In the six years of running the A11 Offense, we ran play packages that incorporated concepts from almost every system of football and like the 241 Formation Playbook that added a new dimension to Spread Offensive systems, we believe the new Veer Concepts Playbook will add an inspiring element to the Veer Offense.

Some of the most devastating plays in the A11 Offense have always been quick-hitting downhill concepts, so when Collin Jacobsen sent over his initial ideas of a solidly crafted Veer package adapted to A11 Formations, we couldn’t help but take notice.

Over the next 12 months Collin was pressed to refine his collection of hand drawn plays into a playbook format, with drawings and individual assignments and along the way, he showed an incredible drive to get his dream of publishing a playbook accomplished.

The fact that Collin is seventeen has no bearing on the content of this playbook. We met a young man with a brilliant mind and collaborated with him at the top of our game to put forth a devastating offensive system that will help coaches win.

We commend Collin on his efforts and hope you enjoy some awesome new football strategy that will help move the game into the future.

--

Steve Humphries
A11 Offense Co-Creator
In September 2013, I sent emails to coaches seeking their input regarding option concepts to utilize in the A11 offense. I was surprised to learn that there was nothing. This generated a desire in me to create a unique offense that utilizes all eleven players to their full potential as receivers, blockers, and ball carriers. It encompasses high-speed shifting, and simple blocking assignments to put the defense into conflict. This offense not only forces them to prepare for option concepts but for the versatility of A11 formations as well.

Certainly, I want the coaches and fans to be exposed to an A11 package that hasn't been created before, but that doesn't tell the entire story. What I really want people to understand has nothing to do with the X's and O's or even football in general. It is that great ideas can come from anywhere. Yes, I'm seventeen. Yes, I've beaten the odds by overcoming my disability, and I've had an idea that will revolutionize the game now and into the future. This is that revolution, a renaissance in offensive football.

Collin Jacobsen
Newton, Iowa
In the A11 Offense formation calls flow “left to right” and refer to the three zones on the football field that are created by the hash marks. These three areas are identified as the “red”, “white,” and “blue” zones.

The numbers in the call “2-4-1” coincide with the number of players on the line of scrimmage in each zone. So, in the “2-4-1” formation there are two in the red, four in the white, and one in the blue. In the A11 offense, all formations add up to seven to match the required number of men on the line of scrimmage on every snap.
MOTION TERMINOLOGY

LINE

STACK

TIGHT

FLEX

UP

TRADE

QUARTERBACKS

A

X

R

U

C

Y

E

B

Z

CREEP

FLY

CREEP

ZOOM

FLEX

ZOUT

BURN

ZIN

ZOUT

CRACK

SEAL

ZIPPER

YO-YO (OPTION)

LOG

BLOCK

CLEAN

FLEX

FLY

SET A/B SHIFTS TO A QB POSITION

TRADE

ELIGIBLES
The following four plays show the power of a Veer Package run out of unique A11 Offense formations. Offensive players run all the same play concepts, but the different looking formations wreak havoc on defense’s ability to perfect their assignments.
The versatility of the Veer Package allows coaches to run the same play out of different formations, or different formations on every play to keep defenses guessing.
**Veer:**
Can be run against any front. Use tags to beat defensive looks.

**Midline:**
Can be run against any front. Use tags to beat defensive looks. Great vs. light box.

**Speed:**
Can be run against any front. Use tags to beat defensive looks. Great vs. heavy box.

**Zone Dive:**
Run when play side linebacker folds out against the veer play.

**Midline Triple:**
Use when the outside linebacker is folding in against midline.

**Midline Give:**
Run when play side linebacker stems to the B gap vs. midline.

**Midline ISO:**
Run when play side linebacker stems to the b gap vs. midline. Short yardage play for the offense.

**Midline follow opposite:**
Run when backside inside linebacker is crossing the center vs. Midline. Pull & Follow lead back.

**Midline Trap:**
Run vs. a squatting 3 technique.

**Rocket:**
Run vs. a heavy box. Also use when the defensive end is collisioning the tackle on Veer.
**QUARTERBACK PLAY**

Quarterback shifting can wreak havoc on defenses and disrupt tendencies, especially since most defenses expect the quarterback behind the center in shotgun to receive the snap. In the A11, the off-set quarterback can also shift to an under center position, even while the #1 is calling the cadence. This is a great way to “spring” quick screens and fast hitting veer/midline run concepts on the defense. The angle of being under center is also best for backwards passes to get uncovered R & E players involved on the edge since these “ineligible by formation” players may legally receive a backwards pass by rule.

**FORMATIONS**

- The Veer Packaged can be executed using any Traditional or A11 Formation.
- If coaches decide to go empty they must tag the motion and whether the play is a jet, shovel, or traditional handoff after the motion occurs.
PLAY RULES

• Veer White pod gap away work to play side combo. Backside pod convoy front side listen for tags Man on or first man inside
• Midline Jill scheme fold between 2nd and third player on the play side if the inside player has inside leverage on the player
• Base scheme Same scheme but the third player Will block out if they have inside out leverage
• Speed Option Same as Veer listen for tags
• Pass Pro: Rip – Slide right. Liz: Slide Left. BOB: Big on Big
• Rules are used in all formations

TAGS

• Veer: Load, Lead, Arc, Crack, Key Screens and all A11 Motions. Tag pitchman with key screen or the backs letter and their motion or the word dive if the coach wants them to be in the dive phase.
• Midline: Specify Jill or Base at line of scrimmage. Use all motions. Can also add crack or lead.
• Speed: Load, Lead, Arc, Crack, and All motions
• Decoys: Tack it on at the end of the play to have the backside pod fake a different play
• Passes: Concept is specified via word. Add routes with letter and route
124 FORMATION

124 FORMATION PACKAGE FOR THE A11 OFFENSE
124 VEER LEFT KEY 3

X: Block man on or first man inside
R: Release to number 2
E: Bubble back to pitch relationship
U: Gap away block down on nose
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
Z: Convoy if E outside shade
A: Veer release to first play side LB
B: Convoy
1: 6" step, reverse pivot read first man on or outside the wing
2: Soft pocket run at outside leg of U, read the action key

Z release if E outside shade
124 ZONE DIVE LEFT

Run when the Mike is folding out over E

X: Block man on or first man inside listen for decoy
R: Man on or first man inside look to combo
E: Man on or first man inside look to combo
U: Gap away block down on nose
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
Z: Gap away turn out the 5
A: Turn out the 5
B: Gap away, listen for any tags
1: Give the ball
2: Soft pocket run at outside leg of U, read the action key
**124 Midline Right**

- **X**: Convoy
- **R**: Convoy
- **E**: Convoy
- **U**: Gap Away work to 2nd level LB
- **C**: Gap away block back on N, combo if needed
- **Y**: Two track two play side LB to Safety
- **Z**: Jill scheme turn out the 5
- **A**: Turn out the 5
- **B**: Fold in two track two
- **1**: Hop footwork read the first man on or outside (Y).
  - Squeeze Chase pull and replace
- **2**: Find Brown, cut off the action key
**124 MIDLINE TRIPLE RIGHT**

X: Convoy
R: Convoy
E: Convoy
U: Gap Away work to Mike
C: Gap away block back on N, combo if needed
Y: Two track two play side LB to the Safety
A: Work to pitch relationship
B: Two track two
Z: Arc out block the corner
1: Hop footwork read the first man on or outside U. Squeeze Chase pull and replace pitch off the next man that shows
2: Find Brown, cut off the action key
X: Convoy
R: Convoy
E: Convoy
U: Gap Away work to Mike
C: Gap away block back on N, combo if needed
Y: Combo 3 to the 2nd level LB
Z: Combo 3 to the 2nd level LB
A: Gap away turn out the 5
B: Scoop the C gap
1: Hop footwork, give the ball
2: Find Brown, cut off the action key
X: Convoy  
R: Convoy  
E: Convoy  
U: Gap Away work to Mike  
C: Gap away block back on N, combo if needed  
Y: Combo 3 to the 2nd Level LB  
Z: Combo 3 to the 2nd Level LB  
A: Gap away turn out the 5  
B: Scoop the C gap  
1: Hop footwork fake to the 2 back and follow  
2: Fake with a soft pocket, lead onto first opposite colored jersey
X: Block man on or first man inside listen for decoy
R: Man on or first man inside look to combo
E: Man on or first man inside look to combo
U: Combo nose to Mike
C: Combo nose to Mike
Y: Combo 3 to 2nd Level LB
Z: Combo 3 to 2nd Level LB
A: Turn out the 5
B: Scoop the C Gap
1: 6" step and reverse pivot fake to (2) back and follow
2: Soft pocket find the brown of the center then bend out and lead on first opposite colored jersey
X: Block man on or first man inside listen for decoy
R: Man on or first man inside
E: Convoy
U: Pull and kick out 3 (trap block)
C: Block back on N
Y: Release to 2nd level LB
Z: Release to 2nd level LB
A: Turn out the 5
B: Scoop the C gap
1: 6 inch step, reverse pivot, give the ball
2: Soft pocket, find brown of the center, cut off the trap block
X: Convoy
R: Convoy
E: Convoy
U: Scoop, if N slants across your face go to 2nd level
C: 2nd level, call combo block with B
Y: Gap away combo the 3 to the play side inside LB
Z: Gap away combo the 3 to the play side inside LB
A: Turn out the 5, listen for a tag or a motion
B: Seal the C gap
1: Get to the edge, pitch off of first opposite colored jersey outside the wing
2: 4x1 pitch relationship
#2 can go to the edge against a rolled up corner, otherwise he should seal the box

X: Man on or first man inside
R: Open field pin block on the W - seal inside
E: Open field pin block on the W - seal inside
U: Pull and look inside
C: Reach to Engage (R2E)
Y: Reach to Engage (R2E)
Z: Reach to Engage (R2E)
A: Pull and look inside
B: Orbit motion catch Pitch and read R/E pin block
1: Pitch the ball
2: Seal the White Box or most dangerous 2nd level
124 VEER PASS

X: Stalk action, 7-step post route
R: Decoy game
E: Decoy game
U: Rip protection
C: Rip protection
Y: Rip protection
A: Sell veer path, turn it into a post at LB depth
B: Scrape along LOS to help clean up pass pro
Z: Rip protection
1. Veer footwork, read outside in
2. Veer fake, backside pass pro

B scrapes along LOS to help clean up pass pro.
X: Stalk action, then 7-step post route
R: Hunt block, help backside
E: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
Z: Block (E) two count, check delay wheel route
A: Hinge and protect the backside
B: 7-step Post
1: Midline footwork, read inside out
2: Midline fake help block the right edge
X: 15 yard Dig route
R: Hunt block, help backside
E: Hunt block, help backside
Y: Rip protection
U: Rip protection
C: Rip protection
Z: 3 second check release into the flat.
A: Zoom motion, 10 yard bend route
B: 7-step post route
1. Check post route, then read hi-lo combo on corner
2. Help with back side protection
X: Shallow cross route, replace far side LB
R: Hunt block, help backside
E: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
Z: Let corner go w/ post, 2 second check release wheel route
A: Zoom motion, 7-step Post route
B: 7-step Post route route
1. Check the Inside post, then read the corner
2. Protect Left, make any pursuit run the hump
X: 7-step Post Corner route
R: Hunt block, help backside
E: Hunt block, help backside
U: Liz protection
C: Liz protection
Y: Liz protection
Z: Liz protection
A: Liz protect, 5 yard Flat route
B: Zoom motion, 10 yard Bend route

1. Boot out read Post Corner, Bend, to Flat route.
2. Set up boot action set up in right flat for throwback.
X: Inside release 7-step post
R: Hunt block, help front side
E: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
Z: Liz protection
A: Liz protect, 5 yard Flat route
B: Zoom motion and 7-step Corner route
1. Sprint out read Post, Corner, to Flat route
2: Sprint out protection seal the edge
This play sets up Smoke or Double Pass to the X if Corner crashes

X: Block man on
R: Block the closest player to E
E: Negative Bubble, catch and go WIDE
U: Wedge protection
C: Wedge protection
Y: Wedge protection
Z: Wedge protection
A: Reach and seal E
B: Wedge protection
1. Shift under Center, throw Negative Bubble to R
2. Pass pro right
124 DOUBLE DINK B CORNER

X: Go route
R: Man on look to combo
E: Man on look to combo
U: Bob protect for 2 seconds release to a linebacker
C: Bob protect for 2 seconds release to a linebacker
Y: Bob protect for 2 seconds release to a linebacker
Z: Inside leverage on E, release, then catch dink
A: Inside leverage on E, release, then catch dink
B: Outside release, 7-step Corner route
1: Lose ground, draw defenders, throw the Dink
2: Swing route (either direction)

A & Z must catch ball behind the LOS
X: 2 steps up field, turn & run tunnel path tight to R
A: Kick out or log first Linebacker outside the box
R: Get balanced, block man over 1
U: Drop step, eyes on 2nd level, block 2 count, release
C: Drop step, eyes on 2nd level, block 2 count, release
Y: Drop step, eyes on 2nd level, block 2 count, release
E: Block #2
B: Decoy Screen action
Z: Drop step, eyes on 2nd level, Convoy
1. Lose ground, draw defenders, throw the Tunnel
2. Execute mesh, get through LOS, block first to show
124 B SHIFT DOUBLE PASS

B Shifts under center - Make sure pass to E is backwards

X: Angle route
R: Form secondary pass pro pocket for E, with A
E: Receive backwards pass, Go through reads
U: Reach and liz protection
C: Reach and liz protection
Y: Reach and liz protection
Z: Check delay crossing route at 8 yards
A: Liz protection for pocket with R, help backside
B: Shift under center, throw backwards pass to E
1. Run Veer path, plant and run deep Corner route
2. Wheel route
X: Convoy
R: Decoy negative bubble
E: Run the reverse path
U: Drop Step and pull, become lead blocker
C: Influence the N, work to 2nd level
Y: Influence the T, work to 2nd level
Z: Reach and seal edge, Combo with B
A: Pull out in front and lead
B: Reach and seal edge, Combo with Z
1. Execute Mesh and pitch ball back to E
2. Sell handoff action through LOS

First uncovered lineman on backside pulls
241 VEER LEFT B ARC

X: Block man on or first man inside
R: Man on or first man inside
A: Veer release to first play side LB
U: Gap away block down on N
C: Gap away, straight to or combo to LB
Y: Gap away turn out the 3
E: Release upfield - Convoy
B: Cross formation, turn up find FS
Z: Convoy
1: Read the first man on or outside the wing
2: Soft pocket, run at outside leg of U read the action key

VS 4-2 Edge with slanting Nose
241 ZONE DIVE LEFT B LEAD

X: Block man on or first man inside listen for decoy
A: Turn out the 5
R: Man on or first man inside
E: Man on or first man inside look to combo
U: Gap away block down on nose
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
E: Release upfield - Convoy
B: Cross formation, turn upfield, block first to show
Z: Convoy
1: Give the ball
2: Soft pocket, run at outside leg of U read the action key.

E can choose to mix up blocking the outside shade player or Convoy
X: Convoy
A: Turn out the 5
R: Convoy
U: Gap Away work to Mike
C: Gap away block back on nose, combo if needed
Y: Two track two Mike to the Safety
E: Jill scheme turn out the 5
B: Slam motion, fold in two track two
Z: Block man on
1: Hop footwork read the first man on or outside the Y. Squeeze Chase pull and replace
2: Find Brown, cut off the action key
X: Negative hitch action
A: Run pitch path
R: Convoy
Y: Two track two Mike to the Safety
U: Gap away work to 2nd level LB
C: Gap away block back on N, combo if needed
E: Two track two
B: First player outside pitch key, adjust split if needed
Z: Block Corner
1: Hop footwork read the first man on or outside Y. Squeeze Chase pull and replace
2: Find Brown, cut off the action key

Backside can play any random game to throw off tendencies
X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Gap Away work to Mike
C: Gap away block back on N, combo if needed
Y: Combo 3 to 2nd level LB
E: Combo 3 to 2nd level LB
B: Scoop the C gap
Z: Convoy
1: Hop footwork, give the ball
2: Find Brown, cut off the action key
241 MIDLINE ISO B SLAM LEAD

X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Gap Away work to Mike
C: Gap away block back on N, combo if needed
Y: Combo 3 to 2nd level LB
E: Combo 3 to 2nd level LB
B: Slam motion, lead through the A Gap
Z: Block the Corner
1: Hop footwork fake to the 2 back and follow
2: Fake with a soft pocket lead onto first opposite colored jersey
X: Block man on or first man inside listen for decoy
A: Turn out the 5
R: Man on or first man inside
U: Combo with N to Mike
C: Combo the N to Mike
Y: Combo 3 to 2nd level LB
E: Combo 3 to 2nd level LB
B: Scoop the C gap
Z: Convoy
1: 6 inch step, reverse pivot fake to the two back and follow
2: Soft pocket find the brown of the center, bend out and lead on first opposite colored jersey
X: Convoy
A: Turn out the 5
R: Convoy
U: Pull and kick out 3 (trap block)
C: Block back on N
Y: Gap away work to backside LB
E: Release to 2nd level LB
B: Scoop the C gap
Z: Block man on
1: 6 inch step and reverse pivot hand off
2: Soft pocket, find the brown of the center, cut off the trap block
In our Crack Scheme, pitch off the corner.

X: Convoy
A: Turn out the 5, listen for a tag or a motion
R: Convoy
U: Scoop, if N slants across your face go to 2nd level
C: 2nd level, call combo block with B
Y: Scoop, if T slants across your face go to 2nd level
E: Seal the Edge combo with B to LB
B: Seal the Edge combo with E to LB
Z: Block man on
1: Get to the edge pitch off of first opposite colored jersey outside the wing
2: 4x1 pitch relationship
#2 can go to the edge against a rolled up corner, otherwise he should seal the box.

X: Man on or first man inside
A: Pull and look inside
R: Man on or first man inside
U: Pull and look inside
C: Reach to Engage (R2E)
Y: Reach to Engage (R2E)
E: Reach to Engage (R2E)
B: Orbit motion catch Pitch and read R's block
Z: Convoy
1: Pitch the ball
2: Seal the White Pod or go to edge vs rolled up Corner
241 VEER PASS Z SHALLOW

- B scrapes along LOS to help clean up pass pro
- Concept: Can tag any “win” route with the Z too

X: Stalk action, 7-step post route
A: Sell veer path, turn it into a post at LB depth
R: Negative bubble to draw W, crack if scramble
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: Scrape along LOS to help clean up pass pro
Z: Shallow cross route, replace far side LB
1. Veer footwork, read outside in
2. Veer fake, backside pass pro
241 MIDLINE PASS

Concept: Can tag any “win" route with the X if you like the matchup

X: 3-step Sluggo or win route
A: Hinge and protect the backside
R: Negative bubble to draw W, crack if scramble
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: Wheel route
Z: 7-step post home run route
1. 3-step drop read post to wheel
2. Midline fake, BOB protection
X: Shallow cross route, replace far side LB
A: Zoom motion, 10-yard bend route
R: Rip protection seal back side
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 3 second check release to the flat
Z: Go route
1. Play action, boot out read the flat defender
2. Fake and help with back side pass pro

Concept: Can tag any “win” route with the X if you like the matchup
X: Shallow cross route, replace far side LB
A: Zoom motion, 7-step Post route
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 2 second check release run a wheel
Z: 7-step Post route
1. Check the post, then read the corner
2. Replace A, Hinge technique pass protection
241 A ZOOM SNAG 2 SWING

X: Negative Hitch
A: Rip protection
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 5-step Corner route
Z: 5-step Snag route

1: 3 step drop, read Snag to Corner to Flat routes
2: Swing route
X: Outside release, Go route
A: Liz protect 2 count, release into the Flat
R: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
E: Liz protection
B: Zoom motion, 10 yard out
Z: Shallow cross route, replace far side LB
1. Boot out read Post Corner, Cross, to Flat route.
2. Carry out boot fake protect back side
X: 7-step Post
A: 5-step Corner route
R: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
E: Liz Protection
B: Creep motion, 2 count seal check release into the flat
Z: Shallow Cross route, replace far side LB
1: Sprint out, read Post to Corner to Cross to Flat routes
2: Sprint out protection seal the edge.
X: Block man on
A: Reach block on E
R: Negative Bubble catch and go WIDE
U: Wedge protection
C: Wedge protection
Y: Wedge protection
E: Wedge protection
Z: Choice route
1. Shift under Center, throw Negative Bubble to R
2. Pass pro right
241 DOUBLE DINK 2 SWING

X: Go Route
A: Bob protect, release, catch dink
R: Block man on
U: Bob protect for 2 seconds release to a linebacker
C: Bob protect for 2 seconds release to a linebacker
Y: Bob protect for 2 seconds release to a linebacker
E: Bob protect for 2 seconds release to a linebacker
B: Bob protect, release, catch dink
Z: Go Route
1: Lose ground, draw defenders, throw the Dink
2: Swing route

A & B must catch ball behind the LOS
X: Run tunnel path tight to R
A: Kick out or log first Linebacker outside the box
R: Get balanced, block man over 1
U: Drop step, eyes on 2nd level, block 2 count, release
C: Drop step, eyes on 2nd level, block 2 count, release
Y: Drop step, eyes on 2nd level, block 2 count, release
E: Drop step, eyes on 2nd level, block 2 count, Convoy
B: Drop step, eyes on 2nd level, block 2 count, release
Z: Decoy Screen action
1. Lose ground, draw defenders, throw the tunnel
2: Execute mesh, get through LOS, block first to show
X: 7-step Post
A: Liz protection for pocket R, help backside
R: Receive backwards pass, go through reads
U: Reach and Liz protection
C: Reach and Liz protection
Y: Reach and Liz protection
E: Receive backwards pass, go through reads
B: Shift under Center, throw backwards pass to R
Z: Shallow cross route, replace far side LB
1: Run Veer path, plant and run deep Corner route
2: Wheel route
X: Convoy
A: Reach, seal inside
R: Run the reverse path
U: Drop Step and pull, become lead blocker
C: Influence N, work to 2nd level
Y: Influence T, work to 2nd level
E: Reach and seal edge, combo with B
B: Reach and seal edge, combo with Z
Z: Block Corner
1. Execute Mesh and pitch ball back to E
2: Sell handoff action through LOS
BLUE TIGHT FORMATION PACKAGE FOR THE A11 OFFENSE
X: Block man on or first man inside
A: Veer release to first play side LB
R: Man on or first man inside
U: Gap away block down on nose
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
E: Release upfield - Convoy
B: Cross formation, turn upfield, first to show
Z: Convoy
1: Read the first man on or outside the wing
2: Soft pocket, run at outside leg of U read the action key
BLUE TIGHT ZONE DIVE LEFT B LEAD

X: Block man on or first man inside listen for decoy
A: Turn out the 5
R: Man on or first man inside look to combo
U: Gap away block down on N
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
E: Release upfield - Convoy
B: Cross formation, turn upfield, block first to show
Z: Convoy
1: Give the ball
2: Soft pocket run at outside leg of U read the action key

E can choose to mix up blocking the outside shade player or Convoy
X: Convoy
A: Turn out the 5
R: Convoy
U: Gap away work to 2nd level LB
C: Gap away block back on N, combo if needed
Y: Two track two LB to the Safety
E: Jill scheme turn out the 5
B: Slam motion, fold in two track two
Z: Block man on
1: Hop footwork read the first man on or outside Y, squeeze chase pull and replace
2: Find Brown, cut off the action key
X: Decoy Quick Screen
A: Run pitch path
R: Convoy
U: Gap away work to 2nd level LB
C: Gap away block back on N, combo if needed
Y: Two track two LB to the Safety
E: Two track two
B: First player outside pitch key, adjust split if needed
Z: Block Corner
1: Hop footwork read the first man on or outside (Y), squeeze chase pull and replace
2: Find Brown, cut off the action key
**BLUE TIGHT MIDLINE GIVE**

X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Gap away work to 2nd level LB
C: Gap away block back on N, combo if needed
Y: Combo 3 to 2nd level LB
E: Combo 3 to 2nd level LB
B: Scoop the C gap
Z: Block man on or first man inside
1: Hop footwork, give the ball
2: Find Brown, cut off the action key

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**Diagram Description**

- X: Convoy
- A: Gap away turn out the 5
- R: Convoy
- U: Gap away work to 2nd level LB
- C: Gap away block back on N, combo if needed
- Y: Combo 3 to 2nd level LB
- E: Combo 3 to 2nd level LB
- B: Scoop the C gap
- Z: Block man on or first man inside
- 1: Hop footwork, give the ball
- 2: Find Brown, cut off the action key
X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Gap away work to 2nd level LB
C: Gap away block back on N, combo if needed
Y: Combo 3 to 2nd level LB
E: Combo 3 to 2nd level LB
B: Shallow orbit motion, lead into the A gap
Z: Block man on or first man inside
1: Hop footwork fake to the 2 back and follow
2: fake with a soft pocket lead onto first opposite colored jersey
X: Block man on or first man inside listen for decoy
A: Gap away turn out the 5
R: Block man on or first man inside
U: Combo nose to Mike
C: Combo nose to Mike
Y: Combo 3 to Buck
E: Combo 3 to Buck
B: Scoop the C gap
Z: Convoy
1: 6 inch step, reverse pivot fake to the two back and follow
2: Soft pocket find the brown of the center, bend out and lead on first opposite colored jersey
**BLUE TIGHT MIDLINE TRAP RIGHT**

X: Convoy
A: Turn out the 5
R: Convoy
U: Pull and kick out 3 (trap block)
C: Gap away block back on N
Y: Gap away work to backside LB
E: Release to 2nd level LB
B: Scoop the C gap
Z: Block man on

1: 6 inch step, reverse pivot fake to the 2 back and follow
2: Soft pocket, find the brown of the center, cut off the trap block
In our Crack Scheme, pitch off the corner

X: Convoy
A: Turn out the 5, listen for a tag or a motion
R: Convoy
U: Scoop, if N slants across your face go to 2nd level
C: 2nd level, call combo block with B
Y: Scoop, if T slants across your face go to 2nd level
E: Seal the Edge combo with B to LB
B: Seal the Edge combo with E to LB
Z: Block man on or first man inside
1: Get to the edge pitch off of first opposite colored jersey outside the wing
2: 4x1 pitch relationship
BLUE TIGHT B ORBIT ROCKET SWEEP

#2 can go to the edge against a rolled up corner, otherwise seal the box

X: Man on or first man inside
A: Reach to Engage (R2E)
R: Man on or first man - seal inside
U: Reach to Engage (R2E)
C: Reach to Engage (R2E)
Y: Reach to Engage (R2E)
E: Reach to Engage (R2E)
B: Orbit motion catch pitch and go wide
Z: Convoy
1: Pitch the ball
2: Seal the White Box or most dangerous 2nd level
B scrapes along LOS to help clean up pass pro.

X: Stalk action, 7-step post route
A: Sell veer path, turn it into a post at LB depth
R: Negative bubble to draw W, crack if scramble
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: Scrape along LOS to help clean up pass pro
Z: Win route
1. Veer footwork: read outside in
2. Veer fake, backside pass pro
X: 3-step Sluggo
A: Rip protection, seal back side
R: Decoy Negative Bubble to draw W, crack if scramble
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: Wheel route
Z: 7-step Post home run route
1. 3-step drop, read post to wheel
2. Midline fake, BOB protection
X: Shallow cross route, replace far side LB
A: Zoom motion, 10-yard bend route
R: Rip protection seal back side
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 3 second check release to the flat
Z: Go route
1. Play action, sprint out read the flat defender
2. Fake and help with back side pass pro

Concept: Can tag any “win” route with the X if you like the matchup
X: Shallow cross route, replace far side LB
A: Rip protection, seal back side
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 5-step post
Z: 7-step post
1. Sprint action, read Post, then Corner
2: Wheel route
X: Negative Hitch
A: Rip protection
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Rip protection
B: 5-step Corner route
Z: 5-step Snag route
1: 3 step drop, read Snag to Corner to Flat routes
2: Swing route
X: Outside release, Go route
A: Liz protect 2 count, release into the Flat
R: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
E: Liz protection
B: Zoom motion, 10 yard out
Z: 7-step deep Post route
1. Boot out read post corner, bend, to flat route.
2: Carry out boot fake protect back side

Z runs a deep home run route if QB likes the matchup
This play sets up a Smoke route to the X if Corner crashes.

X: Block Man on
A: Wedge protect
R: Negative bubble, catch and go WIDE
U: Wedge protection
C: Wedge protection
Y: Wedge protection
E: Wedge protection
Z: Choice Route
1: Shift under Center, throw the negative bubble
2: Protect right
X: Run tunnel path tight to R
A: Kick out or log first Linebacker outside the box
R: Get balanced, block man over 1
U: Drop step, eyes on 2nd level, block 2 count, release
C: Drop step, eyes on 2nd level, block 2 count, release
Y: Drop step, eyes on 2nd level, block 2 count, release
E: Drop step, eyes on 2nd level, block 2 count, Convoy
B: Drop step, eyes on 2nd level, block 2 count, release
Z: Decoy Screen action
1. Lose ground, draw defenders, throw the tunnel
2: Execute mesh, get through LOS, block first to show
X: Go Route
A: Bob protect, release, catch dink
R: Block man on
U: Bob protect for 2 seconds release to a linebacker
C: Bob protect for 2 seconds release to a linebacker
Y: Bob protect for 2 seconds release to a linebacker
E: Bob protect for 2 seconds release to a linebacker
B: Bob protect, release, catch dink
Z: Go Route
1: Lose ground, draw defenders, throw the Dink
2: Swing route

A & B must catch ball behind the LOS
This play sets up a Smoke route to the X if Corner crashes

**X**: Block Man on
**A**: Wedge protect
**R**: Negative bubble, catch and go WIDE
**U**: Release downfield
**C**: Wedge protection
**Y**: Wedge protection
**E**: Wedge protection
**Z**: Choice Route
1: Shift under Center, throw the negative bubble
2: Protect right
**BLUE TIGHT R REVERSE**

X: Convoy  
A: Reach, seal inside  
R: Run the reverse path  
U: Drop Step and pull, lead block on Corner  
C: Influence N, work to 2nd level  
Y: Influence T, work to 2nd level  
E: Reach and seal edge, Combo with B  
B: Reach and seal edge, Combo with Z  
Z: Reach and seal SS  

1. Execute Mesh and pitch ball back to E  
2. Sell handoff action through LOS
331 FORMATION

331 FORMATION PACKAGE FOR THE A11 OFFENSE
X: Block man on or first man inside
R: Release to number 2
E: Bubble back to pitch relationship
U: Gap away block down on N
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
A: Veer release to first play side LB
B: Gap away listen for any tags
Z: Convoy
1: 6 inch step, reverse pivot, read first man on or outside the wing
2: Soft pocket run at outside leg of U read the action key
X: Block man on or first man inside listen for decoy
R: Man on or first man inside look to combo
E: Man on or first man inside look to combo
U: Gap away block down on nose
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
Z: Gap away turn out the 5
A: Turn out the 5
B: Gap away, listen for any tags
1: Give the ball
2: Soft pocket run at outside leg of U, read the action key
X: Convoy
R: Convoy
E: Convoy
U: Gap Away work to 2nd level LB
C: Gap away block back on N, combo if needed
Y: Go to the 2nd level LB
A: Turn out the 5
B: Jill scheme turn out the 5
Z: Convoy
1: Read the first man on or outside Y
2: Soft pocket find Brown read the action key
X: Go route or any game with R & E
R: Block man on E
E: Negative Bubble
U: Gap Away work to Mike, combo if needed
C: Gap away block back on N, combo if needed
Y: Two track two play side LB to the Safety
A: Run Pitch Path
B: Two track two play side LB to the Safety
Z: Man on or First man inside
1: Read the first man on or outside (Y), then read the next man to show
2: Soft pocket Find Brown read the action key.

Remember, back side can run any game to randomize the play.
X: Convoy
R: Convoy
E: Convoy
U: Gap Away work to Mike
C: Gap away block back on N, combo if needed
Y: Combo 3 to the 2nd level LB
A: Gap away turn out the 5
B: Combo 3 to the 2nd level LB
Z: Convoy
1: Hop footwork, give the ball
2: Find Brown, cut off the action key

Backside can play any random game
X: Convoy
R: Convoy
E: Convoy
U: Gap away work to Mike
C: Gap away block back on N, combo if needed
Y: Combo 3 to the 2nd level LB
A: Gap away turn out the 5
B: Combo 3 to the 2nd level LB
Z: Block man on
1: Hop footwork fake to the 2 back and follow
2: Fake with a soft pocket lead onto first opposite colored jersey

Backside can play any random game
X: Block man on or first man inside listen for decoy
R: Man on or first man inside look to combo
E: Man on or first man inside look to combo
U: Combo the N to Mike
C: Combo the N to Mike
Y: Combo 3 to 2nd Level LB
A: Turn out the 5
B: Combo 3 to 2nd Level LB
Z: Gap away turn out the 5
1: 6 inch step, reverse pivot fake to the 2 back and follow
2: Soft pocket find the brown of the center, bend out and lead on first opposite colored jersey
X: Convoy
R: Convoy
E: Convoy
U: Pull and kick out 3 (trap block)
C: Block back on N
Y: Release to 2nd level backside LB
A: Turn out the 5
B: Release to 2nd level LB
Z: Block Man on
1: 6 inch step, reverse pivot, give the ball
2: Soft pocket find the brown of the center, cut off the trap block
X: Convoy
R: Convoy
E: Convoy
U: Scoop, if N slants across your face go to 2nd level
C: 2nd level, call combo block with B
Y: Reach and seal edge
A: Decoy Negative Hitch behind the wall
B: Work to and reach block play side LB
Z: Block Corner
1: Get to the edge, pitch off of first opposite colored jersey outside the wing
2: Orbit motion 4x1 pitch relationship
X: Man on or first man inside
R: Open field pin block on the W - seal inside
E: Open field pin block on the W - seal inside
U: Pull and look inside
C: Reach to Engage (R2E)
Y: Reach to Engage (R2E)
A: Pull and look inside
B: Orbit motion catch Pitch and read R/E pin block
Z: Convoy
1: Pitch the ball
2: Seal the White Pod Can be Done From anywhere

#2 can go to the edge against a rolled up corner, otherwise seal the box
**331 VEER PASS R DECOY Z STAY**

B scrapes along LOS to help clean up pass pro.

X: Stalk action, 7-step post route  
R: Decoy negative bubble action  
E: Block man on or first man inside  
U: Rip Protection  
C: Rip Protection  
Y: Rip Protection  
A: Sell veer path, turn it into a post at LB depth  
B: Scrape along LOS to help clean up pass pro  
Z: Backside pass pro  
1: Fake the veer, read outside in  
2: Veer fake, backside pass pro
X: Stalk release, 7-step post
A: Hinge and protect the backside
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Hunt block, help backside
B: Chip the end, stay on tracks for Wheel route
Z: 7-step Post route

1. Midline footwork, read Post to Wheel to Post
2. Midline fake fill pass pro right side
X: Run a shallow (15 yd dig)
R: Hunt block, help backside
E: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
A: Rip protection
B: Outside release 5 step post
Z: 7-step Post
1. 3 step drop, check the post, then read the corner
2: Wheel route
X: Decoy
R: Help with decoy
E: Rip protection
U: Rip protection
C: Rip protection
Y: Rip protection
A: Liz Protect find space in the flat
B: Run a 7 Step Corner
Z: Run A: Snag route
1: Man= screen zone= Read scat
2: Decoy quick screen
X: 7-step Post route
R: Hunt block, help front side
E: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
A: Liz protect 2 count, release into the Flat
B: Zoom motion, 5-step Corner route
Z: Liz protection
1: Spring out read Post to Corner to Cross routes
2: Sprint protection seal the edge
X: Outside release Go route
R: Hunt block, help front side
E: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
A: Liz protection, 5 yard Flat route
B: Liz protection
Z: Choice route
1: 3 step drop, read Go to Out to Flat routes
2: 12 yard back to 10 yard Out route
**331 X TUNNEL**

X: 2 steps up field, turn & run tunnel path tight to R
A: Kick out or log first Linebacker outside the box
R: Get balanced, block man over 1
U: Drop step, eyes on 2nd level, block 2 count, release
C: Drop step, eyes on 2nd level, block 2 count, release
Y: Drop step, eyes on 2nd level, block 2 count, release
E: Block #2
B: Drop step, eyes on 2nd level, Convoy
Z: Decoy Screen action
1: Lose ground, draw defenders, throw the Tunnel
2: Execute mesh, get through LOS, block first to show
This play sets up a Smoke route to the X if Corner crashes

X: Block Man on
R: Block the closest player to E.
E: Negative bubble catch and go WIDE
U: Wedge protection
C: Wedge protection
Y: Wedge protect protection
A: Reach and seal E
B: Wedge protect
Z: Run a Decoy
1. Shift under Center, throw Negative Bubble to R
2. Pass pro right
331 FLEX B SHIFT DOUBLE PASS

X: Angle route
R: Form secondary pass pro pocket for E, with A
E: Receive backwards pass, go through reads
U: Reach and liz protection
C: Reach and liz protection
Y: Reach and liz protection
Z: Check delay crossing route at 8 yards
A: Liz protection for pocket with R, help backside
B: Shift under center, throw backwards pass to E
1. Run Veer path, plant and run deep Corner route
2. Wheel route
X: Convoy
A: Reach, seal inside
R: Decoy negative bubble
U: Drop Step and pull, become lead blocker
C: Influence N, work to 2nd level
Y: Influence T, work to 2nd level
E: Run the reverse path
B: Reach and seal edge
Z: Block Corner
1. Execute Mesh and pitch ball back to E
2. Sell handoff action through LOS
**BASE UP VEER LEFT KEY 2**

**X:** Block man on or first man inside
**A:** Veer release to first play side LB
**R:** Bubble back to pitch relationship
**U:** Gap away block down on N
**C:** Gap away go straight to or combo to 2nd level
**Y:** Gap away turn out the 3
**E:** Convoy
**B:** Gap away Listen for any tags
**Z:** Convoy

1: Read the first man on or outside the wing
2: Soft pocket, run at outside leg of U read the action key
X: Block M an on or first man inside listen for decoy
A: Turn out the 5
R: Decoy
U: Gap away block down on N
C: Gap away go straight to or combo to 2nd level
Y: Gap away turn out the 3
E: Convoy
B: Gap away turn out the 5 Listen for any tags
Z: Convoy
1: Give the ball
2: Soft pocket, run at outside leg of U read the action key
X: Convoy
A: Turn out the 5
R: Convoy
U: Scoop nose, combo with C to Mike
C: Block back on nose, combo with C to Mike
Y: Go to 2nd level LB
E: Block man on
B: Jill scheme turn out the 5
Z: Man on or first man inside
1: Read the first man on or outside Y
2: Soft pocket, find Brown read the action key
BASE UP MIDLINE TRIPLE RIGHT

Backside can play any random game

X: Convoy
A: Turn out the 5
R: Convoy
U: Scoop nose, combo with C to Mike
C: Block back on nose, combo with C to Mike
Y: Two track two LB to the Safety
E: Lose ground and get into pitch relationship
B: Two track two LB to the Safety
Z: Crack first man inside
1: Read the first man on or outside Y, then read the next man to show
2: Soft pocket, find Brown read the action key.
BASE UP MIDLINE GIVE RIGHT

X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Scoop nose, combo with C to Mike
C: Block back on nose, combo with C to Mike
Y: Combo 3 to 2nd level LB
E: Block man over
B: Combo 3 to 2nd level LB
Z: Convoy
1: Hop footwork, give the ball
2: Find Brown, cut off the action key

Backside can play any random game
X: Convoy
A: Gap away turn out the 5
R: Convoy
U: Scoop nose, combo with C to Mike
C: Block back on nose, combo with C to Mike
Y: Combo 3 to 2nd level LB
E: Block man on
B: Combo 3 to 2nd level LB
Z: Convoy
1: Hop footwork fake to the 2 back and follow
2: Fake with a soft pocket lead onto first opposite colored jersey
X: Block man on or first man inside listen for decoy
A: Turn out the 5
R: Man on or first man inside look to combo
U: Combo the N to Mike
C: Combo the N to Mike
Y: Combo 3 to 2nd level LB
E: Convoy
B: Combo 3 to 2nd level LB
Z: Convoy
1: 6 inch step, reverse pivot fake to the two back and follow
2: Soft pocket find the brown of the center, bend out and lead on first opposite colored jersey
X: Convoy
A: Turn out the 5
R: Convoy
U: Pull and kick out 3 (trap block)
C: Block back on N
Y: Gap away work to backside LB
E: Release to 2nd level LB
B: Scoop the C gap
Z: Block man on
1: 6 inch step and reverse pivot hand off
2: Soft pocket, find the brown of the center, cut off the trap block
X: Convoy
A: Turn out the 5, listen for a tag or a motion
R: Convoy
U: Scoop, if N slants across your face go to 2nd level
C: 2nd level, call combo block with U
Y: Reach and seal 3 technique
E: Block man on
B: Work to and reach block play side LB
Z: Block Corner
1: Get to the edge, pitch off of first opposite colored jersey outside the wing
2: 4x1 pitch relationship
BASE UP B ORBIT ROCKET SWEEP

#2 can go to the edge against a rolled up corner, otherwise he should seal the box

X: Man on or first man inside
A: Get width to keep E inside, 2nd level
R: Man on or first man inside
U: Reach to Engage (R2E)
C: Reach to Engage (R2E)
Y: Reach to Engage (R2E)
E: Convoy
B: Orbit motion catch Pitch and read R’s block
Z: Convoy
1: Pitch the ball
2: Seal the White Pod or go to edge vs rolled up Corner
**BASE UP VEER PASS Z SPOT**

B scrapes along LOS to help clean up pass pro.

X: Stalk action, 7-step post route
A: Sell veer path, turn it into a post at LB depth
R: Negative bubble to draw W, crack if scramble
U: Rip Protection
C: Rip Protection
Y: Rip Protection
E: BOB protect
B: Scrape along LOS to help clean up pass pro
Z: 5 step spot route
1: Veer footwork, read outside in
2: Veer fake, backside pass pro
**BASE UP MIDLINE PASS X POST**

- **X:** Stalk release, 7-step post
- **A:** Hinge and protect the backside
- **R:** Hunt block, help backside
- **U:** Rip protection
- **C:** Rip protection
- **Y:** Rip protection
- **E:** Hunt block, help front side
- **B:** Chip the end, stay on tracks for Wheel route
- **Z:** 7-step Post route

1. Midline footwork, read Post to Wheel to Post
2. Midline fake fill pass pro right side
X: 15 yard Dig route
A: Rip protection
R: Hunt block, help backside
U: Rip protection
C: Rip protection
Y: Rip protection
E: Hunt block, help backside
B: 5-step post
Z: 7-step Post
1. Check the post, then read the Corner
2. Carry out fake, get into wheel route on edge
X: Decoy block, must stay behind LOS
A: Decoy block, must stay behind LOS
R: Decoy negative bubble action
E: Rip protection
U: Rip protection
C: Rip protection
Y: Rip protection
B: 7-step Corner route
Z: 5-step Snag route route
1: Man = screen zone = Read scat
2: Swing rout
X: 7-step Post route  
A: Liz protect 2 count, release into the Flat  
R: Hunt block, help front side  
U: Liz protection  
C: Liz protection  
Y: Liz protection  
E: Bob protection backside  
B: Zoom motion, 5-step corner  
Z: 15 yard Angle route  
1: Sprint out read post corner, cross, to flat route.  
2: Sprint protection seal the edge.
X: Outside release route
A: Liz protect 2 count, release into the Flat
R: Hunt block, help front side
U: Liz protection
C: Liz protection
Y: Liz protection
E: Decoy
B: Liz Protect
Z: Choice route
1: 3 step and read the go then out before throwing the screen
2: 12 yard back to 10 yard Out route
X: Run tunnel path tight to R
A: Kick out or log first LB outside the box
R: Get balanced, block man over 1
U: Drop step, eyes on 2nd level, block 2 count, release
C: Drop step, eyes on 2nd level, block 2 count, release
Y: Drop step, eyes on 2nd level, block 2 count, release
E: Convoy
B: Drop step, eyes on 2nd level, block 2 count, release
Z: Decoy Screen action
1. Lose ground, draw defenders, throw the tunnel
2. Execute mesh, get through LOS, block first to show
This play sets up a Smoke route to the X if Corner crashes

X: Block Man on
A: Wedge protection
R: Negative bubble catch and go WIDE
U: Wedge protection
C: Wedge protection
Y: Wedge protection
E: Block man on
B: Wedge protection
Z: Run a Decoy
1. Throw the negative bubble
2: Pass pro Right
**BASE UP HITCH & PITCH**

X: 5-step Hitch, catch ball and pitch to Anchor  
A: Wedge protection  
R: Negative bubble, get into pitch relationship  
U: Wedge protection  
C: Wedge protection  
Y: Wedge protection  
E: Negative bubble, get into pitch relationship  
B: Wedge protection  
Z: 5-step Hitch, catch ball and pitch to Anchor  
1. Throw the Hitch to either side  
2. Pass pro Right
BASE UP R REVERSE

X: Convoy
A: Reach, seal inside
R: Run the reverse pat
U: Drop Step and pull, become lead blocker
C: Influence N, work to 2nd level
Y: Influence T, work to 2nd level
E: Crack and seal edge, Combo with B
B: Reach and seal edge, Combo with E
Z: Block Corner

1. Execute Mesh and pitch ball back to E
2. Sell handoff action through LOS
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