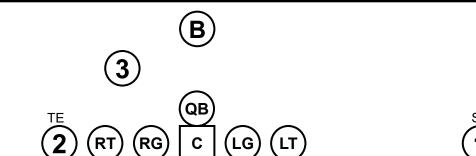
Offense Identification

Offensive Overview



Position	Description				
Center (C)	Snapper of the ball				
Left Guard	Lineman with an ineligible number next to the center				
Right Guard	Lineman with an ineligible number next to the center				
Left Tackle	Lineman with an ineligible number next to the guard				
Right Tackle	Lineman with an ineligible number next to the guard				
Tight-End	End player on the line with an ELIGIBLE number with a tight split (under 5 feet) from the tackle				
Split-End	End player on the line with an ELIGIBLE number with a wide split (over 5 feet) from the tackle				
Back	Any offensive player behind the LOS is a "back." All backs are ELIGBLE				
Quarterback	A back directly behind the center taking the snap				
#1	Widest eligible receiver to each side				
#2	Second widest eligible receiver to each side				
#3	Third widest eligible receiver to a side (can only be to the passing strength side)				
#4	Fourth widest eligible receiver to a side (can only be to the passing strength side)				
В	Any back directly behind the center/QB. It is not yet known if they will emerge as a receiver to the left or right. Whichever direction they step post-snap they are then added to the count on that side. Example: If there are two receivers to the right, and the "B" goes right, they are now #3. If there is one receiver to the left, and the back goes left, they are now #2.				

Offensive Formation Identity

- There are five offensive linemen (Center, two guards, two tackles). There is a quarterback (player receiving the snap) and does not count as a "back" in the back count. This means there are five other players that must be accounted for (backs and ends). These are eligible receivers 99% of the time.
- Pass Strength: The side of the offensive formation with the most eligible receivers
 - When the formation's passing strength is balanced, the passing strength becomes the wide side of the field
- **Run Strength:** The side of the offensive formation with more attached ends and backs to the edge of the box. Initial run strength is to the side a single TE lines up towards.
 - Surface: Number of linemen and attached ends and backs to each side of the center
 - · 2-man surface: Guard and tackle
 - 3-man surface: Guard, tackle, and TE
 - 4-man surface: Guard, tackle, TE/tackle over, TE/Wingback
 - 1. When the formation's run strength is balanced, the strength becomes the pass strength side.
 - 2. When pass strength is balanced, the strength becomes the wide side of the field.
 - 3. If the ball is in the middle of the field, the strength is to the QB's throwing side (Strong Left vs Right-handed QB).
- [1x1] Full House: One eligible receiver outside the tackles to each side. 1 + 1 = 2. That means there are three backs in the backfield (full house).
- [2x1/1x2] 2-back: Two eligible receivers outside the tackle to one side, and one eligible receiver outside the tackle to the other. 2 + 1 = 3. That means there are two backs in the backfield (2-back). Pass strength is to the 2-receiver side.
- [2x2] 1-back: Two eligible receivers outside the tackles to each side. 2 + 2 = 4. That means there is one back in the backfield (1-back).
- [3x1/1x3] 1-back: Three eligible receivers outside the tackle to one side, and one eligible receiver outside the tackle to the other. 3 + 1 = 4. That means there is one back in the backfield (1-back). Pass strength is to the trips side.
- [3x2/2x3] Empty: Three eligible receivers outside the tackle to one side, and two eligible receivers outside the tackle to the other. 3 + 2 = 5. That means there is no back in the backfield (empty).
- [4x1/1x4] Empty: Four eligible receivers outside the tackle to one side, and one eligible receiver outside the tackle to the other. 4 + 1 = 5. That means there is no back in the backfield (empty). Pass strength is to the quads side.
- **Rick/Lou:** This is used to declare a back in the backfield is off-set to the right (Rick) or left (Lou). When a back is offset, they become a #2 or #3 or #4 to that side in the pass count. This does NOT affect the [#x#] declaration.

3

Offensive Backfields						
1 [2x1] 2-back, I			2 [2	2x1] 2-back, Split-back	
①	(B) (B) (Q)			①	3 2 @	
	@00 <u>0</u> 00		①		@00 <u>0</u> 00	①
3 [2x	1] 2-back, Strong Lo	ou		4 [2	2x1] 2-back, Weak Rick	
	® 3				® ②	
① ———	000 □00		1	1	000 <u>0</u> 00	①
5 [2x	1] 2-back, Strong Lo	ou		6 [2	2x1] 2-back, Weak Rick	
①	3 8 @ @○○□○○		1	0	® @ @OO□OO	1
7 [1x	1] Full House			8 [1	1x1] Full House Lou	
	2 8 2 0 0○□○○		1		® ② ® ①○○□○○	①
9 [2x2	2] One-back			10 [3	3x2] Empty	
0	® 000 <u>0</u> 00	2	1	1	© 0 00000	①
11 [2x2	2] One-back Lou	J		12 [2	2x2] One-back Rick	
•	³ ⊚ 200□00	2	1	0	@ 3 200□00	1

Receiver Formations

Formation	Definition				
1 Receiver Formations					
Ace	One Split End outside of the hash mark				
Nub	One TE				
Nasty	One Split End within 6 yards of the tackle				
2 Receiver Formations					
Pro	#1 detached and off LOS, #2 tight and on the LOS				
Twins	#1 and #2 are both detached				
Wing	#1 and #2 are both tight				
Slot	#1 detached and on the LOS, #2 tight and off the LOS. Can be called as "Pro."				
Stack	#1 and #2 are both detached and stacked (one behind the other).				
3 Receiver Formations					
Trips	Three receivers to a side				
Trips	#1, #2, and #3 are all detached				
Trips Bunch	#1, #2, and #3 are all tight				
Trips Stack	#1, #2, and #3 are detached and stacked (one behind the other).				
Trips Pro	#1 and #2 detached, with #3 attached as a TE				
Trips Slot	#1 and #2 detached, with #3 attached as a Wing				
4 Receiver Formations					
Quads	Four receivers to a side				
Quads	#1, #2, #3, and #4 are all detached				
Quads Bunch	#1 detached with #2, #3, and #4 tight				
Quads Stack	#1, #2, #3 and #4 are detached and stacked (one behind the other).				
Quads Pro	#1, #2, and #3 detached, with #3 attached as a TE or Wing				
Quads Diamond	All four are detached and in an "diamond" shape arrangement				
Unbalanced Formations					
Heavy	Tackle Over				
Over	End Over				

2-Back and Full House Formations 2x1 (2-back), Strong Lt 1x2 (2-back), Strong Lt 2-Back / I 2-Back / I ⑱ B **(B) (B)** Nub **200**□00 Twins Ace (1) 2x1 (2-back), Strong Lt 1x2 (2-back), Strong Rt 2-Back / Lou 2-Back / Split **(B) (** Wing (3) Ace Nastv Slot ① (1) (1) 2x1 (2-back), Strong Lt 1x2 (2-back), Strong Lt 2-Back / Rick 2-Back / Split ⑱ **@ Twins** Stack 2 (1) Nub Ace 0000 2 ① 2x1 (2-back) Strong Lt 2x1 (2-back) Strong Rt 2-Back / I 2-Back / Lou ⑱ 2 (B) @ O O O O Nub 1x1 (Full House) Strong Lt 1x1 (Full House) Strong Rt 10 Full-House / Lou Full-House / Rick B ⑱ **(B)** ⑱ 2 Nasty @ | | | | (1) 1x1 (Full House) Strong Lt 1x1 (Full House) Strong Lt QB is Rt-handed QB is Rt-handed Full-House Full-House B (2) Ace ①

2x2 Formations 2x2 (1-back), Strong Lt 1x3 (2-back), Strong Lt 1-back QB is Rt-handed 1-back / Lou ⑱ **Q @ Twins Twins** Twins Twins 2 (2) ① 0000 2 0000 (1) (1) (1) 2x2 (1-back), Strong Lt 2x2 (1-back), Strong Lt 1-back QB is Rt-handed 1-back QB is Rt-handed **(B)** (B) Pro Slot Slot Pro 200<u>0</u>002 ① ① ① ① 2x2 (1-back), Strong Lt 2x2 (1-back), Strong Rt QB is Rt-handed 1-back / Lou **B** (3) (Q) **Twins** Pro Wing Wing (2) ① 00000 ① 2x2 (1-back), Strong Lt 2x2 (1-back), Strong Lt 1-back / Rick 1-back / Rick **Q** 3 (Q) (3) Wina Slot Twins Twins 1 ① **20000** ① 2x2 (1-back), Strong Rt 10 2x2 (1-back), Strong Rt 1-back / Rick 1-back (Q) (3) Stack Stack Slot 0000 ① 12 11

Trips and Quads Formations

1 3x1 (1-back), Strong Lt	2 1x3 (2-back), Strong Rt			
1-back	1-back / Lou			
	②			
Trips Pro O Q A C Q A C A C A C A C A C A C A C A C	Ace 3 2			
3 3x1 (1-back), Strong Lt	4 1x3 (1-back), Strong Lt			
1-back / Rick	1-back			
© ② Trips Bunch	圆 ◯ Trips			
① ③ Nasty	Nub 3 2			
@ 00 <u>0</u> 00 0	1 1 2 (1 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1			
5 3x1 (1-back), Strong Lt	6 1x3 (1-back), Strong Rt			
1-back / Lou Trips Stack	1-back / Rick			
· _ \\41\\(\.)1	© 4 Trips Slot			
(a)				
9 00000	0 0000			
7 4x1 (Empty), Strong Lt	8 1x4 (Empty), Strong Rt			
Empty	Empty			
Quads	Quads Pro			
	3 2 1 Nub 100□004			
9 4x1 (Empty), Strong Lt	10 1x4 (Empty), Strong Rt			
Quads Diamond Empty	Empty			
Quads Diamond ©	Quads Bunch			
① ③ Ace	Nasty ④ ② ①			
	0 00□00 3			
11	12			

Empty Formations 3x2 (Empty), Strong Lt 2x3 (Empty), Strong Rt **Empty Empty** @ **@** Trips Slot **Twins** 2 (1) (1) (1) 3x2 (Empty), Strong Rt 2x3 (Empty), Strong Rt **Empty Empty @ @** Trips Bunch Trips ① Wing ① 2x3 (Empty), Strong Rt 3x2 (Empty), Strong Lt **Empty Empty** Trips Stack 0 **@** Trips Pro Stack **Twins** (1) 2 ① 00000 2 3x2 (Empty), Strong Lt 2x3 (Empty), Strong Rt **Empty Empty @ Q** Trips Bunch **Twins** Trips Pro Wing 2 2 1 ① 9 10 12 11

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Unbalanced Formations 1x1 (Full House), Heavy Lt 1x1 (Full House), Heavy Rt 2 Full House / Lou Full House / Lou ⑱ **(B) (B) (B)** Nub Nub 0000002x1 (2-back), Heavy Lt 1x2 (2-back), Heavy Rt 2-back / I 2-back / Rick ⑱ **(B)** ③ Twins Slot ② 2 00<u>0</u>000 ① ① 1x2 (2-back), Heavy Rt 1x2 (2-back), Heavy Lt 2-back / Split 2-back / Lou $^{\circ}$ $^{\circ}$ ⑱ Wina Pro ① 2x2 (1-back), Heavy Lt 2x2 (1-back), Heavy Rt 1-back 1-back / Lou 3 Q **Twins** Twins Wing Slot 2 (1) 3x1 (1-back), Heavy Lt 3x1 (1-back), Heavy Rt 1-back 1-back / Lou **(B)** Trips Slot **@** 2 **Trips** Ace (3) ① 0000 ① 3x1 (1-back), Heavy Lt 1x3 (1-back), Heavy Rt 12 1-back 1-back / Lou Q 4 Trips Bunch Trips Bunch (1) (3) Nasty 20 0000

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