

The University of Michigan Offense
Spring Practice #1 - Installation

I. Cadence

- On fast
- On One
- On three

II. Personnel

- Pro
- Ace

III. Huddle

IV. Formations

- P) RT / LT
- P) Rip / Liz
 - Strong / Weak
 - Far / Near
 - Sting
 - Stack
 - Slot
 - "Cluster"
- A) LT Whip
- A) RT Slot

V. Motions

- To Motion
- In Motion
- Comet
- Orbit
- Jet

VI. Run Game

- **Branch / Claw**
 - P) RT Wk Claw Key RT
 - P) (Orbit) Liz Wk Branch

- **Star / Dallas**
 - P) RT Star Key LT
 - P) (Comet) RT Wk Star
 - P) Liz Wk Cluster X In Dallas Key RT

- **Belly RT / Belly LT**
 - P) RT Far Belly RT

- **Burger / Chili**
 - P) RT Strong Burger
 - P) RT Sting Burger

- **Raider / LA**
 - P) RT Z In LA
 - P) Z To Liz Raider

- **Iowa (Corn / Field) Check**
 - P) RT Wk Iowa
 - P) RT Strong Iowa
 - P) RT Stack Iowa

VII. Pass Protection

- **Gillette (Razor / Blade)**
- **Michigan (River / Lake)**
- **Purple Rita / Purple Linda**
- **Purple Raider / Purple LA**

VIII. Quick Game

- **Hitch**
 - P) RT Far Blade Hitch
 - A) LT Whip Blade Hitch
 - A) RT Slot Blade Hitch

- **Slants**
 - A) LT Whip Gillette Slants

- **Y Stick**
 - P) RT Sting Blade Y Stick
 - P) RT Slot Blade Y Stick

IX. Drop Back

- **Hank**
 - P) RT Wk River Switch Hank F Burst
 - P) RT Strong River Hank H Burst
 - P) Liz Wk River X Hank H Burst
 - P) RT Sting River Hank H Burst
- **Henry**
 - P) RT Sting River Lock Henry
- **Mesh**
 - P) RT Wk Z In River Switch Mesh
 - P) RT Strong Z In River Mesh
 - P) Liz Wk River Lock X Mesh
- **Dig**
 - P) RT Strong Z In Lake Z Dig
- **9**
 - P) RT Wk River Switch 9 H Swing
- **Badger**
 - A) LT Whip River Badger H Burst
- **Y Gator**
 - A) LT Whip Lake Y Gator
- **X Gator**
 - A) LT Whip River X Gator

X. Play Action

- P) RT Strong Purple Rita Hank
- P) Liz Wk Purple Rita X Hank
- P) RT Strong Z In Purple Rita Z Dig
- P) RT Purple Raider 9
- P) RT Purple Raider Y Gator
- P) Liz Purple Raider X Gator

XI. Screens

- **Action Screens**

- P) RT Strong Purple Rita Hank Screen LT

- **Drop Back Screens**

- P) RT Sting River Hank Screen LT

BASE CADENCE

1. On 1- Color Number, Color Number, Set Hut

Ex: Blue 44, Blue 44, Set Hut

2. On 3- Color Number, Color Number, Set, Hut Hut..... Hut

Ex: Blue 55, Blue 55, Set, Hut Hut..... Hut

3. Fast- This means the ball will be snapped on first sound.

Ex: "Hut"

Coaching Point- "Fast" is not only a snap count, but a **TEMPO**.
When the QB calls the play on "Fast", you must **RUSH** to the LOS, get in your stance and wait for the QB.

Dummy Calls- These calls will come **BEFORE** the BASE or CWM cadence and mean NOTHING.

They will be Professional Football Team Nicknames.

In BASE cadence they will only be used "ON 1 or ON 3"

Ex: On 1

Dolphin, Dolphin, Blue 55, Blue 55, Set Hut

Ex: On 3

Lion, Lion, Blue 88, Blue 88, Set, Hut Hut..... Hut

CWM CADENCE

Coaching Point- Every CWM play will be "ON 1" and will have the Same **TEMPO** from the Huddle as a Play called on "FAST"

1. Same Run to Either Side- Will be determined by the **NUMBER** in the **BASE** cadence "ON 1"

Double Even Number (44, 88)- means the Play will go **RIGHT**

Double Odd Number (55, 77)- means the Play will go **LEFT**

Ex: Right Weak Star/Dallas CWM

Cowboy, Cowboy, Blue **44**, Blue **44**, Set Hut= **STAR**

Cowboy, Cowboy, Blue **55**, Blue **55**, Set Hut= **Dallas**

2. Two Different Runs- Will be determined when the QB calls out the Play in **place** of the **Color Number** in the **BASE** cadence "**ON 1**"

Ex: Right Strong Burger or Hammer CWM

Viking, Viking, Hammer, Hammer, Set Hut= **Hammer**

Viking, Viking, Burger, Burger, Set Hut= **Burger**

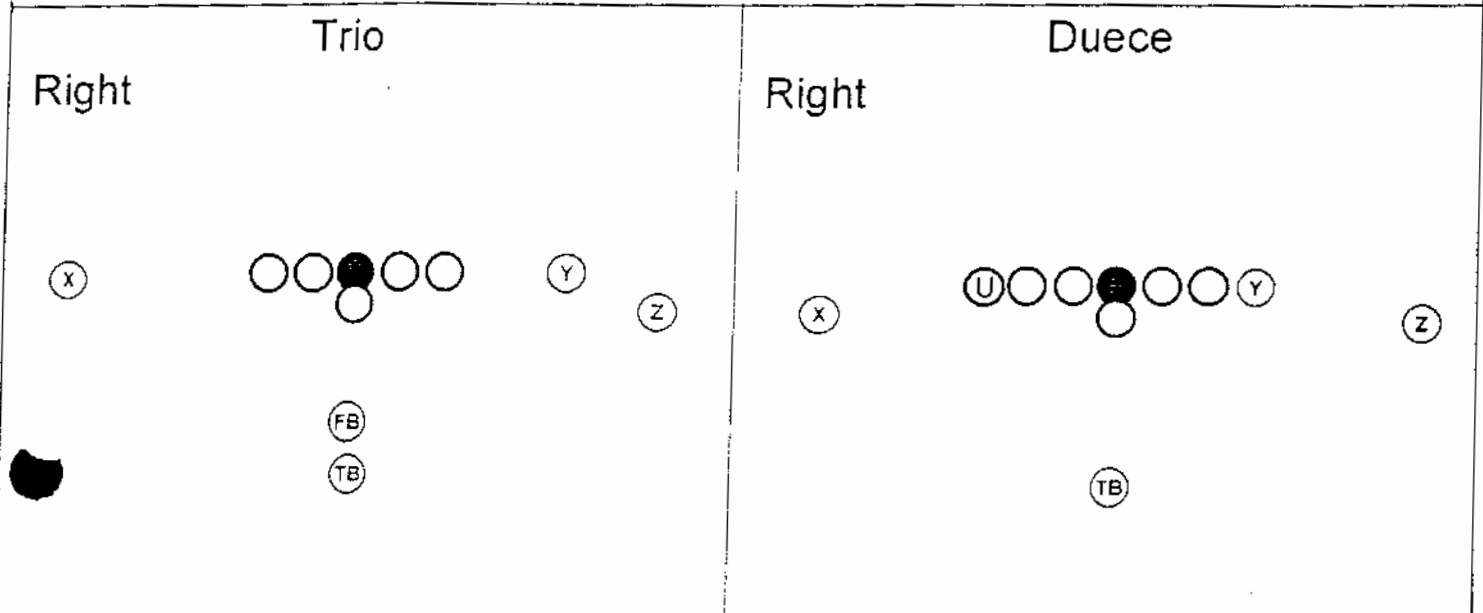
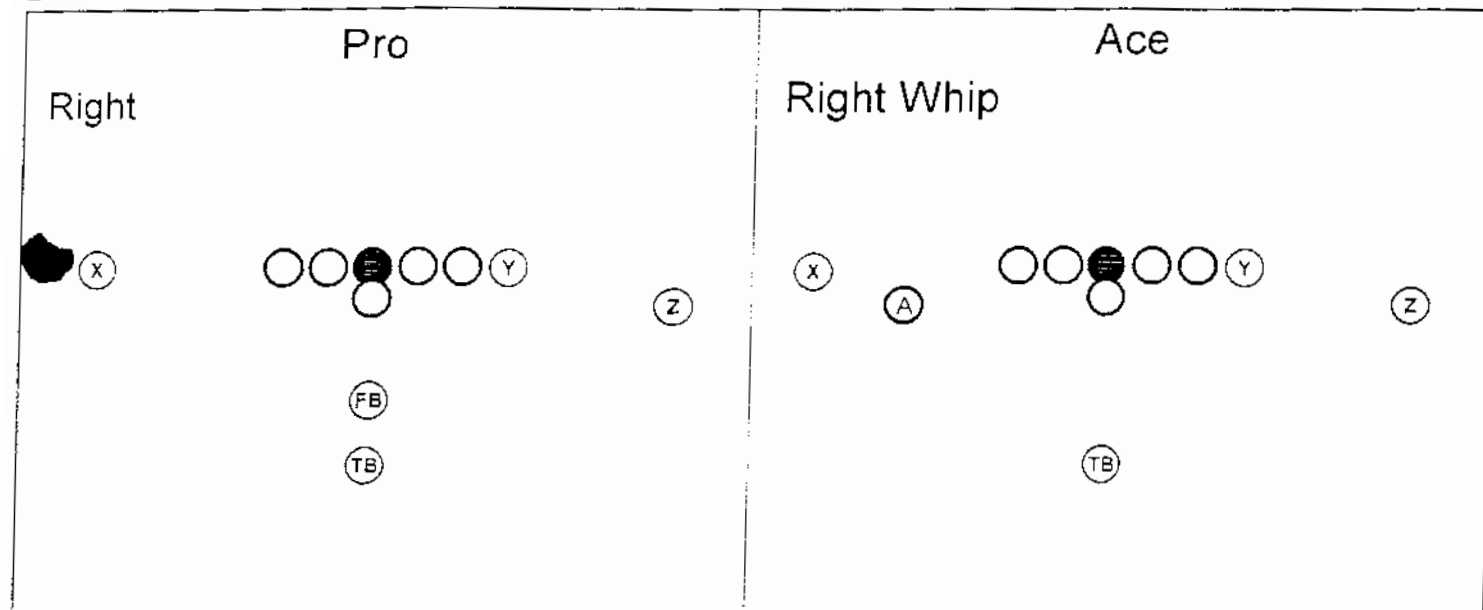
3. Run/ Pass Check- Will be determined when the QB calls out the Play in **place** of the **Color Number** in the **BASE** cadence "**ON 1**"

Ex: Liz Sting Chili or Roger Badger CWM

Giant, Giant, Roger, Roger, Set Hut= **Roger Badger**

Giant, Giant, Chili, Chili, Set Hut= **Chili**

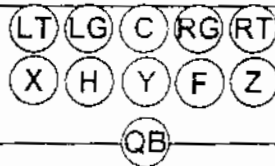
<u>Personnel Groups</u>	<u>Positions in Game</u>	<u>Adjuster</u>
Pro	FB, TB, Y, Z, X	FB
Ace	TB, Y, Z, X, A	A
Trio	FB, TB, Y, Z, X *Y denotes the third WR in the Game	FB
Duece	TB, Y, U, Z, X	U



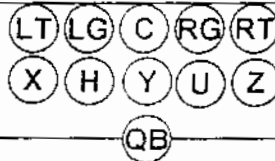
THE WOLVERINE HUDDLE

1. The Center sets the huddle 5 yards from the LOS.
2. The QB gives the formation, then the play, and lastly the cadence. The wide receivers and the center leave the huddle.
3. The QB repeats the cadence twice and then says- "Ready Break!!!"

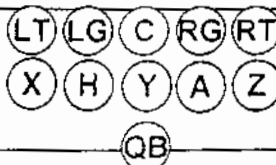
"PRO" PERSONNEL



"DEUCE" PERSONNEL

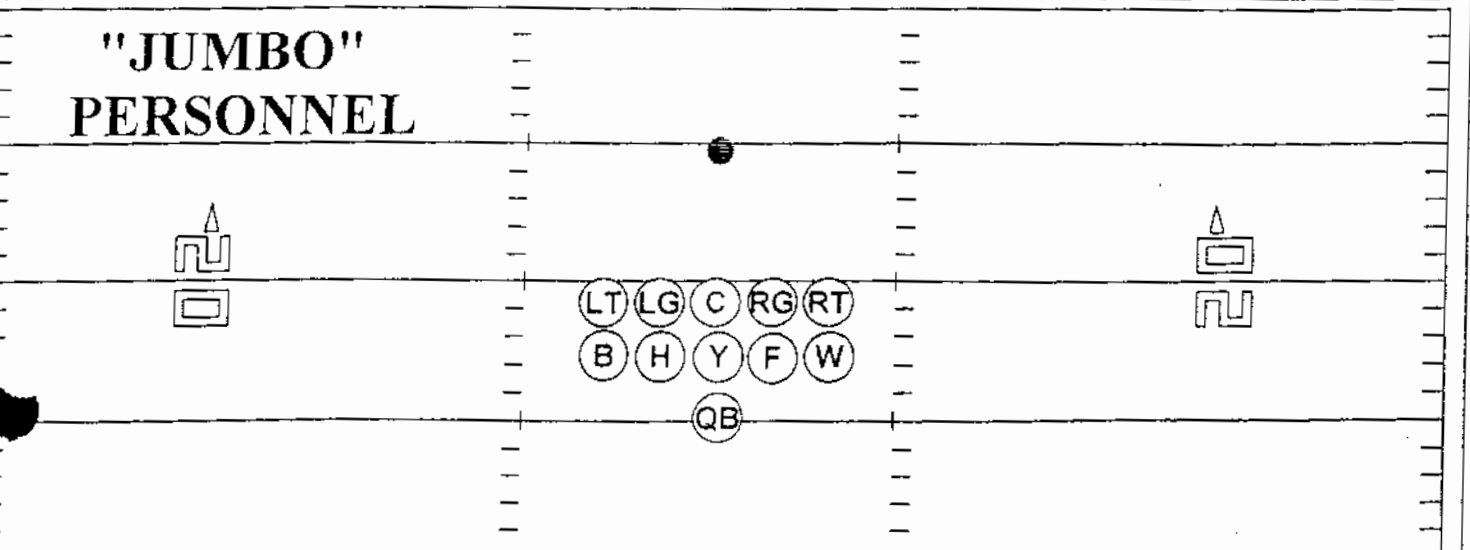
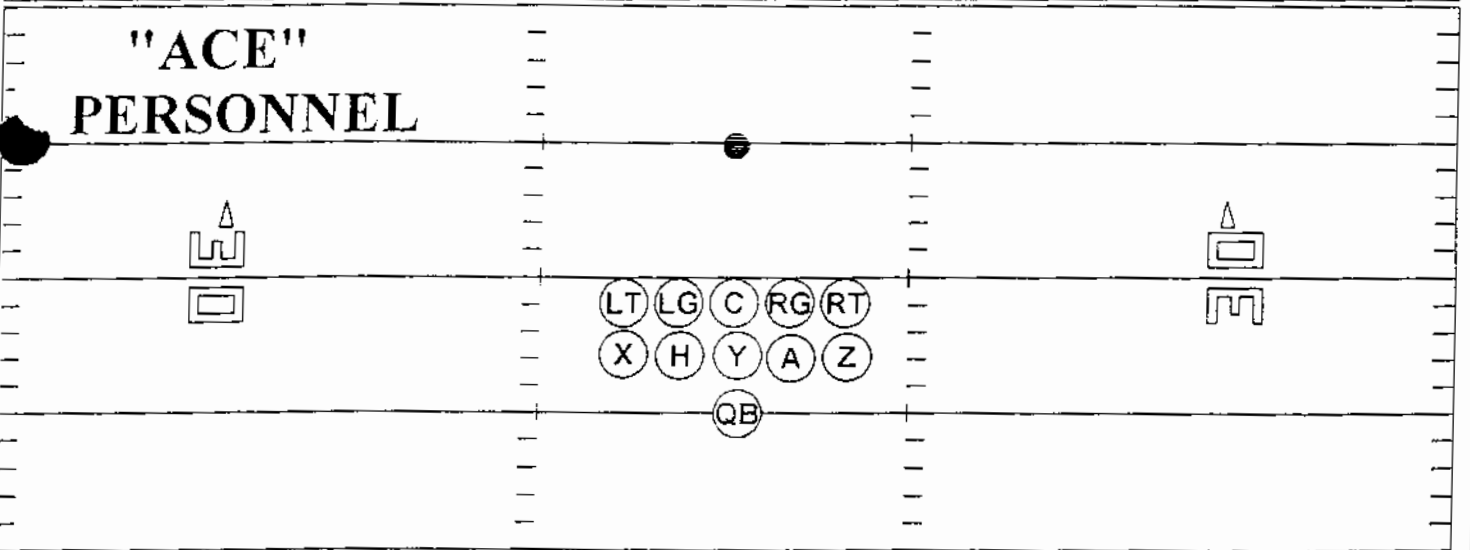
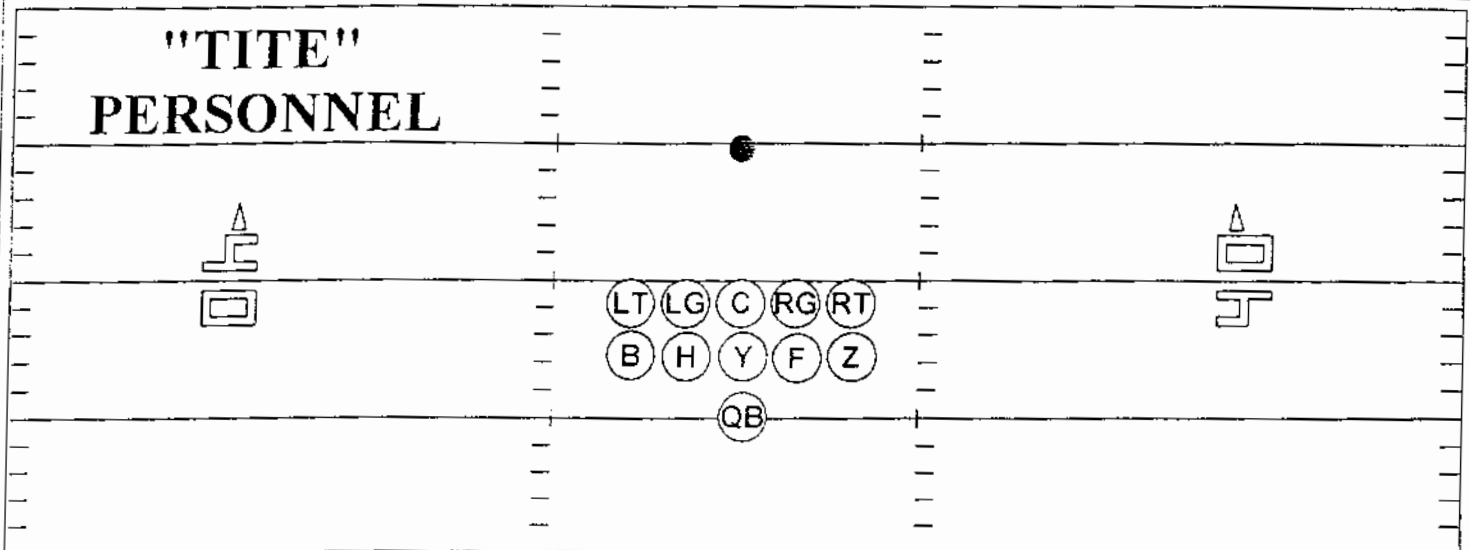


"QUADS" PERSONNEL



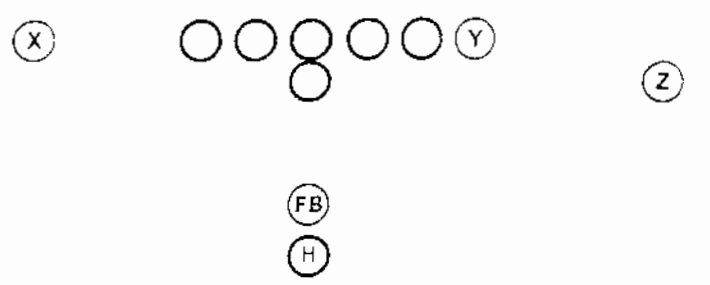
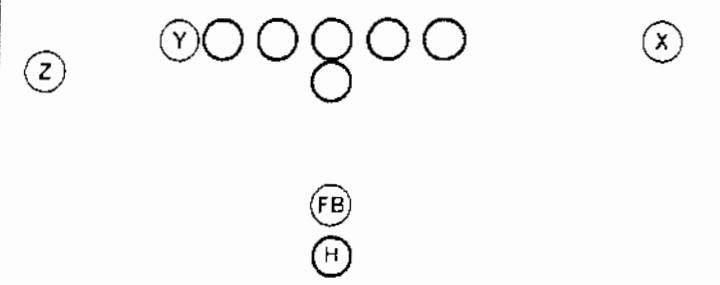
THE WOLVERINE HUDDLE

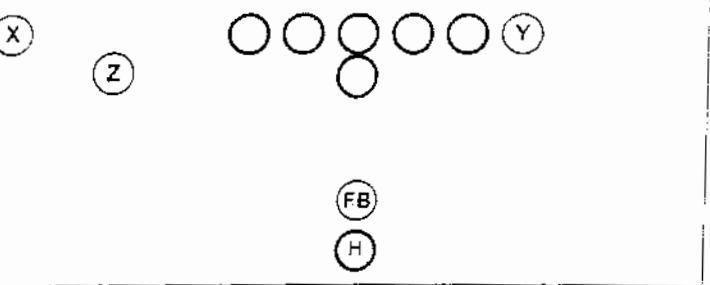
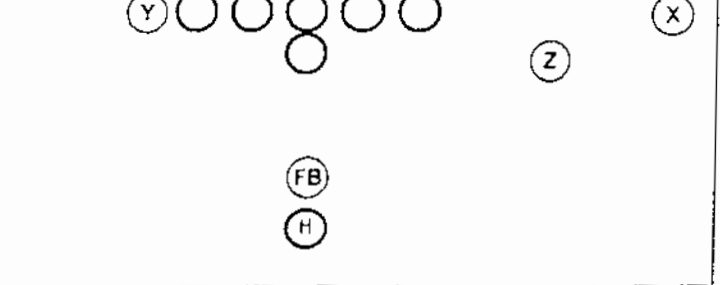
1. The Center sets the huddle 5 yards from the LOS.
2. The QB gives the formation, then the play, and lastly the cadence. The wide receivers and the center leave the huddle.
3. The QB repeats the cadence twice and then says- "Ready Break!!"



Base Formations

Pro Personnel

<p style="text-align: center;">Right</p> 	<p style="text-align: center;">Left</p> 		
Y	The strength of the formation always tells where the Y is located	Y	The strength of the formation always tells where the Y is located
Z	In Right formation the Z will align off the ball to the TE side	Z	In Left formation the Z will align off the ball to the TE side
X	In Right formation the X will align opposite the TE on the ball.	X	In Left formation the X will align opposite the TE on the ball.
FB	In Pro Personnel the FB will be the adjuster. Without a Tag word after the strength call he aligns at home in the ""	FB	In Pro Personnel the FB will be the adjuster. Without a Tag word after the strength call he aligns at home in the ""
H	The H base alignment will be in the Home position, when there are no words to dictate backfield sets	H	The H base alignment will be in the Home position, when there are no words to dictate backfield sets

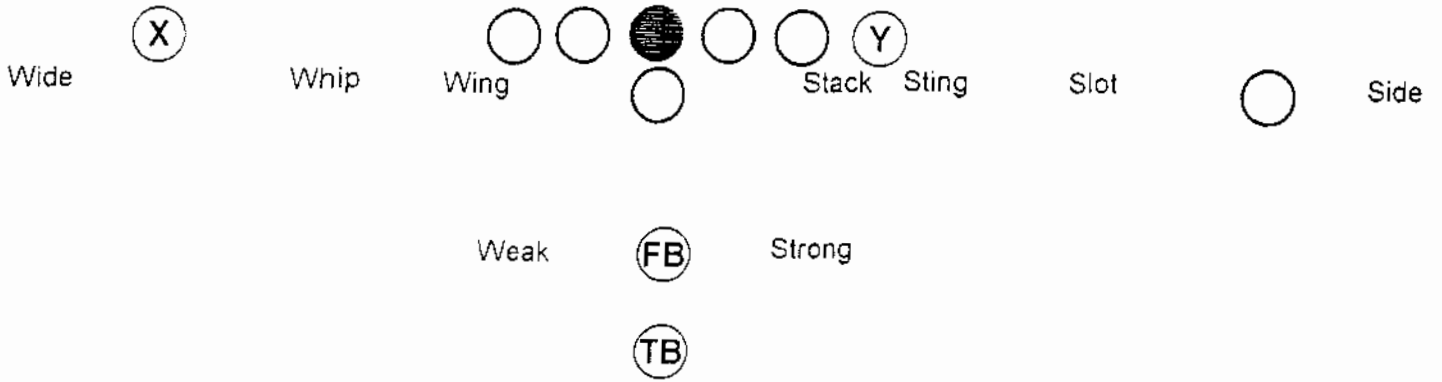
<p style="text-align: center;">Rip</p> 	<p style="text-align: center;">Liz</p> 		
Y	The strength of the formation always tells where the Y is located	Y	The strength of the formation always tells where the Y is located
Z	Rip tells the Z that he needs to align away from the strength (Y) and inside of the X.	Z	Liz tells the Z that he needs to align away from the strength (Y) and inside of the X.
X	Rip tells the X to align outside and on the ball away from the strength (Y).	X	Liz tells the X to align outside and on the ball away from the strength (Y).
FB	In Pro Personnel the FB will be the adjuster. Without a Tag word after the strength call he aligns at home in the ""	FB	In Pro Personnel the FB will be the adjuster. Without a Tag word after the strength call he aligns at home in the ""
H	The H base alignment will be in the Home position, when there are no words to dictate backfield sets	H	The H base alignment will be in the Home position, when there are no words to dictate backfield sets

Pro Personnel- Rt

Y sets the strength of the formation

FB is the Adjuster

FLEX tells the Y to split the difference between the Tackle and the Flanker

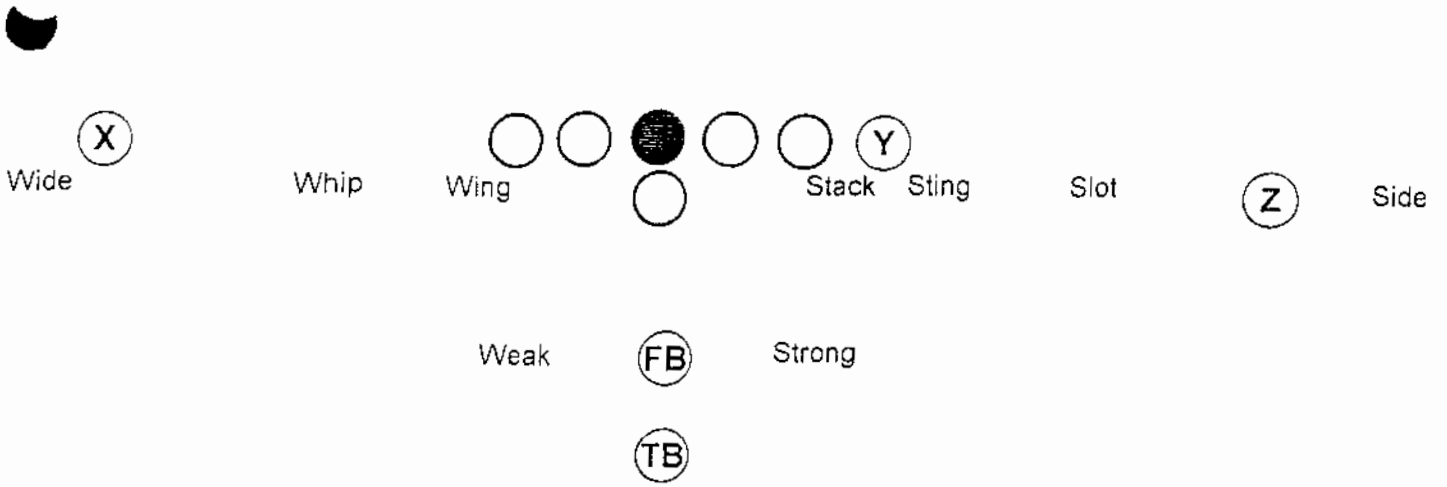


<p>Rt Wing</p>	<p>Rt Whip</p>
<p>Rt Wide</p>	<p>Rt Weak</p>
<p>Rt Far</p>	<p>Rt Flex</p>

Pro Personnel- Rt

Y sets the strength of the formation

FB is the Adjuster



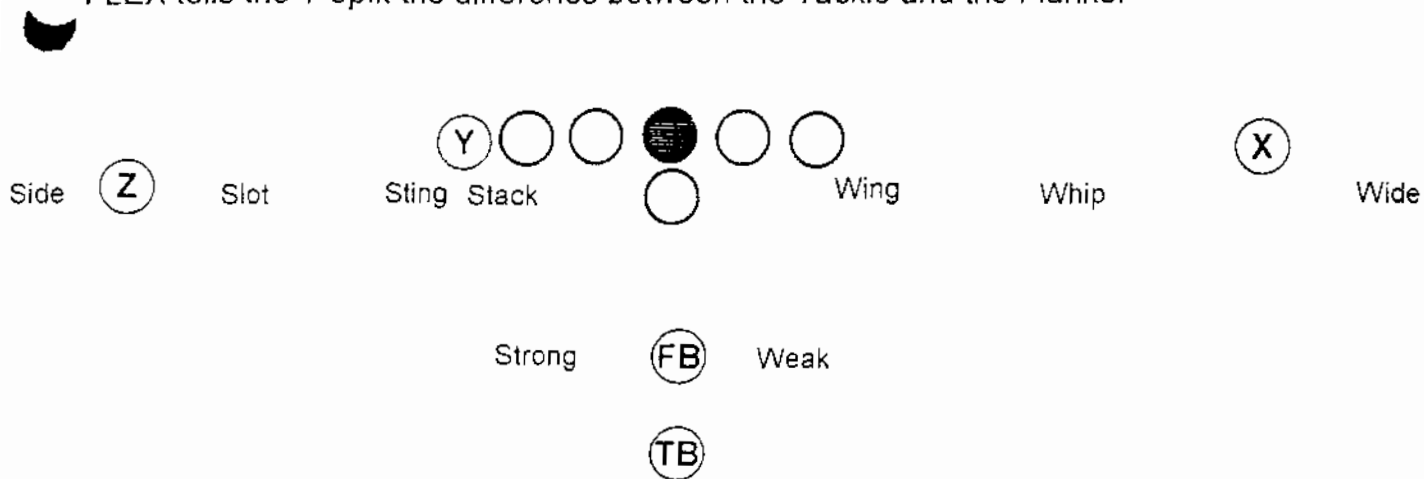
<p>Rt Stack</p>	<p>Rt Sting</p>
<p>Rt Slot</p>	<p>Rt Side</p>
<p>Rt Strong</p>	<p>Rt Near</p>

Pro Personnel- Lt

Y sets the strength of the formation

FB is the Adjuster

FLEX tells the Y split the difference between the Tackle and the Flanker

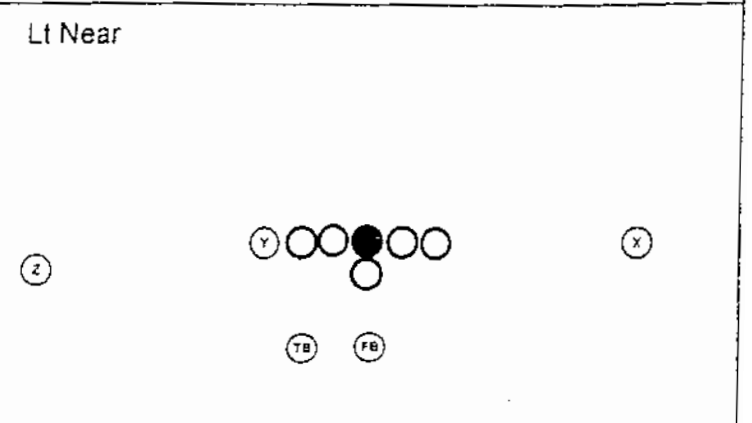
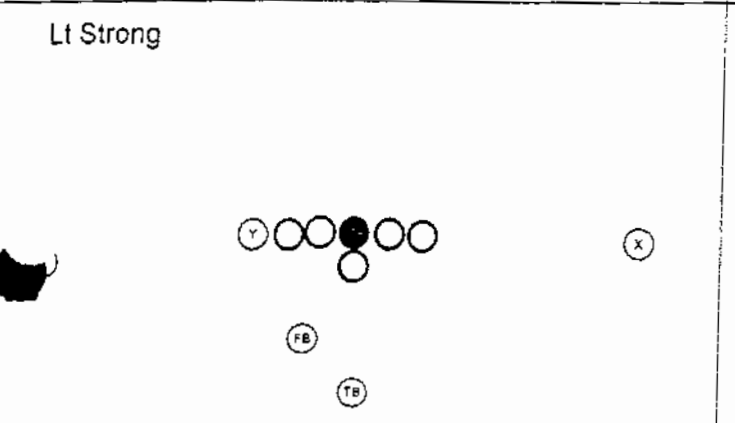
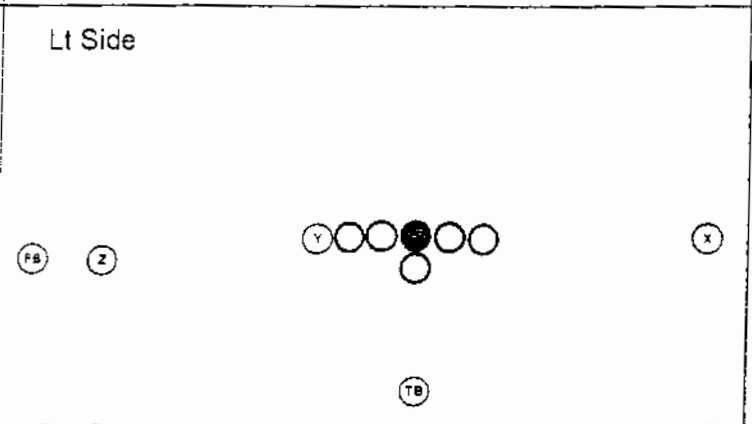
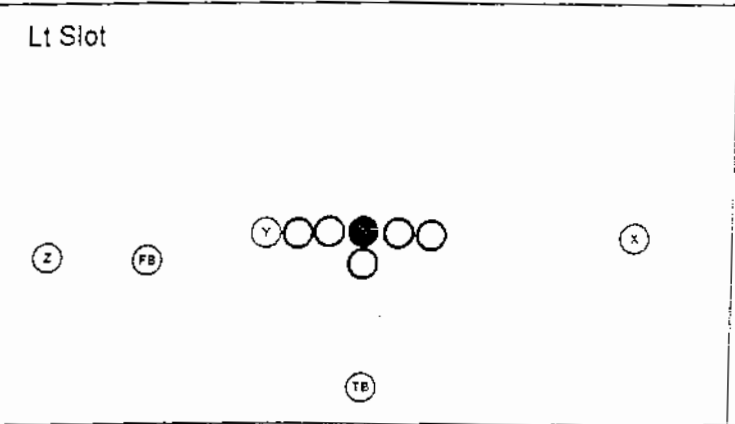
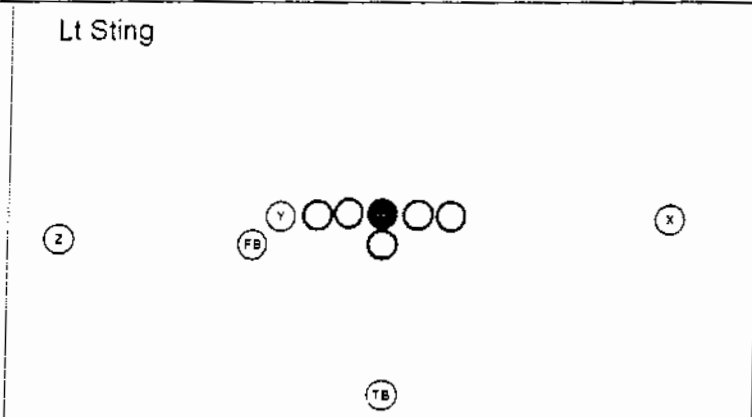
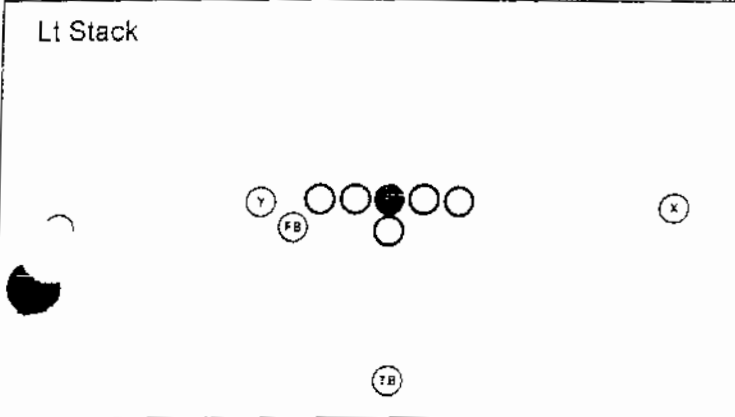
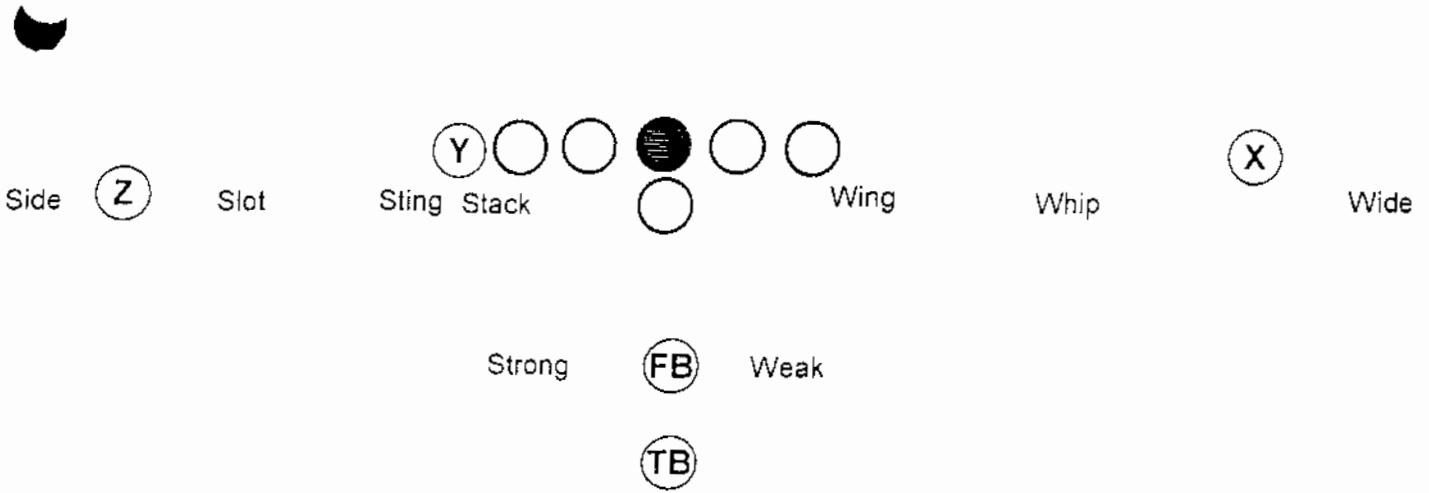


<p>Lt Wing</p>	<p>Lt Whip</p>
<p>Lt Wide</p>	<p>Lt Weak</p>
<p>Lt Far</p>	<p>Lt Flex</p>

Pro Personnel- Lt

Y sets the strength of the formation

FB is the Adjuster



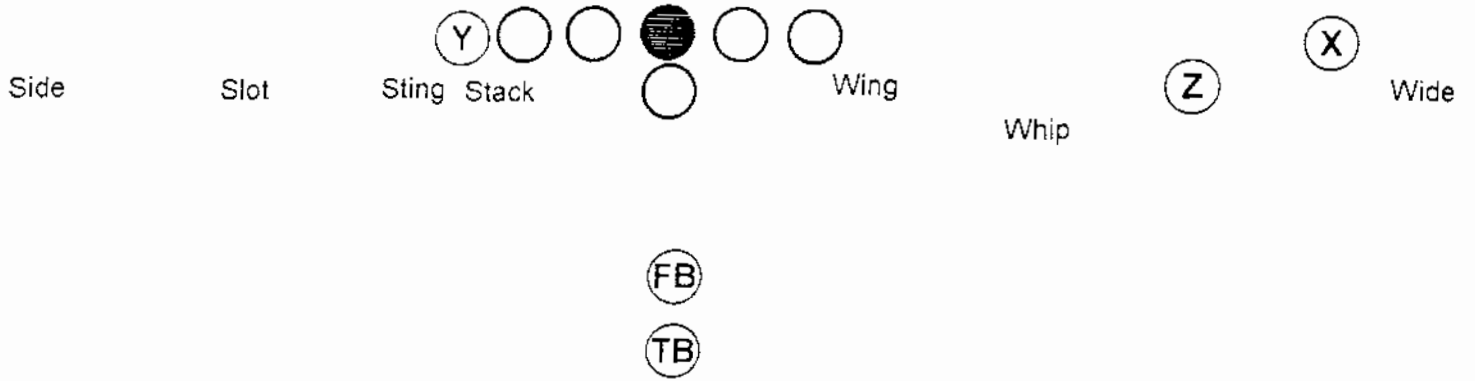
Pro Personnel- Liz

Y sets the strength of the formation

FB is the Adjuster

Liz Bunch- Z is on the Ball, X has a 5yd Split and the Z is SD.

Liz Cluster- Z is on the Ball with an 8yd Split and the X is off the Ball with a 10yd Split

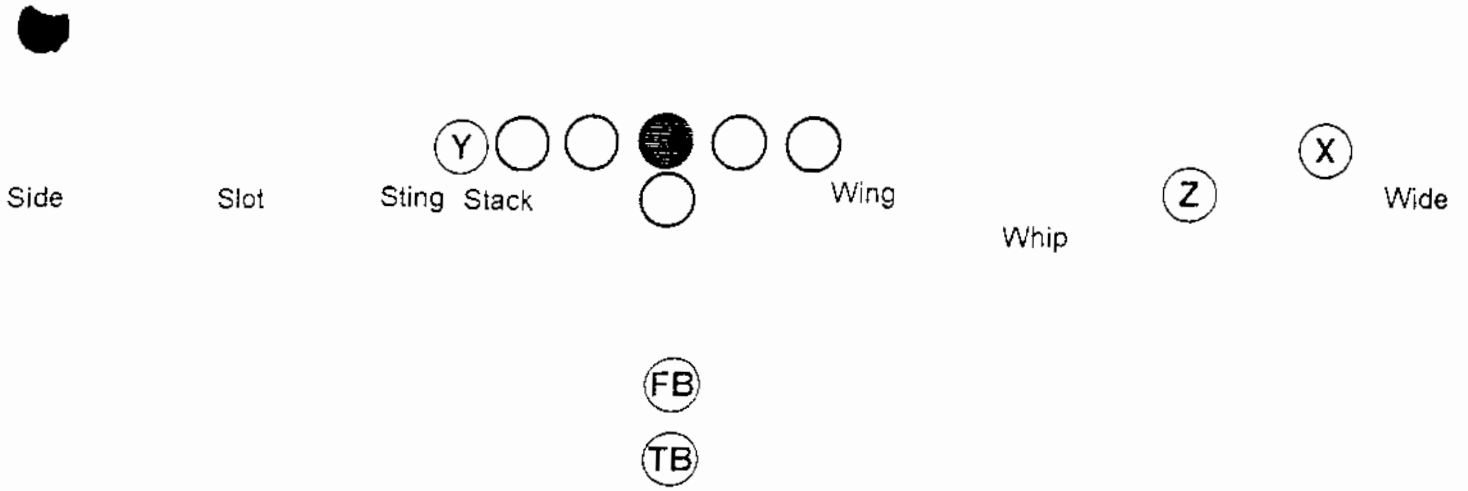


<p>Liz Wing</p> <p>The diagram shows the Liz Wing formation. The horizontal line of seven players is shifted to the left. The 'FB' and 'Z' circles are also shifted to the left. The 'X' circle remains on the right. The 'TB' circle is centered below the line.</p>	<p>Liz Whip</p> <p>The diagram shows the Liz Whip formation. The horizontal line of seven players is shifted to the right. The 'FB' and 'Z' circles are also shifted to the right. The 'X' circle remains on the far right. The 'TB' circle is centered below the line.</p>
<p>Liz Wide</p> <p>The diagram shows the Liz Wide formation. The horizontal line of seven players is centered. The 'FB' and 'Z' circles are shifted to the right. The 'X' circle is on the far right. The 'TB' circle is centered below the line.</p>	<p>Liz Weak</p> <p>The diagram shows the Liz Weak formation. The horizontal line of seven players is centered. The 'FB' and 'Z' circles are shifted to the right. The 'X' circle is on the far right. The 'TB' circle is centered below the line.</p>
<p>Liz Far</p> <p>The diagram shows the Liz Far formation. The horizontal line of seven players is shifted to the left. The 'FB' and 'TB' circles are centered below the line. The 'Z' and 'X' circles are on the right.</p>	<p>Liz Bunch</p> <p>The diagram shows the Liz Bunch formation. The horizontal line of seven players is shifted to the left. The 'FB' and 'TB' circles are centered below the line. The 'Z' circle is on the right, with '-SD-' written below it. The 'X' circle is on the far right, with '-5-' written below it.</p>

Pro Personnel- Liz

Y sets the strength of the formation

FB is the Adjuster

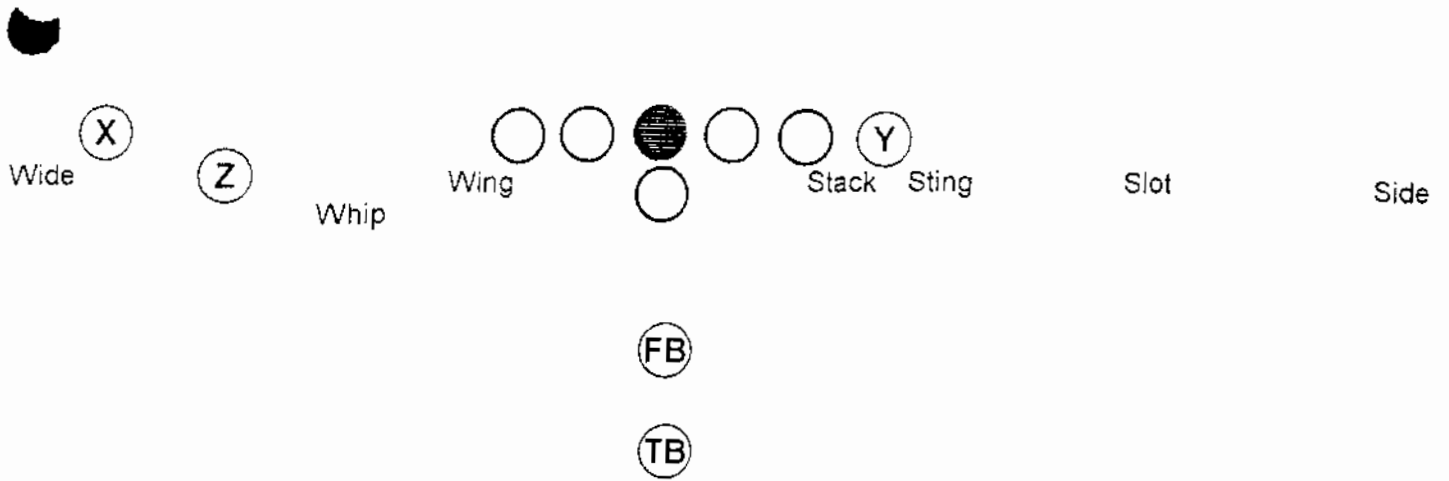


<p>Liz Stack</p> <p>A diagram showing a personnel formation similar to the main one. The 'Y' circle is positioned to the left of the main line. The 'FB' circle is below the 'Y' circle. The 'TB' circle is centered below the main line. 'Z' and 'X' are to the right.</p>	<p>Liz Sting</p> <p>A diagram showing a personnel formation similar to the main one. The 'FB' circle is to the left of the main line. The 'Y' circle is at the start of the main line. The 'TB' circle is centered below the main line. 'Z' and 'X' are to the right.</p>
<p>Liz Slot</p> <p>A diagram showing a personnel formation similar to the main one. The 'FB' circle is to the left of the main line. The 'Y' circle is at the start of the main line. The 'TB' circle is centered below the main line. 'Z' and 'X' are to the right.</p>	<p>Liz Side</p> <p>A diagram showing a personnel formation similar to the main one. The 'FB' circle is to the left of the main line. The 'Y' circle is at the start of the main line. The 'TB' circle is centered below the main line. 'Z' and 'X' are to the right.</p>
<p>Liz Strong</p> <p>A diagram showing a personnel formation similar to the main one. The 'Y' circle is at the start of the main line. The 'FB' circle is below the main line. The 'TB' circle is below the 'FB' circle. 'Z' and 'X' are to the right.</p>	<p>Liz Near</p> <p>A diagram showing a personnel formation similar to the main one. The 'Y' circle is at the start of the main line. The 'TB' and 'FB' circles are below the main line. 'Z' and 'X' are to the right.</p>

Pro Personnel- Rip

Y sets the strength of the formation

FB is the Adjuster, he will be the one to move to these different alignments

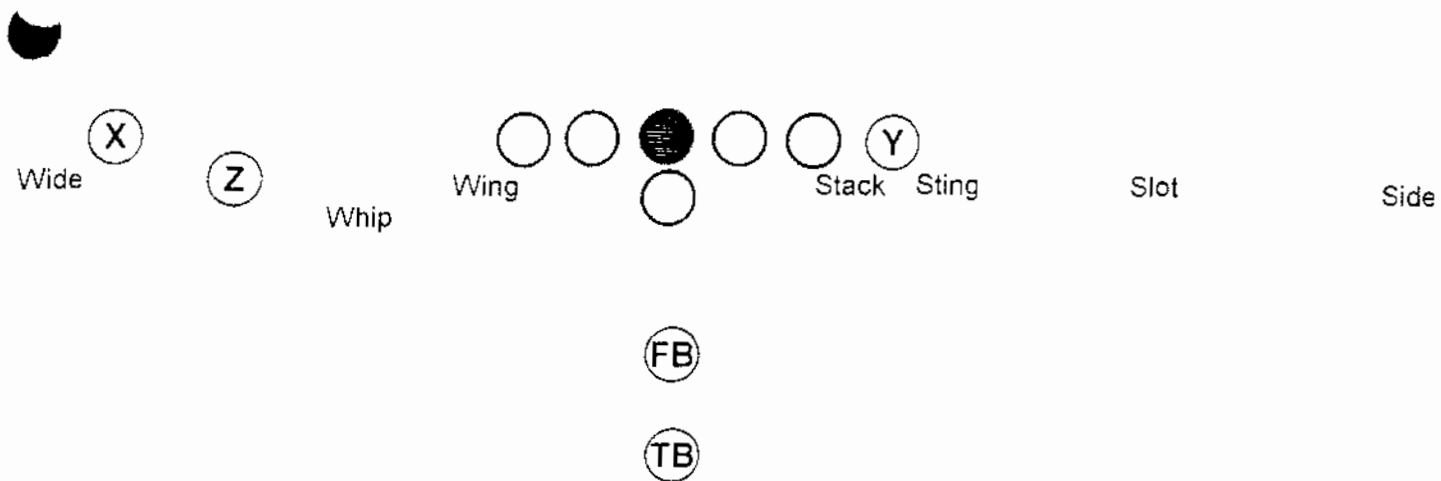


<p>Rip Wing</p>	<p>Rip Whip</p>
<p>Rip Wide</p>	<p>Rip Weak</p>
<p>Rip Far</p>	Empty space

Pro Personnel- Rip

Y sets the strength of the formation

FB is the Adjuster, he will be the one to move to these different alignments



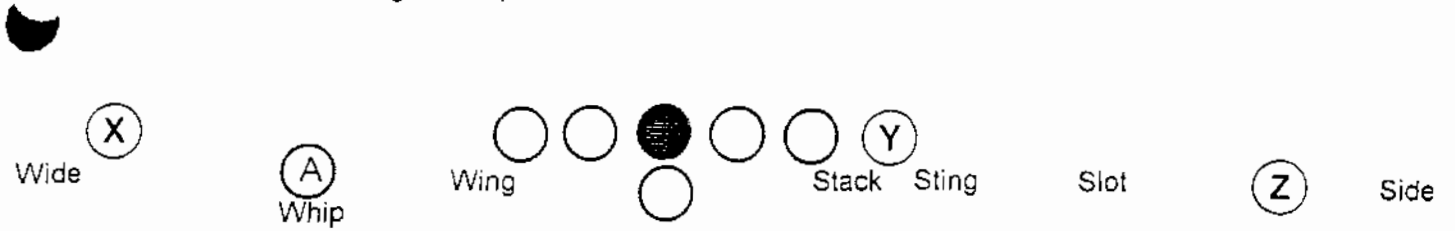
<p>Rip Stack</p>	<p>Rip Sting</p>
<p>Rip Slot</p>	<p>Rip Side</p>
<p>Rip Strong</p>	<p>Rip Near</p>

Ace Personnel- Rt Whip

Y sets the strength of the formation

A is the Adjuster, he will be the one to move to these different alignments

In Ace Personnel, Right Whip will be our base formation



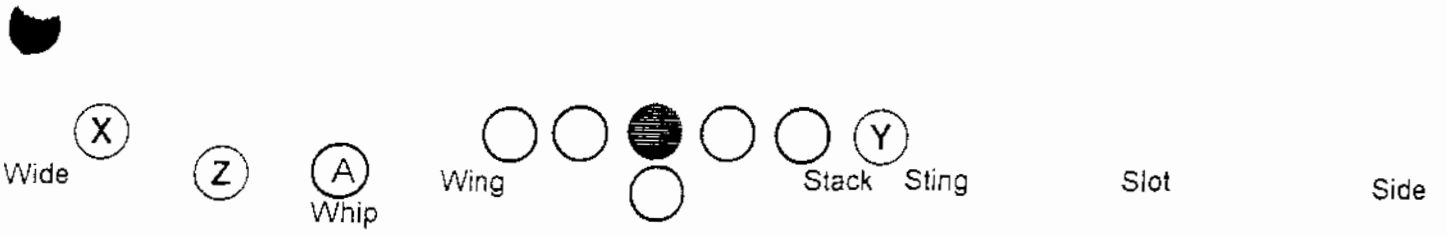
(TB)

<p>Rt Stack</p> <p>(X) (Z) (TB)</p>	<p>Rt Sting</p> <p>(X) (Z) (TB)</p>
<p>Rt Slot</p> <p>(X) (Z) (TB)</p>	<p>Rt Side</p> <p>(X) (Z) (A) (TB)</p>
<p>Rt Wing</p> <p>(A) (Z) (TB)</p>	<p>Rt Wide</p> <p>(A) (X) (Z) (TB)</p>

Ace Personnel- Rip Whip

Y sets the strength of the formation

A is the Adjuster, he will be the one to move to these different alignments



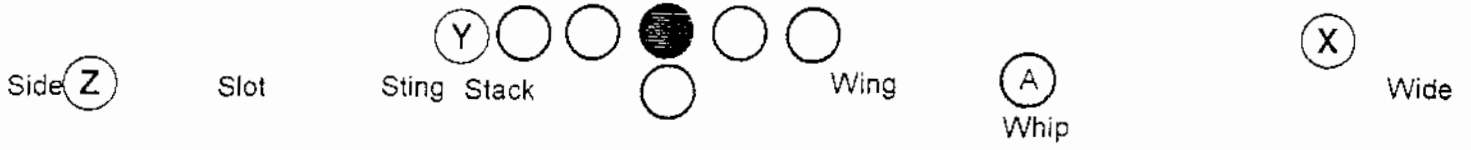
(TB)

<p>Rip Stack</p>	<p>Rip Sting</p>
<p>Rip Slot</p>	<p>Rip Side</p>
<p>Rip Wing</p>	<p>Rip Wide</p>

Ace Personnel- Lt Whip

Y sets the strength of the formation

A is the Adjuster



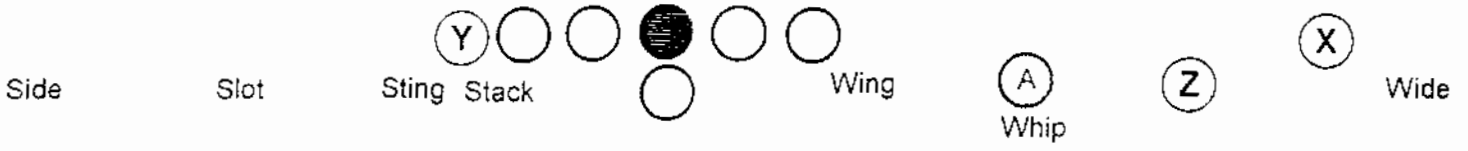
(TB)

<p>Lt Stack</p> <p>(TB)</p>	<p>Lt Sting</p> <p>(TB)</p>
<p>Lt Slot</p> <p>(TB)</p>	<p>Lt Side</p> <p>(TB)</p>
<p>Lt Wing</p> <p>(TB)</p>	<p>Lt Wide</p> <p>(TB)</p>

Ace Personnel- Liz Whip

Y sets the strength of the formation

A is the Adjuster



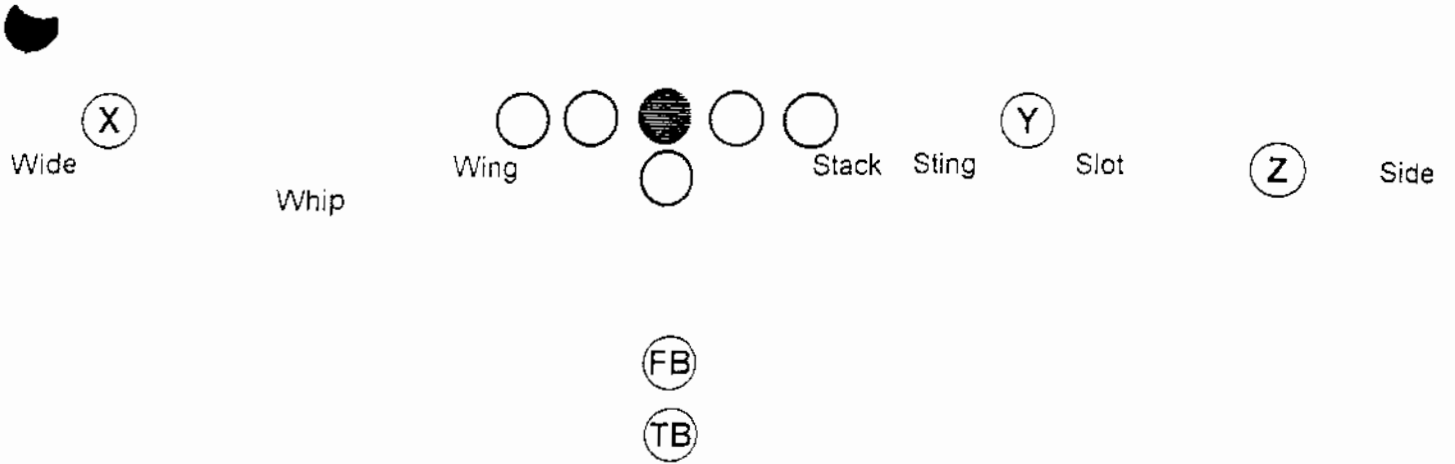
(TB)

<p>Liz Stack</p> <p>Diagram showing the formation with 'Y' and 'A' positioned to the left of the main line. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>	<p>Liz Sting</p> <p>Diagram showing the formation with 'A' positioned to the left of the main line. 'Y' is to the right of 'A'. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>
<p>Liz Slot</p> <p>Diagram showing the formation with 'A' positioned to the left of the main line. 'Y' is to the right of 'A'. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>	<p>Liz Side</p> <p>Diagram showing the formation with 'A' positioned to the left of the main line. 'Y' is to the right of 'A'. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>
<p>Liz Wing</p> <p>Diagram showing the formation with 'Y' positioned to the left of the main line. 'A' is to the right of the main line. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>	<p>Liz Wide</p> <p>Diagram showing the formation with 'Y' positioned to the left of the main line. 'A' is to the right of the main line. 'Z' and 'X' are to the right. 'TB' is centered below the formation.</p>

Trio Personnel- Rt

Y sets the strength of the formation

F is the Adjuster, he will be the one to move to these different alignments

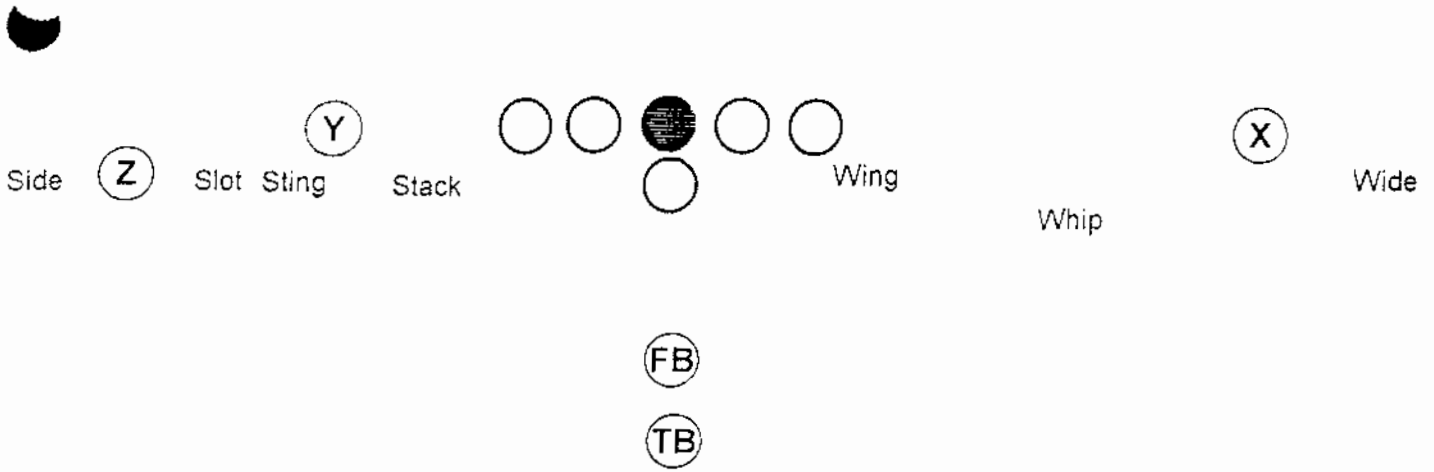


<p>Rt Stack</p>	<p>Rt Sting</p>
<p>Rt Slot</p>	<p>Rt Side</p>
<p>Rt Wing</p>	<p>Rt Wide</p>

Trio Personnel- Lt

Y sets the strength of the formation

FB is the Adjuster

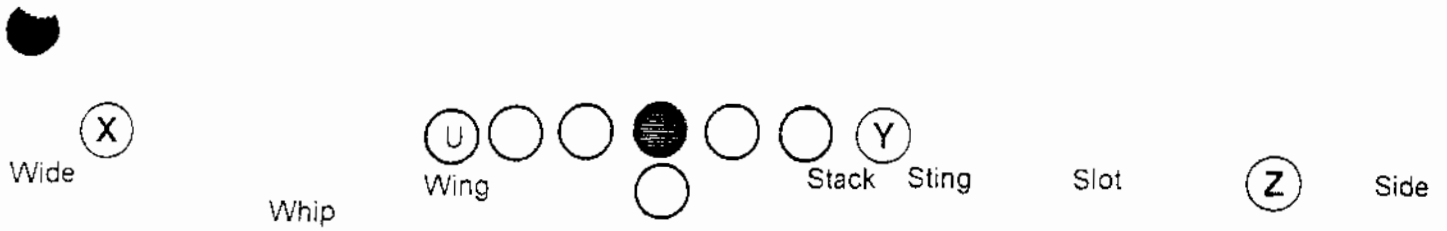


<p>Lt Stack</p>	<p>Lt Sting</p>
<p>Lt Slot</p>	<p>Lt Side</p>
<p>Lt Wing</p>	<p>Lt Wide</p>

Duece Personnel- Rt

Y sets the strength of the formation

U is the Adjuster, he will be the one to move to these different alignments

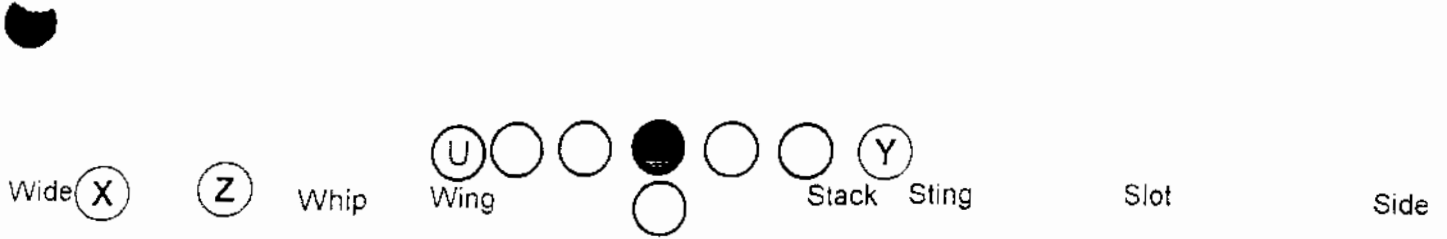


<p>Rt Stack</p>	<p>Rt Sting</p>
<p>Rt Slot</p>	<p>Rt Side</p>
<p>Rt Wing</p>	<p>Rt Wide</p>

Duece Personnel- Rip

Y sets the strength of the formation

U is the Adjuster, he will be the one to move to these different alignments



<p>Rip Stack</p>	<p>Rip Sting</p>
<p>Rip Slot</p>	<p>Rip Side</p>
<p>Rip Wing</p>	<p>Rip Wide</p>

Duece Personnel- Lt

Y sets the strength of the formation

U is the Adjuster



(TB)

<p>Lt Stack</p> <p>(TB)</p>	<p>Lt Sting</p> <p>(TB)</p>
<p>Lt Slot</p> <p>(TB)</p>	<p>Lt Side</p> <p>(TB)</p>
<p>Lt Wing</p> <p>(TB)</p>	<p>Lt Wide</p> <p>(TB)</p>

Duece Personnel- Liz

Y sets the strength of the formation

U is the Adjuster



Side

Slot

Sting Stack

Wing

Whip

Z

X

Wide

Ⓟ

<p>Liz Stack</p> <p>Ⓟ</p>	<p>Liz Sting</p> <p>Ⓟ</p>
<p>Liz Slot</p> <p>Ⓟ</p>	<p>Liz Side</p> <p>Ⓟ</p>
<p>Liz Wing</p> <p>Ⓟ</p>	<p>Liz Wide</p> <p>Ⓟ</p>

Adjuster Motions

<u>Name</u>	<u>Definition</u>	<u>Example</u>
Comet	The adjuster will motion <u>Across</u> the formation to get to the formation called in the huddle.	Comet Right Sting
Jet	The adjuster will align outside and motion <u>In</u> , to get to the formation called in the huddle.	Jet Right Sting
Orbit	The Adjuster will align in the formation called in the huddle and <u>Return</u> motion.	Orbit Right Sting

"To" Motions

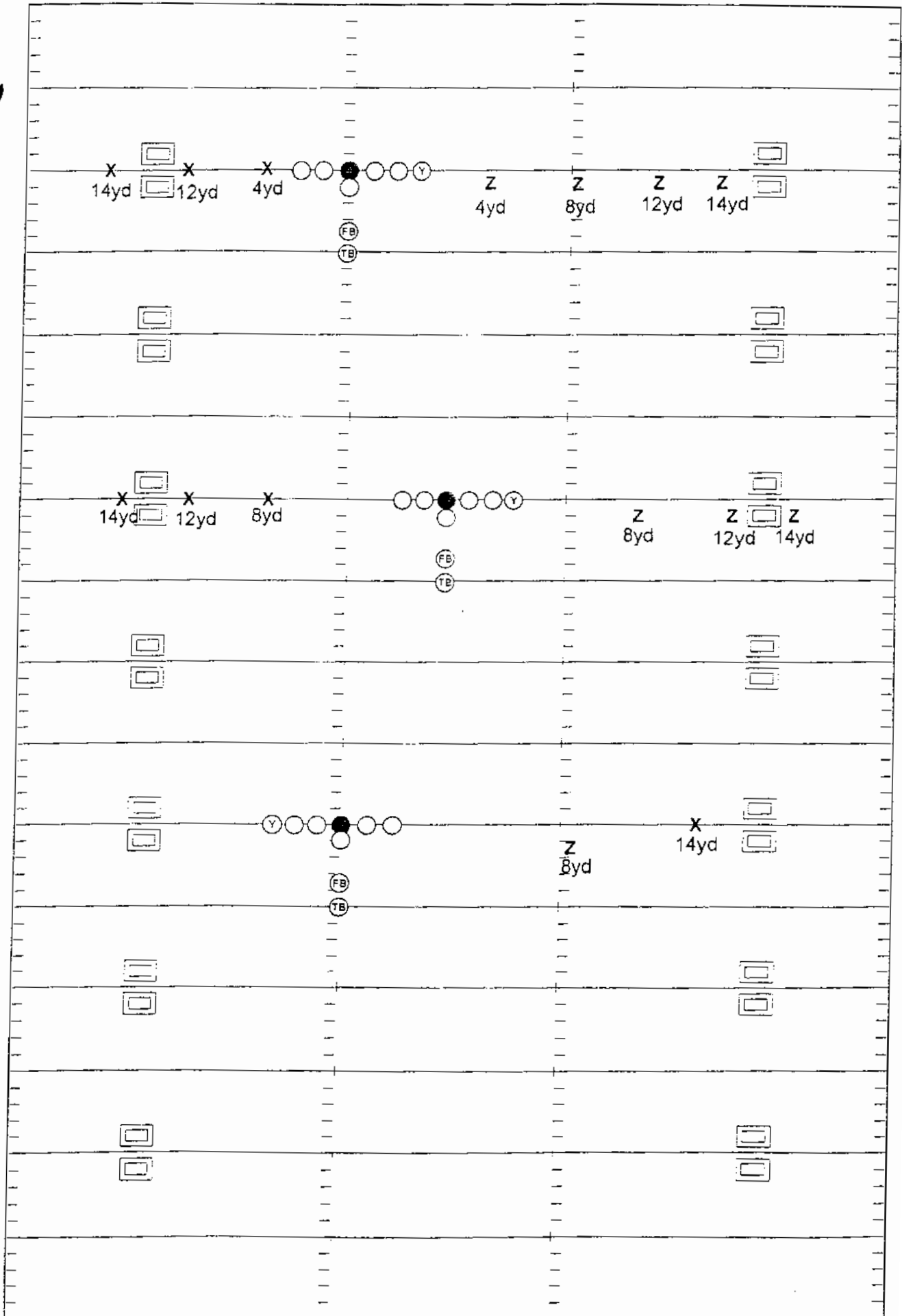
Designated Player will motion to the formation called. Example:

Z to Right Sting.

"In" Motions

Designated Player will motion IN from his alignment to get to the signed split for the play. Example: RT Strong Z In River Mesh.

WR Splits



ISO/ZONE LEAD TO SE. BALL CAN CUT UP/BACK

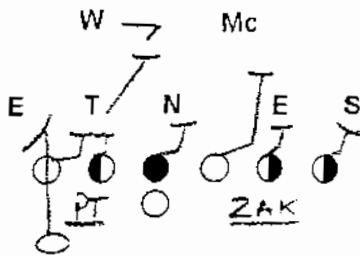
GAME: BRANCH/CLAW

<p>Defense: <u>81</u></p>	<p>Defense: <u>41 (Stack)</u></p>	<p>Defense: <u>(Over) 21</u></p>
<p>1 Play: <u>CLAW</u></p>	<p>2 Play: _____</p>	<p>3 Play: _____</p>
<p>Defense: <u>38</u></p>	<p>Defense: <u>70</u></p>	<p>Defense: <u>COACHES BOX</u></p>
<p>4 Play: <u>CLAW</u></p>	<p>5 Play: _____</p>	<p>6 Play: <u>MOTION (WR) ADJUST</u></p>
<p>Defense: <u>81</u></p>	<p>Defense: <u>41 (Stack)</u></p>	<p>Defense: <u>(Over) 21</u></p>
<p>7 Play: <u>BRANCH</u></p>	<p>8 Play: _____</p>	<p>9 Play: _____</p>
<p>Defense: <u>38</u></p>	<p>Defense: <u>70</u></p>	<p>Defense: _____</p>
<p>10 Play: <u>BRANCH</u></p>	<p>11 Play: _____</p>	<p>12 Play: _____</p>

INSIDE ZONE - BALL WILL CUT UP & BACK

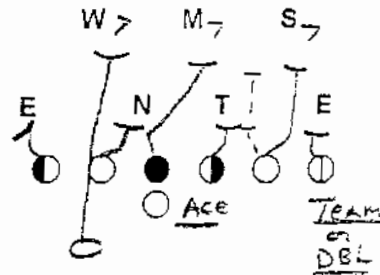
GAME: STAR/DALLAS

Defense: 81



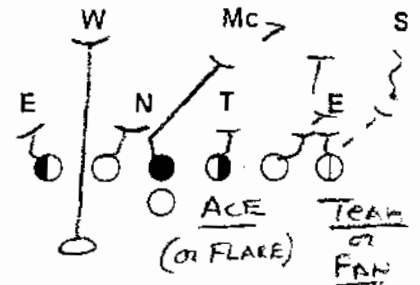
1 Play: STAR

Defense: 41 (Stack)



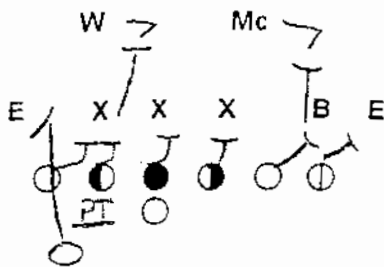
2 Play: STAR

Defense: (Over) 21



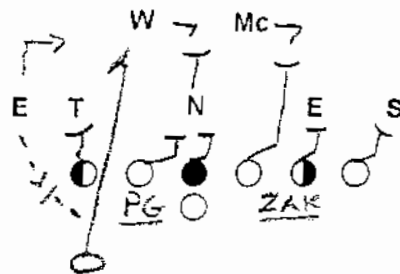
3 Play: STAR

Defense: 38



4 Play: STAR

Defense: 70



5 Play: STAR

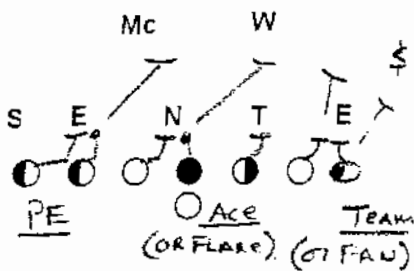
Defense: OT NOTE!

ONE BACK TAGGED W/
AROUND = BST ZONE UP
TO BSLB W/ OG UNCOVER.
(3 Tech: Normal PT)



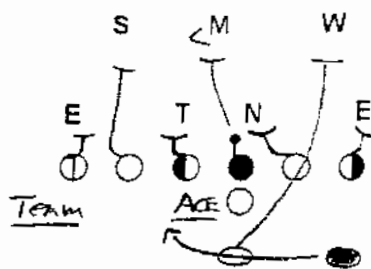
6 Play: _____

Defense: 81



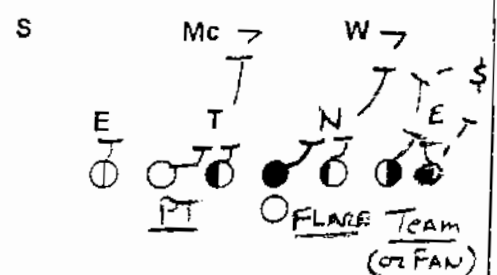
7 Play: DARK STAR

Defense: 41 (Stack)



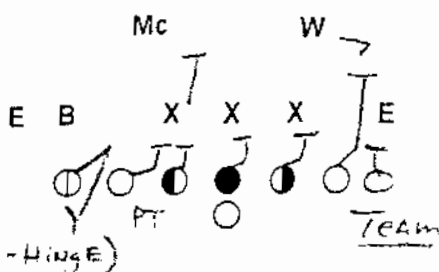
8 Play: DALLAS CROSS

Defense: (Over) 22



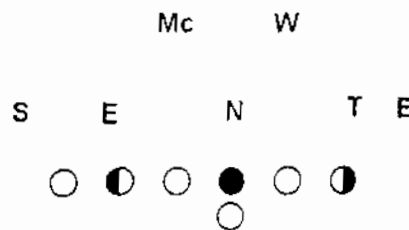
9 Play: DARK STAR

Defense: 38



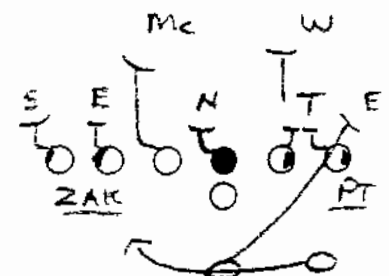
10 Play: DARK STAR

Defense: 70



11 Play: _____

Defense: 81



12 Play: DALLAS CROSS

OUTSIDE ZONE TO TE

GAME: BURGER / CHILI

Defense: 81

1 Play: BURGER

Defense: 41 (Stack)

2 Play: _____

Defense: (Over) 21

3 Play: _____

Defense: 38

4 Play: BURGER

Defense: 70

5 Play: _____

Defense: NOTE TE/UBK
OT UNCOVERED - WITH 2
IN ALLEY = "ZORRE"

6 Play: _____

Defense: 81

7 Play: CHILI

Defense: 41 (Stack)

8 Play: _____

Defense: (Over) 21

9 Play: _____

Defense: 38

10 Play: CHILI

Defense: 70

11 Play: _____

Defense: _____

12 Play: _____

LEAD ISO DRAW To SE

GAME: RAIDER / LA

Defense: 81

W - Mc

E T N E S

PG

Foss. PE vs. BUZZ

1 Play: LA

Defense: 41 (Stack)

W M S

E N T E

SLIP (or SWIPE)

2 Play: LA

Defense: (Over) 21

W - Mc

E N T E S

SWIPE (or SLIP)

3 Play: LA

Defense: 38

W Mc

E X X X B E

F-Hinge

4 Play: LA

Defense: 70

W - Mc

E T N E S

PG

BUZZ = PE

5 Play: LA

Defense: _____

6 Play: _____

Defense: 81

Mc W

S E N T E

7 Play: RAIDER

Defense: 41 (Stack)

S M W

E T N E

8 Play: RAIDER

Defense: (Over) 21

S Mc W

E T N E

9 Play: RAIDER

Defense: 38

Mc W

E B X X X E

10 Play: RAIDER

Defense: 70

Mc W

S E N T E

11 Play: RAIDER

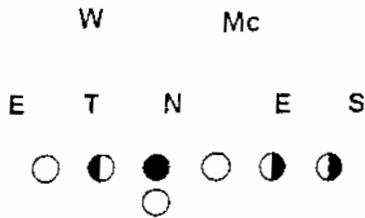
Defense: _____

12 Play: _____

CTR LEAD ISC ALWAYS CHECKED TO OKIE (1/5)

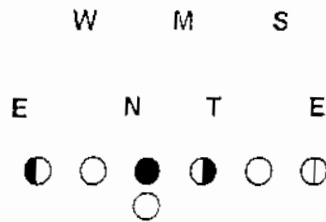
GAME: CORN / FIELD (IOWA)

Defense: 81



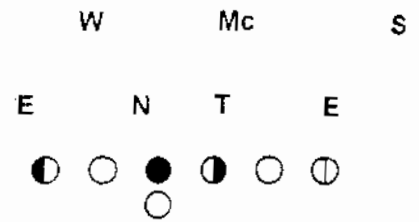
1 Play: CORN

Defense: 41 (Stack)



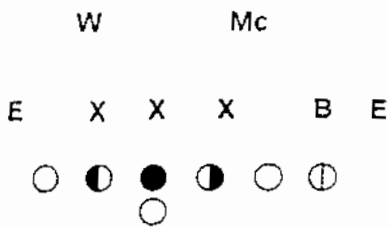
2 Play: FIELD

Defense: (Over) 21



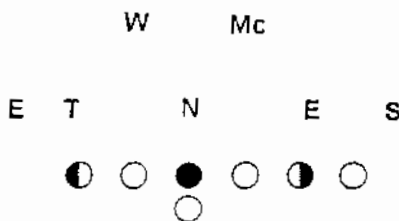
3 Play: FIELD

Defense: 38



4 Play: VOUT

Defense: 70



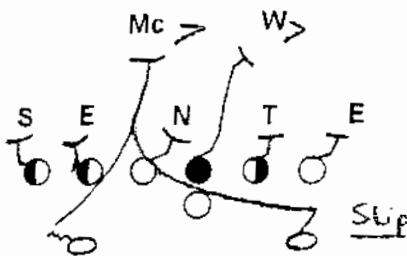
5 Play: CORN

Defense: _____



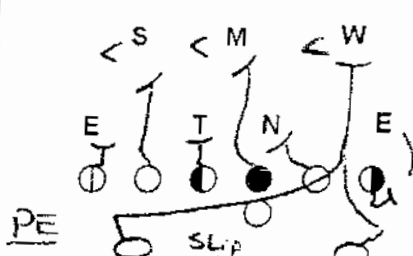
6 Play: _____

Defense: 81



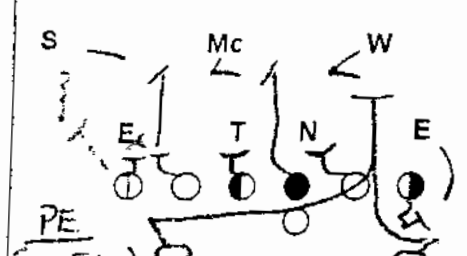
7 Play: FIELD

Defense: 41 (Stack)



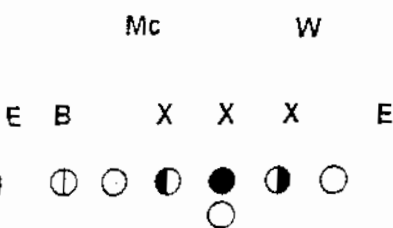
8 Play: CORN

Defense: (Over) 21



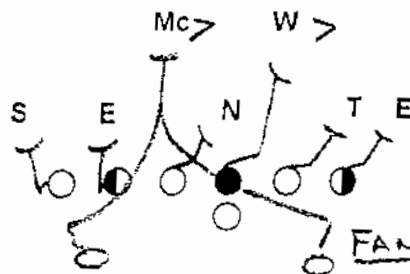
9 Play: CORN

Defense: 38



10 Play: VOUT

Defense: 70



11 Play: FIELD

Defense: _____



12 Play: _____

Aggressive 3 STEP - Full Slide Backside Gap PROTECTION

RAZOR/BLADE

GAME: _____

Defense: <u>81</u> W Mc E T N E S 1 Play: <u>BLADE</u>	Defense: <u>41 (Stack)</u> W M S E N T E 2 Play: _____	Defense: <u>(Over) 21</u> W Mc S E N T E 3 Play: _____
--	--	--

Defense: <u>38</u> W Mc E X X X B E 4 Play: _____	Defense: <u>70</u> W Mc E T N E S 5 Play: _____	Defense: _____ 6 Play: _____
---	---	---------------------------------

Defense: <u>81</u> Mc W S E N T E 7 Play: _____	Defense: <u>41 (Stack)</u> S M W E T N E 8 Play: _____	Defense: <u>(Over) 21</u> S Mc W E T N E 9 Play: _____
--	--	--

Defense: <u>38</u> Mc W B X X X E 10 Play: _____	Defense: <u>70</u> Mc W S E N T E 11 Play: _____	Defense: _____ 12 Play: _____
---	--	----------------------------------

- 6 MAN DUAL PROTECTION

River/Lake

- ONE BACK OR 2 BACK FORMATIONS (HOME RULES)

BACKFIELD ADJUSTMENTS - "Lock" - "Chip" - "Free"

GAME: Spring 2002

Defense: 81

1 Play: RIVER

Defense: 41 (Stack)

2 Play: _____

Defense: (Over) 21

3 Play: _____

Defense: 38

4 Play: _____

Defense: 70

5 Play: _____

Defense: _____

6 Play: _____

Defense: 81

7 Play: LAKE

Defense: 41 (Stack)

8 Play: LAKE

Defense: (Over) 21

9 Play: _____

Defense: 38

10 Play: _____

Defense: 70

11 Play: _____

Defense: _____

12 Play: _____

PLAYACTUAL SPRINT DRAW PROTECTION

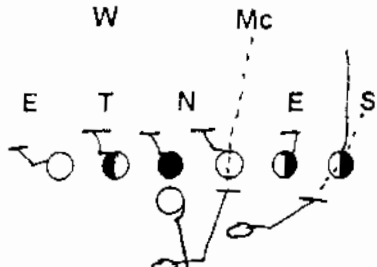
PURPLE RITA/LINDA

Slide PROTECTION: Fullback Outside: TB Inside: TE will rise on Backside

ONE BACK PROTECTION - Lone Back on Dual Respons.

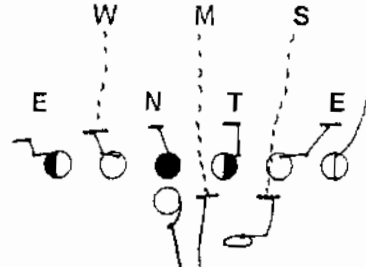
GAME: _____

Defense: 81



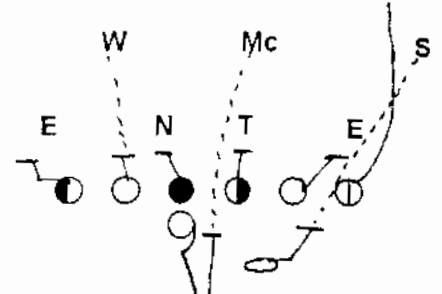
1 Play: PURPLE RITA

Defense: 41 (Stack)



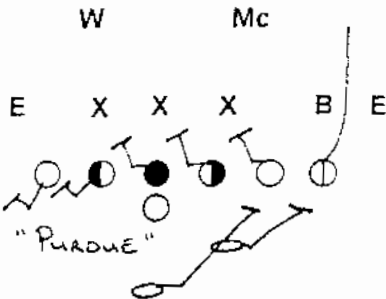
2 Play: _____

Defense: (Over) 21



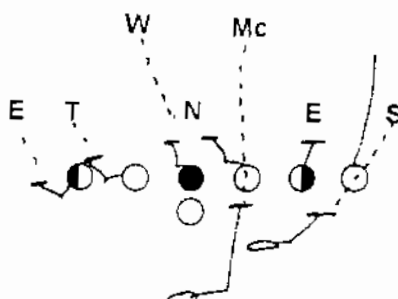
3 Play: _____

Defense: 38



4 Play: P. RITA

Defense: 70



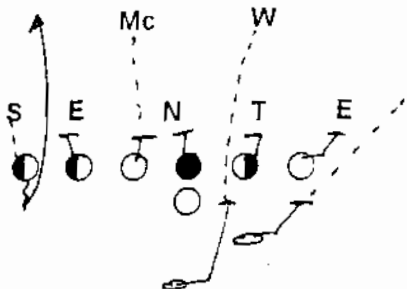
5 Play: _____

Defense: _____



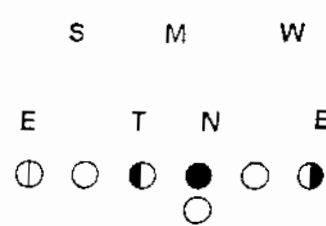
6 Play: _____

Defense: 81



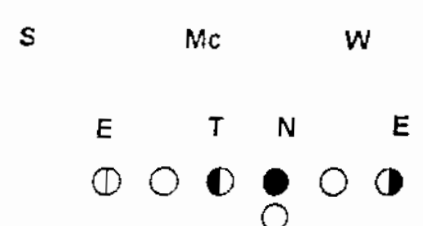
7 Play: PURPLE RITA

Defense: 41 (Stack)



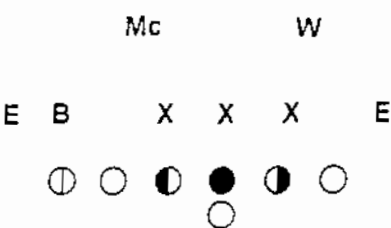
8 Play: _____

Defense: (Over) 21



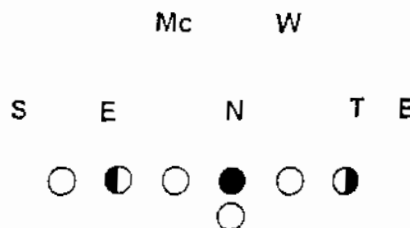
9 Play: _____

Defense: 38



10 Play: _____

Defense: 70



11 Play: _____

Defense: _____



12 Play: _____

PLAY ACTION SPRINT DRAW PROTECTION

Purple Raiders / LA

Slide PROTECTION: Fullback Inside: T.B. Outside

Will & Release on Backside

GAME: _____

Defense: 81

W Mc

E T N E S

1 Play: Purple Raiders

Defense: 41 (Stack)

W M S

E N T E

2 Play: _____

Defense: (Over) 21

W Mc

E N T E S

3 Play: _____

Defense: 38

W Mc

E X X X B E

4 Play: _____

Defense: 70

W Mc

E T N E S

5 Play: _____

Defense: _____

6 Play: _____

Defense: 81

Mc W

S E N T E

7 Play: _____

Defense: 41 (Stack)

S M W

E T N E

8 Play: _____

Defense: (Over) 21

S Mc W

E T N E

9 Play: _____

Defense: 38

Mc W

E B X X X E

10 Play: _____

Defense: 70

Mc W

S E N T E

11 Play: _____

Defense: _____

12 Play: _____

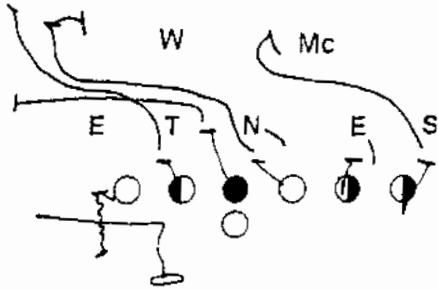
No Dual Reads: No 8 Calls: TE will ✓ Rise.

River/LAKE Screen LT/RT.

Set/Runch/Go Timing

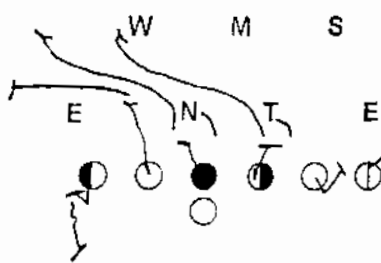
GAME: _____

Defense: 81



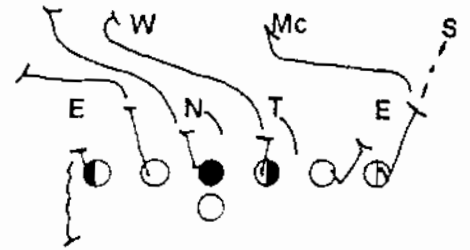
1 Play: _____

Defense: 41 (Stack)



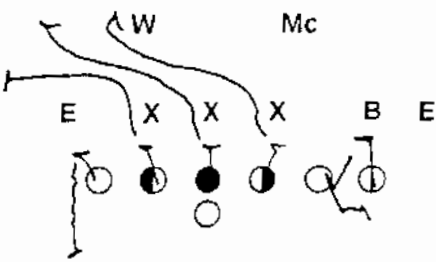
2 Play: _____

Defense: (Over) 21



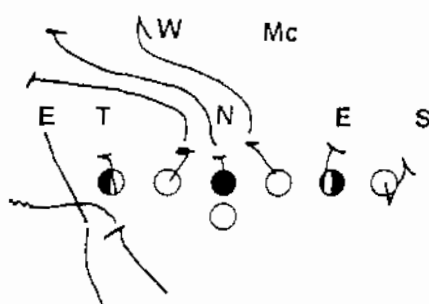
3 Play: _____

Defense: 38



4 Play: _____

Defense: 70



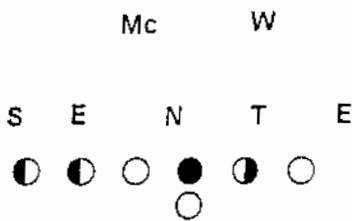
5 Play: _____

Defense: _____



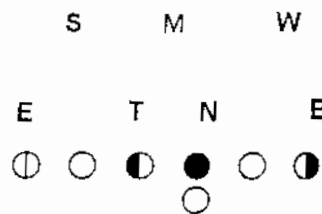
6 Play: _____

Defense: 81



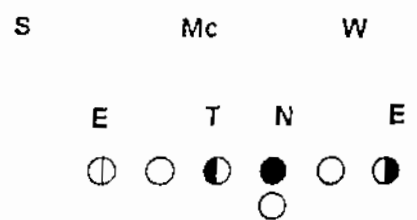
7 Play: _____

Defense: 41 (Stack)



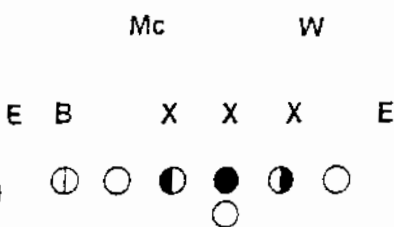
8 Play: _____

Defense: (Over) 21



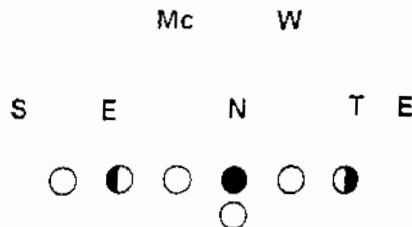
9 Play: _____

Defense: 38



10 Play: _____

Defense: 70



11 Play: _____

Defense: _____



12 Play: _____

Purple Rita Screen LT/

Purple Linda Screen RT

3 COURT SCREEN - THOUS. ONE / THOUS. TWO / THOUS. - GO

B. X Rise To AREA.

GAME: _____

Defense: 81

1 Play: _____

Defense: 41 (Stack)

2 Play: _____

Defense: (Over) 21

3 Play: _____

Defense: 38

W Mc

E X X X B E

4 Play: _____

Defense: 70

W Mc

E T N E S

5 Play: _____

Defense: _____

6 Play: _____

Defense: 81

Mc W

S E N T E

7 Play: _____

Defense: 41 (Stack)

S M W

E T N E

8 Play: _____

Defense: (Over) 21

S Mc W

E T N E

9 Play: _____

Defense: 38

Mc W

E B X X X E

10 Play: _____

Defense: 70

Mc W

S E N T E

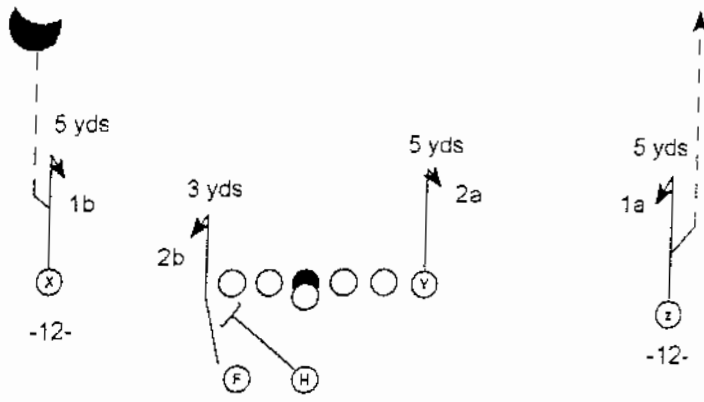
11 Play: _____

Defense: _____

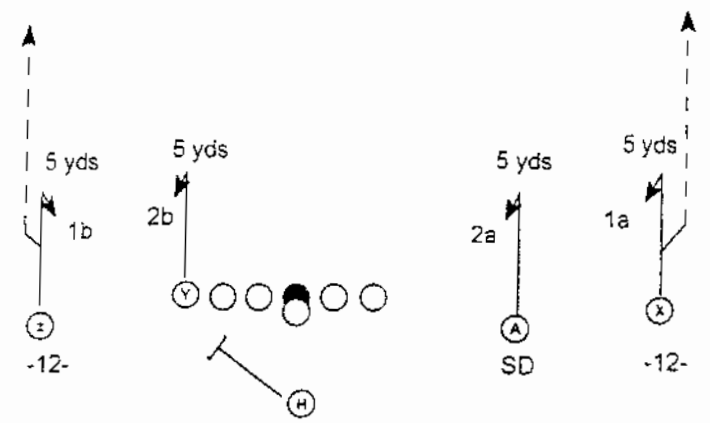
12 Play: _____

Hitch

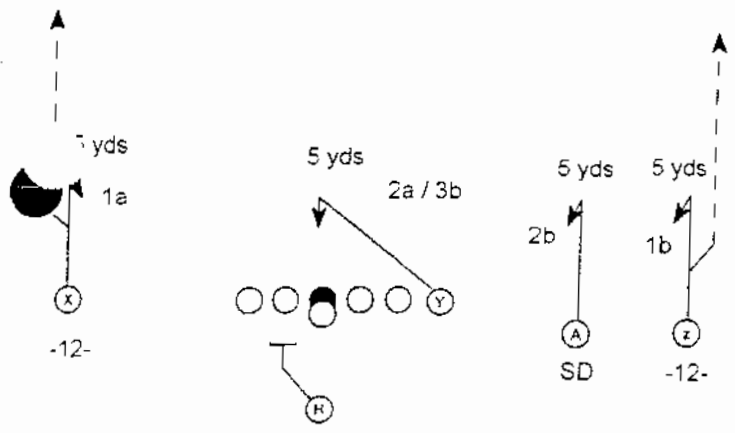
P) RT Far Blade Hitch



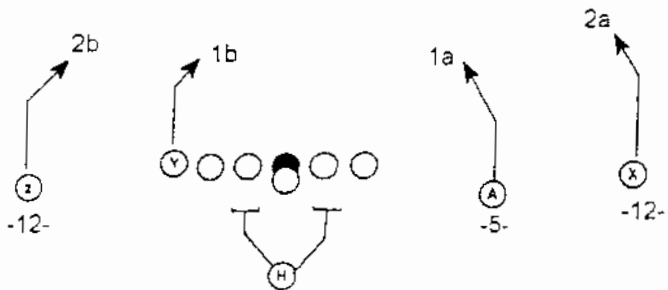
A) LT Whip Blade Hitch



A) RT Slot Blade Hitch

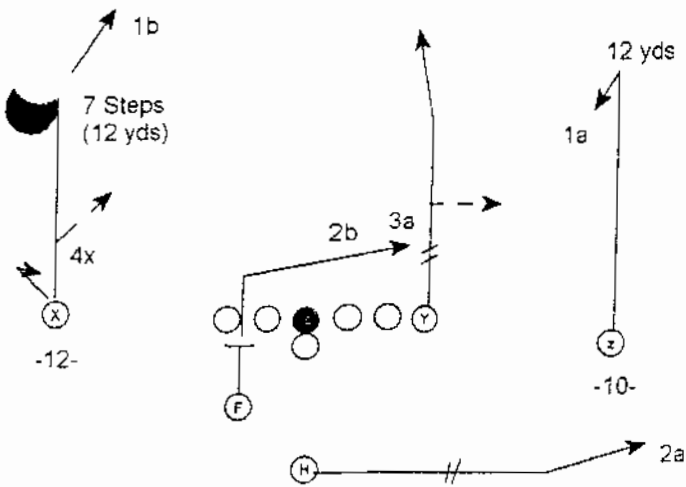


A) LT Whip Gillette Slants



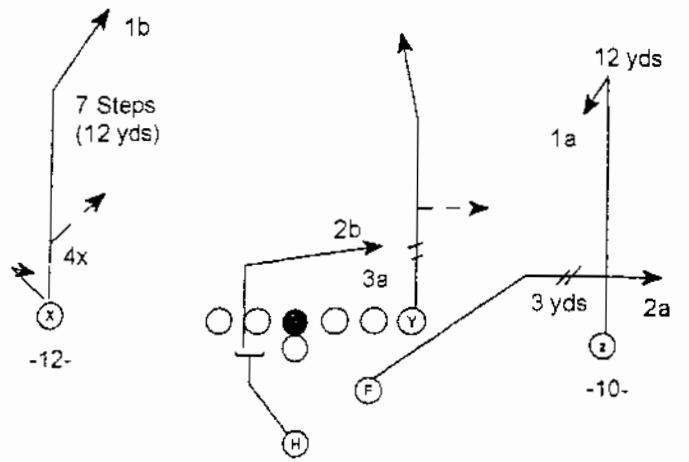
Hank

P) RT Wk River Switch Hank F Burst



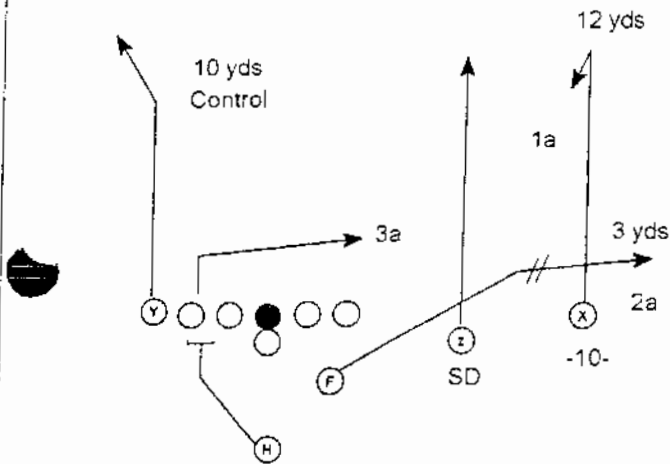
Progression:
 Curl - Swing - Burst - 5 Step Hitch
 Pole - Burst - 5 Step Anchor

P) RT Strong River Hank H Burst



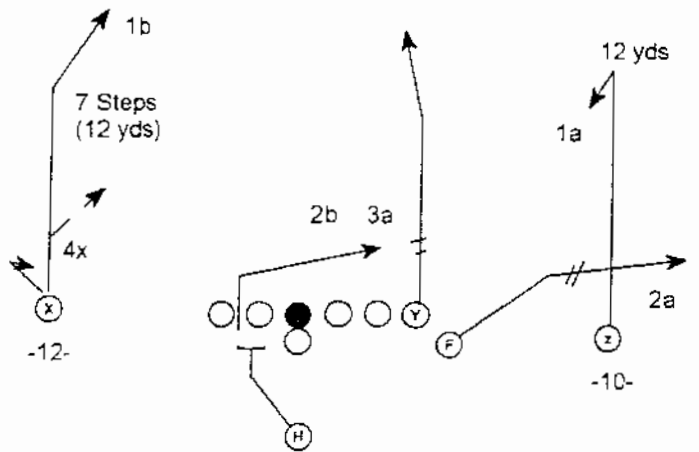
Progression:
 Curl - Flat - Burst - 5 Step Hitch
 Pole - Burst - 5 Step Anchor

P) Liz Wk River X Hank H Burst



Progression:
 Curl - Flat - Burst - 5 Step Hitch

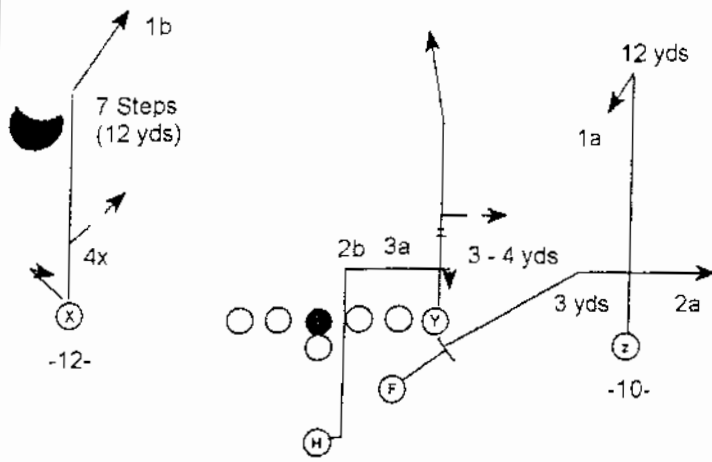
P) RT Sting River Hank H Burst



Progression:
 Curl - Flat - Burst - 5 Step Hitch
 Pole - Burst - 5 Step Anchor

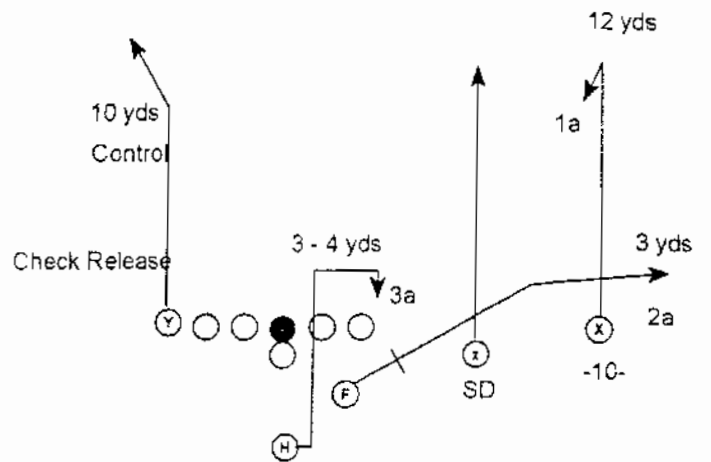
Play Action Hank

P) RT Strong Purple Rita Hank



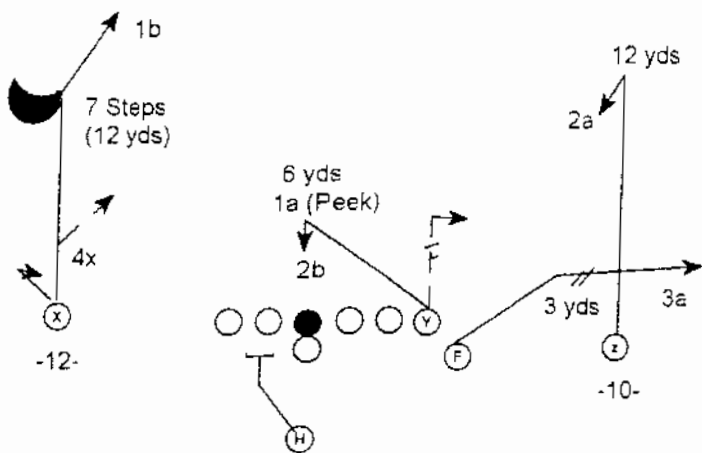
Progression:
 Curl - Flat - Check Down - Ball Fake 5 Step Hitch
 Pole - Check Down - Ball Fake 5 Step Anchor

P) Liz Wk Purple Rita X Hank



Progression:
 Curl - Flat - Check Down - Ball Fake 5 Step Hitch

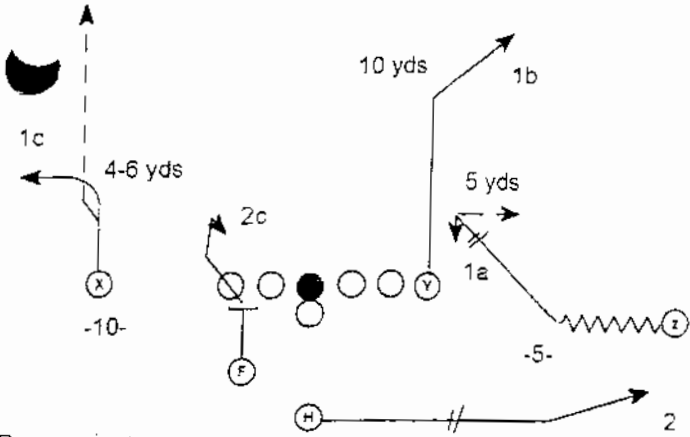
P) RT Sting River Lock Henry



Progression:
Peek Middle Hook - Curl - Flat - 5 Step Hitch
Pole - Middle Hook - 5 Step Anchor

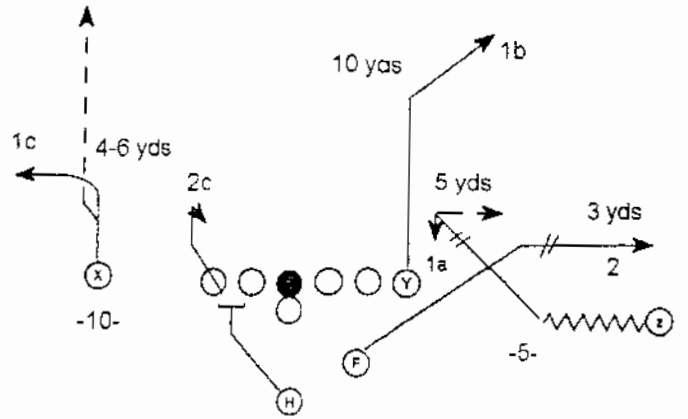
Mesh

P) RT Wk Z In River Switch Mesh



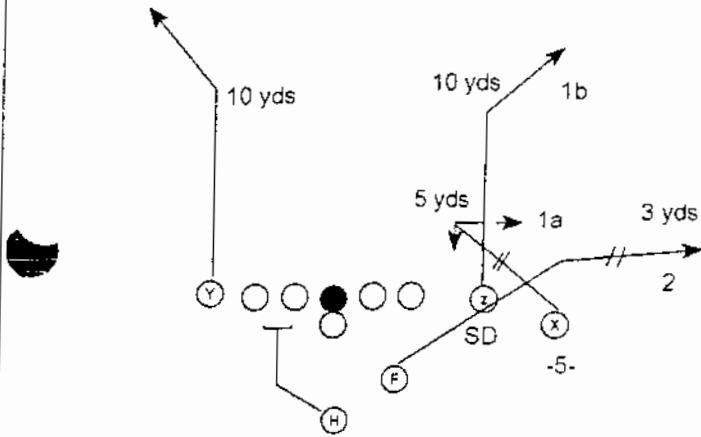
Progression:
 Spot - Swing - 5 Step Anchor (Qk Hitch)
 Flag - Swing - 5 Step (Qk Hitch)
 Omaha - Ck Down - 3 Step Change

P) RT Strong Z In River Mesh



Progression:
 Spot - Flat 5 Step Anchor (Qk Hitch)
 Flag - Flat 5 Step (Qk Hitch)
 Omaha - Ck Down 3 Step Change

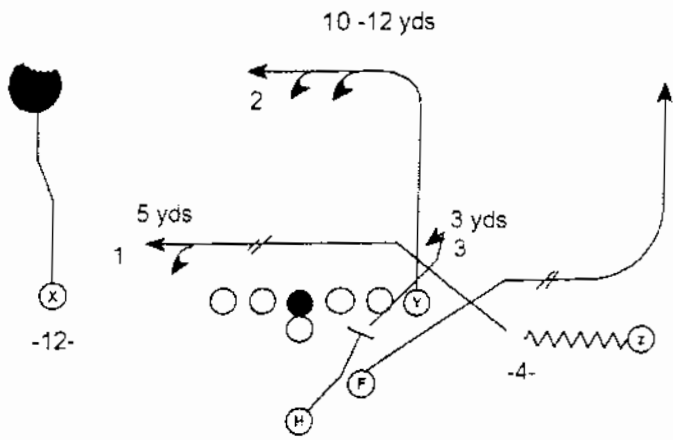
P) Liz Wk River Lock X Mesh



Progression:
 Spot - Flat - 5 Step Anchor (Qk Hitch)
 Flag - Flat - 5 Step Qk Hitch

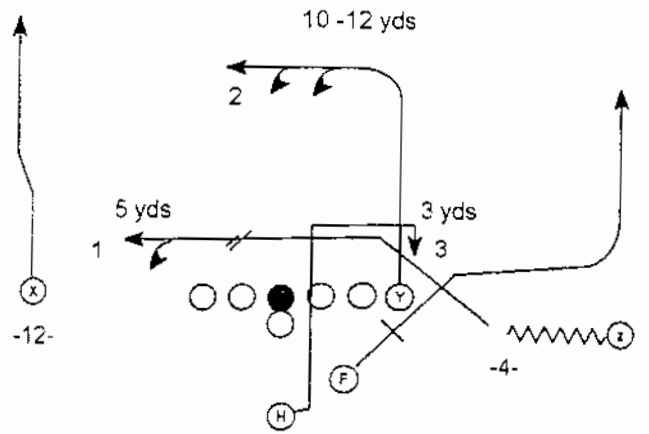
Dig

P) RT Strong Z In Lake Z Dig



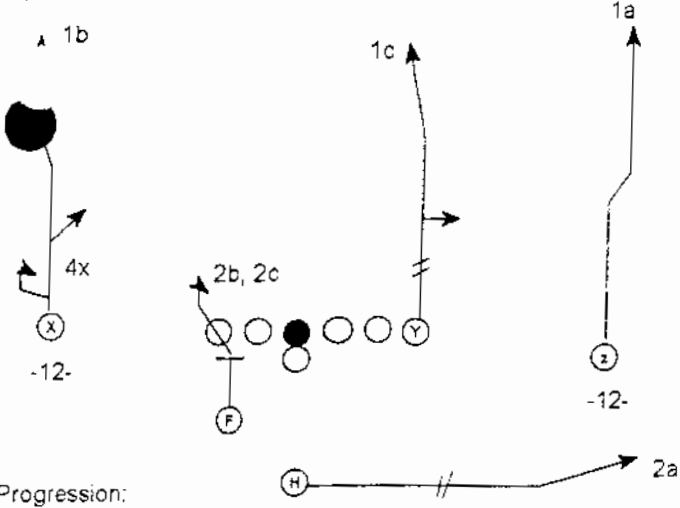
Progression:
Shallow - Basic - Check Down - Quick 7 Hitch

P) RT Strong Z In Purple Rita Z Dig



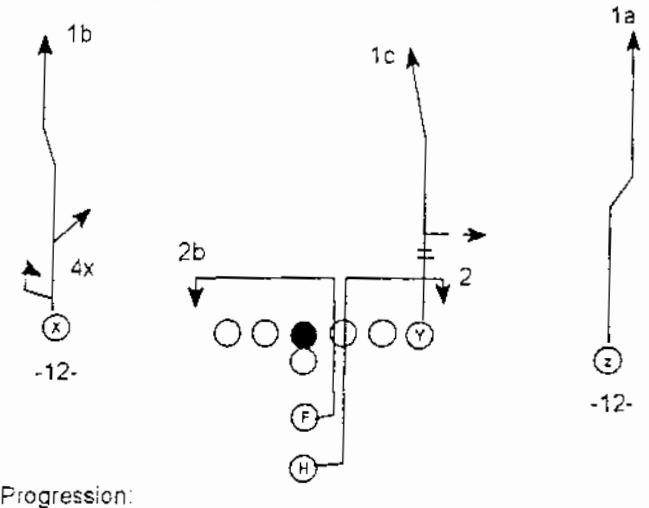
Progression:
Shallow - Basic - Check Down - Quick 7 Hitch

P) RT Wk River Switch 9 H Swing



Progression:
 X - OB - 5 Step Hitch
 Z - Swing - 5 Step Hitch
 Y - Check Down - 5 Step Hitch

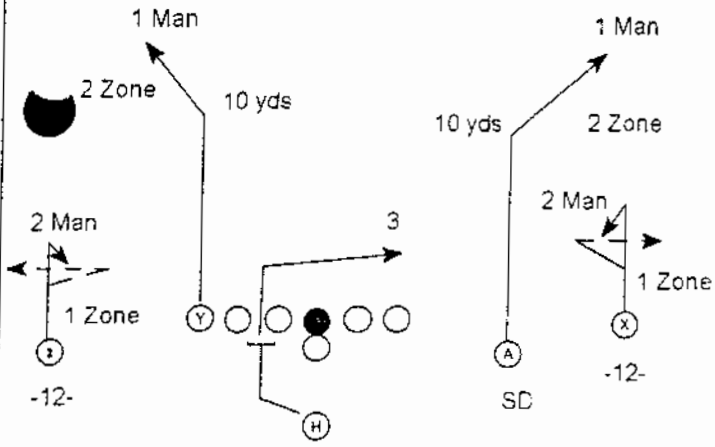
P) RT (Strong) Purple Raider 9



Progression:
 X - Check Down - Ball Fake 5 Step Hitch
 Z - Check Down - Ball Fake 5 Step Hitch
 Y - Check Down - Ball Fake 5 Step Hitch

Badger

A) LT Whip River Badger H Burst



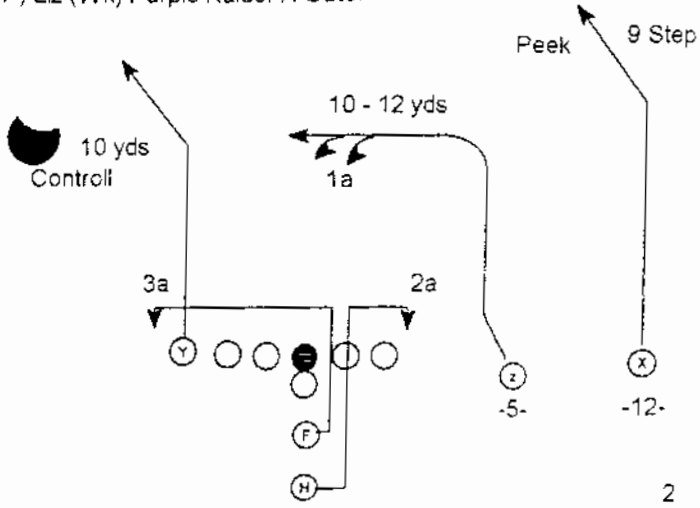
Progression:

Man - Flag - Smash - Burst - 5 Step Hitch

Hitch - Flag - Burst - 5 Step QK Hitch (Anchor)

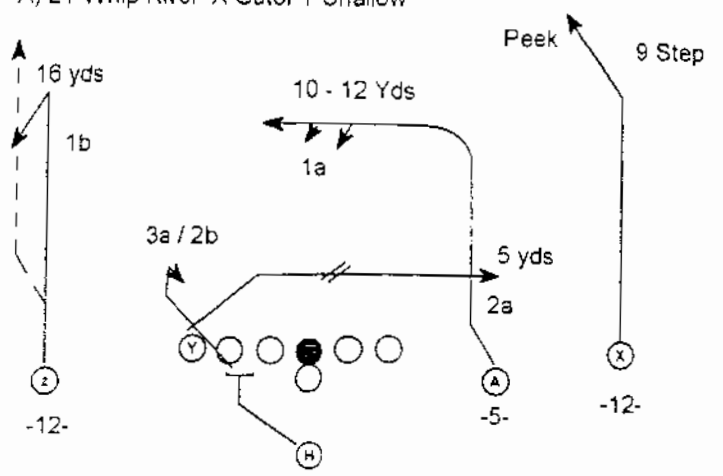
X Gator

P) Liz (Wk) Purple Raider X Gator



Progression:
Peek - Basic Cross - Ck DN - Ck Dn - Ball Hand - Qk 7 Step Hitch

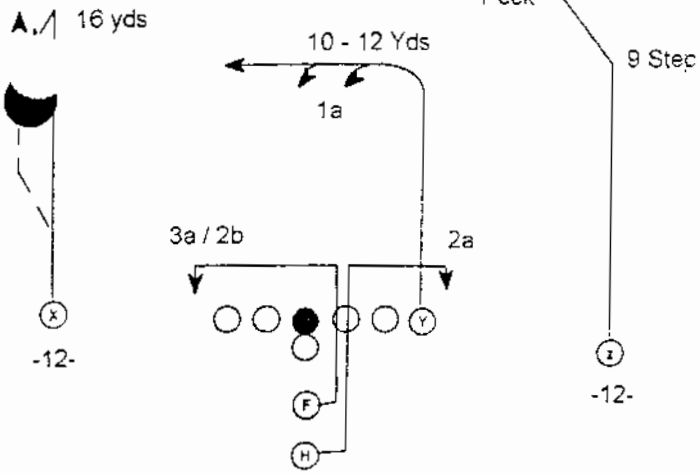
A) LT Whip River X Gator Y Shallow



Progression:
DBL High - Peek - Basic - Shallow - Ck Dn - Qk 7 Step Hitch
Strong Roll - Comeback - Ck Dn - Qk 7 Step Hitch

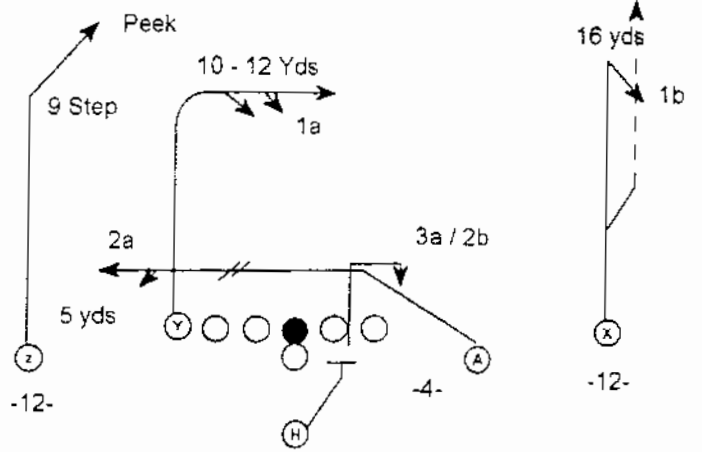
Y Gator

P) RT (Strong) Purple Raider Y Gator



Progression:
 DBL High - Peek - Basic - Ck Dn - Ck Dn - Ball Hand Qk 7 Step Hitch
 Strong Roll - Comeback - Ck Dn - Ball Hand Qk 7 Step Hitch

A) LT Whip Lake Y Gator A Shallow



Progression:
 DBL High - Peek - Basic - Shallow - Ck Dn - Qk 7 Step Hitch
 Wk Roll - Comeback - Ck Dn - Qk 7 Step Hitch

Names of 2 Man Combo Routes

Gator- Post/ In

Faalon- Curl/ Flat

Badger- Smash/ Corner

Slant- Slants

Okie- Out/ Getaway

Omaha- Quick Outs/ Hitch

Indian- In/ Clear

Hank- Corner/ Flat

Hitch- Hitch

Eagle- Post/ Wheel

Hawk- Shake/ Flat

The University of Michigan Offense
Spring Practice #2 - Installation

I. Cadence

- Same as Day #1

II. Personnel

- Pro
- Quads
- Ace

III. Formations

- Q) Denver

IV. Motions

- Return Motion

V. Run Game

- **Branch/ Claw**
 - P) Comet RT Weak Claw Bounce
 - P) Liz Weak Z In Branch Bounce
- **Burger/ Chili**
 - P) Liz Sting X In Chili/ Key RT
 - P) RT Sting Burger/ Key LT
- **Raider/ LA**
 - P) RT Far LA
 - P) RT Weak Z In LA
- **Hammer/ Nail**
 - P) RT Far Hammer
 - P) Comet RT Weak Nail
 - P) RT Strong Z In Hammer
 - P) Liz Weak Z In Hammer
 - P) Orbit RT Sting Hammer

- A) LT Whip River Badger Open H Burst
- 8
 - A) LT Whip River 8 H Burst
- 5
 - A) LT Whip Lake Lock 5
 - A) RT Slot Lake 5 A Shallow
 - A) LT Whip Lake Lock 5 A-Pitch

IX. Play Action

- P) Z To RT Stack Purple Hammer Pass
- P) RT Strong Z In Purple Hammer Mesh
- P) Liz Wk (X In) Purple Hammer Mesh
- P) RT Strong Purple Rita 9
- P) RT Strong Z In Purple Rita Z Over
- P) RT Wk Z In Purple Linda Stay Z Over
- P) LT Wk Action Burger 5

X. Screens

Adjuster Motions

<u>Name</u>	<u>Definition</u>	<u>Example</u>
Comet	The adjuster will motion <u>Across</u> the formation to get to the formation called in the huddle.	Comet Right Sting
Jet	The adjuster will align outside and motion <u>In</u> , to get to the formation called in the huddle.	Jet Right Sting
Orbit	The Adjuster will align in the formation called in the huddle and <u>Return</u> motion.	Orbit Right Sting

"o" Motions

Designated Player will motion to the formation called. Example: Z to Right Sting.

"In" Motions

Designated Player will motion IN from his alignment to get to the assigned split for the play. Example: RT Strong Z In River Mesh.

"Return" Motion

Designated Player will start in the formation called in the huddle, motion across the formation and RETURN to his original spot. Example: RT Slot Z Return Blade Hitch.

GAP OFF-TKL POWER TO TE

GAME: HAMMER/NAIL(TE)

Defense: 81

1 Play: HAMMER

Defense: 41 (Stack)

2 Play: _____

Defense: (Over) 21

3 Play: _____

Defense: 38

4 Play: HAMMER

Defense: 70

5 Play: _____

Defense: 41

"BASE" = W/OT UNCOV - TE
BLOCK END FB BLOCK LB
BSG = Pull M

6 Play: HAMMER BASE

Defense: 81

7 Play: NAIL

Defense: 41 (Stack)

8 Play: _____

Defense: (Over) 21

9 Play: _____

Defense: 38

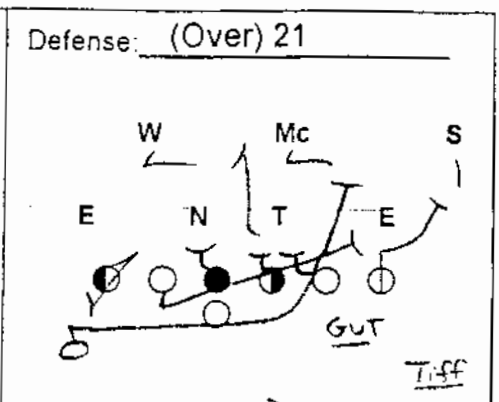
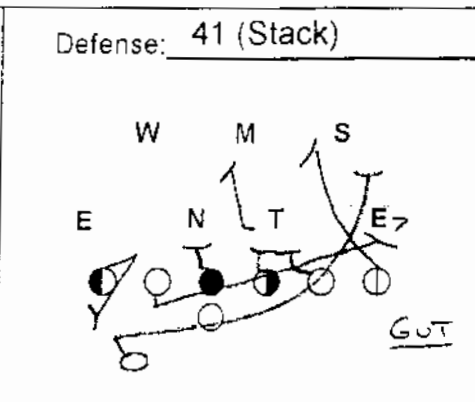
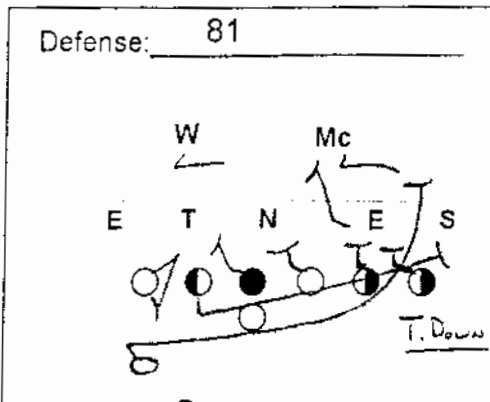
10 Play: NAIL

Defense: 70

11 Play: _____

Defense: _____

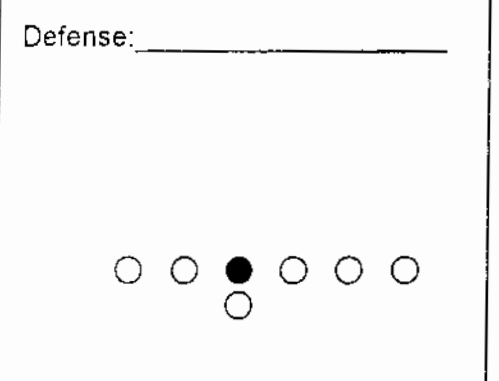
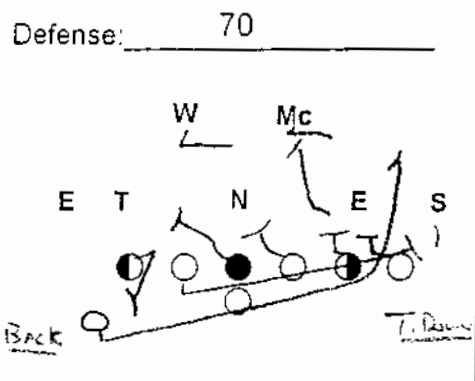
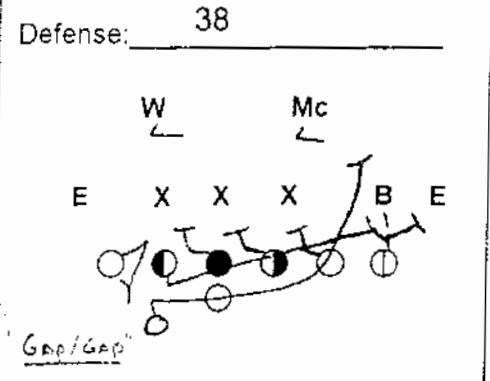
12 Play: _____



1 Play: DRIVE

2 Play: _____

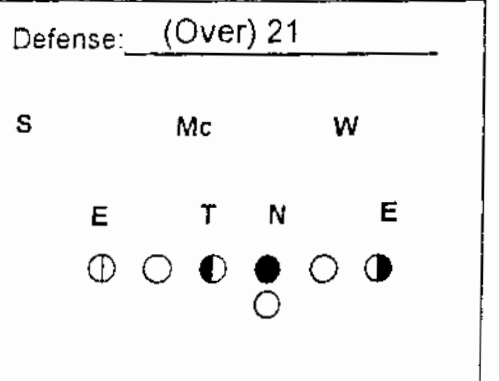
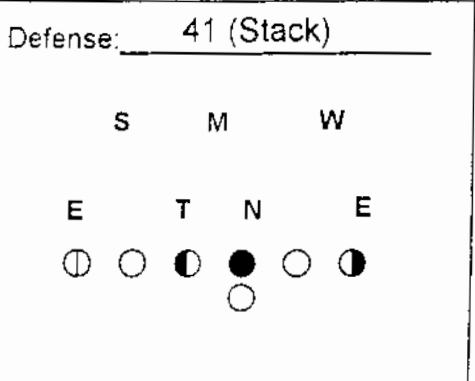
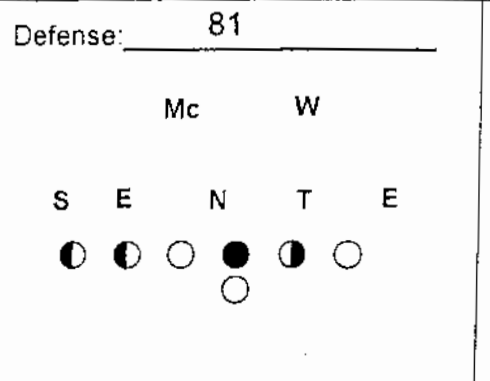
3 Play: _____



4 Play: DRIVE

5 Play: _____

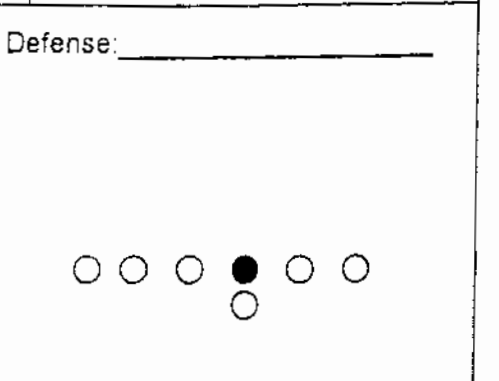
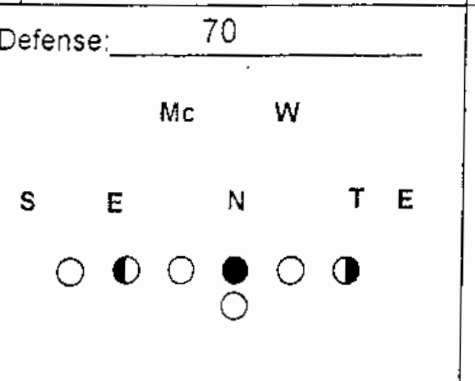
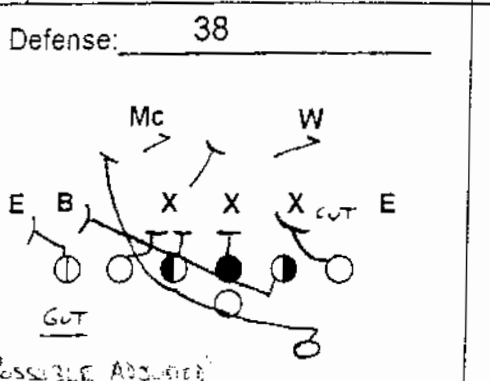
6 Play: _____



7 Play: PLYMOUTH

8 Play: _____

9 Play: _____



10 Play: PLYMOUTH

11 Play: _____

12 Play: _____

PLAY ACTION PROTECTION OFF BURGER/CHILI, OR CHILI 2 YD OVER INSIDE LEG OF
WILL ALWAYS HAVE TE BK SIDE

GAME: ACTION BURGER/CHILI

<p>Defense: <u>81</u></p> <p>W Mc</p> <p>E T N E S</p> <p>1 Play: <u>ACTION CHILI</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>W M S</p> <p>E T N T E</p> <p>2 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>W Mc S</p> <p>E N T E</p> <p>3 Play: _____</p>
<p>Defense: <u>38</u></p> <p>W Mc</p> <p>E X X X B E</p> <p>4 Play: <u>ACTION CHILI</u></p>	<p>Defense: <u>70</u></p> <p>W Mc</p> <p>E T N E S</p> <p>5 Play: _____</p>	<p>Defense: _____</p> <p>6 Play: _____</p>
<p>Defense: <u>81</u></p> <p>Mc W</p> <p>S E N T E</p> <p>7 Play: <u>ACTION BURGER</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>S M W</p> <p>E T N E</p> <p>8 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>S Mc W</p> <p>E T N E</p> <p>9 Play: _____</p>
<p>Defense: <u>38</u></p> <p>Mc W</p> <p>E B X X X E</p> <p>10 Play: <u>ACTION BURGER</u></p>	<p>Defense: <u>70</u></p> <p>Mc W</p> <p>S E N T E</p> <p>11 Play: _____</p>	<p>Defense: _____</p> <p>12 Play: _____</p>

7 MAN POCKET PROTECTION I
(5-STEP- 7ul LAUNCH) (7-STEP- 4ul LAUNCH)

GAME: BoB

Defense: 81

W Mc

E T N E S

1 Play: BoB

Defense: 41 (Stack)

W M S

E N T E

2 Play: BoB

Defense: (Over) 21

W Mc S

E N T E

3 Play: BoB

Defense: 38

W Mc

E X X X B E

4 Play: BoB

Defense: 70

W Mc

E T N E S

5 Play: BoB

Defense: _____

6 Play: _____

Defense: 81

7 Play: BoB

Defense: 41 (Stack)

8 Play: BoB

Defense: (Over) 21

9 Play: BoB

Defense: 38

10 Play: BoB

Defense: 70

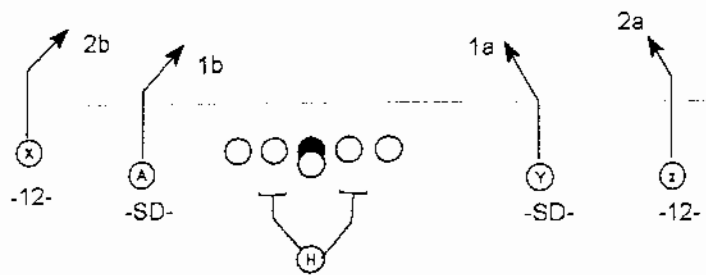
11 Play: BoB

Defense: _____

12 Play: _____

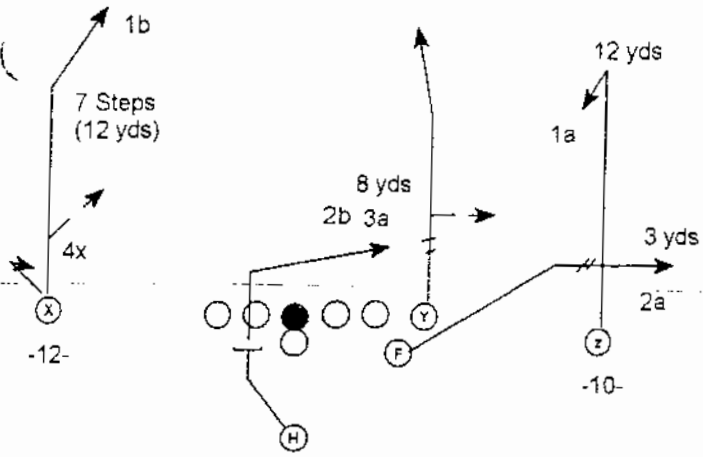
Slants

Q) RT Denver Gilette Slants



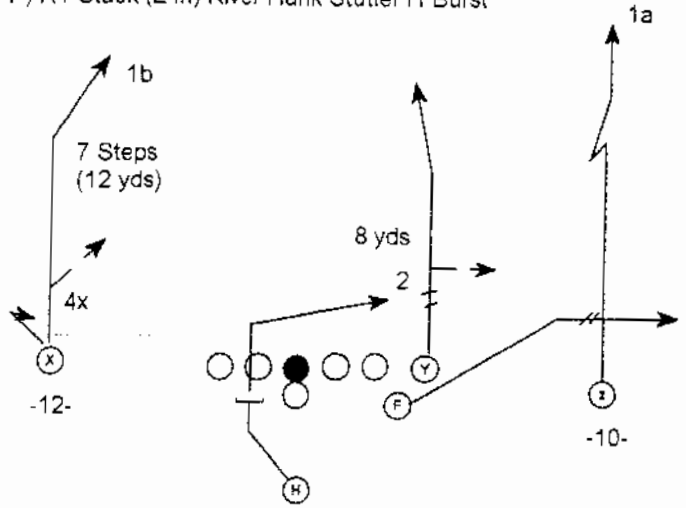
Hank

P) RT Stack (Z In) River Hank H Burst



Progression:
Curl - Flat - Burst 5 Step Hitch
Pole - Burst - 5 Step Anchor

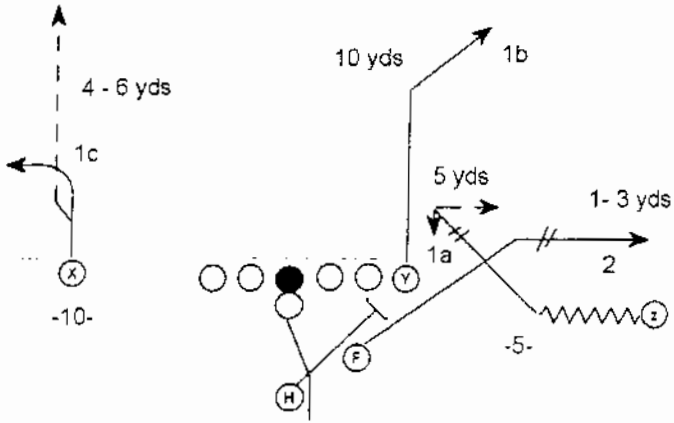
P) RT Stack (Z In) River Hank Stutter H Burst



Progression:
Stutter - Burst - 5 Step Hitch
Pole - Burst - 5 Step Hitch

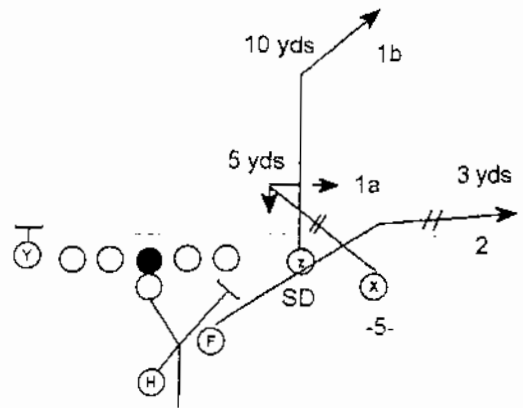
Mesh

P) RT Strong Z In Purple Hammer Mesh



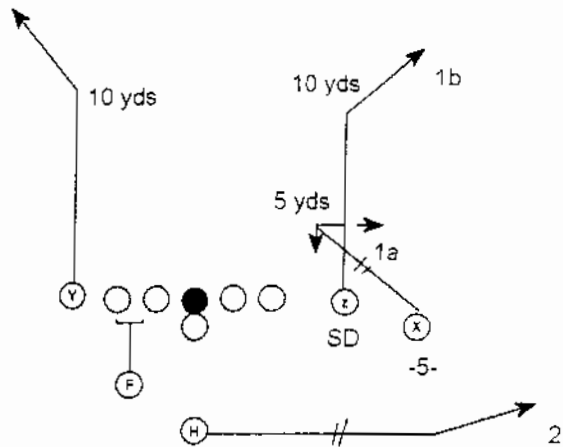
Progression:
 Spot - Flat - Ball Fake 5 Step Anchor (Qk Hitch)
 Flag - Flat - Ball Fake 5 Step Qk Hitch
 Omaha - 3 Step Change (Flash)

P) Liz Wk (X IN) Purple Hammer X Mesh



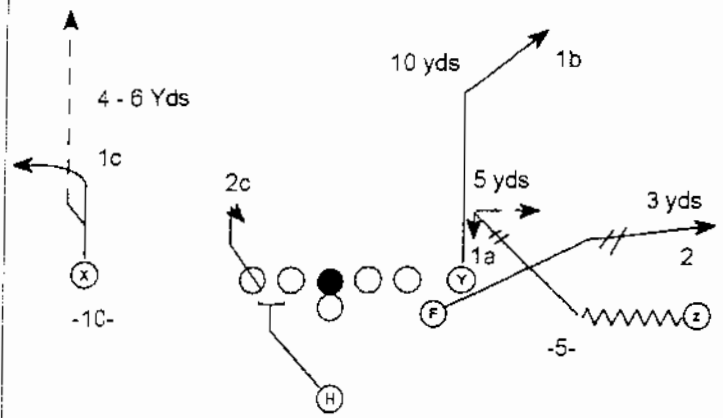
Progression:
 Spot - Flat - Ball Fake 5 Step Anchor (Qk Hitch)
 Flag - Flat - Ball Fake 5 Step Qk Hitch

P) Liz Strong (X In) River Lock Switch X Mesh



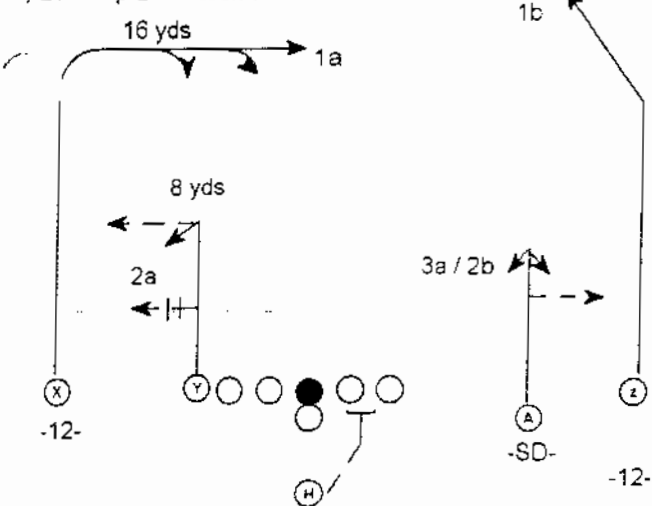
Progression:
 Spot - Swing - 5 Step Hitch
 Flag Swing - 5 Step Hitch

P) RT Stack Z In River Mesh



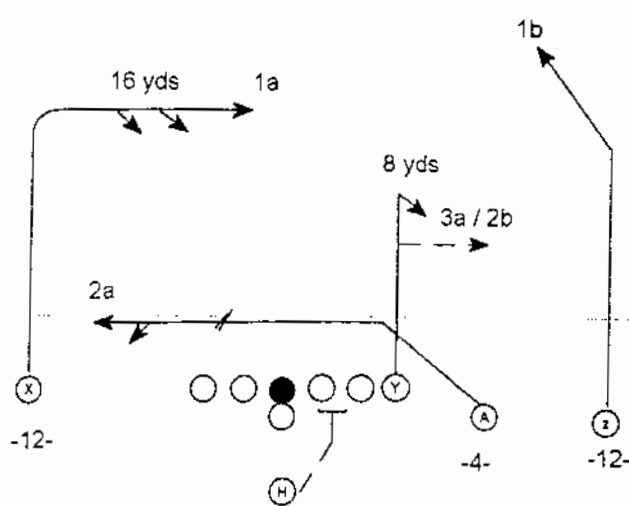
Progression:
 Spot - Flat - Ball Fake 5 Step Anchor (Qk Hitch)
 Flag - Flat - Ball Fake 5 Step Qk Hitch
 Omaha - 3 Step Change (Flash)

A) LT Whip Lake Lock 5



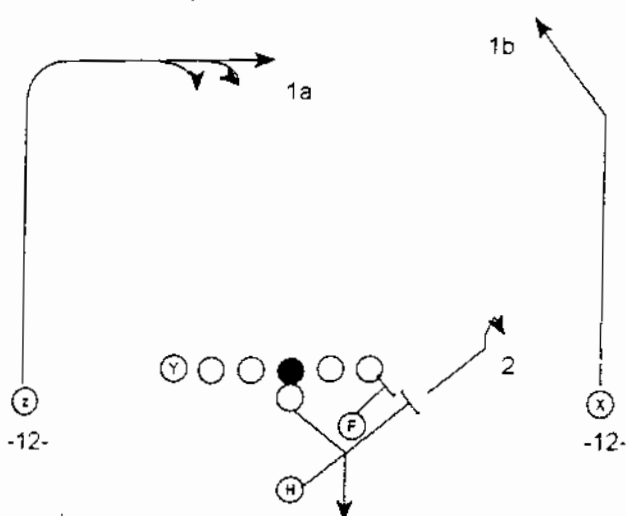
Progression:
 Dig - Getaway - Getaway - 7 Step Hitch
 Post - Getaway - 7 Step Hitch

A) RT Slot Lake Lock 5 A Shallow



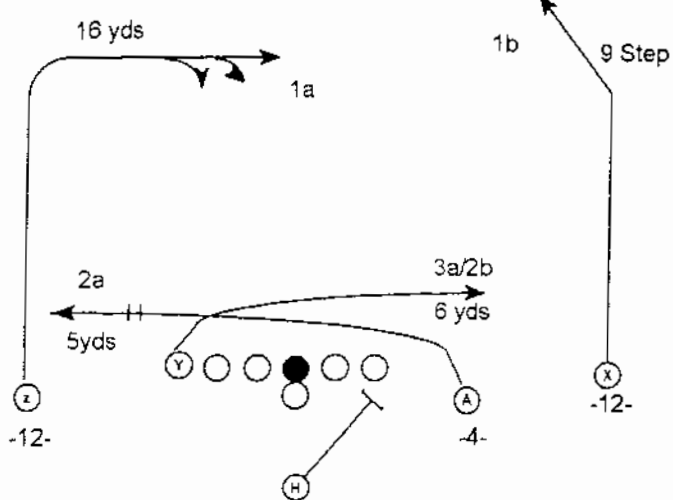
Progression:
 Dig - Shallow - Getaway - 7 Step Hitch
 Post - Getaway - 7 Step Hitch

P) LT Wk Action Burger 5



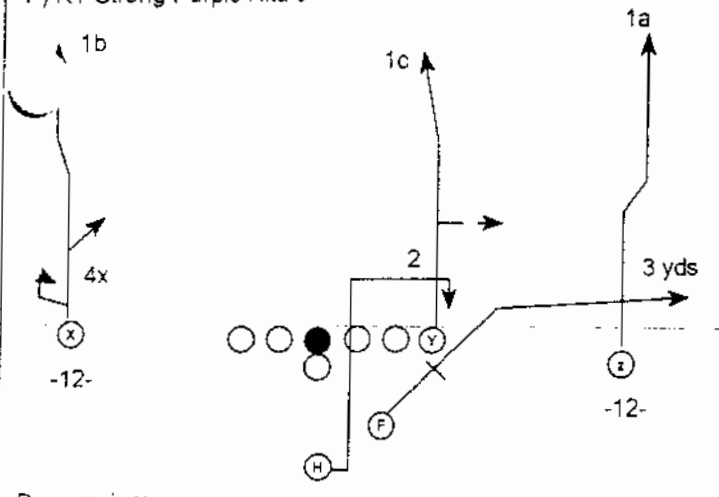
Progression:
 Post - Ck Dn - Ball Hand Fake - 7 Step Hitch
 Dig - Ck Dn - Ball Hand Fake 7 Step Hitch

P) LT Whip Lake Lock 5 A Pitch



Progression:
 Dig - Under - Ghost - 7 Step Hitch
 Post - Ghost - 7 Step Hitch

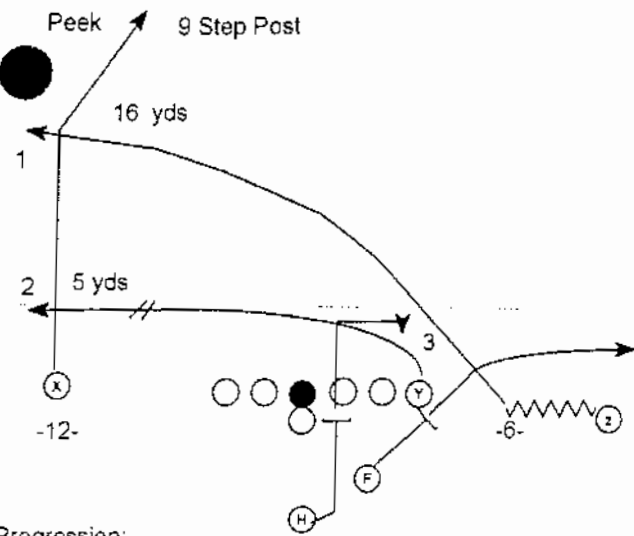
P) RT Strong Purple Rita 9



Progression:
X - Check Down - Ball Fake 5 Step Hitch
Z - Check Down - Ball Fake 5 Step Hitch
Y - Check Down - Ball Fake 5 Step Hitch

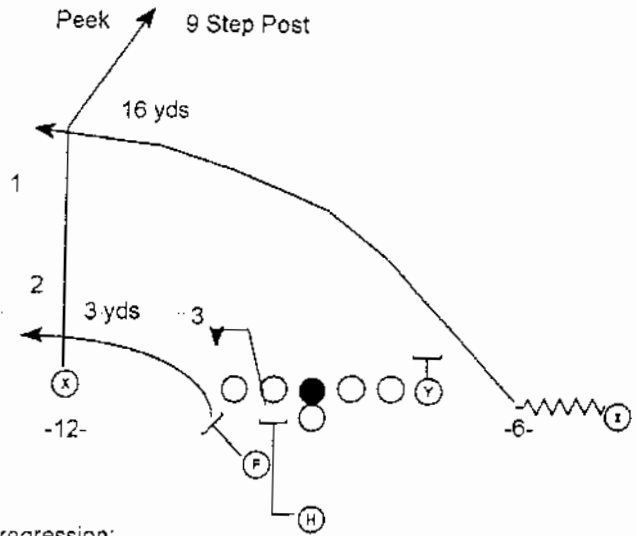
Over

P) RT Strong Z In Purple Rita Z Over



Progression:
Over - Under - Ck Dwn - Ball Hand 7 Step Hitch

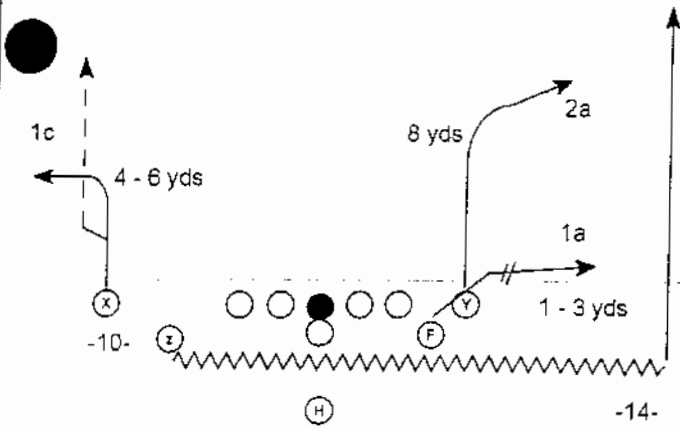
P) RT Wk Z In Purple Linda Stay Z Over



Progression:
Over - Flat - Ck Dwn - Bail Hand Fake 7 Step Hitch

Purple Hammer Pass

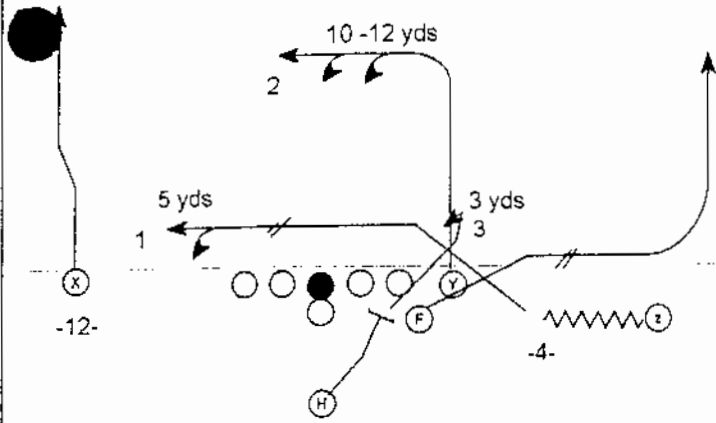
P) Z To RT Stack Purple Hammer Pass



Progression:
Flat - Banana - Ball Fake 5 Step Anchor
Omaha - OB - 3 Step Change

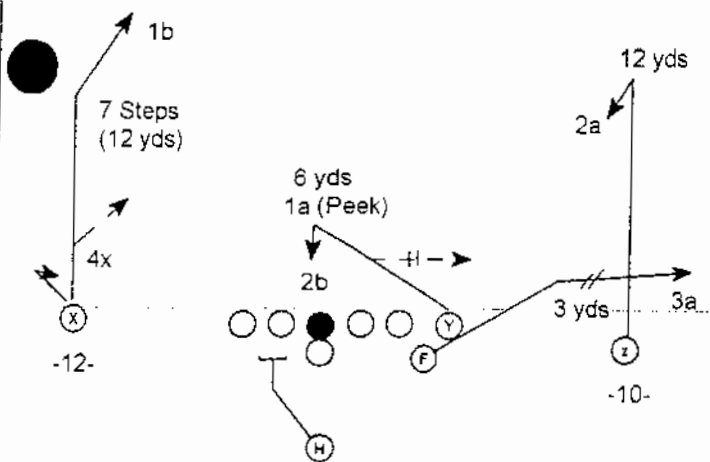


P) RT Stack Z In Lake Z Dig



Progression:
Shallow - Basic - Check Down - Quick 7 Hitch

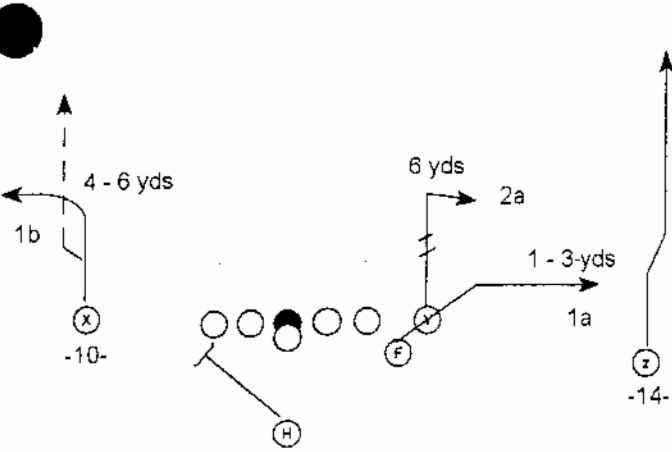
P) RT Stack River Lock Henry



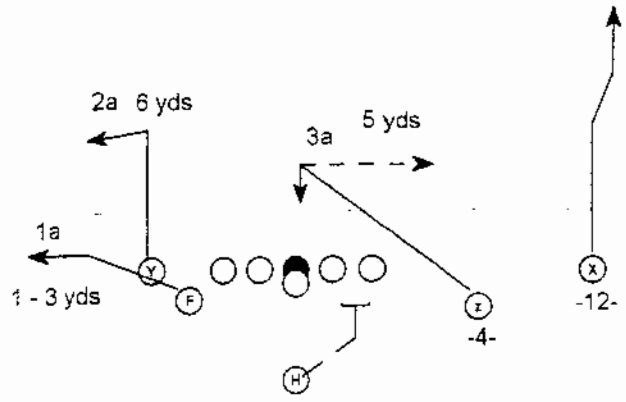
Progression:
Peek Middle Hook - Curl - Flat - 5 Step Hitch
Pole - Middle Hook - 5 Step Anchor

Y Stick

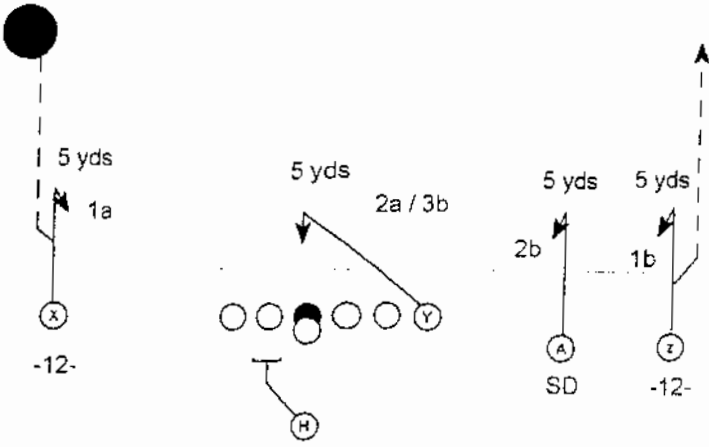
P) (Comet) RT Stack Blade Y Stick



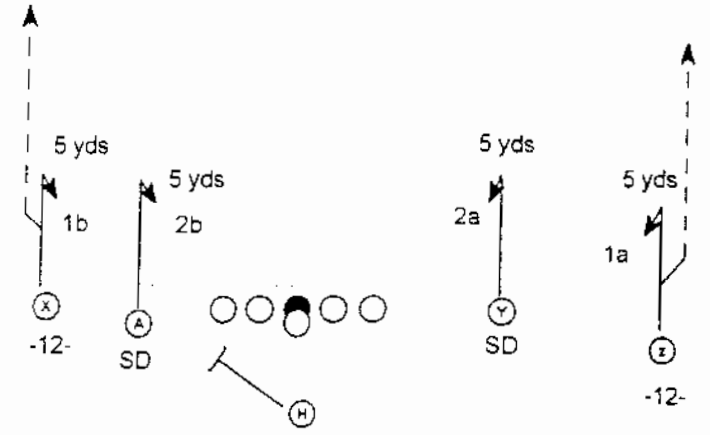
P) (Comet) Liz Stack Razor Y Stick



A) RT Slot (Z Return) Blade Hitch



Q) RT Denver Blade Hitch



PLAY ACTION PASS OFF HAMMER/NAIL BIRDIE ACTION

Q13 LAUNCH OVER INSIDE LEFT OF OT A 7yd

GAME: PURPLE HAMMER/NAI

<p>Defense: <u>81</u></p> <p>W Mc</p> <p>E T N E S</p> <p>SLUG</p> <p>1 Play: <u>PURPLE HAMMER</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>W M S</p> <p>E N T E</p> <p>SLUG</p> <p>2 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>W Mc S</p> <p>E N T E</p> <p>SLUG</p> <p>3 Play: _____</p>
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<p>Defense: <u>38</u></p> <p>W Mc</p> <p>E X X X B E</p> <p>SLUG</p> <p>4 Play: <u>PURPLE HAMMER</u></p>	<p>Defense: <u>70</u></p> <p>W Mc</p> <p>E T N E S</p> <p>SLUG (FAN)</p> <p>5 Play: _____</p>	<p>Defense: _____</p> <p>○ ○ ● ○ ○ ○</p> <p>6 Play: _____</p>
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<p>Defense: <u>81</u></p> <p>Mc W</p> <p>S E N T E</p> <p>7 Play: <u>PURPLE NAIL</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>S M W</p> <p>E T N E</p> <p>8 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>S Mc W</p> <p>E T N E</p> <p>9 Play: _____</p>
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<p>Defense: <u>38</u></p> <p>Mc W</p> <p>E B X X X E</p> <p>10 Play: <u>PURPLE NAIL</u></p>	<p>Defense: <u>70</u></p> <p>Mc W</p> <p>S E N T E</p> <p>11 Play: _____</p>	<p>Defense: _____</p> <p>○ ○ ○ ● ○ ○</p> <p>12 Play: _____</p>
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<p>Defense: <u>81</u></p> <p>W Mc</p> <p>E T N E S</p> <p>1 Play: <u>PLYMOUTH</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>W M S</p> <p>E N T E</p> <p>2 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>W Mc S</p> <p>E N T E</p> <p>3 Play: _____</p>
<p>Defense: <u>38</u></p> <p>W → Mc →</p> <p>E X X X B E</p> <p>(POSSIBLY ADJUSTED)</p> <p>4 Play: <u>PLYMOUTH</u></p>	<p>Defense: <u>70</u></p> <p>W Mc</p> <p>E T N E S</p> <p>5 Play: _____</p>	<p>Defense: <u>41</u></p> <p>-S- -M- -W-</p> <p>E T N E</p> <p>6 Play: <u>PLYM W/ INFLU</u></p>
<p>Defense: <u>81</u></p> <p>Mc ← W ←</p> <p>S E N T E</p> <p>7 Play: <u>DRIVE</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>S ← M ← W ←</p> <p>E T N E</p> <p>8 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>S Mc W</p> <p>E T N E</p> <p>9 Play: _____</p>
<p>Defense: <u>38</u></p> <p>Mc ← W ←</p> <p>E B X X X E</p> <p>10 Play: <u>DRIVE</u></p>	<p>Defense: <u>70</u></p> <p>Mc ← W ←</p> <p>S E N T E</p> <p>ADJUSTED SWEEP</p> <p>(VOUT)</p> <p>11 Play: _____</p>	<p>Defense: <u>81</u></p> <p>-W- -Mc-</p> <p>E T N T E S</p> <p>12 Play: <u>DRIVE W/ INFLU</u></p>

GAP OFF - TKL Power To SE

GAME: HAMMER/NAIL SE

Defense: 81

1 Play: NAIL

Defense: 41 (Stack)

2 Play: _____

Defense: (Over) 21

3 Play: _____

Defense: 38

4 Play: NAIL

Defense: 70

5 Play: _____ (or VOUT)

Defense: 81

6 Play: NAIL w/ INFLU

Defense: 81

Mc W

S E N T E

7 Play: HAMMER

Defense: 41 (Stack)

S M W

E T N E

8 Play: _____

Defense: (Over) 21

S Mc W

E T N E

9 Play: _____

Defense: 38

10 Play: HAMMER

Defense: 70

Mc W

S E N T E

11 Play: _____

Defense: _____

12 Play: HAMMER w/ INFLU

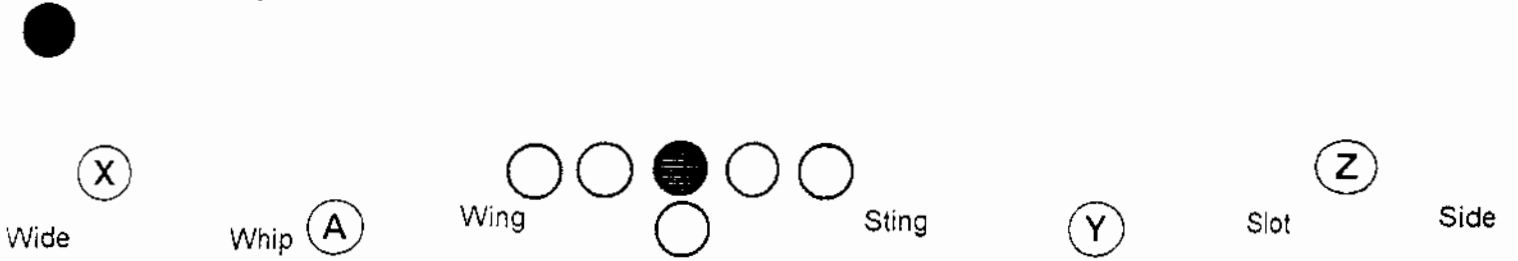
ISO/ZONE LEAD TO SE. BALL WILL BNC INTO ALLEY

GAME: BRANCH/CLAW BNC

<p>Defense: <u>81</u></p> <p>W Mc</p> <p>E T N E S</p> <p>1 Play: <u>CLAW BNC</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>W M S</p> <p>E N T E</p> <p>2 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>W Mc S</p> <p>E N T E</p> <p>3 Play: _____</p>
<p>Defense: <u>38</u></p> <p>W Mc</p> <p>E X X X B E</p> <p>4 Play: <u>CLAW BNC</u></p>	<p>Defense: <u>70</u></p> <p>W Mc</p> <p>E T N E S</p> <p>5 Play: _____</p>	<p>Defense: _____</p> <p>6 Play: _____</p>
<p>Defense: <u>81</u></p> <p>Mc W</p> <p>S E N T E</p> <p>7 Play: <u>BRANCH BNC</u></p>	<p>Defense: <u>41 (Stack)</u></p> <p>S M W</p> <p>E T N E</p> <p>8 Play: _____</p>	<p>Defense: <u>(Over) 21</u></p> <p>S Mc W</p> <p>E T N E</p> <p>9 Play: _____</p>
<p>Defense: <u>38</u></p> <p>Mc W</p> <p>E B X X X E</p> <p>10 Play: <u>BRANCH BNC</u></p>	<p>Defense: <u>70</u></p> <p>Mc W</p> <p>S E N T E</p> <p>11 Play: _____</p>	<p>Defense: _____</p> <p>12 Play: _____</p>

Quads Personnel- Rt

Y and Z go to the strength of the Formation
A is the Adjuster



<p>Lt Denver</p> <p>Diagram for Lt Denver: A large black circle is on the left. A row of seven circles is in the center. From left to right: a circle with 'Z' above it; a circle with 'Y' above it; a circle with 'A' above it; a circle with 'X' above it; and a circle with 'TB' above it.</p>	<p>Lt Denver Trips</p> <p>Diagram for Lt Denver Trips: A row of seven circles is in the center. From left to right: a circle with 'Z' above it; a circle with 'A' above it; a circle with 'Y' above it; a circle with 'X' above it; and a circle with 'TB' above it.</p>
<p>Rt Denver Trips</p> <p>Diagram for Rt Denver Trips: A row of seven circles is in the center. From left to right: a circle with 'X' above it; a circle with 'Y' above it; a circle with 'A' above it; a circle with 'Z' above it; and a circle with 'TB' above it.</p>	<p>Empty box.</p>
<p>Empty box.</p>	<p>Empty box.</p>