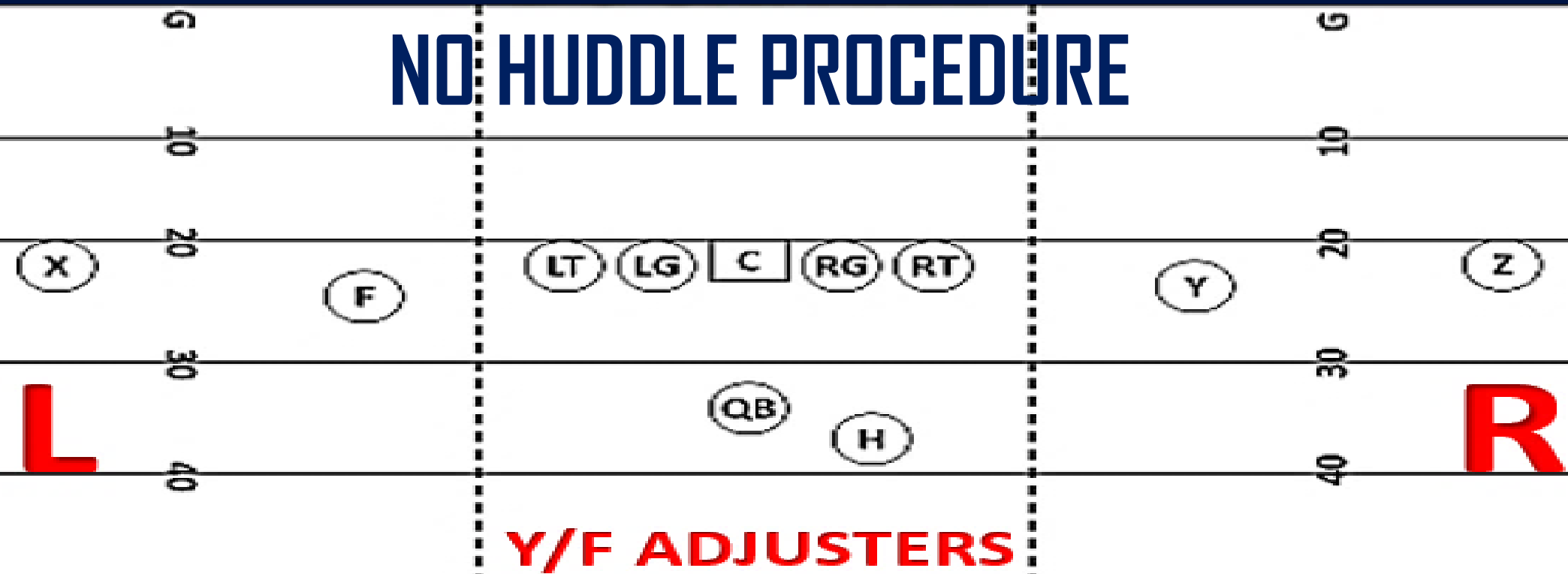




# Presnap procedure

*TRIPLE THREAT  
OFFENSE*

# NO HUDDLE PROCEDURE



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- 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

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# 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>
<b>##/33</b>	<b>##/32</b>
<b>137</b>	<b>136</b>
<b>COLD</b>	<b>HOT</b>
<b>ODD</b>	<b>EVEN</b>
<b>SMALL</b>	<b>BIG</b>
<b>SOUTH</b>	<b>NORTH</b>

*TRIPLE THREAT  
OFFENSE*