



# RPO SYSTEM

TRIPLE THREAT  
OFFENSE

**MESH:** INSIDE RUN

**6 MAN BOX READ:** END/HOLE

**7 MAN BOX READ:** END/HOLE

**COACHING POINT:**  
TAKE FREE ACCESS.

# FUNGO

**RPO: TE FLAT ROUTE**

X

tag

Q

H

Y

FUNGO

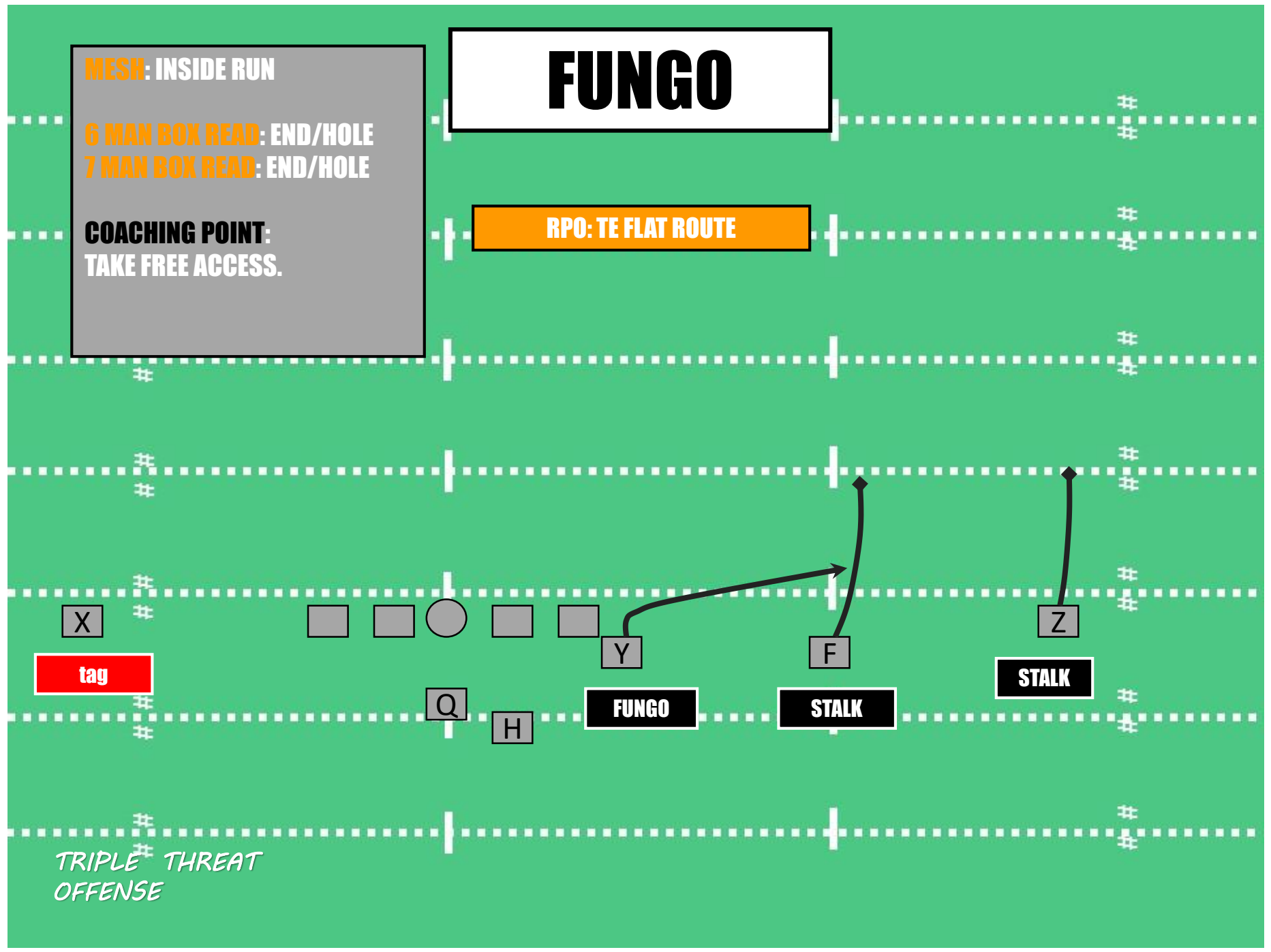
F

STALK

Z

STALK

TRIPLE THREAT  
OFFENSE



**MESH:** INSIDE RUN

**6 MAN BOX READ:** END/HOLE

**7 MAN BOX READ:** END/HOLE

**COACHING POINT:**  
TAKE FREE ACCESS.

# FUNGO

**RPO: TE FLAT ROUTE**

X

**STALK**

Y

**FUNGO**

H

Q

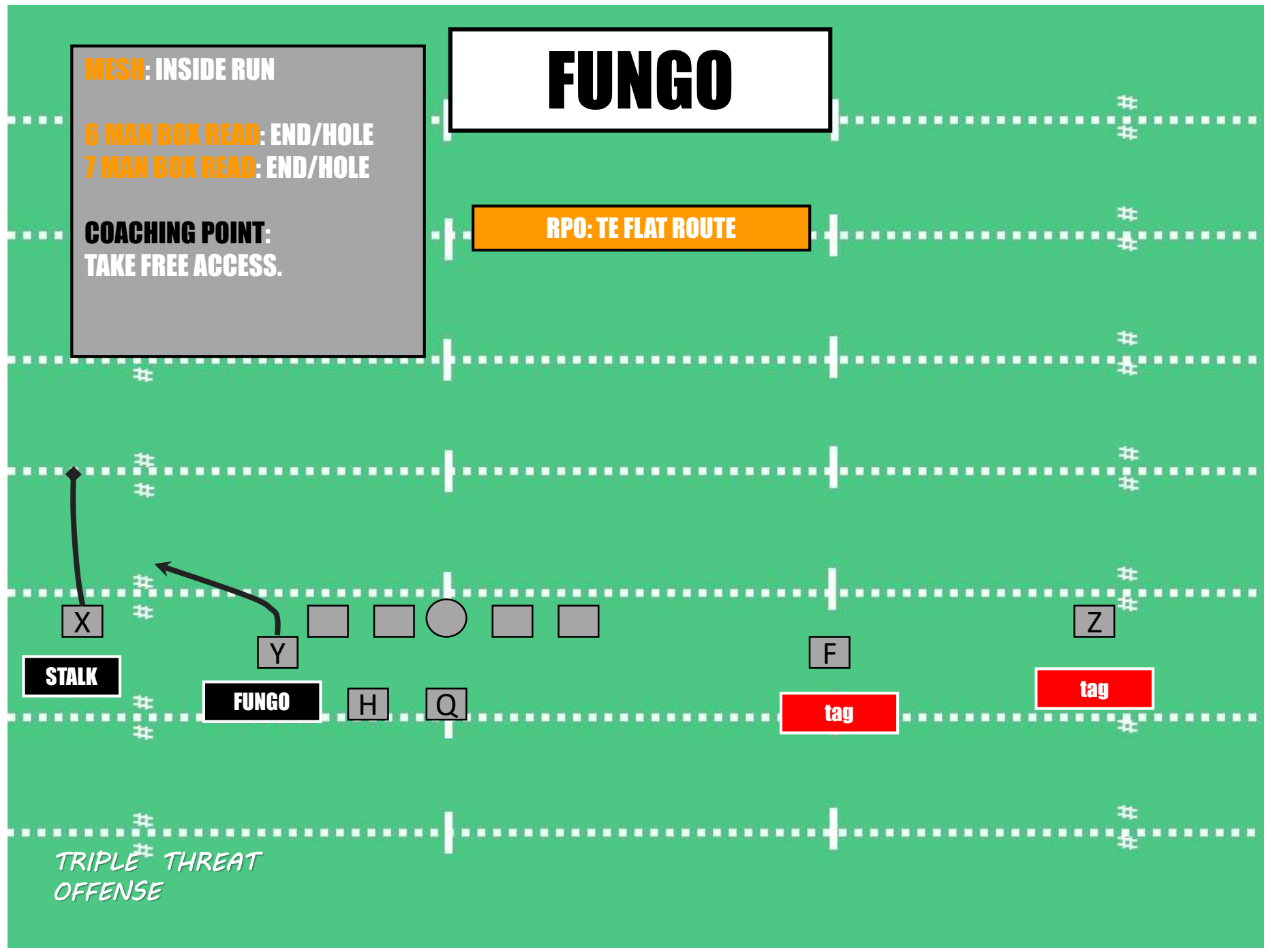
F

**tag**

Z

**tag**

TRIPLE THREAT  
OFFENSE



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**6 MAN BOX READ:** END/HOLE

**7 MAN BOX READ:** END/HOLE

**COACHING POINT:**  
TAKE FREE ACCESS.

# FUNGO

**RPO: TE FLAT ROUTE**

X

**STALK**



Y

H

Q

**FUNGO**

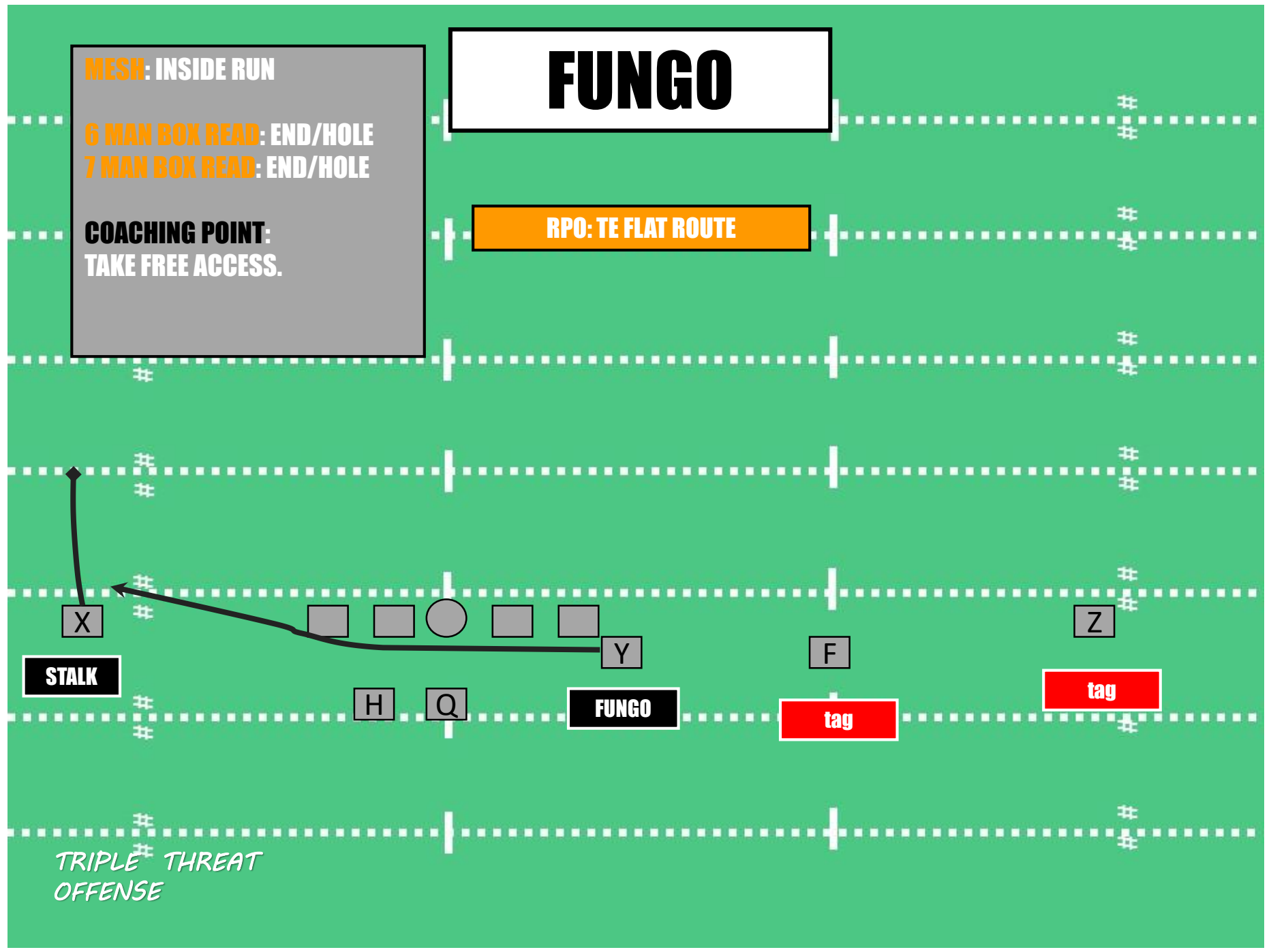
F

tag

Z

tag

TRIPLE THREAT  
OFFENSE



**MESH:** INSIDE RUN

**6 MAN BOX READ:** END/HOLE

**7 MAN BOX READ:** END/HOLE

**COACHING POINT:**  
TAKE FREE ACCESS.

# FUNGO

**RPO: TE FLAT ROUTE**

X

tag

Y

FUNGO

Q

H

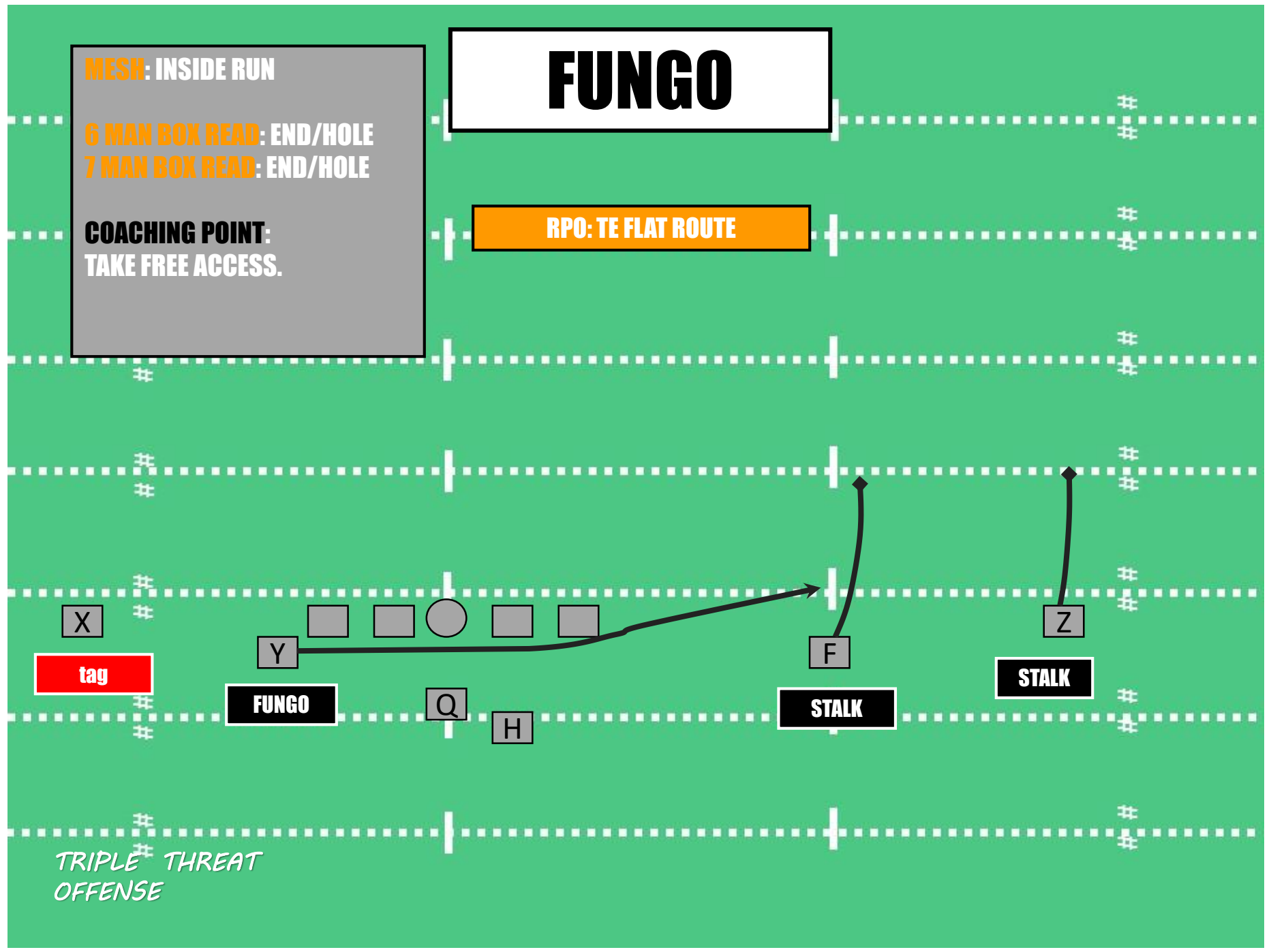
F

STALK

Z

STALK

TRIPLE THREAT  
OFFENSE



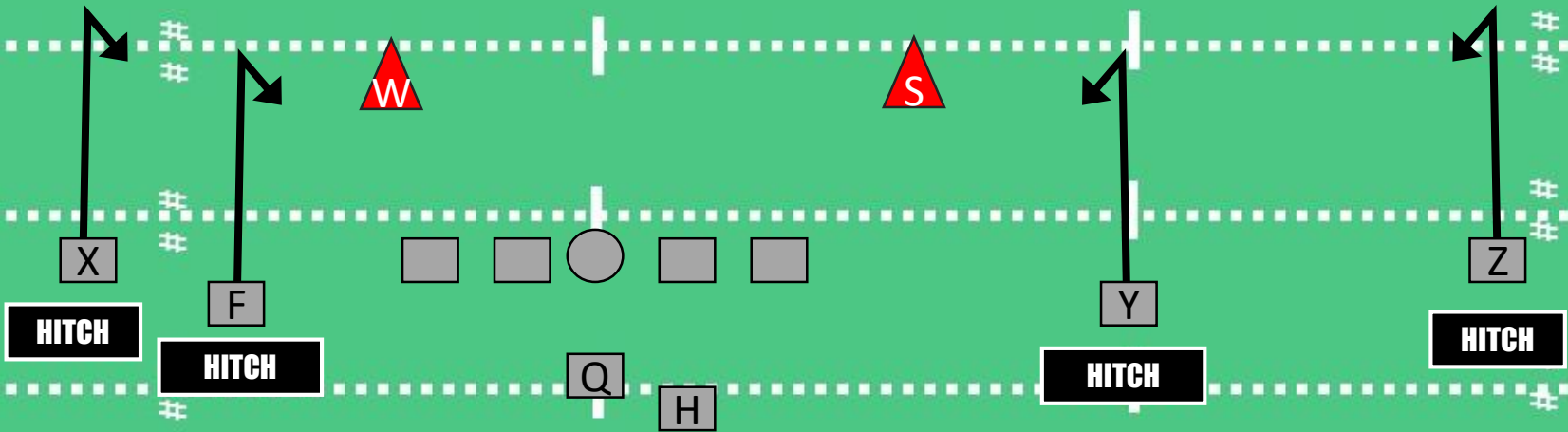
# HITCH

**MESH:** INSIDE RUN

**READ:** SAM/WILL

**VS SPLIT SHELL:** READ  
SAM/WILL BACKER. PICK A  
SIDE/GAME PLAN.

**VS POST SHELL:** MUST CHECK  
POP AND THROW. (ROUTE  
CHECK)



TRIPLE THREAT  
OFFENSE

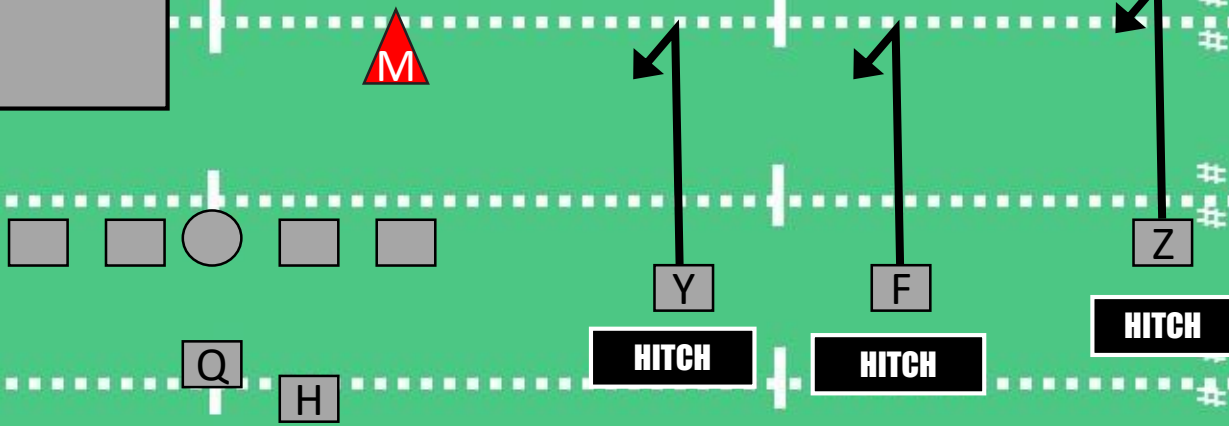
# HITCH

**MESH:** INSIDE RUN

**READ:** MIKE

**VS SPLIT SHELL:** READ MIKE  
BACKER.

**VS POST SHELL:** MUST CHECK  
POP AND THROW.



TRIPLE THREAT  
OFFENSE

# BEND

**MESH:** INSIDE RUN

**READ:** MIKE

**VS SPLIT SHELL:** READ MIKE  
BACKER.

**VS POST SHELL:** MUST CHECK  
POP AND THROW.



Q

H



Y

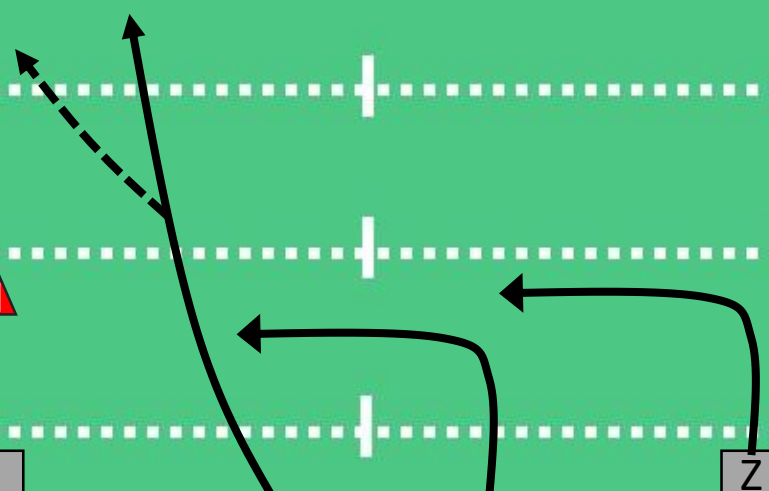
BEND

F

SHIN

Z

SHIN



TRIPLE THREAT  
OFFENSE



# GLANCE

RPO: single wr BEND

**MESH:** INSIDE RUN

**6 MAN BOX READ:** rover

**7 MAN BOX READ:**  
access to nickel or **man  
beater tag**

**COACHING POINT:**  
**TAKE FREE ACCESS.**

X

GLANCE

Y

Q

H

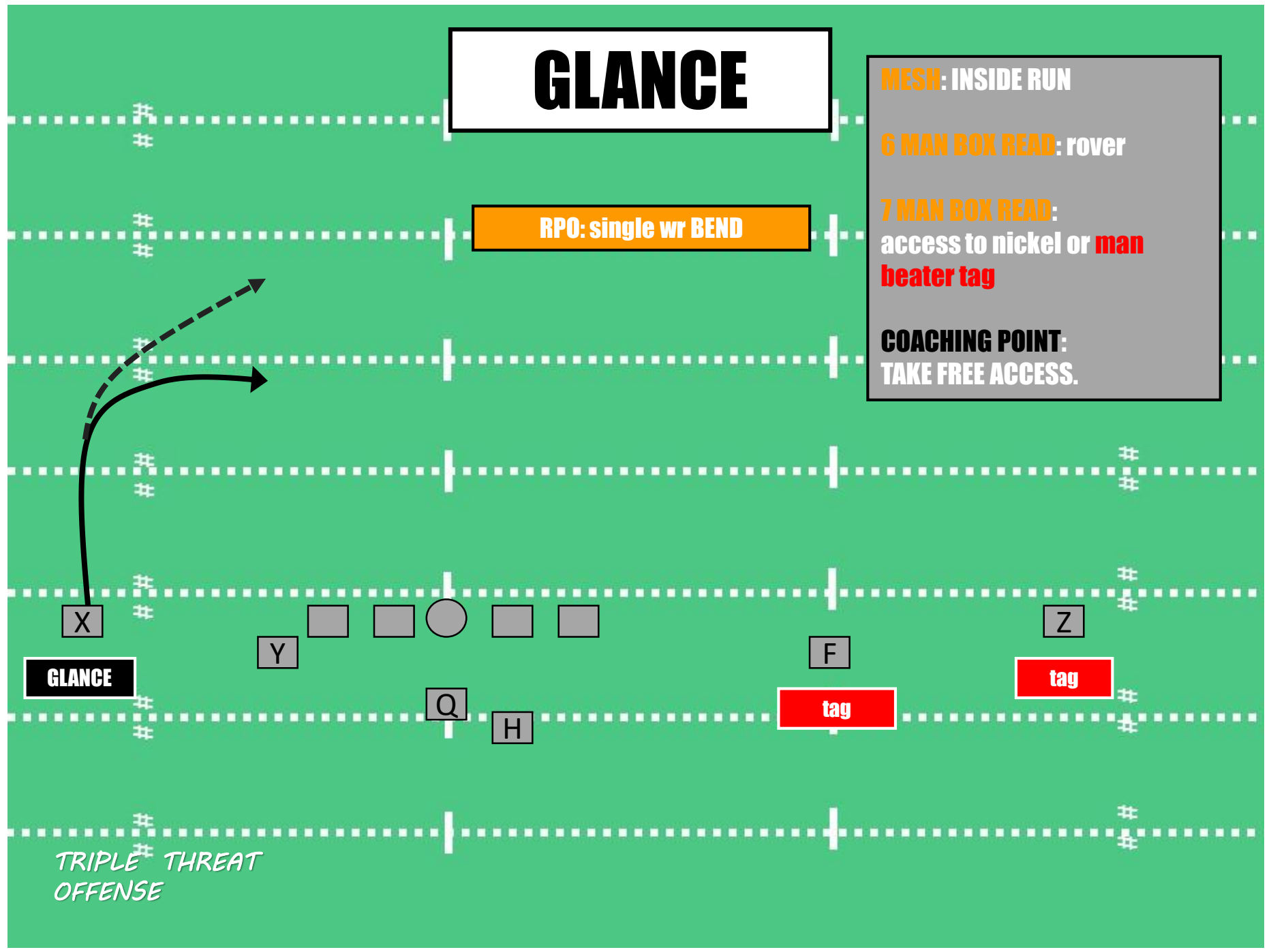
F

tag

Z

tag

TRIPLE THREAT  
OFFENSE



**MESH:** INSIDE RUN

**6 MAN BOX READ:** nickel/sam

**7 MAN BOX READ:**  
Nickel-nickel-flat  
**man beater tag**

**COACHING POINT:**  
TAKE FREE ACCESS.

# GLANCE

**RPO: double BENDERS**

X

tag



Y

F

Z

Q

R  
H

FLAT

GLANCE

GLANCE

TRIPLE THREAT  
OFFENSE

Normally used adding flat  
player with motion or flat  
route

