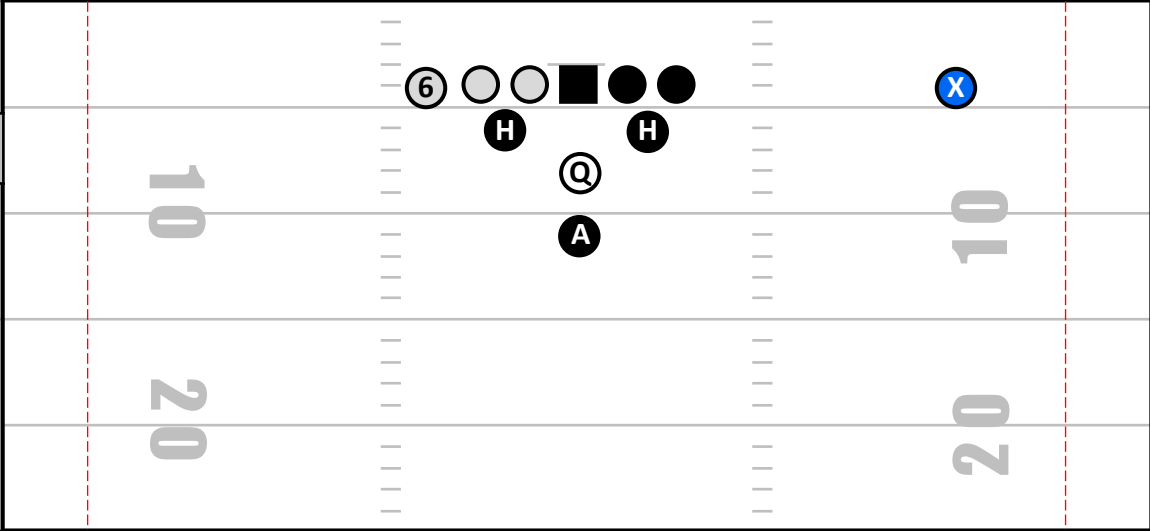
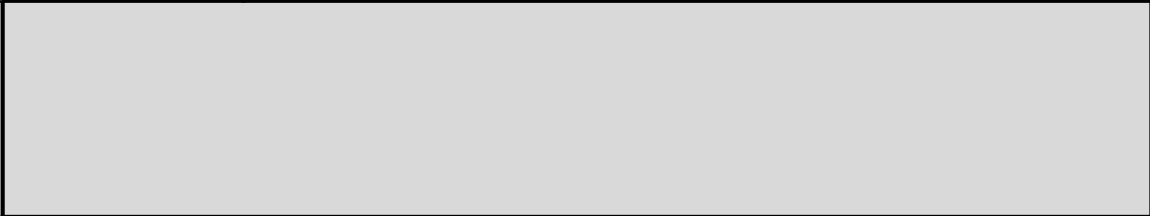


PROTECTION NOTES

PLAY CALL

BEEF



NOTES

FAMILY

CONCEPT

POS

ALIGN

ROUTE

ASSIGNMENT

6

H

WEAK

H

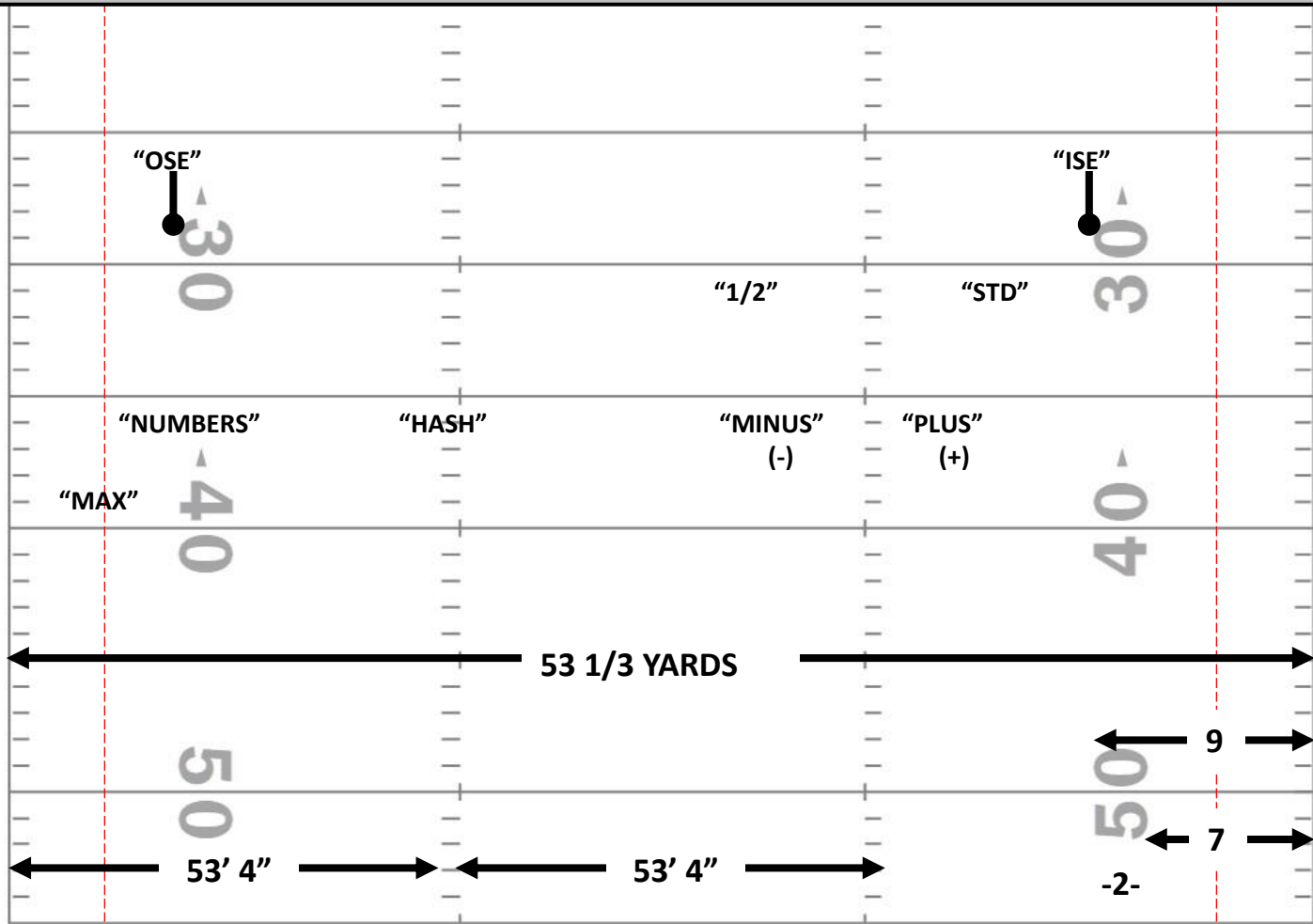
STRNG

X

A

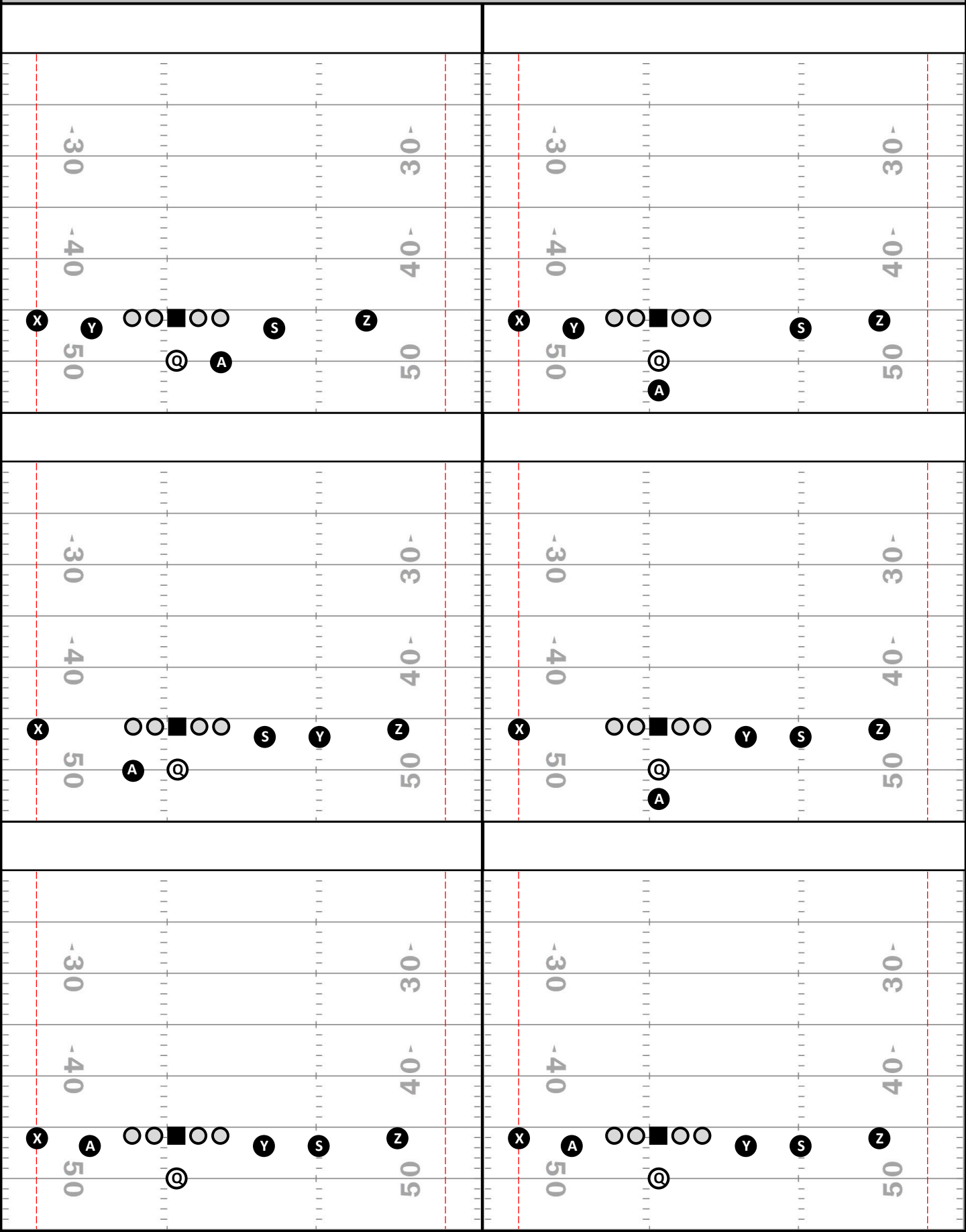
QB

DIMENSIONS & ALIGNMENTS



SPLIT	DESCRIPTION
OSE	Outside Edge of #'s
ISE	Inside Edge of #'s
PLUS	Plus Split means move out toward sideline from Called Landmark Ex) HASH +2 = Align 2YDS Outside of the Hash
MINUS	Minus Split means move in from sideline from Called Landmark Ex) ISE -2 = Align 2YDS Inside of the ISE
MAX	The MAX line is split 5 Yards in from the Sideline Or +2 From the OSE
STD	Split The Difference Half Way between Hash and ISE
1/2	Align Halfway between the EMLOS and the HASH

(NAME)



Field Side

Boundary Side

Slants

Flow

Chop

Blade

Big Box

H-Glance

Stub

Stone

Slants

Ox

Glance

Stick 

Hitch/Seam

Glance/Arrow

Flow

Ox

Glance

Stick

Hitch/Seam

Glance/Arrow

Chop

Ox

Glance

Stick

Hitch/Seam

Glance/Arrow

Backside of Runs

Uno (Slot in 2x2, OWR if Solo)

Bubble (Slot in 2x2, OWR if Solo)

Bubba (Bubble to both sides)

Pop/Bluff

Fab/Flock

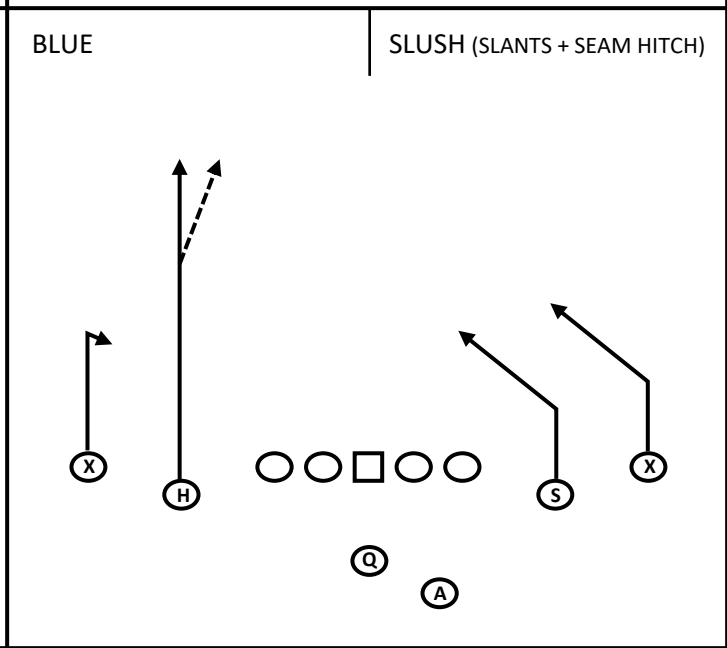
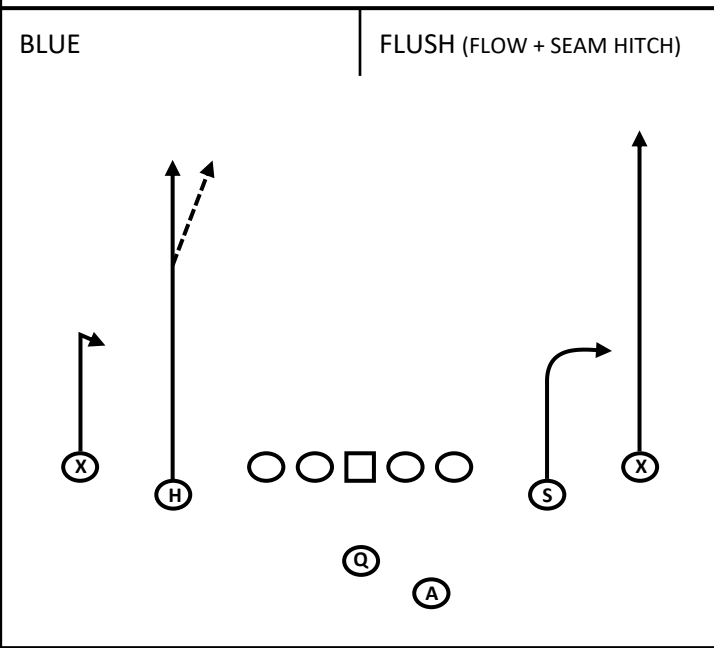
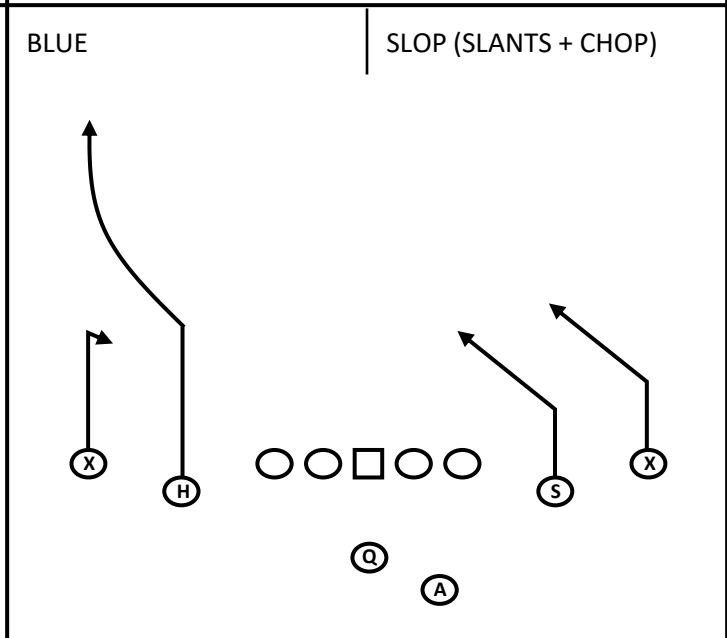
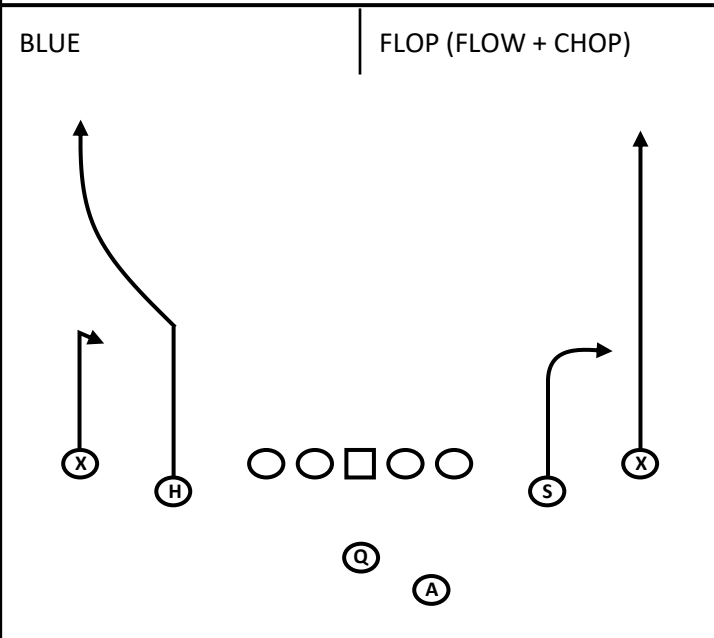
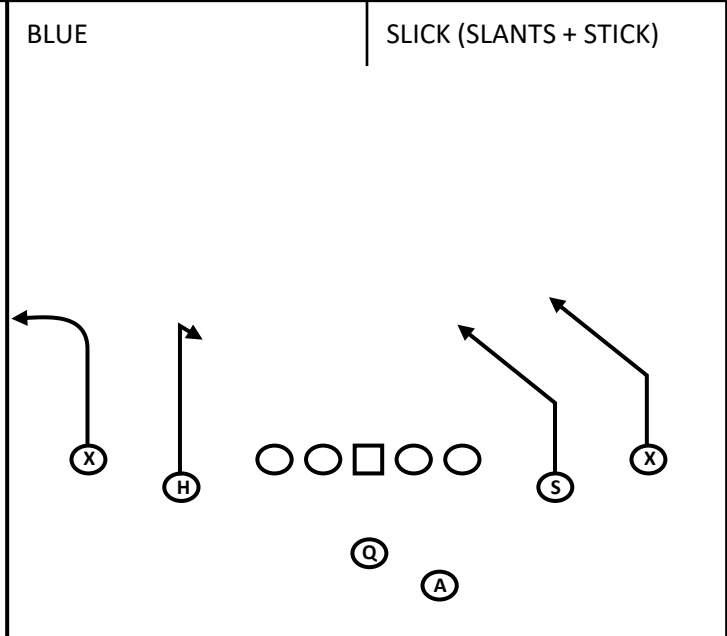
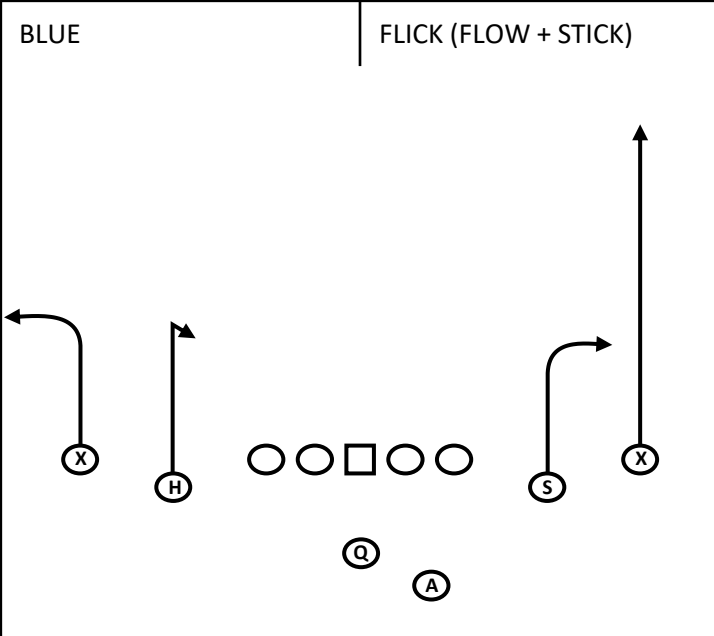
Swing/Swab

H-Glance

Stub

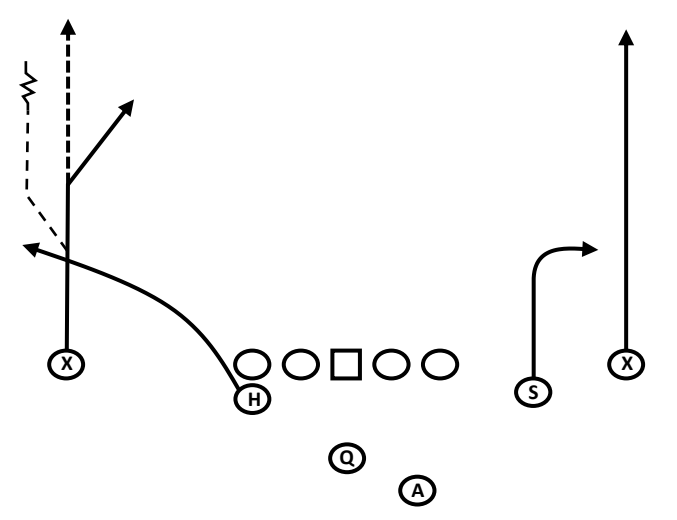
Corner

Pine (Corner/Flat)



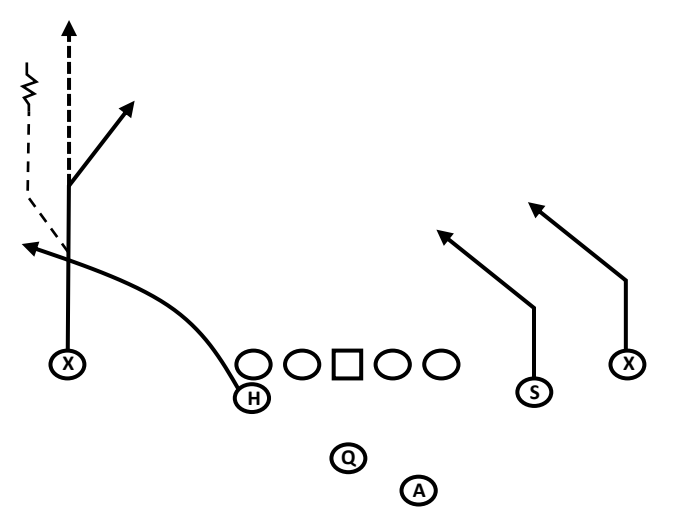
BLUE

FLARE (FLOW + ARROW)



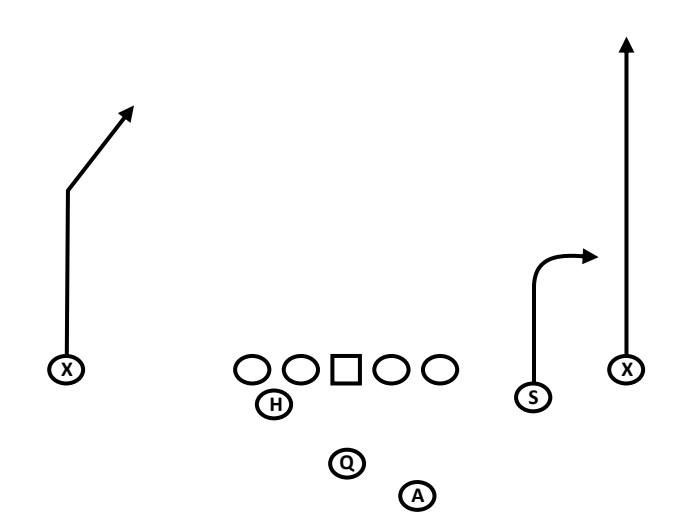
BLUE

SLAYER (SLANTS + ARROW)



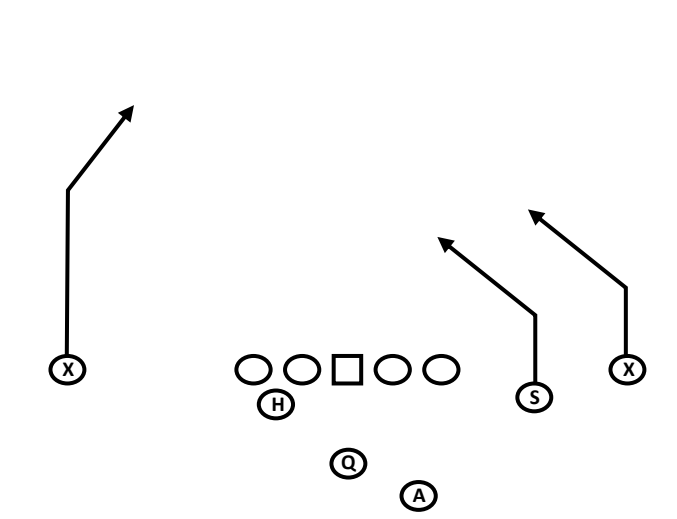
BLUE

FLAG (FLOW + GLANCE)



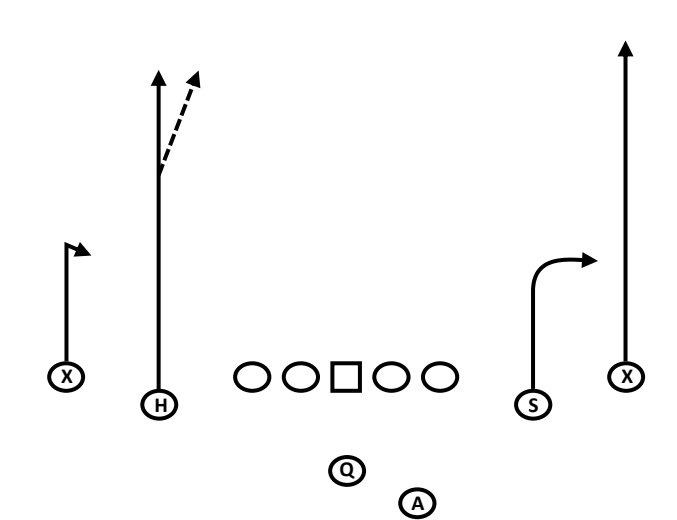
BLUE

SLAG (SLANTS + GLANCE)



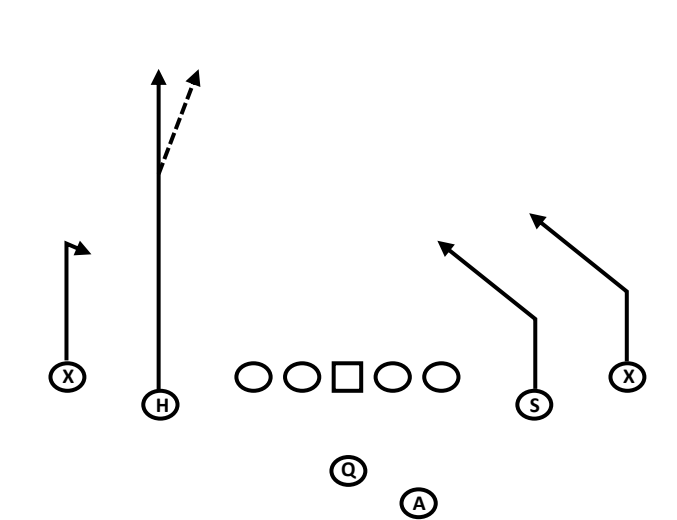
BLUE

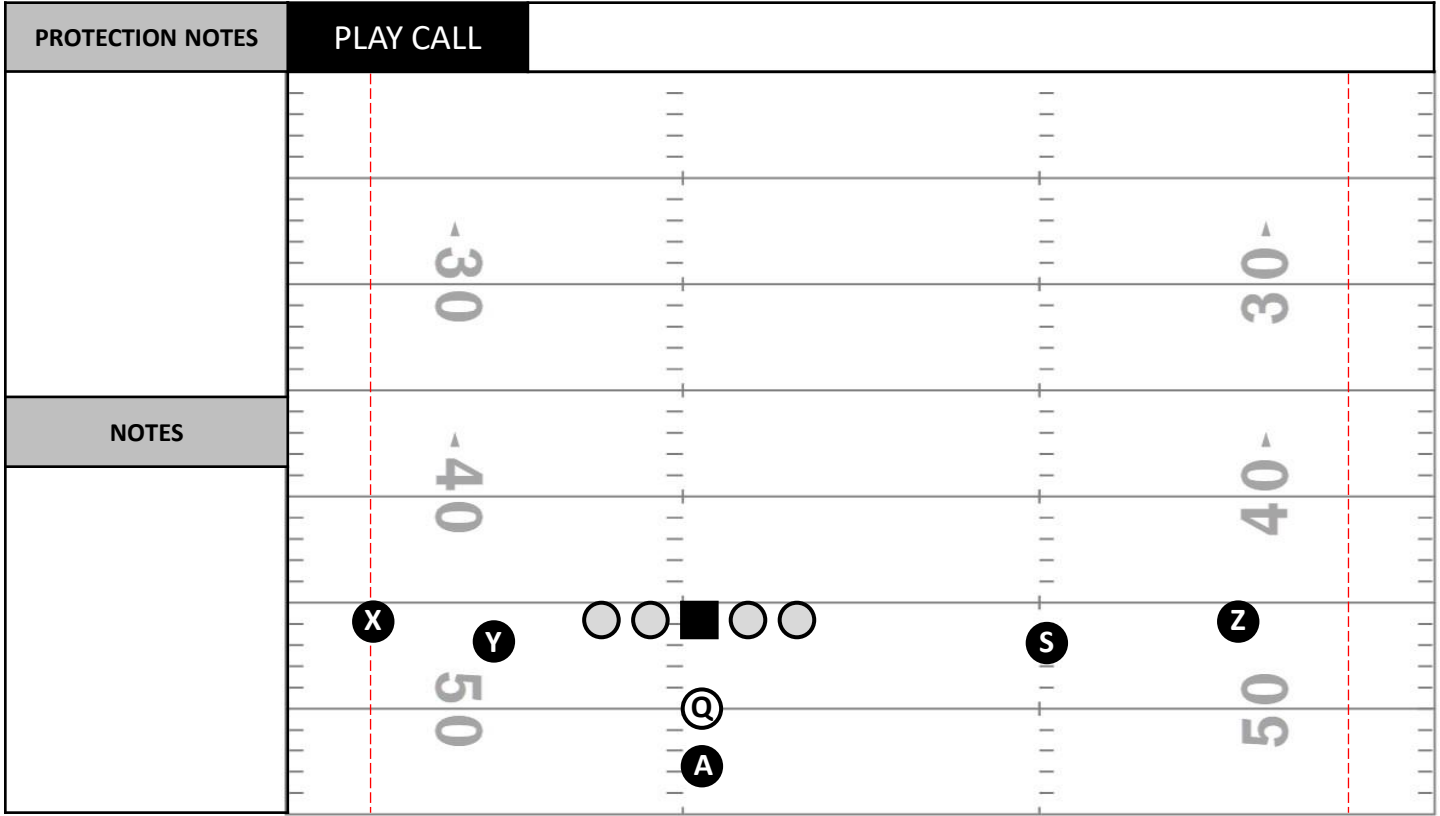
FLUSH (FLOW + SEAM HITCH)



BLUE

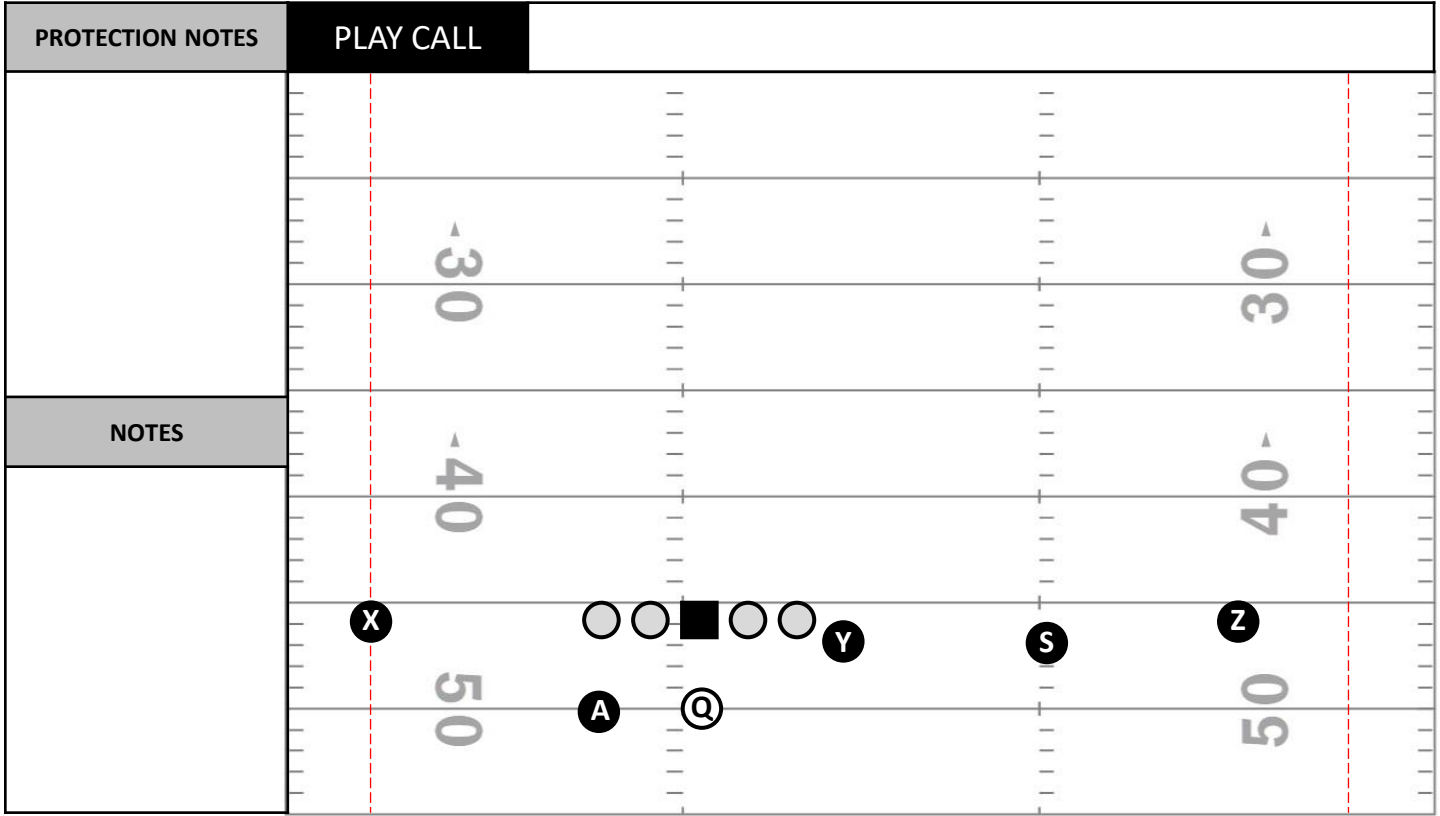
SLUSH (SLANTS + SEAM HITCH)





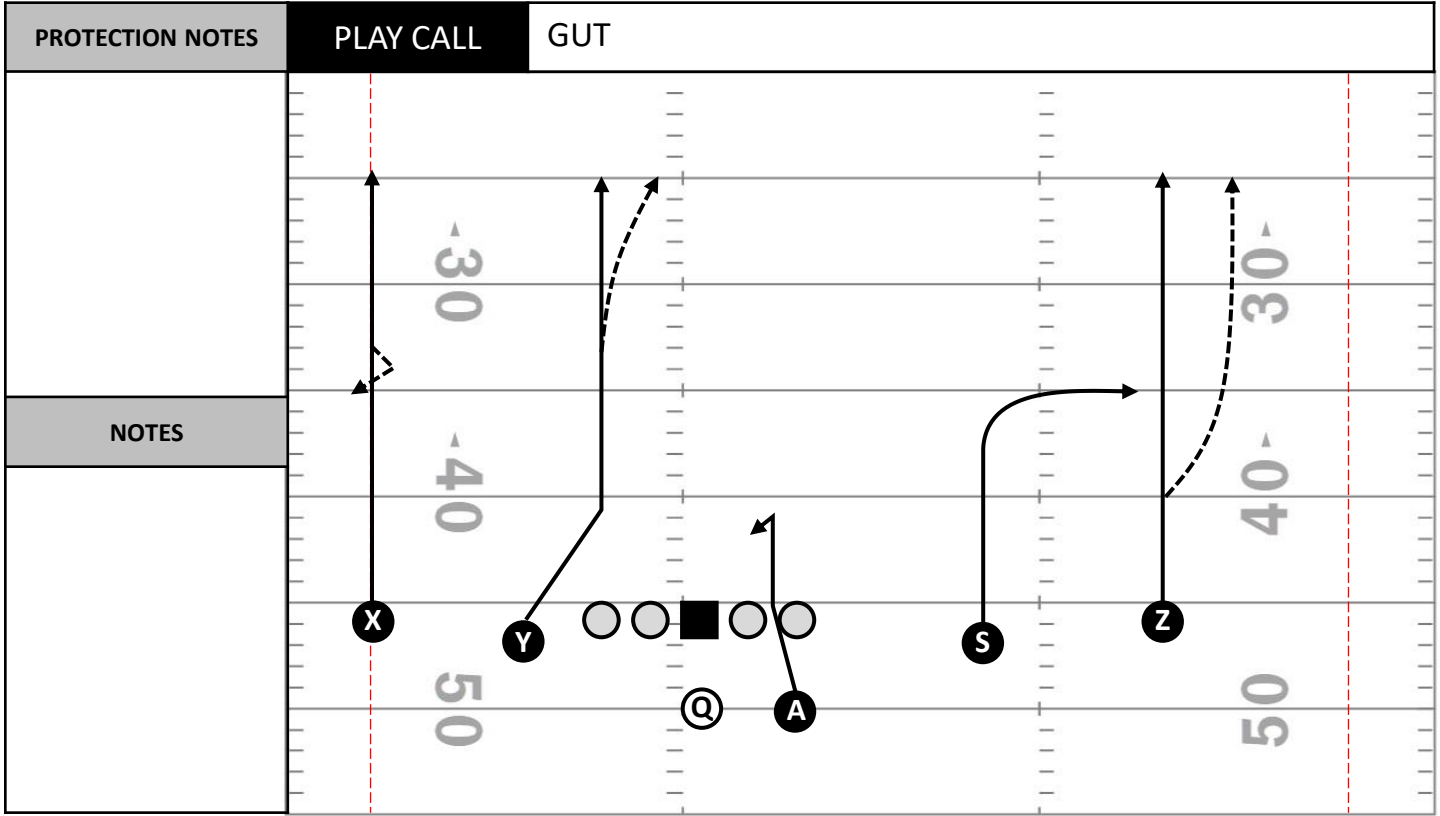
FAMILY			
CONCEPT			

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



FAMILY	
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



FAMILY	COMBO
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			

Over/Under

Funnel

Uncle

Flesh

Mesh

Drone

Flood

Y-Vote

Vixen

Voice

Vox

Vacant

Levels

Scissors

Sabre

Stab

Combos

Five

Dodge

Gut

In-Pocket

Goku

X-Option

Poster

Shake

Dippo

Bubble

Bazooka

Cannon

Bench

Bleacher

Bacon

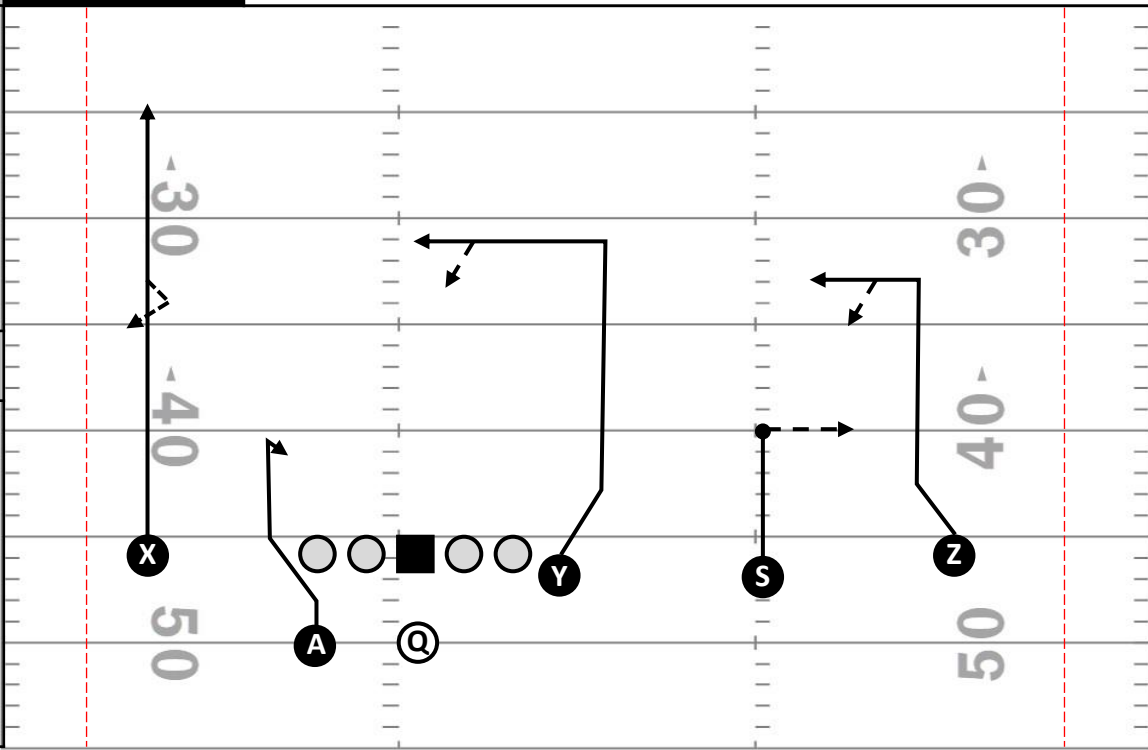
Pine

Drove Sneak/Wide

PROTECTION NOTES

PLAY CALL

NOTES



FAMILY

HOOK/FLAT

CONCEPT

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			

FORMATIONS

D FORMATIONS:

2X2 Sets with an Attached TE

S FORMATIONS:

2X2 Sets with No TE

T FORMATIONS:

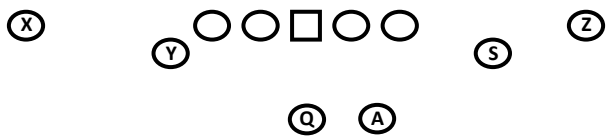
3X1 Sets with and without a TE

EMPTY FORMATIONS:

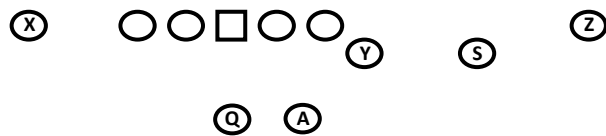
Built off of D/S/T Formations

11P FORMATIONS

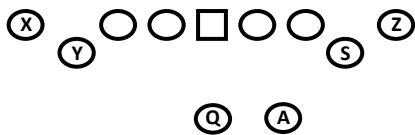
DUO RT



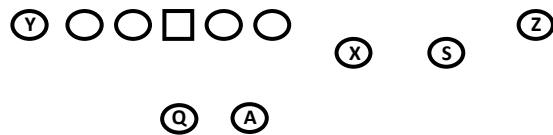
TRIO RT



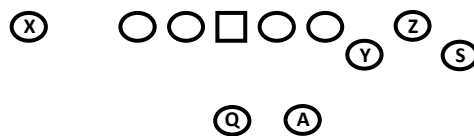
DICE RT



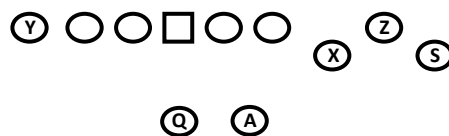
TREY RT



TRIBE RT

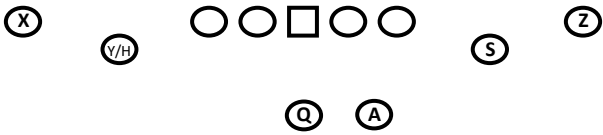


TREBLE RT

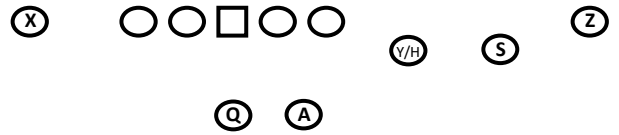


10P FORMATIONS

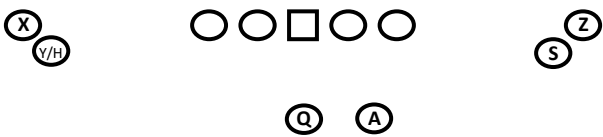
SPREAD RT



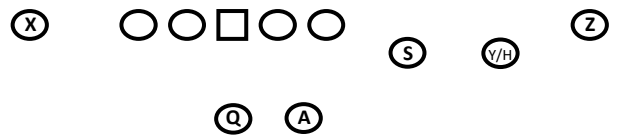
TRIPS RT



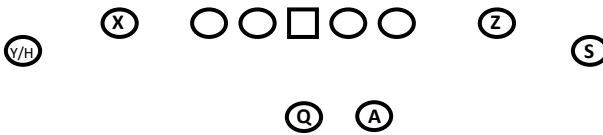
STACK RT



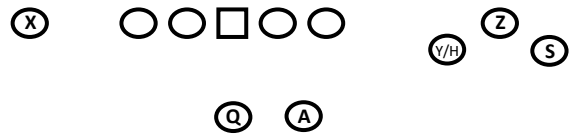
TWIST RT



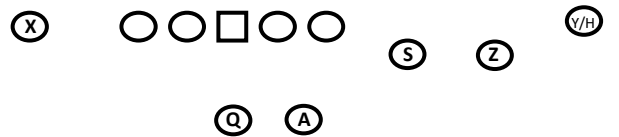
SWITCH RT



TUB RT

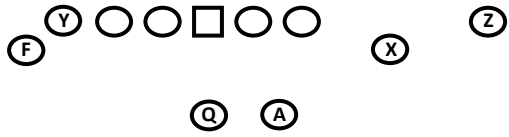


TROOP RT

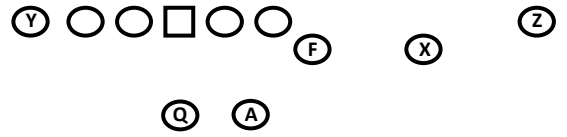


12P FORMATIONS

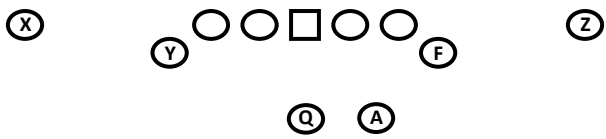
DOLLY RT



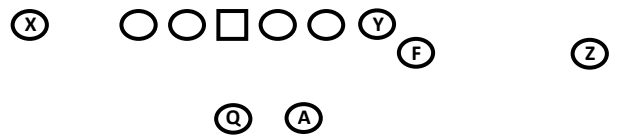
TROLLEY RT



DEUCE RT

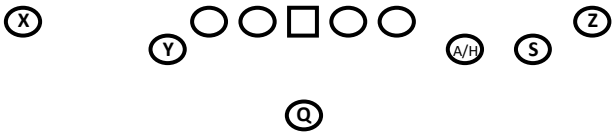


TRAIN RT

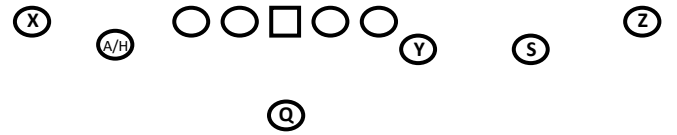


01/11P FORMATIONS

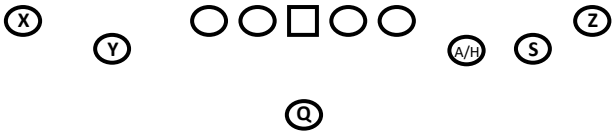
DUET RT



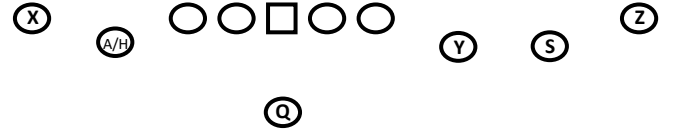
TORO RT



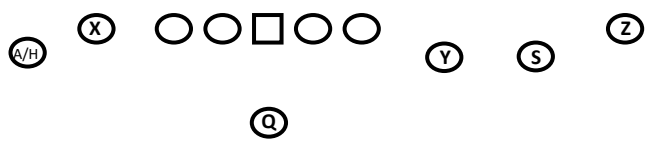
SPRINT RT



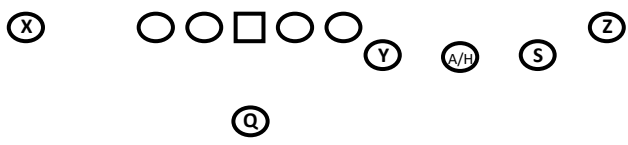
TRAP RT



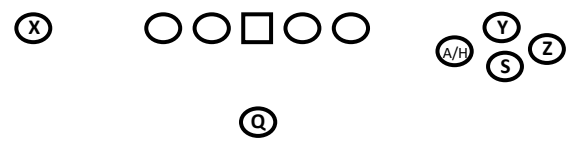
TOKEN RT



QUATTRO RT

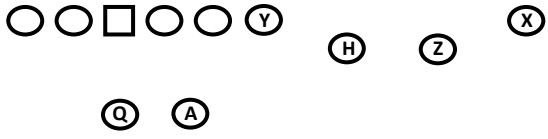


DIAMOND RT

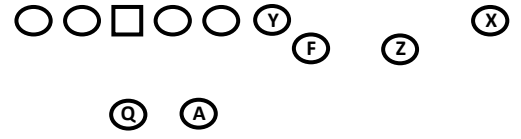


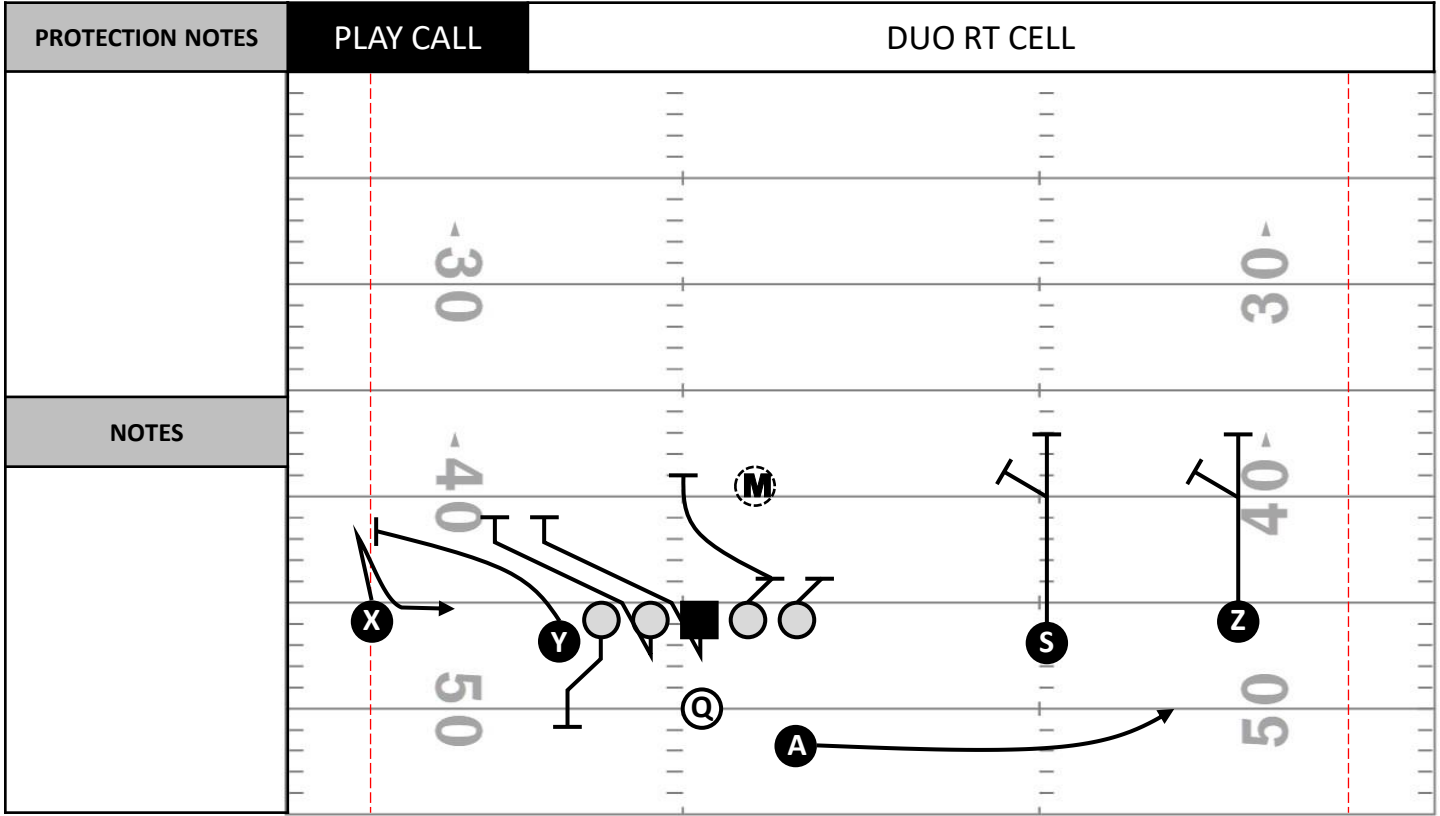
MISC FORMATIONS

(11) ALL RT



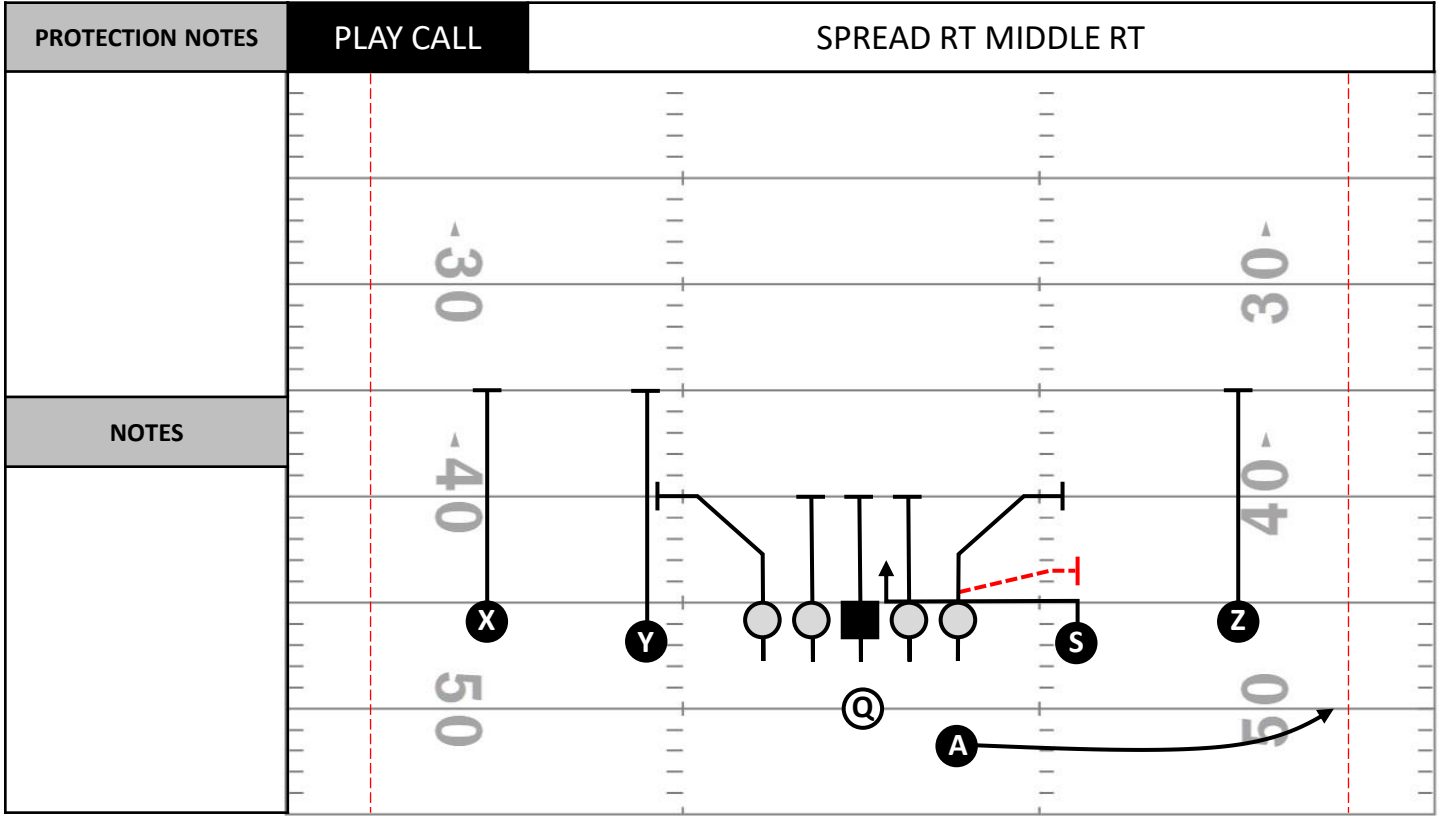
(12) TROLL RT





FAMILY	SCREEN
CONCEPT	Double Screen Swing Screen with Backside Tunnel Screen

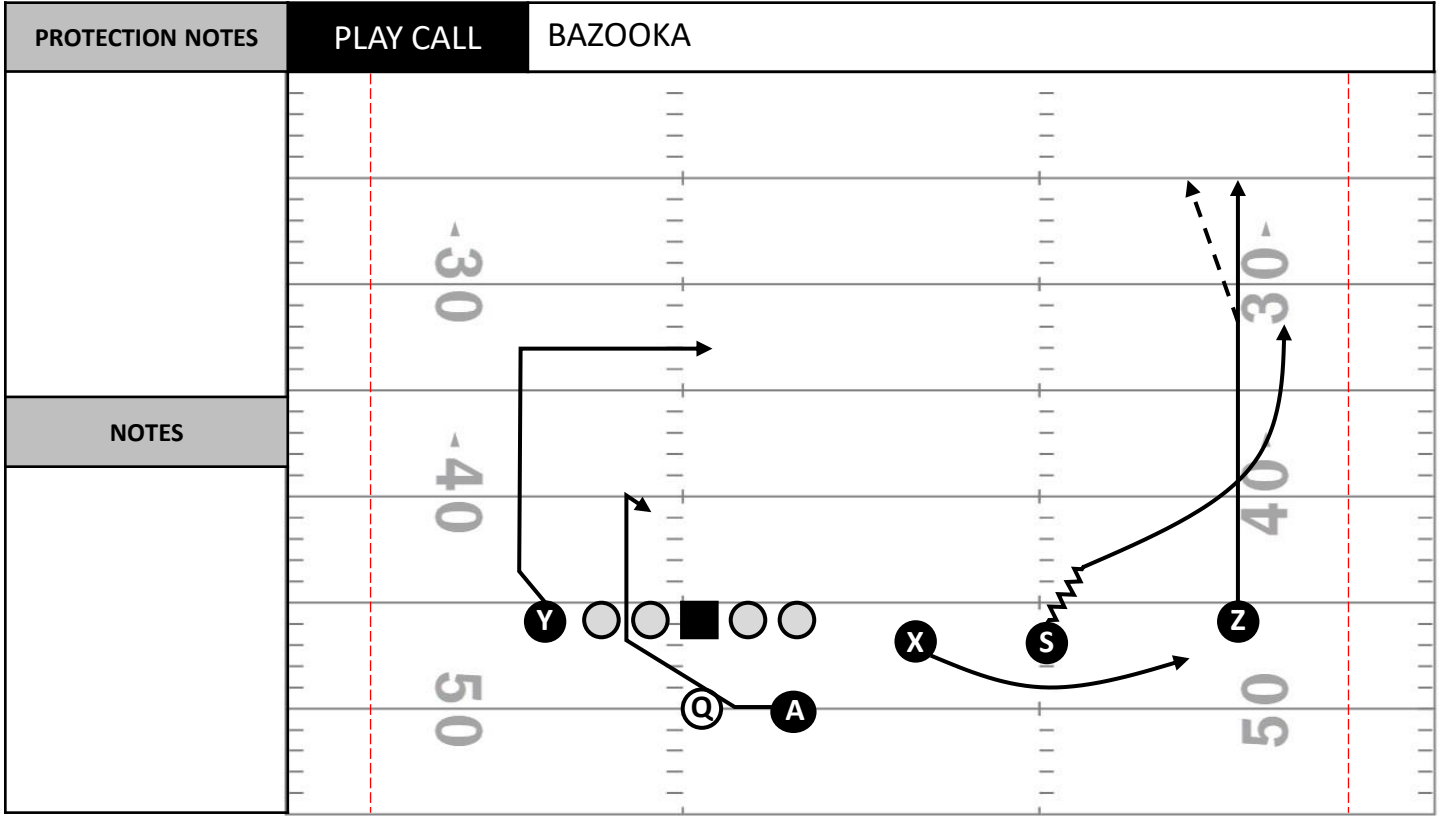
POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	TUNNEL	3 Hard Steps Up and Out, Retrace back down and Inside to QB Catch, Tuck and get Inside Out of the Kickout Block
Y	WING	KICKOUT	Kickout the CB Release Flat
S	HASH	BLOCK	Block Man On or in the Alley VS Press Run Off
Z	ISE	BLOCK	Block Man On VS Press Run Off
A		SWING	3 Hard Flat Steps Peek over I/S Shoulder Circle the Field if thrown to you
QB	3 STEP		Read ILB opposite of the Call If Back is Covered, Drift away, Get Big and throw the Tunnel



FAMILY	SCREEN
CONCEPT	Middle Screen

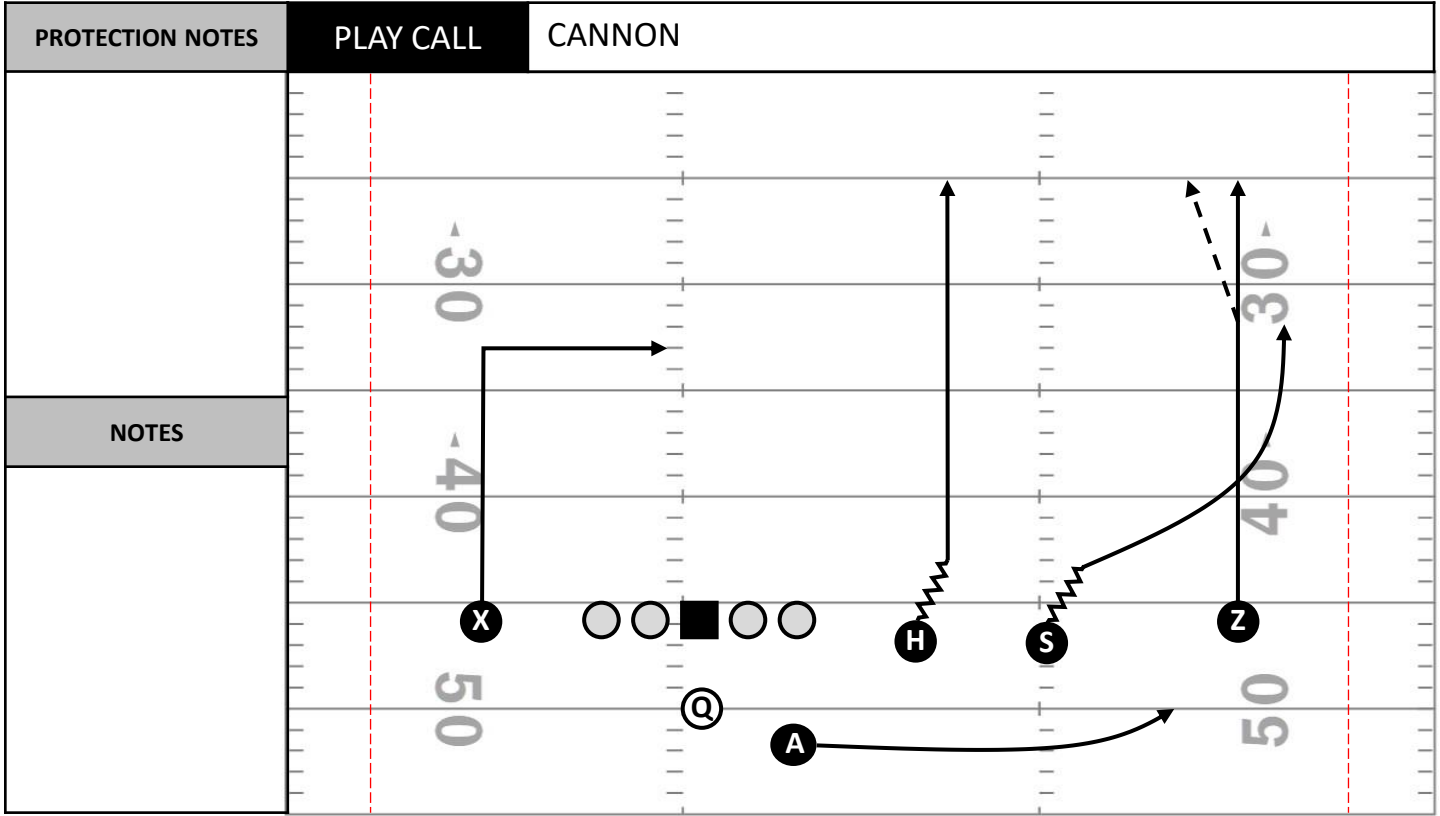
POS	ALIGN	ROUTE	ASSIGNMENT
X	ISE	RUN OFF	Block Man On VS Press Run Off
Y	HASH +1	RUN OFF	Block Man On VS Press Run Off
S	HASH +1	MIDDLE	1 Hard Step Upfield Work back to where the ball was snapped Catch, Tuck, GET NORTH immediately
Z	ISE	RUN OFF	Block Man On VS Press Run Off
A		SWING	5 Hard Flat Steps
QB	3 STEP		Take your Drop Look to the Swing Route, Pump it Drift away, Get Big, Throw to Middle Route

MAKE ALERT CALL VS PRESS



FAMILY	
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	1/2	BUBBLE	
Y	TE	DIG	
S	HASH	STUTTER WHEEL	
Z	ISE	BLAST	
A			
QB			



FAMILY	
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	ISE	DIG	
H	1/2	STUTTER SEAM	
S	HASH	STUTTER WHEEL	
Z	ISE	BLAST	
A			
QB			

DOUBLES

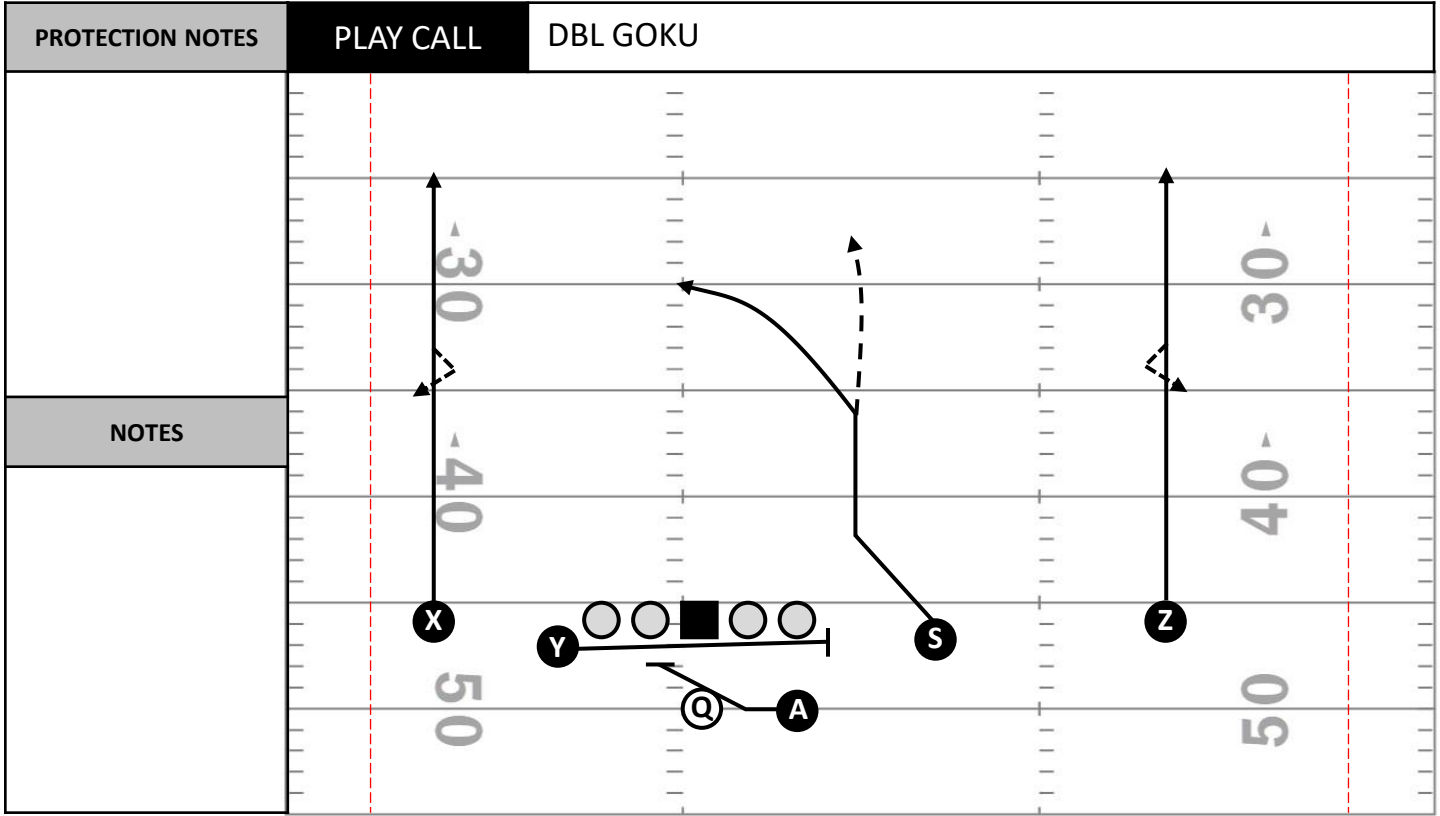
Goku

Go

Stop

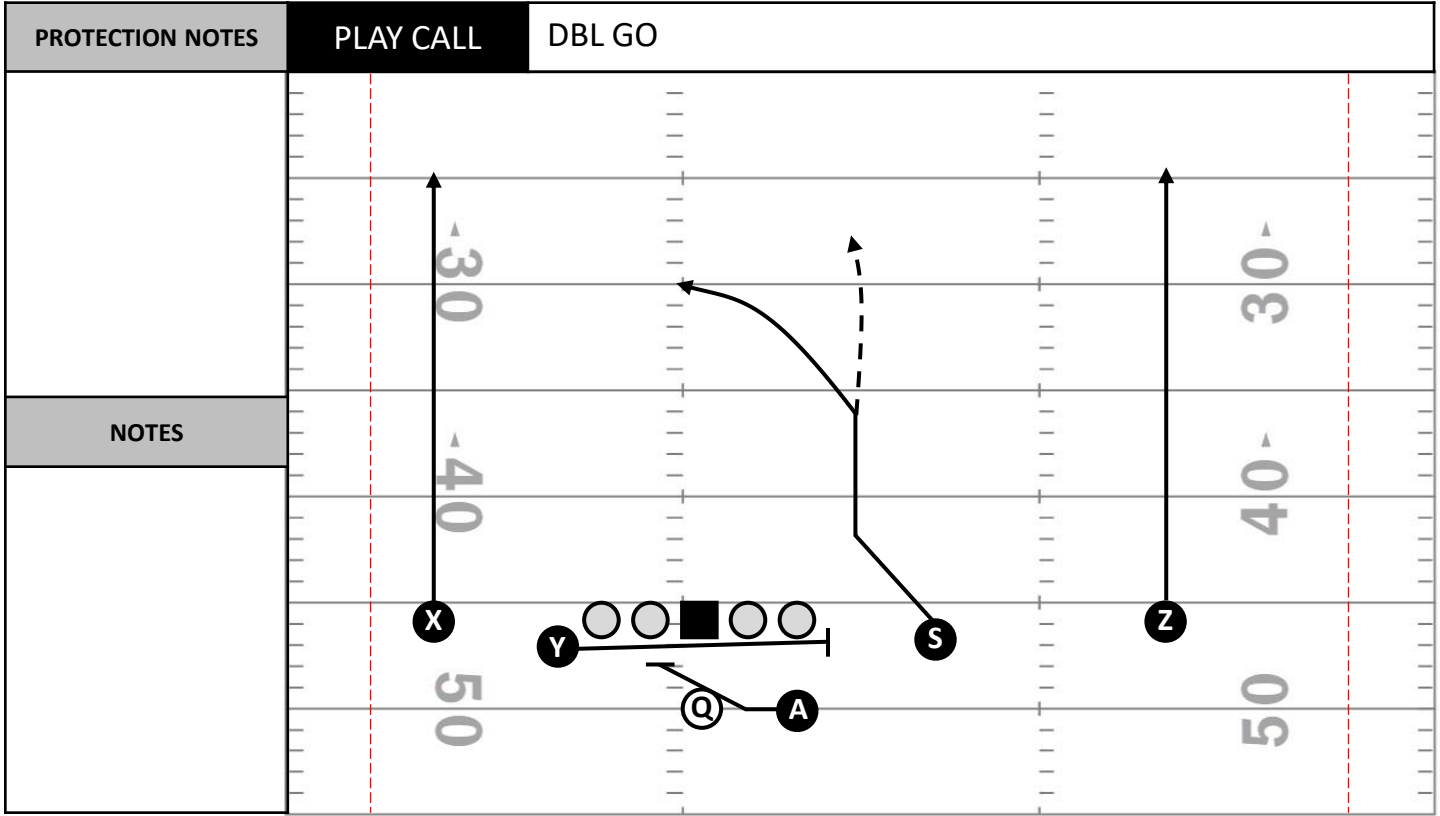
Outs

Shakes



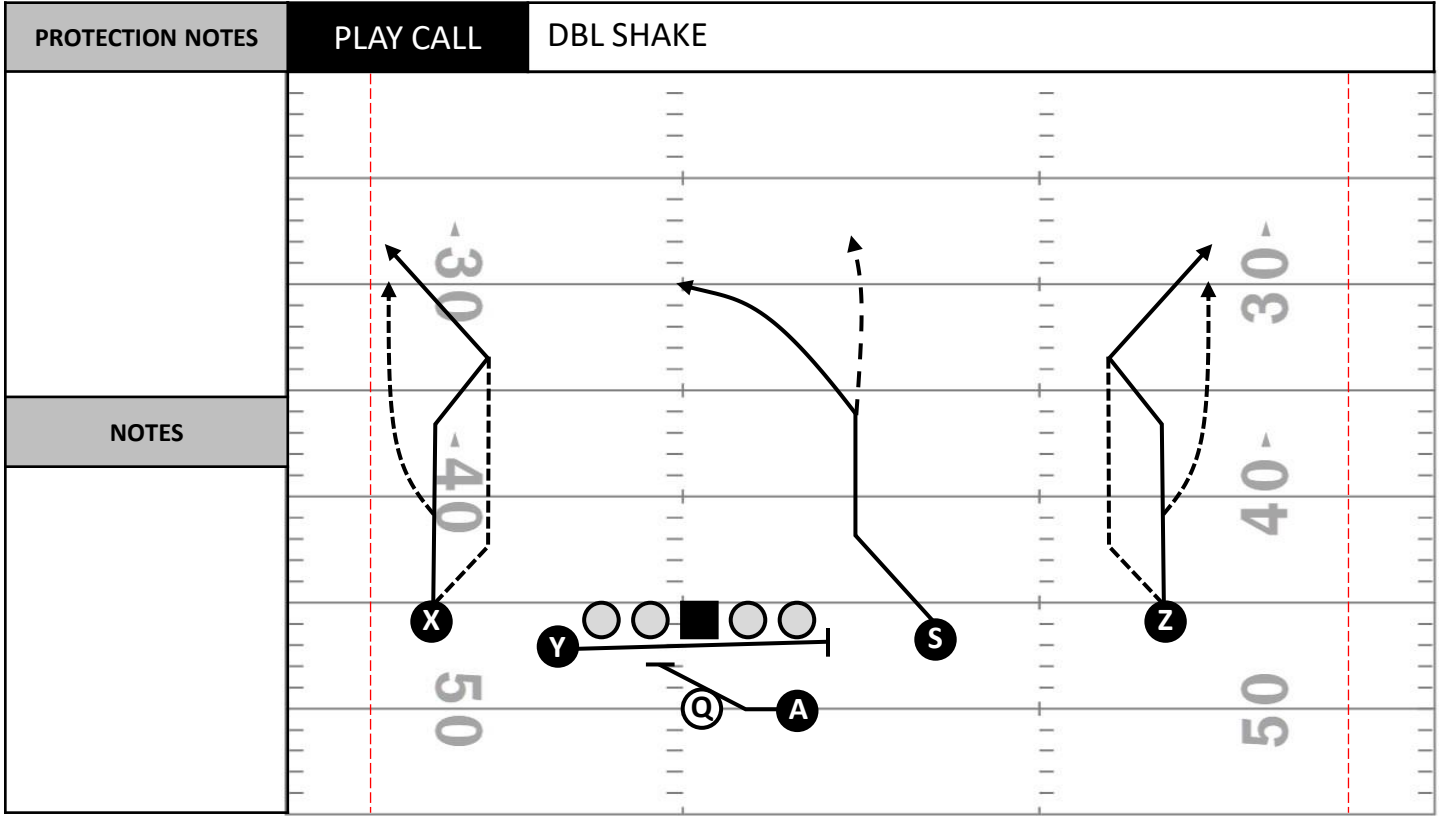
FAMILY	IN POCKET
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



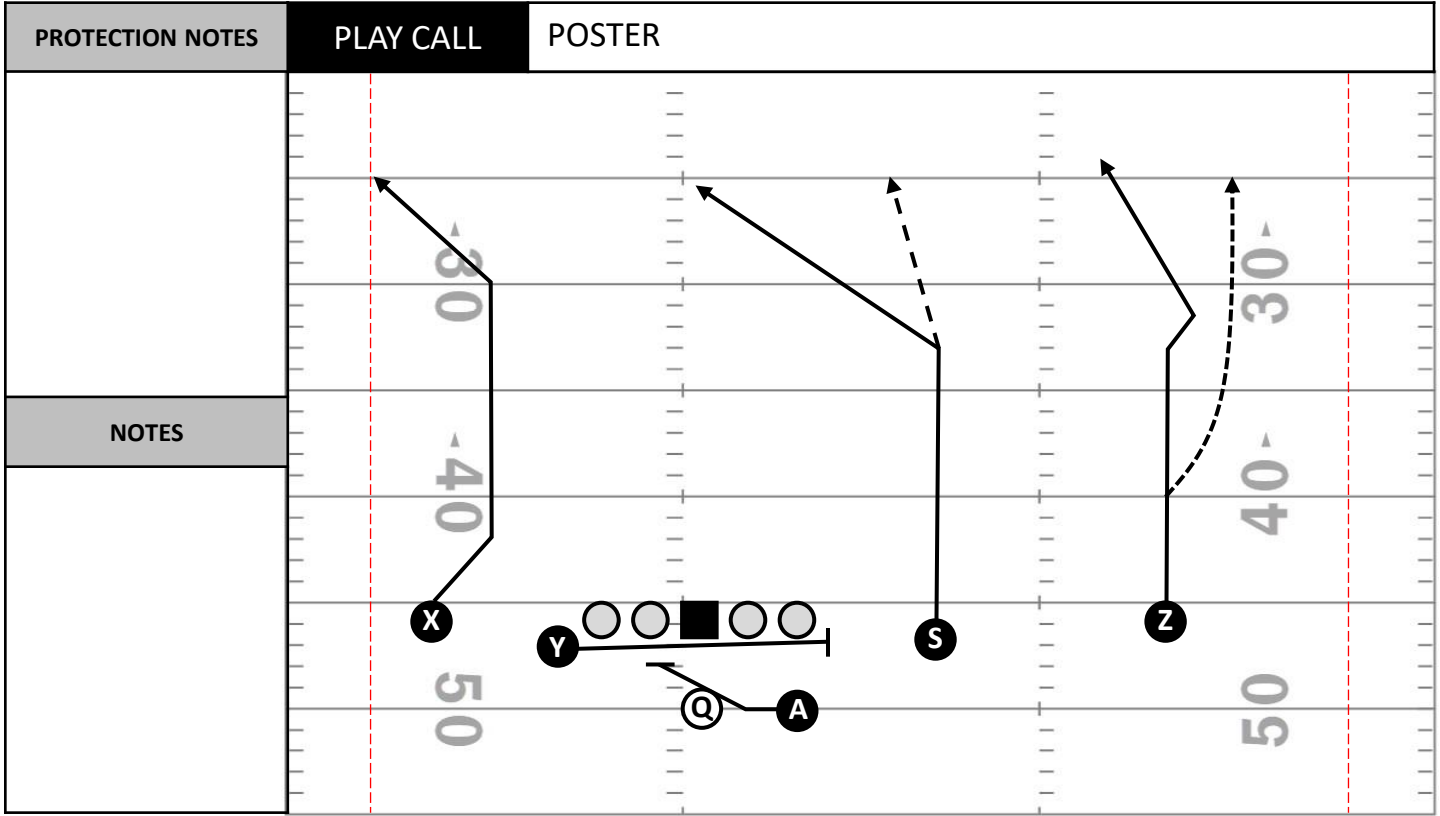
FAMILY	IN POCKET
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



FAMILY	IN POCKET
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



FAMILY	IN POCKET
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			

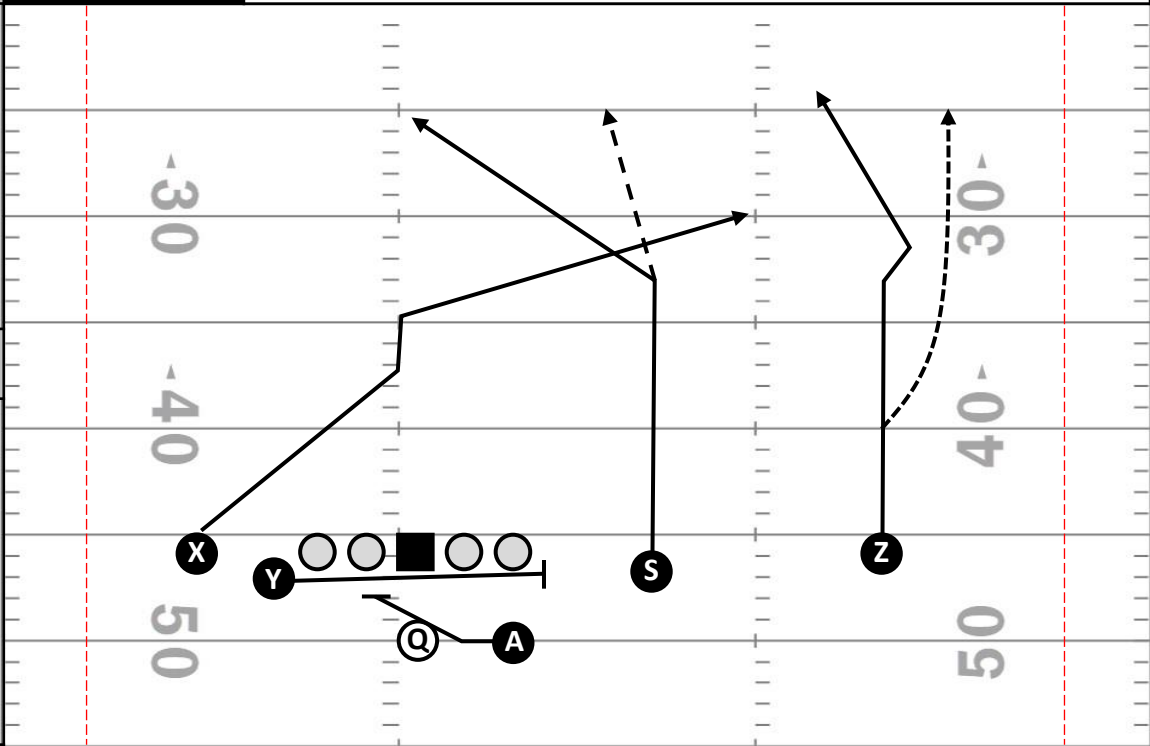
PROTECTION NOTES

PLAY CALL

DIPPO??

NOTES

NOTES

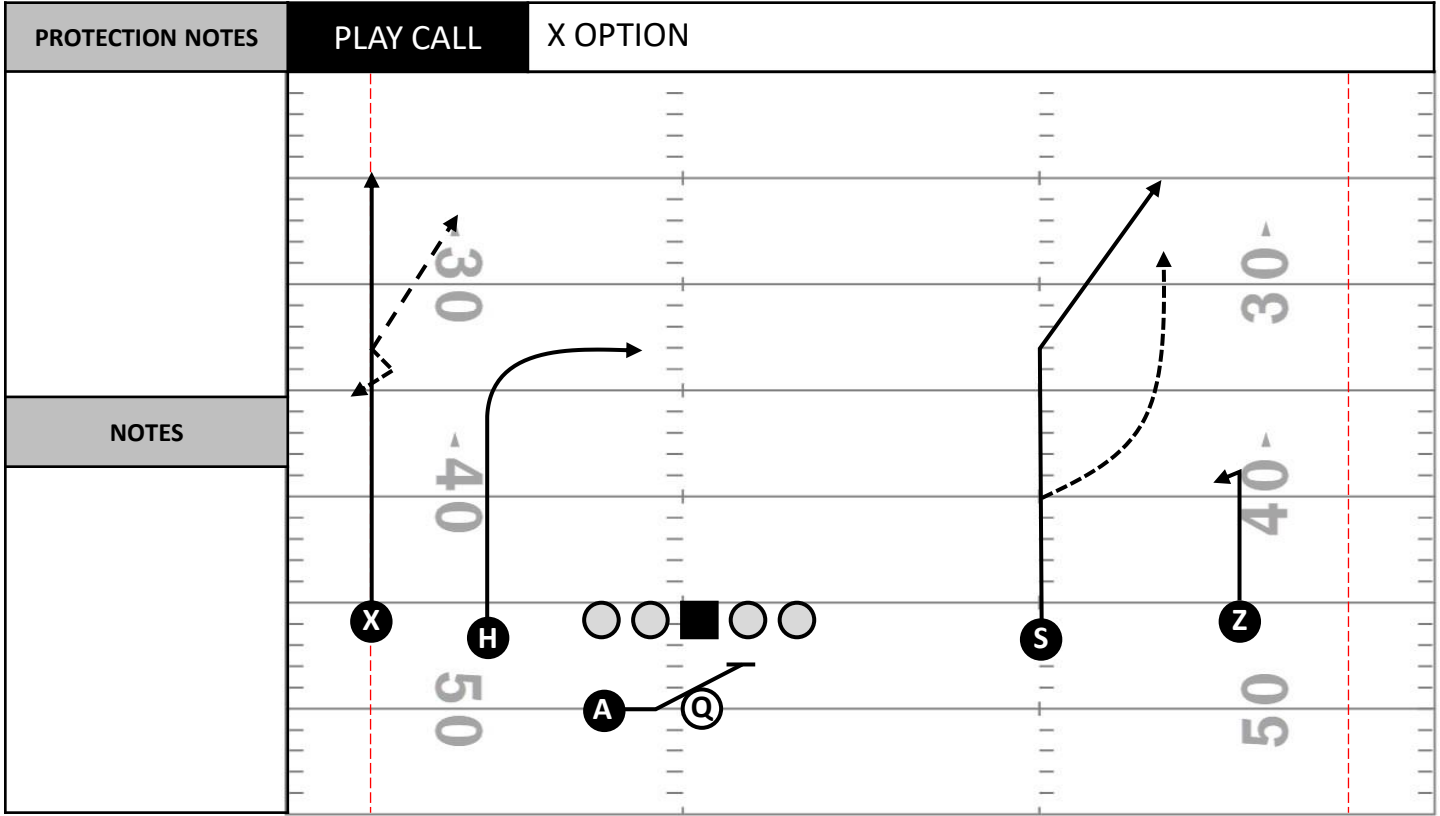


FAMILY

IN POCKET

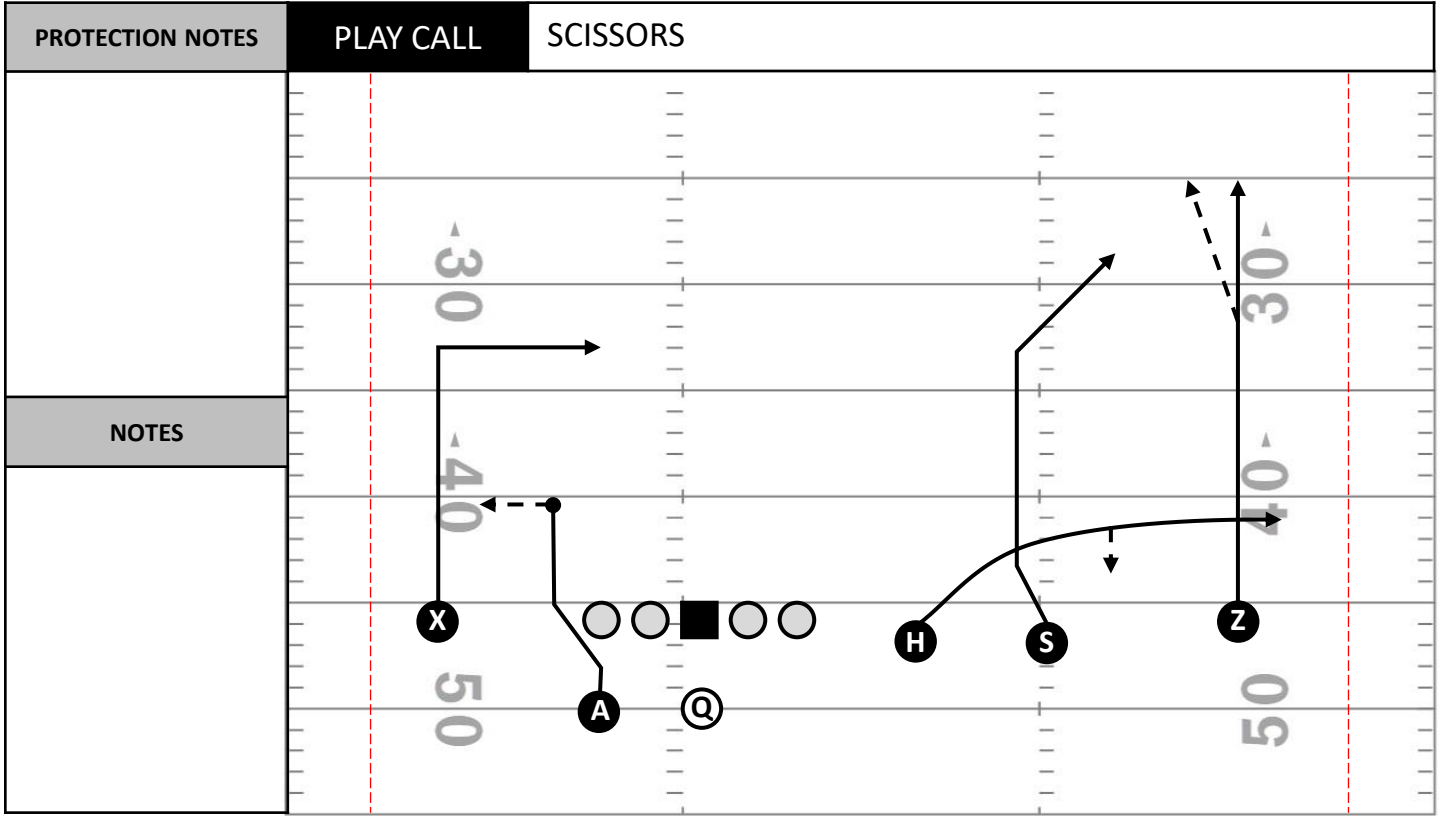
CONCEPT

POS	ALIGN	ROUTE	ASSIGNMENT
X			
Y			
S			
Z			
A			
QB			



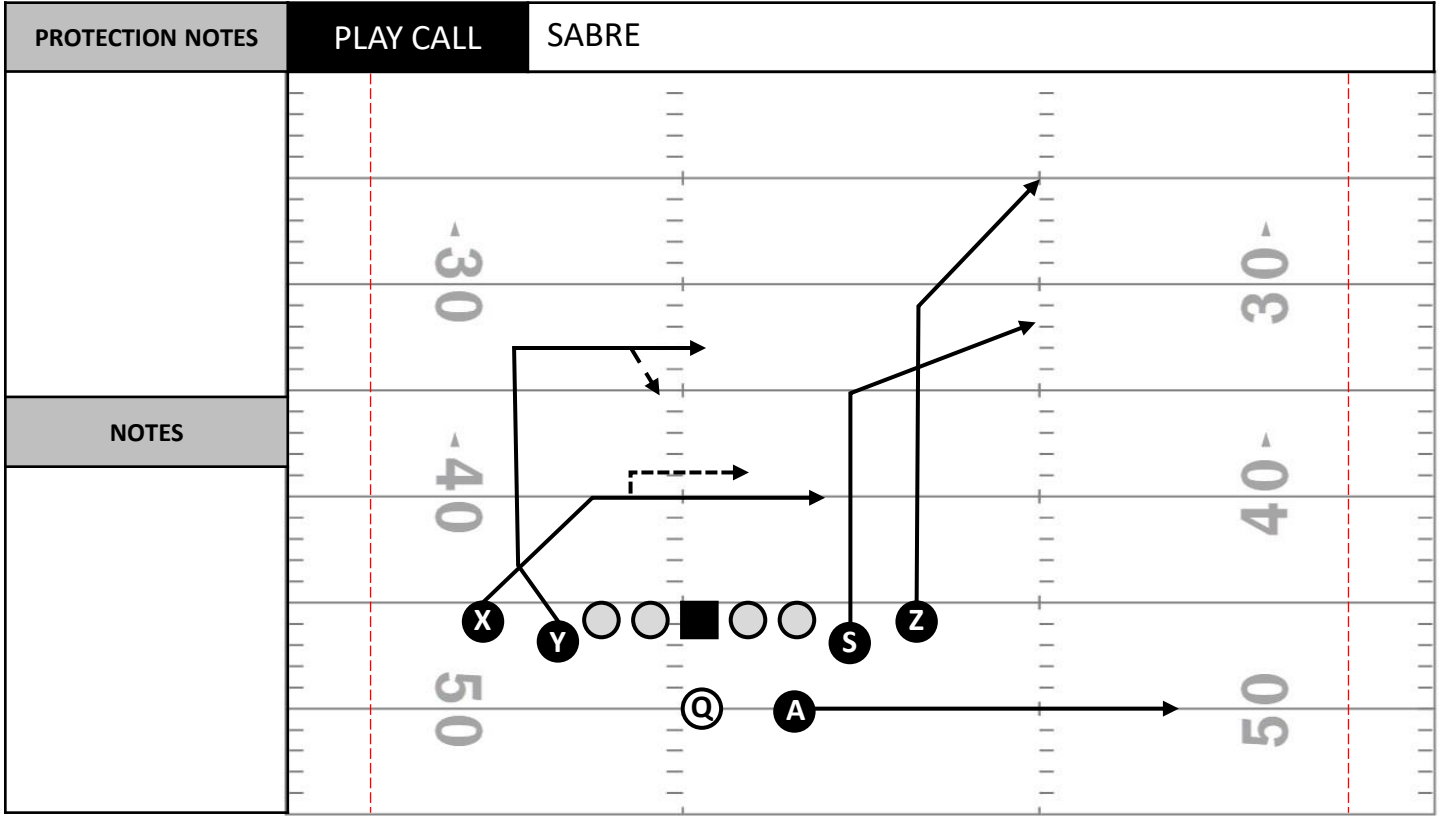
FAMILY	IN POCKET
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	OPTION	<i>"Read it on the Run"</i> Decide at 10 Make your Cut at 12
H	ISE	BEND	Press Vertical 10-12YDS Get on the Safeties toes, Occupy him Speed Cut Bend into Open Grass
S	HASH	CHOP	Read the Coverage Pre-Snap 2 Hi: Corner Route at 10-12YDS 1 Hi: I/S Fade
Z	ISE	HITCH	3 Big 2 Little Work to Hitch up at 5-6YDS
A			
QB			



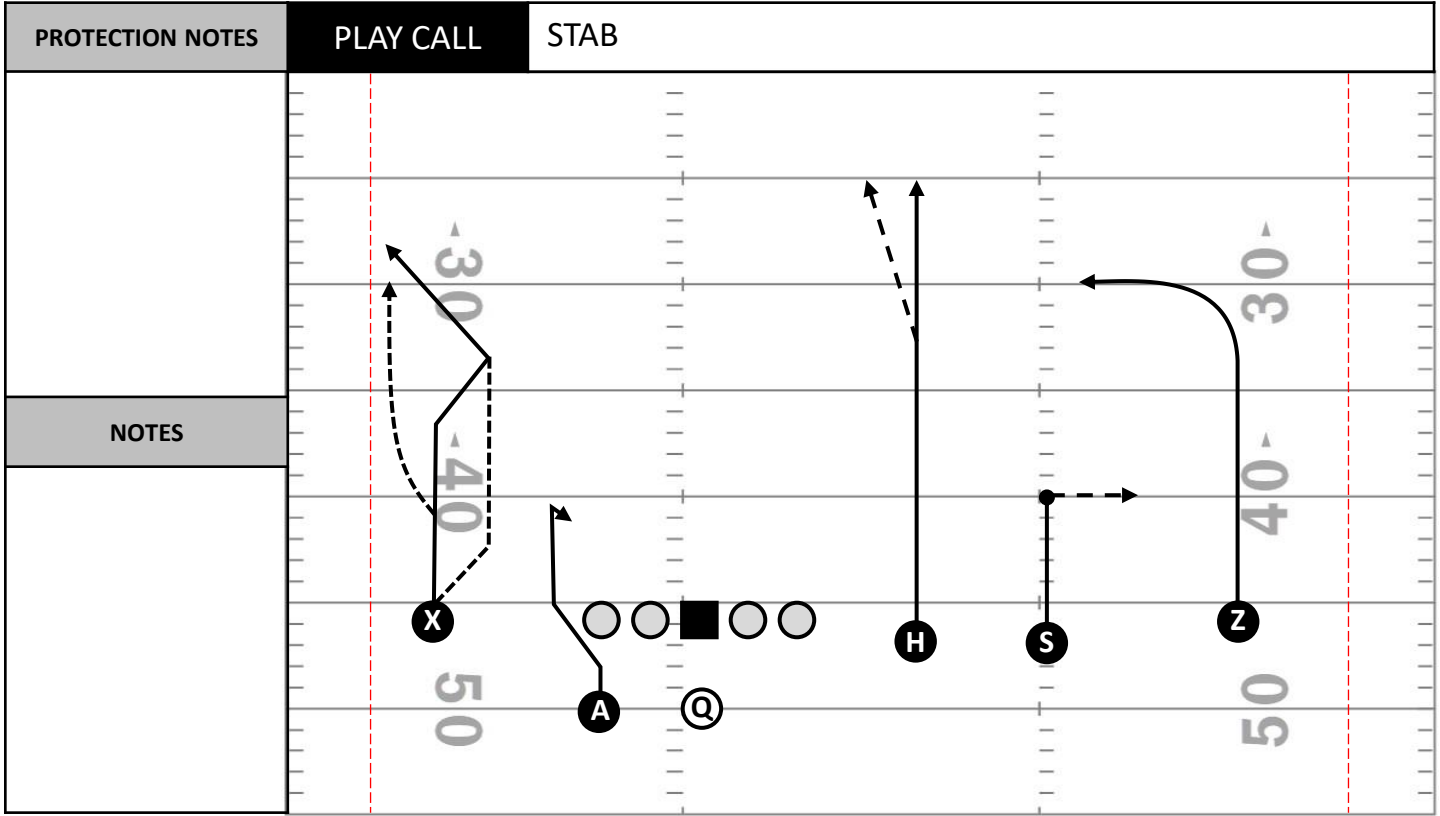
FAMILY	LEVELS
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	OSE	DIG	
H	1/2	FLAT	
S	HASH	SAIL	
Z	ISE	BLAST	
A			
QB			



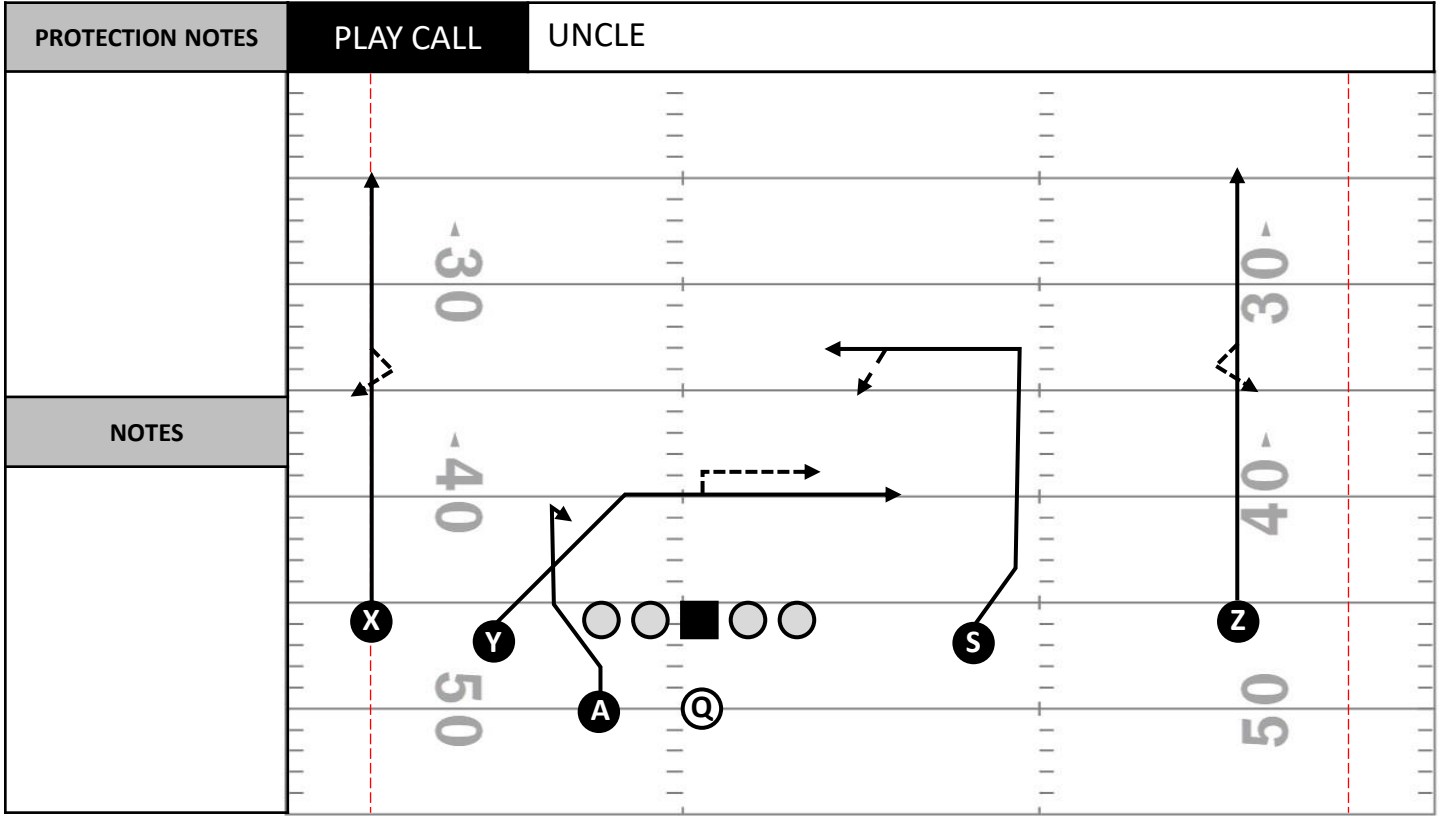
FAMILY	LEVELS
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	ISE	UNDER	
Y	WING	DIG	
S	OT +2	LOW CORNER	
Z	SLOT +2	HI CORNER	
A			
QB			



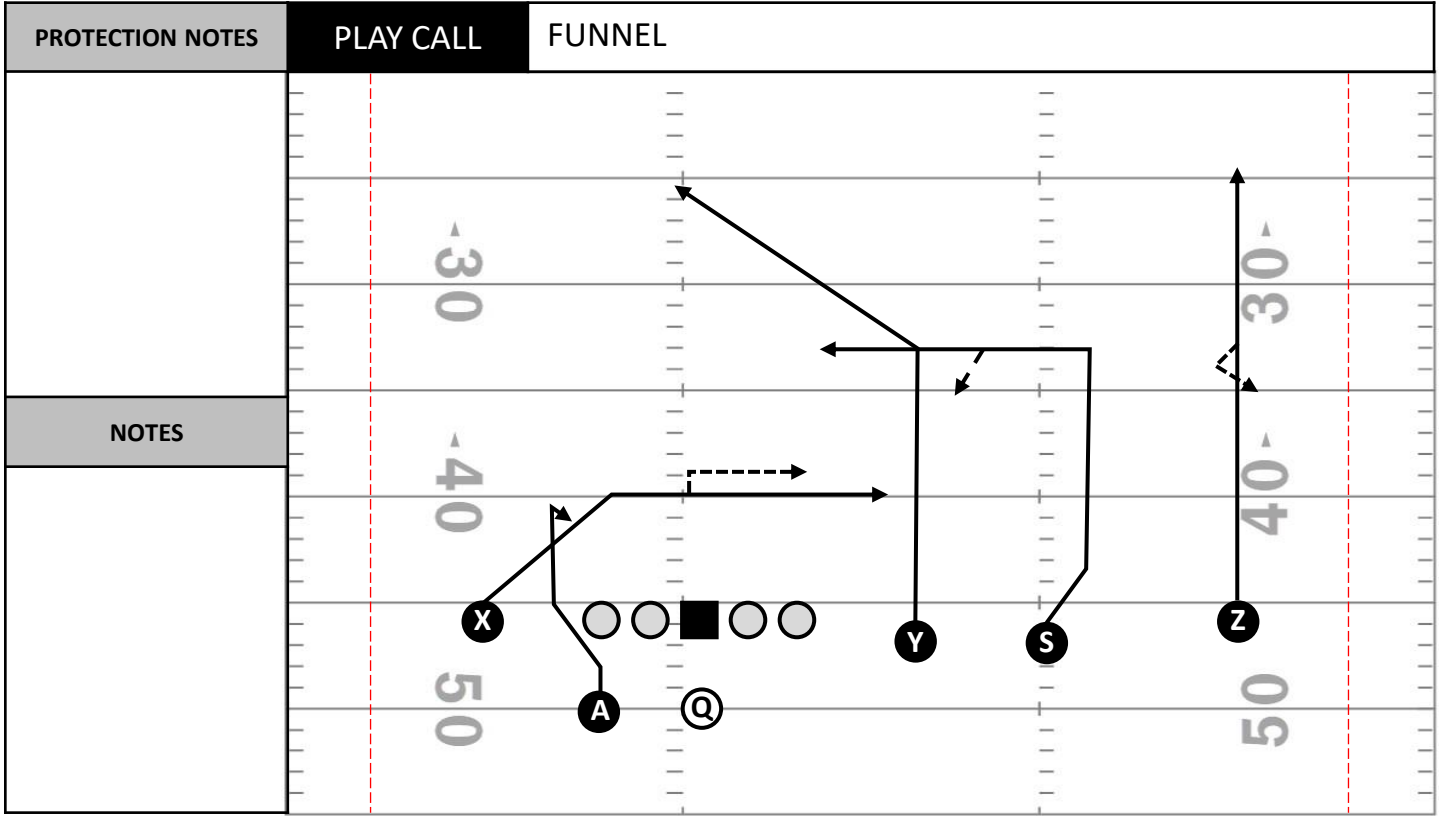
FAMILY	LEVELS
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	OSE		
H	1/2	SEAM	
S	HASH		
Z	ISE	BEND	
A			
QB			



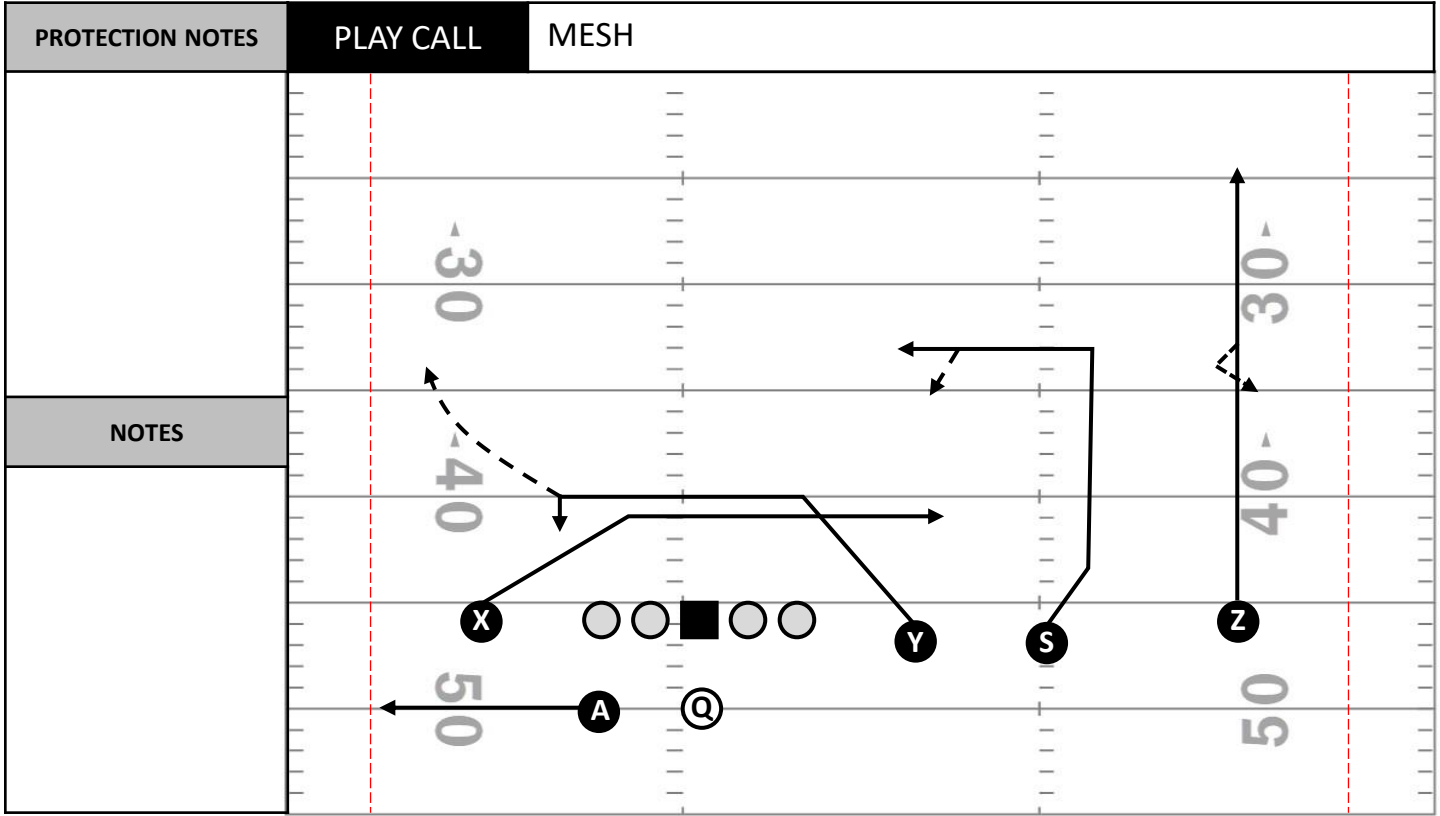
FAMILY	OVER/UNDER
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
Y	ISE	UNDER	Work Vertical 4-6YDS, Flatten Off and Work Across the Field Vs Man Stair Step and Shake Free
S	HASH -3	BASIC	Outside Release Press vertical to 12YDS than Dig in VS Zone settle in open grass, VS Man stay on the move
Z	ISE	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
A			
QB			



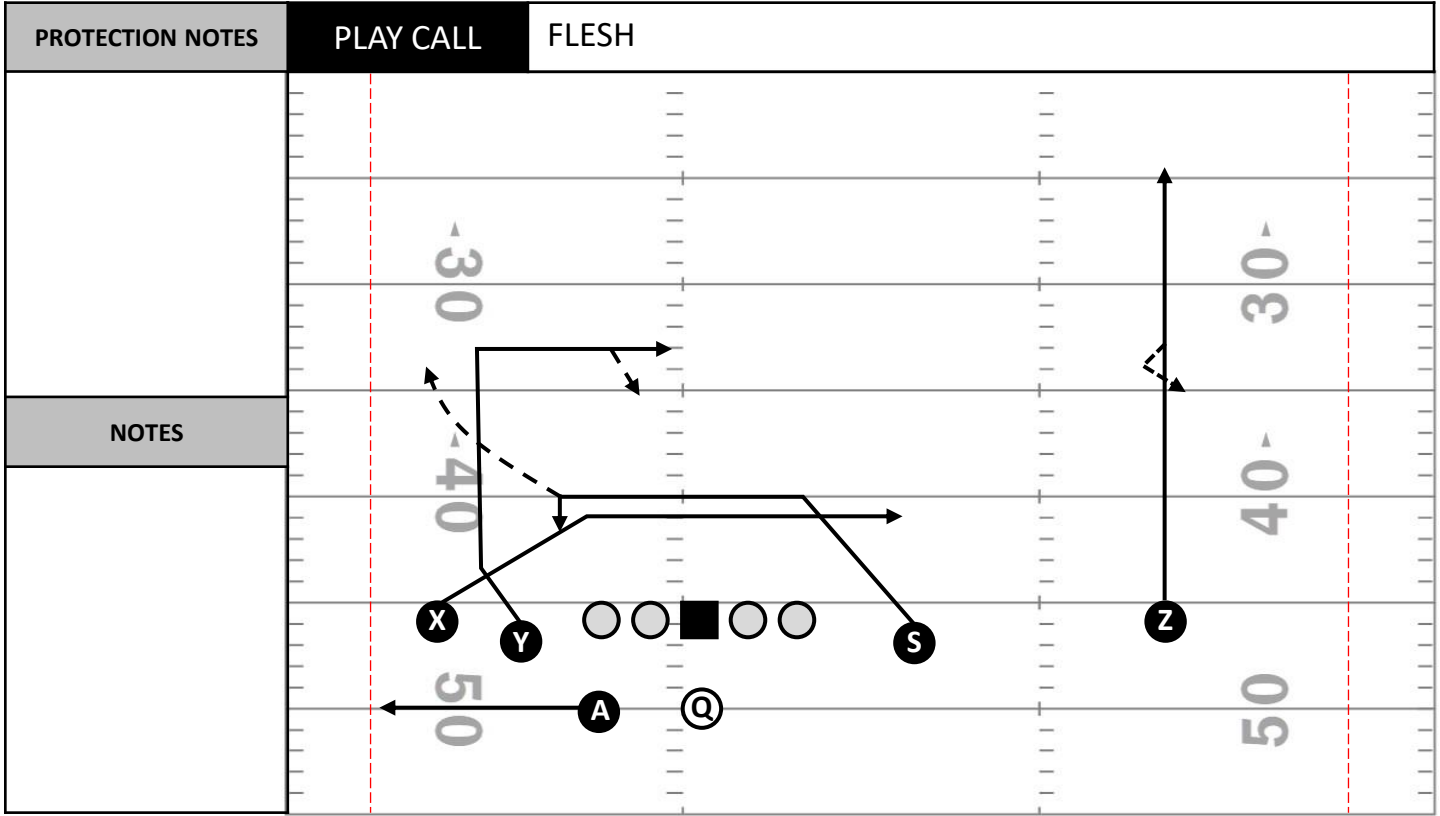
FAMILY	OVER/UNDER
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	ISE	UNDER	Work Vertical 4-6YDS, Flatten Off and Work Across the Field Vs Man Stair Step and Shake Free
Y	STD	POST	Work Vertical 10-12YDS, Break it to the Far Hash Cross a Single Safeties Face Look to get on top of a Split Safety
S	HASH	BASIC	Outside Release Press vertical to 12YDS than Dig in VS Zone settle in open grass, VS Man stay on the move
Z	ISE	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
A			
QB			



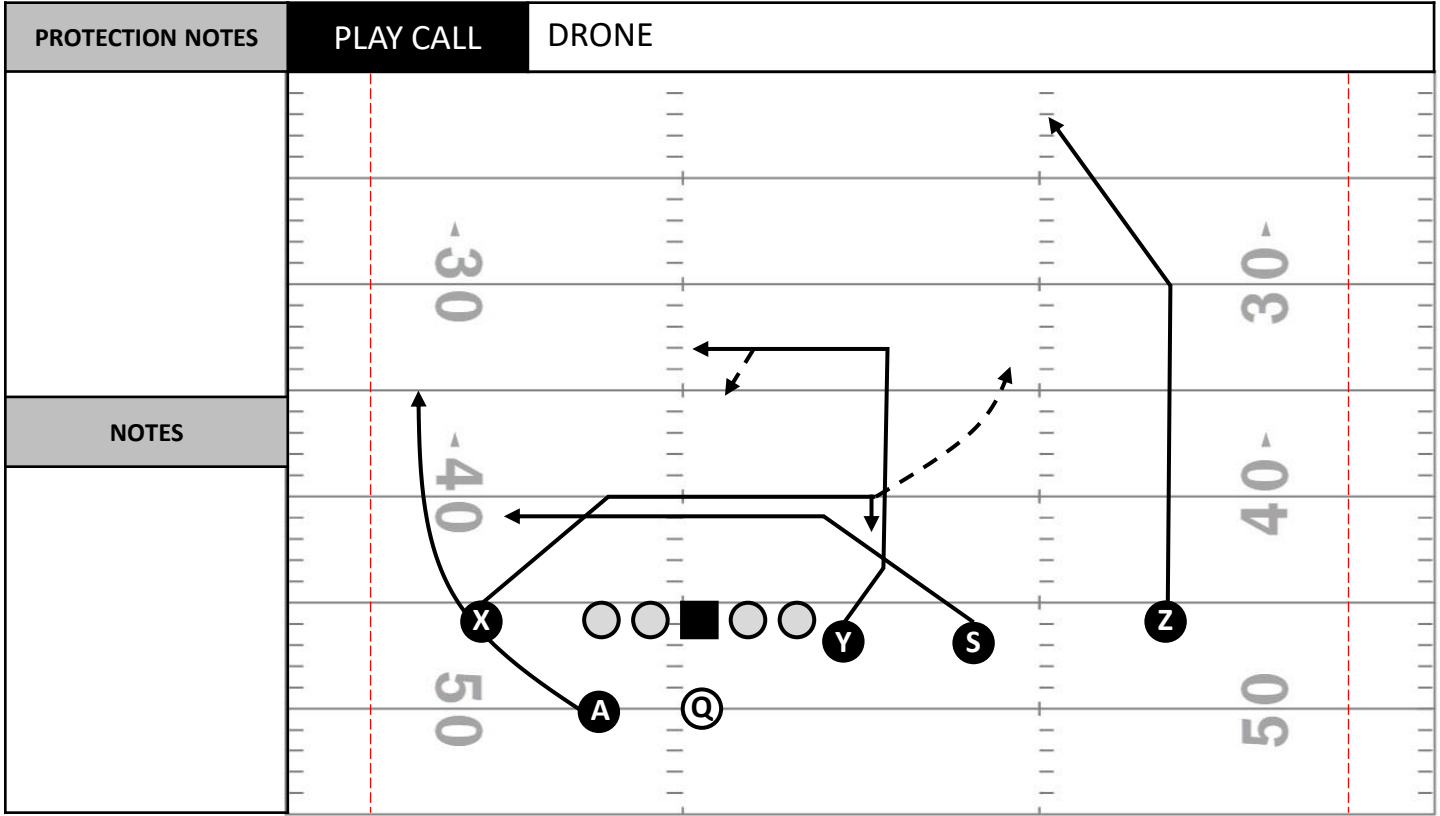
FAMILY	OVER/UNDER
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	ISE	UNDER	Work Vertical 4YDS, Flatten Off and Work Across the Field Get Under the Top Under, Slap Hands
Y	1/2	TOP UNDER	Work Vertical to 5YDS, Flatten Off and Work to Pick for the Under Set the Depth of the Mesh, Slap Hands with the Under VS Zone Settle in Open Grass, VS Man stay on the move and climb
S	HASH	BASIC	Outside Release Press vertical to 12YDS than Dig in VS Zone settle in open grass, VS Man stay on the move
Z	ISE	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
A			
QB			



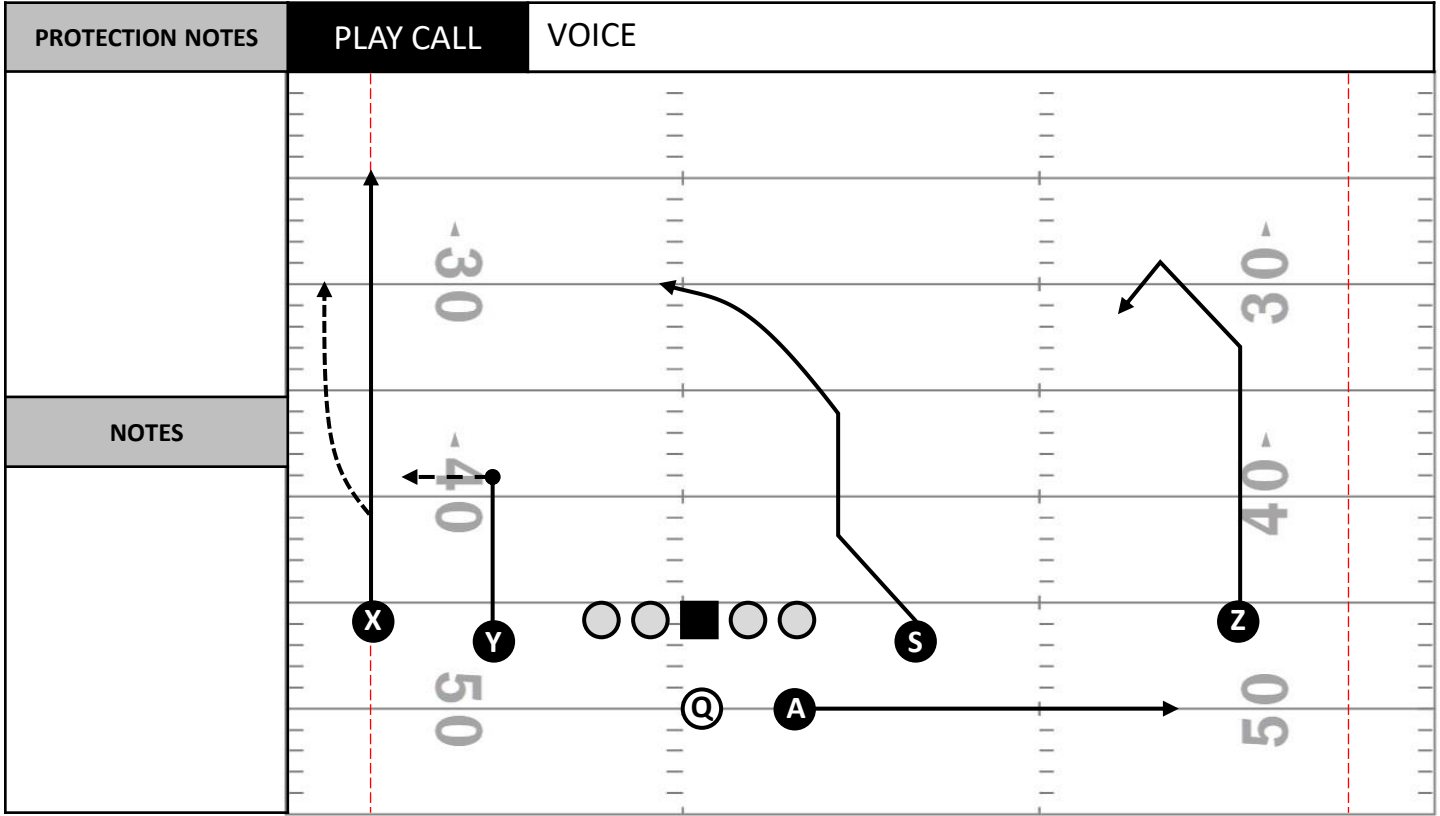
FAMILY	OVER/UNDER
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	OSE	UNDER	Work Vertical 4YDS, Flatten Off and Work Across the Field Get Under the Top Under, Slap Hands
Y	ISE -2	BASIC	Outside Release Press vertical to 12YDS than Dig in VS Zone settle in open grass, VS Man stay on the move
S	1/2	TOP UNDER	
Z	STD	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
A			
QB			



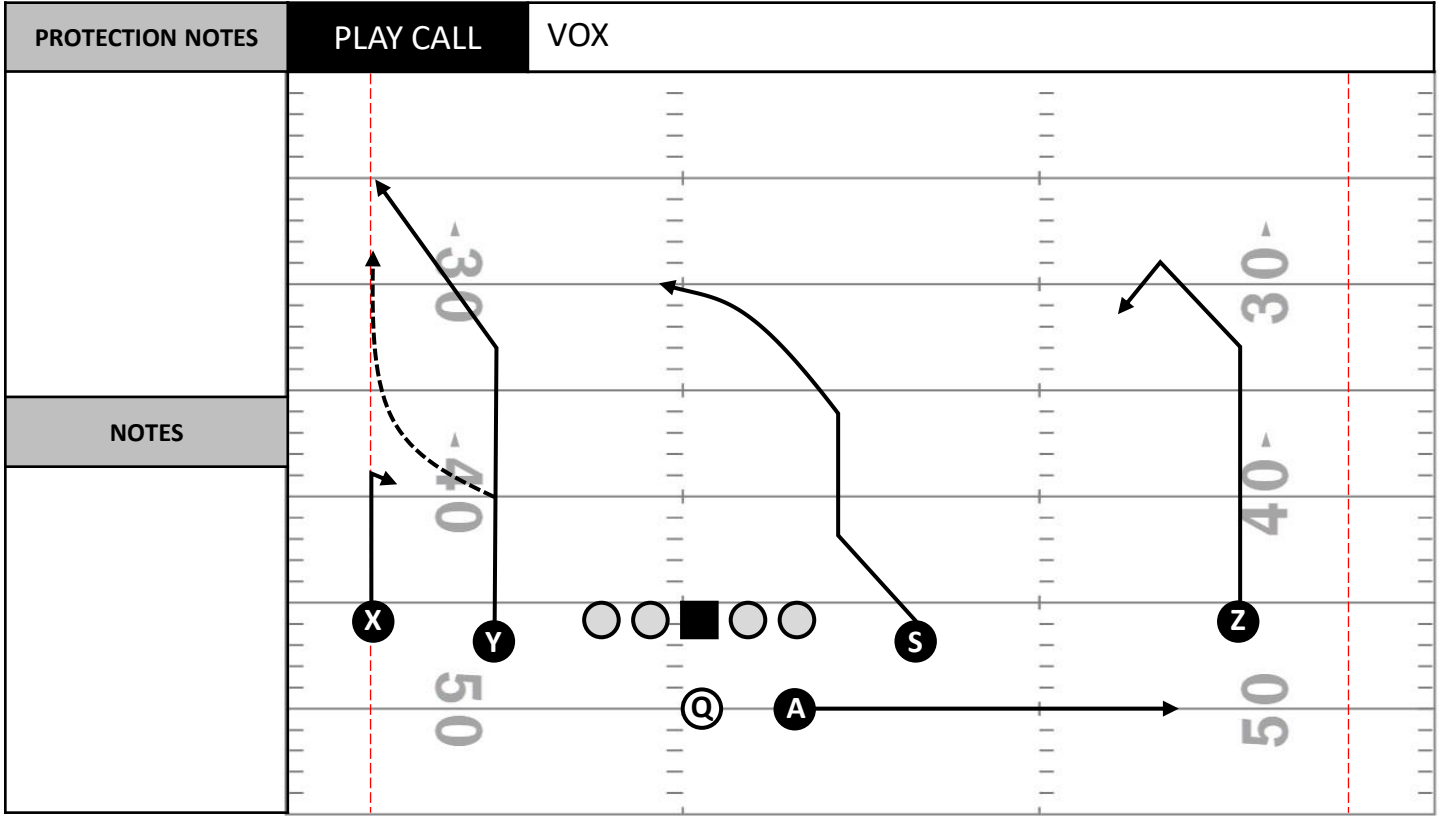
FAMILY	
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X		TOP UNDER	Work Vertical to 5YDS, Flatten Off and Work to Pick for the Under Set the Depth of the Mesh, Slap Hands with the Under VS Zone Settle in Open Grass, VS Man stay on the move and climb
Y		BASIC	Outside Release Press vertical to 12YDS than Dig in VS Zone settle in open grass, VS Man stay on the move
S		UNDER	Work Vertical 4YDS, Flatten Off and Work Across the Field Get Under the Top Under, Slap Hands
Z		BIG POST	
A		RAIL	
QB			



FAMILY	FLOOD
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	GO	Must O/S Release, TURN THE CB Peek Once you Clear a Cover 2 CB for a Possible Hole Shot
Y	ISE	STICK	Read the Coverage Pre-Snap Do Not Run a Speed Out into a Hard CB Hitch or Turn Cut Based on Apex Defender
S	1/2	OVER	Attack the Opposite Hash aiming for 12-15YDS Attack Open Grass and Settle if you find it Cannot Get Covered from Underneath
Z	ISE	POST CURL	Press Vertical to 12YDS, Post to 16YDS, then Snap it off Can hunt for Open Grass (Slide Inside or Outside)
A			
QB			



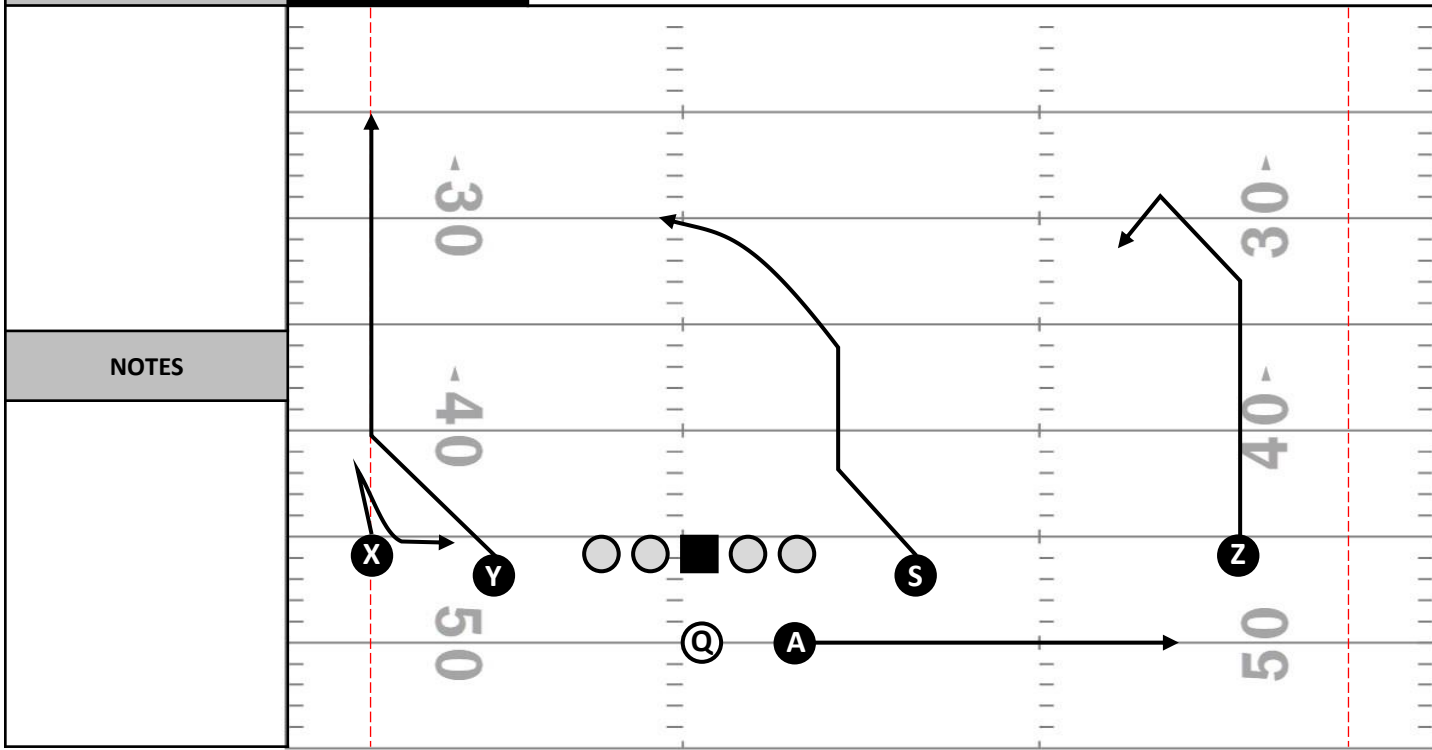
FAMILY	FLOOD
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	HITCH	3 Big 2 Little Work to Hitch up at 5-6YDS
Y	ISE	CHOP	Read the Coverage Pre-Snap 2 Hi: Corner Route at 10-12YDS 1 Hi: I/S Fade
S	1/2	OVER	Attack the Opposite Hash aiming for 12-15YDS Attack Open Grass and Settle if you find it Cannot Get Covered from Underneath
Z	ISE	POST CURL	Press Vertical to 12YDS, Post to 16YDS, then Snap it off Can hunt for Open Grass (Slide Inside or Outside)
A			
QB			

PROTECTION NOTES

PLAY CALL

VIXEN

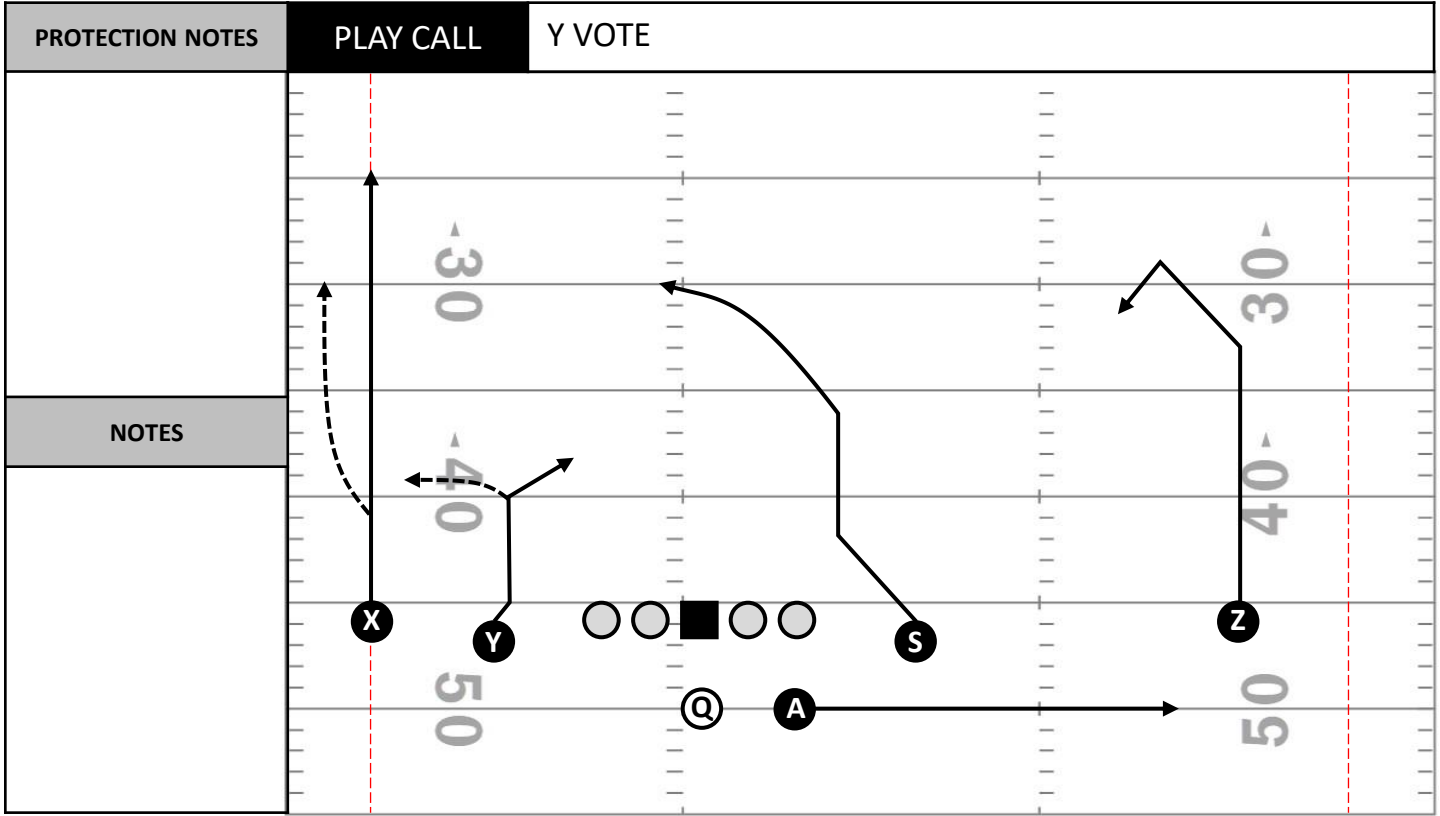


FAMILY

FLOOD

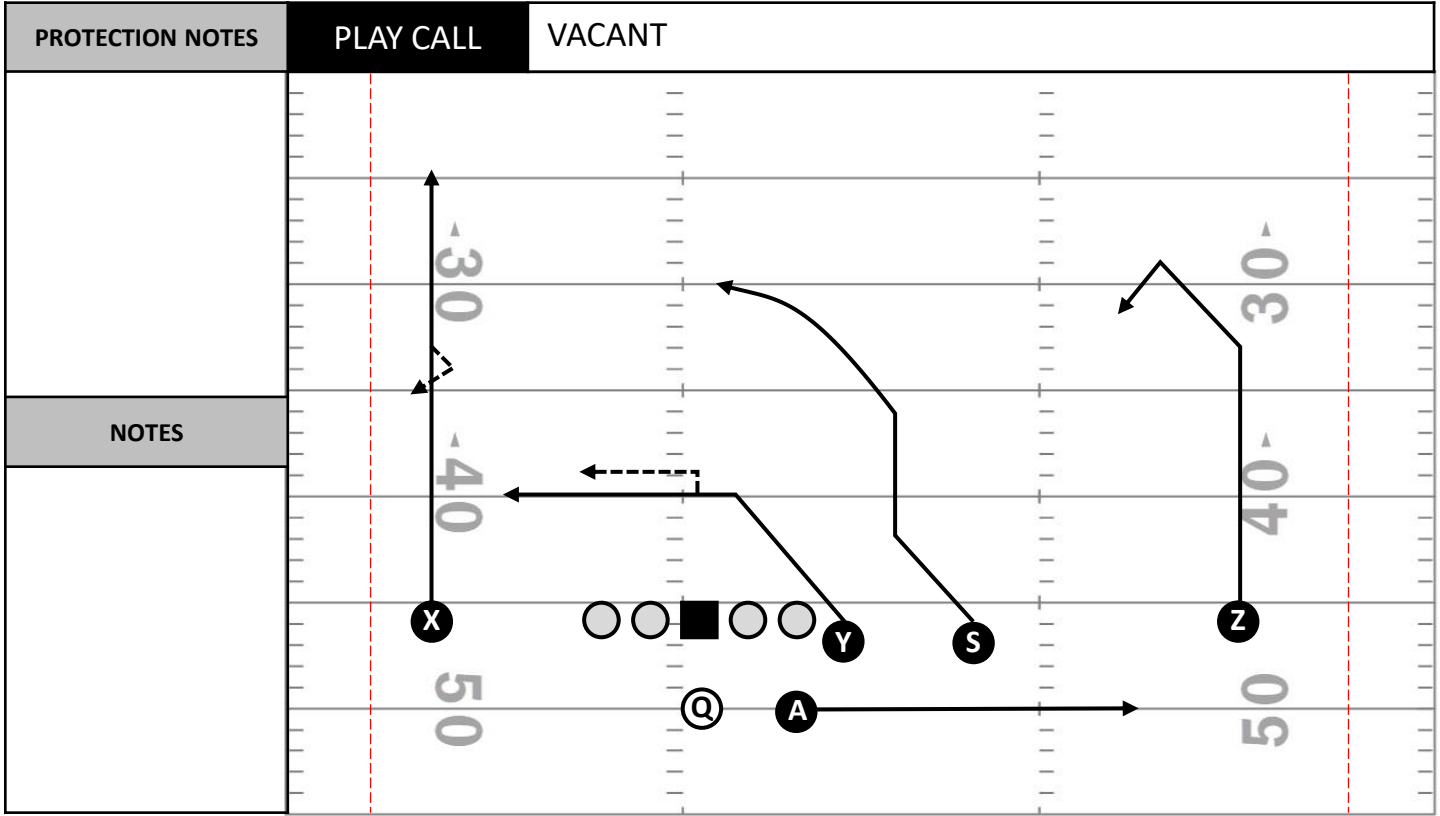
CONCEPT

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	TUNNEL	3 Hard Steps Up and Out, Retrace back down and Inside to QB Sell the Tunnel Throttle Down on the #'s and be QB friendly as a Bailout
Y	ISE	STUTTER WHEEL	Sell the Kickout Block on the CB, Attack his I/S Hip Chop Feet, Show Hands, Go bye Run the Max Line
S	1/2	OVER	Attack the Opposite Hash aiming for 12-15YDS Attack Open Grass and Settle if you find it Cannot Get Covered from Underneath
Z	ISE	POST CURL	Press Vertical to 12YDS, Post to 16YDS, then Snap it off Can hunt for Open Grass (Slide Inside or Outside)
A			
QB			



FAMILY	FLOOD
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	MAX	GO	Must O/S Release, TURN THE CB Peek Once you Clear a Cover 2 CB for a Possible Hole Shot
Y	ISE	DECIDE	<i>"SLANT UNTIL YOU CANT"</i>
S	1/2	OVER	Attack the Opposite Hash aiming for 12-15YDS Attack Open Grass and Settle if you find it Cannot Get Covered from Underneath
Z	ISE	POST CURL	Press Vertical to 12YDS, Post to 16YDS, then Snap it off Can hunt for Open Grass (Slide Inside or Outside)
A			
QB			



FAMILY	FLOOD
CONCEPT	

POS	ALIGN	ROUTE	ASSIGNMENT
X	OSE	GOKU	Go or Convert VS Press/Cloud: Go Route VS Access: Convert at 12YDS and Pig Tail Out
Y	WING	UNDER	Work Vertical 4-6YDS, Flatten Off and Work Across the Field Vs Man Stair Step and Shake Free
S	HASH -3	OVER	Attack the Opposite Hash aiming for 12-15YDS Attack Open Grass and Settle if you find it Cannot Get Covered from Underneath
Z	ISE	POST CURL	Press Vertical to 12YDS, Post to 16YDS, then Snap it off Can hunt for Open Grass (Slide Inside or Outside)
A			
QB			