

HOOVER BUCCANEERS OFFENSIVE PLAYBOOK

PART I: Base Formations & Motions

- Two Back Gun
- One Back Gun
- Under Center Formations
- Motions

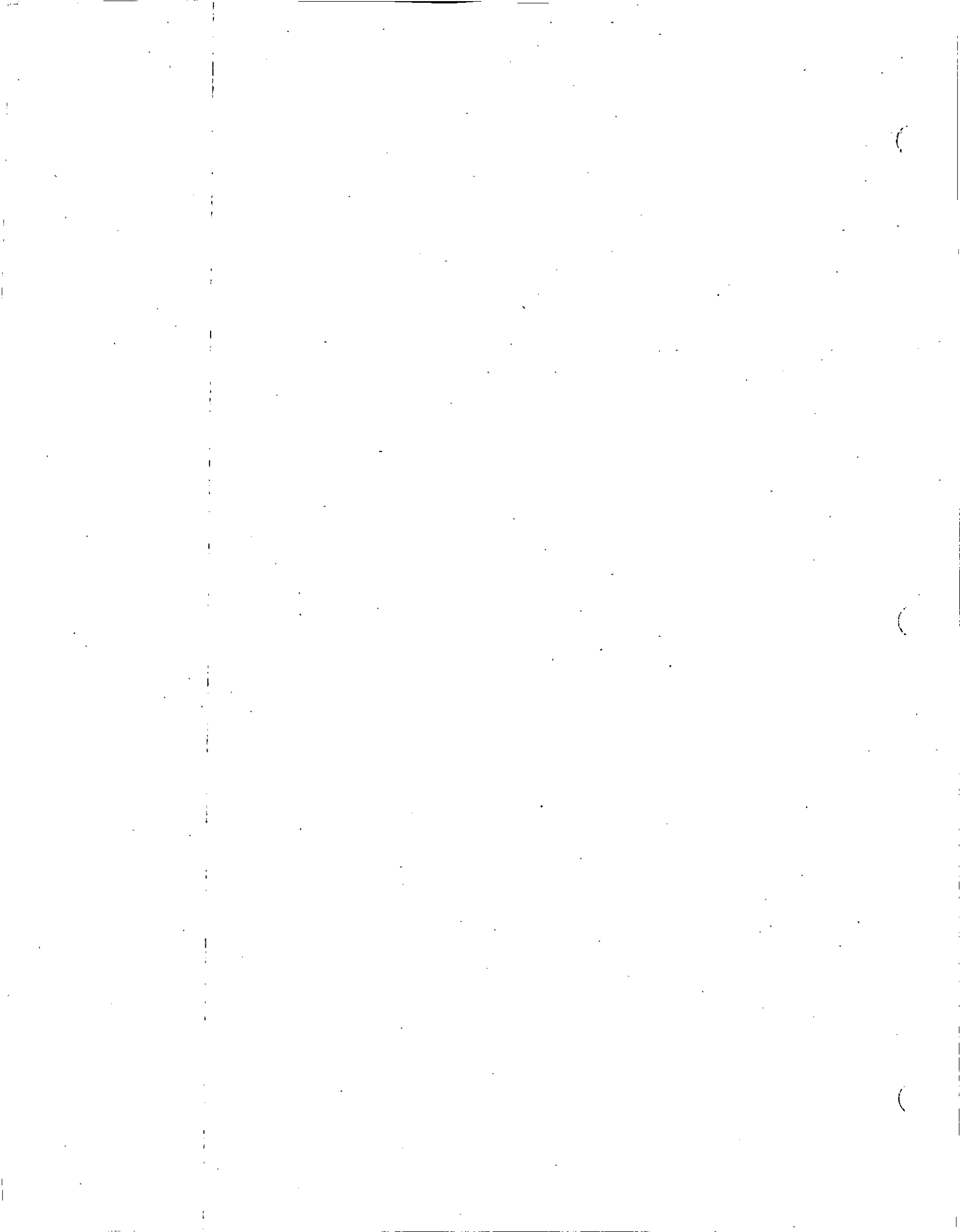
PART II: Base Running Game

- Two Back Runs
- One Back Runs
- "I" Runs

PART III: Base Protections

PART IV: Base Passing Game

- 6 Series
- 5/7/8/9 Series
- 90 Series
- Screens



BASE FORMATIONS

BLUE

X

OOXOOY

Z

H Q F

BLUE OPEN

X

OOXOO

Y

Z

H Q F

BLUE FLIP

X

Z

OOXOOY

H Q F

BLUE FLIP OPEN

X

Z

OOXOO

Y

H Q F

BLUE FLOP

Z

X

OOXOOY

H Q F

BLUE FLOP OPEN

Z

X

OOXOO

Y

H Q F

BASE FORMATIONS

<p>GREEN</p> <p>X OOXOOY Z</p> <p> F Q H</p>	<p>GREEN OPEN</p> <p>X OOXOO Y Z</p> <p> F Q H</p>
<p>GREEN FLIP</p> <p>X Z OOXOOY</p> <p> F Q H</p>	<p>GREEN FLIP OPEN</p> <p>X Z OOXOO Y</p> <p> F Q H</p>
<p>GREEN FLOP</p> <p>Z X OOXOOY</p> <p> F Q H</p>	<p>GREEN FLOP OPEN</p> <p>Z X OOXOO Y</p> <p> F Q H</p>

BASE FORMATIONS

DART

H X OOXOOY Z
Q F

DART OPEN

H X OOXOO Y Z
Q F

DART RIP

H X OOXOO Y Z
Q F

DART LATE

H X OOXOO Z Y
Q F

DART F - AWAY

H X OOXOOY Z
F Q

DART OPEN F - AWAY

H X OOXOO Y Z
F Q

BASE FORMATIONS

<p>EARLY</p> <p style="text-align: center;">X OOXOOY H Z</p> <p style="text-align: center;"> Q F</p>	<p>EARLY OPEN</p> <p style="text-align: center;">X OOXOO Y H Z</p> <p style="text-align: center;"> Q F</p>
<p>EARLY RIP</p> <p style="text-align: center;">X OOXOO Y H Z</p> <p style="text-align: center;"> Q F</p>	<p>EARLY TIGHT</p> <p style="text-align: center;"> XOOXOOY H Z</p> <p style="text-align: center;"> Q F</p>
<p>EARLY F - AWAY</p> <p style="text-align: center;">X OOXOOY H Z</p> <p style="text-align: center;"> F Q</p>	<p>EARLY OPEN F - AWAY</p> <p style="text-align: center;">X OOXOO Y H Z</p> <p style="text-align: center;"> F Q</p>

BASE FORMATIONS

ORANGE

X OOXOOY Z
 Q
 F
 H

ORANGE OPEN

X OOXOO Y Z
 Q
 F
 H

BLACK

X OOXOOY Z
 Q
 F
 H

BLACK OPEN

X OOXOO Y Z
 Q
 F
 H

BROWN

X OOXOOY Z
 Q
 F
 H

BROWN OPEN

X OOXOO Y Z
 Q
 F
 H

MOTIONS

MOVE MOTION: Motion across the formation.

EX. Z - Move:



EX. H - Move:



FLY MOTION: Motion in.

EX. Z - Fly:



EX. H - Fly:



ORBIT MOTION: Motion to the opposite A gap & return out.

EX. H - Orbit:



EX. Y - Orbit:



BASE RUNNING GAME

TWO BACK GUN RUNS:

- F - DIVE
- H - DIVE
- 4 POWER
- 5 POWER
- SMOKE RIGHT
- SMOKE LEFT
- 8 STRETCH
- 9 STRETCH
- ZACK CHECK
- ZONE CHECK

ONE BACK GUN RUNS:

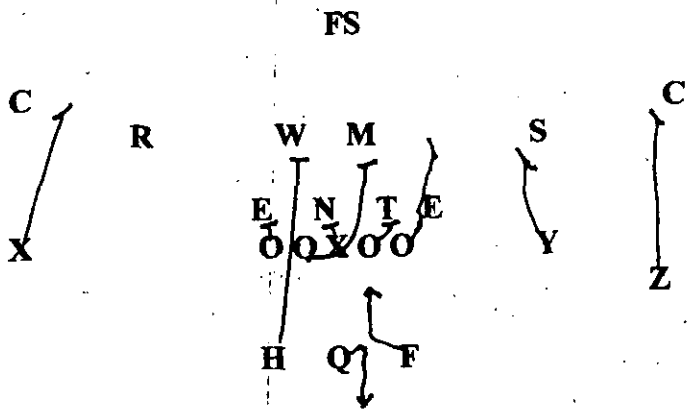
- F - DIVE
- 18 OPTION
- 19 OPTION
- 14 POWER
- 15 POWER
- ZACK CHECK
- ZONE CHECK
- 12 ZONE
- 13 ZONE

ORANGE RUNS (I):

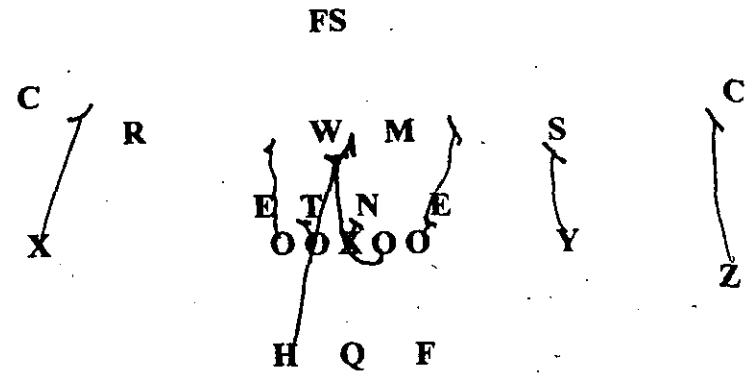
- DIVE TRAP CHECK
- 4 POWER
- 5 POWER
- 8 TOSS
- 9 TOSS
- ZONE CHECK
- 32 ZONE
- 33 ZONE

F - DIVE

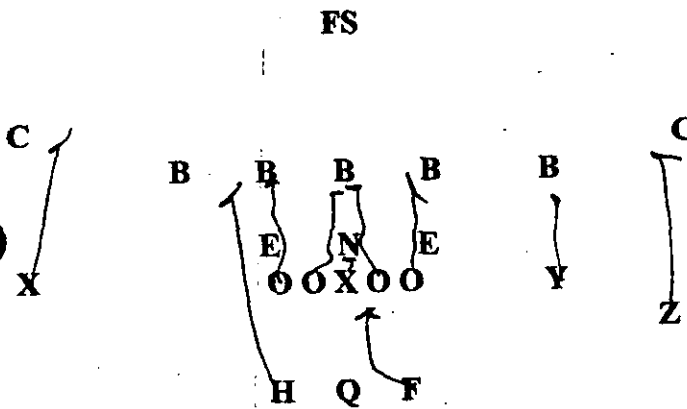
VS. 4-2



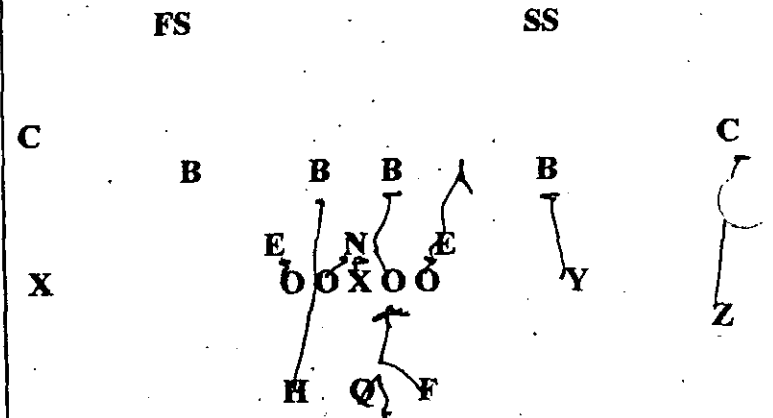
VS. 4-2 EAGLE



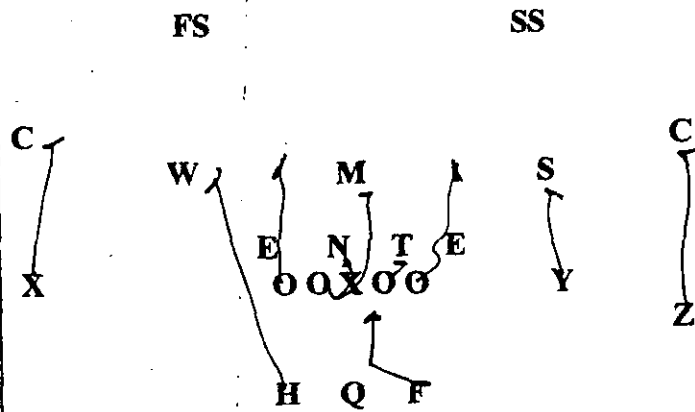
VS. 3-3 STACK



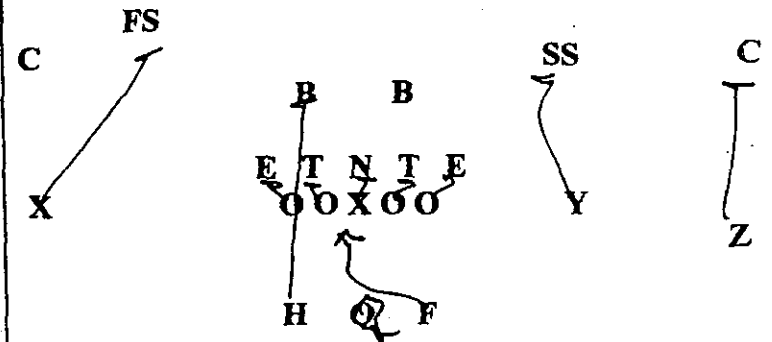
VS. 3-2



VS. 4-1

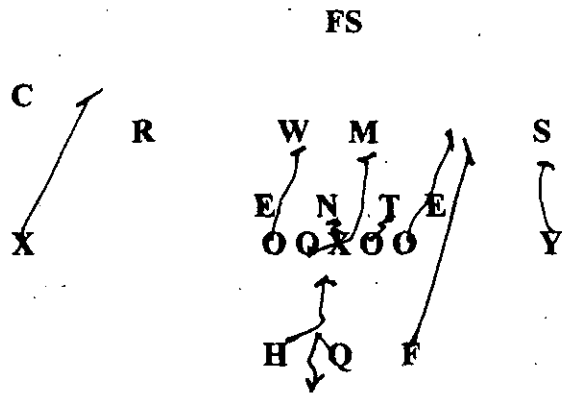


VS. BEAR FRONT

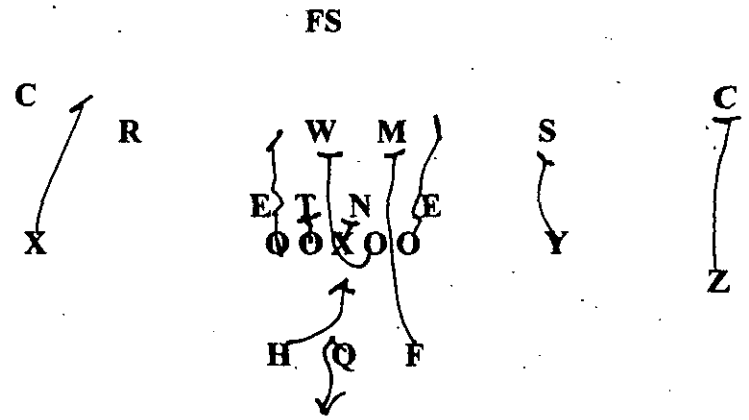


H - DIVE

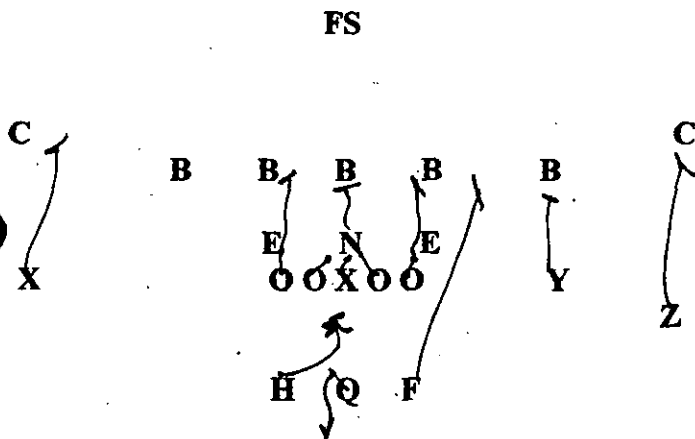
VS. 4-2



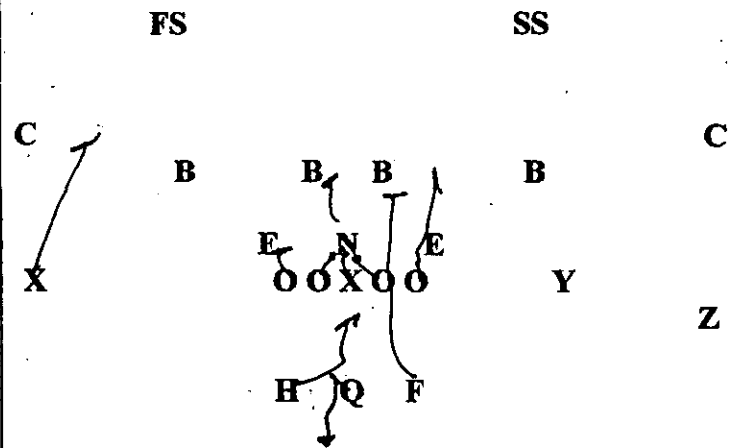
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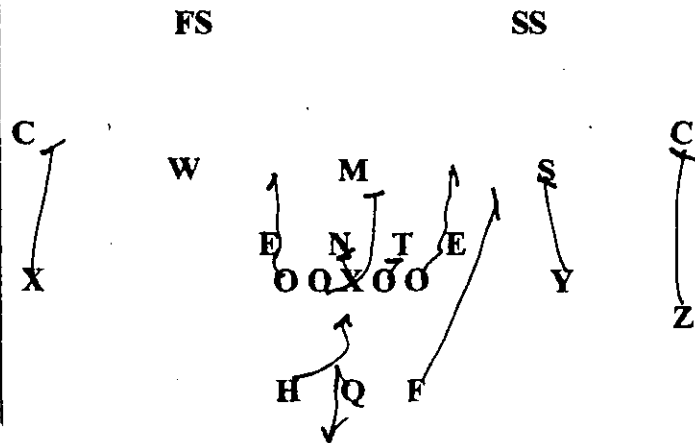
VS. 3-3 STACK



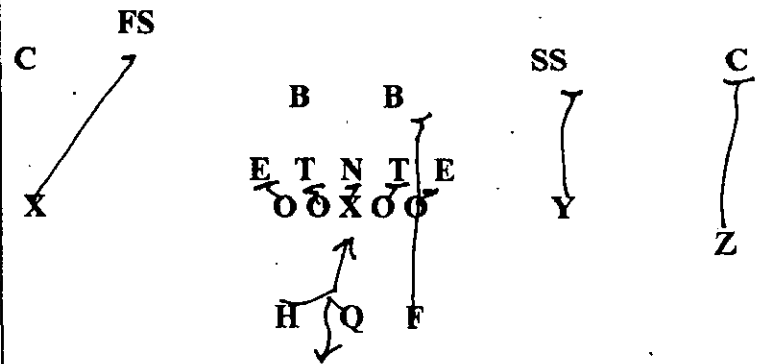
VS. 3-2



VS. 4-1

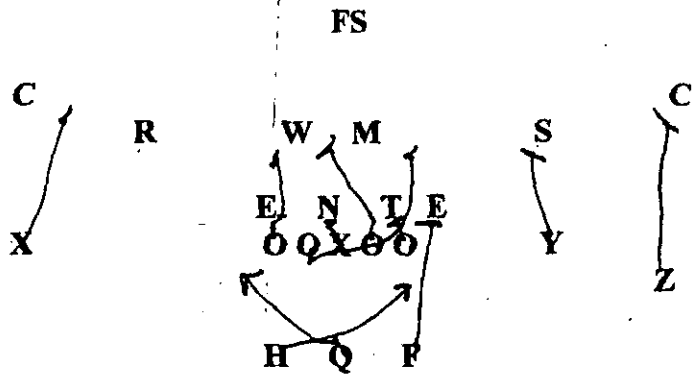


VS. BEAR FRONT

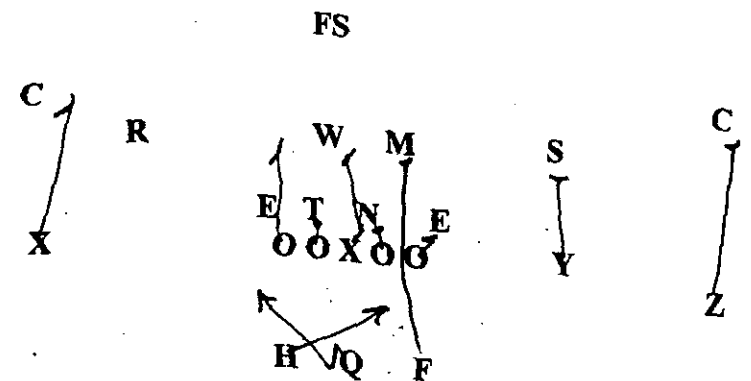


4 POWER

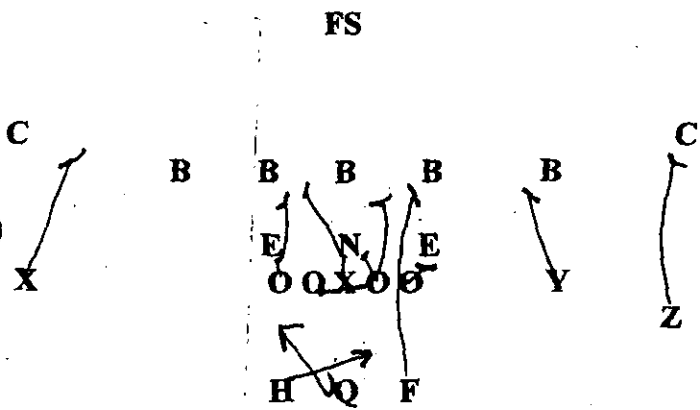
VS. 4-2



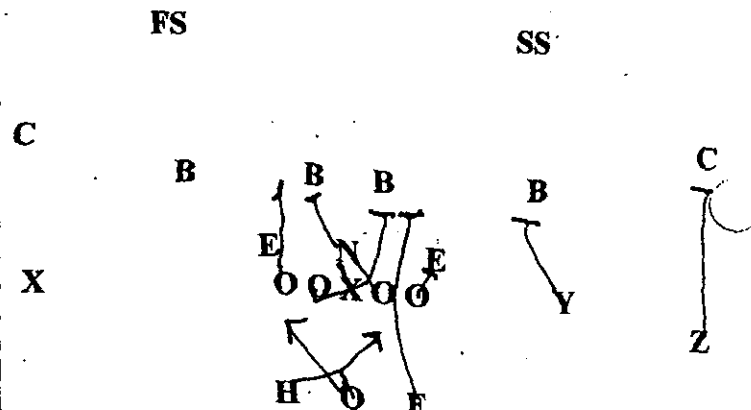
VS. 4-2 EAGLE



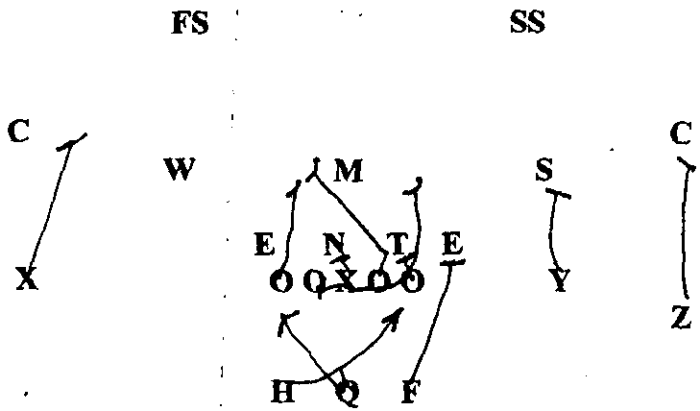
VS. 3-3 STACK



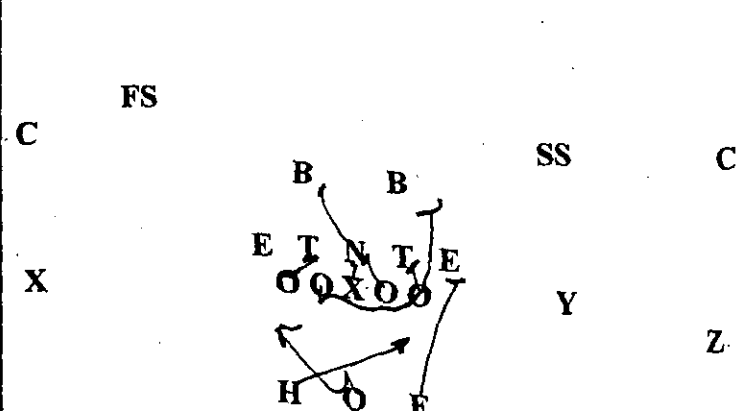
VS. 3-2



VS. 4-1

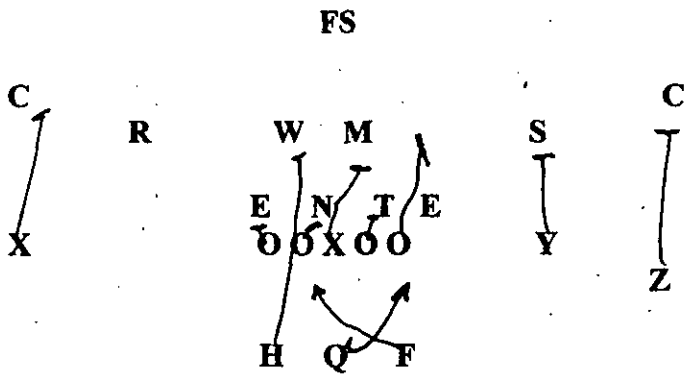


VS. BEAR FRONT

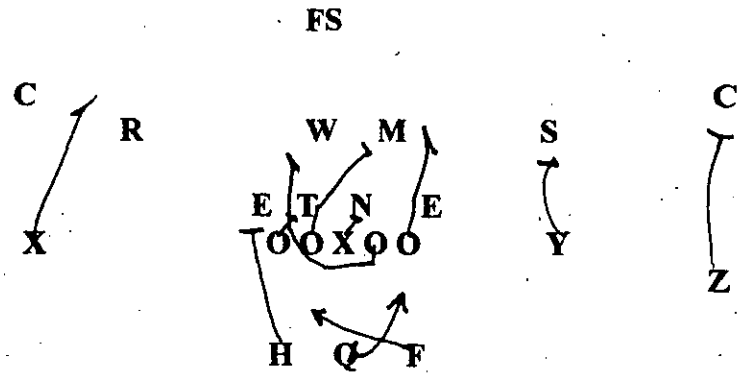


5 POWER

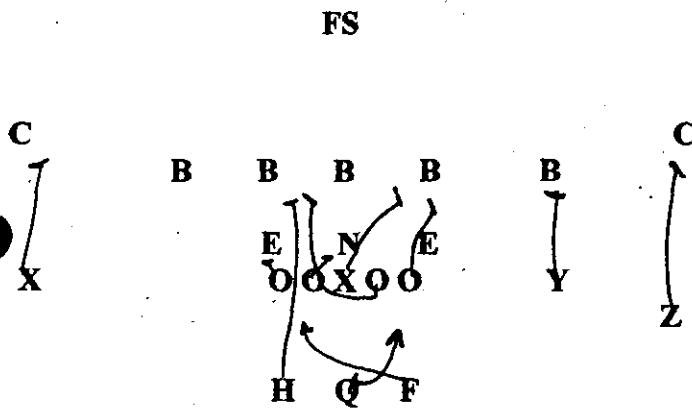
VS. 4-2



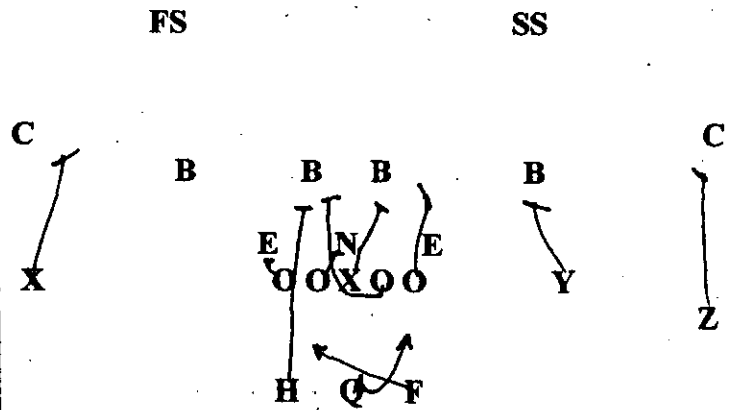
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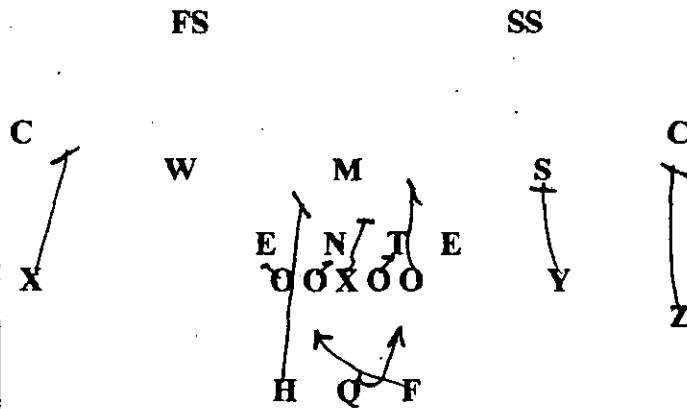
VS. 3-3 STACK



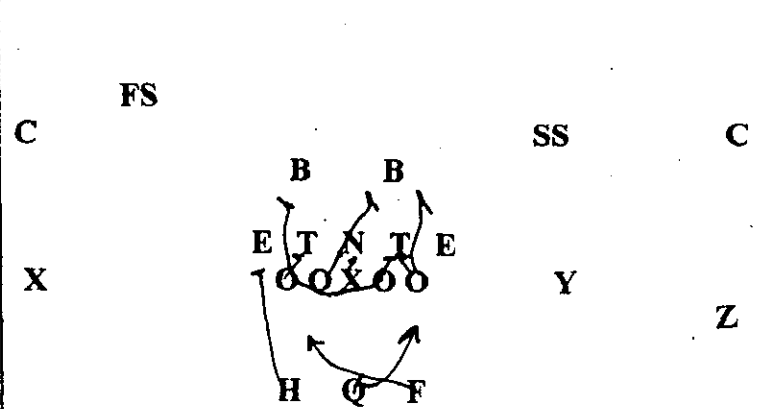
VS. 3-2



VS. 4-1

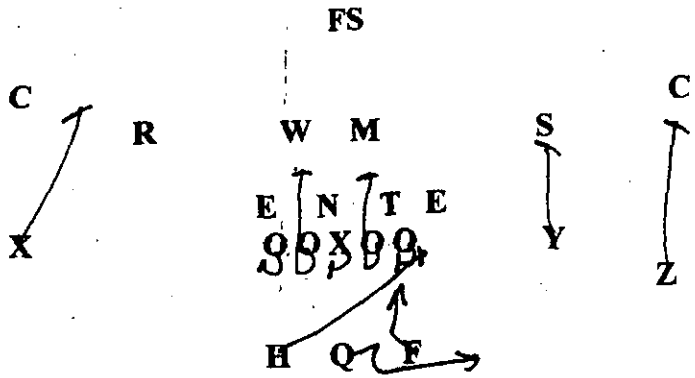


VS. BEAR FRONT

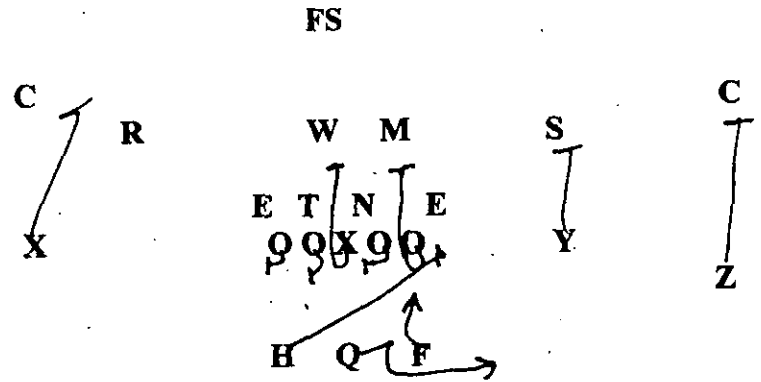


SMOKE RIGHT

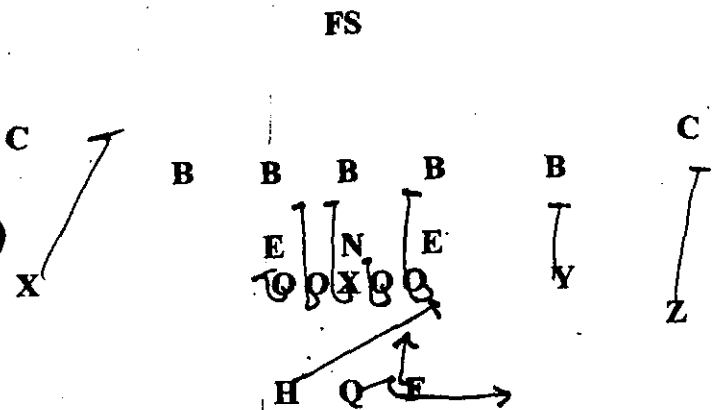
VS. 4-2



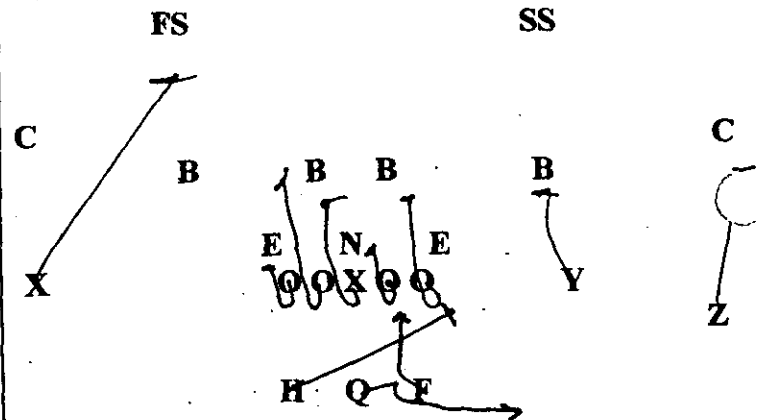
VS. 4-2 EAGLE



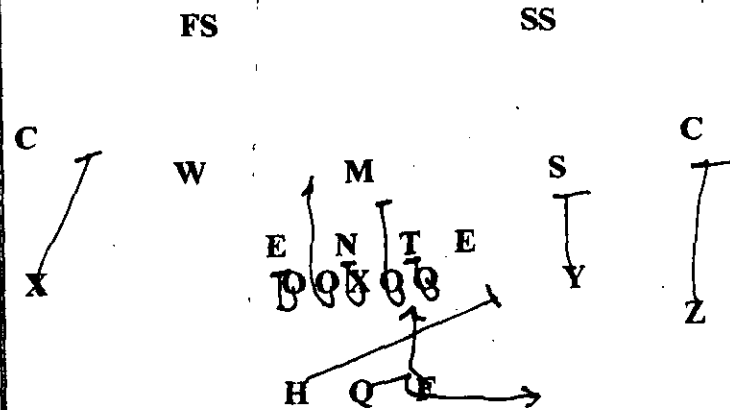
VS. 3-3 STACK



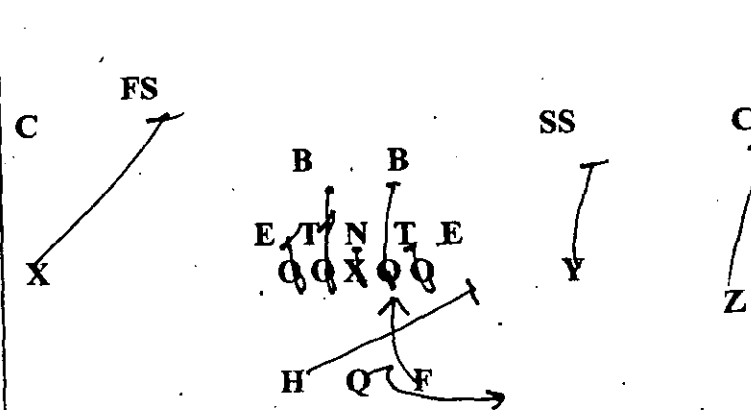
VS. 3-2



VS. 4-1

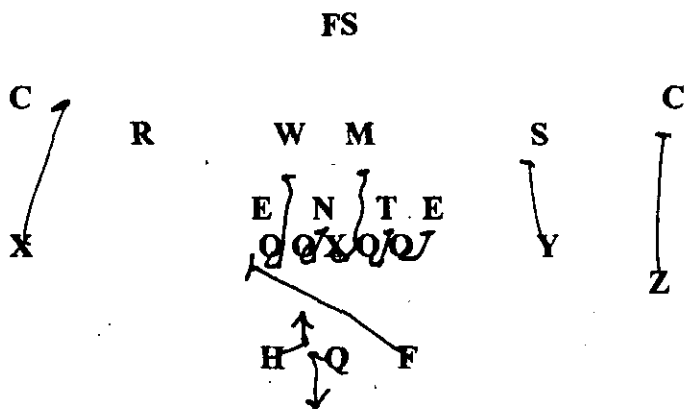


VS. BEAR FRONT

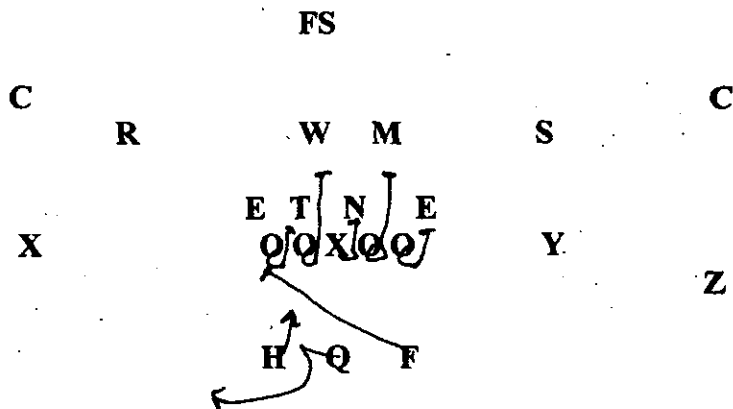


SMOKE LEFT

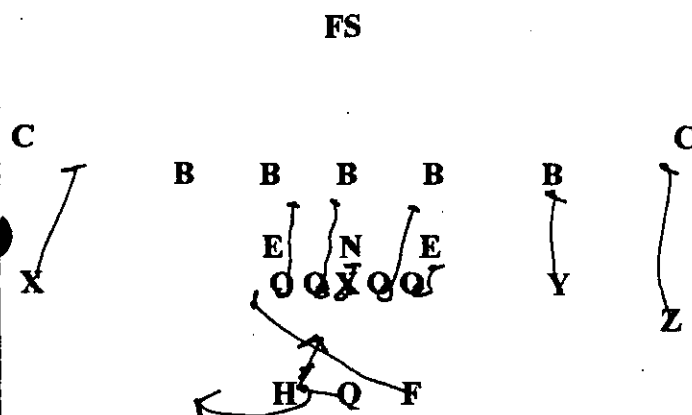
VS. 4-2



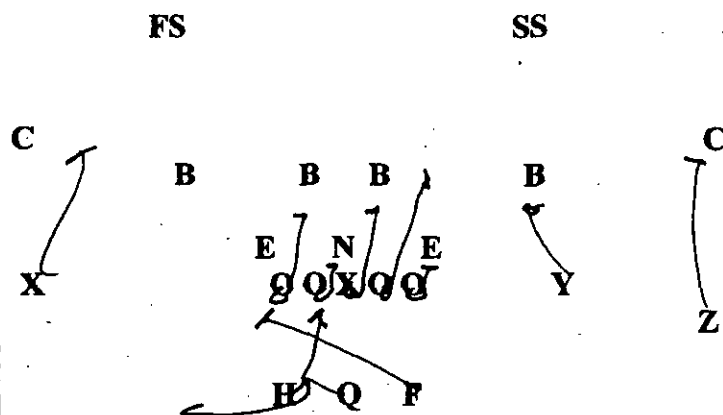
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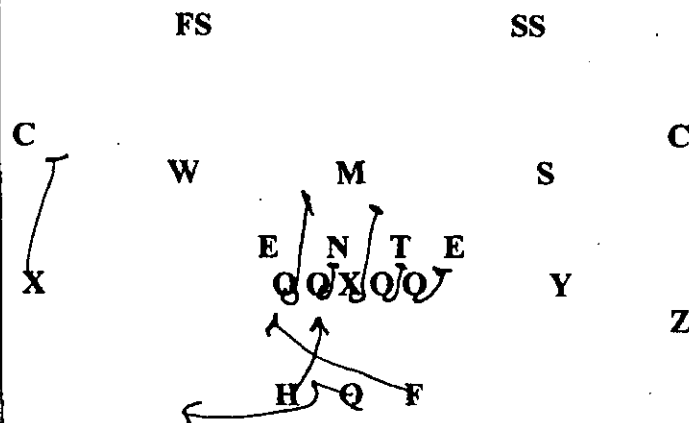
VS. 3-3 STACK



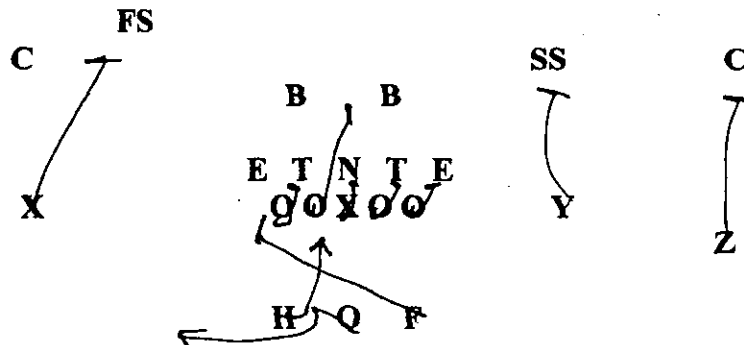
VS. 3-2



VS. 4-1

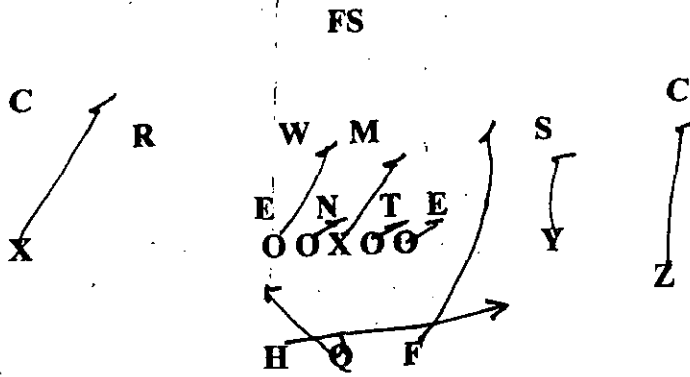


VS. BEAR FRONT

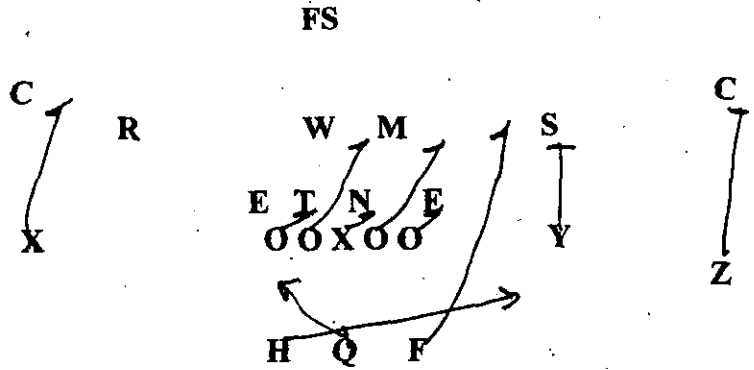


8 STRETCH

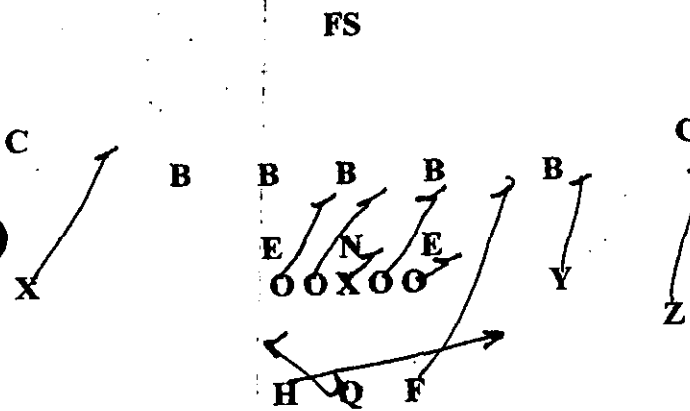
VS. 4-2



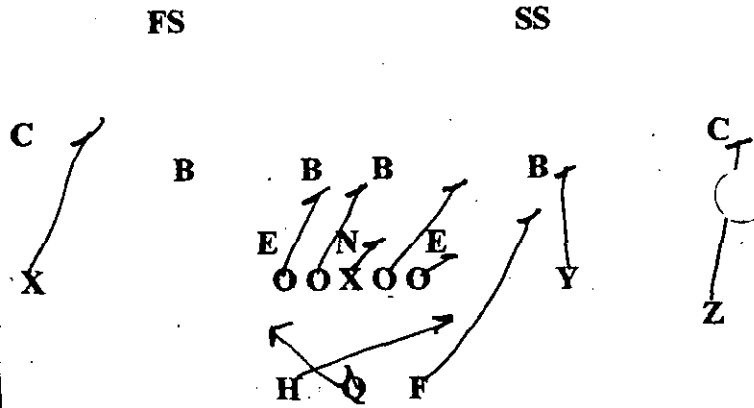
VS. 4-2 EAGLE



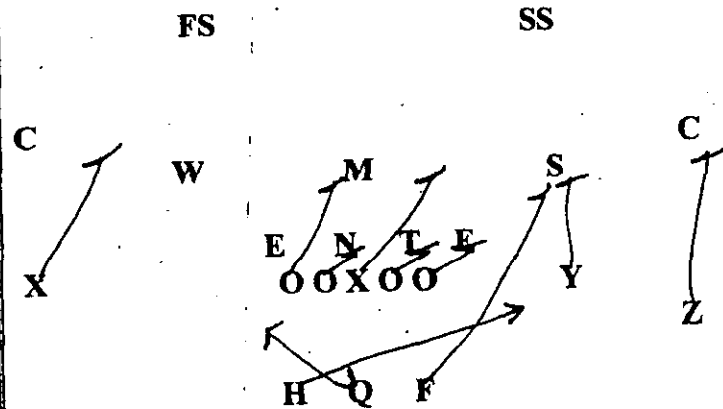
VS. 3-3 STACK



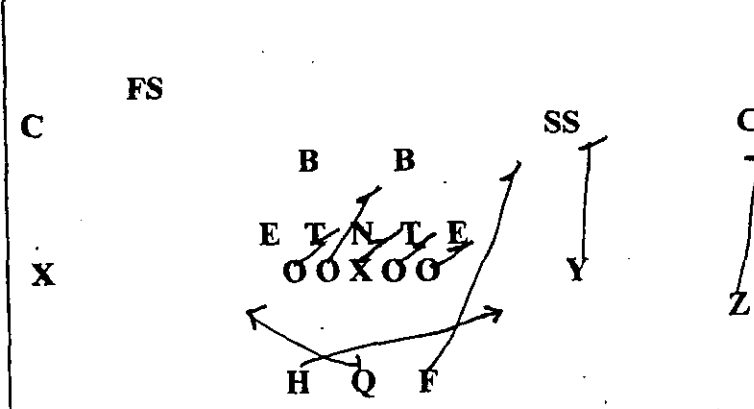
VS. 3-2



VS. 4-1

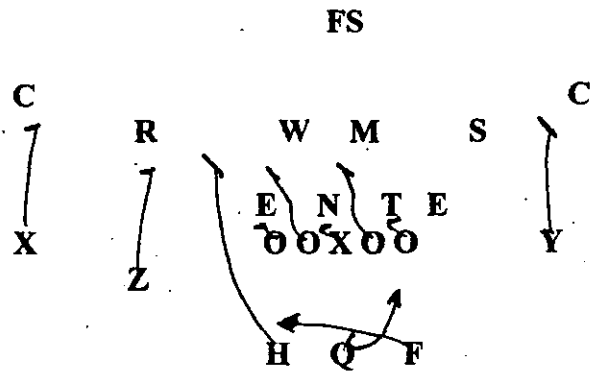


VS. BEAR FRONT

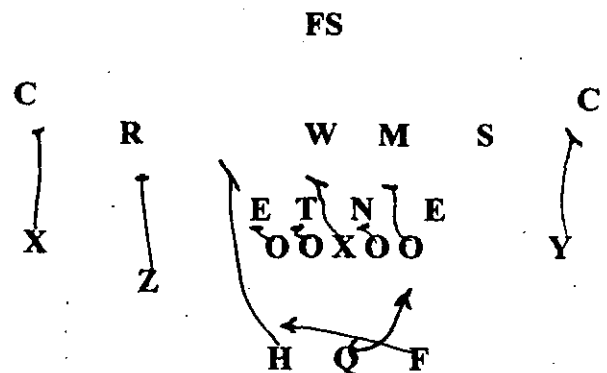


9 STRETCH

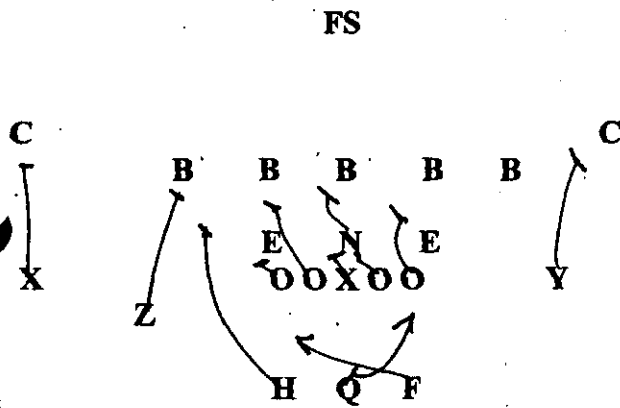
VS. 4-2



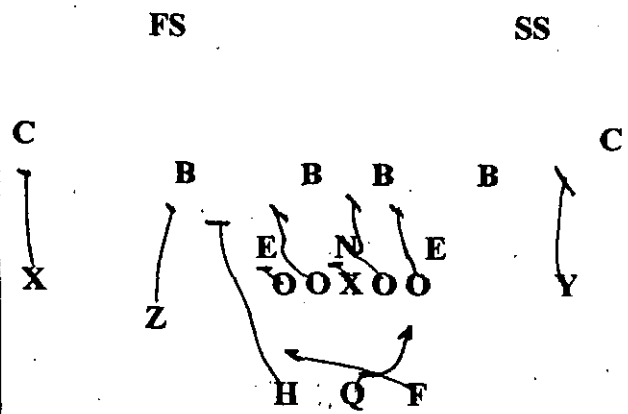
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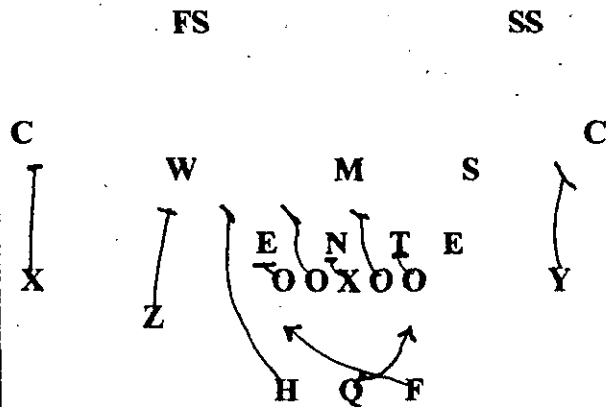
VS. 3-3 STACK



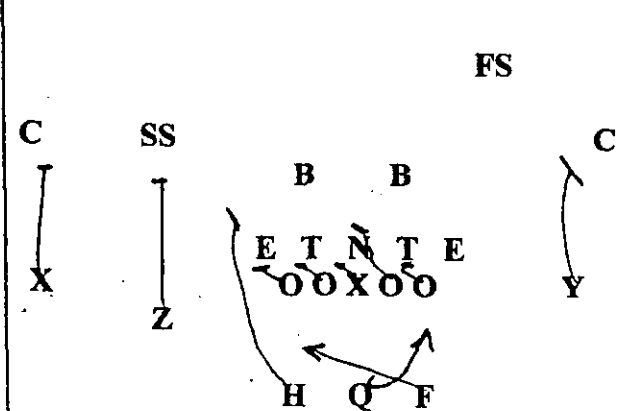
VS. 3-2



VS. 4-1



VS. BEAR FRONT



ZACK CHECK

VS. 4-2

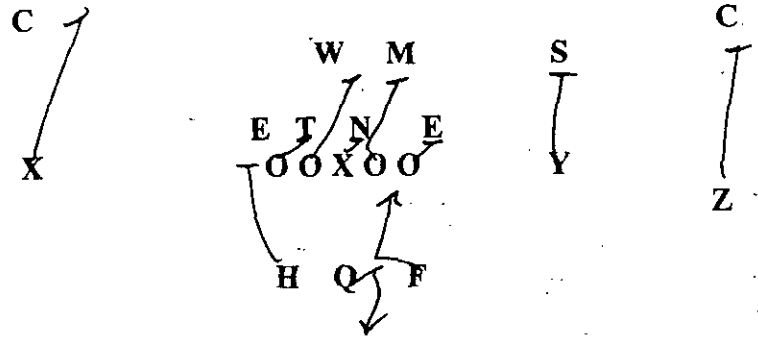
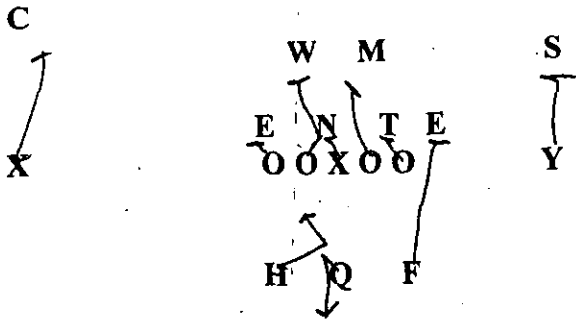
VS. 4-2 EAGLE

FS

SS

FS

SS



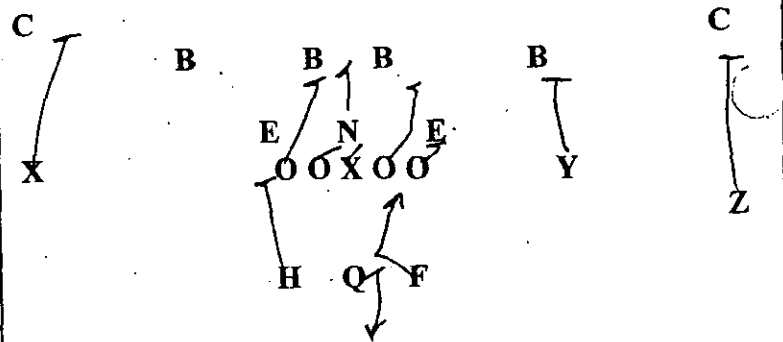
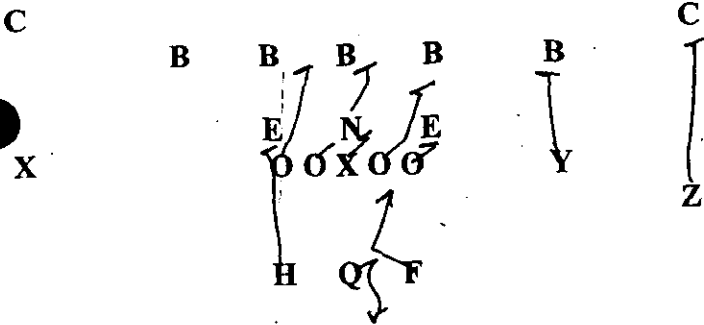
VS. 3-3 STACK

VS. 3-2

FS

FS

SS



VS. 4-1

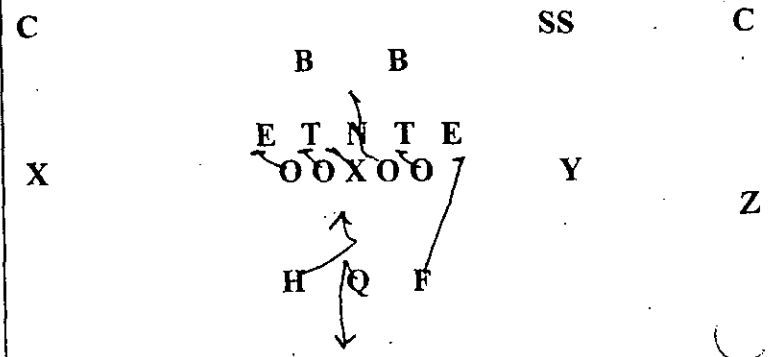
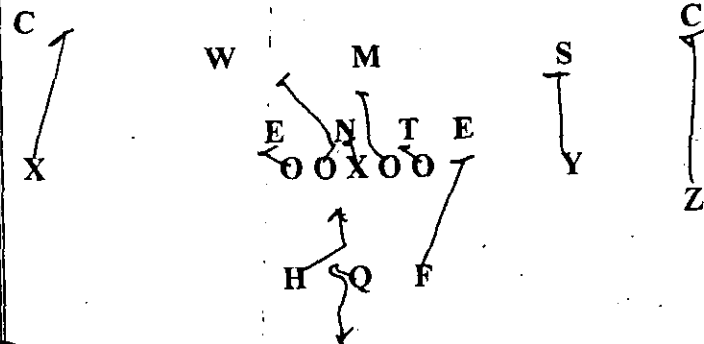
VS. BEAR FRONT

FS

SS

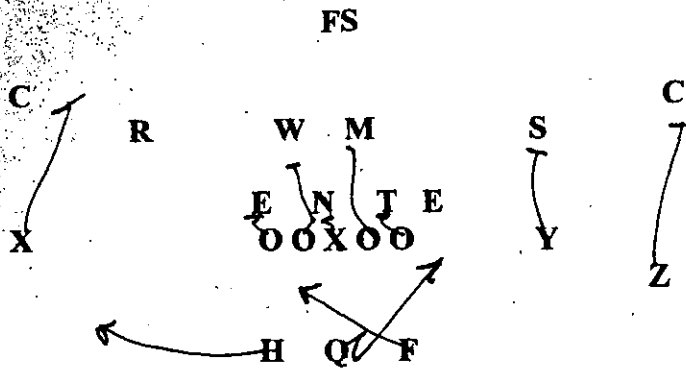
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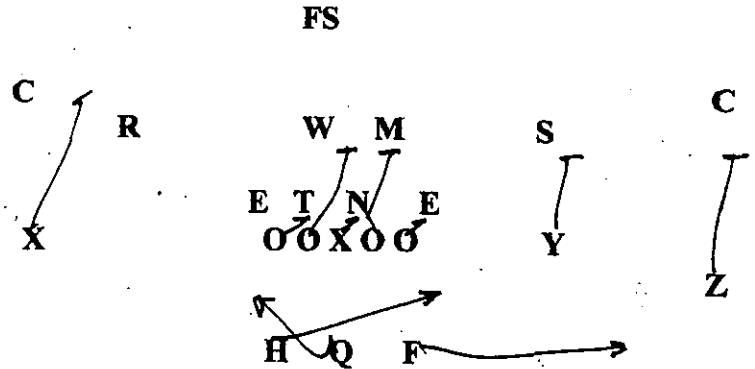


ZONE CHECK

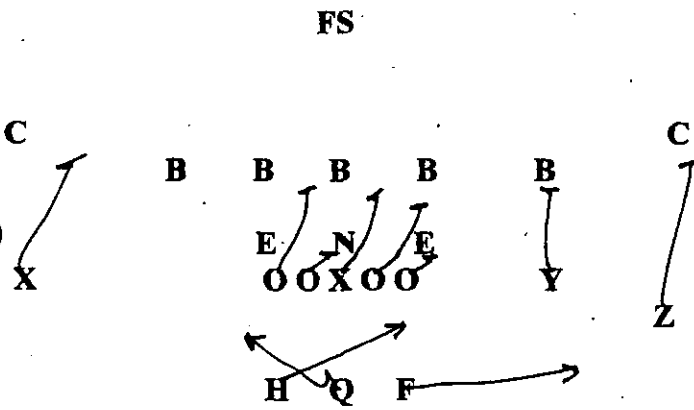
VS. 4-2



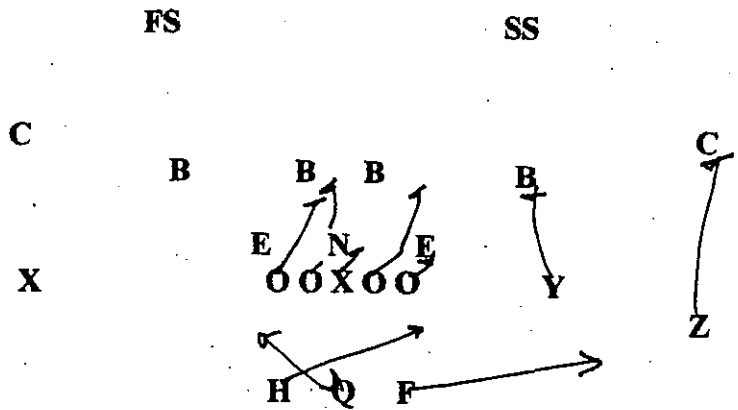
VS. 4-2 EAGLE



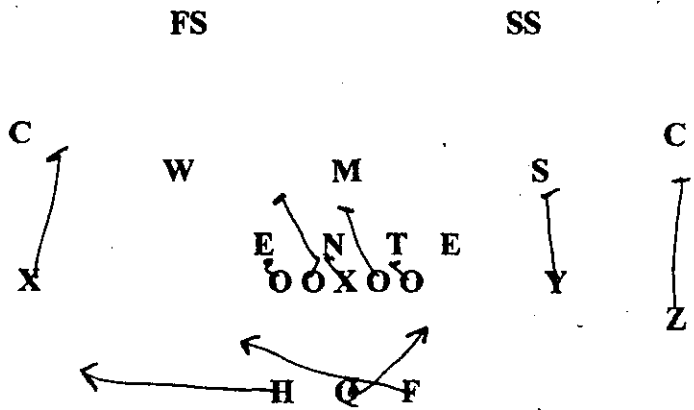
VS. 3-3 STACK



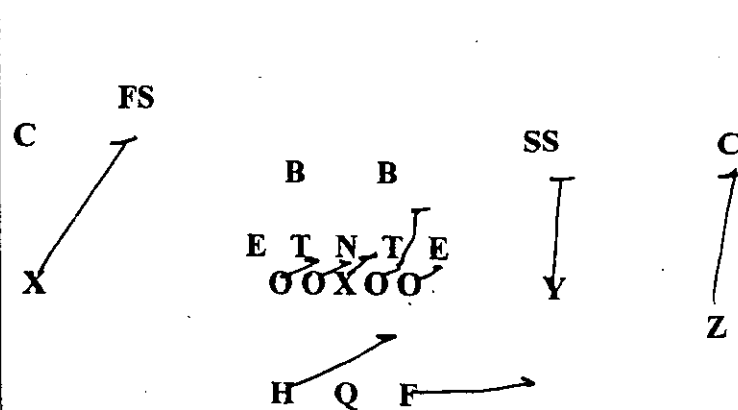
VS. 3-2



VS. 4-1



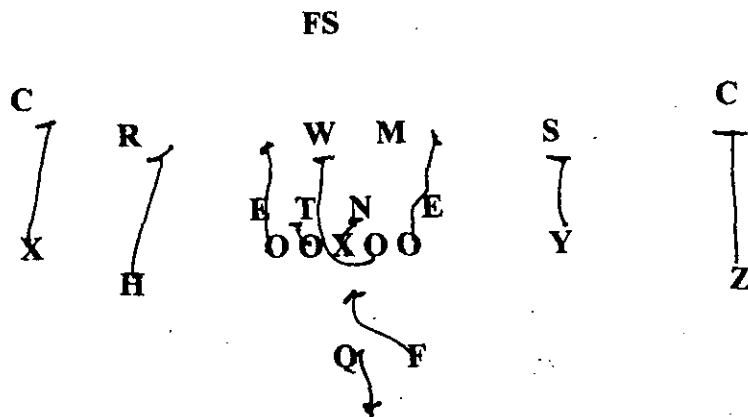
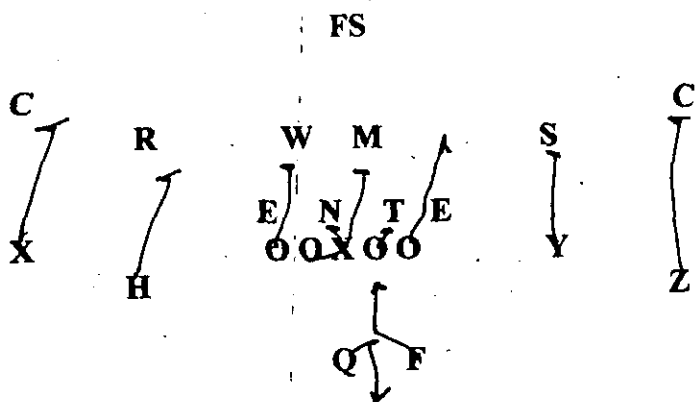
VS. BEAR FRONT



F - DIVE

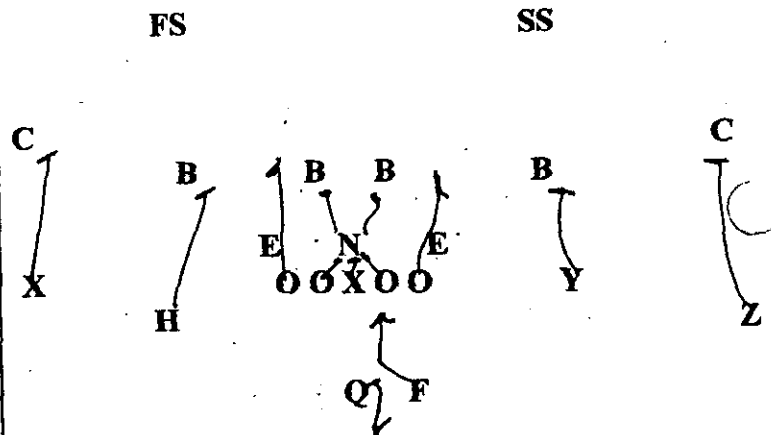
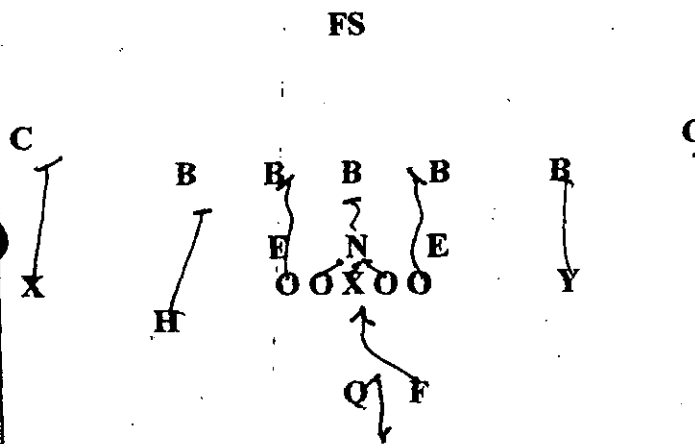
VS. 4-2

VS. 4-2 EAGLE



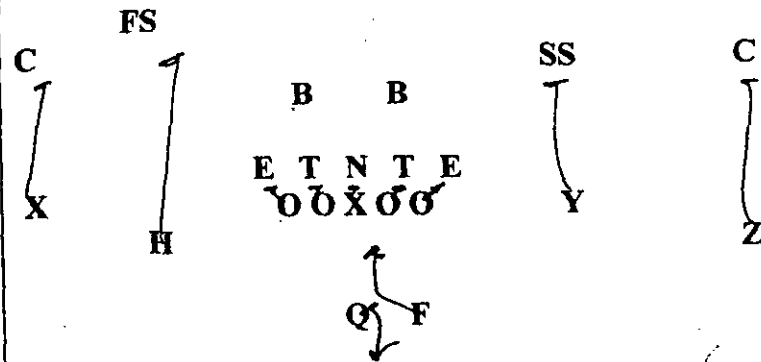
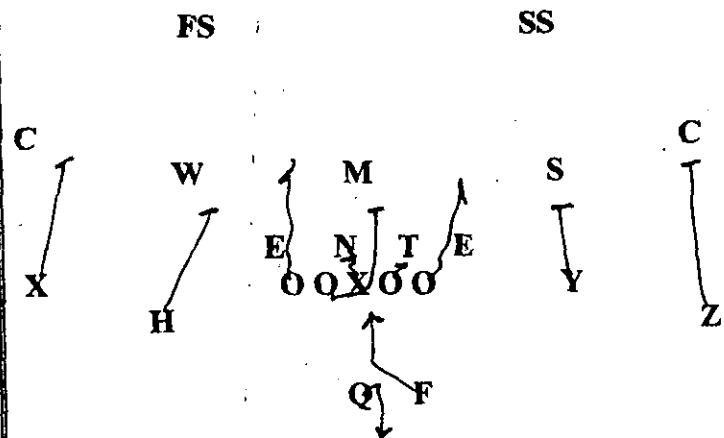
VS. 3-3 STACK

VS. 3-2



VS. 4-1

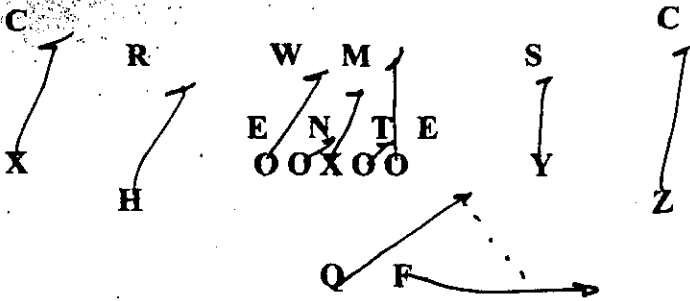
VS. BEAR FRONT



OPTION CHECK

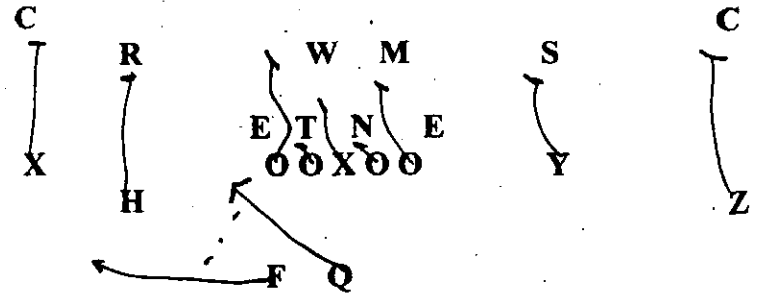
VS. 4-2

FS



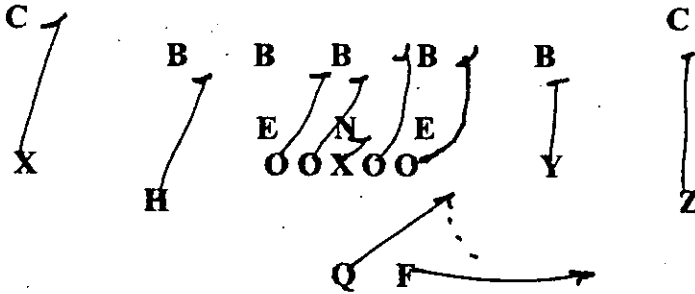
VS. 4-2 EAGLE

FS



VS. 3-3 STACK

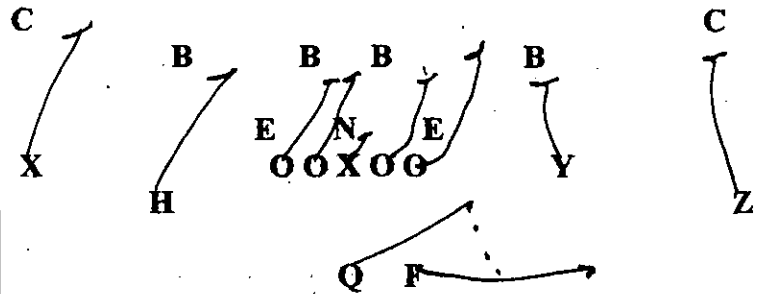
FS



VS. 3-2

FS

SS



VS. 4-1

FS

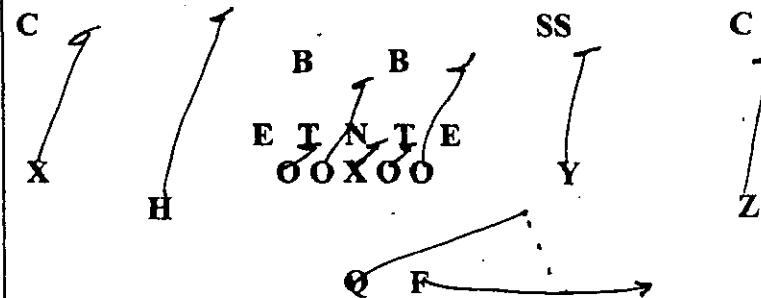
SS



VS. BEAR FRONT

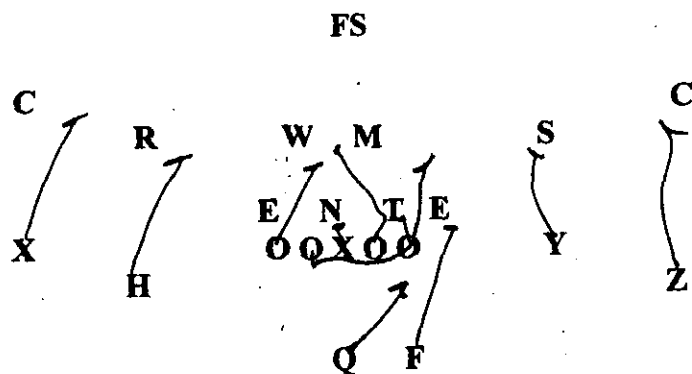
FS

SS

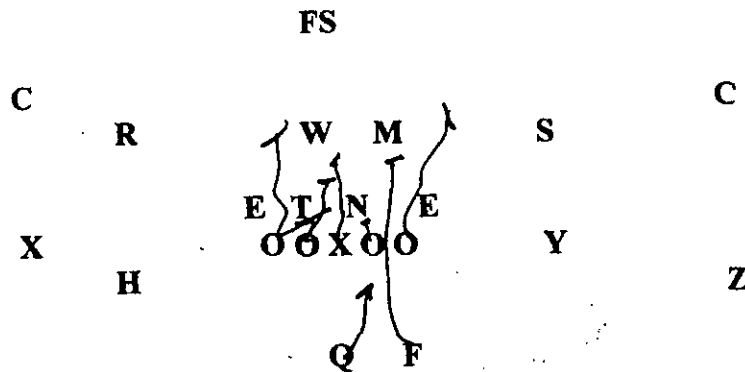


14 POWER

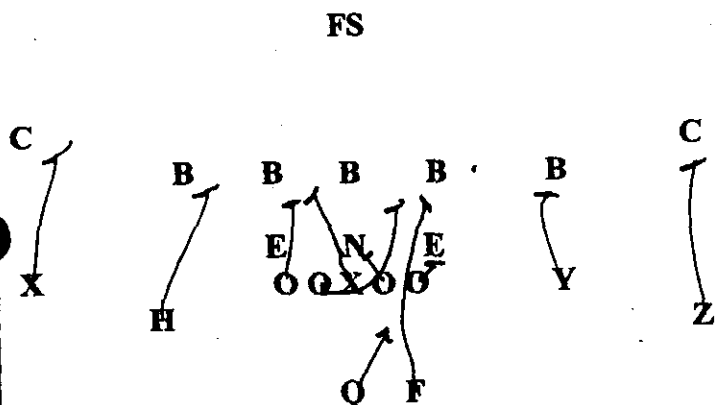
VS. 4-2



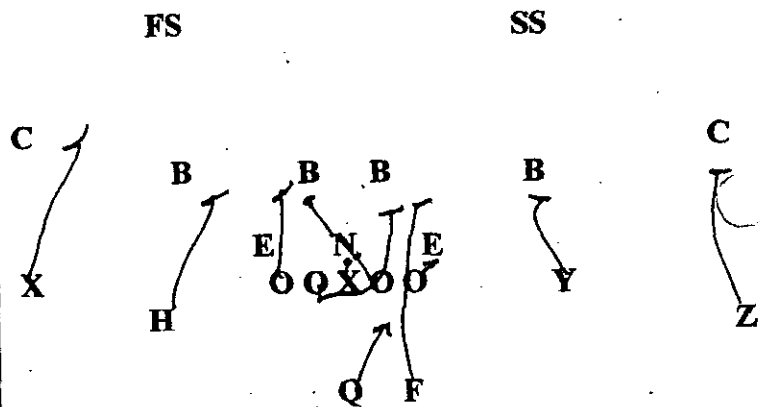
VS. 4-2 EAGLE



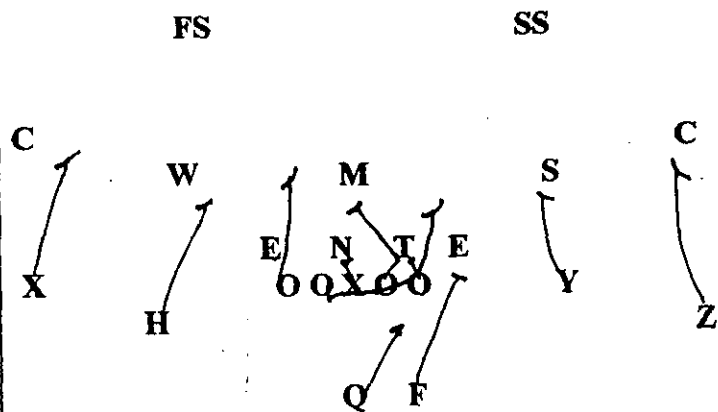
VS. 3-3 STACK



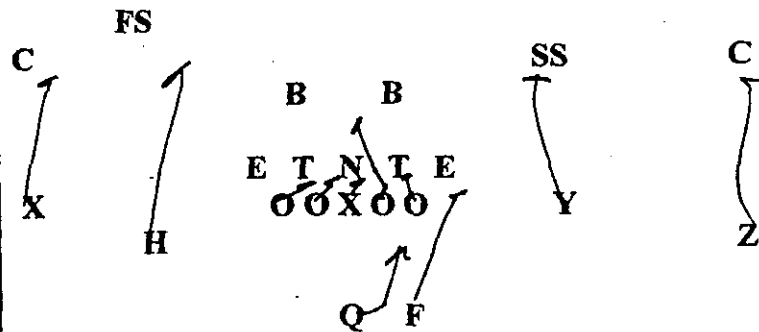
VS. 3-2



VS. 4-1

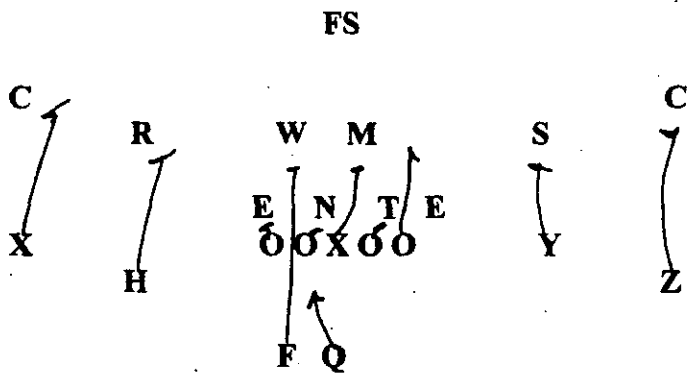


VS. BEAR FRONT

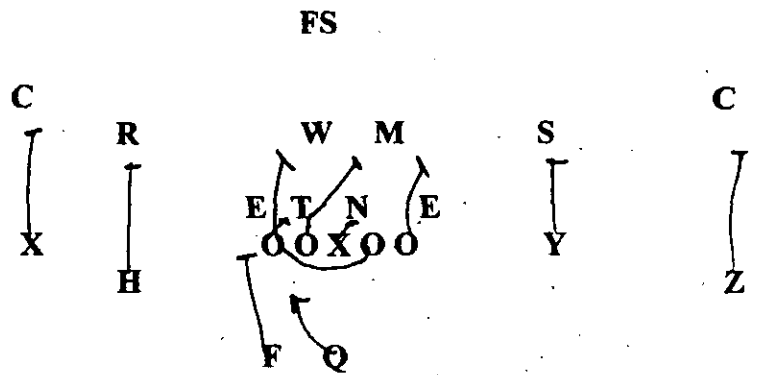


15 POWER

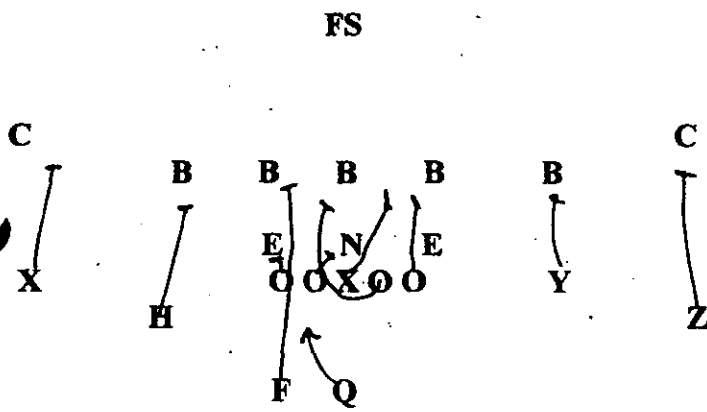
VS. 4-2



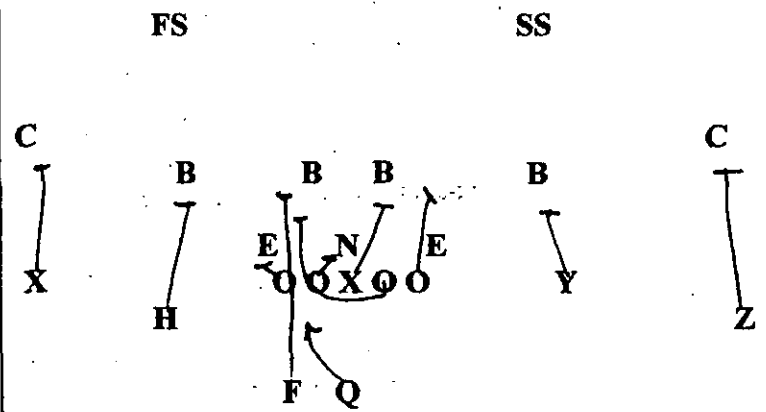
VS. 4-2 EAGLE



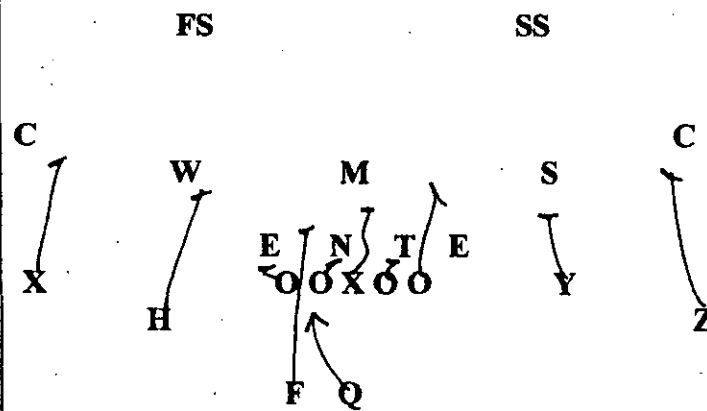
VS. 3-3 STACK



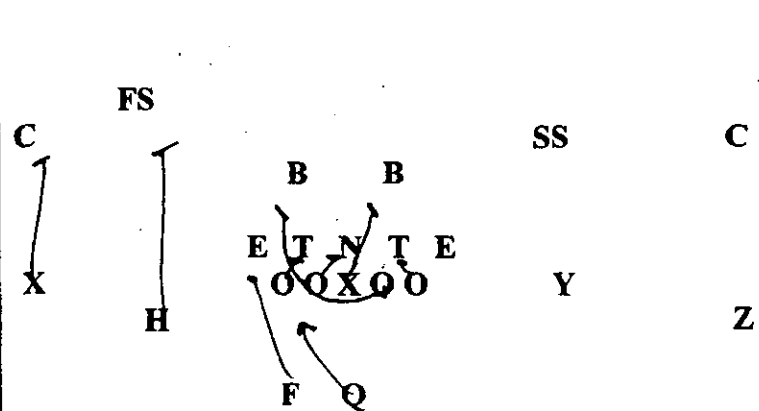
VS. 3-2



VS. 4-1

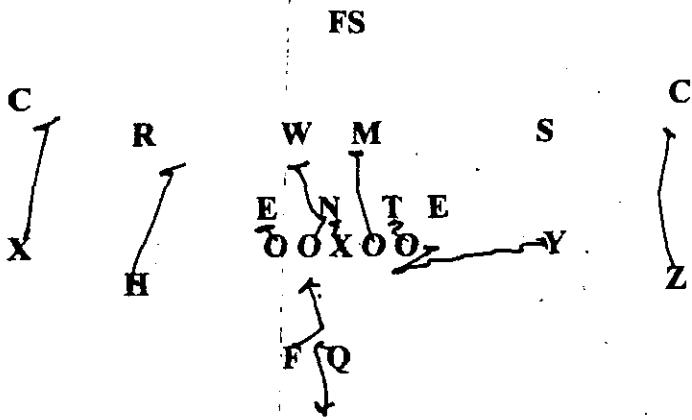


VS. BEAR FRONT

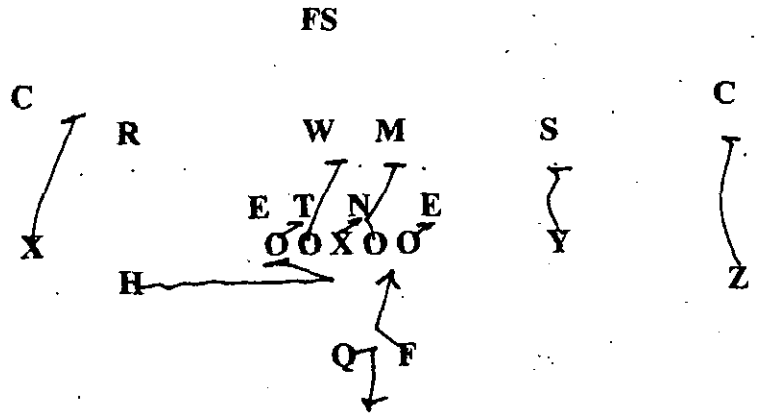


ZACK CHECK

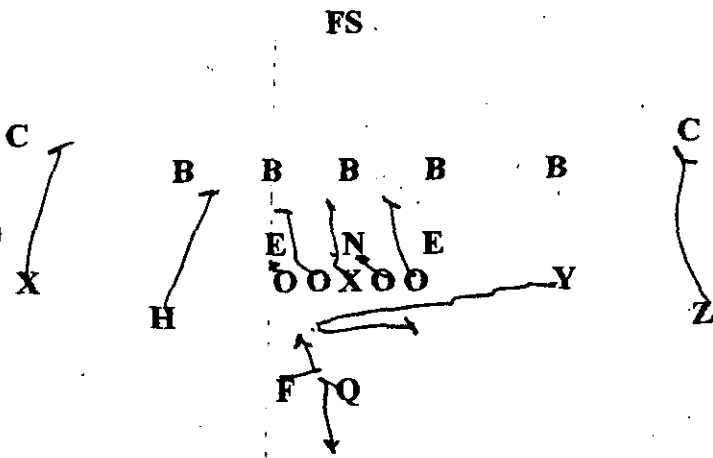
VS. 4-2



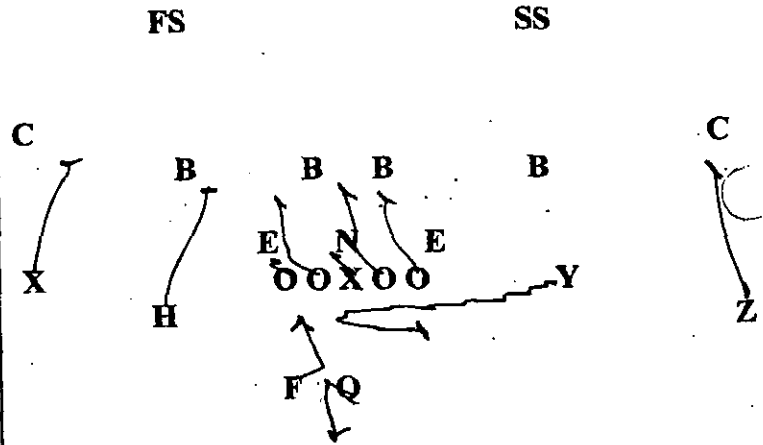
VS. 4-2 EAGLE



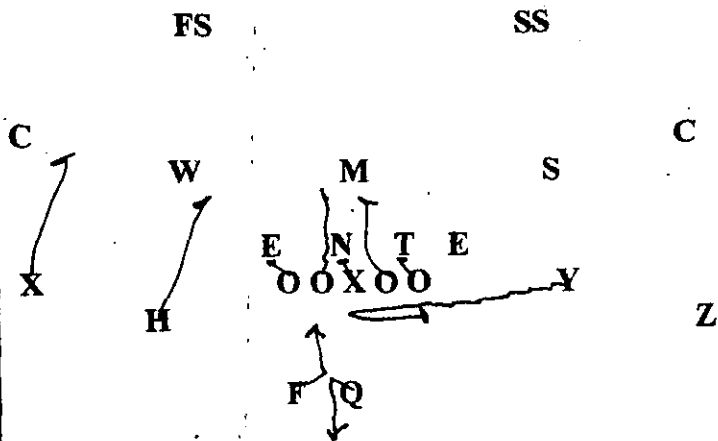
VS. 3-3 STACK



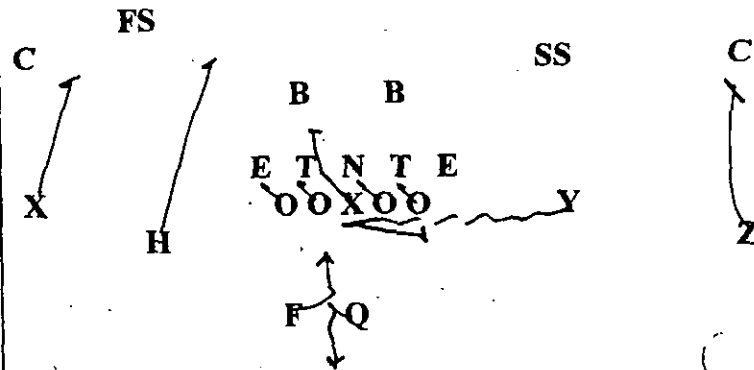
VS. 3-2



VS. 4-1



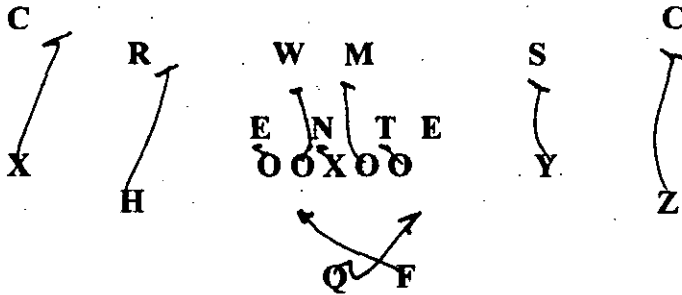
VS. BEAR FRONT



ZONE CHECK

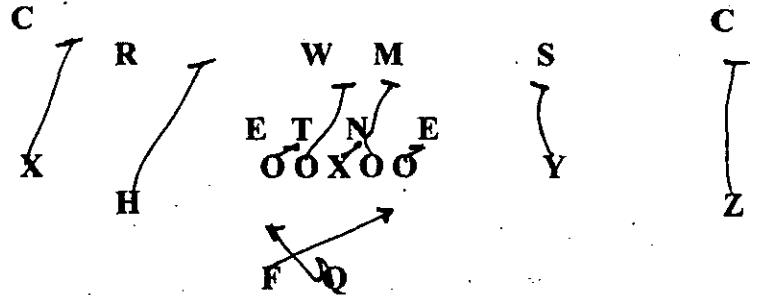
VS. 4-2

FS



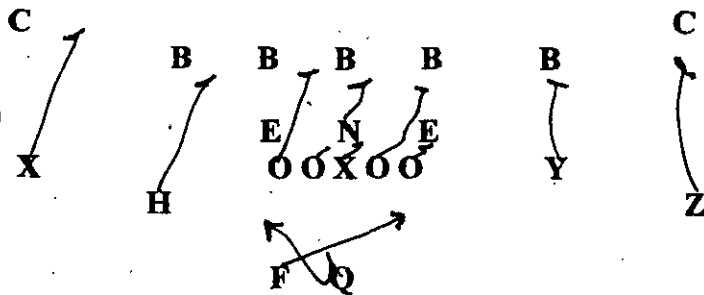
VS. 4-2 EAGLE

FS



VS. 3-3 STACK

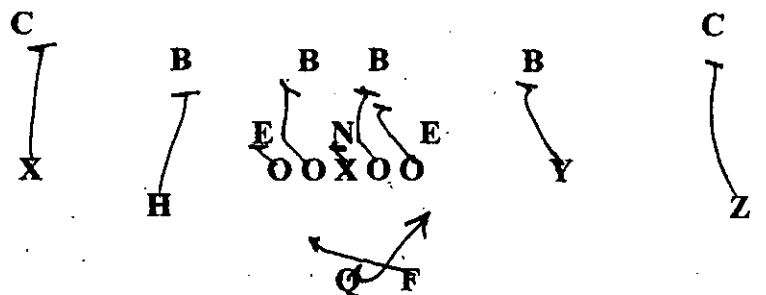
FS



VS. 3-2

FS

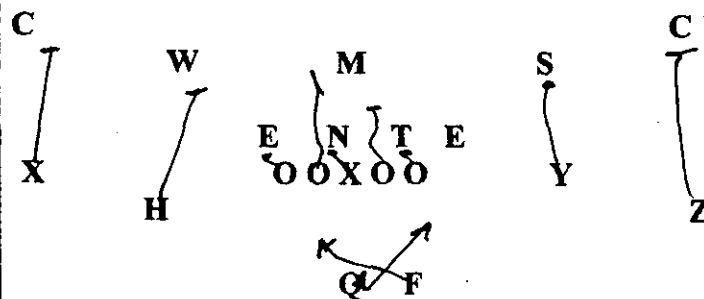
SS



VS. 4-1

FS

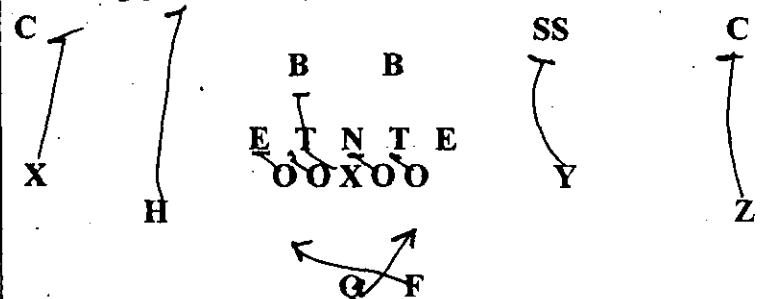
SS



VS. BEAR FRONT

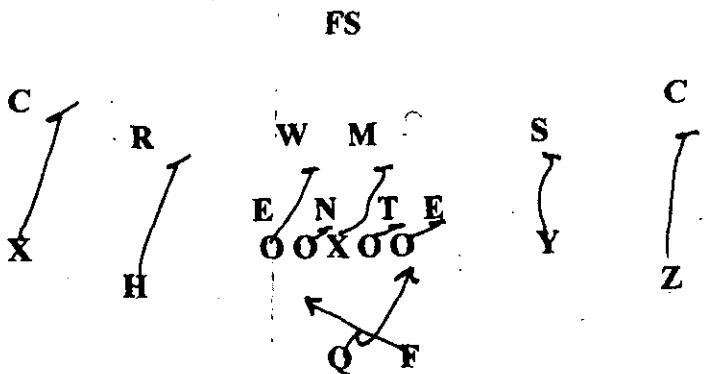
FS

SS

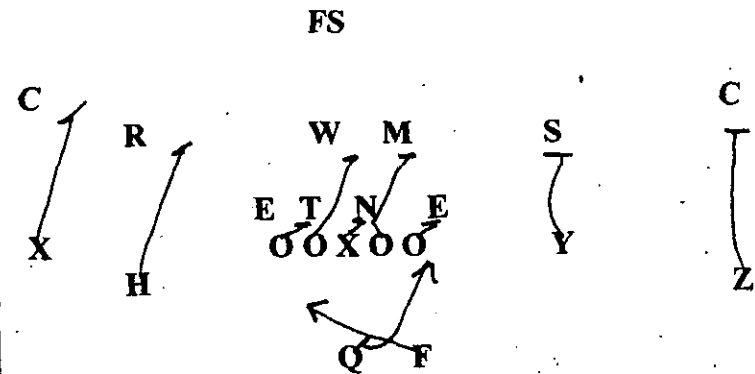


12 ZONE

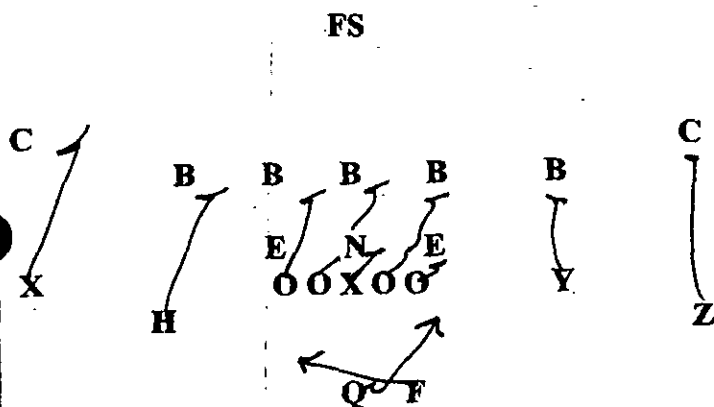
VS. 4-2



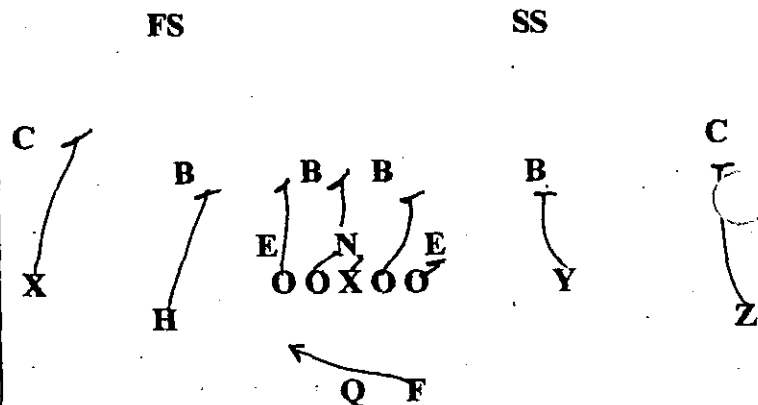
VS. 4-2 EAGLE



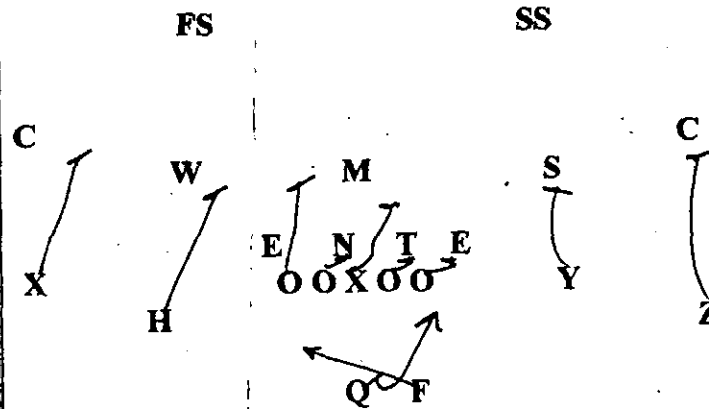
VS. 3-3 STACK



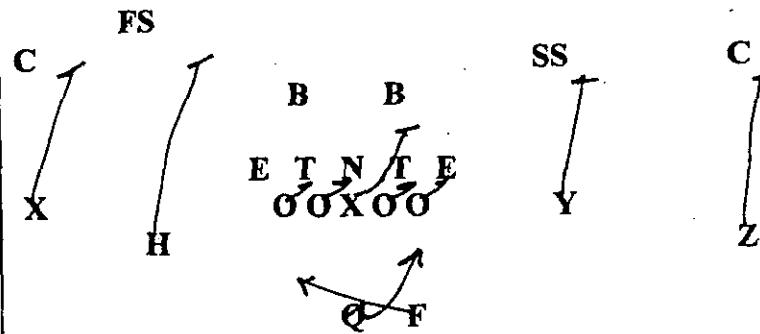
VS. 3-2



VS. 4-1

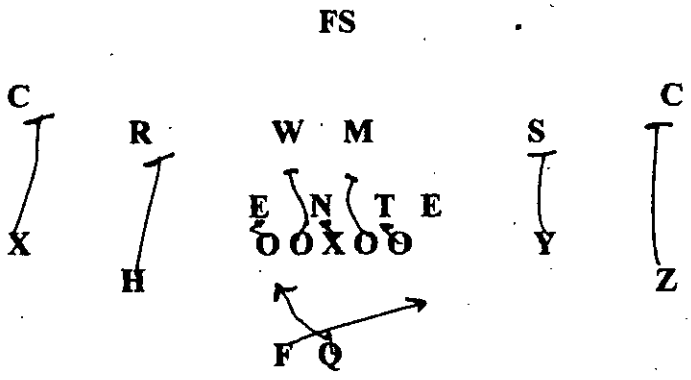


VS. BEAR FRONT

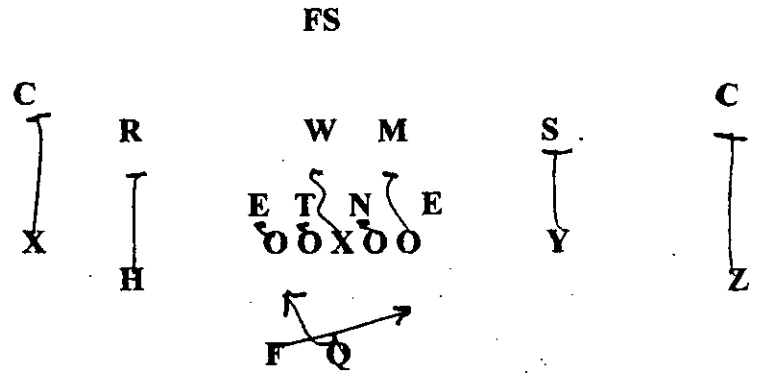


13 ZONE

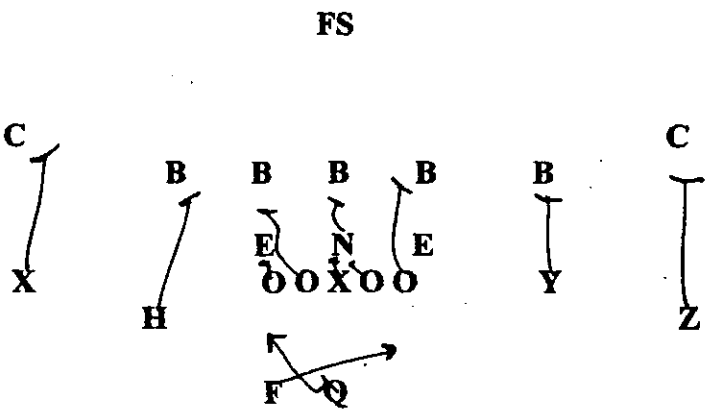
VS. 4-2



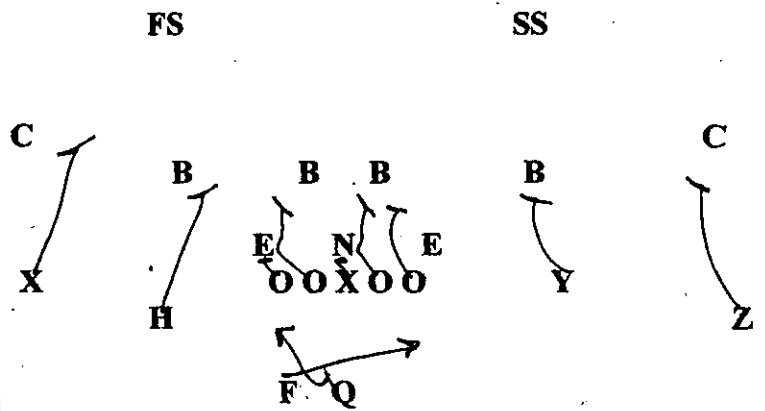
VS. 4-2 EAGLE



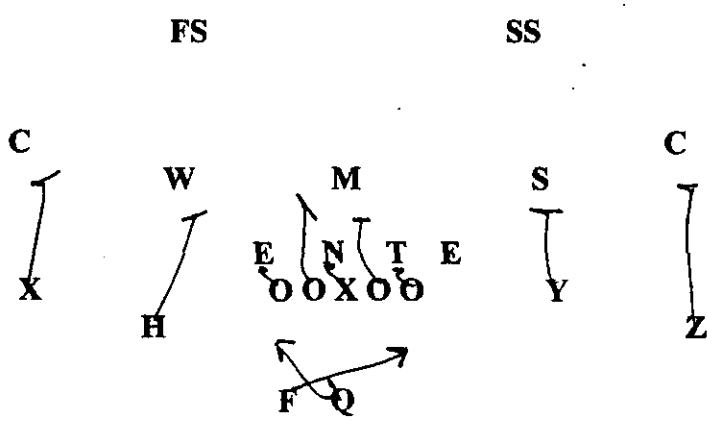
VS. 3-3 STACK



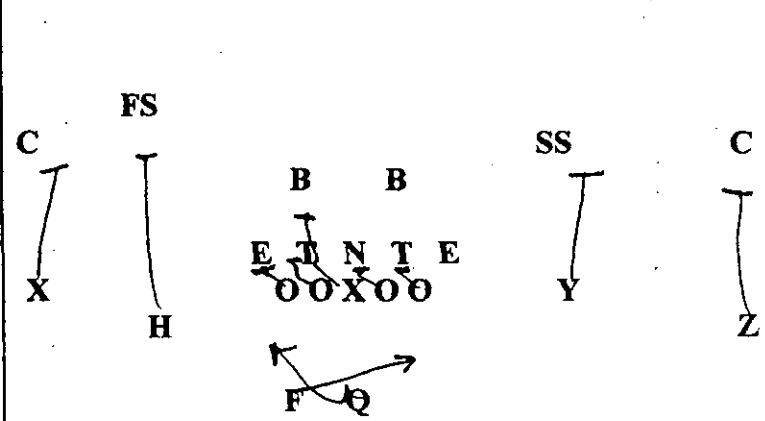
VS. 3-2



VS. 4-1

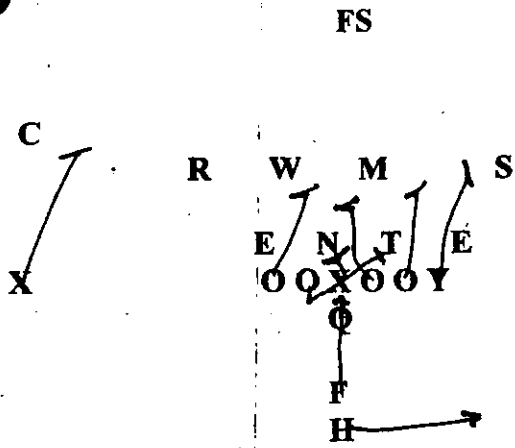


VS. BEAR FRONT

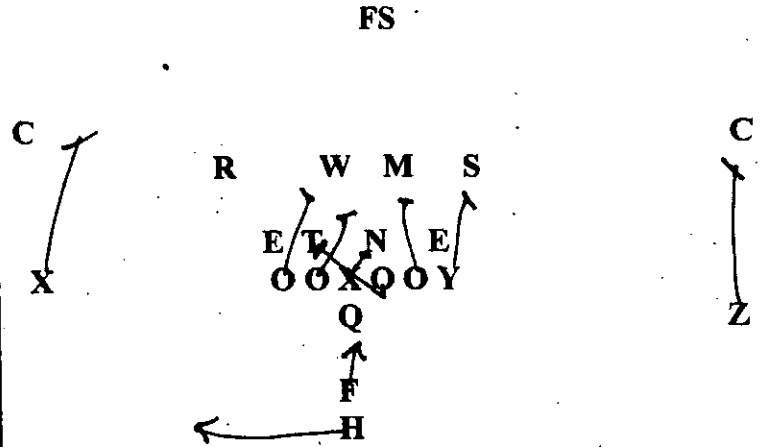


DIVE TRAP CHECK

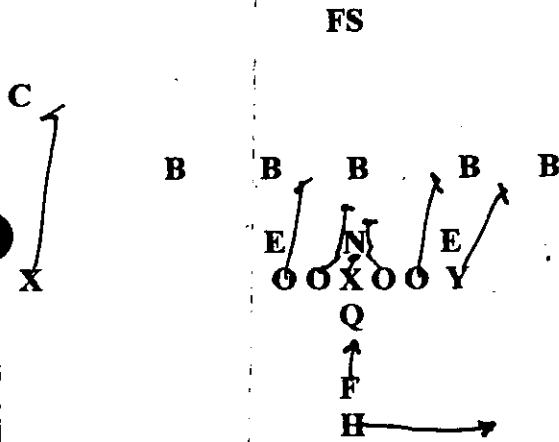
VS. 4-2



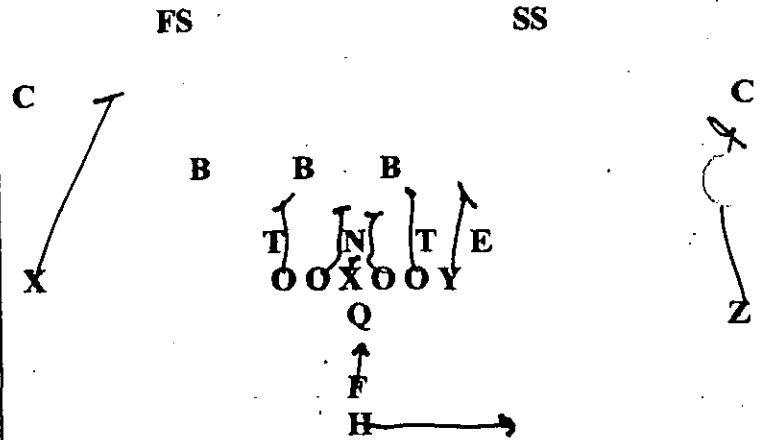
VS. 4-2 EAGLE



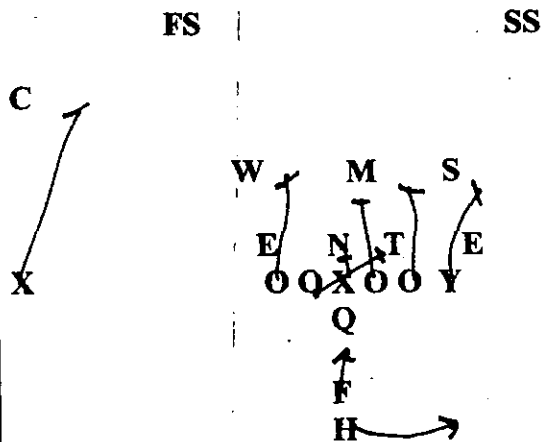
VS. 3-3 STACK



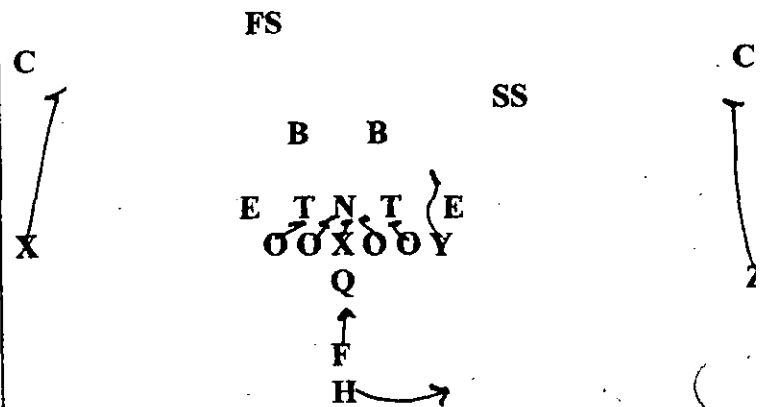
VS. 3-2



VS. 4-1

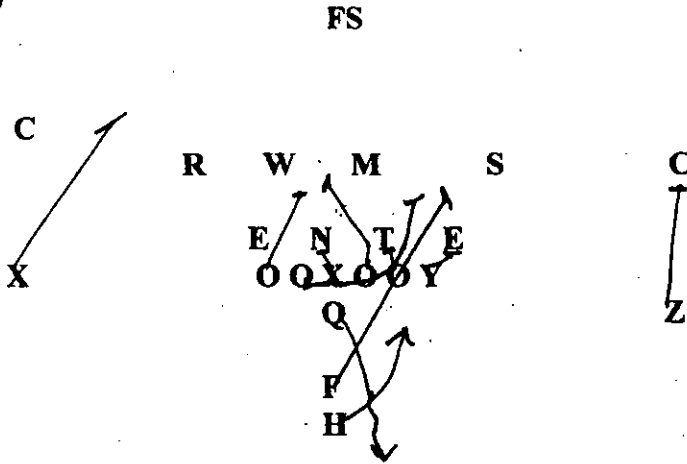


VS. BEAR FRONT

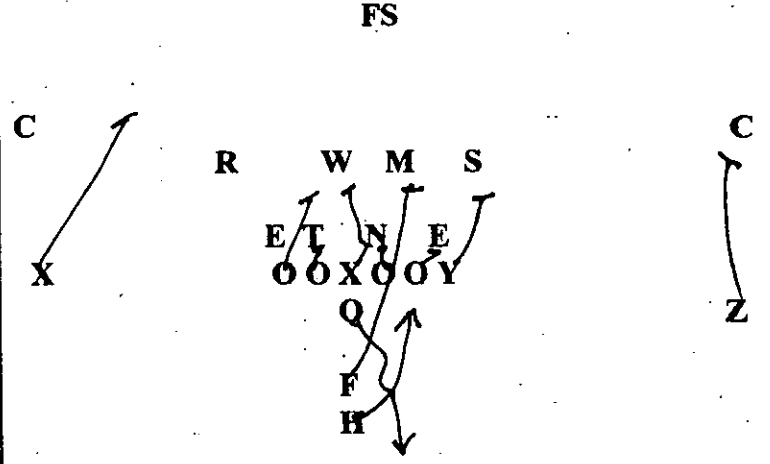


4 POWER

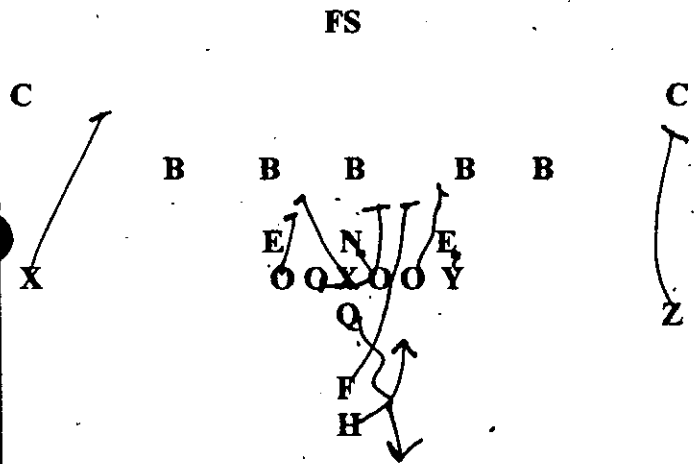
VS. 4-2



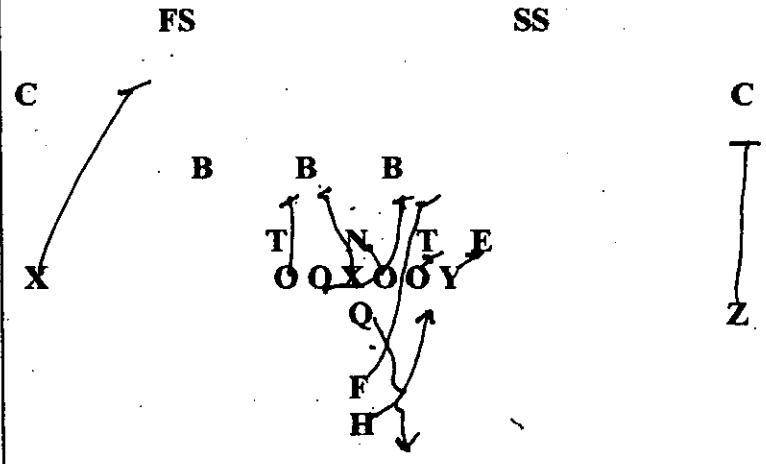
VS. 4-2 EAGLE



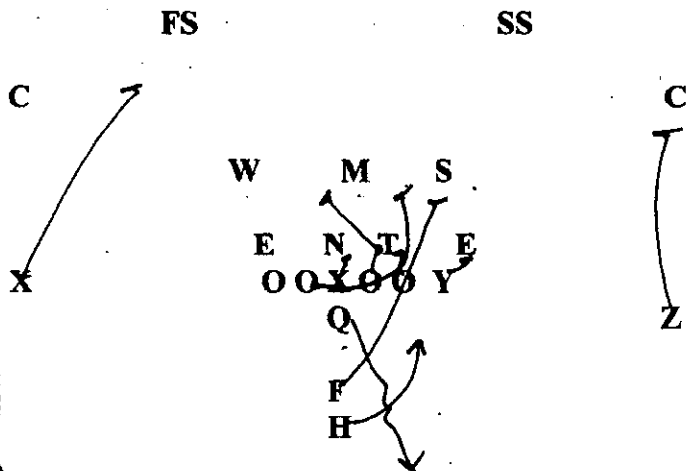
VS. 3-3 STACK



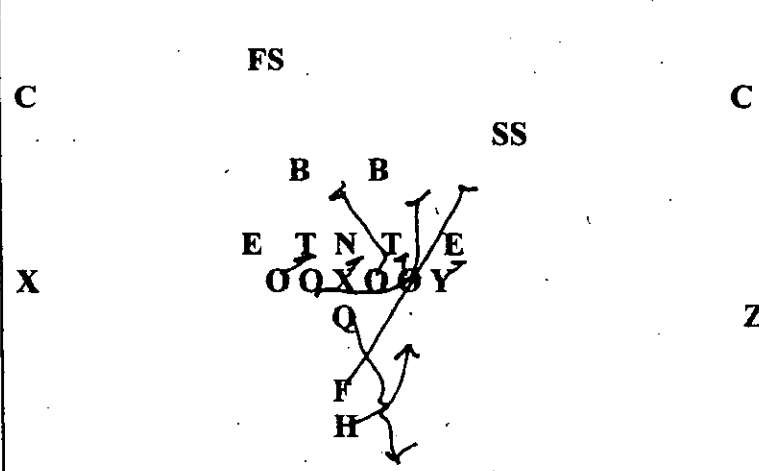
VS. 3-2



VS. 4-1

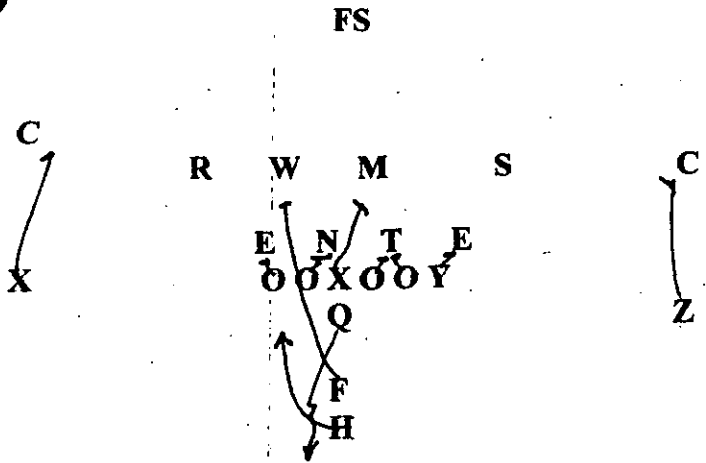


VS. BEAR FRONT

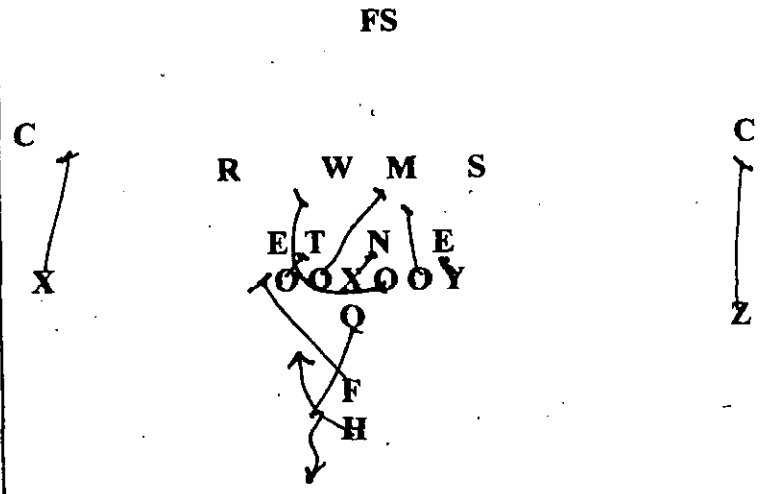


5 POWER

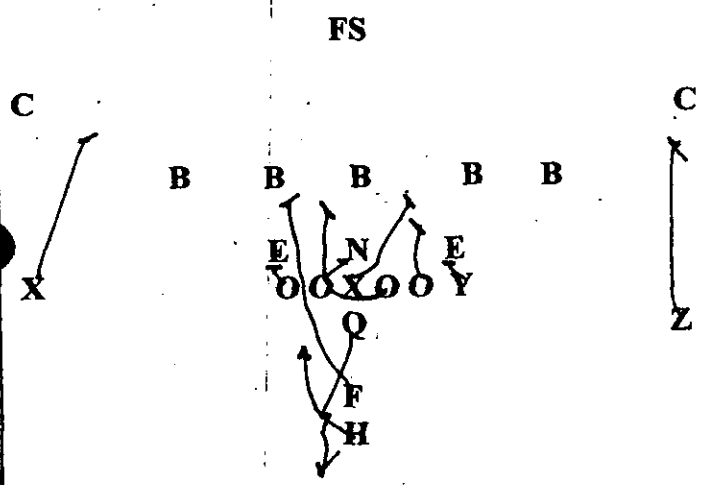
VS. 4-2



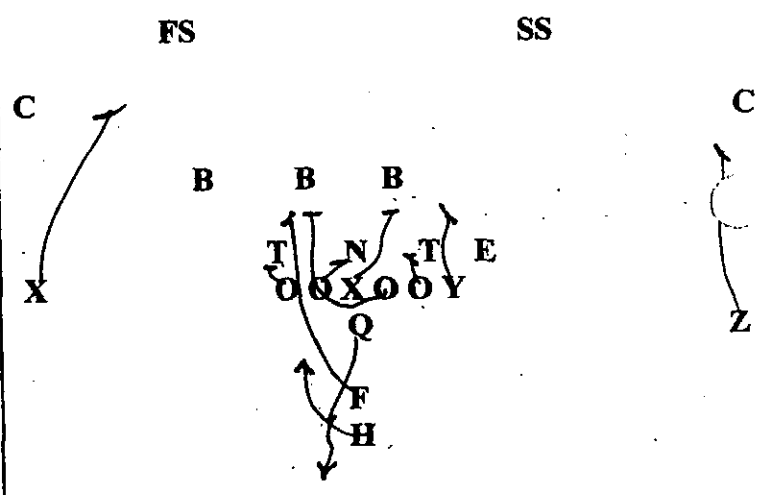
VS. 4-2 EAGLE



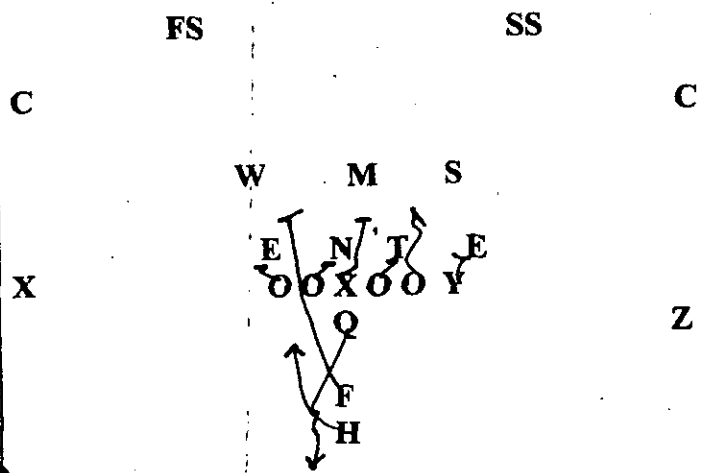
VS. 3-3 STACK



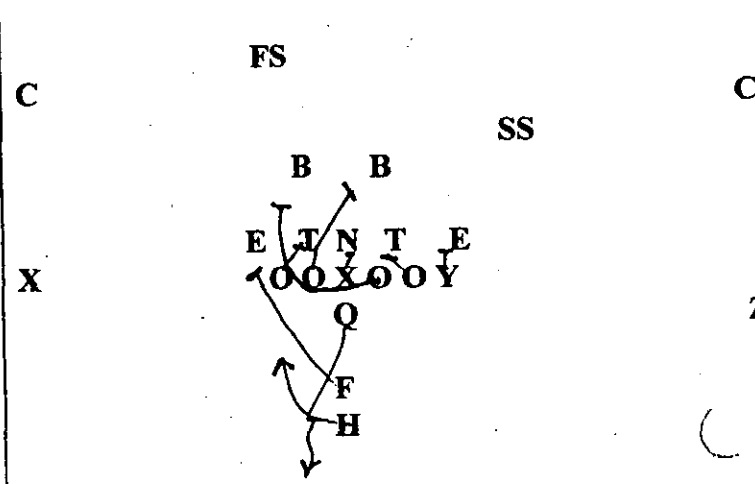
VS. 3-2



VS. 4-1

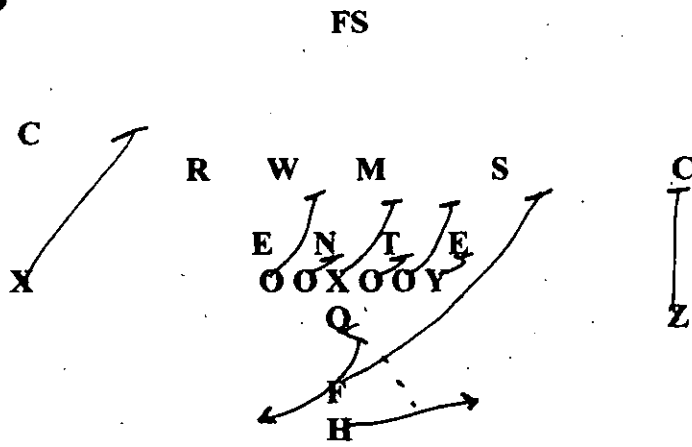


VS. BEAR FRONT

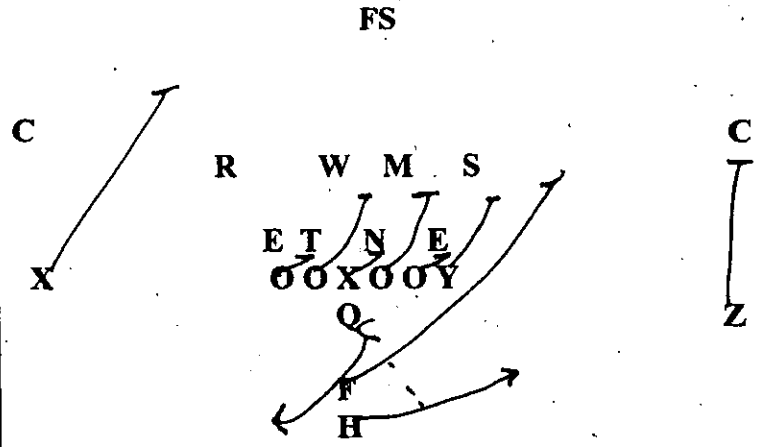


8 TOSS

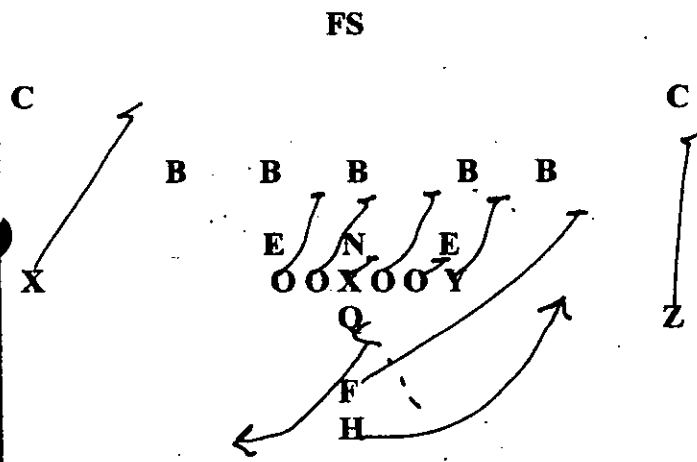
VS. 4-2



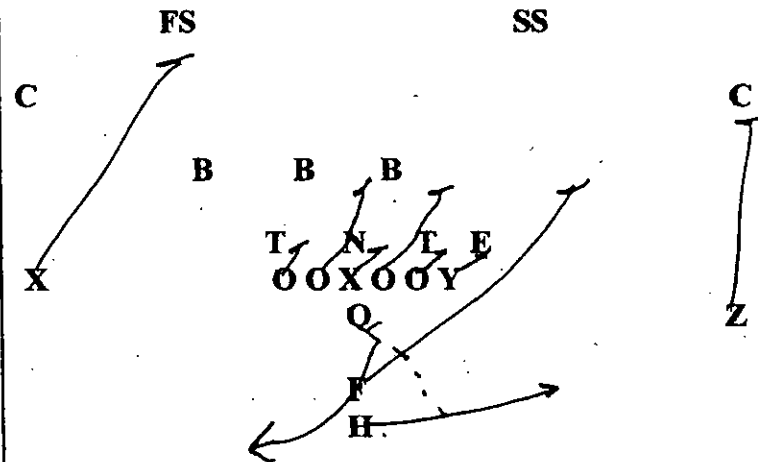
VS. 4-2 EAGLE



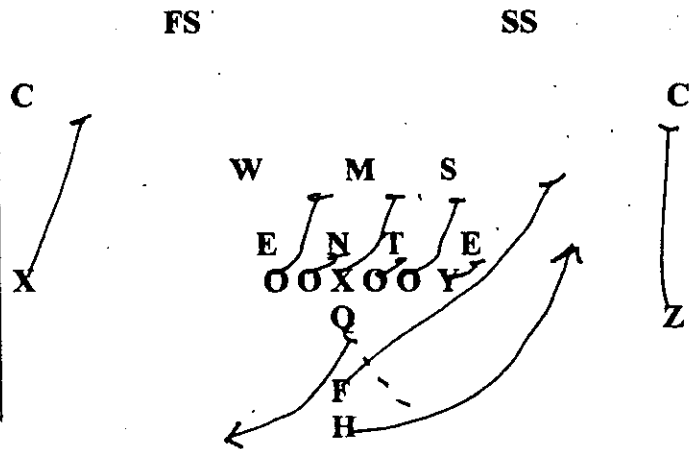
VS. 3-3 STACK



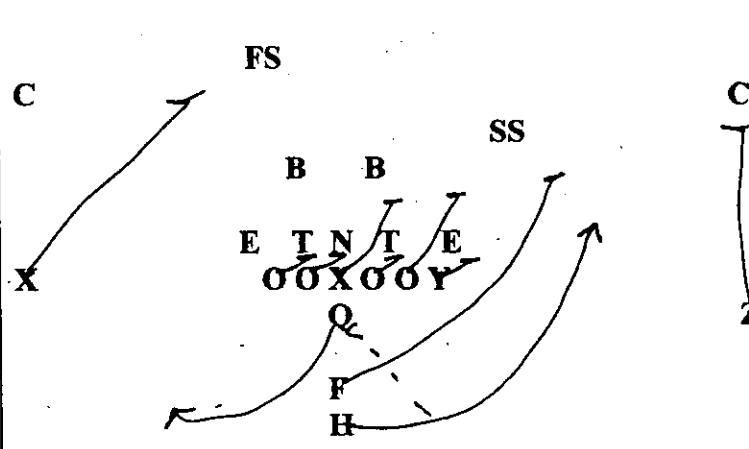
VS. 3-2



VS. 4-1

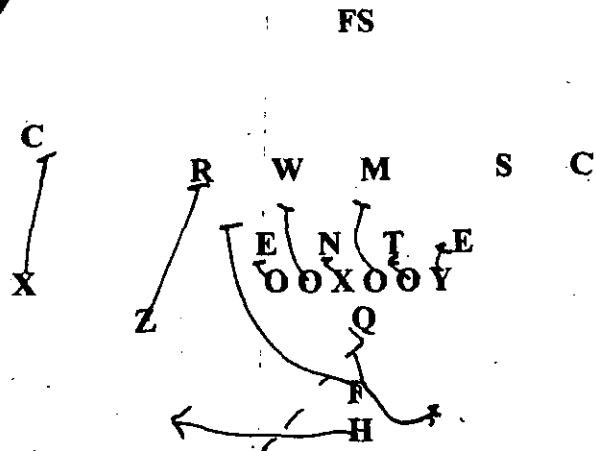


VS. BEAR FRONT

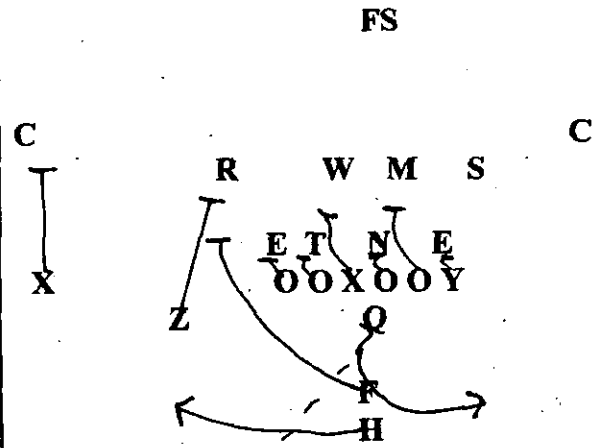


9 TOSS

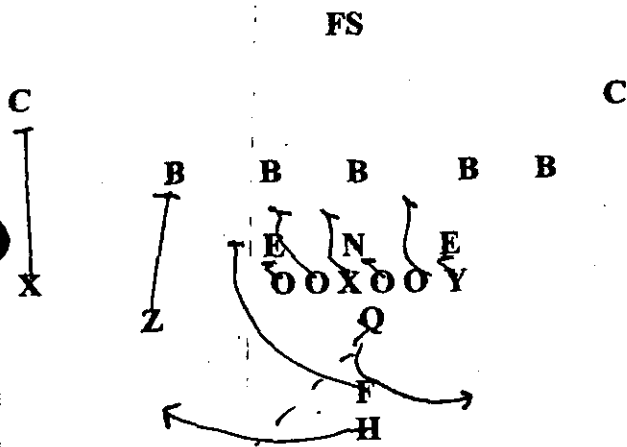
VS. 4-2



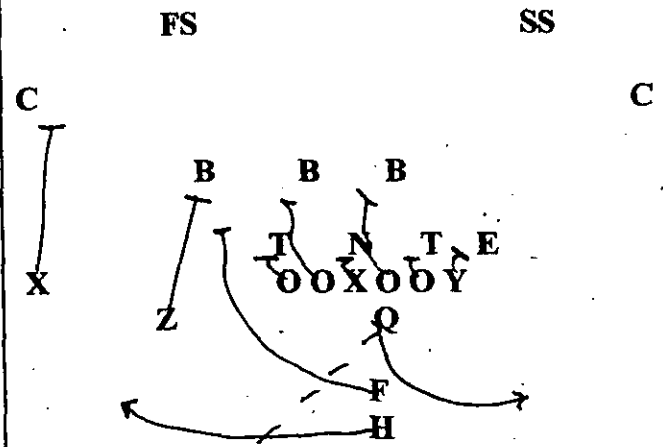
VS. 4-2 EAGLE



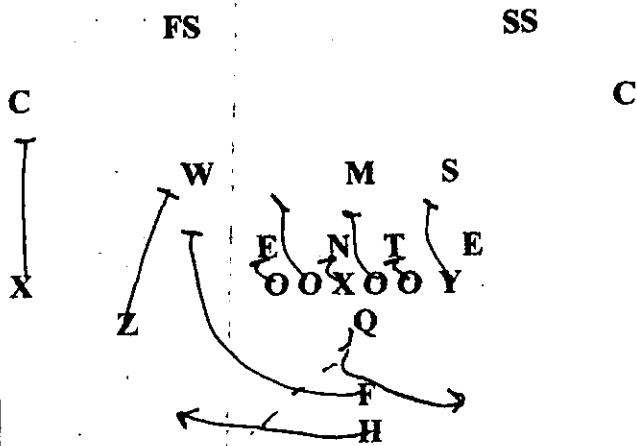
VS. 3-3 STACK



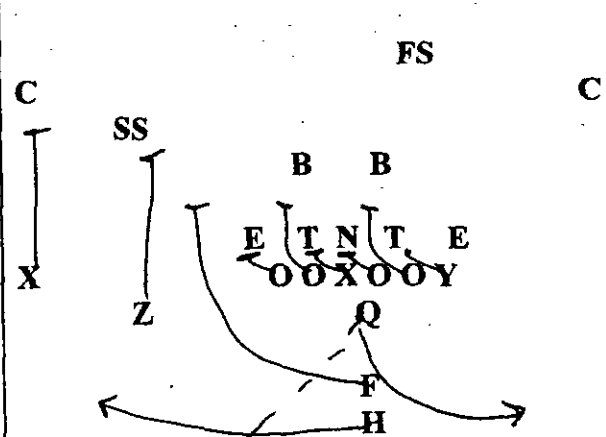
VS. 3-2



VS. 4-1

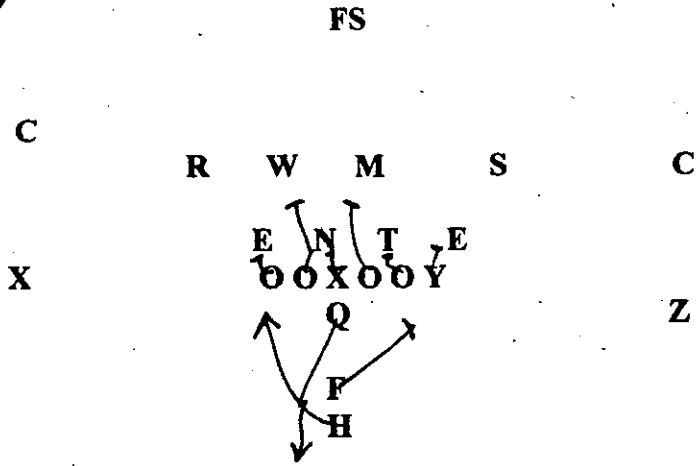


VS. BEAR FRONT

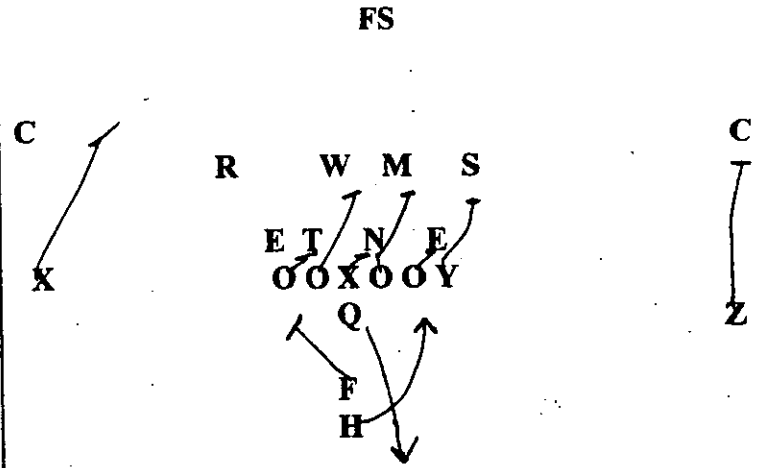


ZONE CHECK

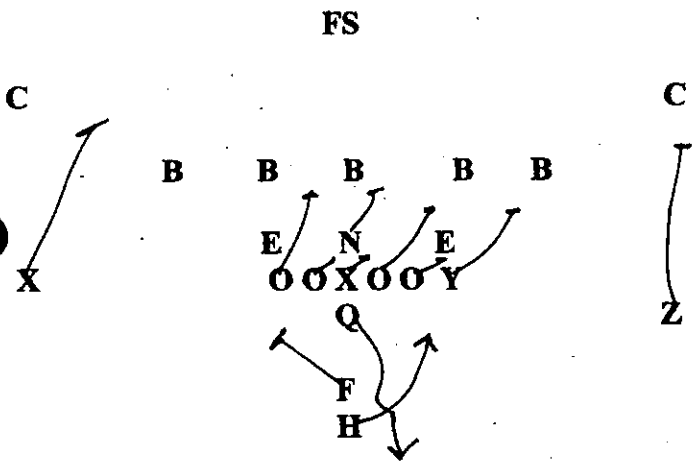
VS. 4-2



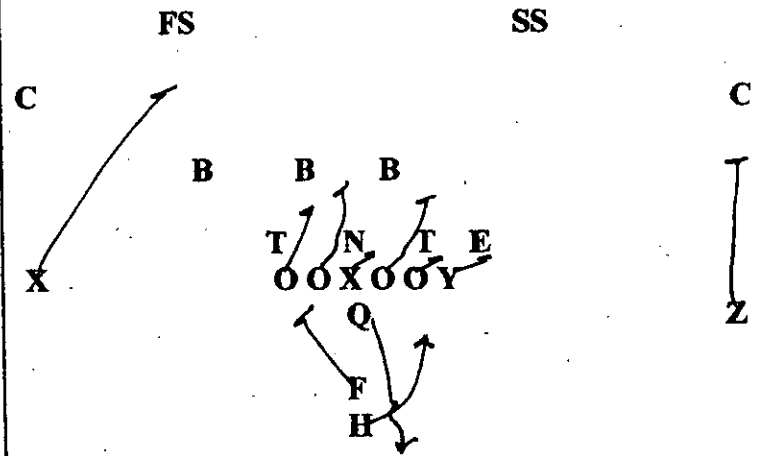
VS. 4-2 EAGLE



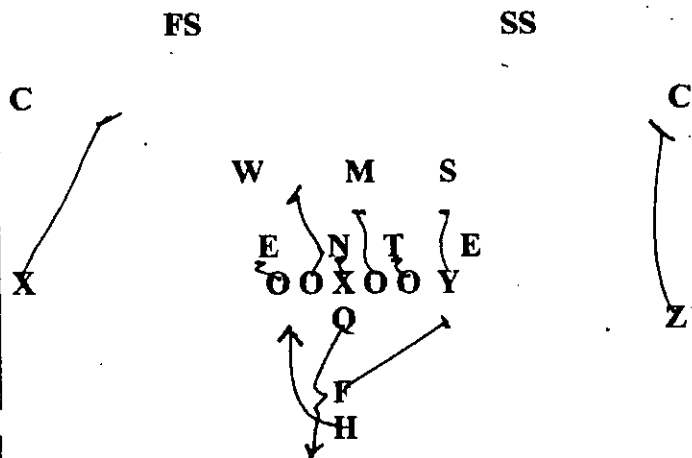
VS. 3-3 STACK



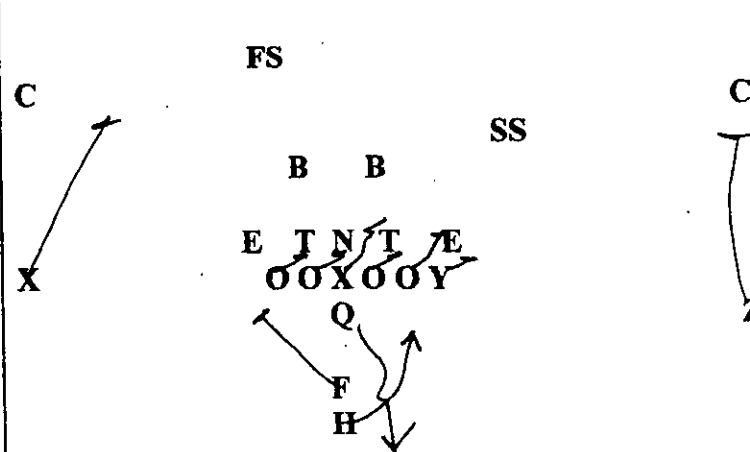
VS. 3-2



VS. 4-1

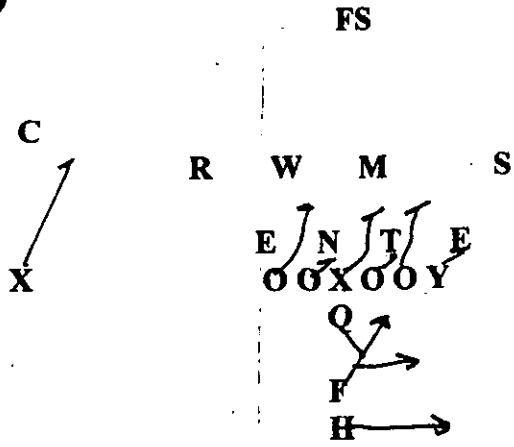


VS. BEAR FRONT

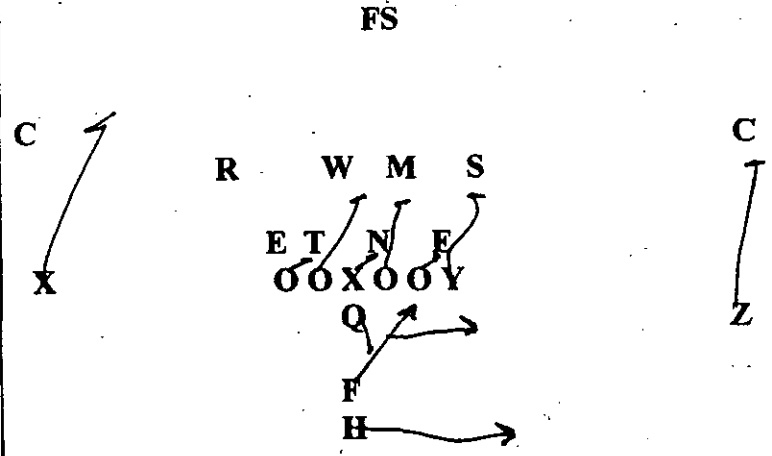


32 ZONE

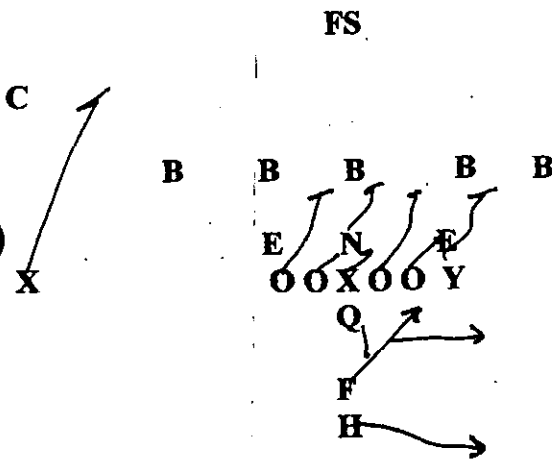
VS. 4-2



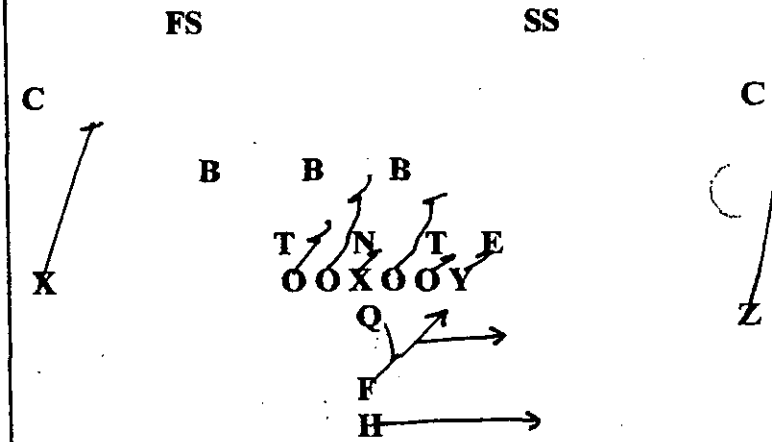
VS. 4-2 EAGLE



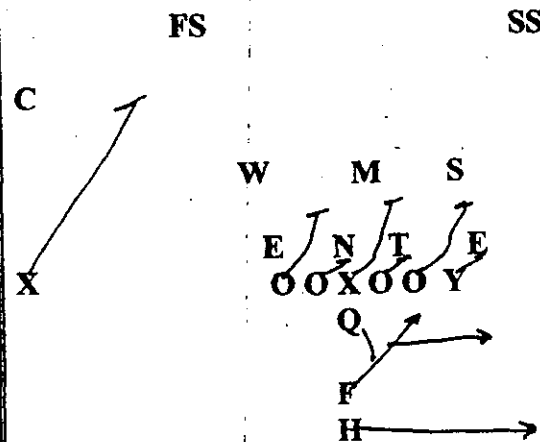
VS. 3-3 STACK



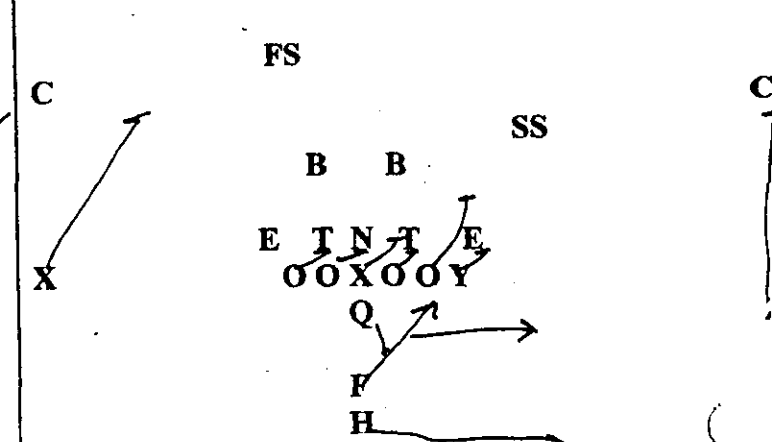
VS. 3-2



VS. 4-1

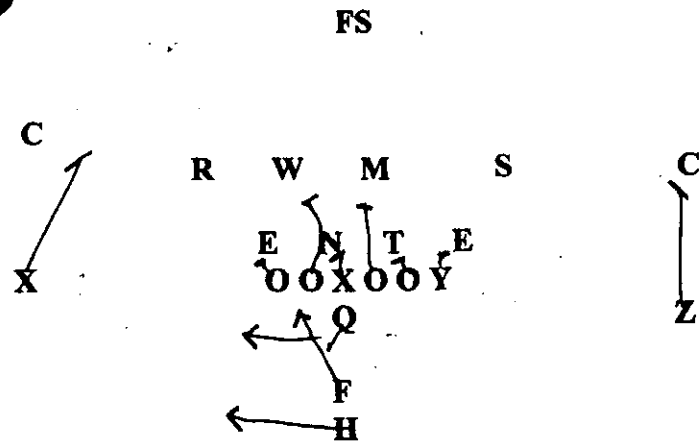


VS. BEAR FRONT

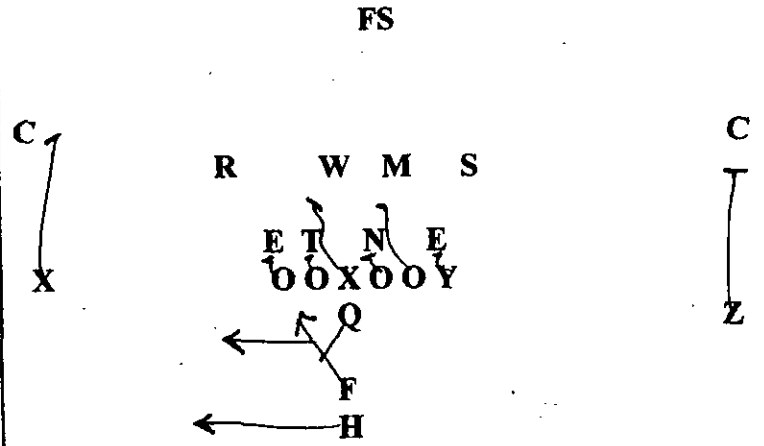


33 ZONE

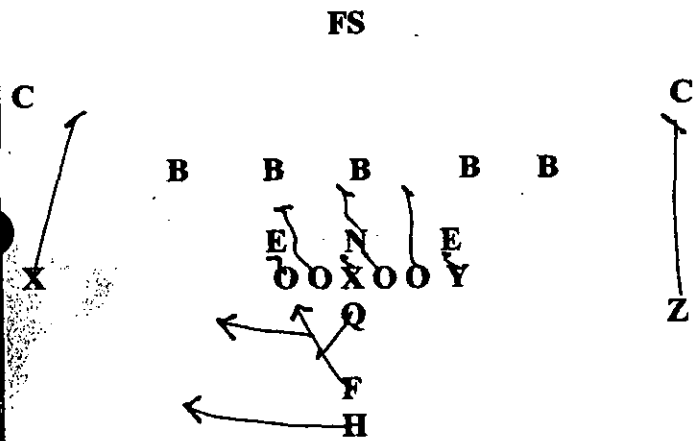
VS. 4-2



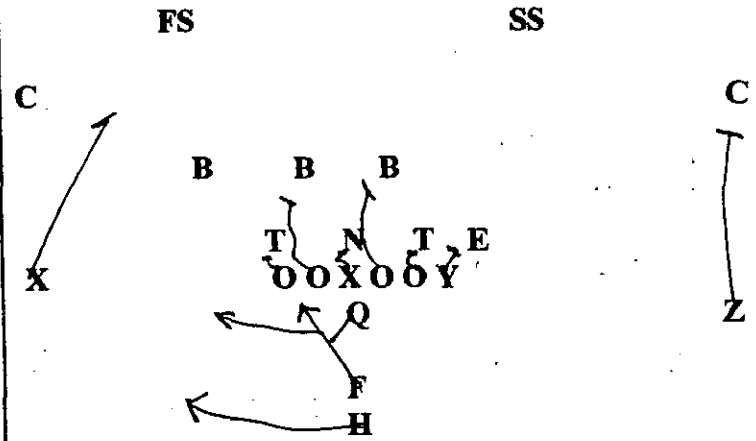
VS. 4-2 EAGLE



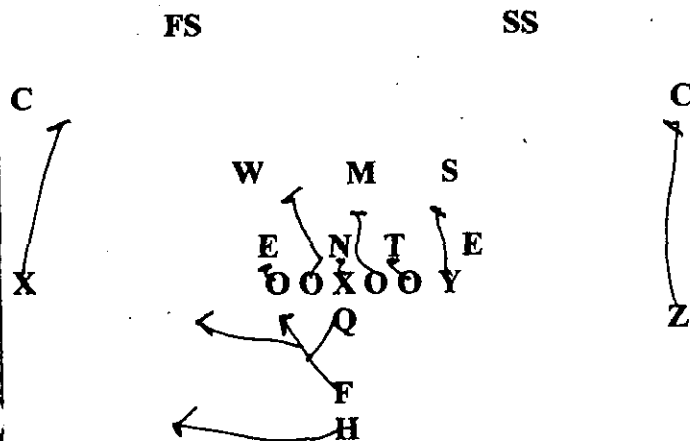
VS. 3-3 STACK



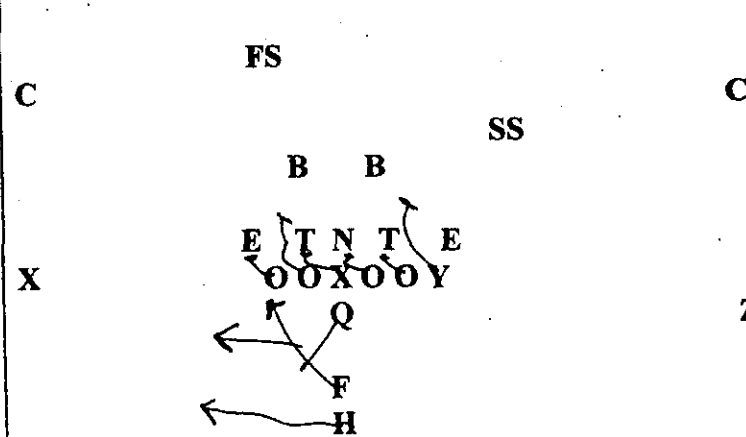
VS. 3-2

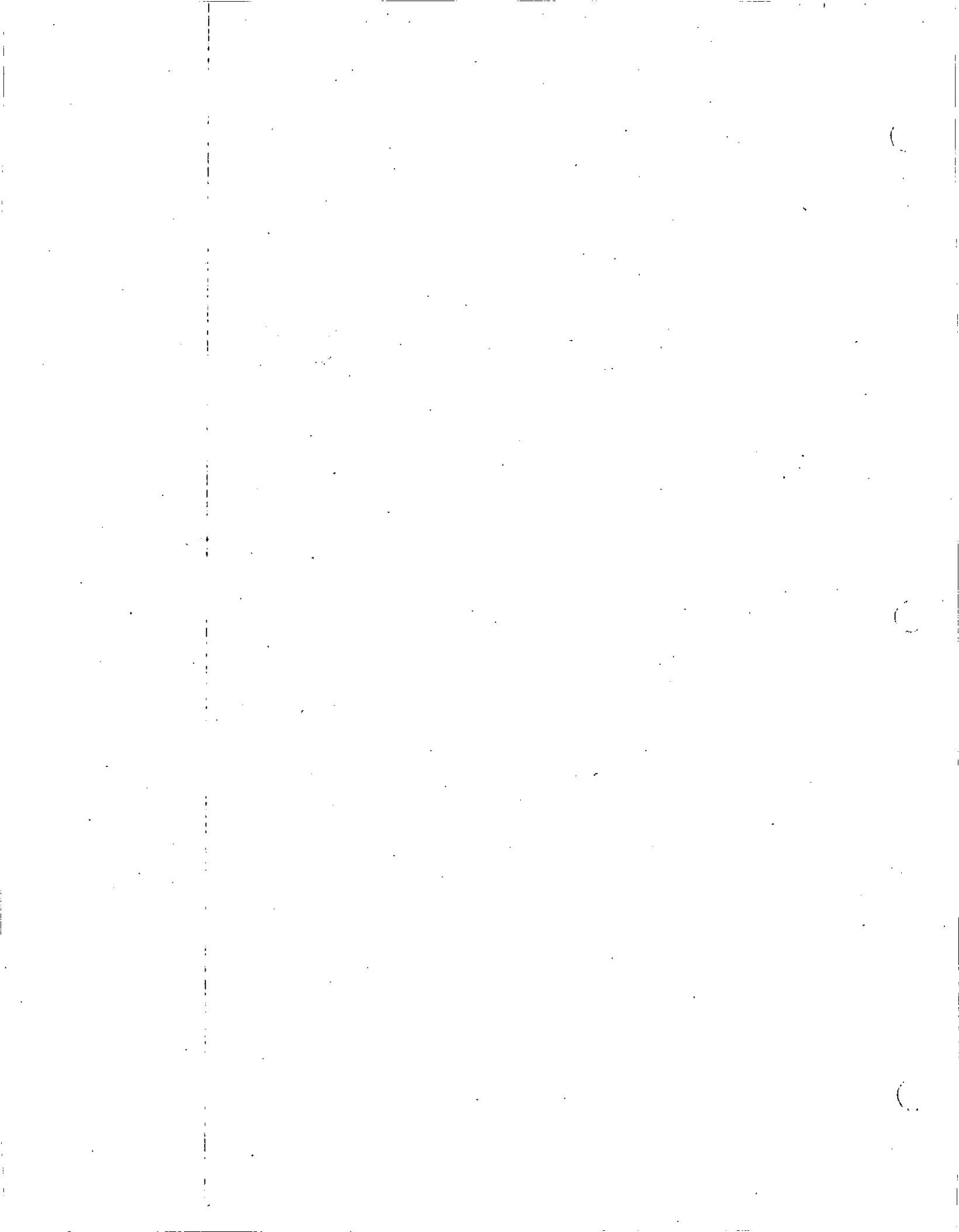


VS. 4-1



VS. BEAR FRONT



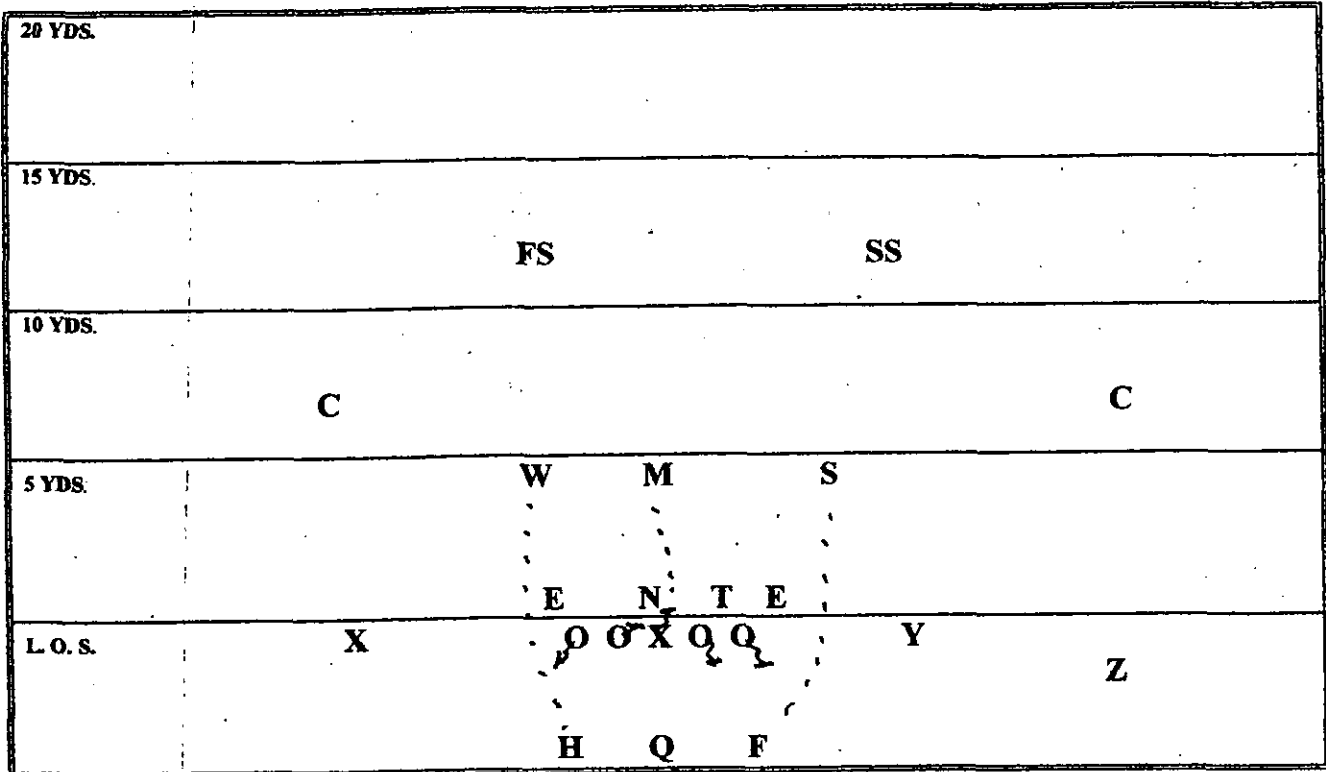


BASE PROTECTIONS

BASE CALLS:

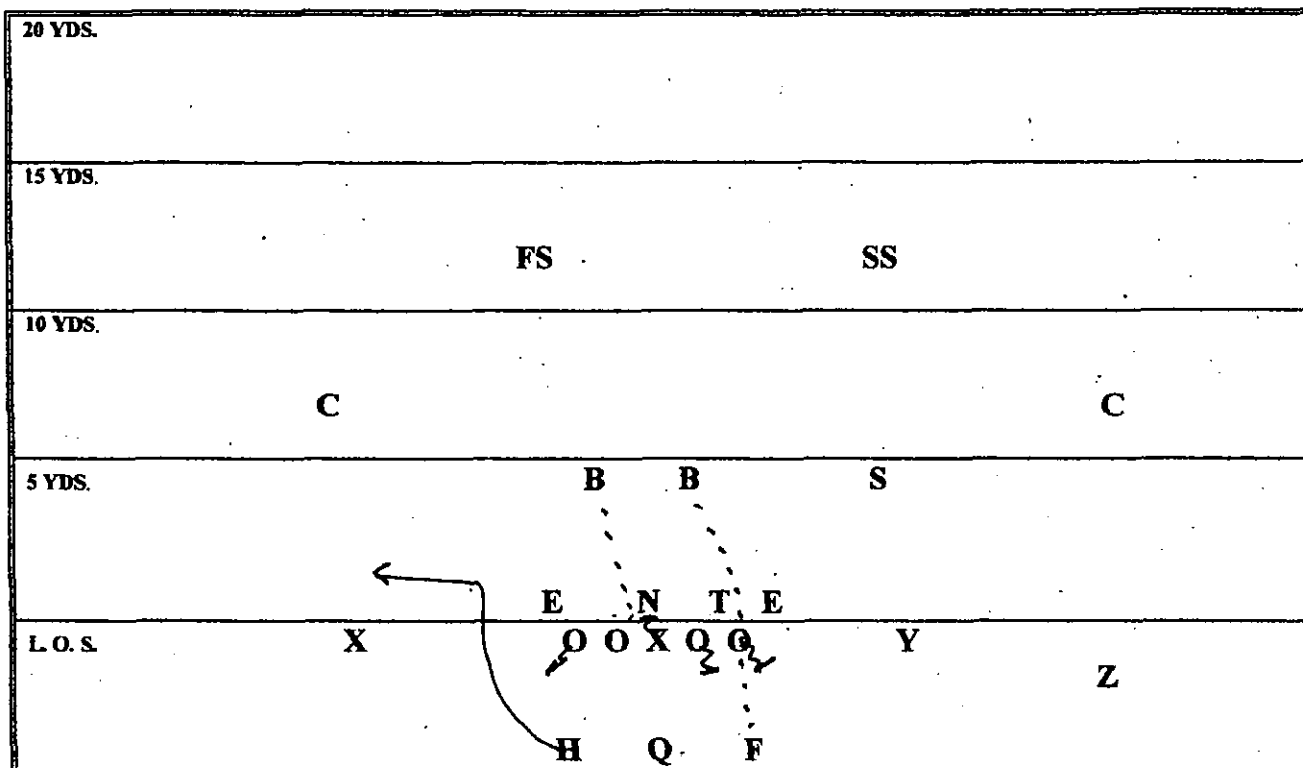
- **4 - 3 MIKE CALL**
- **4 - 2 NICKLE CALL (ROGER / LOUIE)**
- **3 - 3 STACK NICKLE CALL (ROGER / LOUIE)**
- **3 - 0 CALL (DUAL READ)**
- **5 - 0 CALL**

4 - 3 WITH A MIKE CALL



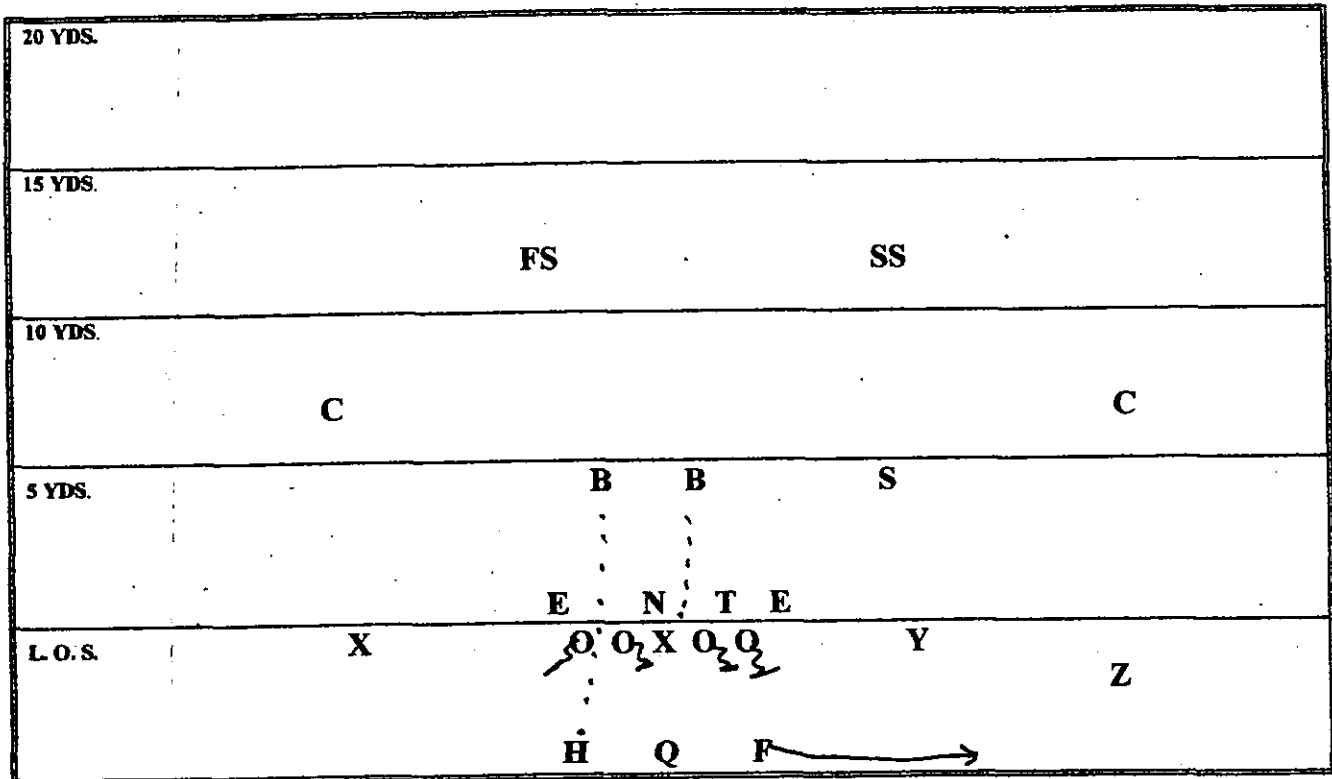
POS.	RULE
LT	MAN
LG	NOSE TO MIKE
C	MIKE CALL; NOSE TO MIKE
RG	MAN
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	CHECK WILL
F	CHECK SAM
Q	PROGRESSION

4 - 2 NICKLE ROGER



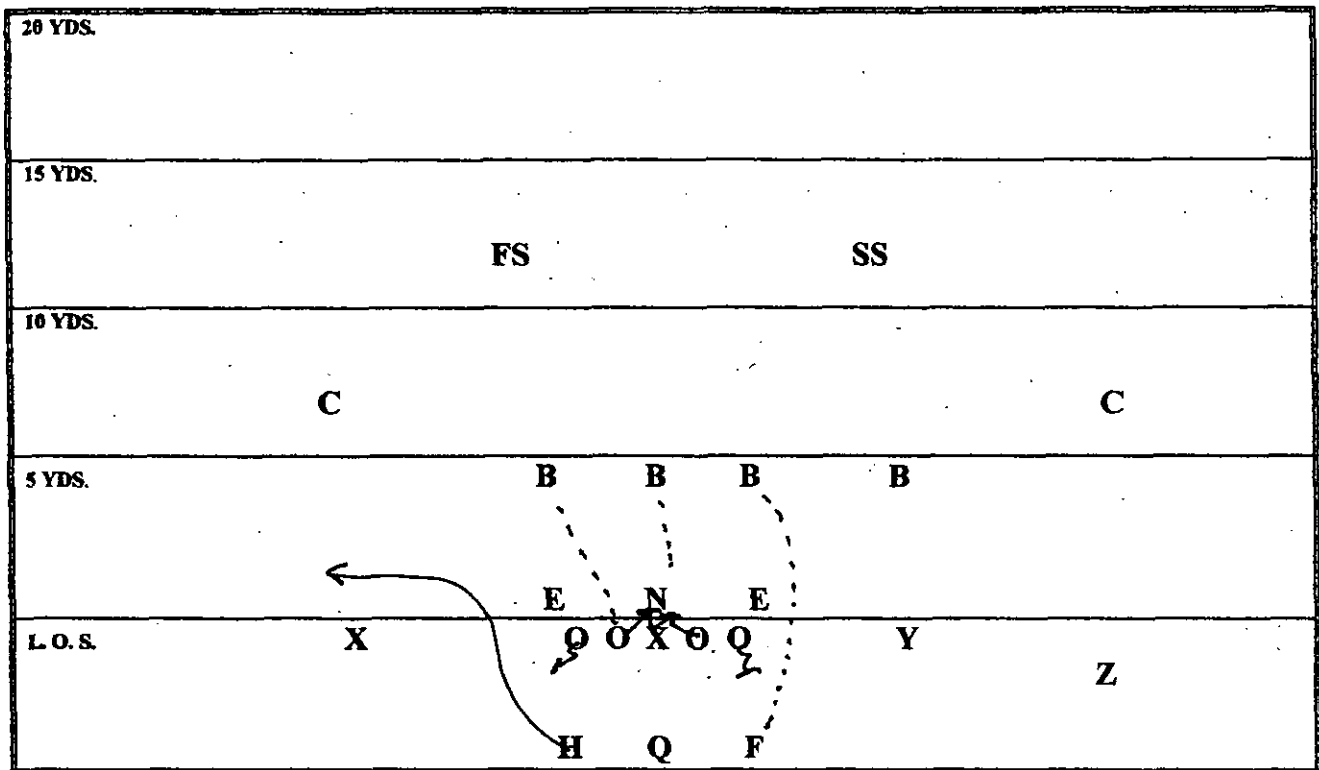
POS.	RULE
LT	MAN
LG	NOSE TO LEFT BACKER
C	MIKE CALL; NOSE TO LEFT BACKER
RG	MAN
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	FREE RELEASE ROUTE
F	CHECK RIGHT BACKER
Q	PROGRESSION

4 - 2 NICKLE LOUIE



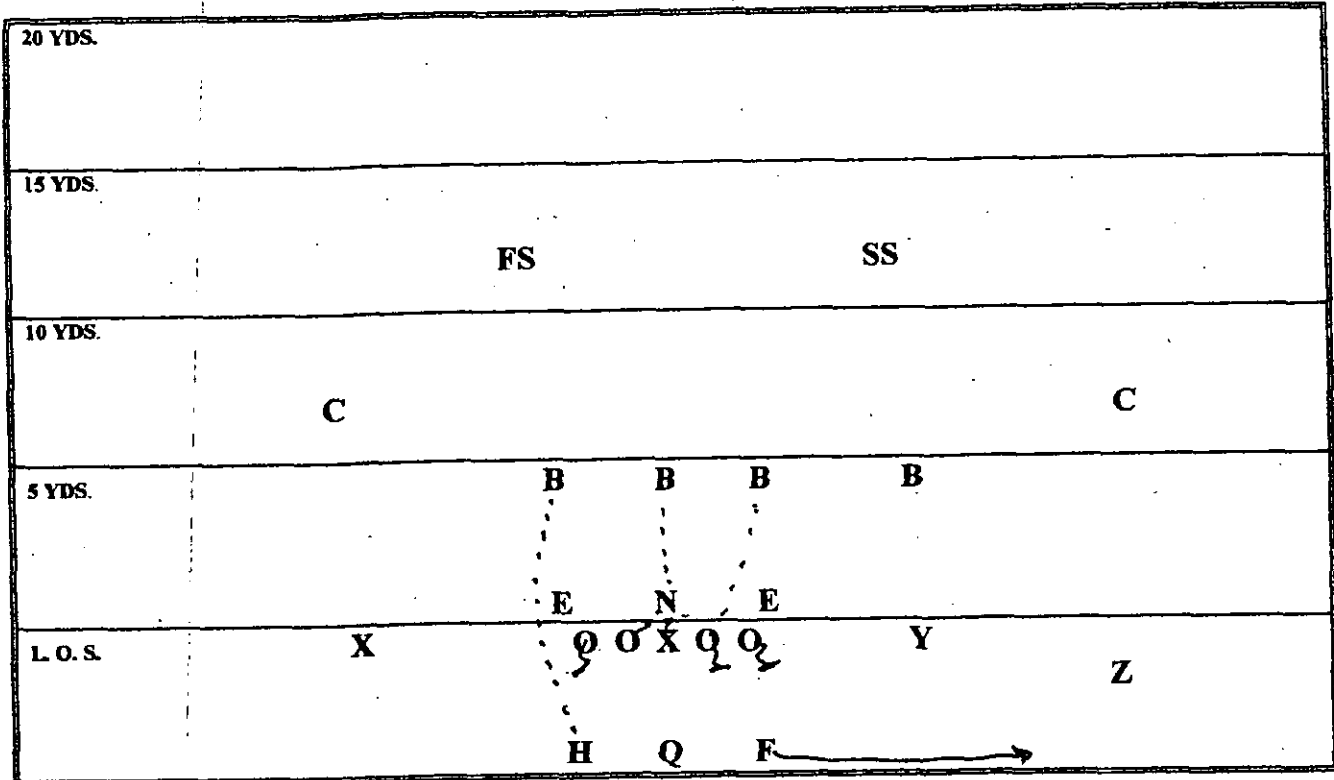
POS.	RULE
LT	MAN
LG	NOSE TO RIGHT BACKER
C	MIKE CALL; NOSE TO RIGHT BACKER
RG	MAN
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	CHECK LEFT BACKER
F	FREE RELEASE ROUTE
Q	PROGRESSION

3 - 3 NICKLE ROGER



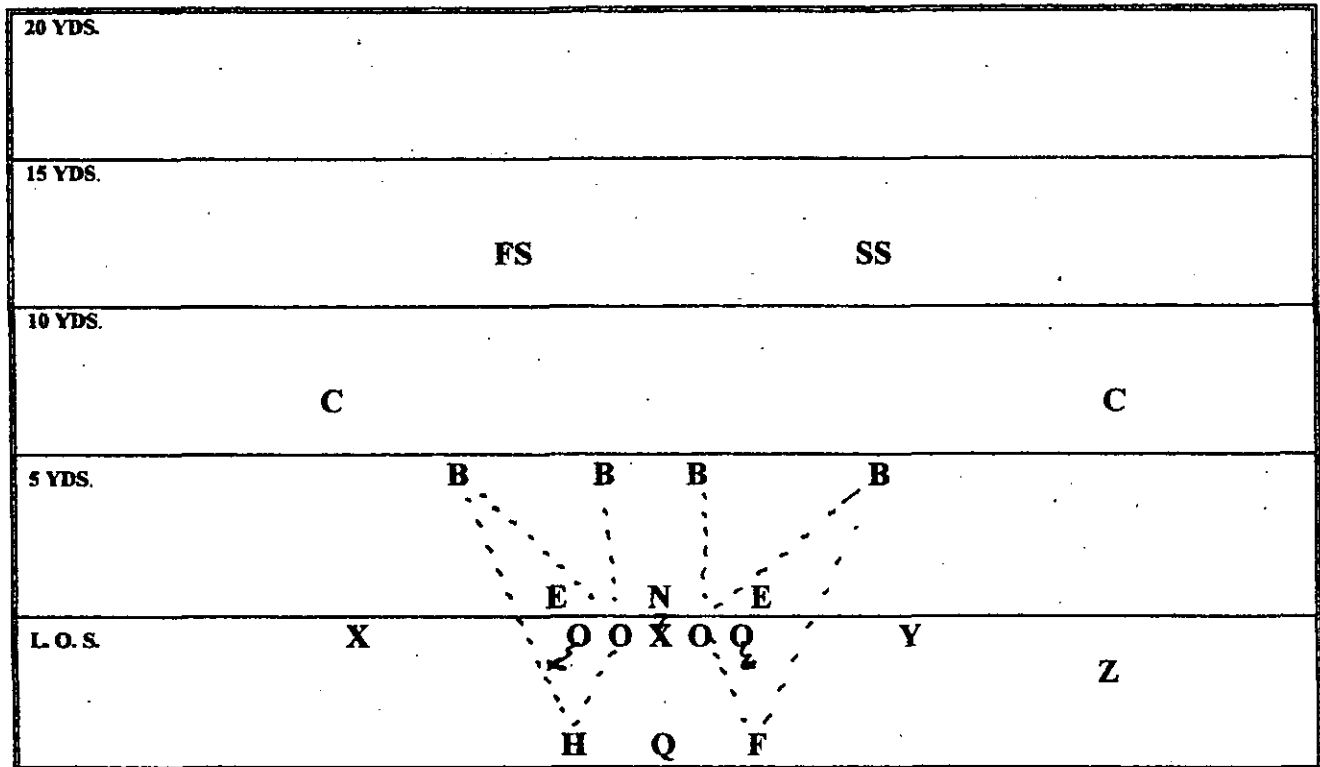
POS.	RULE
LT	MAN
LG	LEFT BACKER TO HELP
C	NOSE TO MIDDLE BACKER
RG	NOSE TO MIDDLE BACKER
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	FREE RELEASE ROUTE
F	CHECK RIGHT BACKER
Q	PROGRESSION

3 - 3 NICKLE LOUIE



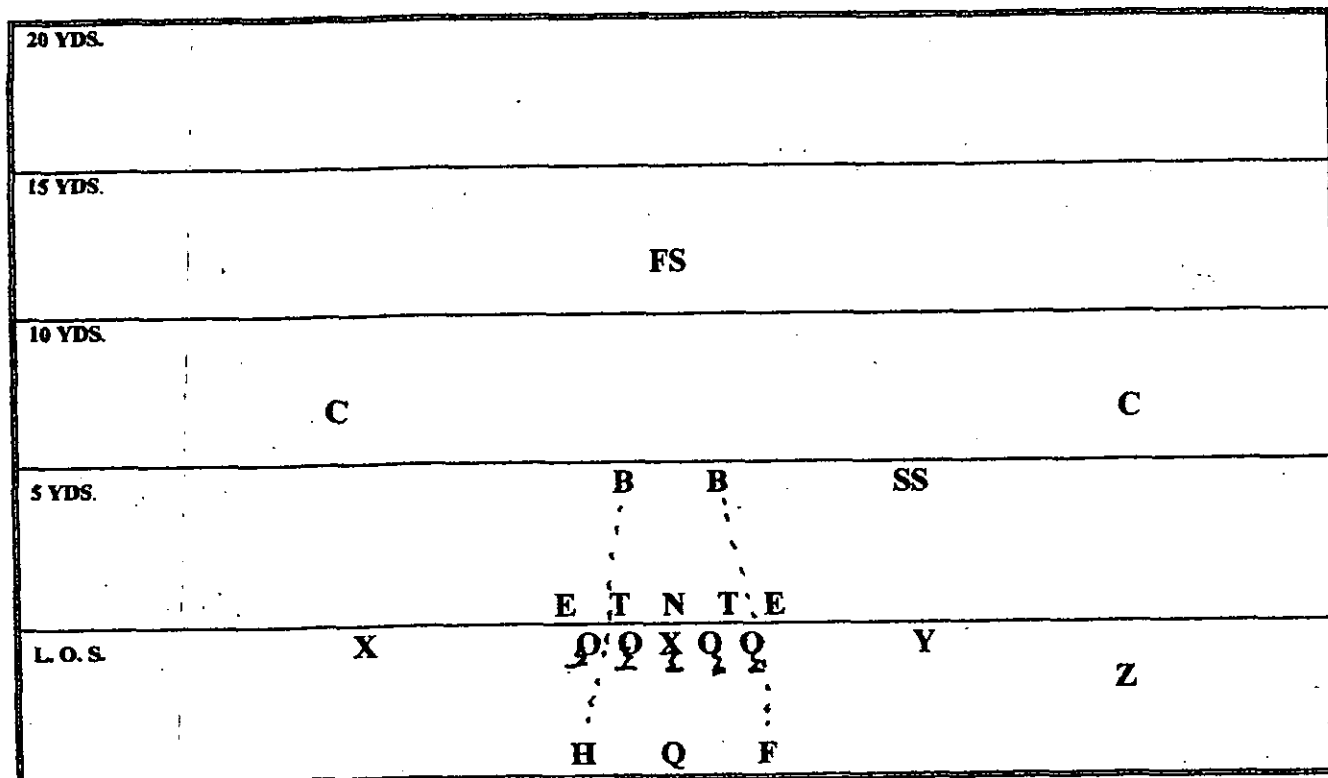
POS.	RULE
LT	MAN
LG	NOSE TO MIDDLE BACKER
C	NOSE TO MIDDLE BACKER
RG	RIGHT BACKER TO HELP
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	CHECK LEFT BACKER
F	FREE RELEASE ROUTE
Q	PROGRESSION

3-2/3-0 CALL



POS.	RULE
LT	MAN
LG	DUAL READ INSIDE TO OUTSIDE BACKER
C	NOSE
RG	DUAL READ INSIDE TO OUTSIDE BACKER
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	DUAL READ INSIDE TO OUTSIDE BACKER
F	DUAL READ INSIDE TO OUTSIDE BACKER
Q	PROGRESSION

5-0 CALL



POS.	RULE
LT	MAN
LG	MAN
C	MAN
RG	MAN
RT	MAN
Y	ROUTE
Z	ROUTE
X	ROUTE
H	CHECK BACKER
F	CHECK BACKER
Q	PROGRESSION

BASE PASSING GAME

6 SERIES (TAGS):

- 615
- 617 (X, Z)
- 618
- 619 (SWAP)
- 66
- 60 (RIGHT, LEFT)

5 / 7 / 8 / 9 (TAGS):

- 5 (YO - YO)
- 7
- 8
- 9

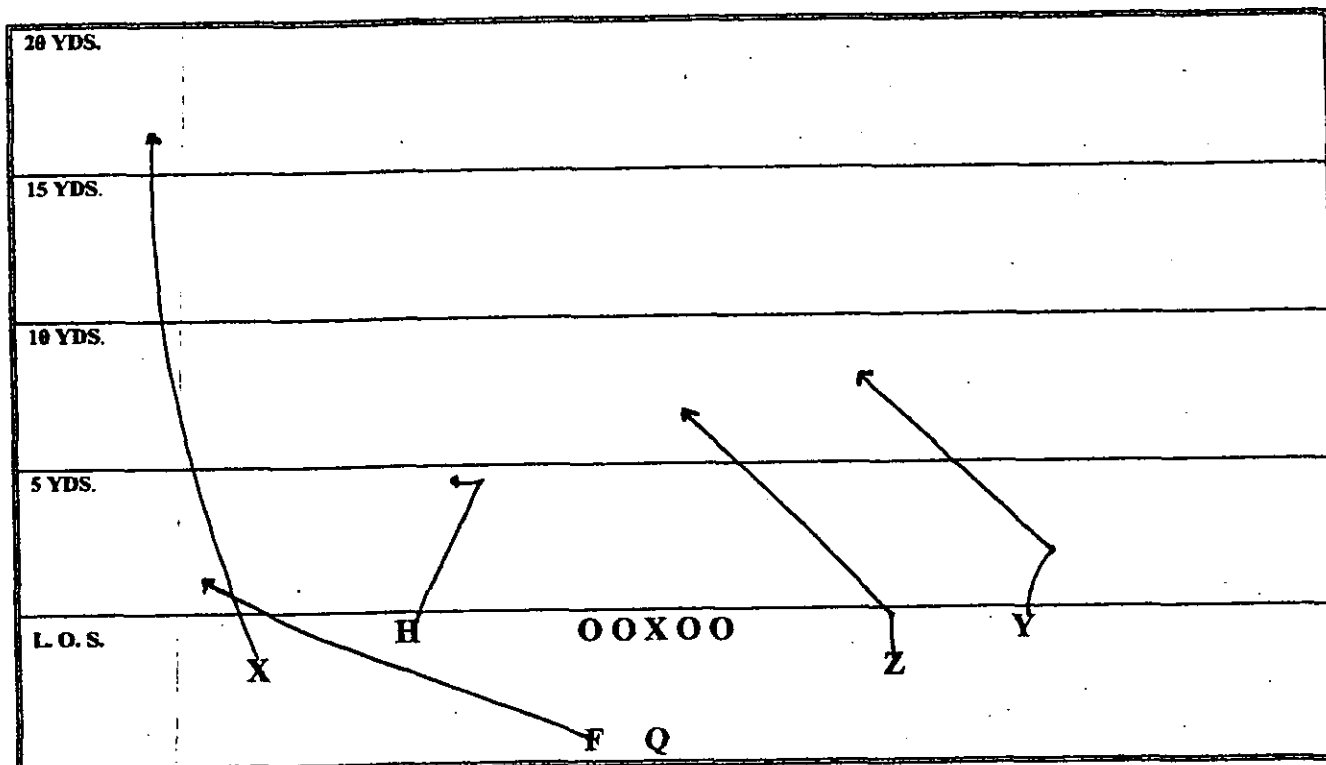
90 SERIES (TAGS):

- 90 (SHALLOWS)
- 91 (RIGHT, LEFT)
- 92 (SWITCH, SWAP, WHEELS, RETURN, POST)
- 94 (ANGLES, POST)
- 95 (BACKSIDE, H, POST)
- 96 (POST, WHEELS)
- 97

SCREENS:

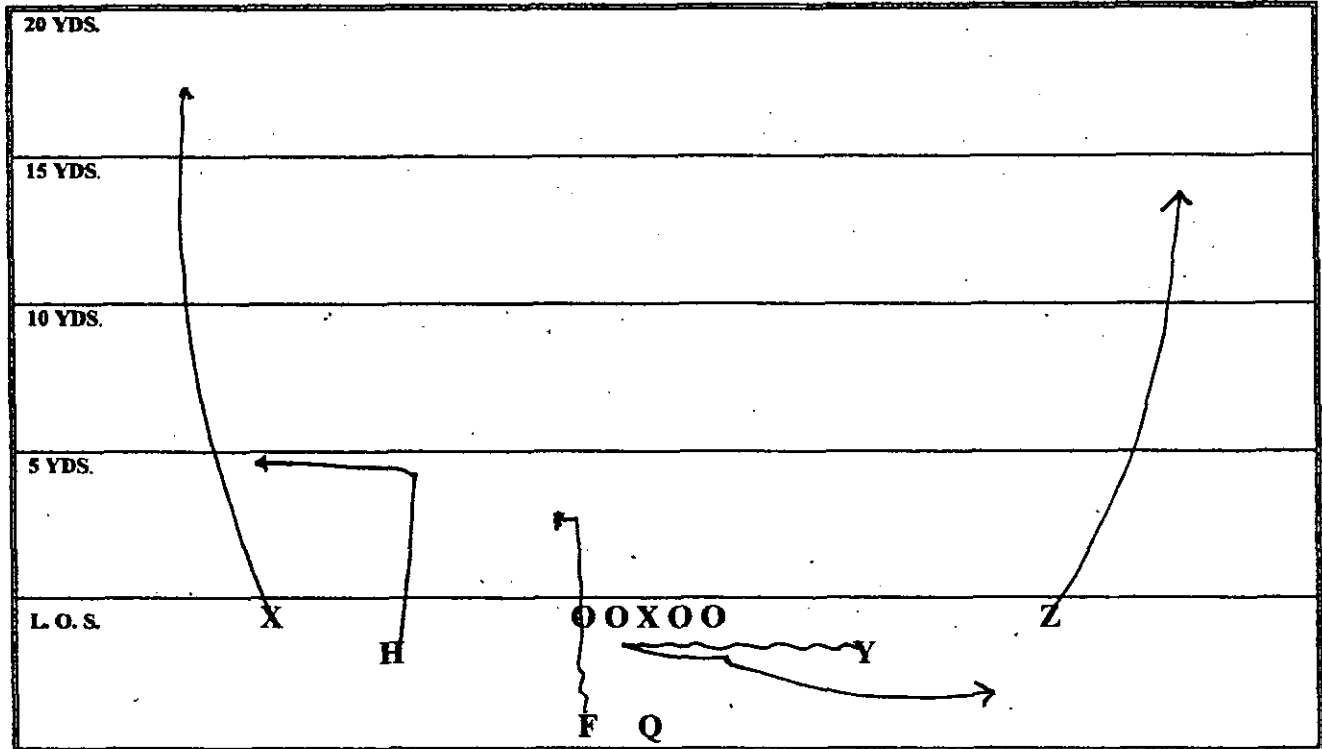
- 41 / 51
- 42 / 52
- 43 / 53
- 44 / 54

615



POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	SLANT
Z	SLANT
X	OUTSIDE RELEASE; GO ROUTE
H	4 YARD STICK ROUTE
F	ARROW ROUTE
QB READ PROGRESSION	X, H, F, Z (BACKSIDE Z, Y)

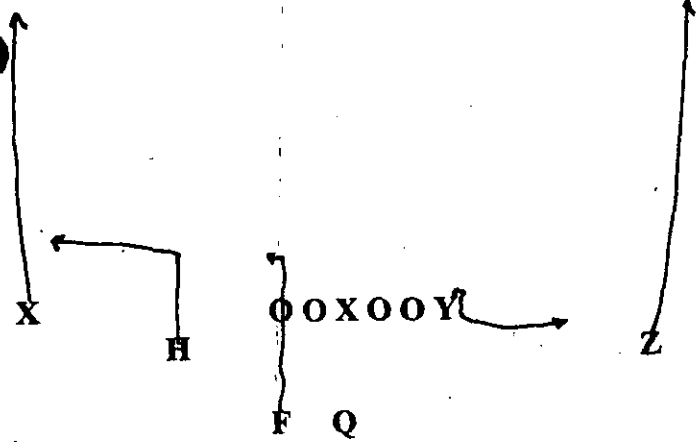
617



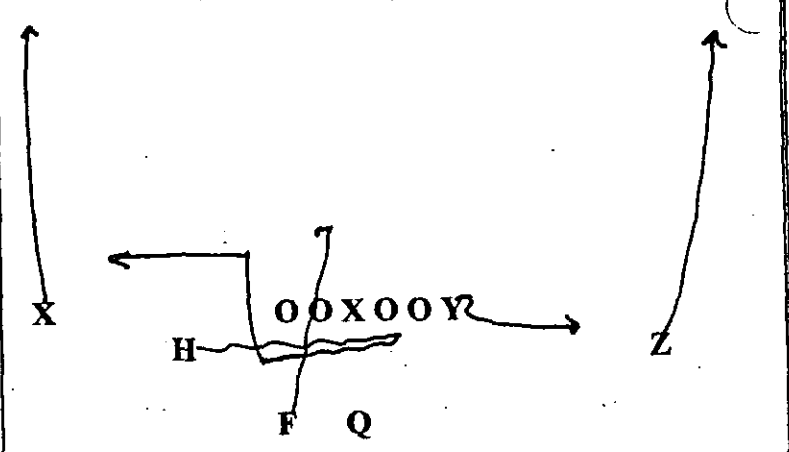
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	ORBIT MOTION; CHECK BLITZ; SWING
Z	FADE
X	OUTSIDE RELEASE; GO ROUTE
H	4 YARD OUT ROUTE
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	X, H, F, Y (PRE SNAP Z)

VARIATIONS OF 617

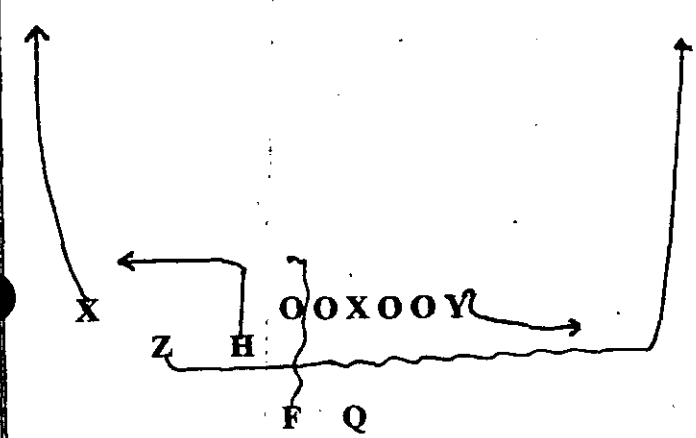
ACE 617



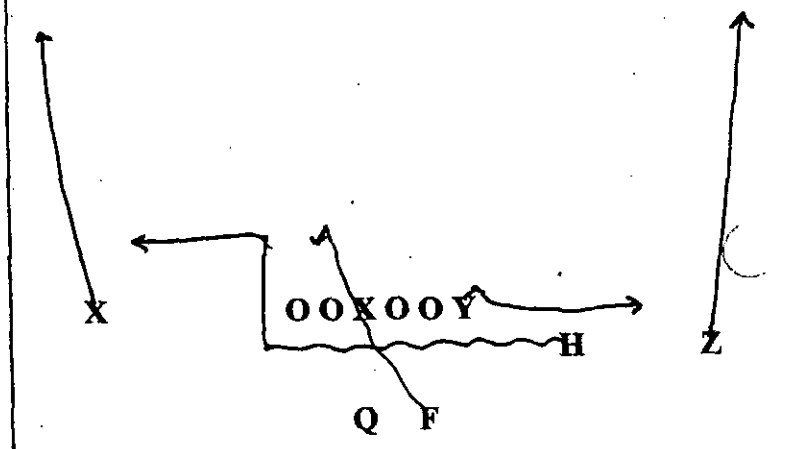
ACE H - ORBIT 617



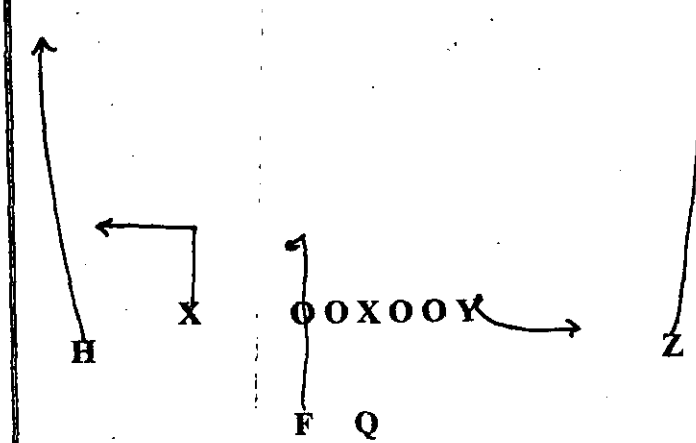
ACE FLIP Z - MOVE 617



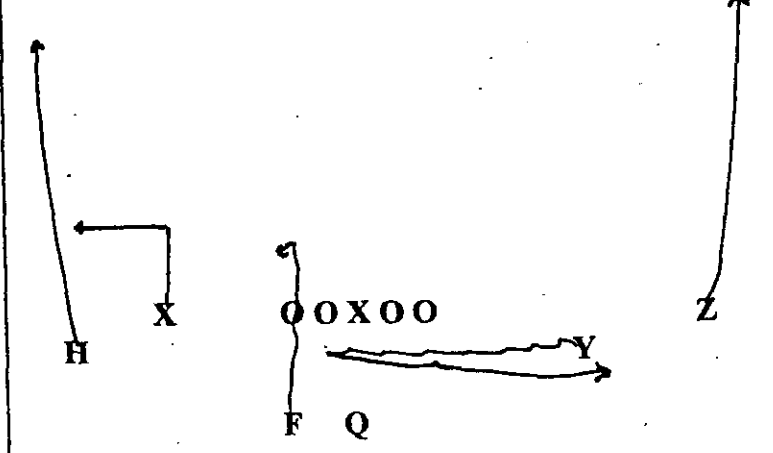
EARLY H - MOVE 617



DART 617

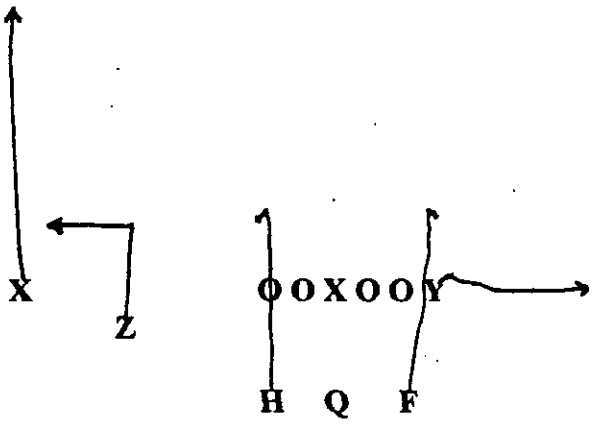


DART RIP Y - ORBIT 617

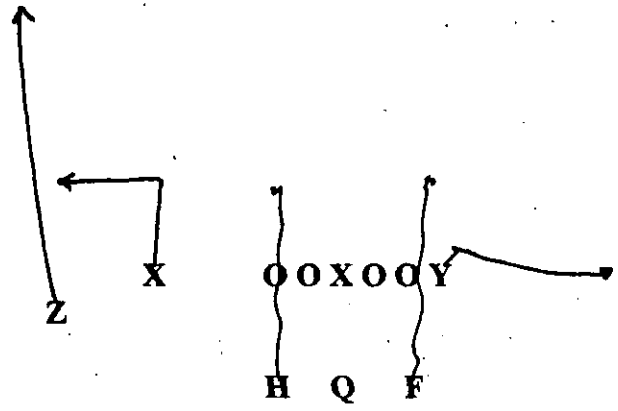


VARIATIONS OF 617

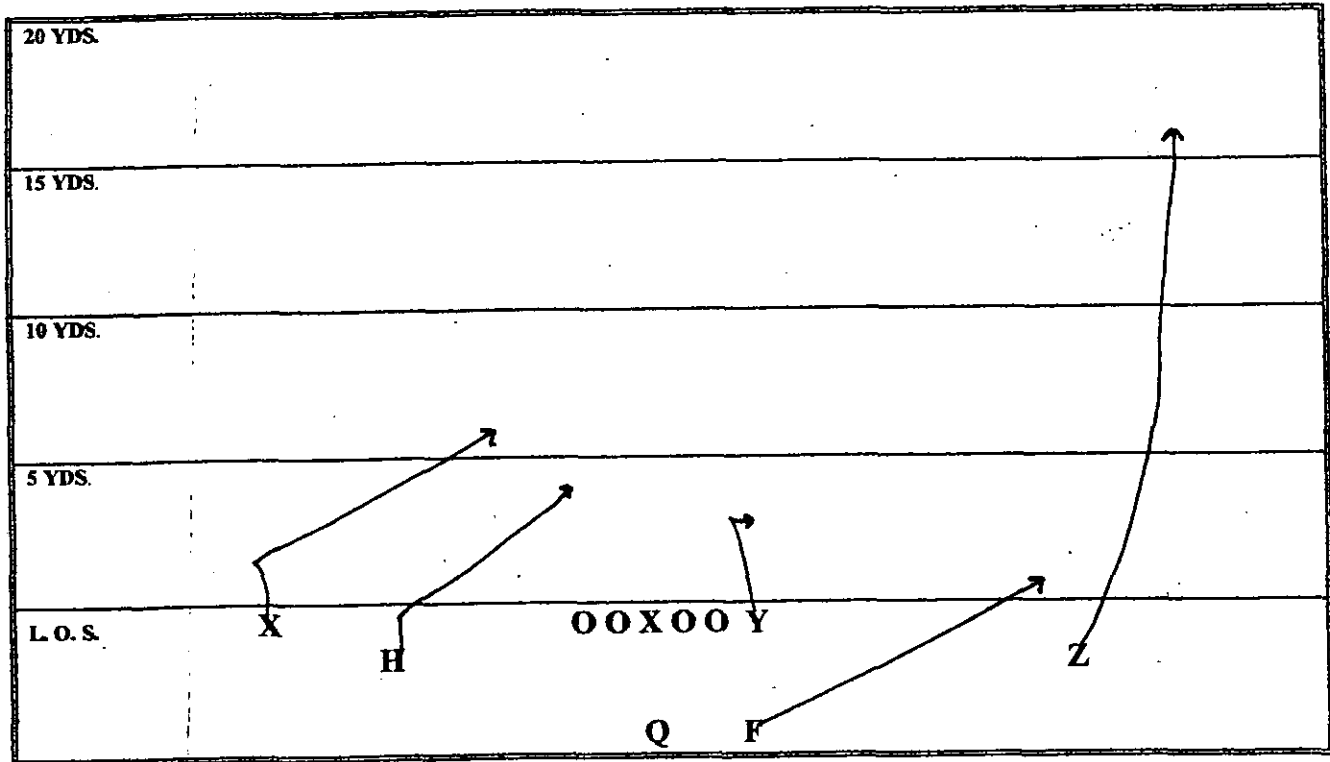
BLUE FLIP 617 Z



BLUE FLOP 617 X



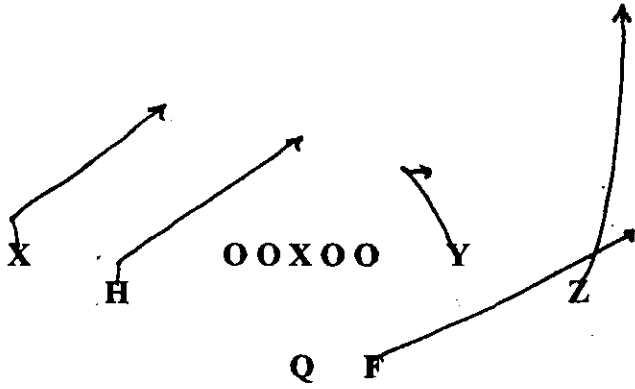
618



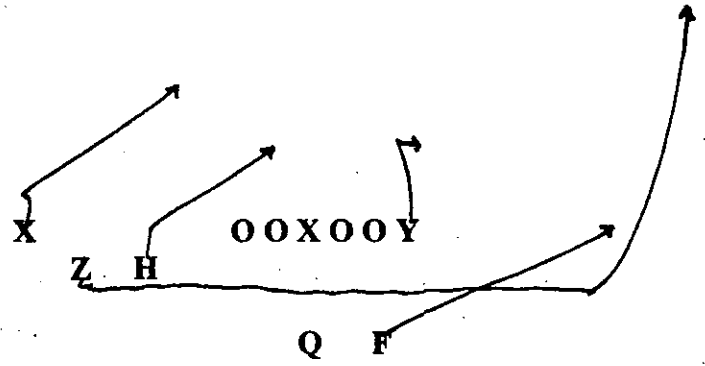
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	4 YARD STICK ROUTE
Z	FADE
X	SLANT
H	SLANT
F	ARROW ROUTE
QB READ PROGRESSION	Z, Y, F, H (BACKSIDE H, X)

VARIATIONS OF 618

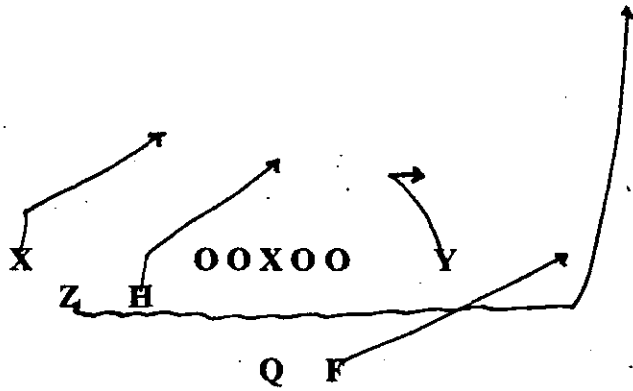
ACE OPEN 618

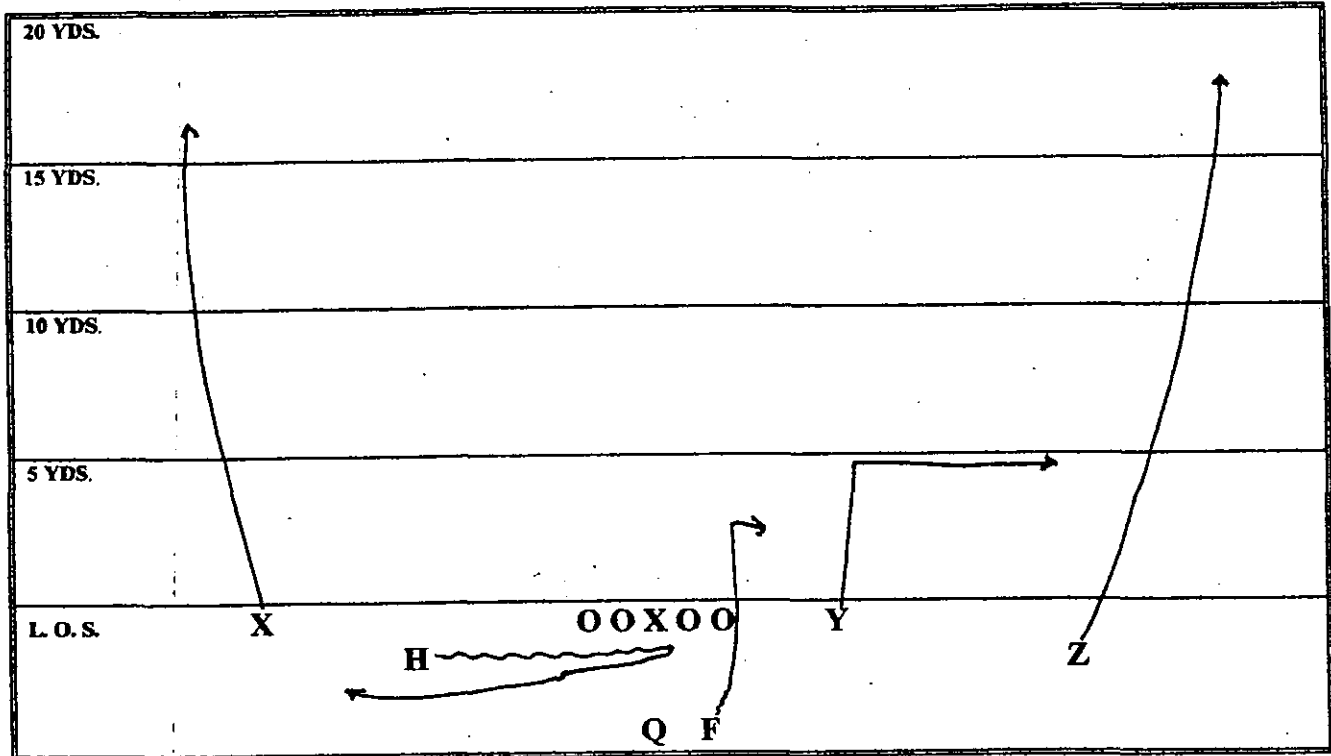


ACE FLIP Z - MOVE 618



ACE FLIP OPEN Z - MOVE 618

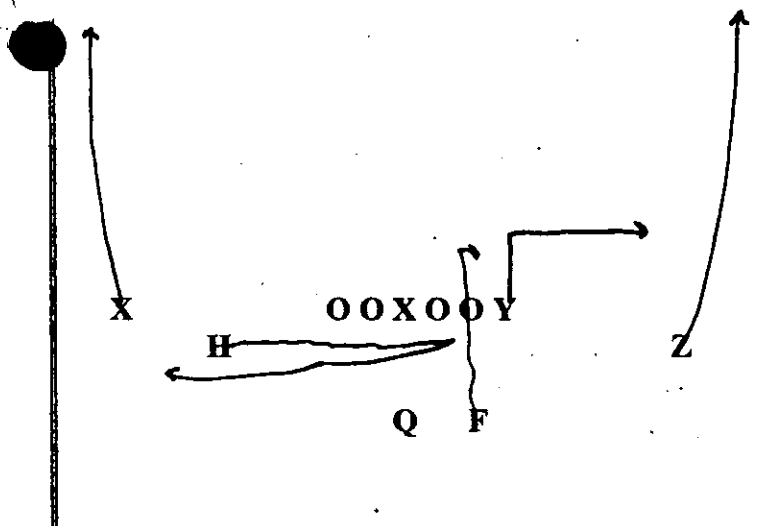




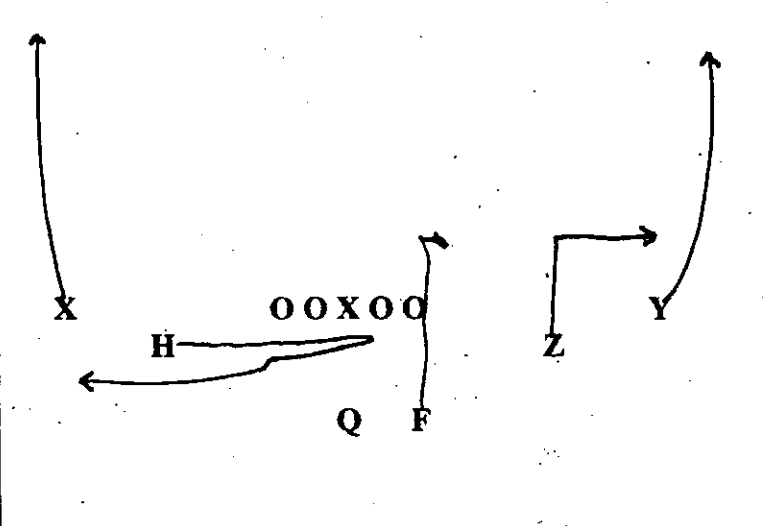
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	3 STEP OUT ROUTE
Z	OUTSIDE RELEASE; GO ROUTE
X	OUTSIDE RELEASE; GO ROUTE
H	ORBIT MOTION; CHECK BLITZ; SWING
F	CHECK BLITZ; CHECK DOWN ROUTE
QB READ PROGRESSION	Z, Y, F, H

VARIATIONS OF 619

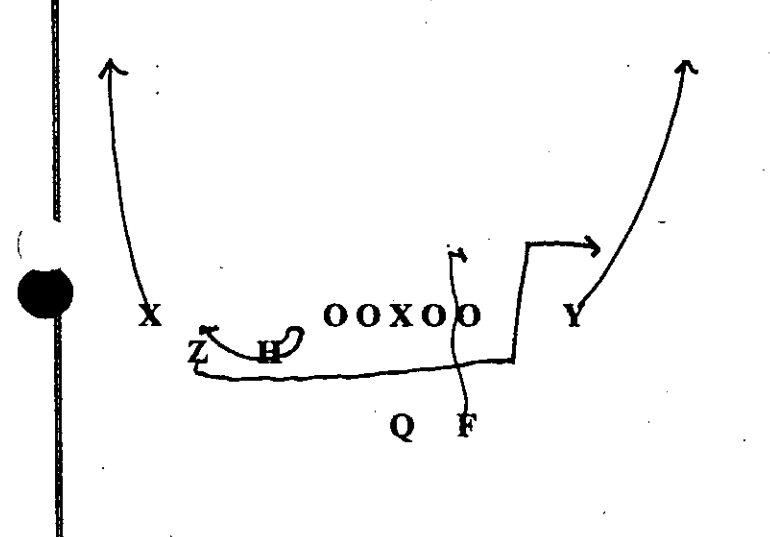
ACE H - ORBIT 619



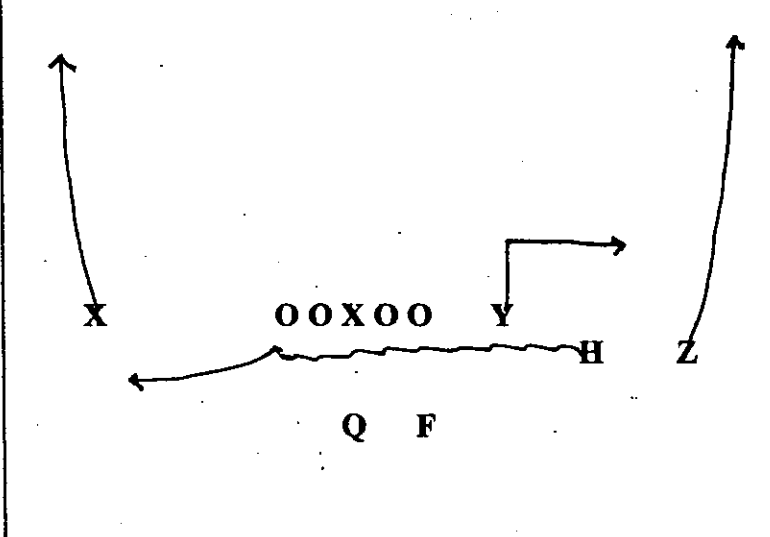
ACE LATE H - ORBIT 619



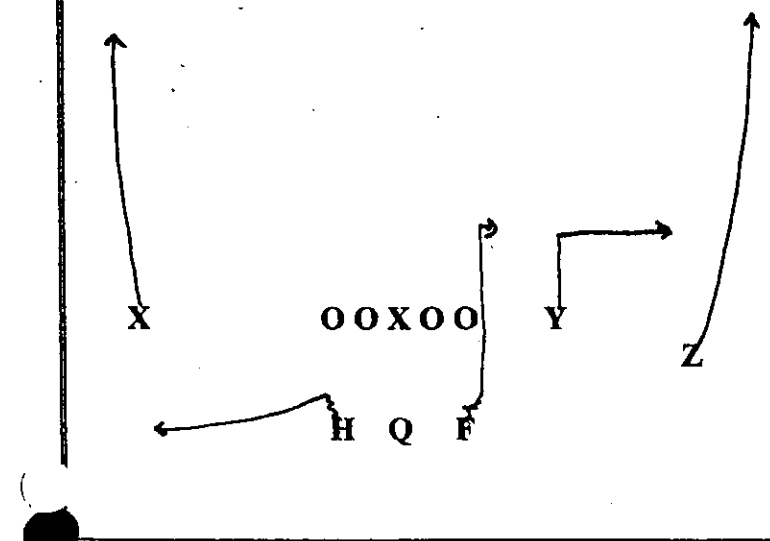
ACE FLIP OPEN Z - MOVE 619 SWAP

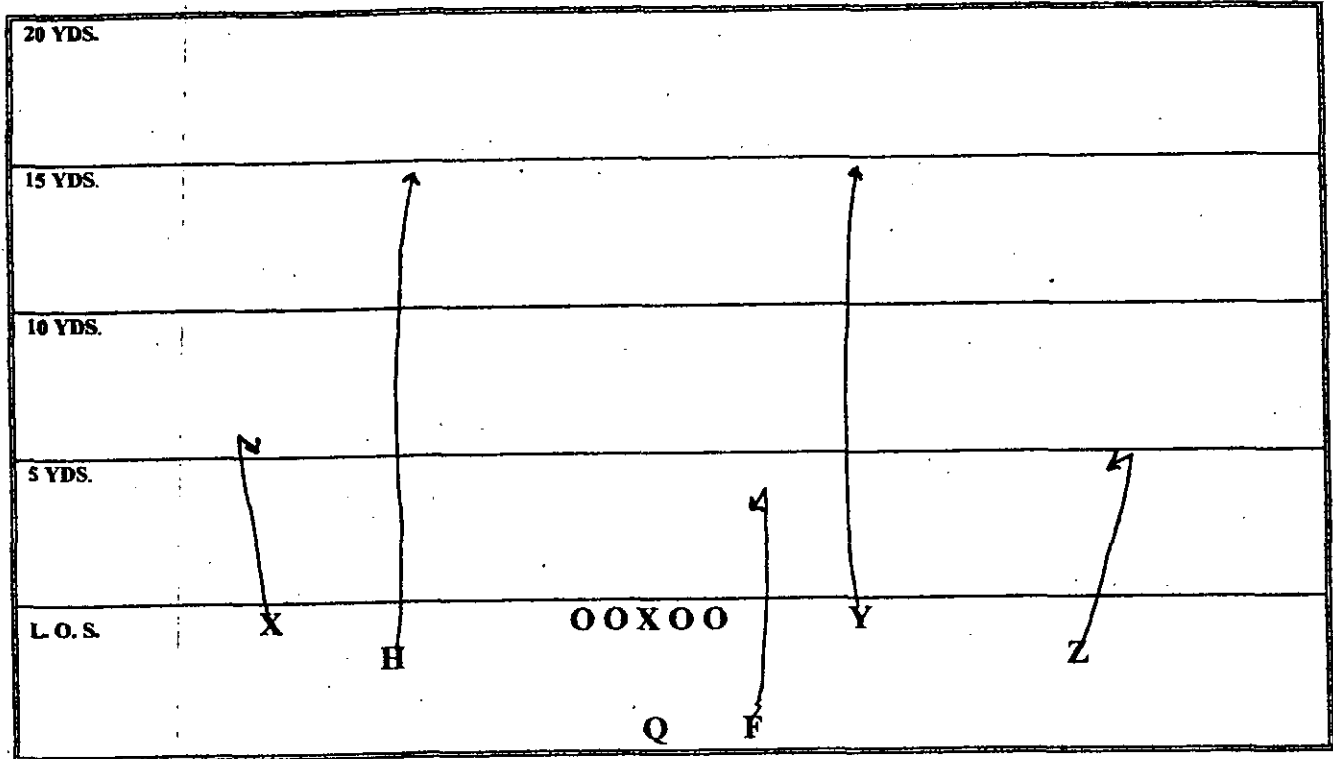


EARLY OPEN H - MOVE 619



BLUE OPEN 619

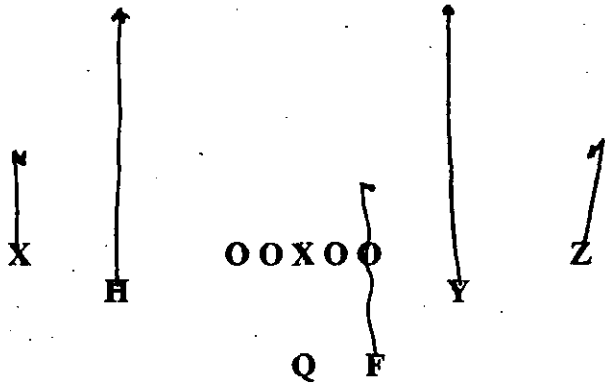




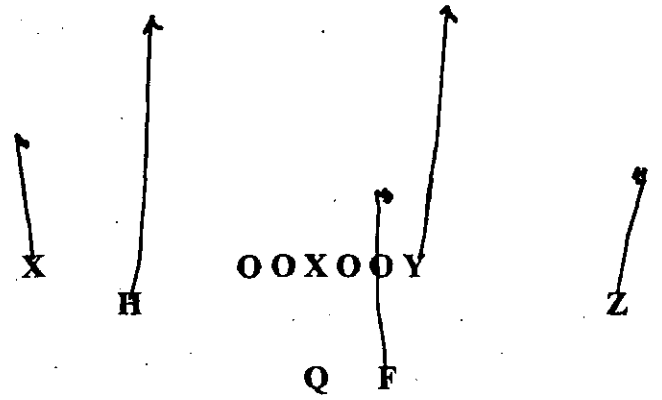
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	SEAM
Z	HITCH
X	HITCH
H	SEAM
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	Z, Y, F / X, H, F

VARIATIONS OF 66

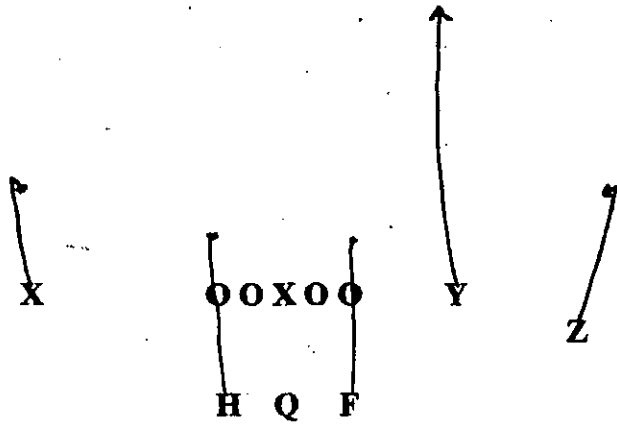
ACE RIP 66



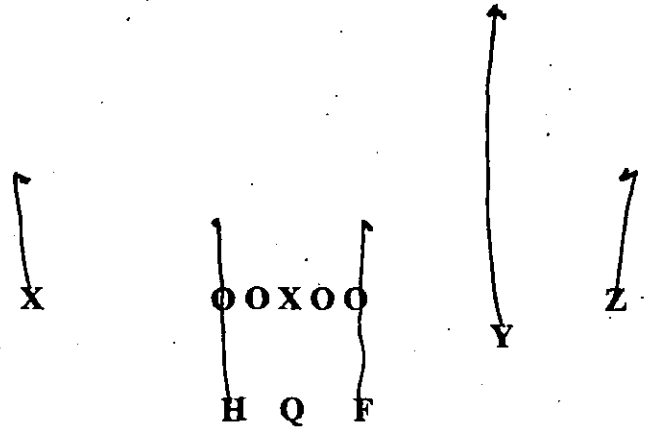
ACE 66



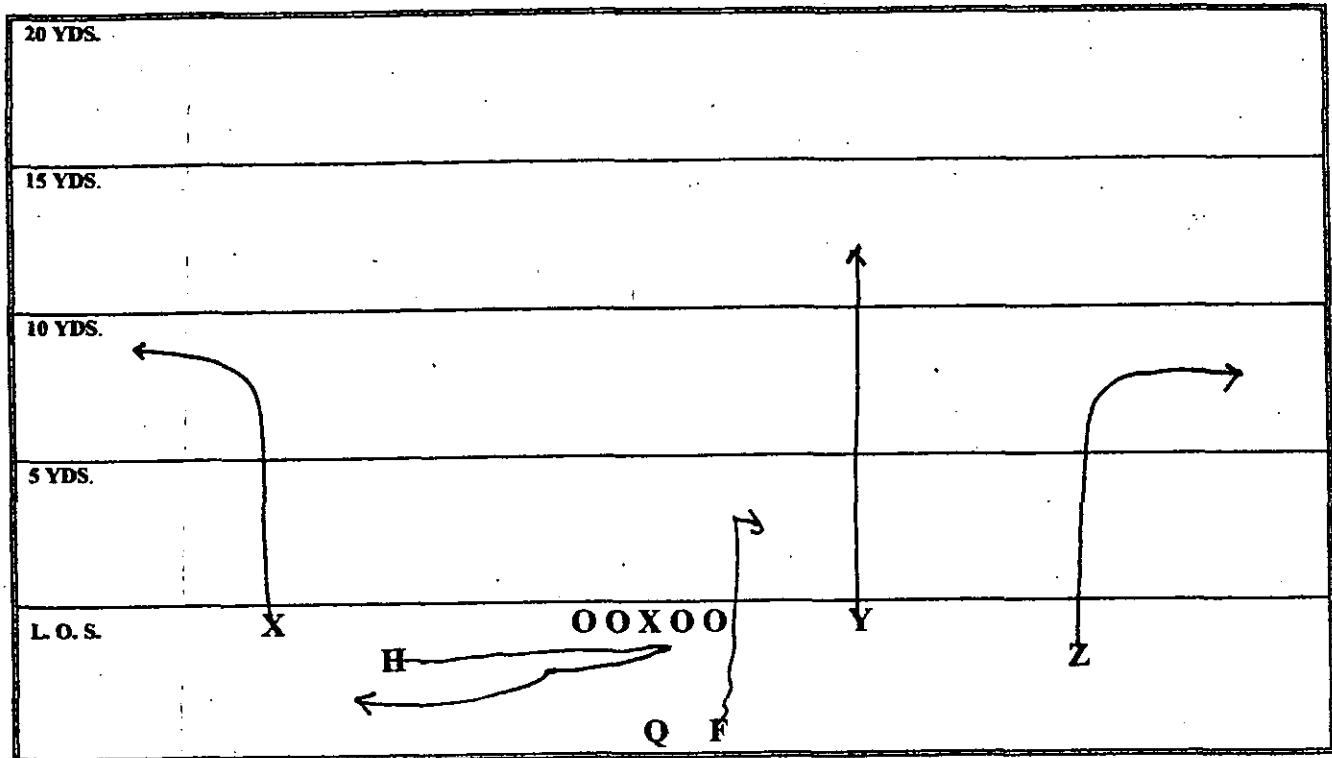
BLUE OPEN 66



BLUE RIP 66

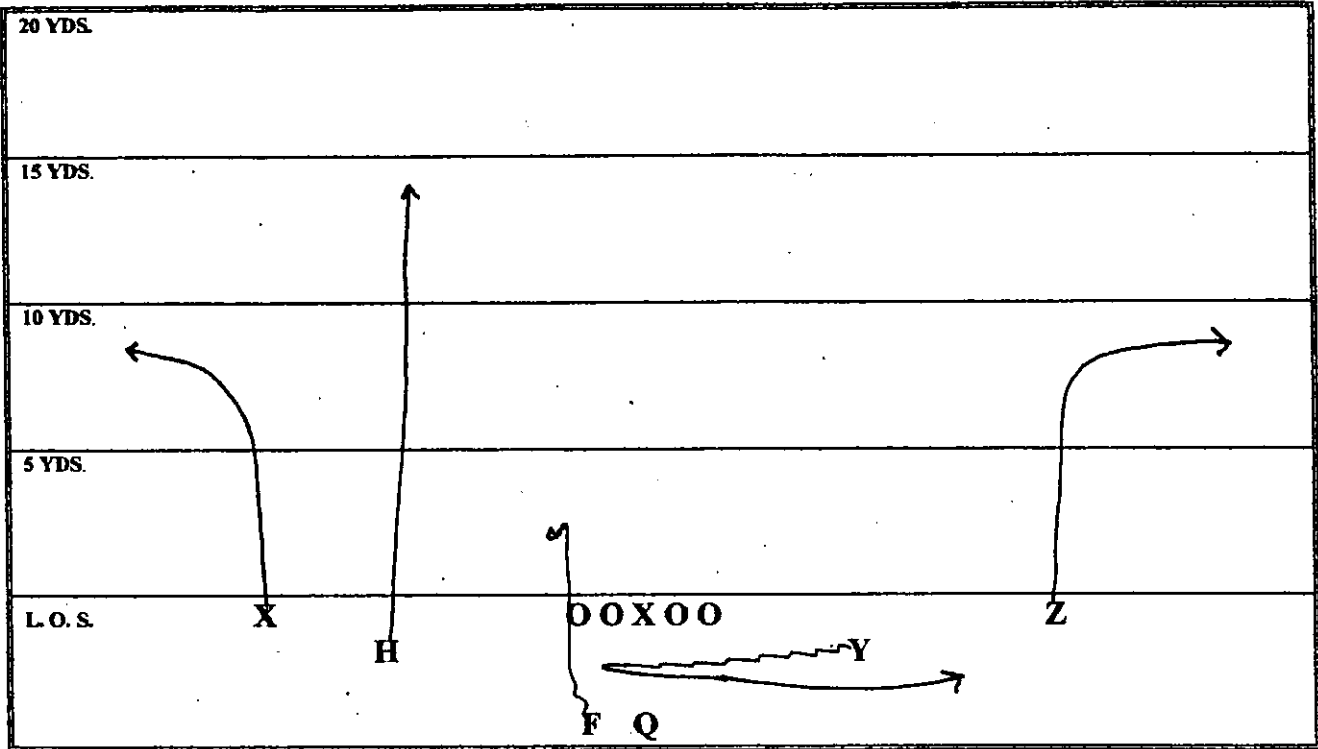


60 RIGHT



POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	SEAM
Z	6 STEP OUT
X	6 STEP OUT
H	ORBIT MOTION; CHECK BLITZ; SWING
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	Z, Y, F, H (PRE SNAP X)

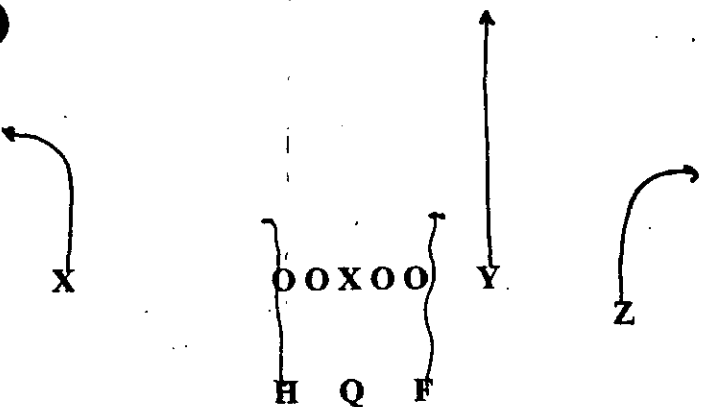
60 LEFT



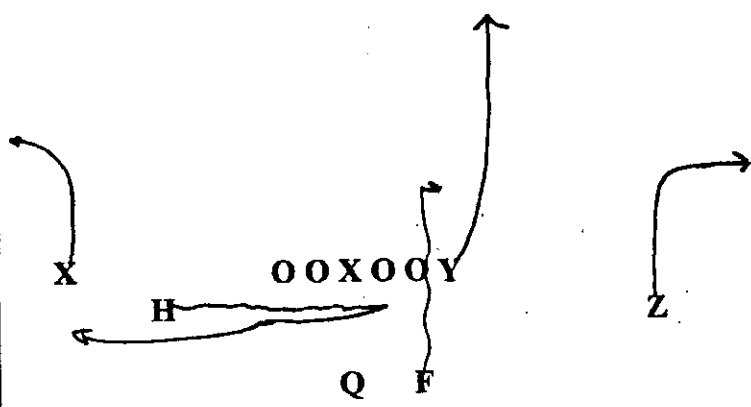
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	ORBIT MOTION; CHECK BLITZ; SWING
Z	6 STEP OUT
X	6 STEP OUT
H	SEAM
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	X, H, F, Y (PRE SNAP Z)

VARIATIONS OF 60

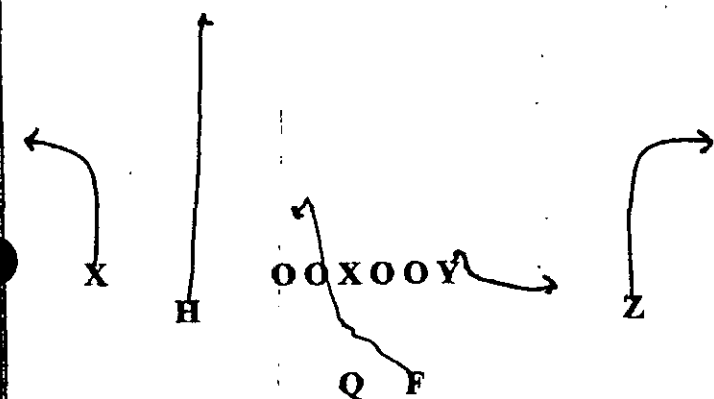
BLUE OPEN 60 RIGHT



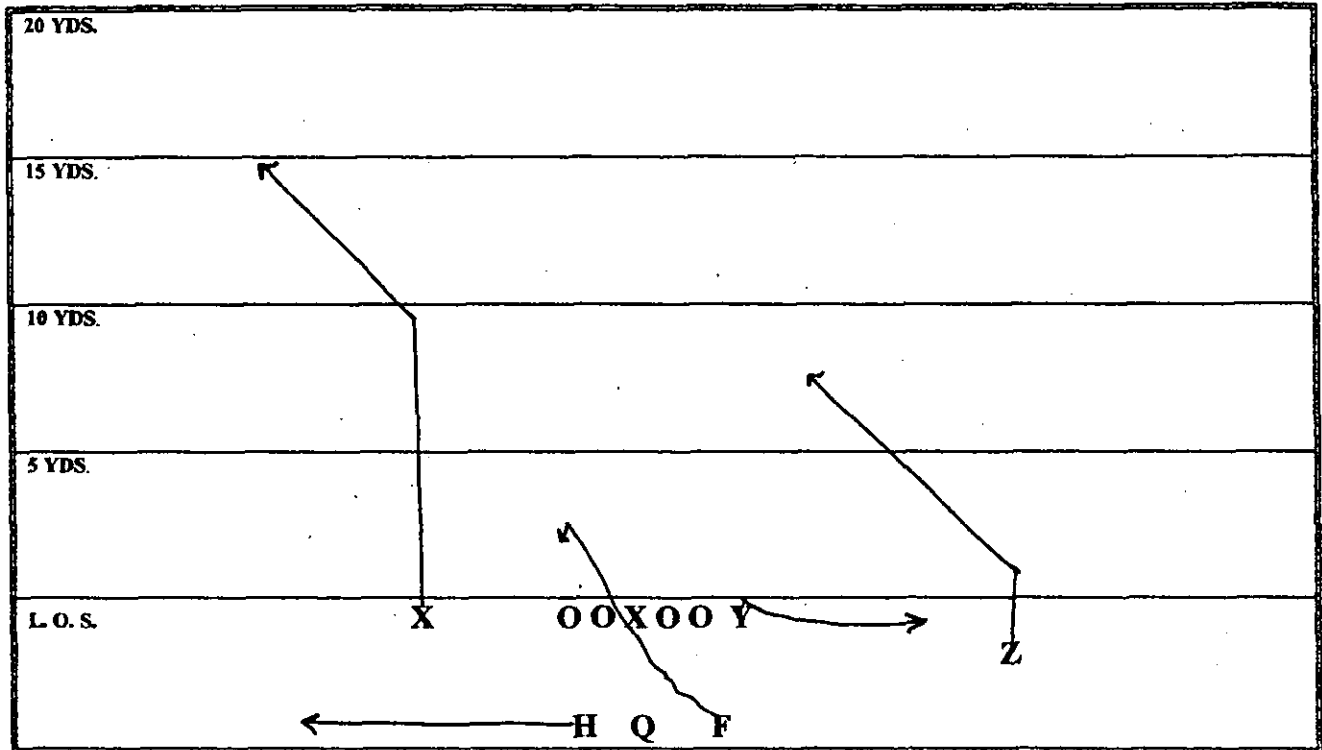
ACE H - ORBIT 60 RIGHT



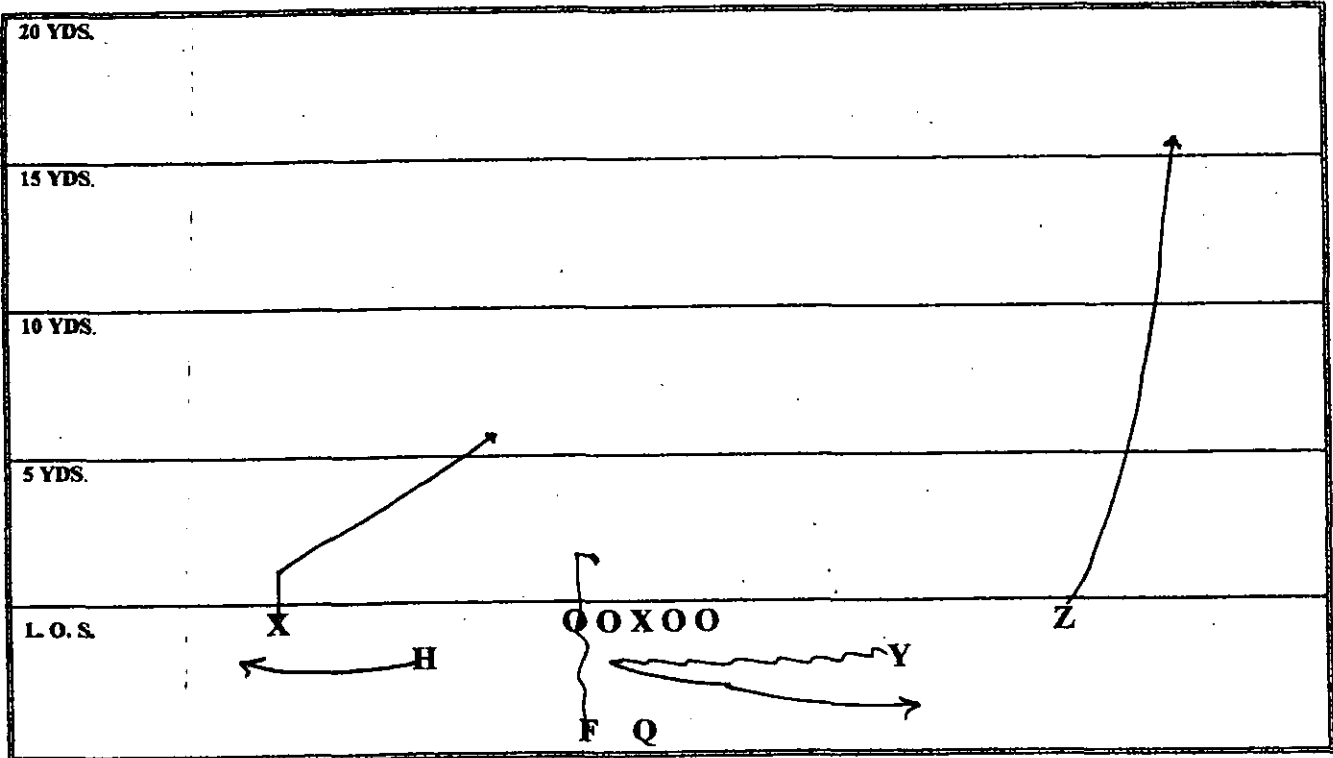
ACE 60 LEFT



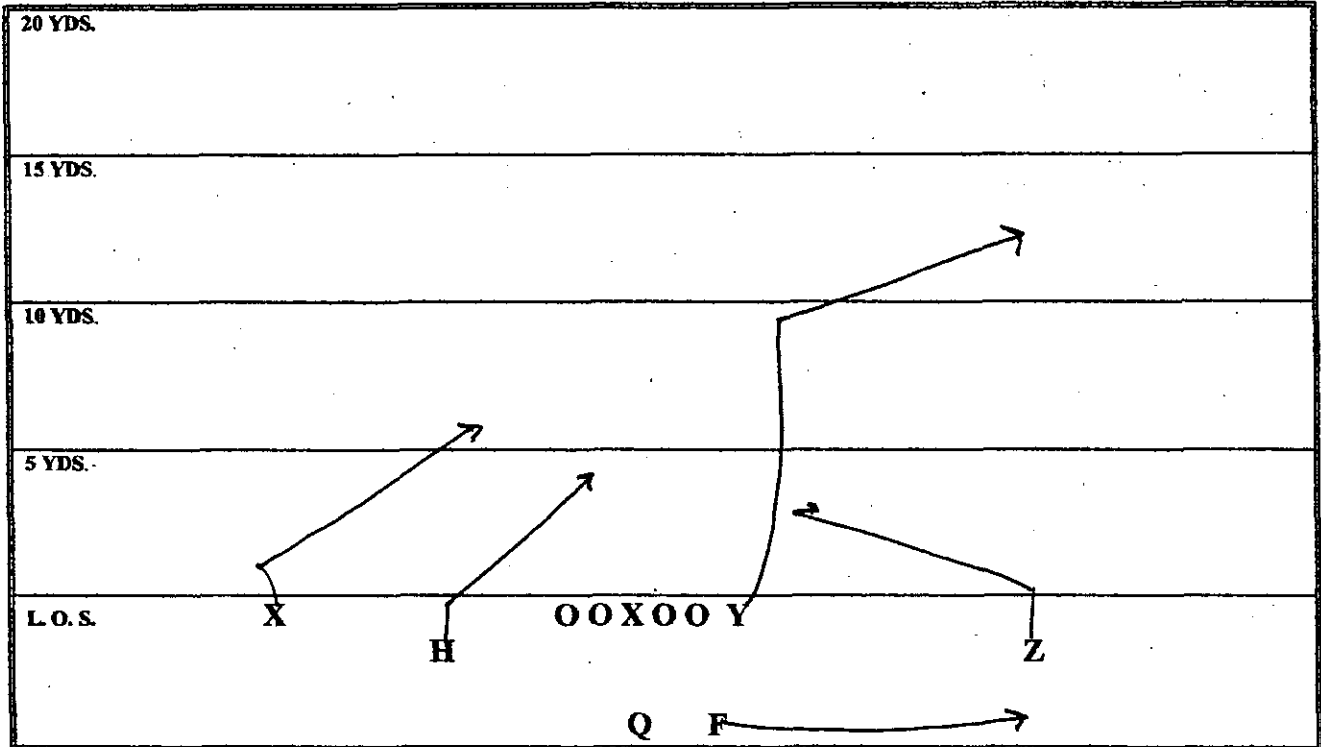
5 YO - YO



POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	CHECK BLITZ; SWING
Z	SLANT
X	CORNER
H	SWING
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	X, H, F, Y (PRE SNAP Z)



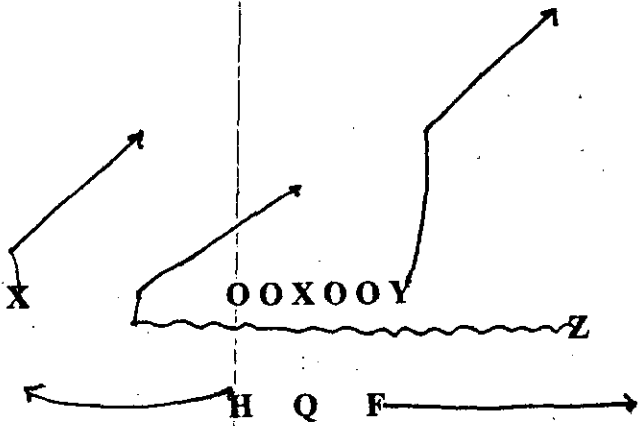
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	ORBIT MOTION; CHECK BLITZ; SWING
Z	FADE
X	SLANT
H	ARC
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	X, H, F, Y (PRE SNAP Z)



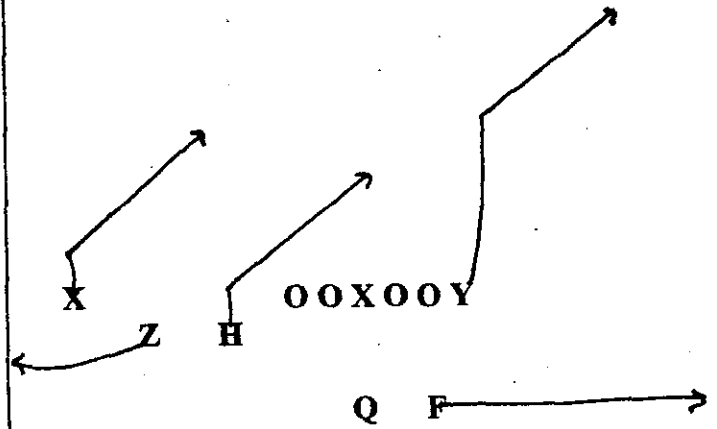
POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	CORNER
Z	SLANT
X	SLANT
H	SLANT
F	SWING
QB READ PROGRESSION	Y, F, Z, H (BACKSIDE H, X)

VARIATIONS OF 8

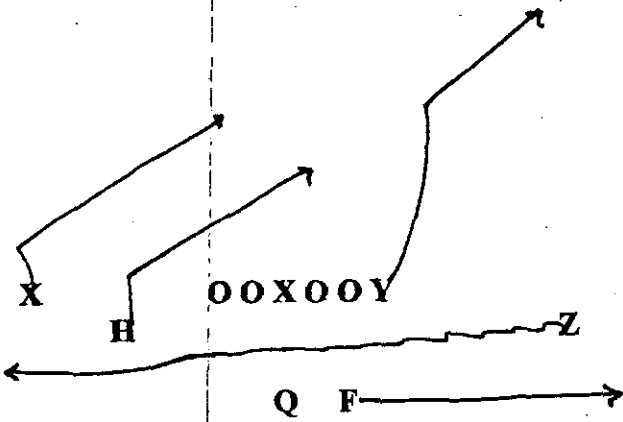
BLUE Z - MOVE 8

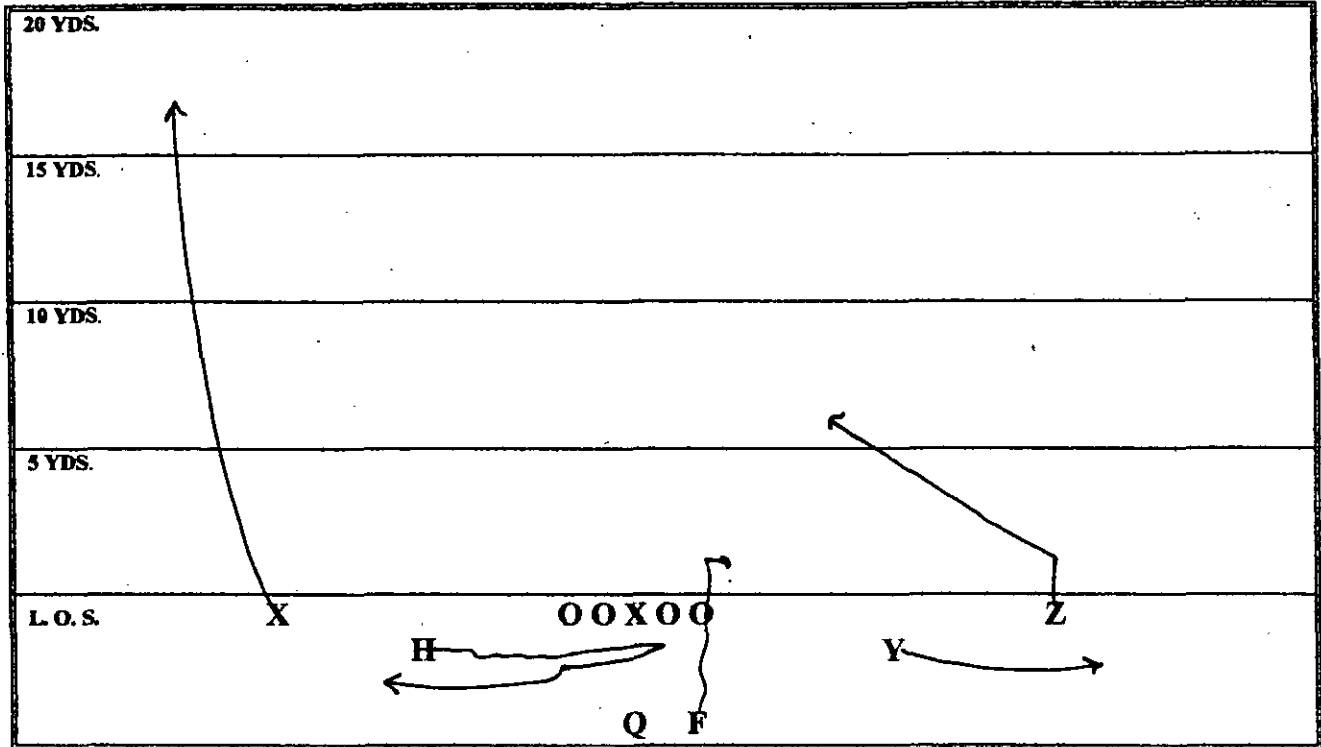


ACE FLIP 8



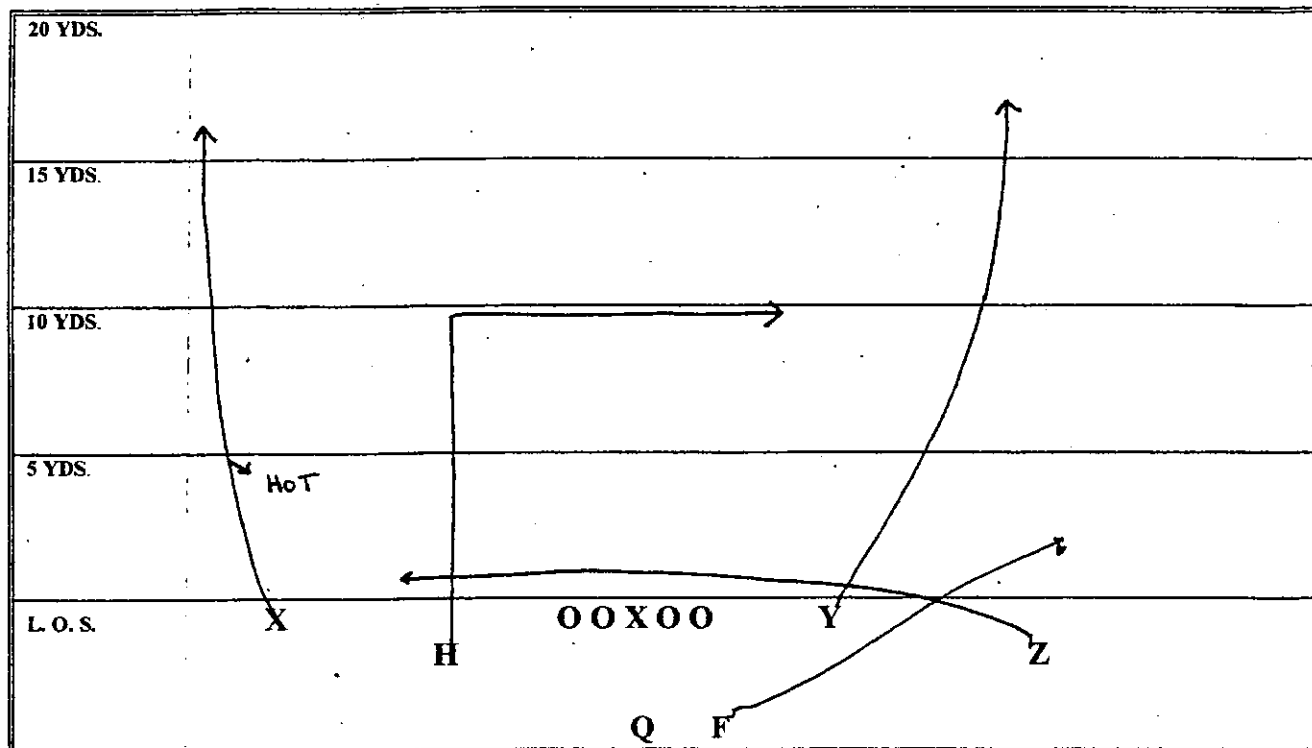
ACE Z - MOVE 8





POS.	RULE
LT	6 PROTECTION
LG	6 PROTECTION
C	6 PROTECTION
RG	6 PROTECTION
RT	6 PROTECTION
Y	ARC
Z	SLANT
X	FADE
H	ORBIT MOTION; CHECK BLITZ; SWING
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	Z, Y, F, H (PRE SNAP X)

90 Z - SHALLOW

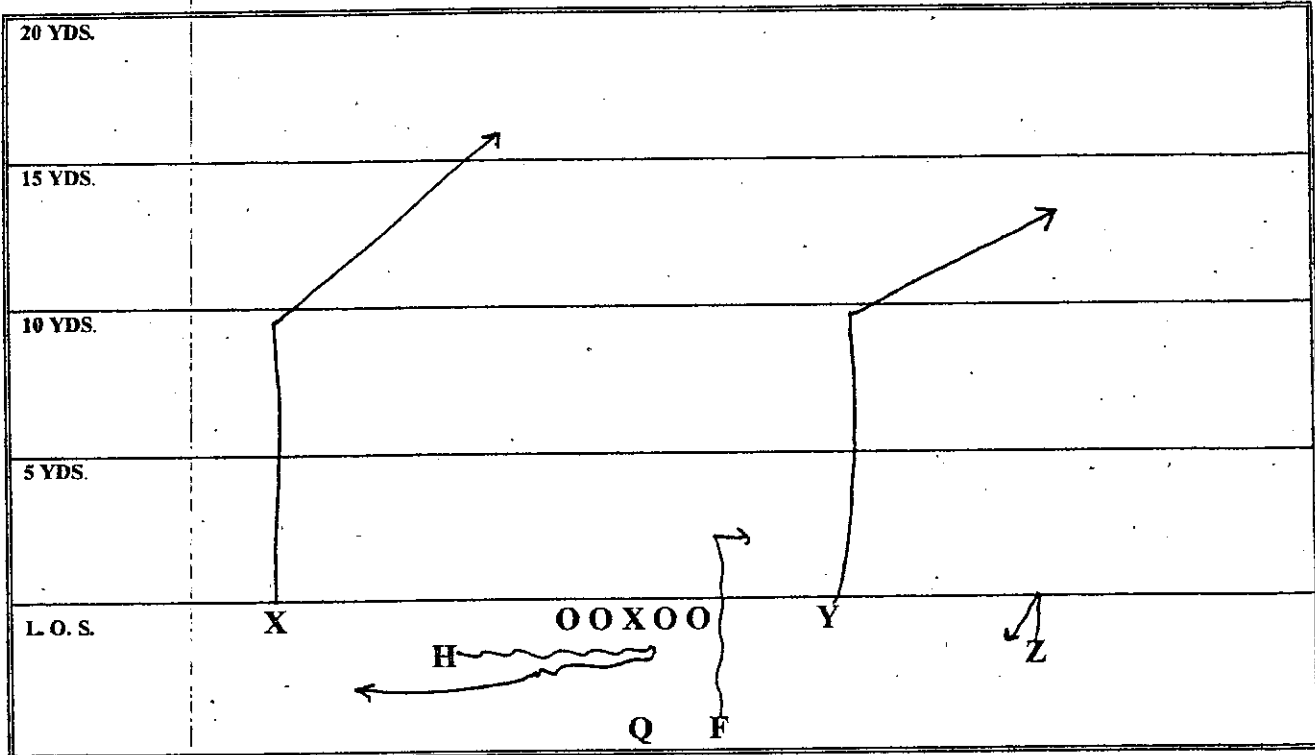


POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	FADE
Z	SHALLOW ROUTE
X	FADE
H	DIG
F	CHECK BLITZ; GRASS ROUTE
QB READ PROGRESSION	HOT, SHALLOW; DIG; BACK

VARIATIONS OF SHALLOWS (FORMATIONS)

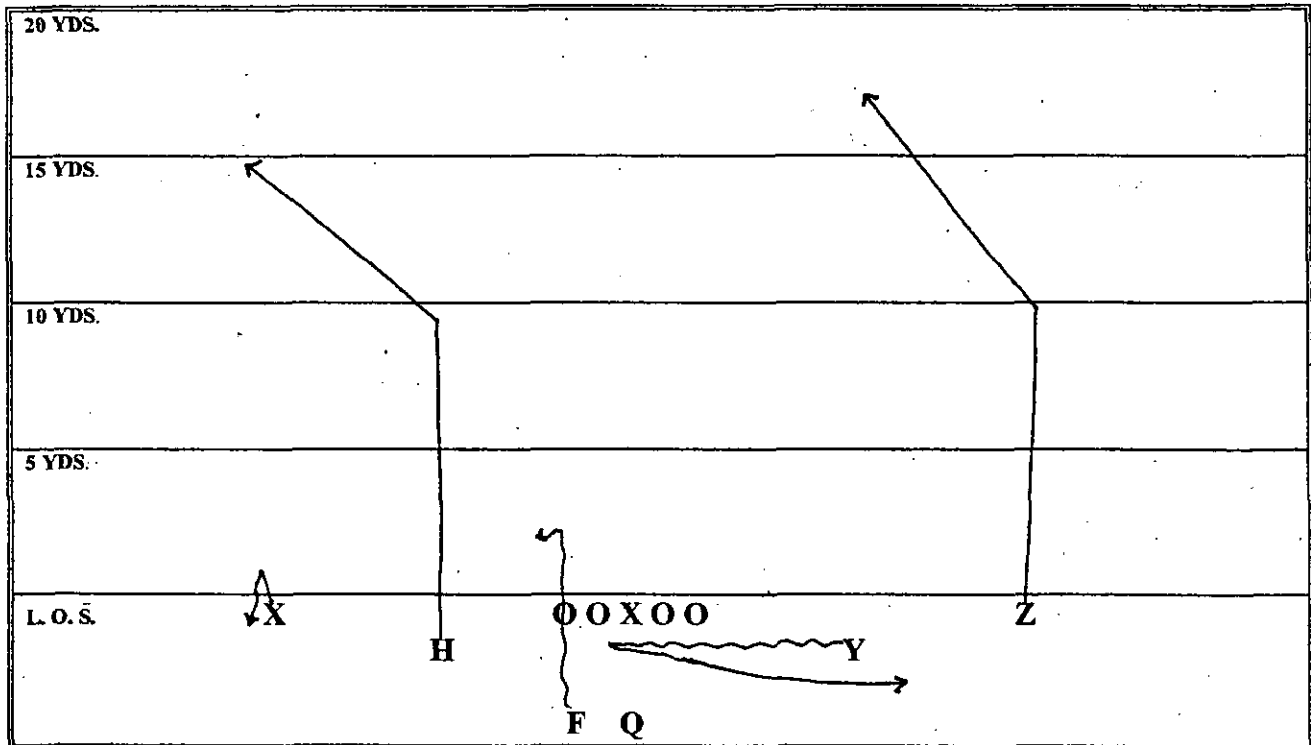
<p>ACE</p> <p>X H OOXOOY Z</p> <p>Q F</p>	<p>DART</p> <p>H X OOXOOY Z</p> <p>Q F</p>
<p>ACE LATE</p> <p>X H OOXOO Z Y</p> <p>Q F</p>	<p>DART OPEN</p> <p>H X OOXOO Y Z</p> <p>Q F</p>

91 RIGHT



POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	CORNER
Z	RANDY
X	POST
H	ORBIT MOTION; CHECK BLITZ; SWING
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	Y, Z, F, H, (PRE SNAP X)

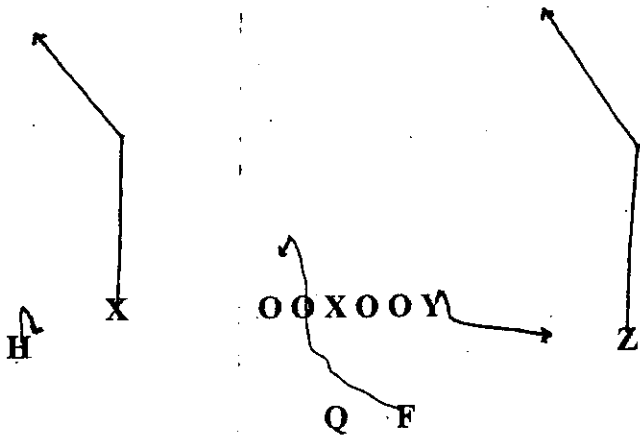
91 LEFT



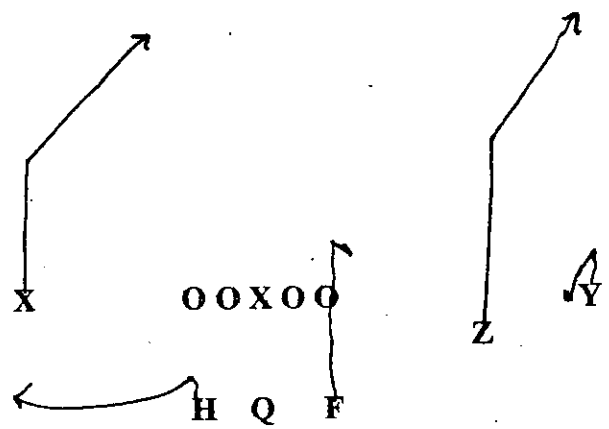
POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	ORBIT MOTION; CHECK BLITZ; SWING
Z	POST
X	LARRY
H	CORNER
F	CHECK BLITZ; CHECK DOWN
QB READ PROGRESSION	H, X, F, Y, (PRE SNAP Z)

VARIATIONS OF 91

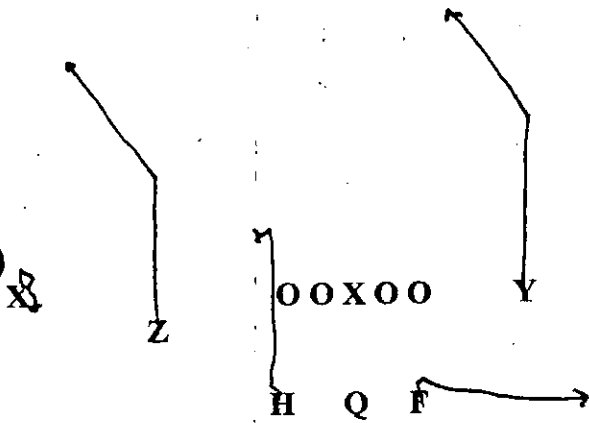
DART 91 LEFT



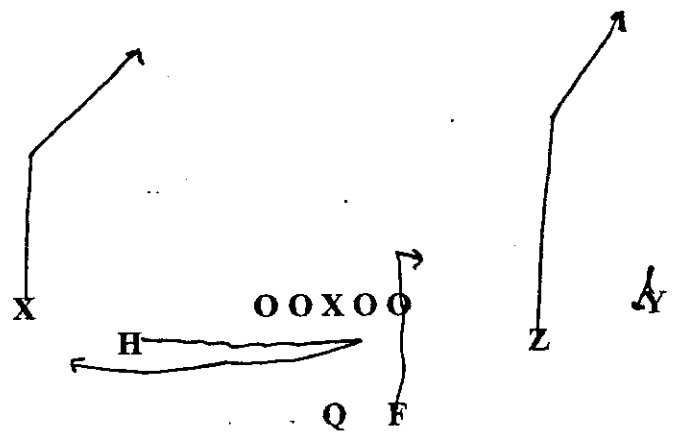
BLUE LATE 91 RIGHT

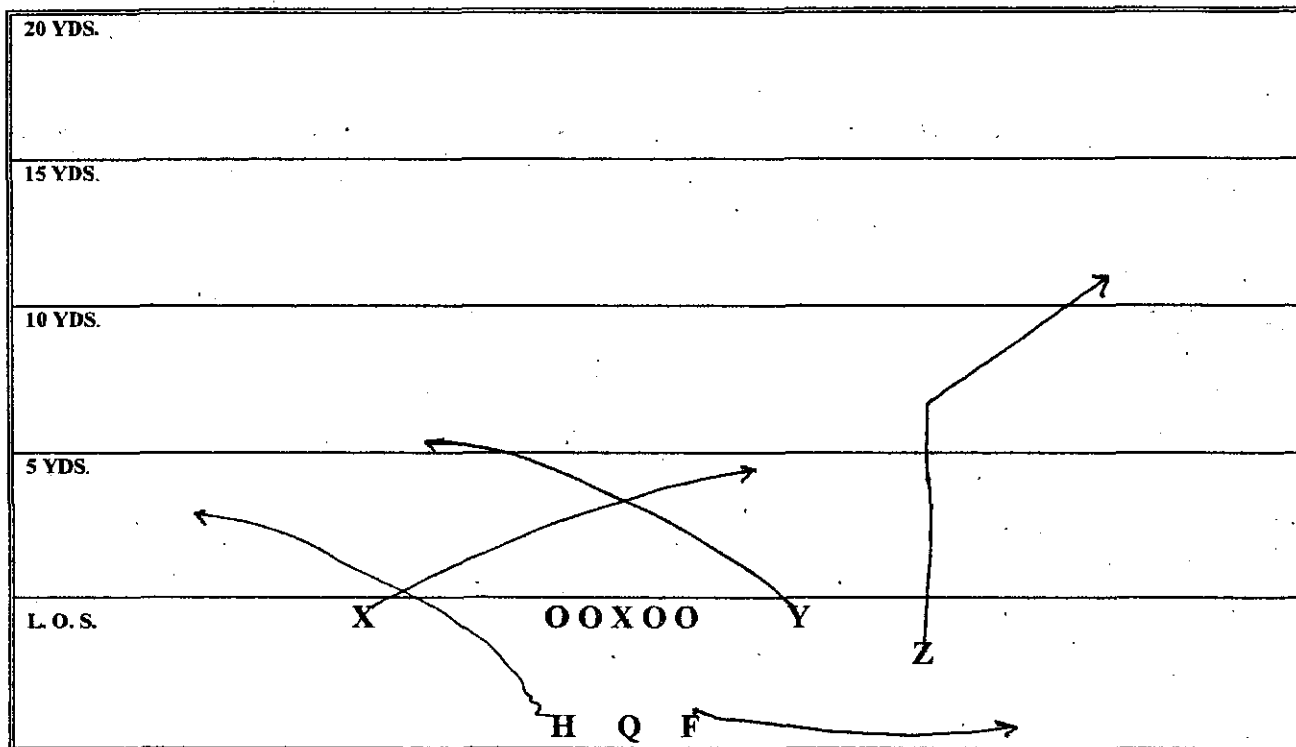


BLUE FLIP OPEN 91 LEFT

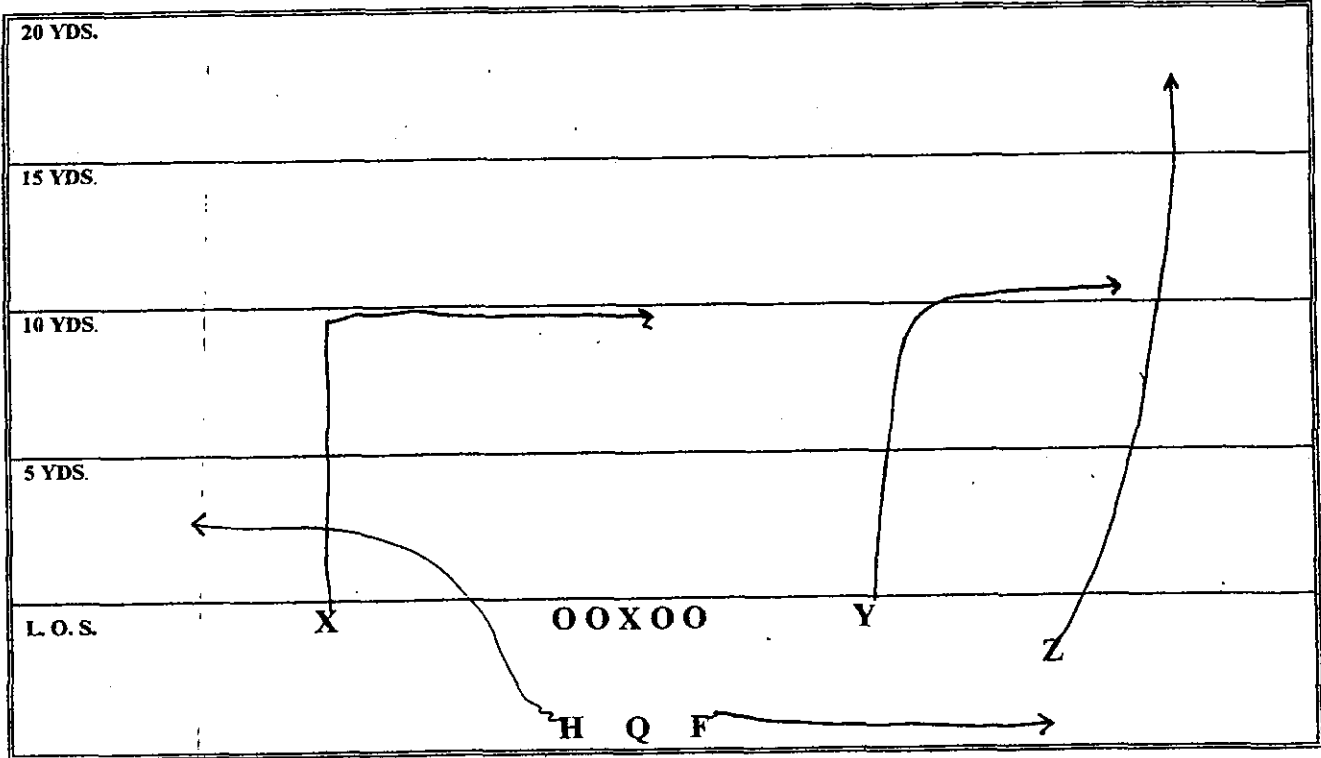


ACE LATE H ORBIT 91 RIGHT





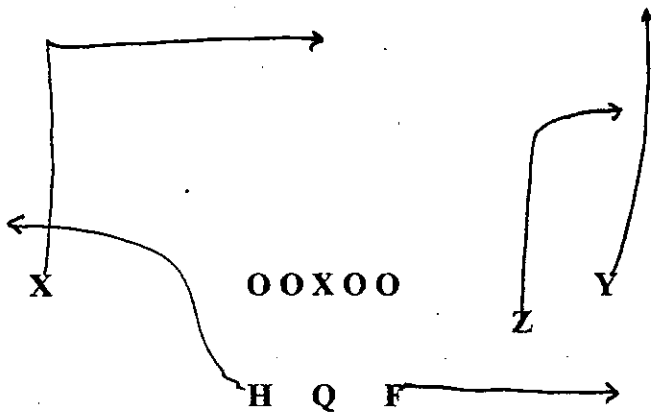
POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	SET DEPTH OF MESH AT 6 YARDS
Z	CORNER
X	MESH UNDERNEATH Y
H	CHECK BLITZ; SHOOT
F	CHECK BLITZ; SWING
QB READ PROGRESSION	Z, F, X, Y, H



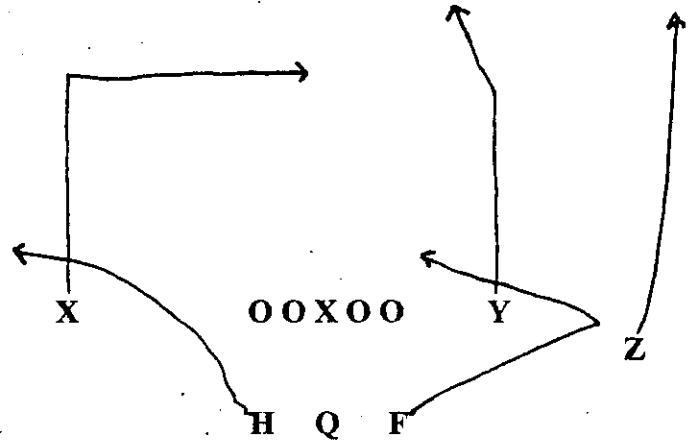
POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	SAIL ROUTE
Z	FADE ROUTE
X	DIG ROUTE
H	CHECK BLITZ; SHOOT
F	CHECK BLITZ; SWING
QB READ PROGRESSION	Z, Y, F, X, H

VARIATIONS OF 94

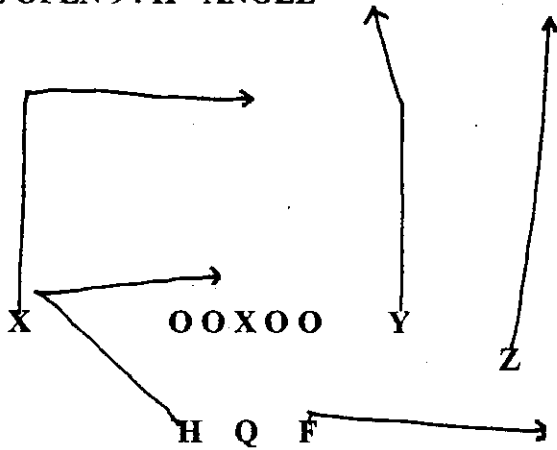
BLUE LATE 94



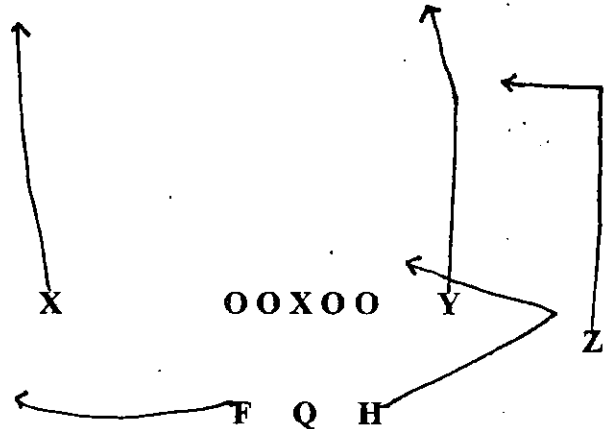
BLUE OPEN 94 F - ANGLE



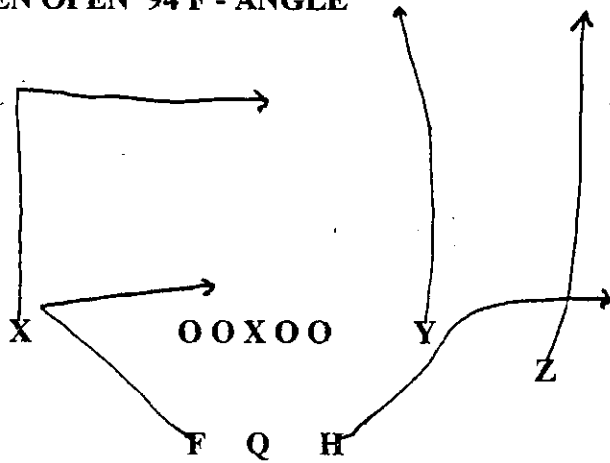
BLUE OPEN 94 H - ANGLE



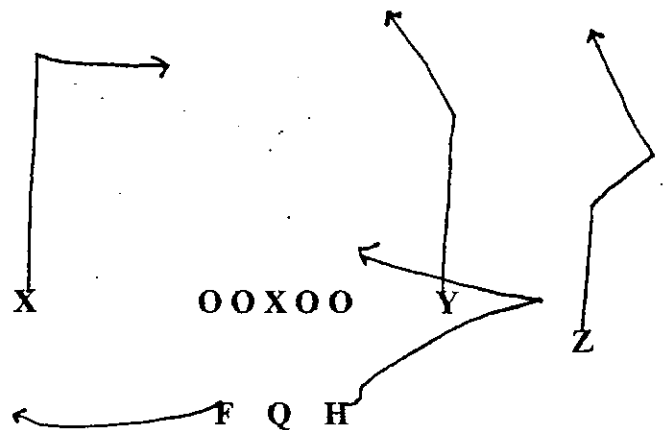
GREEN OPEN 94 H - ANGLE SWITCH

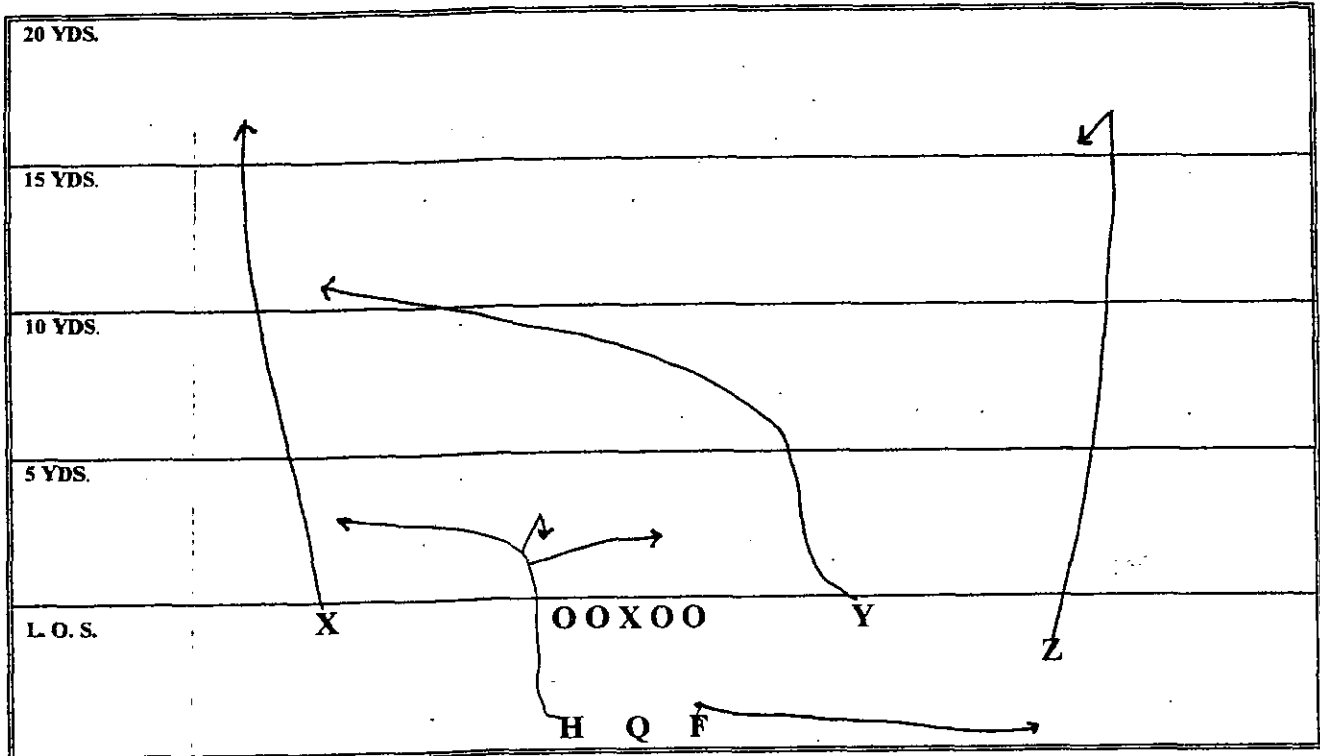


GREEN OPEN 94 F - ANGLE



GREEN OPEN 94 H - ANGLE Z - POST

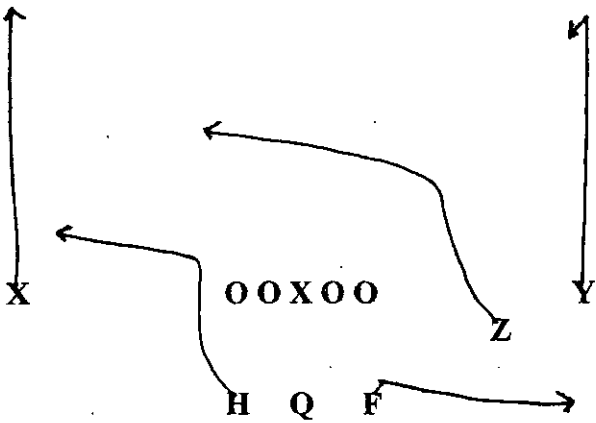




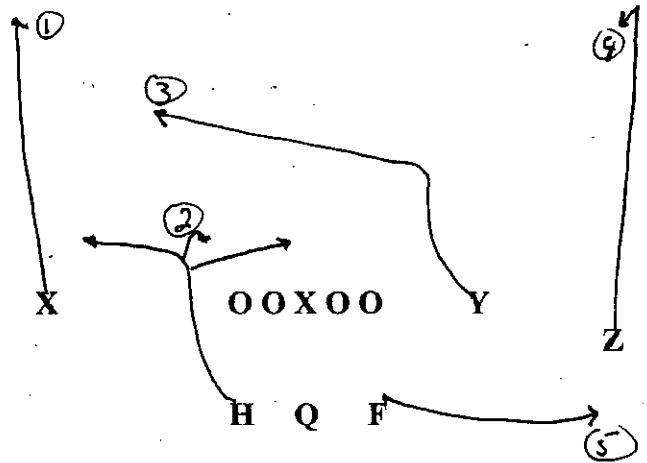
POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	UNDER SAM OVER MIKE CROSSING ROUTE
Z	CURL ROUTE
X	GO ROUTE
H	CHECK BLITZ; OPTION ROUTE
F	CHECK BLITZ; SWING
QB READ PROGRESSION	X, Y, H, Z, F

VARIATIONS OF 95

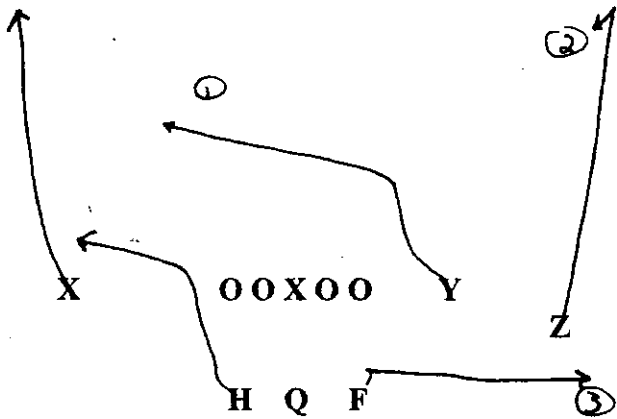
BLUE LATE 95



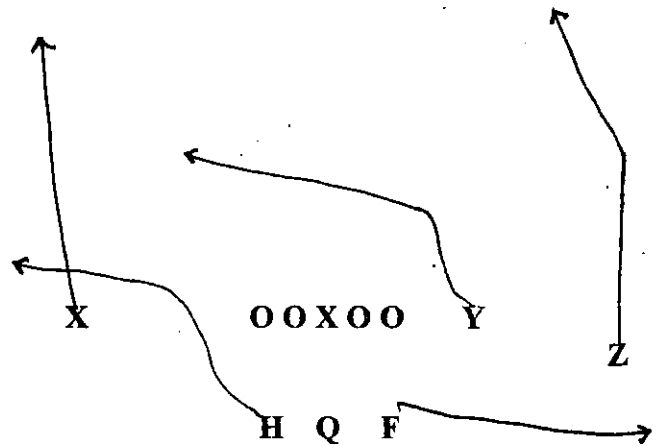
BLUE OPEN 95 H



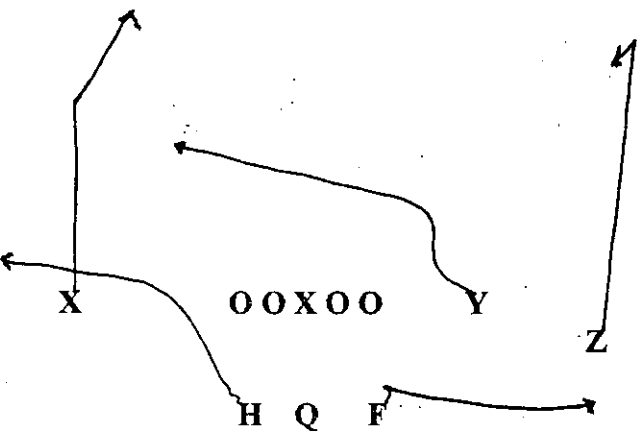
BLUE OPEN 95 BACKSIDE

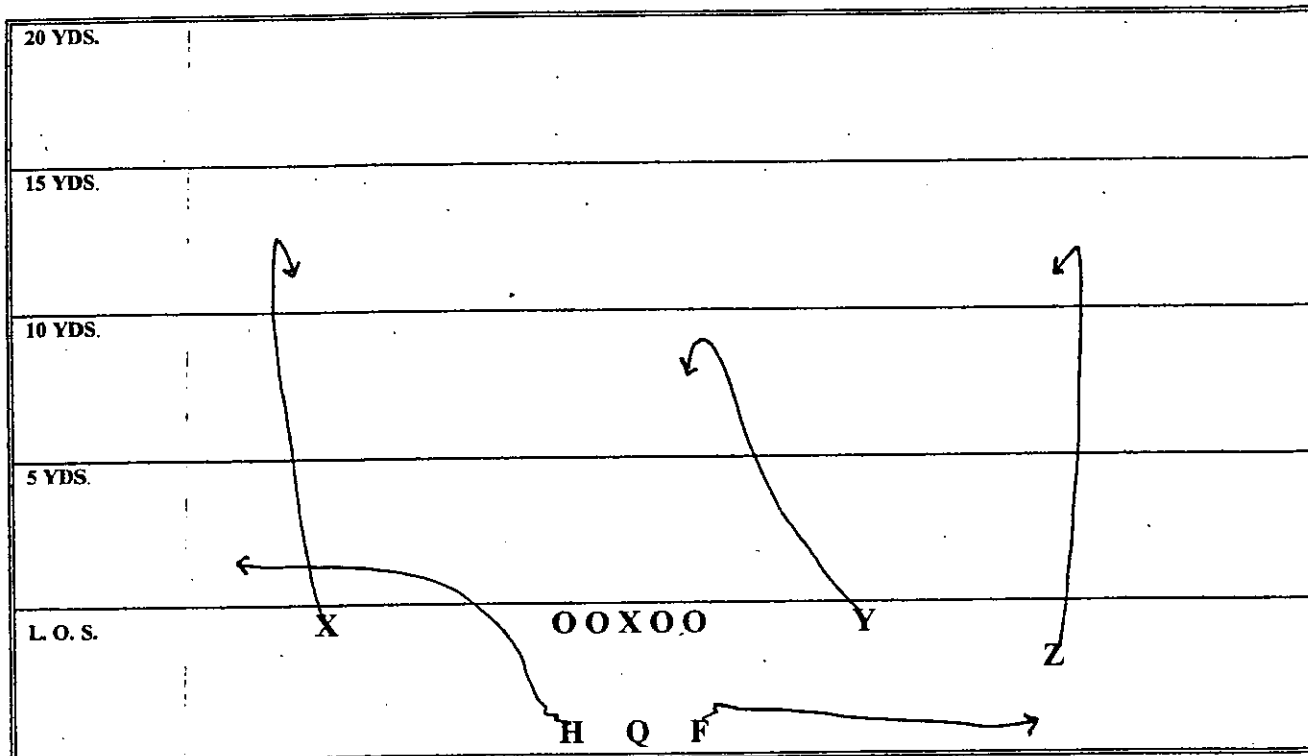


BLUE OPEN 95 Z - POST



BLUE OPEN 95 X - POST

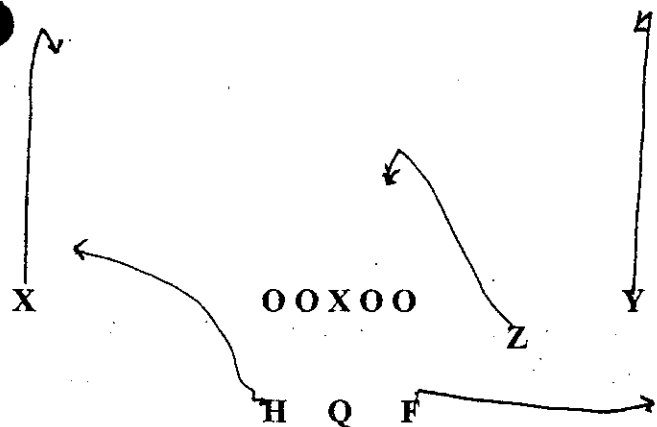




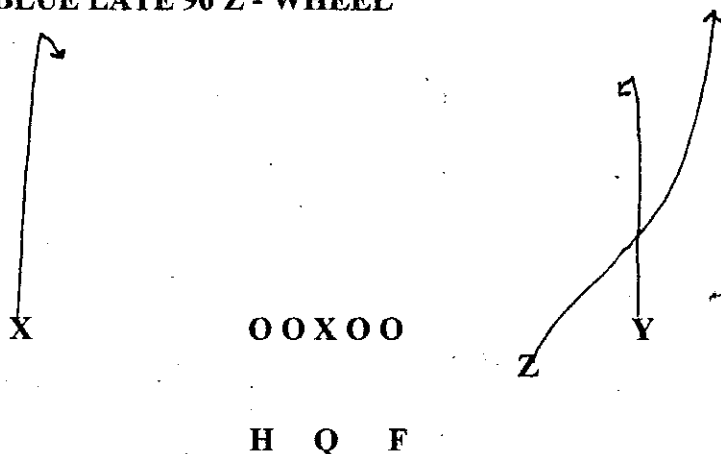
POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	8 TO 10 YARD CURL
Z	12 YARD CURL ROUTE
X	12 YARD CURL ROUTE
H	CHECK BLITZ; SHOOT
F	CHECK BLITZ; SWING
QB READ PROGRESSION	Y, Z, F, / Y, X, H

VARIATIONS OF 96

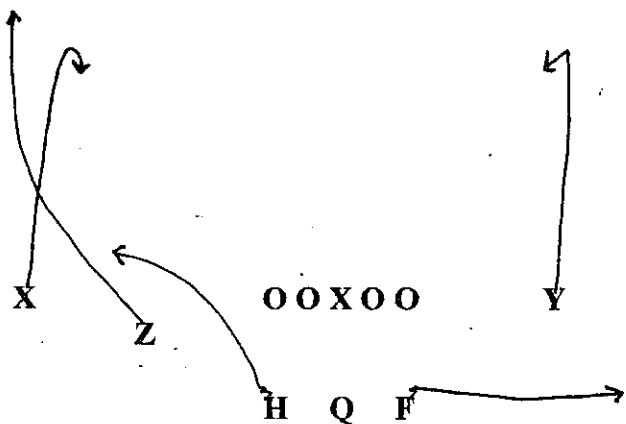
BLUE LATE 96



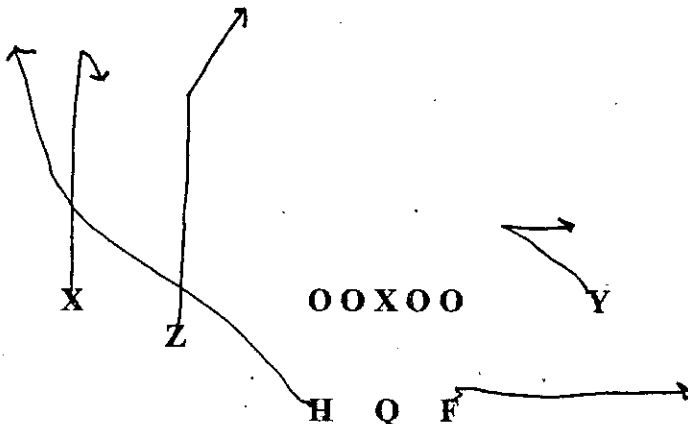
BLUE LATE 96 Z - WHEEL

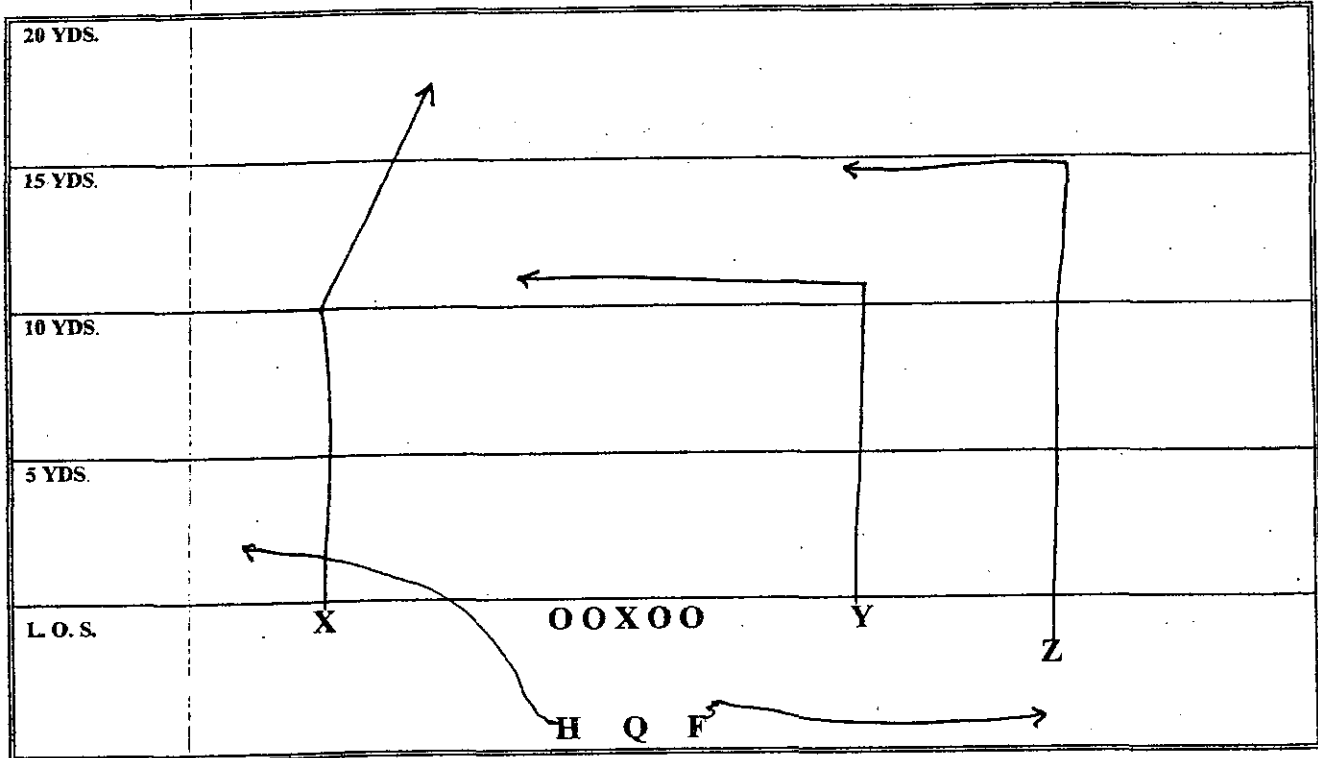


BLUE FLIP OPEN 96 Z - WHEEL

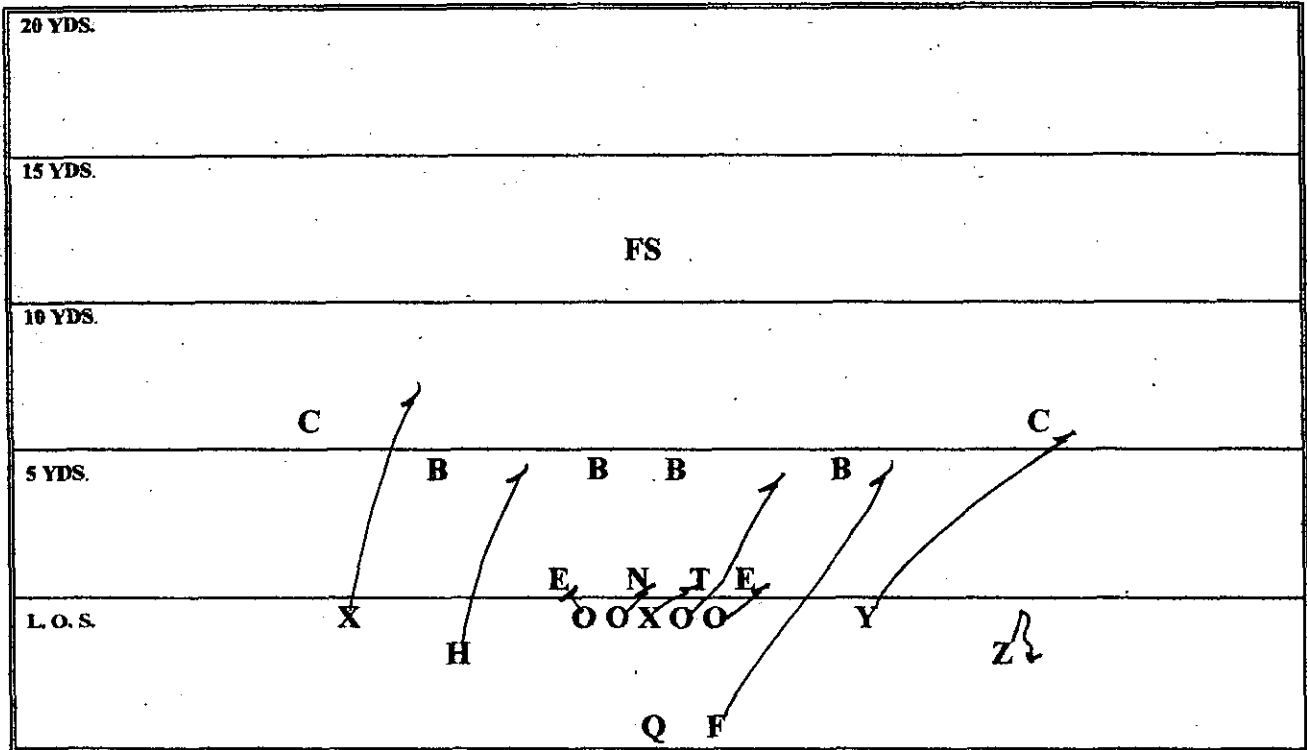


BLUE FLIP OPEN 96 Z - POST





POS.	RULE
LT	90 PROTECTION
LG	90 PROTECTION
C	90 PROTECTION
RG	90 PROTECTION
RT	90 PROTECTION
Y	12 YARD DIG
Z	15 YARD CURL ROUTE
X	POST ROUTE
H	CHECK BLITZ; SHOOT
F	CHECK BLITZ; SWING
QB READ PROGRESSION	X, Y, Z, F, H

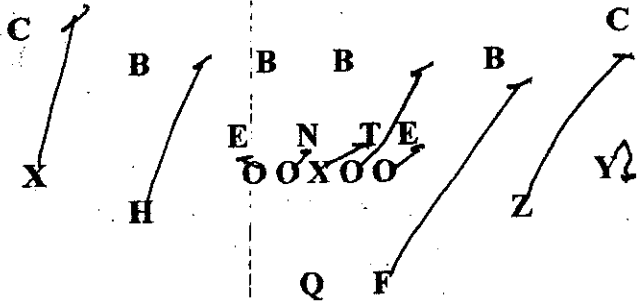


POS.	RULE
LT	MAN
LG	MAN
C	REACH 1 ST MAN INSIDE
RG	BLOCK # 3
RT	CUT END
Y	BLOCK # 1
Z	RANDY
X	CUT OFF
H	CUT OFF
F	BLOCK # 2
QB READ PROGRESSION	THROW QUICK TO Z

VARIATIONS OF 41

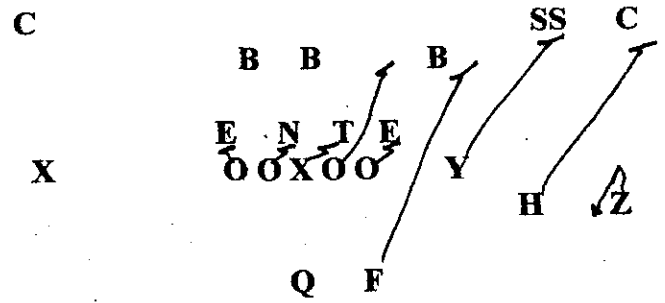
ACE LATE 41

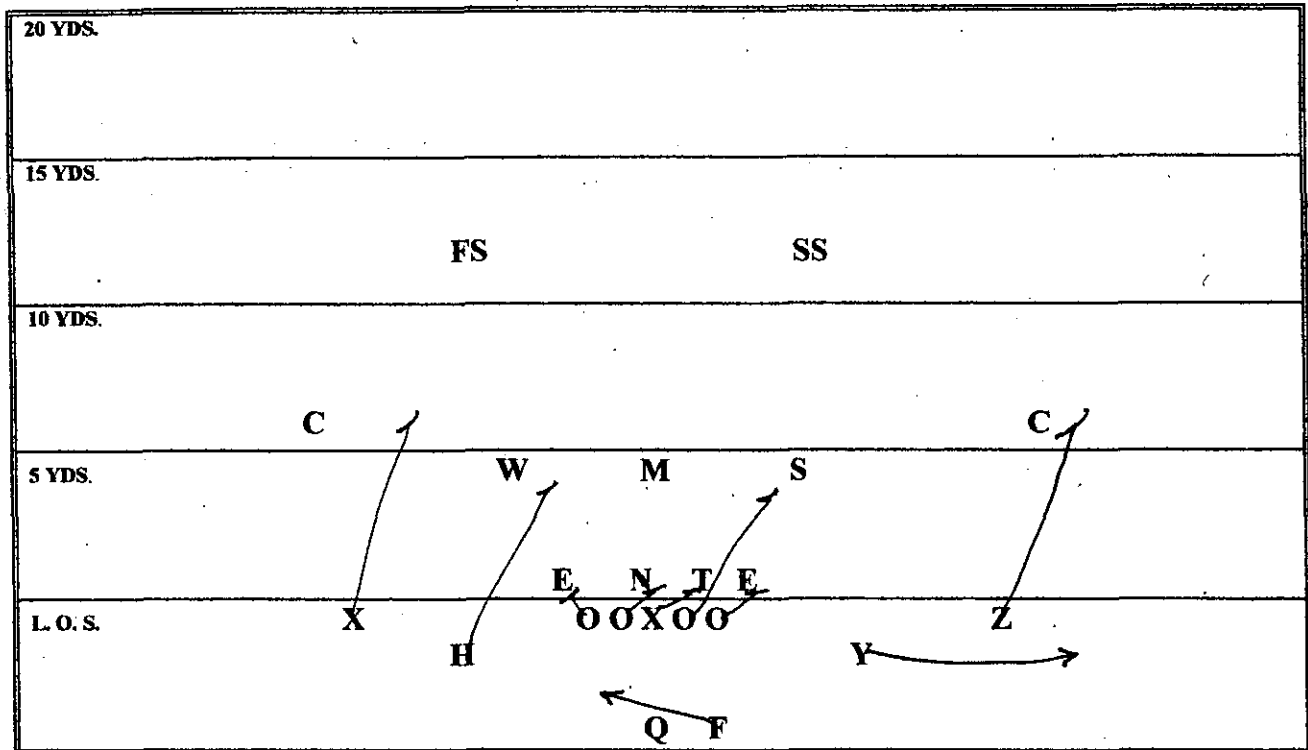
FS



EARLY OPEN 41

FS





POS.	RULE
LT	MAN
LG	MAN
C	REACH 1 ST MAN INSIDE
RG	BLOCK # 3
RT	CUT END
Y	ARC
Z	BLOCK # 1
X	CUT OFF
H	CUT OFF
F	FLASH
QB READ PROGRESSION	THROW QUICK TO Y

VARIATIONS OF 42

ACE LATE 42

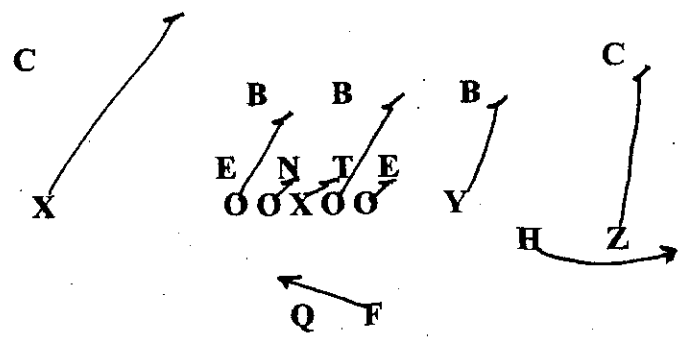
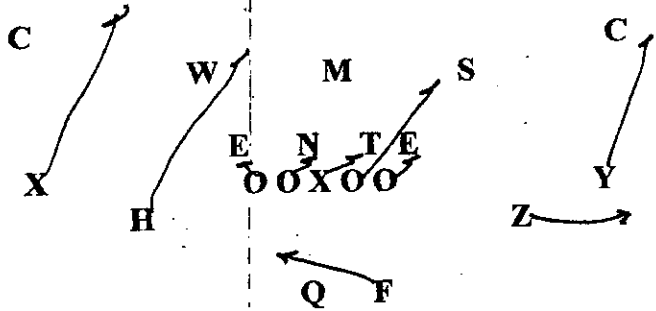
EARLY OPEN 42

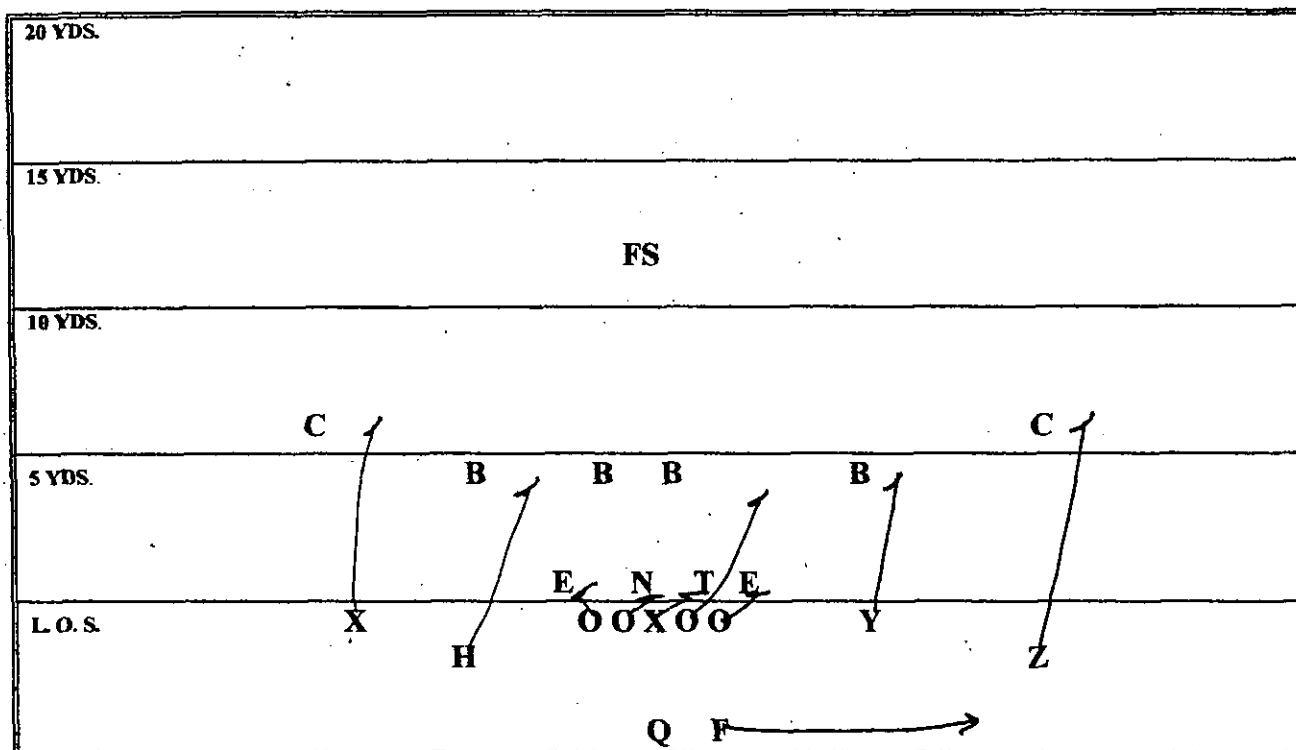
FS

SS

FS

SS

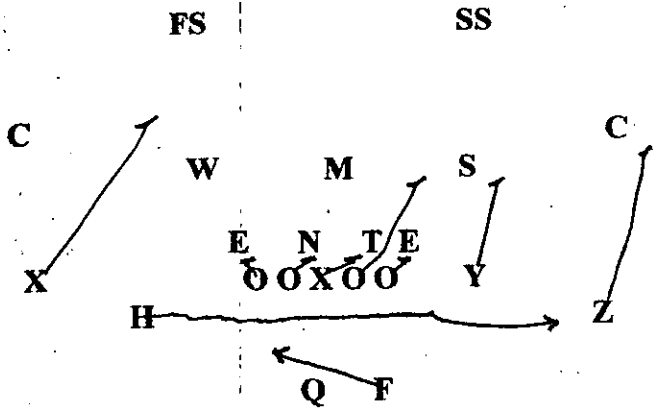




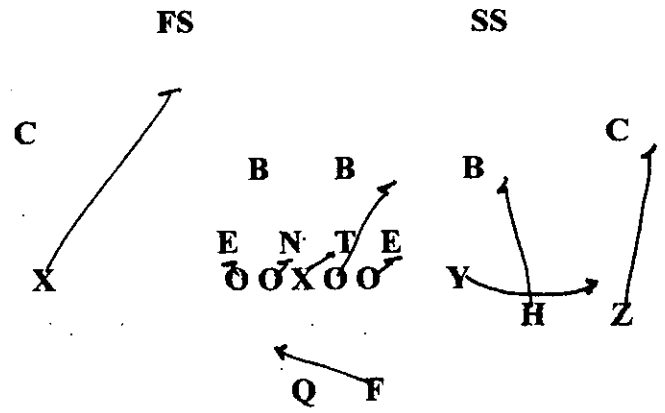
POS.	RULE
LT	MAN
LG	MAN
C	REACH 1 ST MAN INSIDE
RG	BLOCK # 3
RT	CUT END
Y	BLOCK #2
Z	BLOCK # 1
X	CUT OFF
H	CUT OFF
F	ARC
QB READ PROGRESSION	THROW QUICK TO F

VARIATIONS OF 43

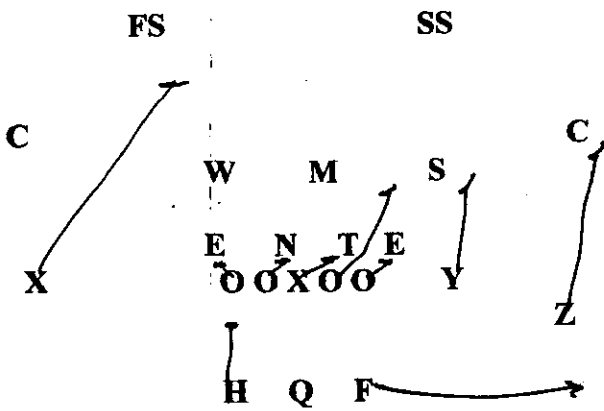
ACE OPEN H - MOVE 43



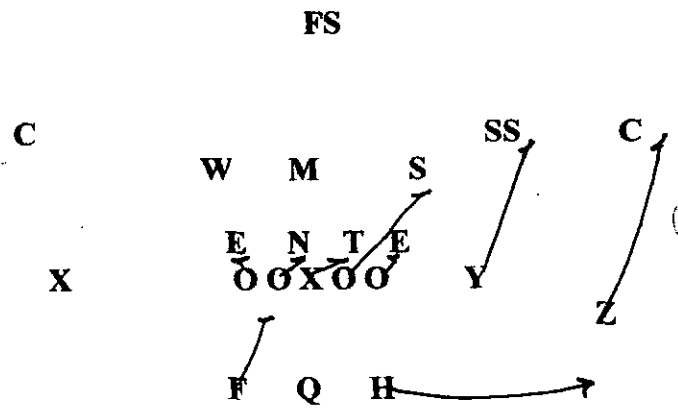
EARLY OPEN 43

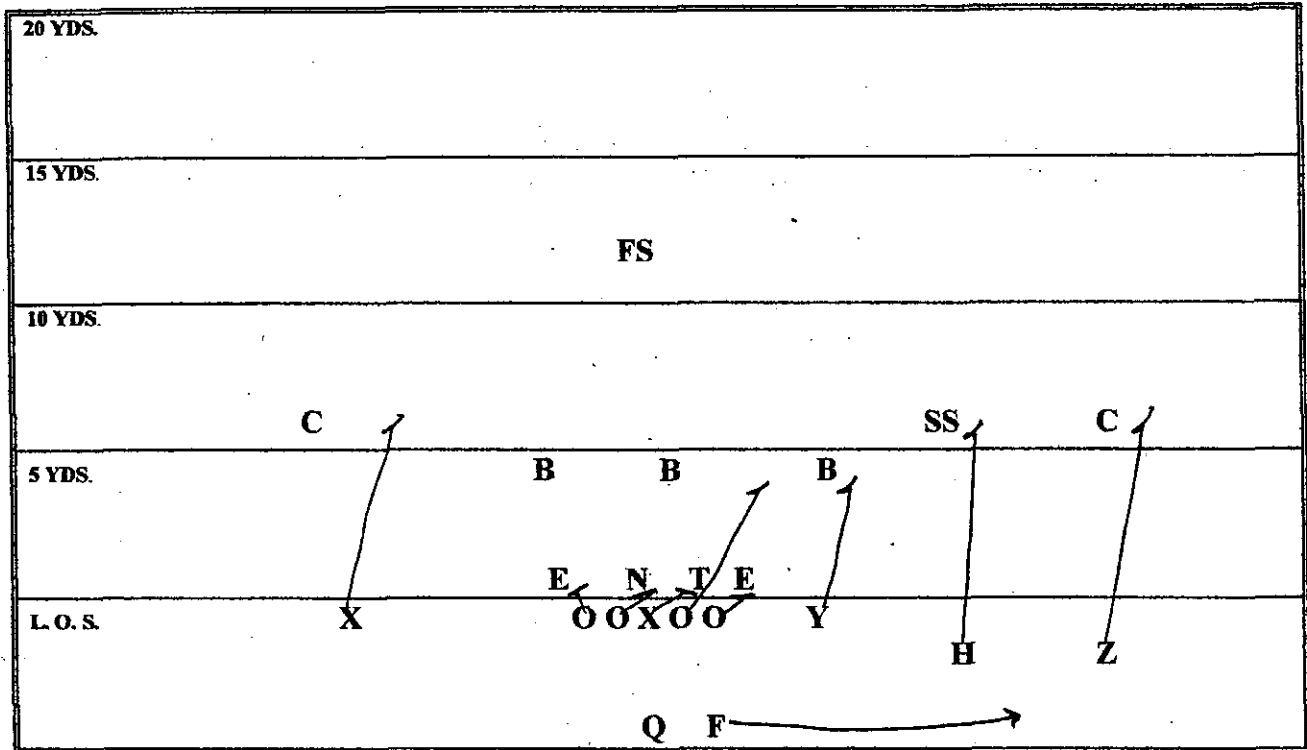


BLUE OPEN 43



GREEN OPEN 43

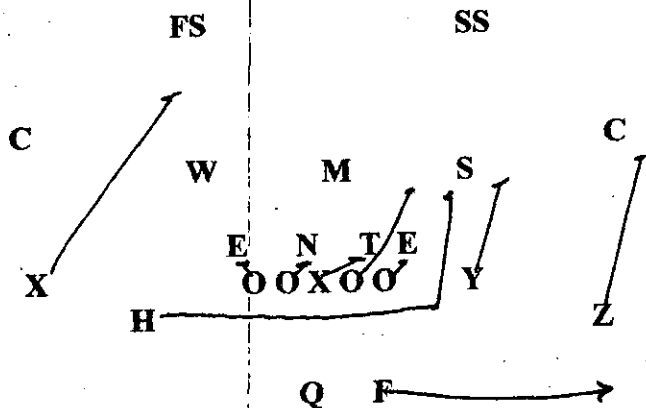




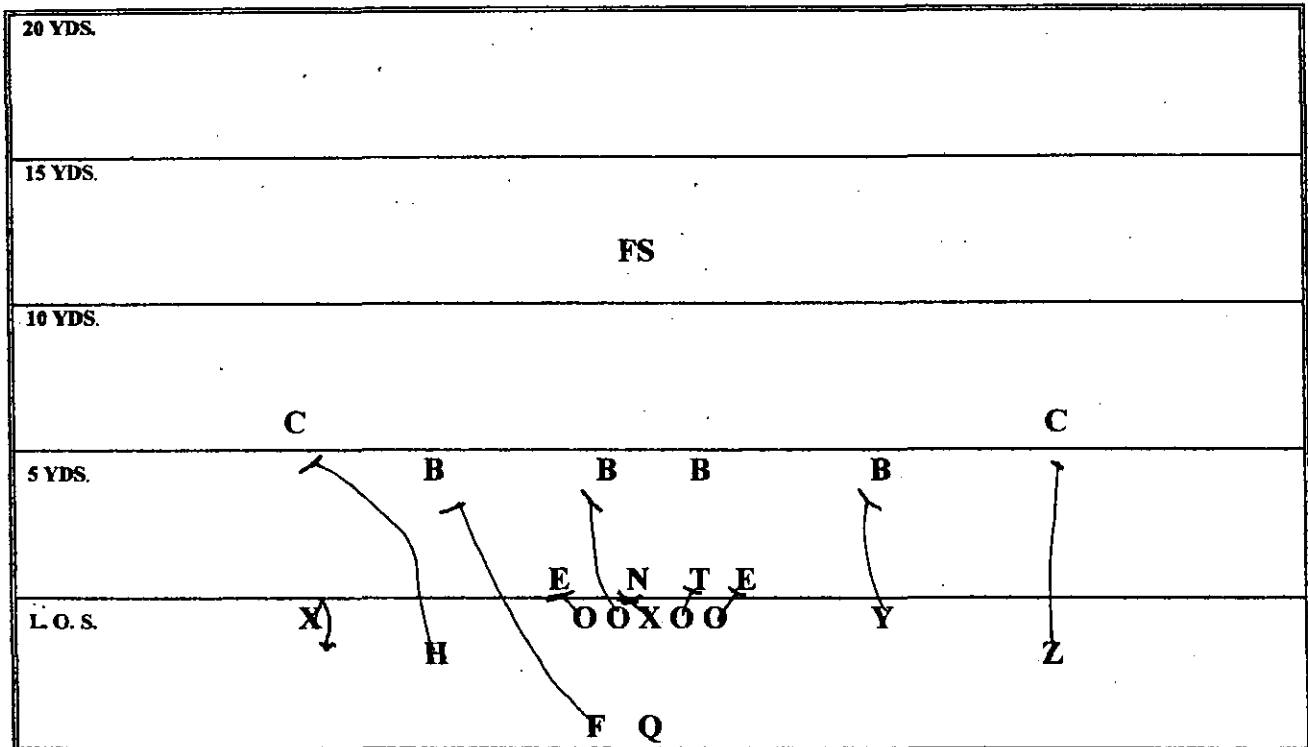
POS.	RULE
LT	MAN
LG	MAN
C	REACH 1 ST MAN INSIDE
RG	BLOCK # 4
RT	CUT END
Y	BLOCK #3
Z	BLOCK # 1
X	CUT OFF
H	BLOCK # 2
F	ARC
QB READ PROGRESSION	THROW QUICK TO F

VARIATIONS OF 44

ACE OPEN H - MOVE 44



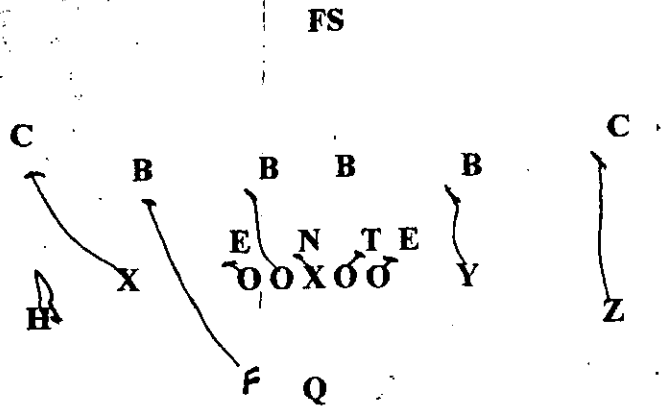
51



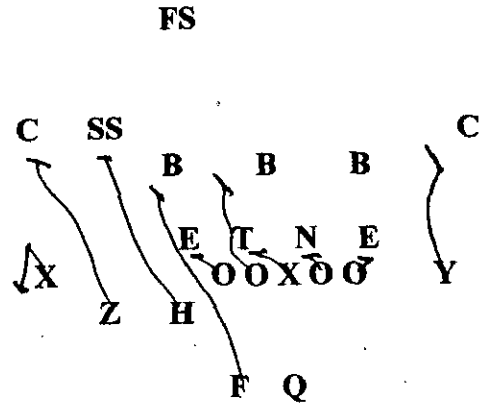
POS.	RULE
LT	CUT END
LG	BLOCK # 3
C	REACH 1 ST MAN INSIDE
RG	MAN
RT	MAN
Y	CUT OFF
Z	CUT OFF
X	LARRY
H	BLOCK # 1
F	BLOCK # 2
QB READ PROGRESSION	THROW QUICK TO X

VARIATIONS OF 51

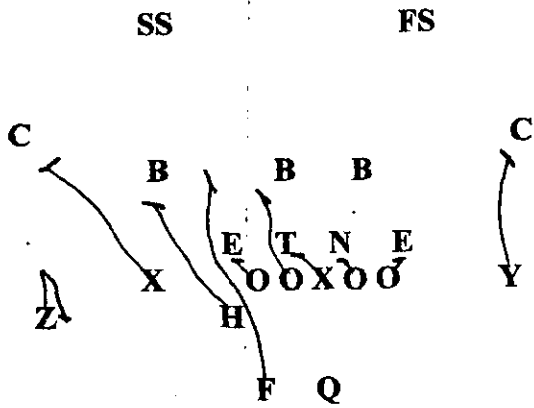
DART OPEN 51



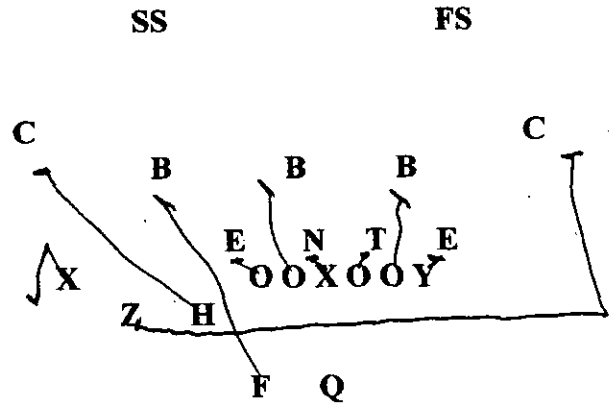
ACE FLIP OPEN 51

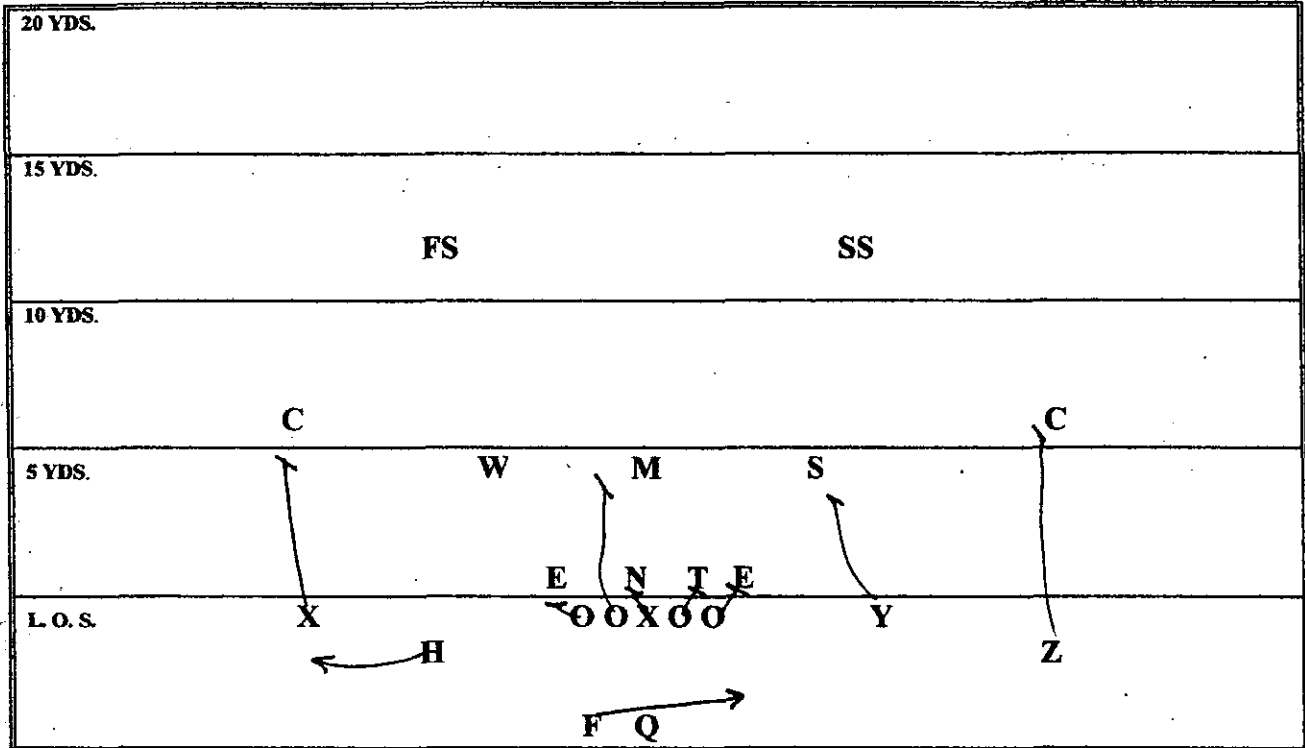


ACE FLOP OPEN 51



ACE FLIP Z - MOVE 51



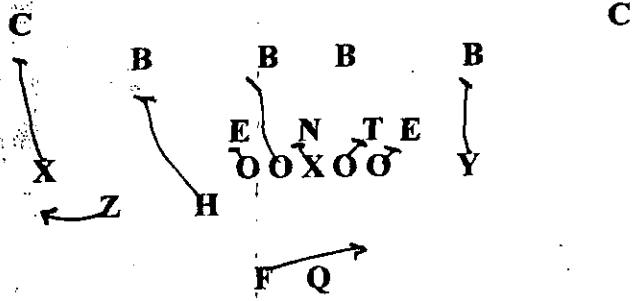


POS.	RULE
LT	CUT END
LG	BLOCK #3
C	REACH 1 ST MAN INSIDE
RG	MAN
RT	MAN
Y	CUT OFF
Z	CUT OFF
X	BLOCK #1
H	ARC
F	FLASH
QB READ PROGRESSION	THROW QUICK TO H

VARIATIONS OF 52

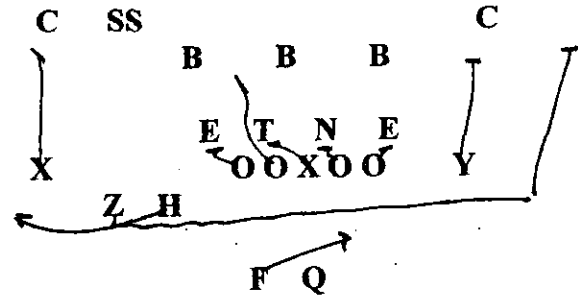
ACE FLIP OPEN 52

FS



ACE FLIP OPEN Z - MOVE 52

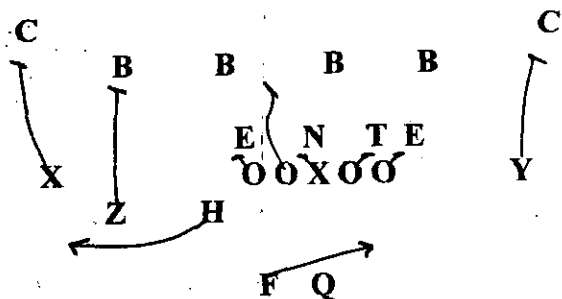
FS



VARIATIONS OF 53

ACE FLIP OPEN 53

FS



ACE OPEN Z - MOVE 53

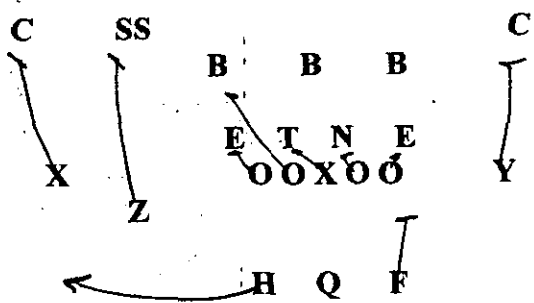
FS

SS



BLUE FLIP OPEN 53

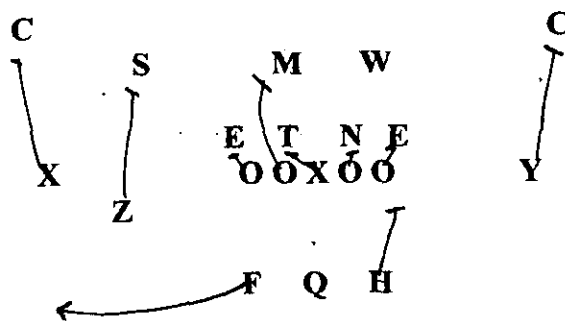
FS

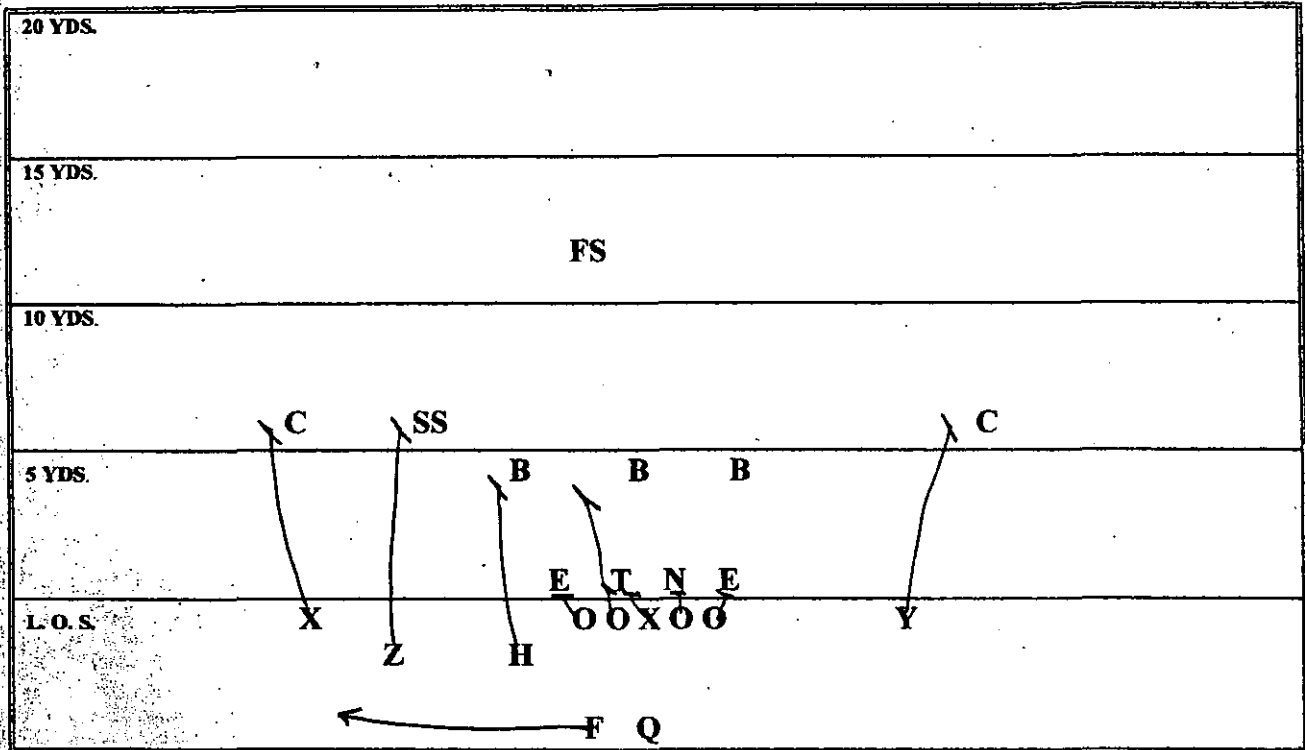


GREEN FLIP OPEN 53

SS

FS





POS.	RULE
LT	CUT END
LG	BLOCK # 4
C	REACH 1 ST MAN INSIDE
RG	MAN
RT	MAN
Y	CUT OFF
Z	BLOCK #2
X	BLOCK #1
H	BLOCK #3
F	ARC
QB READ PROGRESSION	THROW QUICK TO F

VARIATIONS OF 54

ACE OPEN Z - MOVE 54

FS

