



# RPO:

*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



**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**



# FUNGO

**MESH:** INSIDE RUN

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**RPO: TE FLAT ROUTE**

X

**STALK**

H

Q

**FUNGO**

Y

F

tag

Z

tag



**MESH:** INSIDE RUN

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# FUNGO

**RPO: TE FLAT ROUTE**

X

tag

Y

FUNGO

Q

H

F

STALK

Z

STALK



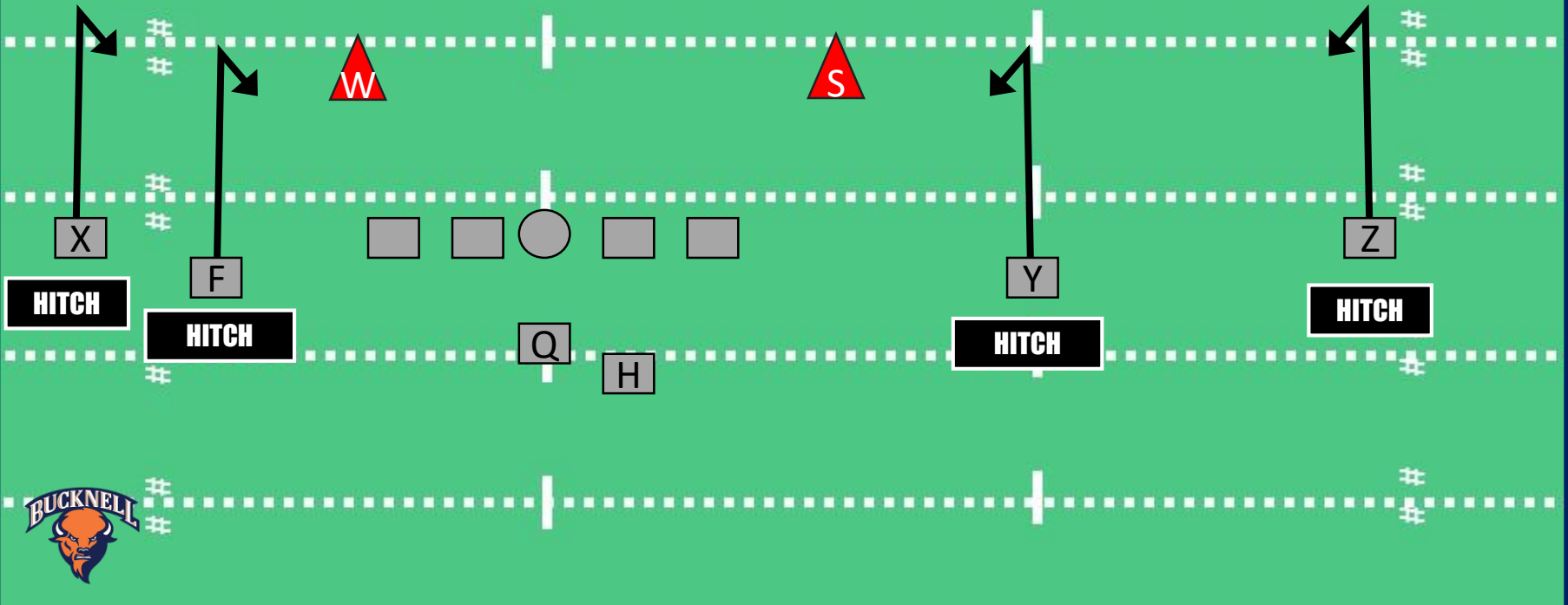
**MESH:** INSIDE RUN

**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



# HITCH

**MESH:** INSIDE RUN

**READ:** MIKE

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

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



Q

H

Y

HITCH

F

HITCH

Z

HITCH



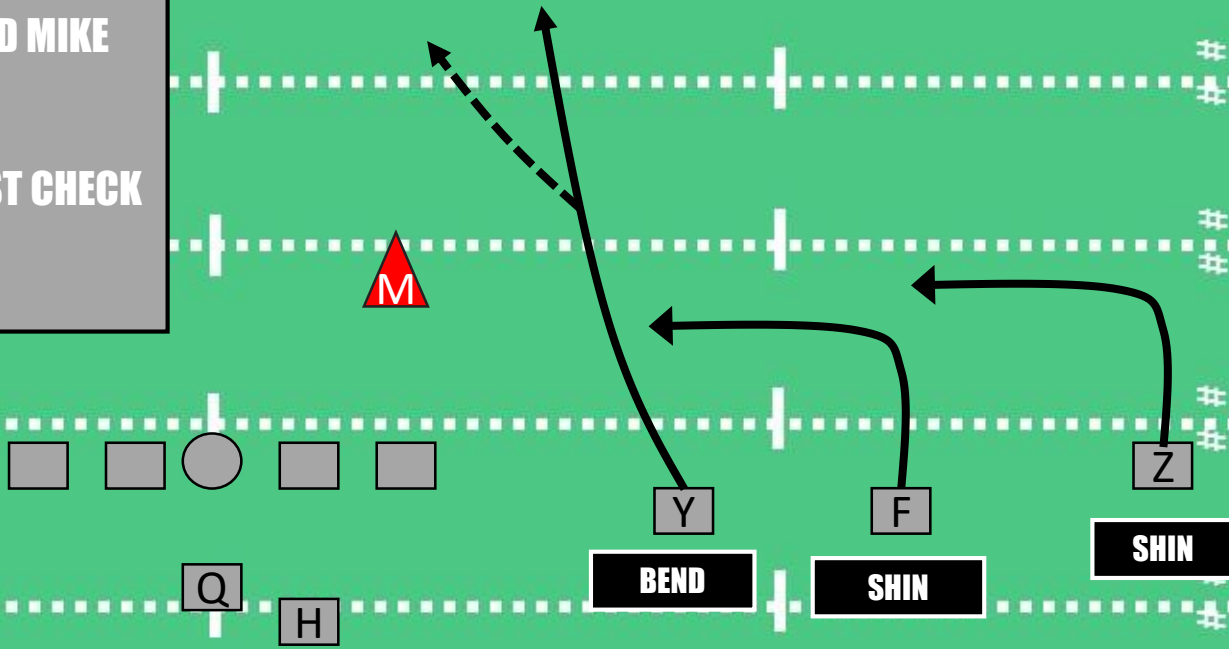
# BEND

**MESH:** INSIDE RUN

**READ:** MIKE

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

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





# GLANCE

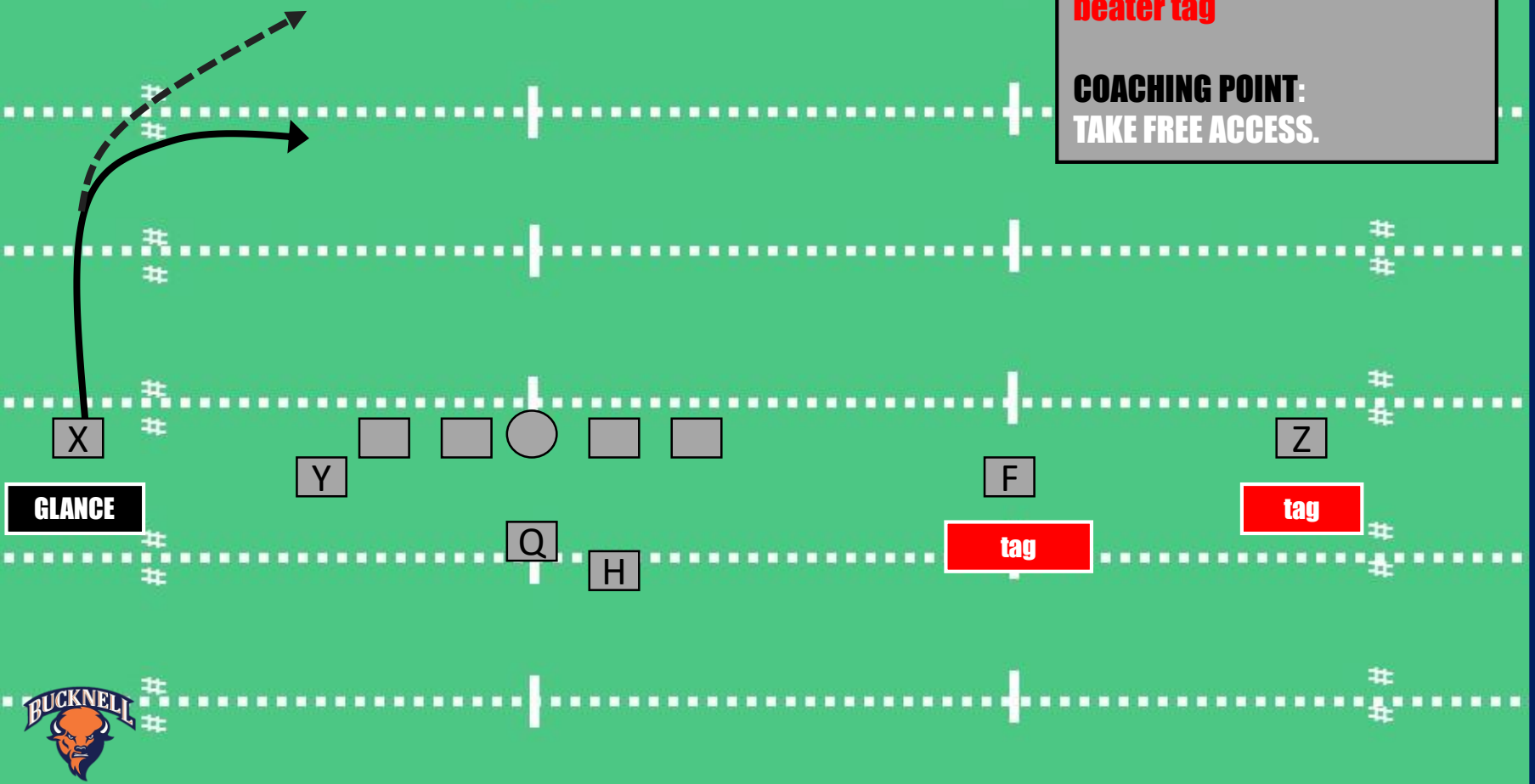
RPO: single wr BEND

**MESH:** INSIDE RUN

**6 MAN BOX READ:** rover

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

**COACHING POINT:**  
TAKE FREE ACCESS.



GLANCE

tag

tag



**MESH: INSIDE RUN**

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

**7 MAN BOX READ:**

Nickel to hook

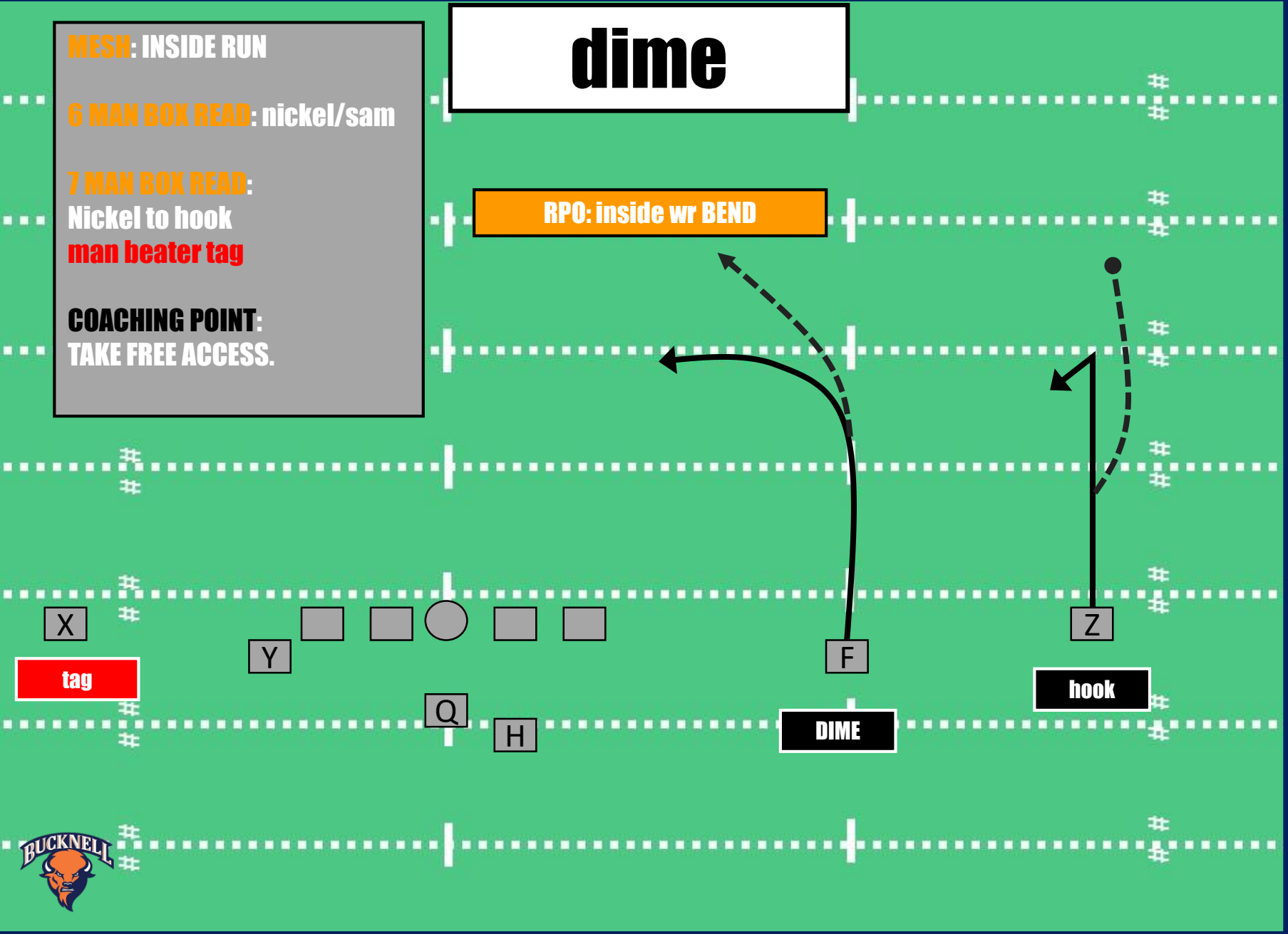
**man beater tag**

**COACHING POINT:**

**TAKE FREE ACCESS.**

# dime

**RPO: inside wr BEND**



# quarter

**MESH:** INSIDE RUN

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

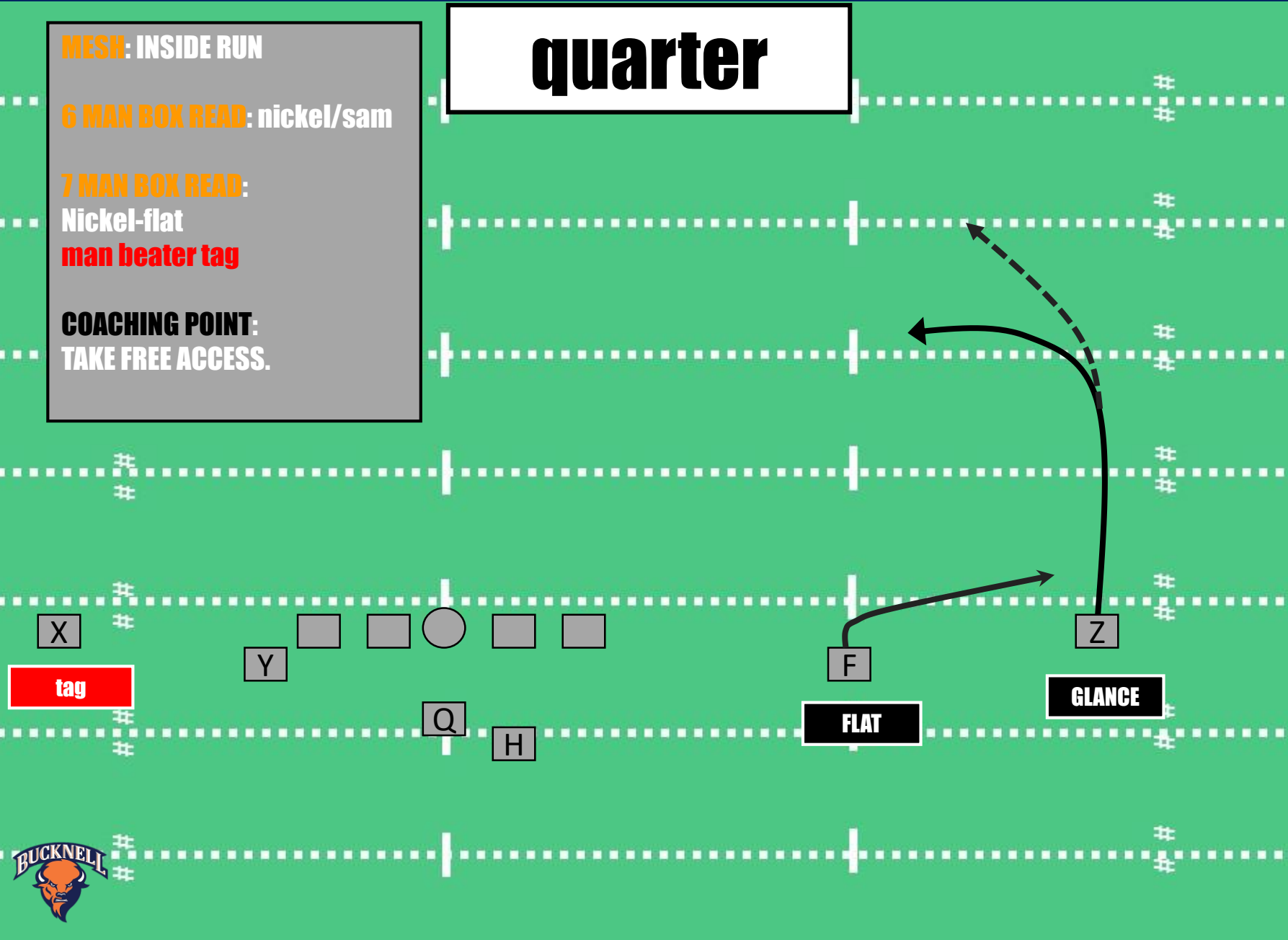
**7 MAN BOX READ:**

Nickel-flat

**man beater tag**

**COACHING POINT:**

**TAKE FREE ACCESS.**



**MESH: INSIDE RUN**

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

**7 MAN BOX READ:**

**Outside nickel  
man beater tag**

**COACHING POINT:  
TAKE FREE ACCESS.**

# dollar

**RPO: outside wr BEND**

X

tag

Y

Q

H

F

go

Z

nickel



**MESH: INSIDE RUN**

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

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

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

# money

**RPO: double BENDERS**

X

tag

Q

R

H

Y

FLAT

F

GLANCE

Z

GLANCE

**Normally used adding flat  
player with motion or flat  
route**

