

Texas Tech Style Offensive Attack

Football Playbook

**Texas Tech
Style
Offensive
Attack**

**Spread Offense
Volume 1
Running Game**

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Football Playbook

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THE SYSTEM

THE PASSING GAME SYSTEM

80 SERIES SPRINT OUT RIGHT PASS (60 SERIES WITH G ACTION)
90 SERIES SPRINT OUT LEFT PASS (70 SERIES WITH G ACTION)
100 EMPTY PASS PROTECTION WITH MIRRORED ROUTES
200, 300 QUICK 3 STEP PASSING GAME "READ GAME"
400, 500 5 STEP ½ ROLL PASSING GAME WITH BACK PROTECTION
600, 700 5 STEP ½ ROLL PASSING GAME WITH BACK ON ROUTE
800,900 5 STEP ½ ROLL PASSING GAME WITH TIGHT END MAX PROTECTION

THE RUNNING GAME SYSTEM

10 SERIES QUARTERBACK
20 SERIES ZONE SERIES FOR POP, FLY, AND FULLBACK
30 SERIES ZONE SERIES FOR TAILBACK AND ONEBACK
40 SERIES IS TAILBACK SERIES FOR A VARIETY OF PLAYS
50 SERIES IS OPTION SERIES
60 SERIES SPRINT OUT WITH G ACTION
70 SERIES SPRINT OUT WITH G ACTION

PLAY NUMBERING

FIRST NUMBER INDICATES THE SERIES
SECOND NUMBER INDICATES WHERE THE PLAY IS GOING

- EXAMPLE: 18 OPTION
"10" SERIES QB TO THE "8" HOLE, RUNNING "OPTION"

HOLE NUMBERING SYSTEM

ODD NUMBERS TO THE LEFT.....1,3,5,7,9
EVEN NUMBERS TO THE RIGHT0,2,4,6,8

- EXAMPLE: 42 LEAD AND 43 LEAD
42 LEAD...40 SERIES TB....THE 2 HOLE IS TO THE RIGHT....RUNNING LEAD
43 LEAD...40 SERIES TB....THE 3 HOLE IS TO THE LEFT....RUNNING LEAD

"ANY PLAY" @ 8

"ANY PLAY" @ 9

BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 8 ARE PLAYS RUN TO THE 8 SIDE (RIGHT)
BOOT, NAKED, WAGGLE, REVERSE, ROLL @ 9 ARE PLAYS RUN TO THE 9 SIDE (LEFT)

- EXAMPLE: BOOT @ 8
BOOTLEG PASS TO THE RIGHT SIDE

PLAYACTION PASSES

TAG

BOOT

BOOTLEG ACTION WITH BACKSIDE GUARD PULLING TO PLAYSIDE TO PROTECT EDGE

- BOOT @ 8
- BOOT @ 9

NAKED

PLAYACTION INVOLVING SEVERAL RUNNING PLAYS...QB IS ON A “NAKED BOOTLEG”

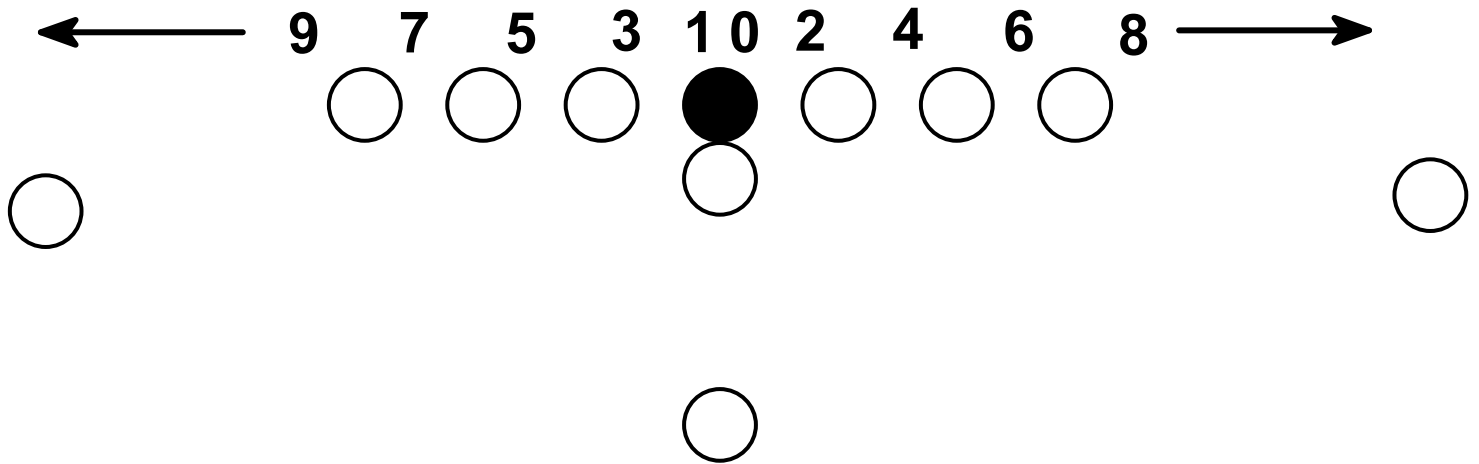
- NAKED @ 8
- NAKED @ 9

WAGGLE

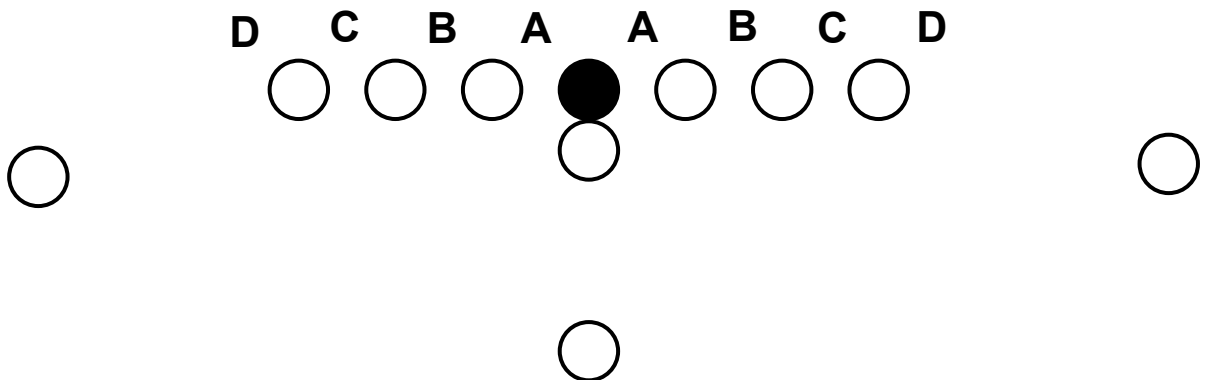
SAME AS BOOT, EXCEPT BOTH GUARDS PULL TO PLAYSIDE TO PROTECT EDGE

- WAGGLE @ 8
- WAGGLE @ 9

HOLE NUMBERING SYSTEM



GAP RESPONSIBILITIES



PASSING TREE AND ROUTE CONCEPTS

1ST NUMBER

IS THE STRONG SIDE/PRIMARY SIDE

EVEN NUMBERS TO THE RIGHT, ODD TO THE LEFT

EXAMPLE: 408

400 PROTECTION...5 STEP DROP TO THE RIGHT WITH AN 8 ROUTE CONCEPT

2ND NUMBER

IS ALWAYS A ZERO UNLESS A PLAYACTION FAKE IS INVOLVED

EXAMPLE: 446 – 8 ROUTE

400 PROTECTION TO THE RIGHT

FAKE 46 ACTION

8 ROUTE CONCEPT

3RD NUMBER

IS THE ROUTE CONCEPT

IT TELLS THE OUTSIDE RECEIVER THEIR ROUTE

EVERYONE ELSE MUST KNOW THE COMPLIMENTARY ROUTE TO THE PRIMARY ROUTE

IN 100 SERIES THE ROUTES ARE “MIRRORED” BY BOTH STRONG AND WEAK SIDE

READ GAME (QUICK 3 STEP DROP)

200,201,202,203,208,209

300,301,302,303,308,309

400-900 SERIES (5 STEP DROP)

403,404,405,406,407,408,409

503,504,505,506,507,508,509

SAME AS ABOVE FOR 600,700,800,900

OUTSIDE RECEIVER ROUTES

0 READ GAME – 6 AND STOP

1 READ GAME – ALL 6 AND STOP

2 READ GAME – QUICK SLANT AND UP

3 OUT (SHALLOW)

4 CURL (SHALLOW)

5 DEEP OUT (SHALLOW)

6 IN (MIRROR)

7 CORNER/FLAG (MIRROR)

8 POST (MIRROR)

9 GO/STREAK (ALL GO)

PASS PROTECTION NUMBER SYSTEM

80, 90

- **SLIDE STEP AND HINGE PROTECTION...TURN YOU BUTT TO THE SPRINT SIDE**
- **BOTH BACKS BLOCK TO SPRINT SIDE UNLESS INVOLVED IN ROUTE**

EXAMPLE:

“85”

80 SERIES SPRINT RIGHT

5 ROUTE CONCEPT

100

- **BIG ON BIG FOR LINE**
- **NO BACK PROTECTION**
- **EVERYONE ON A ROUTE**
- **MIRROR ROUTES ON BOTH SIDES UNLESS THE PLAY IS “TAGGED”**
- **QUARTERBACK IS RESPONSIBLE FOR PLAY SIDE LINE BACKER**

EXAMPLE:

“103”

100 PROTECTION WITH A 3 ROUTE CONCEPT

“100 BOUNCE”

100 PROTECTION WITH A TAGGED ROUTE “BOUNCE”

PRE DETERMINED ROUTES

200,300 – “READ” GAME

- **QUICK GAME – 3 STEP DROP**
- **200 TO THE RIGHT – 200,201,202,203,208,209**
- **300 TO THE LEFT – 300,301,302,303,308,309**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON (OT CHOPS)**
- **FULLBACK HAS PSLB, TAILBACK HAS WSLB**
- **BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE**

THE READ GAME CONCEPT IS 200 AND 300 SERIES

“Check with me” ON THE LINE SYSTEM..QB CALLS NUMBERED PLAY FROM THE LINE

EXAMPLE:

“201”

200 PROTECTION WITH 1 ROUTE CONCEPT OUT OF THE READ GAME PACKAGE

400,500

- **5 STEP DROP ½ ROLL**
- **400 TO THE RIGHT**
- **500 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **FULLBACK HAS PSLB, TAILBACK HAS WSLB**
- **BOTH BACKS BLOCK UNLESS MOTION OUT TO AN OPEN FORMATION WHERE THEY ARE INVOLVED IN A ROUTE**
- **TAGGED PASS PLAYS MAY BE RUN OUT OF 400 OR 500 AS WELL**

EXAMPLE:

“404”

400 Protection with “4” Route concept

“442 Cross”

400 Protection

Fake 42 Lead

TAG: “Cross” route concept

“549 - 8 Route”

500 Protection

Fake 49 G Action

“8” Route Concept

600,700

- **5 STEP DROP ½ ROLL**
- **600 TO THE RIGHT**
- **700 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **FULL BACK BLOCKS PSLB**
- **TAILBACK SWINGS OR IS ON PRE DETERMINED ROUTE (MAY SWITCH RESPONSIBILITIES WITH FULLBACK ON CERTAIN PLAYS)**

SAME AS 400,500 FOR LINE...THE TAILBACK ON ROUTE INSTEAD OF BLOCKING, UNLESS HE IS INVOLVED IN THE FAKE...THE FULLBACK WOULD BE IN THE ROUTE (THEY SWITCH RESPONSIBILITIES)

WILL RUN A LOT OF PLAYACTION OUT OF THIS

EXAMPLE:

“708”

700 PROTECTION

8 ROUTE CONCEPT WITH TAILBACK SWINGING/FLAIR

“652 SLAM”

600 PROTECTION

FAKE 52 VEER

TAG “SLAM” ROUTE CONCEPT

800,900

- **5 STEP DROP ½ ROLL**
- **800 TO THE RIGHT**
- **900 TO THE LEFT**
- **BACKSIDE OF LINE CUP PROTECTS INSIDE GAP TO PLAYSIDE**
- **PLAYSIDE OF LINE AGGRESSIVELY BLOCKS MAN ON**
- **TIGHT END (S) MAX PASS BLOCK, FULL BACK BLOCKS PSLB**
- **TAILBACK BLOCKS WSLB UNLESS INVOLVED IN THE ROUTE OR FAKE**

WILL RUN WHEN WE WANT THE TIGHT END(S) TO STAY IN AND BLOCK

MAX PROTECTION

SAME AS 400, 500 FOR LINE

EXAMPLE:

“804”

800 PROTECTION

4 ROUTE CONCEPT WITH NO TIGHT ENDS IN THE ROUTE

Passing Game Concept & Protection

The Passing Game is based on a numbering system. The first number gives the series. The second and third number describe the route concept or play action series being simulated.

80 90 SERIES – SPRINT GAME...RUN – PASS OPTION FOR QB

100 SERIES – 5 STEP...EVERYONE ON A ROUTE...NO BACK PROTECTION

200 300 SERIES – QUICK 3 STEP GAME...BOTH BACKS BLOCK UNLESS TAGGED

400 500 SERIES – 5 STEP ½ ROLL...BOTH BACKS BLOCK UNLESS TAGGED

600 700 SERIES – SAME AS 400,500 EXCEPT ONE BACK (TAIL BACK) IS IN ROUTE

800 900 SERIES – SAME AS 400, 500 EXCEPT TIGHT END MAX PASS PROTECTS

TAG SYSTEM

SOME ROUTES BREAK THE RULES AND PASSING TREE CONCEPT...CERTAIN COVERAGES CAN BE PICKED APART BY ROUTE COMBINATIONS. INSTEAD OF CALLING EVERY RECEIVER'S INDIVIDUAL PASS ROUTE OR BLOCKING SCHEME, WE TAG OR PACKAGE CERTAIN ROUTES TOGETHER. BY TAGGING ROUTES, WE CAN GAME PLAN WEEK TO WEEK OUR BASE TAG PLAYS AND ADD ONE OR TWO NEW ONES. TAGGING ROUTES ELIMINATE TOO MANY WORDS IN A PLAY...LEARN THE NUMBERING SYSTEM, AND MEMORIZE THE TAG WORD, AND WE ARE READY.

SOME EXAMPLES OF “TAGGED” PLAYS

- SLAM
- SMASH
- BOUNCE
- MESH
- DIG
- DASH
- TEXAS
- SWITCH
- CHOICE
- SLIDE
- GO
- STREAK
- HITCH
- BUBBLE
- JET
- SHALLOW

COACHING IDEAS

GROUPS

EVERY OFFENSE MUST MAXIMIZE ITS STRENGTHS AND MINIMIZE ITS WEAKNESSES. IT IS IMPORTANT FOR COACHES PUT THEIR ATHLETES IN A POSITION TO BE SUCCESSFUL.

MOVING PLAYERS AROUND

SOME COACHES WILL FLEX THEIR TIGHT END OUT AS A RECEIVER. OTHER COACHES WILL SUBSTITUTE A SMALLER, QUICKER ATHLETE IN PASSING SITUATIONS. ON ONE PLAY, THE Y MIGHT BE A BLOCKING TIGHT END WHO ONLY RUNS BOOTLEG PASS ROUTES, WHILE ON THE NEXT PLAY – WITH A SUBSTITUTION – THE Y WILL BE A SMALL SCAT BACK USED TO CATCH A SCREEN, RUN A GO ROUTE, OR EXECUTE A REVERSE. A COACH NEEDS TO KNOW HIS PERSONELL, AND GROUP THEM ACCORDING TO SITUATIONS, FORMATIONS, MOTIONS, AND INTELLIGENCE.

KNOWING YOUR OFFENSE INSIDE AND OUT, STUDYING FILM, AND EVALUATING YOUR ATHLETES ON A DAILY BASIS WILL HELP YOU DRAW SOLID CONCLUSIONS ON WHAT YOUR PLAYERS CAN AND CAN NOT DO. IT IS IMPORTANT TO BE AWARE OF SUBSTITUTION PATTERNS OR FORMATION AND MOTION TENDANCIES WHICH MAY LET DEFENSES KNOW WHAT PLAY YOU MAY RUN, OR TO WHICH PLAYER YOU MAY GO. WEIGH ALL OF THESE FACTORS, AND ASSEMBLE PERSONELL GROUPS THAT WILL MAXIMIZE THE POTENTIAL OF YOUR OFFENSE.

TERMINOLOGY

PLAYER TERMINOLOGY IS CONSISTENT BUT FLEXIBLE

WE LABEL ATHLETES AS A PARTICULAR POSITION AND EXPECT THEM TO KNOW IT...BUT WE ALSO EXPECT THEM TO GROW IN UNDERSTANDING OF THE OFFENSE SO THEY CAN PLAY ANY POSITION. WE WANT THEM TO KNOW THE RULES BEHIND EVERY PLAY. THIS MAKES US A BETTER FOOTBALL TEAM.

- X OUTSIDE LEFT RECEIVER/ 2ND TIGHT END ALSO CALLED H
- Z OUTSIDE RIGHT RECEIVER/ FLANKER/ WING/ SLOT
- F FULLBACK/ S IS INSIDE LEFT RECEIVER
- Y TIGHT END/ #3 RECEIVER IN TRIPS/ INSIDE RIGHT RECEIVER IN DOUBLES
- T TAILBACK

THE PLAYBOOK

BASED ON EXPERIENCE, IT IS BETTER TO HAVE A FEW OFFENSIVE PLAYS AND EXECUTE THEM WELL, THAN TO RUN EVERYTHING IN THE PLAYBOOK, AND BE INEFFECTIVE.

EVERY GREAT OFFENSE EVOLVES THROUGHOUT A SEASON. IT IS A DAY BY DAY PROCESS THAT OCCURS ONCE THE “BASE” PLAYS ARE MASTERED.

PASSING RULES

IN THIS OFFENSE, RULES ARE A FOUNDATION. BY UNDERSTANDING CERTAIN RULES, THE OFFENSE BECOMES EASIER TO LEARN, TEACH, AND COACH. IN THIS OFFENSE THE FIRST NUMBER TELLS US WHICH SIDE IS THE STRENGTH OF THE CALL. THIS HELPS THE LINE KNOW WHO IS STRONGSIDE AND WHO IS BACKSIDE FOR THIS STYLE OF PASS PROTECTION (WHICH ALLOWS VERY FEW SACKS OR QB PRESSURES). IT ALSO ALLOWS TIGHT ENDS AND BACKS KNOW, (IN NO BACK, ONE BACK, OR TWO BACK SETS), IF THEY WILL BE BLOCKING OR BE OUT ON A ROUTE. THE SECOND NUMBER IS ZERO UNLESS THERE IS A PLAYACTION FAKE INVOLVED. THE THIRD NUMBER IS THE ROUTE CONCEPT UNLESS IT IS PART OF THE PLAYACTION SERIES.

- EXAMPLE
403
400 SERIES IS 5 STEP DROP TO THE RIGHT WITH A 3 ROUTE CONCEPT

IN 3 AND 5 STEP DROP, THE SECOND NUMBER WILL ALWAYS BE A ZERO...THERE IS NO PLAYACTION INVOLVED. HOWEVER, IF WE WANT TO FAKE A PARTICULAR ACTION IN THE BACKFIELD, WE CAN PLACE ALMOST ANY SERIES INTO THE PLAY CALL AND STILL CARRY OUT ANY PASS PLAY IN THE BOOK. THEN, WE JUST CALL THE ROUTE CONCEPT OR TAG TO COMPLETE THE PLAY CALL.

- EXAMPLE
434 3 ROUTE
400 SERIES
FAKE 34 ACTION
3 ROUTE CONCEPT

OTHER RULES

ON A PLAY CALL...THE LAST NUMBER SPEAKS TO THE OUTSIDE X OR Z RECEIVER. THE NEXT RECEIVER RUNS A COMPLIMENTARY ROUTE THAT CORRESPONDS WITH THAT NUMBER. IF WE ARE IN TRIPS, THE #3 RECEIVER ALMOST ALWAYS RUNS A 9 ROUTE. IN EMPT SET, THE TAILBACK WILL ALMOST ALWAYS RUN A QUICK ROUTE OVER THE MIDDLE IN 100 SERIES. CERTAIN TAGS BREAK THESE RULES, BUT LAYING A FOUNDATION ALLOWS THE OFFENSE TO GROW.

- EXAMPLE
3 ROUTE CONCEPT
#1 RUNS A 3 ROUTE – OUT ROUTE
#2 RUNS A COMPLIMENTARY ROUTE - CORNER
#3 RUNS A 9 ROUTE - GO

WEAKSIDE ROUTES

SHALLOW PACKAGE AND MIRROR PACKAGE

THE OFFENSE HAS EVOLVED INTO WHAT WOULD APPEAR TO BE COMPLEX NUMBERING SYSTEM...HOWEVER, IT HAS BRANCHED INTO THIS OVER TIME. FOR SIMPLICITY SAKE IN THE PASSING GAME, YOU MAY WANT TO MIRROR ROUTES INDEFINITELY OR ALWAYS RUN A BACKSIDE POST.

ROUTES ENDING IN 0,1,2 AND 3 THAT ARE PART OF THE READ GAME PACKAGE ARE EXPLAINED UNDER THE READ GAME SEGMENT OF THE PLAYBOOK.

ROUTES ENDING IN 3,4,5 WILL HAVE A BACKSIDE PACKAGE CALLED SHALLOW. THIS PACKAGE HAS WEAK #1 RUNNING A SLOW DRAG TO THE HASH AT A SIX YARD DEPTH. INSIDE REC #2 RUNS A 9 ROUTE DOWN THE HASH WITH THE OPTION TO STOP IN THE HOLE AT 12 YARDS. THIS CREATES A HIGH LOW OPTION FOR THE QUARTERBACK SHOULD HE NEED TO CHECK TO THE BACKSIDE.

ROUTES ENDING IN 6,7,8,9 WILL ALL BE MIRRORED...SO THE STRONG SIDE AND THE WEAK SIDE ROUTE WILL BOTH LOOK THE SAME.

HOWEVER, IN THE 100 SERIES, NO MATTER WHAT THE LAST NUMBER IS...THE ROUTES ARE MIRRORED. TAGGED ROUTES BREAK ALMOST ALL RULES...IT IS JUST A MATTER OF MEMORIZING THE TAG.

TAGGING ROUTES

SOMETIMES ROUTES BREAK THE RULES. OR WE WANT CERTAIN PLAYERS OR POSITIONS RUNNING A CERTAIN ROUTE NO MATTER WHAT FORMATION IS USED...THIS IS WHEN WE TAG A PLAY. BOUNCE, MESH, DIG, TEXAS, TURBO, DASH, SLAM, HBO, ETC...THESE TAGS ALL REPRESENT VARIOUS ROUTE CONCEPTS THAT ARE MEMORIZED IN ORDER TO ELIMINATE EXTRA LONG PLAY CALLS. SOME COACHES GIVE NUMBERS, NAMES OF ANIMALS, STATES, OR ROCK BANDS TO NAME PLAYS.

FORMATIONS

FORMATIONS CAUSE DEFENSES TO ADJUST. TWO TIGHT ENDS AND ONE BACK REQUIRE A DEFENSE TO BALANCE ITSELF. IN SPREAD FORMATIONS, YOU CAN PLACE DEFENDERS INTO PASS COVERAGE SITUATIONS THEY MAY NOT BE USED TO. TIGHT, COMPACT FORMATIONS REQUIRE SECONDARY PLAYERS TO MAKE

TACKLES TO SAVE TOUCHDOWNS. AS A COACH, USE FORMATIONS TO ATTACK THE WEAKNESSES OF A DEFENSE.

SOME COACHES WILL COLOR CODE FORMATIONS TO ELIMINATE TOO MANY WORDS. OTHERS WILL NAME FORMATIONS AFTER MUSIC GROUPS OR VARIOUS ANIMALS. IT REALLY DOES NOT MATTER WHAT YOU USE, SO LONG AS THERE IS SOME FORM OF UNIFORMITY THAT WILL HELP PLAYERS TO UNDERSTAND THE METHOD BEHIND THE CALL.

IN THIS OFFENSE, THE TIGHT END WILL GO TO THE CALL SIDE

- “I RIGHT” WILL SEND HIM TO THE RIGHT.
- “TRIPS RIGHT” WILL MAKE HIM THE NUMBER 3 RECEIVER RIGHT
- “TRIPS LEFT” WILL MAKE HIM THE NUMBER 3 RECEIVER LEFT

X WILL ALMOST ALWAYS BE ON THE LEFT SIDE OF THE FORMATION

Z WILL ALMOST ALWAYS BE ON THE RIGHT SIDE OF THE FORMATION

TWINS, FLIP, AND SLOT CALLS BEND THE RULES.

SOME OFFENSES, FOR SIMPLICITY, HAVE AN OFFENSIVE LINE THAT FLIPS...A STRONG SIDE AND A QUICK SIDE OF THE LINE WHO LEARN ONLY CERTAIN PLAYS. SOME OFFENSES HAVE A Z RECEIVER WHO ALWAYS GOES TO THE STRONG SIDE, AND THE X WHO ALWAYS GOES TO THE BACKSIDE. THERE IS NO RIGHT OR WRONG WAY TO SET THIS UP, SO LONG AS YOU, YOUR STAFF, AND YOUR PLAYERS CAN LEARN IT AND EXECUTE THE OFFENSE EFFECTIVELY.

FLEXIBILITY

THE OFFENSE IS FLEXIBLE. THE NUMBERING SYSTEM, TAGS, TERMINOLOGY, CONCEPTS, ARE THE FOUNDATION. WEEK BY WEEK A PLAY MAY HAVE TO ADAPT IN ORDER TO ATTACK A CERTAIN DEFENSE...SO BE PREPARED TO ADJUST.

SERIES RULES ADJUSTMENTS

FOR THE MAJORITY OF TEAMS, THE NUMBERING SYSTEM FOR THE RUNNING GAME IS SIMPLE. THE FIRST NUMBER INDICATES THE SERIES, THE SECOND NUMBERS TELLS WHICH HOLE THE PLAY GOES TO, AND THE TAG LETS EVERYONE KNOW THE BLOCKING SCHEME.

CHANGES

THE BACKS ARE GIVEN A NUMBER. IN THE WISHBONE OFFENSE, GOAL LINE OFFENSE, PIRATE OFFENSE, WING T OFFENSE, STACK OFFENSE, STRAIGHT T OFFENSE, WEST COAST, AND Y STACK OFFENSE CONTAIN THE FOLLOWING ADJUSTMENTS.

- 1 BACK QUARTERBACK
- 2 BACK FLANKER WING
- 3 BACK FULLBACK
- 4 BACK TAIL BACK
- 5 BACK OPEN

EXAMPLE:

44 DIVE IS A DIVE BY THE 4 BACK TO THE 4 HOLE

36 SLANT IS A OFF TACKLE PLAY BY THE 3 BACK TO THE 6 HOLE

25 TRAP IS A INSIDE TRAP PLAY BY THE 2 BACK TO THE 5 HOLE

ADJUSTMENTS

GAME-TIME ADJUSTMENTS (ON A PLAY BY PLAY BASIS) ARE VERY IMPORTANT. FIND A WEAKNESS AND EXPLOIT IT. THE SINGLE MOST IMPORTANT TIME FOR AN OFFENSE, IS HALF TIME. IT IS AT THE MID POINT WHERE THE COACHES PUT THEIR OBSERVATIONS, RECOMMENDATIONS, AND IDEAS TOGETHER. REGROUP, MAKE CORRECTIONS, AND FORM A SECOND HALF GAME PLAN WITHIN 3 TO 5 MINUTES BEFORE GOING BEFORE THE OFFENSE. BE PREPARED TO CREATE ONE OR TWO SPECIAL PLAYS ON THE SPOT...SOME COACHES DON'T BELIEVE IN THIS, BUT WE HAVE SEEN THIS WIN MANY GAMES. IF THE PLAYERS KNOW THE RULES OF THE SYSTEM, THEN ADDING A WRINKLE WILL NOT THROW THEM OFF...SO LONG AS YOU ARE NOT TRYING THE SUPER DUPER TRIPLE REVERSE PASS OPTION!

COACH WHAT YOU KNOW

IF YOU KNOW THE RUSHING GAME. THEN DON'T TRY TO COACH THE RUN AND SHOOT OFFENSE. IF YOU KNOW THE PASSING GAME, THEN DON'T TRY TO RUN THE WING T. SUCCESSFUL COACHES HAVE RUN ALL TYPES OF OFFENSES. EVERY OFFENSE HAS WON A CHAMPIONSHIP SOMEWHERE AT SOMETIME. THE WING T, THE SPREAD, THE VEER, THE WEST COAST, AND ON AND ON...THESE DIFFERENT OFFENSES HAVE ALL HELD THE TROPHY. IS IT THE OFFENSE YOU RUN, OR YOUR ABILITY TO MASTER WHAT YOU KNOW? BE A STUDENT OF THE GAME AND STRETCH YOURSELF. LEARN AS MUCH AS YOU CAN SO THAT YOU WILL BE VERSATILE. BUT DON'T ADD SOMETHING UNTIL YOU KNOW IT, AND KNOW IT WELL.

BELIEVE

YOURSELF

BELIEVE IN YOURSELF. YOU CAN'T ASK YOUR PLAYERS TO DO SOMETHING YOU DON'T DO. AT THE SAME, TIME, DO NOT BE COCKY OR ARROGENT TO THE POINT WHERE YOU ARE DISLIKED AND AVOIDED BY YOUR PLAYERS AND FELLOW STAFF MEMBERS.

YOUR STAFF

BELIEVE IN YOUR STAFF. EVEN IF THEY LACK KNOWLEDGE, BUILD THEM UP, ENCOURAGE THEM, AND LET THEM KNOW YOU VALUE THEM...THEY WILL BEND OVER BACKWARDS AND EXCELL UNDER THIS KIND OF ENVIRONMENT

THE PLAYERS

BELIEVE IN THE PLAYERS.

THEY TRAIN.
THEY LIFT WEIGHTS.
THEY RUN SPRINTS.
THEY SACRIFICE.
THEY FIGHT.

WHY?

BECAUSE IT IS FUN.
BECAUSE OF THE FRIENDSHIP.
BECAUSE OF THE TEAM.
BECAUSE OF THE GLORY.
BECAUSE OF A DREAM.

BELIEVE THAT THEY CAN DO IT.

CLOSING THOUGHTS

THE DREAM...
IT IS BIGGER THAN YOU OR ME...THE DREAM OF BEING A CHAMPION. THAT'S OUR DREAM TOO, ISN'T IT?

LET US PRESS FORWARD, DO THE BEST WE CAN DO, BE CHAMPIONS ON THE GRIDIRON, CHAMPIONS IN OUR RELATIONSHIPS, AND CHAMPIONS IN LIFE.

FORMATION SHIFTING

TRADE

MOVE OUR TIGHT END FROM ONE SIDE TO THE OTHER BEFORE THE PLAY
NOT MOTION...IT IS A SHIFT

- EXAMPLE: "TRADE TO I RIGHT"

START IN I LEFT, Y RISES UP JOGS ACROSS FORMATION AND SETS UP IN I RIGHT
THIS WORKS WELL FOR DEFENSIVE LINES THAT HAVE A STRONG AND QUICK SIDE
THAT FLIP TO STRENGTH...MAKE SURE X AND Y ARE ON OR OFF THE LINE, DEPENDING
ON WHERE Y SETTLES!

SHIFT

START IN VIRTUALLY ANY BASE OR CRAZY FORMATION YOU WANT (OR THEY WANT)
AND END UP IN THE CALLED FORMATION.

- EXAMPLE: "SHIFT TO TRIPS LEFT"

ALL BACKS AND TIGHT ENDS CAN LINE UP STACKED, WISHBONE, EMPTY...SO
LONG AS THEY LINE UP IN THE CALLED FORMATION WHEN THE QUARTERBACK
YELLS "SHIFT!"

FLIP

FLIP MOVES THE X OR Z TO THE SAME SIDE AS THE TIGHT END. THIS UNBALANCED
FORMATION MAKES THE TIGHT END INELIGIBLE AS A RECEIVER.

- EXAMPLE: "I RIGHT FLIP"

THE X MOVES OVER INTO TWINS ON Z SIDE

OVER

MOVES THE TACKLE OVER TO THE OTHER SIDE OF THE FORMATION

- EXAMPLE: "I RIGHT OVER"

TIGHT END GOES TO I RIGHT NEXT TO RIGHT GUARD...RIGHT TACKLE MOVES
"OVER" TO THE LEFT

IN BALANCED FORMATIONS...ALWAYS GAME PLAN WHERE THE TACKLE WILL SHIFT
TO...WIDE OR SHORT SIDE OF FIELD.

SUPER

SUPER IS A HEAVY FORMATION

THE WEAK GUARD AND WEAK TACKLE WILL SUPER SHIFT TO THE STRENGTH CALL.

- EXAMPLE: "SUPER I RIGHT"

FROM LEFT TO RIGHT THE FORMATION WOULD APPEAR AS FOLLOWS: X TO
CENTER TO GUARD, GUARD, TACKLE, TACKLE, TIGHT END AND SPLIT Z

FREEDOM

LIBERTY IN AN OFFENSE

WE GIVE THE ATHLETES FREEDOM WITHIN THE SYSTEM. RECEIVERS WITH EXPERIENCE WILL ROTATE AROUND WITHIN A FORMATION...SOMETIMES THEY DO THIS TO GET THEMSELVES INVOLVED IN THE PLAY BY CRACK BLOCKING, STALK BLOCKING, OR BEING THE PRIMARY TARGET ON A PLAY OR SCREEN. ONE TIME OUR S BACK MIGHT BE RECEIVER NUMBER 3 IN TRIPS AND THE NEXT PLAY RECEIVER NUMBER 2 IN TRIPS...OUR PHILOSOPHY IS THAT AS LONG AS THE ROUTES ARE RUN AND ASSIGNMENTS CARRIED OUT WE DON'T MIND IF THEY MOVE WITHIN THE OFFENSIVE ALIGNMENTS. WITH THIS BEING STATED, THEY UNDERSTAND THAT THEY ARE A UNIT, AND IT IS BETTER FOR CATCHES TO BE DISTRIBUTED BETWEEN THEM ALL RATHER THAN PASSES BE THROWN TO ONE OR TWO RECEIVERS.

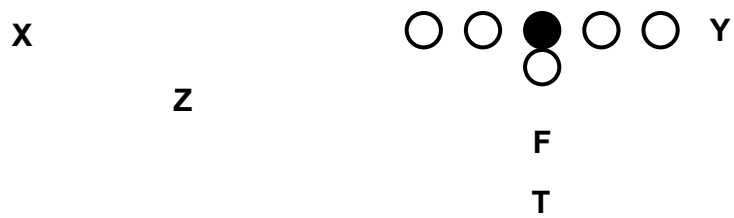
WE STRESS THE IMPORTANCE OF NOT BEING PREDICTABLE BY ALIGNMENT AND FORMATION. THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SPEED...THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SIZE...AND THEN THERE ARE MOMENTS IN A GAME, WHEN IT IS CRUNCH TIME, A CERTAIN ROUTE NEEDS TO BE RUN BY OUR PLAYMAKERS. SOMETIMES AS COACHES, WE WILL REQUEST EITHER A PERSONELL CHANGE, OR SOMETIMES THE PLAYERS JUST KNOW...THE LIGHTS ARE ON AND IT IS TIME TO SHINE. THEY HAVE BEEN COACHED...IT IS TIME TO TRUST THEM.

FREEDOM IN TERMINOLOGY

THE PLAYBOOK HANDBOOK IS A GUIDE. IT IS IMPORTANT, TO ELIMINATE AS MUCH TERMINOLOGY AS POSSIBLE ON PLAY CALLING. THIS IS WHY SHORT FORMATION CALLS AND PLAY TAGGING ARE IMPORTANT. SOME PLAYS WILL HAVE THE F, S, Y, X, OR Z INTERCHANGING WITH ONE ANOTHER ON CERTAIN PLAYS. THERE ARE TIMES WHEN A FORMATION CALL MAYBE SHORTENED. FOR EXAMPLE, DOUBLES GUN WILL BE CALLED DOUBLES. WE HAVE ALREADY GAME PLANNED THAT WE WILL BE IN THE GUN UNLESS TOLD OTHERWISE. SOME OFFENSES ALWAYS USE TWO TIGHT ENDS, THEREFORE THE FORMATION LABEL "TIGHT" WOULD NOT BE NECESSARY. ALLOW FOR FREEDOM IN YOUR "RULES".

KEEP IT SIMPLE

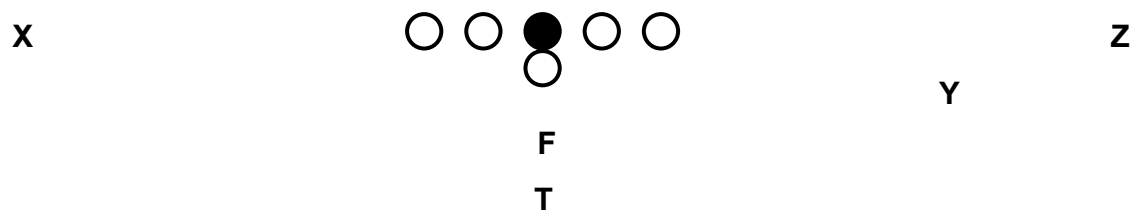
I RIGHT TWINS



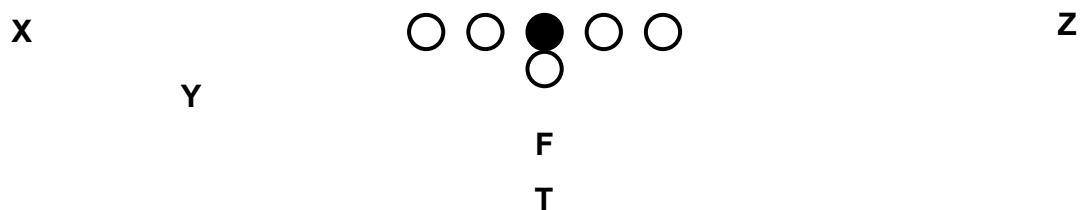
I LEFT TWINS



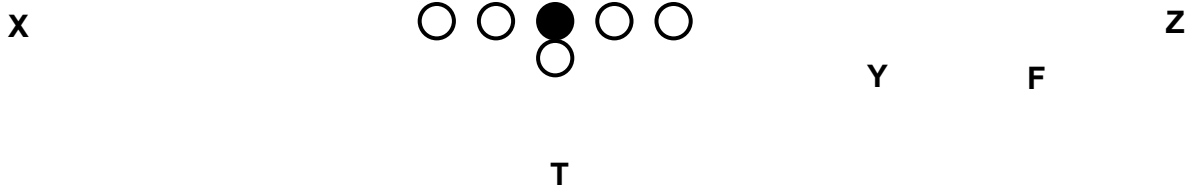
I RIGHT FLEX



I LEFT FLEX



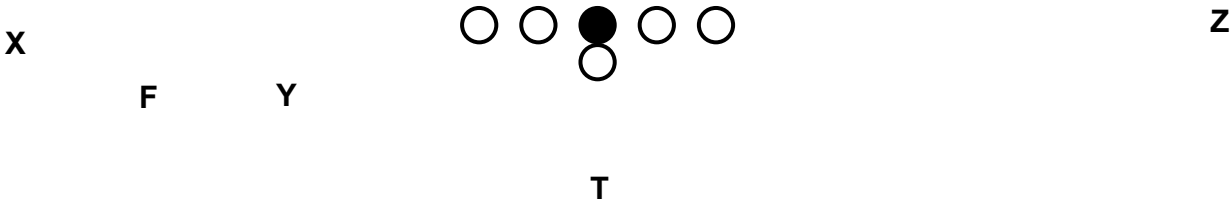
TRIPS RIGHT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

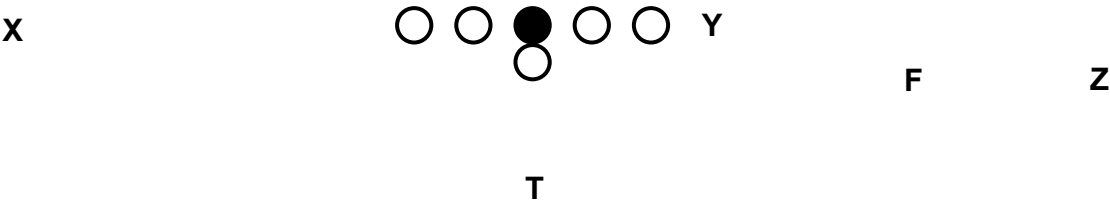
TRIPS - IN TRIPS CALL Y IS ALWAYS INSIDE (#3) RECIEVER

TRIPS LEFT



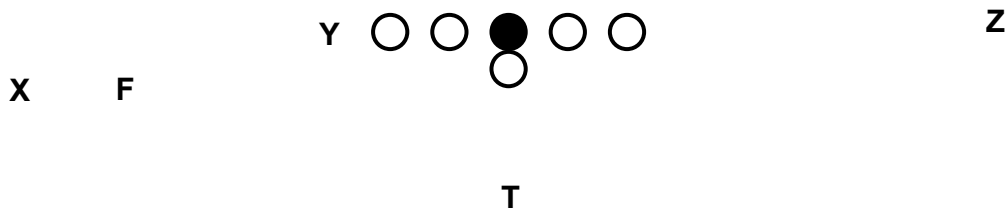
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TRIPS RIGHT TIGHT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TRIPS LEFT TIGHT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

DOUBLES

X

F



T

Y

Z

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

DOUBLES OVER

X

F



T

Y

Z

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

SWITCH - SWITCHES POSITIONS BETWEEN A AND Y

RIGHT SPREAD

X

Z

F



T

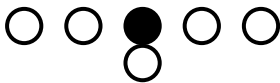
Y

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

SPREAD - ISOLATES Y AWAY FROM TRIPS

LEFT SPREAD

Y



T

F

Z

X

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

GATOR

X

F



T

Y

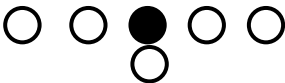
Z



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

Y STACK RIGHT

X



Y

F

Z

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

WISHBONE

H



Y

F

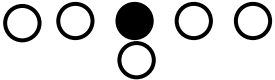
Z

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

ROBUST

H



Y

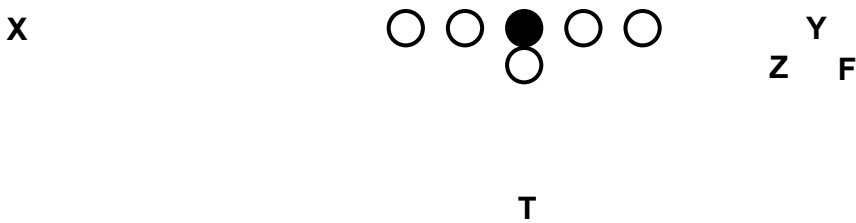
Z

F

T

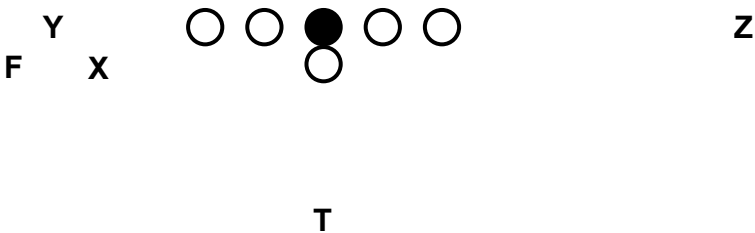
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

BUNCH RIGHT



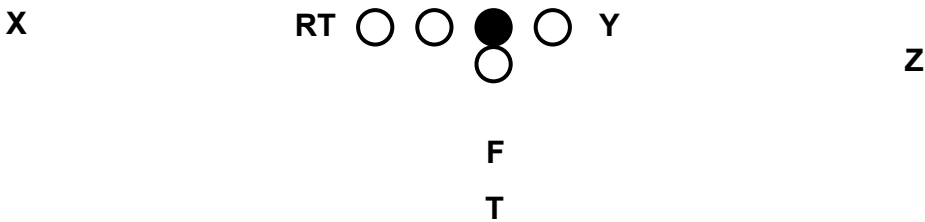
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

BUNCH LEFT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

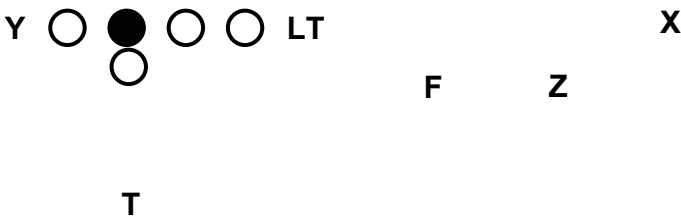
I RIGHT OVER



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

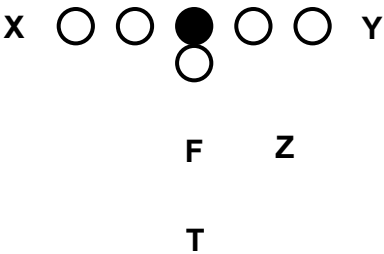
OVER - MOVES CALLSIDE TACKLE AWAY FROM THE CALL (Y)

LEFT TWINS OVER



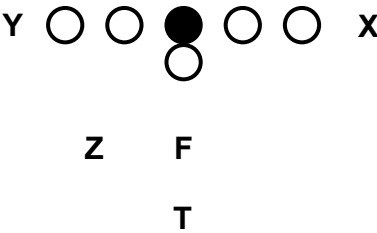
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

GATA RIGHT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

GATA LEFT



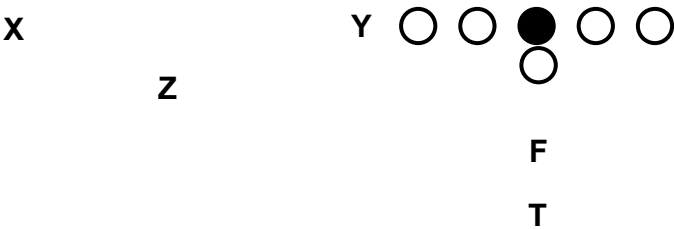
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I RIGHT FLIP



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

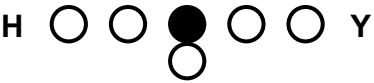
TANDEM LEFT FLIP



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

ACE

X



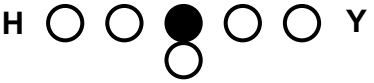
Z

T

ACE - TWO TIGHT END OFFENSE

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TREY RIGHT



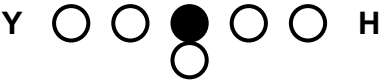
X

Z

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TREY LEFT



X

Z

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

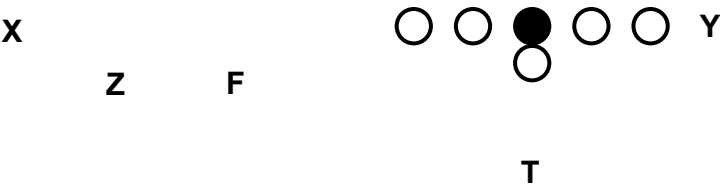
DOUBLES TIGHT GUN



T

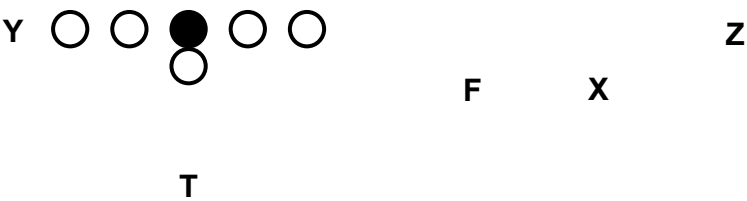
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

RIGHT TWINS



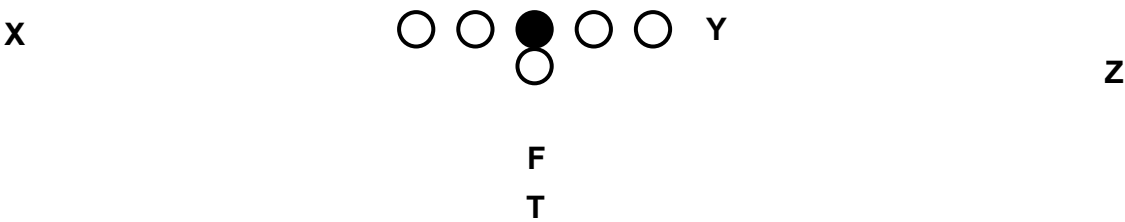
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

LEFT TWINS



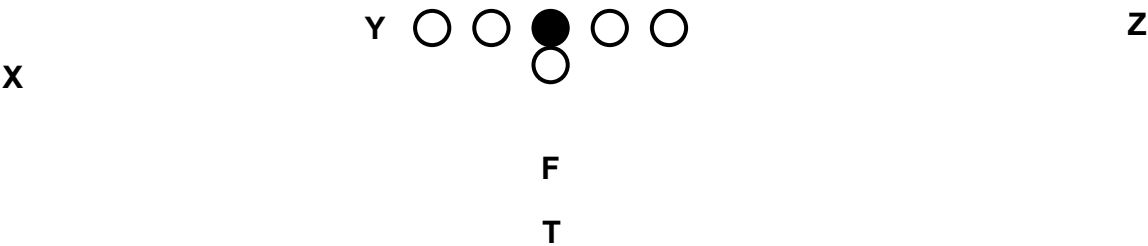
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I RIGHT



GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I LEFT

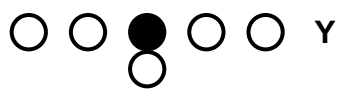


GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

RIGHT

X

F



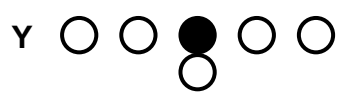
Z

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

LEFT

X



Z

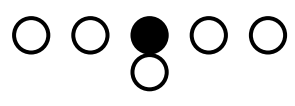
F

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I RIGHT FLEX

X



Z

Y

F

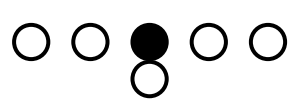
T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I LEFT FLEX

X

Y



Z

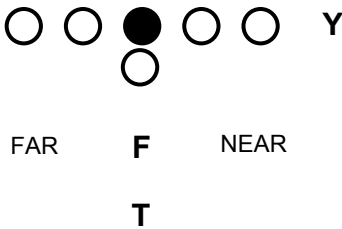
F

T

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TB MOVEMENT

X



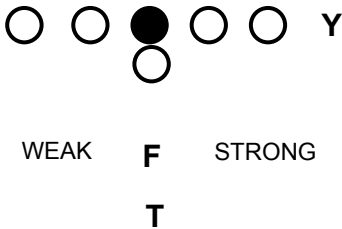
Z

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT
FLIP

FB MOVEMENT

X

BLUE



RED

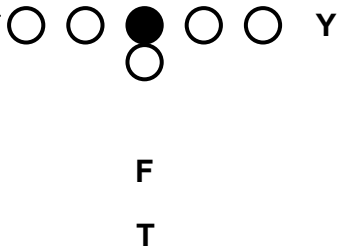
Z

GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

Y MOVEMENT

X

TIGHT



FLEX

Z

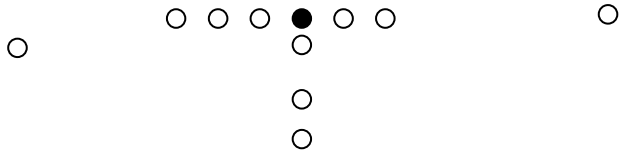
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

FORMATION OPTIONS

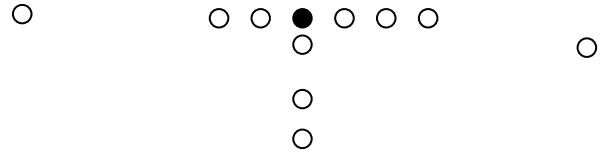
GUN	TURN ANY FORMATION INTO SHOTGUN
STRONG	SEND FB STRONG WHICH IS TO Y SIDE CAN APPLY IN ONE BACK
FLEX	FLEX Y OUT INTO SLOT
TWINS	SENDS EITHER X OR Z TO OPPOSITE SIDE OF FILD IN A TWINS SET
WEAK	SEND FB OFF SET TO WEAK SIDE AWAY FROM Y
OVER	SEND OFFENSIVE TACKLE OVER TO THE OTHER SIDE OF THE LINE. CREATES UNBALANCED LINE
RED	SENDS FB INTO THE SLOT ON THE RIGHT
BLUE	SENDS THE FB INTO THE SLOT ON THE LEFT
NEAR	OFF SET THE TB NEAR THE Y
FAR	OFF SET THE TB AWAY FROM Y
TIGHT	BRINGS THE X INTO A TIGHT END POSITION. CALL HIM H
FLIP	BRINGS THE X OR Z TO THE STRENGTH CALL JUST LIKE TWINS. THE Y IS NOT ABLE TO GO OUT ON PASS ROUTES
SUPER	THE GUARD AND TACKLE GO OVER TO THE OTHER SIDE OF THE LINE CREATING A SUPER UNBALANCED LINE

BASE FORMATIONS

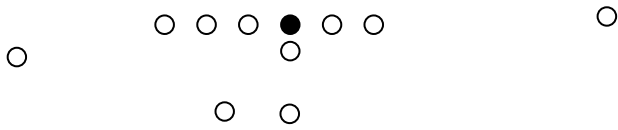
I LEFT



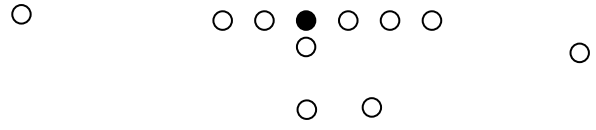
I RIGHT



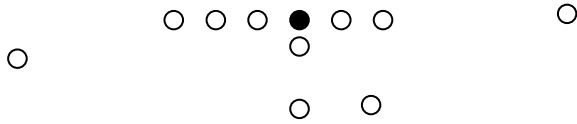
NEAR LEFT



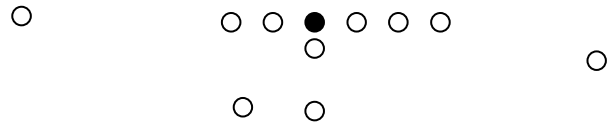
NEAR RIGHT



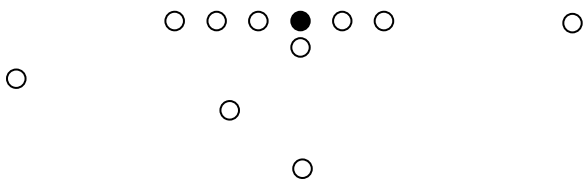
FAR LEFT



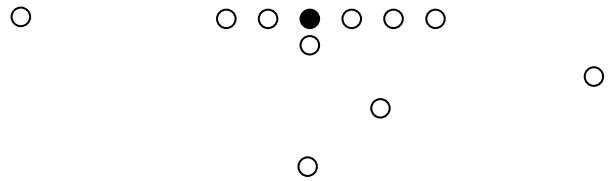
FAR RIGHT



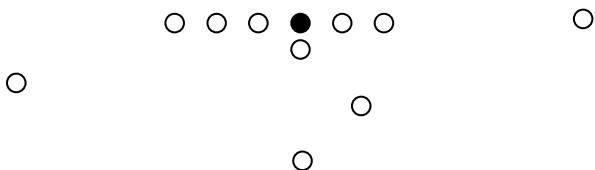
STRONG I LEFT



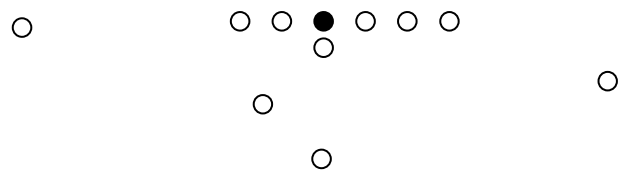
STRONG I RIGHT



WEAK I LEFT

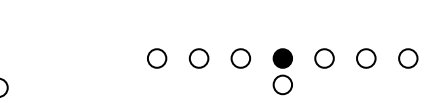


WEAK I RIGHT

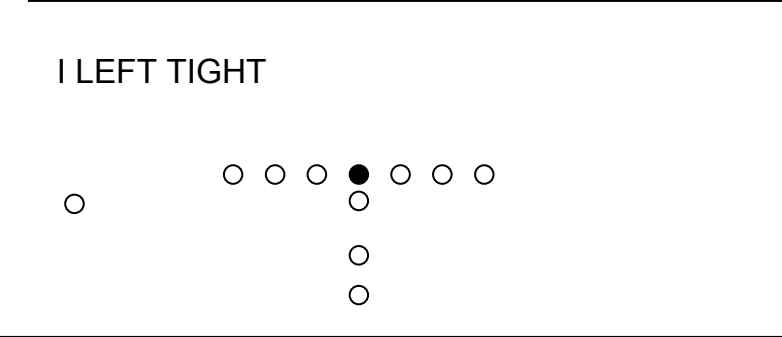


TIGHT FORMATIONS

I LEFT TIGHT

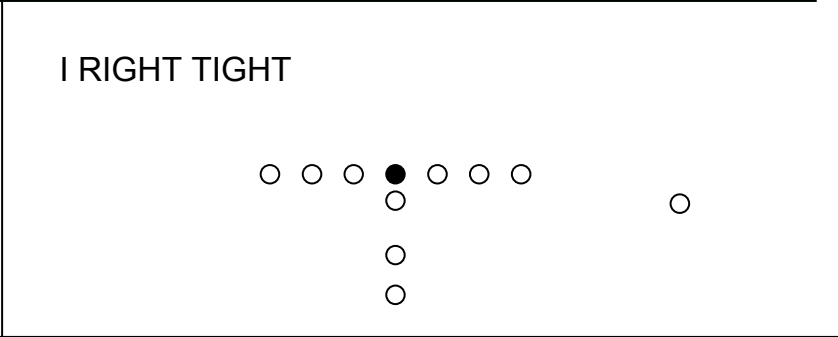


A diagram illustrating a left tight turn. A horizontal line of seven circles is shown. The fourth circle from the left is filled black, representing the vehicle. To its left is one empty circle. To its right are two empty circles. Below the black circle are three empty circles stacked vertically. The text 'I LEFT TIGHT' is positioned above the left side of the diagram.

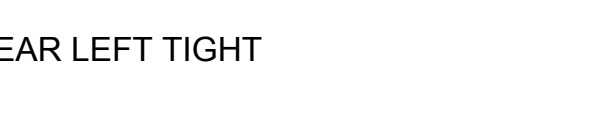


I RIGHT TIGHT

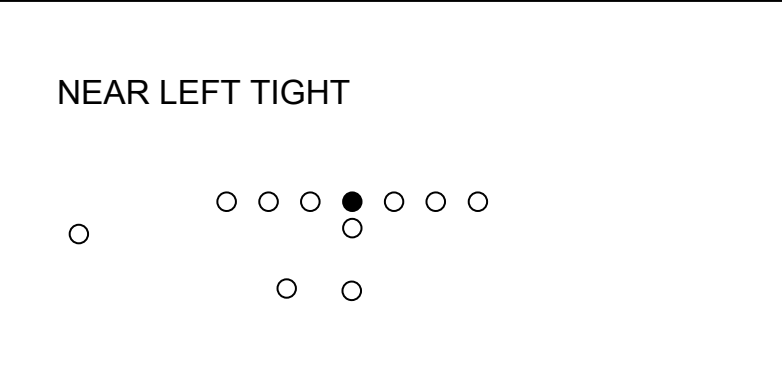
A diagram consisting of a horizontal row of seven circles. The fourth circle from the left is filled black, while the others are white. Below the black circle are two more white circles, and to the right of the group is one more white circle.



NEAR LEFT TIGHT

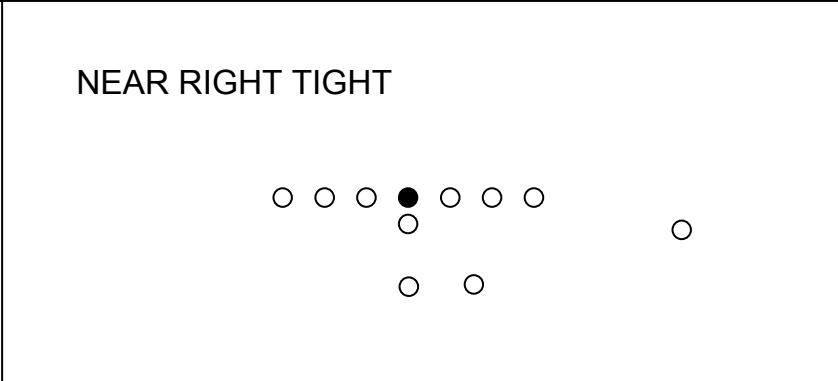


The diagram illustrates a 'NEAR LEFT TIGHT' golf stance. The golfer is positioned on the left side of the frame, facing right. The club is in a tight position, with the head near the ball. The stance is narrow, with the feet close together. The diagram shows the golfer's head, shoulders, hips, and feet, along with the club head and ball.

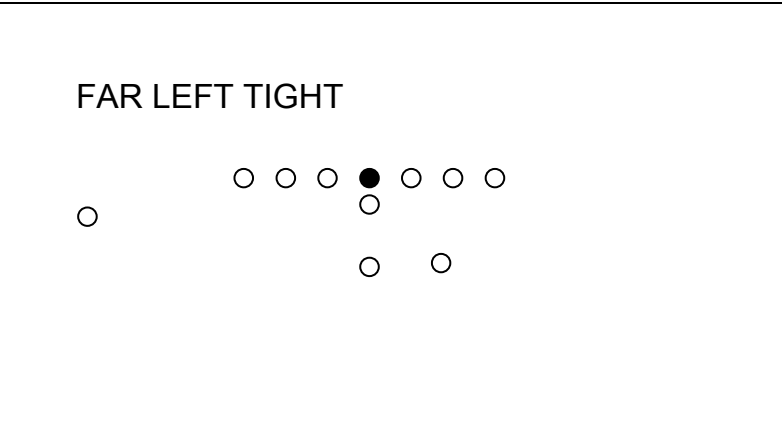
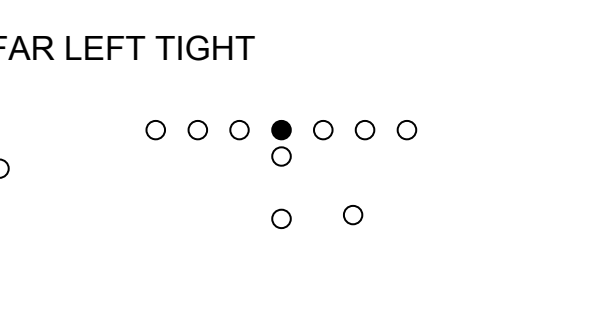


NEAR RIGHT TIGHT

A knot diagram labeled 'NEAR RIGHT TIGHT'. It features a horizontal strand with seven circles. The fourth circle from the left is filled black, while the others are white. Below the horizontal strand, there are two white circles: one centered under the black circle and another to its right. To the far right of the main group, there is a single white circle.

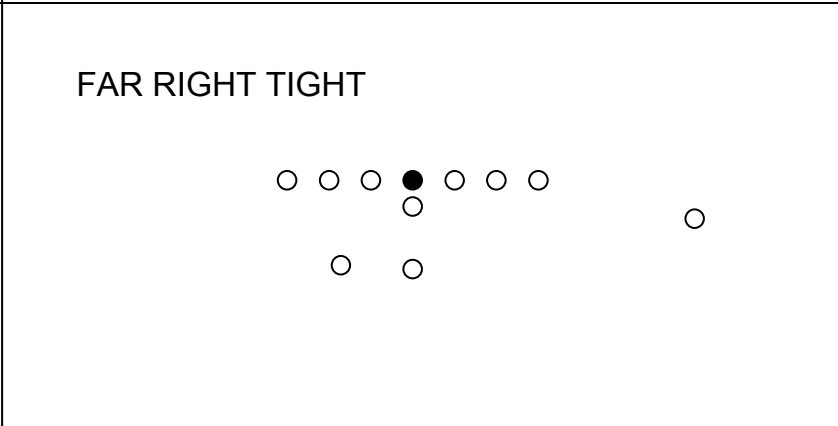


FAR LEFT TIGHT

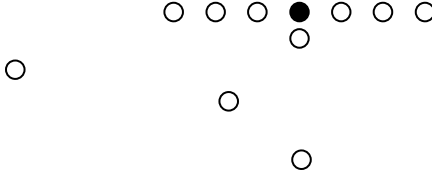


FAR RIGHT TIGHT

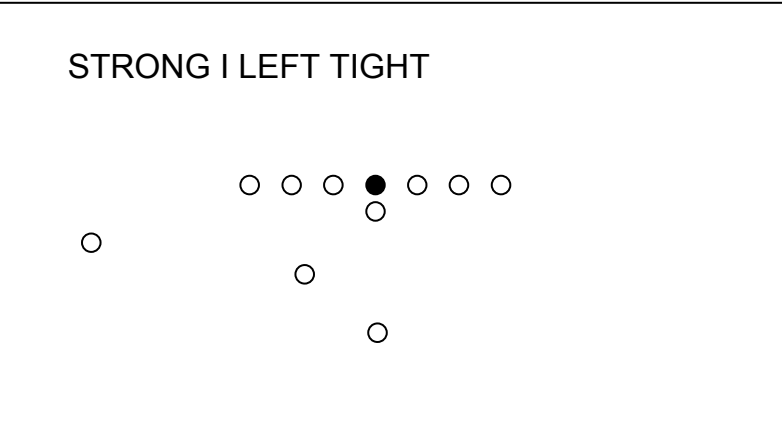
A diagram illustrating a 'FAR RIGHT TIGHT' configuration. It features a horizontal line of seven circles. The fourth circle from the left is filled black, while the others are white. Below the line, there are two more white circles, one under the third and one under the fourth. To the right of the main group, there is a single white circle.



STRONG | LEFT TIGHT

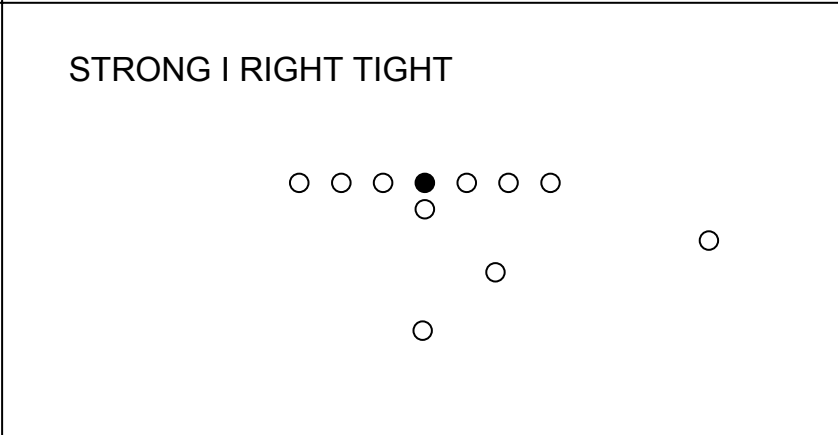


A diagram illustrating a horizontal arrangement of seven circles. The fourth circle from the left is filled black, while the others are white with black outlines. Below this row, there are three more white circles with black outlines, positioned at the bottom left, bottom center, and bottom right of the main row's span.



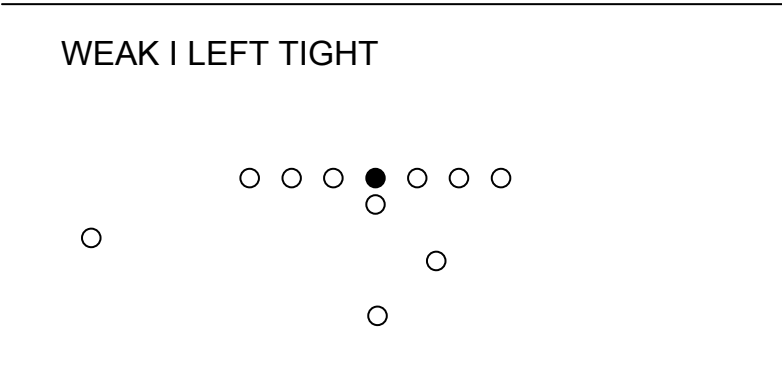
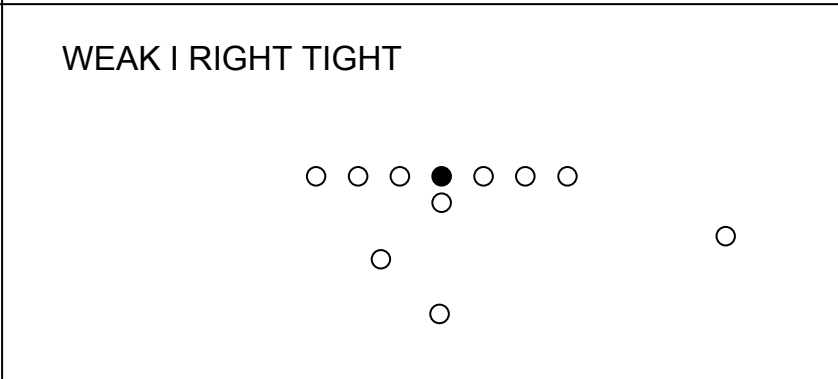
STRONG I RIGHT TIGHT

A diagram illustrating a sequence of circles. A horizontal line contains seven circles. The fourth circle from the left is filled black, while the others are white. Below the black circle is another white circle. To the right of the black circle, there is a white circle below the line, and further right, another white circle below the line. To the far right, there is a single white circle on the line.



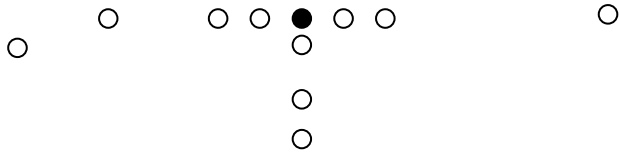
WEAK | LEFT TIGHT

The diagram illustrates a heap configuration under the 'WEAK | LEFT TIGHT' policy. It features a horizontal row of seven nodes. The fourth node from the left is filled black, while the others are white. Below this row, there are three additional white nodes: one positioned directly under the fourth (black) node, one positioned under the fifth (white) node, and one positioned further to the left, under the second (white) node of the top row.

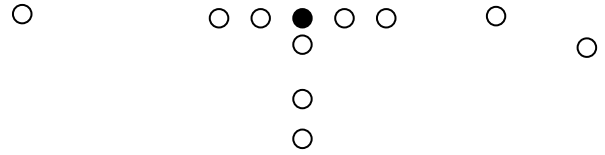
[illegible]

FLEX FORMATIONS

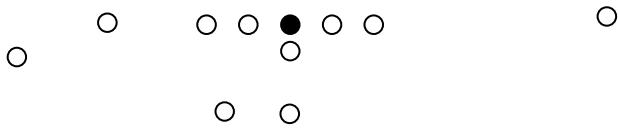
I LEFT FLEX



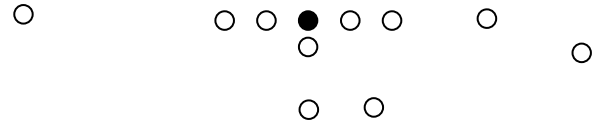
I RIGHT FLEX



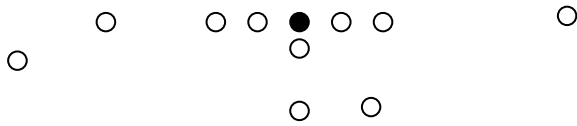
NEAR LEFT FLEX



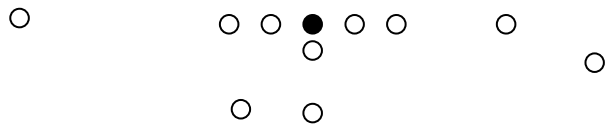
NEAR RIGHT FLEX



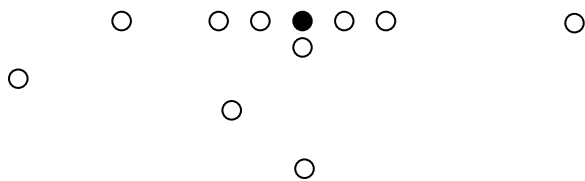
FAR LEFT FLEX



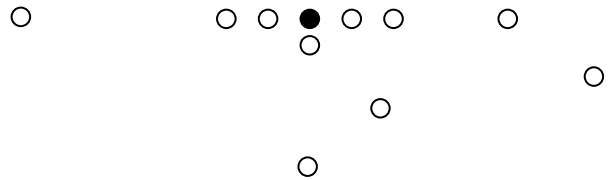
FAR RIGHT FLEX



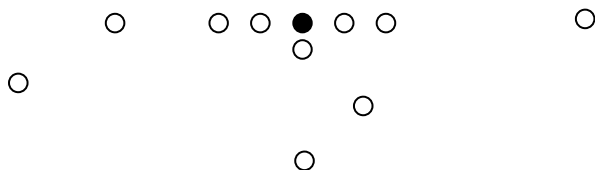
STRONG I LEFT FLEX



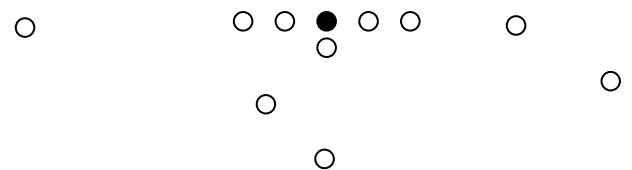
STRONG I RIGHT FLEX



WEAK I LEFT FLEX

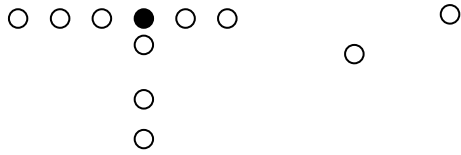


WEAK I RIGHT FLEX

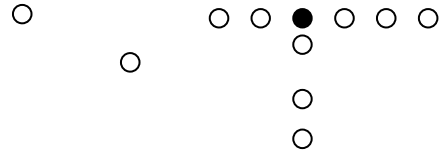


TWINS FORMATIONS

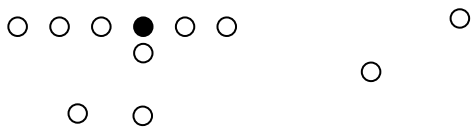
I LEFT TWINS



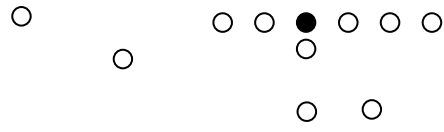
I RIGHT TWINS



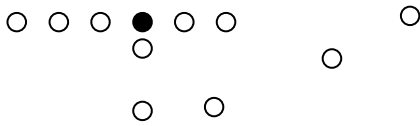
NEAR LEFT TWINS



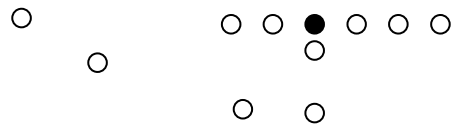
NEAR RIGHT TWINS



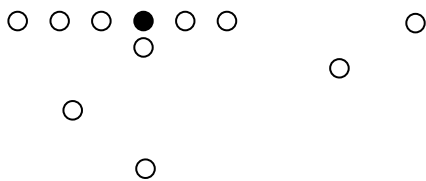
FAR LEFT TWINS



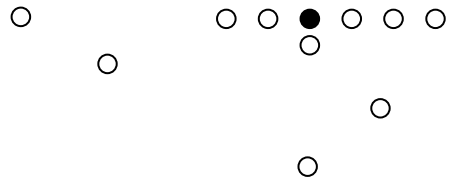
FAR RIGHT TWINS



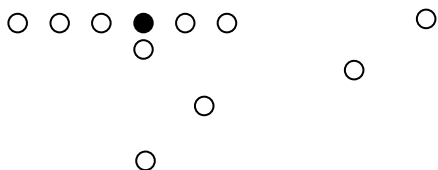
STRONG I LEFT TWINS



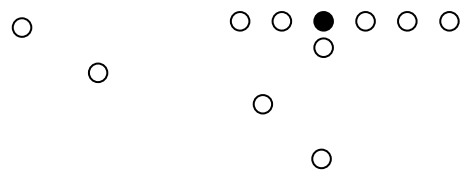
STRONG I RIGHT TWINS



WEAK I LEFT TWINS

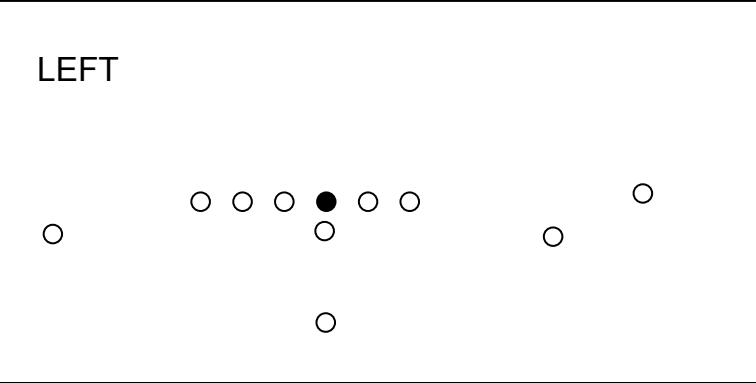


WEAK I RIGHT TWINS



ONE BACK FORMATIONS

QUADS LEFT

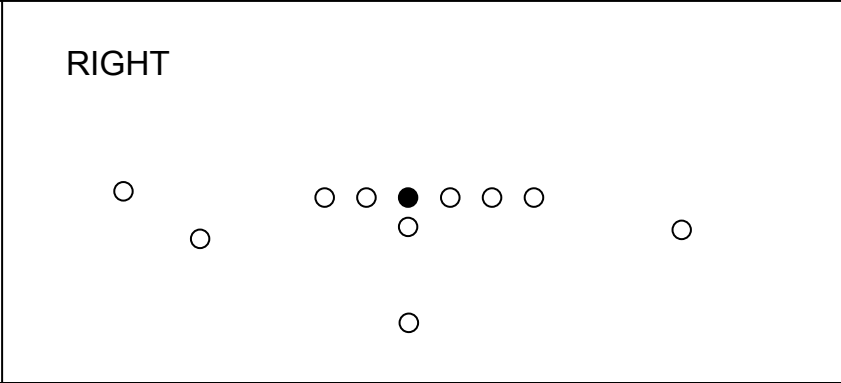


LEFT

A diagram showing a horizontal line of seven circles. The fourth circle from the left is filled black, while the others are white. To the left of this group is a single white circle. To the right is a single white circle. Below the central group is another single white circle.

QUADS RIGHT

Quadrant	Point Type
1	Open Circle
2	Open Circle
3	Open Circle
4	Solid Black Circle
5	Open Circle
6	Open Circle
7	Open Circle
8	Open Circle
9	Open Circle
10	Open Circle
11	Open Circle
12	Open Circle

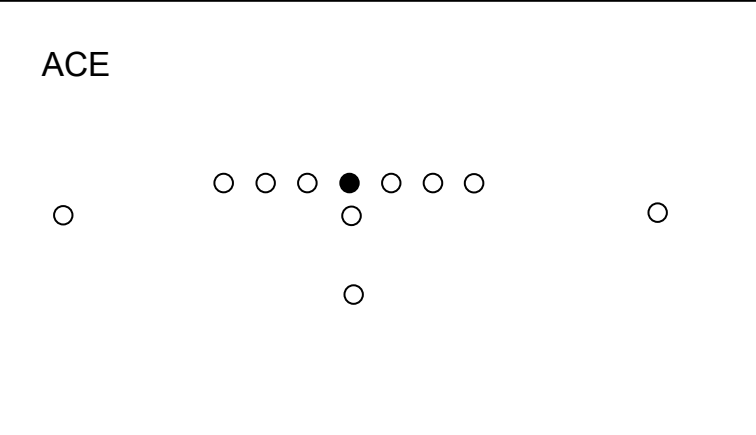


RIGHT

Number of correct answers	Frequency
1	1
2	1
3	1
4	1
5	10
6	1
7	1
8	1
9	1
10	1

TRIPS LEFT TIGHT

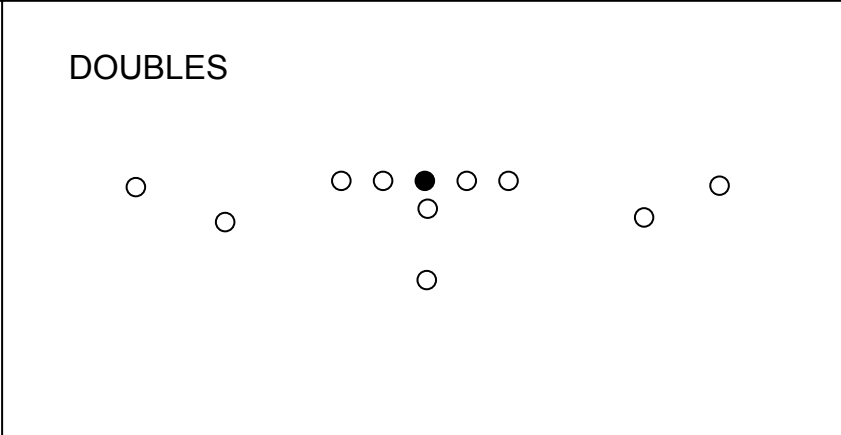
A diagram illustrating a tight left turn. Ten cars are shown as circles. One car, in the center of the lane, is filled black and represents the lead vehicle. The other nine cars are white with black outlines. They are arranged in a staggered pattern: two cars in the front row, three in the second row, and five in the third row (including the lead car). The cars are positioned to the left of a vertical line, indicating they are in the process of turning or have just completed the turn.



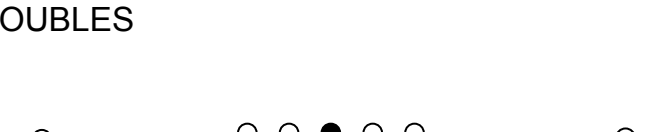
ACE

```
sequenceDiagram
    participant Client
    participant Server
    Note over Client: SYN
    Client->>Server: S
    Note over Server: SYN
    Server->>Client: S A
    Note over Client: ACK
    Client->>Server: A
```

TRIPS RIGHT TIGHT



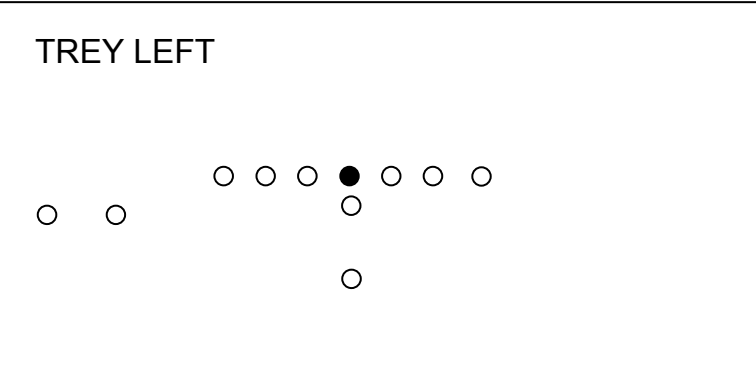
DOUBLES



The diagram shows a top-down view of a tennis court. A central black dot represents the net. Ten white circles represent players. On each side of the net, there are two players positioned close to the net, forming a horizontal line. Additionally, there are two players further out on each side, also forming a horizontal line. The net is in the center of the court.

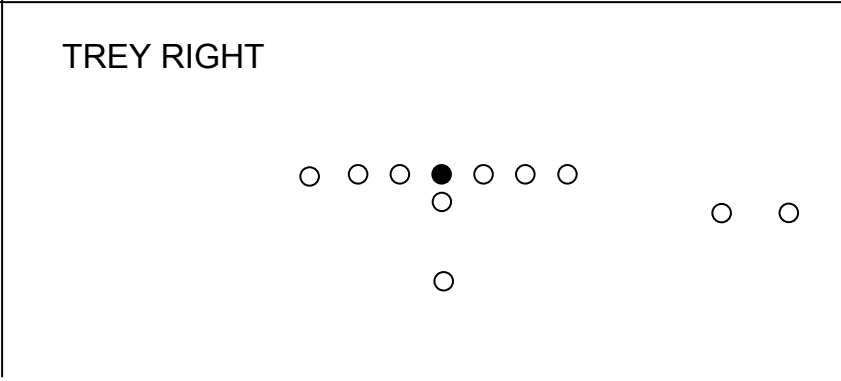
TREY LEFT

The diagram shows a 7-person board game layout. At the top, the text 'TREY LEFT' is displayed. Below it, a horizontal line of seven circles is shown. The fourth circle from the left is filled black, while the others are white. Below this row, there are two more white circles: one centered under the fourth circle and one centered under the fifth circle. To the left of the main row, there are two more white circles, one centered under the second circle and one centered under the third circle of the main row.



TREY RIGHT

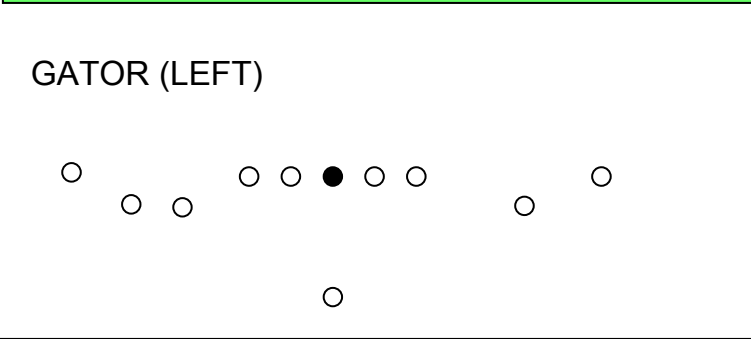
A diagram of a basketball court showing player positions. A black dot represents the ball handler in the key, with white circles representing other players. The text "TREY RIGHT" is in the top left.



RUN AND SHOOT FORMATIONS

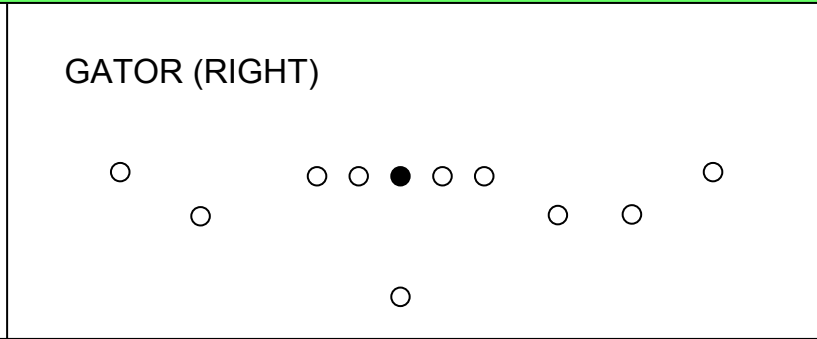
GATOR (LEFT)

The diagram shows a sequence of nodes arranged horizontally. From left to right, there are: one white node, two white nodes, three white nodes, a central black node, two white nodes, one white node, and one white node. Below the central black node is a single white node.

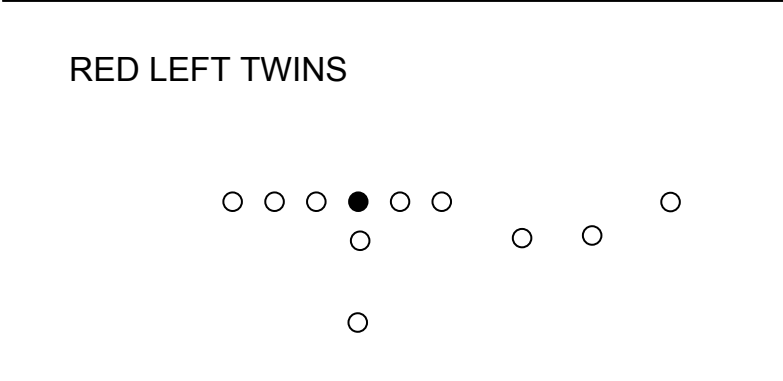


GATOR (RIGHT)

X	Y
10	50
20	30
40	50
45	50
50	50
55	50
60	50
70	30
75	30
90	50
50	10



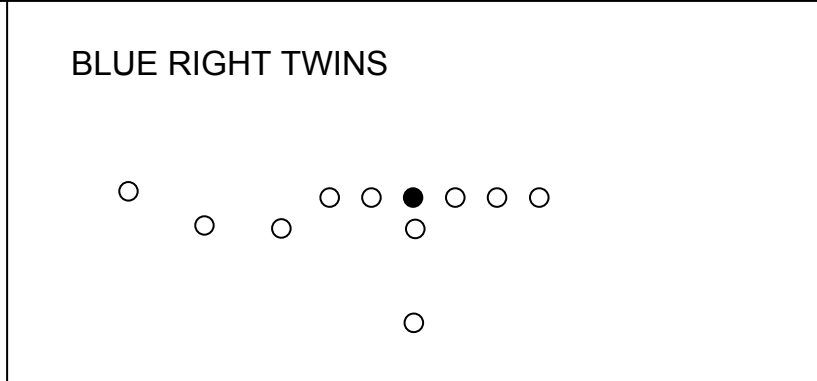
RED LEFT TWINS



BLUE RIGHT TWINS

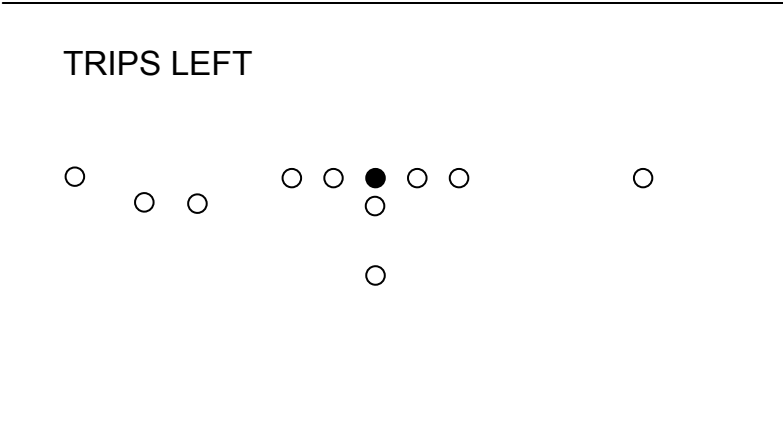
A scatter plot with 11 data points. The x-axis and y-axis are represented by dashed lines. The data points are as follows:

Point	X (approx)	Y (approx)
1	1.5	4.5
2	2.5	3.5
3	3.5	3.5
4	4.5	4.5
5	5.0	4.5
6	5.0	3.5
7	5.5	4.5
8	6.0	4.5
9	6.5	4.5
10	5.0	1.5
11	5.5	4.5

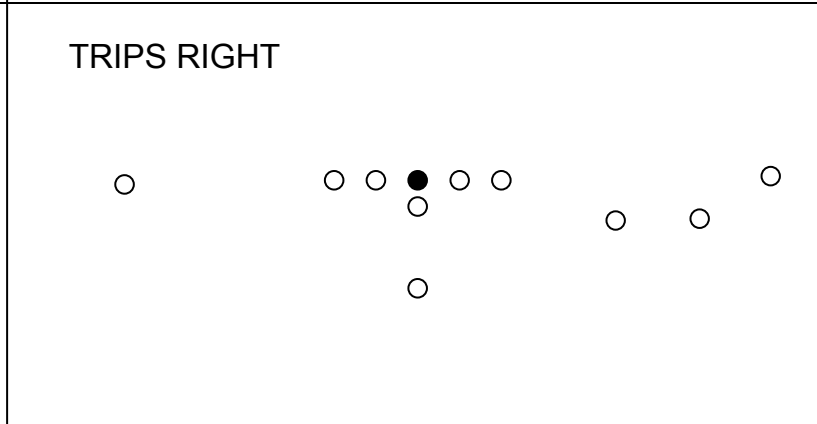
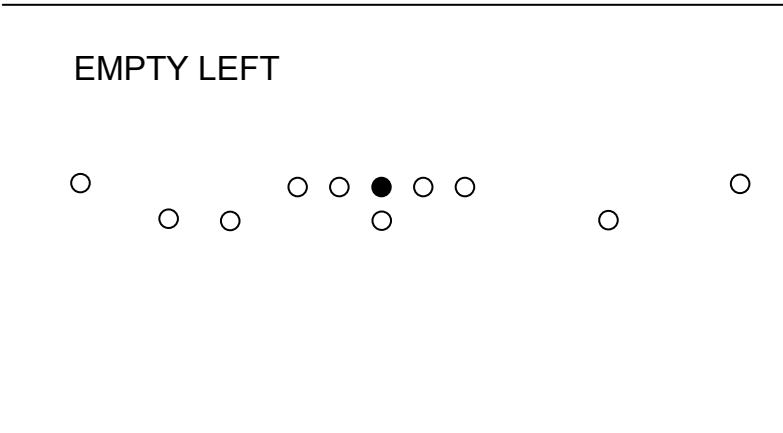


TRIPS LEFT

Number of People	Trips Left
1	10
2	8
3	8
4	10
5	10
6	10

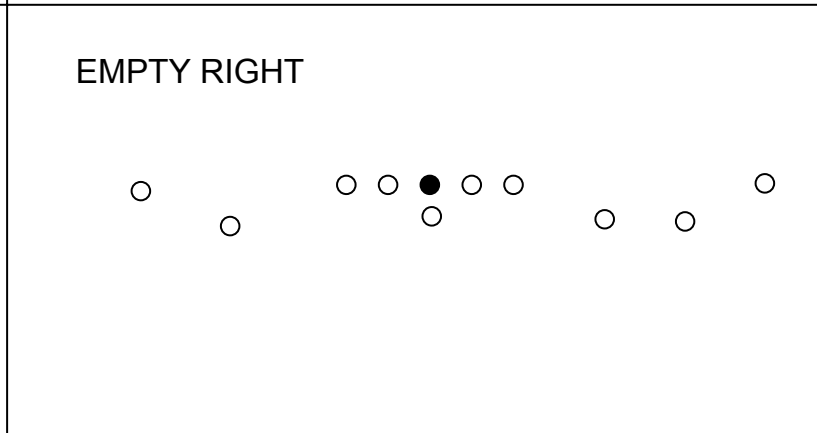


TRIPS RIGHT

[illegible]

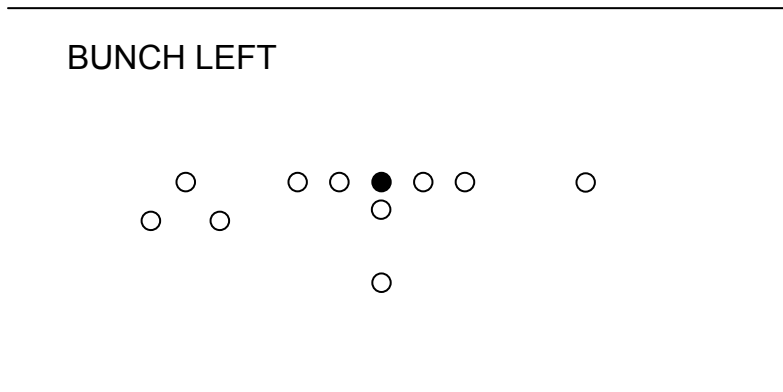
EMPTY RIGHT

A diagram of a queue represented as a horizontal array of 10 slots. The 5th slot from the left is occupied by a black dot, and the 6th slot is empty. All other slots are empty.

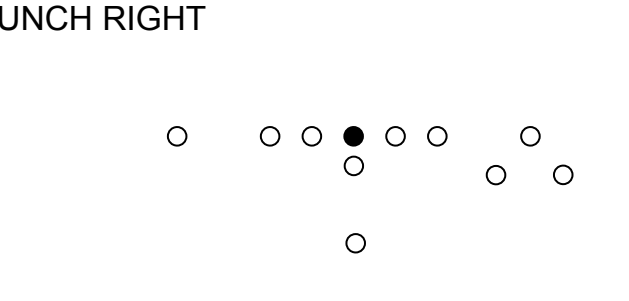


BUNCH LEFT

A diagram illustrating a traffic pattern labeled "BUNCH LEFT". It features a central black dot representing a vehicle moving straight. To the left of this dot, there are three white circles representing vehicles in a "bunch" moving left. To the right of the central dot, there is one white circle representing a vehicle moving right. The vehicles are arranged in a staggered, non-linear fashion, suggesting a complex traffic scenario or a specific driving maneuver.

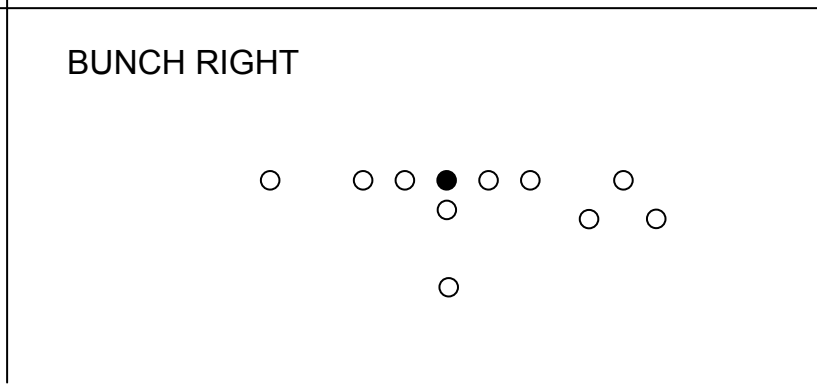


BUNCH RIGHT



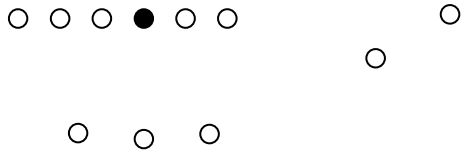
A scatter plot titled "BUNCH RIGHT" showing a distribution of data points. The points are represented by circles. Most points are clustered in the center, with a few points extending to the right, indicating a right-skewed distribution.

Point Type	Approximate X-Coordinate	Approximate Y-Coordinate
Black	50	50
White	30	50
White	40	50
White	45	50
White	55	50
White	60	50
White	75	50
White	50	45
White	50	75
White	70	45
White	80	45

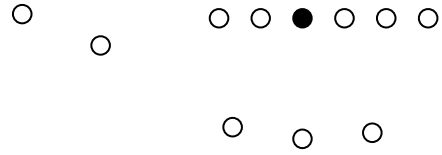


GUN FORMATIONS

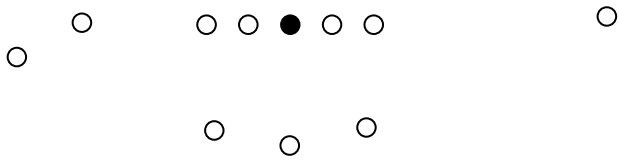
I LEFT TWINS GUN



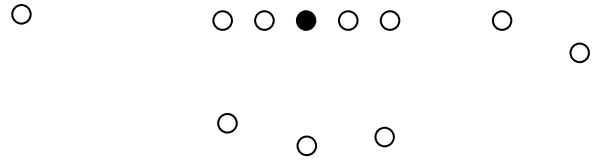
I RIGHT TWINS GUN



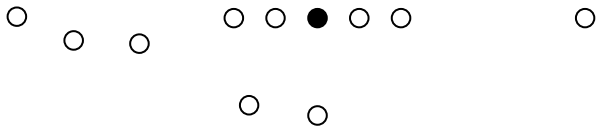
I LEFT FLEX GUN



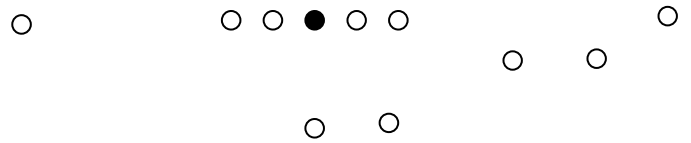
I RIGHT FLEX GUN



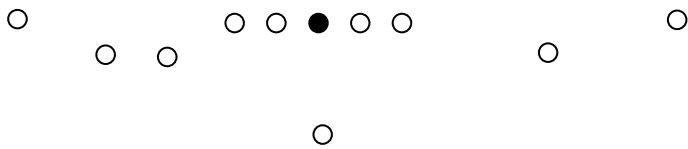
TRIPS LEFT GUN



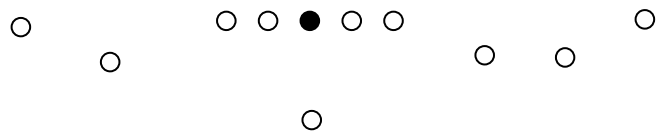
TRIPS RIGHT GUN



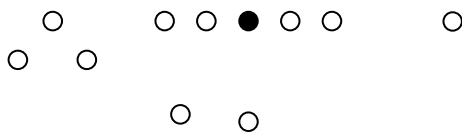
GATOR (LEFT) GUN



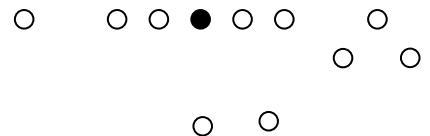
GATOR (RIGHT) GUN



BUNCH LEFT GUN

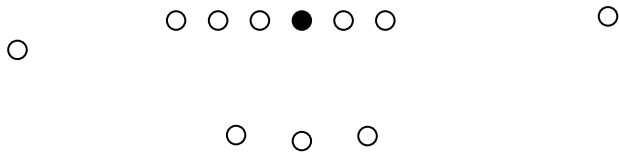


BUNCH RIGHT GUN

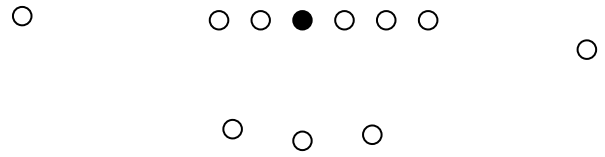


GUN FORMATIONS

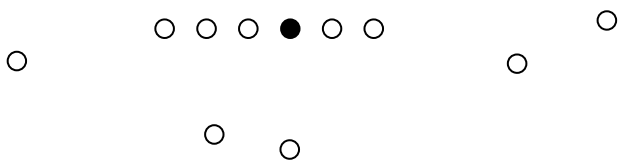
I LEFT GUN



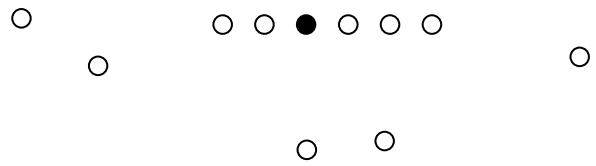
I RIGHT GUN



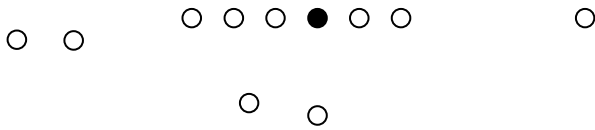
LEFT GUN



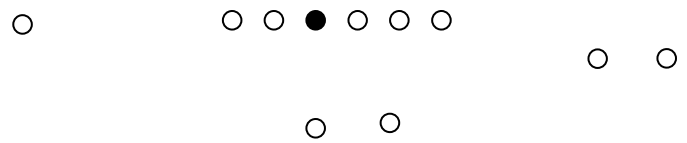
RIGHT GUN



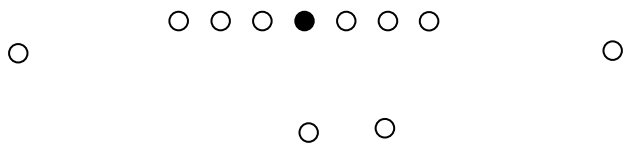
TRIPS LEFT TIGHT GUN



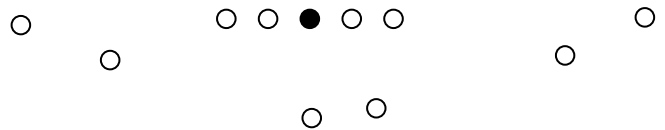
TRIPS RIGHT TIGHT GUN



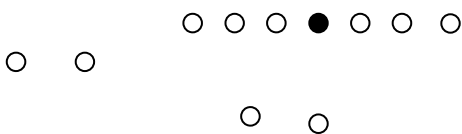
ACE GUN



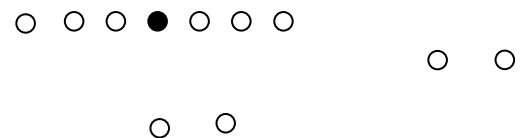
SPREAD



TREY LEFT GUN

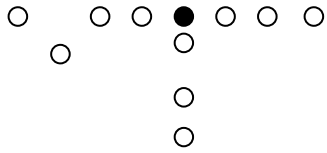


TREY RIGHT GUN

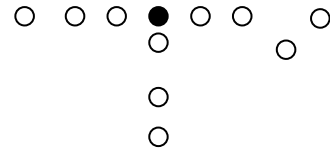


NASTY TIGHT FORMATIONS

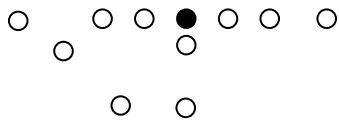
NASTY
I LEFT TIGHT



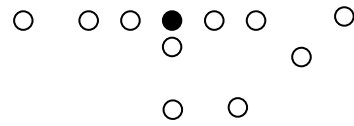
NASTY
I RIGHT TIGHT



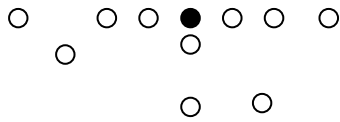
NASTY
NEAR LEFT TIGHT



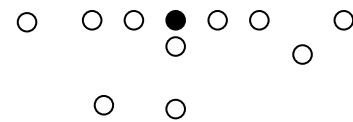
NASTY
NEAR RIGHT TIGHT



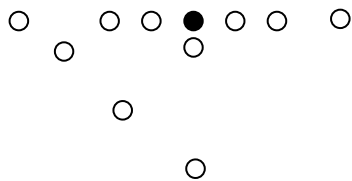
NASTY
FAR LEFT TIGHT



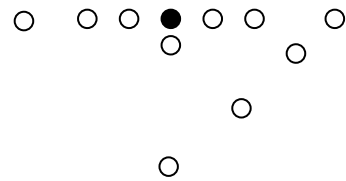
NASTY
FAR RIGHT TIGHT



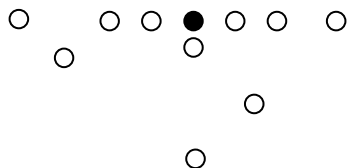
NASTY
STRONG I LEFT TIGHT



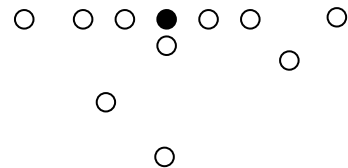
NASTY
STRONG I RIGHT TIGHT



NASTY
WEAK I LEFT TIGHT

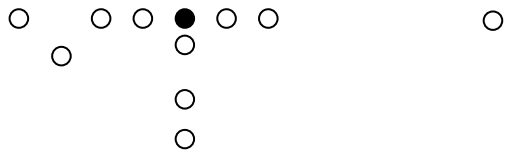


NASTY
WEAK I RIGHT TIGHT

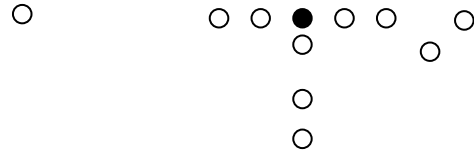


NASTY FORMATIONS

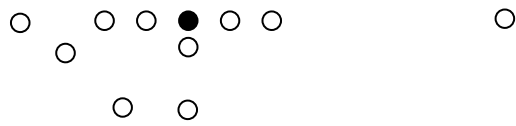
NASTY
I LEFT



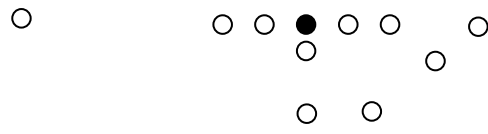
NASTY
I RIGHT



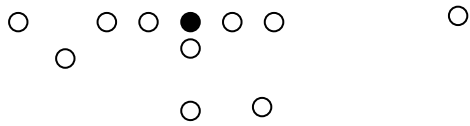
NASTY
NEAR LEFT



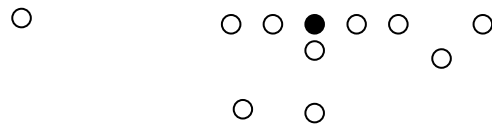
NASTY
NEAR RIGHT



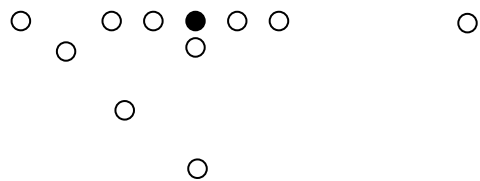
NASTY
FAR LEFT



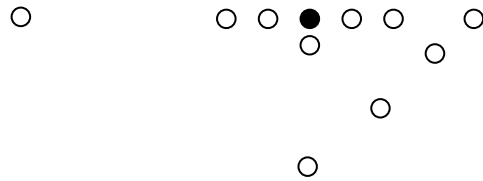
NASTY
FAR RIGHT



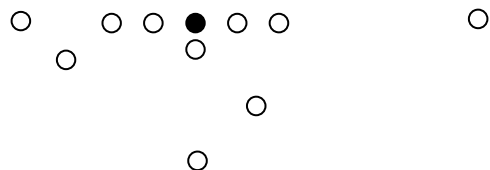
NASTY
STRONG I LEFT



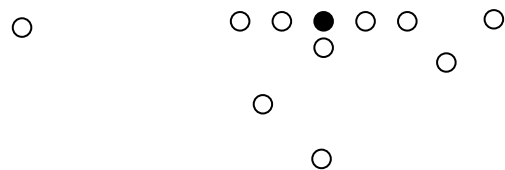
NASTY
STRONG I RIGHT



NASTY
WEAK I LEFT

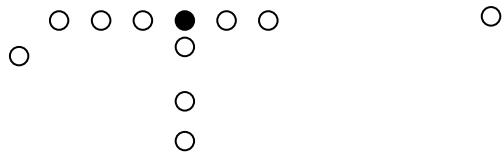


NASTY
WEAK I RIGHT

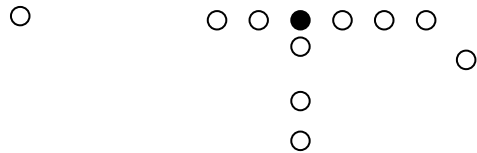


WING FORMATIONS

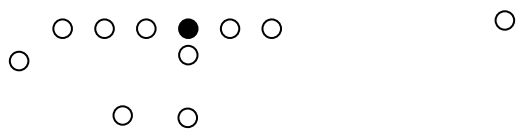
I LEFT WING



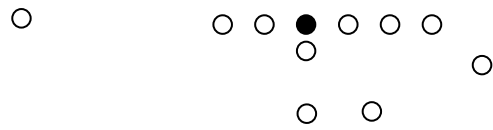
I RIGHT WING



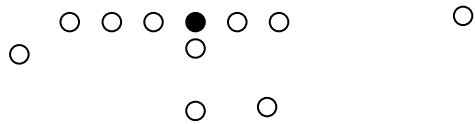
NEAR LEFT WING



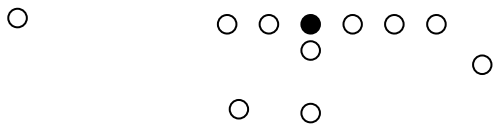
NEAR RIGHT WING



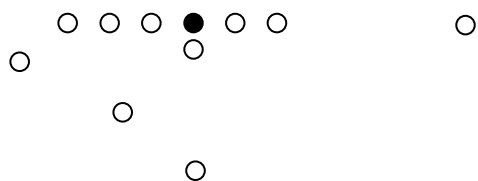
FAR LEFT WING



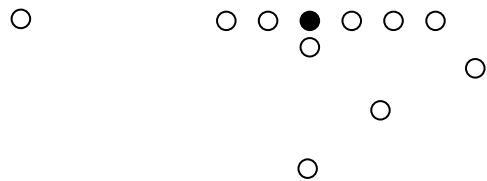
FAR RIGHT WING



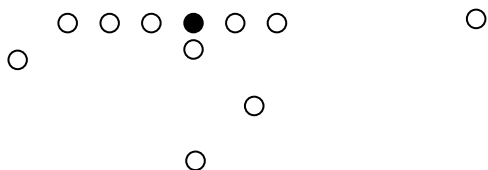
STRONG I LEFT WING



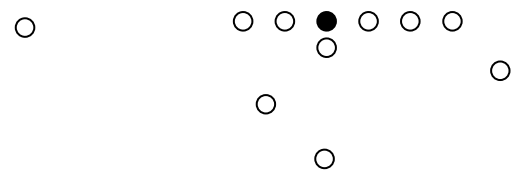
STRONG I RIGHT WING



WEAK I LEFT WING



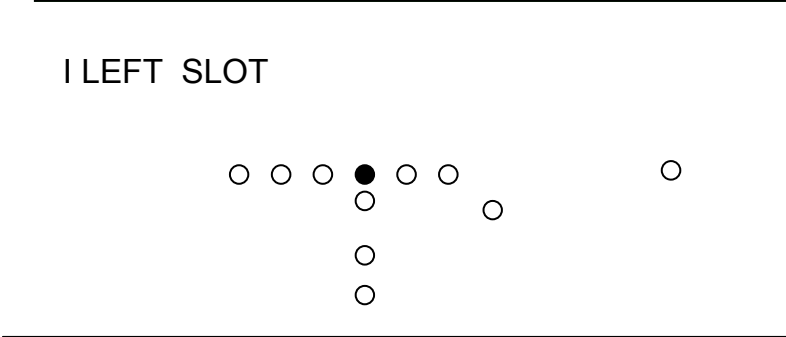
WEAK I RIGHT WING



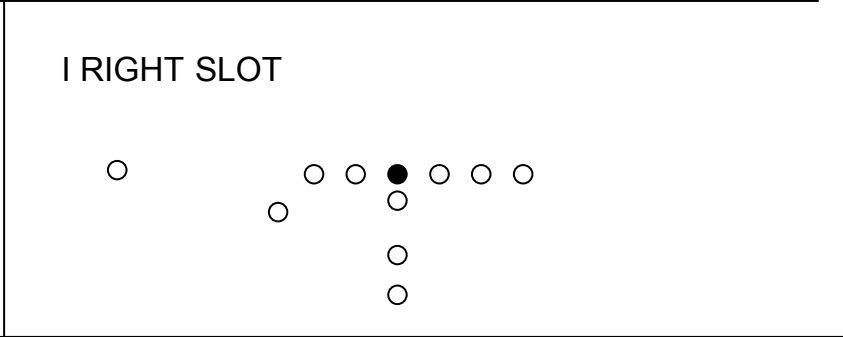
SLOT FORMATIONS

I LEFT SLOT

A 3x3 grid of dots. The center dot is black. The dots in the top-left, top-middle, top-right, middle-left, middle-right, and bottom-right positions are white. The dots in the middle-bottom and bottom-bottom positions are also white.



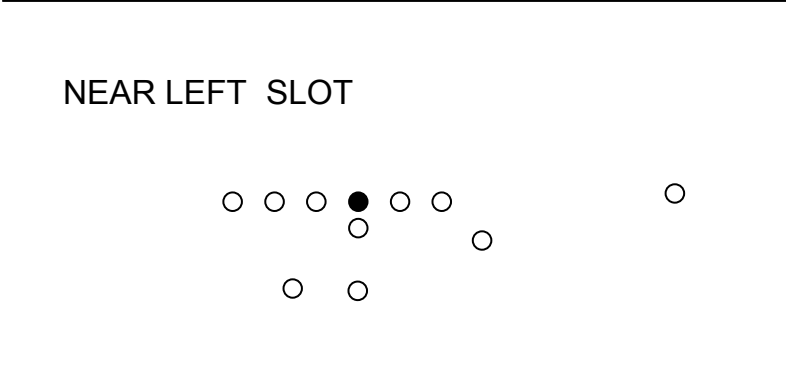
I RIGHT SLOT



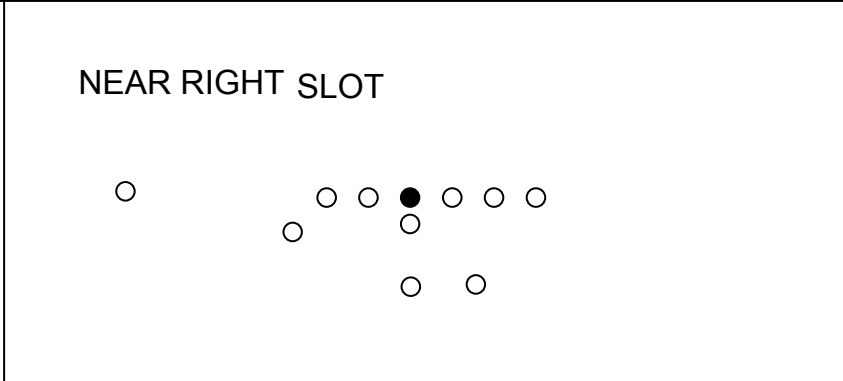
NEAR LEFT SLOT

A 3x7 grid of dots. The dot at row 2, column 4 is black. All other dots are white. The grid is as follows:

○	○	○	●	○	○	
			○		○	
	○	○		○	○	○

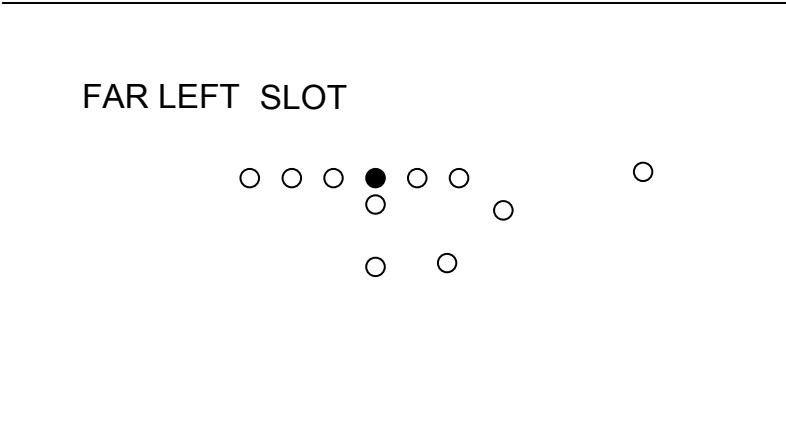


NEAR RIGHT SLOT

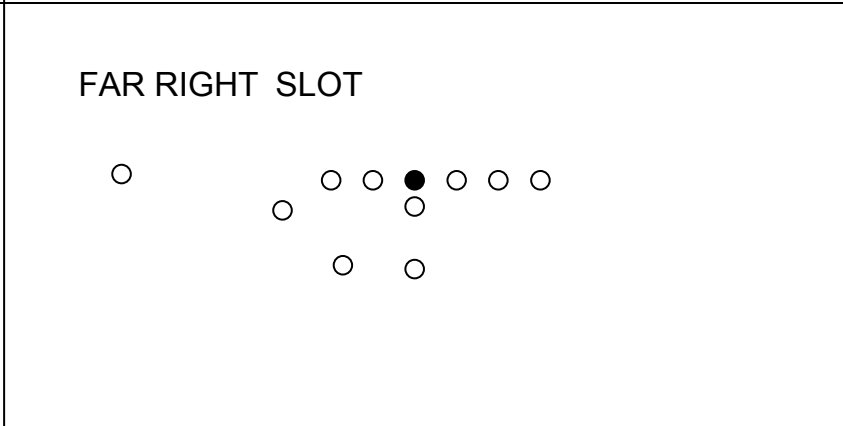


FAR LEFT SLOT

A 3x7 grid of dots. The top row contains a black dot at column 4 and white dots at columns 1, 2, 3, 5, 6, and 7. The middle row contains white dots at columns 4, 5, 6, and 7. The bottom row contains white dots at columns 4 and 5. The text 'FAR LEFT SLOT' is positioned above the first column.

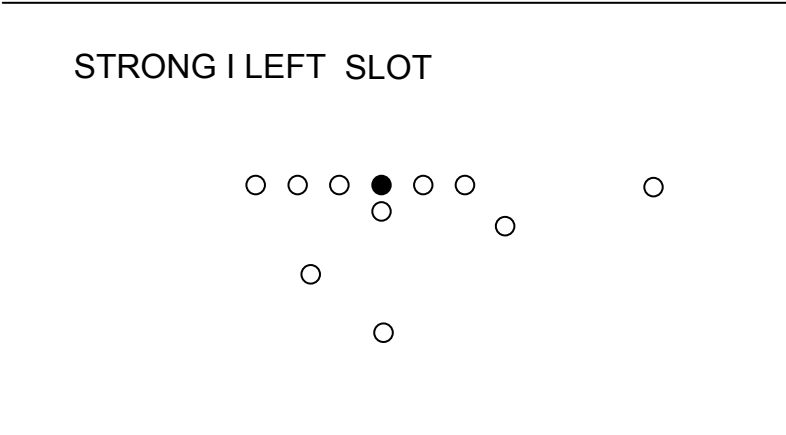


FAR RIGHT SLOT

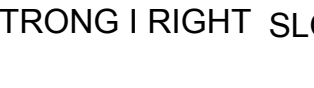


STRONG I LEFT SLOT

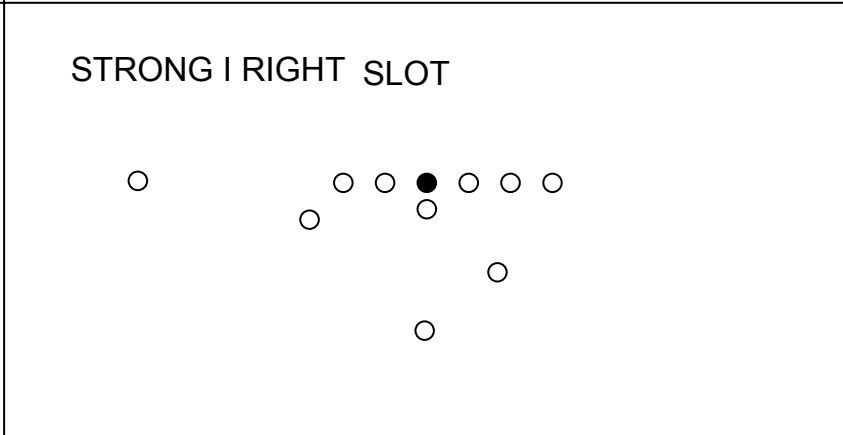
	●	



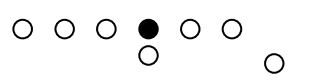
STRONG I RIGHT SLOT



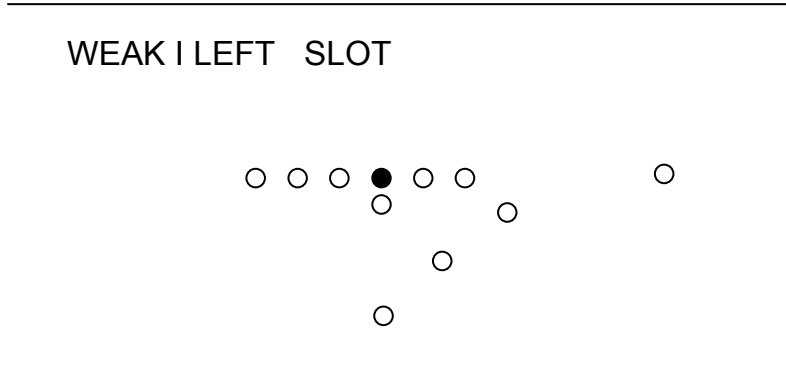
A diagram of a slot machine reel with 10 positions. The top row shows symbols: a circle, an empty circle, an empty circle, a solid black circle, an empty circle, an empty circle, and an empty circle. The bottom row shows symbols: an empty circle, an empty circle, an empty circle, an empty circle, an empty circle, and an empty circle. The solid black circle is in the top row, 4th position from the left.



WEAK LEFT SLOT

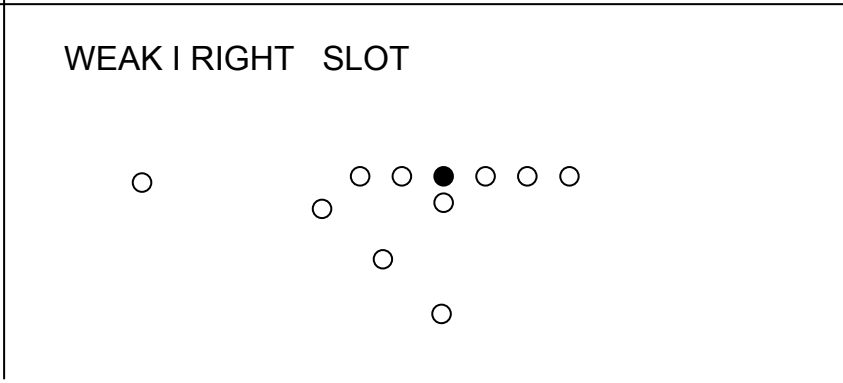


The diagram shows a central black dot surrounded by 10 white circles. The circles are arranged in a pattern that is roughly rectangular, with the black dot in the center. The circles are arranged in a way that suggests a grid, but the black dot is in the center, and the circles are arranged around it.



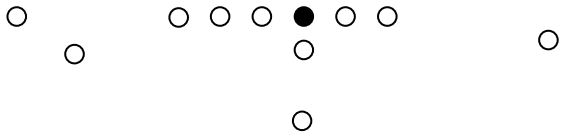
WEAK | RIGHT SLOT

A diagram showing a vowel space with a horizontal line at the top. The text 'WEAK | RIGHT SLOT' is at the top left. A series of points are plotted: a single point on the left, a cluster of points in the center (including a black dot), and a single point on the right. The points are arranged to show a weak right slot.

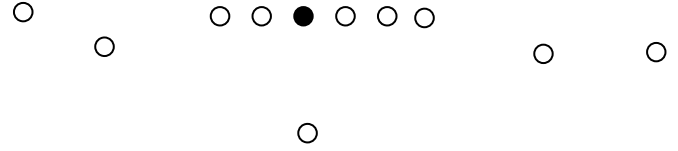


UNBALANCED FORMATIONS

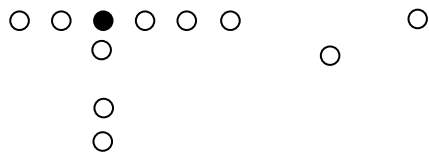
RIGHT OVER



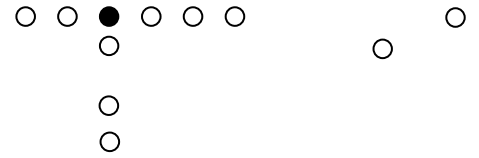
RED RIGHT GUN



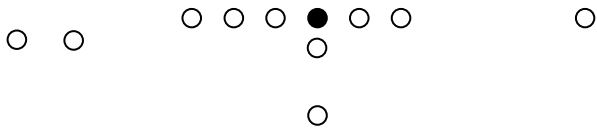
I RIGHT FLIP



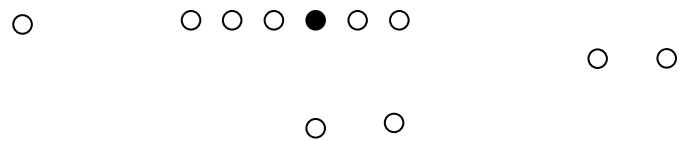
I LEFT TWINS OVER



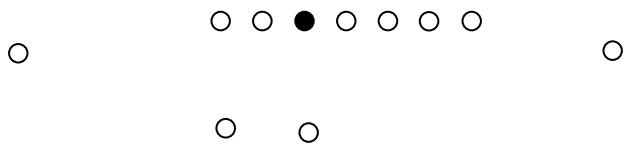
TRIPS LEFT TIGHT



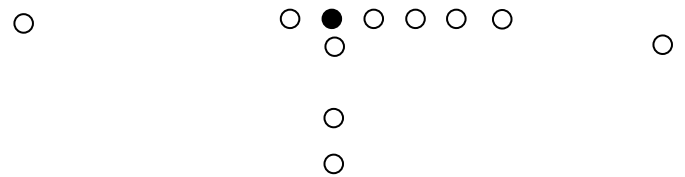
TRIPS RIGHT TIGHT OVER



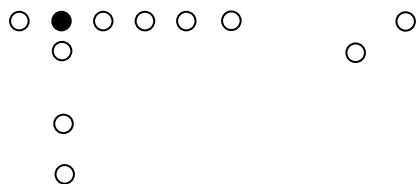
ACE (LEFT) OVER



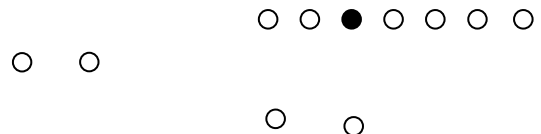
SUPER I RIGHT



SUPER I RIGHT FLIP

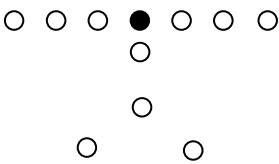


TREY LEFT OVER GUN

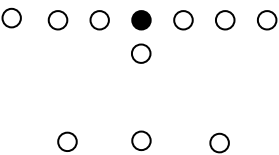


SPECIAL FORMATIONS

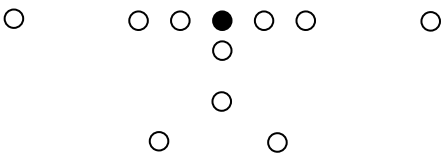
WISHBONE



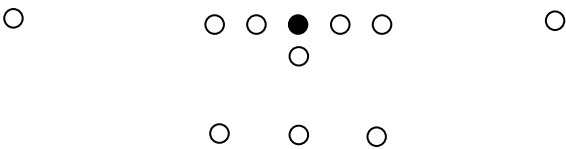
ROBUST



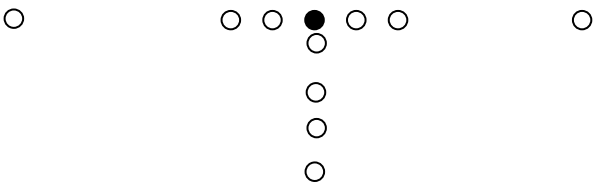
WISHBONE OPEN



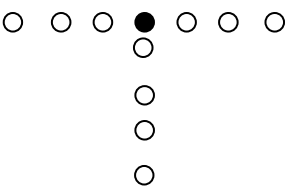
ROBUST OPEN



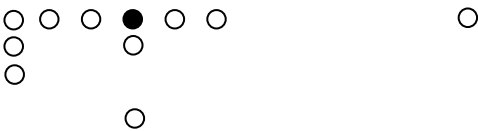
STACK OPEN



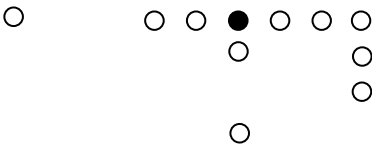
STACK



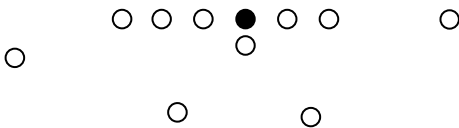
Y STACK LEFT



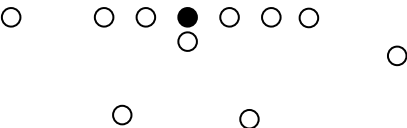
Y STACK RIGHT



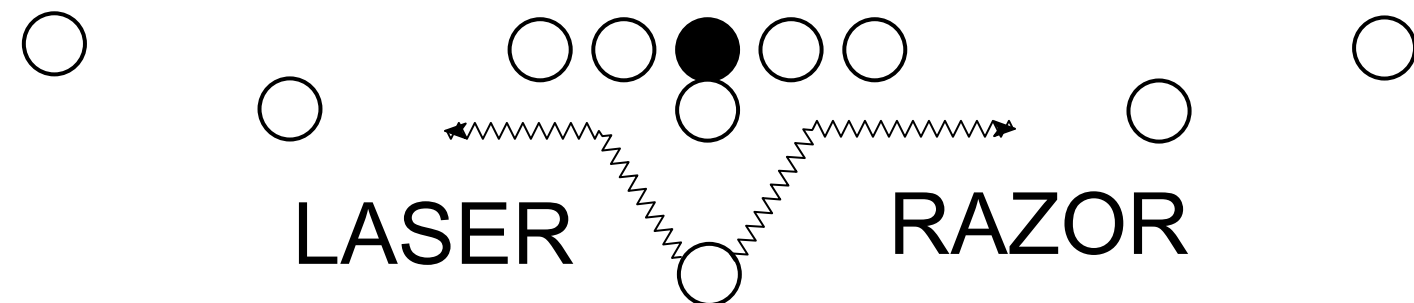
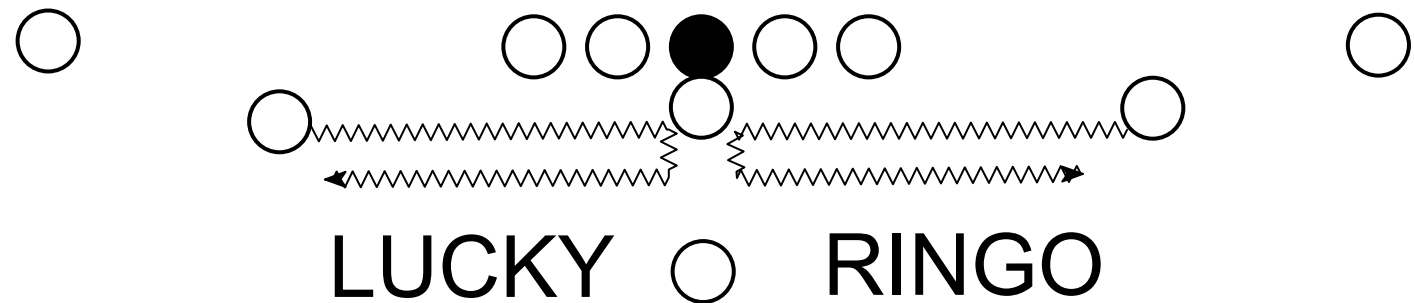
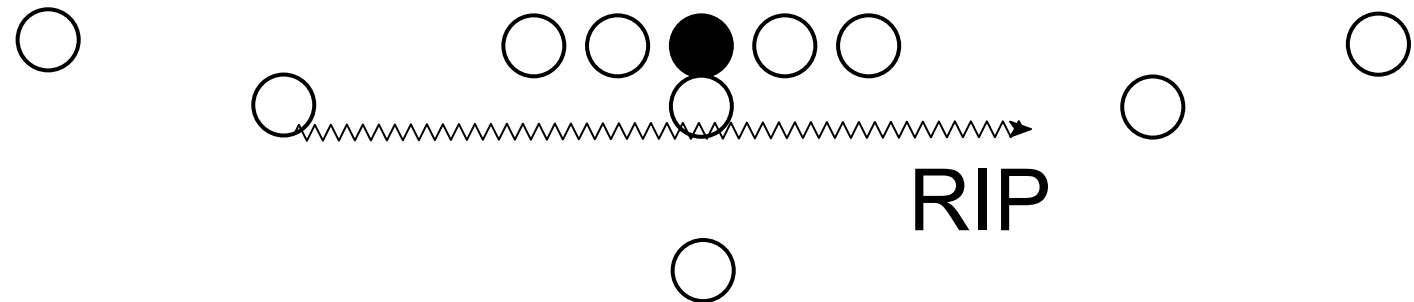
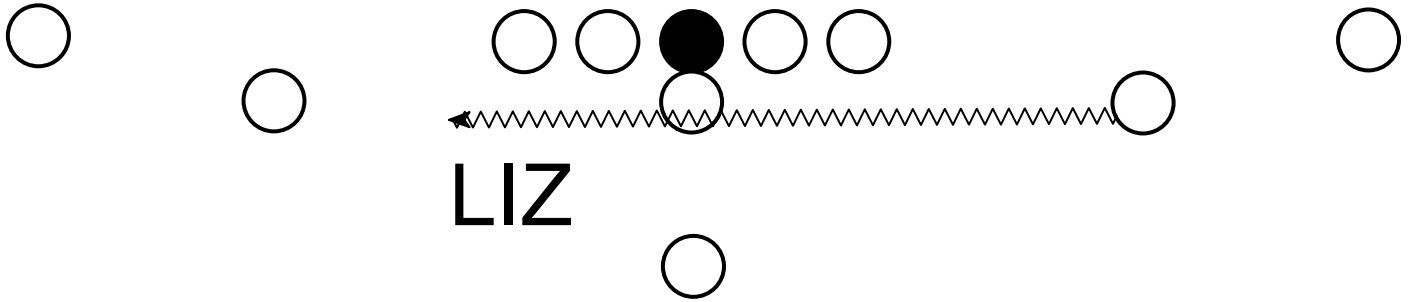
SPLIT LEFT



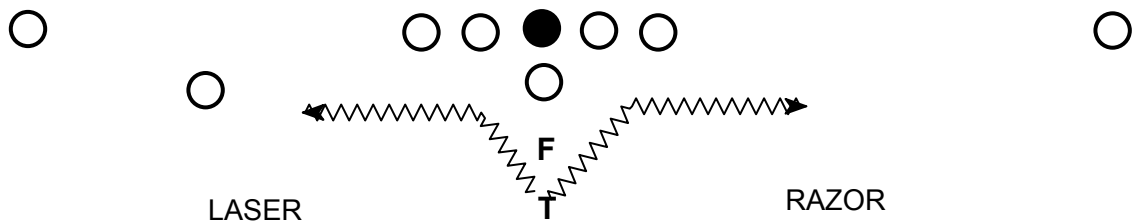
SPLIT RIGHT



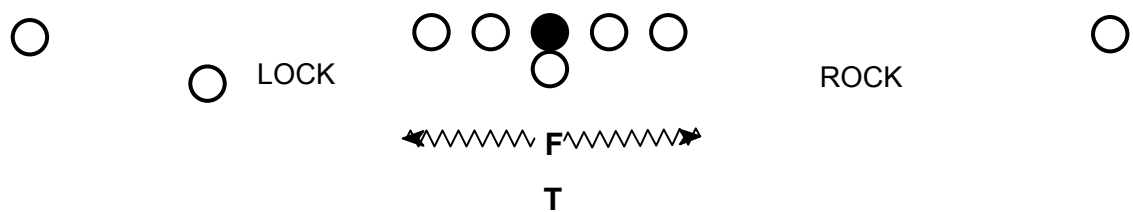
SPREAD MOTION



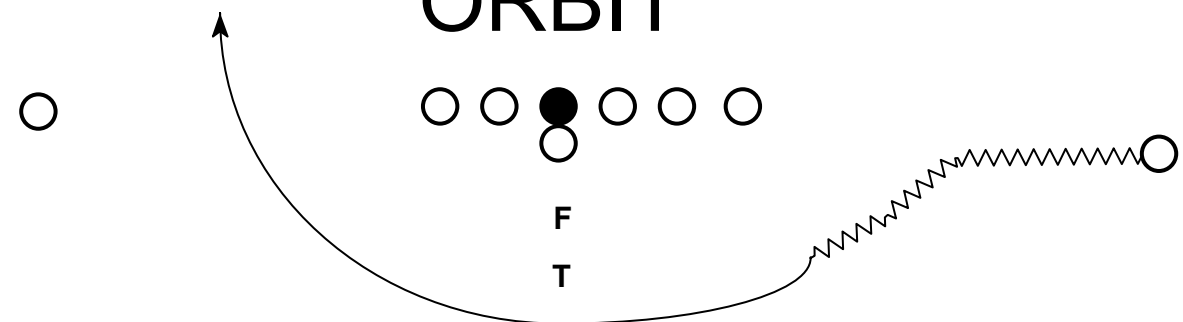
LASER & RAZOR



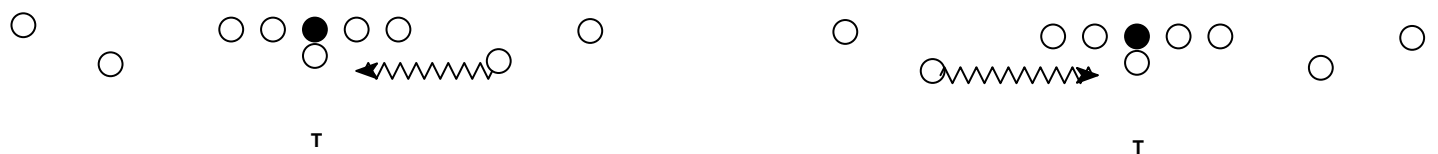
LOCK & ROCK



ORBIT



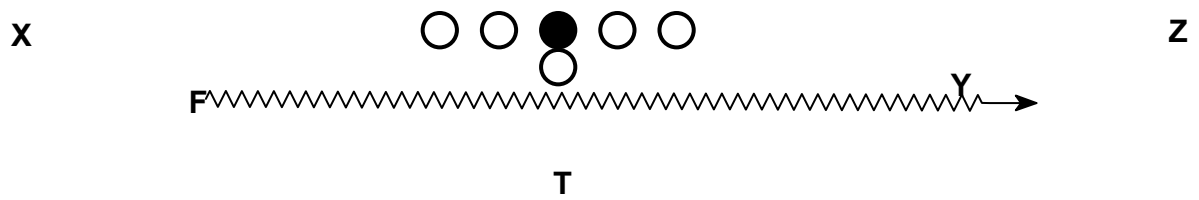
FLY AND POP



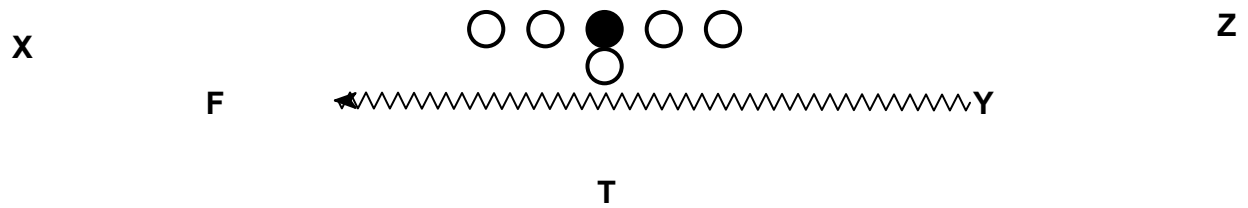
FLY

POP

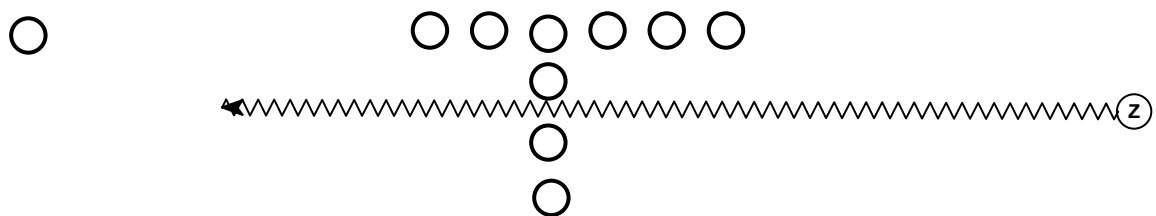
RIP



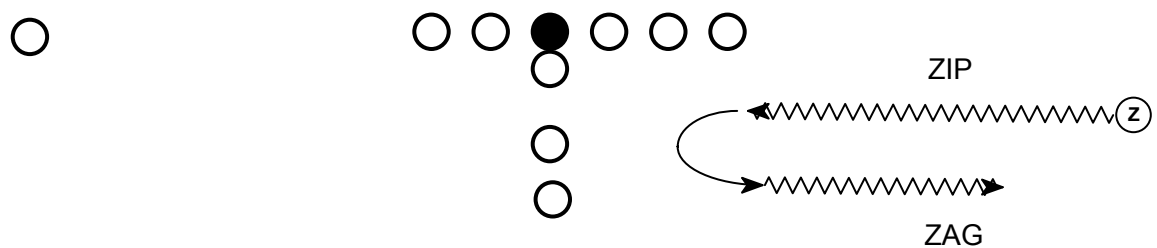
LIZ



ZOOM



ZIP & ZAG



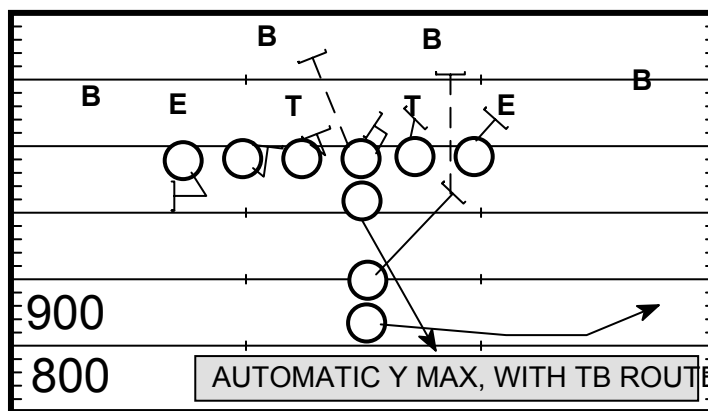
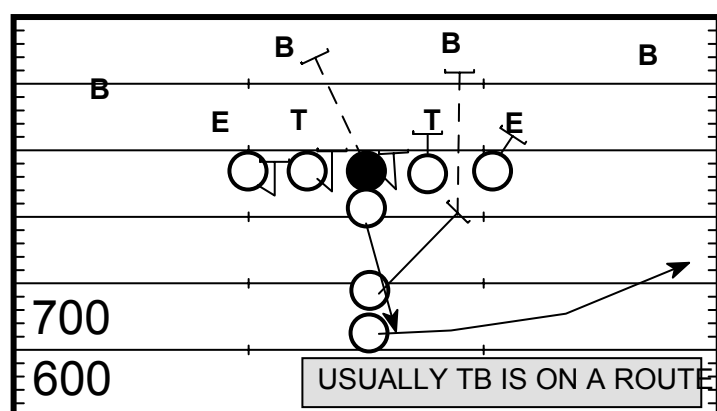
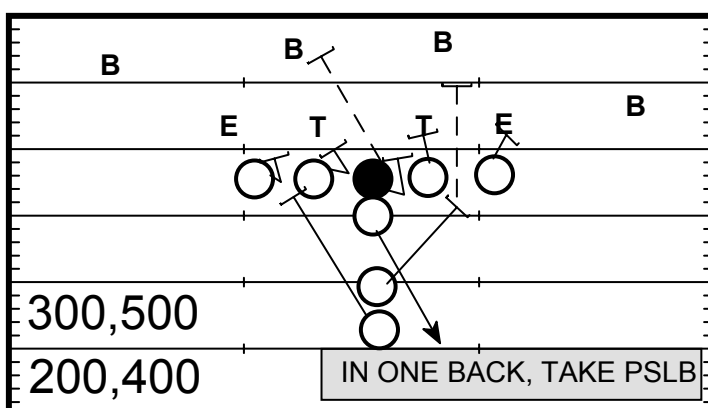
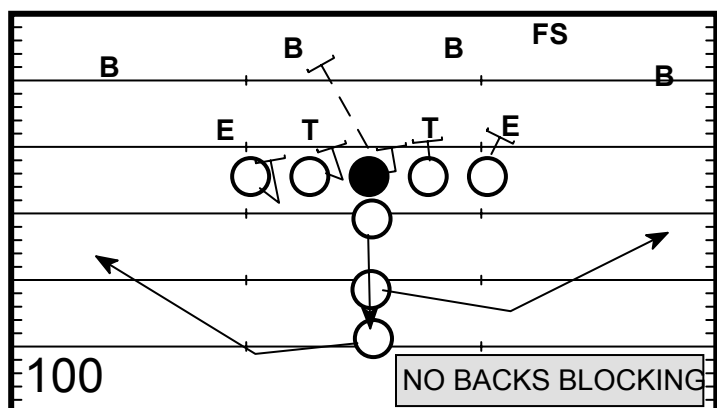
PASS PROTECTION

300,500,700,900
STRONG LEFT

200,400,600,800
STRONG RIGHT

600,700 IS USED IN MAJORITY
OF PLAYACTION PASSES

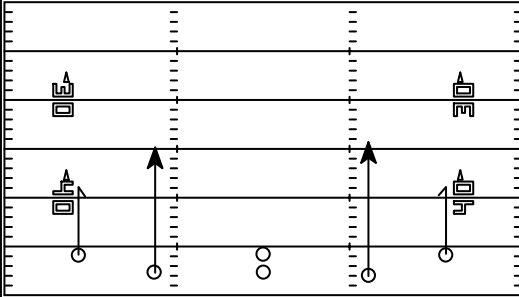
100 NO BACK PROTECTION
QB IS RESPONSIBLE FOR PSLB



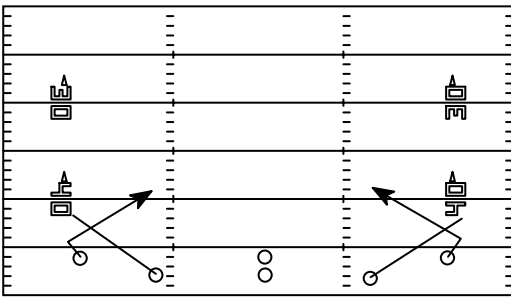
SERIES	100	200,300	400,500	600,700	800,900
Y	ROUTE	ROUTE	ROUTE	ROUTE	MAX PROTECT
F	ROUTE	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK ON SPECIAL PLAYS F AND TB SWITCH	BLOCK UNLESS ROUTE CALLED
TB	ROUTE	BLOCK WSLB UNLESS ROUTE CALLED	BLOCK WSLB UNLESS ROUTE CALLED	ROUTE ON SPECIAL PLAYS F AND TB SWITCH	BLOCK UNLESS ROUTE CALLED
PST	BIG ON BIG				
PSG	BIG ON BIG				
CENTER	BIG ON BIG. UNCOVERED, SLIDE STRONG, KEEP AN EYE ON MLB OR WSLB				
BSG	BACKSIDE CUP PROTECTION - INSIDE OUT				
BST	BACKSIDE CUP PROTECTION - INSIDE OUT				

ROUTE TREE
WITH AUXILLARY ROUTES

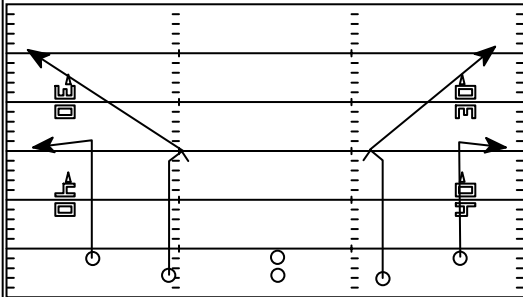
0 STOP



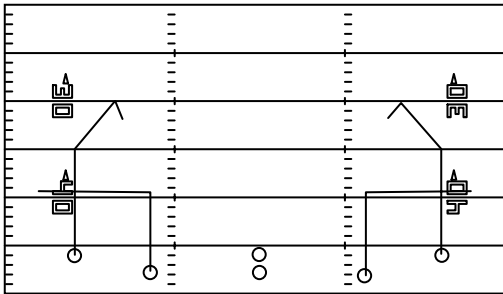
2 SLANT



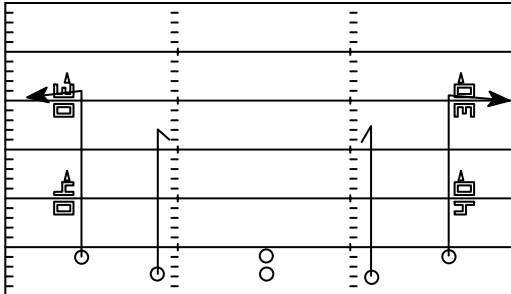
3 OUT



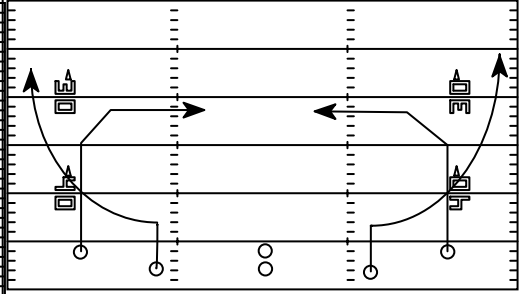
4 CURL



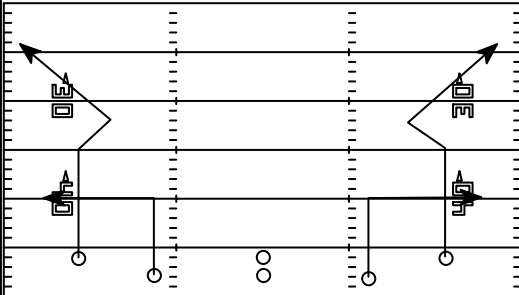
5 DEEP OUT



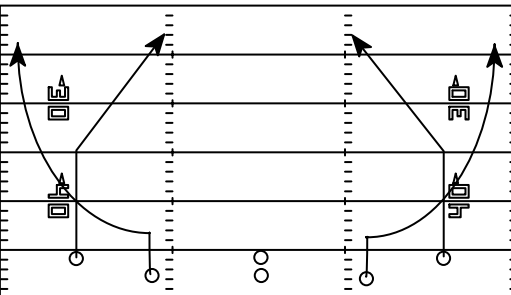
6 SQUARE IN



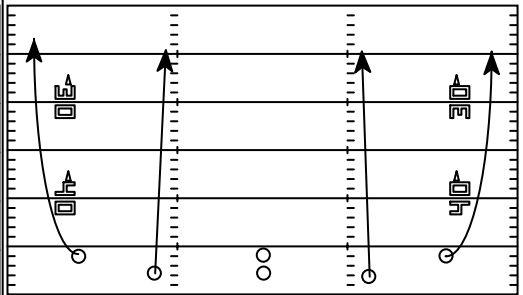
7 CORNER



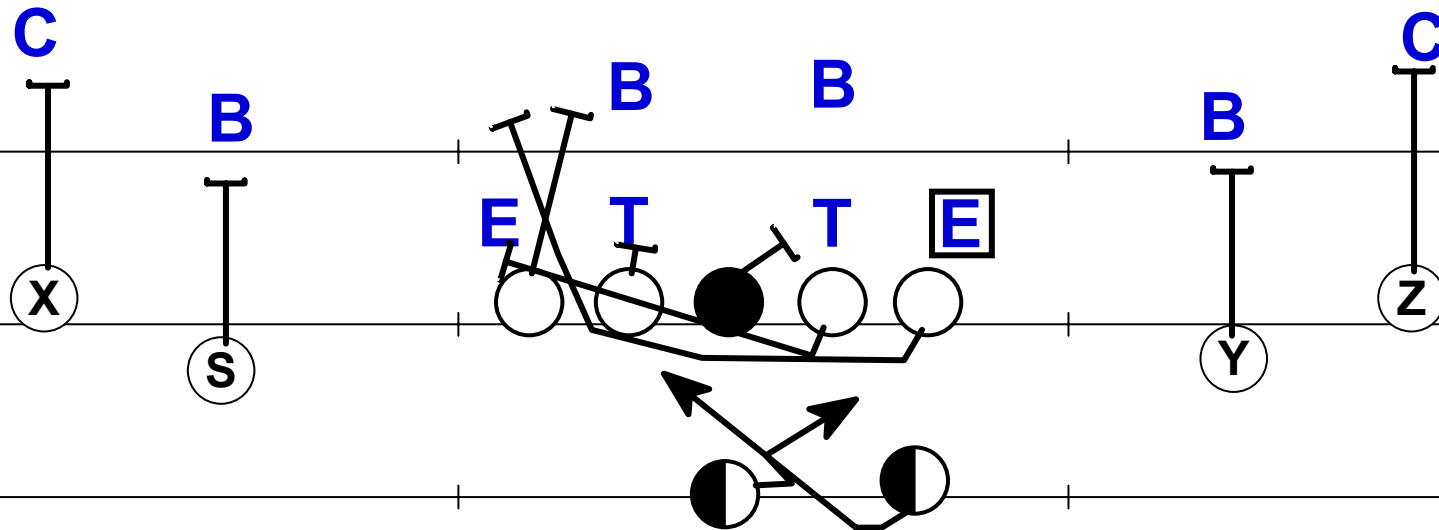
8 POST



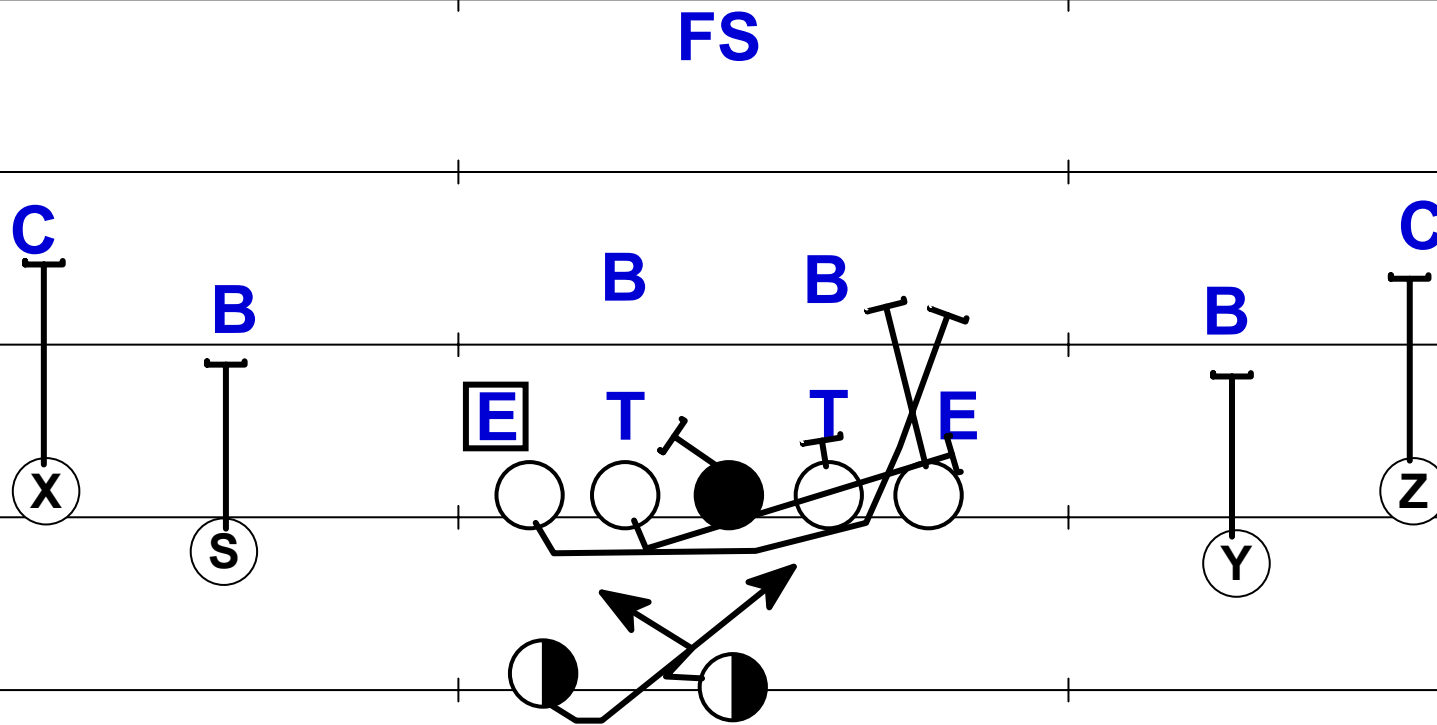
9 UP OR STREAK



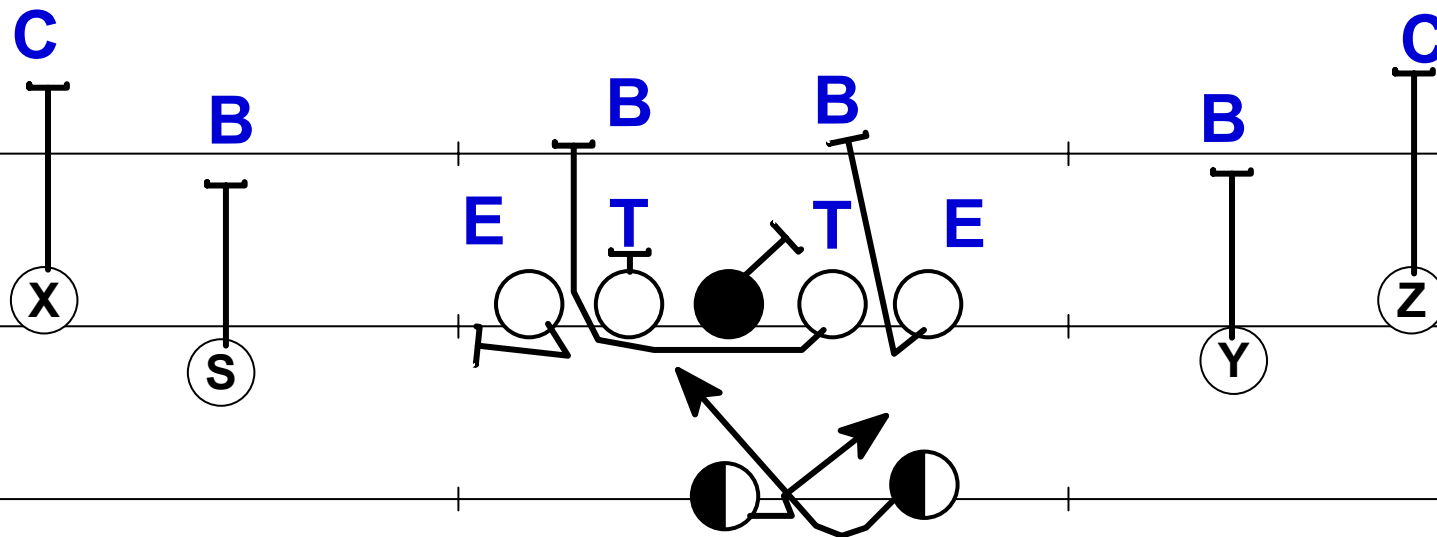
47 COUNTER



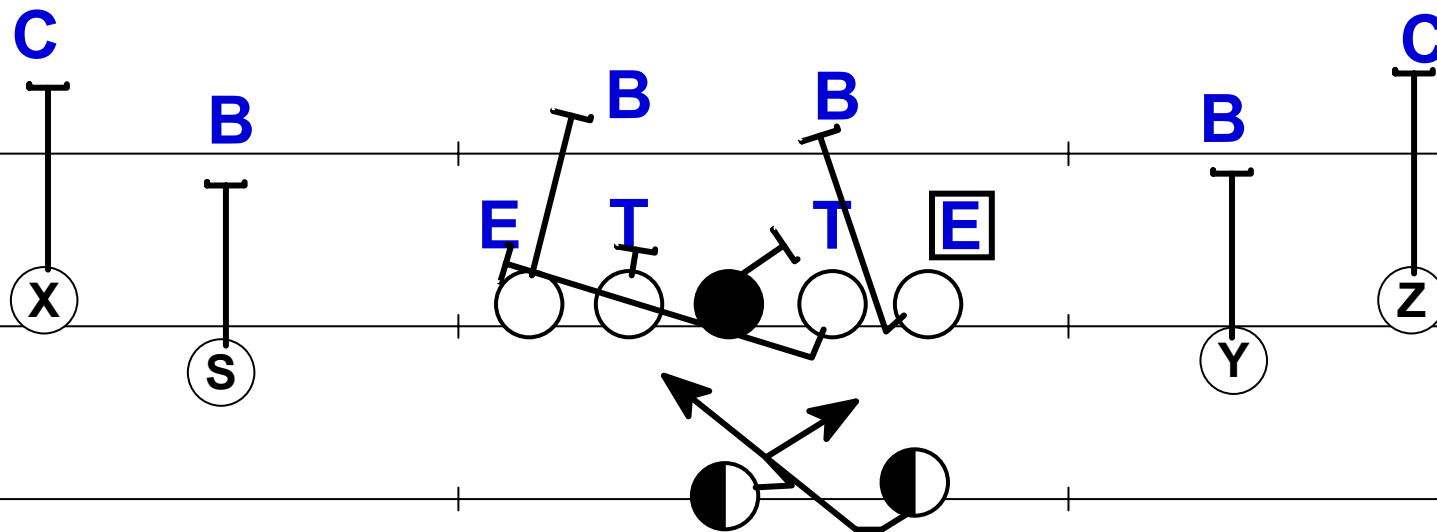
46 COUNTER



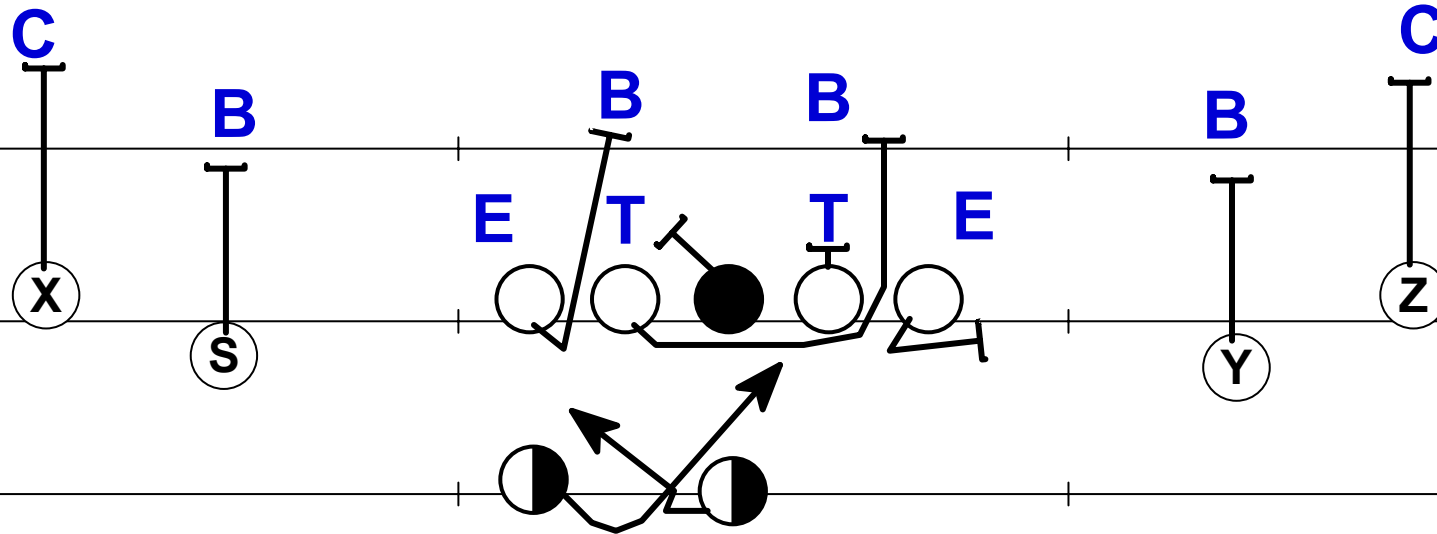
45 FOLD



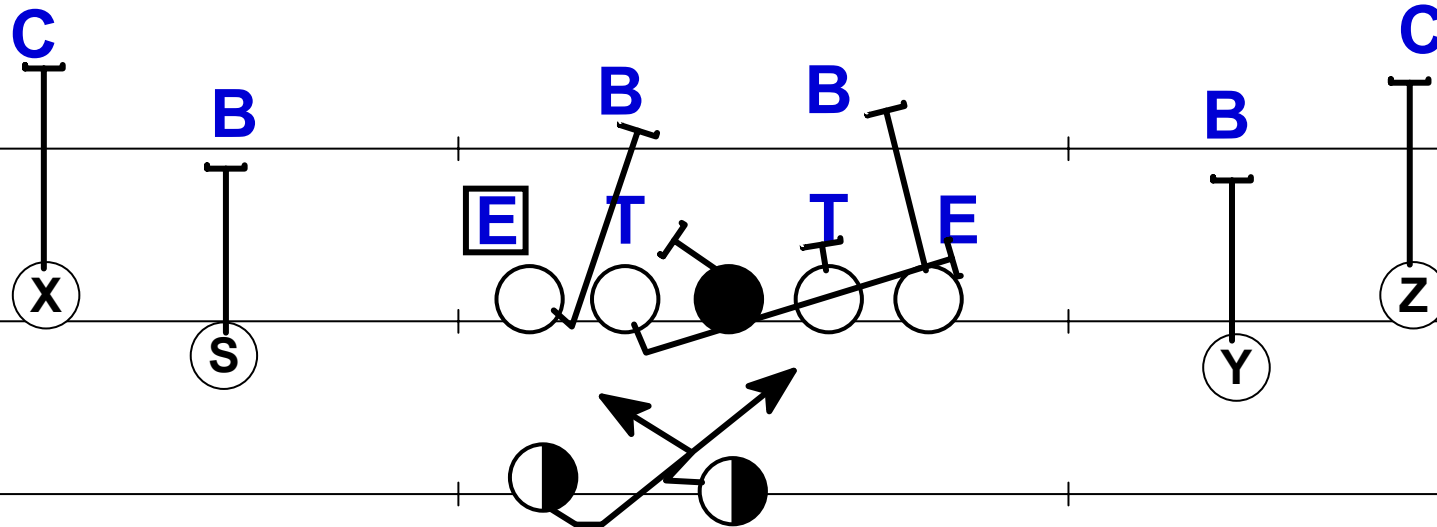
45 CAKE



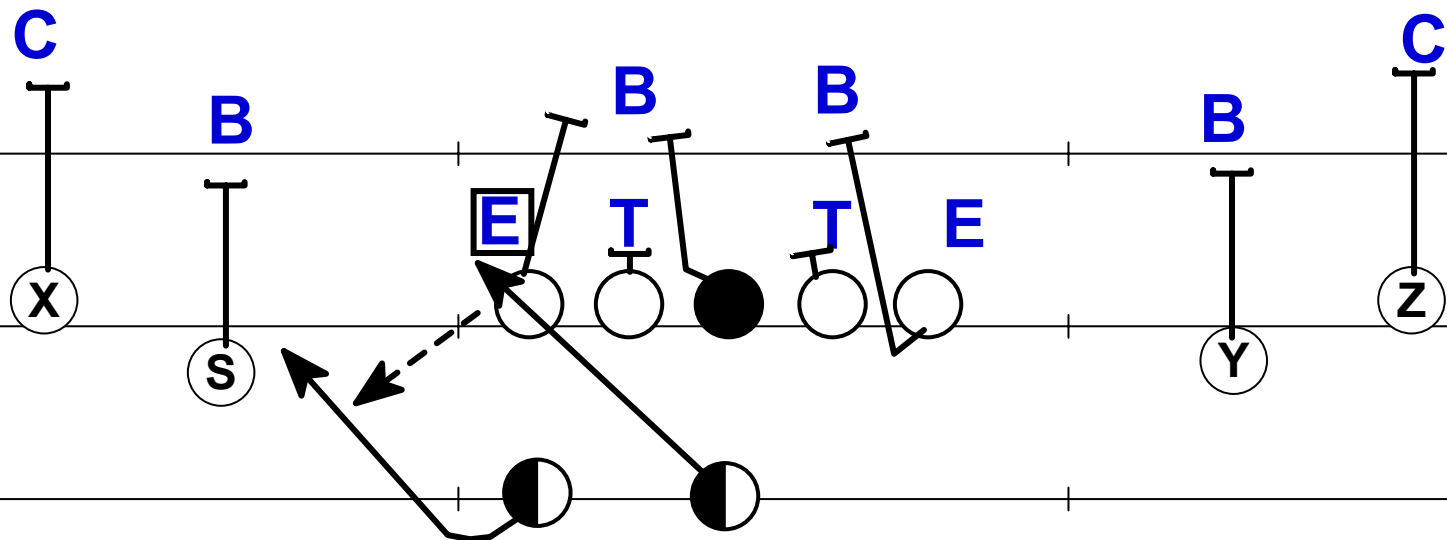
44 FOLD



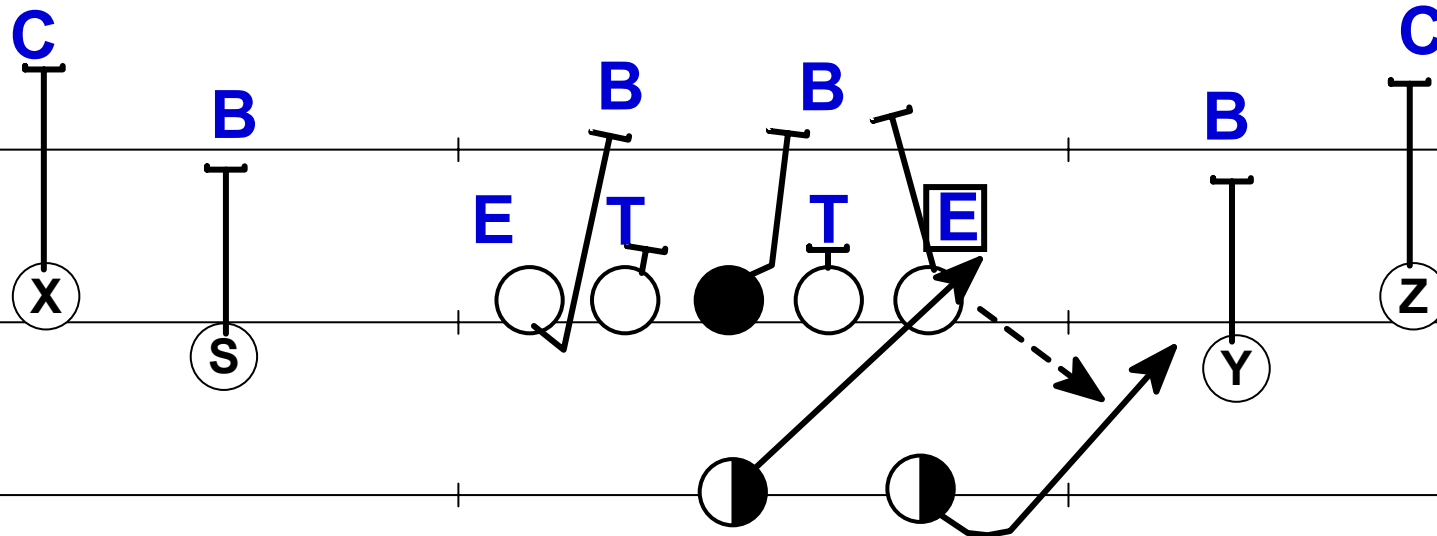
44 CAKE



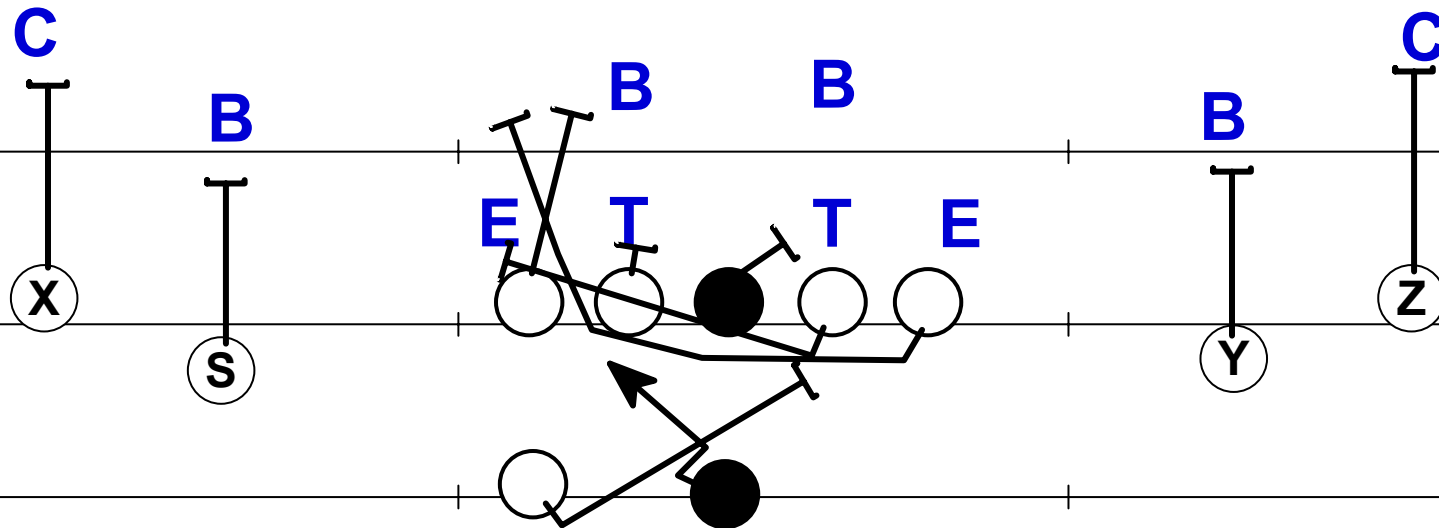
19 OPTION



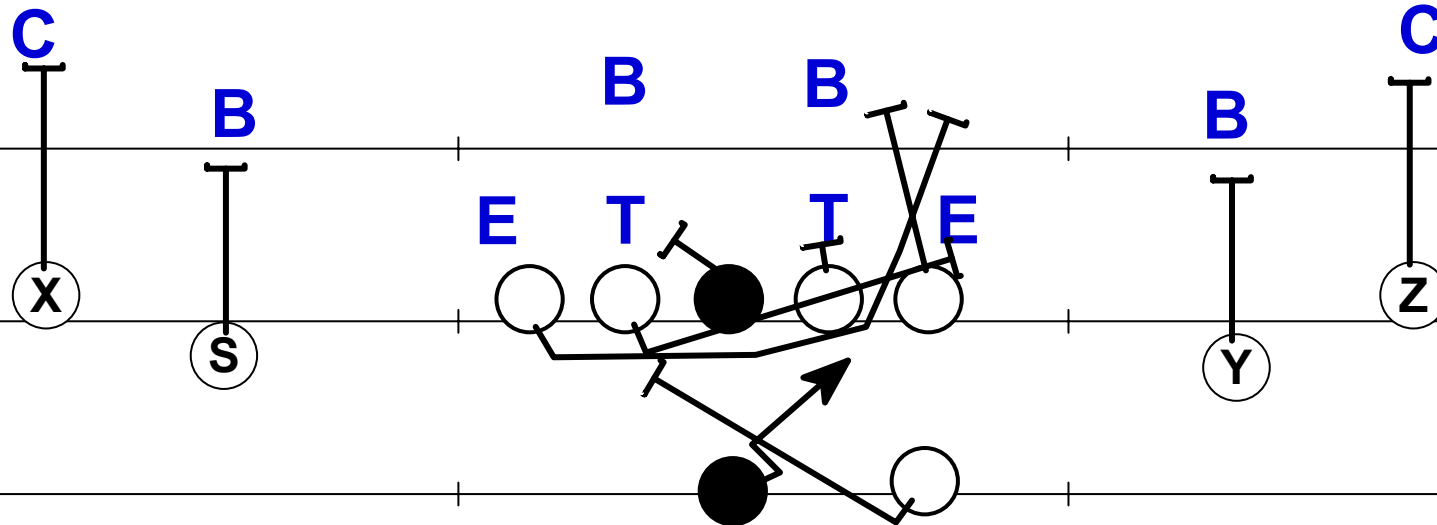
18 OPTION



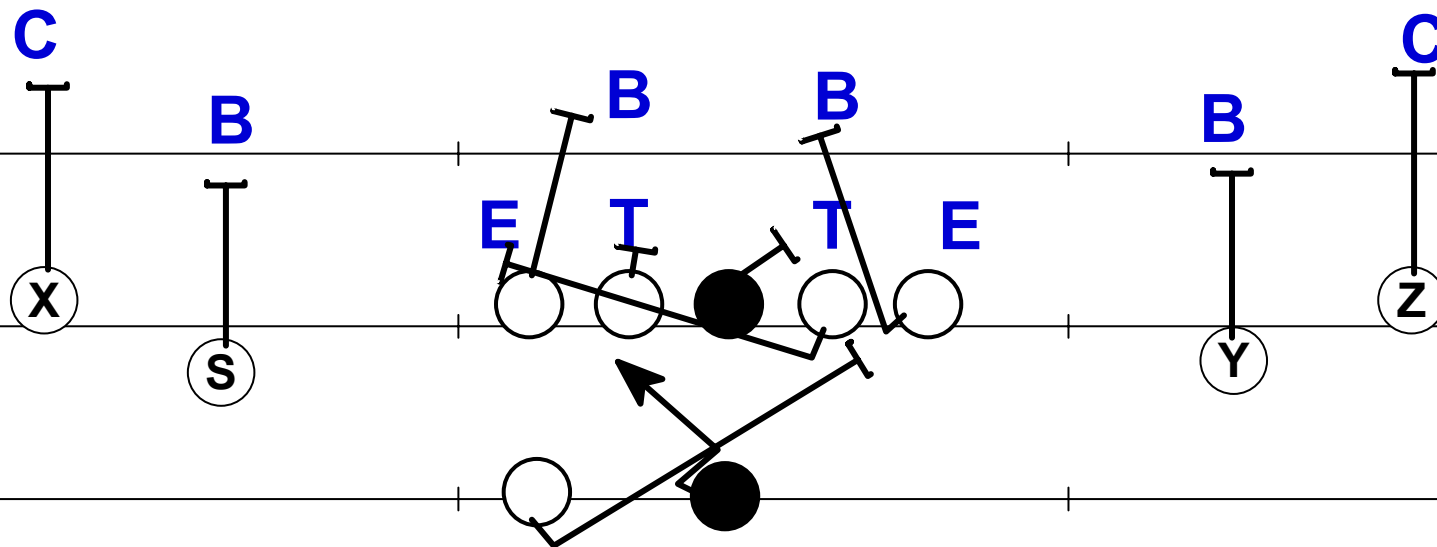
17 COUNTER



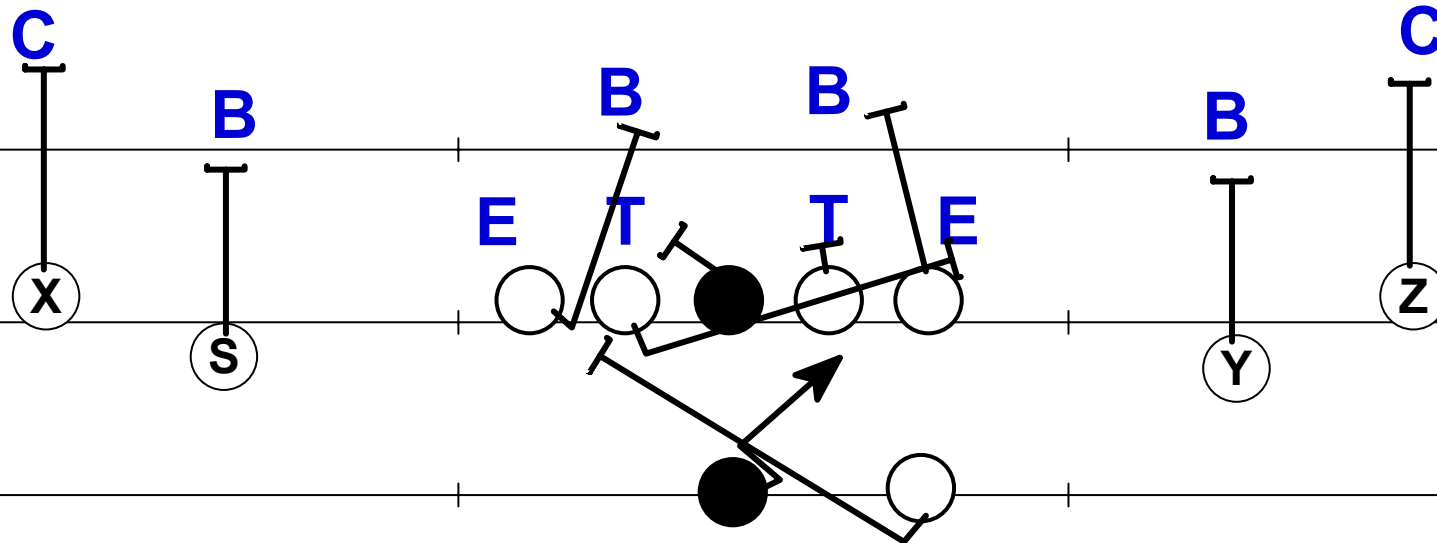
16 COUNTER



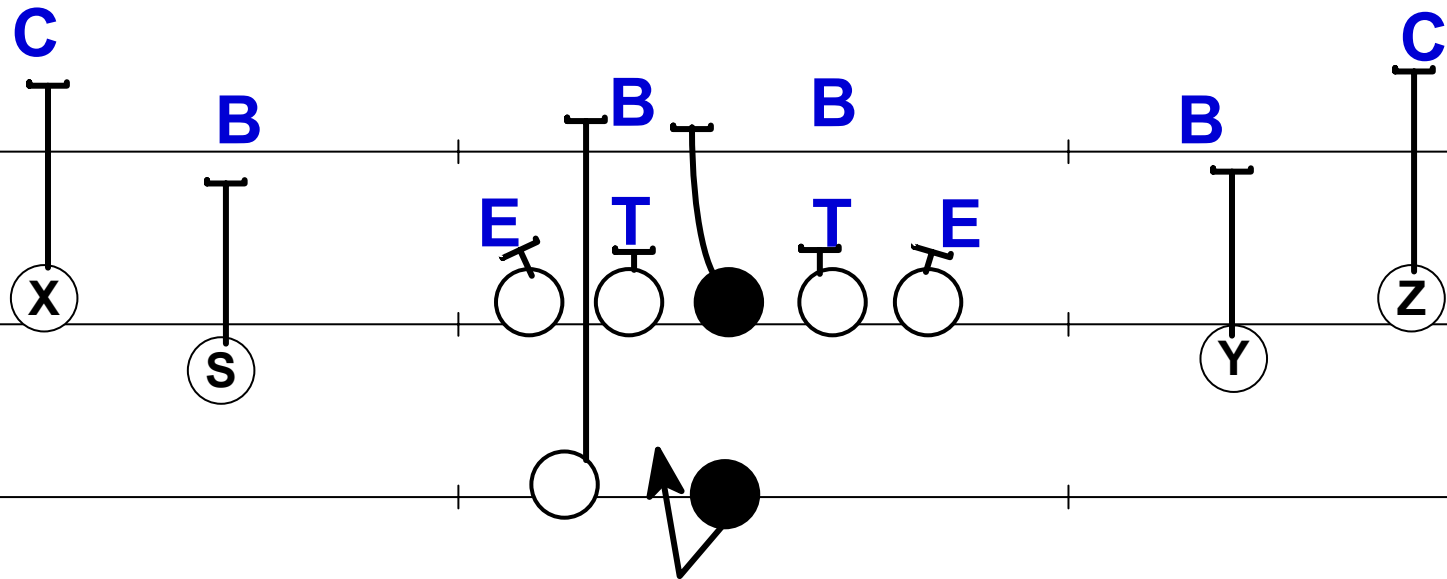
15 CAKE



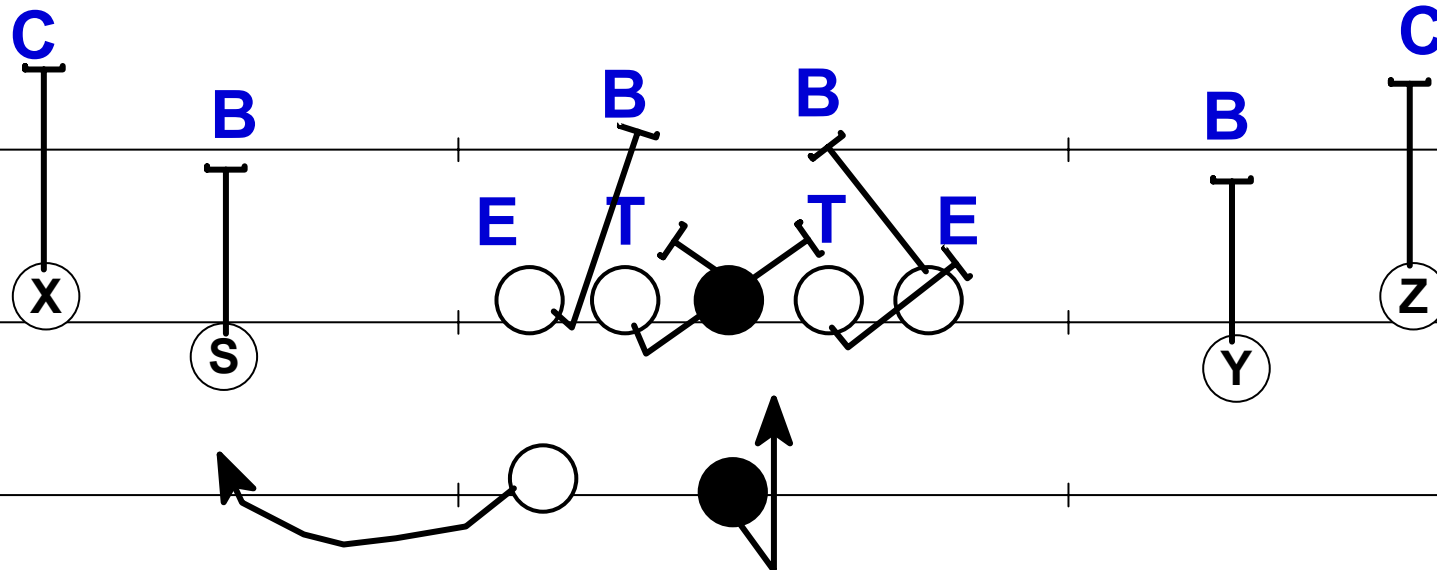
14 CAKE



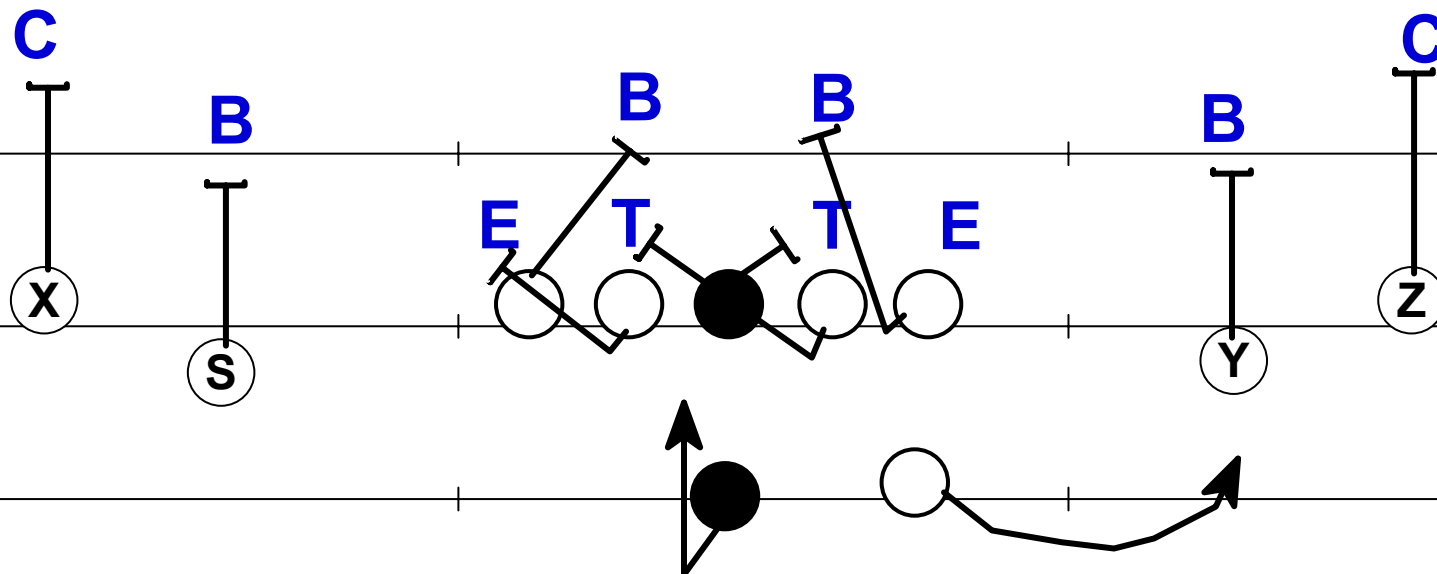
13 LEAD

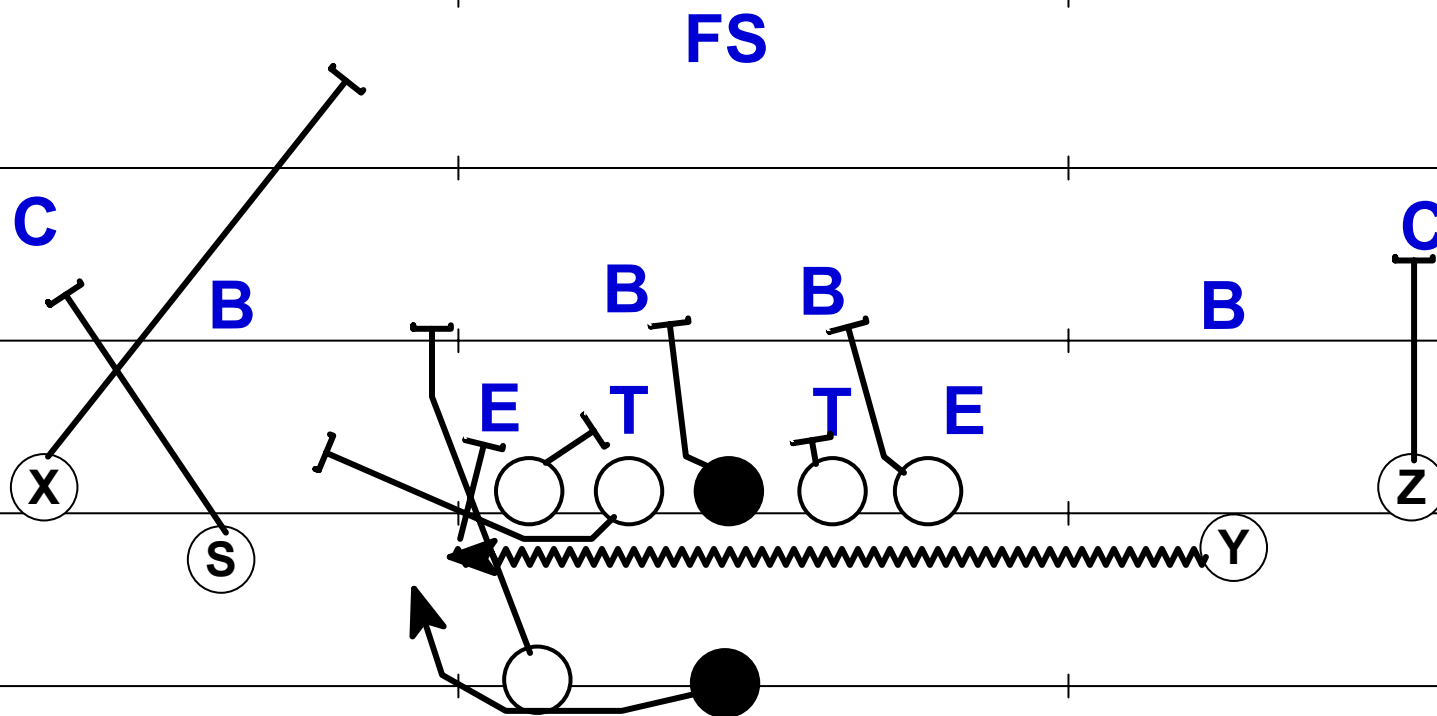


10 TRAP

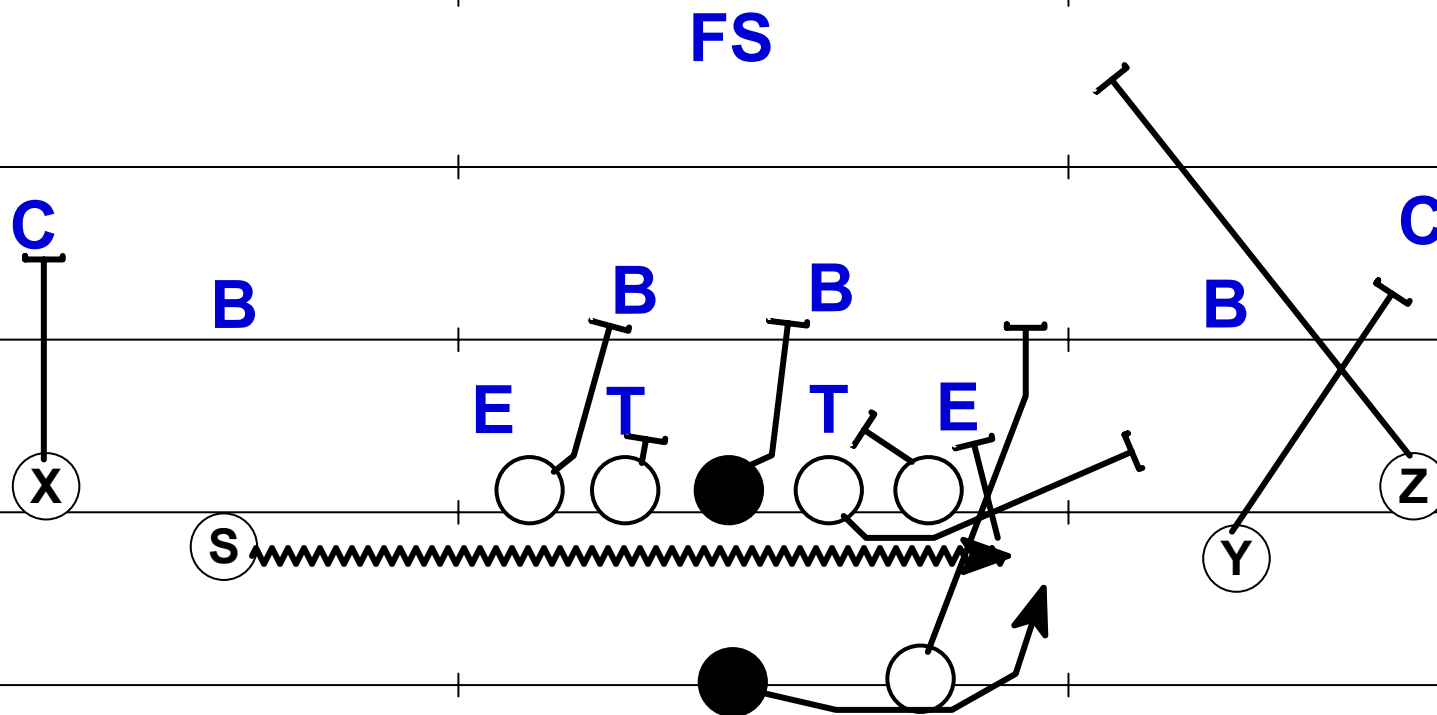


11 TRAP

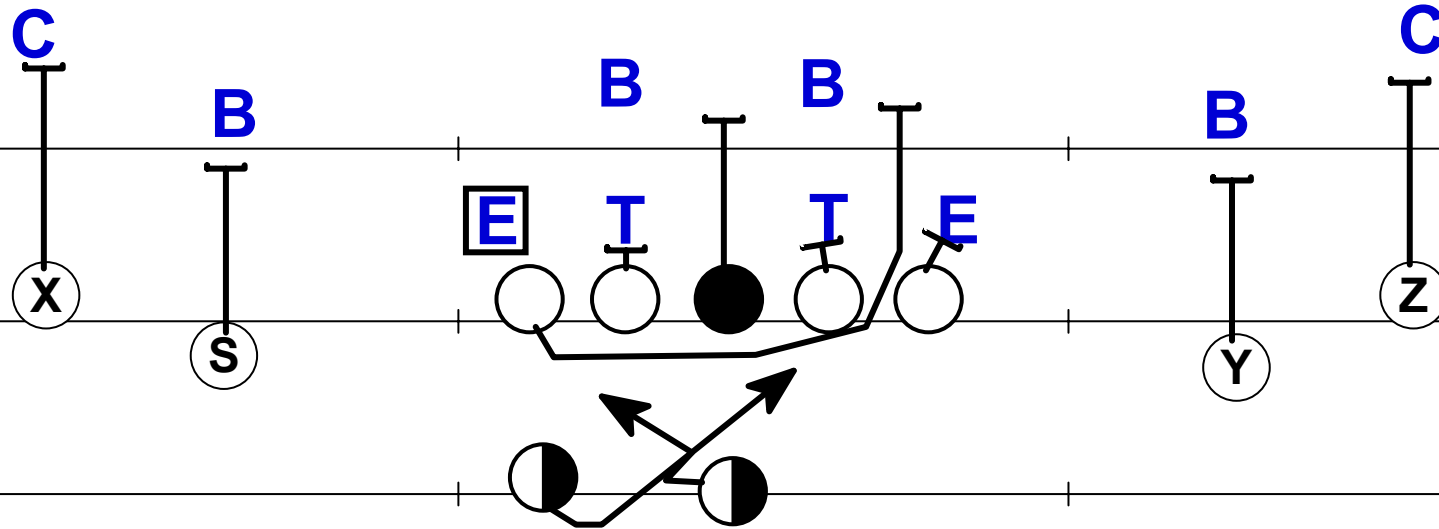




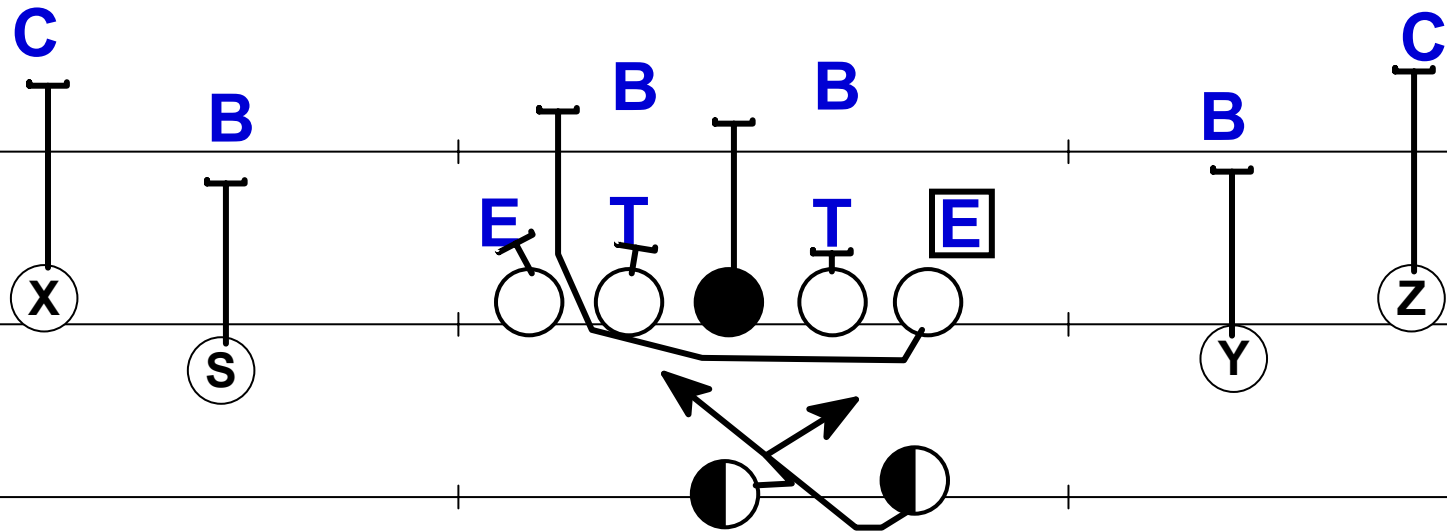
18 G



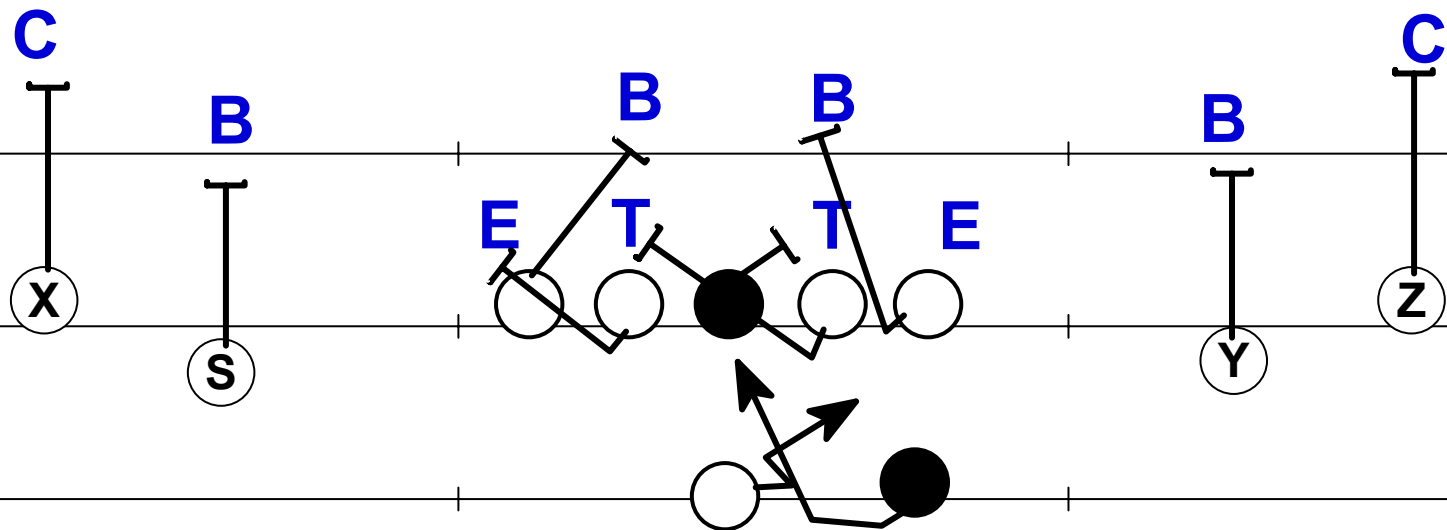
46 DART



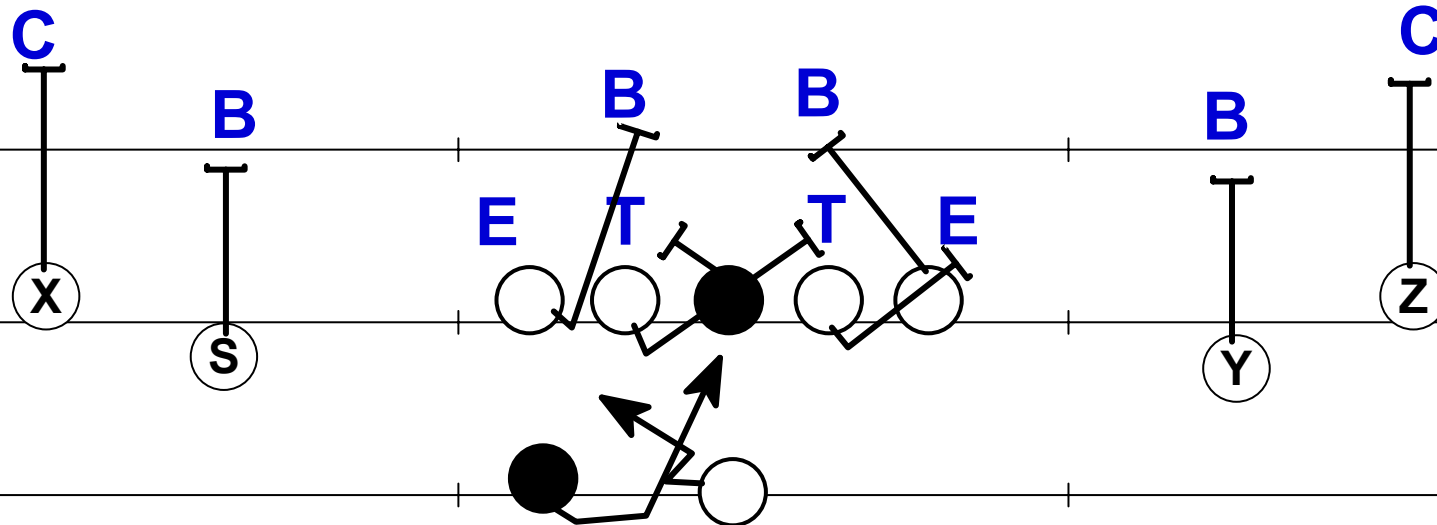
45 DART



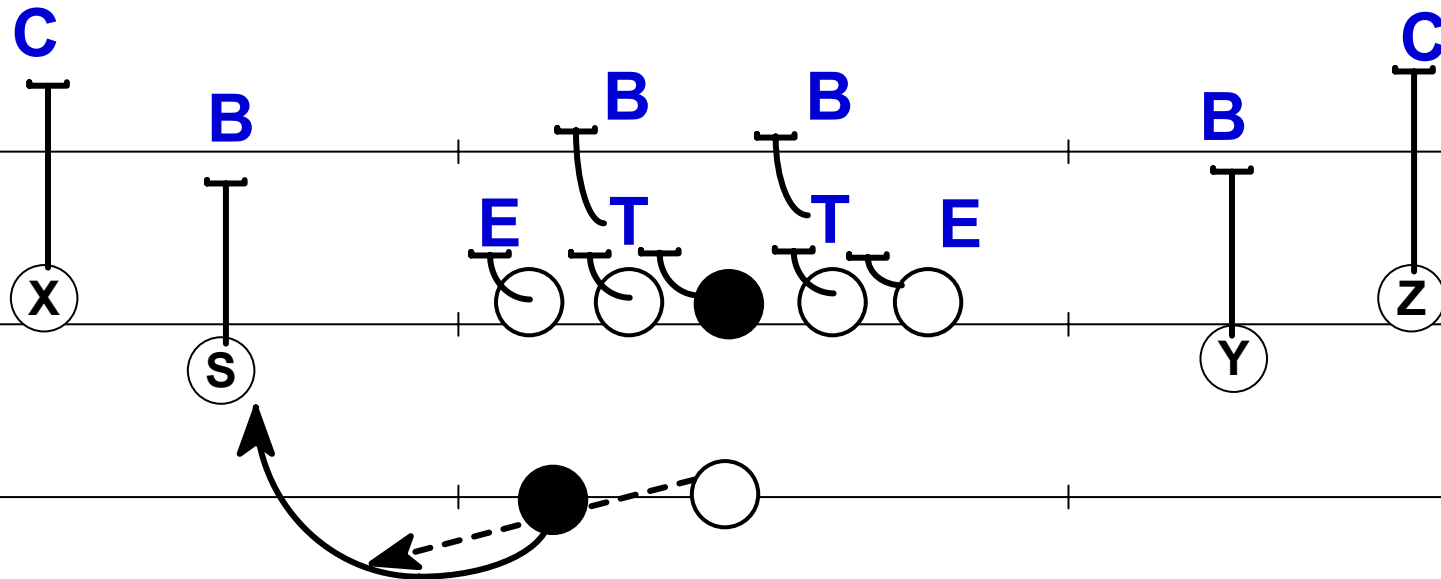
41 TRAP



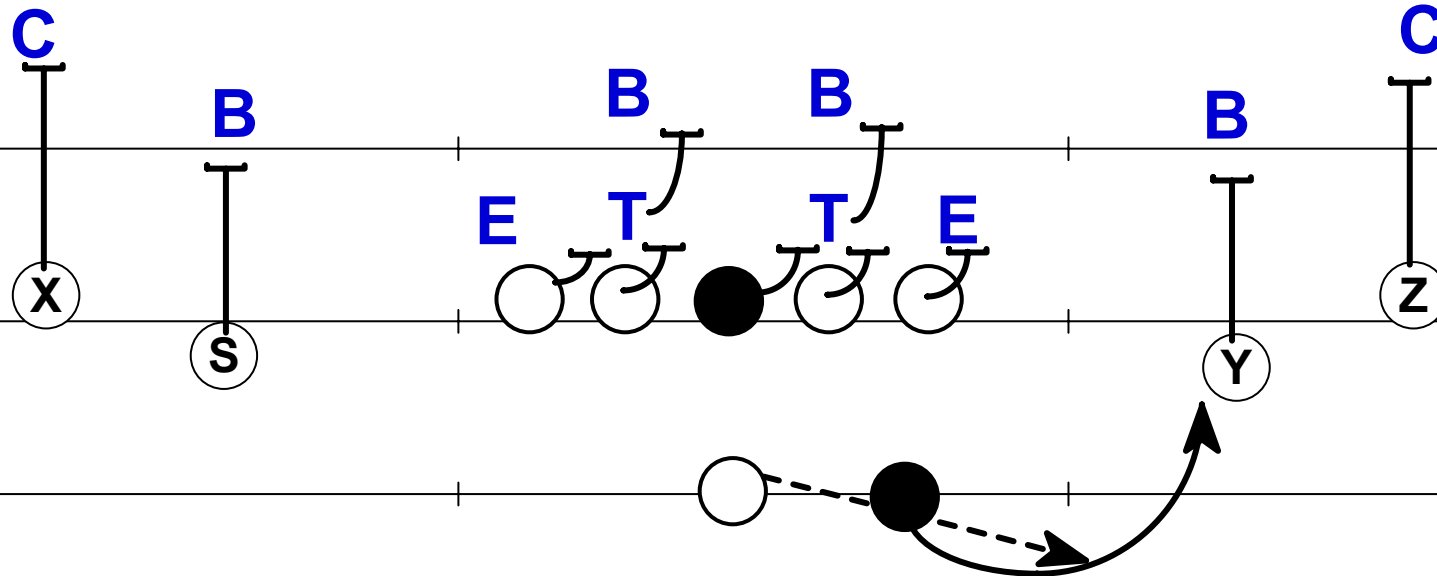
40 TRAP



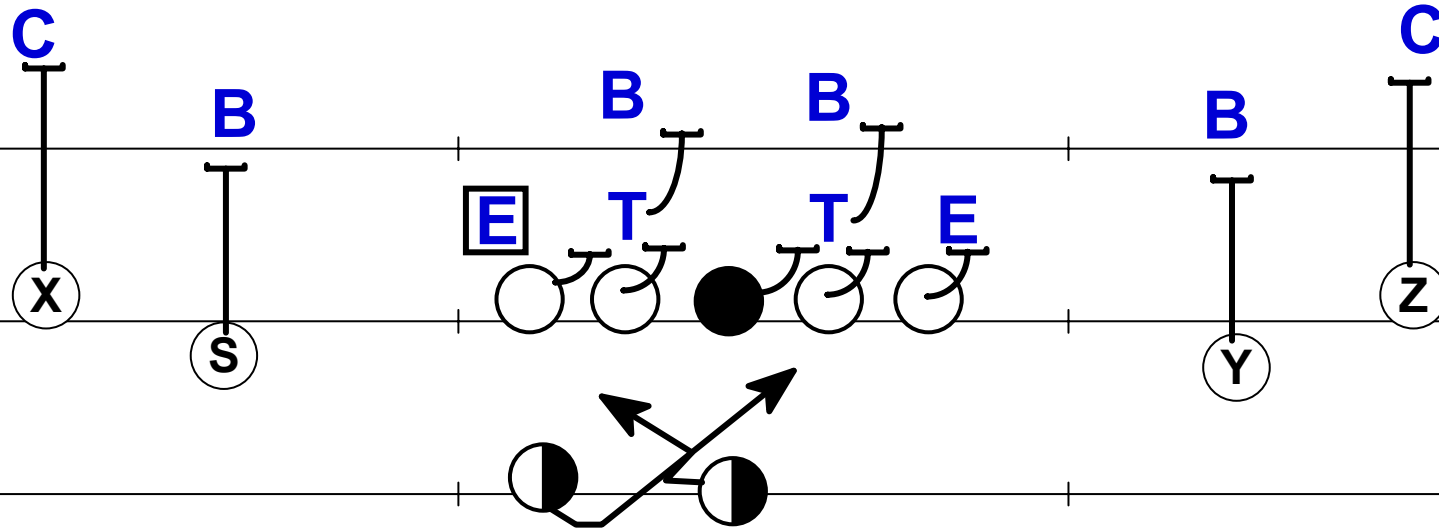
39 SWEEP



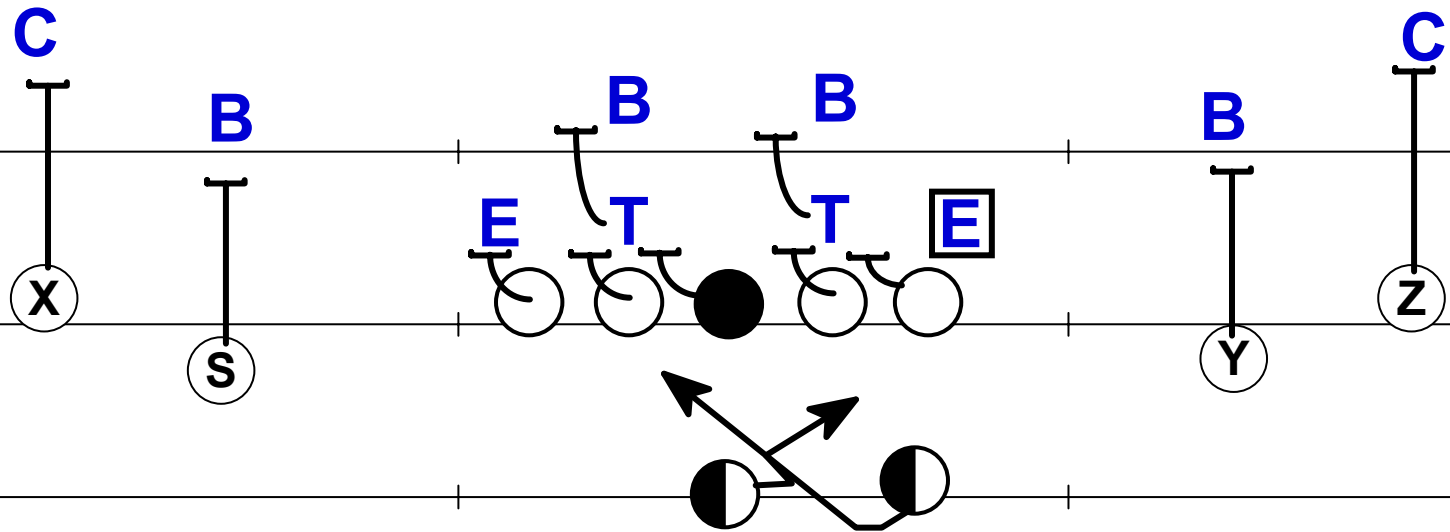
38 SWEEP



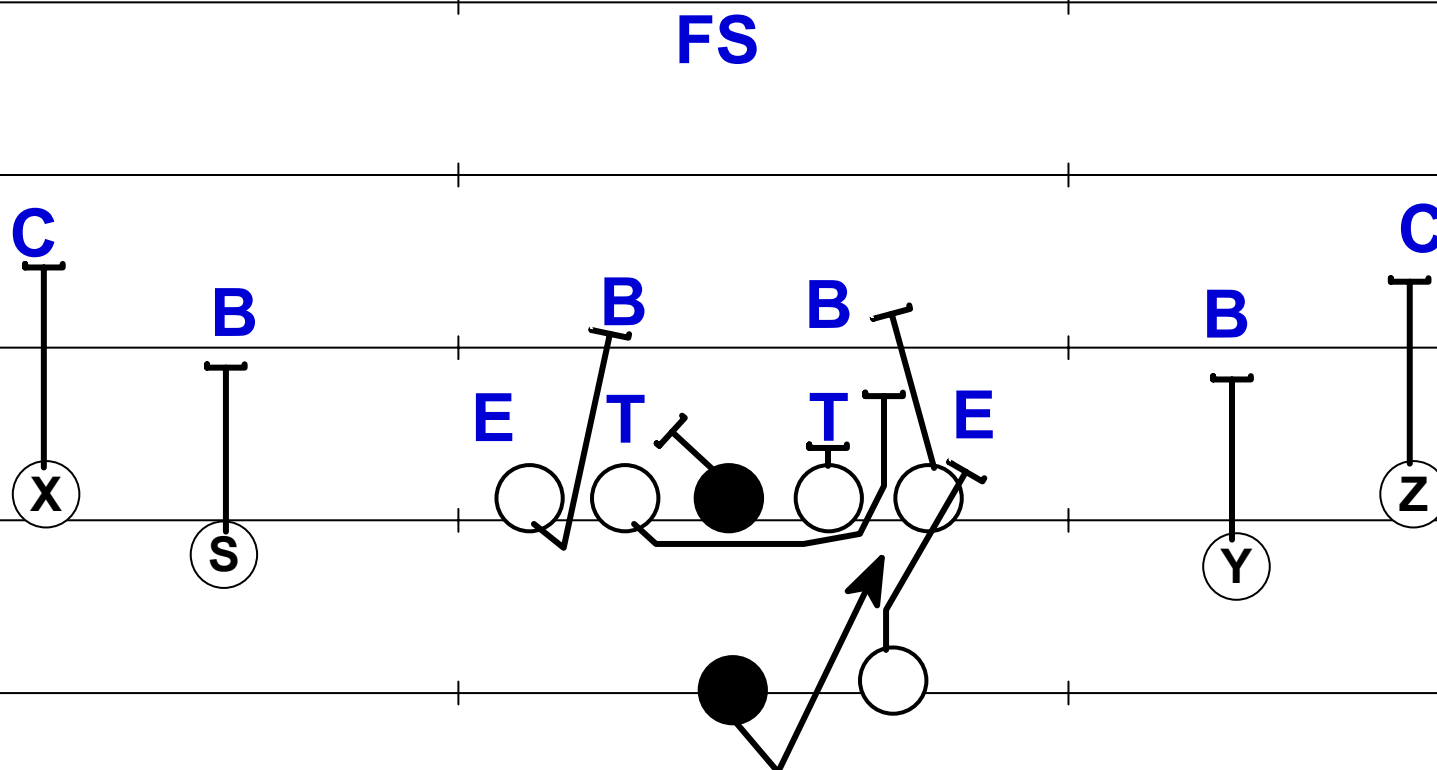
34 ZONE



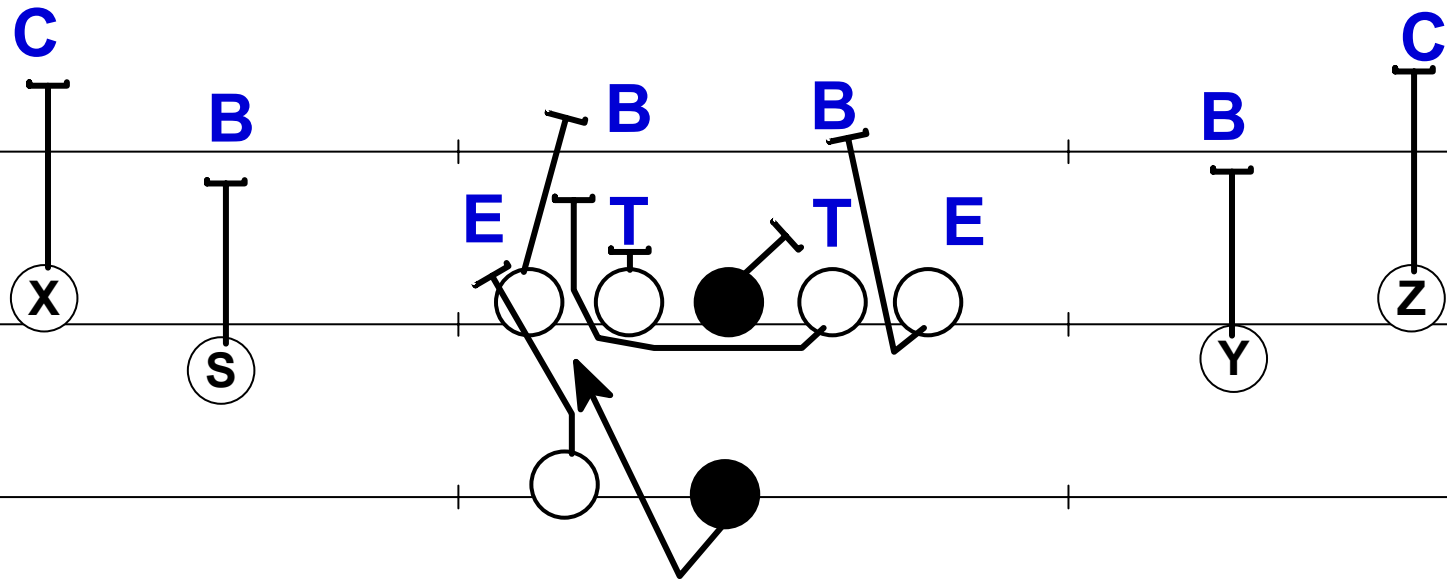
33 ZONE



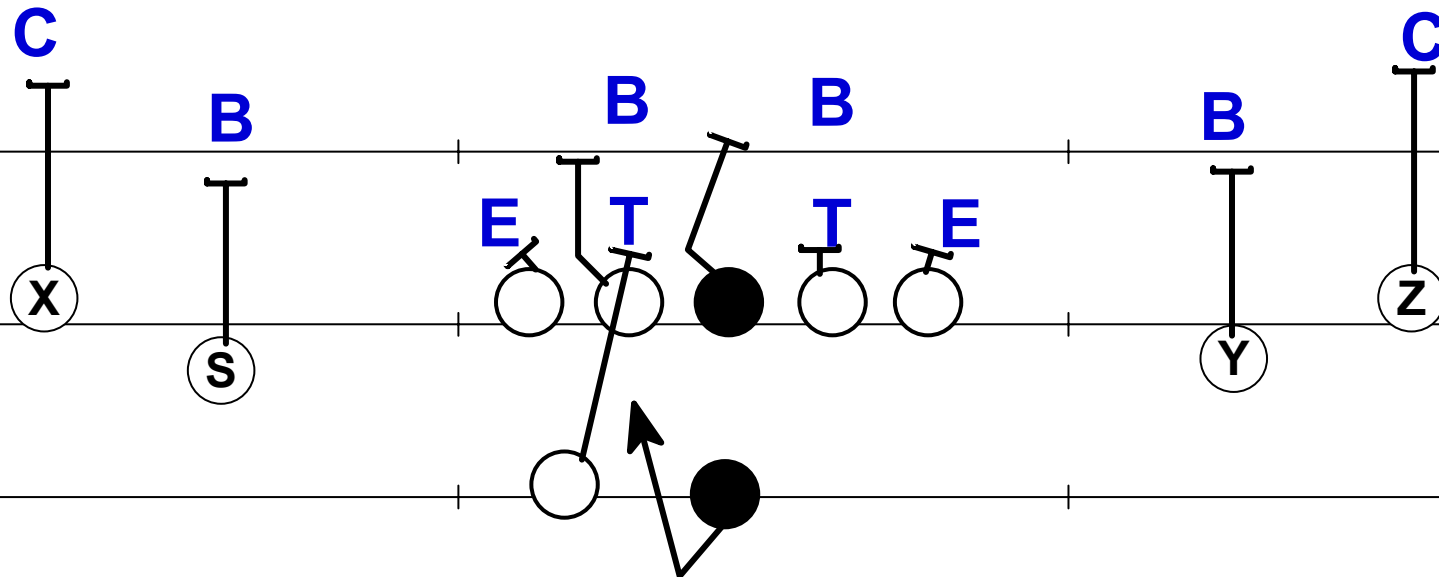
16 POWER



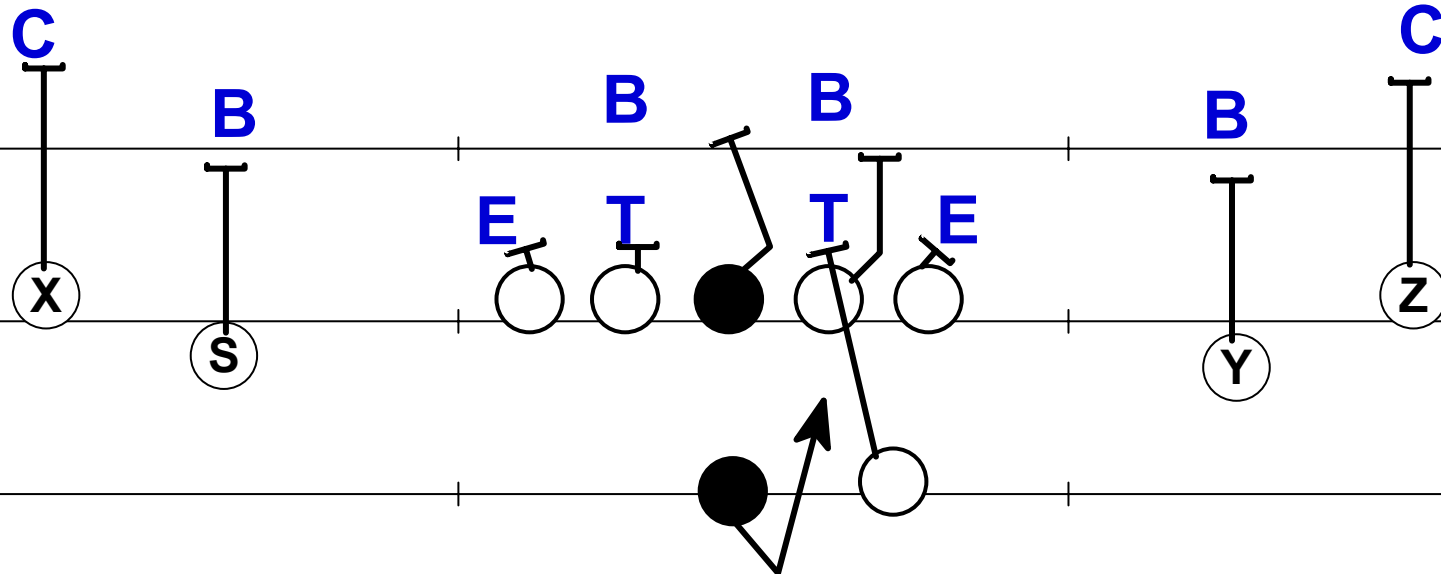
15 POWER



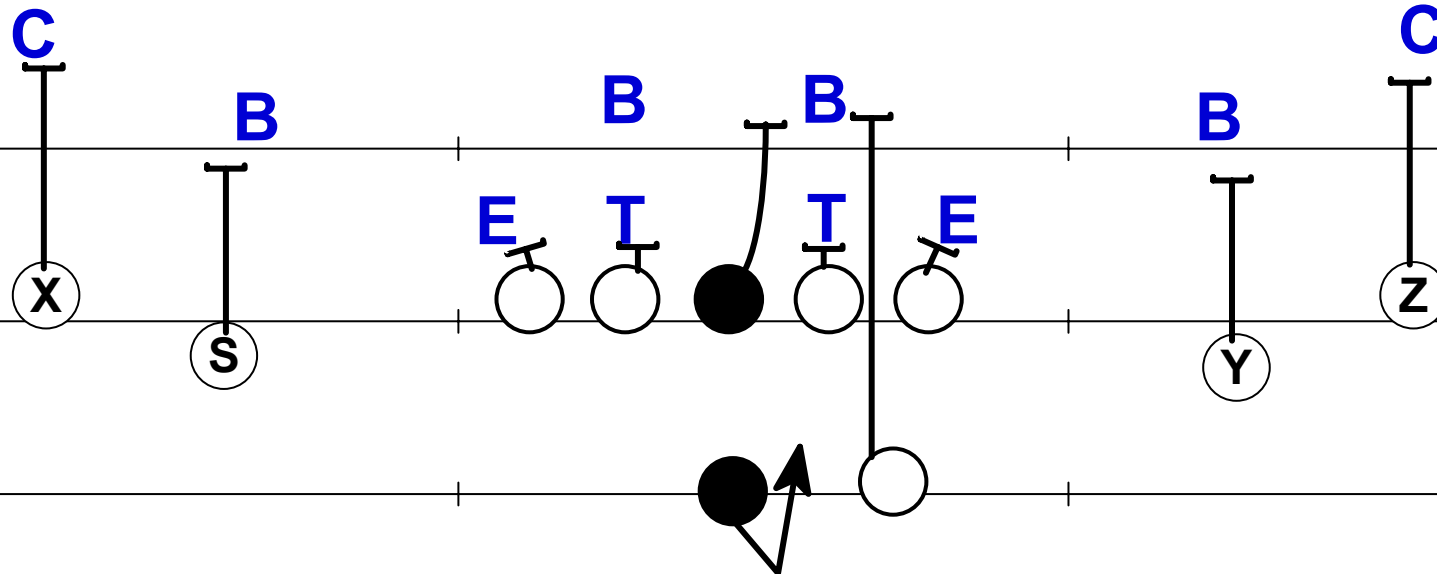
13 RAM



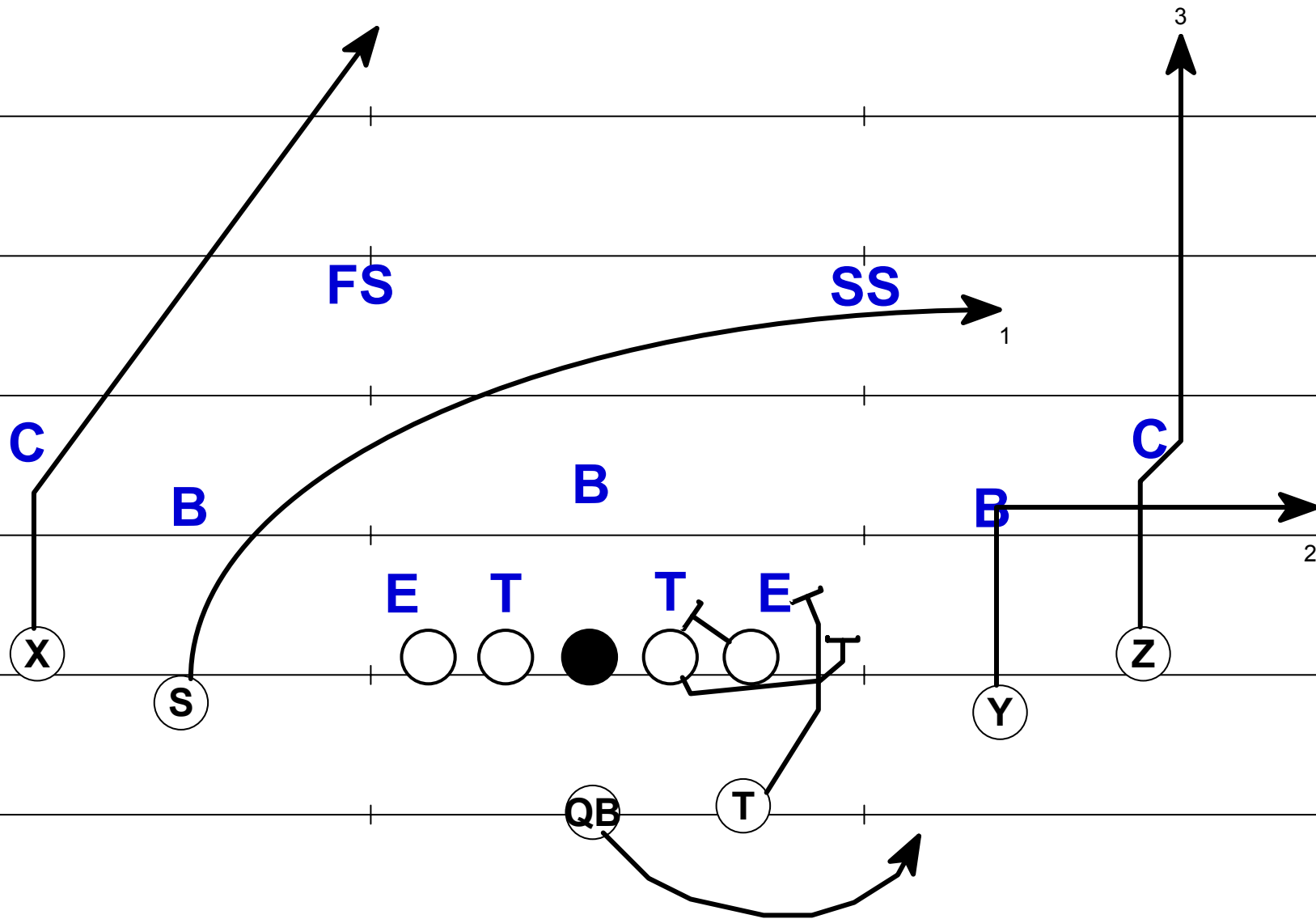
12 RAM



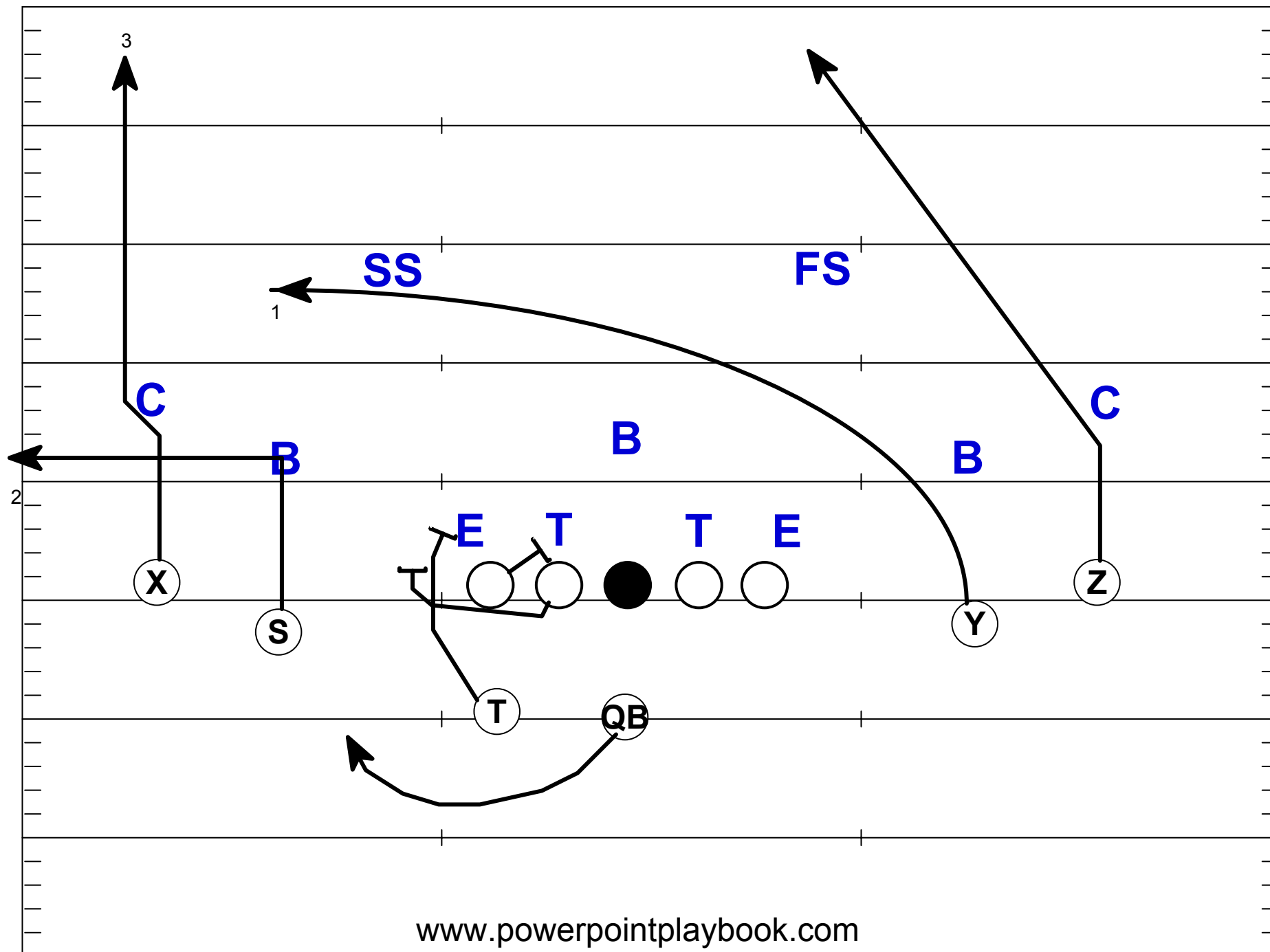
12 LEAD



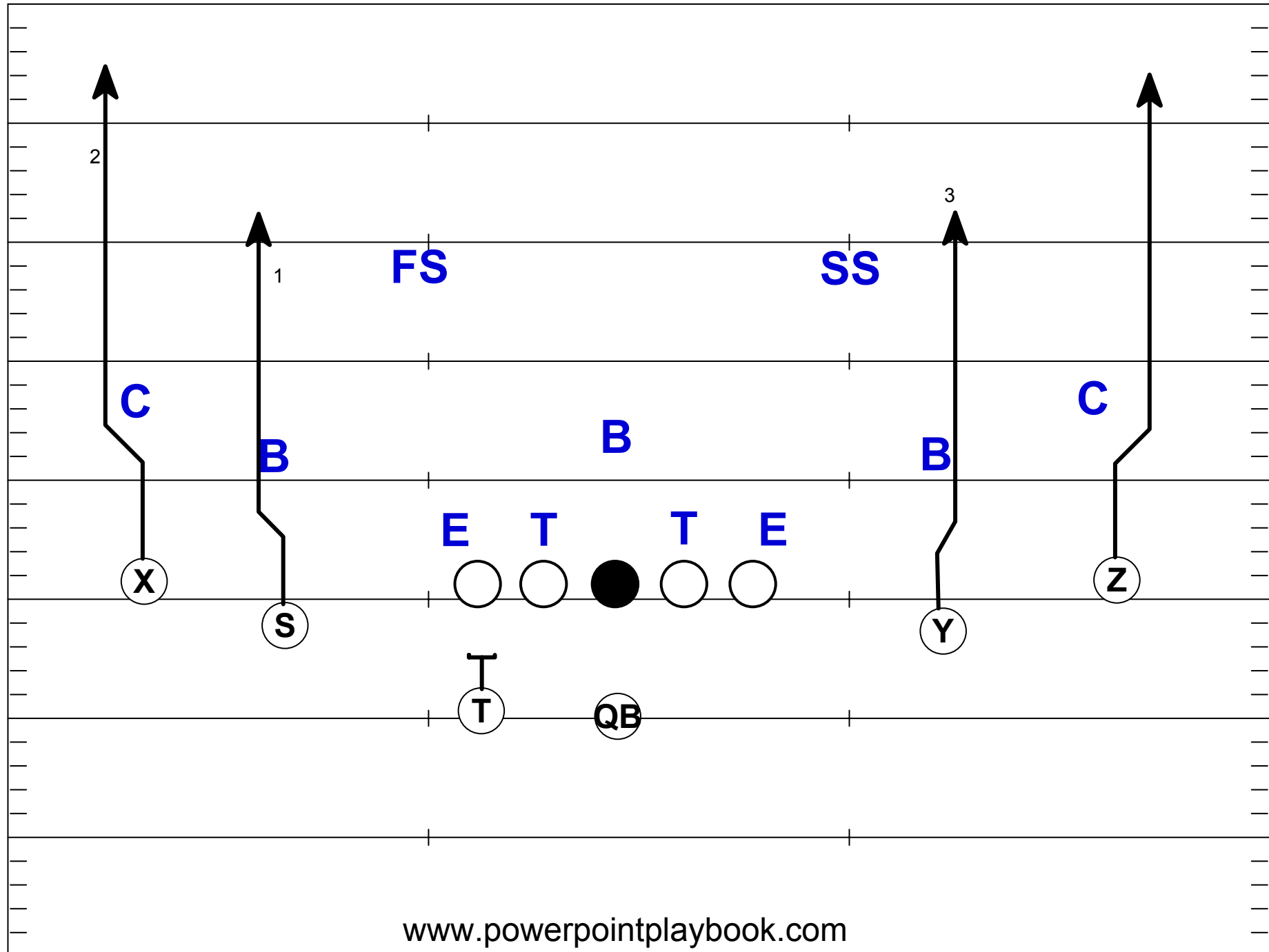
60 FLOOD

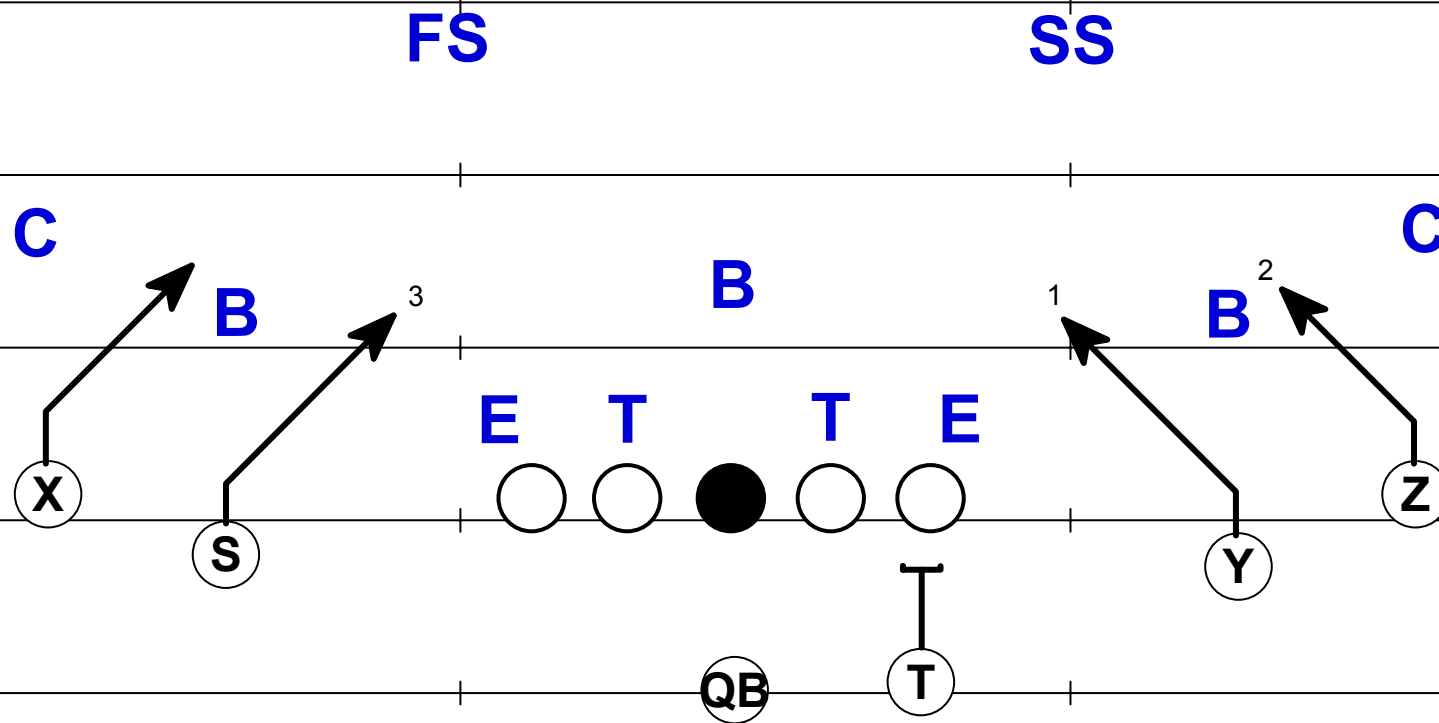


70 FLOOD

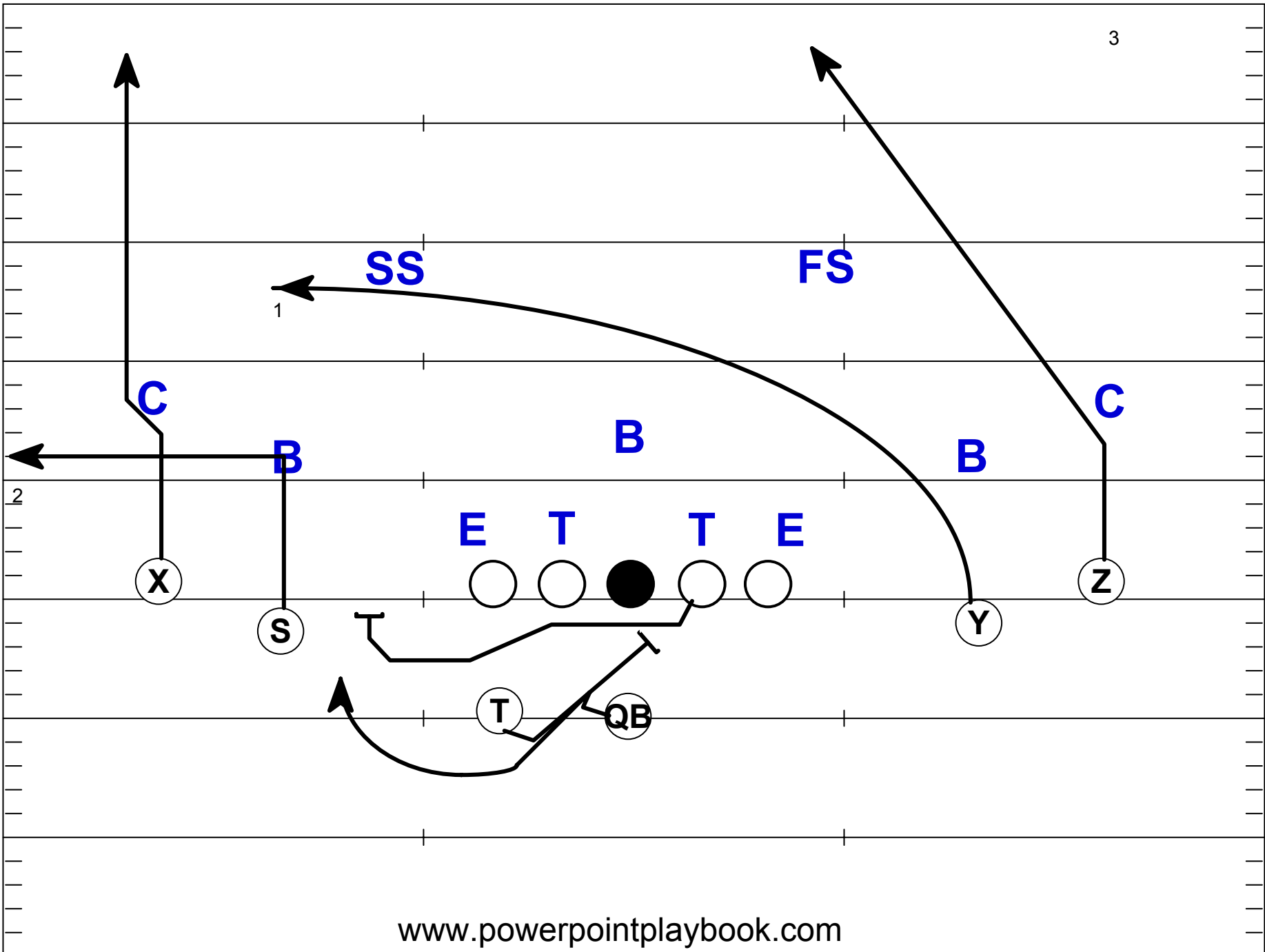


509

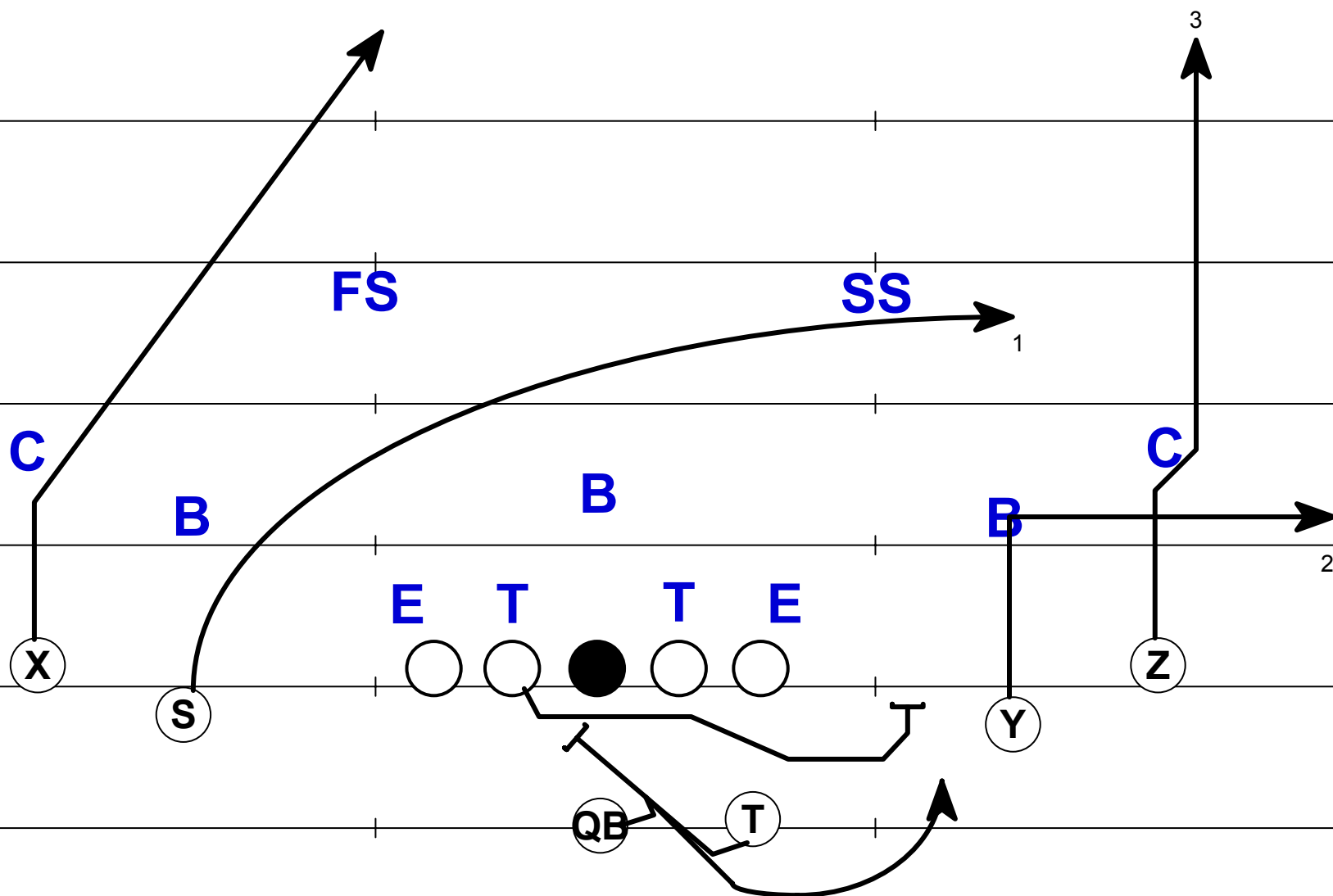




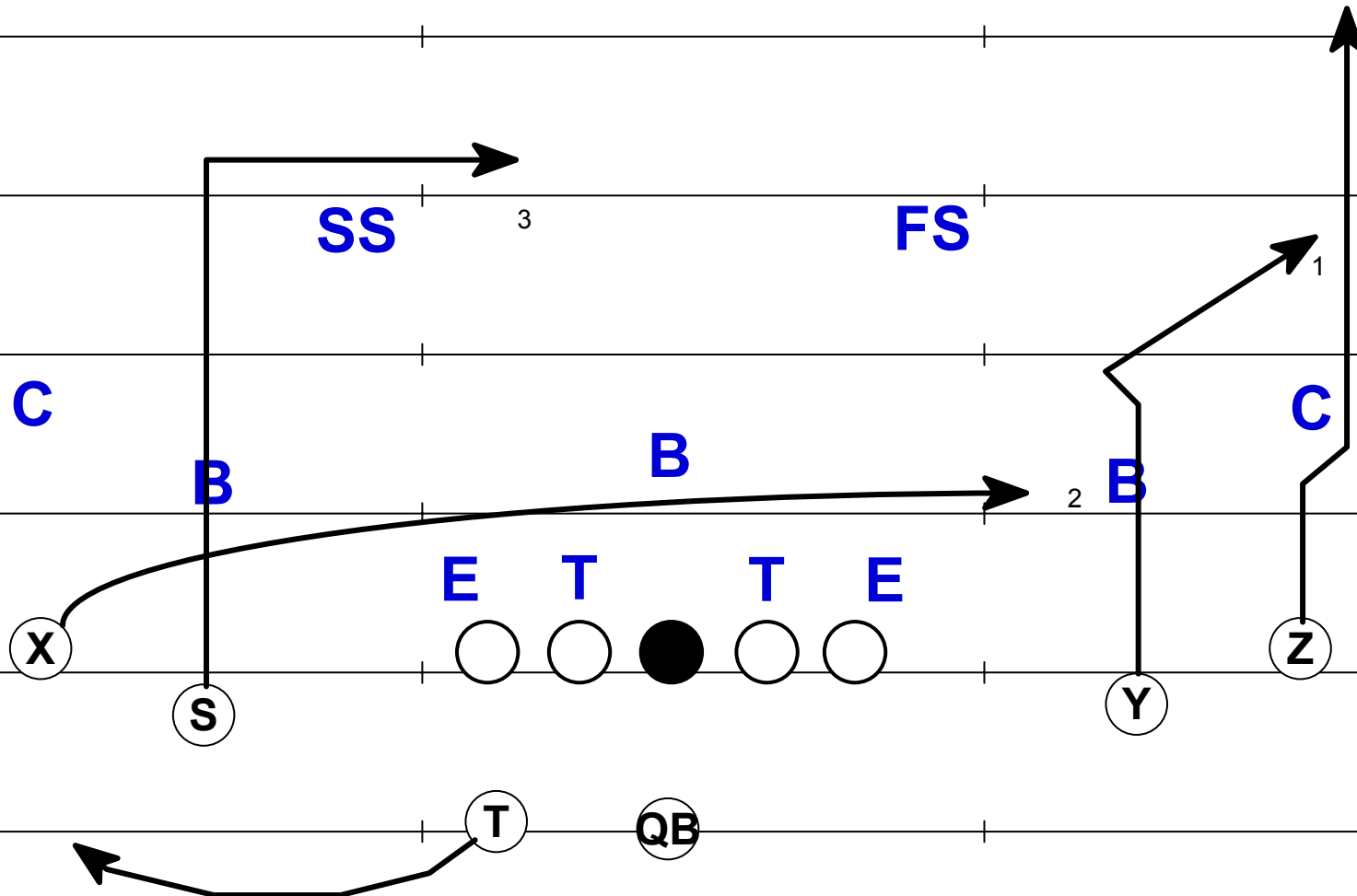
BOOT @ 9



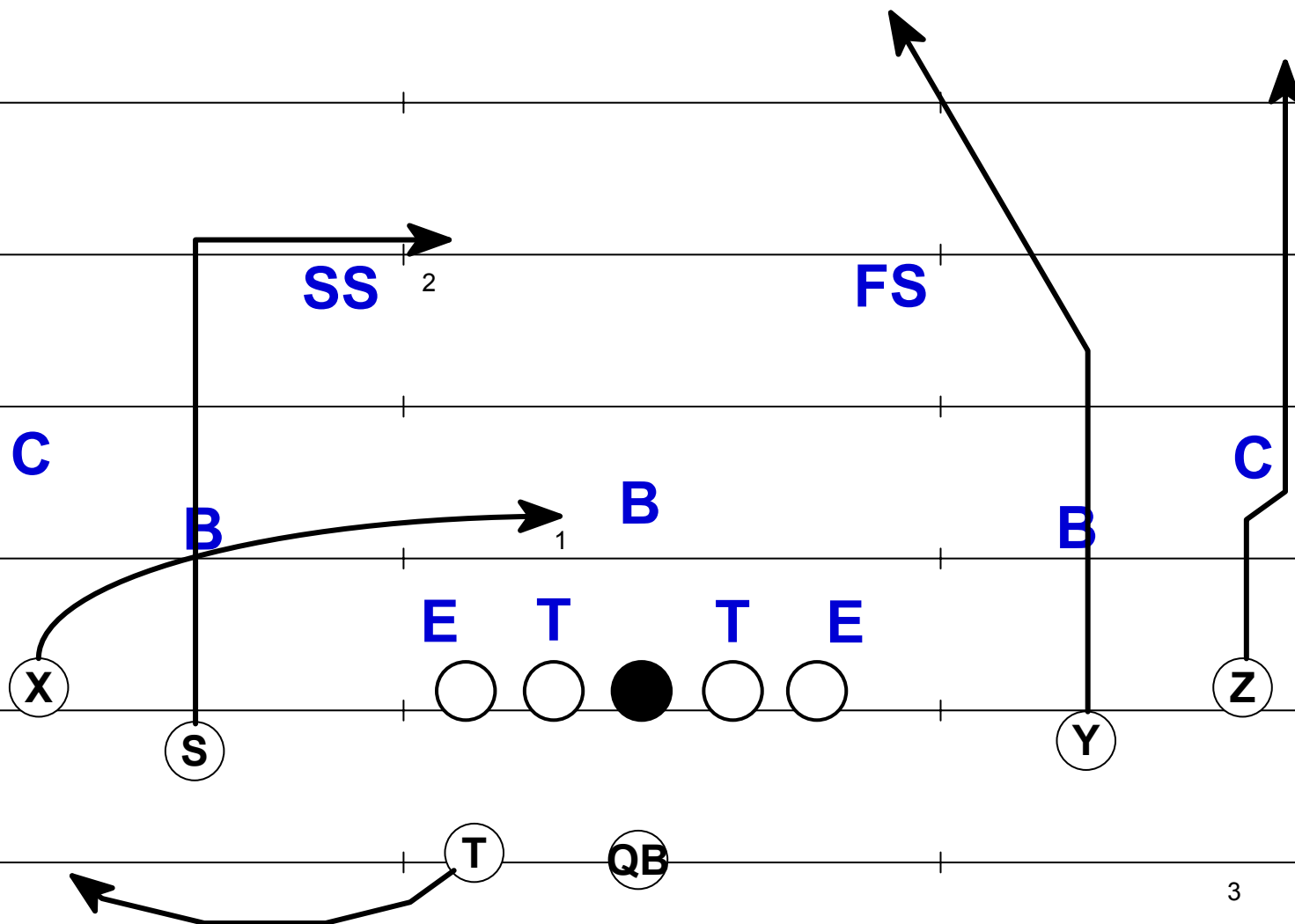
BOOT @ 8



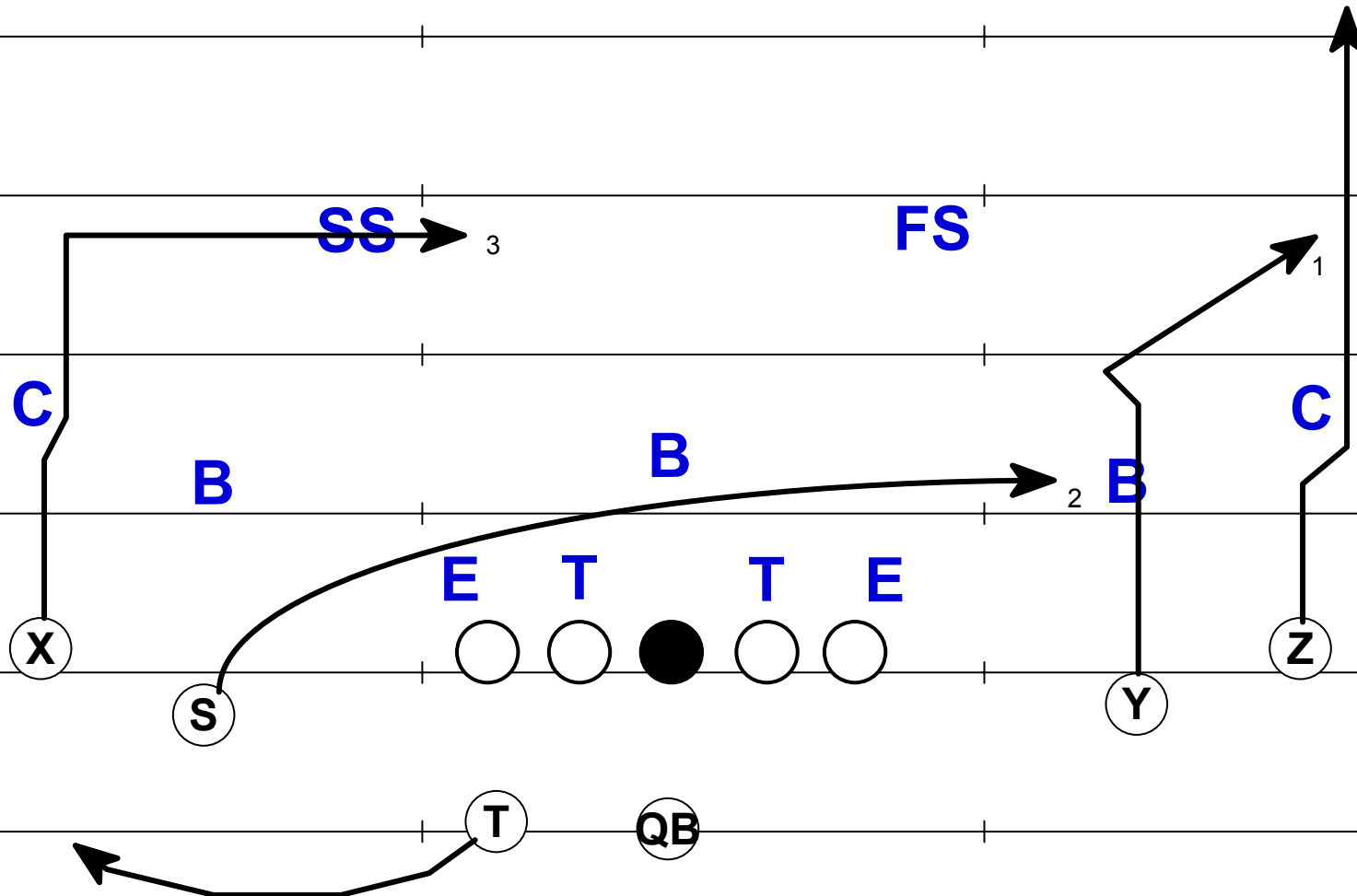
700 X UNDER Y CORNER



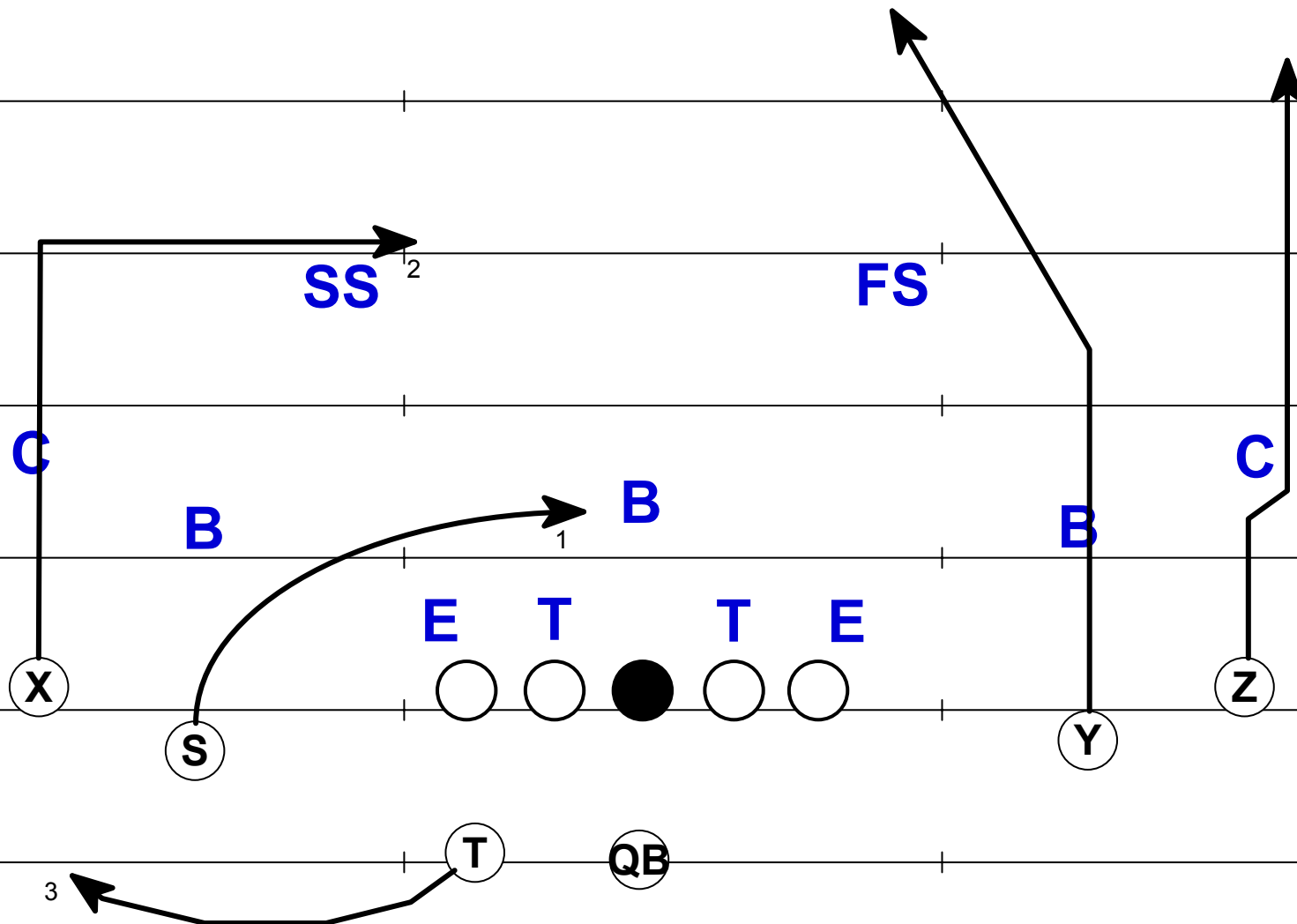
700 X UNDER



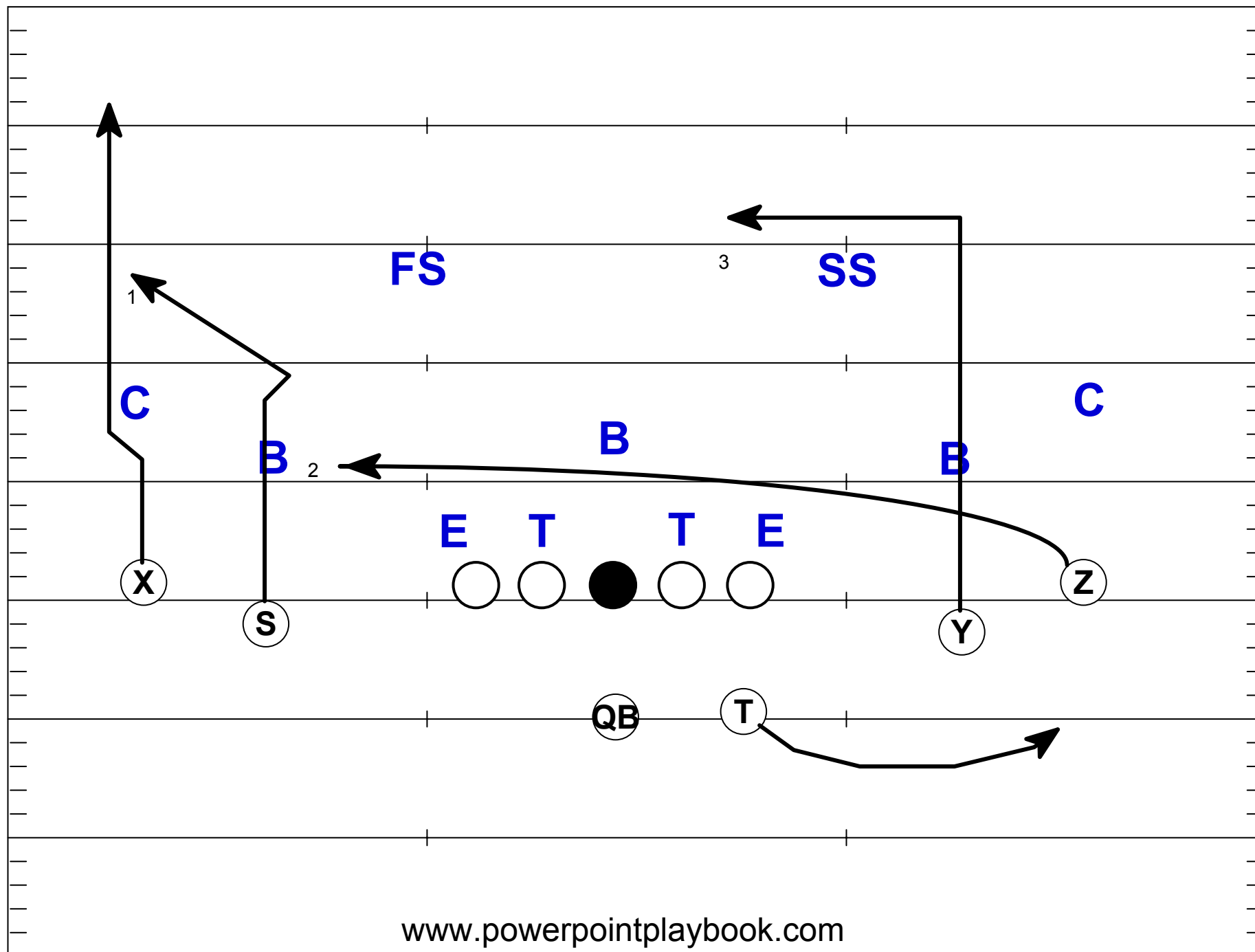
700 S UNDER Y CORNER



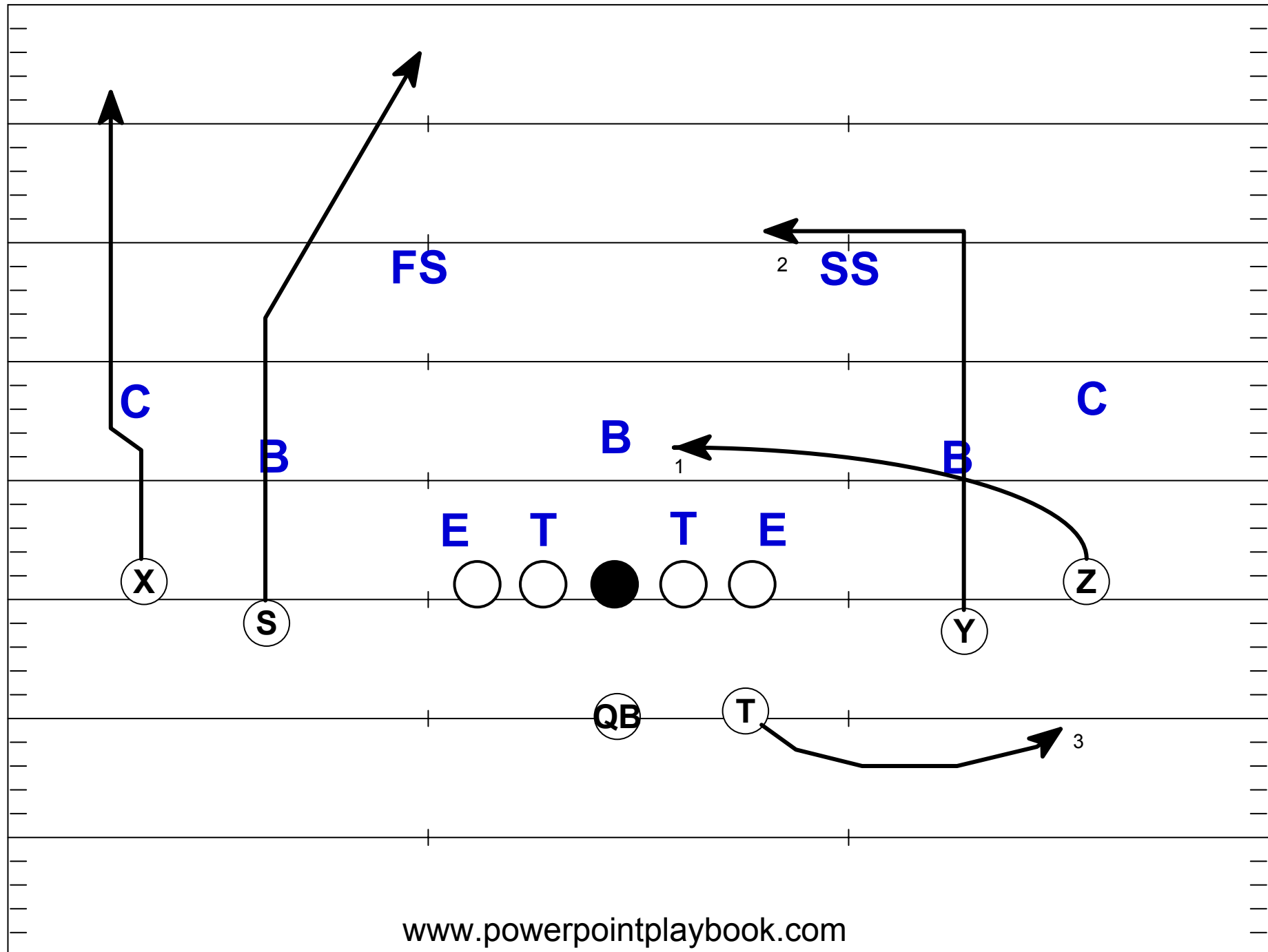
700 S UNDER



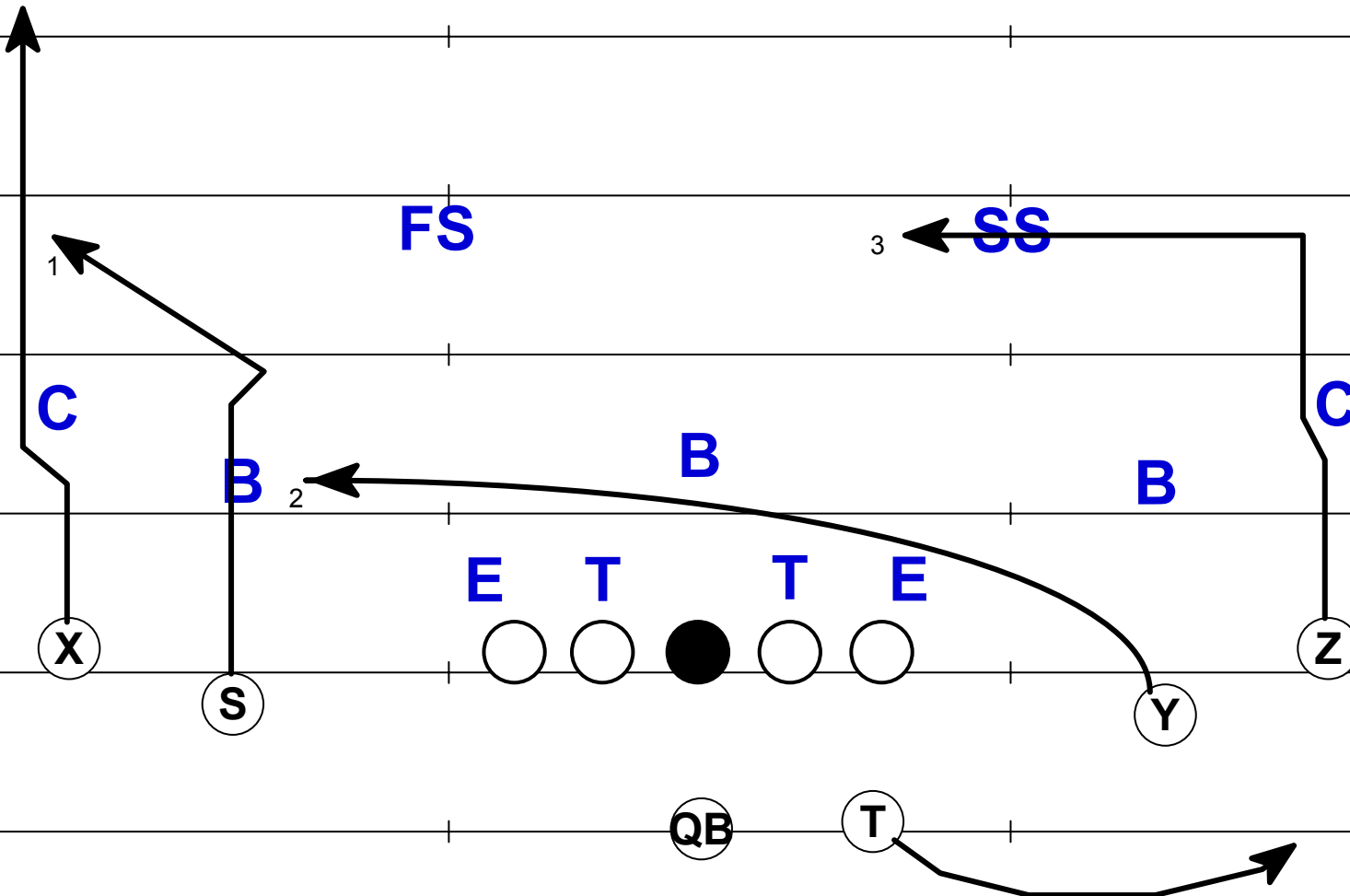
600 Z UNDER S CORNER



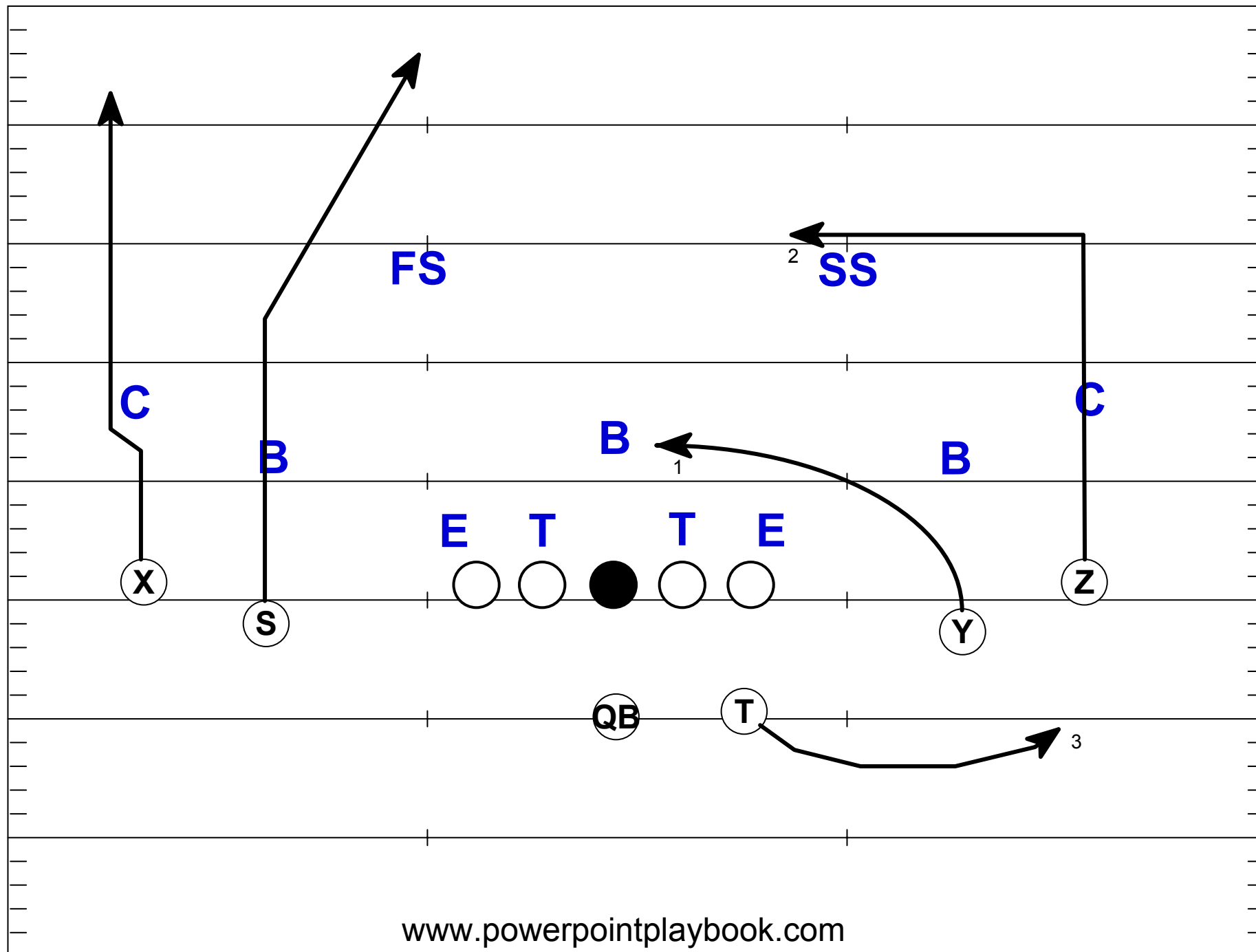
600 Z UNDER



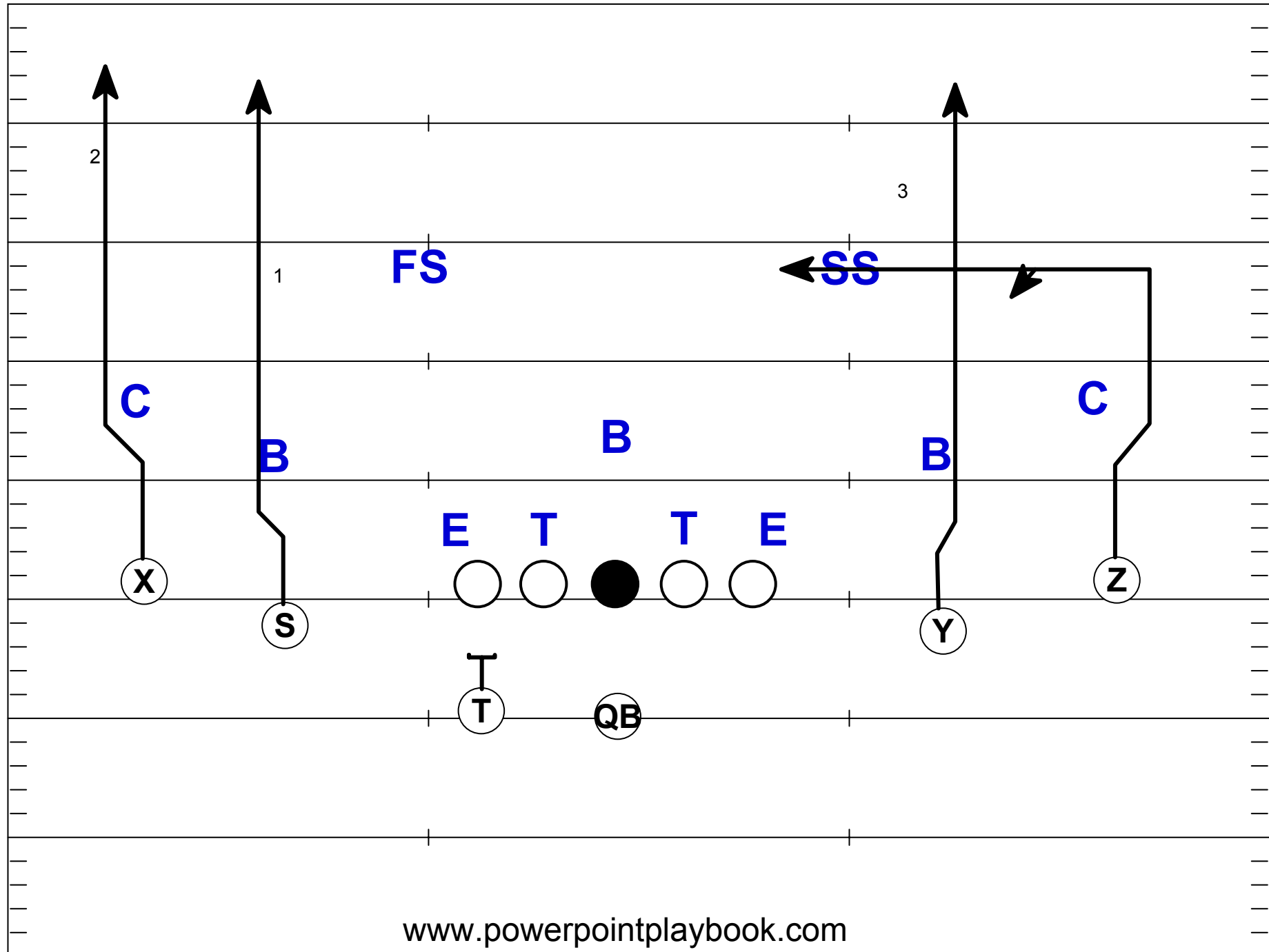
600 Y UNDER S CORNER



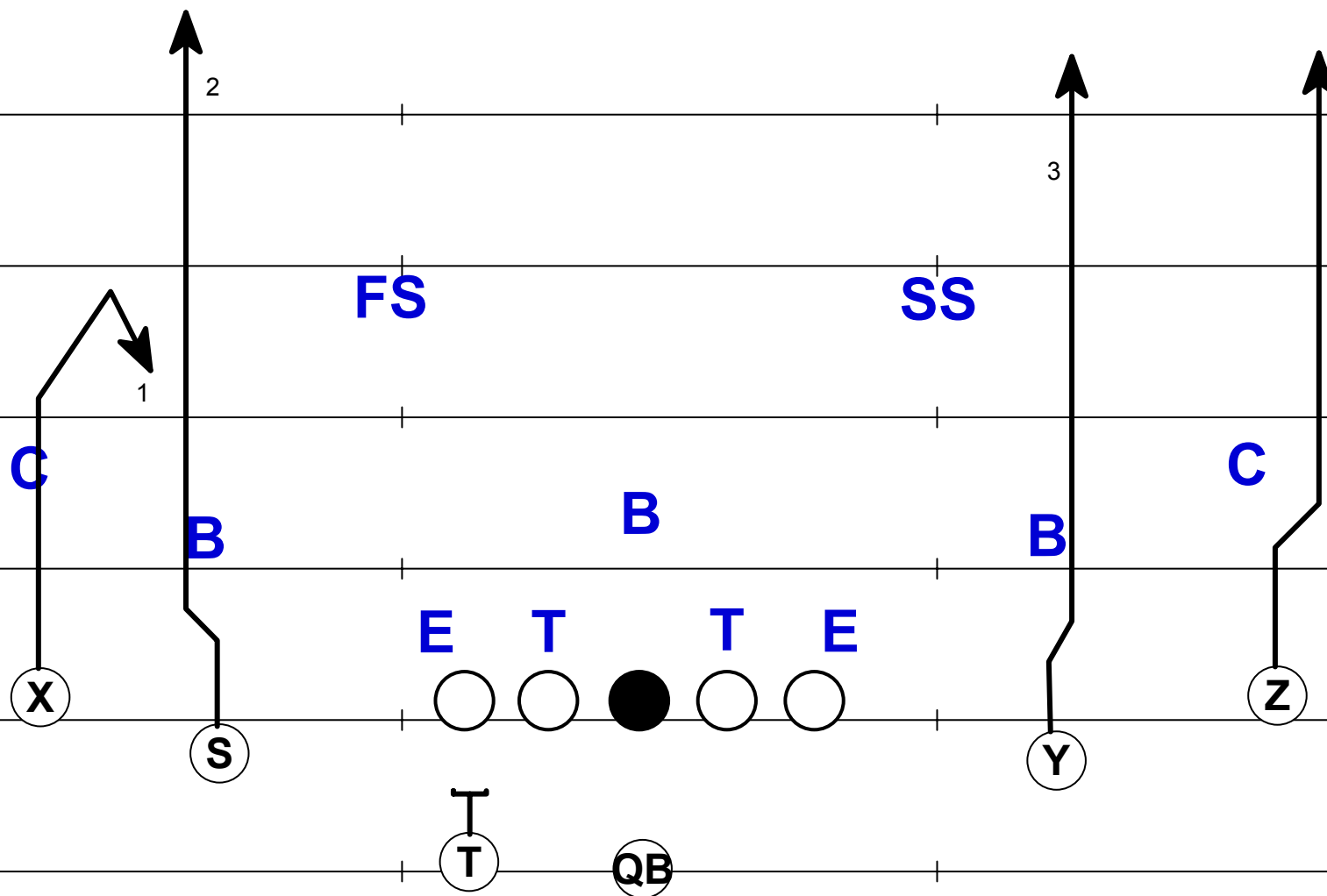
600 Y UNDER

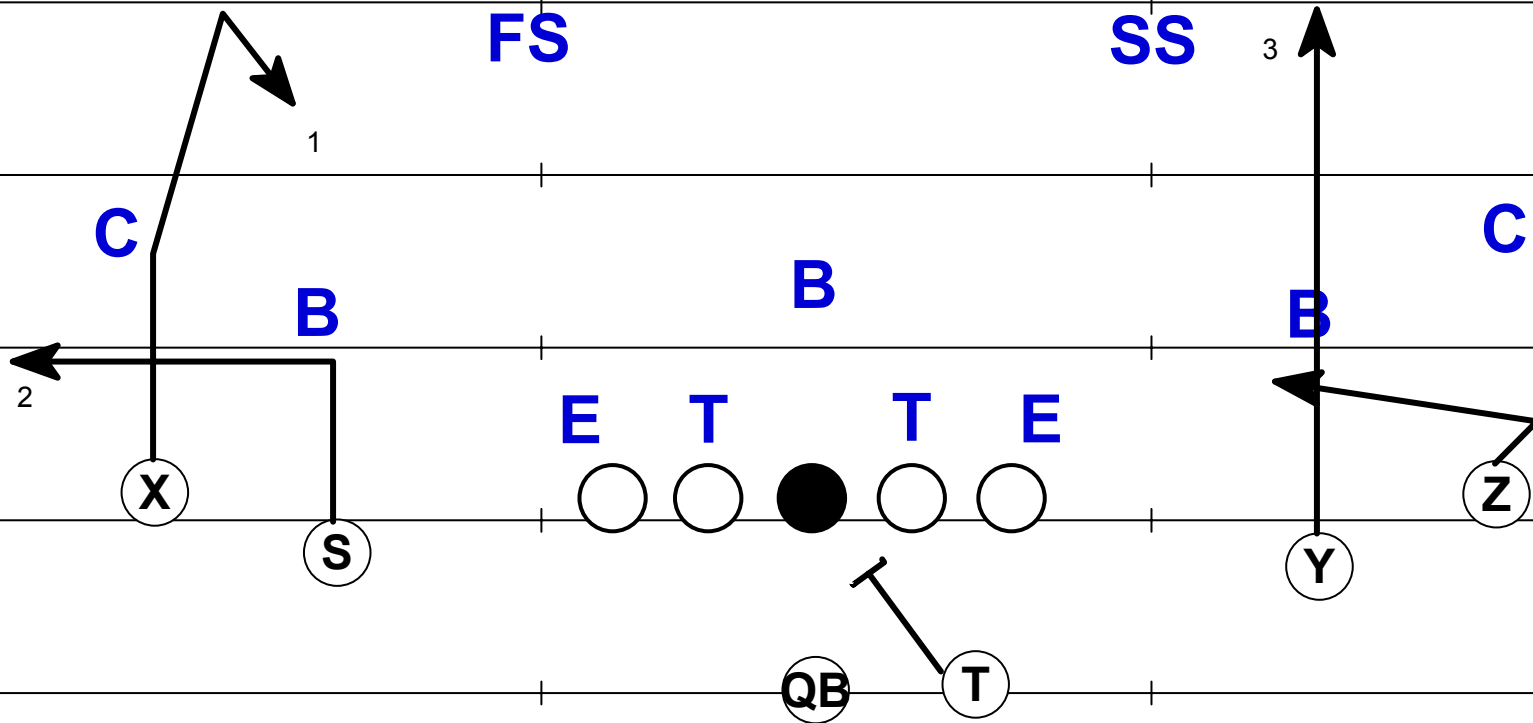


509 Z IN

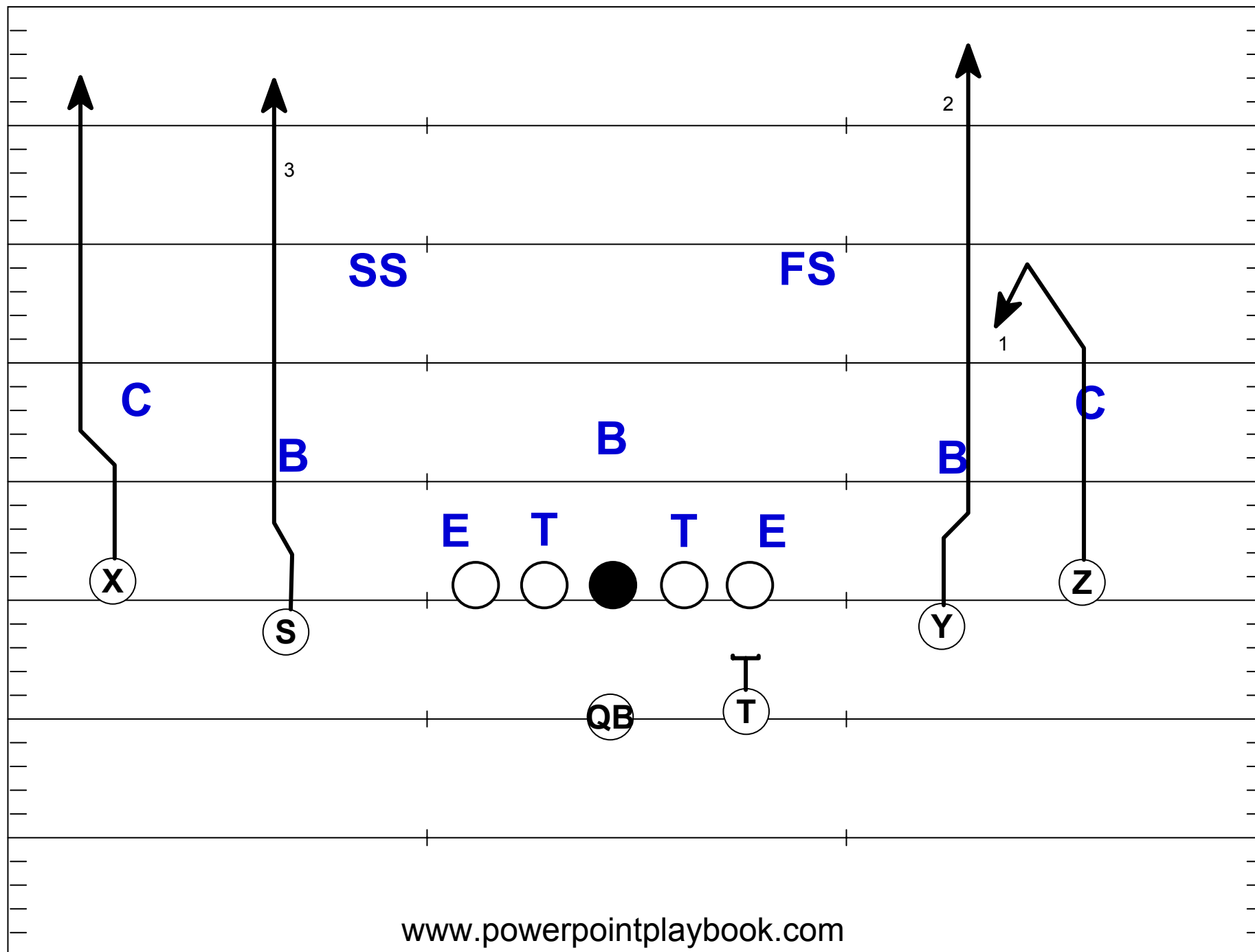


509 X CURL

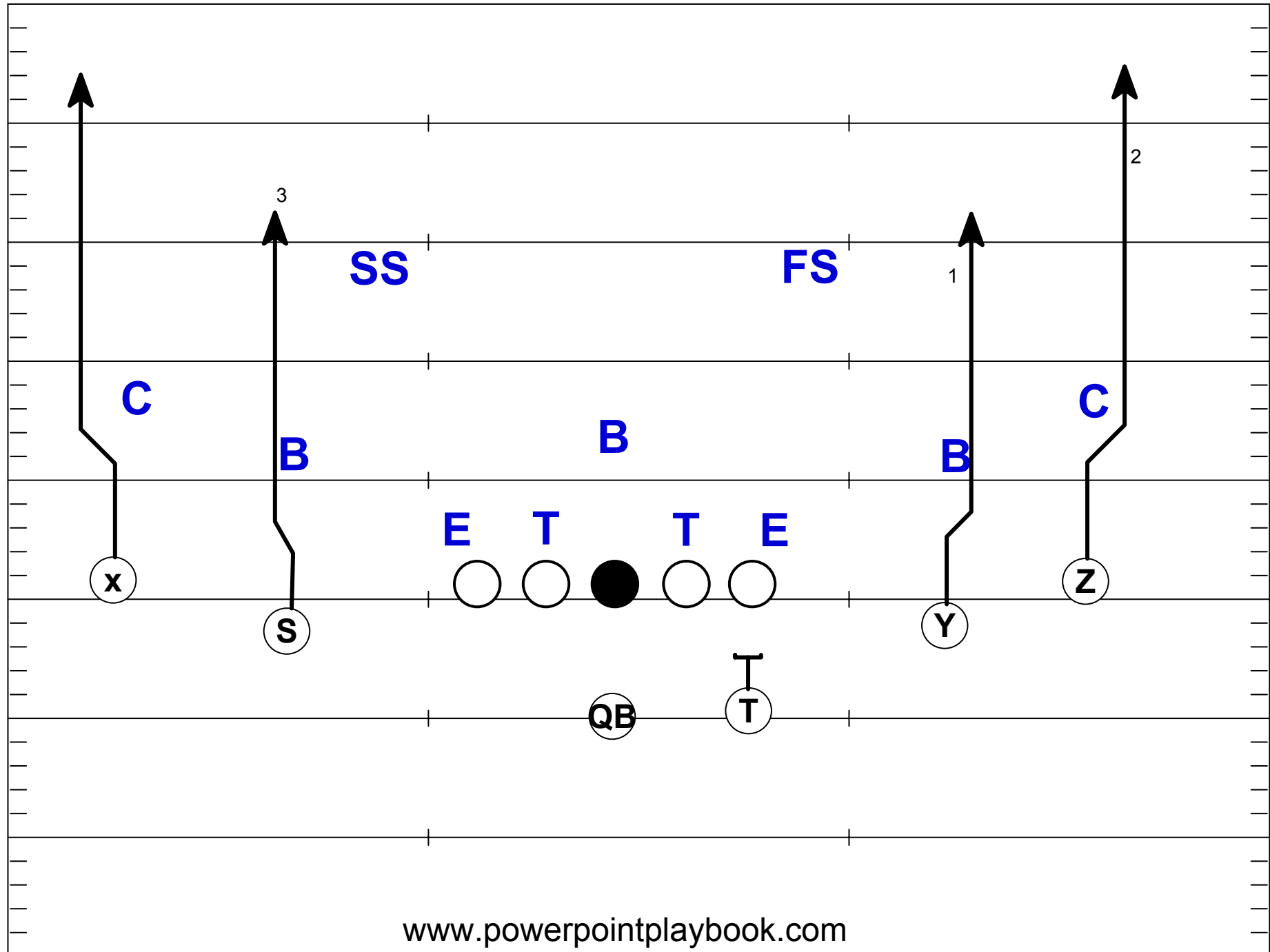


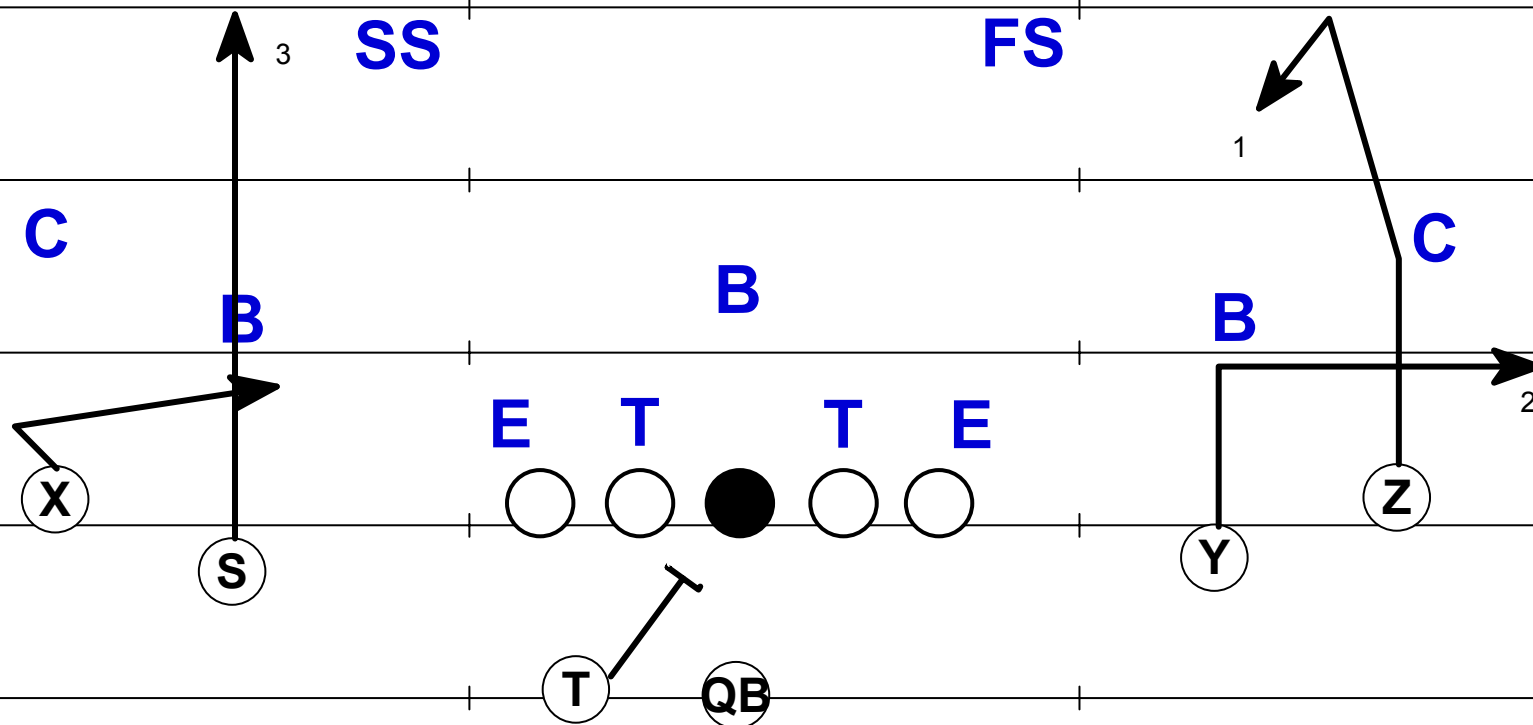


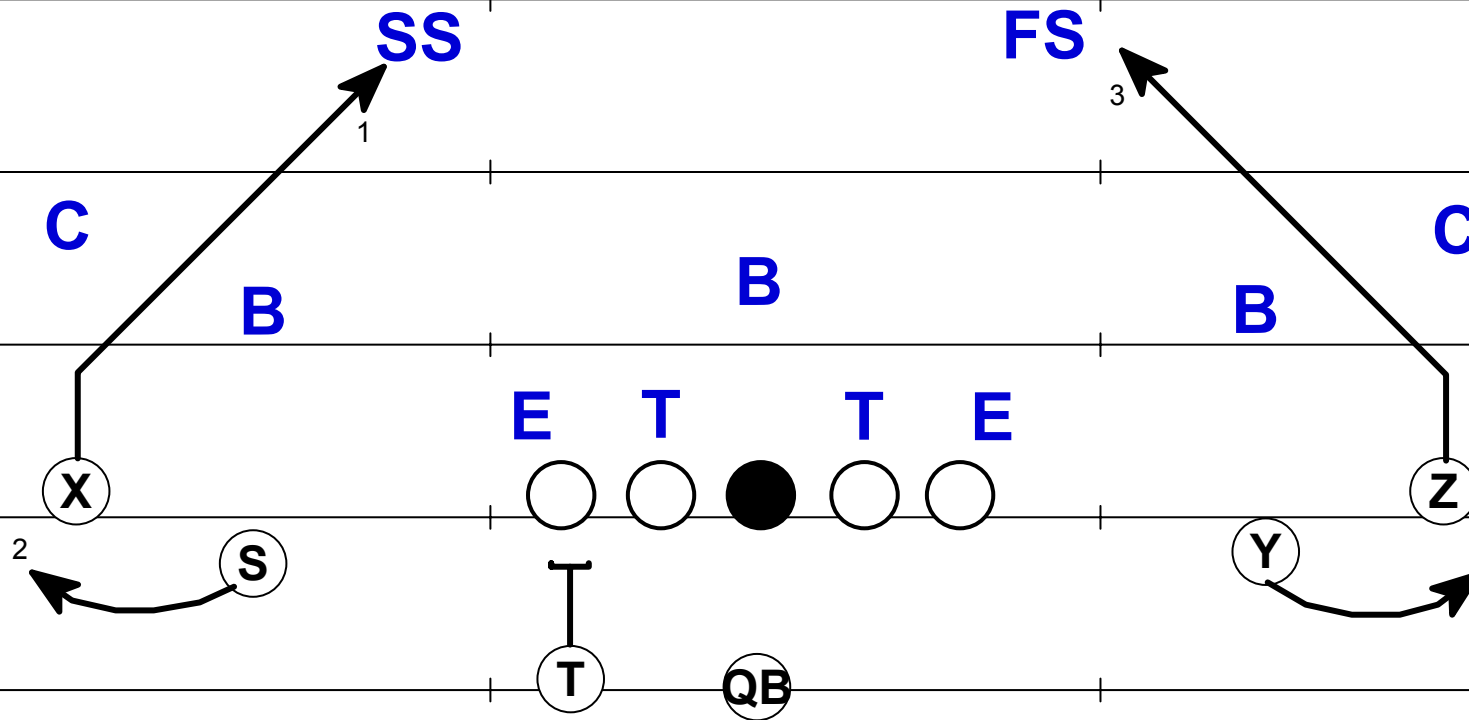
409 Z CURL



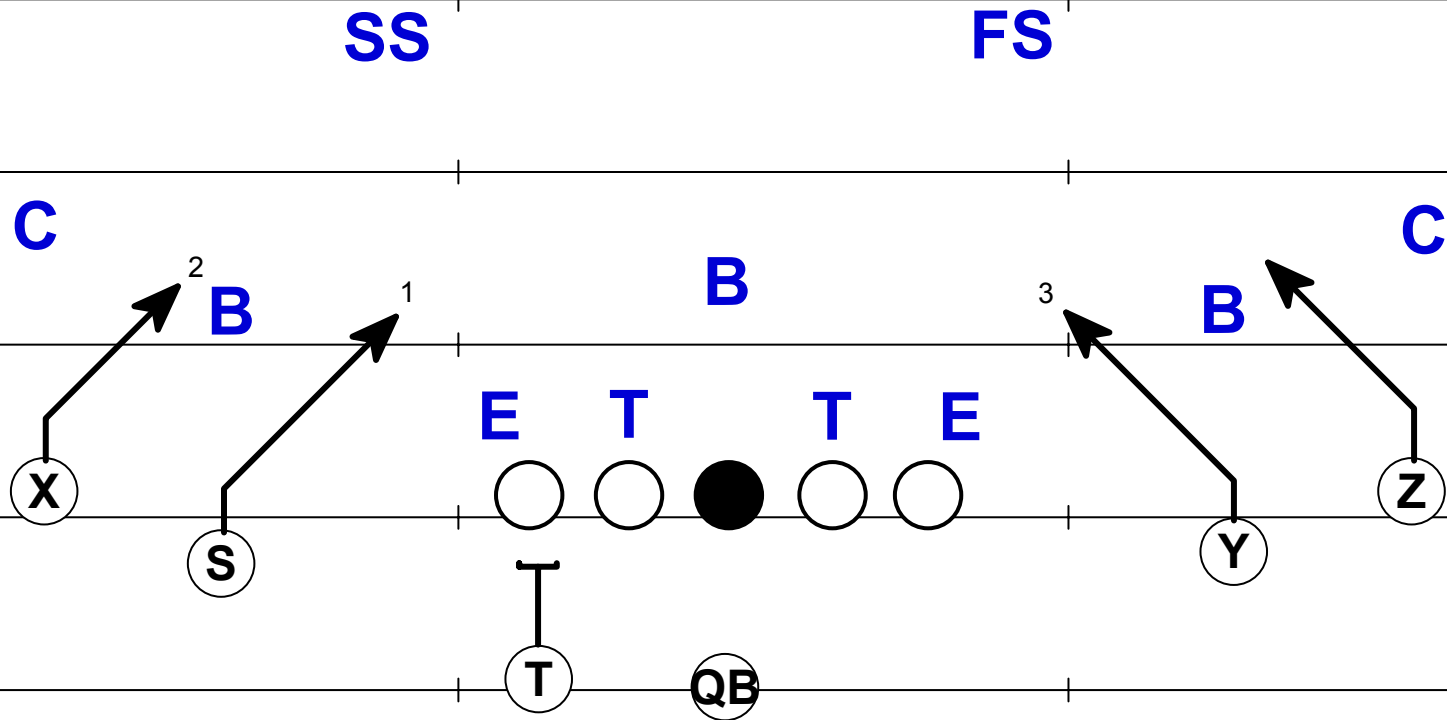
409



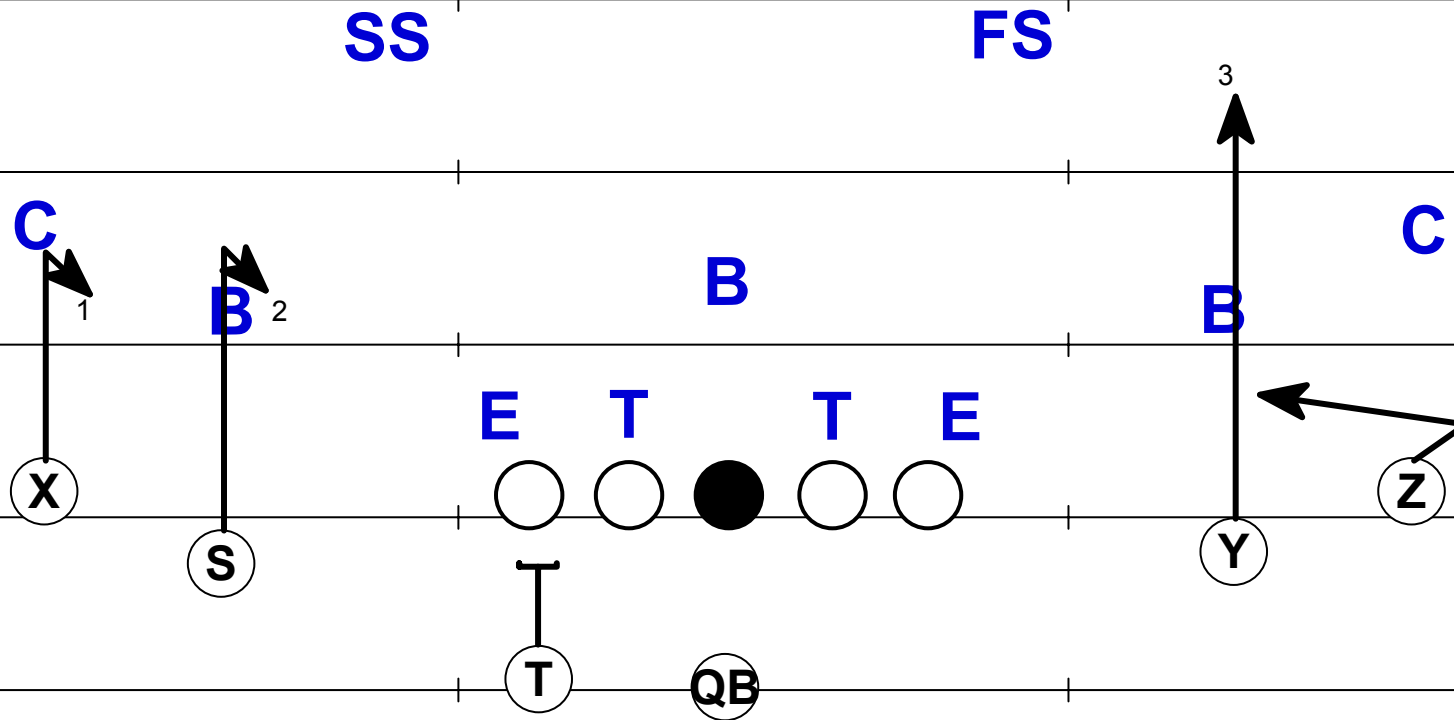




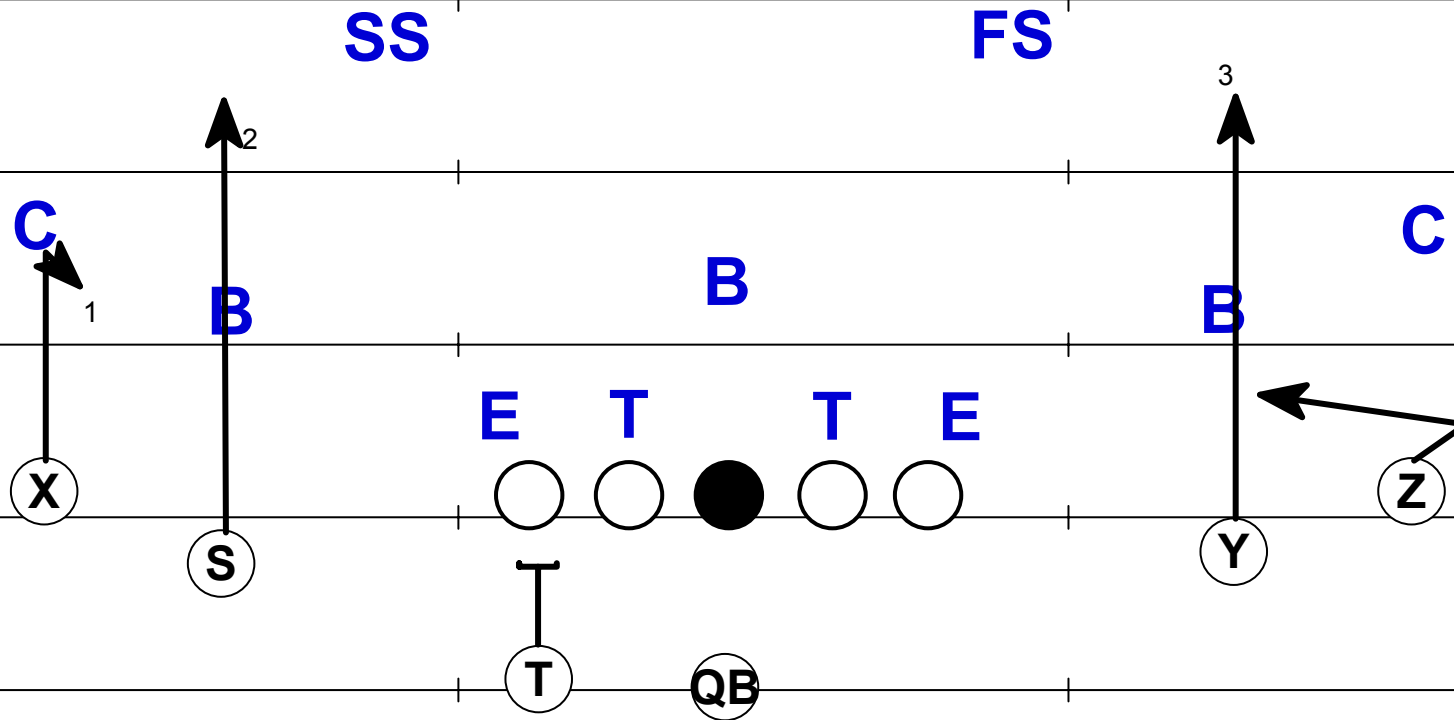
302

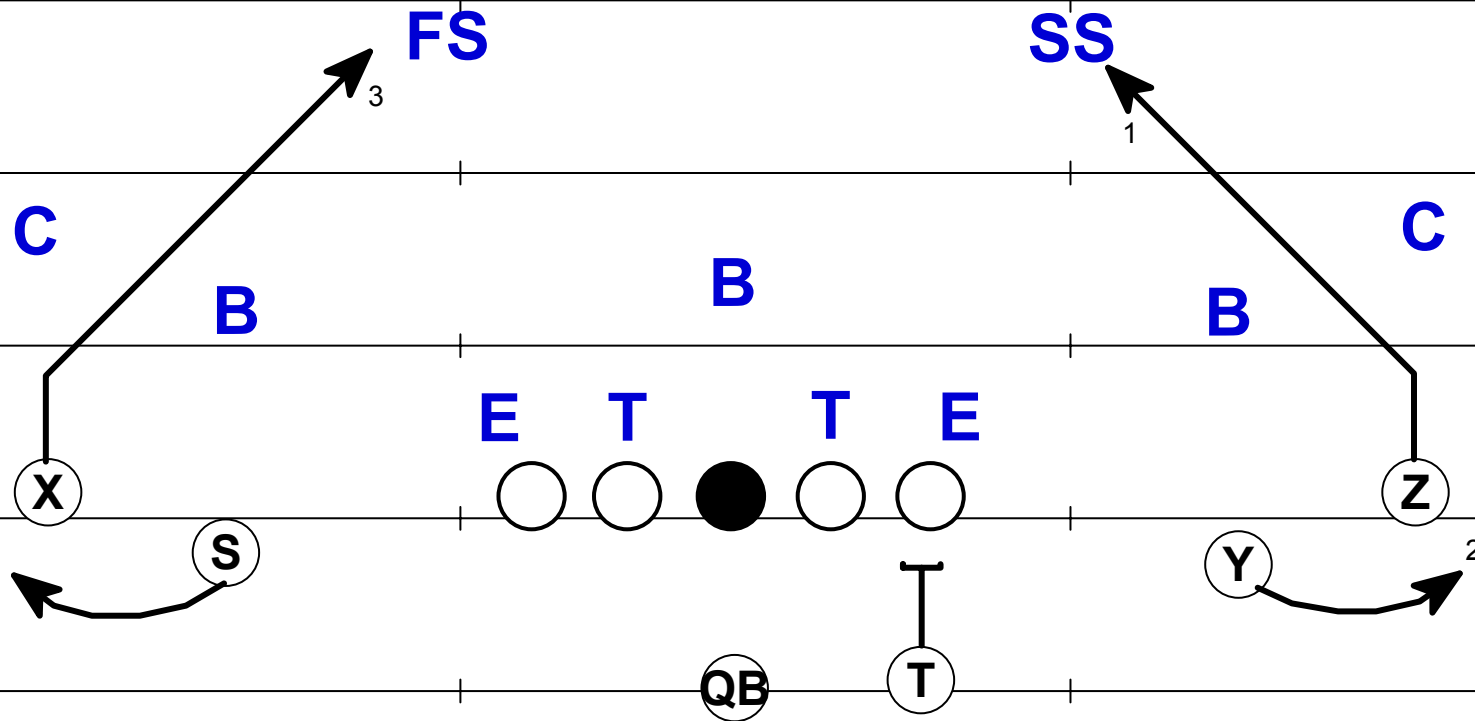


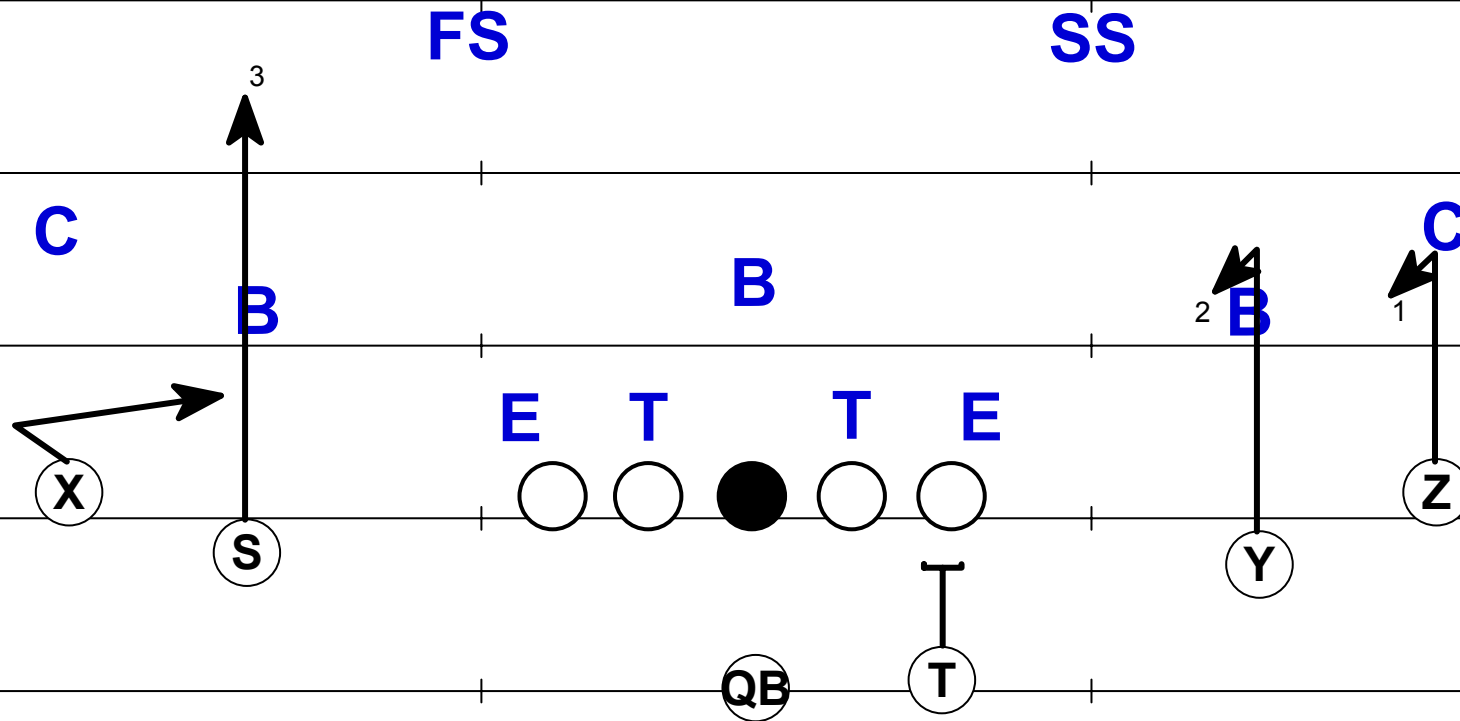
301



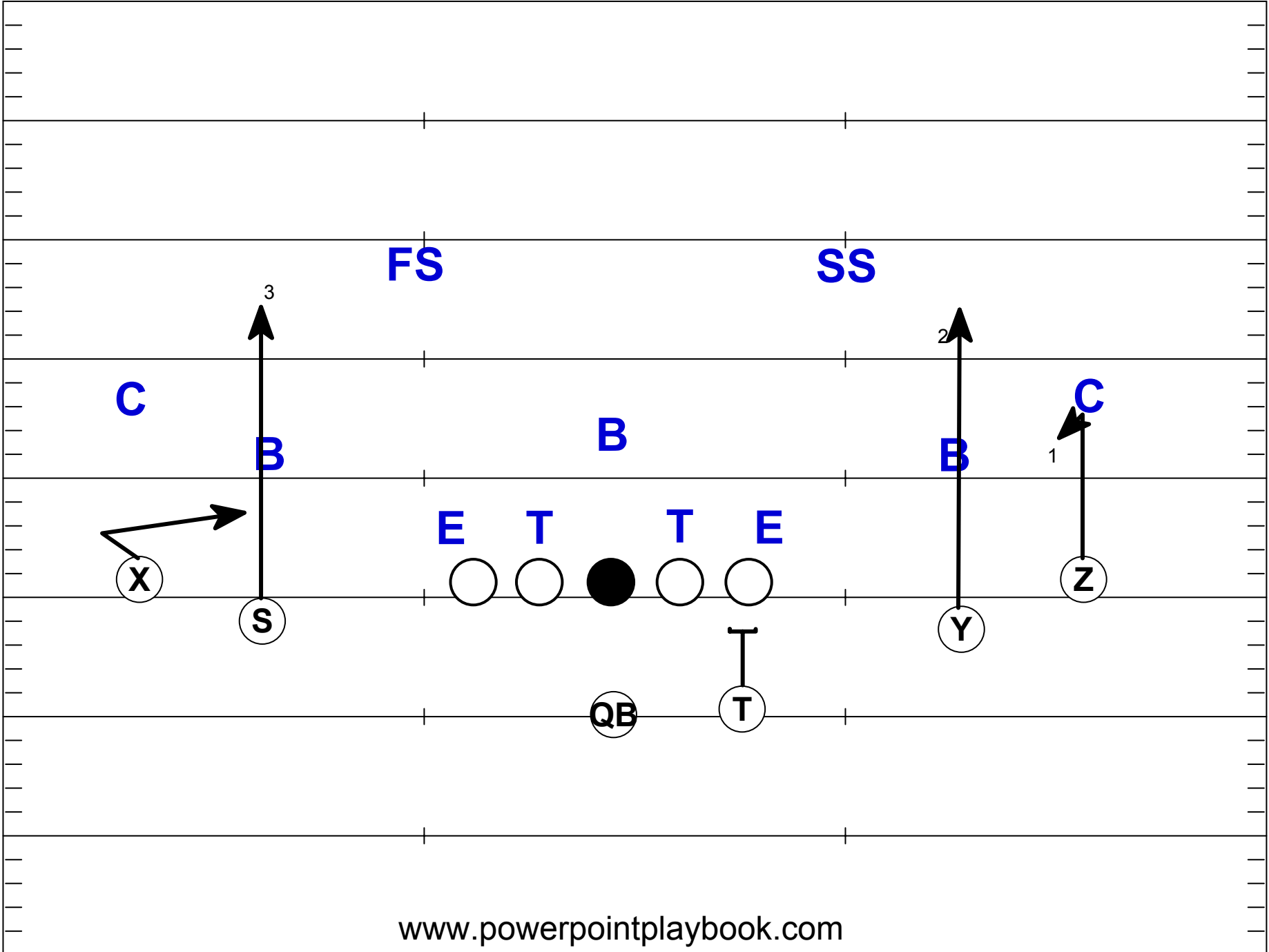
300



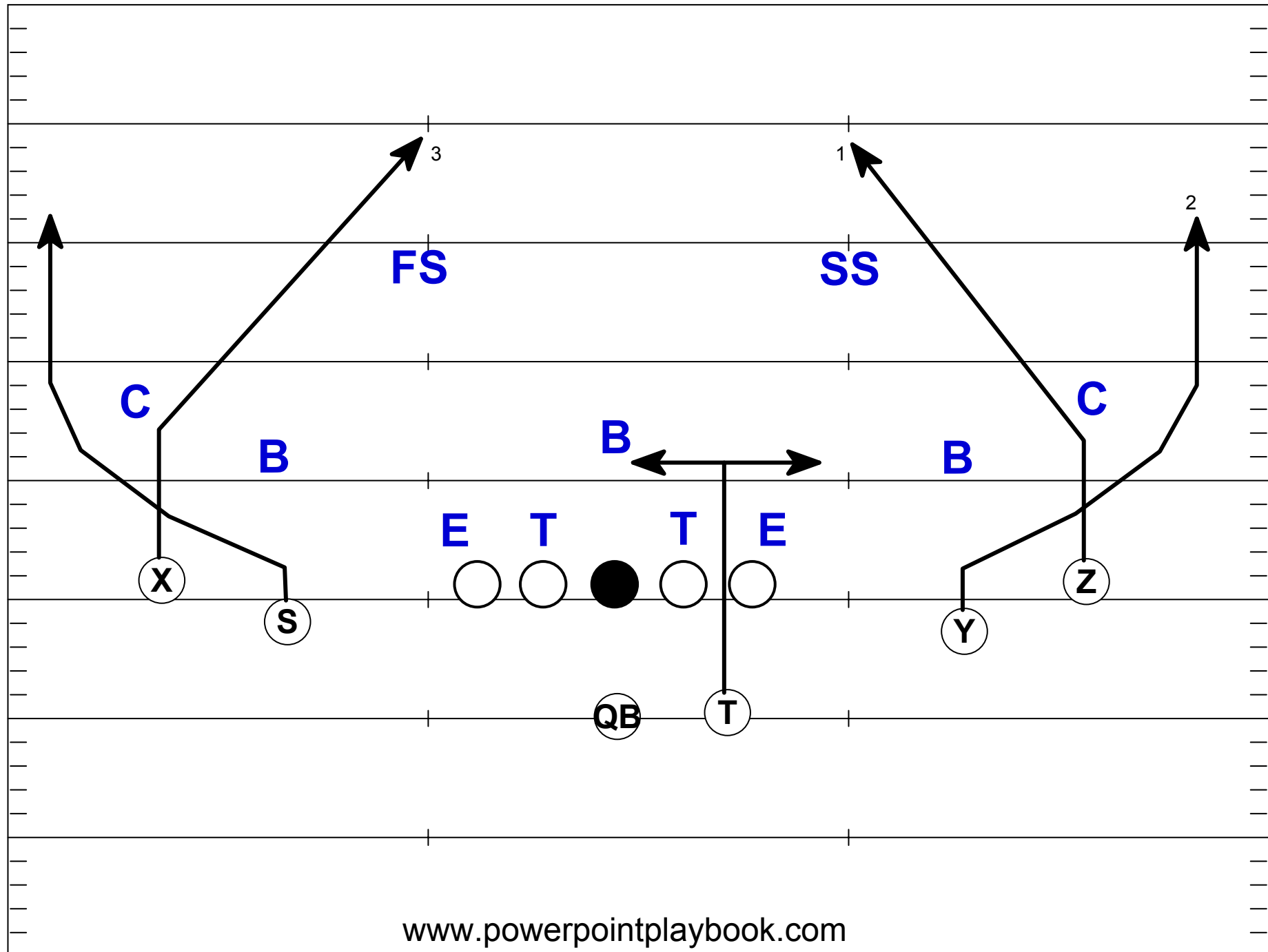




200

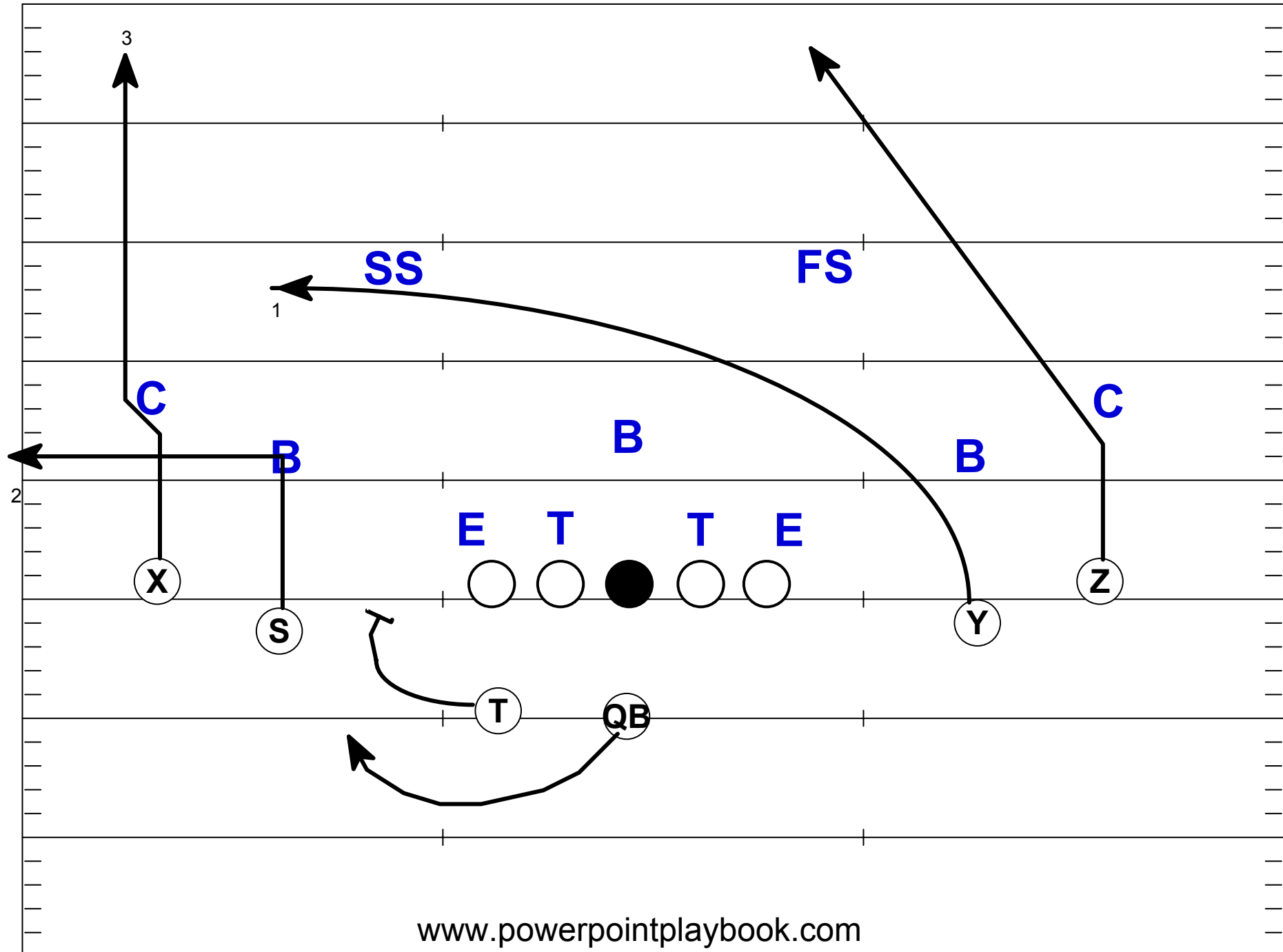


108 T CUT

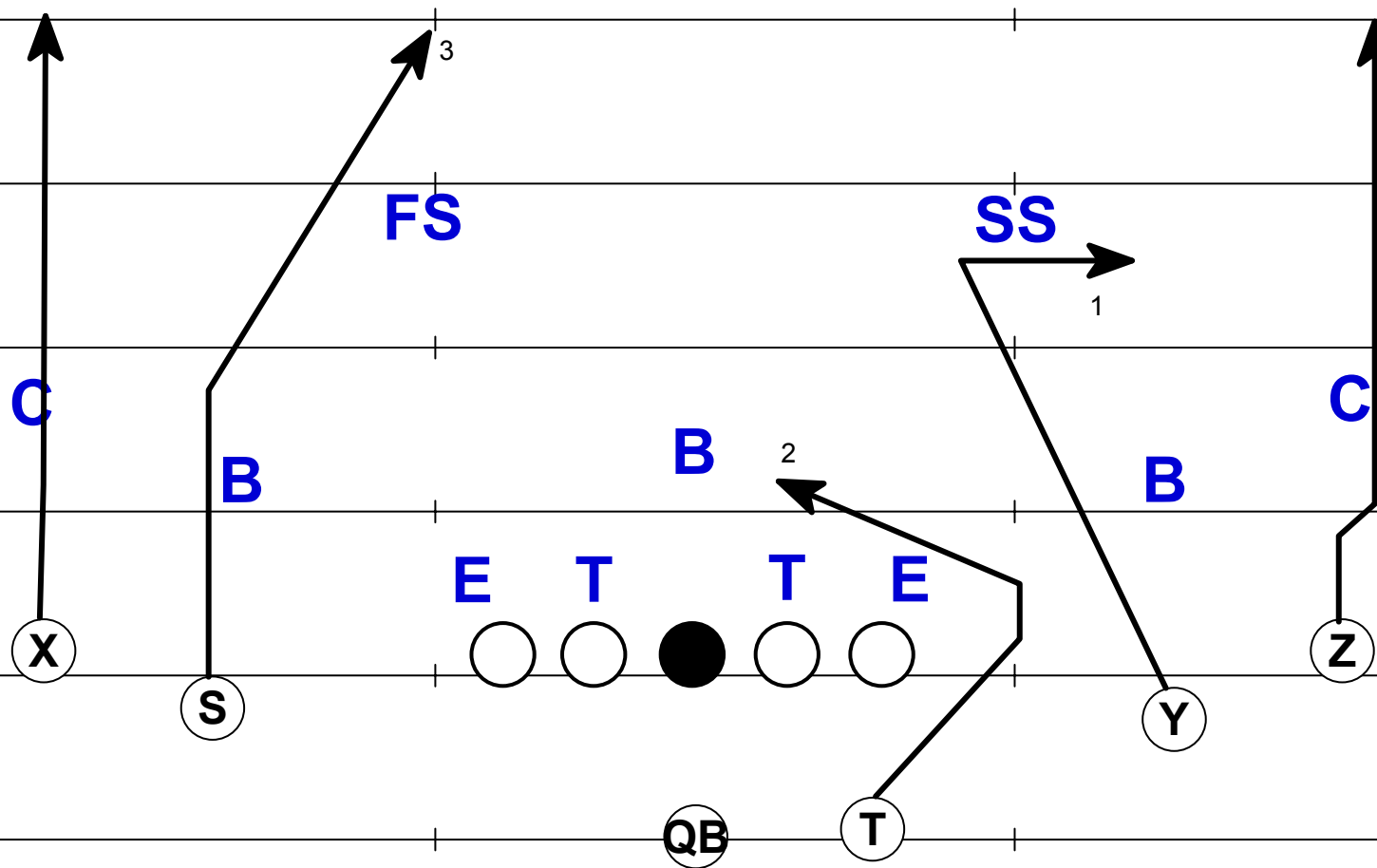




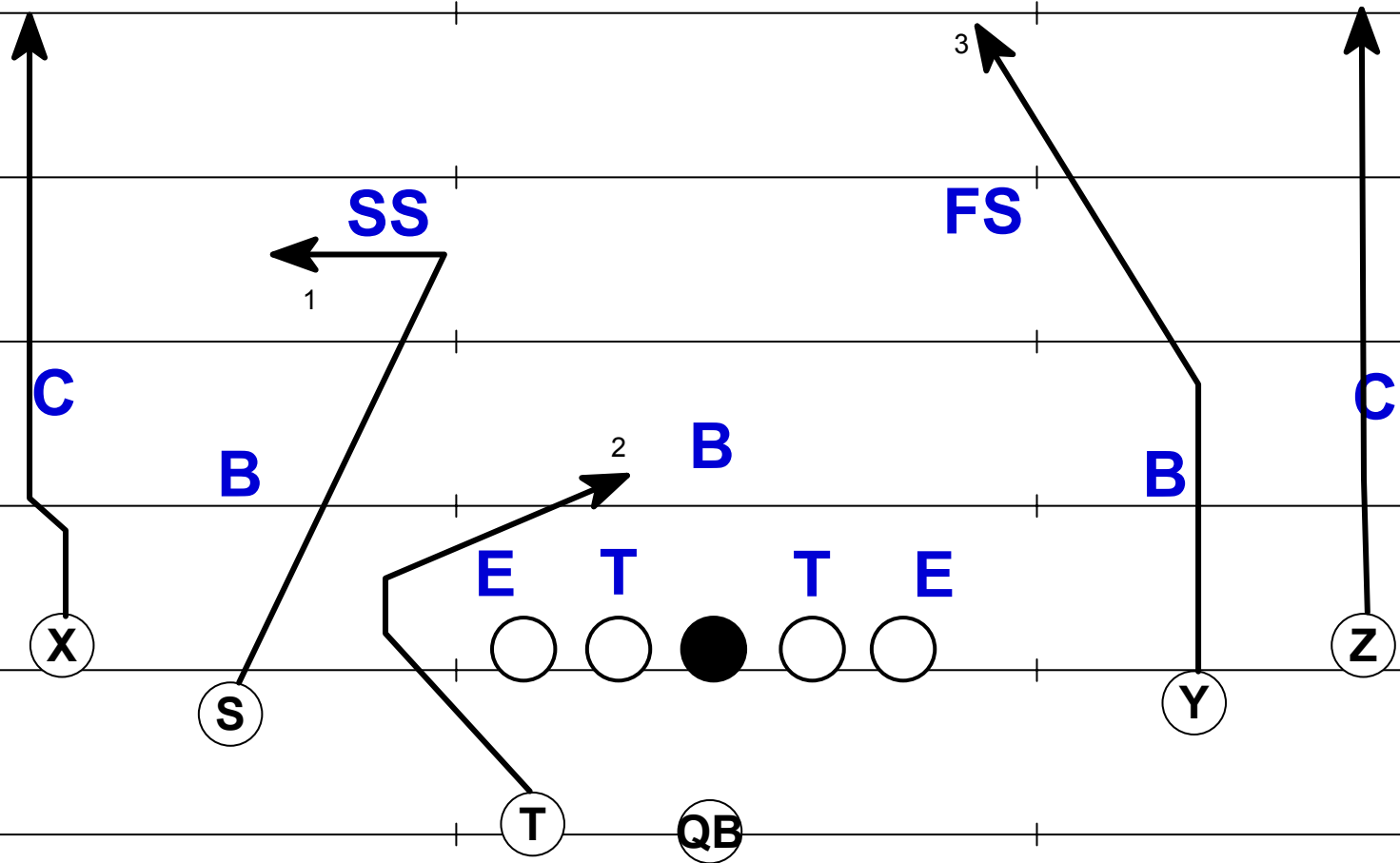
90 FLOOD



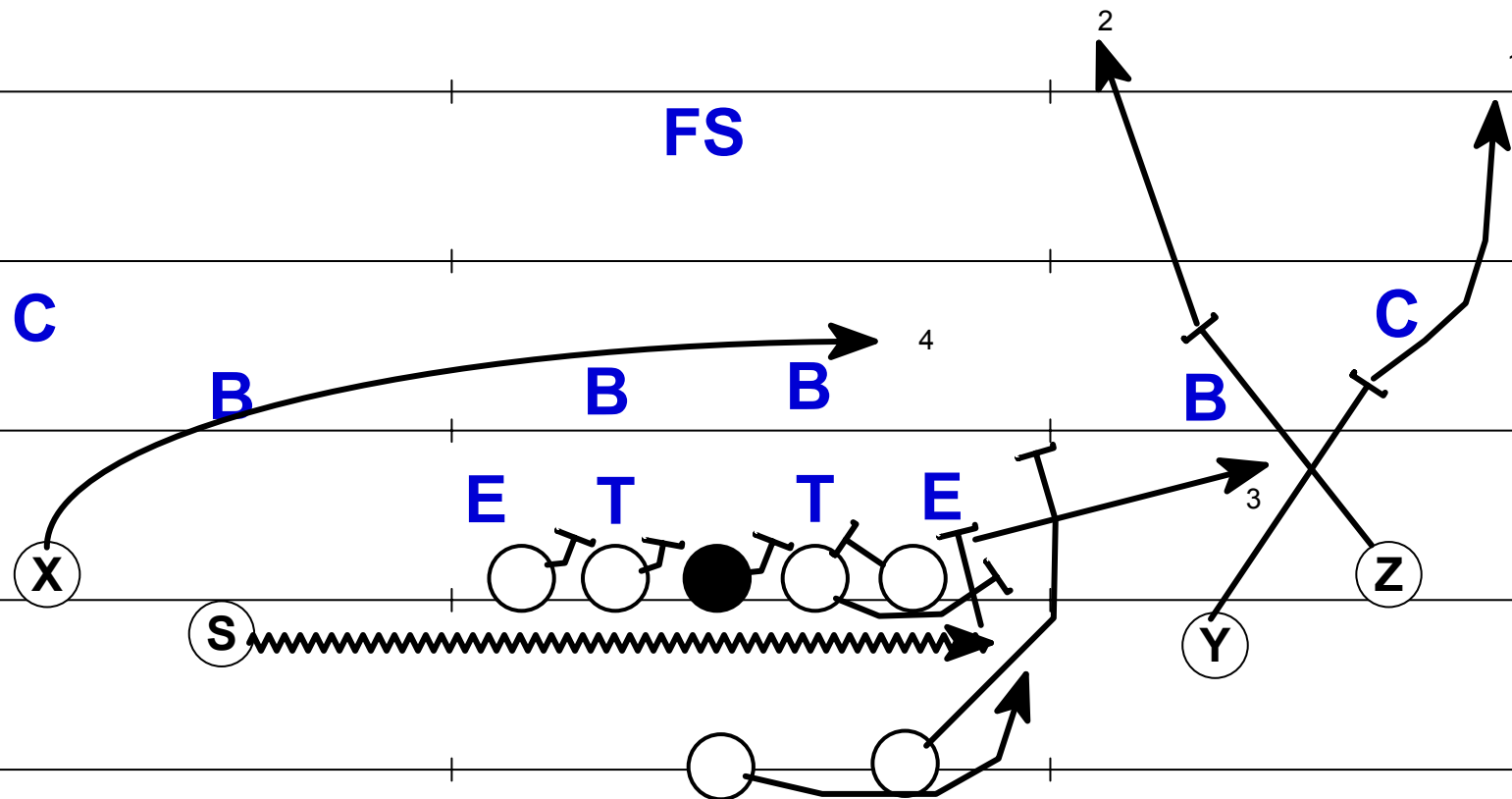
600 TEXAS



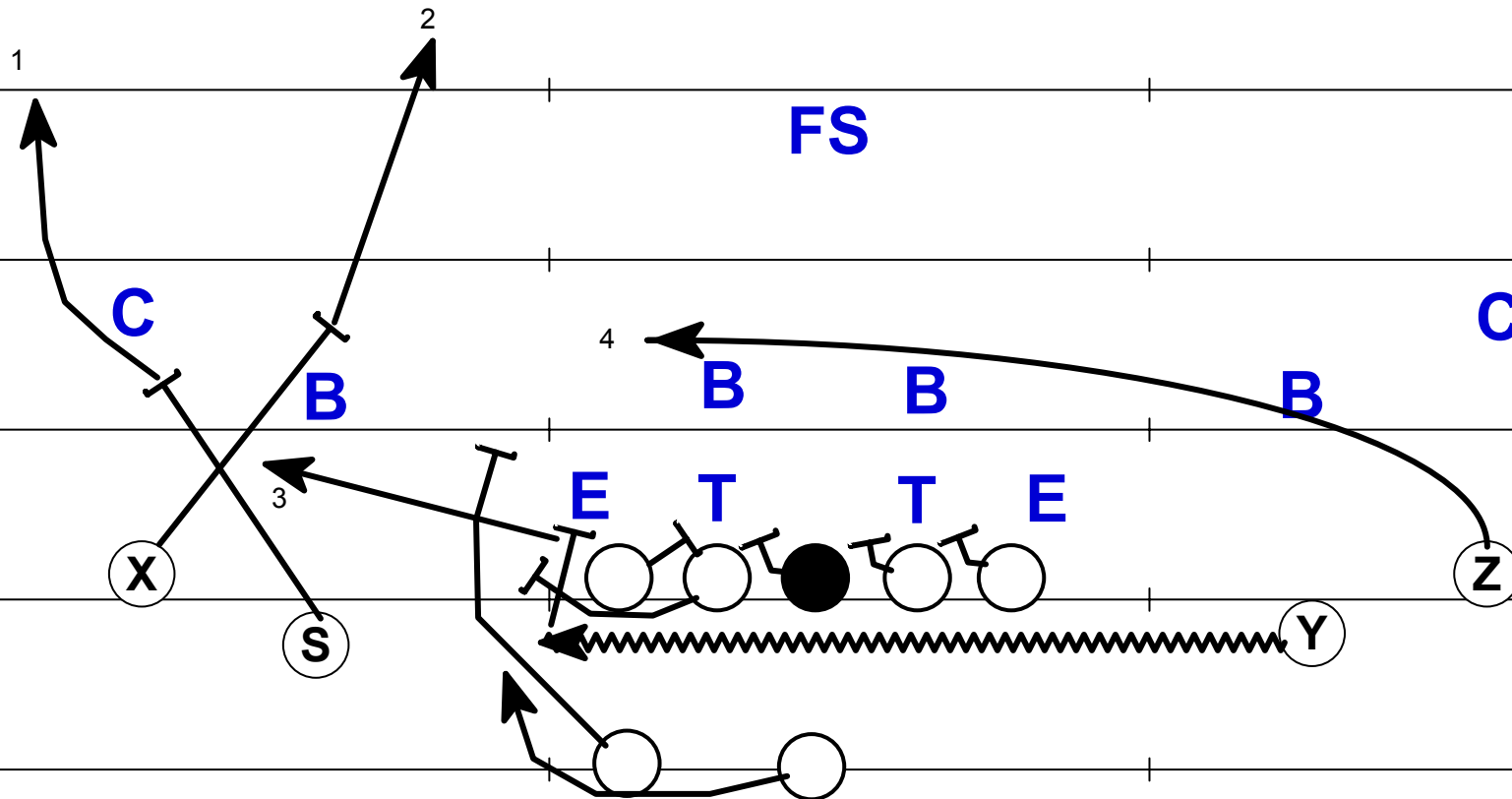
700 TEXAS



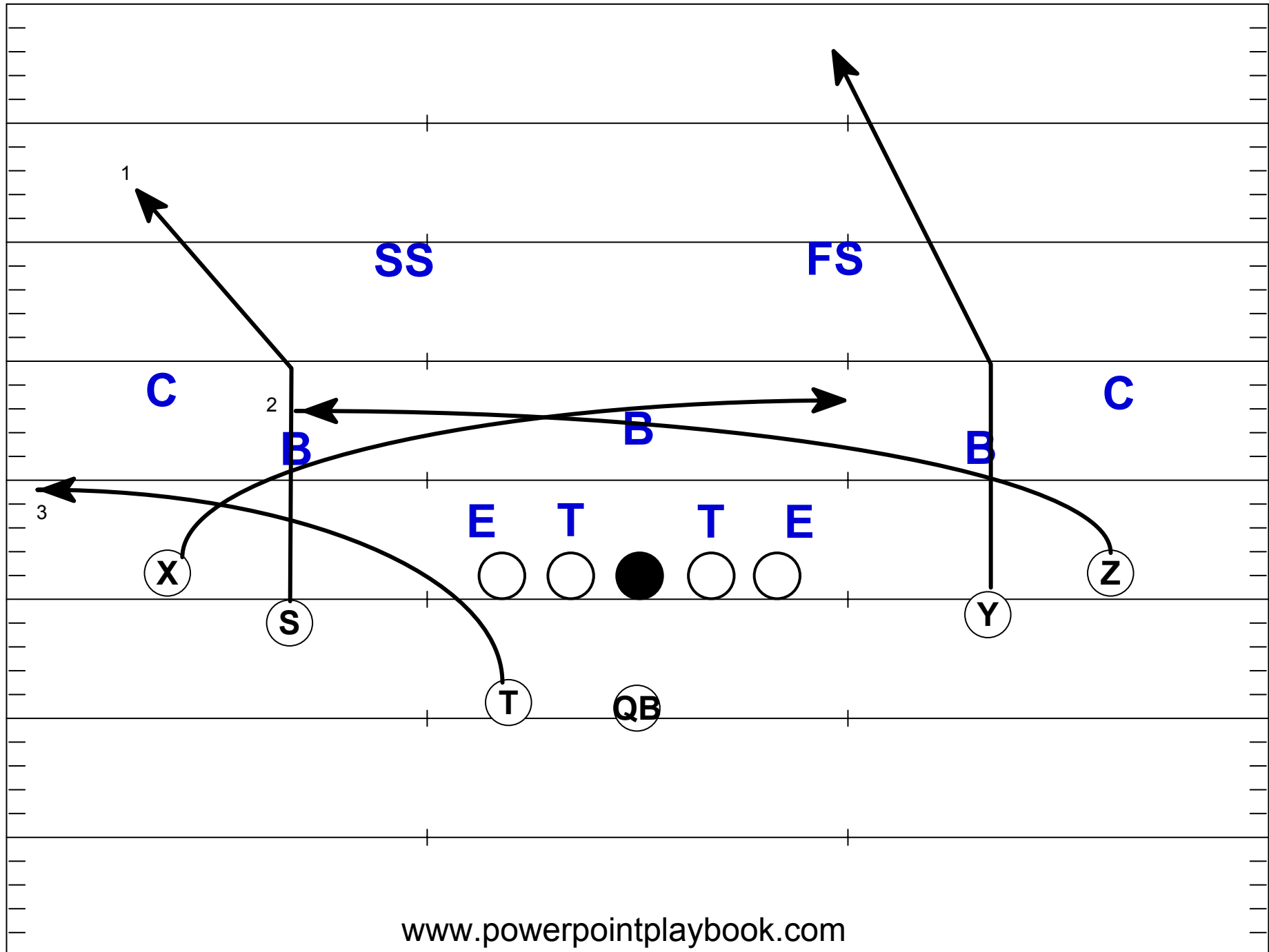
60 CRACK & GO



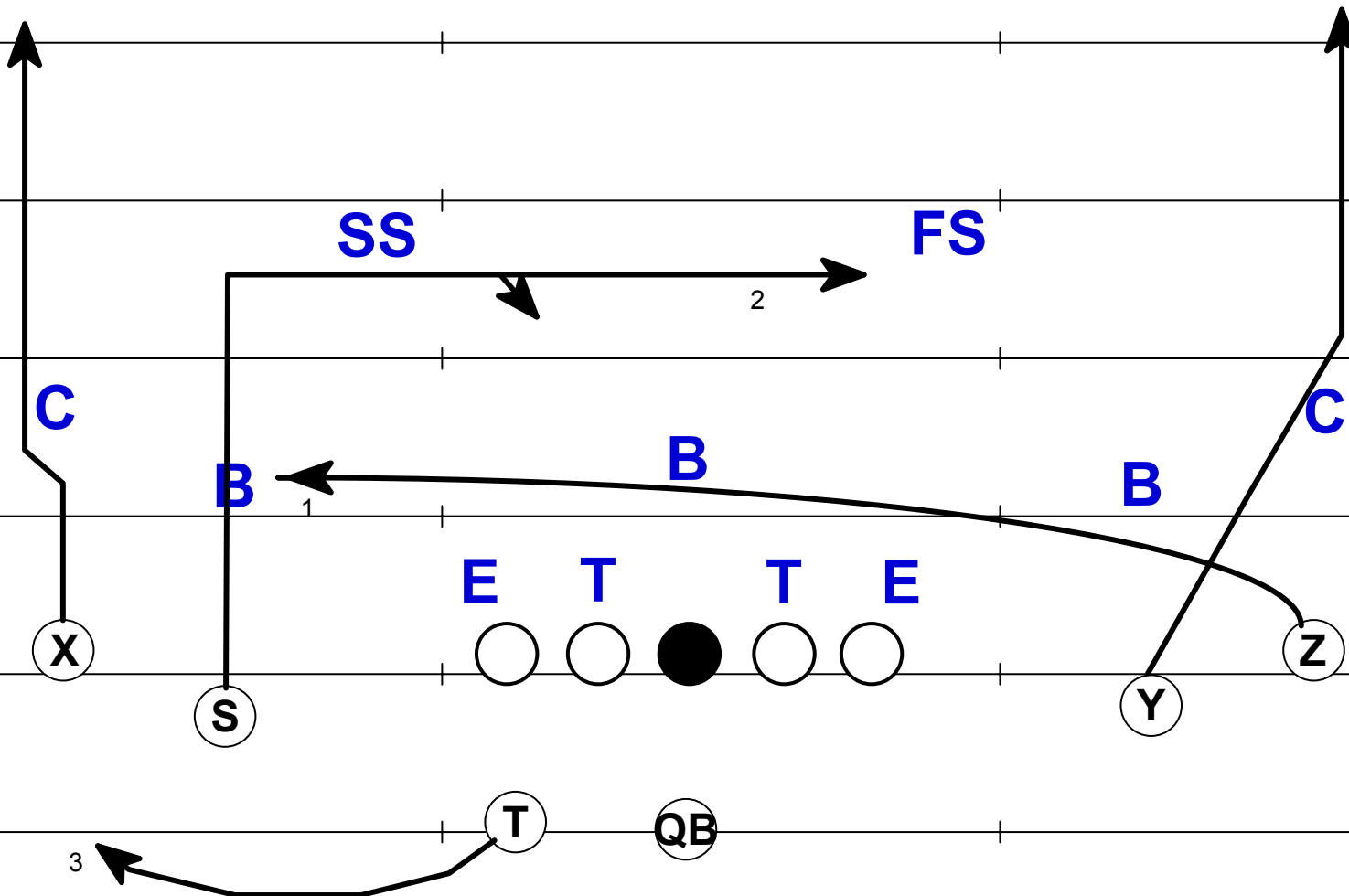
70 CRACK & GO



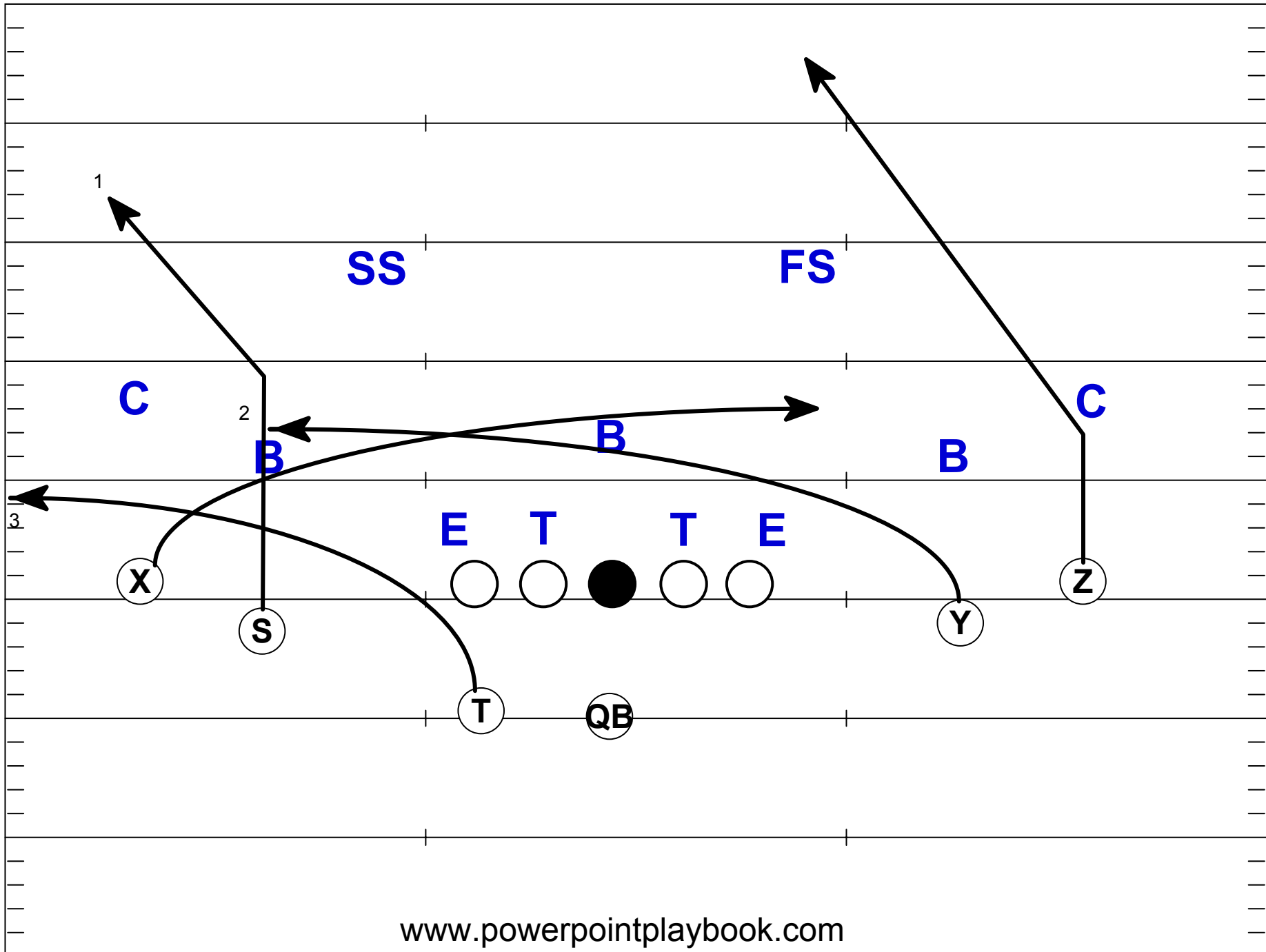
700 Z MESH



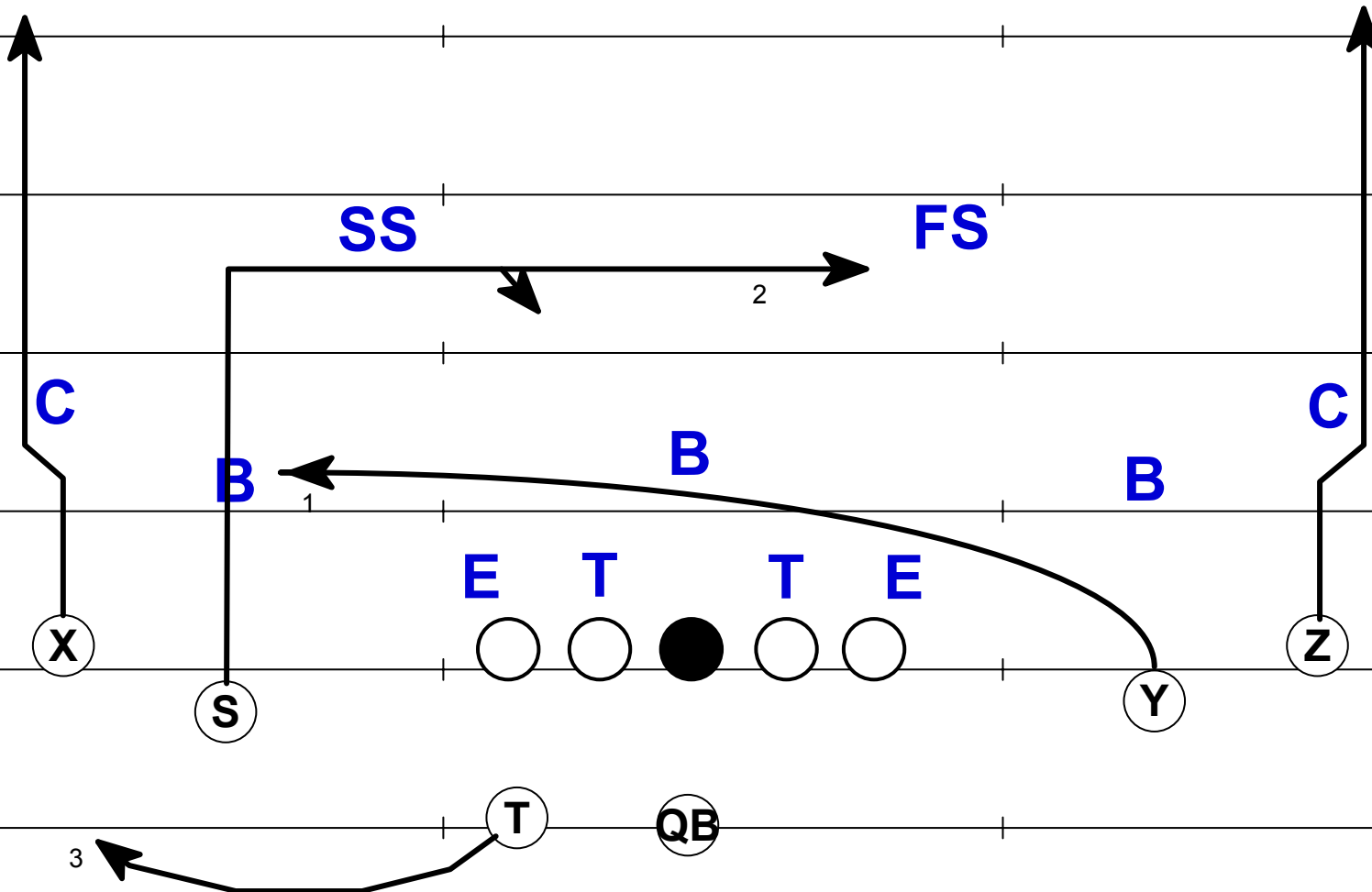
700 Z FLASH



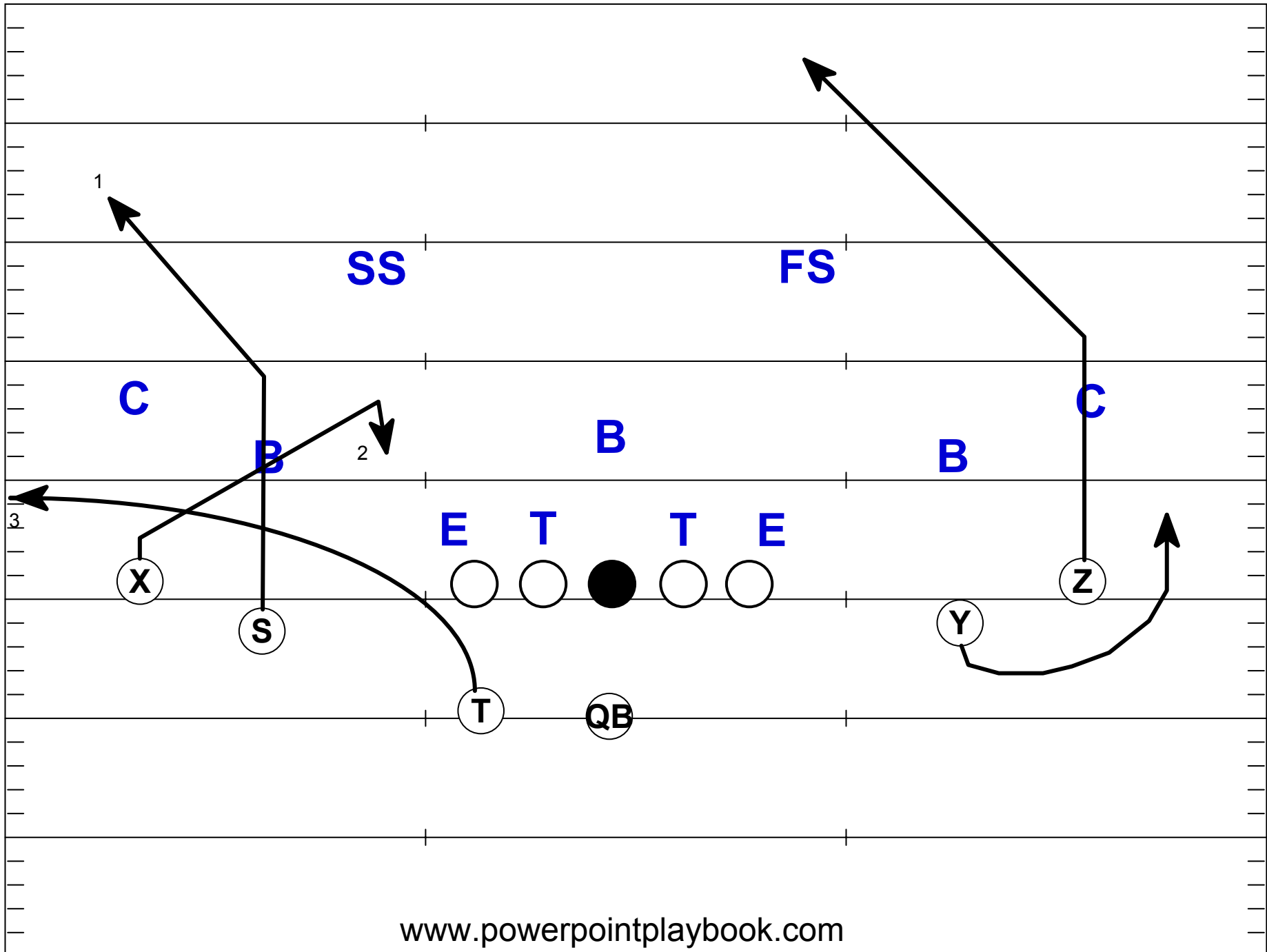
700 Y MESH



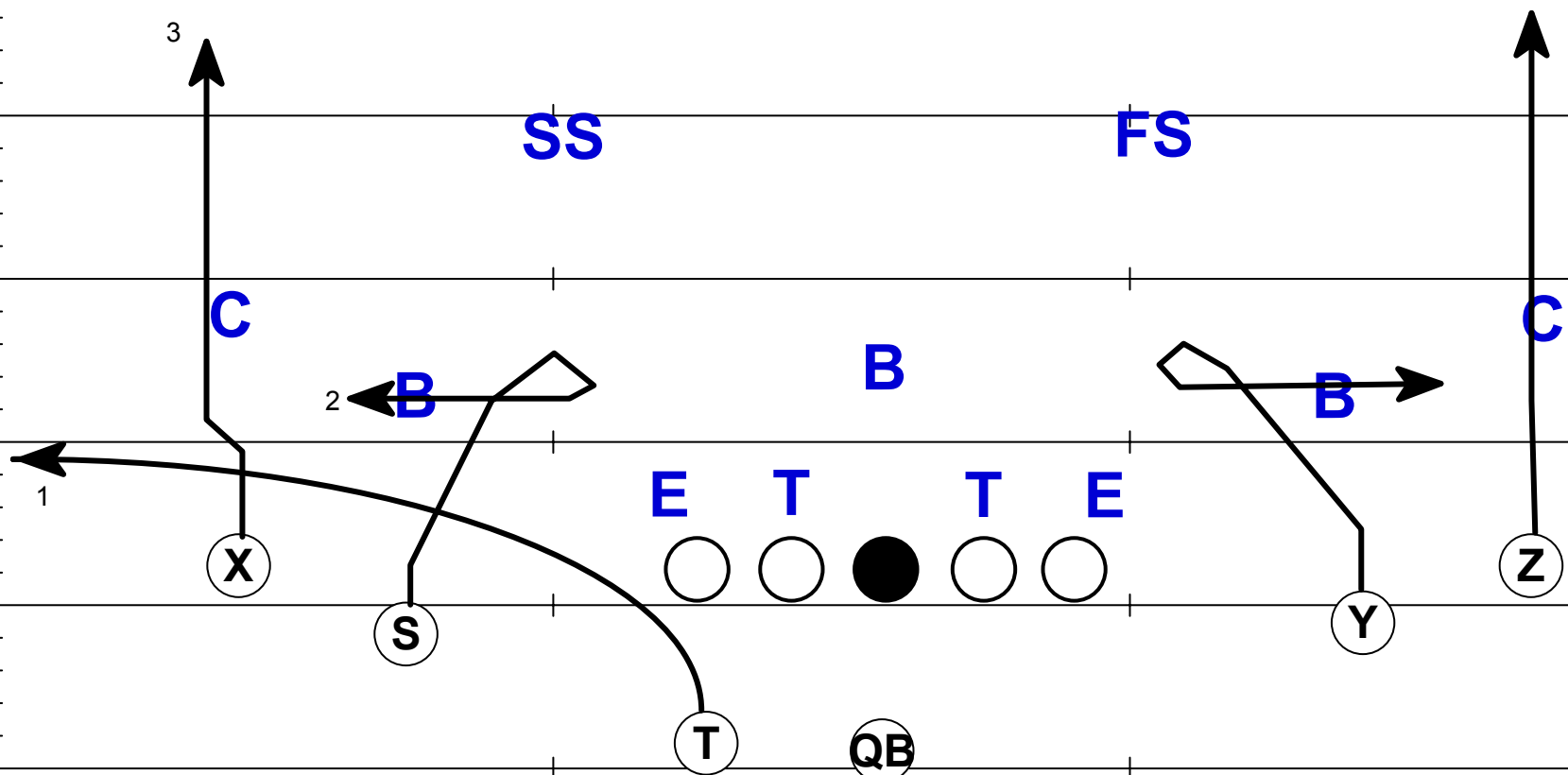
700 Y FLASH



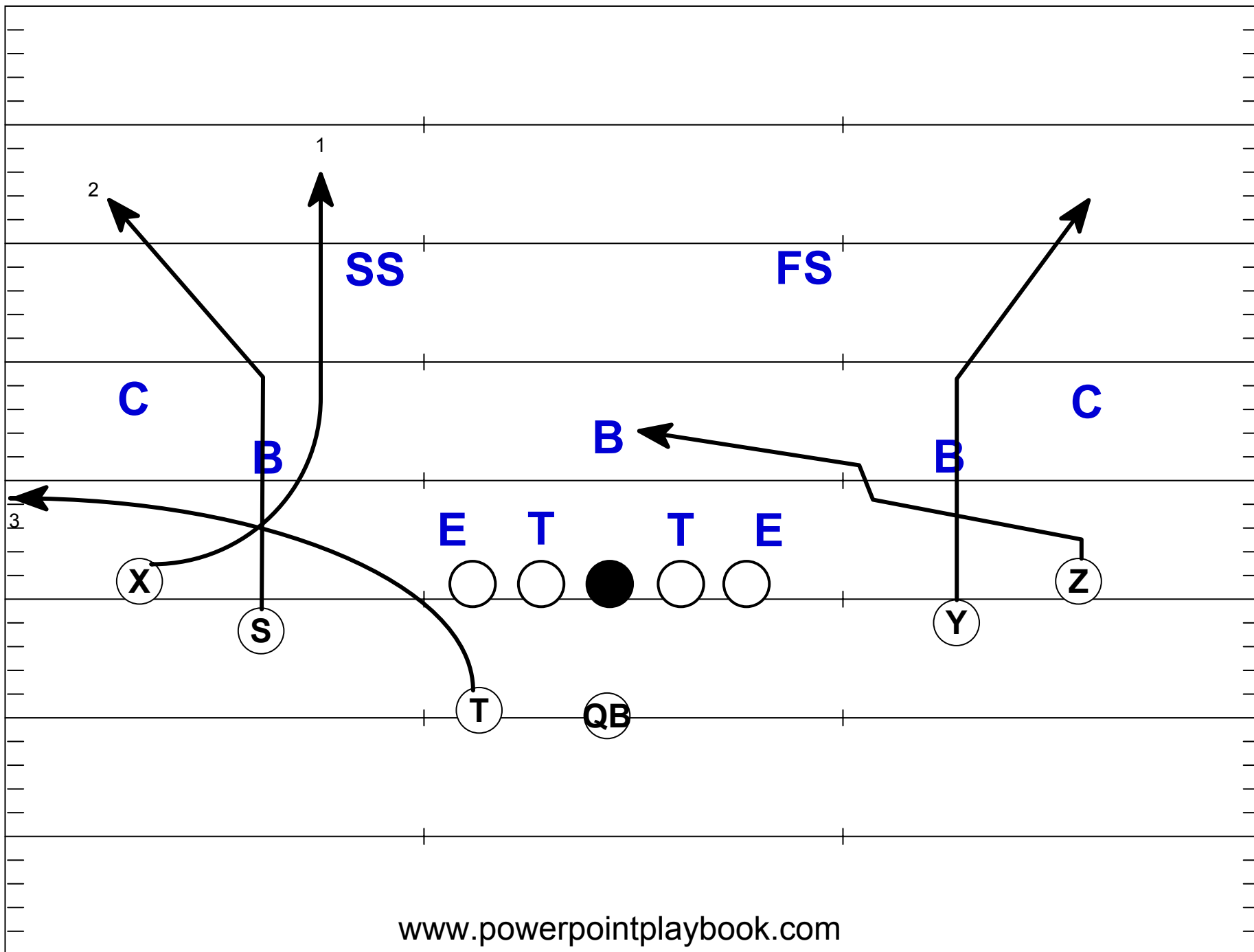
700 SPOT



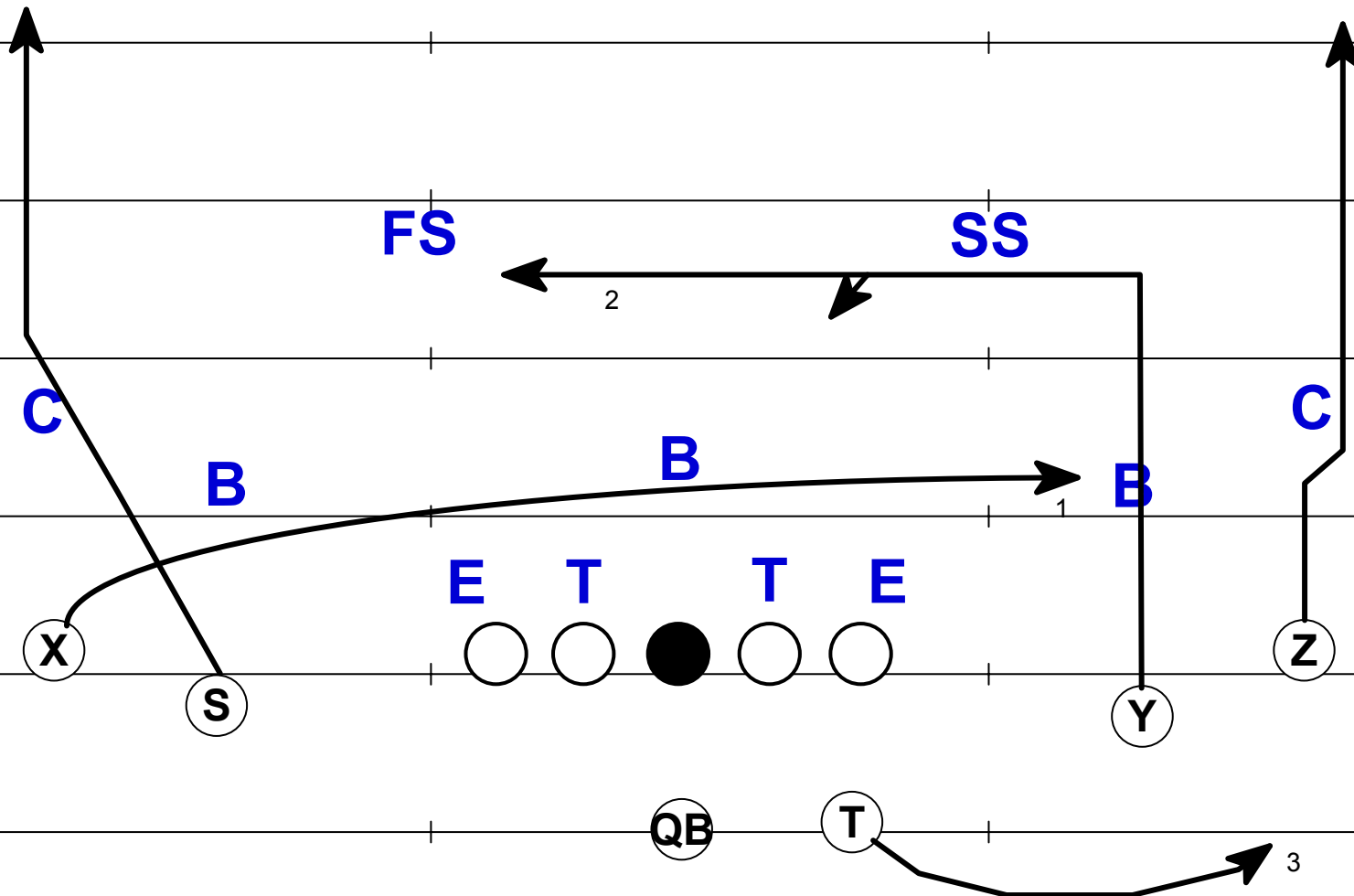
700 SHARK



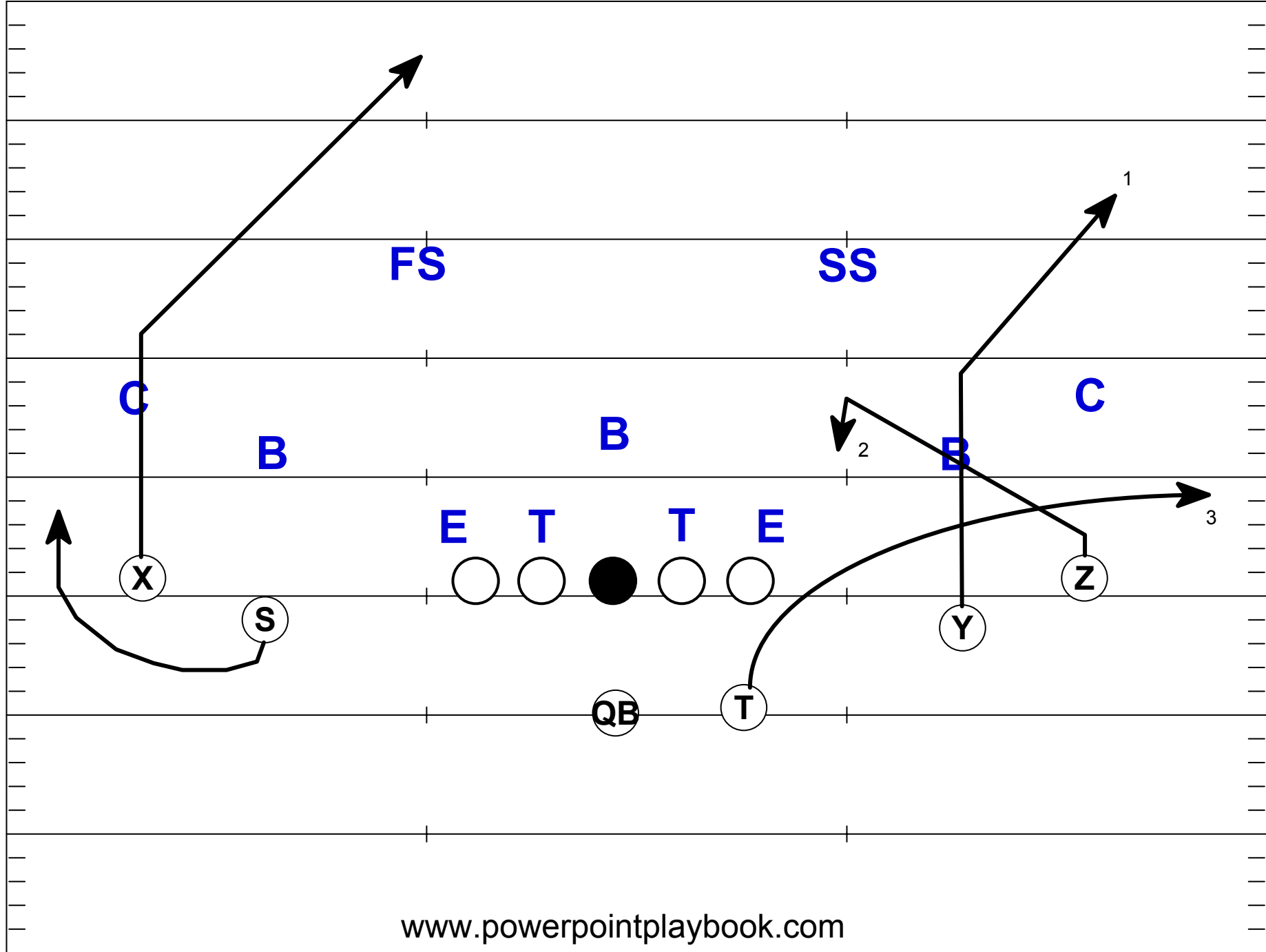
700 BOUNCE



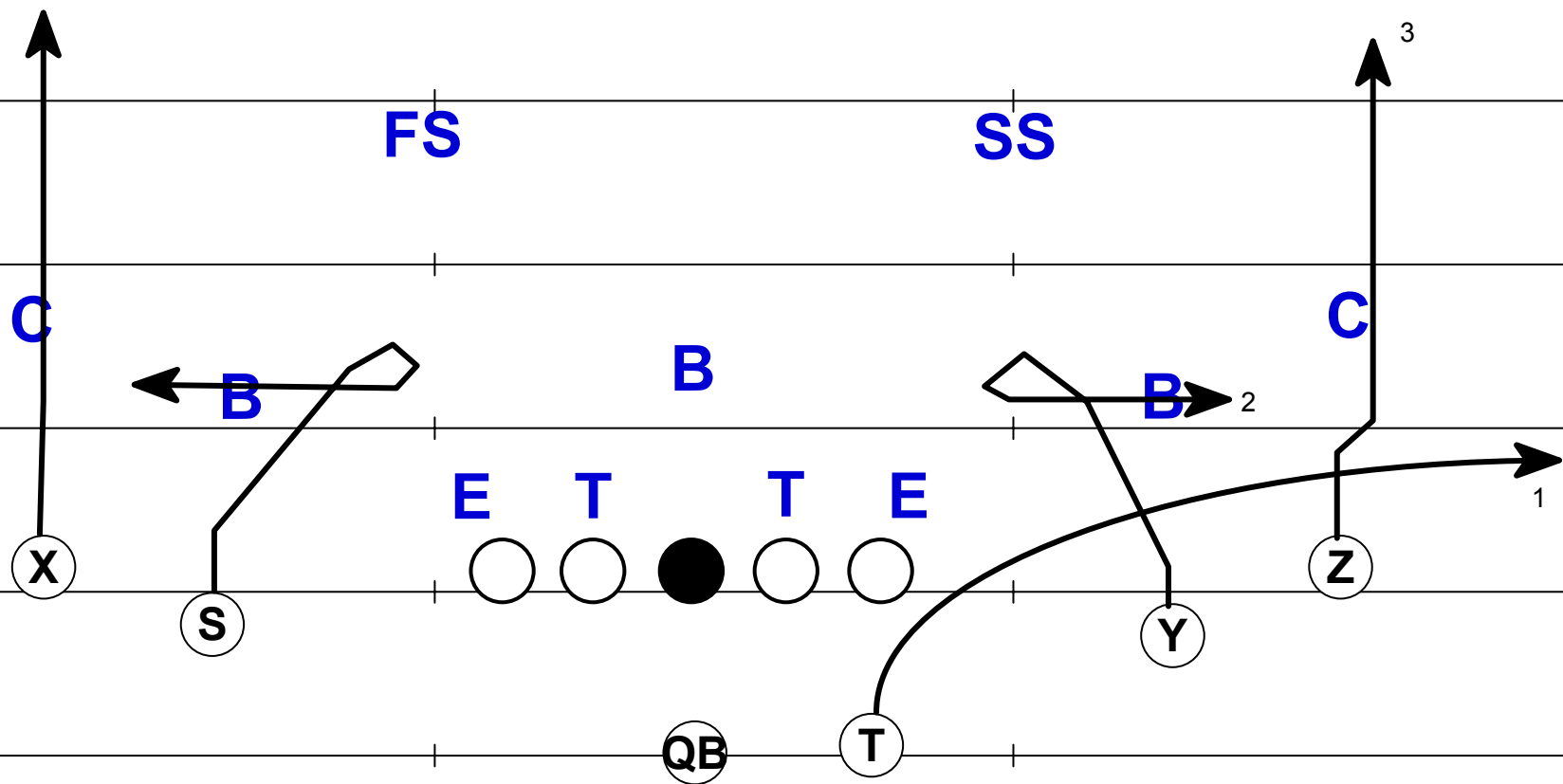
600 X FLASH



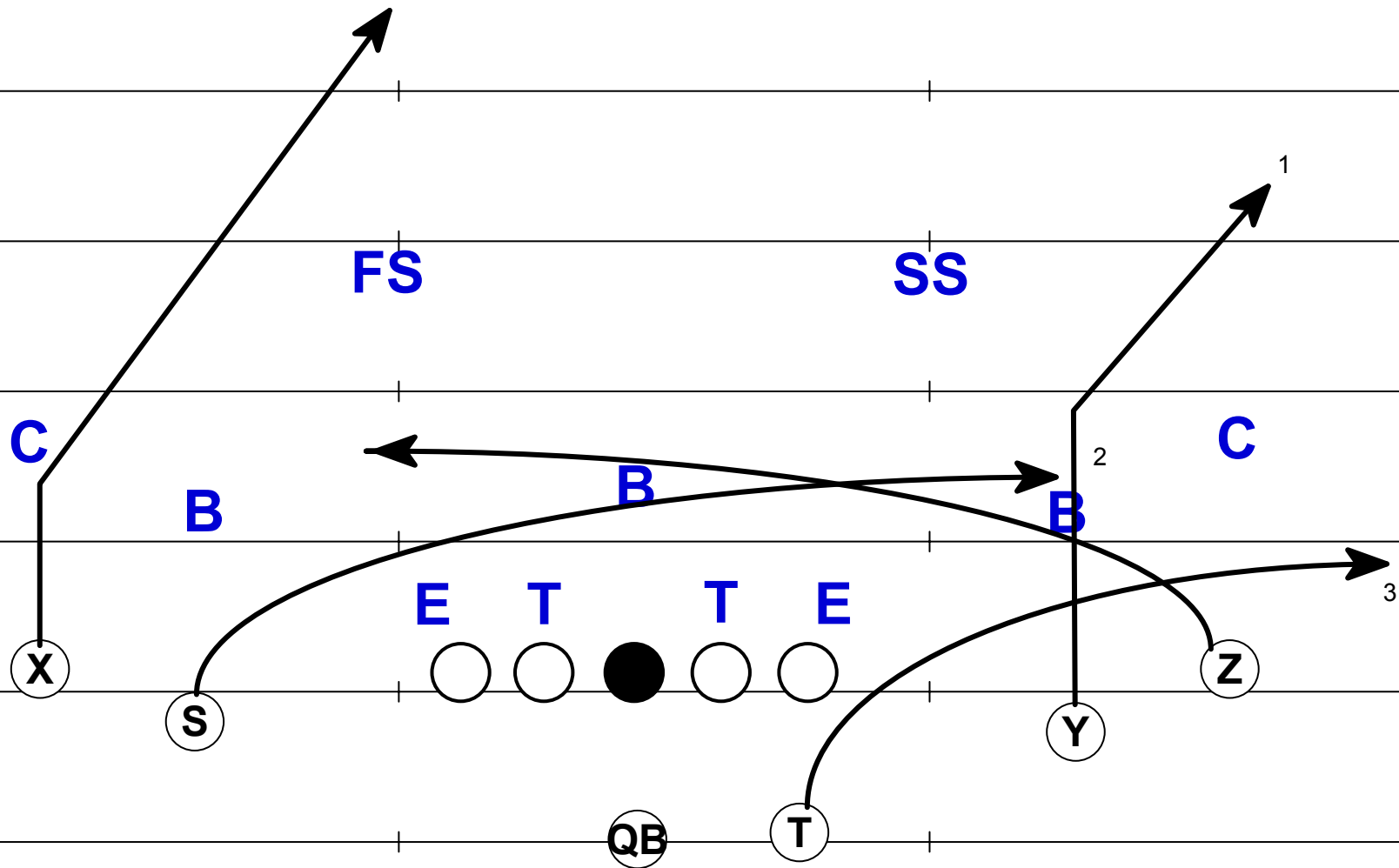
600 SPOT



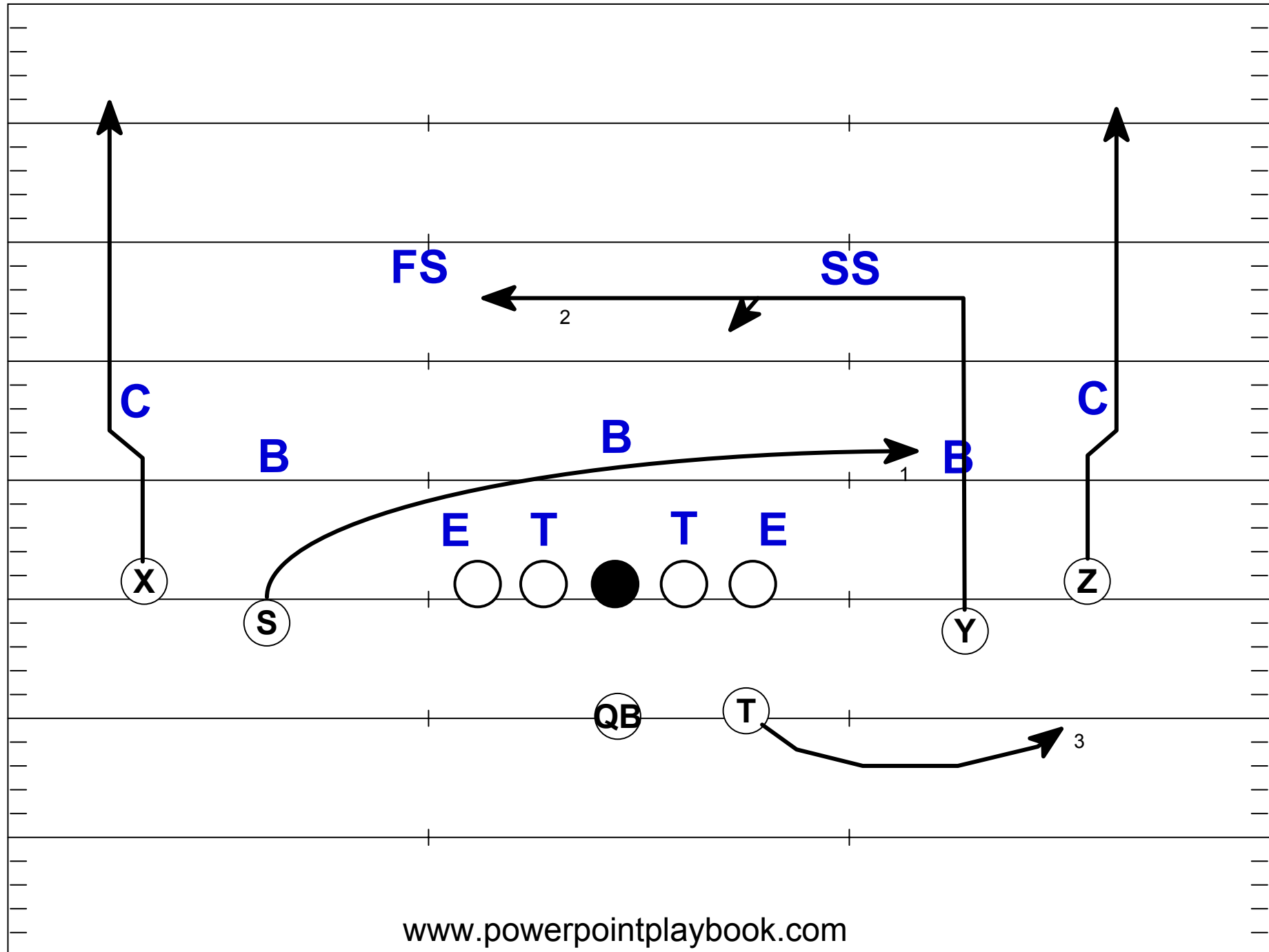
600 SHARK



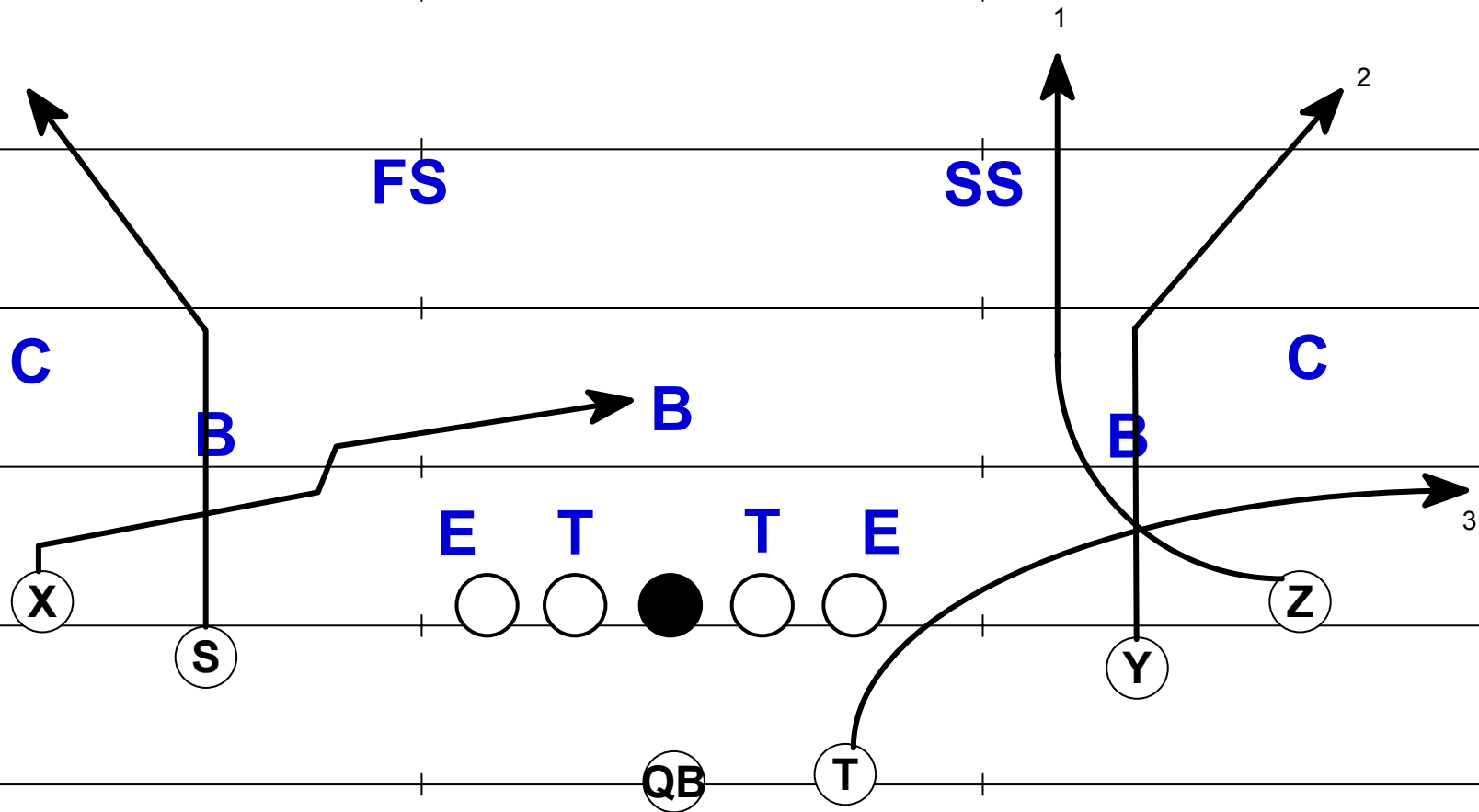
600 S MESH



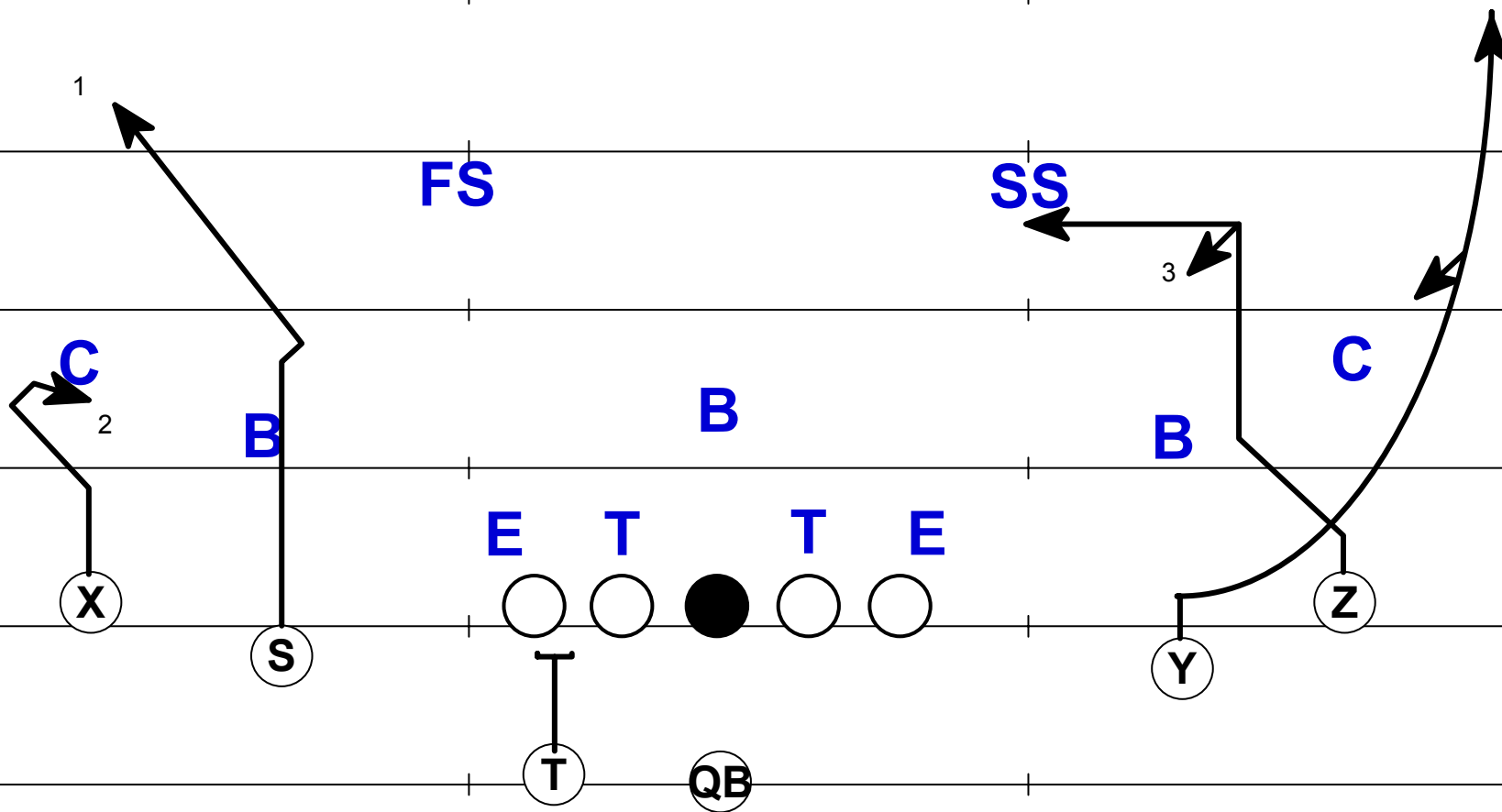
600 S FLASH



600 BOUNCE

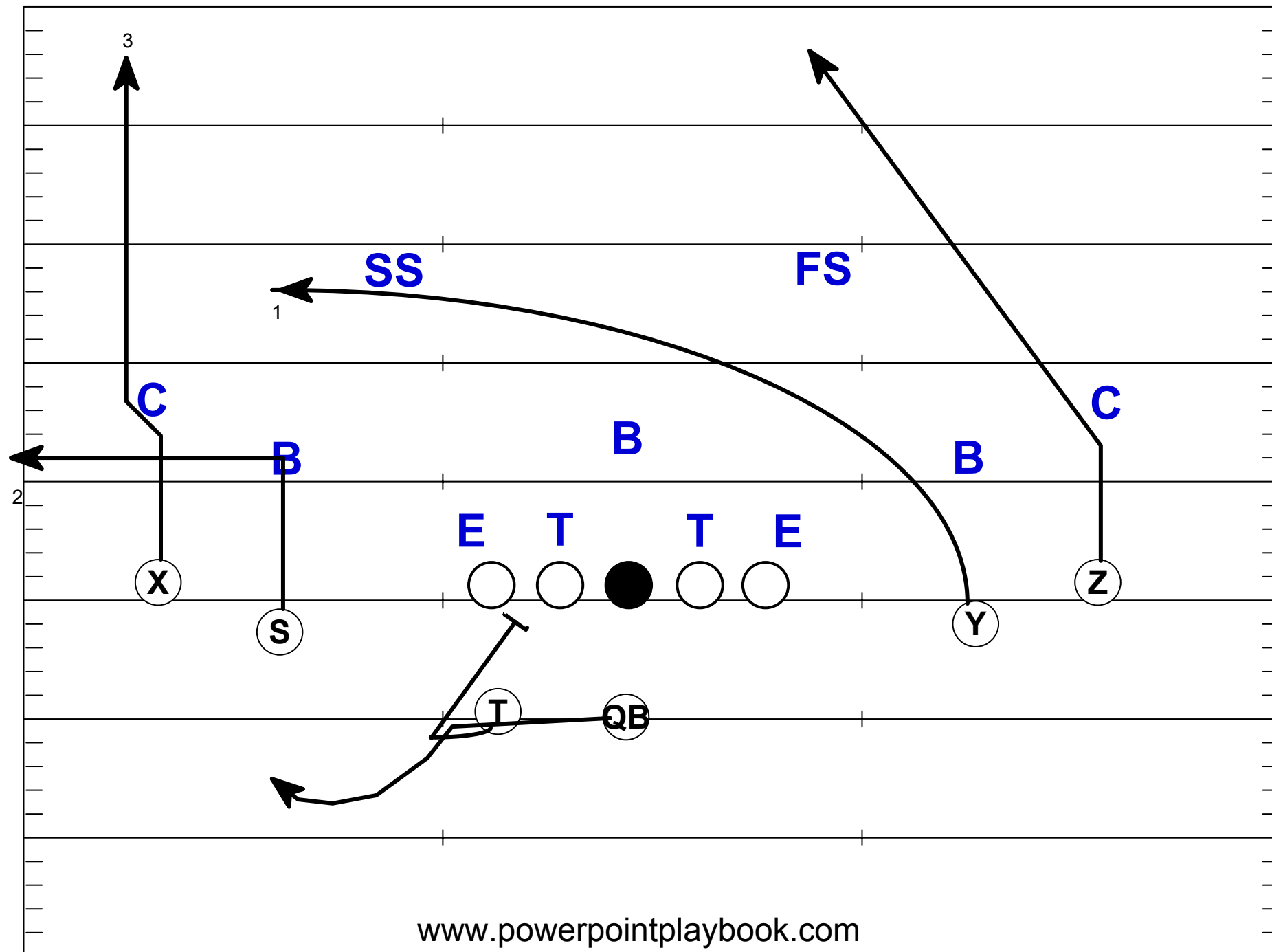


500 SMASH

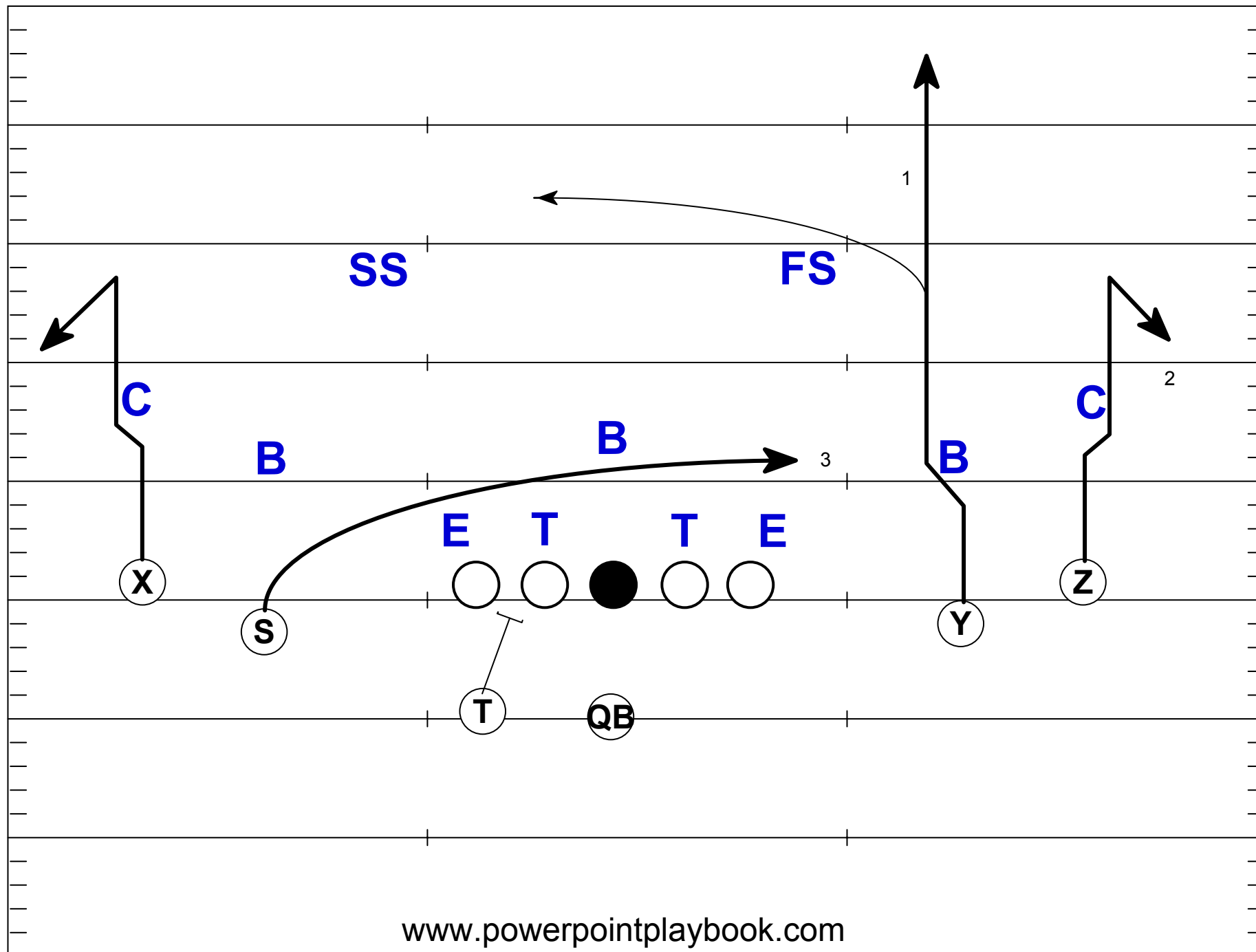


500 DASH

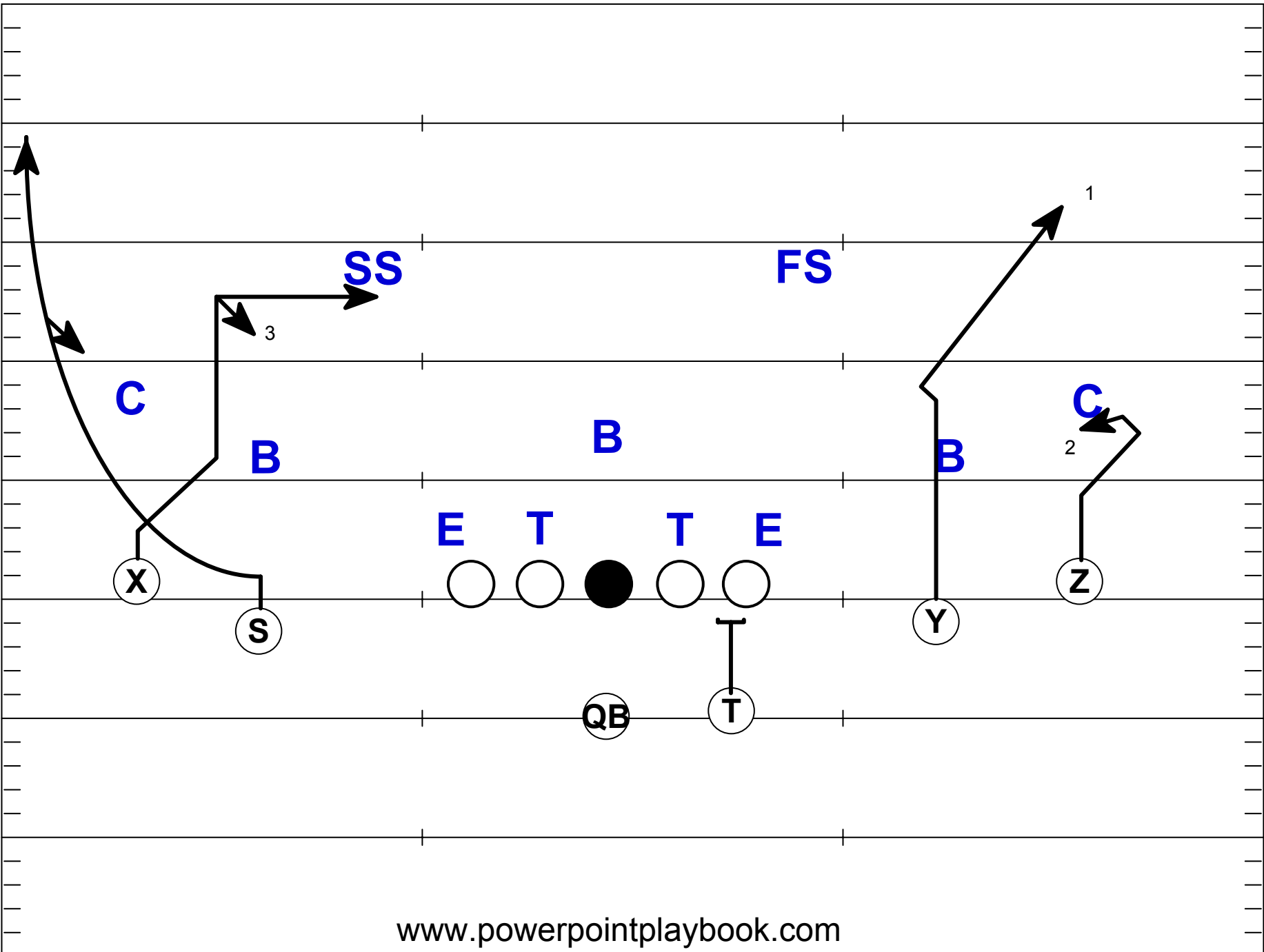
DRAW FAKE



500 CROSS

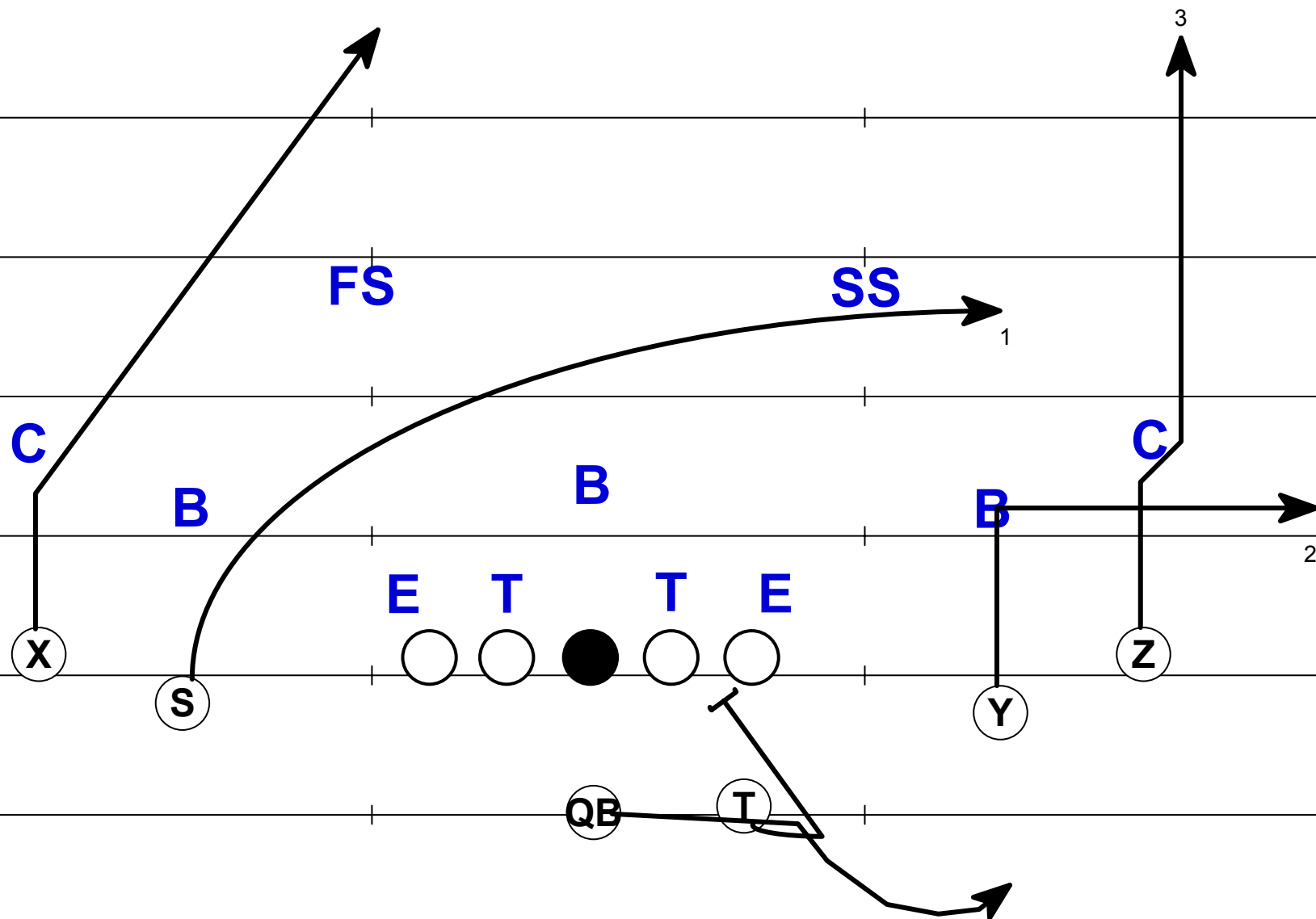


400 SMASH

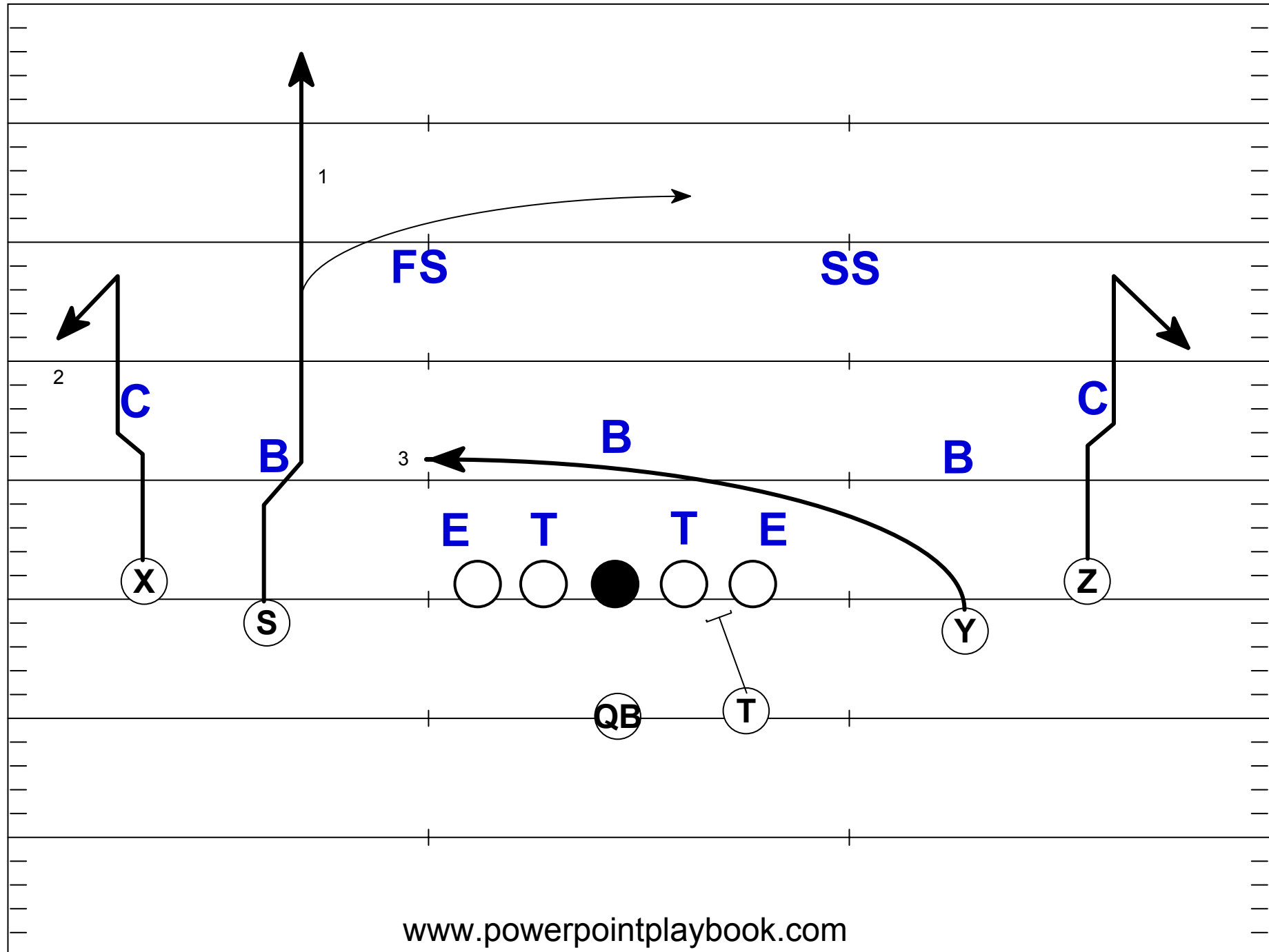


400 DASH

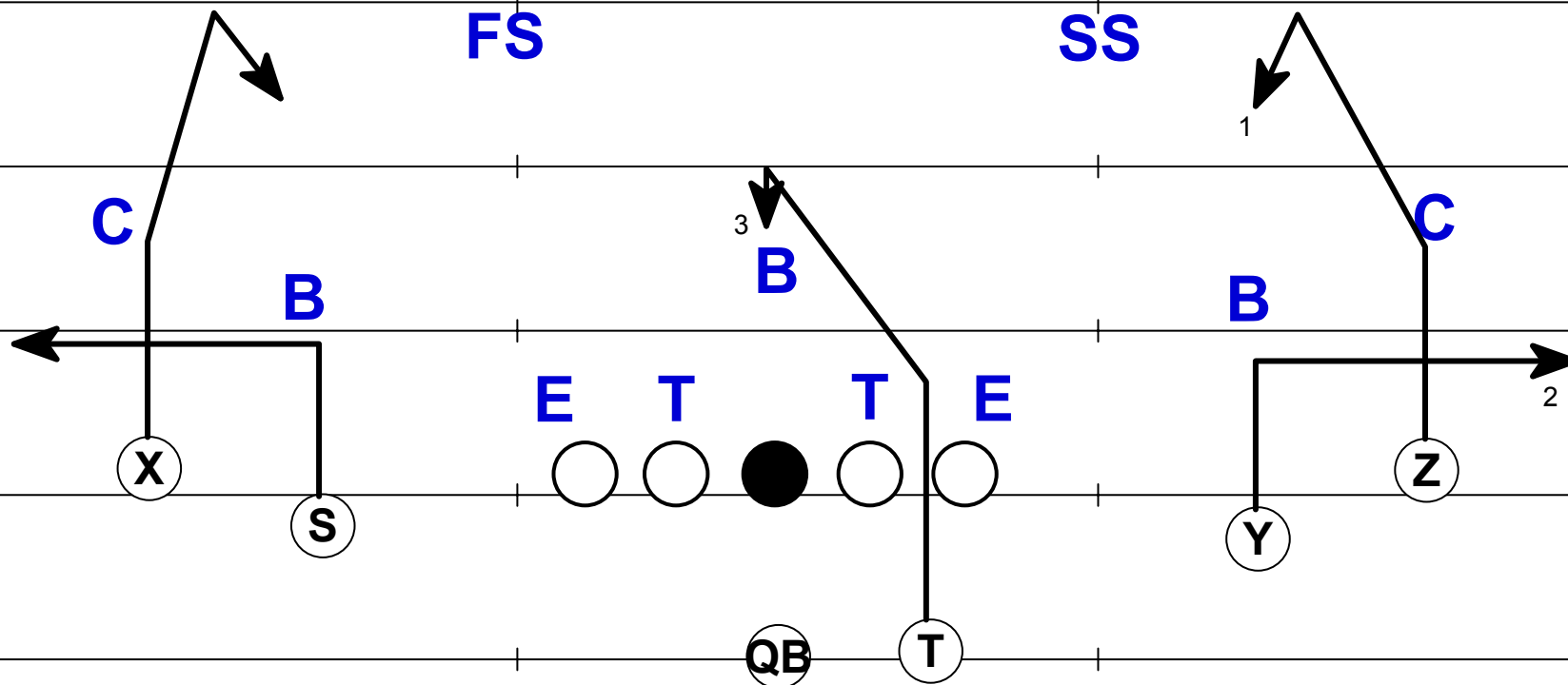
DRAW FAKE



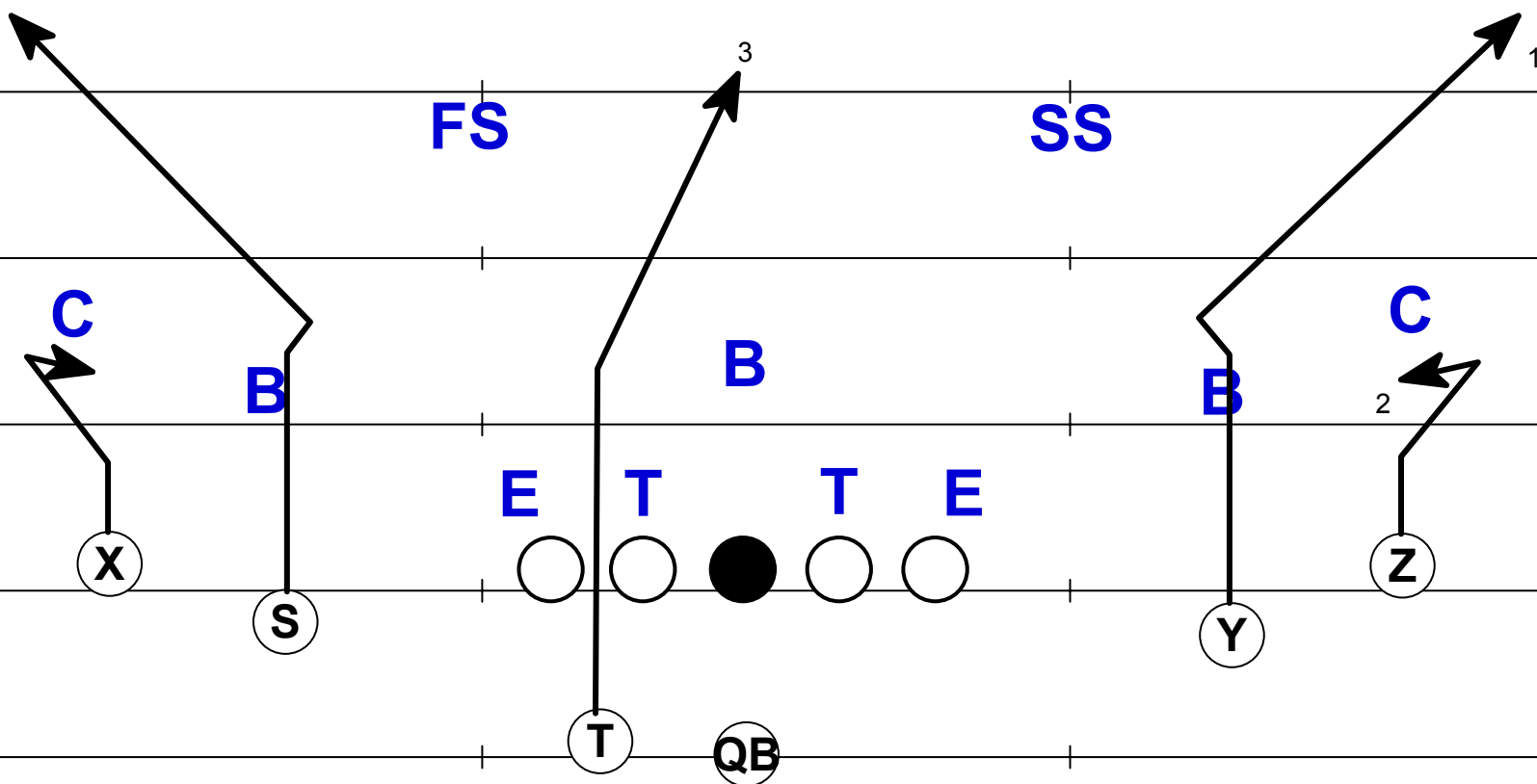
400 CROSS



104 T CENTER

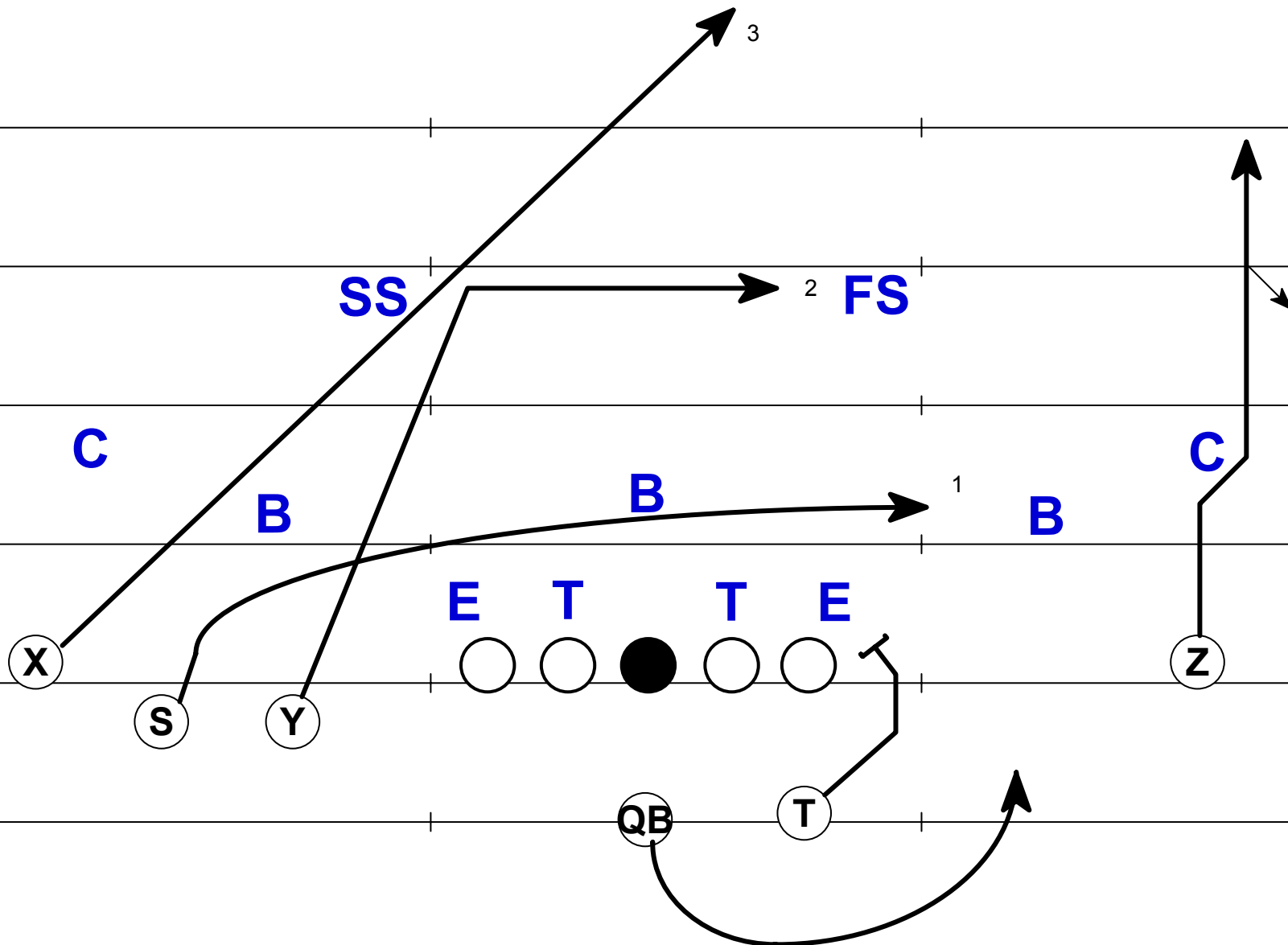


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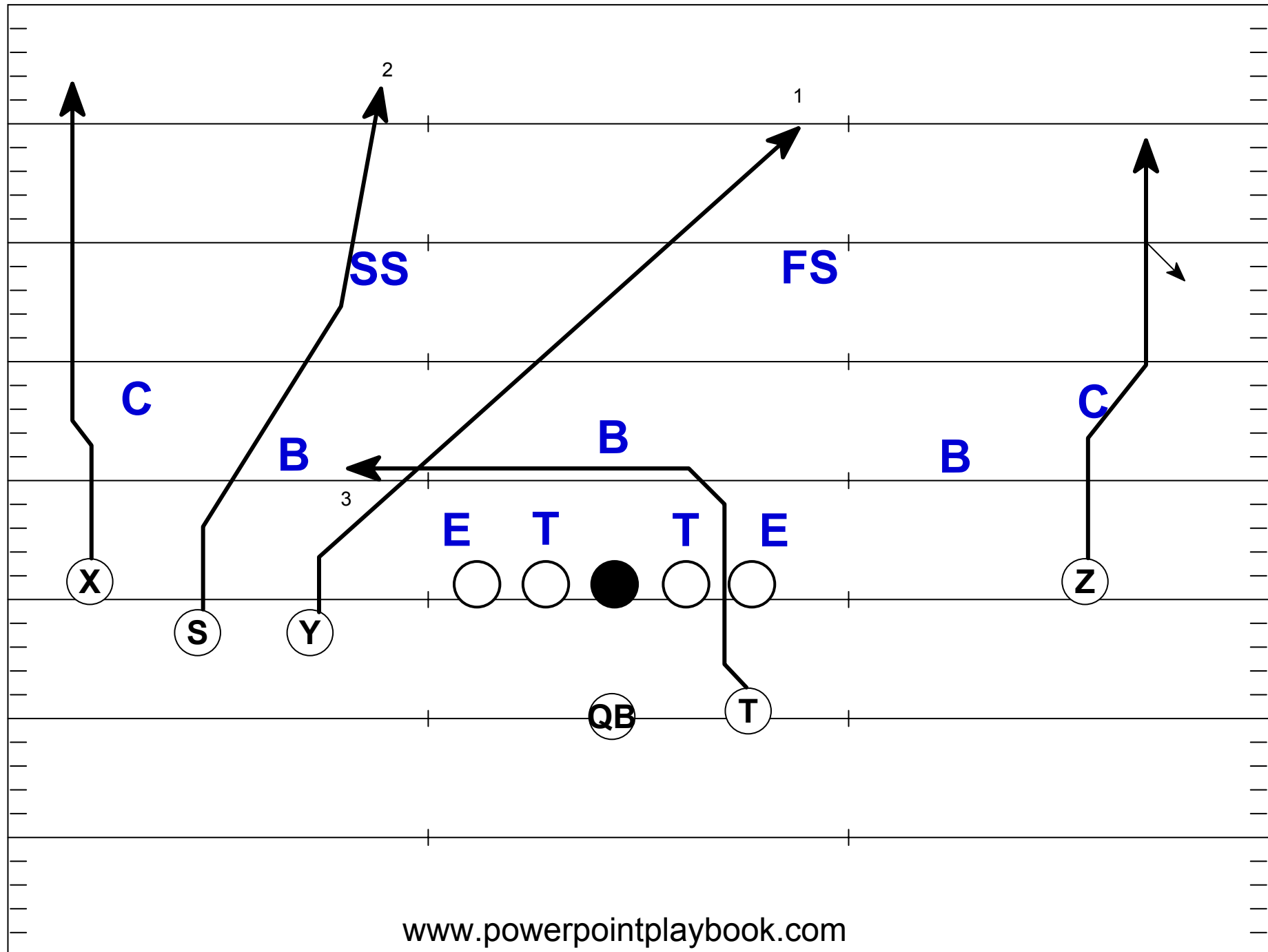
TRIPS

80 CLIMB

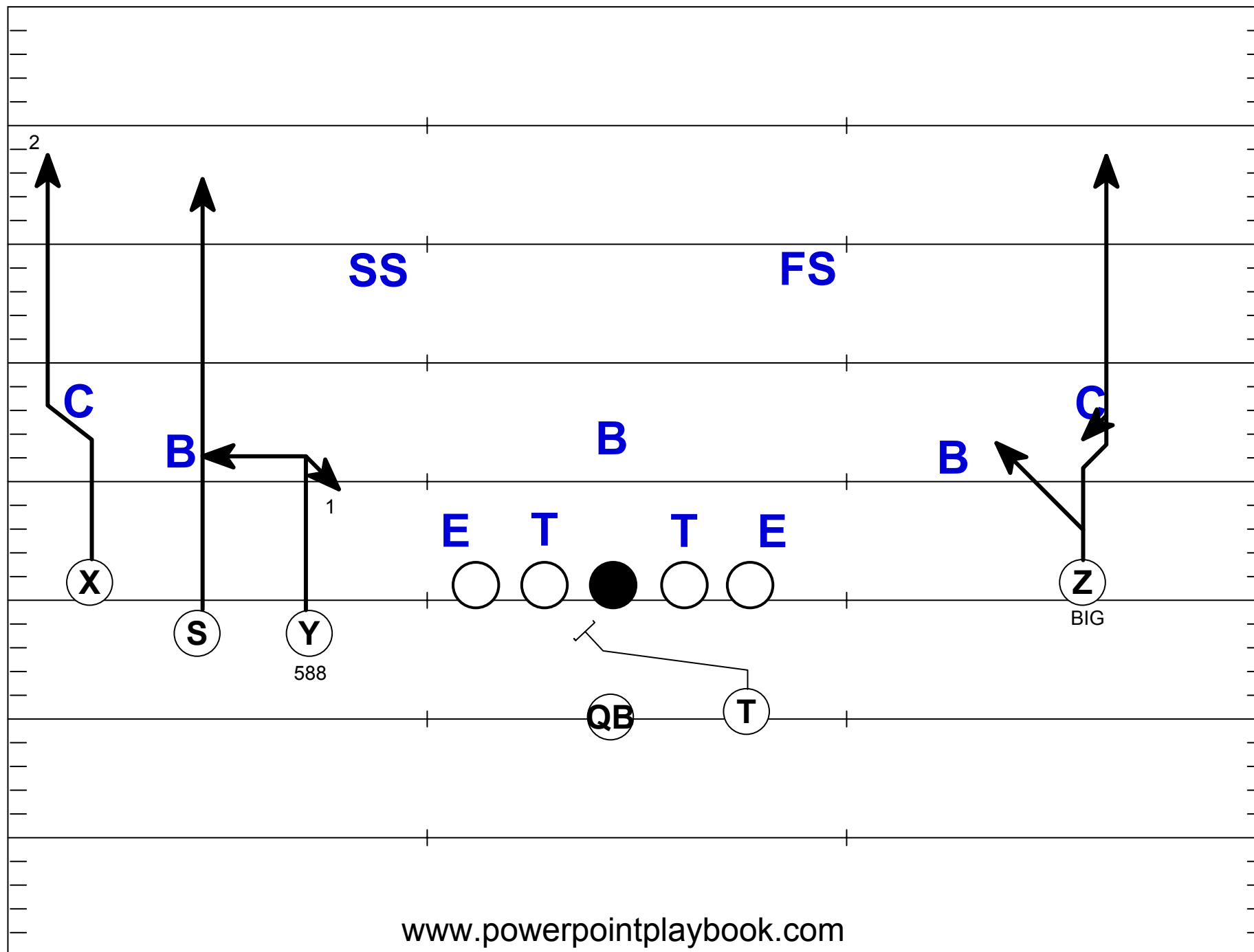


TRIPS

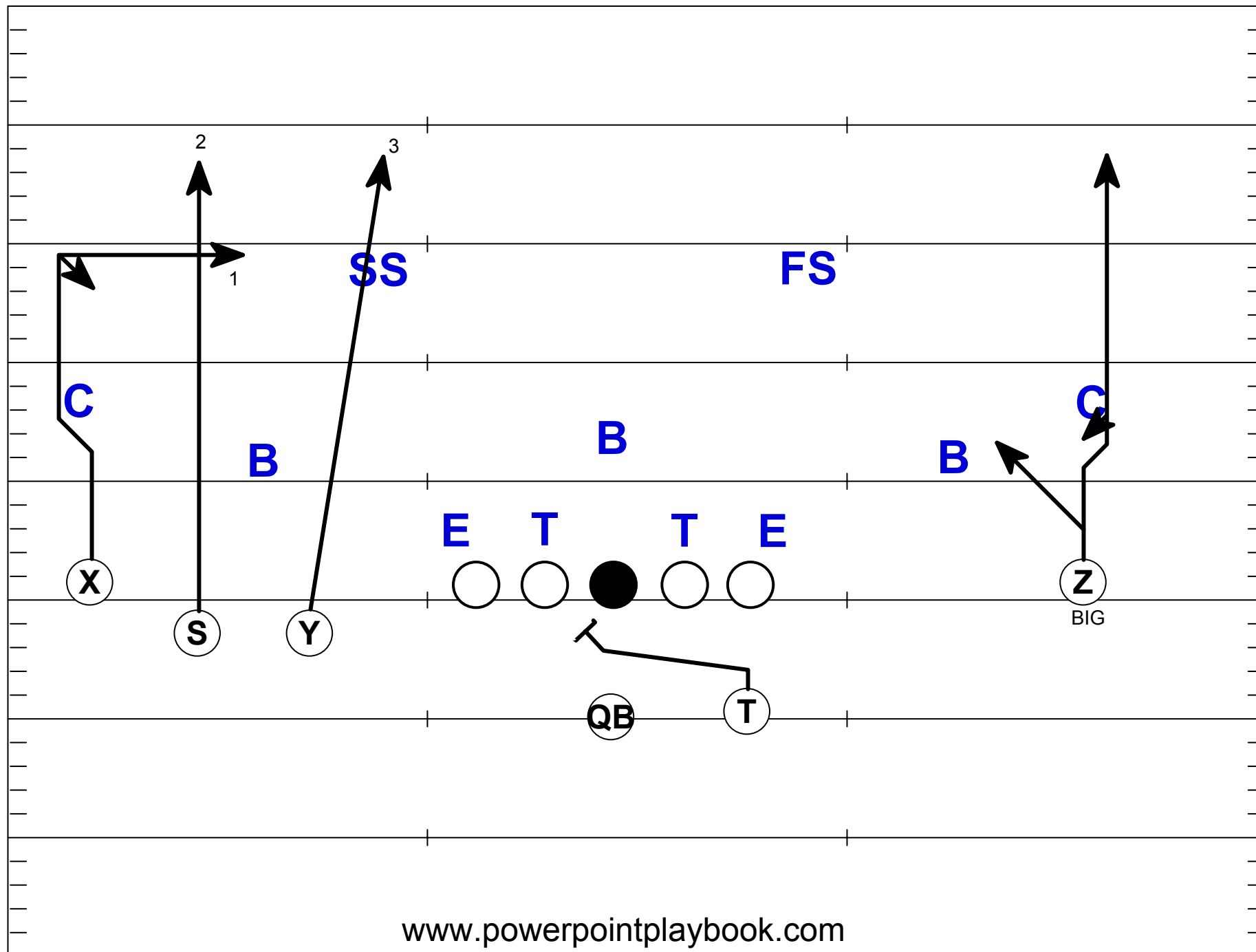
600 CHOICE T STRONG

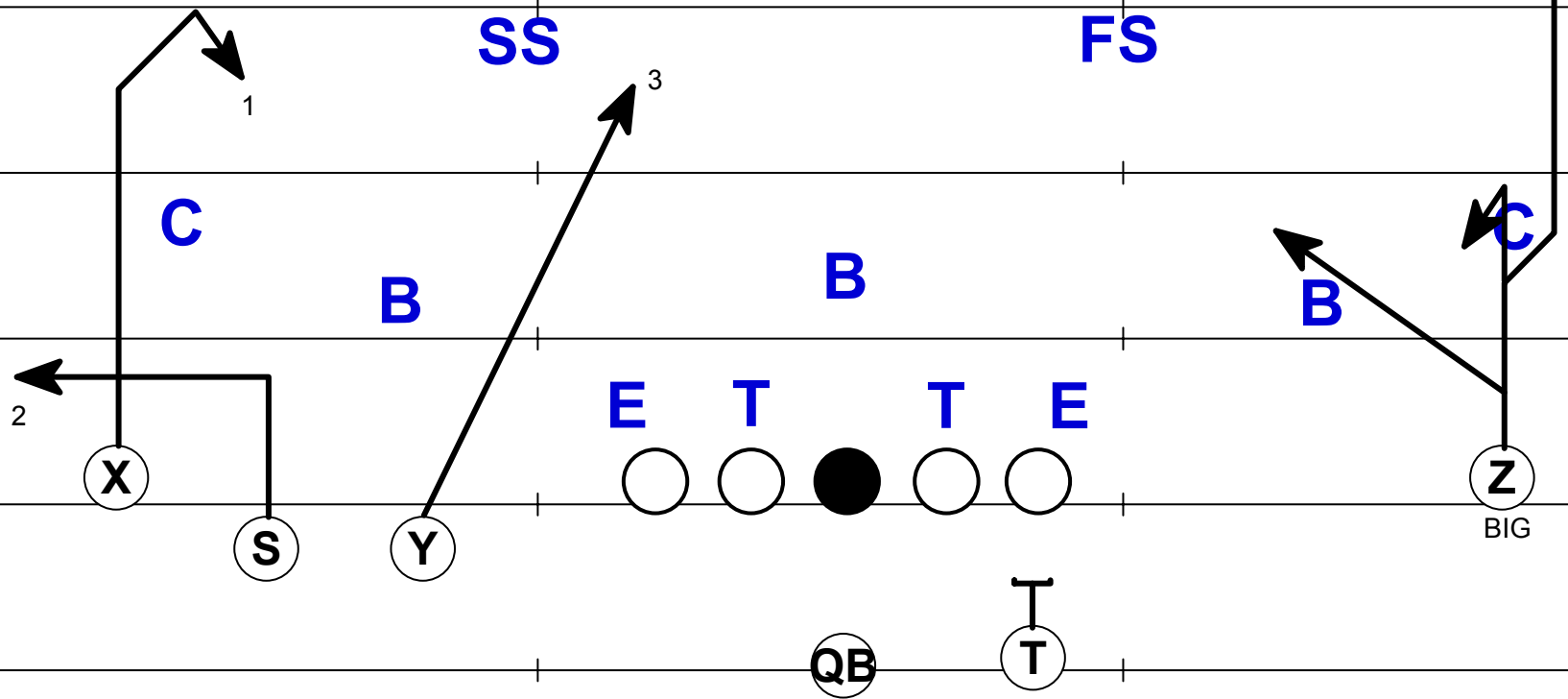


500 HBO "588" CALL

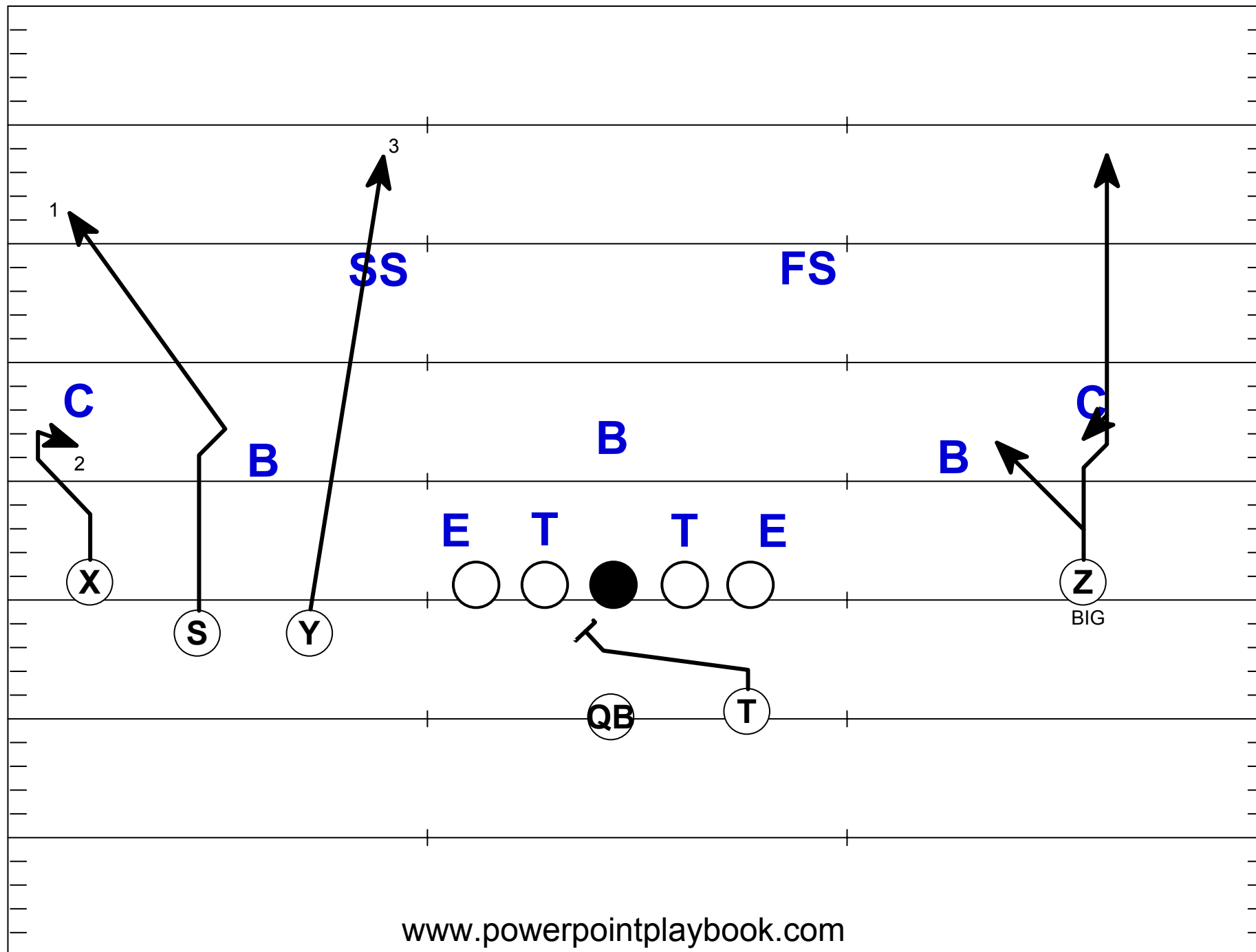


509 X IN

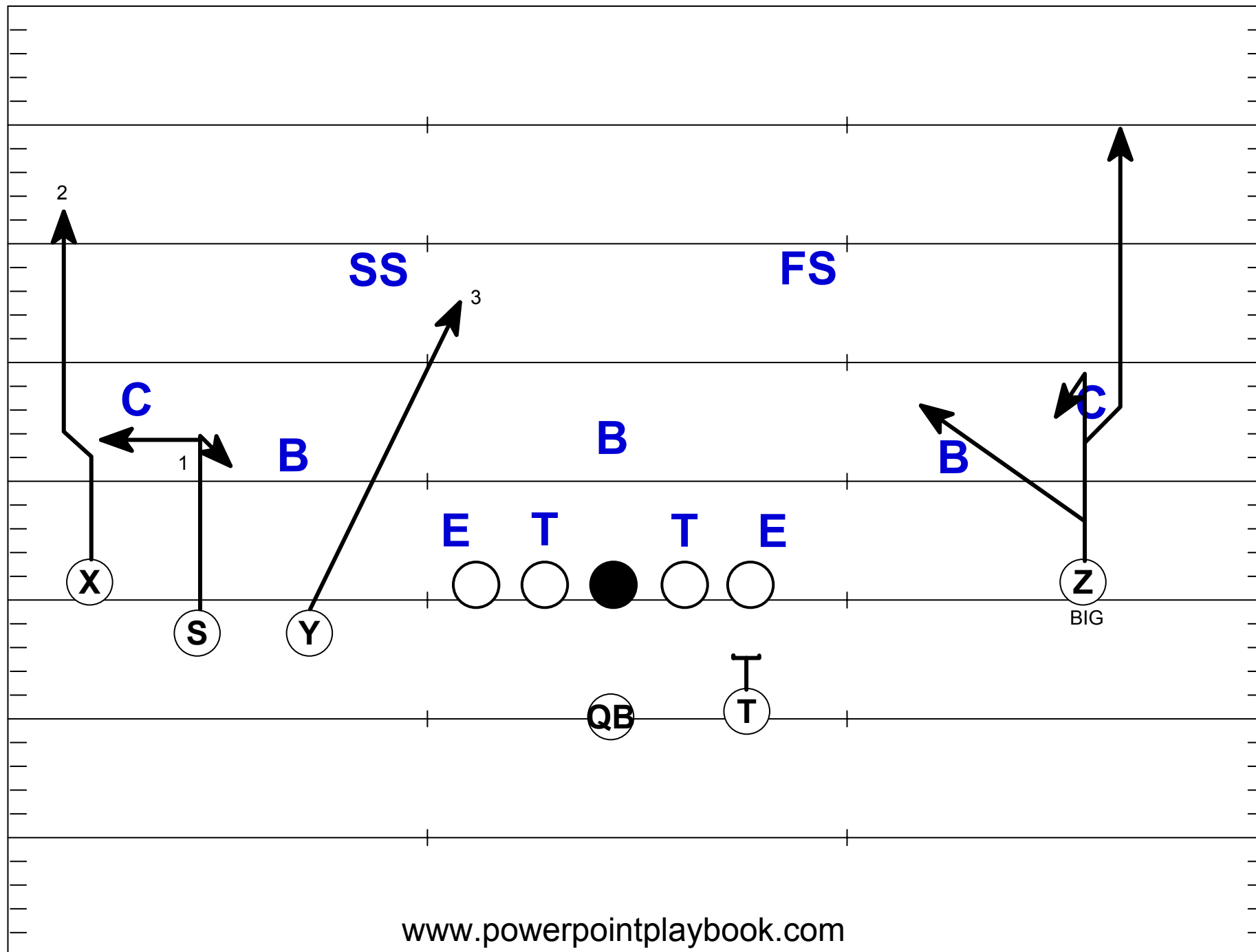




500 SLAM

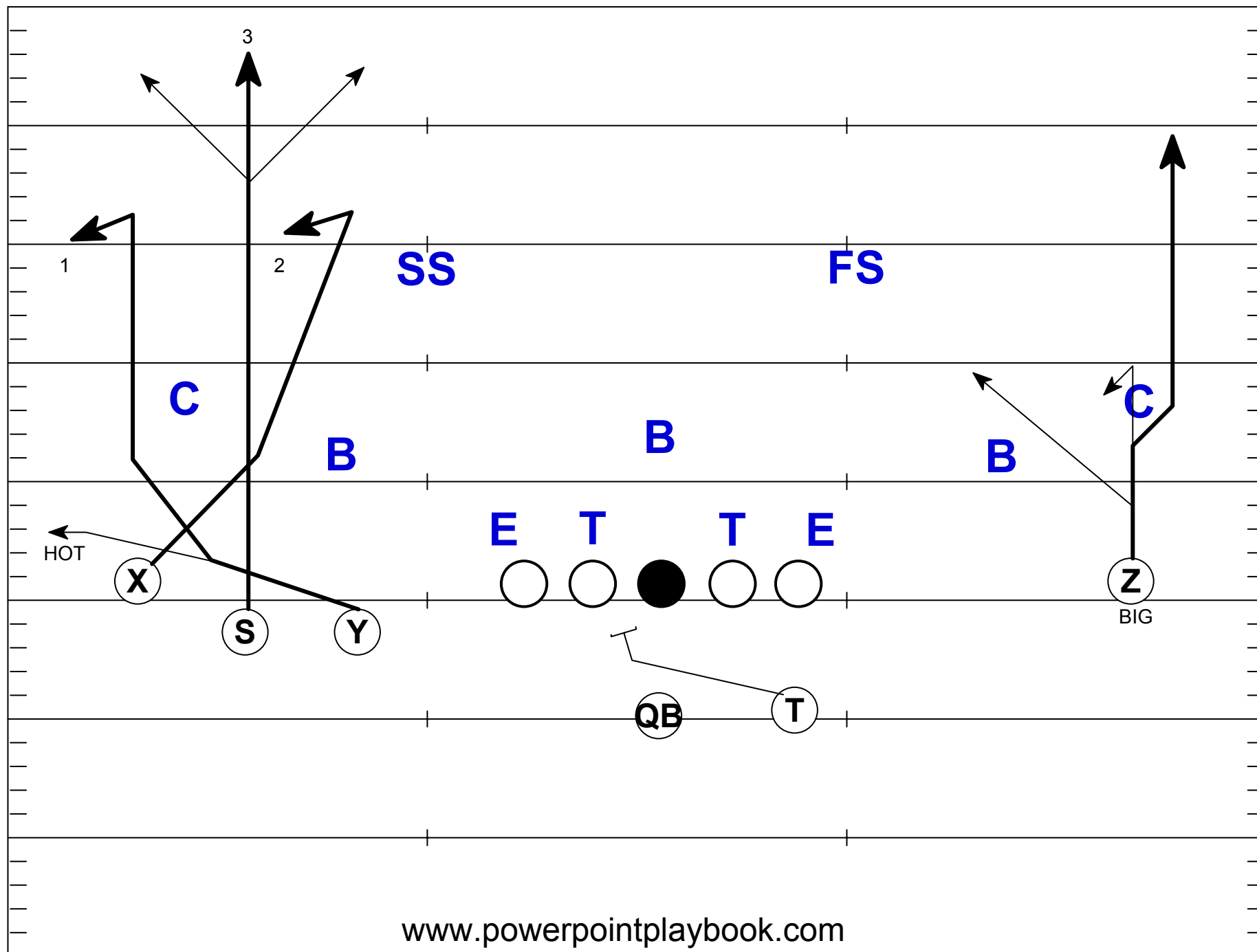


500 HBO

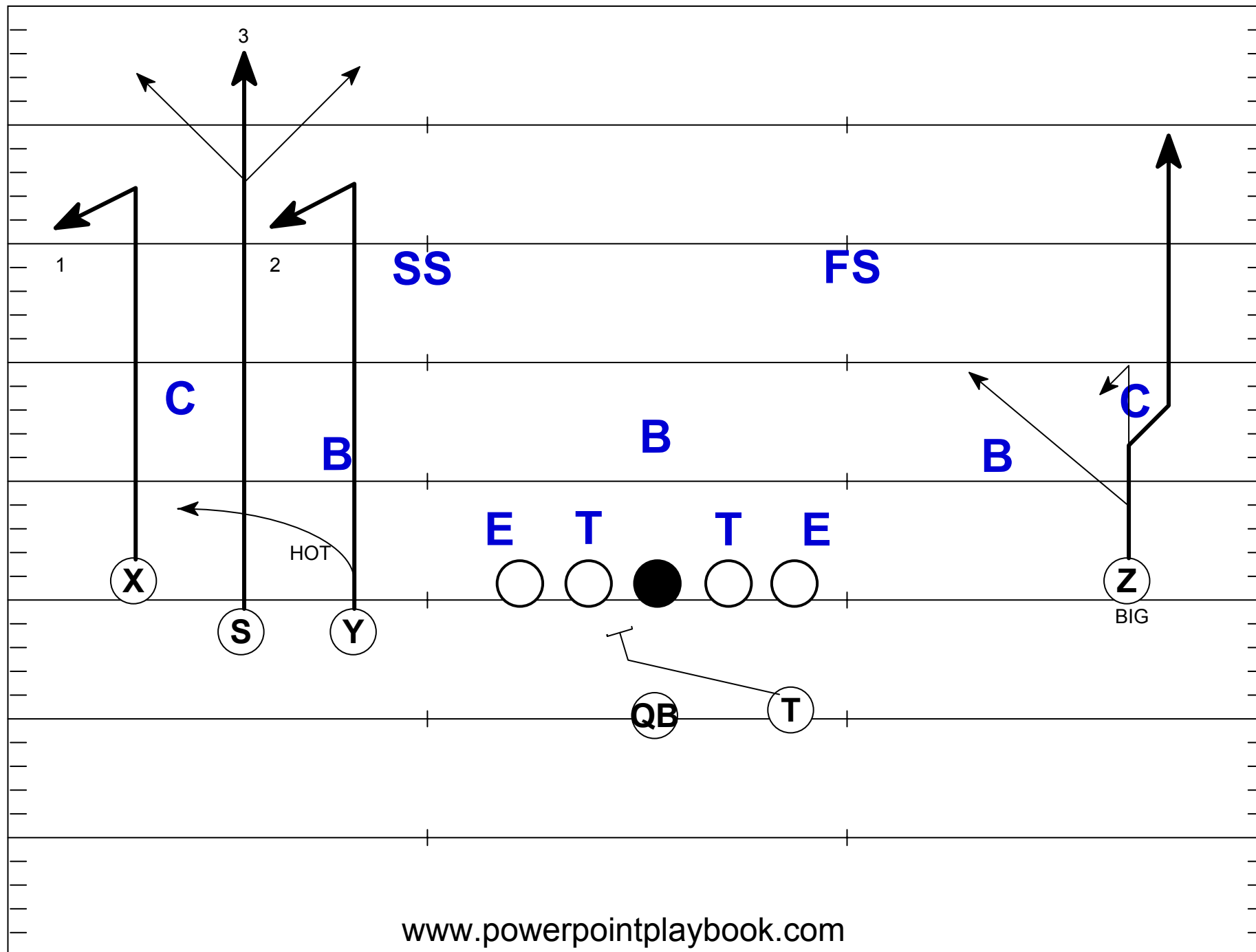


TRIPS

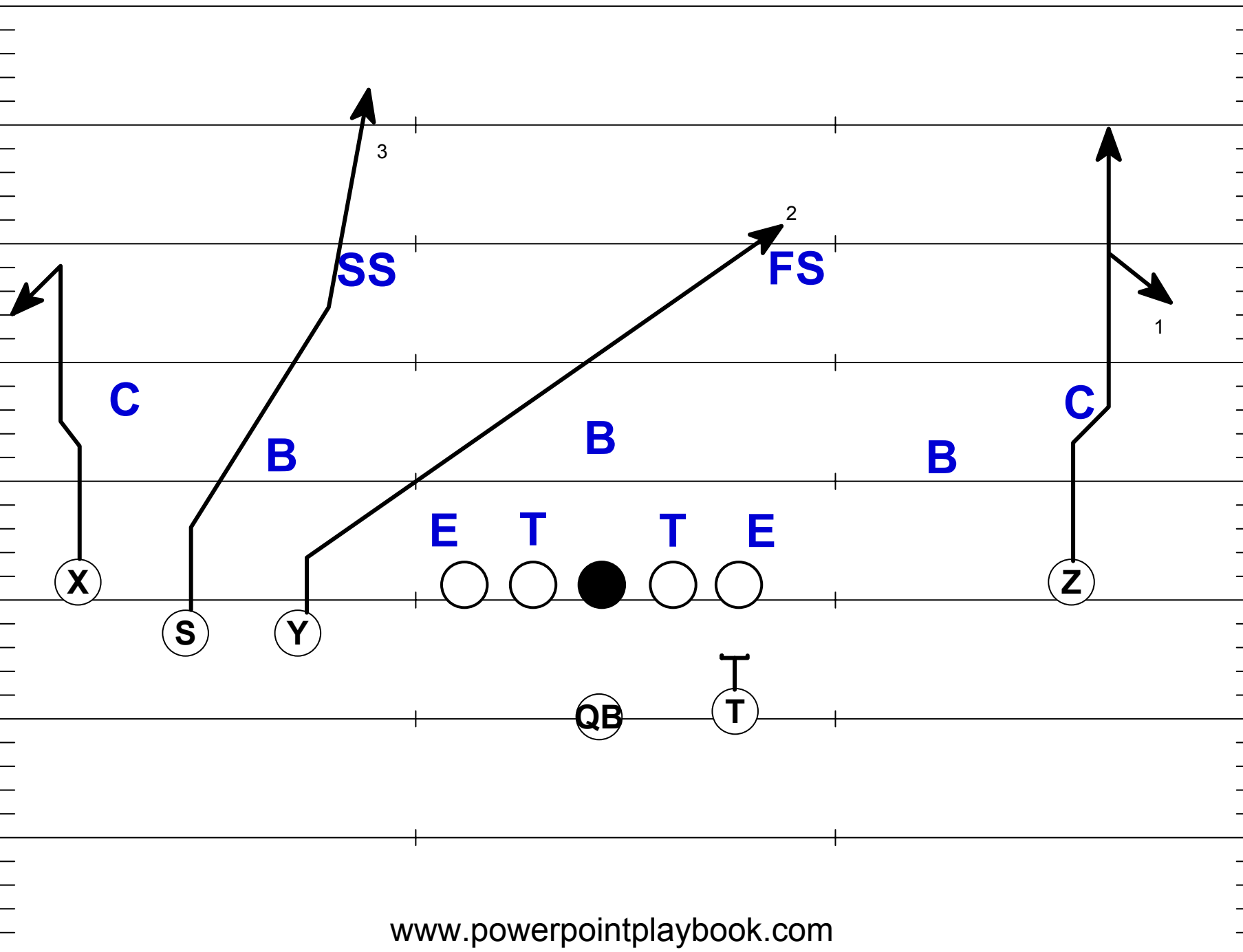
500 COMEBACK SWITCH

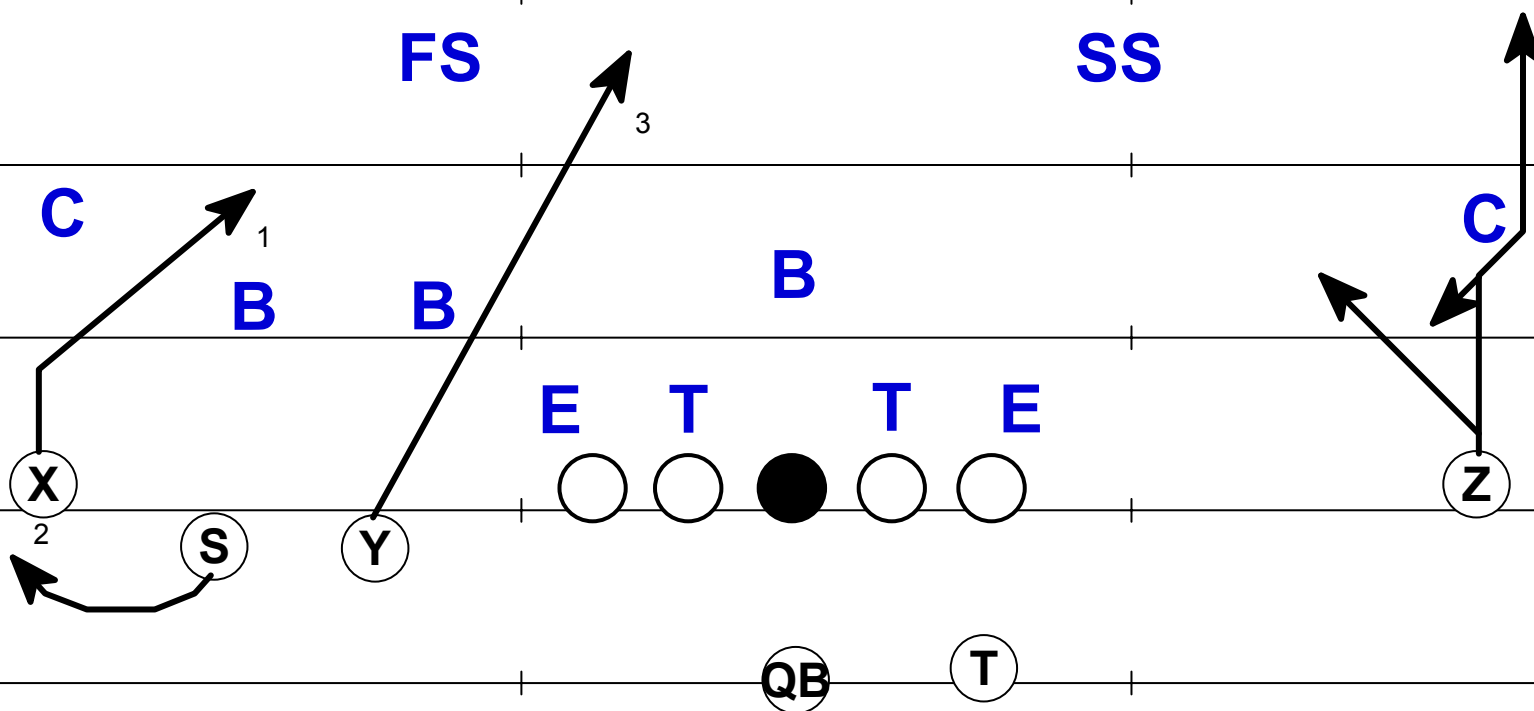


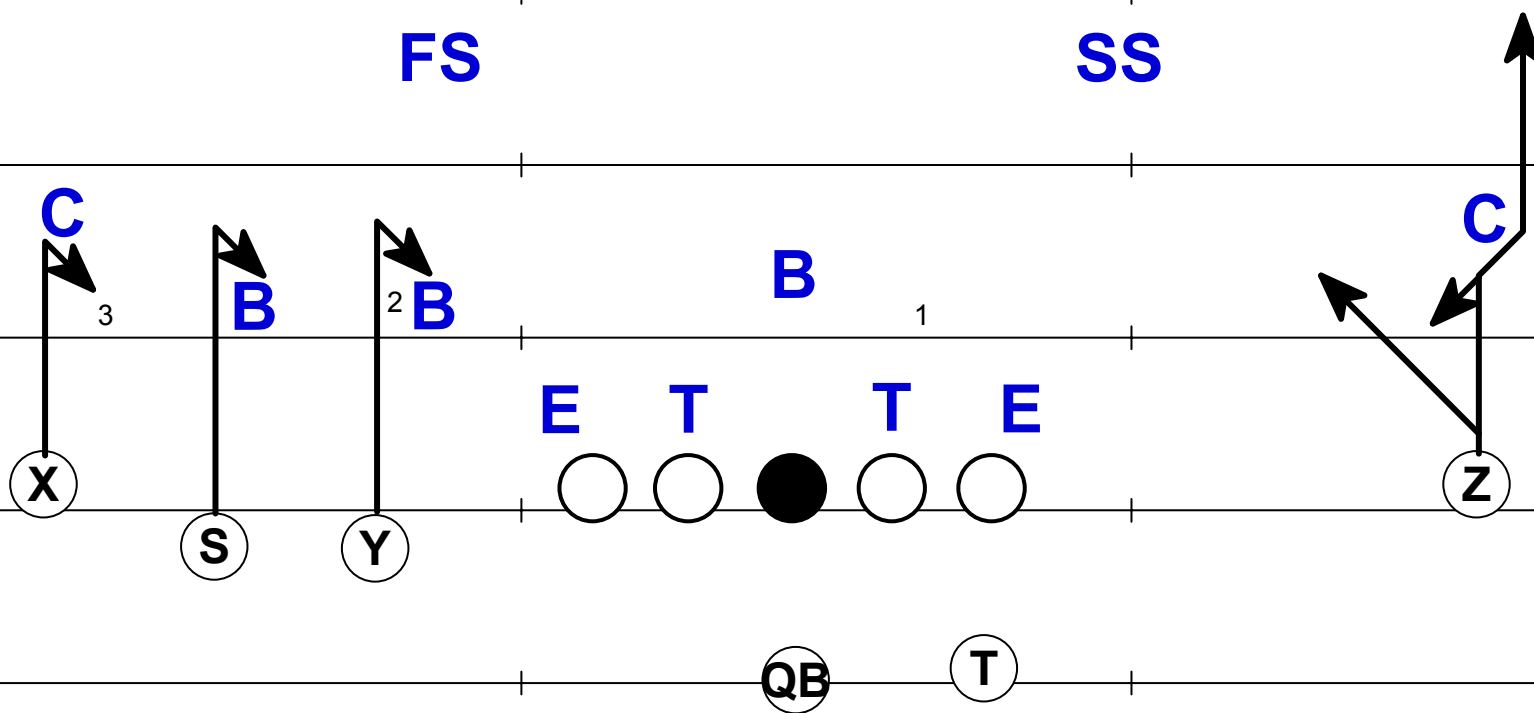
500 COMEBACK

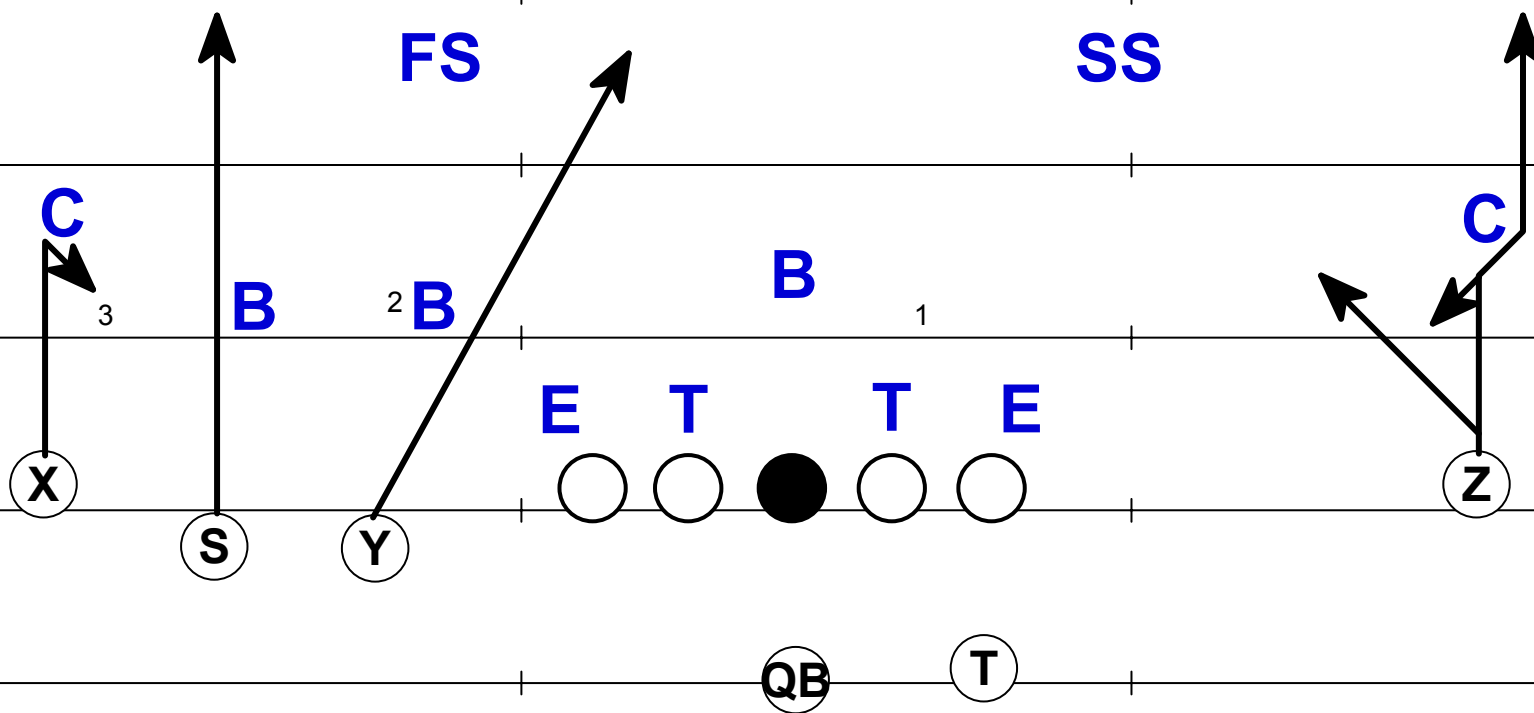


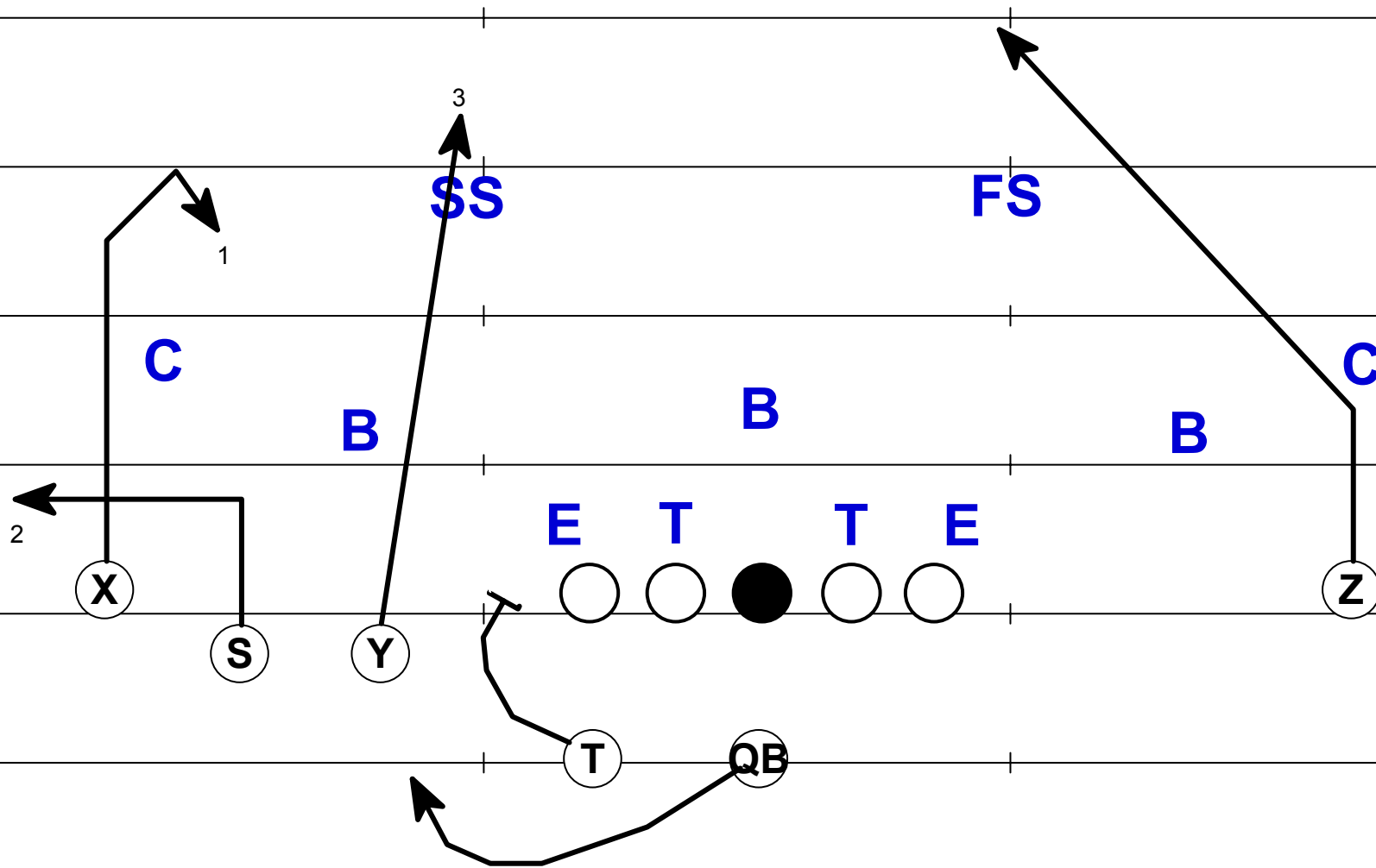
400 CHOICE



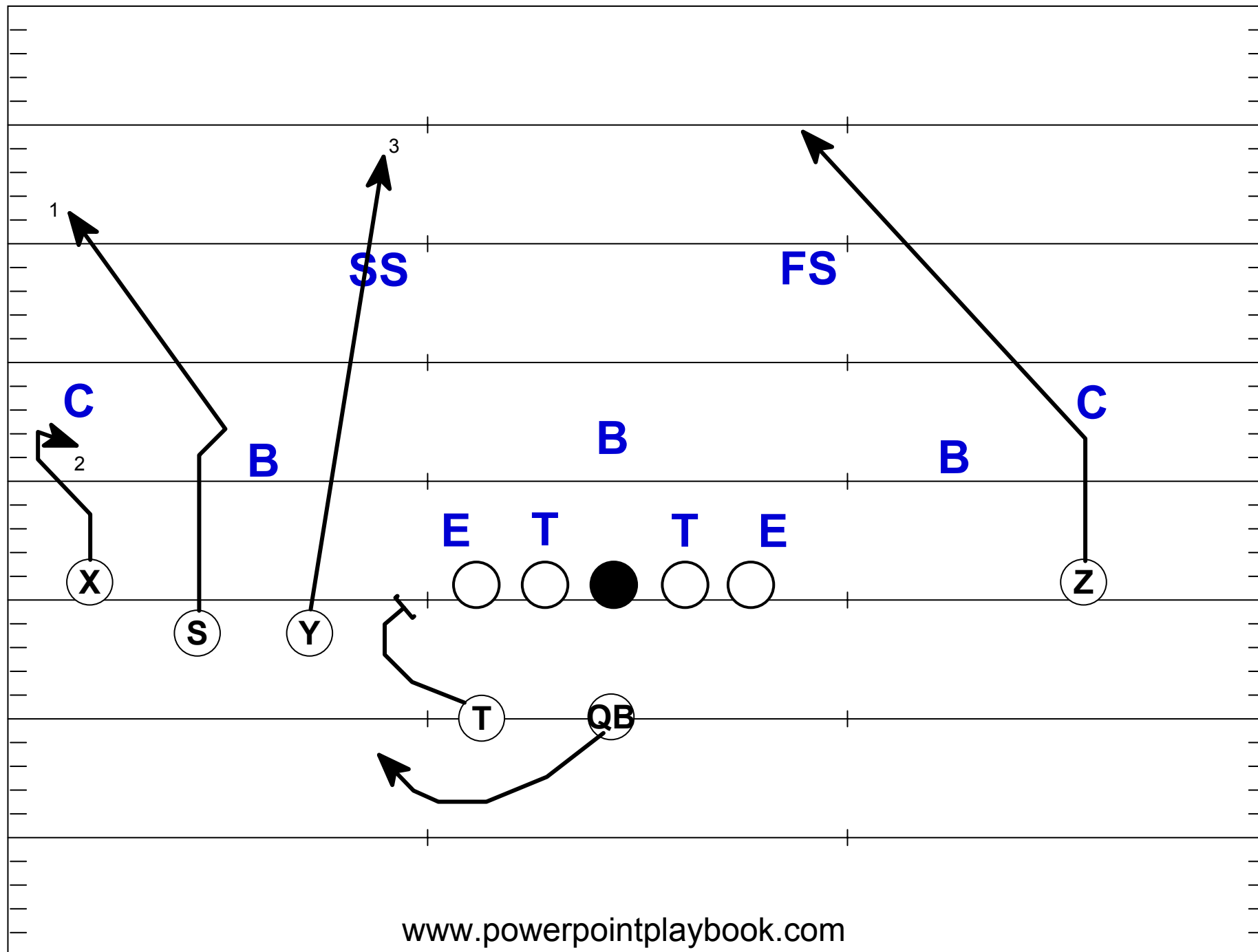


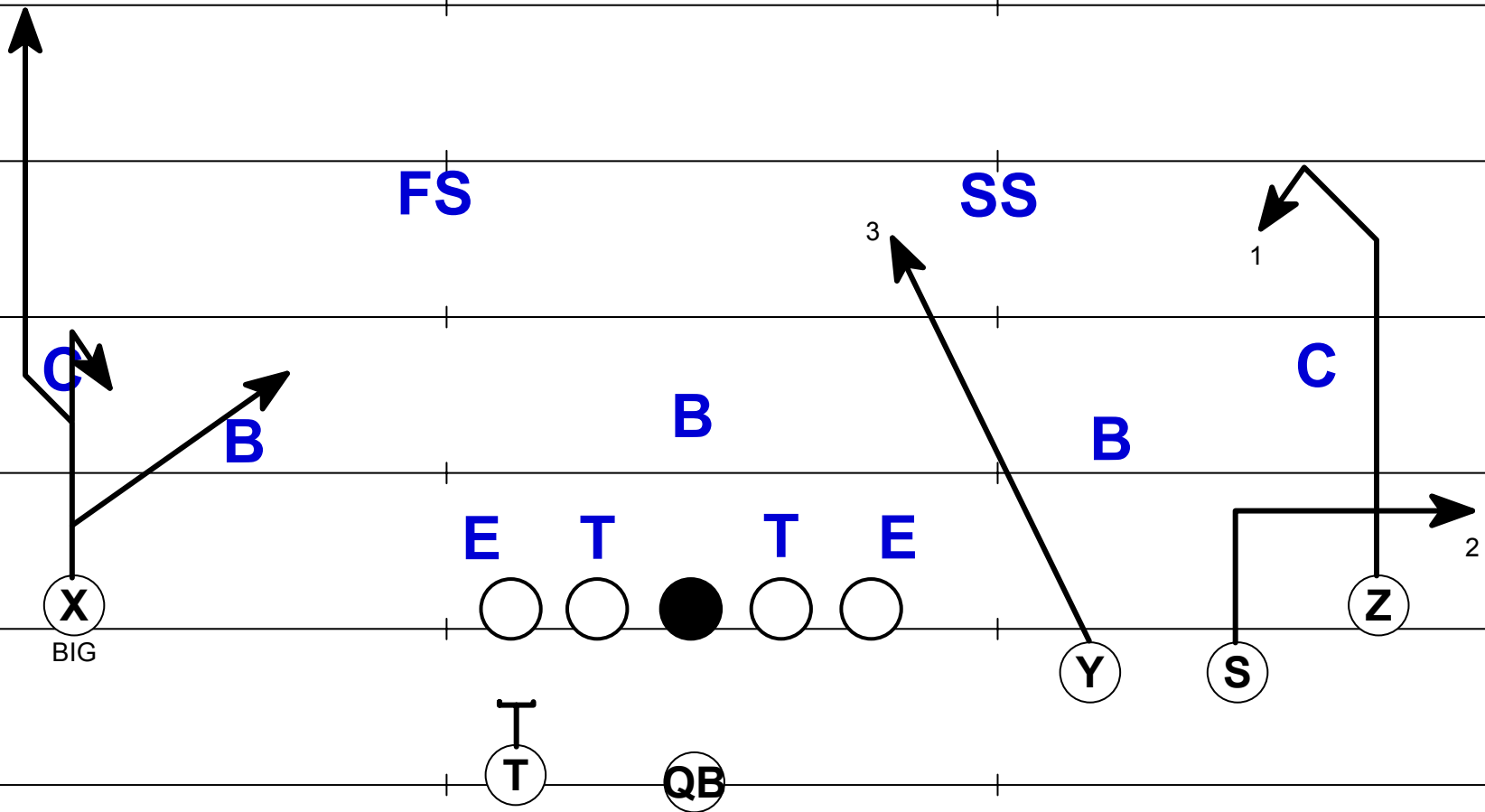




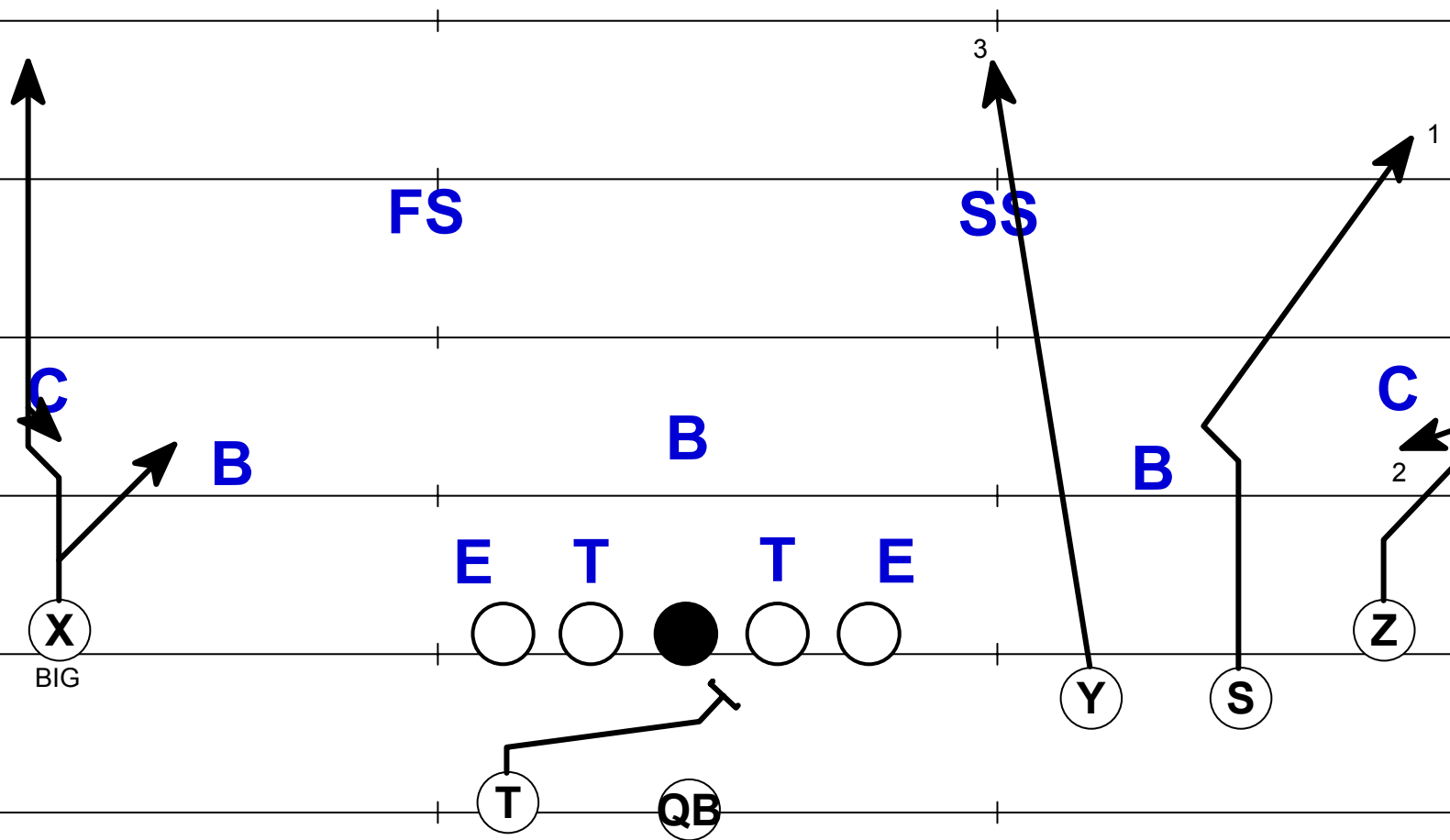


90 SLAM

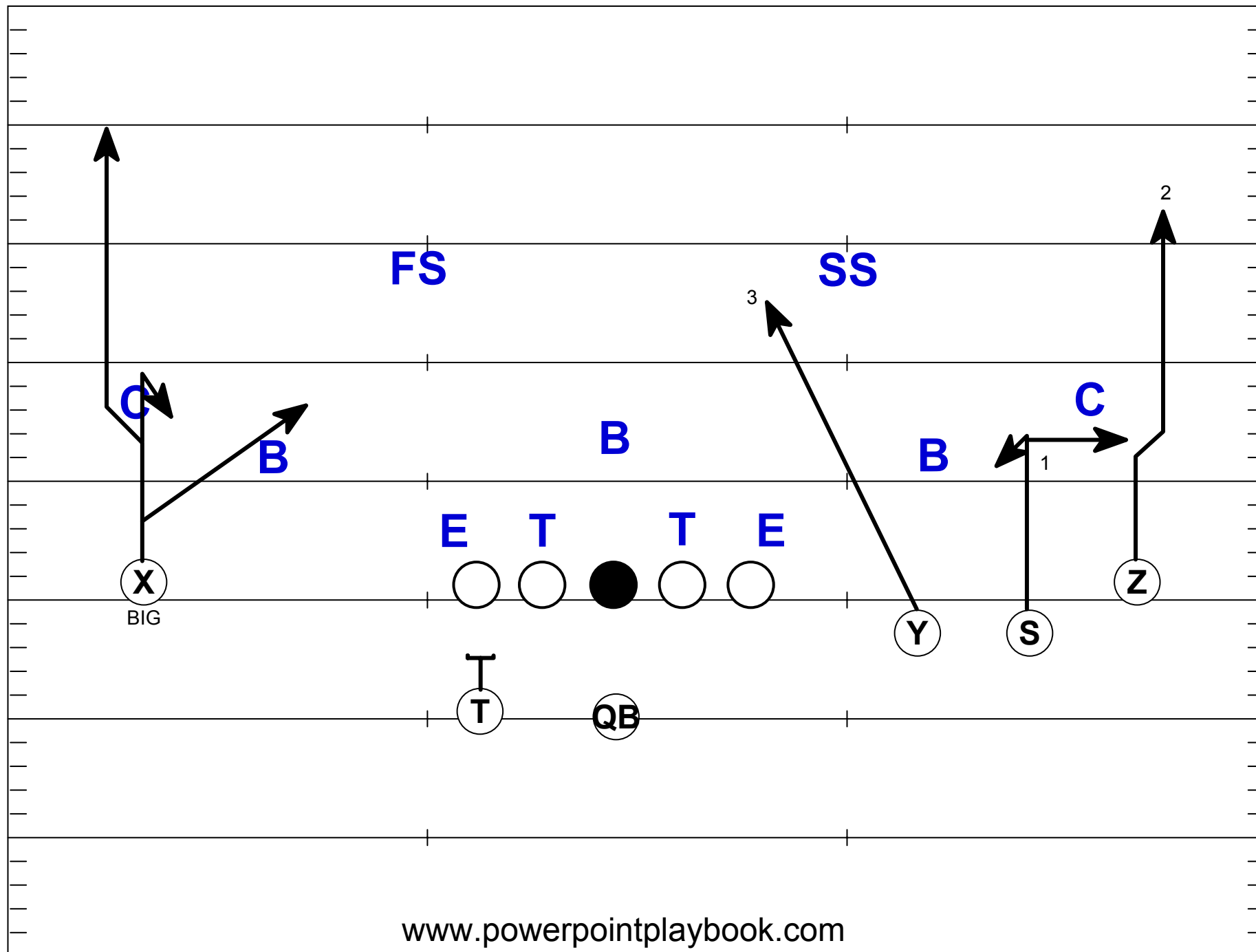




400 SLAM

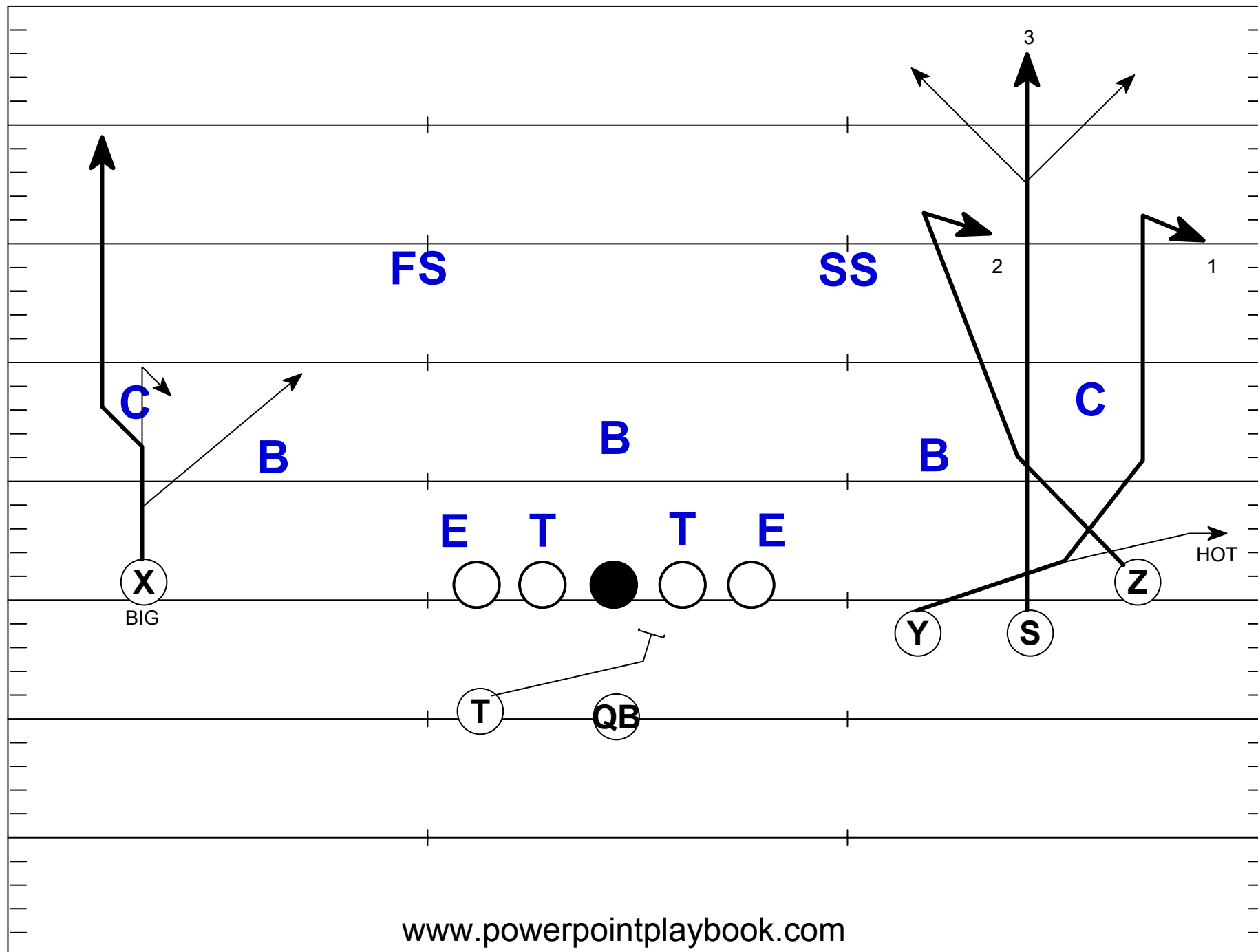


400 HBO

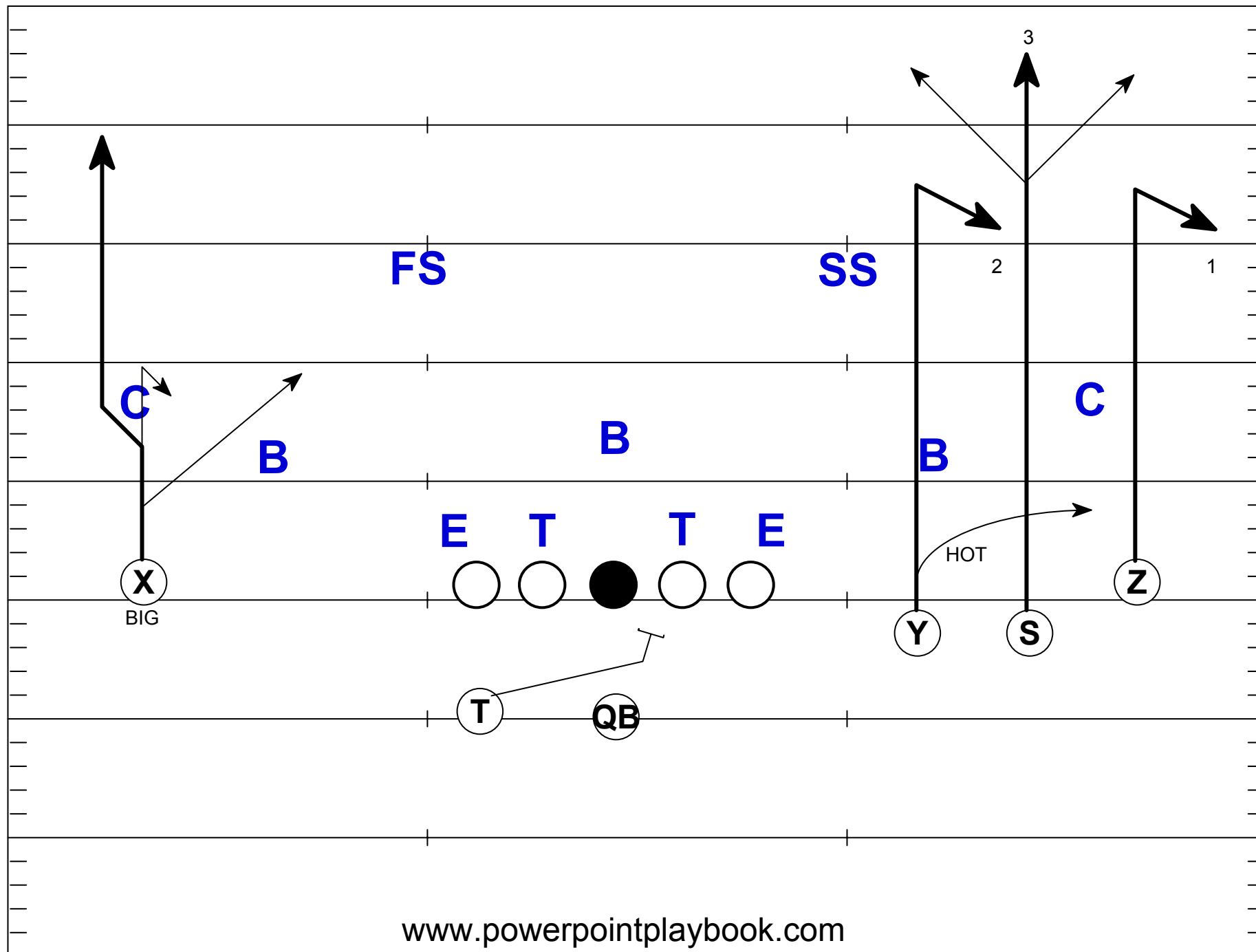


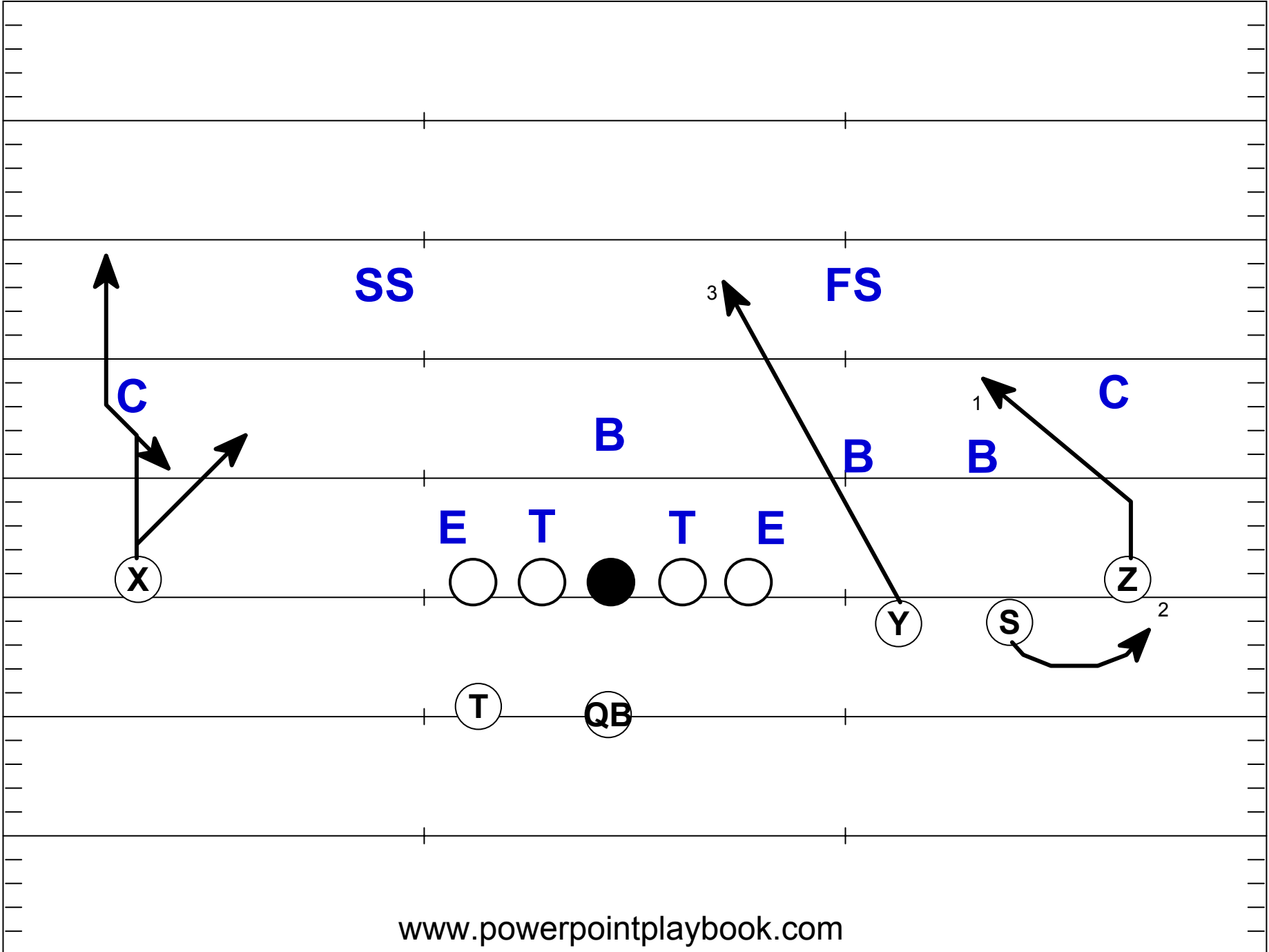
TRIPS

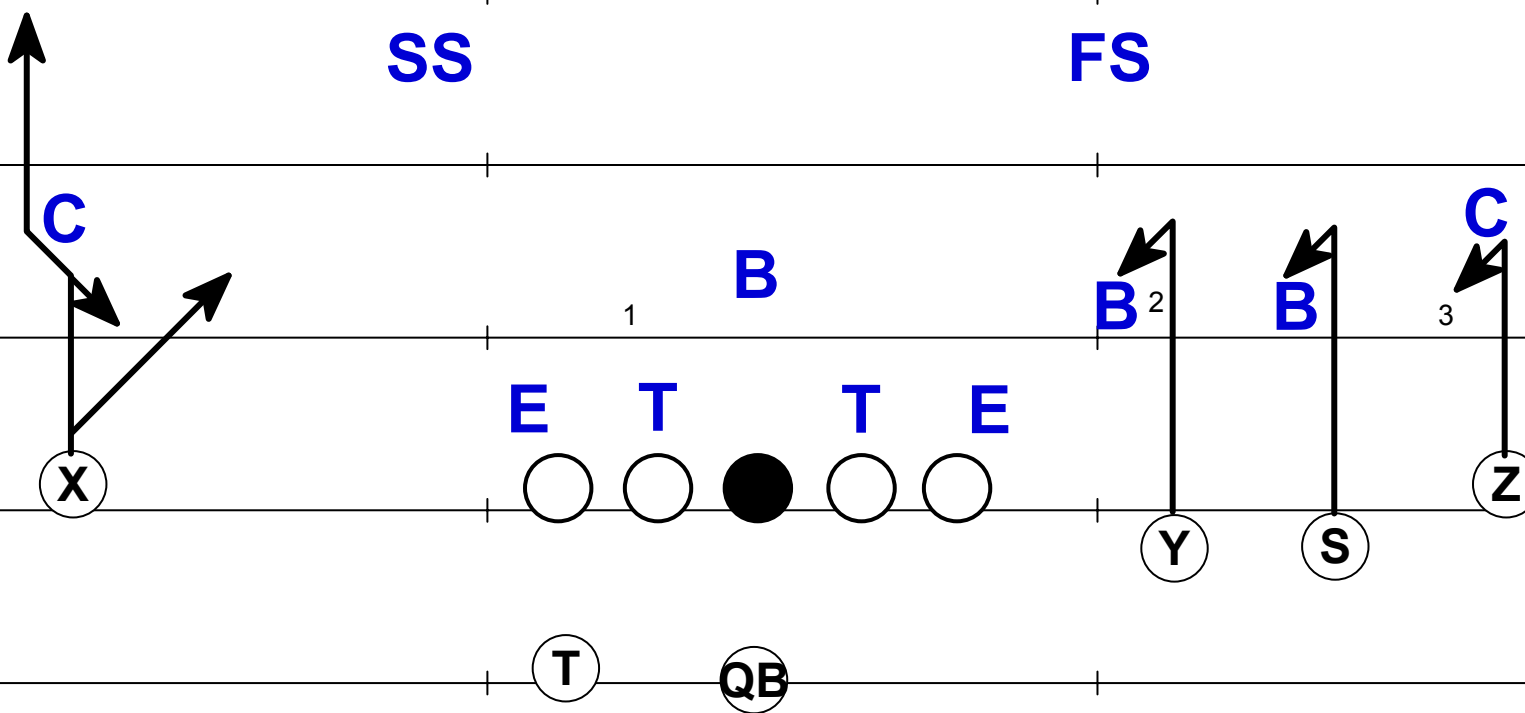
400 COMEBACK SWITCH

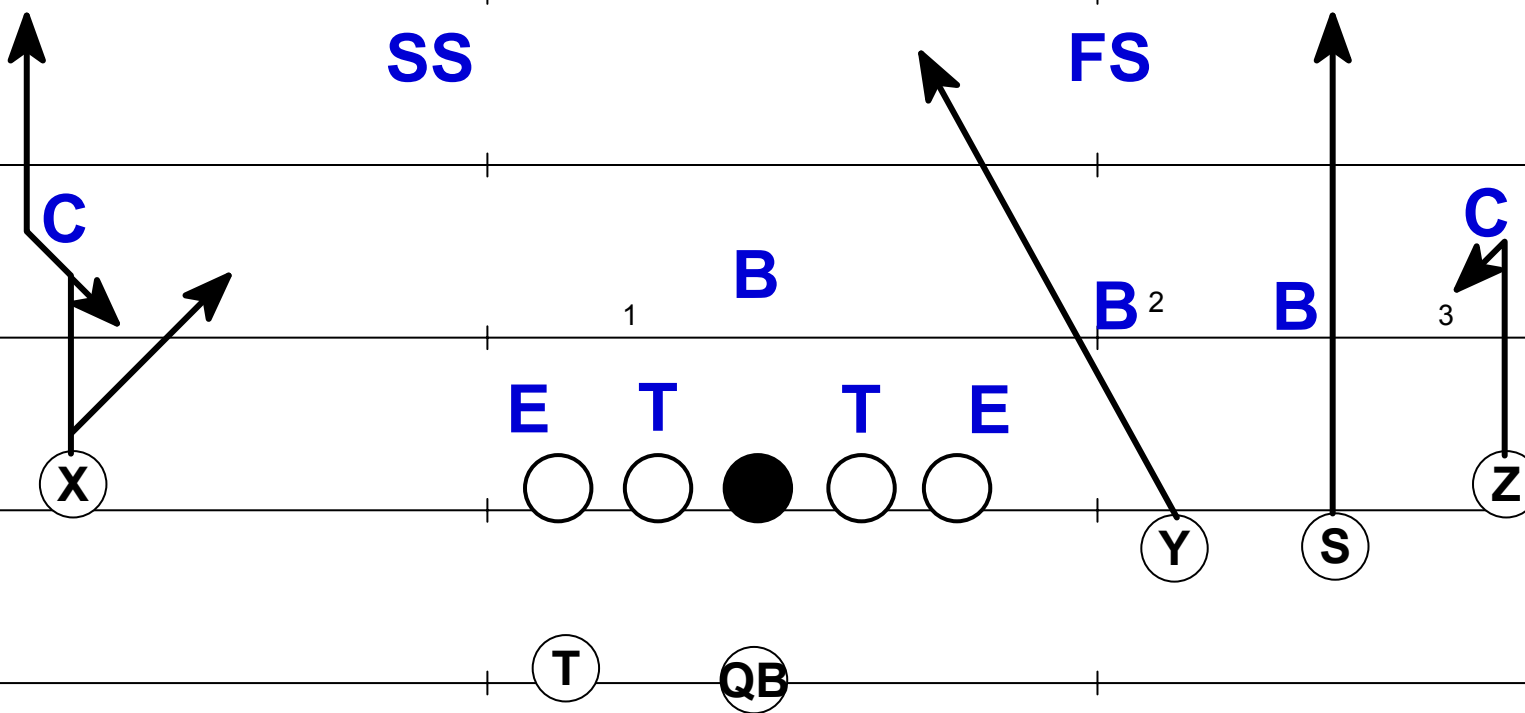


400 COMEBACK

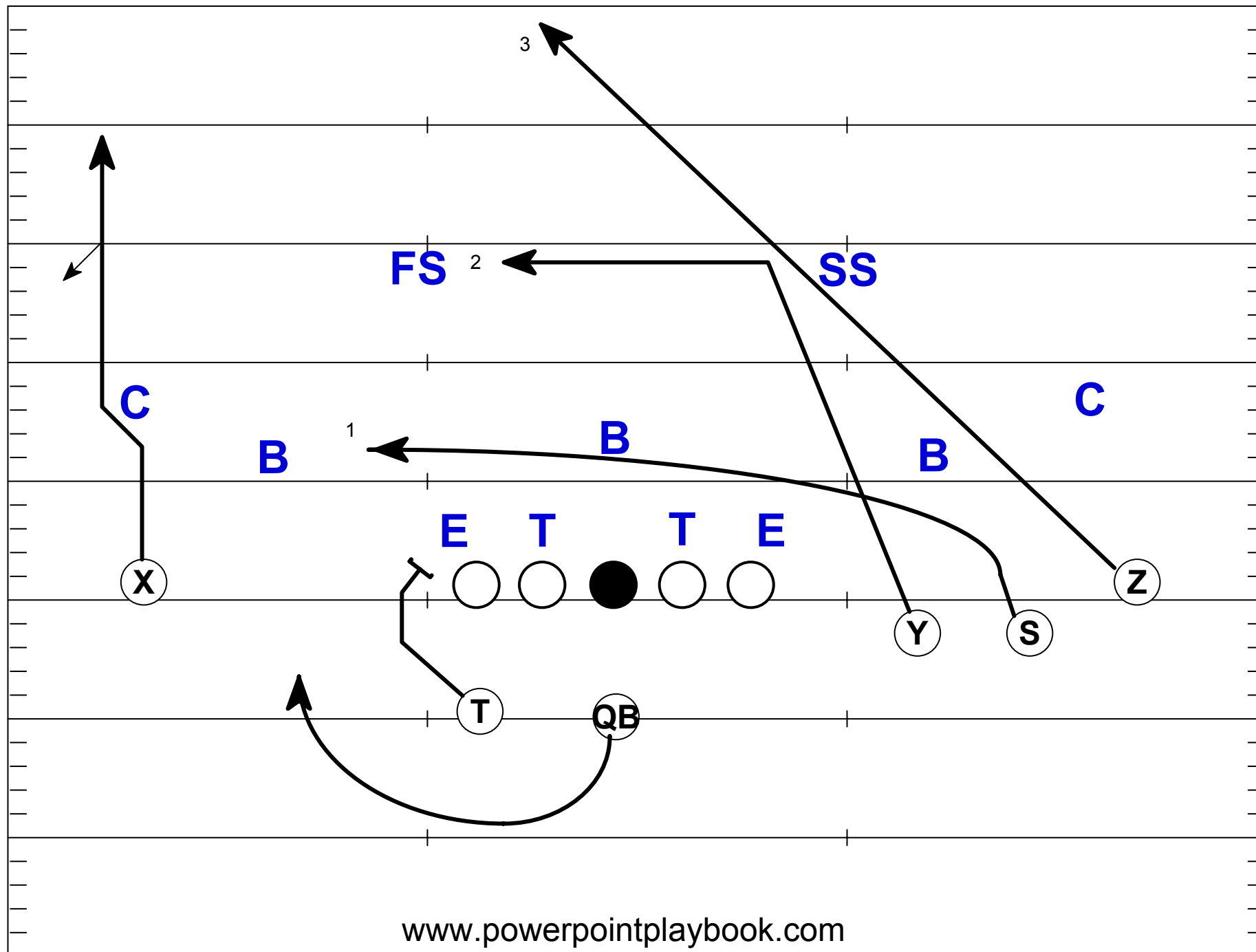


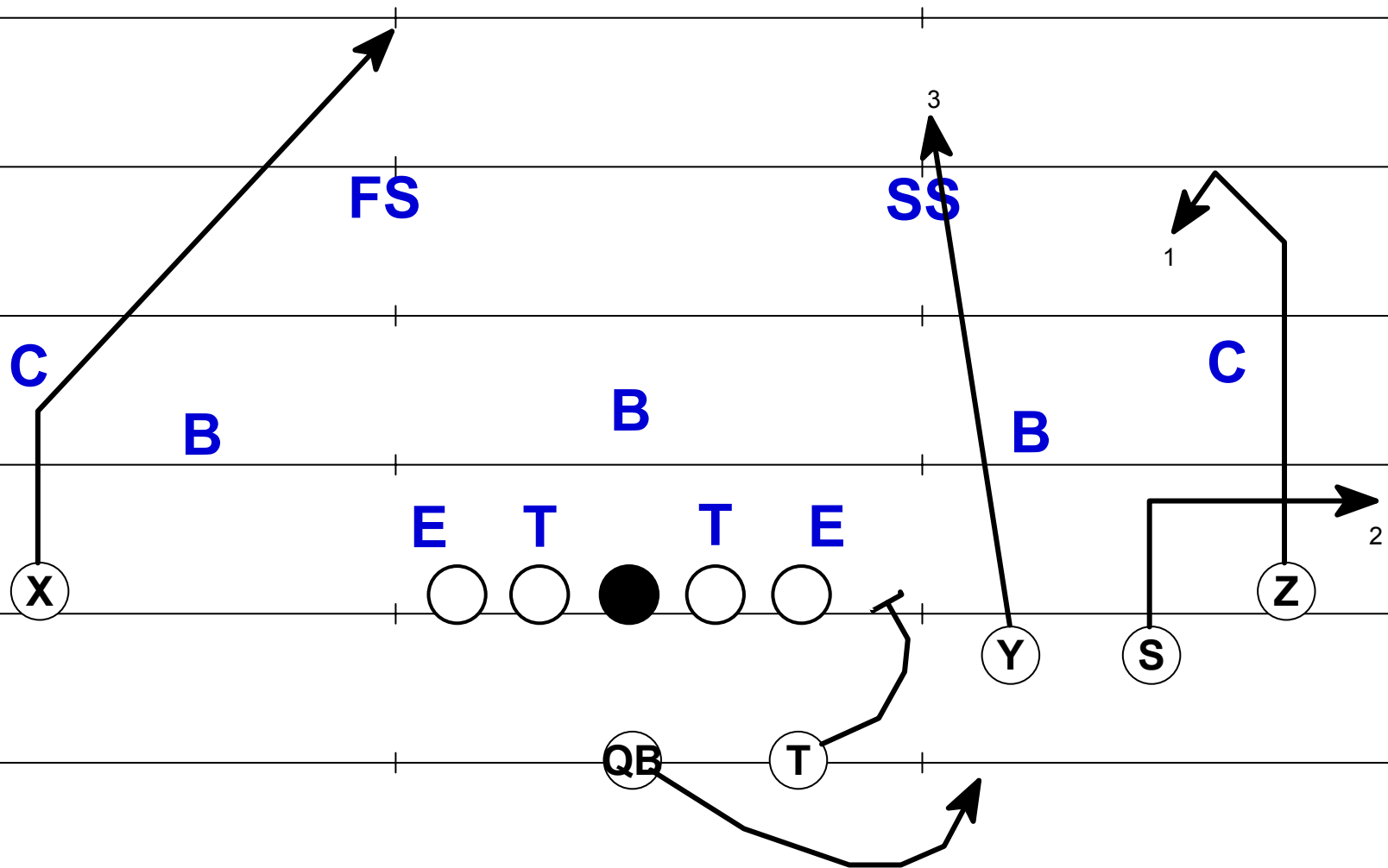




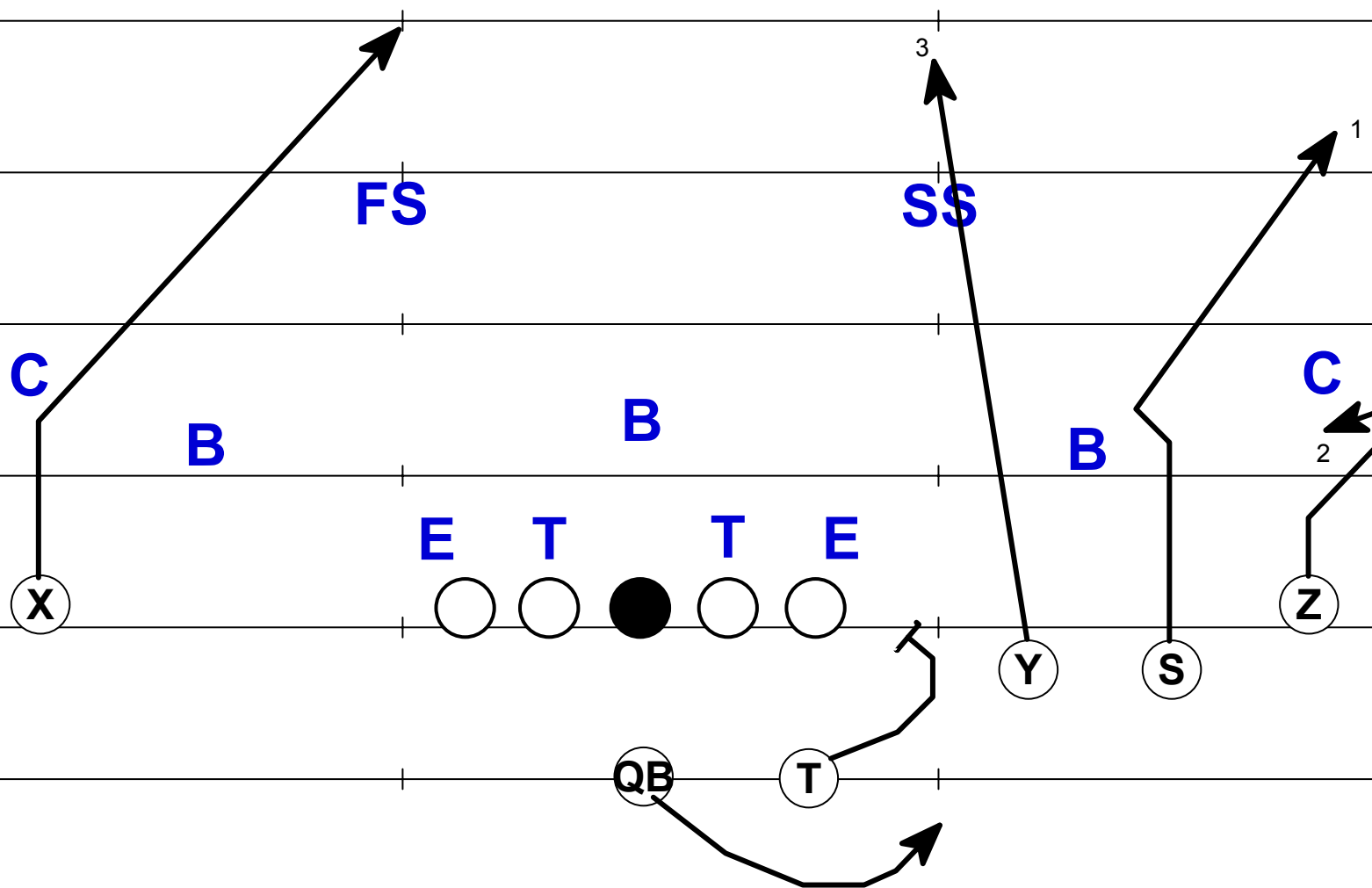


90 CLIMB

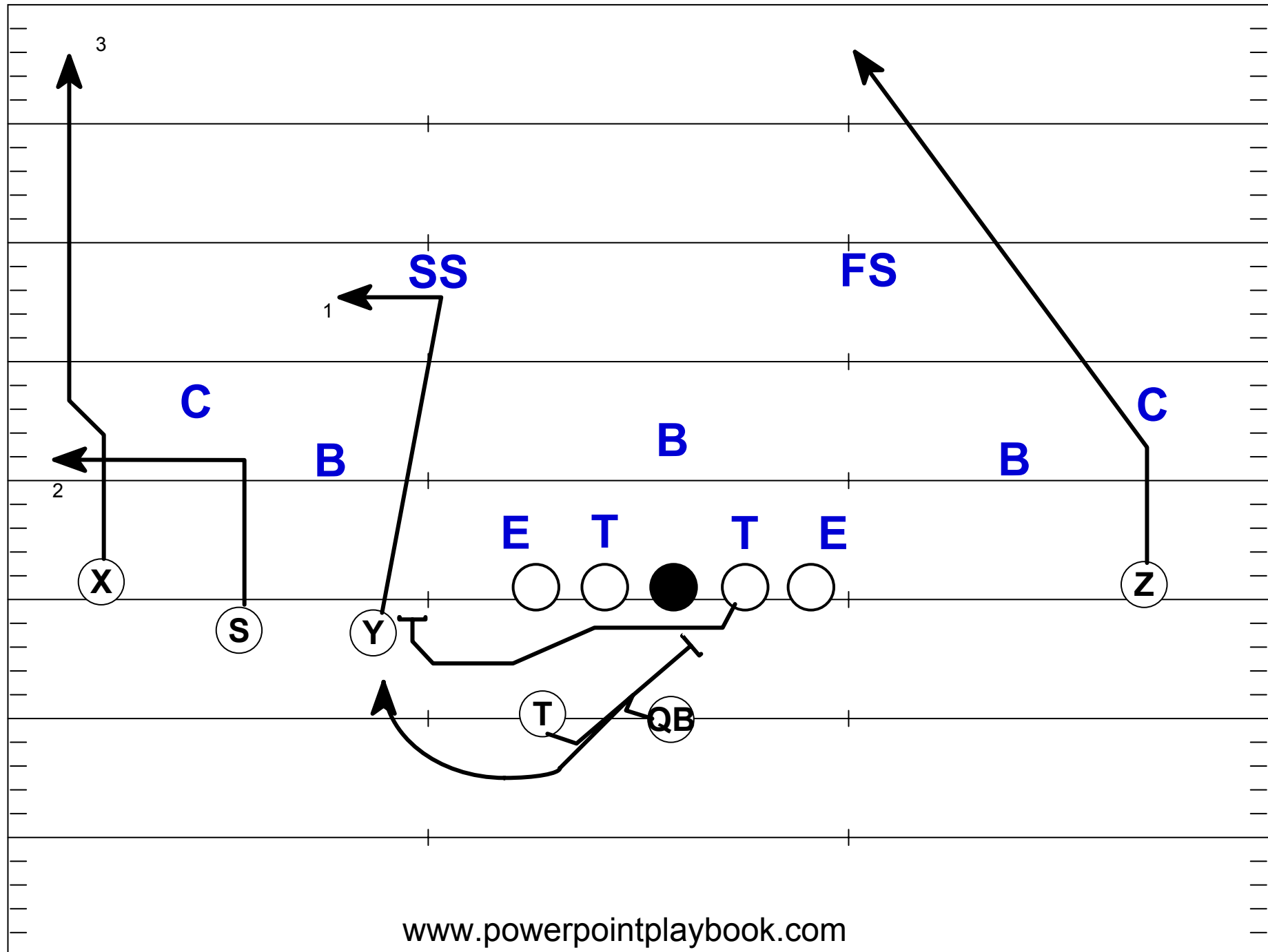




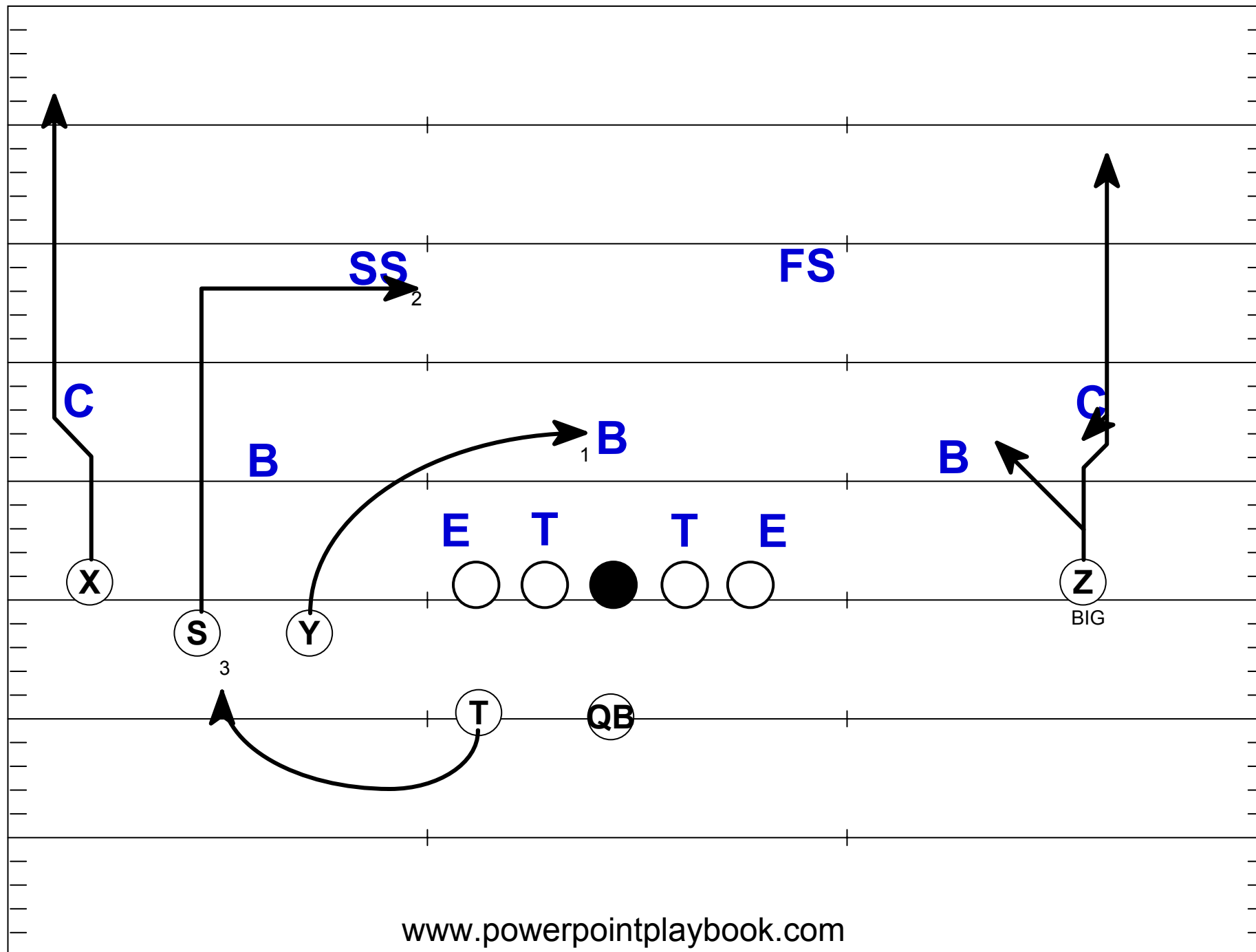
80 SLAM



BOOT @ 9

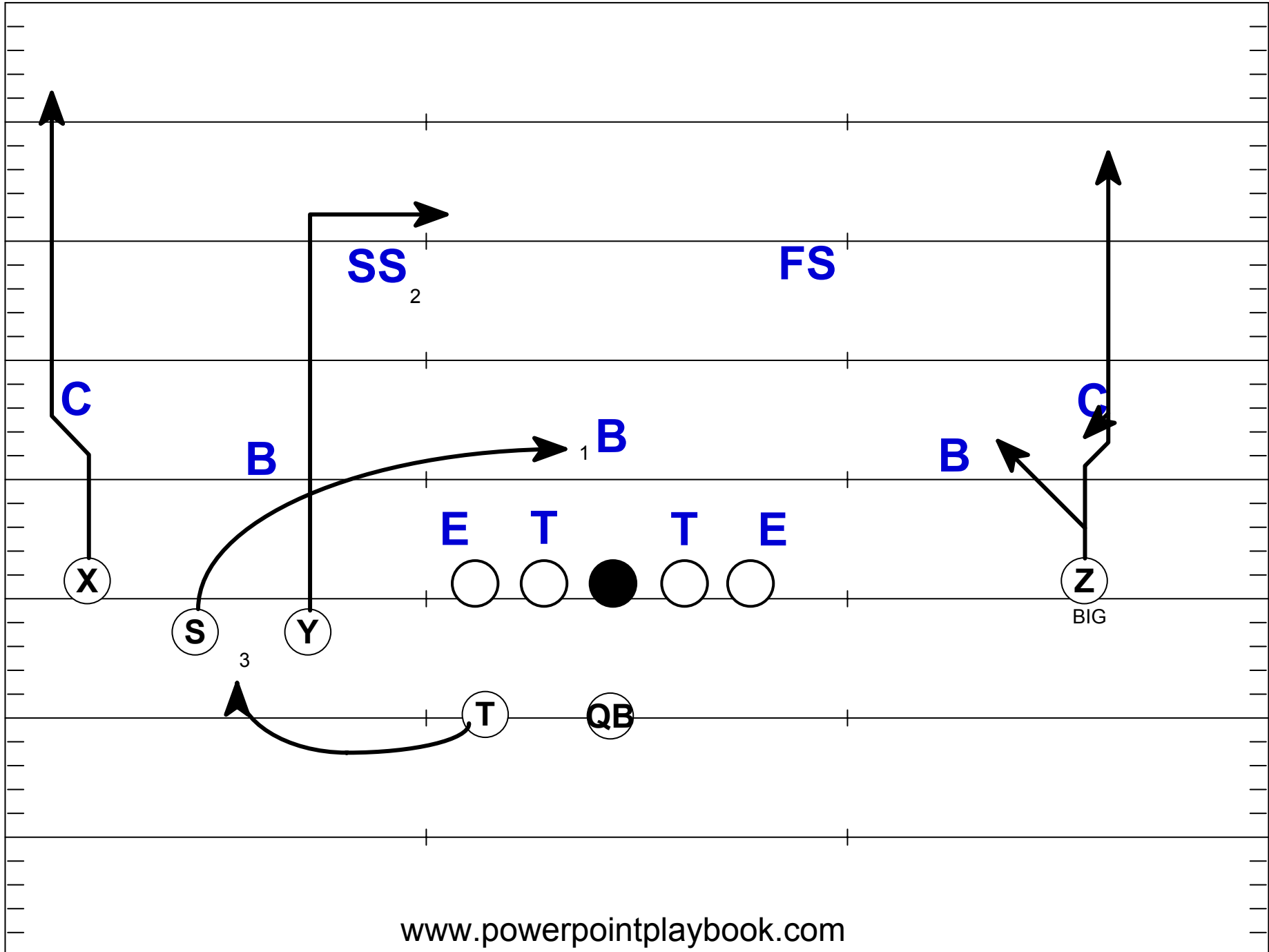


700 Y UNDER

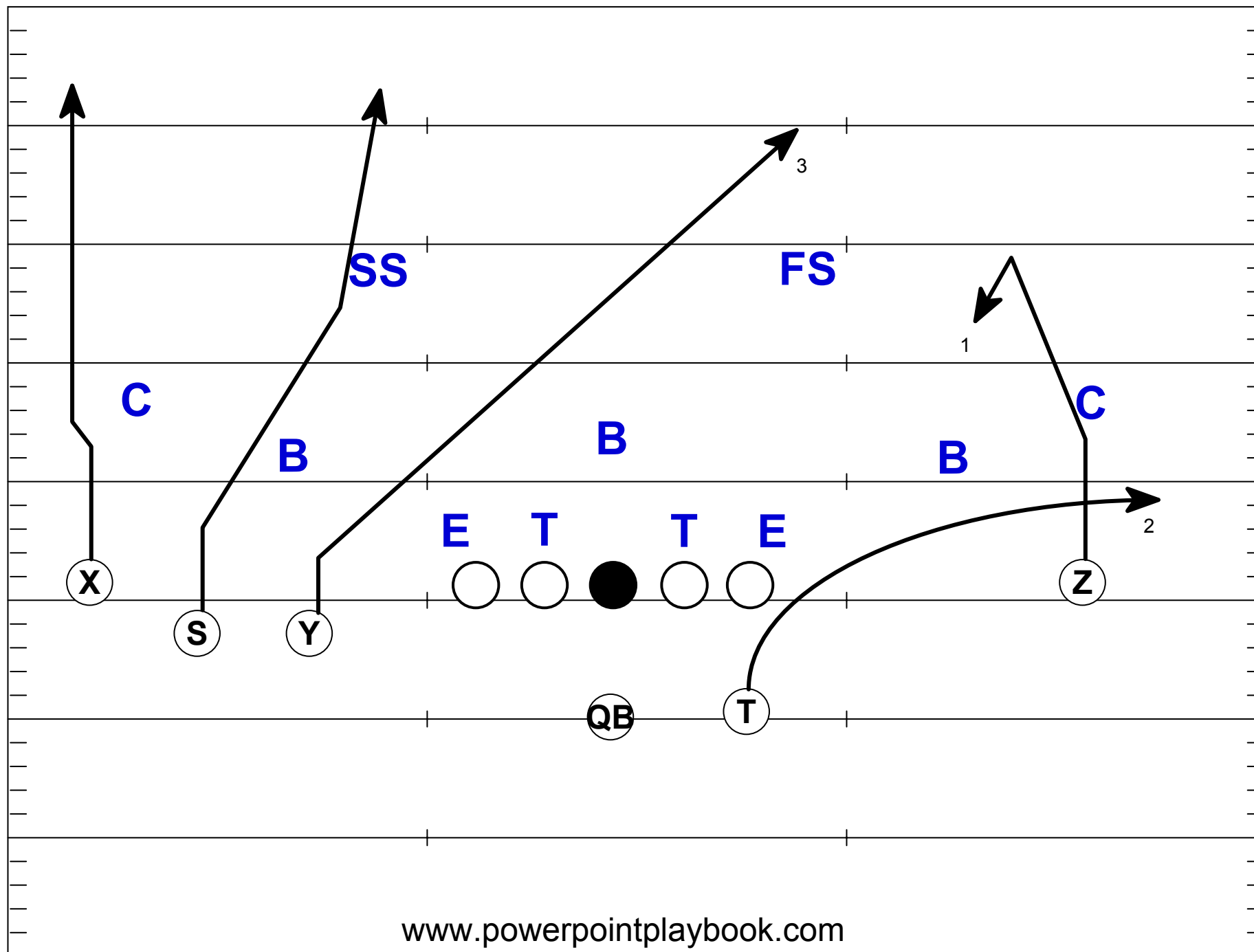


TRIPS

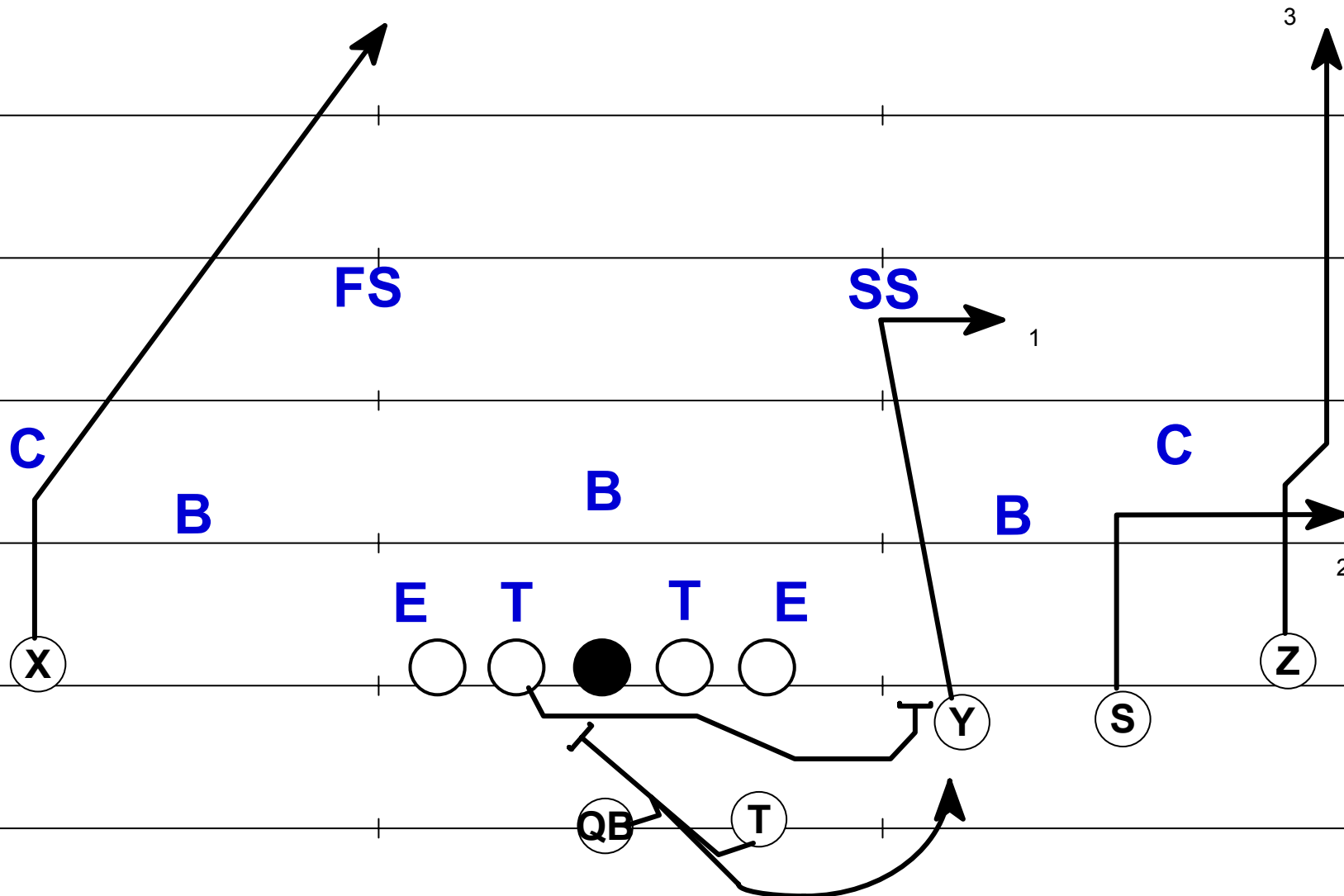
700 S UNDER



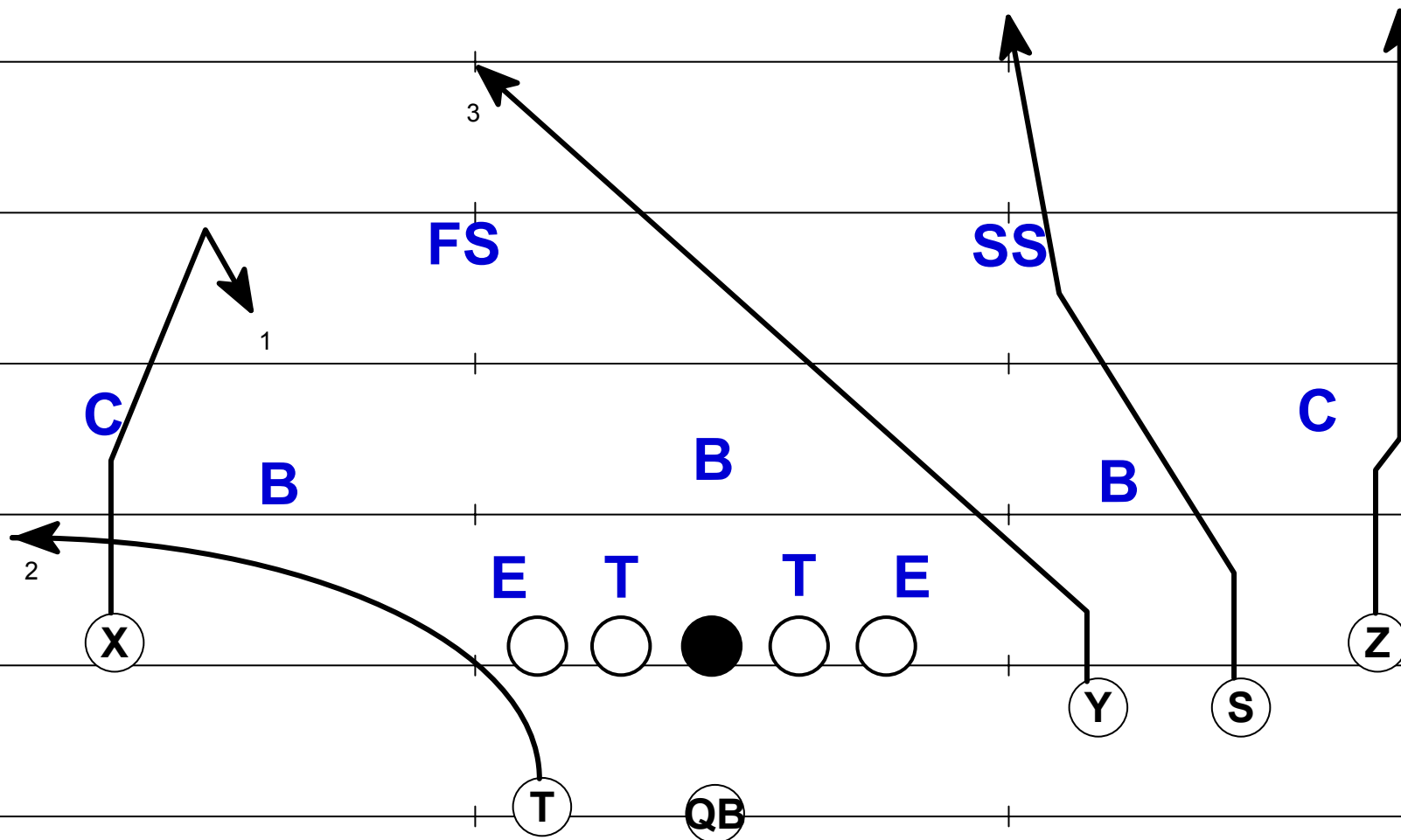
604 CHOICE T OUT



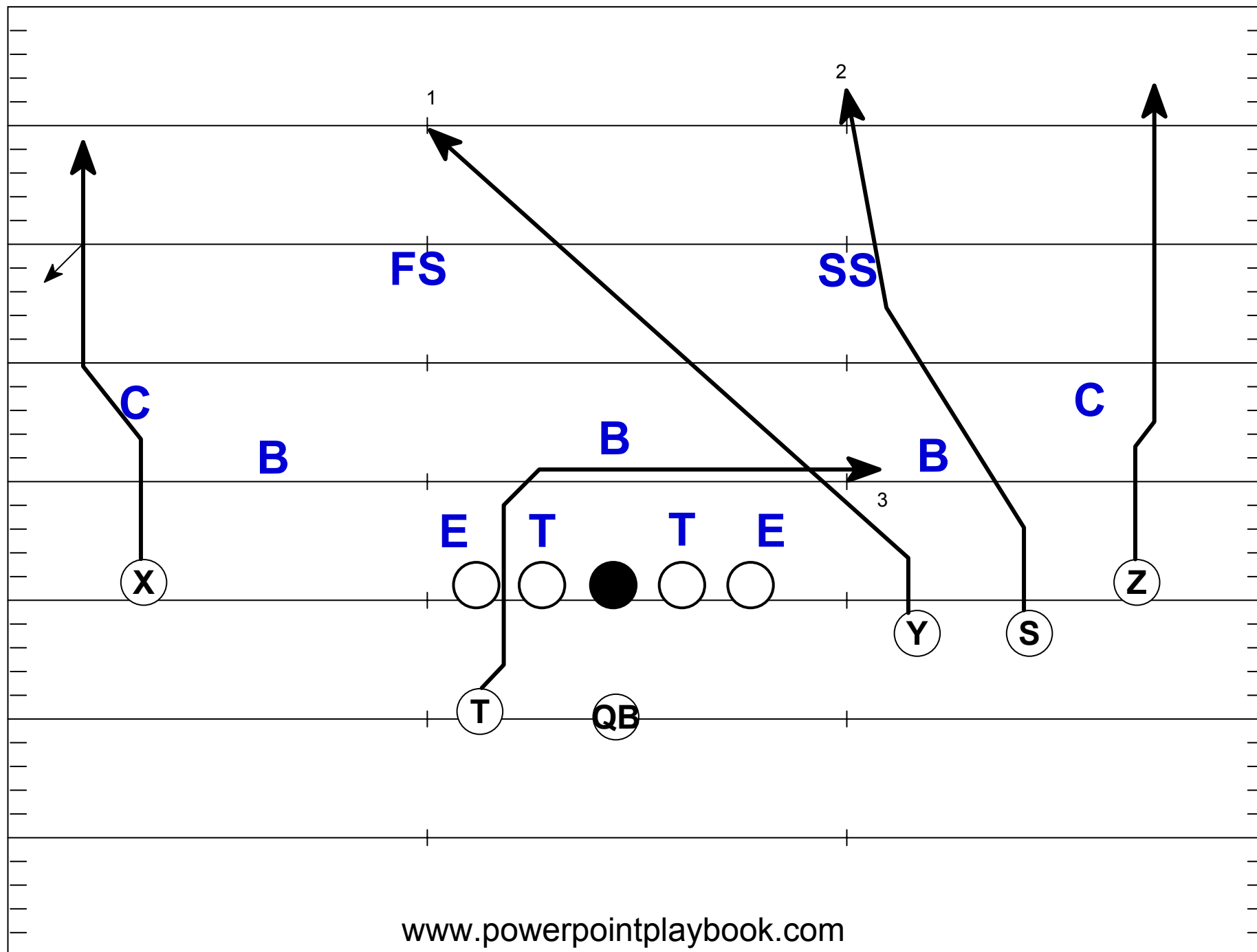
BOOT @ 8



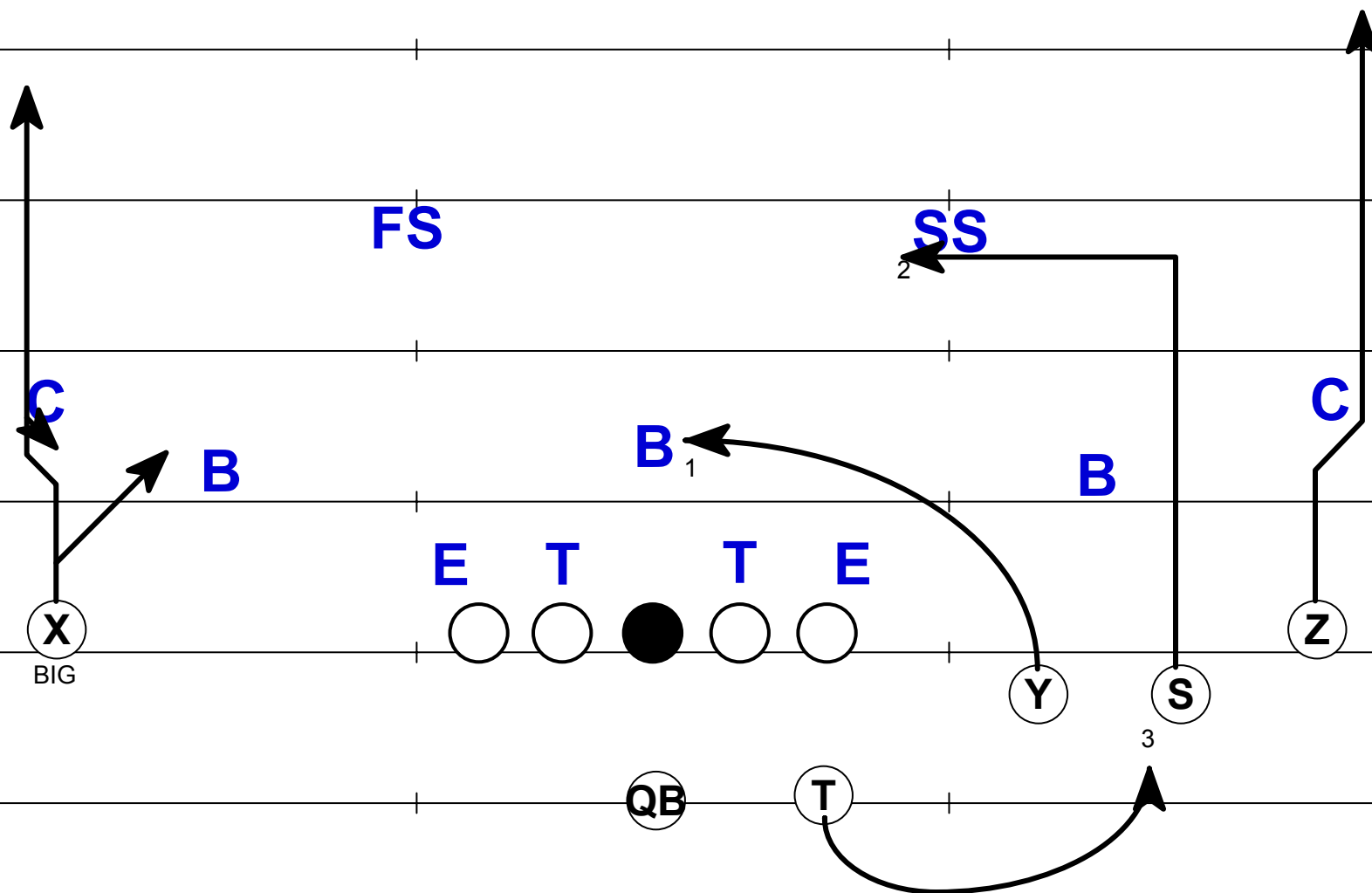
704 CHOICE T OUT



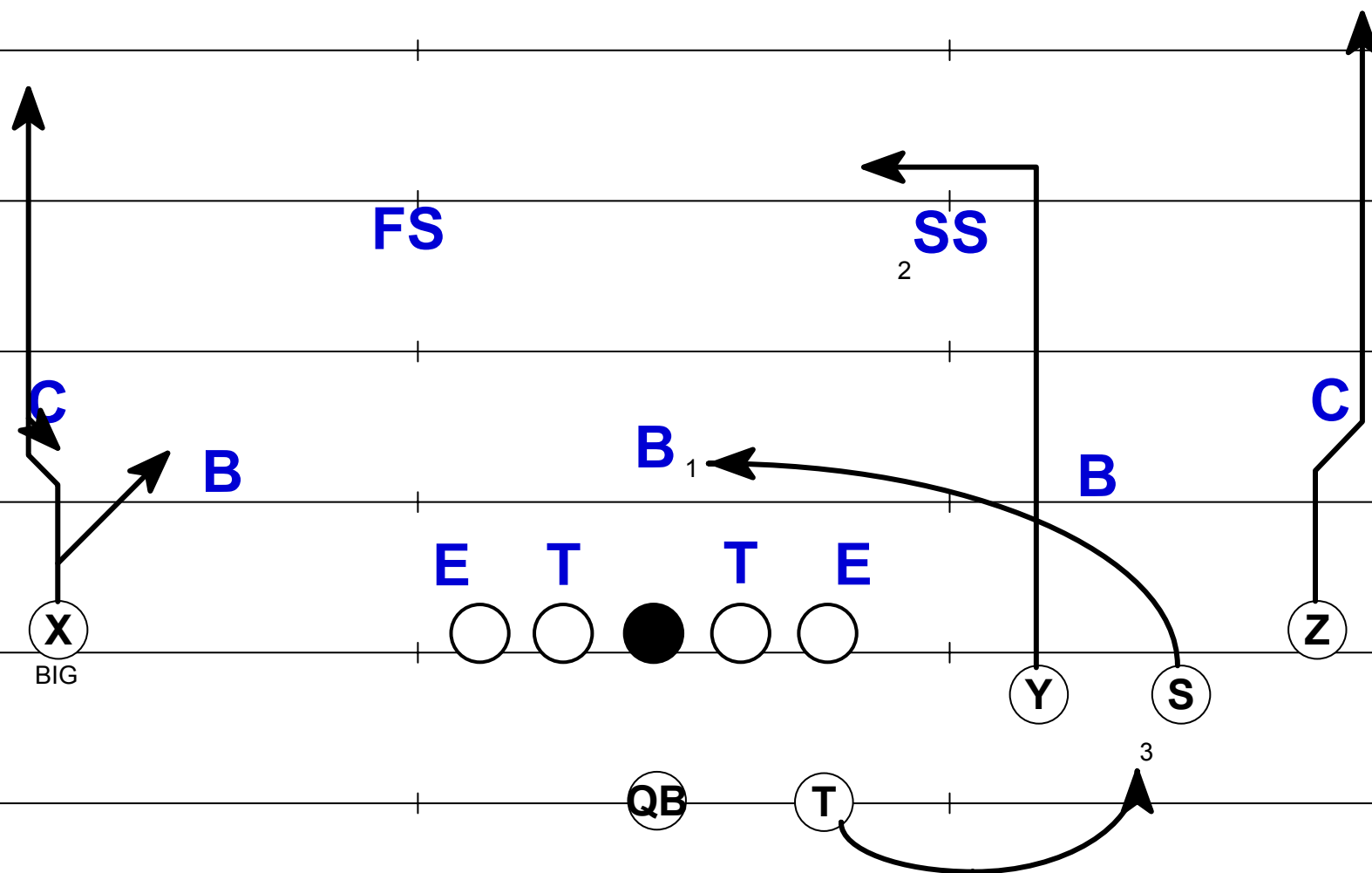
700 CHOICE T STRONG



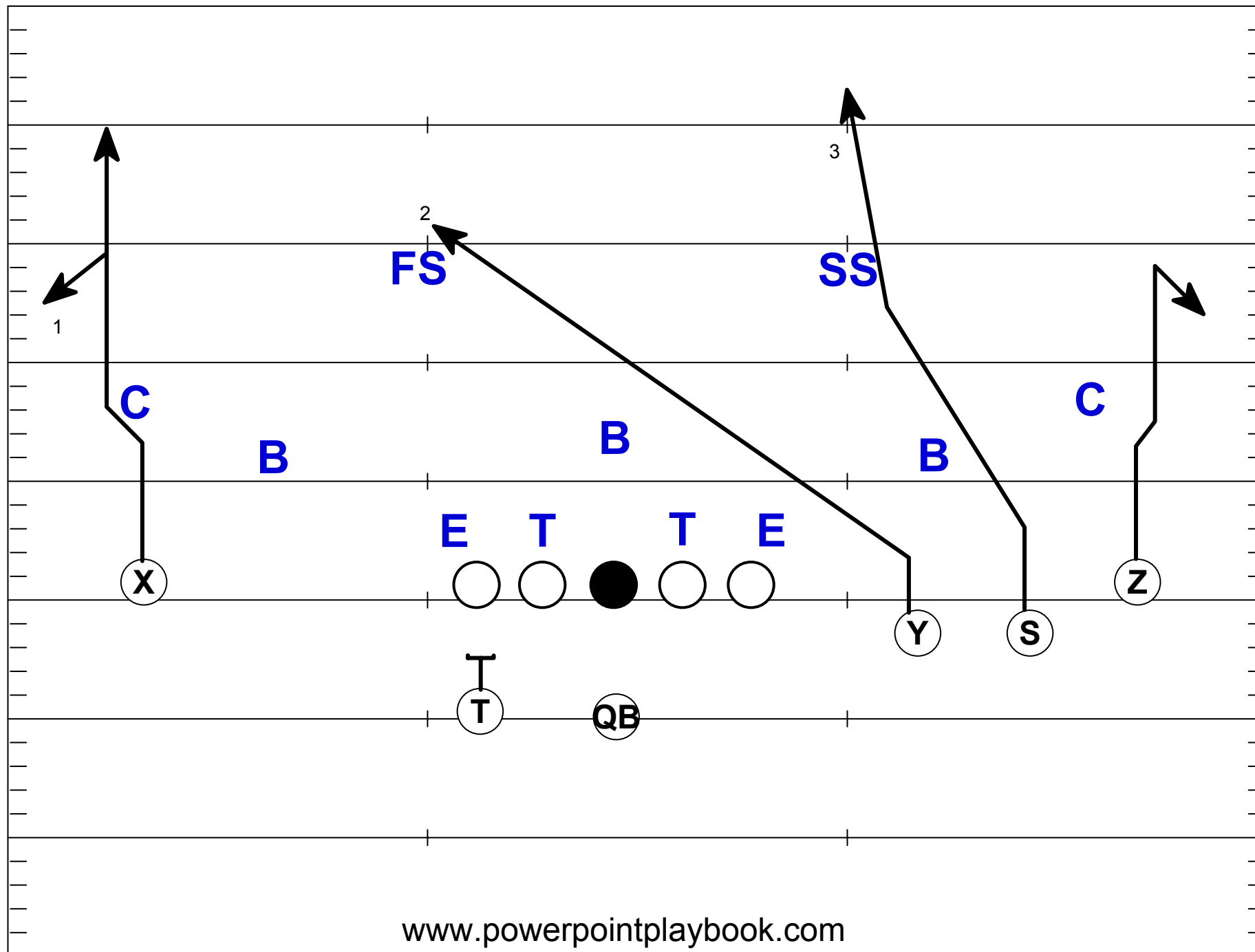
600 Y UNDER



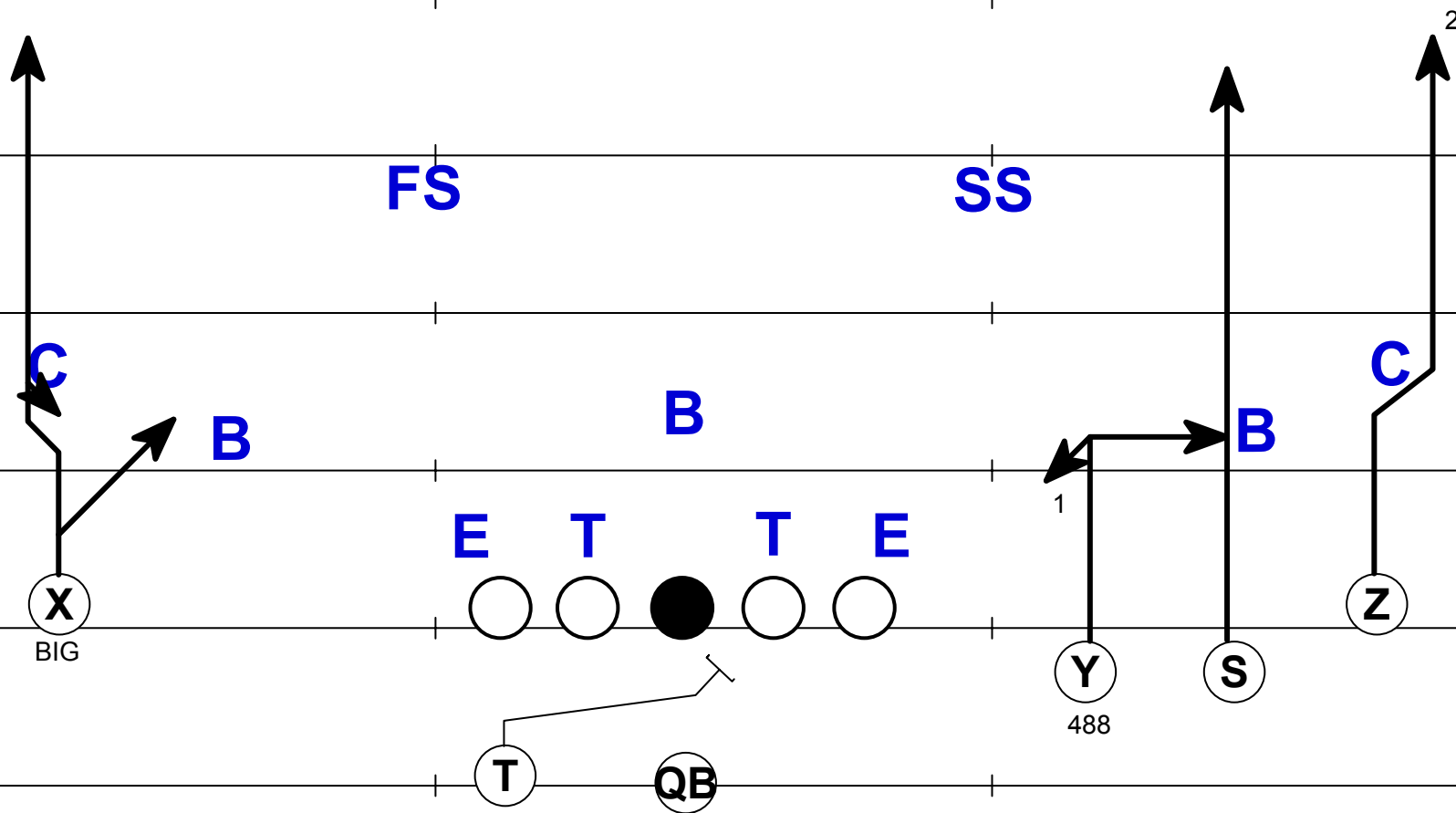
600 S UNDER



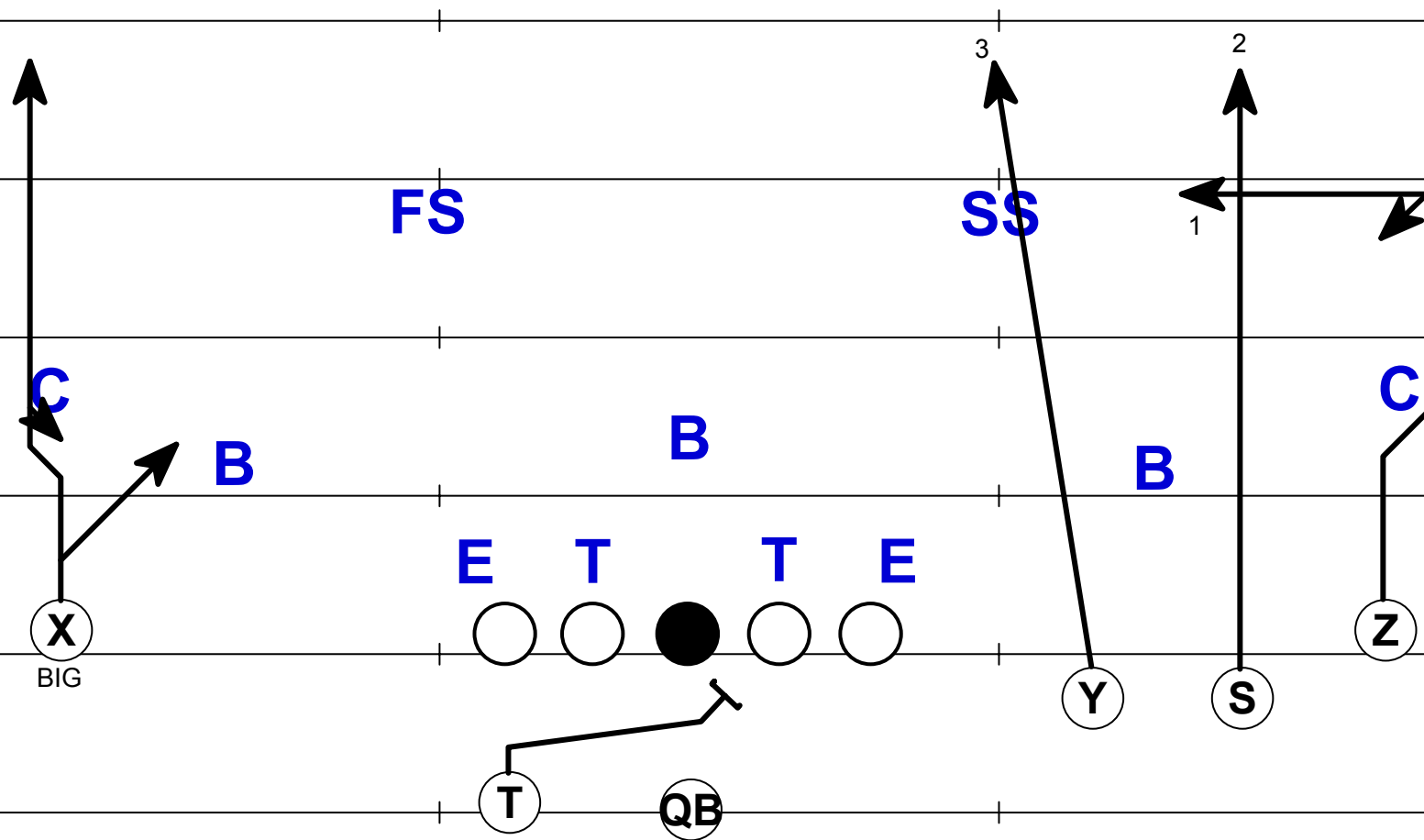
500 CHOICE



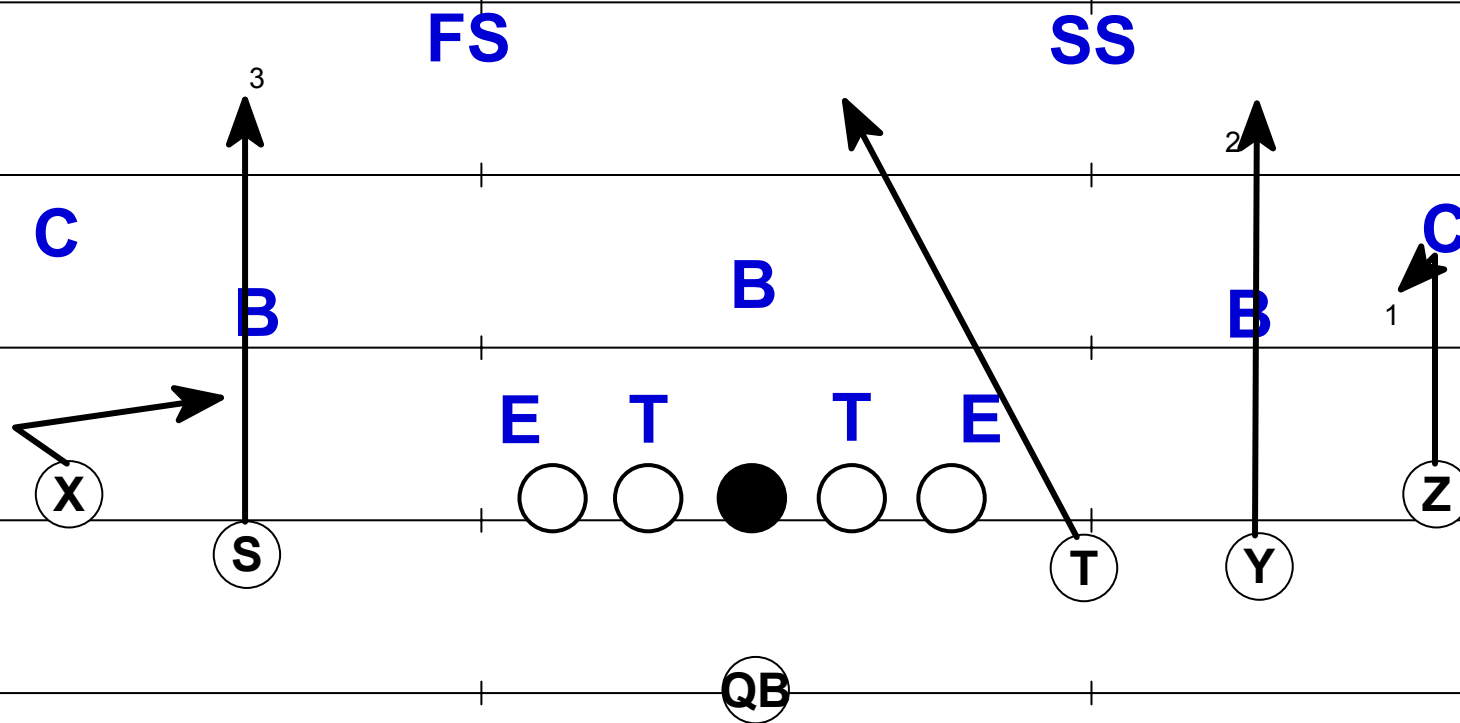
400 HBO "488" CALL



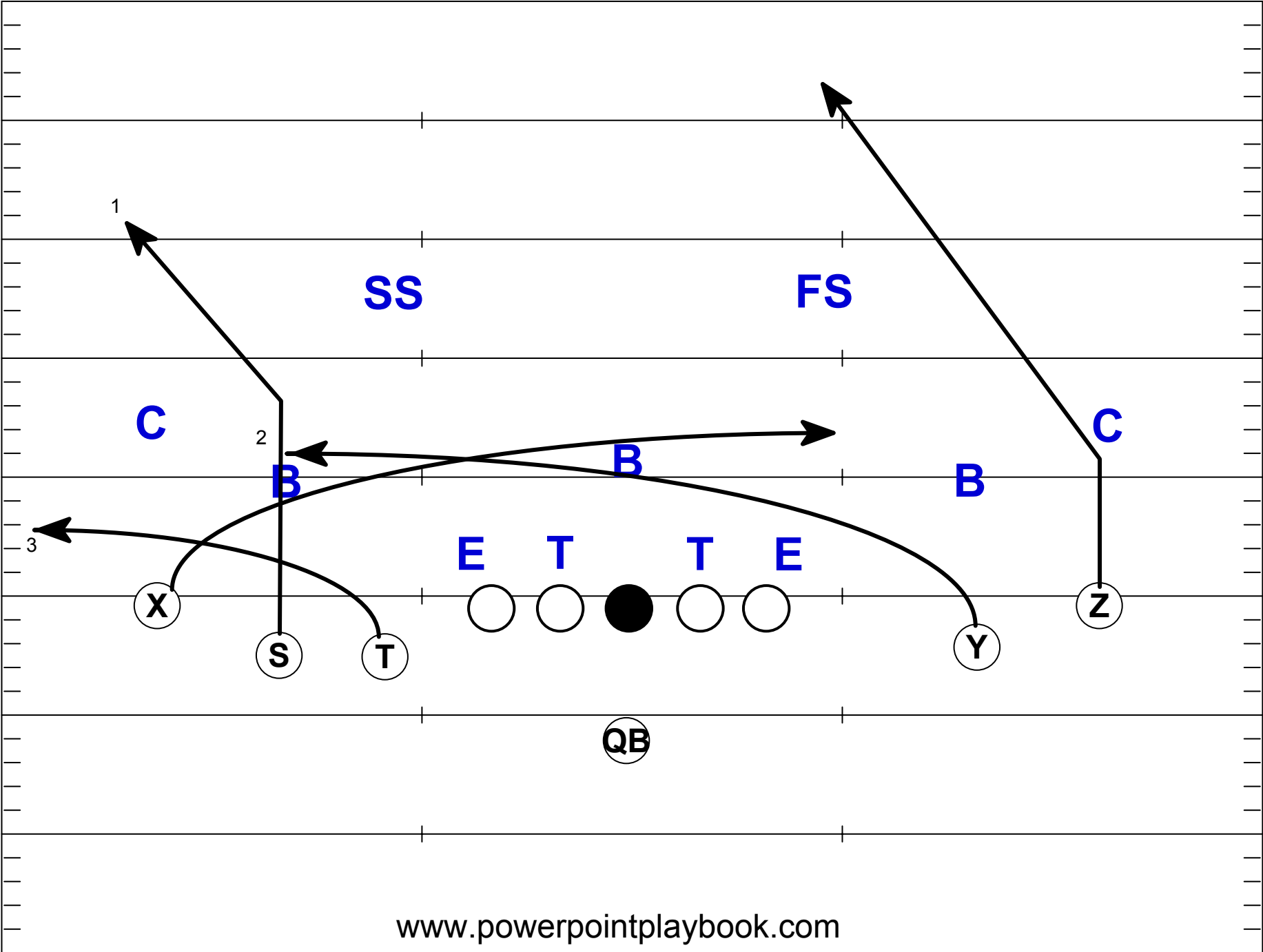
409 Z IN



200

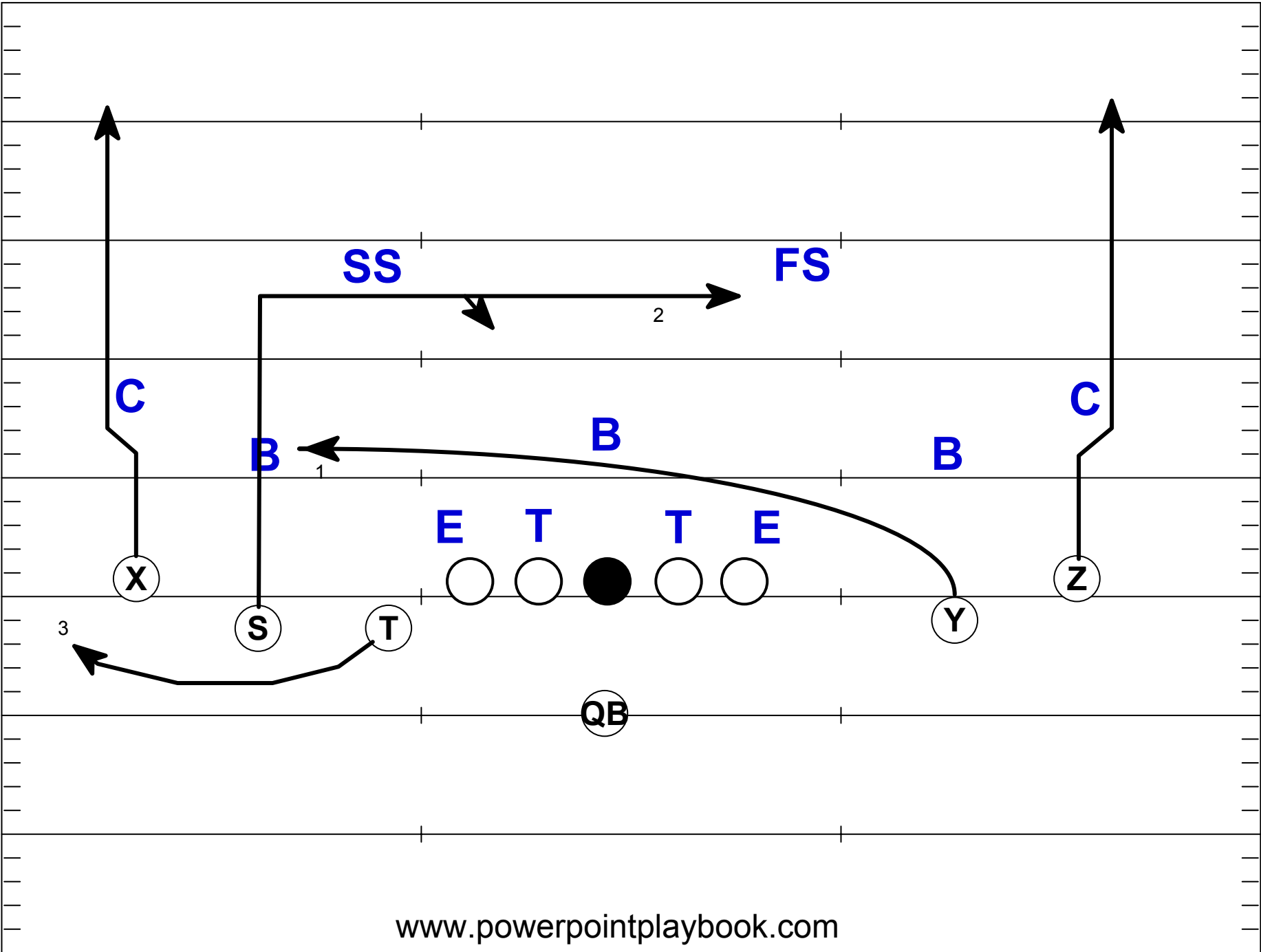


GATOR 700 Y MESH

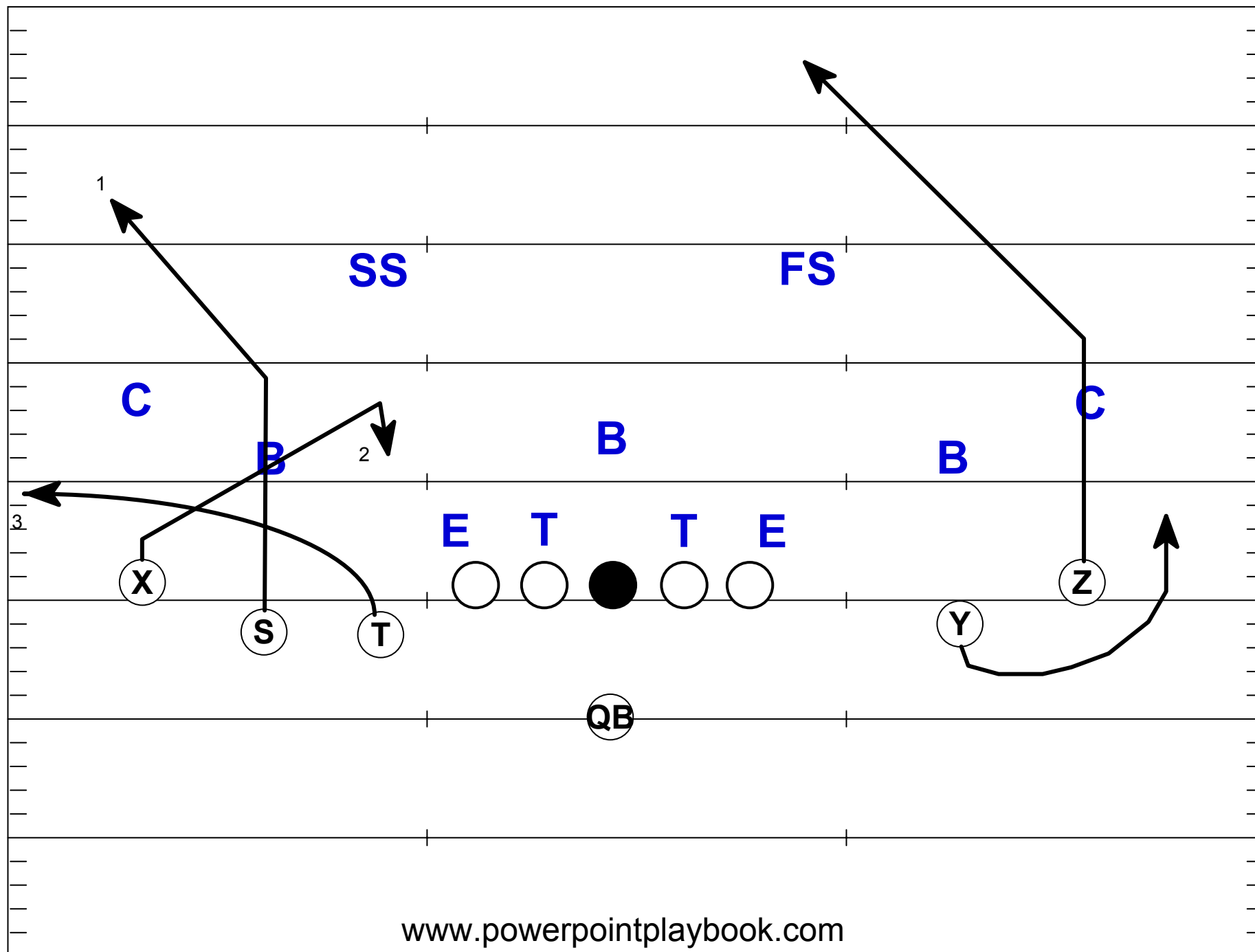


GATOR 700 Y FLASH

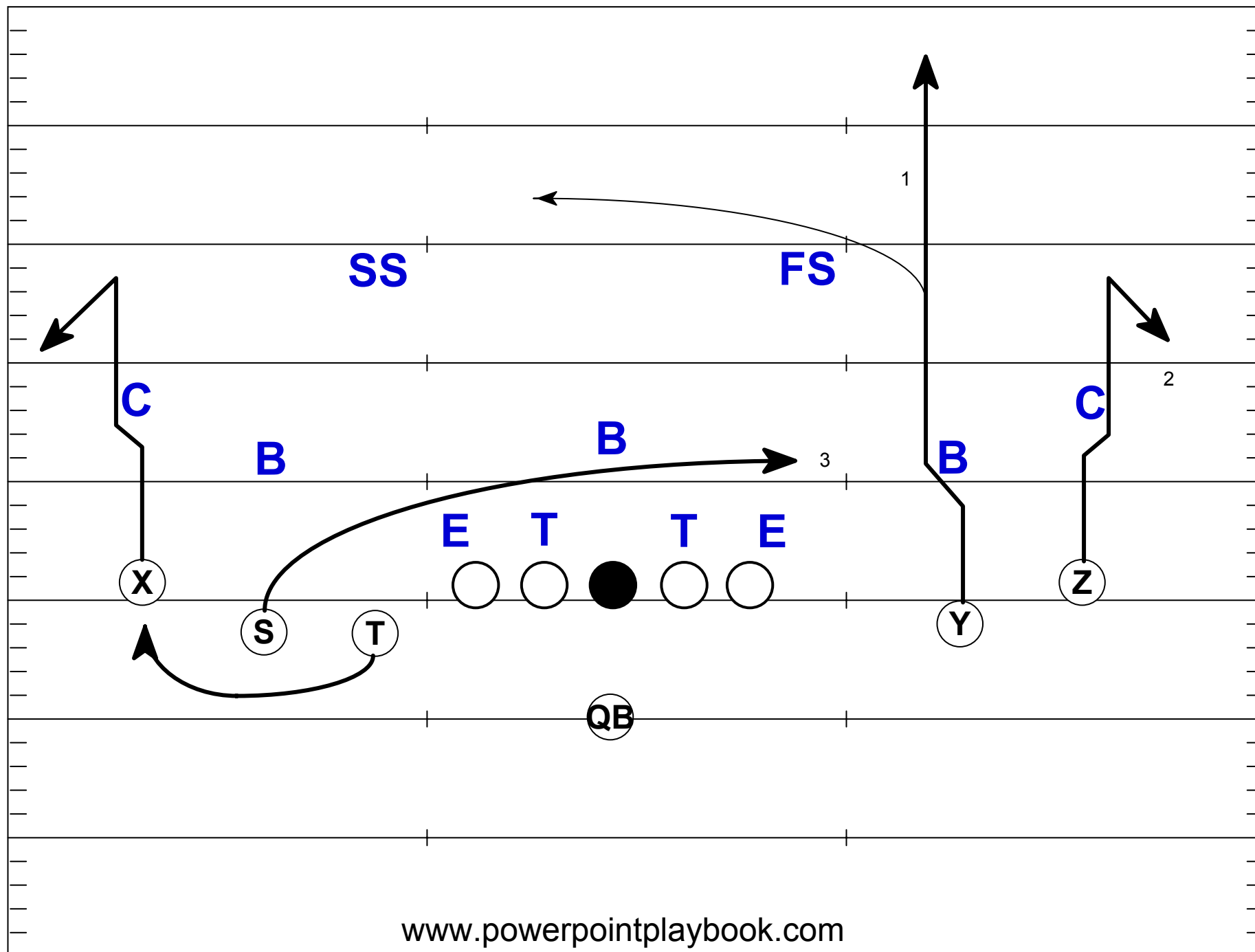
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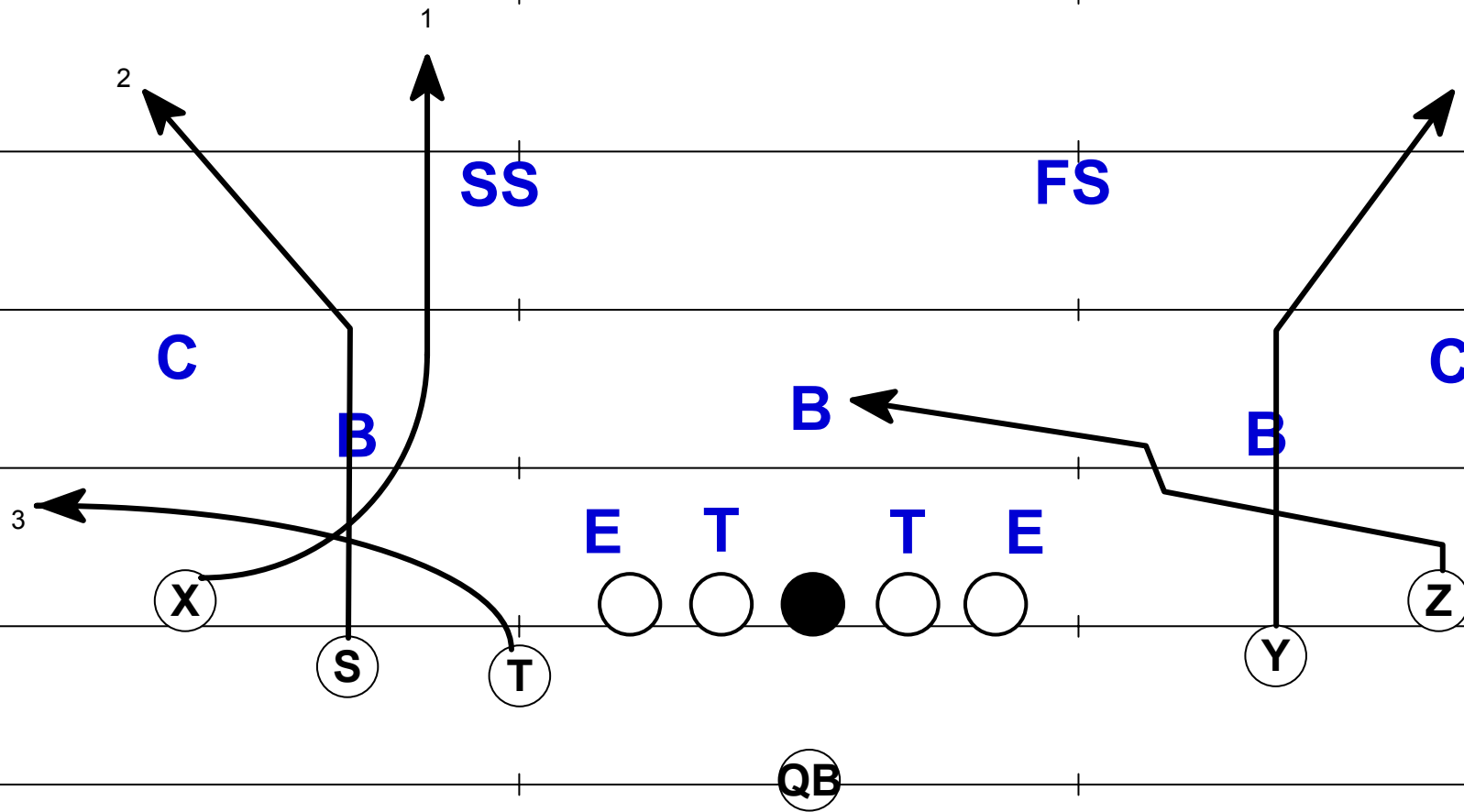
700 SPOT

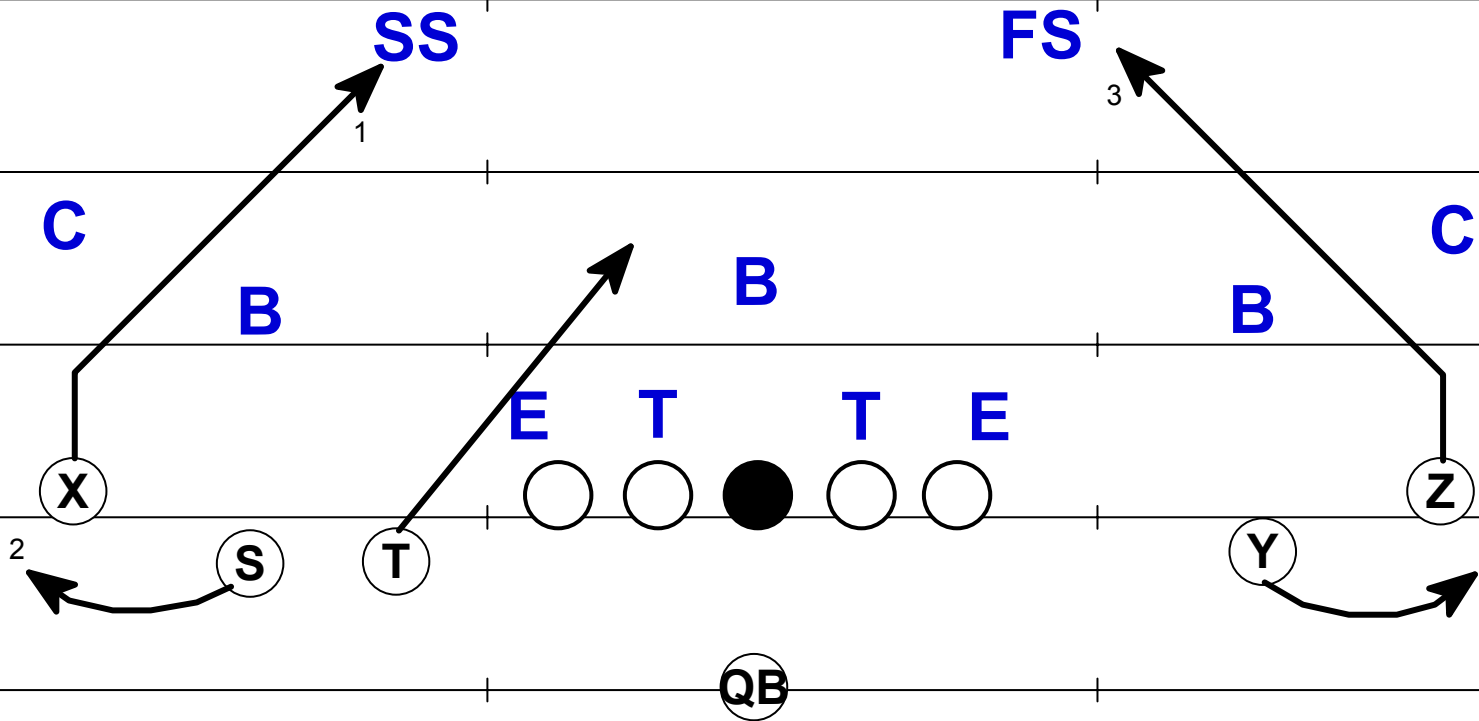


700 CROSS

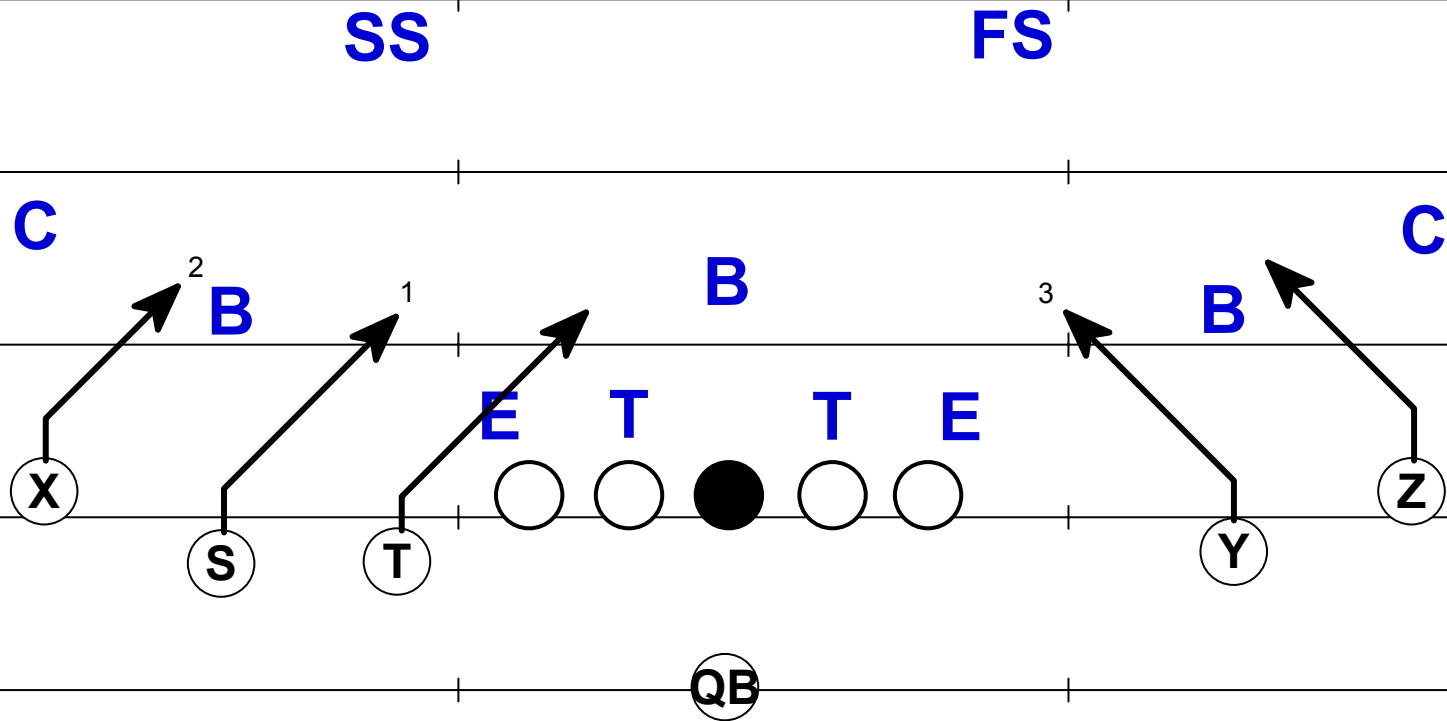


700 BOUNCE

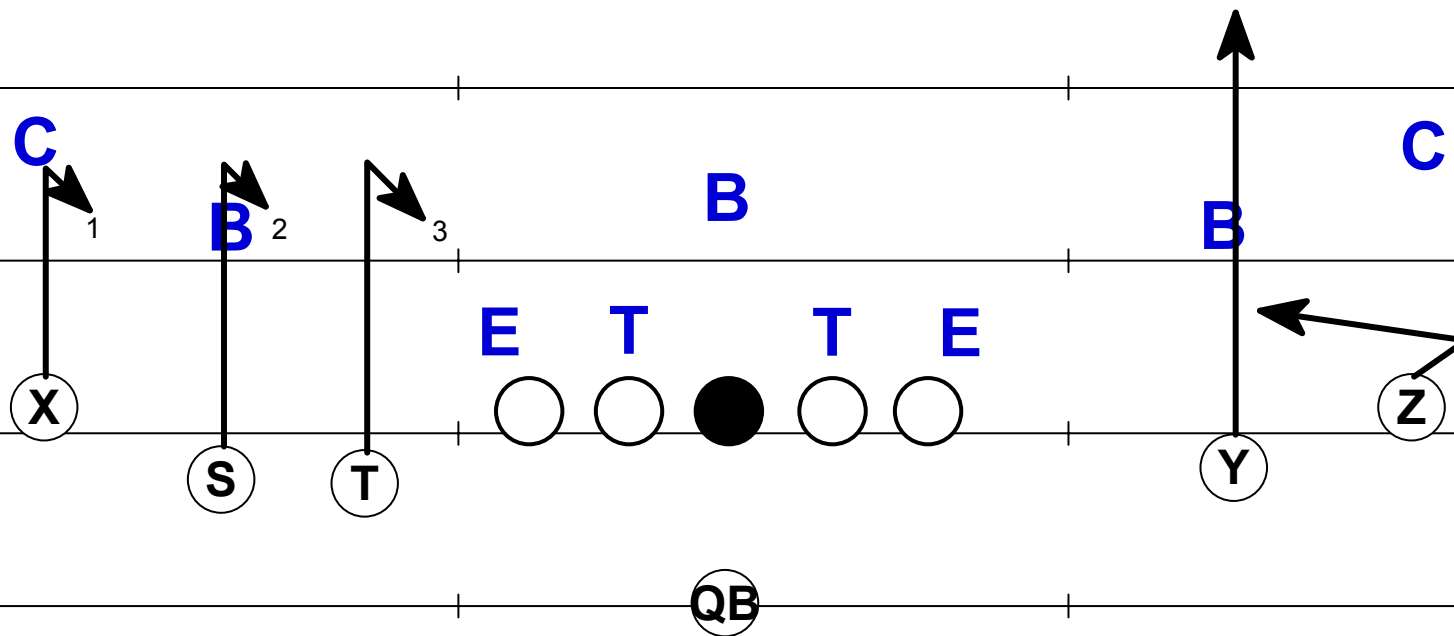




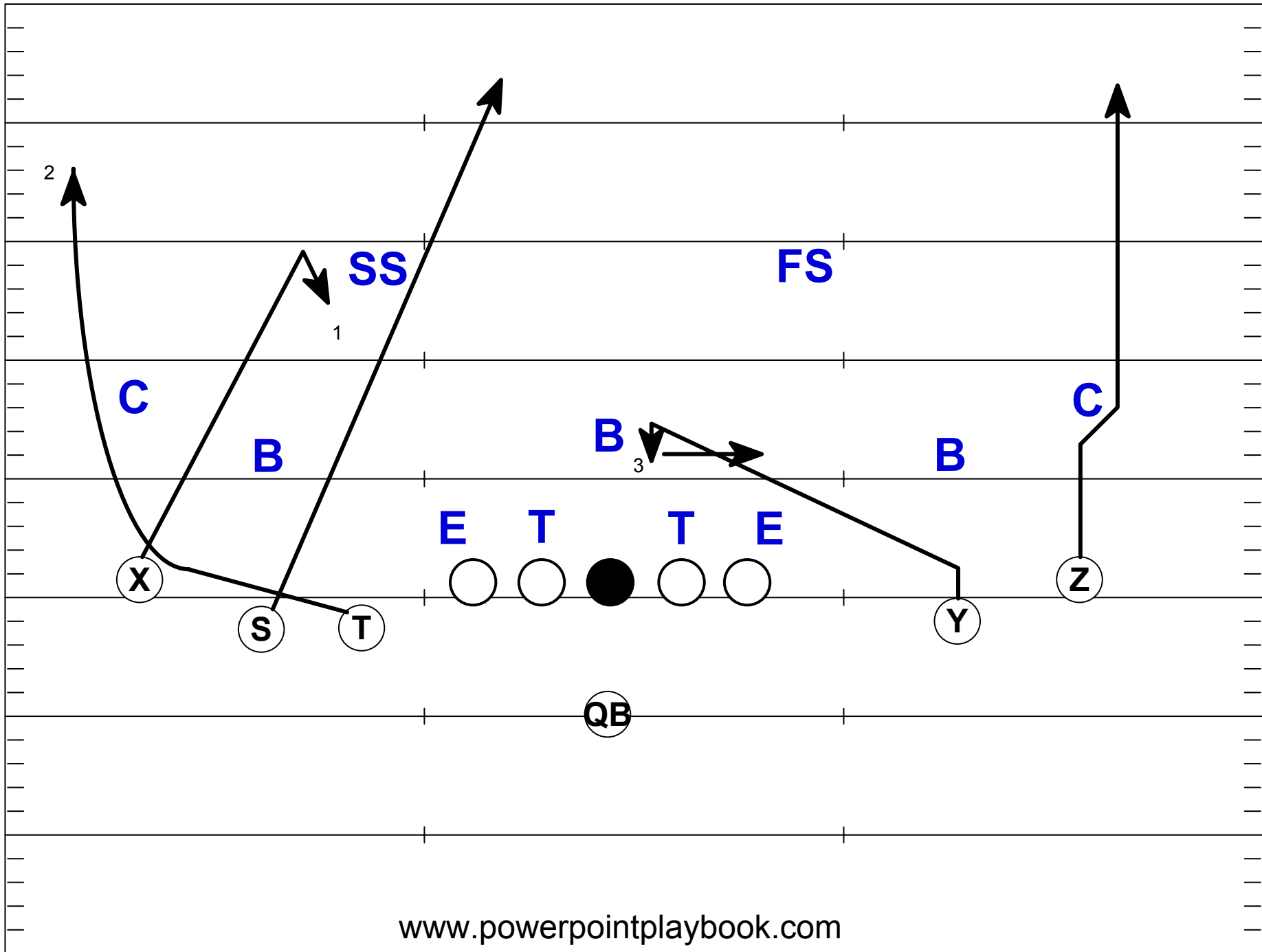
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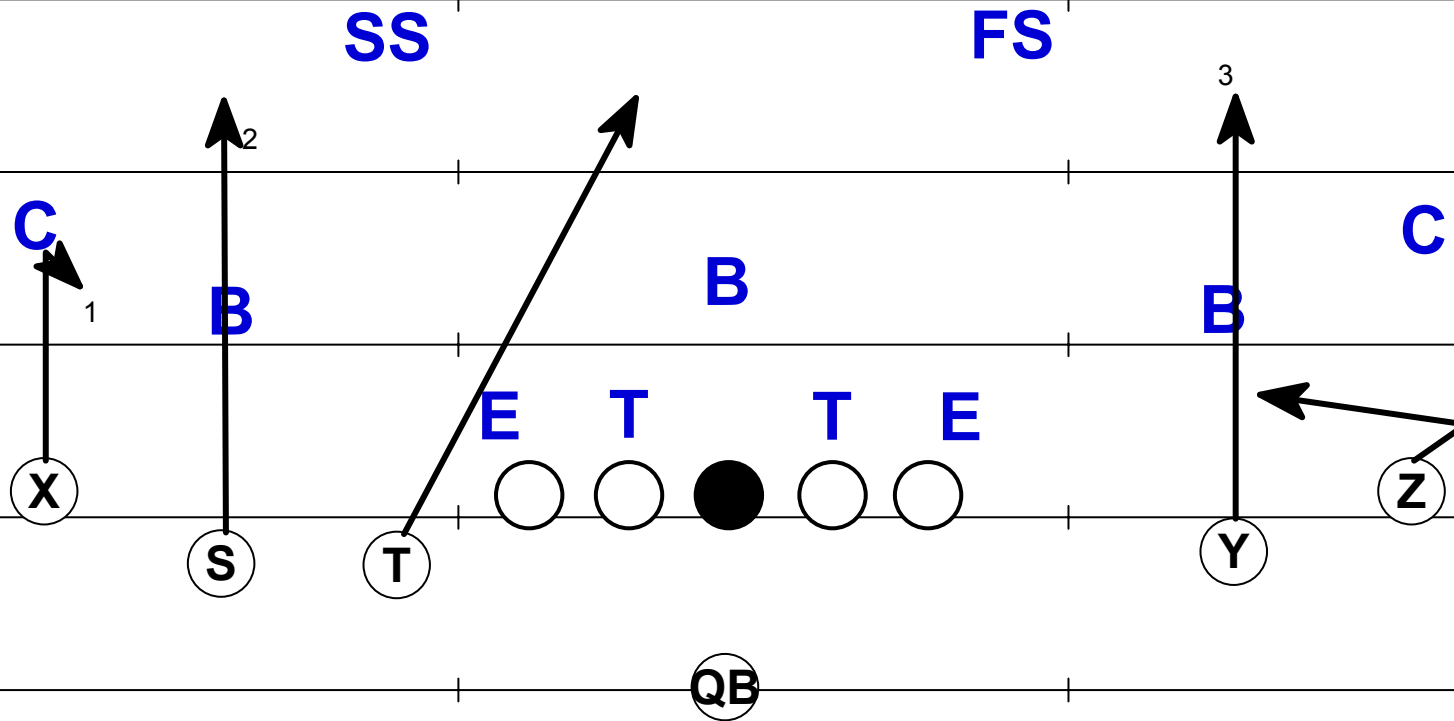
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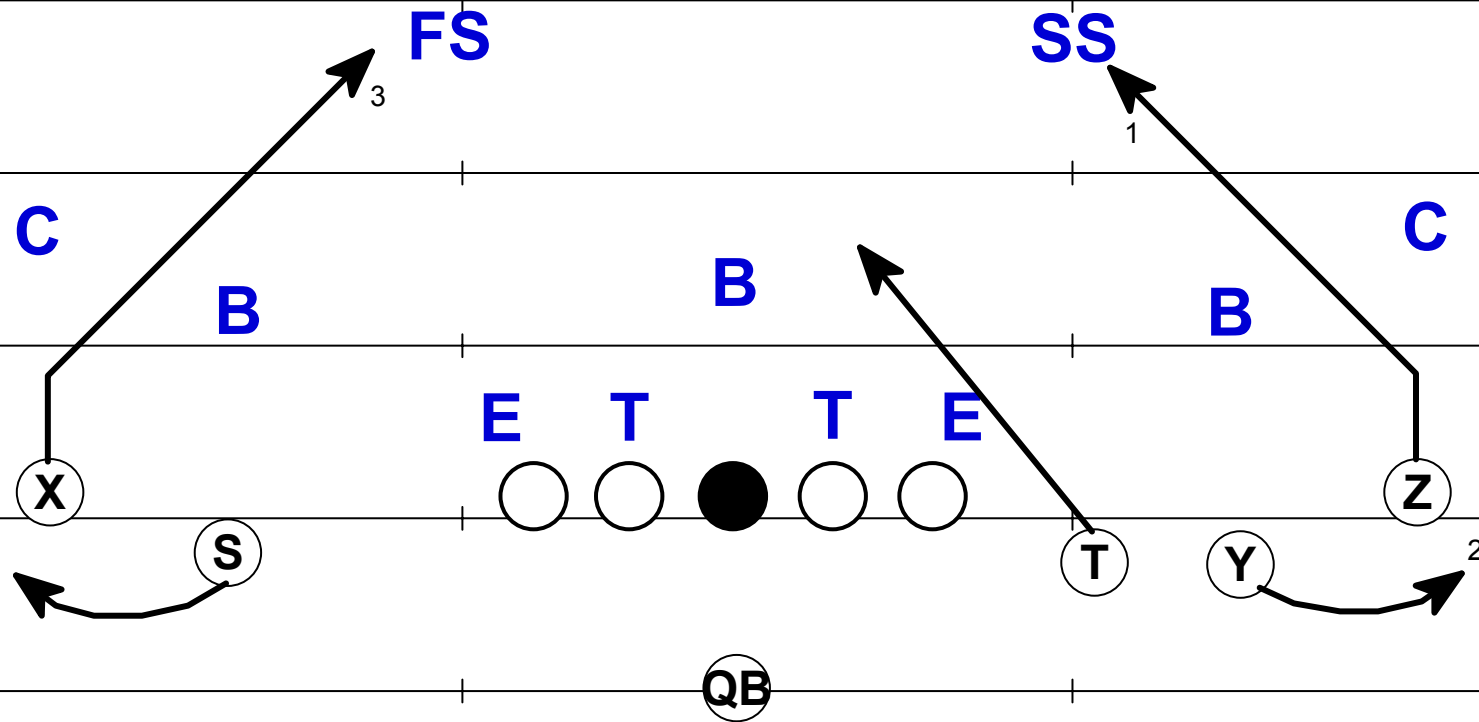


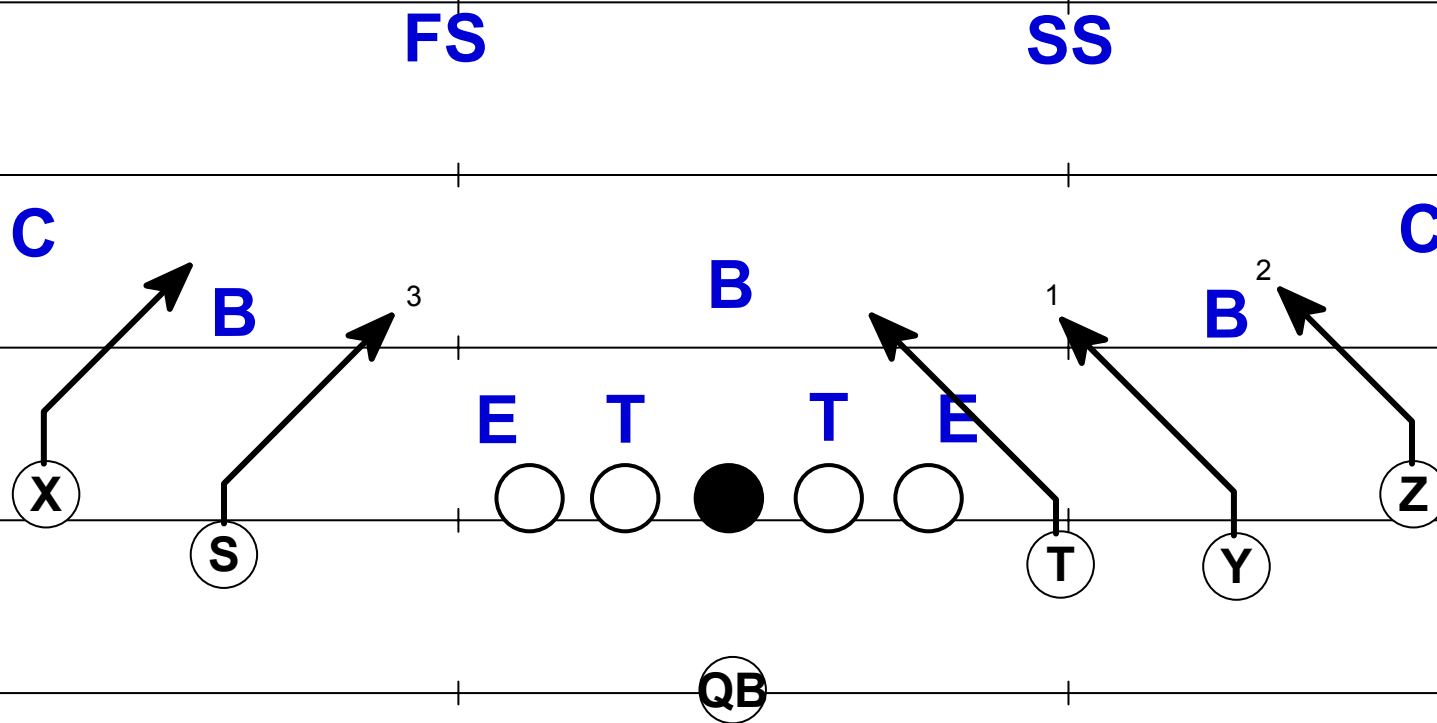
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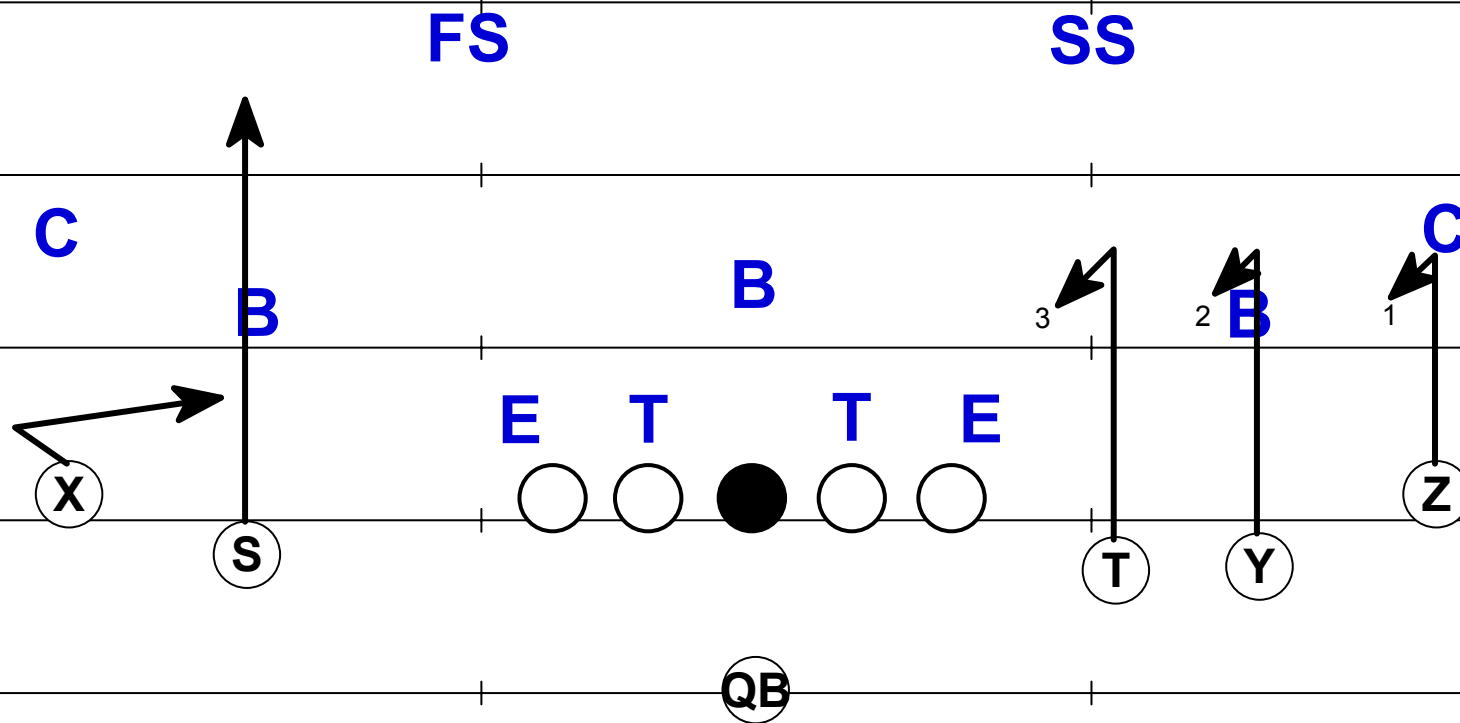


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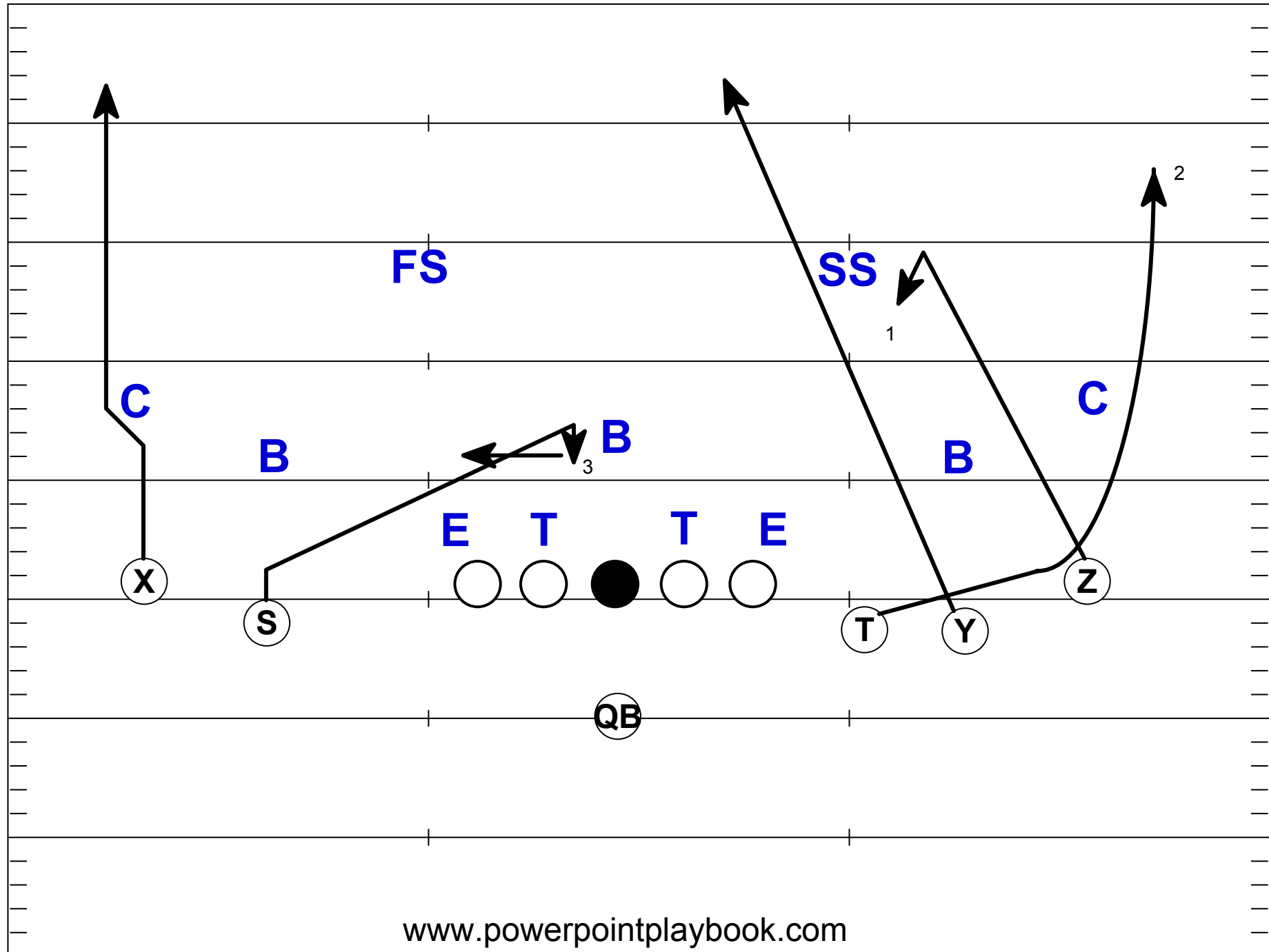




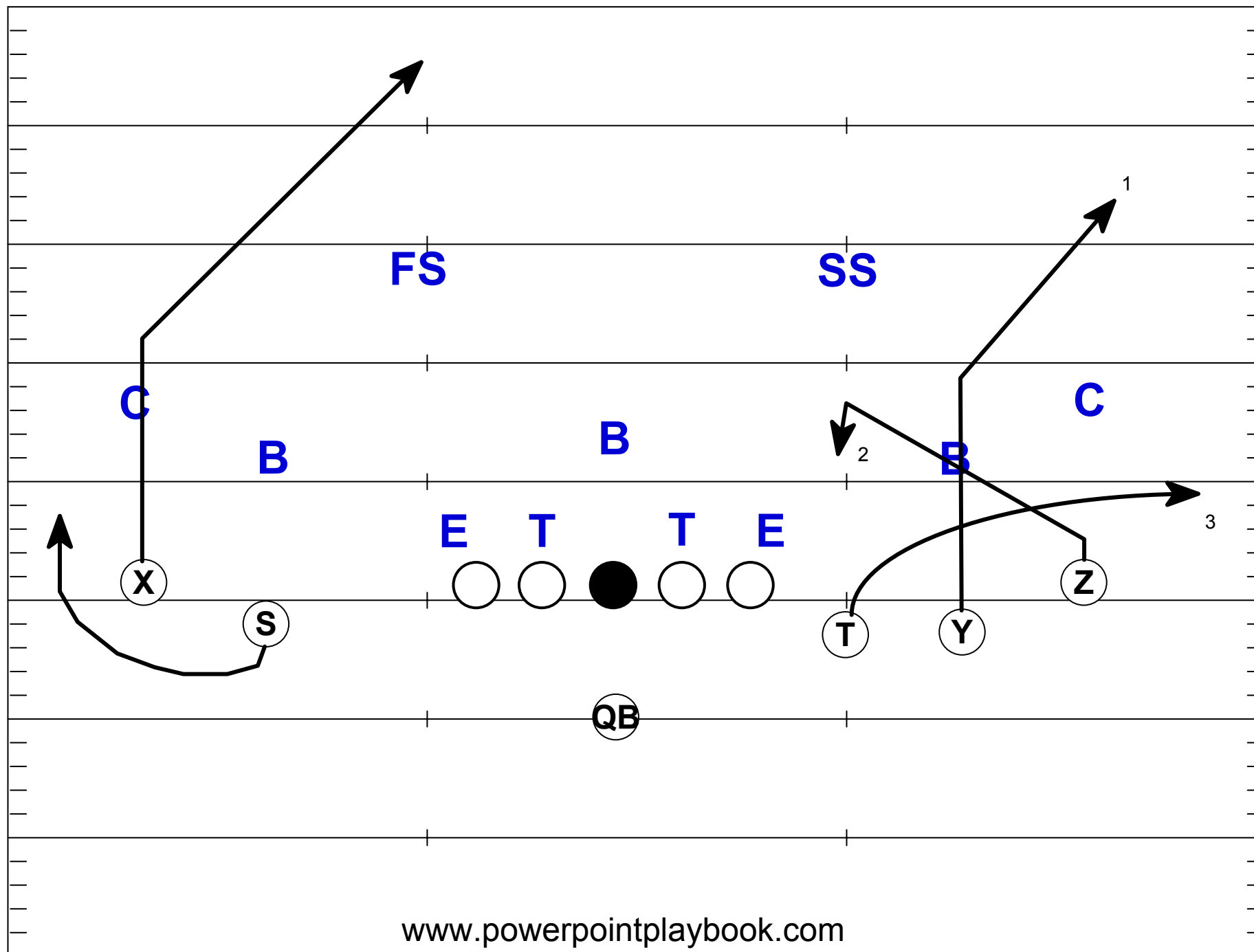




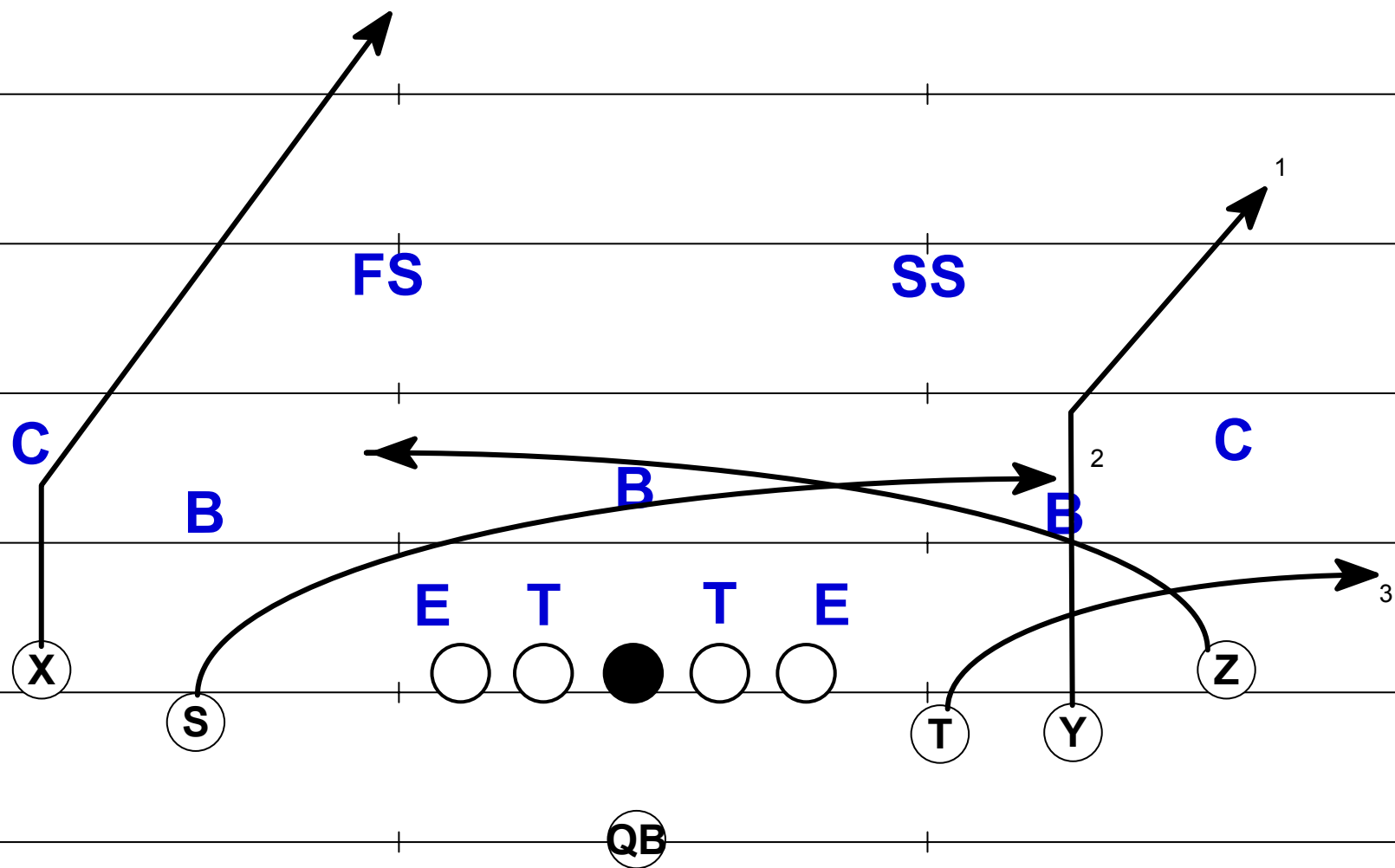
200 RAIDER



600 SPOT



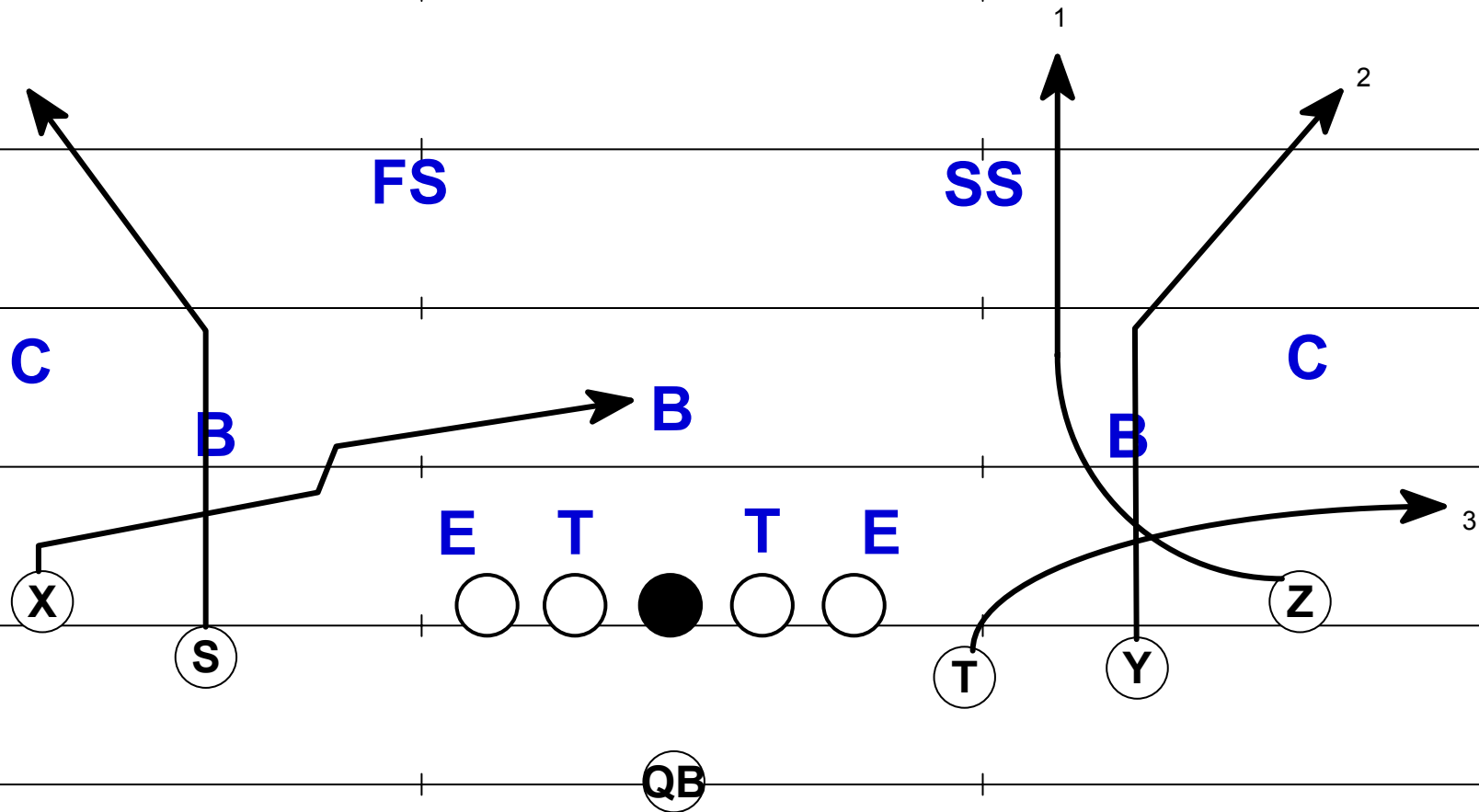
600 S MESH



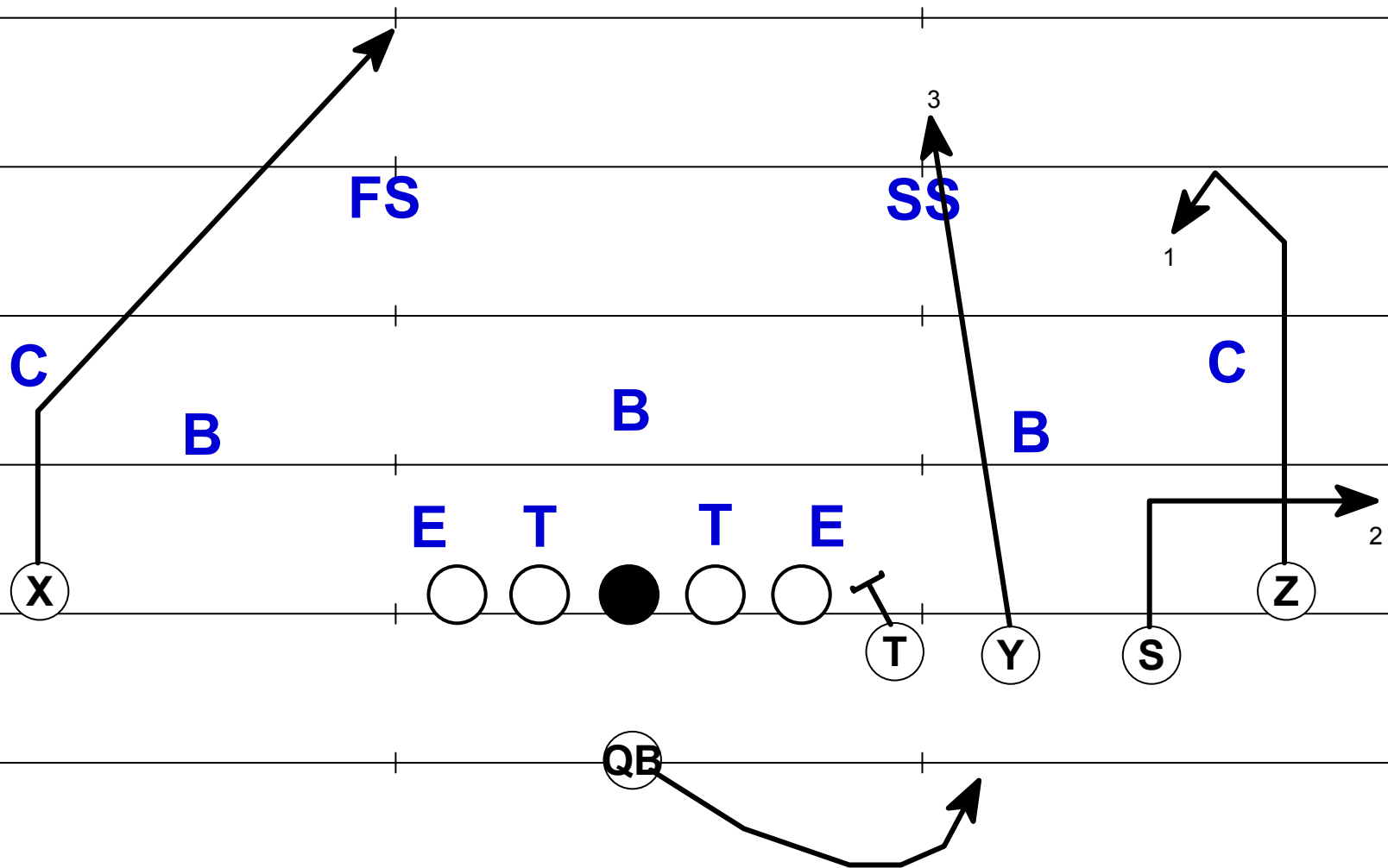




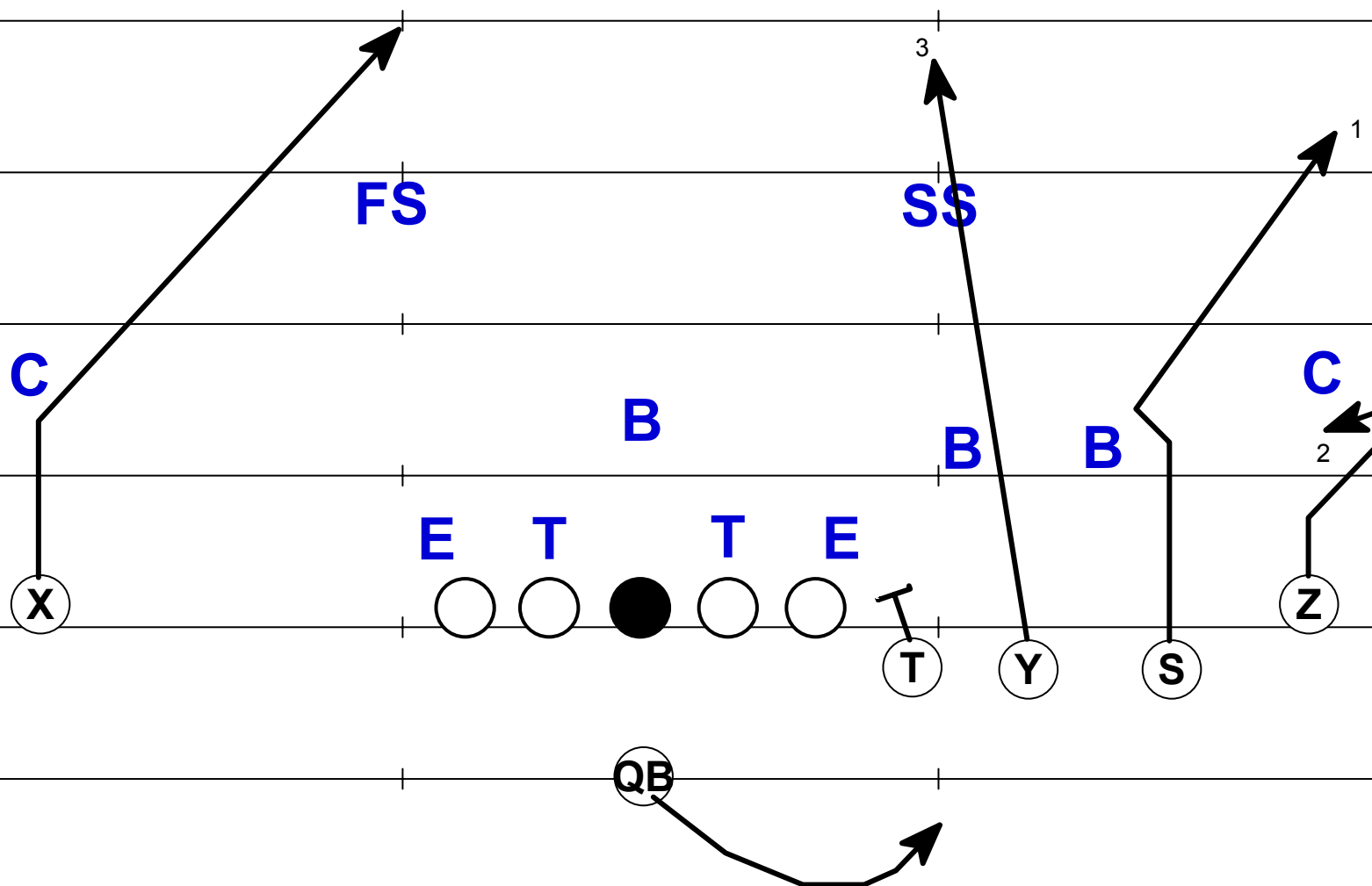
600 BOUNCE



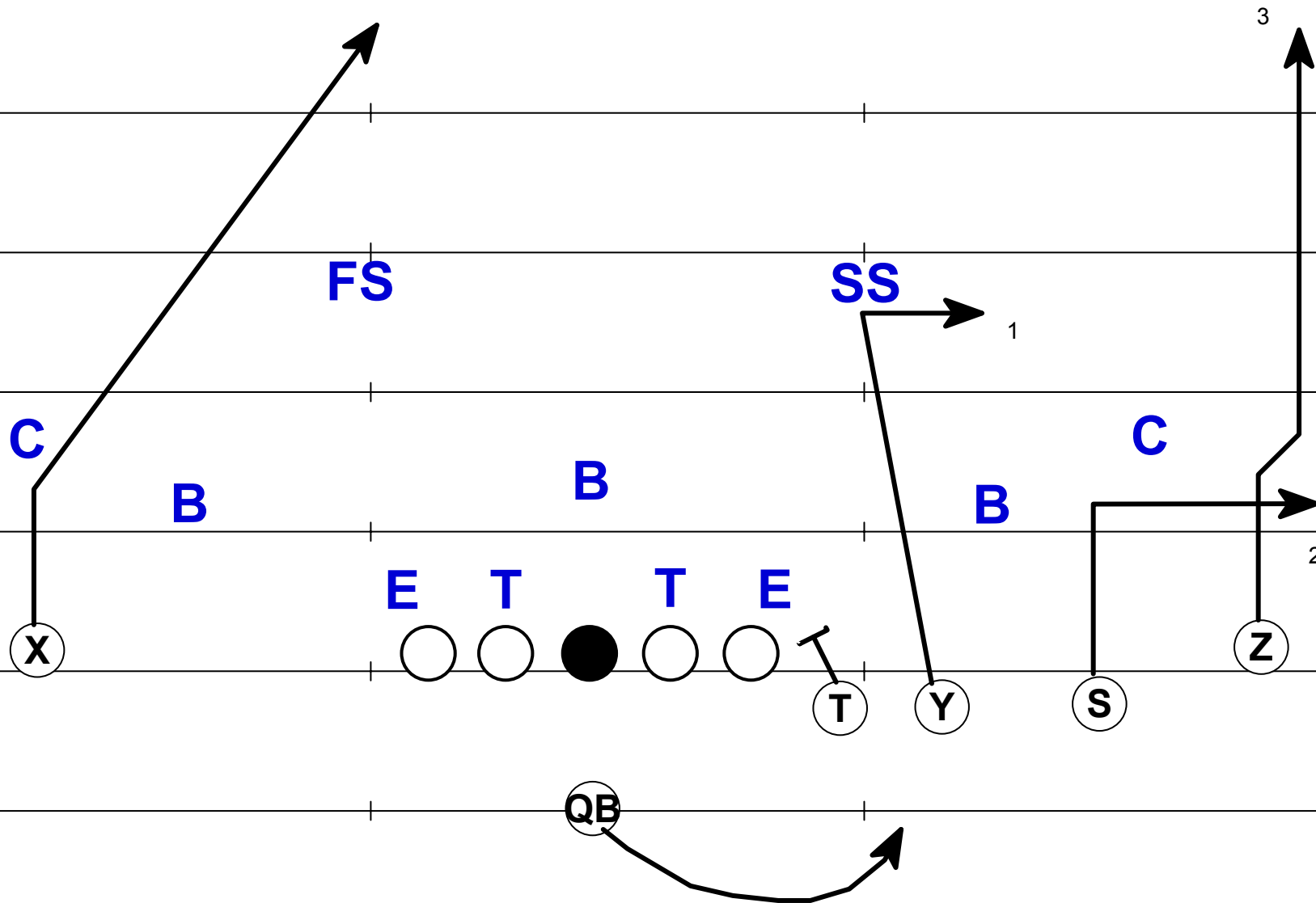




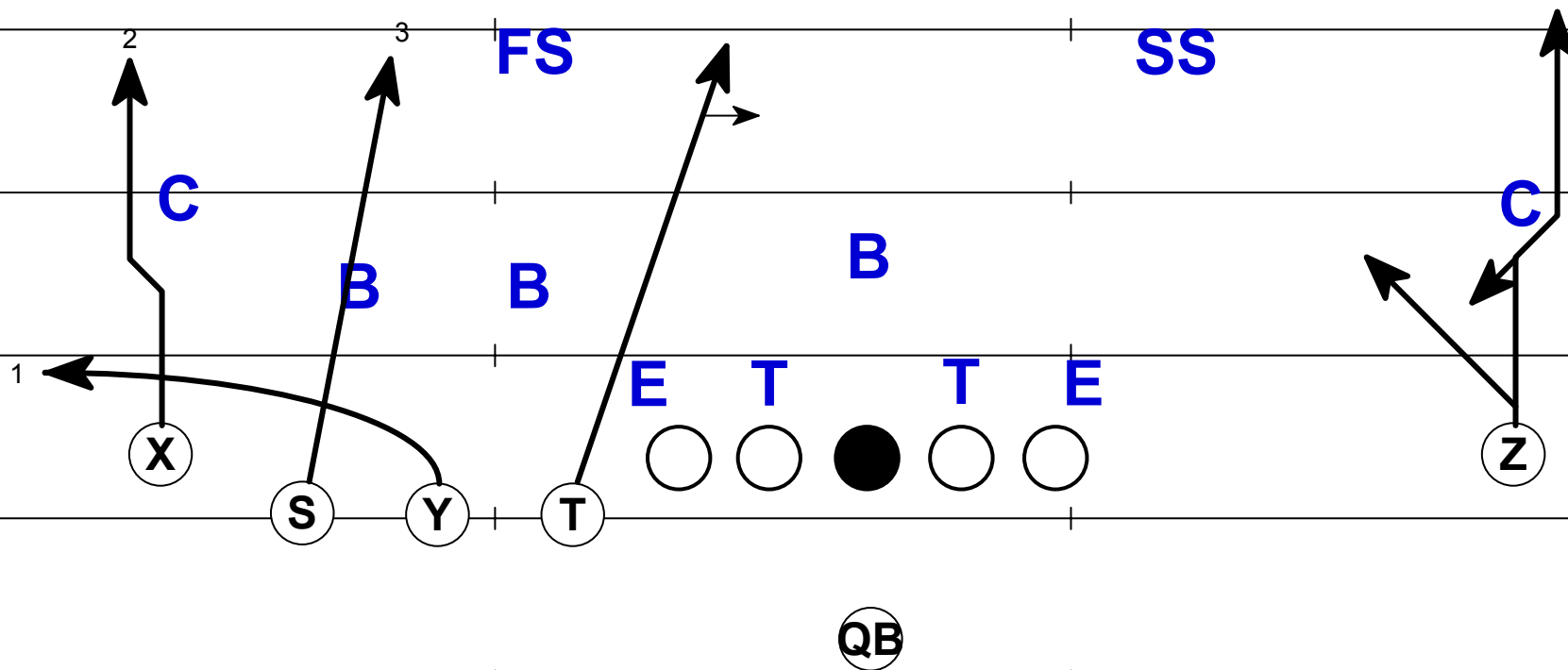
80 SLAM



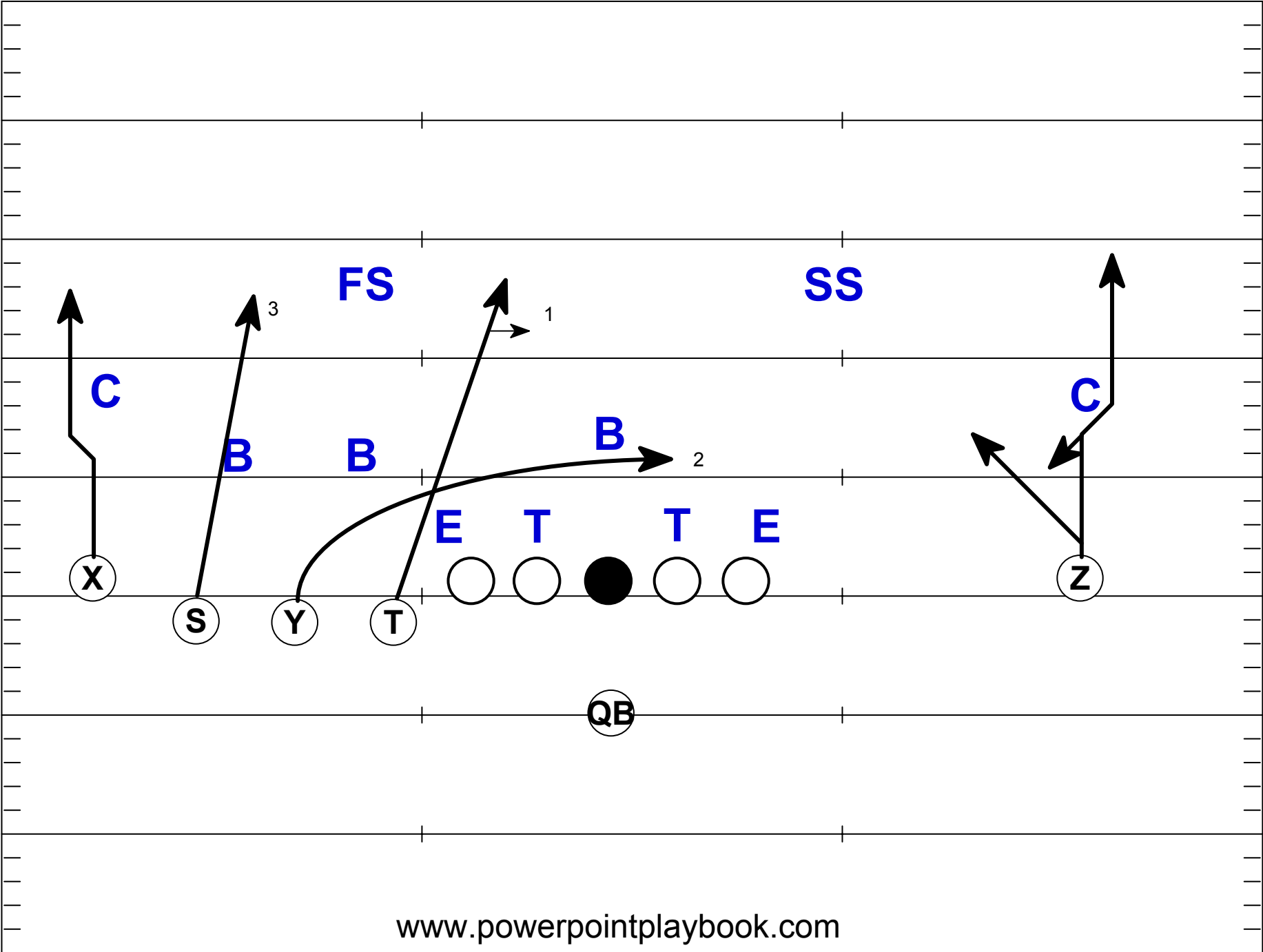
80 FLOOD



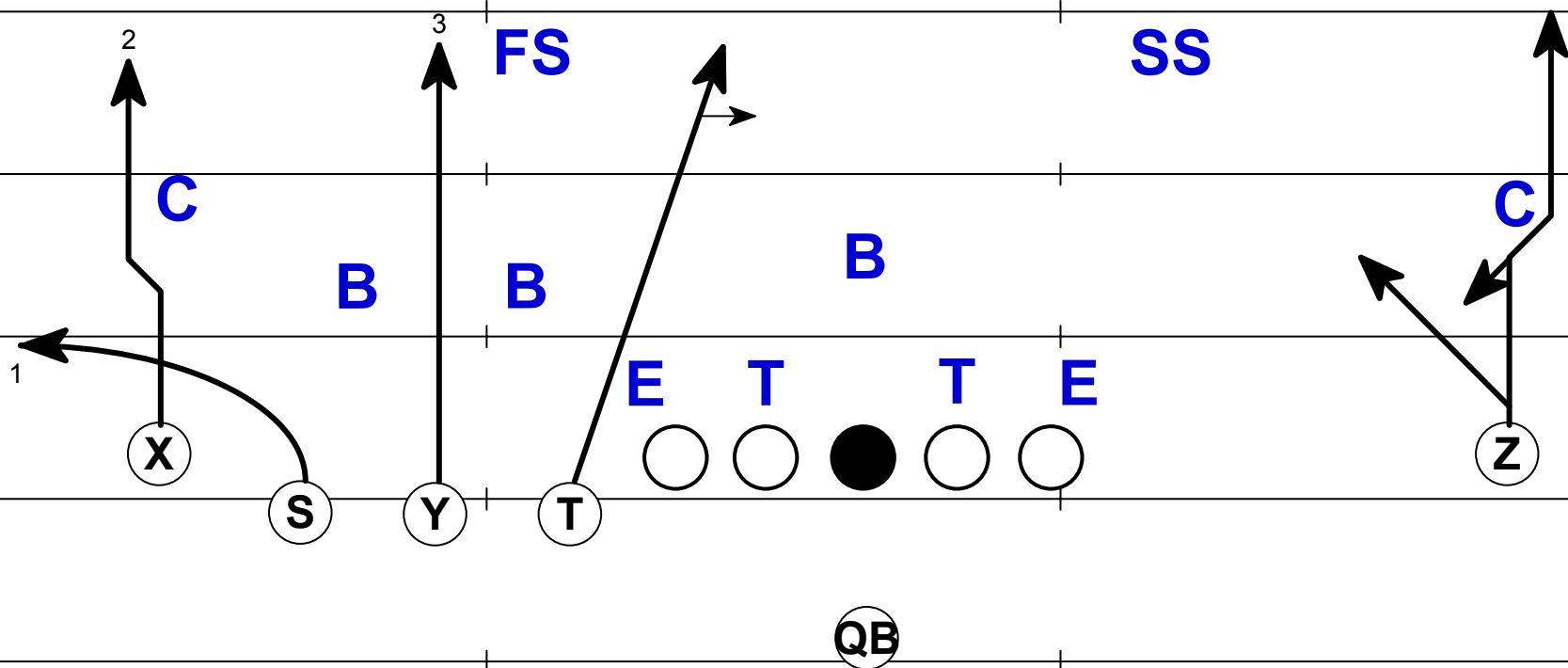
309 Y OUT



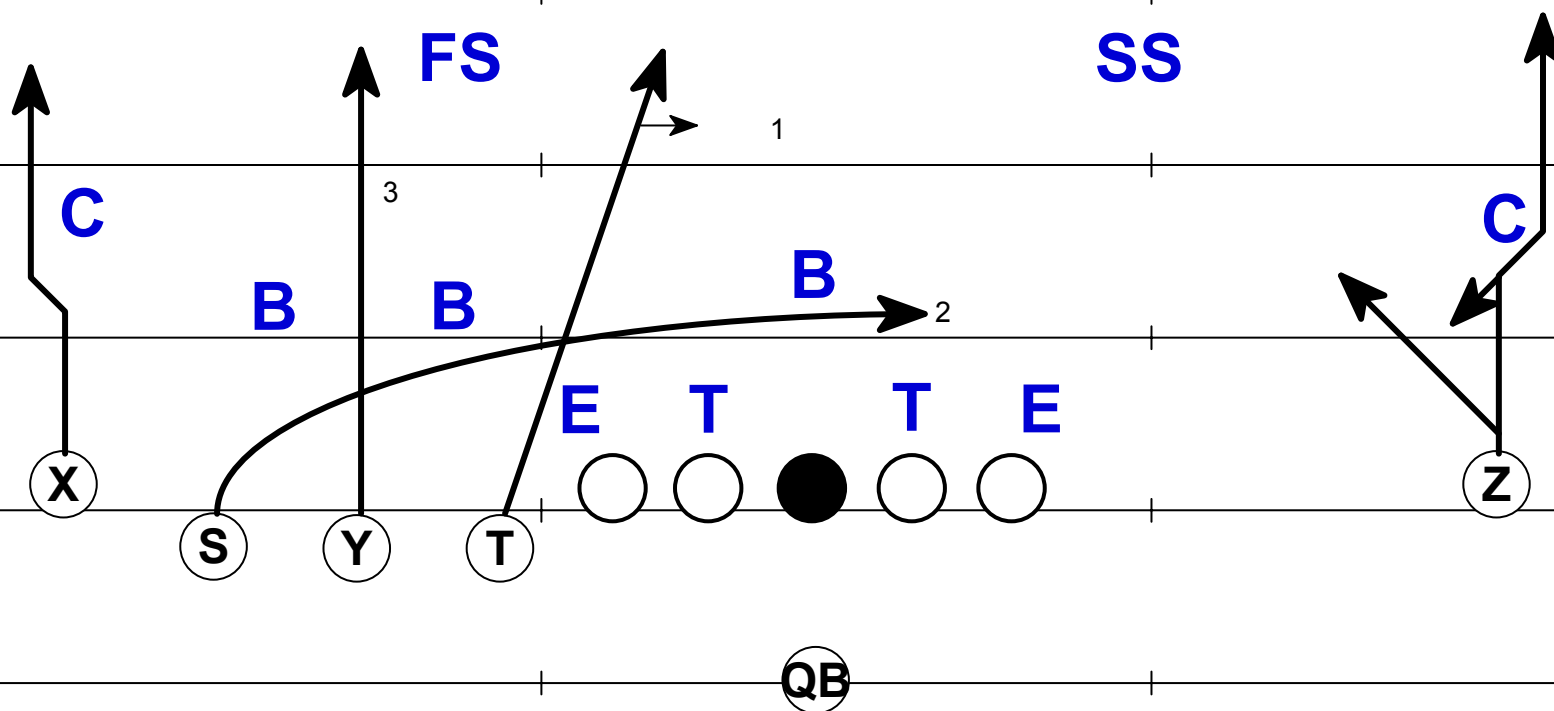
309 Y DRAG



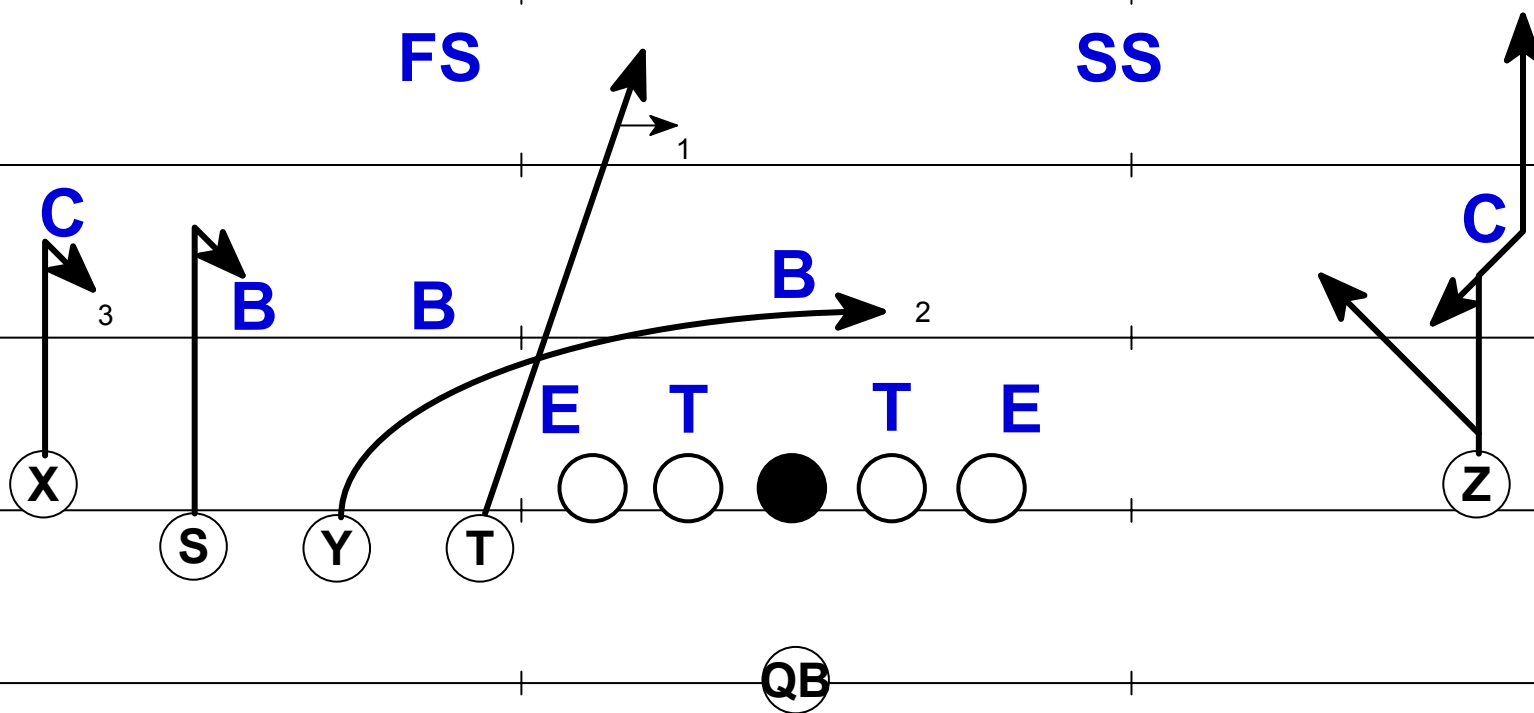
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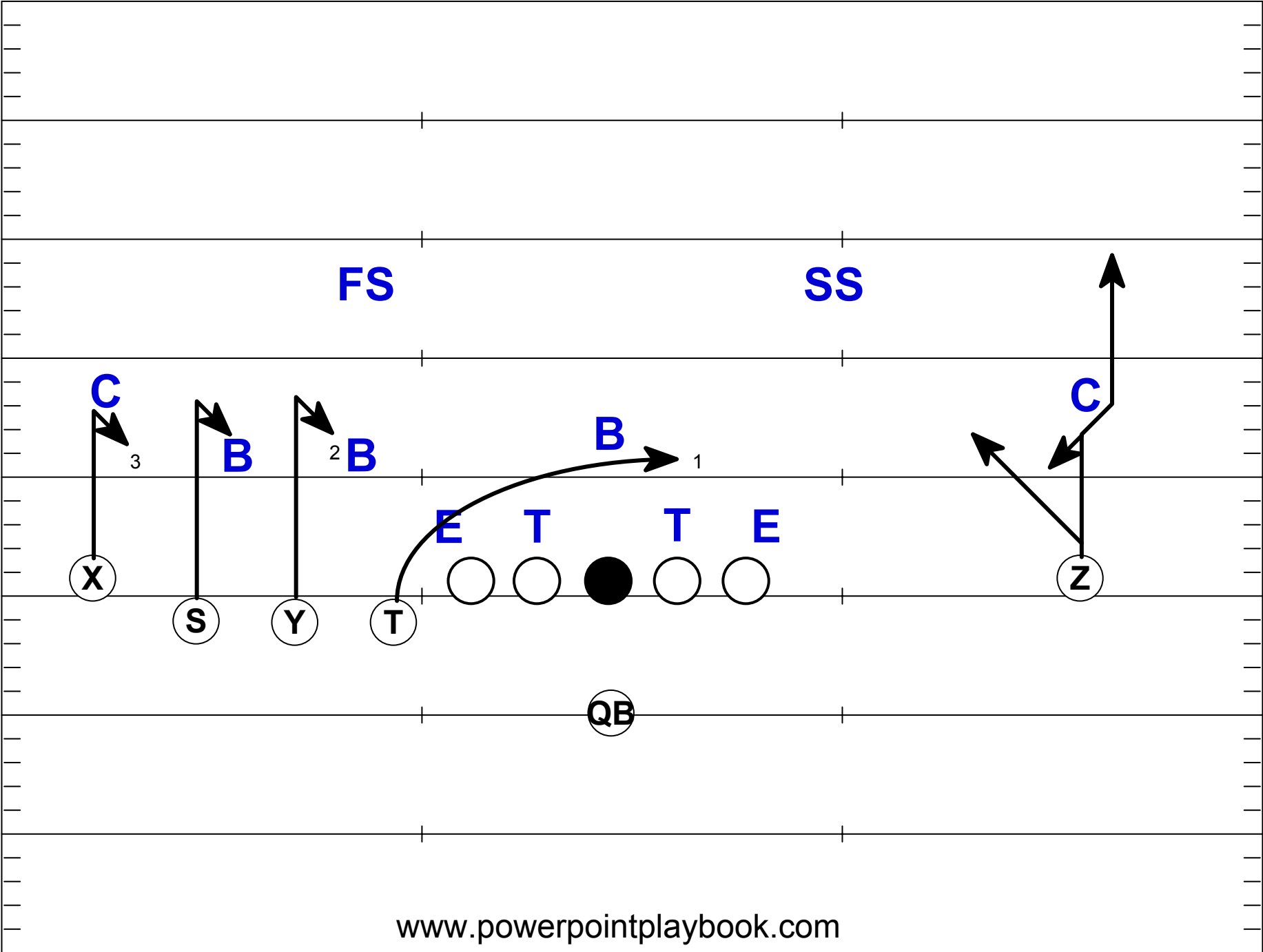
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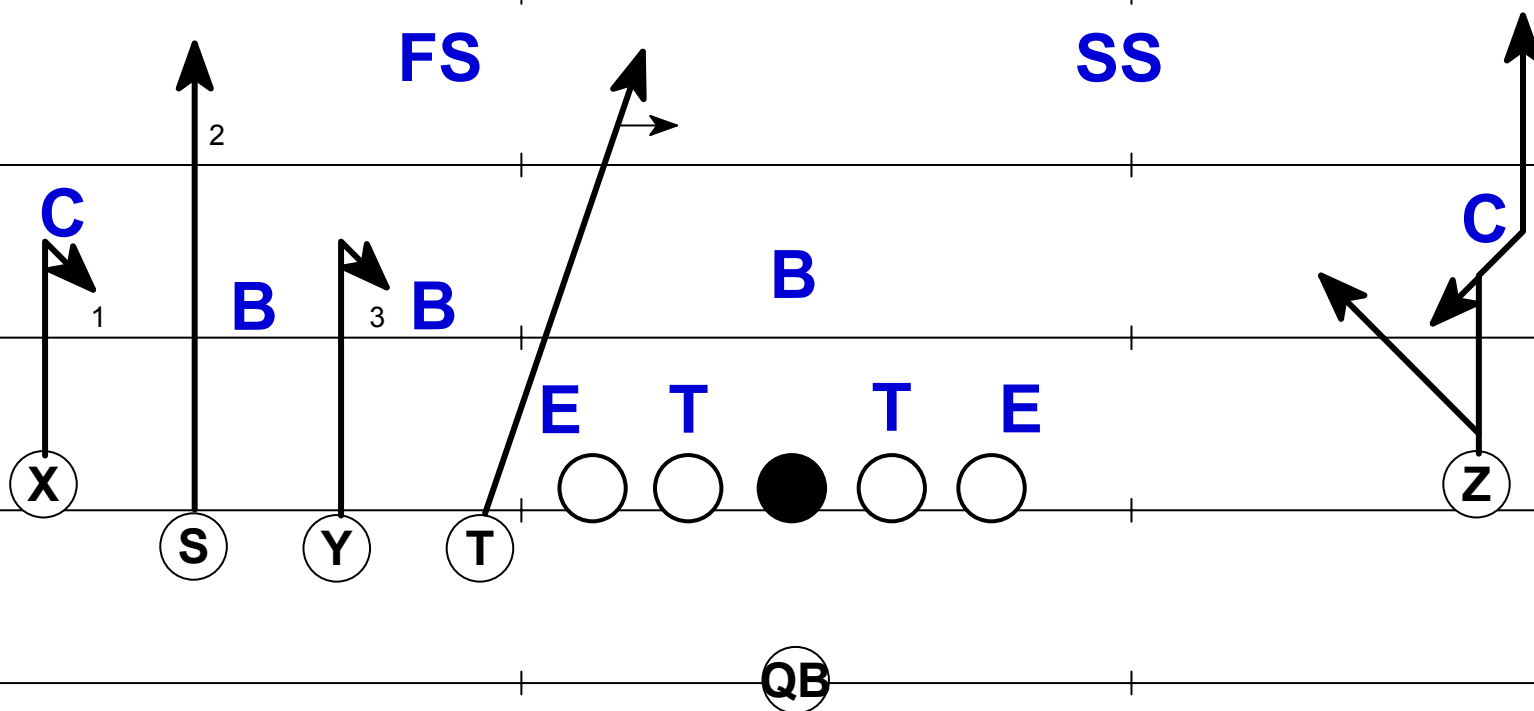
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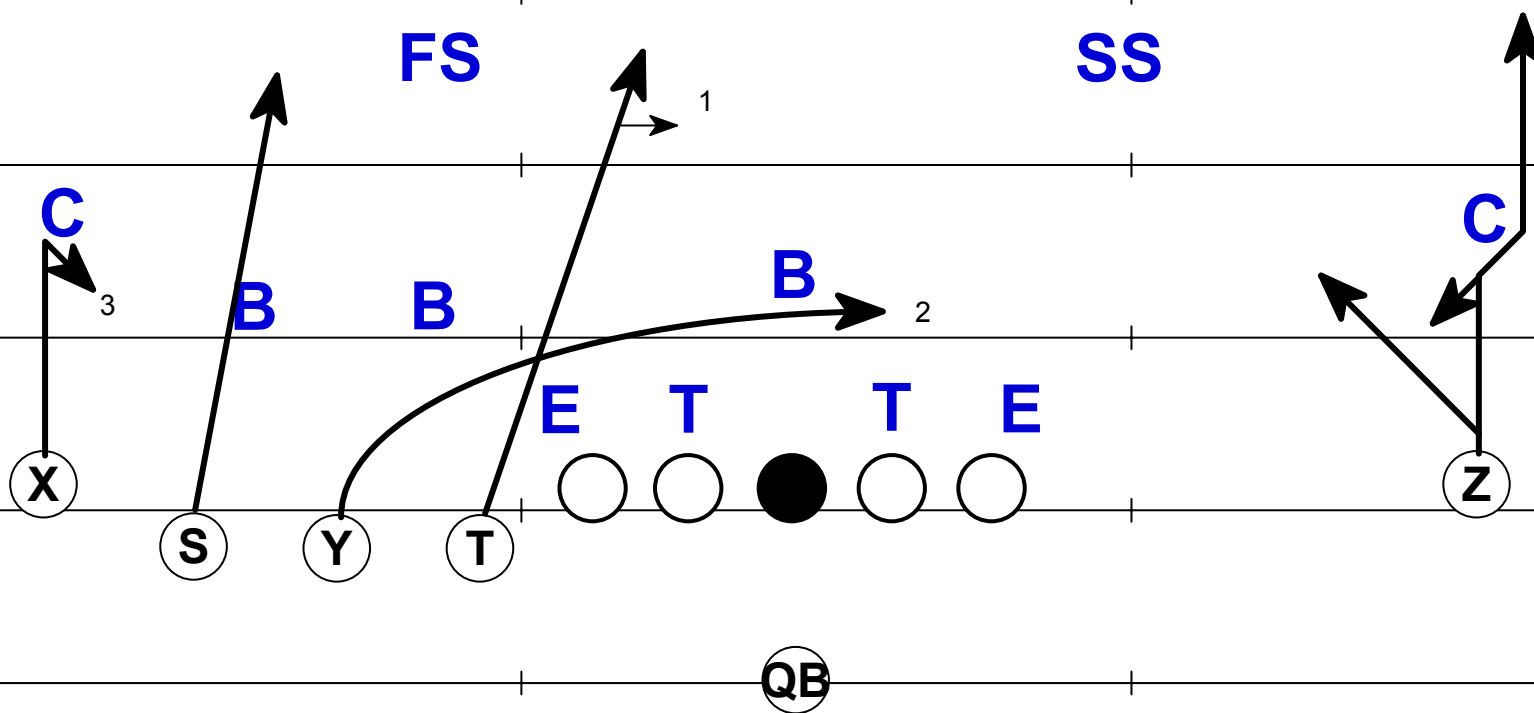
301 T DRAG



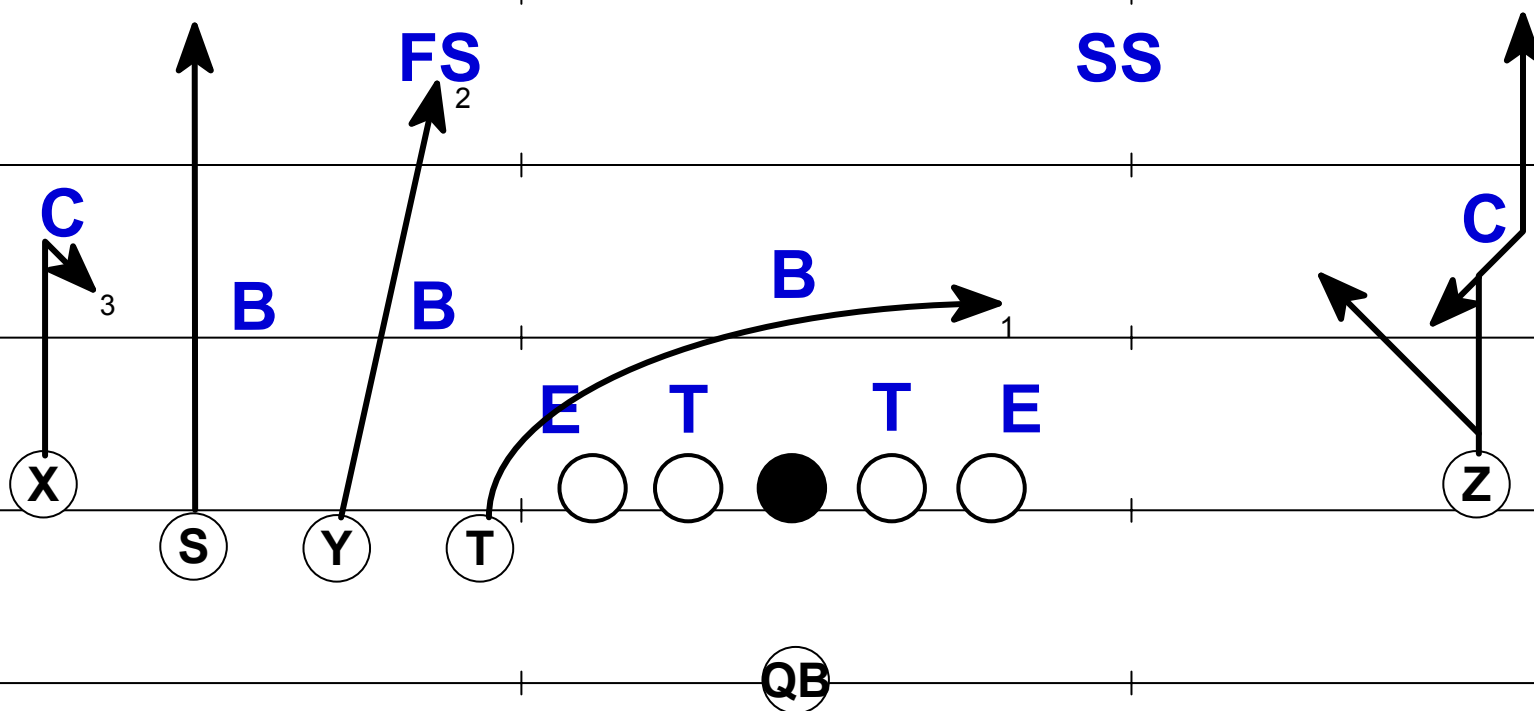
300 Y STOP

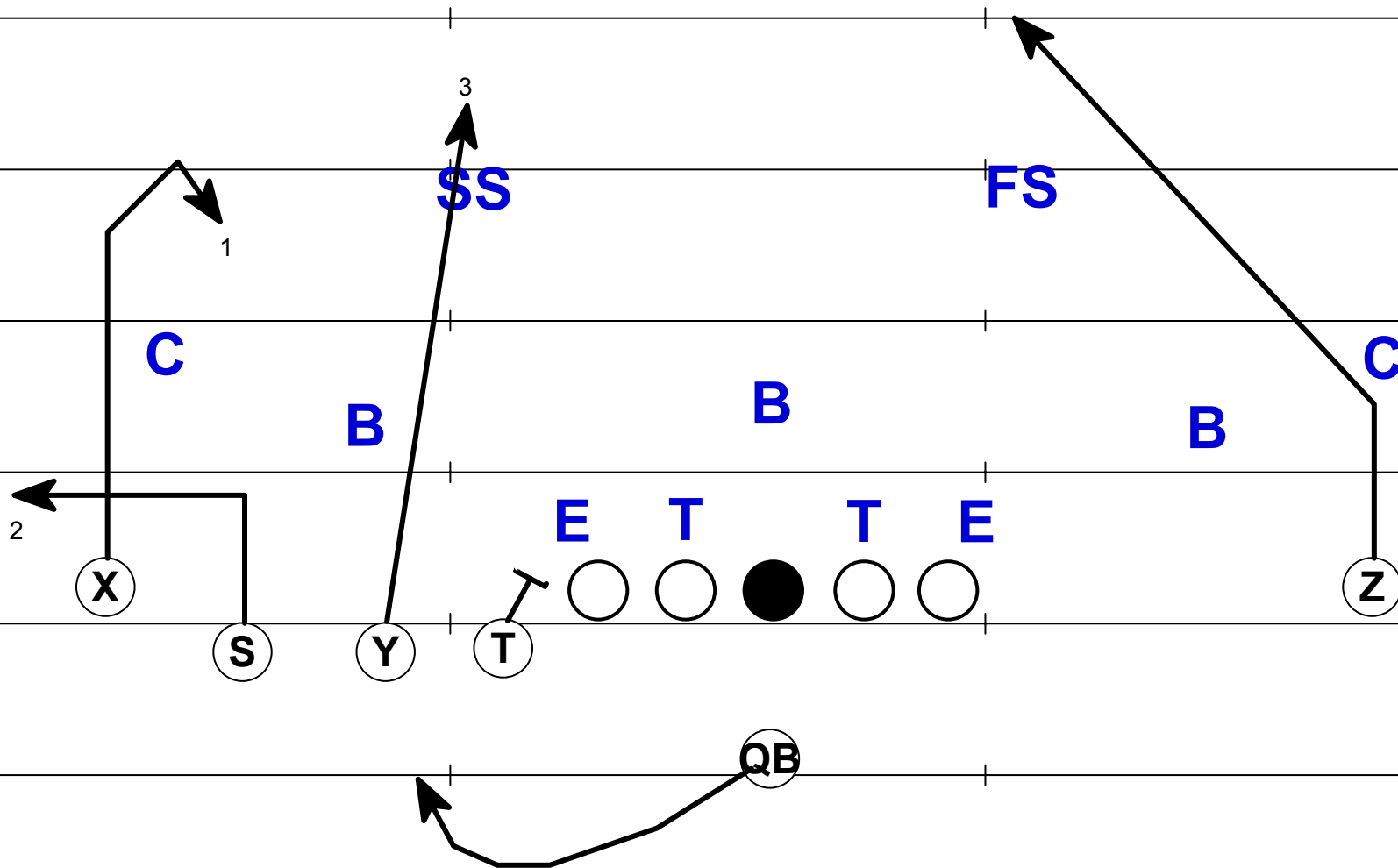


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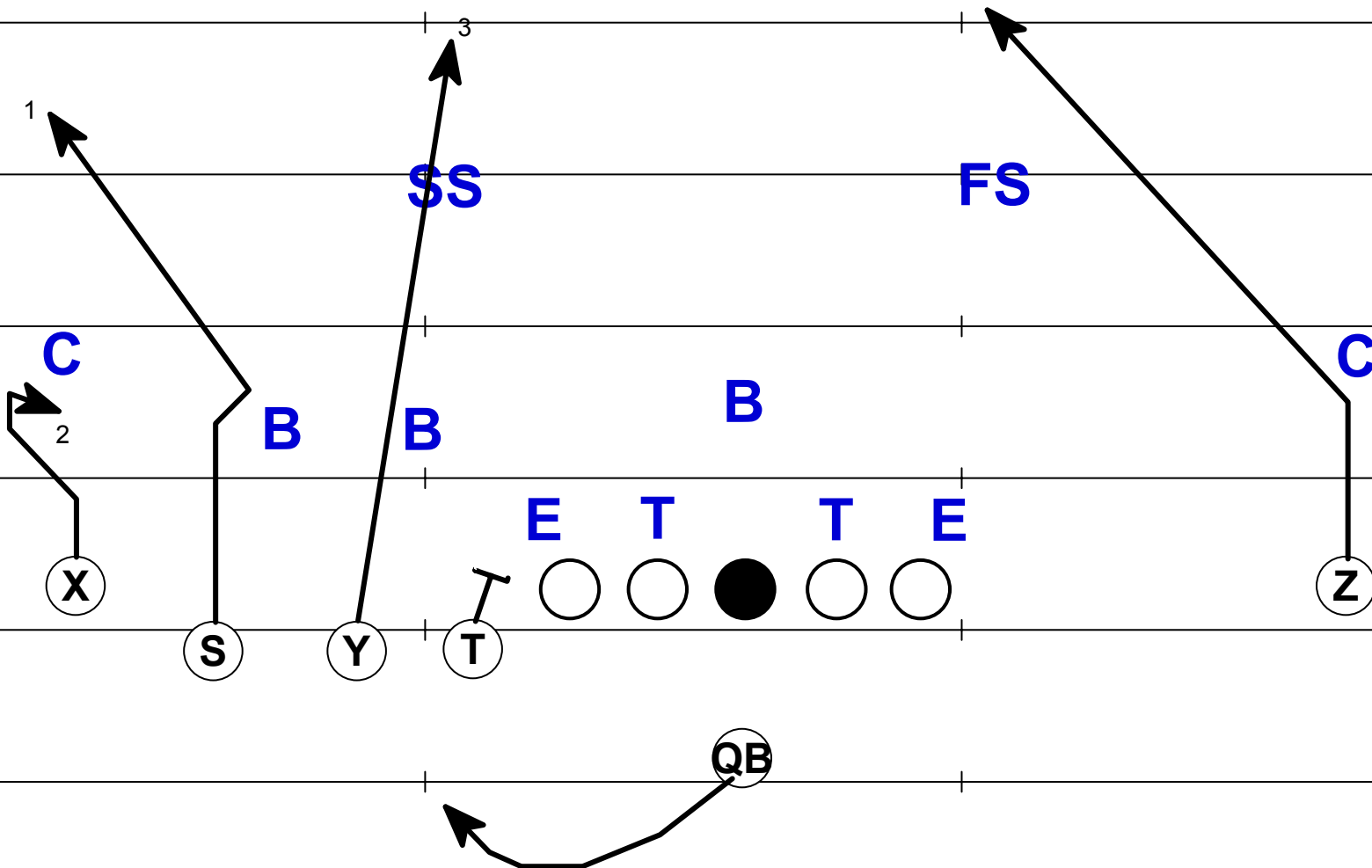


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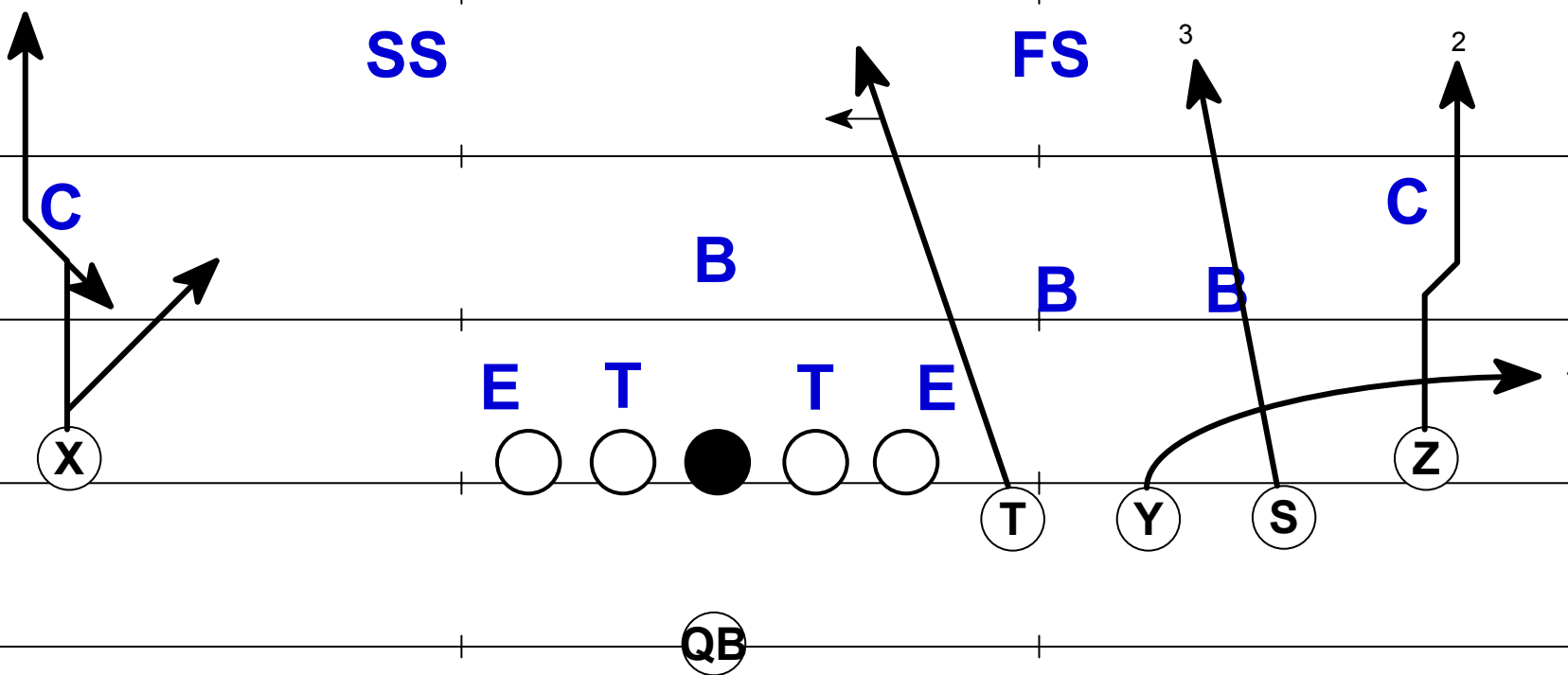




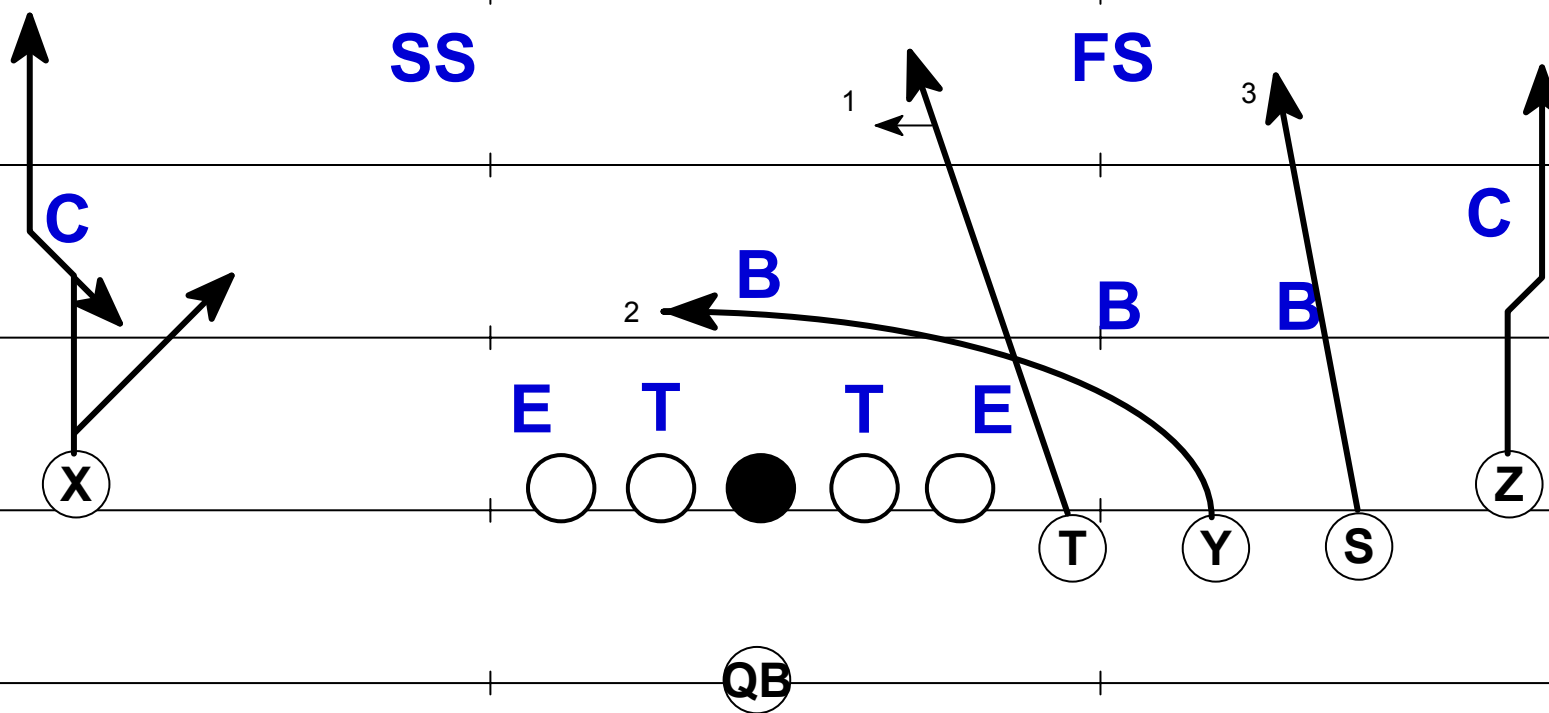
90 SLAM



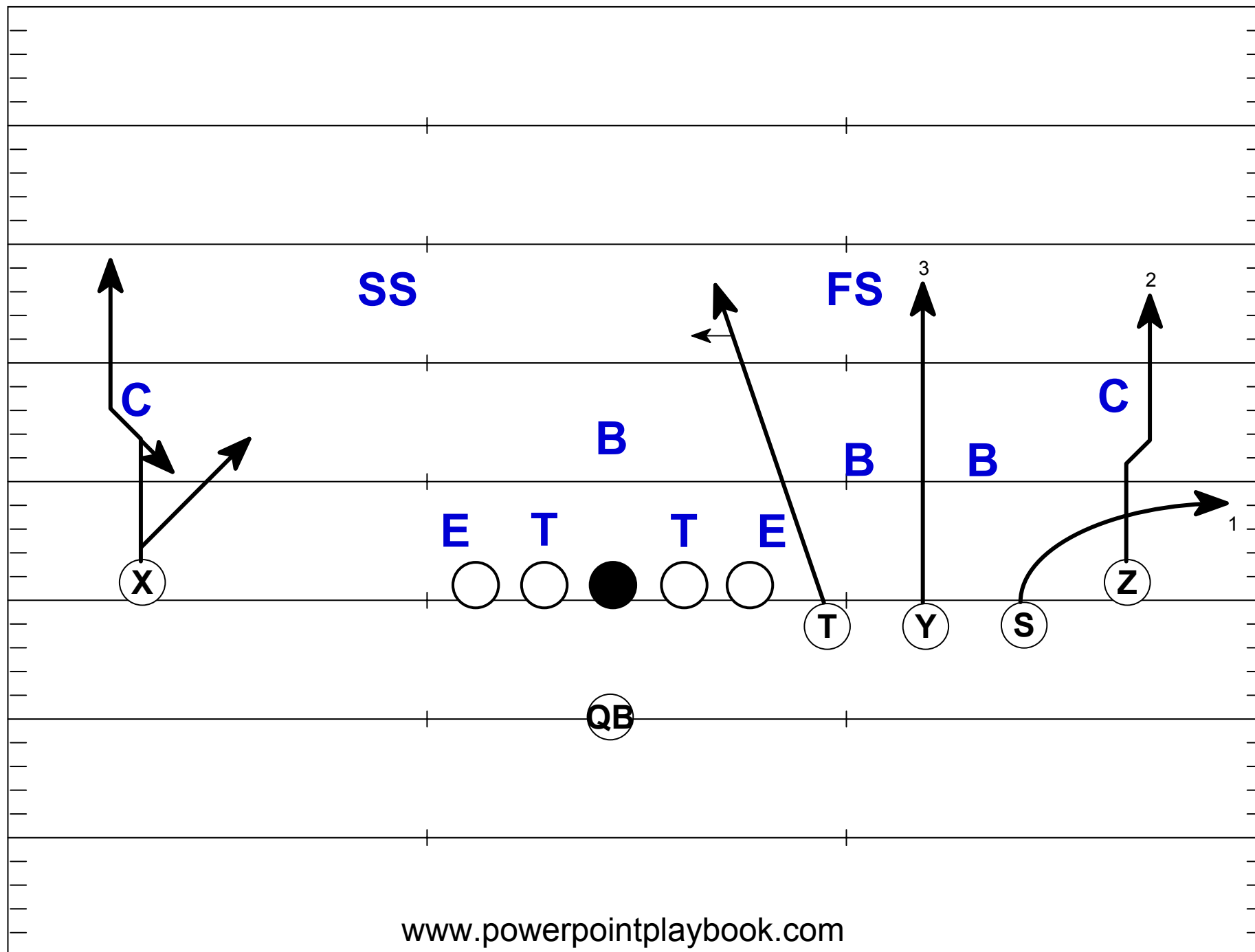
209 Y OUT



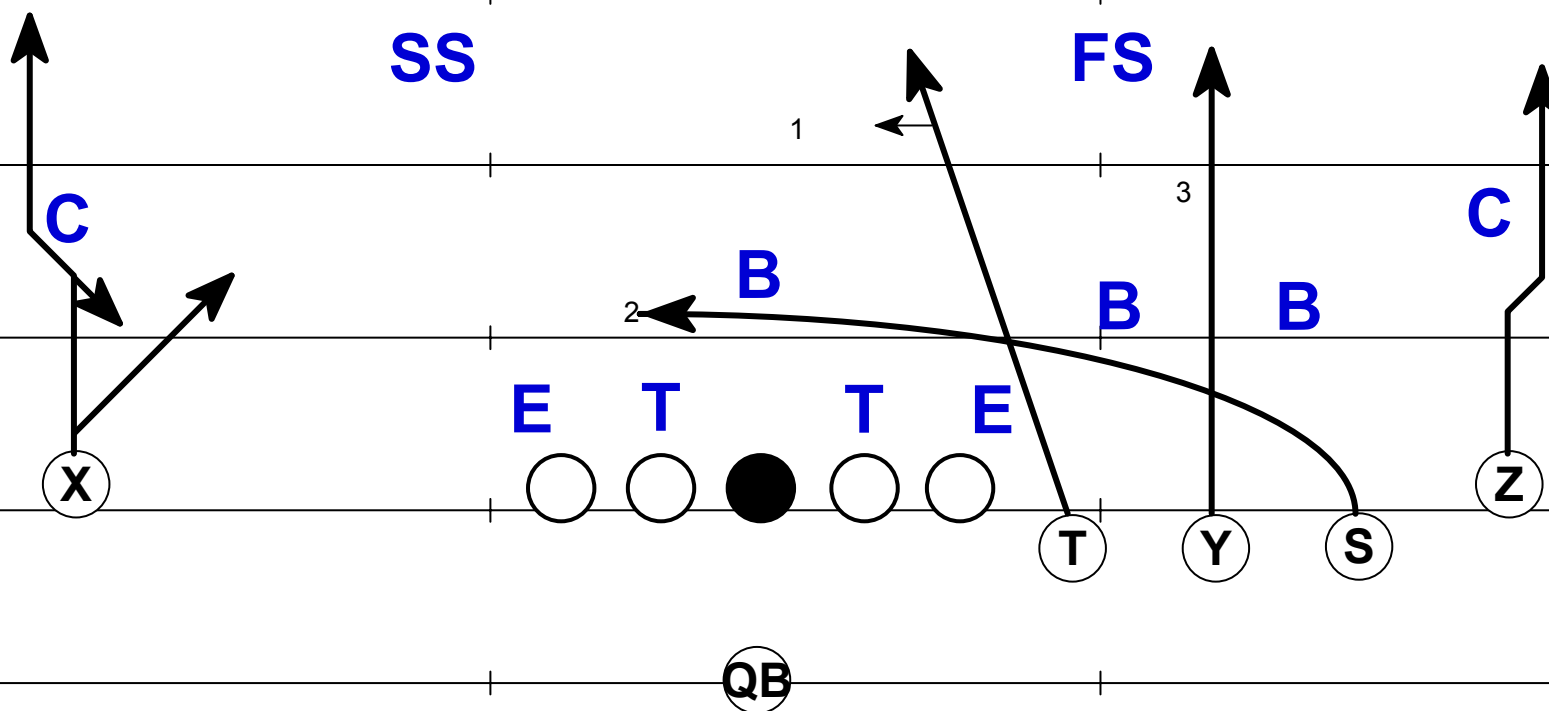
209 Y DRAG



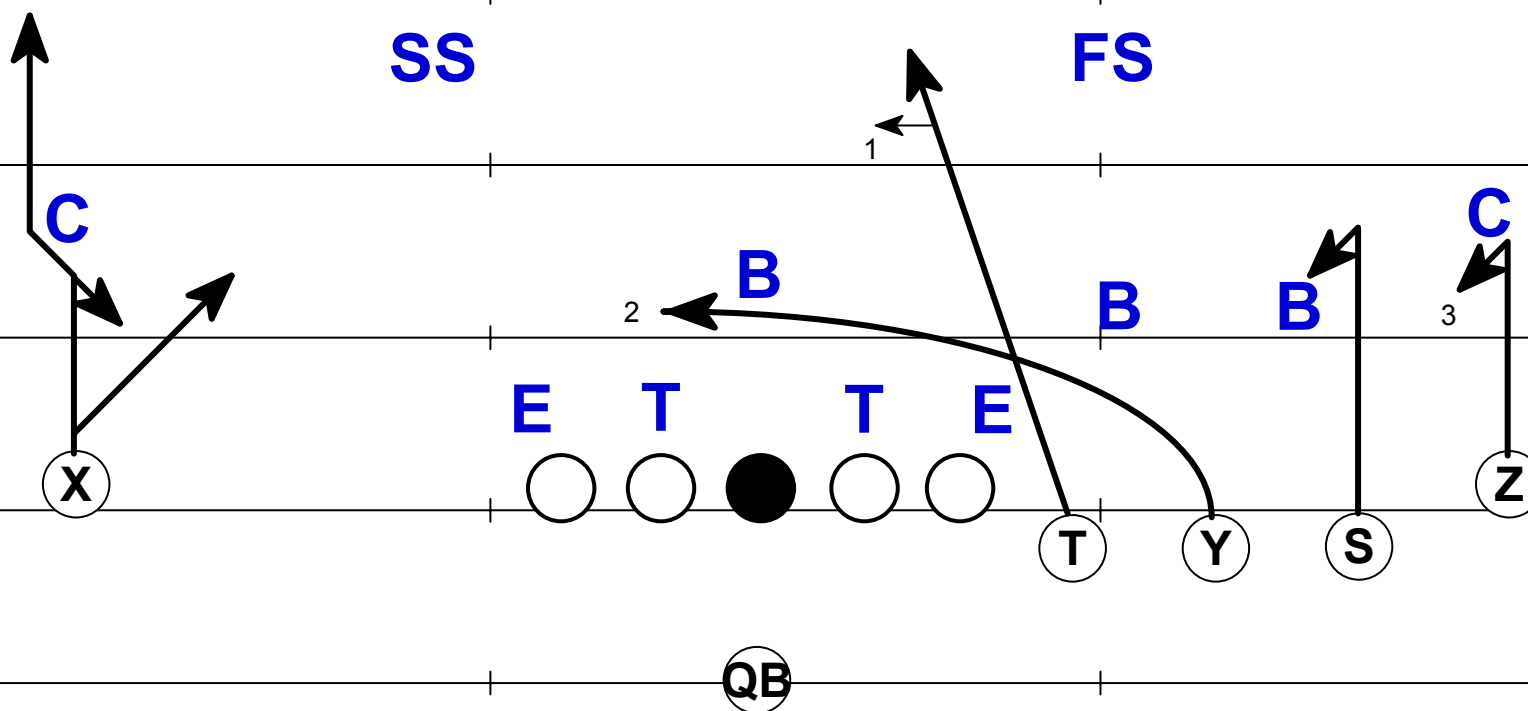
209 S OUT



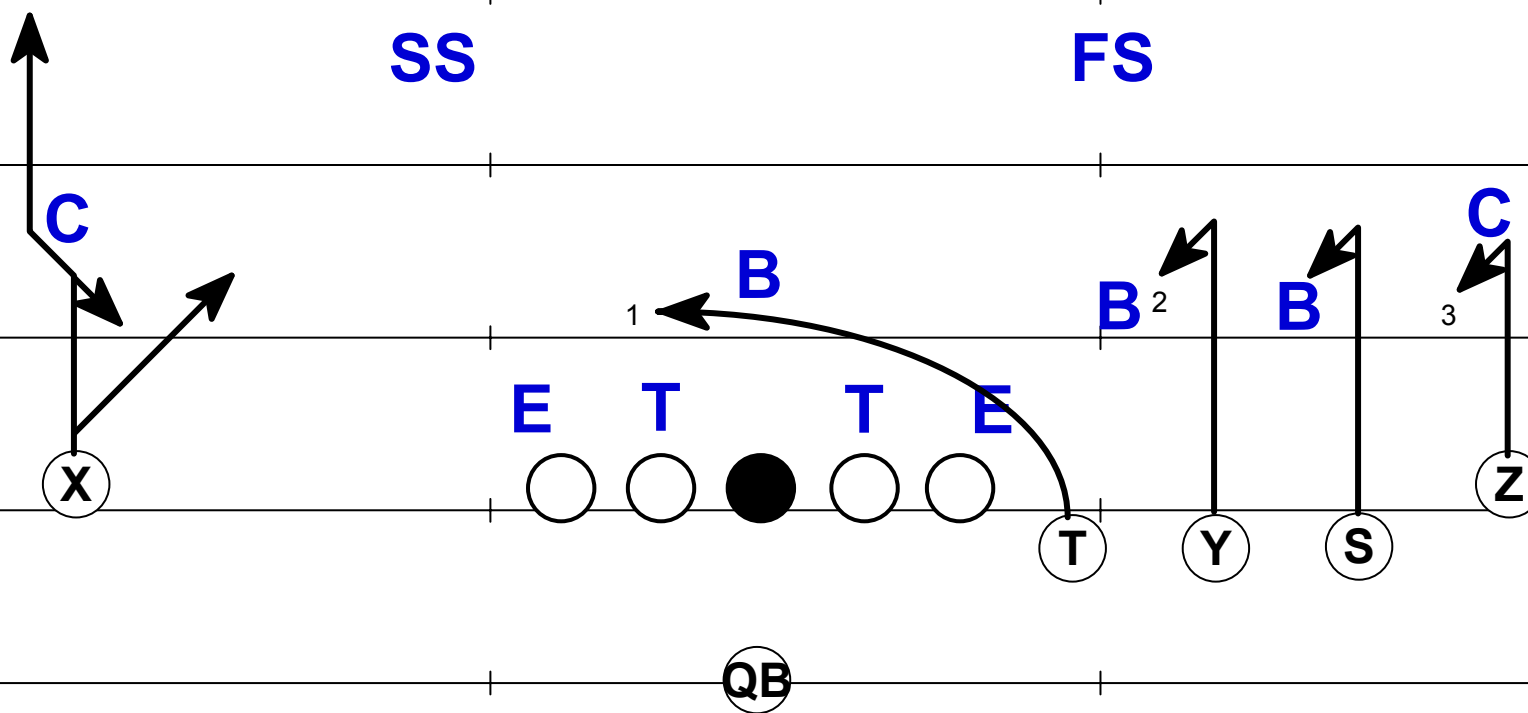
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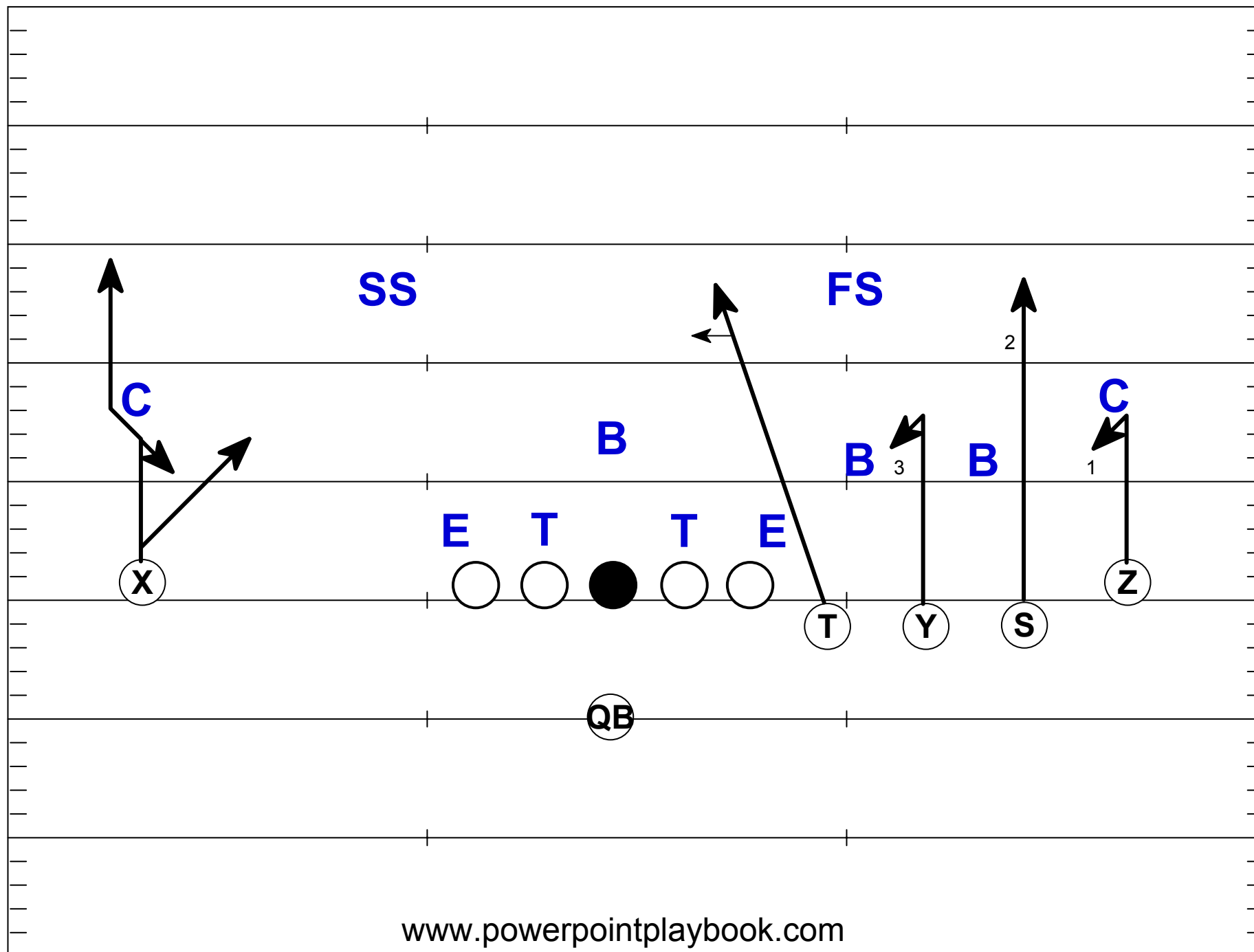
201 Y DRAG



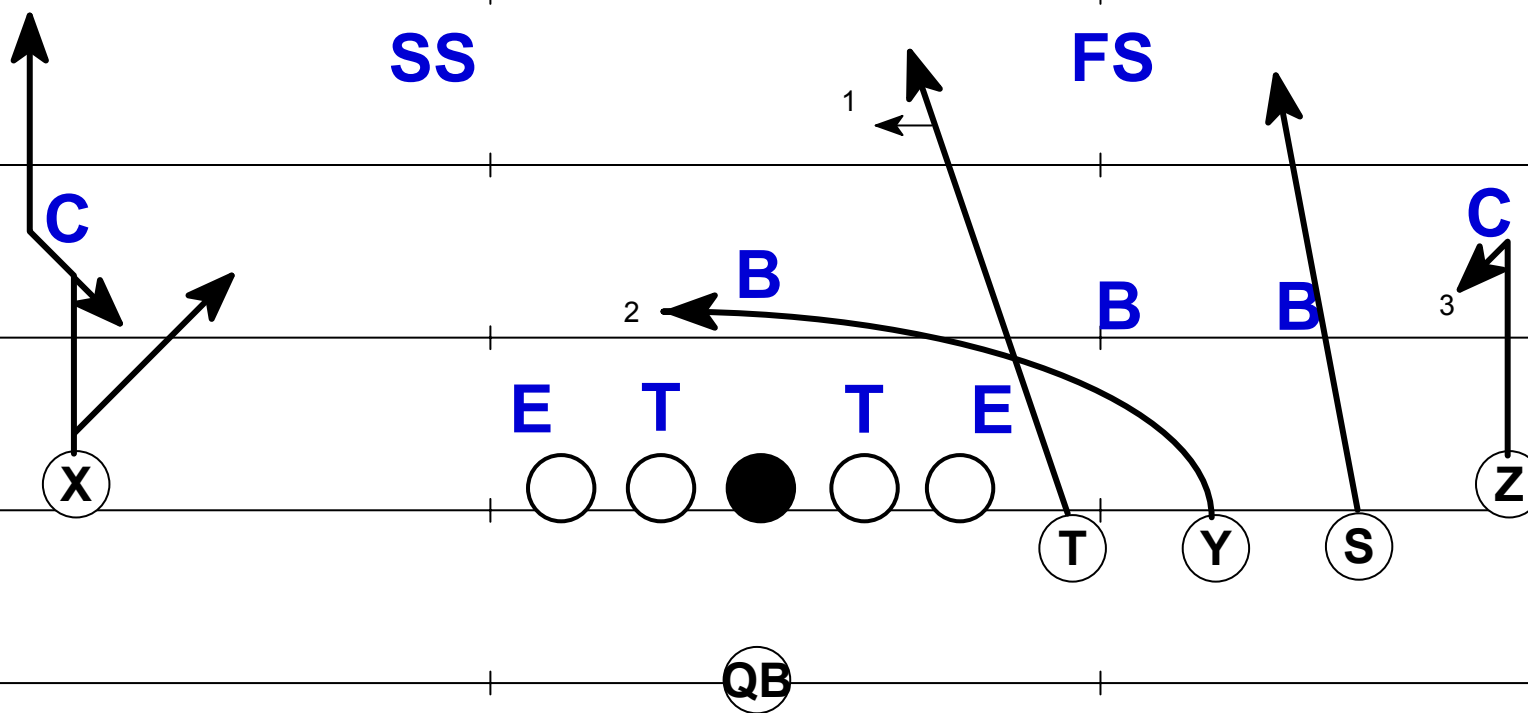
201 T DRAG



200 Y STOP



200 Y DRAG

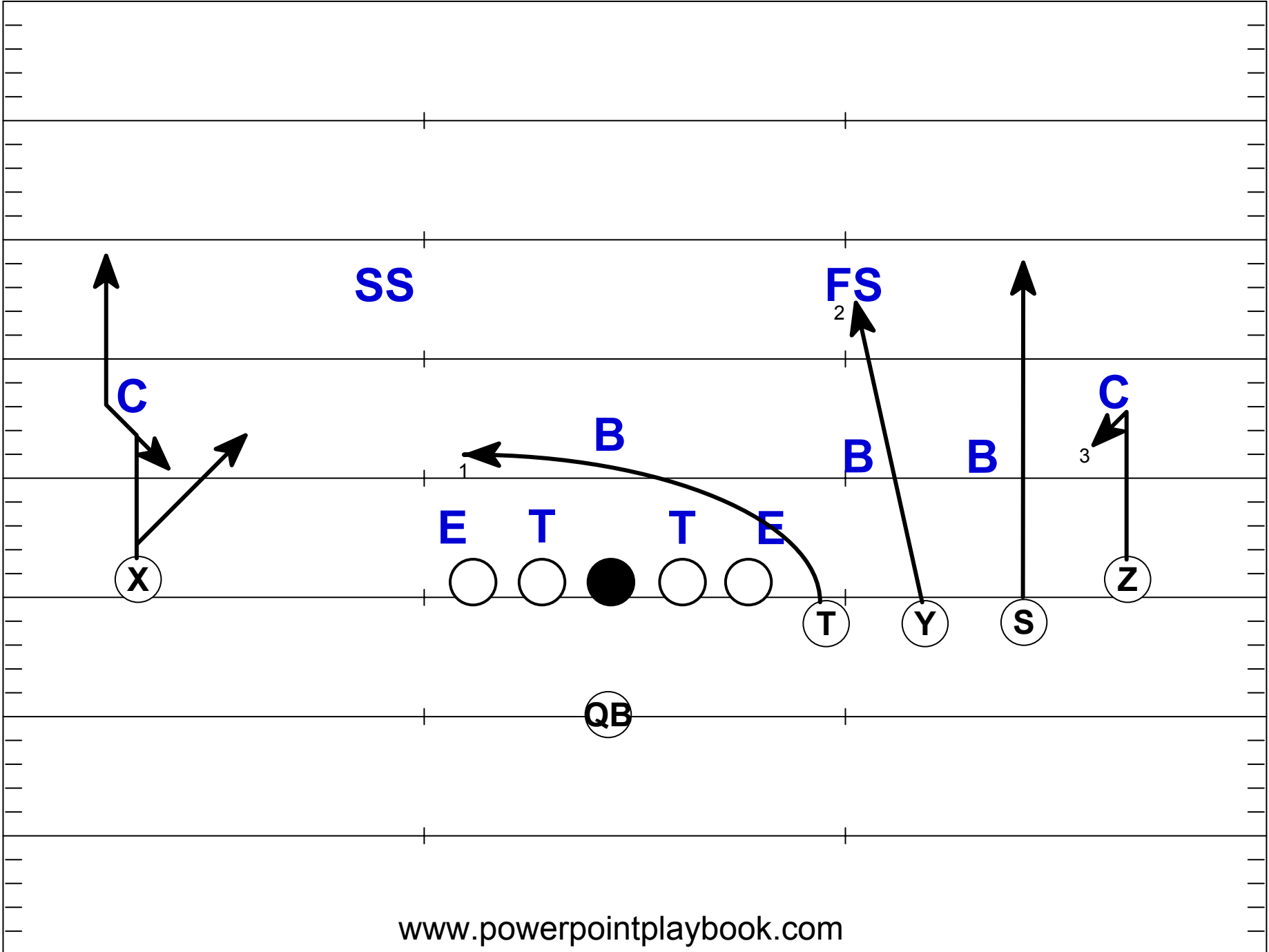


QUADS

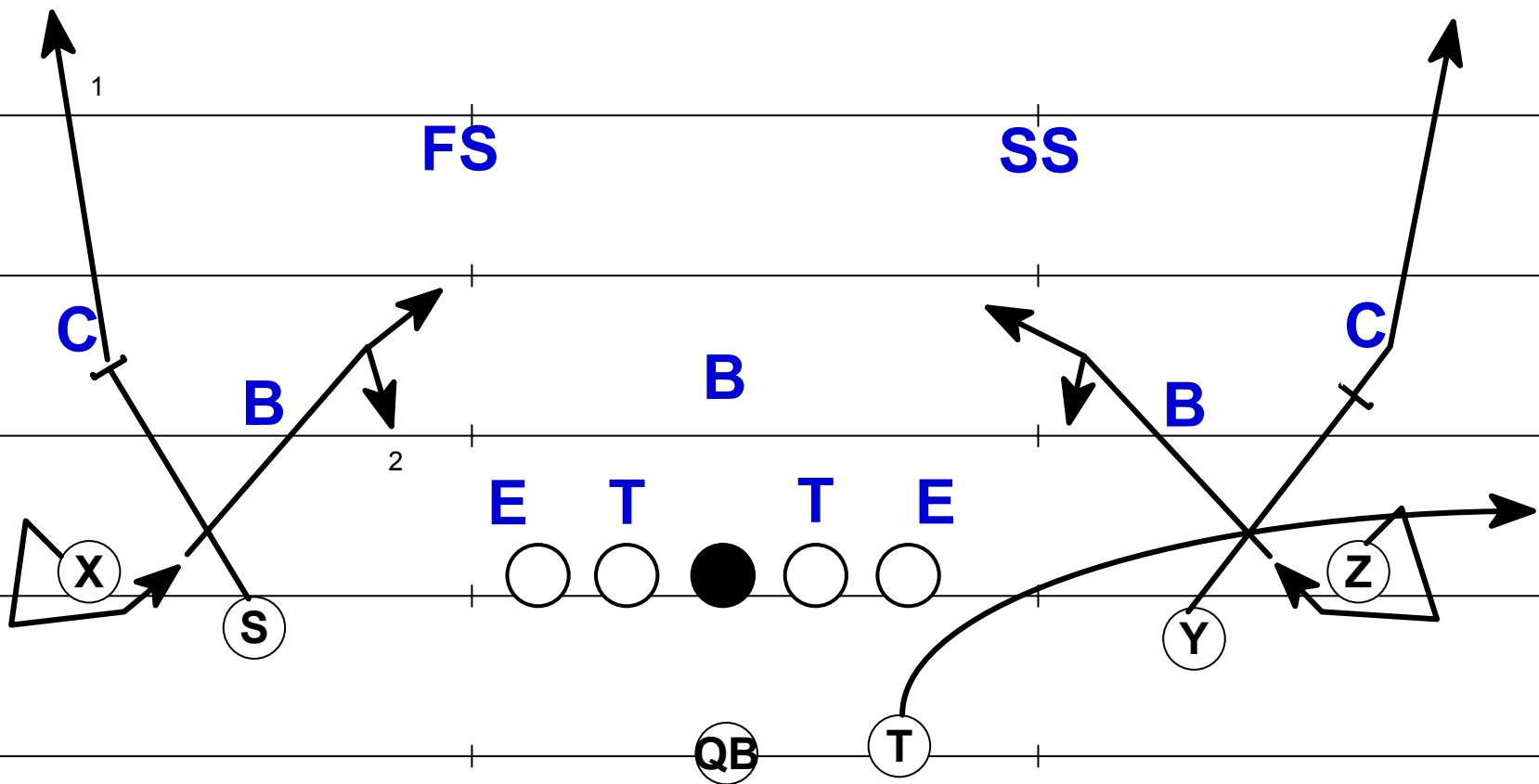
200 T DRAG

QUADS

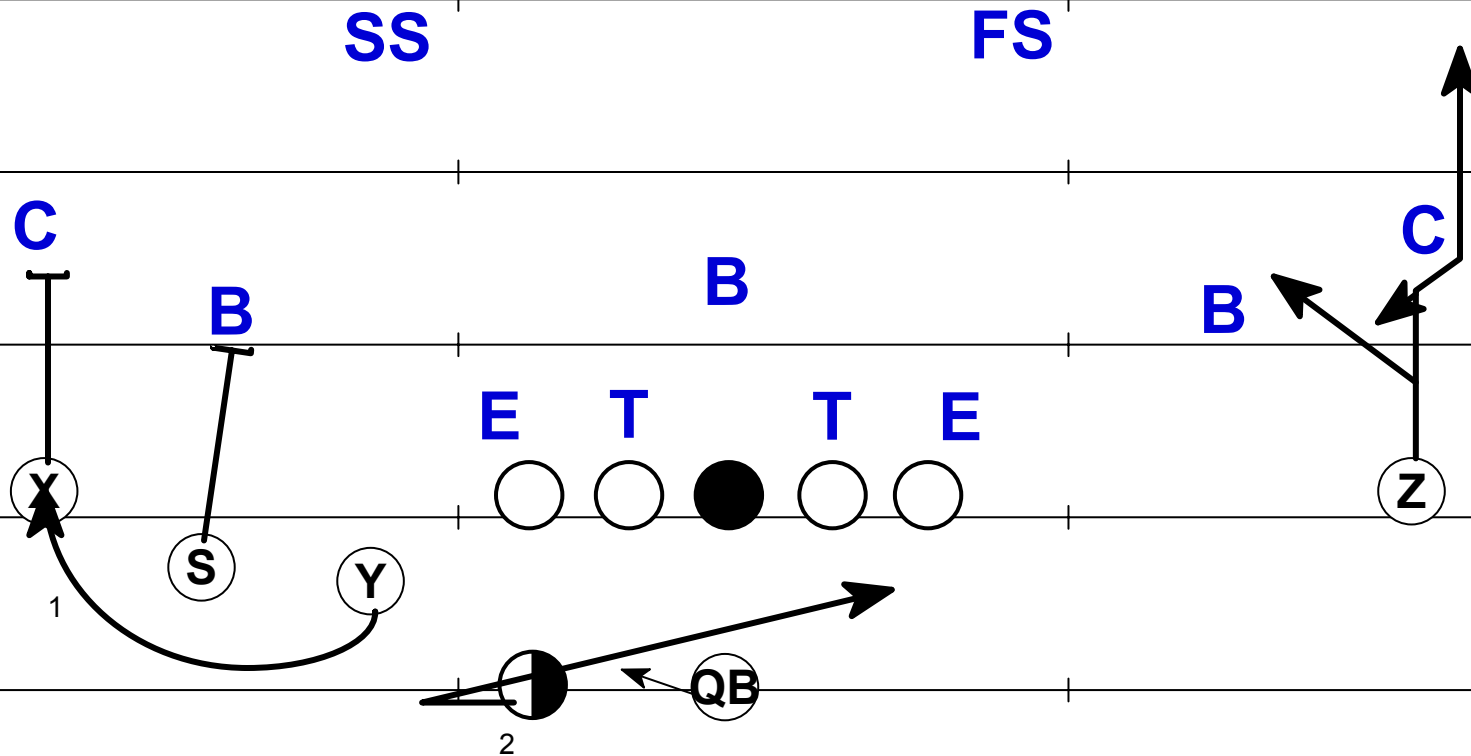
200 T DRAG



100 JUMP & GO

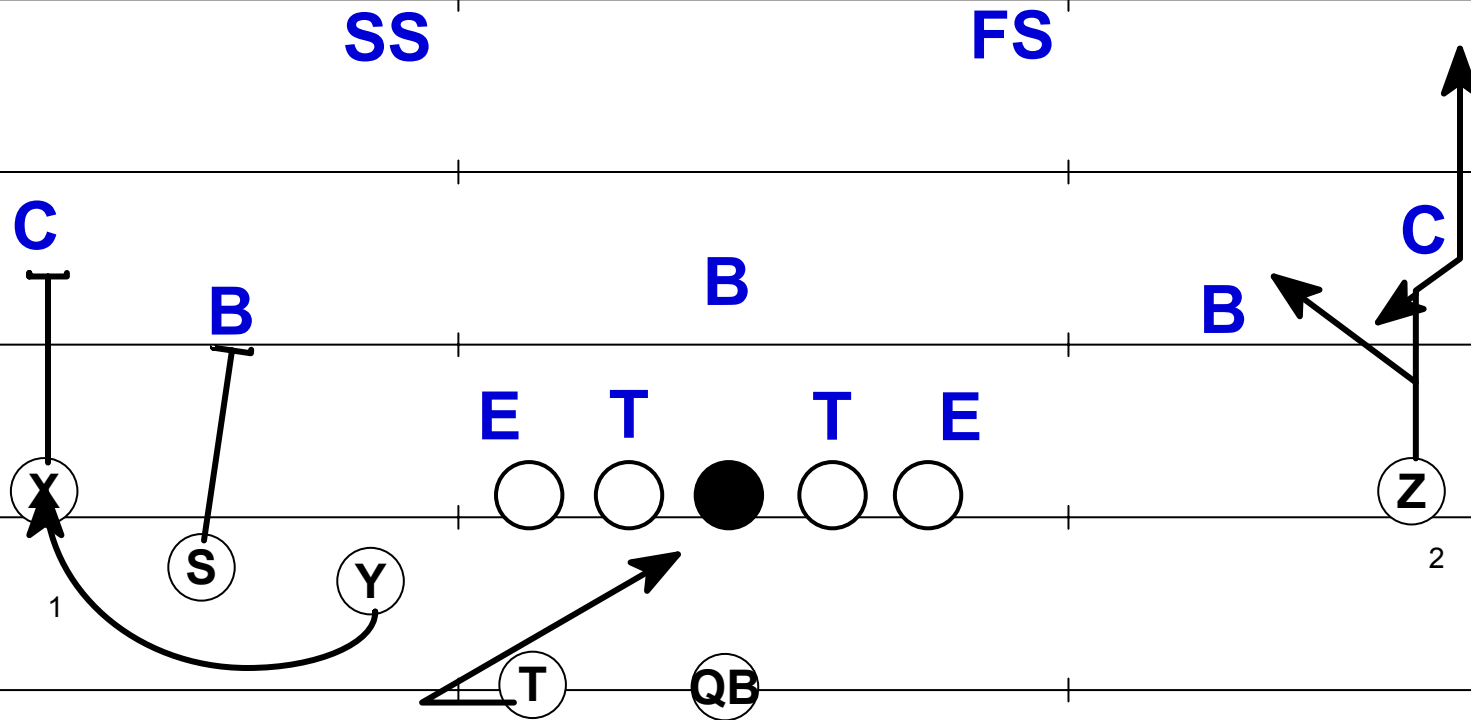


300 BUBBLE DRAW

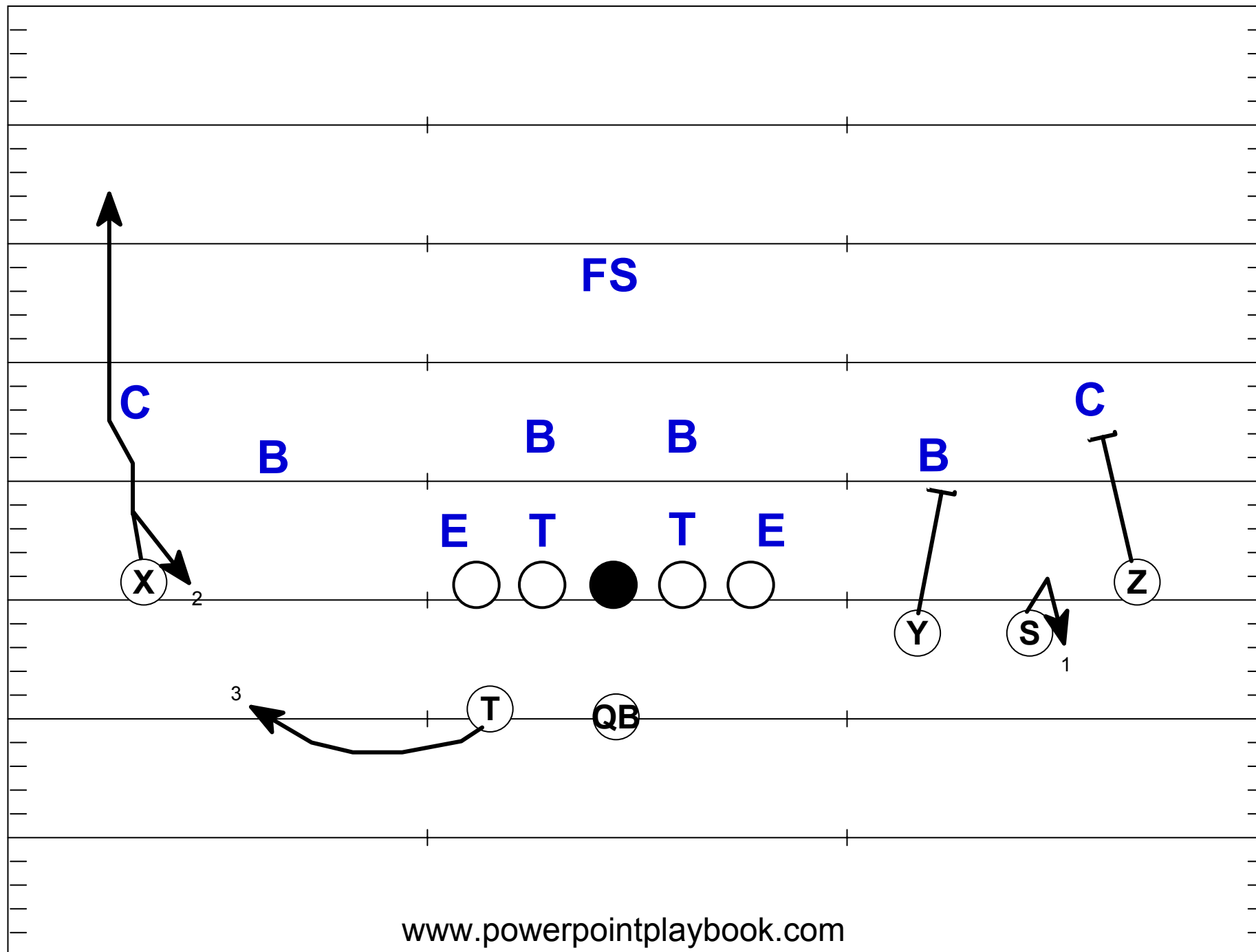


THROW BUBBLE OR PUMP FAKE BUBBLE SCREEN AND HAND-OFF ON DRAW

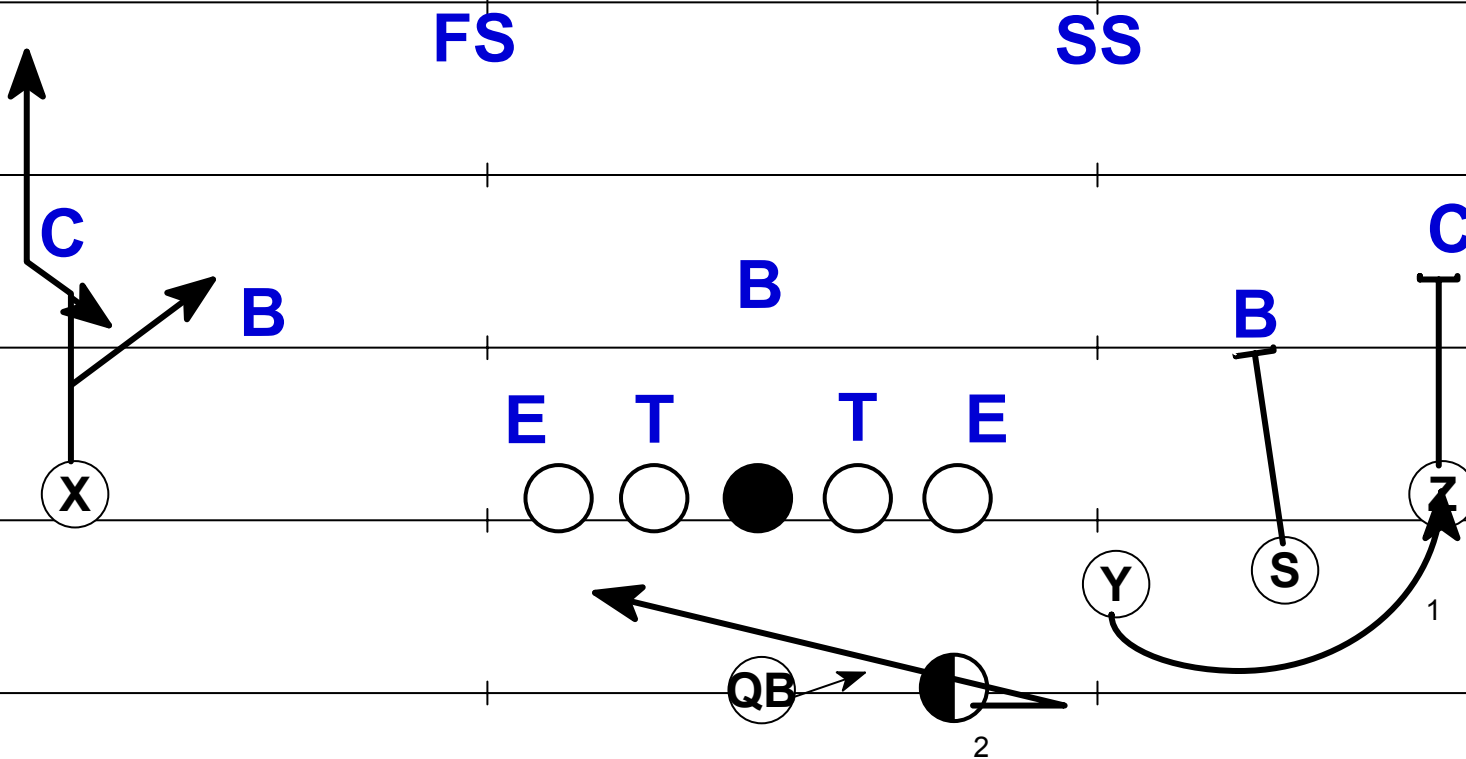
300 BUBBLE



200 HITCH

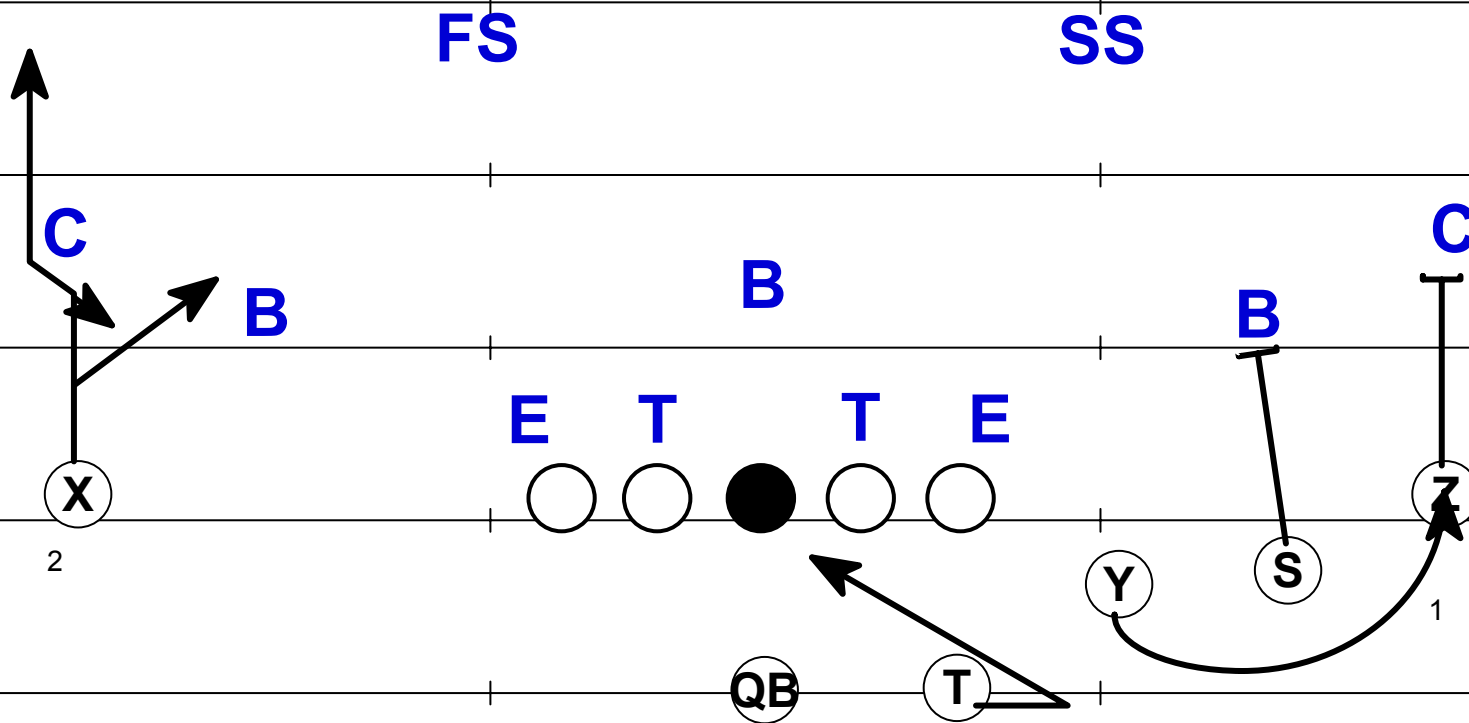


200 BUBBLE DRAW



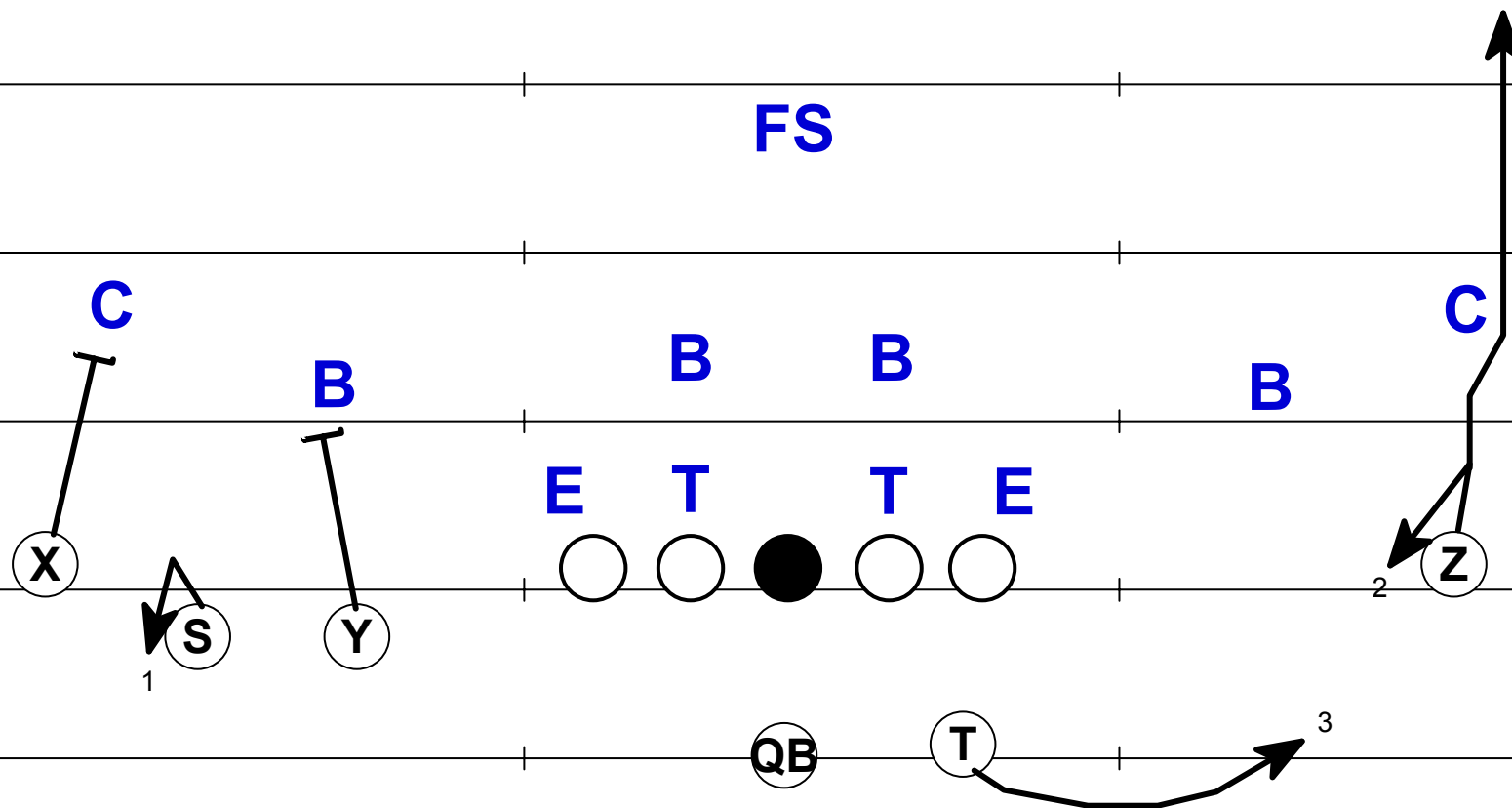
THROW BUBBLE OR PUMP FAKE BUBBLE SCREEN AND HAND-OFF ON DRAW

200 BUBBLE

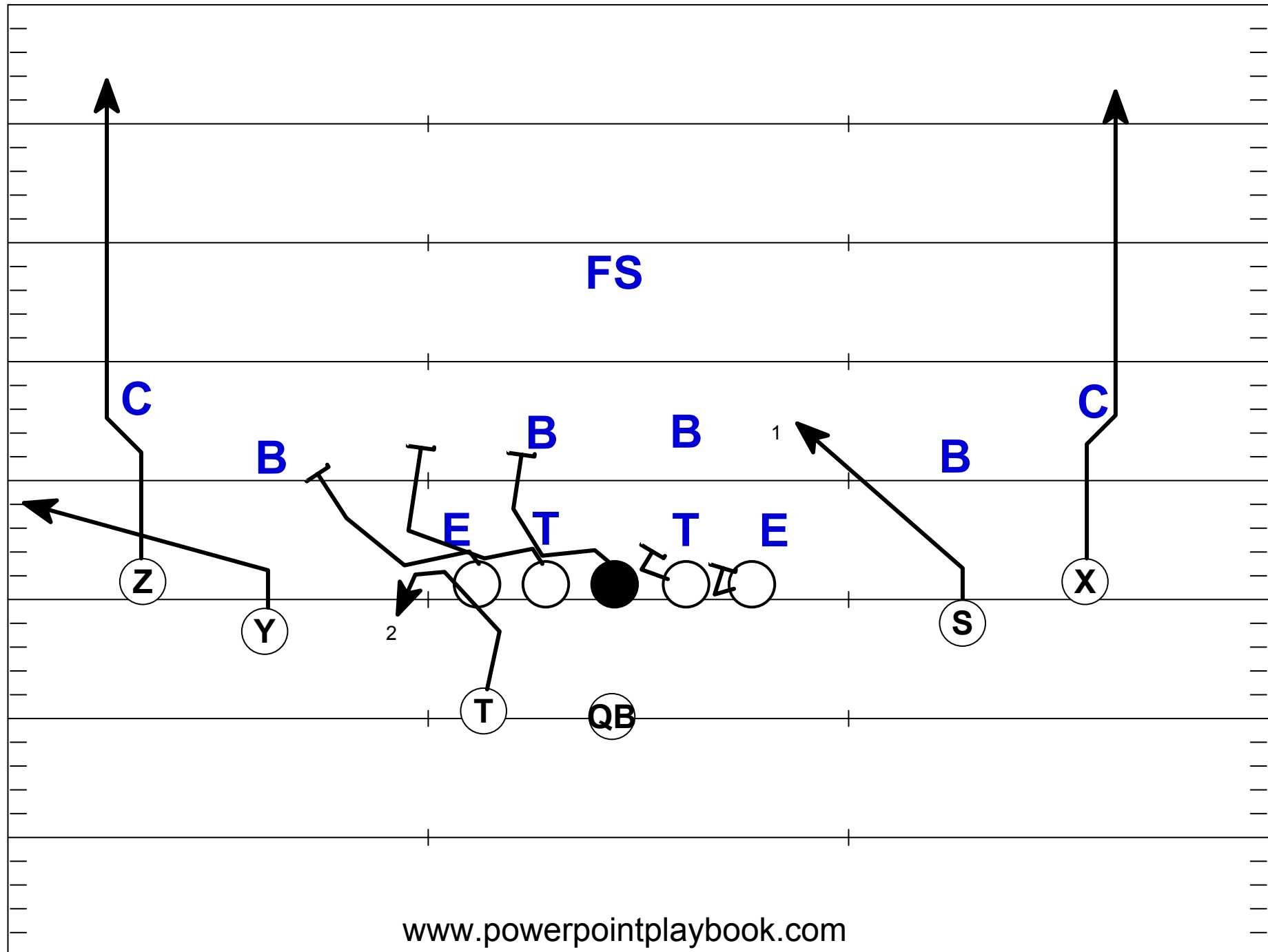


TRIPS

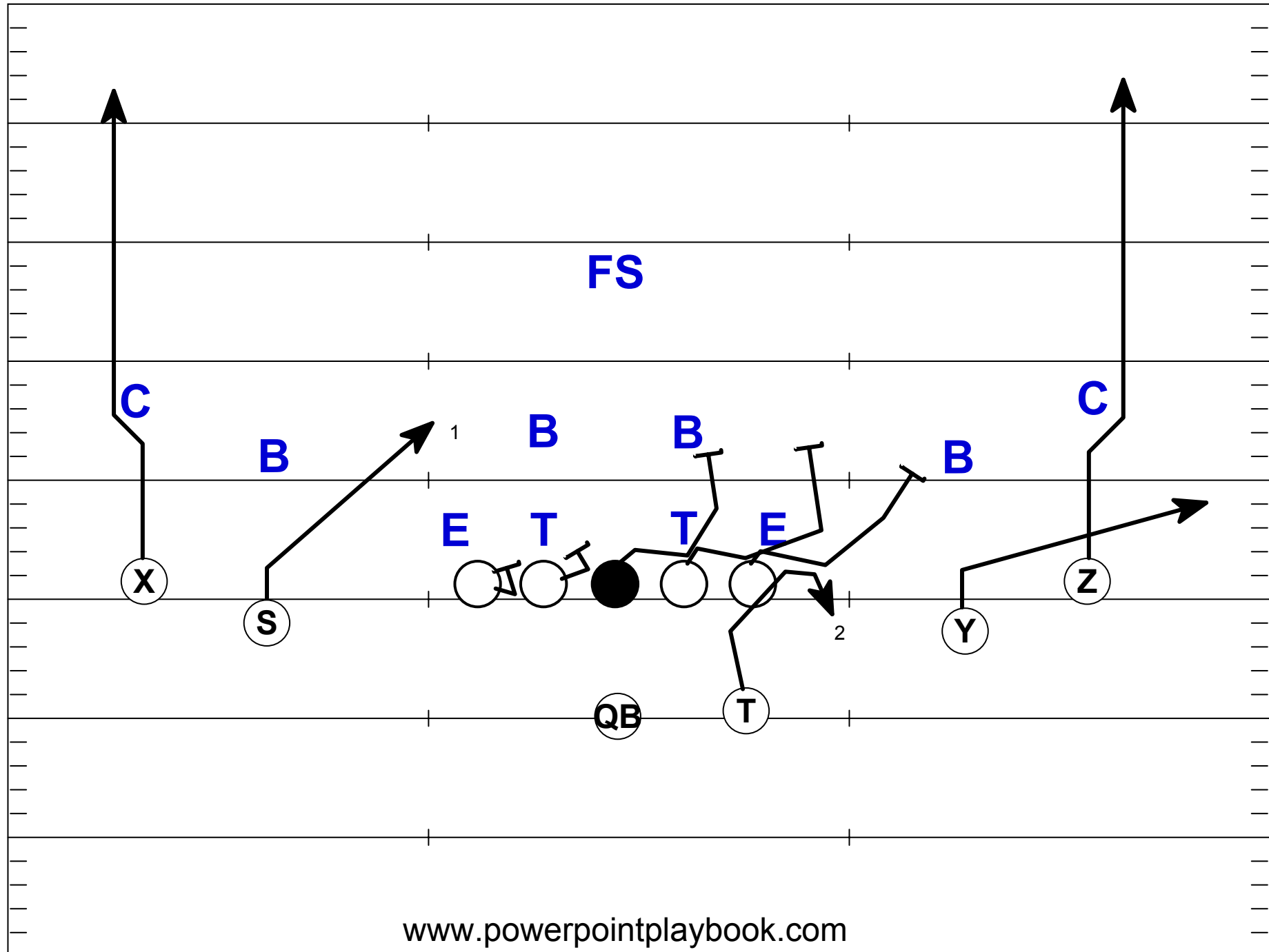
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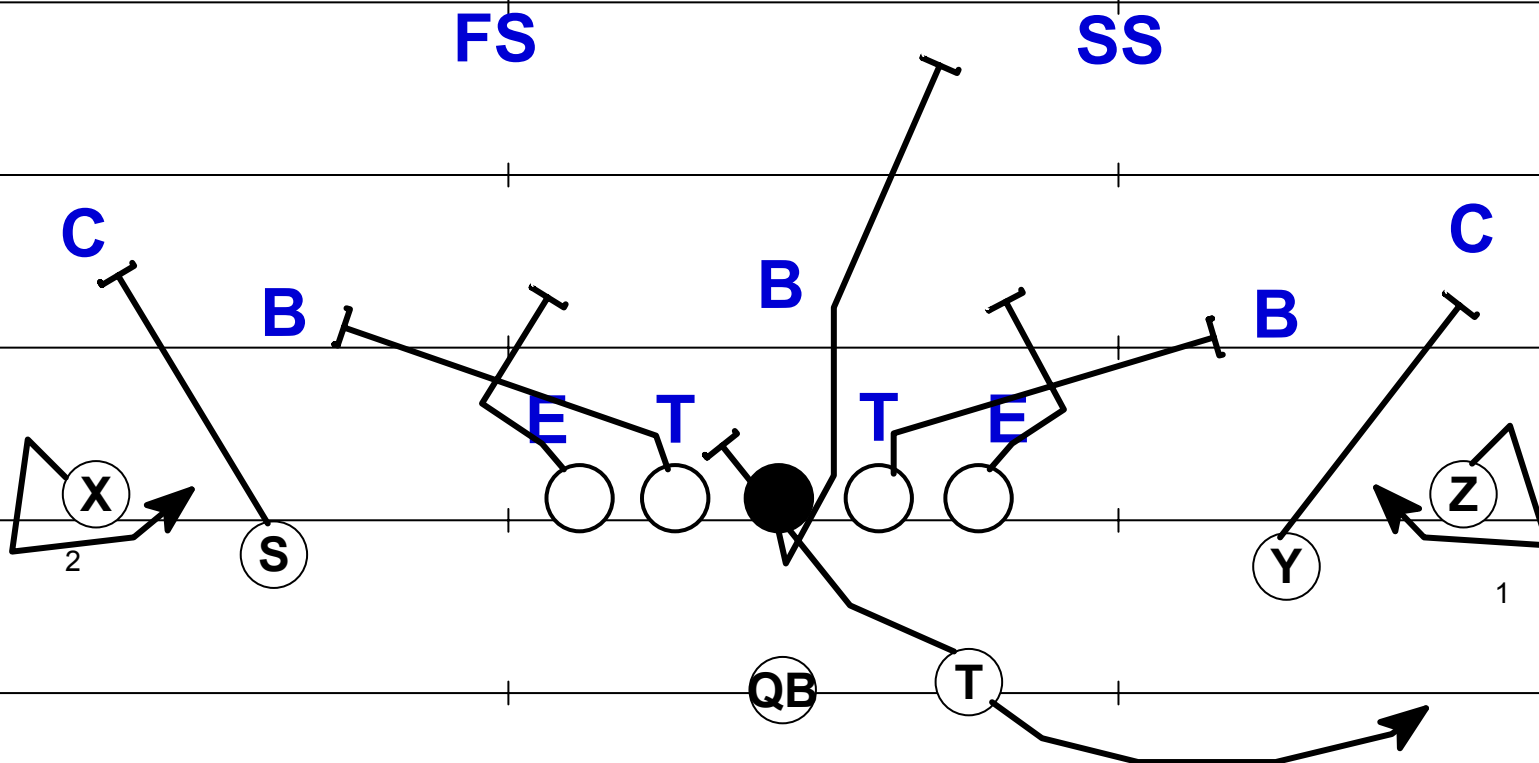
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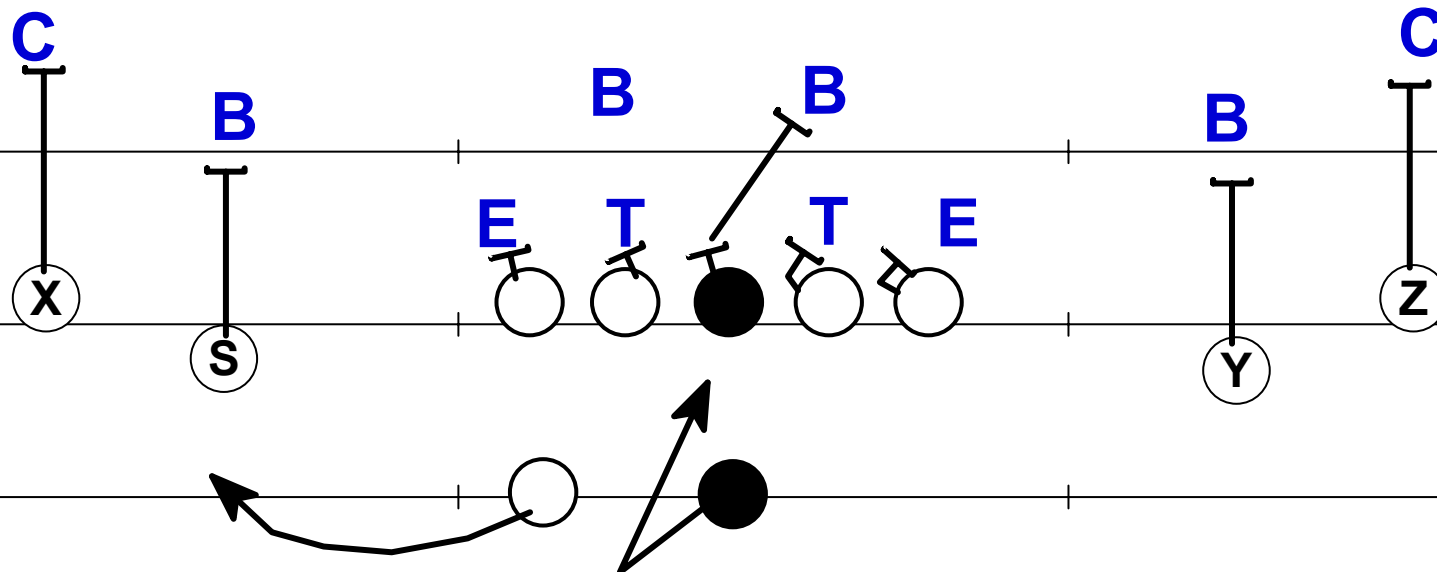
400 SMOKE SCREEN



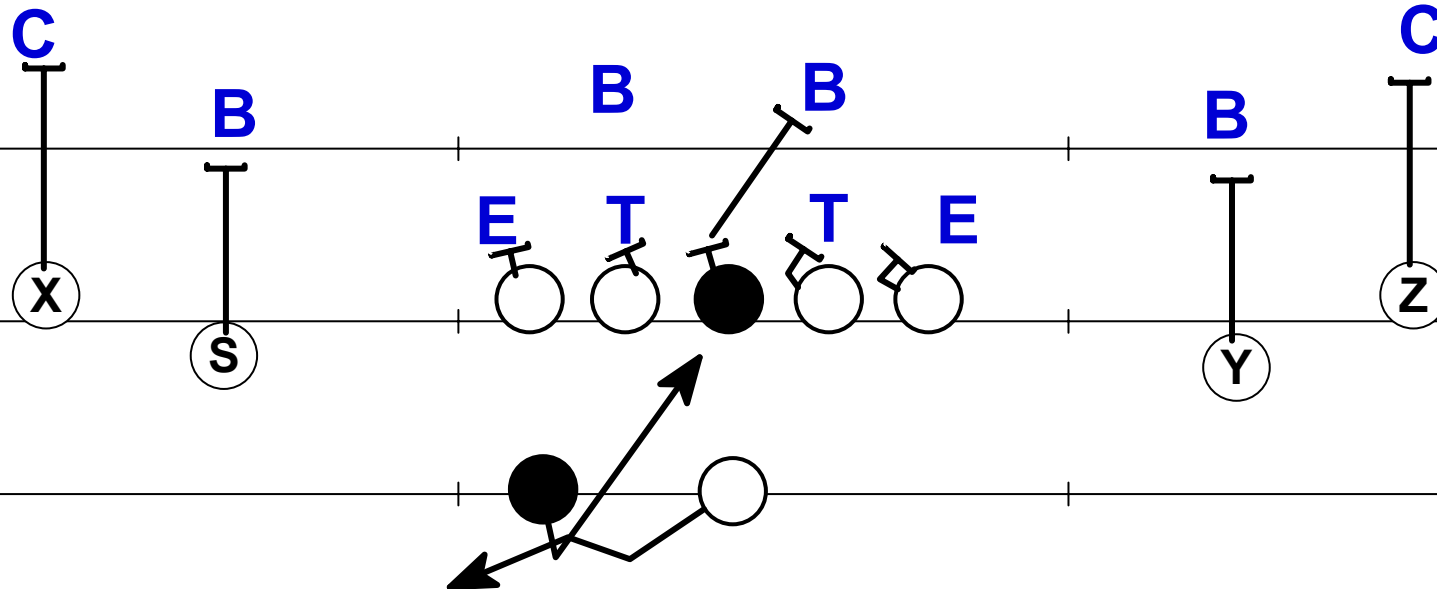
100 SCREEN



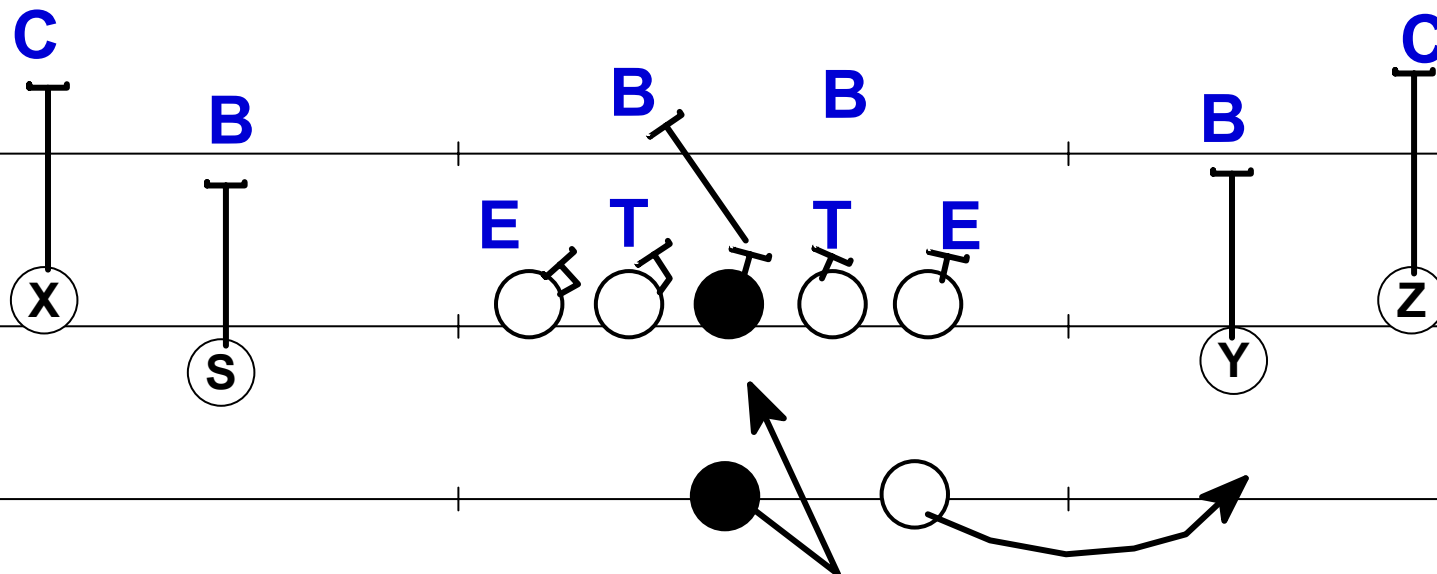
500 QB DRAW



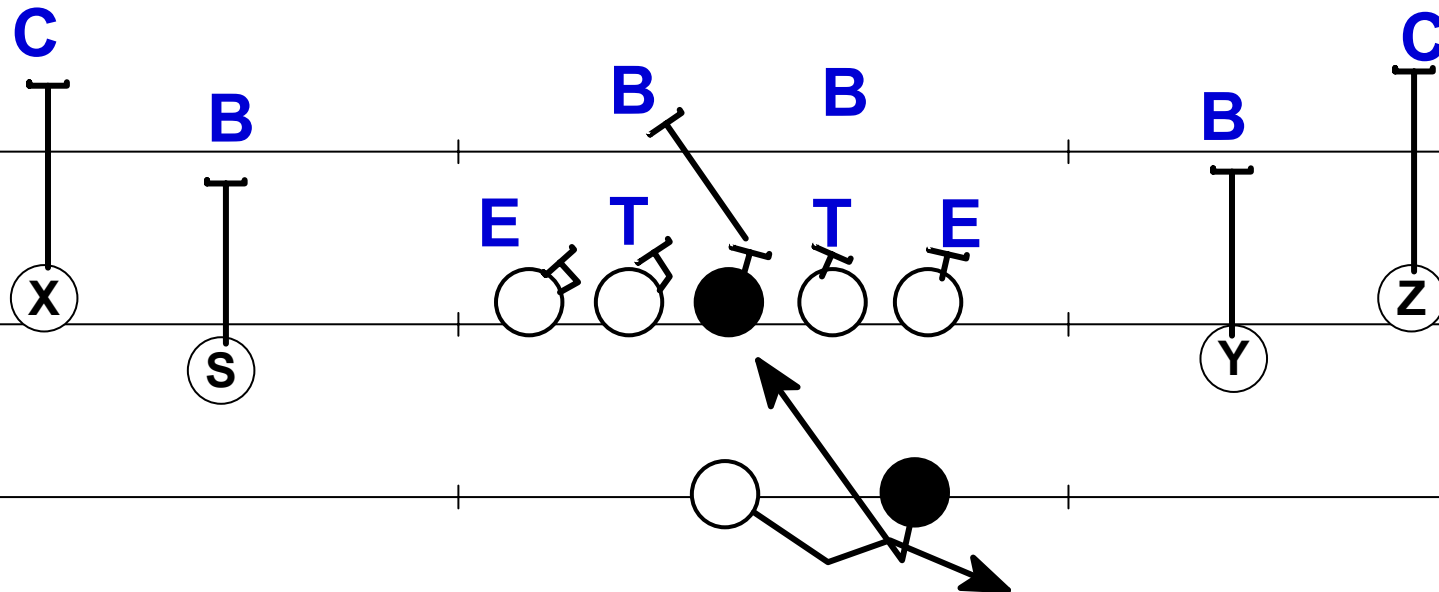
500 DRAW



400 QB DRAW

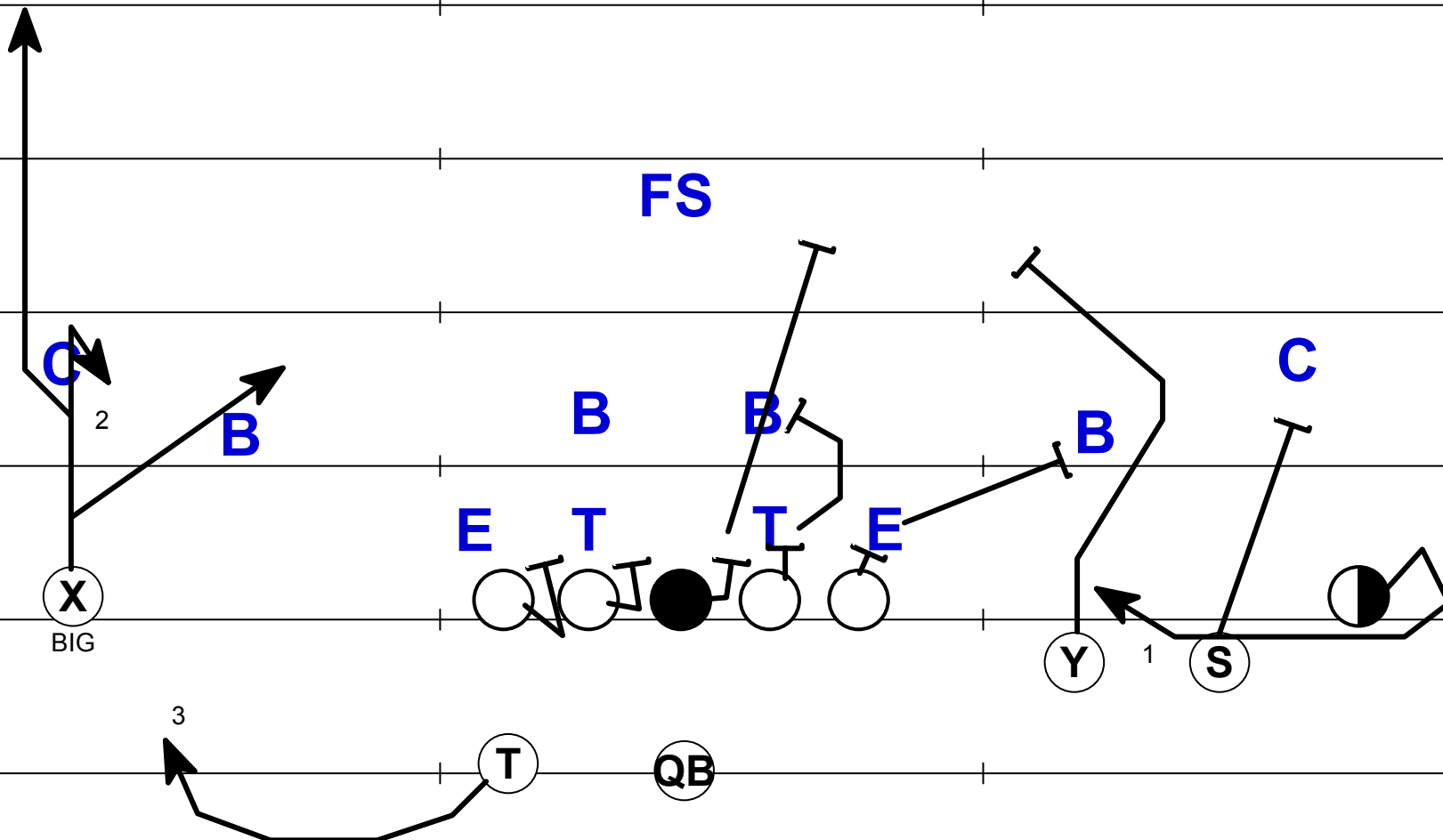


400 DRAW

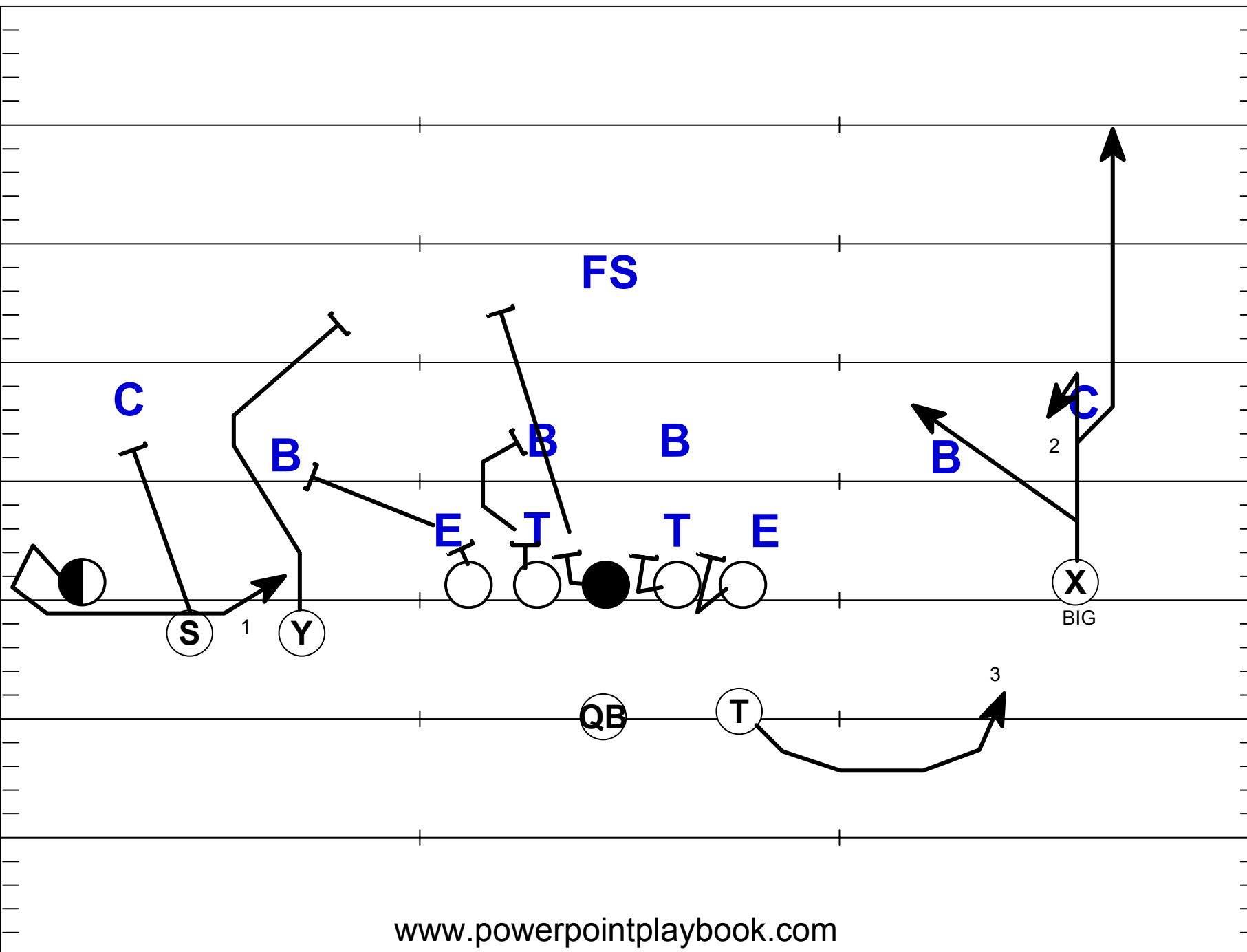


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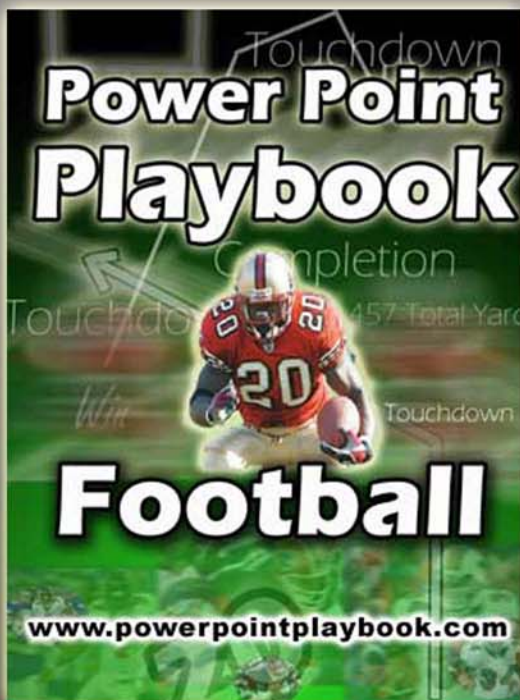
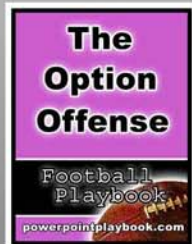
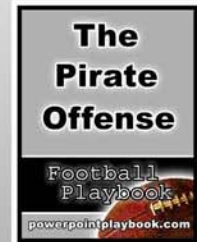
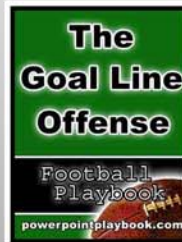
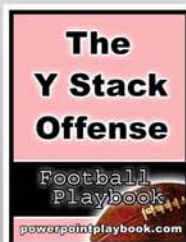
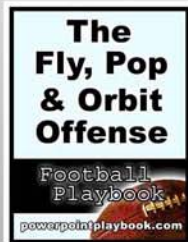
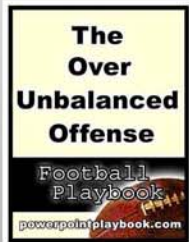
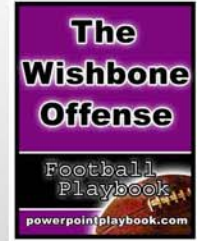
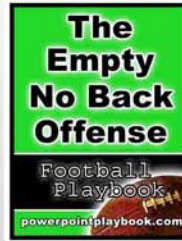
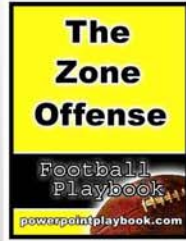
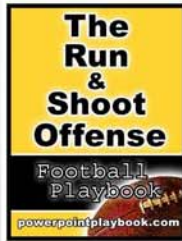
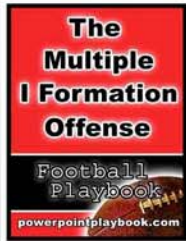
SLIP SCREEN RIGHT



SLIP SCREEN LEFT



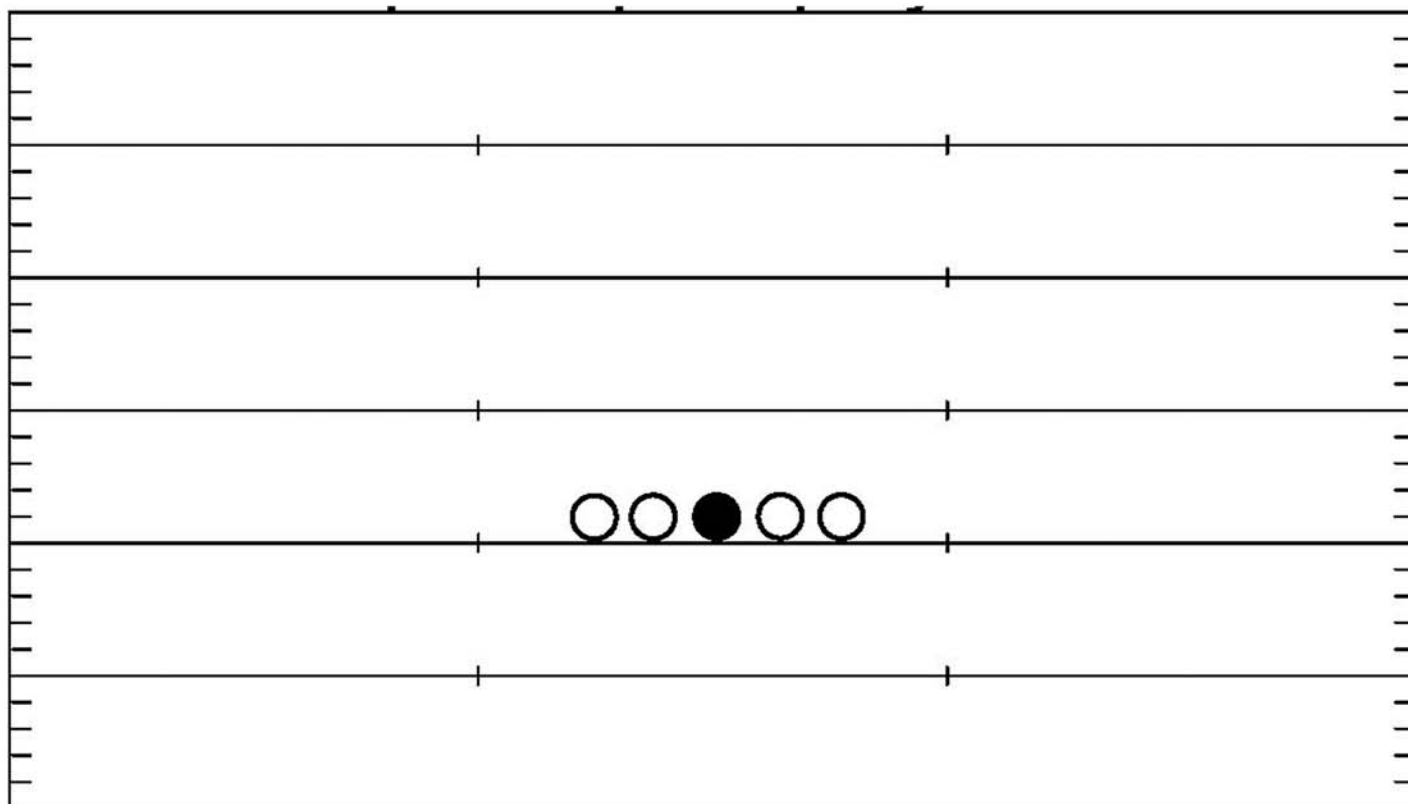
Football Playbooks



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Championship Coaching Resources

Playbook Contest



Play _____
 Formation _____
 Defense _____
 Coaching Points _____

Submitted By _____
 School/Team _____
 State _____
 This Play Worked For Us When _____

Name: _____
Mailing Address: _____
State, Zip Code: _____

**Please Check or Circle The Playbook Contest
 You wish to enter:**

☐ **Top 10 Football Plays: Effective Pass Plays**
☐ **Top 10 Football Plays: Run Plays That Work**
☐ **Top 10 Football Plays: Inside the 10 Going In**
☐ **Top 10 Football Plays: Great Play Action Passes**
☐ **Top 10 Football Plays: Trick Plays**
☐ **Top 10 Football Plays: 2nd Down & Long Plays**
☐ **Top 10 Football Plays: Kickoff & Kickoff Return**
☐ **Top 10 Football Plays: Defensive Stunts**
☐ **Youth Football: Top 10 Run Plays**
☐ **Youth Football: Top 10 Goal Line Plays**
☐ **Youth Football: Kickoff & Kickoff Return**
☐ **Youth Football: Punt & Punt Block/R**
☐ **Youth Football: Top 10 Defensive Stunts**

Other _____

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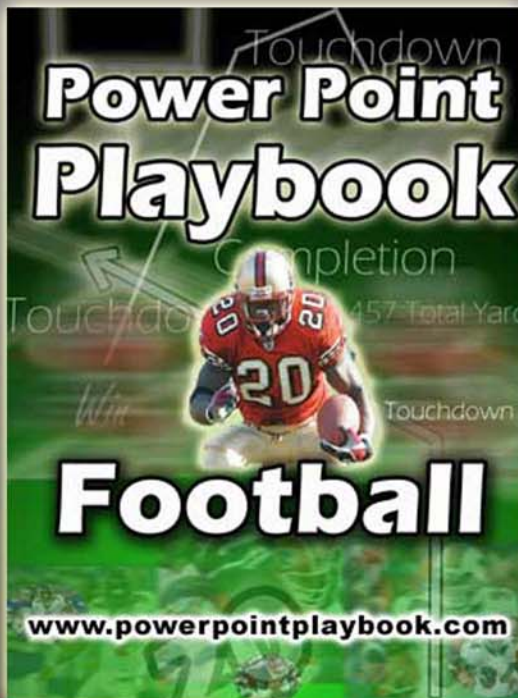
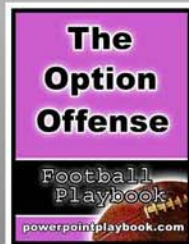
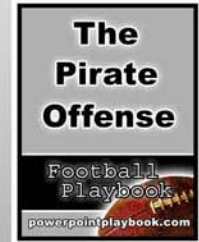
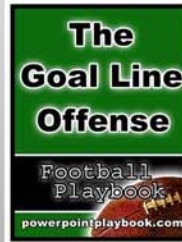
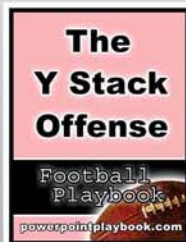
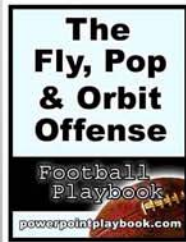
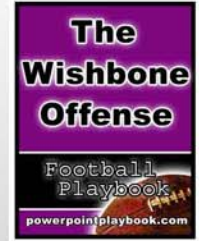
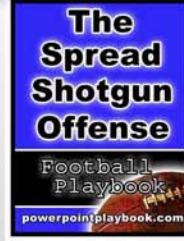
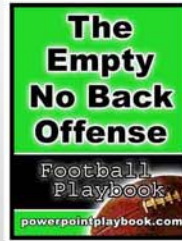
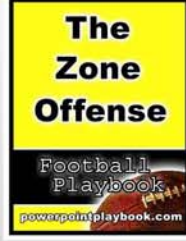
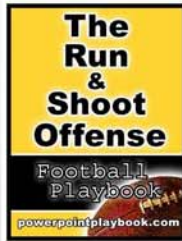
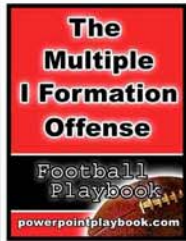
**compensation and reward is a CD
 Playbook on which my winning
 play is published.**

Printed Name: _____

Signature: _____

Date: _____

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