RPO:

TRIPLE THREAT OFFENSE

FUNGO

MESH: INSIDE RUN

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

COACHING POINT:
TAKE FREE ACCESS.

RPO: TE FLAT ROUTE

FUNGO

MESH: INSIDE RUN

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7 MAN BOX READ: END/HOLE

COACHING POINT:
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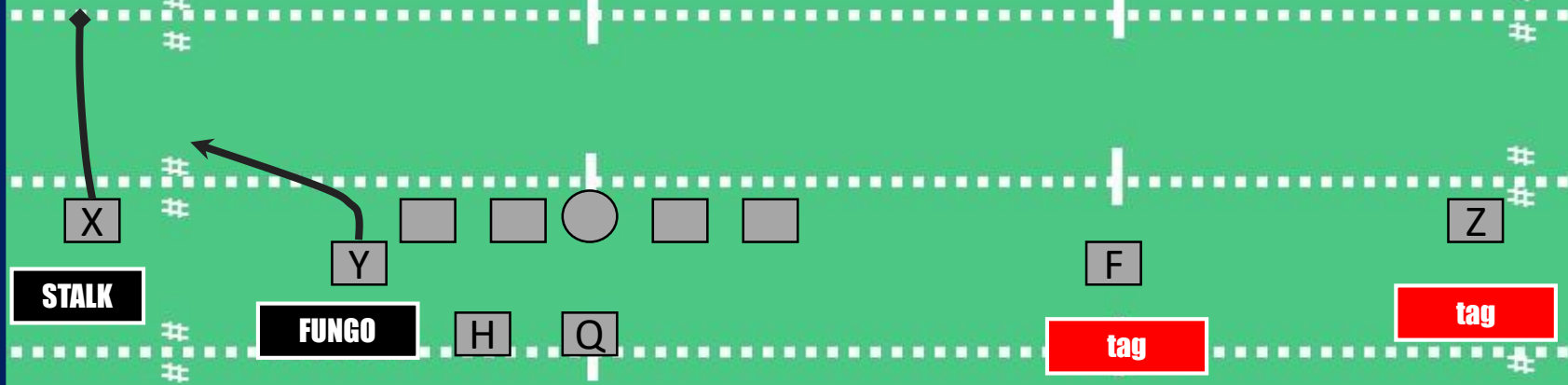
RPO: TE FLAT ROUTE



FUNGO

MESH: INSIDE RUN

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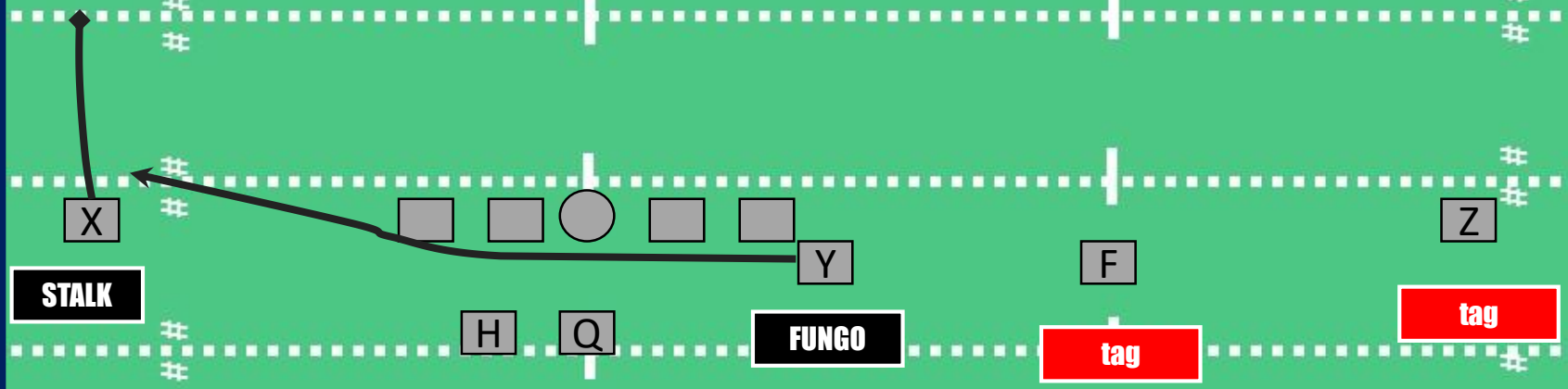

FUNGO

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COACHING POINT:
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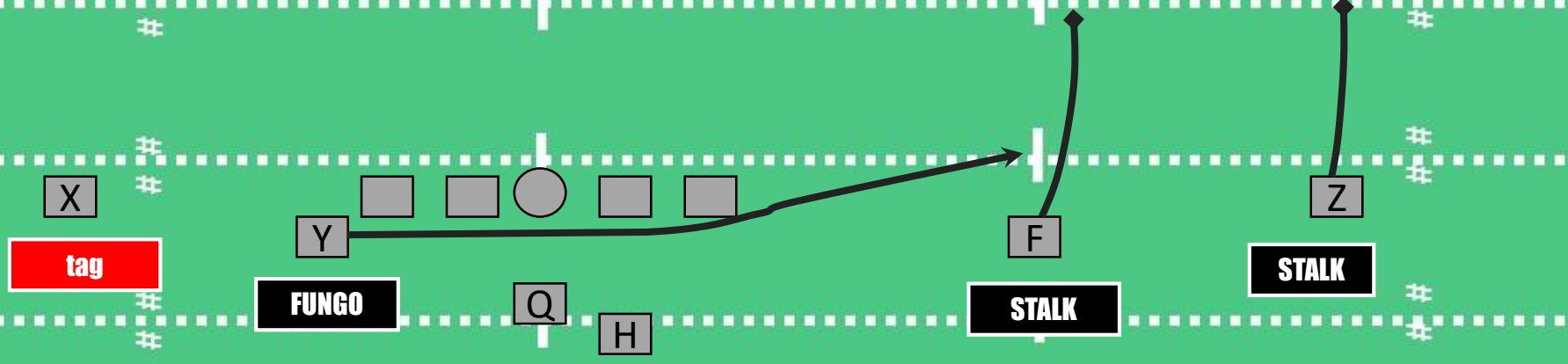
RPO: TE FLAT ROUTE



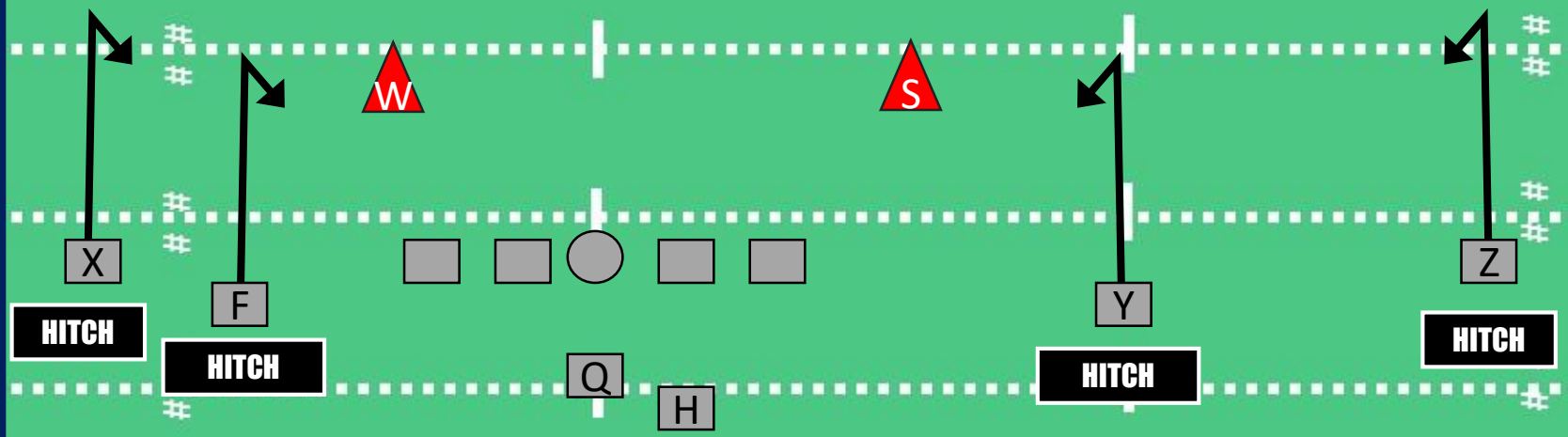
HITCH

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)



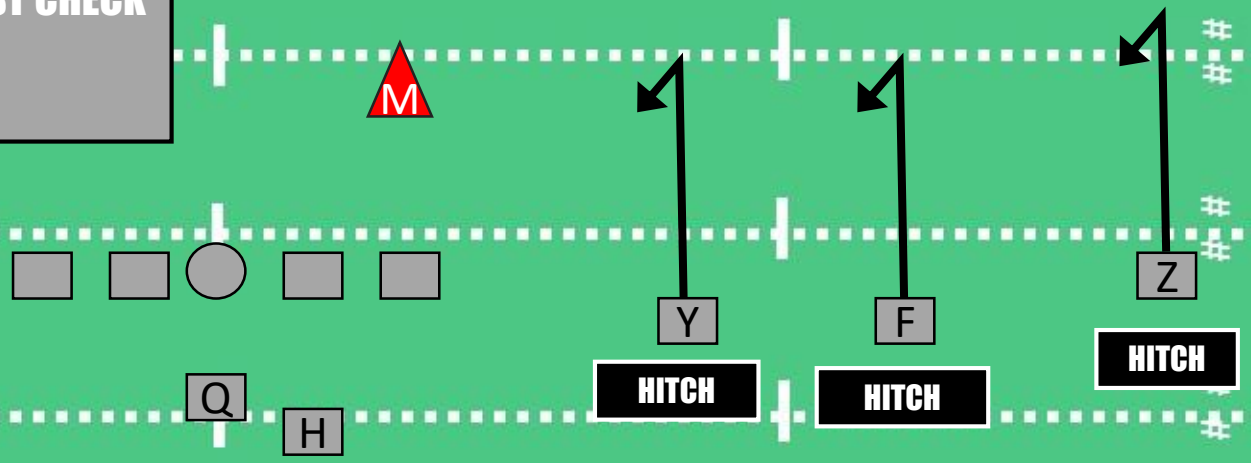
HITCH

MESH: INSIDE RUN

READ: MIKE

VS SPLIT SHELL: READ MIKE BACKER.

VS POST SHELL: MUST CHECK POP AND THROW.



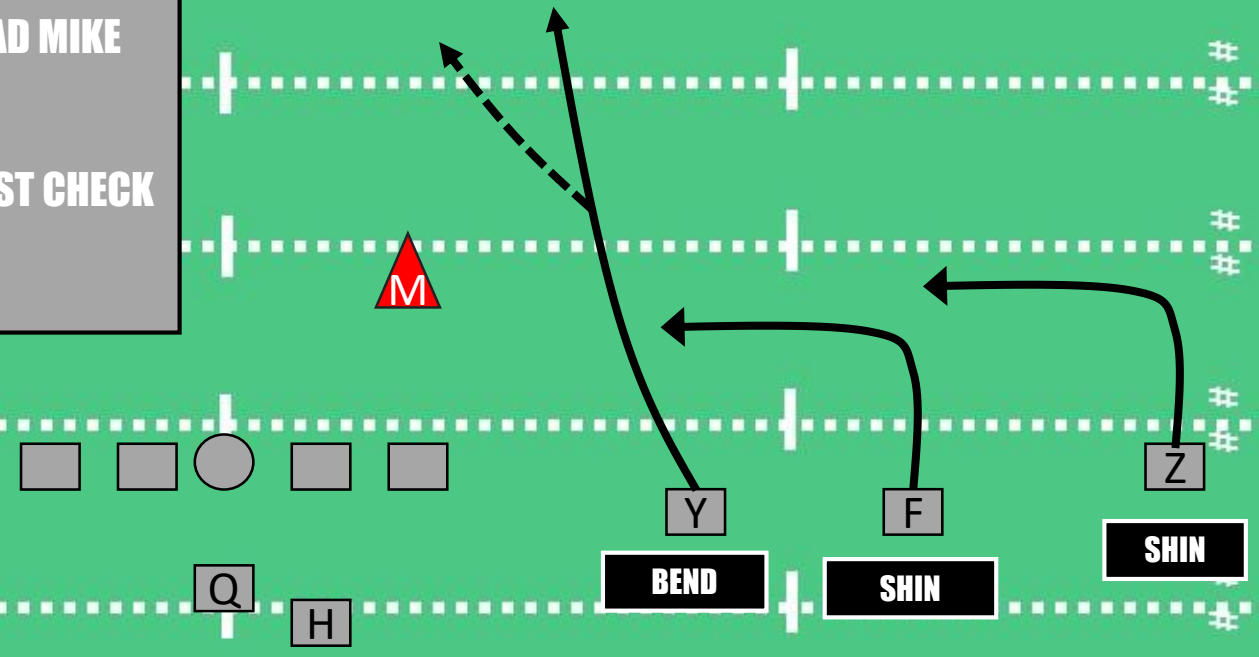
BEND

MESH: INSIDE RUN

READ: MIKE

VS SPLIT SHELL: READ MIKE BACKER.

VS POST SHELL: MUST CHECK POP AND THROW.



GLANCE

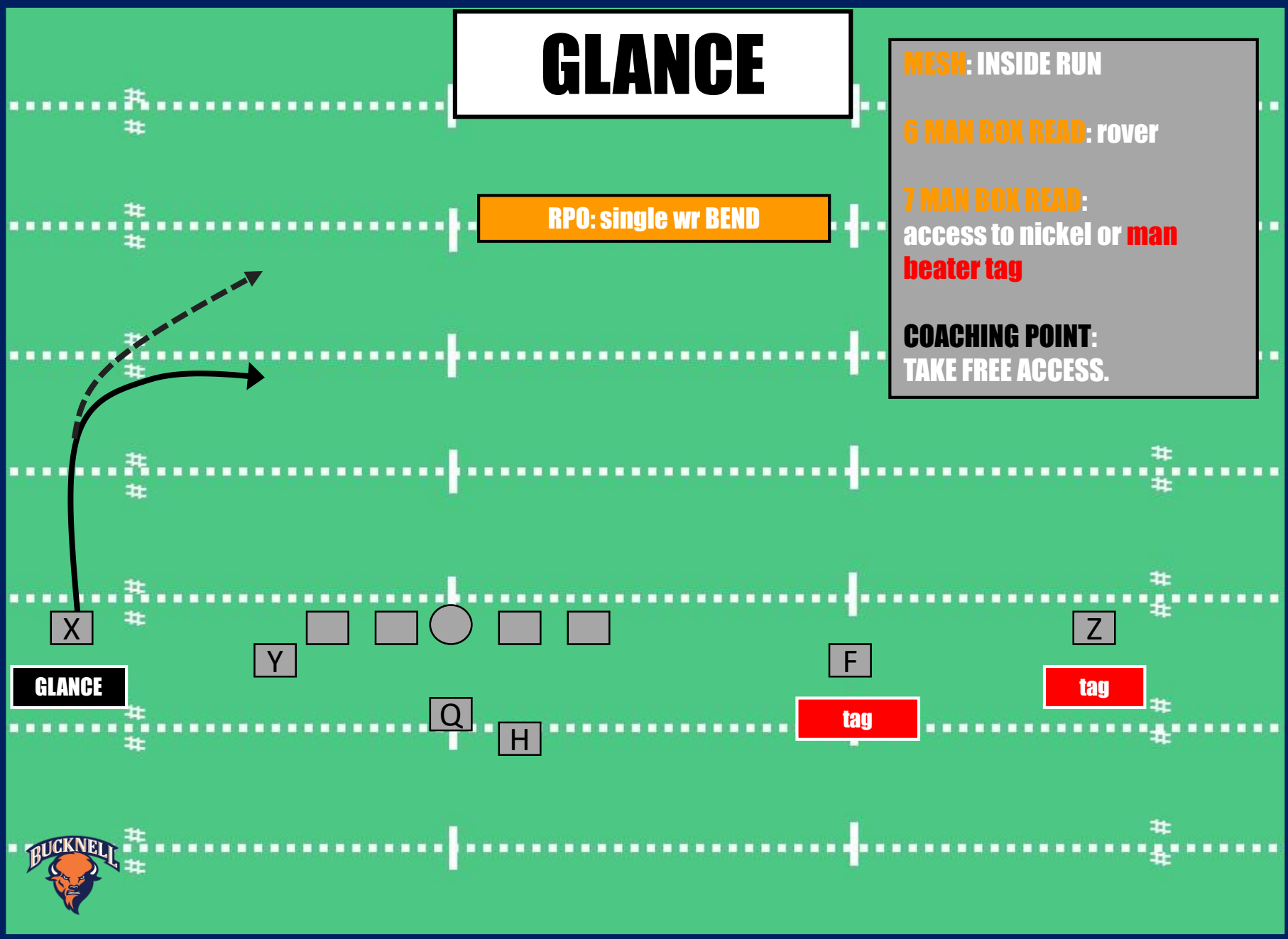
RPO: single wr BEND

MESH: INSIDE RUN

6 MAN BOX READ: rover

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

COACHING POINT:
TAKE FREE ACCESS.



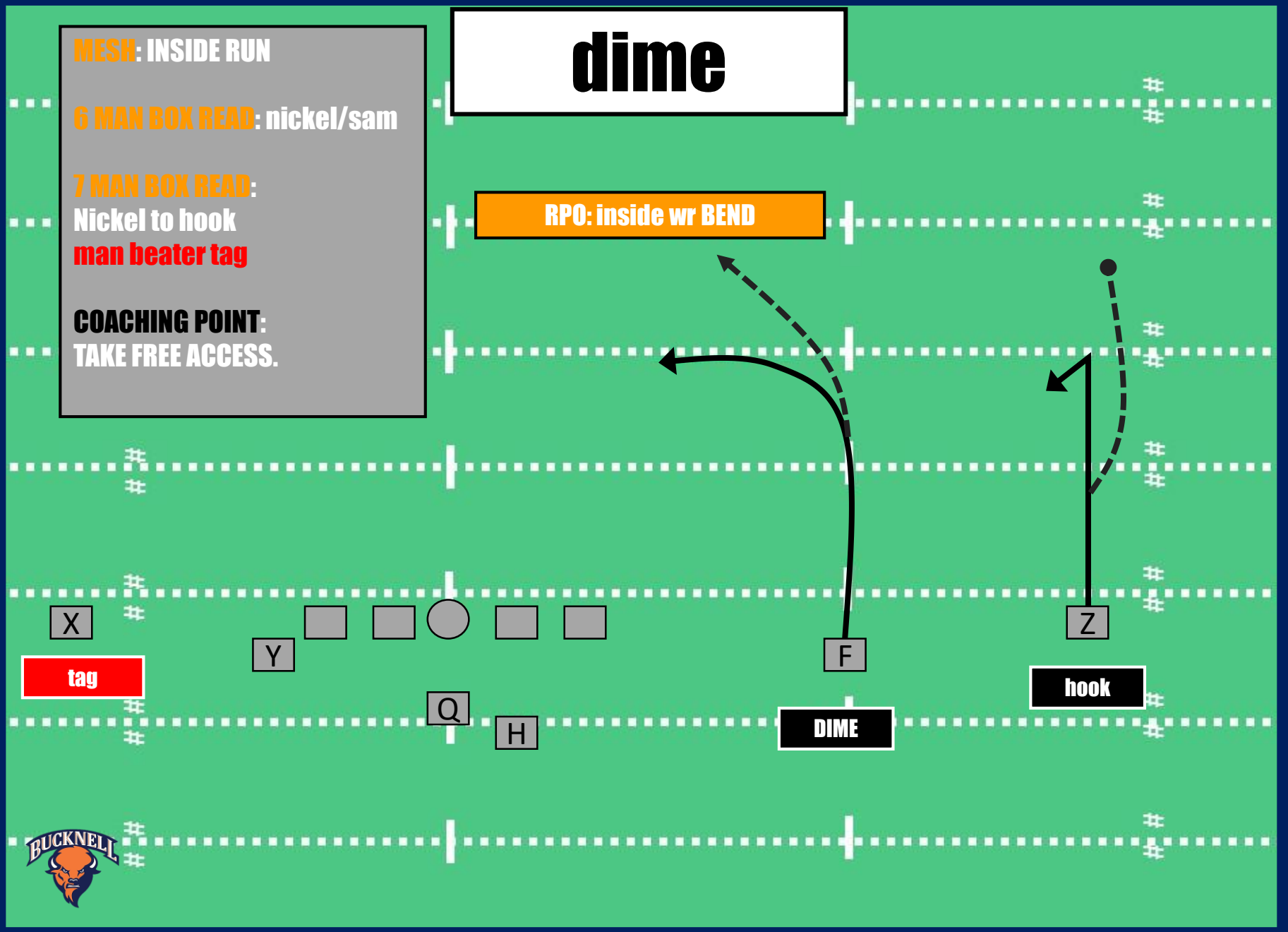
dime

MESH: INSIDE RUN

6 MAN BOX READ: nickel/sam

7 MAN BOX READ:
Nickel to hook
man beater tag

COACHING POINT:
TAKE FREE ACCESS.



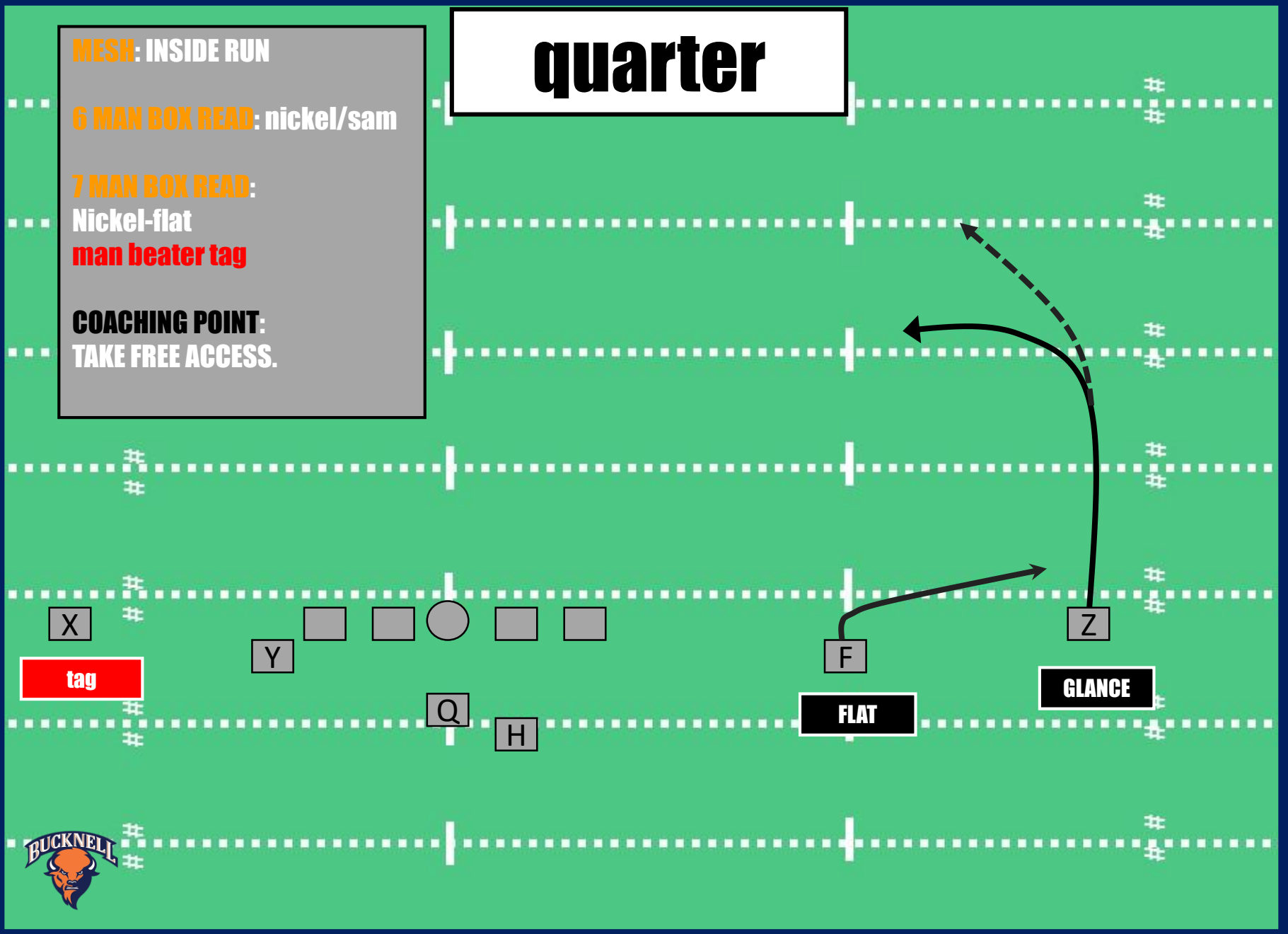
quarter

MESH: INSIDE RUN

6 MAN BOX READ: nickel/sam

7 MAN BOX READ:
Nickel-flat
man beater tag

COACHING POINT:
TAKE FREE ACCESS.



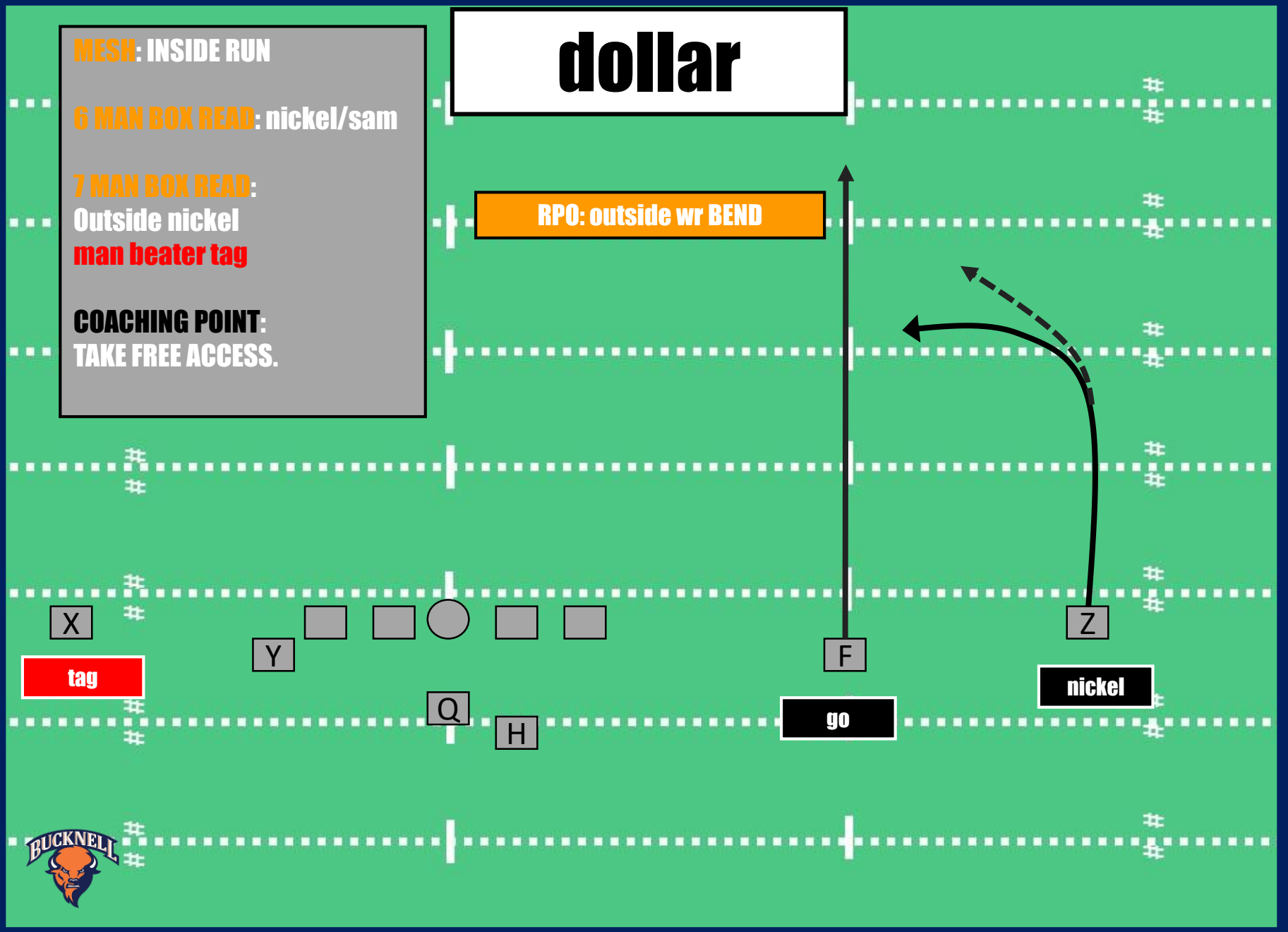
dollar

MESH: INSIDE RUN

6 MAN BOX READ: nickel/sam

7 MAN BOX READ:
Outside nickel
man beater tag

COACHING POINT:
TAKE FREE ACCESS.



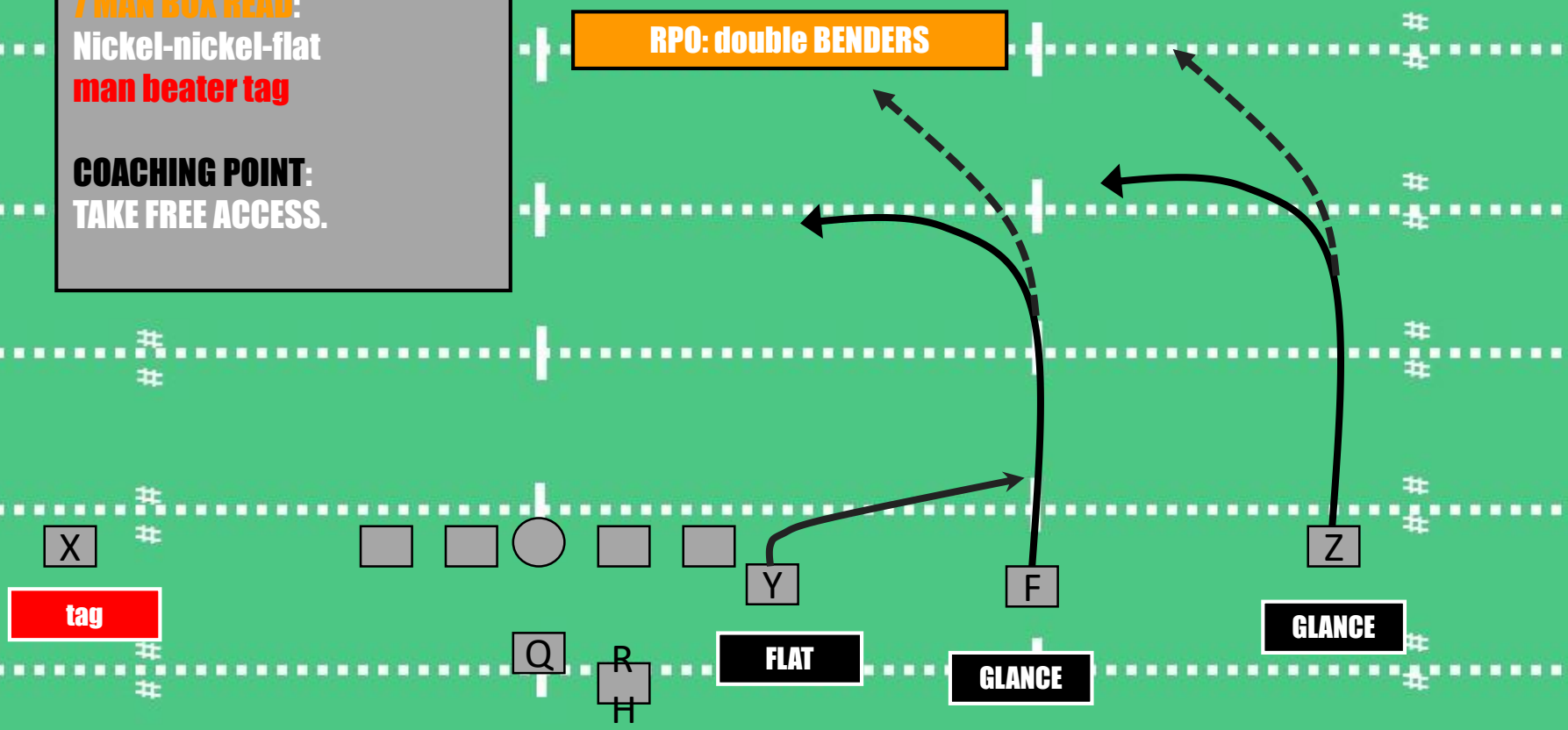
money

MESH: INSIDE RUN

6 MAN BOX READ: nickel/sam

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

COACHING POINT:
TAKE FREE ACCESS.



Normally used adding flat player with motion or flat route