

STEP 5A - GAMEPLAN TRIANGLE WORKSHEET

1. TRIANGLE PRINCIPLES
2. DEFENSIVE RECOGNITION
3. GAME PLANNING
4. TRIANGLE DESIGN

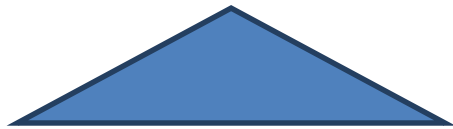
TRIANGLE OFFENSIVE PRINCIPLES

#1 NUMBERS - *Safeties tell all (Qb points @ before every play)*

-1 HIGH = 8 man front

2 HIGH = 7 man front

-MIKE = Middle Backer in middle or if split then backer aligned toward play side



#2 ANGLES - *Find Best Edge +3*

tech

-BEST EDGE = D-End alignment and Mr0

-3 TECH = D-Tackle outside shade on O-Guard

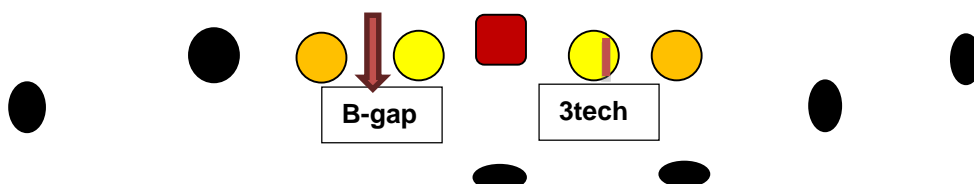
#3 FIELD — Offensive #'s to field OR *Put formation strength into the boundary*

-NUMBERS TO FIELD = Put speed in space (speed wins over scheme)

-NUMBERS TO BOUNDARY = Determines if defense is formation or field conscious

DEFENSIVE ALIGNMENT RECOGNITION

#2 Defender (dc) Deep cover OR force		Middle Defender Safety Box			#2 Defender (dc) Deep cover OR force	
#1 Def dc/force	Mr-0 EDGE	TACKLE BOX	GUT BOX	TACKLE BOX	Mr-0 EDGE	#1 Def dc/force
	#3 DEND				#3 DEND	



2X2 ACE RIGHT – GATOR

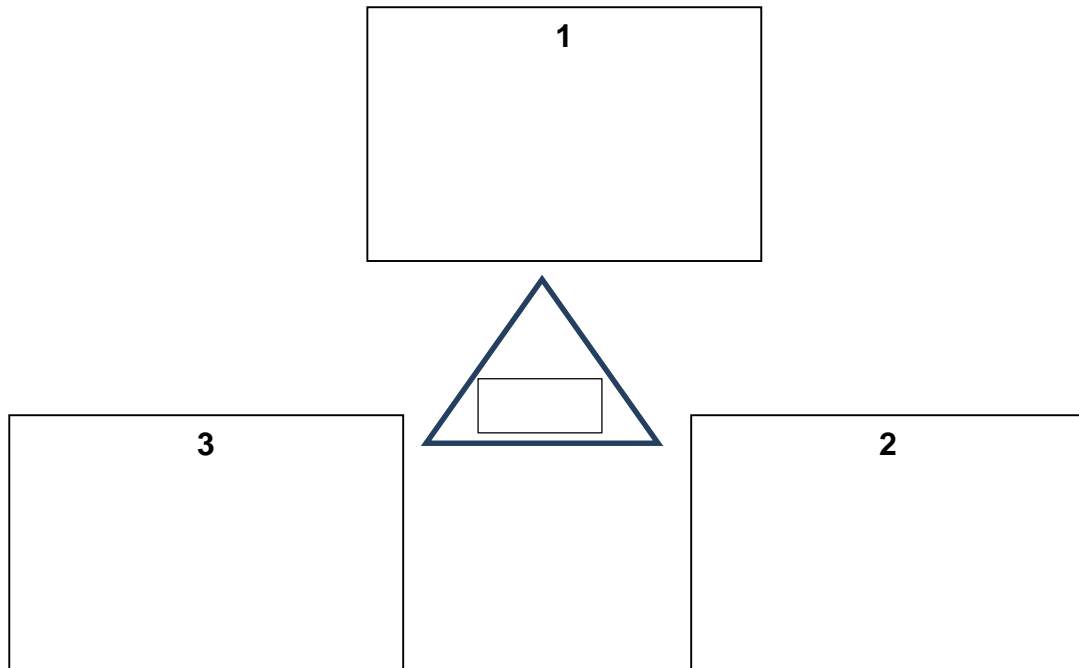
TRIANGLE PLAY CALLING: Core + Compliment + Contrast (blitz beater)

Step 1: Go where they are not = attack across a broad front = everyone gets touches

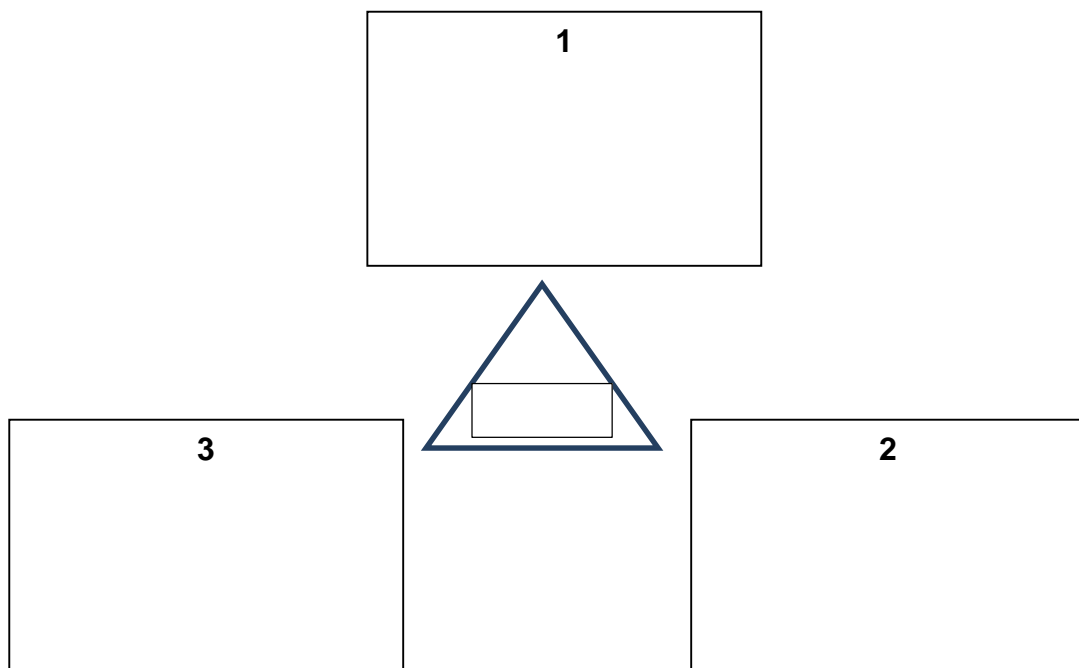
Step 2: Think 3 plays @ once = check and see what defensive gives you and attack them

Step 3: Always in a good play

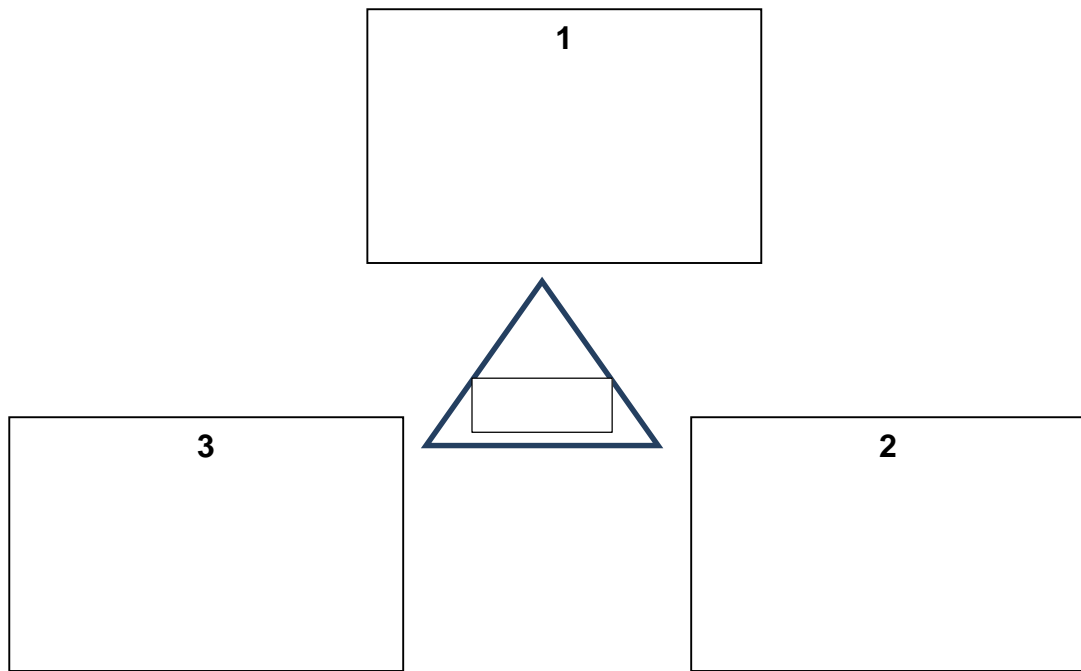
2X2 ACE @ TEND



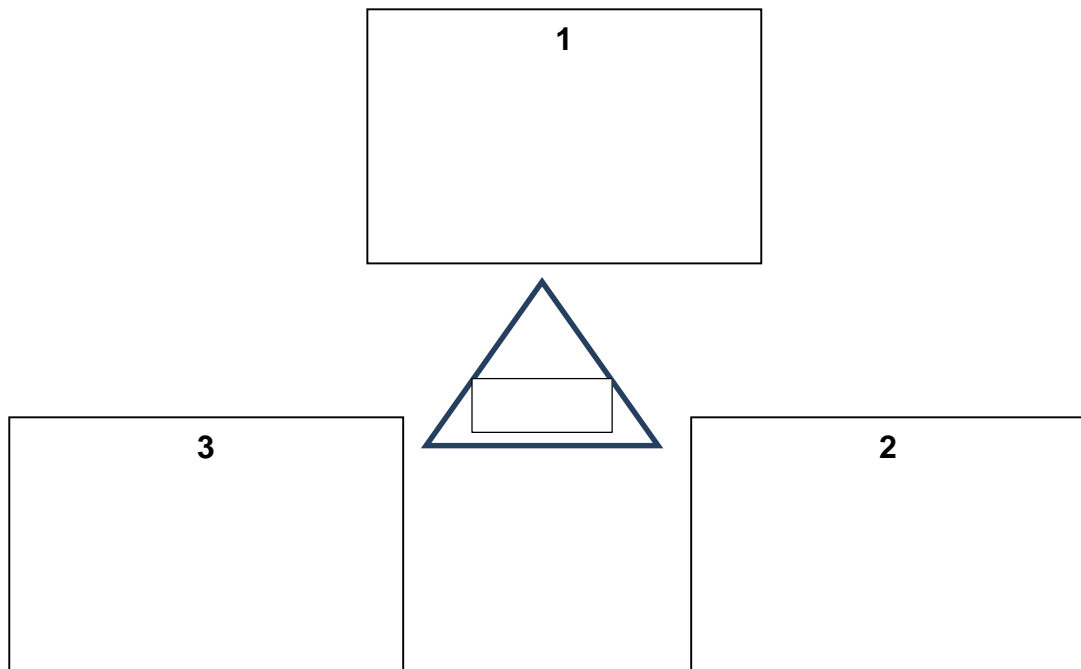
2X2 ACE @ SLOT



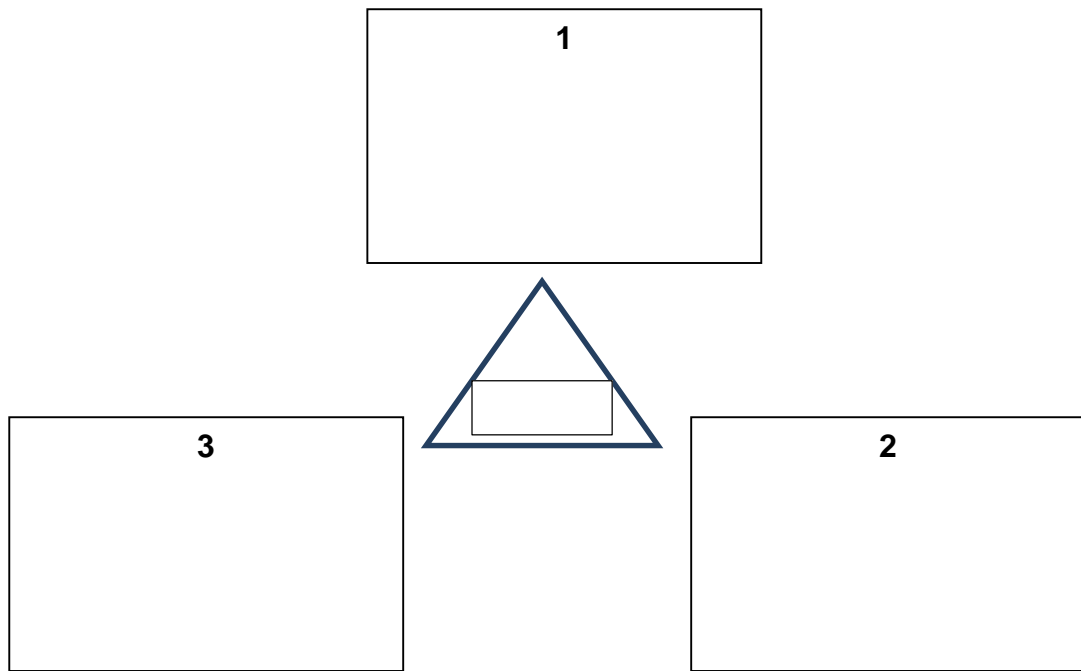
3X1 @ TEND



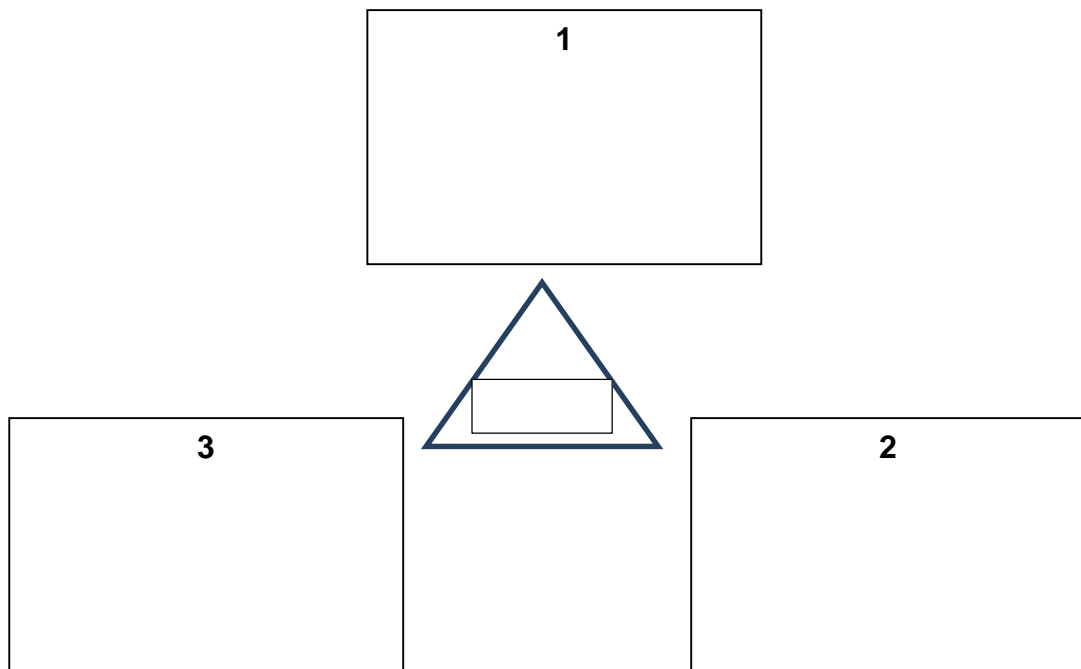
3X1 @ SLOT



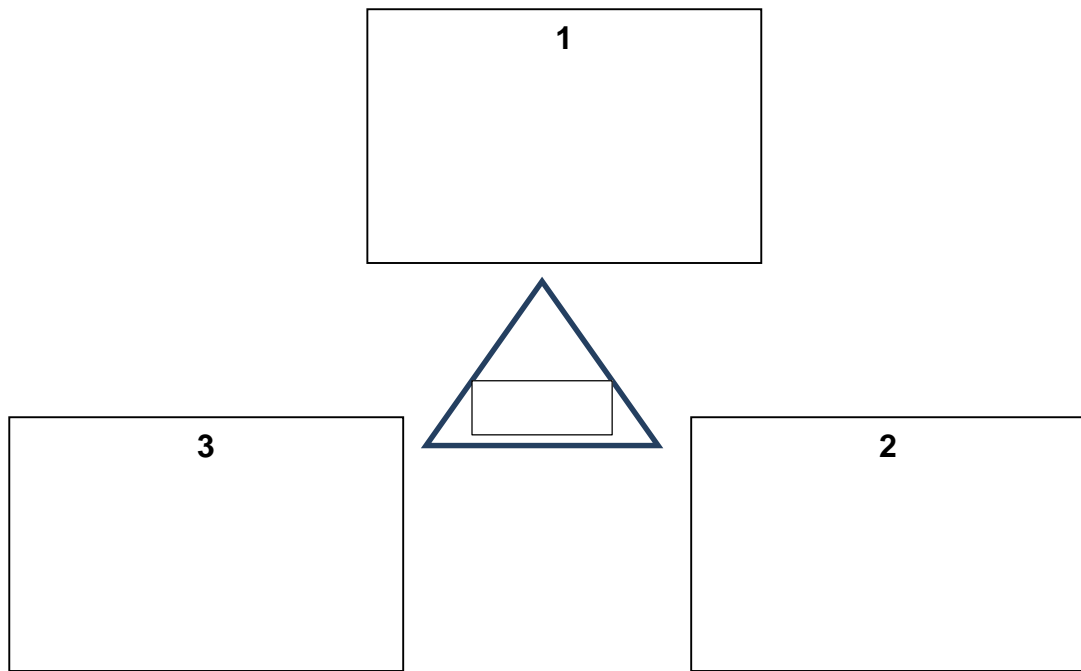
2X2 HBACK



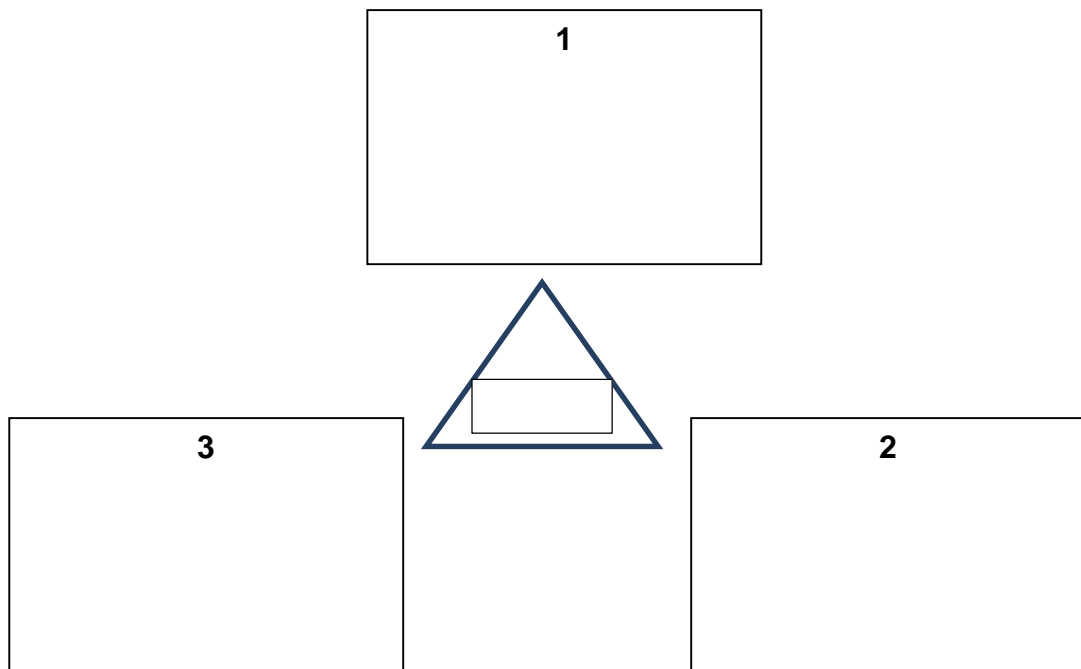
3X1 HBACK



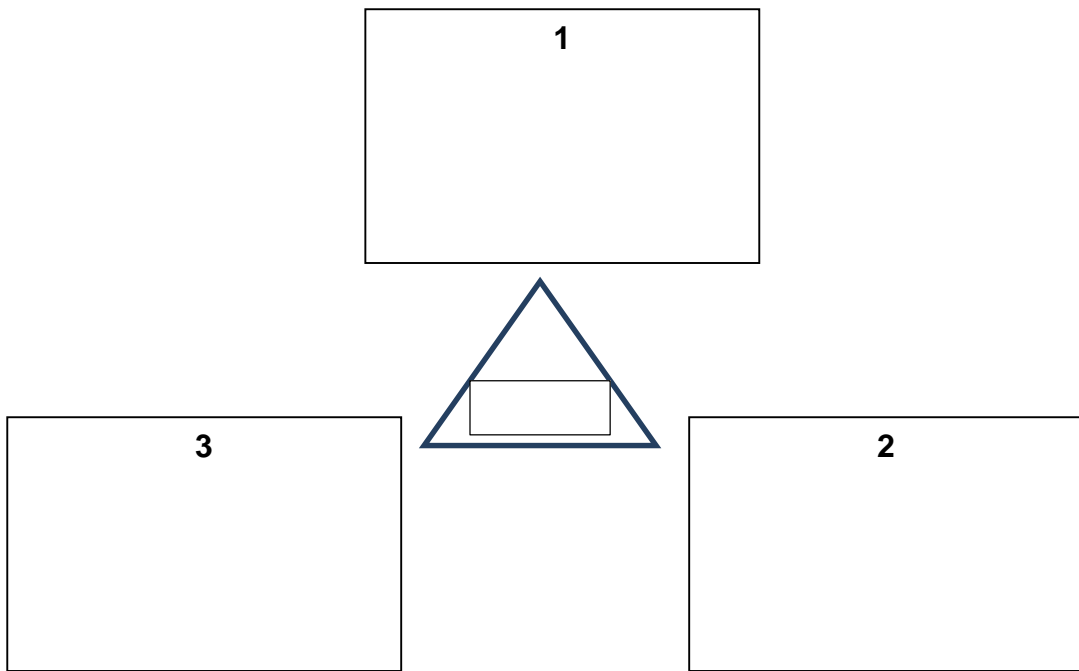
3X1 PISTOL



REGULAR RIGHT-LEFT



CRITICAL – SHORT YARDAGE



CRITICAL – BLITZ

