



3.0

- The full merger of Air Raid passes with Zone read and option based run game
- RPO's
- Game planning based upon what works (open philosophy)
- Pass/Run balanced
- More motions formations and personnel groups
- The willingness to evolve
- Streamlined communication and ID system
- Introduction of S Call RPO Family
- B Calls
- Laser focus of 4 Drop back schemes
- Unicorns

S2A, Lincoln Riley, Neil Brown, Andy Reid