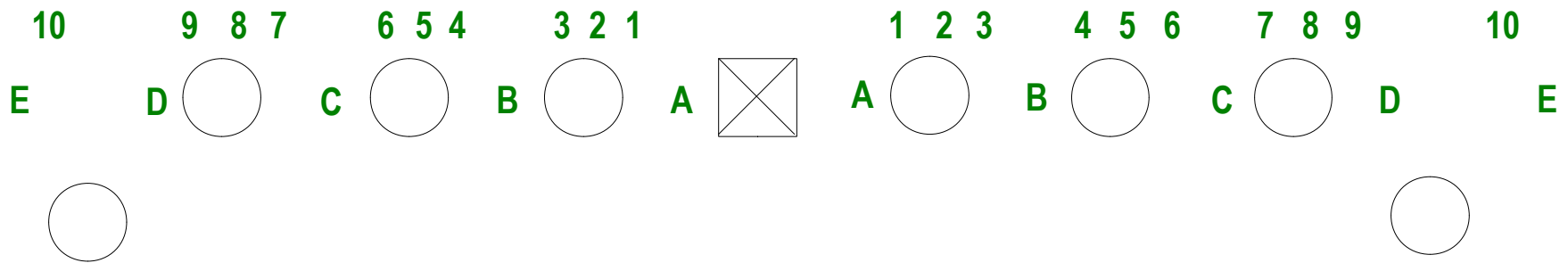


# **GENESEO FOOTBALL**



**JET SWEEP**

# DEFENSIVE ALIGNMENTS



Right= Rt. of center.

Left= Lt. of center.

# WHY THE JET

- **Fast play to the edge.**
- **Run fits can become a problem for the defense.**
- **Sound rules.**
- **Gives you a chance with equal or lesser talent.**
- **If you choose, you can run out of multiple formations.**
- **You can do it U.C., Gun or Pistol**

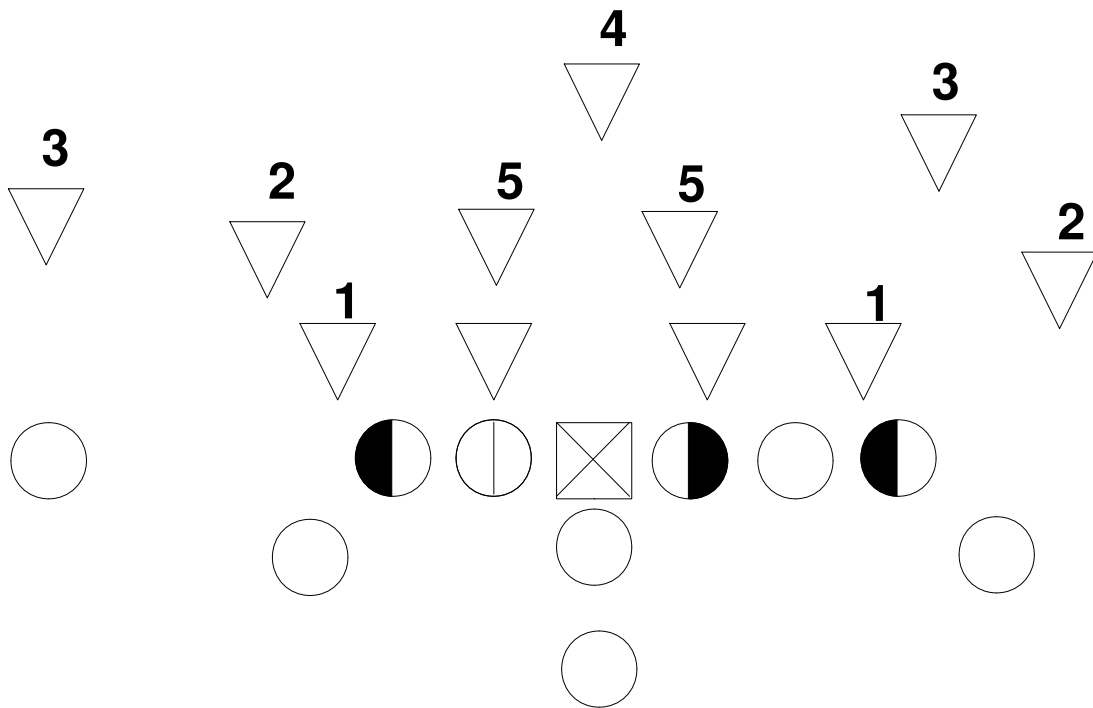
# **JET COUNT RULES**

- **Why Use:**
  - **Use the counting system to determine assignment. “Sound”**
  - **If your going to use multiple formations and blocking schemes, you need to have a sound numbering system to be effective.**
  - **Way for Players and Coaches to communicate.**

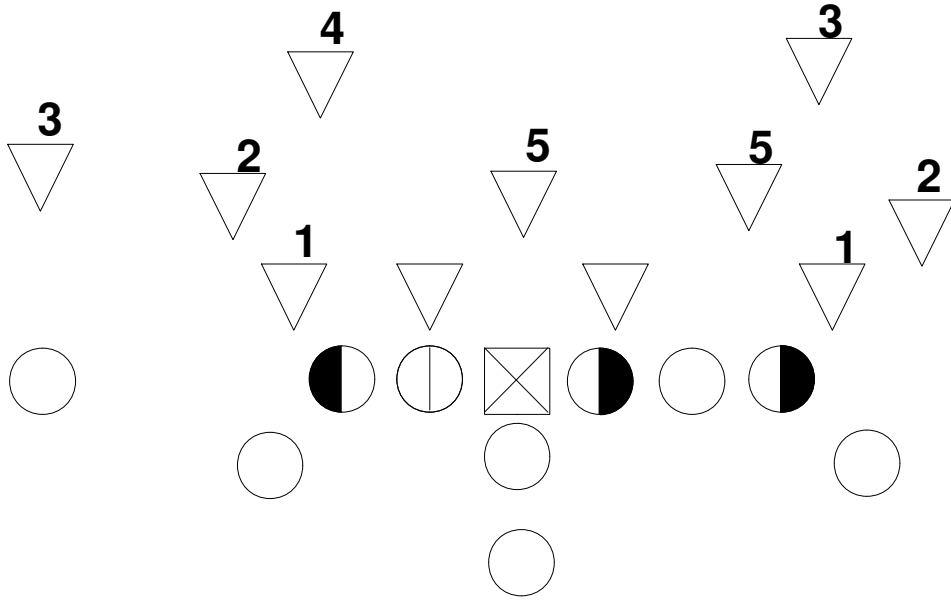
# **JET COUNT RULES**

- **Count is counter clockwise, inside/out.**
  - **1st Level=Defensive Line**
  - **2nd Level=LB/CB**
  - **3rd Level=Safety**
  
- **“OPEN SIDE”:**
  - **Count starts with the defender “ON” the Tackle.**

# EVEN DUO

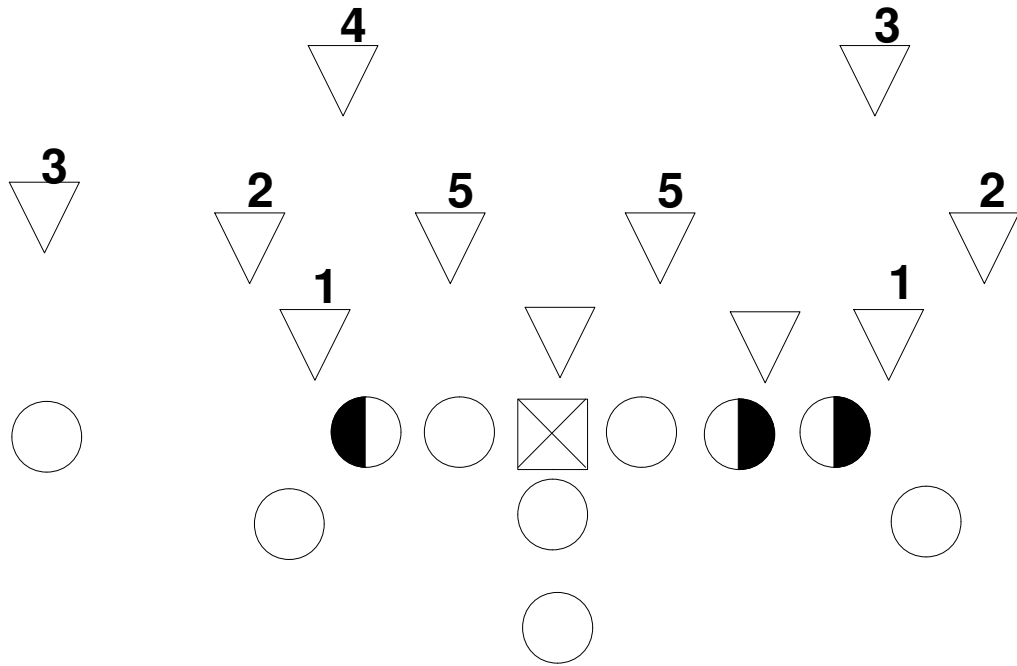


# EVEN TRIO



- If "SAM" is on the play, he becomes #2.

# ODD DUO

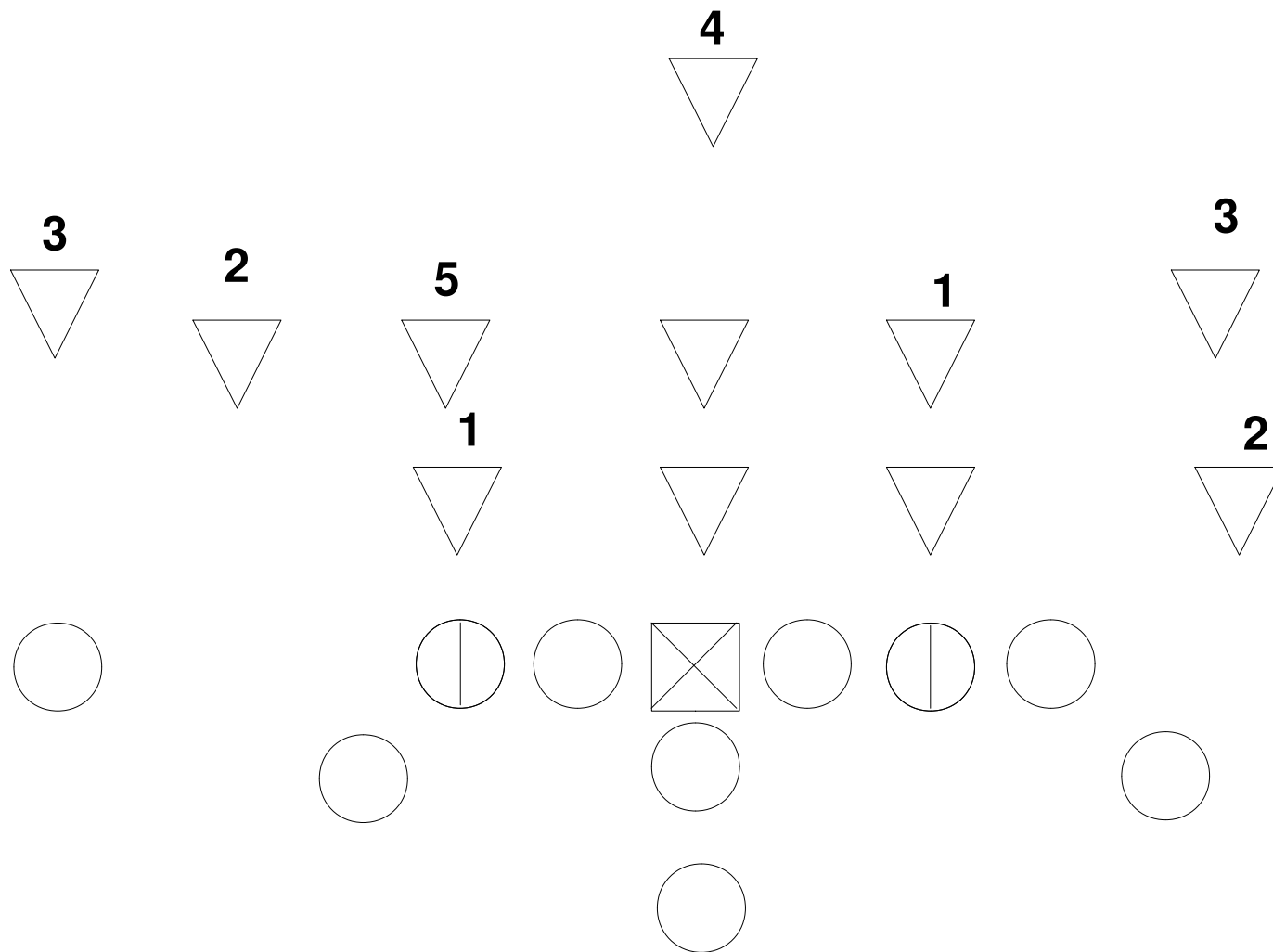




# ODD TRIO COUNT

- **This is where there is a change.**
- **The stacked backer is always #1 to the TE side.**
- **SE rules are the same.**
- **The count will then continue out.**
- **This will keep the rules the same.**

# ODD TRIO



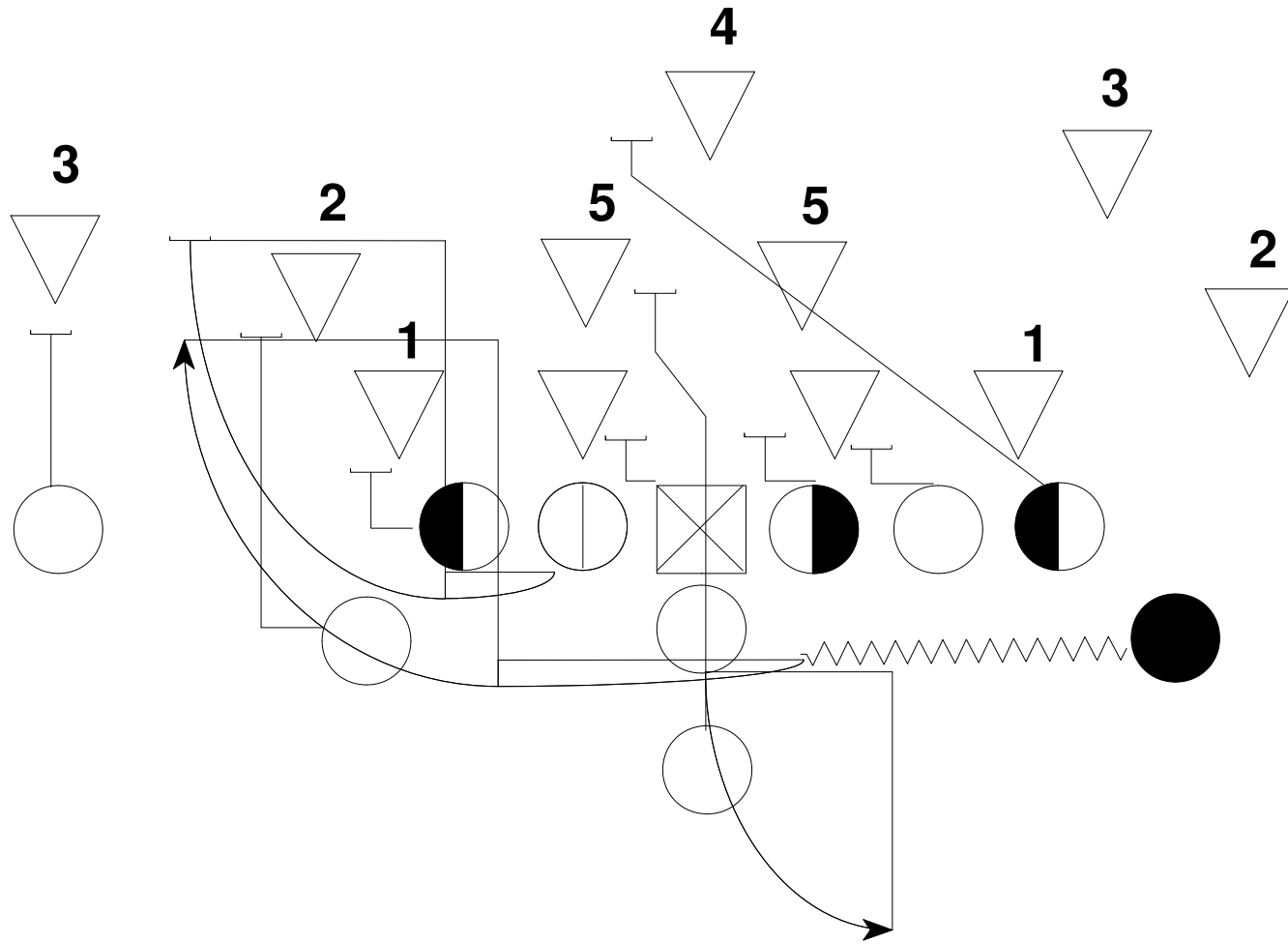
# JET TO SE

- **PSE:**
  - #3
- **PT:**
  - #1
- **PG:**
  - Pull flat and fast. Read block of WB.
- **Center-BG-BT**
- **PRB:**
  - #2
- **FB:**
  - Jet Path
- **BTE:**
  - Funnel

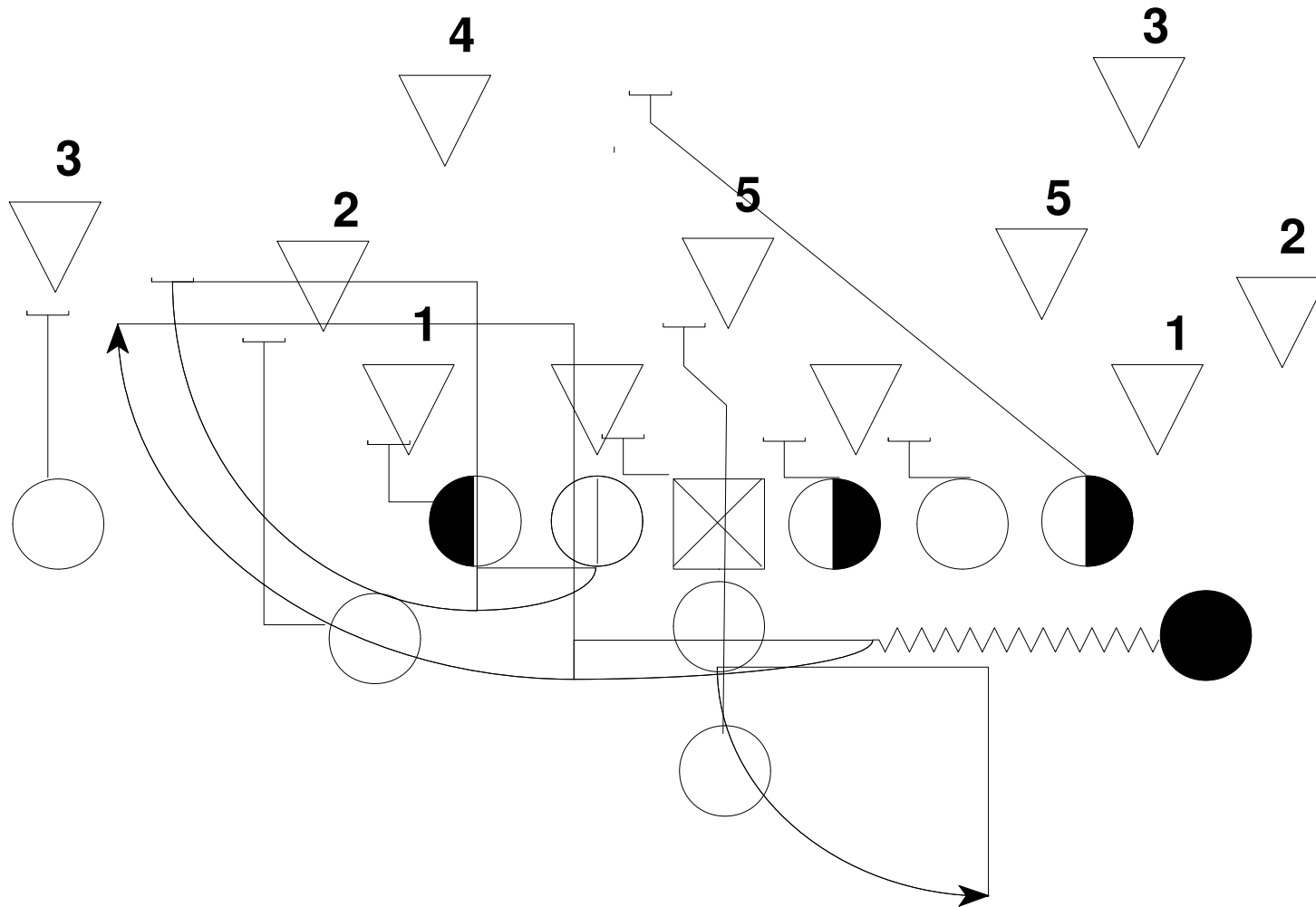
# JET TO TE

- **PTE:**
  - #1
- **PT:**
  - **To TE: Block “4”, “5”, or “6” technique. If you don’t have “Pull and Pin” or Reach to ILB.**
- **PG:**
- **PRB:**
  - #2
- **FB:**
  - **Jet Path**
- **BE:**
  - **Funnel**

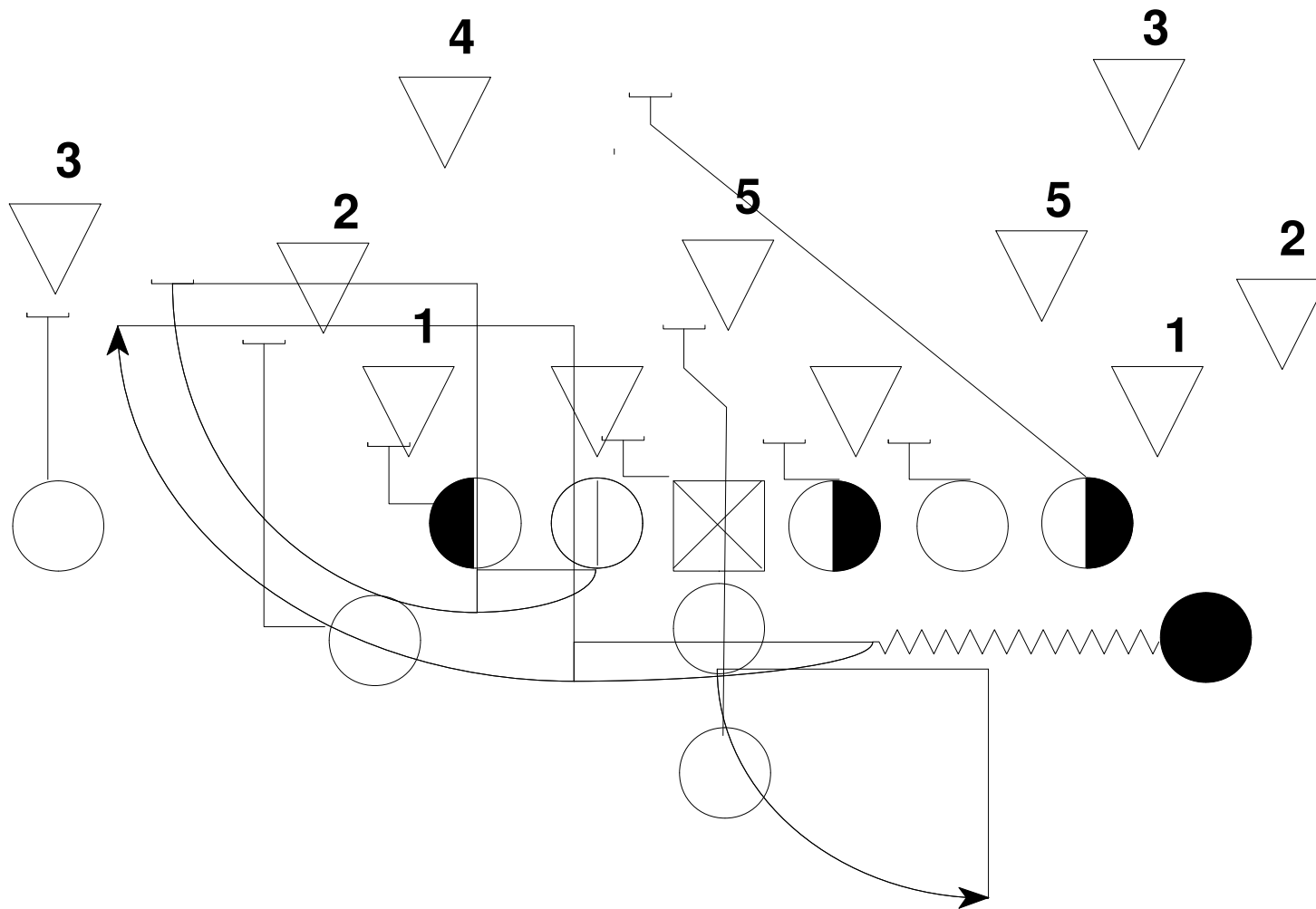
# JET TO SE vs. EVEN DUO



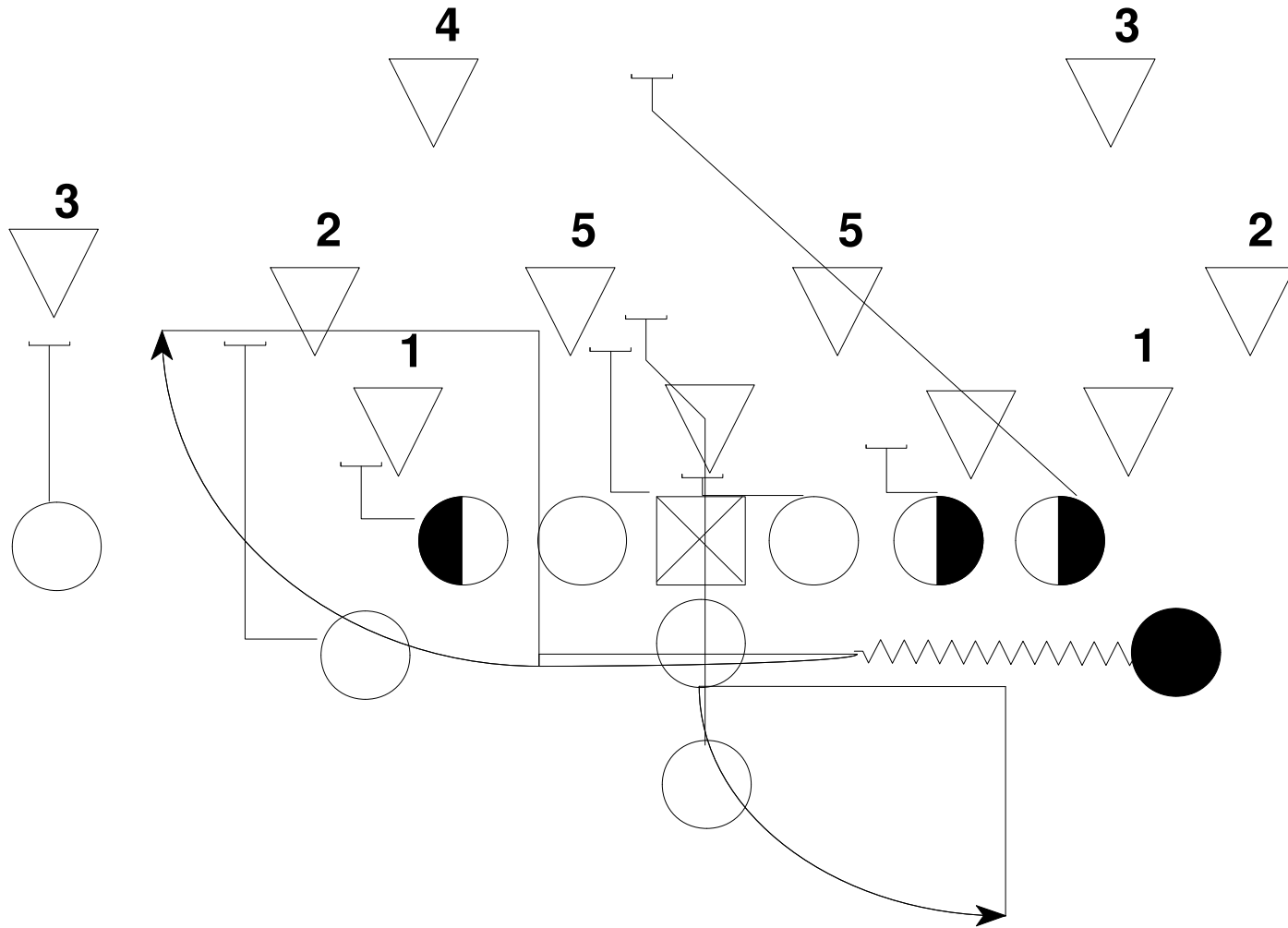
# JET TO SE vs. EVEN DUO



# JET TO SE vs. EVEN TRIO

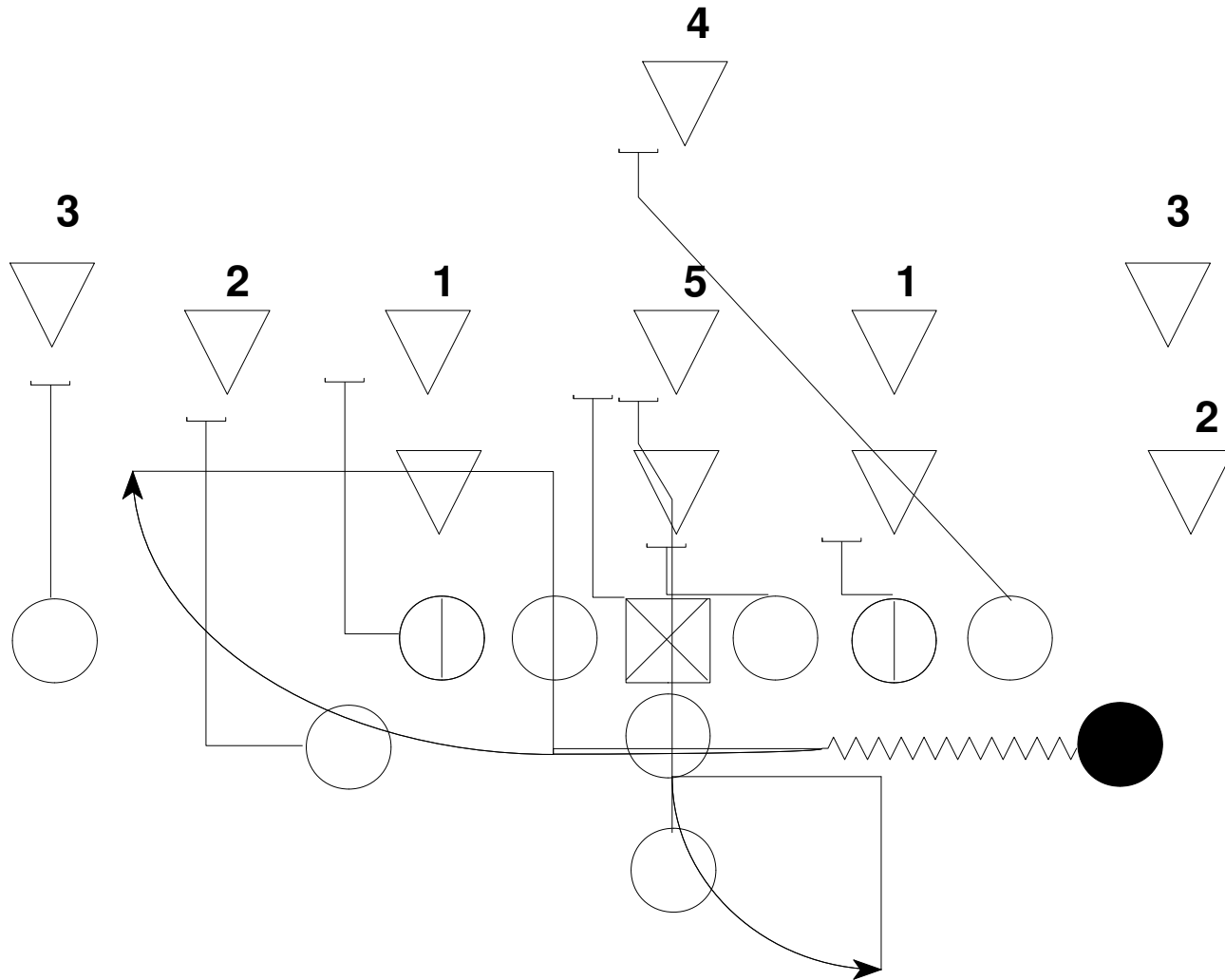


# JET TO SE vs. ODD DUO

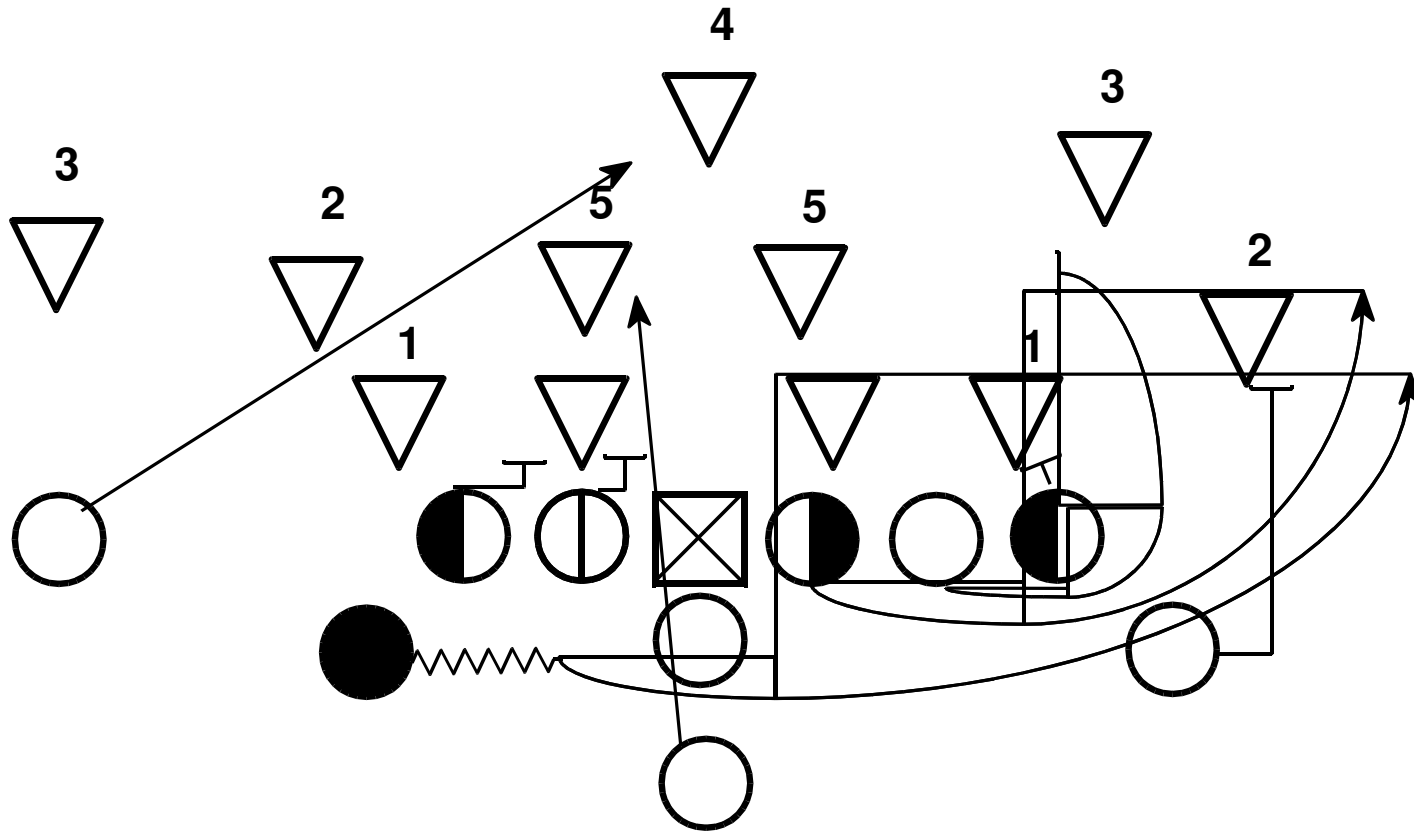




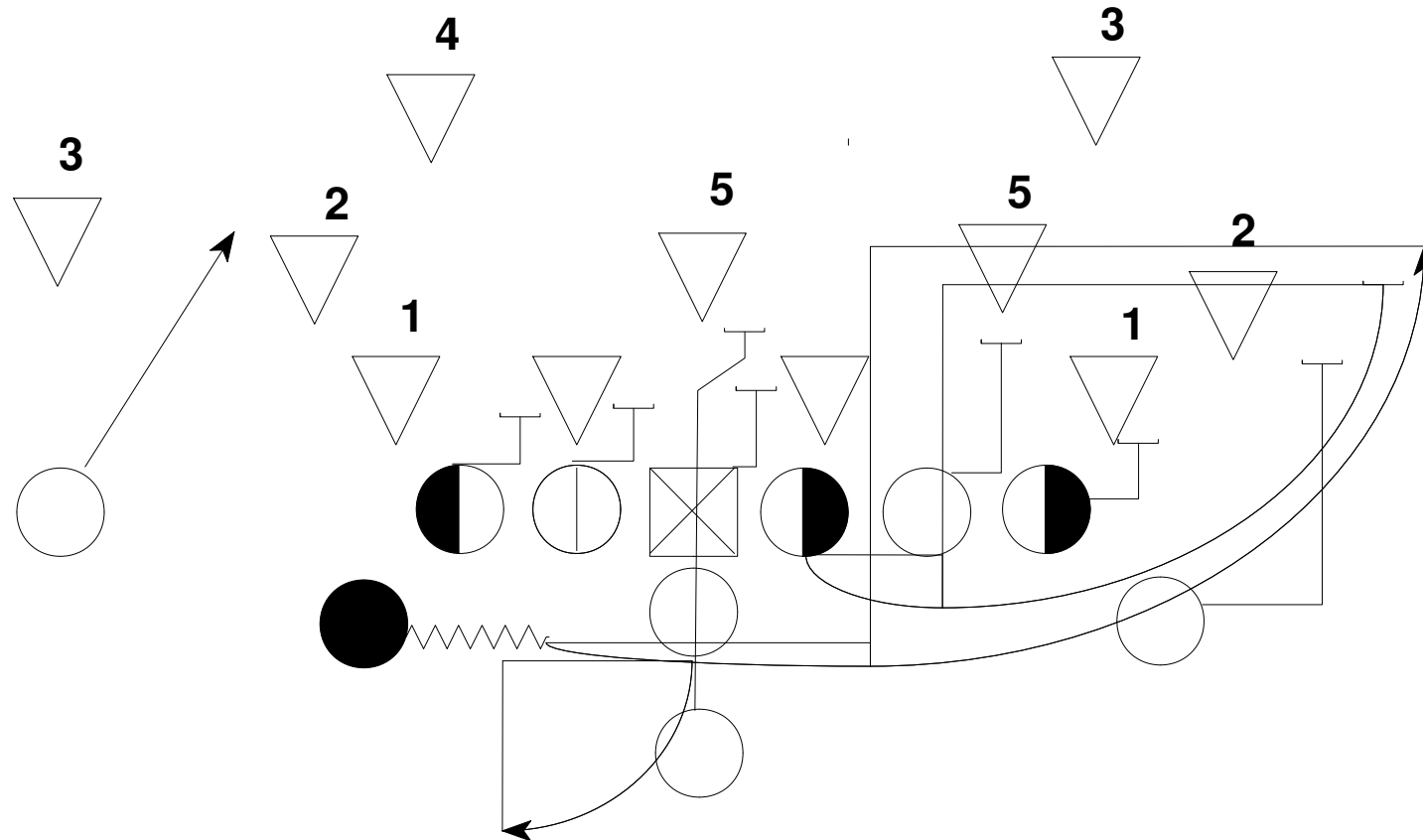
# JET TO SE vs. ODD TRIO



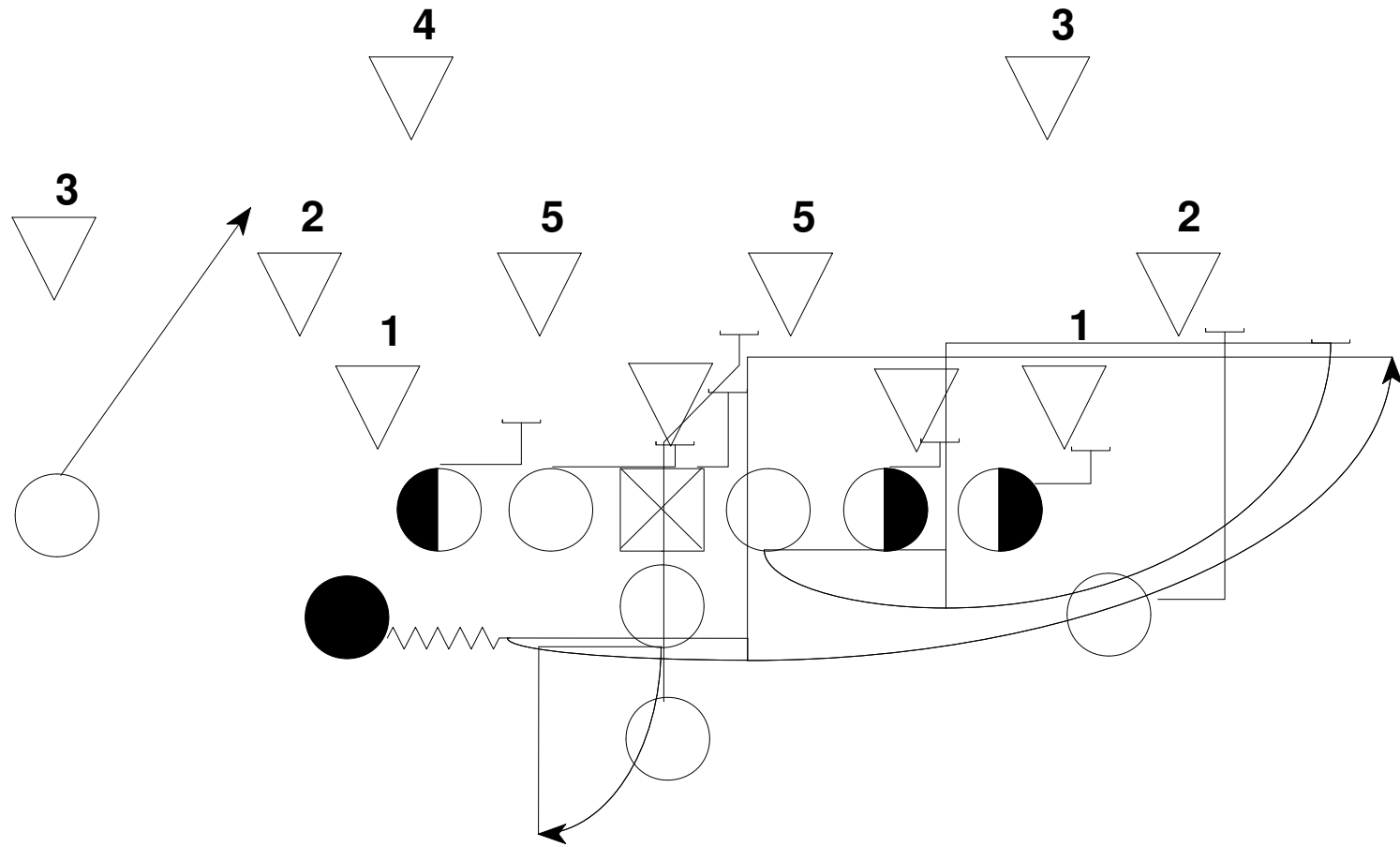
# JET TO TE vs. EVEN DUO



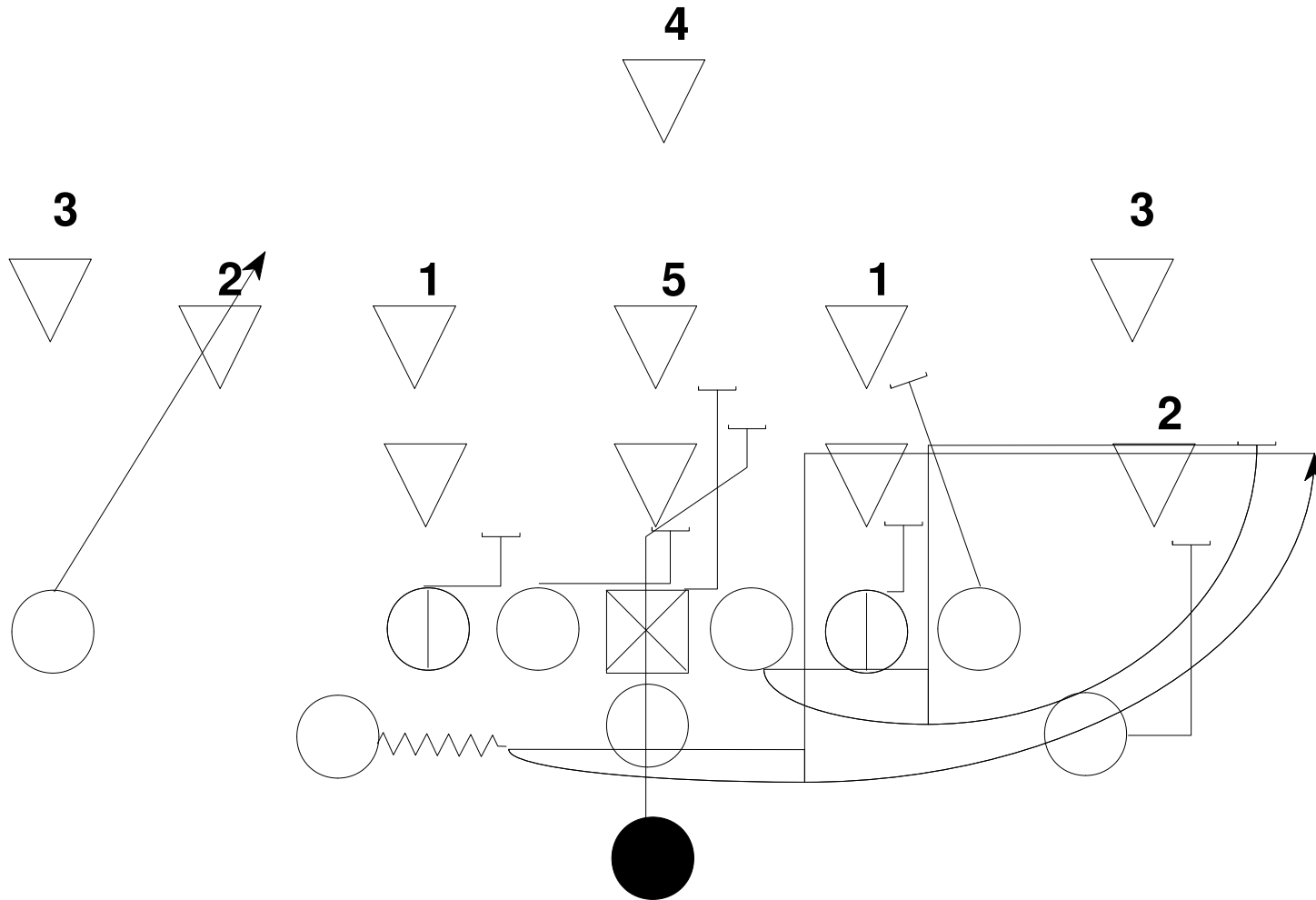
# JET TO TE vs. EVEN TRIO



# JET TO TE vs. ODD DUO



# JET TO TE vs. ODD TRIO



# **QB MECHANICS**

- **As the QB receives the ball from the center, he will pivot on his play-side foot turning 180°.**
- **The quarterback's back will be to the L.O.S. with his elbows in and the point of the ball in the belly button.**
- **To initiate the motion, the running back will leave when he knows the ball will be snapped**

# QB MECHANICS

- **After the running back passes the quarterback, the quarterback will waggle away.**

# **FB MECHANICS**

- **The FB will align with his toes 3½ yards from the L.O.S. This may vary according to who the fullback is.**
- **On the snap of the ball, the fullback will run down the midline brushing skin to skin with the quarterback.**
- **One of three things:**
  - **Blocker**



# WINGBACK MECHANICS

- **The alignment of the wingback is one foot outside the TE and one foot deep. This is the same to the SE side.**
- **The wingback's rule is to block the #2 defender in the Jet count.**
- **Will execute one of the following blocks:**
  - **“REACH”**
  - **“TRAP”**

# WINGBACK MECHANICS

- **Reach Block**
  - **When the wingback gets outside leverage with the head outside the defender.**
  - **Attack #2 by running three flat steps to get leverage, then attacking the defenders outside number with your inside shoulder.**
  - **This happens very few times vs. a good defensive player.**

.....

# WINGBACK MECHANICS

- **Trap Block:**

- **This is getting to be the block used more and more.**
- **Most edge defenders (#2) will attack the outside of the wingback like a contain defensive end and try to maintain outside leverage at all cost.**
- **Usually run up-field and is impossible to Reach #2.**
- **If this is the case, the wingback**

... 1 ... TRAP #2 ... 1 ... 1 ...

# **RUNNING BACK MECHANICS**

- **Same alignment as the wingback.**
- **Will leave so that when he is at the outside leg of the backside guard, the ball is snapped.**
- **Aim for a point approximately one yard deeper than the quarterback.**
- **Receive the ball at full speed and read the block of the wingback and the front-side guard.**

# **RUNNING BACK MECHANICS**

- **If the wingback gets #2 “REACHED”, the running back will bounce the play to the sidelines.**
- **If the wingback “TRAPS” #2, the running back will cut inside and then back to the outside.**
- **Remember “Always run hash, numbers, sideline.”**

# **PLAYSIDE TACKLE MECHANICS**

- **To SE:**
  - **Block #1.**
  - **The alignment of #1 will determine the block used.**
  - **If the defender is on the outside shoulder, use a “REACH BLOCK”.**
  - **If the defender is on or inside the tackle, use a “BASE BLOCK”.**

# **PLAYSIDE TACKLE MECHANICS**

- **To TE:**
  - **If there is a player aligned on the play-side tackle, he becomes a threat and you must block him.**
  - **If there is no player aligned on the play-side tackle, he takes a REACH STEP and goes up-field to wall off the first second level defender he runs into.**
  - **“PULL AND PIN” with a “7”.**

# **PLAYSIDE GUARD MECHANICS**

- **Pull flat and fast. Read the wingback's block on #2.**
- **If the wingback hooks #2, look to get outside the wingback and look to block a secondary defender.**
- **If #2 stretches the play or the wingback TRAPS #2, the pulling guard will turn inside the wingbacks block and look for a scraping linebacker in his path.**



# CENTER MECHANICS

- **The center must always reach to the play-side guard.**
- **The center must try to avoid blocking a man that is covering him.**
- **Only the linemen at the point of attack will block down defenders.**
- **The center will reach play-side then climb to the second level to nick off any scraping linebacker in**

# TIGHT END MECHANICS

- **Block #1 in the count.**
- **It is the responsibility of the tight end to determine who is #1 and communicate to the others.**
- **#1 is the first player that aligns on your body.**
  - **“6” technique can change adjust count.**
- **The tight end is always responsible for blocking the #1**

# **TIGHT END MECHANICS**

- **On the backside, the TE will “FUNNEL BLOCK” the safety.**

# **GENESEO FOOTBALL**



**JET SWEEP INDIVIDUAL DRILLS**

# **GENESEO FOOTBALL**



**JET SWEEP GROUP DRILLS**