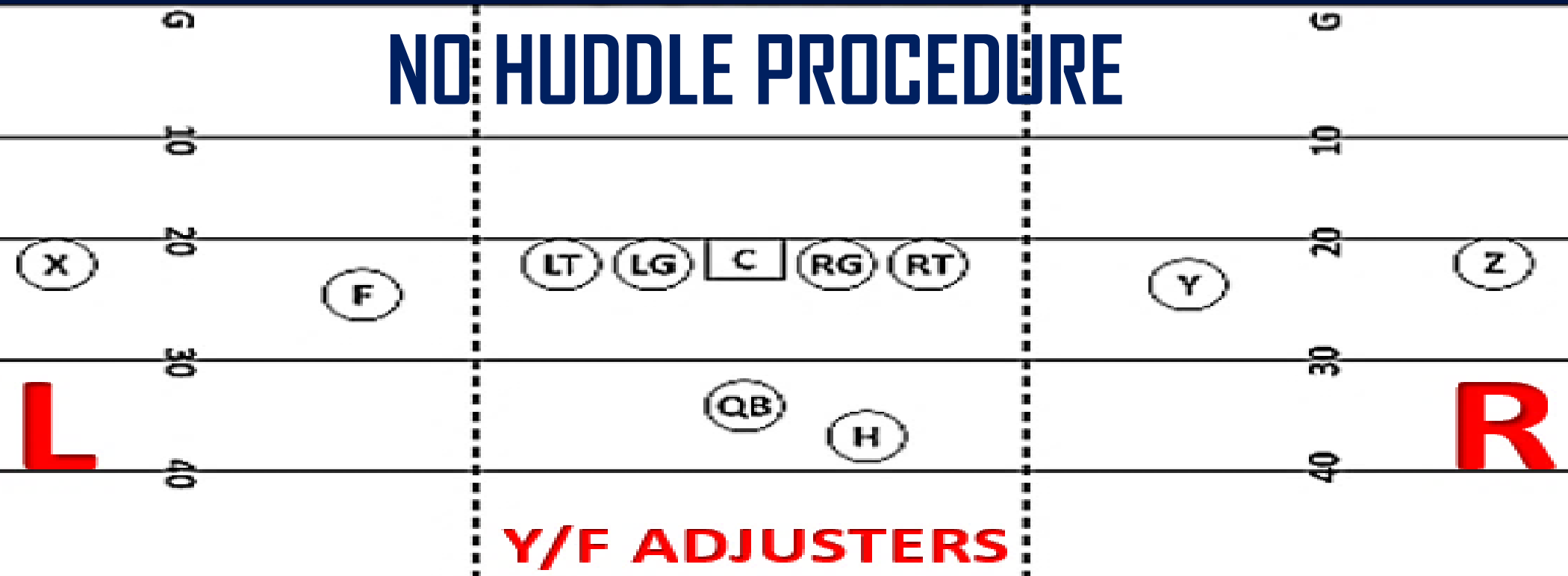




Presnap procedure

TRIPLE THREAT
OFFENSE

NO HUDDLE PROCEDURE



- LINEMEN WILL REST ON THE BALL
- QB AND SKILLS WILL GET SIGNAL FROM SIDELINES
- IN THE SPRING ALL QB'S WILL BE LIVE
- EVENTUALLY WE WILL HAVE 1 LIVE AND 2 DEAD
- QB WILL CALL THE PLAY USING CODES TO THE LINEMEN

COMMUNICATION

- QB AND SKILLS WILL GET THE SIGNAL FROM THE SIDELINES (WR'S, TE, RB'S)
- THE QB'S WILL SIGNAL THE FORMATION, PLAY CONCEPT, AND DIRECTION.
 - EX: TRIPS RT EXXON (EXXON: DBL STICK DOT) (PROT: 53)
- QB WILL GIVE PLAY AND DIRECTION TO THE OL
- MOTIONS WILL BE SIGNAL BY THE QB USING HANDS OR FEET INDICATORS
 - A MOTION CALL MAY BE GIVING TO THE OL IF THE MOTION BRINGS BACKERS INTO THE BOX

*TRIPLE THREAT
OFFENSE*

COMMUNICATION

- DUMMY DIGIT WILL BE USE TO DISGUISE THE CALL (##/32)
 - 50=DUMMY / 32=32 BELLY
 - WE WILL ALSO EVOLVE TO CODE WORDS (ZORRO ODD=33 READ)
- THE DEFAULT CADENCE WILL BE ATTACK CADENCE.
 - EXAMPLE: (##/32) / (##/32) "DOWN" – SET HUT
- QB CAN CHANGE THE CADENCE USING THE DAYS OF THE WEEK (MONDAY= ON 1) CHECK W/
ME CADENCE CAN ALSO BE USED
 - EXAMPLE: (##/32) / (##/32) "MONDAY" – DOWN, BLUE 14, BLUE 14, SET HUT

*TRIPLE THREAT
OFFENSE*

LINE OF SCRIMMAGE CALLS

DIRECTIONAL CALLS – A CALL AT THE L.O.S. TO GIVE THE DIRECTION OF THE PLAY GIVEN EITHER "RIGHT" OR "LEFT"

<u>CODE WORDS/# FOR "LEFT" DIRECTION</u>	<u>CODE WORDS/# FOR "RIGHT" DIRECTION</u>
##/33	##/32
137	136
COLD	HOT
ODD	EVEN
SMALL	BIG
SOUTH	NORTH

*TRIPLE THREAT
OFFENSE*