

Big @ gleez  
PRESENTS...



# Dots For Days

**Patriots Offensive eBook**

## Featuring

Split Close Pats

I Form Normal

I Form Twins

Gun Normal

Gun Bunch

U Trips

Supplemental  
Videos Included!

**Over 25 Plays!**



**40+ Minutes of Video!**

# Thank You!!!

I want to personally thank you for showing an interest in my content and in this Madden 16 New England Patriots Offensive eBook. I have taken a lot of time to put this together and hope it meets your standards and expectations.

If you have any questions about the plays in this guide, please do not hesitate to contact me. I can be reached on Twitter @BigJGleez or you may email me at [BigJGleez@GamingWithGleez.com](mailto:BigJGleez@GamingWithGleez.com).

If you are a true beginner to Madden 16, I have a few videos and articles I would suggest that you view. They deal with some basics as far as quarterback movement and mechanics as well as reading the defense. You can access them by clicking below.

[Controlling the QB](#)

[Running the Football](#)

[Reading the Defense](#)

[Setting Audibles Effectively](#)

**\*\*\*Important\*\*\***

**You will not have access to the videos until I grant you access to the private YouTube videos. This can take up to 24 hours.. Just so you are aware.**

## How to Tackle This eBook... Pun Intended!

I suggest reading over each formation and then watch the video associated with each formation. Then, go into practice mode and practice the set ups and plays against specific defenses. Practice throwing each route properly. Once you feel comfortable, put the opposing defense on "random" and practice making your reads accordingly.

Lastly, practice identifying defense and audibling as quickly as possible to the correct play. This part takes time and repetition, but over time it does become natural.

Again, if you have any questions or concerns at any time do not hesitate to contact me. My social media information at the bottom of each page!

Thanks again,

*Big J Gleez*

# Let's get to it...

The New England Patriots playbook is extremely versatile and can get the job done in every situation. In this playbook we will be discussing two different personnel packages.

2 RB 1 TE 2 WR: Split Close Pats, I Form Pro, I Twins

1 RB 1 TE 3WR: Gun U Trips WK, Gun Normal, Gun Bunch

Each one of these packages delivers a different experience for your opponent as each set brings something different to the table. If your opponent isn't extremely crafty, they will be put in some really terrible situations.

Let's start with my favorite personnel package in this playbook...

## **2 RB 1 TE 2 WR PERSONNEL**

This personnel set works best with your strongest running back at Full Back and your fastest running back at Half Back. This is to take advantage of the Toss, FB Dive, and Running Back routes out of the backfield.

### **The Gun Split Close Pats**

#### **[FOR VIDEO CLICK HERE!](#)**

Audibles: Power O, X Drag Trail, HB Wheel, Z Spot

The defense MUST make specific adjustments in order to defend this formation.

The running back routes, particularly the wheels, play a huge part in this formation's effectiveness.

You must master throwing and user catching these patterns while utilizing the RAC catch animation. (X on Xbox One Square on PS4) You also will be motioning the wheel up to the line of scrimmage on many of these plays. This will allow you to catch the ball in stride and run up the sideline, often times uncontested for a touchdown. It also gives the defense something to continually account for. This will lead to frustration, silly defenses and occupying their user defender. This allows you to play against the CPU in most situations while your opponent chases your running back all over the field with his user controlled defender... which is ideal.

## Play: HB Wheel



### Set Up Right Hash

Drag B/O

Motion Left HB to the left

*Summary:* The Wheel pattern on the HB should be thrown up and to the outside using the left stick. Click on and catch the ball using the RAC catch. (X on Xbox One, Square on PS4). With the exception of a cover 2 zone, all of the zones will get sucked inside and lead to a huge gain. The only time a flat zone will not get sucked inside is if your opponent is in a small set like nickel, dime or quarters. The corners in these sets are located outside of the left WR which makes the throw much more difficult. Against these sets we will be audibling to I form or running the Power O, but let's not get ahead of ourselves here.

In the case of Cover 2 Zone, the X/Square WR will be open between the deep halves. The A/X WR will be open over the flat corner and under the safety on the corner route. To throw the corner route against cover 2, you need to be patient and lead the pass up on the left stick. Against man, you can throw the HB wheel after he makes his cut up field. He will smoke the defender. X/Square and B/O also smoke their man defender. I would not throw to the X/Square WR vs a cover 1 man however, as the safety is in a good position to snag the ball. Be mindful of this.

### Set Up Left Hash

Drag B/O

*Summary:* Both flats are open against any zone that is not a cover 2. Against cover 2, the X/Square WR is open between the halves and against man. Again be aware of the cover 1 safety. The A/X corner pattern does get open against cover 2 zone, but it can be a tight throw. You can lead the WR up and to the right if he is open. It is not automatic and something you have to read. It works much better against bigger defensive sets like 4-3 and 3-4 as the defenders in yellows are much more inside by alignment. The drag is open no matter what.

## Play: X Drag Trail



### Set Up

Slant A/X

Optional: Motion the Right HB to the right if you know it is man coverage.

*Summary:* Against man the right HB will be the read for a big gain. Motion him to the right and throw it up after he breaks up field. This works best against linebackers and safeties, but can still be effective against corners. The drag and slant both get open against any defense in the game. They also pull the zones down to allow you to hit B/O over the top and under the safety. When user catching the B/O route, use the possession catch when in traffic.

## Play: Z Spot (Run from Right Hash or left hash flipped)



### Set Up

Vertical B

*Summary:* Only a few Linebackers can cover the out route on X/Square going to the big side of the field. Most Lbs get caught inside and you can lead the ball left for a big gain. This does not work if the defense is in nickel or dime with the slot corners outside of the wide receiver. I really only use this play to get people out of bigger defensive sets so I can ultimately pound the rock. I also use this play for goal line situations. The corner, flat, vertical pairing on the right side of the field always causes the corner route (A/X) to get open against zone. Lead the WR up. The flat will only be open if the defense playmakers their flat zones to purple zones. This is a common adjustment once you hit the corner multiple times. If you see this, you know they are leaving the flats open as this tells their adjustment.



# I Form Normal

## FOR VIDEO CLICK HERE!

Audibles: HB Blast, Toss, FB Dive, Seam 678

### The Run Game

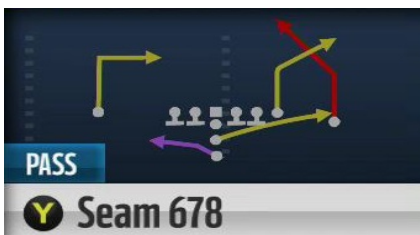


The Blast, Toss and FB Dive all work in conjunction with one another and are VERY simple to run and read. This set is so effective because your opponent will inevitably start calling nickel, dollar, dime or 335 defenses to stop the Gun Split Close Pats. When this occurs, FB dive is a killer. It will net you great yardage. Simply audible and snap the ball if you see a spread or open defensive line.

Eventually the defense will close the gap in their line. This opens the toss. To run the toss stay flat. Don't run up field or use the turbo button. Let your pulling lineman and FB engage in the blocks and then turn on the burners and make your cuts.

Once the defense is getting slammed by the toss and FB dive, they will begin shifting their defense to the right. This closes up the FB dive and puts players in better position for the toss. This is where the HB Blast comes in. This run is awesome when players over commit to the FB dive and toss and will get you insane yardage. Also, don't be afraid to bounce the blast outside once you see it is open.

### Play: Seam 678



Set Up

Drag or Slant X/Square Receiver

*Summary:* The flat, corner, deep post combo ensures that the corner route will get open against any zone defense. From the right hash this is evident early in the play while from the left hash the corner gets open much later. From the left hash it is best to throw the flat pass early and take your 5+ yards. Against man the backside slant and corner will be open.

# I Twins

Audibles: FB Dive, Toss, HB Blast, PA Draw Shot

## The Run Game



This formation follows the same principles as the I Normal as far as the run game is concerned. The pass plays aren't as good but this formation can pose serious problems for players who do not base align their defense and run man coverage in sets with only two corners (34, 46, 43). When someone does not base align and is running man coverage, their corner on the right side of the field will run over and top the slot on the left. This does two things. It tells us the type of coverage the defense is playing and it opens the right side of the field for the toss. When the defense does account for the toss by running zone and base aligning, we now have an extra blocker on the left side of the field. This makes the Blast and the HB Toss playmakedered to the left (hitting the right stick left) that much more deadly.

There is only one pass play in this set that I run. It is PA Draw Shot.

## Play: PA Draw Shot



### Set Up

Drag B/O

Block HB

*Summary:* This play is filled with crossing patterns on multiple levels. This ensures someone will be open against any defense. The routes also get open against man coverage.



# 1 RB 1 TE 3WR PERSONNEL

## Gun Bunch FOR VIDEO CLICK HERE!

Audibles: Bucs Sail, Bunch Trail, HB Base, HB Screen

### Play: Bucs Sail



#### Set Up

Nothing

Optional: If you know the defense is in man coverage, slant or drag A/X or Y/Triangle

*Summary:* This play destroys any zone in the game. The post on the left beats man and zone. It hits under the safeties and above the Lbs dropping into coverage. Only oddly placed yellow zones will cover the post. The right side of the field uses a sail concept, meaning the vertical runs off the deep coverage, the flat keeps the underneath defender down so we are able to hit the corner. The good thing about this Corner, or "C" pattern on the right is the fact it is unbumpable and it can be thrown quickly to take advantage of vacated areas in the defense when the opponent is blitzing. When you run this play on the right hash, the corner pattern will be open much earlier. If you run it on the left hash, the flat defender will drop back much deeper allowing you to throw to the flat for a quick 5+ yard gain. You can still throw to the corner from the left hash, you just have to wait longer for the flat defender to be pulled down.

## Play: Bunch Trail

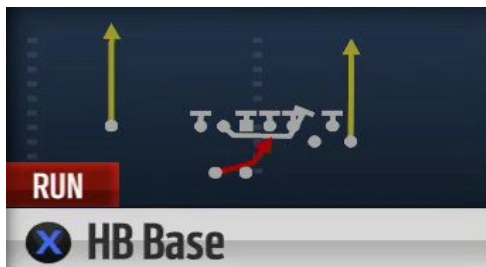


### Set Up

Streak X/Square

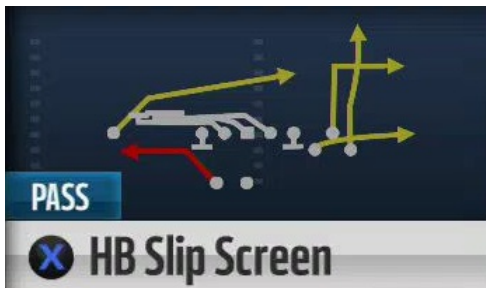
*Summary:* Both the Drag and Trail (TE) get open against any man and zone in the game. You just have to make the correct read. The corner on the right gets open against man coverage for a big gain. The X/Square WR is a great option for user catching against zone coverage.

## Play: HB Base



*Summary:* This is one of the most effective shot gun runs in the game. The leverage created by the bunch is awesome. This allows the running back to hit the edge, especially if the defense is running something like base aligned nickel with the nickel back on the left side of the field. If the middle is vacated you can take this run inside as well.

## Play: HB Slip Screen

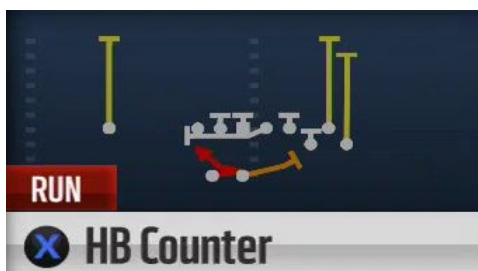


### Set up

Line shift left when on the left hash

This screen is nice because of the cross on the left and the flat route on the TE. This gives us some options in case our opponent comes down with his user defender to play the screen with his user. From the left hash, be sure to wait until the offensive line engages the flat defender. This will ensure a clean screen. Also, from the left hash no zone defense plays the TE flat. This is good to know in case you need to set up a quick pass. As far as the actual screen goes, it works best from the right hash as the defense is more spread out in a larger area. This allows your offensive linemen to engage and allows you to make reads and cuts in space. Unfortunately, zone defense plays the TE flat from the right side of the field. So running the screen from the right hash is more risk as you don't have the immediate pass option, but the actual screen set up can yield more reward. If the user defender comes down for the screen when you run the play from the right hash, you can also throw the ball away. The QB will throw the ball out of bounds over the head of the TE flat route ensuring you do not get an intentional grounding penalty. This may depend on your QB's awareness as Big Ben does this every time. I am not sure how a bad QB will react in that situation.

## Play: HB Counter



*Summary:* Counters in this game are not my favorite. They are slow and get blown up in the backfield against blitzing defenses. This play contrasts the HB Base though, so once someone begins heavily playing the base, use this run to gash them to the back side. This is NOT a run you can run against any defense. This run should only be used to keep the defense honest once they begin stacking the bunch side of the formation to stop the HB Base. I often call this play out of the huddle.

# Shotgun U Trips

## FOR VIDEO CLICK HERE!

Audibles: Pats X Curl, Pats Slot Out, HB Screen, 56 Trap

### Play: Pats X Curl



#### Set Up

Slant RB/R1

Streak B/O

*Summary:* The key on this play is the RB flat. No zone can defend it from either hash. Even against a base aligned cover 2, you can still throw to the running back for a 2 yard gain. Against any other zone defense this will get you anywhere from 6 yards to a Touchdown. The TE streak will cause the zone coverage to drop back allowing you to hit the RB/R1 WR underneath. While on the right hash against a cover 2 zone, you can throw the TE streak between the cover 2 shell depending on how far the MLB drops. You must read it. Against man the out and slant will get open. The RB may also be open if the defender assigned to cover him is located in the middle of the field.

### Play: Pats Slot Out



#### Set Up

Slant RB/R1

Optional: Put the running back on an out

*Summary:* The TE will draw coverage back for an easy gain to RB/R1 or B/O in between the zones.

Both of these routes also kill man coverage. The TE also gets open under the safety and over the line backers. Click on and user catch this route using the Possession Catch (A/X)

## Play: HB Screen



*Summary:* This is one of the best screens in the entire game. Since screen plays do not allow for hot routes, it is important to find screen plays with more than one viable option. This screen does that for us. The TE route is open against any zone in the game. The flat defender is pushed back by the wide receiver routes allowing for the quick pass. If the defense runs man coverage, the X/Square WR is open. Lastly, you do have the ability to throw the screen, which will definitely net you big yardage.

## Play: 5 6 Trap



*Summary:* This play usually hits outside the Right Offensive Tackle. Follow your puller and expect him to kick out the last man on the line of scrimmage that is outside of the Right Offensive Tackle. If there is no defender on the line outside of the RT, the offensive lineman will roll up field to find a block. Follow him and make your cuts accordingly.

# Gun Normal

## FOR VIDEO CLICK HERE!

Audibles: Skinny Posts, Bucs Y- Sail, Dbl Out N Up, Inside Zone

### Play: Skinny Posts



#### Set Up

Slant A/X

Drag Y/Triangle

Optional: In, Drag, or Vertical outside WR on the big side of the field

*Summary:* This play kills both man and zone. You just have to pick the right spot to throw the ball. Typically against man the skinny posts will be open just after the break. The TE slant and Slot drag are open whenever you would like to throw them. Against zone you need to find the hole in the defense and exploit it. All of these routes get open at one point or another against every defense. I have literally ran this play every single play against people online and it couldn't be stopped. It may also be advantageous to throw the skinny post on the short side using the LB/L1 throwing mechanic and using a possession catch when throwing against a cover 3. You can only do this though, if you read that the Linebackers drop down for the drag and/or slant. This takes some practice but can make this play lethal if you are able to read it correctly.

### Play: Bucs Y-Sail



#### Set Up

Nothing

*Summary:* The flat pass to the running back is open against and zone from either hash. Against man both the corner and In Pattern are open. From the right hash we also have the ability to throw the mini curl using the LT/L2 mechanic coupled with the possession catch. This route does not get guarded against a flat zone from the right hash. From the left hash, the X/Square pattern gets open as the mini-curl pulls down the coverage. You can hit the X/Square WR by using the LB/L1 Throwing mechanic to throw over the defender's heads. This is a great backside read for defenders who want to user guard or man up the running back flat. The WR on the right is also in good position for a user catch.

## Play: Dbl Out And Up

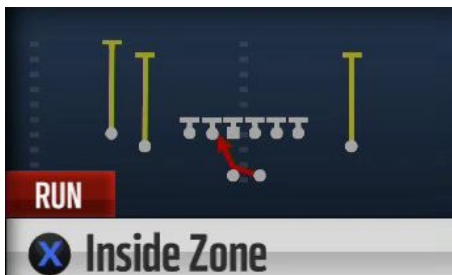


### Set Up:

Slant and Drag the Receivers on the big side of the field.

*Summary:* This play is great for hitting levels in the middle of the field. This play also works against man and zone. Read the middle defenders against zone. If the linebackers drop deep throw the slant or drag. If they come up for the underneath patterns, use the LB/L1 throwing mechanic to throw the ball over the linebacker's heads to the out and up pattern. Against man the out and up and drags and slants are open. You can also use catch the outside vertical.

## Inside Zone/ 01 Trap



I often come out of the huddle in 01 Trap and adjust to the inside zone, giving me two run options. The 01 Trap is programmed to trap the first defender outside of a 1 technique (outside shoulder of the center). The 01 trap works best against 3 down lineman sets with wide ends. The inside zone works great against all defenses as long as you read your blocks correctly. Read the play inside out. This means attack the middle of the defense and bounce only as needed. If you sub a TE in the slot, this can really sure up the outside and allow you to hit the edge if the middle is clogged up. This is ideal in situations where you want to drain clock.