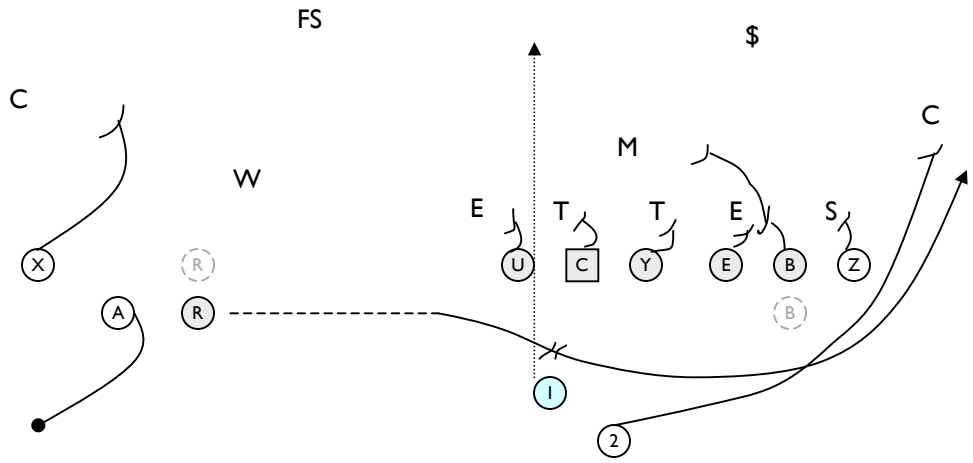
PRINT & GO PLAYS

THE A11 FOOTBALL OFFENSE

133 BLUE BURN SWEEP



PLAY CONCEPT:

In the 133 Burn Sweep play, an extra ineligible player is inserted into the formation. The B & R trade on the LOS last second, keeping (5) players numbered 50-79 on the LOS. The formation remains legal and now (R) can go in motion and take the burn sweep behind the line of scrimmage and around the end. When was the last time you saw an athlete numbered #77 taking it to the house on a sweep? By inserting an extra athlete in an ineligible number into the formation, the defense will have to account for every player on the field and spread out to match up. This creates wasted assignments on the defensive side of the ball and mis-matches for offensive advantage.

ASSIGNMENTS

X : Convoy

A : Negative Bubble call for the ball. Set up quick screen if (W) crashes

R : Step off line. Burn motion, angle back (turn shoulders from D). Secure Handoff & sweep right outside

U : Secure inside Gap and zone block working up

C : Secure play-side Gap and zone block. Pick up MLB on Blitz only (Heels to the Play)

Y : Drive Reach Block the play-side DT & Log (Heels to the Play)

E : Drive Reach Block the play-side DE & Log (Heels to the Play)

B : Step Onto LOS. Double Down Hard (Trey React) on the play-side DE & work to MLB

Z : Reach/Log the SLB and (Heels to the Play)

I : Give to the (A) on Burn Sweep, and Fake the QB Dart into Backside A-Gap. Sell it!

2 : Hard Arc release Outside the (Z) and stalk block the RCB