Drive Starters		2 MINUTE		Palmer		F	Play Script		
Trips: Sword/B Peak	25	Fish	2	Cannon		Cannon	Flop-Train - Cannon/Bubble	4	Palmer
Arrow-Jokers	33	Trips/Quads-42 Fast	24	Sword		Sword	RBBT GROUP - Bus Arrow JOKE	33	Duncan
Bulldog/Quads Runs		Jail/A Jail		F - Draw		F Draw	Trips - Run/Screen		Palmer/Haas
Bus Arrow	1	Laser	21	Cnn THBCK		F Wheel	R/B - Sword/Fast	11	Palmer
Cannon-Steal/Key	1	A Throwback	31	TRAP		Empty Screens	Bulldog - Cannon	1	Larkin
Flop-Cannon	32	RAIL (TRIPS)	52	F KNIFE		Jail-JET	R/B - Q KNIFE	2	Jones
2nd and SHOTS		Screen Game		Empty - 43		B-Arrow	Bus-Arrow	1	Larkin
Simpson Special	13	42 Fast	24	Jail - Swing		B- Axe	QUADS - 42 Fast	24	Haas
Jail and Go	34	Jail/A Jail		Boise - Swing		A - Train Jet/Cnn	Flop - Cannon	32	Fraiser
Jet Pass	15	Laser		LASER			RBBT GROUP - BUS KNIFE	2	Jones
3rd and longs		Empty-43	2	"A"		"A"	Plays to run 1st Half		
Jail/A Jail		Axe Shuffle	32	Jail and Go		Fish/Snag	Simpson Special	13	Shane/Fraiser
BEAR ROLL	22	RED ZONE		A Throwback		Train Runs	Flop - CN CRACK AND GO		Dugger
		Bus-Arrow	35	Peak		Peak - Base			
Trips-Fish		CNN STAY	43	"B"		"X"	Plays for 2nd half		
Laser Fraiser	21	POWER	45	Axe/Arrow		Snag - Snag Switch	Jail and Go	34	Dugger/Haas
3rd and Shorts		Q RUNS		Shark/Bear		Jail	BOGO	42	Shane
Arrow		HEAVY		B GO		Water-Pyramid	B SPECIAL	45	Larkin
CNN STAY	51	Bus - A THOWBCK	31	Shane		HAAS PLAYS	BUS - STRIKER	24	Shane
POWER	45	2 Point Plays		Fast/Jail		A-JET			
Q RUNS - HEAVY		FIRE on XP/FG		X Slugo		QB - Knife	NOTES FOR PLAYS-FORMATIONS		
3rd and Mediums		Bus-Rub	3	Snag		QB - Sword/Cannon	Flop - DO WE LIGHTEN THE BOX TRAIN??		
Bus-Arrow Joker	33	Heavy	1	Pyramid		QB - Rollouts	BULLDOG Can we run to the Trips		
Trips/Quads 42 Fast	31	SHOT PLAYS		Landan at QB		A - Jail	JOKER KEYING GUARDS		
Sword	11	Jail and Go	34	Base Runs		A - Peak	3rd Down ILB's love to blitz Arrow/CNN Stay/PWR		
CNN STAY	43	Crack and Go		Bus - Pass Routes - Q Arrow			BOGO/JAIL AND GO Set up and throw TD's		
4th and shorts		Empty Flex - Nasty		Q runs-Cannon/Sword/Gut FALSE KEYS			RBBT Group Arrow and see how they handl motion		
Arrow (Larkin)	1			Fast/Jail		GUT	QB keeping off "Steal" and "Key" will be big		
CNN STAY		Axe Y Special				ARROW-Joker	Ride what got us here but be r	eady	to adjust
Q Runs (KNIFE)	2	Train-DBL Pass				BAM			
4th and longs						SHOTS/GIMMICKS	Timeouts		
A Throwback	31					Simpson Special	If they have 0 Time-outs		2:00
FISH	2	Play after turnover		HEAVY PLAYS		Jet Pass	If they have 1 Time-out		1:25
SNAG	1	Train-DBL Pass		Power		Jail and Go's	If they have 2 Time-outs		0:50
MAN ZERO CALLS		X Reverse Pass		Axe		X Reverse Pass	If they have 3 Time-outs		0:20
Bus Routes - Throwback		Backed UP		Cannon			PAT CHART		
Jail		Q RUNS		Cannon-Pass			Go for 2 if		
Jail and Go		Sword		Simpson Special			Ahead: 1,4,5,11,12,19		
Bear							Behind: 2,5,10,16,17,18	3,21	,25