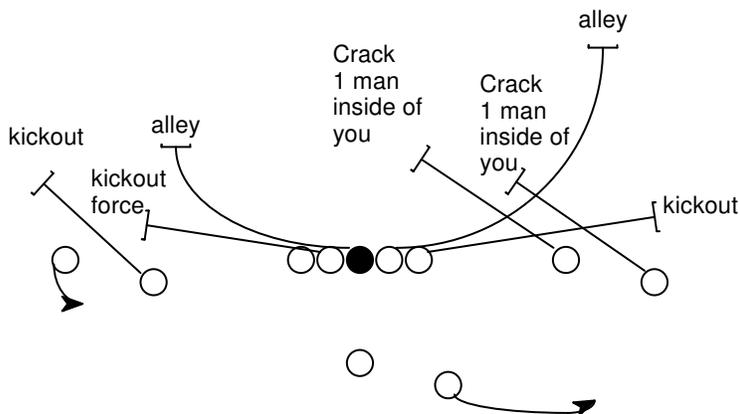


Gunter Brewer: Screen Game

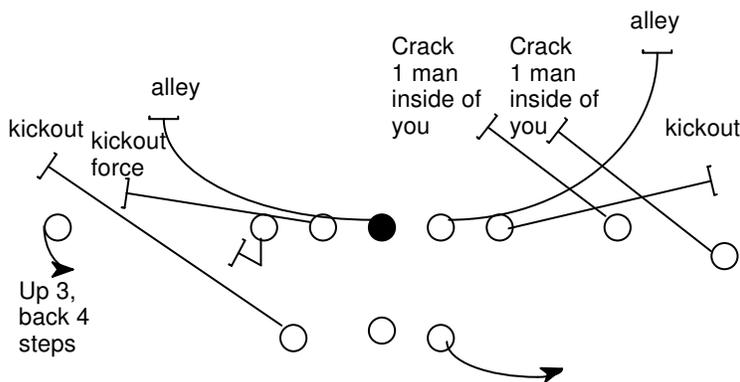
DOUBLE SCREEN



Double Screen

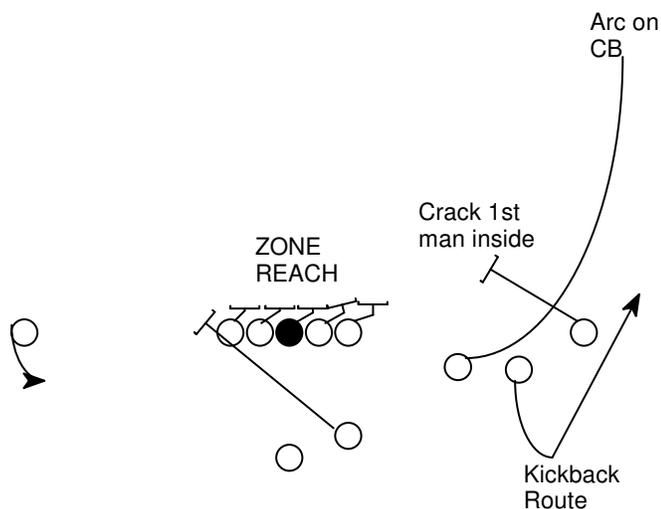
Two screens built in to one play
 OL blocks 1 1/2 seconds backside, 1 second FS, then heads on
 Front side (1st read) Double crack scheme, back flair
 If DE rushes, give ball to back, if not then turn to backside for tunnel screen
 Frontside: Tackle kicks out, FS G runs alley
 Backside: C holds 1 1/2 sec., blocks alley; BS G kickout - BS T stays home because BS is slow screen
 Crackers: Inside cracks 1st backer inside box (never crack blitzer), Outside cracks next man out, attack upfield shoulder
 QB Reads DE, throw it out of the Gun, 5-6 yds from Center, RB 3 hard steps, adjust and get his head around, make sure he gets inside out of Tackles block

DOUBLE SCREEN 2



Never block the blitzers, bigtime coaching point
 This is the Double Screen with just 1 receiver to the tunnel screen side
 If you lose the crack block, lose it underneath
 OT sets and runs the line, RB runs underneath him to help the OL out
 Very important for RB to get married to Tackle, be in phase with RB working inside out of Tackle
 Flex the TE in 2x2
 Successful Screen: 4-6 yards, its just a long handoff
 BS slot gets the party started - if someone else (force player) gets in his way, he needs to take him on
 Work hard in practice w/ bags, live people - timing is extremely important
 Only run out of Gun, give QB better vision
 Can also be adapted to run out of Empty, linemen don't come out. QB catch & throw. Use it to slow down the rush.

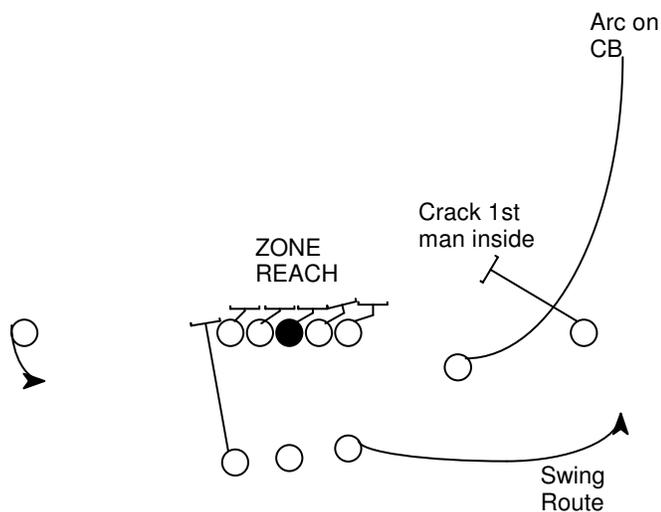
CRACK SCREEN



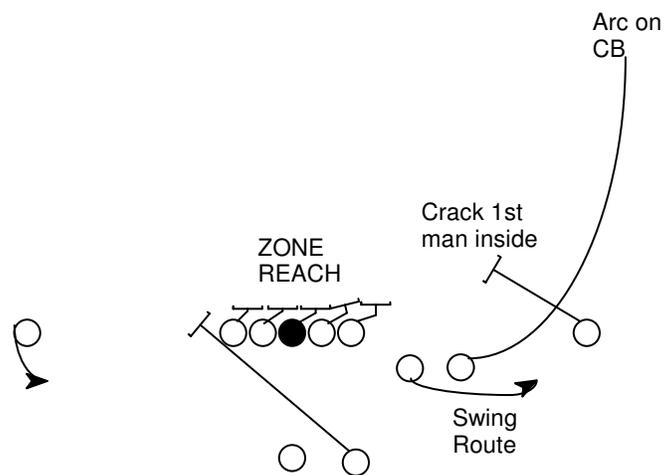
Crack Screen 2

Zone, reach and Run on OL, cut off to backside
 Downblock and a pull, just done to the outside with skill guys
 Crack first man inside, Arc block gets in front of RB and stretch the corner
 Linemen reach and run, bucket step and give ground to get ground

CRACK SCREEN

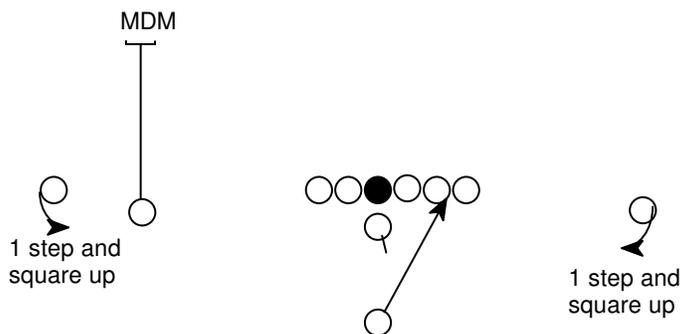


CRACK SCREEN



GHOST

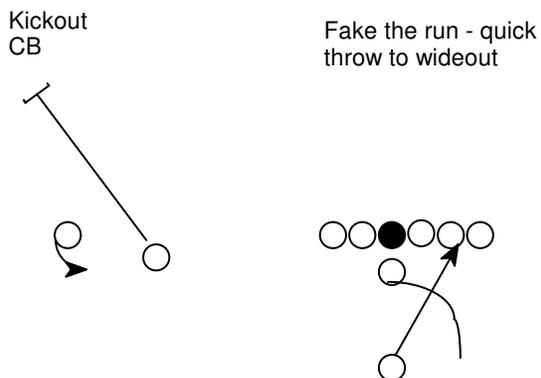
Can be call or eye contact/signal.
Everyone else runs the play called



Ghost

Soft coverage or quarters, throw to receiver without Offensive Line being involved - every else can execute the play called.
See if we can get a few yards off of it. No Huddle can call it from the sideline
QB step 1-2, raise up and throw to him

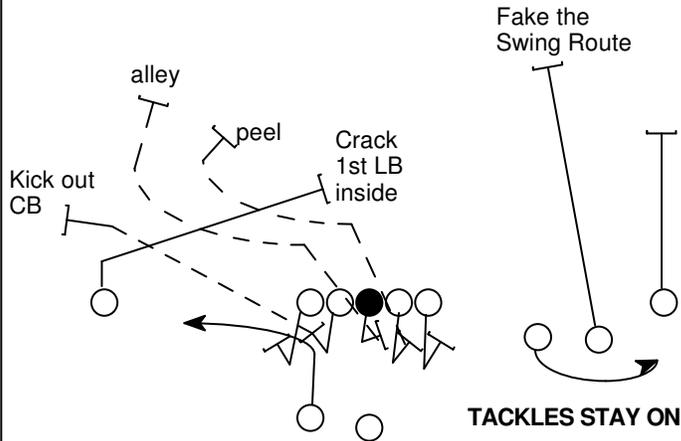
KICKBACK



Kickback

Simple screen, run screen away from play called.
Fake the run, everyone to fake side carries out the play, QB turns and throws back to 'kickback' side
WR Up 3 and back 4, timing is important
Inside WR blocks most dangerous of the two DBs, usually the CB.
Get 4-6 yards on the long handoff
Force defense to defend sideline to sideline, give the OL a break where they don't have to block
Can involve OL with reach & run

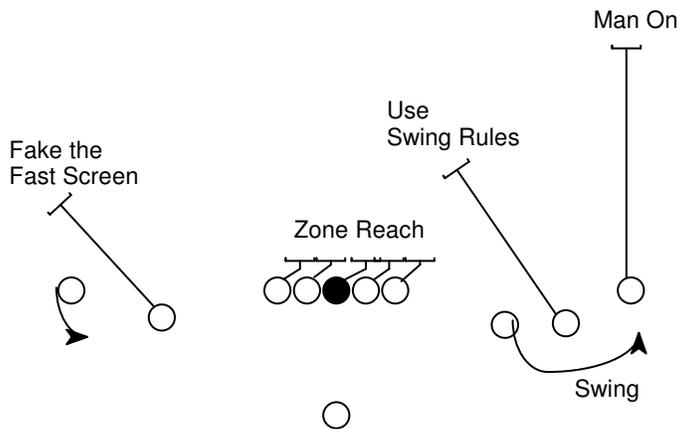
SLOW



Slow

Execution involves lots of timing
Tackles stay on
G-C-G wait 1 1/2 seconds then head out
Can have the X base block and change it up, depends on the defense
Throw to the back - he does not leave until his lead blocker, the Guard, is out in front of him
1st lineman out - Kick out
2nd lineman out - Alley
3rd lineman out - Peel
Not always going to be G-C-G in that order
QB Fake the swing, give ground, find the back

SWING

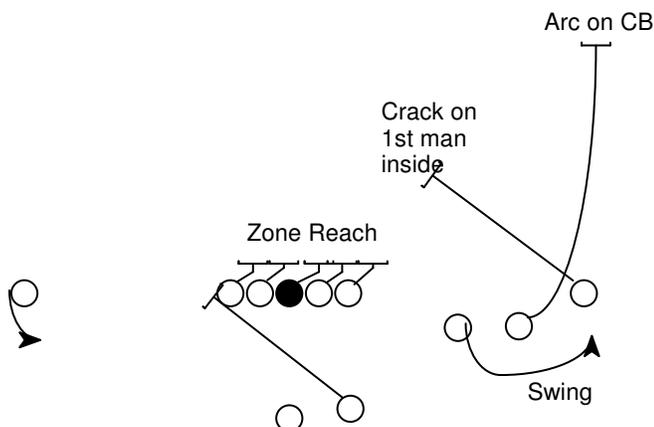


Tunnel Screens (Swing)

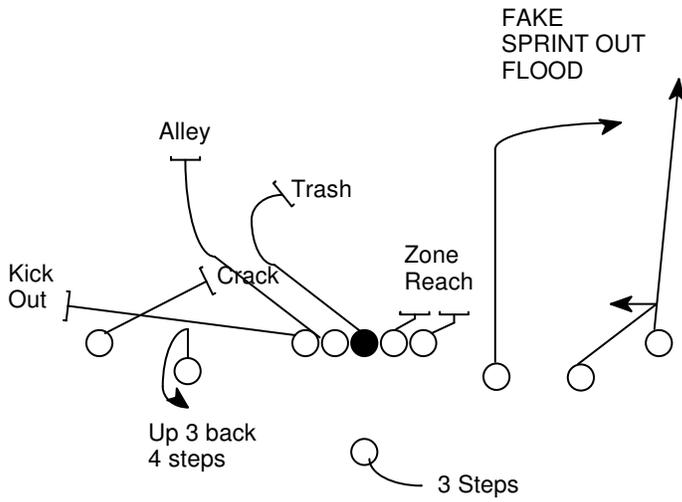
Bubble Screens

Inside receiver 5-7 yds from EMOLS, take a pause step, open head and shoulders up, run for bottom of numbers
Outside man-on, #2 block next receiver in
Underneath Center happens quicker, no pause step
Zone Reach & Run
May or may not have the laces, throw the ball quick

SWING 2



TUNNEL SCREEN



Tunnel Screen / Sprint Screen

Start to sprint one way, QB redirects and throws back to the other side

Execution is basically the same for the OL

Tackle sets, runs the line and kicks out

Guard sets, runs the alley

Sell one step or step 1/2 for the sprint THEN go

QB 3 steps out of gun, set and throw back

If WR comes back too deep it causes problems on the angles... don't let the WR drift

Don't panic on a Corner Blitz, it is accounted for

Under center, tackles have to give QB a little more time

TUNNEL SCREEN 2

