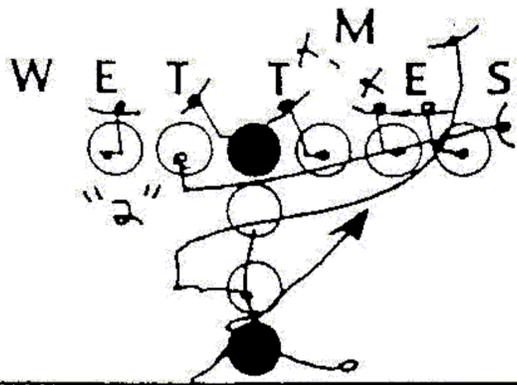
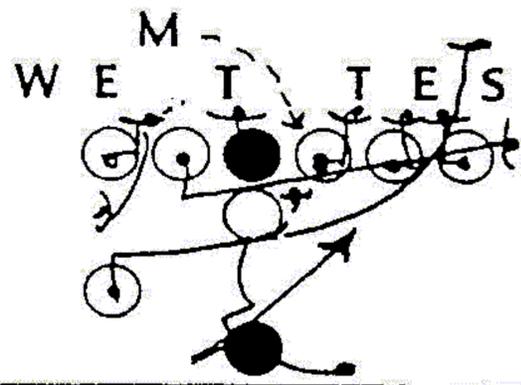


60/70 COUNTER

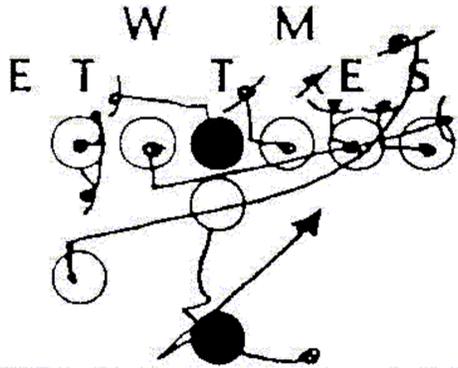


43 Under

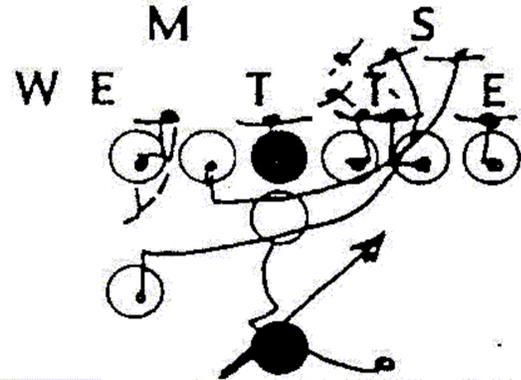


43 Over

Note:
Deuce
Trey



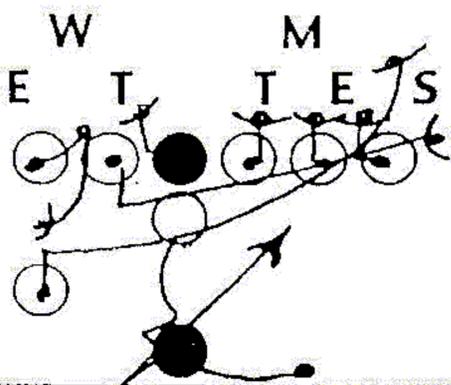
43 Under KC



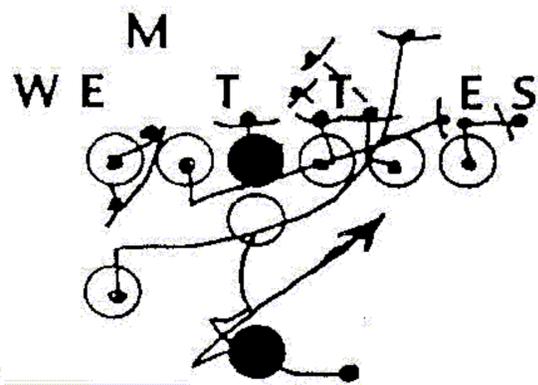
43 Over S

Note:
"Bud" call
book Will LB

Note:
Deuce



43 Boss

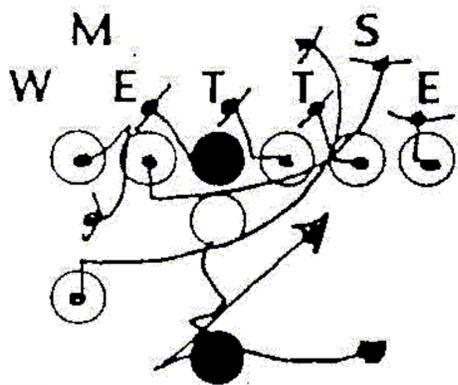


43 Over Wide

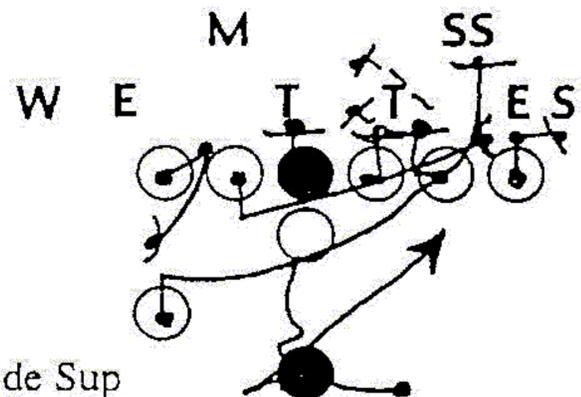
Note:
Trey

Note:
"Bud" call
book Will LB

"Our" - G.P.
Note:
Deuce TE
- stab DE then
block Sam LB



43 Over Solid

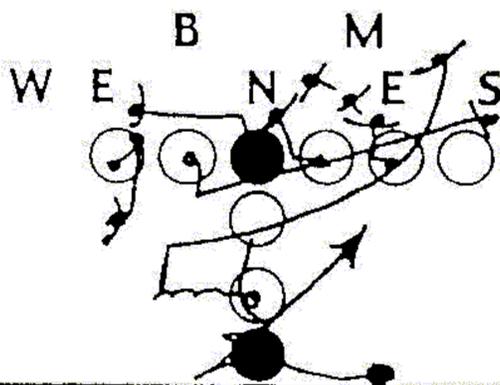


43 Over Wide Sup

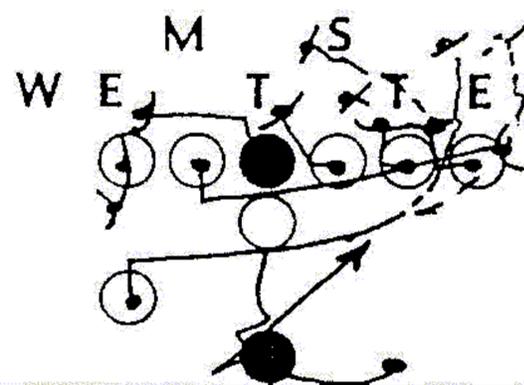
Note:
Angle
call

Note:
"Bud" call
book Will LB

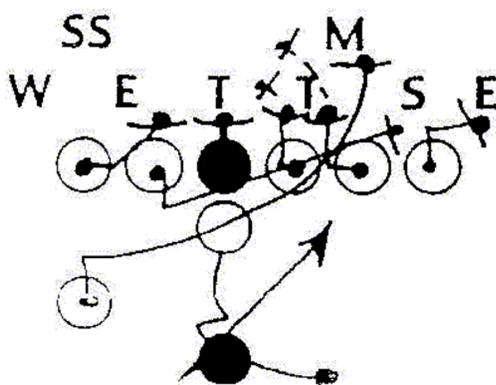
"Out" - G.P.
Note:
Deuce TE
- stab DE then
block Sam LB



3-4

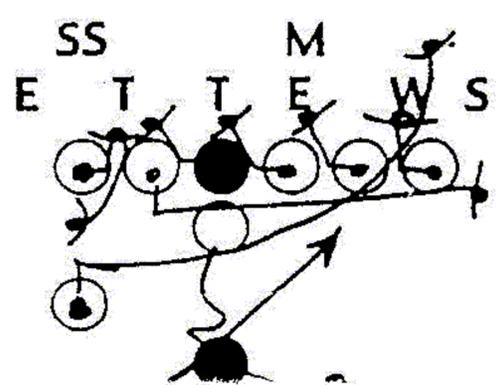


43 Over KC



43 Over Bear

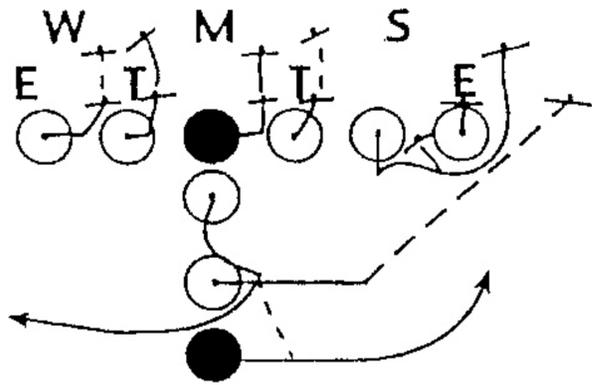
Note:
Deuce



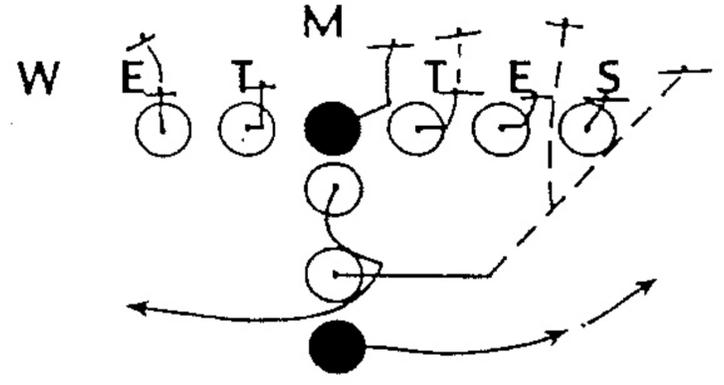
43 Under Bear

Note:
Angle

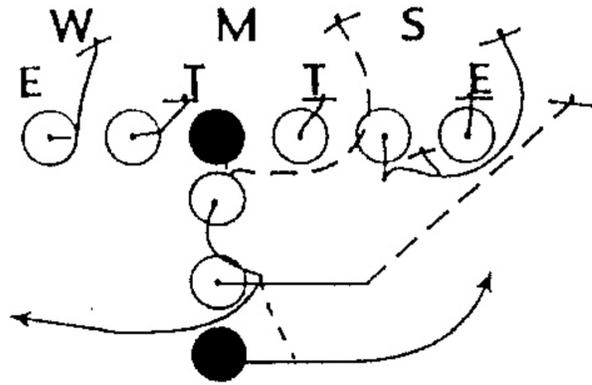
80/90 PITCH



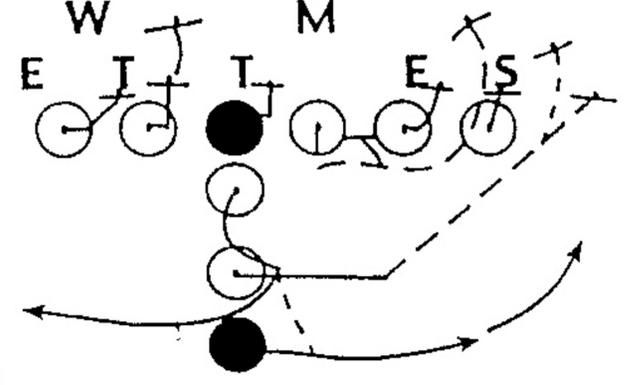
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

OUTSIDE PITCH PLAY WITH HB'S FIRST CHOICE OUTSIDE.

QB

REVERSE PIVOT - SOFT PITCH, FINISH WITH NAKED WEAK.

F

RUN PARALLEL FOR 5 YDS - READ FORCE. BLOCK FORCE. VS BEAR OR EXCHANGE LOOKS. BLOCK OUTSIDE DEFENDER.

H

QUICK JAB - RUN PARALLEL - TAKE PITCH, READ FORCE. 1ST CHOICE - RUN OUTSIDE.

BACKSIDE

FRONTSIDE

BLOCK #1. ALERT SLIP, SWAP, SWOOP CALLS.

BLOCK #2. ALERT SLIP, SWOOP CALL. ALERT SIFT BLOCK.

C

BLOCK "O" TO MIKE. ALERT RAY/LENNY, SWAP; BIG RAY, BIG LENNY. POSS. SWOOP, SKIN CALLS.

G

BLOCK #1. ALERT RAY, LENNY, SKIN, BIG RAY/LENNY CALLS; POSS TAG BLOCK IF UNCOVERED - PULL - READ OT'S BLOCK.

T

BLOCK #2. REACH #. IF UNCOVERED, PULL AROUND TE'S BLOCK FOR SAM LBER. POSS TAG BLOCK..

Y

BLOCK #3. REACH #.

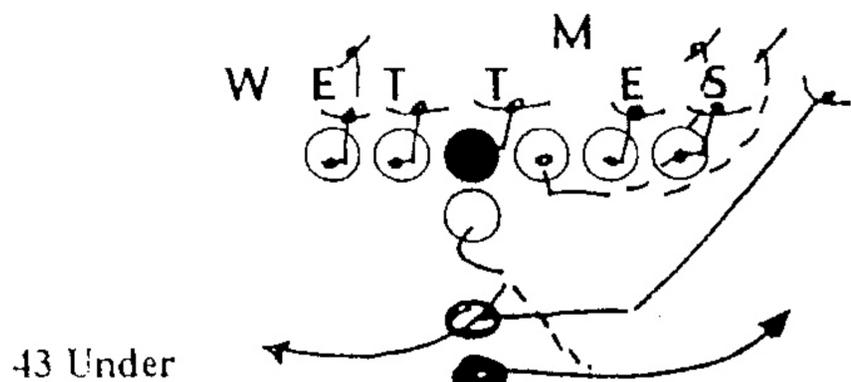
Z

~~MDM~~ BLOCK MANOSER.

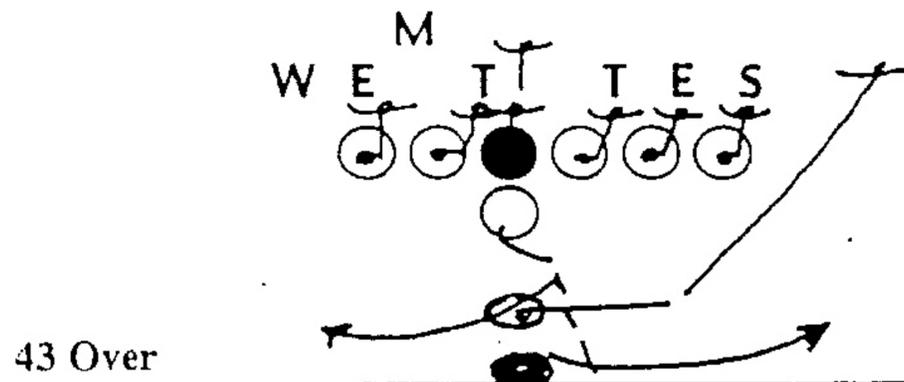
X

CONVOY

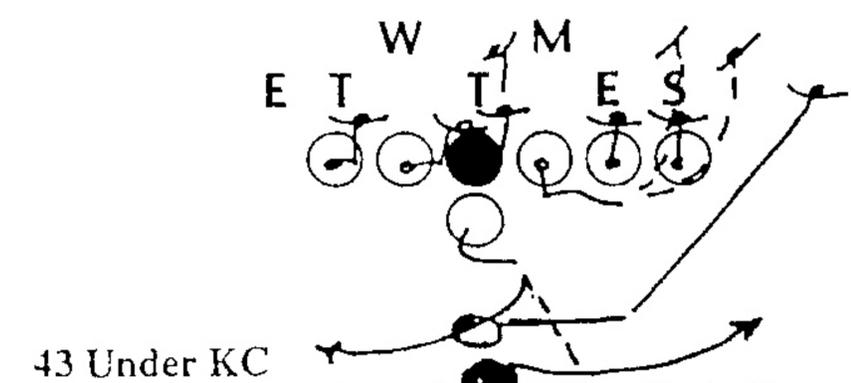
80/90 PITCH



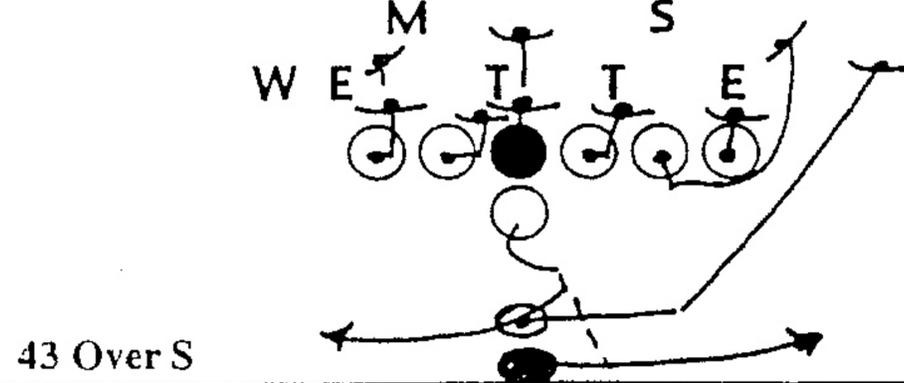
43 Under



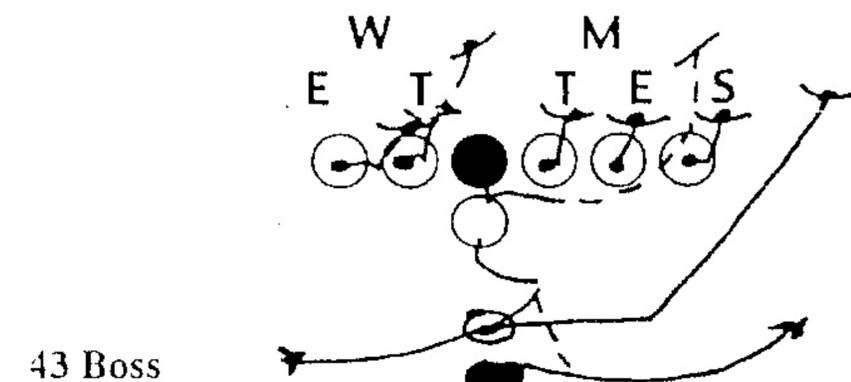
43 Over



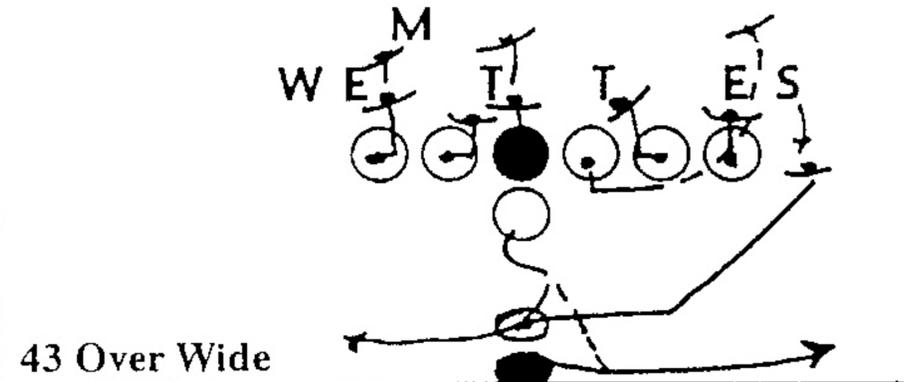
43 Under KC



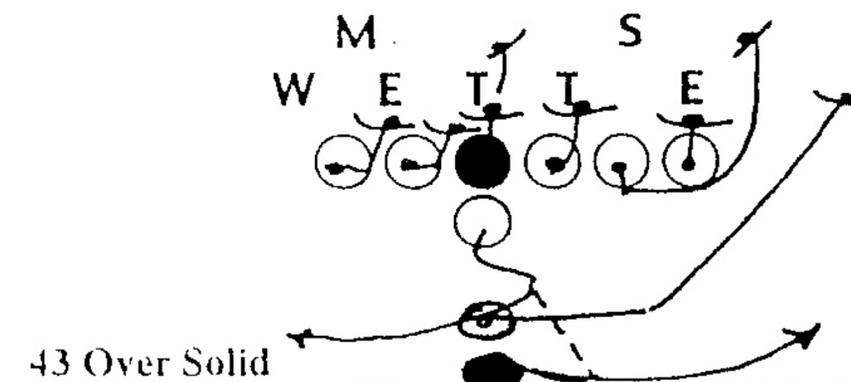
43 Over S



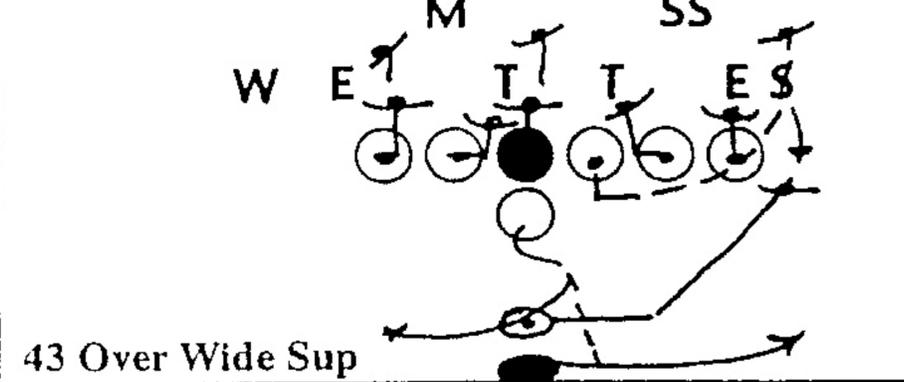
43 Boss



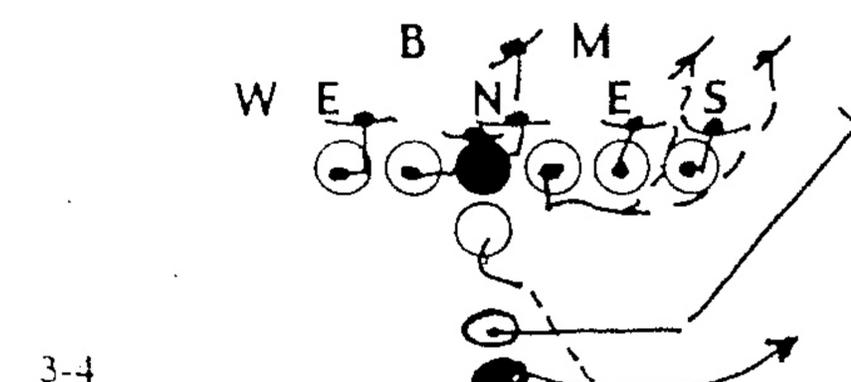
43 Over Wide



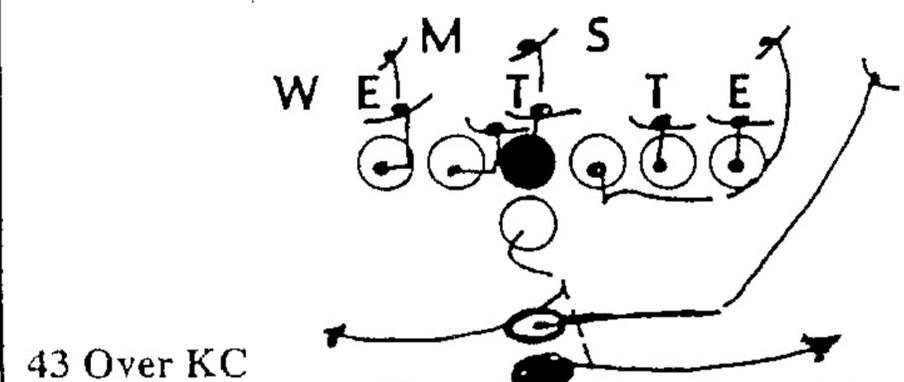
43 Over Solid



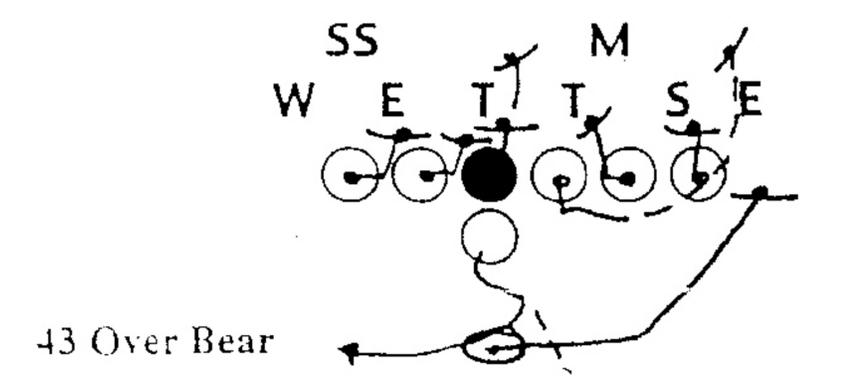
43 Over Wide Sup



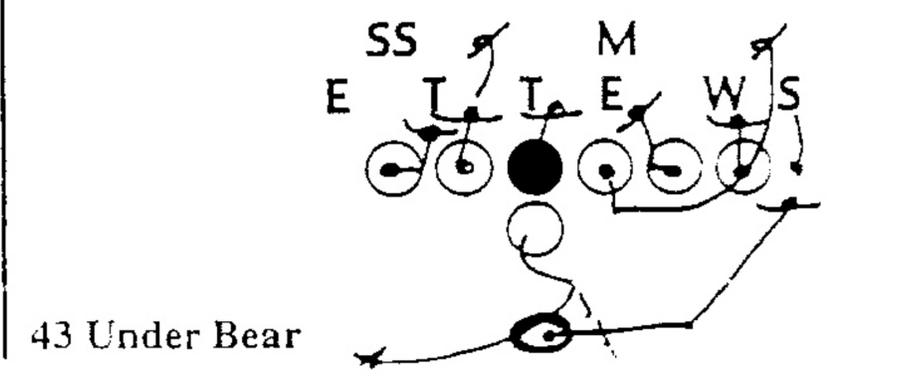
3-4



43 Over KC

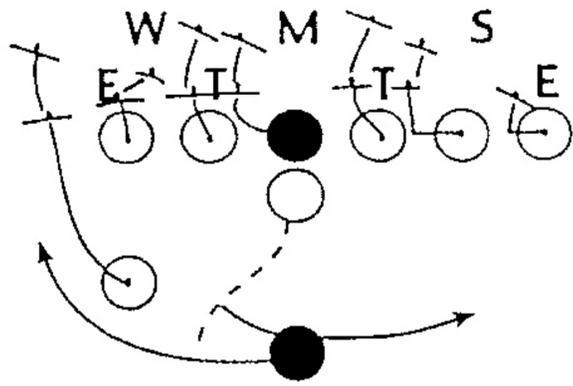


43 Over Bear

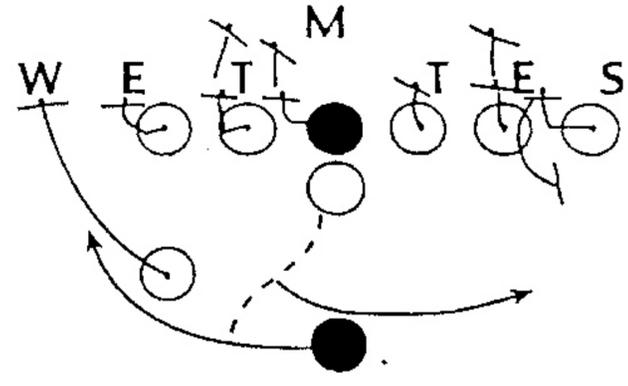


43 Under Bear

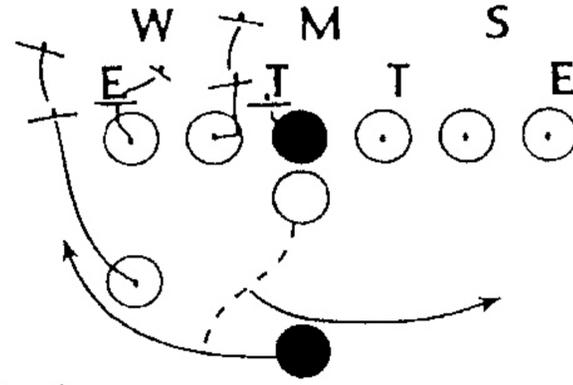
90/80 TOSS



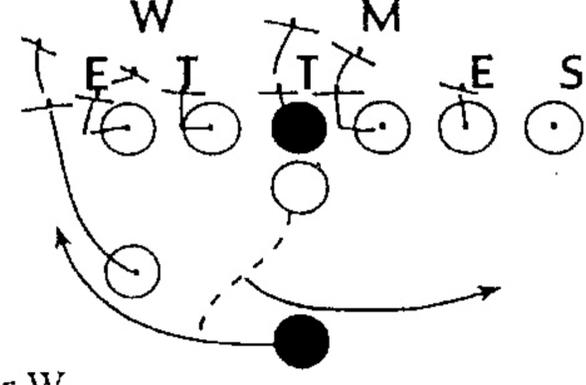
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

TOSS OUTSIDE PLAY WEAK. ZONE BLOCKING BY LINE AND FB BLOCKING WILL.

A STRETCH AND CUT PLAY BY DESIGN.

QB

REVERSE PIVOT, TOSS BALL TO HB QUICKLY. FINISH NAKED STRONG.

F

BLOCK OUTSIDE SHOULDER OF END MAN ON LOS.

H

SLIDE STEP, TAKE PITCH ON A SLIGHT DOWNHILL COURSE. READ FB'S BLOCK.

BACKSIDE

FRONTSIDE

BLOCK #2. ALERT RAY/LENNY, CHIP, MINGO, READ CALLS. TAG CALL VS SOLIDS.

BLOCK #2. IF GUARD UNCOVERED WORK "READ" ZONE. ALERT MINGO CALL. IF UNCOVERED, 40° STEP AT EM LOS. CHIP IN ROUTE UPFIELD FOR LBER. VS SOLIDS TAG BLOCK.

C

BLOCK "O". ALERT FOR RAY/LENNY. SWAP. POSSIBLE SKIN.

G

BLOCK #1. ALERT SWAP, SLIP, SWOOP CALLS.

T

BLOCK #2. ALERT SLIP, COMBO, SUP CALLS.

Y

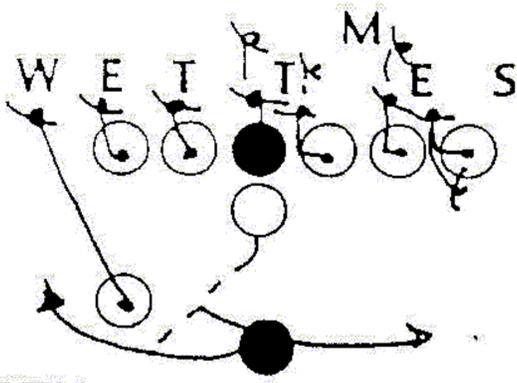
BLOCK #3. ALERT COMBO, SUP CALLS.

Z

X

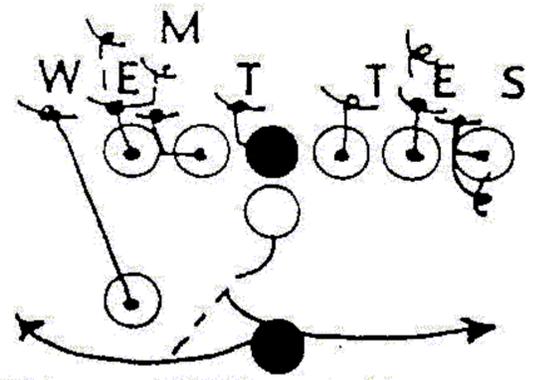
90/80 TOSS

43 Under



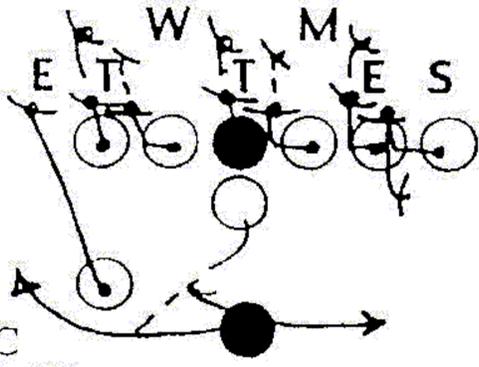
Combo

43 Over



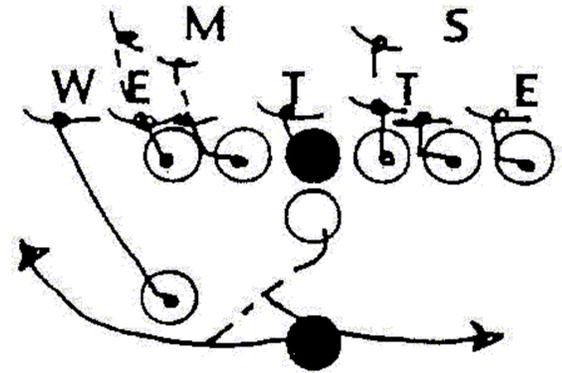
Combo

43 Under KC

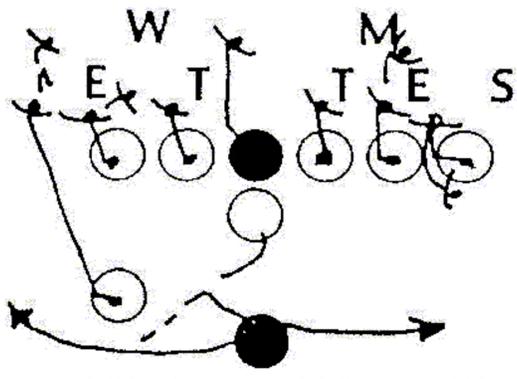


Combo

43 Over S

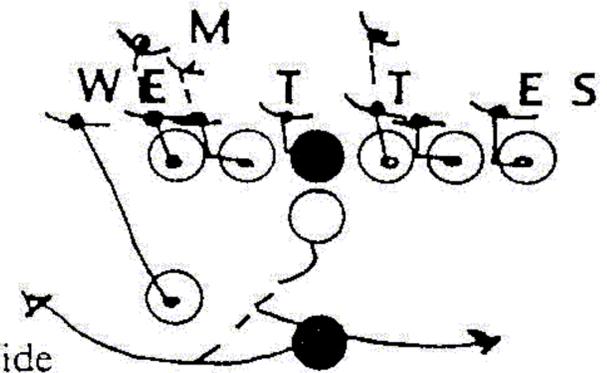


43 Boss



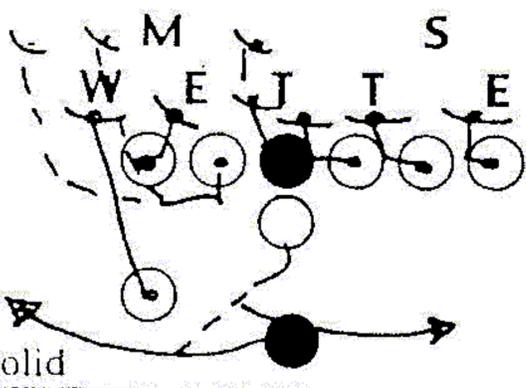
Combo

43 Over Wide



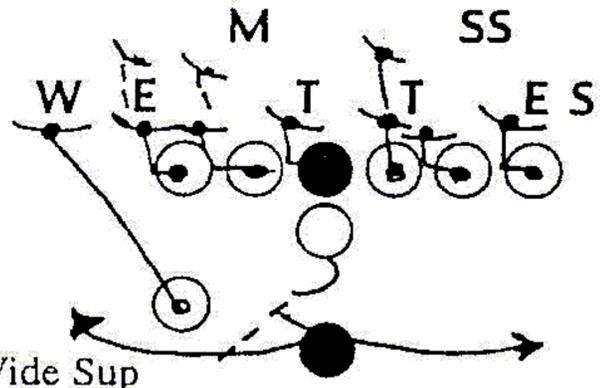
Note:
Sup

43 Over Solid



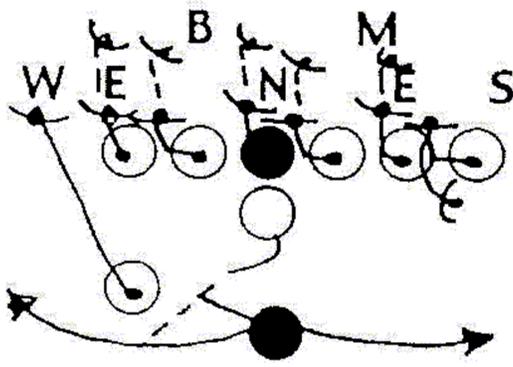
Note:
Tag
Swoop

43 Over Wide Sup



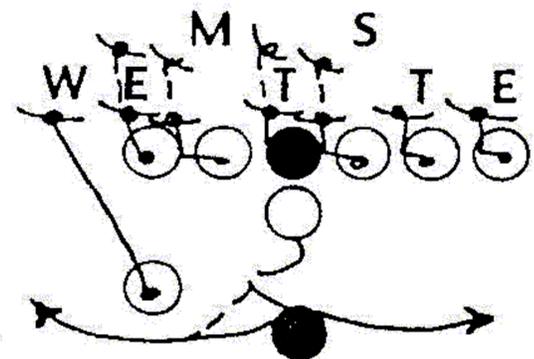
Note:
Sup

3-4

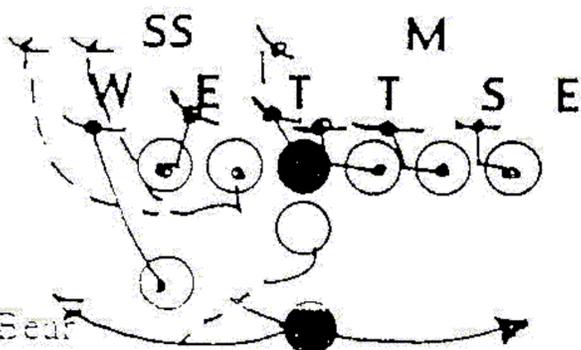


Combo

43 Over KC

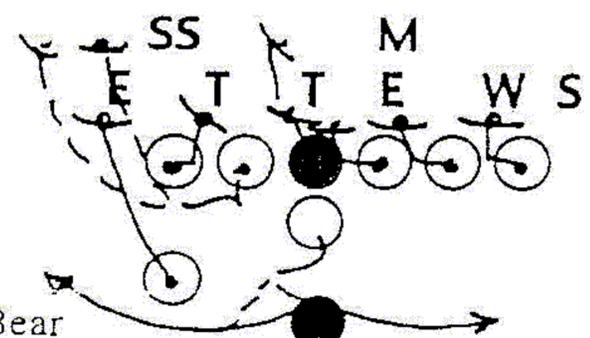


43 Over Bear

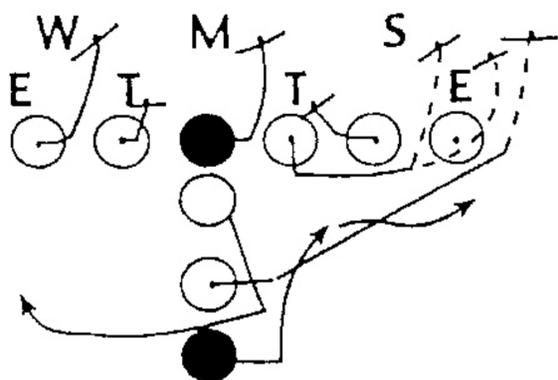


Note:
Tag
Swoop

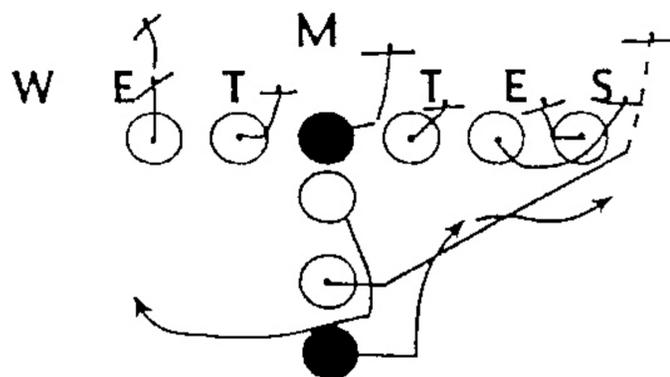
43 Under Bear



80/90 TAKE

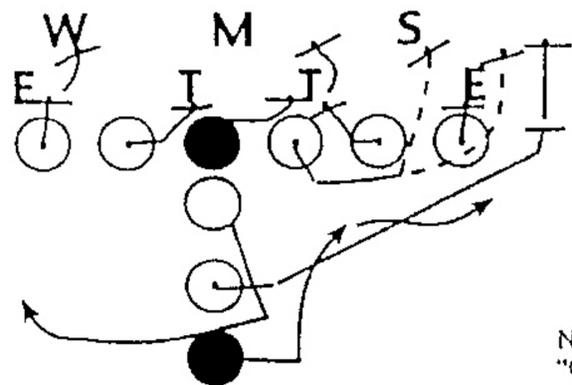


4-3 Stack



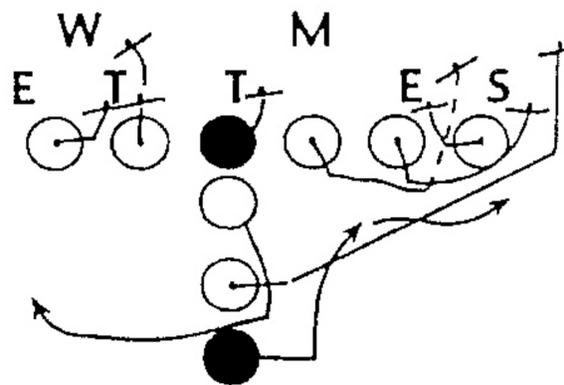
4-3

Note:
Take



4-3 Over Stack

Note:
"Cat"
call



4-3 Under W

Note:
Take

DESCRIPTION:

OFF TACKLE PLAY WITH COMBINATION BLOCKING BY TIGHT END, TACKLE AND GUARD.

QB

BOB FOOTWORK. FINISH WEAK ON NAKED.

F

ARC FOOTWORK INFLUENCE BLOCK #3. BLOCK SUPPORT. IF #3 FLASHES ACROSS YOUR FACE TAKE HIM.

H

BOB FOOTWORK. READ B, C, D GAPS.

BACKSIDE

FRONTSIDE

BLOCK #1. ALERT SWAP, SLIP.

BLOCK #2. ALERT SIFT, SLIP.

C

BLOCK "O". ALERT FOR SWAP, COB, SKIN, OR CAT CALLS.

G

PULL SKIP IT. BLOCK INSIDE LBER. ALERT FOR SKIN, TAKE, GEE, COB CALLS.

T

IF BOTH YOU AND GUARD COVERED WORK "TAKE" BLOCK WITH TE. IF GUARD UNCOVERED, WORK TAKE BLOCK WITH TE. IF UNCOVERED, BLOCK DOWN. ALERT FOR CAT CALL.

Y

IF TACKLE COVERED, WORK TAKE BLOCK. IF TACKLE UNCOVERED, BLOCK MAN OVER.

Z

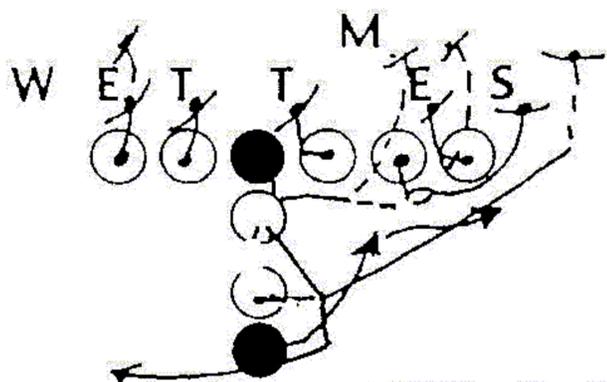
~~MDM~~ BLOCK MAN OVER

X

CONVOY

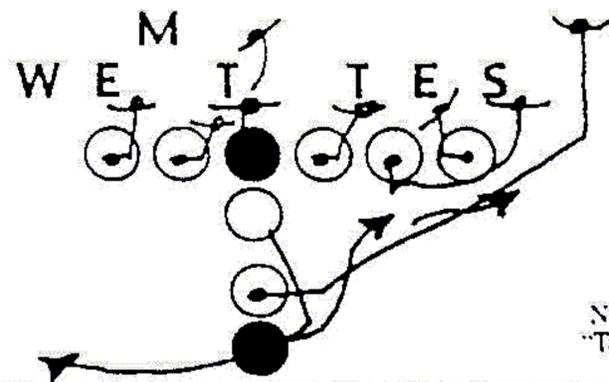
80/90 TAKE

43 Under



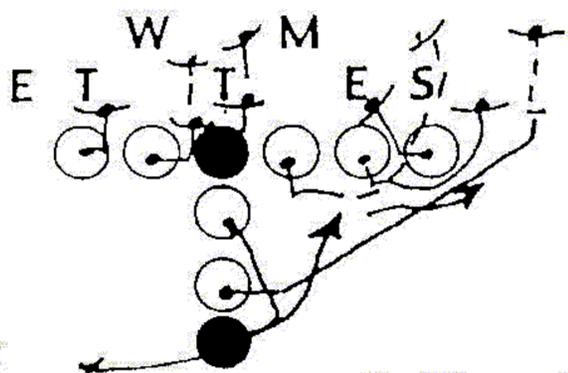
Note: "Cob"

43 Over



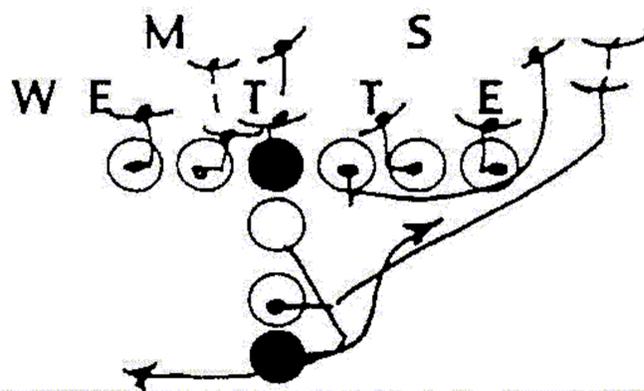
Note: "Take"

43 Under KC

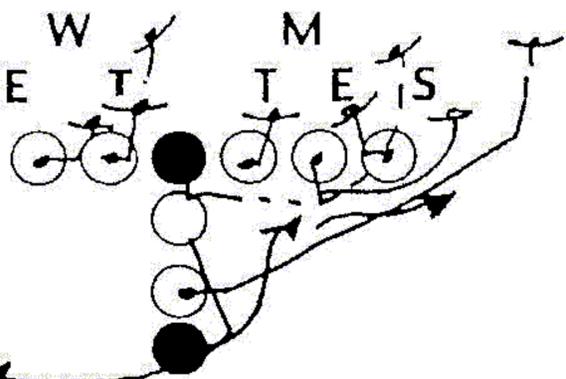


Note: Possible Mingo

43 Over S

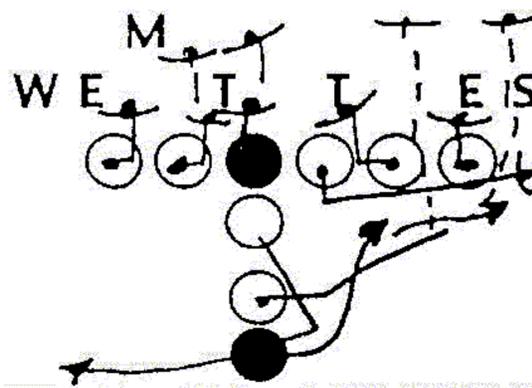


43 Boss

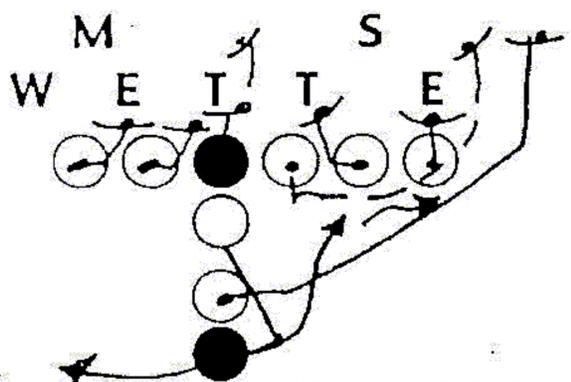


Note: "Skin"

43 Over Wide

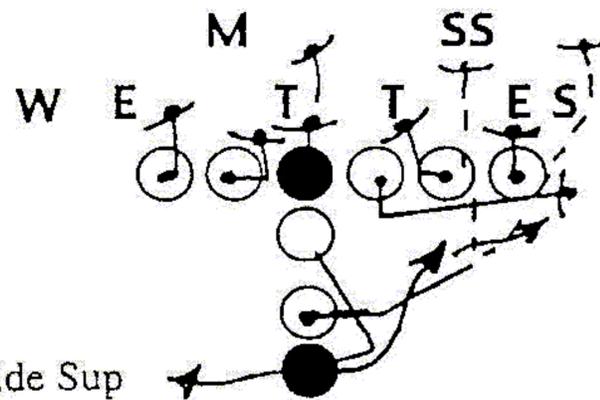


43 Over Solid

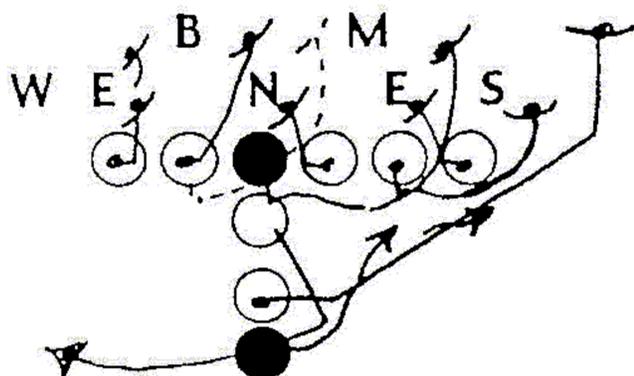


Note: Swoop

43 Over Wide Sup

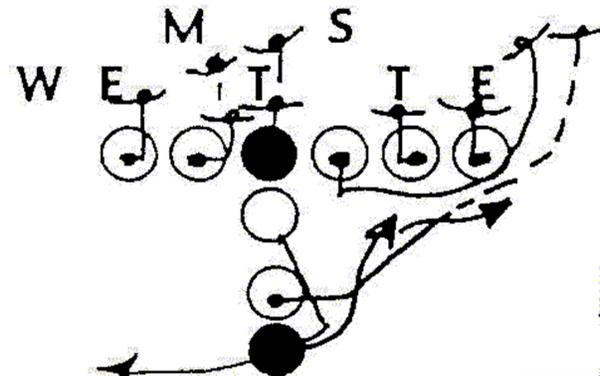


3-4



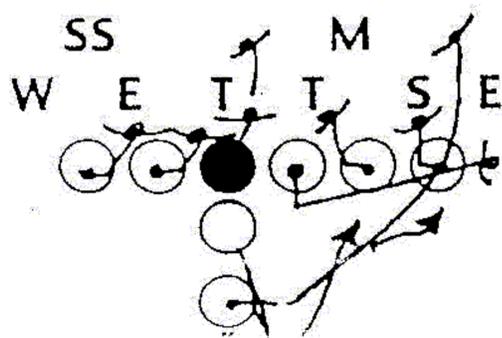
Note: Cob

43 Over KC



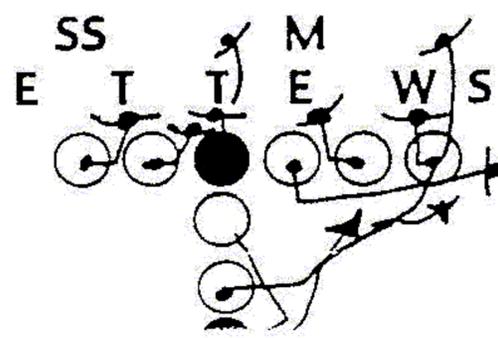
Note: Mingo

43 Under Bear



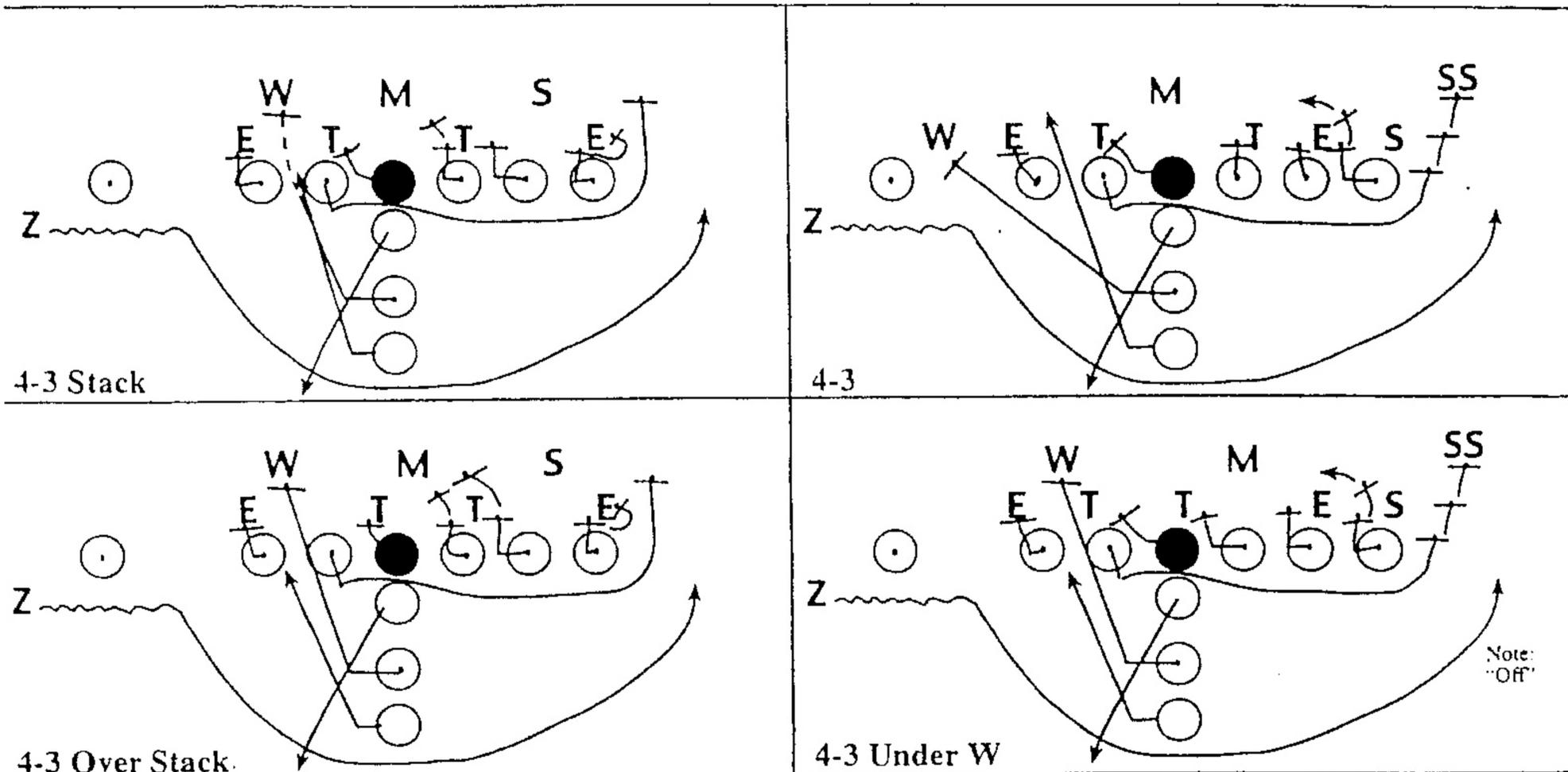
Note: "Gee"

43 Under Bear



Note: "Gee"

FAKE 50 BOB Z AROUND RIGHT



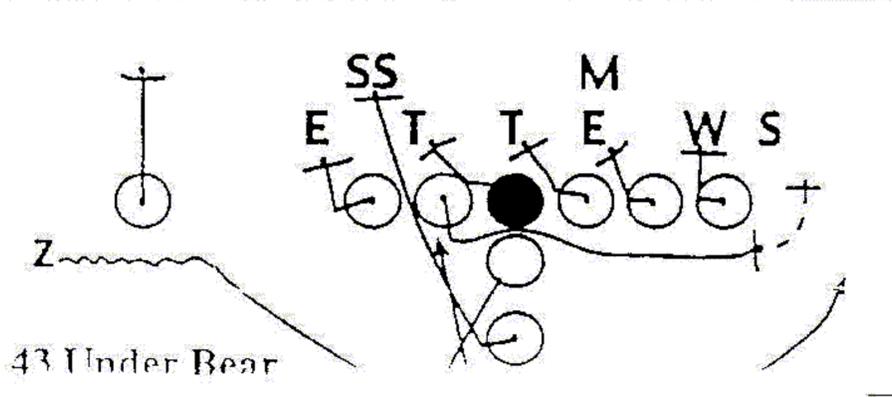
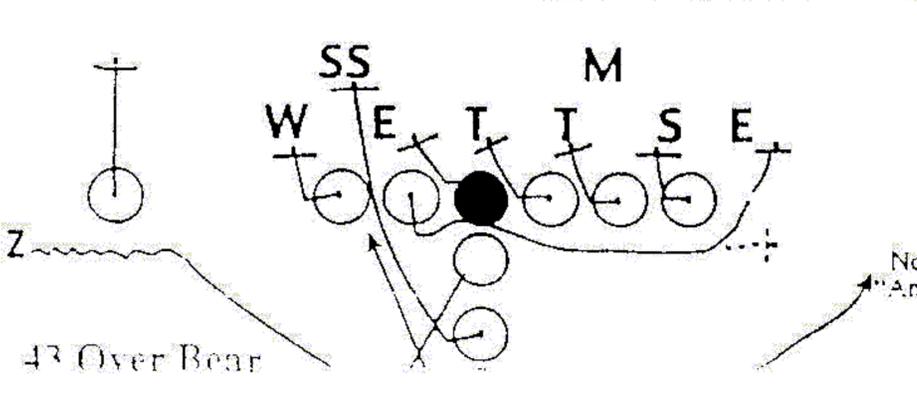
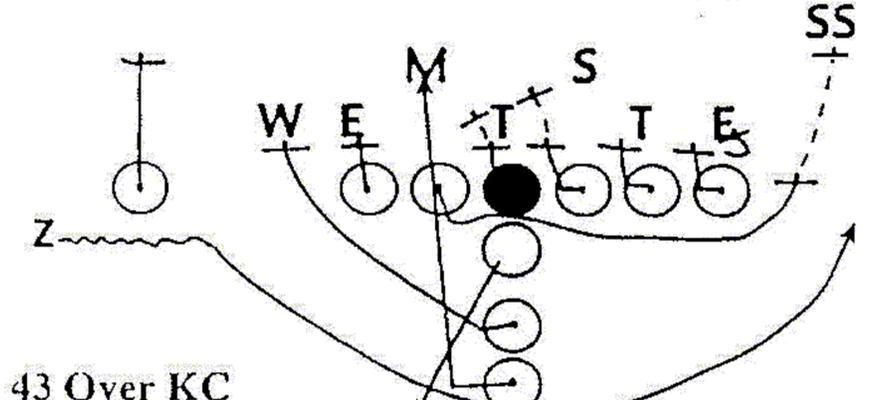
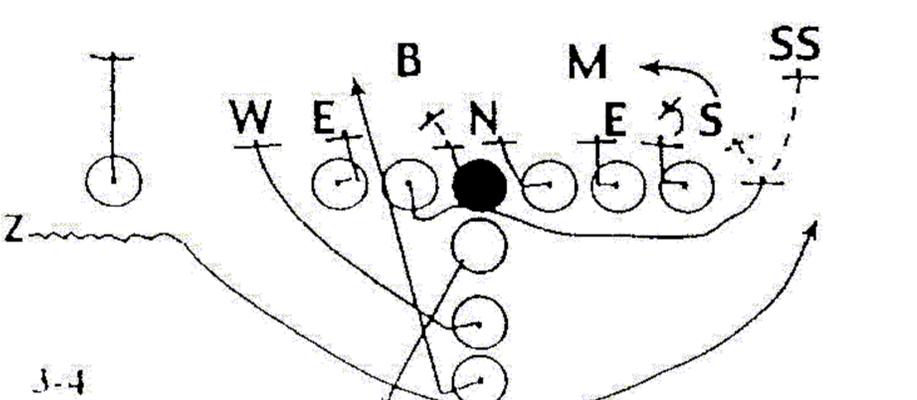
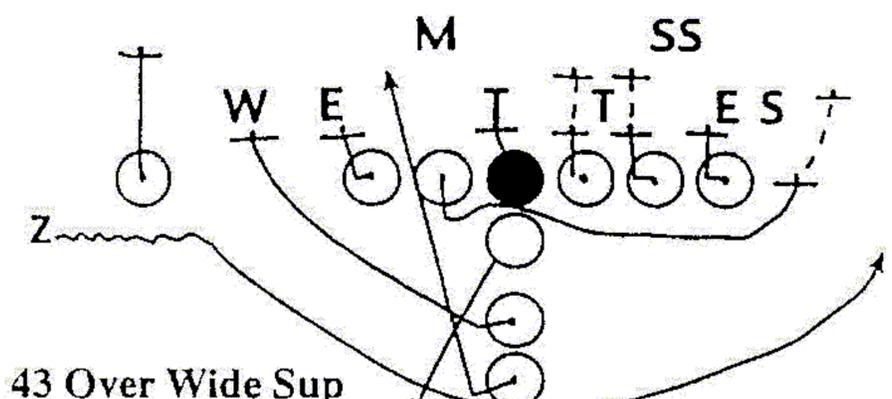
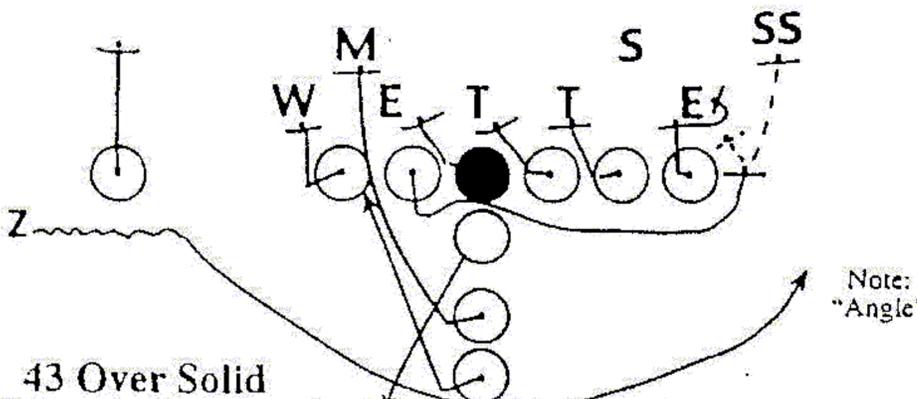
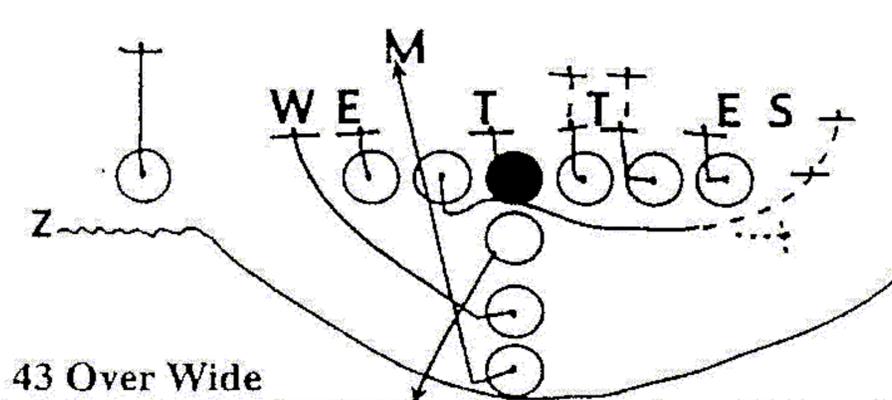
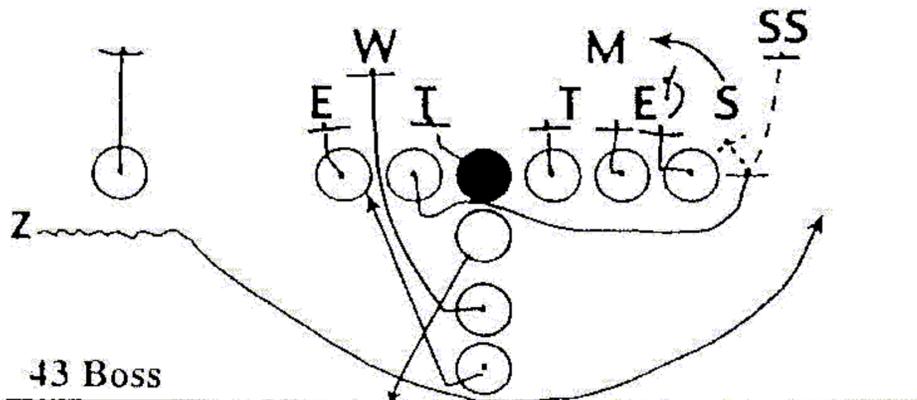
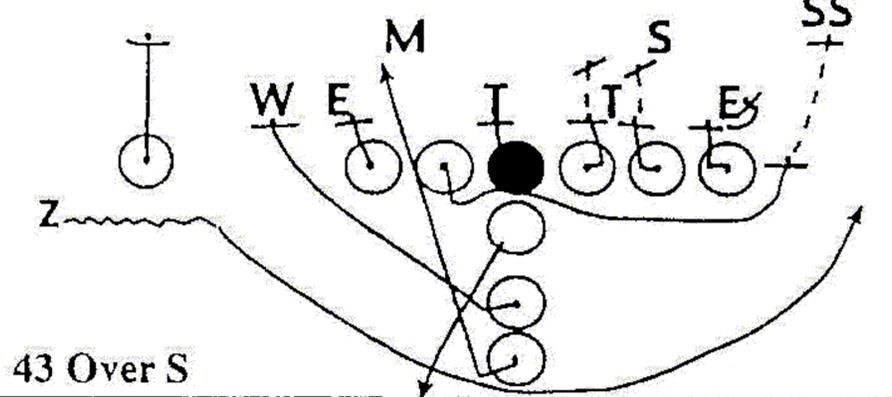
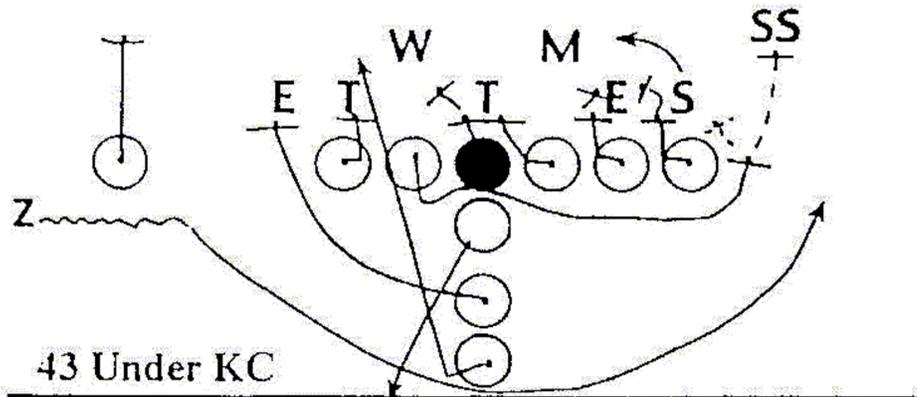
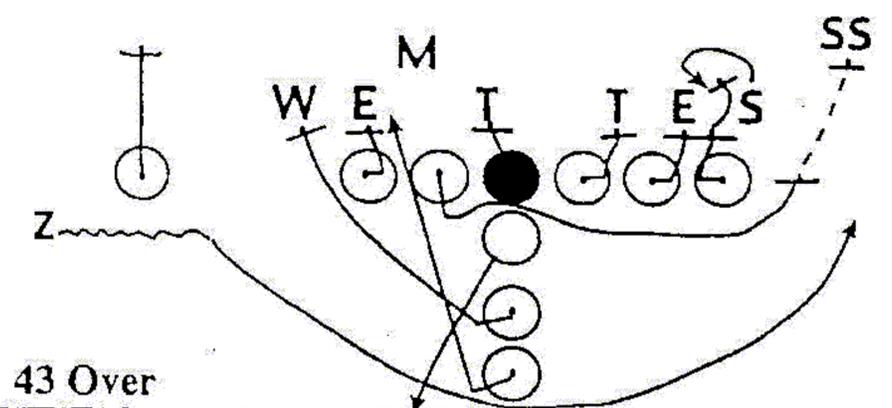
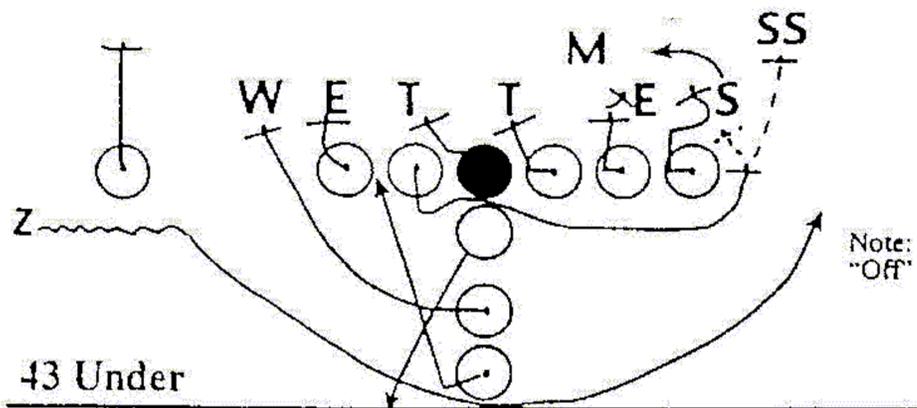
<p>DESCRIPTION: REVERSE</p>		<p>QB BOB FOOTWORK - FAKE TO HB, HAND OFF TO Z.</p> <p>F BLOCK 50 BOB.</p> <p>H RUN 50 BOB. SELL IT.</p>
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BACKSIDE

FRONTSIDE

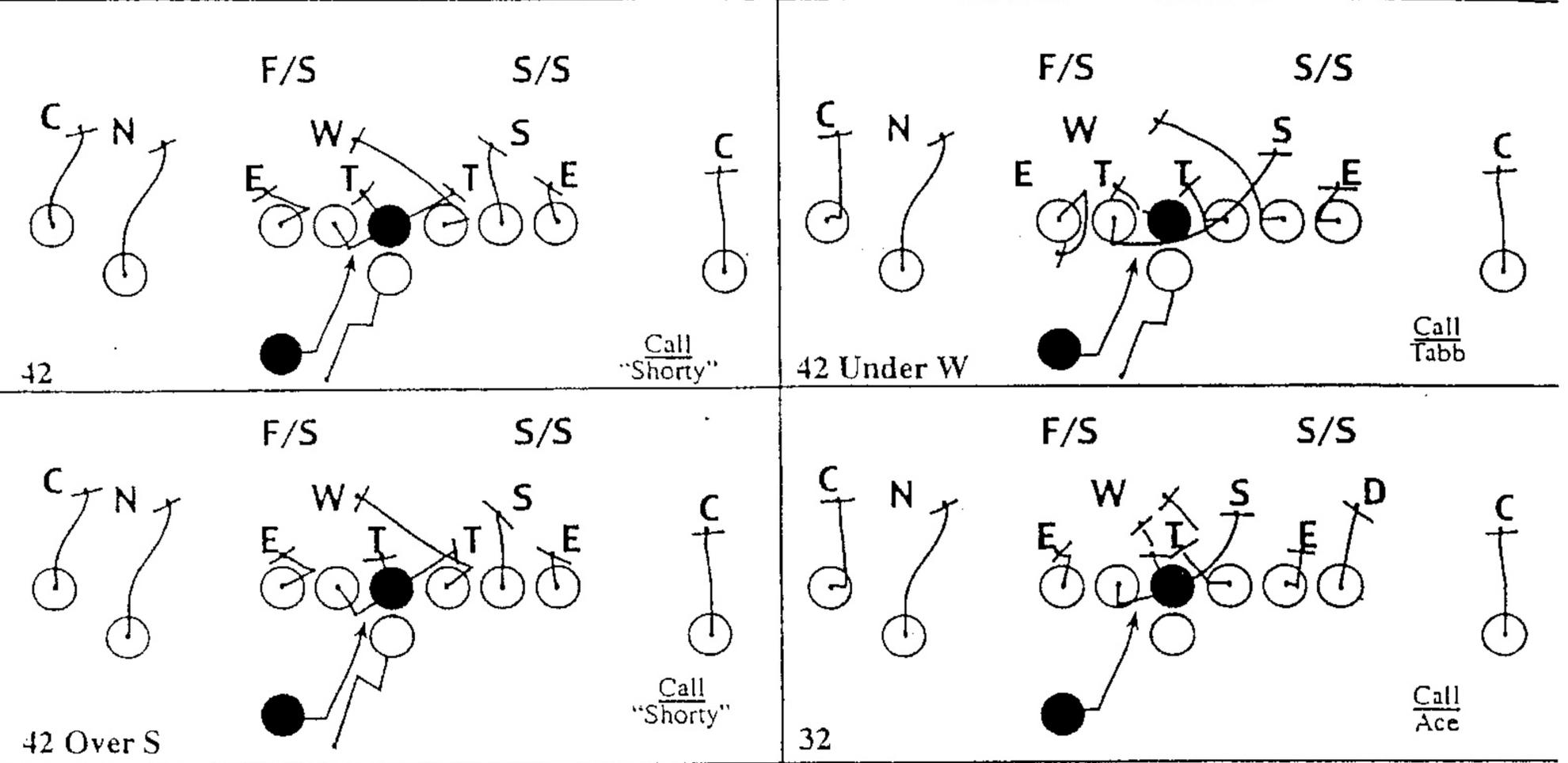
<p>PULL - ALERT FOR SAM LBER - CHIP IN ROUTE TO SAFETY.</p> <p>BLOCK #2.</p>		<p>C BLOCK "O" TO BACKSIDE TACKLE. ALERT OFF, ANGLE, ACE CALLS.</p> <p>G BLOCK #1. ALERT TO OFF, ACE, ANGLE CALLS.</p> <p>T BLOCK #2. ALERT SLIP, ANGLE CALLS.</p> <p>Y BLOCK #3. FAKE COMBO THEN BLOCK SAM LBER.</p> <p>Z POSSIBLE MOTION. RUN REVERSE.</p> <p>X BLOCK MAN OVER.</p>
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FK 50 BOB Z AROUND RT



NICKEL RUNS

20/30 TRAP vs NICKEL

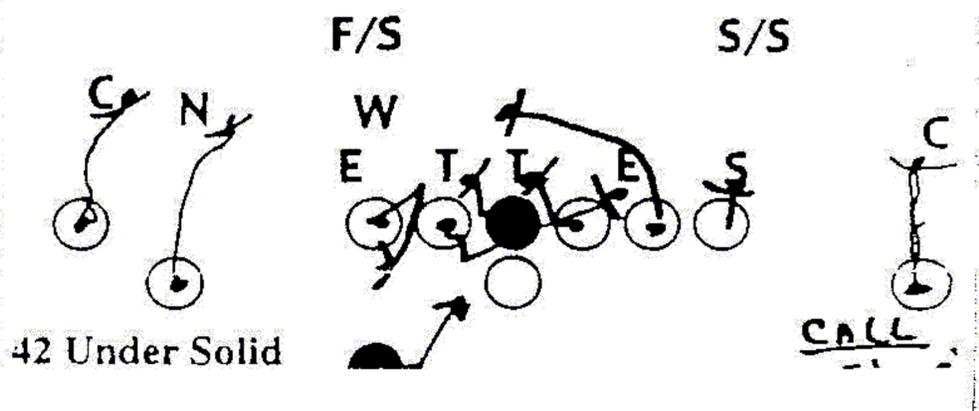
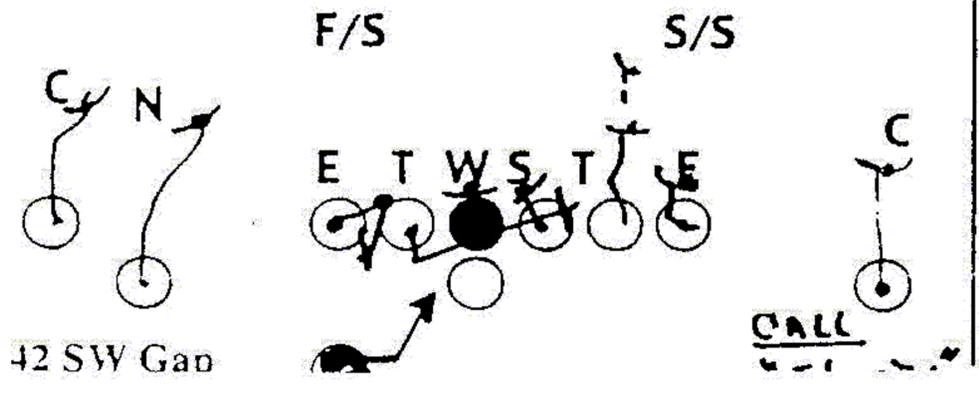
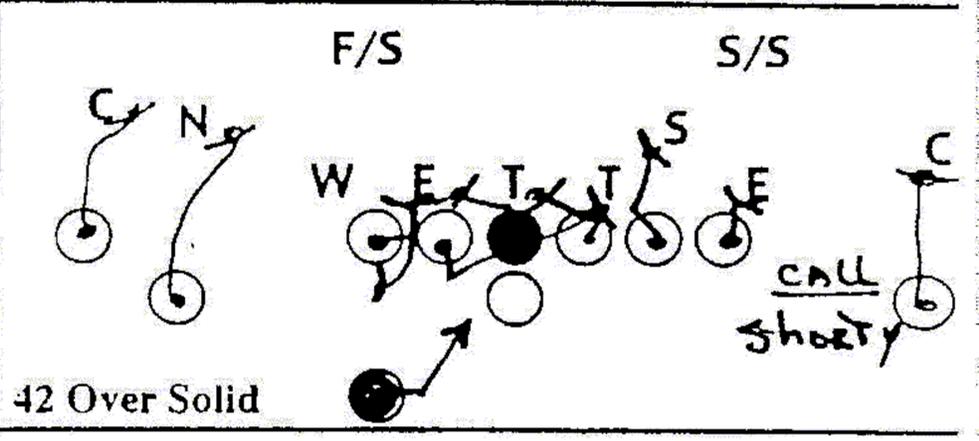
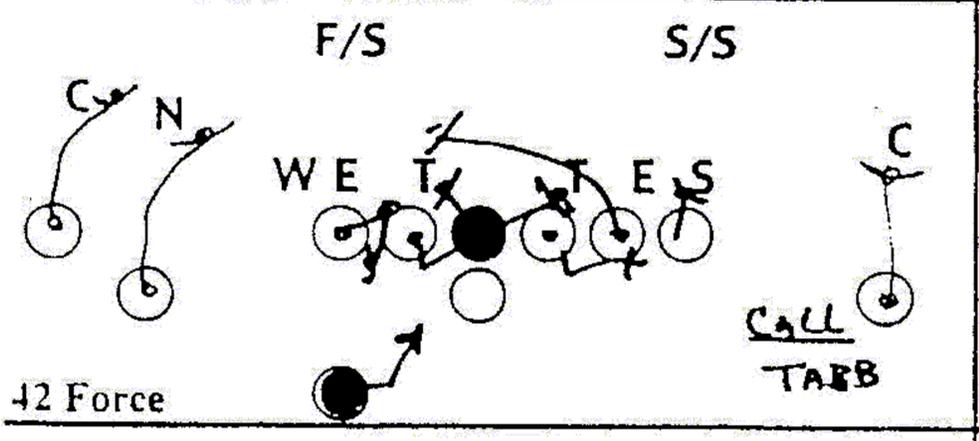
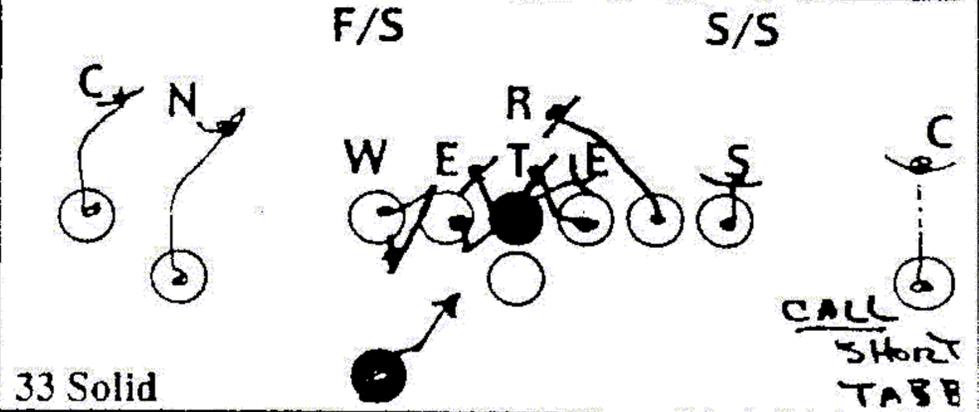
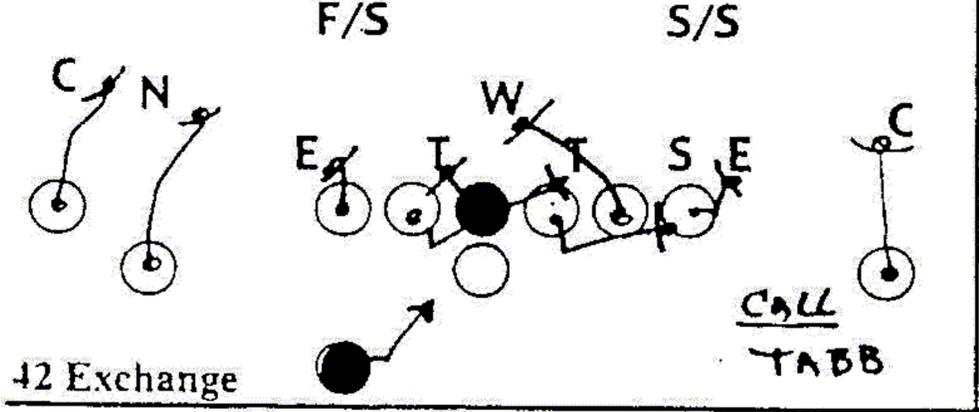
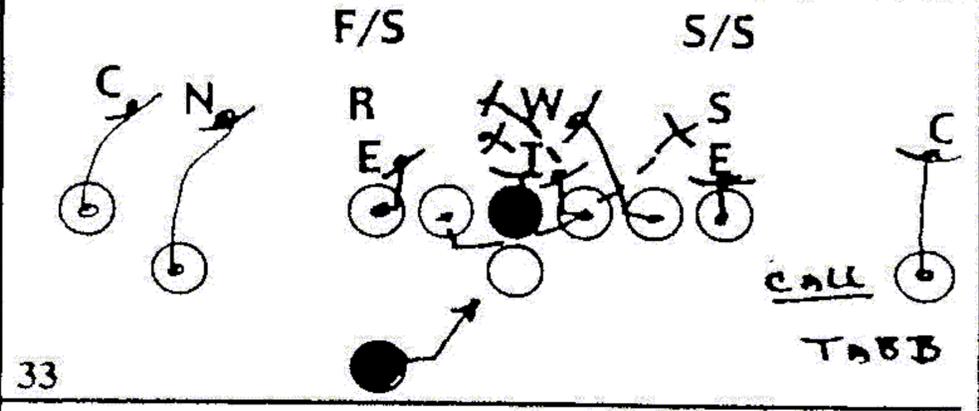
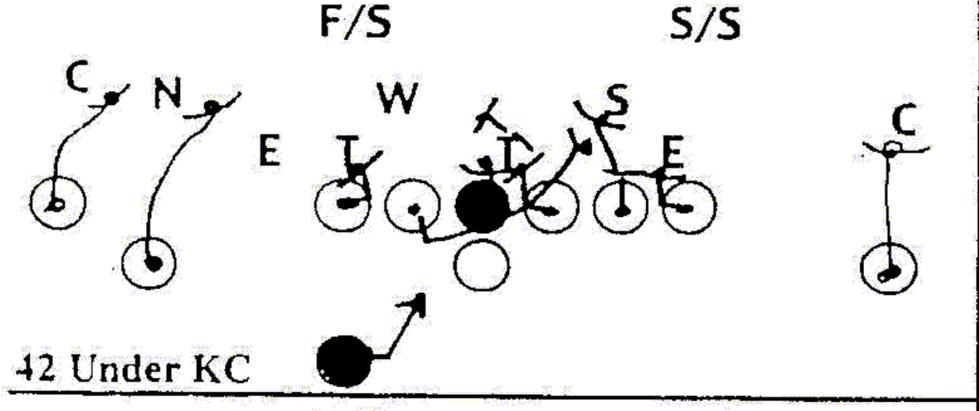
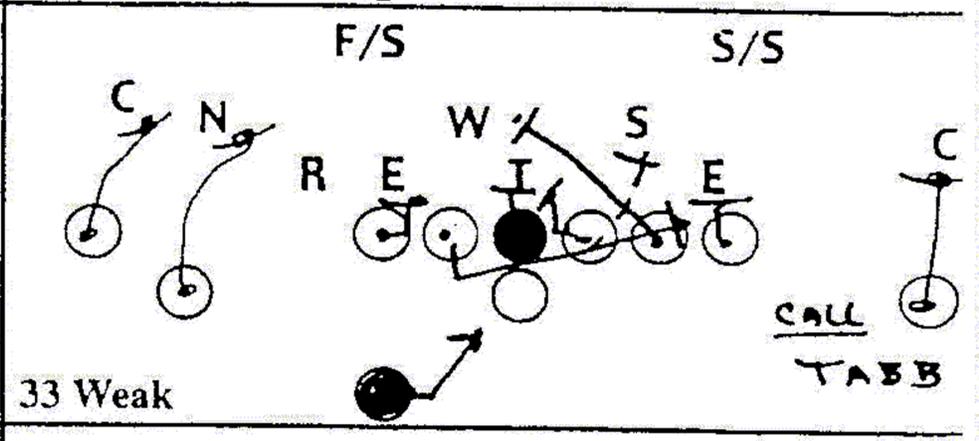
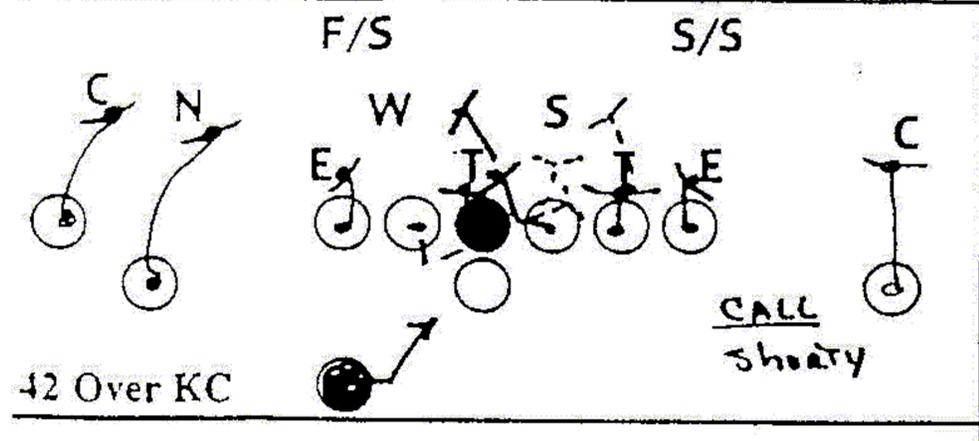
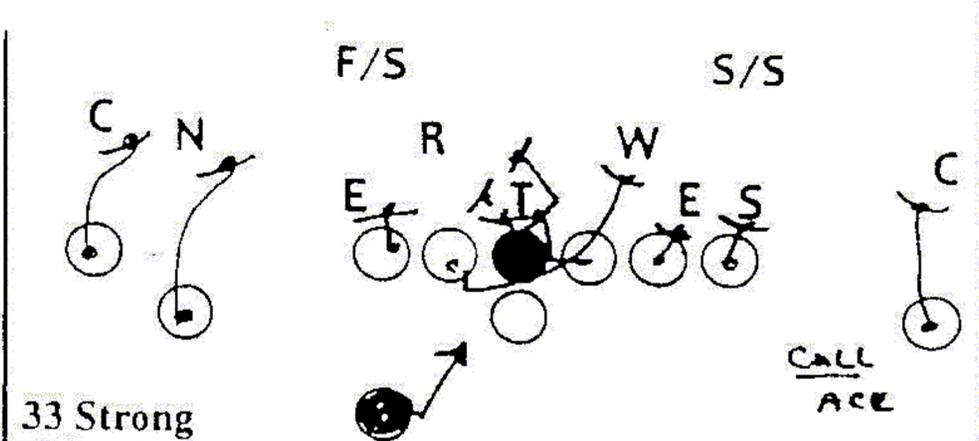
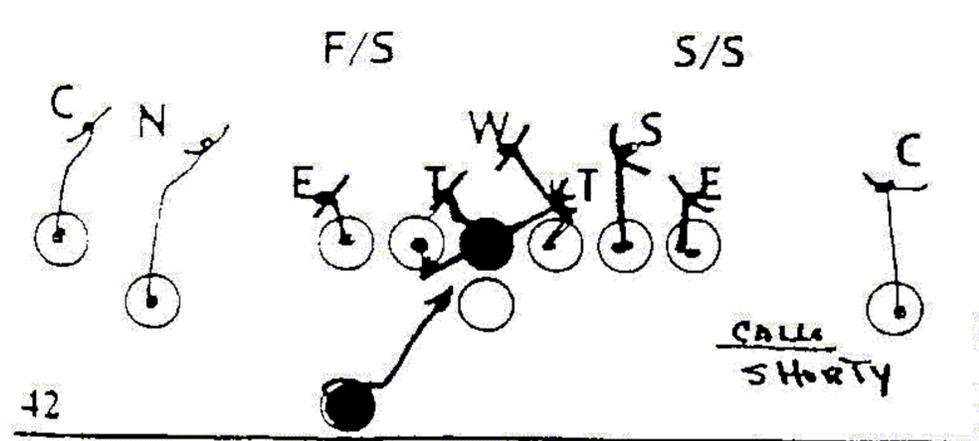


<p>DESCRIPTION:</p>	<p>QB</p> <p>F</p> <p>H</p>	<p>TRAP FOOTWORK</p> <p>BLOCK MDM.</p> <p>INSIDE JAB STEP. AIMING POINT IS FAR LEG OF THE CENTER. 5 YARD DEPTH.</p>
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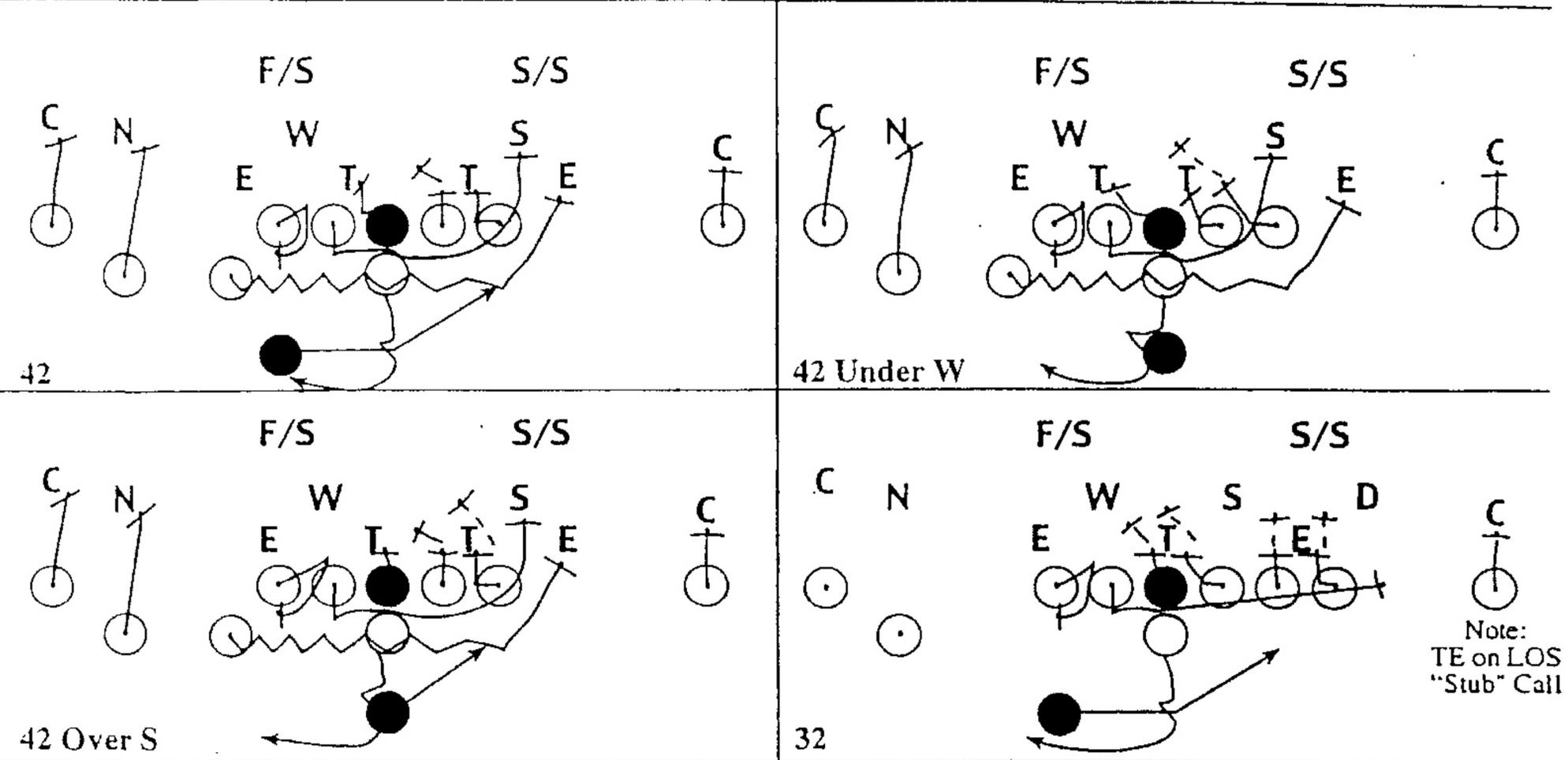
BACKSIDE

FRONTSIDE

<p>PULL - TRAP 1ST DL PAST CENTER.</p> <p>BLOCK #2. INSURE INSIDE AREA. IF BSG COVERED, SLAM DT THEN BACK OUT ON DE.</p>	<p>C</p> <p>G</p> <p>T</p> <p>Y</p> <p>Z</p> <p>X</p>	<p>BLOCK #0 TO #1 AWAY. ALERT ACE & OFF CALLS.</p> <p>BLOCK BACKSIDE LBER. ALERT TABB CALL. ALERT OFF, ACE CALLS.</p> <p>BLOCK #2. ALERT TABB CALL - BLOCK BACKSIDE LBER.</p> <p>BLOCK #3.</p> <p>BLOCK MAN OVER.</p> <p>BLOCK MAN OVER.</p>
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60/70 POST vs NICKEL



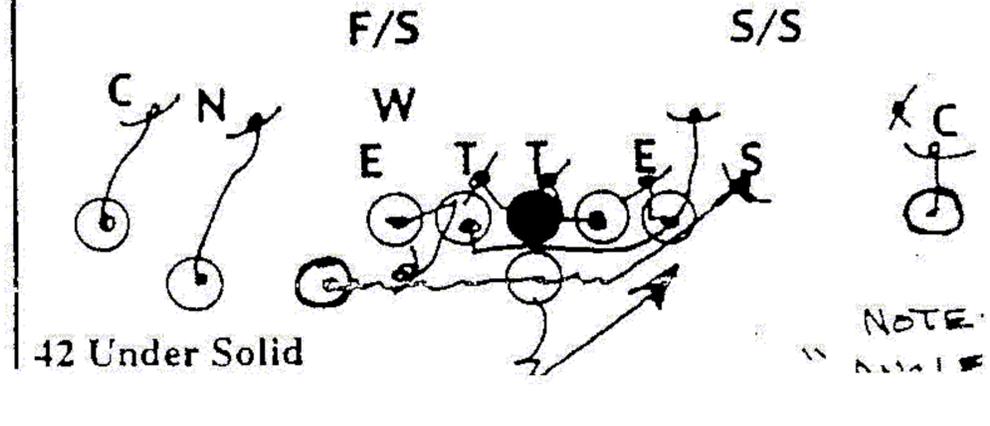
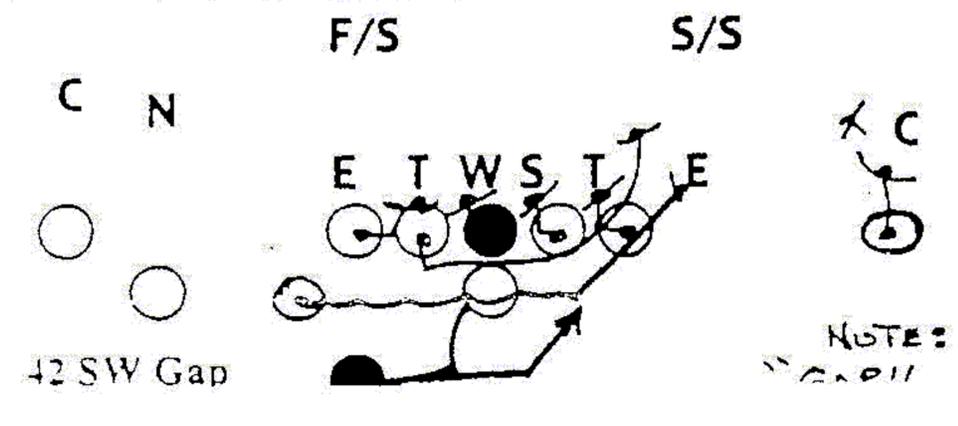
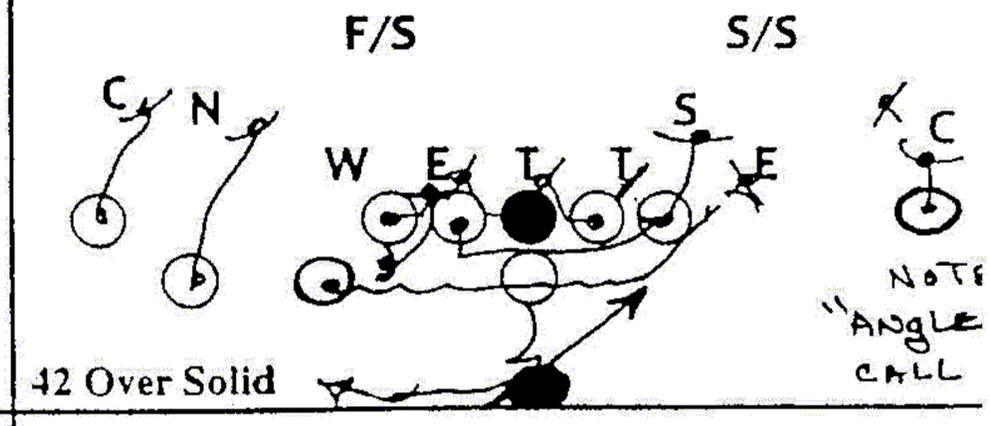
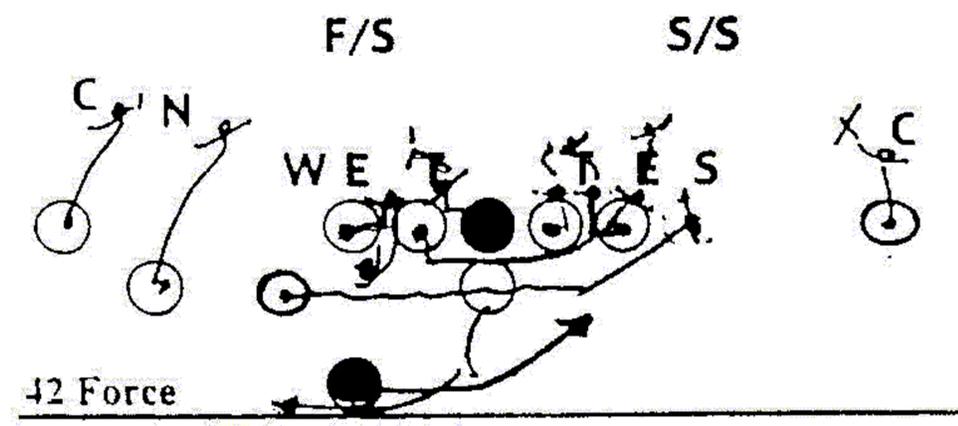
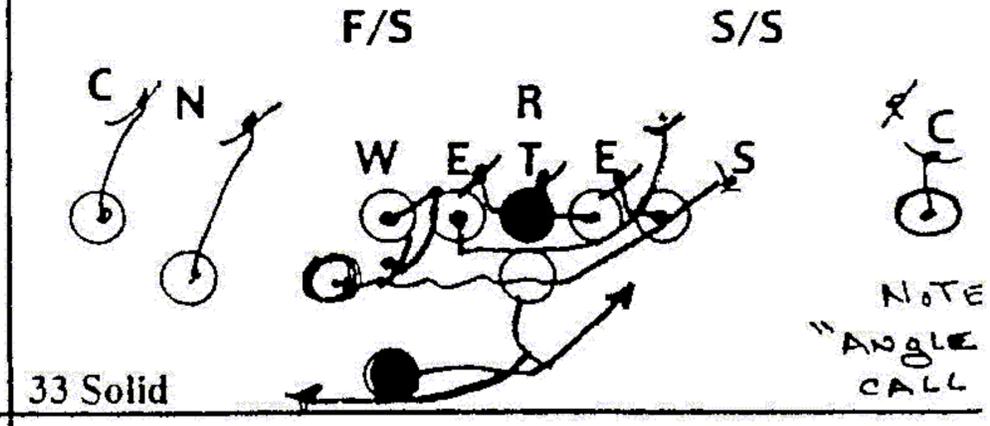
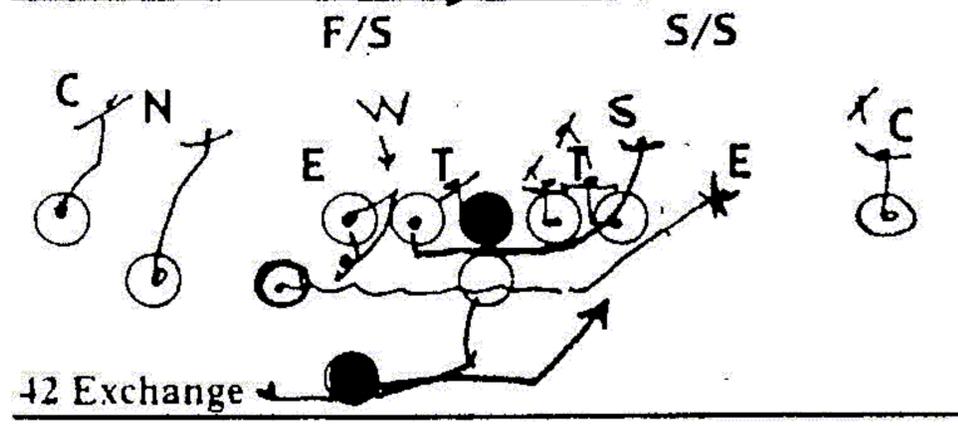
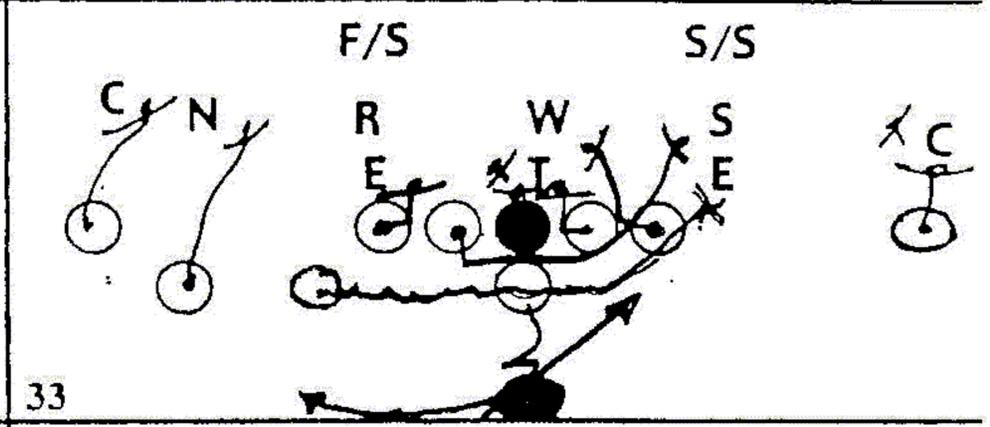
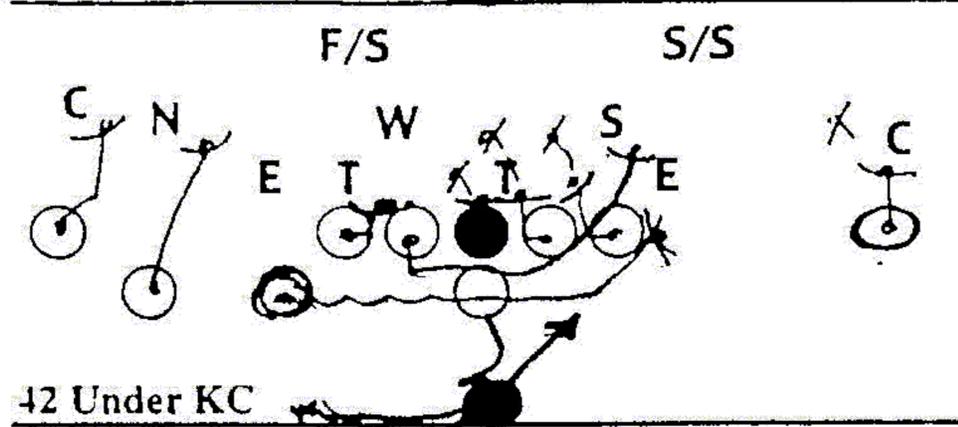
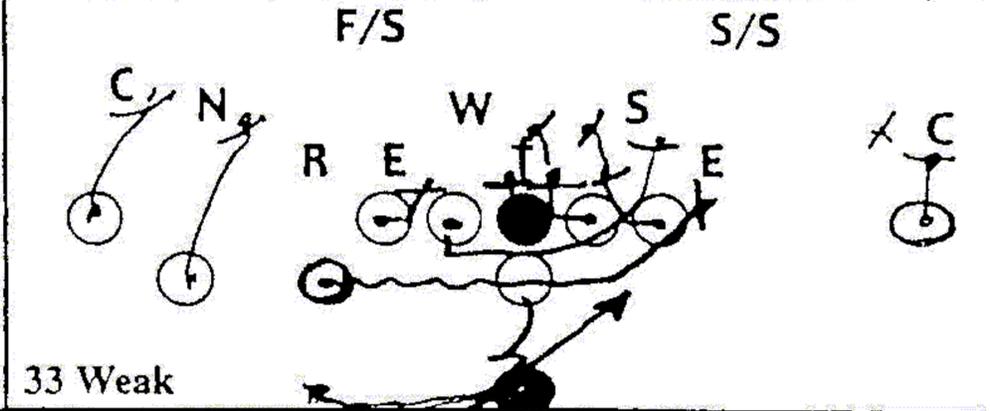
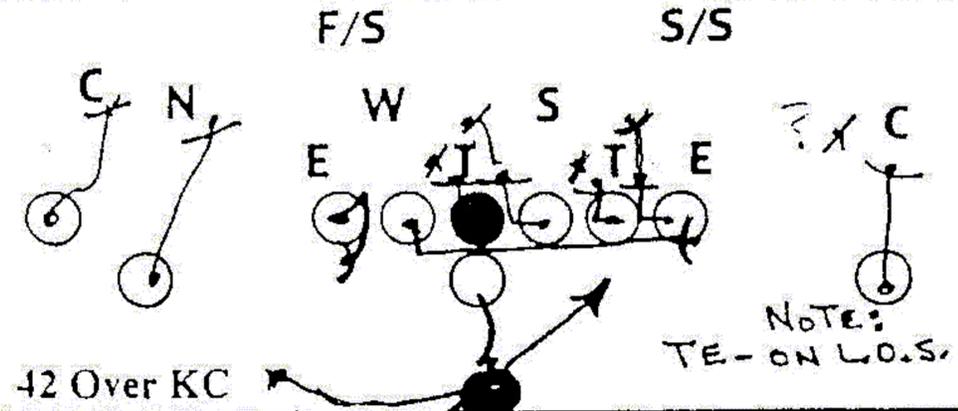
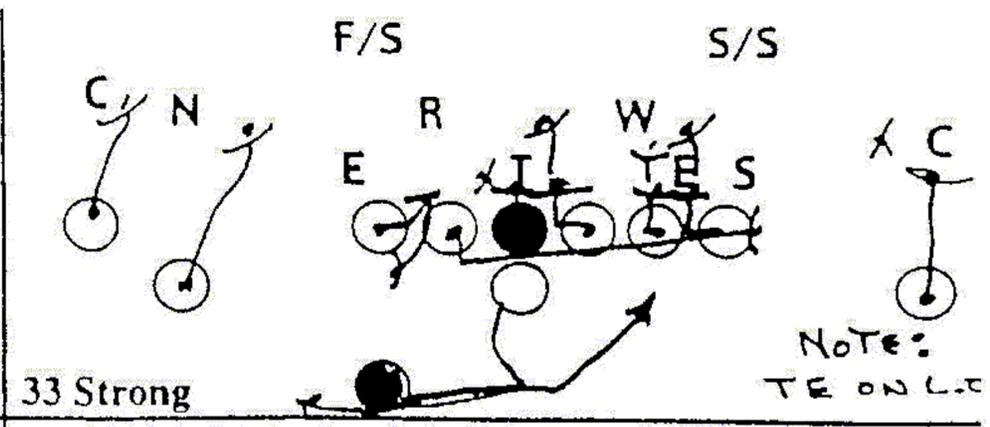
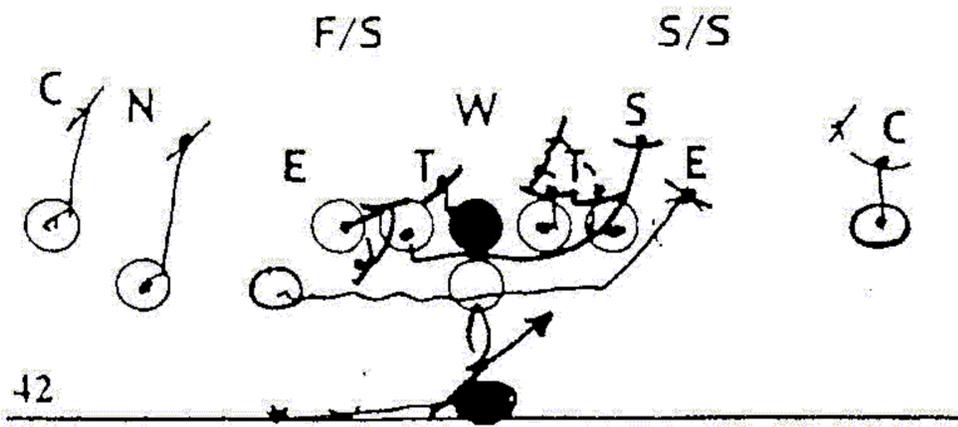
<p>DESCRIPTION: NICKEL RUN - POWER OFF. TACKLE PLAY.</p>	QB	POWER FOOTWORK.
	F	BLOCK MDM.
	H	POWER FOOTWORK. "Q" POSITION - 6 YARD DEPTH.

BACKSIDE

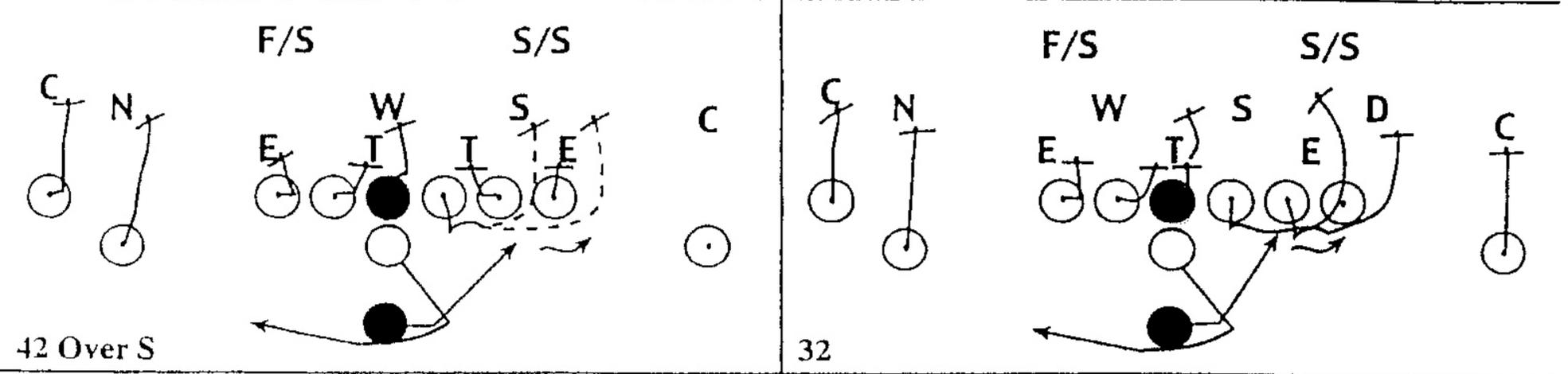
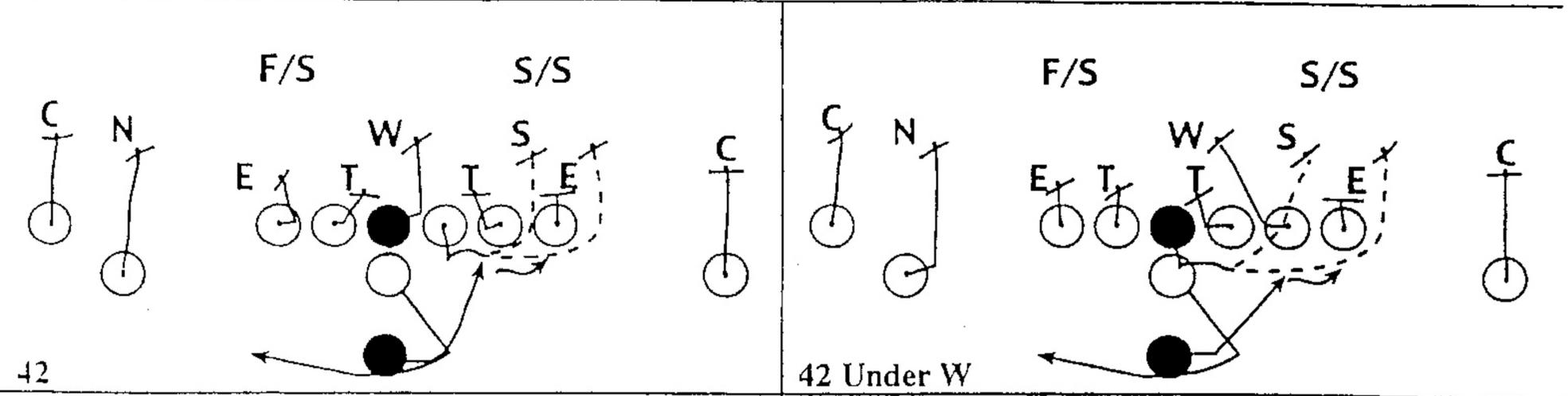
FRONTSIDE

<p>POWER BLOCKING RULES. ALERT STUB CALL. POWER BLOCKING RULES.</p>	C	BLOCK "O" TO BACKSIDE AREA. ALERT ACE, OFF, DEUCE. ANGLE CALLS.
	G	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE. ALERT ACE, OFF, DEUCE, ANGLE CALLS.
	T	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE. ALERT DEUCE, ANGLE, GAP CALLS. VS 3-2 & 3-3 NICKEL TREY BLOCK TO MIKE LBER.
	Y	WHEN IN MOTION BLOCK EM LOS. VS 3-2 & 3-3 NICKEL GET ON LOS - TREY BLOCK.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER.

A DBL vs NICKEL



80/90 TAKE vs NICKEL



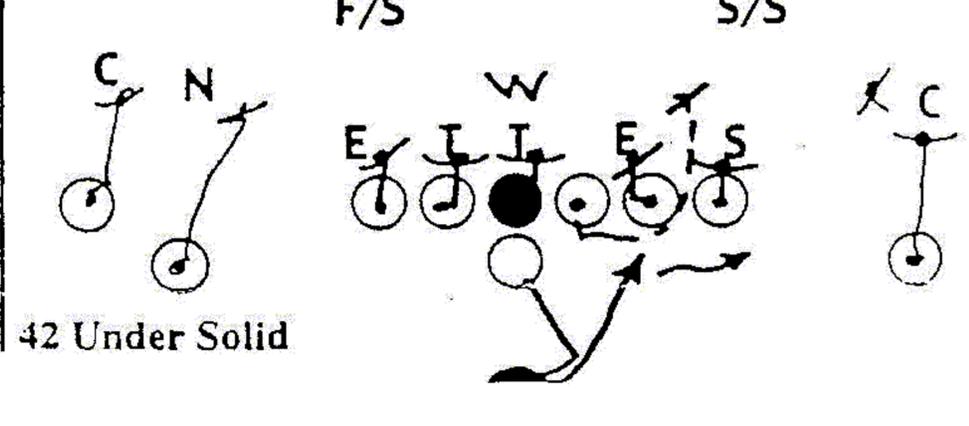
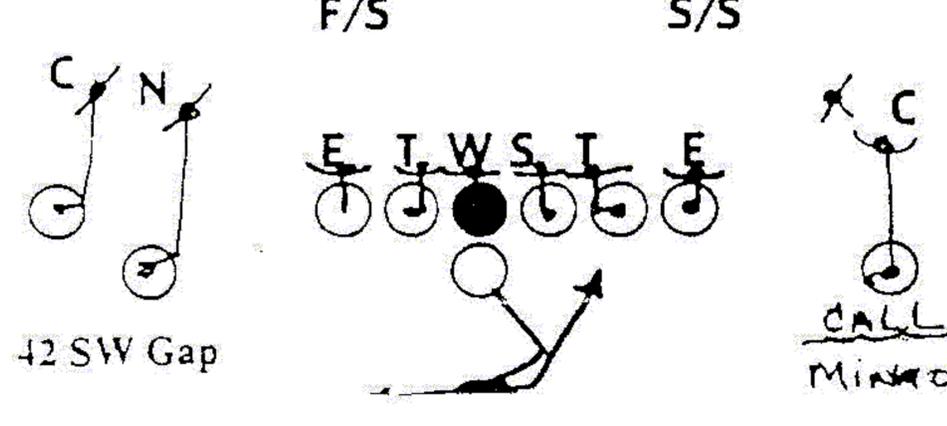
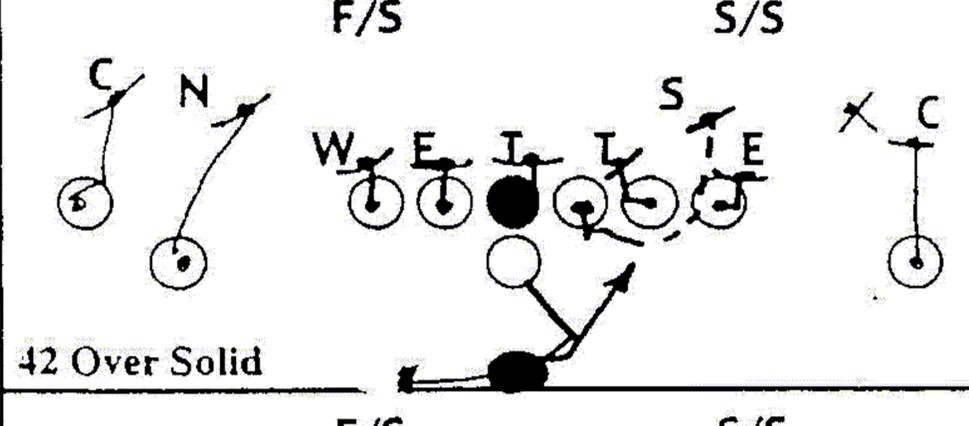
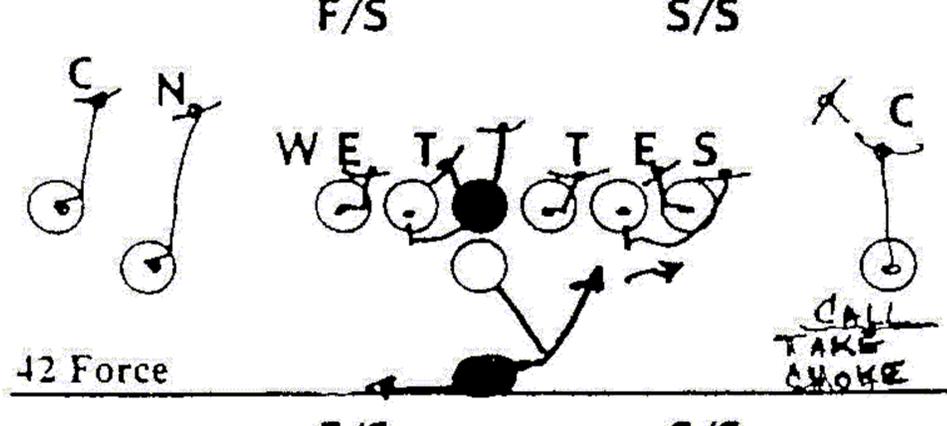
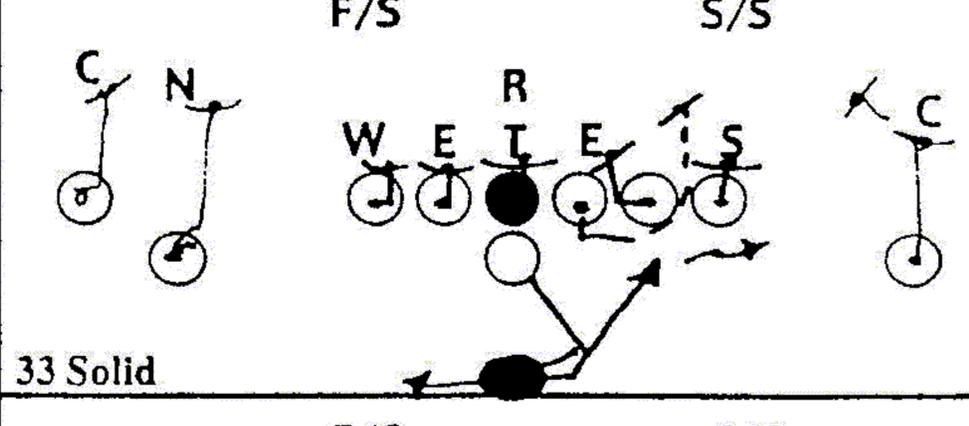
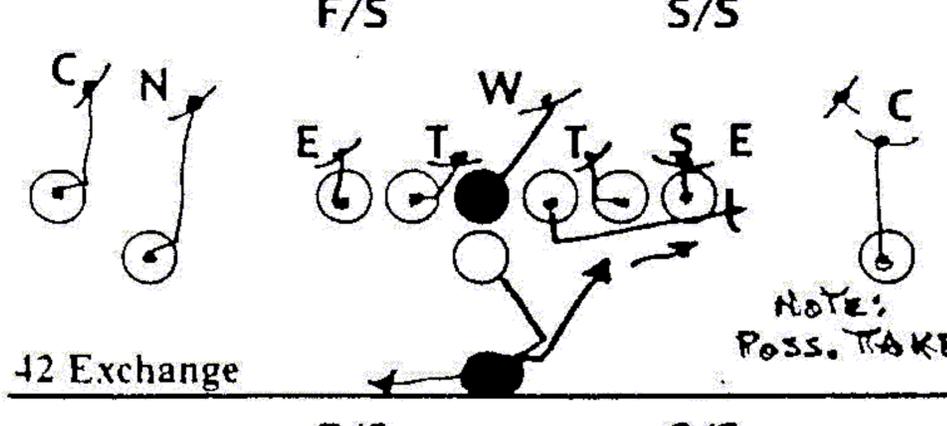
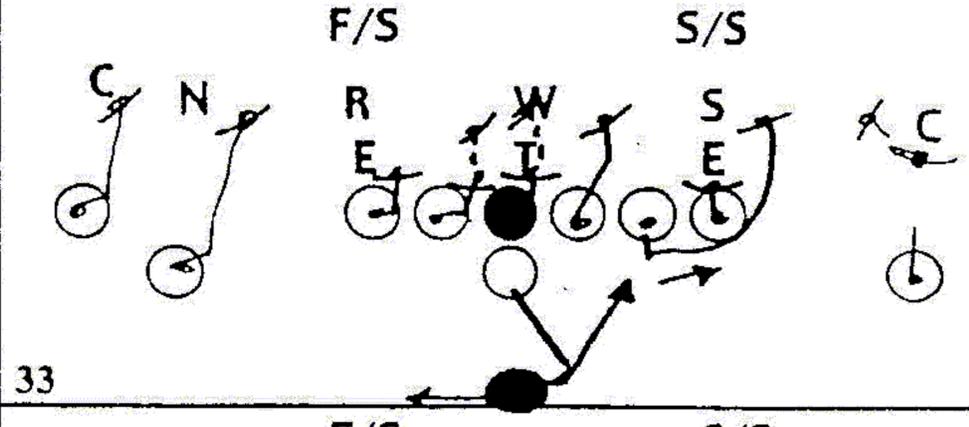
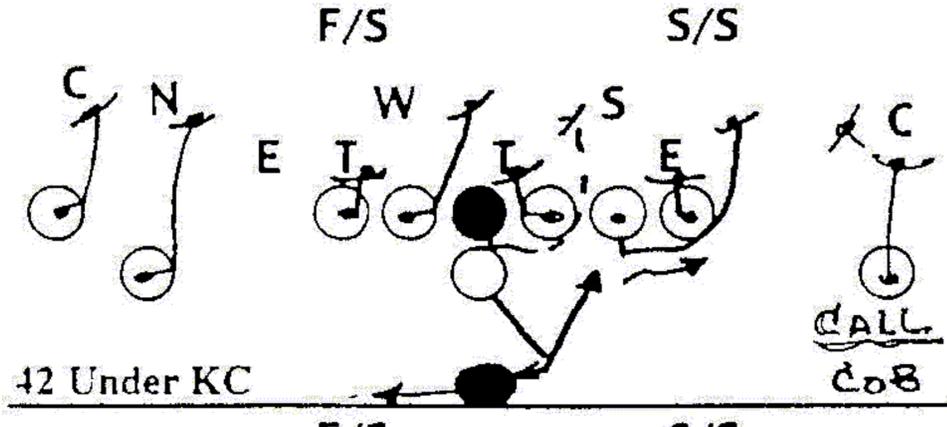
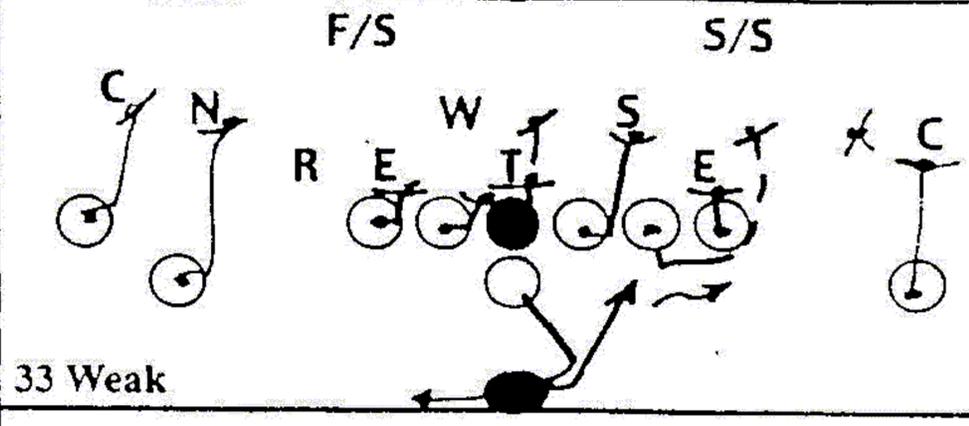
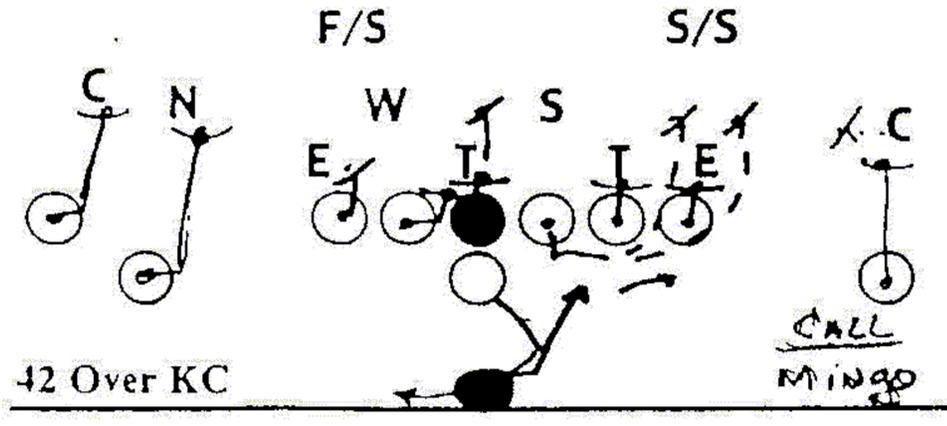
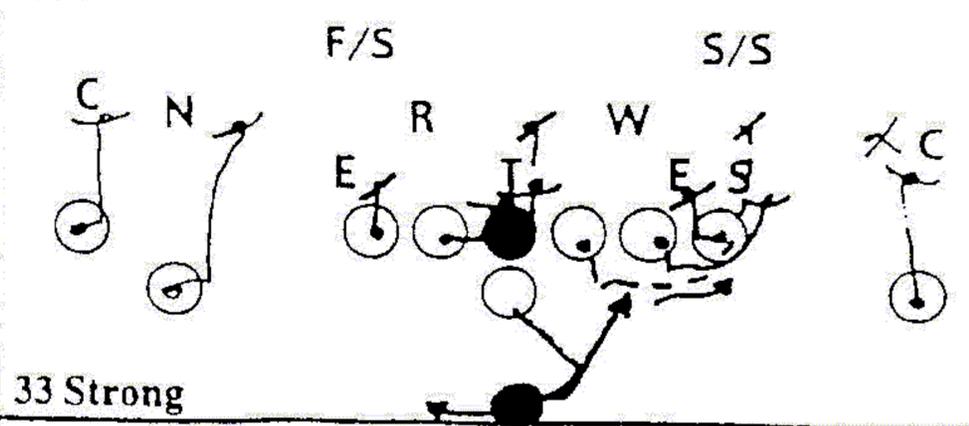
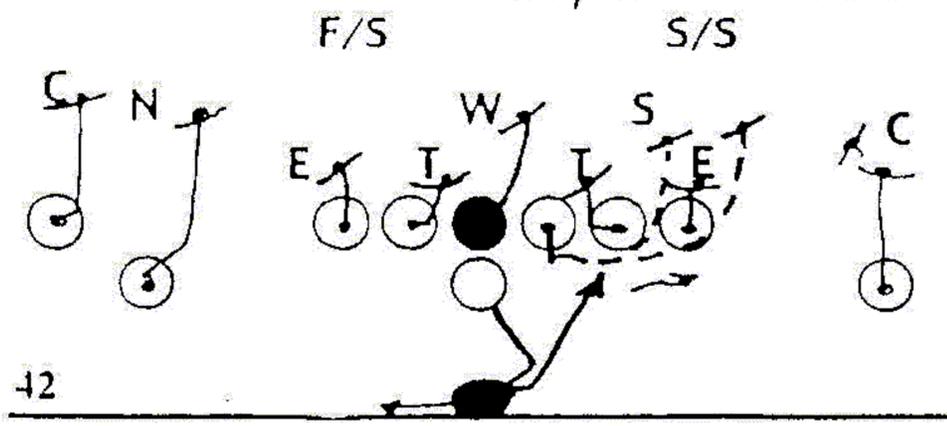
DESCRIPTION:	QB	BOB FOOTWORK. FINISH WEAK ON NAKED.
	F	BLOCK MDM.
	H	BOB FOOTWORK. READ B, C, D GAPS.

BACKSIDE

FRONTSIDE

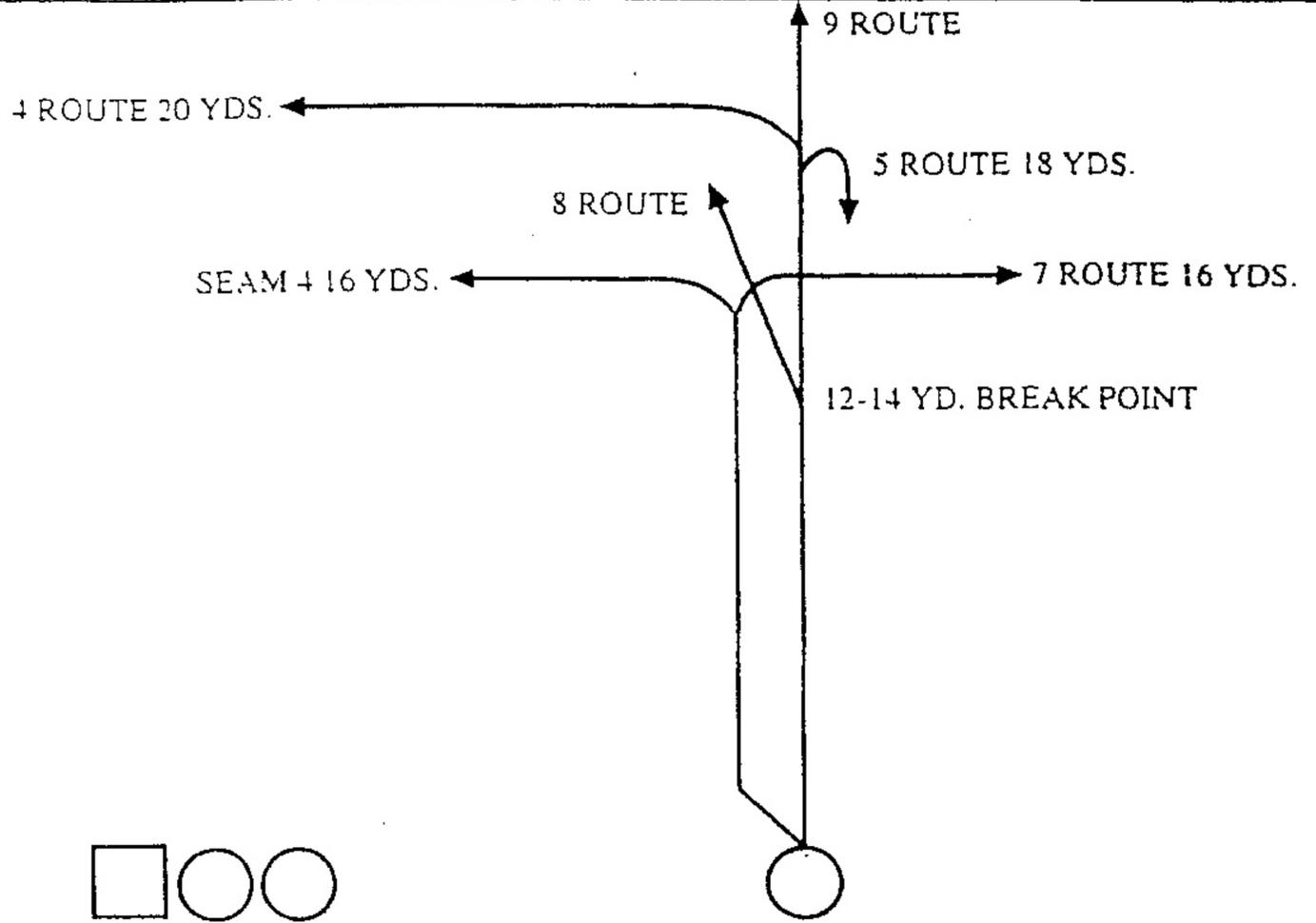
SAME AS IN REGULAR. SAME AS IN REGULAR.	C	SAME AS IN REGULAR.
	G	SAME AS IN REGULAR.
	T	SAME AS IN REGULAR.
	Y	SAME AS IN REGULAR.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER.

80/90 TAKE ~~VS~~ vs NICKEL



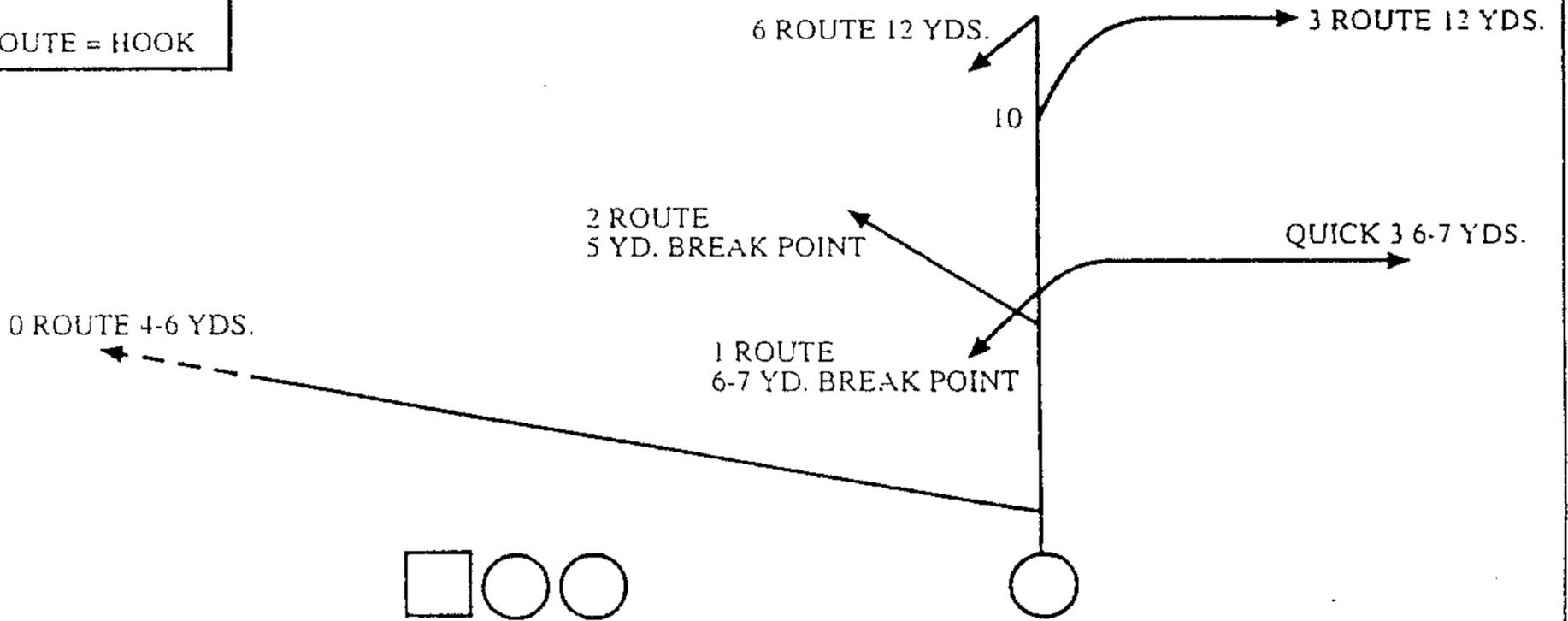
WR PASS TREE - BASE ROUTES

- 4 ROUTE = IN
- 5 ROUTE = COMEBACK
- 7 ROUTE = DEEP OUT
- 8 ROUTE = POST
- 9 ROUTE = STREAK

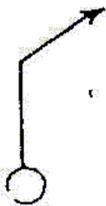
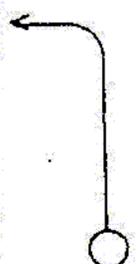


- 0 ROUTE = UNDER
- 1 ROUTE = HITCH
- 2 ROUTE = SLANT
- 3 ROUTE = OUT
- 6 ROUTE = HOOK

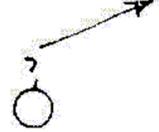
WR PASS TREE - BASE ROUTES



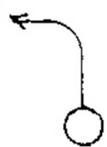
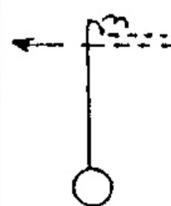
BASIC ROUTE TREE
RECEIVER ROUTE GRID

<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
1 ROUTE (HITCH)		6 YARDS (4 STEPS)	FADE VS ANY TOUGH CORNER	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 4 STEP DEPTH. PUNCH THE 4TH STEP AND PIVOT TO THE 5TH. BE A STATIONARY TARGET FOR THE Q.B.. DO NOT DRIFT FROM THE BALL. KEEP THE HEAD AND SHOULDERS UPFIELD. FADE ANY TOUGH CORNER.
2 ROUTE (SLANT)		5 YARDS VERTICAL TO BREAK POINT (3 STEPS)	RUN IT ROUTE: STAYS ON VS ALL CORNER ALIGNMENTS	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 3 STEP DEPTH. FINISH THE ANGLE AT 45°. RUN UNDER CONTROL IN ORDER TO BE ABLE TO ADJUST TO A BACK HIP THROW. CROSS THE FACE OF AN INSIDE TECHNIQUE CORNER. VS A TOUGH CORNER ATTACK THE OUTSIDE LEVERAGE OF THE DEFENDER AND WORK BACK INSIDE WITH AN ANGLE TO PROTECT THE THROW.
3 ROUTE (OUT)		12 YARDS (6 STEPS)	FADE VS COVER 2 ROLL CORNER. STAYS ON VS PRESS	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 6 STEP DEPTH. STICK THE 6TH STEP AND SPEED CUT OUT GETTING LATERAL SEPARATION. SNAP THE HEAD AROUND QUICKLY AND GET THE CHIN BACK ON THE BALL. FADE VS A COVER 2 ROLL CORNER. RUN IT VS PRESS.
4 ROUTE (IN)		20 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS. RUN AWAY VS MAN	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A DEPTH OF 18 YARDS. ROLL OUT OF THE BREAK TO 20 AND WORK TO THE FIRST WINDOW UNDER CONTROL. STAY FRIENDLY AND MOVE BACK TO THE BALL IN THE AIR. VS ROLL WIDEN THE CORNER ON YOUR RELEASE THEN PUSH FOR VERTICAL DEPTH. FINISH EXPECTING THE BALL WIDE. VS PRESS RUN AWAY AT 16 YARDS DEEP.
5 ROUTE (COMEBACK)		18 YARDS	BURST 7 VS COVER 2 ROLL CORNER STAYS ON VS PRESS	VS FREE ACCESS CORNER. ACCELERATE OFF THE BALL VERTICALLY TO CLOSE THE CUSHION. AT AN 18 YD DEPTH COME OUT OF THE BREAK BY CHANGING DIRECTION. SELL THE 9 ROUTE. COME BACK TO THE LOS ON A SEPARATION ANGLE FOR THE QB. VS PRESS, SELL THE VERTICAL ROUTE BEFORE SEPARATION; VS ROLL BURST RELEASE 7. THIS IS NOT A STOP AND GATHER ROUTE. KEEP MOVING ON THE TOP OF THE ROUTE. COME BACK TO THE LOS.

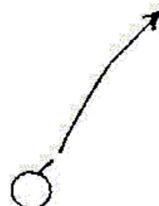
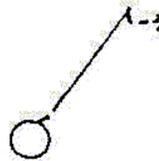
BASIC ROUTE TREE
RECEIVER ROUTE GRID

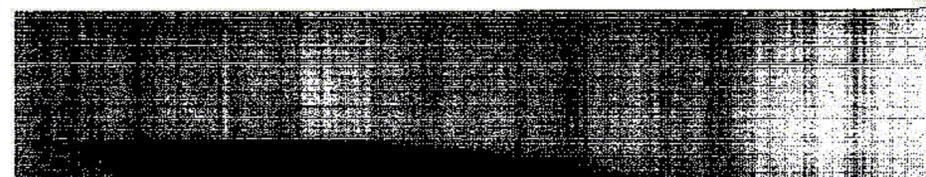
<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
6 ROUTE (HOOK)		12 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 12 YD DEPTH. REDIRECT YOUR HIPS AND RETURN TO THE QB ON A HARD ANGLE. VS A SNUG INSIDE TECHNIQUE AT THE TOP OF THE BREAK RETURN DOWN THE STEM AWAY FROM PRESSURE. VS COVER 2 WIDEN THE CORNER ON YOUR RELEASE. VS PRESS FINISH ON THE MOVE.
7 ROUTE (DEEP OUT)		16 YARDS (8 STEPS)	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS. FINISH BASED ON THE CORNER POSITION. BURST VS TOUGH CORNER	VS FREE ACCESS BURST RELEASE TO A VERTICAL PATH TO A 16 YARD DEPTH. STICK THE TOP OF THE ROUTE AND FINISH LIKE A 3. SPEED CUT AND GET LATERAL SEPARATION. VS PRESS BURST RELEASE AND FINISH FLAT OR ON A HIGH ANGLE DEPENDING ON CORNERS POSITION. VS C/2 ROLL FINISH ON AN ANGLE FROM 15 TO 20 YDS.
8 ROUTE (POST)		14 YARDS AT BREAK POINT (7 STEPS)	FADÉ VS ANY TOUGH CORNER	VS FREE ACCESS OFF OUTSIDE CORNER TECHNIQUE, ACCELERATE TO A DEPTH OF 14 YDS (7 STEPS) ON A SLIGHT ANGLE AT THE DEFENDERS SHOULDER. FINISH THE ROUTE UP THE SEAM. VS INSIDE TECHNIQUE STAY VERTICAL AND CROSS THE DEFENDERS FACE AT ANY ANGLE NECESSARY. FADE ANY TOUGH CORNER.
9 ROUTE (STREAK)		CLOSE CUSHION ON CORNER WITH SPEED	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	ACCELERATE TO CLOSE THE CUSHION ON THE CORNER. RUN THE CORNER DOWN – AN OUTSIDE FINISH IS PREFERRED. IF THE CORNER MAINTAINS A WIDE OUTSIDE RELATIONSHIP, STICK HIM AND FINISH INSIDE. WORK YOUR HIPS IN FRONT TO STACK THE DB. DO NOT FOOL THE QB BY DOUBLE WORKING THE ROUTE. LEAVE ROOM IN THE BOX ON AN OUTSIDE FINISH.
0 ROUTE (UNDER)		4-6 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	CROSSING ROUTE TO A DEPTH OF 4 TO 6 YDS. VS ZONE READ DROP OF LBERS. DO WHAT YOU SEE IN FRONT OF YOU –IF A DEFENDER IS WAITING ON THE OTHER SIDE SIT DOWN AT THE FAR TIGHT END AREA OR WIDER. NO DEFENDER, KEEP ON THE MOVE. VS MAN RUN AWAY, YOU MAY HAVE TO STAIRSTEP TO GET SEPARATION.

BASIC ROUTE TREE
RECEIVER ROUTE GRID

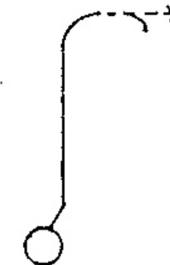
<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
FLAT		2 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	2 STEP ROUTE UPFIELD. SPEED CUT OUT AND ACCELERATE TO GET LATERAL SEPARATION. KEEP ON THE MOVE.
I READ		6 YARDS IF 1 ROUTE (4 STEPS). 5 YARDS (BREAK POINT) IF 2 ROUTE (3 STEPS)	1 ROUTE (HITCH) VS FREE ACCESS. SLANT VS ANY TOUGH CORNER.	RUN REGULAR HITCH (1) VS FREE ACCESS. VS ANY TOUGH CORNER THE ROUTE CONVERTS TO A SLANT (2).
HOOK		15 YARDS	SEAM 4 VS ANY TOUGH CORNER	VERTICAL RELEASE TO A DEPTH OF 10 YDS AND PUSH THE ROUTE WITH AN OUTSIDE FINISH TO A DEPTH OF 15. REDIRECT YOUR HIPS AND COME BACK TO THE QB. VS ANY TOUGH CORNER, CONVERT TO A SEAM 4.
SMASH (2 IN 72 COMBINATION)		6 YARDS	LOOP VS PRESS	VS FREE ACCESS RUN A HITCH. VS COVER 2 PUSH TO A VERTICAL DEPTH OF 6 YDS AND STEP 2 STEPS INSIDE AT THE TOP OF THE ROUTE. MAINTAIN YOUR DEPTH AND WIDTH. VS BUMP AND RUN GET VERTICAL TO A 6 YD DEPTH. SELL THE RUN AWAY TO 4 STEPS AND LOOP BACK OUT. KEEP SEPARATION.
INSIDE (F) POST		5 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ANY COVERAGE. THE ANGLE ADJUSTS BASED ON THE DEFENDERS POSITION	ANGLE OF ENTRY INTO THE DEFENSE IS AT 5 YDS DEEP ON AN ANGLE SELLING THE FLAT ROUTE. HOLD THE FINISH IN THE SEAM AS THE FLAT DEFENDER EXPANDS. IF CONFRONTED TAKE AN ANGLE INSIDE THAT WILL CROSS THE DEFENDERS FACE.

BASIC ROUTE TREE
RECEIVER ROUTE GRID

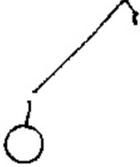
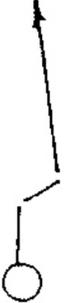
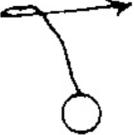
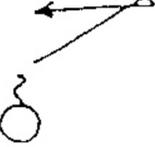
<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
ACTION 8		15 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	TRUE POST ROUTE. VERTICAL RELEASE TO 15 YARD DEPTH. NEAR FOOT/SHOULDER HINT AND FINISH AT THE NEAR UPRIGHT (HASH). VS PRESS PREFER ON INSIDE RELEASE, KEEP THE ANGLE HIGH AT THE FINISH.
INSIDE 8		10-12 YARD BREAK POINT	MIDDLE OF THE FIELD OPEN RUN POST, MIDDLE OF THE FIELD CLOSED RUN INSIDE 4	MIDDLE OF THE FIELD OPEN VERTICAL RELEASE AND GIVE QB INDICATOR AT 10- 12 YARD DEPTH. KEEP THE POST ANGLE HIGH ON THE FAR SIDE OF THE HASH INSIDE THE COVER 2 CORNER. LET THE BALL DETERMINE YOUR INSIDE ANGLE. MIDDLE OF THE FIELD CLOSED RUN AN INSIDE 4 ROUTE. VS ZONE UNDER CONTROL VS MAN RUN AWAY.
CROSSING 8		30 YARDS ON FAR NUMBERS AREA	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	GET ACROSS THE FIELD WITH SPEED AT AN AIMING POINT OF 30 YARDS DEEP ON THE FAR NUMBERS. CROSS A MIDDLE SAFETY'S FACE. THE ANGLE WILL DEPEND ON THE SAFETY POSITION.
INSIDE 6		8-10 YARDS DEPENDING ON PLAY	RUN AWAY VERSUS BUMP AND RUN	INSIDE ANGLE RELEASE TO A DEPTH OF 8- 10 YARDS DEPENDING ON THE PLAY CALLED. SIT DOWN AND UNCOVER IN ZONE. RUN AWAY VS MAN BUMP AND RUN.
ACTION 6		15 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	VERTICAL RELEASE TO A DEPTH OF 15 YARDS. REDIRECT YOUR HIPS AND WORK BACK TO THE QB. VS INSIDE SNUG CORNER RETRACE YOUR FOOTSTEPS DOWN THE STEM AND LET THE BALL BRING YOU AWAY FROM THE DEFENDER.



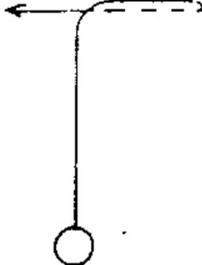
BASIC ROUTE TREE
RECEIVER ROUTE GRID

<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
6 PUMP		12 YARD BREAK POINT	STUTTER MOVE (PUMP) ONLY VS BUMP & RUN. FREE ACCESS RUN NORMAL 6 ROUTE. VS COVER 2 RUN FADE	ACCELERATE VERTICALLY TO A DEPTH OF 12 YARDS. DROP WEIGHT AND REACCELERATE TO A GO ROUTE. SELL THE BREAK WITH YOUR HEAD AND SHOULDERS. WORK FOR OUTSIDE LEVERAGE POSITION - AVOID THE COLLISION BY THE CORNER. FADE VS COVER 2 AND 6 ROUTE STAYS ON VS FREE ACCESS.
SEAM 4		18 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	SEAM RELEASE AND PUSH VERTICAL TO A DEPTH OF 18 YARDS. ROLL OUT OF THE BREAK AND CONTINUE INSIDE. EXPECT THE BALL EARLY. VS BUMP RUN AWAY AND SEPARATE WITH SPEED. STAY FRIENDLY. GET YOUR HEAD AROUND QUICKLY AT THE TOP OF THE BREAK. EXPECT THE BALL.
INSIDE 4		12-14 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES. RUN AWAY VS MAN	INSIDE RELEASE PUSH TO A VERTICAL DEPTH OF 12-14 YARDS. VS ZONE COME OUT OF BREAK UNDER CONTROL BUT ON THE MOVE. VS MAN RUN AWAY. STAY FRIENDLY.
7 STOP		15 YARDS ON THE NUMBERS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	OUTSIDE RELEASE FROM A SLOT POSITION. PUSH VERTICALLY TO A 12 YD DEPTH. BURST TO AN ANGLE FOR A 15 YD SPOT ON THE NUMBERS. PUNCH AND PIVOT TO THE QB. WORK BACK TO THE BALL IN THE AIR.
7 PUMP		12 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL COVERAGES	OUTSIDE RELEASE IN SLOT POSITION OR VERTICAL RELEASE FROM PERIMETER. PUSH TO A 12 YARD DEPTH AND FLAT BREAK A 7 CUT. SELL THE OUT MOVE AND TURN IT UPFIELD. AVOID THE COLLISION.

BASIC ROUTE TREE
RECEIVER ROUTE GRID

<u>ROUTE</u>	<u>VISUAL</u>	<u>DEPTH</u>	<u>ADJUSTMENTS</u>	<u>POINTS OF EMPHASIS</u>
2 STOP		12 YARDS OVER THE BALL	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INSIDE RELEASE PUSH TO A DEPTH OF 12 YARDS OVER THE BALL. SIT DOWN IN ZONE AND MOVE BACK TO THE BALL. VS MAX STICK AT THE TOP OF THE ROUTE AND RETURN TO THE QB.
PIGEON (SLANT AND GO)		5 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	RUN SLANT COURSE - 3 STEP VERTICAL ROUTE AND SELL HARD INSIDE MOVE. REDIRECT HIPS AND RUN A GO COURSE. MOVE FROM THE SAFETY. VS NO CHALLENGE TAKES 3 STEPS INSIDE MAX. VS WALL CORNER, MAKE A SIGNIFICANT HINT INSIDE (MAY ONLY NEED 1 STEP) BEFORE UPFIELD ACCELERATION.
UNDER		6-8 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. CLIMB TO A DEPTH OF 4-6 YARDS. PLANT AND PIVOT TOWARD THE LOS AND FINISH BACK INSIDE CLIMBING TO A DEPTH OF 8 YARDS.
ARROW		3-4 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. SELL FLAT FOR A FEW STEPS THEN PLANT AND COME BACK INSIDE ON A FLAT ANGLE. DO NOT LOOP.
TEEN		6 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	BEGIN ROUTE LIKE A ZERO TO A POINT 6 YARDS DEEP OVER THE BALL. PLANT AND PIVOT TOWARD THE LOS AND RETURN BACK. THIS IS AN UNDER ROUTE FARTHER INSIDE.

BASIC ROUTE TREE
RECEIVER ROUTE GRID

ROUTE	VISUAL	DEPTH	ADJUSTMENTS	POINTS OF EMPHASIS
SPIN		16 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	ACCELERATE VERTICALLY TO A DEPTH OF 16 YARDS. FINISH THE BREAK LIKE A 4 ROUTE. TAKE 4 STEPS INSIDE AND RUN A RETURN COURSE. STAY FRIENDLY.
9 STOP		13 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	ACCELERATE VERTICALLY TO SELL THE 9 ROUTE. BURST AND PUSH AT A 13 YARD DEPTH. WORK DOWN THE STEM AWAY FROM THE COVERAGE DEFENDER.
5 PUMP		12 YARD BREAK POINT. 20 YARD DEPTH	SEAM 7 VS COVER 2	ACCELERATE VERTICALLY TO A 12 YARD DEPTH. BREAK DOWN WITH A STUTTER MOVE. THEN REACCELERATE VERTICALLY UPFIELD. SELL THE STUTTER. DRIVE TO 20 AND FINISH LIKE A REGULAR 5. VS COVER 2 RUN A SEAM 7.

SCRAMBLE RULES

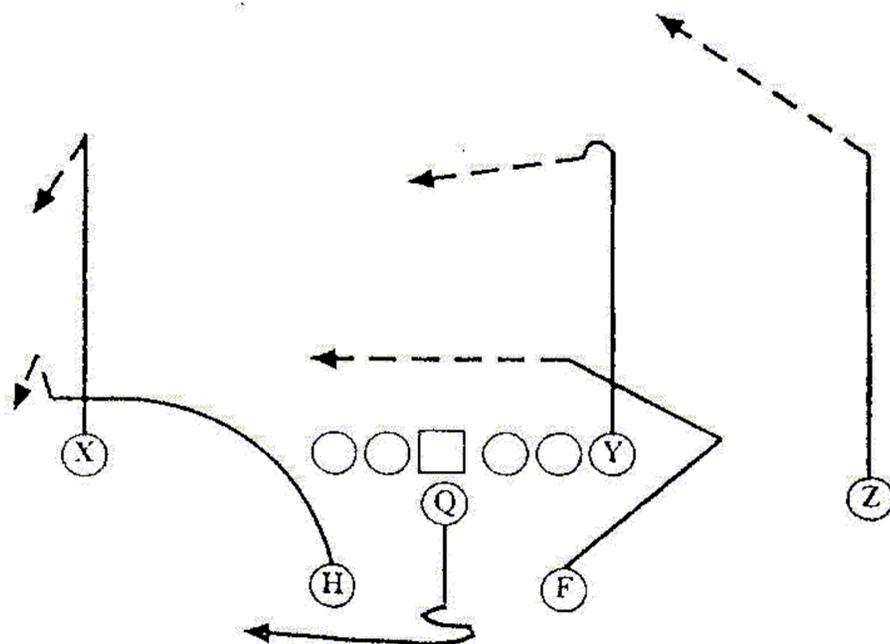
THE SCRAMBLE RULES ARE AN INTEGRAL PART OF THE PASSING GAME AND PROVIDE US AN OPPORTUNITY TO MAKE BIG PLAYS OR, AT THE VERY LEAST, PREVENT US FROM TAKING A LOSS WHEN THE PROTECTION BREAKS DOWN.

EACH PLAYER MUST BE IN SYNC WITH THE QUARTERBACK SO THE ANGLES AND DIRECTION OF THE RECEIVERS WILL BE CONSISTENT. THESE ARE PLANNED AND DETAILED PATHS THAT MUST BE DISCIPLINED AND DESIGNED MUCH LIKE THE ORIGINATING PLAY.

EVERY RECEIVER MUST STAY ALIVE ON ALL ROUTES AT ALL TIMES. SOME OF THE BIGGEST PLAYS DURING THE SEASON WILL COME AS A RESULT OF THE QB FINISHING FROM THE POCKET AND OUR RESPONSES BEING ALERT AND AT FULL SPEED TO CREATE SEPERATION FROM THE DEFENDERS.

THE BASIC SCRAMBLE RULES ARE AS FOLLOWS:

1. DEEP PRIMARY OUTSIDE RECEIVERS TO THE SIDE OF THE QB MOVEMENT COME BACK TO THE QB ON A HARD ANGLE.
2. SHALLOW PRIMARY OUTSIDE RECEIVERS TO THE SIDE OF THE QB MOVEMENT STICK AND GO VERTICAL.
3. FLARE CONTROL RECEIVERS TO THE SIDE OF THE OF THE QB STAIR STEP YOUR DEFENDER AND WORK ON A HARD ANGLE TO THE SIDELINE.
4. ALL BACKSIDE RECEIVERS WORK ON A FRIENDLY ANGLE TOWARD THE DIRECTION THE QB IS SCRAMBLING. FARTHEST BACKSIDE RECEIVER WORK TO POST.
5. DO NOT STAND STILL! KEEP RUNNING AT FULL SPEED. ONCE YOU GET SEPERATION FROM THE DEFENDER - KEEP THE SEPERATION - DO NOT "GLIDE".
6. WORK YOUR ANGLES TOWARD THE LINE OF SCRIMMAGE. DO NOT DRIFT UPFIELD AND ALLOW THE DEFENDER THE OPPORTUNITY TO COME UNDERNEATH YOU ON CROSSING ROUTES.



WIDE RECEIVER SPLIT RULES – 1999

Split rules for the wide receivers fall into two basic categories:

1. Splits that move according to the location of the ball:
 - a. Basic
 - b. Plus (+2)
 - c. Minus (-2)
 - d. Edge

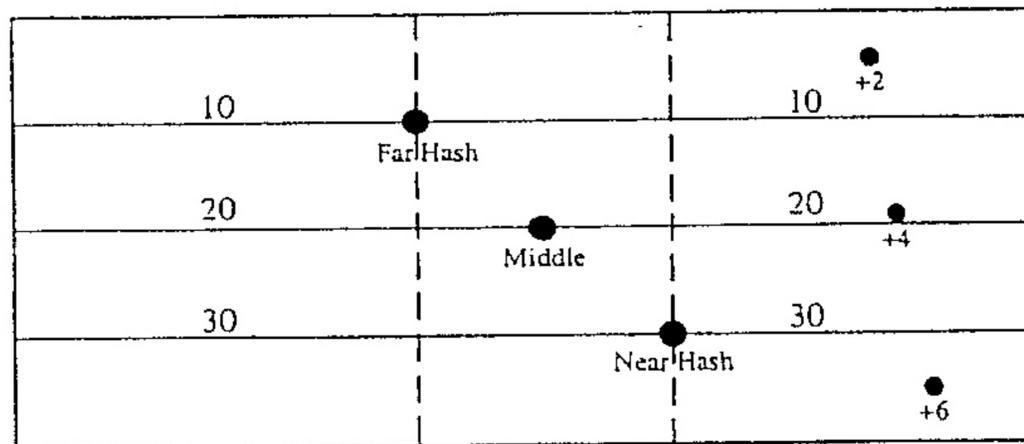
2. Splits that are based on a specified distance from an adjacent offensive player and remain constant regardless of the location of the ball:
 - a. Close
 - b. Zero (Nasty)
 - c. Tight

Basic Split

Ball on the far hash – align 2 yards outside the numbers

Ball in the middle – align 4 yards outside the numbers

Ball on the near hash – align 6 yards outside the numbers

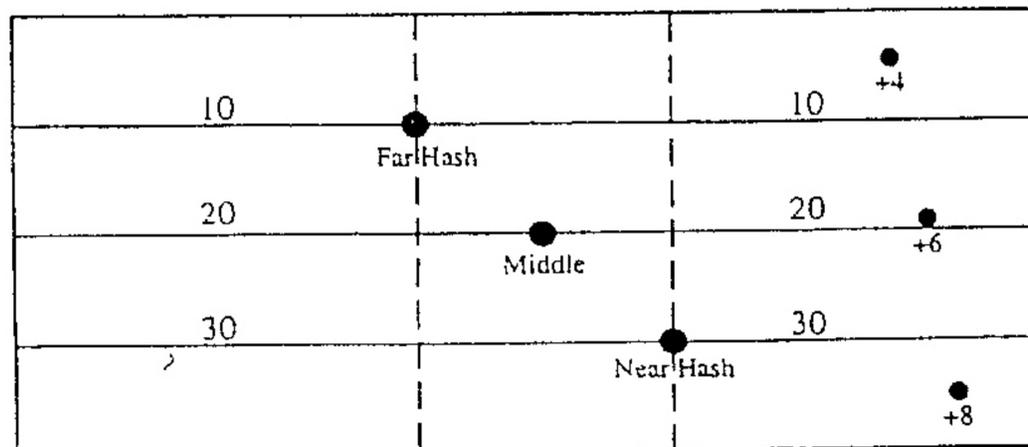


Plus (+2) Split (align 2 yards wider than basic split)

Ball on the far hash – align 4 yards outside the numbers

Ball in the middle – align 6 yards outside the numbers

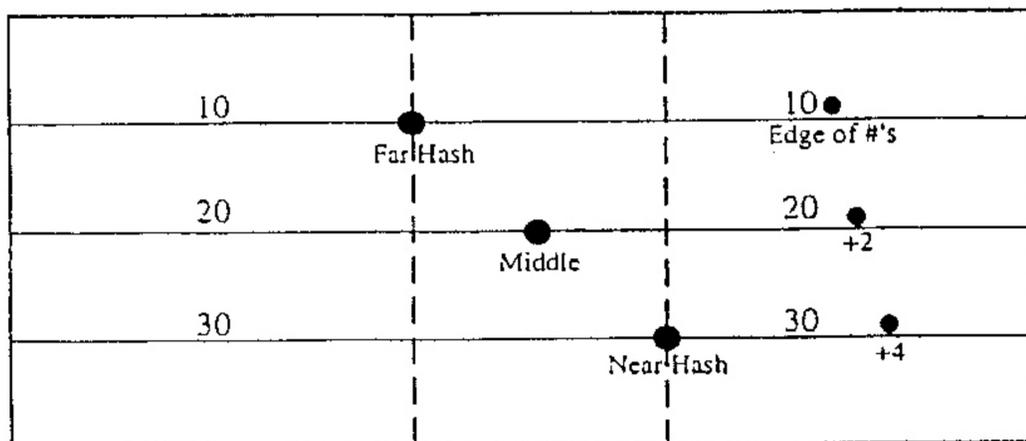
Ball on the near hash – align 8 yards outside the numbers



WR SPLIT RULES con't

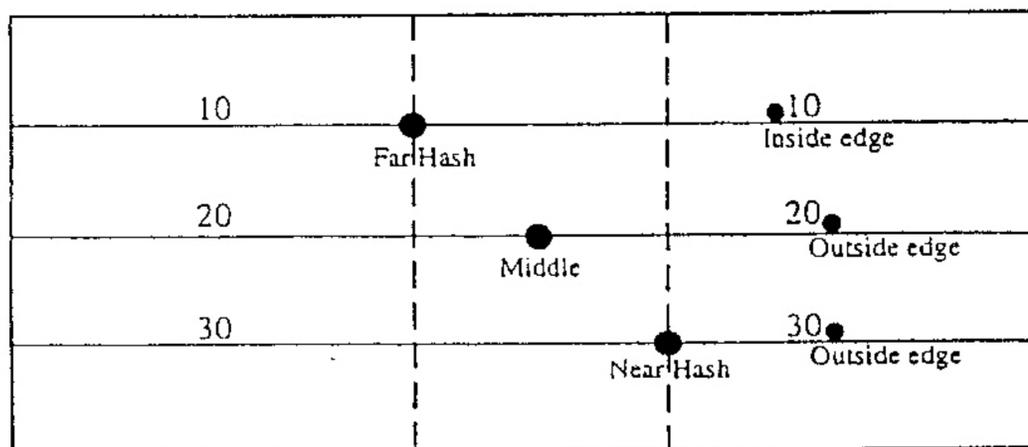
Minus (-2) Split (align 2 yards tighter than basic split)

- Ball on far hash – align on outside edge of numbers
- Ball in middle – align 2 yards outside the numbers
- Ball on near hash – align 4 yards outside the numbers



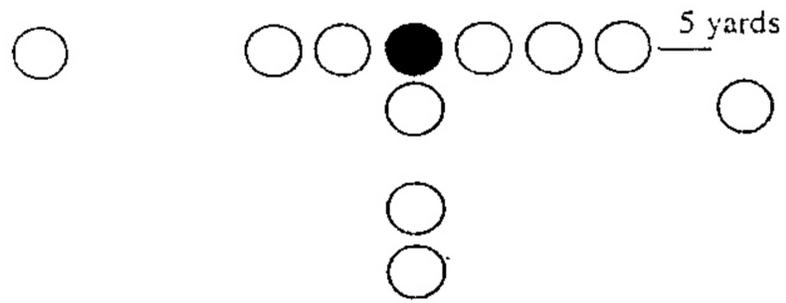
Edge Split (align on number edges based on the ball)

- Ball on far hash – align on inside edge of the numbers
- Ball in the middle – align on the outside edge of the numbers
- Ball on the near hash – align on the outside edge of the numbers

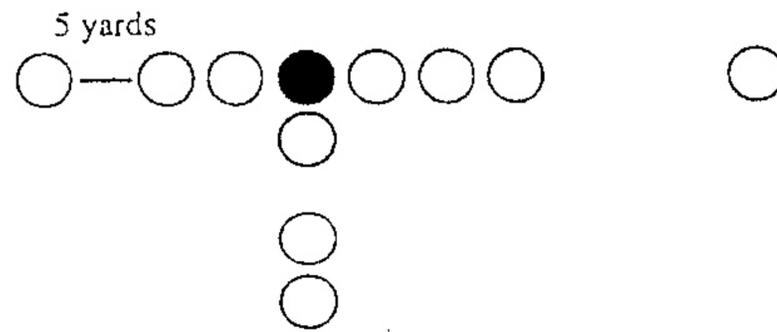


WR SPLIT RULES con't

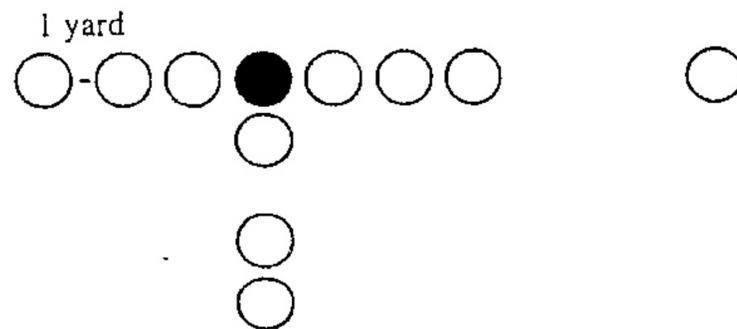
Close Split (5 yards outside tight end's alignment)



Zero (Nasty) Split (5 yards outside weak tackle's alignment)



Tight Split (tight end positions 1 yard outside weak tackle)



BASIC RUN BLOCKING RULES
FOR WIDE RECEIVERS

SLOT FORMATION RUNS - VARIED SPLITS

1. On all runs the outside receiver on the slot side will block MAN OVER regardless of the hole or the run direction.
2. On all runs the inside receiver on the slot side will block MDM if the run is toward you and convoy if the run is away.
3. On all runs the single side receiver will block MDM if the run is toward you and convoy if the run is away.

* Some exceptions to the slot rules will occur with special situations, game plan preparation and specific fronts. As with the normal formation runs, they will be handled on an individual basis.

BASIC SCREEN RULES
FOR WIDE RECEIVERS

1. Run the routes called in conjunction with the screen

Scat 839 HB Leo
Rip 085 HB Roger
Ace 940 HB Screen
2. Turn upfield or work crossfield to block the first color that shows.

BASIC REVERSE-AROUND RULES
FOR WIDE RECEIVERS

1. On all AROUNDS, the QB will hand the ball to the receiver.

Fake Bob Z Around
2. On all REVERSES the ball will be handed to the receiver by someone other than the QB.

Fake Toss X Reverse

BASIC RUN BLOCKING RULES
FOR WIDE RECEIVERS

NORMAL FORMATION RUNS – NUMBERS AREA SPLIT

1. On all runs to the 10 thru 70 holes: block MDM if the run is toward you (X or Z).
2. On all runs to the 10 thru 70 holes: block CONVOY if the run is away from you (X or Z).
3. On all runs to the 80 or 90 holes strongside: block the MAN OVER if the run is toward you (Z).

80/90 Pitch

80/90 Take

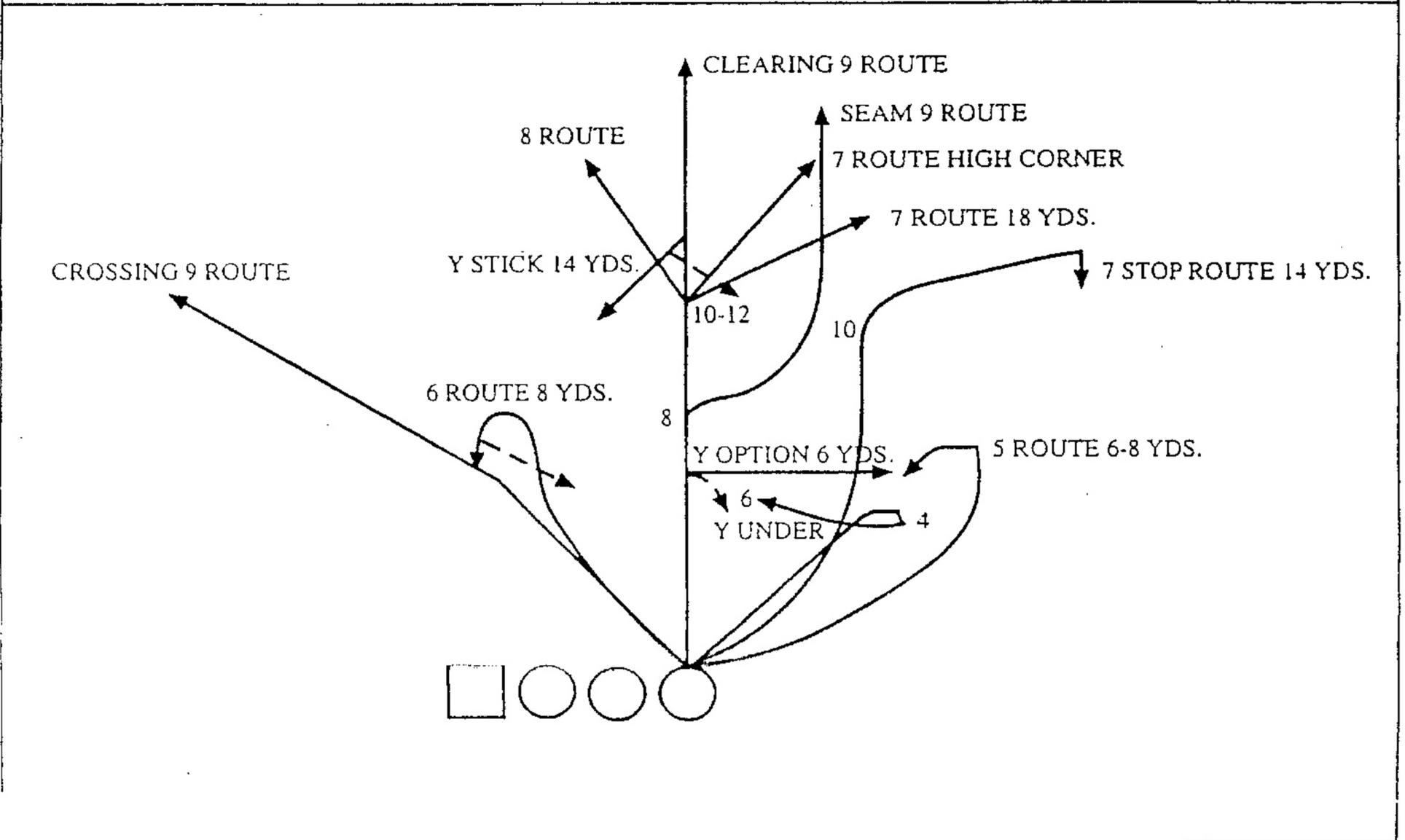
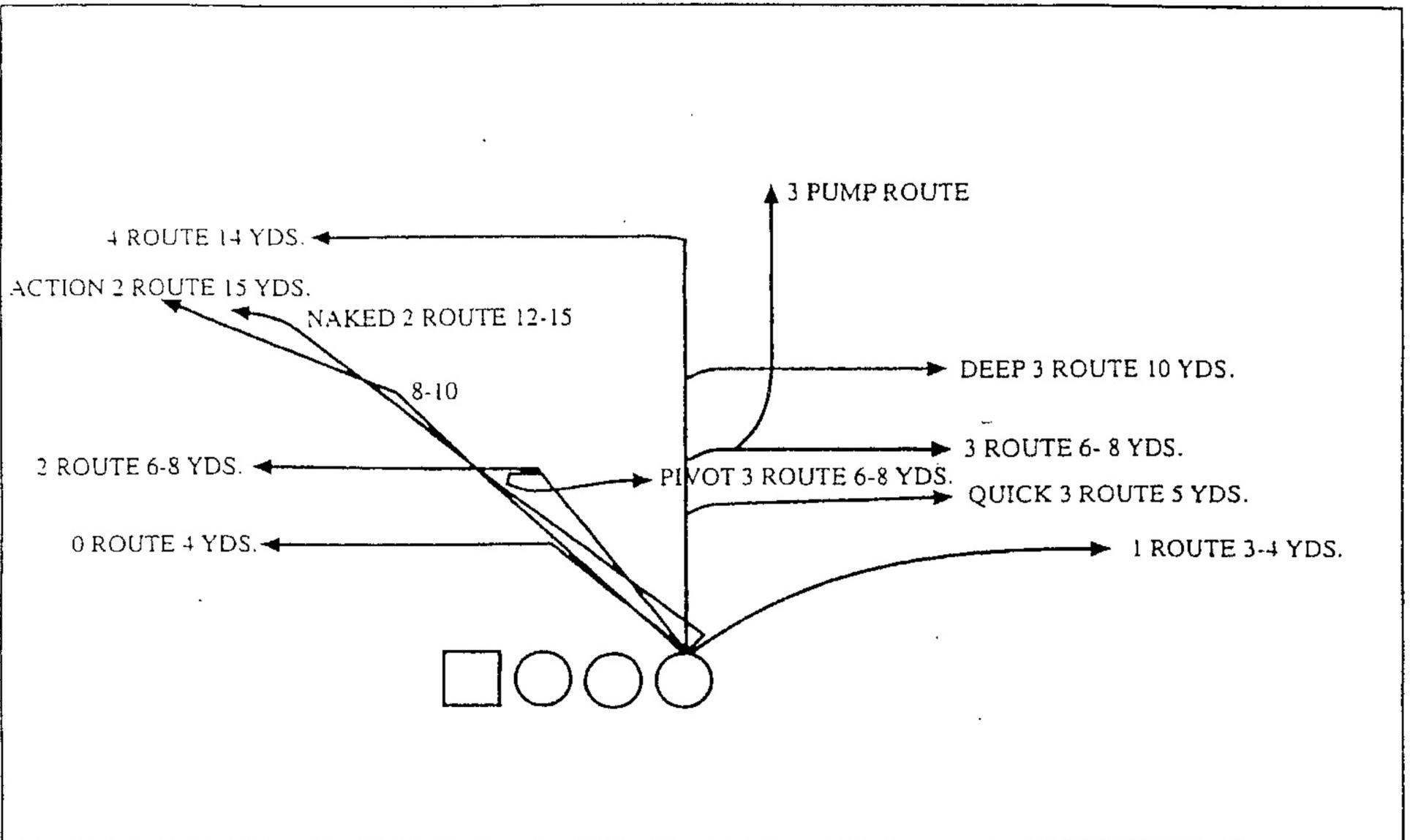
4. On all runs to the 80 or 90 holes weakside: block the MDM if the run is toward you (X).

90/80 Toss

5. On all runs to the 80 or 90 holes: block CONVOY if the run is away from you (X or Z).

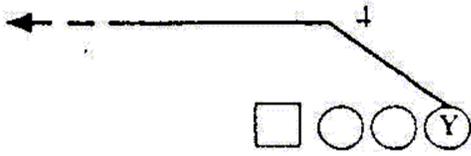
*Some exceptions to these rules will occur with specific fronts, game plan preparation or special situation runs. These adjustments will be handled independently as they arise.

TE PASS TREE



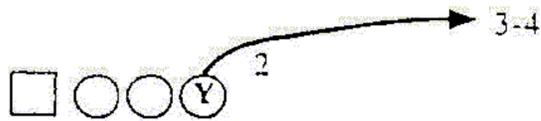
TE PASS ROUTES

0 ROUTE - SHALLOW CROSS



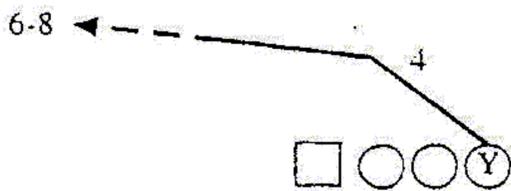
- CROSSING ROUTE NO DEEPER THAN 4 YDS.
- ZONE - INSIDE RELEASE
ANGLE IN TOWARDS FRONTSIDE LB AND BREAK UNDER HIM.
RUN PAST BACKSIDE TACKLE BOX.
FIND THE OPEN AREA. KEEP YOURSELF OPEN.
- MAN - INSIDE RELEASE
PUSH UP FIELD NO DEEPER THAN 4 YDS.
BREAK INSIDE AND SEPARATE.
- CATCH, CLUTCH, CONVERT

1 ROUTE - FLAT



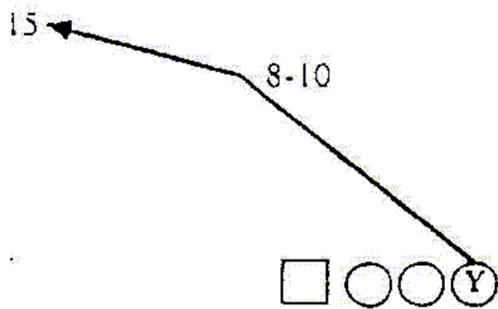
- ZONE - OUTSIDE RELEASE
PUSH UP FIELD 2 YDS. GAINING WIDTH AND DEPTH TO 3-4 YDS. (DEPTH DETERMINED BY COMBO ROUTE.)
SIT DOWN 3 YDS. FROM SIDELINE IF BALL HAS NOT BEEN THROWN.
- MAN - OUTSIDE RELEASE
GIVE A GOOD HEAD SHOULDER FAKE. BREAK OUT AND RUN AWAY.
- FOCUS ON BALL.
- CCC

2 ROUTE - CROSS



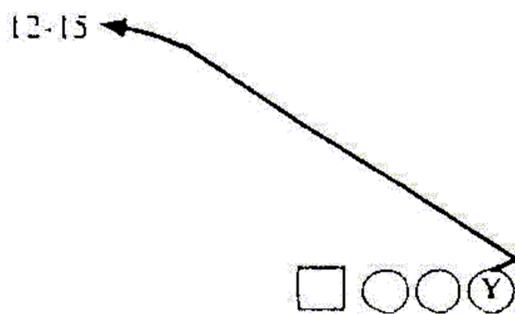
- CROSSING ROUTE 6-8 YDS. DEEP.
- ZONE - INSIDE RELEASE
ANGLE IN TOWARDS FRONTSIDE LB GAINING DEPTH TO 4 YDS.
BREAK INSIDE
AFTER CROSSING THE BACKSIDE TACKLE BOX FIND THE OPEN AREA, KEEP YOURSELF OPEN.
- MAN - INSIDE RELEASE
PUSH UP FIELD 6-8 YDS. AND BREAK INSIDE.
SEPARATE

ACTION 2 ROUTE



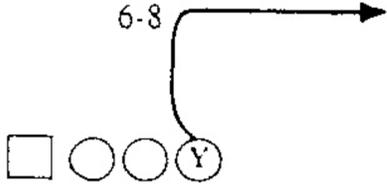
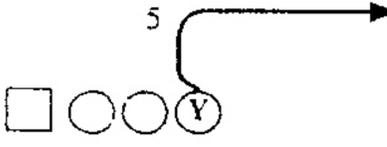
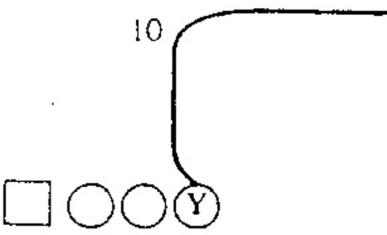
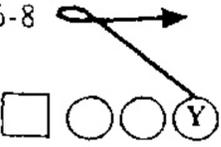
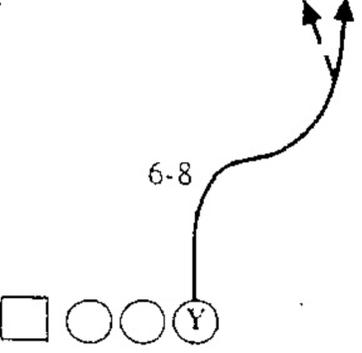
- INSIDE RELEASE
- ANGLE INSIDE PUSHING UP FIELD 8-10 YDS.
- AFTER CROSSING BALL ANGLE TO 15 YDS.
- EXPECT TO CATCH BALL AROUND OPPOSITE HASH.
- ZONE - THROTTLE DOWN
- MAN - KEEP GOING
- FOCUS ON BALL.

NAKED 2 ROUTE

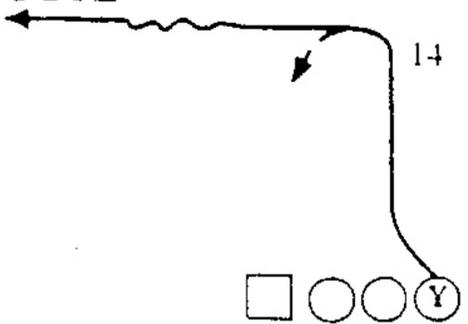
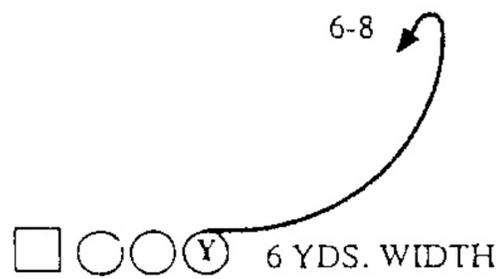
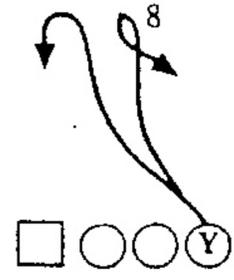
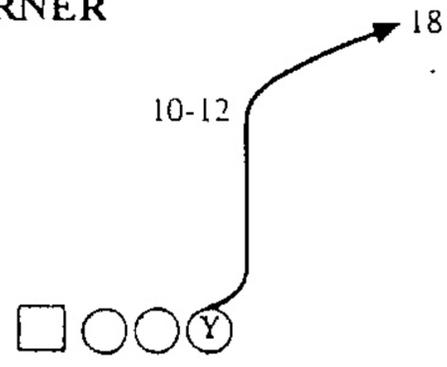
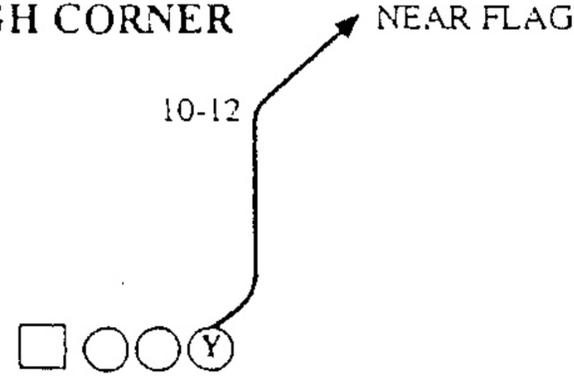


- INFLUENCE STEP. INSIDE RELEASE.
- ANGLE INSIDE GRADUALLY GAINING DEPTH TO 12-15 YDS.
- GET TO OPPOSITE NUMBERS.
- IF BALL IS NOT THROWN STOP AT NUMBERS AND KEEP YOURSELF OPEN.
- FOCUS ON BALL.

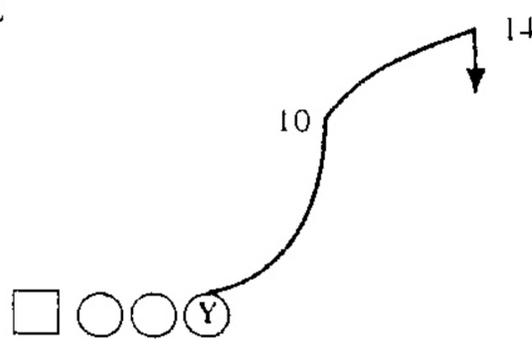
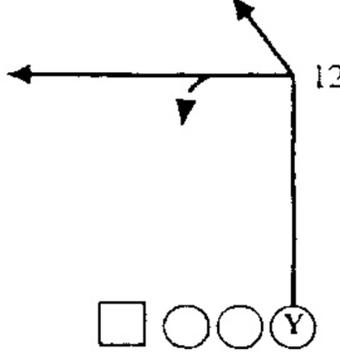
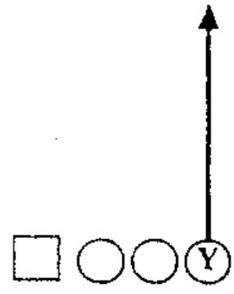
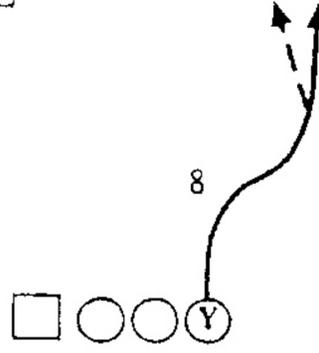
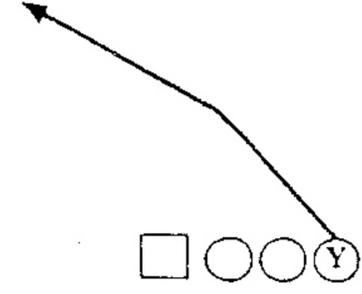
TE PASS ROUTES

<p>3 ROUTE - OUT</p> 	<ul style="list-style-type: none"> • 6-8 YD. OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 6-8 YDS. SPEED CUT OUT. • PULL - UP ONLY IF DEFENDER IS IN IMMEDIATE LINE. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE DO NOT ALLOW DEFENDER TO BREAK UNDER ROUTE. • CCC
<p>QUICK 3 ROUTE</p> 	<ul style="list-style-type: none"> • 5 YD OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 5 YDS. SPEED CUT OUT. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE • CCC
<p>DEEP 3 ROUTE</p> 	<ul style="list-style-type: none"> • 10 YD. OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 10 YDS. SPEED CUT OUT. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE DO NOT ALLOW DEFENDER TO BREAK UNDER ROUTE. • CCC
<p>PIVOT 3 ROUTE</p> 	<ul style="list-style-type: none"> • INSIDE RELEASE • ANGLE OVER ONSIDE GUARD. • PUSH UP FIELD 6-8 YDS. • PLANT WITH INSIDE FOOT AND PIVOT OUTSIDE. • STAY FLAT AFTER PIVOT. • CCC
<p>3 PUMP ROUTE</p> 	<ul style="list-style-type: none"> • INSIDE RELEASE • PUSH VERTICALLY 6-8 YDS. • ROLL OUTSIDE 1 1/2 STEPS, SELL 3 ROUTE. • ANGLE UP FIELD STAYING ON THE INSIDE EDGE OF NUMBERS. • MFO - ANGLE IN TOWARDS MIDDLE (SLICE). • MFC - STAY ON INSIDE EDGE OF NUMBERS. • FOCUS ON BALL.

TE PASS ROUTES

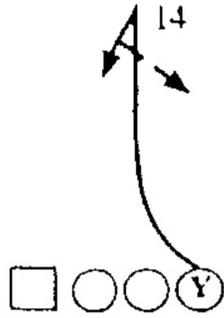
<p>4 ROUTE</p> 	<ul style="list-style-type: none"> • 14 YD. CROSSING ROUTE • INSIDE RELEASE • PUSH VERTICALLY 14 YDS. • SPEED CUT INSIDE • ZONE - COME OUT OF BREAK UNDER CONTROL. FIND OPEN AREA. • LOCATE QB • MAN - GOOD FAKE OUTSIDE THAN BREAK INSIDE AND SEPARATE. STAY FRIENDLY. • CCC
<p>5 ROUTE - WIDE HOOK</p> 	<ul style="list-style-type: none"> • OUTSIDE RELEASE • GET WIDTH OF 6 YDS. WHILE WORKING UP FIELD • 6-8 YDS. • TURN INSIDE. SNAP IT DOWN. • LOCATE QB FACE UP TARGET. • CCC
<p>6 ROUTE - HOOK</p> 	<ul style="list-style-type: none"> • INSIDE RELEASE • ZONE - PUSH UP FIELD 8 YDS. READ ONSIDE L.B. AT TOP OF STEM PLANT WITH OUTSIDE FOOT AND SNAP IT DOWN OR COME BACK TO QB AT A 45 DEGREE ANGLE. FIND OPEN AREA. IF WALLED SLIDE OUTSIDE. GET OPEN. • MAN - AT TOP OF STEM PLANT AND RETRACE STEM. • LOCATE QB, FACE UP TARGET. • CCC
<p>7 ROUTE - CORNER</p> 	<ul style="list-style-type: none"> • BEST RELEASE - PREFER OUTSIDE RELEASE EXCEPT FIRE PASS. • PUSH VERTICALLY 10-12 YDS. PLANT WITH INSIDE FOOT WITH A GOOD HEAD NOD. • ANGLE OUT TO 18 YDS. • FOCUS ON BALL.
<p>7 ROUTE - HIGH CORNER</p> 	<ul style="list-style-type: none"> • PUSH VERTICALLY 10-12 YDS. • ANGLE TO NEAR FLAG OF END ZONE. • IN RED ZONE ANGLE TO BACK FLAG OF END ZONE.

TE PASS ROUTES

<p>7 STOP ROUTE</p> 	<ul style="list-style-type: none"> • OUTSIDE RELEASE • PUSH VERTICALLY 10 YDS. SPEED CUT OUT TO 14 YDS. TO INSIDE EDGE OF NUMBERS. • PLANT AND ANGLE BACK TO QB. • LOCATE QB, FACE UP TARGET. • CCC
<p>8 ROUTE</p> 	<ul style="list-style-type: none"> • BEST RELEASE • MFO - PUSH VERTICALLY 12 YDS. ANGLE IN TOWARDS NEAREST UPRIGHT. • MFC - TURNS INTO 4 ROUTE BREAK INSIDE, FIND THE OPEN AREA. IF FIRST WINDOW IS CLOSED CONTINUE ONTO NEXT WINDOW UNDER CONTROL. • MAN - RUN AWAY, STAY FRIENDLY. • FOCUS ON BALL. • CCC
<p>CLEARING 9 ROUTE</p> 	<ul style="list-style-type: none"> • BEST RELEASE • SEPARATE • MFO - MAINTAIN HASH INTEGRITY. LOOK FOR BALL. • MFC - CLEAR OUT COVERAGE. • FOCUS ON BALL.
<p>SEAM 9 ROUTE</p> 	<ul style="list-style-type: none"> • BEST RELEASE • PUSH VERTICALLY 8 YDS. • ROLL OUTSIDE SELLING THE 3 ROUTE. • HIT INSIDE EDGE OF NUMBERS AND TURN UP FIELD. • MFO - WHEN RUNNING UP FIELD ON INSIDE EDGE OF NUMBERS ANGLE IN TOWARDS NEAREST UP RIGHT, "SLICE". • FOCUS ON BALL.
<p>CROSSING 9 ROUTE</p> 	<ul style="list-style-type: none"> • INSIDE RELEASE • LOCKED IN POST ROUTE. • FULL SPRINT • FORCE COVERAGE DEFINITION. • ZONE - THROTTLE • MAN - KEEP GOING, RUN AWAY. • FOCUS ON BALL.

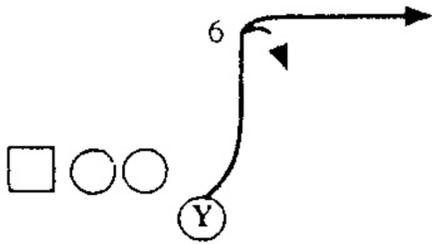
TE PASS ROUTES

Y STICK



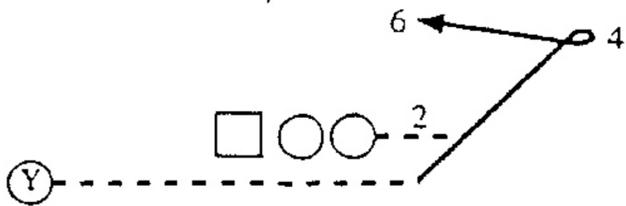
- BEST RELEASE
- PUSH VERTICALLY 14 YDS.
- ZONE - ANGLE BACK TO QB.
- MAN - AT THE TOP OF STEM PLANT AND SLIDE OUTSIDE.
- VS. BLITZ - HOOK UP AT 8 YDS.
- LOCATE QB, FACE UP TARGET.
- CCC

Y OPTION



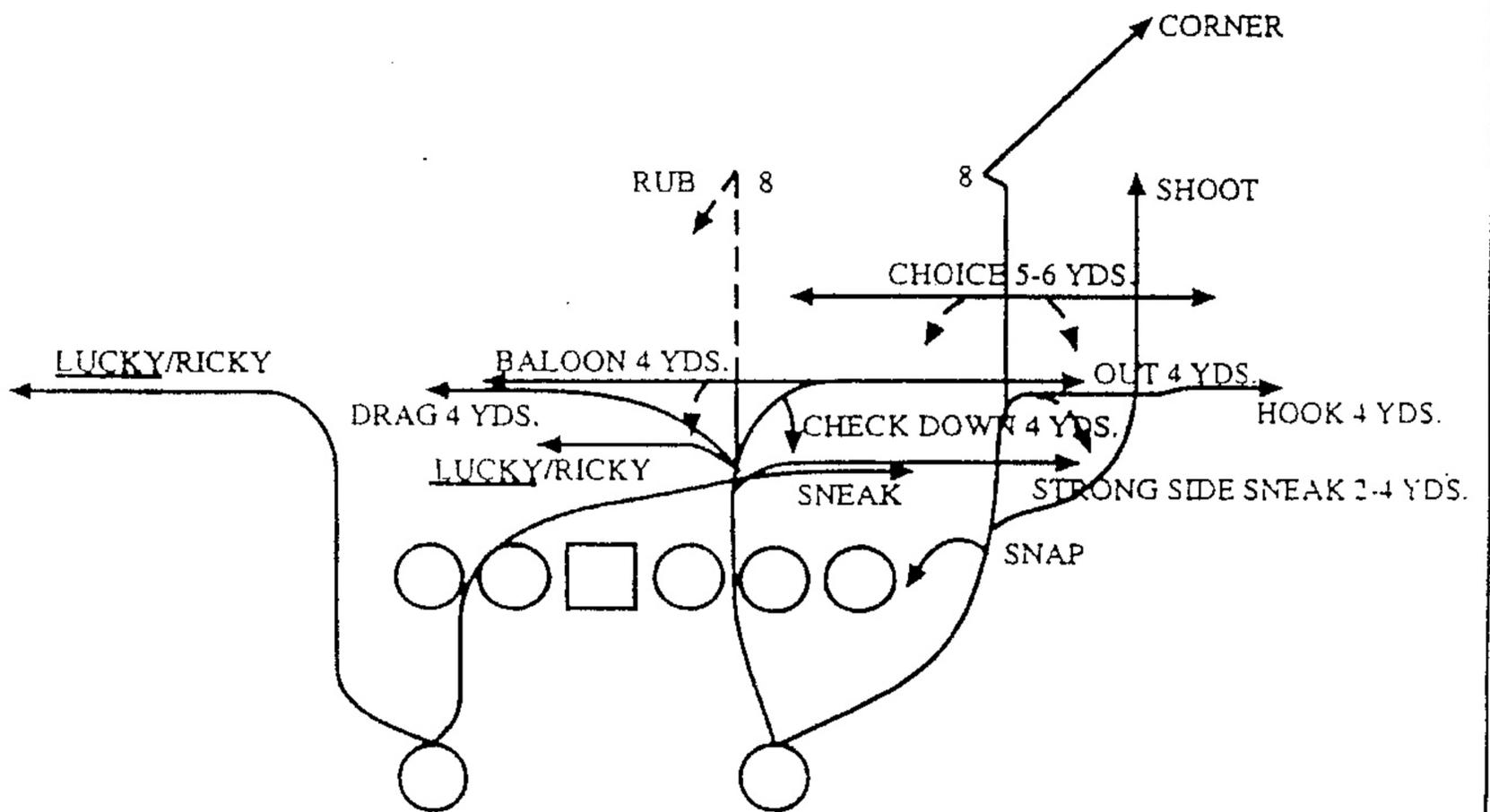
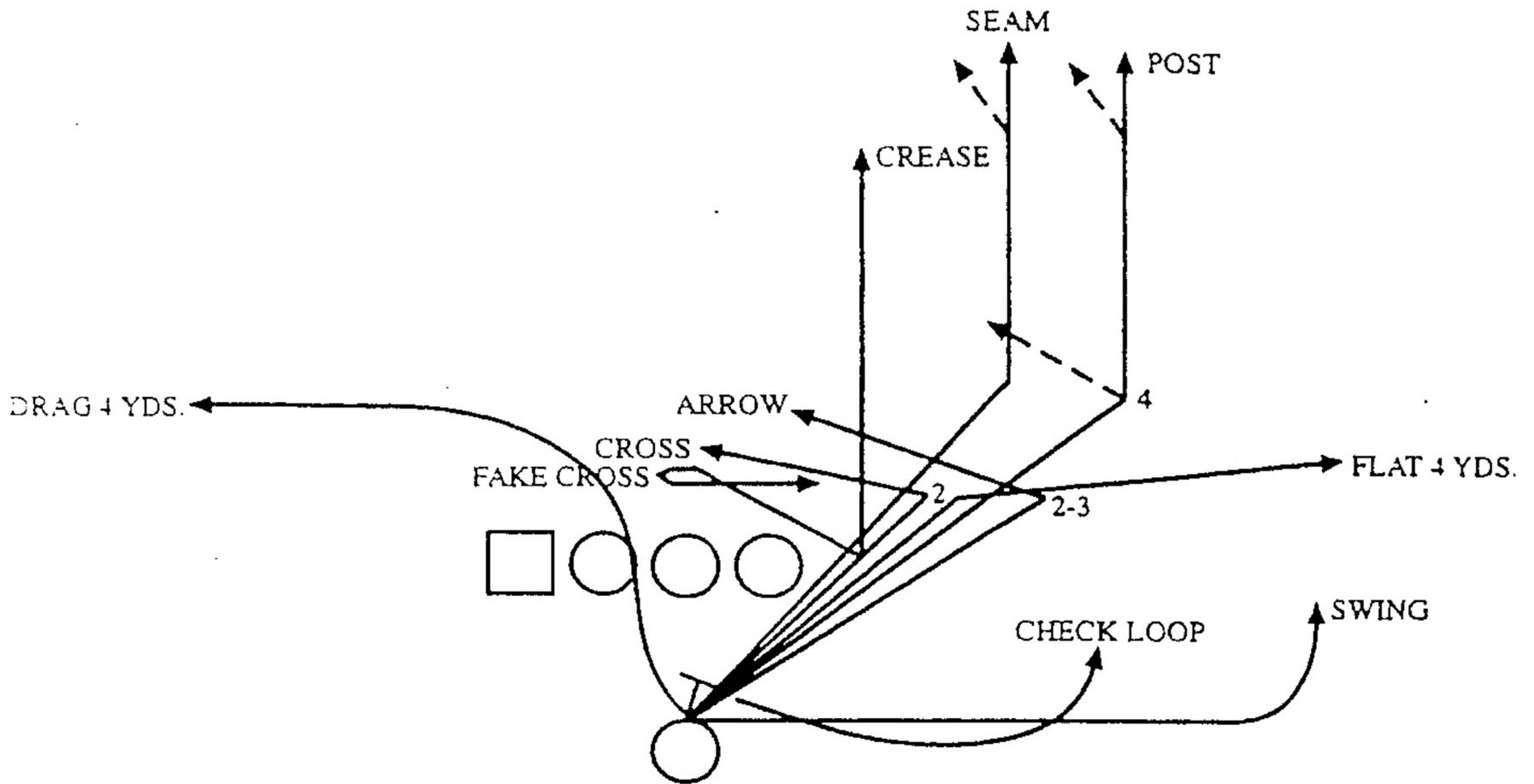
- BEST RELEASE
- MAN - PUSH UP FIELD 6 YDS. GOOD HEAD, SHOULDER FAKE INSIDE AND BREAK OUT.
- ZONE - TURN OUTSIDE, FIND OPEN AREA.
- IF HOT BREAK OUT AT 4 YDS.
- LOCATE QB, FACE UP TARGET.
- CCC

Y UNDER

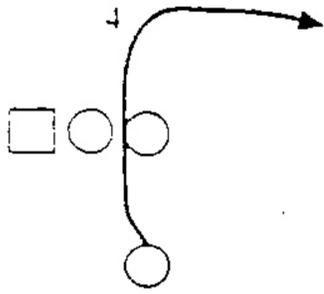
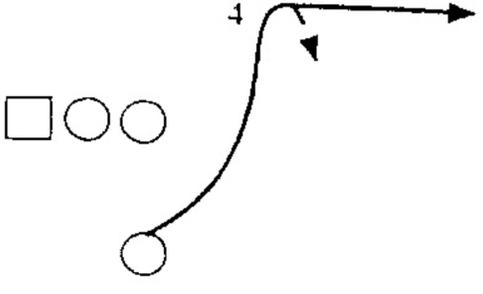
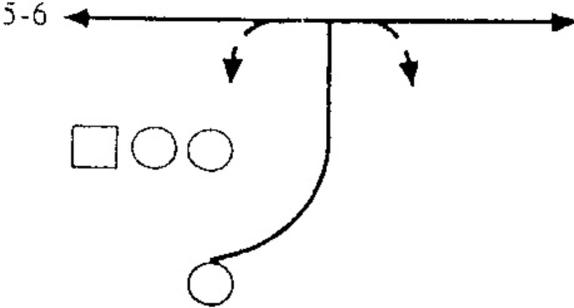
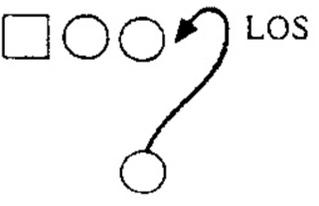
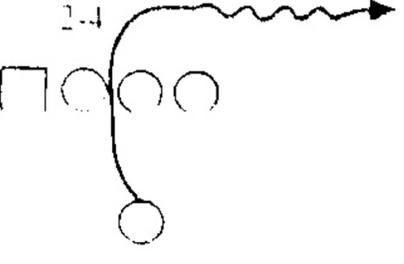


- GO PAST ORIGINAL TE ALIGNMENT 2 YDS. ANGLE UP FIELD TO 4 YDS.
- PIVOT, UNDER CUT COVERAGE GAINING GROUND TO 6 YDS.
- EXPECT TO CATCH THE BALL OVER THE ORIGINAL TE ALIGNMENT.
- LOCATE QB
- CCC

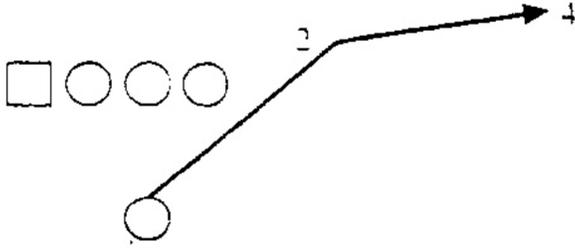
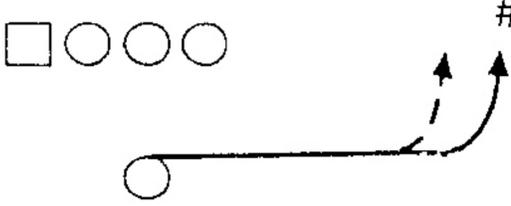
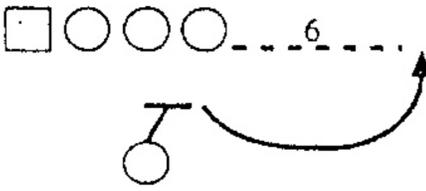
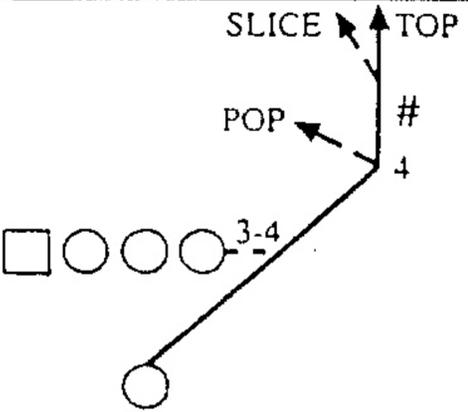
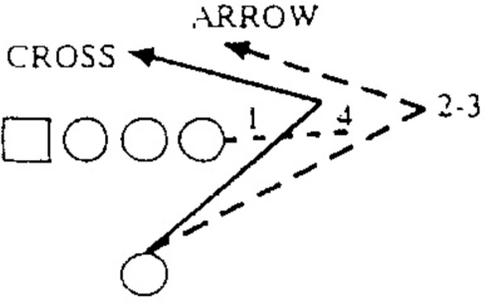
H/F PASS TREE



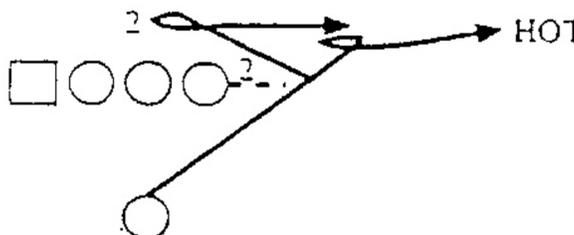
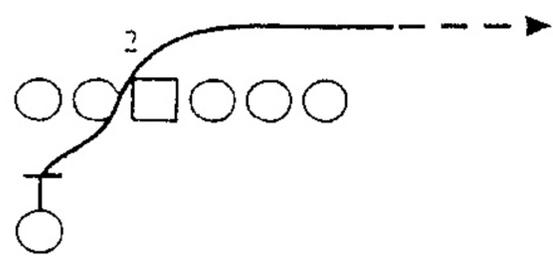
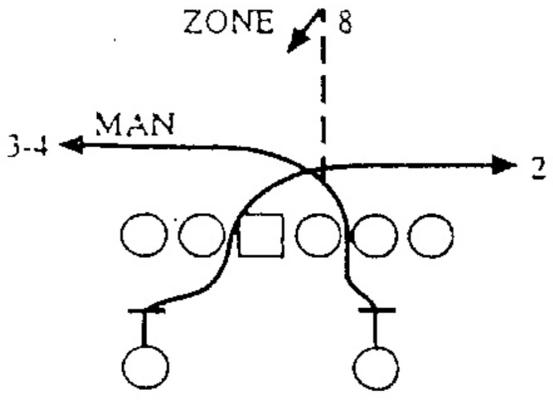
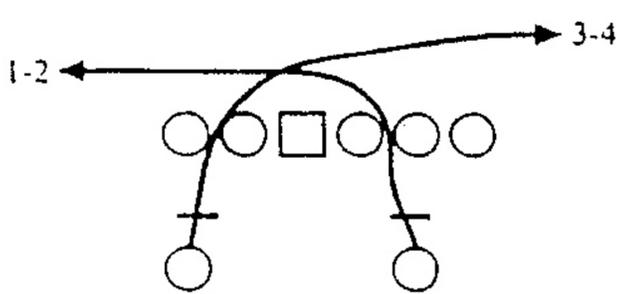
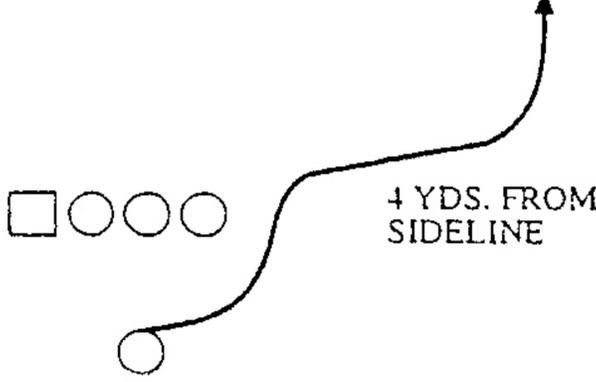
H/F BACK ROUTES

<p>OUT</p> 	<ul style="list-style-type: none"> • INSIDE RELEASE. • SPRINT UP FIELD. • CLEAR THE T/Y BOX. • PUSH TO 4 YDS. • READ DEFENSE - "SNAKE EYES" • ZONE - THROTTLE DOWN • MAN - RUN AWAY • LOCATE BALL - FOCUS • CCC
<p>HOOK</p> 	<ul style="list-style-type: none"> • SPRINT UP FIELD. • CLEAR THE T/Y BOX. • PUSH TO 4 YDS. • READ DEFENSE - "SNAKE EYES" • ZONE - HOOK OUTSIDE AND SIT. • MAN - STICK AND BREAK OUT, RUN AWAY. • STAY FRIENDLY • LOCATE BALL - FOCUS • CCC
<p>CHOICE</p> 	<ul style="list-style-type: none"> • SPRINT UP FIELD. • CLEAR THE T/Y BOX. • PUSH TO 5-6 YDS. • READ DEFENSE - "SNAKE EYES" • AVOID JAM, RE - SIT. • BREAK IN, OUT OR HOOK. • DO NOT HESITATE - READ ON RUN. • LOCATE BALL - FOCUS • CCC
<p>SNAP</p> 	<ul style="list-style-type: none"> • CLEAR T/Y BOX. • AT LOS "SNAP" - INSIDE SIT DOWN. • LOCATE BALL - FOCUS • CCC
<p>STRONG SIDE SNEAK</p> 	<ul style="list-style-type: none"> • CHECK BEST RELEASE THROUGH LOS. • PUSH UP FIELD 2-4 YDS. AND DRIFT OUTSIDE. • "SNAKE EYES" • SHAKE AND BREAK OUTSIDE. • LOCATE BALL - FOCUS • CCC

H/F BACK ROUTES

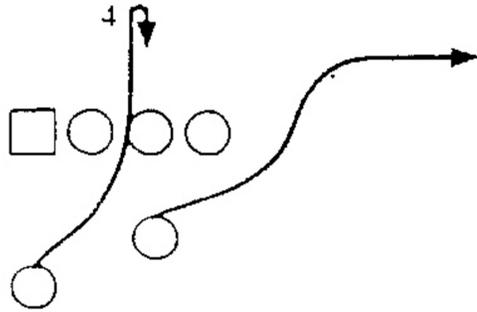
<p>FLAT</p> 	<ul style="list-style-type: none"> • EXPLODE - FULL SPEED • AIM OUTSIDE Y 2X2 • GAIN GROUND TO 4 YDS. • HOLD COURSE TO SIDELINE/SETTLE • STICK OUT OF BREAK VS. MAN. • STAIRSTEP TO PREVENT UNDERCUT. • FOCUS ON BALL OUT OF BREAK. • *CATCH. CLUTCH. CONVERT
<p>SWING</p> 	<ul style="list-style-type: none"> • EXPLODE - OPEN SPRINT • AIM WIDE SIDE - 2 YDS. INSIDE NUMBERS. • AIM SHORT SIDE - THROUGH NUMBERS. • TURN UP VERTICALLY. • FOCUS ON BALL PLACEMENT. • ONE YD. FROM LOS. • CCC
<p>CHECK LOOP</p> 	<ul style="list-style-type: none"> • CHECK RELEASE LOSE 1 YD. • AIM - 6 YDS. OUTSIDE Y BOX • TURN UP VERTICALLY. • FOCUS ON BALL PLACEMENT. • CCC
<p>POST</p> 	<ul style="list-style-type: none"> • READ ROUTE • EXPLODE - READ ON THE RUN. • AIM 1 YD INSIDE NUMBERS 4 YDS. DEEP. • WORK OFF SEAM DEFENDER. • OPPOSITE 1 - "POP" VS. WIDE DEFENDER. • OPPOSITE 2 - "TOP" VS. WALL DEFENDER. • OPPOSITE 3 - "SLICE" VS. SQUAT DEFENDER. • MFO - MIDDLE OF FIELD OPEN - THIN POST • MFC - MIDDLE OF FIELD CLOSED - VERTICAL • CCC
<p>CROSS - ARROW</p> 	<p>CROSS</p> <ul style="list-style-type: none"> • AIM 1 YD. OUTSIDE Y BOX AND 2-3 YDS. UP FIELD. • PLANT AND UNDERCUT THE DEFENDER. • BALL CAUGHT OVER TACKLE BOX. <p>ARROW</p> <ul style="list-style-type: none"> • AIM 4 YDS. OUTSIDE Y BOX AND 2-3 YDS. UP FIELD. • PLANT AND UNDERCUT THE DEFENDER. • SELL THE FLAT. • BREAK AT APPROXIMATELY 30 - 40 DEGREE ANGLE. • MFO - ADJUST VERTICALLY. • AVOID 2ND DEFENDER - DO NOT SLOW UP. • CCC

H/F BACK ROUTES

<p>FAKE CROSS</p> 	<ul style="list-style-type: none"> • THINK CROSS - SELL IT. • PLANT - TAKE 2 STEPS IN AND PIVOT OUT. • BREAK FLAT - PARALLEL TO LOS. • STAY FRIENDLY • ALERT BLITZ OR DOG - "HOT" - NOD AND BREAK. • CCC
<p>SNEAK</p> 	<ul style="list-style-type: none"> • CHECK RELEASE • BEST RELEASE (B PREFERRED) • ALERT "SNAKE EYES" • PUSH UPFIELD 2 YDS. • SHAKE DEFENDER AND BREAK INSIDE. • VS. ZONE - THROTTLE 6-7 YDS. OUTSIDE TACKLE BOX. • VS. MAN - RUN AWAY, STAIR STEP. • CCC
<p>RUB</p> 	<ul style="list-style-type: none"> • RUB OFF PIVOT ROUTE. • ALERT "SNAKE EYES" • BEST RELEASE • PUSH UPFIELD 3-4 YDS. • SHAKE AND BREAK INSIDE. • ZONE/MAN READ • CCC
<p>BACKS CROSS</p> 	<ul style="list-style-type: none"> • F - BEST RELEASE 3 YDS. DEPTH. • BREAK INSIDE (CRISS - CROSS) • H - BEST RELEASE 1-2 YDS. DEPTH. • BREAK INSIDE (CRISS - CROSS) • ZONE/MAN READ • CCC
<p>SHOOT</p> 	<ul style="list-style-type: none"> • SELL FLAT ROUTE - LOOK FOR BALL. • AIM TOWARD NUMBERS GAINING 2 YDS. DEPTH. • BREAK VERTICALLY 4 YDS. FROM SIDELINE. • GAIN DEPTH AND WIDTH AS YOU GO. • KEEP 5 YD. BOX FROM SIDELINE. • ADJUST TO FLIGHT OF BALL. • FOCUS AND FUNNEL BALL IN. • KEEP FEET IN BOUNDS.

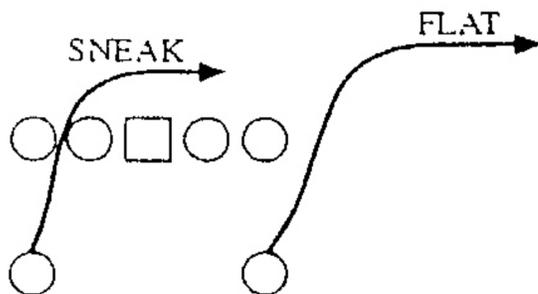
H/F BACK ROUTES

CHECK DOWN



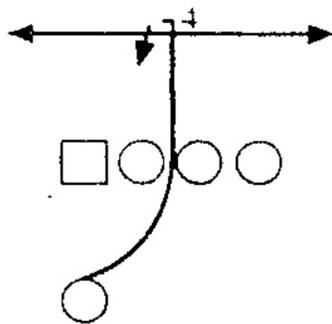
- PLAY FAKE - SELL RUN
- SIFT THROUGH LOS.
- AT 4 YDS. TURN OUTSIDE AND SIT DOWN.
- FOCUS ON BALL
- CCC

LUCKY/RICKY



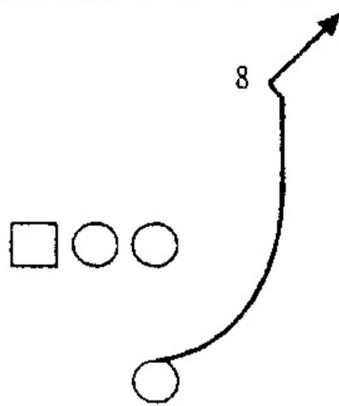
- PLAY FAKE - SELL RUN
- BOTH BACKS FILTER THROUGH LOS.
- BOTH BACKS BREAK IN DIRECTION CALLED. (LUCKY/RICKY)
- BACKS RUN SNEAK AND FLAT.
- RUN AWAY FROM DEFENDER.
- LOCATE QB - FOCUS ON BALL.
- CCC

BALLOON



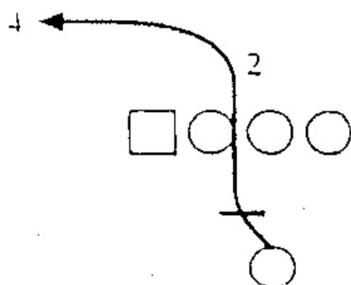
- INSIDE CHOICE ROUTE.
- RELEASE THROUGH LOS.
- ALERT "SNAKE EYES"
- PUSH VERTICALLY 4 YDS.
- MAN/ZONE - 3 WAY READ
- LOCATE QB - FOCUS ON BALL.
- CCC

CORNER



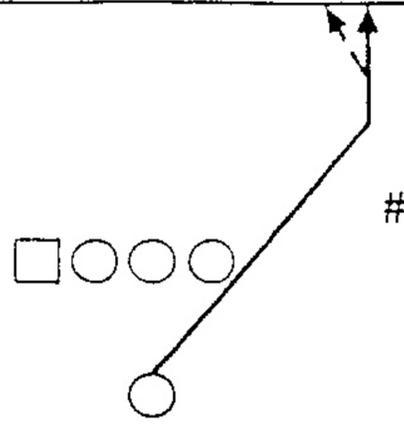
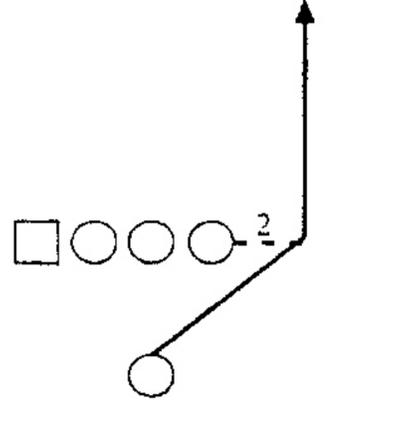
- PUSH VERTICALLY 8 YDS. - SELL SEAM ROUTE.
- NOD AND BREAK TO FLAG.
- READ COVERAGE
- LOCATE QB - FOCUS ON BALL.
- CCC

DRAG



- CHECK AND RELEASE THROUGH LOS STRONGSIDE.
- PUSH UP FIELD 2 YDS. BREAK INSIDE FALL TO 4 YDS.

H/F BACK ROUTES

<p>SEAM</p> 	<ul style="list-style-type: none"> • RELEASE GAINING WIDTH. • AIM - INSIDE EDGE OF NUMBERS. • CLEAR UNDER COVERAGE / CONTINUE VERTICALLY • MFO - ADJUST. LOOK FOR BALL. • MFC - CLEAR OUT COVERAGE. • MAN - NOD AND SEPERATE. • FOCUS ON BALL.
<p>CREASE</p> 	<ul style="list-style-type: none"> • TIGHT SEAM ROUTE. • DRIVE OUTSIDE Y BOX. • NOD AND PUSH VERTICALLY. • READ COVERAGE • MFO - LOOK FOR BALL • MFC - CLEAR COVERAGE • FOCUS ON BALL.

PASS CALLING SYSTEM

We will use names to call our protections, and numbers to call our specific routes. With each name, we will give the protection, and the direction of the protection.

Example: Scat Right – The protection is Scat, the side of the line that is scating is the right side. In some cases, the protection call will include the direction.

Example: Liz – The protection is Liz, the direction is left.

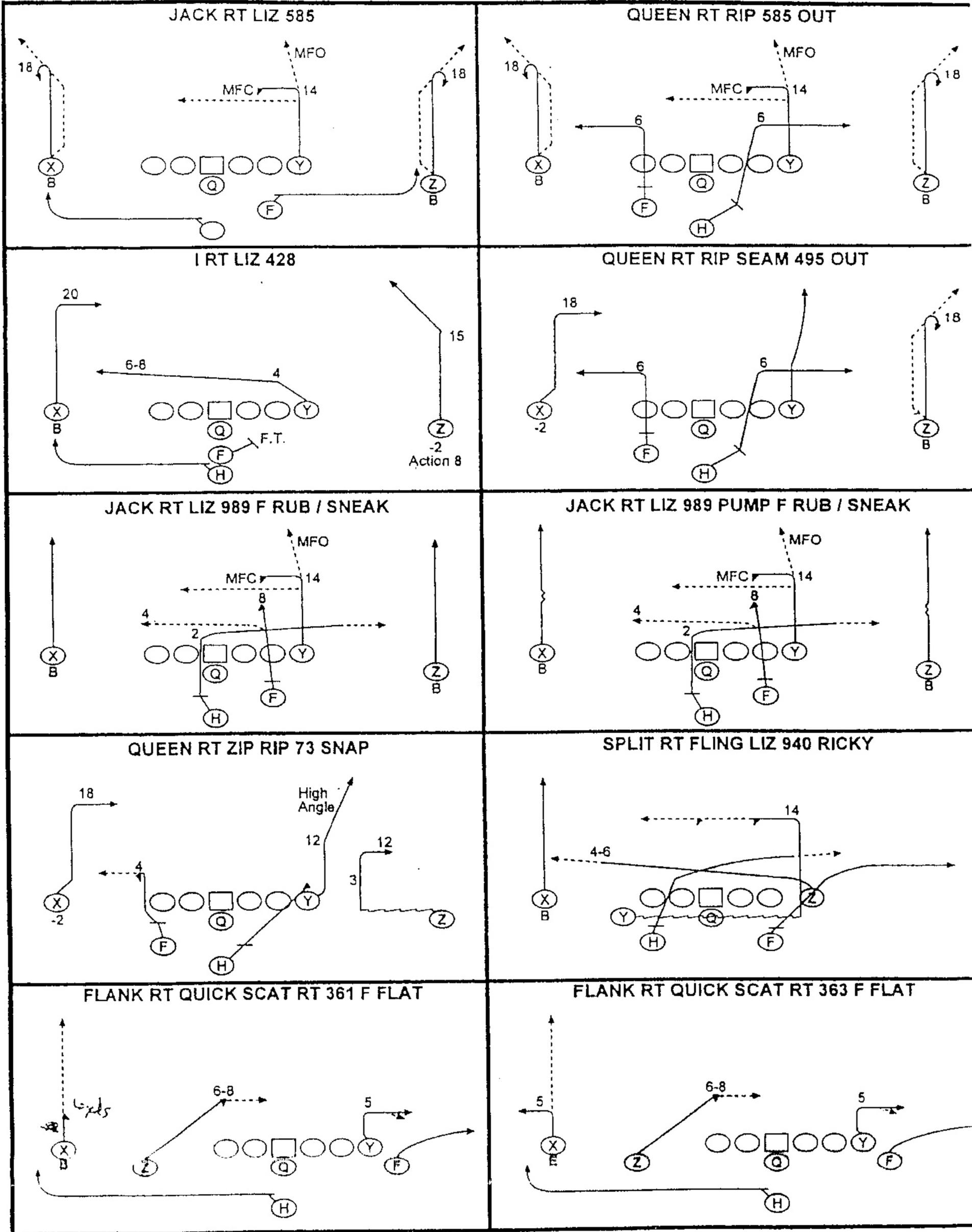
We will use a three digit numbering system to call our passes. Each number designates a receiver's route. We will number from the single receiver side to the two receiver side. The back's routes will be named. The fullback's route will be called first, the halfback's route will follow.

Pass Call example:

Liz	989	F Rub	Sneak
(Protection)	(Routes)	(FB Route)	(HB Route)

4/30/99 FRIDAY A.M.

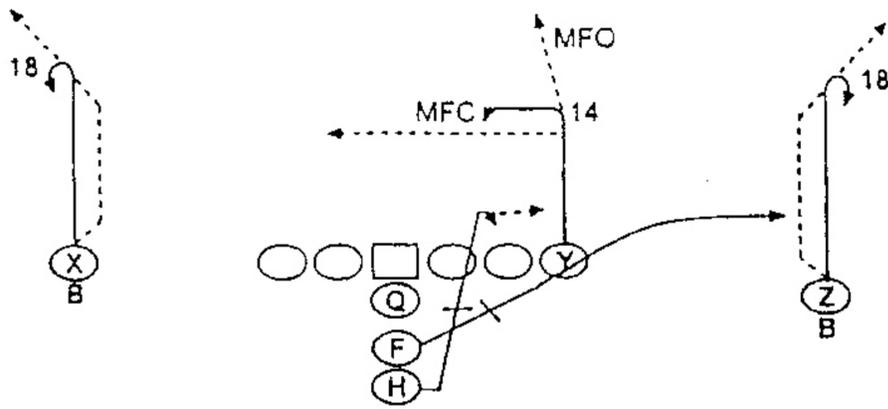
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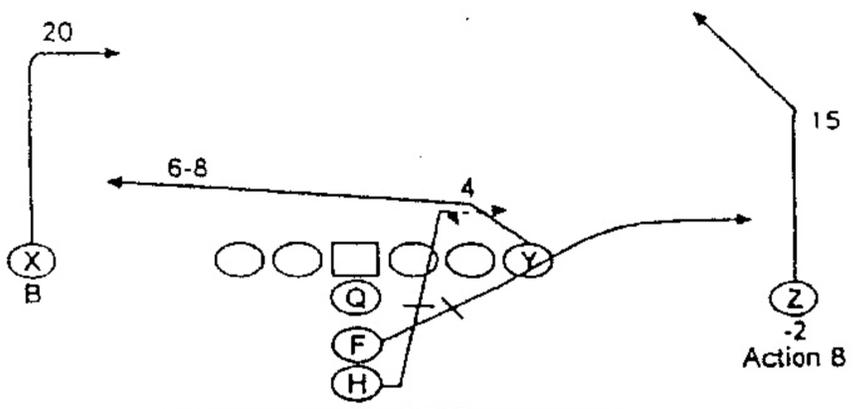
4/30/99 FRIDAY A.M.

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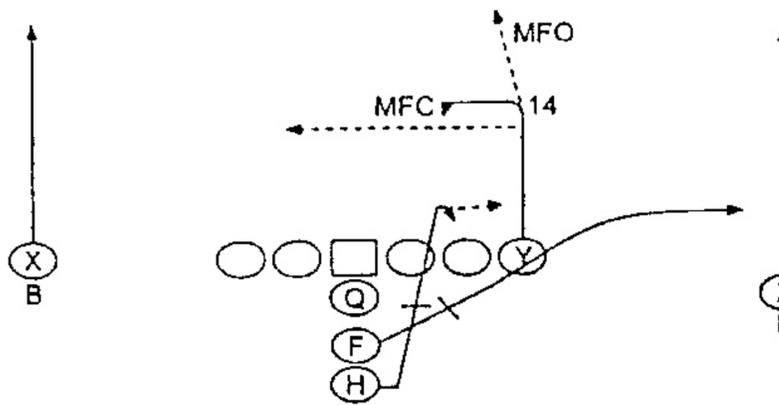
I RT ACT 4 585



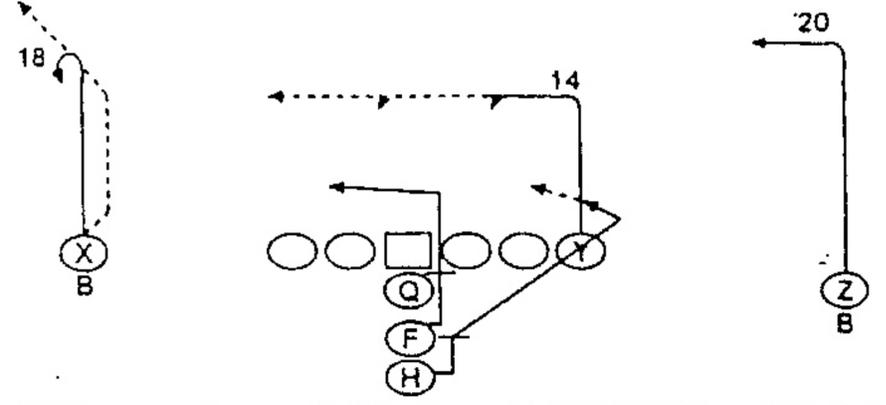
I RT ACT 4 428



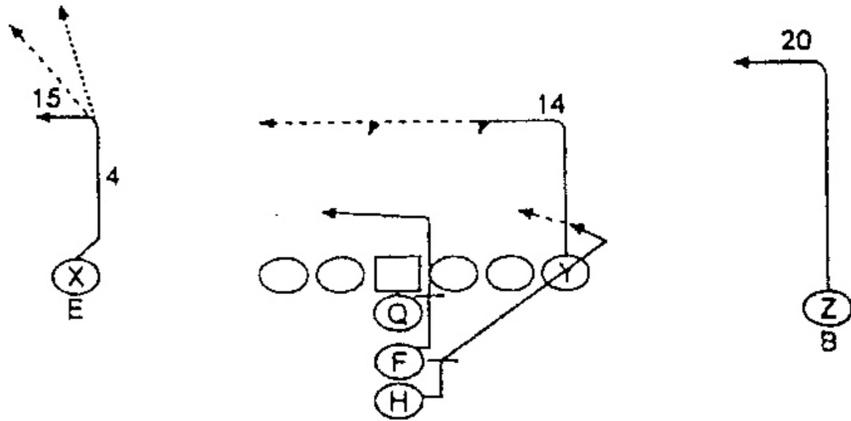
I RT ACT 4 989



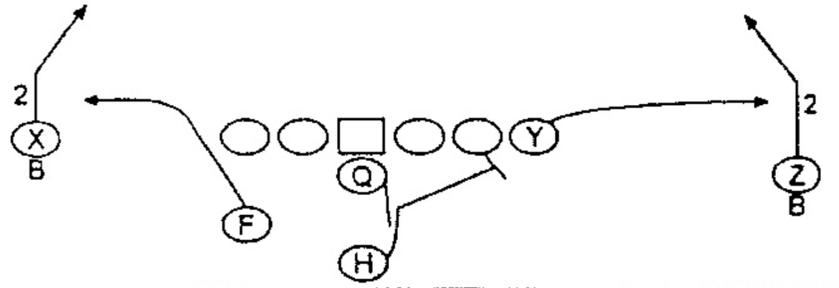
I RT ACT 6 544 LUCKY



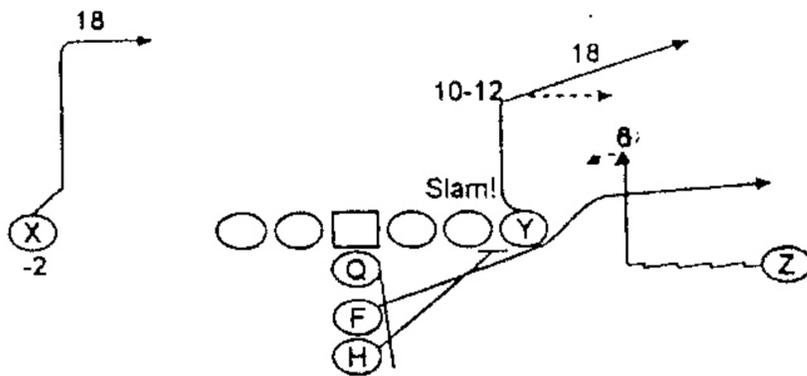
I RT ACT 6 744 LUCKY



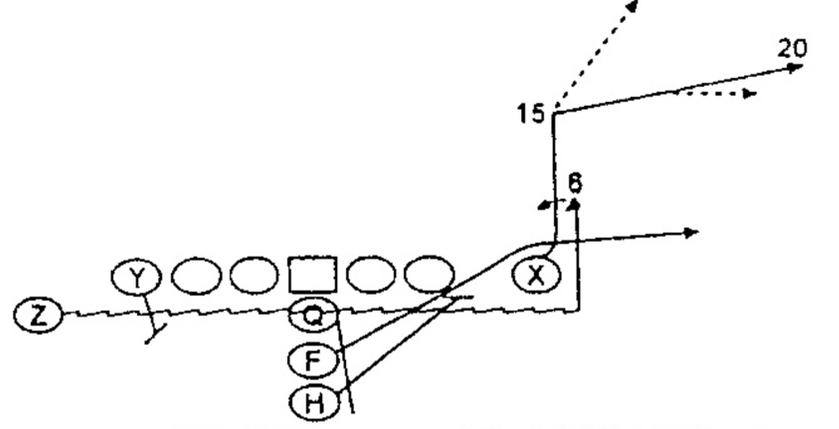
QUEEN RT FIRE PASS RT 212 F FLAT



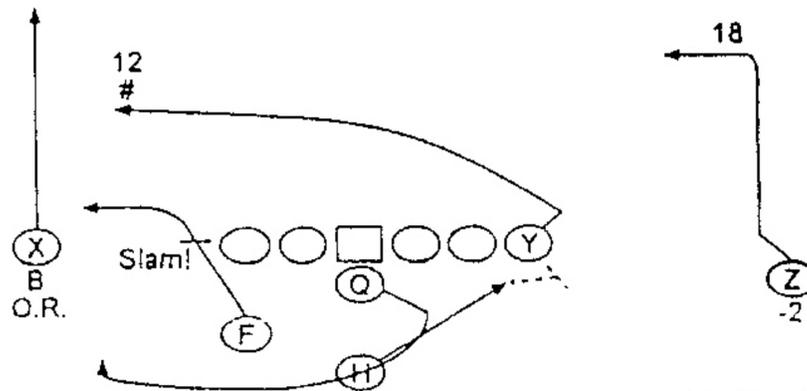
I RT ZIP FIRE PASS RT 71 F FLAT



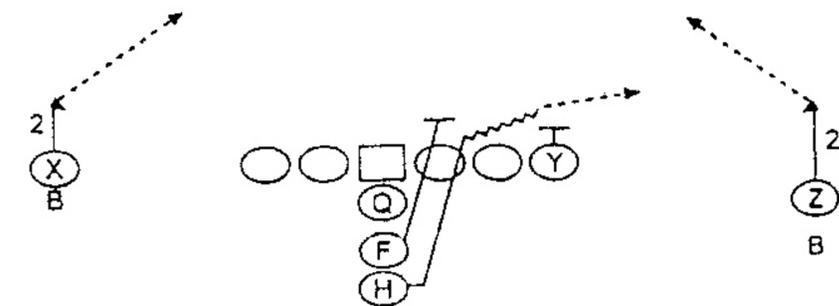
I LT FLOAT ZOOM FIRE PASS RT 71 F FLAT



QUEEN RT FAKE PRESS RT NAKED LT 924 F FLAT



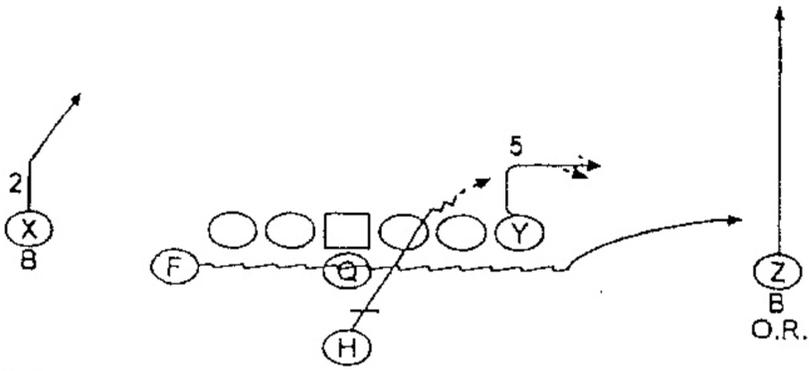
I RT BUBBLE PASS RT 101 READ



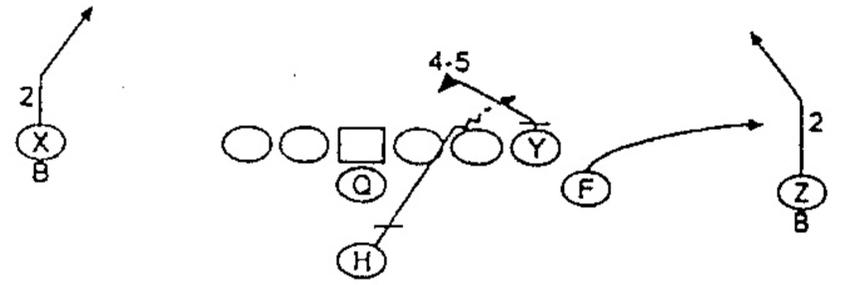
4/30/99 FRIDAY P.M.

#1

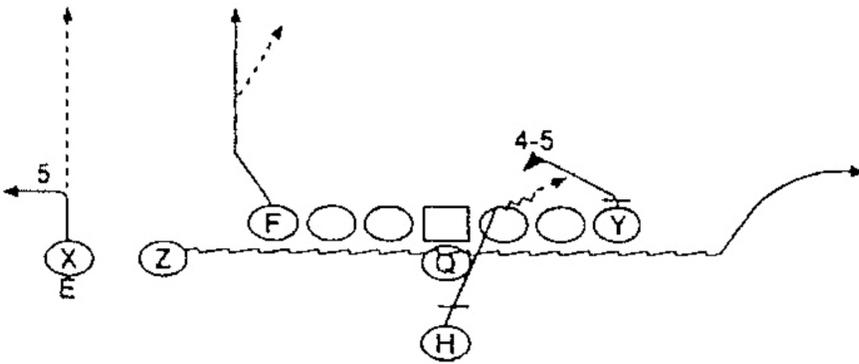
TRIPS RT MOTION QUICK ACE 239 F FLAT



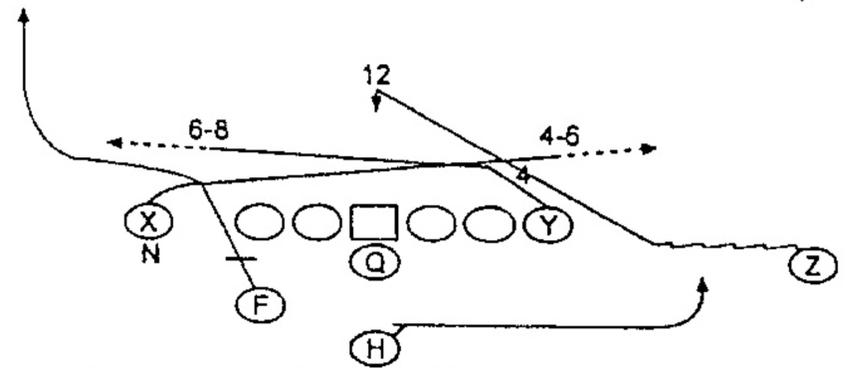
TRIPS RT QUICK ACE RT 262 F FLAT



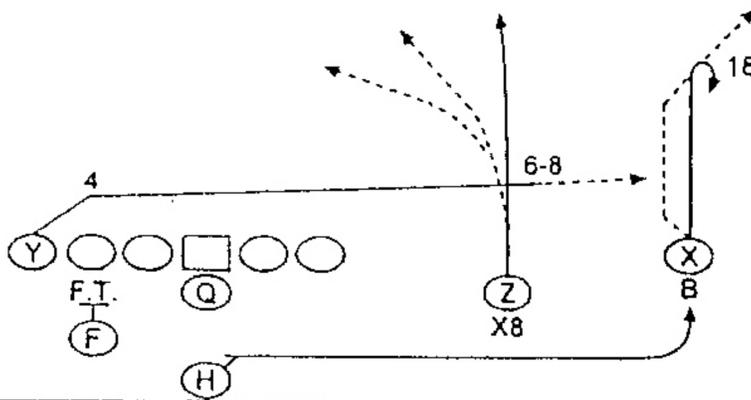
DEUCE RT ZOOM QUICK ACE RT 363 F SEAM



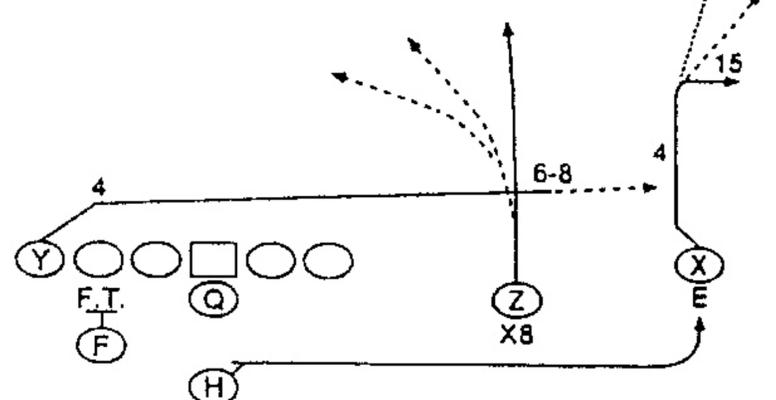
QUEEN RT ZIP RIP 022 STOP F SHOOT / SWING



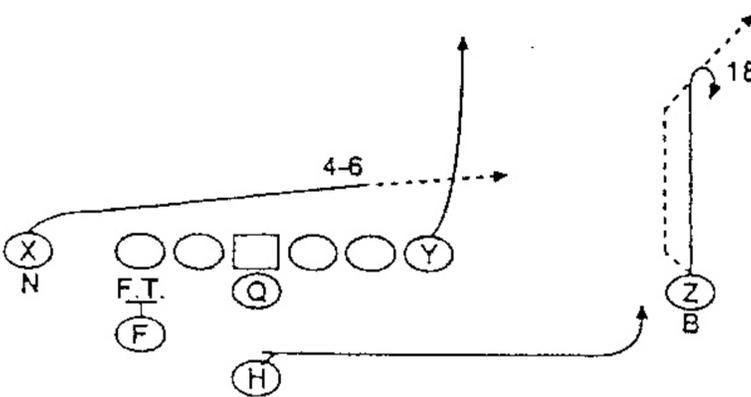
JACK LT SLOT RIP 085



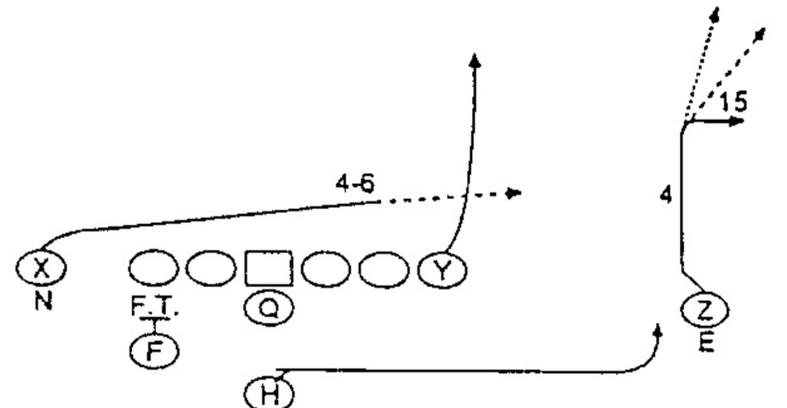
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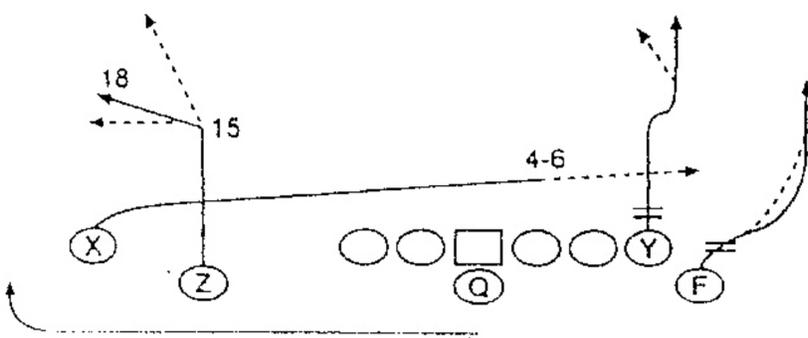
QUEEN RT RIP 095



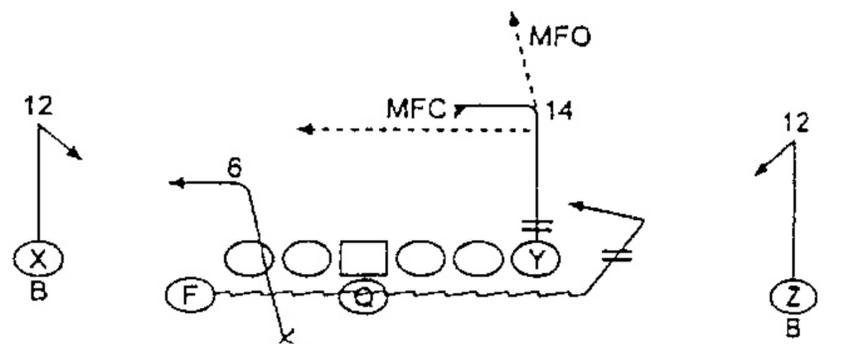
QUEEN RT RIP 097



FLANK RT SCAT RT 370 F SHOOT / PUMP / SWING



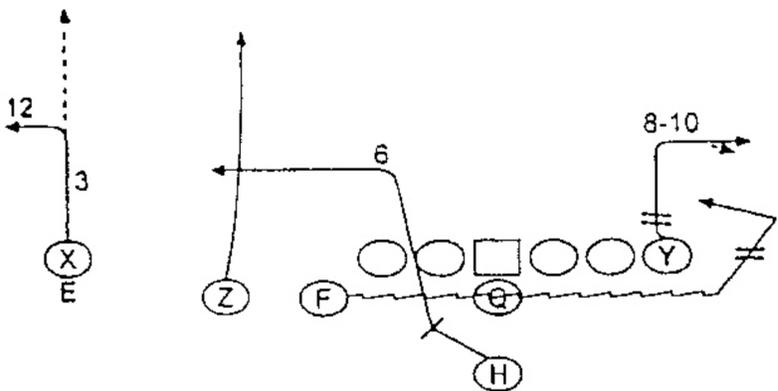
TRIPS RT MOTION SCAT RT 686 F CROSS / OUT



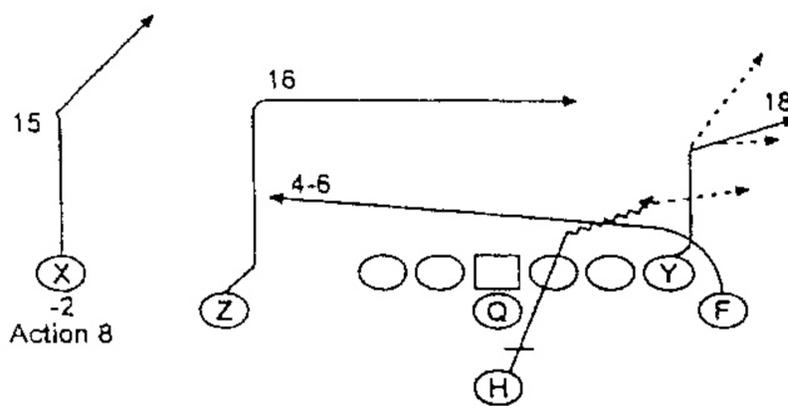
4/30/99 FRIDAY P.M.

#2

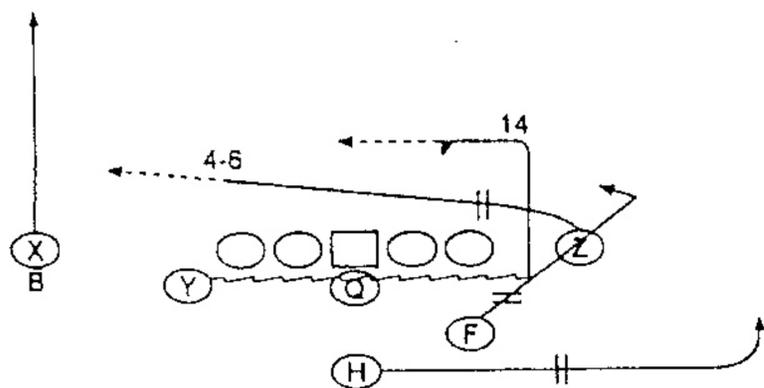
FLANK RT MOTION SCAT RT 395 F CROSS / OUT



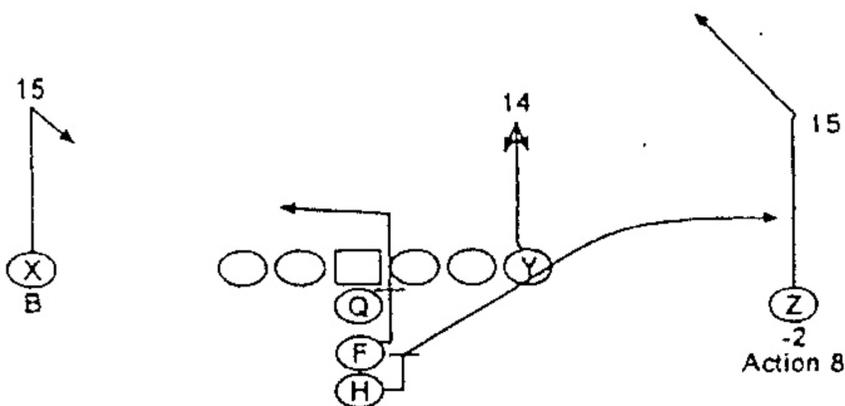
FLANK RT ACE RT 748 F DRAG



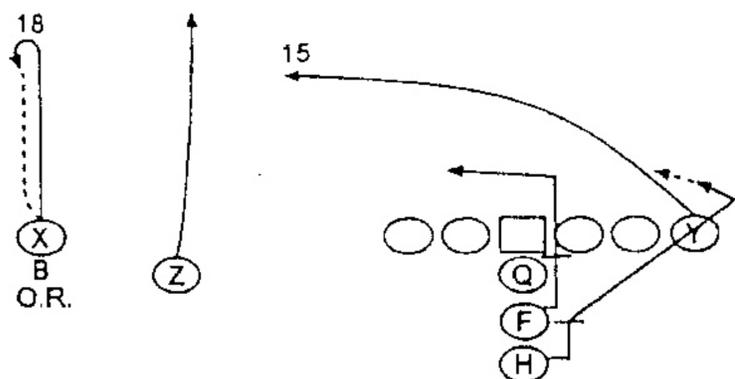
JACK RT FLING ACE RT HOT 940 F ARROW / SWING



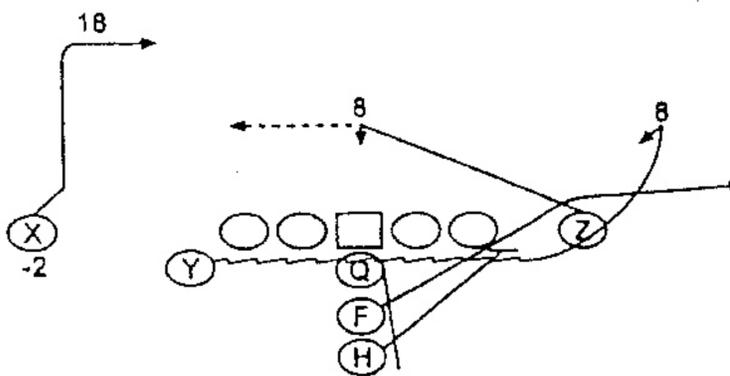
I RT ACT 6 668 F DRAG



I RT SLOT ACT 6 295 LUCKY



I RT FLING FIRE PASS RT 56 F FLAT



I LT SLOT FIRE PASS RT 79 F FLAT

