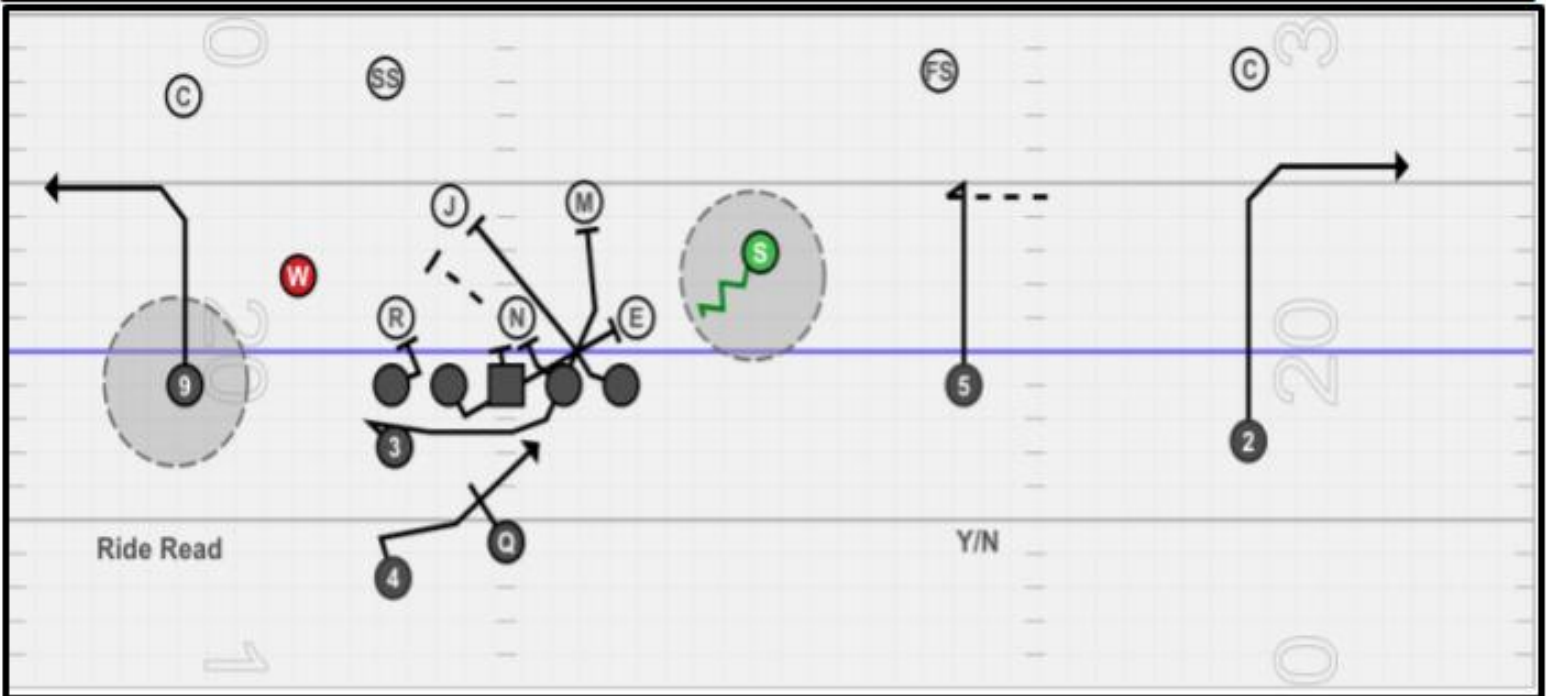


POKE (Perimeter RPO Game)



CP: P in Poke = Perimeter Ride Read / Twins always to field / Backs in "Stack Opp"

QB: Open @ 45 away from Call, Set Ballway in P/S A-Gap Carry out boot action & fake RPO throw.

(Pre-Snap) Field

Yes/ No: Option Route

Key: Field (D-Gap Player)

(Post-Snap) Perimeter

Ride Read: Perimeter (D Gap Player)

Concept: Out (OK)

Vs. Press Convert to Pivot

4: Alignment: Heels @ 6 ½ in back-side B-Gap alignment Back-Side Entry, Counter Step, secure & aim to Playside "A" Read: (3-Man/FB) "track his hip closest to OL & trust" QB pull read: Continue fake tight to keep LB in Run Fit.

3: Alignment: "Opp" Align in B-Gap Counter Jab, Wrap for #1 LB In Box

5: Alignment: (**Field**) Hash | Option Route 3 big, 2 little step Hitch, If converged by ILB, Harvey out of route

2: Alignment: (**Field**) Top of #'s | Iso Route 4-step Speed Out Vs. Press Convert to F.O.R. Fade

9: Alignment: (**Boundary**) Top of #'s | Poke Route Poke Route is the same as Iso Route except vs. Man Convert to Pivot (up 3,in 4, face out to SL) instead of Fade

Backside B gap

BST: Pick & Hinge

#1 LB in box

BSG: Square pull, Kick out end man on LOS. Inside Out Fit Vs. Wrong Arm Spill, Log and Pin DE

Backside A gap

C: Vs. Even- Down 1st DL Backside Vs. Odd- "Ace" Combo call w/ PSG Vs. Bear- Alert! "Down, Down" call

Playside A gap to #2 LB in box

PSG: Vs. Even- "Deuce" call w/ PST Vs. Odd- "Ace" call w/ Center Vs. Bear- Alert! "Down, Down" call

Playside B gap to #2 LB in box

PST:

Vs. Even - "Deuce" call w/ PST