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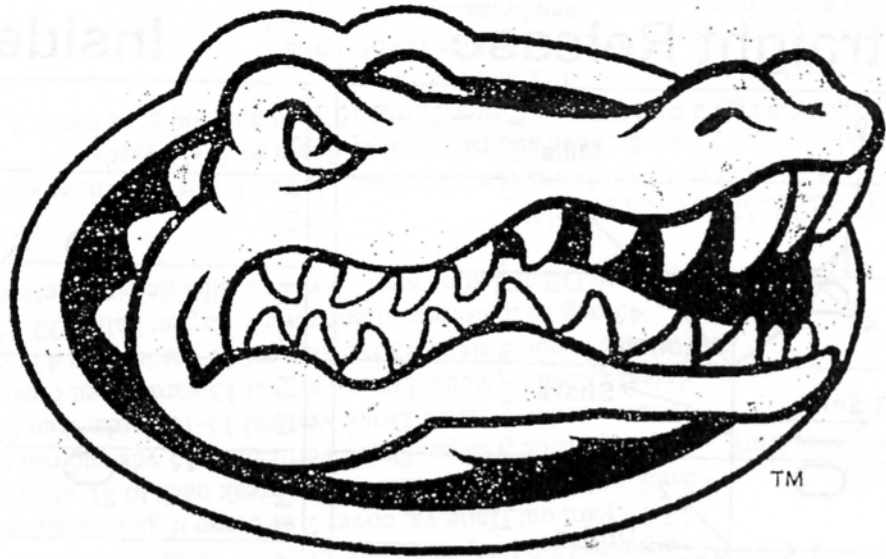
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RESEARCH PLAYBOOK



**SPURRIER/TEEVEN'S
SPRING 2000
FLORIDA
PASS GAME**

University of Florida



Spring 2000

Section 1 - Route Trees

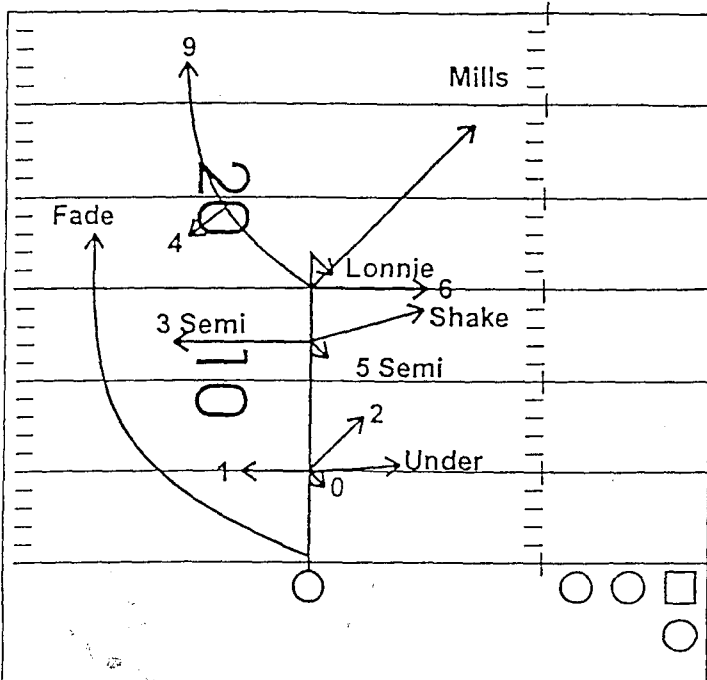
Section 2 - Pass Routes

Section 3 - Tiger Pass Routes

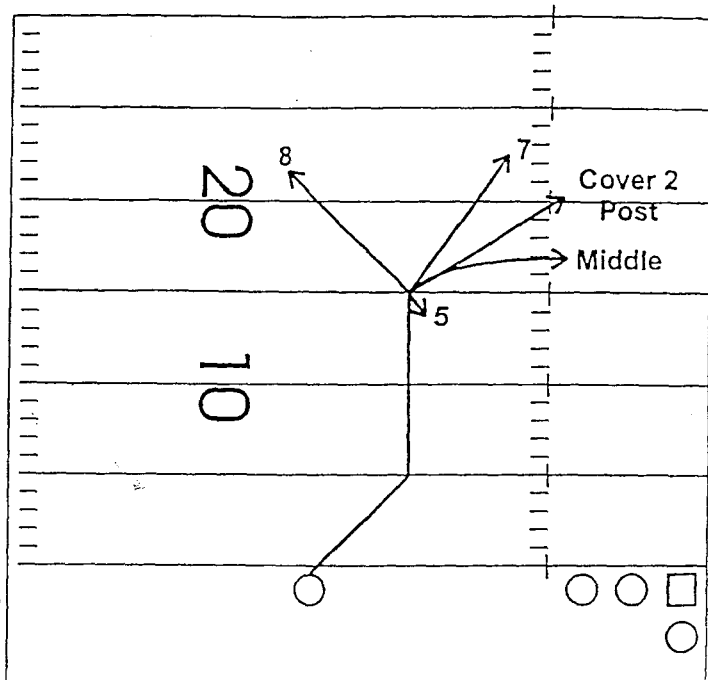
Section 4 - Plays by Formation

Wide Receiver Route Tree

Straight Release



Inside Release



Route Tree Has Numbers and Names

- | | |
|------------------------|--|
| 0. Hitch | - Four step hitch (5-6 yds), outside foot forward |
| 1. Quick - Out | - Four step out (5-6 yds), inside foot forward |
| 2. Slant | - Four step (5-6 yds) & 45 degree slant, outside foot forward (97-run this slant) |
| 3. 3-Semi | - 12-13 yard out (fade vs. cover 2 or bump if game planned. Fade will hit at 20 yds) |
| 4. Comeback | - Stick at 15 yds. Sell 9 route, then break back to SL at 17-18 yds. |
| 5. Inside Release Curl | - Release inside 3 steps. Drive vertical 14-15 yds and run curl. |
| 6. In | - Release inside 3 steps. Drive vertical 15-16 yards, then 90 degrees break to the inside |
| 7. Post | - Release inside 3 steps. Drive vertical 15 yards, then break to goalpost |
| 8. Corner | - Release inside 3 steps. Drive vertical 15 yards, then 45 degree angle to corner (or 45 degree to corner of endzone.) Expect ball at 22-25 yards. |
| 9. Streak | - Drive to DB and stick step. Work to sideline but no closer than 4 yards. |

STRAIGHT RELEASE (Burst upfield)

5-Semi - Drive vertical to 12 yards and run curl route. If ball is not thrown, attack towards QB

Shake - Drive vertical 12 yards, stick and run slant to depth of 14-15 yards.

Ralph/Lonnie - OPTION ROUTE - vs Cover 3, run 16 yard curl route. vs cover 2, run 8 route (corner)

Mills - Drive vertical to 15 yards, stick and run to post

Fade - Prefer outside release. Look for ball at 12-18 yards

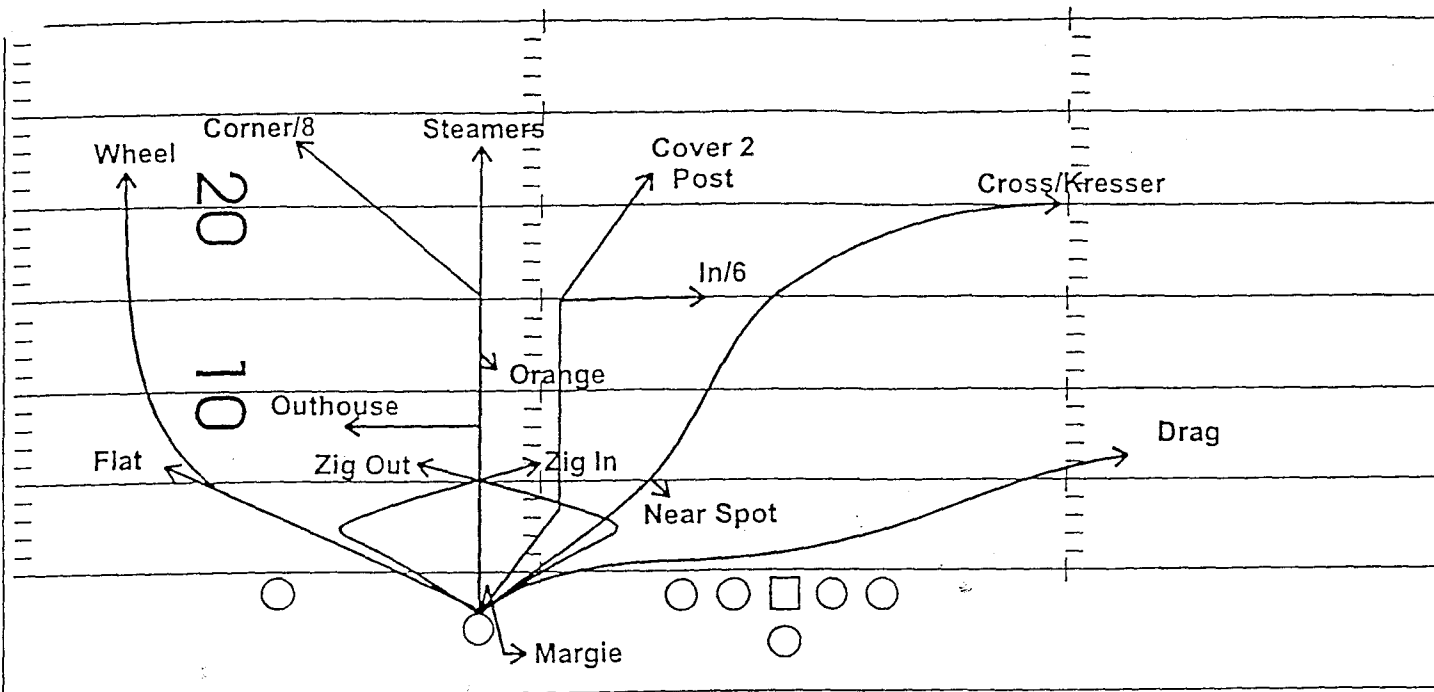
Under - Run 4 step hitch. Pause, then break inside at 6 yards.

INSIDE RELEASE

Middle (Xtra) - Release inside 3 steps. Drive vertical 15 yards, then work to middle of field 17-18 yards over the ba

Cover 2 Post - Release inside 3 steps. Drive vertical 15 yards, then bend to middle. Expect to 18-22 near middle of field. vs cover 3, flatten route at 15 yards (middle route)

Inside Receiver Route Tree



Flat - 6-7 yards straight to flat. Eyes back to QB at numbers. Settle no closer than 4 yards from sideline.

Wheel - Flat and up. Run flat. Show eyes to QB, then wheel upfield no closer than 4 yards from SL

Drag - Release flat under LBers and drive to 6-7 yard depth on opposite sideline.

Outhouse - Drive off ball 8-10 yards and run out.

Orange - 12-13 yard curl (5-semi)

In/6 - 15-16 yard in route. If 6 Semi, run 11-13 yard in. Break inside and run flat.

Steamer - Drive off and run vertical. Expect ball 20 yards downfield

Cover 2 Post - vs cover 2, drive off to 13 yards and work to split safeties. vs cover 3, drive off to 13 yards and flatten to open area in front of safeties.

Cross/Kresser - Release over LBers. Stick step at 10 yds and break to 20 yards to opposite numbers

Zig Out - Start like drag, then flat. Aim to 6 yard depth.

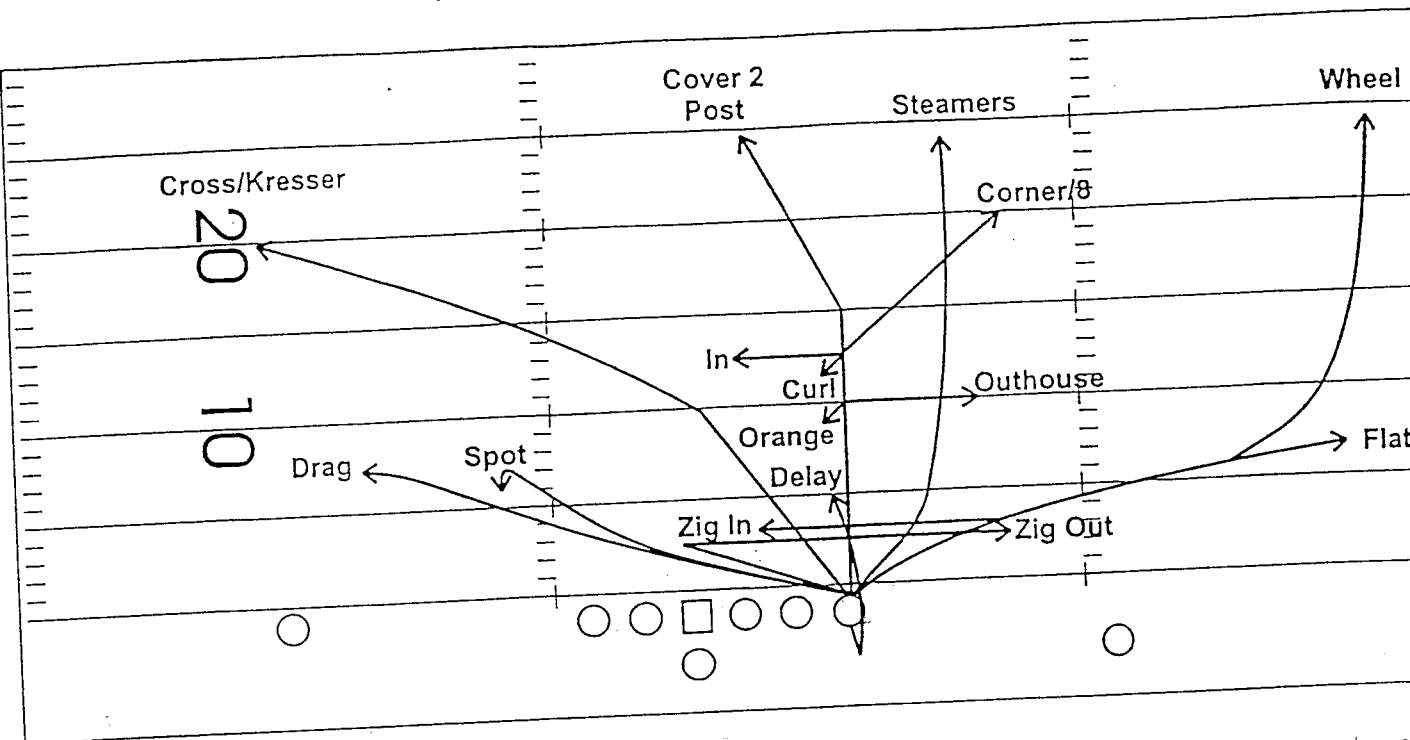
Zig In - Start like flat. Stick foot and work back underneath at 6 yard depth

Corner/8 - Drive vertical 12-13 yards, break 45 degrees to corner. Expect ball at 22-25 yards.

Near Spot - Work inside hook up at 5-6 yards over near tackle

Margie - 2 steps downfield, step inside and expect ball

TE Route Tree



- Flat** - Pick point 8 yards on boundary. Sprint to point. Look back to QB on 4th or 5th step. Settle after you cross the numbers. Expect the ball.
- Delay** - Block 2 counts and go. Look for ball as soon as you release.
- Spot (Xtra)** - Sprint to point 6-7 yards deep outside opposite OT. Go under LBers. Stop and show hands.
- Drag (Lonnie)** - Sprint under LBers to point 6-8 yards opposite sideline. Settle after you cross the numbers.
- Curl** - 12-14 yards and curl back towards QB. Only run on all Curl. Gameplan route will adjust depth and cut weekly.
- In/6** - Drive hard upfield and sell steamers. Break inside (90 degrees) at 12-15 yards
- Cross/Kresser** - Release on top of LBers. Stick at 8-10 yds and break to 14-17 yards on opposite sideline. Run under control.
- Wheel** - Flat and Up. Get eyes to QB, then wheel. Never closer than 5 yards from sideline. Expect the ball over outside shoulder at about 18-22 yards.
- Steamer** - Work 3-4 yards outside and upfield. If backside inside receiver, run a cover 2 post.
- Cover 2 Post** - vs cover 2, get best release and drive vertical. At 10-12 yards, stick and work to split safeties. vs cover 3, curl up in open area in front of safeties.
- Corner/8** - Best release. Drive vertical to 10-12 yards, stick and aim for point 20 yards downfield.
- Zig-in** - Sell flat route. After 5 steps, plant and break back flat to ball.
- Zig-Out** - Sell drag route. After 5 steps, plant and break flat away from ball.
- Outhouse** - Drive upfield 10 yards and run out cut
- Orange** - Drive upfield 10 yards and run hitch

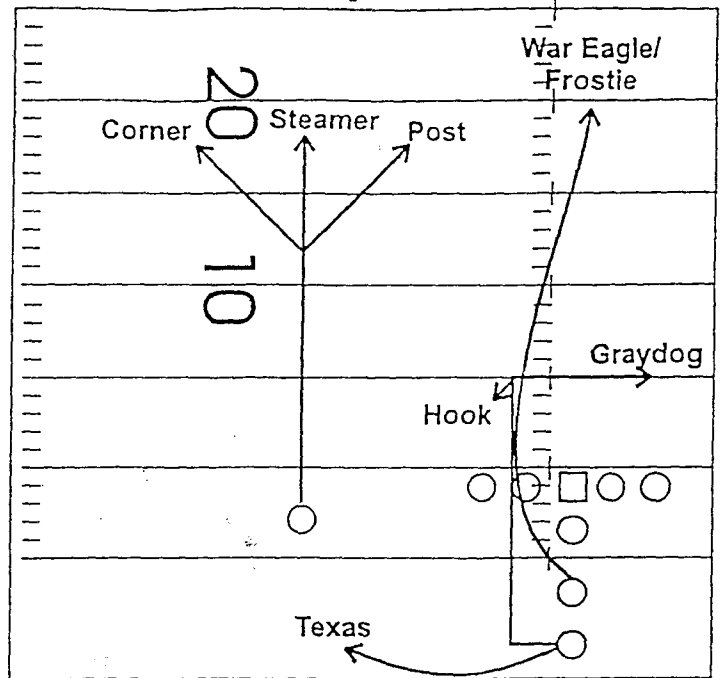
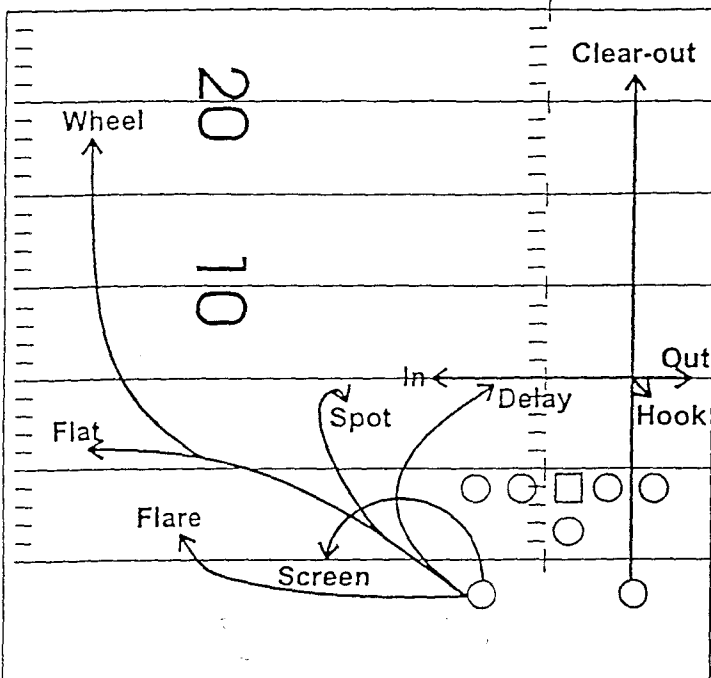
DRAG PASSING ROUTE KEYS

- Y-Drag** - Release flat and look up inside receiver who is setting the pick. Adjust your course to allow WR to disrupt the course of your defender. Run Drag (I)
- X-Drag** - Release inside. Get over top of X and look to disrupt the course of his defender. Run Drag (I)

Running Back Route Tree

Split Backs

I/Up Backs



Note that any RB routes can be run from any backfield

SPLIT BACK ROUTES

- Flare - Release parallel to LOS. QB will lead you towards LOS with the ball
- Screen - (HB Screen/Ruby/Louise) Show pass protection. Step up under OT's block. Work to 5 x 5 area outside OT. Align and catch the ball with shoulders upfield.
- Left/Right - (In/Out) Best release to 5 yard depth. Stick and break flat to direction called.
- Hook - Best release to 5 yards. Hook outside. Work to maintain width especially on Xtra & Y-6
- Delay - Release outside OT to point 5 yards deep over tackle/guard area.
- Spot - Angle release outside OT to 5 yards and hook inside.
- Flat - Pick a point 6 yards deep on sideline. Drive to it looking over your outside shoulder.
- Wheel - Run flat route. Show eyes back to QB, then wheel up sideline no closer than 4 yards
- Clear-Out - Best release through inside LBers area. Take LB with you.

I/UP ROUTES

- Texas - Lose 1 step on release to get shoulder towards QB. Work area 5 X 5 from Ot's alignment
- Hook - Same as above
- Graydog - Run from 14/15 Pass action. Take best release (A or B gap) and work to 5 yard depth.
Stick step and break to flat area opposite the play action
- War Eagle/Frostie - FB/HB Best release to wide field side off Draw 2 Pass play action. Run cover 2 post.
Beat inside LB to his outside, then bend to middle of field. Expect ball at 20 yards.
- Post - Drive upfield 12-13 yards. Stick step and break to goalpost
- Steamers - With inside alignment, release outside defender over you if possible. Drive upfield to area 3 yards outside hash. With outside alignment, drive off DB and widen to 4 yards from sideline.
- Corner - Drive upfield 12-13 yards. Stick step and break on 45 degree angle. Expect ball at 20-22 yards over your outside shoulder.



3 Step Drop Pass Routes

90- ALL-4 step Hitch	1
92 - #1-4 Step & Slant / #2-2 Step & Slant	2
97- #1-4 Step & Slant / #2-4 Step Hitch	3
99 - #1-4 Step & Fade / #2-4 Step & Slant	4

5 Step Drop Pass Routes

3 SEMI - #1-12 yd Outs / #2-13 yd Cov. 2 Post	5
5 SEMI - #1-12 yd Curl / #2 - 6 yd Flat	6
READ / READ SPECIAL - #1-12 yd Curl / #2-13 yd Cov. 2 Post / #3-6 yd Flat	7
ORANGE - #1-5 yd Hitch / #2 - 12 yd Curl	8
6 SEMI - #1-12-13 yd In / #2-5 yd Cover 2 Post	9
7 SEMI - #1-13 yd Middle / #2-5 yd Hitch	10
9 SEMI - #1-Streak / #2-13yd Cov. 2 Post	11
RIGHTY/LEFTY - #1 called side-hitch, Everyone else-post/corner to direction called	12
WHEELIES - #1-5 yd Slant / #2-Wheel	13
STEAMERS - All run 9 routes	14

7 Step Drop Pass Routes

9 OUTHOUSE - #1-9 Route / #2-10 yd Out	15
BIDDLE - #1FS-Wheel / #2FS -15 yd Post / #2-5yd Hitch / #1BS-15yd Middle	16
BOPPER - Option Route	17
CORKERS - #1-5 yd Hitch / #2-12yd Corner	18
FORK - #1-15 yd Post / #2-12yd Corner	19
GRAYDOG - 14/15 Pass Action with TB dragging back across field	20
HB SPECIAL - HB Crossing Route	21
INDY - #1-15 yd Middle / #2-Cover 2 Post	22
MILLS - #1-15 yd Post / #2-15 yd Middle	23
RALPH/LONNIE - #1FS-16 yd Curl OR 15 yd Corner / #2FS - 6 yd Flat / #1BS-15 yd Middle OR 15 yd Post	24
PATTERN 7 - #1FS-Wheel / #2FS -15 yd Post / #1BS-15yd Middle	25
WUERFFEL - #1-Post / #2-Kresser	26
XTRA/ZEBRA - XTRA - X-Middle / Z-Post / ZEBRA - X-Post / Z-Middle	27
Z - #1-Hitch / #2-Corner	28
Z-CROSS (KRESSER) - Crossing routes	29

Others

70/80 - Roll out passes	30
Naked Pass - Boot passes	31

Receiver Designations

NOTE : TE always has block responsibility first if dicated by pass protection call

Quads / Bandit

#1 B/S	#2 B/S		#2 F/S	#1 F/S
B	Y	○ ○ □ ○ ○ ○	Z	X

Quad Trips / B Trips

#1 B/S		#3	#2 F/S
X	○ ○ □ ○ ○ ○	Y	Z

B Over

#1 B/S	#3	#2 F/S	#1 F/S
Y	○ ○ □ ○ ○ ○	B	Z
			X

Tech

#1 B/S	#2 B/S	#2 F/S	#1 F/S
X	Y	○ ○ □ ○ ○ ○	Y

Tech Twins

#1 B/S	#3	#2 F/S	#1 F/S
Y	○ ○ □ ○ ○ ○	Z	X

Slot

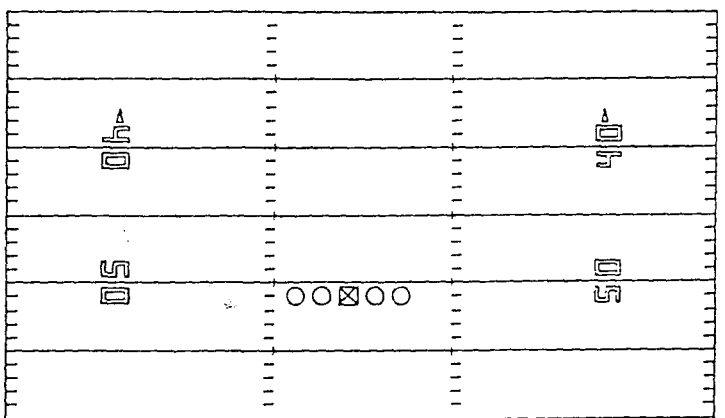
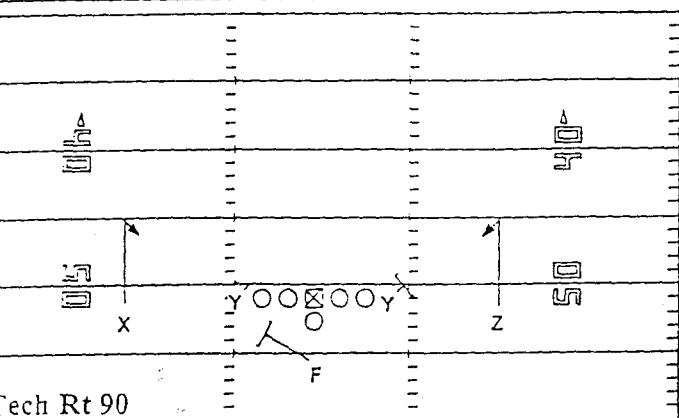
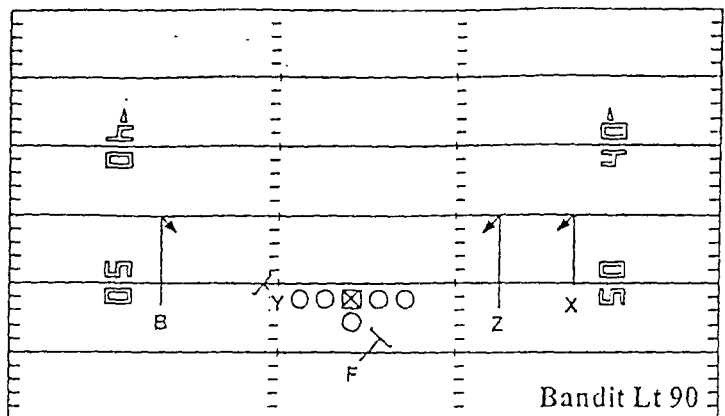
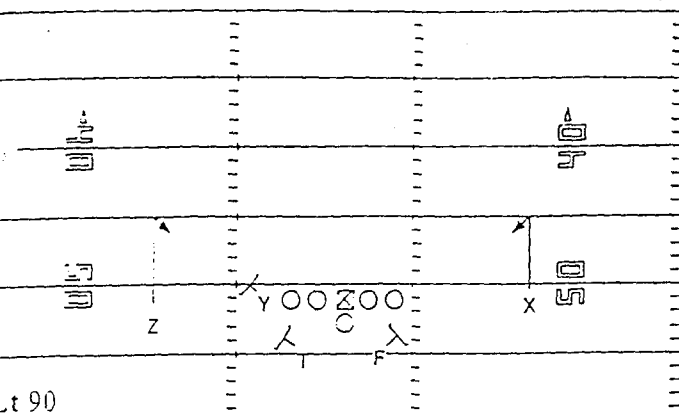
#1 B/S		#2 F/S	#1 F/S
S	○ ○ □ ○ ○ ○	Z	X

Regular

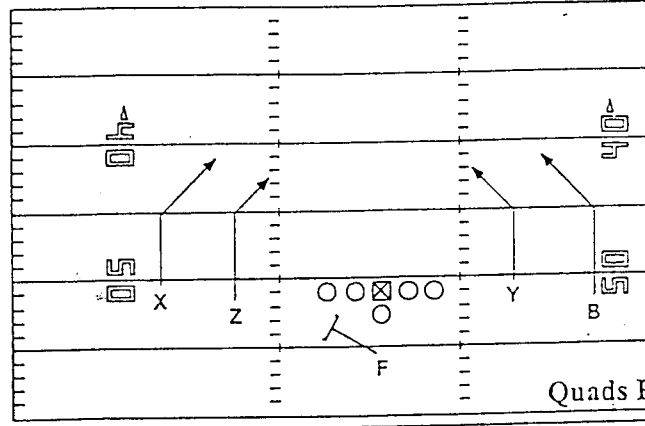
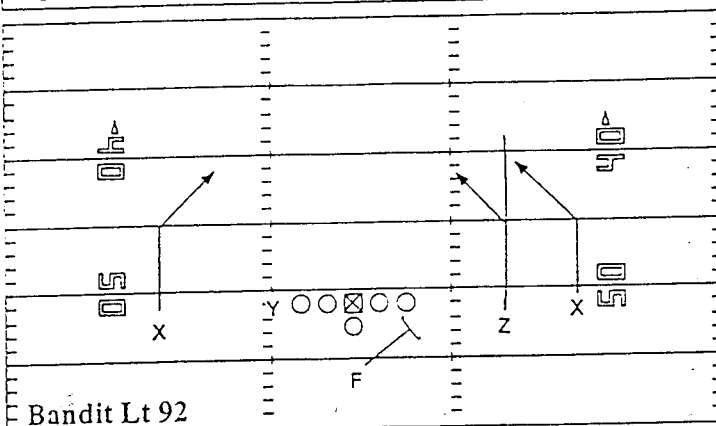
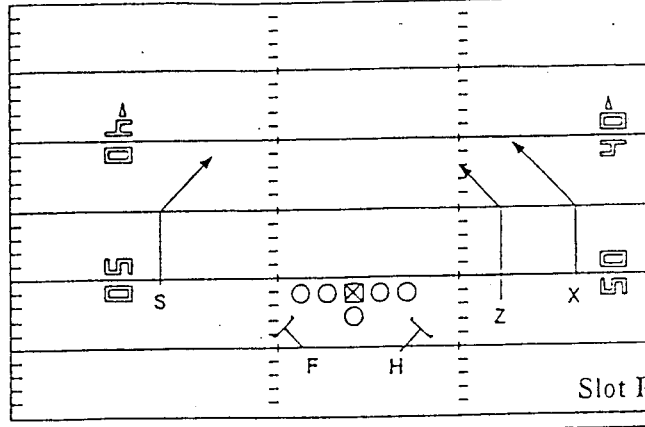
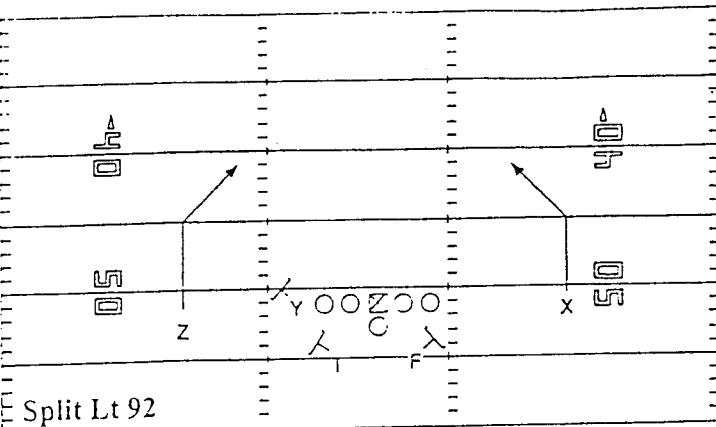
#1 B/S	#2 B/S	#1 F/S
X	○ ○ □ ○ ○ ○	Z
		Y

Over

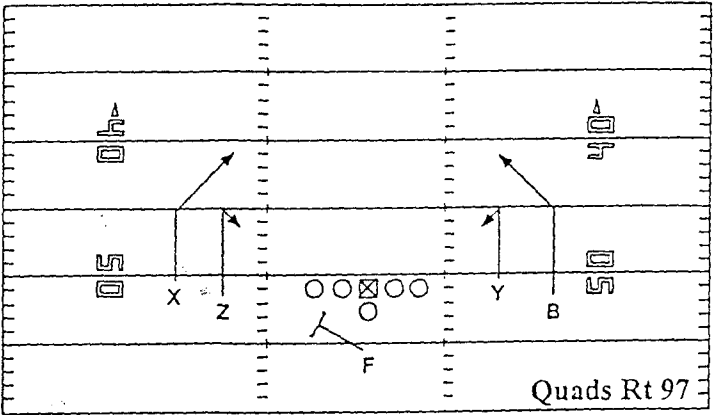
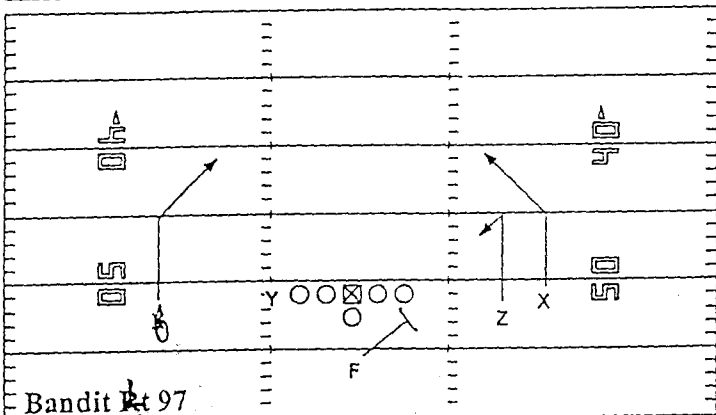
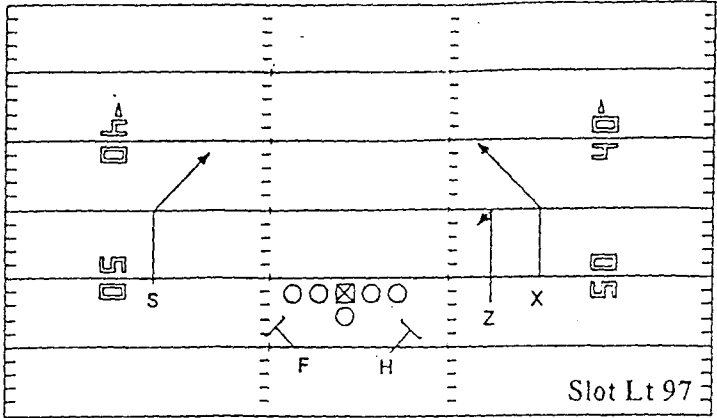
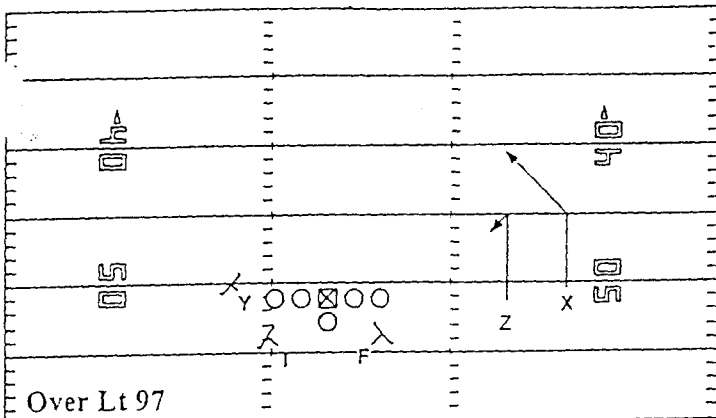
#1 B/S	#2 F/S	#1 F/S
Y	○ ○ □ ○ ○ ○	Z
		X



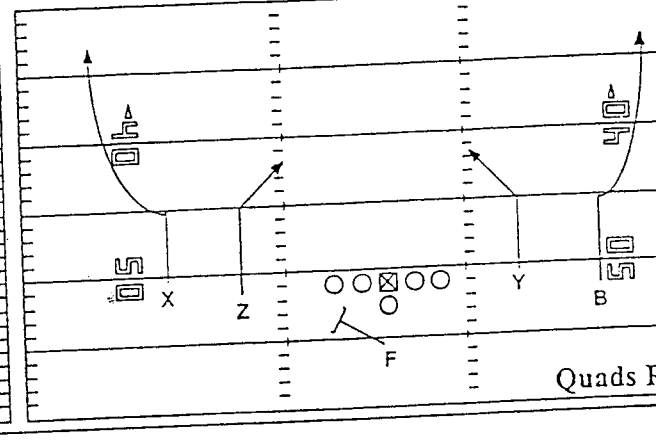
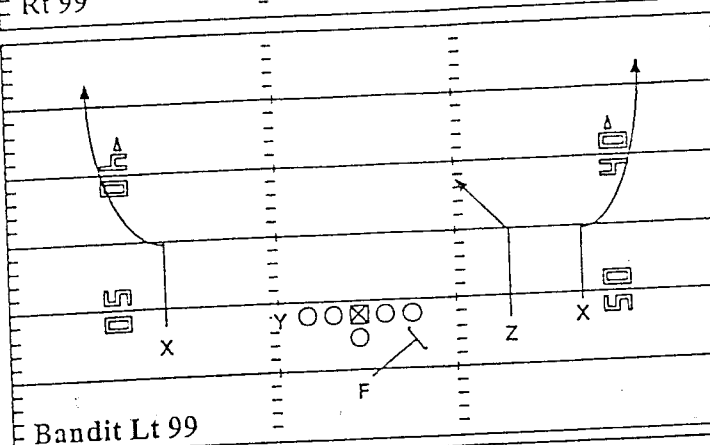
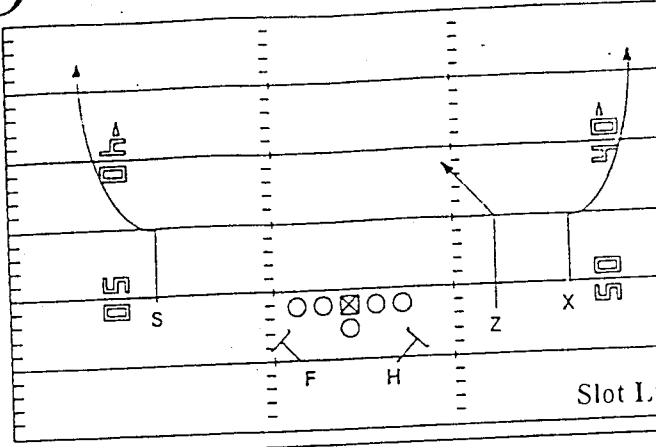
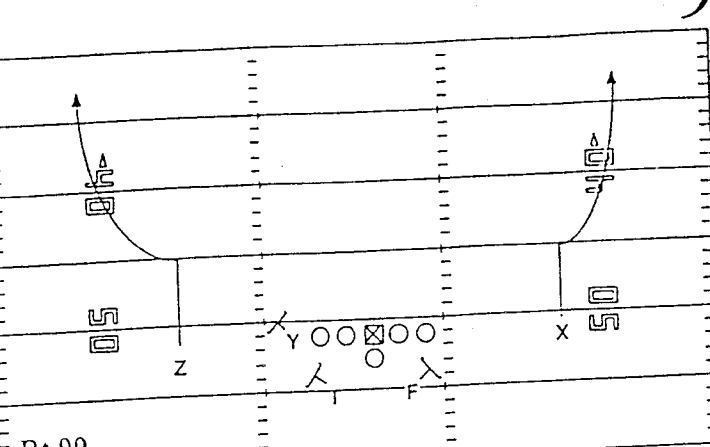
B	<p>DROP - 3 Step. PROTECT - 90 BLITZ CHECK - C.P. - Keep ball high and throw on rhythm</p> <p>Cov. 3 - Best side Cov. 1 - Check if bump Cov. 0 - Check if bump</p> <p>Cov. 2 - Possible check Combo - Probably wide field</p>
1 R	<p>SPLIT - Normal (Ball on near hash, align bottom of #s. Ball in middle, align 2 yds inside #s. Ball on far hash, split difference between #s & hash) ROUTE/DEPTH - Hitch, 4 step (5-6 yards) ADJUST - None C.P. - Have plant foot forward. Run 4 step hitch with good arm action. Keep feet active. If play is checked to 90 and your outside foot is back, run a 5 step hitch.</p>
2 R	<p>SPLIT - Split difference ROUTE/DEPTH - Hitch, 4 step (5-6 yards) ADJUST - None C.P. - Have plant foot forward. Run 4 step hitch with good arm action. Keep feet active. If play is checked to 90 and your outside foot is back, run a 5 step hitch.</p>
E	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle ROUTE/DEPTH - Block ADJUST - None C.P. - If flexed, run 4 step hitch. See #2 WR for further points on running the hitch.</p>
ck	<p>Block protection called. <u>90</u>-Block opposite the TE. Attack inside leg of end man on LOS. Drive through thigh pads of 1st defender to show. <u>SLIDE 90</u>-Go opposite call with same technique.</p>
ck	<p>If aligned in a "T", FB goes to open side & HB goes to TE side. Use the same blocking technique as 1 Back</p>



QB	<p>DROP - 3 Step.</p> <p>PROTECT - 90</p> <p>BLITZ CHECK -</p> <p>C.P. - If blitzing ILBers, possible inside guys. If not, best side.</p> <p>Cov. 3 - Possible check</p> <p>Cov. 1 - Best side</p> <p>Cov. 0 - Best side, possible inside guys</p> <p>Cov. 2 - Best side</p> <p>Combo - Check</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Slant, 4 step (5-6 yards)</p> <p>ADJUST - None</p> <p>C.P. - Align with plant foot forward. Drive off 4 steps, stick and break to post on 45 degree angle. Expect the ball out of your break. Should catch the ball before 10 yards (about 8 yards)</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Slant, 4 step (5-6 yards)</p> <p>ADJUST - None</p> <p>C.P. - Have plant foot forward. Drive off 4 steps, stick and break to post on 45 degree angle. Expect the ball out of your break. Should catch the ball before 10 yards (about 8 yards)</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from OT</p> <p>ROUTE/DEPTH - Block. If flexed, run 4 step hitch (5-6 yards)</p> <p>ADJUST - None</p> <p>C.P. - If flexed, run 4 step hitch. Plant foot forward. Break on 45 degree angle to post after 4 steps.</p>
1 Back	<p>Block protection called. <u>90</u>-Block opposite the TE. Attack inside leg of end man on LOS. Drive through thigh pads of 1st de to show. Run through block! <u>SLIDE 90</u>-Go opposite call with same technique.</p>
2 Back	<p>If aligned in a "T", FB goes to open side & HB goes to TE side. Use the same blocking technique as 1 Back.</p>



QB	<p>DROP - 3 Step. PROTECT - 90 C.P. - Keep ball high and throw on rhythm</p> <p>BLITZ CHECK -</p> <p>Cov. 3 - Best side, possible check Cov. 1 - Best side Cov. 0 - Best side</p> <p>Cov. 2 - Check Combo - Check</p>
#1 WR	<p>SPLIT - Normal ROUTE/DEPTH - Slant, 4 step (5-6 yards) C.P. - Align with plant foot forward. Drive off 4 steps, stick and break 60 degrees to post. Ball will be delivered at 8-10 yards.</p> <p>ADJUST - None</p>
#2 WR	<p>SPLIT - 5 yards from WR ROUTE/DEPTH - Hitch, 4 step (5-6 yards) C.P. - Align close to WR. Have plant foot forward. Run 4 step hitch vs zone - run fake margie vs bump. Expect the ball</p> <p>ADJUST - None</p>
#3 WR	<p>SPLIT - Split difference ROUTE/DEPTH - Slant, 4 step (5-6 yards) C.P. - Align with plant foot forward. Drive off 4 steps, stick and break 60 degrees to post. Ball will be delivered at 8-10 yards.</p> <p>ADJUST - None</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle ROUTE/DEPTH - Block C.P. - If flexed, run 4 step hitch if #2 or 4 step slant if #3.</p> <p>ADJUST - None</p>
1 Back	<p>Block protection called. 22-Block opposite the TE. Attack inside leg of end man on LOS. Drive through thigh pads of 1st defender to show. <u>SLIDE 90</u>-Go opposite call with same technique.</p>
2 Back	<p>If aligned in a "T", FB goes to open side & HB goes to TE side. Use the same blocking technique as 1 Back</p>

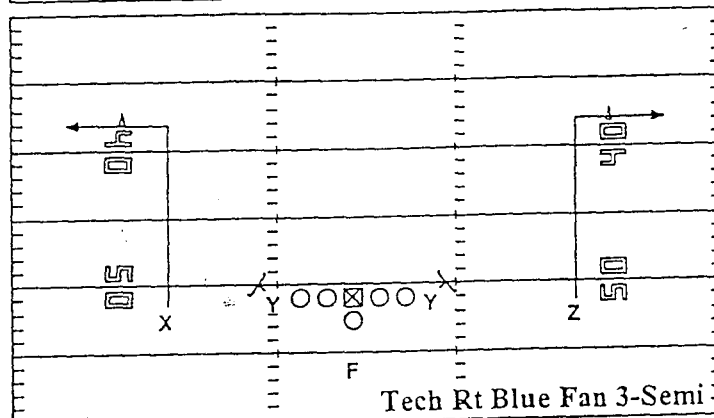
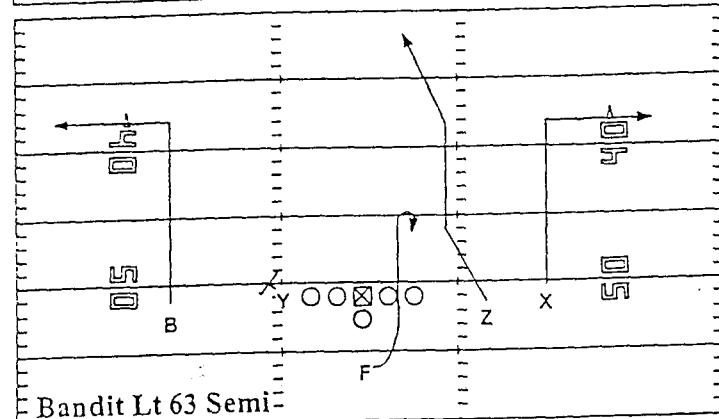
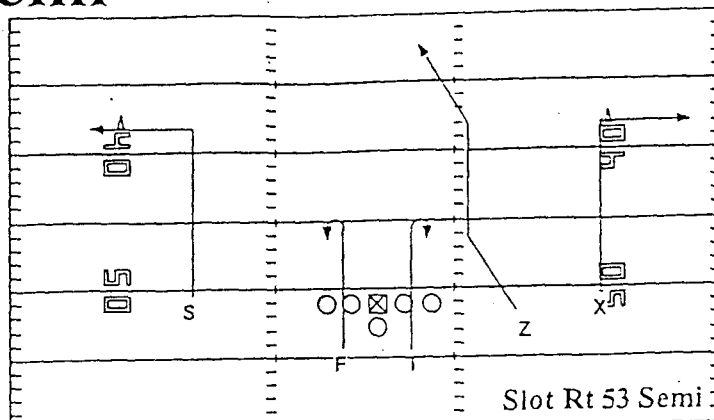
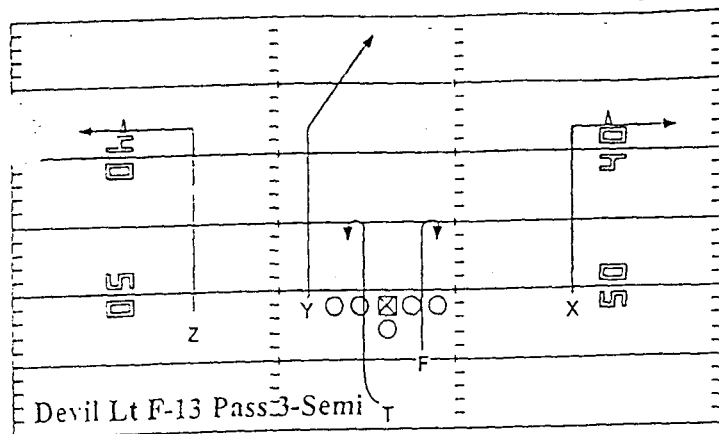


Bandit Lt 99

QB	DROP - 3 Step. PROTECT - 90 C.P. - Keep ball high and throw on rhythm Cov. 3 - Best side, possible check Cov. 1 - Best side Cov. 0 - Best side	BLITZ CHECK - Cov. 2 - Check Combo - Check
#1 WR	SPLIT - Normal ROUTE/DEPTH - Fade, 4 step C.P. - Align with plant foot forward. Drive off 4 steps, fade to point no closer than 4 yards from sideline. Expect the ball at 15-22 yards.	ADJUST - None
#2 WR	SPLIT - Split difference ROUTE/DEPTH - Slant, 4 step (5-6 yards) C.P. - Align with plant foot forward. Drive off 4 steps, stick and break 45 degrees to post. Ball will be at 8-10 yards.	ADJUST - None
#3 WR	SPLIT - Split difference ROUTE/DEPTH - Slant, 4 step (5-6 yards) C.P. - Align with plant foot forward. Drive off 4 steps, stick and break 45 degrees to post. Ball will be delivered at 8-10 yards.	ADJUST - None
TE	SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle ROUTE/DEPTH - Block C.P. - If flexed, run 4 step slant. See #2 WR for further points on running the slant.	ADJUST - None
Bks	SPLIT - by formation ROUTE/DEPTH - 1 Back - Block protection called. <u>2nd</u> Block opposite the TE. Attack inside leg of end man on LOS. Drive through thigh pad defender to show. <u>SLIDE 90</u> Go opposite call with same technique. 2 Backs - If aligned in a "1", FB goes to open side & HB goes to TE side. Use the same blocking technique as 1 Back	ADJUST - None

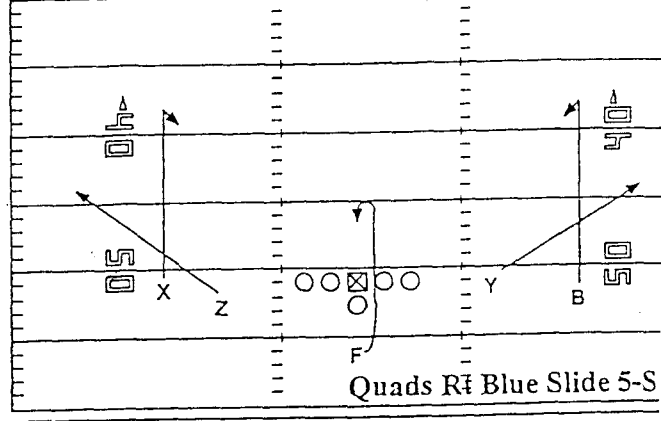
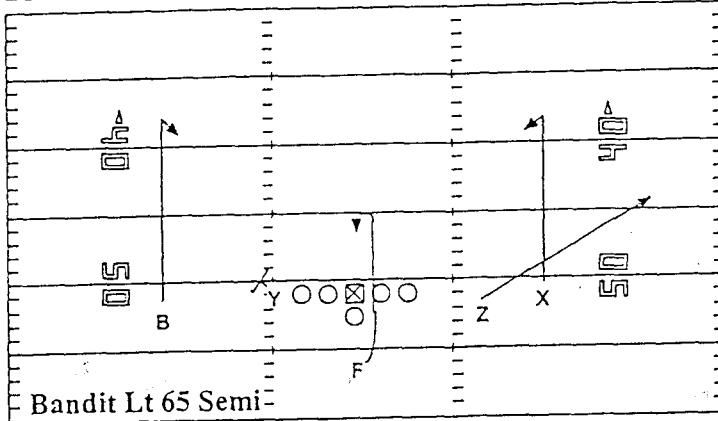
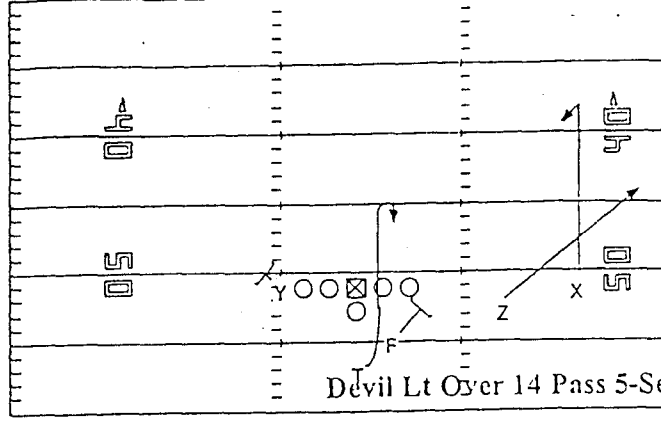
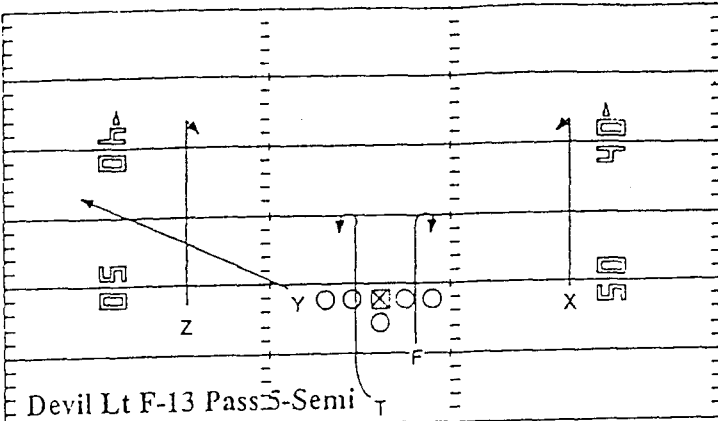
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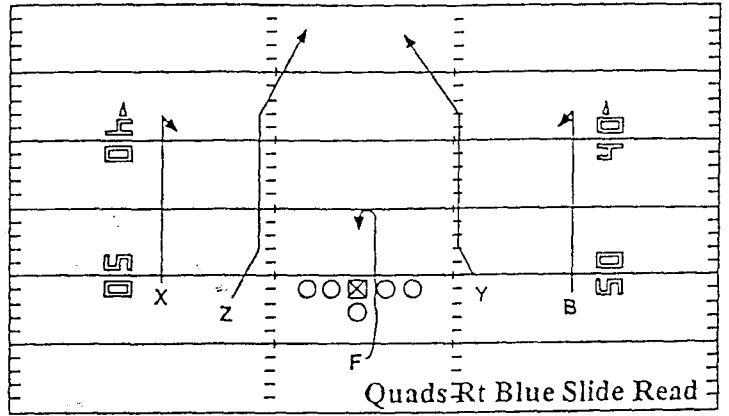
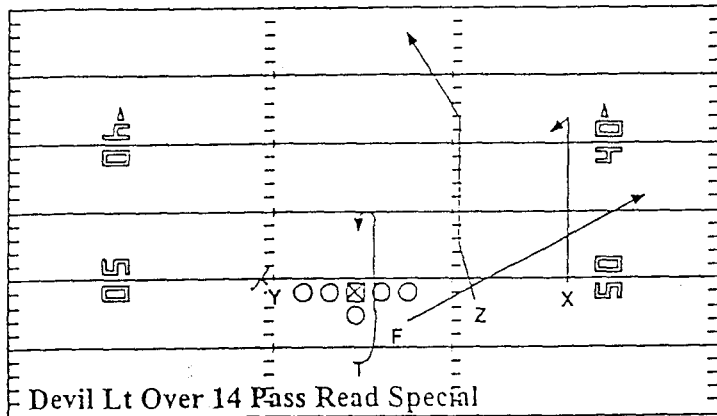
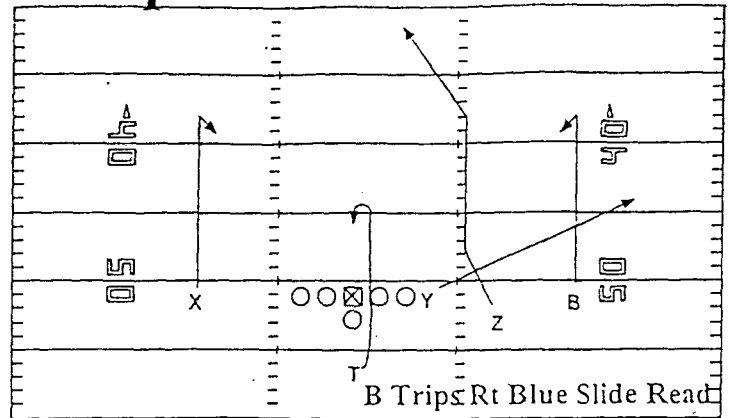
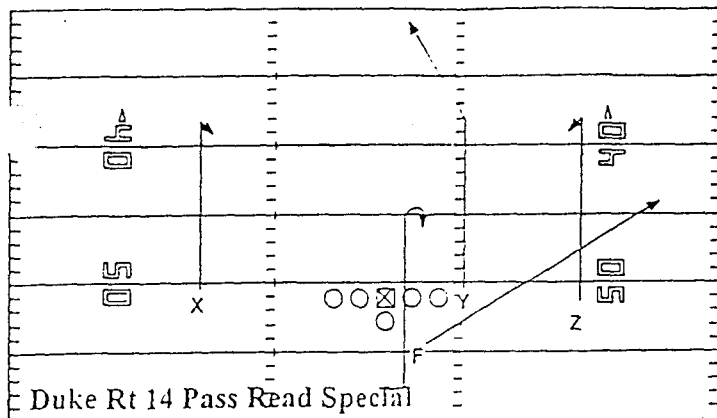
QB	<p>DROP - 5 Step. If play action, execute fake</p> <p>PROTECT - Varies</p> <p>BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Choose best side. If they play cover 2, look to hit Cover 2 Post</p> <p>Cov. 3 - Best look</p> <p>Cov. 1 - Best look (not vs bump)</p> <p>Cov. 0 - Best look. possible check</p> <p>Cov. 2 - Cover 2 post to underneath</p> <p>Combo - Wide field out or Cover 2 Post</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Out, 12-13 yards</p> <p>ADJUST - Fade vs Cover 2. (Best release, no closer than 4 yards from SL)</p> <p>C.P. - Run 12-13 yard out route. Good arm action. Plant fast foot forward. Explode off LOS. If outside foot is forward, take 9 steps. If inside foot is forward, take 10 steps.</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>ADJUST - MOF Spot, 13 yards vs Cover 3.</p> <p>C.P. - Get best release. Get depth to 13 yards, then stick and break to middle of field. Expect ball at 20 yards. If cover 3, flatten route in front of safeties to point over the ball.</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>ADJUST - None</p> <p>C.P. - Block if indicated by pass protection. If free, run cover 2 post. Get depth to 13 yards, then stick and break to middle of field. Expect ball at 20 yards. If cover 3, flatten route in front of safeties to point over the ball.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside</p>

5 Semi



QB	<p>DROP - 5 Step. If play action, execute fake</p> <p>PROTECT - Varies BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Best side, look through area.</p> <p>Cov. 3 - Best side Cov. 2 - Check (7-Semi, Righty/Lefy, Corkers, etc)</p> <p>Cov. 1 - Best side Combo - Possible check, wide field is better</p> <p>Cov. 0 - Possible blitz check based on protection called</p>
#1 WR	<p>SPLIT - Tight</p> <p>ROUTE/DEPTH - Curl. 12 yards ADJUST - None</p> <p>C.P. - Run 12 yard curl route. Good arm action. Plant fast foot forward. Explode off LOS. If outside foot is forward, take 10 If inside foot is forward, take 11 steps. If ball is not thrown, attack towards QB</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Flat, 6 yards ADJUST - None</p> <p>C.P. - Get eyes back to QB when you approach the #s. Do not get any closer than 4 yards from sideline. Vs bump coverage, a outside receiver to release first.</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle</p> <p>ROUTE/DEPTH - Flat, 6 yards ADJUST - None</p> <p>C.P. - Block if indicated by pass protection. If free, run 6 yard flat. Get eyes back to QB when you approach the #s. Do not get closer than 4 yards from sideline. Keep feet active.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside. If special is called, FB runs flat at 6 yards.</p>

Read / Read Special



#2B	<p>DROP - 5 Step.</p> <p>PROTECT - Varies</p> <p>BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Look through area. Good vs most coverage</p> <p>Cov. 3 - Best side, probably wide field</p> <p>Cov. 1 - Best side, probably wide field</p> <p>Cov. 0 - Watch for big blitz</p> <p>Cov. 2 - Check or underneath</p> <p>Combo - Wide field</p>
#1WR	<p>SPLIT - Tight</p> <p>ROUTE/DEPTH - Curl. 12-13 yards</p> <p>ADJUST - None</p> <p>C.P. - Plant fast foot forward. Explode off LOS with good arm action. If outside foot is forward, take 10 steps. If inside foot is forward, take 11 steps. If ball is not thrown, attack towards QB</p>
#2Rec	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Cover 2 Post. 13 yards</p> <p>ADJUST - vs C-3, C-1, Curl at 13 yds</p> <p>C.P. - If flexed, get best release on 1st defender. Drive vertical to 13 yards, stick and break to middle of field. Expect the ball at 20 yards. Continue through safety area.</p>
#3Rec	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle</p> <p>ROUTE/DEPTH - Flat. 6 yards</p> <p>ADJUST - None</p> <p>C.P. - Run 6 yard flat. Get eyes back to QB when you approach the #s. Do not get any closer than 4 yards from sideline.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs with "Special" Call - Generally a play action call (i.e. "14 Pass Read Special") Back to the two receiver side runs a 6 yd flat route. FB and HB may switch alignment for blocking or route running purposes.</p>

Orange

Slot Rt 50 Orange

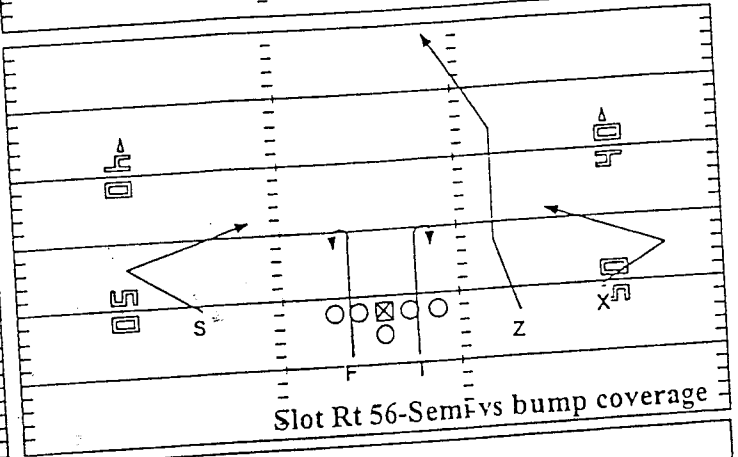
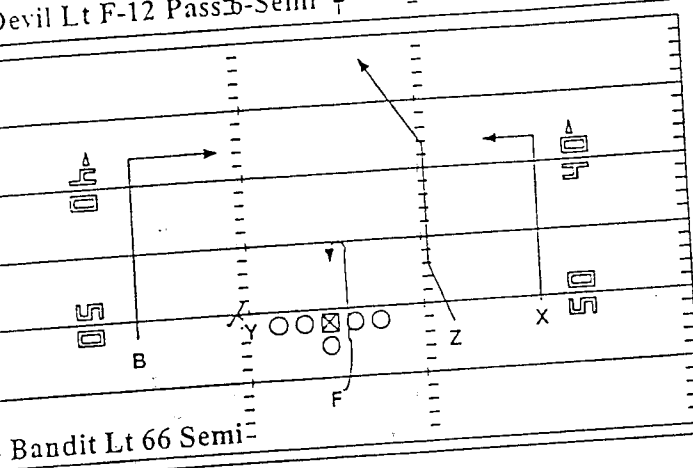
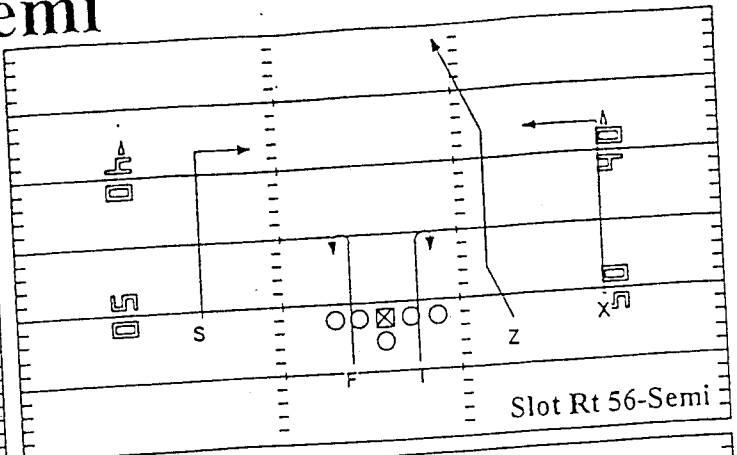
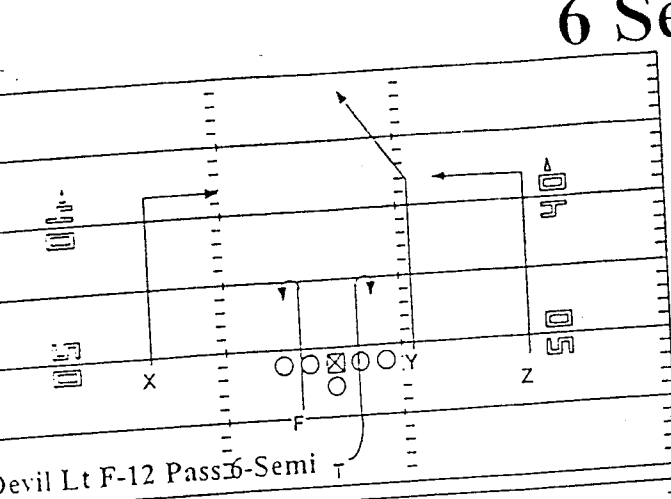
Bandit Rt Blue Slide Dbl Ora

Tiger Rt Blue Draw Orange

Quads Rt Blue Slide Dbl Ora

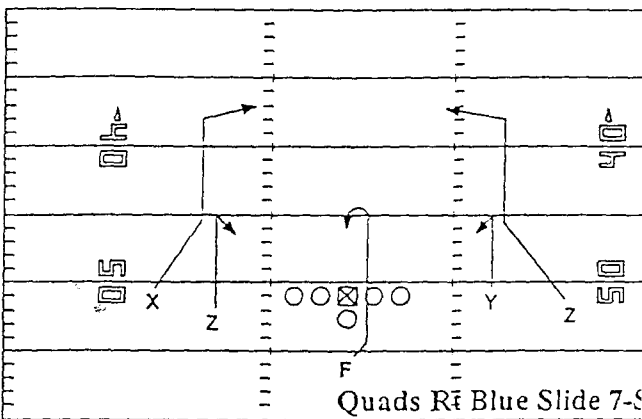
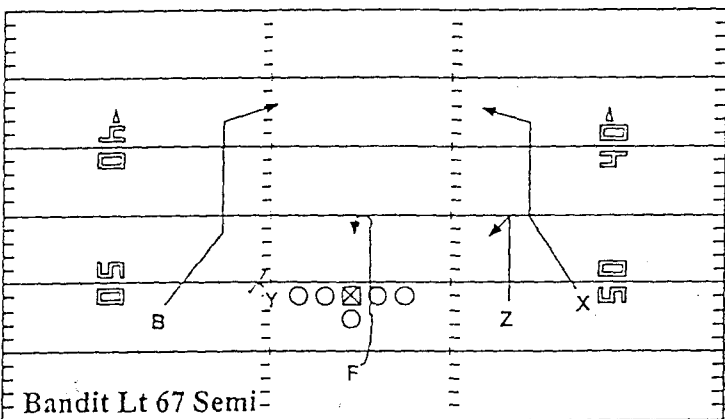
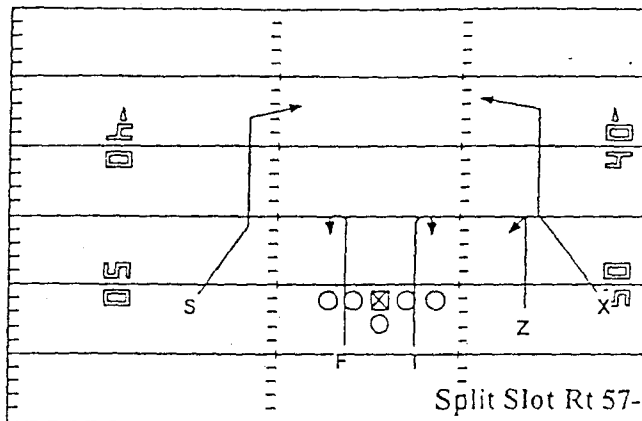
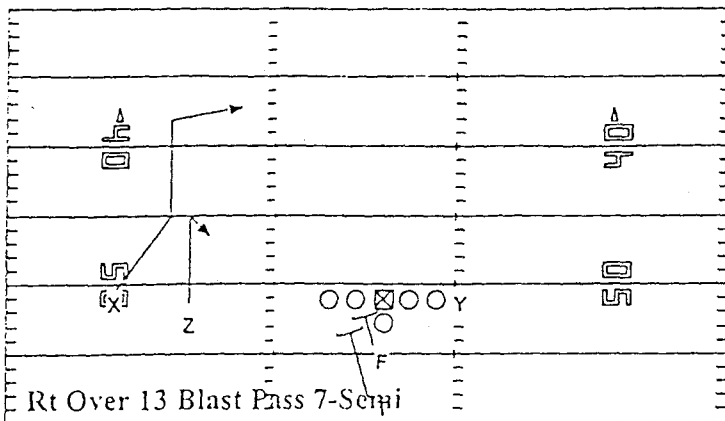
QB	<p>DROP - 3 Step.</p> <p>PROTECT - 90</p> <p>C.P. - Keep ball high and throw on rhythm</p> <p>BLITZ CHECK -</p> <p>Cov. 3 - Best side</p> <p>Cov. 1 - Check if bump</p> <p>Cov. 0 - Check if bump</p> <p>Cov. 2 - Possible check</p> <p>Combo - Probably wide field</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Hitch. 4 step (5-6 yards)</p> <p>ADJUST - None</p> <p>C.P. - Have plant foot forward. Run 4 step hitch with good arm action. Keep feet active. If play is checked to 90 and your foot is back, run a 5 step hitch.</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Curl. 12 yards</p> <p>ADJUST - None</p> <p>C.P. - Have plant foot forward. Run curl at 12 yards with good arm action. Keep feet active.</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle</p> <p>ROUTE/DEPTH - Block or Curl, 12 yards or MOF spot. 6 yards</p> <p>ADJUST - None</p> <p>C.P. - If flexed, run 12 yard curl. See 3rd receiver on the side, run middle of field spot at 6 yards.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside</p>

6 Semi



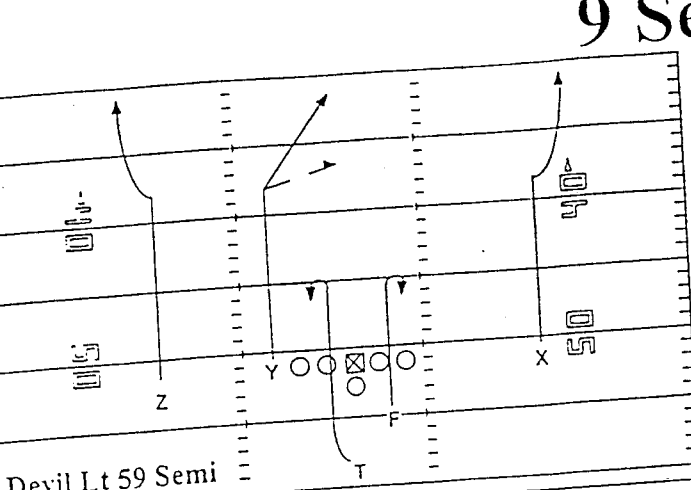
QB	<p>DROP - 5 Step.</p> <p>PROTECT - Varies</p> <p>C.P. - Look deep through area</p> <p>Cov. 3 - Best look</p> <p>Cov. 1 - Best side</p> <p>Cov. 0 - Best side. watch blitz</p>	<p>BLITZ CHECK - depending on formation / protection</p> <p>Cov. 2 - Best side, possible check</p> <p>Combo - Possible check</p>
#1 WR	<p>SPLIT - Wide split</p> <p>ROUTE/DEPTH - In. 12-13 yards</p> <p>C.P. - Run 12-13 yard in route. You want to receive the ball around the hash area. Zig in route- sell fade, cut under defender at 6 yards aim upfield 12-13 yards.</p>	<p>ADJUST - v. bump, turn into Zig In route</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>C.P. - Don't flatten route vs middle safety. Work through outside shoulder of safety. Don't get walled into #1 WR by strong safety.</p>	<p>ADJUST - None</p>
TE	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>C.P. - 60 protection-block responsibility. When involved in patter, get best release and push vertical to 13 yards. Don't flatten route vs middle safety. Run through his near shoulder.</p>	<p>ADJUST - MOF Curl, 13yd</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside</p>	<p>ADJUST - None</p>

7 Semi

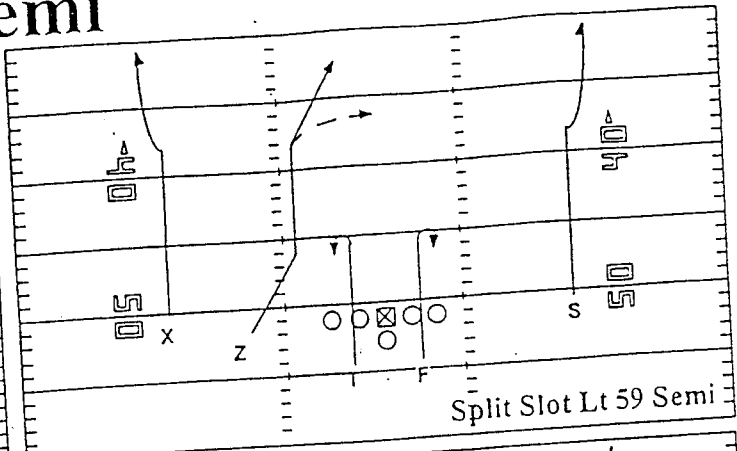


QB	<p>DROP - 5 Step.</p> <p>PROTECT - 6 man/7 man BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Best side, look through area</p> <p>Cov. 3 - Best side, possible check Cov. 2 - Best side</p> <p>Cov. 1 - Best side Combo - Short field better</p> <p>Cov. 0 - Check</p>
#1 F/S	<p>SPLIT - Wide split</p> <p>ROUTE/DEPTH - 7 Semi (Short middle, 12-13 yards) ADJUST - None</p> <p>C.P. - Inside release 3 steps. Burst upfield to 12 yds and settle in hole at 13.</p>
#2 F/S	<p>SPLIT - 5 yards from WR</p> <p>ROUTE/DEPTH - Hitch, 4 step (5 yds) ADJUST - Run margie vs bump coverage</p> <p>C.P. - Align close to WR and draw coverage. Drive off 4 steps vs zone or run margie vs bump coverage. Expect the football</p>
TE	<p>SPLIT - Normal or 5 yards from OT</p> <p>ROUTE/DEPTH - Block or Hitch, 4 step ADJUST - Run margie vs bump coverage</p> <p>C.P. - If in flexed position, align 5 yards from outside WR and draw coverage. Drive off 4 steps vs zone or run margie vs bump coverage. Expect the football.</p>
#1 B/S	<p>SPLIT - Normal if single receiver</p> <p>ROUTE/DEPTH - 7 Semi (Short middle, 12-13 yards) ADJUST - None</p> <p>C.P. - Inside release 3 steps. Burst upfield to 12 yds. Sell corner route and settle in hole at 13.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside</p>

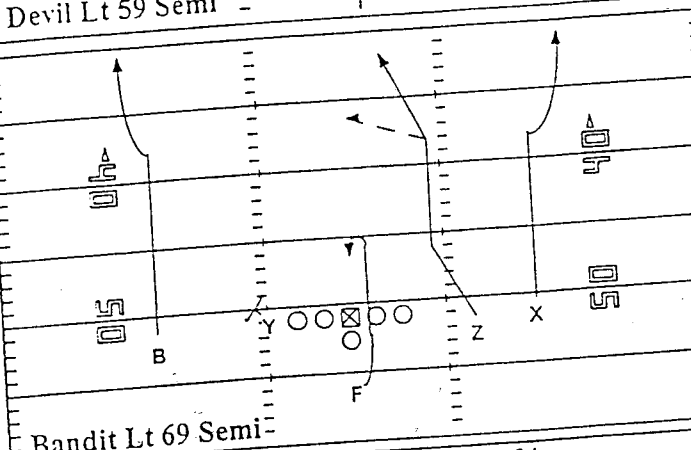
9 Semi



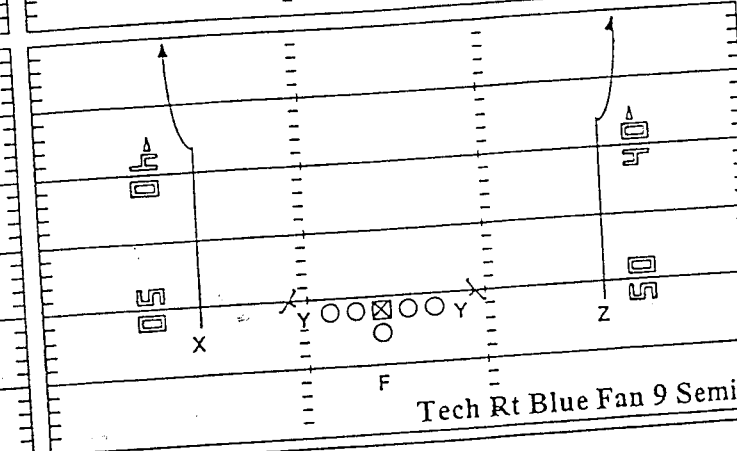
Devil Lt 59 Semi



Split Slot Lt 59 Semi



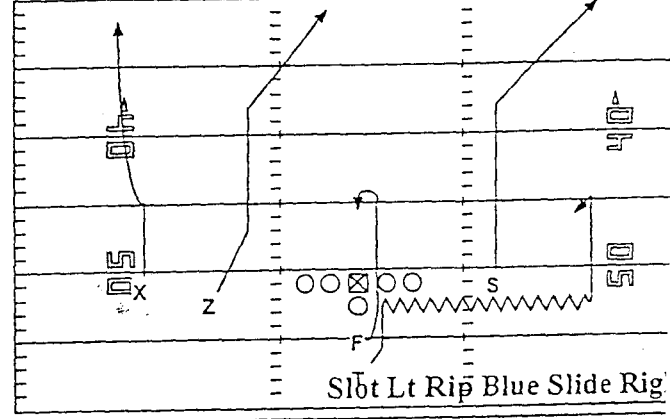
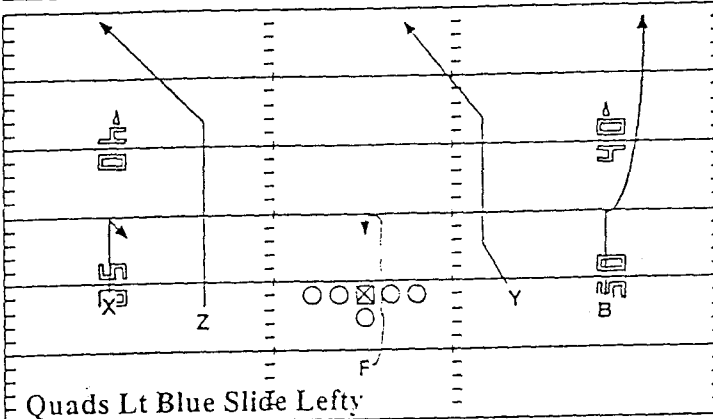
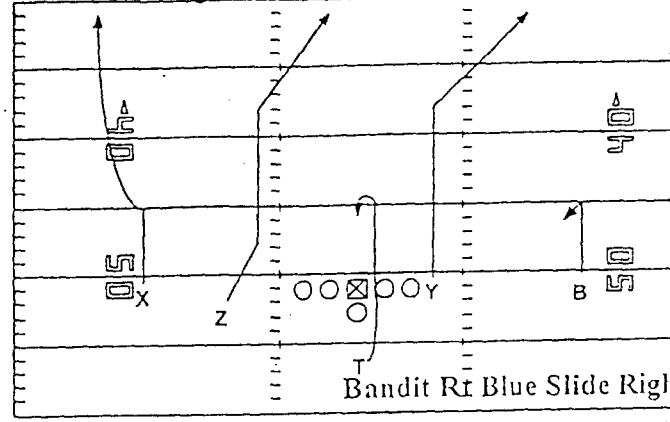
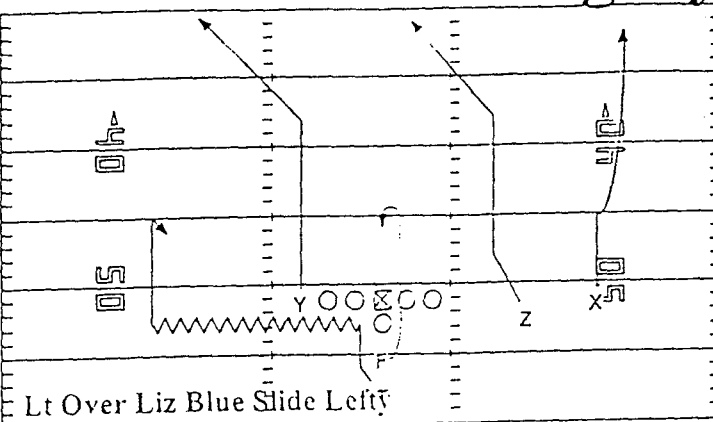
Bandit Lt 69 Semi



Tech Rt Blue Fan 9 Semi

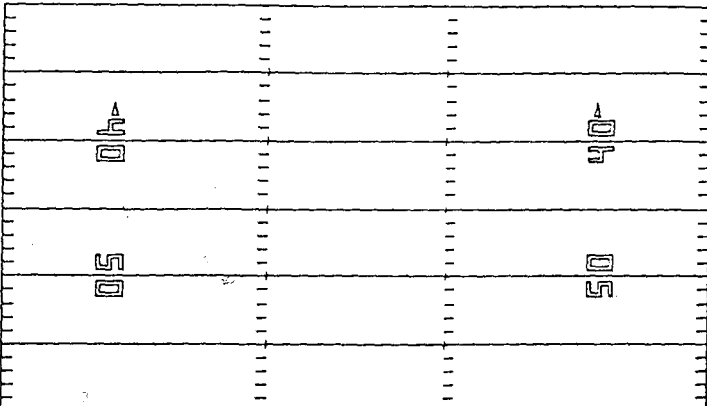
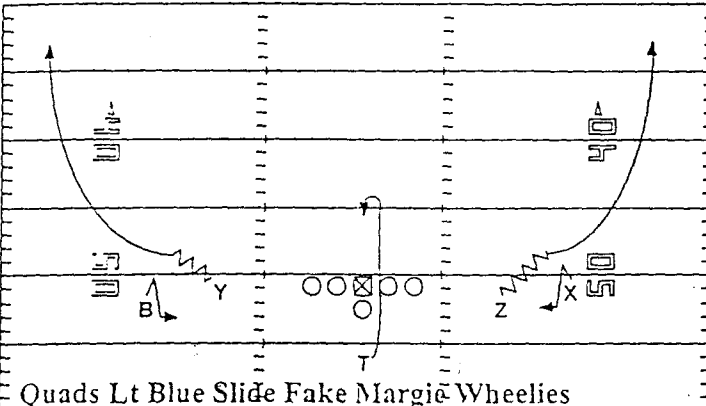
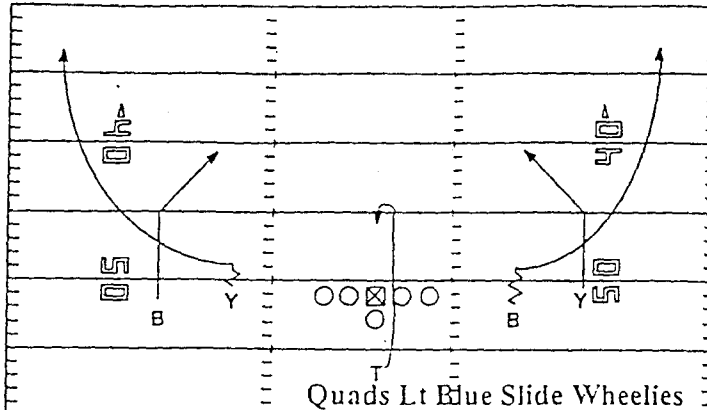
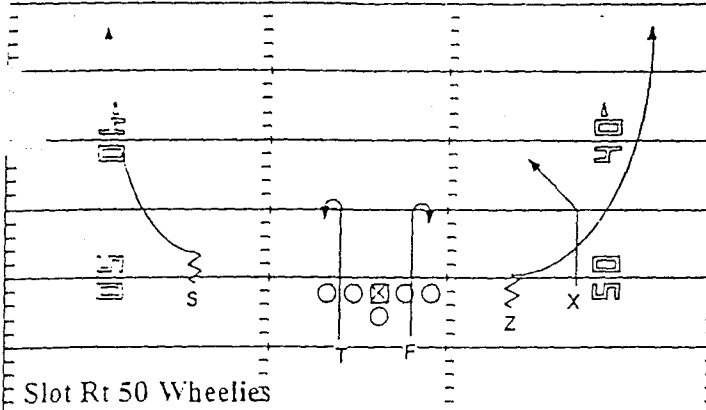
QB	<p>DROP - 5 Step. If play action, execute fake</p> <p>PROTECT - Varies</p> <p>C.P. - Best side, look for Cover 2 post to underneath vs. cover 2</p> <p>Cov. 3 - Best side</p> <p>Cov. 1 - Best side</p> <p>Cov. 0 - Best side</p> <p>BLITZ CHECK - depending on formation / protection</p> <p>Cov. 2 - Cover 2 post to underneath</p> <p>Combo - Best side, possible Cover 2 Post</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Streak. 40 yards</p> <p>ADJUST - Fade vs Cover 2. (Best release. expecting ball at 20 yards. No closer than 4 yards from sideline.)</p> <p>C.P. - Explode off LOS with good arm action. Stick at 13 yards or step on DB's toes. Stay at least 4 yards from sideline.</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>ADJUST - Flatten over the ball vs middle safety</p> <p>C.P. - Get best release for 3 steps. Get depth to 13 yards, then stick and break to middle of field. Expect ball at 20 yards</p>
TE	<p>SPLIT - Normal TE alignment. If flexed, align 5 yards from near tackle</p> <p>ROUTE/DEPTH - Cover 2 Post</p> <p>ADJUST - Flatten over the ball vs middle safety</p> <p>C.P. - Block if indicated by pass protection. If free, run cover 2 post. Get depth to 13 yards, then stick and break to middle of field.</p> <p>Expect ball at 20 yards</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>1 Back - Protect. release to hook at 5 yards</p> <p>2 Backs - Protect. release to hook at 5 yards, turn outside</p> <p>ADJUST - None</p>

Righty / Lefty



QB	<p>DROP - 5 Step.</p> <p>PROTECT - Varies</p> <p>BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Cover 2/2 Man preferable. Look off frontside safety and play off him</p> <p>Cov. 3 - Possible check or hitch to under</p> <p>Cov. 1 - Probably short field or check</p> <p>Cov. 0 - Possible blitz check or best look</p> <p>Cov. 2 - Best look</p> <p>Combo - Probably short field</p>
#1 F/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Hitch. 4 step (5-6 yards)</p> <p>ADJUST - None</p> <p>C.P. - Keep feet active. Be ready to receive the ball</p>
#2 F/S	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Corner. 13 yards</p> <p>ADJUST - None</p> <p>C.P. - Prefer outside release. Attack defender, then side step to beat him. Vertical 13 yds, stick and 45 degrees. Expect ball 2 yards in corner area.</p>
#2 B/S	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Cover 2 post, 13 yards</p> <p>ADJUST - MOF Curl, 13 yards vs middle safety</p> <p>C.P. - Use best release to avoid contact with 1st defender. Attack at defender, then side step to beat him without much contact 13 yds, stick and take 60 degree upfield. Expect ball around 20 yards. If cover 3, flatten route in front of middle safety.</p>
#1 B/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Streak route</p> <p>ADJUST - None</p> <p>C.P. - Use best release. Your job is to make safety on your hash in a cover 2 to keep getting depth so he can't jump the cover post.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Rip 1st by HB. Run 4 step hitch. FB protect, release to hook at 5 yards</p>

Wheelies



QB	DROP - 5 Step. PROTECT - Varies C.P. - Man to man bump that's better vs double bump Cov. 3 - Check Cov. 1 - Best look Cov. 0 - Best look	BLITZ CHECK - depending on formation / protection Cov. 2 - Check Combo - Check
#1 WR	SPLIT - Normal ROUTE/DEPTH - Slant, 4 step (5-6 yards) C.P. - Try to make defenders collide with each other. You get in the way of #2's DB. You should look like you are running a route to get the ball	ADJUST - If single receiver. run wheel route (see #2 WR)
#2 WR	SPLIT - 5 yards from WR ROUTE/DEPTH - Wheel C.P. - Rub tight off of #1. Expect ball 20 yards down field and 4 yards from sideline.	ADJUST - None
Bks	SPLIT - by formation ROUTE/DEPTH - 1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards	ADJUST - None

Steamers

Bandit Lt Blue Slide Steamers

Quads Lt Blue Slide Steamers

Lt Over Liz Blue Slide Steamers

QB

DROP - 5 Step.

PROTECT - Blue Slide

BLITZ CHECK - 90s, etc

C.P. - Cover 3-play off safety / Cover 2-cover 2 post to under / Cover 1 & Combo-Check

Cov. 3 - Play off FS, hit best inside steamer route

Cov. 2 - Cover 2 Post to Under

Cov. 1 - Play off FS, possible check

Combo - Cover 2 Post to Under

Cov. 0 - Possible blitz check

#1

WR

SPLIT - Wide split

ROUTE/DEPTH - Steamer, 20 yards

ADJUST - None

C.P. - Get best release and use feet to avoid contact of 1st defender. Stay wide. Get your eyes back to QB at 10-15 yards. Expect ball at around 20 yards. Run course between #s and sideline.

#2

F/S

SPLIT - Split difference

ROUTE/DEPTH - Steamer, 20 yards

ADJUST - None

C.P. - Get best release and use feet to avoid contact of 1st defender. If ball is on opposite hash, you should receive ball 3 yards outside near hash. If ball is midfield, you should receive ball 5-6 yards outside hash.

#2

B S

SPLIT - Normal

ROUTE/DEPTH - Cover 2 post, 13 yards

ADJUST - MOF Curl, 13 yards

C.P. - Use best release to avoid contact with 1st defender. Attack at defender, then side step to beat him without much contact. yds, stick and take 60 degree upfield. Expect ball around 20 yards. If cover 3, flatten route in front of safeties.

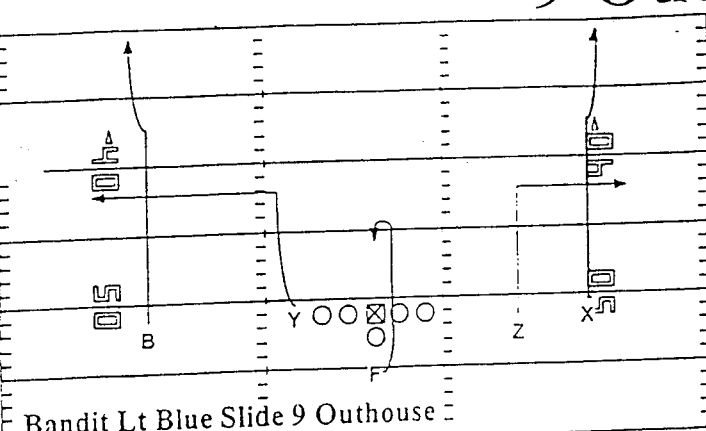
Bks

SPLIT - by formation
ROUTE/DEPTH -

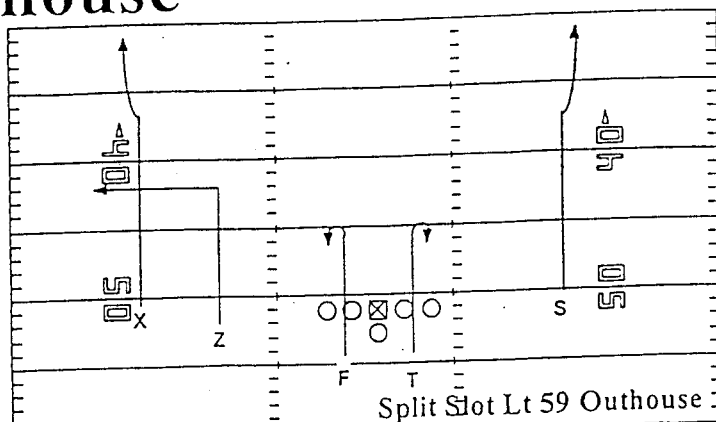
ADJUST - None

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2 Backs - Protect, release to hook at 5 yards, turn outside

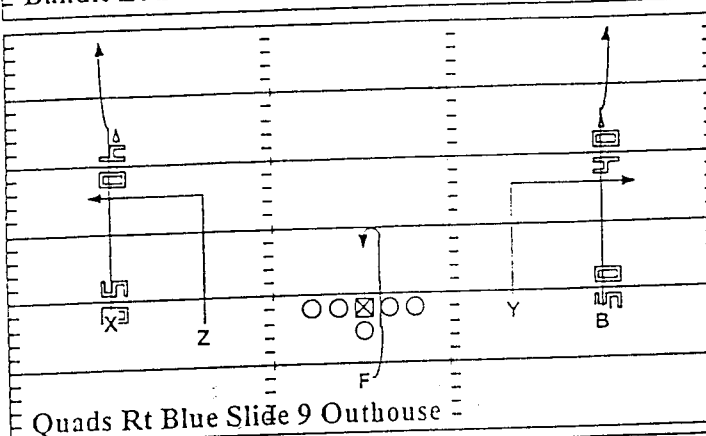
9 Outhouse



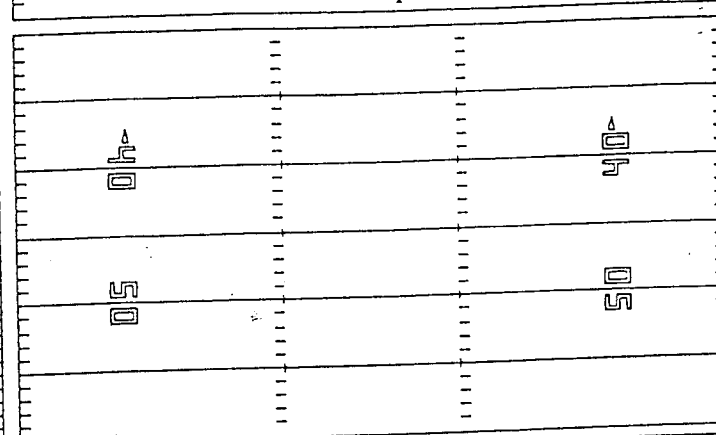
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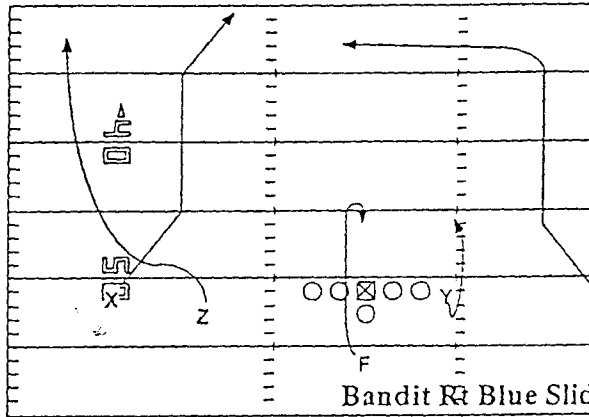
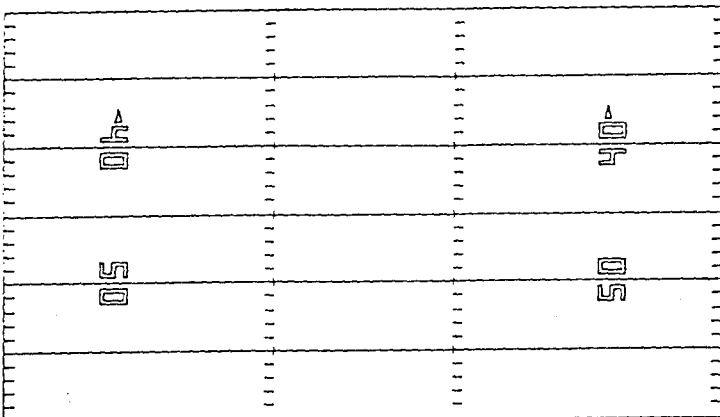
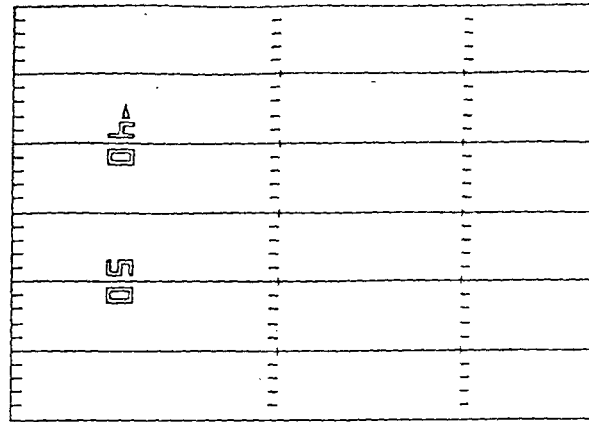
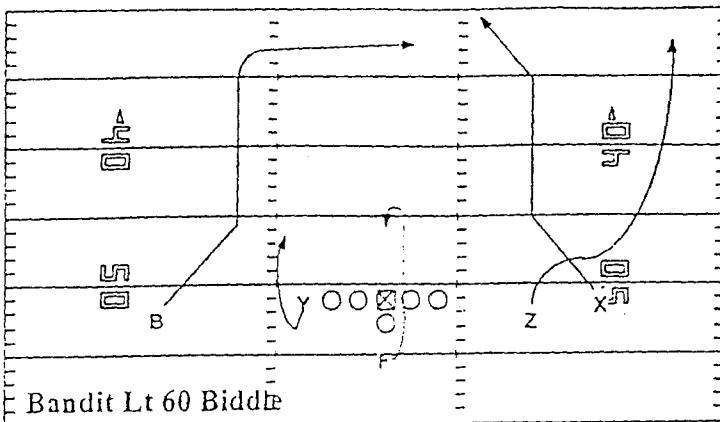
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Quads Rt Blue Slide 9 Outhouse

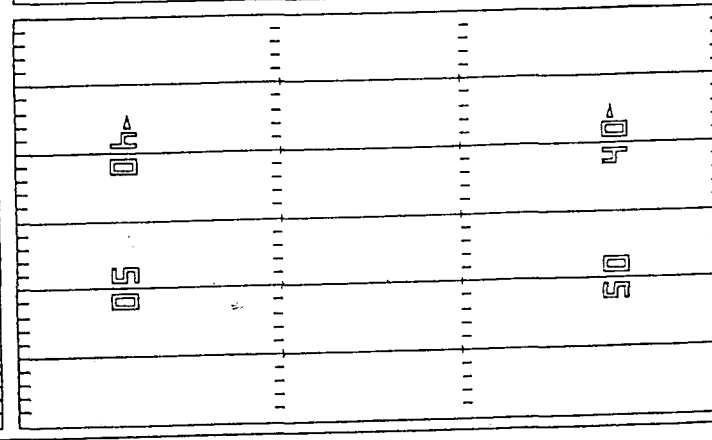
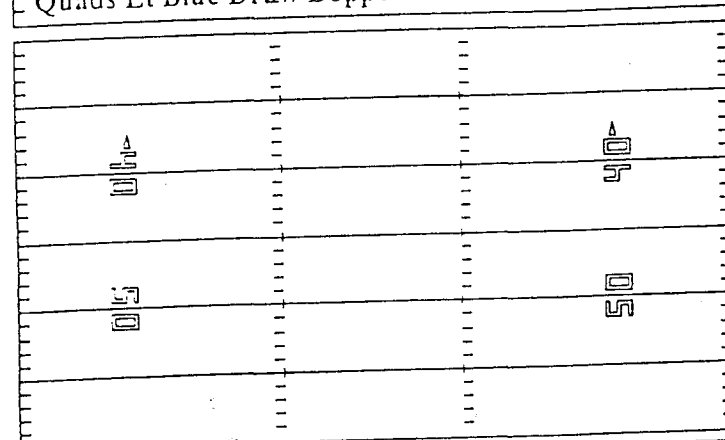
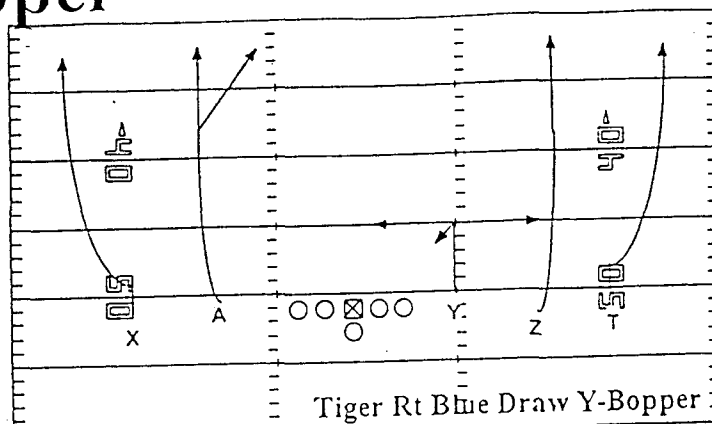
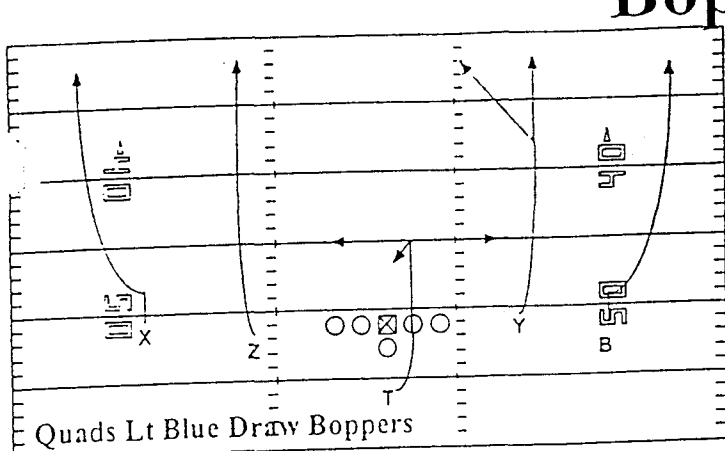


QB	DROP - 5-7 Step. PROTECT - Varies C.P. - Good play vs 2 Man may have to check vs zones Blitz CHECK - depending on formation / protection Cov. 3 - Probable check Cov. 1 - Best side Cov. 0 - Best side Cov. 2 - Possible check Combo - Possible check or short field
#1 WR	SPLIT - Normal ROUTE/DEPTH - Streak, 13 yards ADJUST - Fade vs cover2 C.P. - Come off ball with good arm action, like 5-semi. Stick at 13 yards or about to step on DB's toes. Burst for 3 steps before you get eyes up over inside shoulder. Expect ball at 35-40 yards downfield.
#2 WR	SPLIT - Split difference ROUTE/DEPTH - Out, 8 yards ADJUST - None C.P. - Try to get outside of DB. Do not get walled in. If bump coverage, try to make DB believe you are running a steamer route, then break out at 8 yards. Come downhill to meet ball.
Bks	SPLIT - by formation ROUTE/DEPTH - 1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards ADJUST - None



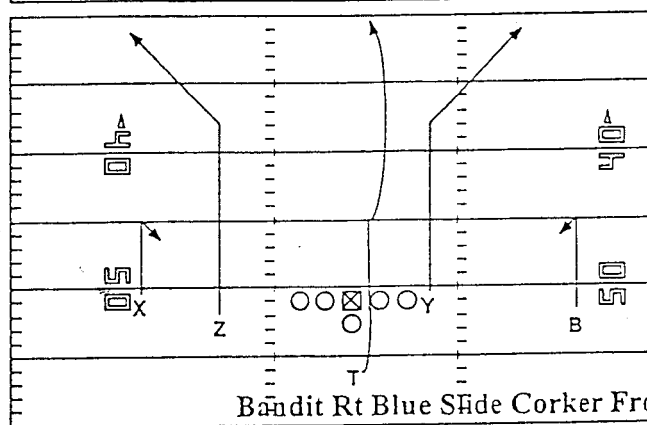
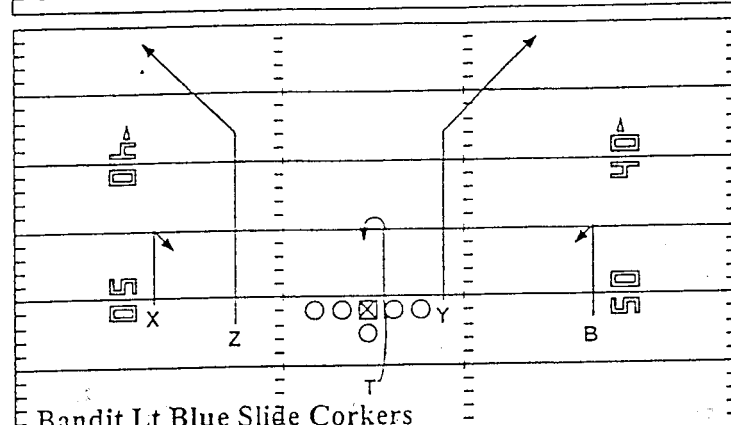
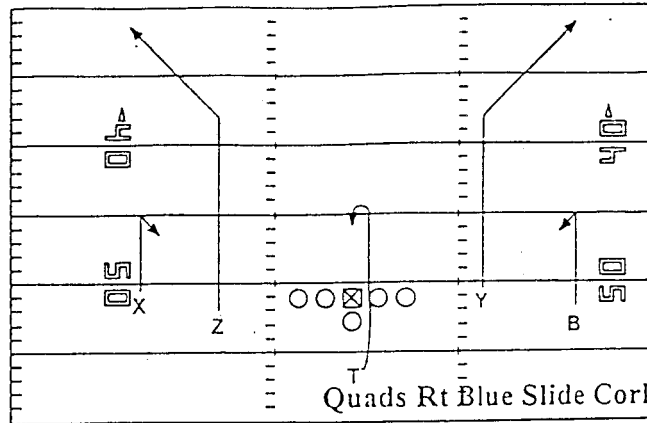
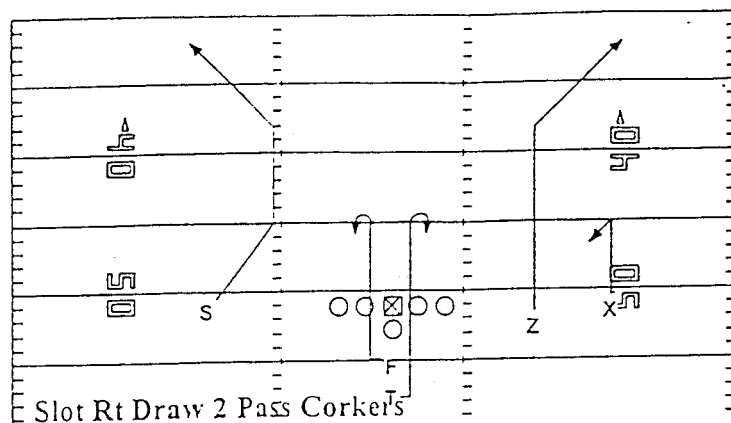
QB	<p>DROP - 7 Step.</p> <p>PROTECT - 60 or Blue Slide BLITZ CHECK -</p> <p>C.P. - Look deep through middle and play post to middle to underneath</p> <p>Cov. 3 - Look deep through middle & go through steps</p> <p>Cov. 1 - Look deep through middle & go through steps</p> <p>Cov. 0 - Probably blitz check</p>
#1 F/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Post. 15 yards ADJUST - None</p> <p>C.P. - Explode off LOS. Inside release for 3 steps. Burst upfield 15 yards, stick and take angle to near goalpost. Expect yards downfield. (Note - this is not Cover 2 Post)</p>
#2 F/S	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Wheel. 25-30 yards ADJUST - None</p> <p>C.P. - Get moving off the ball with speed. Go flat 6 yards and turn upfield. Stay 4 yards from sideline. Keep shoulders LOS until ball hits your hands.</p>
#2 F/S	<p>SPLIT - Split difference. If TE, align in normal TE position unless given flex call</p> <p>ROUTE/DEPTH - Hitch. 4 step (5-6 yards) ADJUST - None</p> <p>C.P. - If TE is blocking (60 protection), run a 5 yard delay route over the near tackle.</p>
#1 B/S	<p>SPLIT - Tight</p> <p>ROUTE/DEPTH - Middle. 17-18 yards ADJUST - None</p> <p>C.P. - Inside release for 3 steps, then burst upfield to 15 yards. Turn to the middle of field at a depth of 17-18 yards.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards, turn outside</p>

Bopper



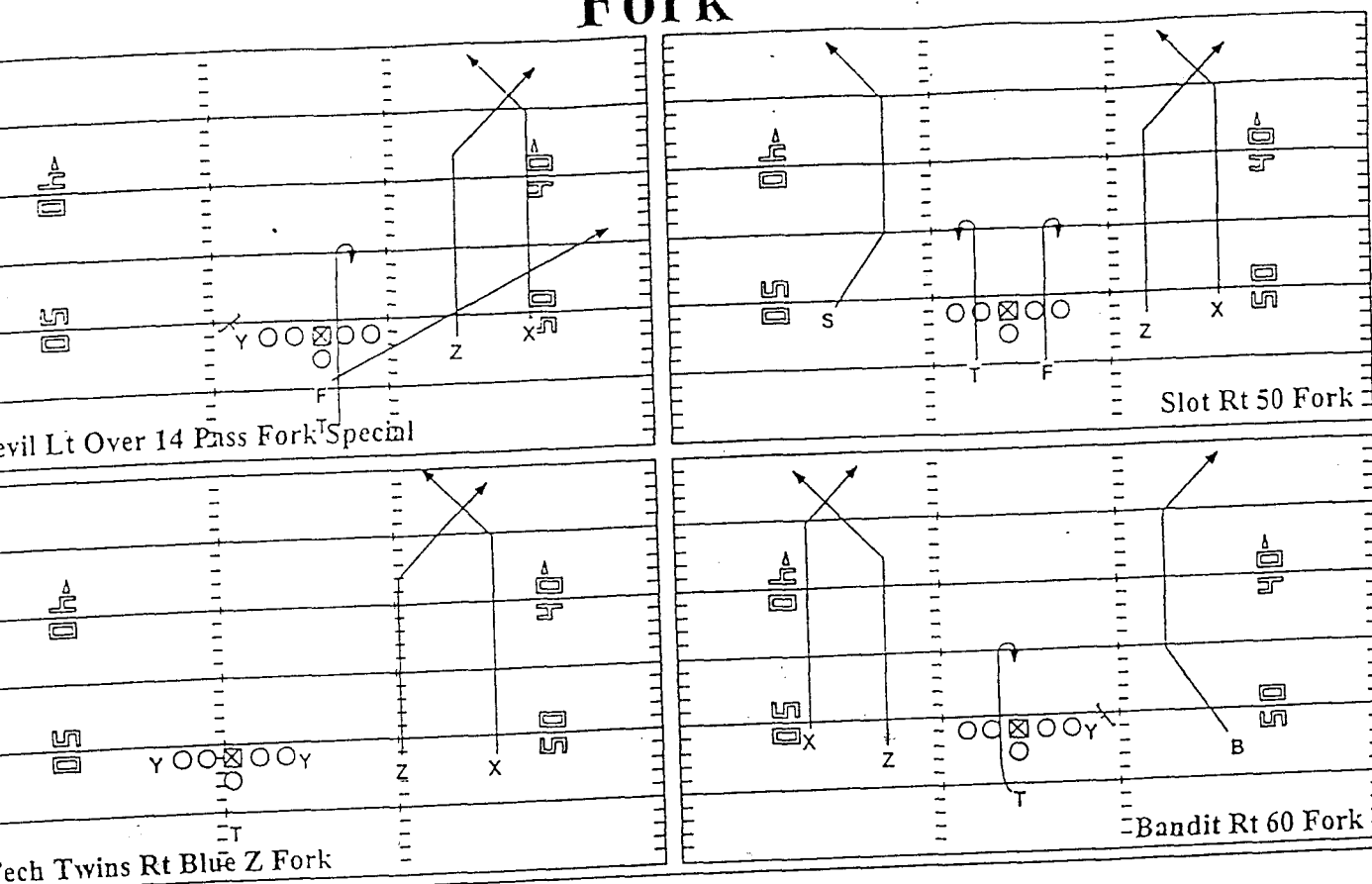
QB	<p>DROP - 7 Step. PROTECT - C.P. -</p> <p>BLITZ CHECK - 90s, etc</p> <p>Cov. 3 - Cov. 1 - Cov. 0 -</p> <p>Cov. 2 - Combo -</p>
#1 F/S	<p>SPLIT - Wide split ROUTE/DEPTH - Steamer, 20 yards C.P. - Get best release and use feet to avoid contact of 1st defender. Stay wide. Get your eyes back to QB at 10-15 yards. Expect the ball at around 20 yards. Run course between #s and sideline.</p> <p>ADJUST - None</p>
#2 F/S	<p>SPLIT - Split difference ROUTE/DEPTH - Steamer, 20 yards C.P. - Get best release and use feet to avoid contact of 1st defender. If ball is on opposite hash, you should receive ball 3 yards outside near hash. If ball is midfield, you should receive ball 5-6 yards outside hash.</p> <p>ADJUST - None</p>
#2 B/S	<p>SPLIT - Normal ROUTE/DEPTH - Cover 2 post, 13 yards C.P. - Use best release to avoid contact with 1st defender. Attack at defender, then side step to beat him without much contact. At 13 yds. stick and take 60 degree upfield. Expect ball around 20 yards. If cover 3, flatten route in front of safeties.</p> <p>ADJUST - MOF Curl, 13 yards</p>
#1 B/S	<p>SPLIT - Wide split ROUTE/DEPTH - Steamer, 20 yards C.P. - Get best release and use feet to avoid contact of 1st defender. Stay wide. Get your eyes back to QB at 10-15 yards. Expect the ball at around 20 yards. Run course between #s and sideline.</p> <p>ADJUST - None</p>
Back	<p>SPLIT - by formation ROUTE/DEPTH - Bopper Option route, 5 yards C.P. - Vs man coverage, "shake and break" away from your defender at a depth of 5 yards in either direction.</p> <p>ADJUST - Vs zone, run 5 yards hook</p>

Corkers



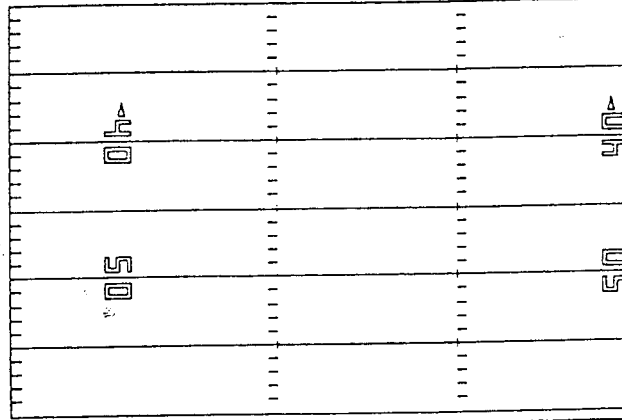
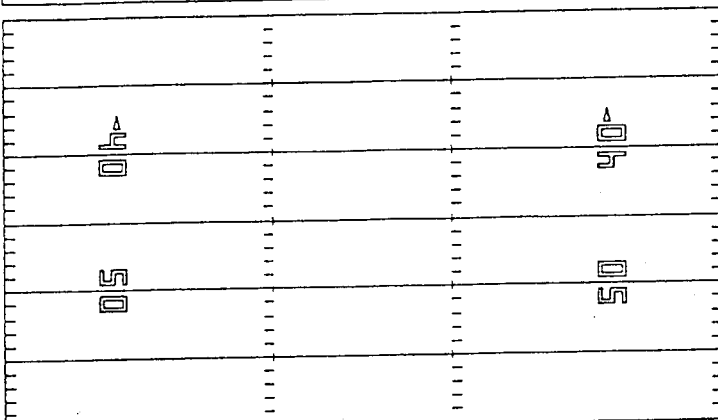
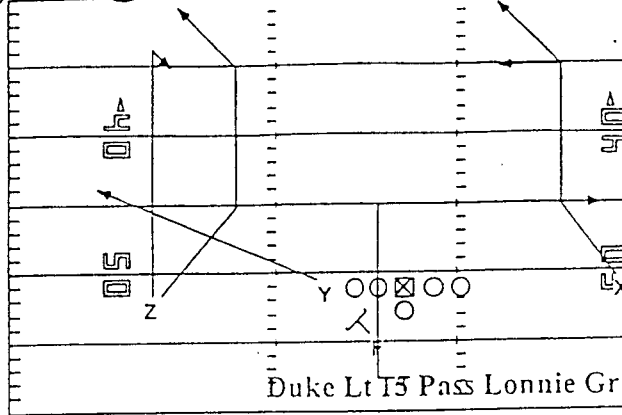
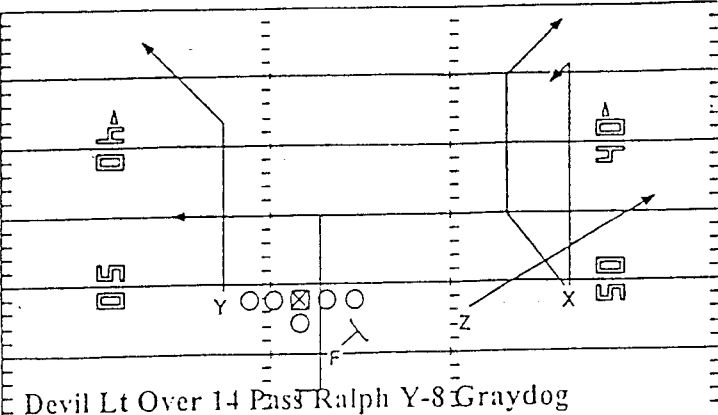
QB	<p>DROP - 7 Step.</p> <p>PROTECT - Multiple</p> <p>BLITZ CHECK - depending on formation / protection</p> <p>C.P. - Pick best side and look though deep third</p> <p>Cov. 3 - Check or play hitch underneath</p> <p>Cov. 2 - Best side</p> <p>Cov. 1 - Best side</p> <p>Cov. 0 - Best side. check for big blitz</p> <p>Combo - Short field</p>
#1 F/S	<p>SPLIT - Wide</p> <p>ROUTE/DEPTH - Hitch, 4 step (5-6 yards)</p> <p>ADJUST - Vs. bump or man. run hitch and under</p> <p>C.P. - Plant foot forward. Drive off to 6 yards depth and keep feet active.</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Corner, 13 yards</p> <p>ADJUST - None</p> <p>C.P. - Try to be outside defender. Threaten defender, then side step him to avoid contact. Stick at 13 yards and take a 45 degree angle to SL, looking for ball at 20-22 yard depth over the number area.</p>
#1 B/S	<p><i>ONLY FOR SINGLE RECEIVER SIDE. IF NOT, FOLLOW #1 and #2 WR RULES ABOVE</i></p> <p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Inside Release Corner, 15 yards</p> <p>ADJUST - None</p> <p>C.P. - Take an inside release for 3 steps, then burst upfield to 15 yards. Stick at a 45 degree angle to SL, and expect ball at a 20-22 yard depth.</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH - Hook, 5 yards or Frostie, 20 yards</p> <p>ADJUST - None</p> <p>1 or 2 Backs - Protect, release to hook at 5 yards. If frostie is called, FB runs a Cover 2 Post. <u>Cover 2 Post</u> - Best release. Wo around LBers, get vertical and bend to open area.</p>

Fork



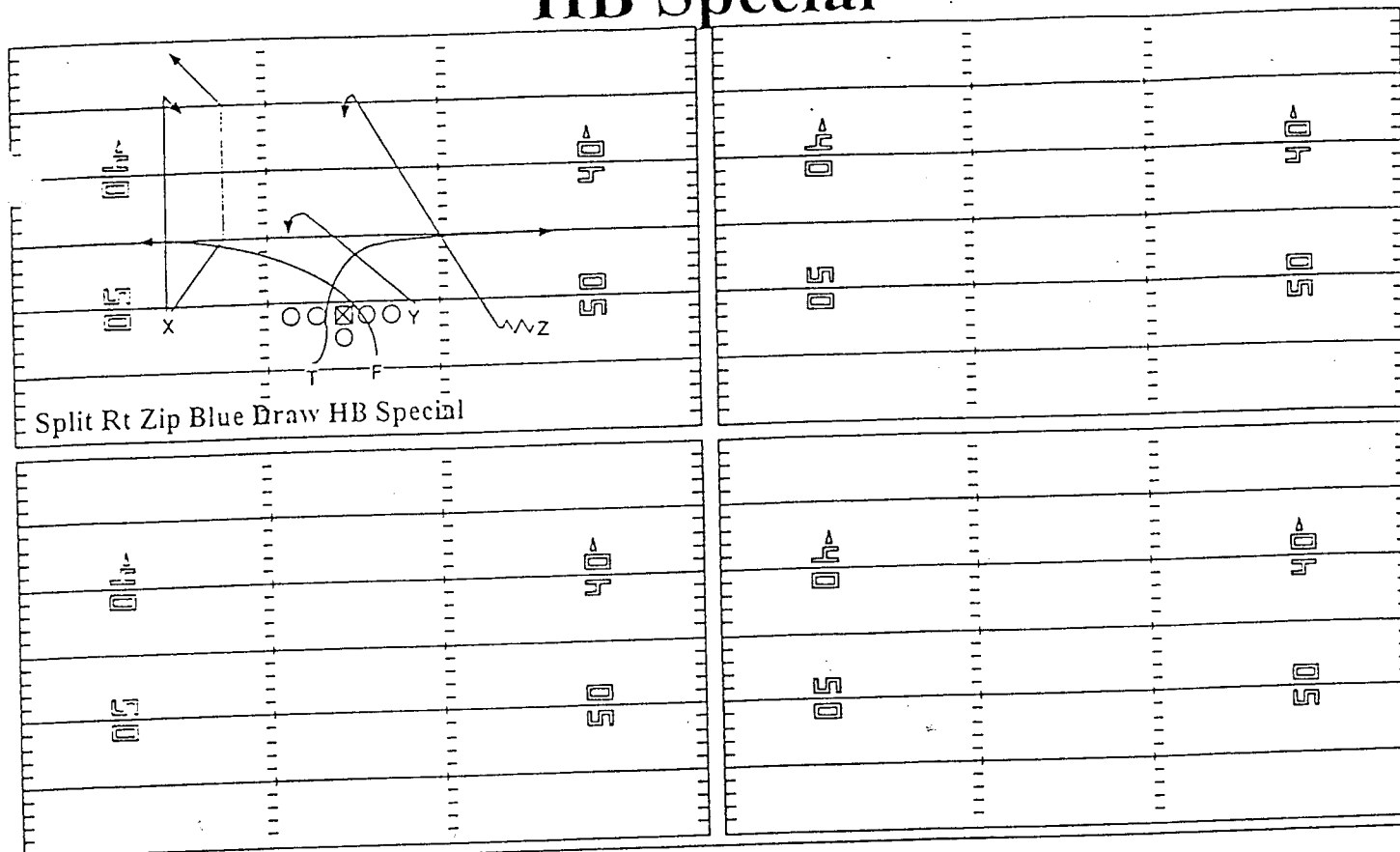
DB	<p>DROP - 7 Step.</p> <p>PROTECT -</p> <p>BLITZ CHECK -</p> <p>C.P. - Head down hash area, best look</p> <p>Cov. 3 - Possible check</p> <p>Cov. 1 - Look deep through middle & go through steps</p> <p>Cov. 0 - Best look (probably Z)</p> <p>Cov. 2 - Possible check</p> <p>Combo - Best look</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Mills. 15 yards</p> <p>ADJUST - None</p> <p>C.P. - Explode off LOS. Use good arm action. Go upfield 15 yards, stick and take angle to near goalpost. Burst for 3 steps before turning your eyes to the sky. Expect ball 40 yards downfield. If ball started in middle of field, expect ball just inside near hash.</p>
#2 WR	<p>SPLIT - 5 yards from #1 WR</p> <p>ROUTE/DEPTH - Corner. 13 yards</p> <p>ADJUST - None</p> <p>C.P. - Make DB believe you are running an in route. Burst upfield 12-13 yards, stick and take 45 degree away to SL. Look for ball about 22 yards around the numbers. You may flatten route to 15 yard depth if bump coverage or if DB plays high over top of you when you stick at 13 yards.</p>
#1 B/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Inside release Corner. 15 yards</p> <p>ADJUST - None</p> <p>C.P. -</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>1 Back - Protect. release to hook at 5 yards</p> <p>2 Backs - Protect. release to hook at 5 yards</p> <p>ADJUST - None</p>

Graydog



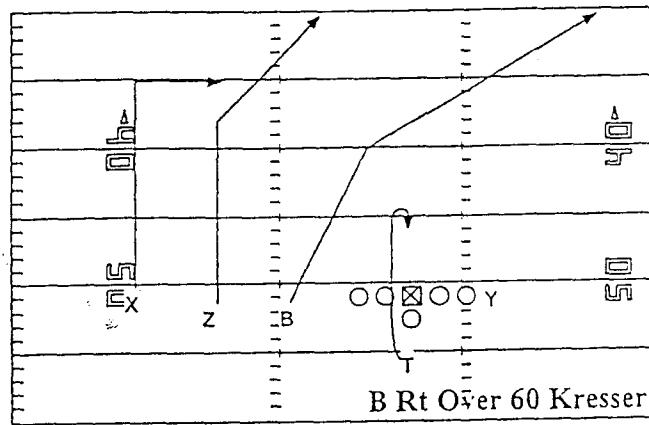
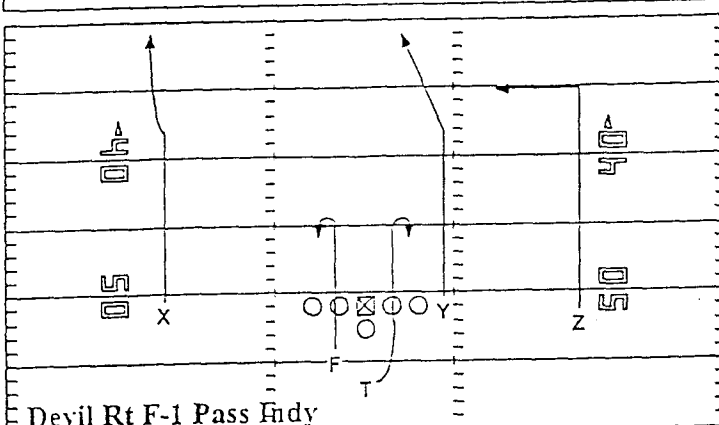
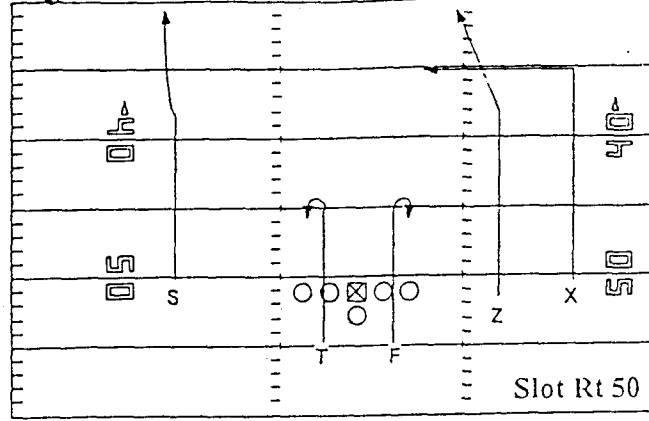
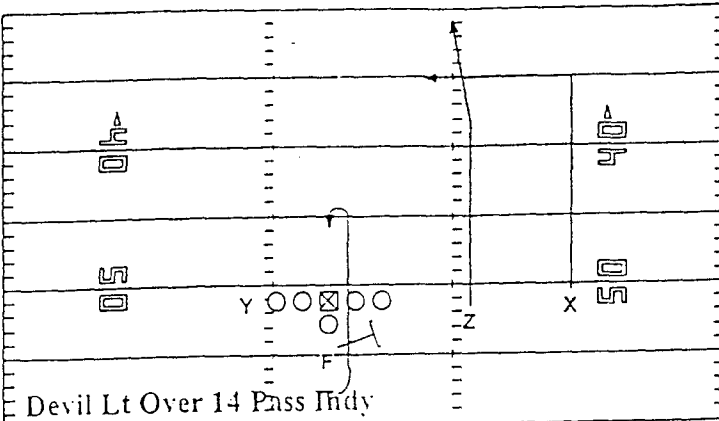
QB	<p>DROP - 7 Step. PROTECT - BLITZ CHECK - C.P. - Graydog is a man for man route for the back</p> <p>Cov. 3 - Play Ralph/Lonnie to Under Cov. 1 - Best look, check back on LB Cov. 0 - Best look, check back on LB</p> <p>Cov. 2 - Best look Combo - Best look</p>
#1 F/S	<p>SPLIT - Normal ROUTE/DEPTH - Curl, 16 yards OR Corner. 15 yards C.P. - Follow Ralph/Lonnie Rules</p> <p>ADJUST - None</p>
#2 WR	<p>SPLIT - Split difference or normal TE position if not flexed ROUTE/DEPTH - Flat. 6 yards C.P. - Follow Ralph/Lonnie Rules</p> <p>ADJUST - None</p>
#1 B/S	<p>SPLIT - Normal ROUTE/DEPTH - Cover 2 Post, 15 yards OR In. 15 yards C.P. - Follow Ralph/Lonnie Rules</p> <p>ADJUST - None</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - Graydog, 5 yards Fullback - 14 15 Pass Protection rules Halfback - Release through line. Make it look like 14/15 Pass Protection. At depth of 5 yards, run an out route opposite of the play action. (14 pass means FB goes left, 15 pass mean TB goes right)</p> <p>ADJUST - None</p>

HB Special



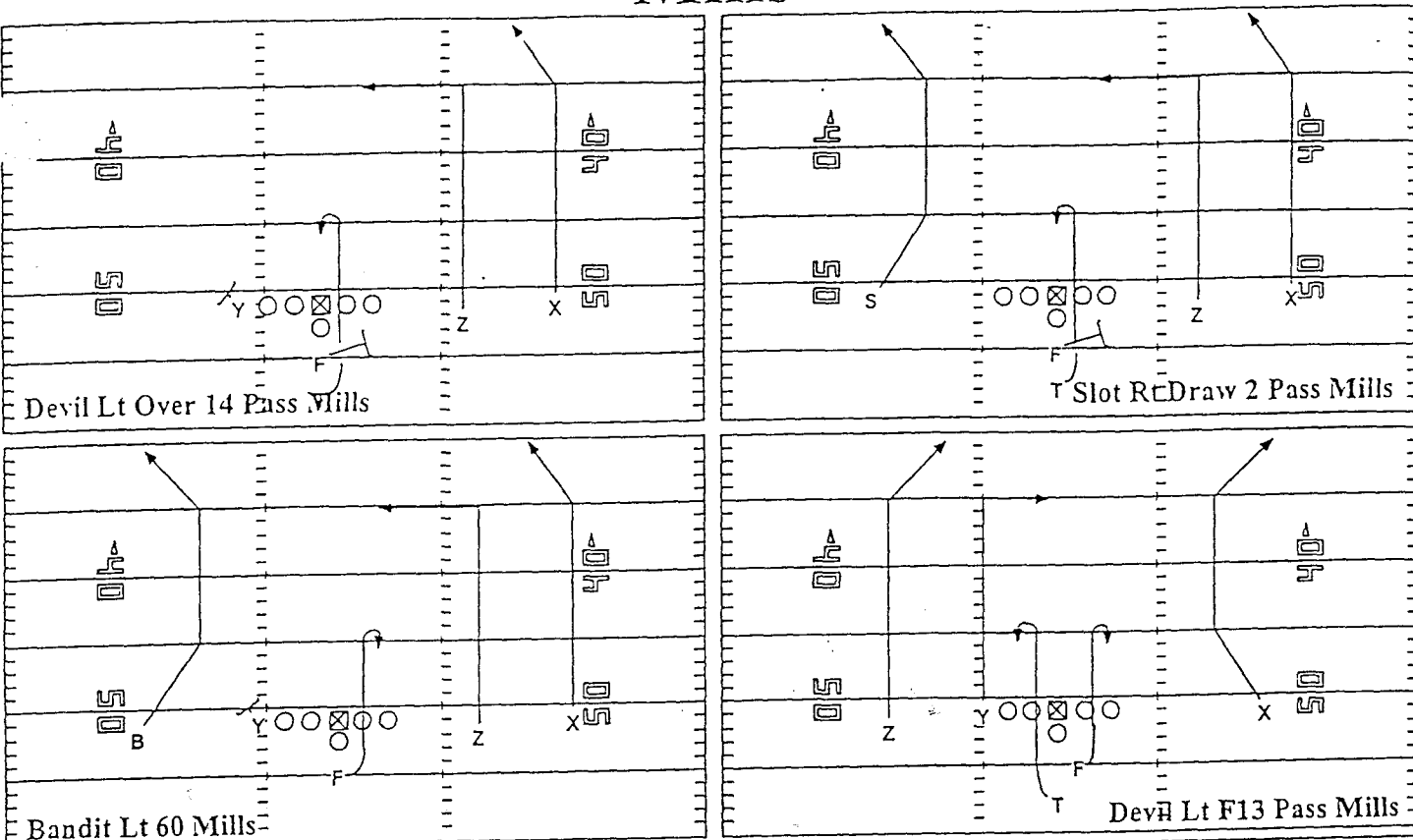
QB	<p>DROP - 7 Step PROTECT - C.P. - If man play for backs. If zone, check spot guys. Look through middle</p> <p>Cov. 3 - Y, Z or X Cov. 1 - Backs Cov. 0 - Backs</p> <p>BLITZ CHECK - Cov. 2 - Y, Z or X Combo - Y, Z or X</p>
Z	<p>SPLIT - Tight ROUTE/DEPTH - Spot, 15 yards C.P. - Start wide and go in motion if "Zip" is called. Be about 5 yards from TE at snap. Take direct line to 15 yards over ball.</p> <p>ADJUST - None</p>
Y	<p>SPLIT - Normal ROUTE/DEPTH - Spot, 6-7 yards C.P. - Best release. Work through LB area to spot outside opposite OT. Settle and look for ball.</p> <p>ADJUST - None</p>
X	<p>SPLIT - Normal ROUTE/DEPTH - Curl, 16 yards OR Corner, 15 yards C.P. - Get a good release by using your feet to get open. Follow Ralph/Lonnie rules. If cover 3, run 16 yards curl. If cover 2, run 15 yard inside release corner..</p> <p>ADJUST - None</p>
FB	<p>SPLIT - Split ROUTE/DEPTH - Opposite flat, 5 yards C.P. - Tighten alignment slightly (up and inside). Get best release through near or far A gap. Avoid contact but chip a free rusher. Work to opposite flat 5 yards deep. You will be near the top of the numbers.</p> <p>ADJUST - None</p>
HB	<p>SPLIT - Split ROUTE/DEPTH - Opposite flat, 5 yards C.P. - Tighten alignment slightly (up and inside). Get best release through near or far A gap. Avoid contact but chip a free rusher. Work to opposite flat 5 yards deep. You will run under the fullback's course.</p> <p>ADJUST - None</p>

Indy



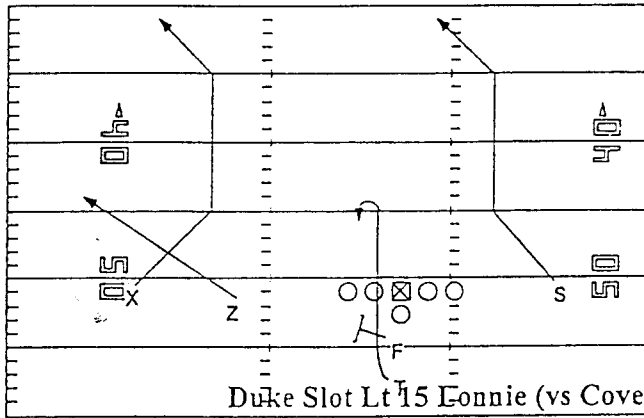
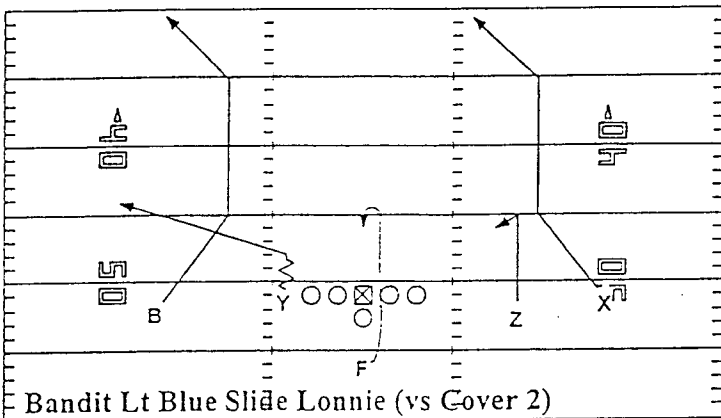
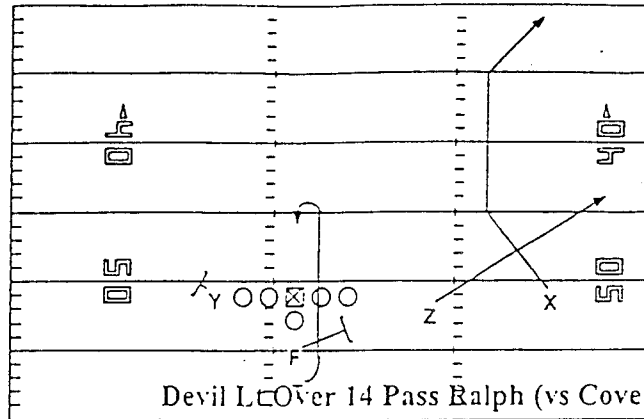
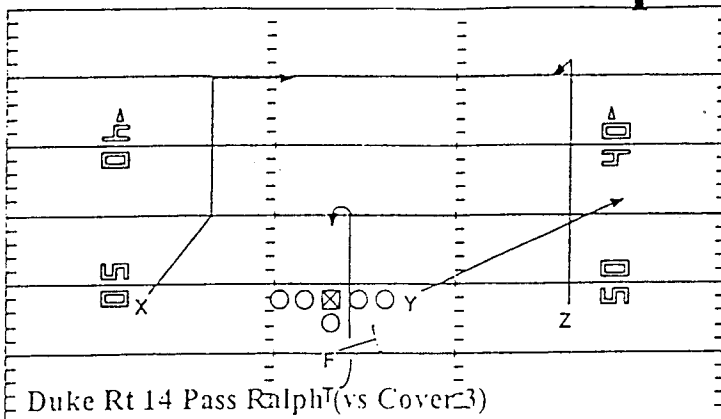
QB	<p>DROP - 7 Step. PROTECT - BLITZ CHECK - C.P. - Head & eyes deep through middle/hash area. Play dig down to underneath</p> <p>Cov. 3 - Best look Cov. 1 - Best look Cov. 0 - Best look</p> <p>Cov. 2 - Best look Combo - Best look</p>
#1 WR	<p>SPLIT - Wide ROUTE/DEPTH - In. 15 yards ADJUST - None</p> <p>C.P. - Try to stay inside DB. Don't get walled outside. Try to maintain even with DB so you can press away when you stick yards. If DB plays you hard inside, you must plant and swim DB by you and come underneath him.</p>
#2 WR	<p>SPLIT - Split difference ROUTE/DEPTH - Inside 9, 13 yards ADJUST - None</p> <p>C.P. - Avoid 1st defender and occupy safety.</p>
#1 B/S	<p>SPLIT - Normal ROUTE/DEPTH - 9, 13 yards ADJUST - None</p> <p>C.P. - Use feet and good arm action to get off LOS. Stick at 13 yards and expect ball at 35-40 yards downfield.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards</p>

Mills



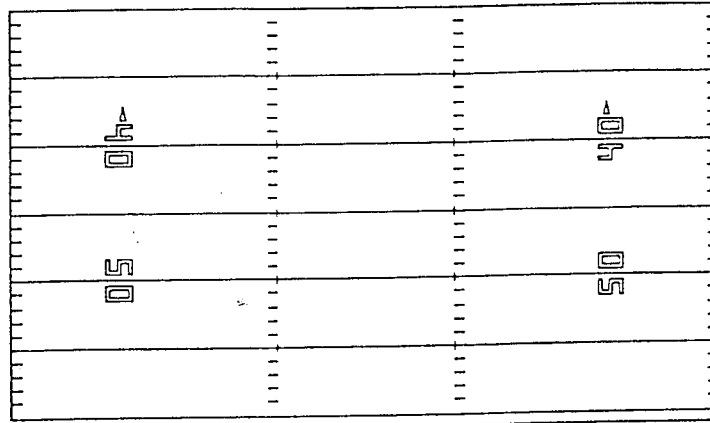
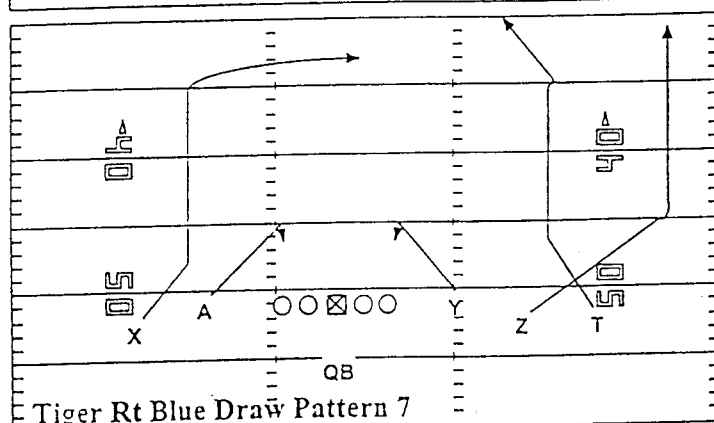
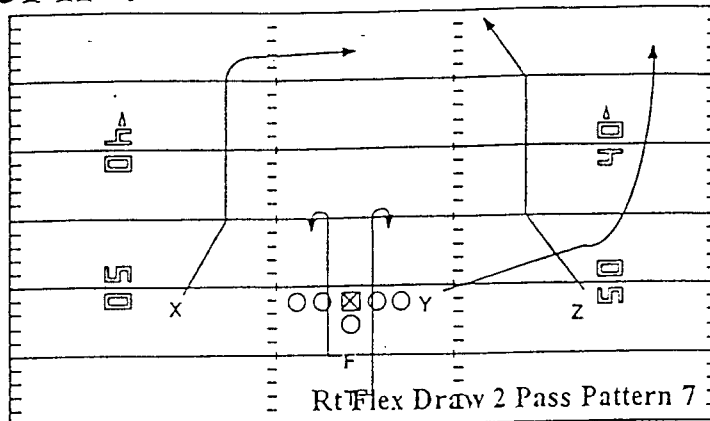
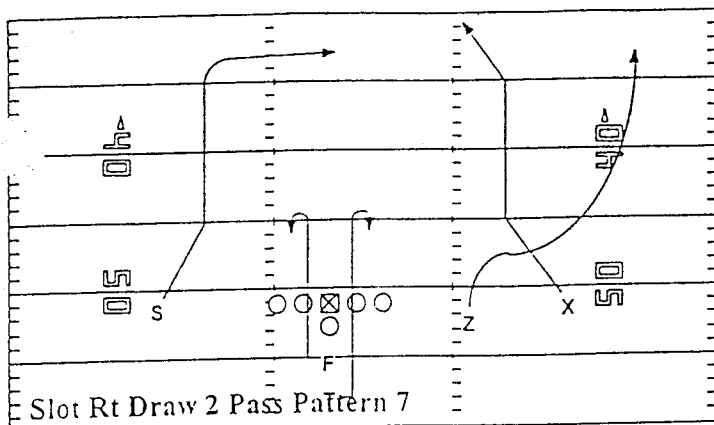
<p>OB</p>	<p>DROP - 7 Step. PROTECT - BLITZ CHECK - C.P. - Eyes deep through middle. Play post to middle to underneath</p> <p>Cov. 3 - Probably middle route Cov. 2 - Possible check Cov. 1 - Possible backside corner or middle Combo - Best look Cov. 0 - Best look</p>
<p>#1 F/S</p>	<p>SPLIT - Normal ROUTE/DEPTH - Post, 15 yards ADJUST - None C.P. - Make sure your split is not to far as to be able to meet the ball at midfield at 40 yards deep. Burst upfield and stick at 15 yards to goalpost, then get eyes to sky.</p>
<p>#2 F/S</p>	<p>SPLIT - Split difference ROUTE/DEPTH - In. 15 yards ADJUST - None C.P. - Use best release, prefer inside to get safety to cover your in route. Get vertical 15 yards and square in. Expect ball in front of where it was snapped.</p>
<p>#1 B/S</p>	<p>SPLIT - Normal ROUTE/DEPTH - Backside-Corner, 15 yards / Playside-In, 15 yards ADJUST - None C.P. - Inside release for 3 steps then get vertical. Stick at 15 yards and aim for 20-22 yards in corner area around the numbers. After you stick at 15 yards, get eyes to sky to locate ball.</p>
<p>TE</p>	<p>SPLIT - Normal ROUTE/DEPTH - Backside-Corner, 15 yards / Playside-In, 15 yards ADJUST - None C.P. - If backside, run corner like #1 B/S. If frontside, run in route like #2 F/S.</p>
<p>Bks</p>	<p>SPLIT - by formation ROUTE/DEPTH - ADJUST - None 1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards</p>

Ralph/Lonnie



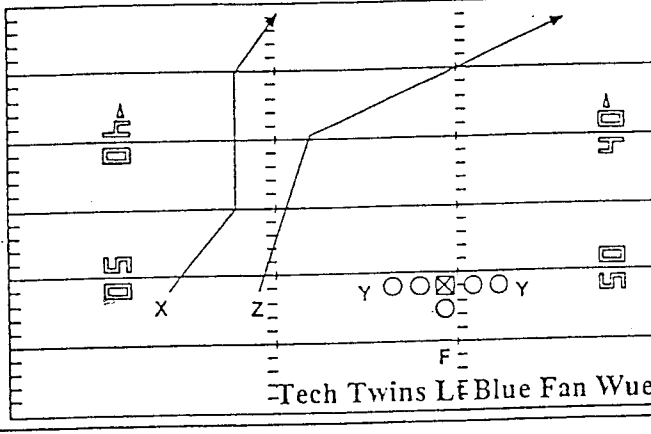
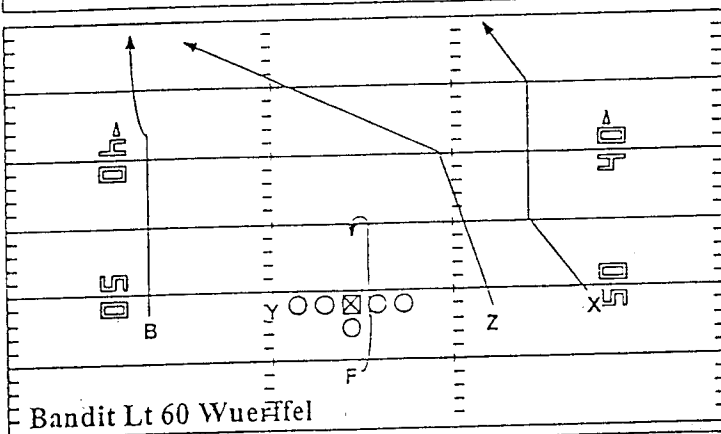
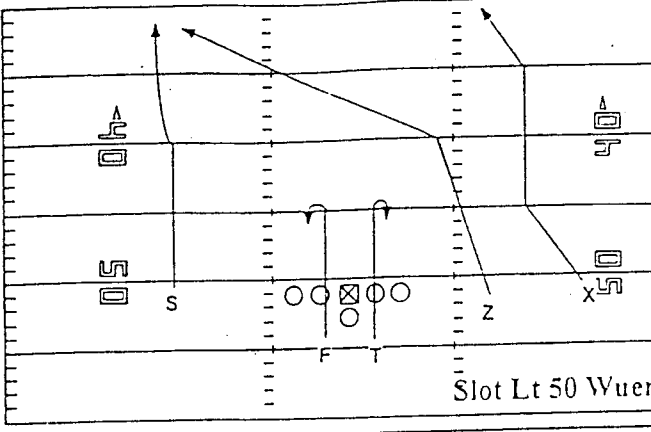
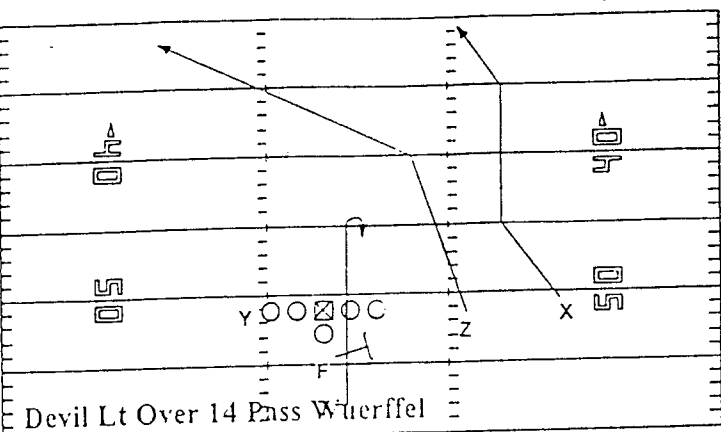
QB	<p>DROP - 7 Step PROTECT - BLITZ CHECK - C.P. - Option route. Read coverage adjustments Cov. 3 - Curl/Flat to underneath Cov. 1 - Curl/flat to underneath Cov. 0 - Possible blitz check</p>
#1 F/S	<p>SPLIT - Wide ROUTE/DEPTH - Curl, 16 yards ADJUST - vs cover 2, run Inside Release Corner, 15 yds C.P. - Align with plant foot forward. Drive to 15-16 yards and curl. Vs. cover 2, release inside for 3 steps then get vertical for yards. Stick and head to corner on 45 degree angle. Flatten away from safety if necessary</p>
#2 F/S	<p>SPLIT - Split difference ROUTE/DEPTH - Flat, 6 yards ADJUST - None C.P. - Drive to flat. Settle and set your eyes on QB once you cross the numbers. Set no closer than 4 yards from sideline.</p>
#2 B/S	<p>SPLIT - Split difference ROUTE/DEPTH - Hitch, 5-6 yards ADJUST - None C.P. - Drive off 4 steps and hitch. Stay active vs. man coverage.</p>
#1 B/S	<p>SPLIT - Normal ROUTE/DEPTH - Cover 2 Post, 15 yds ADJUST - vs cover 3, run Middle, 17-18 yards C.P. - Drive inside 3 steps at 45 degree angle, then burst upfield to 15 yards. Stick at 15 and break to middle of field. If cover work to hole at 17-18 yards depth in front of safety.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - 1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards</p>

Pattern 7



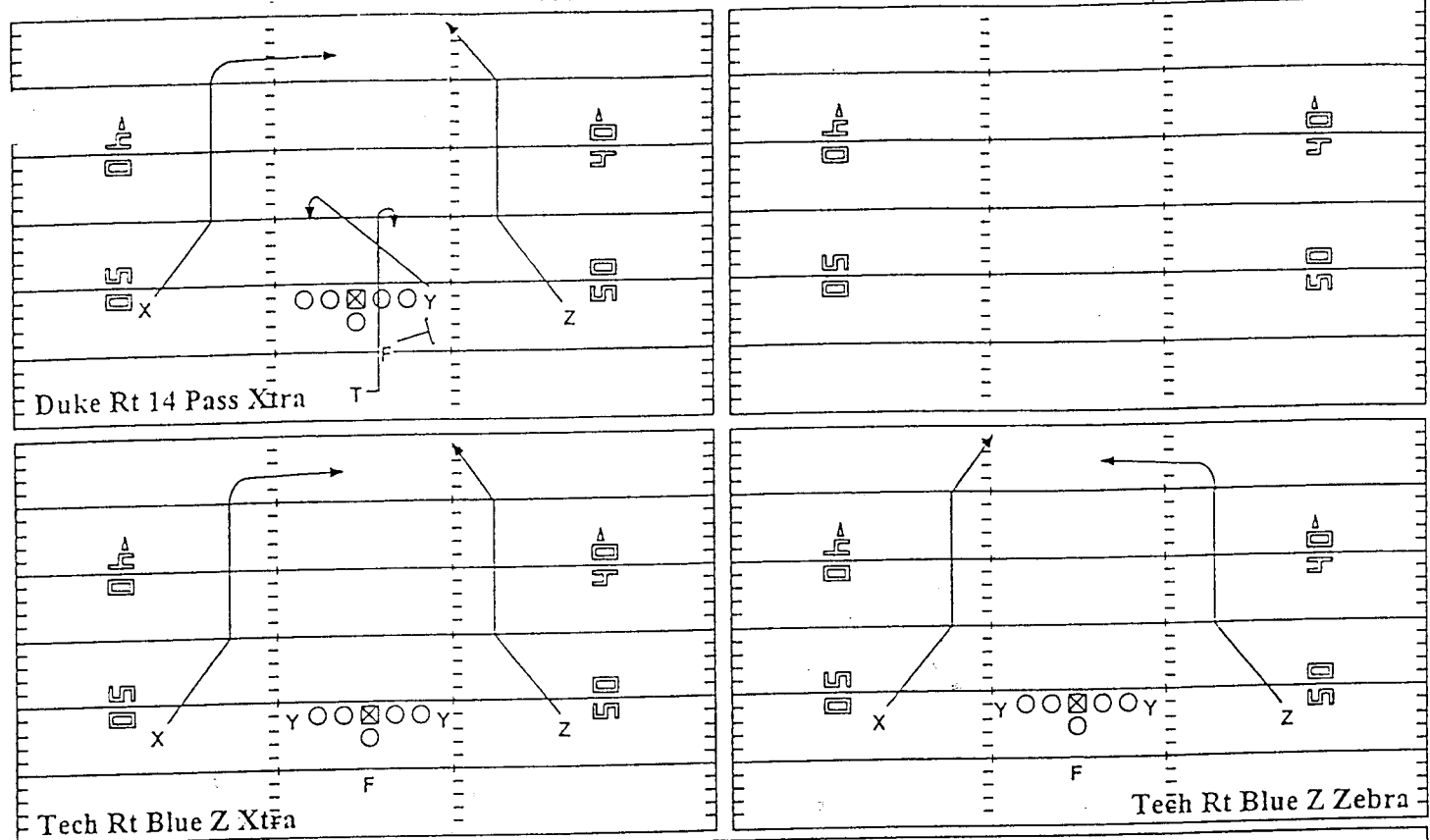
QB	<p>DROP - 7 Step PROTECT - BLITZ CHECK - C.P. - Make good draw fake. Look deep through middle. Look post to middle to underneath</p> <p>Cov. 3 - Look deep through middle, go through steps Cov. 1 - Possible check Cov. 0 - Possible blitz check</p> <p>Cov. 2 - Look deep through middle, go through steps Combo - Look deep through middle, go through steps</p>
#1 F/S	<p>SPLIT - Tight ROUTE/DEPTH - Inside Post, 15 yards ADJUST - None</p> <p>C.P. - Drive inside 3 steps at a 45 degree angle, then burst upfield to 15 yards. Stick and break to post. Take 3 steps after break before looking for the ball.</p>
#2 F/S	<p>SPLIT - Split difference ROUTE/DEPTH - Wheel route ADJUST - None</p> <p>C.P. - Run flat route at 6 yards. Show eyes to QB, then wheel upfield no closer than 5 yards to sideline.</p>
#1 B/S	<p>SPLIT - Tight ROUTE/DEPTH - Inside Release Middle, 17-18 yds ADJUST - None</p> <p>C.P. - Drive inside 3 steps at 45 degrees angle, then burst upfield to 15 yards. Stick and move to 17-18 yards depth over the ball.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards 2 Backs - Protect, release to hook at 5 yards</p>

Wuerffel

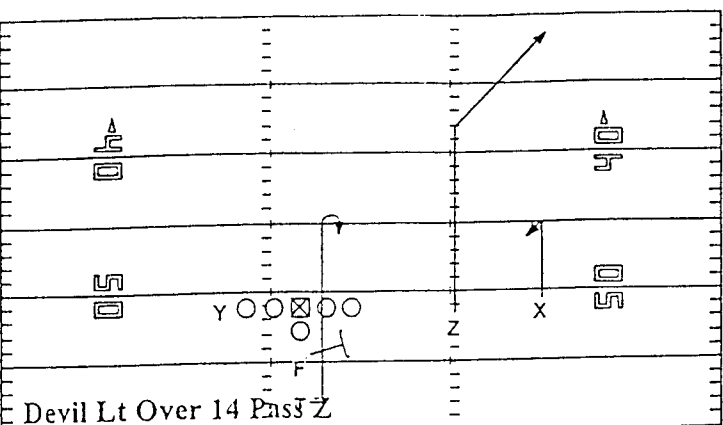


QB	<p>DROP - 7 Step</p> <p>PROTECT -</p> <p>BLITZ CHECK -</p> <p>C.P. - Look deep through middle, play off safety</p> <p>Cov. 3 - Check</p> <p>Cov. 1 - Play off safety</p> <p>Cov. 0 - Alert for big blitz. look for post</p>	<p>Cov. 2 - Check</p> <p>Combo - Check</p>
#1 WR	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Inside Release Post, 15 yards</p> <p>C.P. - Inside release for 3 steps, then burst upfield to 15 yards. Stick and break to goalpost. Burst for 3 steps before eyes go to</p> <p>Expect ball at 40 yards.</p>	<p>ADJUST - None</p>
#2 WR	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Kresser route, 20 yards</p> <p>C.P. - Try to avoid getting held up. Get to a stick point at about 10 yards, make a good stick and break to a depth of 20 yards opposite numbers. Look to sky towards QB after you clear the far hash. Vs man coverage, lean on defender until you get break point, then press away towards aiming point.</p>	<p>ADJUST - None</p>
#1 B/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - Streak, 17-18 yds</p> <p>C.P. - Presnap read on coverage to determine route.</p>	<p>ADJUST - Hitch and under vs Bump</p>
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards</p>	<p>ADJUST - None</p>

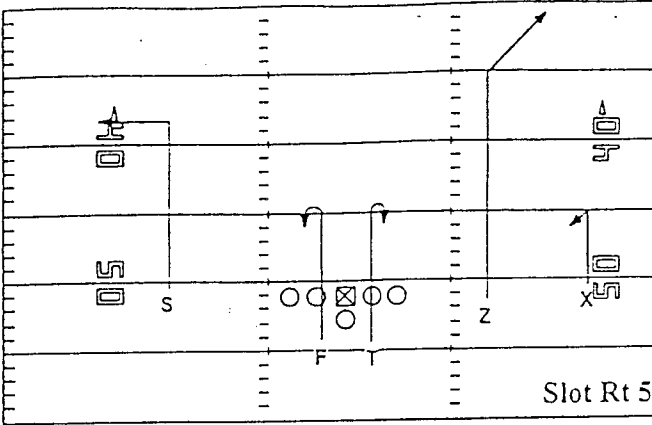
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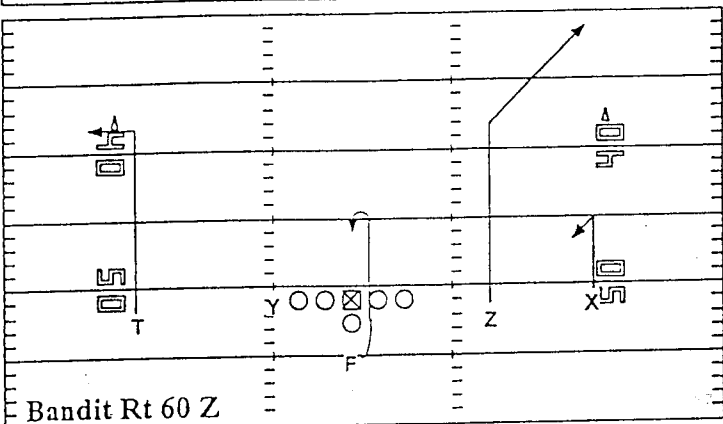
QB	<p>DROP - 7 Step PROTECT - BLITZ CHECK - C.P. - Head & eyes deep through middle. Play deep to middle to underneath</p> <p>Cov. 3 - Best look, X to under Cov. 1 - Best look, probably middle route (possible check) Cov. 0 - Best look, probably post</p> <p>Cov. 2 - Best look Combo - Best look</p>
Z	<p>SPLIT - Normal ROUTE/DEPTH - Inside Release Post, 15 yards ADJUST - None</p> <p>C.P. - XTRA - Inside release for 3 steps. then burst upfield to 15 yards. Stick and break to goalpost. Burst for 3 steps before eyes go to sky. Expect ball at 40 yards. ZEBRA - Switch routes with X / run middle route</p>
X	<p>SPLIT - Normal to slightly tight ROUTE/DEPTH - Inside Release Middle. 17-18 yards ADJUST - None</p> <p>C.P. - XTRA - Inside release for 3 steps. then burst upfield to 15 yards. Stick and break to middle at a depth of 17-18 yards over the ball. ZEBRA - Switch routes with Z / run post route.</p>
Y	<p>SPLIT - Normal ROUTE/DEPTH - Far Spot, 6-7 yds ADJUST - None</p> <p>C.P. - Best release. Work through LBers area to opposite OT area at a depth of 6-7 yards. Settle and look for ball. If man coverage, continue to run. If Blue Z or Blue Fan, follow pass protection rules.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards 2 Backs - 14/15 Pass - HB - protect, release to hook at 5 yards - FB - protect</p>



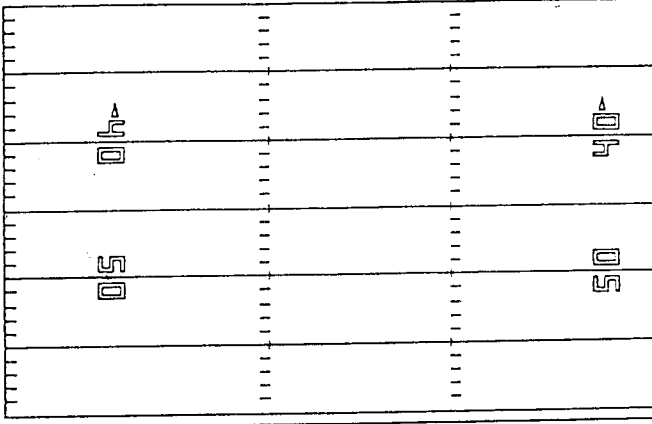
Devil Lt Over 14 Pns Z



Slot Rt 5

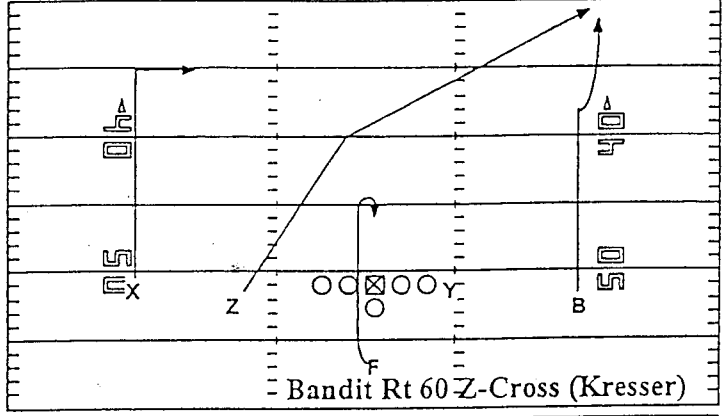
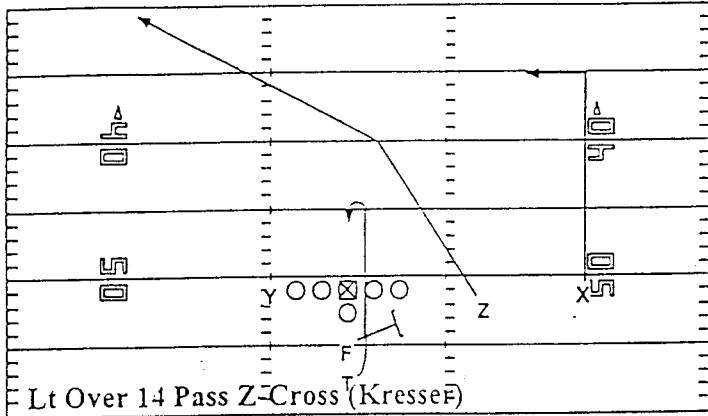
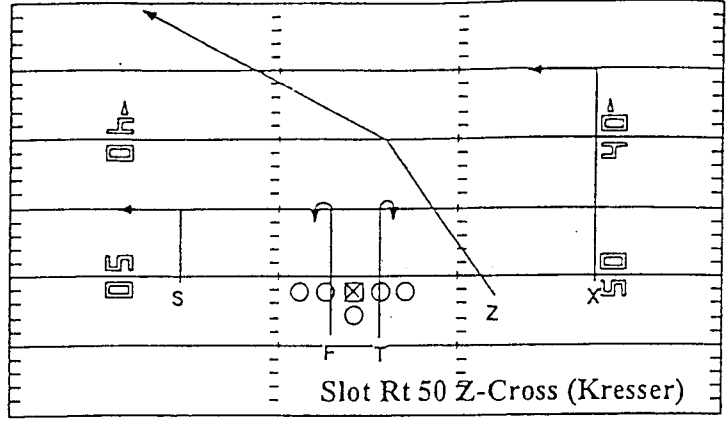
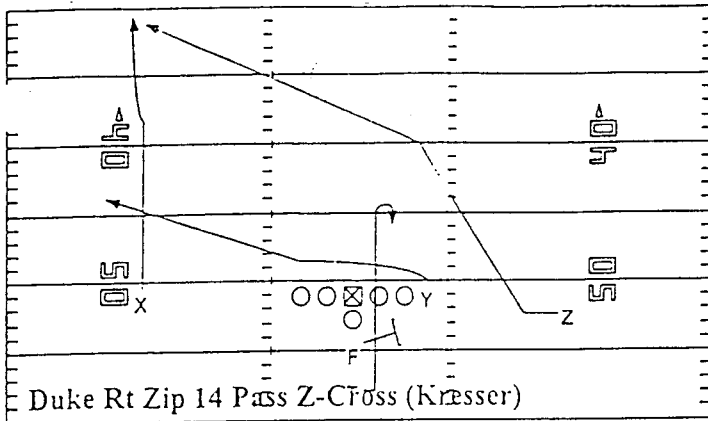


Bandit Rt 60 Z



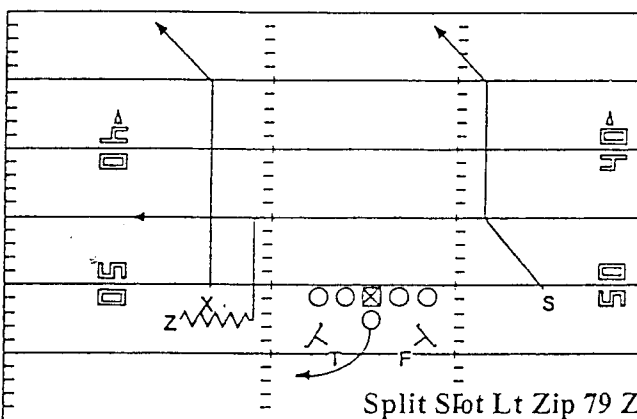
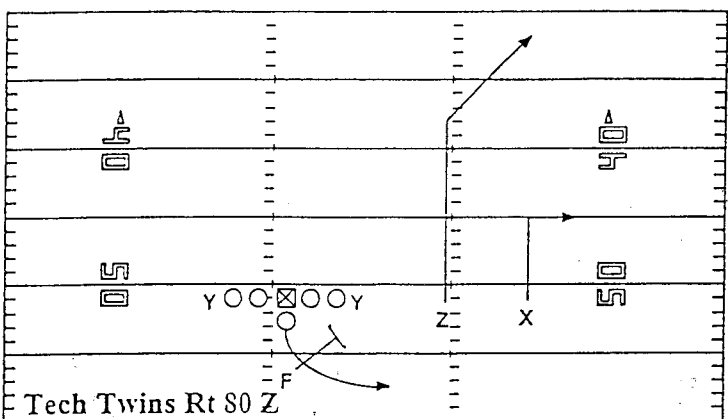
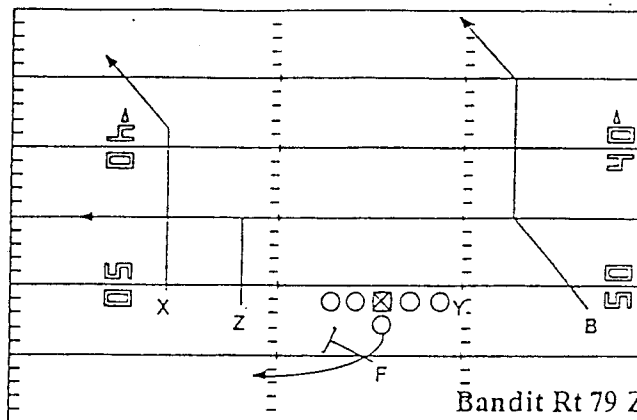
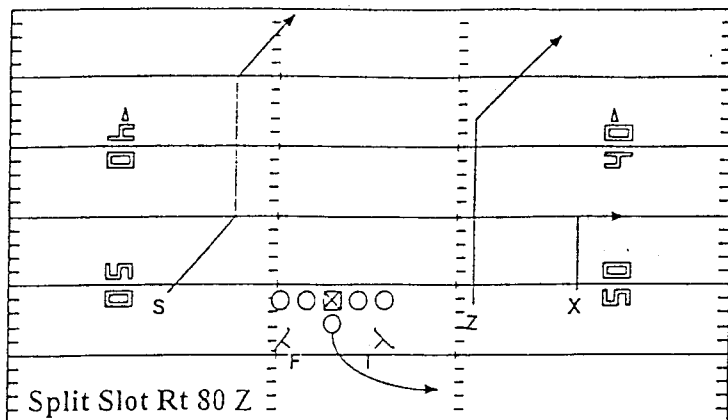
QB	<p>DROP - 7 Step PROTECT - BLITZ CHECK - C.P. - Look through deep thrid, play corner down</p> <p>Cov. 3 - Probable hitch or underneath, possible check Cov. 2 - Best look Cov. 1 - Best look, probably middle route (possible check) Combo - Not a great play, check Cov. 0 - Best look, probably post</p>
#1 F/S	<p>SPLIT - Normal ROUTE/DEPTH - Hitch, 5-6 yards ADJUST - Vs bump coverage, run a hitch and under</p> <p>C.P. - Keep feet active while waiting to meet the ball. Vs bump coverage, run a hitch and under. Allow #2 WR a chance to get the LOS first by buying time at the LOS</p>
#2 WR	<p>SPLIT - Split difference ROUTE/DEPTH - Corner, 12 yards ADJUST - None</p> <p>C.P. - Try to release outside of DB. After sticking at 12 yards, get your eyes to the sky to find the ball. Angle your route to be yards deep. If bump coverage and/or DB is playing hard outside, try to beat DB over top after your stick. It is difficult to find route when #1 WR is running a hitch.</p>
#1 B/S	<p>SPLIT - Normal ROUTE/DEPTH - Out, 12-13 yds ADJUST - Fade vs cover 2</p> <p>C.P. - 3-Semi route rules (12 yd out or fade vs cover 2). Be alert for QB to signal individual route. May gameplan to mirror the routes.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - ADJUST - None</p> <p>1 Back - Protect, release to hook at 5 yards 2 Backs - 14 15 Pass - HB - protect, release to hook at 5 yards / FB - protect</p>

Z-Cross/Kresser



QB	<p>DROP - 7 Step PROTECT - BLITZ CHECK - C.P. - Should hit 20 yards near numbers, head in deep third</p> <p>Cov. 3 - Best look Cov. 1 - Best look Cov. 0 - Best look</p> <p>Cov. 2 - Possible check Combo - Check</p>
Z	<p>SPLIT - If outside receiver (Regular formation) align tight. In Over and Slot, split difference between X and OT. ROUTE/DEPTH - Kresser, 20 yards ADJUST - None C.P. - Try to avoid getting held up. Get to a stick point at about 10 yards, make a good stick and break to a depth of 20 yards over opposite numbers. Look to sky towards QB after you clear the far hash. Vs man coverage, lean on defender until you get to the break point, then press away towards aiming point.</p>
#1 F/S (if not Z)	<p>SPLIT - (Over or Slot formations) Wide ROUTE/DEPTH - In. 15 yards ADJUST - None C.P. - Start from a wide split and expect the ball after you stick</p>
#2 F/S (if not Z)	<p>SPLIT - (Regular formations) Normal TE alignment ROUTE/DEPTH - Block or Drag, 8 yards ADJUST - None C.P. - Block responsibility first. If free, run drag route to 8 yard depth in opposite flat</p>
#1 B/S	<p>SPLIT - Normal ROUTE/DEPTH - Block or Streak, 12 yards ADJUST - Hitch and under vs Bump coverage C.P. - Block responsibility first. If free, run streak route. Don't get held up. Occupy safety DB on your side for the Kresser route.</p>
Bks	<p>SPLIT - by formation ROUTE/DEPTH - 1 Back - Protect, release to hook at 5 yards 2 Backs - 14 15 Pass - HB - protect, release to hook at 5 yards. FB - protect</p>

70/80s



QB

DROP - 4 or 5 Step half roll
 PROTECT -
 C.P. - depends on play
 Cov. 3 - 70 S0 Z
 Cov. 1 - 79 S9 Z-Out
 Cov. 0 - 79 S9 Z-Out

BLITZ CHECK -

Cov. 2 - Check
 Combo - 70/S0 Z or 79/S9 Z-Out

#1

Called
 Side

SPLIT - Normal
 ROUTE/DEPTH - 70/80 Z - Hitch, 5-6 yards / 79/89 Z-Out - Streak, 12 yards ADJUST - 70/S0Z vs bump, run hitch and under
 C.P. - 70/S0 Z - Run 4 step hitch. Expect the ball on your outside shoulder. Shuffle to ball. Run hitch and under vs bump cov
79/89 Z-Out - Get a slightly tight split and run a 9 route.

#2

Called
 Side

SPLIT - Split difference
 ROUTE/DEPTH - 70/80 Z - Corner, 12 yards / 79/89 Z-Out - Out, 5 yards ADJUST - None
 C.P. - 70/S0 Z - Try to release outside of DB. After sticking at 12 yards, get your eyes to the sky to find the ball. Angle your
 be 22-24 yards deep. 79 S9 Z-Out - Run 4 step out.

#1

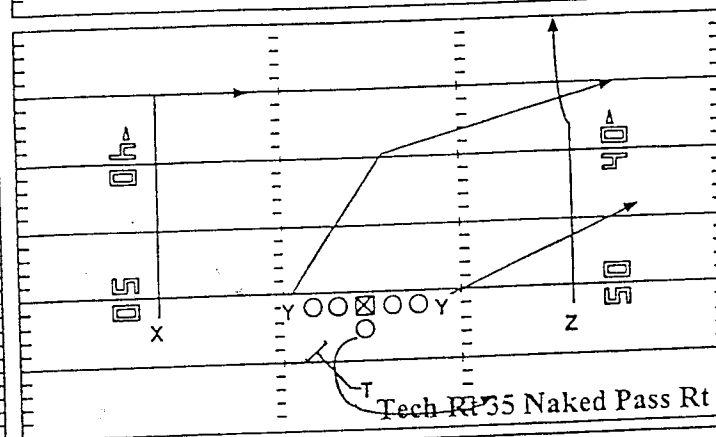
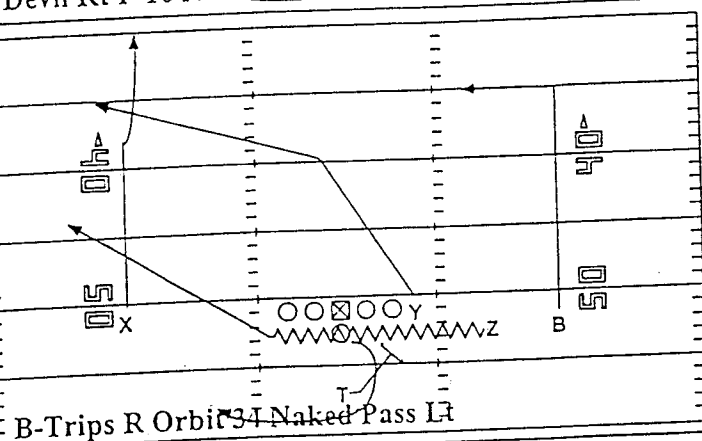
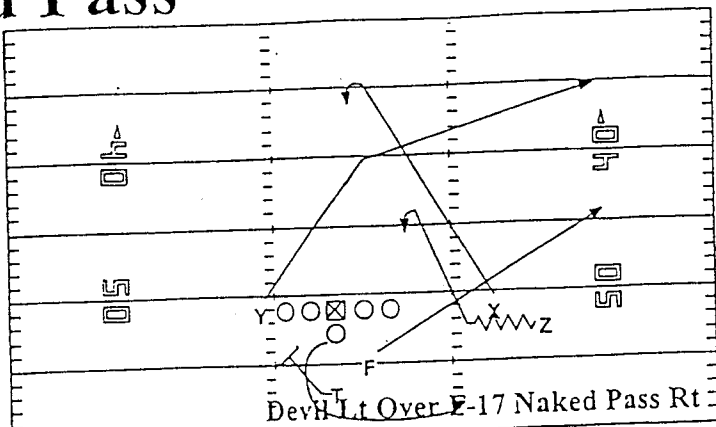
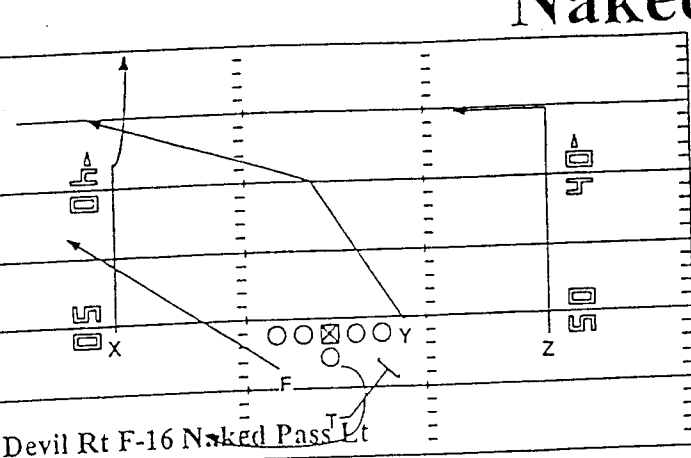
B/S

SPLIT - Normal
 ROUTE/DEPTH - Cover 2 Post, 15 yds ADJUST - vs cover 3. MOF Spot, 13 yards
 C.P. - Inside release for 3 steps. Get depth to 13 yards, then stick and break to middle of field. Expect ball at 20 yards

Bks

SPLIT - by formation
 ROUTE/DEPTH - ADJUST - None
 1 Back - Sprint to protection to direction called. Get 1st man outside OT to scrape.
 2 Backs - FB works direction called. HB protects backside.

Naked Pass



QB	<p>DROP - Naked bootleg after fake</p> <p>PROTECT -</p> <p>BLITZ CHECK -</p> <p>C.P. - Make fake. Get head around quickly and set feet if possible</p> <p>Cov. 3 - Best look</p> <p>Cov. 2 - Check</p> <p>Cov. 1 - Best look</p> <p>Cov. 0 - Best look</p> <p>Combo - Check</p>	
#1 Called	<p>SPLIT - Wide</p> <p>ROUTE/DEPTH - Inside 9, 40 yards</p> <p>ADJUST - If Over set with Zip motion, run MOF spot. 15 yards.</p> <p>C.P. - Must get moving to clear your defender from the cross area. Run route like you are the primary receiver. If it is a Over set with Zip motion, run a middle of field spot at 15 yards depth.</p>	
#2 Called	<p>SPLIT - Normal TE alignment or Split difference</p> <p>ROUTE/DEPTH - Flat. 6 yards</p> <p>ADJUST - If Over set with Zip motion, run near spot. 6 yards.</p> <p>C.P. - Drive to flat. Settle and set your eyes on QB once you cross the numbers. Set no closer than 4 yards from sideline. If it is a Over set with Zip motion, run a near spot at 6 yards depth.</p>	
#2 B/S	<p>SPLIT - Normal TE alignment or Split difference</p> <p>ROUTE/DEPTH - Cross. 15 yards</p> <p>ADJUST - None</p> <p>C.P. - Break at 10 yards and get to a depth of 15 yards on opposite numbers.</p>	
#1 B/S	<p>SPLIT - Normal</p> <p>ROUTE/DEPTH - In. 15 yds</p> <p>ADJUST - None</p> <p>C.P. - Square in at 15 yards and expect the ball around the hash. Keep moving because the QB is rolling away from you.</p>	
Bks	<p>SPLIT - by formation</p> <p>ROUTE/DEPTH -</p> <p>1 Back - Protect, release to hook at 5 yards</p> <p>2 Backs - Protect, release to hook at 5 yards</p> <p>ADJUST - None</p>	



Tiger Passing Plays

Tiger 90s

Tiger Blue Draw Steamers

Variations - Steamers Stay / Steamers 3-Semi / Steamers Z-6

Tiger Blue Draw 5 Semi / Read / Db1 Read

Variations - Read / Double Read / Facemask

Tiger Blue Draw 7 Semi

Tiger Blue Draw Y-7

Variations - Y-7, Y-8

Tiger Blue Draw Corkers/Corkers Y-7

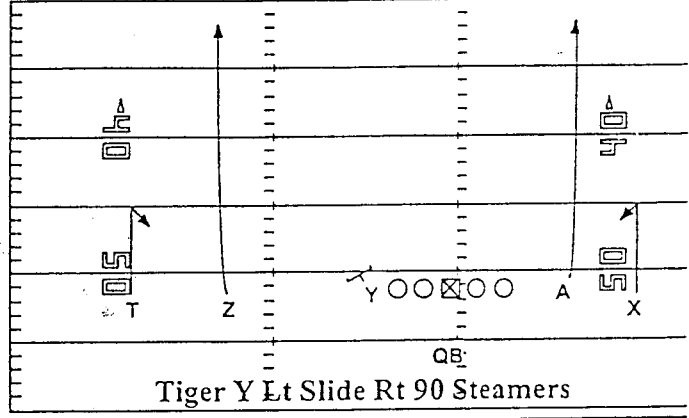
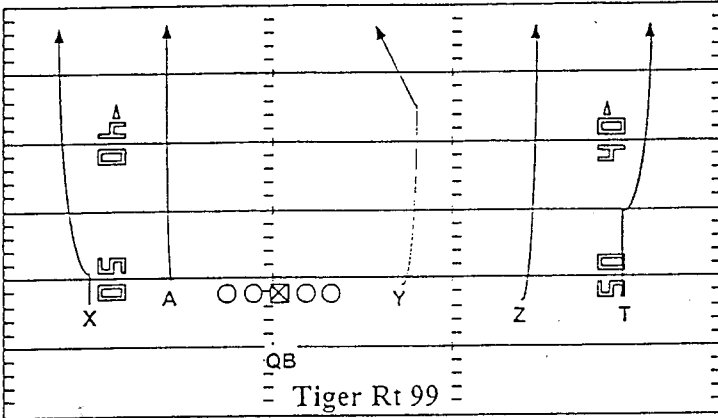
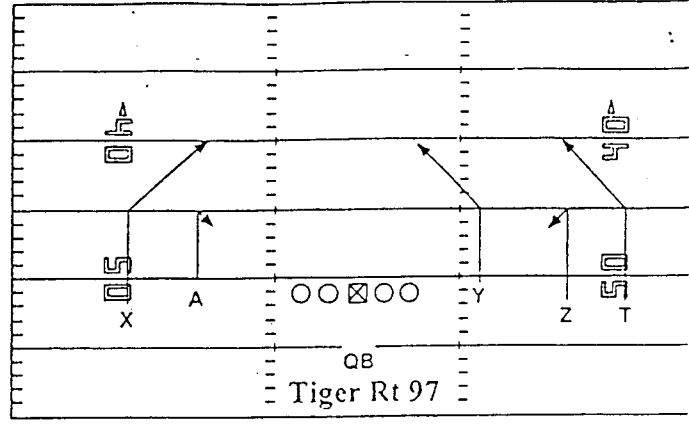
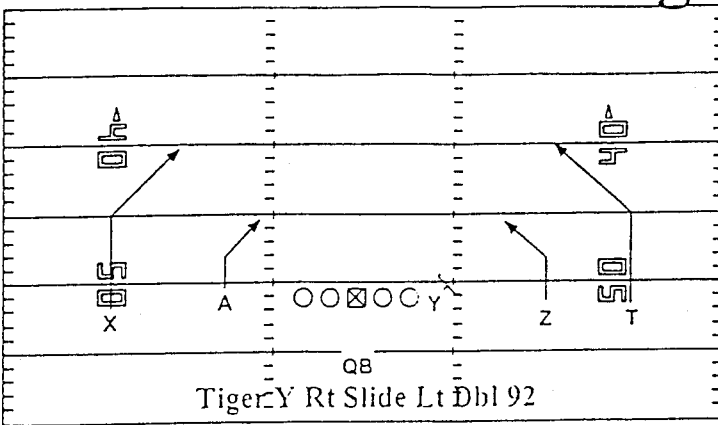
Tiger Blue Draw Y-6 T-Mills

Tiger Blue Draw Y-Drag

Tiger Blue Draw Pattern 7

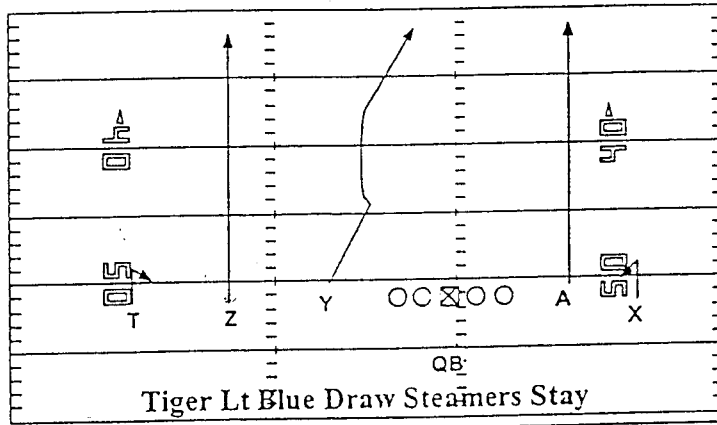
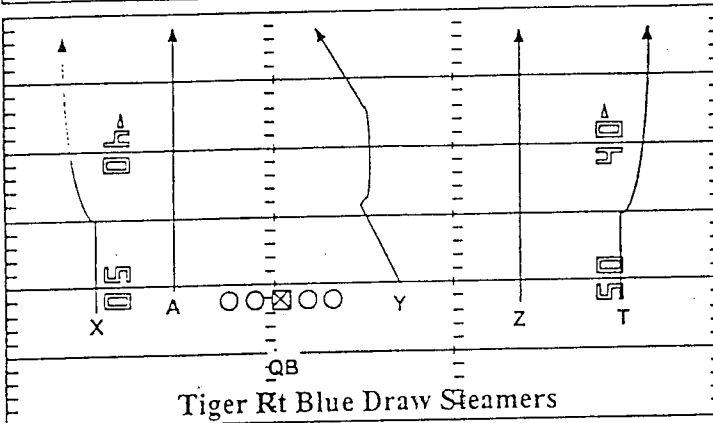
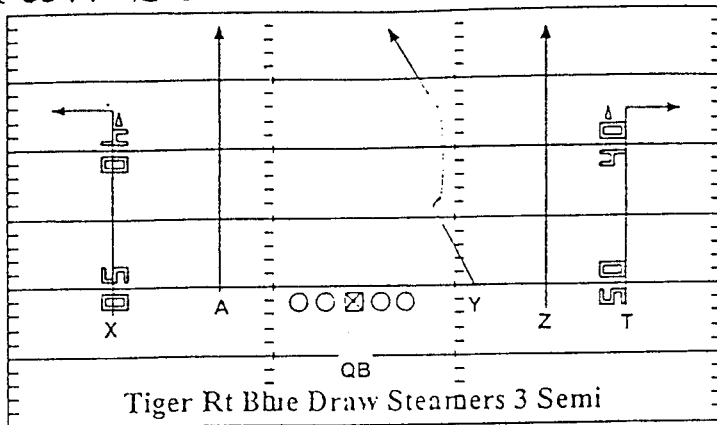
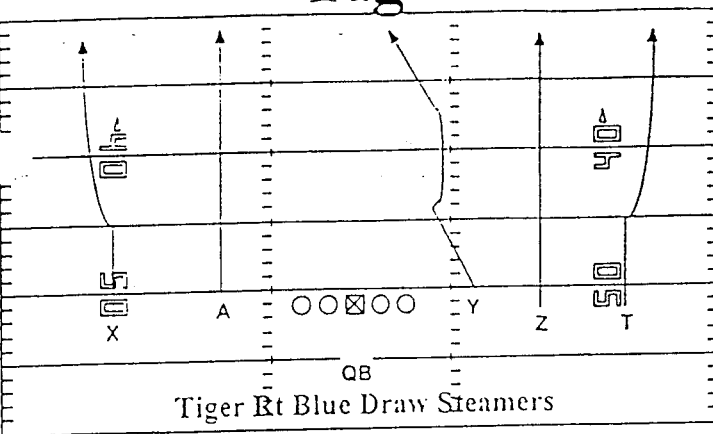
Tiger Blue Draw X (or T) Margie

Tiger 90s



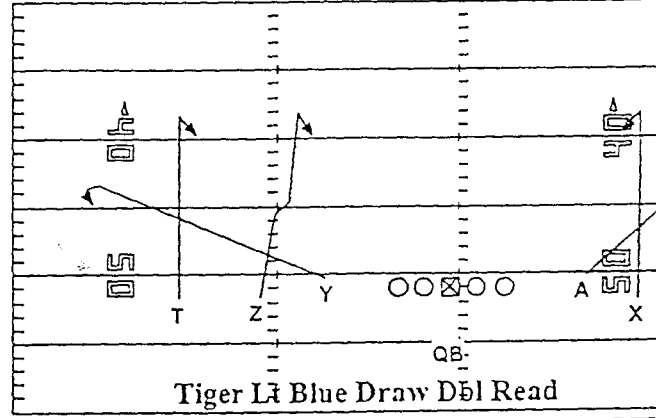
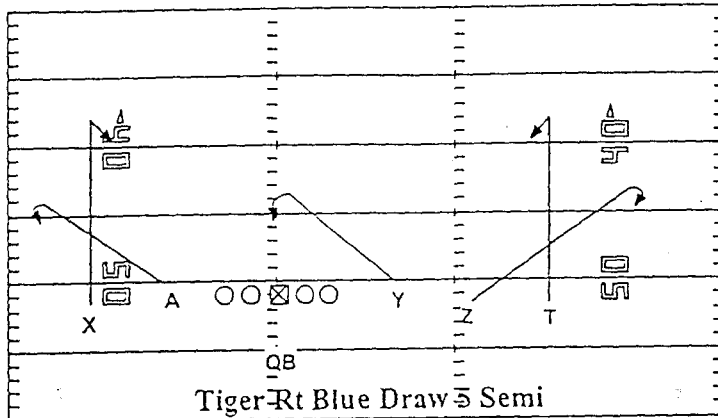
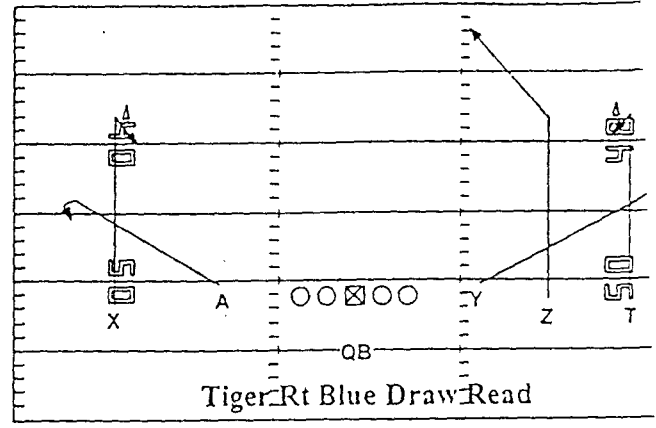
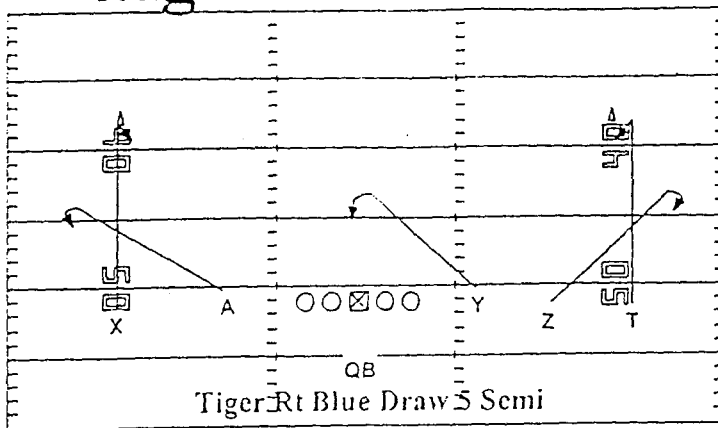
QB	DROP - 3 Step (Gun=Catch & throw) C.P. - Best look	PROTECT - 90, Slide 90	BLITZ CHECK -
T	SPLIT - Normal to wide C.P. - Align with plant foot forward. Drive to depth and make called cut. Expect the ball out of your break.	ROUTE/DEPTH - Called, 4th step	ADJUST - Possible check vs coverage
Z	SPLIT - Split difference, except on 97 C.P. - Split difference except on 97 in which you align 5 yards from T. Run steamers, 2 step slant or hitch depending on call.	ROUTE/DEPTH - Steamer, Hitch or Slant	ADJUST - Possible check vs coverage
Y	SPLIT - Normal to split difference C.P. - If Tiger Y, block protection called (generally slide). If flexed, run route called	ROUTE/DEPTH - Block or route called	ADJUST - Possible check vs coverage
A	SPLIT - Split difference, except on 97 C.P. - Split difference except on 97 in which you align 5 yards from T. Run steamers, 2 step slant or hitch depending on call.	ROUTE/DEPTH - Steamer, Hitch or Slant	ADJUST - Possible check vs coverage
X	SPLIT - Bottom of #s C.P. - Align with plant foot forward. Drive to depth and make called cut. Expect the ball out of your break	ROUTE/DEPTH - 9	ADJUST - Possible check vs coverage
Misc	90, 90 Steamers, 92, 97, 99		

Tiger Blue Draw Steamers



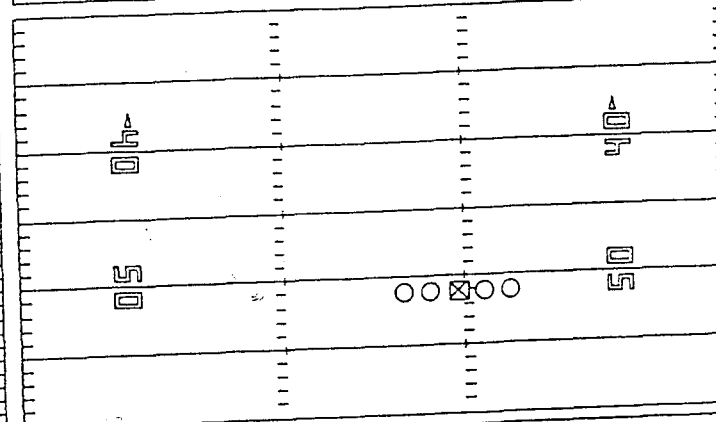
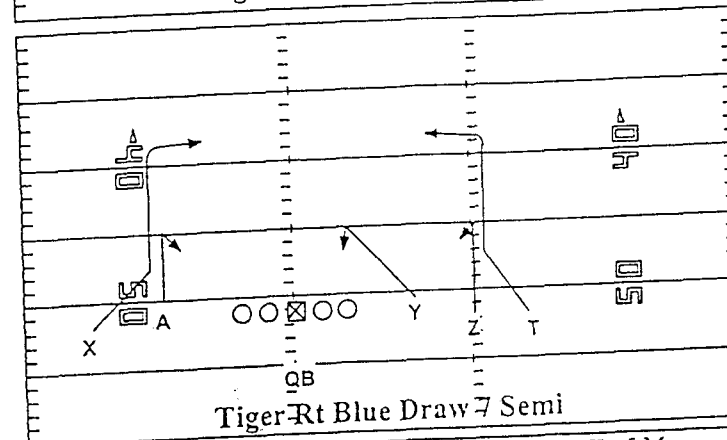
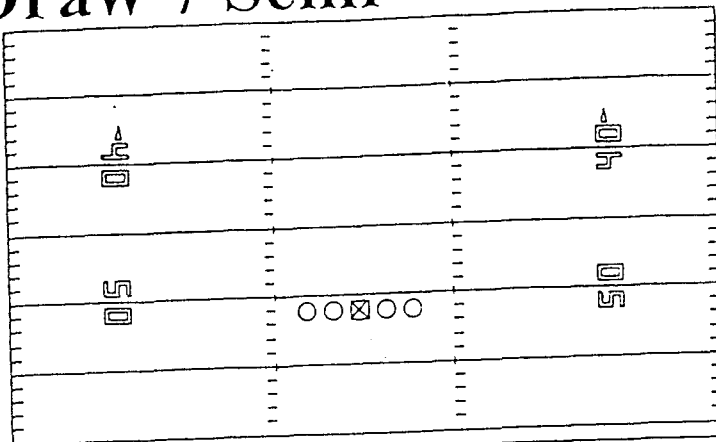
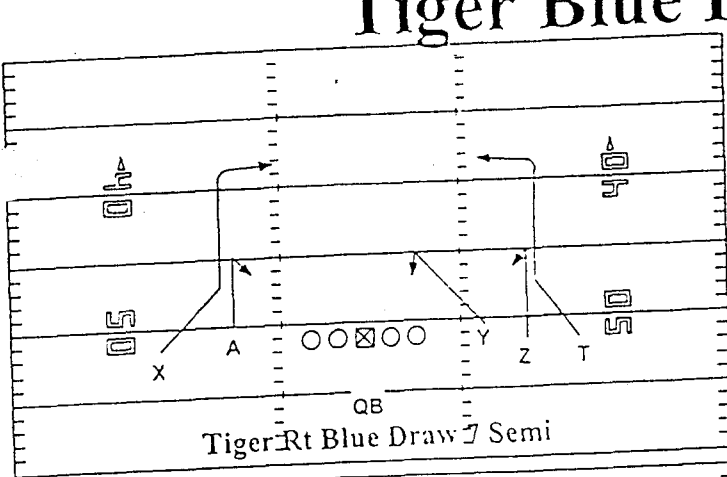
QB	DROP - 5 Step (Gun=3 Step) PROTECT - 5 Man BLITZ CHECK - 90s, Margie C.P. - Pre-snap look, throw off safety. Use your hands and eyes to hold safeties		
	Cov. 3 - A Z (Hold off F/S) Cov. 1 - A Z (Hold off F/S) Cov. 0 - Check to 90s	Cov. 2 - Y Combo - Y or possible check	
T	SPLIT - Bottom of #s	ROUTE/DEPTH - 9	ADJUST - None
	C.P. - Release outside. Expect ball @ 20 yards downfield. Turn eyes back after 15 yards, but keep shoulder down field (not sideline)		
Z	SPLIT - 5 yards from T	ROUTE/DEPTH - 9	ADJUST - None
	C.P. - Release 3 yards outside hash. Expect ball @ 20 yards downfield. Turn eyes back after 15 yards, but keep shoulder down field (not sideline)		
Y	SPLIT - Split difference Z-OT	ROUTE/DEPTH - 9	ADJUST - None
	C.P. - Get around 1st defender on best release. Expect ball @ 20 yards downfield if safety is gone.		
A	SPLIT - Split difference	ROUTE/DEPTH - 9	ADJUST - None
	C.P. - Release 3 yards outside hash. Expect ball @ 20 yards downfield. Turn eyes back after 15 yards, but keep shoulder down field (not sideline)		
X	SPLIT - Bottom of #s	ROUTE/DEPTH - 9	ADJUST - None
	C.P. - Release outside. Expect ball @ 20 yards downfield. Turn eyes back after 15 yards, but keep shoulder down field		
isc	Steamers Stay / Steamers 3-Semi (12-15 yds) / Steamers Z-6 (14 yd middle route)		

Tiger Blue Draw 5 Semi/Read/Dbl Read



QB	<p>DROP - 5 Step (Gun=3 Step) PROTECT - 5 Man</p> <p>C.P. - Best look side. Look through third</p> <p>Cov. 3 - Best look</p> <p>Cov. 1 - Best look</p> <p>Cov. 0 - Best look</p>	<p>BLITZ CHECK - 90s, Margie</p> <p>Cov. 2 - Check to 7 Semi or Corkers Y-7</p> <p>Combo - Strong side Z/Y</p>
T	<p>SPLIT - 2 inside #s, bottom #s ROUTE/DEPTH - Curl, 12 yards ADJUST - None</p> <p>C.P. - Drive off to 12 yards. Settle in open area. If outside foot is up - 10 steps. If inside foot is up - 9 steps</p>	
Z	<p>SPLIT - Split difference ROUTE/DEPTH - Flat, 6 yards ADJUST - None</p> <p>C.P. - Flat route - straight line to 6 yard depth. Get eyes back to QB as you approach the #s. No closer than 4 yards from sideline</p> <p><u>READ</u> - Run 9 Route <u>DBL READ</u> - Run 12 yrd curl</p>	
Y	<p>SPLIT - 3 yards from OT ROUTE/DEPTH - MOF Spot, 6 yards ADJUST - None</p> <p>C.P. - <u>READ & DBL READ</u> - Run 6 yard flat route. See Z receiver for further coaching points on flat route.</p>	
A	<p>SPLIT - Split difference ROUTE/DEPTH - Flat, 6 yards ADJUST - None</p> <p>C.P. - Flat route - straight line to 6 yard depth. Get eyes back to QB as you approach the #s. No closer than 4 yards from sideline. bump & run coverage, allow X to get up field first</p>	
X	<p>SPLIT - 2 inside #s, bottom #s ROUTE/DEPTH - Curl, 12 yards ADJUST - None</p> <p>C.P. - Drive off to 12 yards. Settle in open area. If outside foot is up - 10 steps. If inside foot is up - 9 steps</p>	
Misc	Read / Double Read Facemask (Curl & Go)	

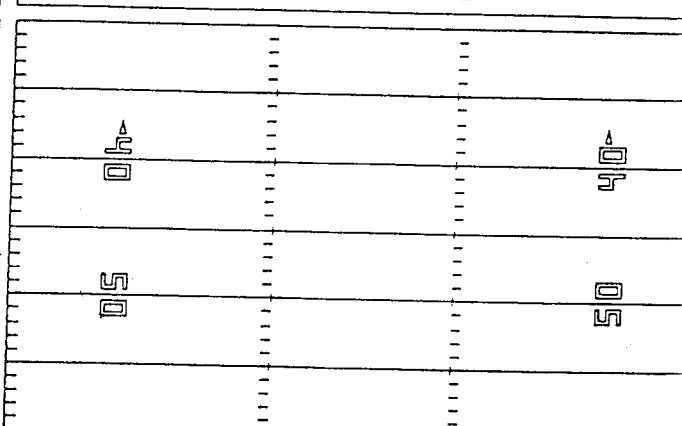
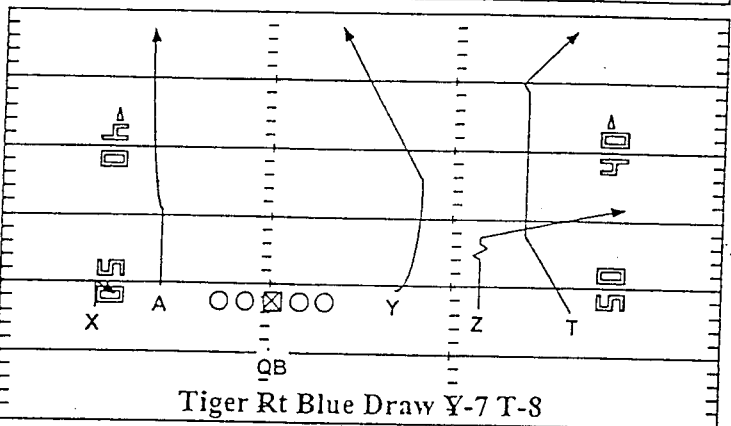
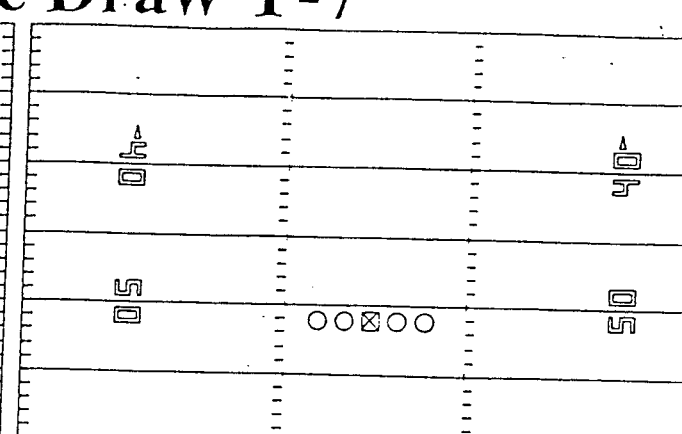
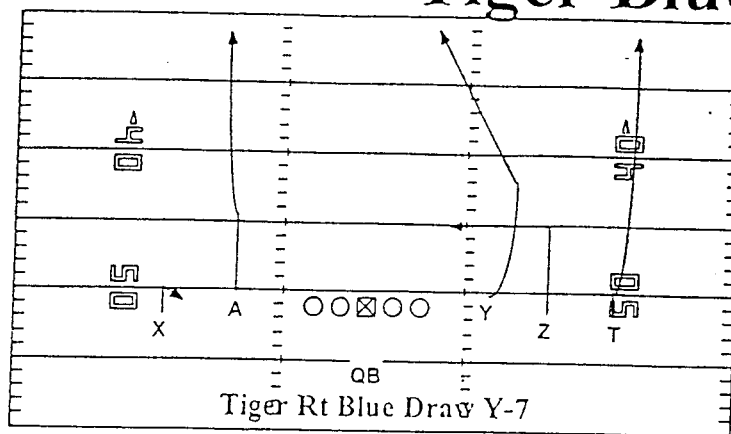
Tiger Blue Draw 7 Semi



Tiger Rt Blue Draw 7 Semi			BLITZ CHECK - 90s, Margie		
QB	DROP - 5 Step (Gun=3 Step) PROTECT - 5 Man				
	C.P. - Best look side. Read area. down to Y underneath				
	Cov. 3 - Best look, possible check Cov. 1 - Best Look, possible check Cov. 0 - Check		Cov. 2 - Best look side Combo - Weak Side (short field)		
T	SPLIT - Wide	ROUTE/DEPTH - Middle, 12 yards		ADJUST - None	
	C.P. - Inside release. On 3rd step, get vertical. Break off at 10 yds and settle in hole at 12 yards				
Z	SPLIT - 5 Yards from T	ROUTE/DEPTH - Hitch @ 6 yards		ADJUST - None	
	C.P. - Align close to T to draw coverage. Drive off vs zone/sit vs man. Look for ball				
Y	SPLIT - 5 Yards from Z	ROUTE/DEPTH - Middle of field spot, 6 yds		ADJUST - None	
	C.P. - Inside release to middle of field. Settle at 6 yards. Look for ball.				
A	SPLIT - 5 yards from X	ROUTE/DEPTH - Hitch @ 6 yards		ADJUST - None	
	C.P. - Align close to X to draw coverage				
X	SPLIT - Wide	ROUTE/DEPTH - Middle, 12 yard		ADJUST - None	
	C.P. - Inside release. On 3rd step, get vertical. Break off at 10 yds and settle in hole at 12 yards				
Misc					

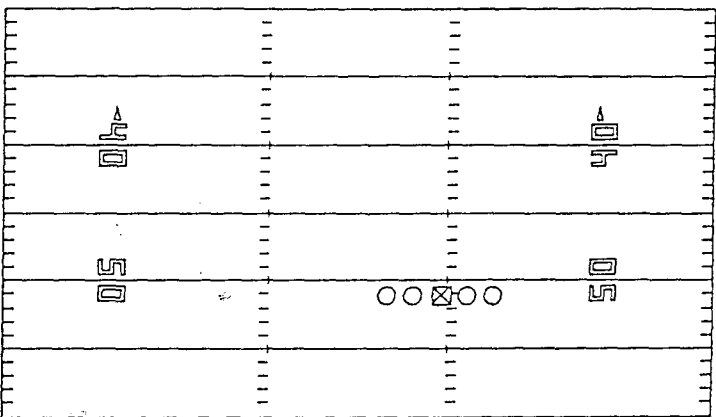
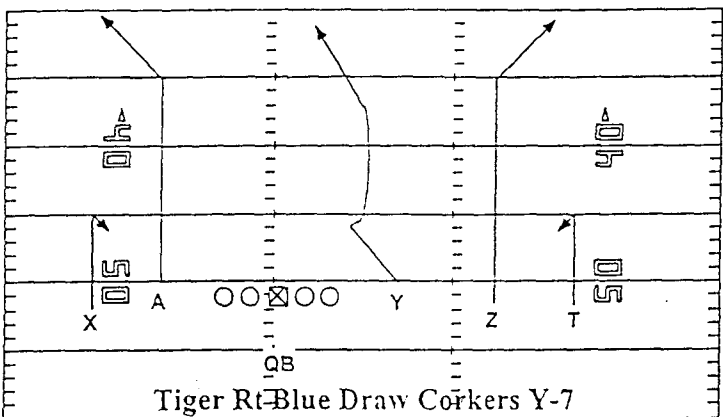
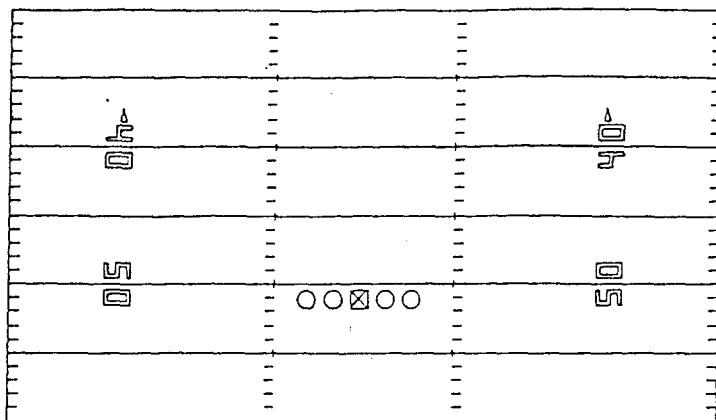
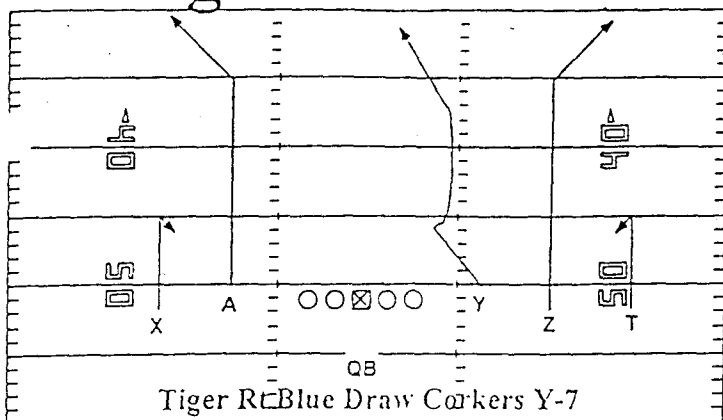
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Tiger Blue Draw Y-7



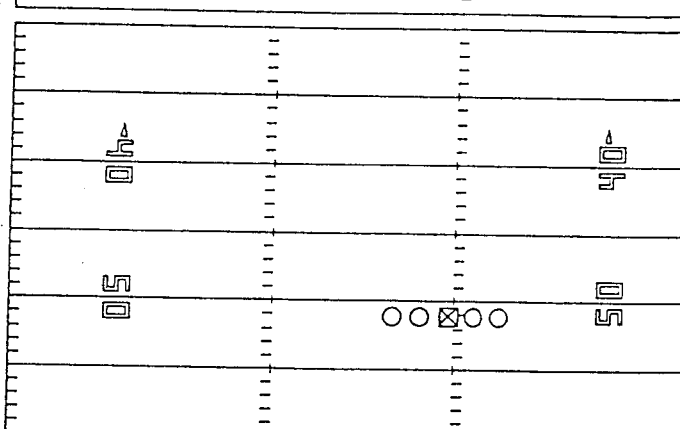
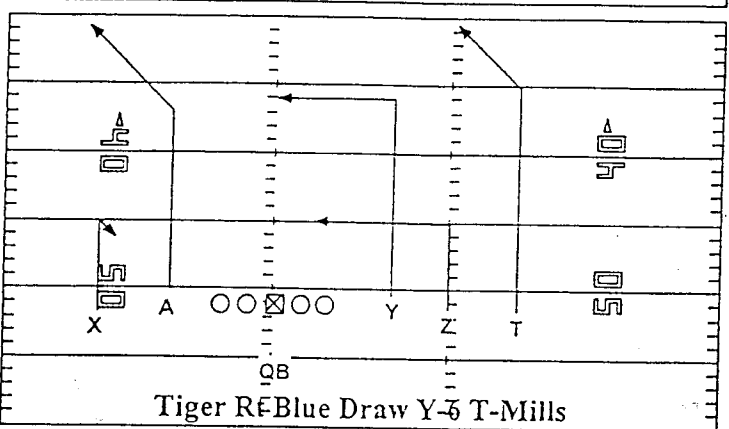
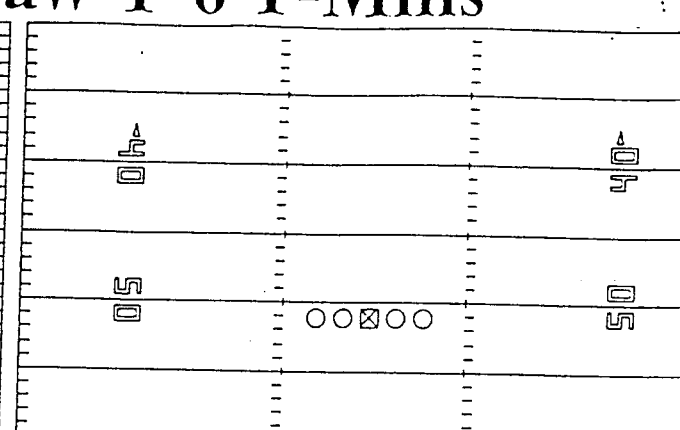
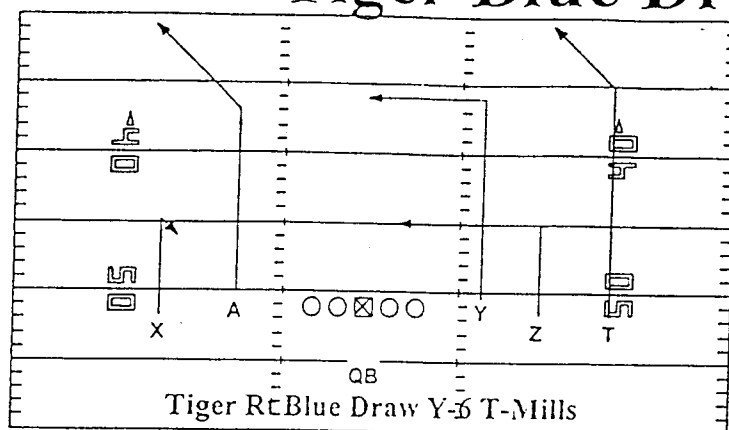
QB	<p>DROP - 5 Step (Gun=3 Step) PROTECT - 5 Man BLITZ CHECK - 90s, Margie</p> <p>C.P. - Look off back side safety</p> <p>Cov. 3 - Possible check or Z on under</p> <p>Cov. 1 - Check</p> <p>Cov. 0 - Possible check</p> <p>Cov. 2 - Y to Z</p> <p>Combo - Y to Z</p>
T	<p>SPLIT - Top of #s ROUTE/DEPTH - Streak inside of DB ADJUST - None</p> <p>C.P. - Release inside of DB and sprint</p> <p>T-8 - Inside release for 3 steps, stick and vertical to 15 yards, then break 45 degrees to sideline. Get eyes to sky after break</p>
Z	<p>SPLIT - Split difference ROUTE/DEPTH - Hitch & under. 4 step ADJUST - None</p> <p>C.P. - 4 step hitch and 90 degree under</p> <p>T-8 - Run flat, but allow T to go first</p>
Y	<p>SPLIT - 5 yards from OT ROUTE/DEPTH - Cover 2 Post ADJUST - None</p> <p>C.P. - Release outside for 8 yards, stick and aim for middle of field at 20 yards</p>
A	<p>SPLIT - Split difference ROUTE/DEPTH - Steamers. 20 yds ADJUST - None</p> <p>C.P. - ***** Get eyes back at 15 yards. Expect ball at 20 yards. Keep shoulders down field</p>
X	<p>SPLIT - Bottom of #s ROUTE/DEPTH - Stay - jab & settle ADJUST - None</p> <p>C.P. - Keep feet active</p>
Misc	Y-7, T-8

Tiger Blue Draw Corkers/Corkers Y-7



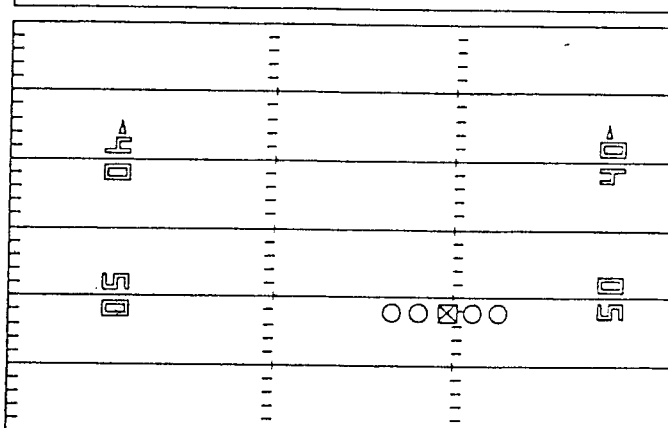
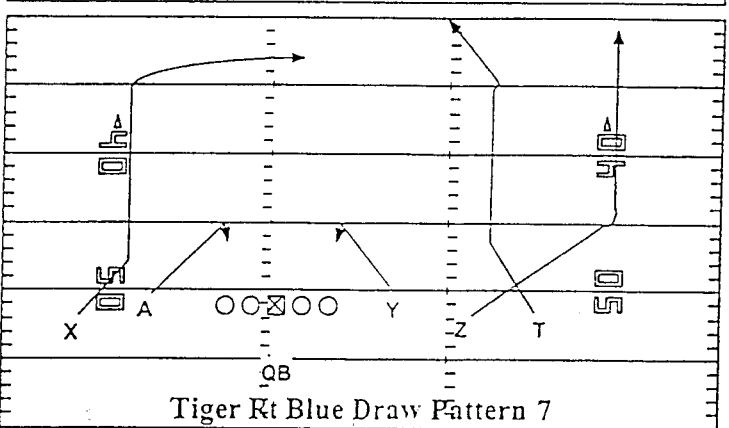
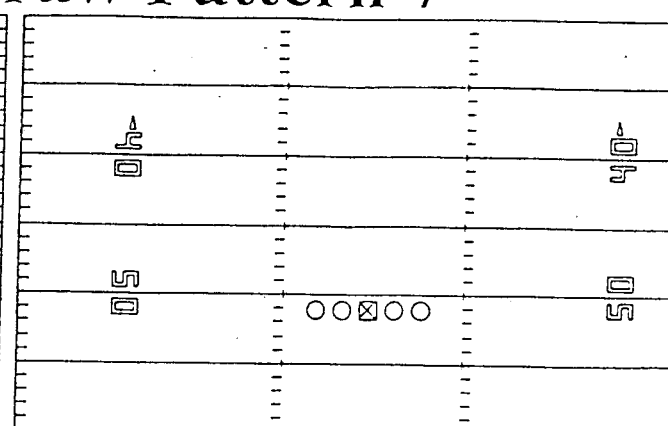
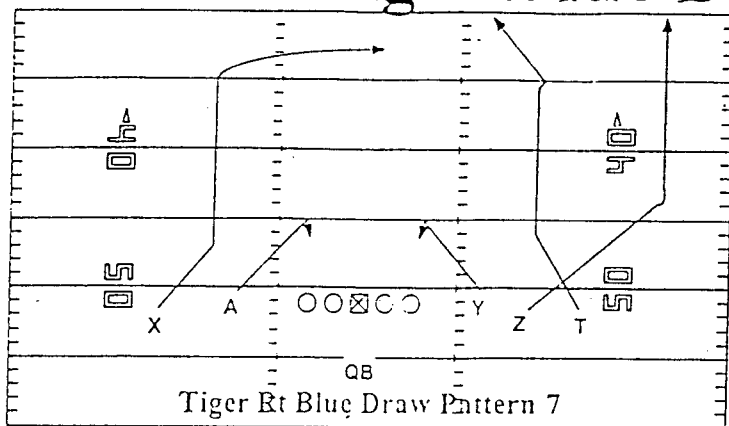
QB	<p>DROP - 5 Step (Gun=3 Step) PROTECT - 5 Man BLITZ CHECK - 90s, Margie</p> <p>C.P. - Check coverage at pre-snap read</p> <p>Cov. 3 - Possible peek to Steamers or 5-Semi Cov. 2 - Best look, maybe Y downfield</p> <p>Cov. 1 - Best look corks Combo - Possible short field corks</p> <p>Cov. 0 - Best look corks</p>
T	<p>SPLIT - Wide ROUTE/DEPTH - Hitch, 6 yards ADJUST - None</p> <p>C.P. - Keep feet active. Don't just run 4 step and stop.</p>
Z	<p>SPLIT - Split difference ROUTE/DEPTH - Corner, 12 yards break ADJUST - None</p> <p>C.P. - Do not flatten corner when hitch is outside route. Avoid contact and threaten LB-DB. Keep vertical until break area. Stick to post, then break 45 degrees to corner. Expect ball at 20 yards</p>
Y	<p>SPLIT - 5 yards from OT ROUTE/DEPTH - 7 route ADJUST - None</p> <p>C.P. - Threaten LB, then avoid contact and get depth. Break at 13 yards and expect ball at 20 yards</p>
A	<p>SPLIT - Split difference ROUTE/DEPTH - Corner, 12 yards break ADJUST - None</p> <p>C.P. - Do not flatten corner when hitch is outside route. Avoid contact and threaten LB DB. Keep vertical until break area. Stick to post, then break 45 degrees to corner. Expect ball at 20 yards</p>
X	<p>SPLIT - Wide ROUTE/DEPTH - Hitch, 6 yards ADJUST - None</p> <p>C.P. - Keep feet active. Don't just run 4 step and stop.</p>
Misc	

Tiger Blue Draw Y-6 T-Mills



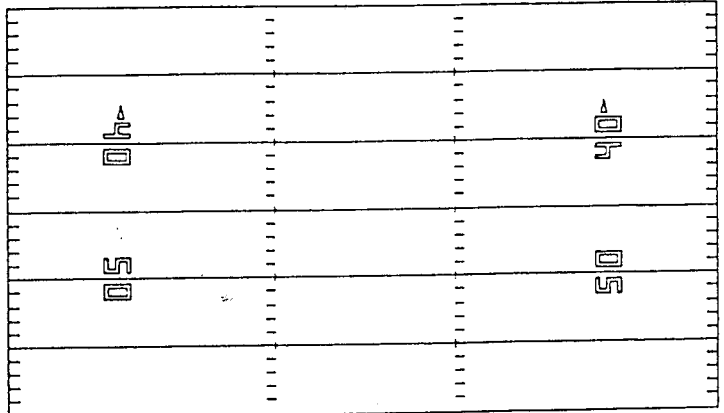
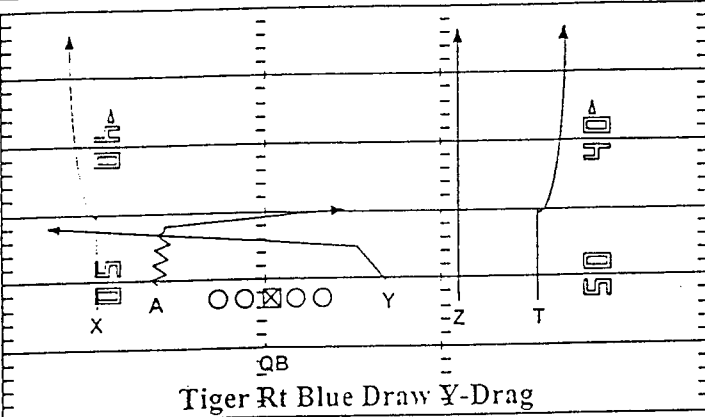
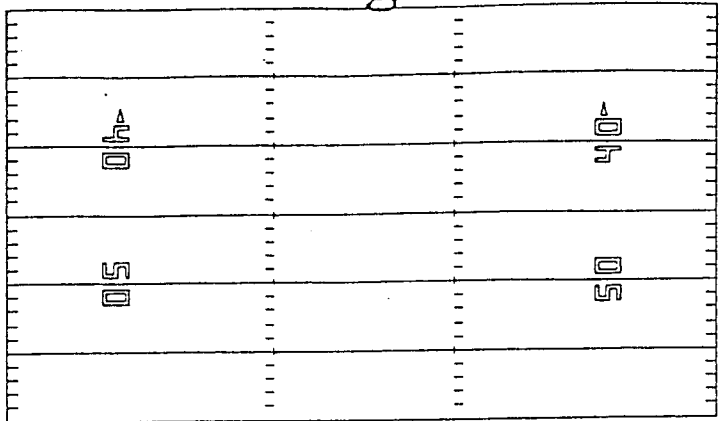
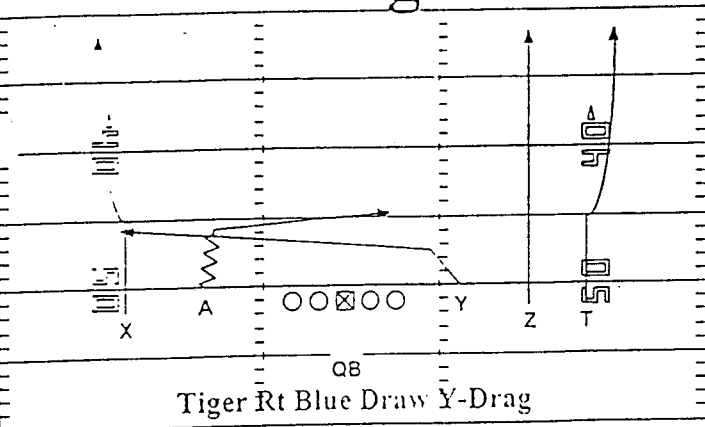
QB	<p>DROP - 7 Step (Gun=5 Step) PROTECT - 5 Man</p> <p>C.P. - Eyes deep through middle</p> <p>Cov. 3 - Probably Y down to Z</p> <p>Cov. 1 - Possible check or A on corner</p> <p>Cov. 0 - T or possible check</p>	<p>BLITZ CHECK - 90s, Margie</p> <p>Cov. 2 - Possible check (7-Semi)</p> <p>Combo - T to Y to Z</p>
T	<p>SPLIT - Top of #s</p> <p>ROUTE/DEPTH - Mills, 15 yards</p> <p>ADJUST - None</p> <p>C.P. - Straight release and sprint to 15 yards. Stick and run for 3 steps before get eyes to sky to find the ball. If ball started midfield expect ball just inside hash at 40 yards. If ball started on far hash, expect ball down middle at 40 yards.</p>	
Z	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Hitch & under, 5 yards</p> <p>ADJUST - None</p> <p>C.P. - Run 4 step hitch and under. Do not peek inside when running route. Expect ball around the near tackle area.</p>	
Y	<p>SPLIT - 3 yards from OT</p> <p>ROUTE/DEPTH - In route, 14 yards</p> <p>ADJUST - None</p> <p>C.P. - Get to 14 yards and square in.</p>	
A	<p>SPLIT - Split difference</p> <p>ROUTE/DEPTH - Corner, 13 yard break</p> <p>ADJUST - None</p> <p>C.P. - Try to release outside LB DB, unless he is playing hard outside. Stick at 13 yards and break 45 degrees to corner. Expect ball at 22 yards. Do not flatten corner route.</p>	
X	<p>SPLIT - Top of #s</p> <p>ROUTE/DEPTH - Hitch, 5 yards</p> <p>ADJUST - If man, run hitch & under</p> <p>C.P. - Run 4 step hitch. Keep feet active with hands in position around chest area</p>	
Misc		

Tiger Blue Draw Pattern 7



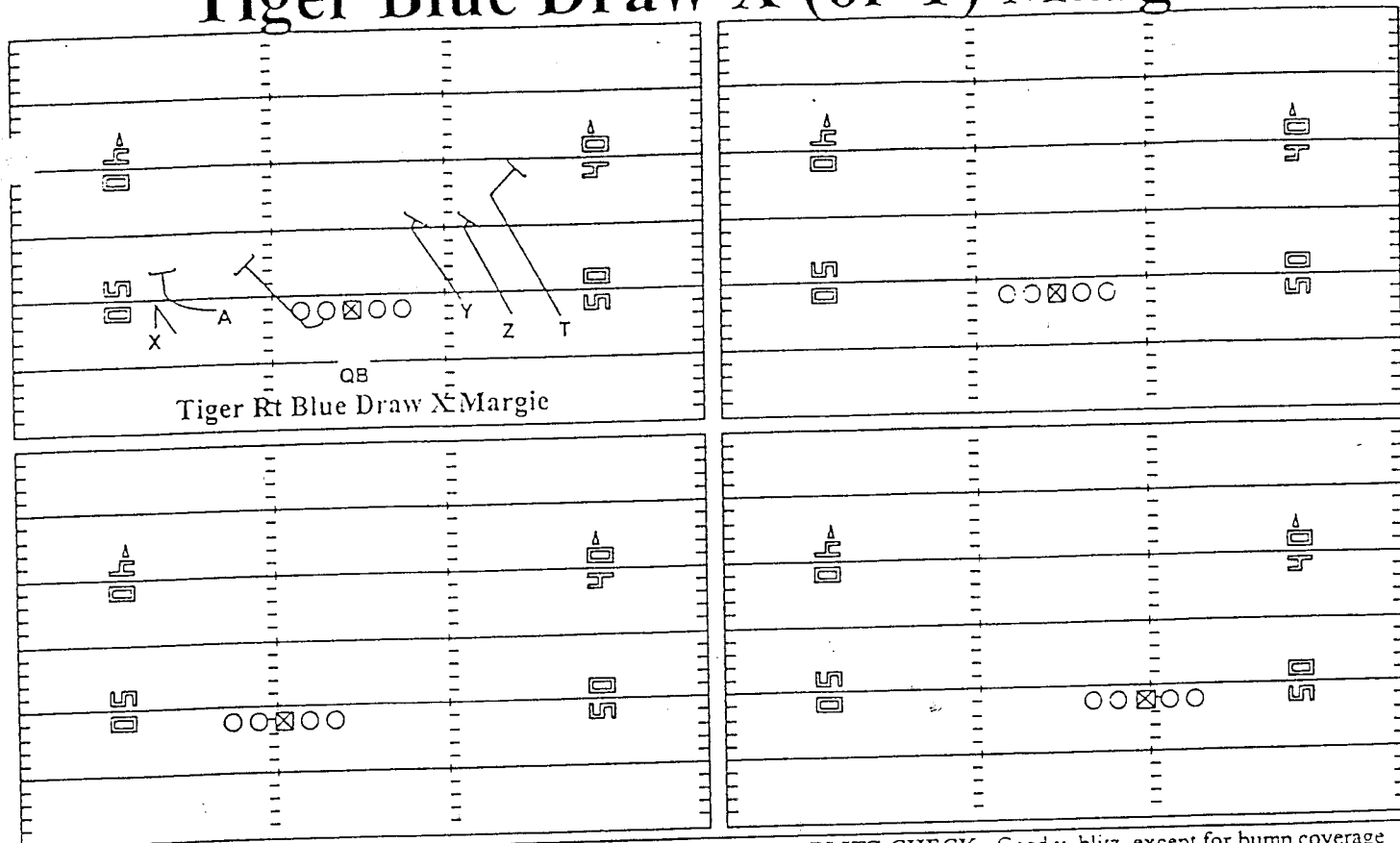
QB	DROP - 7 Step (Gun=5 Step) PROTECT - 5 Man BLITZ CHECK - 90s, Margie C.P. - Pre-snap coverage, eyes deep through middle - Check T, X, down to A and Y Cov. 3 - Eyes thru middle, X to A&Y Cov. 2 - X down to A&Y Cov. 1 - Eyes to deep middle, possible Z on wheelie Combo - Eyes thru middle, T to X, down to A&Y Cov. 0 - Probable check		
T	SPLIT - Tight ROUTE/DEPTH - Inside release, post 15yds ADJUST - None C.P. - Inside release. By 3rd step (5yds), stick, vertical to 15 yds. After 15 yds, stick and take 3 steps before eyes go to sky to find ball. Expect the ball at least 40 yards down field.		
Z	SPLIT - Split Difference ROUTE/DEPTH - Wheel 6 and Up ADJUST - None C.P. - Flat route release. Show eyes at QB at 6yds, then wheel up no closer than 5yds to sideline		
Y	SPLIT - Split Difference ROUTE/DEPTH - 5 yard near spot ADJUST - None C.P. - Get to tackle area. Sit for ball in football position with hands up around chest area		
A	SPLIT - Split Difference ROUTE/DEPTH - 5 yard near spot ADJUST - None C.P. - Get to tackle area. Sit for ball in football position with hands up around chest area		
X	SPLIT - On hash - top of us ROUTE/DEPTH - Inside release, middle @ 17-18yds ADJUST - None Adjust accordingly - may be a little tighter C.P. - Vs man, you stick hard like corner route, then break flat down. Breakpoint line to meet the football to keep separation from DB.		
Misc			

Tiger Blue Draw Y-Drag



QB	<p>DROP - 7 Step (Gun=5 Step) PROTECT - 5 Man BLITZ CHECK - Game plan</p> <p>C.P. - This is a man to man play. Check if any kind of zone or find spot</p> <p>Cov. 3 - Check Cov. 2 - Check</p> <p>Cov. 1 - Run play Combo - Check</p> <p>Cov. 0 - Run play</p>
T	<p>SPLIT - 2 yards from top of #s ROUTE/DEPTH - Clear, 30 yards ADJUST - None</p> <p>C.P. - Best release and clear at least 30 yards off LOS</p>
Z	<p>SPLIT - Split difference ROUTE/DEPTH - Clear, 30 yards ADJUST - None</p> <p>C.P. - Best release and clear at least 30 yards off LOS</p>
Y	<p>SPLIT - 3 yards from OT ROUTE/DEPTH - Stick & Go ADJUST - None</p> <p>C.P. - Usually align on LOS. Stick and gain ground to 6 yards. Get eyes back outside for hash.</p>
A	<p>SPLIT - Split difference ROUTE/DEPTH - Pick ADJUST - None</p> <p>C.P. - Usually align on LOS. Run through up field shoulder of Y's defender. Don't initiate contact. Cause LB/DB to bump into you if possible.</p>
X	<p>SPLIT - Boundary bottom of #s ROUTE/DEPTH - Clear, 30 yards ADJUST - None</p> <p>Midfield 2yds from top of #s</p> <p>C.P. - Check to see if A is on or off the ball. Best release and clear at least 30 yards off LOS</p>
Misc	

Tiger Blue Draw X (or T) Margie



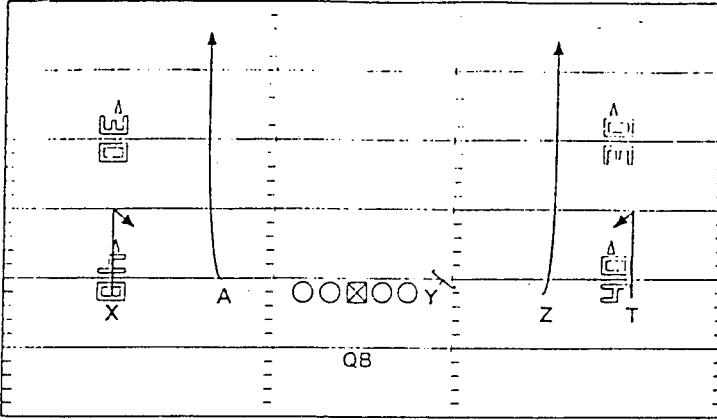
Tiger Rt Blue Draw X Margie

QB	DROP - Catch, grip & throw	PROTECT - Screen	BLITZ CHECK - Good v. blitz, except for bump coverage
	C.P. - Margie check always to wide receiver (X or T)		
	Cov. 3 - Catch, grip & throw	Cov. 2 - Catch, grip & throw	
	Cov. 1 - Check vs bump	Combo - Catch, grip & throw	
T	SPLIT - Normal	ROUTE/DEPTH - Cut-off block	ADJUST - None
	C.P. - Cut-off block. Play may cut back.		
Z	SPLIT - Split difference	ROUTE/DEPTH - Block #2	ADJUST - None
	C.P. - Cut-off block. Play may cut back.		
Y	SPLIT - Spit difference	ROUTE/DEPTH - Block #3	ADJUST - None
	C.P. - Cut-off block. Play may cut back.		
A	SPLIT - Split difference	ROUTE/DEPTH - Cut off #1	ADJUST - None
	C.P. - Try to block DB with shoulders parrallel to LOS		
X	SPLIT - Normal	ROUTE/DEPTH - Margie	ADJUST - None
	C.P. - 2 step threat downfield, then come back to 1 yard behind LOS on a slight angle. Keep hands in a ready position. Meet the ball.		
Misc			

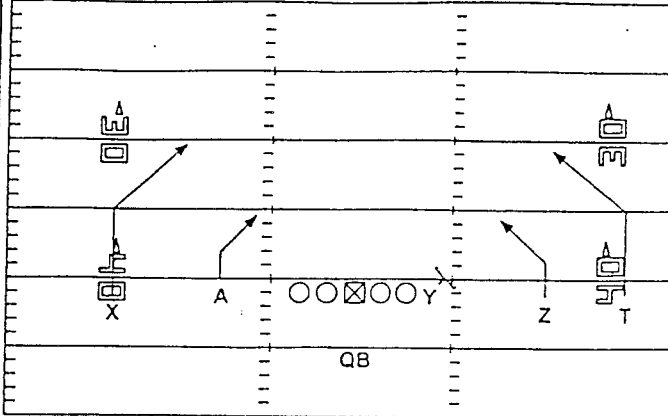
Passing Plays by Formations

Tiger	1-2
Slide 90 Steamers, Slide 92, 97, 99, BD 5-Semi, BD Read, DB Dbl Read, BD 7-Semi	
BD Y-7, BD Y-7 T-8, BD Corkers, BD Pattern 7, BD Y-6 T-Mills, BD Steamers, BD Y-Drag, BD X-Margie	
Quads	3-5
Slide 90 Steamers, Slide 92, Slide 97, Slide 99, BS Steamers 3-Semi, BS 5-Semi, BS Reads, BS Ralph	
BD Corker Frostie, BS Shakes, BS 7-Semi, BS Orange, BS Orange 3-Semi, Dbl Orange X-Mills	
BS Steamers, BS Steamers Y-6, BD Bopper, BS Wheelies, BS Margie, Fake Margie Wheelies, BD Texas, BS HB Margie	
Quad Trips	6
Slide 97, Slide 99, BS Double Semi, BS 5-Semi, BS Dbl Read, BS Kresser, Rip BD Steamers, BD X-Shake HB Angle	
Bandit	7-11
90 Stay, 90 Steamers, Dbl 92, 97 Z, 99, 63-Semi, 65-Semi, BS 5-Semi Y-Wheel	
60 Lonnie, 66-Semi, 67-Semi, 69-Semi, 60 Z, 60 Fork, Zip BS B-Drag	
60 Orange, 60 Orange B-Shake Y-Delay, 60 Kresser, 60 Kresser McGriff, 60 Wuerffel, 60 Kresser Mills, 60 Mills, Fake Quick 60 Mills	
60 Biddle, BS Biddle, BD Bopper, 60 Stay, 60 Shakes, 60 Wheelies, BS 9 Outhouse	
60 HB Screen, 60 Texas, BD Margie, 9 Dbl Pass, BS 9 Throwback to QB, Orbit 80 Tom Throwback, 70 Z, 79 Z-out	
B-Over	12-14
90 Steamers, 97, 99, 65-Semi, 60 Kresser Orange, 60 B-8, 60 Lonnie Read, 67-Semi	
60 Dbl Read, 60 Kresser, 60 Kresser 5-Semi, 60 Kresser Fork, 60 Kresser Mills, 60 Dbl Kresser McGriff, 60 Kresser Z-Corner, 60 Mills	
60 Wuerffel, 60 Steamer Numbers (Unders), Rip Blue Draw Steamers, 60 Stay (top half of page)	
B-Trips	14-15
90 Steamers, 97, 99, 65-Semi (bottom half of page)	
Blue Slide Read, 60 Orange X-3Semi, 60Z, 60 Fork, 60 Mills, 60 Kresser, Blue Slide Steamers Y-Delay, Orbit 34 Naked Pass	
Tech	16-17
Slide 90, Slide Double 92, Slide 99, 14 Pass 3-Semi, Blue Fan 3-Semi, Blue Fan 3-Semi & Up, 14 Pass 5-Semi, BS 5-Semi	
14 Pass Mills, Blue Z X-Cross, Blue Z Z-Cross, 18 Cutback Handback Pass Zebra, 18 Cutback Handback Pass Xtra	
Tech Twins	18
Slide 97, 35 Pass 5-Semi, 15 Pass Double Read, 35 Pass Read Lonnie, 70 Z, Blue Fan Z-Wheelie, Blue Fan Kresser, Blue Fan Mills	
Slot	19-23
90, 90 Steamers, 92, 97, 5099, 53-Semi, 55-Semi, F13 Pass 5-Semi	
50 Read, BS Dbl Read Special, 50 Lonnie, Draw 2 Pass Lonnie, 15 Pass Lonnie Graydog, 50 Z, 15 Pass Z, 56-Semi Flares	
DrawPass Pattern 6, Draw2Pass Pattern 7, 57-Semi, F13 Pass 7-Semi, Draw2Pass War Eagle, 50 Kresser, 50 Kresser X-Shake, 50 Wuerffel	
50 Fork, 50 Orange, 50 Shakes, 50 Indy, 50 S-Drag, 50 Wheelies, 50 Mills, 15 Pass Mills	
59 Semi, BS Steamers, BD HB Bopper, BS Z HB Wheelie, 50 Margie, 50 HB Screen, 70 Z, 79 Z-Out	
Regular	24-25
F13Pass 3-Semi, 14Pass Read Special, 14Pass Lonnie, 14Pass Lonnie Z-8, 14Pass Mills, F12Pass Mills Z-8, 14Pass Etra	
17LdPass Shakes, Zip 14Pass X-Drag, Draw 2 Pass Y-Cross, F12Pass Y-Wheel, Draw 2 Pass Pattern 7, F12Pass Steamers TB Rt,	
F16 Naked Pass, 19 Sweep Pitch to Z Throwback to QB	
Over/Unbalanced	26-29
15Pass 5-Semi, Rip 65-Semi, 15Pass Read, 15Pass Dbl Read Special, Dr2Ps Lonnie, 15Pass Lonnie, Dr2Ps Corkers, Dr2Ps War Eagle	
Dr2Ps Righty, Rip 60Z, 15Pass Z, Rip 67-Semi, 15Pass Wheelies, Rip Blue Slide Steamers, Dr2Ps Wuerffel, 13 Blast Pass Wuerffel	
Dr2Ps Kresser, Rip 60 Kresser, 15Pass Kresser Mills, 15Pass Kresser McGriff, Dr2Ps Mills, Rip 60 Mills, 15Pass Fork, 15Pass Fork Special	
14Pass Y-Drag, 15Pass Graydog Y-8, 13BlPass Z-Out, 13BlPass X-Cross TB-Wheel / (Unb) Blue Z Wuerffel, (Unb) Blue Z 5-Semi	
Flex	30
90, 55-Semi, 14Pass 5-Semi, 14Pass Read Special, 14Pass Dbl Read Special, Draw 2 Pass Pattern 7, F12Pass Y-Wheelie,	
50 Fake Texas FB Screen	
Spread	31
Blue 8/9, Slide Slant Wheelies, Slide 92, Slide Lefty	

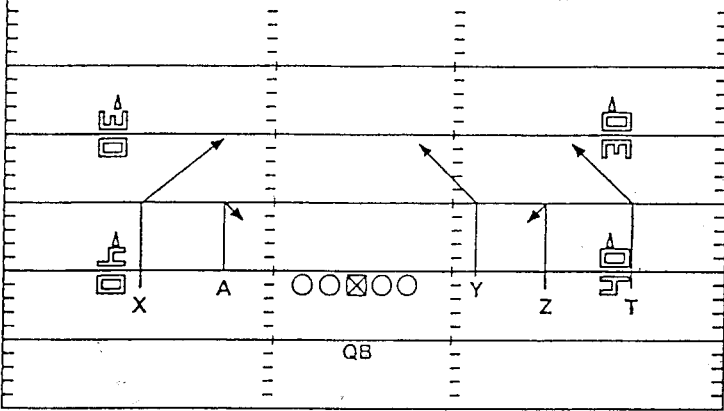
Tiger Y Rt Slide Lt 90 Steamers



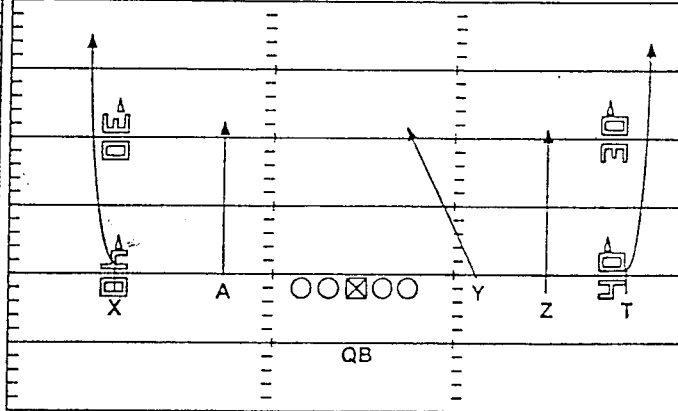
Tiger Y Rt Slide Lt 92



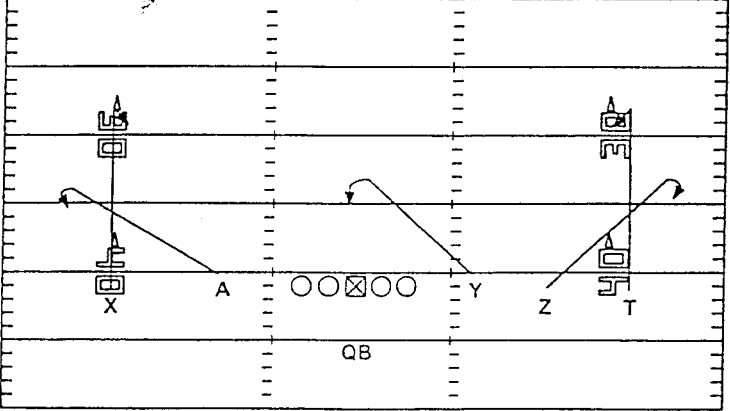
Tiger Rt 97



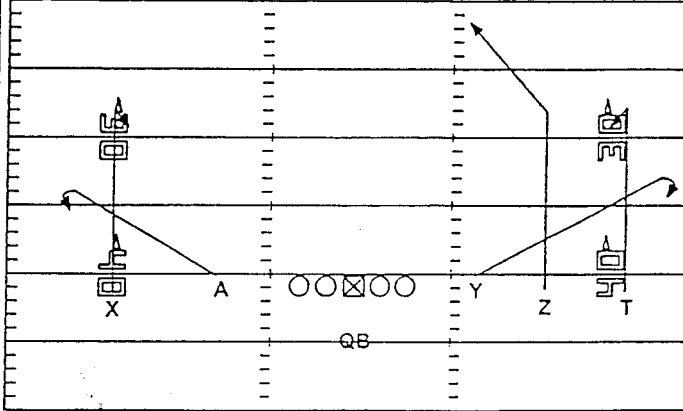
Tiger Rt 99



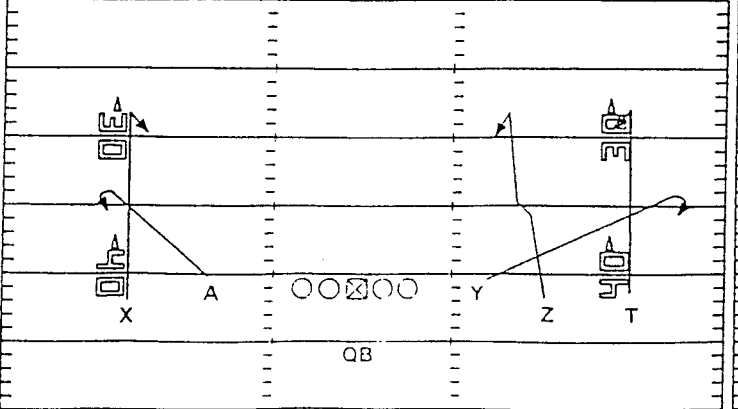
Tiger Rt Blue Draw 5-Semi



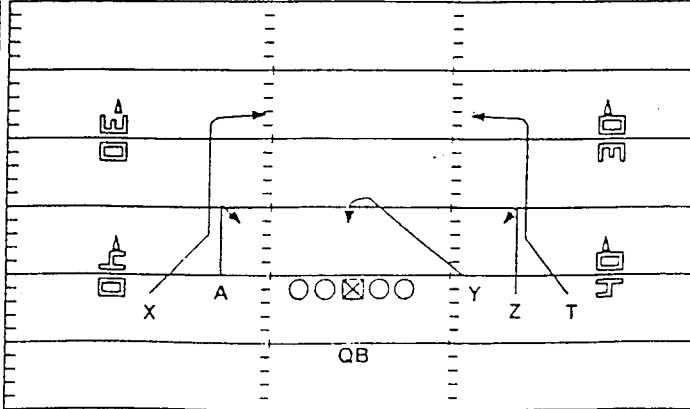
Tiger Rt Blue Draw Read



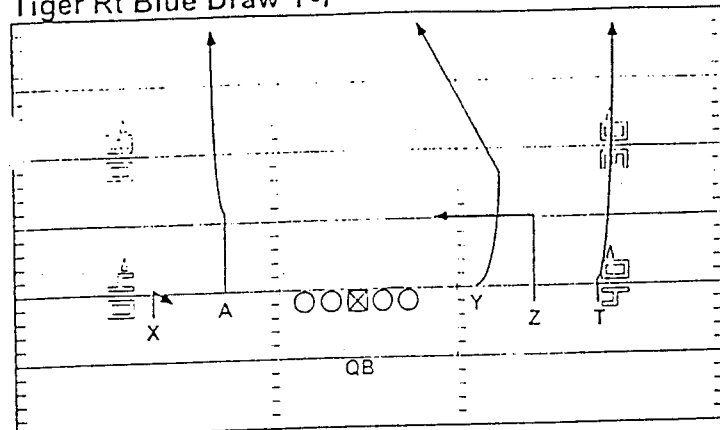
Tiger Rt Blue Draw Dbl Read



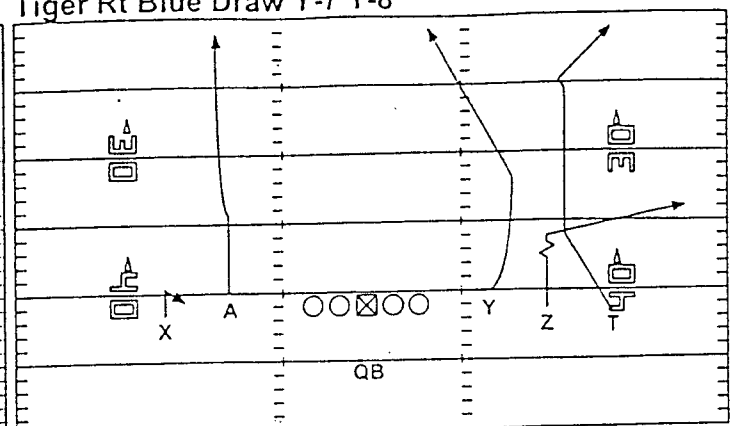
Tiger Rt Blue Draw 7-Semi



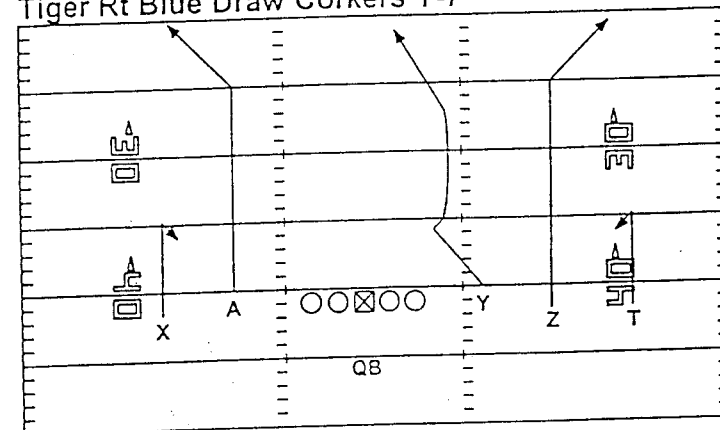
Tiger Rt Blue Draw Y-7



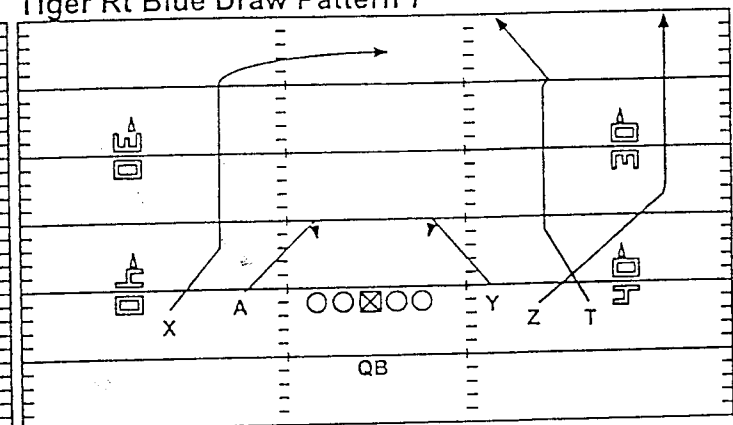
Tiger Rt Blue Draw Y-7 T-8



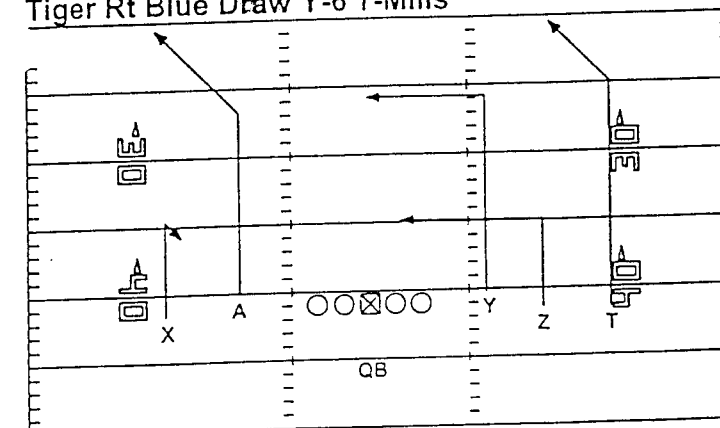
Tiger Rt Blue Draw Corkers Y-7



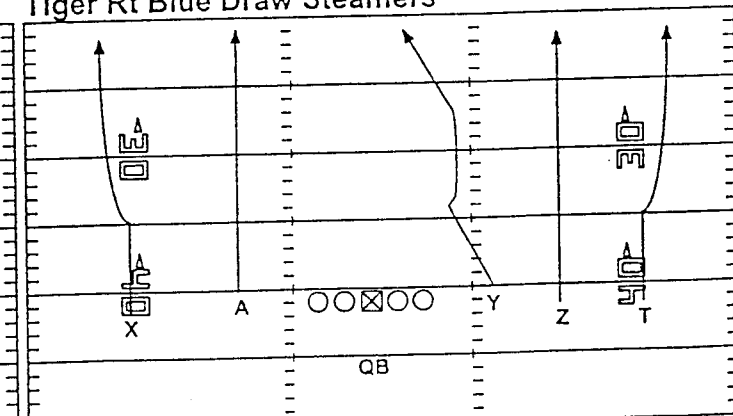
Tiger Rt Blue Draw Pattern 7



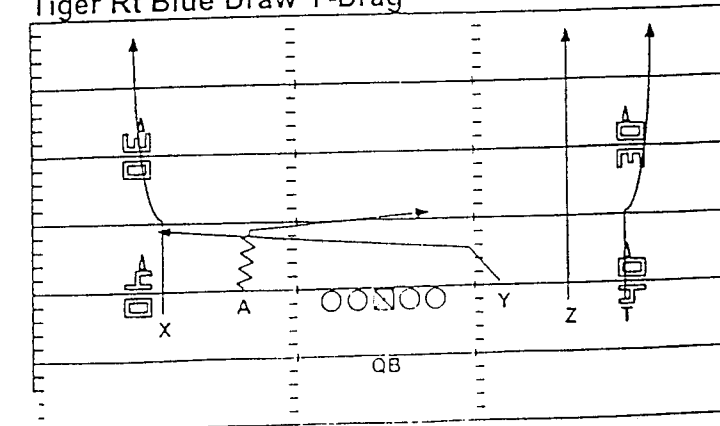
Tiger Rt Blue Draw Y-6 T-Mills



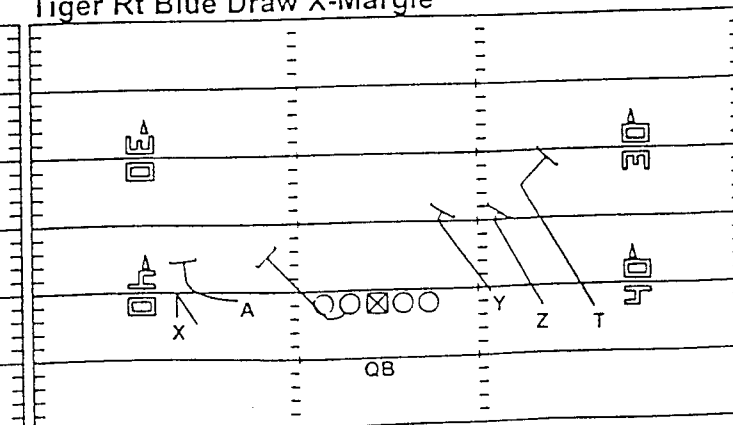
Tiger Rt Blue Draw Steamers



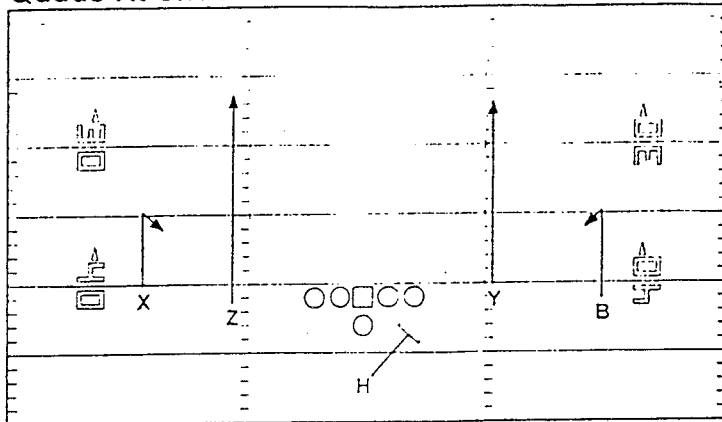
Tiger Rt Blue Draw Y-Drags



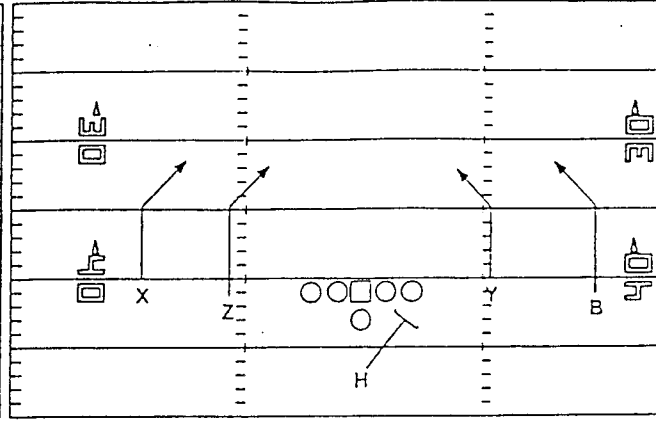
Tiger Rt Blue Draw X-Margie



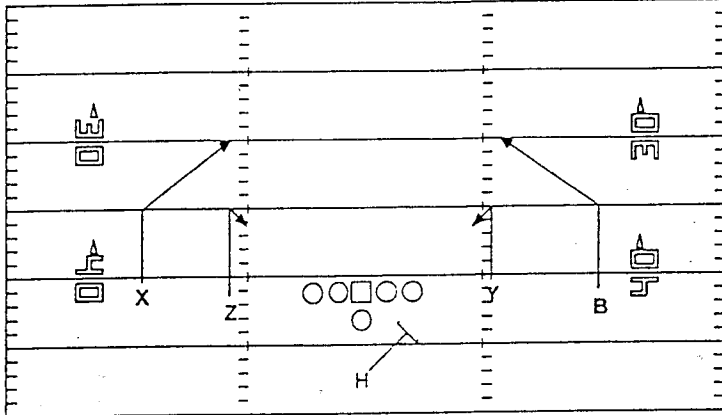
Quads Rt Slide Lt 90 Steamers



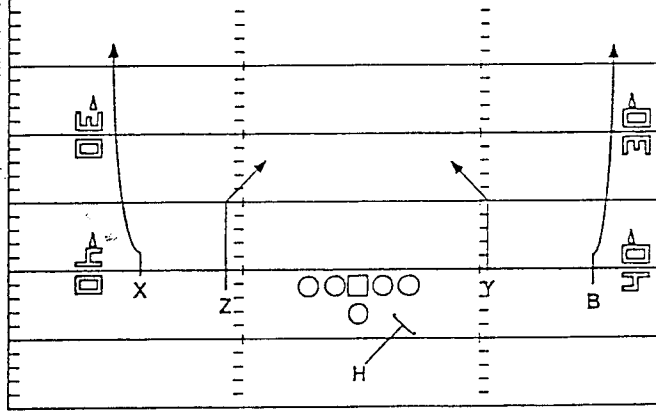
Quads Rt Slide Lt 92



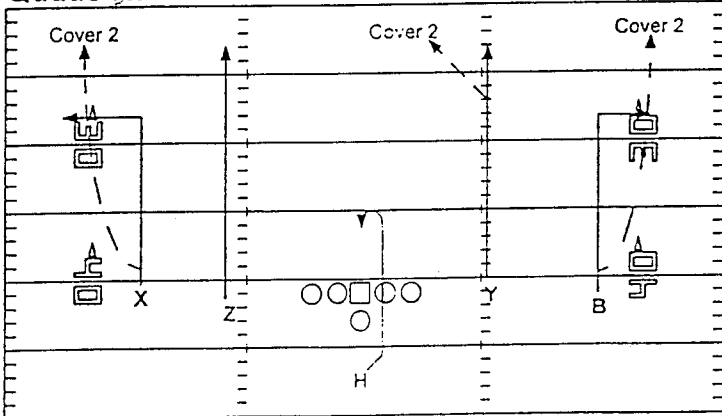
Quads Rt Slide Lt 97



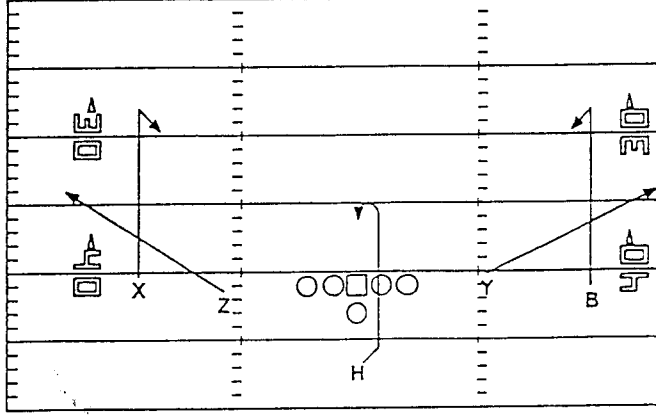
Quads Rt Slide Lt 99



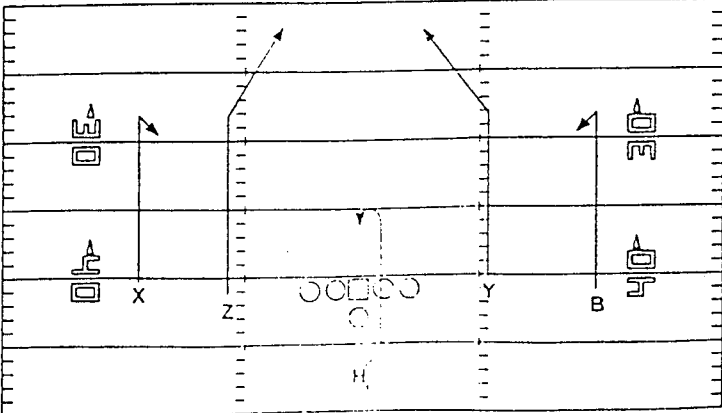
Quads Rt Blue Slide Steamers 3-Semi



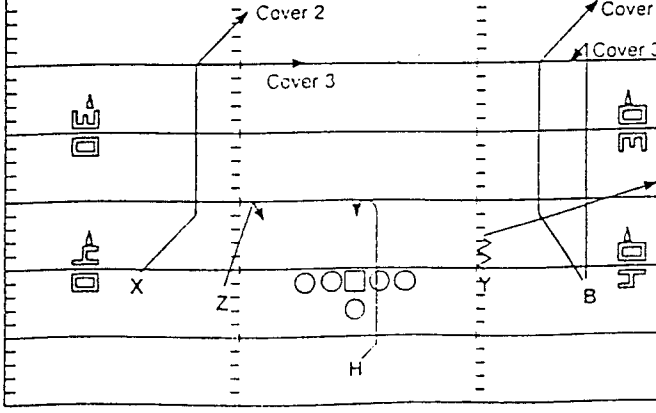
Quads Rt Blue Slide 5-Semi



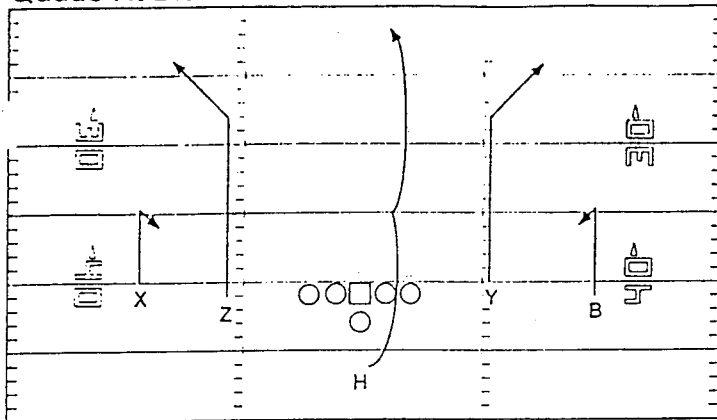
Quads Rt Blue Slide Reads



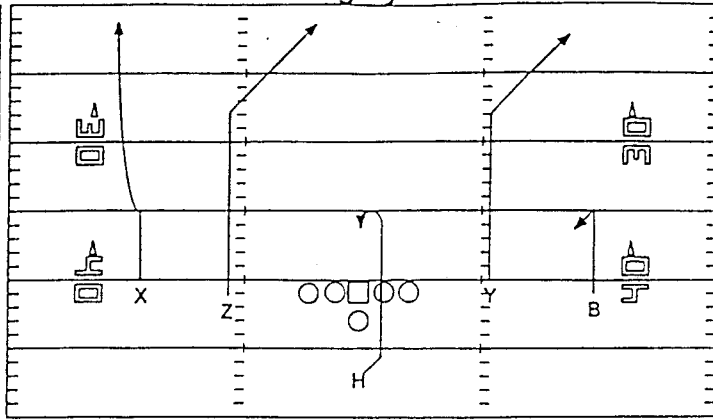
Quads Rt Blue Slide Ralph



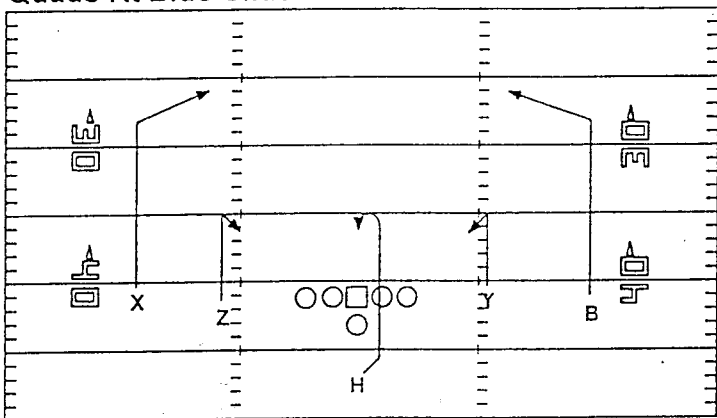
Quads Rt Blue Draw Corker Frostie



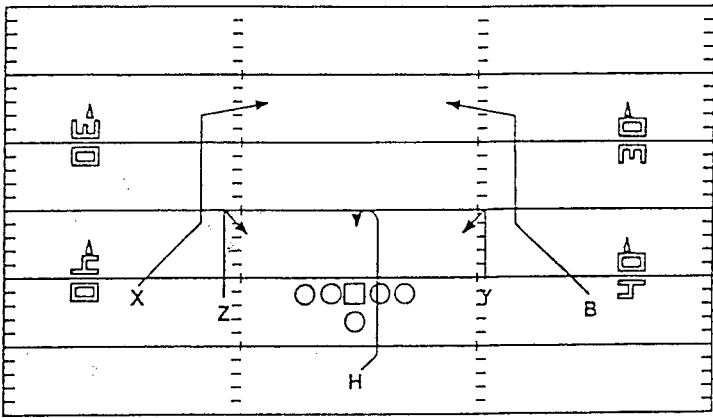
Quads Rt Blue Slide Righty



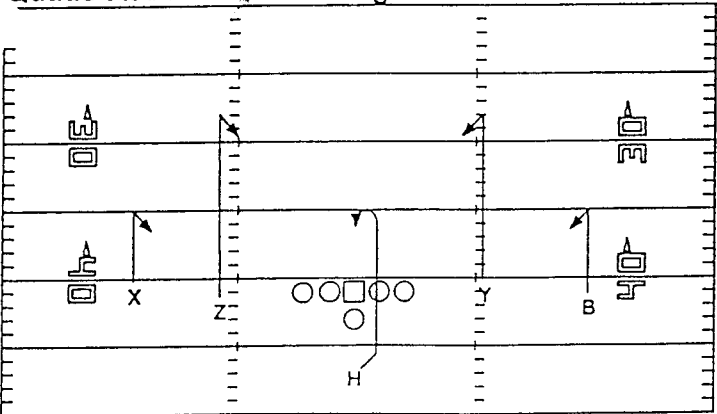
Quads Rt Blue Slide Shakes



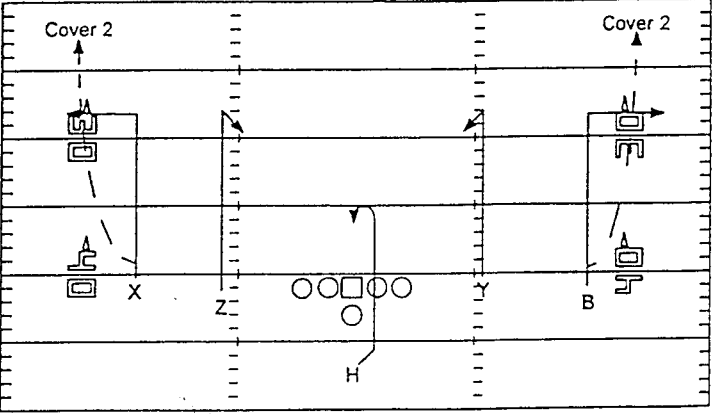
Quads Rt Blue Slide 7-Semi



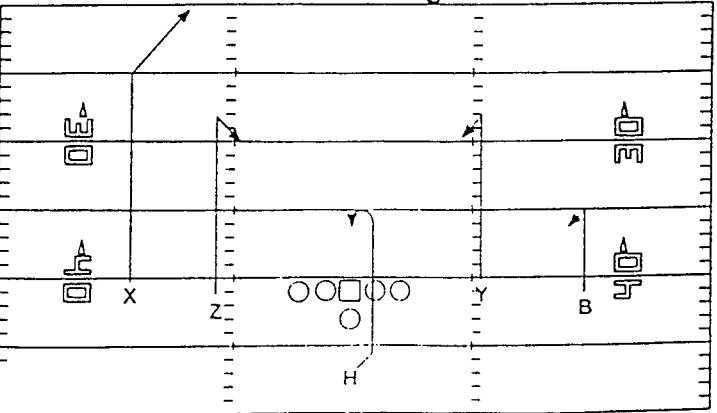
Quads Rt Blue Slide Orange



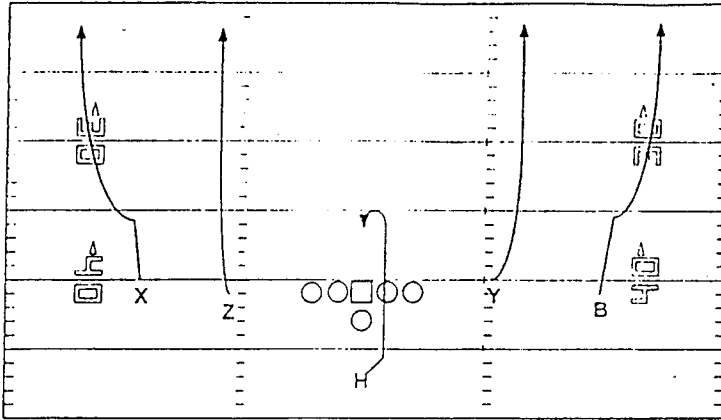
Quads Rt Blue Slide Orange 3-Semi



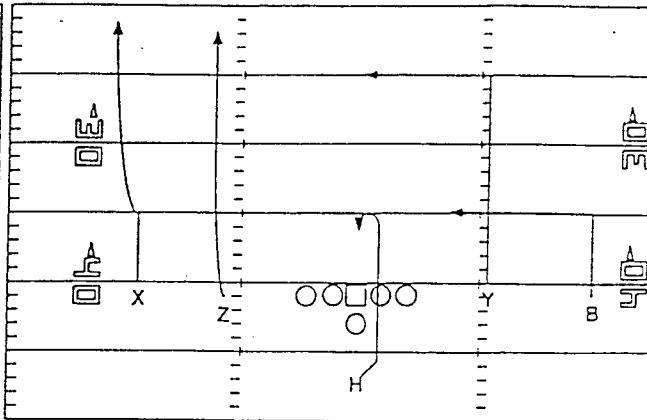
Quads Rt Blue Slide Dbl Orange X-Mills



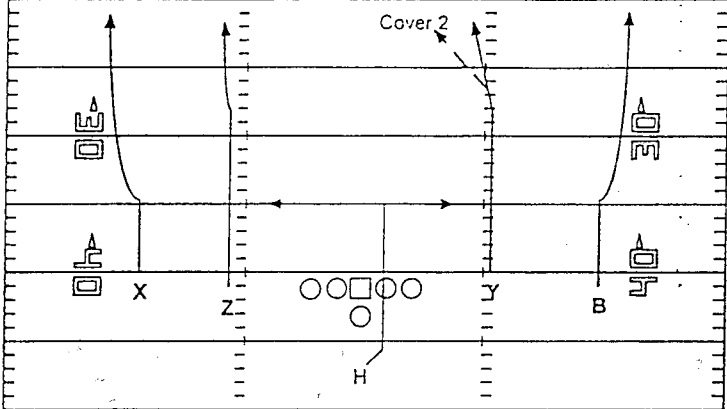
Quads Rt Blue Slide Steamers



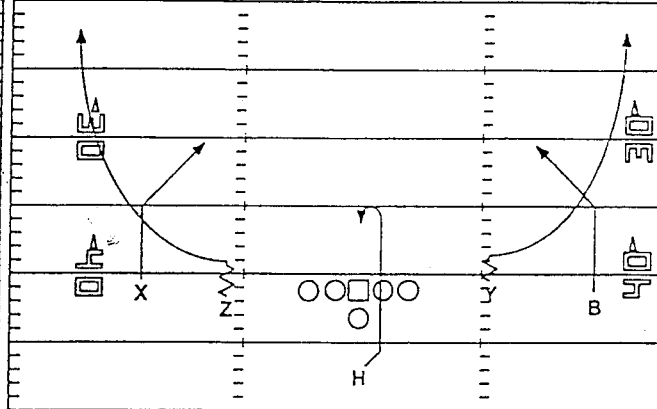
Quads Rt Blue Slide Steamers Y-6



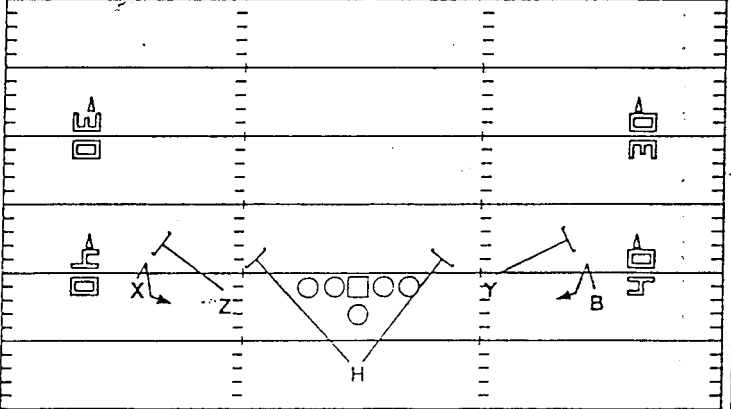
Quads Rt Blue Draw Bopper



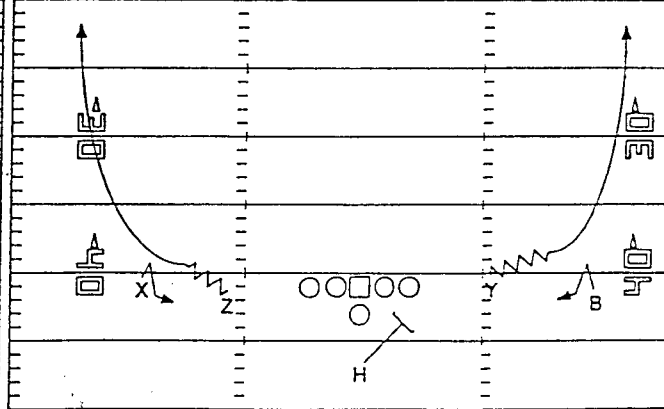
Quads Rt Blue Slide Wheelies



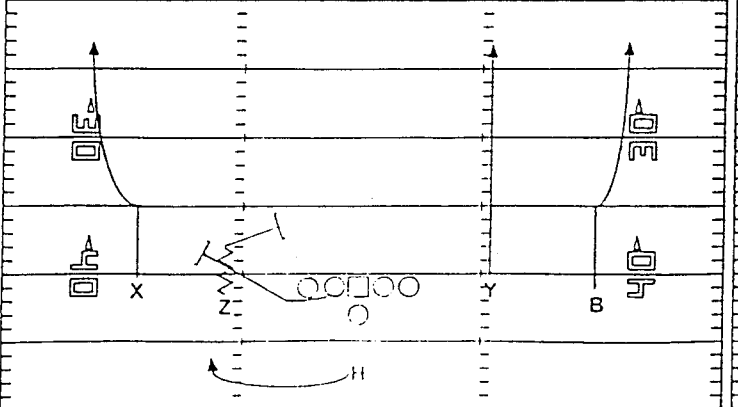
Quads Rt Blue Slide Margie (Check one side or the other)



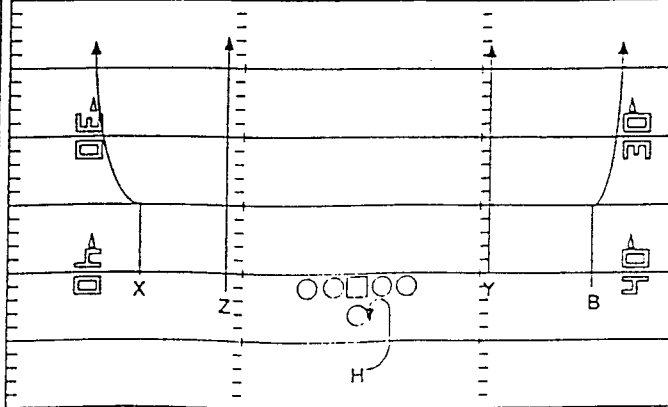
Quads Rt Fake Margie Wheelies



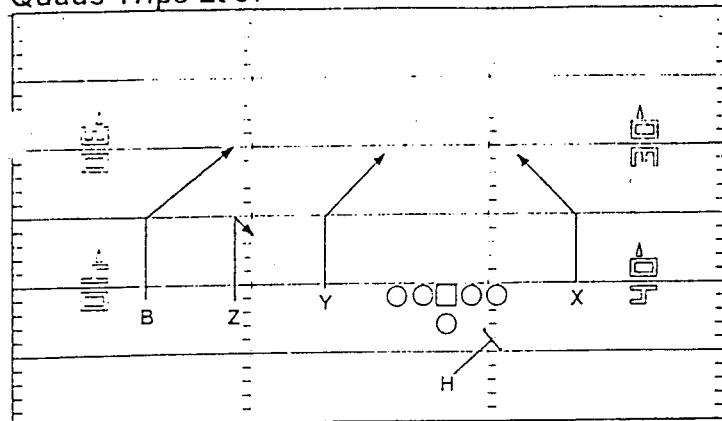
Quads Rt Blue Draw Texas



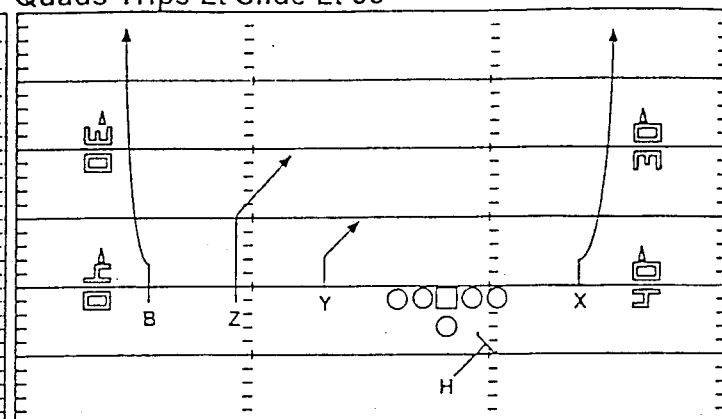
Quads Rt Blue Slide HB Margie



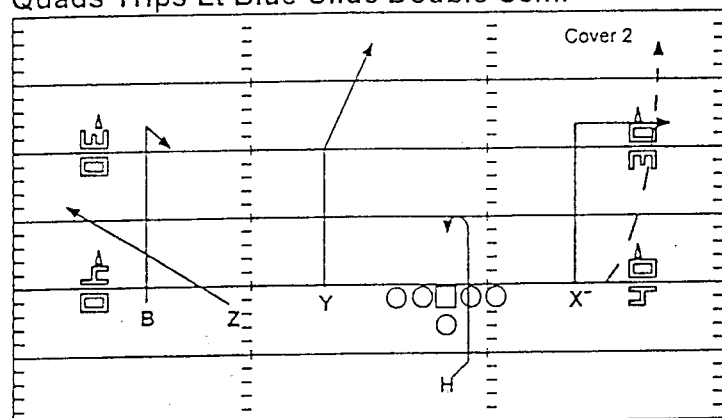
Quads Trips Lt 97



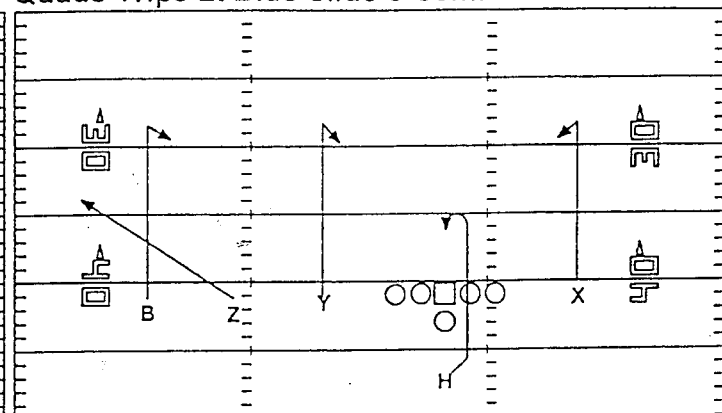
Quads Trips Lt Slide Lt 99



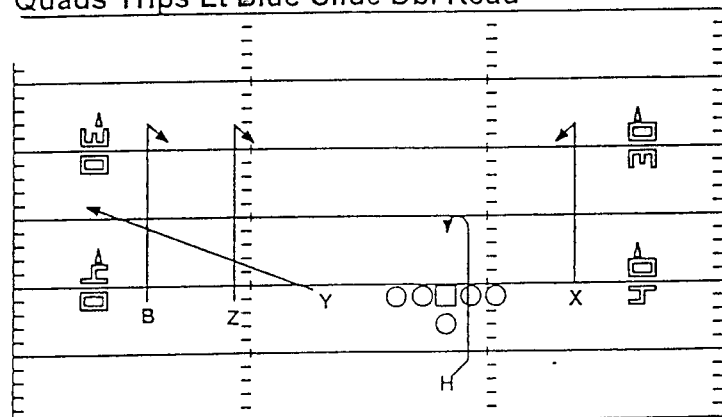
Quads Trips Lt Blue Slide Double Semi



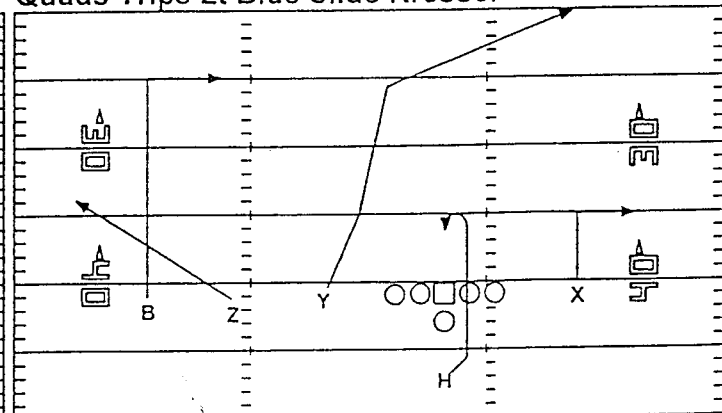
Quads Trips Lt Blue Slide 5-Semi



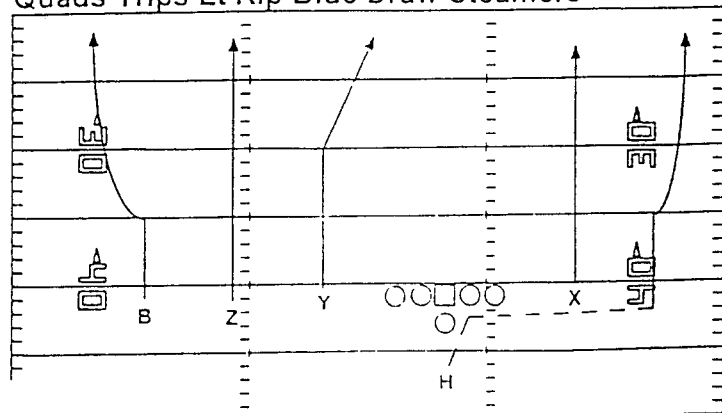
Quads Trips Lt Blue Slide Dbl Read



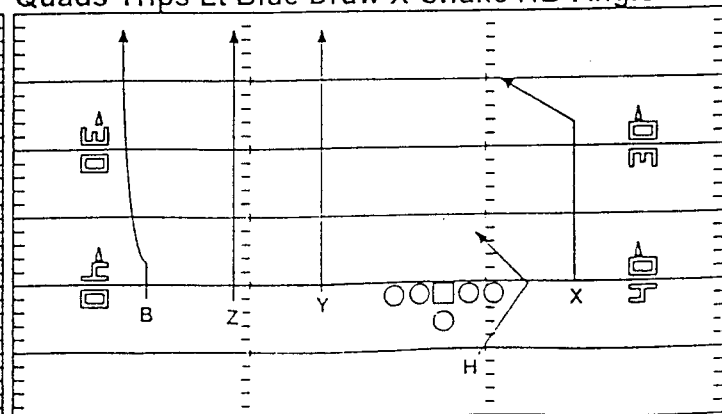
Quads Trips Lt Blue Slide Kresser



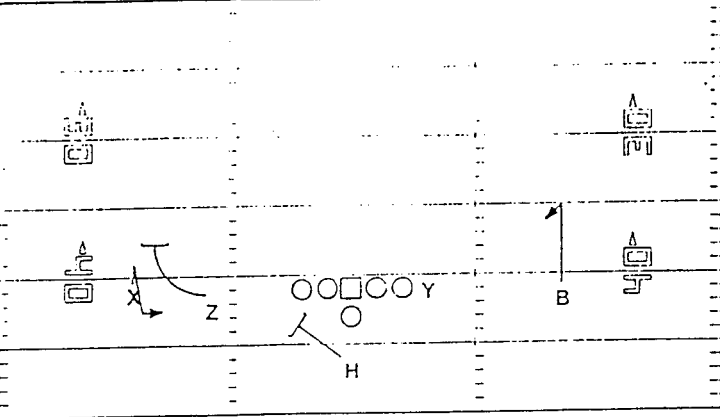
Quads Trips Lt Rip Blue Draw Steamers



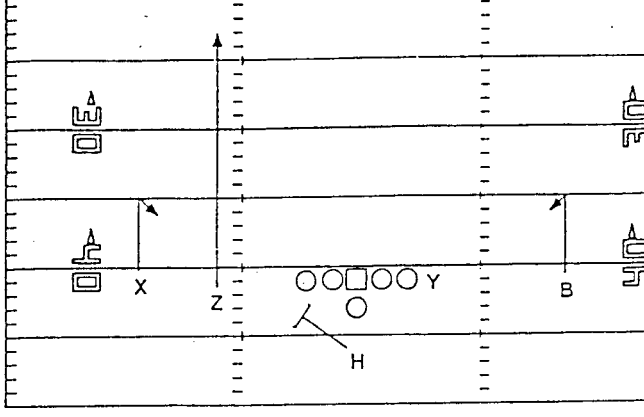
Quads Trips Lt Blue Draw X-Shake HB-Angle



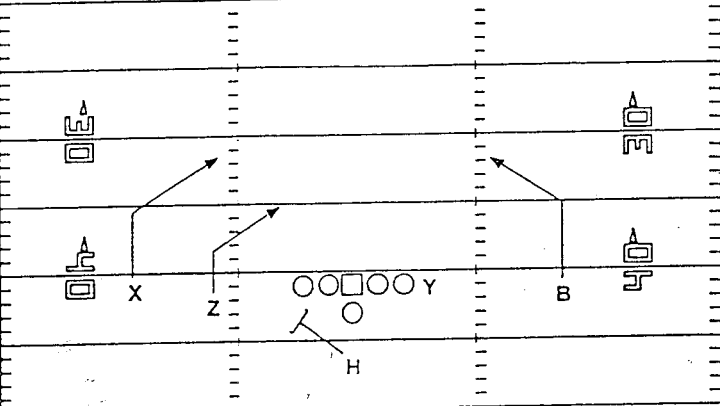
Bandit Rt 90 Stay



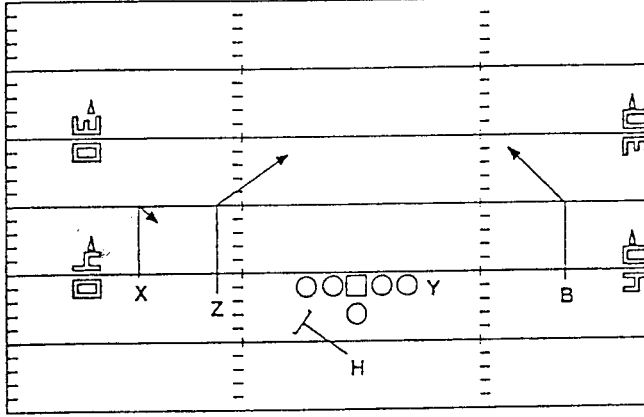
Bandit Rt 90 Steamers



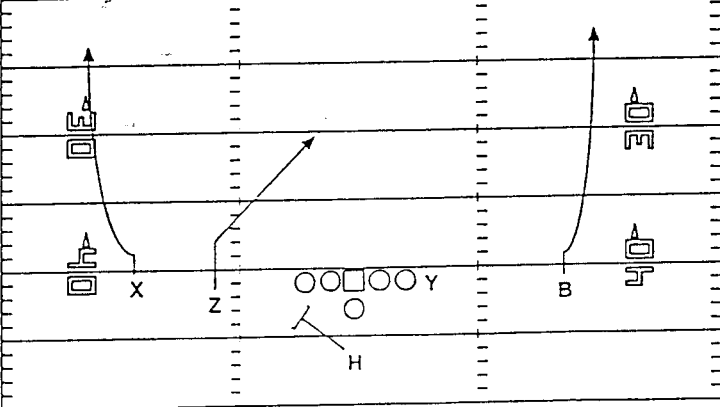
Bandit Rt Dbl 92



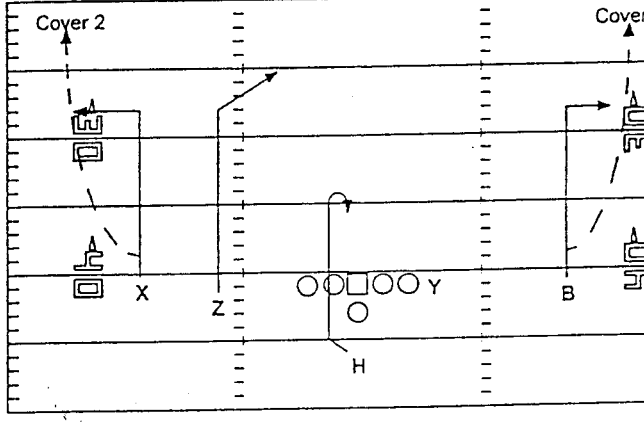
Bandit Rt 97 Z



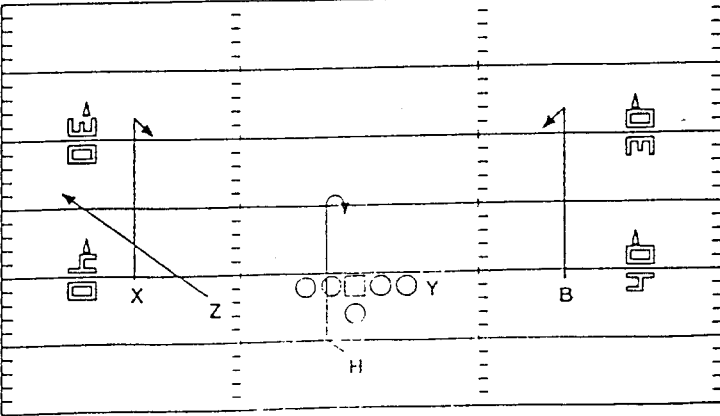
Bandit Rt 99



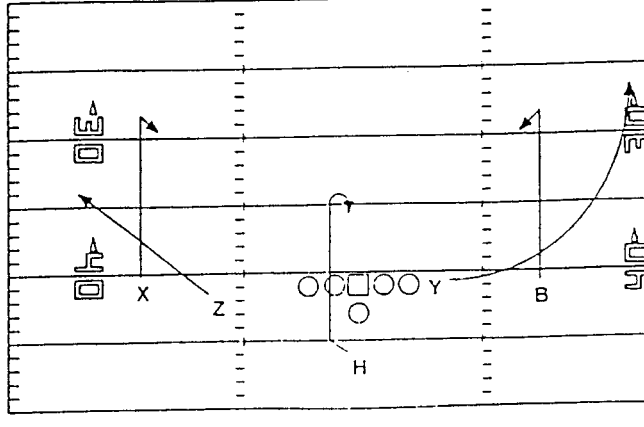
Bandit Rt 63-Semi



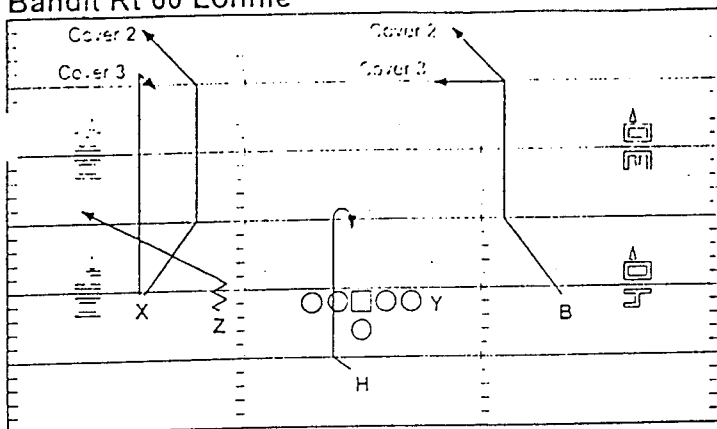
Bandit Rt 65-Semi



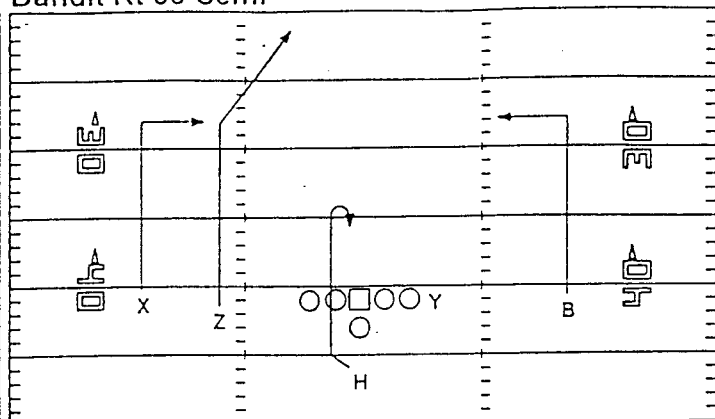
Bandit Rt Blue Slide 5-Semi Y-Wheel



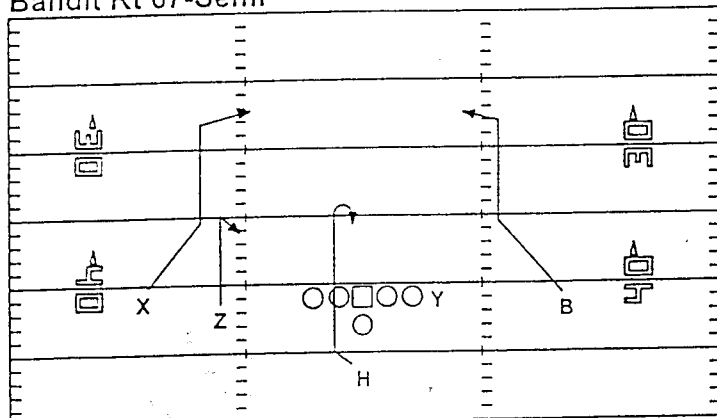
Bandit Rt 60 Lonnie



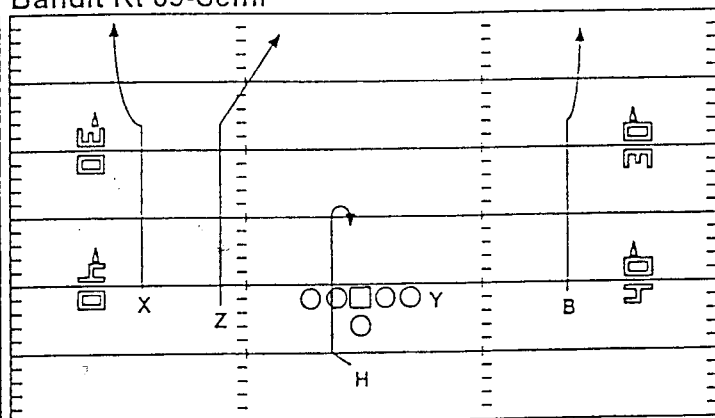
Bandit Rt 66-Semi



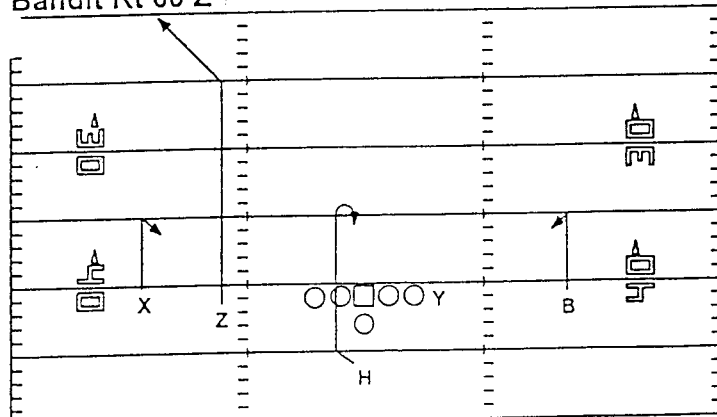
Bandit Rt 67-Semi



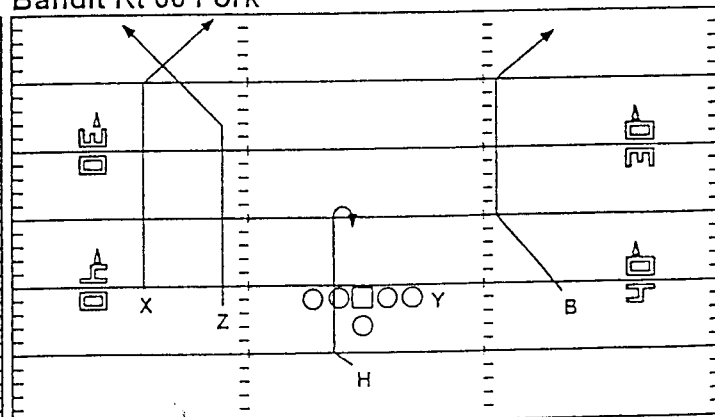
Bandit Rt 69-Semi



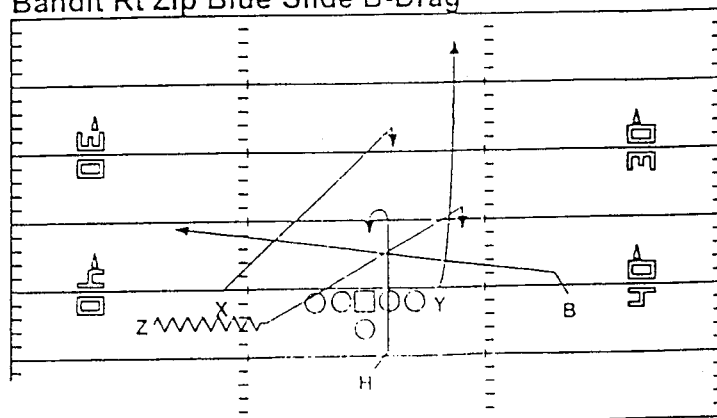
Bandit Rt 60 Z



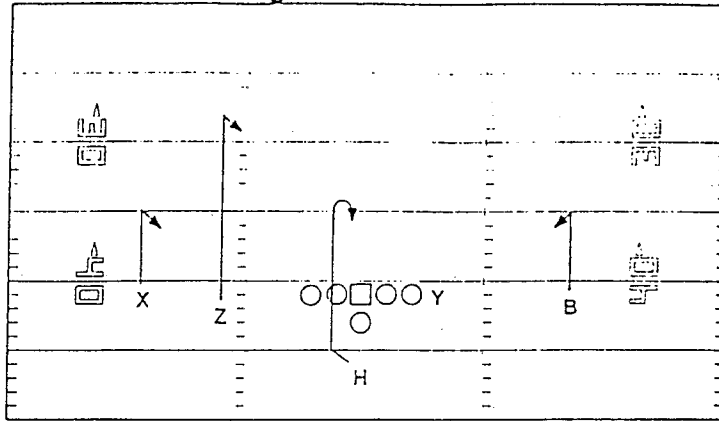
Bandit Rt 60 Fork



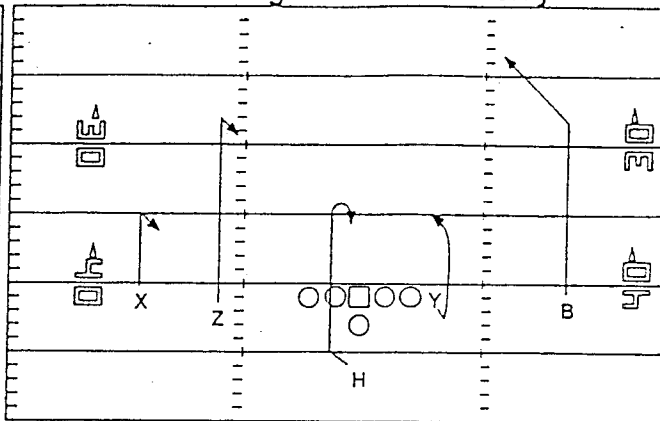
Bandit Rt Zip Blue Slide B-Drag



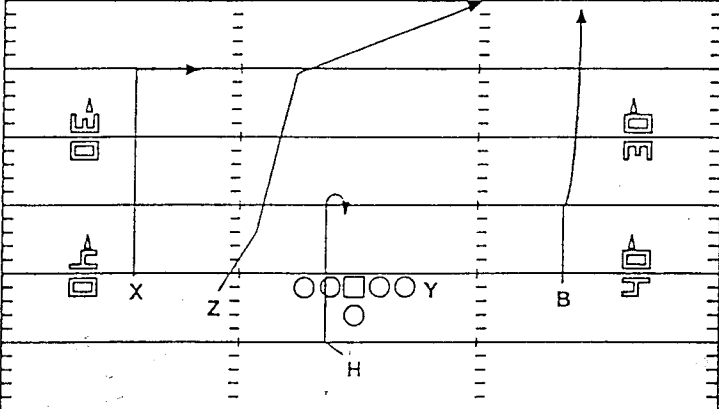
Bandit Rt 60 Orange



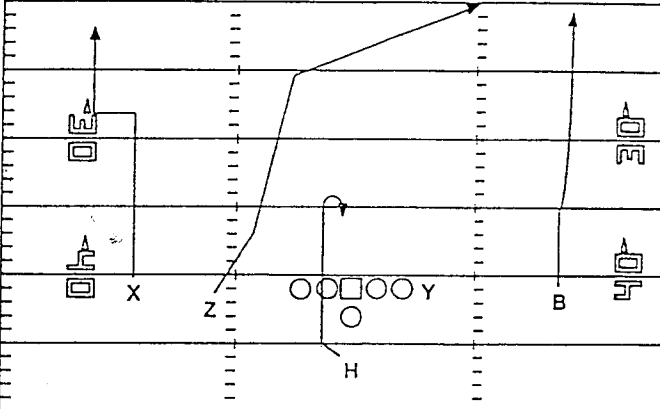
Bandit Rt 60 Orange B-Shake Y-Delay



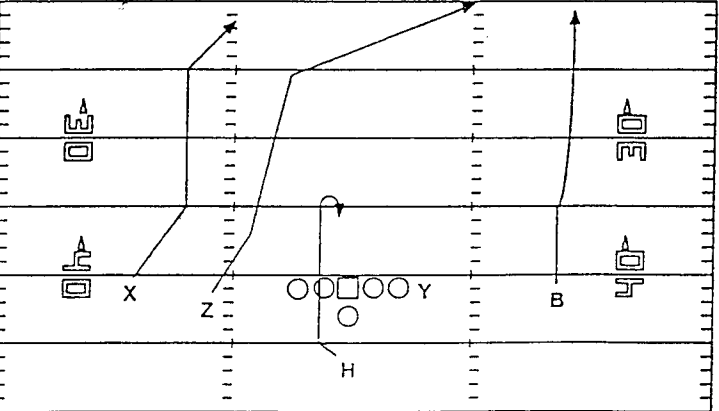
Bandit Rt 60 Kresser



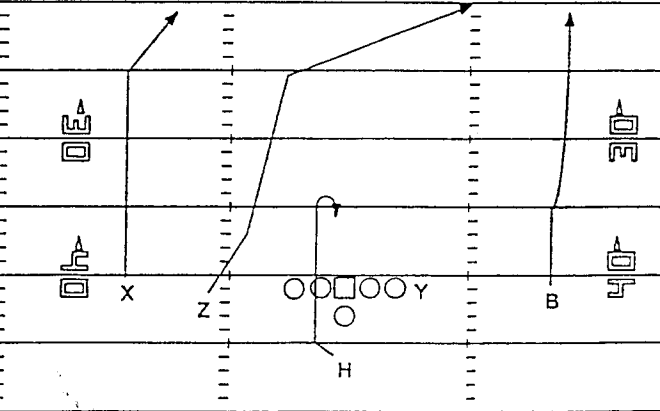
Bandit Rt 60 Kresser McGriff



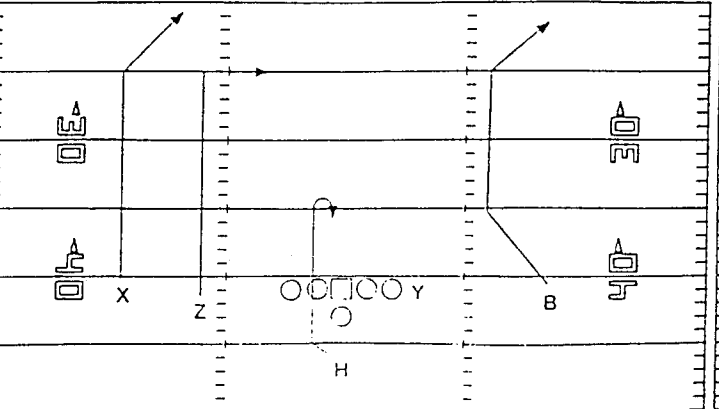
Bandit Rt 60 Wuerffel



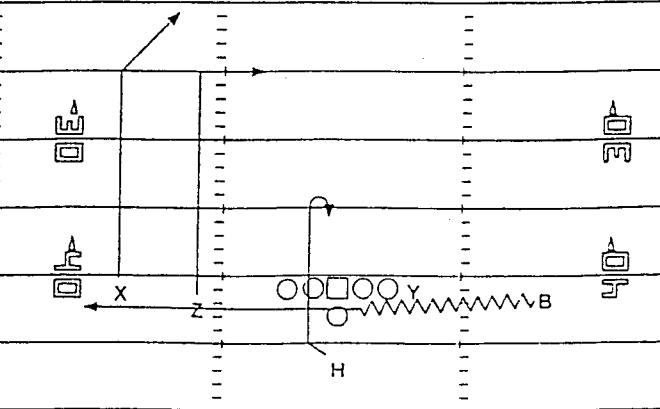
Bandit Rt 60 Kresser Mills



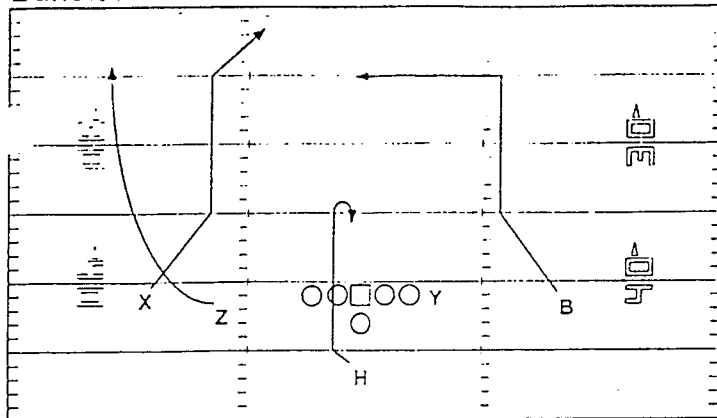
Bandit Rt 60 Mills



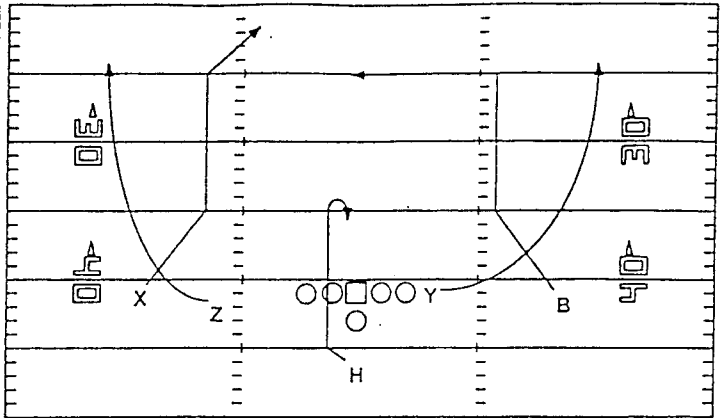
Bandit Rt Fake B Quick 60 Mills



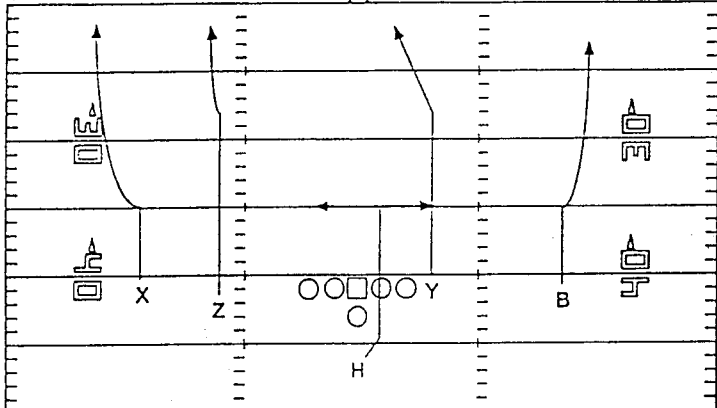
Bandit Rt 60 Biddle



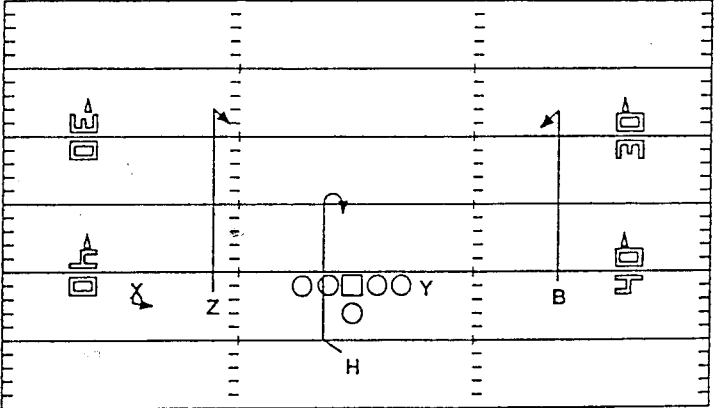
Bandit Rt Blue Slide Biddle



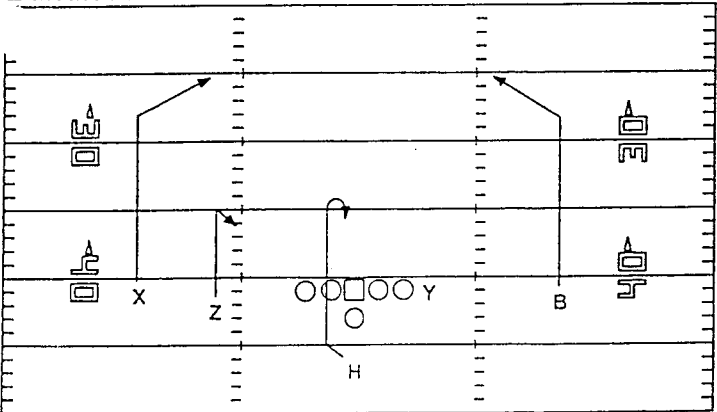
Bandit Rt Blue Draw Bopper



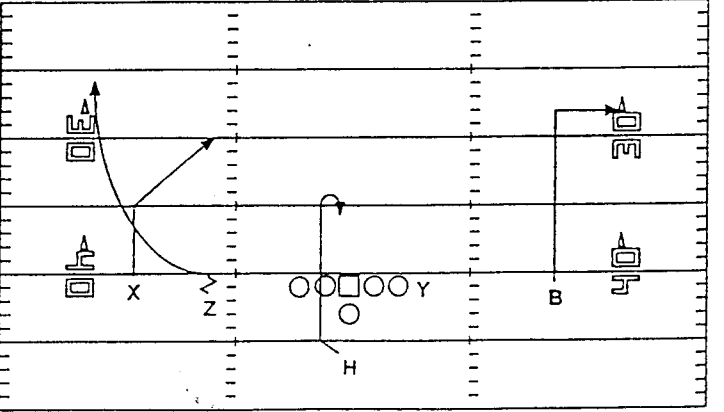
Bandit Rt 60 Stay



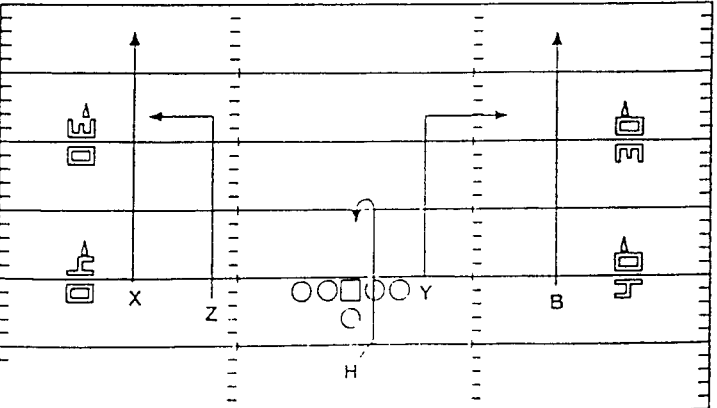
Bandit Rt 60 Shakes



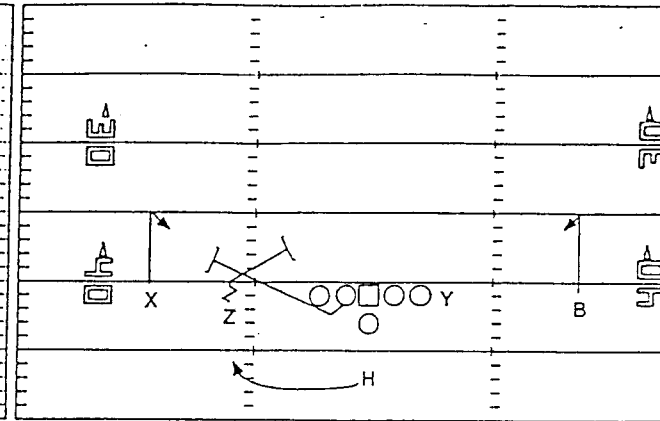
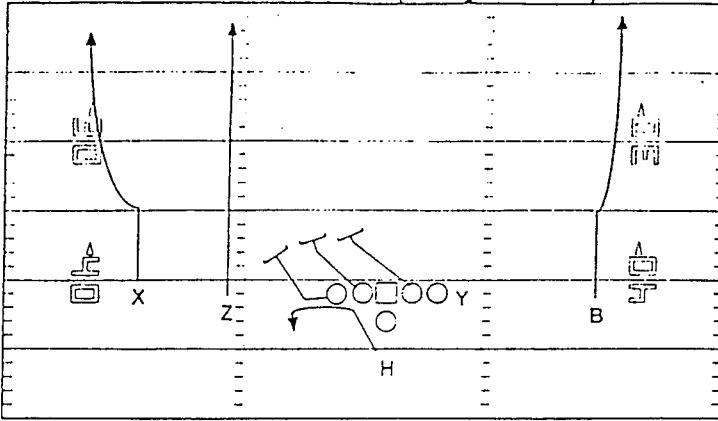
Bandit Rt 60 Wheelies



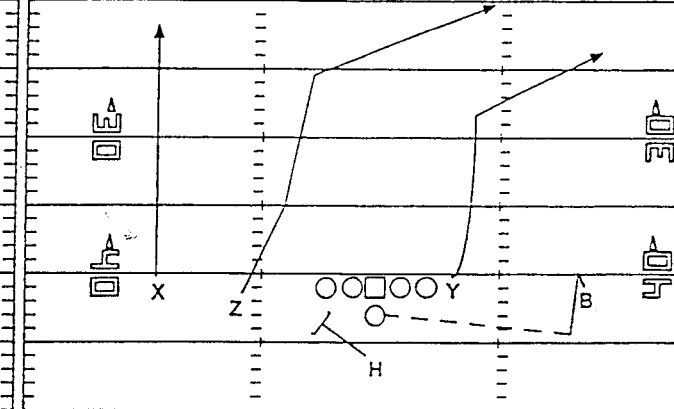
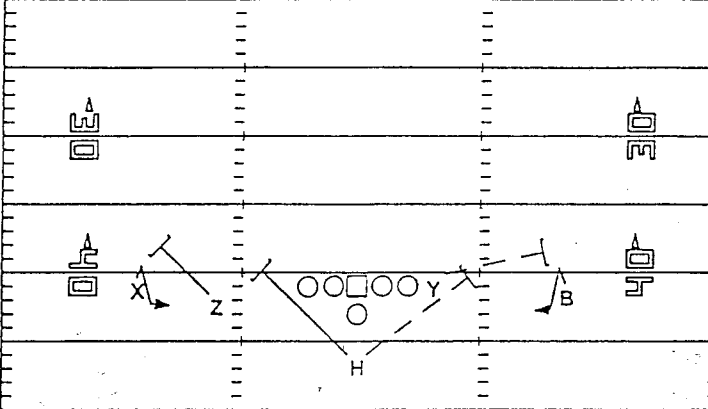
Bandit Rt Blue Slide 9 Outhouse



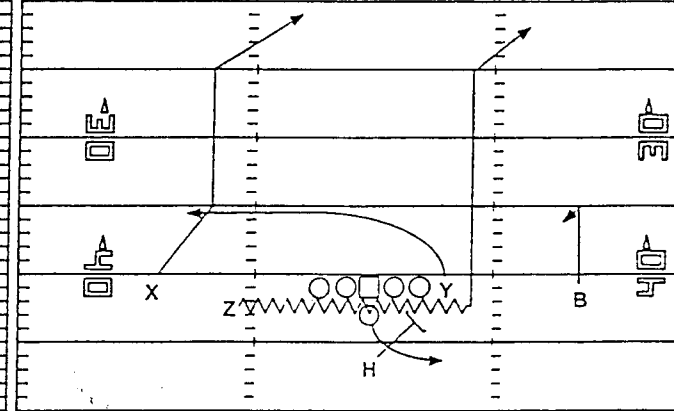
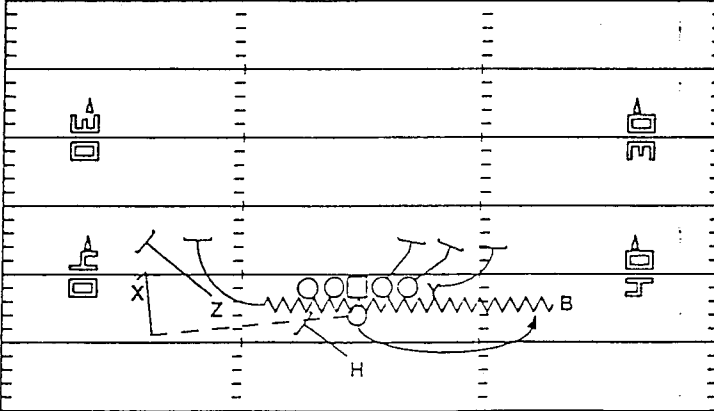
Bandit Rt 60 Texas Lt



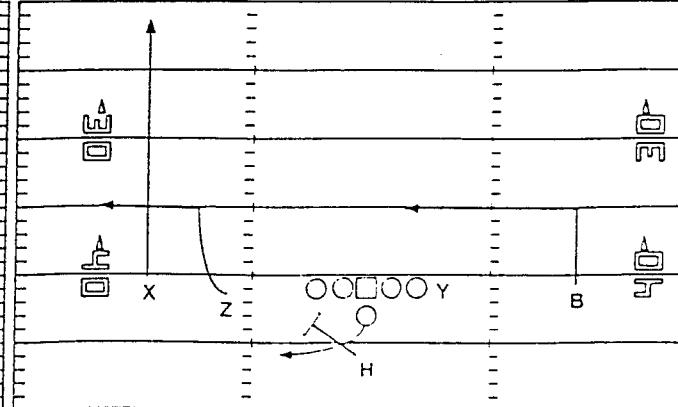
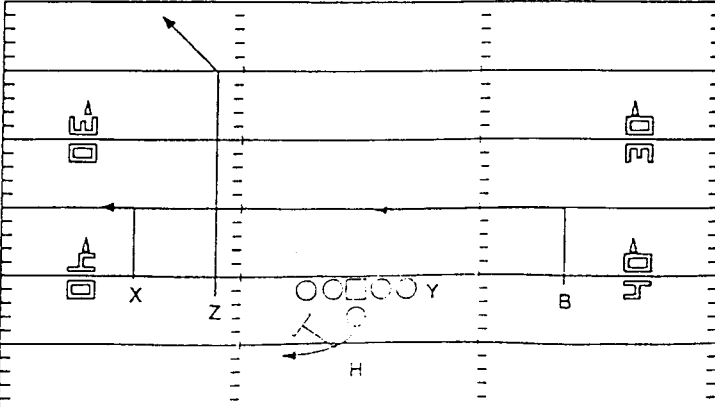
Bandit Rt 9 Dbl Pass



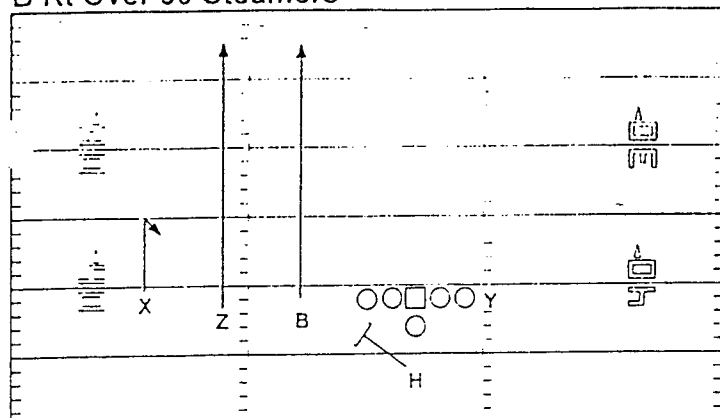
Bandit Rt Orbit 80 Tom Throwback



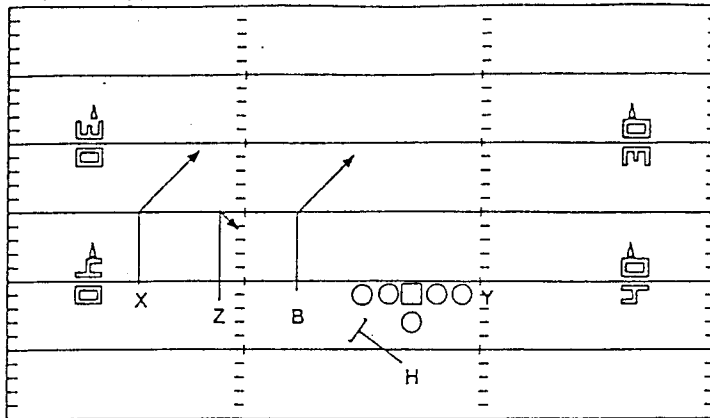
Bandit Rt 79 Z-Out



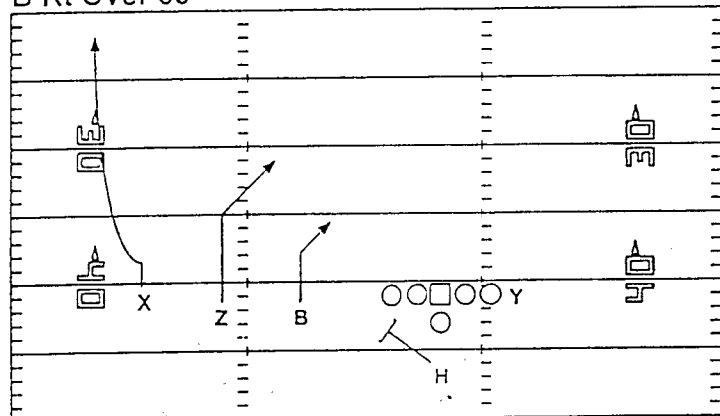
B Rt Over 90 Steamers



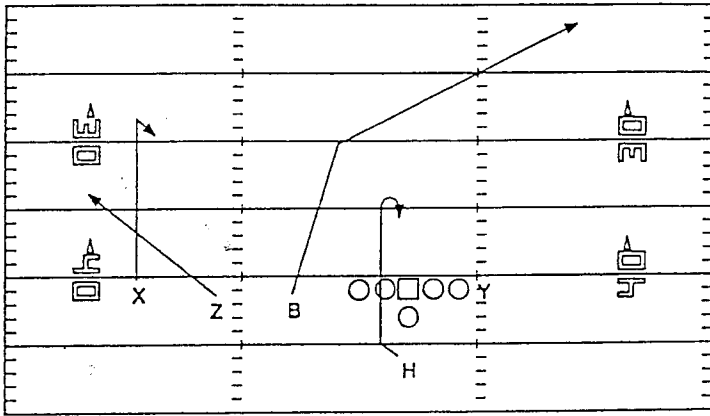
B Rt Over 97



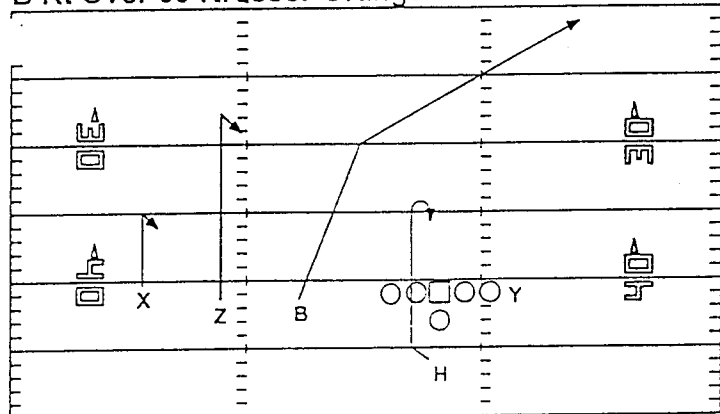
B Rt Over 99



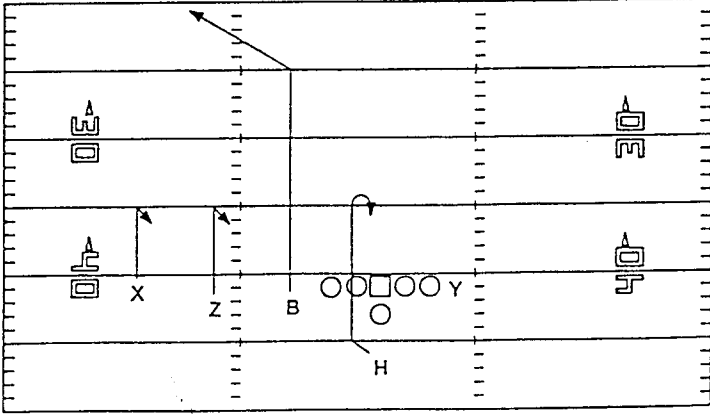
B Rt Over 65-Semi



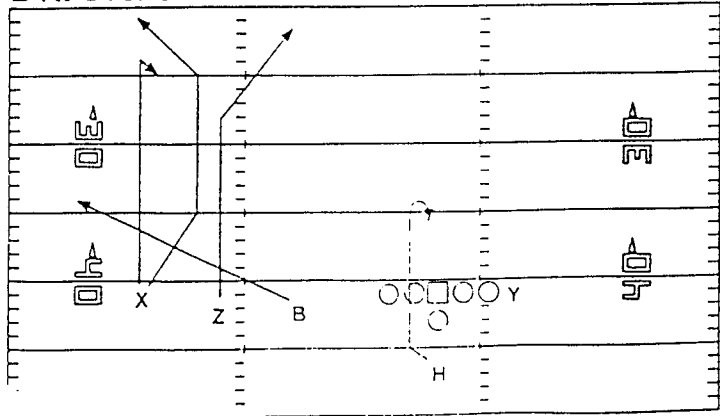
B Rt Over 60 Krasser Orange



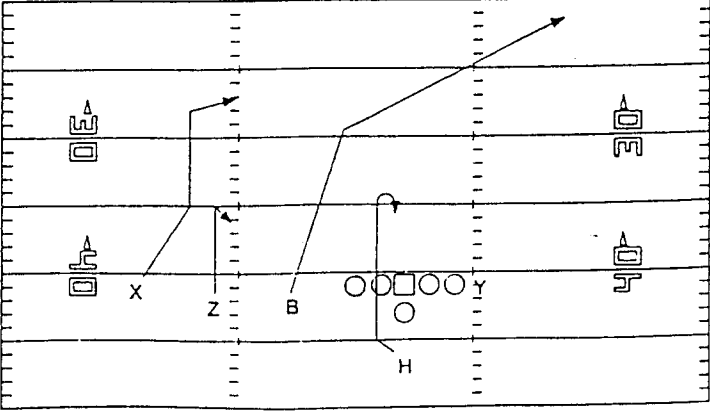
B Rt Over 60 B-8



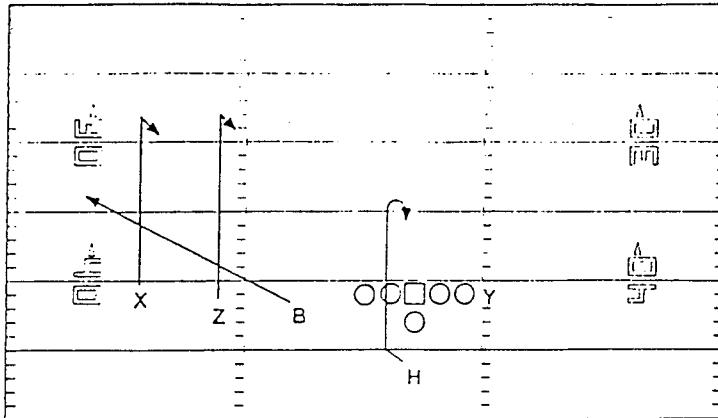
B Rt Over 60 Lonnie Read



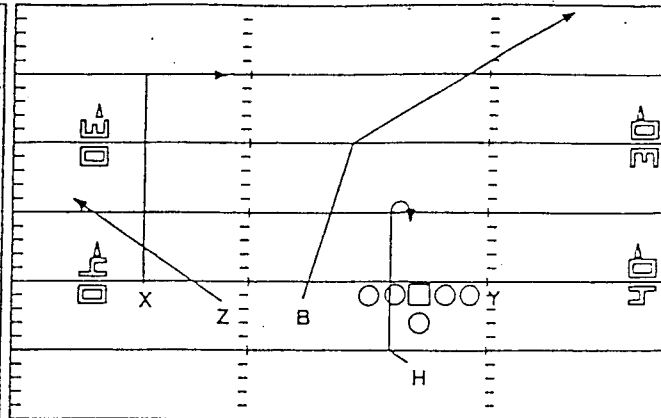
B Rt Over 67-Semi



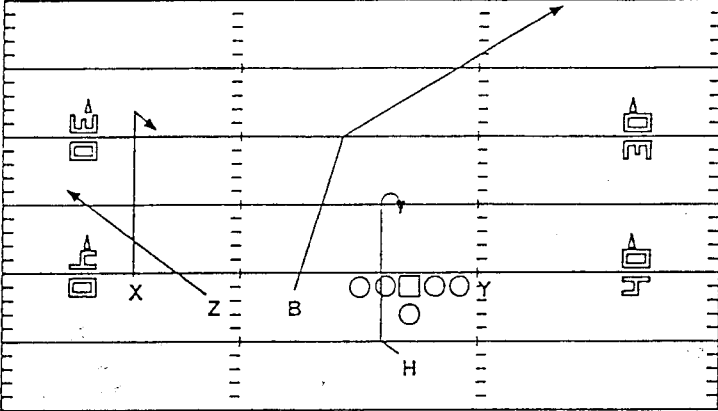
B Rt Over 60 Double Read



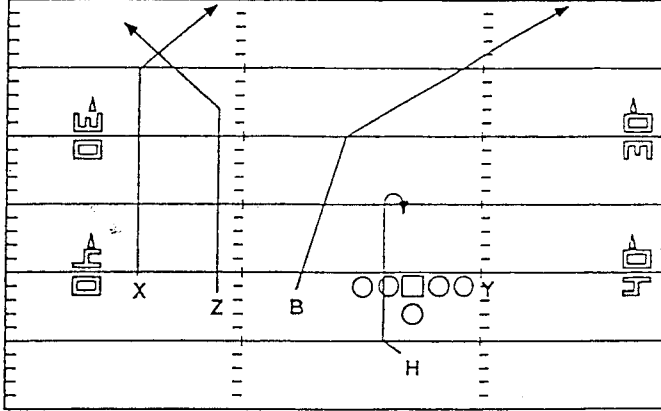
B Rt Over 60 Kresser



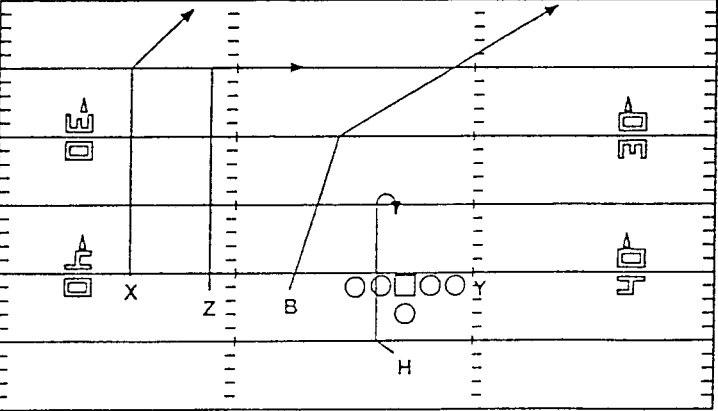
B Rt Over 60 Kresser 5-Semi



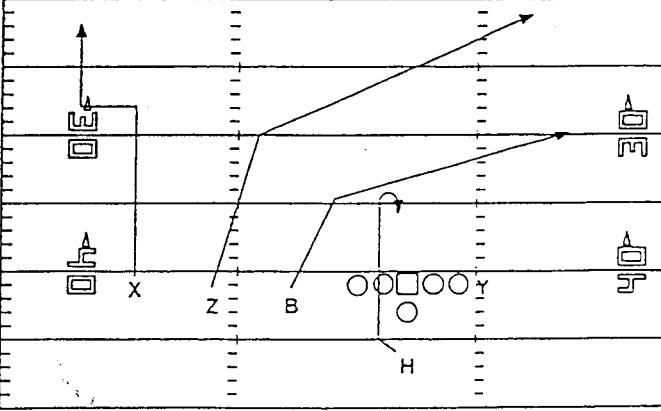
B Rt Over 60 Kresser Fork



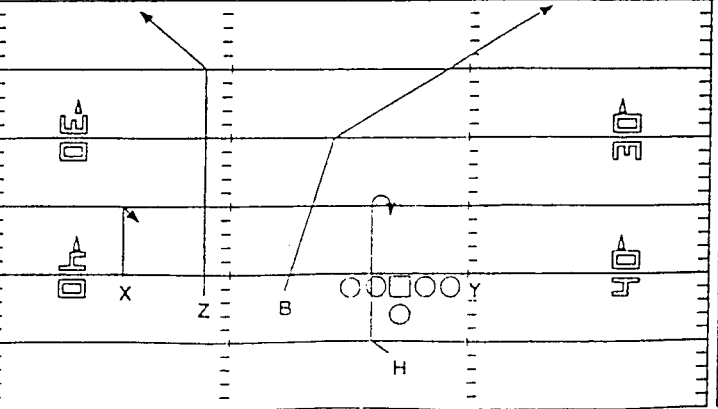
B Rt Over 60 Kresser Mills



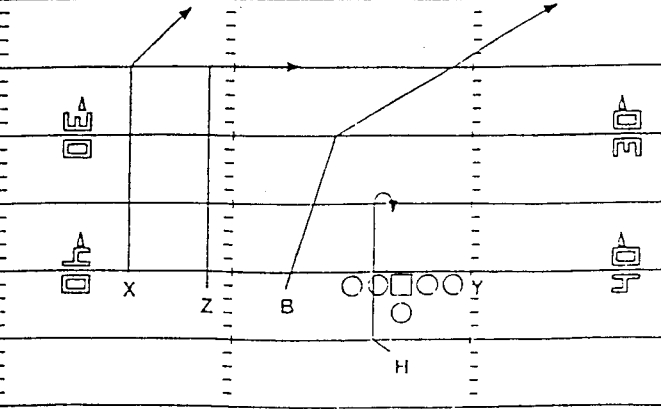
B Rt Over 60 Double Kresser X-McGriff



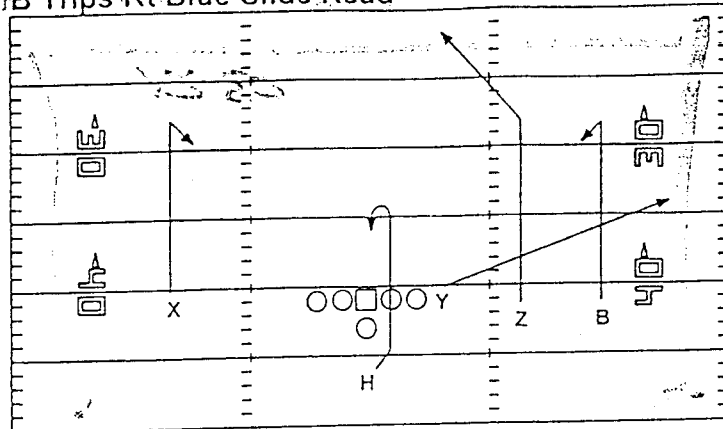
B Rt Over 60 Kresser Z-Corner



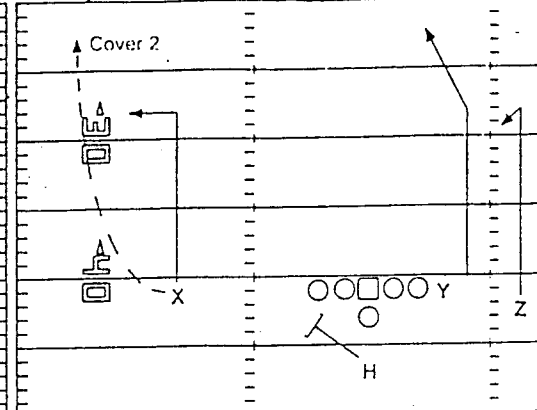
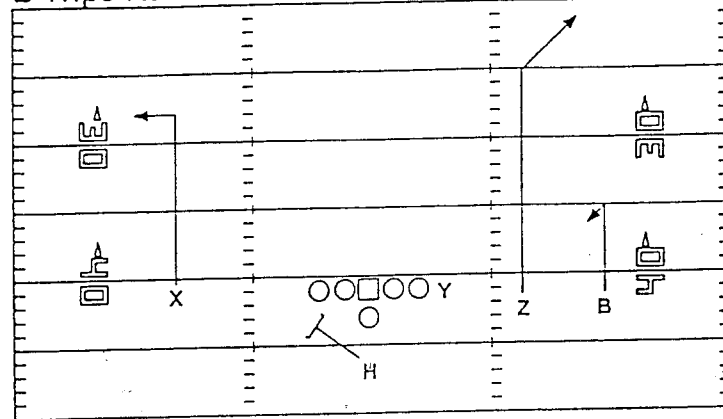
B Rt Over 60 Mills



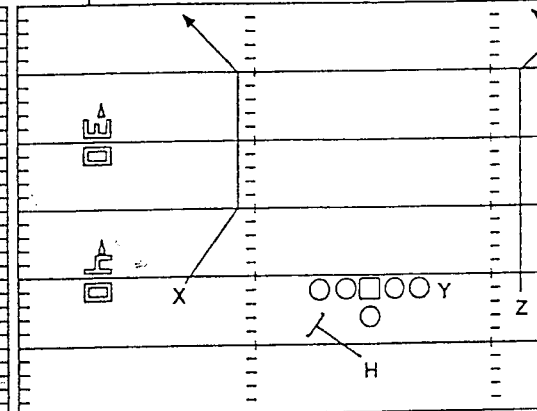
B Trips Rt Blue Slide Read



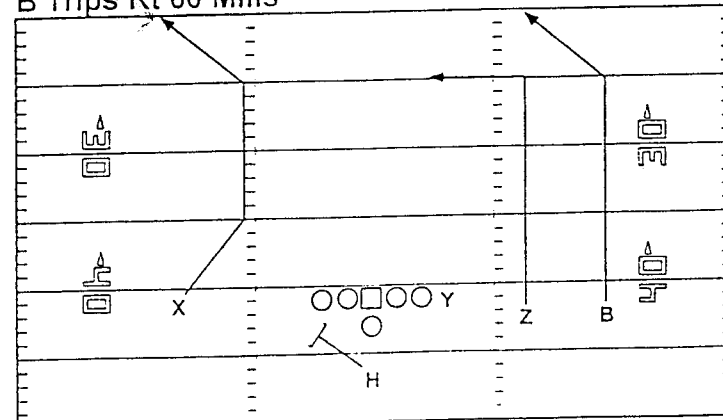
B. Trips Rt. 60 Orange X-3 Semi

B Trips Rt 60 Z

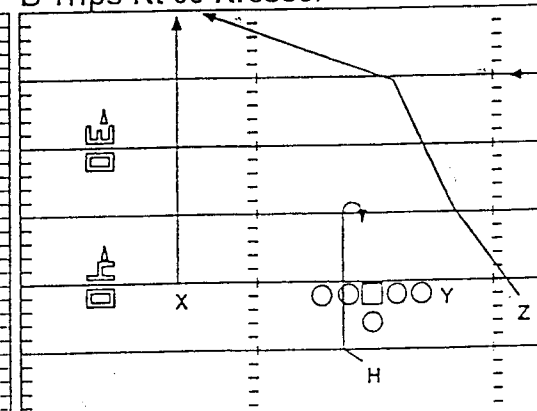
B Trips Rt 60 Fork



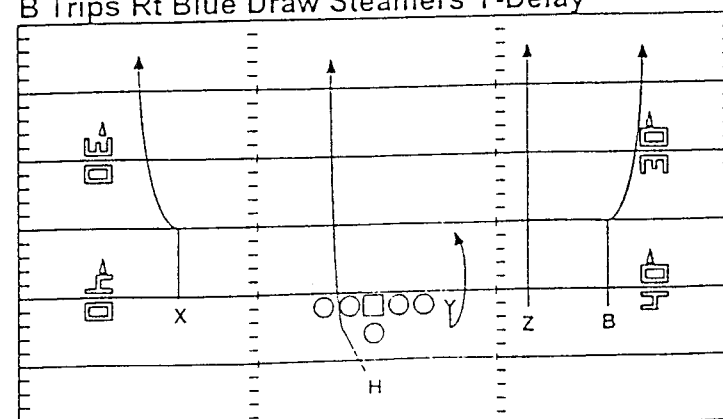
B Trips Rt 60 Mills



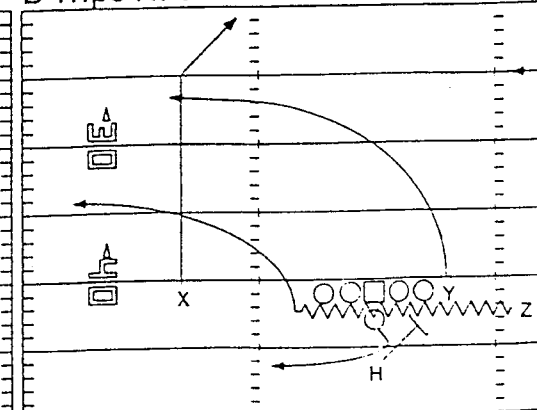
B Trips Rt 60 Kresser



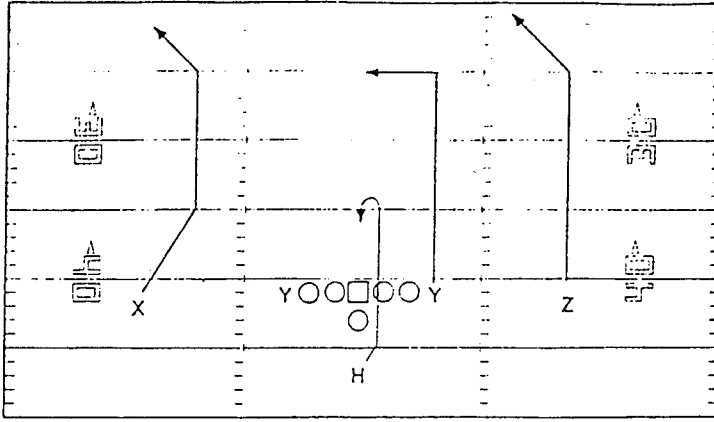
B Trips Rt Blue Draw Steamers Y-Delay



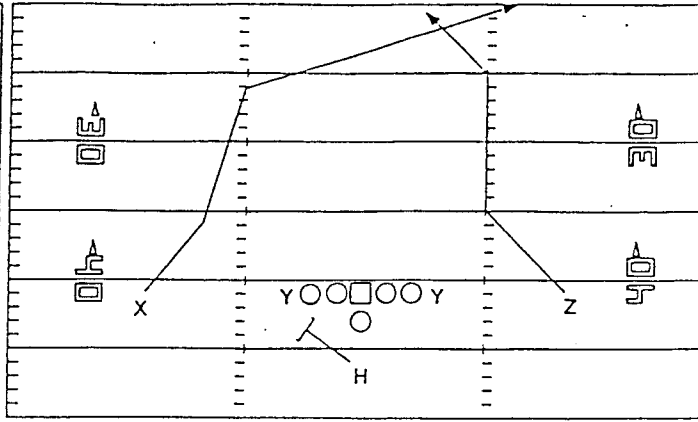
B Trips Rt Orbit 34 Naked Pass



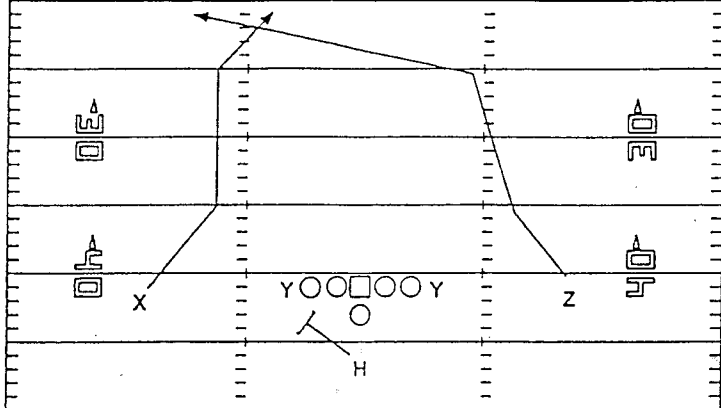
Tech Rt 14 Pass Mills



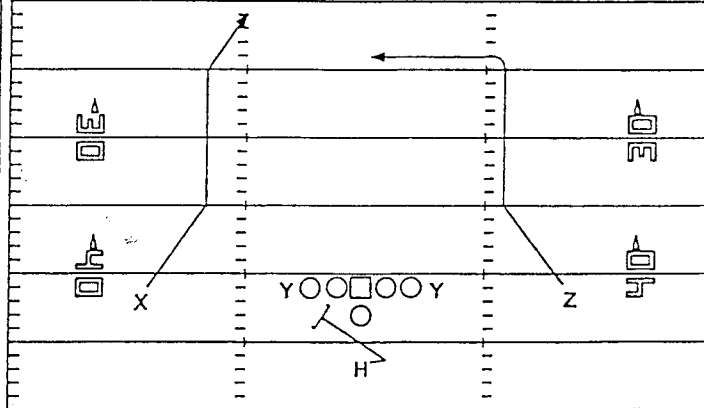
Tech Rt Blue Z X-Cross



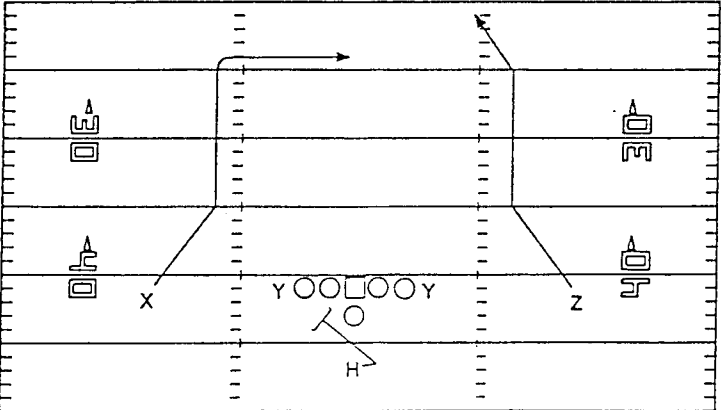
Tech Rt Blue Z Z-Cross



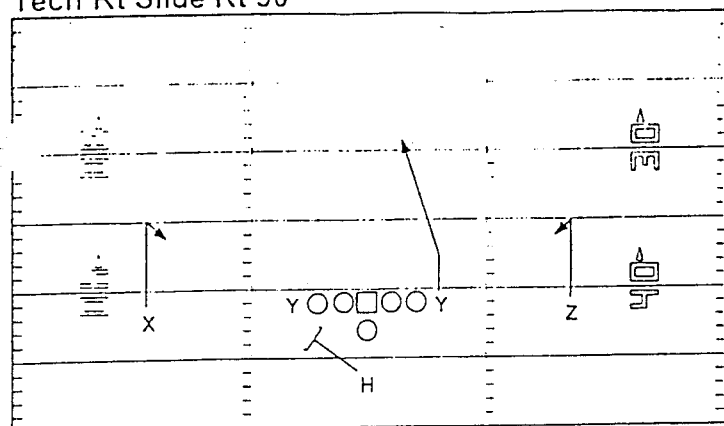
Tech Rt 18 Cutback Handback Pass Zebra



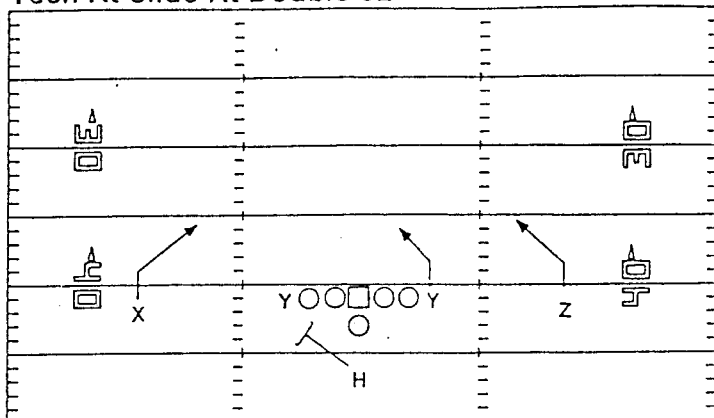
Tech Rt 18 Cutback Handback Pass Xtra



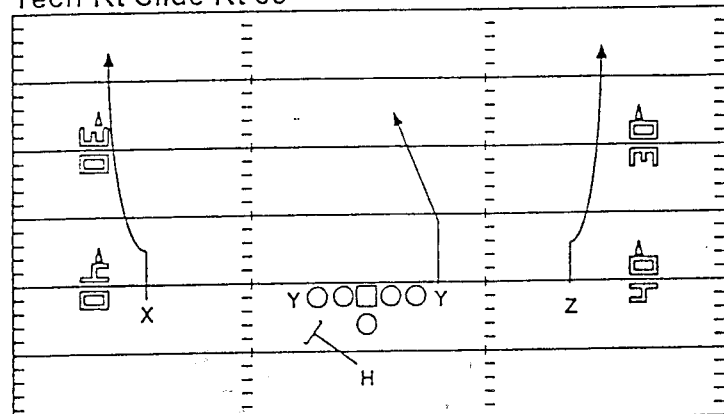
Tech Rt Slide Rt 90



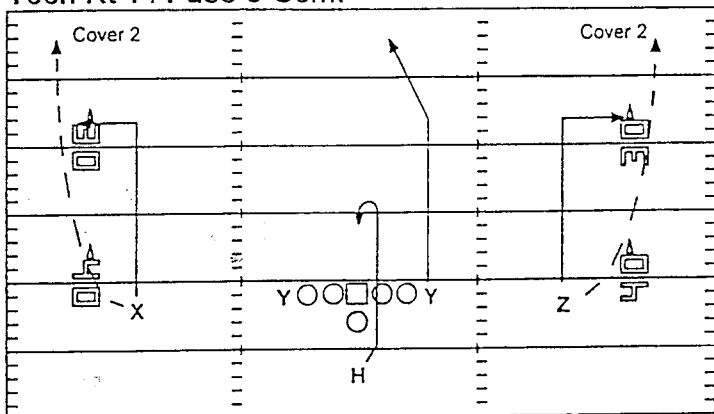
Tech Rt Slide Rt Double 92



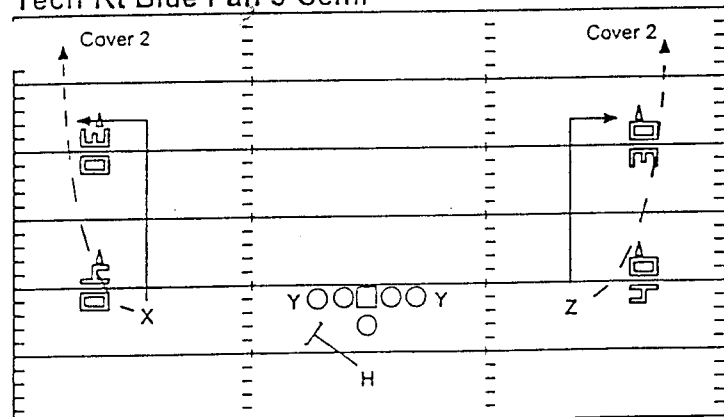
Tech Rt Slide Rt 99



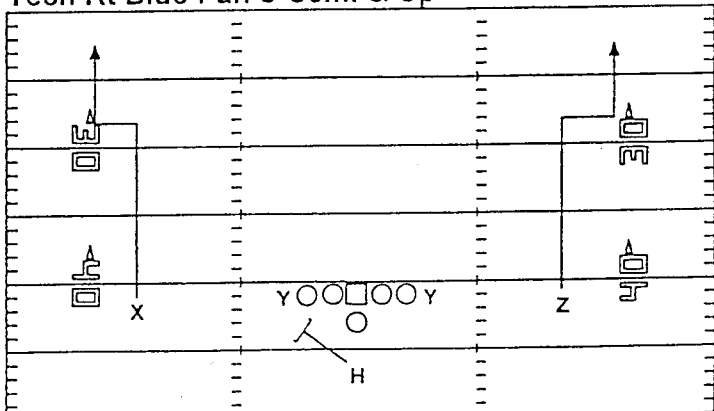
Tech Rt 14 Pass 3-Semi



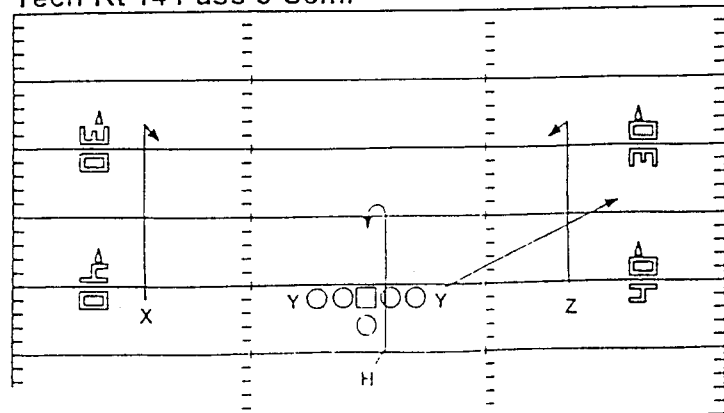
Tech Rt Blue Fan 3-Semi



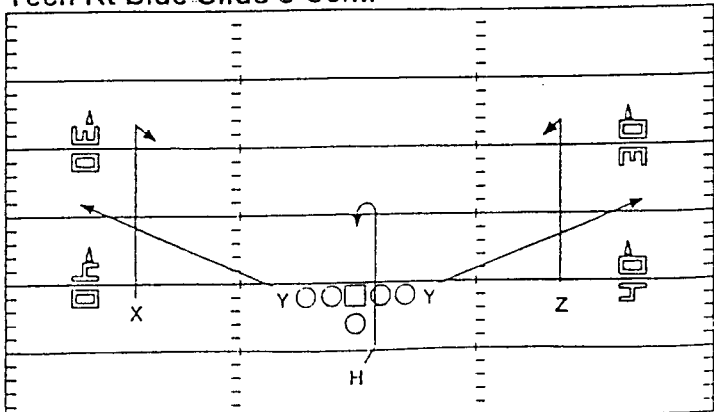
Tech Rt Blue Fan 3-Semi & Up



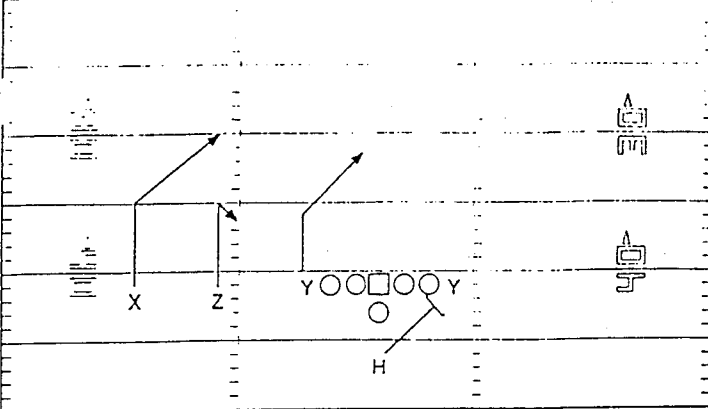
Tech Rt 14 Pass 5-Semi



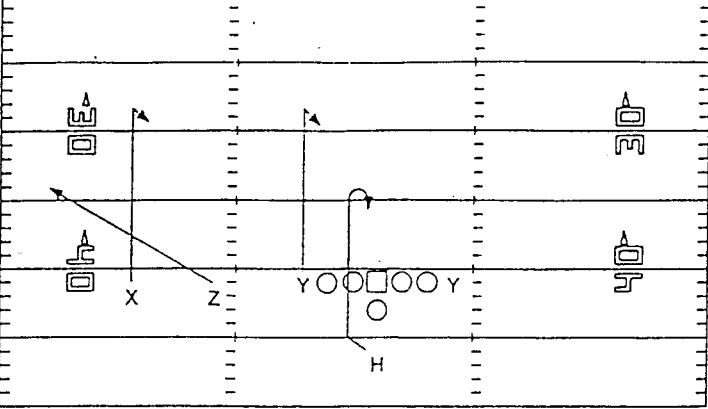
Tech Rt Blue Slide 5-Semi



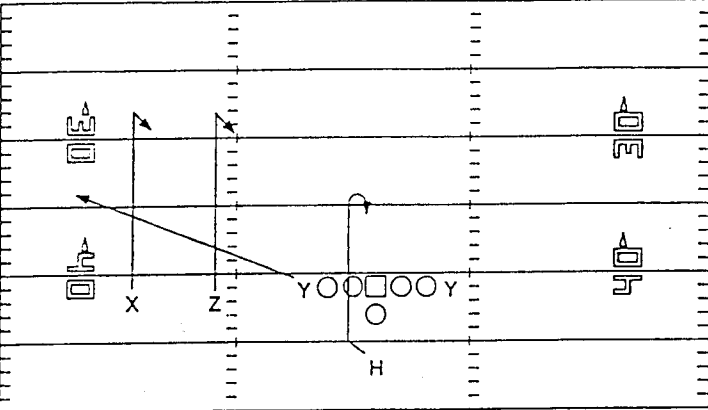
Tech Twins Lt Slide Lt 97



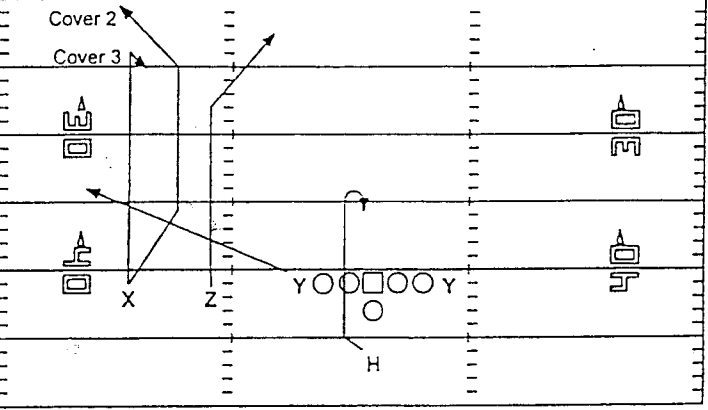
Tech Twins Lt 35 Pass 5-Semi



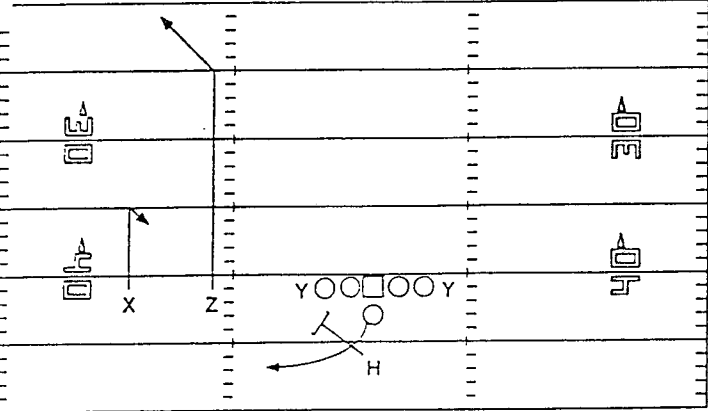
Tech Twins Lt 15 Pass Double Read



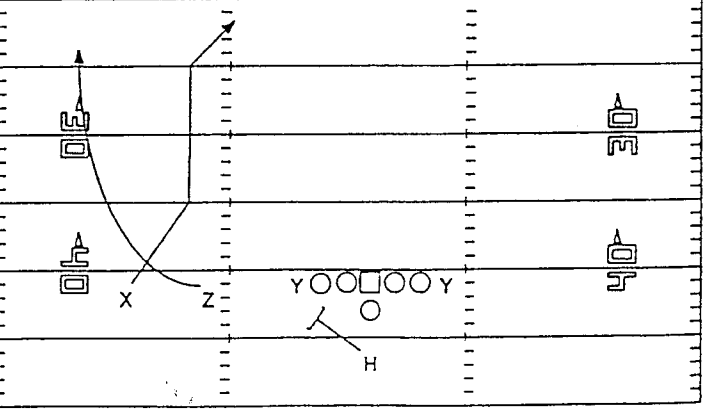
Tech Twins Lt 35 Pass Lonnie Read



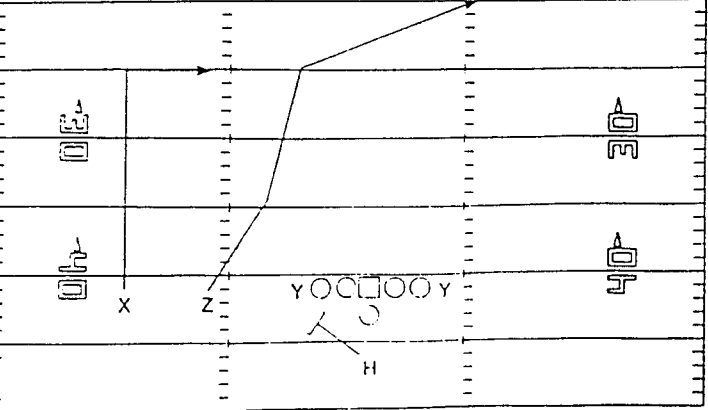
Tech Twins Lt 70 Z



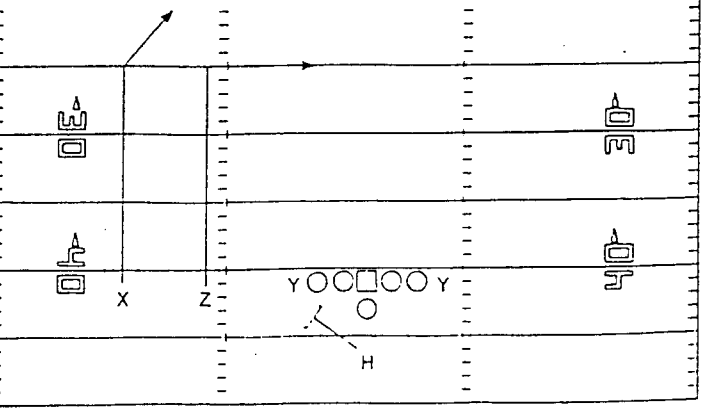
Tech Twins Lt Blue Fan Wheelie



Tech Twins Lt Blue Fan Kresser

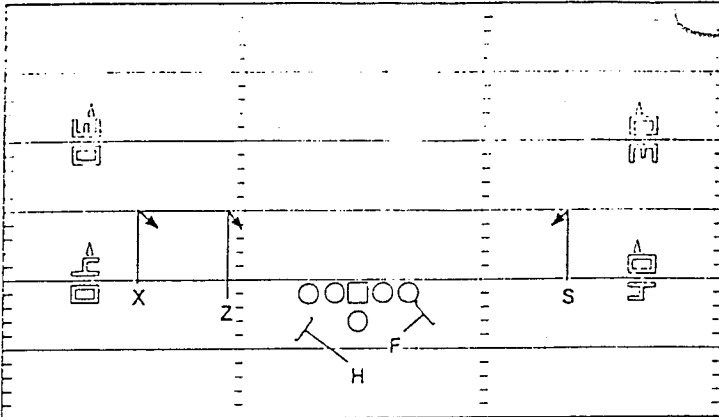


Tech Twins Lt Blue Fan Mills

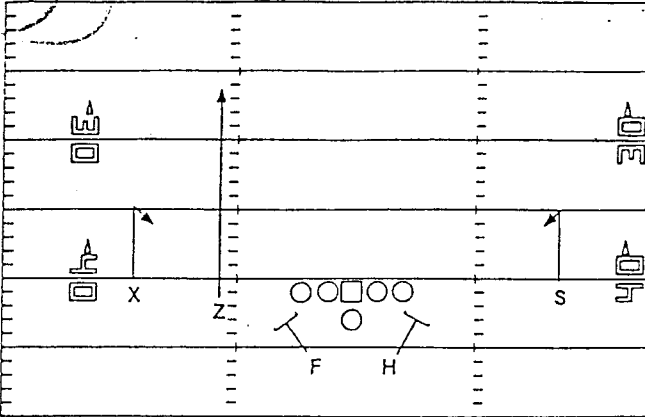


SPLA?

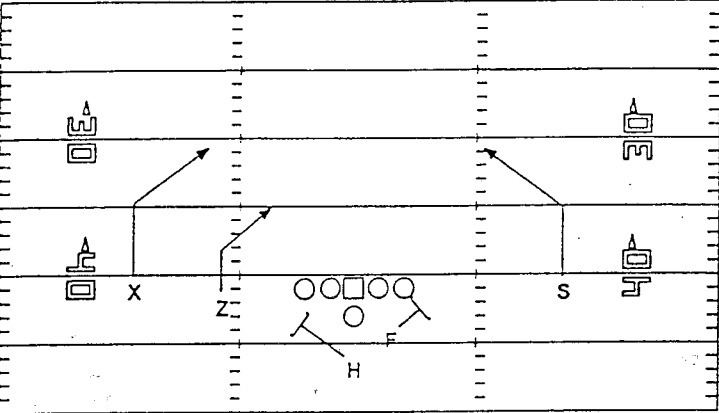
Devil Slot Lt 90



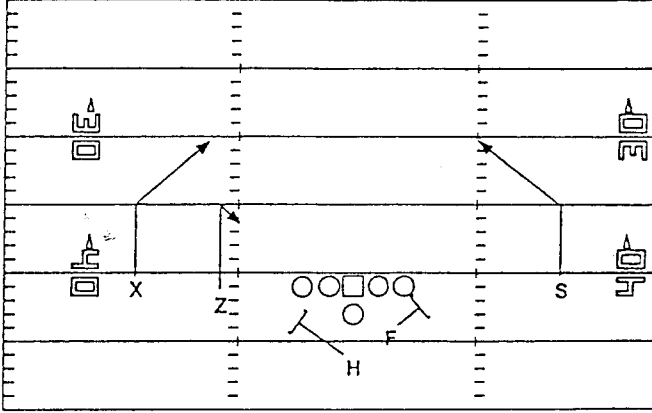
Split Slot Lt 90 Steamers



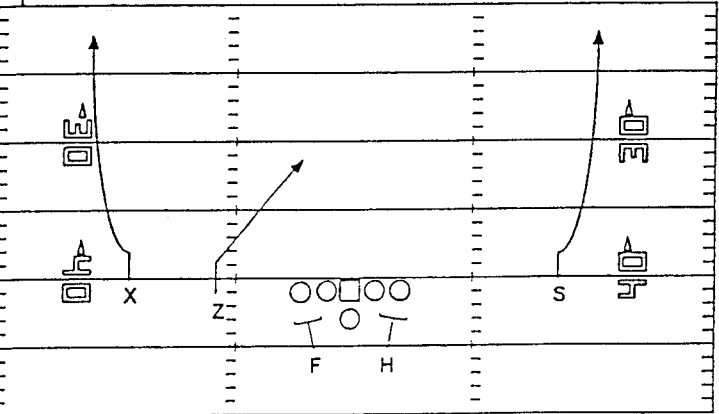
Devil Slot Lt 92



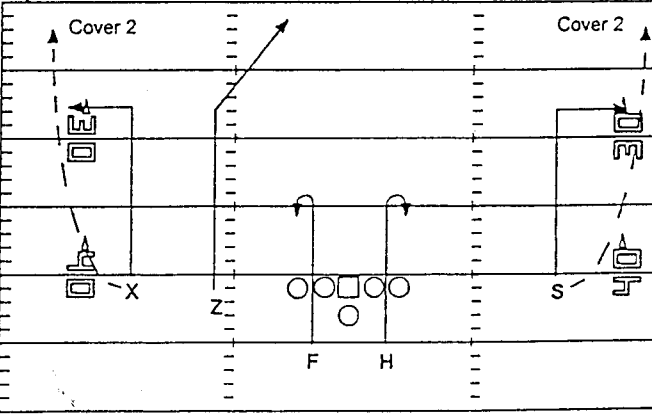
Devil Slot Lt 97



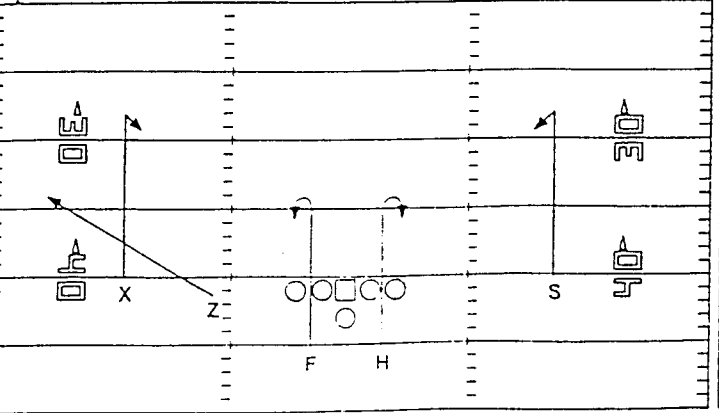
Split Slot Lt 50 99



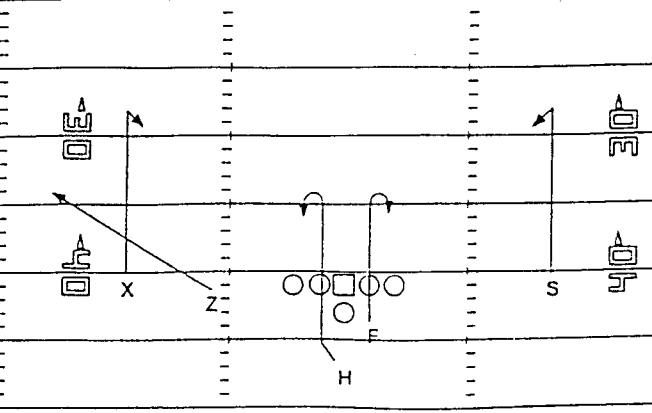
Split Slot Lt 53-Semi



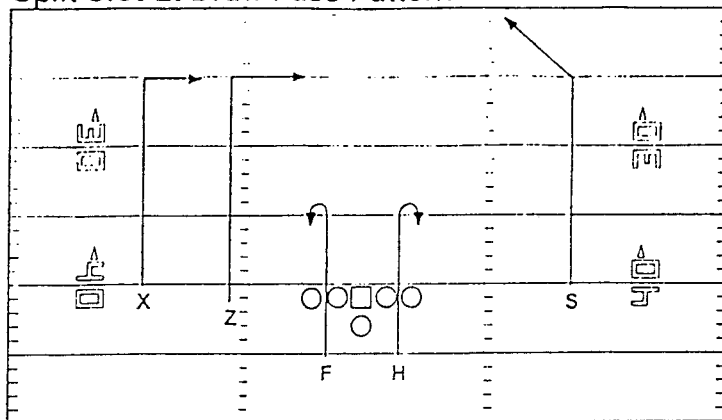
Split Slot Lt 55-Semi



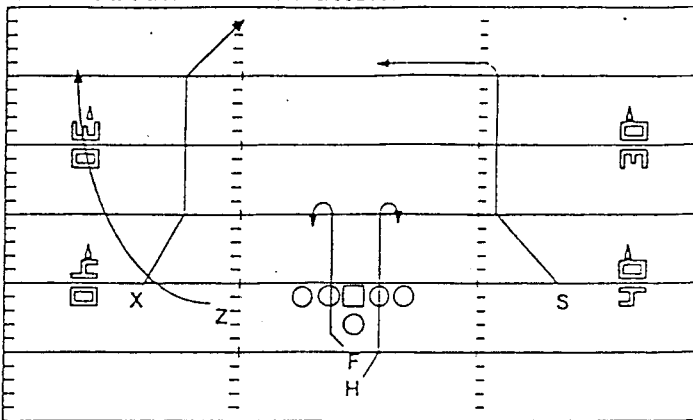
Devil Slot Lt F13 Pass 5-Semi



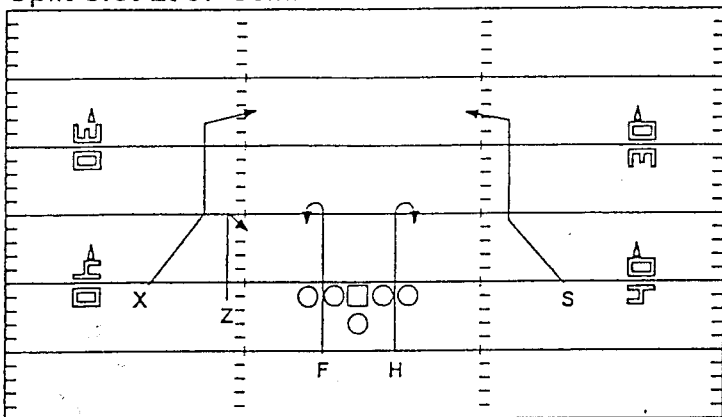
Split Slot Lt Draw Pass Pattern 6



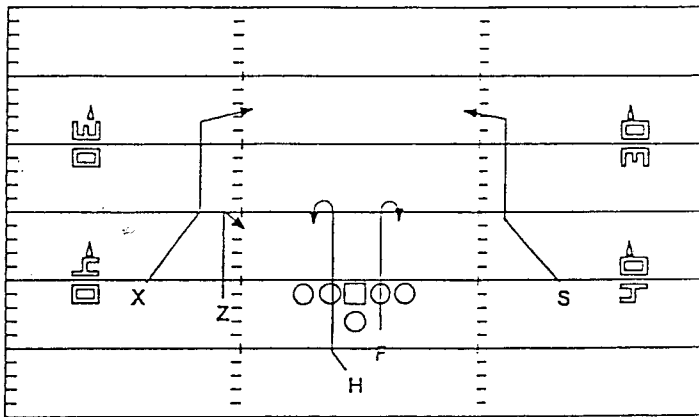
Slot Lt Draw 2 Pass Pattern 7



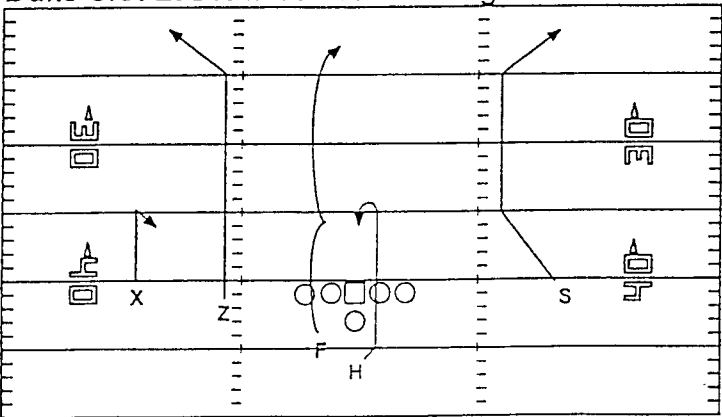
Split Slot Lt 57-Semi



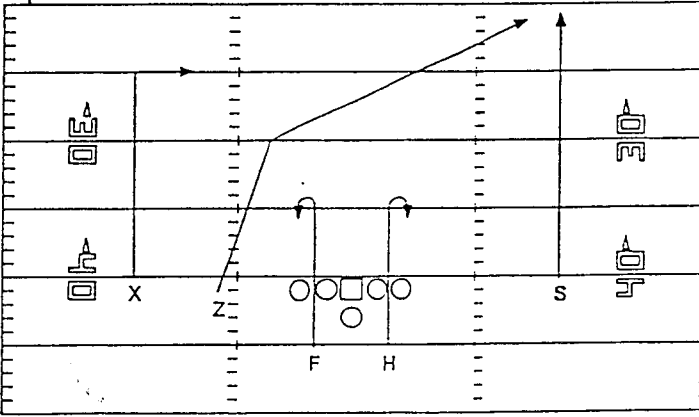
Devil Slot Lt F13 Pass 7-Semi



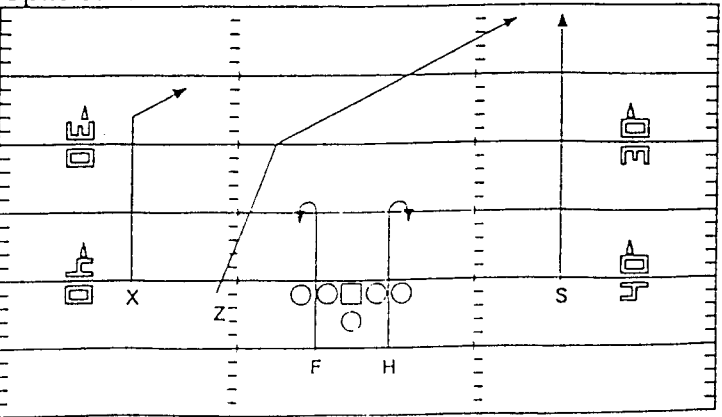
Duke Slot Lt Draw 2 Pass War Eagle



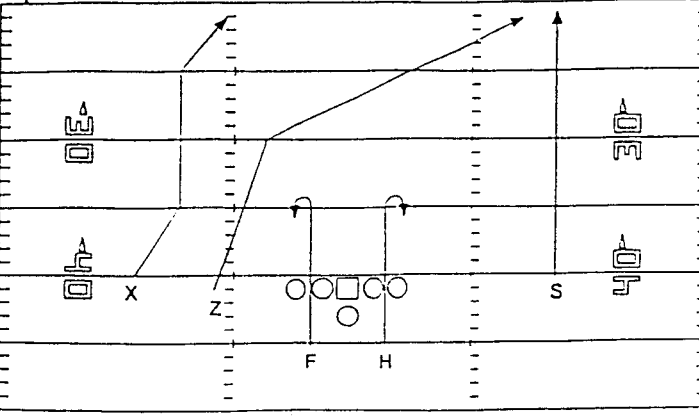
Split Slot Lt 50 Kresser



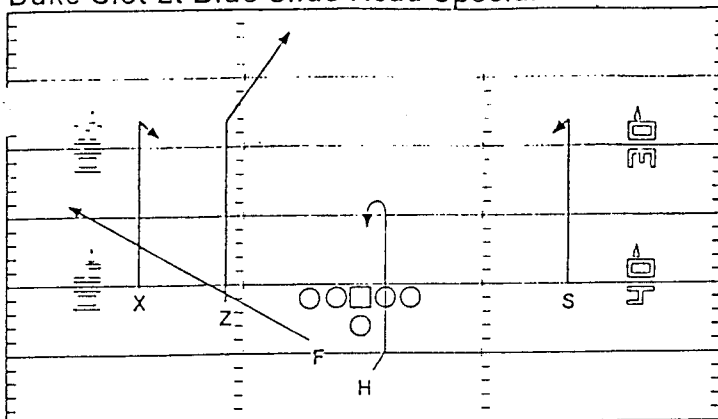
Split Slot Lt 50 Kresser X-Shake



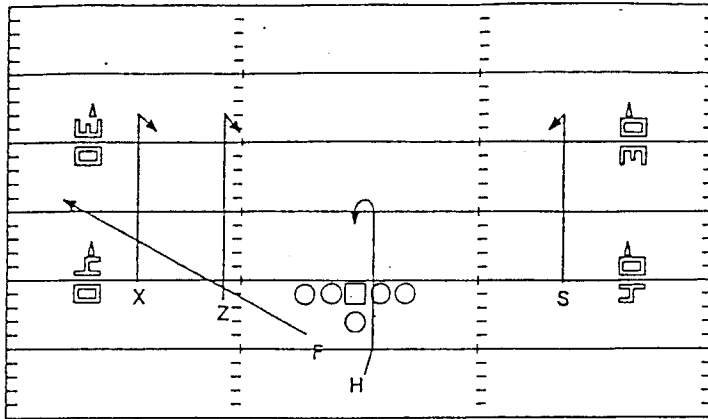
Split Slot Lt 50 Wuerffel



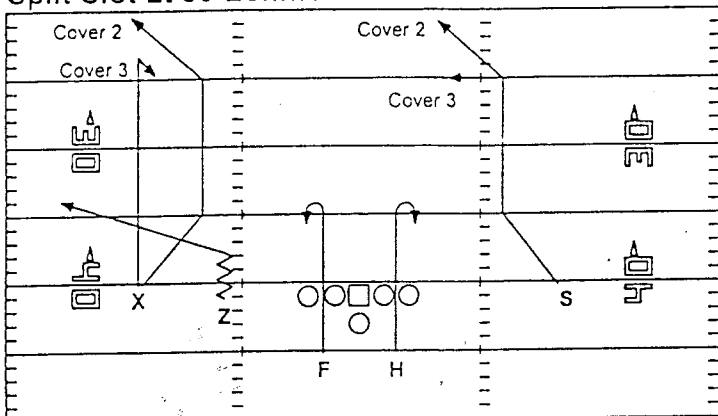
Duke Slot Lt Blue Slide Read Special



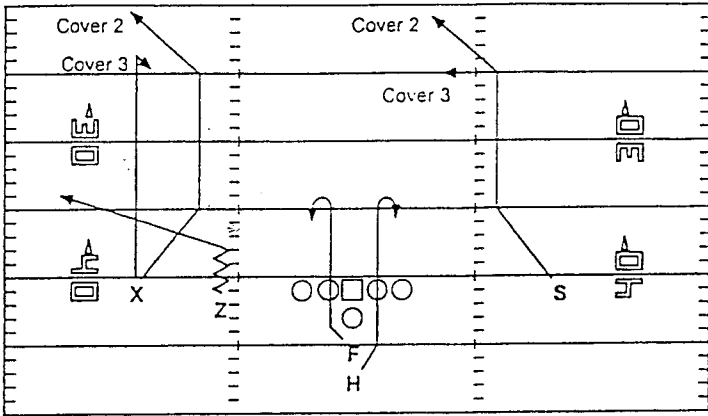
Duke Slot Lt Blue Slide Dbl Read Special



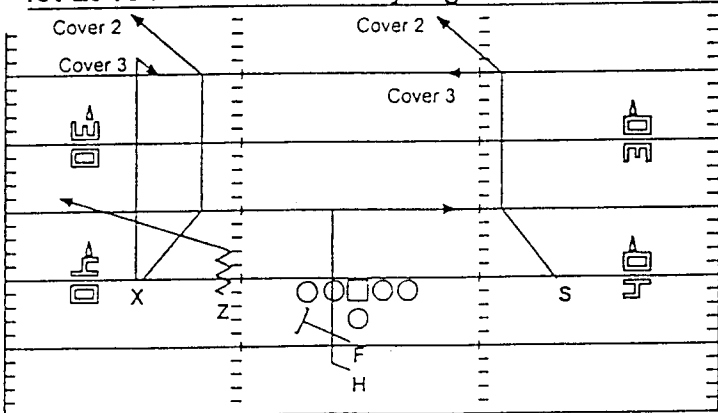
Split Slot Lt 50 Lonnie



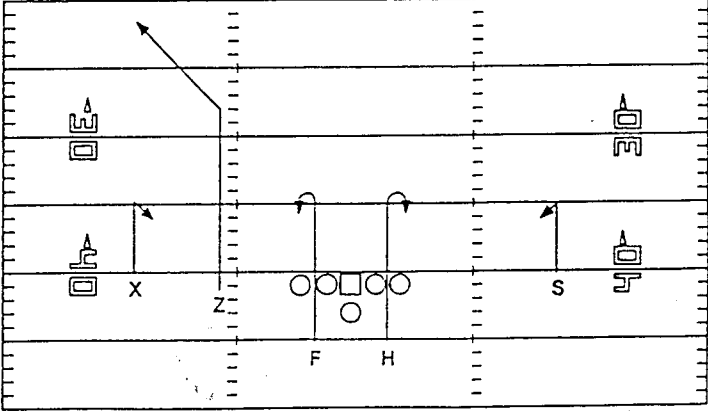
Slot Lt Draw 2 Pass Lonnie



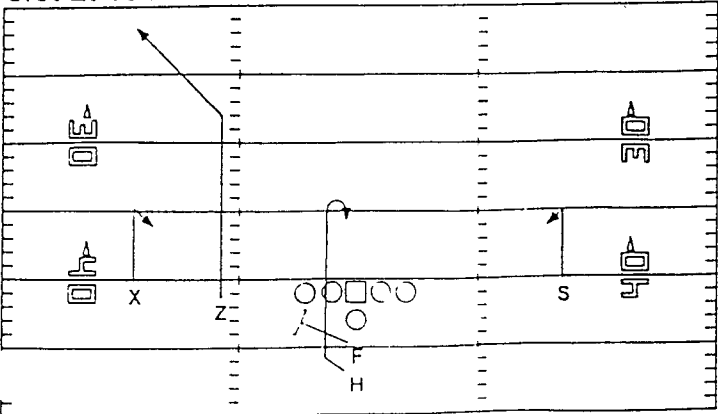
Plot Lt 15 Pass Lonnie Graydog



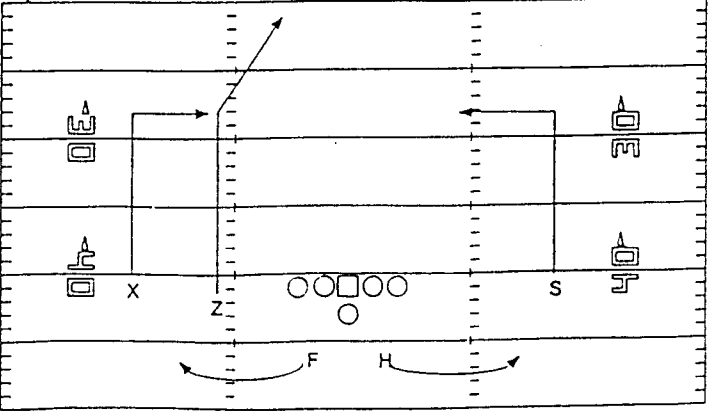
Split Slot Lt 50 Z



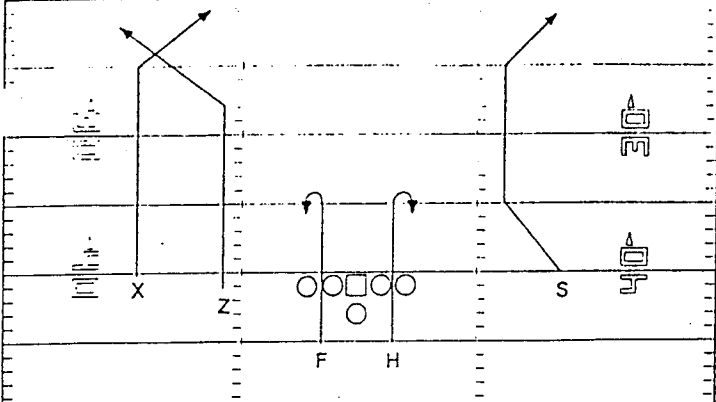
Slot Lt 15 Pass Z



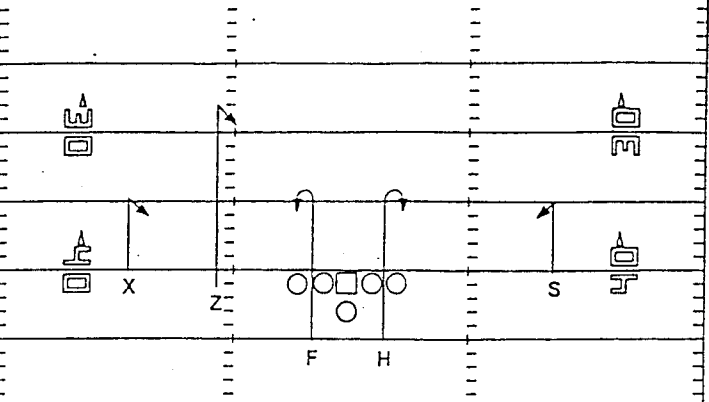
Split Slot Lt 56-Semi Flares



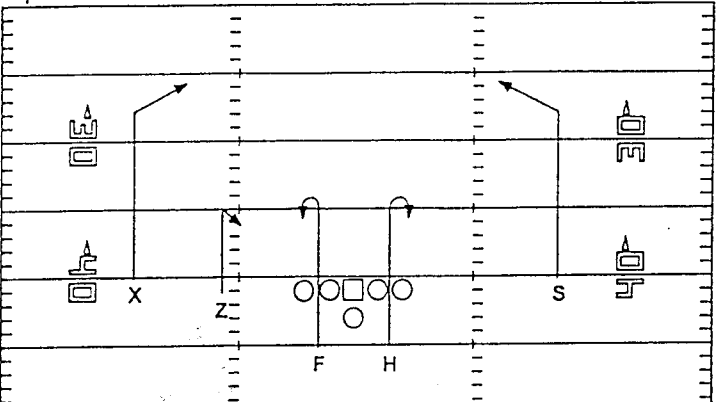
Split Slot Lt 50 Fork



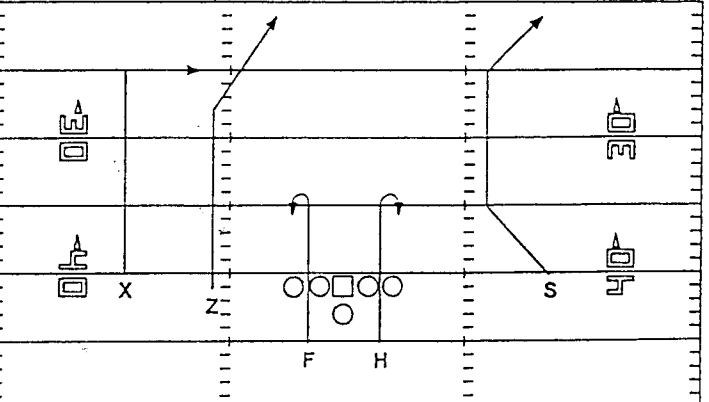
Split Slot Lt 50 Orange



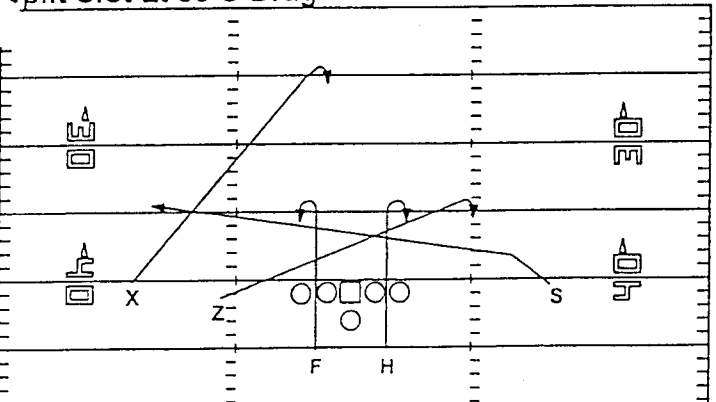
Split Slot Lt 50 Shakes



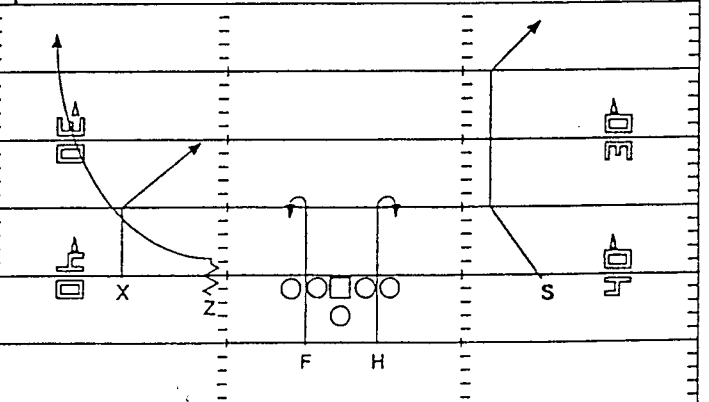
Split Slot Lt 50 Indy



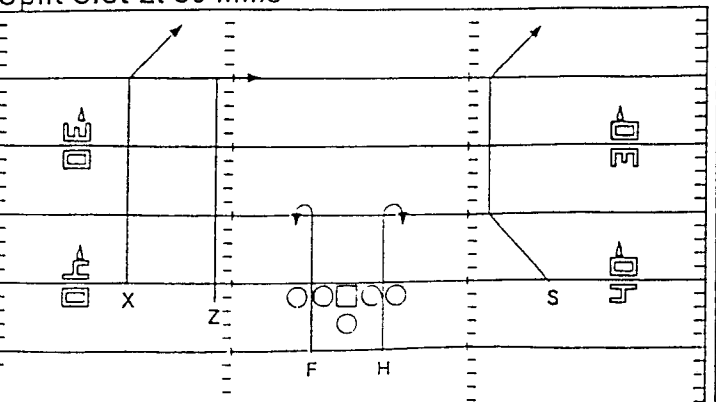
Split Slot Lt 50 S-Drags



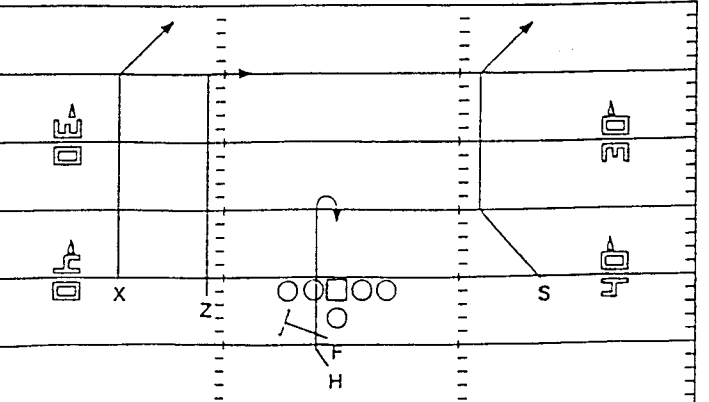
Split Slot Lt 50 Wheelies



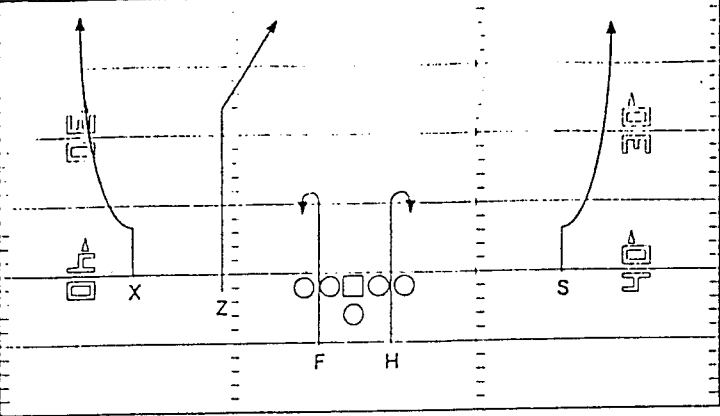
Split Slot Lt 50 Mills



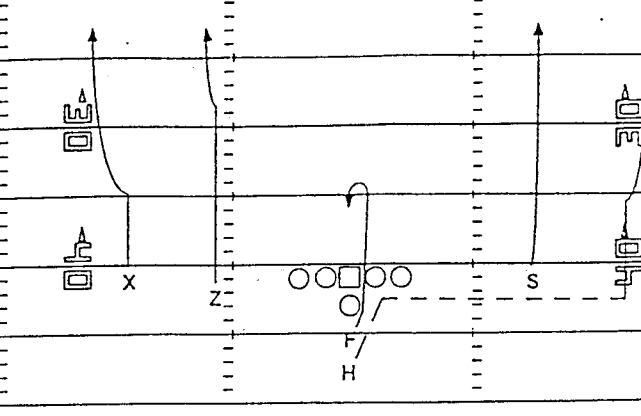
Slot Lt 15 Pass Mills



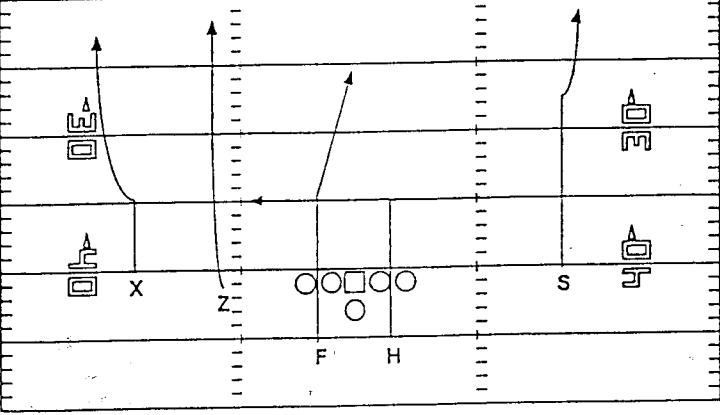
Split Slot Lt 59 Semi



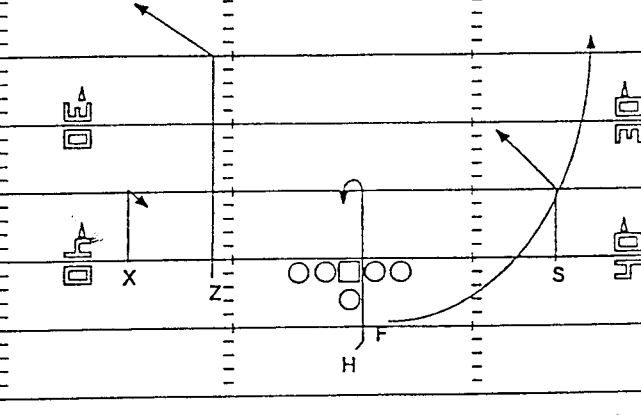
Slot Lt Rip Blue Slide Steamers



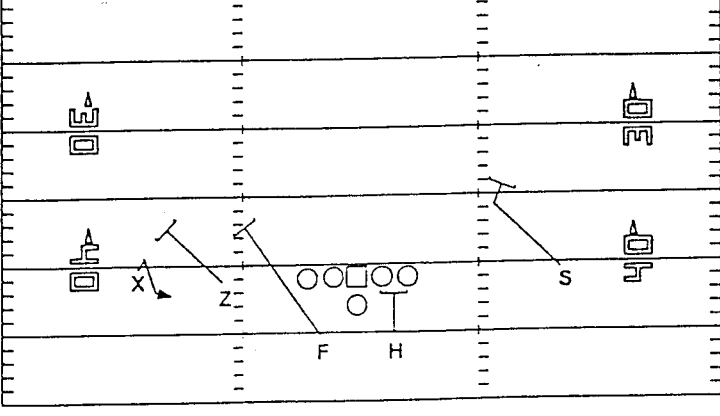
Slot Lt Blue Draw HB Bopper



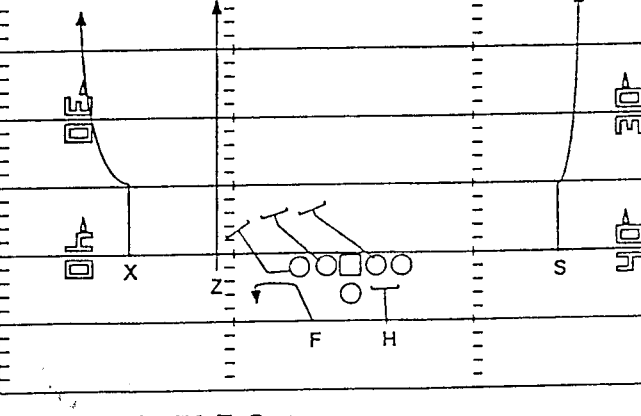
Devil Slot Lt Blue Slide Z FB Wheelie



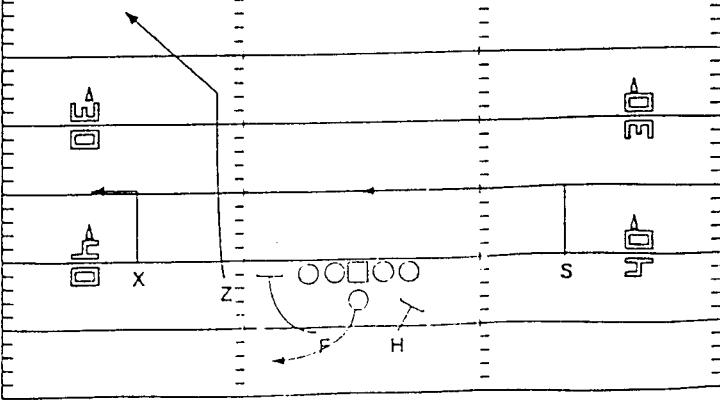
Split Slot Lt 50 Margie



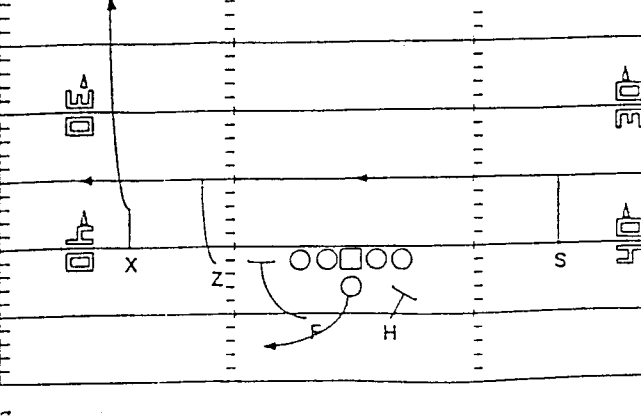
Split Slot Lt 50 HB Screen LT (Ruby/Louise)



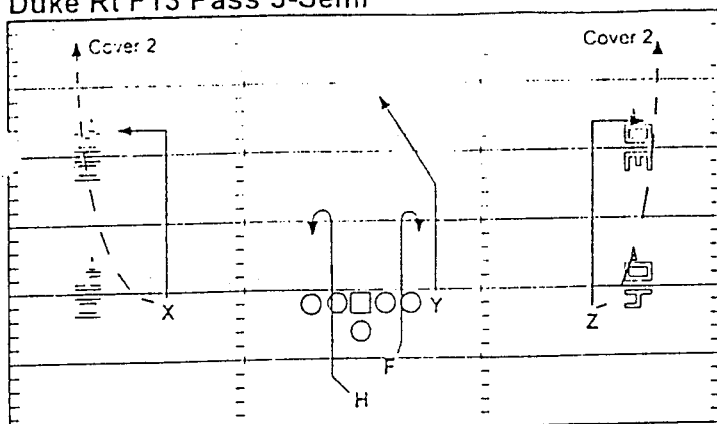
Split Slot Lt 70 Z



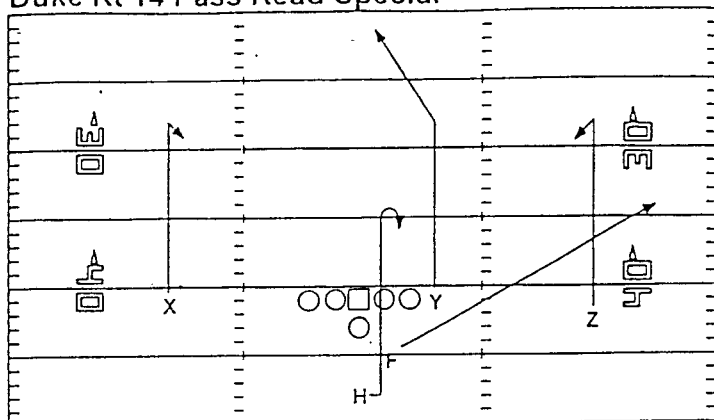
Split Slot Lt 79 Z-Out



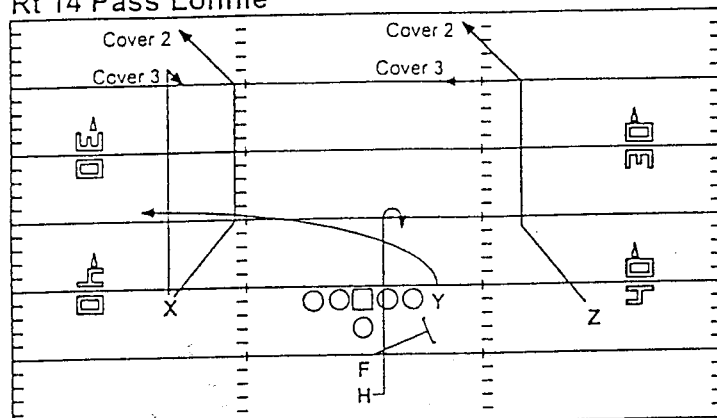
Duke Rt F13 Pass 3-Semi



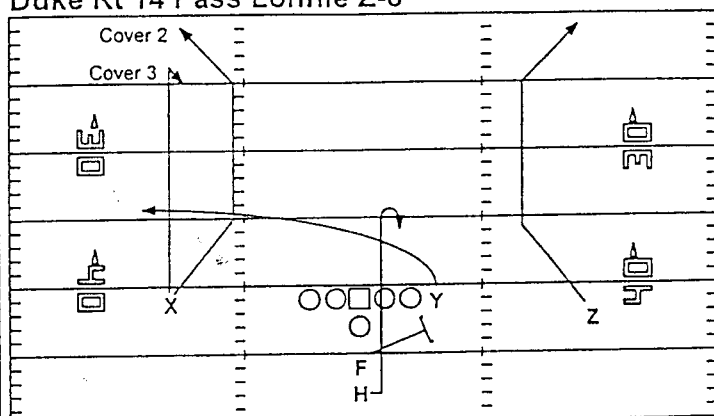
Duke Rt 14 Pass Read Special



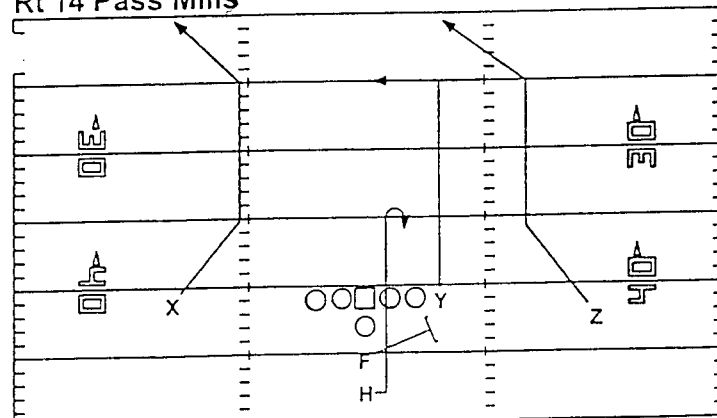
Rt 14 Pass Lonnie



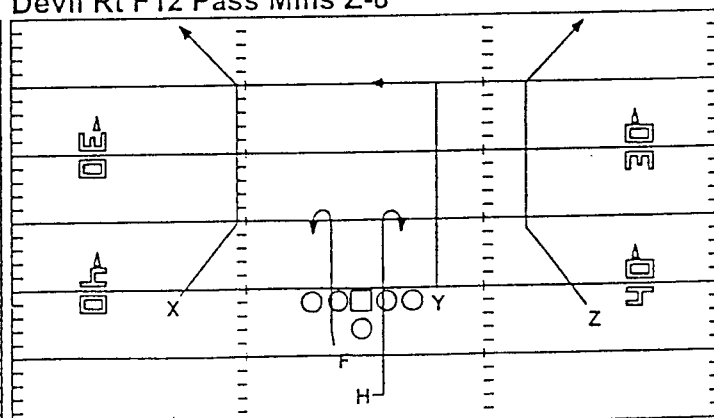
Duke Rt 14 Pass Lonnie Z-8



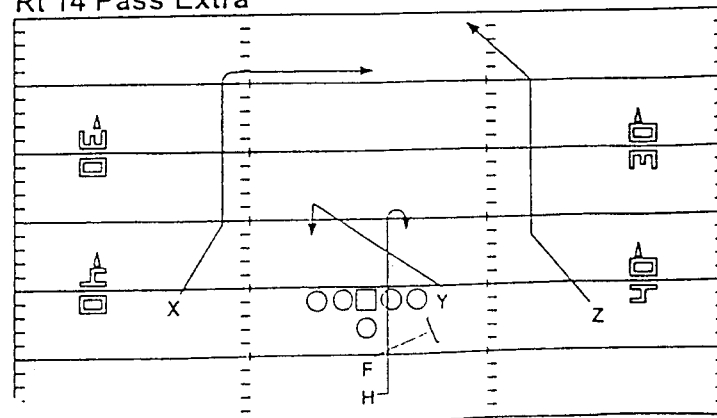
Rt 14 Pass Mills



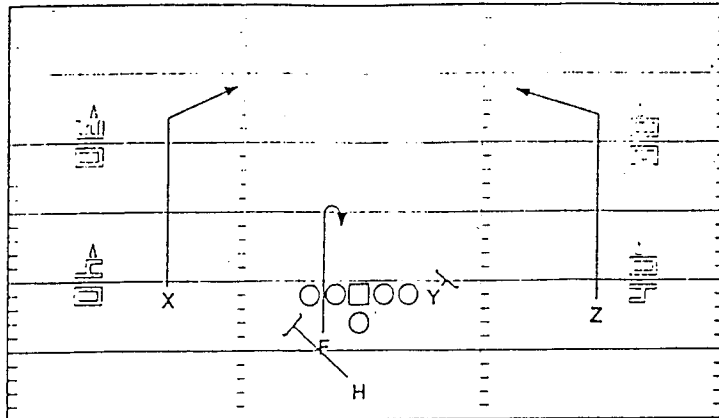
Devil Rt F12 Pass Mills Z-8



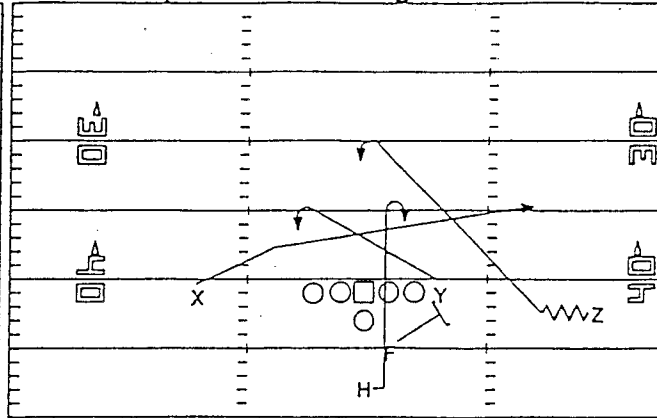
Rt 14 Pass Extra



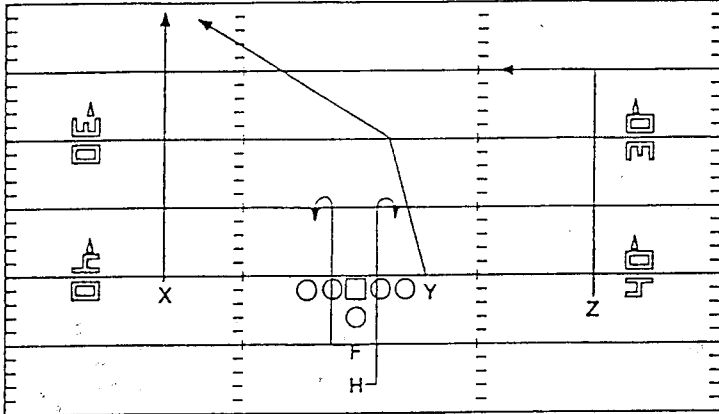
Devil Rt 17 Lead Pass Shakes



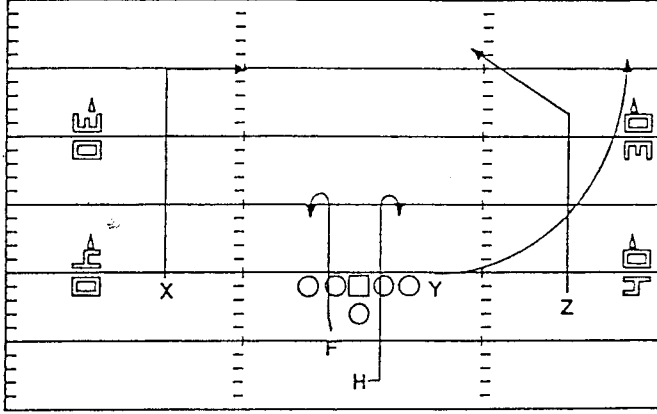
Duke Rt Zip 14 Pass X-Drag



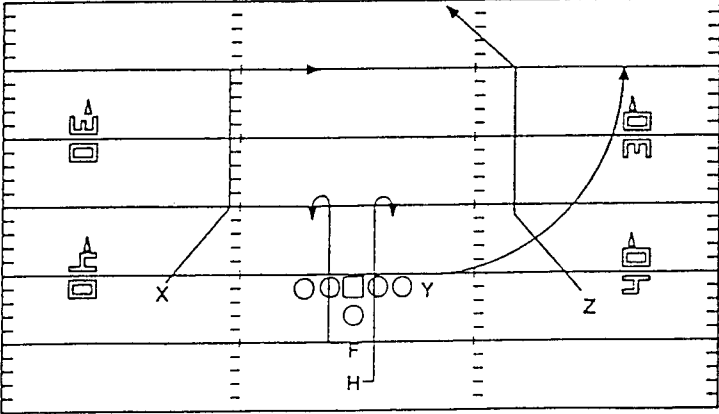
Rt Draw 2 Pass Y-Cross



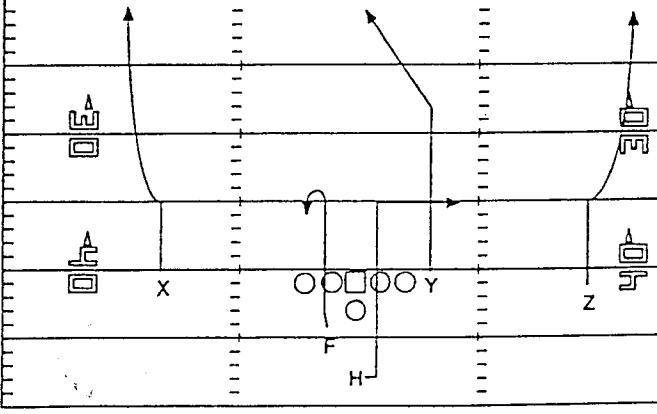
Devil Rt F12 Pass Y-Wheel



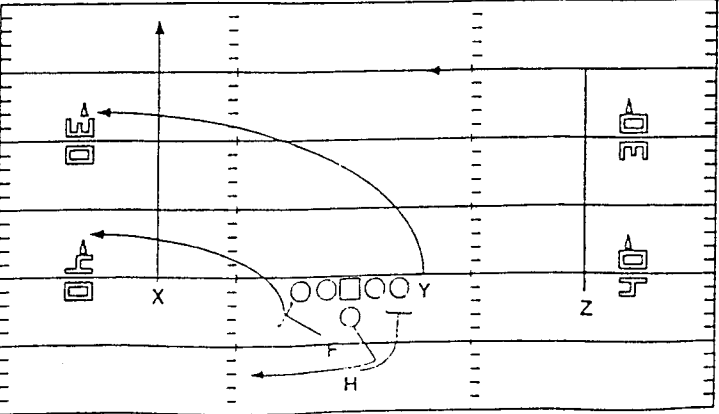
Rt Draw 2 Pass Pattern 7



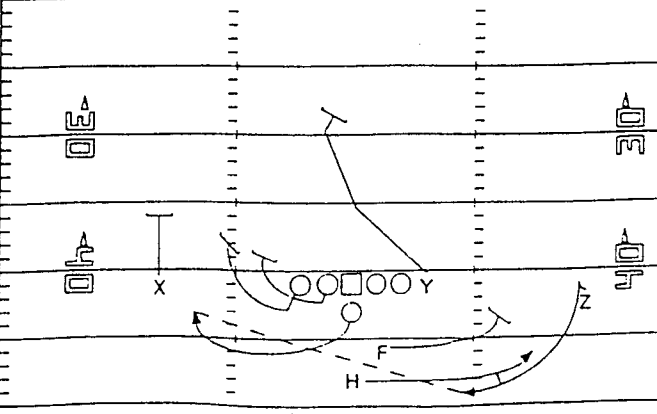
Devil Rt F12 Pass Steamers TB Rt



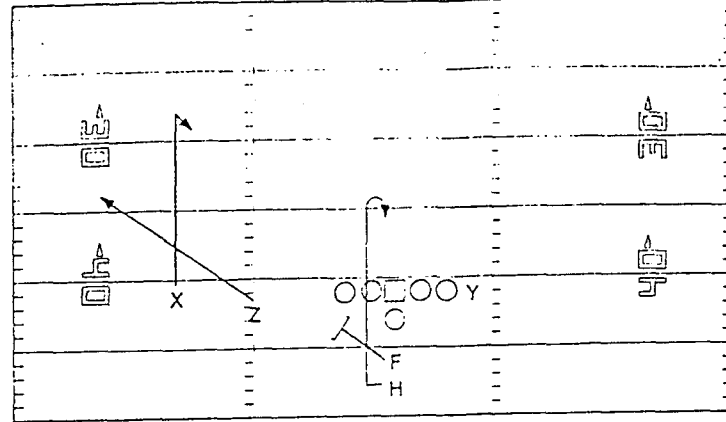
Devil Rt F16 Naked Pass Lt



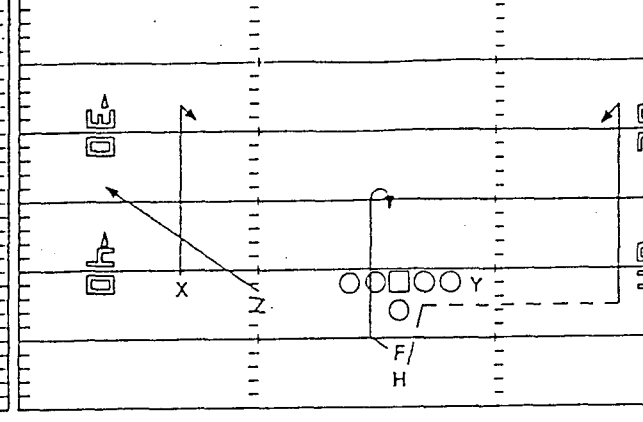
Duke Rt 18 Sweep Pitch Z Pass to QB



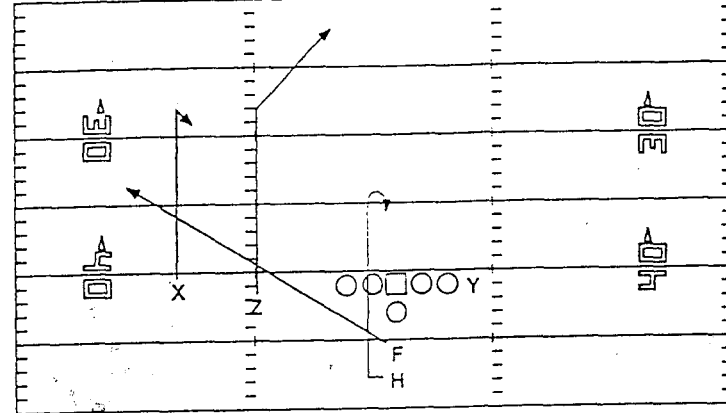
Rt Over 15 Pass 5-Semi



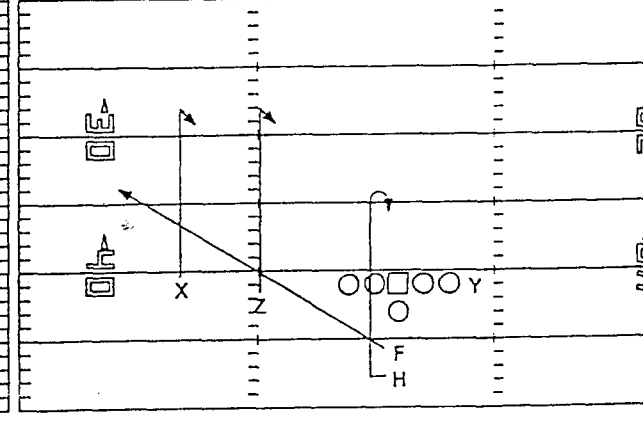
Rt Over Rip 65-Semi



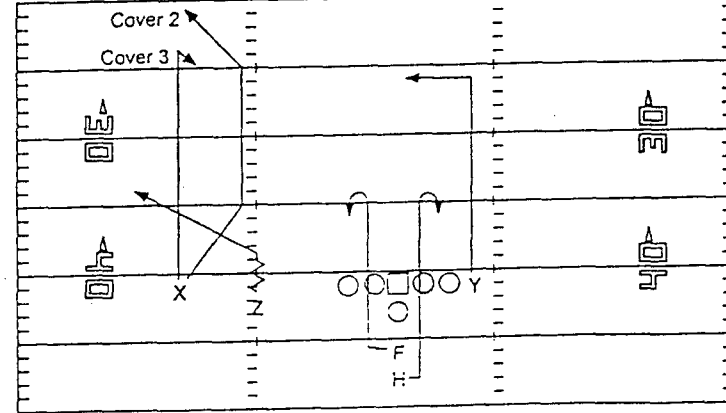
Rt Over 15 Pass Read Special



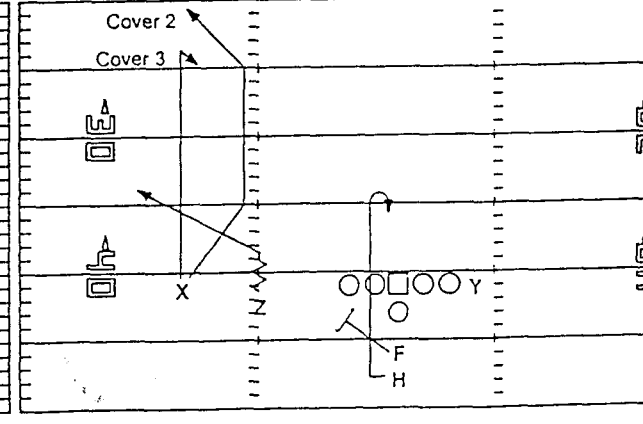
Rt Over 15 Pass Double Read Special



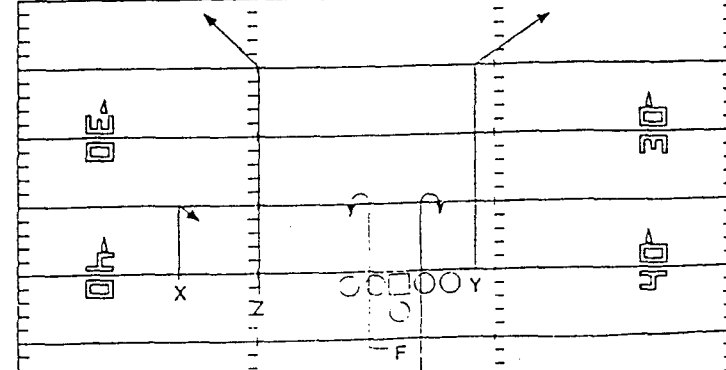
Rt Over Draw 2 Pass Lonnie



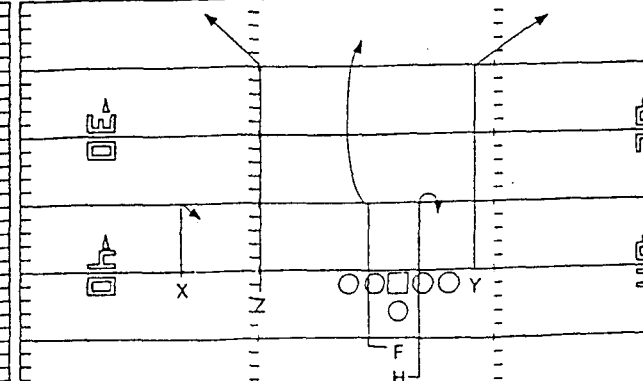
Rt Over 15 Pass Lonnie



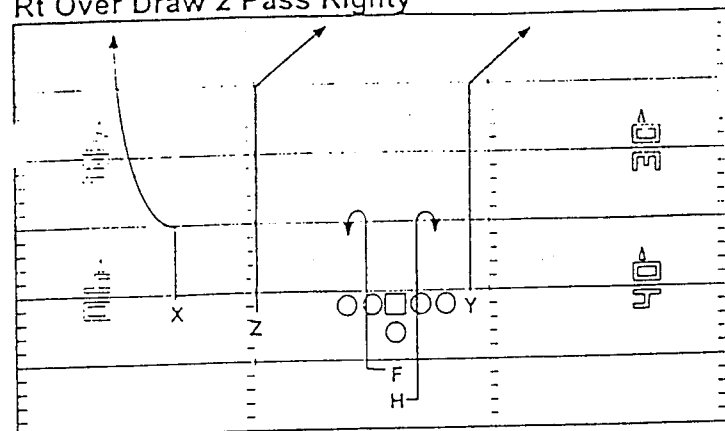
Rt Over Draw 2 Pass Corkers



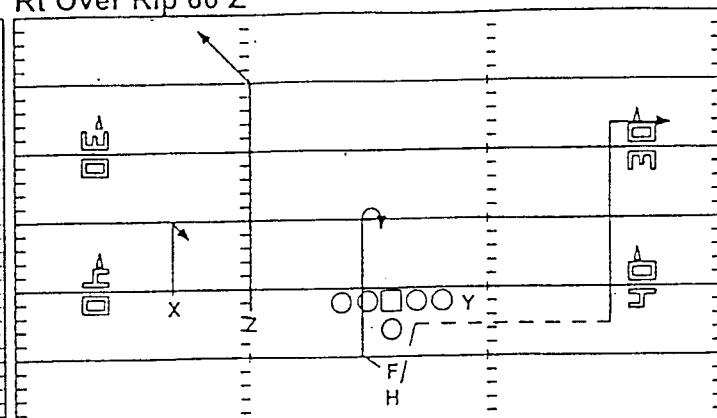
Rt Over Draw 2 Pass War Eagle



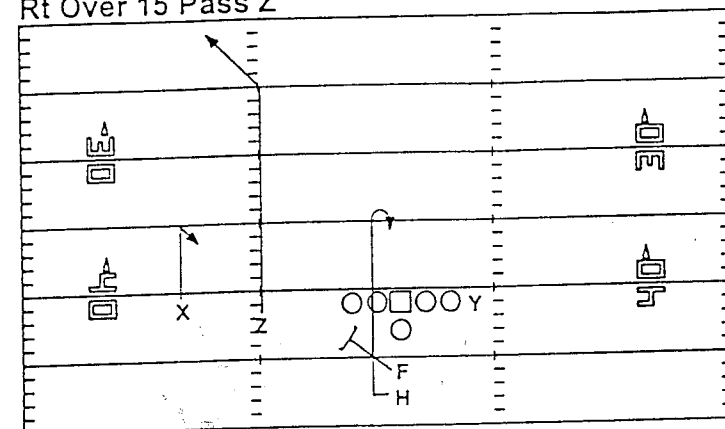
Rt Over Draw 2 Pass Righty



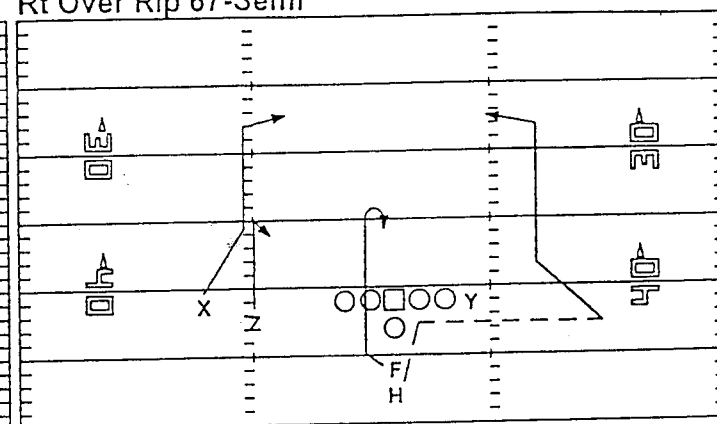
Rt Over Rip 60 Z



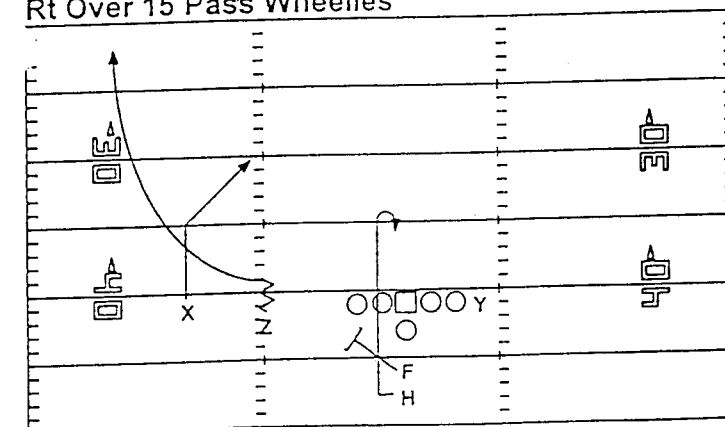
Rt Over 15 Pass Z



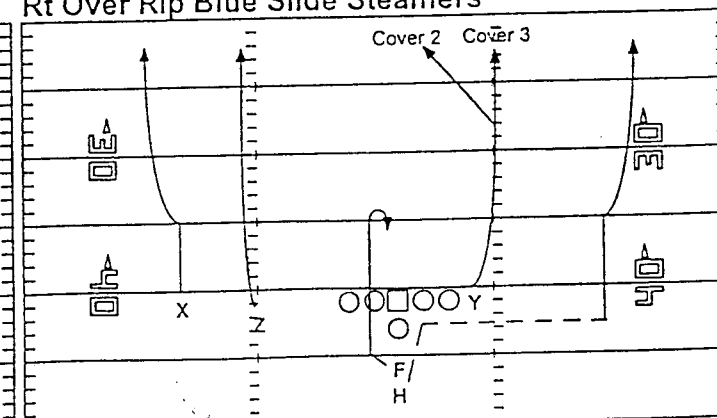
Rt Over Rip 67-Semi



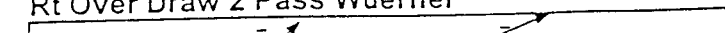
Rt Over 15 Pass Wheelies



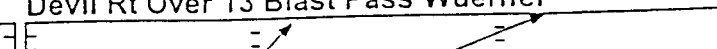
Rt Over Rip Blue Slide Steamers



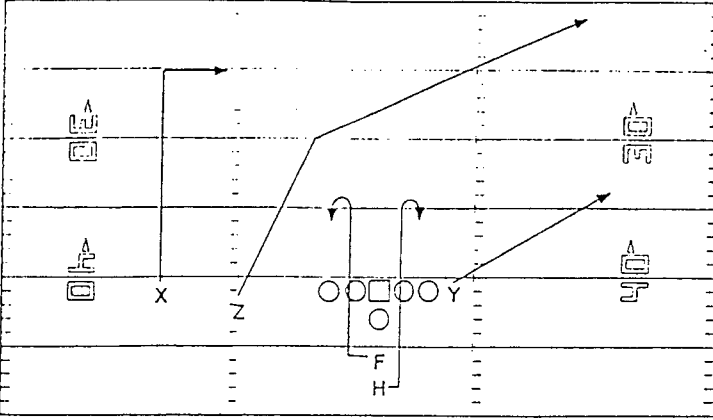
Rt Over Draw 2 Pass Wuerffel



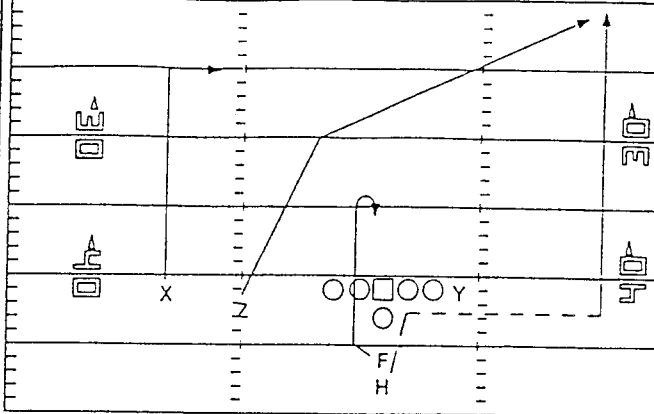
Devil Rt Over 13 Blast Pass Wuerffel



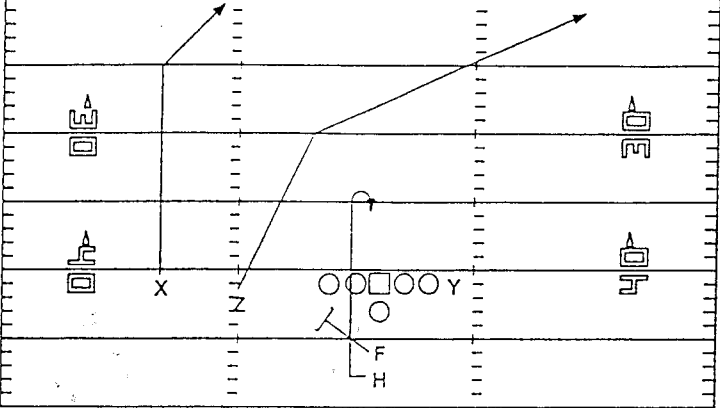
Rt Over 15 Draw 2 Pass Kresser



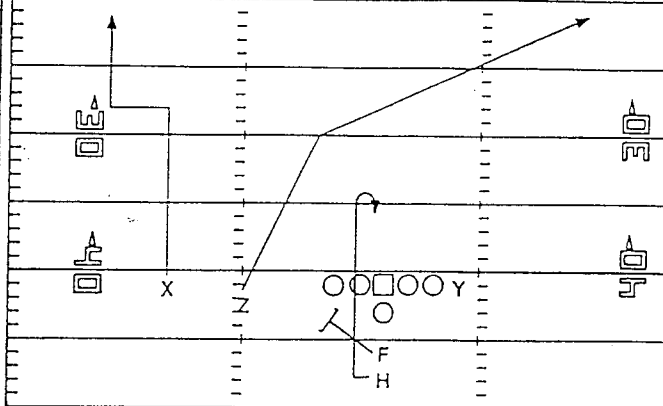
Rt Over Rip 60 Kresser



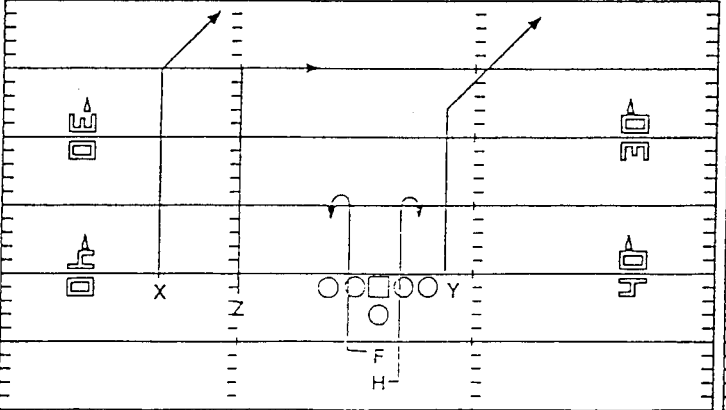
Rt Over 15 Pass Kresser Mills



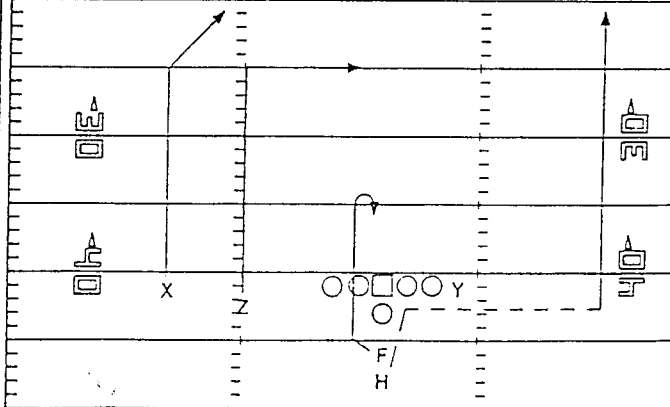
Rt Over 15 Pass Kresser McGriff



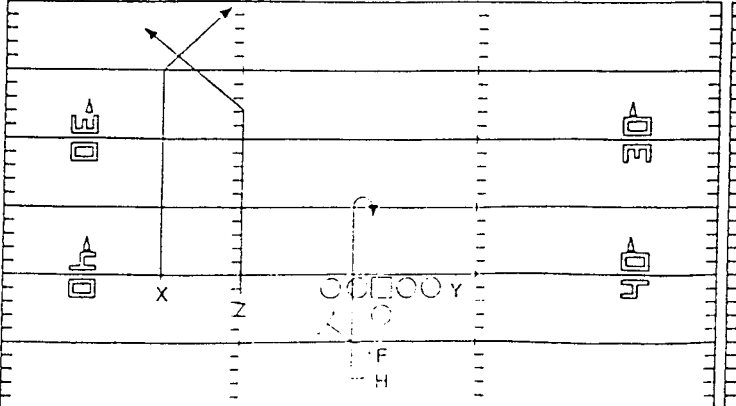
Rt Over Draw 2 Pass Mills



Rt Over Rip 60 Mills



Rt Over 15 Pass Fork



Rt Over 15 Pass Fork Special

