

2004

Denver
Bronco's

Offense

MINI-CAMP
MAY 7 - 9, 2004

FRIDAY, MAY 7, 2004

8:00 AM	-	8:30 AM	(:30)	TEAM MEETING
8:30 AM	-	10:30 AM	(2:00)	GROUP MEETINGS
10:30 AM	-	10:45 AM	(:15)	DRESS
10:45 AM	-	11:00 AM	(:15)	SPECIALISTS
11:00 AM	-	12:55 AM	(1:55)	PRACTICE
12:55 AM	-	1:10 PM	(:15)	ROOKIE PRACTICE
1:10 PM	-	2:15 PM	(1:05)	LUNCH
2:15 PM	-	3:45 PM	(1:30)	FILM REVIEW
4:00 PM	-	5:00 PM	(1:00)	ROOKIE REVIEW / TUTEN (OFF-SEASON PROGRAM/SCHEDULE)

SATURDAY, MAY 8, 2004

8:00 AM	-	8:30 AM	(:30)	SPECIAL TEAMS MEETING
8:30 AM	-	10:30 AM	(2:00)	GROUP MEETINGS
10:30 AM	-	10:45 AM	(:15)	DRESS
10:45 AM	-	11:00 AM	(:15)	SPECIALISTS
11:00 AM	-	12:55 AM	(1:55)	PRACTICE
12:55 AM	-	1:10 PM	(:15)	ROOKIE PRACTICE
1:10 PM	-	2:15 PM	(1:05)	LUNCH
2:15 PM	-	3:45 PM	(1:30)	FILM REVIEW
4:00 PM	-	5:00 PM	(1:00)	ROOKIE REVIEW / TED SUNDQUIST

SUNDAY, MAY 9, 2004

8:00 AM	-	8:15 AM	(:15)	TEAM MEETING
8:15 AM	-	10:15 AM	(2:00)	GROUP MEETINGS
10:15 AM	-	10:30 AM	(:15)	DRESS
10:30 AM	-	12:25 AM	(1:55)	PRACTICE

MINI CAMP

MAY 7TH - 9TH, 2004

PRACTICE SCHEDULE

FRIDAY - 5/7/04

(GRASS/SHORTS/JERSEYS/HELMETS)

- (15) SPECIALISTS
- (5) WARM UP
- (10) STRETCH
- (5) TEAM TAKEOFF
- (15) INDIVIDUAL }
 } LINE INDIVIDUAL
- (20) INSTALLATION }
- (15) 1 ON 1/COMBO
- (25) 7 ON 7
- (20) TEAM
- (15) ROOKIES (15 TEAM)

SATURDAY, 5/8/04

(GRASS/SHORTS/JERSEYS/HELMETS)

- (15) SPECIALISTS
- (5) WARM UP
- (10) STRETCH
- (5) TEAM TAKEOFF
- (15) INDIVIDUAL }
 } LINE INDIVIDUAL
- (20) INSTALLATION }
- (15) 1 ON 1/COMBO
- (25) 7 ON 7
- (20) TEAM
- (15) ROOKIES (15 TEAM)

SUNDAY - 5/9/04

(GRASS/SHORTS/JERSEYS/HELMETS)

- (5) WARM UP
- (10) STRETCH
- (5) TEAM TAKEOFF
- (15) INDIVIDUAL }
 } LINE INDIVIDUAL
- (20) INSTALLATION }
- (15) 1 ON 1/COMBO
- (25) 7 ON 7
- (20) TEAM

SPECIALISTS: 10:45 AMBRONCOS PRACTICE # 1 DATE 5/7/04TIME 11:00 A.M.AM SHORTS

PADS

PM SHELLS

PER #	TIME	TYPE	MCPHERSON QUARTERBACKS	WATSON RECEIVERS	TURNER OFF. BACKS	PARLANI TIGHT ENDS	DENNISON OFFENSIVE LINE
1	5	WARM UP				→	
2	10	STRETCH					→
3	5	TEAM TAKEOFF					→
4	15	IND.					
5	20	INSTALL			→	→	
6	15	1 ON 1 COMBO				→	
7	25	7 ON 7					
8	20	TEAM					→
9	15	ROOKIES TEAM					→

SPECIALISTS: 10:45 AM

BRONCOS PRACTICE # 2 DATE 5/8/04

TIME 11:00 A.M.

AM SHORTS

PADS

PM SHELLS

R #	TIME	TYPE	MCPHERSON QUARTERBACKS	WATSON RECEIVERS	TURNER OFF. BACKS	PARIANI TIGHT ENDS	DENNISON OFFENSIVE LINE
1	5	WARM UP				→	
2	10	STRETCH					→
3	5	TEAM TAKEOFF					→
4	15	IND.					
5	20	INSTALL			→		
6	15	1 ON 1 COMBO				→	
7	25	7 ON 7				→	
8	20	TEAM					→
9	15	ROOKIES TEAM					→

BRONCOS PRACTICE # 3 DATE 5/9/04
 TIME 10:30 P.M.

AM SHORTS

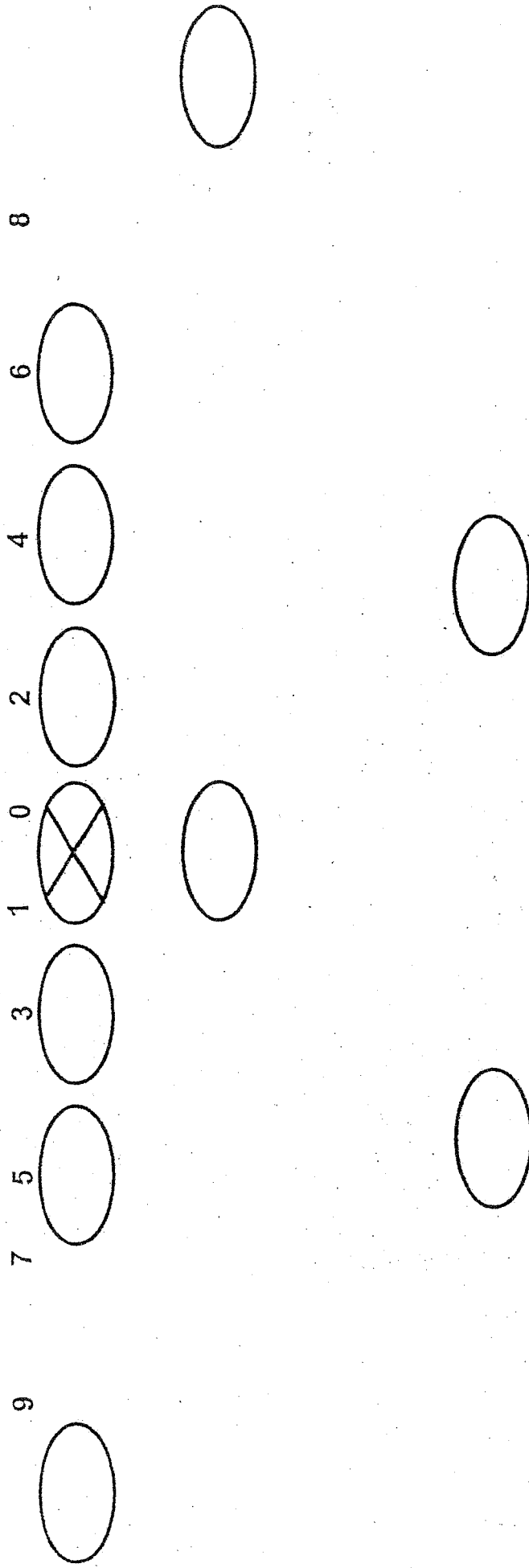
PADS

SHELLS

R #	TIME	TYPE	MCPHERSON QUARTERBACKS	WATSON RECEIVERS	TURNER OFF. BACKS	PARLANI TIGHT ENDS	DENNISON OFFENSIVE LINE
1	5	WARM UP				→	
2	10	STRETCH					→
3	5	TEAM TAKEOFF					→
4	15	IND.					
5	20	INSTALL	→	→	→		
6	15	1 ON 1 COMBO				→	
7	25	7 ON 7				→	
8	20	TEAM					

OFFENSIVE FORMATION

NUMBERING SYSTEM



Running Backs' Alignment - Split inside leg of offensive tackles. Heels are at 5 yards.

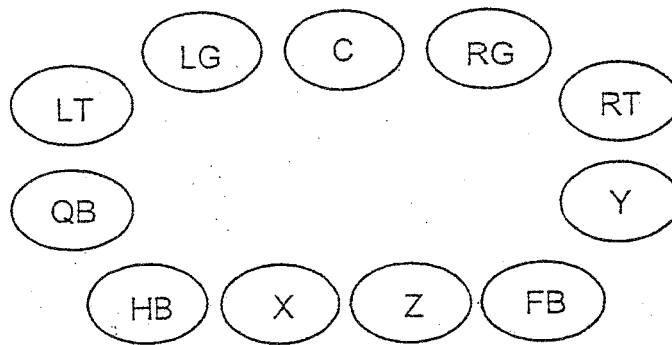
Line Splits - Center - Guard split is 2 feet. Guard - tackle split is 2 feet. Tackle - tight end split is 2-3 feet.

Flanker and X Alignment - 8 to 12 yards.

THE HUDDLE PROCEDURE

THE HUDDLE

* Ball



FORMING AND BREAKING THE HUDDLE:

1. Center always sets up huddle eight yards from ball. Set up quickly.
2. Huddle is oval type with QB's left side to LOS.
3. Line up quickly with hands on knees in position to see and hear the quarterback.
4. Quarterback has complete control of huddle.
5. You will receive the following information in the huddle:
 - A. Formation (motion possible)
 - B. Play
 - C. Blocking (possible)
 - D. Pass pattern (possible)
 - E. Snap number
6. When you do not hear what is said, call "Check".
7. "Break" is the signal to leave the huddle - clap hands - linemen turn to outside and go to LOS quickly.
8. The huddle reflects the attitude of each man and the team - keep huddle sharp.
9. Quarterback - Do not call "Break" until the receivers have left the huddle.

N THE HUDDLE.

QB does all the talking.

QB will give the following information:

1. Formation (i.e. I, Near, etc.)
2. Formation Adjustments (i.e. Tight, Close, etc.)
3. Motions or Shifts (i.e. 'F' Right, 'C' Left, 'Y' Motion, etc.)
4. Play number (i.e. 14, 24, 18, etc.)
5. Play Terms (i.e. Handoff, Flanker Drive, etc.)
6. Snap Count (i.e. On two, On Three, On quick count, etc.)
7. "Break"

Here's How it Sounds

1. Near Right , 18 HO Strong, On one -Ready, break
2. Near Left Slot, 'F' Left, 15, On one - Ready, break
3. Double Wing Right, 22 Scat Hank, On quick count- Ready, break

Note: Ball may be snapped on any of the following snap counts:

- A. Quick Count (set -Hut)
- B. One(1st-Hut")
- C. Two (2nd "Hut")
- D. Three (3rd "Hut" - QB will try to draw the defense offsides)

AT THE LINE OF SCRIMMAGE (LOS)

1. QB will initiate every cadence with "Set-Hut". At this time, everyone must be set for movement to occur.

2. QB calls color and number to each side

3. QB pauses (For 1 Second) and completes snap count as follow: "Set-Hut" (pause) "Hut"- "Hut"

4. When QB calls the snap count on two (2) or three (3), he will try to draw the defense offsides on the 1st "Hut" by accenting the count - pauses - and then calls the second and third "Hut." The team is alert for the "staggered count" every time the QB calls the play "On Two" or "On Three ".

5. Audibles may be called regardless of the snap count. If the count is "Quick count," the QB audibles before he puts his hands under the center - ("Easy")- the snap count then changes to (1).

Here's How it Sounds

1. On Quick Count *- red*

"Set-Hut" (ball is snapped on "Set-Hut")

2. On One - "Set-Hut" *white*

"Color - Number - Color - Number - (Pause 1 Second) - Set - Hut"

3. On Two - "Set-Hut" *blue*

"Color - Number - Color - Number - (Pause 1 Second) - Set - Hut- (Pause)- Hut"

4. On Three - "Set-Hut" *yellow*

"Color - Number - Color - Number - (Pause 1 Second) - Set - Hut - Hut - (Pause) - Hut"

AUDIBLE AT THE LOS. *→ live is blue*

1. A change of play at the LOS may come at any time. If the center does not feel pressure, he does not snap the ball.

2. Team aligns at LOS in three point stance.

3. If QB wants to change the play called in the huddle, he calls the live color and the audible number. He pauses and repeats color and number again. QB pauses and continues the normal snap count.

4. All audibles will go on a predetermined count (one).

5. If no audible is needed as in two minute offense, no color and audible number are called. QB simply comes to LOS and begins the cadence by calling "Set-Hut"

6. "Over, Over" changes the direction of the play from right to left or left to right. For example 18 HO changes to 19 HO. "Over, Over" takes the place of "Color - Number - Color - Number". Example: "Over - (Pause) - Over - (Pause 1 Second) - Set - Hut"

Here's How it Sounds

(Assume Blue is the live color)

(QB at LOS, but hands not under center)

(Team in three point stance)

1. QB Audible at LOS: (on One)

Blue 18 H (pause) Blue 18 H (pause 1 second) "Set-Hut".

OFFENSIVE ACCOUNTABILITY

QUARTERBACKS

1. DURING ANY NON-TEAM DRILL IN PRACTICE (7 ON 7, INSTALLATION, ETC.) IT IS OUR EXPECTATION, TO NOT LET ANY FOOTBALL HIT THE GROUND. (STRIVE FOR PERFECTION)
2. DURING ANY GAME, IT IS OUR EXPECTATION TO NEVER BE CHARGED WITH A DELAY OF GAME PENALTY. THE QB IS AT FAULT IF WE ARE.
3. DURING ANY GAME, IT IS THE QB'S RESPONSIBILITY TO ENSURE EACH MEMBER OF THE OFFENSIVE UNIT LEAVES THE HUDDLE WITH THE PROPER PLAY CALL. (FORMATION, PLAY, SNAP COUNT)
4. DURING ANY GAME, IT IS OUR EXPECTATION THAT THE QB MAKES ONLY GOOD DECISIONS WITH THE FOOTBALL. THIS INCLUDES, BUT IS NOT LIMITED TO, NEVER FORCING THROWS IN THE RED ZONE AND NEVER TAKING SACKS ON 3RD DOWNS THAT TAKE OUR OFFENSE OUT OF FG RANGE.
5. IT IS OUR EXPECTATION TO WIN ALL THE TIME. ~~HAVING THIS EXPECTATION REQUIRES THAT THE QB BE ACCOUNTABLE ABOVE AND BEYOND THE REST OF HIS TEAMMATES. AND SETS THE EXAMPLE OF HOW THE DENVER BRONCOS PREPARE TO WIN FOOTBALL GAMES.~~

WIDE RECEIVERS

1. BE PHYSICAL AND RELENTLESS IN THE RUN GAME BLOCKING SCHEME. WE WILL BE COMMITTED TO THE RUN OR YOU WON'T BE ON THE FIELD!
2. AS A GROUP, WE WILL MAKE PLAYS AND WE WILL NOT BE DENIED THE END ZONE! WE ARE DEDICATED TO RUN AFTER THE CATCH, AND WE WILL MOVE THE CHAINS! WE ARE RESPONSIBLE FOR MAKING PLAYS!
3. WHEN THE BALL IS IN THE AIR, IT BELONGS TO US. IF THE BALL TOUCHES YOUR HANDS IT IS YOURS.
4. DEVELOP A COMPLETE UNDERSTANDING OF YOUR OFFENSIVE PLAYBOOK AND THE SCHEMES AS THEY RELATE TO COVERAGE. THE EDUCATED STUDENT OF THE GAME CAN GO ON THE FIELD AND REACT WHILE HIS OPPONENT IS STILL THINKING. ALWAYS KNOW YOUR OPPONENT.
5. PREPARE YOURSELF IN THE WEIGHT ROOM TO DOMINATE YOUR OPPONENT, LEAVING NO STONE UNTURNED. CONTINUE TO GROW EACH YEAR, NEVER BEING SATISFIED WITH THE PREVIOUS YEAR.

RUNNING BACKS

1. FINISH EVERY PLAY FULL SPEED WITH/WITHOUT THE BALL. (RUNS & RECEPTIONS 40 YDS DOWNFIELD) (BLOCKING & FAKES).
2. OMIT FUMBLES – PROTECT THE BALL (SQUEEZE BALL/PRESSURE POINTS).
3. BLOCKING IS A MUST! (RUN & PASS) (ATTACK & STRIKE)
4. NO NEGATIVE YARDS – GET BALL UP FIELD IN A HURRY – (YOU GET ONE CUT).
5. STAY IN BOUNDS – BRONCO RB'S DON'T RUN OUT OF BOUNDS!!!
(ATTACK & STRIKE DEFENDERS)

TIGHT ENDS

1. KNOW YOUR ASSIGNMENT ON EVERY PLAY BEFORE YOU LEAVE THE HUDDLE
- WE LINE UP IN A LOT OF FORMATIONS, NO MISSED ASSIGNMENTS.
2. ALWAYS FINISH YOUR BLOCKS FRONT AND BACKSIDE IN THE RUNNING GAME AND IN THE PASS PROTECTION.
3. WHEN THE BALL IS THROWN TO US, WE ALWAYS MAKE THE PLAY!
- IT NEVER HITS THE GROUND, WE TOUCH IT – WE CATCH IT!
4. ALWAYS TURN THE BALL UP IN YOUR SHADOW AFTER YOU CATCH THE BALL!
- FINISH PAST THE HEAD COACH.
5. WE ARE ALWAYS LOOKING FOR YARDS AFTER THE CATCH, MAKE PLAYS FOR YOUR TEAM.

OFFENSIVE LINE

1. BE SMART – WORK FOR NO MENTAL MISTAKES IN ASSIGNMENT AND TECHNIQUE. YOU MUST BE ACCOUNTABLE FOR KNOWING WHAT YOU ARE TO DO AND HOW TO DO IT.
2. BE TOUGH – PLAY HARD, TOUGH, AND AGGRESSIVE IN PRACTICE AND GAMES. GIVE YOUR COACHES AND TEAMMATES A GREAT EFFORT EVERY PLAY AND EVERY DAY.
3. BE CONSISTENT – STUDY, PREPARE AND WORK EVERY DAY. YOU MUST COME READY TO WORK AND IMPROVE EACH DAY, EVERY PERIOD – TEAM OR INDIVIDUAL.
4. TALK – WE MUST WORK AS A UNIT. OUR PERFORMANCE IS BASED ON HOW WE WORK AS A GROUP AND WE NEED TO BE ON THE SAME PAGE EVERY PLAY.
5. LISTEN – IN ORDER TO PLAY AND IMPROVE YOU MUST BE WILLING TO DO WHAT WE ASK. REFINING YOUR TECHNIQUE AND SKILLS IS ESSENTIAL TO OUR SUCCESS.

“BE ACCOUNTABLE TO EACH OTHER”

GENERAL TERMINOLOGY

ONside:	The side to which play is run
OFFside:	Side away from play.
WEAK side:	Side away from 'Y'.
STRONG side:	Side of 'Y'.
NEAR BACK:	Back on play side.
FAR BACK:	Back away from play side.
FLOW:	When two backs move in same direction.
DIVIDE OR SPLIT:	When two backs move in opposite directions.
COUNTER:	Establishes flow one side with ball carrier cutting to other side (a misdirection play).
STACK:	When backers are lined up behind a lineman.
BUBBLE:	When backer is covering a center, guard or tackle.

GENERAL PASS OFFENSE TERMINOLOGY

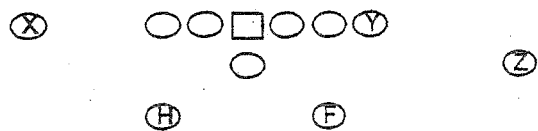
CLOUD:	The cornerback rotates up to force the run or play short outside coverage in zone. Also called Kick."
SKY:	The safety rotates up to force the run or play short outside coverage in zone.
BUZZ:	The linebacker moves outside to force the run or play short outside coverage in zone.
BRACKET:	Two secondary men play a receiver in and out.
'W' WALK AWAY:	'W' backer walked away from his DE to the outside and slightly deeper.
'S' WALK AWAY:	'S' backer walked away from 'Y' to the outside and slightly deeper.
BUMP AND RUN:	Cornerback playing up on wide receiver and Covering him man to man.
LEVEL (SQUAT) TECHNIQUE:	Cornerback waiting for wide receiver to get to him before making commitment to cloud coverage.
LOCK ON:	Linebacker going immediately to tight man-man coverage on a receiver.
UNDERNEATH COVERAGE:	The short zones between the line of scrimmage and the deep secondary people, usually occupied by linebackers.
FOUR UNDER:	Number of defenders occupying the underneath coverage in normal pro front zones.
FIVE UNDER:	Number of defenders occupying the underneath coverage in normal 34 front, total coverage zones.
NICKEL (42 or 41):	Refers to one or more extra defensive backs replacing linebackers or linemen in coverage.
OPEN AREA (HOLE):	Those areas between underneath defenders that are susceptible to pass completions.
SEAM:	A dead area between the deep coverage of the secondary.

FADE:	The area (seam) between the sideline and the defensive back (2 deep).
SCAT:	A back coming out of the backfield without any blitz pick up responsibility.
STAY:	A back assigned to stay in backfield for pass protection purposes.
HOT RECEIVER:	A receiver who must look for the ball if a specific linebacker blitzes (i.e. FB on 22-23 protection).
CHECK 'M':	A running back who must check a specific Linebacker before going into his pattern (i.e. HB and FB on 24-25 protection).
CHECK SLOW FLAT:	A protection used by 'Y' or tight weak side and where he must check linebacker for blitz before going into pattern (i.e. 'Y' on 78-79 passes).
SPLIT:	Width of alignment of receivers and backs.
APPROACH:	The direction a receiver takes to begin a pass route (i.e. inside - direct outside).
BREAKING POINT:	Width and depth where a receiver makes his final cut on a pass route.
DEPTH:	The number of yards from the LOS you are to make your final cut on a pass route.
INSIDE-OUT TECHNIQUE:	A pass protection technique used by backs to pick up an inside blitz first, not there, to then check for an outside blitz.

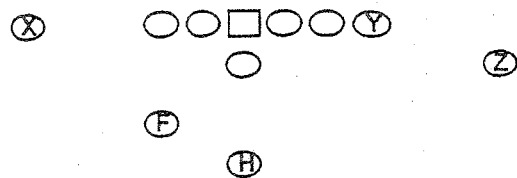
BASIC FRONTS TERMINOLOGY

EVEN FRONT:	No man in front of center - normally called 43, has some variations.
ODD FRONT:	Man on nose of center. Has many calls - 50, 20, 34.
3 MAN FRONTS:	Now used by some teams as a <u>basic defense</u> or used in some passing situations, or at end of half or game.
42 FRONT:	Four down linemen stay - one linebacker leaves and one defensive back comes in.
OFFSET FRONT:	Man in gap between center and guard, either strong (toward 'Y'), called Offset Strong, or weak (away from 'Y'), called Offset Weak.
E (DEF. ENDS):	Outside men of down four.
T (DEF. TACKLES):	Inside men of down four.
M (MIDDLE BACKER):	Backer between tackles on even front - check off defenses for difference in alignment in regard to T's.
S (SAM BACKER):	Always backer on 'Y' side - sometimes will stack.
W (WILL BACKER):	Always backer away from 'Y' - sometimes will stack.
P (PLUGGER BACKER):	Extra inside linebacker on 3 man front - lined up on weak side.
C (CORNERS):	Outside men in secondary.
SS (STRONG SAFETY):	Inside men in secondary - 'SS' on 'Y' side called Strong safety - 'S' away from slot called weak safety.
F (FREE SAFETY):	Inside men in secondary - 'F' is away from 'Y' called free (or weak) safety.

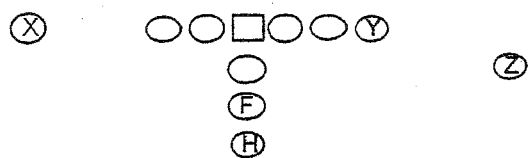
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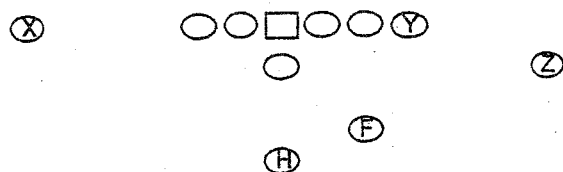
NEAR RIGHT



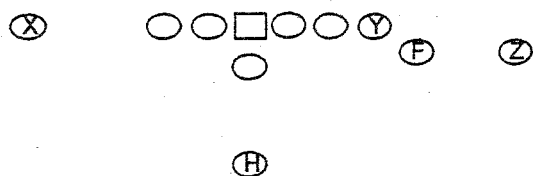
I RIGHT



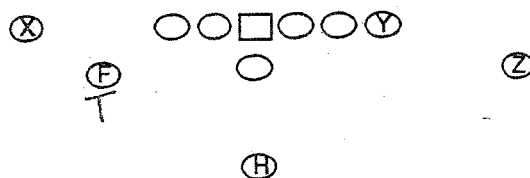
STRONG RIGHT



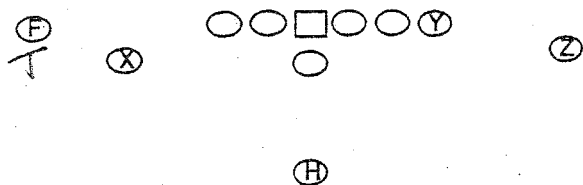
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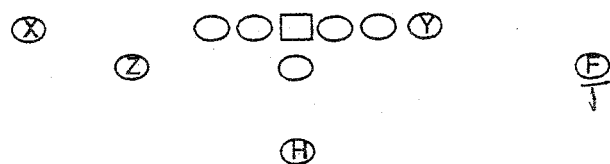
DOUBLE WING RIGHT



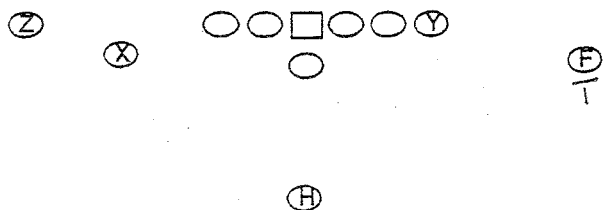
FAR DOUBLE WING RIGHT



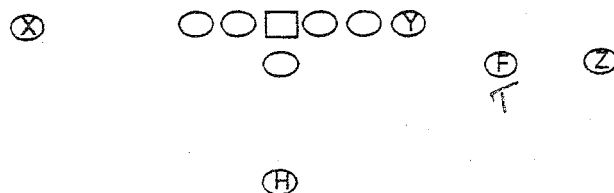
FAR WEST RIGHT SLOT



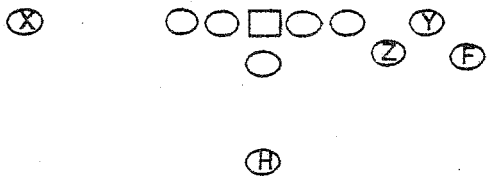
FAR WEST RIGHT ZOOM



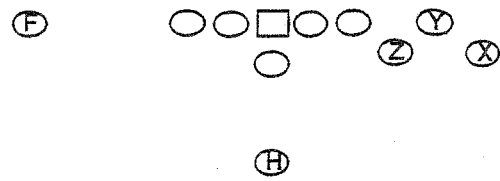
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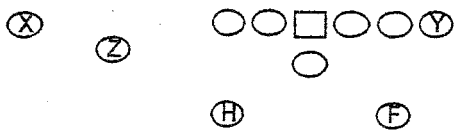
BUNCH RT



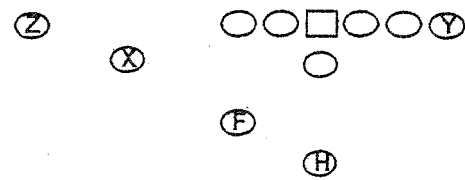
BUNCH RT 'X'



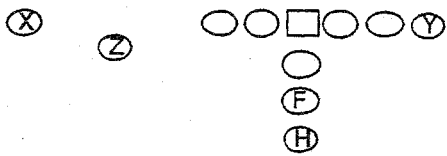
RED RIGHT SLOT



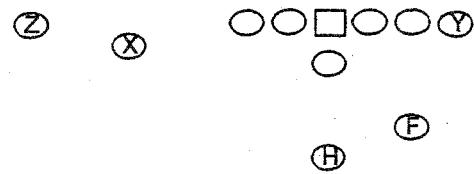
NEAR RIGHT ZOOM



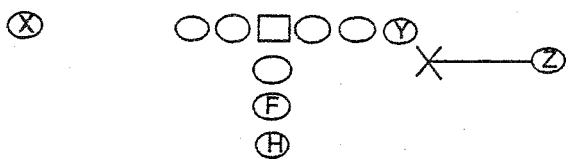
I RIGHT SLOT



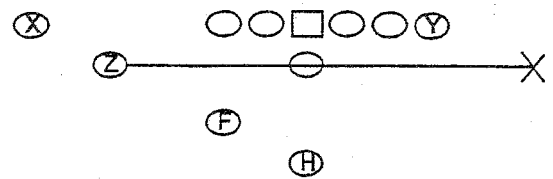
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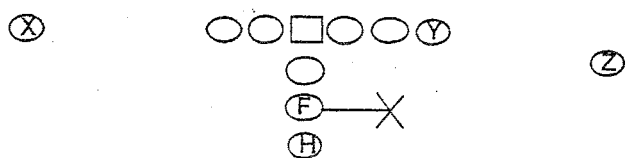
I RIGHT 'F' SHORT



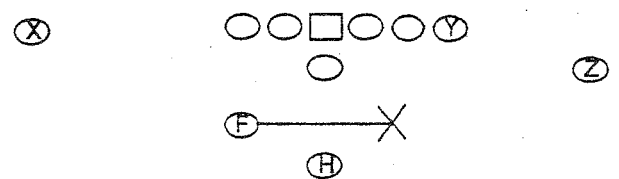
NEAR RIGHT SLOT 'F' RT



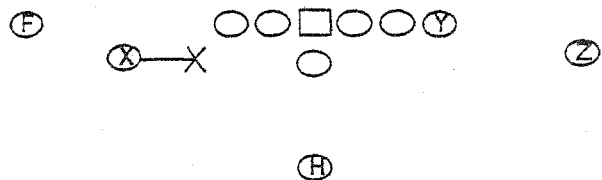
I RIGHT 'B' RT



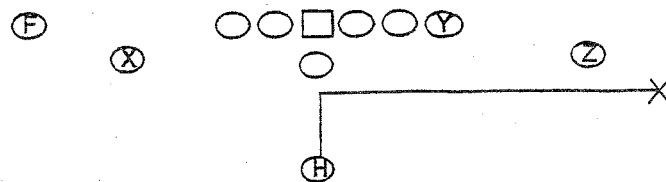
NEAR RIGHT 'A' RT



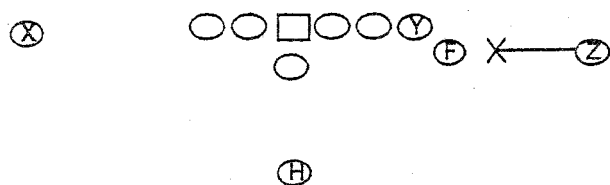
FAR DOUBLE WING RT
'X' SHORT



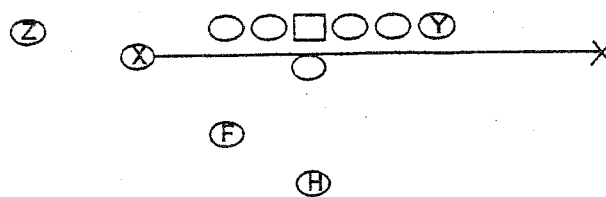
FAR DOUBLE WING RT
'B' RT OUTSIDE



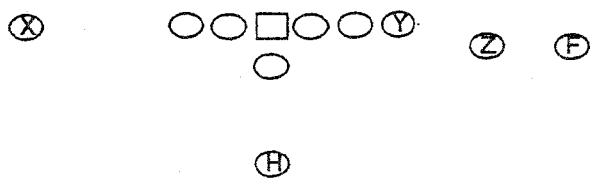
WEST RT 'F' SHORT



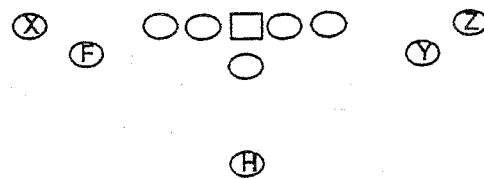
NEAR RIGHT ZOOM
'X' RT



FAR TRIPS RIGHT

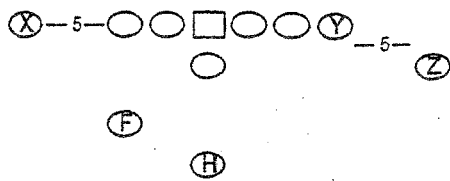


TIGHT RIGHT

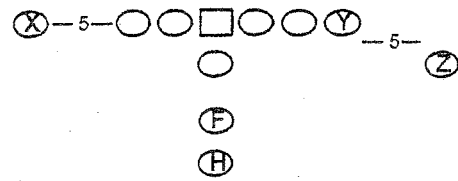


EXAMPLES OF 'ACE' SETS

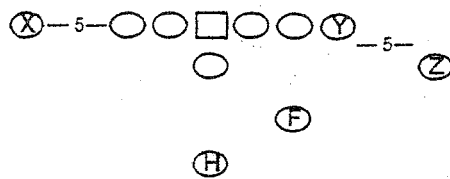
ACE NEAR RIGHT



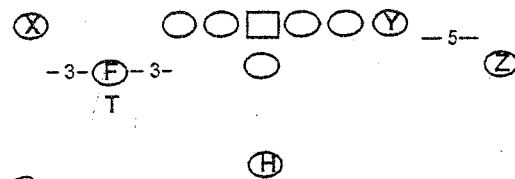
ACE I RIGHT



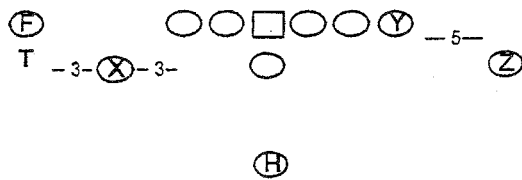
ACE STRONG RIGHT



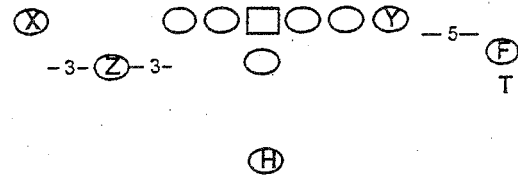
ACE DOUBLE WING RIGHT



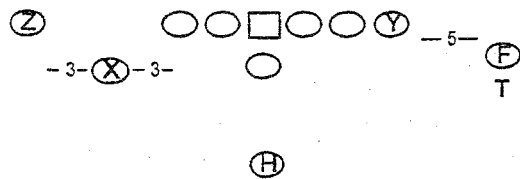
ACE FAR DOUBLE WING RIGHT



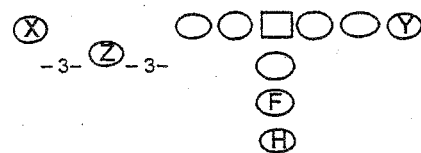
ACE FAR WEST RIGHT SLOT



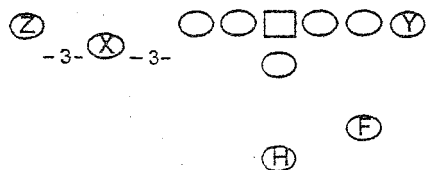
ACE FAR WEST RIGHT ZOOM



ACE I RIGHT SLOT

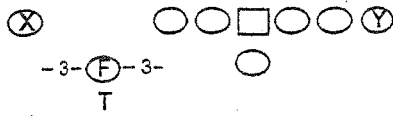


ACE STRONG RIGHT ZOOM



EXAMPLES OF 'SNUG' SETS

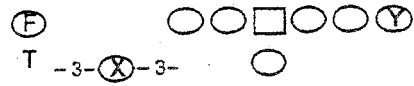
SNUG DOUBLE WING RIGHT



Ⓩ
NORMAL SPLIT

Ⓜ

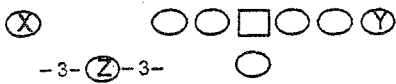
SNUG FAR DOUBLE WING RIGHT



Ⓩ
NORMAL SPLIT

Ⓜ

SNUG FAR WEST RIGHT SLOT



Ⓟ
T
NORMAL SPLIT

Ⓜ

SNUG FAR WEST RIGHT ZOOM



Ⓟ
T
NORMAL SPLIT

Ⓜ

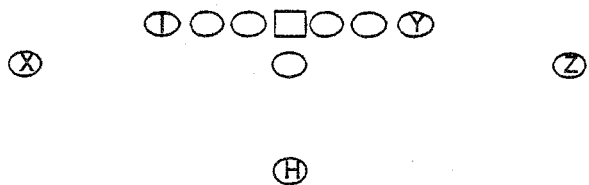
11/18

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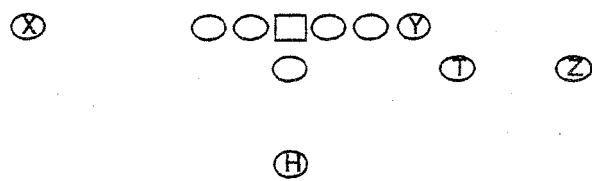
TIGER FORMATIONS:

A SECOND TIGHT END (THE TIGER MAN) HAS ENTERED
THE GAME IN PLACE OF THE FULLBACK.

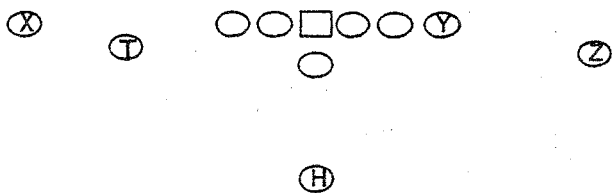
SOLO RIGHT



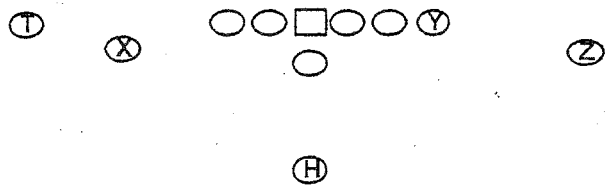
WEST RIGHT



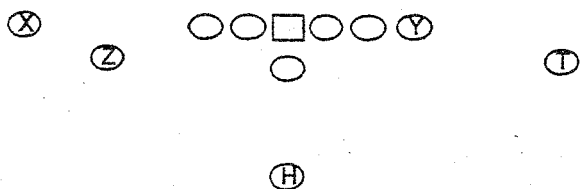
DOUBLE WING RIGHT



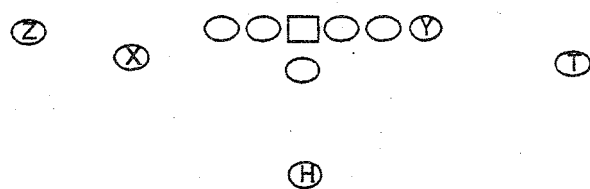
FAR DOUBLE WING RIGHT



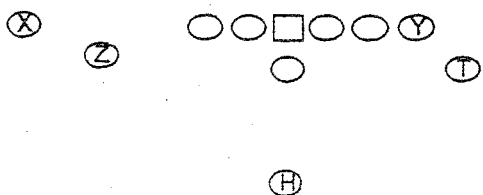
FAR WEST RIGHT SLOT



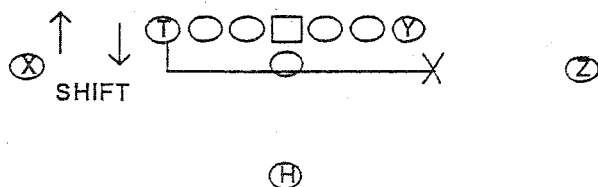
FAR WEST RIGHT ZOOM



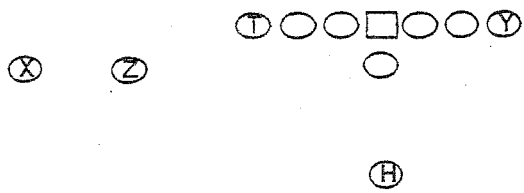
WEST RIGHT SLOT



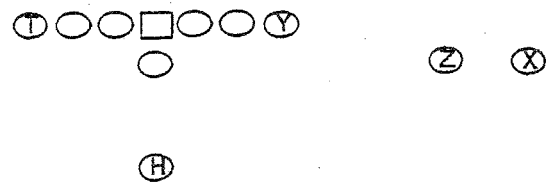
SOLO RIGHT 'U' RIGHT



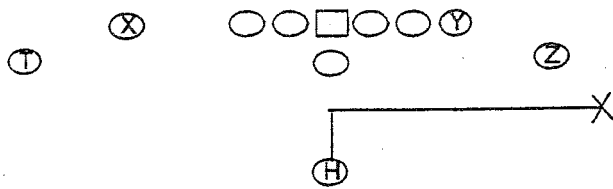
SOLO RIGHT SLOT



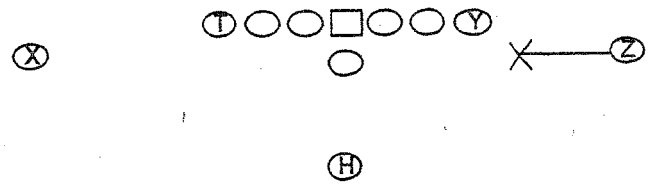
SOLO RIGHT TWINS



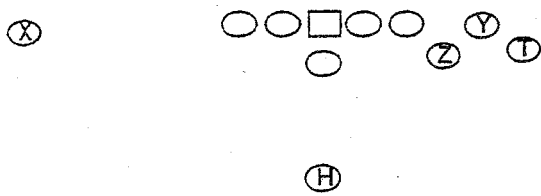
FAR DOUBLE WING RT
'B' RT OUTSIDE



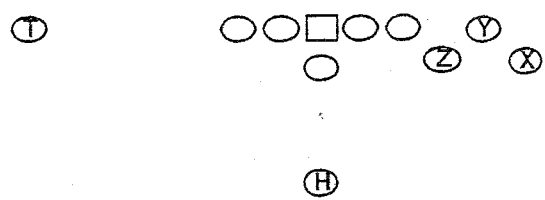
SOLO RIGHT 'F' SHORT



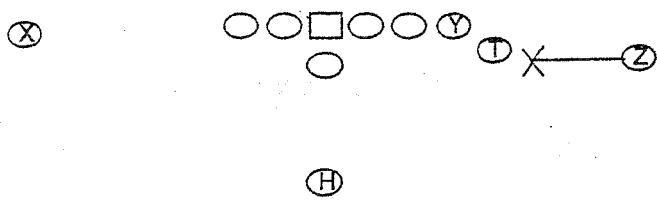
BUNCH RT



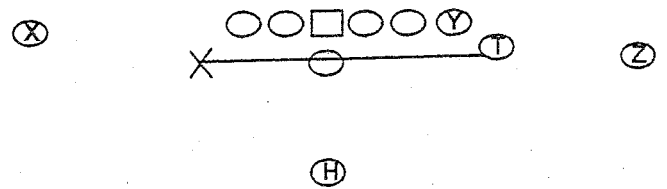
BUNCH RT 'X'



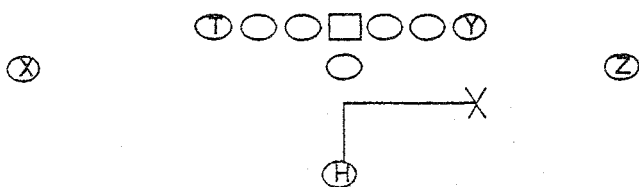
WEST RT 'F' SHORT



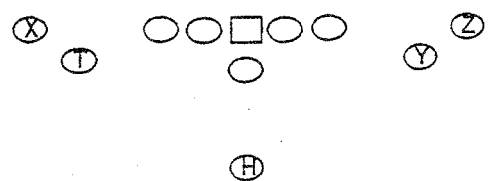
WEST RT 'U' LT



SOLO RT 'B' RT



TIGHT RIGHT



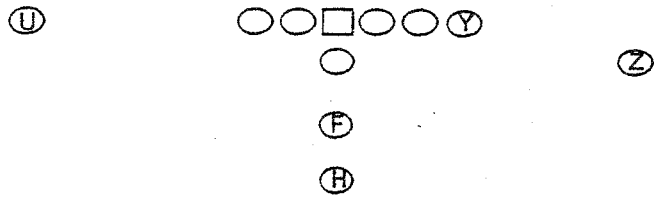
**BIP
practice
squad
folder*

*

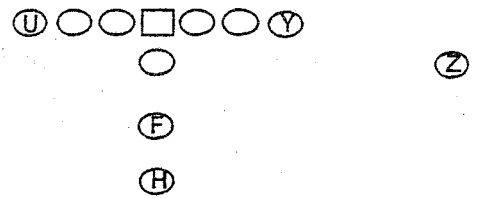
'U' FORMATIONS:

A SECOND TIGHT END (THE 'U' MAN) HAS ENTERED
THE GAME IN PLACE OF THE 'X' END.

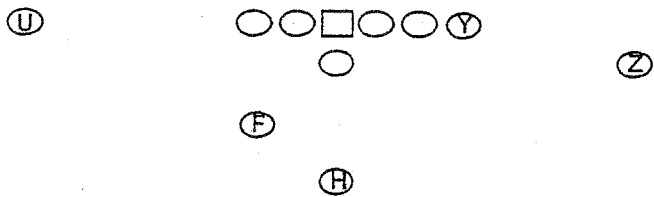
I RIGHT



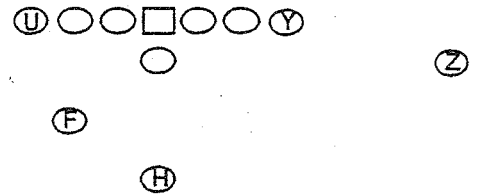
I RIGHT TIGHT



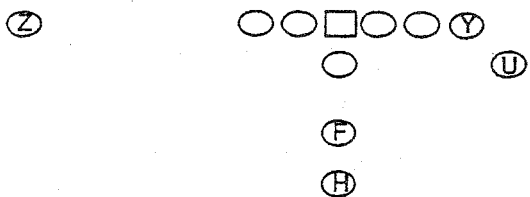
NEAR RIGHT



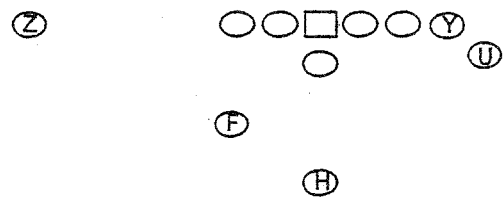
NEAR RIGHT TIGHT



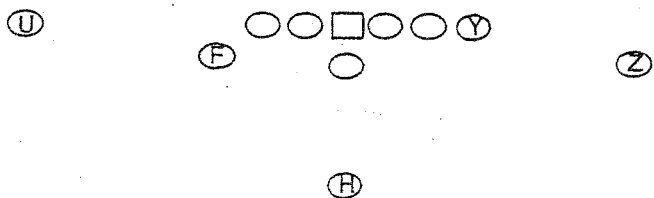
I RIGHT WEST



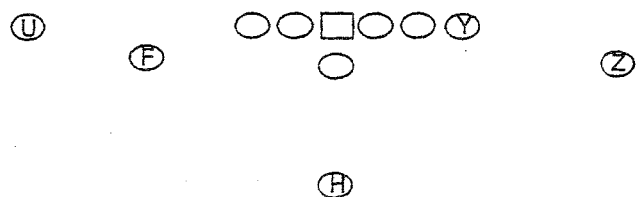
NEAR RIGHT WEST



SOLO RT

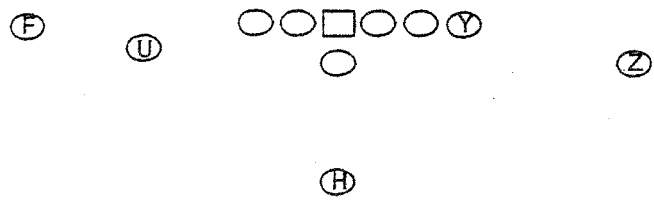


DOUBLE WING RT

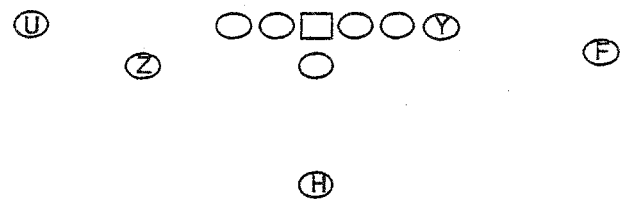


'U' FORMATIONS CONTINUED:

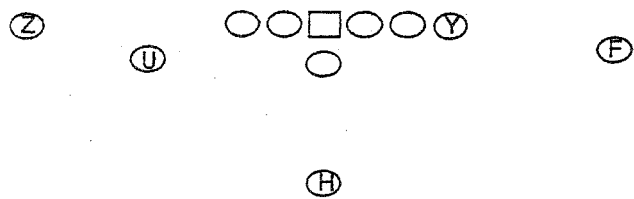
FAR DOUBLE WING RIGHT



FAR WEST RIGHT SLOT



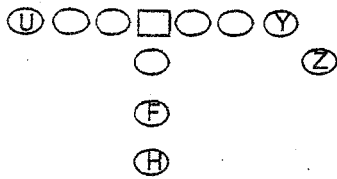
FAR WEST RIGHT ZOOM



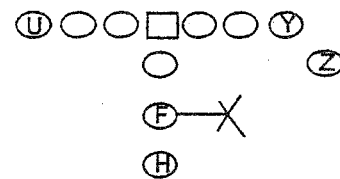
(U) GOALINE PERSONNEL

A SECOND AND THIRD TIGHT END ('U' MAN AND 'Z' MAN) HAVE ENTERED THE GAME IN PLACE OF BOTH THE 'X' END AND THE FLANKER.

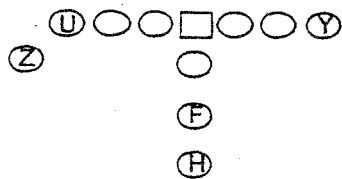
I RIGHT TIGHT CLOSE



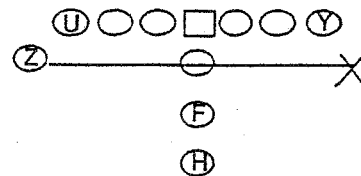
I RIGHT TIGHT CLOSE
'B' RT



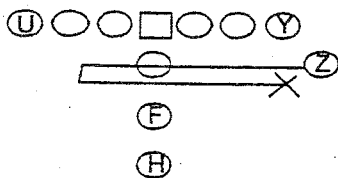
I RIGHT TIGHT ZOOM



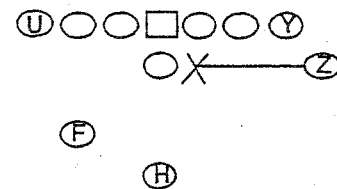
I RIGHT TIGHT ZOOM
'F' RT



I RIGHT TIGHT CLOSE
'F' CTR MOTION



NEAR RIGHT TIGHT CLOSE
'F' SHORT



GOALINE EMPTY RIGHT
'F' SHORT



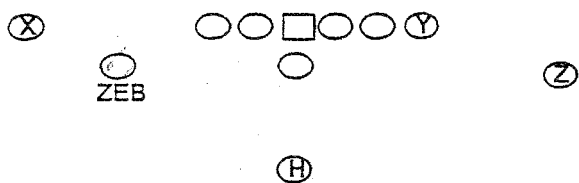
GOALINE EMPTY RIGHT
HB LT



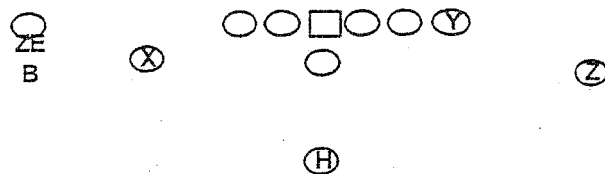
ZEBRA FORMATIONS:

A THIRD WIDE RECEIVER (THE ZEBRA MAN) HAS ENTERED
THE GAME IN PLACE OF ~~THE FULLBACK.~~

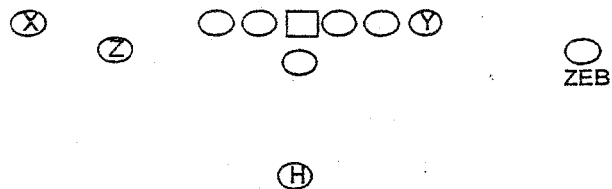
DOUBLE WING RIGHT



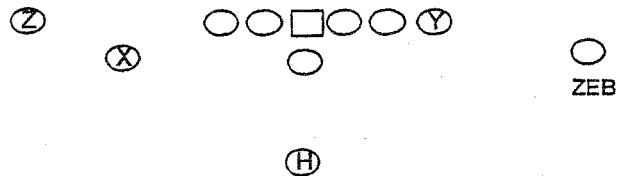
FAR DOUBLE WING RIGHT



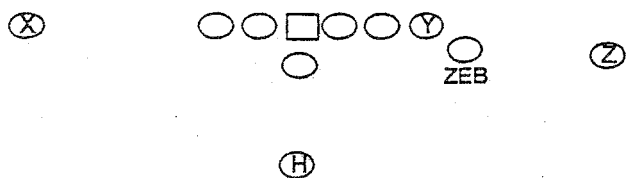
FAR WEST RIGHT SLOT



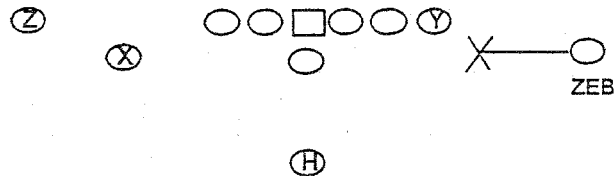
FAR WEST RIGHT ZOOM



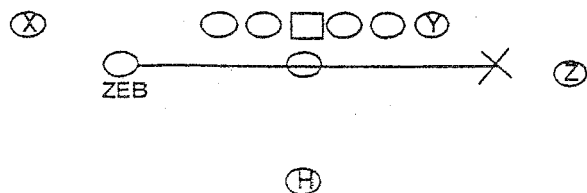
WEST RIGHT



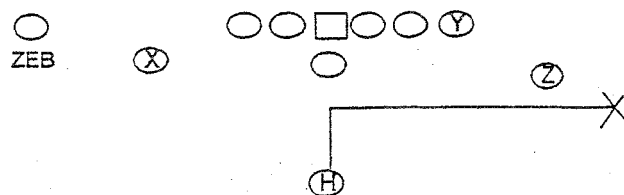
FAR WEST RIGHT ZOOM
ZEBRA SHORT



DOUBLE WING RIGHT
ZEBRA RIGHT

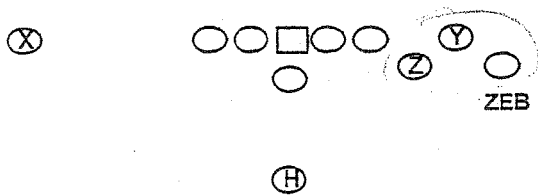


FAR DOUBLE WING RIGHT
'B' RT OUTSIDE

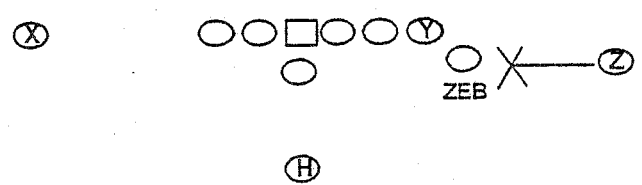


ZEBRA FORMATIONS CONTINUED:

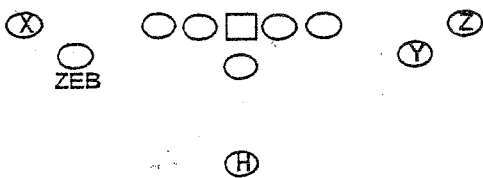
BUNCH RIGHT



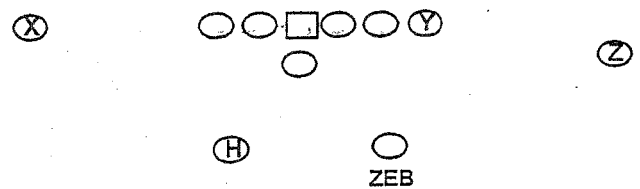
WEST RIGHT 'F' SHORT



TIGHT RIGHT



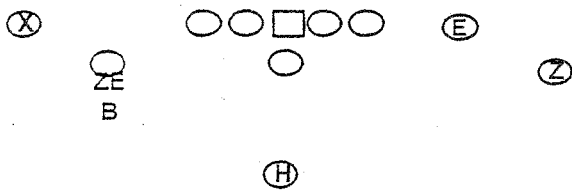
RED RT



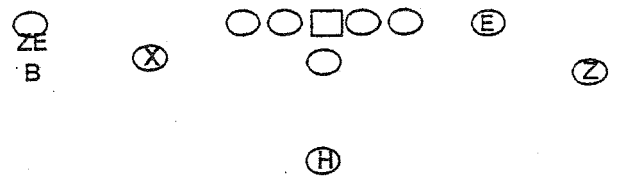
EAGLE FORMATIONS:

4 WIDE RECEIVERS/1 BACK

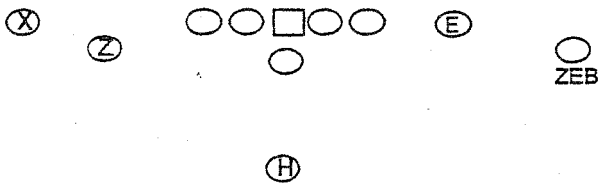
DOUBLE WING RIGHT



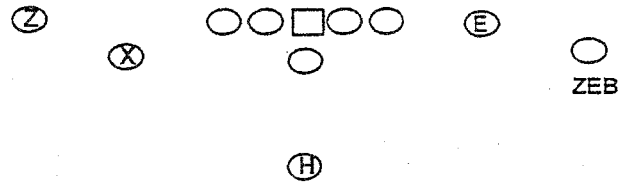
FAR DOUBLE WING RIGHT



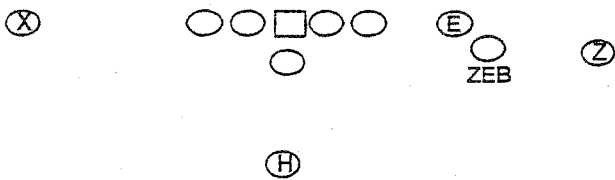
FAR WEST RIGHT SLOT



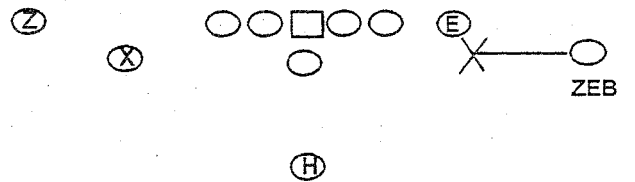
FAR WEST RIGHT ZOOM



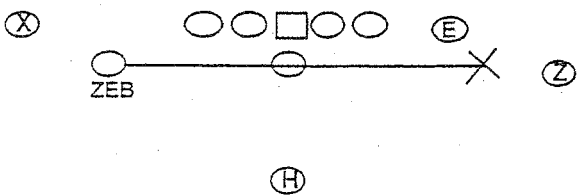
WEST RIGHT



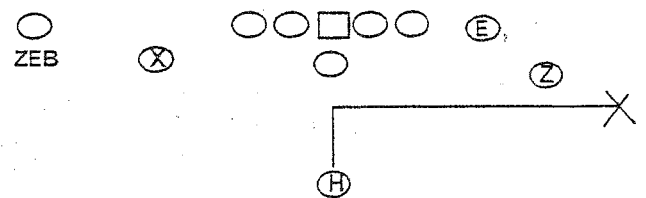
FAR WEST RIGHT ZOOM
ZEBRA SHORT



DOUBLE WING RIGHT
ZEBRA RIGHT

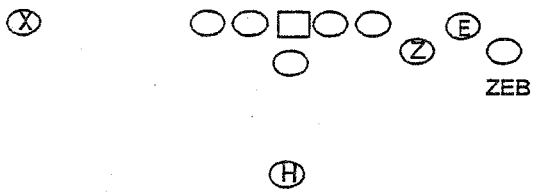


FAR DOUBLE WING RIGHT
'B' RT OUTSIDE

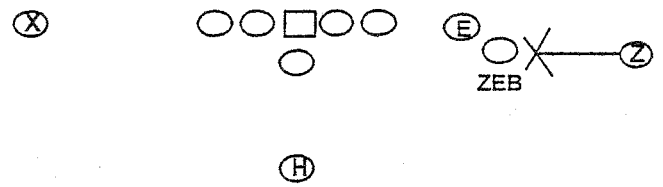


EAGLE FORMATIONS CONTINUED:

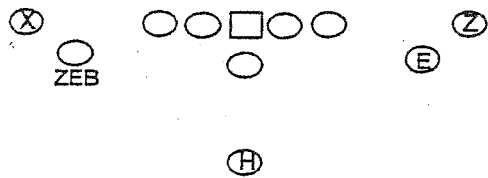
BUNCH RIGHT



WEST RIGHT 'F' SHORT



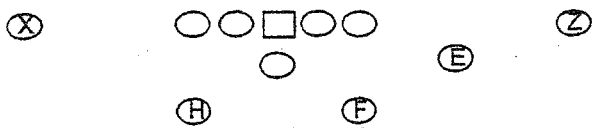
TIGHT RIGHT



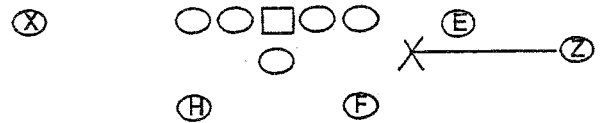
'E' FORMATIONS:

A THIRD WIDE RECEIVER (THE 'E' MAN) HAS ENTERED THE GAME IN PLACE OF THE TIGHT END ('Y').

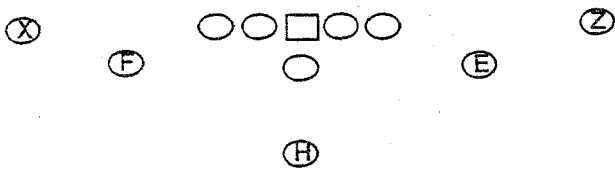
RED RIGHT



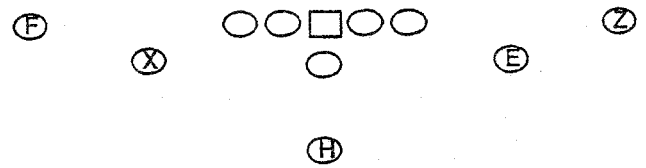
RED RIGHT 'F' SHORT



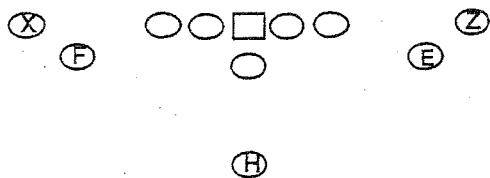
DOUBLE WING RIGHT



FAR DOUBLE WING RIGHT



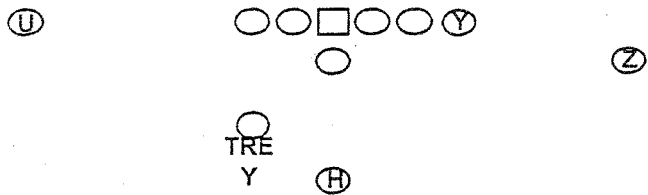
TIGHT RIGHT



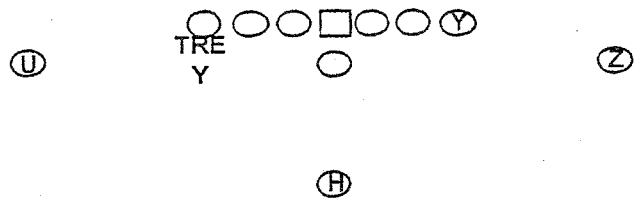
TREY FORMATIONS:

3 TE'S/1 BACK

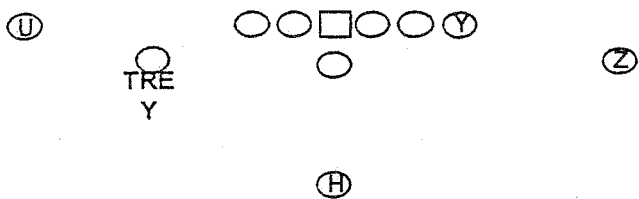
NEAR RIGHT



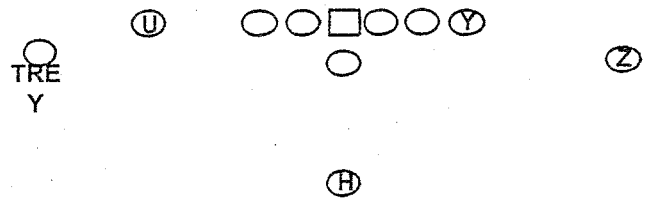
SOLO RT



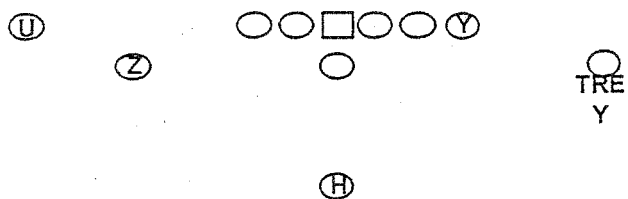
DOUBLE WING RT



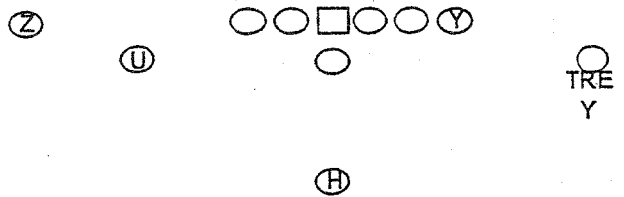
FAR DOUBLE WING RT



FAR WEST RT SLOT



FAR WEST RT ZOOM



WIDE RECEIVER ROUTE TREE

ROUTE TREE OUTSIDE

1. RUNBACK - COMEBACK AT 30 YDS. , OUTSIDE RELEASE.
2. GO - SAME TECH. AS THE RUNBACK WITH BALL THROWN 4YDS. I/S BOUNDARY AT 42-44 YDS.
3. COMEBACK - VERTICAL STEM TO 20YDS. - COMEBACK AT 45
4. SHAKE - VERTICAL STEM 10-12 YDS. SELL POST ; BREAK 5 STEPS OFF TECH OF DEFENDER TO CORNER
5. SQUARE OUT - 10-12YDS VERTICAL STEM (6 STEP SPEED CUT ; INSIDE FOOT UP)
6. ACUTE - 12 YDS VERTICAL STEM BACK TO 10 YDS.
7. COLORADO - 5 YD. VERTICAL STEM , 3 STEPS TO POST , FLATTEN OFF TECH OF CORNER.
8. OMAHA - 5-7 YD. VERTICAL STEM (4 STEP SPEED CUT ; INSIDE FOOT UP)
9. CIRCUS - INSIDE STEM BASED ON RELEASE , CLIMB TO 12 YDS THEN FLATTEN TO 16 YDS BASED ON THE LEVERAGE OF THE SAFETY.
10. V-OUT - STEM TO I/S EDGE #'S 10 YDS DEEP , CLIMB TO 15YDS , FLATTEN TO 25 YDS TO PULL CORNER AND/OR SAFETY.
11. UNDER SLUGGO - VERTICAL STEM 3-5 YDS. , SHOW FLAT BREAK I/S THEN CLIMB TO O/S GAINING WIDTH.
12. DART - O/S RELEASE GO ROUTE VS. BUMP ; THE BALL IS THROWN TO 20 YDS. ON THE SIDELINE.
13. TAKE OFF - 15 YD VERTICAL STEM , 2 STEPS ON COMEBACK (SELL) , THEN GO.
14. CORNER - (SLOT) VERTICAL STEM TO 10 YDS. BREAK OUT AIMING AT 22 YDS. DEPTH / SET DOWN VS. 2 DEEP ; FLATTEN VS. M/M
15. NEBRASKA - OMAHA RT. W/ 3 STEPS TO OUTSIDE TO SELL , THEN TURN UP ON GO.
16. LOOKIE - SLANT RT. VS. THE MAN OVER YOU WITH A READ OUT VS. INSIDE LEVERAGE .
17. STICK - OUT RT. AT 6 YDS . FROM SLOT BASED ON THE LEVERAGE OF THE MAN OVER YOU.
18. FLAT STOP - (SLOT) HOOK AT 5YDS ON THE I/S EDGE OF THE #'S.
19. FLAT - (SLOT) VERTICAL STEM 2 STEPS , THEN FLATTEN TO 3-5 YDS.
20. SLUGGO - SLANT AT 5 YDS. THEN RELEASE HIGH TO THE OUTSIDE
21. SAIL - (SLOT) BEST RELEASE VERTICAL STEM TO 8 YDS. AND ROLL FLAT TO 10 YDS.
22. CRASH - (SLOT) VERTICAL STEM 10-12 YDS. BREAK TO 16 YDS. OUTSIDE .
23. SLICE - (SLOT) SLANT AT 3 YDS., CLIMB TO 5YDS. READ OUT AND SIT VS. ZONE / BUST OUT VS. MAN
24. QUICK - SHOW CROSSER W/ HARD MOVE TO 3-5 YDS. , THEN WORK BACK OUTSIDE , NO MAN/ZONE READ.
25. ARROW - LOOKS SAME AS QUICK , HARD BACK OUTSIDE, READ MAN/ZONE TO SIT DOWN OR GO
26. STUTTER COMEBACK - VERTICAL STEM TO 15 YDS. , SLIGHT STUTTER , THEN COMEBACK AT 20 YDS.

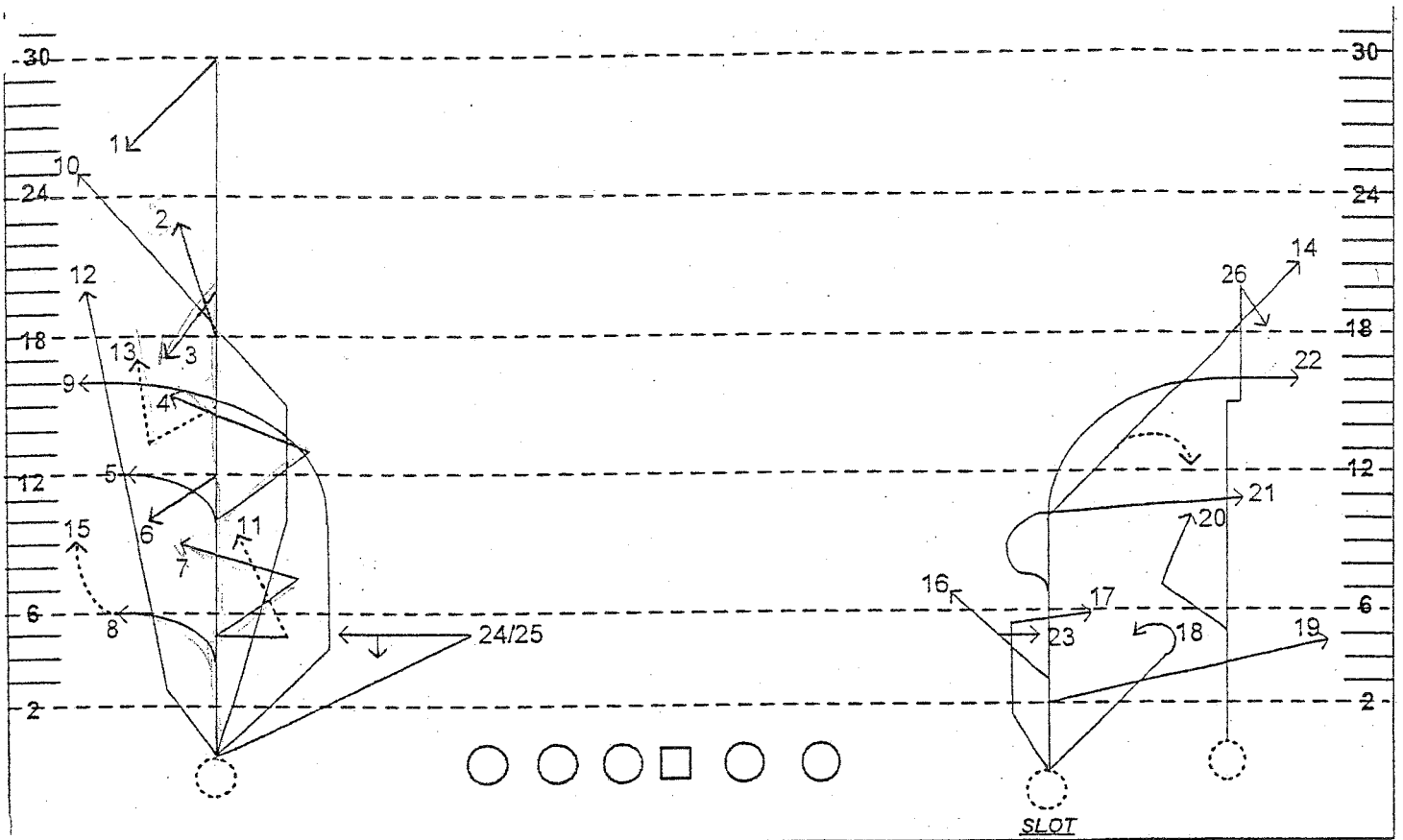
ROUTE TREE INSIDE

1. POST - VERTICAL UPFIELD FOR 18 YDS. BREAK TO POST.
2. DEEP OVER - VERTICAL TO 17 YDS. BREAK FLAT INSIDE.
3. DIG - VERTICAL STEM 18YDS. COMEBACK INSIDE TO QB.
4. IN - VERTICAL STEM 12YDS. TURN I/S AND COME STRAIGHT BACK TO QB : GO HARD I/S VS. M/M
5. SMASH - OMAHA STEM THEN READ COVERAGE TO COMEBACK INSIDE ; ALSO RUN USING THUNDER THEN WORKING INSIDE.
6. HOOK/PIVOT - 10 YD VERTICAL STEM , WORK TO QB. (PIVOT) CAN WORK TO SIDELINE AFTER WORKING BACK TO THE QB.
7. SLANT - VERTICAL STEM 5YDS. SLANT AT 45 ANGLE
8. THUNDER - VERTICAL STEM TO 5 YDS. ; RUN STOP AT 7 YDS. VS. BUMP
9. SMOKE - DRIVE UPFIELD 1 STEP THEN WORK BACK TO LOS
10. SHALLOW CROSS - WORK UNDERNEATH LINEBACKERS 4-6 YDS. DEEP
11. SHORT CROSS - 6 YDS. DEEP OVER THE BALL
12. BASIC CROSS - VERTICAL STEM 10-12 YDS. DEEP OVER THE BALL
13. ALL GO - (SLOT) SEAM ROUTE ON INSIDE EDGE OF #'S ; IF HAVE THE RIGHT OF WAY, BEND TO POST.
14. SKINNY - POST RT. RUN ON 7 STEPS (I/S FOOT UP) OR 10 YDS. BASED ON THE COVERAGE.
15. UNDER - VERTICAL STEM 3-5 YDS. BREAK FLAT INSIDE ON THE MOVE.
16. CIRCLE POST - INSIDE STEM RELEASE TO 12 YDS. BREAK TO CORNER 3 STEPS , BACK TO POST.
17. TRAIN - 5 YDS VERTICAL STEM , SLIGHT HESITATION AND GO.
18. STUTTER GO - HANK STEM AT 8YDS. VS. BUMP ; AND 10 YDS. VS. MAN OFF ; THEN GO.
19. KNIFE - VERTICAL STEM TO 10-12 YDS. , HARD SPEED BREAK TO I/S ; VS. ROTATION USE CIRCUS STEM.
20. FAR CROSS - I/S STEM TO 10-12 YDS. THEN CLIMB TO 25YDS. ON THE FAR SIDE.
21. DINO - USE THE SHAKE STEM , 3 STEPS TO POST , BACK OUT FOR A STEP TO CORNER , BACK TO POST.
22. ALLEY POST - ANGLE I/S AT 45 TO SHOW RUN (10YDS DEEP BETWEEN HASH/#'S) THEN ATTACK O/S SHOULDER SAFETY W/ VERTICAL STEM / HOOK AT 18 YDS. VS. 1 SAFETY OR 2 DEEP/ GO VS. COV 8.
23. FLANKER DRIVE - WORK UNDERNEATH THE LBERS 4-6 YDS. DEEP.
24. STUTTER POST - VERTICAL STEM TO 15 YDS. , USE HEAD AND SHOULDER FAKE TO OUTSIDE , THEN GO TO THE POST.

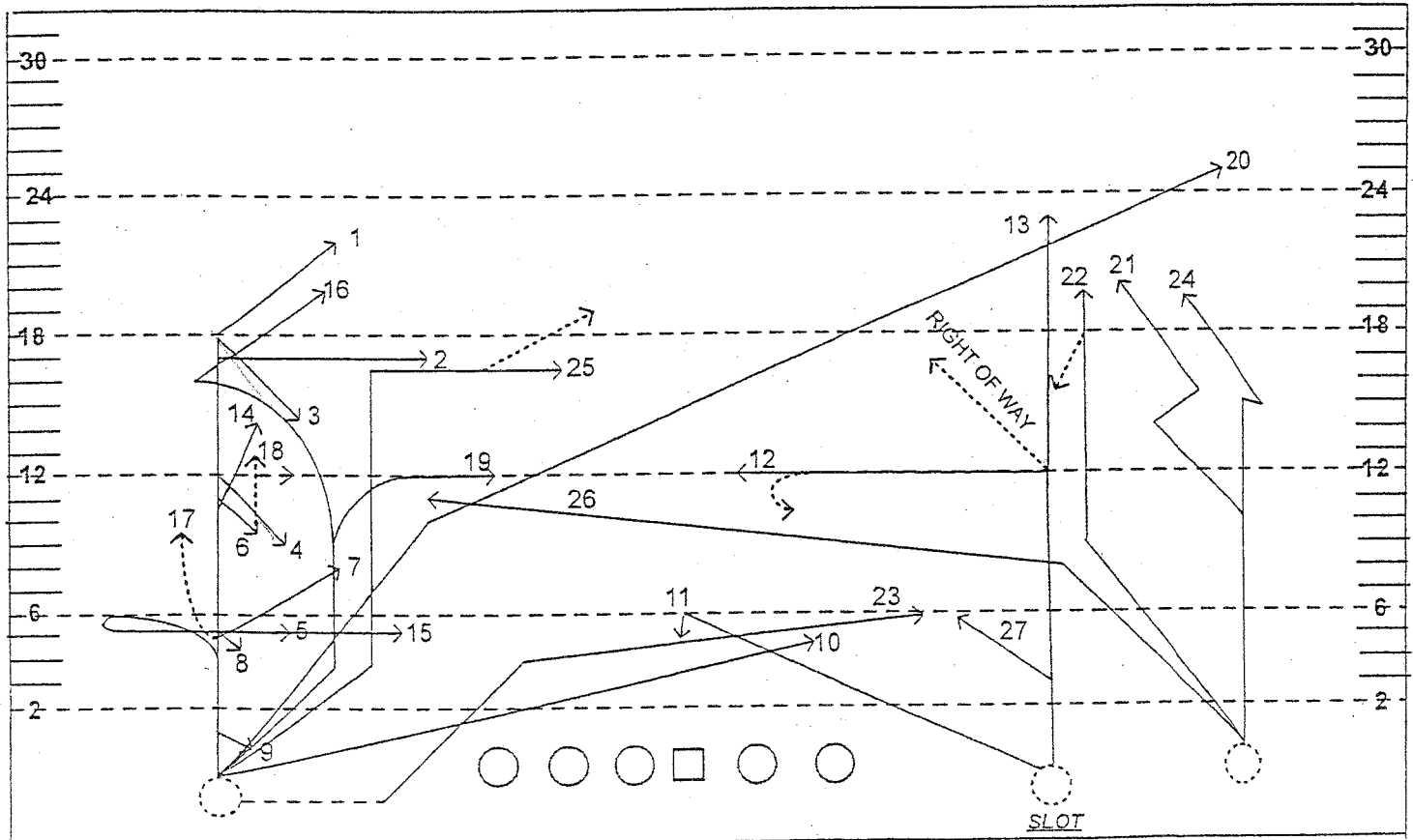
25. DEEP OVER / POST READ - DEEP OVER W/ INITIAL STEM SHOWING RUN FORCE INSIDE, CLIMB TO 17 YDS. THEN COME INSIDE ON DEEP OVER ; KEY SAFETY DOWN TO RUN THE POST IN BEHIND.
26. DEEP CROSS - STEM I/S AT SLIGHT ANGLE TO SHOW RUN FORCE AT 8YDS. THEN CLIMB TO 10-12 YDS ACROSS THE FIELD
27. LION (SLOT) - 3 YD SLANT FROM SLOT , CONTINUE TO CLIMB IF YOU DON'T GET THE BALL .

WR ROUTE TREE

(OUTSIDE ROUTES)



(INSIDE ROUTES)

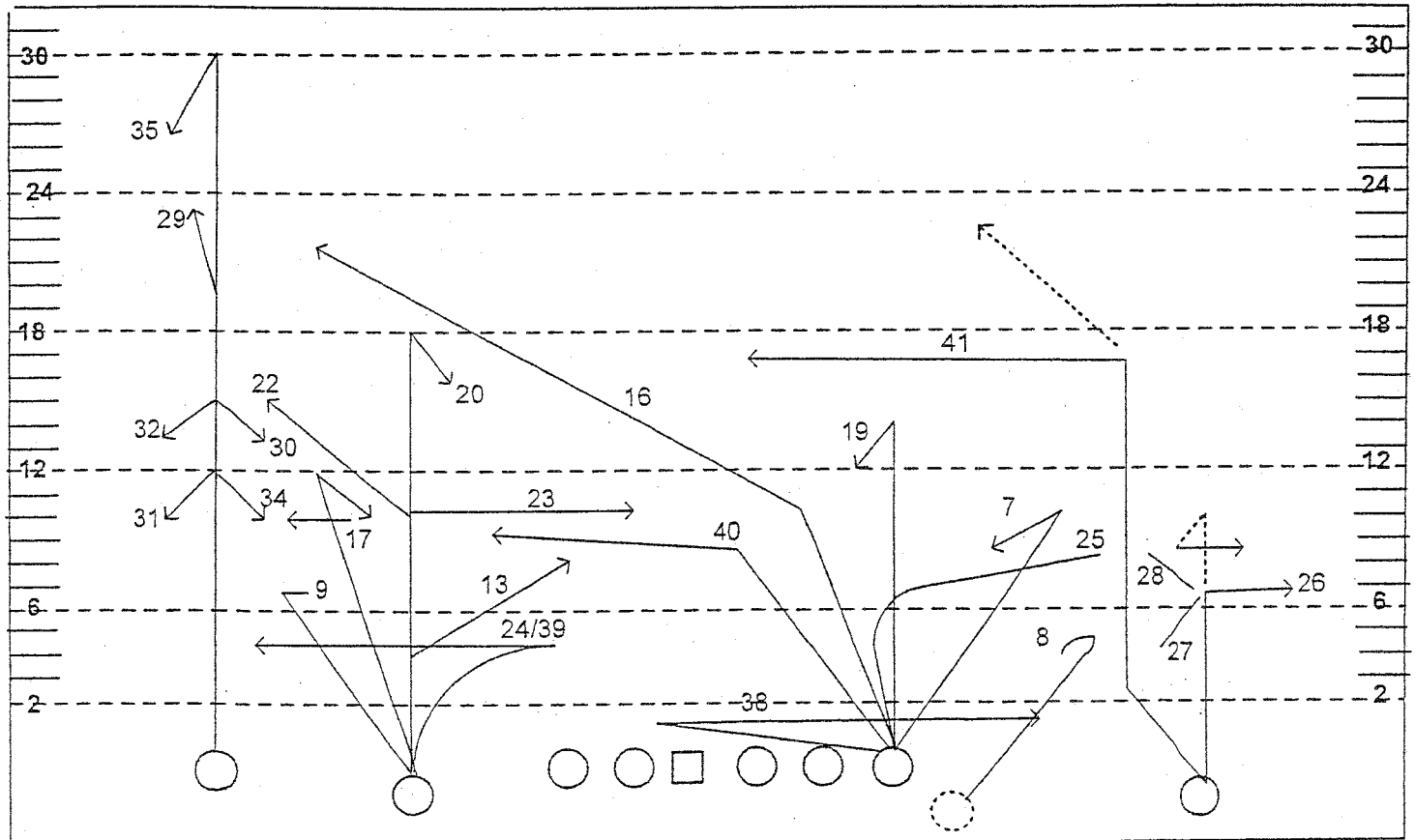
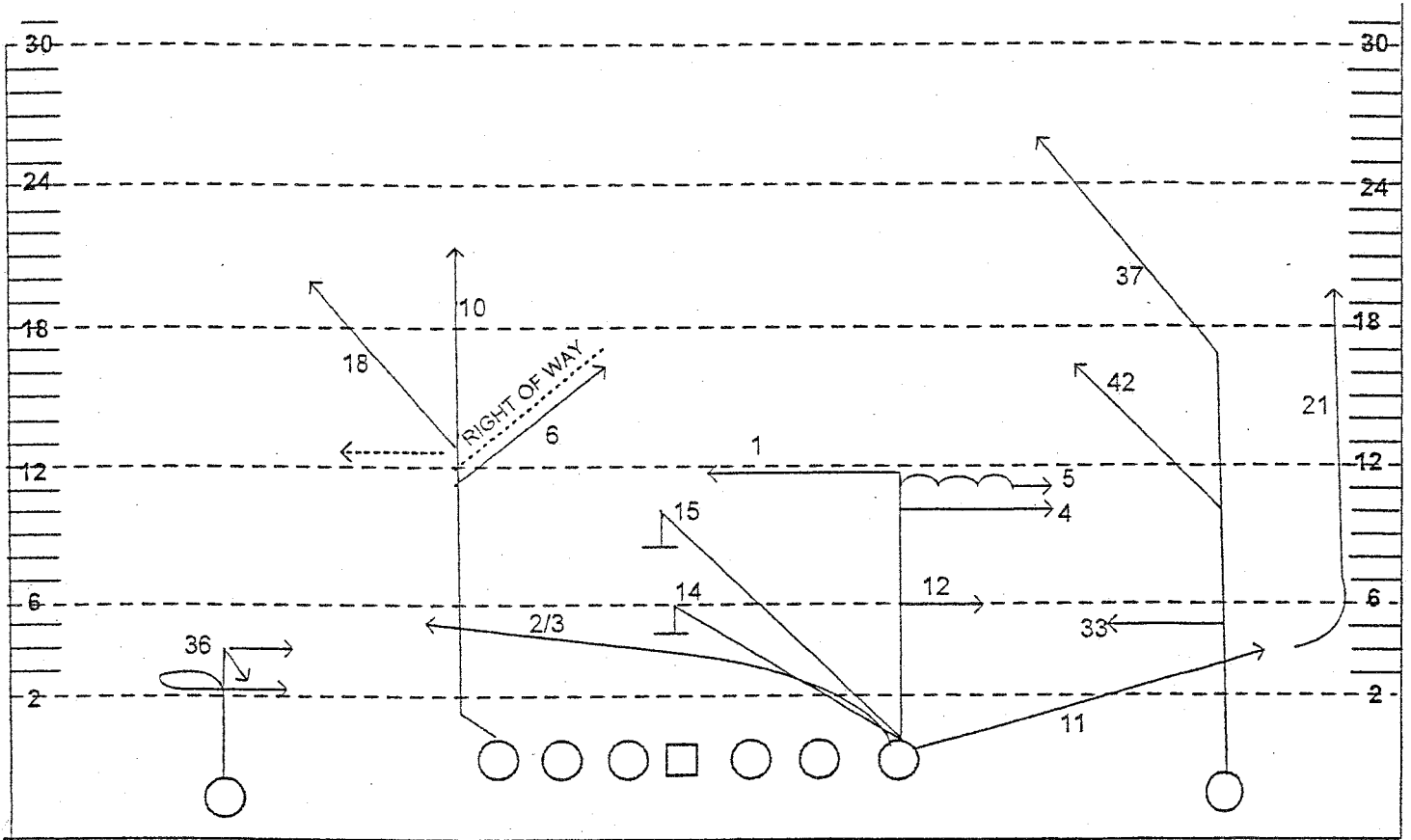


TE ROUTE TREE

1. BASIC CROSS – 10-12 YDS MAN/ZONE READS
2. SHALLOW CROSS – 6 YDS MAN/ZONE READS
3. DRIVE – 6 YDS MAN/ZONE READS
4. OUT – 10 YDS – BUST OUT KEEP GOING
5. OPTION – OUT AT 10 YDS EXPECT BALL ON 3 RD. STEP OUT OF BREAK. IF SOMEONE HAS OUTSIDE - LEVERAGE ON YOU TURN OUT & SIT IN HOLE
6. POST – MAKE BREAK TO POST AT 10 YDS
7. 'Y' BUFFALO – HOOK AT 10 YDS 1 YD OUTSIDE HASH WORK BACK TO QB
8. OUTSIDE BUFFALO – 5 YDS INSIDE EDGE OF #'S – TURN INSIDE TO QB
9. INSIDE EDGE OF #'S ROUTE – SIT A 5 YDS OPEN TO THE QB
10. ALL GO (HB OPTION) – SEAM ROUTE GET ON INSIDE EDGE OF #'S IF YOU HAVE THE RIGHT OF WAY BEND TO POST VS COVER 2
11. DRAG ROUTE – DRAG 3-5 YDS IF NO BALL SIT 3 YDS FROM SIDELINE
12. STICK ROUTE – 4 ROLL TO 6 YDS
13. LION – SLANT 3 YDS – NO BALL KEEP CLIMBING
14. SHORT CROSS – 6 YDS MIDDLE OF FIELD
15. MIDDLE CROSS – 10 YDS MIDDLE OF FIELD
16. FAR CROSS – PUSH 8 YDS COME ACROSS FIELD AT 22 YDS
17. PIVOT (WINSTON) – VS COVER 2 SIT ON INSIDE EDGE OF #'S AT 10 YDS / VS COVER 3 SIT IN BETWEEN #'S/HASH AT 10 YDS - ALWAYS WORK BACK TO QB
18. CORNER – 12-22 YDS – KEEP HIGH OR FLATTEN BASED ON COVERAGE / VS. COVER 2 ROLL IT OUT AND SIT IN HOLE AT 12 YDS.
19. FOX 2 'X' & 'Y' DIG – 14 YDS WORK BACK TO QB
20. PASS 18 HO MAN 'U' DIG – DIG 18 YDS WORK BACK TO QB
21. WHEEL – SELL FLAT ROUTE THEN TURN IT UP SIDELINES
22. CRASH – CORNER AT 10 YDS FLATTEN TO 15 YDS ON SIDELINES
23. LEVEL – BASIC AT 10-12 YDS KEEP GOING
24. SLICE – ARROW AT 3-5 YDS – ALWAYS WORK BACK OUT VS MAN KEEP GOING. VS ZONE BUST OUT AND SIT
25. FLOW PASS STRONG – STEP DOWN SHORT CORNER AT 8 YDS FLATTEN OR STAY HIGH BASED ON COVERAGE

26. OMAHA - 5 ROLL TO 7 YDS / FADE VS COV 2
27. THUNDER - HITCH 5 YDS / STOP VS BUMP 7 YDS. / FADE VS 2
28. SLANT - 5 YDS - 45° ANGLE
29. GO - EXPECT BALL 42 YDS FROM LOS 4 YDS FROM SIDELINE
30. DIG - 15 YDS WORK STRAIGHT BACK TO QB
31. ACUTE - 12 YDS BACK TO 10 YDS / FADE VS 2
32. COMEBACK - 15 YDS BACK TO SIDELINE / FADE VS 2
33. UNDER - 5 YDS - WIN
34. IN - 12 YDS WORK STRAIGHT BACK TO QB, VS MAN WIN INSIDE AT 10 YDS
35. RUNBACK - COMEBACK AT 30 YDS OUTSIDE RELEASE
36. SMASH - HITCH AT 5 YDS HESITATE/IF MAN BUST INSIDE ON OMAHA AT 5 YDS ZONE SIT IF MAN BUST INSIDE
37. OUTSIDE POST - 18 YDS
38. DOWN FLAT - SELL RUN FULL TIME GET HAT ACROSS DE SELL IT TO 'A' GAP (HOT VS SAM / SS BLITZ - THROW & GO) (HOT VS STRETCH)
39. DOWN FLAT (DW) - ARROW AT 3-5 YDS SELL RUN CUTOFF / VS BLITZ. GET EYES AROUND QUICKLY BALL WILL UP
40. ANGLE CROSS - PUSH UP 8 YDS. STEM DEFENDER, COME ACROSS FIELD AT 10-12 YDS
41. DEEP OVER / READ - SELL INSIDE RUN CUTOFF - WORK UP 17 YDS. IF TOP COMES OFF GO TO POST - ALWAYS WORK ACROSS FIELD TO QB
42. SKINNY - INSIDE FOOT UP 7 STEPS BREAK TO POST / ALWAYS CROSS A DB'S FACE VS BUMP RUN SKINNY AT 10 YDS.

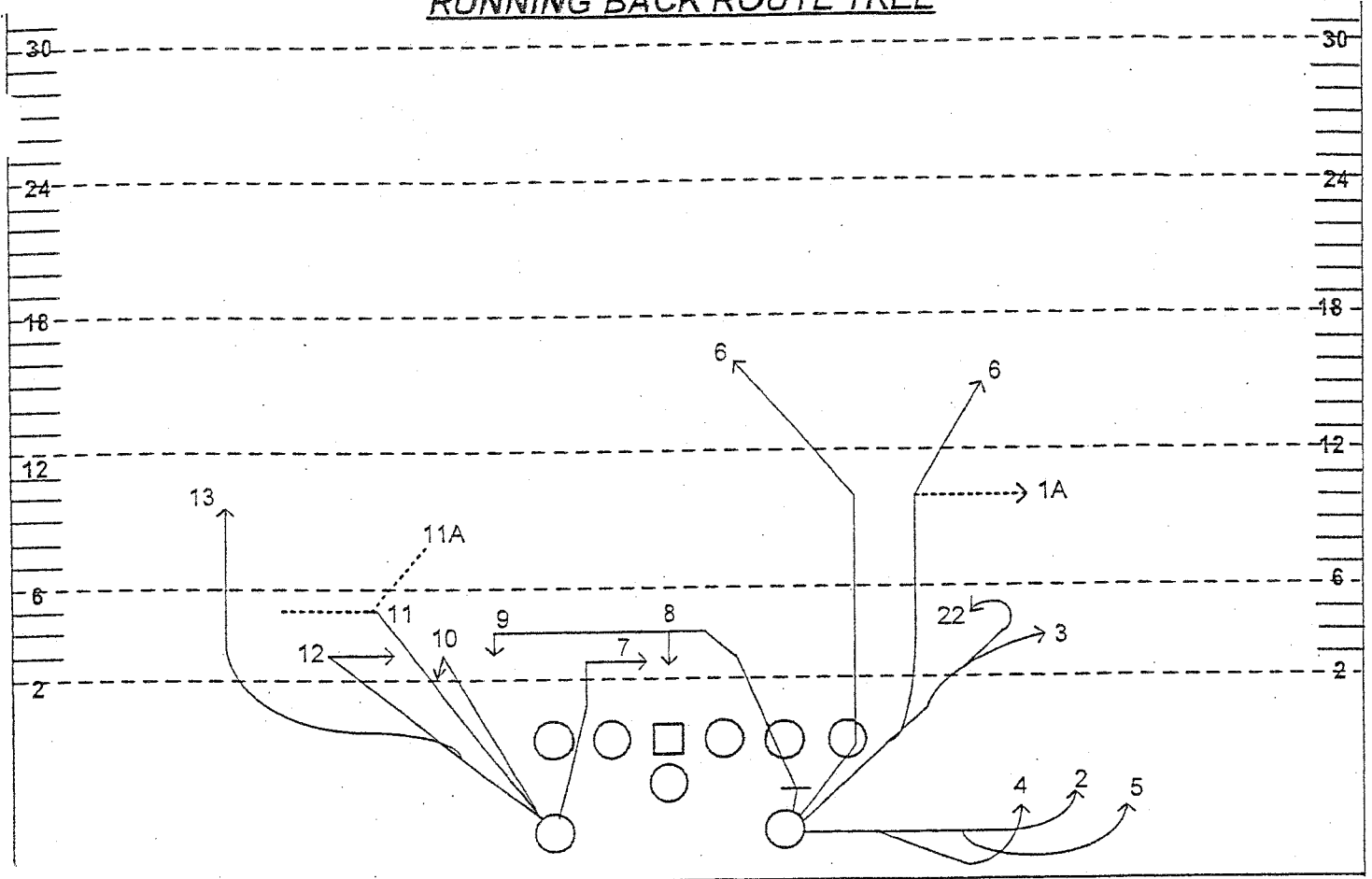
TE ROUTE TREE



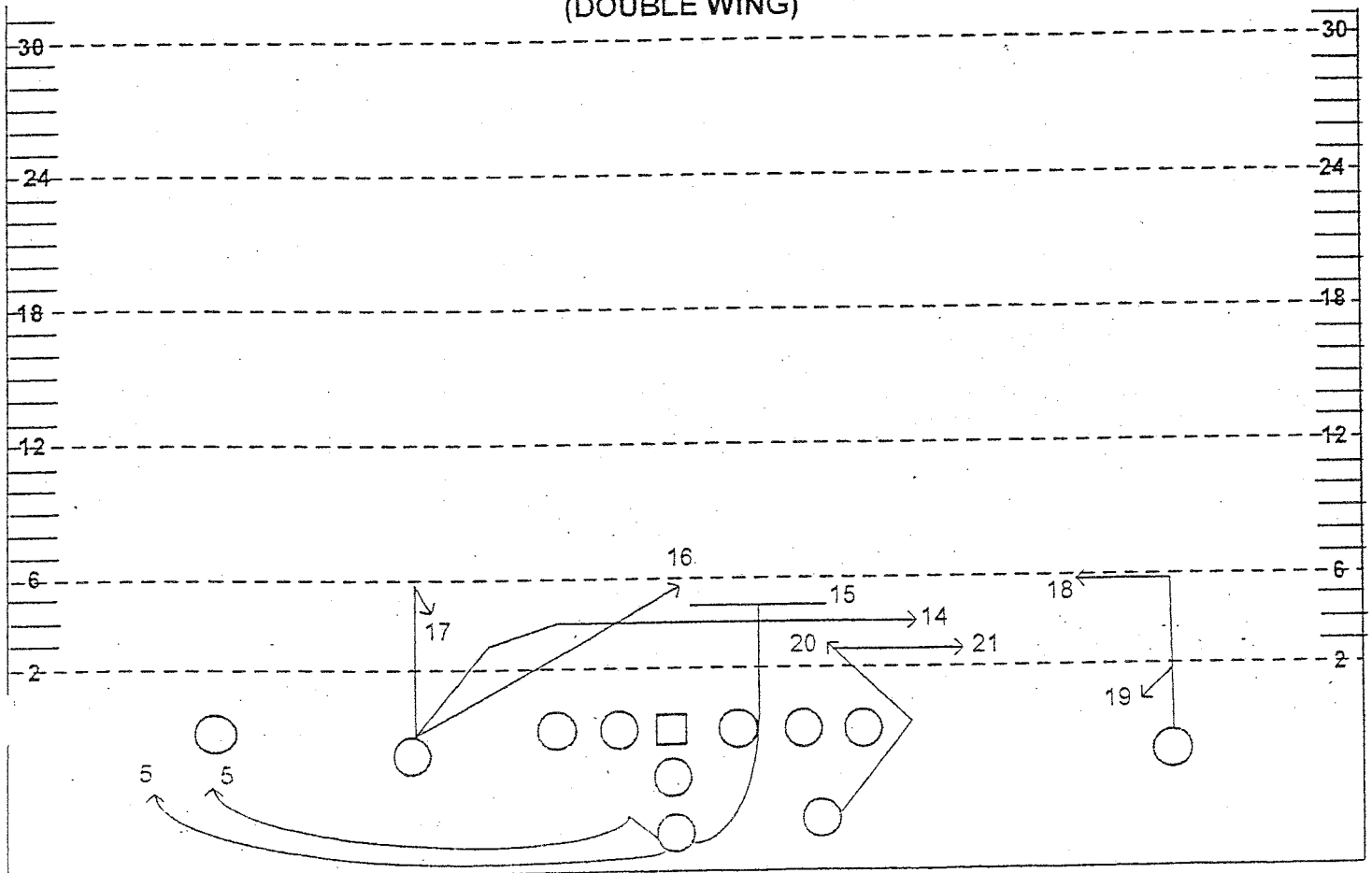
RUNNING BACK ROUTES

1. CORNER - RELEASE OUTSIDE OF TE OR OT, TURN UPFIELD AND BREAK FOR SIDELINE AT 10 YDS TO A DEPTH OF APPROXIMATE 22 YDS.
- 1A. CORNER ADJUSTED - RELEASE OUTSIDE TE OR OT, TURN UPFIELD AND IF THERE IS A DEFENDER IN THE OUTSIDE 1/3 BREAK OUTSIDE AT 10 YDS.
2. SPOT- SPRINT PARALLEL TO LOS, EYES AROUND ON 3RD STEP CONTINUE ON YOUR PATH & DO NOT LOSE ANY GROUND.
3. FLAT - SPRINT OUTSIDE FOR A SPOT 3-5 YDS DEEP AND 4 YDS FROM SIDELINE
4. 'M' - STEP AT YOUR DEFENDERS, THEN BELLY BACK AND TURN UP APPROXIMATELY 4 YDS OUTSIDE TE, LOOSE 2 1/2 YDS
5. WIDE - FROM STANCE SPRINT PARALLEL TO LINE OF SCRIMMAGE AND GIVE GROUND 1 YD. LOOK AT QB ON 5TH STEP. TURN UP APPROXIMATELY 3 YDS OUTSIDE THE NUMBERS.
6. POST - RELEASE SLIGHTLY OUTSIDE TE, TURN UPFIELD AND ANGLE BETWEEN GOAL POST AT 10 YDS
7. BINGO CROSS - RELEASE THROUGH GUARD-TACKLE GAP AND RUN A 3 YD CROSSING ROUTE
8. CHECK THRU - CHECK THRU LINE OF SCRIMMAGE TO A SPOT 3-5 YDS OVER FOOTBALL
9. CHECK WEAK - CHECK THRU LINE OF SCRIMMAGE TO SPOT 3 YDS DEEP, MIDWAY BETWEEN PERSON RESPONSIBLE FOR FLAT AND NEXT INSIDE LB
10. SLOW FLAT - CHECK OUTSIDE TO A SPOT 3 YDS OUTSIDE TE OR OT AND 3 YDS DEEP (3X3)
11. READ - SPRINT FOR A SPOT 5 YDS DEEP AND INSIDE EDGE OF THE NUMBERS. TURN OUTSIDE. IF MAN COVERAGE SPRINT OUTSIDE AT 5 YDS.
- 11A. CHOICE - INSIDE ROUTE OFF OF THE READ, PUSH UP TO 5 YDS
12. CHECK TO NUMBERS - CHECK OUTSIDE, ON L.O.S. AND INSIDE EDGE OF NUMBERS.
13. WHEELS - START INITIALLY ON A FLAT ROUTE THEN TURN UPFIELD AND STAY WIDE 4 YDS FROM SIDELINE
14. SHALLOW CROSS - A CROSSING ROUTE FROM 4-6 YDS DEEP. FIND OPEN AREA VERSUS ZONE
15. OPTION - SPRINT THROUGH LINE OF SCRIMMAGE, IF MAN COVERAGE WORK INSIDE OR OUTSIDE AT 5 YDS. IF ZONE FIND AN OPEN AREA AWAY FROM LB AT 5 YDS
16. SHORT CROSS - SPRINT IMMEDIATELY FOR A SPOT 6 YDS OVER THE FOOTBALL
17. PIVOT - SPRINT UPFIELD TO A SPOT 6 YDS DEEP, TURN INSIDE AND LOOK AT QB
18. UNDER - VERTICAL STEM 3-5 YDS BREAK INSIDE ON THE MOVE
19. SMOKE - DRIVE UPFIELD 1 STEP THEN WORK BACK TO LOS
20. TEXAS - RUN 1 YD OUTSIDE TE PLANT OUTSIDE FT ON LOS, BREAK AT 45 ANGLE CROSS LB'ERS FACE, KEEPING GOING VS MAN OR ZONE.
21. ARROW - RUN TEXAS ROUTE FOR 3 STEPS, BREAK BACK OUTSIDE KEEP GOING
22. FLAT STOP - HOOK AT 5 YDS ON INSIDE EDGE OF THE #'S.

RUNNING BACK ROUTE TREE



(DOUBLE WING)



2004 MAY MINI CAMP
OFFENSIVE INSTALLATION

DAY #1

PASSES

Base

200-300 Jet Thunder	T - Solo/Double Wing
300-200 Jet Lion Drag Slant	(T) - Near/Solo/Double Wing
322-323 Scat 'Y' Stick Lion/Thunder	T - Solo/Double Wing ('B' Rt-Lt)
322-323 Scat Lion	T - Solo/Double Wing ('B' Rt-Lt)
2-3 Jet (60-61) 'X'/Tiger Under (Sluggo)	(T) - Strong 'Y' Lt-Rt/Solo/ Far Double Wing
2-3 Jet (60-61) 'U'/'X'/'Z' Level (Take Off)	T - Solo/Far West Slot/Far West Zoom
2-3 Jet (60-61) 'X' Circus ('X' Circle Post)	(T) - Near/Solo
2-3 Jet Flanker Drive FB/'U'/'X' Corner	(T) - Near/Solo/Far Double Wing ('F' Short)
60-61 Double Acute/Go/CB/Shake	T - Double Wing

****REVIEW ACE/SNUG SPLITS**

Movement/ Play Pass

Fake 18-19 HO QB Keep Pass Lt-Rt	(T) - I/Solo/Far West Zoom
Fake 18-19 HO QB Naked Lt-Rt	T - Double Wing/Far West Zoom
Pass 19-18 HO Weak 'X' Deep Cross	- Near
Pass 19-18 HO Weak 'X' A.P. 'Z' CB (T.O.)	- Near
Pass 14-15 Man 'Z' A.P. 'X' Dig	- I/Near

RUNS

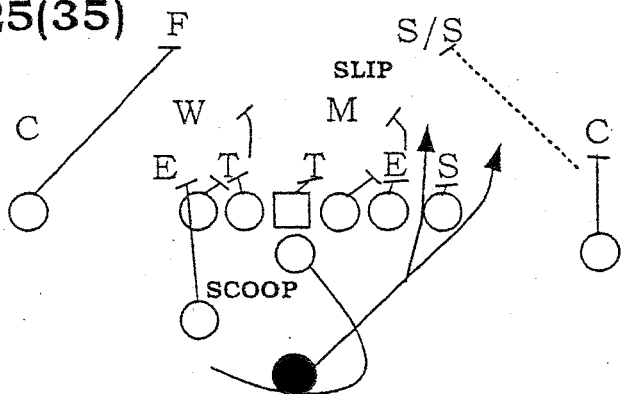
18-19 HO Strong	(T) - I/Near/Solo (Slot)/Double Wing/ Far Double Wing/Far West Slot/ Far West Zoom
19-18 HO Weak (Force)	(T) - I/Near/Double Wing/ Far Double Wing/Far West Slot/ Far West Zoom
14-15 Strong	(T) - I/Near/Solo/Double Wing/ Far Double Wing/Far West Slot/ Far West Zoom
34-35	- I
14-15 Man	- I/Near
TB 40-41	- I/Near
40-41	(T) - Double Wing/Far Double Wing/ Far West Slot/Far West Zoom

(POSSIBLE ACE/SNUG SPLITS)

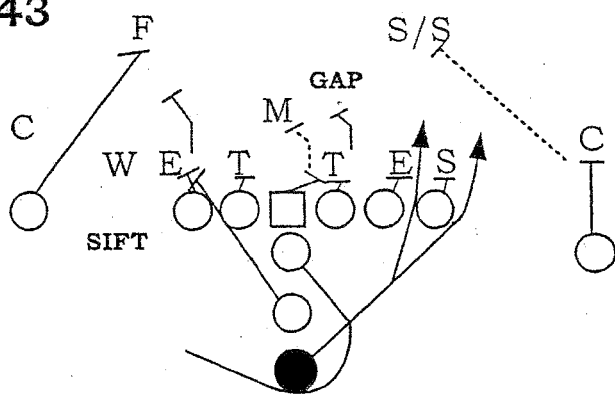
18-19 HO Strong (wide zone)

- Z/X - FIRST FORCE PLAYSIDE 8/9 HOLE RULES, BACKSIDE RULES
- TE - 8/9 HOLE COMBO, MAN, TO
- T - SLIP, COMBO, MAN, TO
- G - SLIP, GAP, MAN, TRIPLE.
- C - SLUG, MAN, GAP, TRIPLE.
- OG - SLUG, SCOOP, MAN, TRIPLE.
- OT - SIFT, SCOOP
- FB - SIFT, SEAL, RUN TRACK AT INSIDE HIP OF TACKLE
- BC - DROP STEP, SET TRACK AT BUTT OF TE, GET BALL DOWNHILL, RUN STRETCH COURSE
- QB - OPEN TO PLAYSIDE RUN KEEPER FAKE OUT THE BACKSIDE

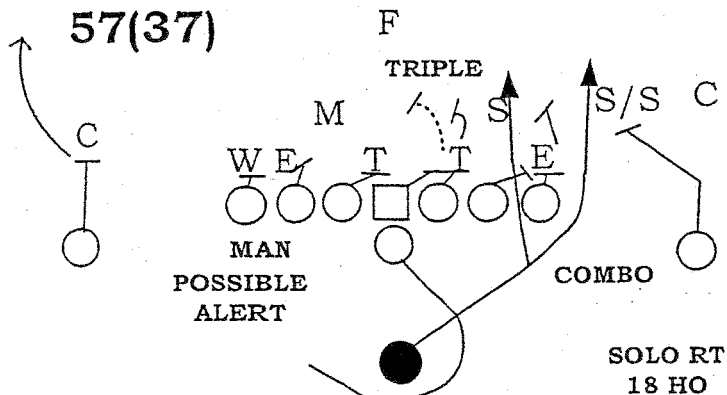
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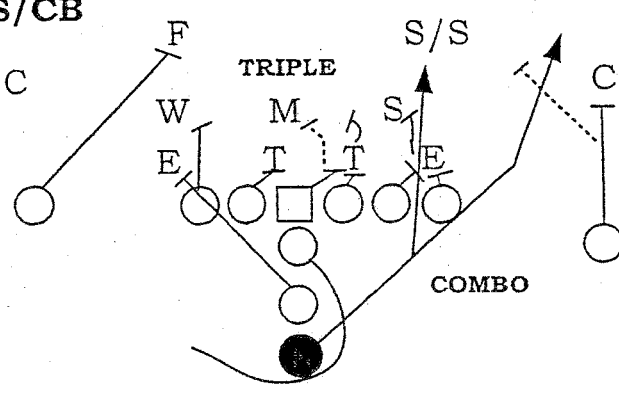
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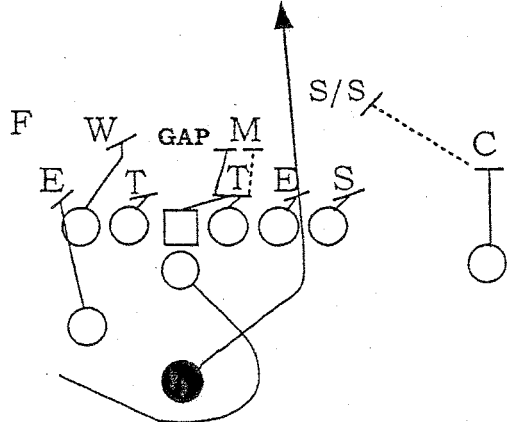
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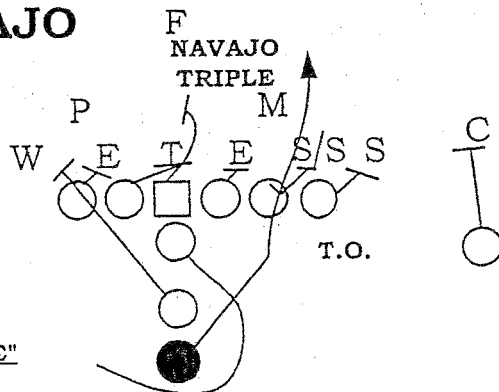
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OS/CB



45+



NAVAJO

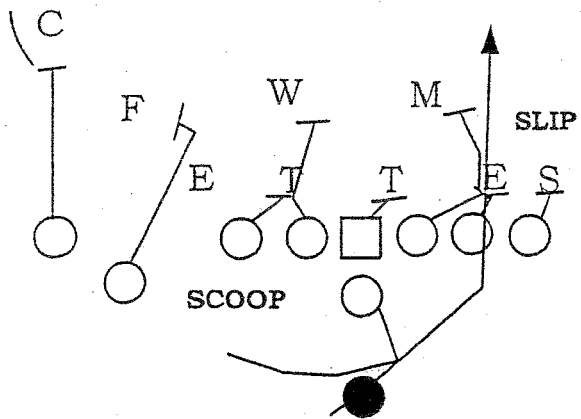


"AUDIBLE"

18-19 HO Strong

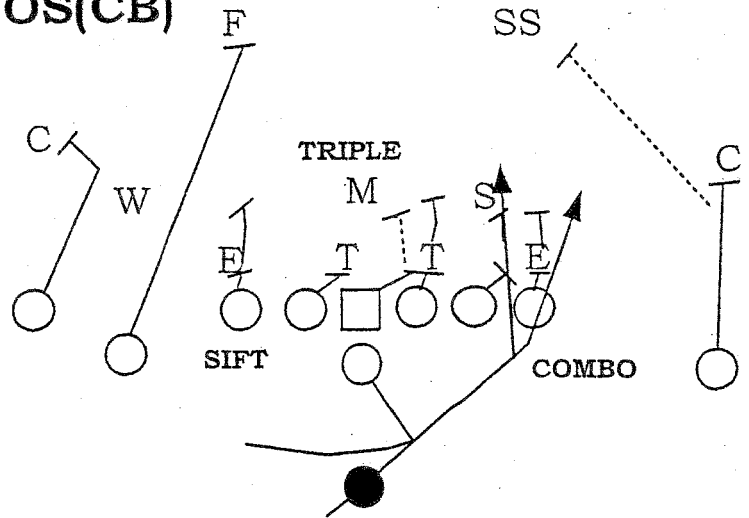
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SS



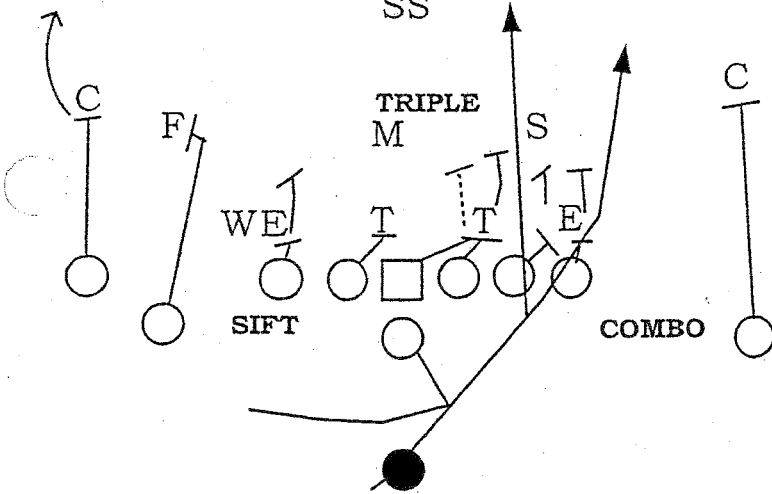
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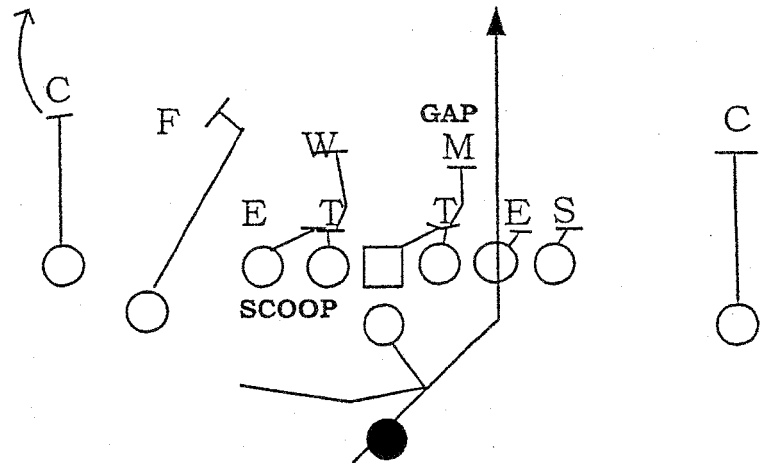
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SS




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SS

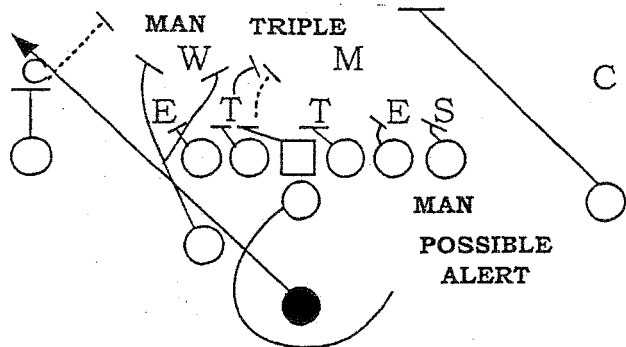


19-18 HO Weak (FORCE)

- do not run to cheer can. on weak hrs*
- Z-X - 1ST FORCE PLAYSIDE 8/9 HOLE RULES *FORCE CALL STAY ON CORNER, BACKSIDE RULES
 - TE - MAN, ALERT S/S, CUTOFF, SIFT
 - T - SLIP, MAN
 - G - SLIP, MAN, GAP, TRIPLE
 - C - SLUG, GAP, TRIPLE, MAN
 - OG - SLUG, MAN, SCOOP, TRIPLE
 - OT - ALERT, SCOOP, TRIPLE
 - FB - BLOCK WILL. (FORCE CALL - BLOCK SUPPORT)
 - BC - DROP STEP, SET TRACK AT IMAGINARY BUTT OF PLAYSIDE TE, GET BALL DOWNHILL AND RUN STRETCH COURSE.
 -  QB - OPEN TO PLAYSIDE RUN KEEPER FAKE OUT STRONG SIDE. 'FORCE' CALL vs WILL 'A' GAP WEAK OR FS DOWN. *hand signal - fist*

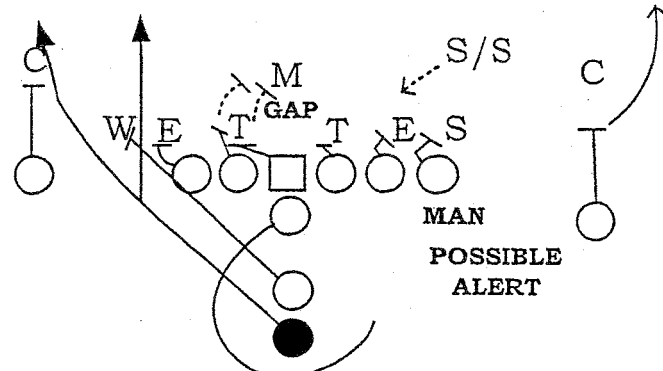
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S/S



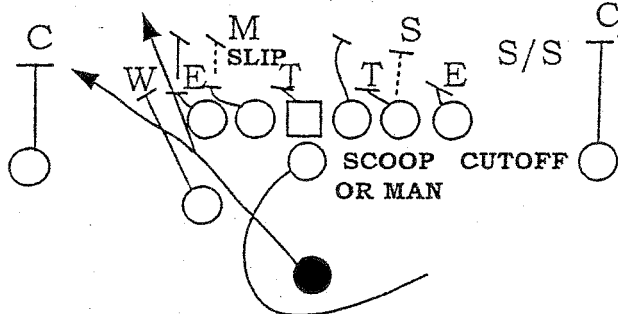
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F



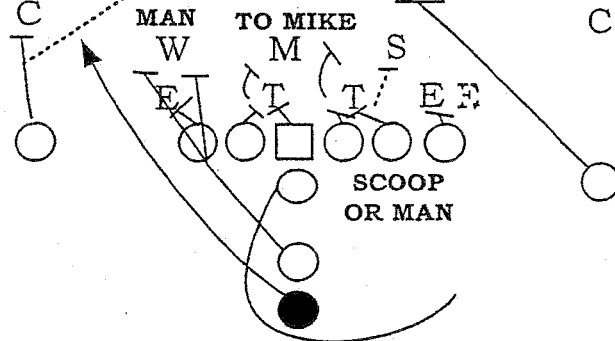
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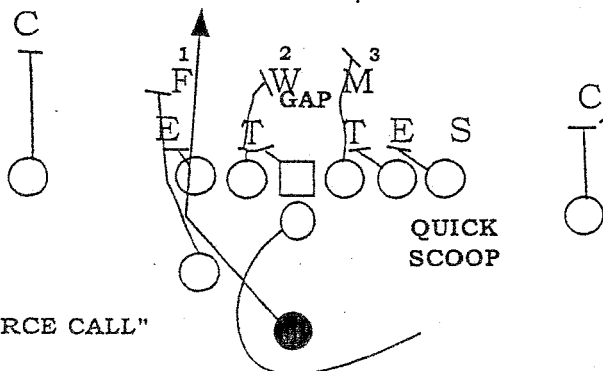
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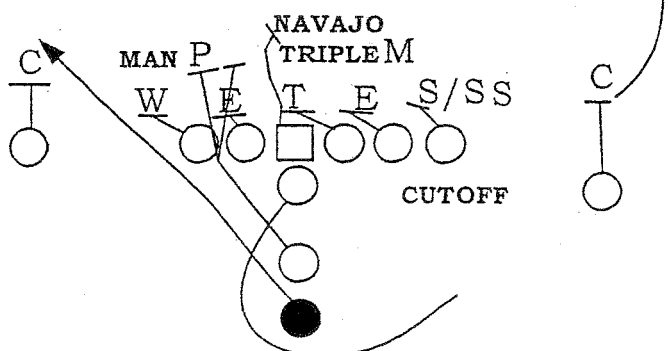
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S/S



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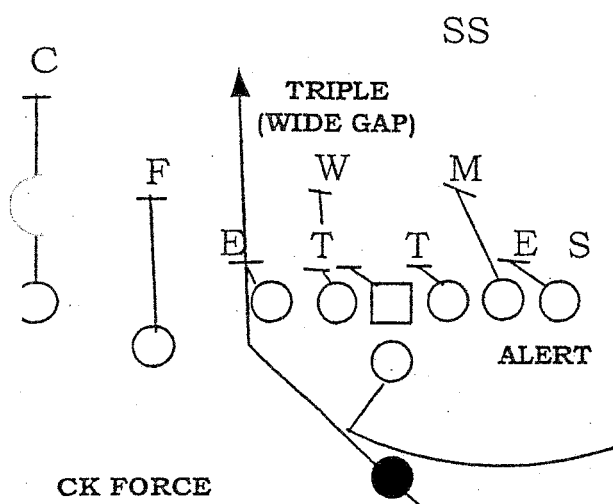


"FORCE CALL"

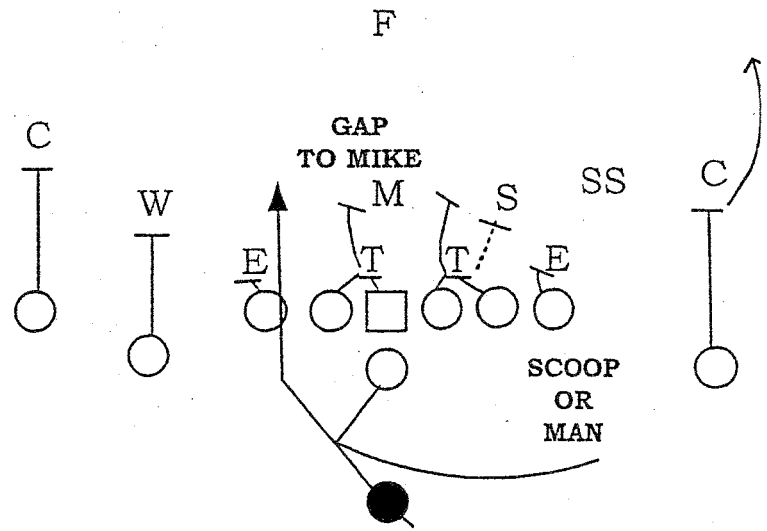
19-18 HO Weak (FORCE)

- Z-X - 1ST FORCE PLAYSIDE 8-9 HOLE RULES, BACKSIDE RULES
- TE - MAN, ALERT S/S, CUTOFF, SIFT.
- T - SLIP, MAN.
- G - SLIP, MAN, GAP, TRIPLE.
- C - SLUG, GAP, TRIPLE, MAN.
- OG - SLUG, MAN, SCOOP, TRIPLE.
- OT - ALERT, SCOOP, TRIPLE.
- FB/T - BLOCK WILL. ALERT 'FORCE' CALL, BLOCK SAFETY.
- BC - DROP STEP, SET TRACK AT IMAGINARY BUTT OF PLAYSIDE TE, GET BALL DOWNHILL AND RUN STRETCH COURSE.
- QB - OPEN TO PLAYSIDE, RUN KEEPER FAKE OUT STRONG SIDE. CHECK "FORCE" vs WILL IN BOX.

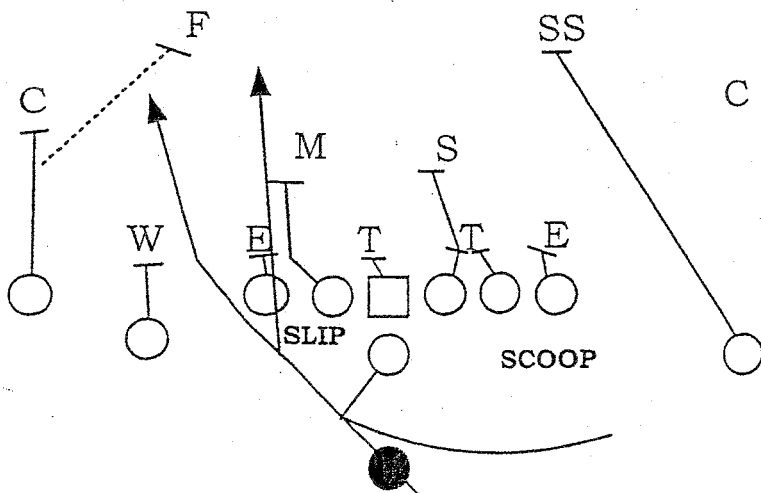
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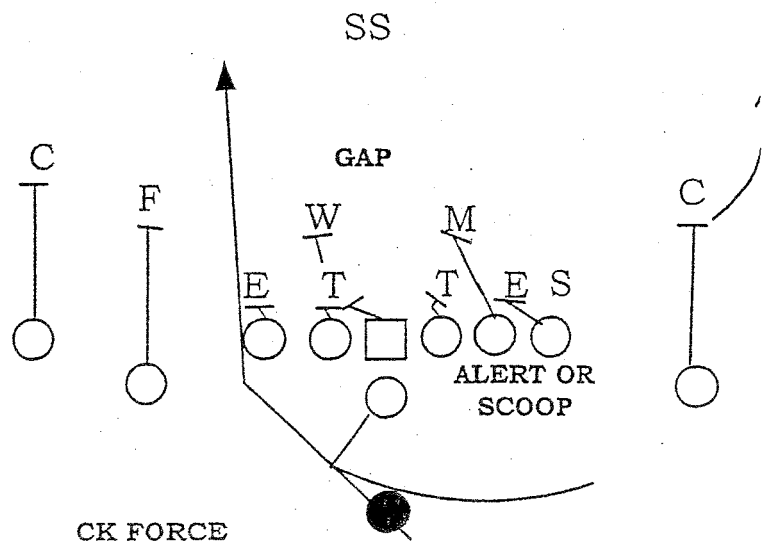
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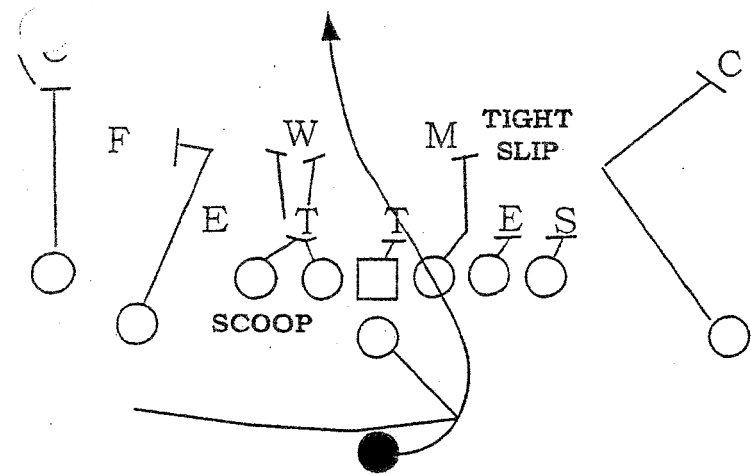
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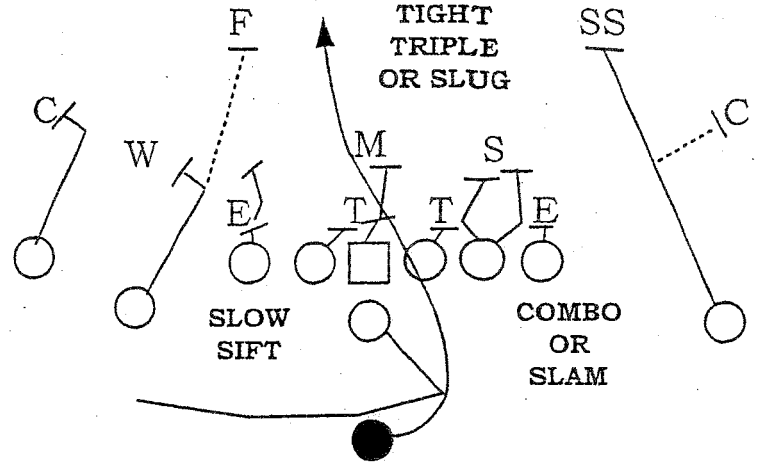
* One back

14-15 Strong

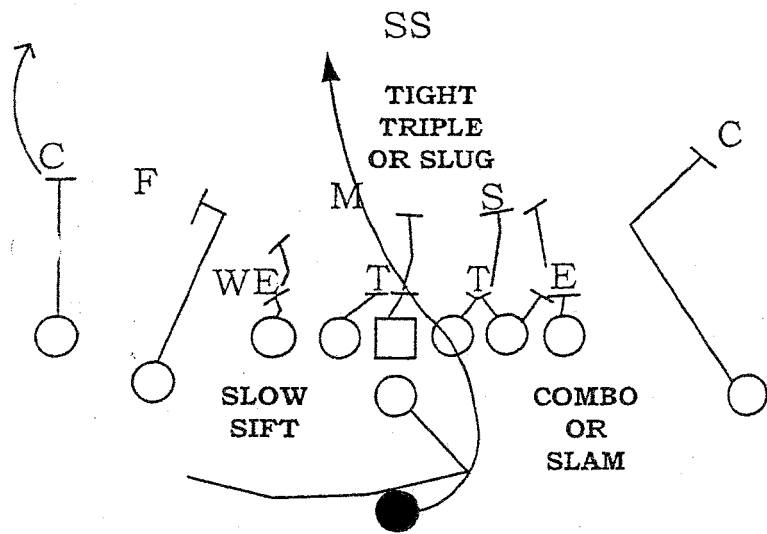
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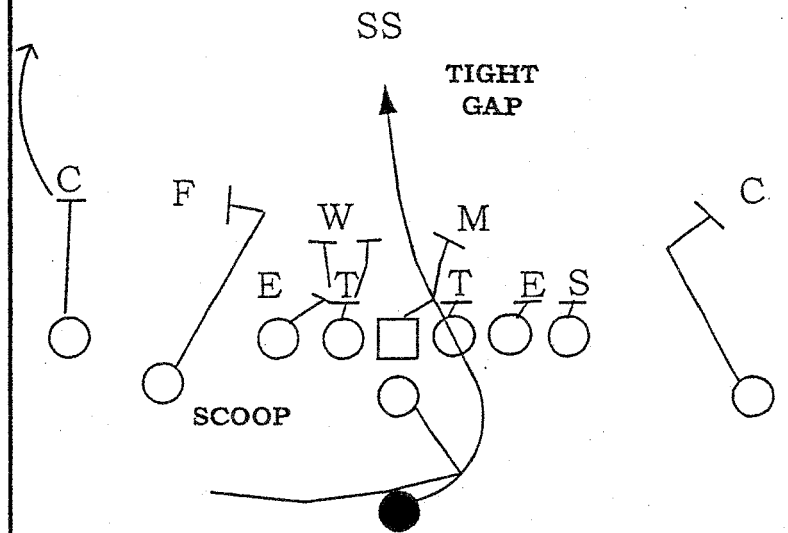
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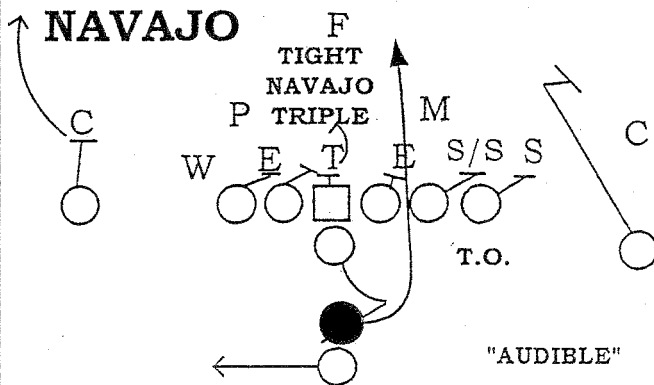
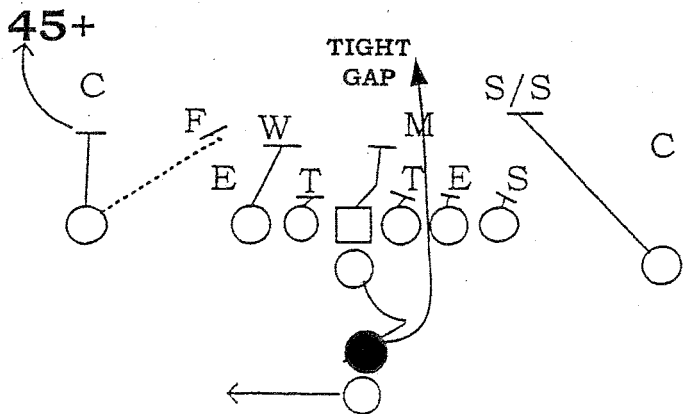
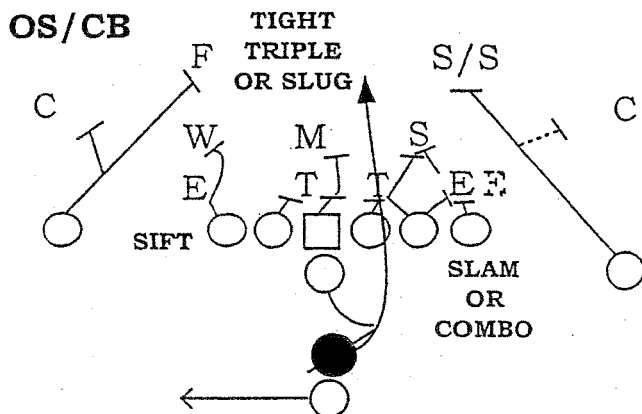
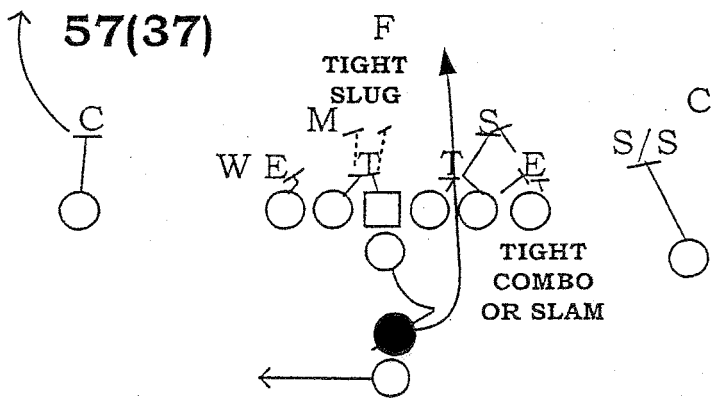
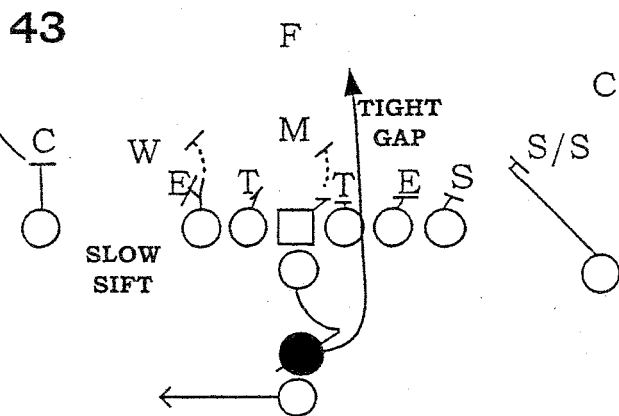
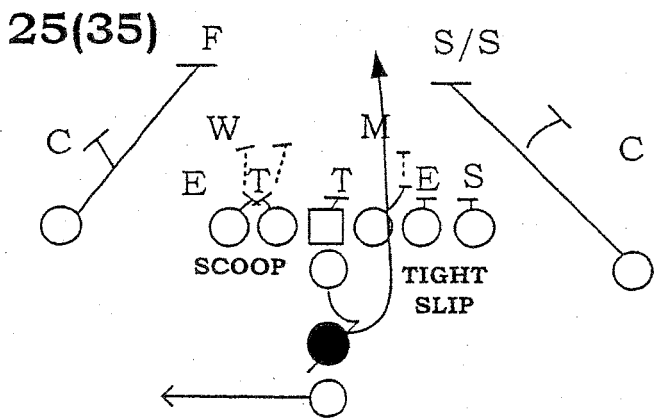


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34-35

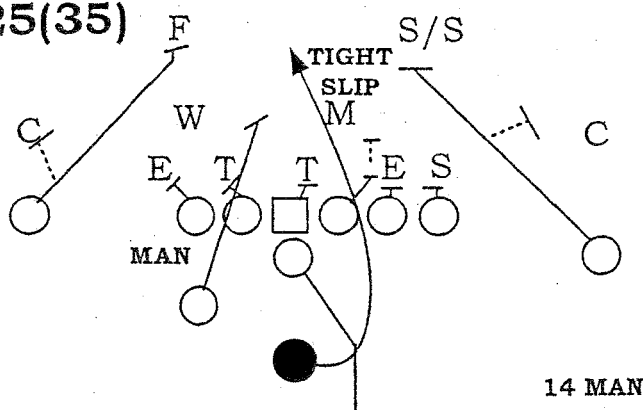
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|-----|---|---|
| Z/X | - | 1ST FORCE PLAYSIDE 4-5 HOLE RULES, BACKSIDE RULES |
| TE | - | MAN, SLAM, TIGHT COMBO, T.O. |
| T | - | SLIP, SLAM, COMBO, MAN. |
| G | - | SLIP, SLAM, GAP, MAN. |
| C | - | SLUG, GAP, MAN. |
| OG | - | SCOOP, SLUG, MAN. |
| OT | - | SCOOP, SIFT. |
| BC | - | OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO LOS
ATTACK INSIDE HIP OF PLAYSIDE TACKLE. |
| HB | - | FAKE PITCH LEFT-RIGHT |
| QB | - | REVERSE OUT, FAKE PITCH TO HB |



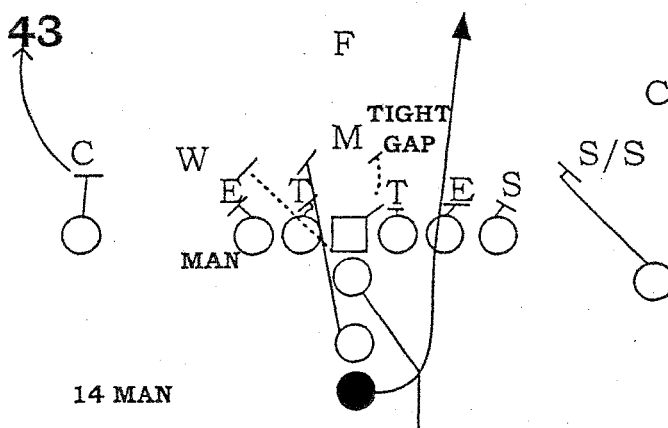
14-15 MAN

- Z/X - 1ST FORCE PLAYSIDE 4-5 HOLE RULES, BACKSIDE RULES
- TE - MAN, SLAM, TIGHT COMBO, T.O.
- T - SLIP, SLAM, COMBO, MAN
- G - SLIP, SLAM, MAN, GAP
- C - SLUG, GAP, MAN
- OG - MAN, SLUG
- OT - MAN
- FB - MAN BLOCK WILL
- BC - OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO LOS ATTACK INSIDE HIP OF PLAYSIDE TACKLE.
- *QB - RUN PASS 14-15 MAN

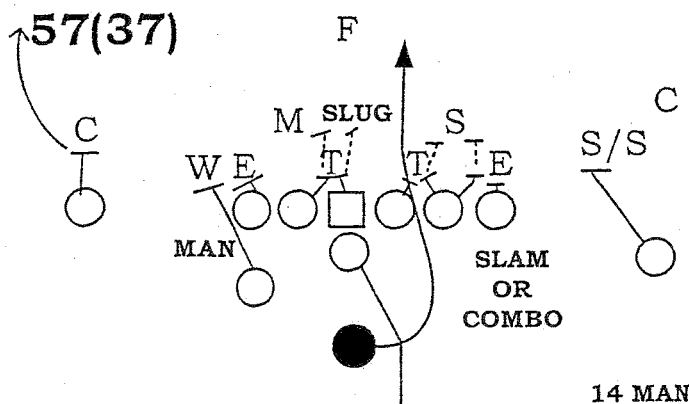
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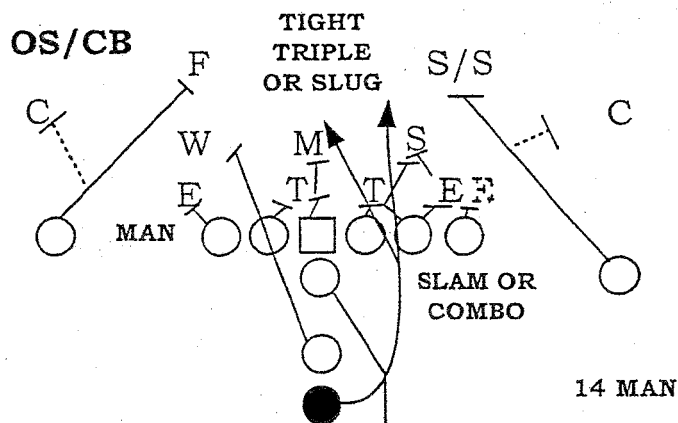
43



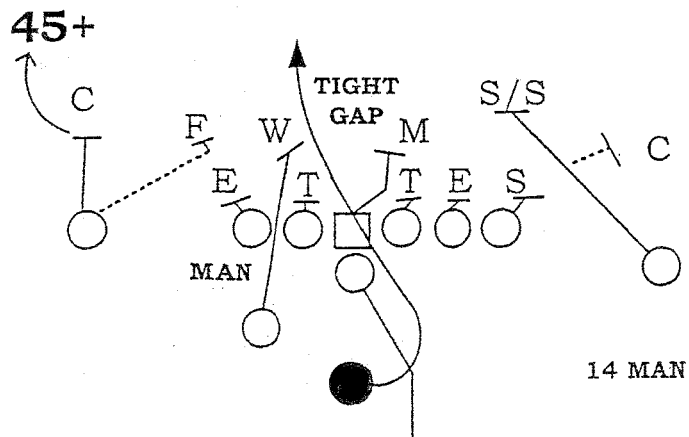
57(37)



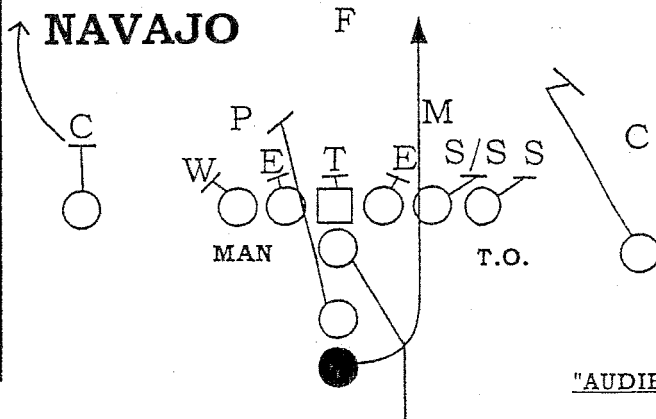
OS/CB



45+



NAVAJO

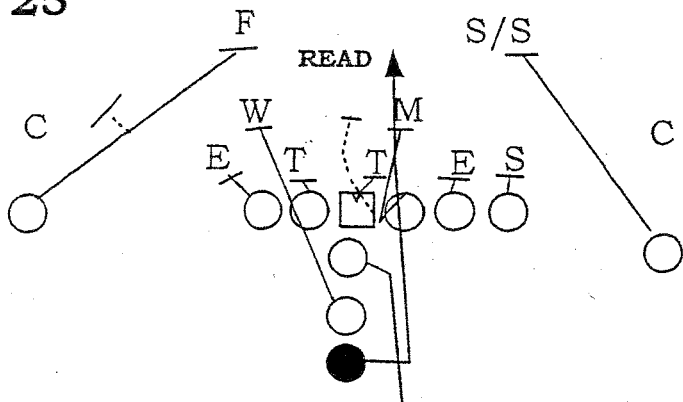


"AUDIBLE"

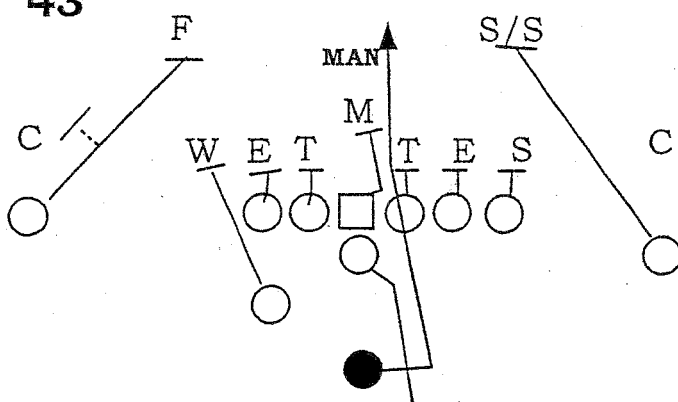
draw screen-- **TB 40-41**

- Z/X - BLOCK SAFETIES
- TE - MAN VS SAM ON, R.O. OR INK VS 7 TECH, T.O.
- T - MAN, SLAM
- G - MAN, SLAM
- C - MAN, READ, FRED
- OG - READ, MAN, FRED, SCOOP
- OT - MAN, SCOOP
- FB - MAN WILL
- BC - SHUFFLE TO QB, RECEIVE HAND-OFF, KEY ONSIDE GUARD BOX, RUN TO DAYLIGHT. (ATTACK PLAYSIDE GUARD)(CHEAT ALIGNMENT 'B' GAP WHEN OFFSET.)
- QB - CONTINUE DROP BACK PASS

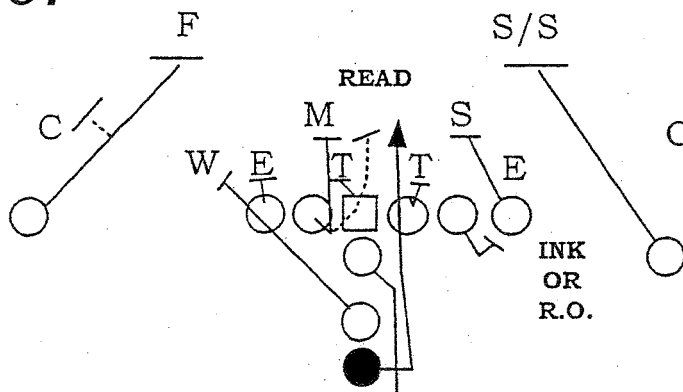
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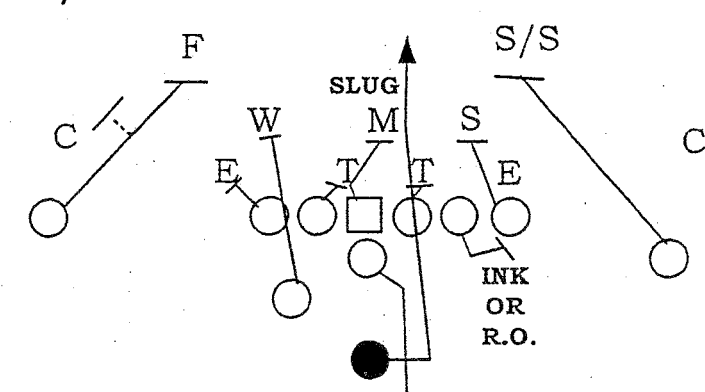
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57

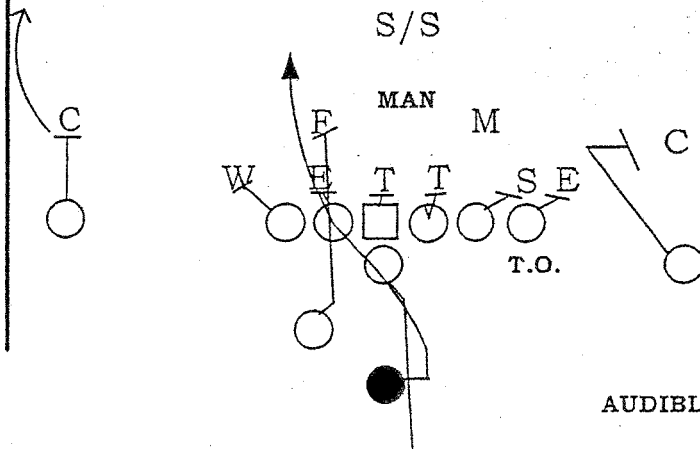
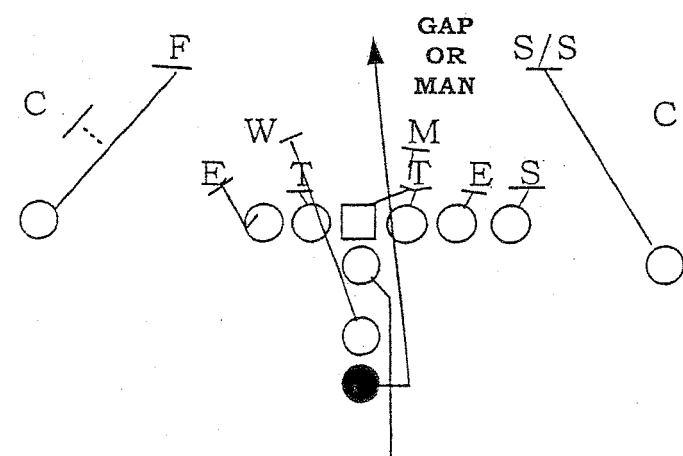


OS/CB



45+

NAVAJO

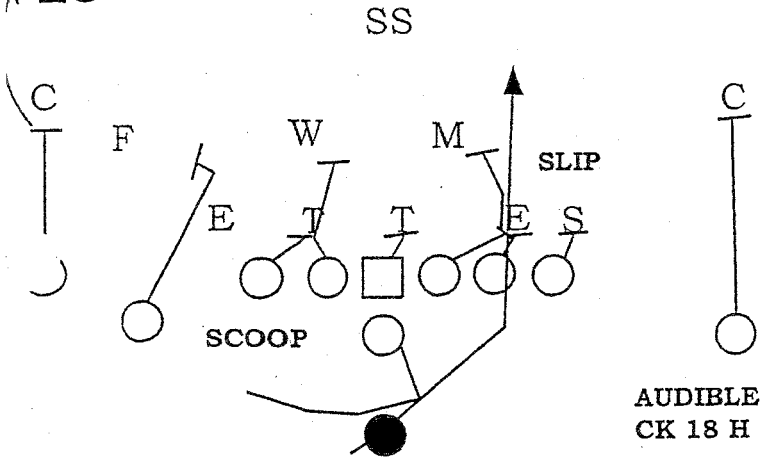


AUDIBLE

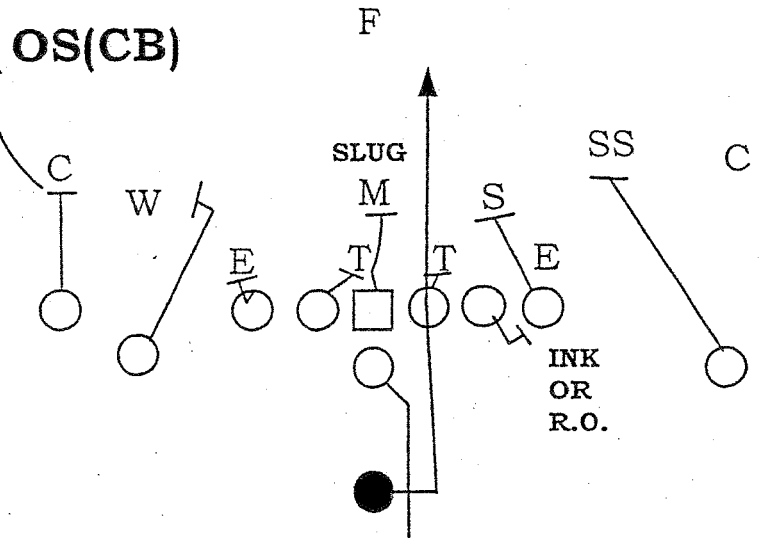
40-41

- Z/X - Z BLOCK SAFETY, X BACKSIDE RULES
- SLOT - BLOCK 1st SUPPORT (WILL WALK), ALERT AUDIBLE.
- TE - MAN VS SAM ON, R.O. OR INK VS 7 TECH, T.O.
- T - MAN, SLAM
- G - MAN, SLAM
- C - MAN, READ, FRED
- OG - READ, MAN, FRED, SCOOP
- OT - MAN, SCOOP
- BC - SHUFFLE TO QB, RECEIVE HAND-OFF, KEY ONSIDE GUARD BOX, RUN TO DAYLIGHT. (ATTACK PLAYSIDE GUARD)(CHEAT ALIGNMENT 'B' GAP WHEN OFFSET.)
- QB - CONTINUE DROP BACK PASS. CHECK vs WILL IN BOX.

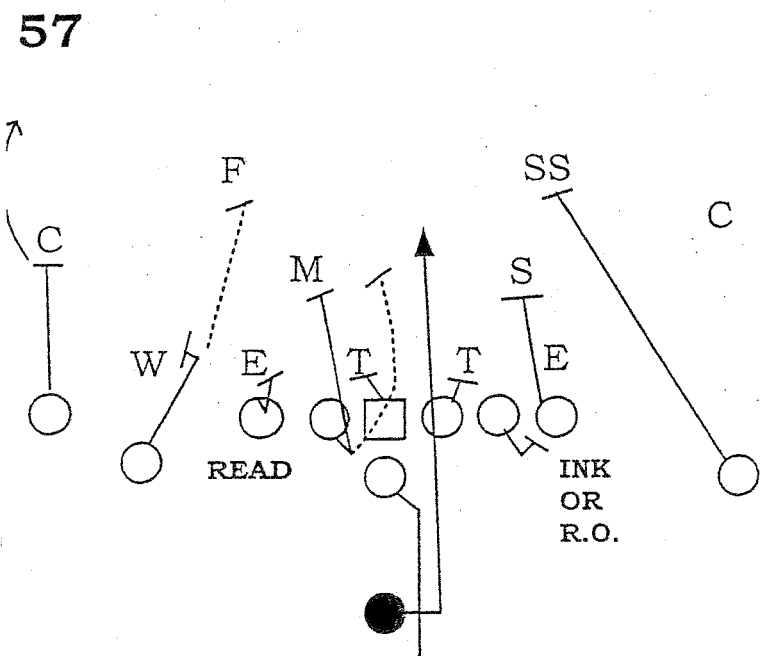
25



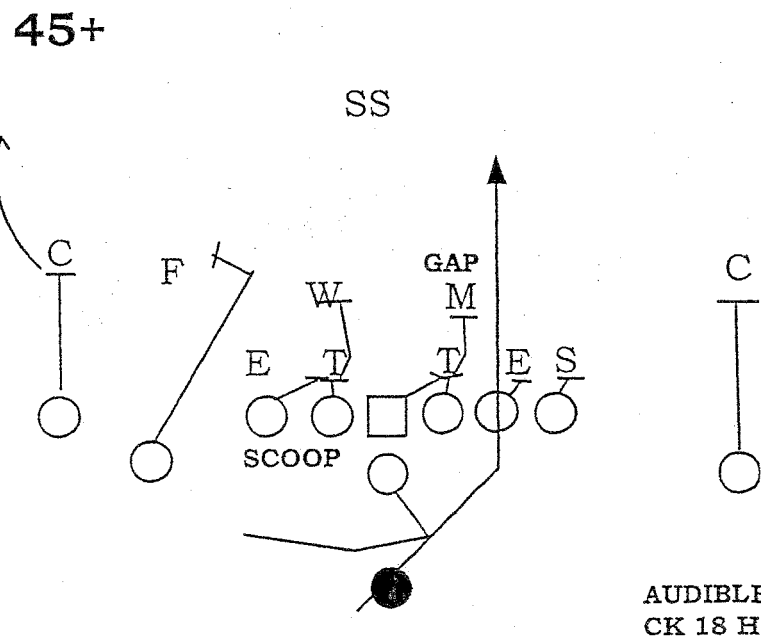
OS(CB)



57



45+



AUDIBLE
CK 18 H

to light and size

TURN PROTECTION AWAY FROM CALL. CENTER TURNS FROM 1ST DOWN TO WK LB'ER - DUAL WEAK OR TURN - GD TO CALL SIDE IN GAP WITH FB.

PROTECTION BACK - DOUBLE READS 2 LB'ERS STRONG ALERT SS.
RELEASE BACK - SCAT RELEASE.

[illegible]

S/S

[illegible]

F

S/S

A diagram of a ship's hull cross-section. The hull is represented by a curved line. Inside the hull, there are several circular components labeled 'E' (engine) and 'T' (transmission). A central square component is labeled 'M' (motor). A horizontal line across the hull is labeled 'LA' (lower aft) and 'LEE' (lee). A vertical dashed line is labeled '1' and 'M'. A curved dashed line is labeled '2' and 'S'. The hull is also labeled 'C' at the bow and 'C' at the stern. The diagram shows the internal layout of the hull, including the engine, transmission, motor, and various structural components.

N

F

[illegible]

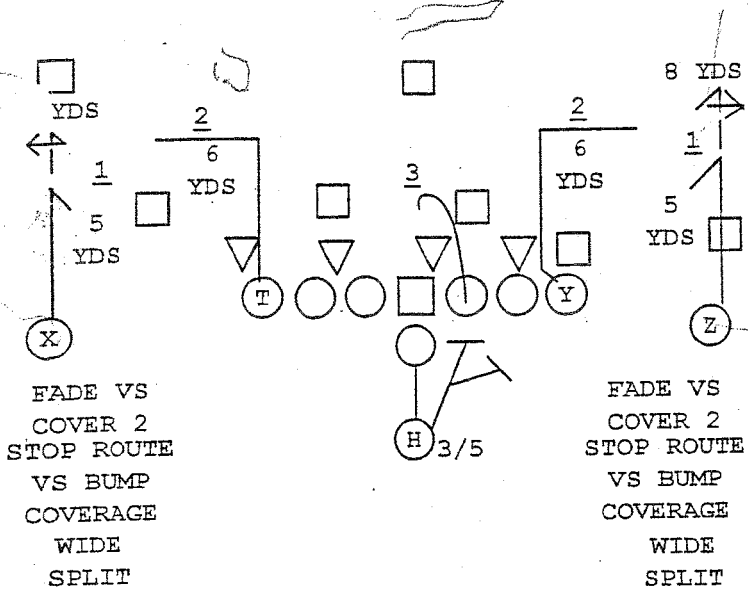
F

F

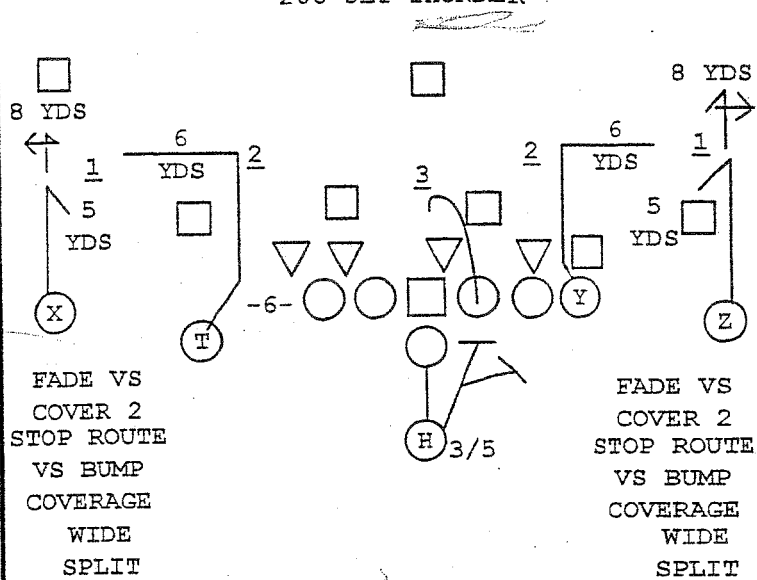
NAVAJ
DOWN

A diagram of a 10-bit shift register. The register consists of 10 circular cells. The first cell is labeled 'W'. The second cell is labeled 'E' with a horizontal line through it. The third cell is a square labeled 'T'. The fourth cell is labeled 'E'. The fifth cell is labeled 'S' with a horizontal line through it. The sixth cell is labeled 'S' with a horizontal line through it. The seventh cell is labeled '3'. The eighth cell is labeled '2'. The ninth cell is labeled 'C'. The tenth cell is labeled 'C'. Above the register, the word 'DOWN' is written. Below the register, the word 'OUT' is written. A line labeled 'OUT' connects the bottom of the first cell to the bottom of the second cell. A line labeled 'DOWN' connects the bottom of the second cell to the bottom of the third cell. A line labeled 'DOWN' connects the bottom of the third cell to the bottom of the fourth cell. A line labeled 'DOWN' connects the bottom of the fourth cell to the bottom of the fifth cell. A line labeled 'DOWN' connects the bottom of the fifth cell to the bottom of the sixth cell. A line labeled 'DOWN' connects the bottom of the sixth cell to the bottom of the seventh cell. A line labeled 'DOWN' connects the bottom of the seventh cell to the bottom of the eighth cell. A line labeled 'DOWN' connects the bottom of the eighth cell to the bottom of the ninth cell. A line labeled 'DOWN' connects the bottom of the ninth cell to the bottom of the tenth cell. A line labeled 'DOWN' connects the bottom of the tenth cell to the bottom of the first cell. A line labeled 'DOWN' connects the bottom of the first cell to the bottom of the second cell. A line labeled 'DOWN' connects the bottom of the second cell to the bottom of the third cell. A line labeled 'DOWN' connects the bottom of the third cell to the bottom of the fourth cell. A line labeled 'DOWN' connects the bottom of the fourth cell to the bottom of the fifth cell. A line labeled 'DOWN' connects the bottom of the fifth cell to the bottom of the sixth cell. A line labeled 'DOWN' connects the bottom of the sixth cell to the bottom of the seventh cell. A line labeled 'DOWN' connects the bottom of the seventh cell to the bottom of the eighth cell. A line labeled 'DOWN' connects the bottom of the eighth cell to the bottom of the ninth cell. A line labeled 'DOWN' connects the bottom of the ninth cell to the bottom of the tenth cell. A line labeled 'DOWN' connects the bottom of the tenth cell to the bottom of the first cell.

(T) SOLO RIGHT
200 JET THUNDER



(T) DOUBLE WING RIGHT
200 JET THUNDER



thunder
outside / stop
inside
progression

outside - in

in going outside - change drop 3 to 5
to work outside to back

away from light and heat

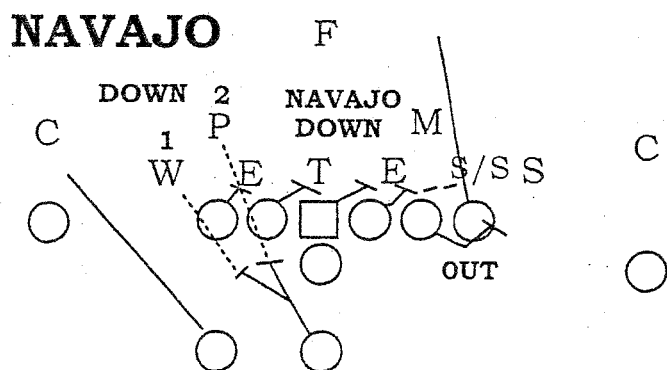
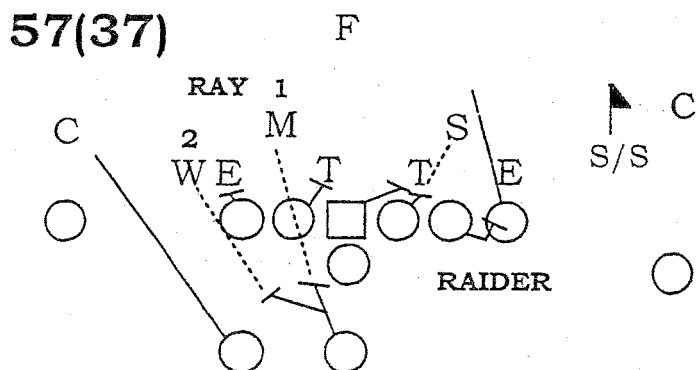
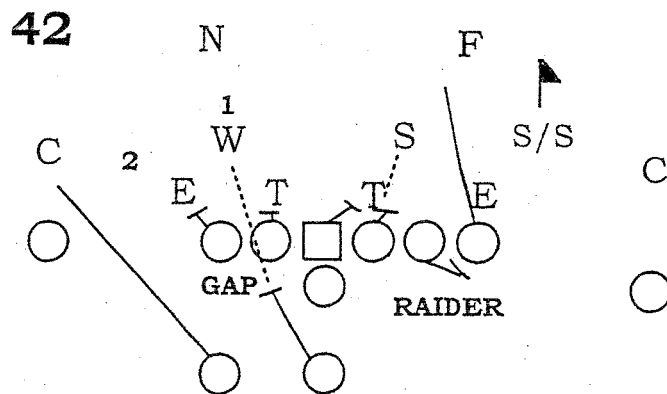
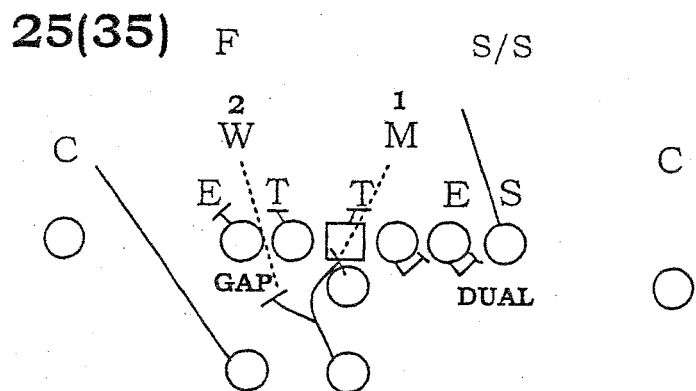
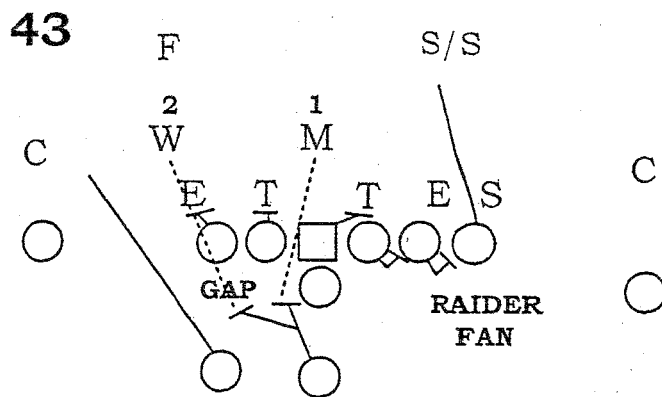
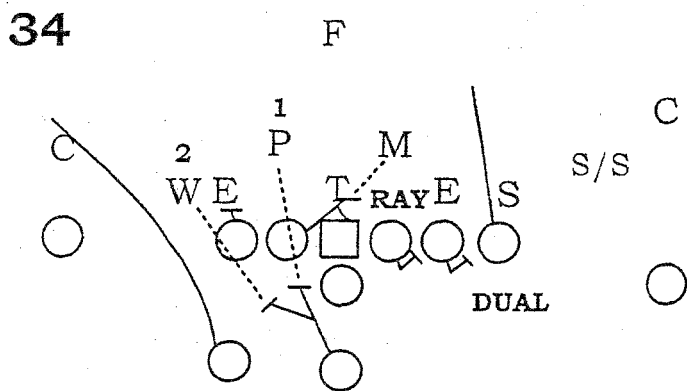
TURN PROTECTION AWAY FROM CALL. CENTER TURNS FROM 1ST DOWN
TO STRONG LB'ER - DUAL STRONG OR TURN - GD TO CALL SIDE IN GAP WITH FB.

PROTECTION BACK

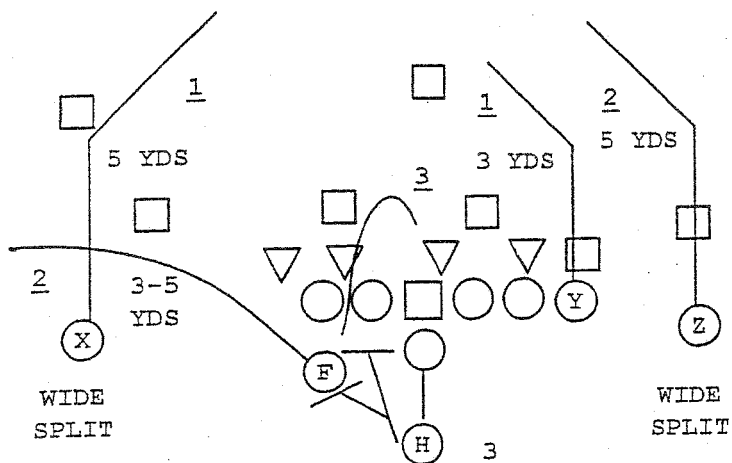
DOUBLE READS 2 LB'ERS WEAK ALERT FS.

RELEASE BACK

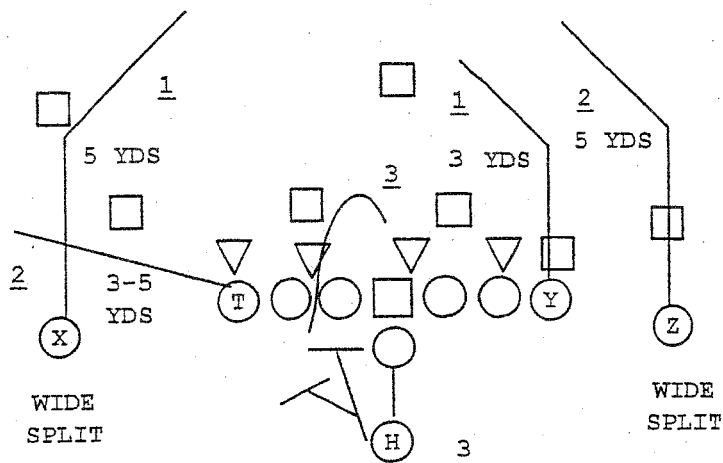
SCAT RELEASE.



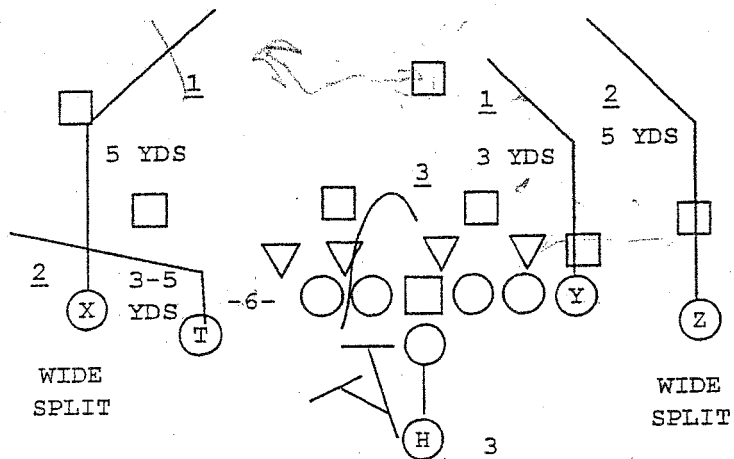
NEAR RIGHT
300 JET LION DRAG SLANT



(T) SOLO RIGHT
300 JET LION DRAG SLANT



(T) DOUBLE WING RIGHT
300 JET LION DRAG SLANT



Lion = 2 guys slants on same side
manfree = weak
2 safeties = Lion side

away from car

22-23 SCAT PROTECTIONS

OFFENSIVE LINE

IF WEAK GUARD COVERED 2-3 JET AND TURN PROTECTION CENTER UNCOVERED, POP WEAK AND HELP TACKLE AND GUARD TO CALL SIDE BLOCK 2.

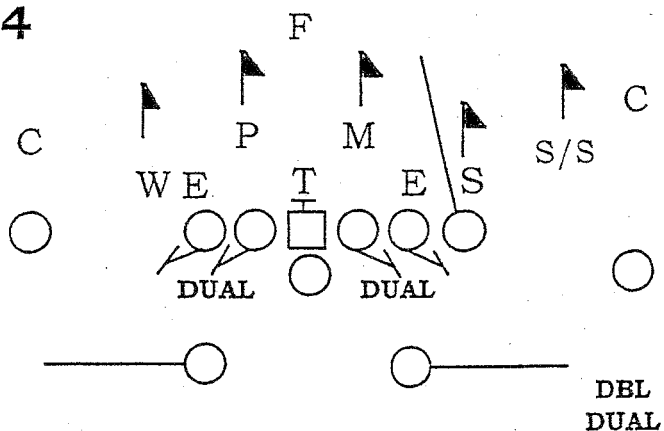
FB - SCAT

HB - SCAT

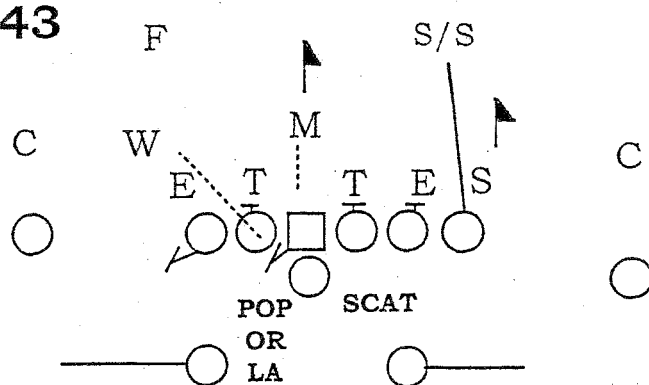


QB - HOT OFF CALL SIDE. ALERT BUBBLE BACKSIDE.

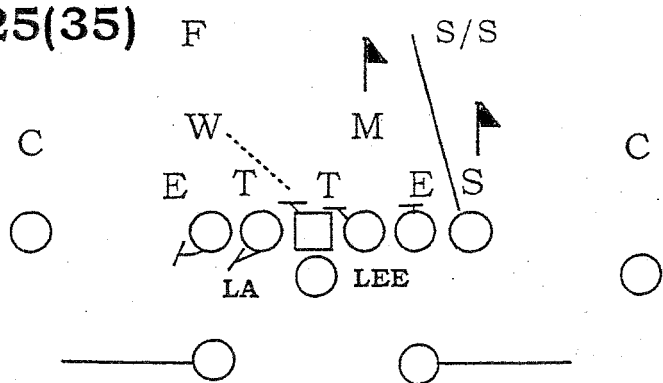
34



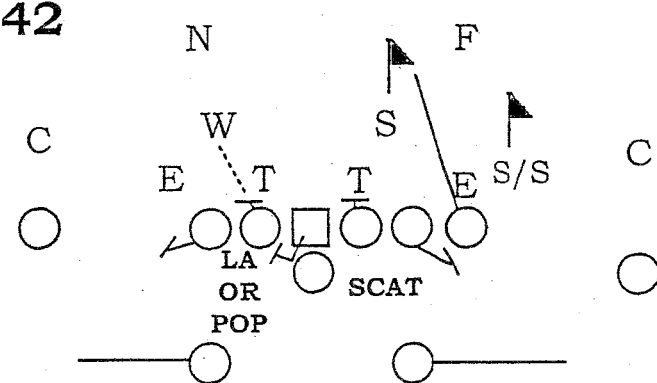
43



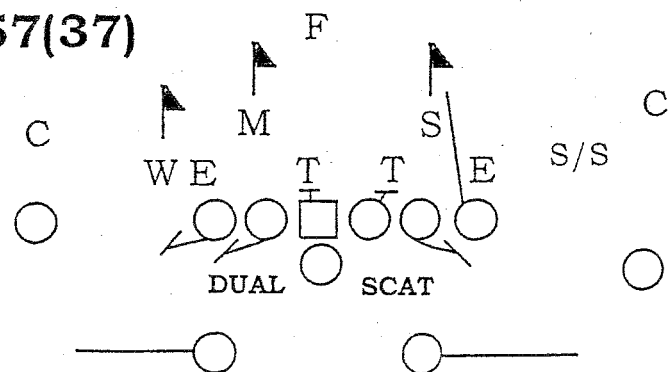
25(35)



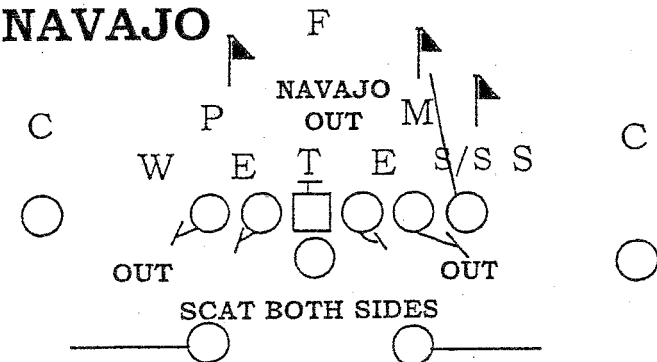
42



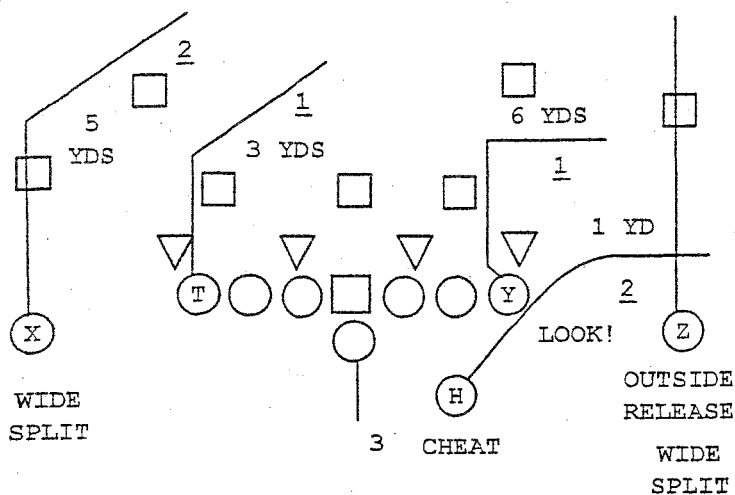
57(37)



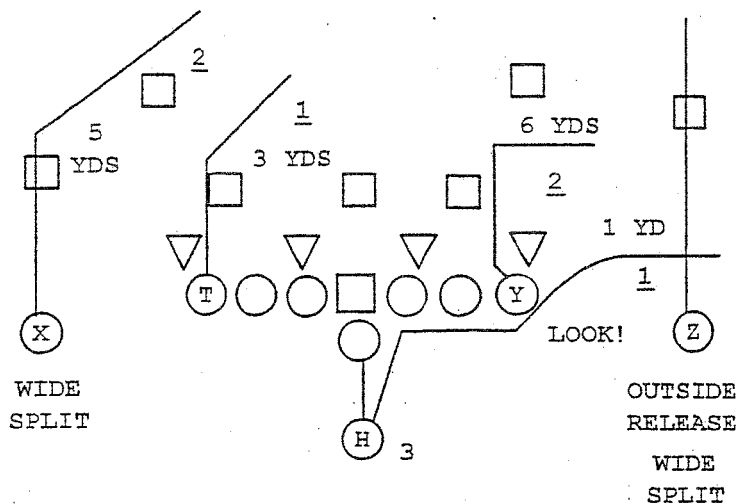
NAVAJO



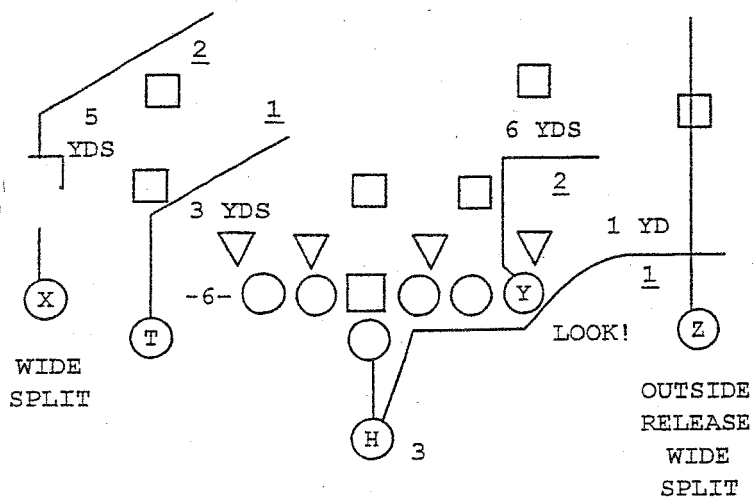
(T) SOLO RIGHT
322 SCAT 'Y' STICK LION



(T) SOLO RIGHT 'B' RIGHT
322 SCAT 'Y' STICK LION

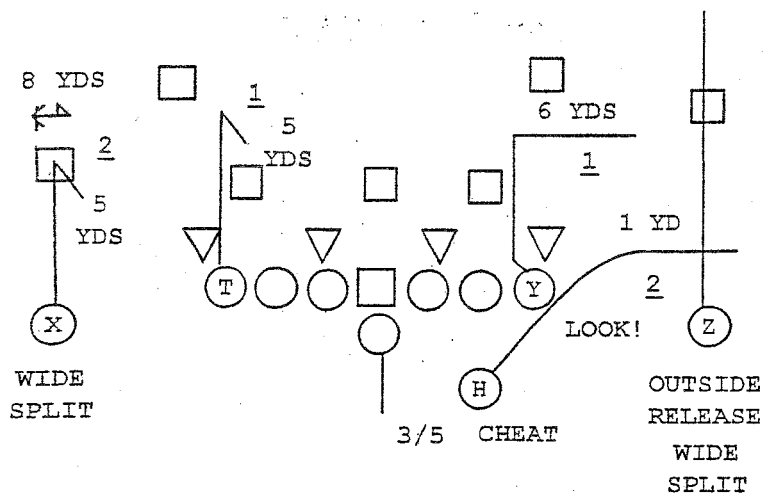


(T) DOUBLE WING RIGHT 'B' RIGHT
322 SCAT 'Y' STICK LION

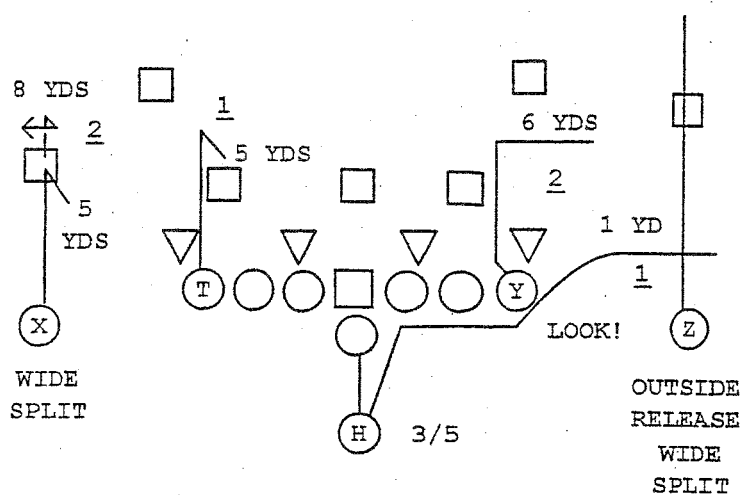


3 deep - stick side
2 safeties - key nickel LB
man - Lion

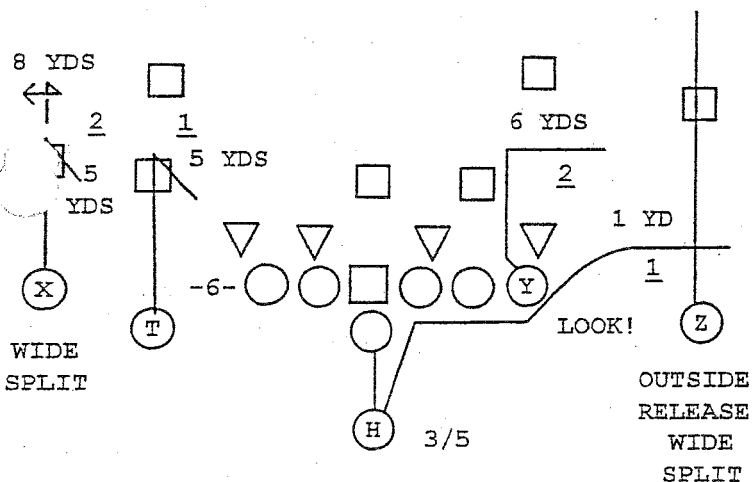
(T) SOLO RIGHT
322 SCAT 'Y' STICK THUNDER



(T) SOLO RIGHT 'B' RIGHT
322 SCAT 'Y' STICK THUNDER

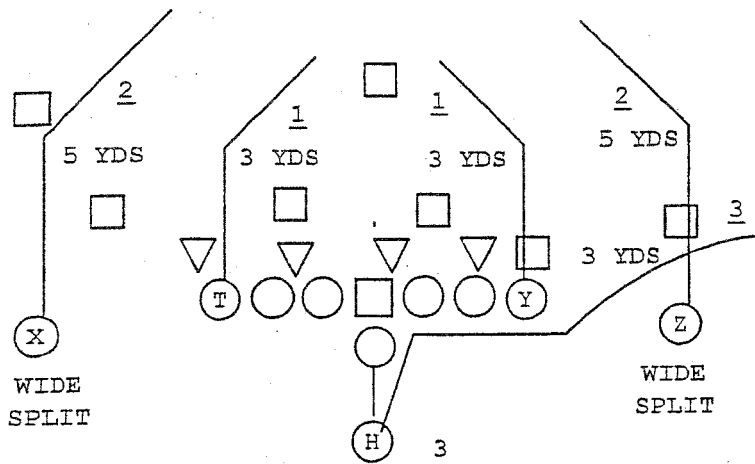


(T) DOUBLE WING RIGHT 'B' RIGHT
322 SCAT 'Y' STICK THUNDER

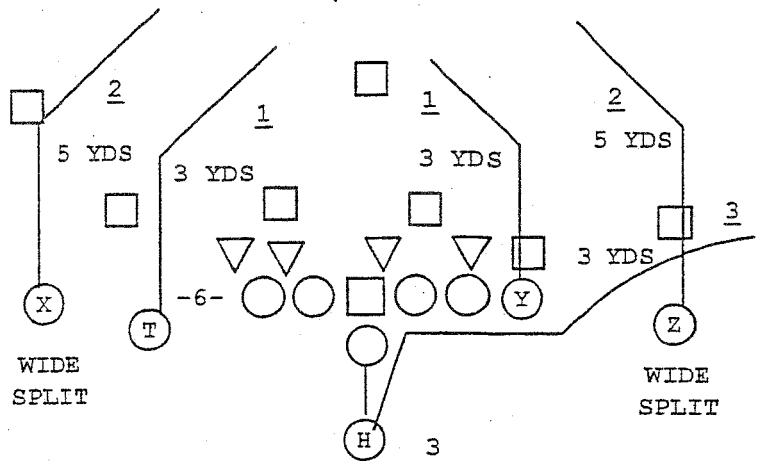


presnap backside throw =
inbetweeen - go front side

(T) SOLO RIGHT 'B' RIGHT
322 SCAT LION

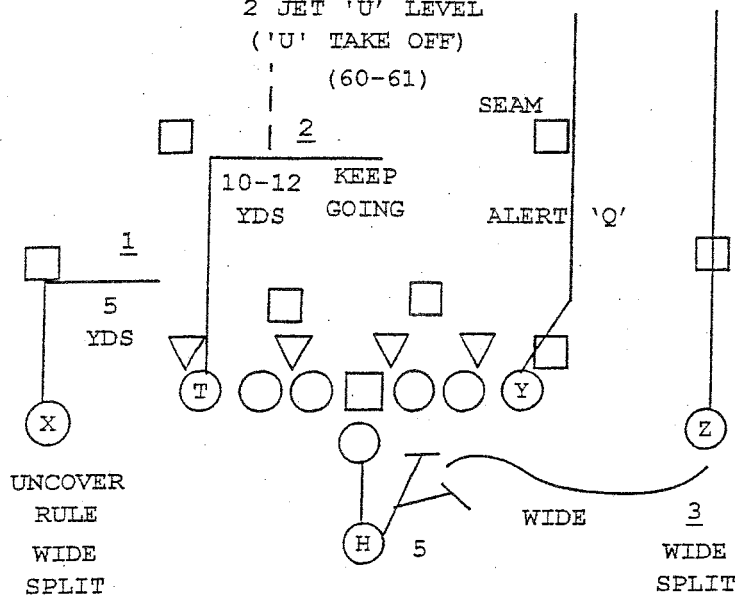


(T) DOUBLE WING RIGHT 'B' RIGHT
322 SCAT LION

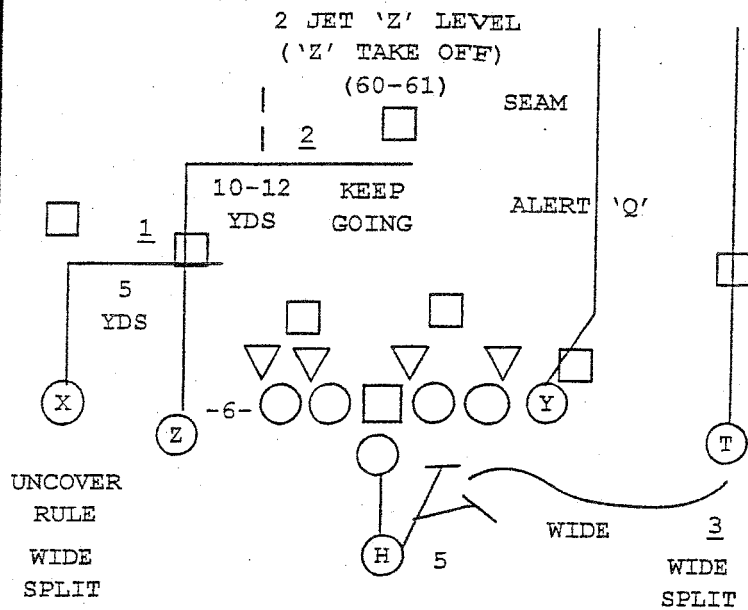


man-check pick on H-Backs

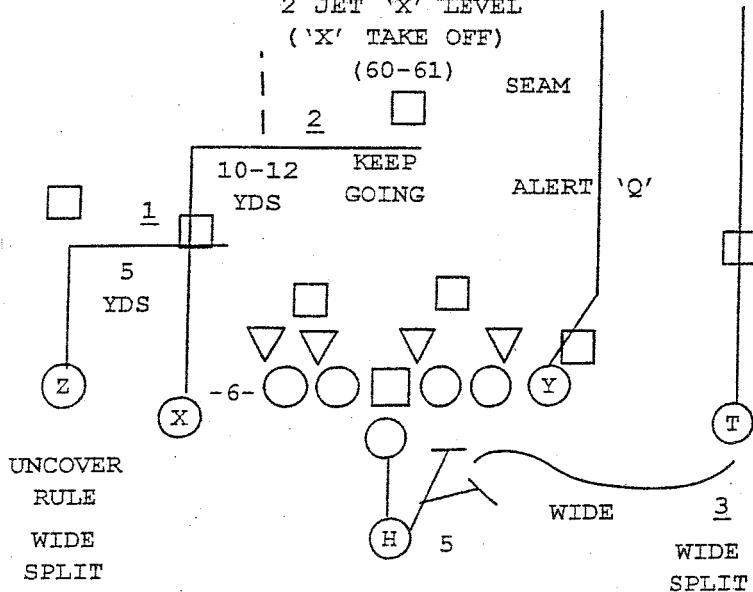
(T) SOLO RIGHT
2 JET 'U' LEVEL
('U' TAKE OFF)
(60-61)



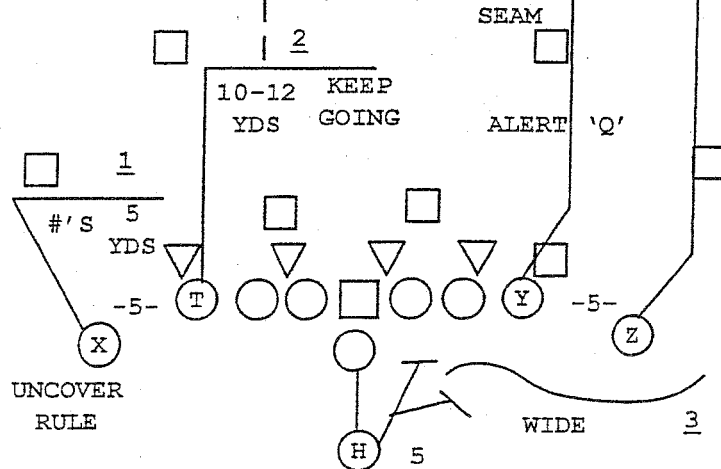
(T) FAR WEST RIGHT SLOT
2 JET 'Z' LEVEL
('Z' TAKE OFF)
(60-61)



(T) FAR WEST RIGHT ZOOM
2 JET 'X' LEVEL
('X' TAKE OFF)
(60-61)



(T) ACE SOLO RIGHT
2 JET 'U' LEVEL
('U' TAKE OFF)
(60-61)



60-61 PROTECTIONS

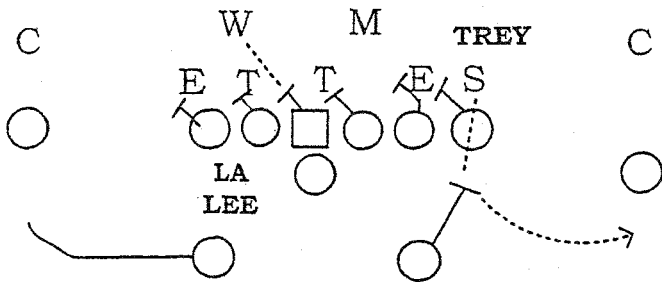
max protection!

OFFENSIVE LINE - TURN AWAY FROM CALL, GAP PROTECT.

- TE - PROTECT 'C' GAP. BLOCK DE. BLOCK OUT vs STRETCH
- PROTECTION BACK - vs SAM ON BALL PROTECT 'D' GAP. vs SAM OFF OR STRETCH PROTECT 'C' GAP TO ROUTE.
- RELEASE BACK - FREE IN ROUTE.

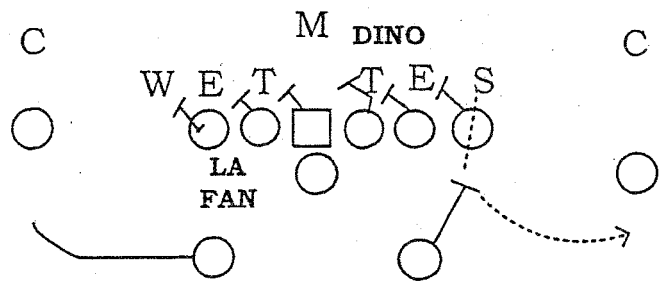
25

F S/S



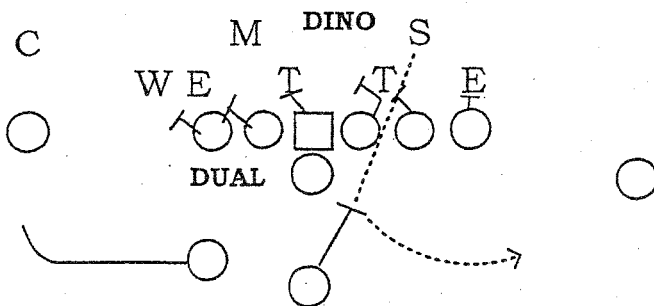
43

F S/S



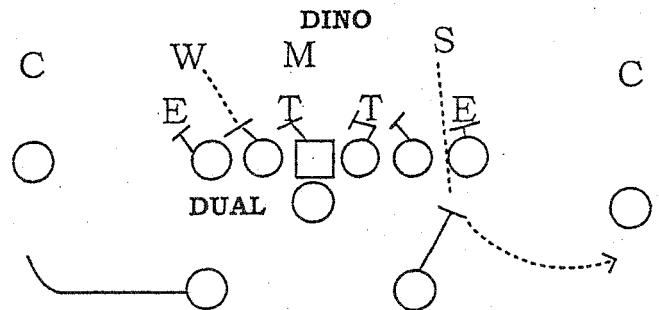
57

F S/S C



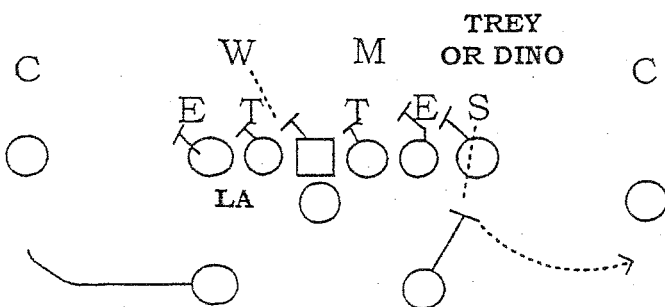
OS/CE

F S/S



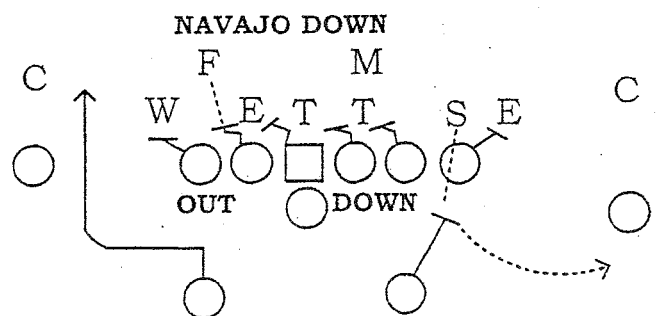
45+

F S/S

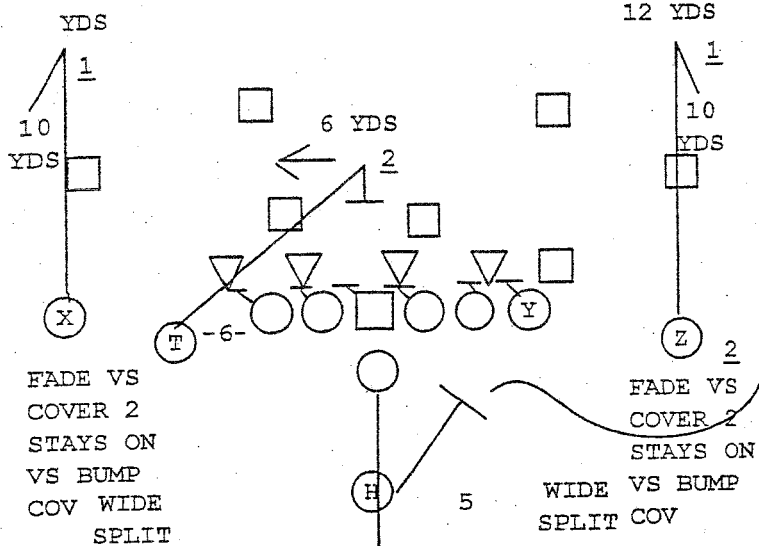


NAVAJO

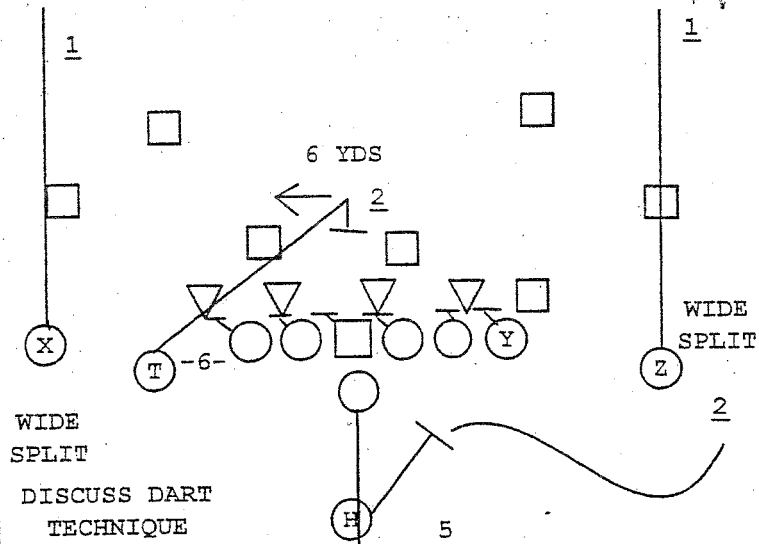
S/S



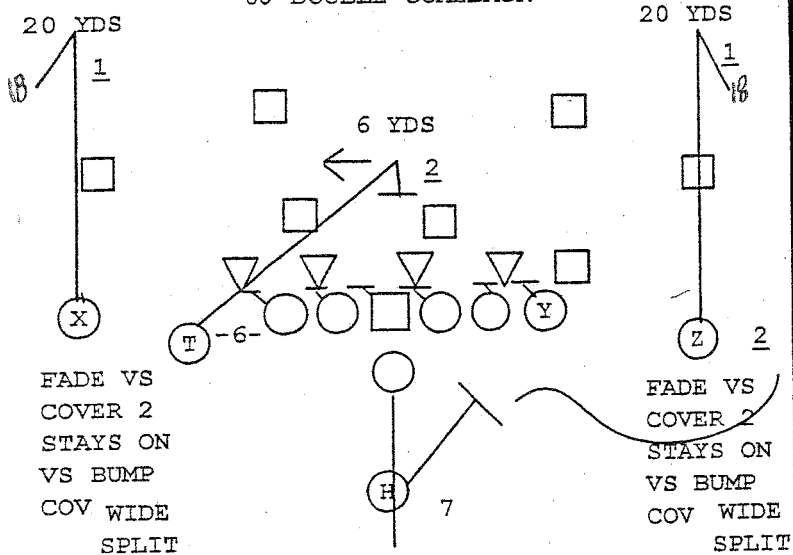
(T) DOUBLE WING RIGHT
60 DOUBLE ACUTE



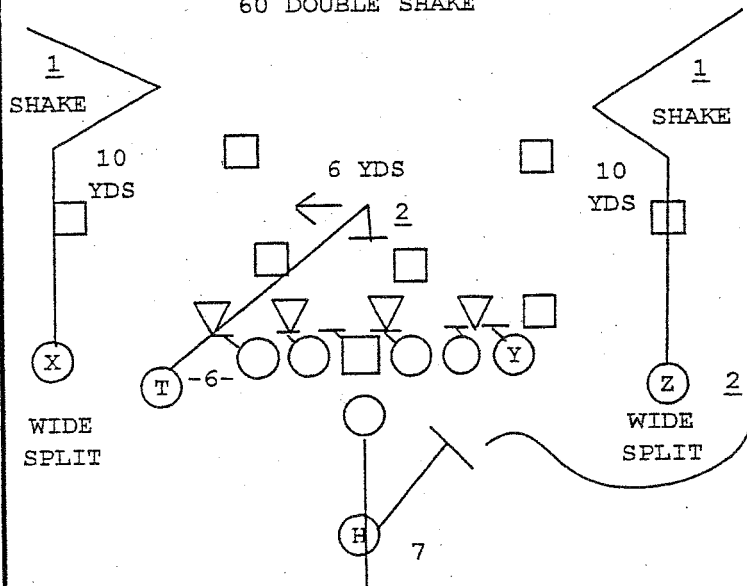
(T) DOUBLE WING RIGHT
60 DOUBLE GO



(T) DOUBLE WING RIGHT
60 DOUBLE COMEBACK



(T) DOUBLE WING RIGHT
60 DOUBLE SHAKE



Acute-short comeback

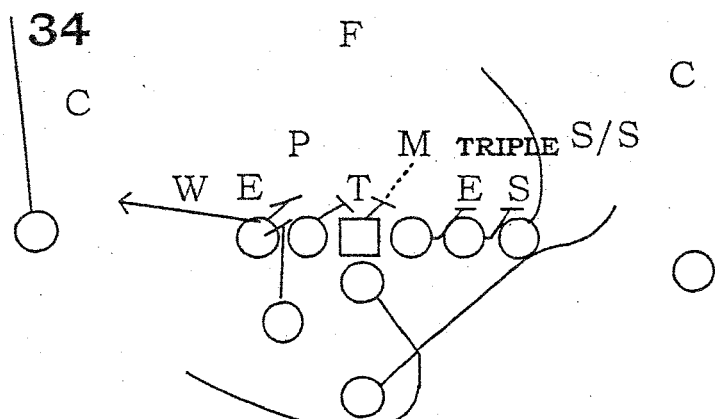
dart techn: 20 yds. on sideline.

FAKE 18-19 HO QB KEEP PASS LT-RT

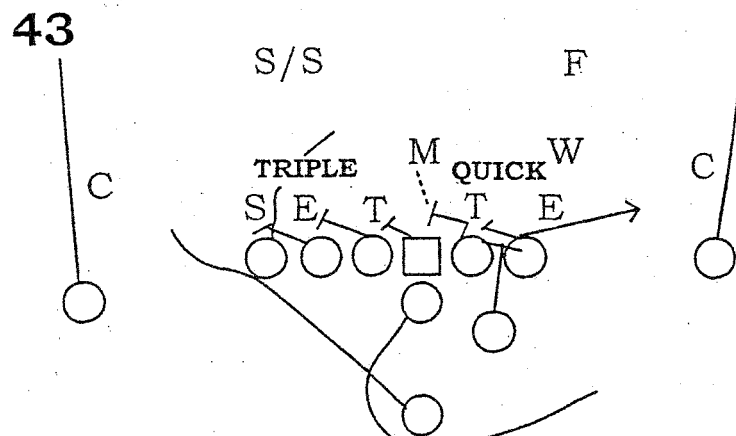
OFFENSIVE LINE - BLOCK PLAY FULL SPEED WITH TRIPLE CONCEPT- BACK SIDE INFLUENCE OR QUICK SCOOP

FB - FAKE SEAL BACK SIDE OFF HIP OF WEAK TACKLE THEN RELEASE IN ROUTE. (INSIDE OUT)(CUT-OFF)

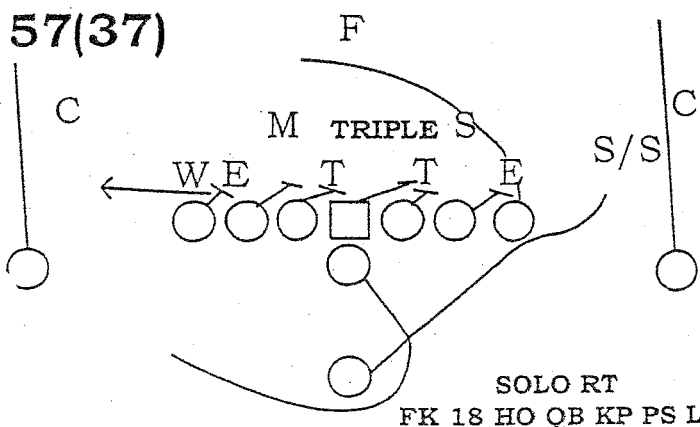
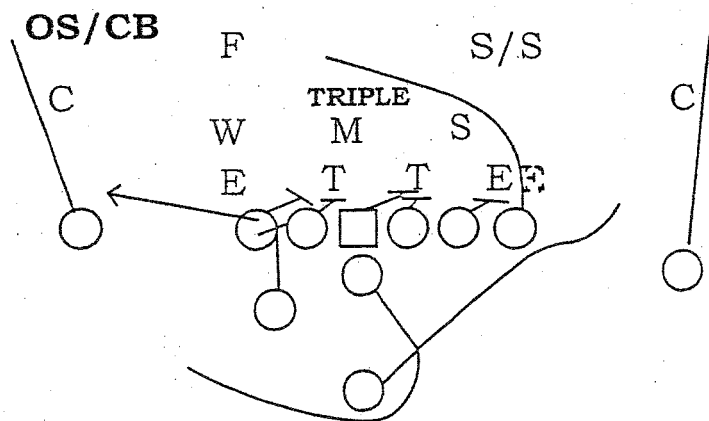
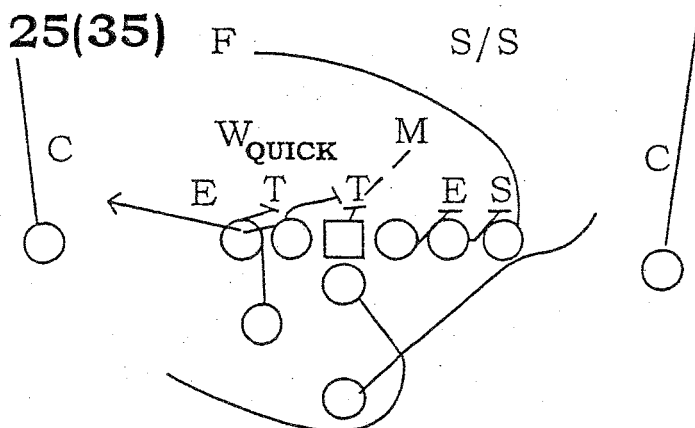
HB - FAKE 18-19 HO, ALERT S/S.



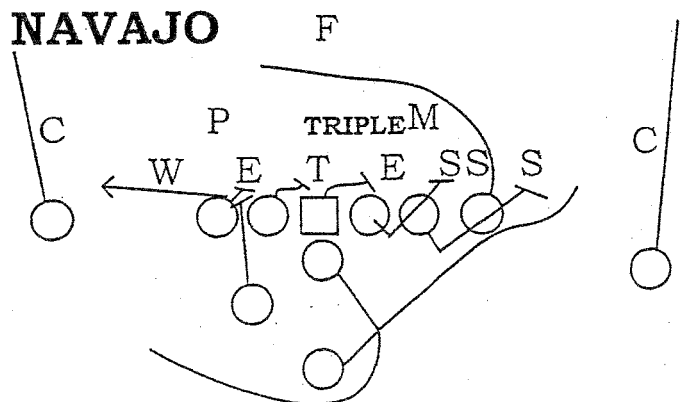
FAKE 18 HO QB KP PS LT



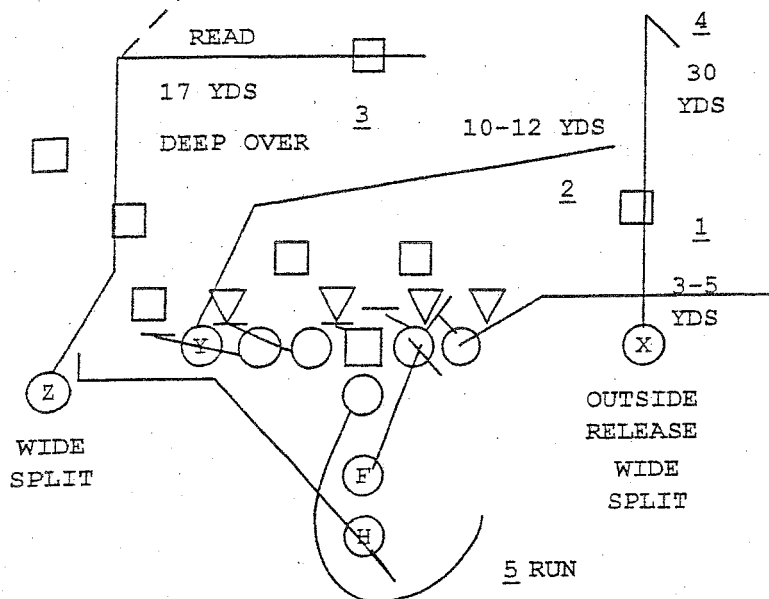
FAKE 19 HO QB KP PS RT



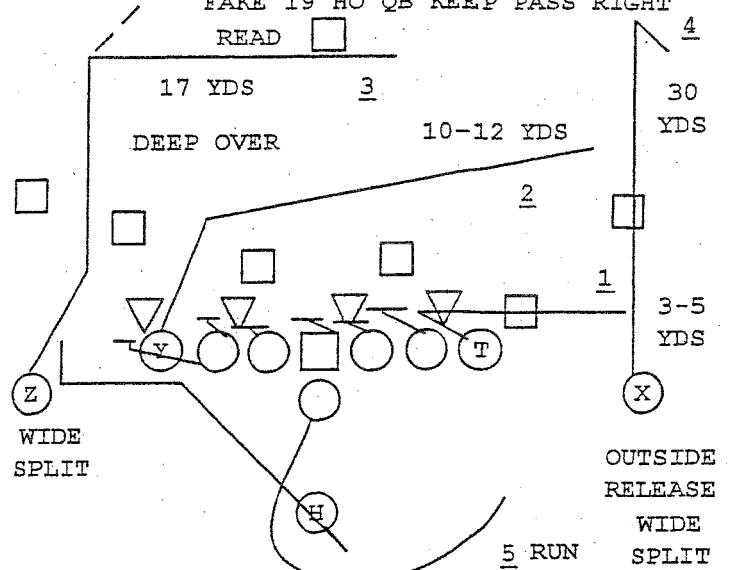
SOLO RT
FK 18 HO QB KP PS LT



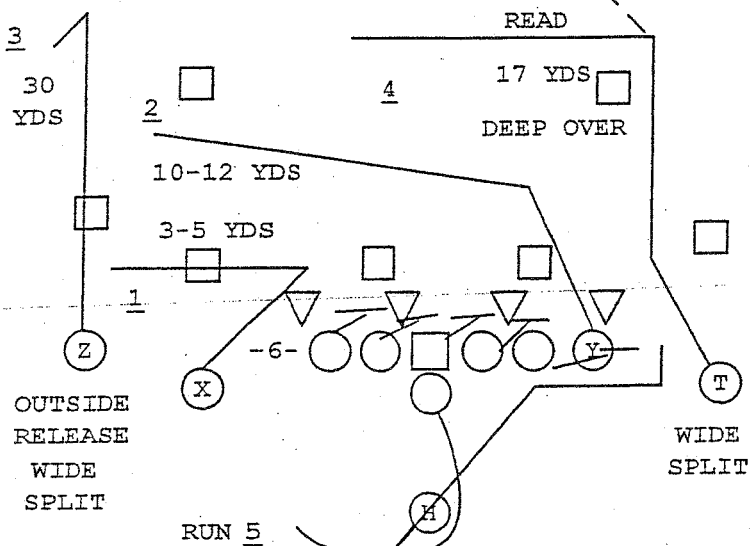
I LEFT
FAKE 19 HO QB KEEP PASS RIGHT



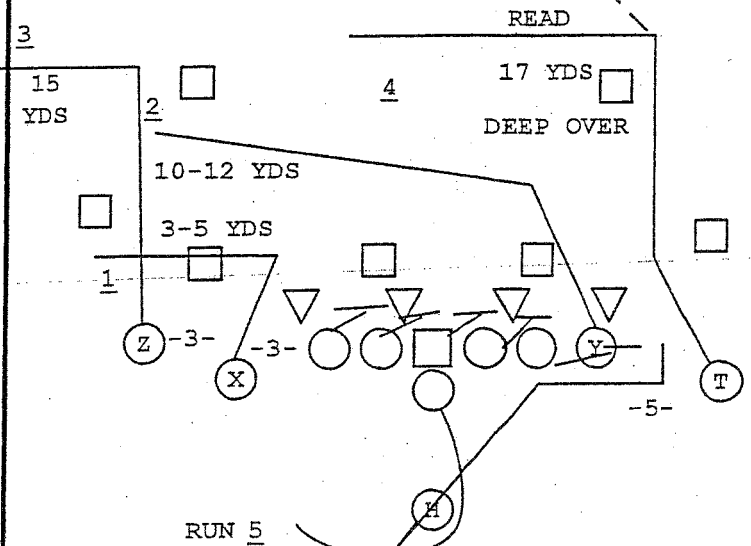
(T) SOLO LEFT
FAKE 19 HO QB KEEP PASS RIGHT



(T) FAR WEST RIGHT ZOOM
FAKE 18 HO QB KEEP PASS LEFT



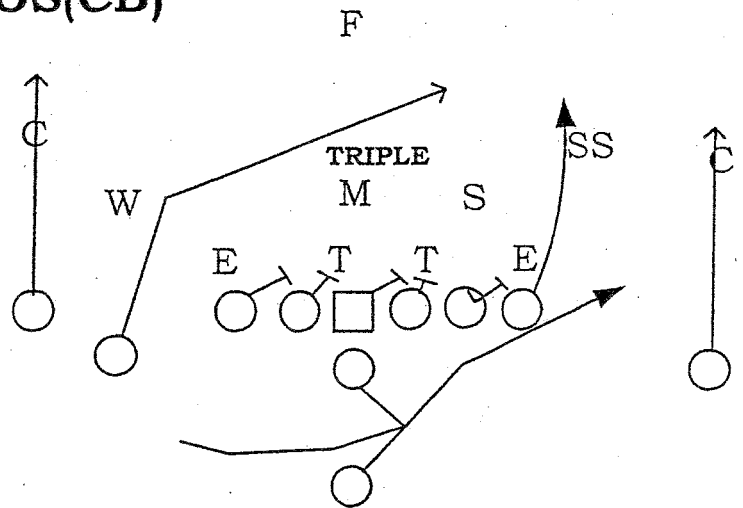
(T) ACE FAR WEST RIGHT ZOOM
FAKE 18 HO QB KEEP PASS LEFT



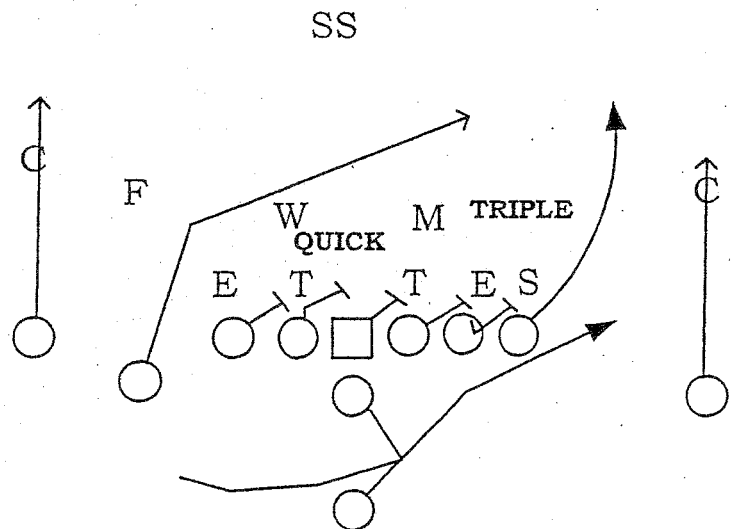
no quick throws

SLOT - TAKE CUT OFF PATH, THEN PIVOT AND WORK FLAT 3-5 YARDS DEEP.
HB - FAKE 18-19 HO, ALERT S/S.

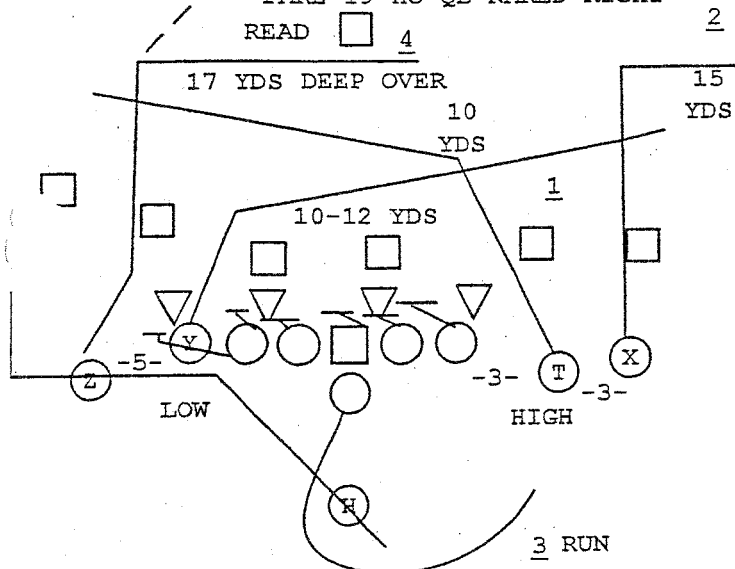
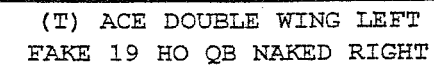
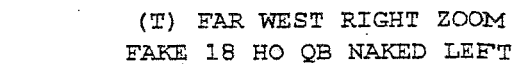
OS(CB)



45+



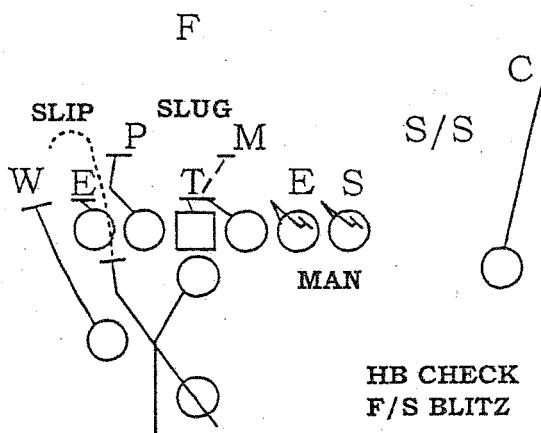
buena



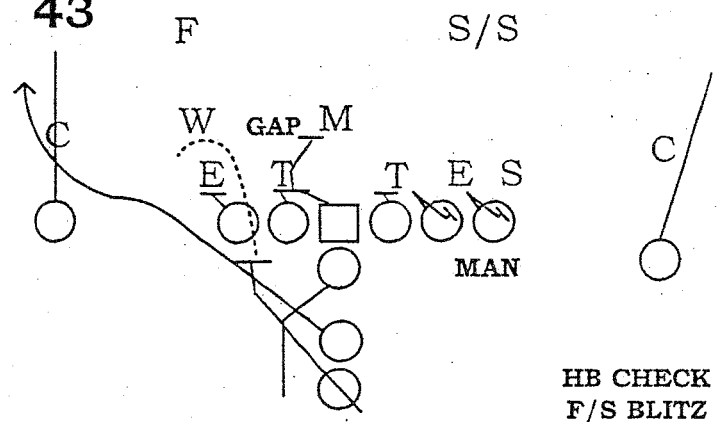
PASS 19-18 HO WEAK

- OL - SELL FRONTSIDE HO WEAK - MAN, SQUEEZE BACKSIDE.
- X/Z - RUN ROUTES. (Z SLANT VS S/S BLITZ)
- TE - MAN VS SAM, SAM ON BALL. 7=SCOOP/SQUEEZE
CALL/STRETCH TO.
- FB - GO TO WEAK EDGE. BLOCK WILL ON BALL. IF WILL OFF BALL,
CHECK F/S BLITZ. THEN DRIFT WHEEL. (C GAP)
- HB - SELL 19-18 HO WEAK TO WILL. CHECK SLOW FLAT. (B GAP)
- QB - SELL 19-18 HO WEAK FAKE, SET UP BEHIND WEAKSIDE TACKLE,
AND GO THROUGH PROGRESSION. Z HOT VS S/S BLITZ.

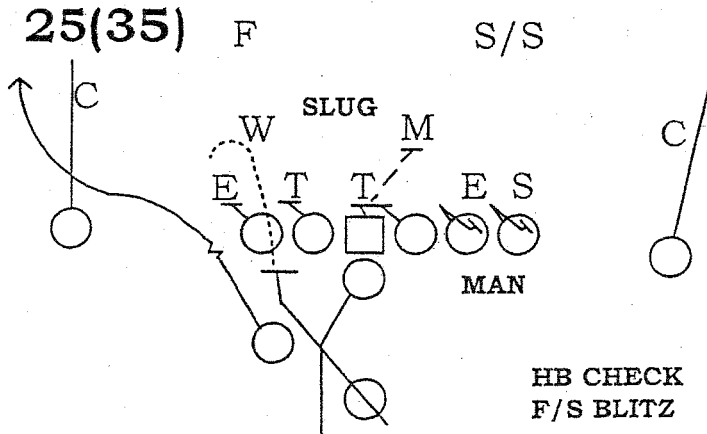
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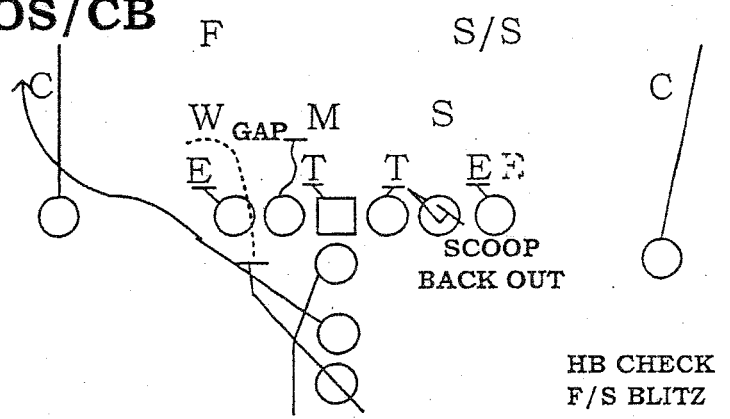
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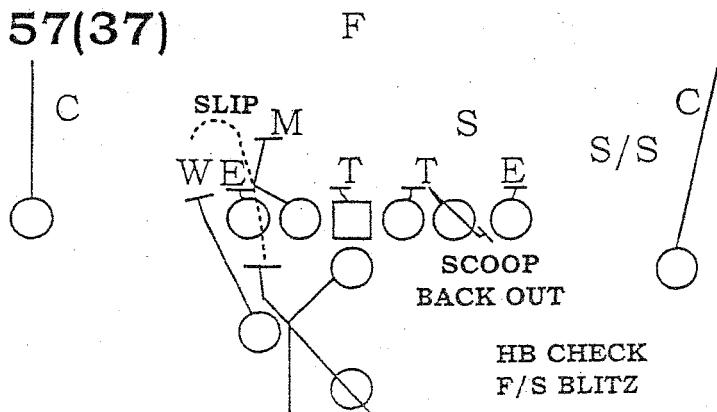
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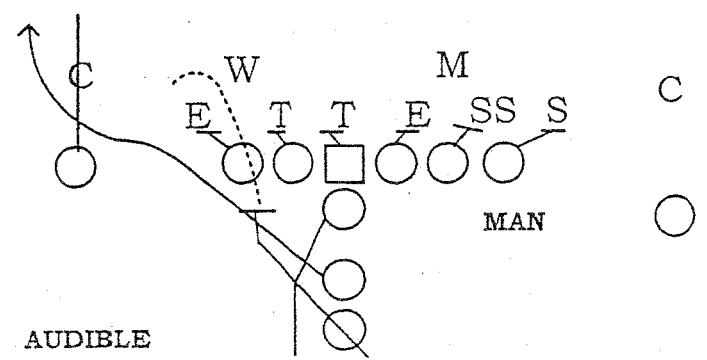
OS/CB

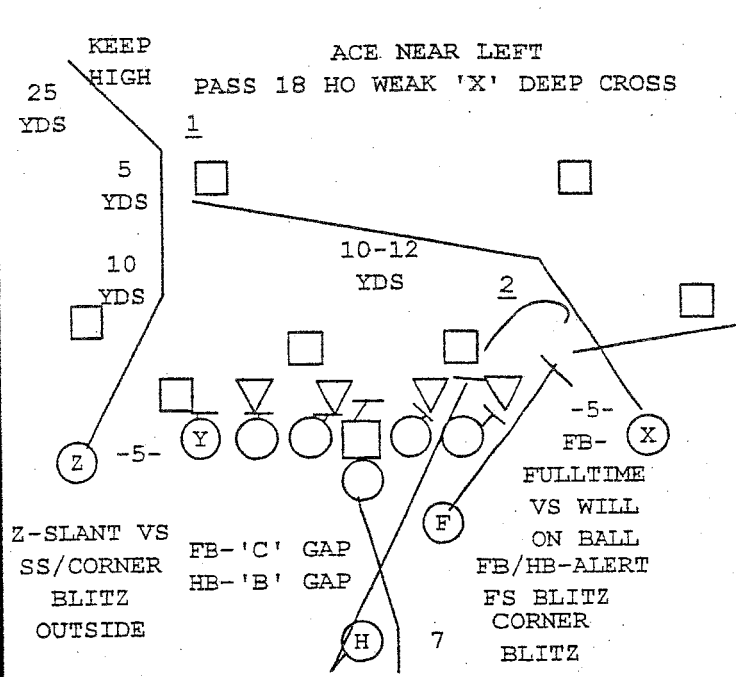
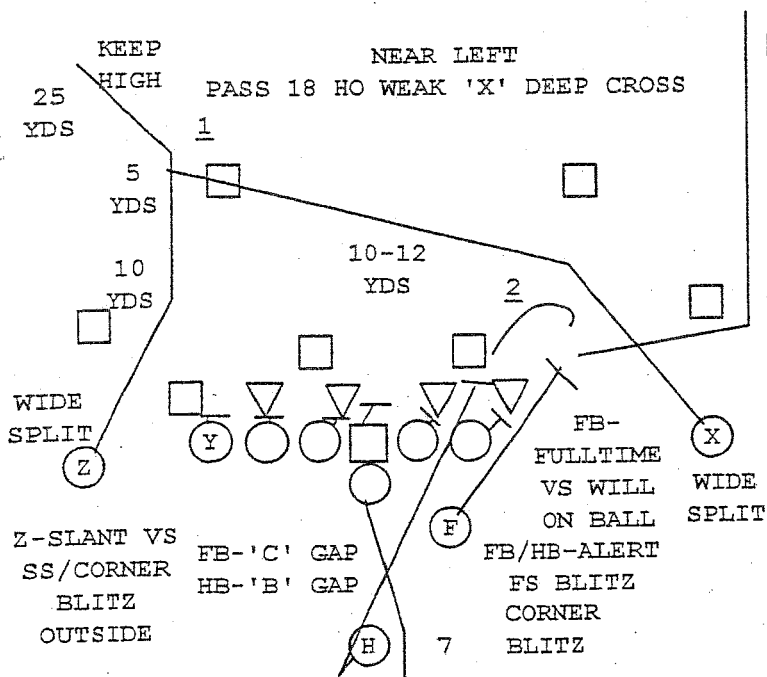


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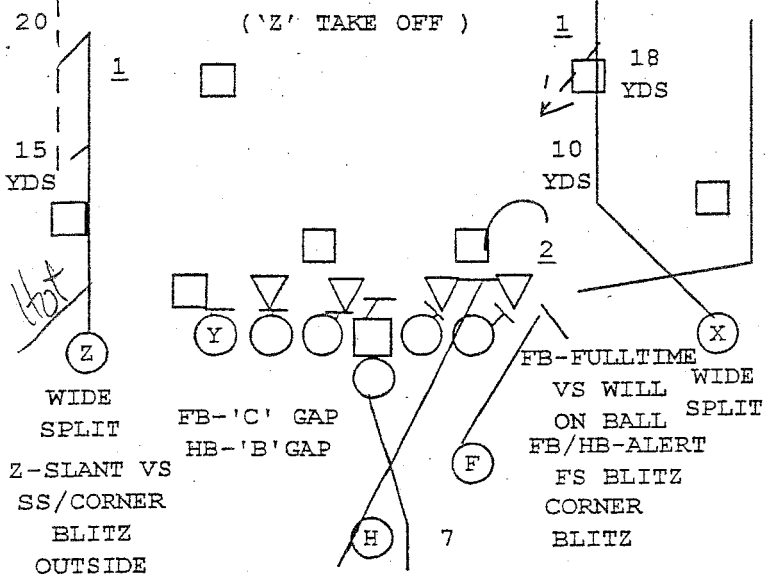
NAVAJO





7 step = X to check down (HB)

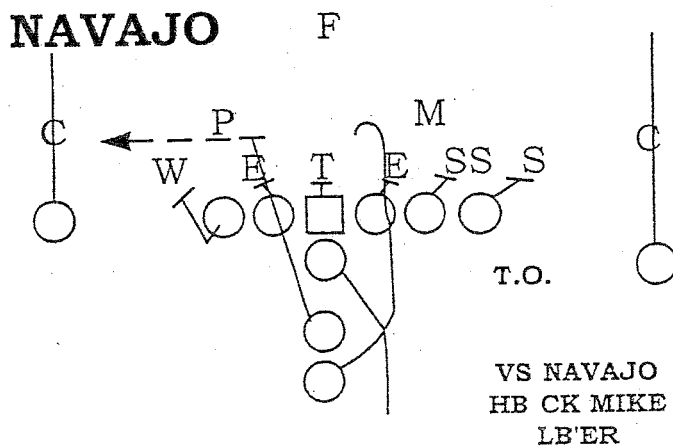
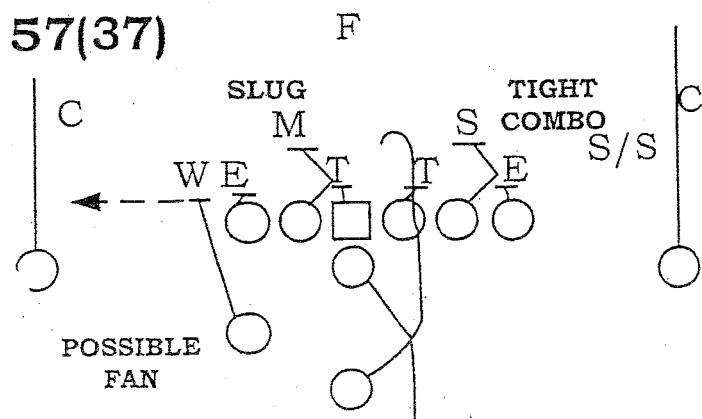
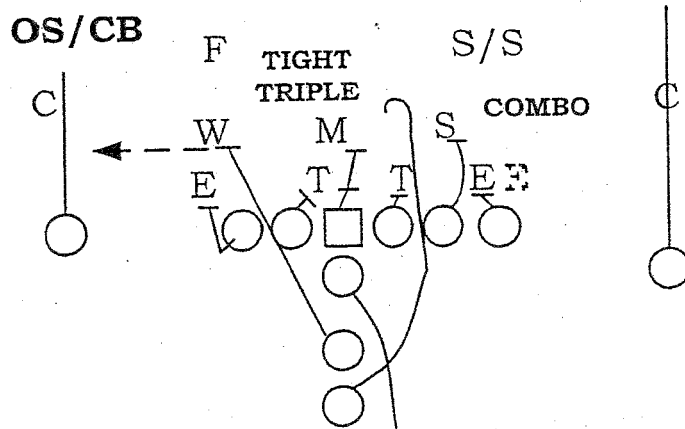
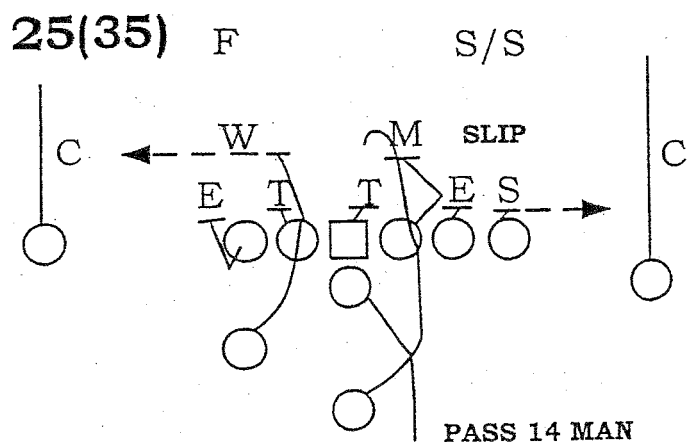
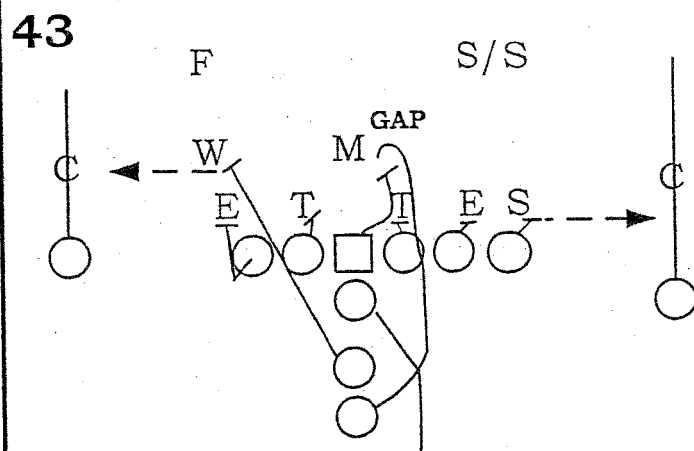
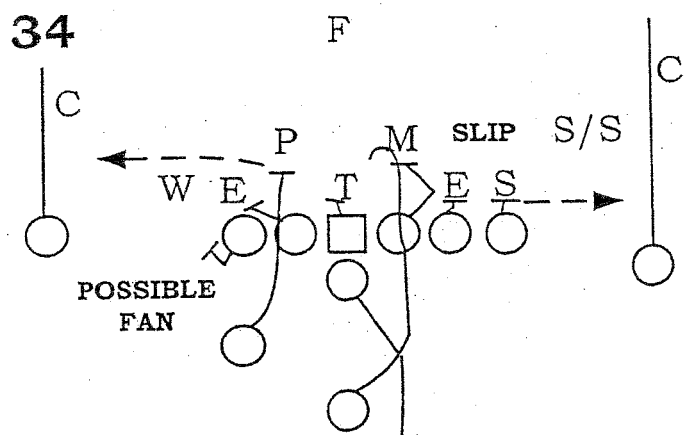
PASS 18 HO WEAK 'X' ALLEY POST 'Z' COMEBACK
('Z' TAKE OFF) 1



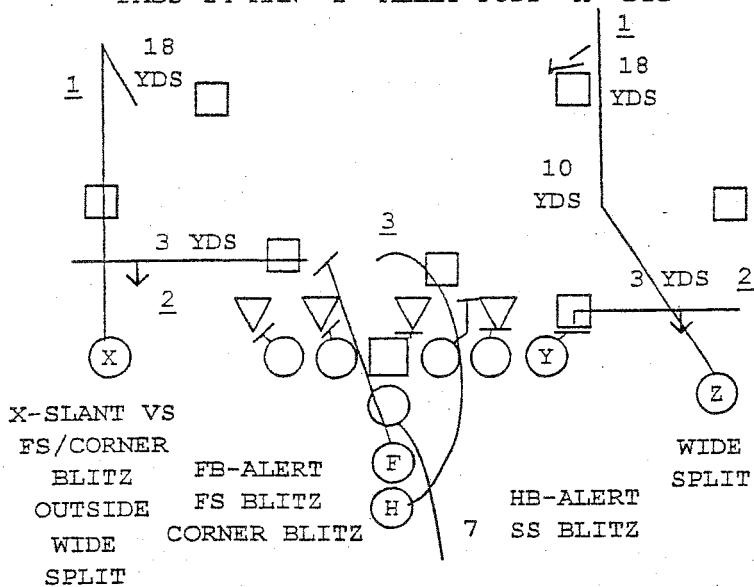
Car 2-X to check down

PASS 14-15 MAN

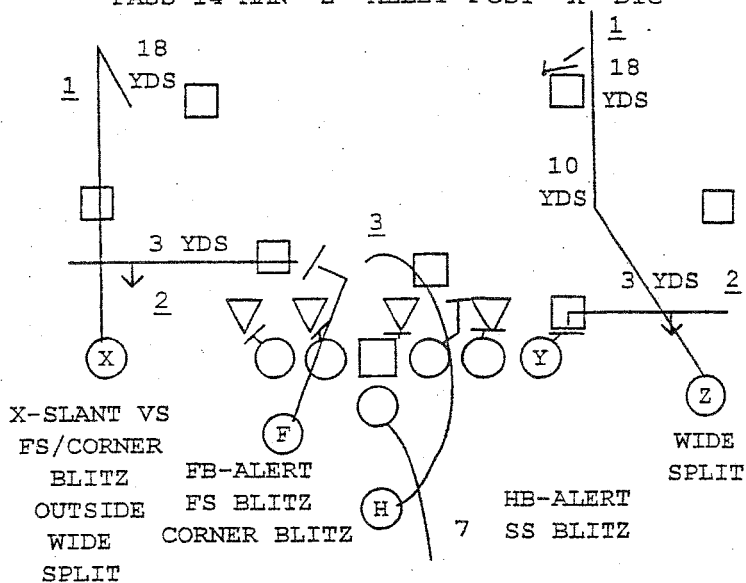
- OL - BLOCK 14-15 MAN AGGRESSIVELY, WITH EXCEPTION OF BACKSIDE GUARD & TACKLE.
- X/Z - RUN ROUTES. (X SLANT VS SECONDARY BLITZ)
- TE - BLOCK 14-15 MAN VS SAM ON BALL. IF HE DROPS CHECK FLAT. VS 7 TECH, SLAM/TIGHT COMBO. STRETCH = T.O.
- FB - BLOCK (MAN) WLB (ALERT FREE SAFETY) - RELEASE TO FLAT.
- HB - FAKE 14-15 MAN. CHECK SECONDARY BLITZ, THEN WORK OVER BALL.
- QB - SELL RUN FAKE 14-15 MAN. WORK OFF 7 STEP DROP. SET BEHIND PLAYSIDE GUARD. (ALERT 4 WEAK) (X HOT VS SECONDARY BLITZ)



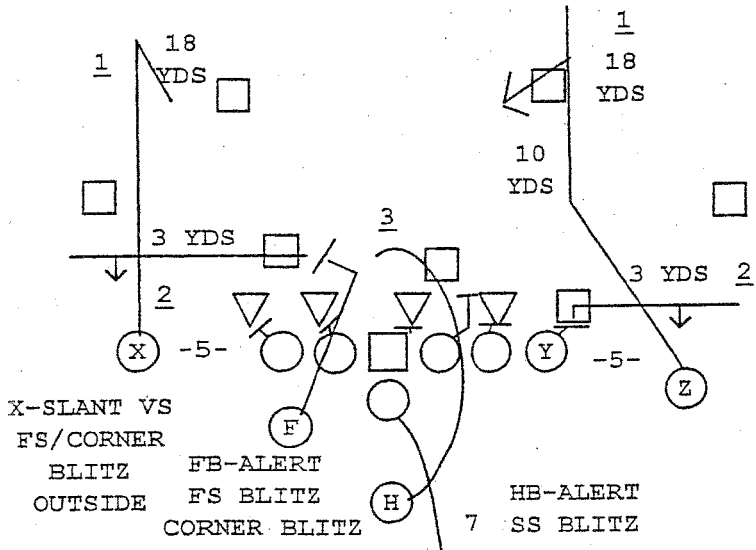
PASS 14 MAN 'Z' ALLEY POST 'X' DIG



PASS 14 MAN 'Z' ALLEY POST 'X' DIG



PASS 14 MAN 'Z' ALLEY POST 'X' DIG



key post to X to FS

2004 OFFENSIVE INSTALLATION (continued)

DAY #2

PASSES

Base

200-300 Jet 'X' Slant ('X' Omaha) ('X' Thdr)
('X' Colorado)

(T) - I 'B' Rt-Lt/Solo 'U' Rt-Lt

2-3 Jet Hank HB Wide ('X'/'Z' Stutter Go)

(T) - Near/Solo

22-23 Scat Texas Winston/Hook

T - Solo/Double Wing/Far West Zoom
('B' Rt-Lt)

22-23 Scat 'Y' Buffalo Winston/Hook

T - Solo/Double Wing/Far West Zoom
('B' Rt-Lt)

22-23 Scat Scissors HB Arrow

T - Solo/Double Wing ('B' Rt-Lt)

2-3 Jet Tiger Drive 'Z'/'X' Corner

T - Far West Slot/Far West Zoom
('U' Short)

3-2 Jet 'Z'/'T' Under (Sluggo)

(T) - Near/Solo/Far West Zoom

3-2 Jet 'Y' Level

(T) - Near/Solo/Double Wing

3-2 Jet 'Z' Circus ('Z' Circle Post)

(T) - Near/Solo/Double Wing

24-25 Double Acute/CB/Go/Shake

- Near

Movement/Play Pass

Fake 18-19 HO Force QB Naked Lt-Rt

- I 'B' Rt-Lt

F60 Double Acute/CB/Go/Shake

- Strong Rt

Fox 2 'X'-'Y' Dig

- I Rt

Fox 2 'X'/'Z' Deep Over

- I Rt

Pass 18-19 HO Solid 'Z' Deep Cross

T - Solo ('F' Short)

Pass 18-19 HO Solid 'Z' A.P. 'X' CB

T - Solo

Pass 18 HO Man 'Z' A.P. Smash/'U'-'X'Dig

T - Double Wing/Far Double Wing

RUNS

19-18 Toss

(T) - I/Near/Double Wing/
Far Double Wing/Far West Slot/
Far West Zoom

18-19 HO Force (Release)

- I ('F' Short)

14-15 Force (Release)

- I ('F' Short)

Fake 14-15 Force 'Z' Around

- I 'F' Short

34-35 Pitch Lt-Rt

- I

Fox 2 Run

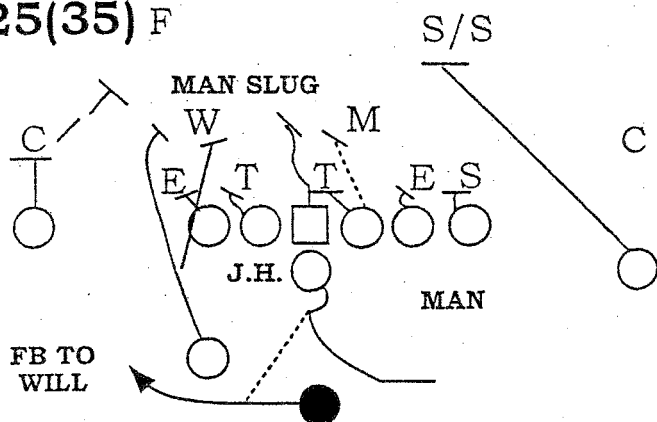
- Red Rt/I Rt

(POSSIBLE ACE/SNUG SPLITS)

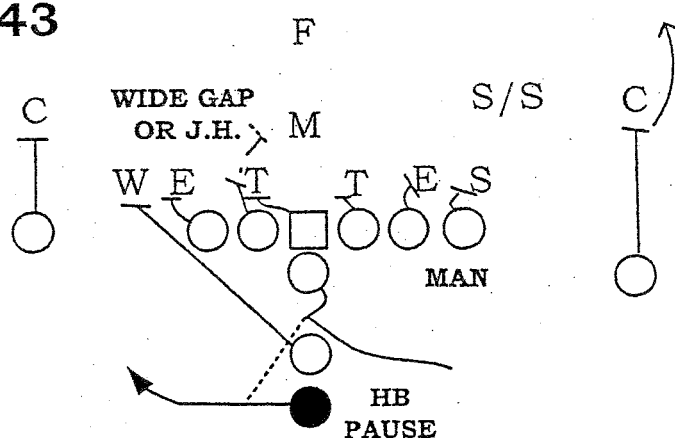
19-18 Toss (FORCE)

- Z-X - FIRST FORCE PLAYSIDE 8-9 HOLE RULES, *ALERT FORCE, 'X' STAY ON CORNER, BACKSIDE RULES
- TE - MAN. ALERT S/S, CUT OFF, SIFT.
- T - MAN, STRETCH, SLIP.
- G - SLIP, GAP, MAN (J.H.).
- C - GAP, SLUG, TRIPLE, MAN.
- OG - SLUG, TRIPLE, SCOOP.
- OT - SCOOP, ALERT, TRIPLE.
- FB - BLOCK WILL (FORCE CALL - BLOCK SUPPORT).
- BC - OPEN RECEIVE TOSS RUN A STRETCH COURSE AND KEY BLOCK ON END MAN ON LINE OF SCRIMMAGE.
- QB - REVERSE OUT TOSS, RUN KEEPER FAKE BACKSIDE.

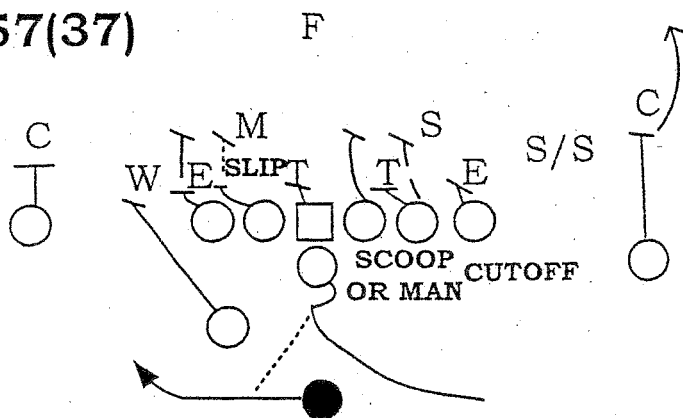
25(35) F



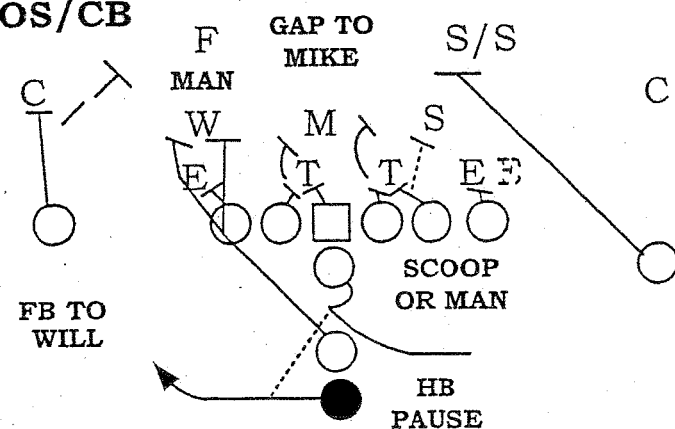
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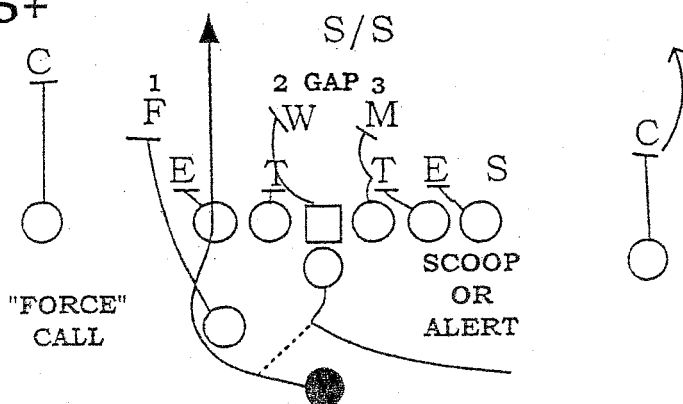
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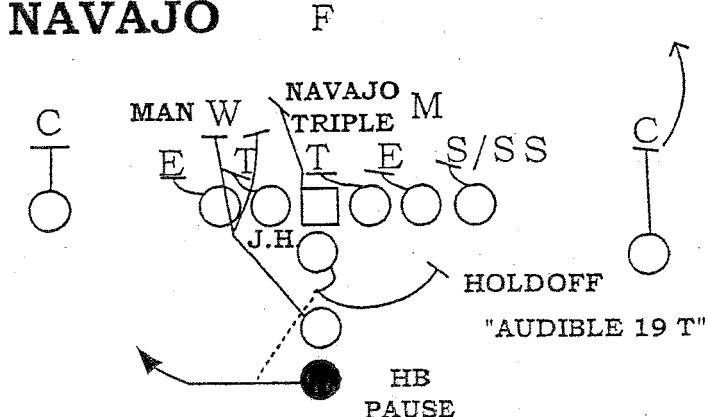
OS/CB



45+



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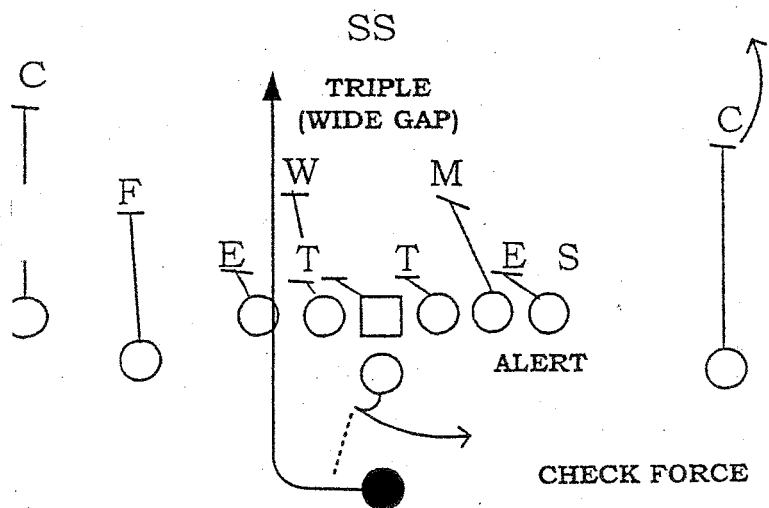


19-18 TOSS (FORCE)

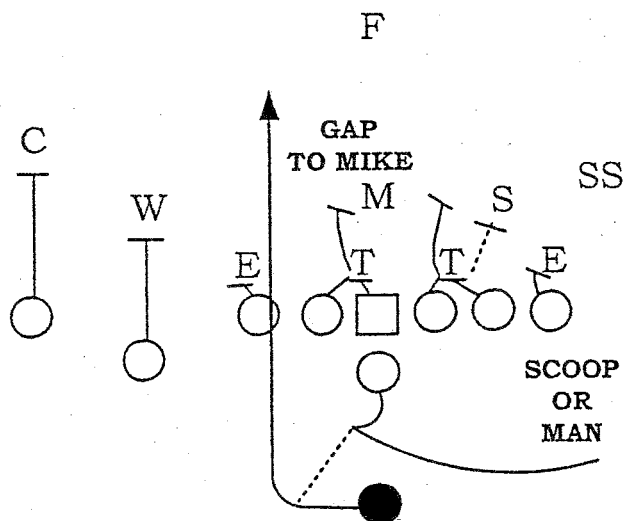
- Z-X - FIRST FORCE PLAYSIDE 8-9 HOLE RULES, BACKSIDE RULES
- SLOT - BLOCK WILL, ALERT FORCE BLOCK SAFETY.
- TE - MAN, ALERT S/S, CUT OFF, SIFT.
- T - MAN, STRETCH, SLIP.
- G - SLIP, GAP, MAN (J.H.)
- C - GAP, SLUG, TRIPLE, MAN.
- OG - SLUG, TRIPLE, SCOOP.
- OT - SCOOP, ALERT, MAN, TRIPLE.
- BC - OPEN RECEIVE TOSS, RUN STRETCH COURSE AND KEY BLOCK ON END
- QB - REVERSE OUT TOSS, RUN KEEPER FAKE BACKSIDE.

check w/ W in Box

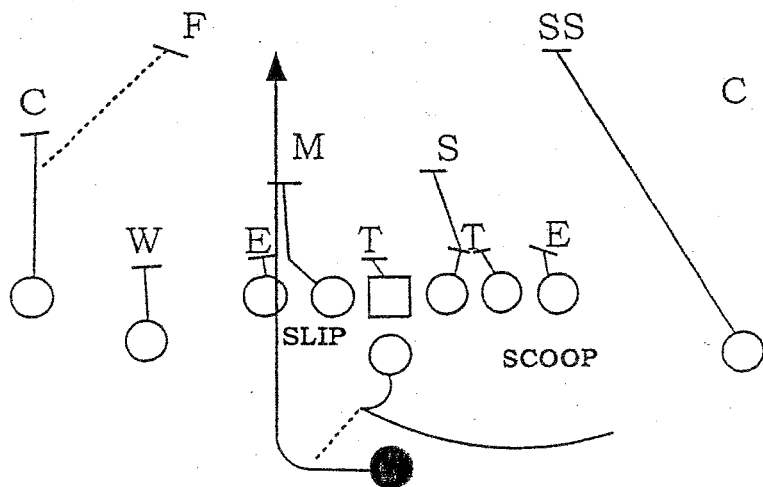
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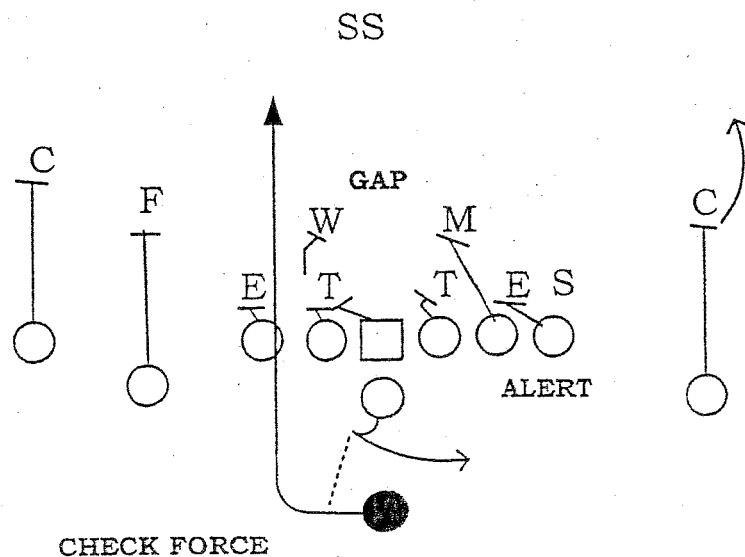
OS(CB)



57

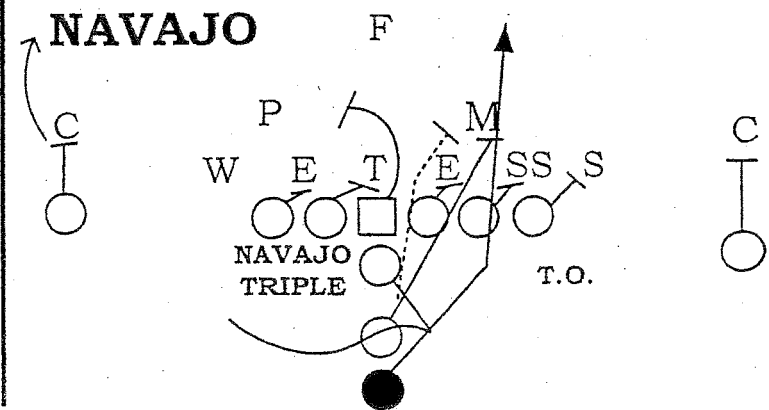
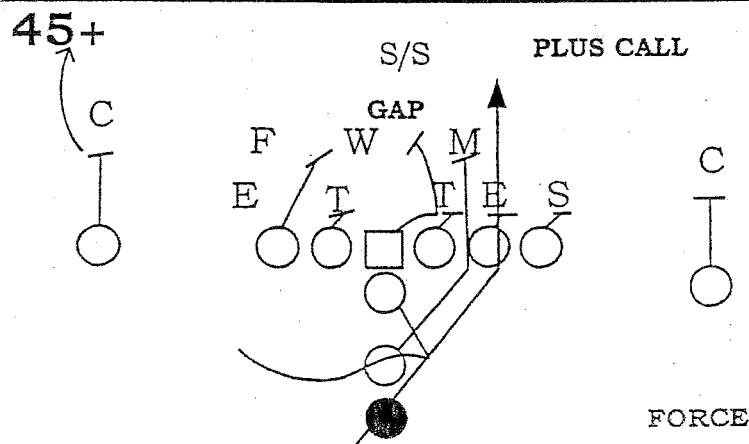
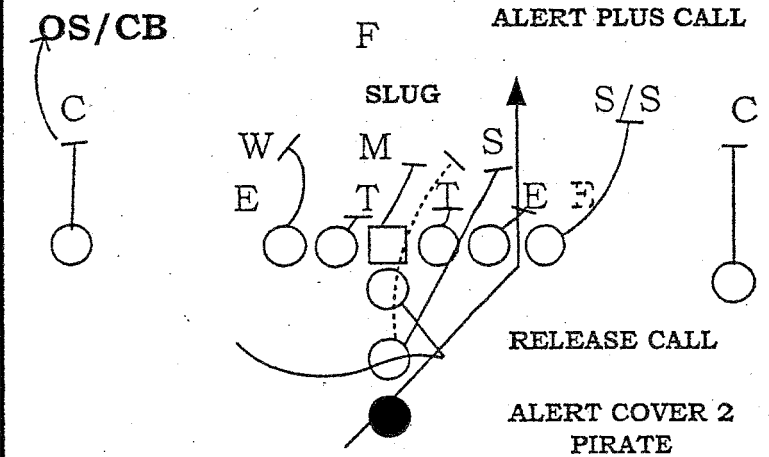
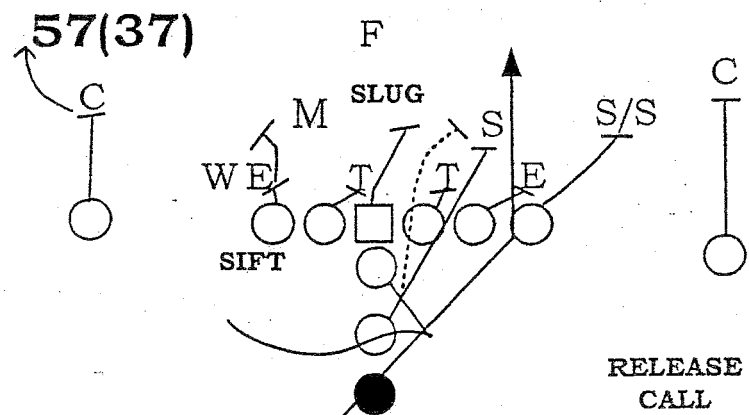
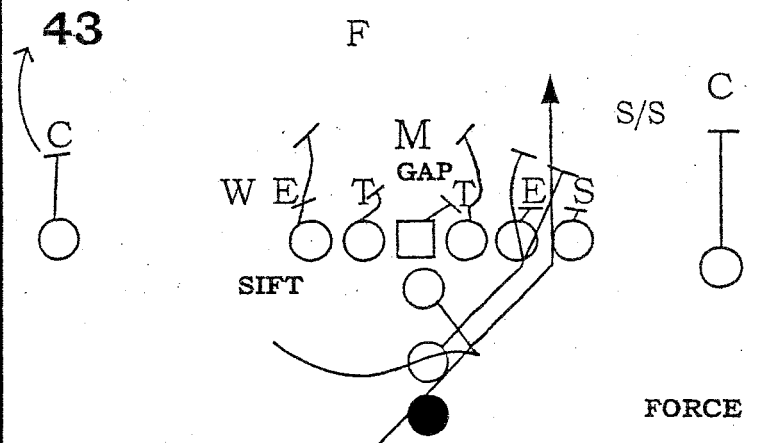
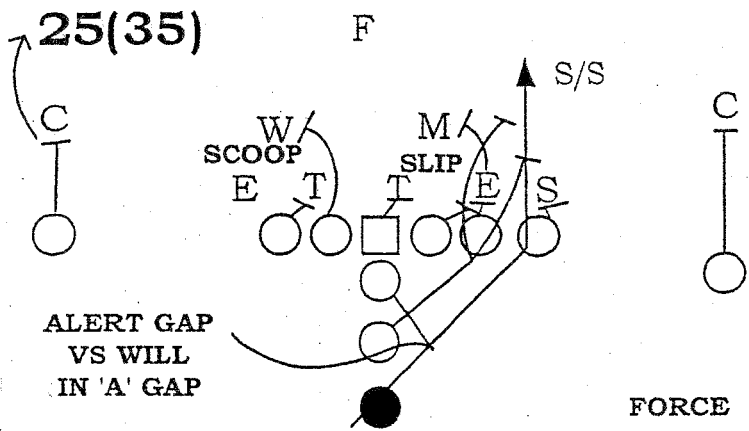


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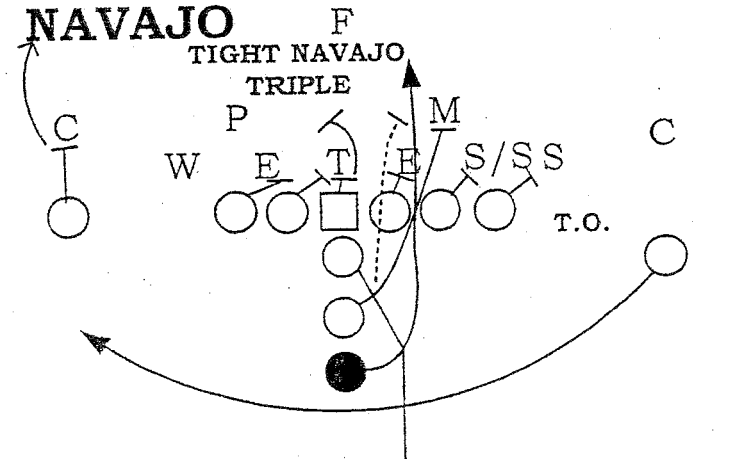
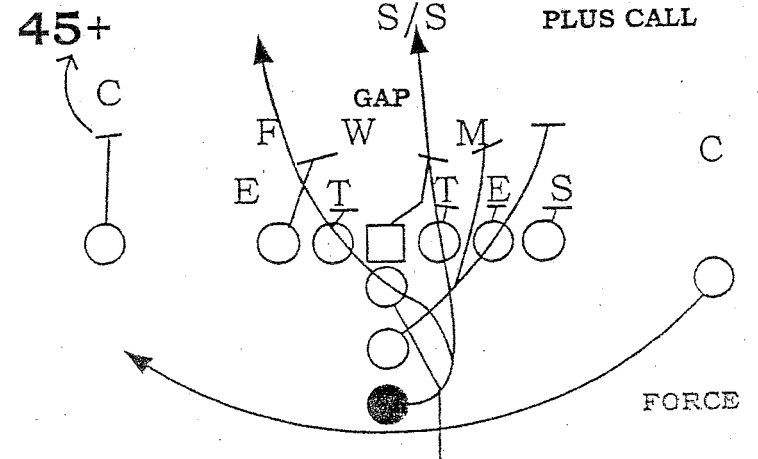
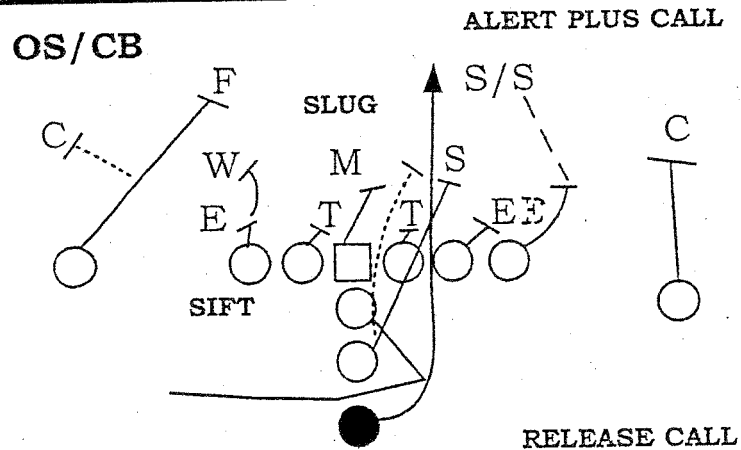
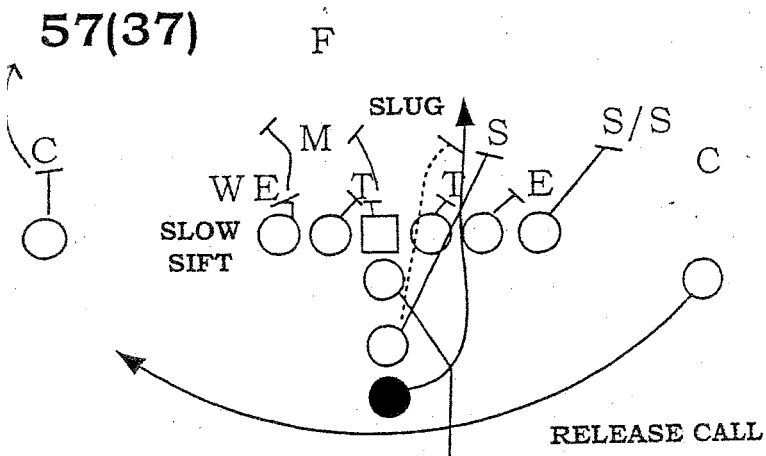
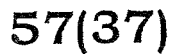
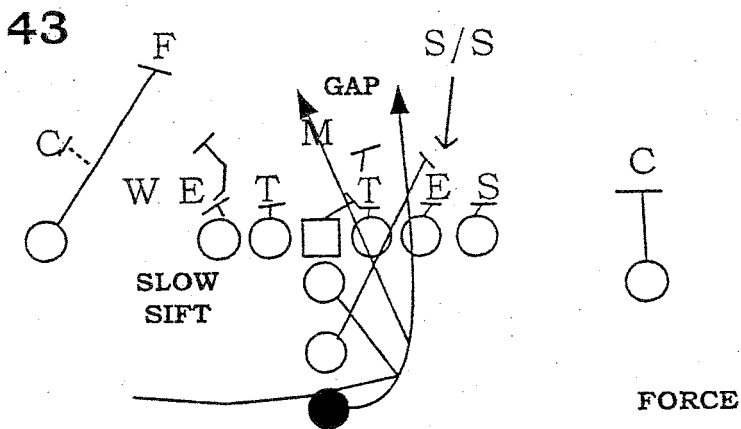
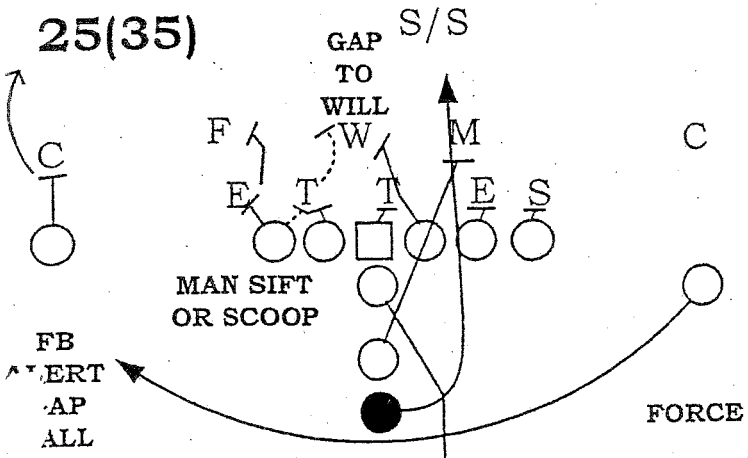
18-19 HO FORCE (RELEASE)

Z/X - BLOCK CORNER, BACKSIDE RULES
TE - MAN, STRETCH T.O. RELEASE - STRONG SAFETY.
T - SLIP, MAN, T.O. RELEASE - POWER ARM.
G - GAP, MAN, TRIPLE, SLIP.
C - GAP, SLUG, TRIPLE, MAN.
OG - SLUG, SCOOP, MAN, TRIPLE.
OT - SCOOP, SIFT, TRIPLE.
FB - FORCE - MIKE TO SUPPORT. RELEASE - SAM.
BC - DROP STEP, SET TRACK AT BUTT OF TE, GET BALL DOWNHILL, RUN
STRETCH COURSE.
QB - OPEN TO PLAYSIDE RUN KEEPER FAKE BACKSIDE. ALERT "RELEASE"
CALL.



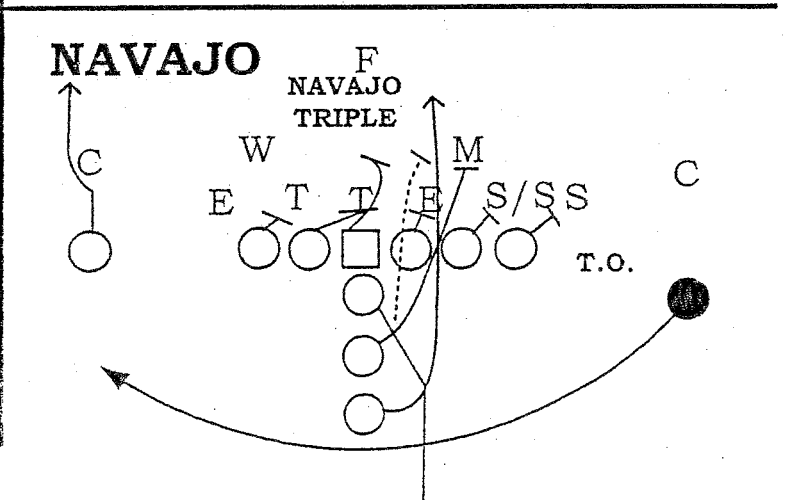
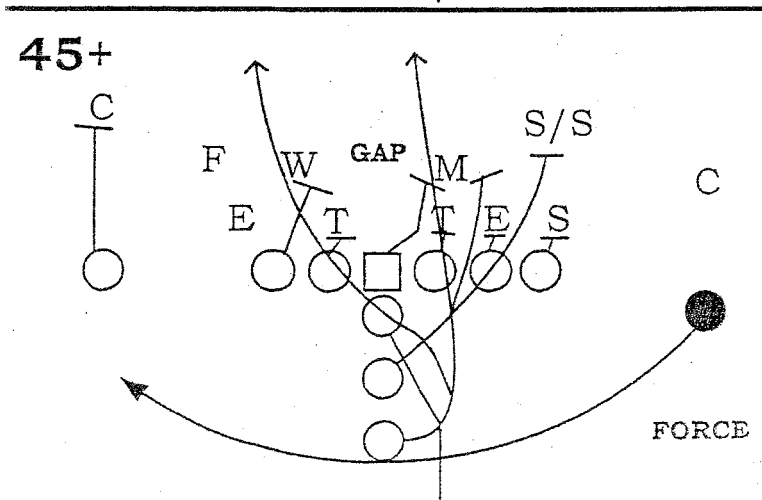
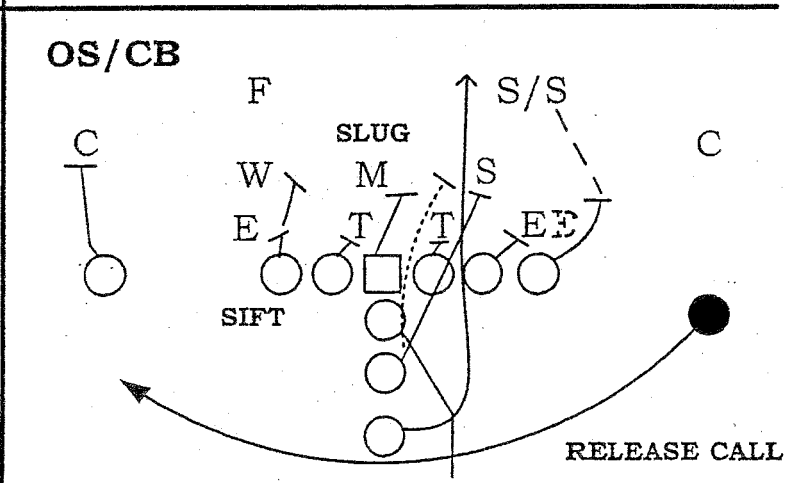
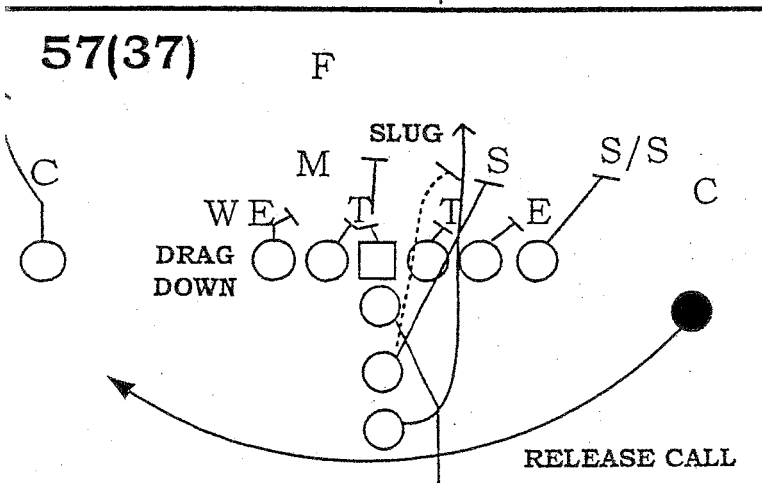
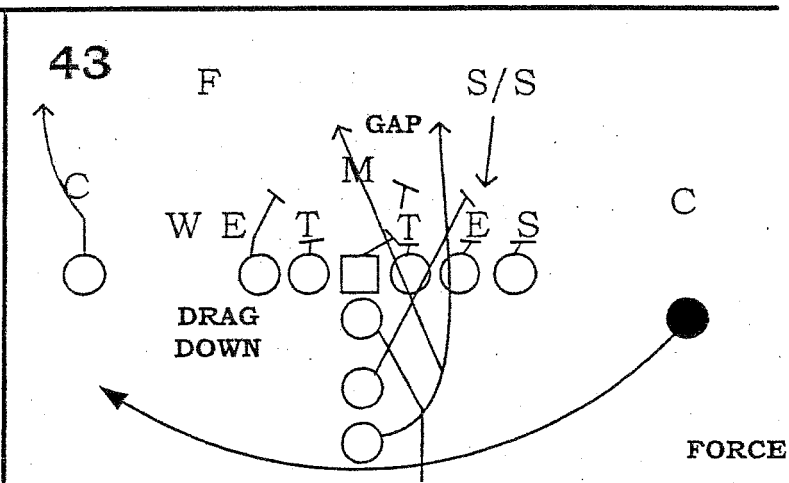
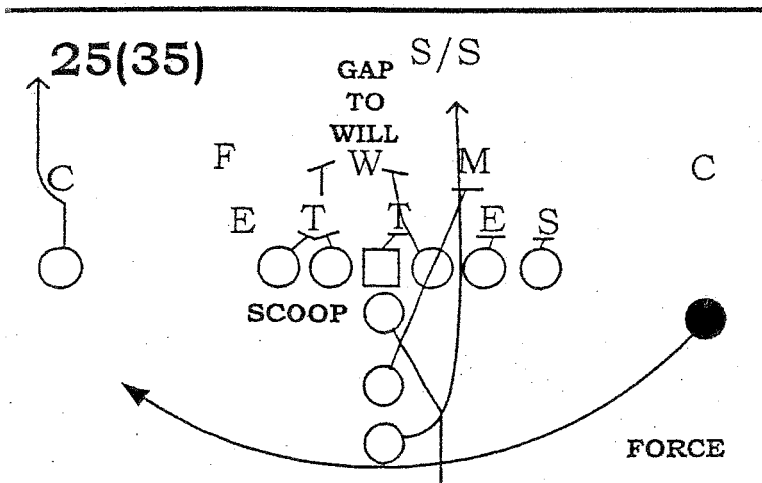
14-15 FORCE (RELEASE)

Z	-	BLOCK THE CORNER. (FAKE THE AROUND.)
X	-	BACKSIDE RULES (ON FAKE AROUND 'X' STAY ON CORNER)
TE	-	MAN, STRETCH T.O. RELEASE - STRONG SAFETY.
T	-	SLIP, MAN, T.O. RELEASE - POWER ARM.
G	-	SLIP, MAN, GAP, SLAM
C	-	SLUG, MAN, GAP
OG	-	SLUG, SCOOP, MAN
OT	-	SIFT, SCOOP
FB	-	FORCE - MIKE TO SUPPORT. RELEASE - SAM.
BC	-	OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO LOS, ATTACK INSIDE HIP OF PLAYSIDE TACKLE.
QB	-	OPEN TO PLAYSIDE, AFTER HANDOFF FAKE AROUND TO 'Z' OR BOOT WEAK.



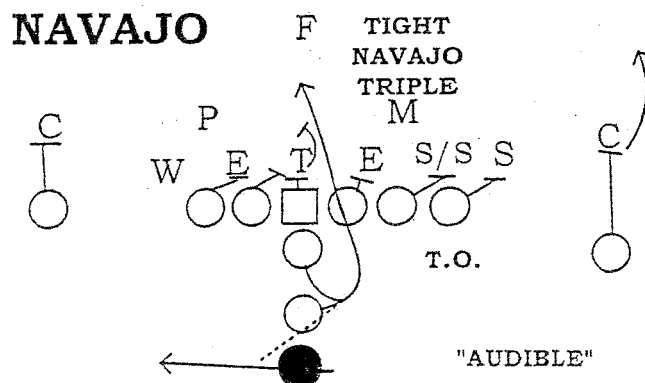
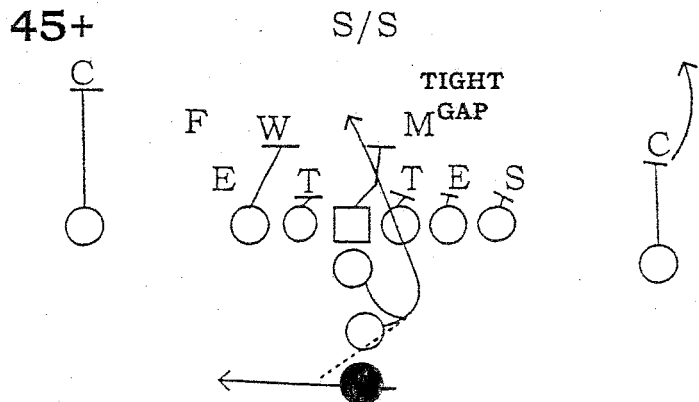
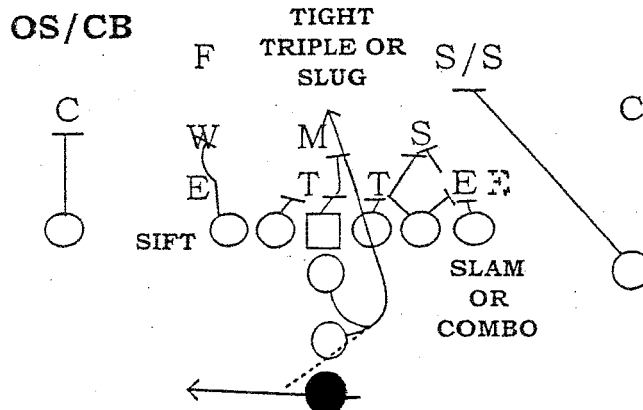
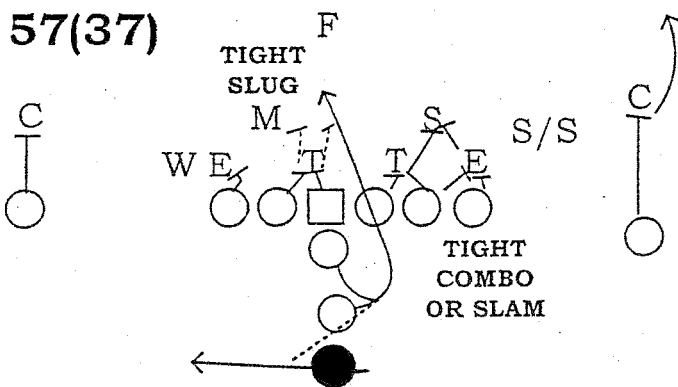
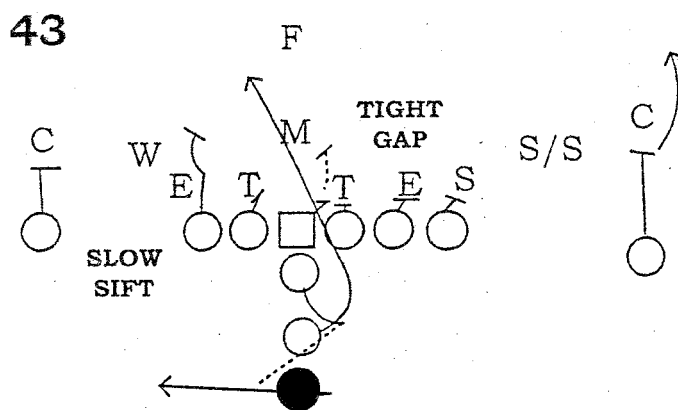
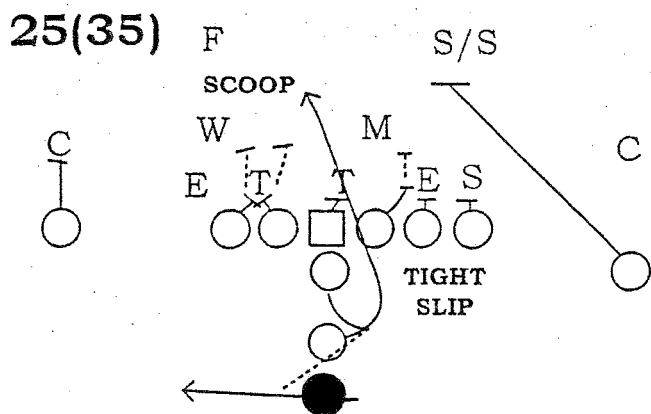
FAKE 14-15 FORCE 'Z' AROUND

- Z - RUN THE AROUND.
- X - BLOCK CORNER, RUNOFF vs BUMP.
- TE - MAN, STRETCH T.O. RELEASE - STRONG SAFETY.
- T - SLIP, MAN, T.O. RELEASE - POWER ARM.
- G - SLIP, MAN, GAP, SLAM.
- C - SLUG, MAN, GAP (WALL).
- OG - SLUG, SCOOP, MAN (WALL).
- OT - SIFT, SCOOP, DRAG IF ONE ON AND ONE OUTSIDE (WALL).
- FB - FORCE - MIKE TO SUPPORT. RELEASE - SAM.
- BC - OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO LOS,
ATTACK INSIDE HIP OF PLAYSIDE TACKLE.
- QB - FAKE 14-15 FORCE, HAND BALL OFF TO 'Z', CONTINUE STRAIGHT
BACK AFTER HANDOFF.



34-35 PITCH LT-RT

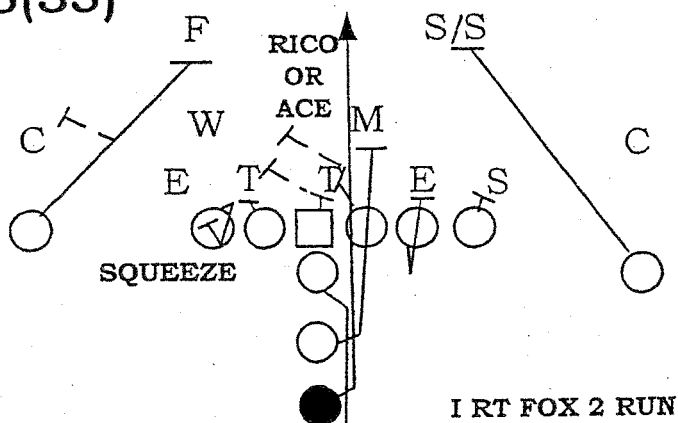
- Z/X - X STAY ON CORNER, Z HAS BACKSIDE RULES
TE - MAN, SLAM, TIGHT COMBO, T.O.
T - SLIP, SLAM, COMBO, MAN.
G - SLIP, SLAM, GAP, MAN.
C - SLUG, GAP, MAN.
OG - SCOOP, SLUG, MAN.
OT - SCOOP, SIFT.
FB - FAKE 34-35, BEND TO 'A' GAP
BC - JAB STEP, RECIEVE PITCH
QB - REVERSE OUT, FAKE 34-35, PITCH BALL TO HB



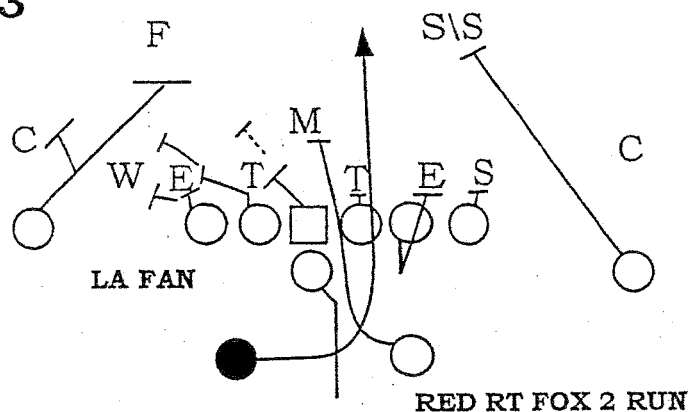
FOX 2 RUN (ROGER)

- Z/X - Z- BLOCK SAFETY, BACKSIDE RULES
- TE - MAN VS SAM ON, R.O. OR INK VS 7 TECH.
- T - SET MAN, R.O. OR INK.
- G - MAN, ACE.
- C - ACE, LA, FOLD, MAN, RICO, SLUG.
- OG - FAN, LA, FOLD, MAN, SLUG.
- OT - FAN, LA, MAN (SQUEEZE).
- FB - MIKE LB'ER.
- BC - SHUFFLE OVER THE TOP, RECEIVE HAND OFF, START OVER ONSIDE GUARD. (RED - CHEAT TO 'B' GAP.)
- QB - CONTINUE DROP BACK PASS

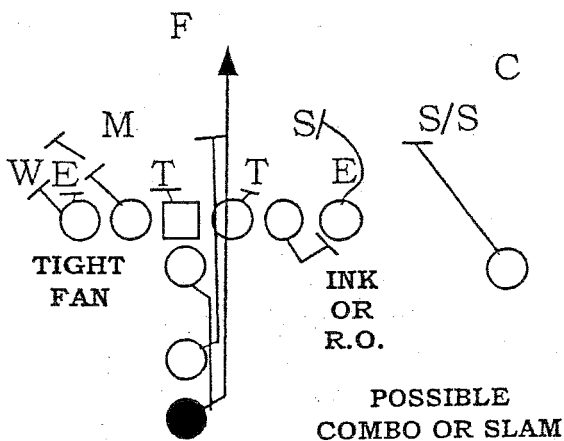
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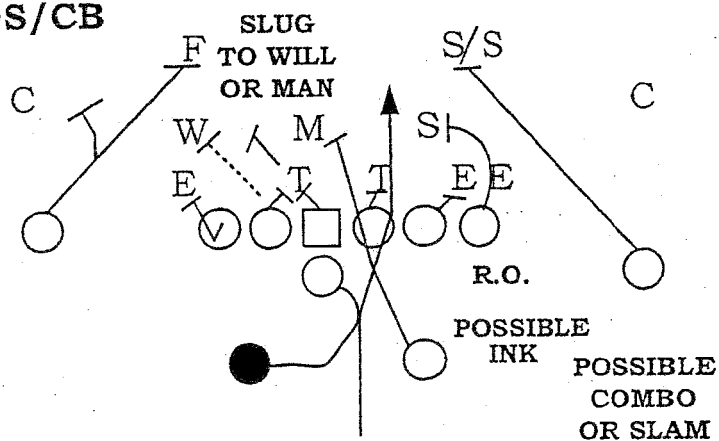
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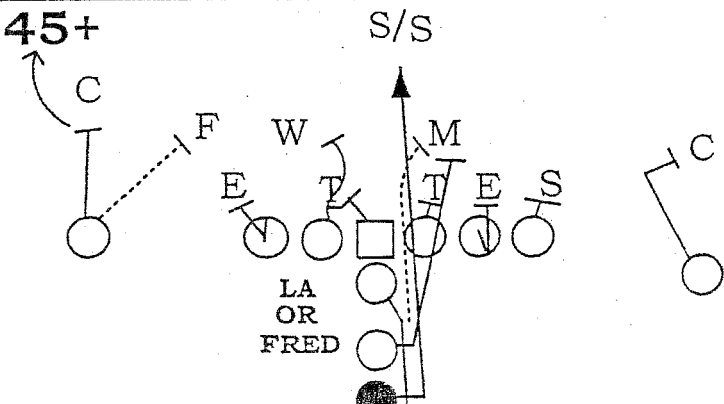
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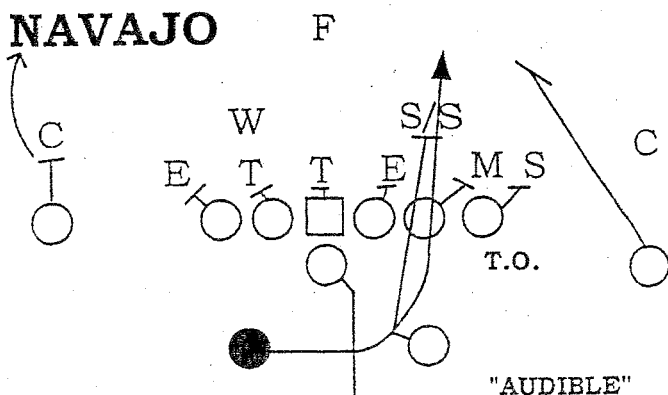
OS/CB



45+



NAVAJO



I RIGHT 'B' RIGHT
200 JET 'X' SLANT

1
5 YDS

1
10 YDS

2
5 YDS

3

WIDE SPLIT

OUTSIDE RELEASE

WIDE SPLIT

3/5

(T) SOLO RIGHT 'U' RIGHT
200 JET 'X' SLANT

1
5 YDS

1
10 YDS

2
5 YDS

3

WIDE SPLIT

OUTSIDE RELEASE WIDE SPLIT

3/5

I RIGHT 'B' RIGHT
200 JET 'X' COLORADO

1

5 YDS

10 YDS

5 YDS

1

2

3

X

Y

Z

WIDE SPLIT

F

H

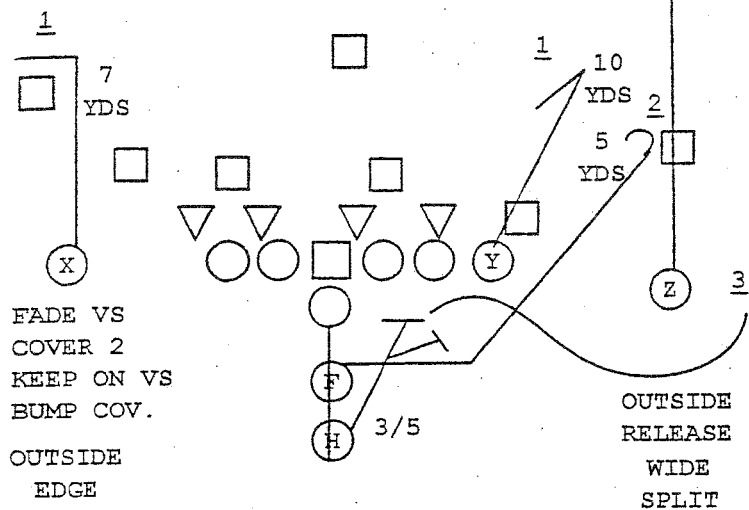
5

OUTSIDE RELEASE

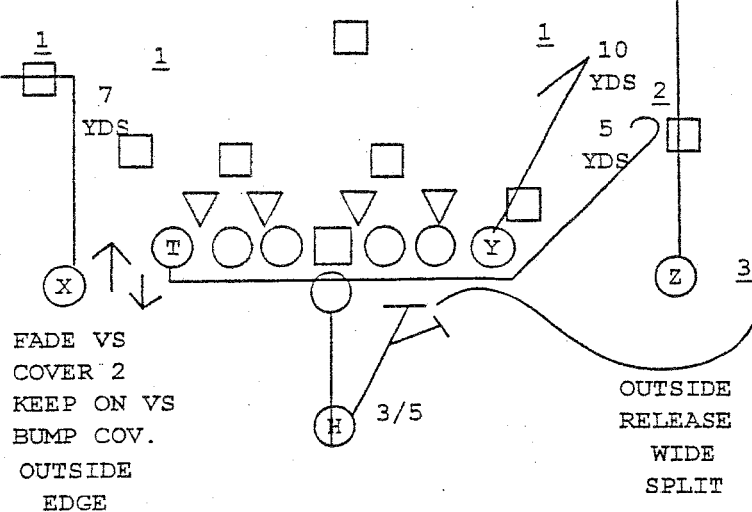
WIDE SPLIT

Colorado = short shake

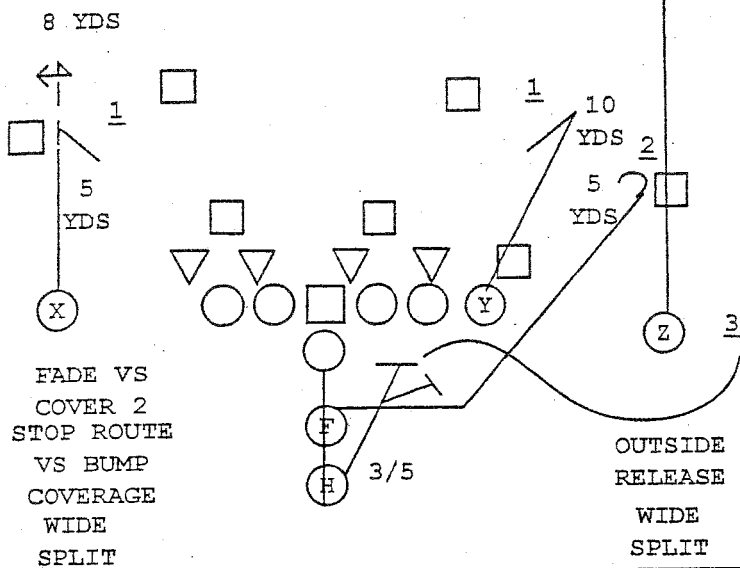
I RIGHT 'B' RIGHT
200 JET 'X' OMAHA



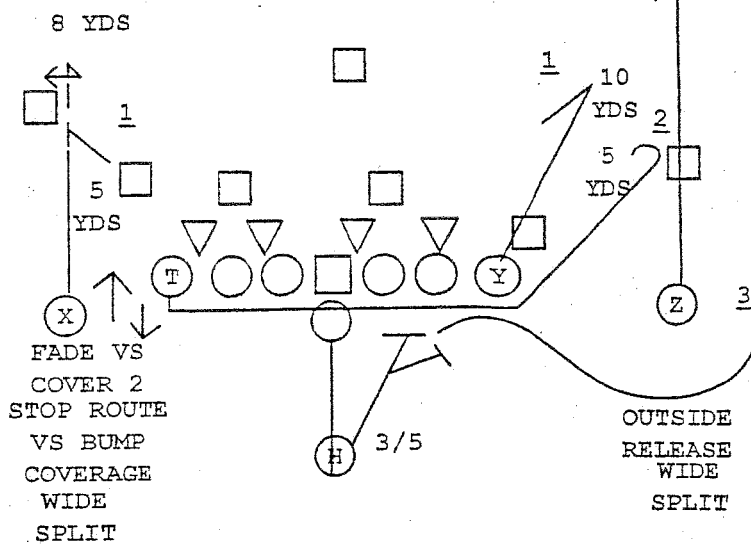
(T) SOLO RIGHT 'U' RIGHT
200 JET 'X' OMAHA



I RIGHT 'B' RIGHT
200 JET 'X' THUNDER



(T) SOLO RIGHT 'U' RIGHT
200 JET 'X' THUNDER

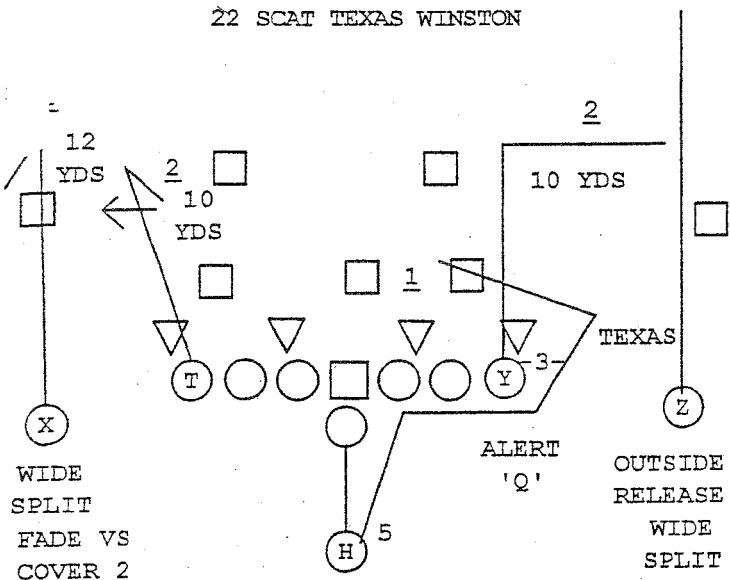


The diagram illustrates a defensive scheme with the following components:

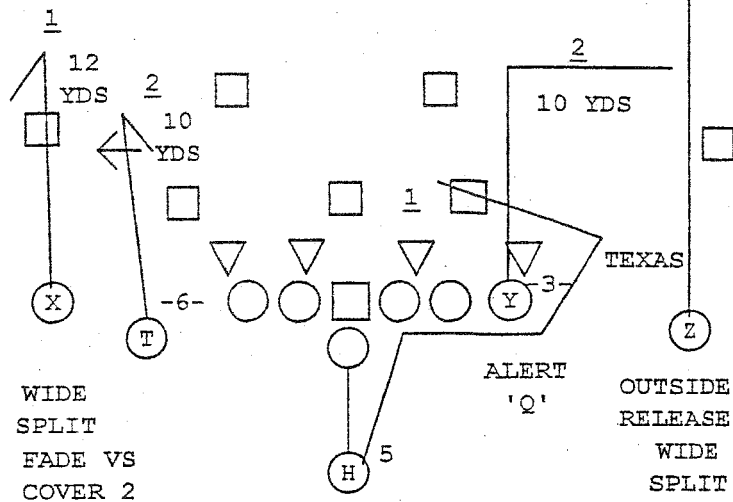
- Linebackers (LB's):** Labeled 'KEY INSIDE' and 'WIDE SPLIT'. They are represented by squares. One is positioned 12 YDS from the line of scrimmage, and another is 3-5 YDS from the line of scrimmage.
- Defensive Backs (DB's):** Labeled 'STUTTER GO'S STAY ON VS ALL COVERAGES'. They are represented by circles. One is labeled 'F' (Free Safety) and another 'H' (Halfback).
- Wide Receiver (WR):** Labeled 'WIDE SPLIT'. Represented by a circle labeled 'Z'.
- Quarterback (QB):** Labeled 'H' (Halfback) and 'F' (Free Safety).
- Line of Scrimmage (LOS):** Indicated by a horizontal line with a '3' below it.
- Yards:** Distances are marked: 12 YDS, 3-5 YDS, 6 YDS, and 5 YDS.
- Player Positions:**
 - Player 'X' is a circle at the LOS.
 - Player 'Y' is a circle 6 YDS from the LOS.
 - Player 'Z' is a circle 12 YDS from the LOS.
 - Player 'H' is a circle 5 YDS from the LOS.
 - Player 'F' is a circle 3-5 YDS from the LOS.
- Coverage Assignments:**
 - Player 'X' is assigned to 'KEY INSIDE'.
 - Player 'Y' is assigned to 'WIDE SPLIT'.
 - Player 'Z' is assigned to 'STUTTER GO'S STAY ON VS ALL COVERAGES'.
 - Player 'H' is assigned to 'H'.
 - Player 'F' is assigned to 'F'.

[illegible][illegible]

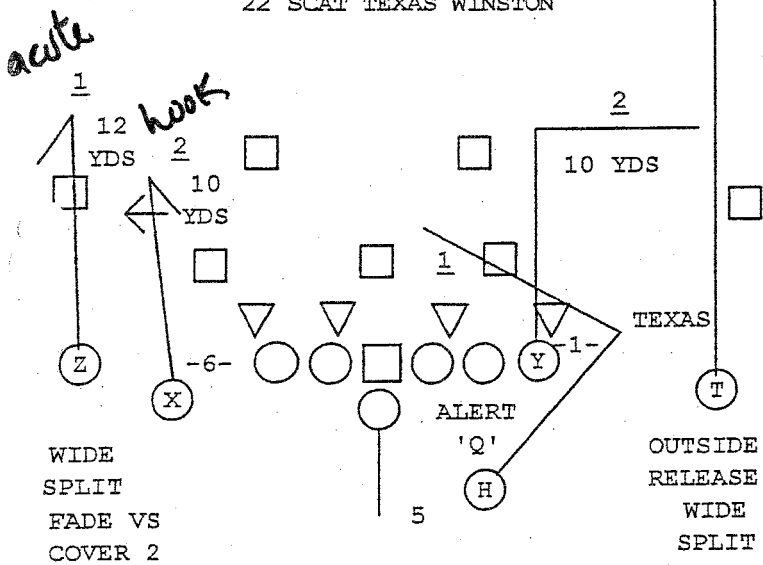
(T) SOLO RIGHT 'B' RIGHT
22 SCAT TEXAS WINSTON



(T) DOUBLE WING RIGHT 'B' RIGHT
22 SCAT TEXAS WINSTON

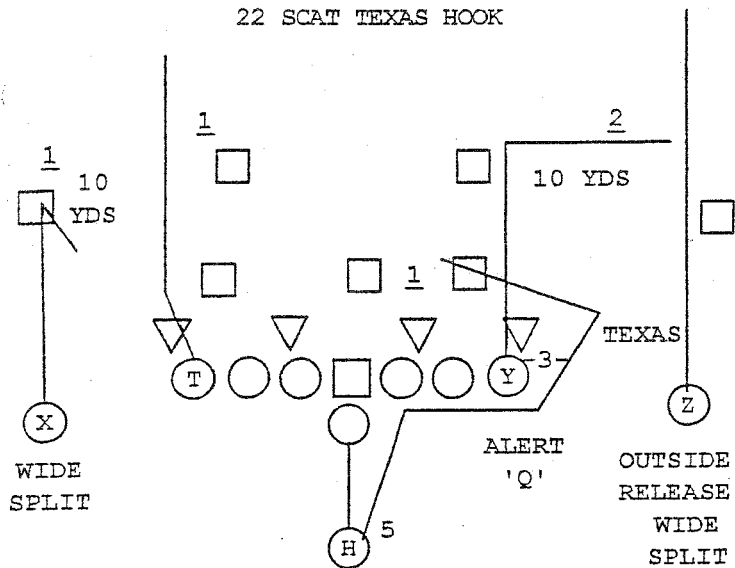


(T) FAR WEST RIGHT ZOOM ('B' RT-LT)
22 SCAT TEXAS WINSTON

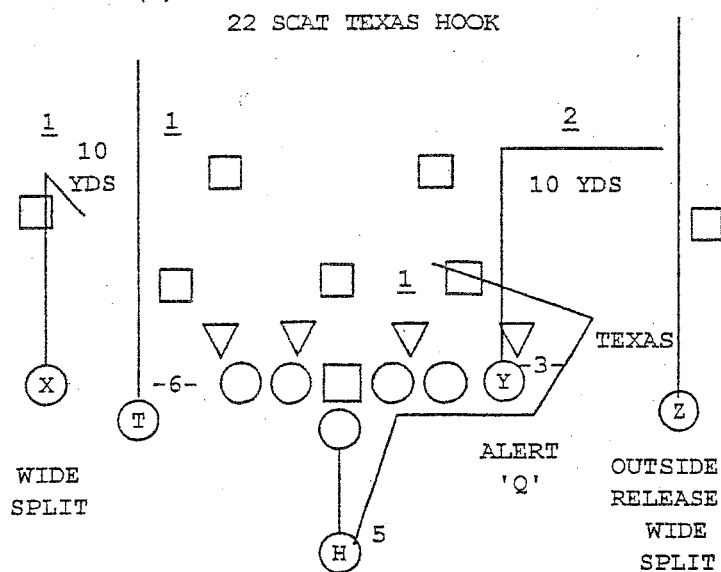


Lou 2 - ^{saffier}tetas
 Single saffy - atside/in

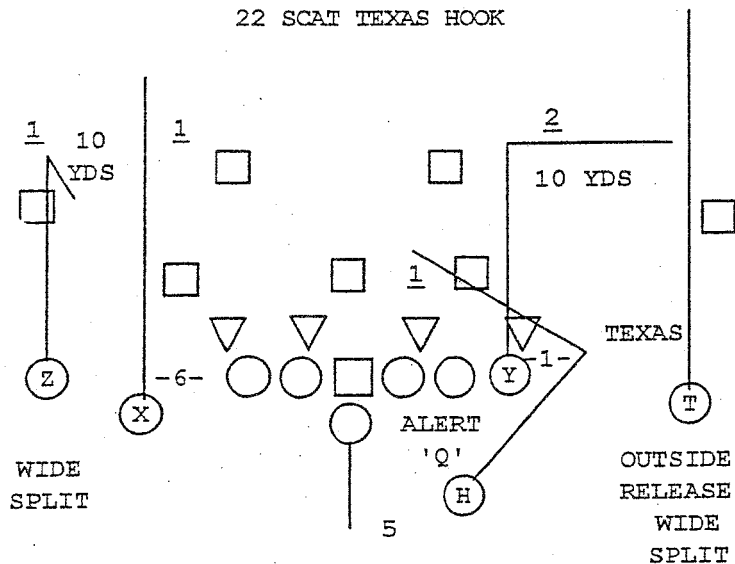
(T) SOLO RIGHT 'B' RIGHT
22 SCAT TEXAS HOOK



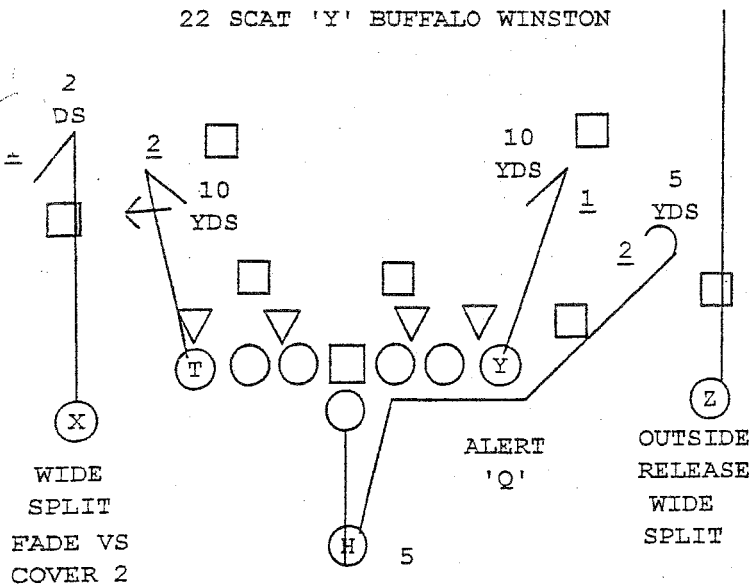
(T) DOUBLE WING RIGHT 'B' RIGHT
22 SCAT TEXAS HOOK



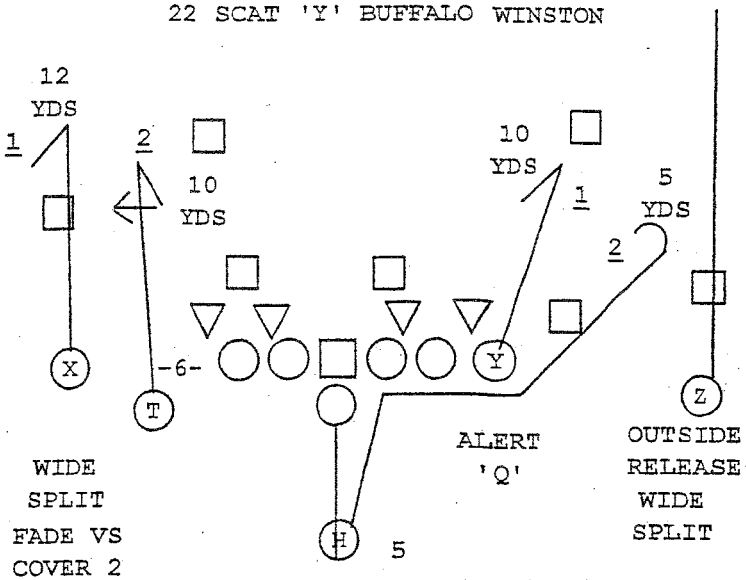
(T) FAR WEST RIGHT ZOOM ('B' RT-LT)
22 SCAT TEXAS HOOK



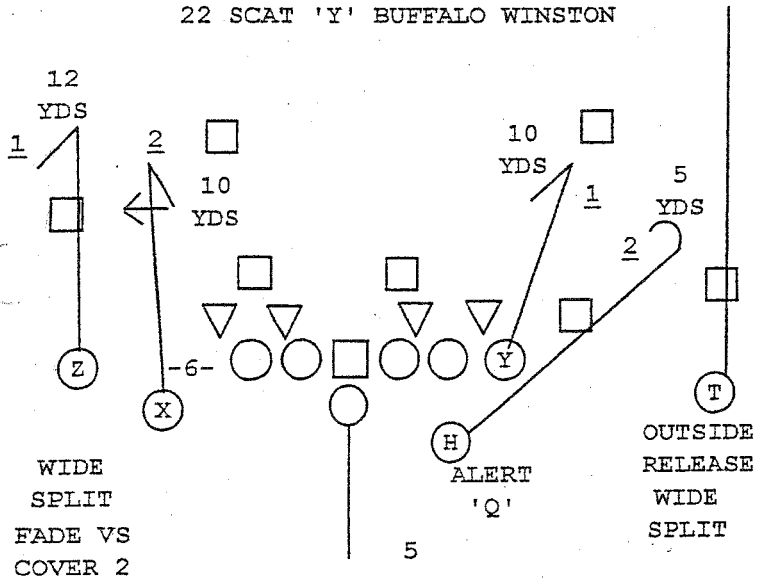
(T) SOLO RIGHT 'B' RIGHT
22 SCAT 'Y' BUFFALO WINSTON



(T) DOUBLE WING RIGHT 'B' RIGHT
22 SCAT 'Y' BUFFALO WINSTON



(T) FAR WEST RIGHT ZOOM ('B' RT-LT)
22 SCAT 'Y' BUFFALO WINSTON



22 SCAT 'Y' BUFFALO HOOK

1

10 YDS

5 YDS

5

ALERT 'Q'

OUTSIDE RELEASE WIDE SPLIT

T

Y

Z

H

[illegible]

22 SCAT 'Y' BUFFALO HOOK

1 1 10 YDS 10 YDS 5 YDS 2 YDS

Z X H Y T

WIDE SPLIT

OUTSIDE RELEASE WIDE SPLIT

5

2 JET TIGER DRIVE "Z" CORNER

10-12 YDS

12 YDS

4-6 YDS

X

Z

H

Y

T

OUTSIDE
RELEASE

WIDE
SPLIT

7

[illegible]

A diagram of a football field showing player positions and yardage markers. The field is oriented with the goal line on the left. The yardage markers are indicated by numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100. The diagram shows the following player positions and yardage markers:

- Player X is at the 3-yard line.
- Player Z is at the 3-yard line.
- Player H is at the 7-yard line.
- Player Y is at the 5-yard line.
- Player T is at the 5-yard line.
- Player 1 is at the 12-yard line.
- Player 2 is at the 10-12 yard line.
- Player 3 is at the 4-6 yard line.
- Player 4 is at the 4-6 yard line.
- Player 5 is at the 4-6 yard line.
- Player 6 is at the 4-6 yard line.
- Player 7 is at the 4-6 yard line.
- Player 8 is at the 4-6 yard line.
- Player 9 is at the 4-6 yard line.
- Player 10 is at the 4-6 yard line.
- Player 11 is at the 4-6 yard line.
- Player 12 is at the 4-6 yard line.
- Player 13 is at the 4-6 yard line.
- Player 14 is at the 4-6 yard line.
- Player 15 is at the 4-6 yard line.
- Player 16 is at the 4-6 yard line.
- Player 17 is at the 4-6 yard line.
- Player 18 is at the 4-6 yard line.
- Player 19 is at the 4-6 yard line.
- Player 20 is at the 4-6 yard line.
- Player 21 is at the 4-6 yard line.
- Player 22 is at the 4-6 yard line.
- Player 23 is at the 4-6 yard line.
- Player 24 is at the 4-6 yard line.
- Player 25 is at the 4-6 yard line.
- Player 26 is at the 4-6 yard line.
- Player 27 is at the 4-6 yard line.
- Player 28 is at the 4-6 yard line.
- Player 29 is at the 4-6 yard line.
- Player 30 is at the 4-6 yard line.
- Player 31 is at the 4-6 yard line.
- Player 32 is at the 4-6 yard line.
- Player 33 is at the 4-6 yard line.
- Player 34 is at the 4-6 yard line.
- Player 35 is at the 4-6 yard line.
- Player 36 is at the 4-6 yard line.
- Player 37 is at the 4-6 yard line.
- Player 38 is at the 4-6 yard line.
- Player 39 is at the 4-6 yard line.
- Player 40 is at the 4-6 yard line.
- Player 41 is at the 4-6 yard line.
- Player 42 is at the 4-6 yard line.
- Player 43 is at the 4-6 yard line.
- Player 44 is at the 4-6 yard line.
- Player 45 is at the 4-6 yard line.
- Player 46 is at the 4-6 yard line.
- Player 47 is at the 4-6 yard line.
- Player 48 is at the 4-6 yard line.
- Player 49 is at the 4-6 yard line.
- Player 50 is at the 4-6 yard line.
- Player 51 is at the 4-6 yard line.
- Player 52 is at the 4-6 yard line.
- Player 53 is at the 4-6 yard line.
- Player 54 is at the 4-6 yard line.
- Player 55 is at the 4-6 yard line.
- Player 56 is at the 4-6 yard line.
- Player 57 is at the 4-6 yard line.
- Player 58 is at the 4-6 yard line.
- Player 59 is at the 4-6 yard line.
- Player 60 is at the 4-6 yard line.
- Player 61 is at the 4-6 yard line.
- Player 62 is at the 4-6 yard line.
- Player 63 is at the 4-6 yard line.
- Player 64 is at the 4-6 yard line.
- Player 65 is at the 4-6 yard line.
- Player 66 is at the 4-6 yard line.
- Player 67 is at the 4-6 yard line.
- Player 68 is at the 4-6 yard line.
- Player 69 is at the 4-6 yard line.
- Player 70 is at the 4-6 yard line.
- Player 71 is at the 4-6 yard line.
- Player 72 is at the 4-6 yard line.
- Player 73 is at the 4-6 yard line.
- Player 74 is at the 4-6 yard line.
- Player 75 is at the 4-6 yard line.
- Player 76 is at the 4-6 yard line.
- Player 77 is at the 4-6 yard line.
- Player 78 is at the 4-6 yard line.
- Player 79 is at the 4-6 yard line.
- Player 80 is at the 4-6 yard line.
- Player 81 is at the 4-6 yard line.
- Player 82 is at the 4-6 yard line.
- Player 83 is at the 4-6 yard line.
- Player 84 is at the 4-6 yard line.
- Player 85 is at the 4-6 yard line.
- Player 86 is at the 4-6 yard line.
- Player 87 is at the 4-6 yard line.
- Player 88 is at the 4-6 yard line.
- Player 89 is at the 4-6 yard line.
- Player 90 is at the 4-6 yard line.
- Player 91 is at the 4-6 yard line.
- Player 92 is at the 4-6 yard line.
- Player 93 is at the 4-6 yard line.
- Player 94 is at the 4-6 yard line.
- Player 95 is at the 4-6 yard line.
- Player 96 is at the 4-6 yard line.
- Player 97 is at the 4-6 yard line.
- Player 98 is at the 4-6 yard line.
- Player 99 is at the 4-6 yard line.
- Player 100 is at the 4-6 yard line.

The diagram also includes the following text:

- OUTSIDE RELEASE
- 10-12 YDS
- 4-6 YDS
- 12 YDS
- 3-3-
- 3-
- 5-
- 7

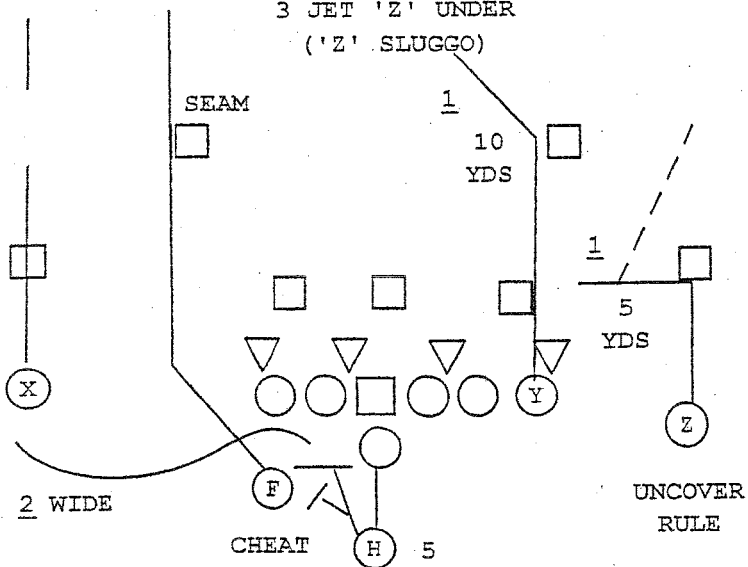
[illegible]

7 step

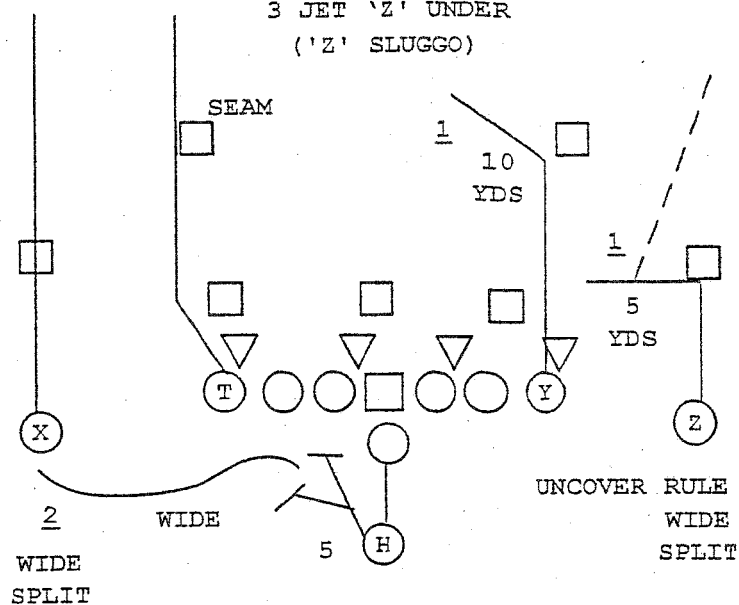
7 step
shallow cross / Back cross / ✓ wide
vs: man give corner a try

'Z' corner might sit in
the 'Z'

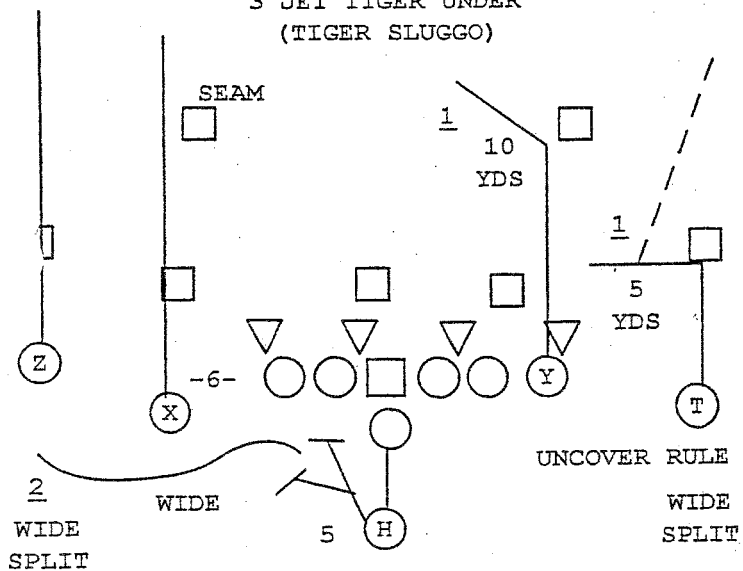
NEAR RIGHT
3 JET 'Z' UNDER
('Z' SLUGGO)



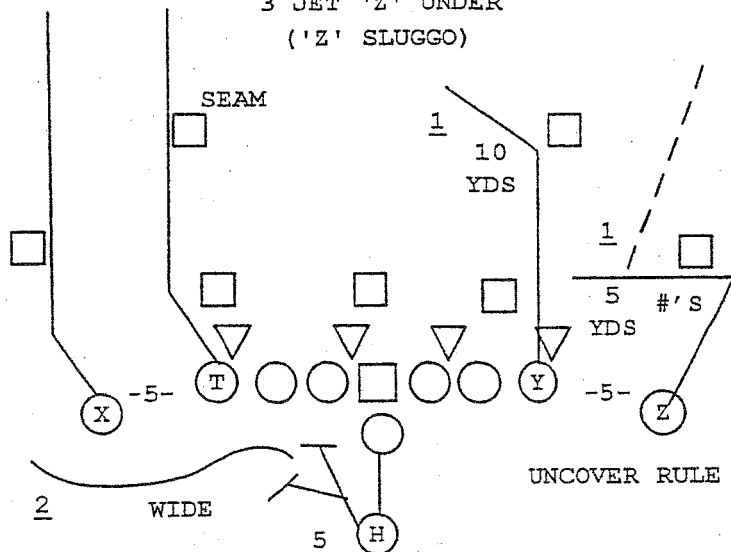
(T) SOLO RIGHT
3 JET 'Z' UNDER
('Z' SLUGGO)



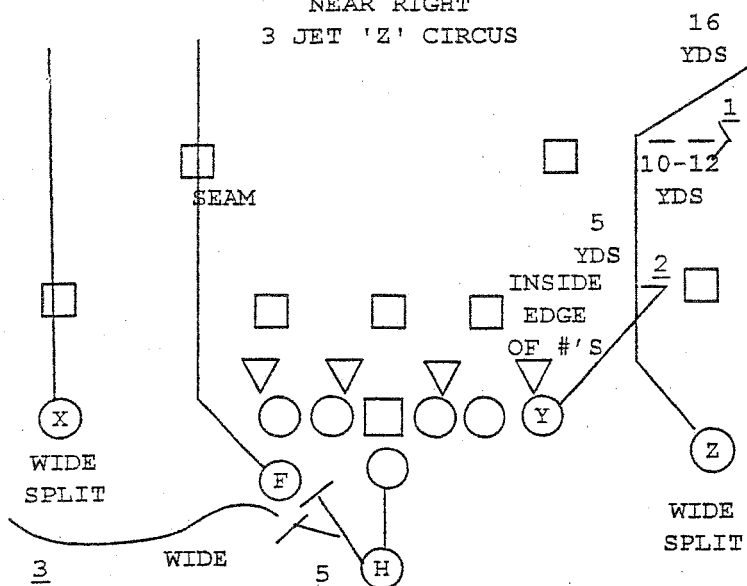
(T) FAR WEST RIGHT ZOOM
3 JET TIGER UNDER
(TIGER SLUGGO)



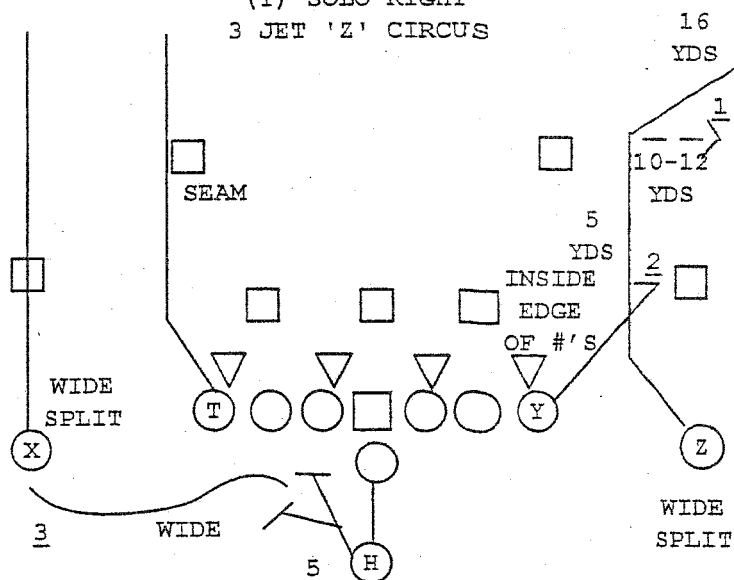
(T) ACE SOLO RIGHT
3 JET 'Z' UNDER
('Z' SLUGGO)



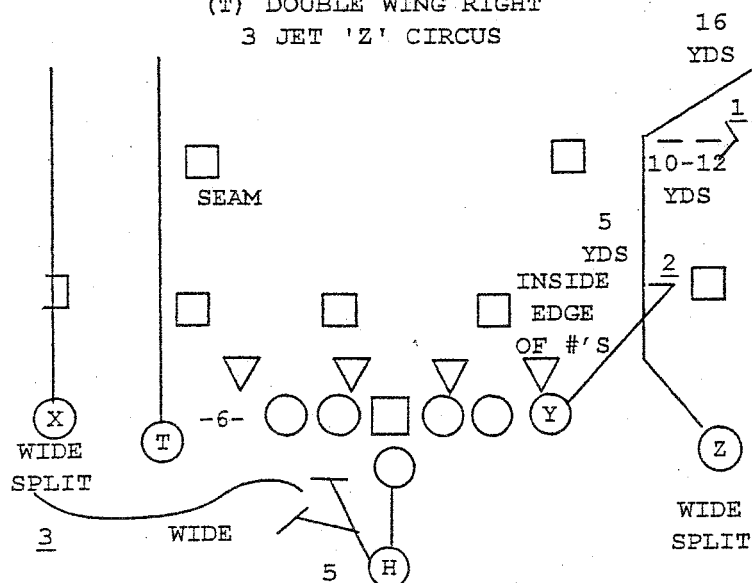
NEAR RIGHT
3 JET 'Z' CIRCUS



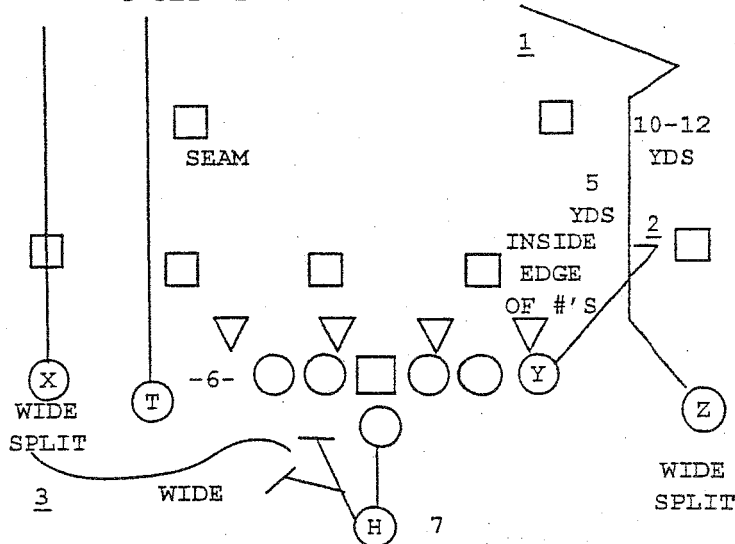
(T) SOLO RIGHT
3 JET 'Z' CIRCUS



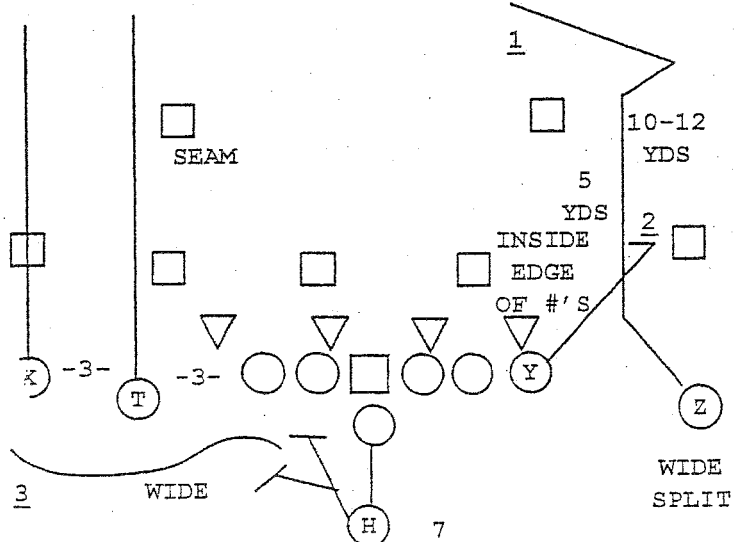
(T) DOUBLE WING RIGHT
3 JET 'Z' CIRCUS



(T) DOUBLE WING RIGHT
3 JET 'Z' CIRCUS 'Z' CIRCLE POST



(T) SNUG DOUBLE WING RIGHT
3 JET 'Z' CIRCUS 'Z' CIRCLE POST



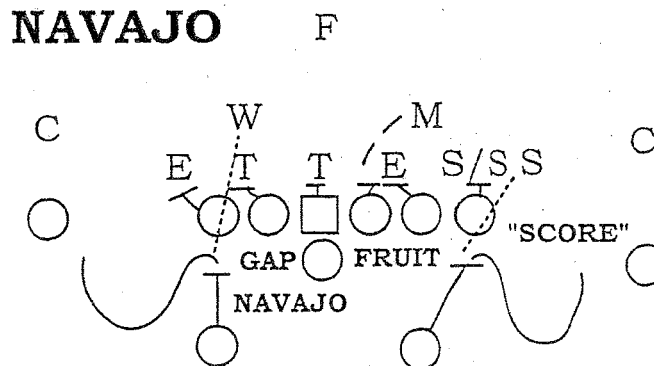
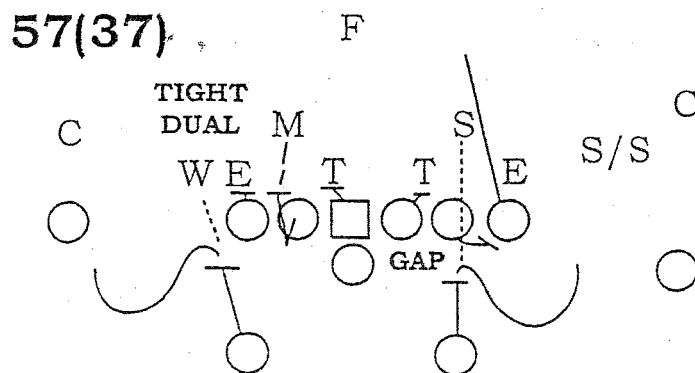
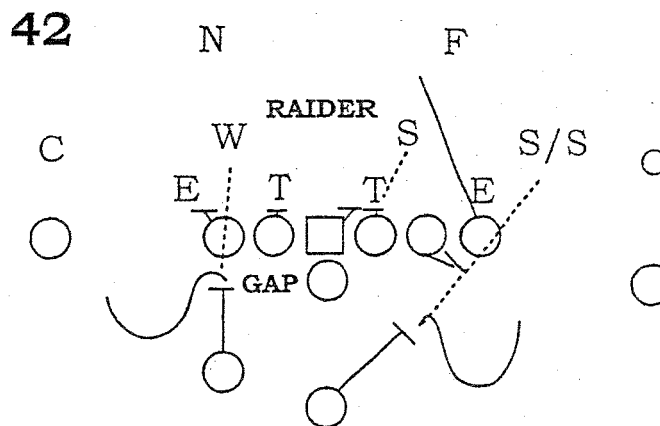
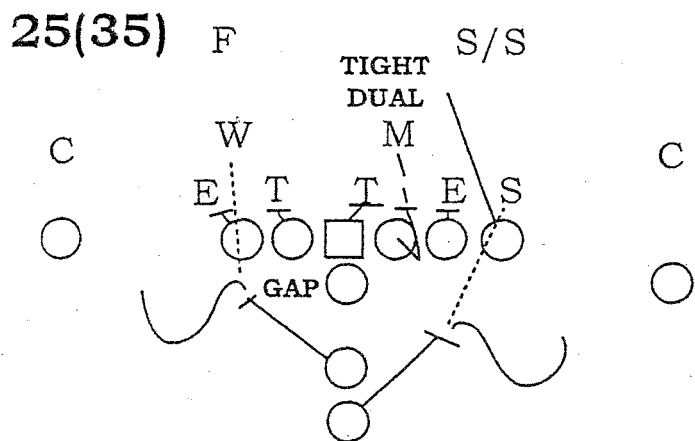
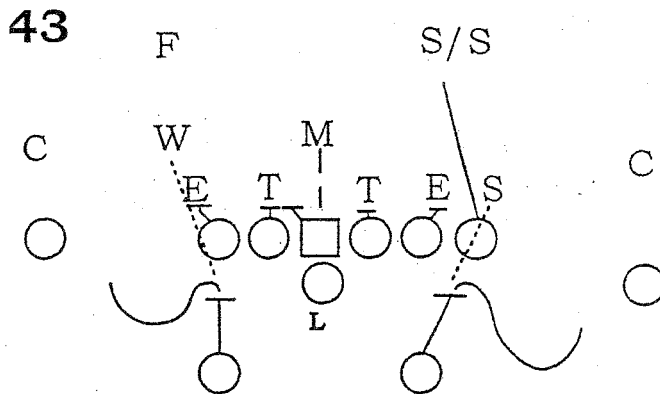
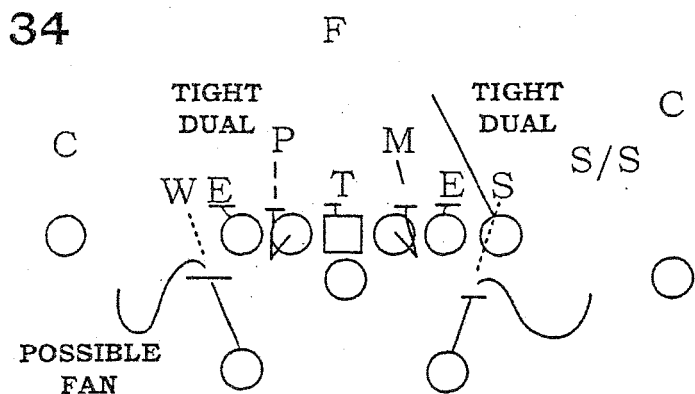
5 step:
circus/flat hook/✓ wide
man - need '2' to get open

24-25 PROTECTIONS

OFFENSIVE LINE

BASIC PROTECTION - POSSIBLE L/R, FAN, GAP - VS NICKEL DECLARE
 SAM - VS NAVAJO - FRUIT

TE - SCORE VS NAVAJO / STRETCH LOOK
 STRONG BACK - OUTSIDE LB (SAM) - S/S - ALERT GAP CALL
 WEAK BACK - OUTSIDE LB (WILL) - F/S - ALERT GAP CALL
 "BACKS ALERT SAFETY CALLS VS BLITZ LOOK"



The diagram illustrates a football play on a field. Key elements include:

- Line of Play:** A horizontal line with a wavy center, labeled "WIDE SPLIT" on both sides.
- Offense (Left Side):**
 - Quarterback (X) is at the line of play.
 - Running Back (F) is behind the line.
 - Wide Receiver (H) is on the far left, with a "FADE VS COVER 2" callout.
 - Wide Receiver (5) is on the far right, with a "FADE VS COVER 2" callout.
- Defense (Right Side):**
 - Linebacker (Y) is at the line of play.
 - Linebacker (Z) is behind the line.
 - Wide Receiver (Z) is on the far right, with a "FADE VS COVER 2" callout.
- Yardage and Distances:**
 - 12 YDS (Left)
 - 6 YDS (Center)
 - 10 YDS (Right)
 - 12 YDS (Far Right)
- Other Markers:** Several squares and triangles are placed along the line of play, likely representing other players or markers.

[illegible]

24 DOUBLE GO

1

1

6 YDS

1

2

WIDE SPLIT

WIDE SPLIT

WIDE

F

H

B

X

Y

Z

NEAR RIGHT
24 DOUBLE SHAKE

1
SHAKE

10 YDS

6 YDS

1

2 WIDE SPLIT

WIDE

F

H

7

WIDE

WIDE SPLIT

Z

2

10 YDS

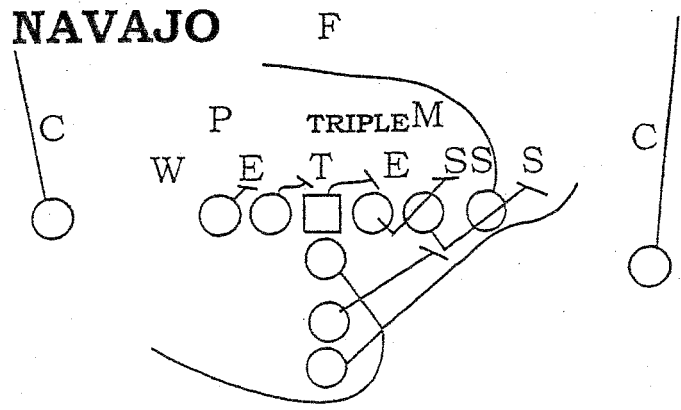
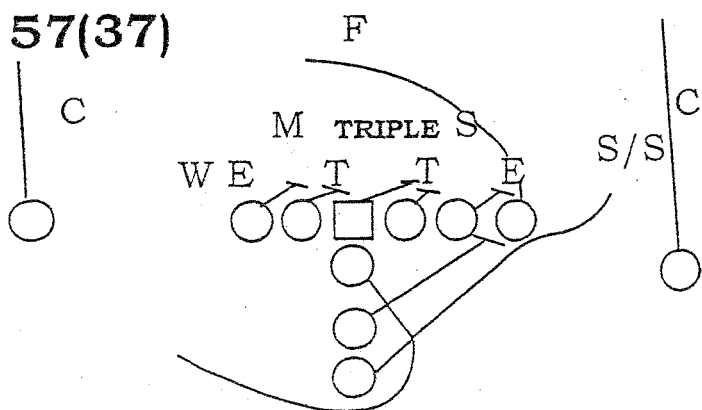
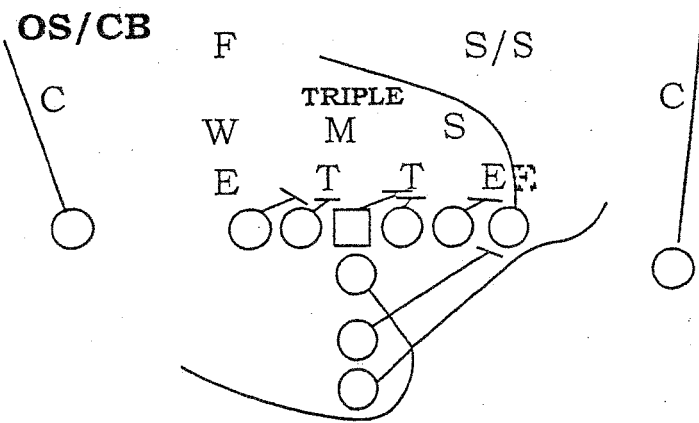
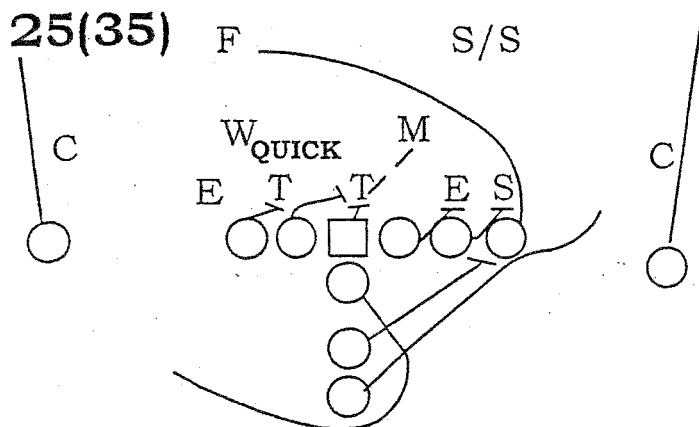
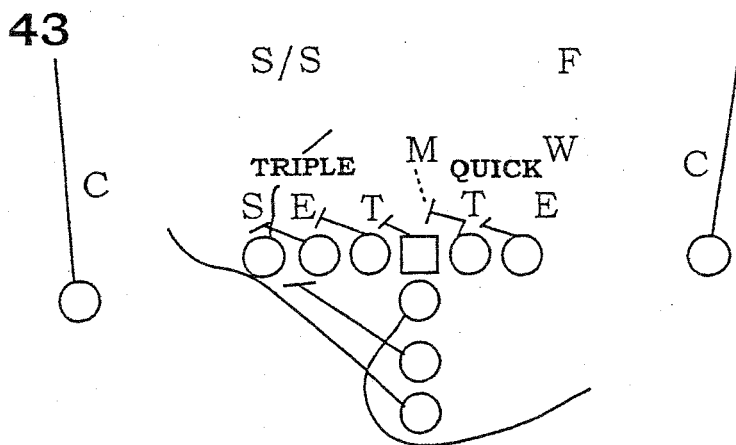
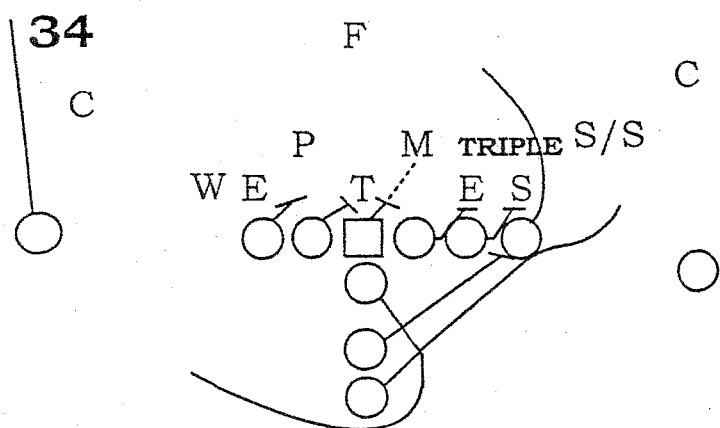
1
SHAKE

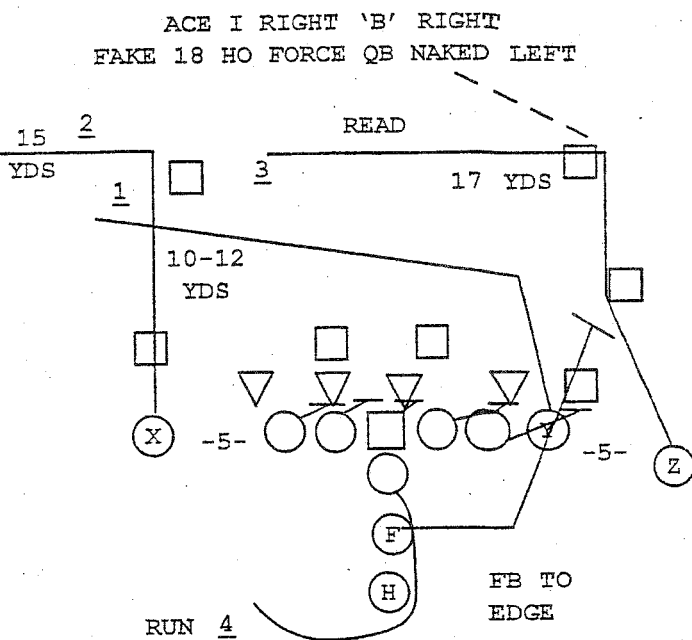
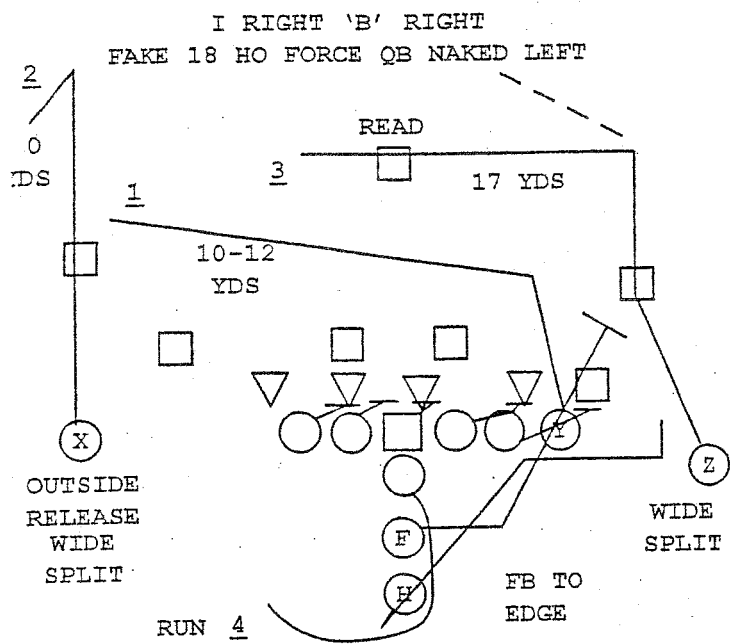
FAKE 18-19 HO FORCE QB NAKED LT-RT

OFFENSIVE LINE - BLOCK PLAY FULL SPEED WITH TRIPLE CONCEPT- BACK SIDE INFLUENCE OR QUICK SCOOP

FB - RUN 18-19 HO FORCE, GO TO EDGE

HB - FAKE 18-19 HO, ALERT S/S.





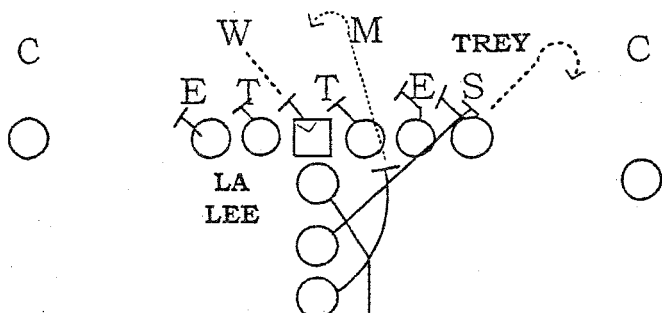
F 60 (F 360)

OFFENSIVE LINE - TURN AWAY FROM CALL, GAP PROTECT.

- | | | |
|----|---|--|
| TE | - | PROTECT 'C' GAP. BLOCK DE. BLOCK OUT vs STRETCH. |
| FB | - | vs SAM ON BALL PROTECT 'D' GAP. vs SAM OFF OR |
| HB | - | STRETCH PROTECT 'C' GAP THEN CHECK SLOW FLAT |
| QB | - | FAKE 14 FORCE, ALERT SS, CHECK OVER THE BALL |
| | - | <u>OPEN LIKE 14-15 FORCE</u> <i>fake</i> |

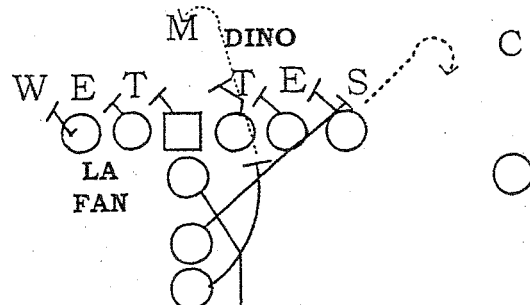
25

F S/S



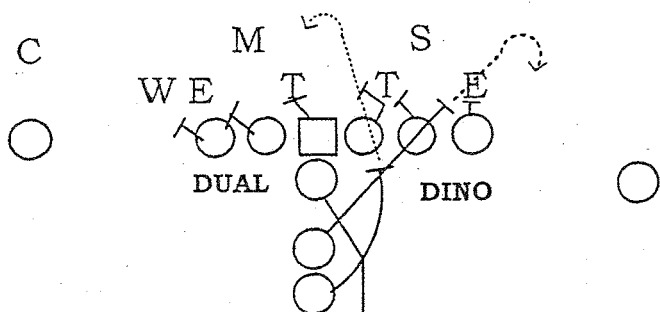
43

F S/S



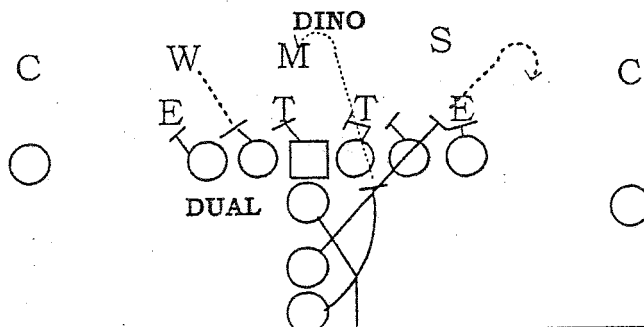
57

F S/S



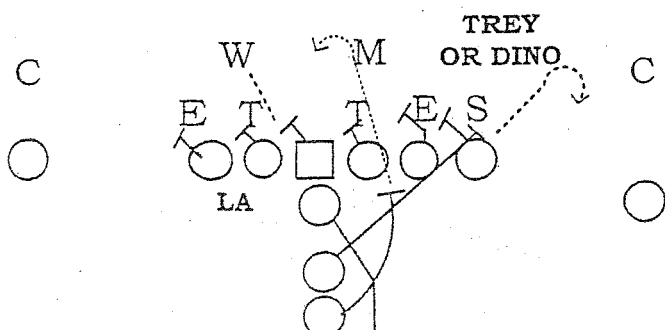
OS/CE

F S/S



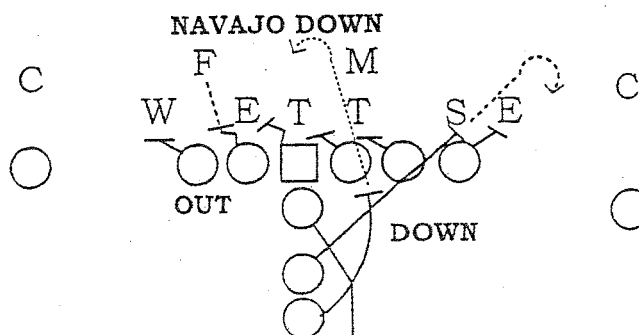
45+

F S/S



NAVAJO

S/S



FOX 2 PROTECTION

like 2 jet
but both backs
have responsibility

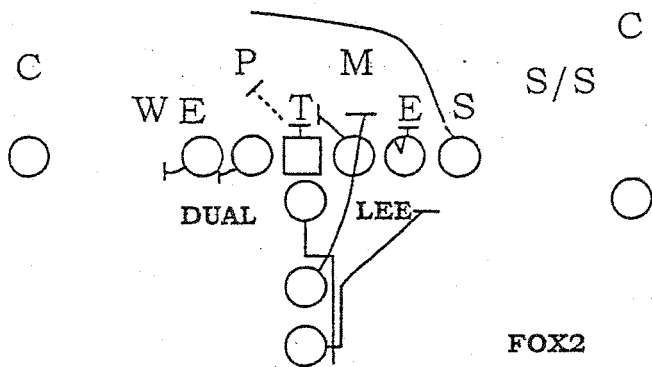
OFFENSIVE LINE

TURN AWAY FROM CALL (2/3 JET) DUAL IF GD WEAK IS UNCOVERED.
CENTER DECLARE NOSE TO BACKSIDE LB'ER - STRONG SIDE GD IN GAP
WITH FB - UP KICK IF COVERED.

- FB - BLOCK MIKE, VS NICKEL BLOCK 1ST LB FROM BALL TO CALL SIDE.
(ALERT S/S) (ATTACK)
- HB - BLOCK SAM, VS NICKEL BLOCK 2ND LB FROM BALL TO CALL SIDE.
(ALERT S/S) (vs 4 WEAK, WORK BACKSIDE 'A' GAP.)

34

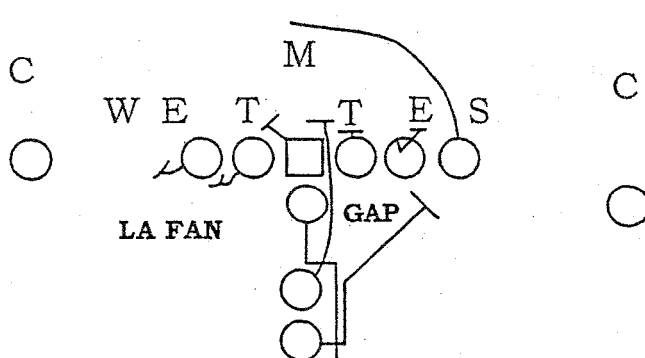
F



43

F

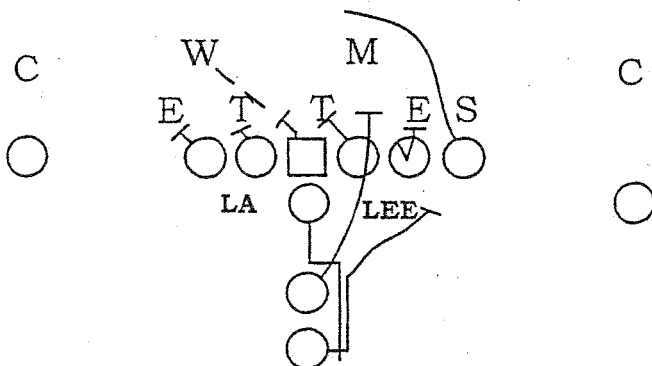
S/S



25(35)

F

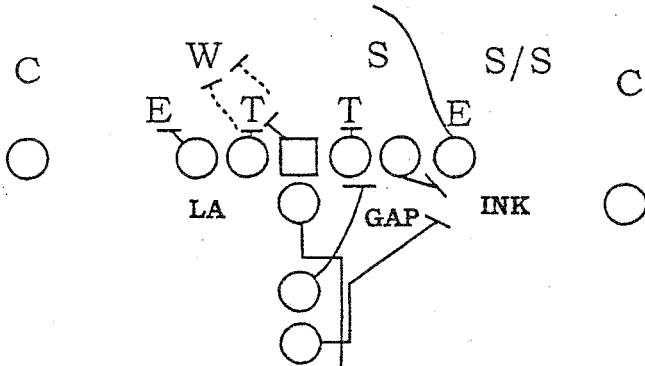
S/S



42

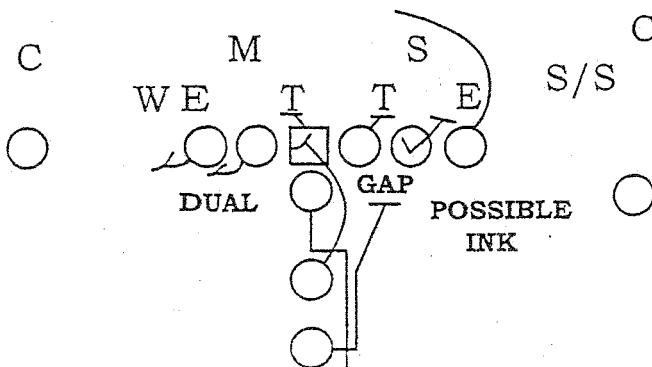
N

F



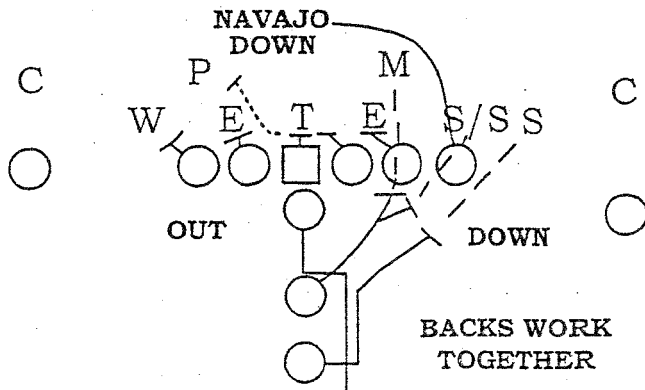
57(37)

F

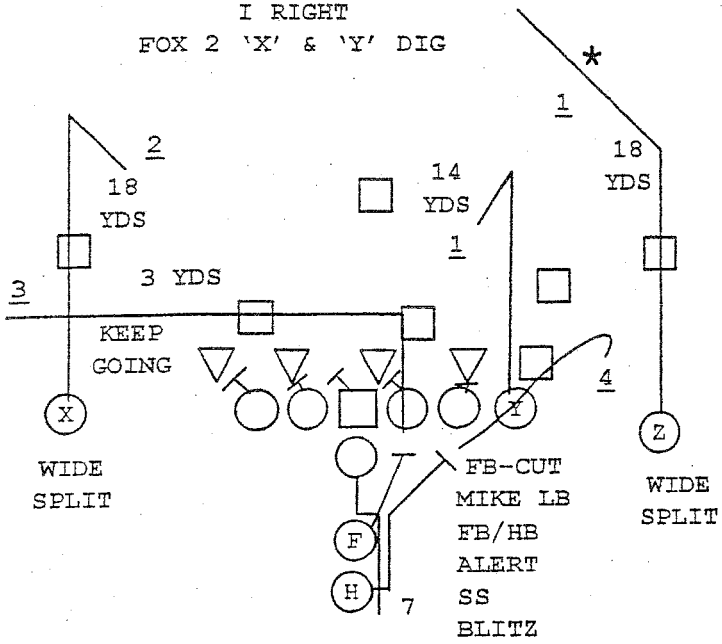


NAVAJO

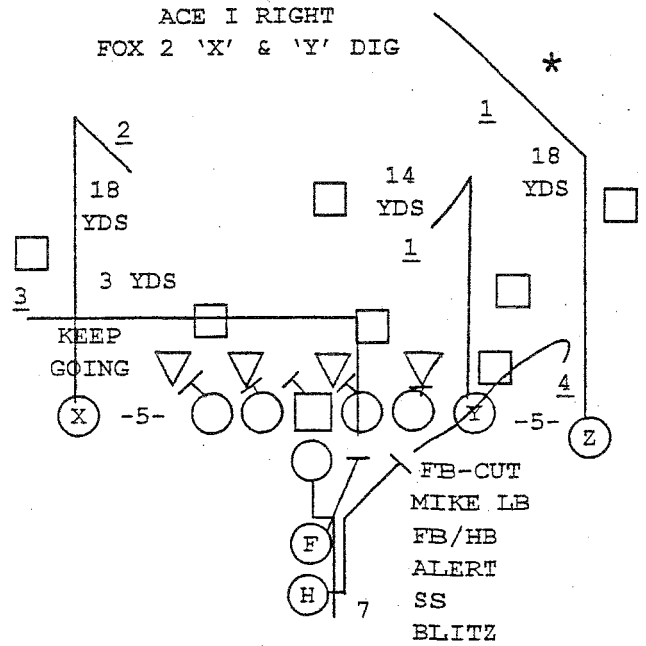
F



I RIGHT
FOX 2 'X' & 'Y' DIG



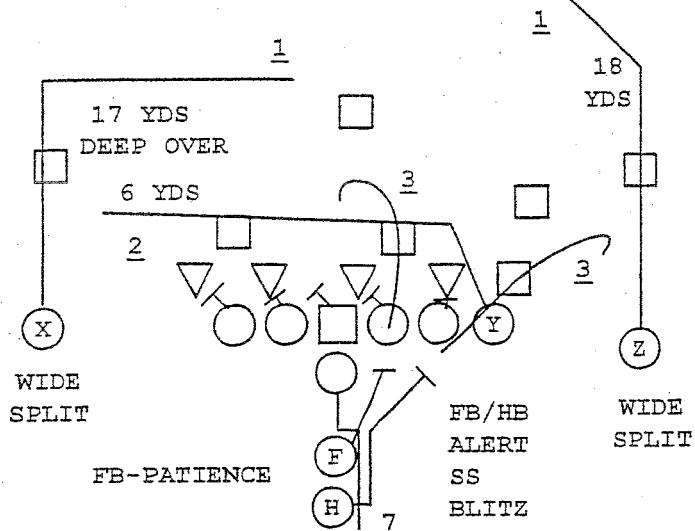
ACE I RIGHT
FOX 2 'X' & 'Y' DIG



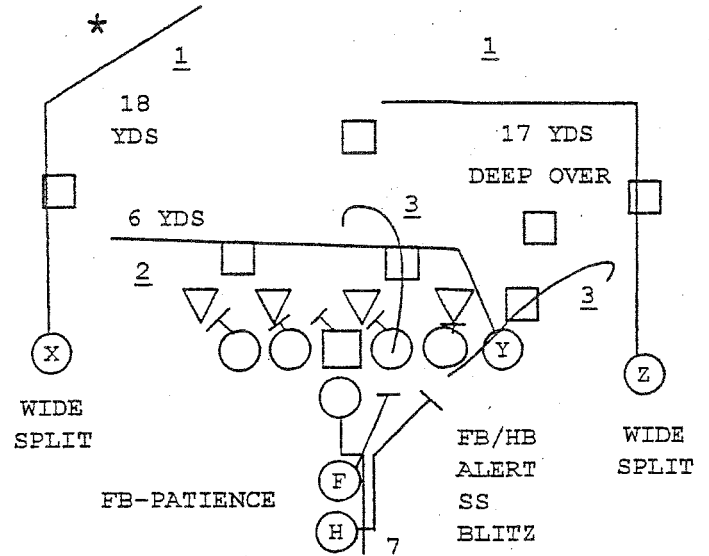
7 step drop;

Key triangle

I RIGHT
FOX 2 'X' DEEP OVER



I RIGHT
FOX 2 'Z' DEEP OVER



all 'fox' route - back side post

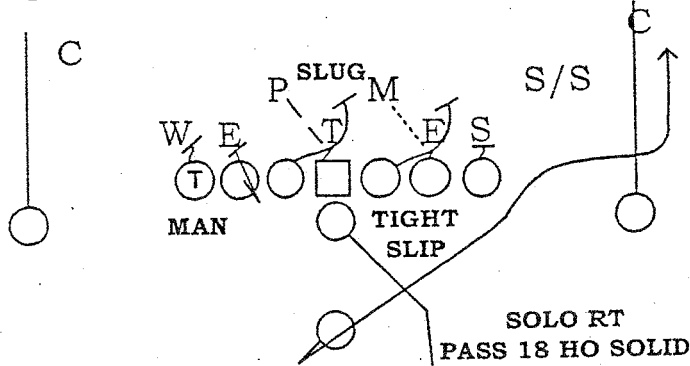
PASS 18-19 HO SOLID

18 only

- OL - SELL RUN ACTION ALL SPOTS EXCEPT BACKSIDE TACKLE.
- X/Z - RUN APPROPRIATE ROUTES. (X SLANT VS SECONDARY BLITZ)
- TE - BLOCK 18-19 HO STRONG RULES - MAN/T.O./TIGHT COMBO.
- T - BLOCK MAN VS LB/7 TECH.
- HB - FAKE 18-19 HO. BLOCK SECONDARY BLITZ, DRIFT WHEEL.
- QB - SELL 18-19 HO. SET UP BEHIND PLAYSIDE TACKLE.
(X SLANT VS SECONDARY BLITZ)

34

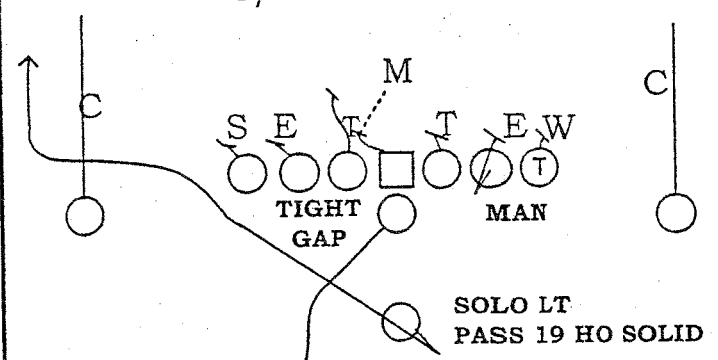
F



43

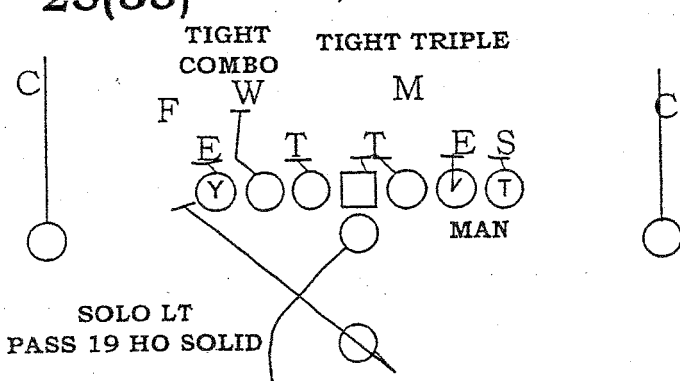
S/S

F



25(35)

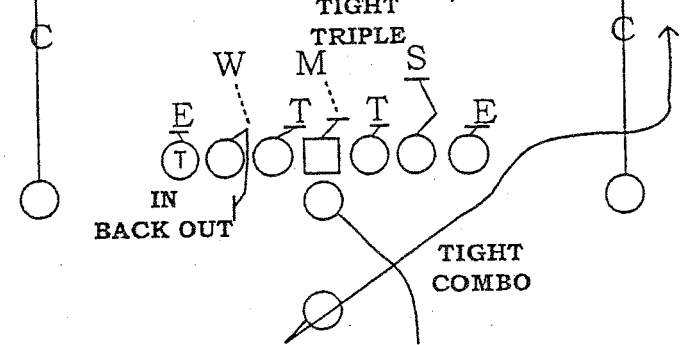
S/S



OS/CB

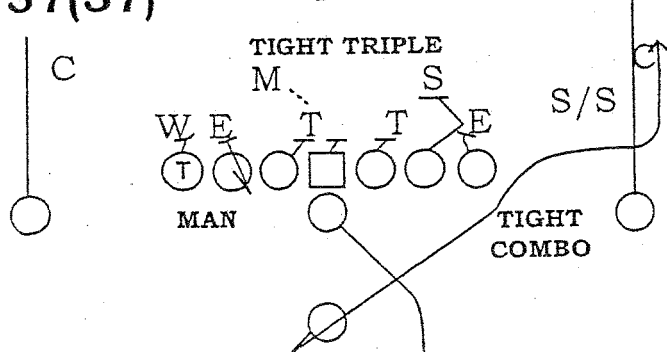
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S/S



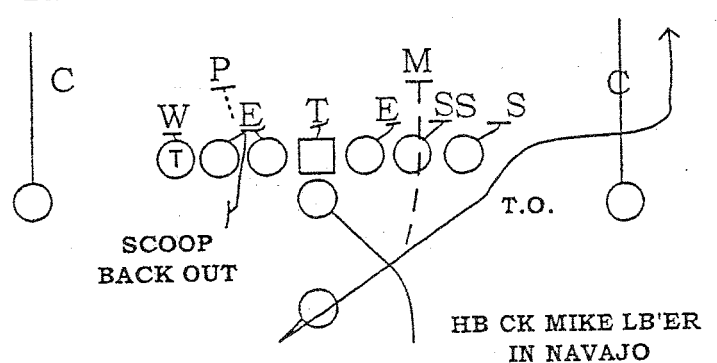
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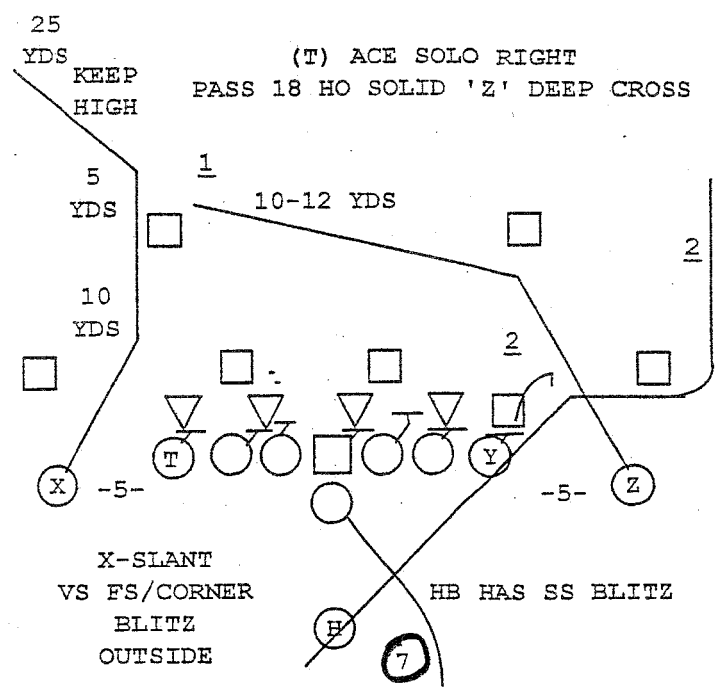
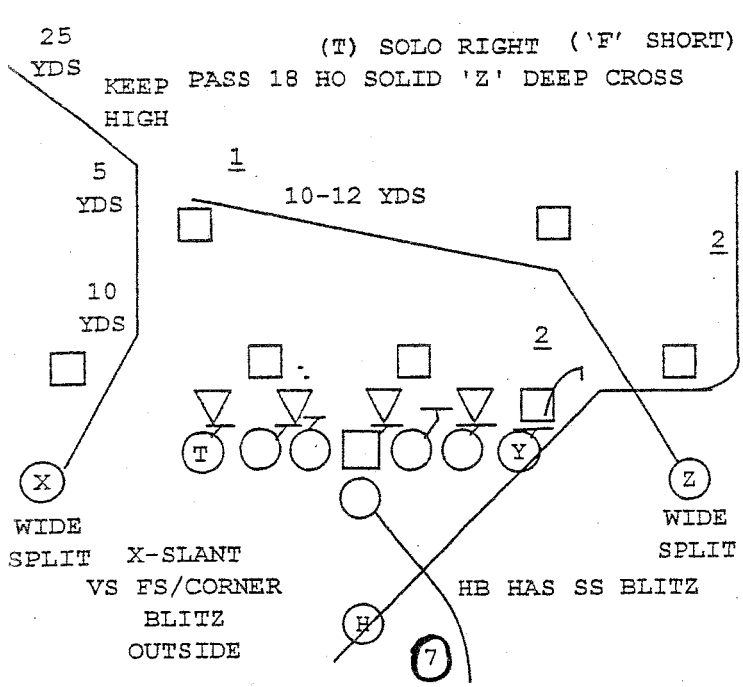
F



NAVAJO

F





Zone pass scheme - X not

deep cross = 7 step

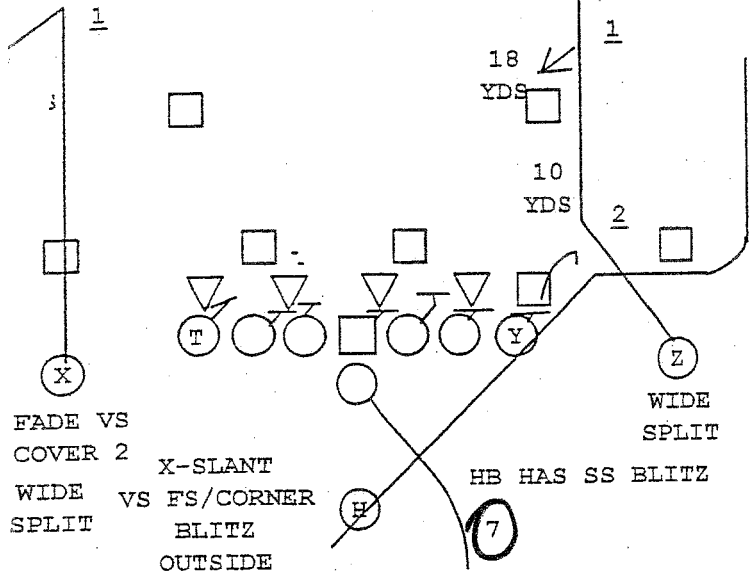
'peek'

always concept

1st down call -
either home run or
throw away

(T) SOLO RIGHT

PASS 18 HO SOLID 'Z' ALLEY POST 'X' COMEBACK



7 step:

PASS 18-19 HO MAN

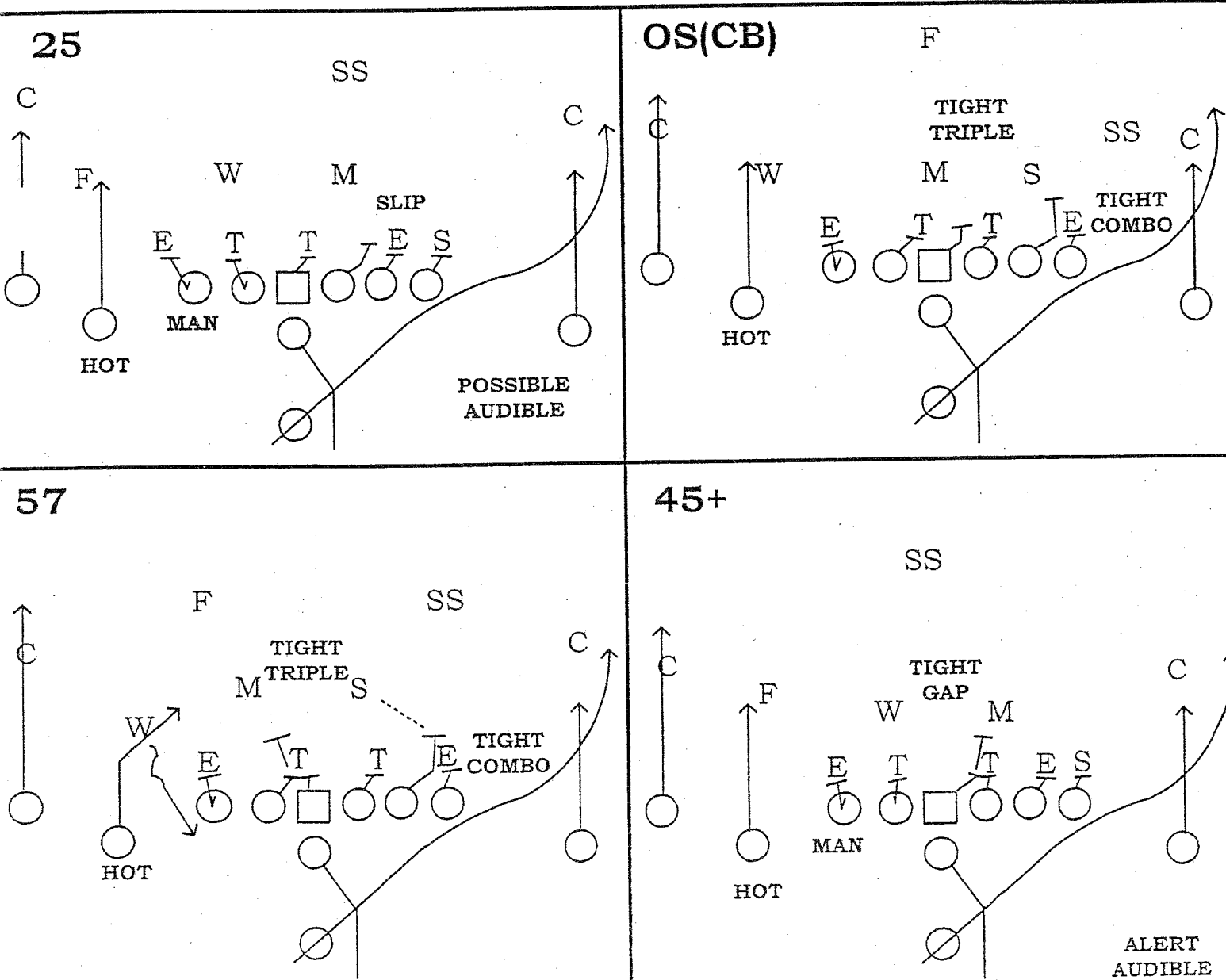
OFFENSIVE LINE -

FRONTSIDE SELL PLAY, BACKSIDE MAN. (ALERT AUDIBLE
IF WILL NOT WALK.)

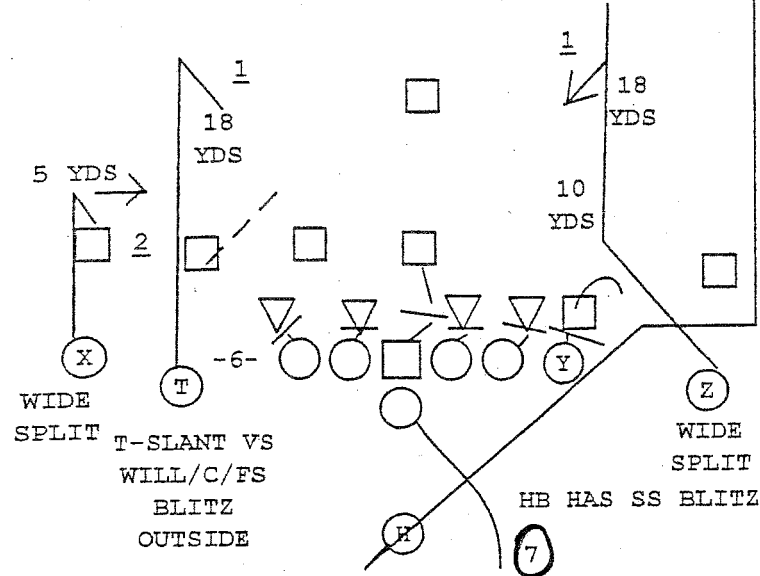
SLOT - ROUTE. (HOT)

HB - FAKE 18-19 HO, CHECK SECONDARY BLITZ TO WHEEL ROUTE.
POSSIBLE FLAT

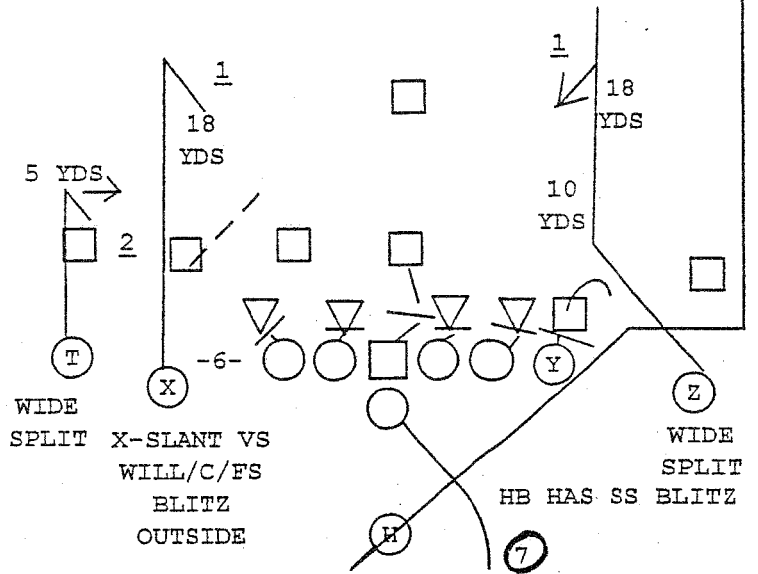
QB - ALERT AUDIBLE IF WILL DOES NOT WALK, IF NOT FAKE 18-19 HO,
SET UP BEHIND PLAYSIDE TACKLE AND KEY ROUTE. HOT OFF WILL
LB.



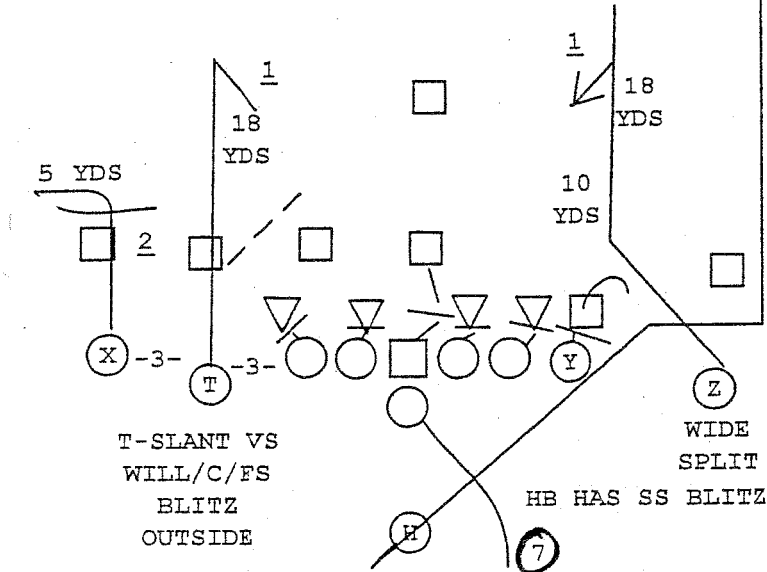
(T) DOUBLE WING RIGHT
PASS 18 HO MAN 'Z' ALLEY POST SMASH 'U' DIG



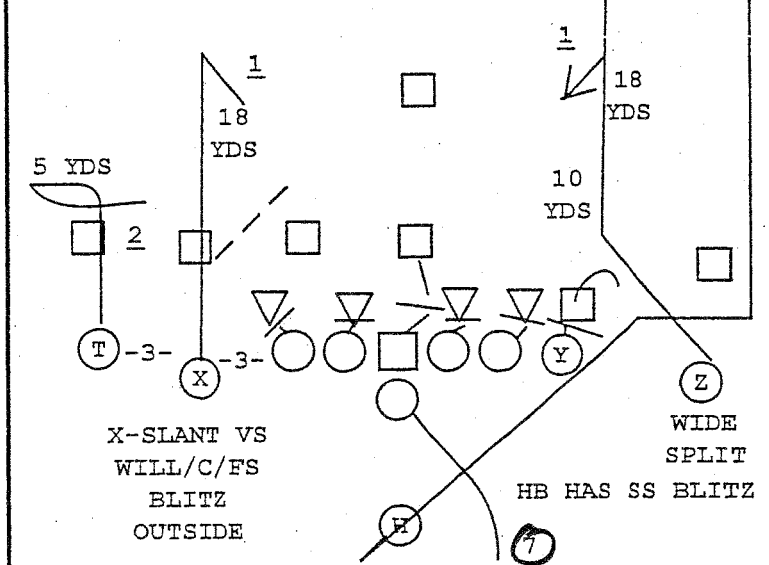
(T) FAR DOUBLE WING RIGHT
PASS 18 HO MAN 'Z' ALLEY POST SMASH 'X' DIG



(T) SNUG DOUBLE WING RIGHT
PASS 18 HO MAN 'Z' ALLEY POST SMASH 'U' DIG



(T) SNUG FAR DOUBLE WING RIGHT
PASS 18 HO MAN 'Z' ALLEY POST SMASH 'X' DIG



'2' allypost / dig / smash

2004 OFFENSIVE INSTALLATION (continued)DAY #3PASSESBase

376-377 'Y' Stick

(T) - I 'B' Rt-Lt/West

76-77 'X'/'Z'/'U' Shallow Cross ('Y' Wheel)

T - Far Double Wing/Far West Slot/
Solo

2-3 Jet (All Go) HB Option/Wide

T - Solo/Double Wing

2-3 Jet 'X' Knife ('X' T.O.)

(T) - Near/Strong 'Y' Lt-Rt/Solo

2-3 Jet 'X'/'Tiger Crash

T - Solo/Far Double Wing

3-2 Jet 'Z' Knife ('Z' T.O.)

(T) - Near/Solo

3-2 Jet 'Z' Crash

(T) - Near/Solo

3-2 Jet 'X' Drive 'Y' Corner

T - Solo/Far West Slot ('X' Short)

80-81 Double Acute/Go/CB/Shake

T - Double Wing ('B' Rt-Lt)

Movement/Play Pass

Fake 19-18 HO Wk QB Kp Ps Rt-Lt FB Slide

- Near

Fake 15-14 Wk QB Kp Ps Rt-Lt

- Near

H200 Omaha/Thunder ('Y' Stick)

- Near Lt

H2 Hook/Skinny/Dig/Circus 'Y' Drag

- Near Lt

Pass 17-16 Double Acute/Go/CB

T - Solo

Pass 17-16 'X'/'Z' Deep Over

T - Solo

Pass 17-16 'Z' Deep Cross

T - Solo ('F' Short)

Pass 18 HO Man 'X' Under/'X' Crash/'U' Level/
'X' Circus/'X' Knife

T - Solo Rt

Flow Pass Rt-Lt Strong

- I 'B' Rt-Lt/Strong

Screens

All Go HB Screen Lt-Rt

T - Solo/Double Wing

'X' Drive HB Screen Lt-Rt

T - Solo/Double Wing ('X' Short)

RUNS

18-19 Box

- I ('B' Rt-Lt)

18-19 Bounce

(T) - I/Near/Solo/ Double Wing/
Far Double Wing/ Far West Slot/
Far West Zoom

16-17 Ctr 'F'

(T) - I/Near/Solo

15-14 Weak (Force)

(T) - I/Near/Double Wing/
Far Double Wing/Far West Slot/
Far West Zoom

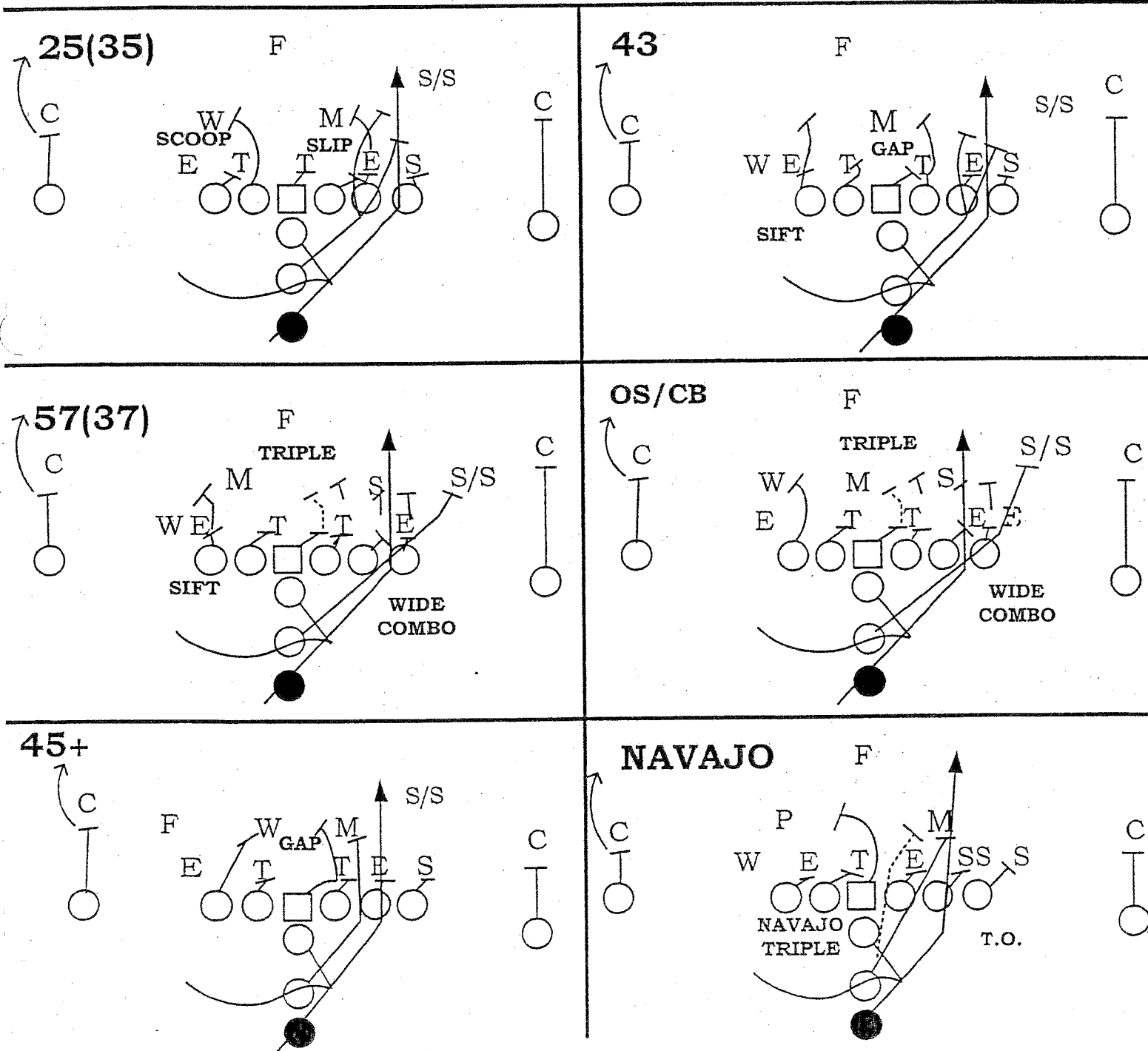
H2 Run

- I Lt/Near Lt

(POSSIBLE ADDITIONAL RUNS)

18-19 BOX

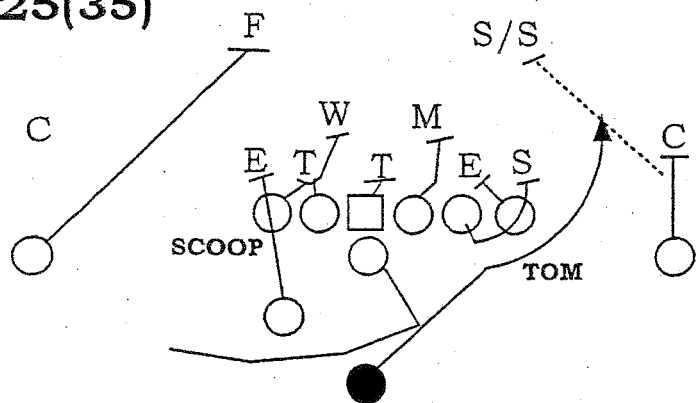
- Z/X - BLOCK CORNER, BACKSIDE RULES (BOX=FORCE)
- TE - MAN, WIDE COMBO, STRETCH T.O.
- T - SLIP, MAN, WIDE COMBO, T.O.
- G - GAP, TRIPLE, SLIP.
- C - GAP, TRIPLE, MAN.
- OG - SLUG, SCOOP, MAN, TRIPLE.
- OT - SCOOP, SIFT, TRIPLE.
- FB - SAM ON BALL SET TRACK AT OT, READ TO BLOCK FIRST DEFENDER, SAM OFF BALL SET TRACK OUTSIDE OT BLOCK SUPPORT.
- BC - DROP STEP, SET TRACK AT BUTT OF TE, GET BALL DOWNHILL, RUN STRETCH COURSE.
- QB - RUN KEEPER FAKE BACKSIDE.



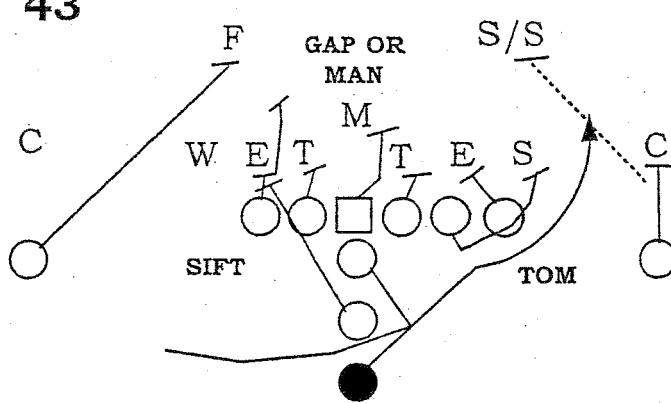
18-19 BOUNCE

- Z-X - FIRST FORCE PLAYSIDE 8-9 HOLE RULES, BACKSIDE RULES
- TE - BLOCK DE.
- T - TOM=PULL, TEX BLOCK TO SAM. GEORGE=BLOCK DOWN, SEAL 3 TECH.
- G - TOM=MAN OR GAP. GEORGE=PULL FOR SAM. (CHARLIE)
- C - MAN, GAP, SLUG. (CHARLIE)
- OG - SCOOP, SLUG, MAN.
- OT - SCOOP, SIFT.
- FB - SIFT, SEAL, RUN TRACK AT INSIDE HIP OF OT.
- BC - DROP STEP, SET TRACK FOR BUTT OF TE, RUN STRETCH COURSE AND THINK BOUNCE.
- QB - RUN KEEPER FAKE OUT THE BACKSIDE.

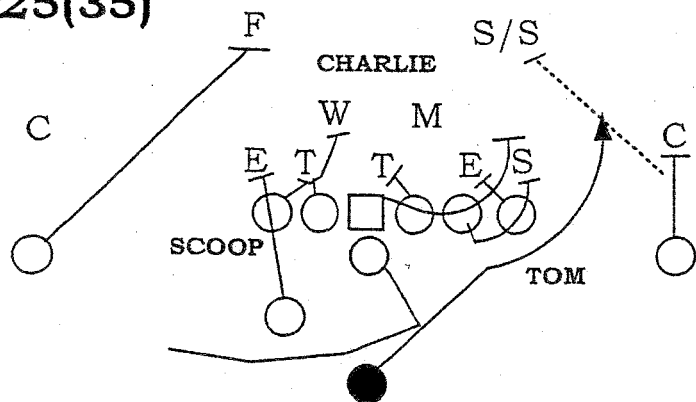
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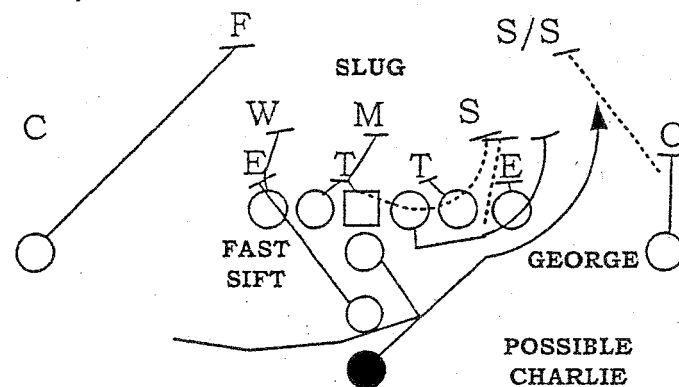
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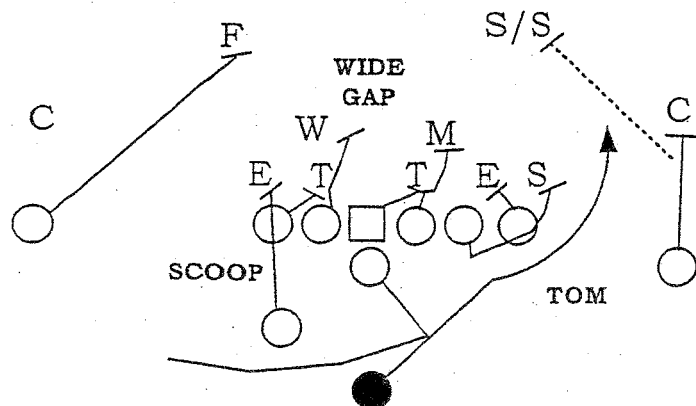
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OS/CB

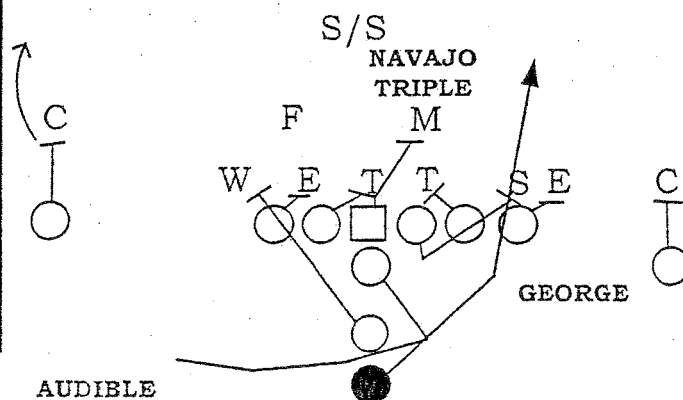


45+



AUDIBLE

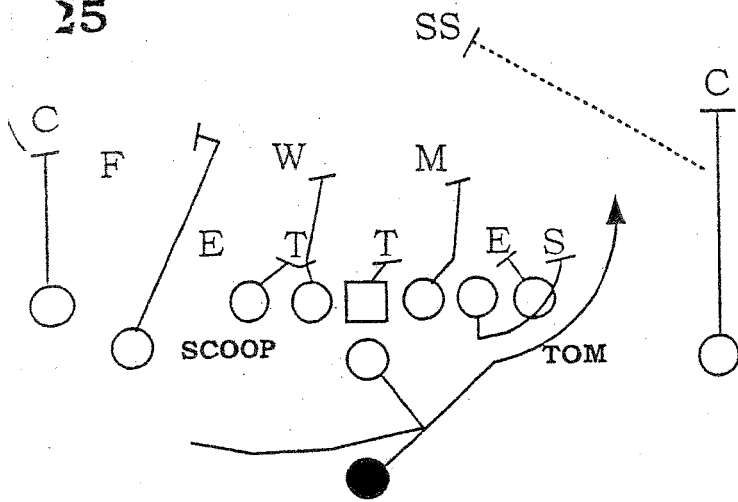
NAVAJO



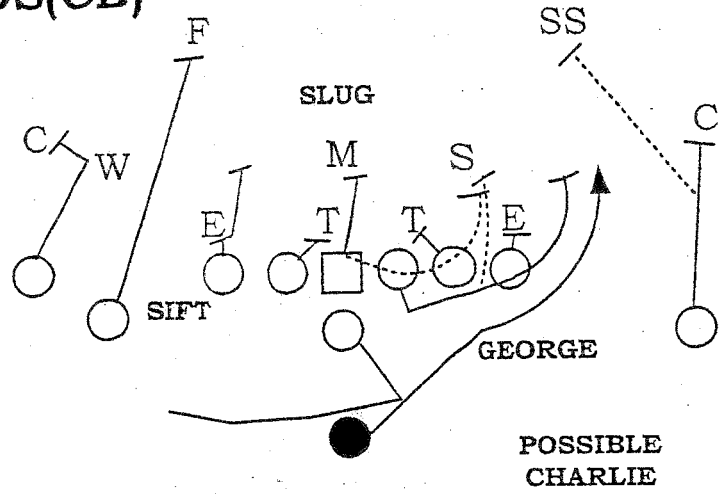
AUDIBLE

18-19 BOUNCE

25

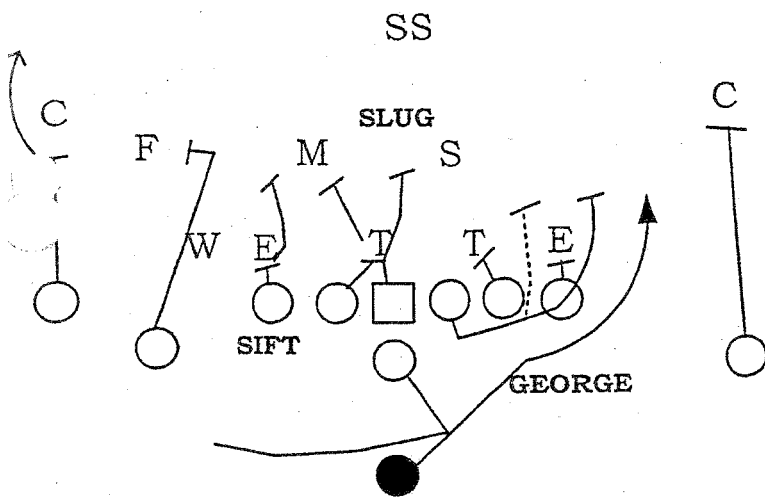


OS(CB)

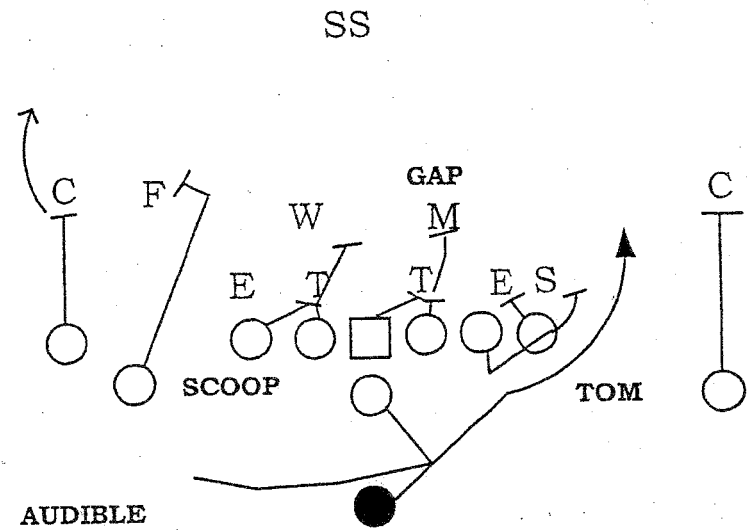


POSSIBLE CHARLIE

57



45+

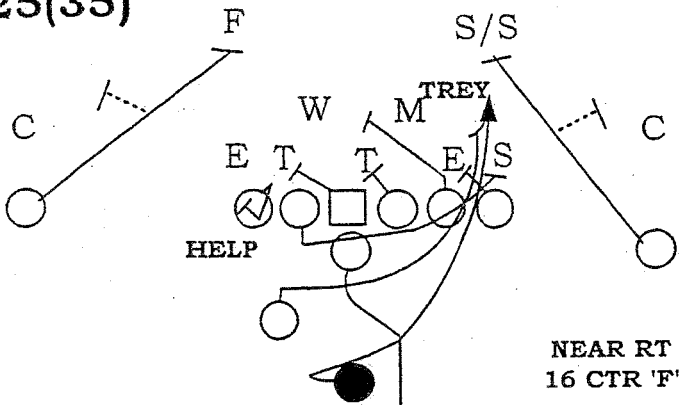


AUDIBLE

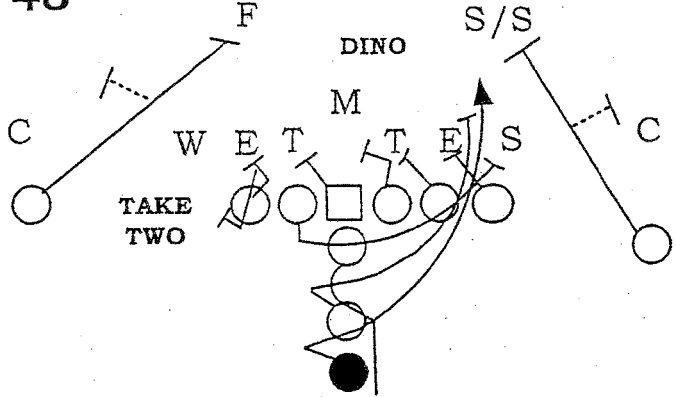
16-17 COUNTER 'F'

Z-X	-	FIRST FORCE PLAYSIDE 4/5 HOLE RULES, BACKSIDE RULES
TE	-	(DOWN) DINO = MIKE OR DE. TREY. STRETCH = BLOCK MAN ON.
T	-	TREY, DINO TO WILL, BACK.
G	-	BACK, DINO.
C	-	MAN, BACK.
OG	-	PULL TO END MAN ON L.O.S.
OT	-	HELP, TAKE TWO.
FB/TG	-	PULL, BLOCK 1ST LBer OFF L.O.S., READ OG'S BLOCK.
BC	-	TAKE COUNTER STEP, RECEIVE OVER TOP HANDOFF, KEEP RELATIONSHIP WITH #2, READ BLOCKS. (CHEAT FOR DEPTH)
QB	-	SHUFFLE, OVER THE TOP HANDOFF, FAKE DROPBACK.

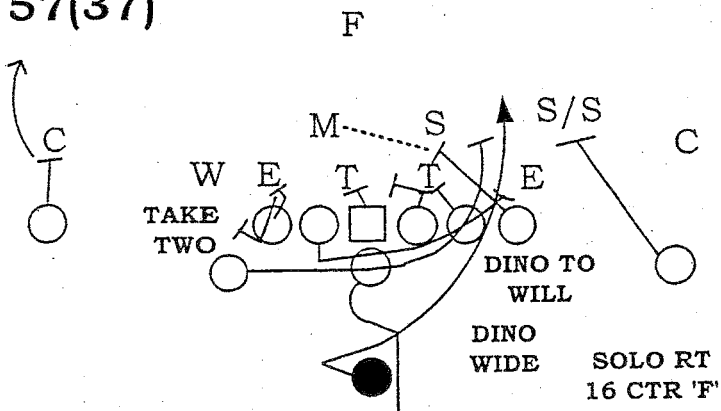
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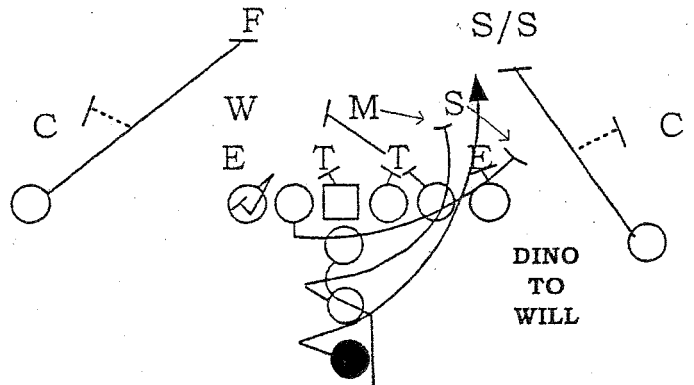
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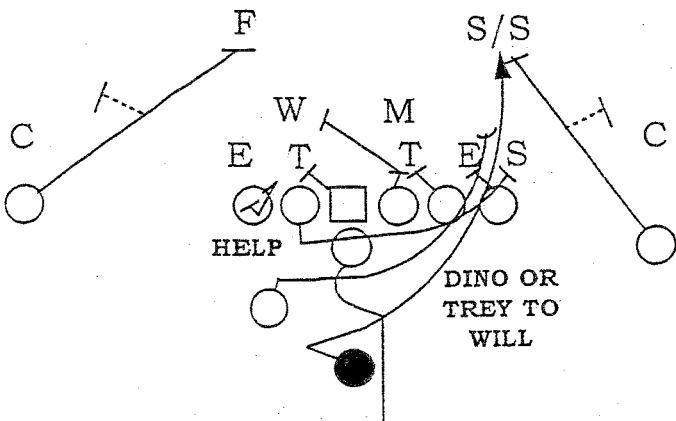
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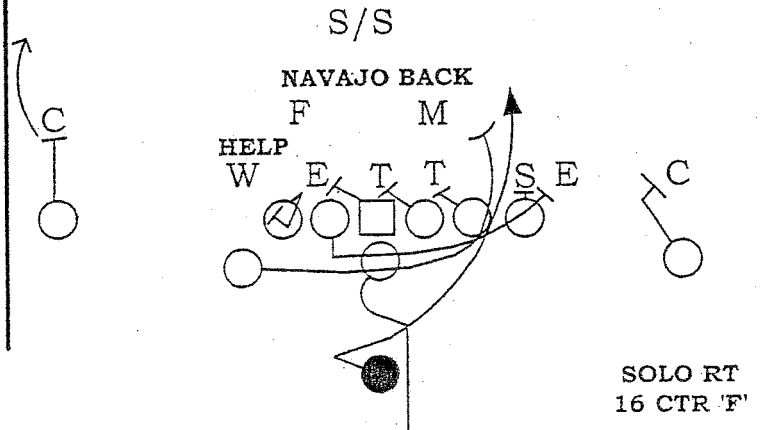
OS/CB



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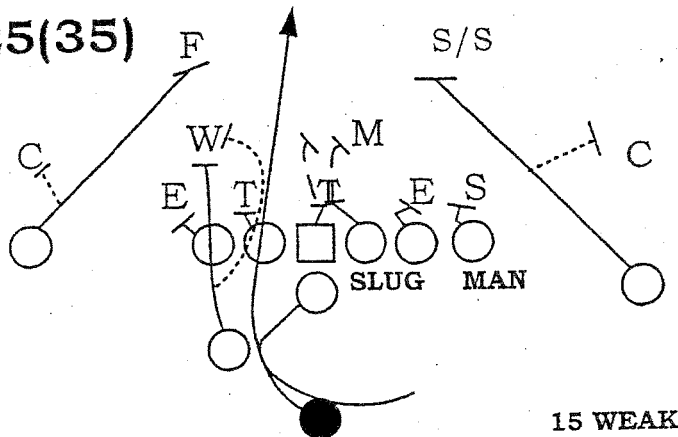
NAVAJO



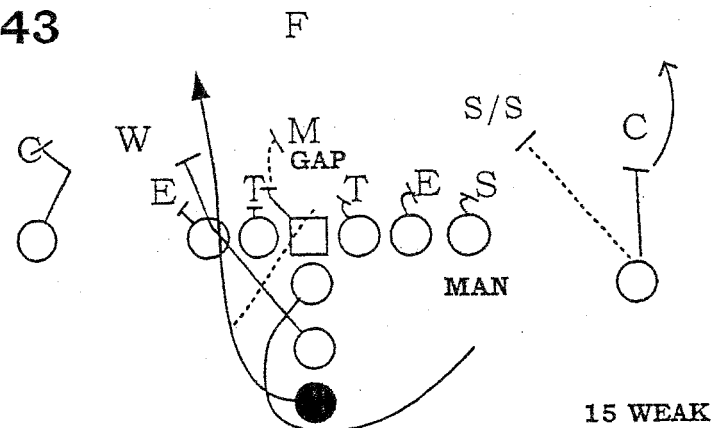
15-14 WEAK (FORCE)

- Z/X - FIRST FORCE PLAYSIDE 4-5 HOLE RULES (FORCE CALL - 'X' BLOCK CORNER.), BACKSIDE RULES
- TE - MAN, ALERT S/S, CUTOFF
- T - SLIP, MAN
- G - SLIP, MAN, GAP, TRIPLE
- C - SLUG, GAP, MAN, TRIPLE
- OG - SLUG, SCOOP, MAN, TRIPLE
- OT - SCOOP, MAN, ALERT
- FB - BLOCK WILL (FORCE CALL - BLOCK SUPPORT.)
- BC - OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO LOS ATTACK INSIDE HIP OF PLAYSIDE TACKLE.
- QB - RUN KEEP FAKE BACKSIDE. ALERT FORCE CALL.

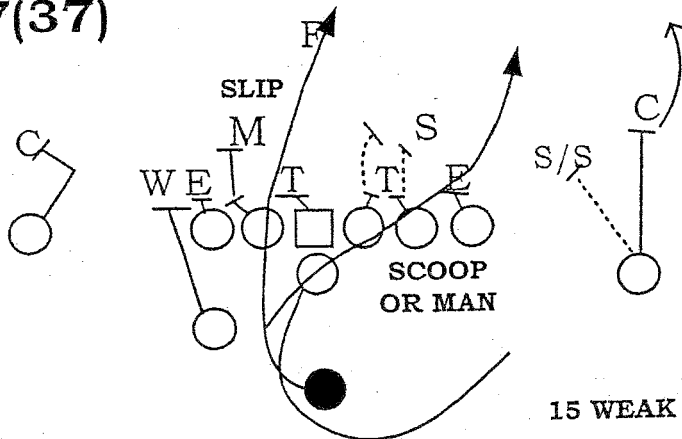
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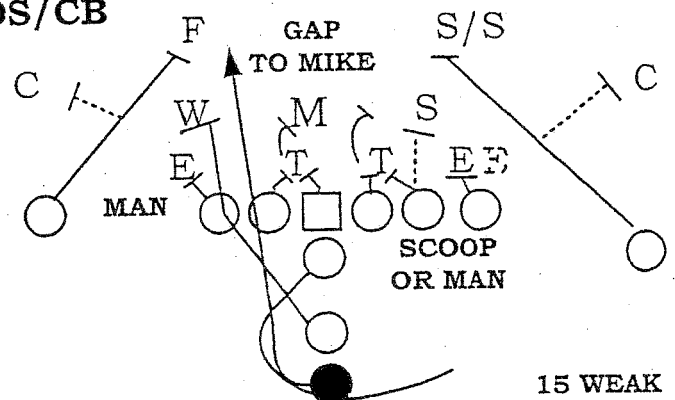
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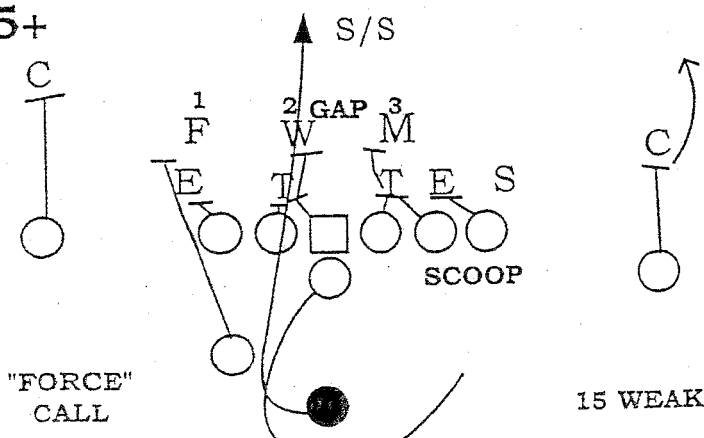
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OS/CB

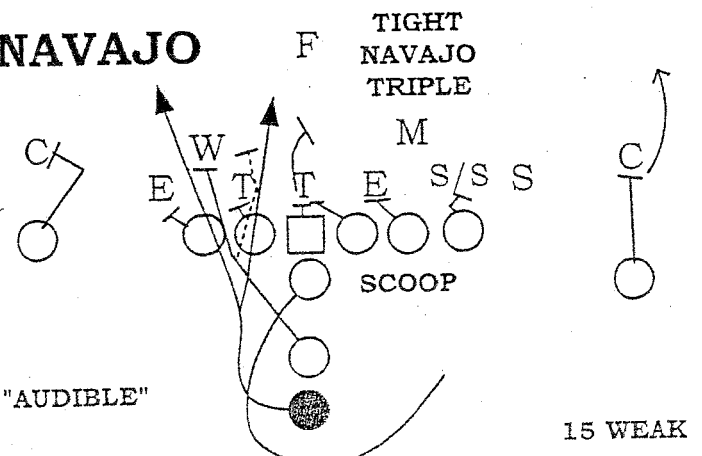


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"FORCE" CALL

NAVAJO

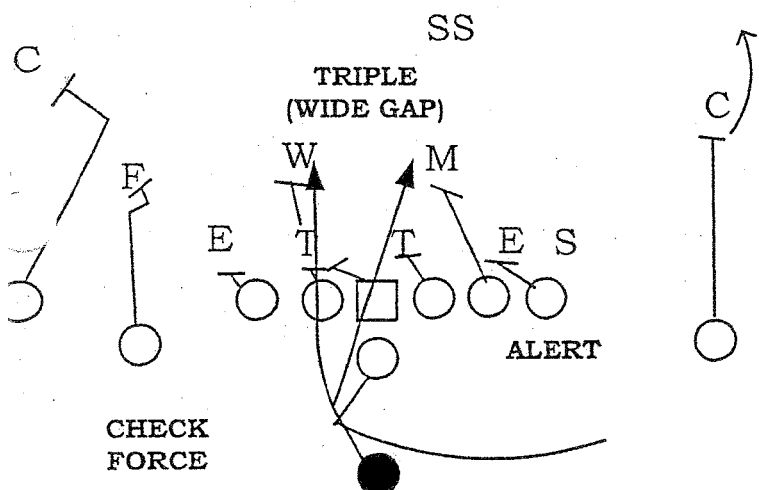


"AUDIBLE"

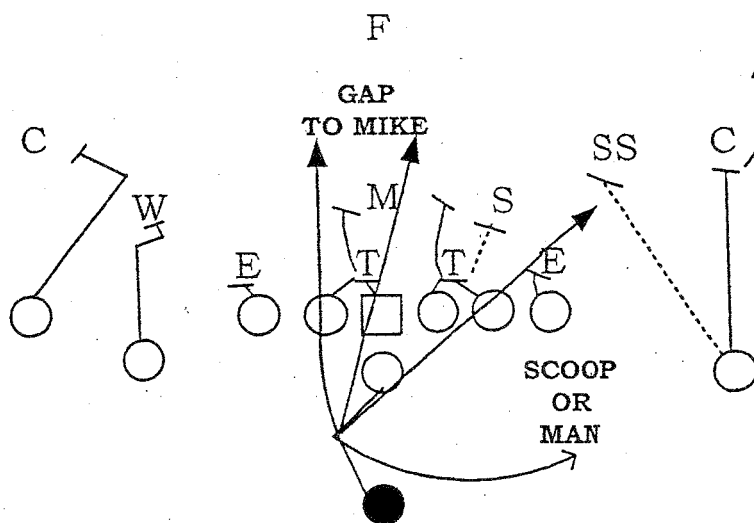
15-14 WEAK (FORCE)

- Z-X - FIRST FORCE PLAYSIDE 4/5 HOLE RULES, BACKSIDE RULES
- SLOT - BLOCK WILL (4-5 HOLE RULES). ALERT 'FORCE'.
- TE - MAN, CUT OFF.
- T - SLIP, MAN.
- G - SLIP, MAN, GAP.
- C - SLUG, MAN, GAP.
- OG - SLUG, SCOOP, MAN.
- OT - SCOOP, MAN.
- BC - OPEN CROSS OVER PLANT, SHOULDERS SQUARE TO L.O.S. ATTACK INSIDE HIP OF PLAYSIDE TACKLE.
- QB - RUN KEEP FAKE BACKSIDE. ALERT FORCE CHECK VS WILL IN BOX.

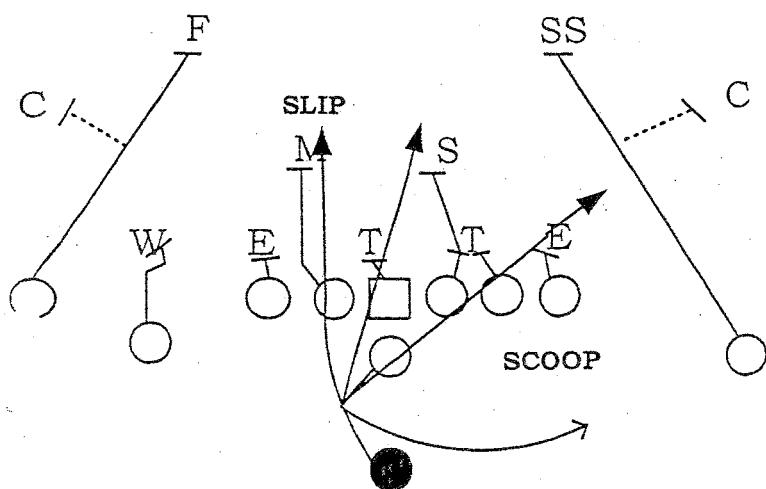
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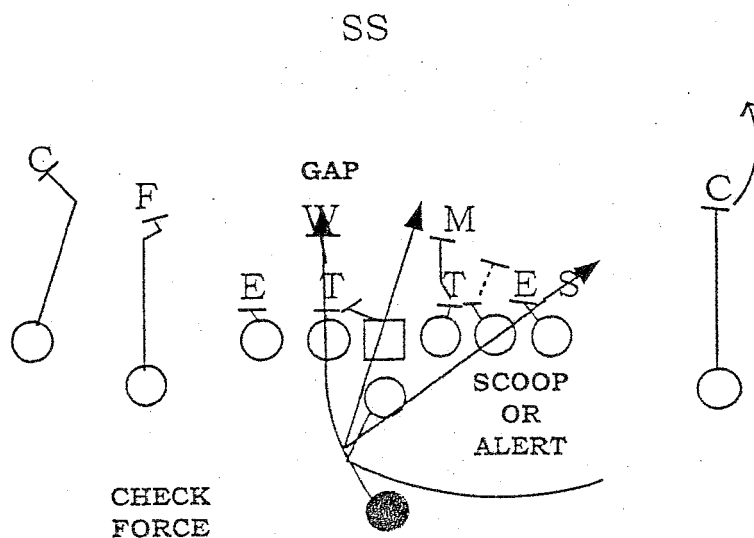
OS(CB)



57



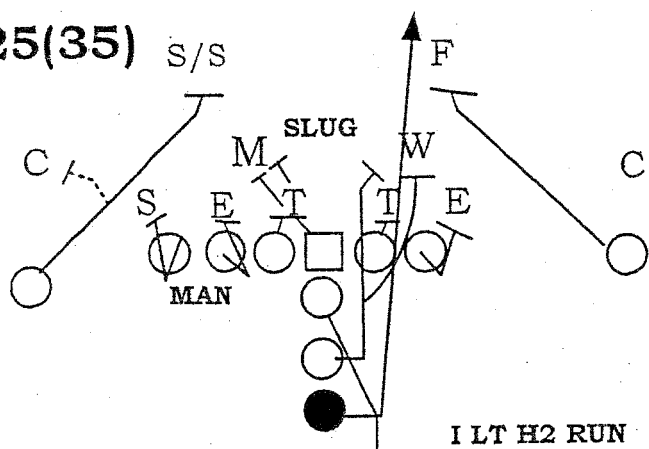
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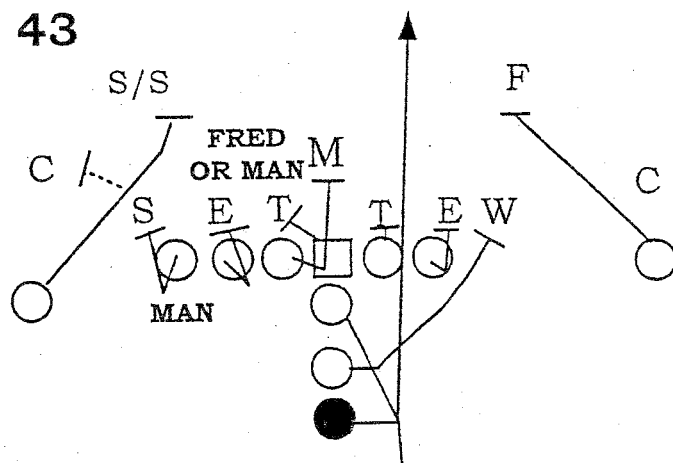
H2 RUN

- Z/X - SAFETY, BACKSIDE RULES
- TE - MAN VS SAM ON BALL. 7 TECH-SCOOP. WIDE END-INK.
- T - FAN, MAN (PUSH PULL).
- G - FAN, MAN, (READ, GAP).
- C - MAN, FRED, LA, ACE (GAP), SLUG.
- OG - READ, SCOOP, FRED, LA, SLUG.
- OT - SET MAN, SCOOP, ALERT S/S.
- FB - BLOCK WILL LB, * SHUFFLE STEP.
- BC - SHUFFLE TO QB, RECEIVE HAND OFF, START OVER ONSIDE GUARD.
- QB - OPEN DROPBACK SHUFFLE, CONTINUE DROPBACK PASS.

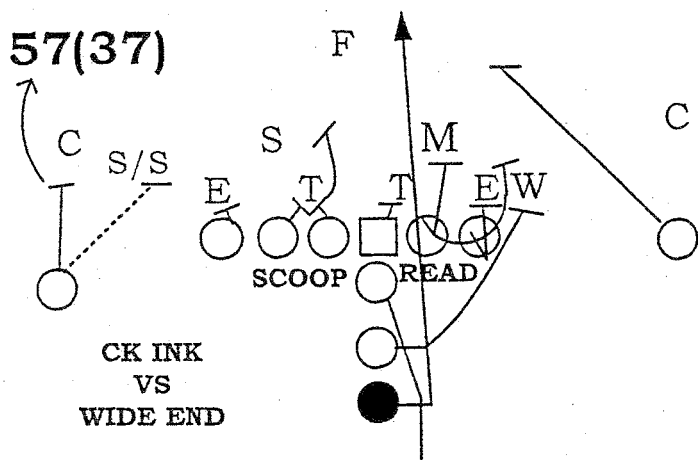
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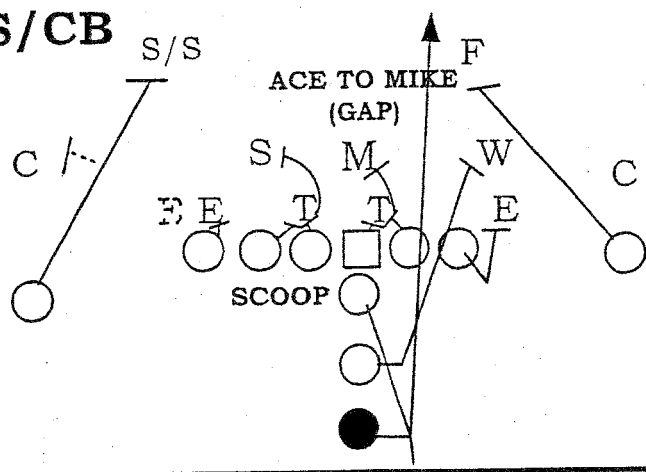
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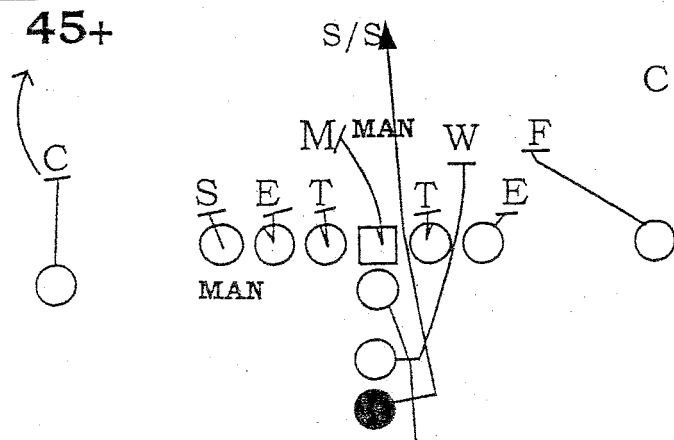
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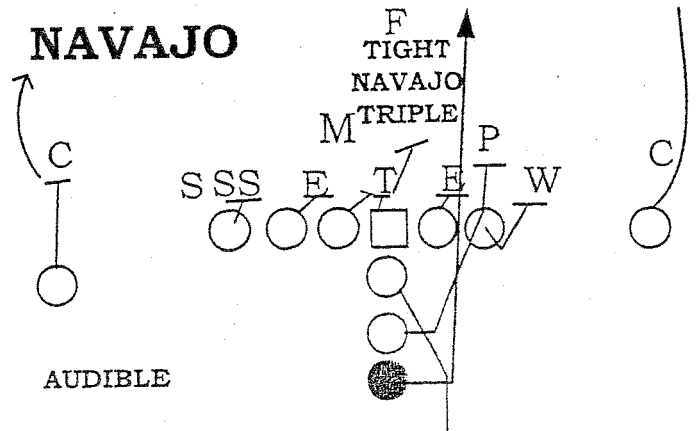
OS/CB



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NAVAJO



AUDIBLE

3 step drop

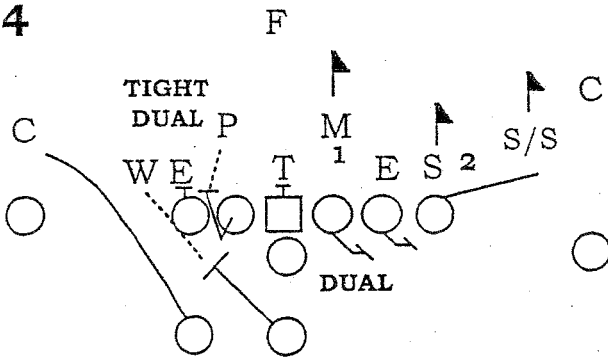
376-377 PROTECTIONS

OFFENSIVE LINE

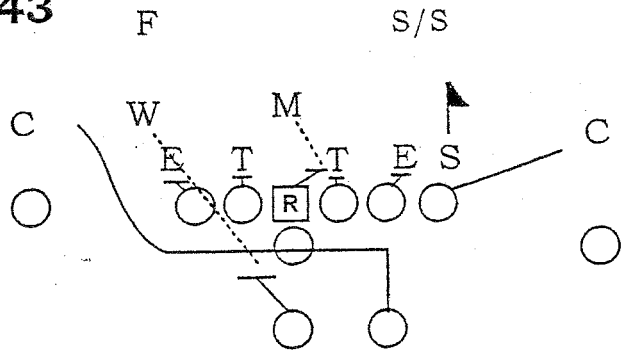
SAME AS 76-77. (AGGRESSIVE)

- TE - ROUTE
- PROTECTION BACK - BLOCKS BASIC PROTECTION (WILL)(F/S) (CUT) - ALERT GAP CALL.
- RELEASE BACK - SCAT RELEASE
- QB - CHECK PLAYSIDE GUARD FOR COVERED OR UNCOVERED.

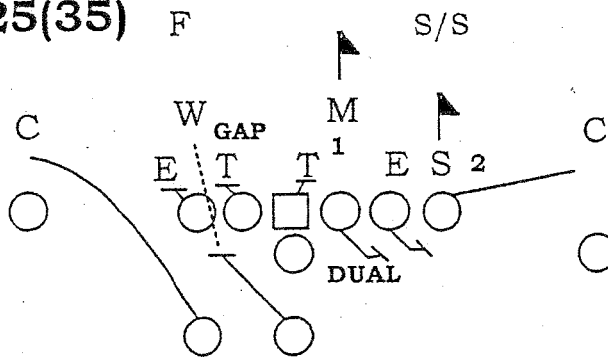
34



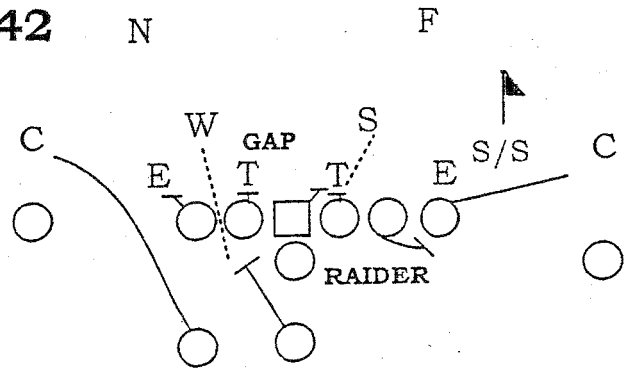
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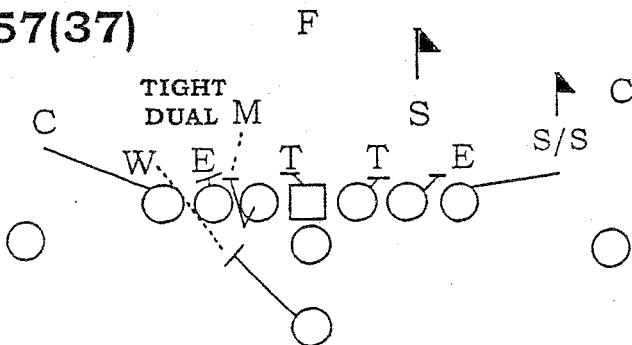
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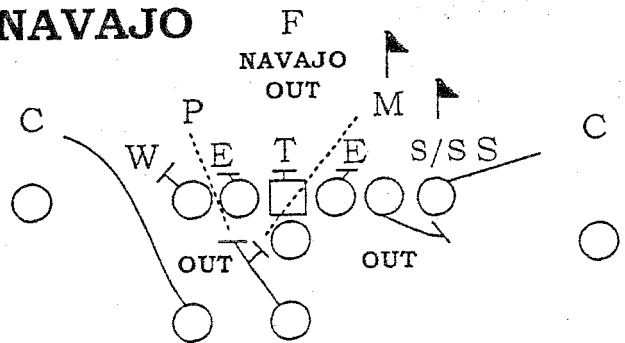
42



57(37)



NAVAJO



[illegible]

Diagram illustrating a football field layout with player positions and yardage markers:

- Left Side (End Zone):**
 - Player **X** is at the bottom.
 - A square marker is located 1 yard above X.
 - A line extends 7 yards from the top of the square marker.
- Center (Line of Play):**
 - Player **H** is at the bottom center, with a line pointing to the line of play.
 - Three circles are positioned along the line of play.
 - Three triangles are positioned above the circles.
 - A square marker is located 3 yards above the first circle.
 - A line extends 3 yards from the top of this square marker.
- Right Side (End Zone):**
 - Player **Z** is at the bottom right.
 - A line extends 1 yard from Z to the line of play.
 - Player **T** is on the line of play.
 - Player **Y** is above T.
 - A square marker is located 6 yards above Y.
 - A line extends 2 yards from the top of this square marker.
- Other Markers:**
 - A square marker is located 1 yard above Z.
 - A square marker is located 3 yards above the first circle.
 - A square marker is located 3 yards above the second circle.
 - A square marker is located 3 yards above the third circle.

[illegible]

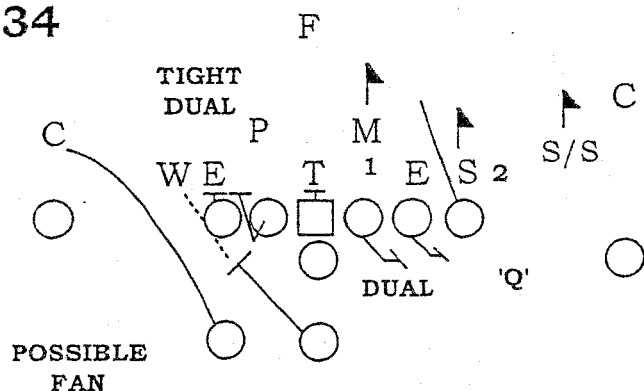
76-77 PROTECTIONS

OFFENSIVE LINE

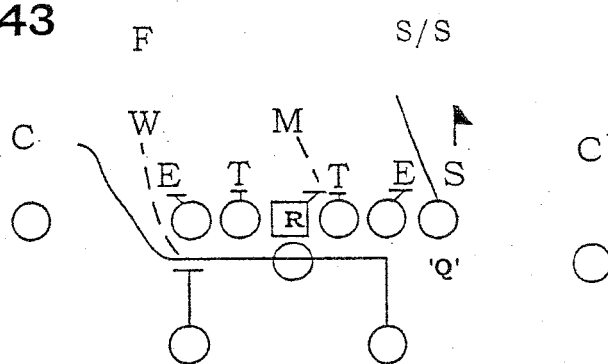
DUAL STRONG IF GD UNCOVERED - IF COVERED BASIC PRO - CENTER
 DECLARES NOSE TO MIKE - BACK WORKS WEAK WITH GD (ALERT GAP) OR
 BLOCKS WILL - SAME AS 22-23.

TE	-	Q
RELEASE BACK	-	SCAT RELEASE
PROTECTION BACK	-	BLOCKS BASIC PROTECTION (WILL)(F/S) - ALERT GAP.
QB	-	CHECK PLAYSIDE GUARD FOR COVERED OR UNCOVERED.

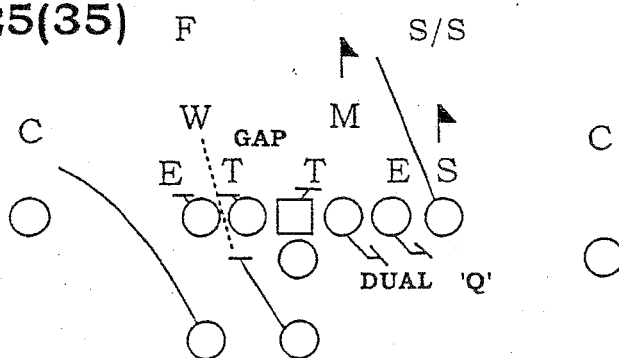
34



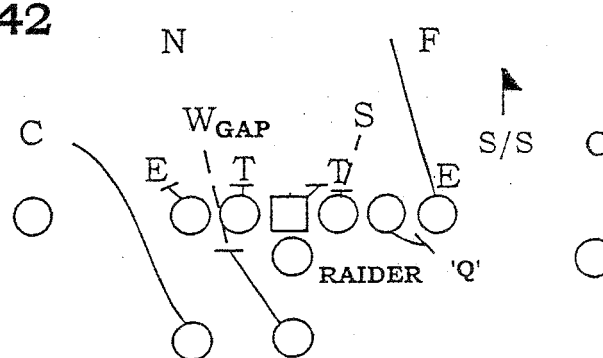
43



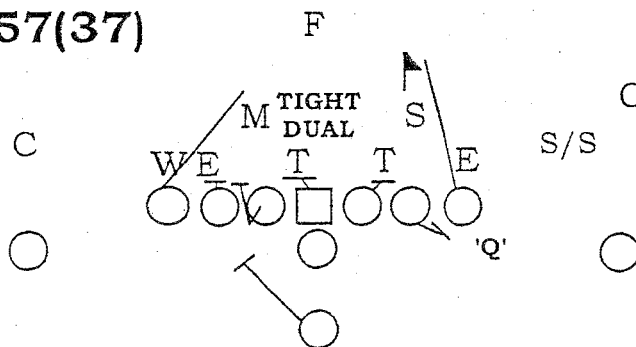
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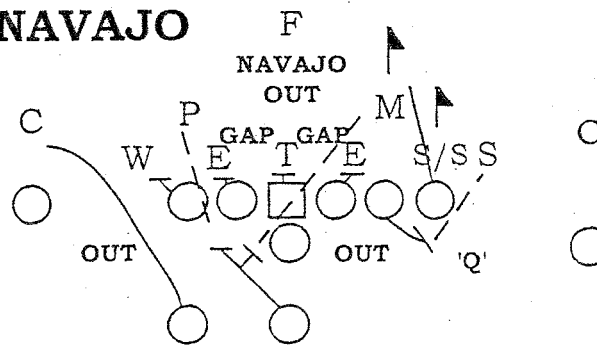
42



57(37)



NAVAJO



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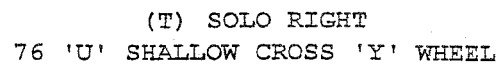
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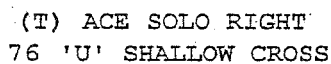


*
ALERT
BLITZ



(T) SOLO RIGHT

76 'U' SHALLOW CROSS 'Y' WHEEL



(T) ACE SOLO RIGHT

76 'U' SHALLOW CROSS

