

The Wing T Offense

Football
Playbook

powerpointplaybook.com

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THE SYSTEM

THE PASSING GAME SYSTEM

80 SERIES SPRINT OUT RIGHT PASS
90 SERIES SPRINT OUT LEFT PASS
100 EMPTY PASS PROTECTION WITH MIRRORED ROUTES
200, 300 QUICK 3 STEP PASSING GAME "READ GAME"
400, 500 5 STEP ½ ROLL PASSING GAME
600, 700 5 STEP ½ ROLL PASSING GAME WITH TAILBACK FLAIR
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 OPEN
70 SERIES OPEN

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....RUNNIG LEAD
43 LEAD...40 SERIES TB....THE 3 HOLE IS TO THE LEFT....RUNNIG 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 8 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”

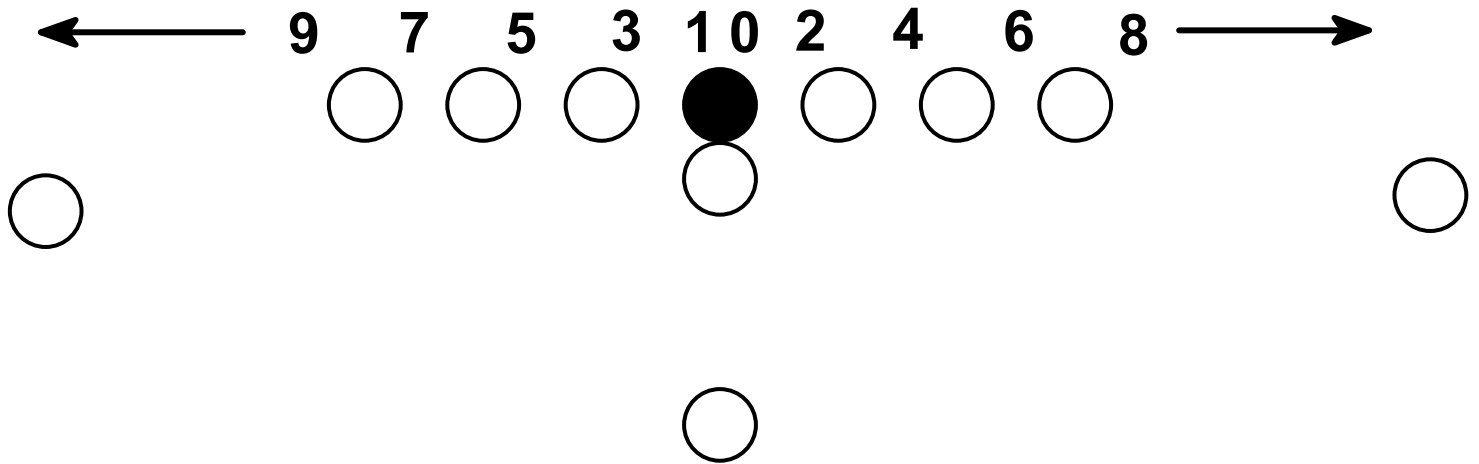
- NAKED @ 8
- NAKED @ 9

WAGGLE

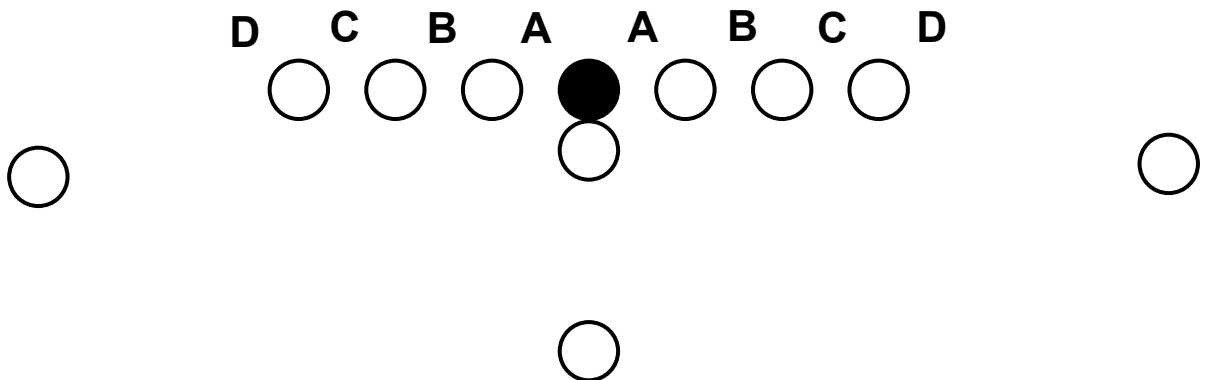
SAME AS BOOT, EXCEPT BOTH GUARDS PULL TO PLAYSIDE TO PROTECT EDGE

- 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

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 SWINGS INSTEAD OF BLOCKS UNLESS HE IS INVOLVED IN THE FAKE...THE FULLBACK WILL NOW 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 PLACE THEIR ATHLETES IN A POSITION TO BE SUCCESSFUL.

MOVING PLAYERS AROUND

SOME COACHES WILL FLEX THEIR TIGHT END OUT IN OPEN SETS AS A RECEIVING OPTION. OTHERS WILL SUBSTITUTE A SMALLER QUICKER STYLE OF ATHLETE IN PASSING SITUATIONS. SO IN ONE PLAY, THE Y MIGHT BE A BLOCKING TIGHT END WHO ONLY RUNS BOOTLEG PASS ROUTES, WHILE ON THE NEXT PLAY – WITH A COACHING 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 AND/OR FORMATION AND MOTION TENDANCIES WHICH MAY LET DEFENSES KNOW WHAT PLAY YOU MAY RUN, OR TO WHICH PLAYER YOU MAY GO TO. WEIGH ALL OF THESE FACTORS TOGETHER AND ASSEMBLE 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/ INSIDE LEFT RECEIVER/ ALSO CALLED S BACK
- Y TIGHT END/ INSIDE RIGHT RECEIVER
- T TAILBACK

THE PLAYBOOK

BASED ON EXPERIENCE, IT IS BETTER TO HAVE FEWER 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 OUR OFFENSE, RULES ARE A FOUNDATION. BY UNDERSTANDING CERTAIN RULES MAKE THE OFFENSE EASIER TO LEARN, RUN, AND COACH.

IN OUR 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 OUR STYLE OF PASS PROTECTION (WHICH GAVE UP VERY FEW SACKS OR QB PRESSURES). IT ALSO LETS THE TIGHT ENDS AND BACKS KNOW, WHETHER NO BACK, ONE BACK, OR TWO BACK, 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

IN THE 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. CERTAIN TAGS BREAK THESE RULES, BUT LAYING THE 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. SHALLOW #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 DEMAND THAT A DEFENSE BALANCES 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 OUR OFFENSE, THE Y WILL ALMOST ALWAYS GO TO THE CALL SIDE

- “I RIGHT” WILL SEND HIM TO THE RIGHT.
- “TRIPS RIGHT” WILL MAKE HIM THE NUMBER 2 RECEIVER
- “TRIPS LEFT” WILL MAKE HIM THE NUMBER 3 RECEIVER

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 PLAYBOOKS, THE NUMBERING SYSTEM FOR THE RUNNING GAME IS EXPLAINED AS FOLLOWS. 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

IN GAME ADJUSTMENTS ON A PLAY BY PLAY BASIS ARE VERY IMPORTANT. FIND A WEAKNESS AND EXPLOIT IT. THE SINGLE MOST IMPORTANT FOR AN OFFENSE IN MY OPINION 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 I'VE 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.

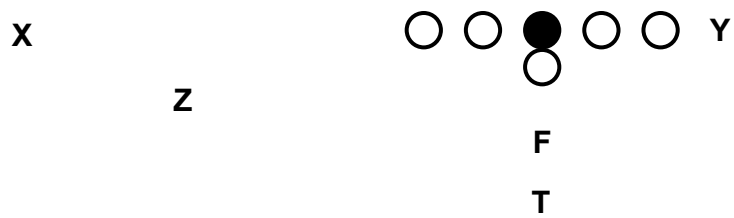
WE STRESS THE IMPORTANCE OF NOT BEING PREDICTABLE BY ALIGNMENT AND FORMATION. THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SPEED...THERE ARE CERTAIN ROUTES THAT NEED TO BE RUN BY SIZE...AND THEN THERE ARE MOMENTS IN A GAME, WHEN IT IS CRUNCH TIME, A CERTAIN ROUTE NEEDS TO BE RUN BY OUR PLAYMAKERS. SOMETIMES AS COACHES, WE WILL REQUEST EITHER PERSONELL CHANGE, AND 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

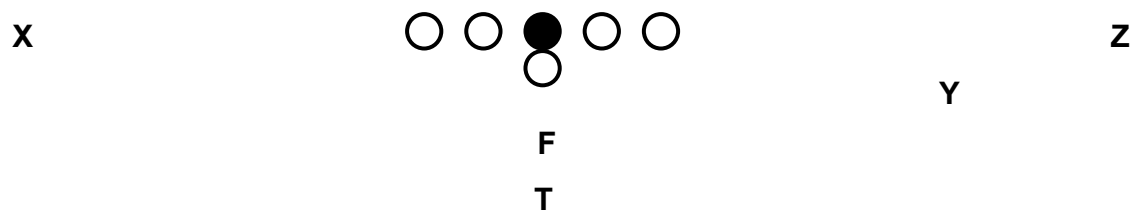
I RIGHT TWINS



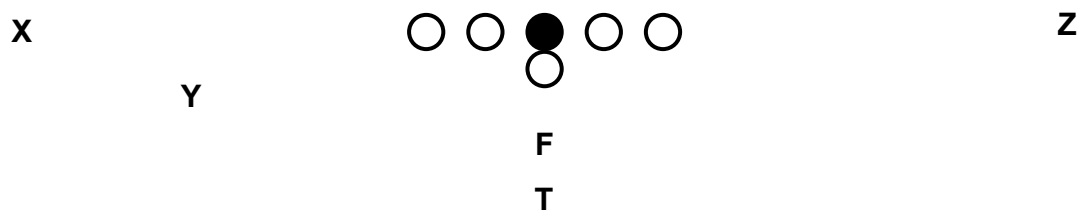
I LEFT TWINS



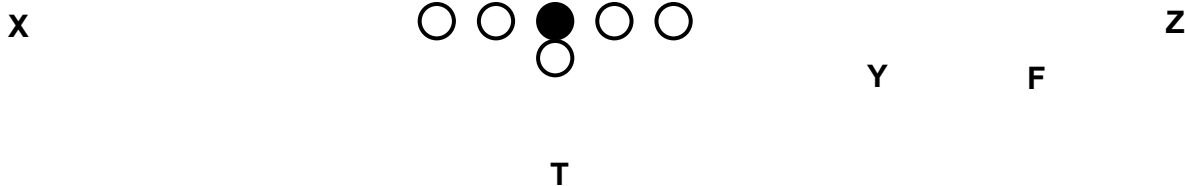
I RIGHT FLEX



I LEFT FLEX



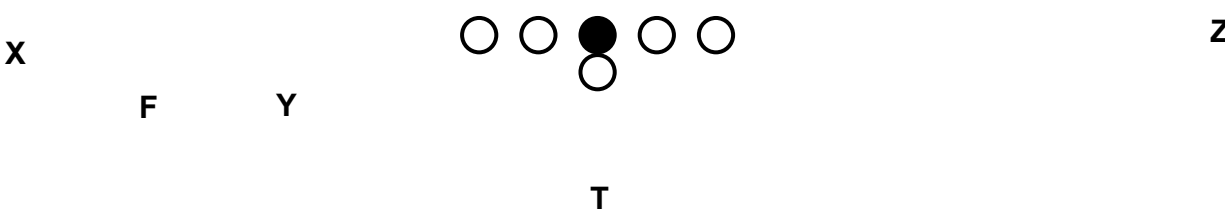
TRIPS RIGHT



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

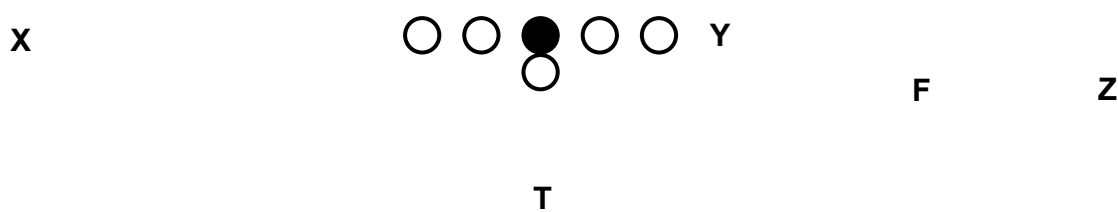
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TRIPS LEFT



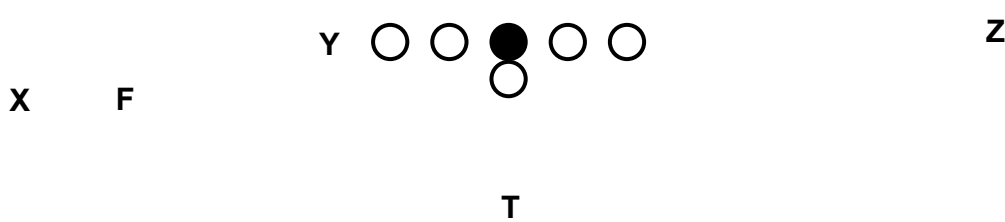
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

TRIPS RIGHT TIGHT



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

TRIPS LEFT TIGHT

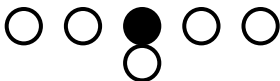


GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

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

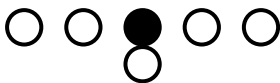
SWITCH - SWITCHES POSITIONS BETWEEN A AND Y

RIGHT SPREAD

X

Z

F



T

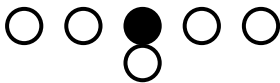
Y

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

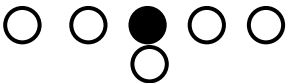
Z



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

Y STACK RIGHT

X



Y

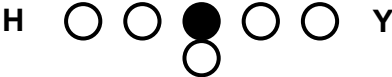
F

Z

T

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

WISHBONE



H

Y

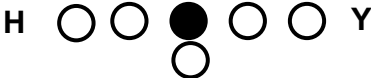
F

Z

T

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

ROBUST



H

Y

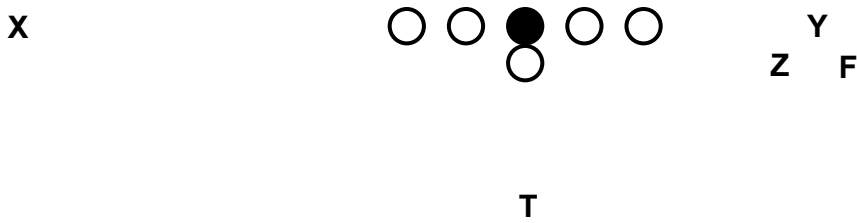
Z

F

T

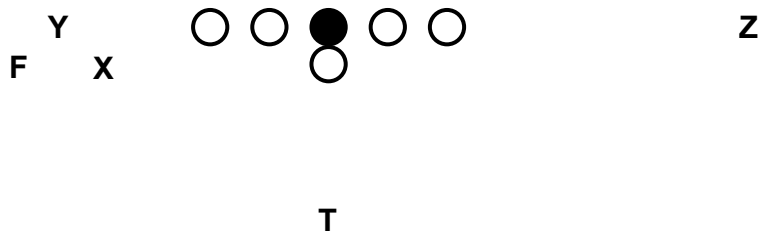
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

BUNCH RIGHT



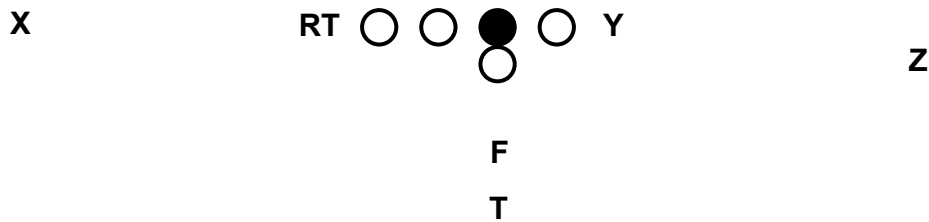
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

BUNCH LEFT



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

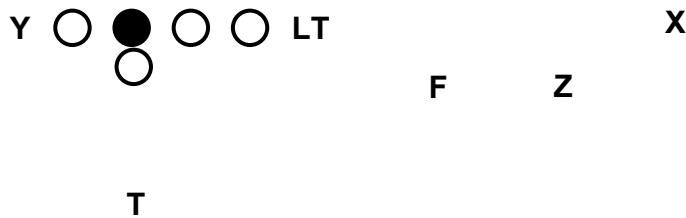
I RIGHT OVER



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

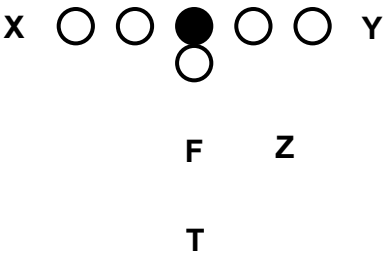
OVER - MOVES CALLSIDE TACKLE AWAY FROM THE CALL (Y)

LEFT TWINS OVER



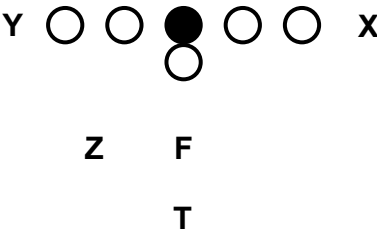
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

GATA RIGHT



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

GATA LEFT



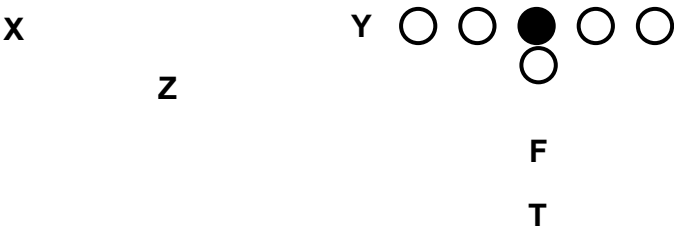
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I RIGHT FLIP



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

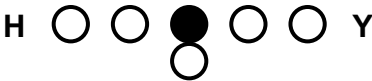
TANDEM LEFT FLIP



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

ACE

X



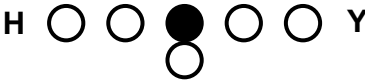
Z

T

ACE - TWO TIGHT END OFFENSE

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

TREY RIGHT



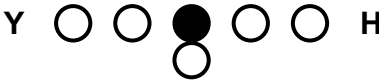
X

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

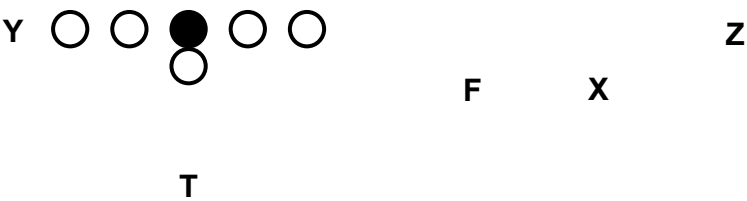
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

RIGHT TWINS



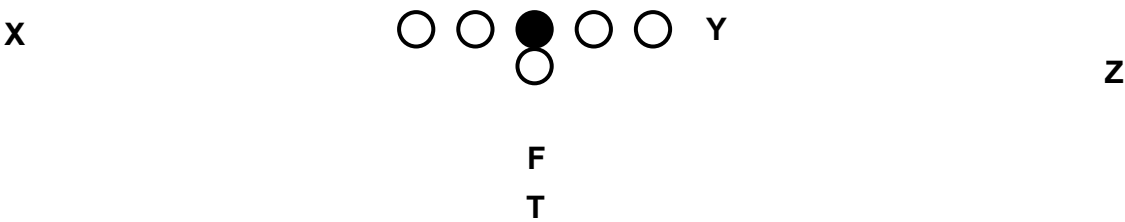
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

LEFT TWINS



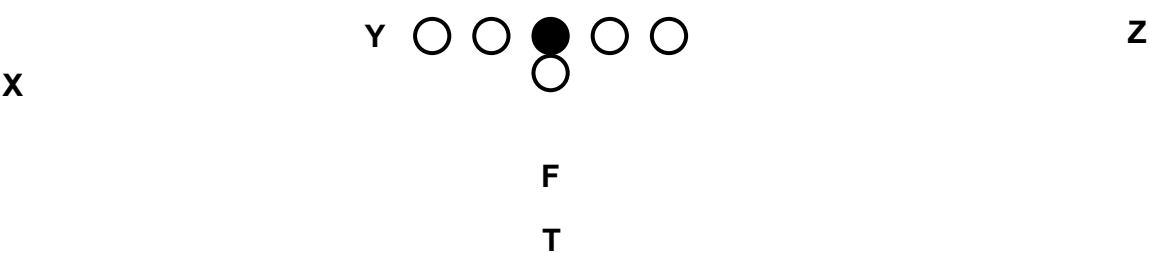
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

I RIGHT



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

I LEFT

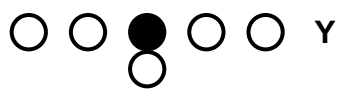


GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

RIGHT

X

F



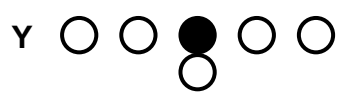
Z

T

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

LEFT

X



Z

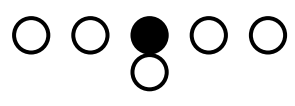
F

T

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

I RIGHT FLEX

X



Z

Y

F

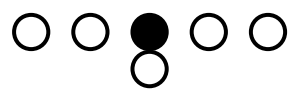
T

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

I LEFT FLEX

X

Y



Z

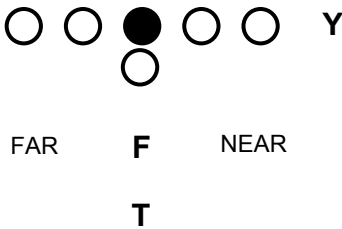
F

T

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

TB MOVEMENT

X



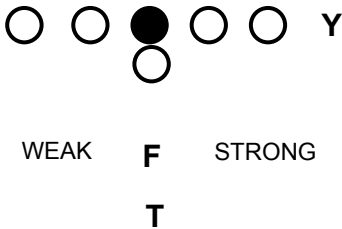
Z

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

FB MOVEMENT

X

BLUE



RED

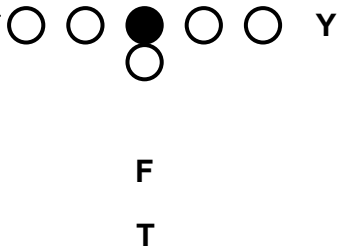
Z

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

Y MOVEMENT

X

TIGHT



FLEX

Z

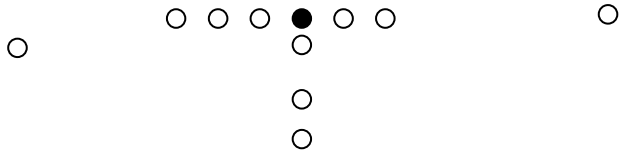
GUN
STRONG
FLEX
TWINS
STRONG
WEAK
OVER
RED
BLUE
NEAR
FAR
TIGHT

FORMATION OPTIONS

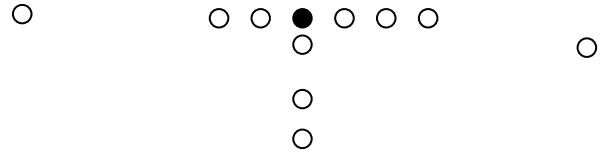
GUN	TURN ANY FORMATION INTO SHOTGUN
STRONG	SEND FB STRONG WHICH IS TO Y SIDE CAN APPLY IN ONE BACK
FLEX	FLEX Y OUT INTO SLOT
TWINS	SENDS EITHER X OR Z TO OPPOSITE SIDE OF FILD IN A TWINS SET
WEAK	SEND FB OFF SET TO WEAK SIDE AWAY FROM Y
OVER	SEND OFFENSIVE TACKLE OVER TO THE OTHER SIDE OF THE LINE. CREATES 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

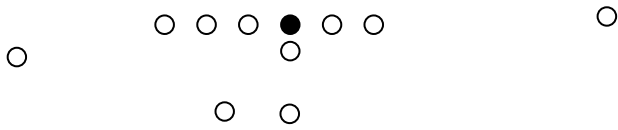
I LEFT



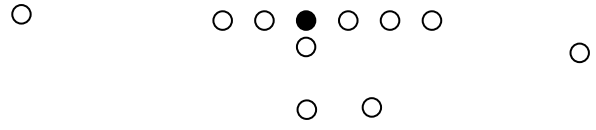
I RIGHT



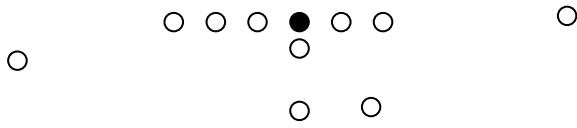
NEAR LEFT



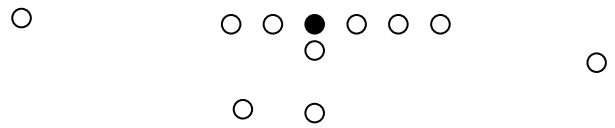
NEAR RIGHT



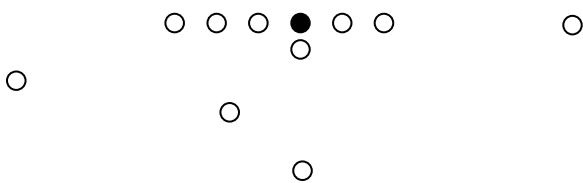
FAR LEFT



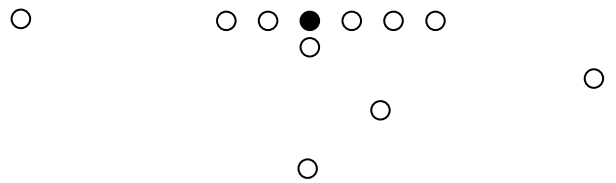
FAR RIGHT



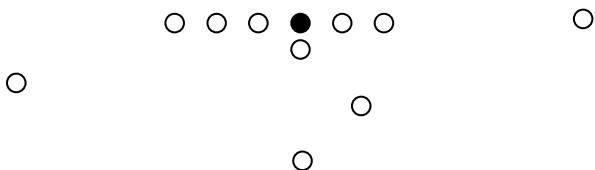
STRONG I LEFT



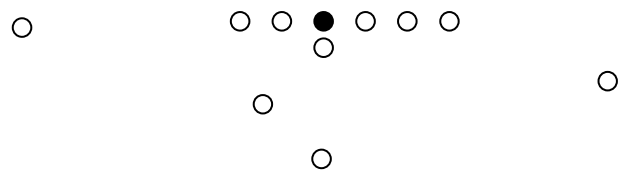
STRONG I RIGHT



WEAK I LEFT



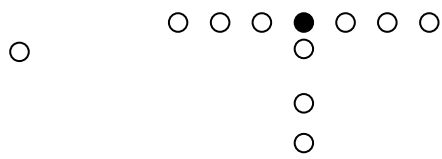
WEAK I RIGHT



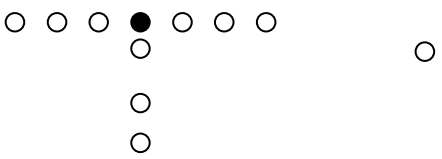
TIGHT

FORMATIONS

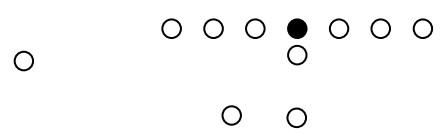
I LEFT TIGHT



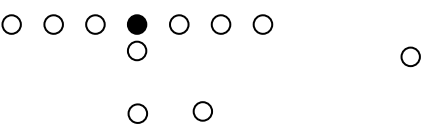
I RIGHT TIGHT



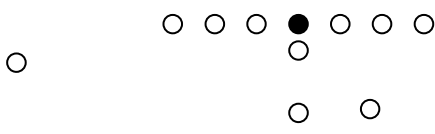
NEAR LEFT TIGHT



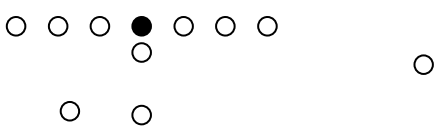
NEAR RIGHT TIGHT



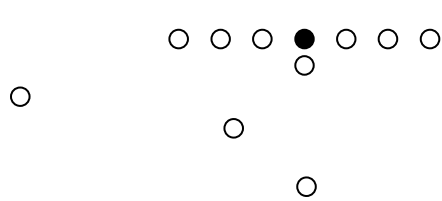
FAR LEFT TIGHT



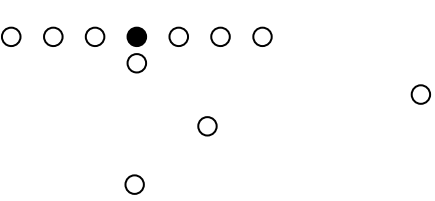
FAR RIGHT TIGHT



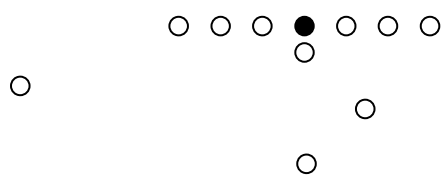
STRONG I LEFT TIGHT



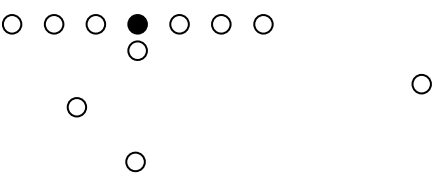
STRONG I RIGHT TIGHT



WEAK I LEFT TIGHT

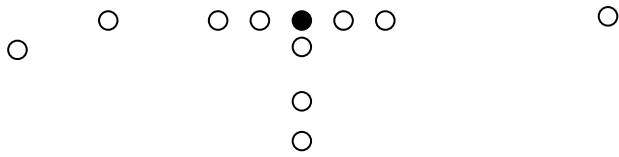


WEAK I RIGHT TIGHT

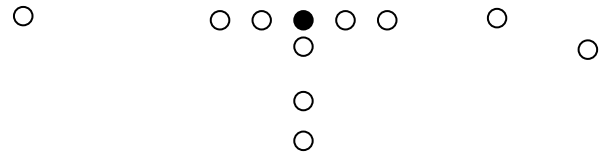


FLEX FORMATIONS

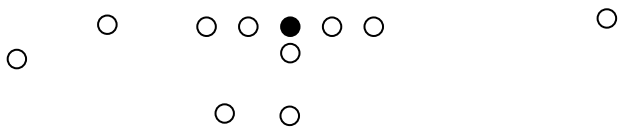
I LEFT FLEX



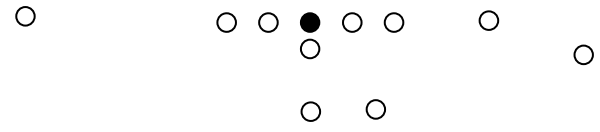
I RIGHT FLEX



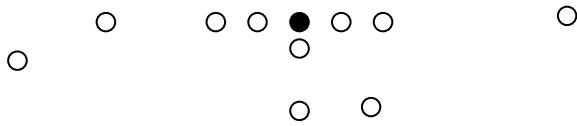
NEAR LEFT FLEX



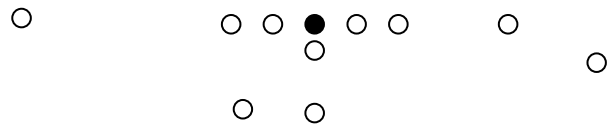
NEAR RIGHT FLEX



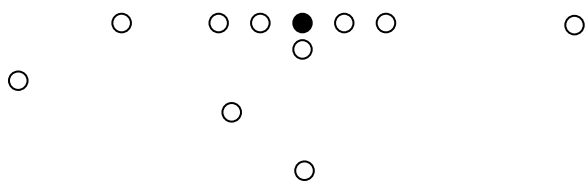
FAR LEFT FLEX



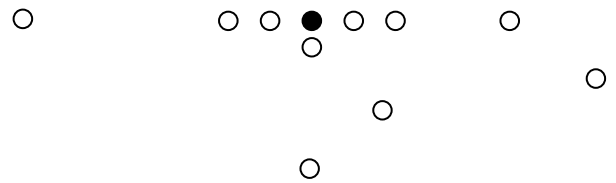
FAR RIGHT FLEX



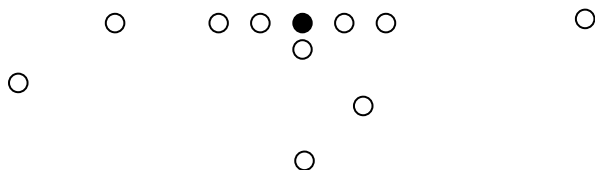
STRONG I LEFT FLEX



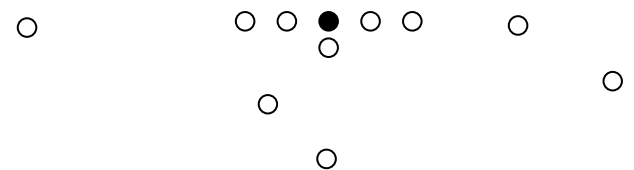
STRONG I RIGHT FLEX



WEAK I LEFT FLEX



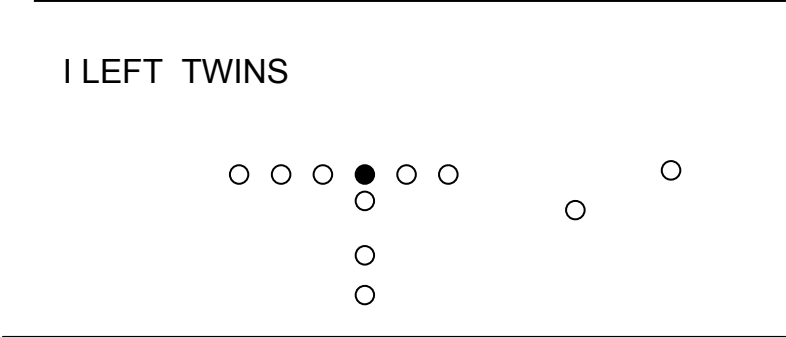
WEAK I RIGHT FLEX



TWINS FORMATIONS

I LEFT TWINS

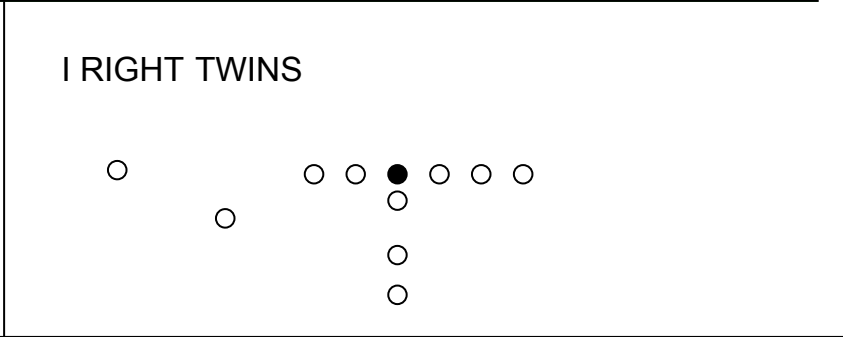
A diagram illustrating a horizontal line of seven circles. The fourth circle from the left is filled black, while the others are white. Below the black circle are three more white circles stacked vertically. To the right of the horizontal line, there is one white circle further right and one white circle further right and up.



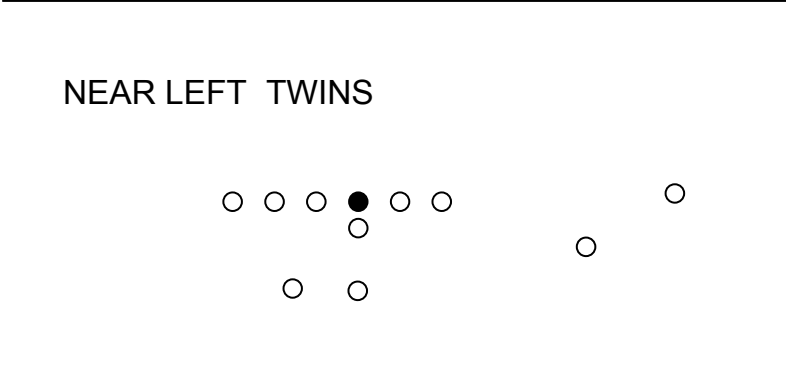
I RIGHT TWINS

Height

Weight



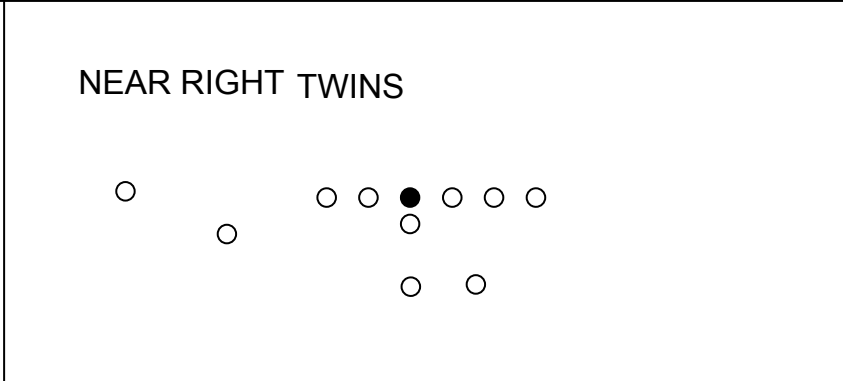
NEAR LEFT TWINS



NEAR RIGHT TWINS

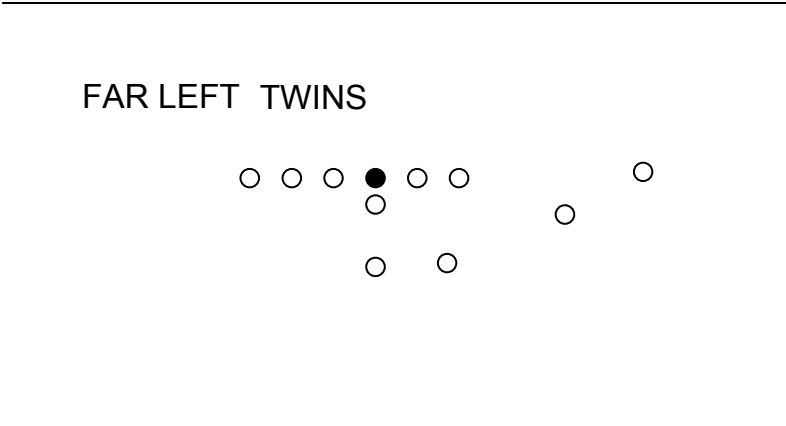
A diagram illustrating a cluster of points, likely representing a set of data or a specific configuration. The points are arranged in a roughly horizontal line, with one point highlighted in solid black, indicating a specific feature or focus. The points are distributed as follows:

- Top row: 6 points (4th point is solid black)
- Second row: 1 point (below the 4th point of the top row)
- Third row: 2 points (below the 4th and 5th points of the top row)



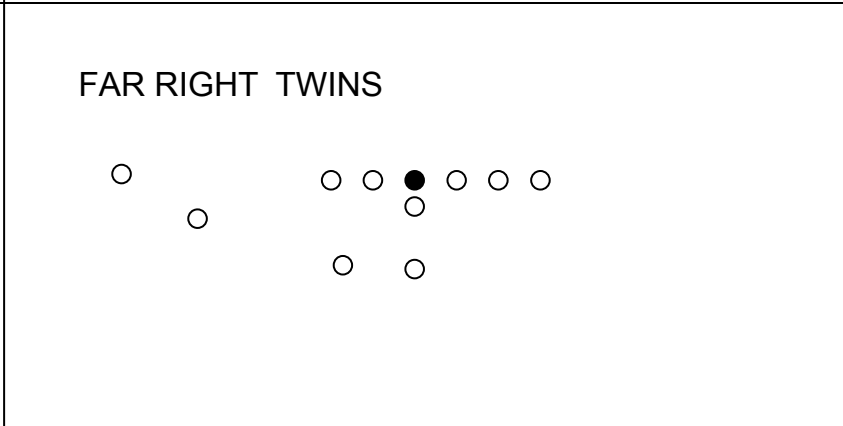
FAR LEFT TWINS

A diagram illustrating the 'FAR LEFT TWINS' concept. It shows a horizontal line of 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, and further right, another white circle. Below the white circle immediately to the right of the black circle is another white circle. To the right of that is another white circle, and further right, another white circle. To the right of that is another white circle, and further right, another white circle.

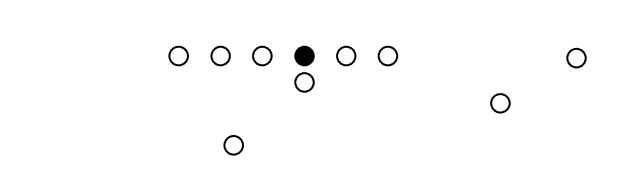


FAR RIGHT TWINS

A diagram illustrating the 'FAR RIGHT TWINS' concept. It features a horizontal line of 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 left of the black circle are two more white circles, one above and one below it. To the far left is a single white circle.

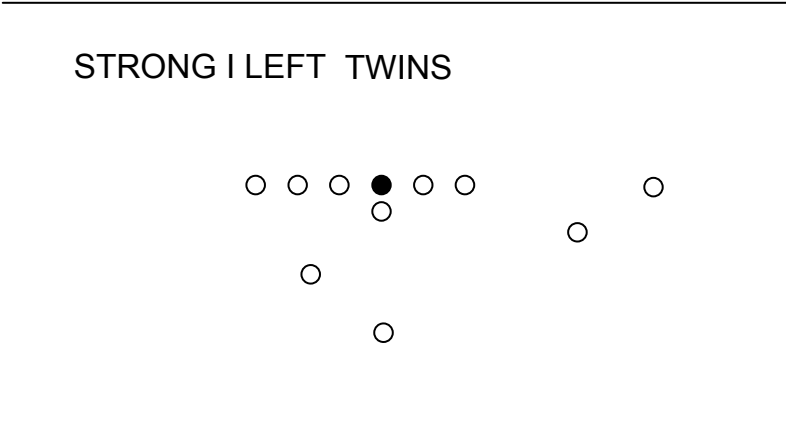


STRONG LEFT TWINS



A scatter plot titled "STRONG LEFT TWINS" showing a positive correlation between two variables. The plot features 11 data points. One point is a solid black circle, while the others are open circles. The points are arranged in a pattern that suggests a strong positive linear relationship, with the black point acting as a central reference.

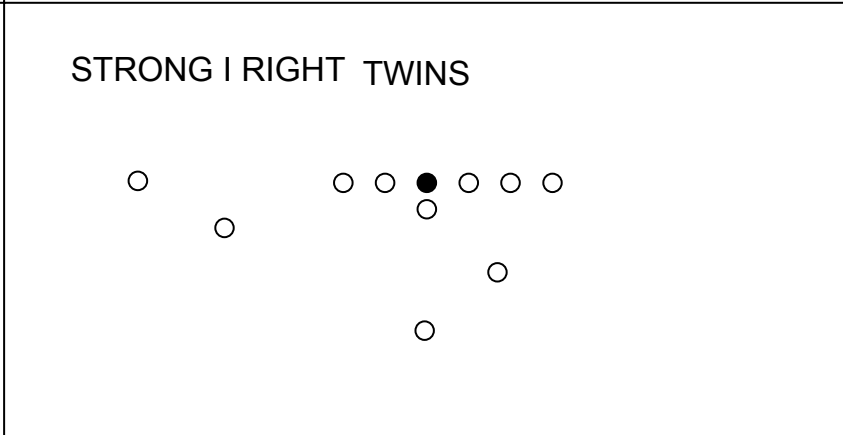
Variable 1 (X)	Variable 2 (Y)	Point Type
3.5	4.5	Open Circle
4.0	4.5	Open Circle
4.5	4.5	Open Circle
5.0	4.5	Solid Black Circle
5.5	4.5	Open Circle
6.0	4.5	Open Circle
5.0	4.0	Open Circle
4.0	3.0	Open Circle
5.0	2.0	Open Circle
7.0	3.5	Open Circle
8.0	4.5	Open Circle



STRONG I RIGHT TWINS

A scatter plot titled "STRONG I RIGHT TWINS" showing a positive correlation between two variables. The x-axis ranges from 0 to 100, and the y-axis ranges from 0 to 100. There are 10 data points, with one point at (50, 50) highlighted in black.

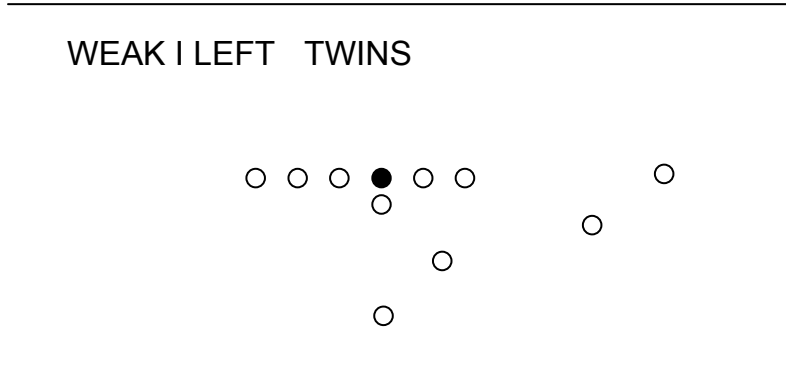
Variable 1 (X)	Variable 2 (Y)
15	40
25	25
40	40
45	40
50	40
50	50
55	40
60	40
65	40
75	30



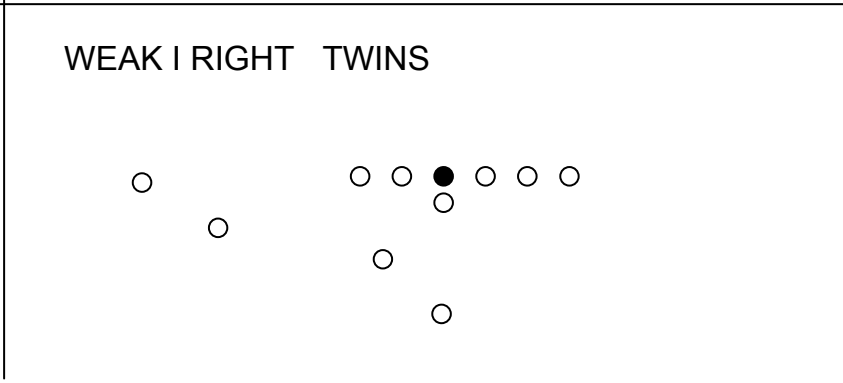
WEAK LEFT TWINS

A scatter plot titled "WEAK LEFT TWINS" showing 11 data points. The points are arranged in a pattern that suggests a weak left-tailed distribution. The points are as follows:

Point Type	Approximate X-Coordinate	Approximate Y-Coordinate
Solid Black Circle	4.5	5.5
Open Circle	3.5	5.5
Open Circle	4.0	5.5
Open Circle	4.5	5.5
Open Circle	5.0	5.5
Open Circle	5.5	5.5
Open Circle	4.5	5.0
Open Circle	5.5	4.0
Open Circle	4.5	3.0
Open Circle	7.5	5.5
Open Circle	7.0	4.5

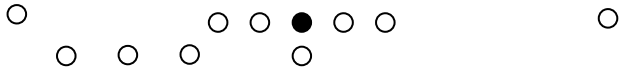


WEAK | RIGHT TWINS

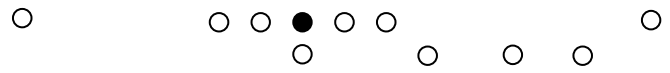


ONE BACK FORMATIONS

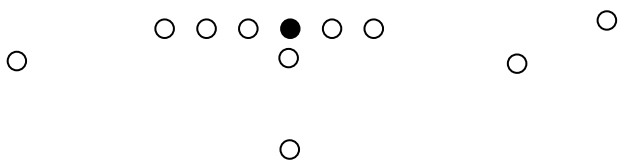
QUADS LEFT



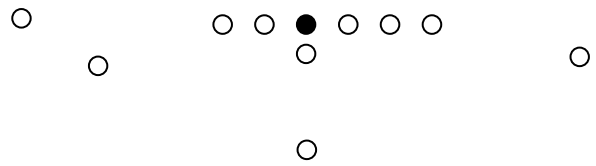
QUADS RIGHT



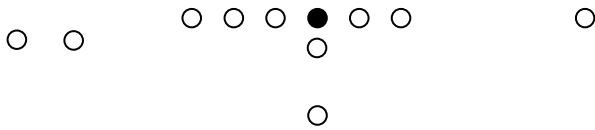
LEFT



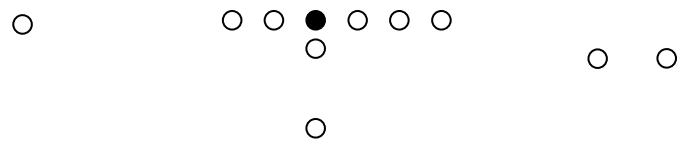
RIGHT



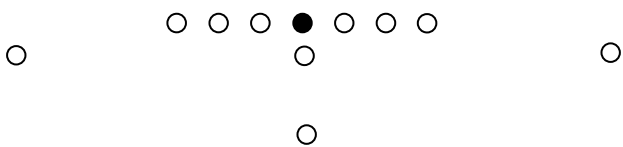
TRIPS LEFT TIGHT



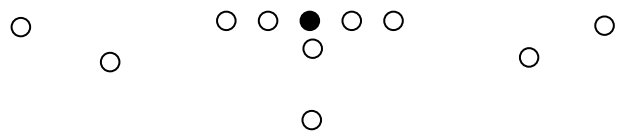
TRIPS RIGHT TIGHT



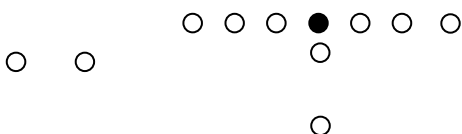
ACE



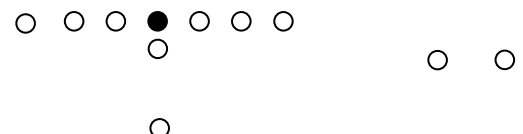
DOUBLES



TREY LEFT

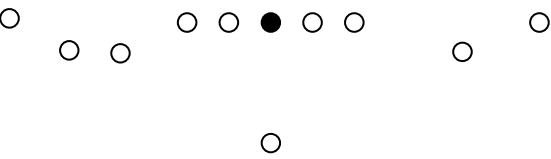


TREY RIGHT

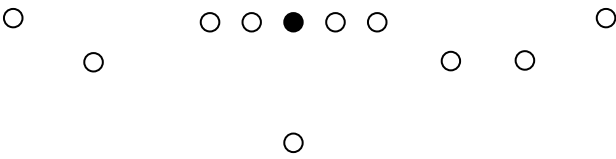


RUN AND SHOOT FORMATIONS

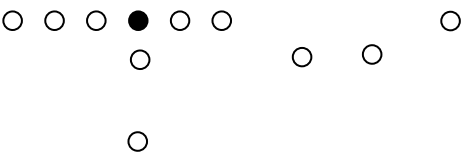
GATOR (LEFT)



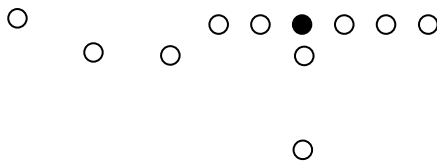
GATOR (RIGHT)



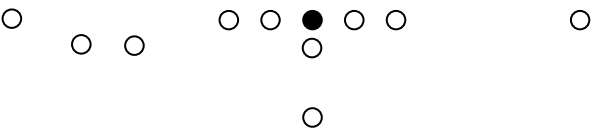
RED LEFT TWINS



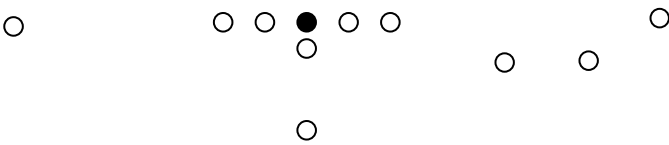
BLUE RIGHT TWINS



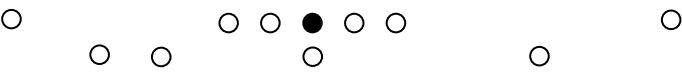
TRIPS LEFT



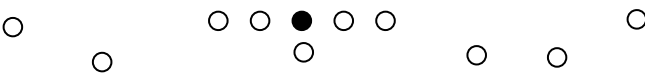
TRIPS RIGHT



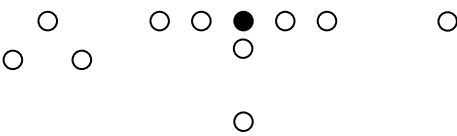
EMPTY LEFT



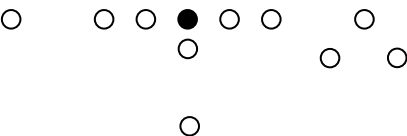
EMPTY RIGHT



BUNCH LEFT

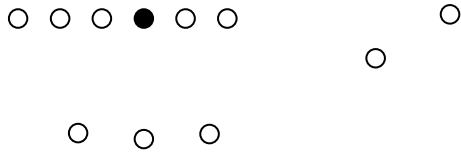


BUNCH RIGHT

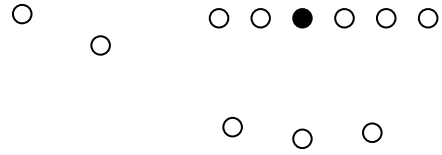


GUN FORMATIONS

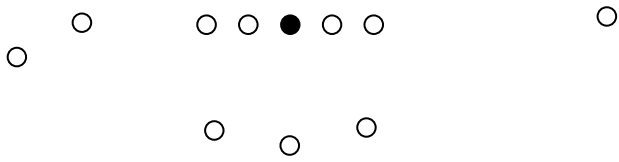
I LEFT TWINS GUN



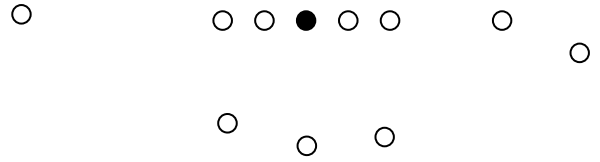
I RIGHT TWINS GUN



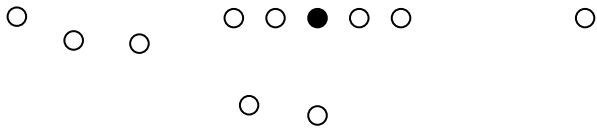
I LEFT FLEX GUN



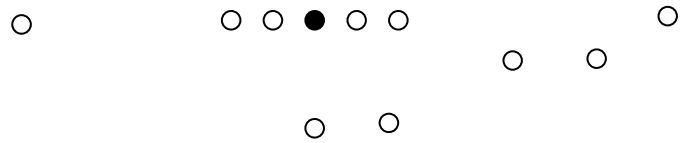
I RIGHT FLEX GUN



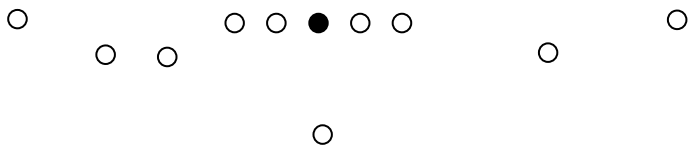
TRIPS LEFT GUN



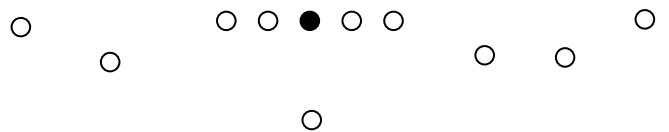
TRIPS RIGHT GUN



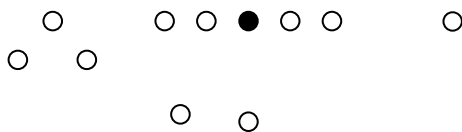
GATOR (LEFT) GUN



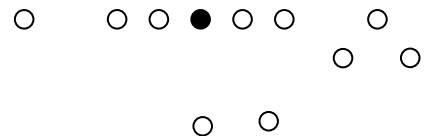
GATOR (RIGHT) GUN



BUNCH LEFT GUN

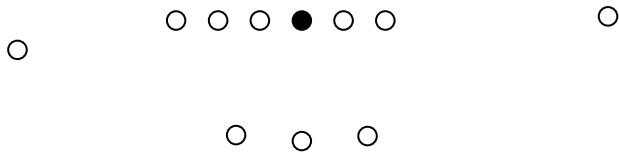


BUNCH RIGHT GUN

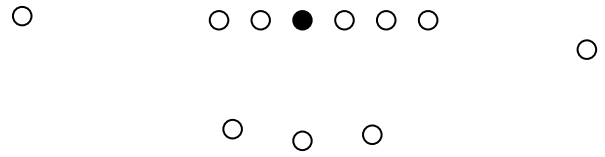


GUN FORMATIONS

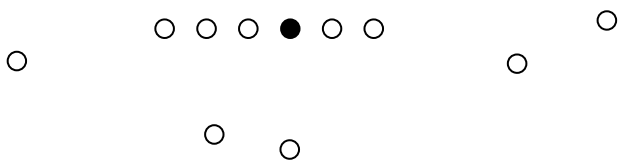
I LEFT GUN



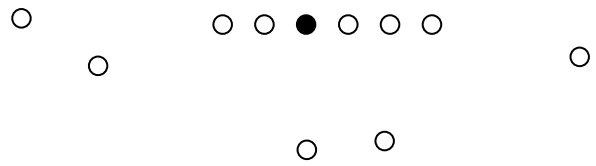
I RIGHT GUN



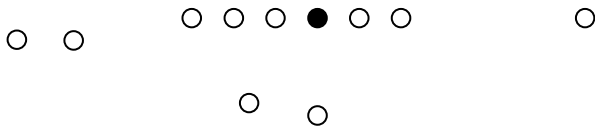
LEFT GUN



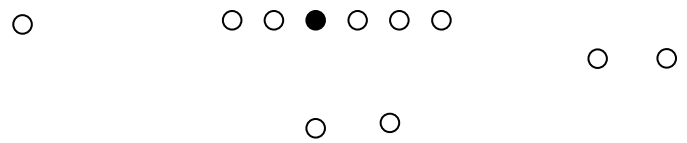
RIGHT GUN



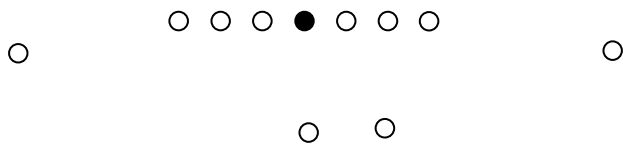
TRIPS LEFT TIGHT GUN



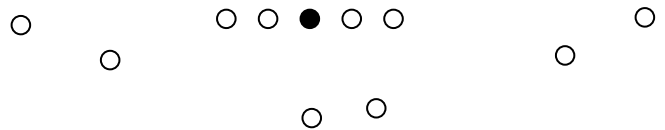
TRIPS RIGHT TIGHT GUN



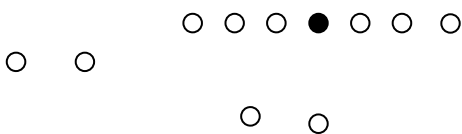
ACE GUN



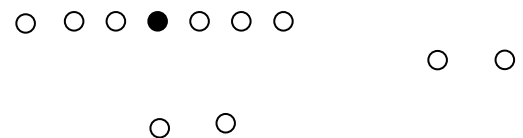
SPREAD



TREY LEFT GUN

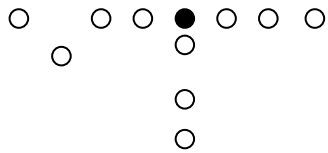


TREY RIGHT GUN

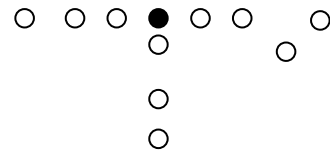


NASTY TIGHT FORMATIONS

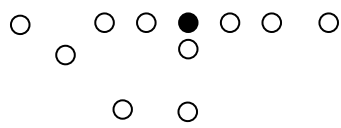
NASTY
I LEFT TIGHT



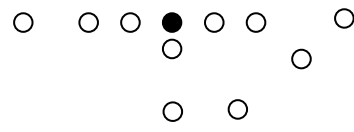
NASTY
I RIGHT TIGHT



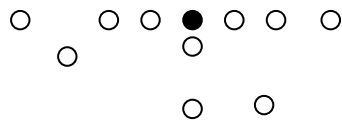
NASTY
NEAR LEFT TIGHT



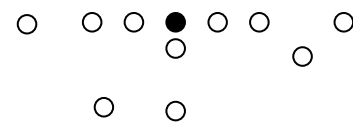
NASTY
NEAR RIGHT TIGHT



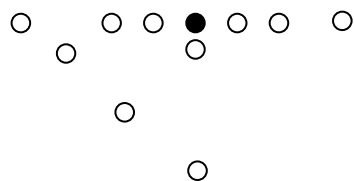
NASTY
FAR LEFT TIGHT



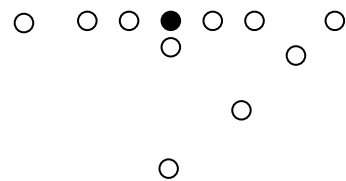
NASTY
FAR RIGHT TIGHT



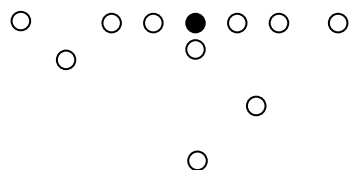
NASTY
STRONG I LEFT TIGHT



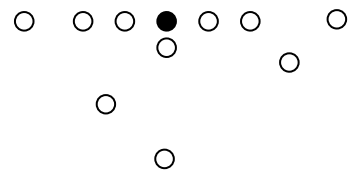
NASTY
STRONG I RIGHT TIGHT



NASTY
WEAK I LEFT TIGHT

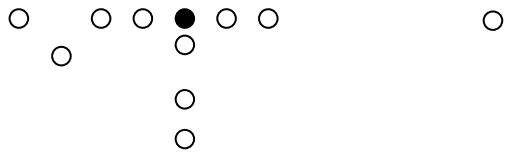


NASTY
WEAK I RIGHT TIGHT

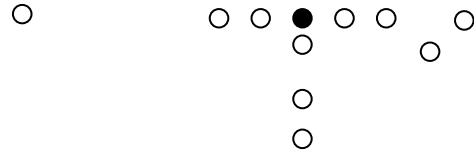


NASTY FORMATIONS

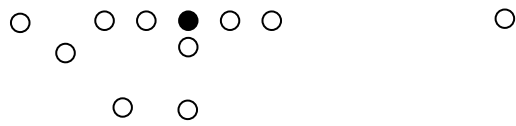
NASTY
I LEFT



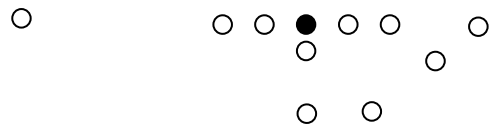
NASTY
I RIGHT



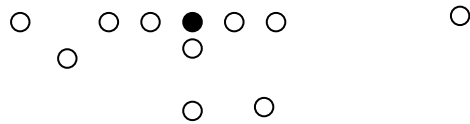
NASTY
NEAR LEFT



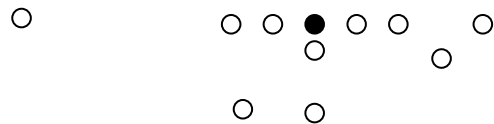
NASTY
NEAR RIGHT



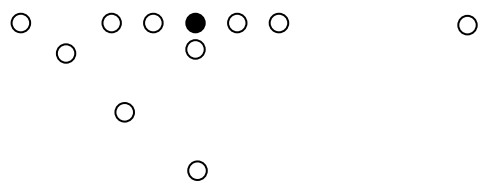
NASTY
FAR LEFT



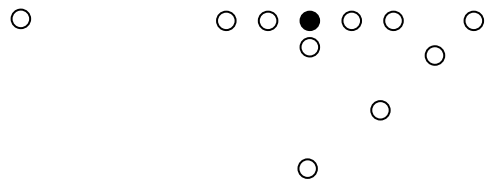
NASTY
FAR RIGHT



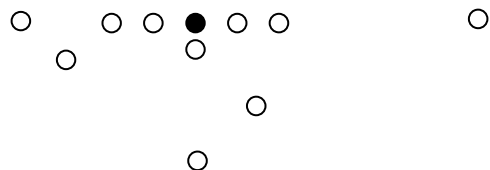
NASTY
STRONG I LEFT



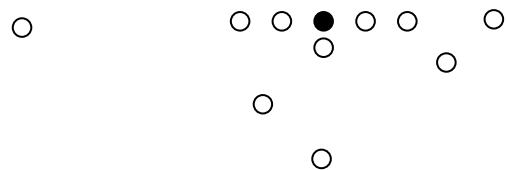
NASTY
STRONG I RIGHT



NASTY
WEAK I LEFT



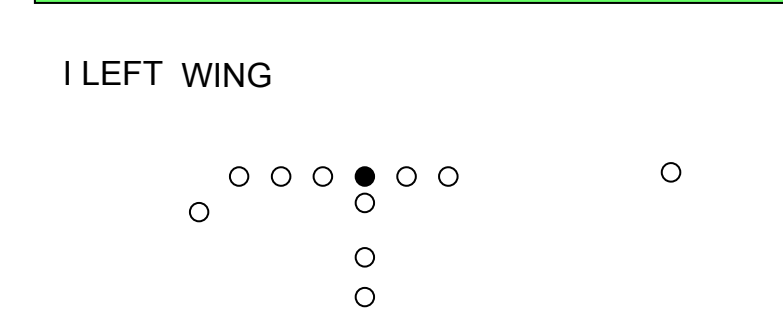
NASTY
WEAK I RIGHT



WING FORMATIONS

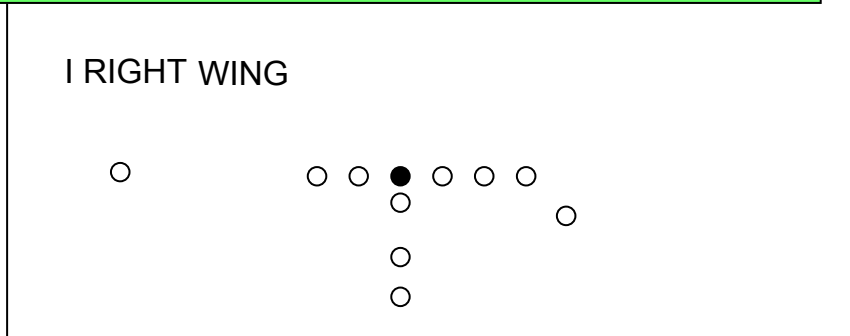
I LEFT WING

A scatter plot visualization. The plot shows a central black dot. Above this dot, there is a horizontal row of six white circles. Below the central dot, there is a vertical column of three white circles. To the left of the central dot, there is one white circle. To the right of the central dot, there is one white circle. The overall shape is somewhat cross-like, with the central point being black and all other points being white.



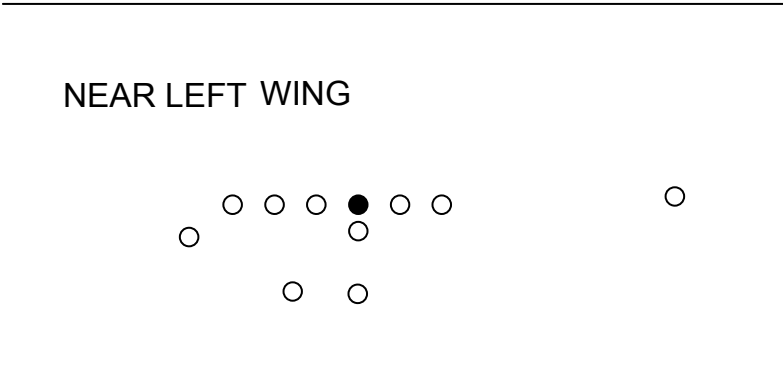
I RIGHT WING

Score	Frequency
20	1
40	2
50	10
51	1
52	1
53	1
60	2
70	1
80	1
90	1



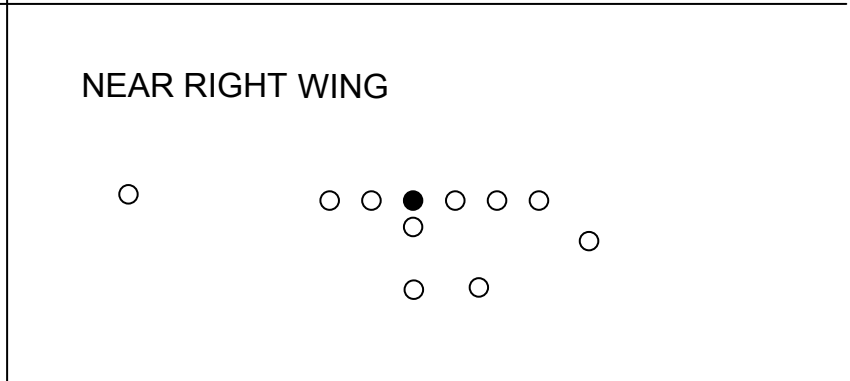
NEAR LEFT WING

A diagram showing 10 points. One point is filled black, and the other 9 points are open circles. The points are arranged in a horizontal line with two points below the center and one point to the right.



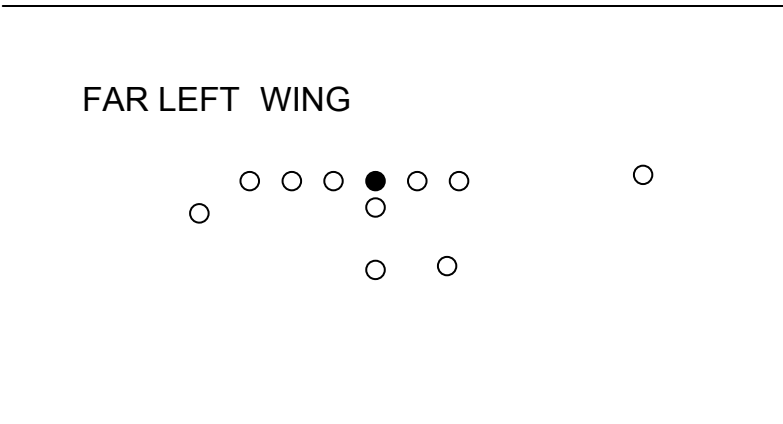
NEAR RIGHT WING

The scatter plot displays 11 data points. A single solid black circle is located at the center of a horizontal row of seven open circles. Below the center of this row is one additional open circle, and to the right of the row is one more open circle.



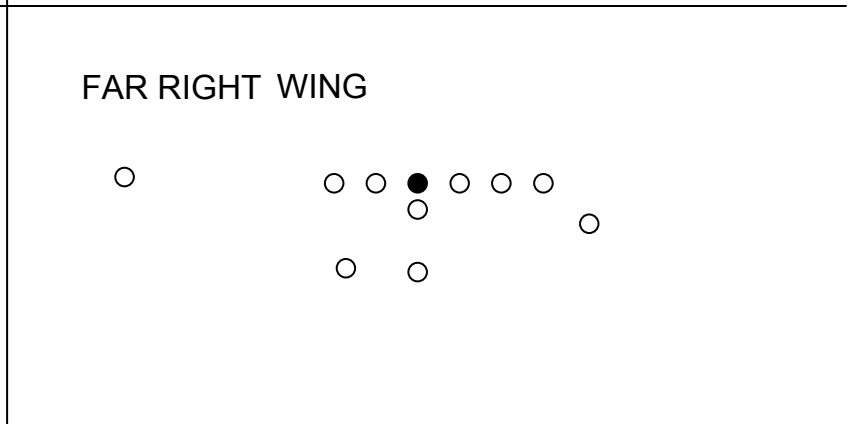
FAR LEFT WING

A diagram showing a horizontal line of 8 circles. The 4th circle from the left is filled black, and the 5th is empty. There are 3 circles below the line: one under the 4th, one under the 5th, and one under the 6th. There is one circle to the right of the 6th circle.

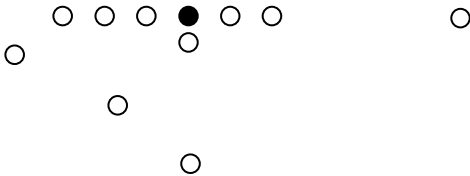


FAR RIGHT WING

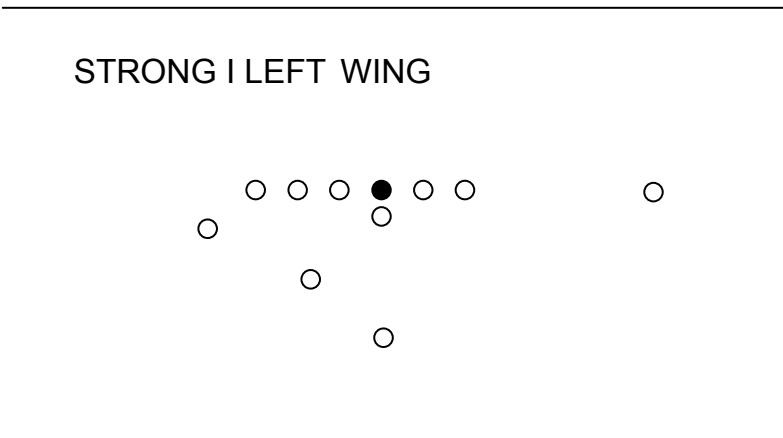
A scatter plot titled "FAR RIGHT WING" showing the distribution of 10 data points. The points are represented by circles, with one central point being solid black and the others being hollow. The points are arranged in a horizontal line with one point below the center and one point to the far right.



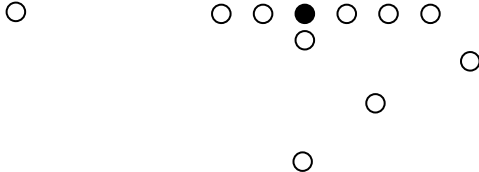
STRONG | LEFT WING



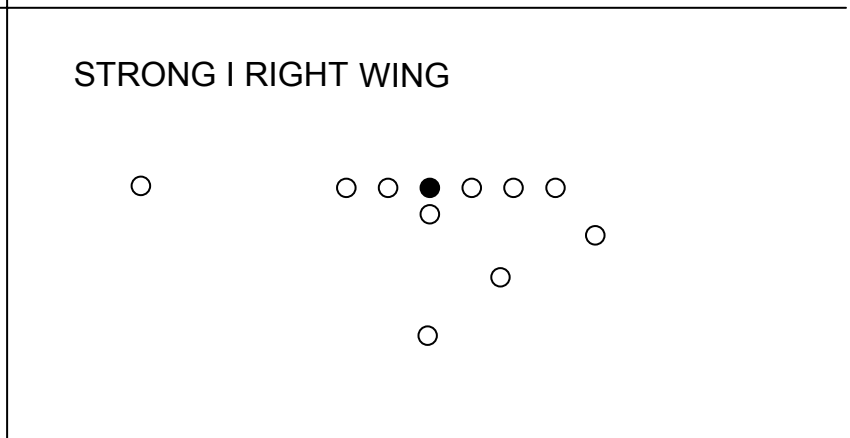
A diagram illustrating a political spectrum. A horizontal line of seven circles is shown. The fourth circle from the left is filled black, representing the center or a specific political position. The other six circles are white. Below this line, there are four more white circles: one to the left of the black circle, one below it, one further down and to the right, and one to the right of the black circle.



STRONG I RIGHT WING

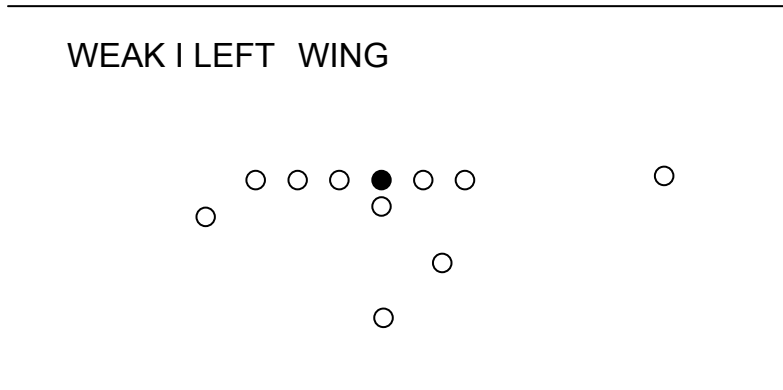


A scatter plot with a central black dot and several white circles. The black dot is located at approximately (500, 420). There are six white circles in a horizontal row around the black dot: one at (400, 420), one at (450, 420), one at (500, 480), one at (550, 420), one at (600, 420), and one at (650, 420). There are also four other white circles: one at (160, 420), one at (500, 760), one at (580, 630), and one at (700, 530).

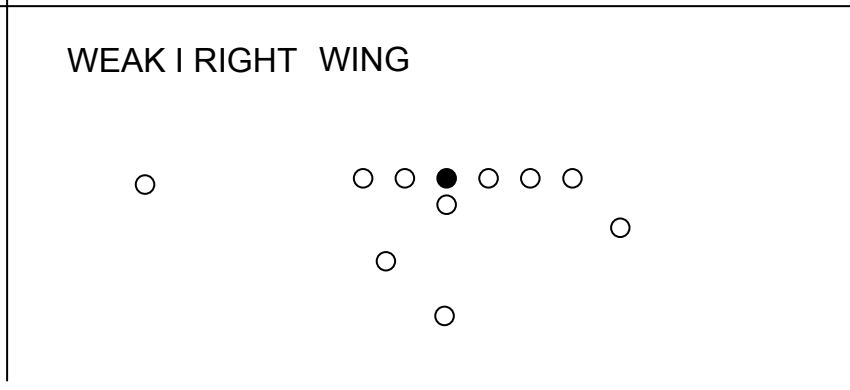


WEAK LEFT WING

A diagram illustrating a 'WEAK LEFT WING' formation. It features a horizontal line of seven circles. The fourth circle from the left is filled black, while the others are white. Below this line, there are four more white circles: one below the second circle, one below the fourth (black) circle, one below the fifth circle, and one further down below the fourth circle. To the right of the main line, there is a single white circle.



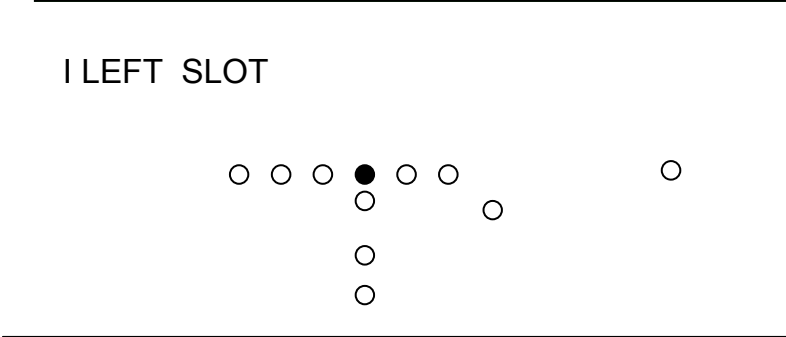
WEAK I RIGHT WING



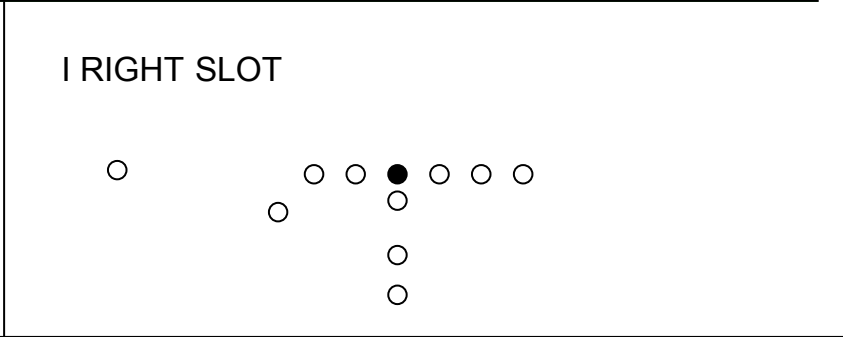
SLOT FORMATIONS

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.

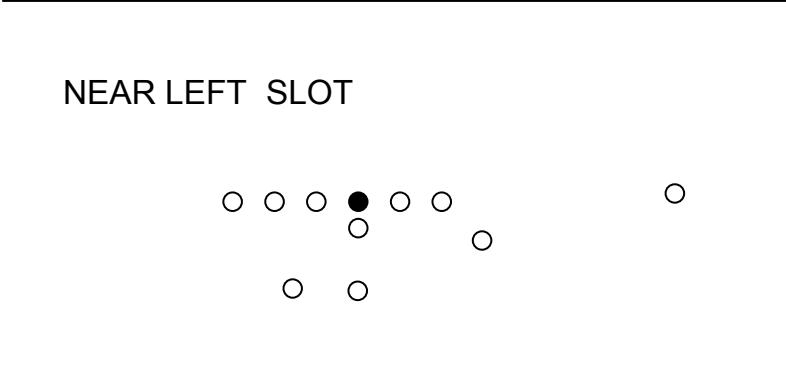


I RIGHT SLOT

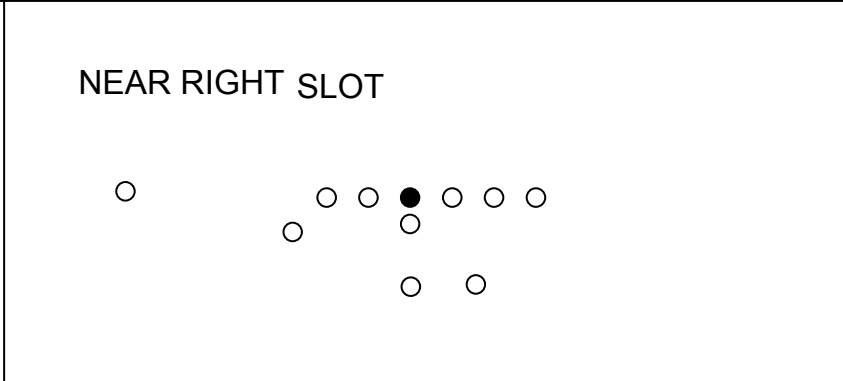
A 3x7 grid with a black dot at (1,4) and white dots at (1,1), (1,2), (1,3), (1,5), (1,6), (1,7), (2,2), (2,4), (2,5), (2,6), (3,4), (3,5), (3,6).

NEAR LEFT SLOT

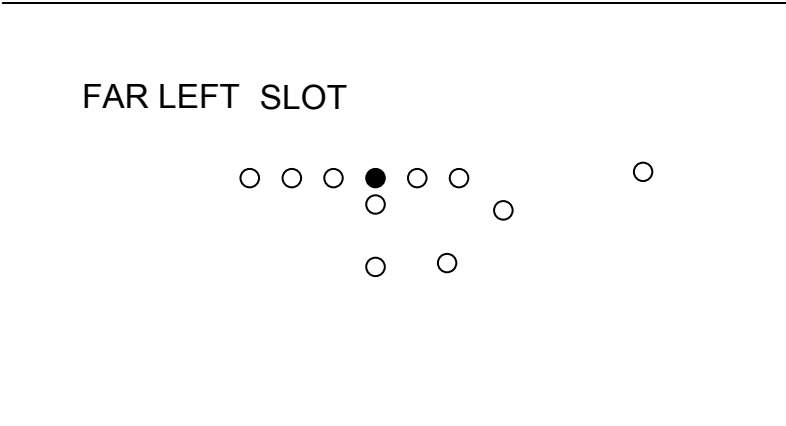
A diagram of a 7-segment display with segments numbered 1 through 9. Segment 4 is filled black, while all other segments (1, 2, 3, 5, 6, 7, 8, 9) are white with black outlines. The segments are arranged in three rows: the top row contains segments 1, 2, 3, 4, 5, and 6; the middle row contains segments 7 and 8; and the bottom row contains segment 9.



NEAR RIGHT SLOT

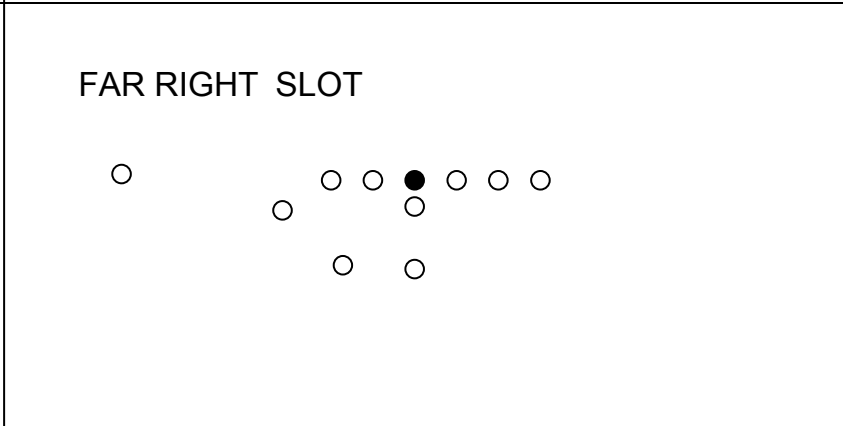


FAR LEFT SLOT

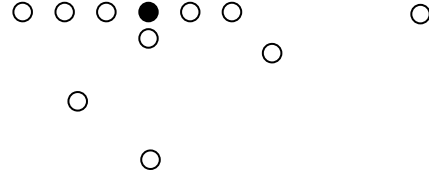


FAR RIGHT SLOT

A 3x7 grid of circles. The top row contains 7 circles, with the 4th circle from the left being black. The middle row contains 5 circles, starting from the 2nd column. The bottom row contains 2 circles, starting from the 3rd column.

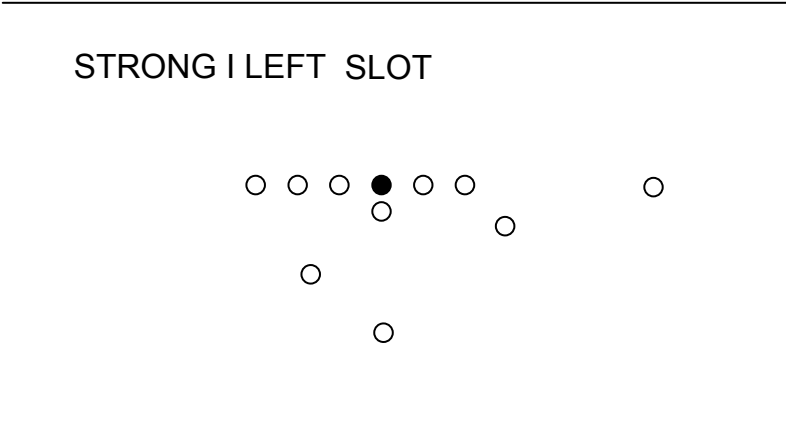


STRONG I LEFT SLOT

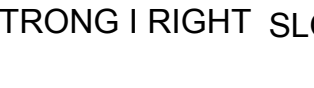


A 3x3 grid of circles. The center circle is black, and all other circles are white. The grid is as follows:

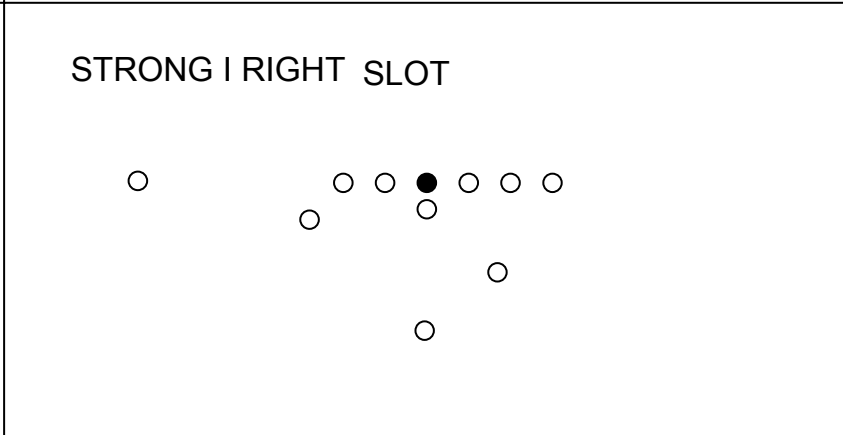
○	○	○
○	●	○
○	○	○



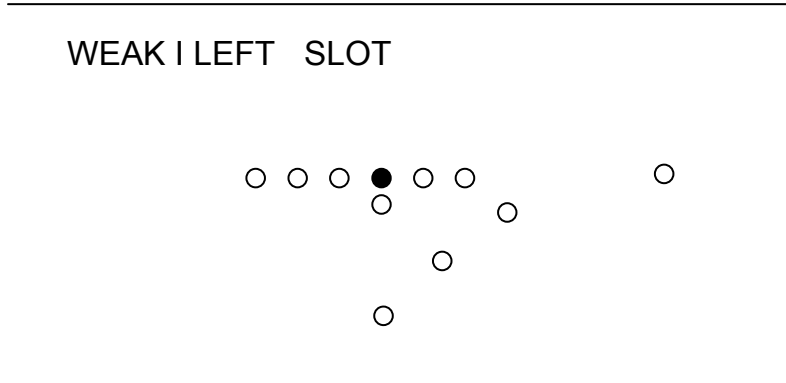
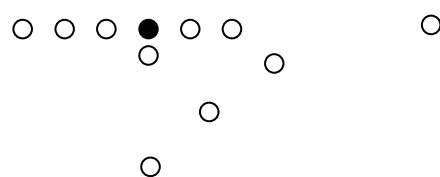
STRONG I RIGHT SLOT




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.



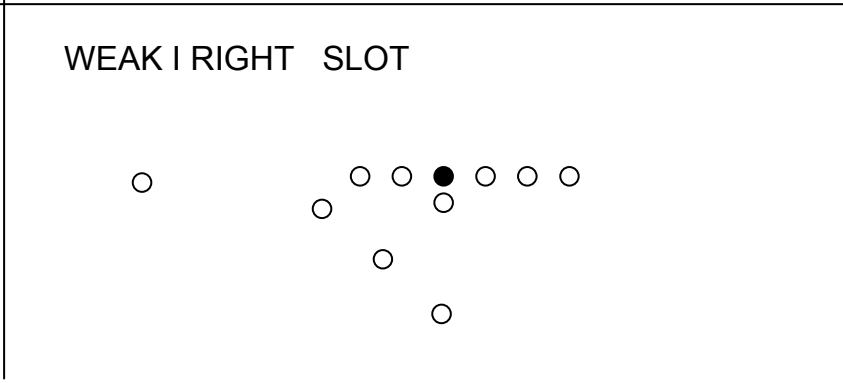
WEAK LEFT SLOT



WEAK | RIGHT SLOT

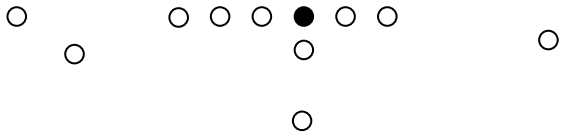


A diagram illustrating a sequence of 10 circles arranged horizontally. The 5th circle from the left is filled black, while the others are white. Below the line, there are 4 more white circles: one under the 4th circle, one under the 5th circle, one under the 6th circle, and one under the 7th circle.

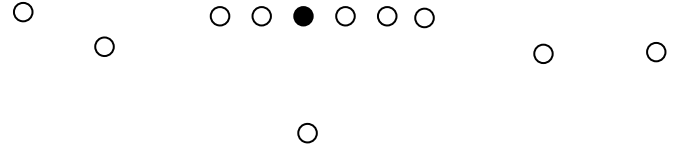


UNBALANCED FORMATIONS

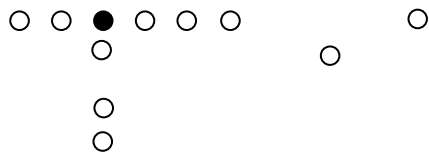
RIGHT OVER



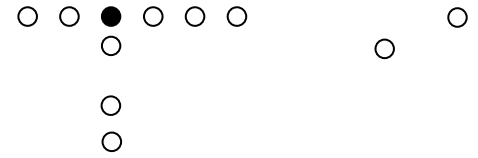
RED RIGHT GUN



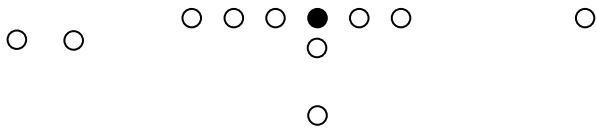
I RIGHT FLIP



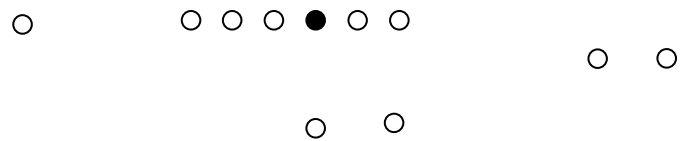
I LEFT TWINS OVER



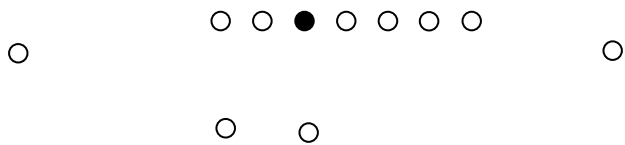
TRIPS LEFT TIGHT



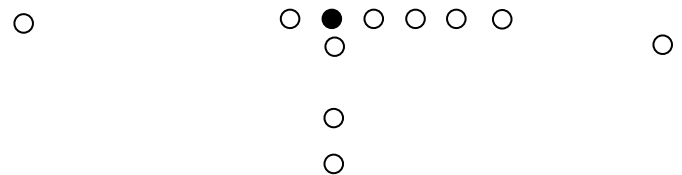
TRIPS RIGHT TIGHT OVER



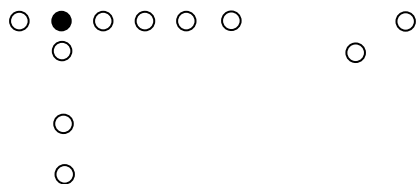
ACE (LEFT) OVER



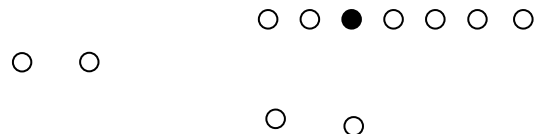
SUPER I RIGHT



SUPER I RIGHT FLIP

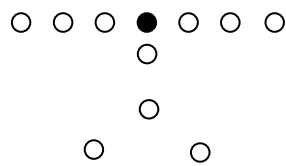


TREY LEFT OVER GUN

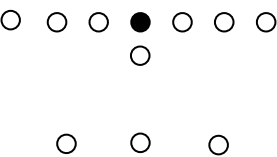


SPECIAL FORMATIONS

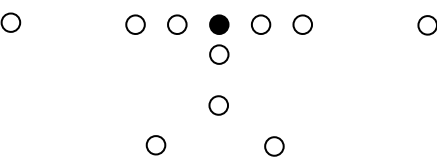
WISHBONE



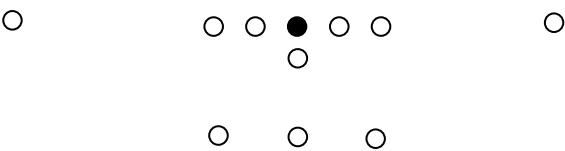
ROBUST



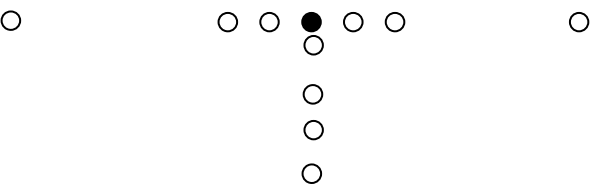
WISHBONE OPEN



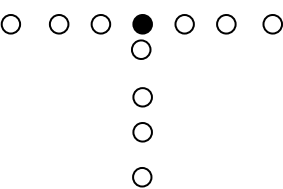
ROBUST OPEN



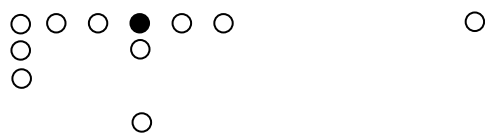
STACK OPEN



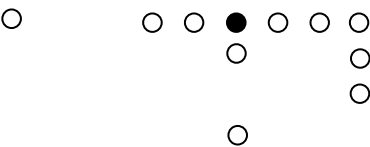
STACK



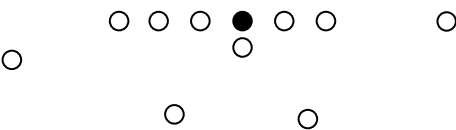
Y STACK LEFT



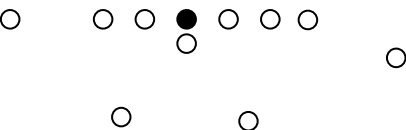
Y STACK RIGHT



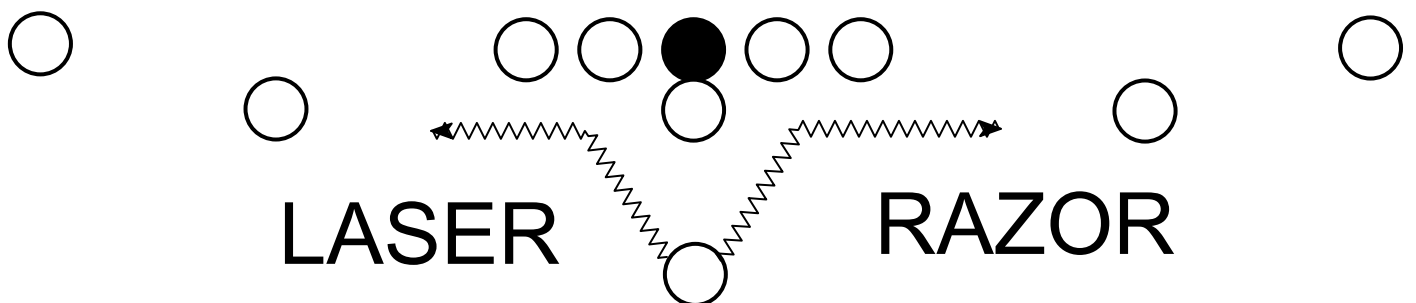
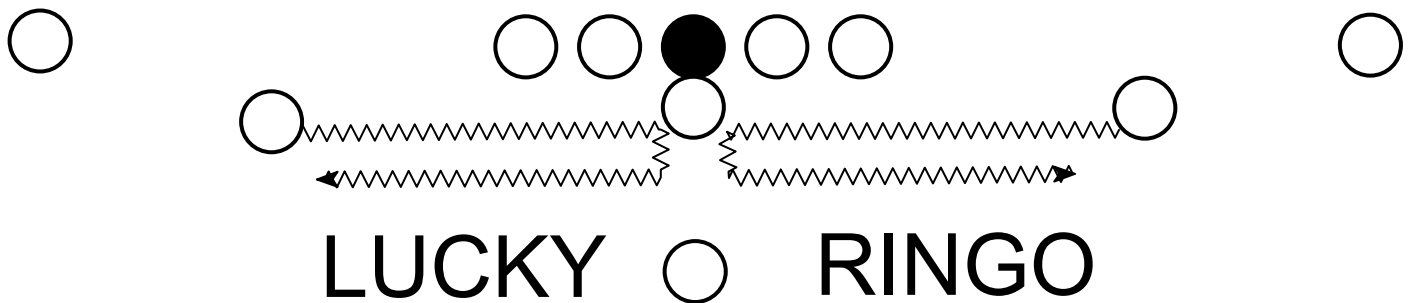
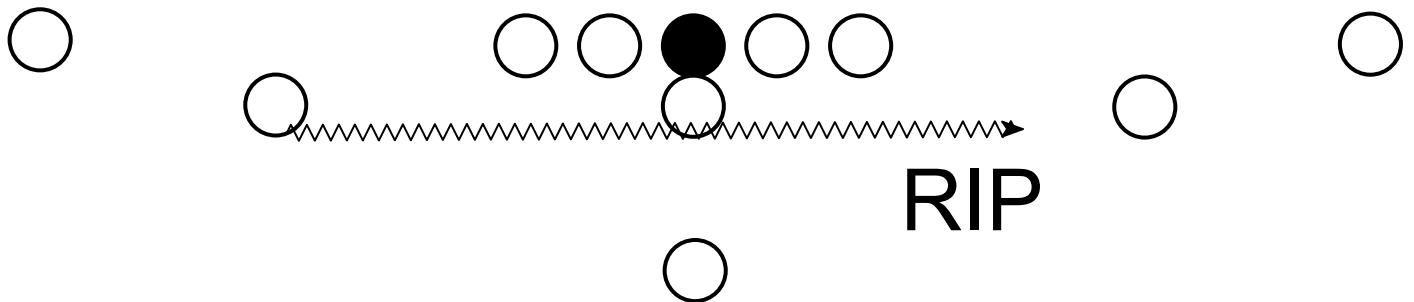
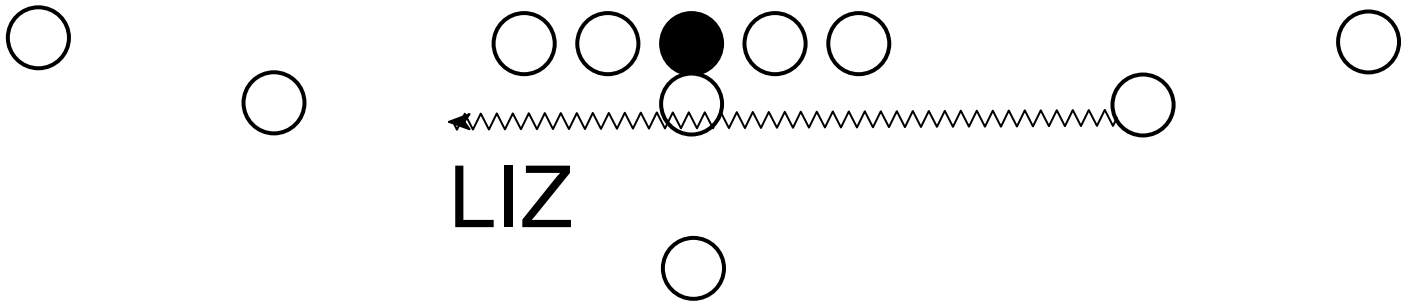
SPLIT LEFT



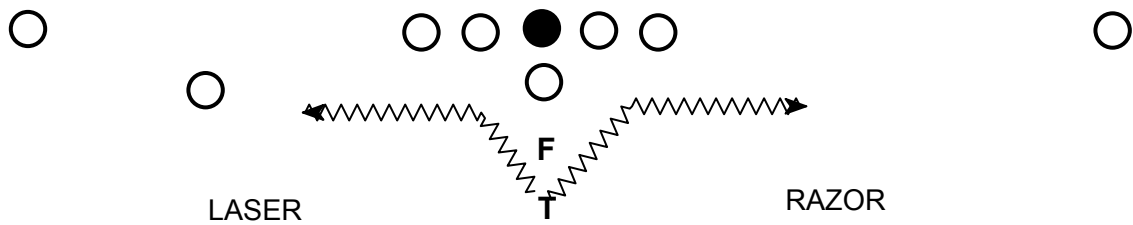
SPLIT RIGHT



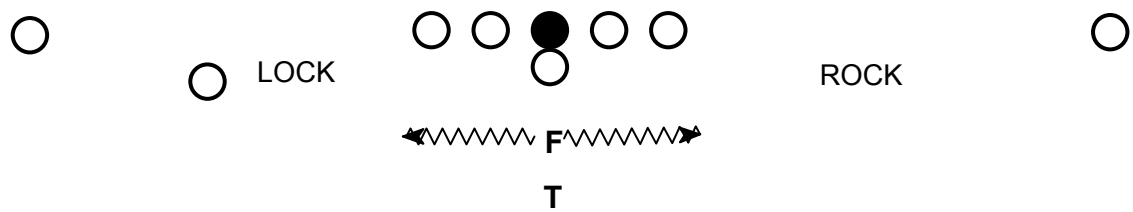
SPREAD MOTION



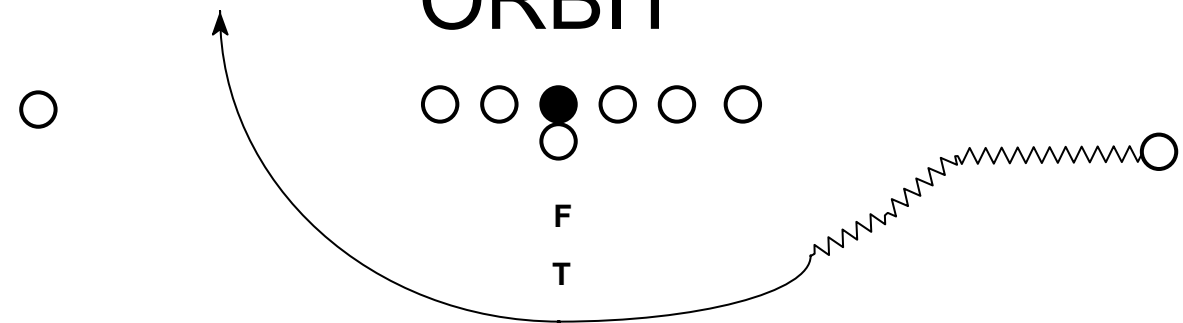
LASER & RAZOR



LOCK & ROCK



ORBIT



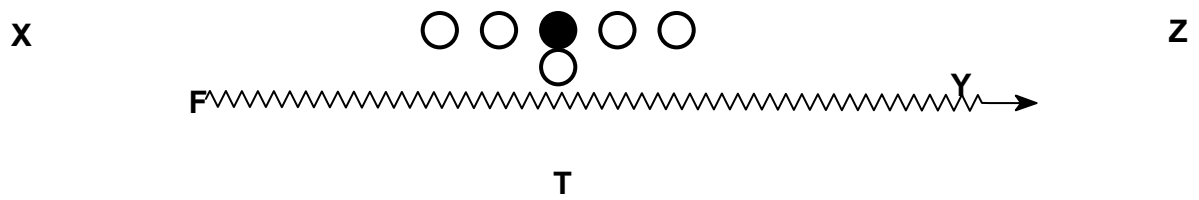
FLY AND POP



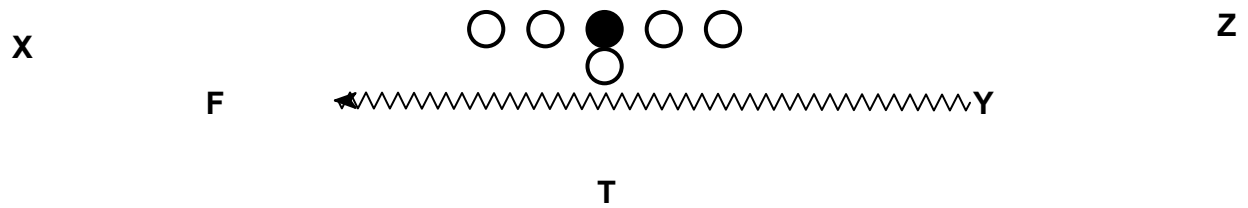
FLY

POP

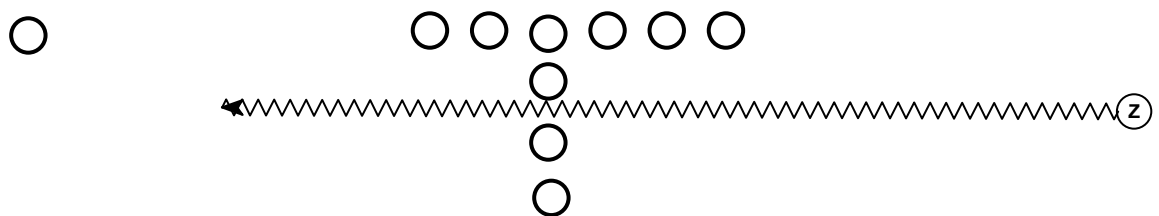
RIP



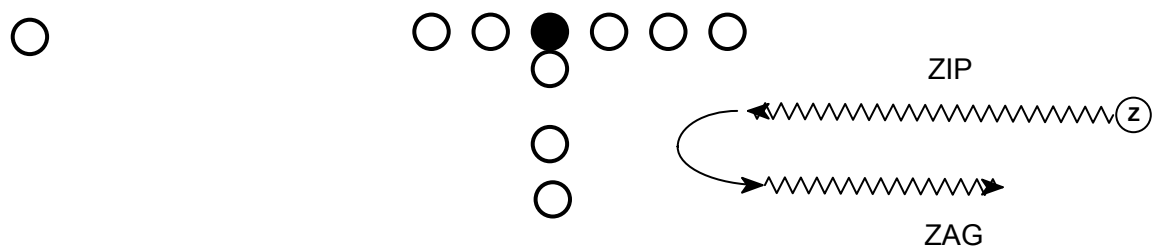
LIZ



ZOOM



ZIP & ZAG



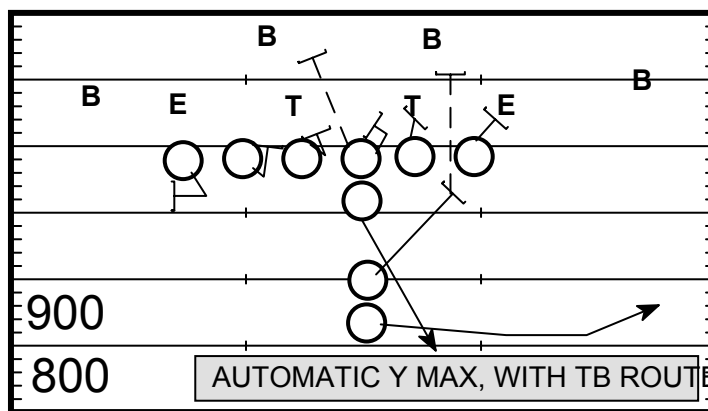
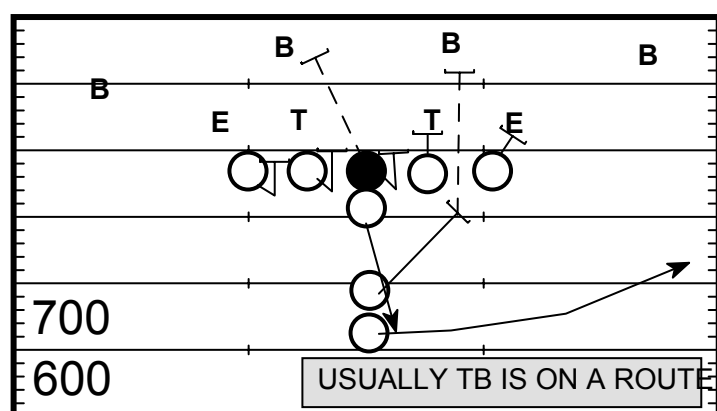
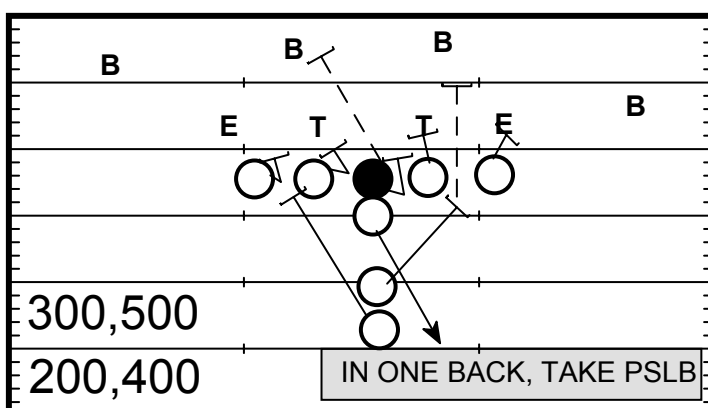
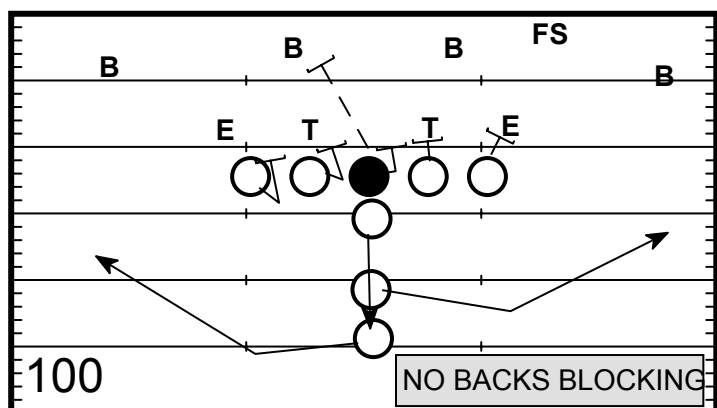
PASS PROTECTION

300,500,700,900
STRONG LEFT

200,400,600,800
STRONG RIGHT

600,700 IS USED IN MAJORITY
OF PLAYACTION PASSES

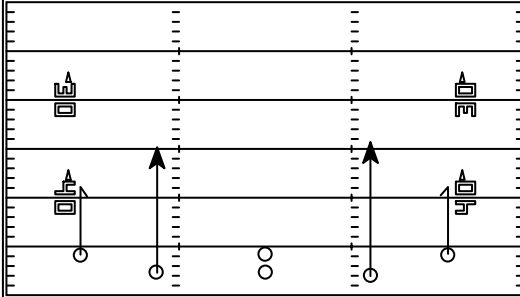
100 NO BACK PROTECTION
QB IS RESPONSIBLE FOR PSLB



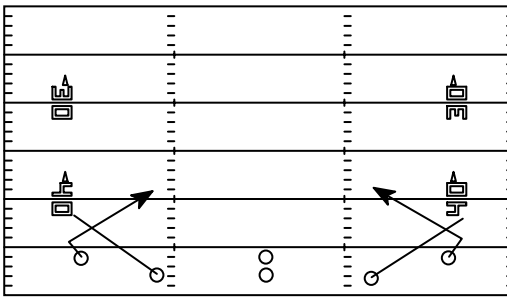
SERIES	100	200,300	400,500	600,700	800,900
Y	ROUTE	ROUTE	ROUTE	ROUTE	MAX PROTECT
F	ROUTE	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK PSLB UNLESS ROUTE CALLED	BLOCK ON SPECIAL PLAYS F AND TB SWITCH	BLOCK UNLESS ROUTE CALLED
TB	ROUTE	BLOCK WSLB UNLESS ROUTE CALLED	BLOCK WSLB UNLESS ROUTE CALLED	ROUTE ON SPECIAL 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

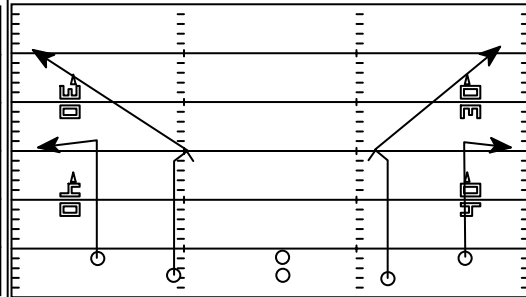
0 STOP



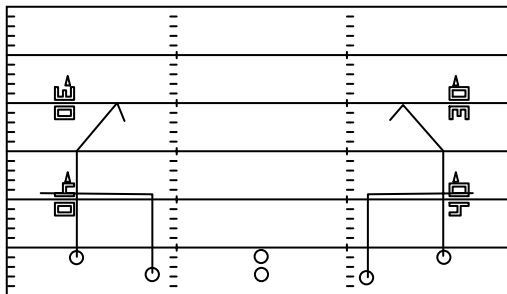
2 SLANT



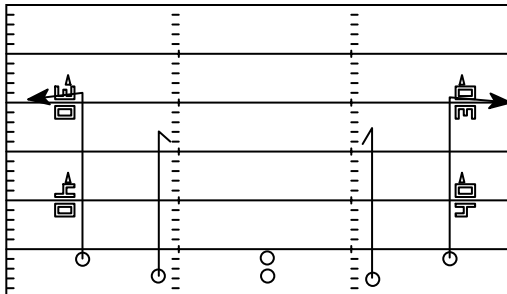
3 OUT



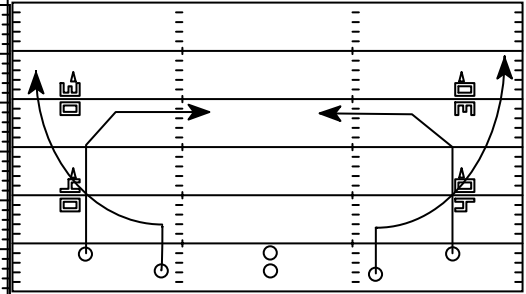
4 CURL



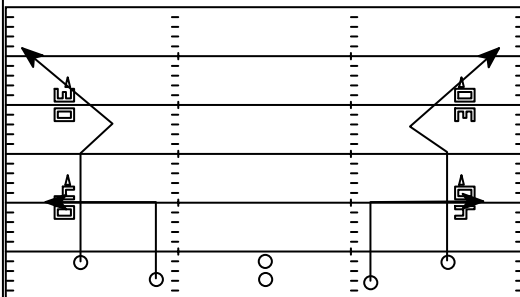
5 DEEP OUT



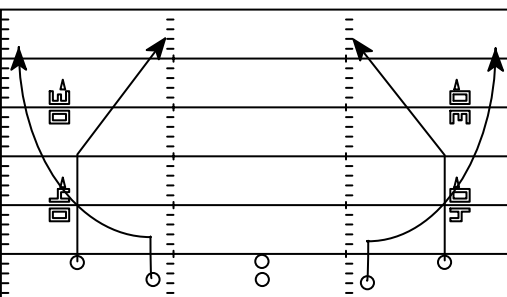
6 SQUARE IN



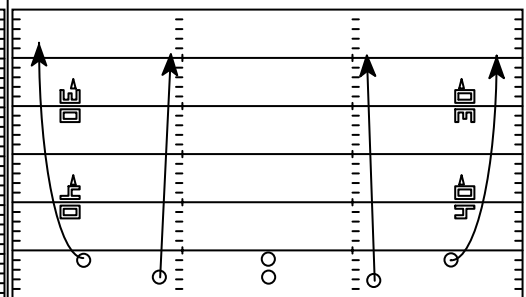
7 CORNER



8 POST



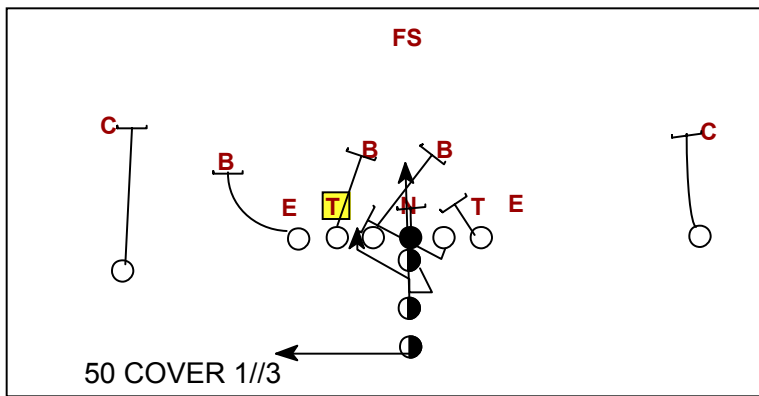
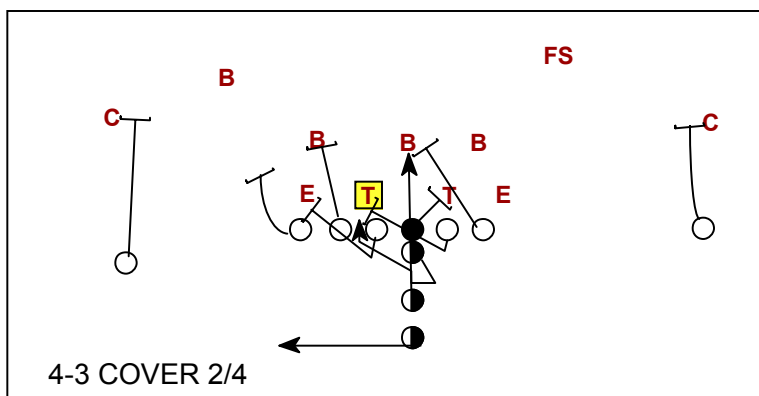
9 UP OR STREAK



31 TRAP

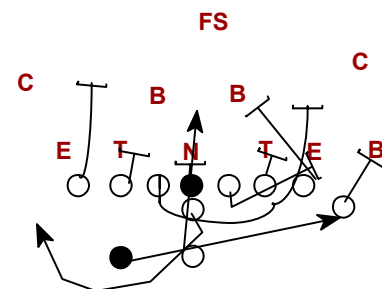
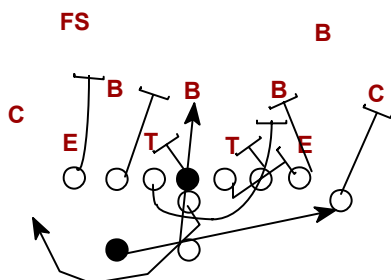
SPLIT COVER 1/3

MIRROR THE QB. RUN OPTION PATH

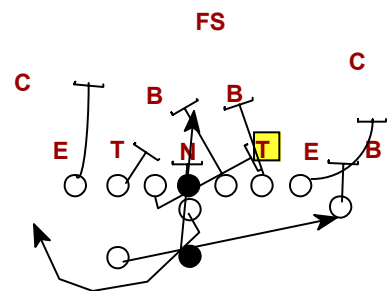
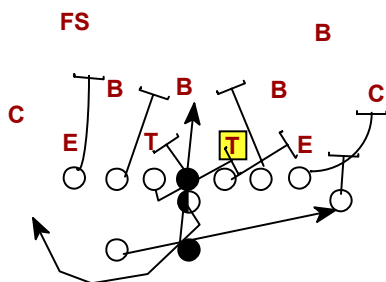


48 BUCK SWEEP

A diagram illustrating a network flow problem. The nodes are arranged in a grid-like structure. The top row of nodes is labeled with red letters: C, B, B, C. The middle row of nodes is labeled with red letters: B, E, T, T, E, B. The bottom row of nodes is labeled with red letters: B, E, T, T, E, B. The nodes are connected by black lines representing edges. Some edges are labeled with red letters: FS (Flow Split), C (Capacity), B (Branch), E (Edge), and T (Terminal). The diagram shows a complex network of connections between the nodes, with some nodes having multiple incoming and outgoing edges. The nodes are represented by circles, and the edges are represented by lines. The labels are in red text.



50 COVER 1//3



50 COVER 1//3

X ZONE TO LB

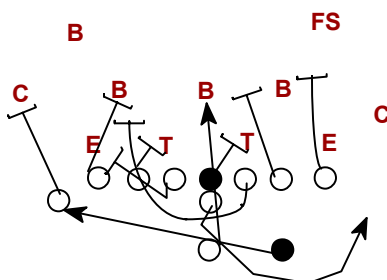
Y BLOCK DOWN
PSLB

F TRAP PATH OFF OF CENTER CRACK
CARRY OUT FAKE

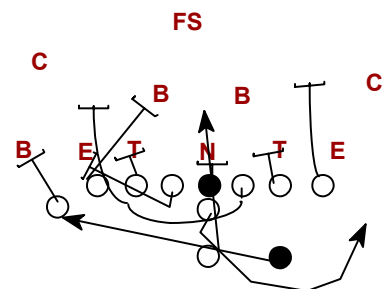
Z BASE BLOCK

QB PLACE BUTT IN HOLE
PLACE HAND IN BELLY OF FB
GIVE BALL ON SWEEP TO TB
CARRY OUT KEEPER/BOOT FAKE

TB DROP STEP AND RUN SWEEP PATH



4-3 COVER 2/4

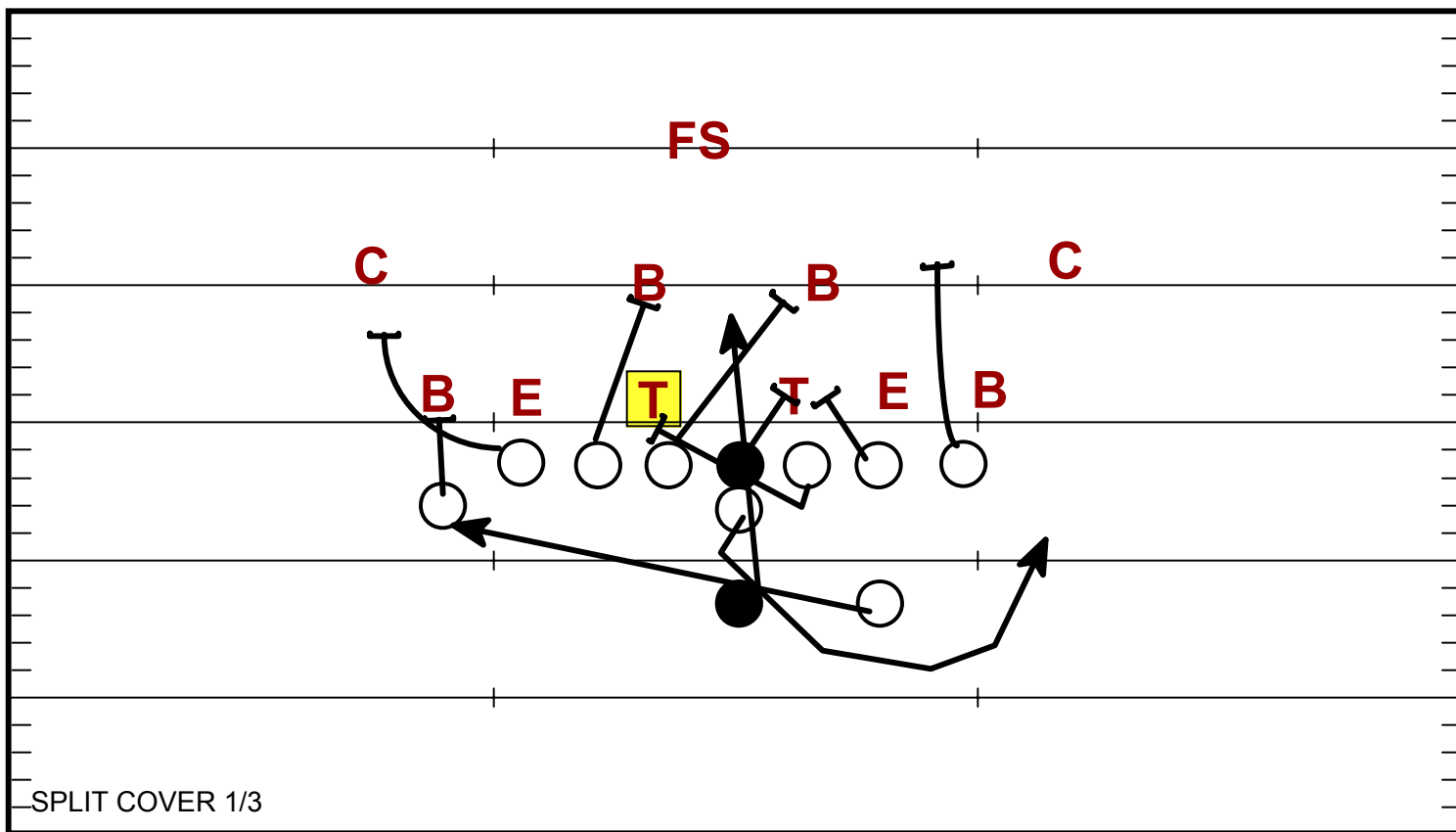


50 COVER 1//3

FAR
WING
LEFT

31 TRAP

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PST

PSLB

PSG

MLB OR BSLB
INFLUENCE OUT BLOCK WITH A 2 TECH

CENTER

BACKSIDE A GAP
BSLB

BSG

TRAP 1ST MAN OUTSIDE CENTER

BST

MAN, ZONE, SLIP

X

STALK AND COVER

Y

ARC RELEASE
1ST FORCE

F

TRAP PATH OFF OF CENTER CRACK
GET TOUGH YARDS ON TRAP

Z

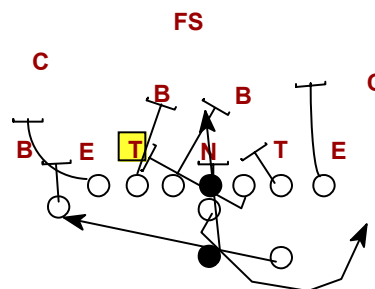
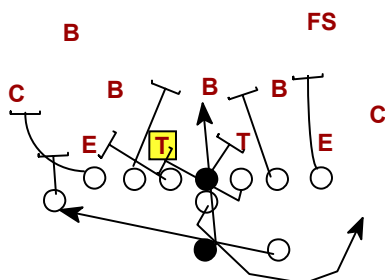
BASE BLOCK

QB

PLACE BUTT IN HOLE
PLACE BALL IN BELLY OF FB
FAKE SWEEP TO TB
CARRY OUT KEEPER/BOOT FAKE

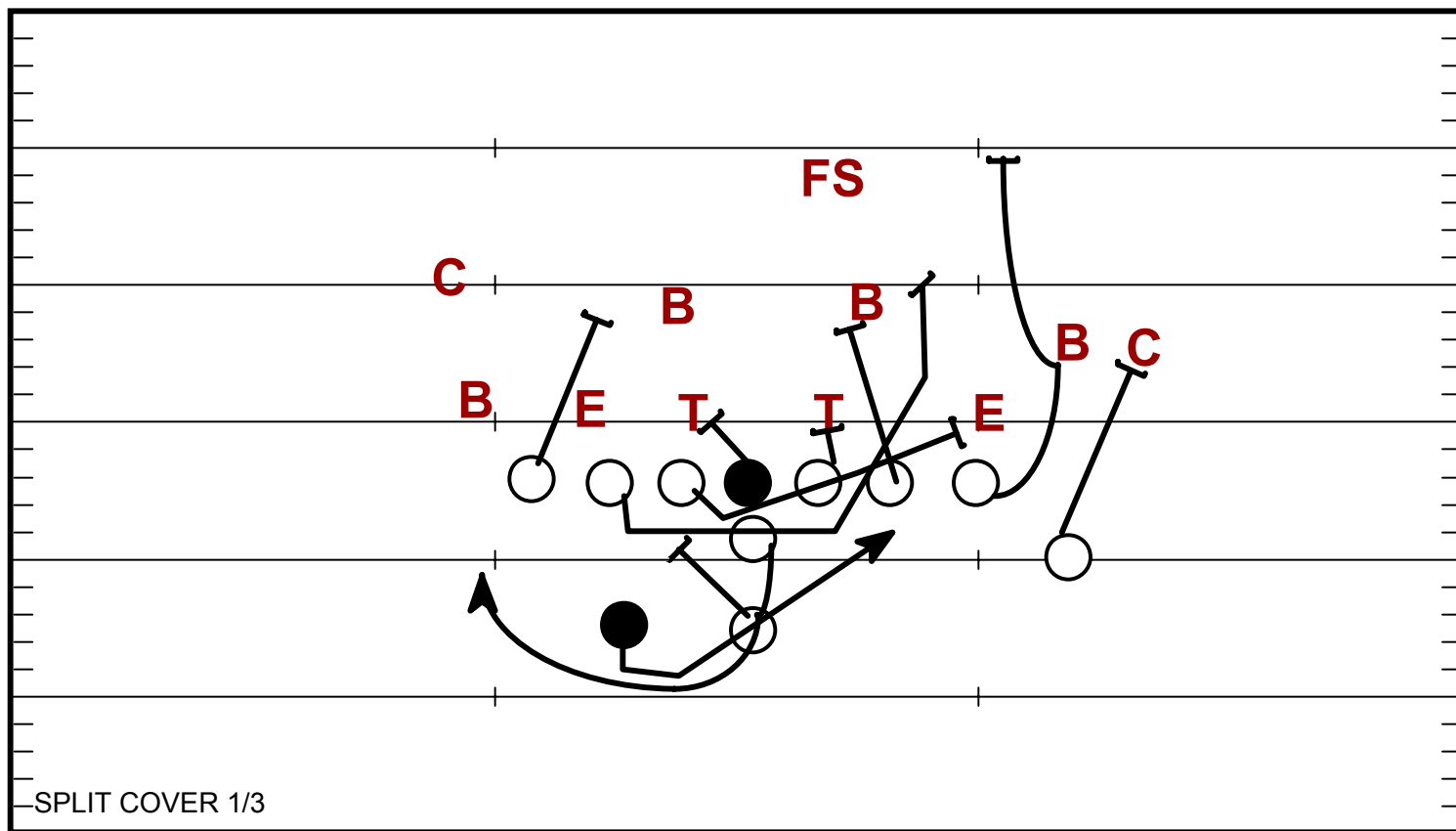
TB

DROP STEP AND RUN SWEEP PATH



46 COUNTER

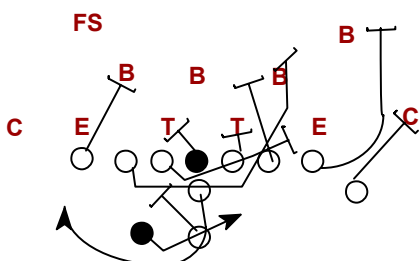
www.powerpointplaybook.com



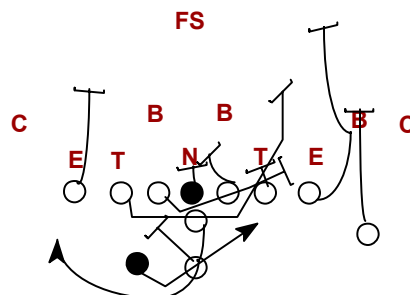
www.powerpointplaybook.com

PST MAN ON INSIDE
PSG MAN ON INSIDE
CENTER MAN ON BACKSIDE A,B,C GAP
BSG PULL AND KICK OUT OR LOG END
BST PULL AND TURN UP ON LB OR GARBAGE

X ZONE TO HOLE
Y ARC RELEASE TO 1ST FORCE AND FS
F REPLACE GUARD AND PLUG BACKSIDE
Z BASE OUTSIDE SUPPORT
QB OPEN AND FAKE BASE, SEE THE BALL INTO THE TB BELLY, CARRY OUT BOOT
TB FAKE TOSS, COUNTER BACK TO PLAY SIDE

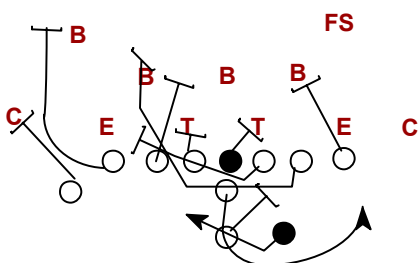


4-3 COVER 2/4

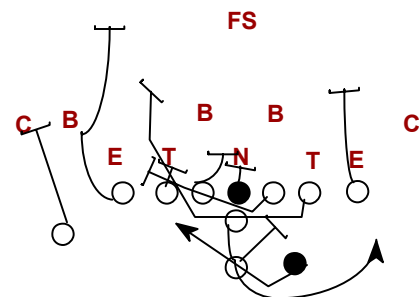


50 COVER 1/3

PST	MAN ON INSIDE	X	ZONE TO HOLE
PSG	MAN ON INSIDE	Y	ARC RELEASE TO 1ST FORCE AND FS
CENTER	MAN ON BACKSIDE A,B,C GAP	F	REPLACE GUARD AND PLUG BACKSIDE
BSG	PULL AND KICK OUT OR LOG END	Z	BASE OUTSIDE SUPPORT
BST	PULL AND TURN UP ON LB OR GARBAGE	QB	OPEN AND FAKE BASE, SEE THE BALL INTO THE TB BELLY, CARRY OUT BOOT
		TB	FAKE TOSS, COUNTER BACK TO PLAY SIDE



4-3 COVER 2/4



50 COVER 1//3

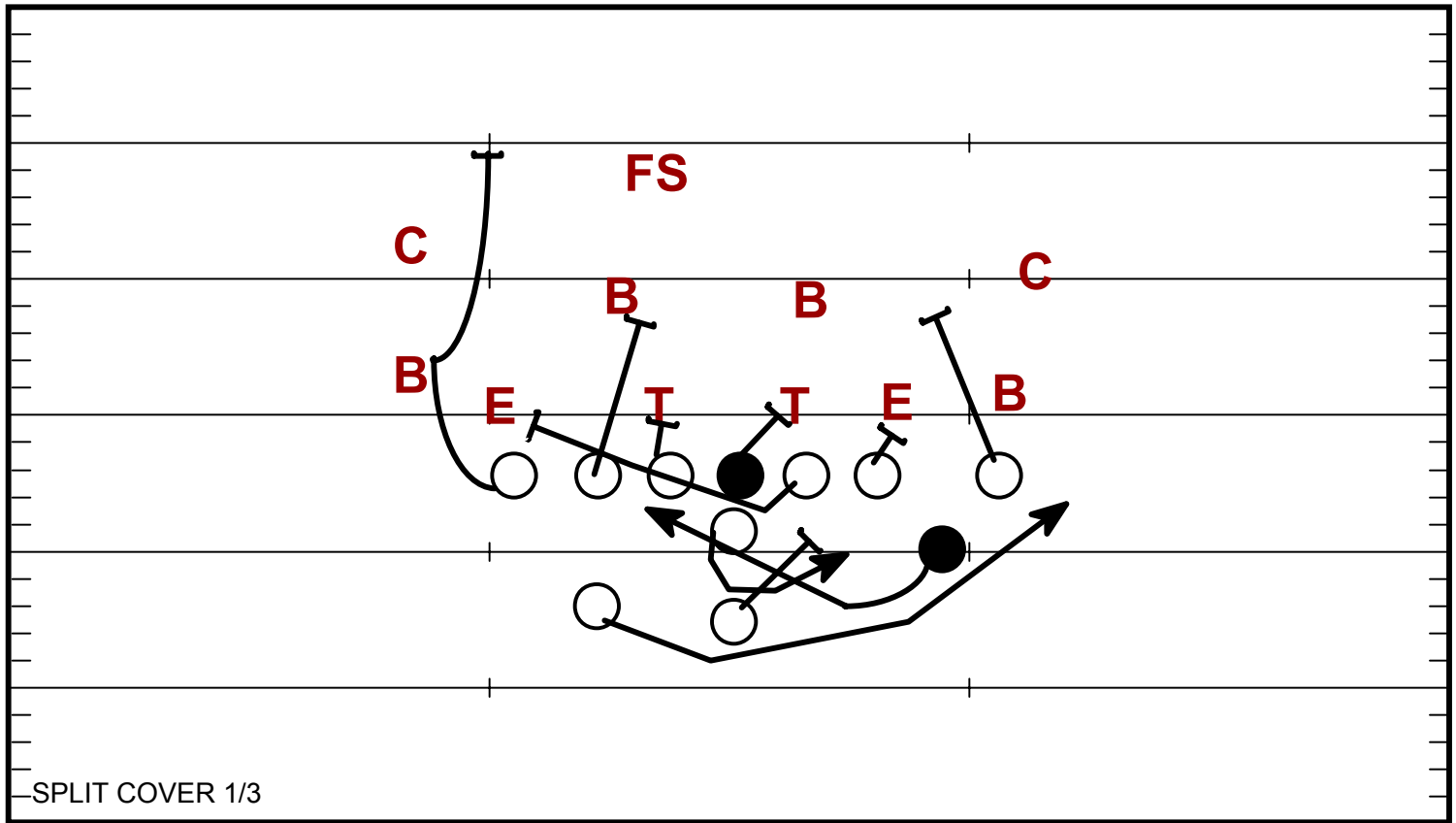
25 CAKE KEEP

50 COVER 1//3

FAR
NASTY
RIGHT

25 CAKE

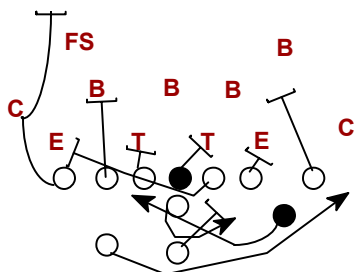
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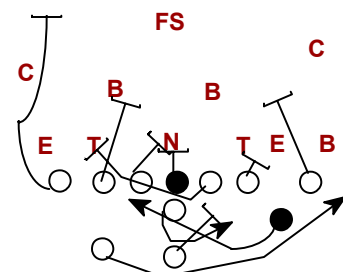
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PST MAN ON INSIDE
PSG MAN ON INSIDE
CENTER MAN ON BACKSIDE A,B,C GAP
BSG PULL AND KICK OUT OR LOG END
BST BASE BLOCK

X ZONE TO HOLE
Y ARC RELEASE TO 1ST FORCE AND FS
F REPLACE GUARD AND PLUG BACKSIDE
Z DROP STEP
ATTACK DOWNHILL
FOLLOW GUARD
QB REVERSE OUT
FAKE SWEEP
INSIDE HANDOFF TO Z
TB FAKE TOSS



4-3 COVER 2/4

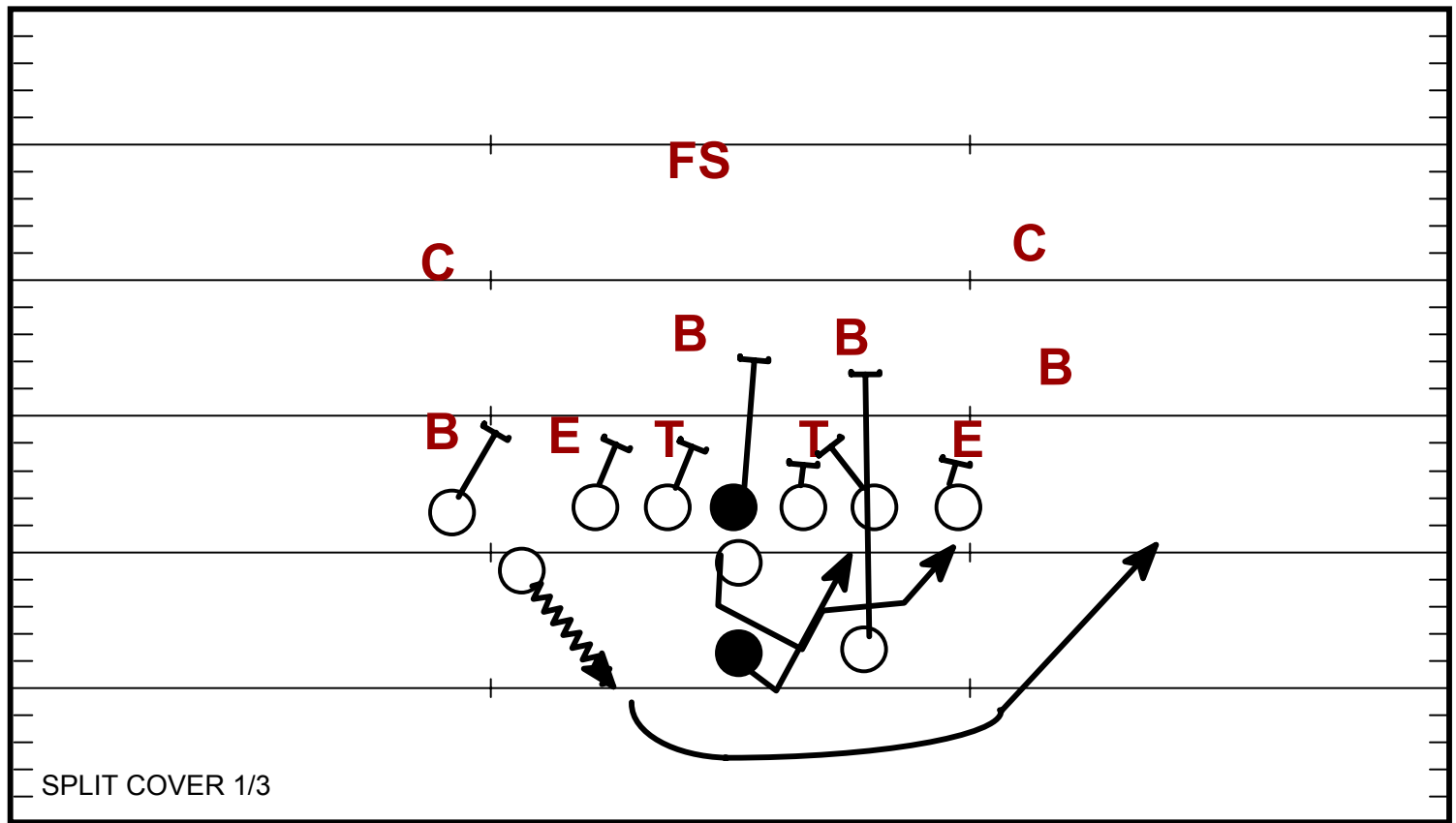


50 COVER 1/3

FAR
NASTY
LEFT

ZOOM 34 LEAD KEEP

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PST COMBO WITH GUARD, COVERED BLOCK BASE
LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG COMBO WITH TACKLE, BASE

CENTER BASE, FOLD WITH BSG WITH A 1,
ZONE IF UNCOVERED

BSG ZONE TO HOLE

BST ZONE TO HOLE

X BASE, STEP WITH INSIDE FOOT
OUT CALL VS A 7 TECH

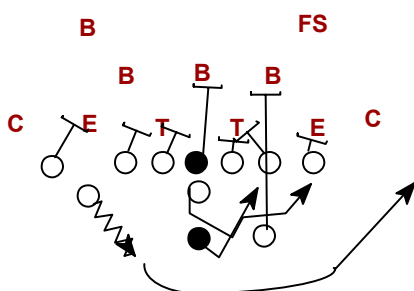
Y ZONE TO HOLE

F SLIDE STEP AND RUN LEAD PATH BEHIND T

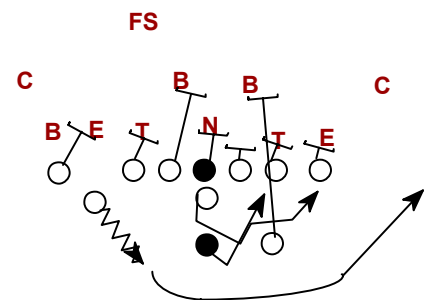
Z STALK AND COVER

QB REVERSE OUT AND GET BALL TO FB.
RUN OPTION PATH
PITCH OFF OF EDGE

TB LEAD ON PSLB



4-3 COVER 2/4



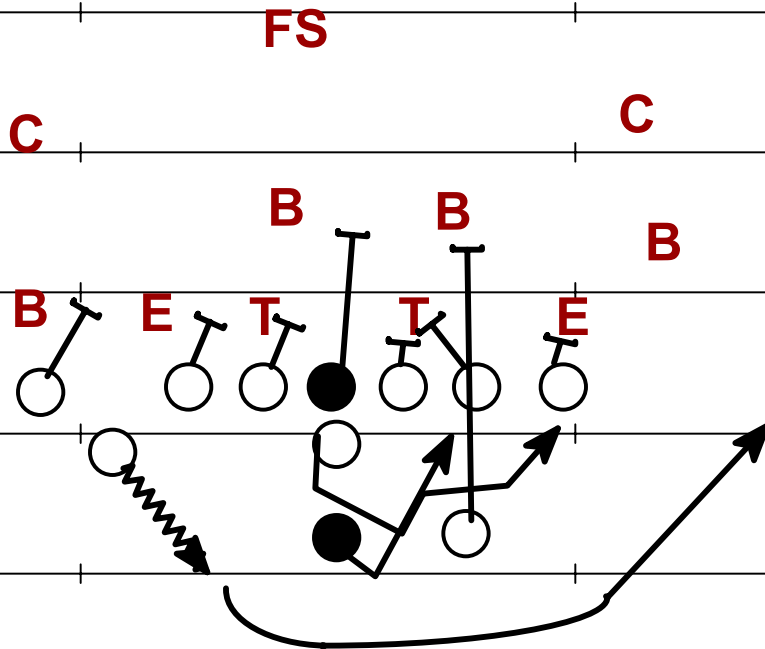
50 COVER 1/3

FAR
NASTY
LEFT

ZOOM 34 LEAD

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SPLIT COVER 1/3



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PST COMBO WITH GUARD, COVERED BLOCK BASE
LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG COMBO WITH TACKLE, BASE

CENTER BASE, FOLD WITH BSG WITH A 1,
ZONE IF UNCOVERED

BSG ZONE TO HOLE

BST ZONE TO HOLE

X BASE, STEP WITH INSIDE FOOT
OUT CALL VS A 7 TECH

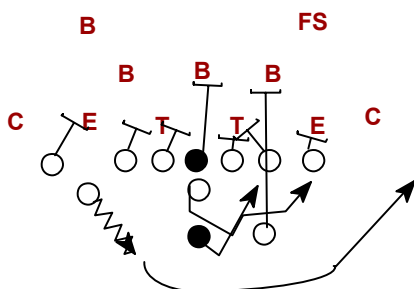
Y ZONE TO HOLE

F SLIDE STEP AND RUN LEAD PATH BEHIND T

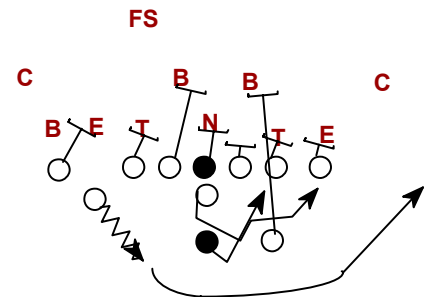
Z STALK AND COVER

QB REVERSE OUT AND GET BALL TO FB.
RUN OPTION PATH

TB LEAD ON PSLB



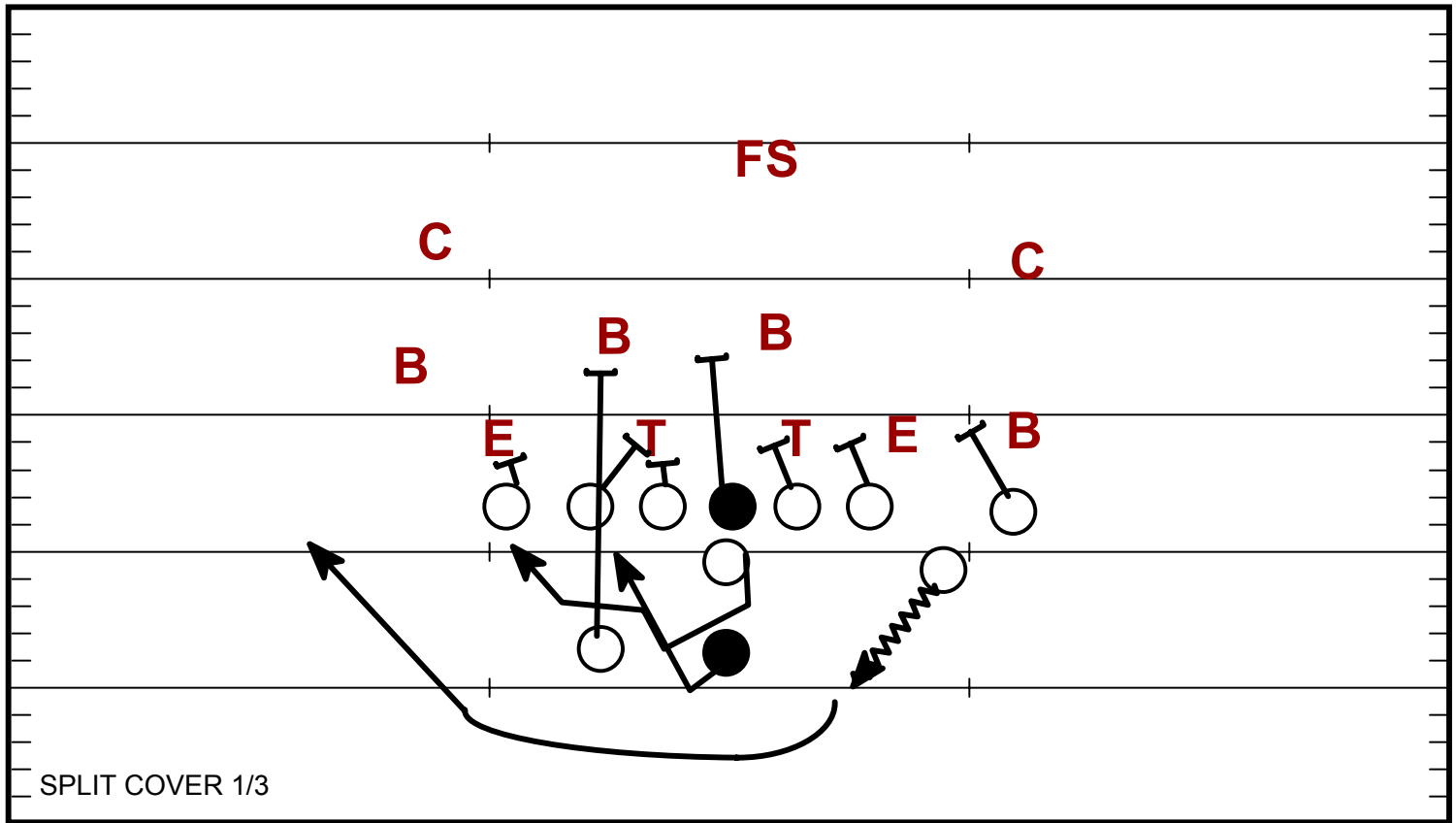
4-3 COVER 2/4



50 COVER 1/3

ZOOM 33 LEAD KEEP

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PST COMBO WITH GUARD, COVERED BLOCK BASE
LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG COMBO WITH TACKLE, BASE

CENTER BASE, FOLD WITH BSG WITH A 1,
ZONE IF UNCOVERED

BSG ZONE TO HOLE

BST ZONE TO HOLE

X BASE, STEP WITH INSIDE FOOT
OUT CALL VS A 7 TECH

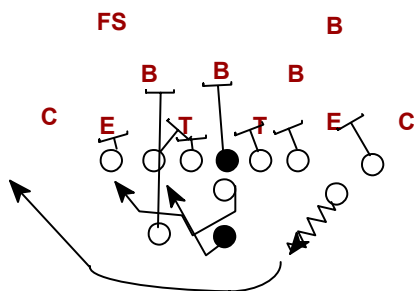
Y ZONE TO HOLE

F SLIDE STEP AND RUN LEAD PATH BEHIND T

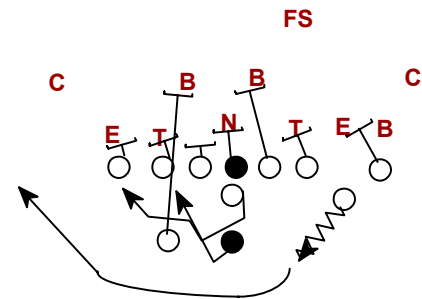
Z STALK AND COVER

QB REVERSE OUT AND GET BALL TO FB.
RUN OPTION PATH
PITCH OFF OF EDGE

TB LEAD ON PSLB



4-3 COVER 2/4



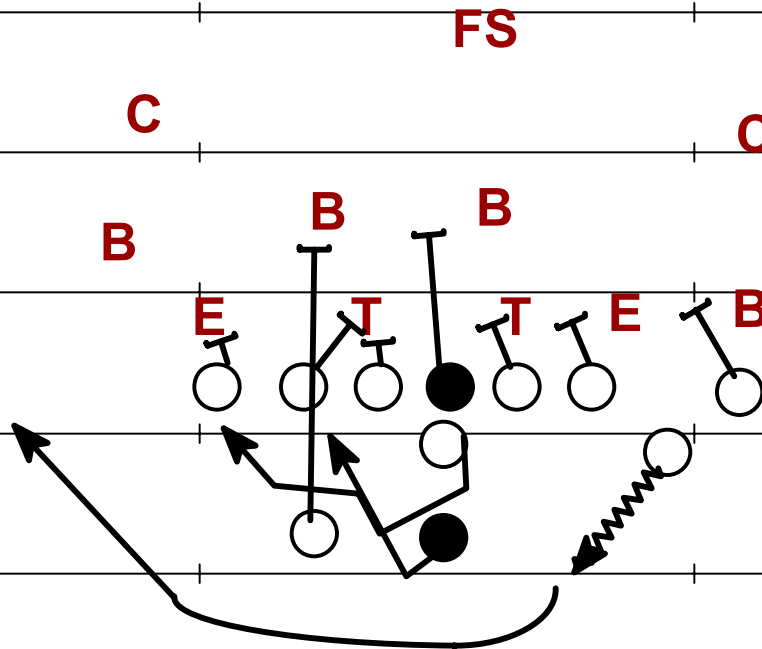
50 COVER 1/3

FAR
NASTY
RIGHT

ZOOM 33 LEAD

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SPLIT COVER 1/3



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PST COMBO WITH GUARD, COVERED BLOCK BASE
LISTEN FOR Y CALL OUT BLOCK VS A 7 TECH

PSG COMBO WITH TACKLE, BASE

CENTER BASE, FOLD WITH BSG WITH A 1,
ZONE IF UNCOVERED

BSG ZONE TO HOLE

BST ZONE TO HOLE

X BASE, STEP WITH INSIDE FOOT
OUT CALL VS A 7 TECH

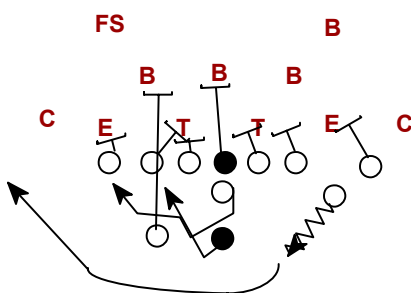
Y ZONE TO HOLE

F SLIDE STEP AND RUN LEAD PATH BEHIND T

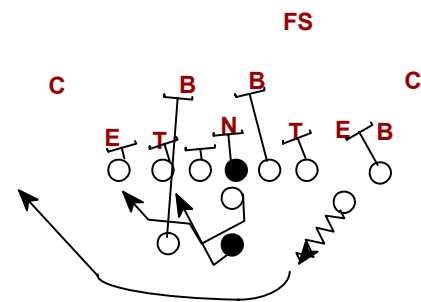
Z STALK AND COVER

QB REVERSE OUT AND GET BALL TO FB.
RUN OPTION PATH

TB LEAD ON PSLB



4-3 COVER 2/4

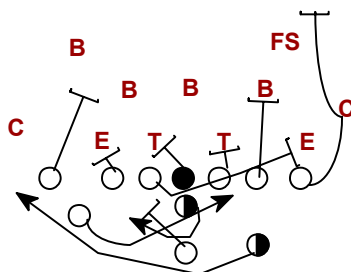


50 COVER 1/3

24 CAKE KEEP

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TB FAKE TOSS
MIRROR QB



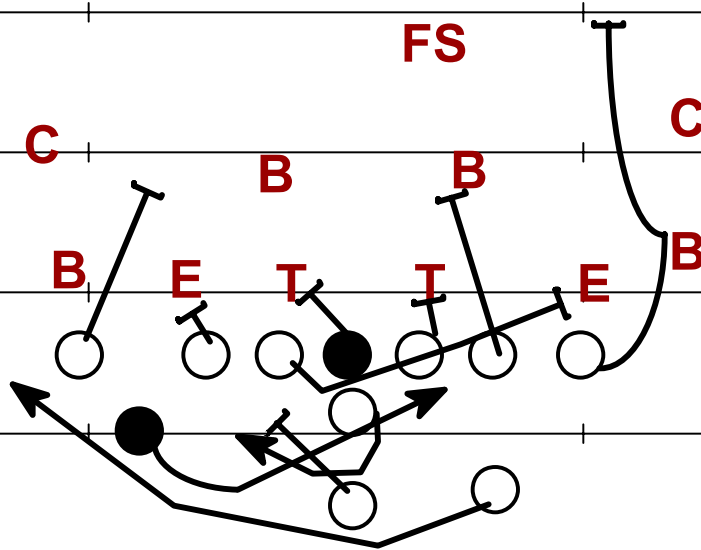
A diagram showing a network of nodes (circles) and edges (lines). Nodes are labeled with letters: C, B, E, T, N, and FS. The nodes are interconnected by lines, some of which are labeled with letters. The diagram illustrates a complex network structure.

50 COVER 1//3

FAR
NASTY
LEFT

24 CAKE

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SPLIT COVER 1/3

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PST MAN ON INSIDE

PSG MAN ON INSIDE

CENTER MAN ON BACKSIDE A,B,C GAP

BSG PULL AND KICK OUT OR LOG END

BST BASE BLOCK

X ZONE TO HOLE

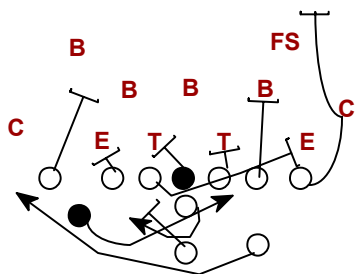
Y ARC RELEASE TO 1ST FORCE AND FS

F REPLACE GUARD AND PLUG BACKSIDE

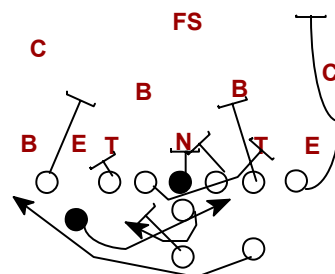
Z DROP STEP
ATTACK DOWNHILL
FOLLOW GUARD

QB REVERSE OUT
FAKE SWEEP
INSIDE HANDOFF TO Z

TB FAKE TOSS



4-3 COVER 2/4

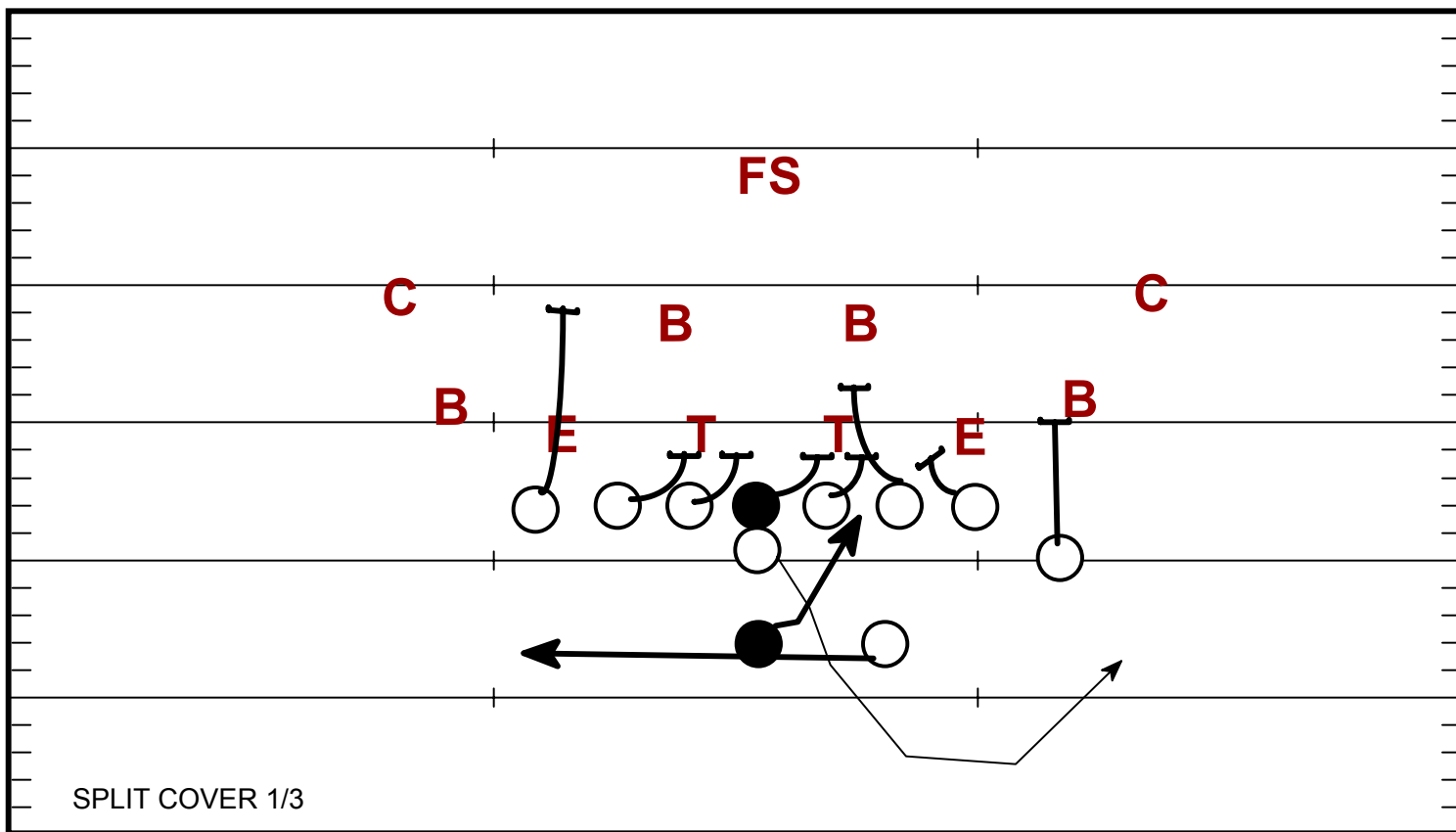


50 COVER 1/3

NEAR RIGHT WING
TIGHT

34 BASE

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PST ZONE STEP TO THE HOLE AND GET VERTICAL

PSG ZONE STEP TO THE HOLE AND GET VERTICAL

CENTER MAN, ZONE, SLIP

BSG MAN, ZONE, SLIP

BST MAN, ZONE, SLIP

X BASE BLOCK

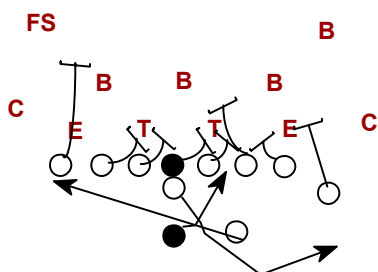
Y ZONE STEP TO THE HOLE AND GET VERTICAL

F VEER PATH. TOUGH YARDS.

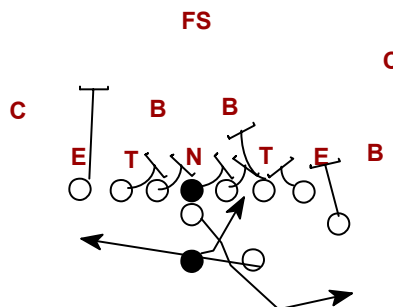
Z BASE BLOCK

QB BASE MESH
SELL COUNTER
CARRY OUT BOOT

TB COUNTER AWAY FROM PLAY
GREAT PATH



4-3 COVER 2/4

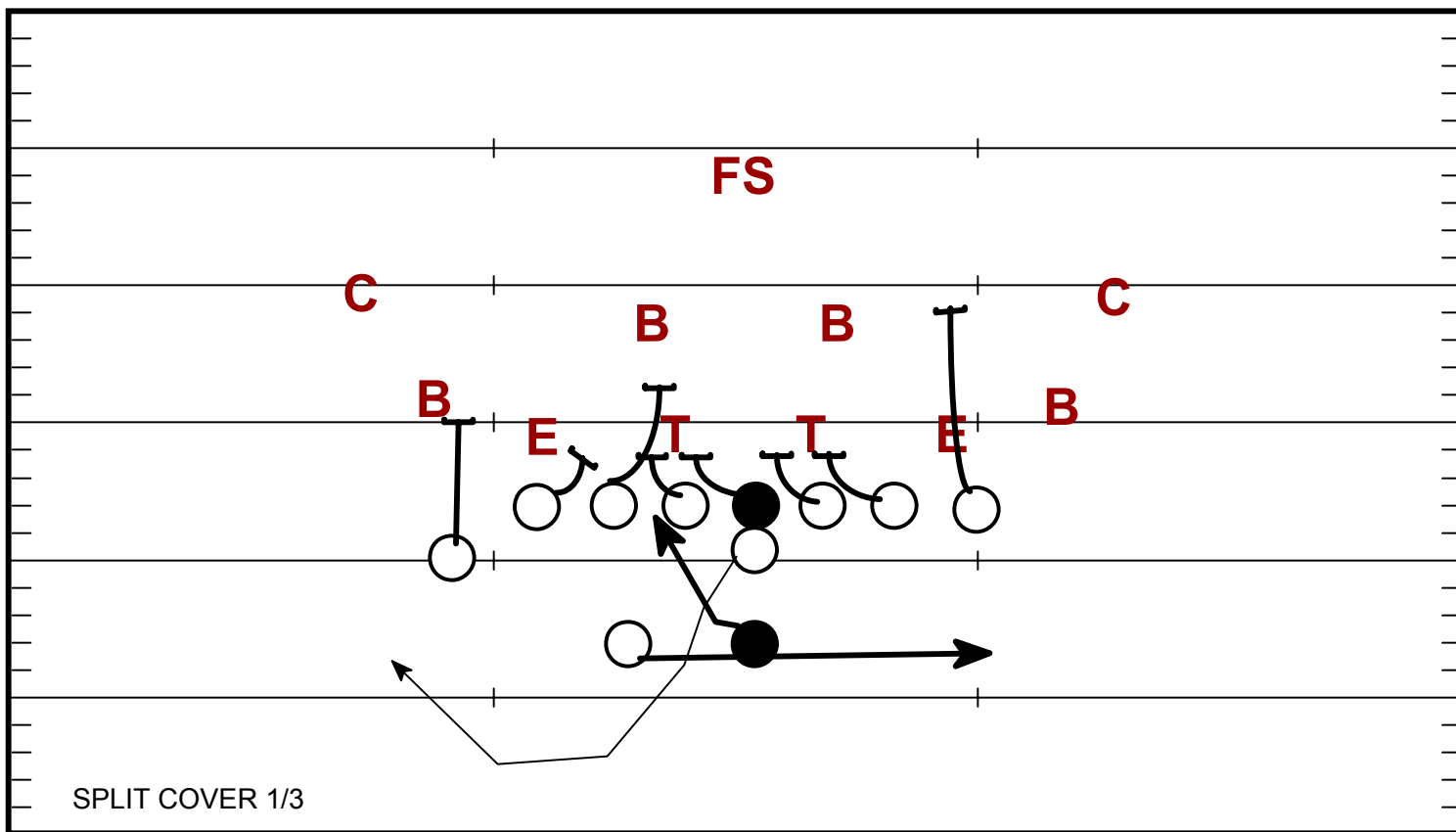


50 COVER 1/3

NEAR LEFT WING
TIGHT

33 BASE

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PST ZONE STEP TO THE HOLE AND GET VERTICAL

PSG ZONE STEP TO THE HOLE AND GET VERTICAL

CENTER MAN, ZONE, SLIP

BSG MAN, ZONE, SLIP

BST MAN, ZONE, SLIP

X BASE BLOCK

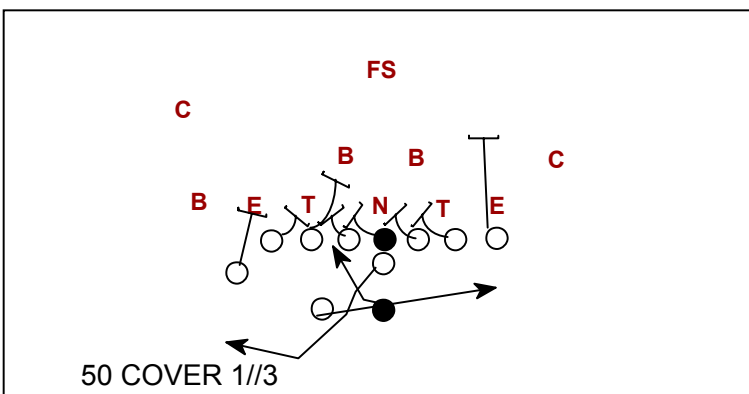
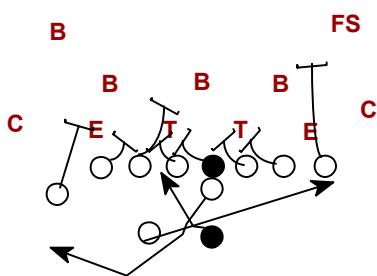
Y ZONE STEP TO THE HOLE AND GET VERTICAL

F VEER PATH. TOUGH YARDS.

Z BASE BLOCK

QB BASE MESH
SELL COUNTER
CARRY OUT BOOT

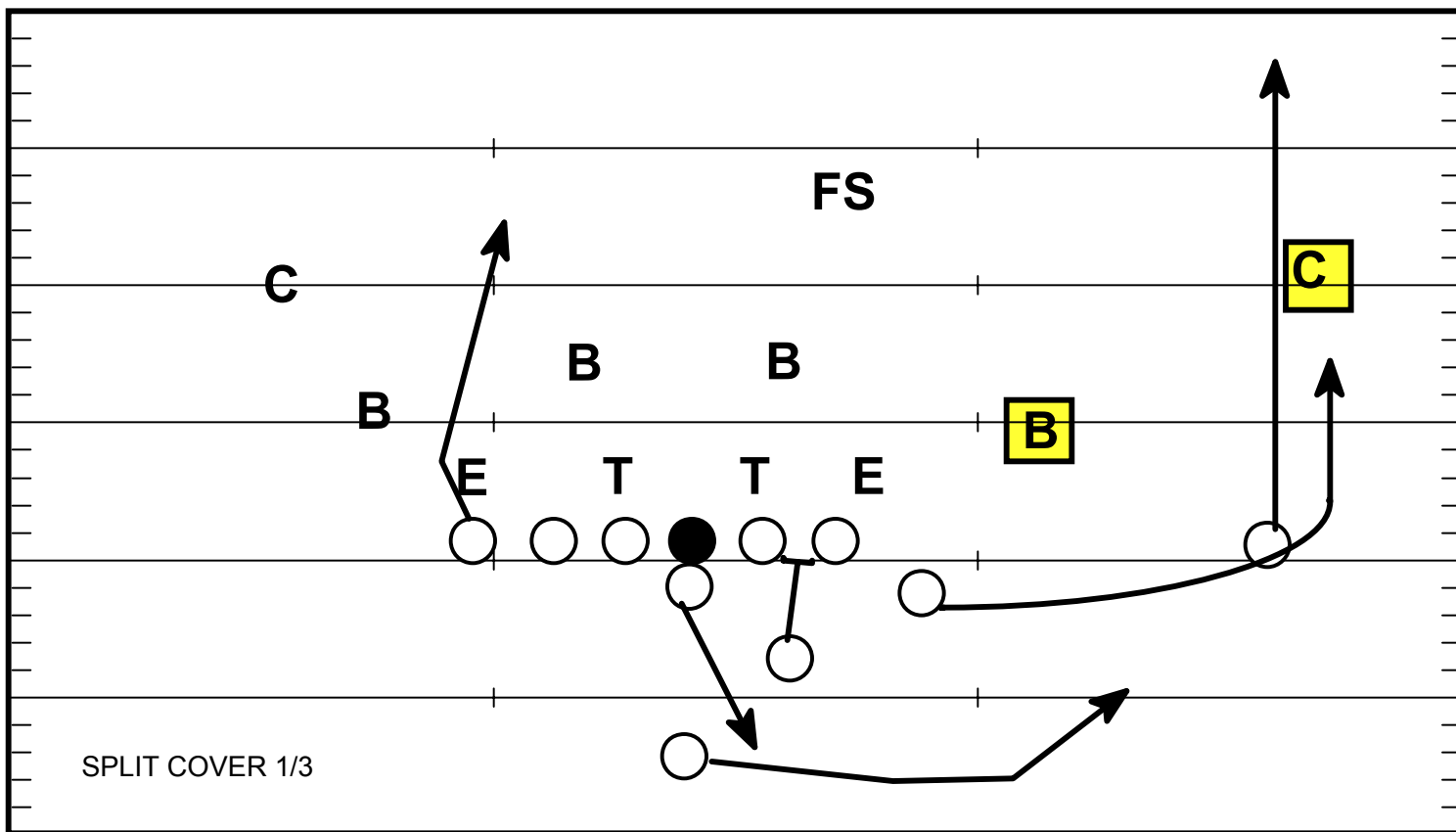
TB COUNTER AWAY FROM PLAY
GREAT PATH



WEAK
SLOT
LEFT

609 X FOLLOW

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X FOLLOW X
SLOW PLAY...FIND THE SEAM
VS. MAN CROSS HIS FACE

Y BACKSIDE POST

F PROTECT

Z GO

QB PRE-SNAP READ.
READ OLB

TB SWING

SPECIAL NOTES:

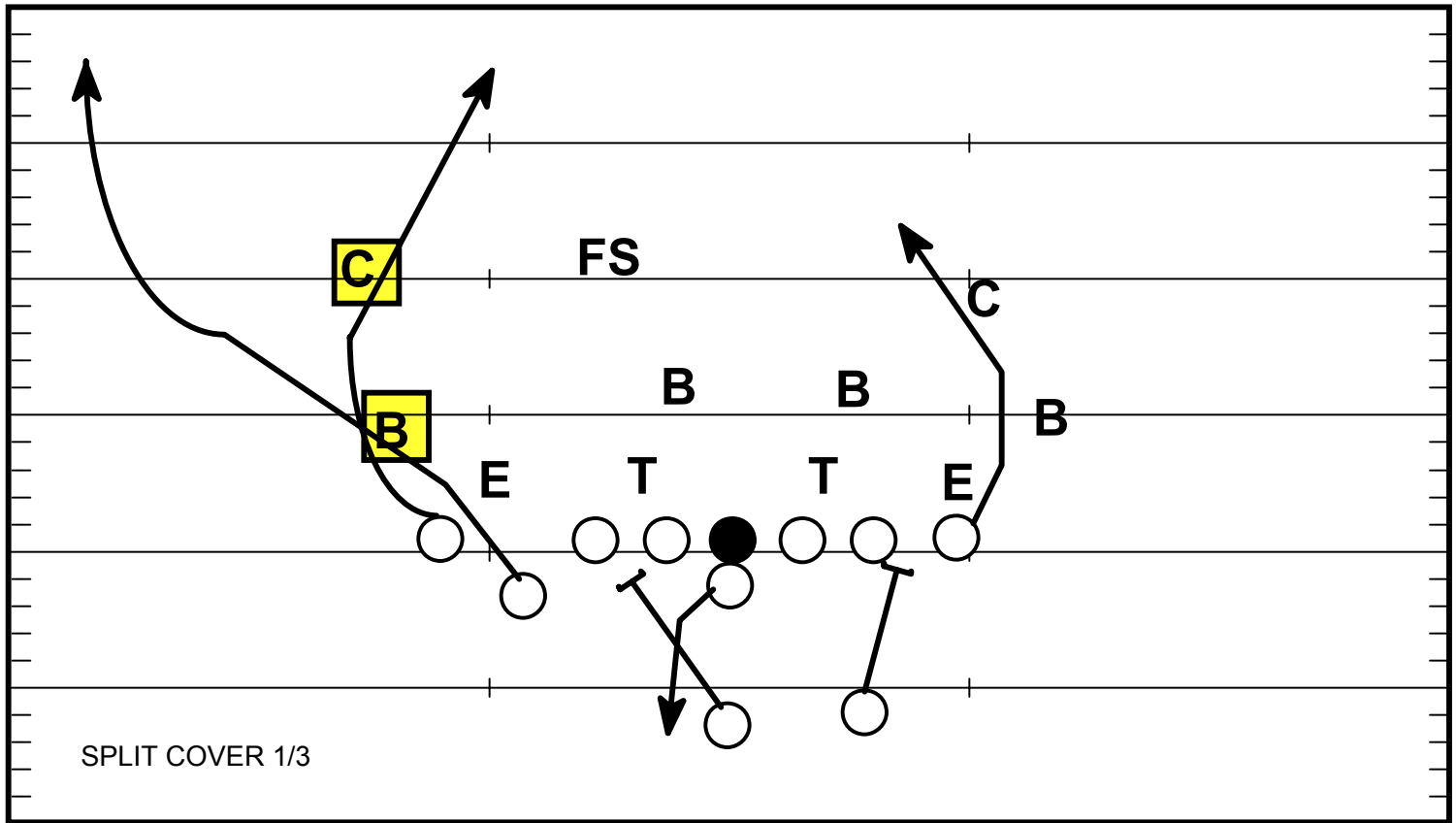
GOOD VS MAN OR ZONE

KILLS COVER 1 OR 3

NASTY
FAR
LEFT

508

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y POST

F PROTECT

Z RAIL

QB READ
CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

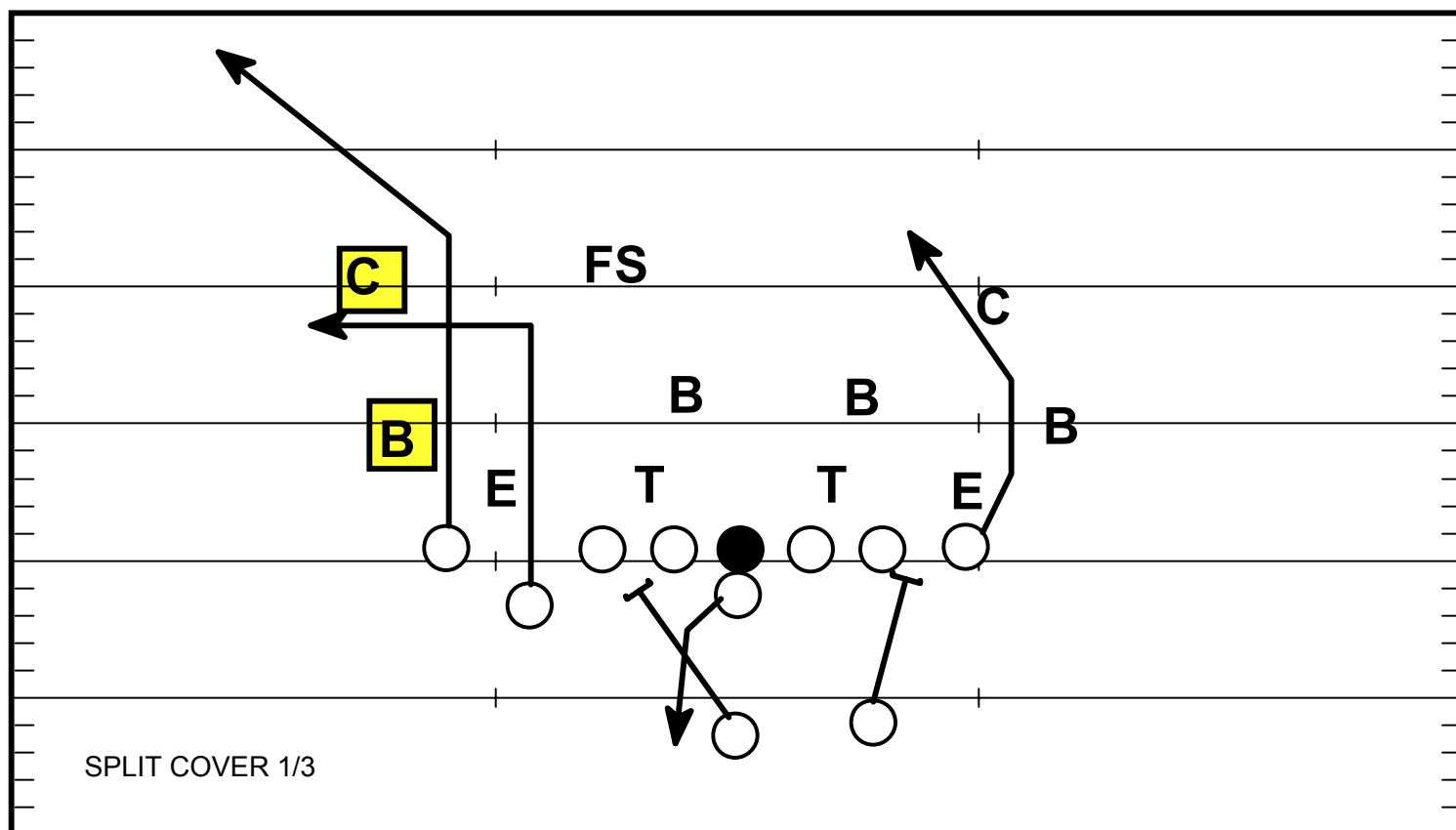
RAIL WILL USUALLY BE OPEN

BIG PLAY

NASTY
FAR
LEFT

507

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y FLAG

F PROTECT

Z DEEP OUT

QB READ CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

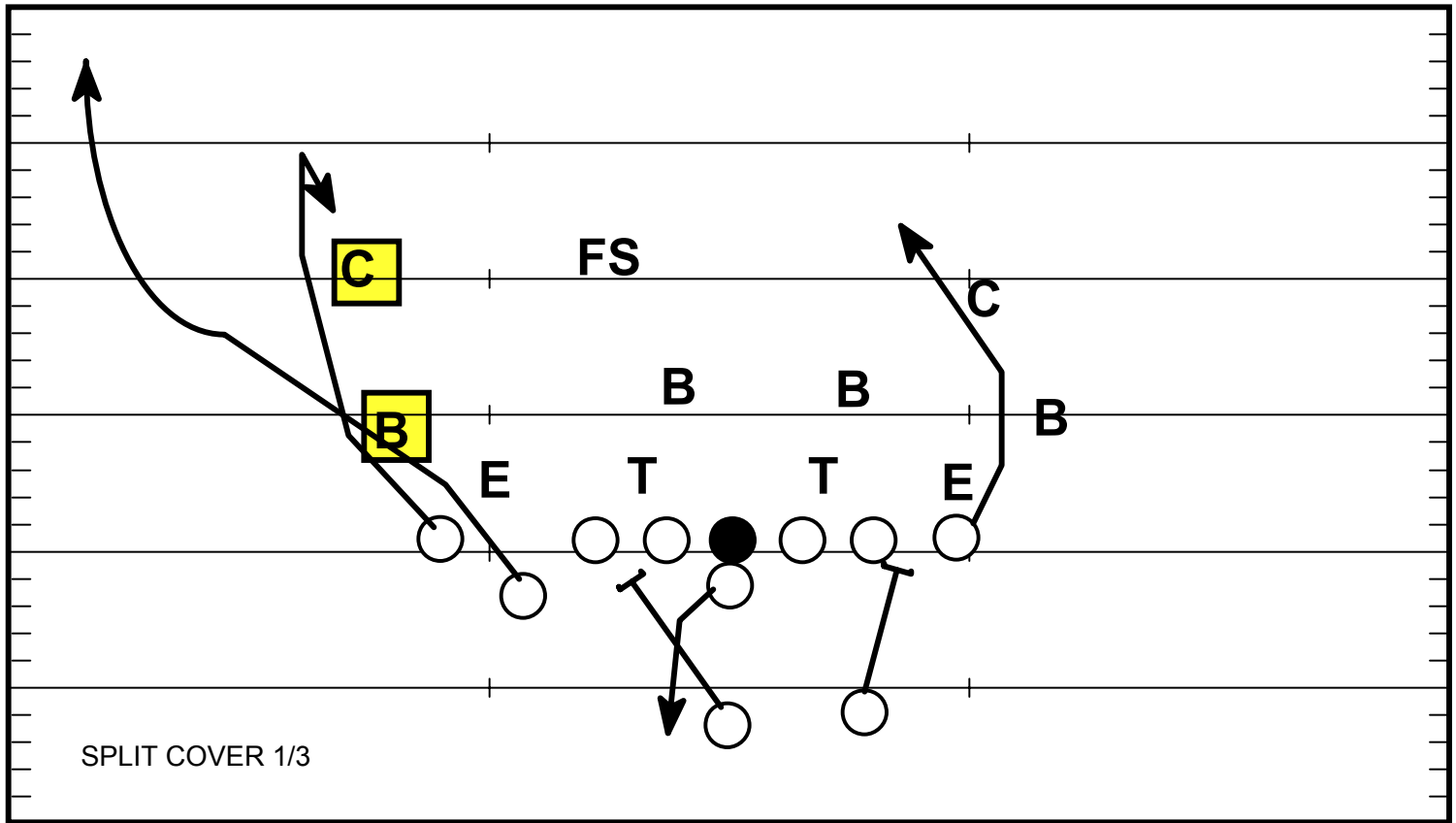
READ DEEP TO SHALLOW PROGRESSION

BIG PLAY

NASTY
FAR
LEFT

504 RAIL

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y CURL

F PROTECT

Z RAIL

QB READ
CORNER

TB PROTECT

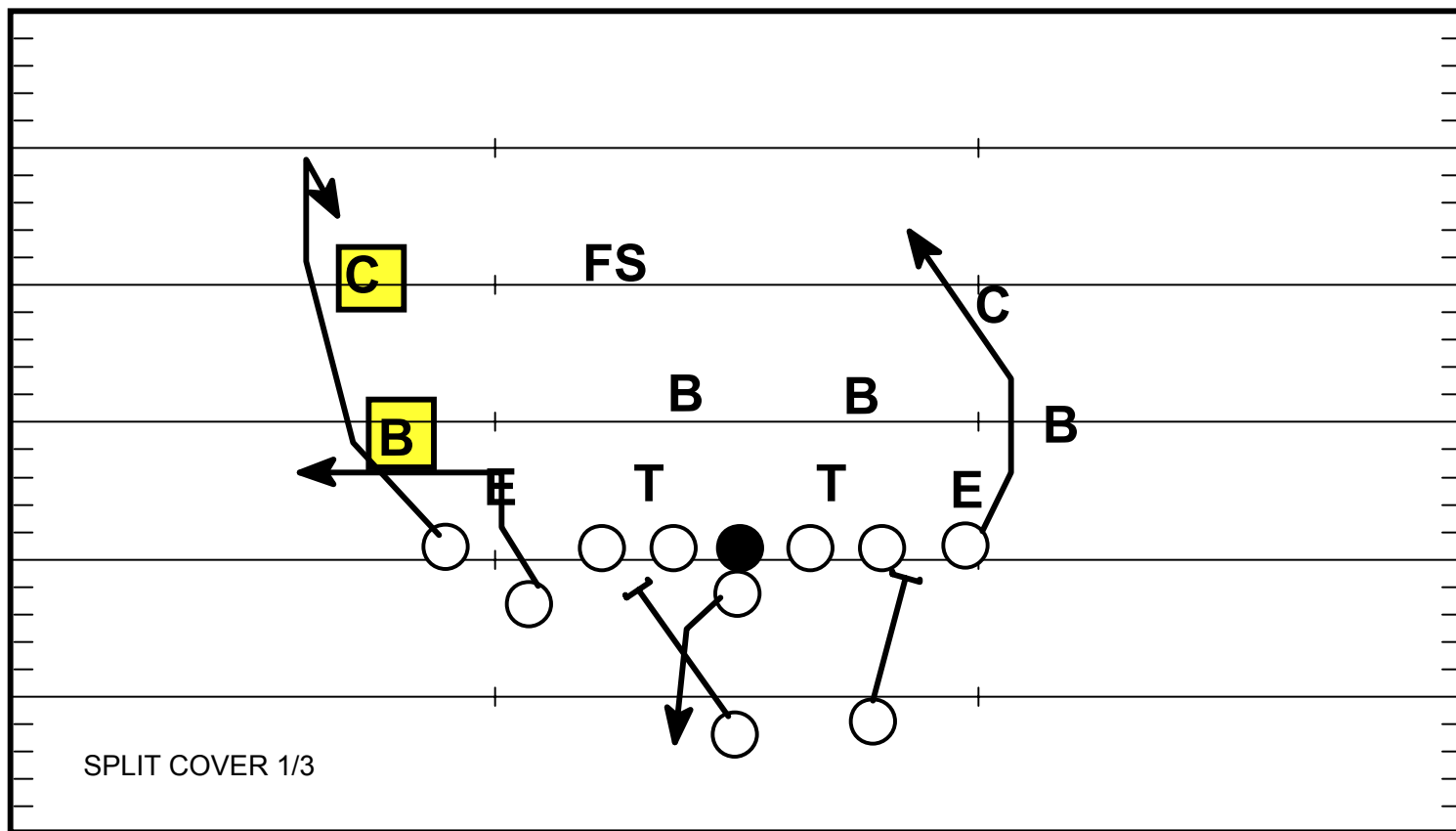
SPECIAL NOTES:

GOOD VS MAN OR ZONE

NASTY
FAR
LEFT

504

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y CURL

F PROTECT

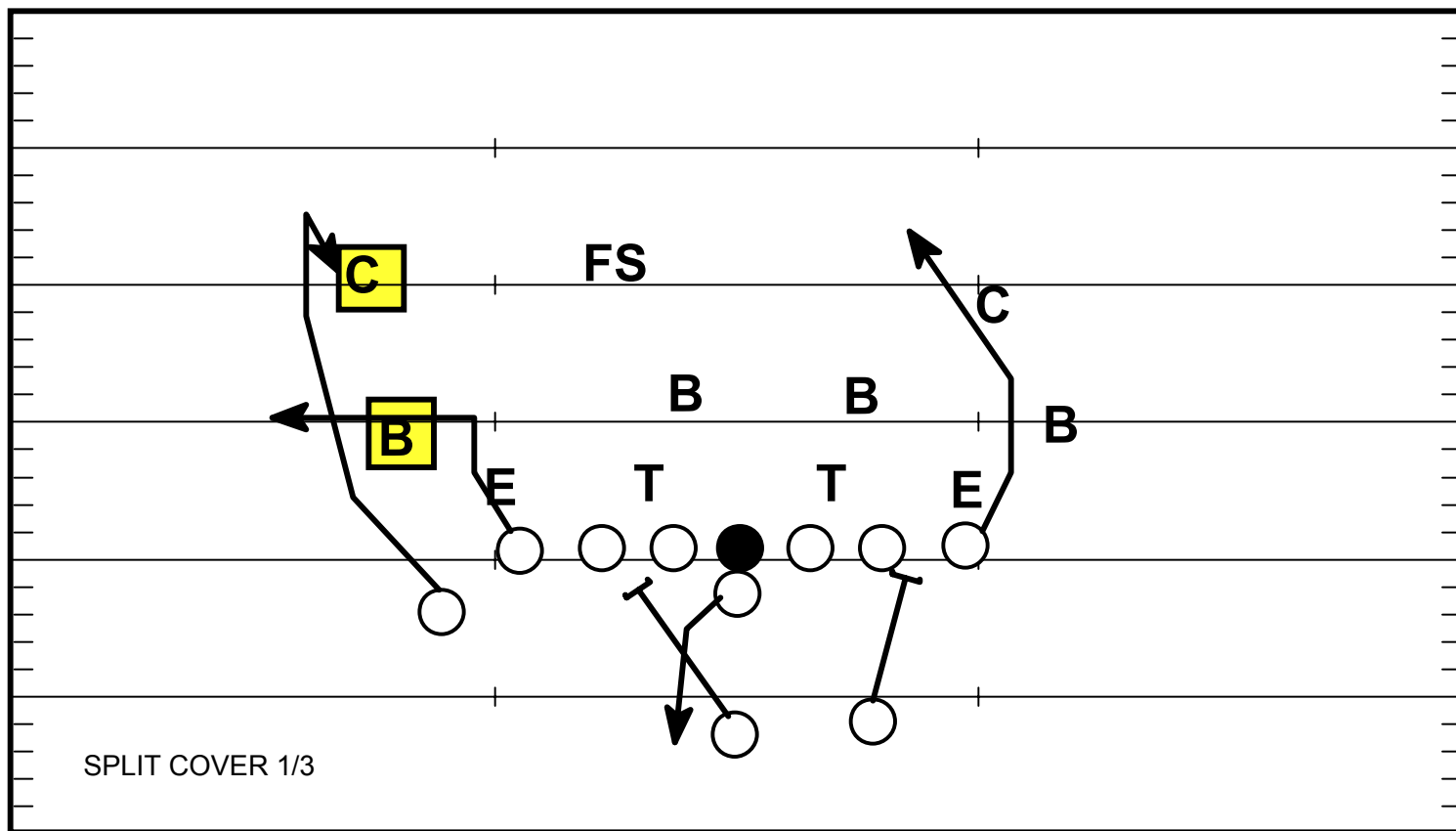
Z OUT

QB READ OLB
AND CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE



PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y OUT

F PROTECT

Z CURL

QB READ OLB
AND CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

500 CHOICE

A diagram of a 2D hexagonal lattice. The lattice consists of several white circular nodes. A central node is filled with black. Two nodes are highlighted with yellow squares and labeled 'C' and 'FS'. Various nodes are labeled with letters: 'B' appears above several nodes, 'E' appears below two nodes, and 'T' appears below three nodes. There are several directed edges (arrows) connecting the nodes. One arrow points from a node on the left towards the top-left. Another arrow points from a node on the right towards the top-right. A third arrow points from a node in the center towards the bottom. A fourth arrow points from a node on the left towards the center. A fifth arrow points from a node on the right towards the center. A sixth arrow points from a node in the center towards the bottom-left. A seventh arrow points from a node in the center towards the bottom-right. A eighth arrow points from a node on the left towards the center. A ninth arrow points from a node on the right towards the center. A tenth arrow points from a node in the center towards the bottom. A eleventh arrow points from a node on the left towards the center. A twelfth arrow points from a node on the right towards the center. A thirteenth arrow points from a node in the center towards the bottom. A fourteenth arrow points from a node on the left towards the center. A fifteenth arrow points from a node on the right towards the center. A sixteenth arrow points from a node in the center towards the bottom. A seventeenth arrow points from a node on the left towards the center. A eighteenth arrow points from a node on the right towards the center. A nineteenth arrow points from a node in the center towards the bottom. A twentieth arrow points from a node on the left towards the center. A twenty-first arrow points from a node on the right towards the center. A twenty-second arrow points from a node in the center towards the bottom. A twenty-third arrow points from a node on the left towards the center. A twenty-fourth arrow points from a node on the right towards the center. A twenty-fifth arrow points from a node in the center towards the bottom. A twenty-sixth arrow points from a node on the left towards the center. A twenty-seventh arrow points from a node on the right towards the center. A twenty-eighth arrow points from a node in the center towards the bottom. A twenty-ninth arrow points from a node on the left towards the center. A thirtieth arrow points from a node on the right towards the center. A thirty-first arrow points from a node in the center towards the bottom. A thirty-second arrow points from a node on the left towards the center. A thirty-third arrow points from a node on the right towards the center. A thirty-fourth arrow points from a node in the center towards the bottom. A thirty-fifth arrow points from a node on the left towards the center. A thirty-sixth arrow points from a node on the right towards the center. A thirty-seventh arrow points from a node in the center towards the bottom. A thirty-eighth arrow points from a node on the left towards the center. A thirty-ninth arrow points from a node on the right towards the center. A fortieth arrow points from a node in the center towards the bottom. A forty-first arrow points from a node on the left towards the center. A forty-second arrow points from a node on the right towards the center. A forty-third arrow points from a node in the center towards the bottom. A forty-fourth arrow points from a node on the left towards the center. A forty-fifth arrow points from a node on the right towards the center. A forty-sixth arrow points from a node in the center towards the bottom. A forty-seventh arrow points from a node on the left towards the center. A forty-eighth arrow points from a node on the right towards the center. A forty-ninth arrow points from a node in the center towards the bottom. A fiftieth arrow points from a node on the left towards the center. A fifty-first arrow points from a node on the right towards the center. A fifty-second arrow points from a node in the center towards the bottom. A fifty-third arrow points from a node on the left towards the center. A fifty-fourth arrow points from a node on the right towards the center. A fifty-fifth arrow points from a node in the center towards the bottom. A fifty-sixth arrow points from a node on the left towards the center. A fifty-seventh arrow points from a node on the right towards the center. A fifty-eighth arrow points from a node in the center towards the bottom. A fifty-ninth arrow points from a node on the left towards the center. A sixtieth arrow points from a node on the right towards the center. A sixty-first arrow points from a node in the center towards the bottom. A sixty-second arrow points from a node on the left towards the center. A sixty-third arrow points from a node on the right towards the center. A sixty-fourth arrow points from a node in the center towards the bottom. A sixty-fifth arrow points from a node on the left towards the center. A sixty-sixth arrow points from a node on the right towards the center. A sixty-seventh arrow points from a node in the center towards the bottom. A sixty-eighth arrow points from a node on the left towards the center. A sixty-ninth arrow points from a node on the right towards the center. A seventieth arrow points from a node in the center towards the bottom. A seventy-first arrow points from a node on the left towards the center. A seventy-second arrow points from a node on the right towards the center. A seventy-third arrow points from a node in the center towards the bottom. A seventy-fourth arrow points from a node on the left towards the center. A seventy-fifth arrow points from a node on the right towards the center. A seventy-sixth arrow points from a node in the center towards the bottom. A seventy-seventh arrow points from a node on the left towards the center. A seventy-eighth arrow points from a node on the right towards the center. A seventy-ninth arrow points from a node in the center towards the bottom. An eightieth arrow points from a node on the left towards the center. An eighty-first arrow points from a node on the right towards the center. An eighty-second arrow points from a node in the center towards the bottom. An eighty-third arrow points from a node on the left towards the center. An eighty-fourth arrow points from a node on the right towards the center. An eighty-fifth arrow points from a node in the center towards the bottom. An eighty-sixth arrow points from a node on the left towards the center. An eighty-seventh arrow points from a node on the right towards the center. An eighty-eighth arrow points from a node in the center towards the bottom. An eighty-ninth arrow points from a node on the left towards the center. A ninetieth arrow points from a node on the right towards the center. A ninety-first arrow points from a node in the center towards the bottom. A ninety-second arrow points from a node on the left towards the center. A ninety-third arrow points from a node on the right towards the center. A ninety-fourth arrow points from a node in the center towards the bottom. A ninety-fifth arrow points from a node on the left towards the center. A ninety-sixth arrow points from a node on the right towards the center. A ninety-seventh arrow points from a node in the center towards the bottom. A ninety-eighth arrow points from a node on the left towards the center. A ninety-ninth arrow points from a node on the right towards the center. A hundredth arrow points from a node in the center towards the bottom.

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TB PROTECT

BIG PLAY

434 FLOOD

The diagram illustrates a split cover for a 3-outcome experiment. A horizontal line contains seven circles. The first circle is labeled 'E' above it. The second and fourth circles are labeled 'T' above them. The third circle is a solid black dot. The fifth and sixth circles are labeled 'T' above them. The seventh circle is labeled 'E' above it. A curved arrow labeled 'C' starts at the first circle and points to a point labeled 'FS'. A curved arrow labeled 'B' starts at the fourth circle and points to the same 'FS' point. From 'FS', three arrows branch out, labeled 1, 2, and 3. A vertical line segment connects the 'FS' point to the seventh circle. From this point, three arrows branch out, labeled 1, 2, and 3. Two yellow squares are shown: one labeled 'C' and one labeled 'B'. A small diagram at the bottom shows a circle with a line segment and an arrow pointing to a solid black dot, with a 'T' label above it.

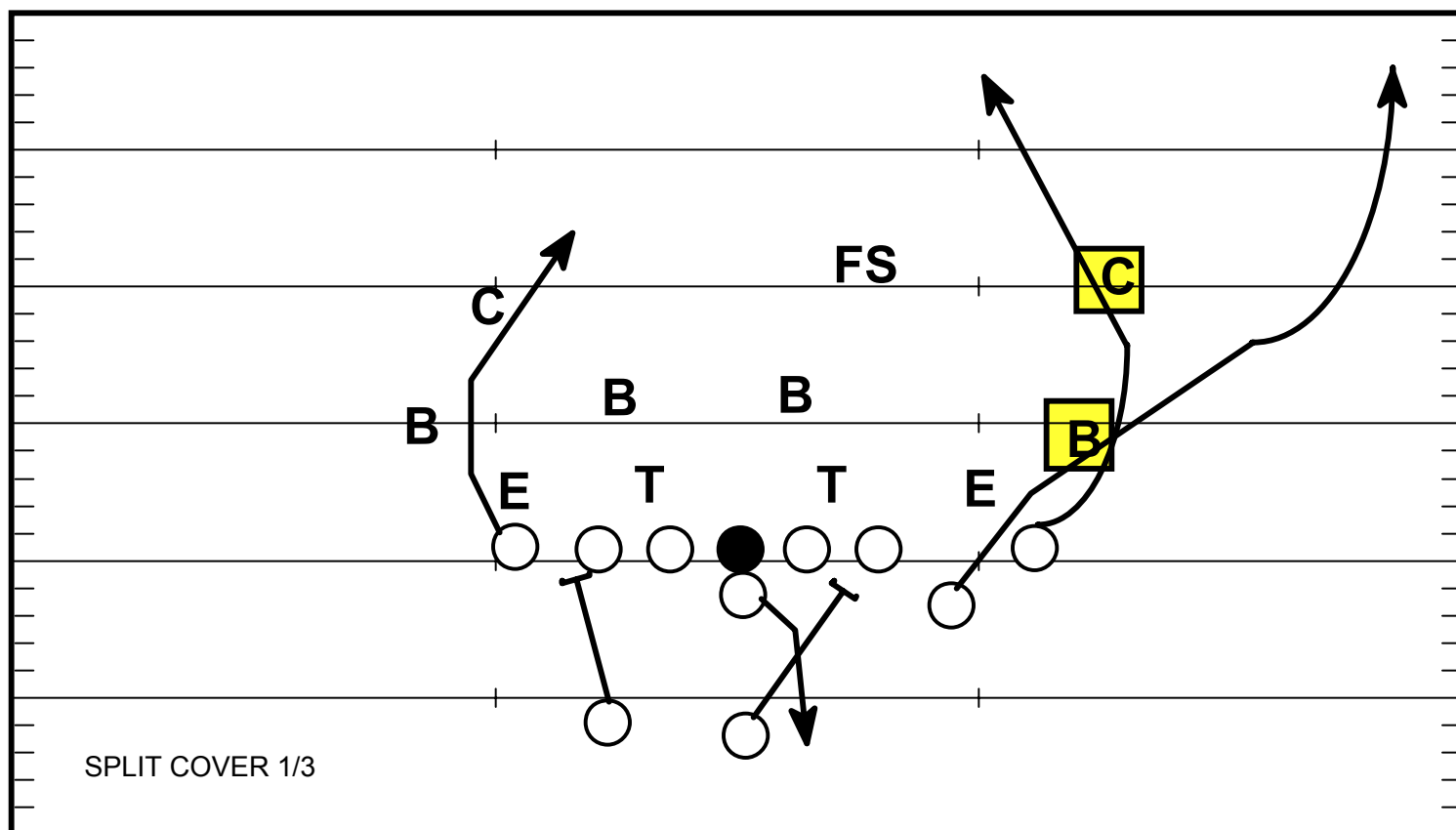
TB OUT

GOOD VS MAN OR ZONE

NASTY
FAR
RIGHT

408

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y POST

F PROTECT

Z RAIL

QB READ
CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

RAIL WILL USUALLY BE OPEN

BIG PLAY

407

The diagram shows a 3x3 grid with the following contents:

- Top row: B, C, FS
- Middle row: E, T, T
- Bottom row: (empty), (empty), (empty)

A black circle is located in the center of the grid (middle row, middle column). Arrows indicate connections between circles and to the edges of the grid. Two yellow squares labeled B and C are on the right edge of the grid.

TB PROTECT

BIG PLAY

404 RAIL

The diagram illustrates a split cover system layout. It features a central horizontal line with several circular nodes. From left to right, the nodes are labeled B, E, T, a solid black circle, T, and B. Above the line, there are labels B, C, FS, and C. Below the line, there are labels E, B, and C. Arrows indicate flow paths: one from the left B node to the C node, one from the E node to the T node, one from the T node to the solid black circle, one from the solid black circle to the T node, one from the T node to the B node, one from the E node to the B node, and one from the B node to the C node. A large arrow points from the bottom right towards the top right.

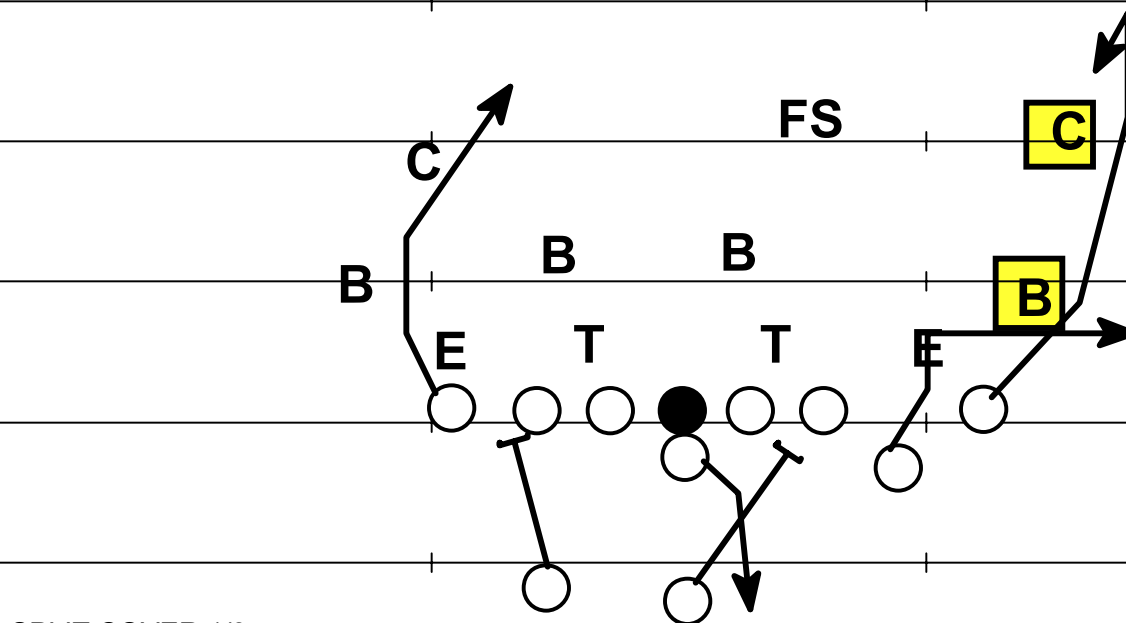
TB PROTECT

GOOD VS MAN OR ZONE

NASTY
FAR
RIGHT

404

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SPLIT COVER 1/3

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y CURL

F PROTECT

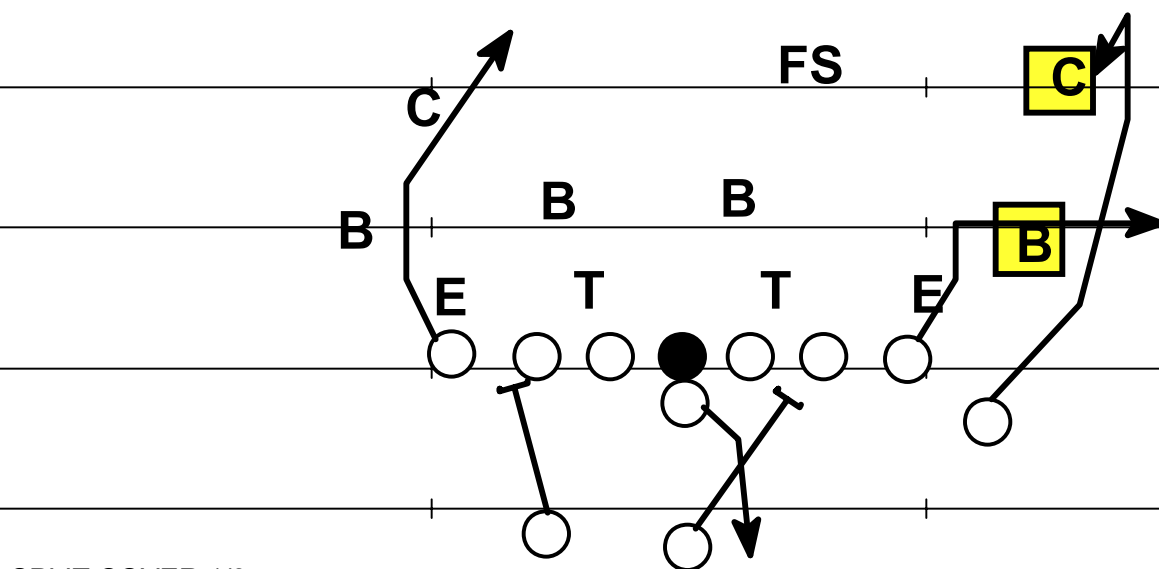
Z OUT

QB READ OLB
AND CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE



SPLIT COVER 1/3

PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y OUT

F PROTECT

Z CURL

QB READ OLB
AND CORNER

TB PROTECT

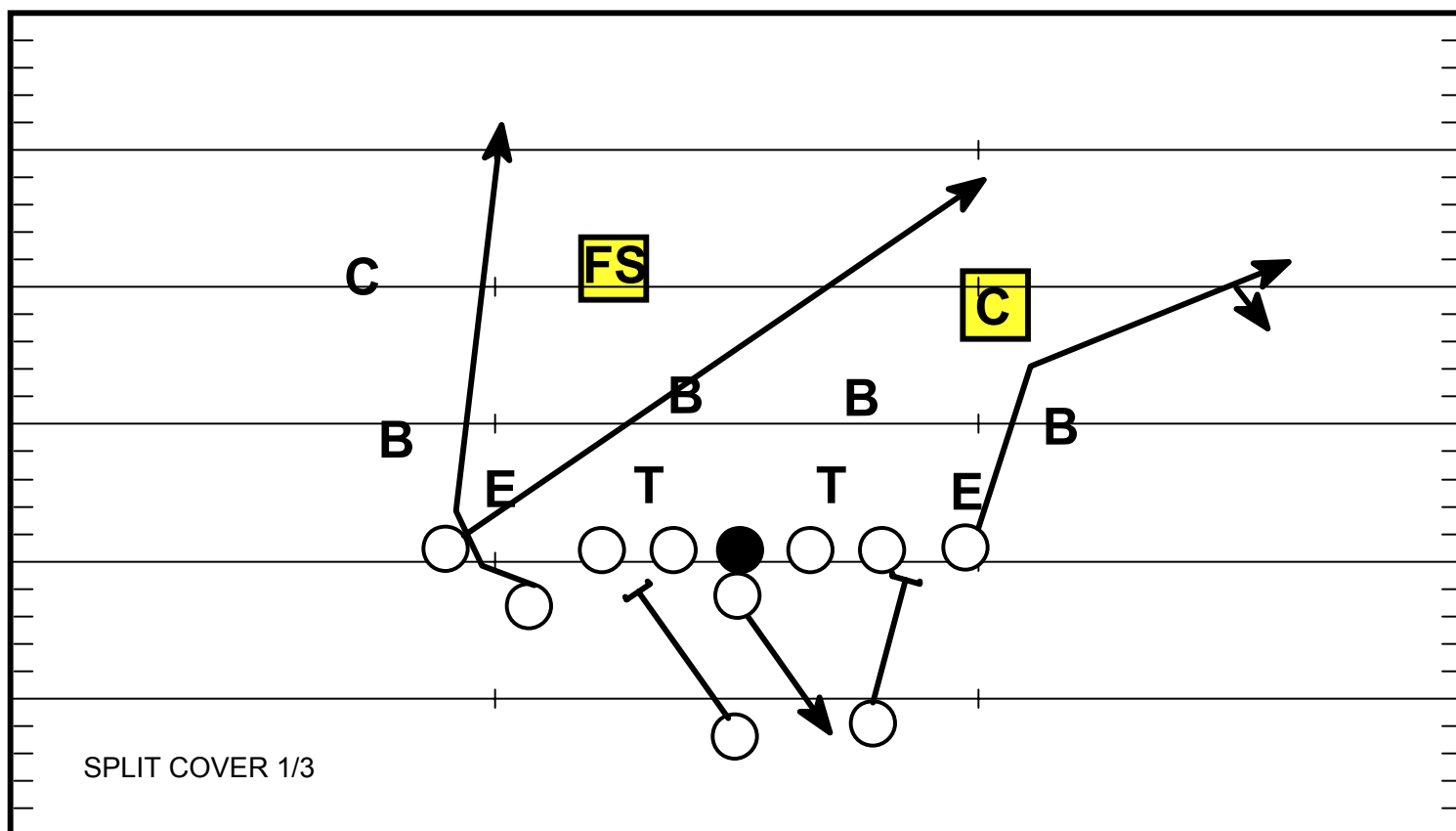
SPECIAL NOTES:

GOOD VS MAN OR ZONE

NASTY
FAR
LEFT

400 CHOICE

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X CHOICE
FLAG OR OUT

Y CLIMB TO OPPOSITE HASH

F PROTECT

Z DOWN HASH

QB READ
CORNER
TO FS

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

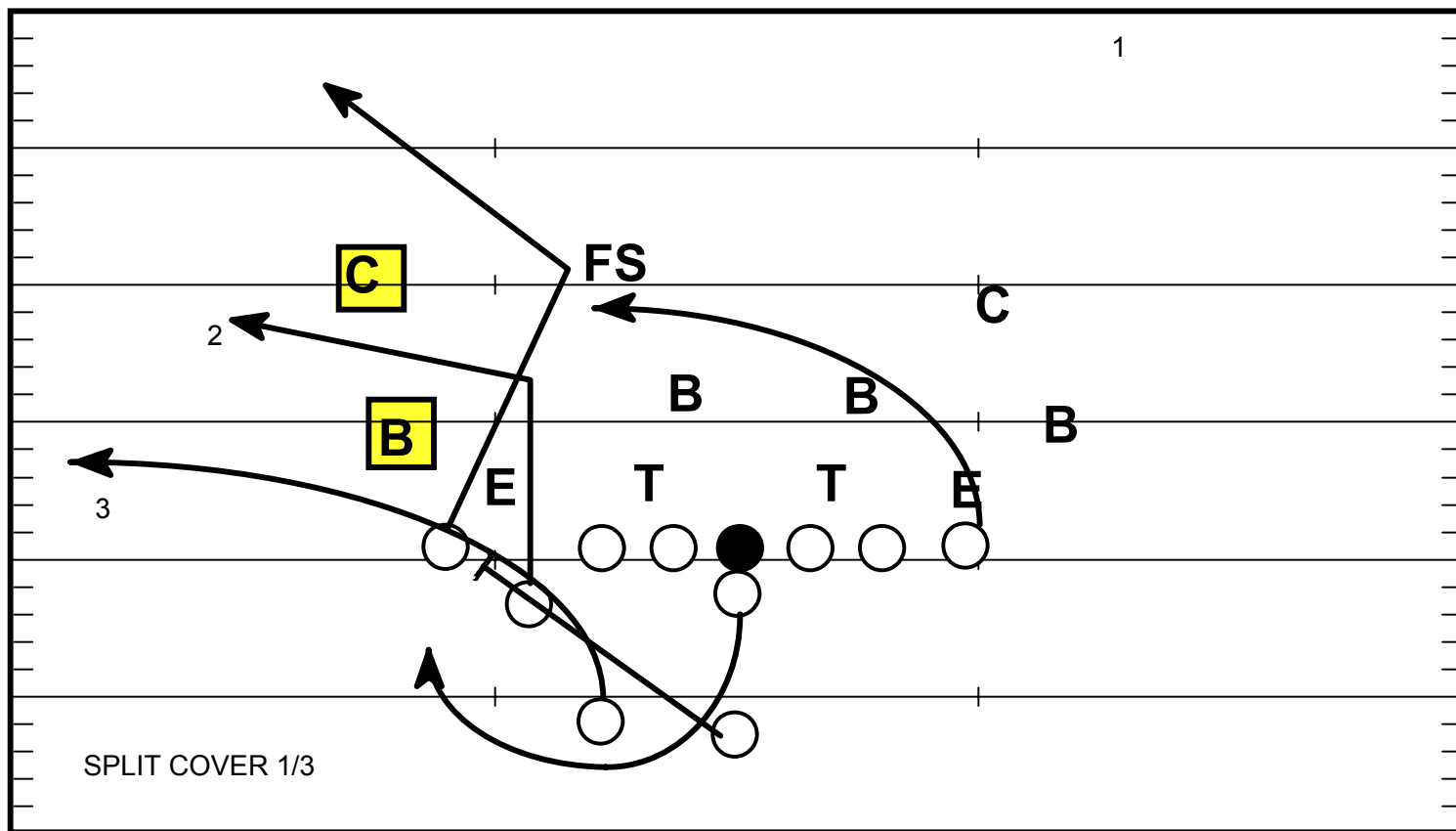
READ DEEP TO SHALLOW PROGRESSION

BIG PLAY

NASTY
NEAR
LEFT

90 FLOOD

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X DRAG

Y CORNER/FLAG

F PROTECT

Z OUT

QB READ DEEP TO SHALLOW
AND CORNER

TB OUT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

80 FLOOD

SPLIT COVER 1/3

TB OUT

GOOD VS MAN OR ZONE

BOOT @ 9 THROWBACK

[illegible]

GOOD VS MAN OR ZONE

BOOT @ 0

The diagram shows a 3D coordinate system with three axes labeled 1, 2, and 3. A path is plotted starting from a black dot, passing through several white circles, and ending at a yellow square labeled 'C'. The path is labeled with 'B', 'T', 'E', and 'FS'. The diagram is titled 'SPLIT COVER 1/3'.

GOOD VS MAN OR ZONE

BOOT @ 8 THROWBACK

GOOD VS MAN OR ZONE

BOOT @ 8

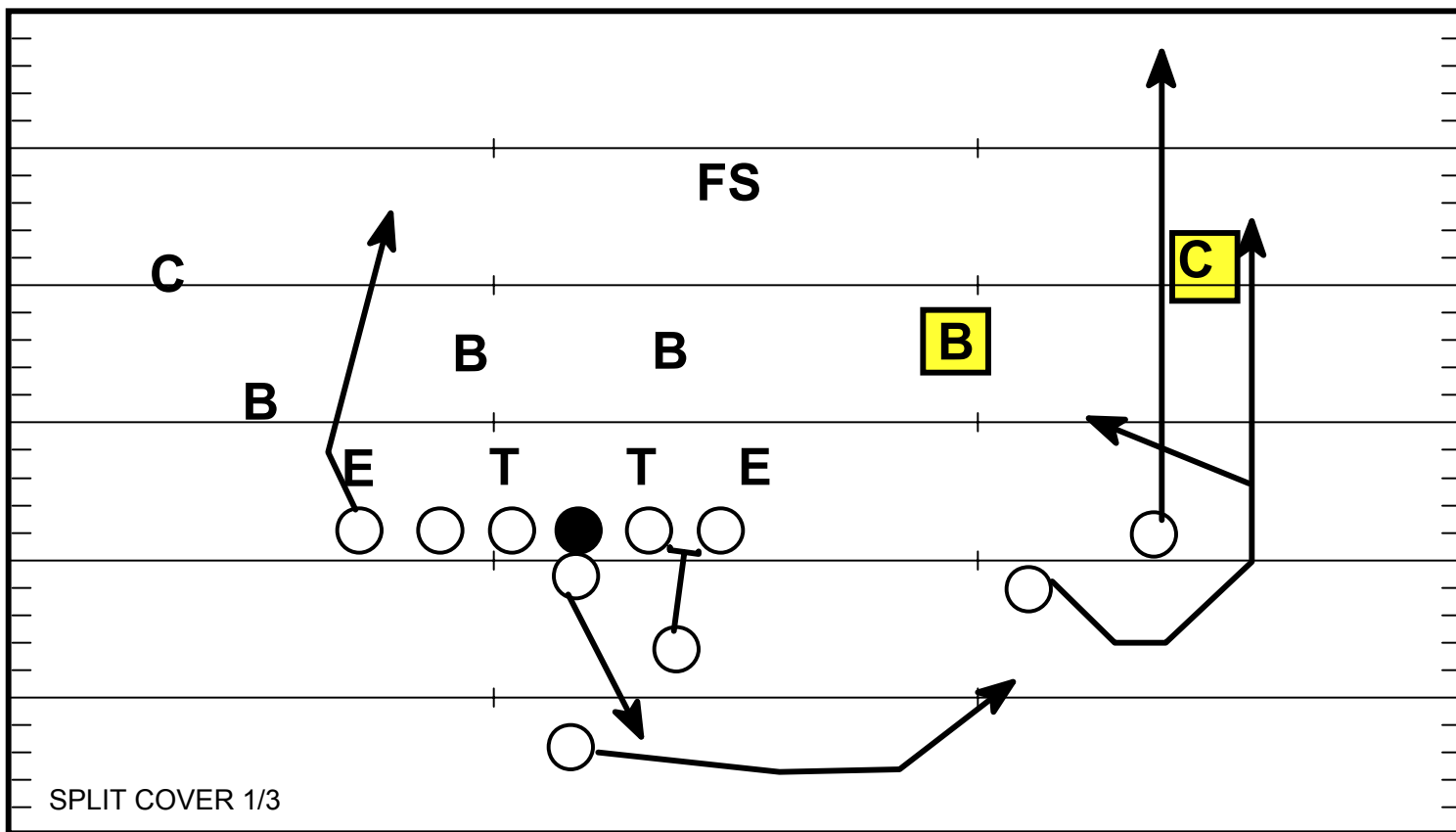
[illegible]

GOOD VS MAN OR ZONE

WEAK
I
LEFT TWINS

609 X FOLLOW

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X FOLLOW Z
SLOW PLAY...FIND THE SEAM
VS. MAN CROSS HIS FACE

Y BACKSIDE POST

F PROTECT

Z GO

QB PRE-SNAP READ.
READ OLB

TB SWING

SPECIAL NOTES:

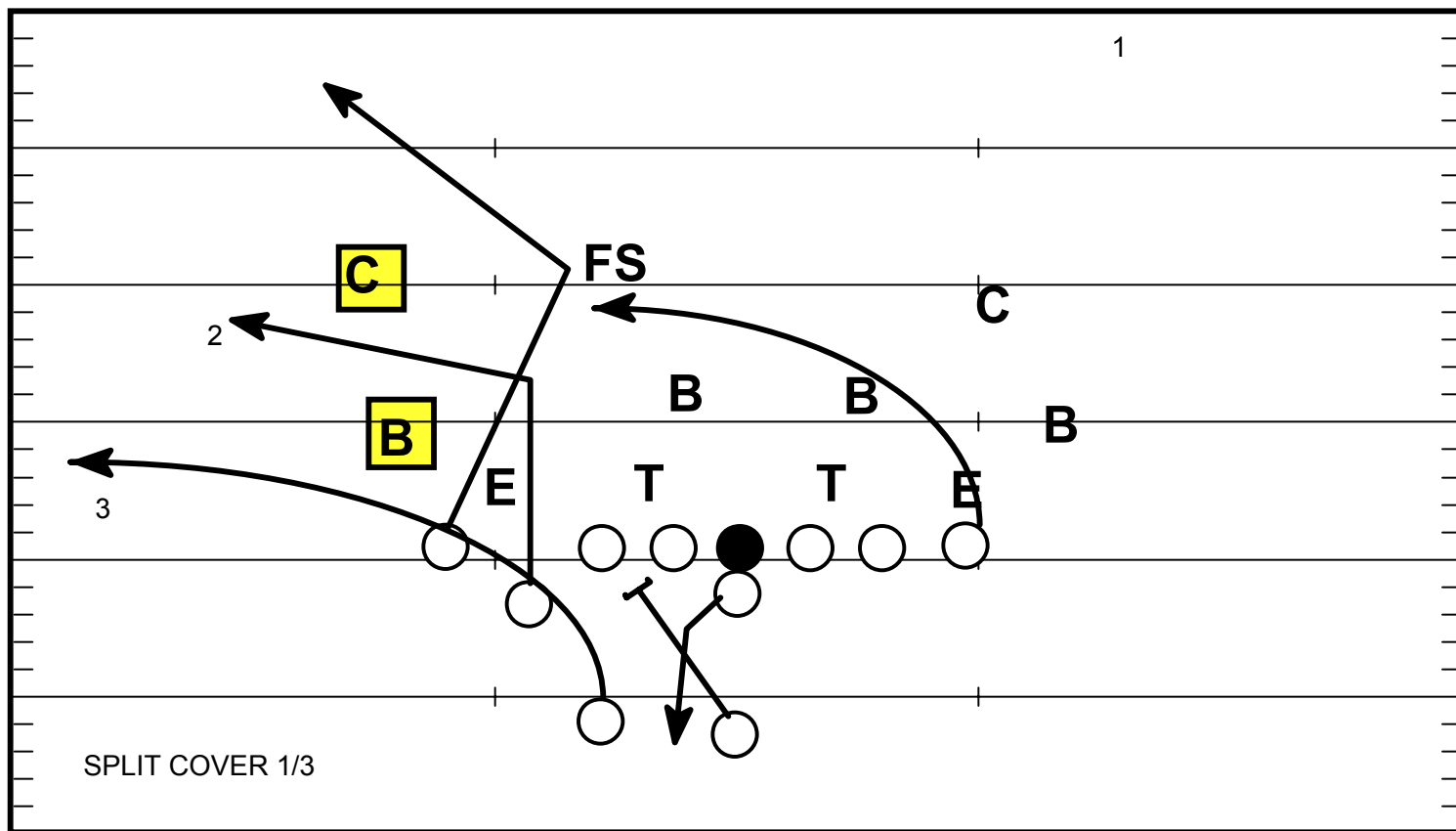
GOOD VS MAN OR ZONE

KILLS COVER 1 OR 3

NASTY
NEAR
LEFT

535 FLOOD

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X DRAG

Y CORNER/FLAG

F FAKE
PROTECT

Z OUT

QB FAKE
READ DEEP TO SHALLOW
AND CORNER

TB OUT

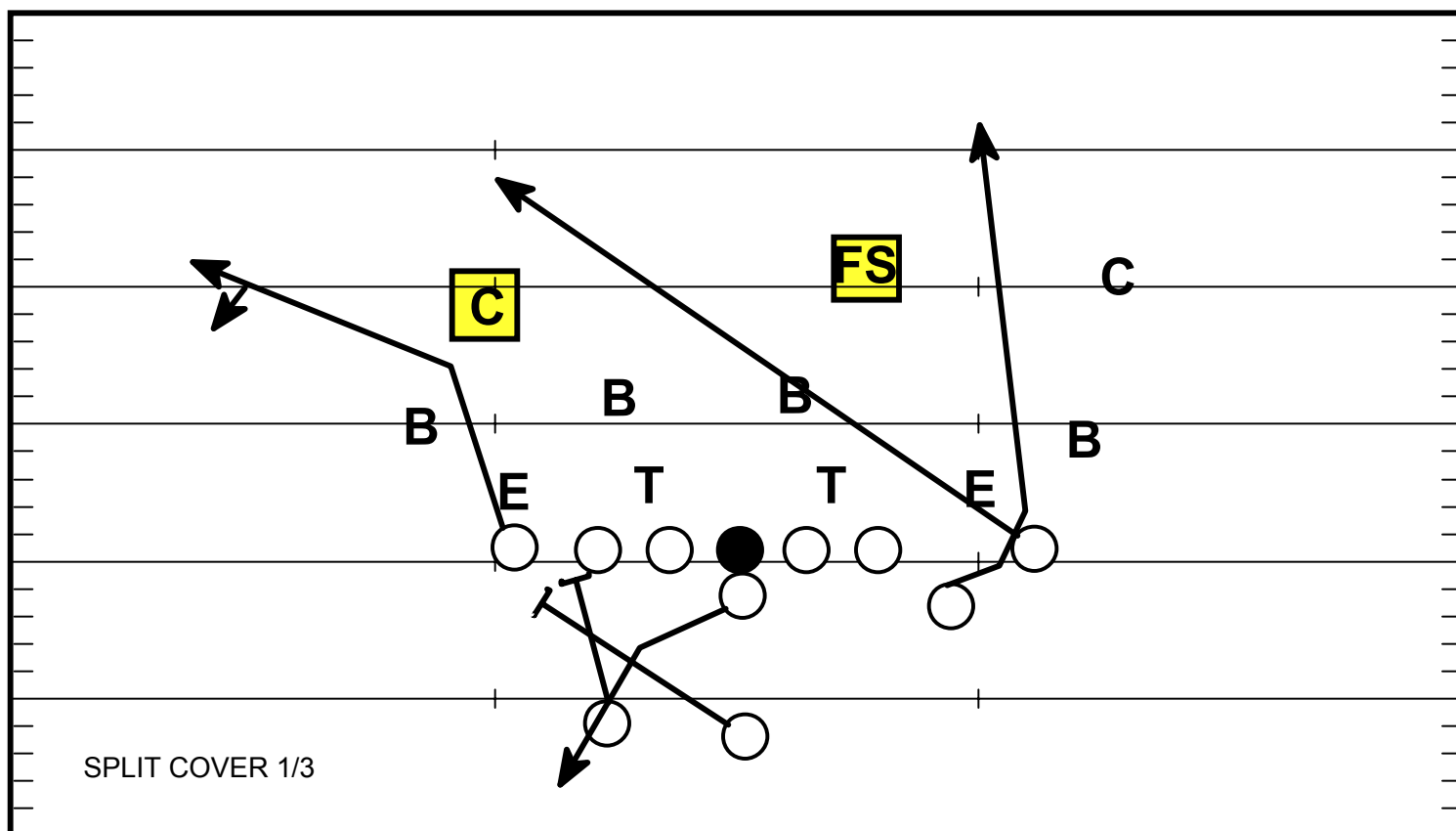
SPECIAL NOTES:

GOOD VS MAN OR ZONE

NASTY
FAR
RIGHT

535 CHOICE

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X CHOICE
FLAG OR OUT

Y CLIMB TO OPPOSITE HASH

F FAKE SLANT ACTION
PROTECT
DOWN HASH

QB READ
CORNER
TO FS

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

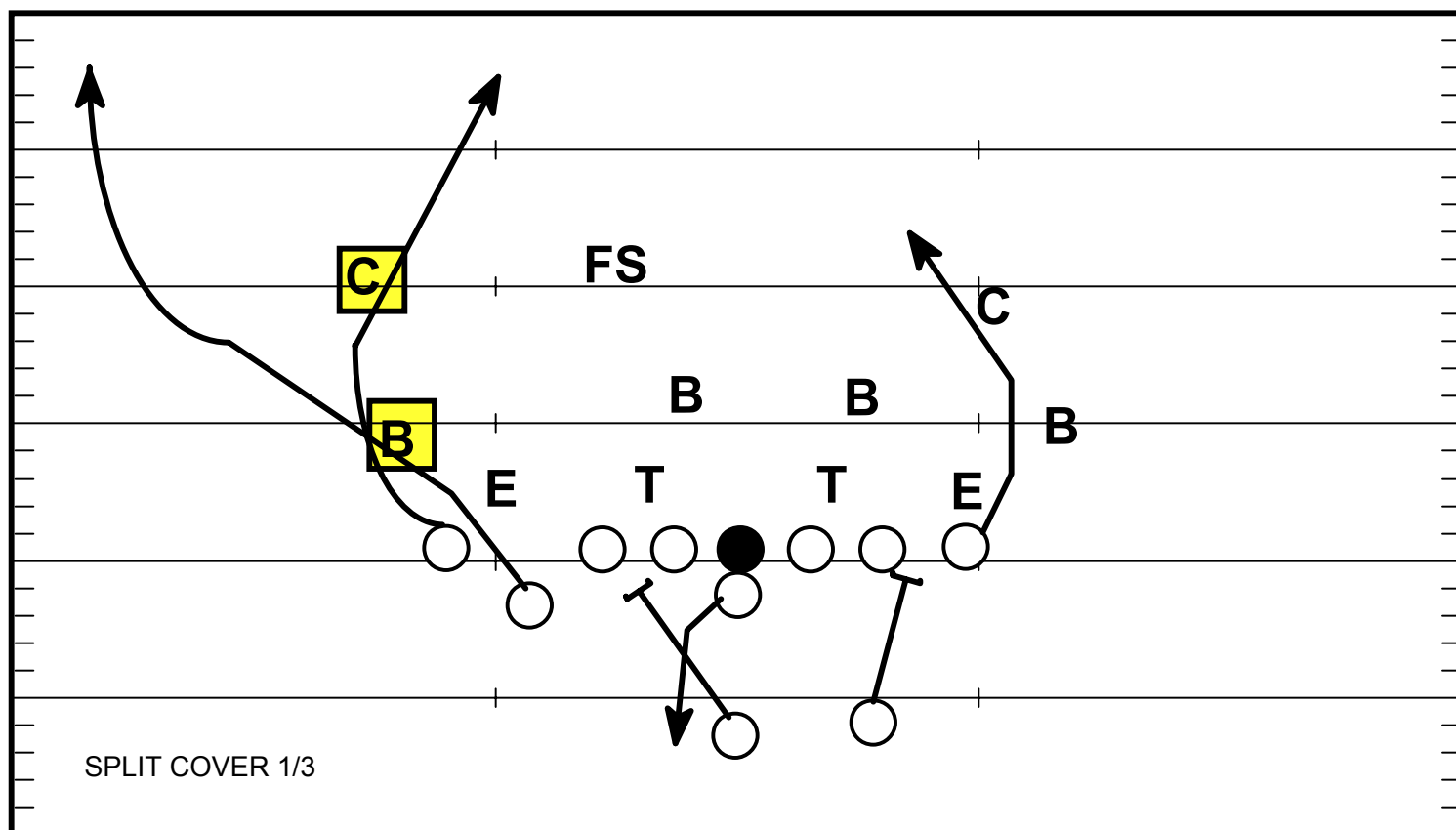
READ DEEP TO SHALLOW PROGRESSION

BIG PLAY

NASTY
FAR
RIGHT

508

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PST BIG ON BIG

PSG BIG ON BIG

CENTER BIG ON BIG

BSG BACKSIDE CUP PROTECTION - INSIDE OUT

BST BACKSIDE CUP PROTECTION - INSIDE OUT

X POST

Y POST

F PROTECT

Z RAIL

QB READ
CORNER

TB PROTECT

SPECIAL NOTES:

GOOD VS MAN OR ZONE

RAIL WILL USUALLY BE OPEN

BIG PLAY

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