

UNM 2003 OFFENSIVE PLAYBOOK

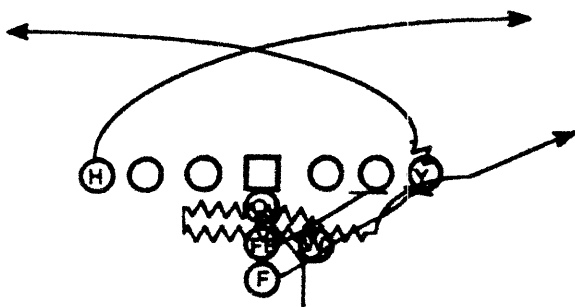


TM



GATA

RUSH Y CROSS



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release	
H	CROSS	BACK PYLON			FREE	H						
Y	CROSS	UNDER 4			SLAM	Y						
FB	BLOCK RUSH					FB						
F	BLOCK RUSH					F						
W	DISCO BENCH	3				W						
QB	DONT FORCE TO W OR H-SET FEET FOR Y				Prog: W/H/Y		QB					Prog:



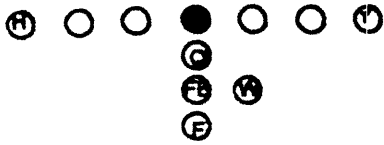
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release	
SL						SL						
FB						FB						
H						H						
Z						Z						
F						F						
QB					Prog:		QB					Prog:

RIGHT/LEFT GATA

BLITZ

TACKLE TO TACKLE RUN

DISCO 22 PEEL
STAB 23 PEEL



PERIMETER RUN

DISCO 46
STAB 47

QUICK PASS

PRINTOUT PASS

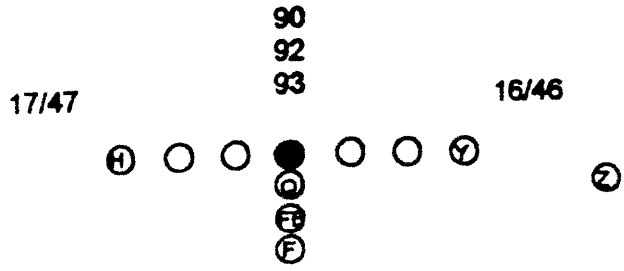
DROPPACK PASS

PLAYACTION PASS

DISCO RUSH Y CROSS

SCREENS

BLITZ



TACKLE TO TACKLE RUN

22/23 PEEL
26/27

PERIMETER RUN

6/7 CHECK

QUICK PASS

PRINTOUT PASS

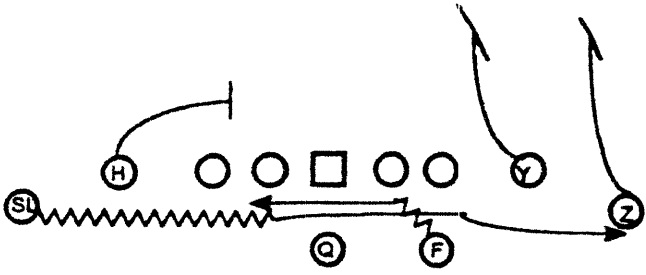
DROPPACK PASS

PLAYACTION PASS

422 H CORNER
PASS 16 Y DRAG
OVER RAW H DRAG
OVER ZIP RAW H PAC

SCREENS

79 SEMINOLE CRACK



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	BUBBLE					SL					
H	CRACK LB					H					
Y	1FS/2\$					Y					
Z	BLOCK CORNER					Z					
F	SEMINOLE				WK/QK GUARD F	F					
QB	FAKE SWEEP-DROP 3-ROCK TO FRONT FOOT				Prog: F	QB					Prog:

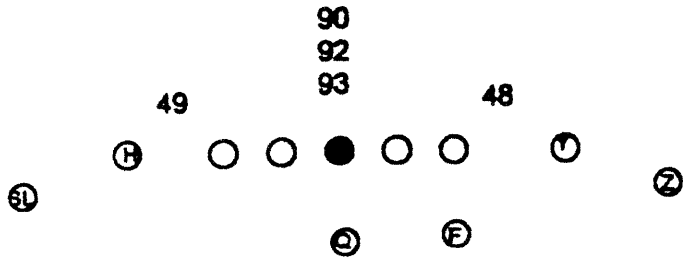


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB					Prog:	QB					Prog:

BLITZ (PRIOR TO MOTION)

TACKLE TO TACKLE RUN

10 ISO
15 COUNTER



PERIMETER RUN

QUICK PASS

8 SWEEP

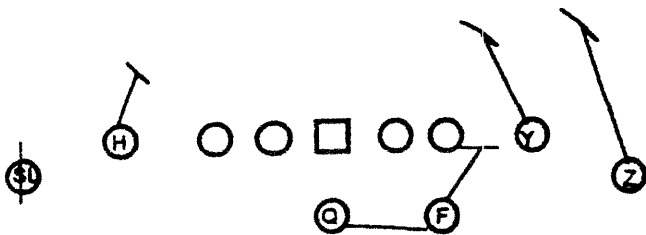
PRINTOUT PASS

DROPPACK PASS

PLAYACTION PASS

SCREENS
79 SEMINOLE CRACK

FLARE QUAKER



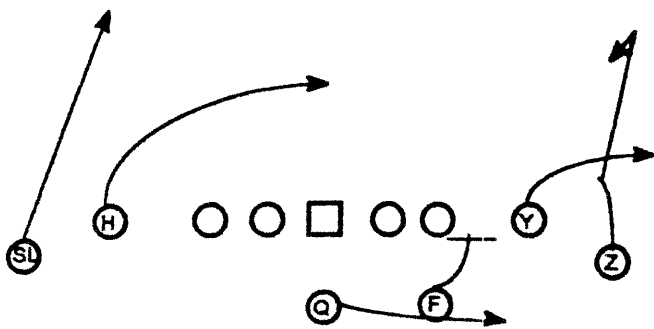
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	QUAKER	1 FT.			QK 3	SL					
H	BLOCK MAN ON					H					
Y	1FS/2\$					Y					
Z	BLOCK CORNER					Z					
F	BLOCK FLARE					F					
QB	3 AND THROW			Prog: SL		QB				Prog:	



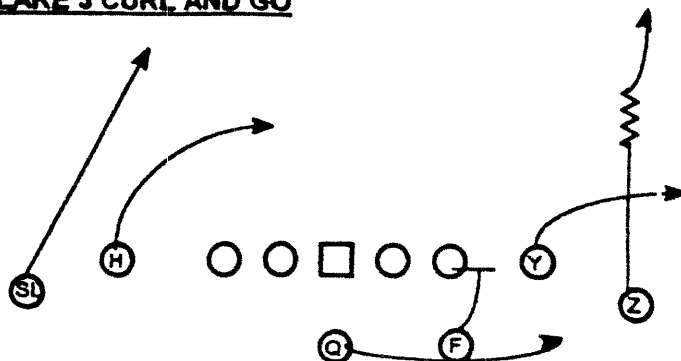
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

REXLEX

FLARE 3 CURL



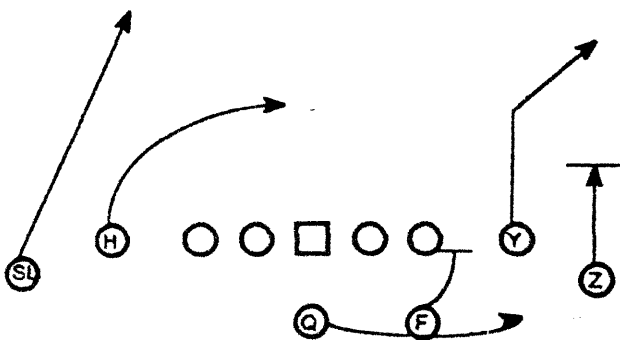
FLARE 3 CURL AND GO



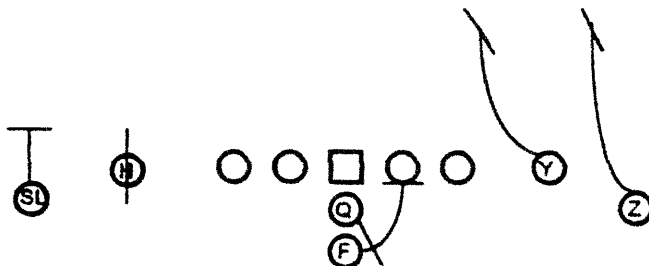
POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2				
H	DIP	10/12			
Y	OUT	3/5			
Z	CURL	15			BOTTOM #
F	BLOCK FLARE				
QB	FLAT DEF.-TAKE OUT	Prog: Y/Z-RUN			

POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2				
H	DIP	10/12			
Y	OUT	3/5			
Z	CURL AND GO	12			
F	BLOCK FLARE				
QB	OVER DROP-LOOK VERT W/Y AS 3RD THROW	Prog: Z/Y-RUN			

FLARE 7



22 H QUAKER (Game Plan)



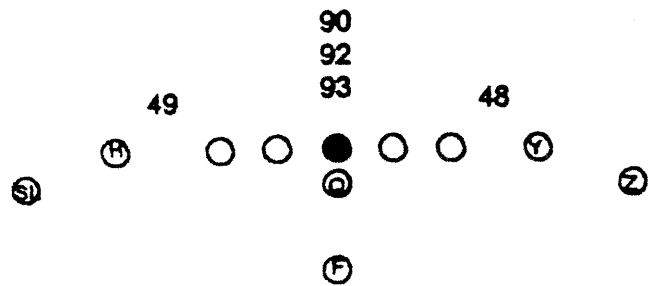
POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2				
H	DIP	10/12			
Y	CORNER	10/25			
Z	SMASH	7			
F	BLOCK FLARE				
QB	CORNER LO-HI SMASH/COR/SMASH	Prog: Z/Y			

POS	Route	Depth	Split	Blitz	Release
SL	BLOCK CORNER				
H	QUAKER 1 FT.				QK 3
Y	1FS/2\$				
Z	BLOCK CORNER				
F	FAKE 22				
QB	QUICK 3 AND THROW	Prog: H			

BLITZ

TACKLE TO TACKLE RUN

22/23 ZONE - 90 CHECK



PERIMETER RUN

48/49

QUICK PASS

PRINTOUT PASS

FLARE 3 CURL
FLARE 3 CURL AND GO
FLARE 7

DROPPACK PASS

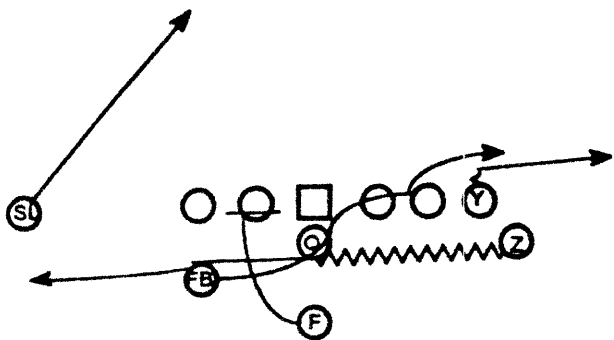
PLAYACTION PASS

SCREENS

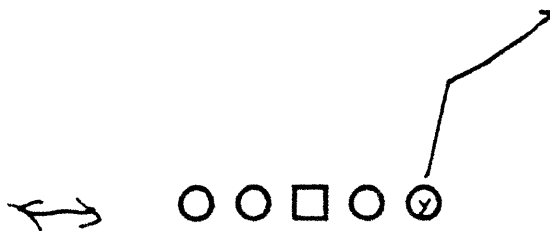
22 H QUAKER
FLARE QUAKER

ROW/LOW FAR ZANY

423 PEEL DOUBLE



423 peel y Corner

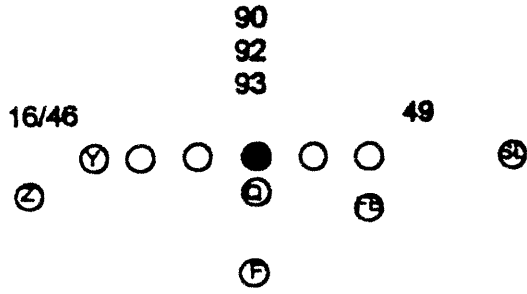


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2					SL					
FB	FREEZE	3			PEEL	FB					
Y	FREEZE	3				H					
Z	BUBBLE					Z					
F	FAKE 23					F					
QB	FAKE 23-BE READY TO THROW OFF BACK FOOT			Prog: Y/FB		QB				Prog:	



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

BLITZ (PRIOR TO MOTION)



TACKLE TO TACKLE RUN

23 BOB
25 SMOKE DRAW

PERIMETER RUN

9 SWEEP

QUICK PASS

SPRINTOUT PASS

DROPPACK PASS

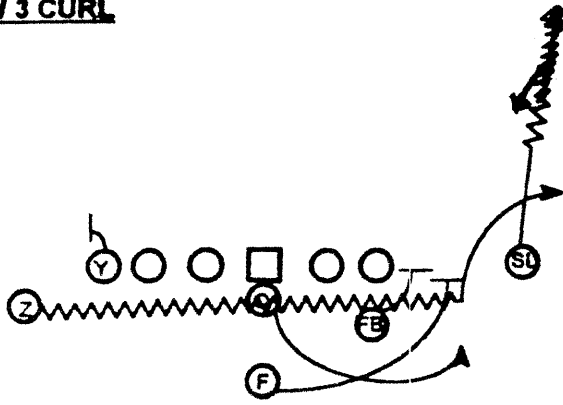
PLAYACTION PASS

423 PEEL DOUBLE

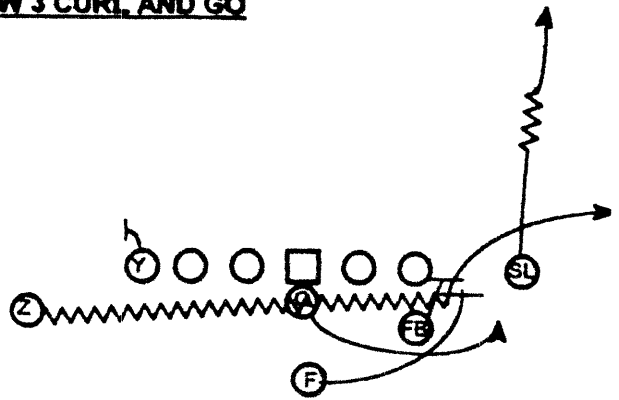
SCREENS

ROW/LOW FAR ZAP

FLAW 3 CURL

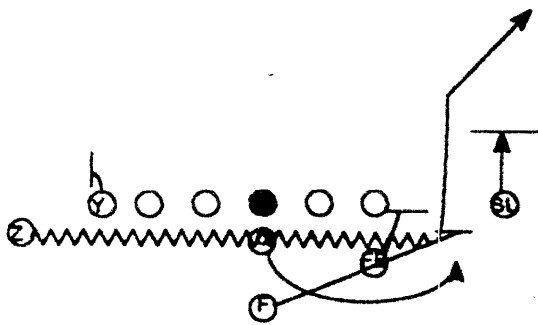


FLAW 3 CURL AND GO

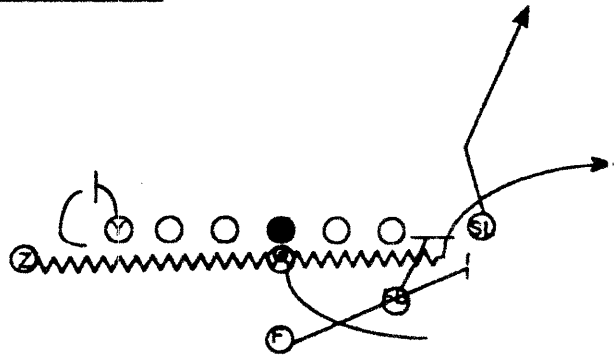


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	STREAK CURL	15				SL	STUTTER	12			
FB	BLOCK FLAW					FB	BLOCK FLAW				
Y	BLOCK FLAW					Y	BLOCK FLAW				
Z	OUT	3/5				Z	OUT	3/5			
F	BLOCK FLAW					F	BLOCK FLAW				
QB	READ FLAT DEF.-TAKE OUT IF OPEN				Prog: Z/SL	QB	DEEP DROP-CURL AND GO-Z AS A 3RD THROW				Prog: SL/Z

FLAW 7

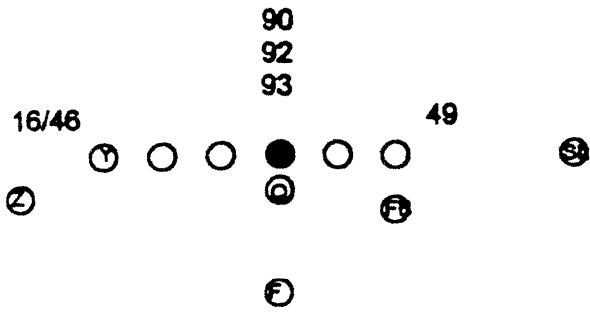


FLAW Y FALCON



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	SMASH	7				SL	STREAK				O/R
FB	BLOCK FLAW					FB	BLOCK FLAW				
Y	BLOCK FLAW					Y	FALCON	2 YDS MAX			
Z	CORNER	10/25				Z	OUT	3/5			
F	BLOCK FLAW					F	BLOCK FLAW				
QB	CORNER LO-HI-TAKE SMASH IF OPEN				Prog: SL/Z	QB	7 STEPS/FIND A WINDOW				Prog: Y

BLITZ (PRIOR TO MOTION)



TACKLE TO TACKLE RUN

22 PEEL
25 SMOKE DRAW

PERIMETER RUN

QUICK PASS

SPRINTOUT PASS

FLAW 3 CURL
FLAW 3 CURL AND GO
FLAW 7

DROPPBACK PASS

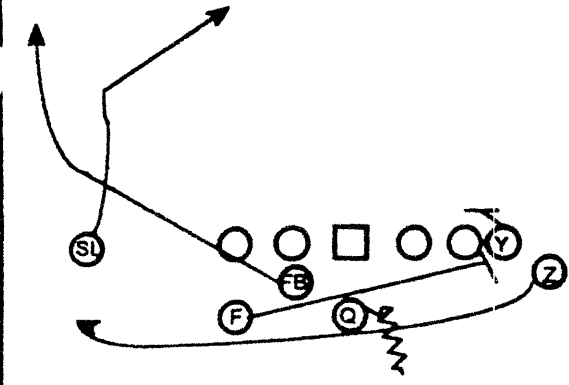
PLAYACTION PASS

SCREENS

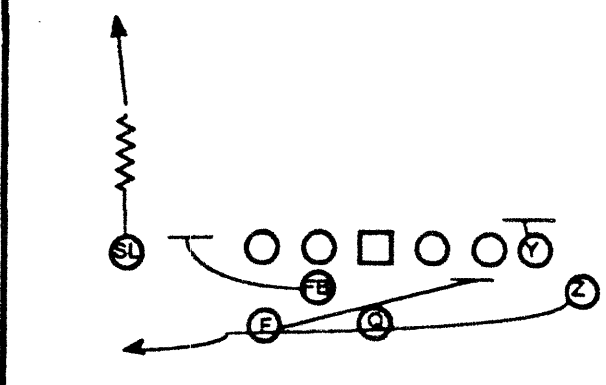
FLAW Y FALCON

ROW/LOW GUN ZIPPY

RUSH SLOT POST FB WHEEL



22 REVERSE PITCH PASS



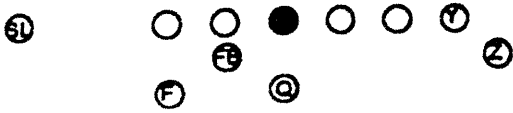
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	TOES POST					SL	STALK AND GO				
FB	WHEEL	3			BLACK LINE	FB	PROTECT Z				
Y	BLOCK RUSH					Y	BLOCK 22				ON LOS
Z	ZIPPY				GOT	Z	REVERSE				YOU THROW
F	BLOCK RUSH					F	FAKE 22				
QB	FAKE F/ZIPPY-LOOK POST TO WHEEL			Prog: SL/FB		QB	FAKE 22-HAND TO Z			Prog: SL	



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

TACKLE TO TACKLE RUN

22 PEEL
12 PEEL
30 WEDGE



PERIMETER RUN
22 REVERSE

QUICK PASS

PRINTOUT PASS

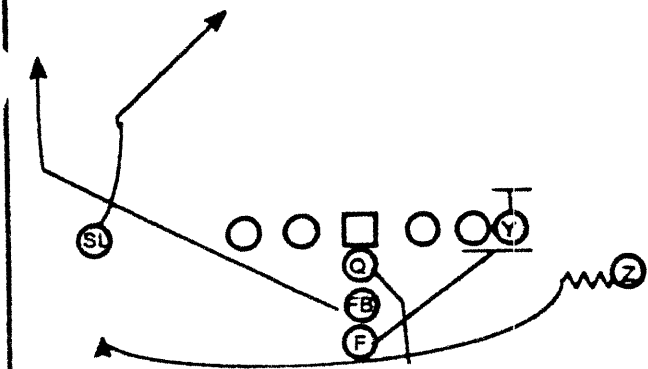
DROPPACK PASS

PLAYACTION PASS
RUSH SLOT POST FB WHEEL
22 REVERSE PITCH PASS

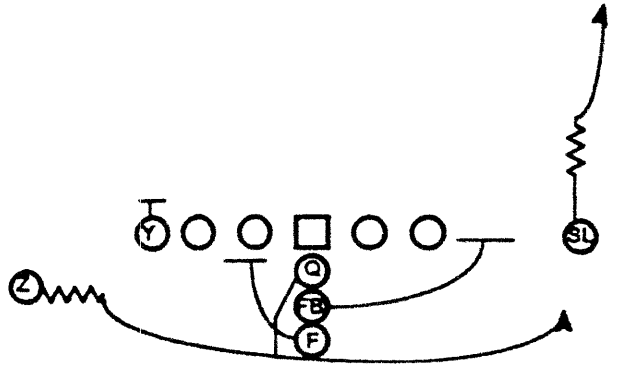
SCREENS

ROW/LOW ZIPPER

RUSH SLOT POST FB WHEEL



22 REVERSE PITCH PASS



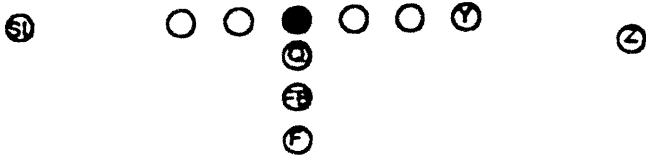
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	TOES POST					SL	STALK AND GO				
FB	WHEEL	3			BLACK LINE	FB	PROTECT Z				
Y	BLOCK RUSH					Y	BLOCK 22				ON LOS
Z	ZIPPER				GOT	Z	REVERSE				YOU THROW
F	BLOCK RUSH					F	FAKE 22				
QB	FAKE F/ZIPPER-LOOK POST TO WHEEL			Prog: SL/FB		QB	FAKE 22- HAND TO Z			Prog: SL	



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

BLITZ (PRIOR TO MOTION)

TACKLE TO TACKLE RUN
22 PEEL



PERIMETER RUN
22 REVERSE

QUICK PASS

PRINTOUT PASS

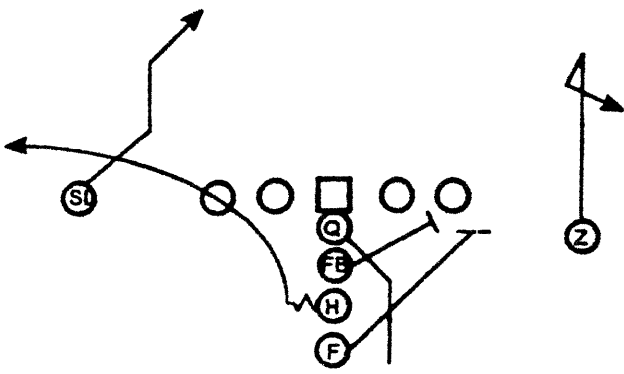
DROPPACK PASS

PLAYACTION PASS
RUSH SLOT POST FB WHEEL
22 REVERSE PITCH PASS

SCREENS

ROT/LOT I

AWAY RUSH GLANCE



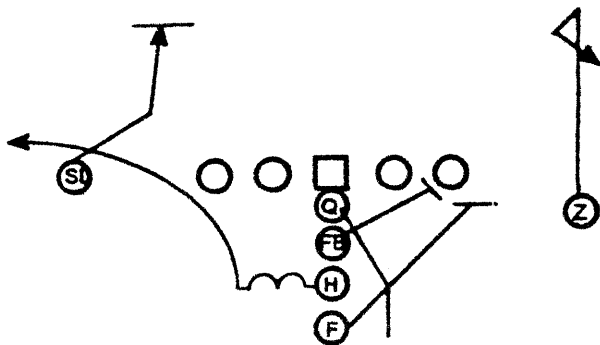
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	GLANCE	10	TOP#		C/2-3 READ	SL					
FB	BLOCK RUSH					FB					
H	AWAY BENCH	3				H					
Z	COMEBACK	12				Z					
F	BLOCK RUSH					F					
QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: Z-Y/SL		QB				Prog:	



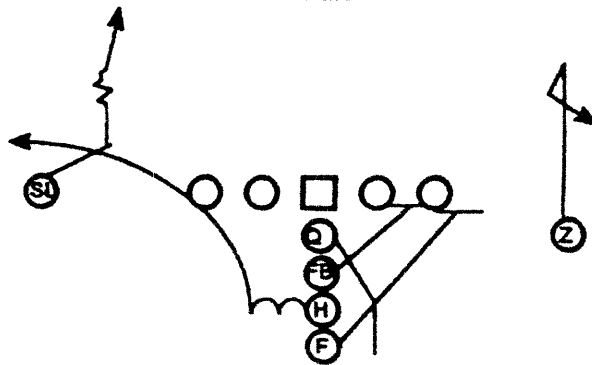
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

ROT/LOT I

AWAY RUSH CHOICE

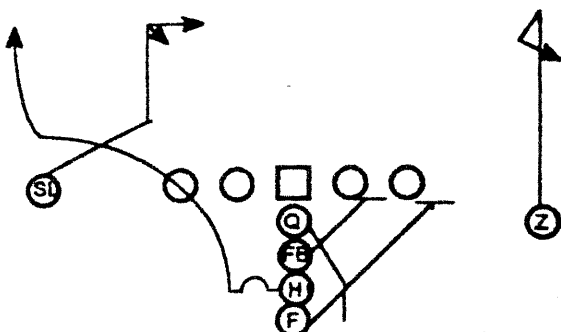


AWAY RUSH CHOICE AND GO

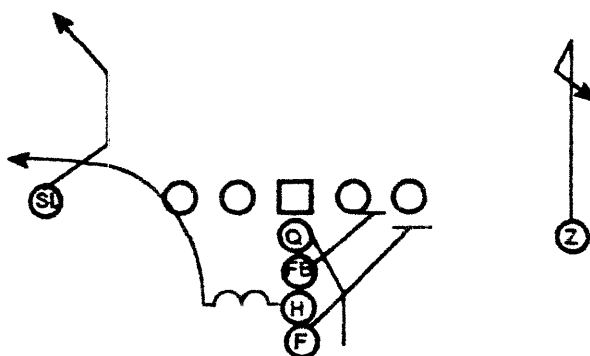


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	TOP#			SL	CHOICE/GO	10	TOP#		
FB	BLOCK RUSH					FB	BLOCK RUSH				
H	AWAY BENCH	3				H	AWAY BENCH	3			
Z	COMEBACK	12				Z	COMEBACK	12			
F	BLOCK RUSH					F	BLOCK RUSH				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.				Prog: Z-Y/SL	QB	CHOICE AND GO/BENCH				Prog: SL/Y

AWAY RUSH CHOICE H WHEEL



AWAY RUSH SWITCH

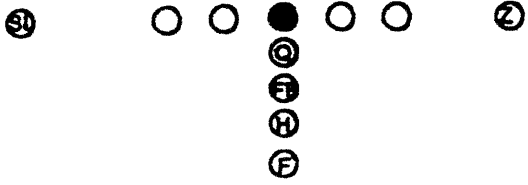


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	TOP#			SL	CORNER	10/25	TOP#		
FB	BLOCK RUSH					FB	BLOCK RUSH				
H	AWAY WHEEL	3			BLACK LINE	H	AWAY BENCH	3			
Z	COMEBACK	12				Z	COMEBACK	12			
F	BLOCK RUSH					F	BLOCK RUSH				
QB	WHEEL TO CHOICE				Prog: Y/SL	QB	COMEBACK IF 1 DEF				Prog: Z-Y/SL

BLITZ

TACKLE TO TACKLE RUN

AUTO 22/23 PEEL (MOTION TO PLAY)
AWAY 22/23 PEEL (MOTION AWAY PLAY)



PERIMETER RUN

AUTO 48/49 ARC (MOTION TO PLAY)

QUICK PASS

SPRINTOUT PASS

DROPPACK PASS

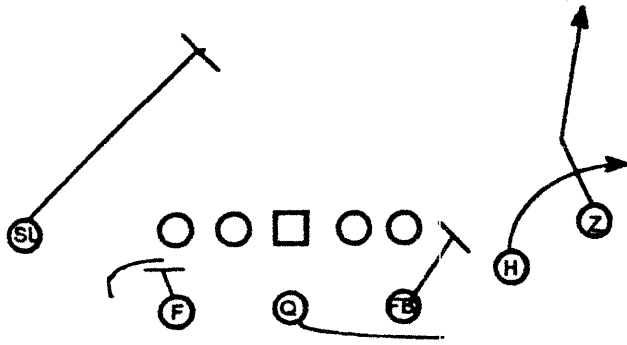
PLAYACTION PASS

AWAY RUSH CHOICE
AWAY RUSH CHOICE AND GO
AWAY RUSH CHOICE WHEEL
AWAY RUSH SWITCH
AWAY RUSH GLANCE

SCREENS

ROT/LOT GUN

FLARE F FALCON



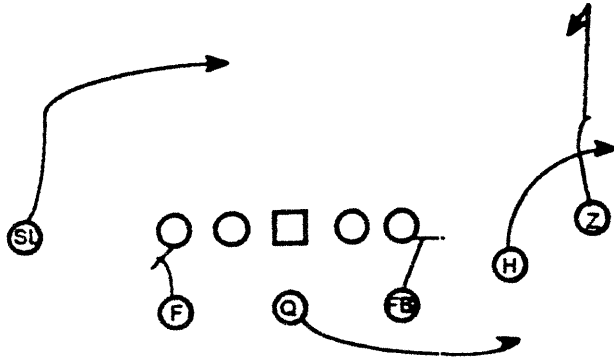
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	1FS/2FS					SL					
FB	BLOCK FLARE					FB					
H	OUT	3/5				H					
Z	STREAK					Z					
F	FALCON	2YDS MAX				F					
QB	SELL FRONT SIDE			Prog: F		QB				Prog:	



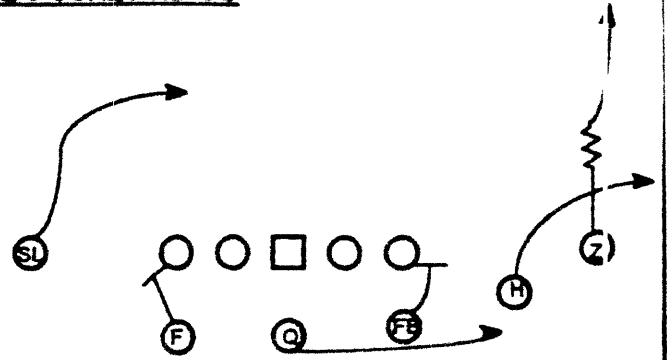
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
FB						FB					
H						H					
Z						Z					
F						F					
QB				Prog:		QB				Prog:	

ROT/LOT GUN

FLARE 3 CURL

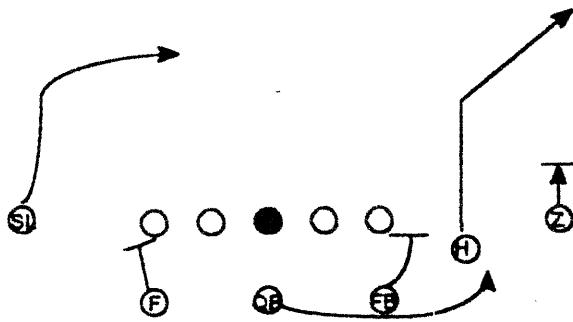


FLARE 3 CURL AND GO

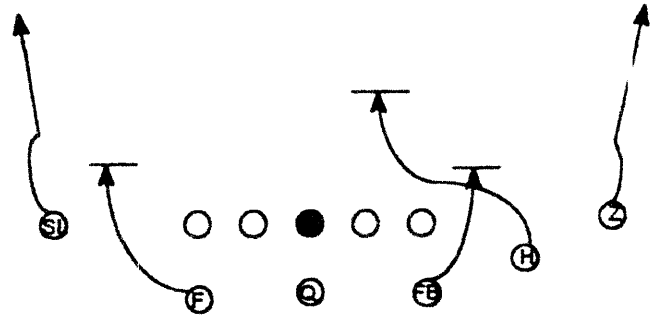


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15				SL	DIG	13/15			
FB	BLOCK FLARE					FB	BLOCK FLARE				
H	OUT	3/5				H	OUT	3/5			
Z	STREAK CURL	15			BOTTOM #	Z	STUTTER	12			
F	BLOCK FLARE					F	BLOCK FLARE				
QB	READ FLAT DEF. TAKE OUT IF OPEN			Prog: Y/Z-RUN		QB	DROP DEEP-Z ON CURL AND GO/Y AS 3RD THROW			Prog: Z/Y-RUN	

FLARE 7

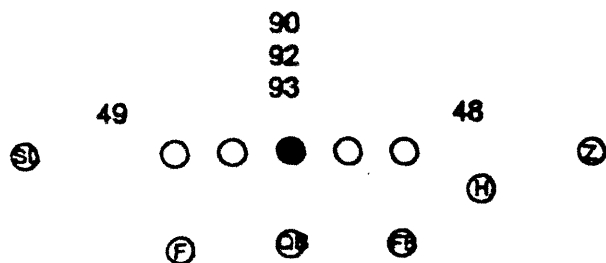


64



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15				SL	FADE			S.A.	
FB	BLOCK FLARE					FB	OPTION	4			
H	CORNER	10/25				H	CHOICE	10/12			
Z	SMASH	7				Z	FADE				
F	BLOCK FLARE					F	OPTION	4			
QB	COR. LO/HI-TAKE SMASH/COR/Z ON 3RD			Prog: Z/Y-RUN		QB	TRIANGLE (FADES)			Prog: F/Y/FB	

BLITZ



TACKLE TO TACKLE RUN

FLARE DRAW
14/15 WRAP
22 READ

PERIMETER RUN

48/49
38/39 G LOAD

QUICK PASS

PRINTOUT PASS

FLARE 3 CURL
FLARE 3 CURL AND GO
FLARE 7

DROPPACK PASS

64

PLAYACTION PASS

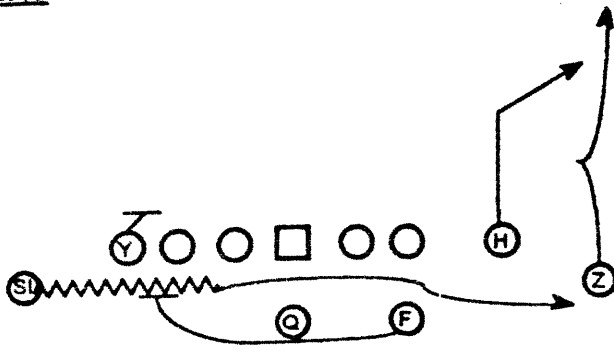
4/22

SCREENS

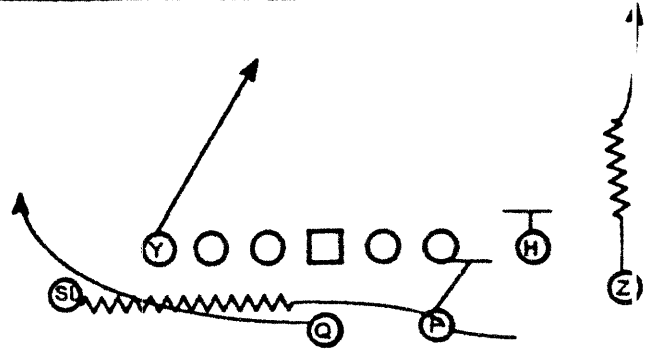
FLARE F FALCON

RAZOR/LAZER GUN SLY

57 SAC



9 SWEEP QB THROWBACK



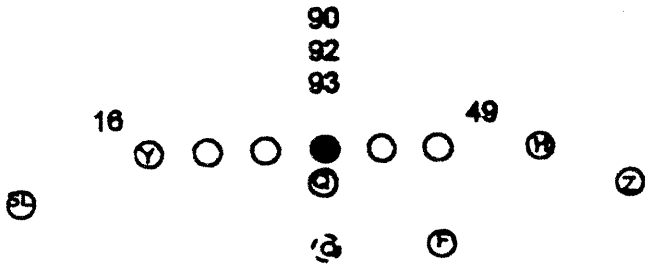
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	BUBBLE					SL	BUBBLE				YOU THROW
H	CORNER	10/25				H	BLOCK 9 SWEEP				ON LOS
Y	BLOCK 50					Y	TAKE 2				
Z	STREAK				BOTTOM #	Z	STALK AND GO				
F	BLOCK 50					F	BLOCK 9 SWEEP				
QB	MAKE A DECISION ON STREAK BY 15 YDS			Prog: Z/H/SL		QB	HANDOFF/BE SNEAKY-SLOW/BOTTOM #			Prog: QB	



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
H						H					
Y						Y					
Z						Z					
F						F					
QB					Prog: Z/H-RUN	QB					Prog: F/H/Y

BLITZ (PRIOR TO MOTION)

TACKLE TO TACKLE RUN
13 EDGE



PERIMETER RUN

9 SWEEP
16
48

QUICK PASS

SPRINTOUT PASS

DROPPACK PASS

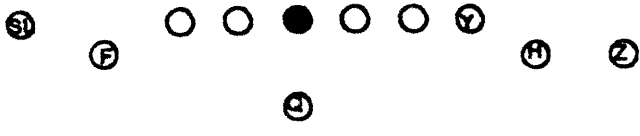
PLAYACTION PASS

57 SAC
9 SWEEP QB THROWBACK

SCREENS

BLITZ

TACKLE TO TACKLE RUN
15 COUNTER



PERIMETER RUN

QUICK PASS

SPRINTOUT PASS

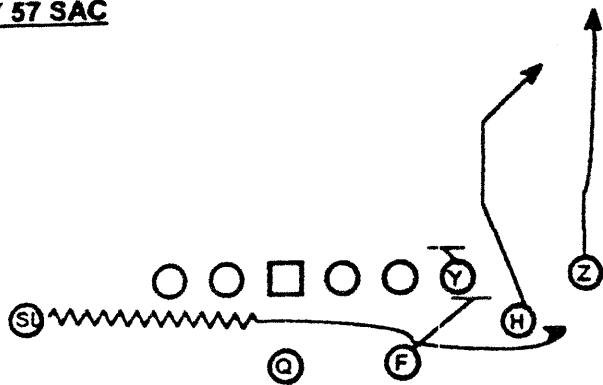
DROPPACK PASS
964 HITCH

PLAYACTION PASS

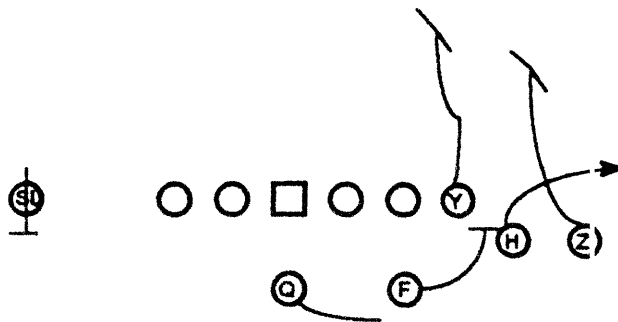
SCREENS
JAGUAR

RAY/LAY GUN

SLY 57 SAC

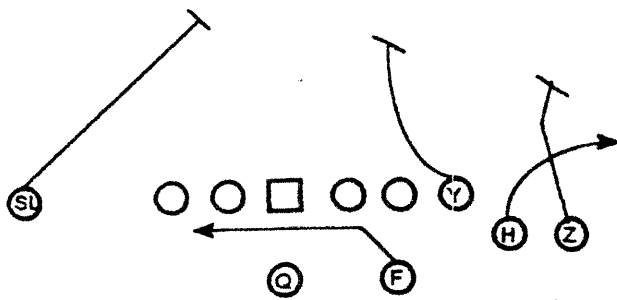


FLARE QUAKER



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	BUBBLE					SL	QUAKER	1 FT.			QUICK 3
H	CORNER	10/25				H	BENCH	3			
Y	BLOCK 50					Y	1FS/2\$				
Z	STREAK					Z	BLOCK CORNER				
F	BLOCK 50					F	BLOCK FLARE				
QB	MAKE A QK DECISION ON STREAK			Prog: Z/H/SL		QB	FLARE-QUICK 3			Prog: SL	

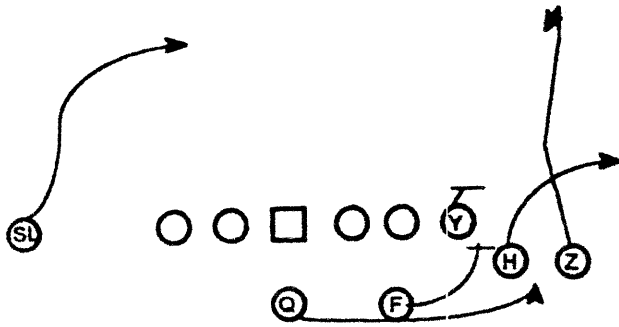
79 SEMINOLE (CRACK)



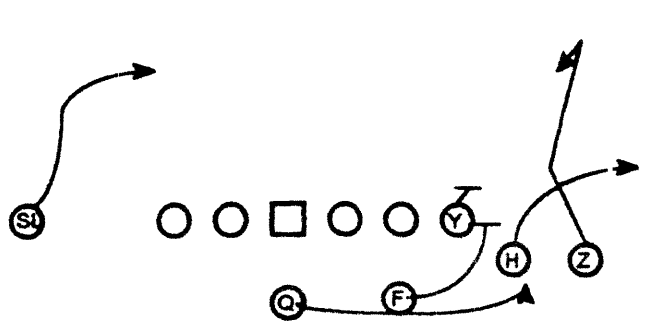
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	1FS/2FS				(CRACK LB)	SL					
H	BENCH	3				H					
Y	1FS/2\$					Y					
Z	BLOCK CORNER					Z					
F	SEMINOLE				W/QK. OG IF 69-ALIGN WK.	F					
QB	DROP 5-ROCK TO FRONT FOOT-DROP IF NECESSARY			Prog: F		QB					

RAY/LAY GUN

FLARE 3 CURL



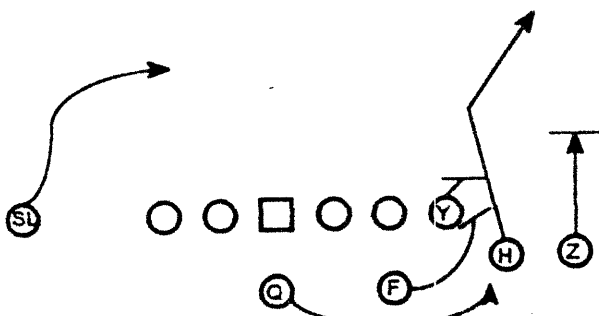
FLARE 3 CURL AND GO



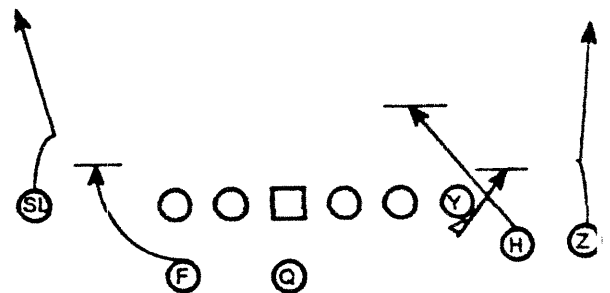
POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15			
H	OUT	3/5			
Y	BLOCK FLARE				
Z	STREAK CURL	15			BOTTOM #
F	BLOCK FLARE				
QB	READ FLAT DEF. TAKE OUT IF OPEN			Prog: H/Z-RUN	

POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15			
H	OUT	3/5			
Y	BLOCK FLARE				
Z	STUTTER	12			
F	BLOCK FLARE				
QB	DROP DEEP-Z ON CURL AND GO/H AS A 3RD THROW			Prog: Z/H-RUN	

FLARE 7



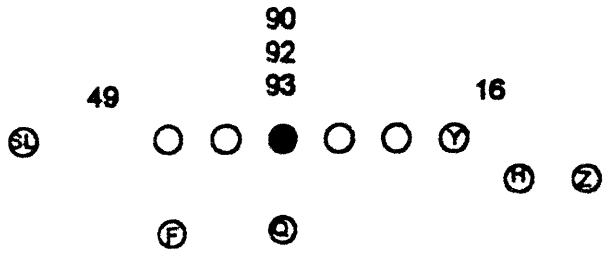
64



POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15			
H	CORNER	10			m/Z
Y	BLOCK FLARE				
Z	SMASH	7			
F	BLOCK FLARE				
QB	READ COR. LO-HI TAKE SMASH			Prog: Z/H-RUN	

POS	Route	Depth	Split	Blitz	Release
SL	FADE			S.A.	
H	CHOICE	12			
Y	CK. 60 PROT. OPTION	4			OUTSIDE BREAK ONLY
Z	FADE				
F	OPTION	4			2 WAY
QB	TRIANGLE (FADES)			Prog: F/H/Y	

BLITZ



TACKLE TO TACKLE RUN

15 COUNTER - back off set wlk
24 COUNTER READ - . . .

PERIMETER RUN

49
SLY 8 SWEEP

QUICK PASS

90 CHECK

SPRINTOUT PASS

FLARE 3 CURL
FLARE 3 CURL AND GO
FLARE 7

DROPPACK PASS

64

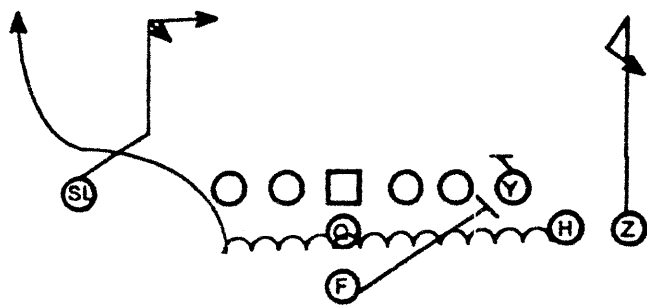
PLAYACTION PASS

SLY 57 SAC

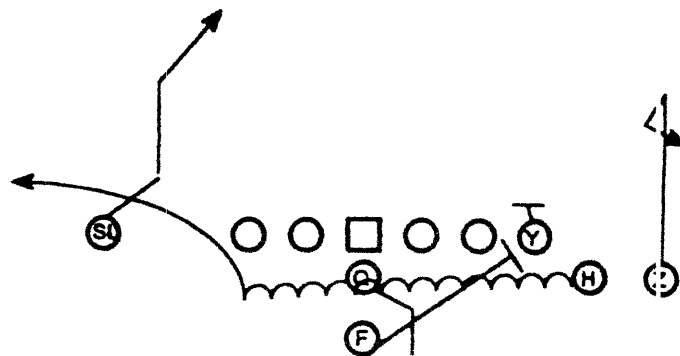
SCREENS

FLARE QUAKER
79 SEMINOLE

RUSH CHOICE H WHEEL



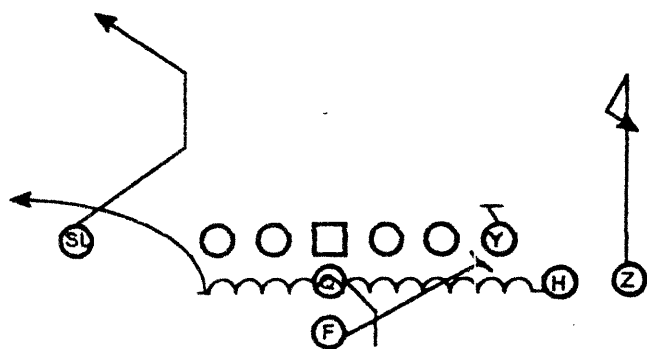
RUSH GLANCE



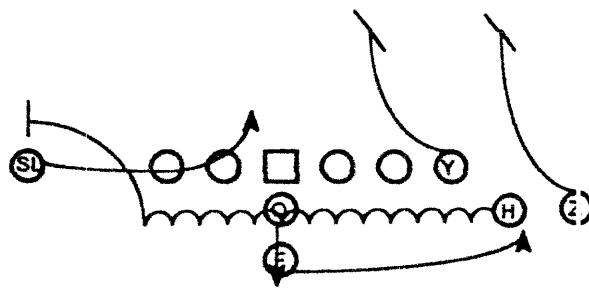
POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	TOP#		
H	WHEEL	3			BLACK LINE
Y	BLOCK RUSH				
Z	COMEBACK	12			
F	BLOCK RUSH				
QB	WHEEL TO CHOICE		Prog: H/SL		

POS	Route	Depth	Split	Blitz	Release
SL	GLANCE	10	TOP#		C/2-3 REA()
H	BENCH	3			
Y	BLOCK RUSH				
Z	COMEBACK	12			
F	BLOCK RUSH				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.		Prog: Z-H/SL		

RUSH SWITCH



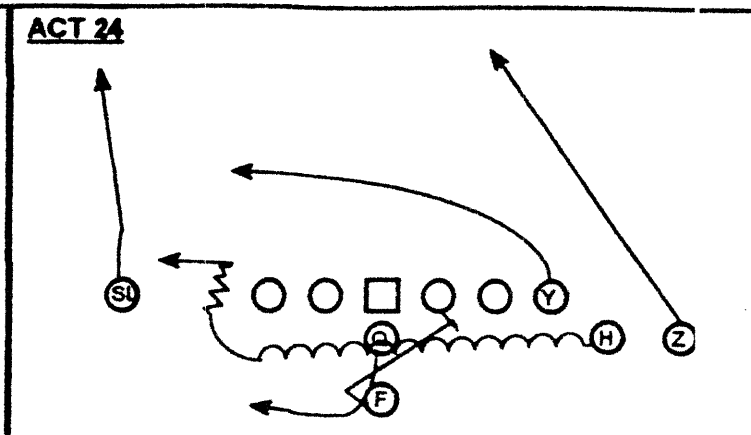
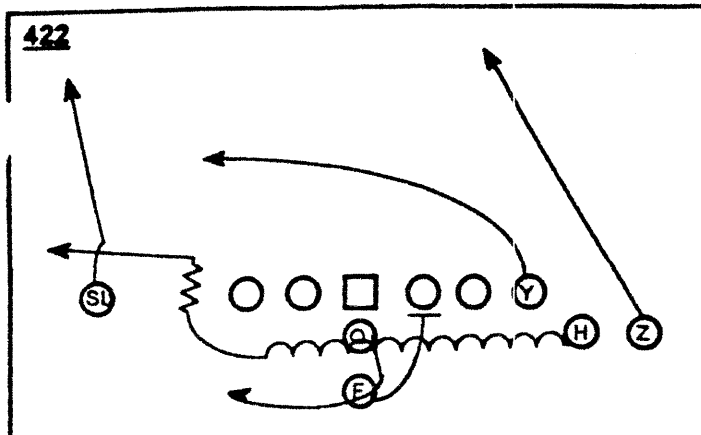
JAGUAR



POS	Route	Depth	Split	Blitz	Release
SL	CORNER	10/25	TOP#		
H	BENCH	3			
Y	BLOCK RUSH				
Z	COMEBACK	12			
F	BLOCK RUSH				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.		Prog:		

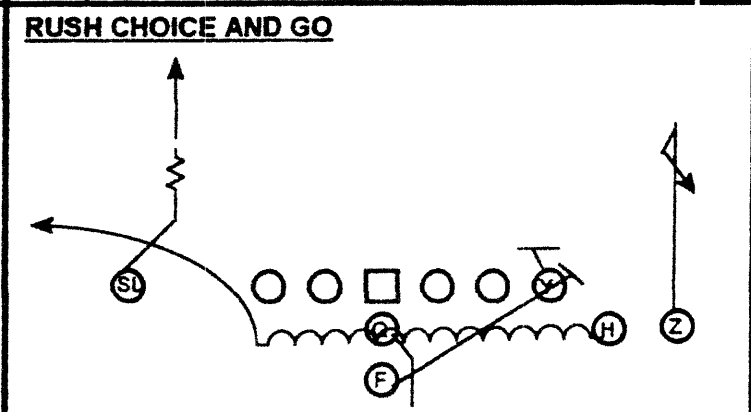
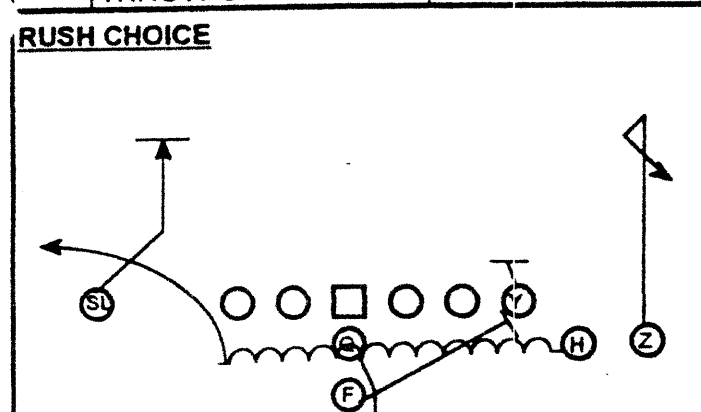
POS	Route	Depth	Split	Blitz	Release
SL	JAGUAR	1 FT.			MIDDLE SCREEN
H	BLOCK #1				
Y	1FS/2\$				
Z	BLOCK CORNER				
F	SWING TO CALL				
QB	FULL 5-FIND WINDOW AND THROW FADING AWAY		Prog: SL		

RAY/LAY HANG



POS	Route	Depth	Split	Blitz	Release
SL	STREAK				O/R
H	FREEZE	3			
Y	DRAG	10			
Z	TAKE 2				
F	FAKE 22				
QB	FAKE 22-BE READY TO THROW OFF BACK FOOT			Prog: H/Y-RUN	

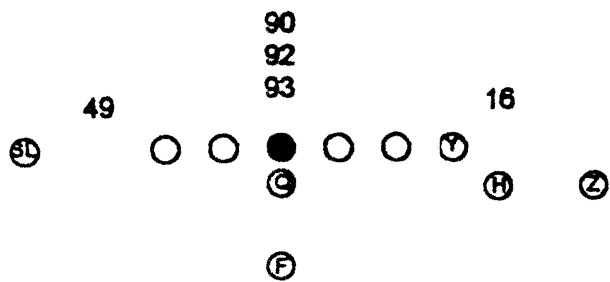
POS	Route	Depth	Split	Blitz	Release
SL	STREAK				O/R
H	FREEZE	3			
Y	DRAG	10			
Z	TAKE 2				
F	FAKE 24				
QB	FAKE 24-BE READY TO THROW OFF BACK FOOT			Prog: H/Y-RUN	



POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	TOP#		
H	BENCH	3			
Y	BLOCK RUSH				
Z	COMEBACK 12				
F	BLOCK RUSH				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: Z-H/SL	

POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	GO 10	TOP#		
H	BENCH	3			
Y	BLOCK RUSH				
Z	COMEBACK 12				
F	BLOCK RUSH				
QB	CHOICE AND GO/BENCH Prog: SL/H				

BLITZ (PRIOR TO MOTION)



TACKLE TO TACKLE RUN

22 ZONE
24 COUNTER

PERIMETER RUN

QUICK PASS

SPRINTOUT PASS

DROPPACK PASS

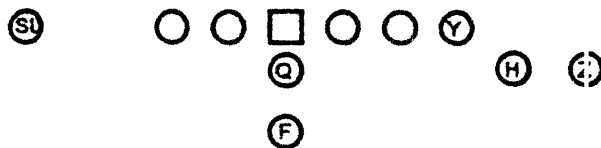
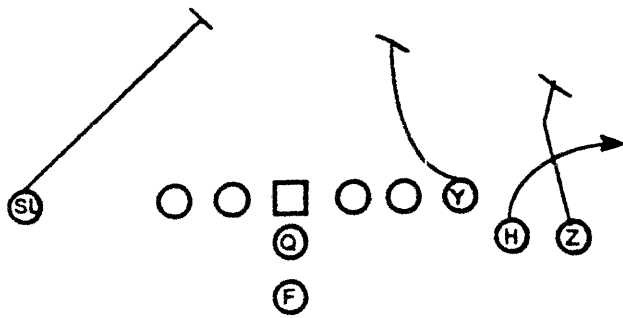
PLAYACTION PASS

422
ACT 24
RUSH CHOICE
RUSH CHOICE AND GO
RUSH CHOICE H WHEEL
RUSH GLANCE
RUSH SWITCH

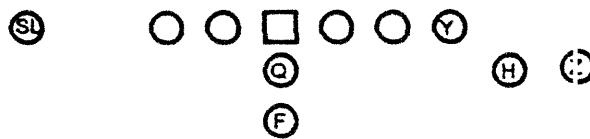
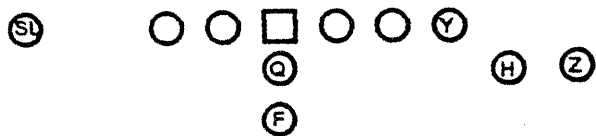
SCREENS

JAGUAR

79 SEMINOLE (CRACK)



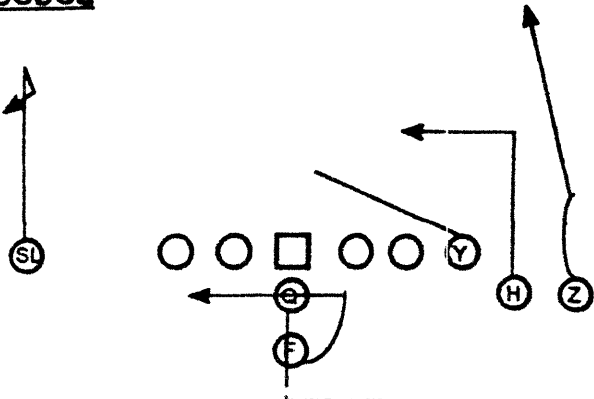
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	1FS/2FS				(CRACK LB)	SL					
H	BENCH	3				H					
Y	1FS/2\$					Y					
Z	BLOCK CORNER					Z					
F	SEMINOLE				W/QK. OG	F					
QB	DROP 5-ROCK TO FRONT FOOT-DROP IF NECESSARY Prog: F					QB	Prog:				



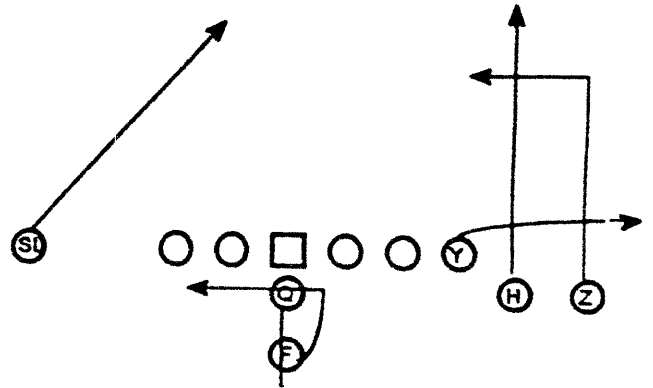
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
H						H					
Y						Y					
Z						Z					
F						F					
QB	Prog:					QB	Prog:				

RAY/LAY

75 DODGE

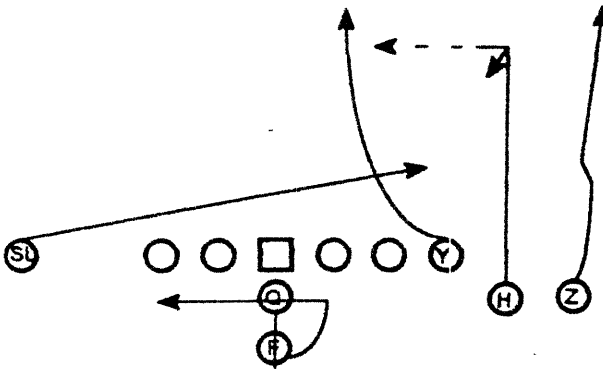


76

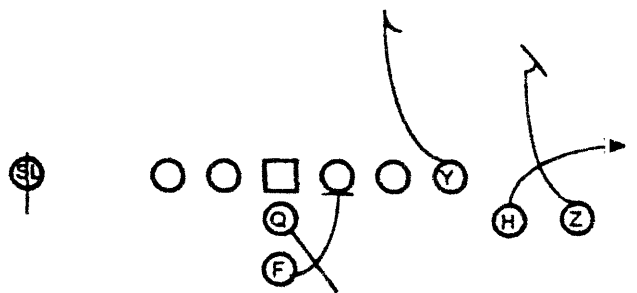


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	COMEBACK	12		S.A.		SL	TAKE 2			S.A.	
H	DIP	10/12				H	CLEARING STREAK				OUTSIDE C-2 \$
Y	SPOT	6				Y	BENCH	3			
Z	TOES POST					Z	DIG	13/15	WIRE		BALL CAUGHT BEFORE HASH
F	70 PROT.				LIKE SEMINOLE	F	70 PROT.				LIKE SEMINOLE
QB	C-1/3 READ FS C-2/4 READ \$			Prog: Z/H/Y		QB	C-1/3 READ FS C-2/4 READ SLB			Prog: Y/Z	

79 UNDER

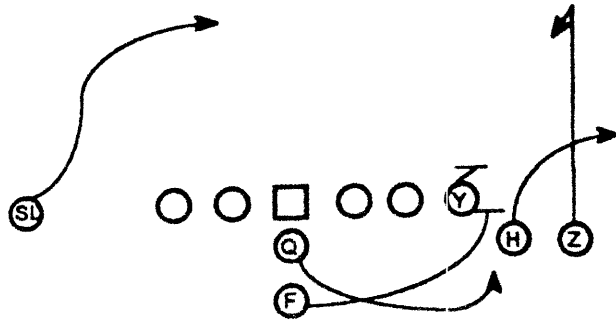


22 QUAKER

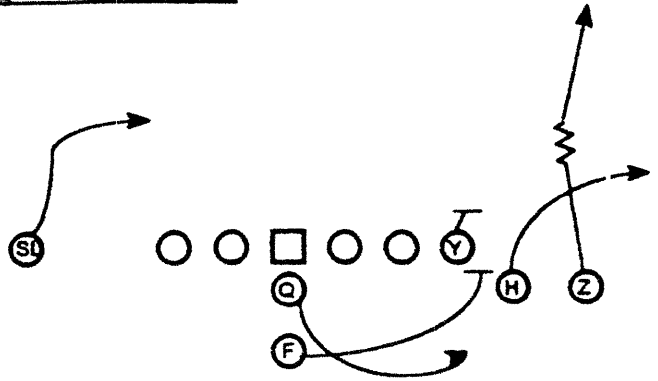


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	UNDER	5		S.A.		SL	QUAKER	1FT.			QUICK 3
H	DEEP READ	15	4YDS O/S HASH			H	BENCH	3			
Y	STREAK				OPPOSITE HASH	Y	1FS/2\$				
Z	STREAK					Z	BLOCK CORNER				
F	70 PROT.				LIKE SEMINOLE	F	FAKE 22				
QB	MAN/ZONE ZONE READ SLB			Prog: SL/H		QB	CHECK vs. PRESS			Prog: SL	

FLARE 3 CURL

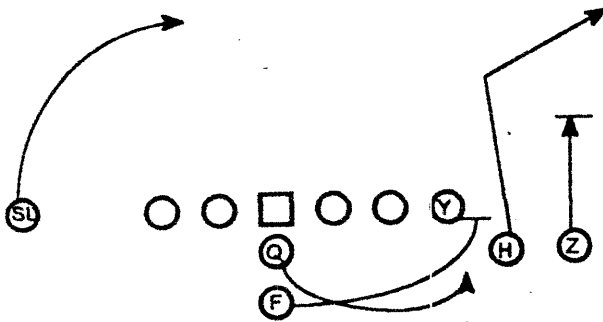


FLARE 3 CURL AND GO

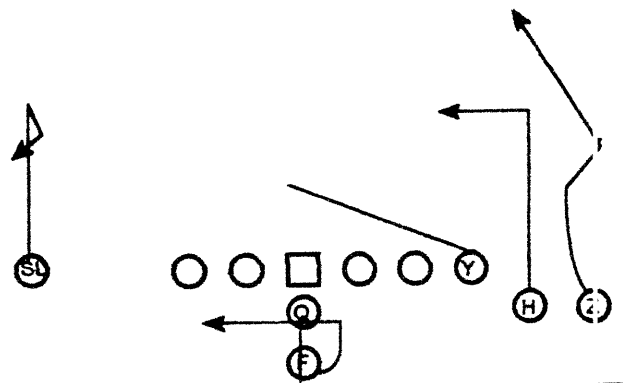


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15				SL	DIG	13/15			
H	OUT	3/5				H	OUT	3/5			
Y	BLOCK FLARE					Y	BLOCK FLARE				
Z	STREAK CURL	15			BOTTOM #	Z	STUTTER	12			
F	BLOCK FLARE					F	BLOCK FLARE				
QB	READ FLAT DEF. TAKE OUT IF OPEN			Prog: H/Z-RUN			QB	DROP DEEP-Z ON CURL AND GO/H AS A 3RD THROW			Prog: Z/H-RUN

FLARE 7



75

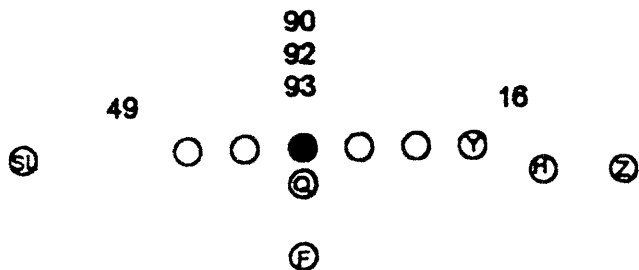


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15				SL	COMEBACK12			S.A.	
H	CORNER	10			m/Z	H	DIP	10/12			
Y	BLOCK FLARE					Y	SPOT	6			
Z	SMASH	7				Z	TOES POST				
F	BLOCK FLARE					F	70 PROT.				LIKE SEMINOLE
QB	READ COR. LO-HI TAKE SMASH			Prog: Z/H-RUN			QB	C-1 THINK COMEBACK ZONE READ FLAT DEF.			Prog: SL/Y/H

BLITZ

TACKLE TO TACKLE RUN

25 COUNTER



PERIMETER RUN

QUICK PASS

16
49

SPRINTOUT PASS

FLARE 3 CURL
FLARE 3 CURL AND GO
FLARE 7

DROPPACK PASS

75
75 DODGE
76
79 UNDER

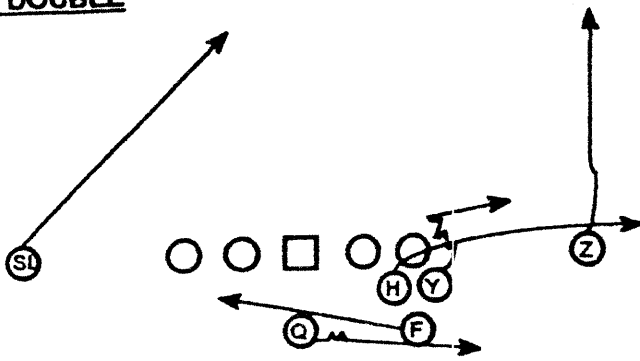
PLAYACTION PASS

SCREENS

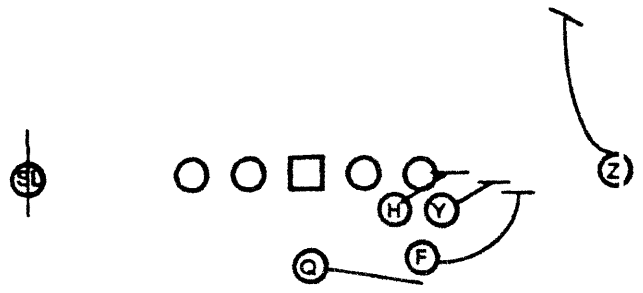
22 QUAKER
79 SEMINOLE (CRACK)

RACE/LACE BOX

425 DOUBLE



FLARE QUAKER

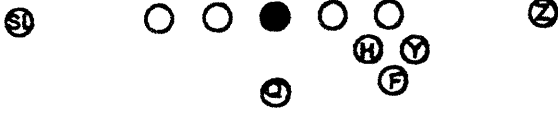


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2					SL	QUAKER	1 FT			QUICK 3
H	BENCH	3				H	SELL 18 KEEP				
Y	FREEZE	3				Y	SELL 18 KEEP				
Z	STREAK				O/R	Z	BLOCK CORNER				
F	FAKE 25					F	SELL 18 KEEP				
QB	RIDE F-BE READY TO THROW OFF BACK FOOT				Prog: H/Y	QB	CHECK vs. PRESS (6-18) 3 STEPS AND THROW				Prog: SL



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL						SL					
H						H					
Y						Y					
Z						Z					
F						F					
QB					Prog:	QB					Prog:

BLITZ



TACKLE TO TACKLE

**10 WHAM
25 COUNTER**

**PERIMETER RUN
18 KEEP**

QUICK PASS

SPRINTOUT PASS

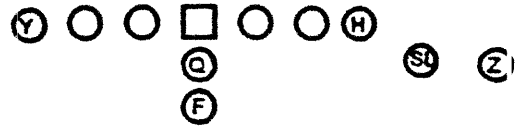
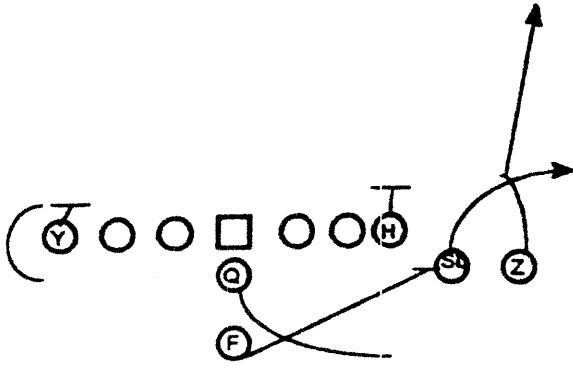
DROPPACK PASS

**PLAYACTION PASS
425 DOUBLE**

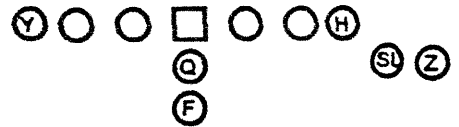
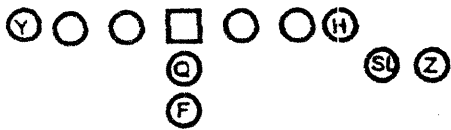
**SCREENS
FLARE QUAKER**

RING/LING

FLOOD Y FALCON



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y	FALCON	2 YDS MAX				Y					
H	BLOCK FLOOD					H					
SL	OUT	3/5				SL					
Z	STREAK				O/R	Z					
F	BLOCK FLOOD					F					
QB	7 STEP-MUST FIND A WINDOW (THROW AWAY)				Prog: Y	QB					Prog:

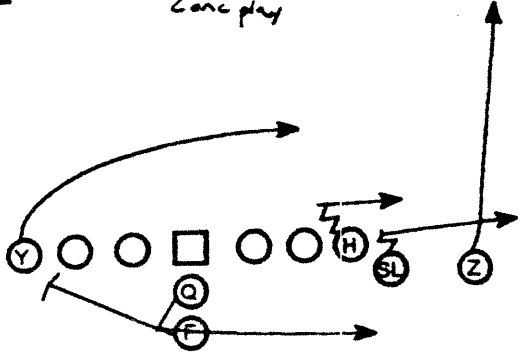


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y						Y					
H						H					
SL						SL					
Z						Z					
F						F					
QB					Prog:	QB					Prog:

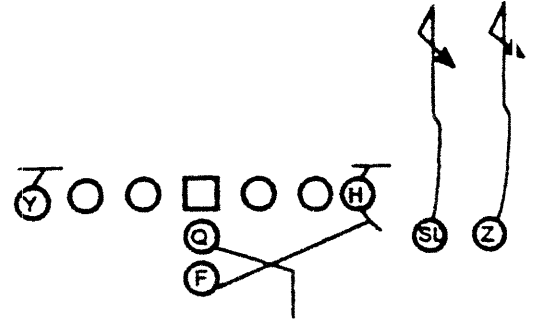
RINGLING

426 DOUBLE

Zone play

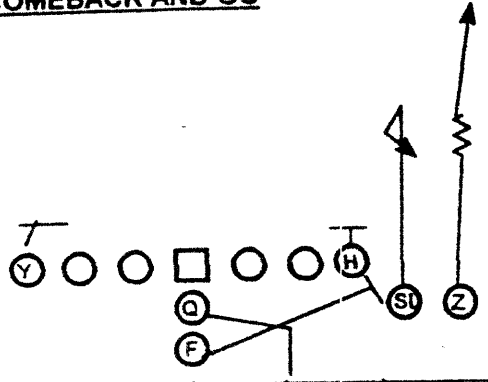


PASS 27 COMEBACK

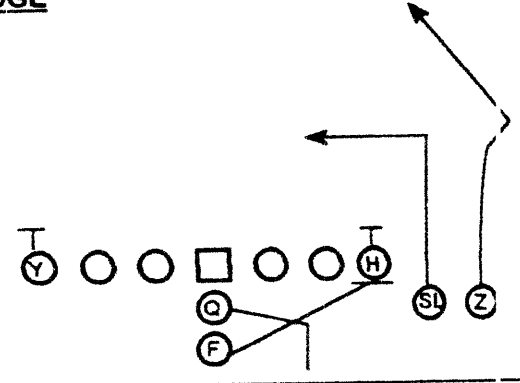


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y	DRAG	10				Y	BLOCK PASS 27				
H	FREEZE	3				H	BLOCK PASS 27				
SL	FREEZE	3	WIDE			SL	COMEBACK	12			
Z	STREAK				O/R	Z	COMEBACK	12			
F	FAKE 26					F	27 PATH BLOCK EDGE				
QB	FAKE 26-BE READY THROW OFF BACK FOOT				Prog: H/SLY	QB	FAKE 27- READ FLAT DEF. HORIZ.				Prog: SL/Z

PASS 27 COMEBACK AND GO



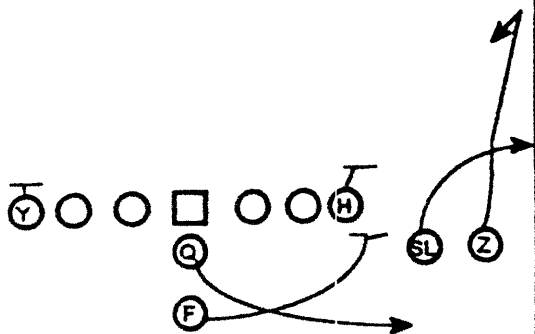
PASS 27 DODGE



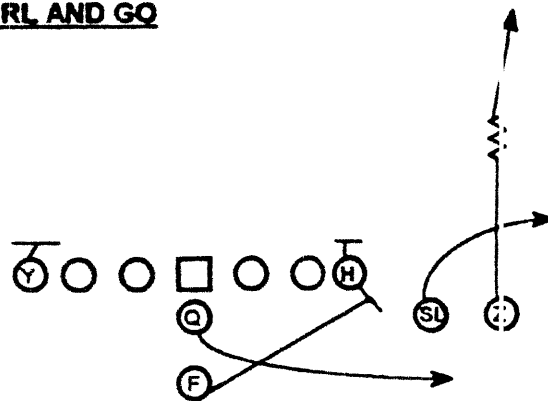
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y	BLOCK PASS 27					Y	BLOCK PASS 27				
H	BLOCK PASS 27					H	BLOCK PASS 27				
SL	COMEBACK	12				SL	DIP	10/12			
Z	COMEBACK AND GO	10/12				Z	TOES POST				
F	27 PATH BLOCK EDGE					F	27 PATH BLOCK EDGE				
QB	FAKE 27-READ HI/LO				Prog: Z/SL	QB	FAKE 27-POST ONLY THROW				Prog: Z

RINGLING

FLOOD 3 CURL

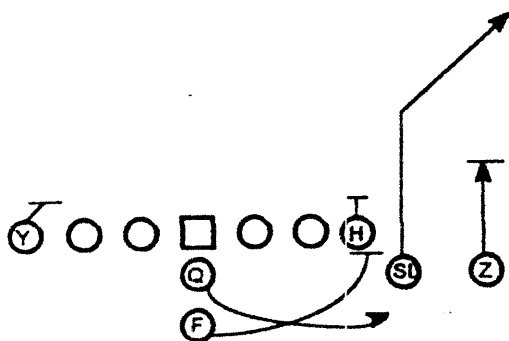


FLOOD 3 CURL AND GO



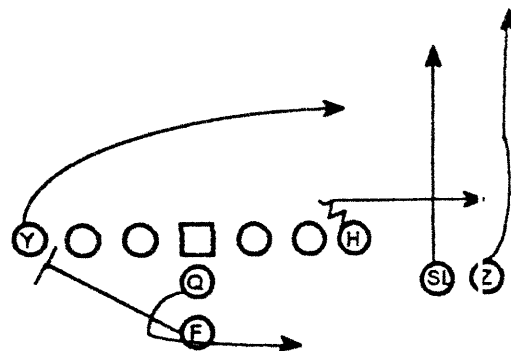
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y	BLOCK FLOOD					Y	BLOCK FLOOD				
H	BLOCK FLOOD					H	BLOCK FLOOD				
SL	OUT	3/5				SL	OUT	3/5			
Z	CURL	15			BOTTOM #	Z	STUTTER	12			
F	BLOCK FLOOD					F	BLOCK FLOOD				
QB	READ FLAT DEF. TAKE OUT IF OPEN			Prog: SL/Z-RUN		QB	DEEP DROP-CURL AND GO H AS A 3RD THROW			Prog: Z/SL	

FLOOD 7



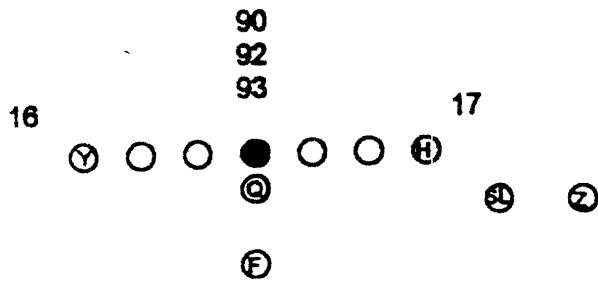
426

Man to Man



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
Y	BLOCK FLOOD					Y	DRAG	10			
H	BLOCK FLOOD					H	FREEZE	3			
SL	CORNER	10/25			m/Z	SL	STREAK				
Z	SMASH	7				Z	STREAK				O/R
F	BLOCK FLOOD					F	FAKE 26				
QB	SMASH IF OPEN-CORNER/BACK TO SMASH			Prog: Z/SL		QB	FAKE 26-BE READY TO THROW OFF BACK FOOT			Prog: H/Y	

BLITZ



TACKLE TO TACKLE RUN

22/23 ZONE
24/25 COUNTER
26/27

PERIMETER RUN

16/17

QUICK PASS

SPRINTOUT PASS

FLOOD 3 CURL
FLOOD 3 CURL AND GO
FLOOD 7

DROPPACK PASS

PLAYACTION PASS

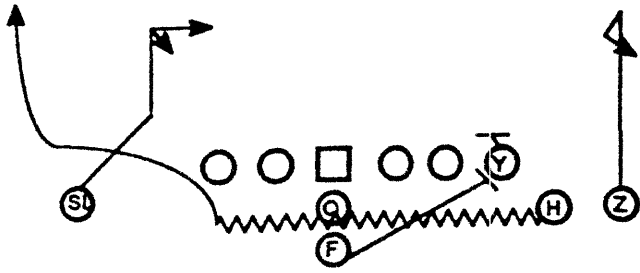
426
426 DOUBLE
PASS 27 COMEBACK
PASS 27 COMEBACK AND GO
PASS 27 DODGE

SCREENS

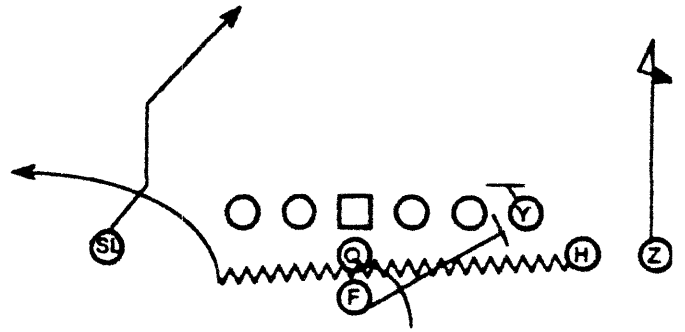
FLOOD Y FALCON

RAY/LAY HANG

RUSH CHOICE H WHEEL

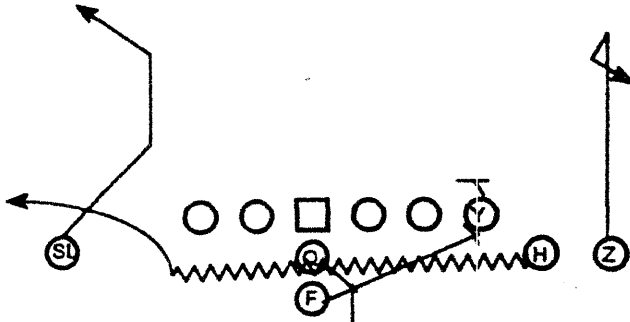


RUSH GLANCE

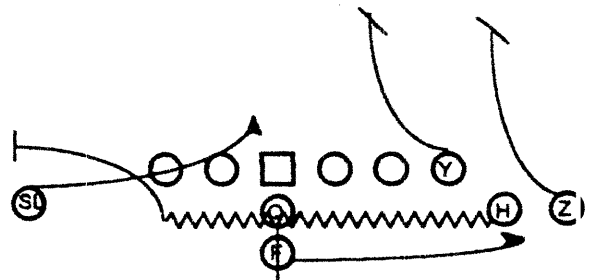


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	TOP#			SL	GLANCE	10	TOP#		C/2-3 READ
H	WHEEL	3			BLACK LINE	H	BENCH	3			
Y	BLOCK RUSH					Y	BLOCK RUSH				
Z	COMEBACK 12					Z	COMEBACK 12				
F	BLOCK RUSH					F	BLOCK RUSH				
QB	WHEEL TO CHOICE			Prog: H/SL		QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: Z-H/SL	

RUSH SWITCH

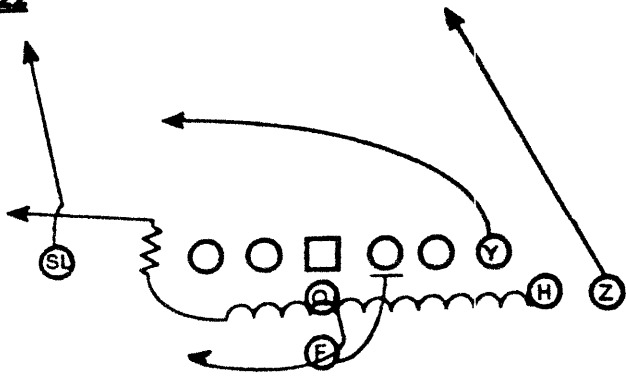


JAGUAR

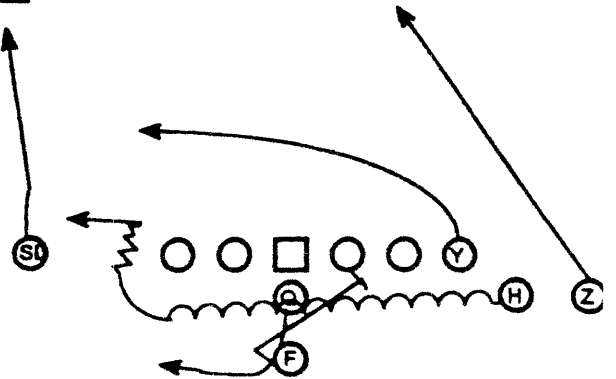


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CORNER	10/25	TOP#			SL	JAGUAR	1 FT.			MIDDLE SCREEN
H	BENCH	3				H	BLOCK #1				
Y	BLOCK RUSH					Y	1 FS/2\$				
Z	COMEBACK 12					Z	BLOCK CORNER				
F	BLOCK RUSH					F	SWING TO CALL				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: SL or Z/F		QB	FULL 5-FIND WINDOW AND THROW FADING AWAY			Prog: SL	

422

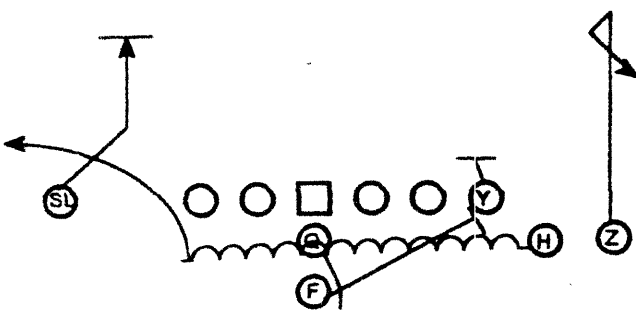


ACT 24

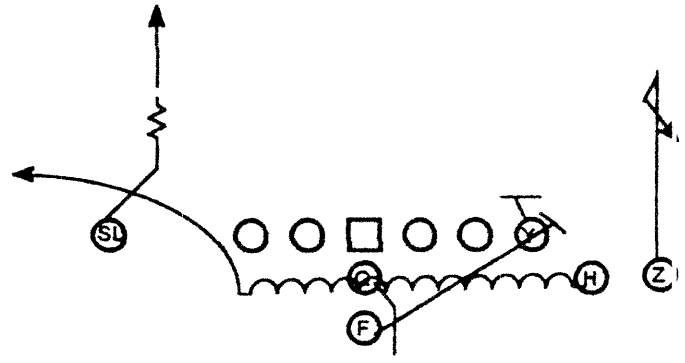


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	STREAK				O/R	SL	STREAK				O/R
H	FREEZE	3				H	FREEZE	3			
Y	DRAG	10				Y	DRAG	10			
Z	TAKE 2					Z	TAKE 2				
F	FAKE 22					F	FAKE 24				
QB	FAKE 22-BE READY TO THROW OFF BACK FOOT				Prog: H/Y-RUN	QB	FAKE 24-BE READY TO THROW OFF BACK FOOT				Prog: H/Y-RUN

RUSH CHOICE



RUSH CHOICE AND GO

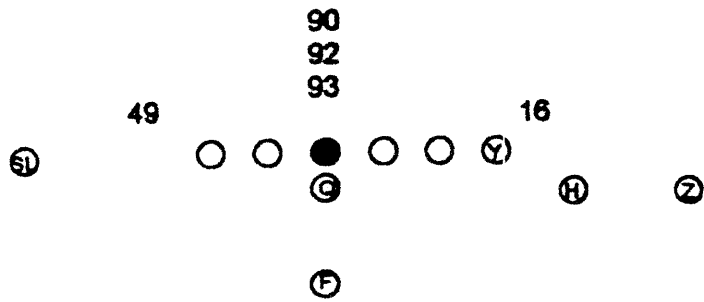


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release	
SL	CHOICE	12	TOP#			SL	CHOICE/GO	10	TOP#			
H	BENCH	3				H	BENCH	3				
Y	BLOCK RUSH					Y	BLOCK RUSH					
Z	COMEBACK 12					Z	COMEBACK 12					
F	BLOCK RUSH					F	BLOCK RUSH					
QB	COMEBACK IF 1 DEF. READ FLAT DEF.				Prog: Z-H/SL	QB	CHOICE AND GO/BENCH					Prog: SL/H

BLITZ (PRIOR TO MOTION)

TACKLE TO TACKLE RUN

22 ZONE
24 COUNTER



PERIMETER RUN

QUICK PASS

PRINTOUT PASS

DROPPACK PASS

PLAYACTION PASS

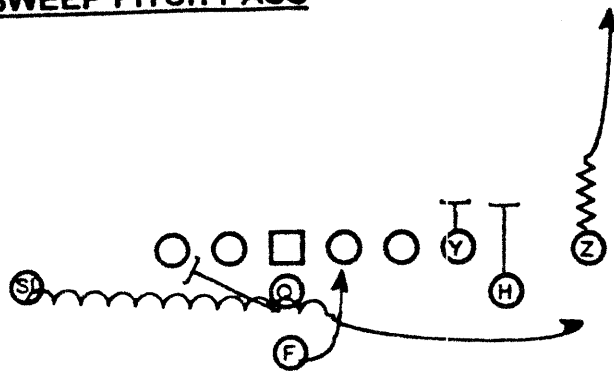
SCREENS

JAGUAR

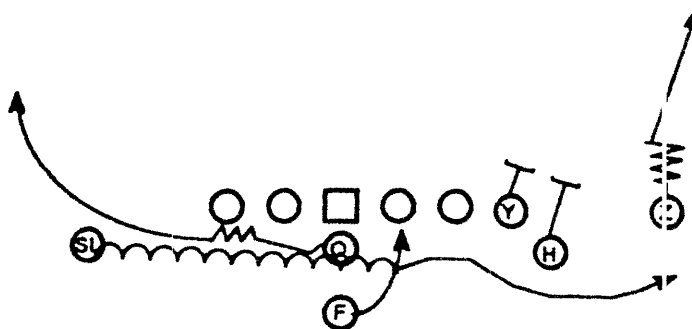
422
ACT 24
RUSH CHOICE
RUSH CHOICE AND GO
RUSH CHOICE H WHEEL
RUSH GLANCE
RUSH SWITCH

RACE/LACE STING SLY

8 SWEEP PITCH PASS

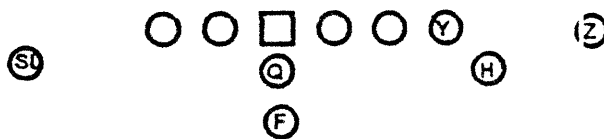
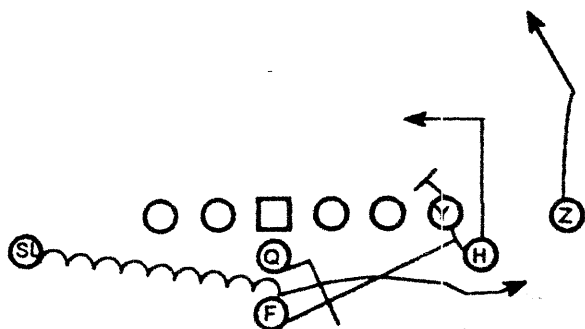


8 SWEEP QB THROWBACK (RZ)



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	Bubble				YOU THROW	SL	Bubble				YOU THROW'
H	Block Sweep				On LOS	H	Block Sweep				On LOS
Y	Block Sweep				On LOS	Y	Block Sweep				On LOS
Z	STALK AND GO					Z	Stalk and Go				
F	Fake 22					F	Fake 22				STAY FRONTSIDE
QB	HANDOFF/BLOCK EDGE				Prog: Z	QB	HANDOFF/BE SNEAKY SLOW/BOTTOM #				Prog: QB

RUSH H DODGE

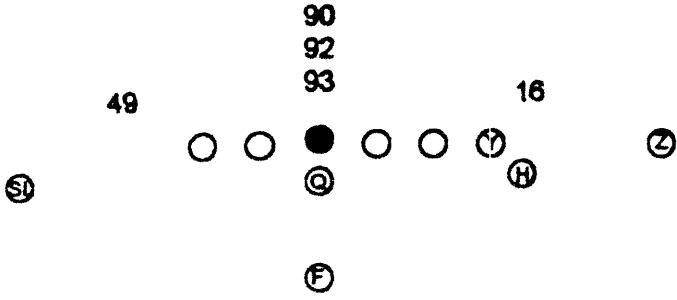


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	Bubble					SL					
H	DIP					H					
Y	BLOCK RUSH					Y					
Z	TOES POST					Z					
F	BLOCK RUSH				122	F					
QB	SELL SWEEP FAKE 5 STEP (NO FAKE F)				Prog: Z/SL	QB	Read:				Prog:

BLITZ

TACKLE TO TACKLE RUN

10 ISO - F a/c s.c.t
22 PEEL
NEAR SLY 22 PEEL



PERIMETER RUN

8 SWEEP FLIP

QUICK PASS

SPRINTOUT PASS

DROPPACK PASS

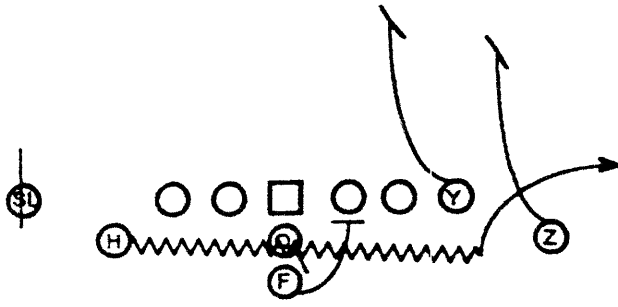
PLAYACTION PASS

8 SWEEP PITCH PASS
8 SWEEP QB THROWBACK
RUSH H DODGE

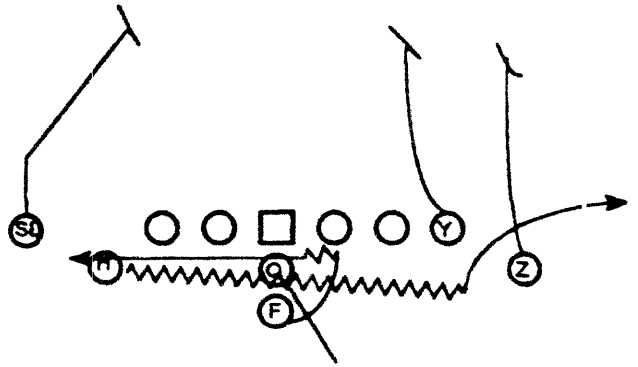
SCREENS

RACE/LACE HOP

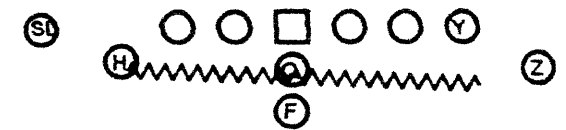
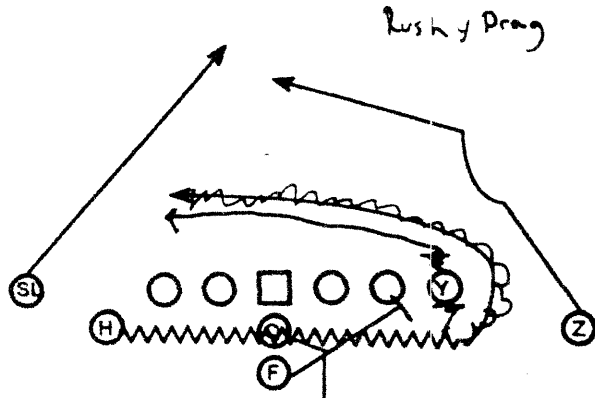
22 QUAKER



122 SEMINOLE



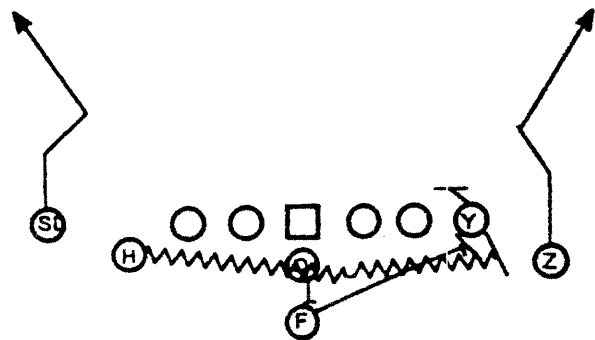
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	QUAKER	1 FT.			QUICK 3	SL	1 FS/2 FS				
H	BENCH	3				H	BENCH	3			
Y	1 FS/2 \$					Y	1 FS/2 \$				
Z	BLOCK CORNER					Z	BLOCK CORNER				
F	FAKE 22					F	SEMINOLE				W/QK GUAF/D
QB	CHECK VS. PRESS POSTURE-3 AND THROW				Prog: SL	QB	FAKE 22-ROOK TO FRONT FOOT-TELL F "EDGE"				Prog: H/Y/Run



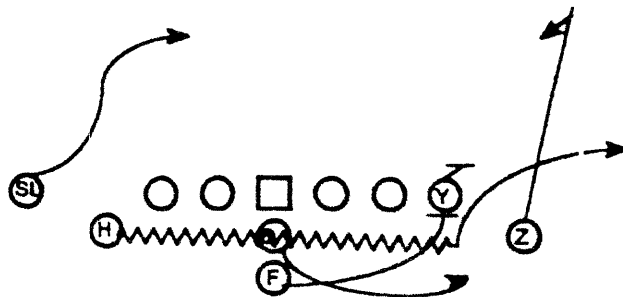
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	TAKE 2				C-2/3	SL					
H	DRAG	6			GO	H					
Y	BLOCK RUSH					Y					
Z	DEEP OVER	15/20	9			Z					
F	BLOCK RUSH					F					
QB	VS. C-1 READ ROUTE VS. C-2/3 FLAT DEF.				Prog: Z/H	QB	Read: Prog				Prog: Z/SL/F

RACE/LACE HOP

92 SLUGGO

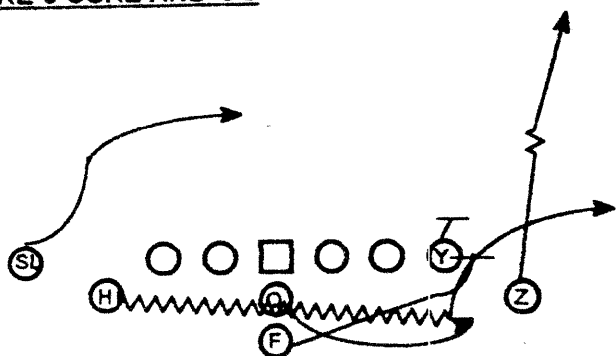


FLARE 3 CURL

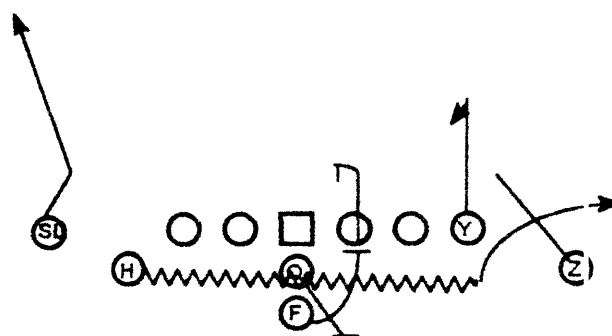


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	SLUGGO	3x3				SL	DIG	13/15			
H	BLOCK 90					H	OUT	3/5			
Y	BLOCK 90					Y	BLOCK FLARE				
Z	SLUGGO	3x3				Z	STREAK CURL	15			BOTTOM #
F	BLOCK 90					F	BLOCK FLARE				
QB	CHECK VS C-2 3 STEP-PUMP RESET			Prog: SL/Z		QB	READ FLAT DEF. TAKE OUT IF OPEN			Prog: H/Z-RUN	

FLARE 3 CURL AND GO

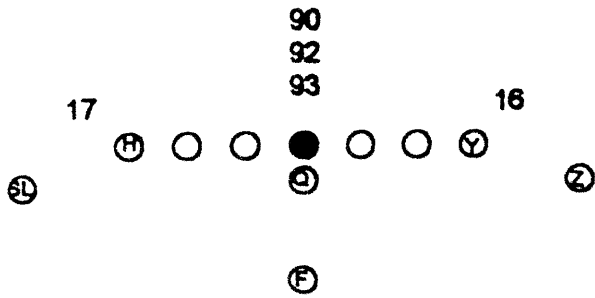


122 FREE SNAG



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	DIG	13/15				SL	STREAK				
H	OUT	3/5				H	BENCH	3		HOT	
Y	BLOCK FLARE					Y	CURL	10			
Z	STUTTER	12				Z	SNAG	3/5	HASH		m/Z
F	BLOCK FLARE					F	FAKE 22	3			
QB	DEEP DROP-CURL AND GO-H AS A 3RD THROW			Prog: Z/H		QB	READ FLAT DEF.- HOT OFF #4 (G.P.)			Prog: H/Z/Y	

BLITZ (PRIOR TO MOTION)



TACKLE TO TACKLE RUN

22 PEEL
28 EDGE

25 Counter

PERIMETER RUN

QUICK PASS
92 SLUGGO

PRINTOUT PASS

FLARE 3 CURL
FLARE 3 CURL AND GO

DROPPACK PASS

PLAYACTION PASS

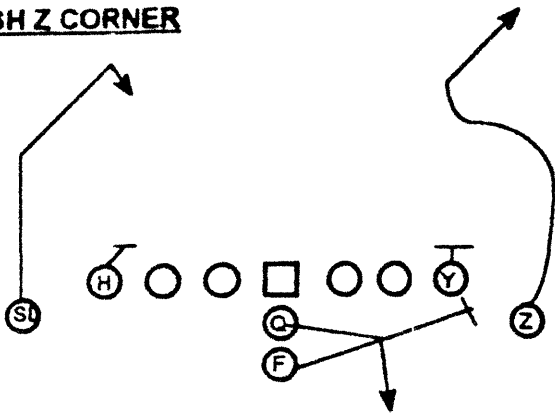
122 FREE SNAG
RUSH H DRAG

SCREENS

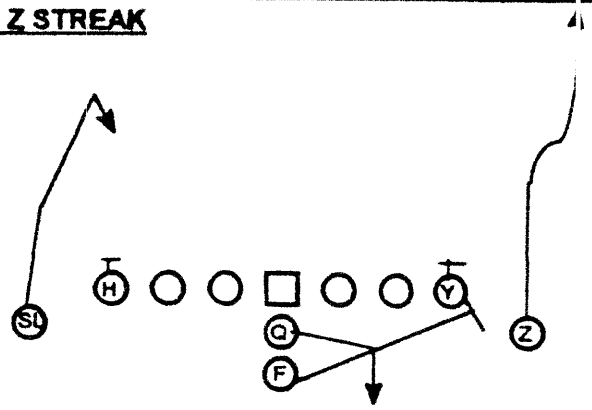
22 QUAKER
122 SEMINOLE

RACE/LACE

RUSH Z CORNER

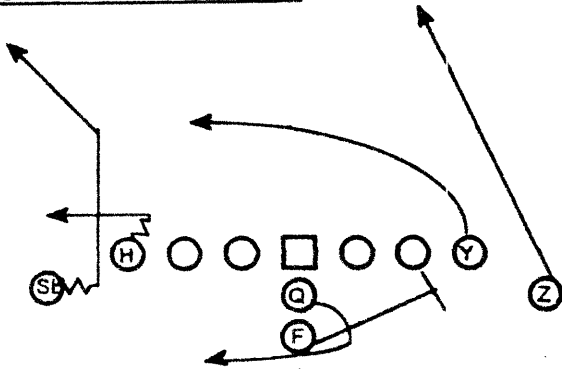


RUSH Z STREAK

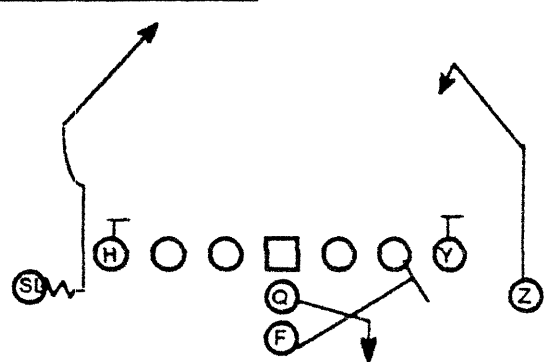


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	POST CURL	10/15				SL	POST CURL	10/15			
H	BLOCK Pass 26					H	BLOCK PASS 26				
Y	BLOCK Pass 26					Y	BLOCK PASS 26				
Z	WINNER CORNER					Z	STREAK	40/45	APPROX TOP #		BOTTOM #
F	26 PATH BLOCK EDGE					F	26 PATH BLOCK EDGE				
QB	MAKE A DECISION ON Z BY 15 YARDS			Prog: Z/SL		QB	MAKE A DECISION ON Z BY 15 YARDS			Prog: Z/SL	

SLIP 426 SLOT CORNER

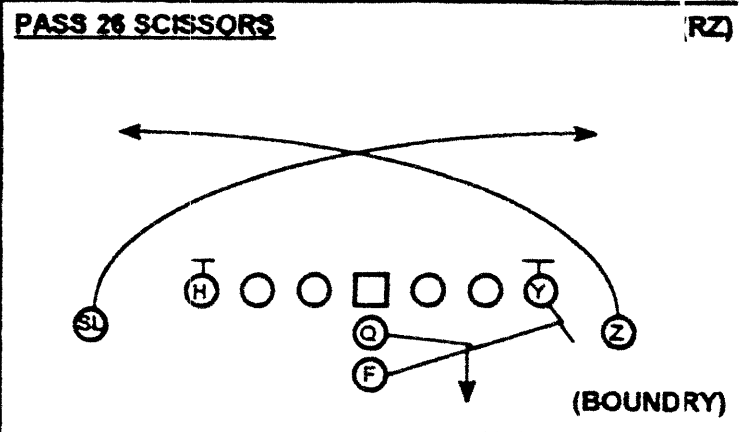
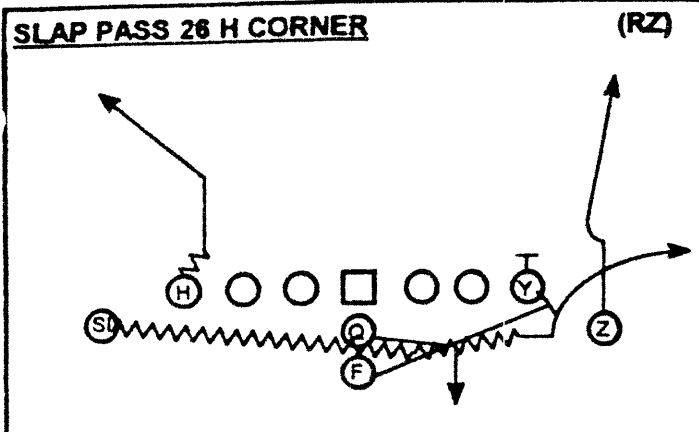


SLIP PASS 26 SLOT POST



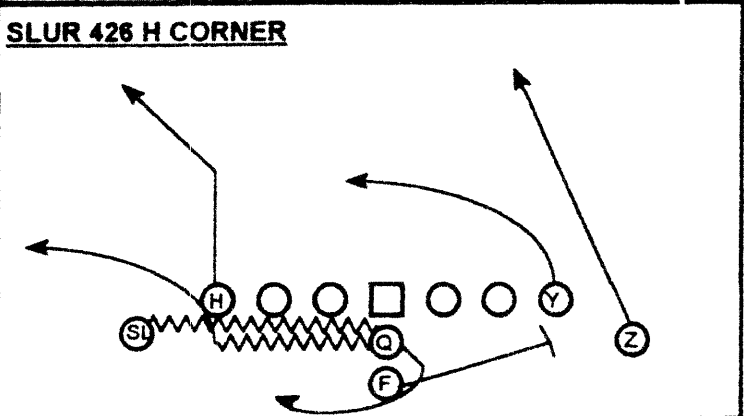
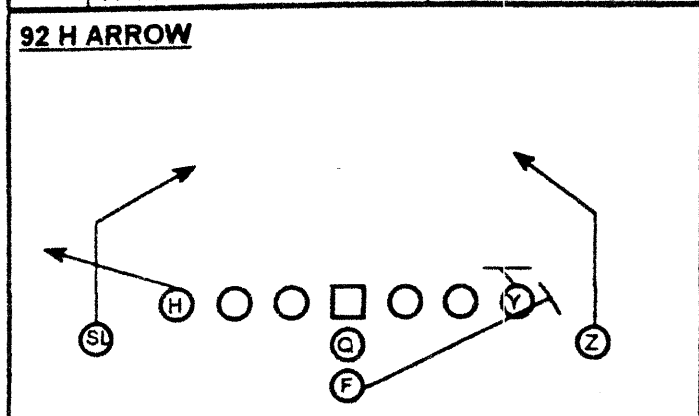
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CORNER	10/25				SL	WINNER POST				
H	FREEZE	3			5/7/8/AIR	H	BLOCK PASS 26				
Y	DRAG	10				Y	BLOCK PASS 26				
Z	TAKE 2					Z	POST CURL	10/15			
F	FAKE 26					F	26 PATH BLOCK EDGE				
QB	FAKE 26-BE READY TO THROW OFF BACK FOOT			Prog: H/SL/Y		QB	IF FS OR HALF PLAYER DISPLACED- THROW POST			Prog: SL/Z	

RACE/LACE



POS	Route	Depth	Split	Blitz	Release
SL	SLAP-OUT	5			
H	2 COUNT CORNER	AWAY FS			
Y	BLOCK PASS 26				
Z	STREAK				
F	26 PATH BLOCK EDGE				
QB	GREAT 26 FAKE H TD OR THROW AWAY			Prog: H	

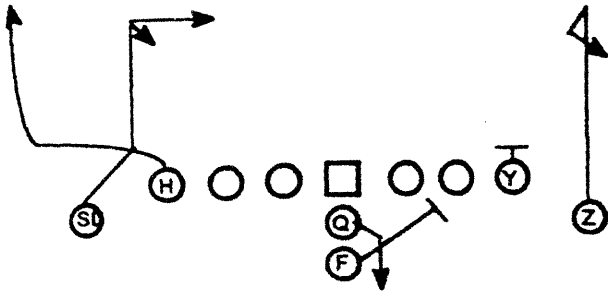
POS	Route	Depth	Split	Blitz	Release
SL	SCISSOR	BACK PYLON	6-TE		
H	BLOCK PASS 26				
Y	BLOCK PASS 26				
Z	SCISSOR	MESH UNDER SLOT	6-TE		
F	26 PATH BLOCK EDGE				
QB	GREAT 26 FAKE Z TD OR THROW AWAY			Prog: Z	



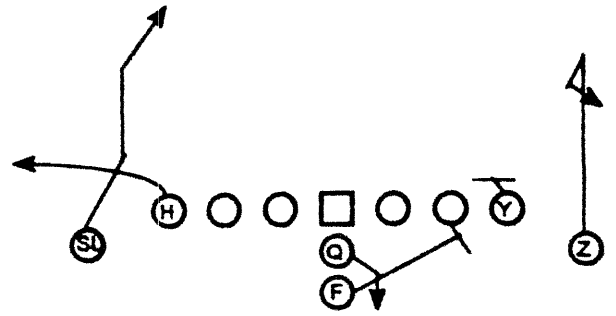
POS	Route	Depth	Split	Blitz	Release
SL	SLANT	4/5 STEPS			
H	ARROW	3			
Y	BLOCK 90				
Z	SLANT	4/5 STEPS			
F	BLOCK 90				
QB	PRE-SNAP FIELD			Prog: SL/H-Z	

POS	Route	Depth	Split	Blitz	Release
SL	FREEZE	3			
H	CORNER	10/25			
Y	DRAG	10			
Z	TAKE 2				
F	FAKE 26				
QB	FAKE 26-BE READY TO THROW OFF BACK FOOT			Prog: SL/H/Y	

RUSH CHOICE H WHEEL

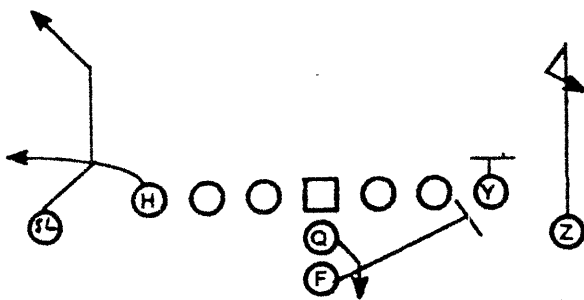


RUSH GLANCE

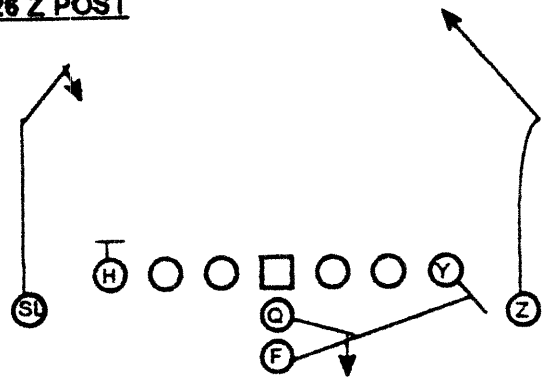


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12				SL	GLANCE	10			C/2-3 READ
H	WHEEL	3			BLACK LINE	H	BENCH	3			
Y	BLOCK RUSH					Y	BLOCK RUSH				
Z	COMEBACK	12				Z	COMEBACK	12			
F	BLOCK RUSH					F	BLOCK RUSH				
QB	WHEEL TO CHOICE			Prog: H/SL		QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: Z-H/SL	

RUSH SWITCH



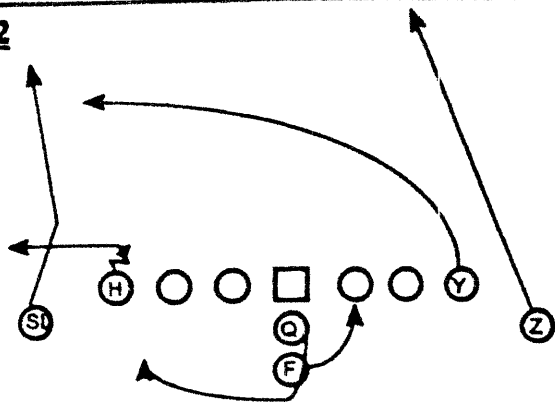
PASS 26 Z POST



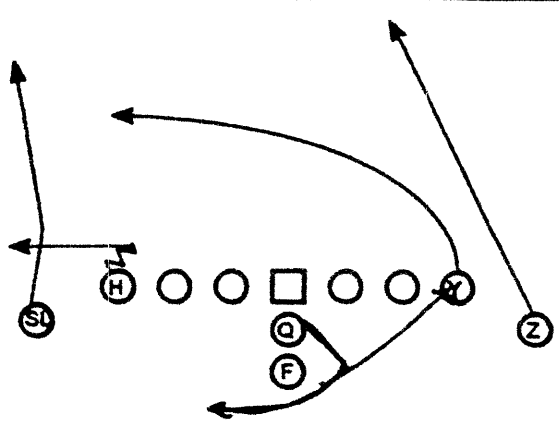
POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CORNER	10/25	TOP#			SL	POST CURL	10/15			
H	BENCH	3				H	BLOCK PASS 26				
Y	BLOCK RUSH					Y	BLOCK PASS 26				
Z	COMEBACK	12				Z	TOES POST	C-2 15			
F	BLOCK RUSH					F	26 PATH BLOCK EDGE				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: SL or Z/F		QB	IF FS OR HALF PLAYER DISPLACED-THROW POST			Prog: Z/SL	

RACE/LACE

422

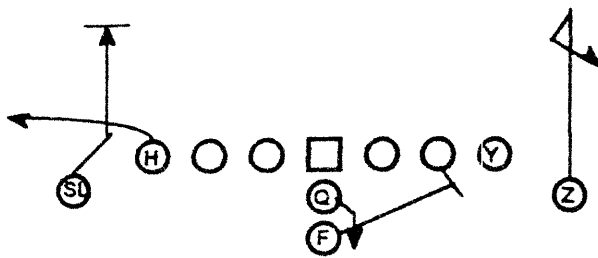


426

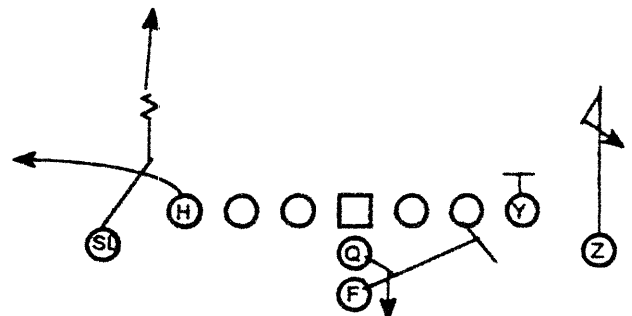


POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	Streak				O/R	SL	Streak				O/R
H	Freeze	3			5/7/8/Air	H	Freeze	3			5/7/8/Air
Y	Drag	10				Y	Drag	10			
Z	Take 2					Z	Take 2				
F	Fake 22					F	Fake 26				
QB	Fake 22 - Be Ready to Throw Off Back Foot			Prog: H/Y-Run		QB	Fake 26 - Be Ready to Throw Off Back Foot			Prog: H/Y- Run	

RUSH CHOICE

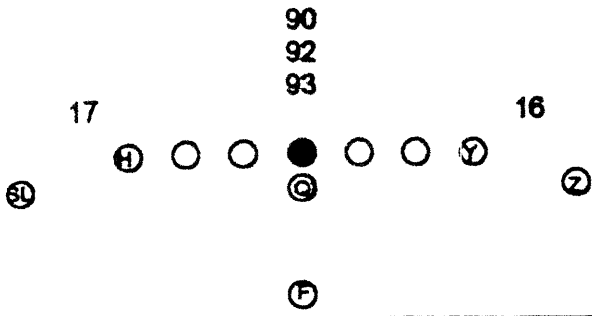


RUSH CHOICE AND GO



POS	Route	Depth	Split	Blitz	Release	POS	Route	Depth	Split	Blitz	Release
SL	CHOICE	12	Top #			SL	CHOICE AND GO	10	Top #		
H	BENCH	3				H	BENCH	3			
Y	BLOCK RUSH					Y	BLOCK PUSH				
Z	COMEBACK	12				Z	COMEBACK	12			
F	BLOCK RUSH					F	BLOCK PUSH				
QB	COMEBACK IF 1 DEF. READ FLAT DEF.			Prog: Z-H/SL		QB	CHOICE AND GO/BENCH			Prog: SL/H	

BLITZ



TACKLE TO TACKLE RUN

22/23 ZONE
24/25 COUNTER
26/27
SLIP 22 ZONE - slip (man rule)
SLUR 22 ZONE - slur (man rule)

PERIMETER RUN

16/17

QUICK PASS

92 H ARROW

SPRINTOUT PASS

DROPPACK PASS

PLAYACTION PASS

422
426
RUSH CHOICE
RUSH CHOICE AND GO
RUSH CHOICE H WHEEL
RUSH GLANCE
RUSH SWITCH
PASS 26 SCISSORS
PASS 26 Z POST
RUSH 26 Z CORNER
RUSH 26 Z STREAK
SLIP 426 SLOT CORNER
SLIP PASS 26 SLOT POST

SLAP PASS 26 H CORNER
SLUR 426 H CORNER

SCREENS

Thursday, August 21st

1:30-2:30pm Def. Lift / Off. Meet
2:30-3:15 Off. Lift / Def. Meet
3:30-5:30 Practice (Full Pads)
5:30 Snack - Treatment
11:00pm Curfew

Friday, August 22nd

9:00-9:45am Treatment (Mandatory - Trainer's List)
10:00-11:15 Meet
11:30-1:00pm Practice (Shorts/Helmets)
1:00-2:00 Lunch (3rd Floor) Treatment
4:15-5:00 Treatment (Mandatory - Trainer's List)
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment
11:00pm Curfew

Saturday, August 23rd

1:30-3:00pm Meet
3:15-5:15 Practice (Full Pads)
5:30 Snack - Treatment
11:00pm Curfew

Monday, Aug. 18th

6:00am Wake up (Vans 5:45am for Treatment)
6:00-6:45 Treatment (Mandatory-Trainer's List) Continental Breakfast
6:15-6:30 Vans to Locker Room
7:15-8:15 Practice (Shorts)
8:30-9:45 Breakfast (3rd Floor) - Meet
10:15-12:15pm Practice (Shorts/Helmets)
12:15-1:00 Lunch (3rd Floor) Treatment - Vans to Hotel
4:00 Vans for Treatment
4:15-5:00 Treatment (Mandatory-Trainer's List)
4:30 Vans to Locker Room
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack-Treatment - Vans to Hotel
11:00pm Curfew

Tuesday, August 19th

Wake up on own
9:00-10:30am Brunch at Hotel (Newcomers)
Freshmen Check out of Hotel and
into Dorm by 12:00 Noon
3:00-3:45pm Lift
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment - Vans to Dorm
11:00pm Curfew

Wednesday, August 20th

9:00-9:45am Treatment (Mandatory - Trainer's List)
10:00-11:15 Meet
11:30-1:00pm Practice (Shorts/Helmets)
1:00-2:00 Lunch (3rd Floor) Treatment
4:15-5:00 Treatment (Mandatory - Trainer's List)
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment
11:00pm Curfew

Friday, August 15th - Cont

4:15-5:00 Treatment (Mandatory - Trainer's List)
4:30 Vans, Bus to Locker Room
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment - Vans, Bus to Hotel
11:00pm Bed Check (In Room)

Saturday, August 16th

Wake up on own

10:00-11:00 Brunch at Hotel
11:30-12:15 Vans to Locker Room
Treatment (Mandatory - Trainer's List)
12:30-1:30 Walk Thru
1:45-2:30 Lunch (3rd Floor)
2:30-3:30 Meet
4:00-6:00 Practice (Full Pads in Stadium)
6:00-7:00 Fan Photo Day
7:15-8:00 Dinner (3rd Floor)
8:00 Vans, Bus to Hotel
10:00 Snack at Hotel
11:00pm Bed Check (In Room)

Sunday, August 17th

Wake up on own (Church Service - check with Coach)

9:00-10:30 Brunch at Hotel
*Vets Check out of Hotel by 12:00 noon
1:00pm Vans for Treatment
1:00-1:45 Treatment (Mandatory - Trainer's List)
1:30 Vans to Locker Room
2:00-3:00 Lift
3:00-3:45 Lunch (3rd Floor)
4:00-5:15 Meet
5:30-7:30 Practice (Full Pads)
7:45 Vets (Snack) Freshmen (Dinner at Hotel)
7:45 Vans to Hotel
10:00 Freshmen (Snack at Hotel)
11:00pm Curfew

Wednesday, August 13th

6:00am Wake Up (Vans 5:45am for Treatment)
6:00-6:45 Treatment (Mandatory-Trainer's List) Continental Breakfast
6:15-6:30 Vans, Bus to Locker Room
7:15-8:15 Practice (Shorts)
8:30-9:45 Breakfast (3rd Floor) - Meet
10:15-11:45 Practice (Shorts/Helmets)
12:00-1:00pm Lunch (3rd Floor) Treatment - Vans, Bus to Hotel
4:00 Vans for Treatment
4:15-5:00 Treatment (Mandatory - Trainer's List)
4:30 Vans, Bus to Locker Room
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment - Vans, Bus to Hotel
11:00pm Bed Check (in Room)

Thursday, Aug. 14th

Wake Up 9:00am (Vans for Treatment 8:45)
9:00-9:45 Treatment (Mandatory-Trainer's List) Continental Breakfast
9:15-9:30 Vans, Bus to Locker Room
9:45-10:30 Def. Lift / Off. Meet
10:30-11:15 Off. Lift / Def. Meet
11:30-12:00pm Walk Thru
12:00-1:00 Lunch (3rd Floor) Treatment - Vans, Bus to Hotel
4:00 Vans for Treatment
4:15-5:00 Treatment (Mandatory- Trainer's List)
4:30 Vans, Bus to Locker Room
5:00-5:45 Dinner (3rd Floor)
5:45-7:00 Meet
7:20-9:20 Practice (Full Pads)
9:30 Snack - Treatment - Vans, Bus to Hotel
11:00pm Bed Check (in Room)

Friday, August 15th

6:00am Wake up (Vans 5:45am for Treatment)
6:00-6:45 Treatment (Mandatory-Trainer's List) Continental Breakfast
6:15-6:30 Vans, Bus to Locker Room
7:15-8:15 Practice (Shorts)
8:30-9:45 Breakfast (3rd Floor) - Meet
10:15-11:45 Practice (Shorts, Helmets)
12:00-1:00pm Lunch (3rd Floor) Treatment-Vans, Bus to Hotel
4:00 Vans for Treatment