

BOWLING GREEN



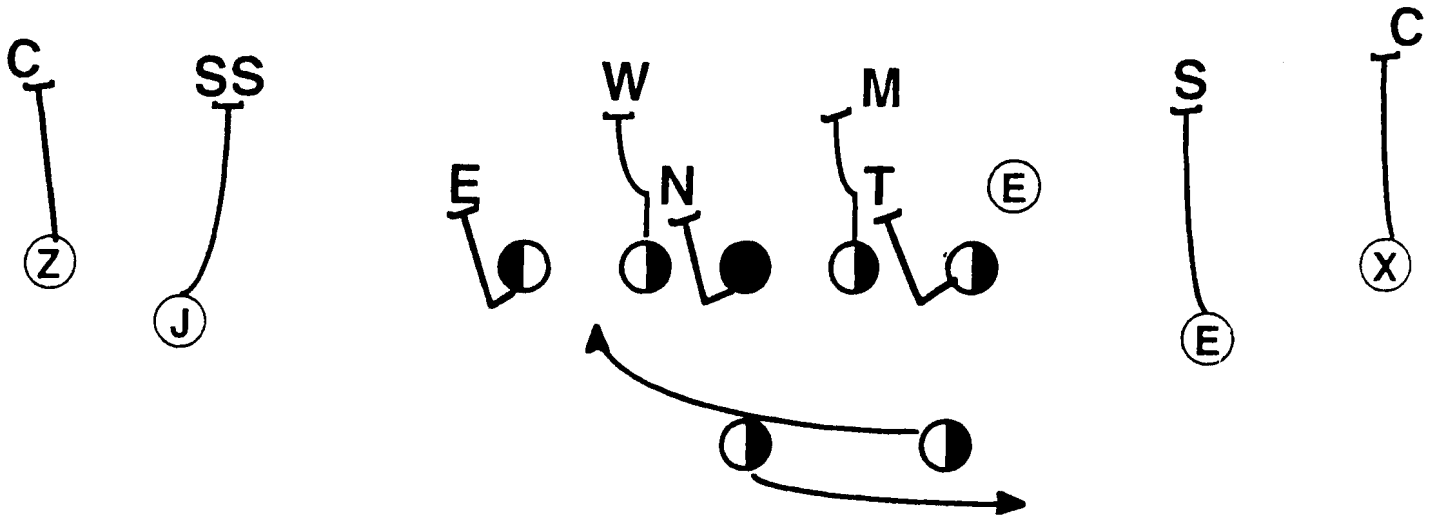
FALCONS

2002

OFFENSE

Play : Zone - 42 / 43 - Zion, Zurich, Zumbrota, Zealand

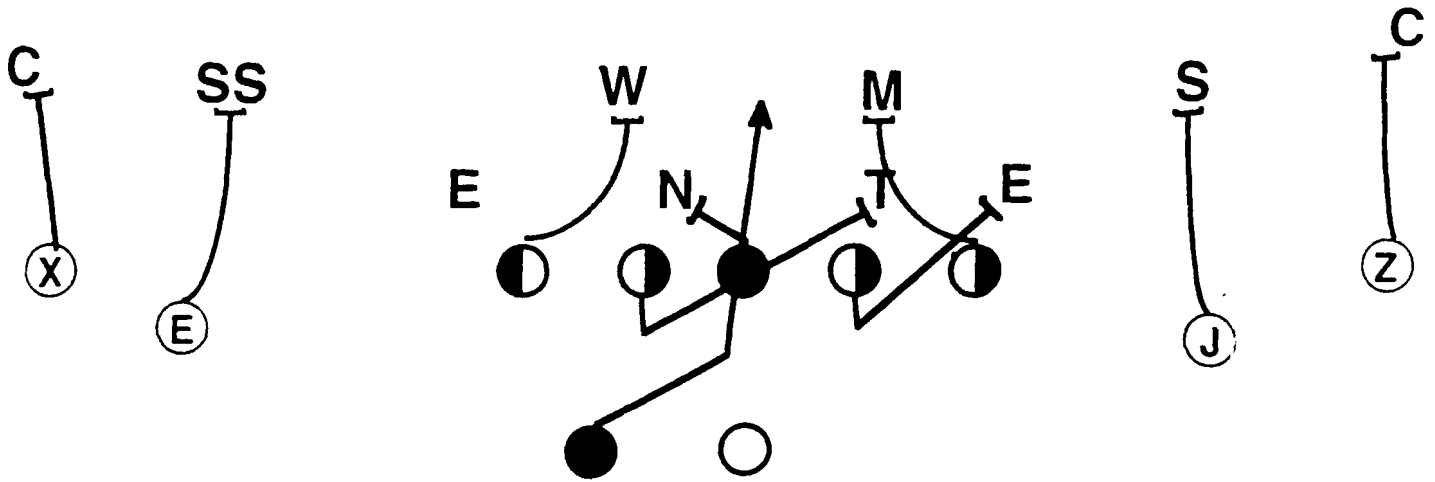
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POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Zone Drive P.S. C gap.	
P.S.G.	Zone Drive P.S. B gap or Hardshoulder with Center.	
C	Zone Drive P.S. A gap or Hardshoulder with Guard.	
B.S.G.	Cutoff or Hardshoulder with Tackle vs. 3 tech.	
B.S.T.	Cutoff or Hardshoulder with Guard vs. 3 tech.	
Y/R/T	If in and to the call, block the D Gap (If you are not carrying the ball).	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
QB	Read the End away from call to either give or pull. If give, fake naked.	

Play : Trap - 40 / 41 - Toledo, Topeka, Tulsa, Tucson

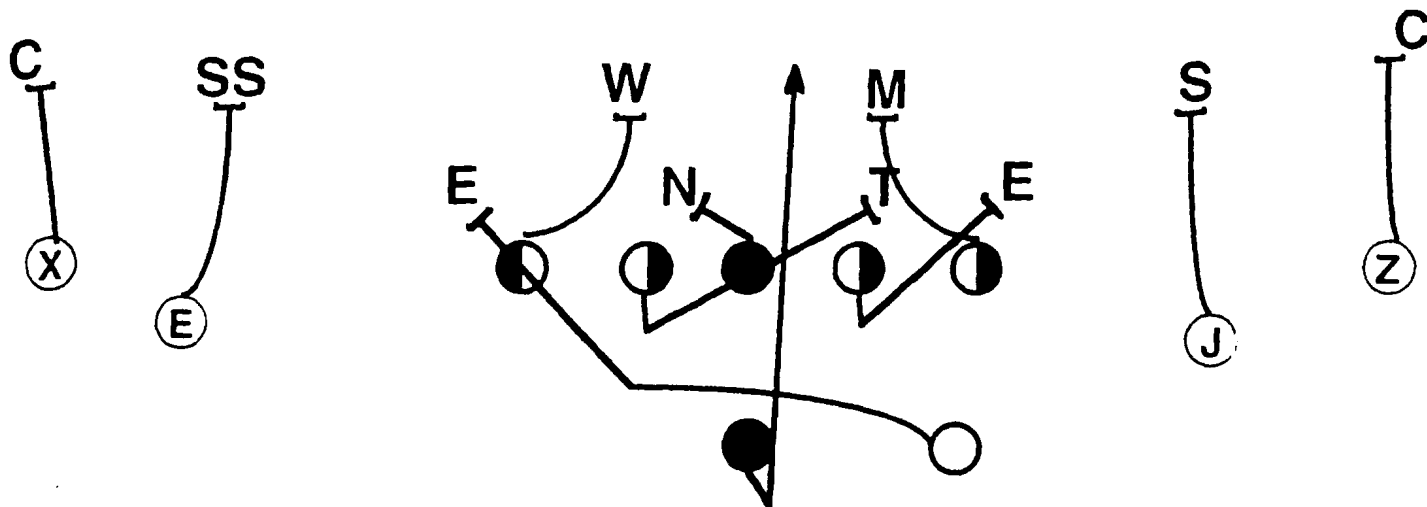
FS



POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Block MLB / PSLB - Apex.	
P.S.G.	<u>Covered</u> - Influence and kick out E.M.O.L. <u>Uncovered</u> - Combo with Center to MLB / BSLB	
C	Block back. 0 Nose - Combo with P.S.G. to BSLB	
B.S.G.	Pull.	
B.S.T.	Block BSLB - Apex.	
Y	If in and to the call, block the D Gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
RB	Hit North and South.	Lineup tighter.

Play : QB Trap - 40 / 41 Q - Tampa

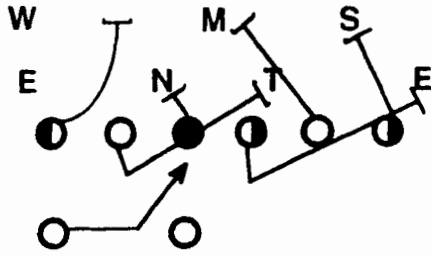
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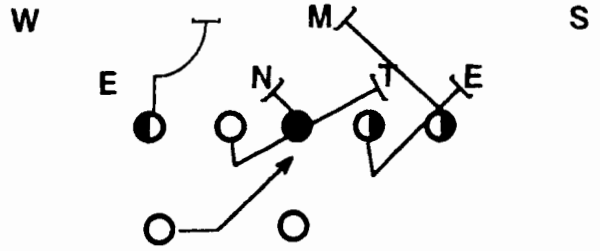
POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Block MLB / PSLB - Apex.	
P.S.G.	<u>Covered</u> - Influence and kick out E.M.O.L. <u>Uncovered</u> - Combo with Center to MLB / BSLB	
C	Block back. 0 Nose - Combo with P.S.G. to BSLB	
B.S.G.	Pull.	
B.S.T.	Block BSLB - Apex.	
Y	If in and to the call, block the D Gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
RB	Run like zone and cut End or Block man on in Empty.	

TRAP

4-3



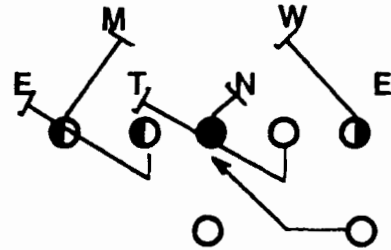
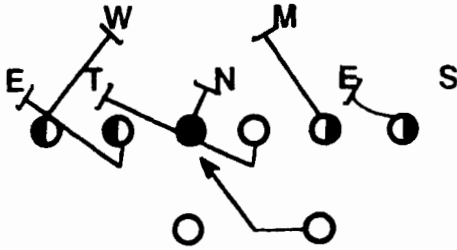
4-3



Split Eagle

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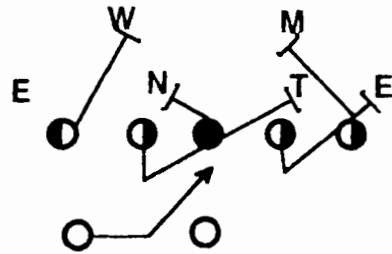
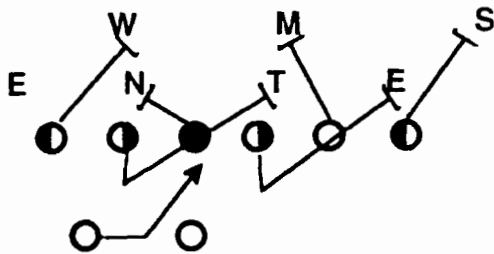
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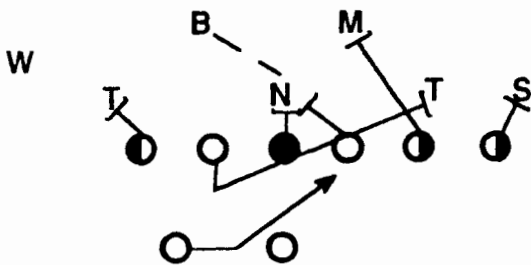
Tight Eagle

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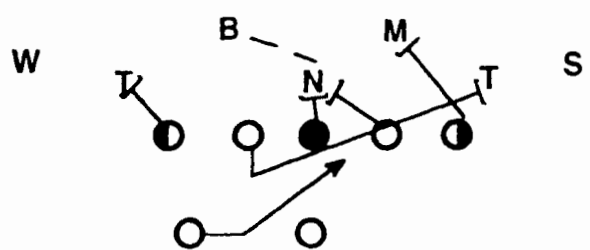
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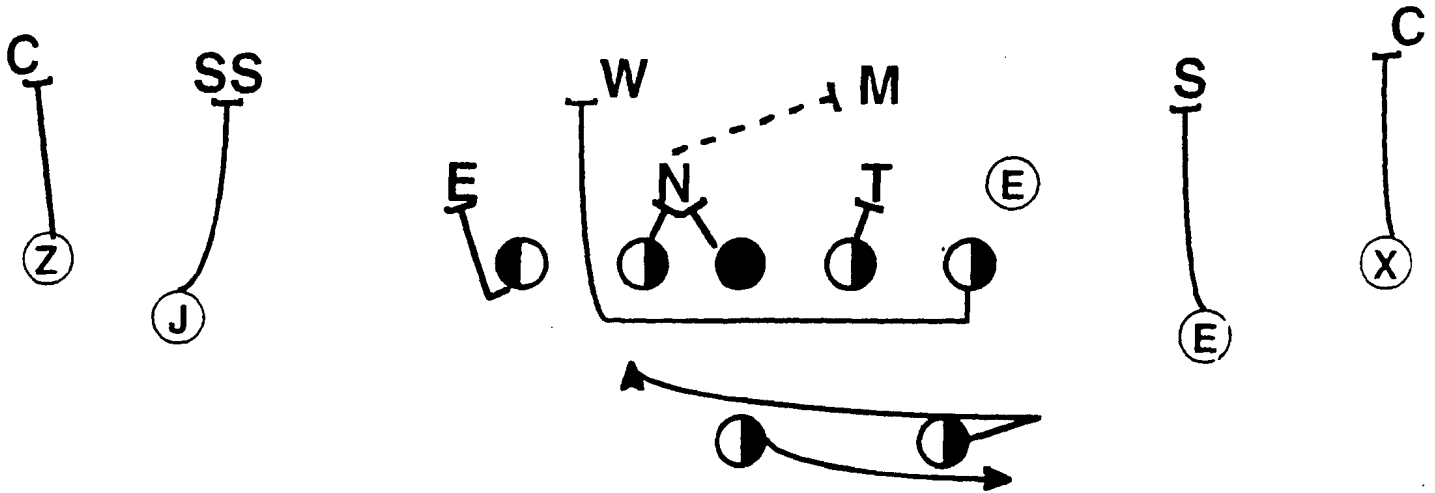


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Play : Counter - 44 / 45 - Casper, Canton, Columbus, Cheyenne

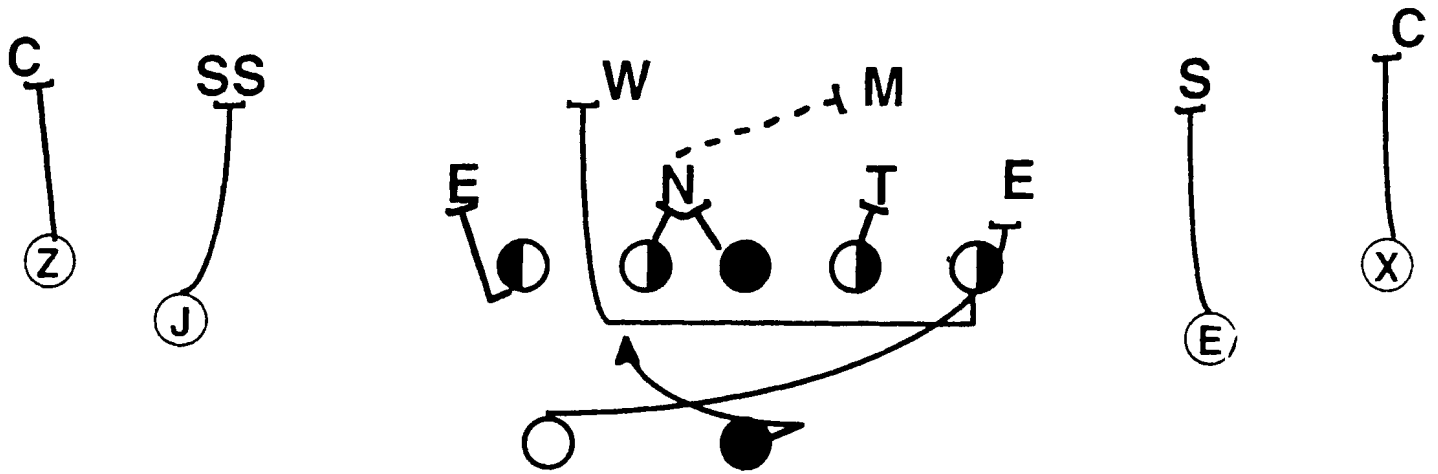
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POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Control Drive End.	
P.S.G.	vs. 3 - Control Drive vs. 2i / shade - Combo with Center to MLB / BSLB	
C	vs. P.S. 2i / P.S. shade / 0 - Combo with P.S.G. to MLB / BSLB vs. B.S. 2i / B.S. shade - Combo with B.S.G. to MLB / BSLB	
B.S.G.	vs. 2i / shade - Combo with Center to MLB / BSLB vs. 3 - Cutoff B.S. A gap	
B.S.T.	Pull for PSLB - Be alert for 1 / 3 call.	Pull down into L.O.S. and be physical.
Y / R / T	If in and to the call, block the D Gap. If away from call, cutoff C gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
QB	Read the End away from call to either give or pull. If give, take naked.	

Play : QB Counter - 44 / 45 Q - Chicago, Cleveland, Cincinnati

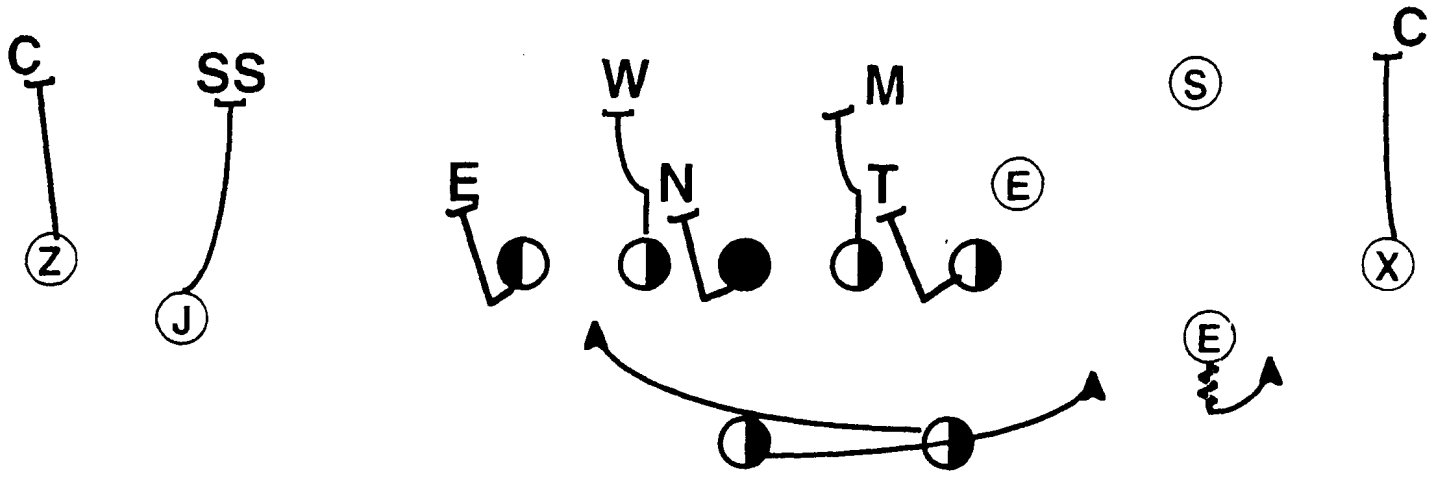
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POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Control Drive End.	
P.S.G.	vs. 3 - Control Drive vs. 2i / shade - Combo with Center to MLB / BSLB	
C	vs. P.S. 2i / P.S. shade / 0 - Combo with P.S.G. to MLB / BSLB vs. B.S. 2i / B.S. shade - Combo with B.S.G. to MLB / BSLB	
B.S.G.	vs. 2i / shade - Combo with Center to MLB / BSLB vs. 3 - Cutoff B.S. A gap	
B.S.T.	Pull for PSLB - Be alert for 1 / 3 call.	Pull down into L.O.S. and be physical.
Y / R / T	If in and to the call, block the D Gap. If away from call, cutoff C gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
RB	Must be to the call side and go opposite and cut End.	

Play : Counter Option - 44 / 45 O - Casper, Canton, Columbus, Cheyenne + Oakland, Omaha, Orlando

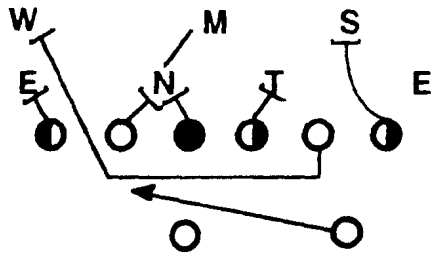
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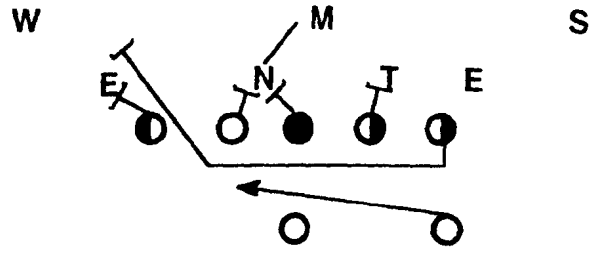
POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Control Drive End.	
P.S.G.	vs. 3 - Control Drive. vs. 2i / shade - Combo with Center to MLB / BSLB.	
C	vs. P.S. 2i / shade / 0 - Combo with P.S.G. to MLB / BSLB. vs. B.S. 2i / shade - Combo with B.S.G. to MLB / BSLB.	
B.S.G.	vs. 2i / shade - Combo with Center to MLB / BSLB. vs. 3 - Cutoff B.S. A gap.	
B.S.T.	Pull for PSLB - Be alert for 1 / 3 call.	Pull down into L.O.S. and be physical.
Y / R / T	If in and to the call, block the D gap. If away from the call, cutoff C gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on or pitch man if away from call.	
E	Block man on or pitch man if away from call.	
QB	Read the End away from call to either give or pull. If pull, run option with slot away from call.	

COUNTER

4-3



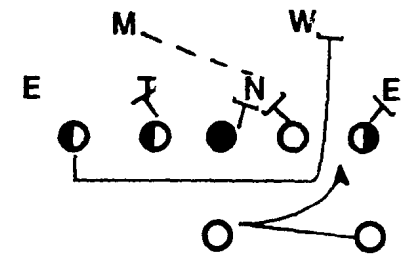
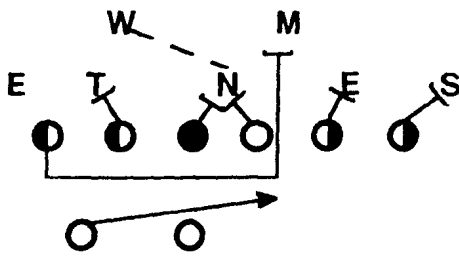
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Split Eagle

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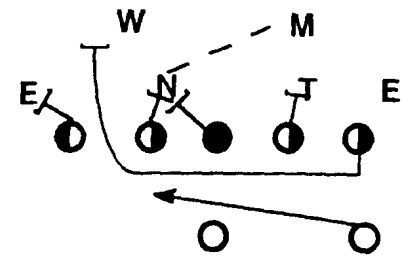
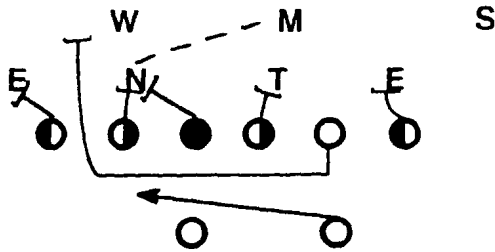
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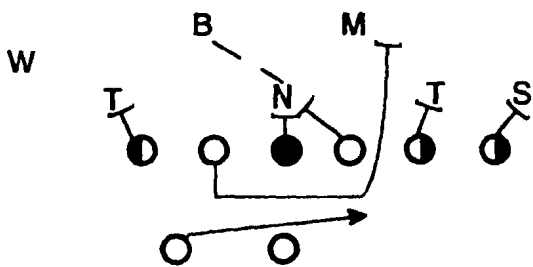
Tight Eagle

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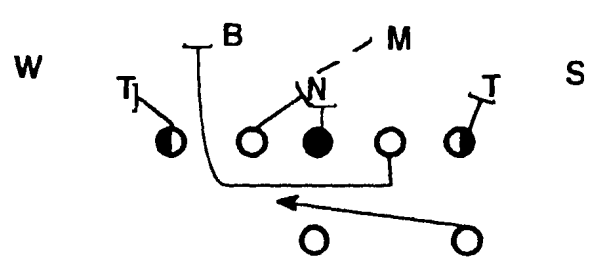
SS



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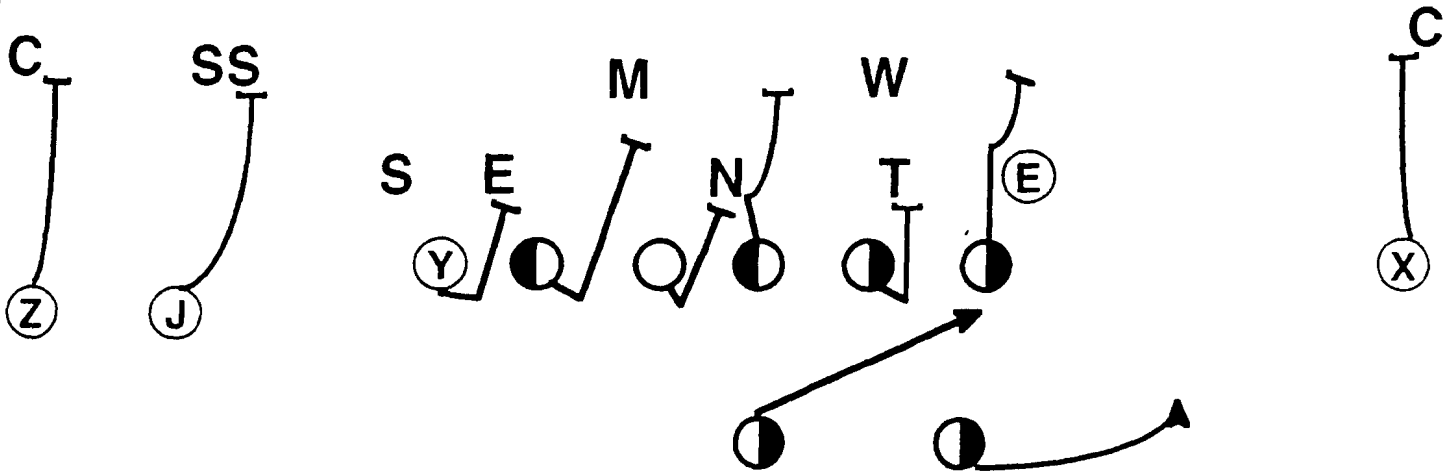


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**Play : Speed Option - 48 / 49 - Seattle, Spokane, Syracuse
Sarasota**

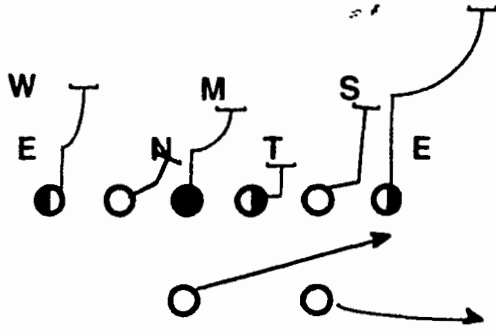
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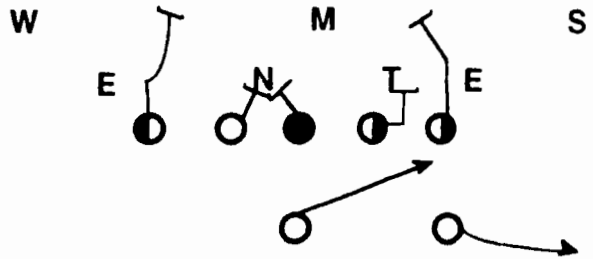
POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Rip inside. Hook ILB. Possible "Ugly" call with no Y.	
P.S.G.	Zone Hook P.S. B gap to BSLB / MLB.	
C	Zone Hook P.S. A gap to BSLB / MLB.	
B.S.G.	Reach B.S. A gap or cutoff.	
B.S.T.	Reach B.S. B gap or cutoff.	
Y	If in and to the call, let E.M.O.L. go and work levels. Be alert for "Ugly" call. If away from call, cutoff B.S. C gap.	
X	Block man on.	
Z	Block man on.	
J	Block man on.	
E	Block man on.	
QB	Pitch or keep off of the option man.	

SPEED OPTION

4-3

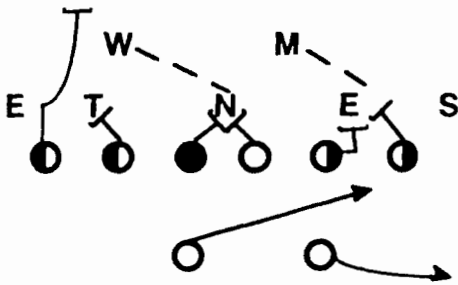


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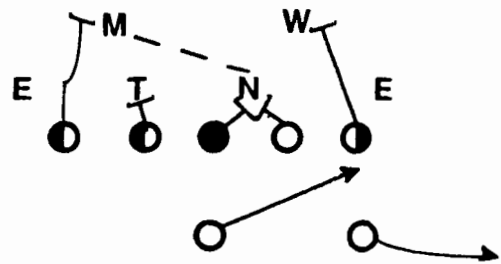


Split Eagle

SS

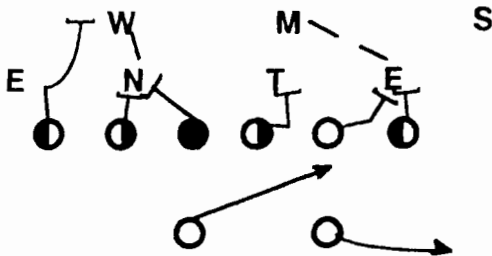


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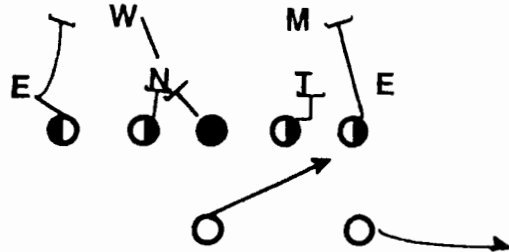


Tight Eagle

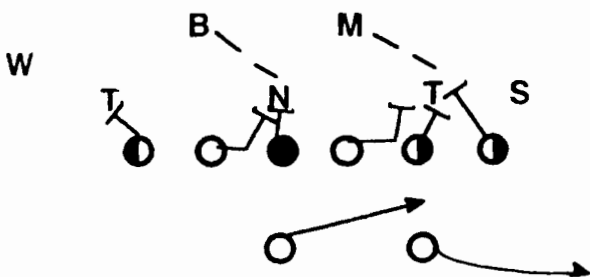
SS



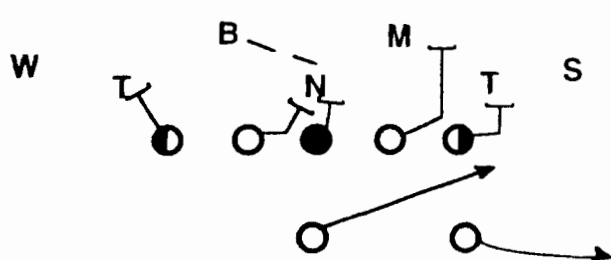
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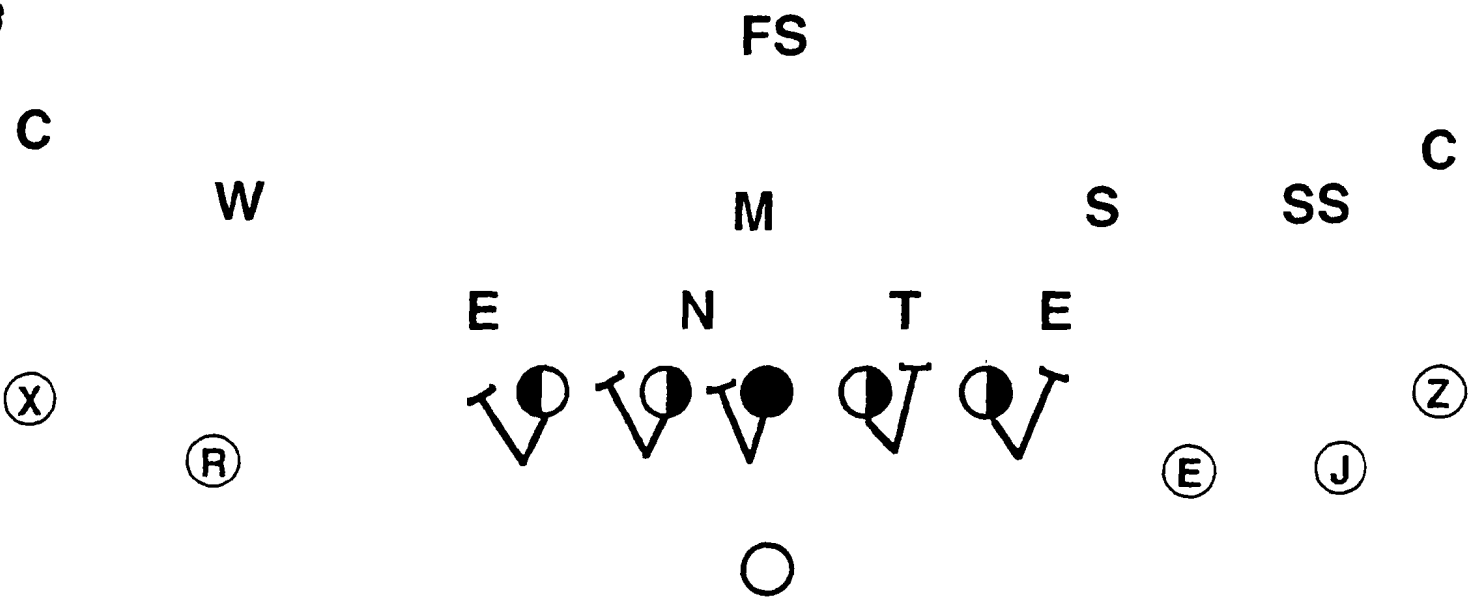
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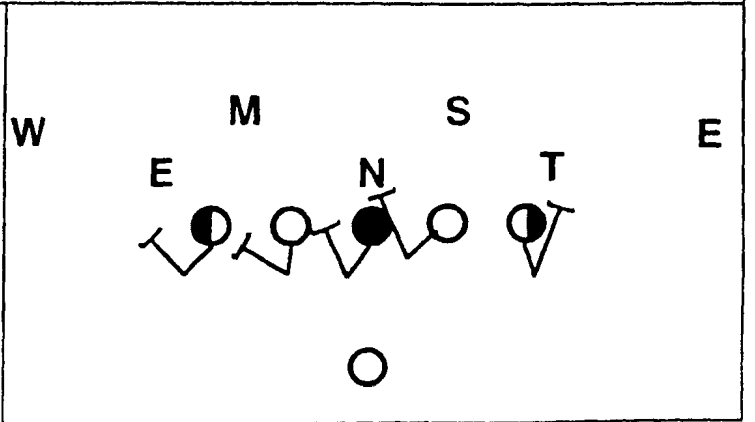
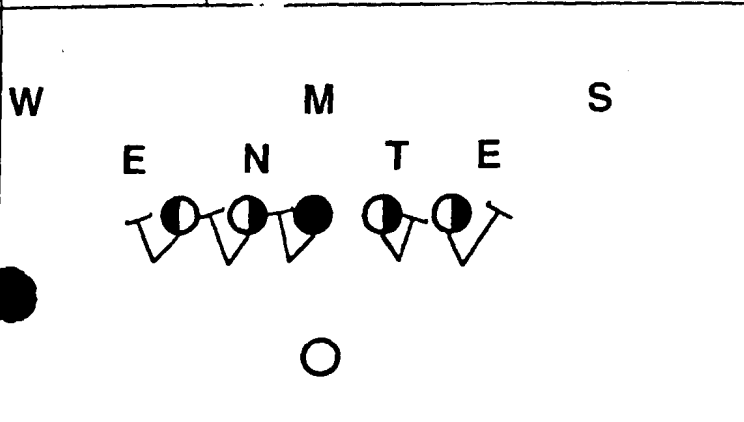
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Protection: 5 Man - 58 / 59 - honda / accord / civic

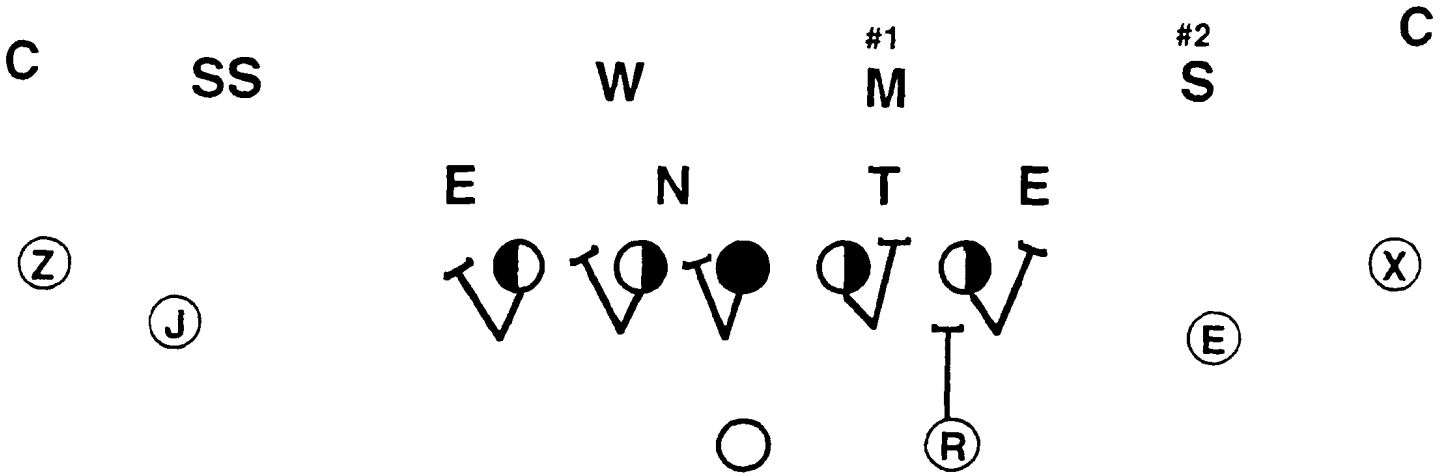


POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Big on Big - B.O.B.	
P.S.G.	Big on Big - B.O.B.	
C	<u>Zone Side</u> = "One Man Call" - work with guard to BSLB. "Two Man Call" - gap protection - A gap.	
B.S.G.	<u>Zone Side</u> = "One Man Call" - work with center to BSLB. "Two Man Call" - gap protection - B gap.	
B.S.T.	<u>Zone Side</u> = "One Man Call" - stay with 5 technique. "Two Man Call" - gap protection - C gap.	Make "One or Two Man Call".
R / T	Empty or immediately into route.	

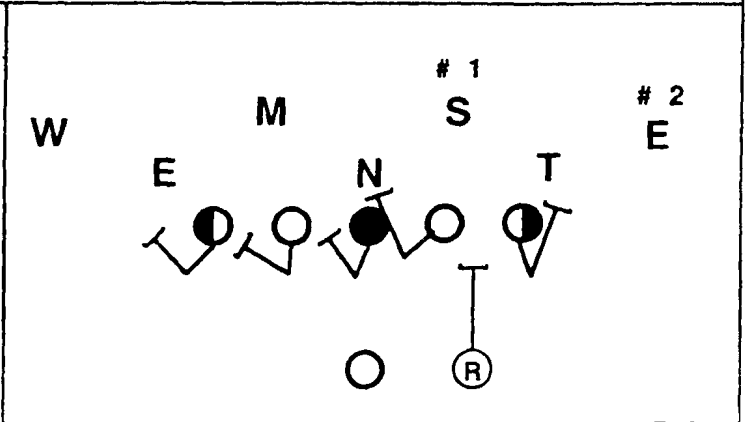
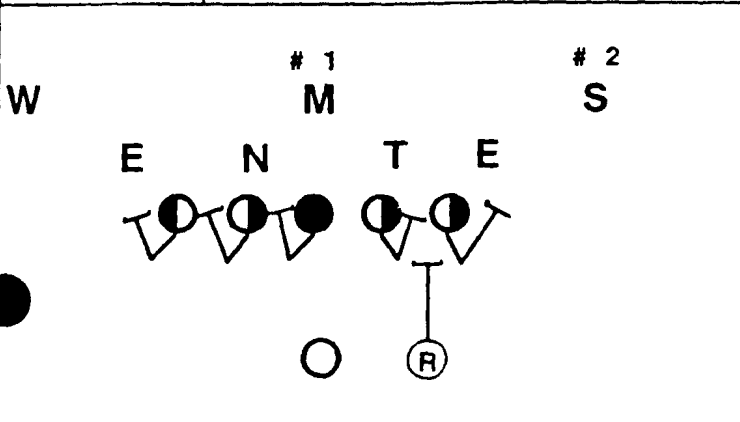


Protection: 6 Man - 68 / 69 - chevy / tahoe / blazer

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POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Big on Big - B.O.B.	
P.S.G.	Big on Big - B.O.B.	
C	<u>Zone Side</u> = "One Man Call" - work with guard to BSLB. "Two Man Call" - gap protection - A gap.	
B.S.G.	<u>Zone Side</u> = "One Man Call" - work with center to BSLB. "Two Man Call" - gap protection - B gap.	
B.S.T.	<u>Zone Side</u> = "One Man Call" - stay with 5 technique. "Two Man Call" - gap protection - C gap.	Make "One or Two Man Call".
R / T	Insert to the call side, checking #1 to #2.	



Protection: 7 Man Slide - 78 / 79 - tractor / massey / case

FS

C

C

W

M

S

SS

E

N

T

E

(X)



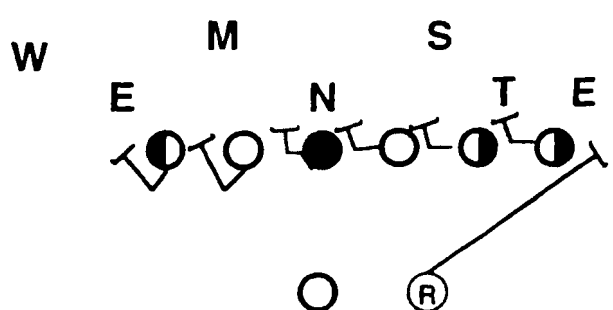
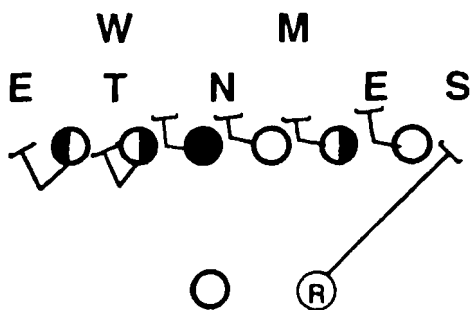
(J)

(Z)

(O)

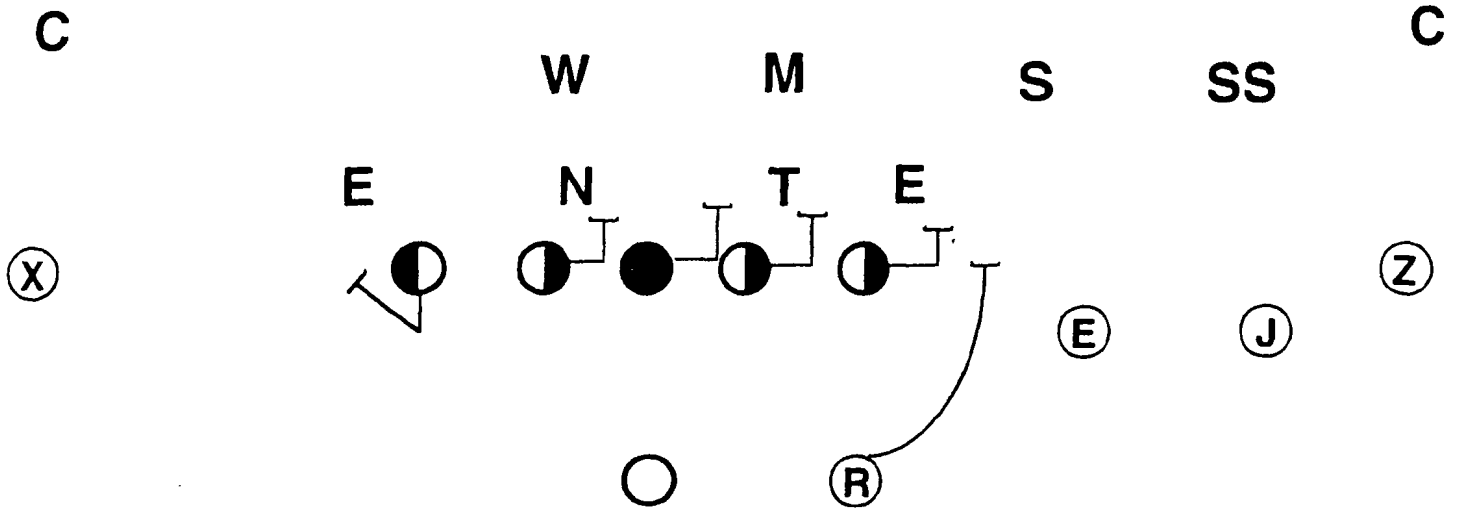
(R)

POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Slide to call if there is something there.	Don't slide to nothing.
P.S.G.	Slide to call if there is something there.	Don't slide to nothing.
C	Slide to call if there is something there.	Don't slide to nothing.
B.S.G.	Slide to call if there is something there.	Don't slide to nothing.
B.S.T.	Slide to call if there is something there.	Don't slide to nothing.
Y	Slide to call if there is something there.	Don't slide to nothing.
R / T	Block opposite of call directly off hip of Tackle or Y.	

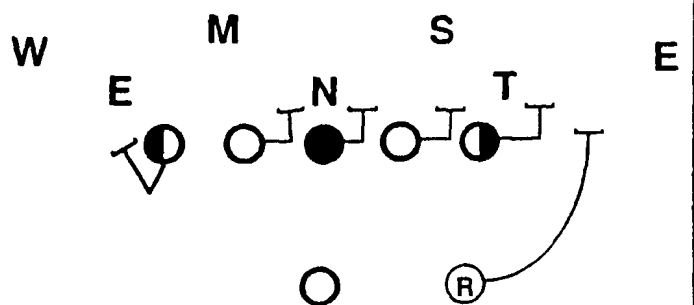
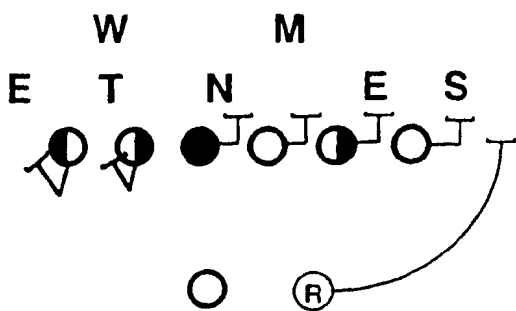


Protection: Roll - 88 / 89 - ford / mustang / taurus

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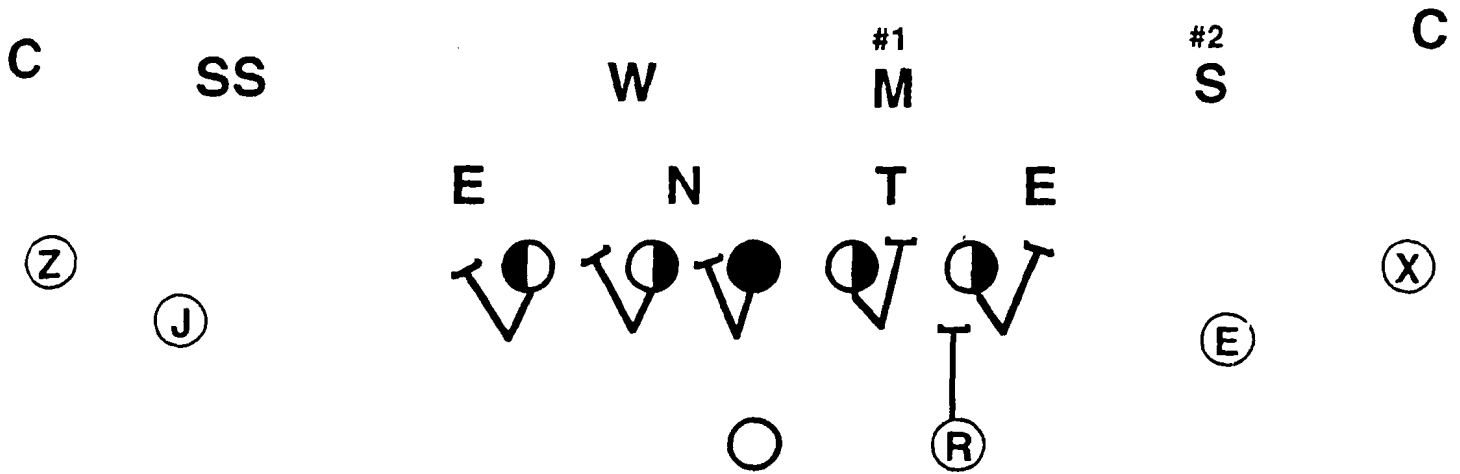


POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Reach P.S. C gap.	
P.S.G.	Reach P.S. B gap.	
C	Reach P.S. A gap.	
B.S.G.	B.O.B. - Big On Big. If blitz backside, B.S.G. & B.S.T. have two most dangerous threats.	
B.S.T.	B.O.B. - Big On Big. If blitz backside, B.S.G. & B.S.T. have two most dangerous threats.	
Y	Reach P.S. D gap.	
R/T	Block off edge P.S. or B.S. depending on alignment.	

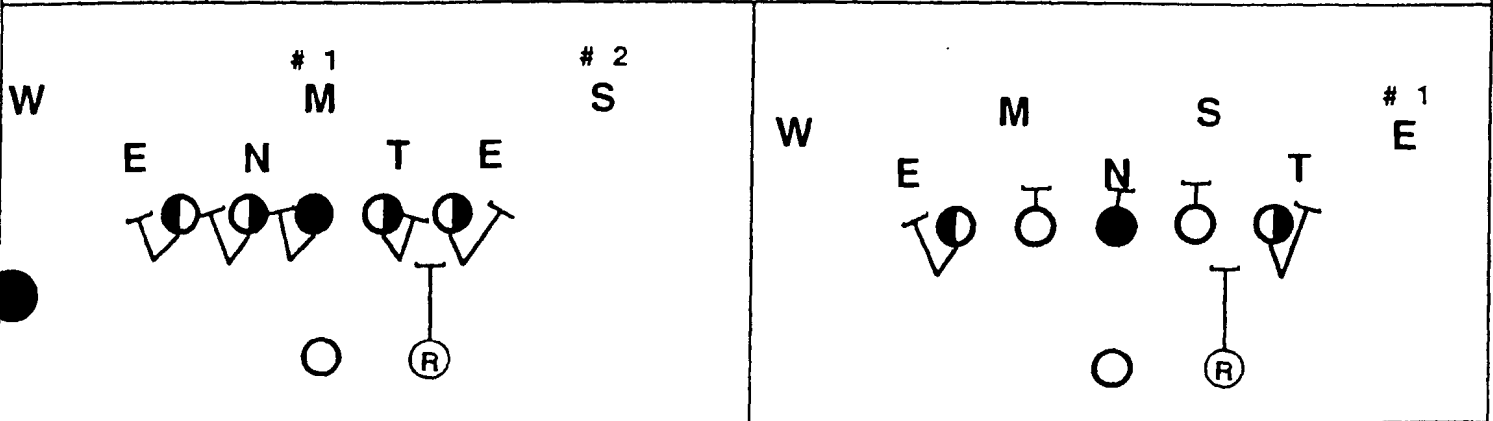


Protection: Quick - 98 / 99 - cadillac / seville / eldorado

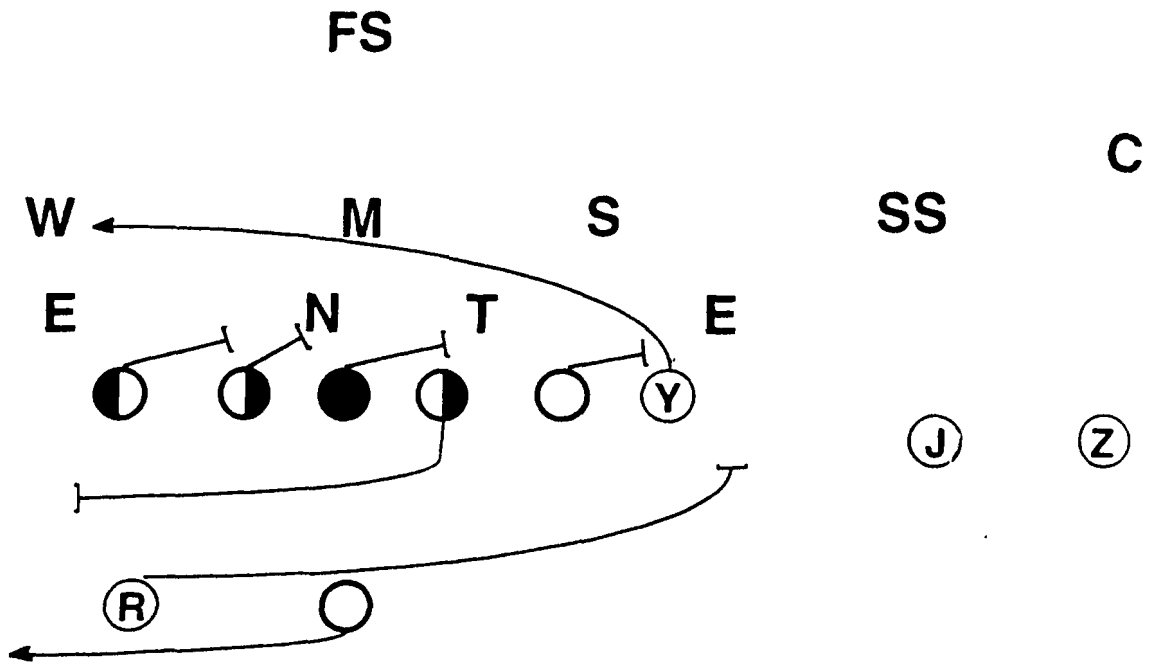
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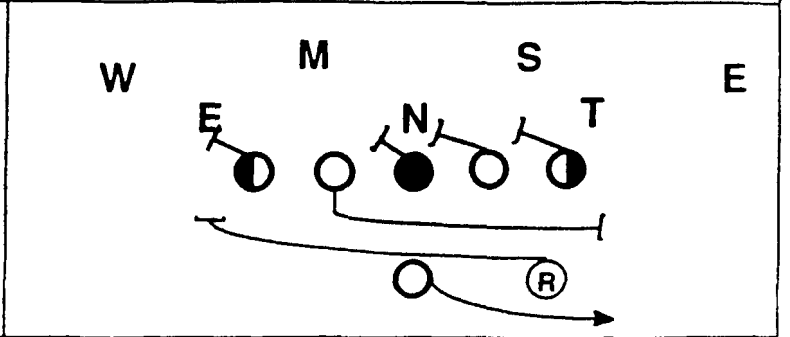
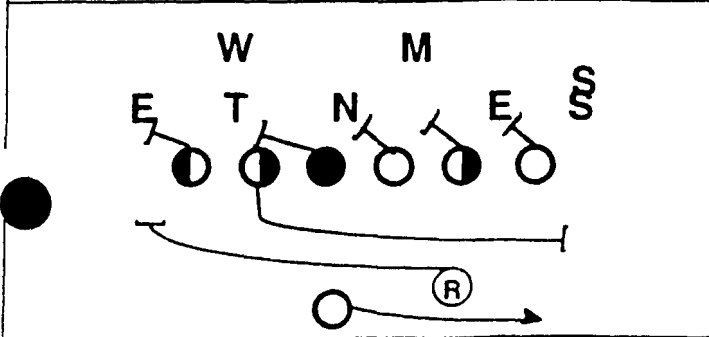
POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Big on Big - B.O.B. Cut.	
P.S.G.	Big on Big - B.O.B. Cut.	
C	<u>Zone Side</u> = "One Man Call" - work with guard to BSLB. Wrap & Spear.	
B.S.G.	<u>Zone Side</u> = "One Man Call" - work with center to BSLB. Cut.	
B.S.T.	<u>Zone Side</u> = "One Man Call" - stay with 5 technique. Cut.	
R / T	Insert to the call side, checking #1 to #2.	



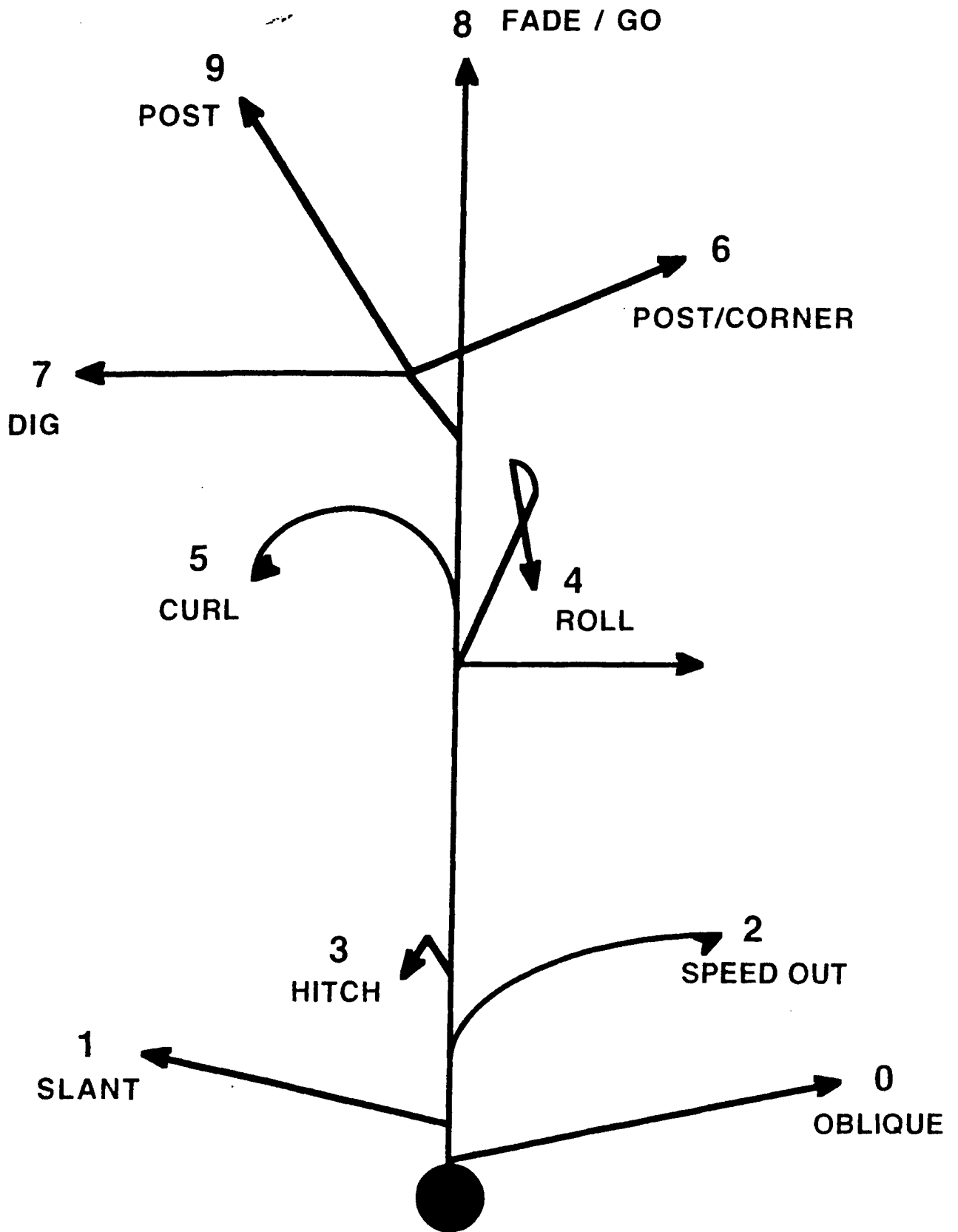
Protection: Boot - dodge / stratus / viper



POSITION	RESPONSIBILITY	COACHING POINT
P.S.T.	Block gap opposite of call.	Create a wall.
P.S.G.	Block gap opposite of call.	Create a wall.
C	Block gap opposite of call.	Create a wall.
B.S.G.	Pull and log or kickout E.M.O.L.	
B.S.T.	Block gap opposite of call.	Create a wall.
Y	If away from call in route. If to call, block.	
R / T	Fake Zone and block off the edge.	



PASSING TREE



QUICK - Slants - 11 - sky / sleet

Tracing guide for the word "sky". The letters are arranged in two rows: 's', 'k', 'y' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'k' (up-right then down-left), 'y' (up-right then down-left then up), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sleet". The letters are arranged in two rows: 's', 'l', 'e', 'e', 't' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'l' (up-right), 'e' (up-right then down-left), 'e' (up-right then down-left), 't' (up-right then down-left), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sky". The letters are arranged in two rows: 's', 'k', 'y' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'k' (up-right then down-left), 'y' (up-right then down-left then up), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sleet". The letters are arranged in two rows: 's', 'l', 'e', 'e', 't' in the top row and 'R', 'O', 'T' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'l' (up-right), 'e' (up-right then down-left), 'e' (up-right then down-left), 't' (up-right then down-left), 'R' (up-right), 'O' (clockwise), and 'T' (up-right then down).

Tracing guide for the word "sky". The letters are arranged in two rows: 's', 'k', 'y' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'k' (up-right then down-left), 'y' (up-right then down-left then up), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sleet". The letters are arranged in two rows: 's', 'l', 'e', 'e', 't' in the top row and 'R', 'O', 'T' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'l' (up-right), 'e' (up-right then down-left), 'e' (up-right then down-left), 't' (up-right then down-left), 'R' (up-right), 'O' (clockwise), and 'T' (up-right then down).

Tracing guide for the word "sky". The letters are arranged in two rows: 's', 'k', 'y' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'k' (up-right then down-left), 'y' (up-right then down-left then up), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sleet". The letters are arranged in two rows: 's', 'l', 'e', 'e', 't' in the top row and 'R', 'O', 'T' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'l' (up-right), 'e' (up-right then down-left), 'e' (up-right then down-left), 't' (up-right then down-left), 'R' (up-right), 'O' (clockwise), and 'T' (up-right then down).

Tracing guide for the word "sky". The letters are arranged in two rows: 's', 'k', 'y' in the top row and 'R', 'O' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'k' (up-right then down-left), 'y' (up-right then down-left then up), 'R' (up-right), and 'O' (clockwise).

Tracing guide for the word "sleet". The letters are arranged in two rows: 's', 'l', 'e', 'e', 't' in the top row and 'R', 'O', 'T' in the bottom row. Arrows indicate the stroke order for each letter: 's' (up-right), 'l' (up-right), 'e' (up-right then down-left), 'e' (up-right then down-left), 't' (up-right then down-left), 'R' (up-right), 'O' (clockwise), and 'T' (up-right then down).

QUICK -Slant & Out - 10 - storm / snow

QUICK - Hitches - 33 - heat / hurricane

Diagram 1 (top-left): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'X', 'Y', 'J', and 'Z'. An arrow points from 'Y' to the top-right. Below the circles are 'R' and an empty circle.

Diagram 2 (top-right): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'X', 'R', 'E', 'J', and 'Z'. An arrow points from 'E' to the top-right. Below the circles is an empty circle.

Diagram 3 (middle-left): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'X', 'Y', 'J', and 'Z'. An arrow points from 'Y' to the top-right. Below the circles are 'R' and an empty circle.

Diagram 4 (middle-right): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'X', 'J', and 'Z'. Below the circles are 'R', an empty circle, and 'T'.

Diagram 5 (lower-middle-left): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'Y', 'E', 'J', and 'Z'. Below the circles are 'R' and an empty circle.

Diagram 6 (lower-middle-right): A sequence of five circles with the third one filled black. No arrows or letters are present.

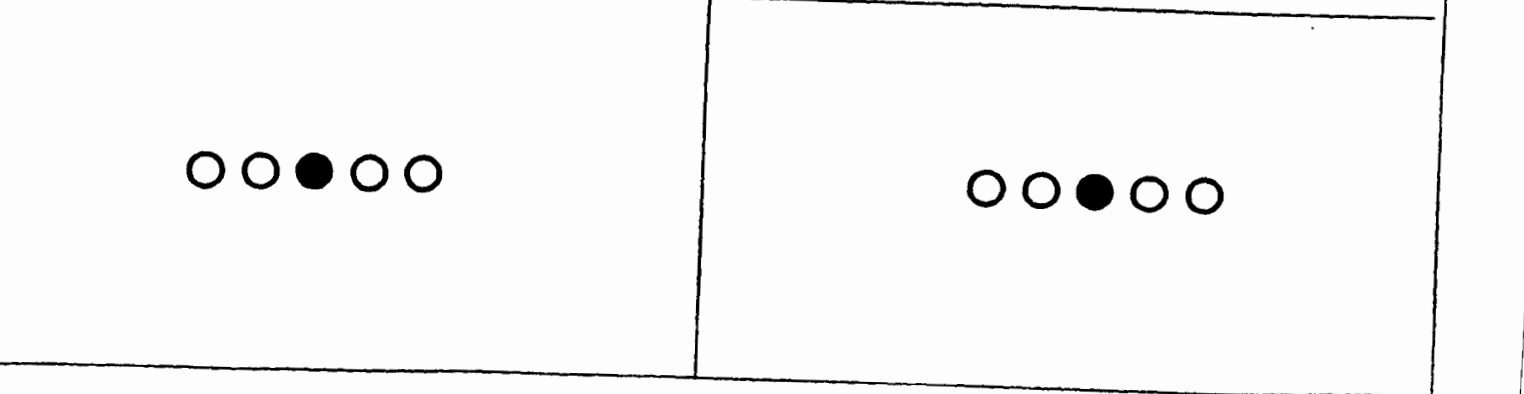
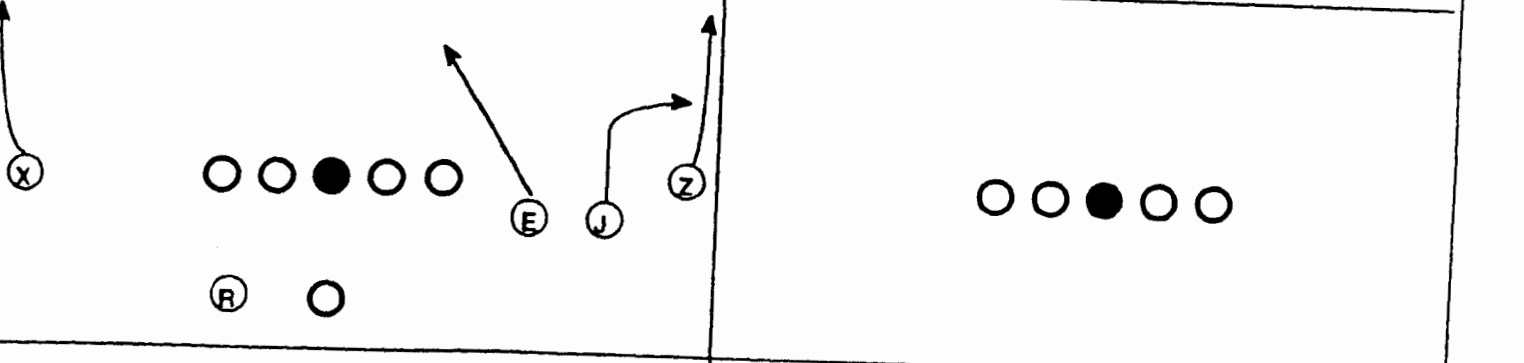
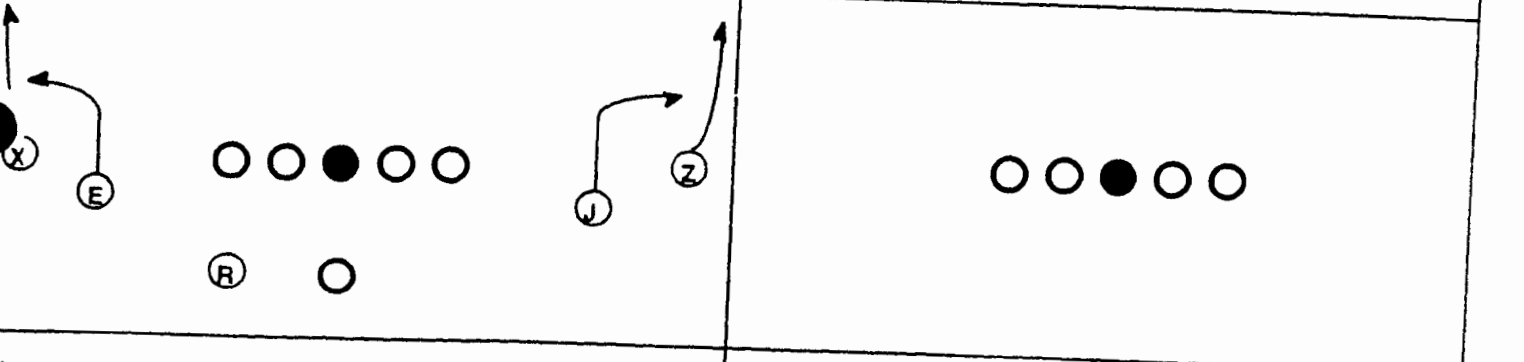
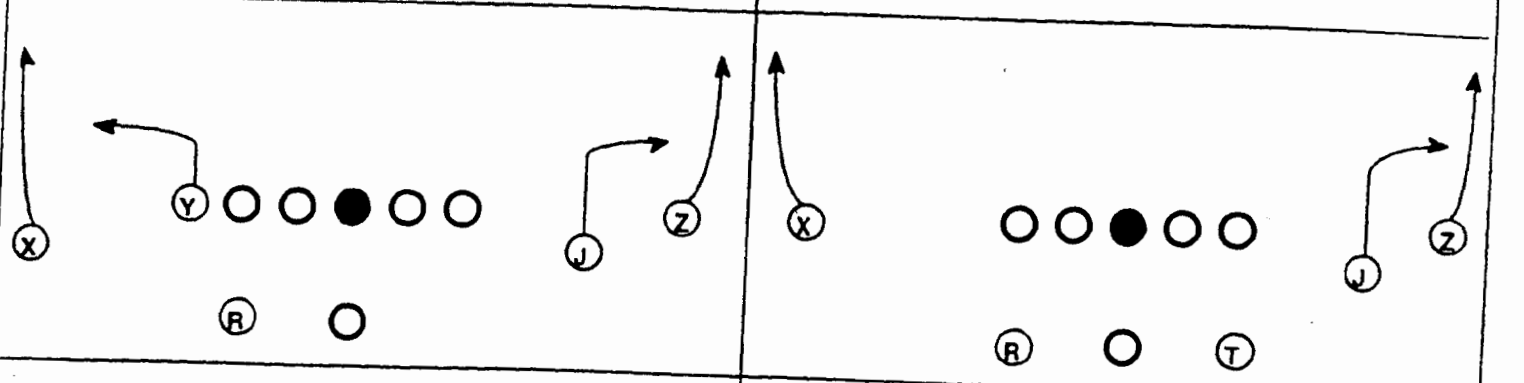
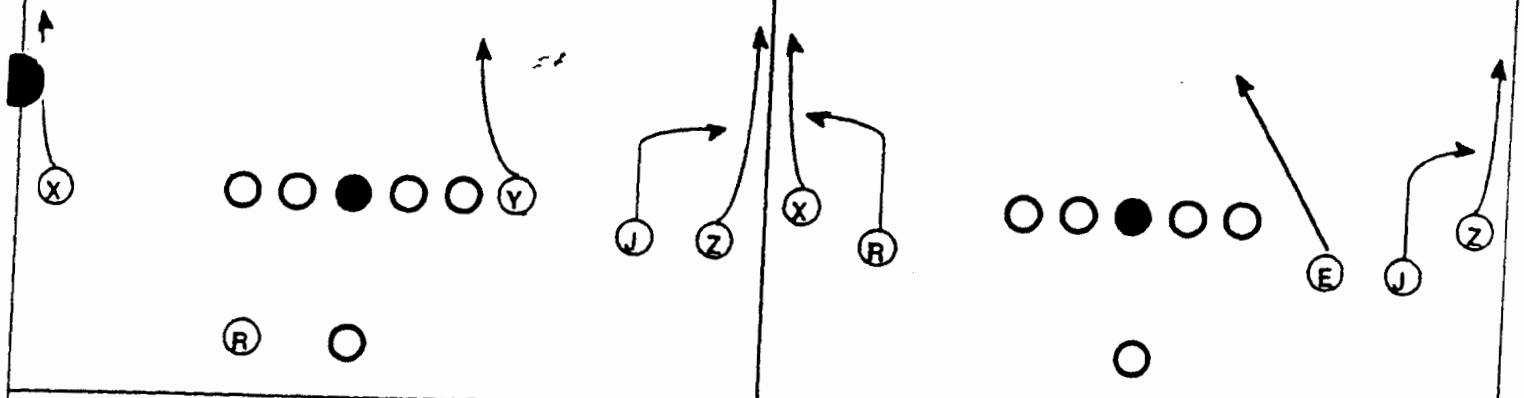
Diagram 7 (bottom-middle-left): A sequence of five circles with the third one filled black. Above the circles are arrows pointing up from 'Y', 'E', 'J', and 'Z'. Below the circles are 'R' and an empty circle.

Diagram 8 (bottom-middle-right): A sequence of five circles with the third one filled black. No arrows or letters are present.

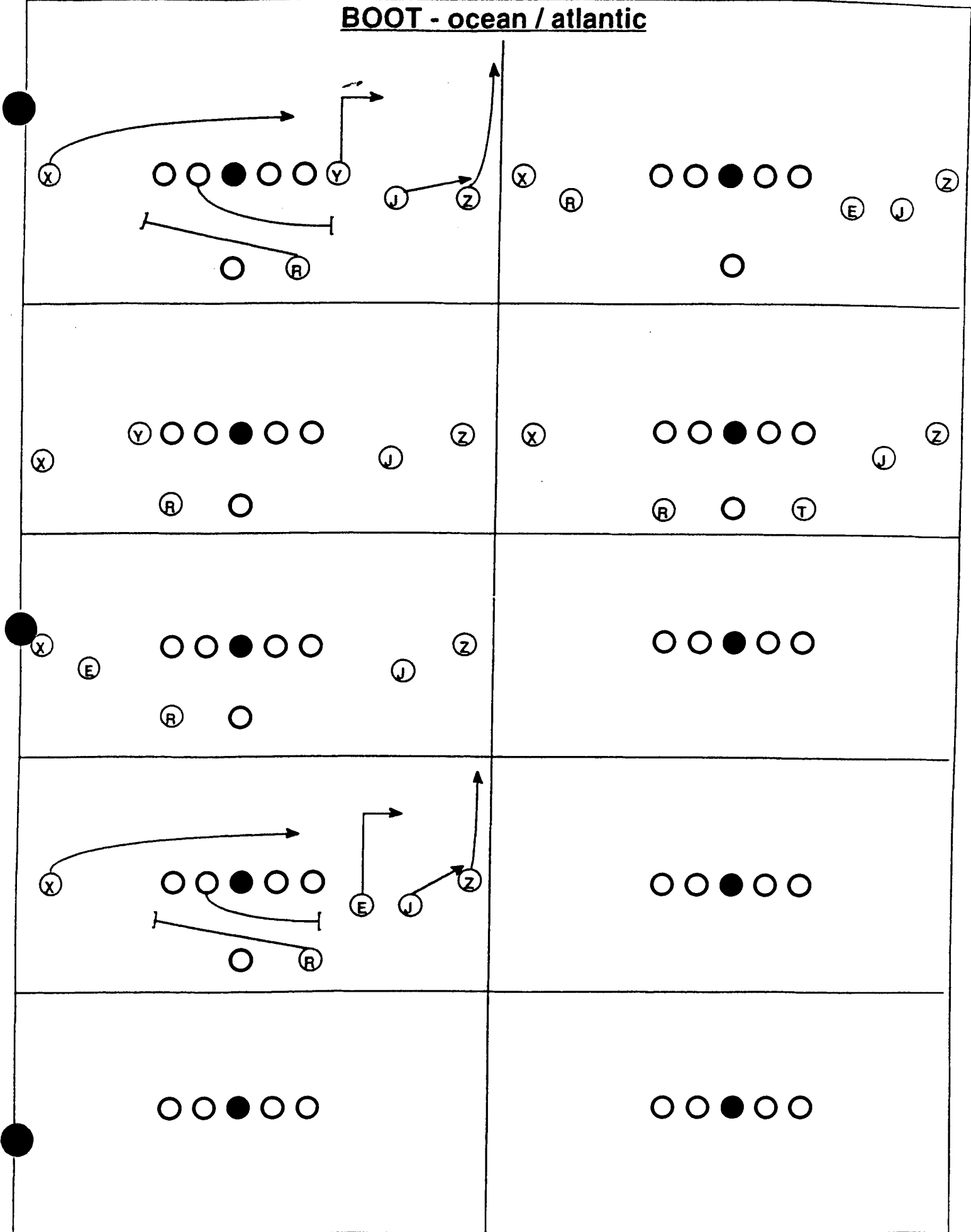
Diagram 9 (bottom-left): A sequence of five circles with the third one filled black. No arrows or letters are present.

Diagram 10 (bottom-right): A sequence of five circles with the third one filled black. No arrows or letters are present.

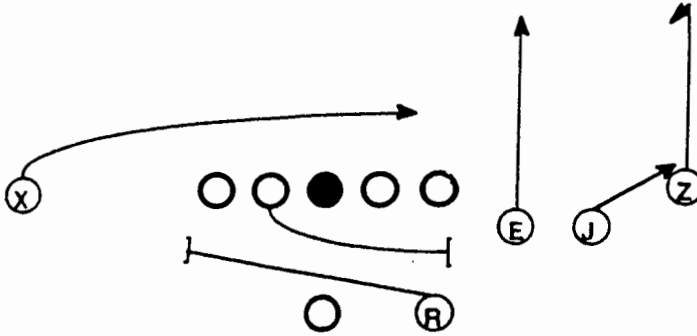
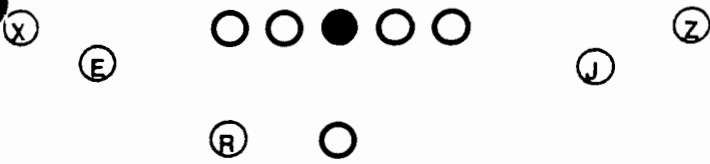
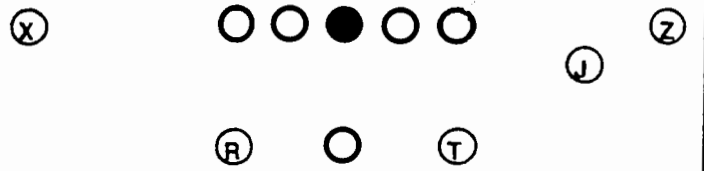
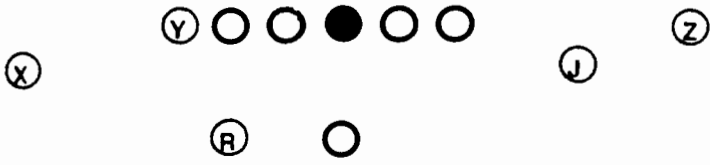
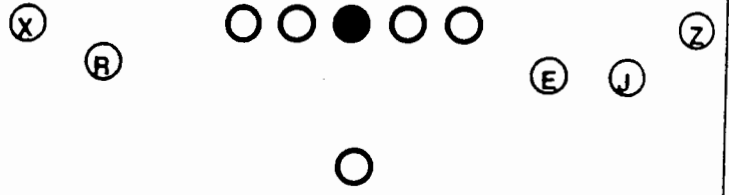
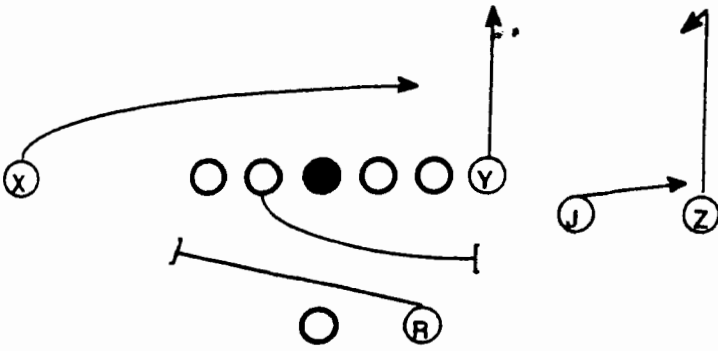
QUICK - Deep & Out - 82 - dusk / dawn



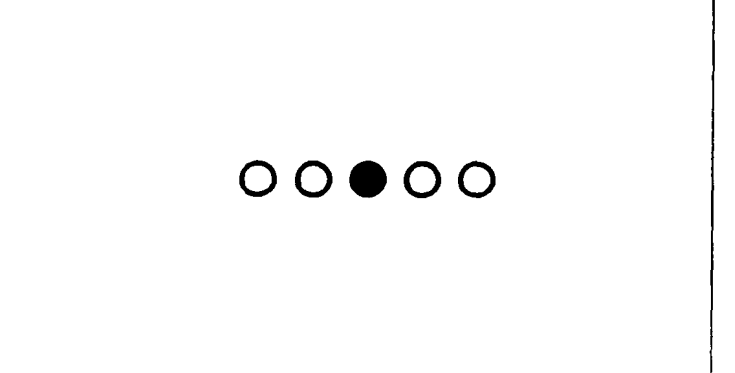
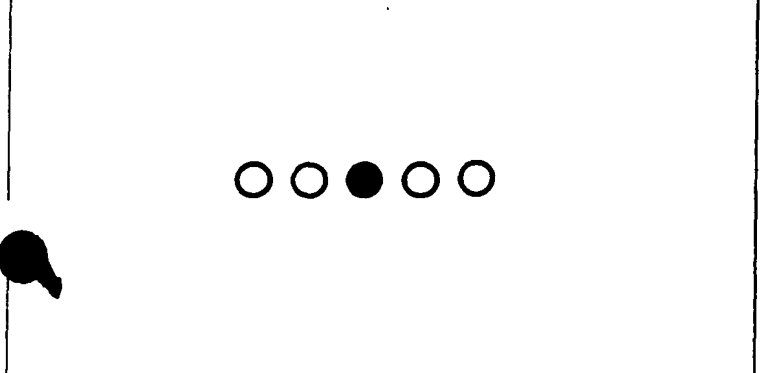
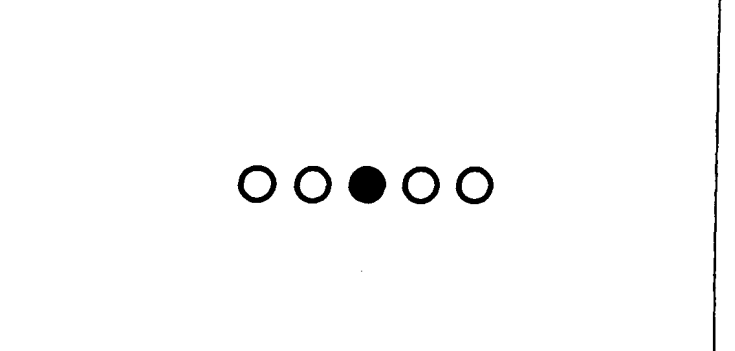
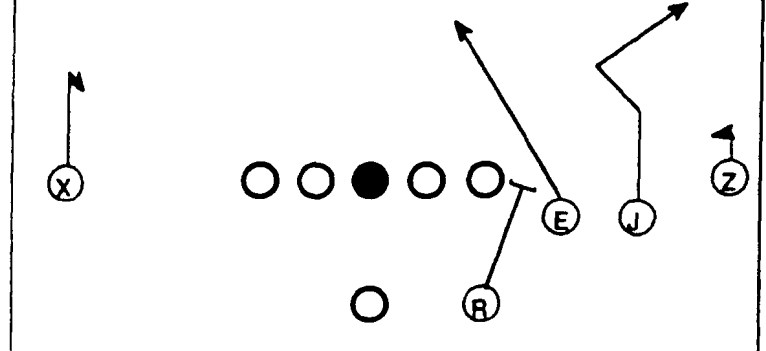
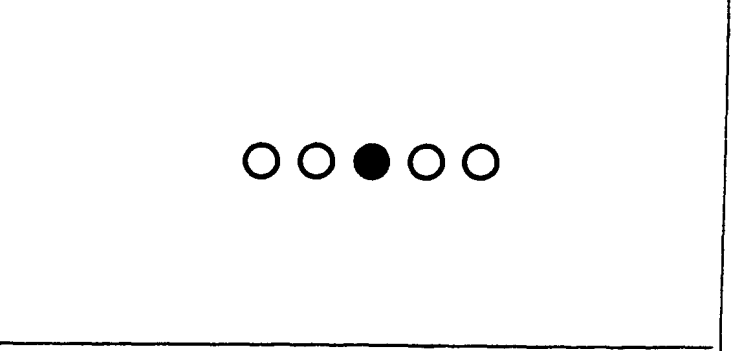
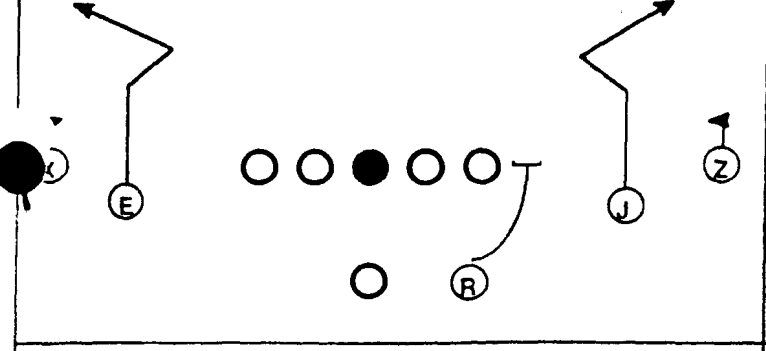
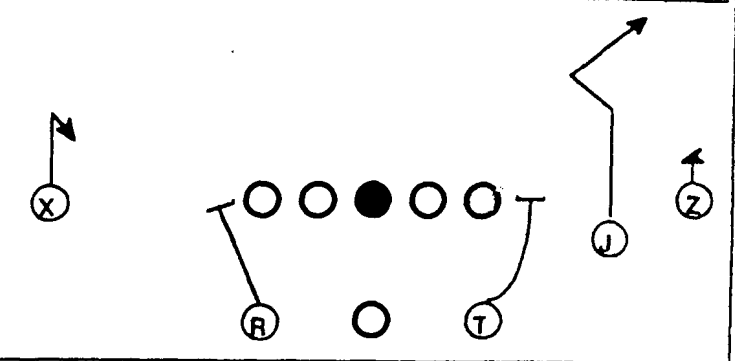
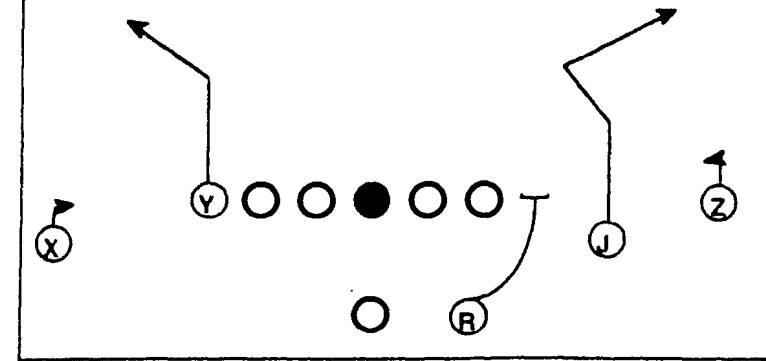
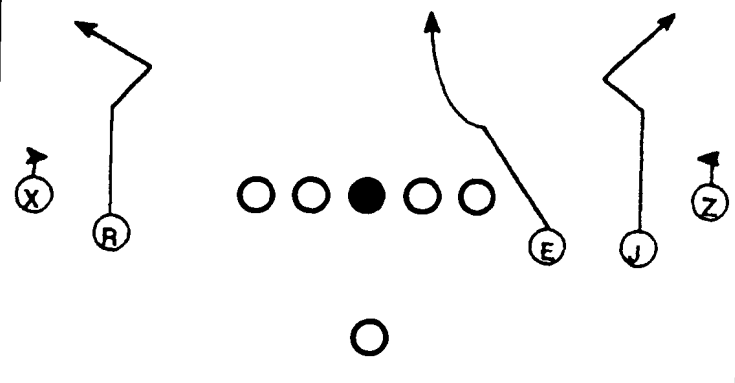
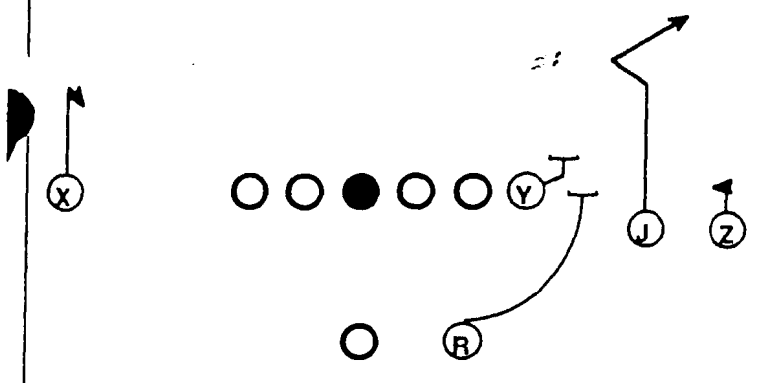
BOOT - ocean / atlantic



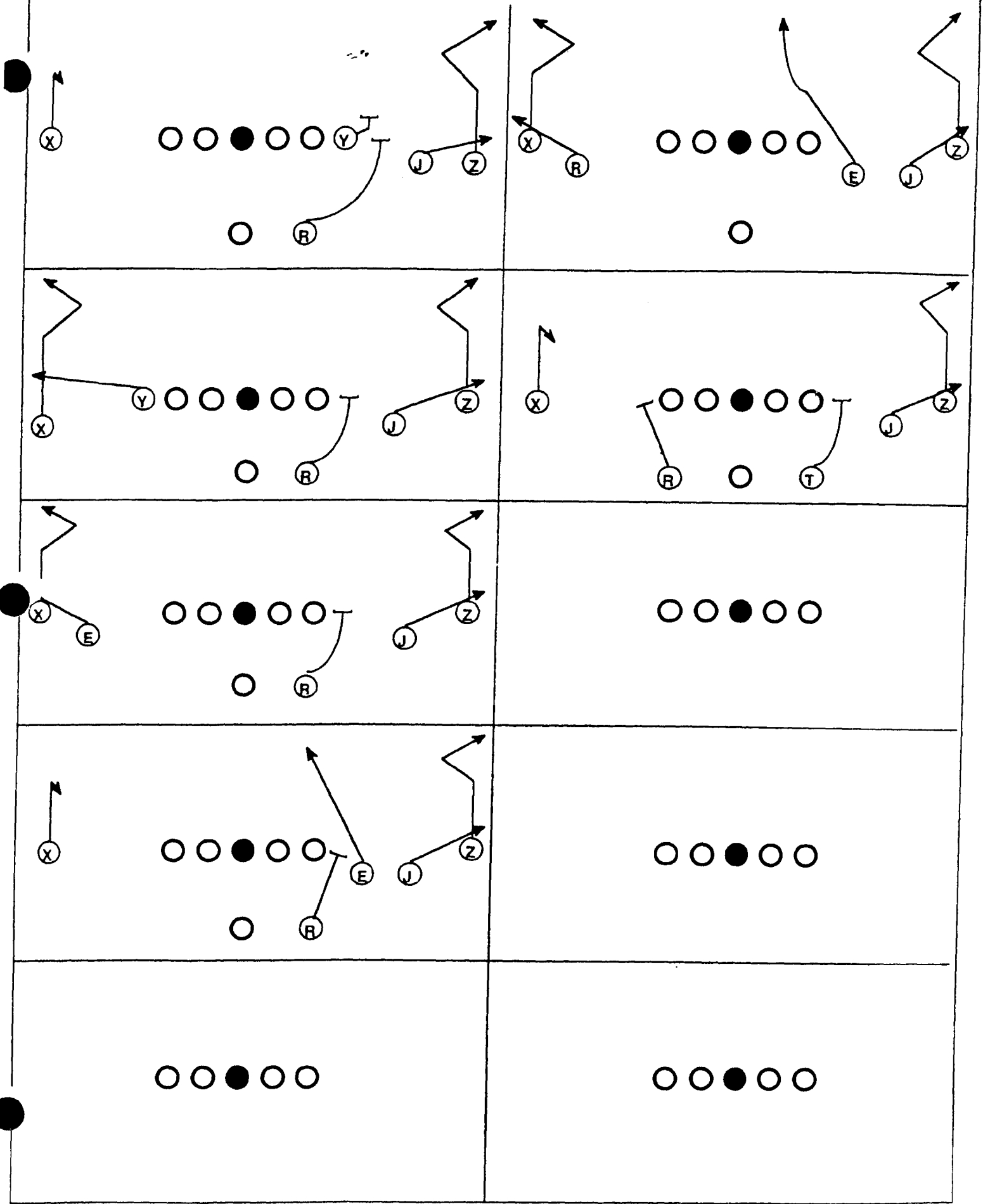
BOOT - river / nile



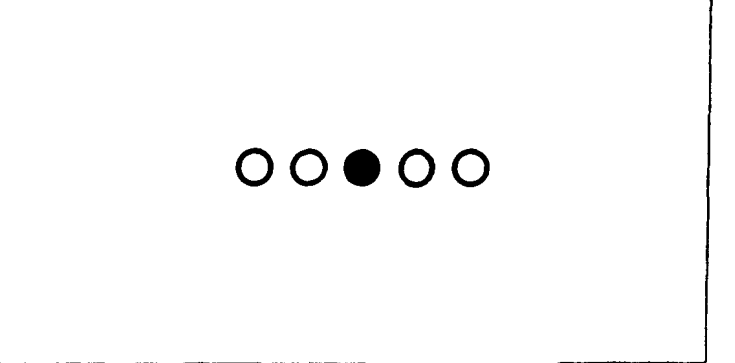
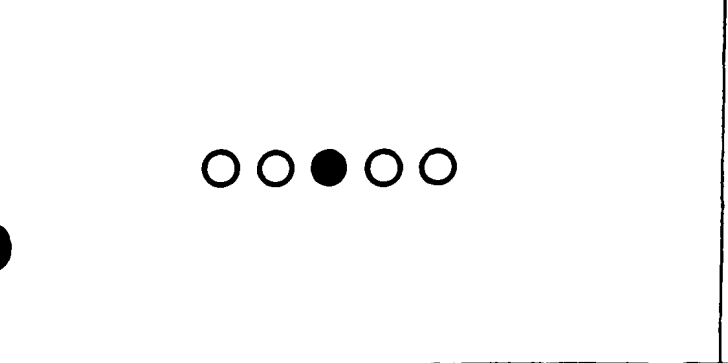
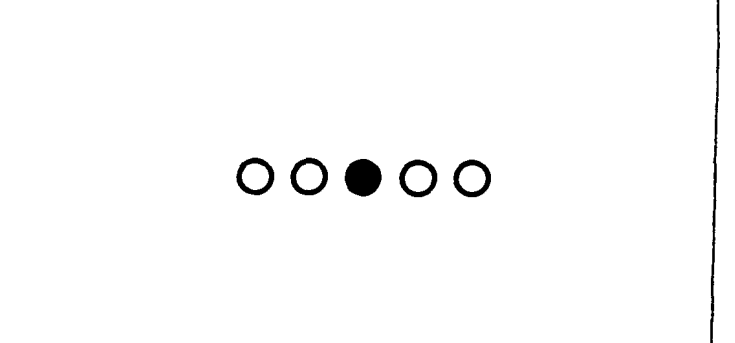
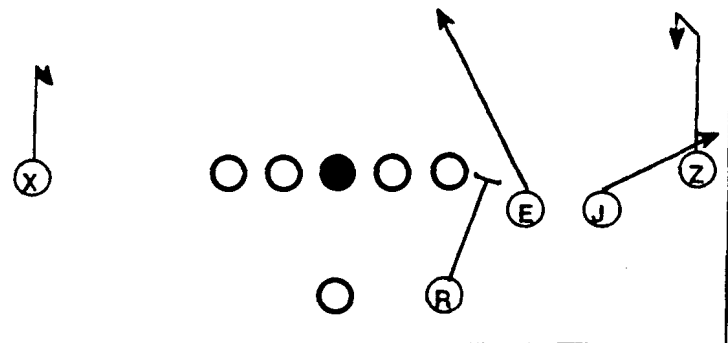
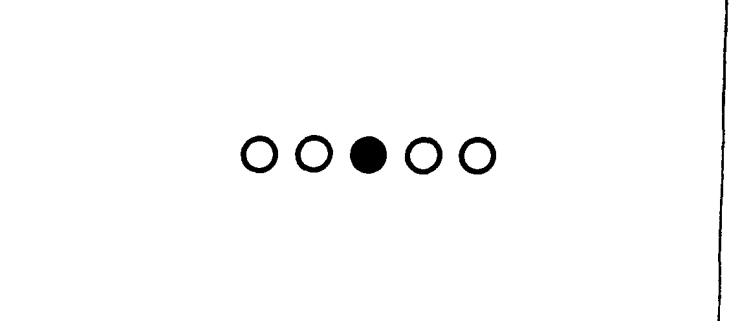
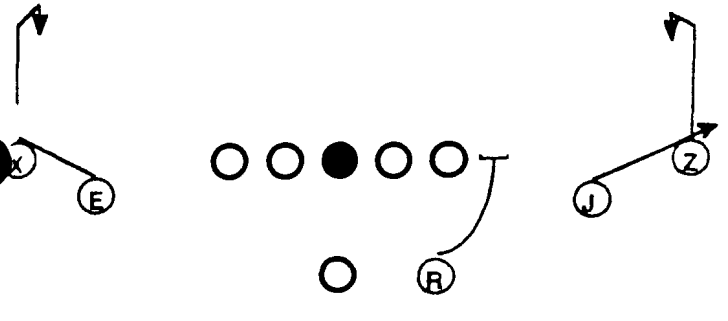
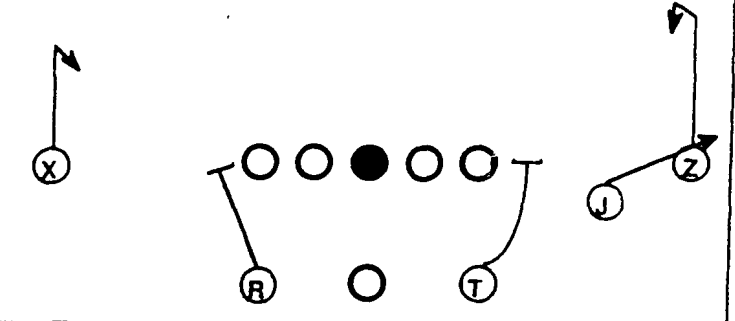
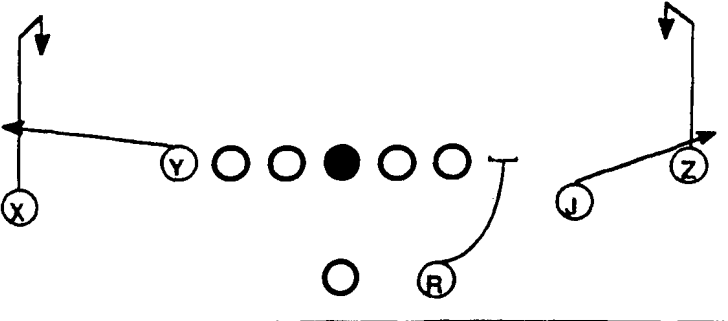
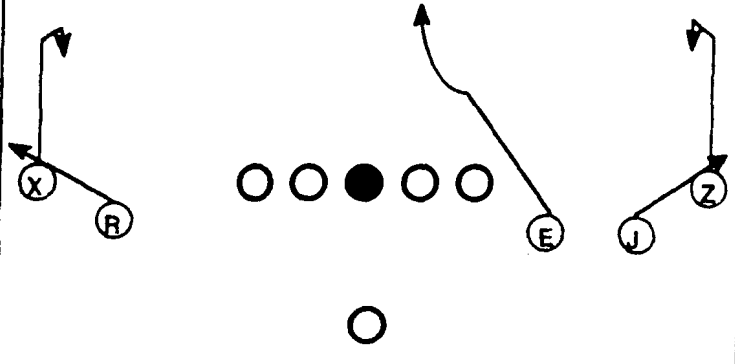
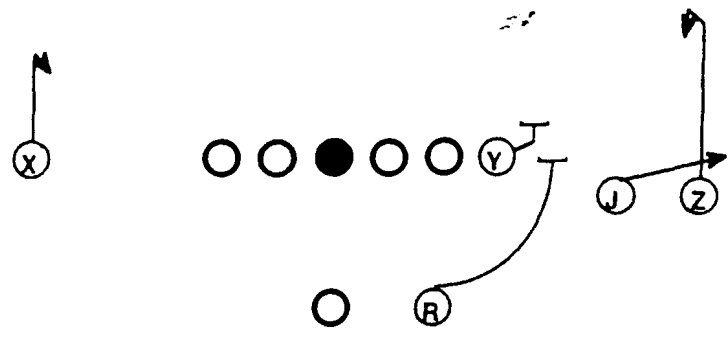
ROLL - Smash - 36 - hammer / nail / wrench



ROLL - Q - 60 - pool / pocket



ROLL - Choice - 50 - curly / larry / moe



ROLL - Flood - 58 - River / Nile

(X) ○ ○ ● ○ ○ (Y)

(J) (Z)

○ (R)

(X) (R)

○ ○ ● ○ ○

(E)

(J)

(Z)

○

(X)

(Y) ○ ○ ● ○ ○

(J)

(Z)

○ (R)

(X)

○ ○ ● ○ ○

(J)

(Z)

(R) ○ (T)

(X)

(E)

○ ○ ● ○ ○

(J)

(Z)

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(X)

○ ○ ● ○ ○

(E)

(J)

(Z)

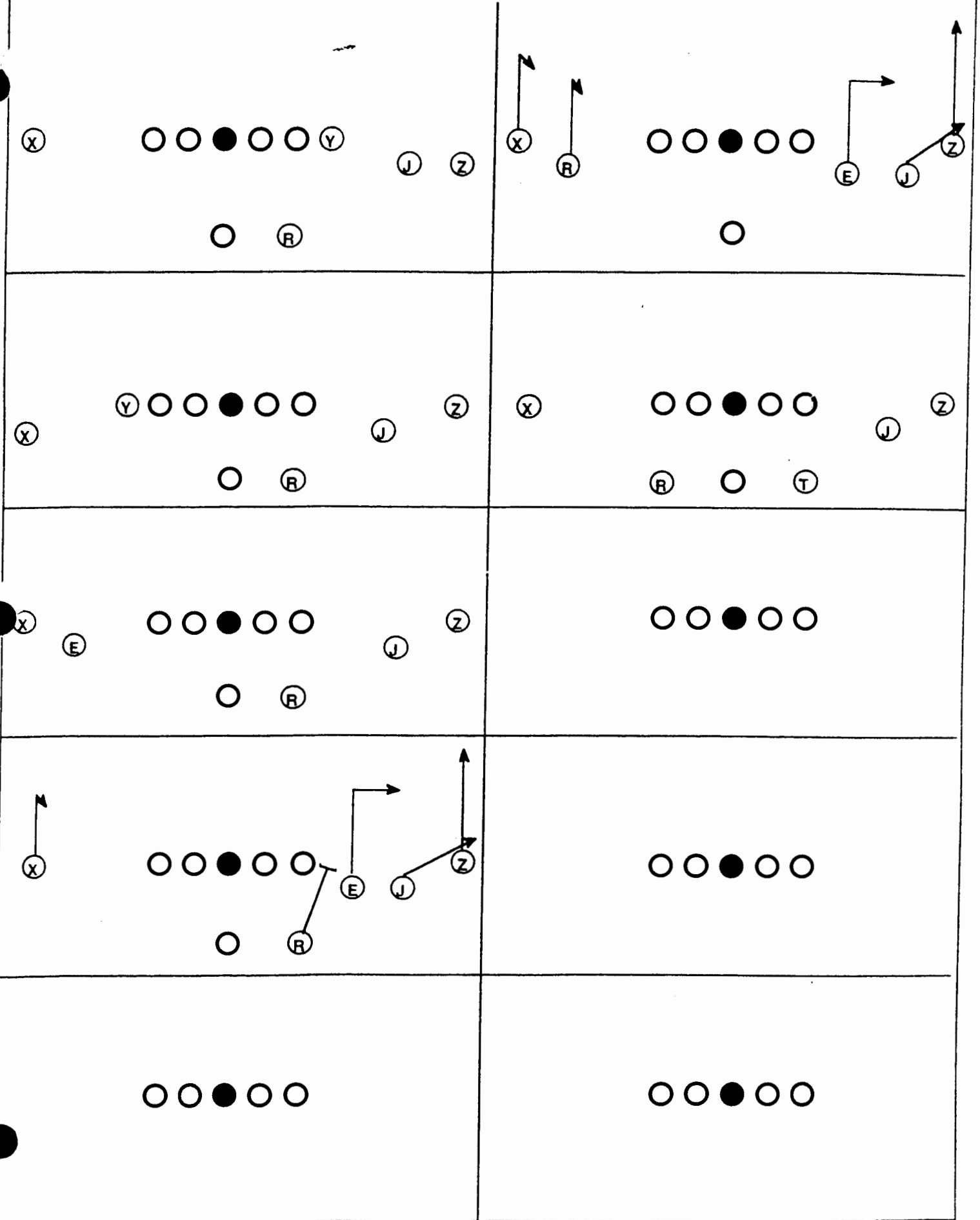
○ (R)

○ ○ ● ○ ○

○ ○ ● ○ ○

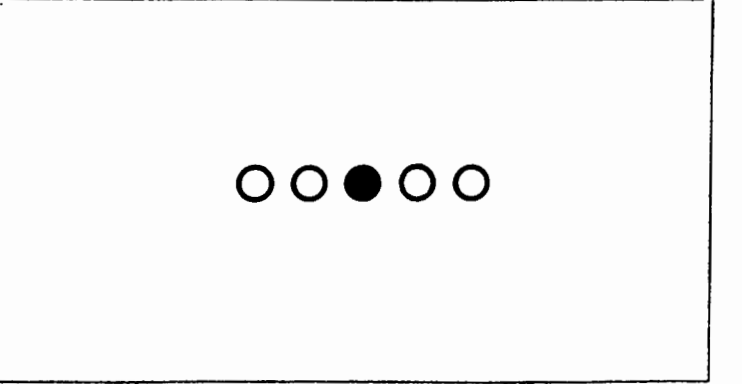
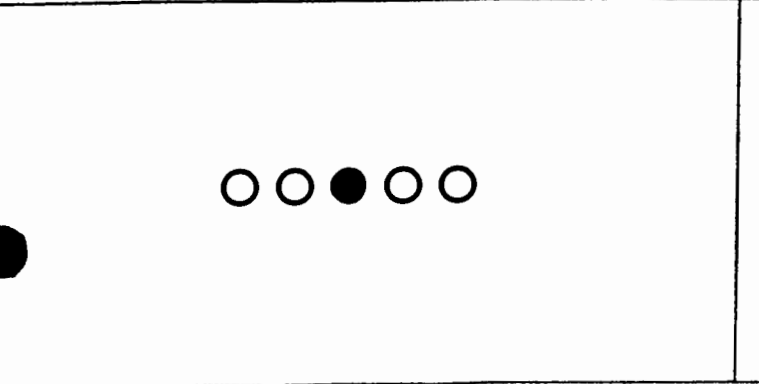
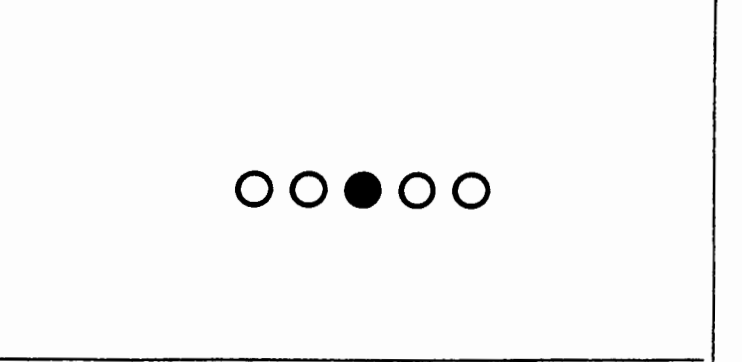
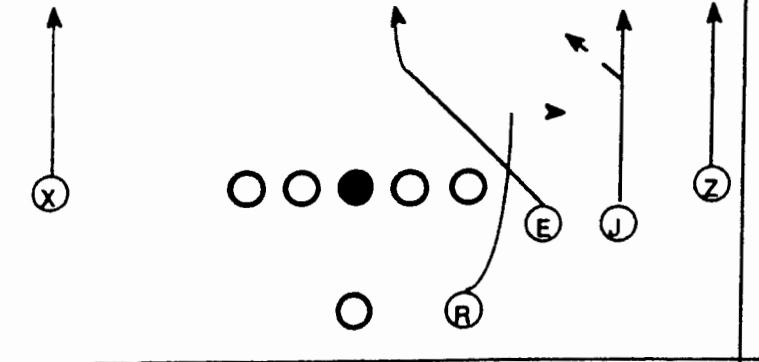
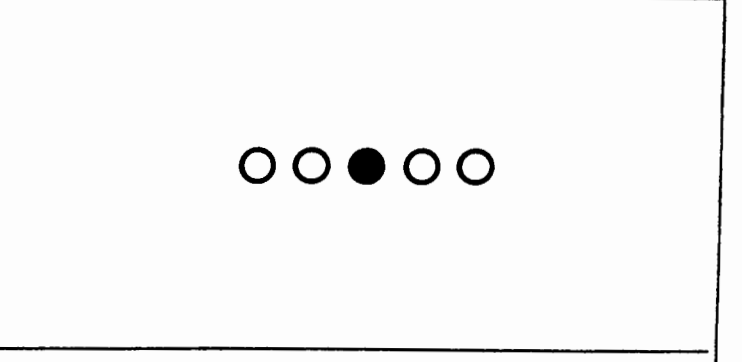
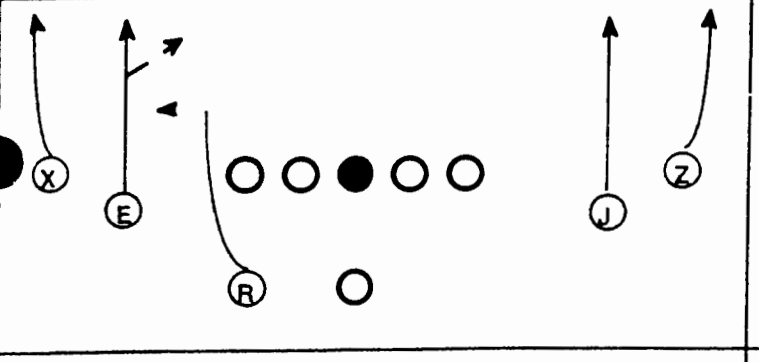
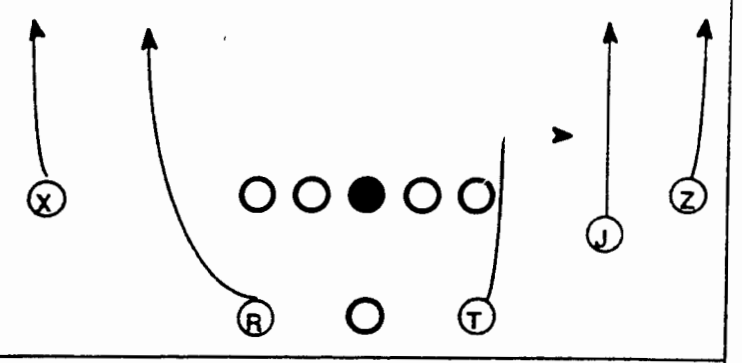
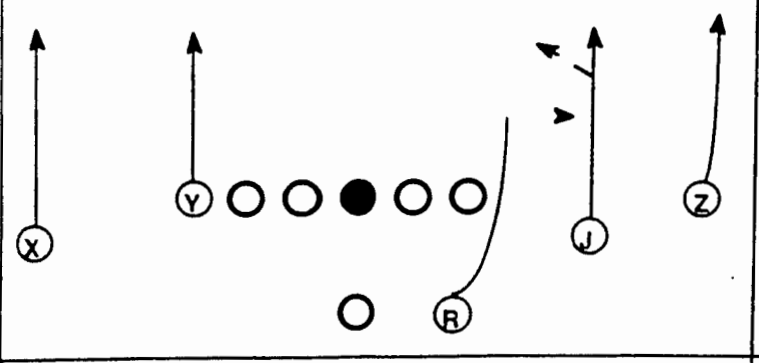
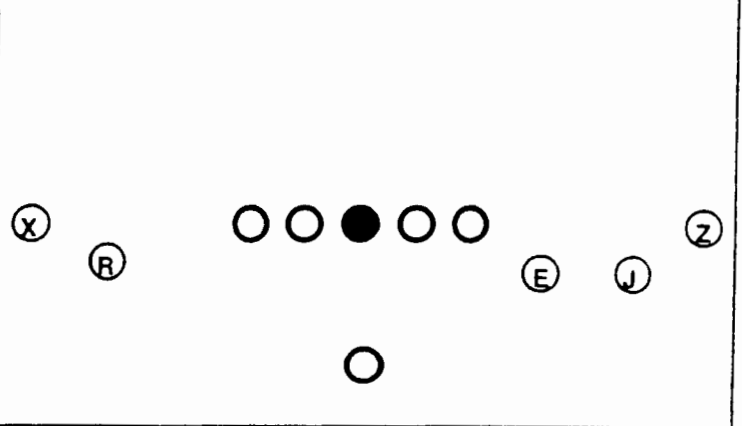
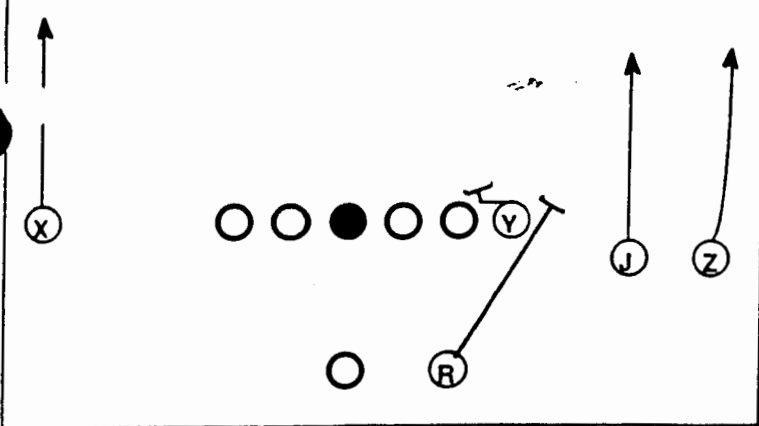
○ ○ ● ○ ○

ROLL - Flood - 84 - ocean / atlantic

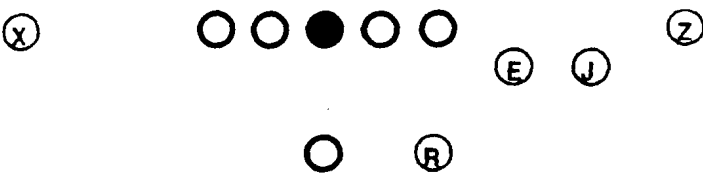
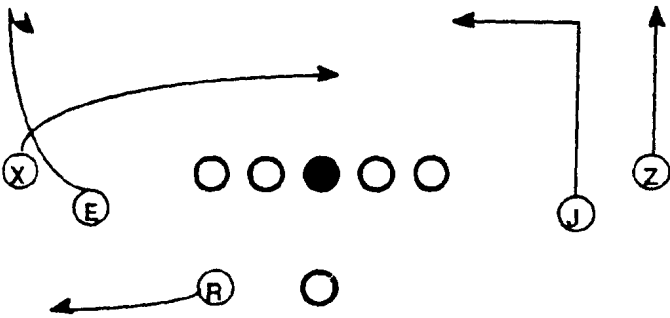
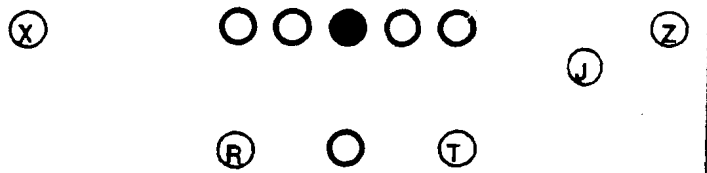
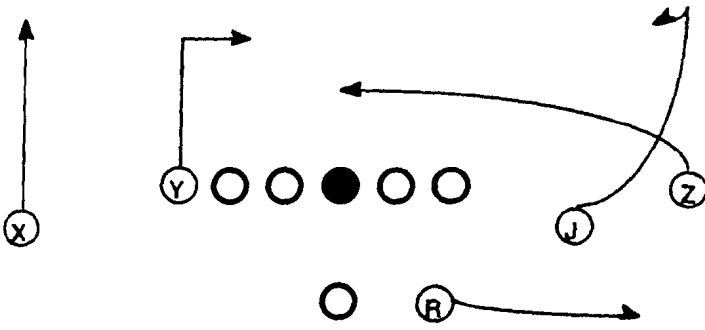
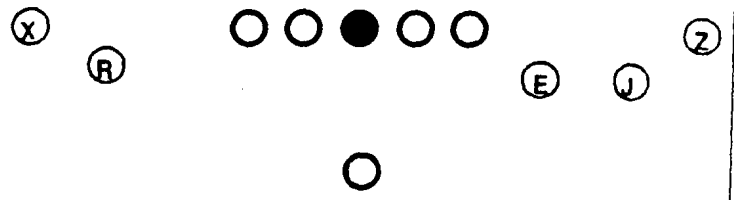
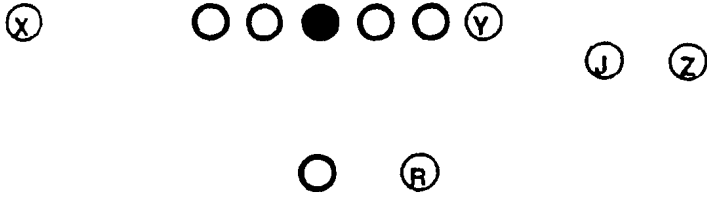


Wheel - 78 - washington / wisconsin

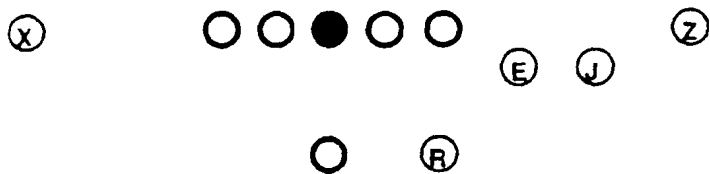
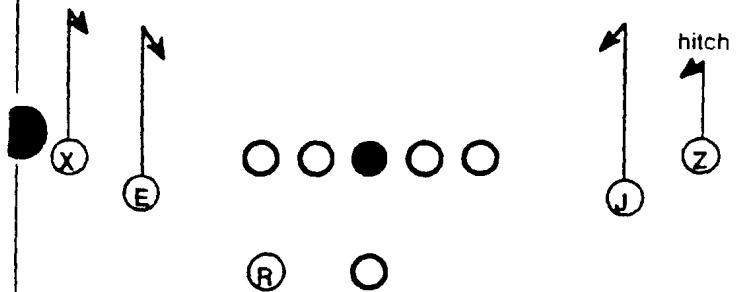
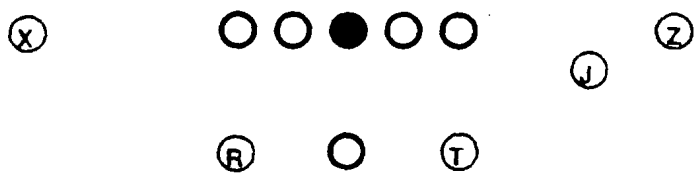
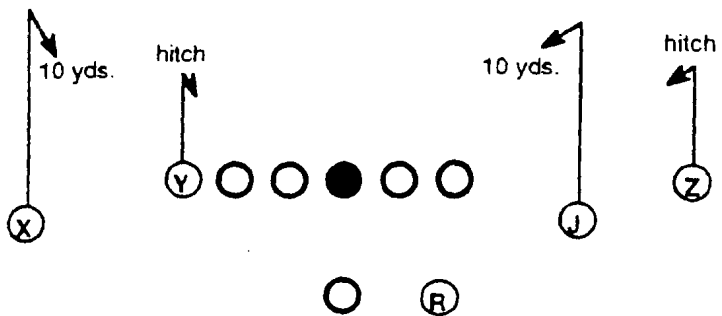
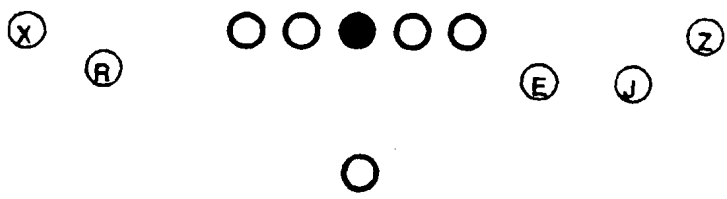
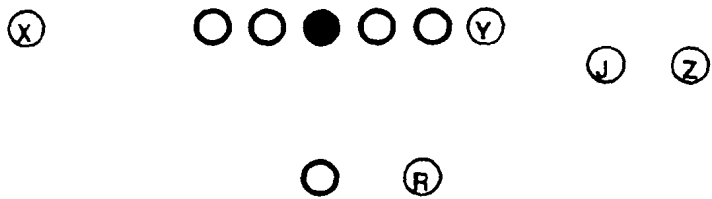
Vertical - 88 - vermont / virginia



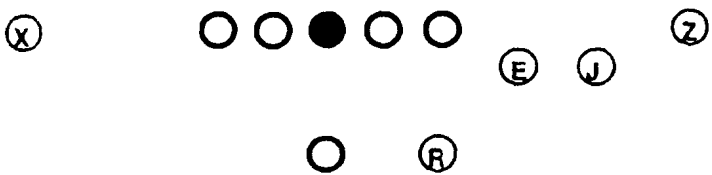
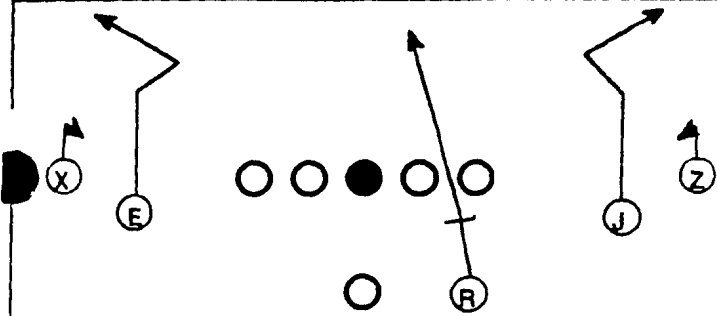
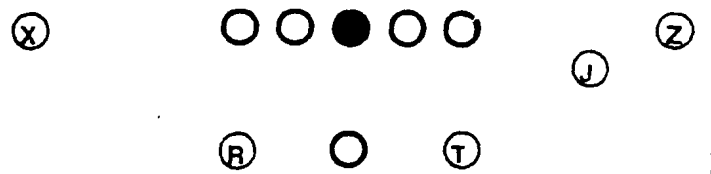
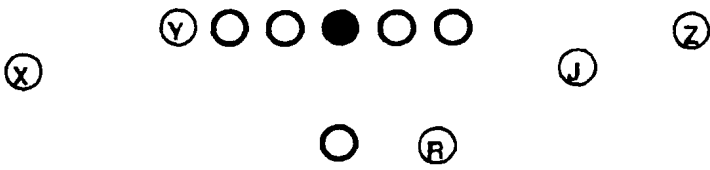
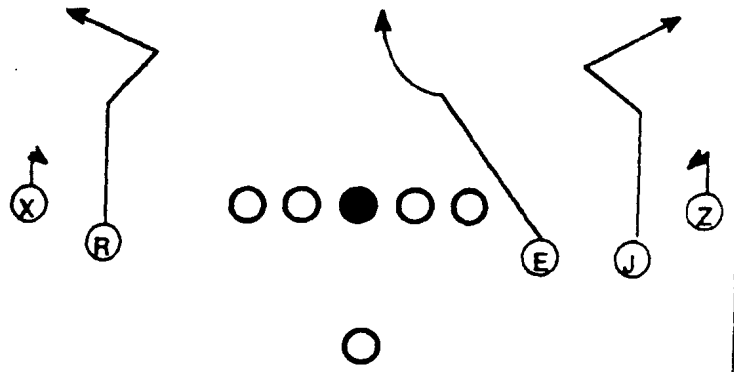
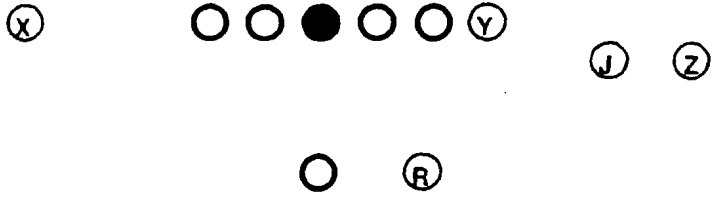
Nole - nevada / nebraska



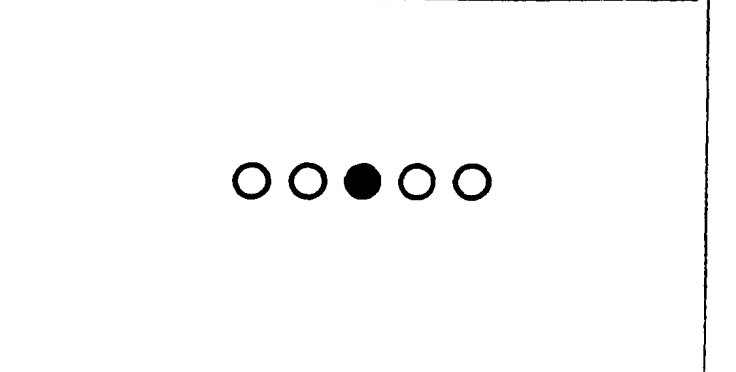
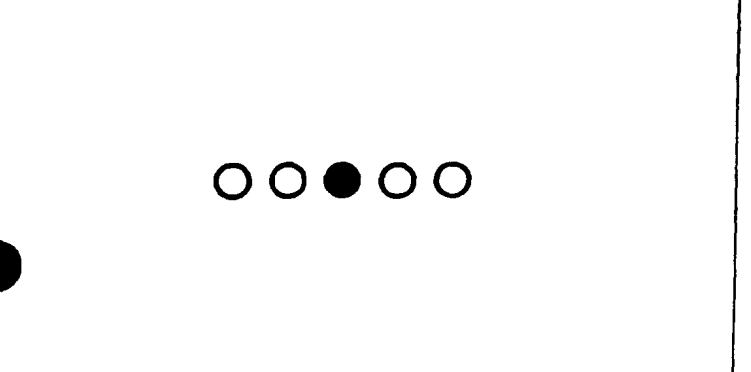
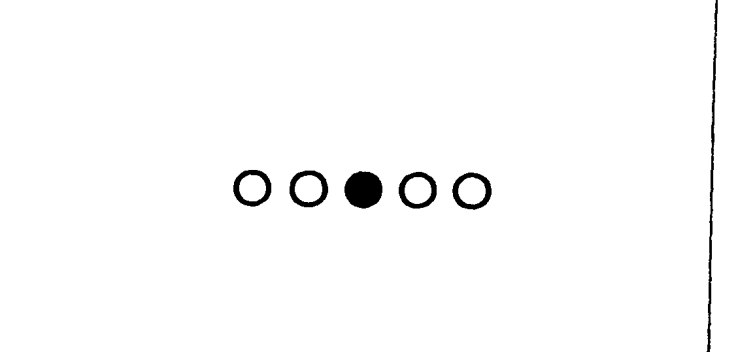
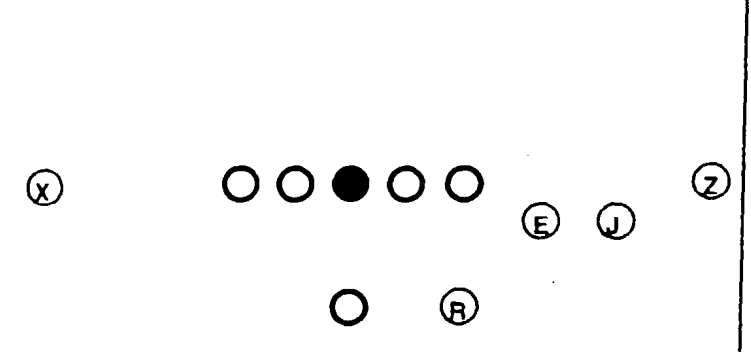
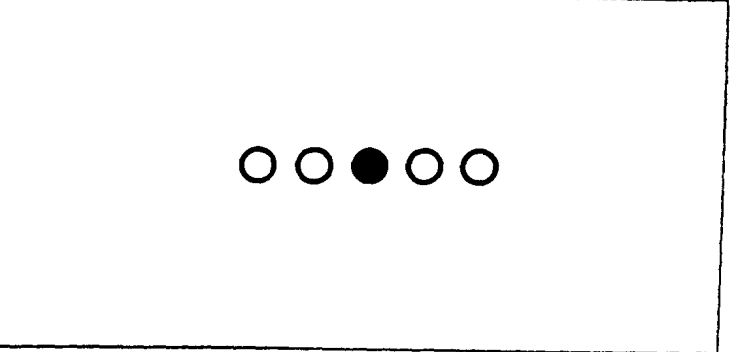
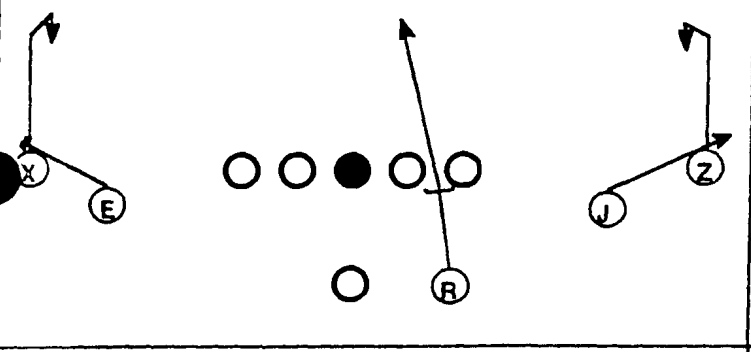
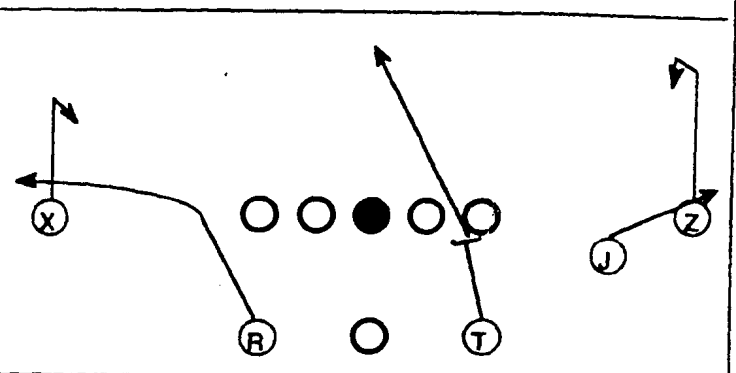
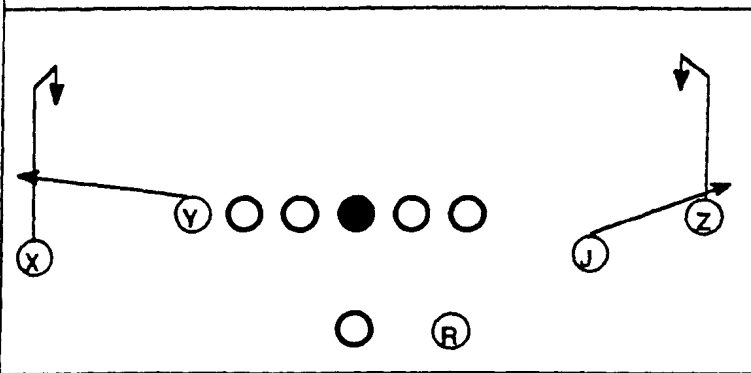
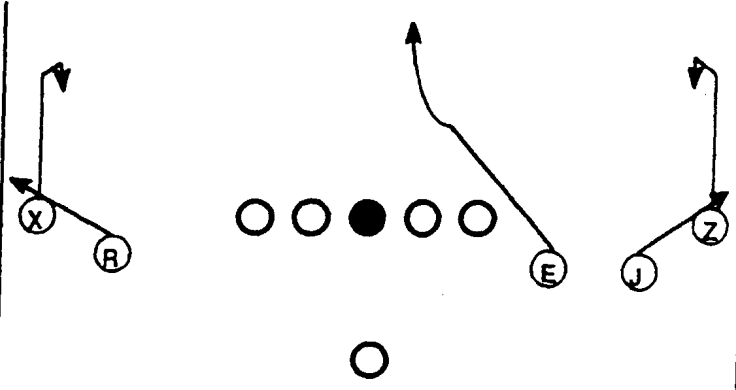
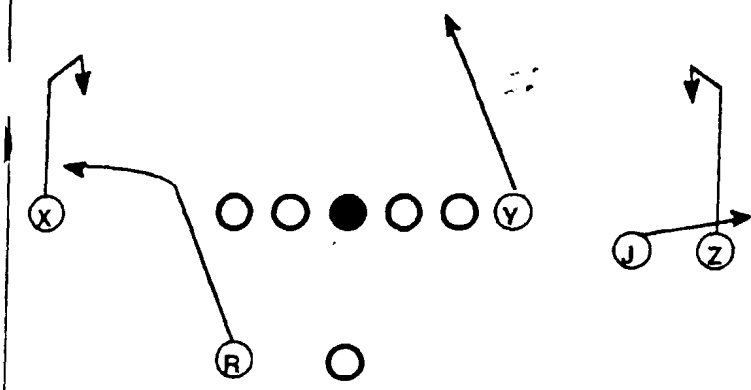
Hook - 55 - hampshire / hawaii



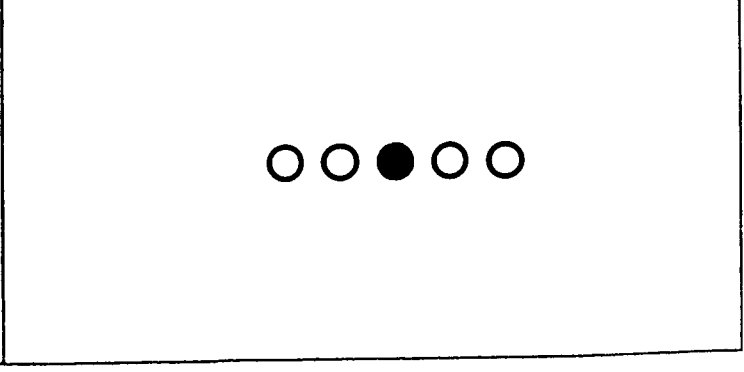
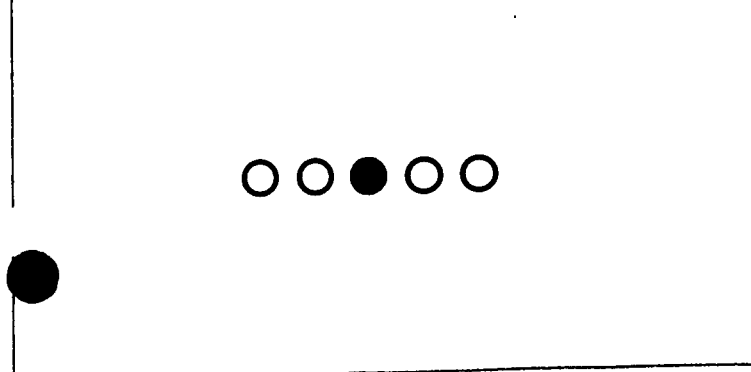
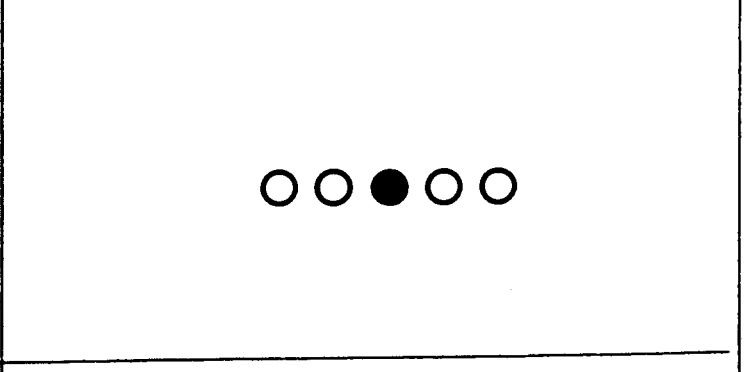
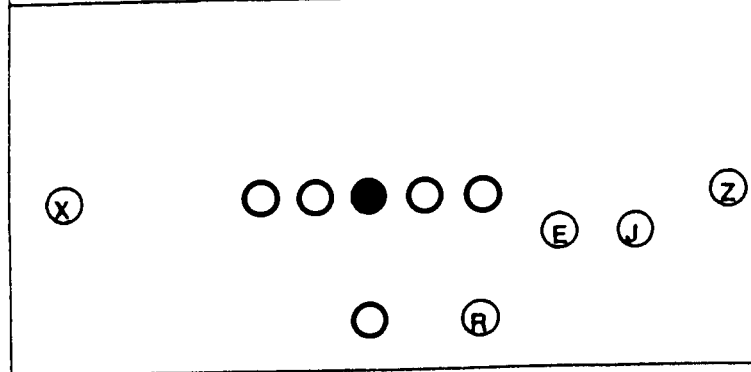
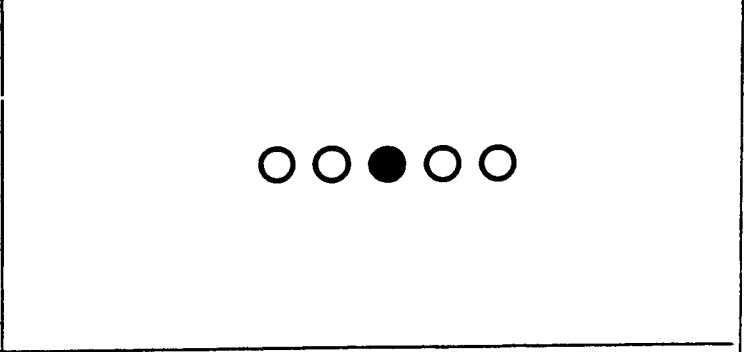
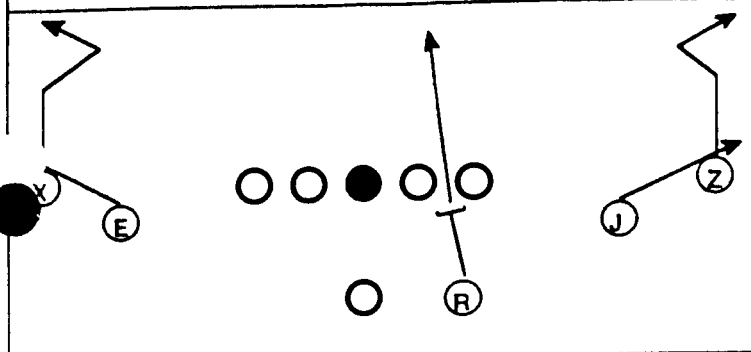
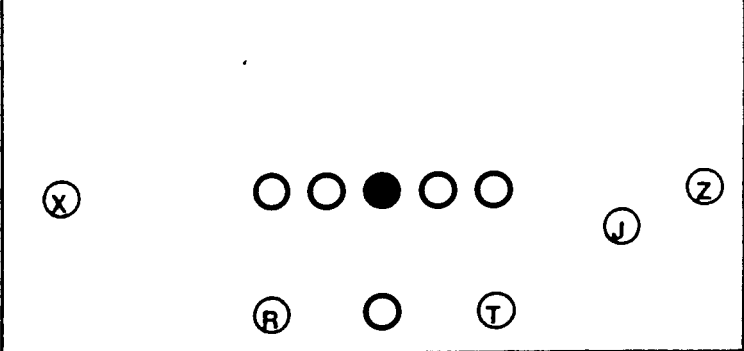
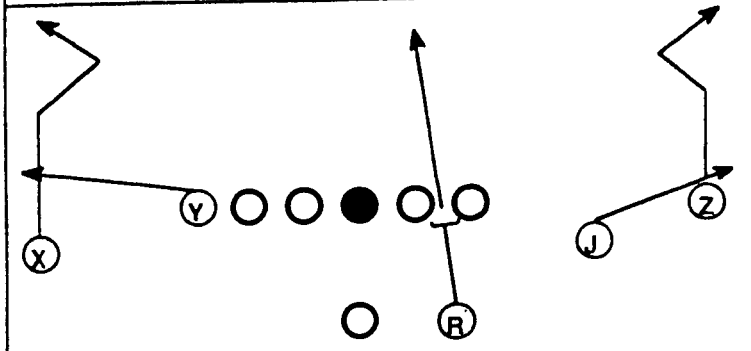
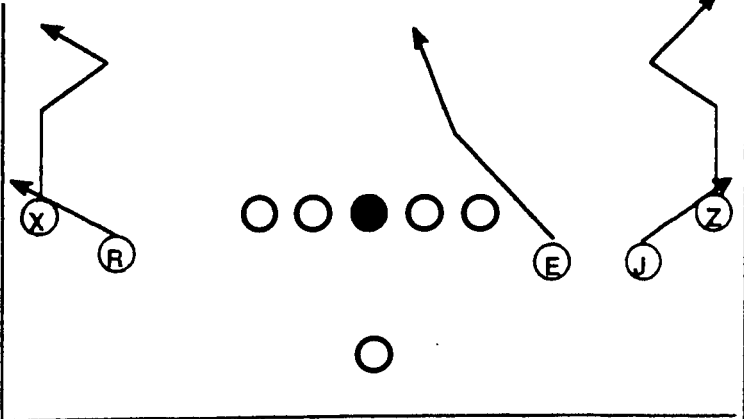
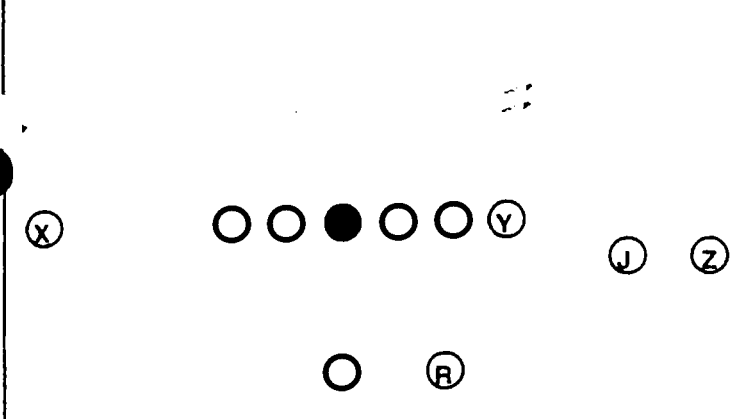
DROPBACK - Smash - 36 - hammer / nail / wrench



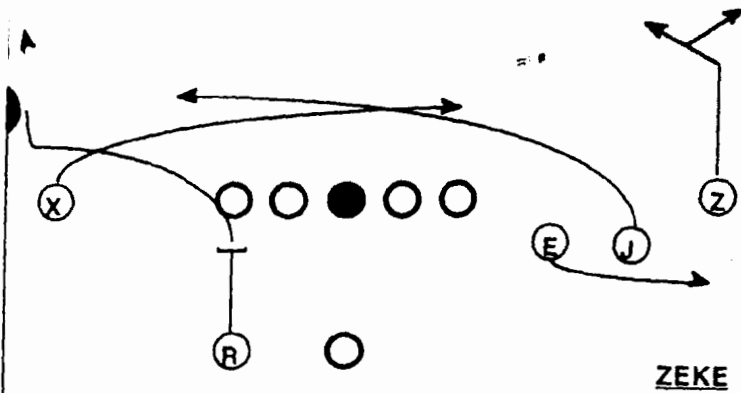
DROPBACK - Choice - 50 - curly / larry / moe



DROPPACK - Q - 60 - pool / pocket

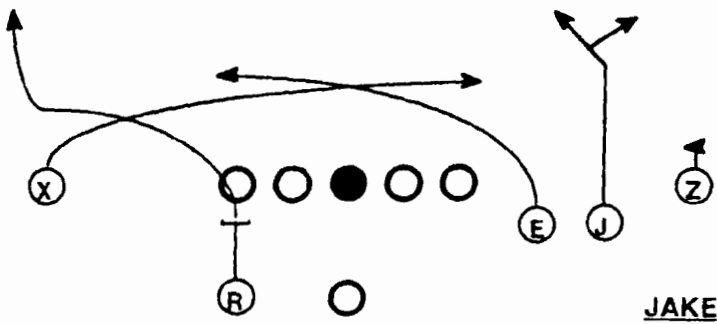


DROPBACK - Cross - colorado / california / carolina - zeke / jake / ed



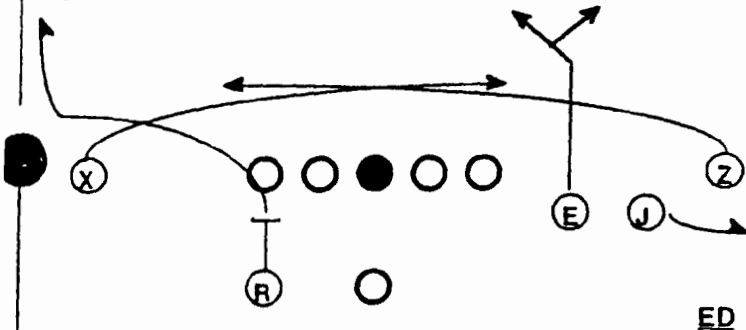
Z - 6 / 9
 ↓ - cross
 E - flat
 X - cross
 R - check then flat

ZEKE



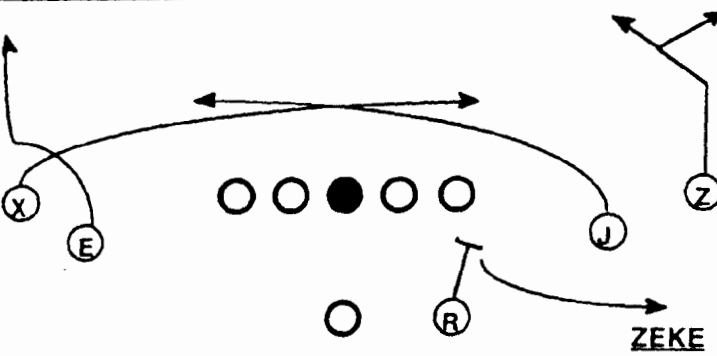
J - 6 / 9
 E - cross
 Z - flat
 X - cross
 R - check then flat

JAKE



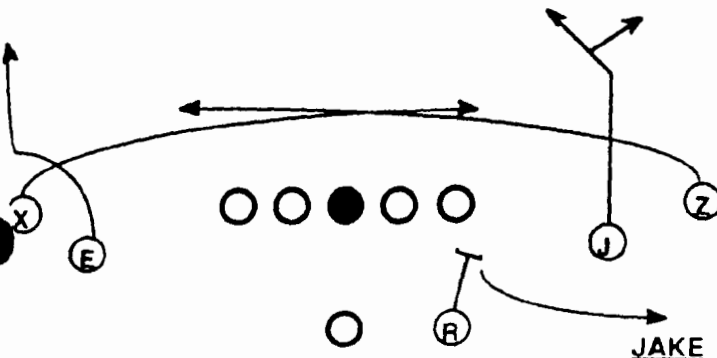
E - 6 / 9
 Z - cross
 ↓ - FLAT
 X - cross
 R - check then flat

ED



Z - 6 / 9
 J - cross
 E - flat
 X - cross
 R - check then flare

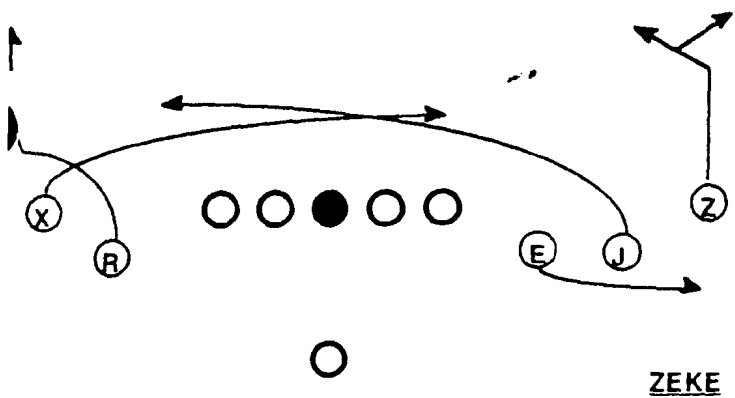
ZEKE



J - 6 / 9
 E - flat
 Z - cross
 X - cross
 R - check then flare

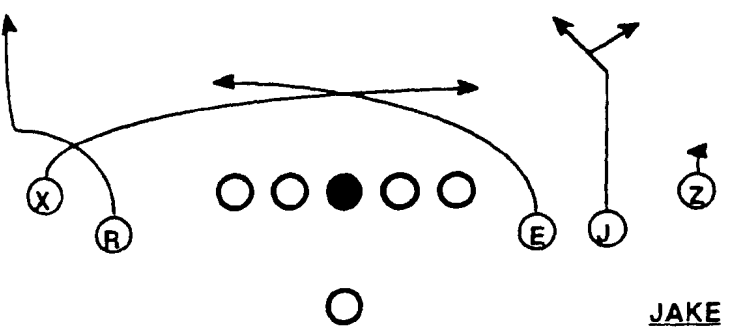
JAKE

DROBACK - Cross - colorado / california / carolina - zeke / jake / ed



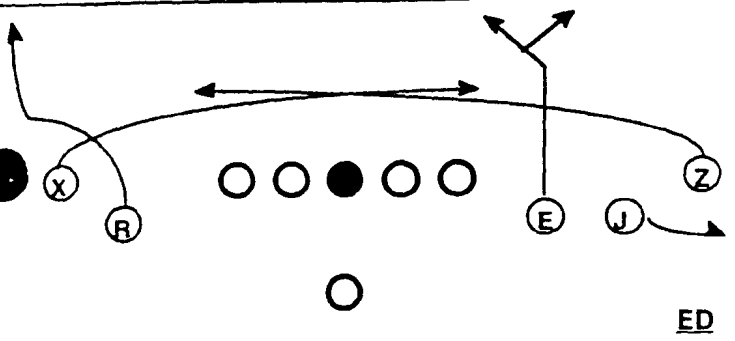
Z - 6 / 9
 ↓ - cross
 E - flat
 X - cross
 R - flat

ZEKE



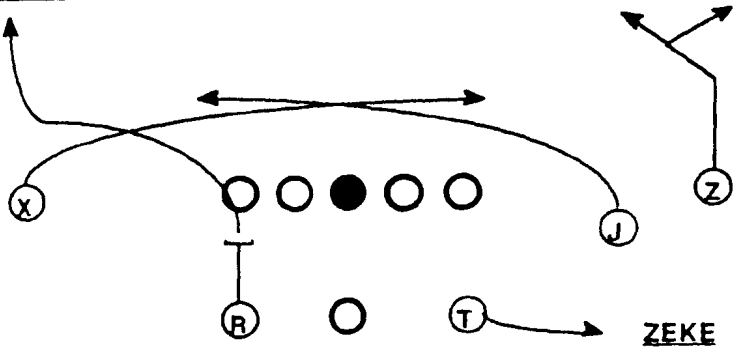
↓ - 6 / 9
 E - cross
 Z - flat
 X - cross
 R - flat

JAKE



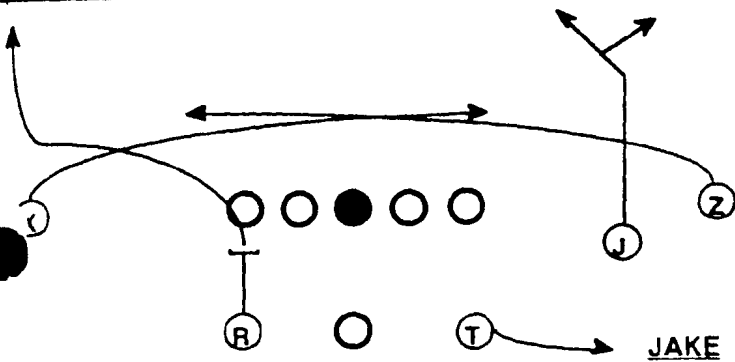
E - 6 / 9
 Z - cross
 ↓ - flat
 X - cross
 R - flat

ED



Z - 6 / 9
 ↓ - cross
 E - check then flat
 X - cross
 I - flare

ZEKE



↓ - 6 / 9
 Z - cross
 R - check then flat
 X - cross
 I - flare

JAKE