



Youth Double Wing: The Gun! Audible Reference Power Point

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Audibles

Wrinkles that make defenses go crazy

Audible List

Audible	Reason
Rookie/Look	Uncovered pass to SE
Broken/Blender	Uncovered pass to SLOT
Waggle (influence – key breaker)	QB bootleg run/pass to backside
Boot (influence – key breaker)	QB bootleg run/pass to backside
Razzle (influence – key breaker)	WB reverse
Fly	WB pass to PSWB/PSSE
Jump	BSTE jump pass

Why Audibles

- A very simple way of attacking flaws in the defense immediately.
- Allows us to adapt instantly to various threats that would cause our called play to fail.
- Allows us to move the ball while creating confusion in the defense.
- 2 or less in the backside perimeter
- Leaving a receiver in space uncovered
- Secondary supporting run and not defending pass

How we call Audibles

- Our QB after the offense lines up in formation will always check with the sideline unless the sideline yells “run it” which tells him to get the play off now.
- First: QB checks with sideline and OC shouts an audible. Nearest offensive player echo’s it to the middle of the field. Everyone runs the original play except those involved in the audible.
- Second: For more mature QB’s who are able to handle calling it on their own we let him call audibles. There is a teaching progression involved. Often at first once a game is in hand we will tell him that he can call a certain audible if he sees it open on his own. We grade him out from series to series on did he call it and was it the right thing to do. Most often it is uncovered we start with because that is a very easy teaching progression for the QB and Receivers.

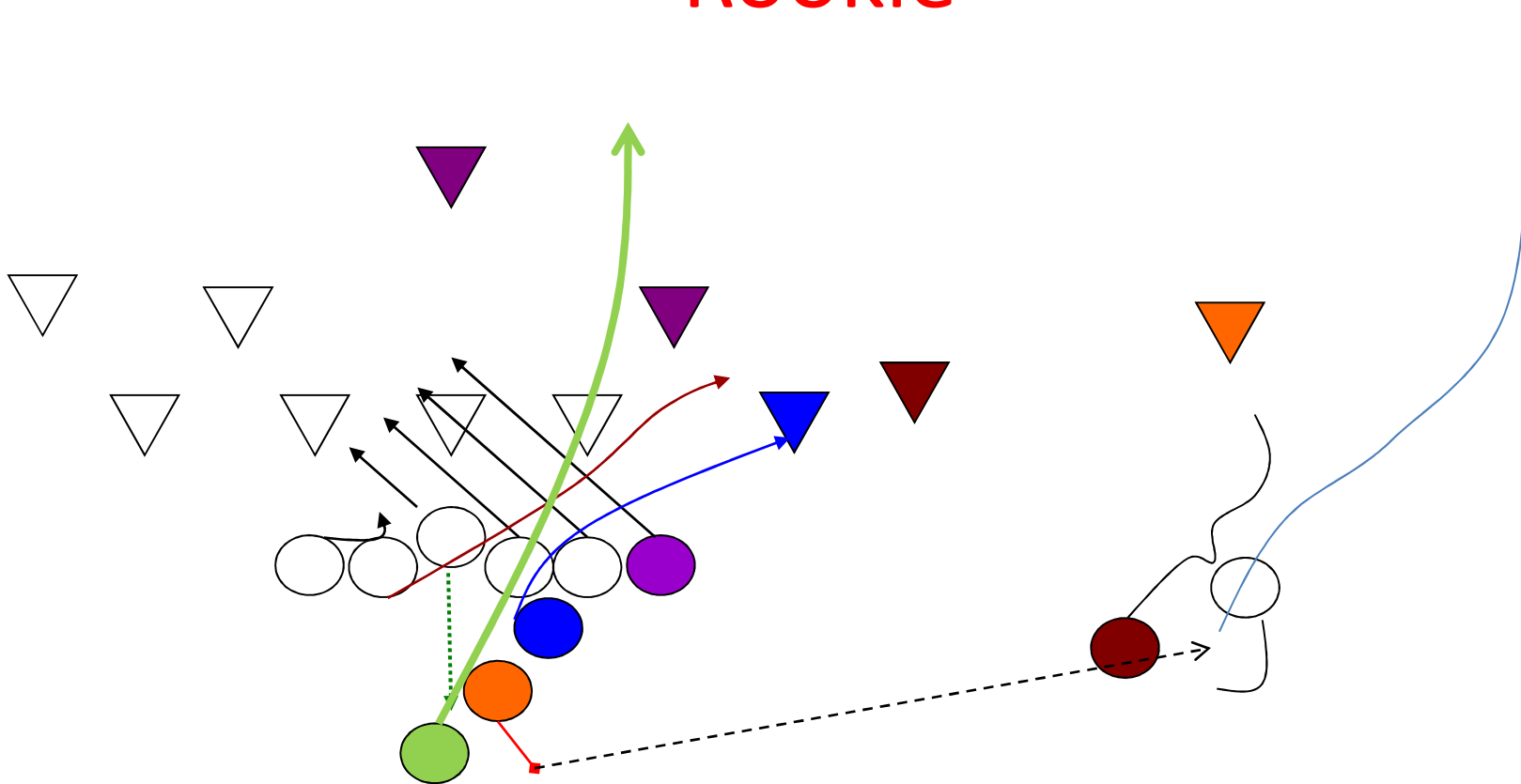
Uncovered Audibles

Getting the ball to the perimeter in open space!

Uncovered Passing to Space

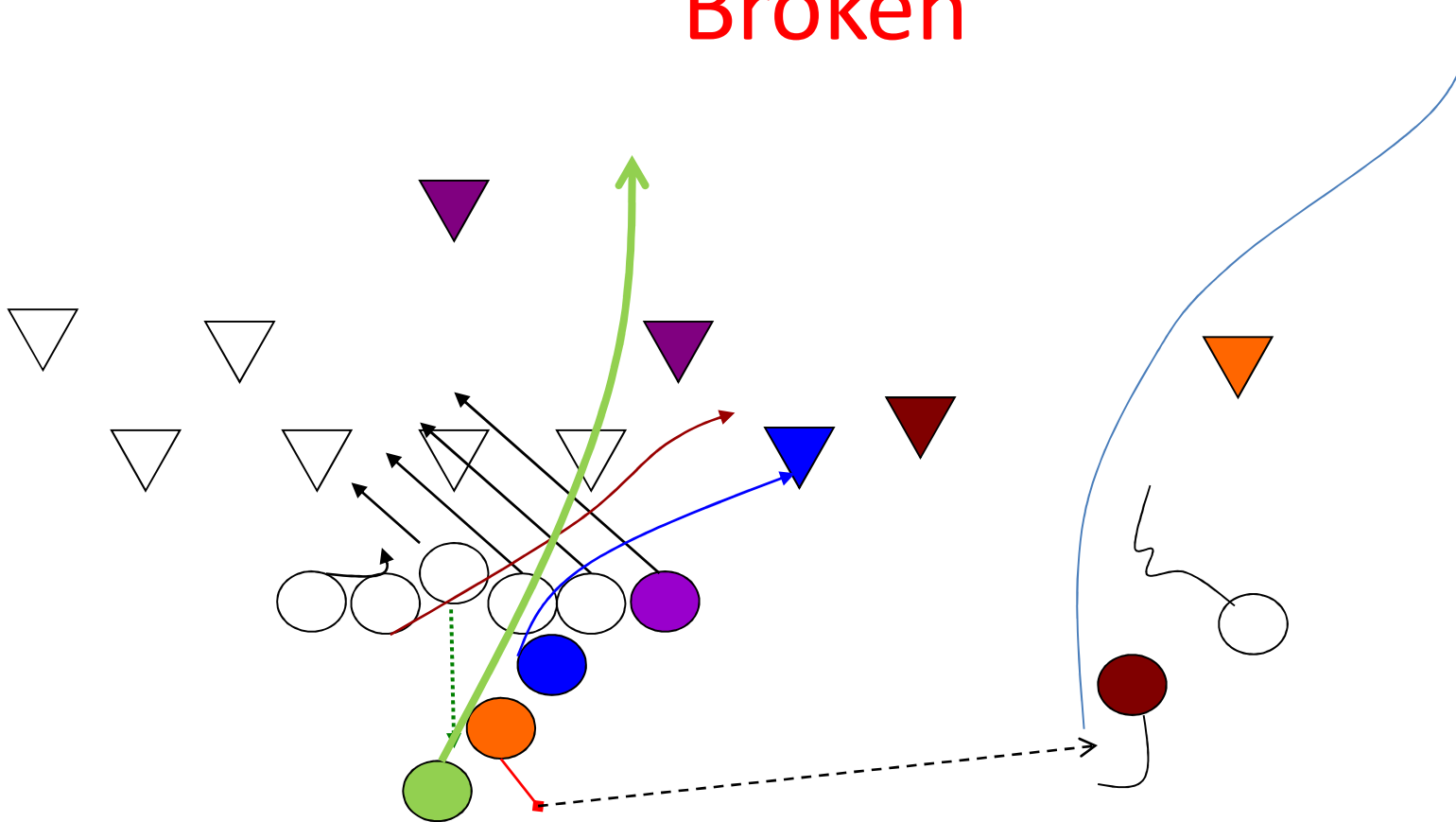
- Whenever the coaching staff sees a 2 on 1 situations on either loose pair we will audible to a uncovered pass to get the ball immediately to a receiver on that side. 2 on 1 meaning 2 receivers to 1 defender within 6 yards of the loose pair.
- In regards to BUNCH and TRIPS it becomes a 3 on 2 situations and we will always throw to the SE or near slot (near QB).
- BROKEN/BLENDER means throw to slot receiver right now. (BR = right, BL = left) (can be any code word you choose)
- ROOKIE/LOOK means throw to split end right now. (R = right, L = left). (can be any code word you choose)
- Receiver not called releases and gets position on defender to screen him off from called receiver (MDM). The receiver must catch the ball and get vertical and outside immediately. Get as many yards as possible.
- We call this from any play we have called. If we see 2 on 1 or 3 on 2 we get the ball into space and let our athlete get vertical (BIG PLAY POTENTIAL!!!).

Shift Loose Over Rip 26 Seal Right "Rookie"



Called on any play (running or passing) when we see a 1 on 2 situation at our perimeter in space.

Shift Loose Over Rip 26 Seal Right “Broken”



Called on any play (running or passing) when we see a 1 on 2 situation at our perimeter in space.

Influence or Key Breakers

Defense are taught that backs will deceive you as keys but line men pulling are “true keys” to the flow of the play.

This set of audibles allow us to immediately attack teams keying our line and/or showing us 2 or less on the backside perimeter.

It also allows us to get the ball in space on the backside perimeter and give us a big play opportunity!

Razzle – backfield only reverse

When we see 2 or less on the backside perimeter triangle due to defenses over shifting to our formation strength/motion we can call this play.

When we suspect that the backers are keying our pulling linemen and wall side (if you flip your line) we will run this play.

Can only be used in compressed formations and edge tags. (no loose, bunch, trips)

Putting your line in OVER going the other way is often further enticement and will get the defense to really shift to that side. So if you see them doing this run the RAZZLE!

Waggle

When we see 2 or less on the backside perimeter triangle due to defenses over shifting to our formation strength/motion we can call this play.

When we suspect that the backers are keying our pulling linemen and wall side (if you flip your line) we will run this play.

When we see that the BSDE is coming inside shallow/down the line to chase our power/power sweep/power pass we will run this play as this leaves the CB in a position to play run and pass on the perimeter.

Can only be used in compressed formations and edge tags. (no loose, bunch, trips)

We are trying to isolate the backside corner and force him to play run (QB) or pass (BSTE high to WB low – late).

Putting your line in OVER going the other way is often further enticement and will get the defense to really shift to that side.

Boot

When we see 2 or less on the backside perimeter triangle due to defenses over shifting to our formation strength/motion we can call this play. Naked bootleg!!!

When we suspect that the backers are keying our pulling linemen and wall side (if you flip your line) we will run this play.

When we see that the BSDE is coming inside shallow/down the line to chase our power/power sweep/power pass we will run this play as this leaves the CB in a position to play run and pass on the perimeter. The BSDE is unblocked so it is important that you discern that he is chasing to the flow and not containing to the QB.

Can be used in expanded or compressed formations so it is a little better audible in that regard compared to WAGGLE.

We are trying to isolate the backside corner and force him to play run (QB) or pass (LOW – BB flat to HIGH – BSTE corner).

Putting your line in OVER going the other way is often further enticement and will get the defense to really shift to that side.

Fly

Used when we see the coverage defenders committed to stopping run and not covering the pass.

It is a combination of a fade and a seam route and the QB making an outside – inside read. If MOFO (middle of the field open) throw the inside seam route.

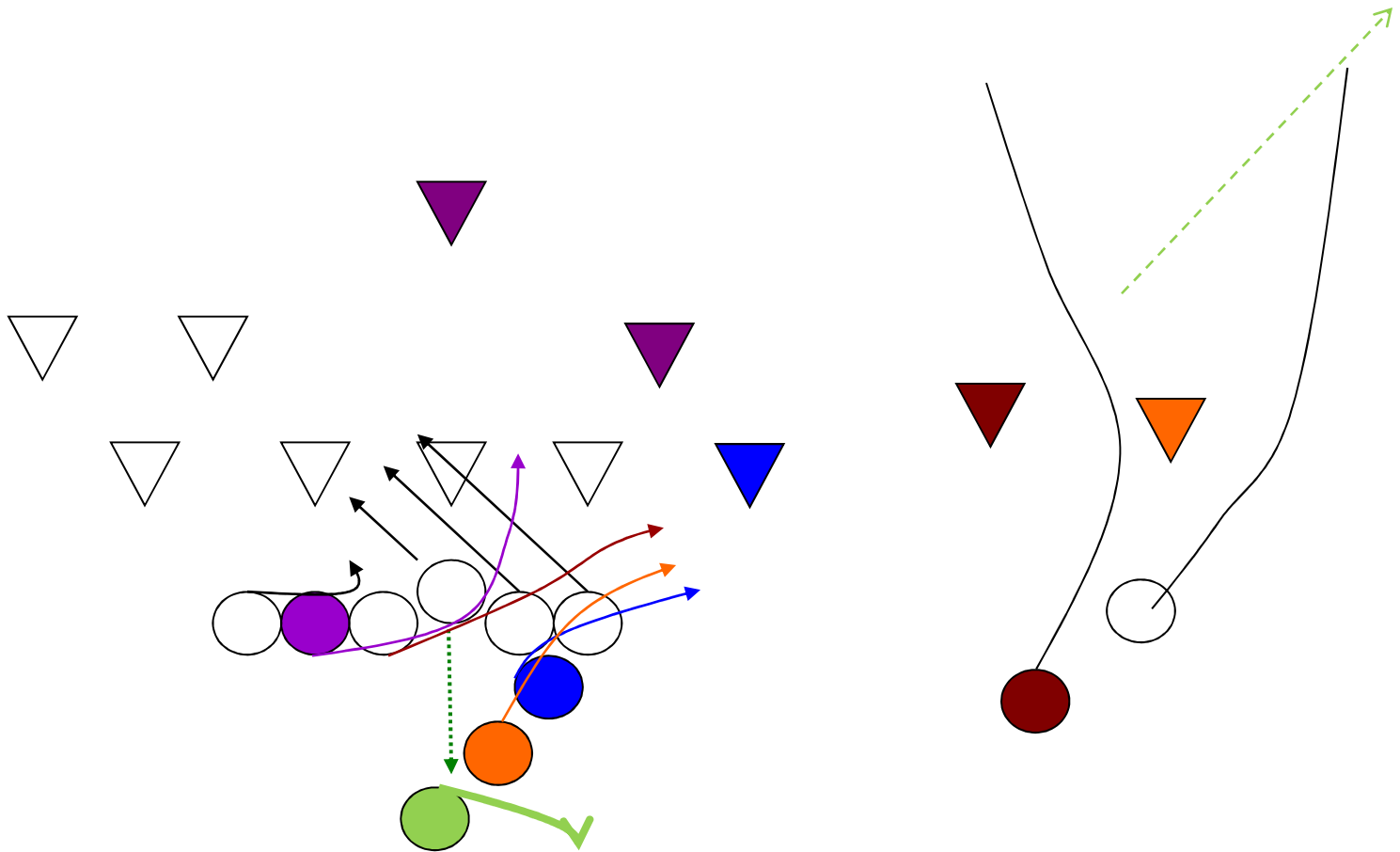
Unlike uncovered concept we run this when we see press/bump and run defenders peeking in to the backfield and not actually playing the receiver.

Can snap it to either the TB (BSWB) or the QB whoever is the best passer. This is a lead step to sell run, set and throw. Read the field as you take the lead step.

Ball must be gone in under 2 seconds to ensure it is a legal play as we are running this with any play called (run or pass).

Great short yardage audible or when you expect to face loaded fronts.

Shift Loose Rip 26 Seal Right “Fly”



Jump

Used against linebackers that are playing the line aggressively and they are not focused on covering our BSTE.

Defenses will often fast flow and collapses to our strong side when they see POWER FLOW (power, power sweep, power pass) and this often causes the BSLB and ILB's to flow to the strength leaving a gap in the shallow middle.

TB takes a lead step towards hole gets his eyes on the space the MLB/ILB was at pre snap. Jumps up and throws the ball if the backer vacates (attack the LOS). If he is there land and get to the hole for any positive yards.

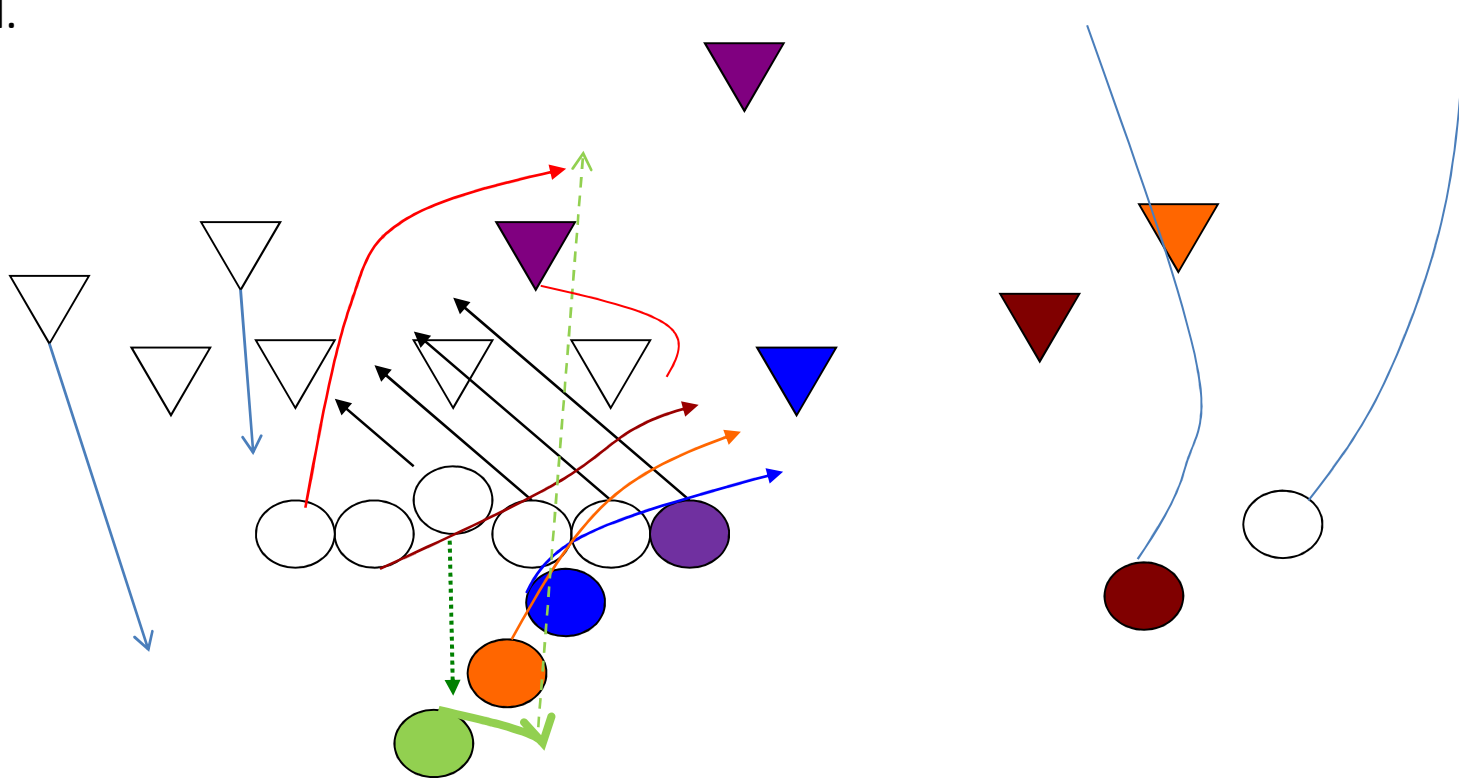
This is a really nice goal line play when we expect the defense to play a loaded pressure front and come right at the LOS. Often with no FS or secondary support this throw is pretty easy to make.

TB (BSWB) must sell the run initially to get the defense to collapse so the BSTE has a clear space for the ball.

TB must get the ball on his ear ready to throw prior to jumping. He jumps and as he gets vertical and sees the lane he throws the ball.

Shift Loose Over Rip 26 Seal Right “Jump”

Jump pass. BSTE
replaces the heels of
the MLB and looks
for ball.



Away

Used against defenses that are keying our wall side and they over shift to our MISDIRECTION FLOW. 2 or less on the backside perimeter.

Defenses will often fast flow and collapses to our misdirection flow (WB REVERSE, WB KICK, BB KICK) and that leaves them vulnerable to the AWAY audible.

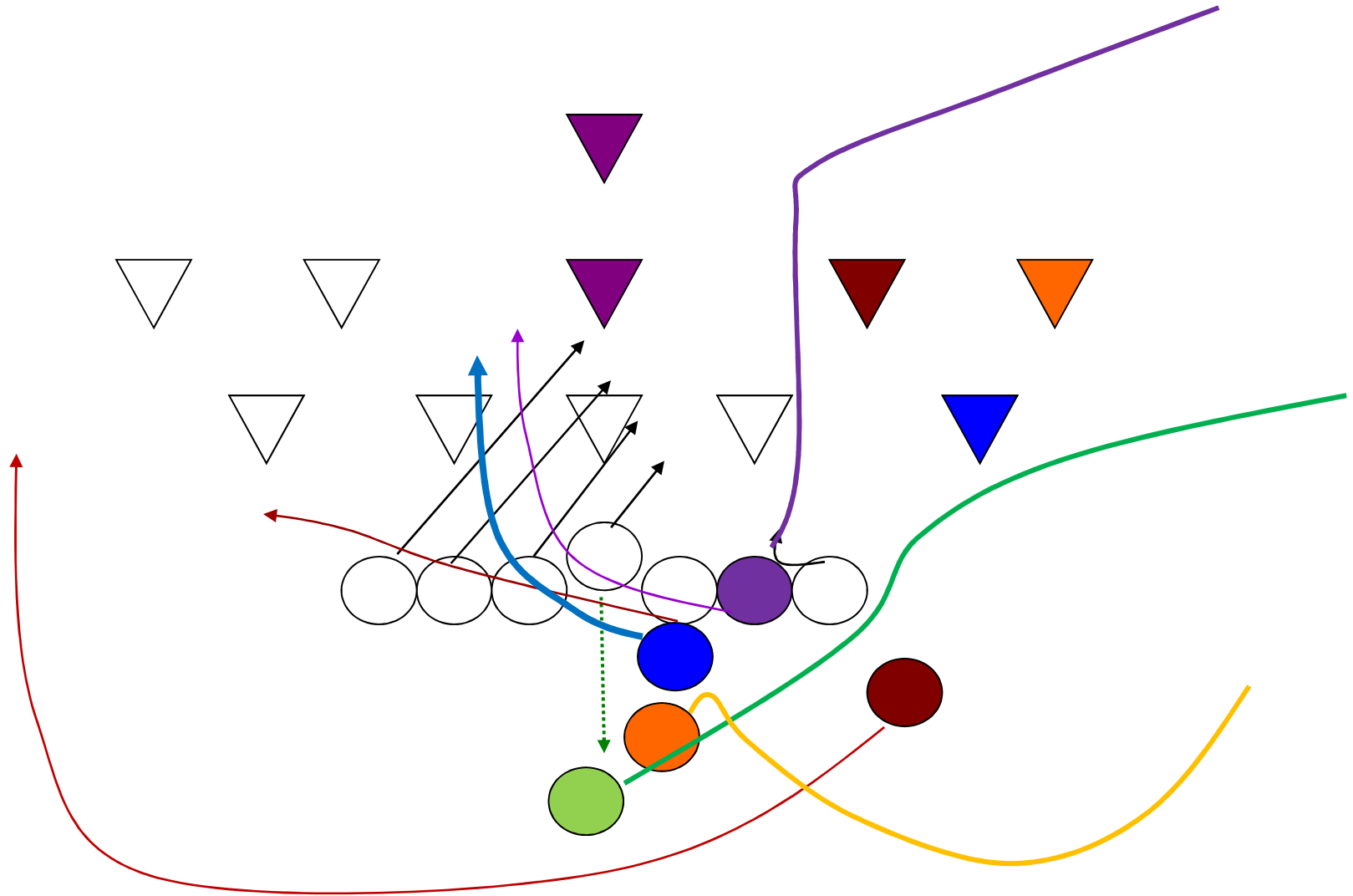
TB takes a lead step towards and runs power but crosses the face of the DEMLOS and then breaks outside into the flat.

WALL TE takes a LOAD step inside and then get vertical and 4 to 6 steps and break 45 degrees outside.

QB takes two steps to sell that he is power blocking/running power and then rolls hard to the backside of misdirection flow and he has a RUN-PASS option that is RUN-LOW-HIGH.

This is a great audible to have in your toolbox when the defense is keying the wall side and attacking our misdirection flow aggressively.

Shift Rip 33 Kick Left Away



Pitch

Used against defenses that are keying our wall side and they over shift to our MISDIRECTION FLOW. 2 or less on the backside perimeter.

Defenses will often fast flow and collapses to our misdirection flow (WB REVERSE, WB KICK, BB KICK) and that leaves them vulnerable to the AWAY audible.

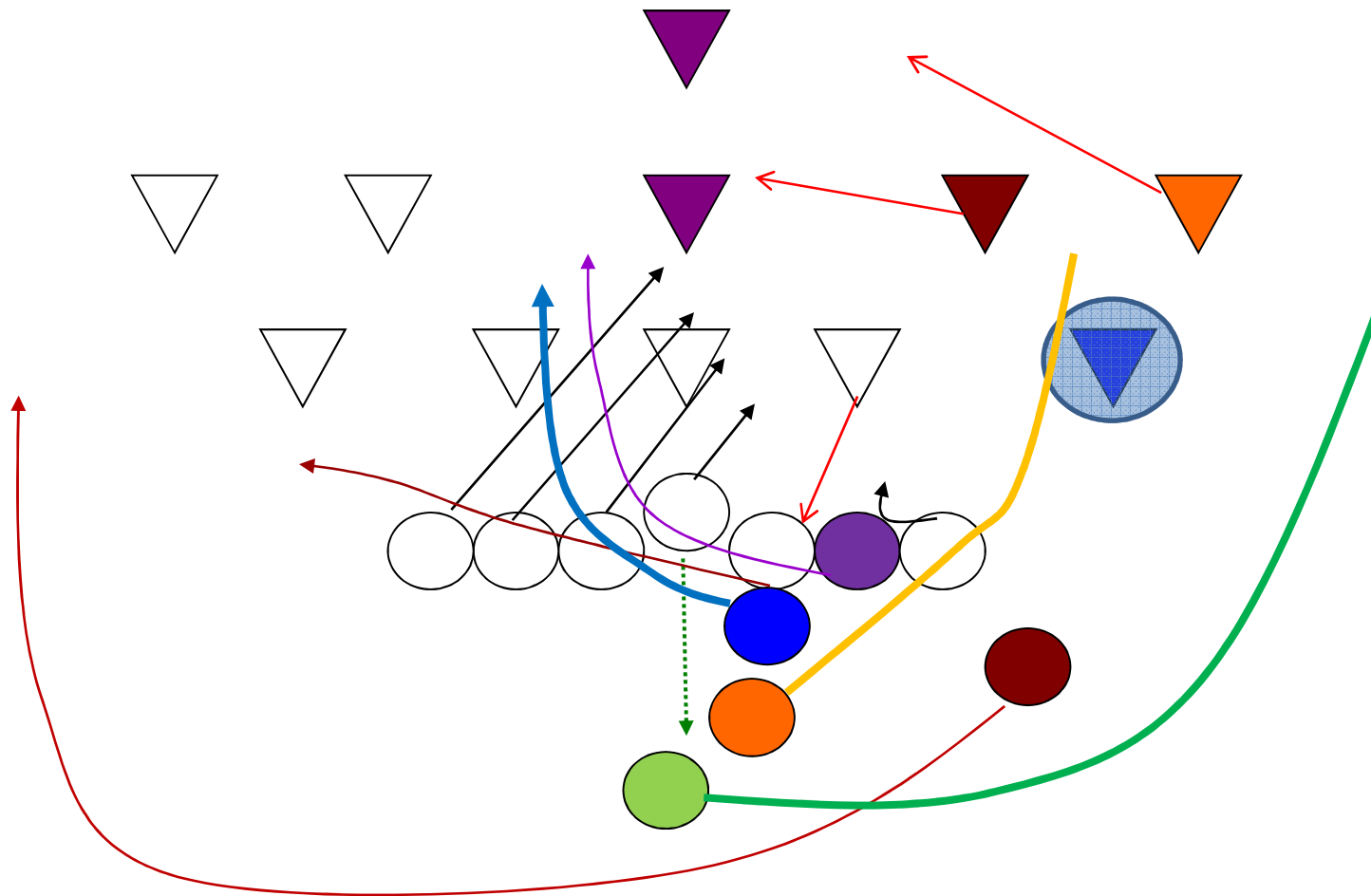
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This is a great audible to have in your toolbox when the defense is keying the wall side and attacking our misdirection flow aggressively.

Shift Rip 33 Kick Left Pitch



Final Thoughts

- The uncovered pass is installed with everyone of our offenses. It is the basis for how we teach our QB and receivers to pass and catch and to develop a sense of timing between them.
- We don't use all of these audibles. Razzle is a basic staple but after that we fit our audibles to our players and to each opponent we face.
- We use code words that are easy for our kids to understand and often we let them pick them so they are invested in the coding of the audibles.