49ers OFFENSE

HUDDLE and CADENCE

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OFFENSIVE TERMINOLOGY

PERSONNEL GROUPS

(R)	REGULAR (21)	2 RB, 1 TE, 2 WR	
(T)	TIGER (12)	1 RB, 2 TE, 2 WR	(2ND TE BECOMES THE 'F')
(CB)	CUB (12)		(2ND TE BECOMES THE 'Y')
(U)	U (22)	2 RB, 2 TE, 1 WR	(2ND TE BECOMES THE 'U')
(Y)	Y (22)		('U' Replaces 'X') ('2ND TE BECOMES THE 'Y')
(ZE)	ZEBRA (11)	1 RB, 1 TE, 3 WR	(3RD WR BECOMES THE 'F')
(TR)	TREY (13)	1 RB, 3 TE, 1 WR	(2 TE's BECOME THE 'U' & 'F' U' Replaces 'X')
(TRY)	TREY-Y (13)	1 RB, 3 TE, 1 WR	THE 'Y' 'BECOMES THE ' U '
(CLB)	CLUBS (13H)	1 RB, 2 TE, 1 WR	('1' Extra O Lineman)
(B)	BEAST (22H)	2 RB, 1 TE, 1 WR	('1' Extra O Lineman)
(KD)	KODIAK (12H)	1 RB, 1 TE, 2 WR	('1' Extra O Lineman)
(MUS)	MUSCLE (23)	2 RB, 3 TE, 0 WR	(2 TE's BECOME THE 'U' & 'Z') ('U' Replaces 'X')
(MON)	MONSTER (23HH)	2 RB, 1 TE, 0 WR	('2' Extra O Lineman)
(ZEUS)	ZEUS (23H)	2 RB, 2 TE, 0 WR	('1' Extra O Lineman)

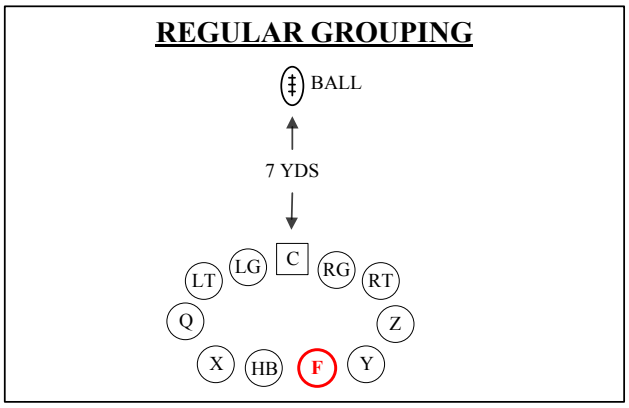
PERSONNEL VARIATIONS

(ZCH)	CHEETAH (02)	0 RB, 2 TE, 3 WR	(3RD WR BECOMES THE 'F') (2ND Replaces 'H')
(P)	PANTHER (01)	0 RB, 1 TE, 4 WR	(4TH WR BECOMES THE 'H')
(EA)	EAGLE (10)	1 RB, 0 TE, 4 WR	(3RD & 4TH WRs BECOME THE 'F' & 'Y')
(UH)	UHUSKER (31)	3 RB, 1 TE, 1 WR	('3rd' RB BECOMES THE 'Z')
(E)	E (20)	2 RB, 0 TE, 3 WR	(3RD WR BECOMES THE 'Y')
(PNY)	PONY (21)	2 HB, 1 TE, 2 WR	(2ND HB BECOMES THE 'F')
(ST)	STAR	0 RB, 0 TE, 5 WR	(5TH WR BECOMES THE 'H')
(ARB)	ARABIAN	3 HB, 0 TE, 2 WR	(3RD HB BECOMES THE 'Y')
(ACE)	ACE (14HH)	1 RB, 2 TE, 0 WR	('2' Extra O Lineman)

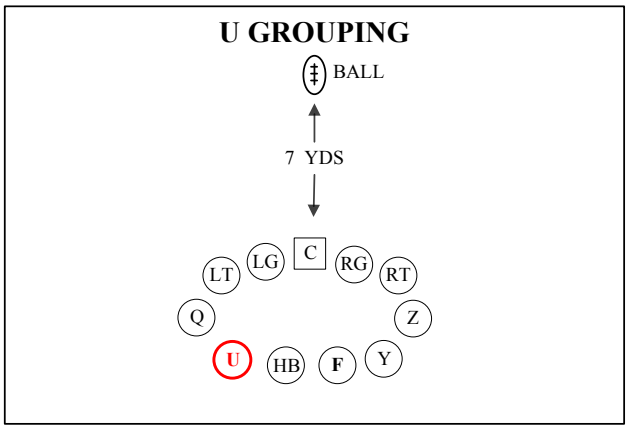
HUDDLE MECHANICS

FORMING AND BREAKING THE HUDDLE

1) Center always sets up huddle 7 yards from the ball. Set up quickly.
2) Center calls "Huddle Up". The personnel will align on the center quickly and efficiently.
3) Huddle is oval with the Offensive Line closest to the ball – hands on knees and eyes up.



4) Quarterback has complete control of the huddle
5) You will receive the following information in the huddle
   a. Formation (Shift / Motion possible)
   b. Play
   c. Blocking
   d. Pass Pattern (possible)
   e. Snap Count **Twice**
6) When you do not hear what is said, call "**Check**"
7) "**Ready-Break**" is the signal to leave the huddle
   a. Clap hands and say "BREAK"
8) <u>WR's leave after they have heard the first snap count called</u>
   a. WR's sprint out of the huddle to get aligned and set (especially if any kind of motion /shift is on)
   b. The rest of the Offensive Line will hustle to the L.O.S. after the snap count is repeated the second time, **TEMPO** is key!
9) Well disciplined huddle and break is a reflection of our offense and how we operate. Keep it sharp and take pride in it!



10) **<u>U-Personnel</u>** (2 TE, 2 RB, 1 WR) : The 2nd TE (U) in the Game replaces the 'X'.

HUDDLE PROCEDURES

IN THE HUDDLE

We have 40/25 seconds to snap the next play. It is important that we are efficient with our huddle mechanics to give ourselves adequate time at the L.O.S.

The Left tackle will call out the Down and Distance.

Personnel entering the huddle will echo the personnel group as they approach the huddle.

ONCE QB ENTERS HUDDLE, QB DOES ALL THE TALKING. HE WILL GIVE THE FOLLOWING INFORMATION:

1) Shift (Scatter to, Y Shift to)

2) Formation (Green, Red, Double, Trips, etc)

3) Formation Direction (Right or Left)

4) Formation Variation (Slot, Nasty , etc)

5) Motion (F-Short, F- Counter, H- Right O, etc)

6) Play Number (96, Nickel 40, 2 JET, etc)

7) Play Terms (Power, “Y” Stick, “Z Cujo”)

8) Snap Count (pause) (WR’s leave early) Snap Count (On Set, On Ducks, On One, On Two)

9) “Ready-Break”

HERE’S HOW IT SOUNDS

1) Y Shift to Dot Rt, 96 Zone Kill 97 Zone, On One, On One, Ready-Break

2) Green Rt Slot ‘Z’ Rt. 96 Boss, On Two, On Two, Ready-Break

3) Green Rt Fox 2 Double Go, On Sunday, On Sunday, Ready-Break

4) Double Rt Z-Short 2 Jet Z-Drive X Crush, On Ducks, On Ducks, Ready-Break

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AT THE LINE OF SCRIMMAGE (L.O.S.)

1) O-Line and TE get up and get in your appropriate stance. Center will call out the front.
2) QB calls the "Set-Hut", then Color and Number to each side (Color-#)
3) QB pauses and completes the snap count as follows: "Hut" (if on one)
4) The snap count is non-rhythmic through the 1st color-number, pause. The QB should vary this part of the count accordingly. The 2nd color-number is rhythmic and rolls into the first "Hut".
5) When QB calls the snap count on Two (2nd hut), he will try to draw the defense offsides on the 1st Hut by accentuating the count – pause – and then "Hut." **Everyone must have great poise** – do not jump!
6) If a Defender jumps in the neutral zone on the first hut, the OL across from him should respond quickly with a "flash" technique; Quick set to draw a defensive penalty and stoppage of play.

Note: We want to mix up our snap counts when possible to make the defense react to us! This involves plays with motions so the defense cannot time up their get-off!

SNAP COUNTS:

1) **Sunday, Sunday** - "**SET HUT!"**
2) On **Ducks - "SET HUT-HUT!"**
3) On **One - "SET HUT, Color-#, Color-#, HUT!"**
4) On **Two - "SET HUT, Color-#, Color-#, HUT-HUT!"**

DOUBLE/TRIPLE COUNTS:

A 'Double Count'(D.C.) is a dummy-cadence used to assess the defense as well as mix up our tempo on the defense at the LOS. The prescribed 'Double Count' is used by the QB, followed by an on One snap count that begins at the 1st color-number.

1) On **"Double Count - Ducks"**
"Set - HUT - HUT… Red-80, Red-80 - HUT!"
2) On **"Double Count - One"**
"Set HUT - Red-80, Red-80 - HUT!"...Red-80, Red-80 - HUT!"

EXPRESS

If we are running out of time on the play clock, and are in danger of a delay of game penalty, the QB is responsible to adjust with EXPRESS mechanics. EXPRESS mechanics call for the entire offense to line up in the final formation, snap the ball on "DUCKS", and execute the play called. Any shift or motion is cancelled. Once the QB communicates EXPRESS, everyone on the offense must understand we are short on time and we must react quickly and efficiently.

EXPRESS mechanics call for the ball to be snapped on **DUCKS**

"FREDDY"

Freddy is a method to align on the ball and call the best offensive play based on the deployment of the defense.

1) The QB will set us into Freddy mechanics by calling out:
   A. "FREDDY, FREDDY"

2) The QB will call out a formation:
   A. "DEUCE RT, DEUCE RT"
   B. The offense will align in this formation in good stances.

3) The QB will call out ***"Dummy Verbiage,"*** followed by ***"Dummy Ducks***" snap count.
   A. Example: "Florida Gators 86, Florida Gators 86, Roger, Roger"
   B. "Set, Hut, Hut"

4) Once the QB finishes his dummy-ducks count, the next call is the live play followed by a live Ducks snap count.
   A. "Lions-Punch...Lions-Punch…Set, Hut, Hut"

5) We will execute 94 Punch on Ducks.

FREDDY COMMUNICATION AT THE LOS

1. FORMATION
2. DUMMY VERBIAGE
3. DUMMY DUCKS COUNT
4. CODED PLAY CALL
5. DUCKS SNAP COUNT (LIVE)

NASCAR

Nascar is used to hurry to the line of scrimmage and have the QB call out a formation and play that we execute on a DUCKS Snap Count. There is no dummy verbiage.

NASCAR COMMUNICATION AT THE LOS

1. FORMATION
2. PLAY CALL
3. DUCKS SNAP COUNT

INSTANT

When we want to run a play as quickly as possible with no personnel substitution, we will call "INSTANT". No matter the personnel, we will align in **DOUBLE RT** and execute **94 PUNCH** On **SUNDAY.** We want to execute this quickly and efficiently, everyone get set!

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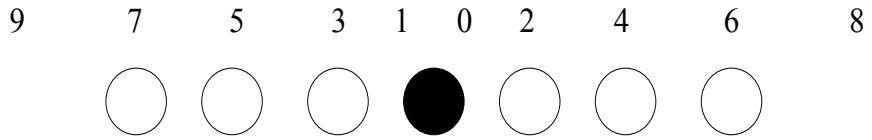
NUMBERING of HOLES



"EVEN" numbers are always to the RIGHT side
"ODD" numbers are always to the LEFT side

PLAY NUMBERING

0-9 - Codewords and Tags to Plays
Teens – QB Driven Runs
20's - Protections
30's - Runs that Cross the Formation from A or C Position
40's - Draws
50's - Protections
60's - FB Runs
70's - Protections
80's - Protections
90's - Runs from Q Position (Home)
Hundreds - 3 Step Protections

49ers OFFENSE

OFFENSIVE TERMINOLOGY

PERSONNEL / FORMATION / MOTION / SHIFT

FORMATIONS

The ability to use multiple formations, substitutions and motions allows us to manipulate our opponent's defense to our advantage. The key to this type of flexibility is to fully understand our formation system. In order to do this each player must understand our base formations, then be able to apply the multiple variations to them.

SPLIT ALIGNMENTS

1. MINUS 2 (-2 YARDS FROM INSIDE EDGE OF #s)
2. HALF (SPLIT DIFFERENCE BETWEEN OL & IE OF #s)
3. IE (INSIDE EDGE OF #s)
4. EDGE (OUTSIDE EDGE OF #s)
5. NORMAL (+2 YARDS FROM OUTSIDE EDGE OF #s)
6. BIG SPLIT (+4 YARDS FROM OUTSIDE EDGE OF #s)
7. MAX (SPLIT DIFFERENCE BETWEEN EDGE & S.L.)
8. -#- YARD SPLIT FROM END MAN ON LINE. (EMOL)

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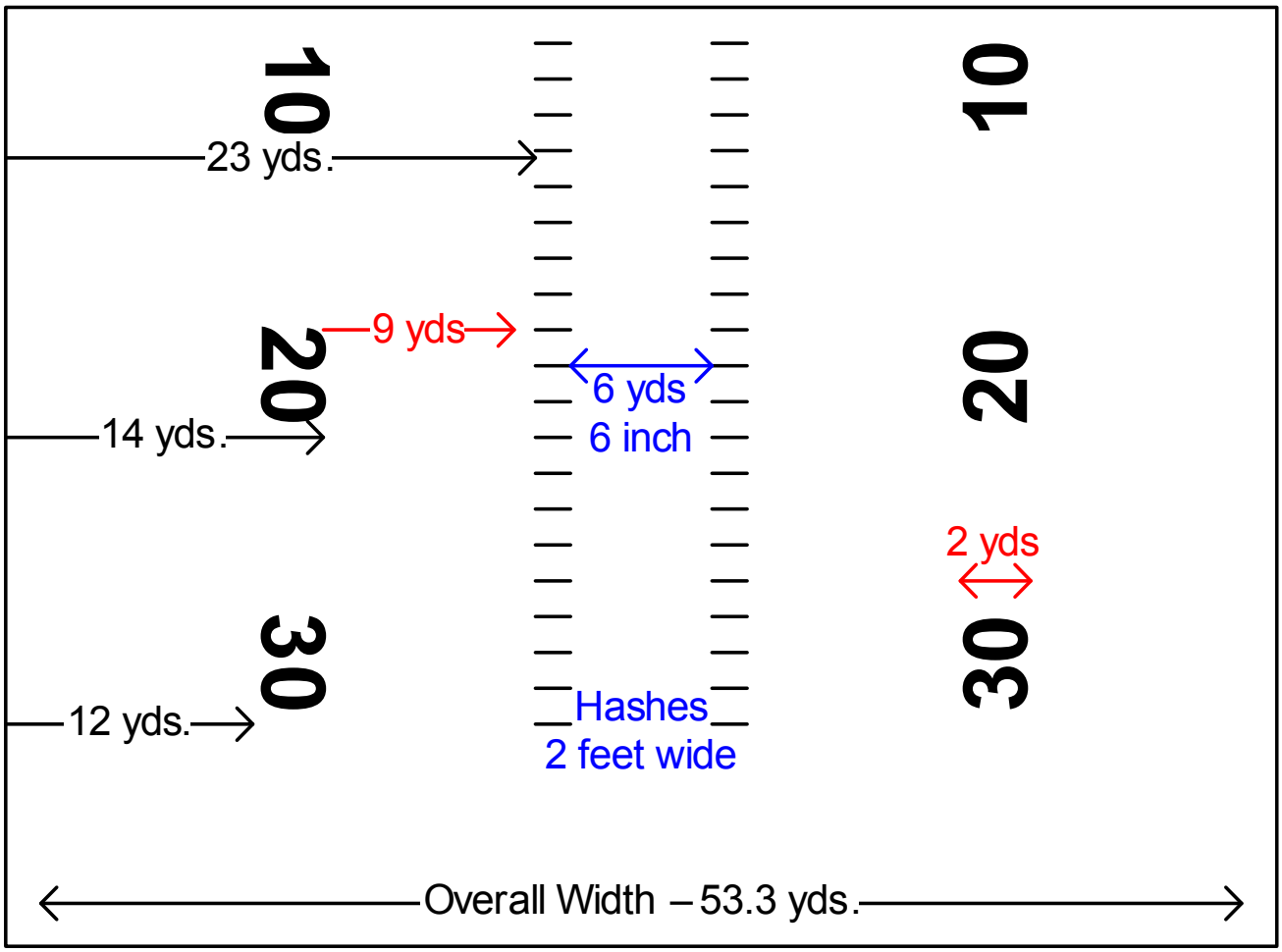
FIELD DIMENSIONS



Sideline to OE - 12 yds
Sideline to IE - 14 yds
Sideline to Hash - 23 yds
Hash to Hash - 6 yds 6 in.

Numbers - 2 yds wide
Hashes - 2 feet wide

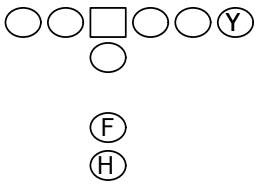
BASIC BACKFIELD SETS

ALIGNMENTS (HEELS AT 5 YARDS) IN NORMAL SPLIT BACKFIELD SETS

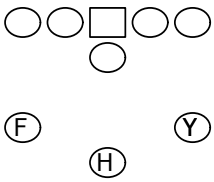
POWER – SPLIT INSIDE LEG OF OT
STACK - DIRECTLY BEHIND OT
CHEAT – SPLIT OUTSIDE LEG OF OT
SIDECAR – STRADLE OUTSIDE LEG OF OG – 4.5 YDS DEEP

*APPLIES TO ALL "Q" RUNS

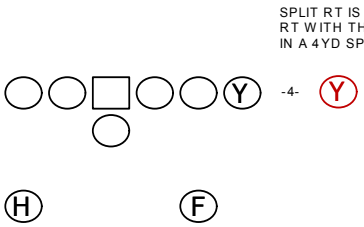
GREEN RIGHT



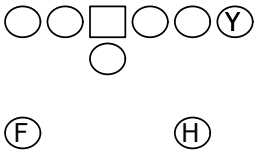
BULLY RIGHT



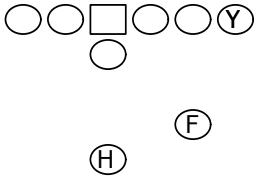
RED RIGHT (SPLIT RIGHT)



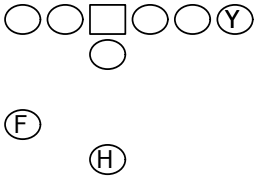
CHANGE RIGHT



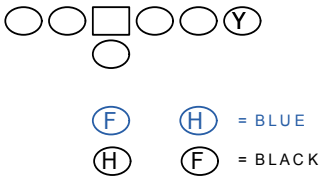
STRONG RIGHT



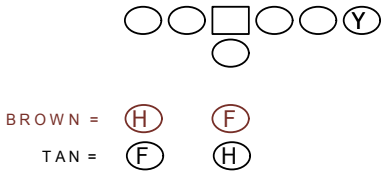
WEAK RIGHT



BLUE RIGHT (BLACK RIGHT)



BROWN RIGHT (TAN RIGHT)



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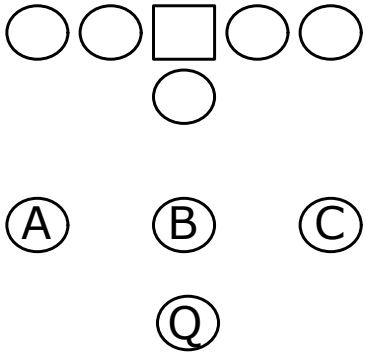
‘F’ & ‘H’ ONE BACK ALIGNMENTS & FORMATIONS

The detached player will always be the ‘F.’ Alert in Regular personnel, if we want to detach the ‘H’ in all formations, we will tag ‘H’ in front of the formation called.

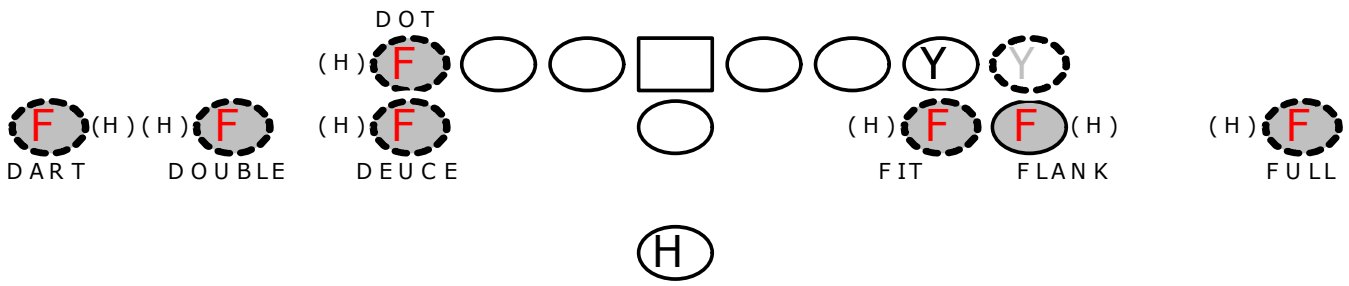
Note: In Pony personnel, the detached back will be the ‘F.’

1 BACK ‘H’ LOCATIONS

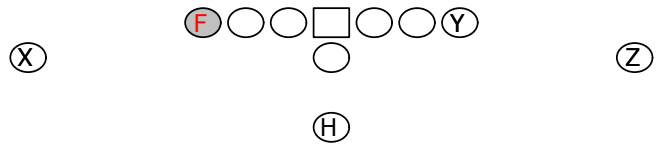


"D" Words (2x2 FORMATIONS)
(Weakside Terms)

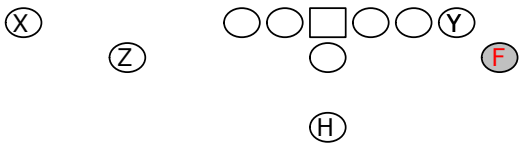
"F" Words (2x2 SLOT)
(Strongside Terms)



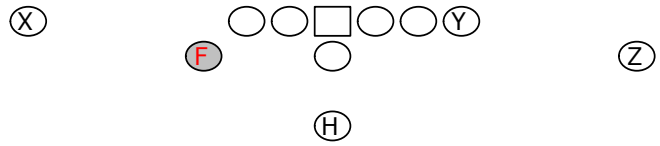
DOT RIGHT



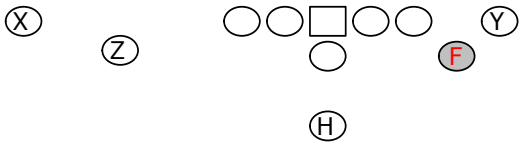
FLANK RT



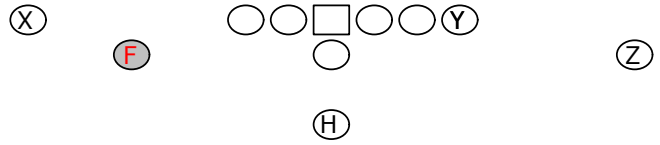
DEUCE RT



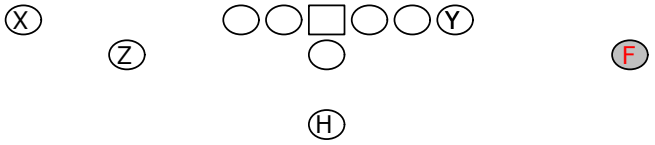
FIT RT



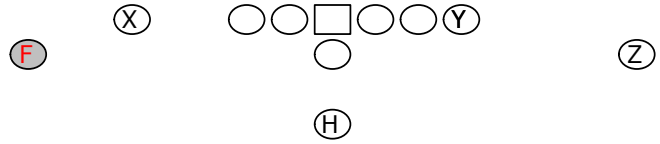
DOUBLE RT



FULL RT



DART RT



TE STANCE RULES

(TANK/FLANK/WING) – ANY TE ALIGNED IN A WING SHOULD ALIGN IN A 3-POINT STANCE.

(FIT / TIN / DEUCE / HIP) – ANY TE ALIGNED IN THE HIP OF AN OFFENSIVE TACKLE SHOULD ALIGN IN A 2-POINT STANCE, INSIDE-FOOT BACK.

(LOOSE / LEX / CRUNCH) – ANY TE ALIGNED SPLIT FROM OT SHOULD ALIGN IN A 2-POINT STANCE, APPROPRIATE FOOT BACK.

(BUNCH / DIXIE) – ALL PLAYERS ALIGNED IN BUNCH OR DIXIE SHOULD ALIGN IN A 2-POINT STANCE, INSIDE FOOT BACK.

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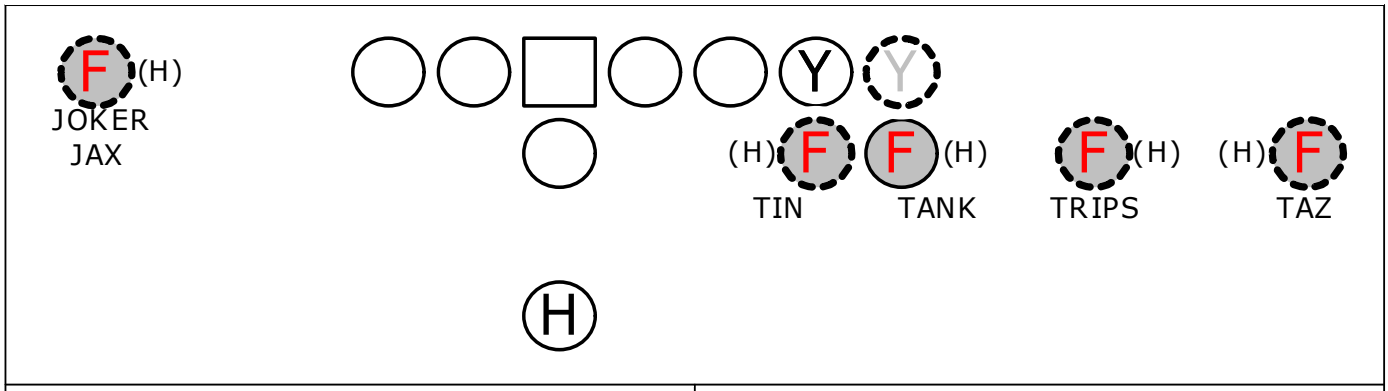
"T" Words (3x1 FORMATIONS)

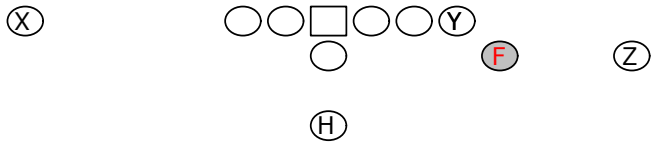
(Strongside Terms)

"T" Words (3x1 FORMATIONS)

(Strongside Terms)

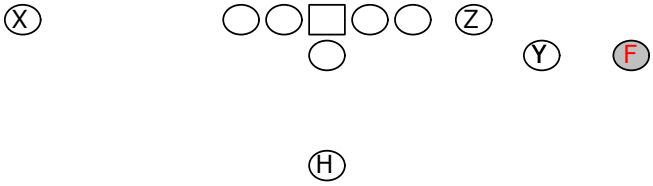


TANK RT

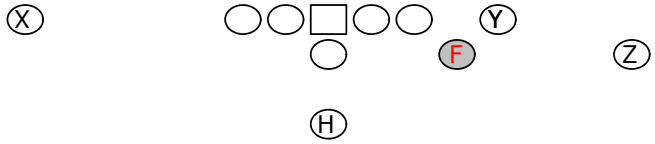


TAFFY RT

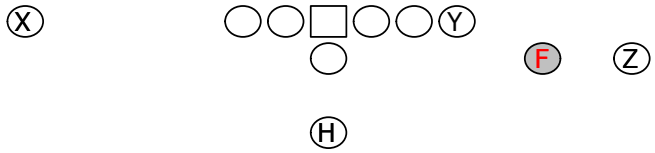
3X1 FORMATION WITH 'Z' INSIDE AND 'Y' IN THE MIDDLE



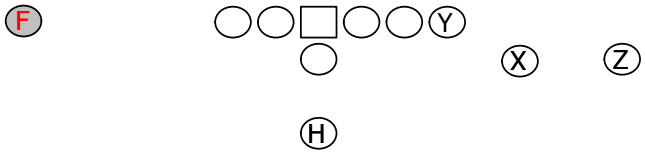
TIN RT



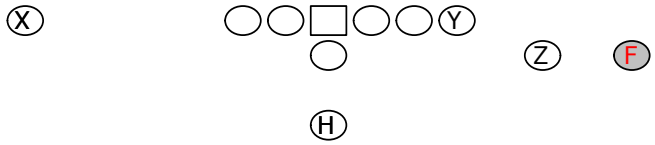
TRIPS RT



JAX RT

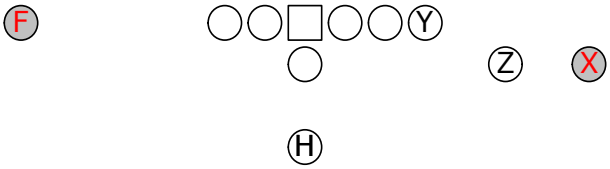


TAZ RT



JOKER RT

3X1 FORMATION WITH 'F' WEAK AND 'X' STRONG (WILDCARD)

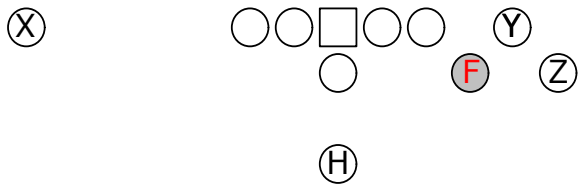


"BUNCH" (3x1 FORMATIONS)
("Tag" Word)

"CRUNCH" (3x1 FORMATIONS)
("Tag" Word)

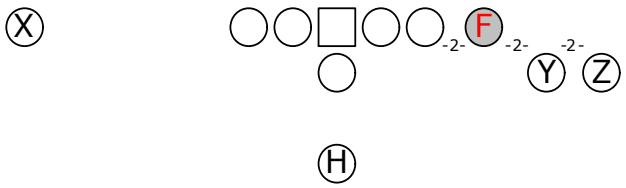
BUNCH RT

*** "BUNCH RT/LT" = "TIN"**

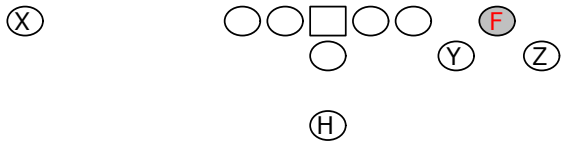


CRUNCH RT

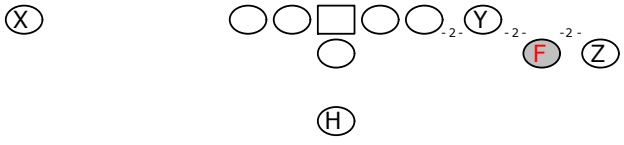
"CRUNCH RT/LT" = "TIN"



TRIPS RT BUNCH

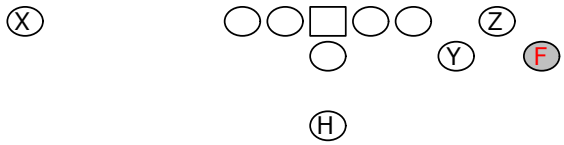


TRIPS RT CRUNCH

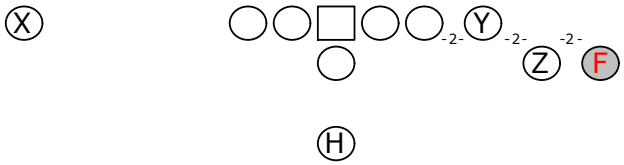


*** ADD "CRUNCH" TO ANY 3x1 FORMATION AND THE RECEIVERS TAKE 3 YARD SPLITS**

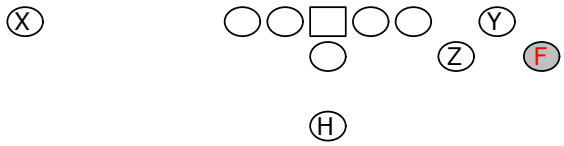
TAZ RT BUNCH



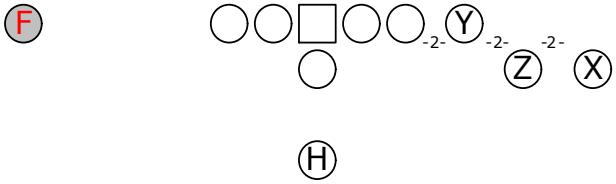
TAZ RT CRUNCH



TAFFY RT BUNCH



JOKER RT CRUNCH



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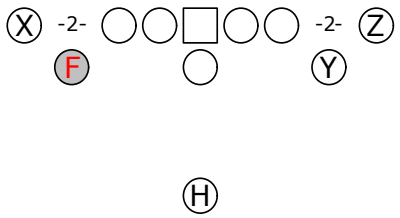
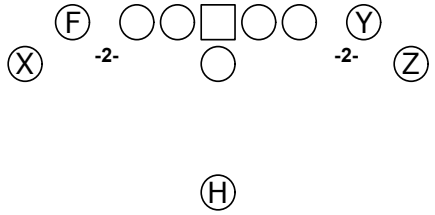
ODD BALL FORMATIONS

DIXIE RT

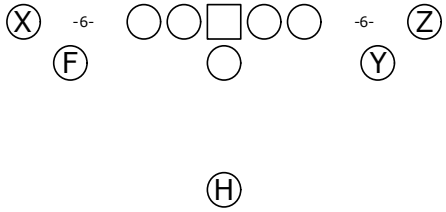


DIXIE RT "ON"

'Y' AND 'F' "ON" THE BALL

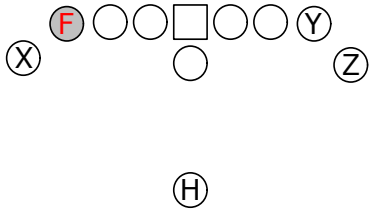


"WIDE" DIXIE RT

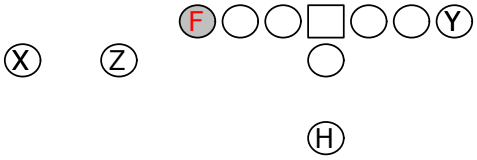


DELEWARE RT

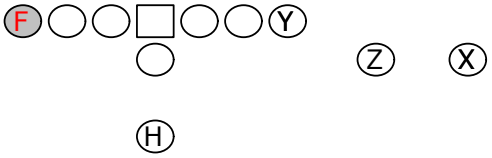
3-POINT
STANCES!



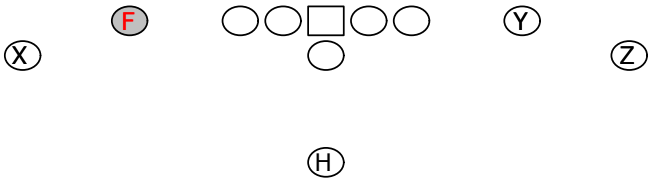
DOT RT SLOT



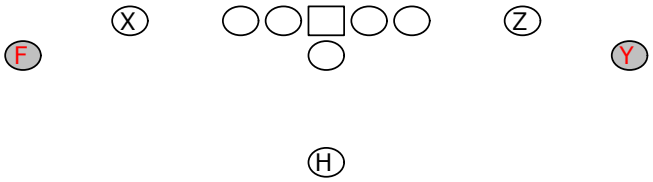
TWIN RT



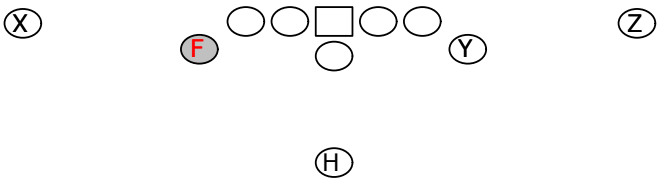
DICE RT



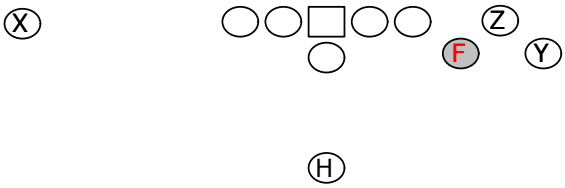
DICE RT SWITCH



OFF RT
(DEUCE RT OFF)

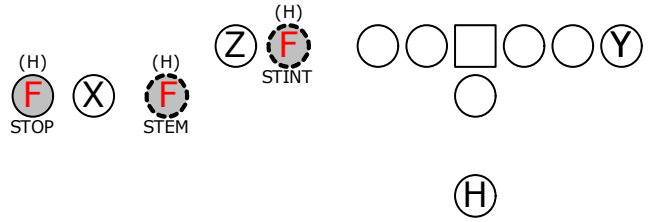


'Z' BUNCH RT

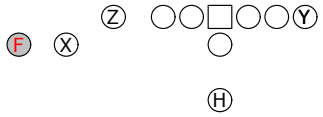


"ST" FORMATIONS

SLOT FOR 'X' & 'Z'
T = 3x1 – THE 'F' GOES WEAK

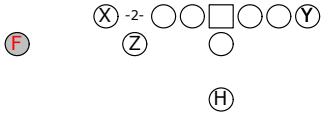


STOP RT



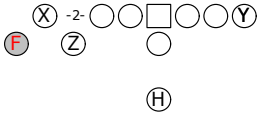
STOP = OUTSIDE

FAR STOP RT

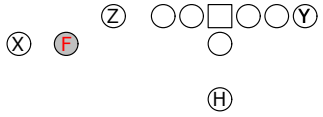


FAR = PUTS 2 INSIDE WRs IN TITE

STOP RT BUNCH

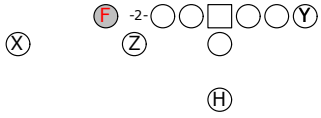


STEM RT



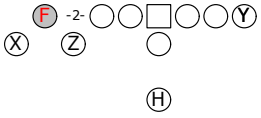
STEM = MIDDLE

FAR STEM RT

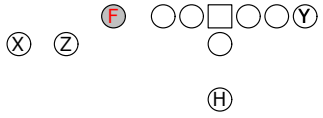


FAR = PUTS 2 INSIDE WRs IN TITE

STEM RT BUNCH

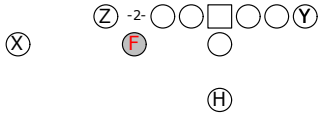


STINT RT



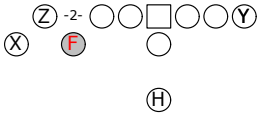
STINT = INSIDE

FAR STINT RT

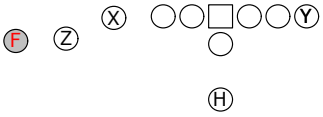


FAR = PUTS 2 INSIDE WRs IN TITE

STINT RT BUNCH

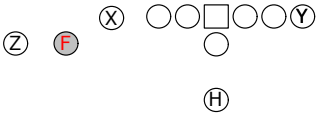


STOP RT SLUG



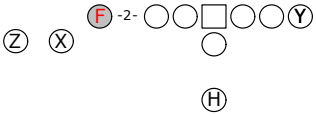
SLUG = SWITCHES Z & X

STEM RT SLUG



SLUG = SWITCHES Z & X

STINT RT SLUG



SLUG = SWITCHES Z & X

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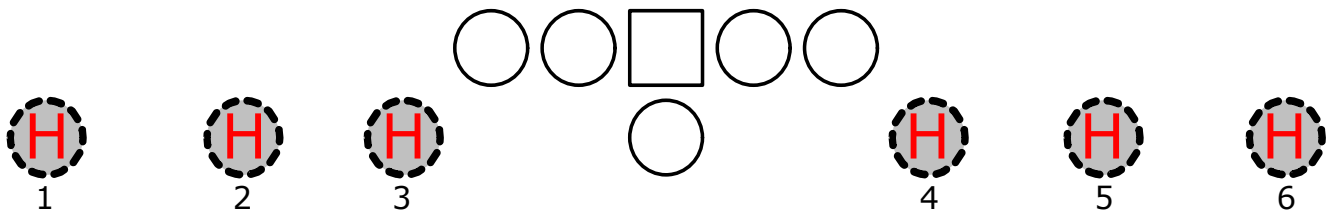
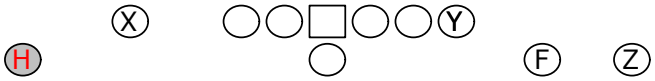
NO BACK FORMATIONS

In our "NO BACK" package, we designate the alignment for 'H' by giving him a number location in the formation called in a 2-Point Stance. By doing this, we can utilize all the formations in the system. The alignments will be separated by 1, 2, 3 on the left side and 4, 5, 6 on the right side.

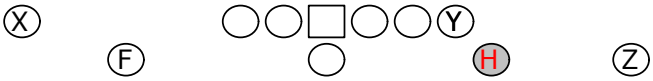
USE ANY FORMATION AND GIVE THE "H" A NUMBER LOCATION



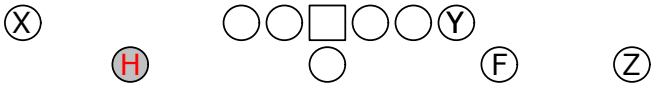
"1" TRIPS RT



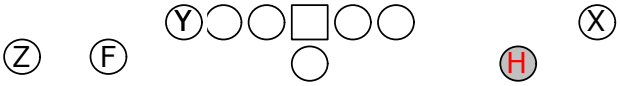
"4" DOUBLE RT



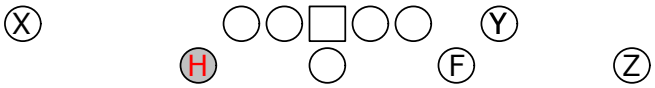
"2" TANK RT



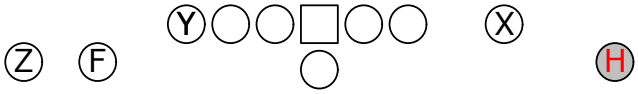
"5" TRIPS LT



"3" TIN RT



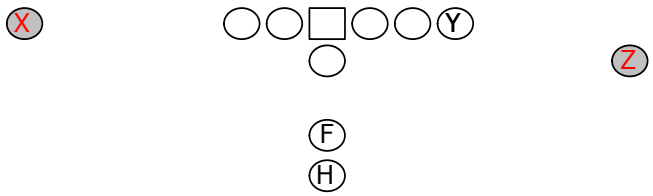
"6" TRIPS LT



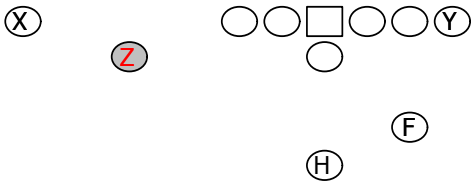
FORMATION VARIATIONS (WR)

"X" GREEN RT

'X' AND 'Z' SWITCH SPOTS
'X' BECOMES 'Z'
'Z' BECOMES 'X'

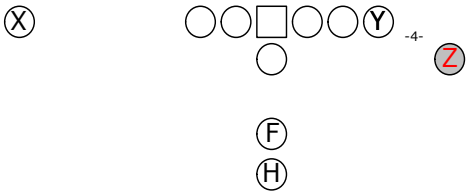


STRONG RT SLOT

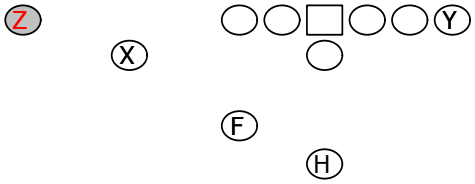


GREEN RT CLOSE

'Z' ALIGNS IN A 4 YARD SPLIT

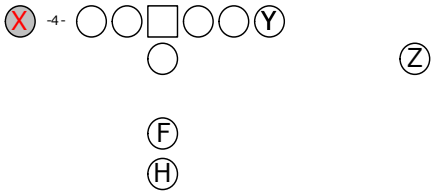


WEAK RT SLUG

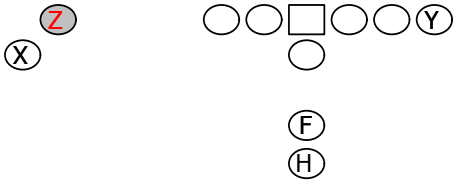


GREEN RT TITE

'X' ALIGNS IN A 4 YARD SPLIT

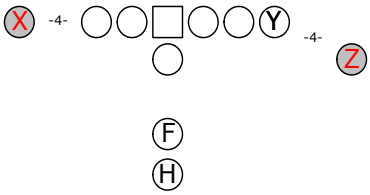


GREEN RT STACK

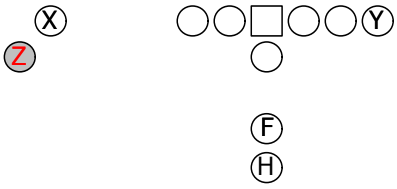


GREEN RT NASTY

'X' AND 'Z' ALIGN IN 4 YARDS

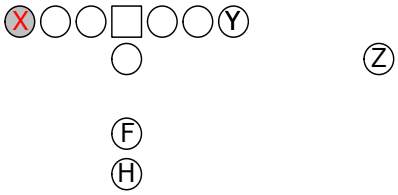


GREEN RT 'Z' STACK



GREEN RT COZY

'X' LINES UP NEXT TO TACKLE IN 3 POINT STANCE



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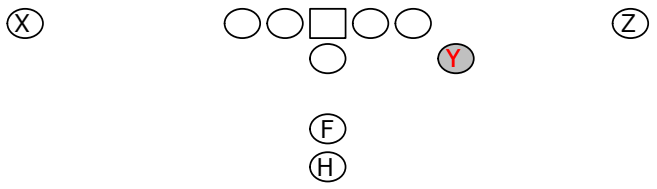
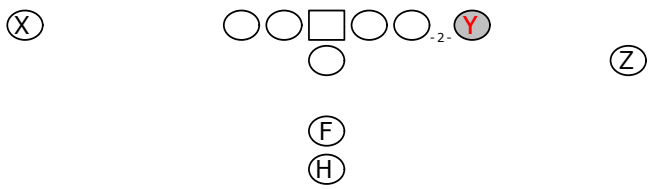
FORMATION VARIATIONS (TE)

GREEN RT OFF



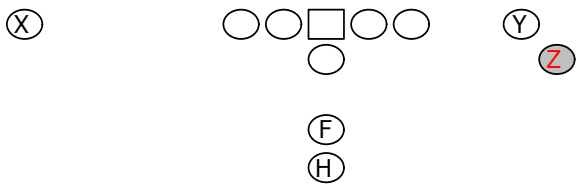
'Y' ALIGNS OFF THE L.O.S.

GREEN RT LOOSE



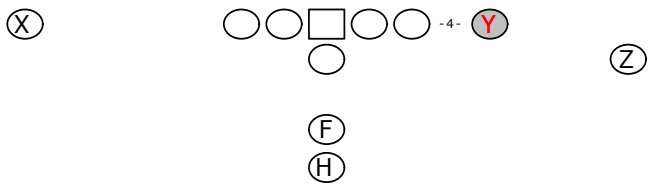
'Y' ALIGNS IN A 2 POINT STANCE 2 YARDS FROM THE TACKLE

GREEN RT CLUB



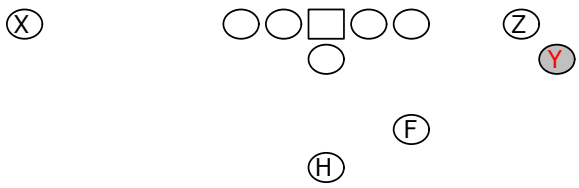
'Z' STACKS OFF OF 'Y'

GREEN RT LEX



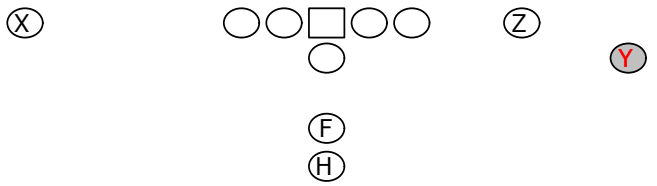
'Y' ALIGNS IN A 2 POINT STANCE 4 YARDS FROM THE TACKLE

STRONG RT Y-CLUB



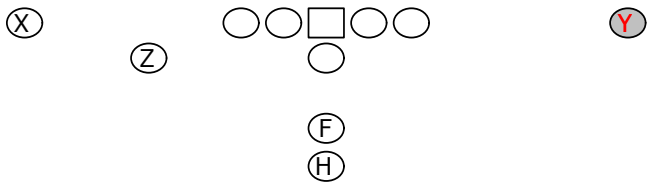
'Y' STACKS OFF OF 'Z'

GREEN RT OPEN



'Y' ALIGNS OUTSIDE OF 'Z'

GREEN RT SLOT OPEN



49ers OFFENSE

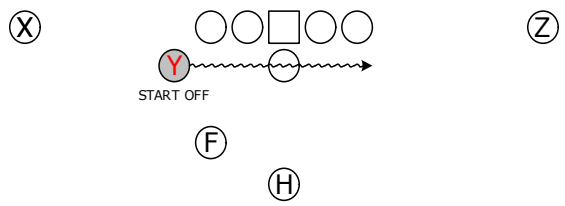
MOTIONS & SHIFTS

MOTIONS

1. Motions are used to get a reaction out of a defense or create an advantage for the offense. All motions are fast, crisp and will be executed with a sense of urgency.
2. Techniques of motions:
   - **Shuffle**: Square up and shuffle at the end of your landmark (2-3 yds prior to snap point).
   - **Sideline**: Traditional motion keeping your shoulders towards the sideline at your motion landmark.
3. QB will start by giving a heel and will be in charge of deployment and motion landmarks. Final responsibility falls on the player in motion. In the 'Gun', QB will use Hand to start motion.
4. If two (2) men are mistakenly in motion, the QB should '**FREEZE**' everyone for 1 second, and everyone should line up in the final formation called, making the play legal!

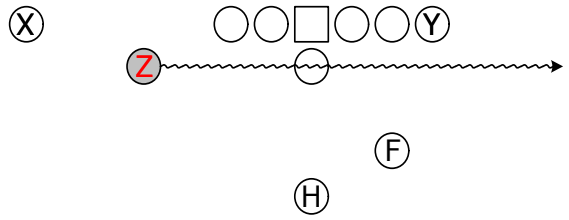
'Y' MO TO WEAK RT

'Y' MO = START OPPOSITE AND OFF THE BALL



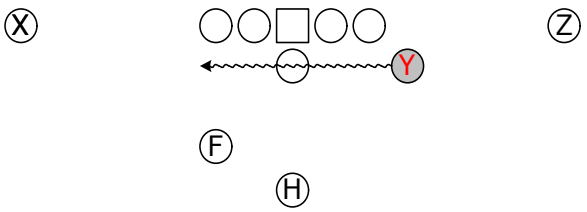
'Z' MO TO STRONG RT

(MO = START OPPOSITE OF FORMATION CALLED)



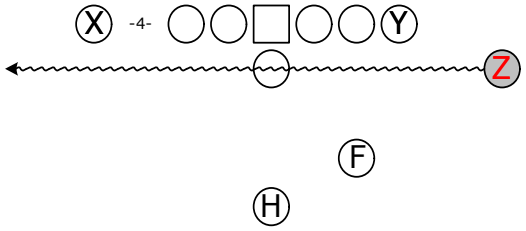
WEAK RT 'Y' LEFT

LT/RT MOTION = START IN FORMATION AND MOTION IN DIRECTION CALLED

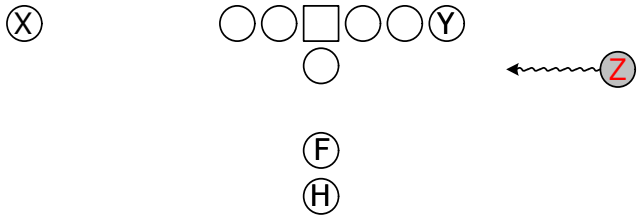


STRONG RT TITE 'Z' "LEFTO"

"O" = MOTIONING OUTSIDE A RECEIVER

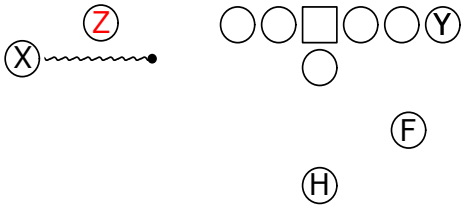


GREEN RT 'Z' SHORT



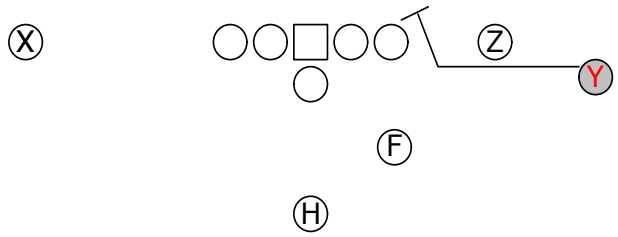
STRONG RT SLOT 'X'-SHIN

SHIN = START OUTSIDE, MOTION INSIDE RECEIVER



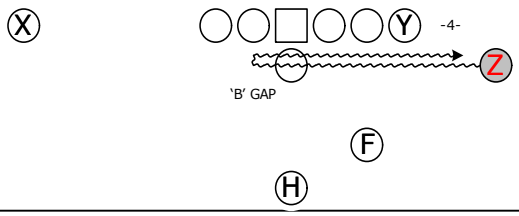
STRONG RT OPEN 'Y' SOCK

SOCK = SHORT MOTION DOWN TO SOCK THE EMOL



STRONG RT 'Z' COUNTER

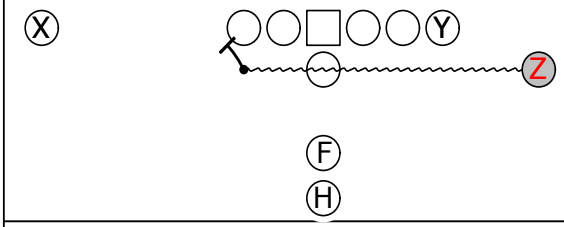
COUNTER = START IN FORMATION THEN MOTION OVER TO 'B' GAP AND BACK



MOTIONS

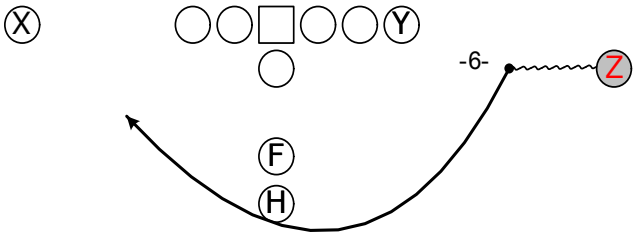
GREEN RT **'Z' LT CHECK**

LT/RT CHECK = START IN FORMATION – THEN MOTION AWAY AND CUT OFF



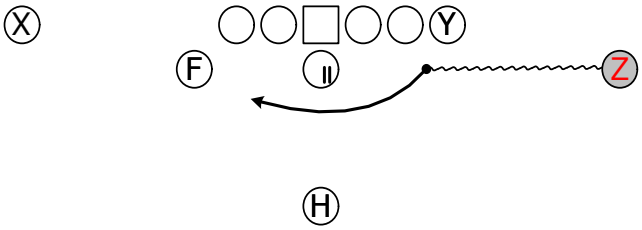
GREEN RT **'Z' - GHOST**

GHOST = SHORT MOTION THEN FAKE REVERSE!



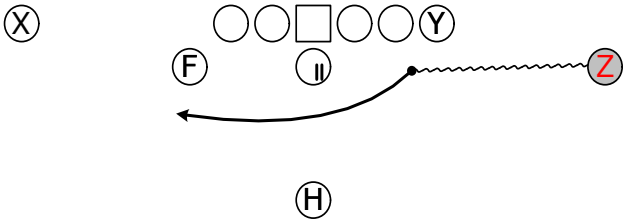
DEUCE RT **'Z' FLY**

('Z' GETTING THE BALL)



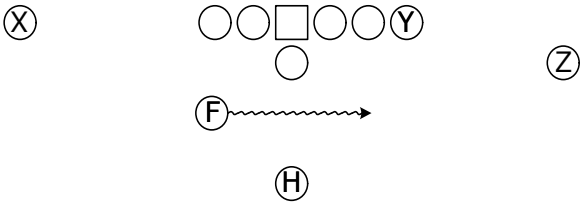
DEUCE RT **'Z' CASPER**

('Z' FAKE HAND-OFF)



WEAK RT **FUZZ**

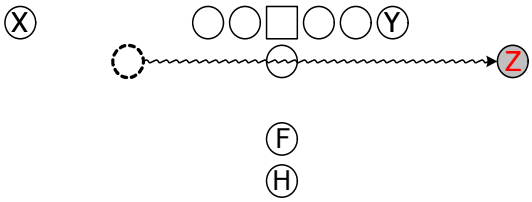
FUZZ = 'F' START IN FORMATION THEN BASKETBALL MOTION



'Z' RESET TO GREEN RT

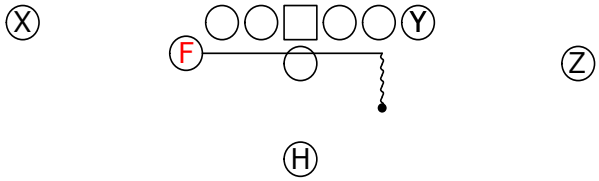
('Z' START OPPOSITE THEN MOTION RESET TO FORMATION CALLED)

ON DBL COUNT



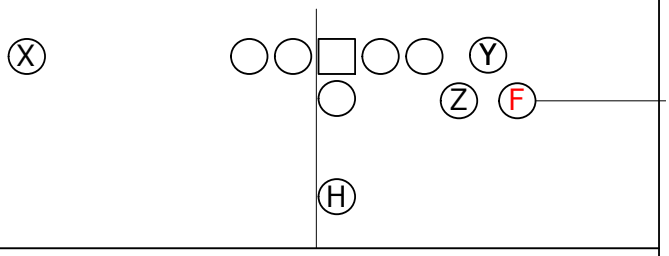
F 'OP' to STRONG RIGHT

"OP"= ALIGN OPPOSITE OF THE CALL ON THE HIP OF THE EMOL, MOTION OVER AND POP BACK



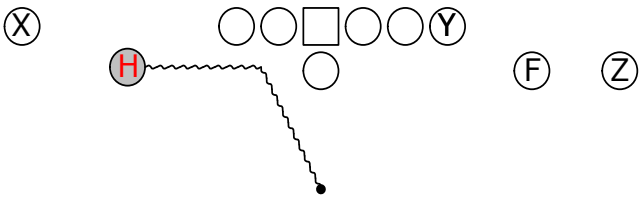
F – "SHOUT"

SHOUT = ALIGNED FROM A OFF THE BALL POSITION IN A BUNCH FORMATION AND MOTIONING OUT TO THE SAME SIDE



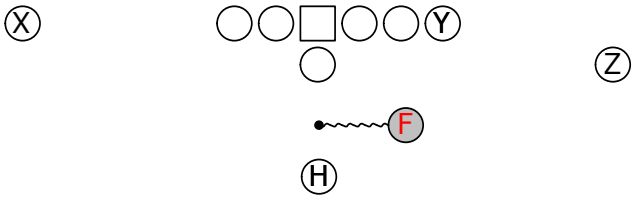
"2" TRIPS RT **'H' SETTLE**

SETTLE = START IN FORMATION THEN MOTION AND POP BACK



STRONG RT **'SHUFFLE'**

SHUFFLE = 'F' START IN FORMATION CALLED THEN MOTION TO GREEN ALIGNMENT



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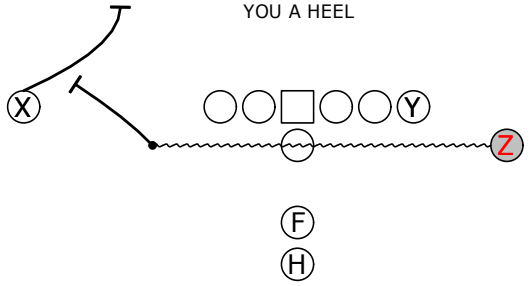
‘CAN’ MOTIONS – (ON QB FOOT)

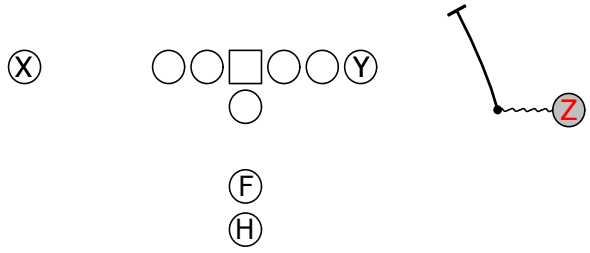
GREEN RT **ZOOM**

ZOOM = THIS IS “CAN” MOTION – MEANING IF THE QB GIVES YOU A HEEL



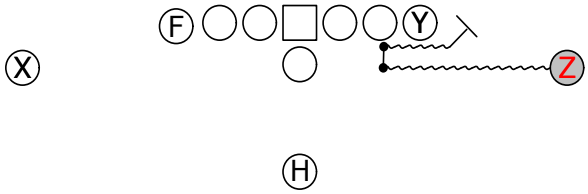
GREEN RT **‘Z’-CAN**

CAN = THIS IS “CAN-SHORT” MOTION – MEANING IF THE QB GIVES YOU A HEEL, SHORT MOTION TO BLOCK SUPPORT .



DOT RT **JINX**

JINX = ‘JUST – IN CASE WE - NEED YOU TO BLOCK! IF QB GIVES ANY RECEIVER THE FOOT, THEY SHOULD COUNTER-CHECK MOTION AND BLOCK BACKSIDE CUTOFF .



SHIFTS

We use shifts to help identify coverages and to make the defense have to think and communicate more. Let's take pride in our shifts. Make sure we communicate on and off with hand gestures so there are no mental breakdowns...let's make it "Easy for us and Hard for Them"!

When a shift is called in the huddle, we quickly get to the L.O.S. to show the defense a pre-snap formation. It must be a believable formation to the defense. Great stances!

Important Notes on Legally Shifting:

A. "Non-Abrupt" movement of the head and/or shoulders is legal.

B. Players must come to a Stop for 1 full second before the ball is snapped. As a general rule, the QB should show the beginning formation for 1 full second to get the defense to honor the formation.

C. No offensive player should "simulate the start of a play".

D. All Ineligible offensive Linemen: Once you take "or simulate" a 3-point stance, you cannot lift your hand up!

There are Three (3) Shift Mechanics we will use:

1. Call a shift that tells the offense to line up in a formation and shift to the final formation called on the "MOVE" command by the QB. These can be:

    1. '**Named Shifts**' (Shift is given a codeword)

        ex: '**Blast**' to Double Right

    2. '**Shift to**' (beginning formation called, then final formation called)

        ex: Weak Rt '**Shift to**' Tin Bunch Rt

2. Call a 'Reset' motion to a formation on double count, then call a shift to a final formation on the QB "MOVE" command. Players not involved in the shift need to line up in the final formation called.

    ex: **'F' Reset** to: Deuce Rt, '**Shift to**' Trips Lt

    ex: **'Z' Reset** to: Green Rt, '**Shift to**' Tin Bunch Rt

3. '**DOCKERS**' calls for the offense to Line up in a called formation, use Double Count mechanics and Shift to a final formation on the 'HUT' of the double count. It is important not to use sudden movements when shifting on the QB 'HUT'.

    ex: Green Rt, '**Dockers Y-Shift**' to Green Lt

    ex: Dot Rt, '**Dockers Shift**' to Tin Bunch Rt

    ex: '**Dockers Lava**' to Weak Rt Heavy Wing

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SHIFTS

We use shifts to help identify coverages and to make the defense have to think and communicate more. Let's take pride in our shifts. Make sure we communicate on and off with hand gestures so there are no mental breakdowns...let's make it "Easy for us and Hard for Them"!

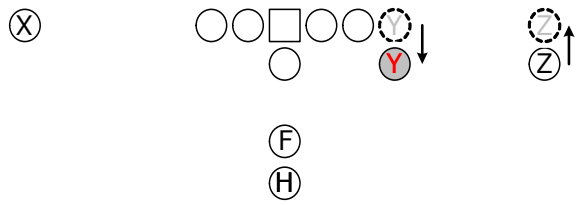
When a shift is called in the huddle, we quickly get to the L.O.S. to show the defense a pre-snap formation. It must be a believable formation to the defense. Great stances!

We will shift on the "Move" command by the QB. Everyone move quickly with a sense of urgency. Get lined up and don't be moving around – get set.

1 MAN SHIFTS

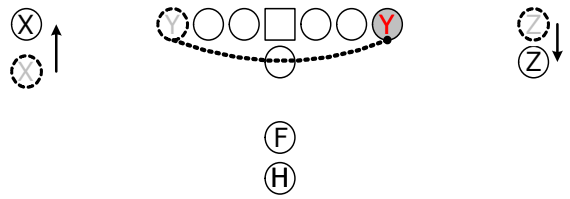
'Y' STEP TO GREEN RT

'Y': STEP OFF QUICKLY TO LOOK LIKE 'Y' RELOAD



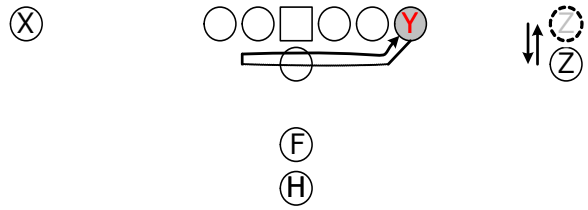
'Y' SHIFT TO GREEN RT

'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.



'Y' TRACE TO GREEN RT

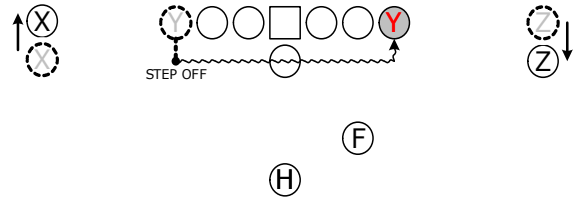
'Y': START TO CALL – THEN COUNTER SHIFT BACK ON THE L.O.S.



'Y' RELOAD TO STRONG RT

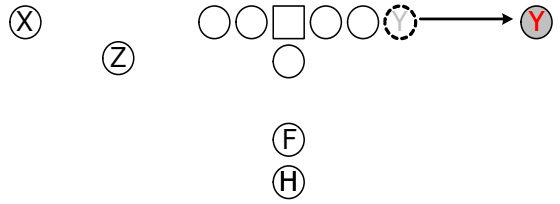
'Y': STARTS OPPOSITE – STEP OFF – THEN MOTION AS YOU PASS THE CENTER, SHUFFLE AND SHIFT ON

ON DBL COUNT



'Y' KICK TO GREEN RT SLOT OPEN

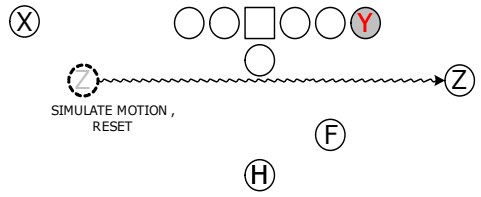
'Y': SHIFT OUT TO OPEN POSITION FROM ATTACHED



'Z' RESET TO STRONG RT

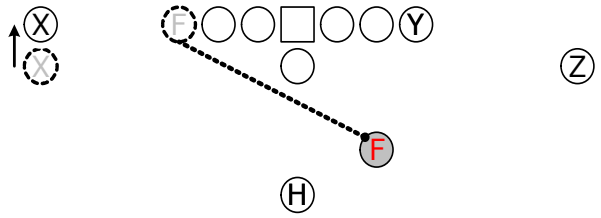
'Z': STARTS OPPOSITE – MOTION ON QB FOOT, SHUFFLE AND RESET. ALWAYS ON DBL COUNT.

ON DBL COUNT



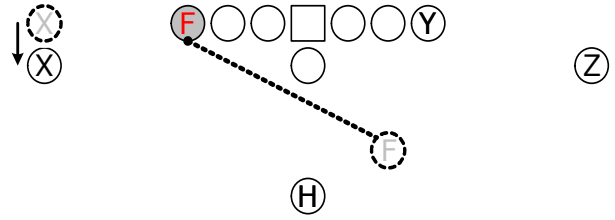
'F' ZIP TO STRONG RT

'F': START IN DOT – THEN SHIFT TO BACKFIELD SET CALLED



'F' ZAP TO DOT RT

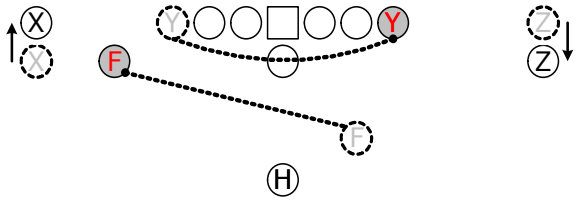
'F': START OPPOSITE IN BACKFIELD AND SHIFT TO FORMATION CALLED



2 MAN SHIFTS

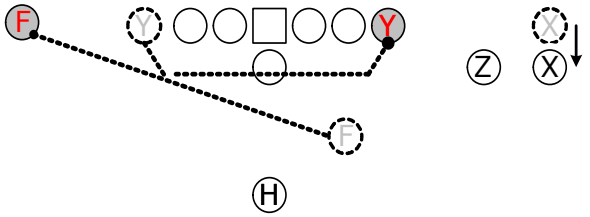
"BLAST" TO DOUBLE RT

'Y': START OPPOSITE AND SHIFT ON L.O.S.
'F': START OPPOSITE IN BACKFIELD AND 'ZAP' TO FORMATION CALLED



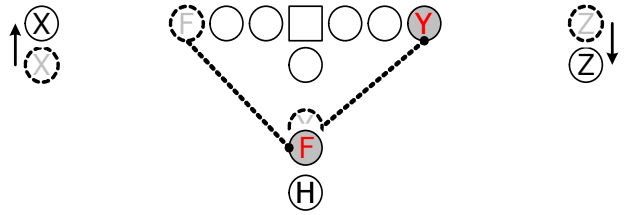
"BLAST" TO JOKER RT

'Y': START OPPOSITE.
'F': START OPPOSITE IN BACKFIELD THEN 'SHIFT' TO SET CALLED



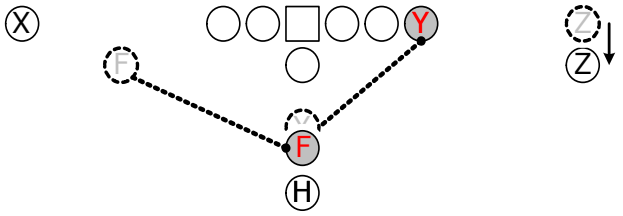
"FUNKY" TO GREEN RT

'Y': START GREEN THEN 'ZAP' ON L.O.S.
'F': START IN DOT THEN 'ZIP' TO BACKFIELD SET CALLED



"GROOVY" TO GREEN RT

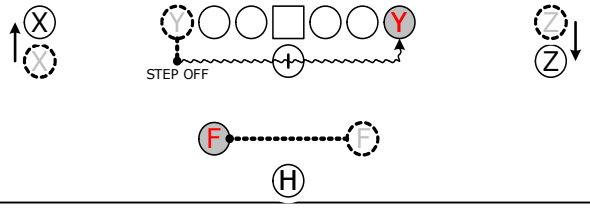
'Y': START IN GREEN THEN 'ZAP' ON L.O.S.
'F': START IN DOUBLE THEN 'ZIP' TO BACKFIELD SET CALLED



"SHUFFLE" TO WEAK RT

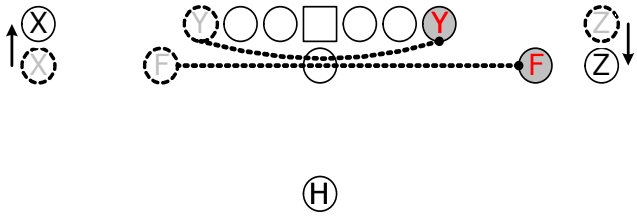
'Y': STARTS OPPOSITE – STEP OFF – THEN MOTION AS YOU PASS THE CENTER SHUFFLE AND SHIFT ON

'F' START OPPOSITE THEN SHIFT TO BACKFIELD SET WHEN TE GETS TO CENTER



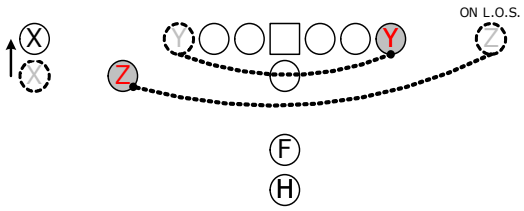
"MOVE" TO TRIPS RT

'Y' & 'F' START OPPOSITE IN TANK THEN SHIFT TO FORMATION CALLED



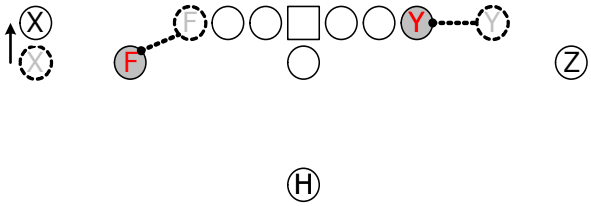
"DANCE" TO GREEN RT SLOT

'Y': START OPPOSITE – THEN SHIFT OVER ON L.O.S.
'Z': START OPPOSITE ON L.O.S. – THEN SHIFT TO FORMATION CALLED



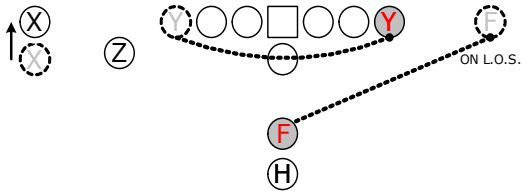
"JET" TO DOUBLE RT

'Y': START TO CALL IN 'LEX' ALIGNMENT
'F': START IN DOT – THEN SHIFT TO FORMATION CALLED



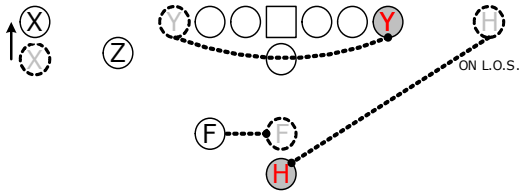
"HUSTLE" TO GREEN RT SLOT

'Y': START OPPOSITE – THEN SHIFT OVER ON L.O.S.
'F': START STRONG OUTSIDE ON L.O.S. - THEN SHIFT TO BACKFIELD SET CALLED



"H HUSTLE" TO WEAK RT SLOT

'Y': START OPPOSITE – THEN SHIFT OVER ON L.O.S.
'H': START STRONG OUTSIDE ON L.O.S. - THEN SHIFT TO BACKFIELD SET CALLED



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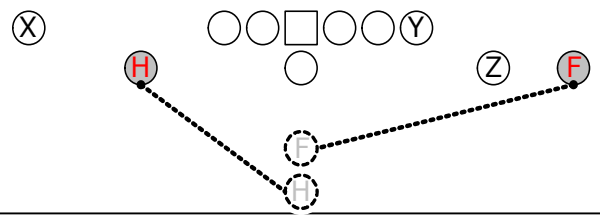
2 MAN SHIFTS

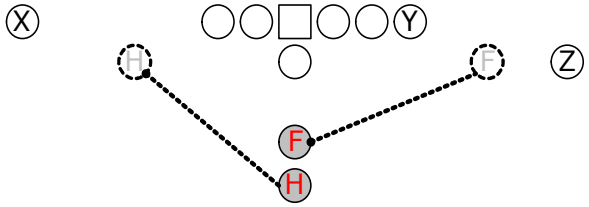
"**BACKS ZAP**" TO 2 TAZ RT

BACKS START IN GREEN – THEN SHIFT TO FORMATION CALLED



"**BACKS ZIP**" TO GREEN RT

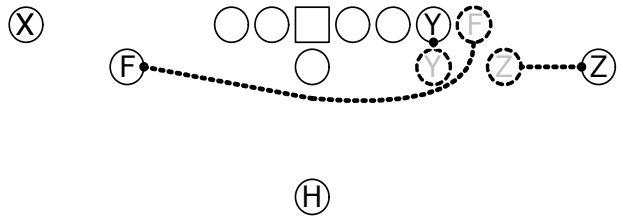
'**F**': START INSIDE TO STRENGTH
'**H**': START INSIDE AWAY FROM STRENGTH



3+ MAN SHIFTS

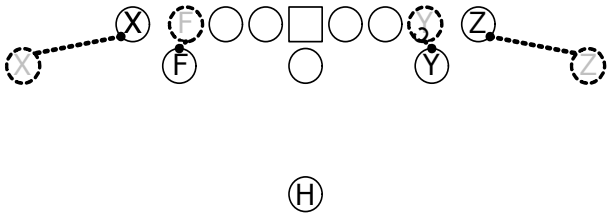
TRIPS RT BUNCH "SHIFT" TO DOUBLE RT

START IN FORMATION CALLED – THEN SHIFT TO FORMATION CALLED



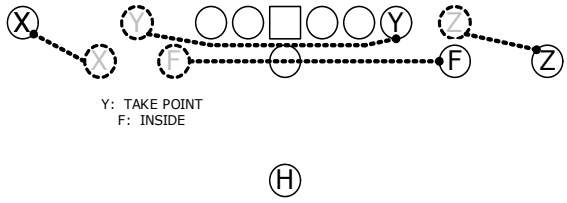
DOT RT "SHIFT" TO DIXIE RT

START IN FORMATION CALLED – THEN SHIFT TO FORMATION CALLED



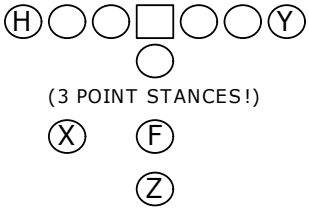
"BAFFLE" TO TRIPS RT

START IN BUNCH OPPOSITE – THEN SHIFT TO FORMATION CALLED



"SCATTER"

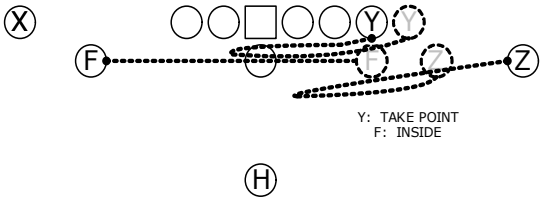
'Y': START ON L.O.S. TO THE RT, TRACE OR SHIFT TO FORMATION CALLED
'H': START ON L.O.S. TO THE LT
'F': START IN GREEN
'Z': START IN GREEN
'X': START IN WEAK RT



(3 POINT STANCES!)

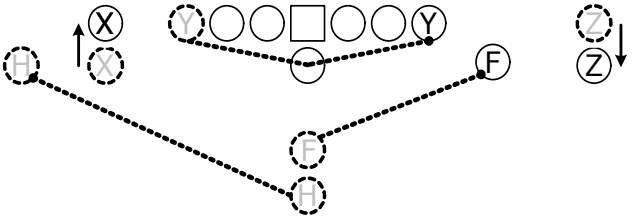
"BLINK" TO DOUBLE RT

'Y': EXECUTES TRACE SHIFT
'F' & 'Z': SHIFT TO FORMATION CALLED – EXECUTE COUNTER MOTION TECHNIQUE IF STAYING ON THAT SIDE



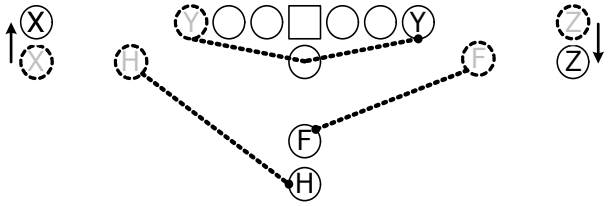
"BACKS BLAST" TO '1' TRIPS RT

'Y' START OPPOSITE – SHIFT OVER ON L.O.S.
BACKS: START IN GREEN – SHIFT TO FORMATION CALLED
'X' / 'Z': START IN ENDING FORMATION



"FUSE" TO GREEN RT

'Y' START OPPOSITE – THEN SHIFT OVER ON L.O.S.
'F': ALWAYS START TO STRENGTH INSIDE
'H': ALWAYS START WEAK INSIDE
'X' / 'Z': START IN ENDING FORMATION



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"SALOON" SHIFTS

The term "Saloon" before a playcall lets both tackles know we may shift them as part of our advantage system. This alerts them to **start in a two-point stance** until the QB confirms the play we will run at the LOS.
Specific Words will key pre-snap shift rules, formation rules and play.

Ex:

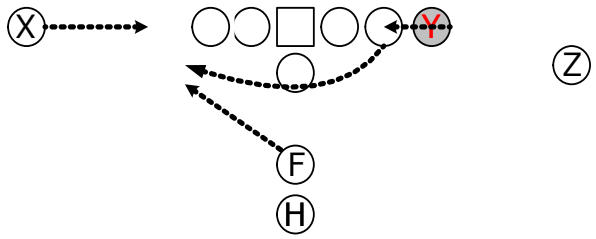
"**Ranger-9**"- **Rope-Shift to a Heavy Bunch Lt and execute 99 Truck**.
RT Shift sides. Truck Pull. LT slide to Loose split. Execute crack block.
Outside Receiver to # – Adjust split to 2 yds. from OT / ON LOS. Execute Seal Block.
F – Shift to Tin Lt Location. Execute Pull and Kickout.

"**Laredo-8**" - **Lava-Shift to a Heavy Bunch Lt and execute 99 Truck**.
LT Shift sides to Loose split. Execute crack block.
Outside Receiver to # – Adjust split to 2 yds. from OT / ON LOS. Execute Seal Block.
F – Shift to Tin Rt Location. Execute Pull and Kickout.

RANGER-9

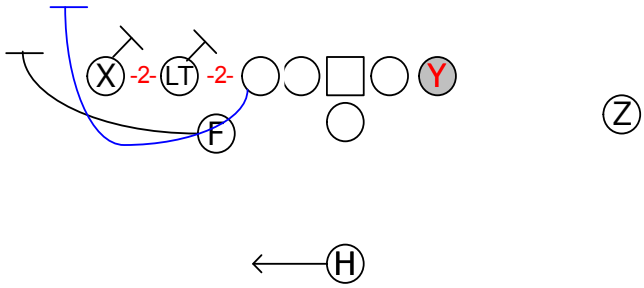
'RANGER-9'

'Y' - SHRINK DOWN
'RT' – START OPPOSITE THEN SHIFTS OVER LOOSE ON L.O.S.
OUTSIDE WR TO LEFT – SHRINK ON BALL (TO -2-)
WR TO TE SIDE – NO SHIFT



START

'RANGER-9'

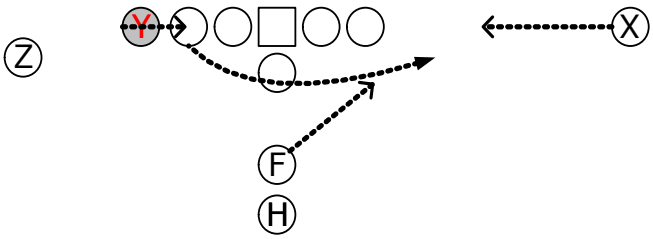


FINISH – 99 TRUCK

LAREDO-8

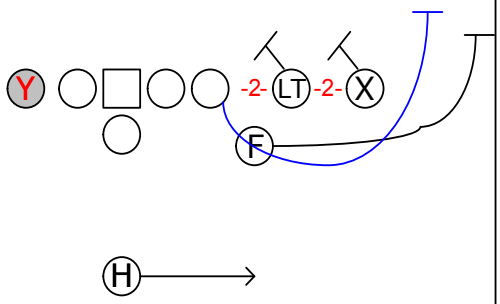
'LAREDO-8'

'Y' - SHRINK DOWN
'LT' – START OPPOSITE THEN SHIFTS OVER LOOSE ON L.O.S.
OUTSIDE WR TO RIGHT – SHRINK ON BALL (TO -2-)
WR TO TE SIDE – NO SHIFT



START

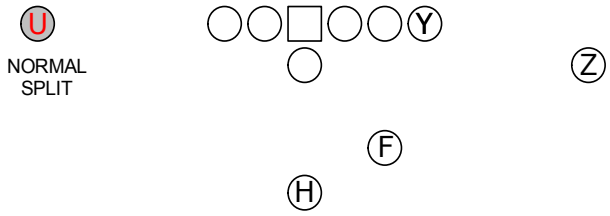
'LAREDO-8'



FINISH – 98 TRUCK

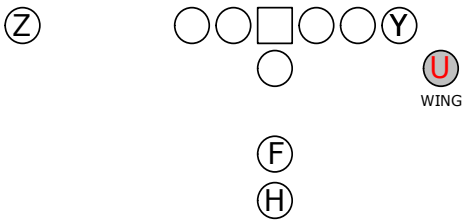
'U' PACKAGE

STRONG RT



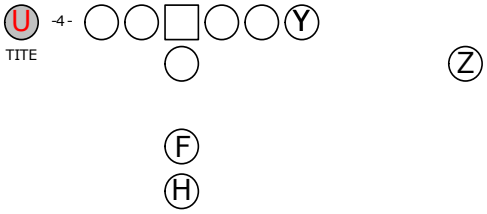
GREEN RT **WING**

'Z': GO OPPOSITE WHEN YOU HEAR "WING"

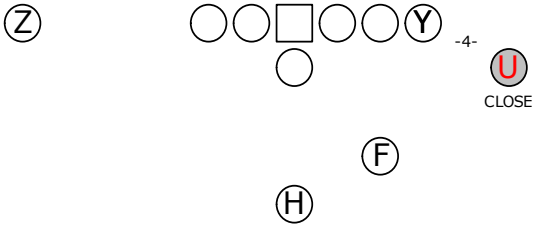


GREEN RT **TITE**

'U' ALIGNS IN A 4 YARD SPLIT

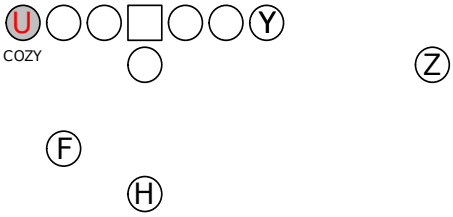


STRONG RT **WING CLOSE**

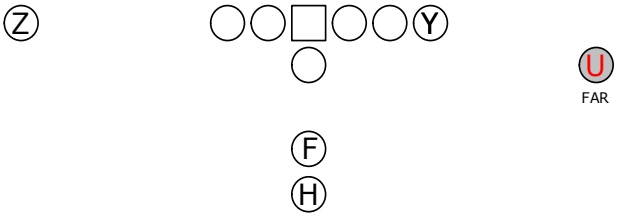


WEAK RT **COZY**

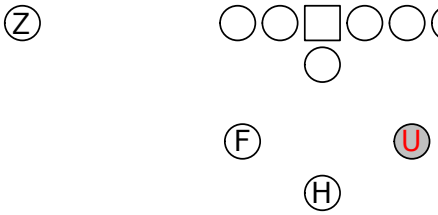
'**U**' LINES UP NEXT TO TACKLE IN 3 POINT STANCE



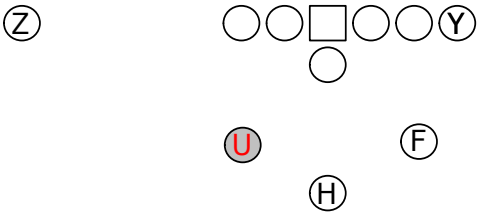
GREEN RT **WING FAR**



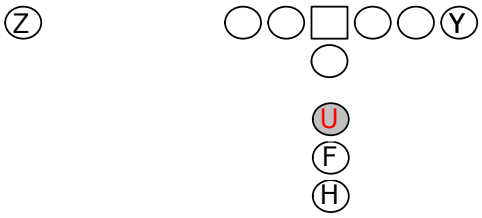
BRUTUS RT



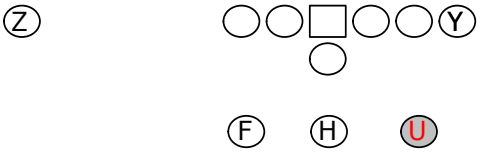
'STRONG' BRUTUS RT



I BONE RT



'T' RT



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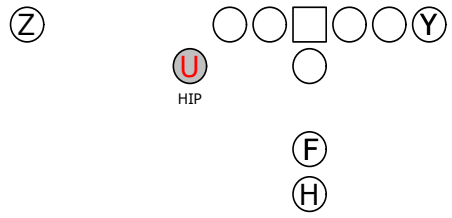
'U' PACKAGE

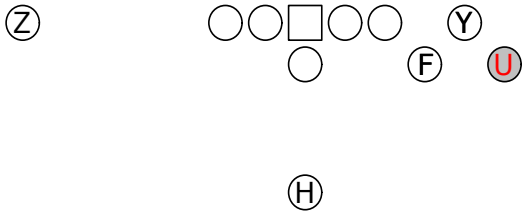
GREEN RT **HIP**

'Z': GO OPPOSITE WHEN YOU HEAR "HIP"

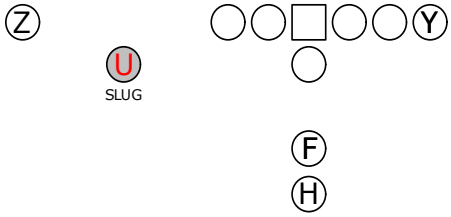


DIAMOND RT

'Z': GO OPPOSITE WHEN YOU HEAR "DIAMOND"

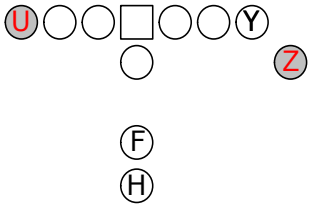


GREEN RT **SLUG**

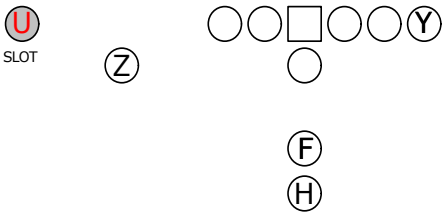


GOAL LINE RT

GOAL LINE = COZY & WING



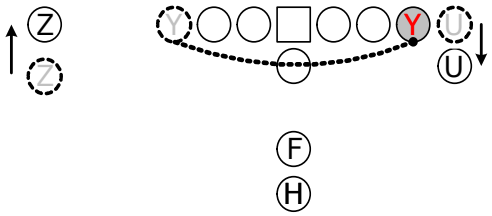
GREEN RT **SLOT**



'U' PACKAGE - SHIFTS

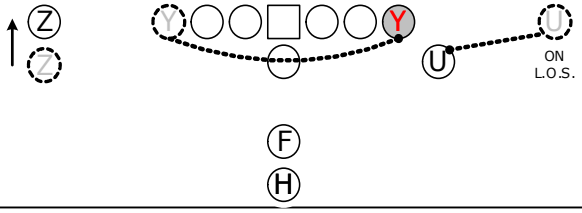
'Y'-SHIFT TO GREEN RT WING

'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'U' - START IN COZY – STEP OFF INTO WING ALIGNMENT



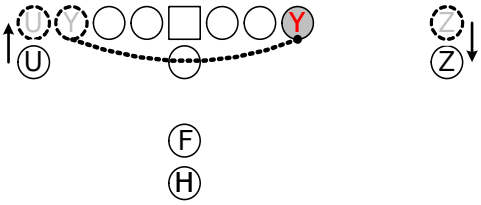
GREEN LT SHIFT TO GREEN RT WING

'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'U' - START STRONG OUTSIDE ON L.O.S. – THEN SHIFT TO FORMATION CALLED



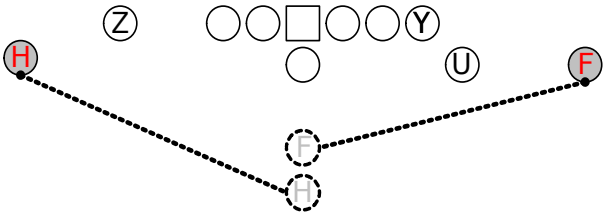
PAIR SHIFT TO: GREEN RT COZY

'Y' & 'U' - START IN WING OPPOSITE THEN SHIFT TO FORMATION CALLED



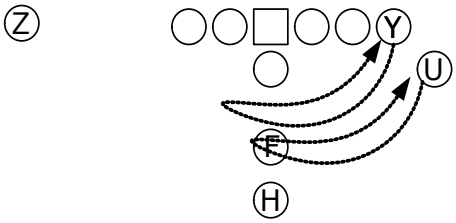
GREEN RT WING BACKS ZAP

BACKS: START IN GREEN
F: SHIFT OUTSIDE STRONG
H: SHIFT OUTSIDE WEAK



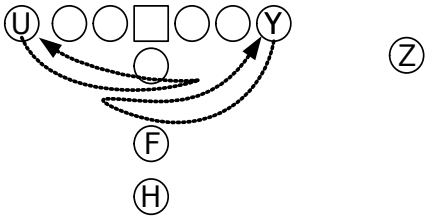
YO-YO TO GREEN RT WING

Y+U: START IN FINAL FORMATION . SHIFT TO CENTER AND RETURN.



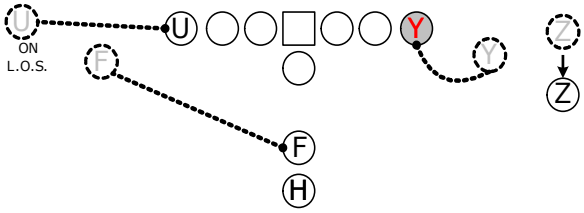
YO-YO TO GREEN RT COZY

Y+U: START IN FINAL FORMATION . SHIFT TO CENTER AND RETURN.



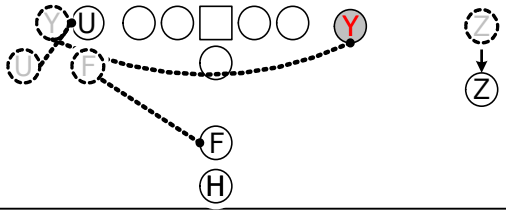
DICE RT SHIFT TO GREEN RT COZY

STARTS IN FORMATION CALLED AND SHIFT TO FINAL FORMATION



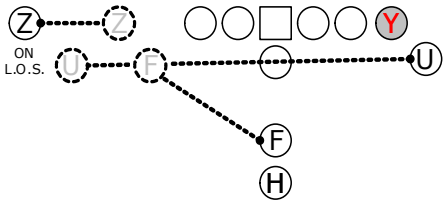
DIAMOND LT SHIFT TO GREEN RT COZY LOOSE

STARTS IN FORMATION CALLED AND SHIFT TO FINAL FORMATION



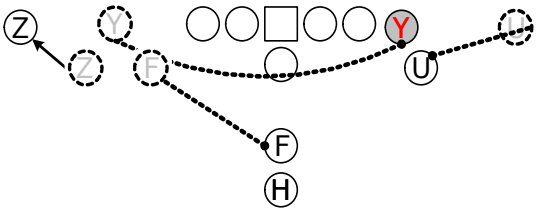
STINT RT BUNCH SHIFT TO GREEN RT WING

STARTS IN FORMATION CALLED AND SHIFT TO FINAL FORMATION



BUNCH LT SHIFT TO GREEN RT WING

STARTS IN FORMATION CALLED AND SHIFT TO FINAL FORMATION



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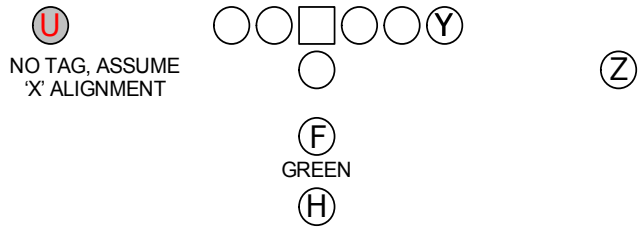
'TREY' PACKAGE

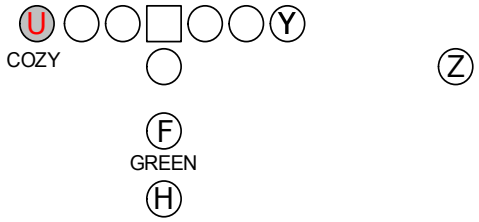
GREEN RT

'U' - REPLACES 'X' RECEIVER



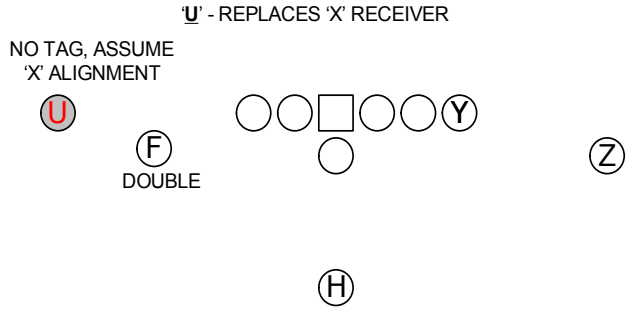
GREEN RT COZY

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



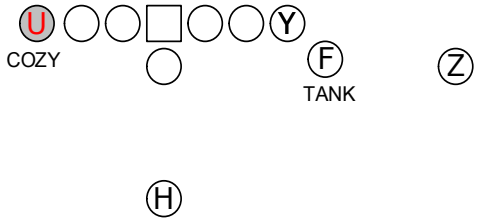
DOUBLE RT

'U' - REPLACES 'X' RECEIVER



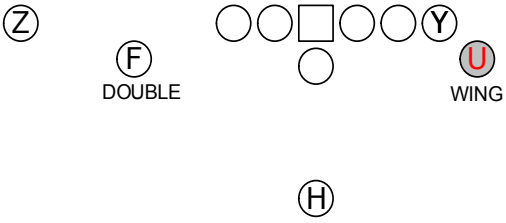
TANK RT COZY

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



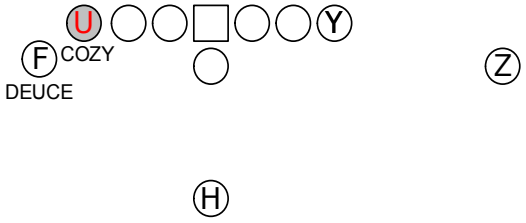
DOUBLE RT WING

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



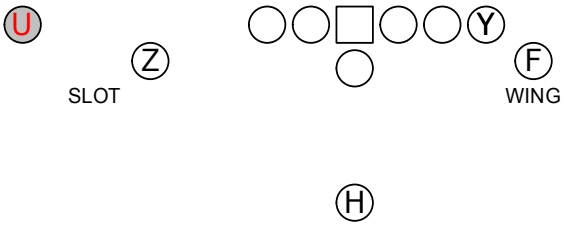
DEUCE RT COZY

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



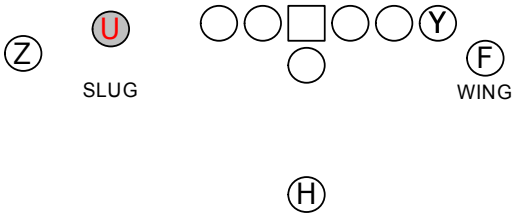
FLANK RT

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



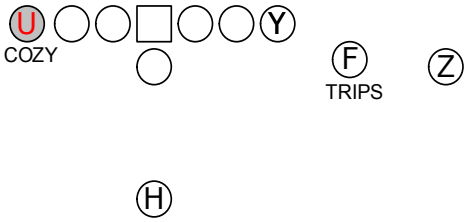
FLANK RT SLUG

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



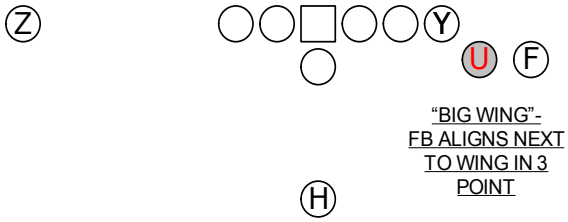
TRIPS RT COZY

'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



BIG WING RT

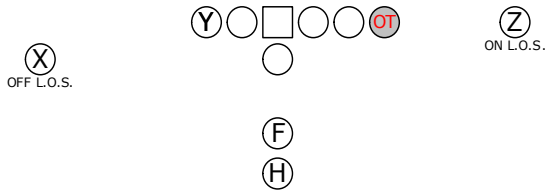
'F' – 1st TERM INDICATES ALIGNMENT
'U' - 2ND TERM INDICATES ALIGNMENT
'Z' - SAME RULES AS 'U' PERSONNEL



"BIG WING"-
FB ALIGNS NEXT
TO WING IN 3
POINT

HEAVY PACKAGE (Tackle-Over, Y Go Opposite the Call)

GREEN RT HEAVY

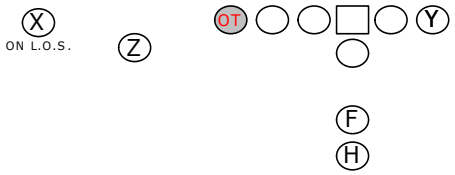


HEAVY RULES

- WR TO HEAVY CALL - ON THE BALL.
- WR AWAY FROM HEAVY CALL – OFF THE BALL.
- RAY/LOU BRING X RECEIVER TO THE CALL.

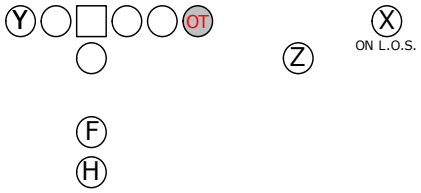
LOU HEAVY

LOU = SLOT TO THE LEFT

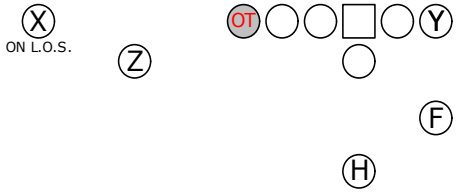


RAY HEAVY

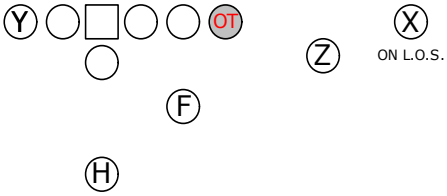
RAY= SLOT TO THE RIGHT



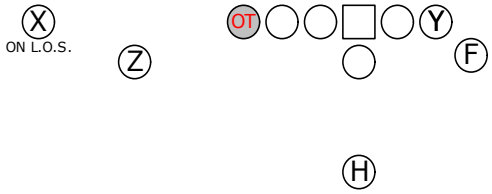
WEAK LOU HEAVY



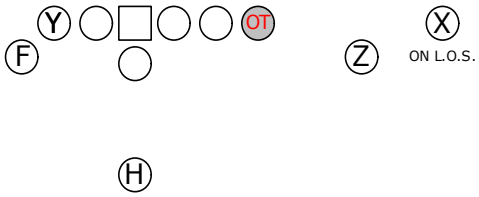
STRONG RAY HEAVY



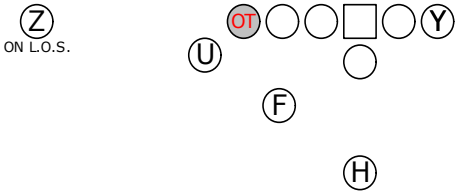
DEUCE LOU HEAVY



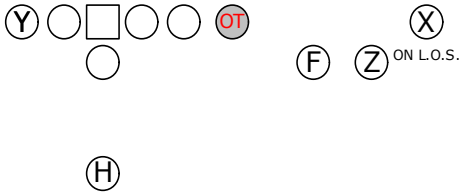
DEUCE RAY HEAVY



(U) STRONG LOU HEAVY WING



TRIPS RAY HEAVY



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HEAVY SHIFTS

When we shift an Offensive Lineman, it is important that any Lineman involved in the shift does NOT put his hand down before the Shift. We will be specific in how we call these 'heavy' shifts.

WR's must be keyed in to being ON or OFF the ball before and after a shift! As a general rule...don't cover up a TE and make sure to cover up a Lineman!

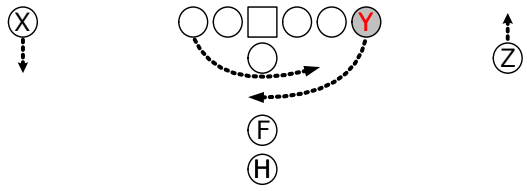
When shifting behind the QB, the OL will have the right of way and the TE will go behind him.

We will shift on the "Move" command by the QB.

HEAVY SHIFTS

'LAVA' SHIFT TO GREEN RT HEAVY

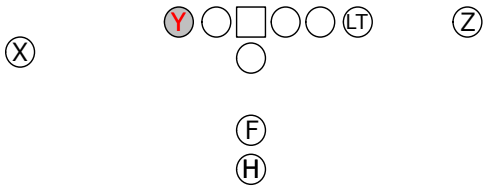
'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'LT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR TO HEAVY SIDE – SHIFT ON BALL (COVER UP HVY TACKLE)
WR TO TE SIDE – SHIFT OFF BALL (DON'T COVER UP TE)



START → **FINISH**

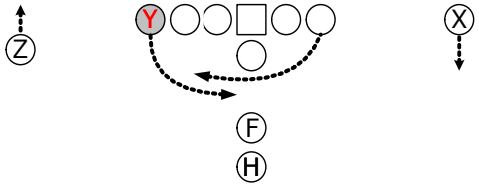
'LAVA' SHIFT TO GREEN RT HEAVY

'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'LT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR TO HEAVY SIDE – SHIFT ON BALL (COVER UP HVY TACKLE)
WR TO TE SIDE – SHIFT OFF BALL (DON'T COVER UP TE)



'ROCK' SHIFT TO GREEN LT HEAVY

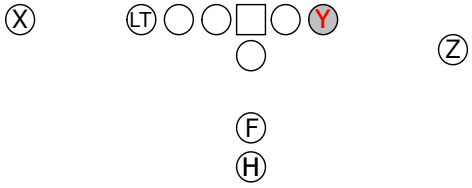
'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'RT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR TO HEAVY SIDE – SHIFT ON BALL (COVER UP HVY TACKLE)
WR TO TE SIDE – SHIFT OFF BALL (DON'T COVER UP TE)



START → **FINISH**

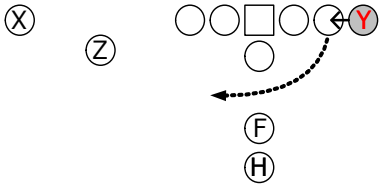
'ROCK' SHIFT TO GREEN LT HEAVY

'Y' - STARTS OPPOSITE THEN SHIFTS OVER ON L.O.S.
'RT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR TO HEAVY SIDE – SHIFT ON BALL (COVER UP HVY TACKLE)
WR TO TE SIDE – SHIFT OFF BALL (DON'T COVER UP TE)



'ROPE' SHIFT TO LOU HEAVY

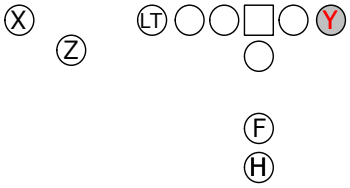
'Y' - STARTS OPPOSITE THEN SHIFTS DOWN TO TACKLE
'RT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR'S – DO NOT SHIFT!



START → **FINISH**

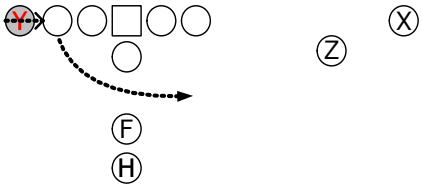
'ROPE' SHIFT TO LOU HEAVY

'Y' - STARTS OPPOSITE THEN SHIFTS DOWN TO TACKLE
'RT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR'S – DO NOT SHIFT!



'LASSO' SHIFT TO RAY HEAVY

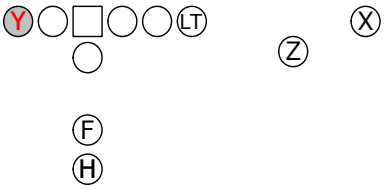
'Y' - STARTS OPPOSITE THEN SHIFTS DOWN TO TACKLE
'LT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR'S – DO NOT SHIFT!



START → **FINISH**

'LASSO' SHIFT TO RAY HEAVY

'Y' - STARTS OPPOSITE THEN SHIFTS DOWN TO TACKLE
'LT' – START OPPOSITE THEN SHIFTS OVER ON L.O.S.
WR'S – DO NOT SHIFT!



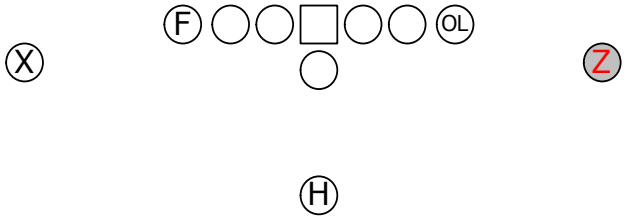
'BIG' PERSONNEL GROUPS

KODIAK	1 RB, 1 TE, 2 WR, 6 OL	
BEAST	2 RB, 1 TE, 1 WR, 6 OL	(6th OL BECOMES THE 'Y')
ZEUS	2 RB, 2 TE, 6 OL	(6th OL BECOMES THE 'Y')
MONSTER	2 RB, 1 TE, 1 DL, 6 OL	(6th OL BECOMES THE 'Y') (DL BEDOMES THE 'Z')
HULK	2 RB, 1 TE, 1 DL, 6 OL	(6th OL BECOMES THE 'Y') (DL BEDOMES THE 'U')

KODIAK

6 OL
1 TE
2 WR
1 BACK; H

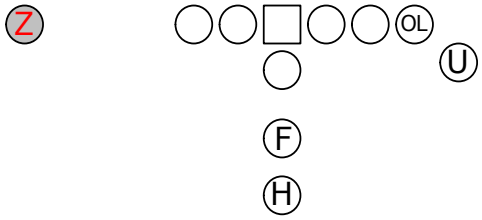
PUMA
TIG-PERSONNEL / OL AT Y



BEAST

6 OL
1 TE
1 WR
2 BACKS

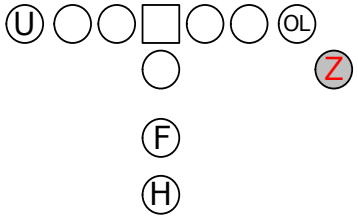
BEAST
U-PERSONNEL / OL AT Y



ZEUS

6 OL
2 TE
1 BACK; H

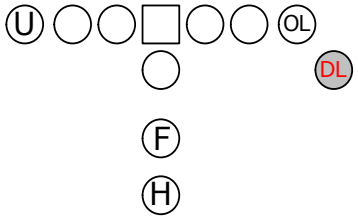
ZEUS
LIKE MUSCLE PERSONNEL
OL AT Y



MONSTER

6 OL + 1 DL
1 TE
2 BACKS

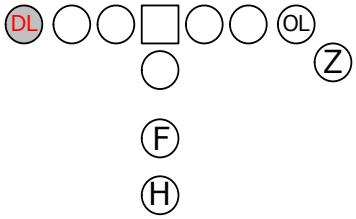
MONSTER
LIKE MUSCLE PERSONNEL
OL AT Y / DL AT Z



HULK

6 OL + 1 DL
1 TE
2 BACKS

HULK
LIKE MUSCLE PERSONNEL
OL AT Y / DL AT U



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'MONSTER' FORMATIONS

MONSTER RT

U ○ ○ □ ○ ○ Y
○ Z
F
H

I BONE RT

U ○ ○ □ ○ ○ Y
○
Z
F
H

STRONG I RT

U ○ ○ □ ○ ○ Y
○
F Z
H

WEAK I RT

U ○ ○ □ ○ ○ Y
○
Z F
H

THOR RT

U ○ ○ □ ○ ○ Y
○ -8- Z
F
H

PIT-BULL RT

U ○ ○ □ ○ ○ Y
○ Z
2-point
F
H

GIANT LT

GIANT = HEAVY

U LT RT LG □ RG Y
Z ○
F
H

GIANT RT

GIANT = HEAVY

Y LG □ RG RT LT U
○ Z
F
H

GOALLINE LT

GOALLINE = HEAVY

Y LT LG □ RG RT OL
Z ○
F
H

GOALLINE RT

GOALLINE = HEAVY

OL LT LG □ RG RT Y
○ Z
F
H

49ers OFFENSE

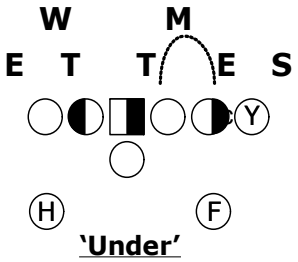
DEFENSIVE RECOGNITION

DEFENSIVE FRONT TERMINOLOGY

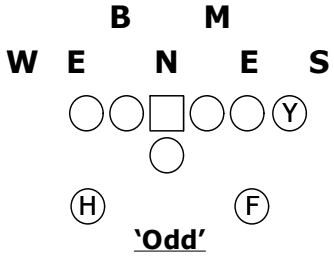
Fronts are Identified by Numbers

First Digit: Defensive Linemen Alignment
Second Digit: LB Alignment
Three Digit Front: 1st Digit is Number of DL in the Game

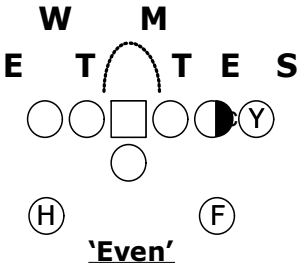
20's = Bubble Strong



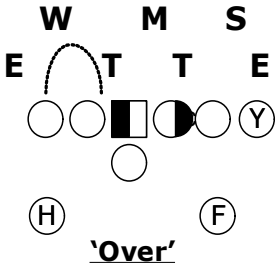
30's = 3-Man Front



40's = Center Bubble



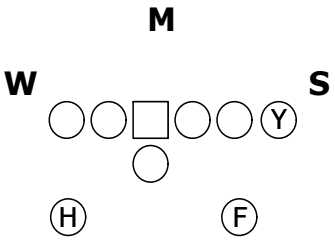
50's = Bubble Weak



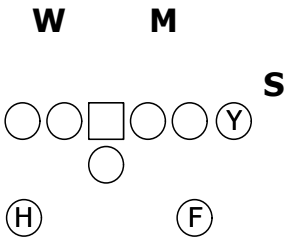
The Second Digit Defines LBer Alignments

3:	Sam and Will ON	7:	Will ON
5:	Sam ON	9:	Sam and Will OFF

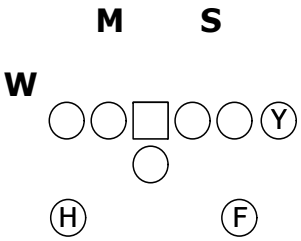
3 = Sam + Will ON



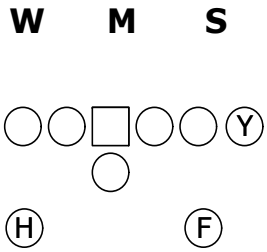
5 = Sam ON



7 = Will ON

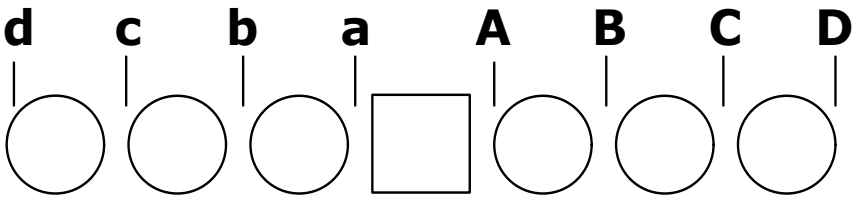


9 = Sam + Will OFF



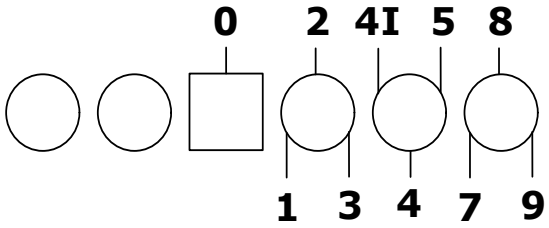
DEFENSIVE FRONT TERMINOLOGY

GAP IDENTIFICATION



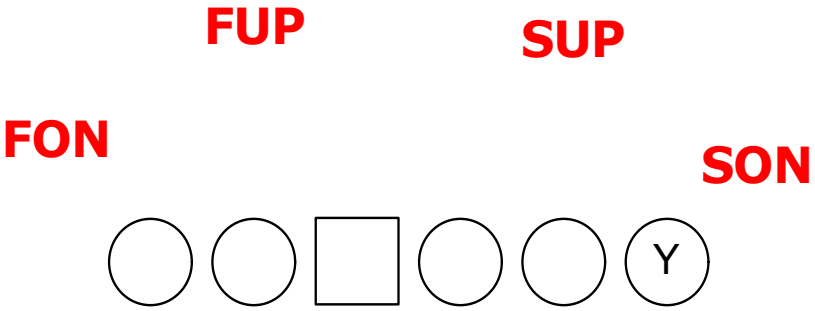
GAPS ARE IDENTIFIED WITH LETTERS A ,B,C,D STRONG OR WEAK.

DEFENSIVE SHADE IDENTIFICATION



ZERO – HEAD UP ON CENTER
ONE - INSIDE OF GUARD
TWO - HEAD UP ON GUARD
THREE - OUTSIDE OF GUARD
FOUR EYE - INSIDE OF TACKLE
FOUR - HEAD UP ON TACKLE
FIVE - OUTSIDE OF TACKLE
SEVEN - INSIDE ON TE
EIGHT - HEAD UP ON TE
NINE - OUTSIDE OF TE

SAFETY LOCATIONS



SON - SS ON LOS OUTSIDE TE
SUP - SS UP INSIDE BOX AROUND LB LEVEL
FUP - FS UP INSIDE BOX AROUND LB LEVEL
FON - FS ON LOS ON WEAK SIDE

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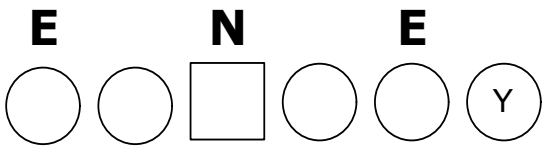
BASIC FRONT STRUCTURE

ODD



ODD – BOTH GUARDS UNCOVERED

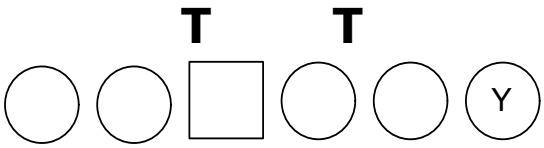
EVEN

EVEN – CENTER UNCOVERED

UNDER

UNDER – DT'S SHIFTED WEAK

OVER

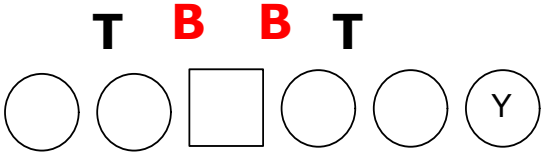


OVER – DT'S SHIFTED STRONG

JAM

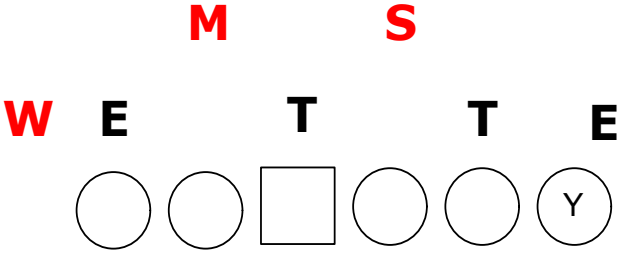
JAM – CENTER + BOTH GUARDS COVERED .

CALI



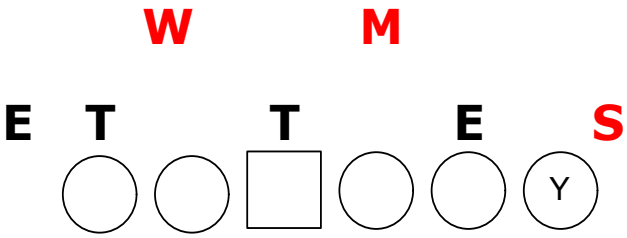
CALI – CENTER UNCOVERED , 2-LB'S UP IN A-GAPS

OVER KC



OVER KC – 2-LOOK – 'G' BUBBLE + 2 DL ON AND OUTSIDE STRONG TACKLE .

UNDER KC



UNDER KC – 2-LOOK – 'G' BUBBLE + 2 DL ON AND OUTSIDE WEAK TACKLE .

FRONT VARIATION TAGS

VICE

VICE – SAFETY PRESSES ON TE INSIDE DE.

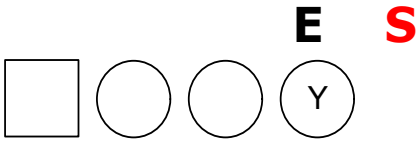
CHOKE

CHOKE – LB PRESSES ON TE INSIDE DE.

DUBS

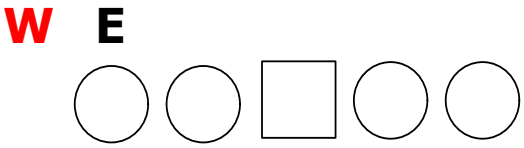
DUBS – 2LB'S PRESSED ON AND OUTSIDE TE.

WIDE



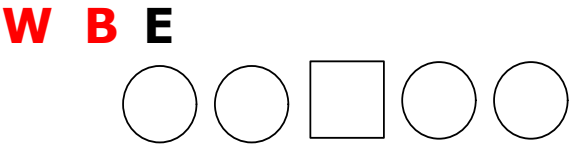
WIDE – DE ALIGNED ON WITH LB OUTSIDE TE.

TWO LOOK



TWO LOOK – MAN ON + MAN OUTSIDE OPEN OT.

THREE LOOK

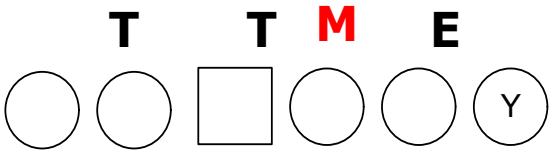


THREE LOOK – MAN ON + 2 MEN OUTSIDE OPEN OT.

TUFF

TUFF – WILL LB WALKS UP IN 'A' GAP INSIDE OF 3 TECHNIQUE.

MUG



MUG – MIKE LB WALKS UP OVER / ON LOS IN FRONT OF AN OL.

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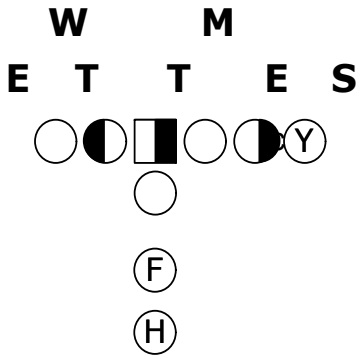
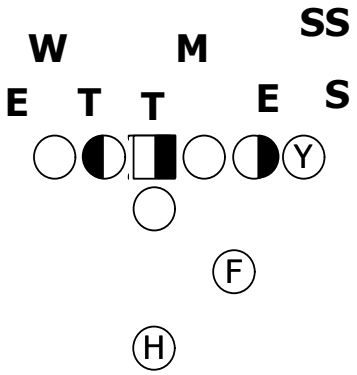
FRONT VARIATIONS (Twenties)

25



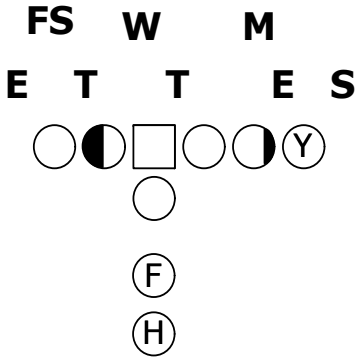
25 SUP

SUP MEANS THE SS IS AT LB LEVEL AND IN THE BOX



25FUP

FUP MEANS FS IS AT LB LEVEL AND IN THE BOX



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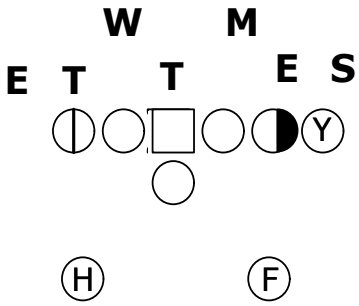
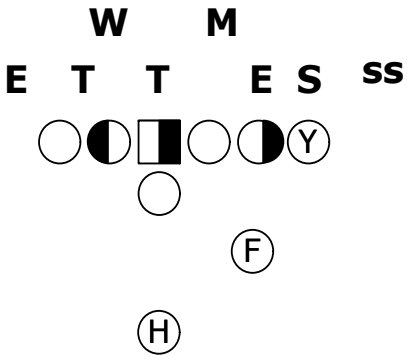


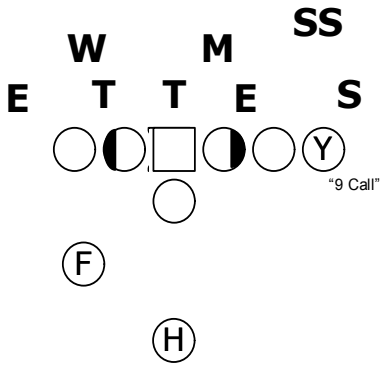
25 SON

SON MEANS THE SS IS AT LB LEVEL OR CLOSER AND OUTSIDE THE BOX



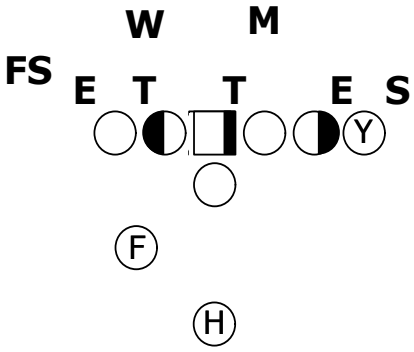
25 JAM SUP

JAM FRONT OUR CORE IS COVERED



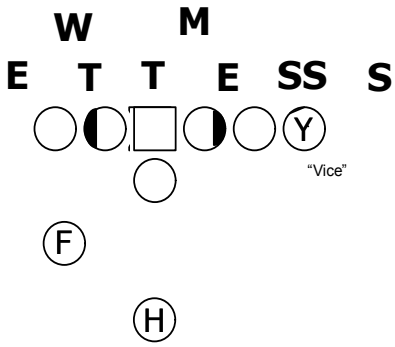
25 FON

FON MEANS THE FS IS AT LB LEVEL OR CLOSER AND OUTSIDE THE BOX



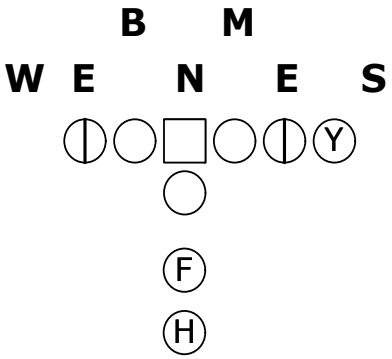
25 BEAR

BEAR = 8 MAN FRONT JAM + VICE



FRONT VARIATIONS (Thirties)

34



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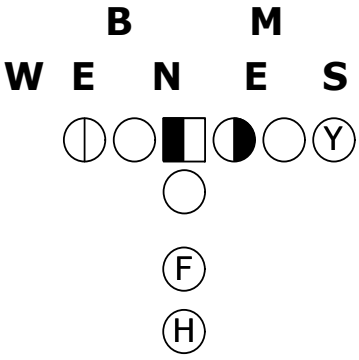

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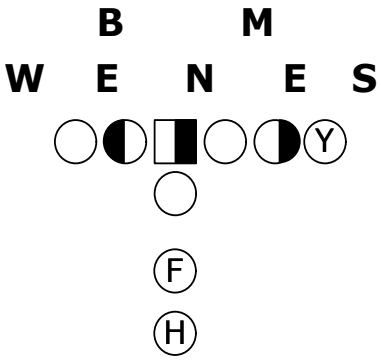
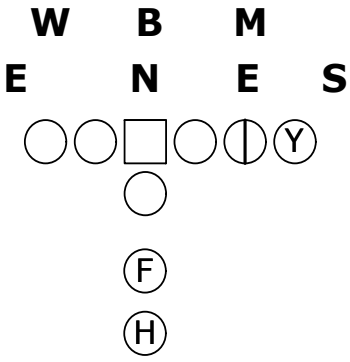
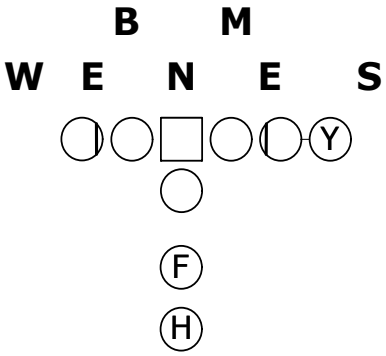


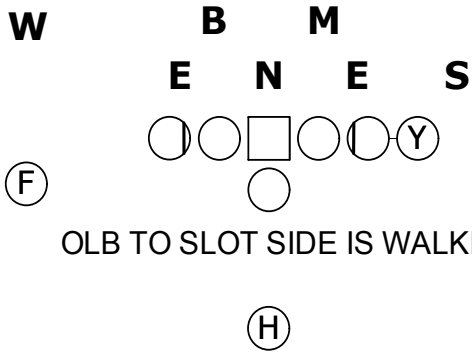
34 STACK



34 I

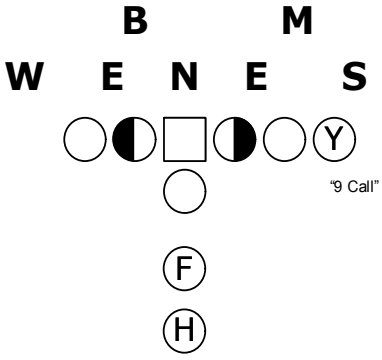


34 W/S



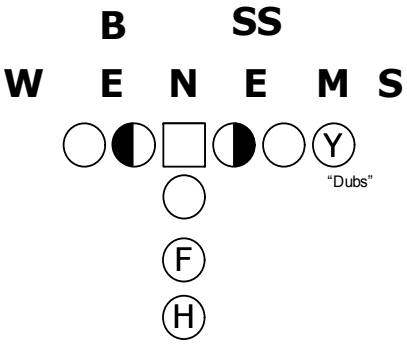
OLB TO SLOT SIDE IS WALKED!

34 JAM



34 BEAR

BEAR = 8 MAN FRONT JAM + DUBS



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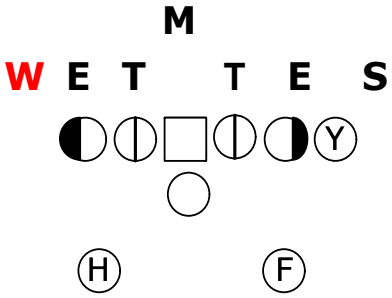
FRONT VARIATIONS (Forties)

43



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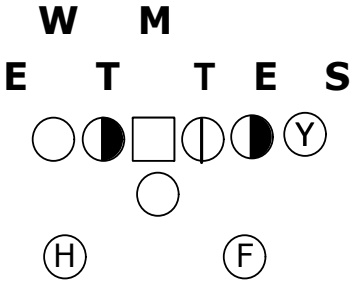
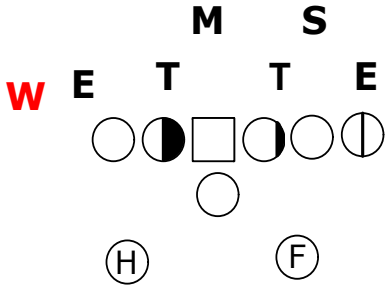
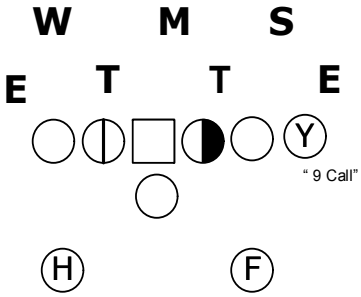


47



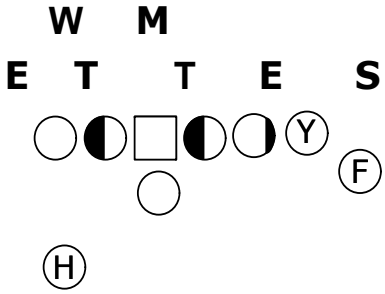
49

"9" CALL MEANS THE DE IS IN A WIDE ALIGNMENT



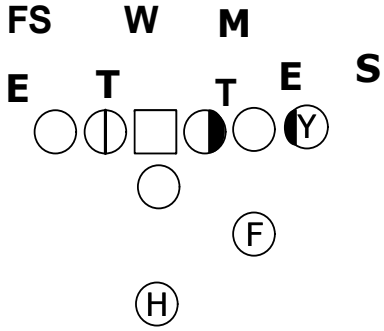
45 G

"G" MEANS THE DT IS ALIGNED AS A " 1" TECHNIQUE

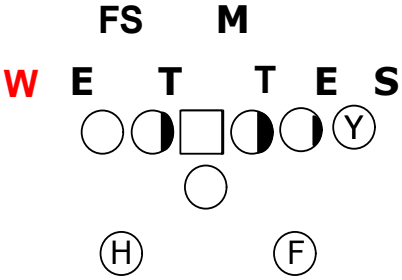


45 WIDE FUP

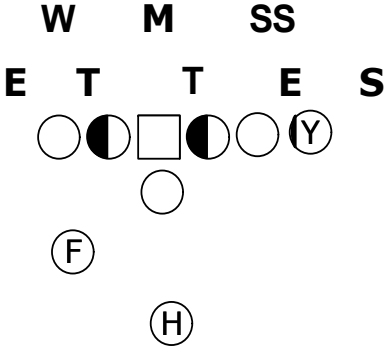
"WIDE" MEANS THE STRONG DE ALIGNED OVER TE



43 FUP

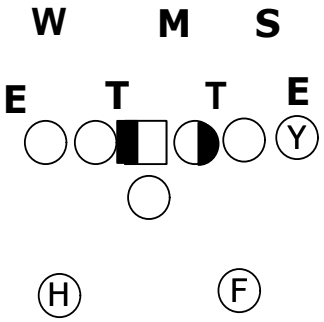


45 G WIDE SUP



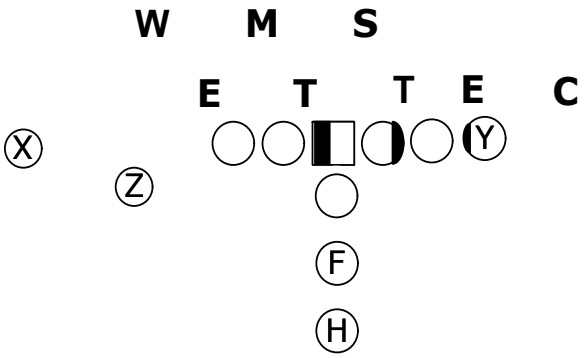
FRONT VARIATIONS (Fifties)

59

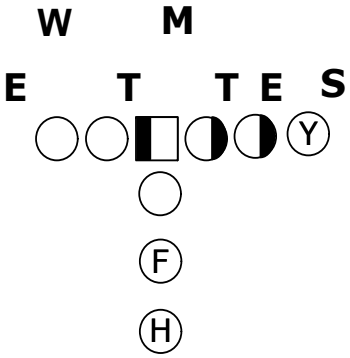


57 w WIDE CON

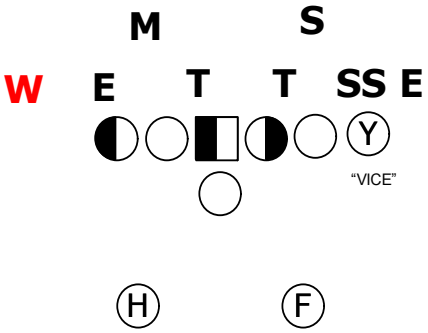
CON MEANS THE CB IS ON THE L .O.S. OUTSIDE TE



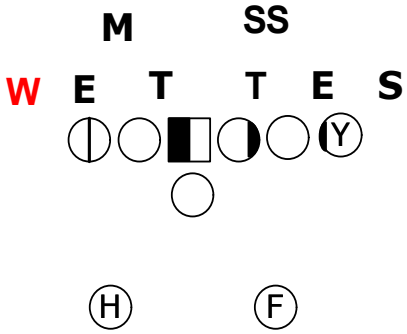
55



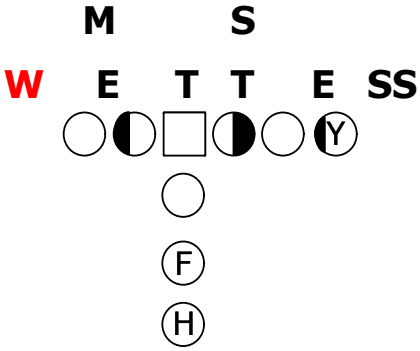
57 VICE



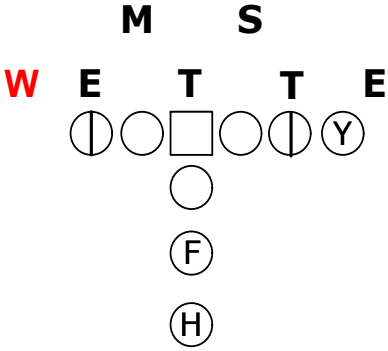
53 WIDE SUP



57 JAM SON

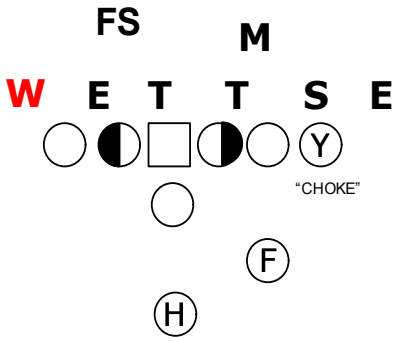


54



57 BEAR

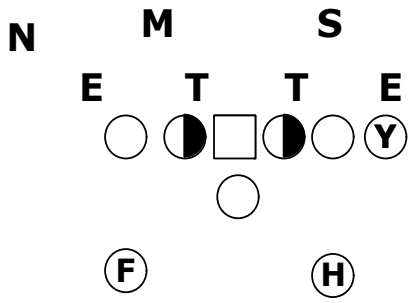
BEAR = 8 MAN FRONT JAM + CHOKE



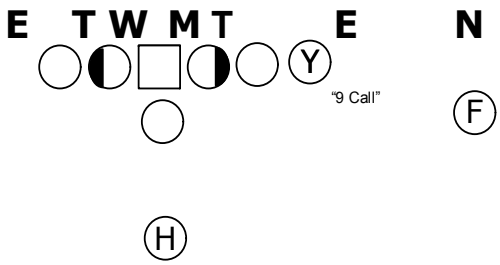
Confidential Property of the San Francisco 49ers

SUB FRONTS

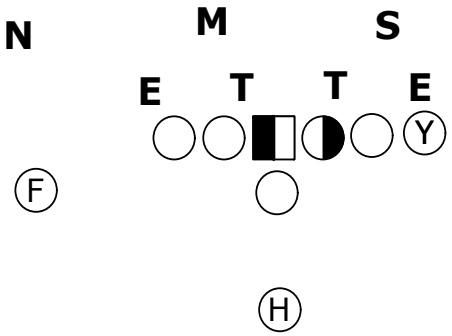
42 (41)(40)



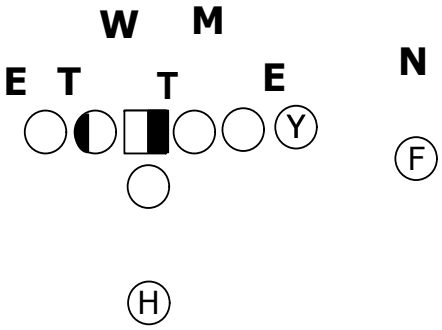
42 CALI



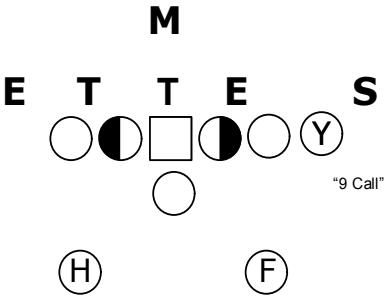
42 OVER



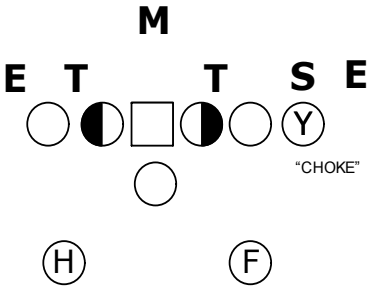
42 UNDER



42 UNDER JAM

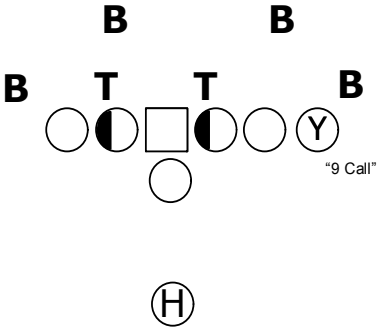


42 WIDE CHOKE



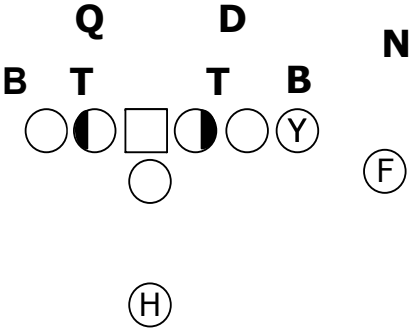
24 EVEN G - NICKEL

2 DL AND 4 LBS



22 WIDE - QUARTER

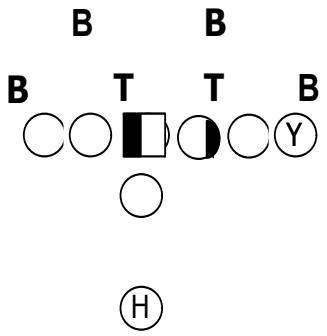
2 DL AND 2 LBS



SUB FRONTS (2)

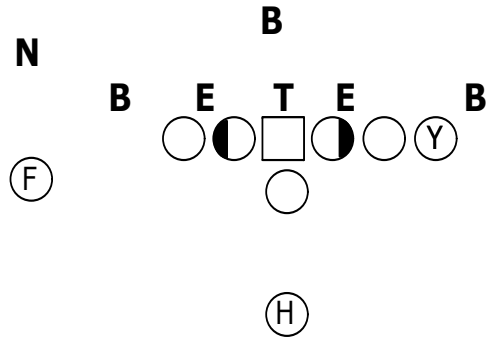
24 OVER – NICKEL

2 DL AND 4 LBS



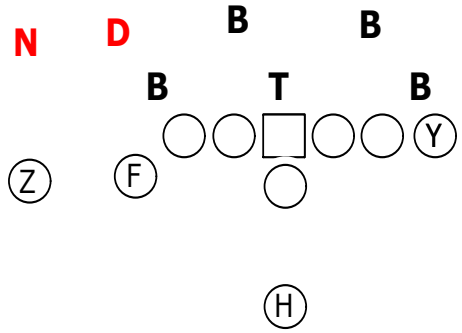
33 JAM

3 DL AND 3 LBS



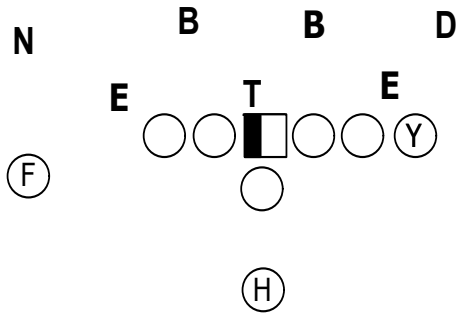
14 ODD - DIME

1 DL AND 4 LBS

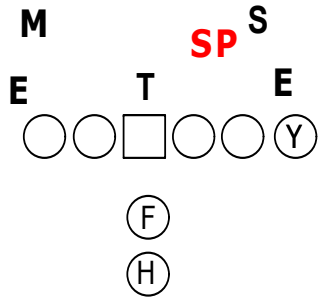


32 ODD – DIME

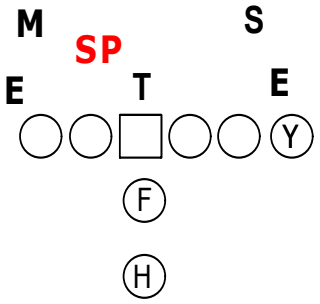
3 DL AND 2 LBS



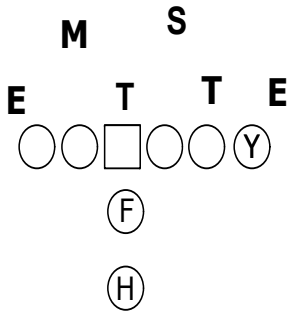
42 OVER SPINNER



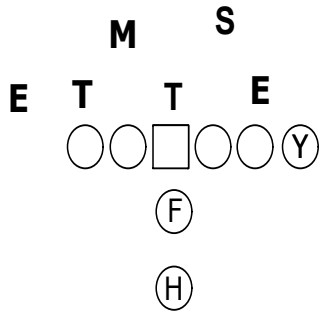
42 UNDER SPINNER



42 OVER KC



42 UNDER KC



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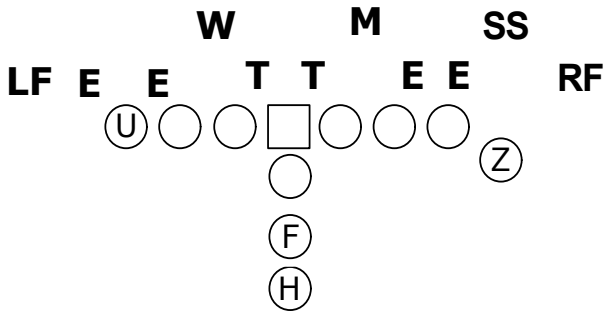
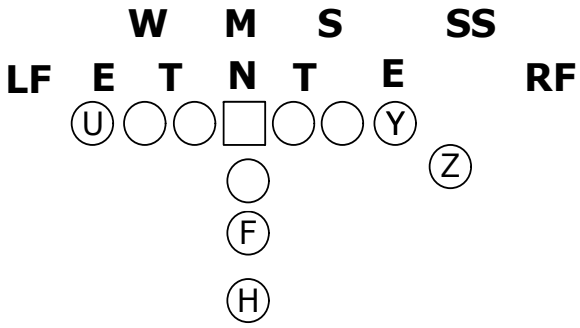
GL FRONTS

GL 62

2 “A” GAP DEFENDERS

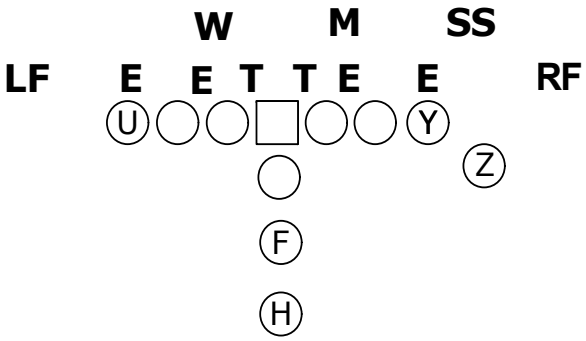


GL 5-3

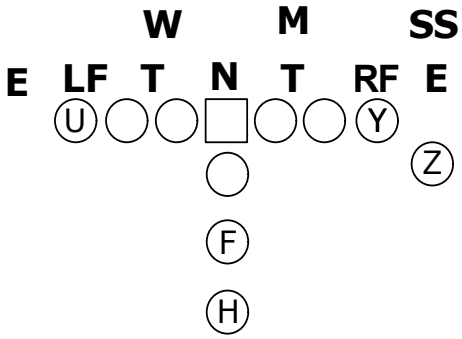


GL 62 GAPS

2 ‘A’ AND ‘B’ GAP DEFENDERS

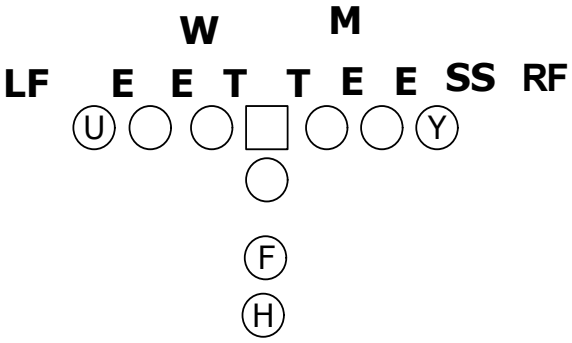


GL 5-3 DBL STRETCH

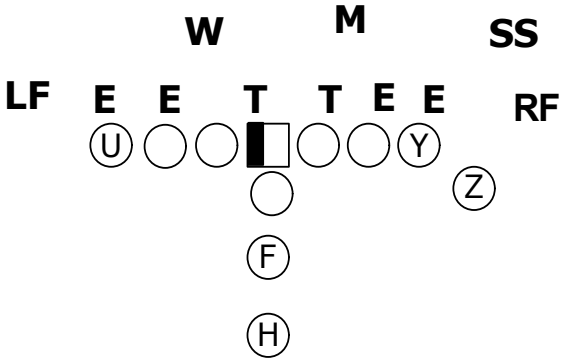


GL 6-2 GAP 8

2 ‘A’, ‘B’, AND ‘C’ GAP DEFENDERS



GL 6-2 OVER



DEFENSIVE COVERAGES

Defensive Coverage Concepts are defined by Numbers.

COVERAGE NUMBERING

Cover 0 - Man Across.
Cover 1 - Man Free.
Cover 2 - Two Deep
Cover 3 - Three-deep Zone.
Cover 4/6 – Four-deep Zone/Cloud Wk. or Str.
Cover 5 - Double or Bracket Man.

Variations of each coverage are described with words.

COVERAGE TAGS

'sky' - Strong Safety as a Force/Flat defender
'cloud' - Corner as a Force/Flat defender
'press' - Indicates Corner in tight alignment to WR
'dog' - Indicates LB Rush, 5 or more
'blitz' - Indicates Secondary Rush, 5 or more
'match' - Zone Coverage with Man Inside
'man' - Man Under Coverage
'robber' - Strong Safety Invert as Hole player
'lurk' - Free Safety Invert as Hole player
'buzz' - Safety invert as Hook-Curl player
'tampa' - MLB running deep middle
'clue' - Corner/Safety reading 2-1 vs Slot Look
'invert' - Safety and Corner Exchange responsibilities
'cut' - Cloud Coverage behind a SS Blitz
'palms' - A clue 4-Across/2-Under Pressure Coverage

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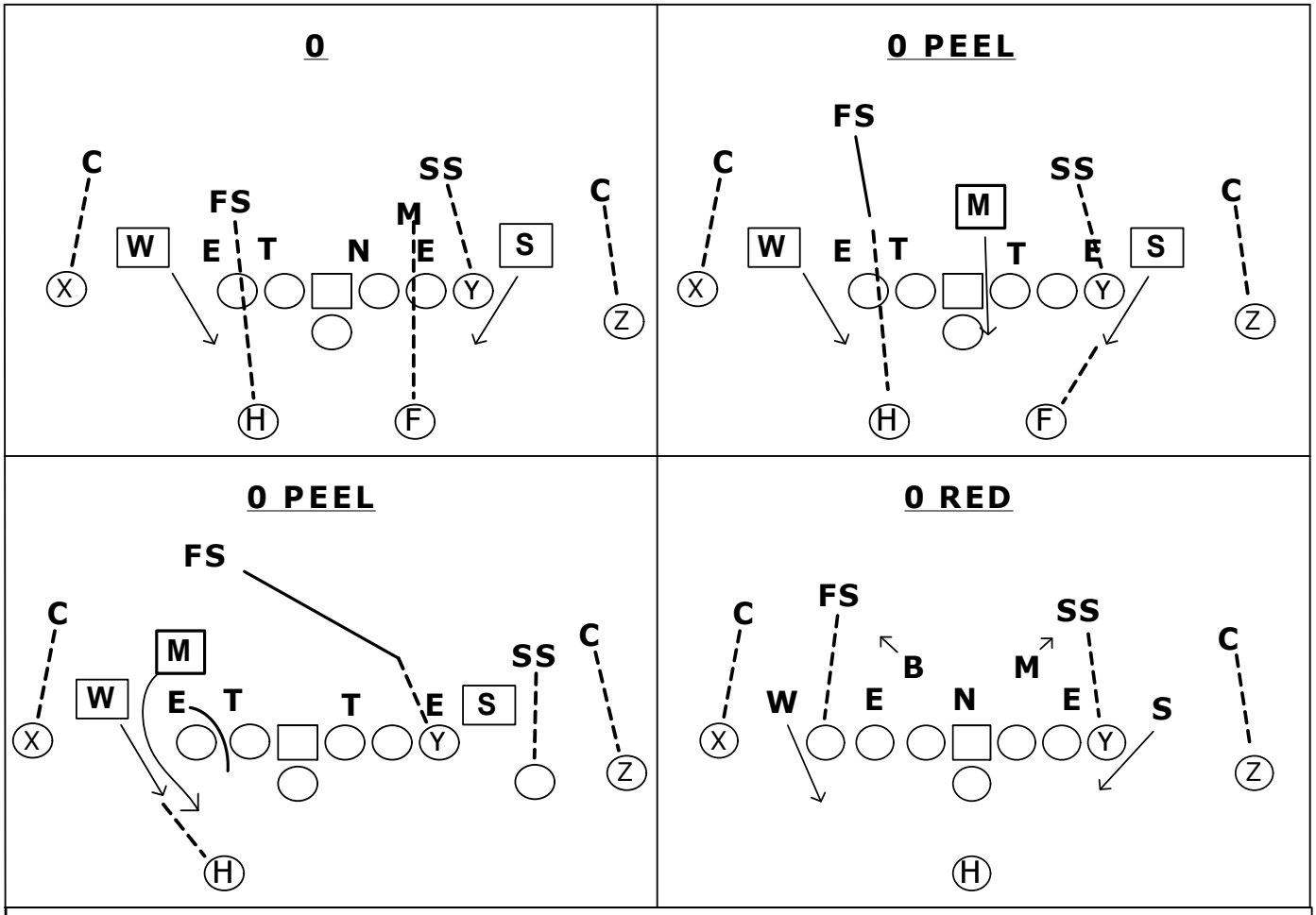
Cover 0



Cover 0 Variations

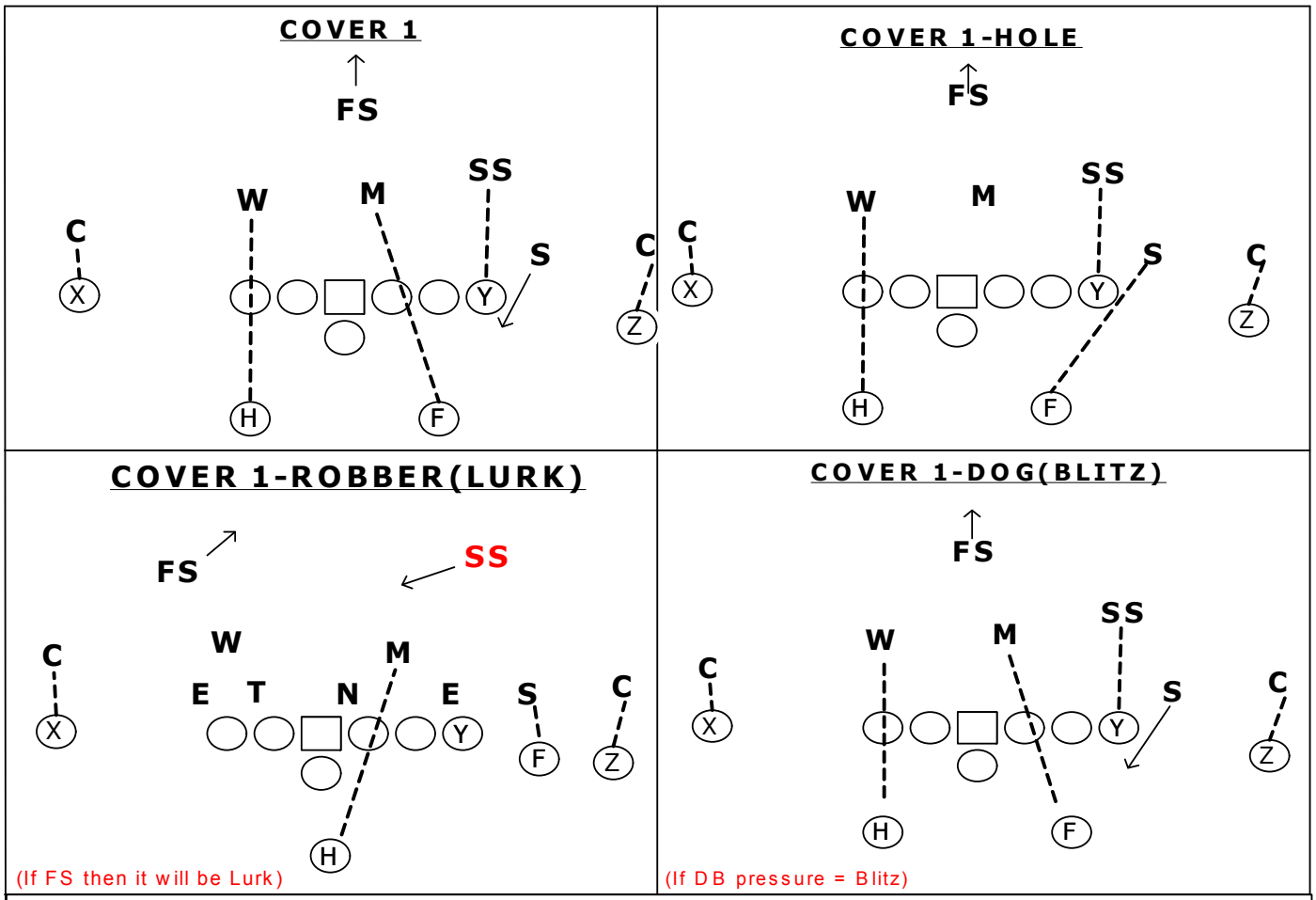
COVER O – MAN TO MAN COVERAGE ON ALL RECEIVERS WITH NO FREE SAFETY IN THE POST AREA. THIS NORMALLY INVOLVES A SIX MAN BLITZ. SAFETIES CAN BE COMMITTED TO EITHER SIDE.

VARIATIONS

O PEEL — A six or seven man pressure with no deep safety. The SAM or WILL LB will have coverage responsibilities if the back free releases to their side.

O RED — A five man pressure with no deep safety. The inside LBs will give the appearance of a blitz and then drop in coverage.

Cover 1



Cover 1 Variations

COVER 1 – MAN TO MAN COVERAGE ON ALL RECEIVERS WITH A SAFETY FREE IN THE POST AREA

VARIATIONS

1 HOLE	Man to Man coverage with a free LB underneath
1 ROBBER	The SS will drop in the middle underneath, the FS will play post safety in the deep 1/3 of the field
1 LURK	The FS will drop in to he middle underneath, the SS will play post safety in the Deep 1/3 of the field
1 DOG	A five man LB pressure with a safety remaining free in the middle of the field
1 BLITZ	A five man DB pressure with the safety remaining free in the middle of the field

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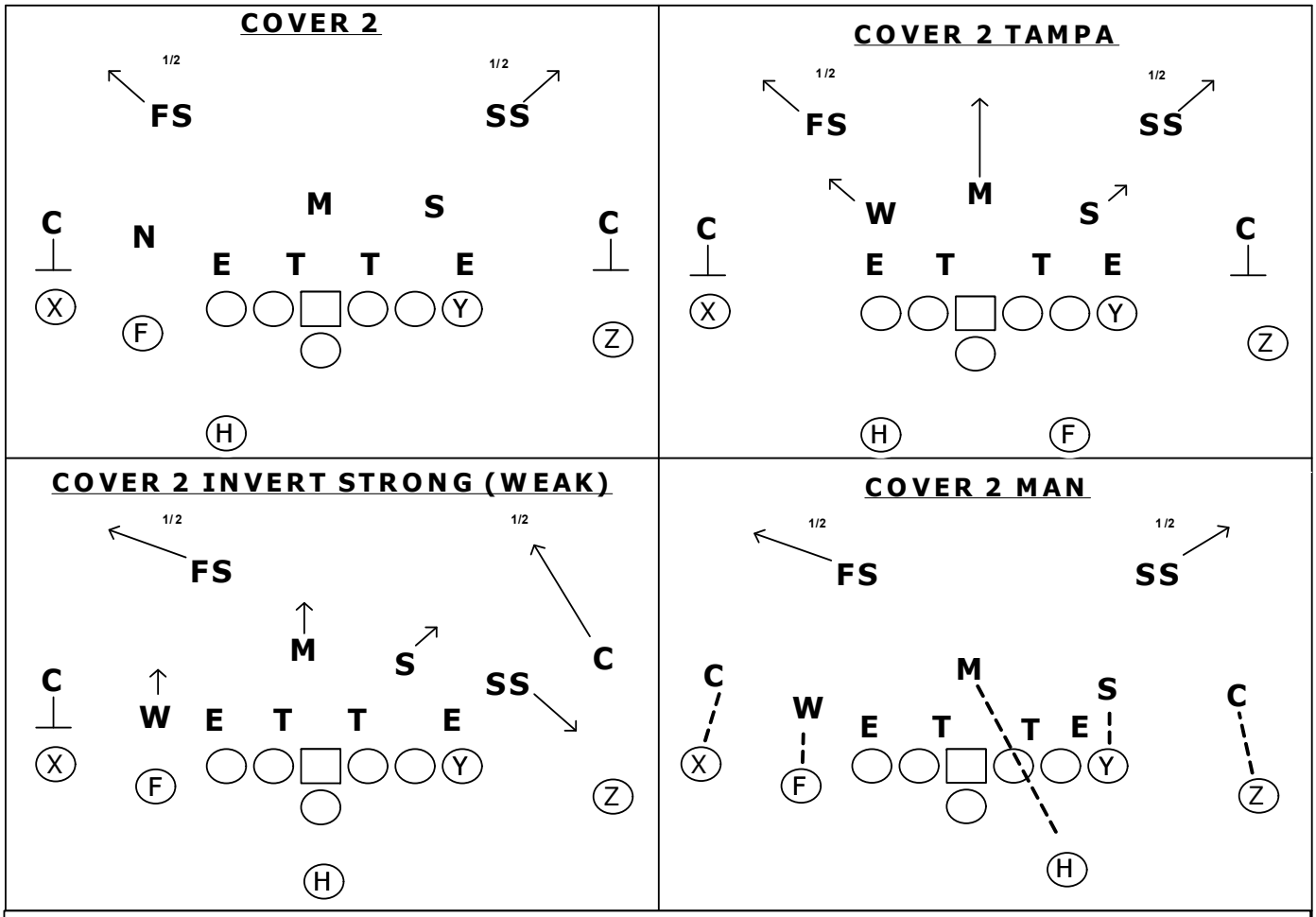
Cover 2



(Invert Weak = FS and CB exchange assignments)

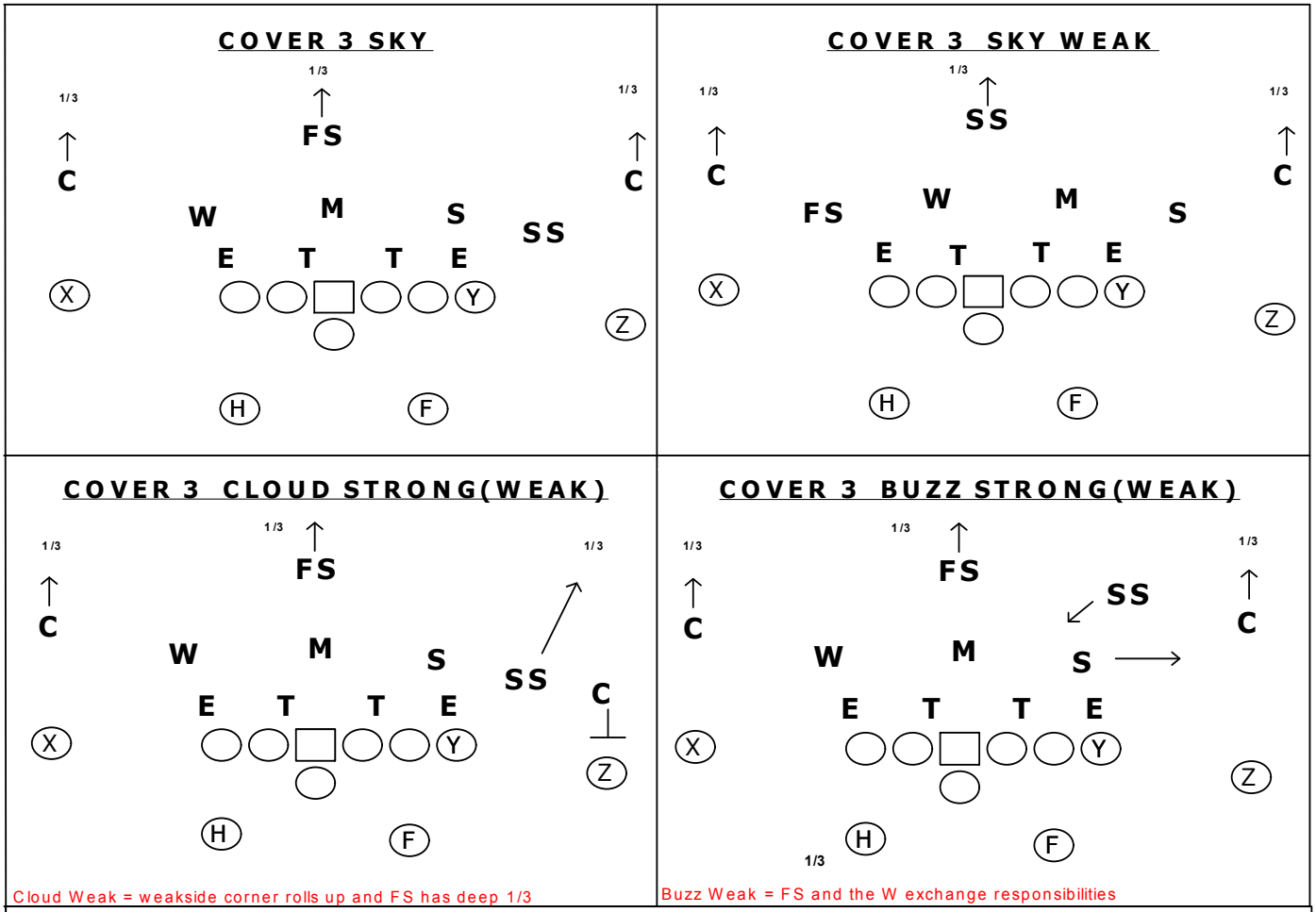
Cover 2 Variations

COVER 2 – ZONE COVERAGE WITH THE SS AND FS EACH DROPPING TOWARDS THE NUMBERS AND EACH RESPONSIBLE FOR COVERING A DEEP HALF OF THE FOOTBALL FIELD. THE CB'S AND LB'S WILL PLAY 5 UNDERNEATH ZONE COVERAGE.

VARIATIONS

2 Tampa	Mike LB will get depth to protect the middle of the field so that the safties Can get width.
2 Invert Strong	2 Deep zone coverage with with SS and the strong side CB exchanging responsibilities. SS is now the force player and the CB is playing a deep half of the football field.
2 Invert Weak	2 Deep zone coverage with the FS and the weak side CB exchanging responsibilities. FS is now the force player and the CB is now playing a deep half of the football field
2 Man	2 Deep zone coverage with man coverage underneath. Usually, the defenders play man coverage with hard inside technique.

Cover 3



Cover 3 Variations

COVER 3 – 3 DEEP ZONE COVERAGE WITH STRONG SIDE ROTATION AND 4 UNDERNEATH DEFENDERS. THE SS HAS THE FLAT UNLESS A VARIATION IS CALLED.

VARIATIONS

COVER 3 SKY WEAK	The FS comes down to the weak side flat area pre snap and the SS plays the deep middle 1/3
COVER 3 CLOUD STRONG	Strong side CB rolls up, SS takes the deep outside 1/3
COVER 3 CLOUD WEAK	Weak side CB rolls up, FS takes the deep outside 1/3
COVER 3 BUZZ STRONG	SAM and SS exchange coverage responsibilities
COVER 3 BUZZ WEAK	WILL and FS exchange coverage responsibilities

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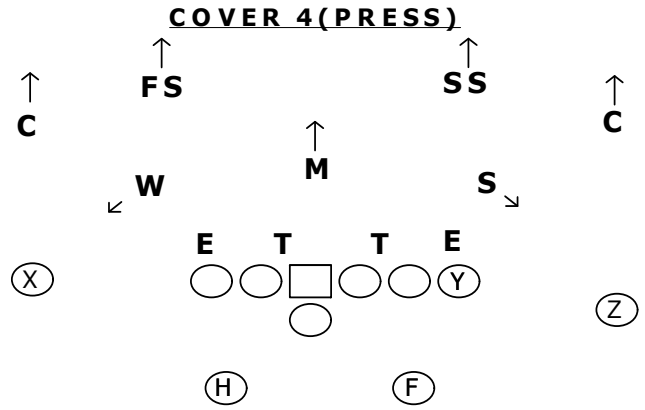
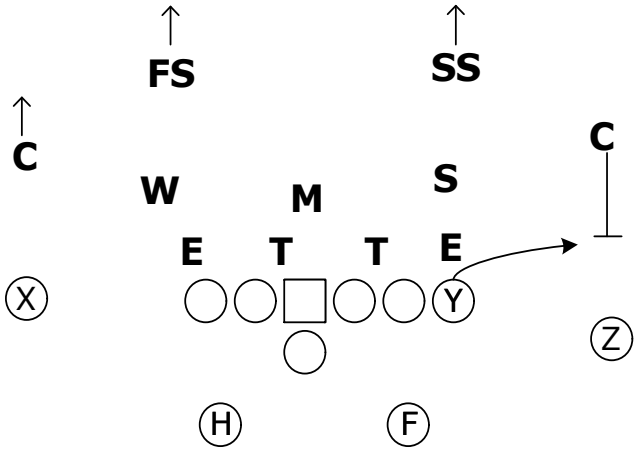
Cover 4

COVER 4 PALMS



Cover 4 press, CB will use press technique



Palms = CBs will clue #2 receiver
Vertical release = cover 4
Flat release = cover 2

Cover 4

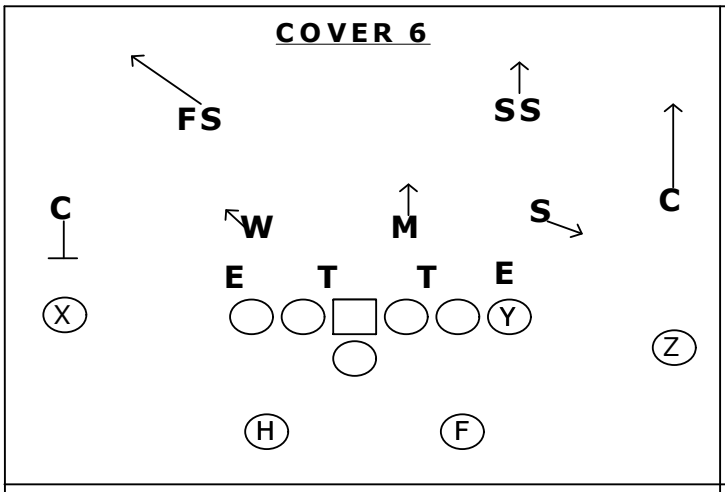
COVER 4 - 4 ACROSS LOOK WITH THE CORNERS AND THE SAFETIES EACH PLAYING A QUARTER OF THE FOOTBALL FIELD

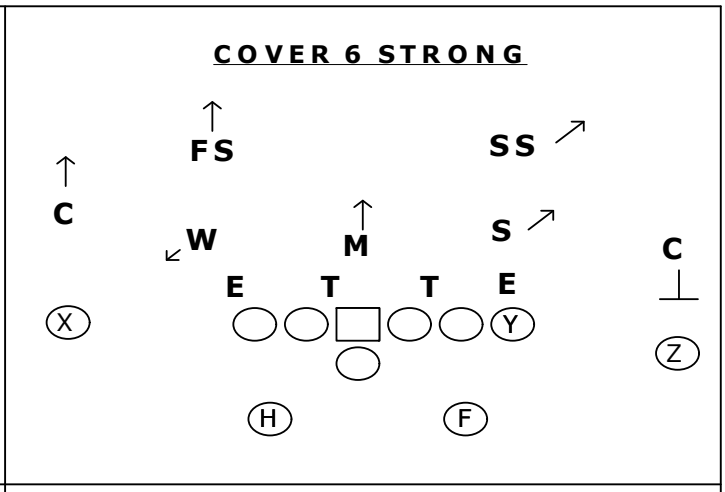
VARIATIONS

4 PRESS	Cover 4 with the CBs pressing the WRs at the L.O.S.
4 PALMS	Zone pressure with a cover 4 shell that plays like cover 4 or cover 2. The final coverage will be determined by if the # 2 receiver takes a vertical release or a flat release off the ball.

.

Cover 6





Cover 6

6 COVER 4. STRONG, COVER 2 TO THE WEAK SIDE.

6 Str COVER 4 WEAK, COVER 6 TO THE STRONG SIDE.

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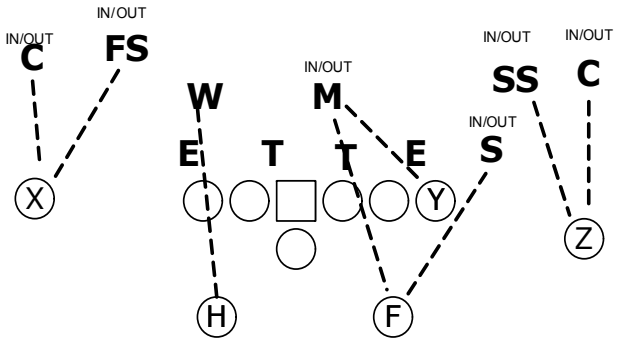
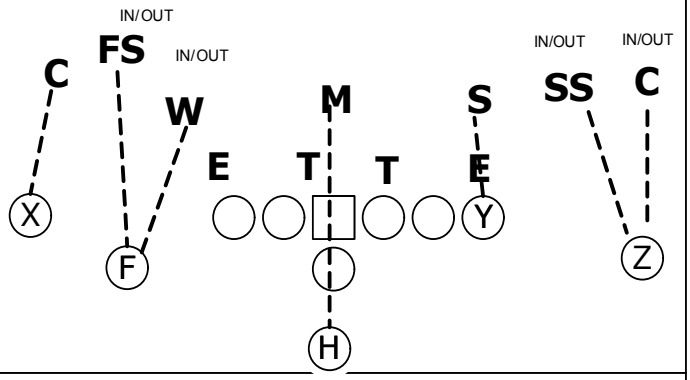
Cover 5

COVER 5 Z/X



COVER 5 Z/F



Cover 5 Variations

COVER 5 - A MAN COMBINATION COVERAGE BASED ON THE ALIGNMENTS AND RELEASES, THE RECEIVERS THAT ARE DOUBLED WILL BE TAGGED

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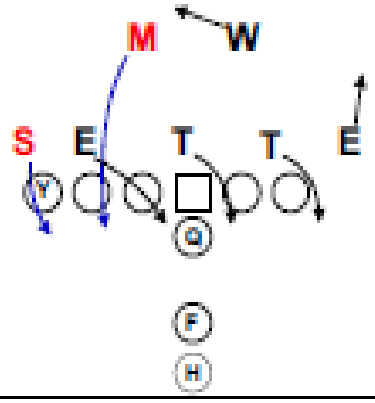
4 STR or WK w/ LB BLITZES

SOM



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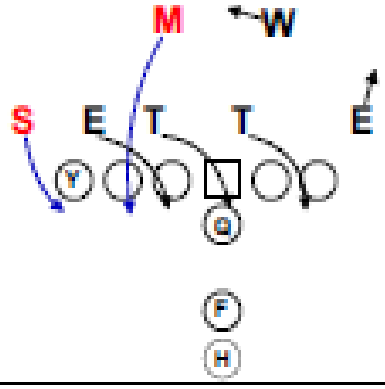

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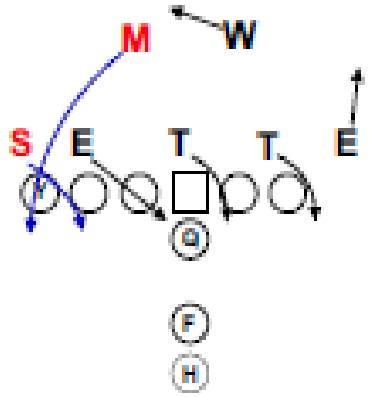
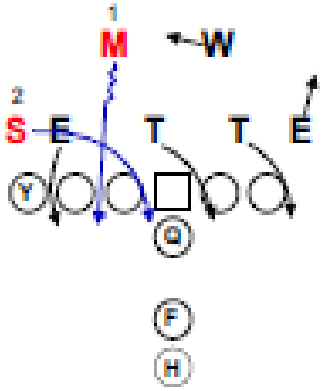


SIM X



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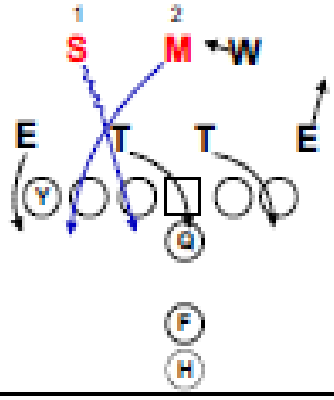

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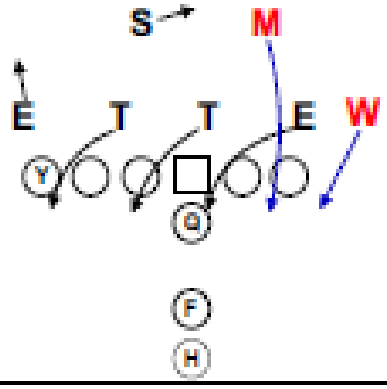

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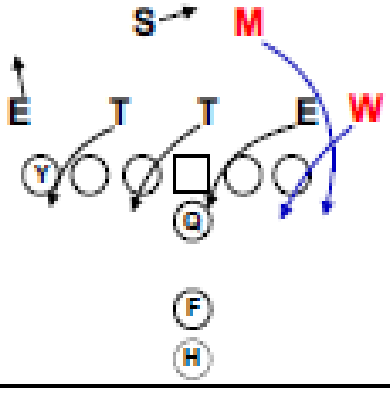
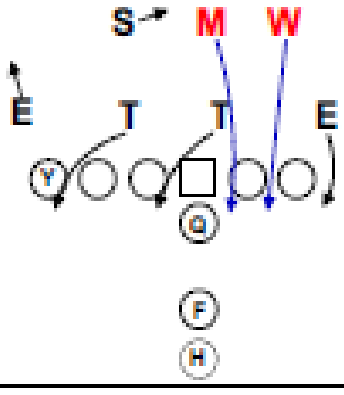
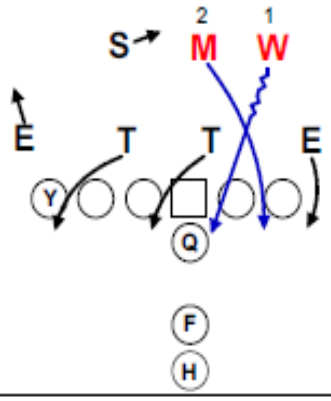


MAWI



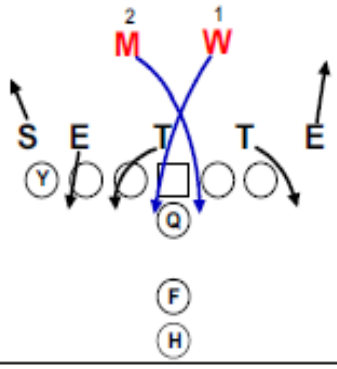
4 STR or WK w/ LB BLITZES

MAWI X



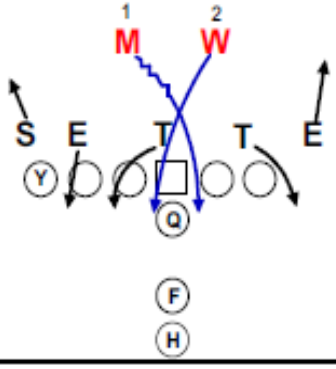
MDC

(TO THE "3" TECH)



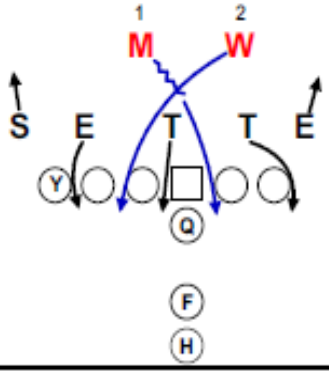
CAROLINA

(TO THE "3" TECH)



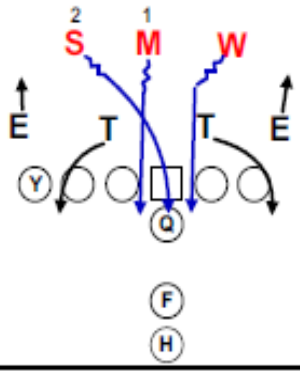
BULL

(NT BULLS THRU "A" GAP)



ALL DOG

(ALL 3 LB's BLITZ)



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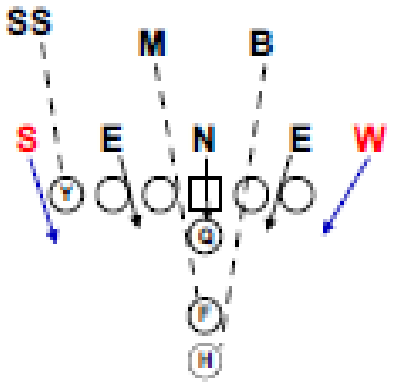
ODD FRONT BLITZES

SAW



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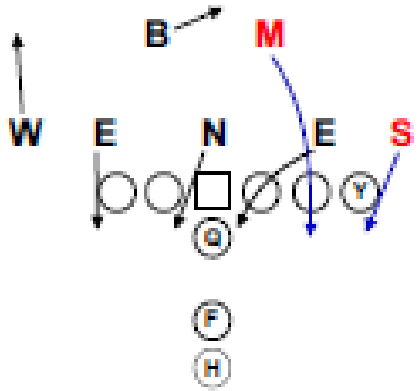

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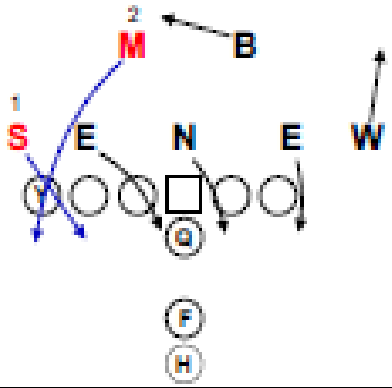
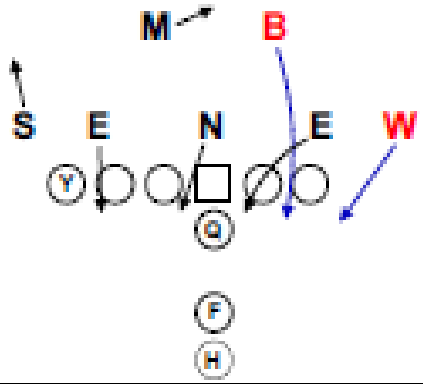
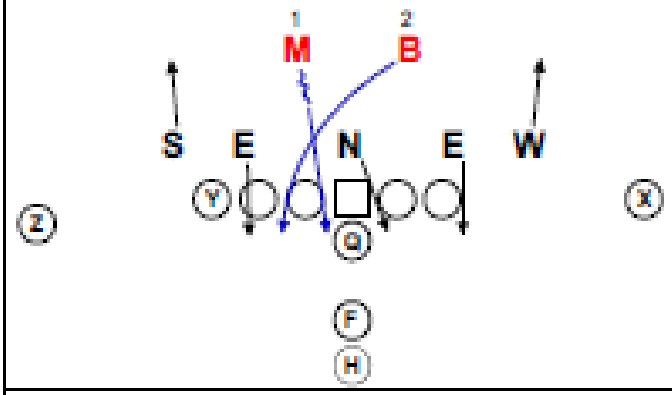


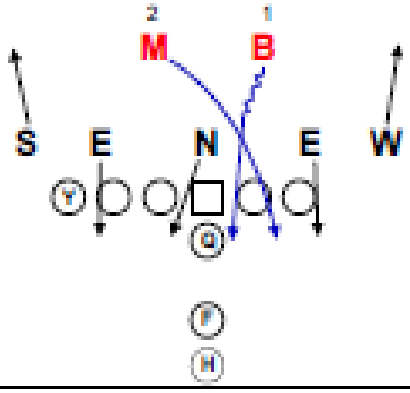
BOW



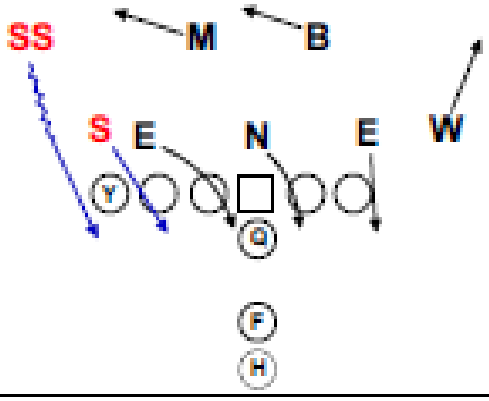
SWIM



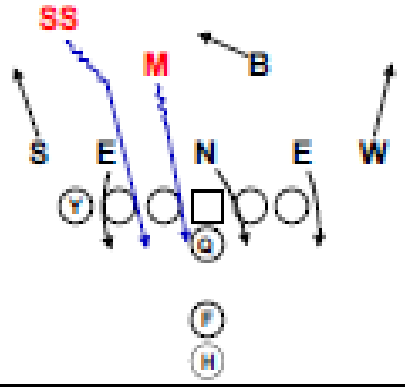
SWIM WK



SUSS

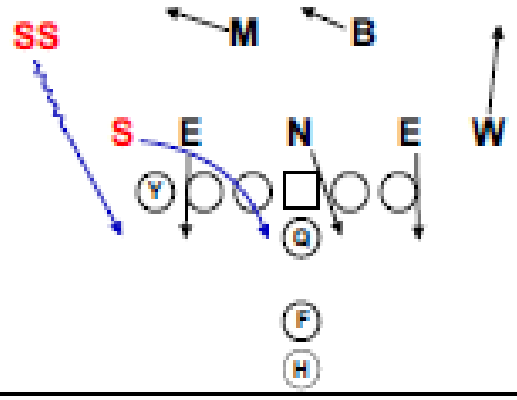


MISS

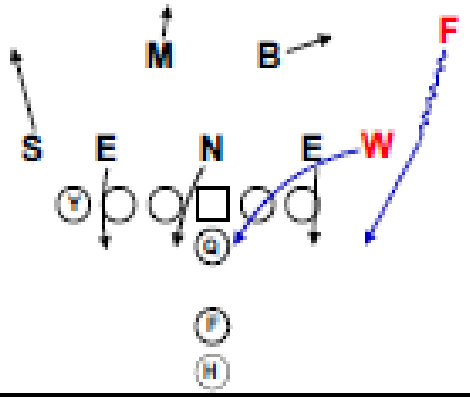


ODD FRONT BLITZES

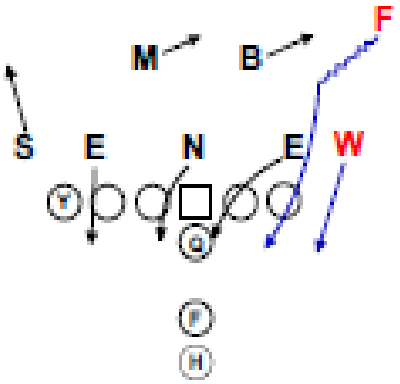
SS PIC 3



FS PIC 3



WOLF



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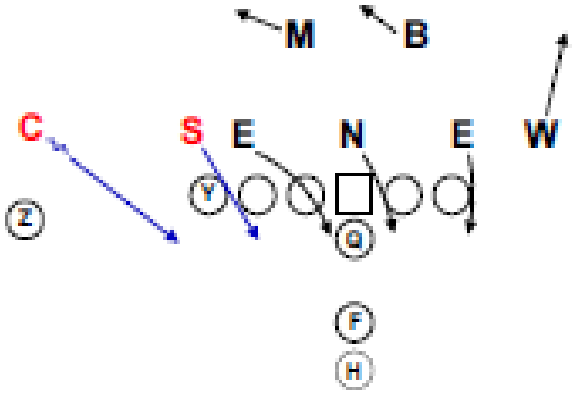

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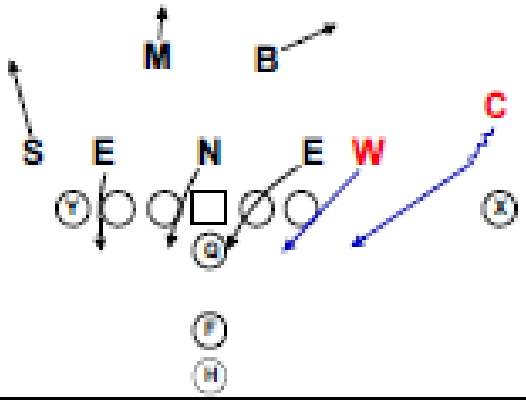

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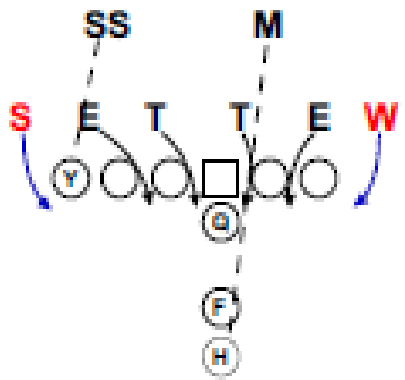
DBL EDGE

SAW



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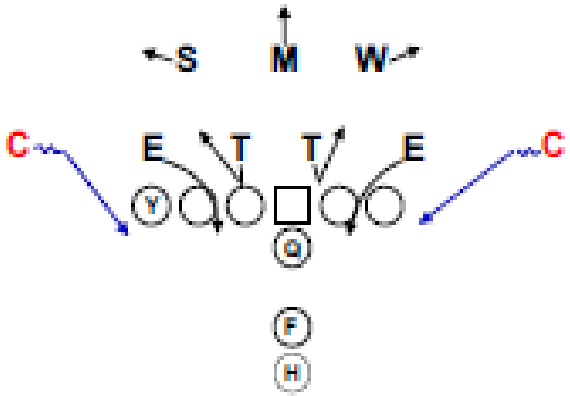

4 STR w/ LB & SS BLITZES

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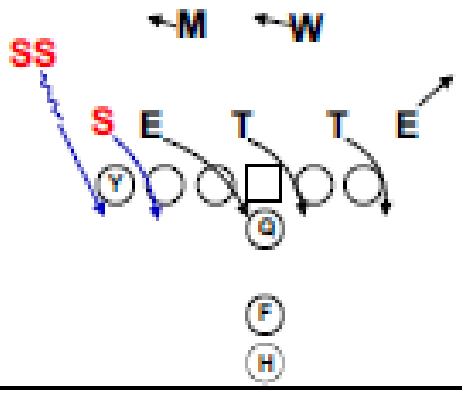

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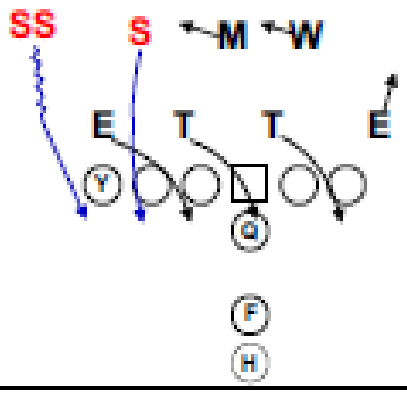

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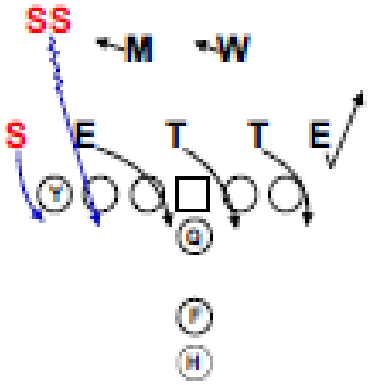

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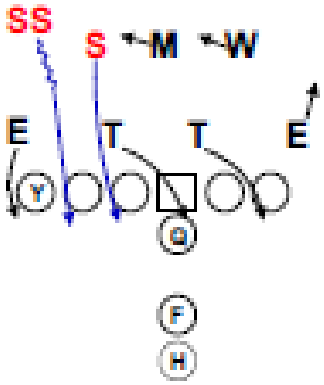

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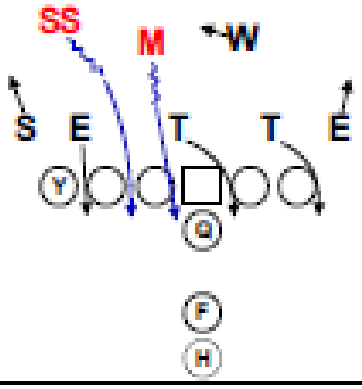

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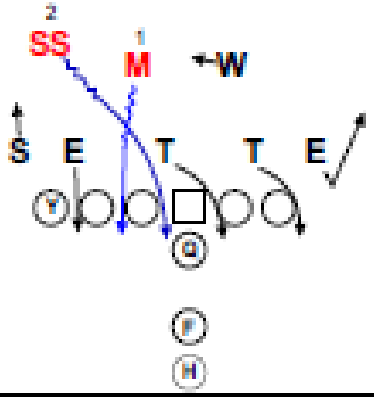

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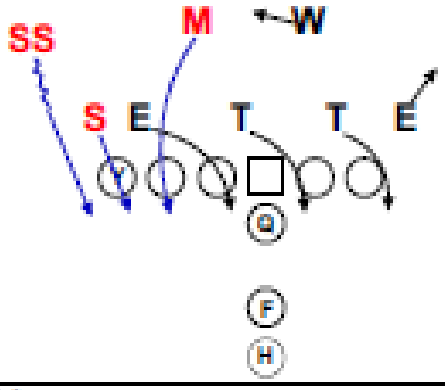

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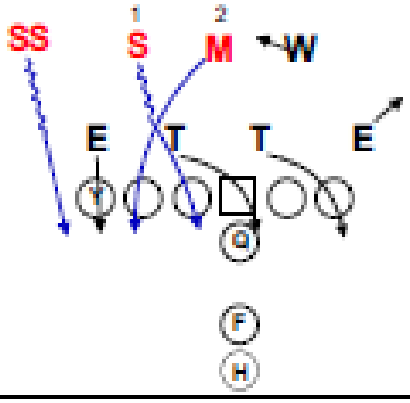

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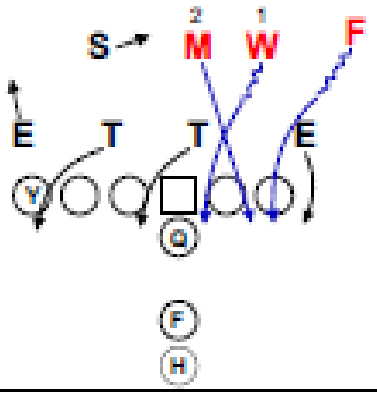
4 STR w/ LB & SS BLITZES

COWBOY WK



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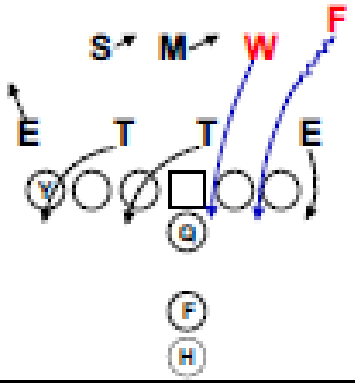

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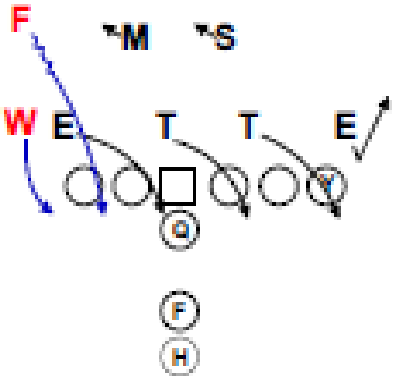
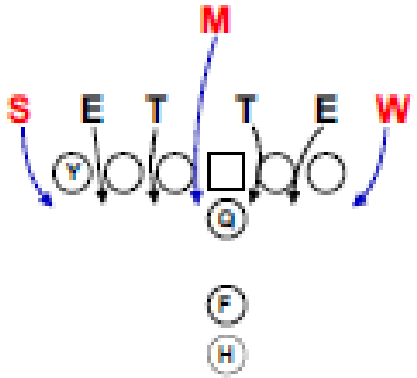


"ALL OUT BLITZES"

ALL DOG



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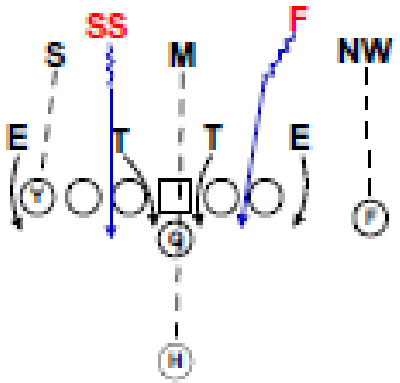

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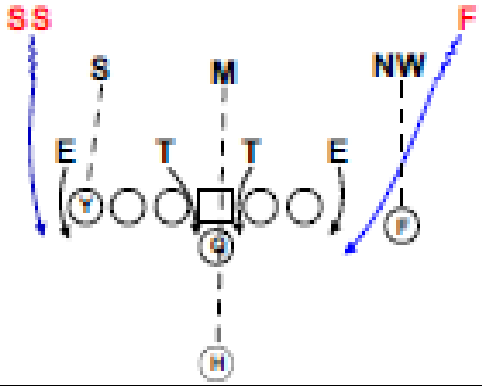

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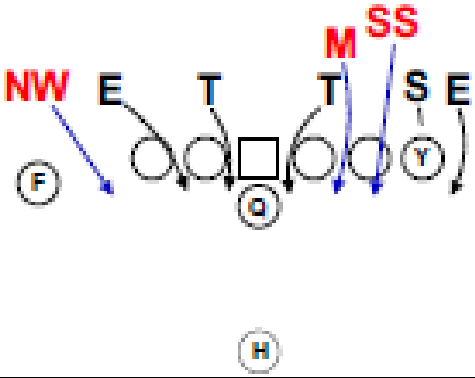

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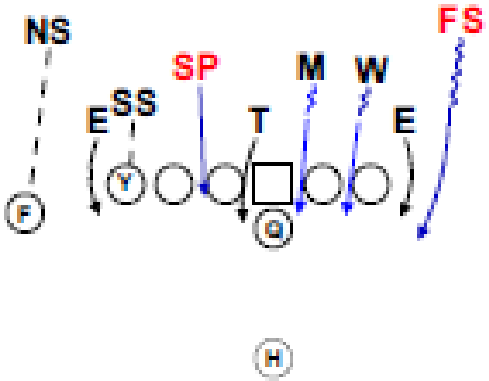

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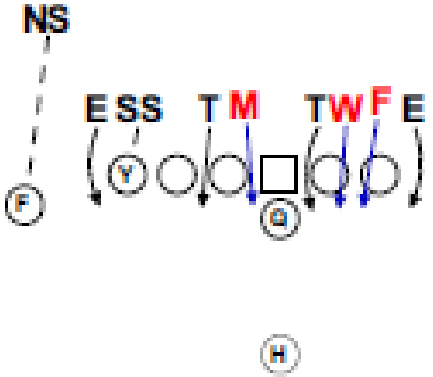

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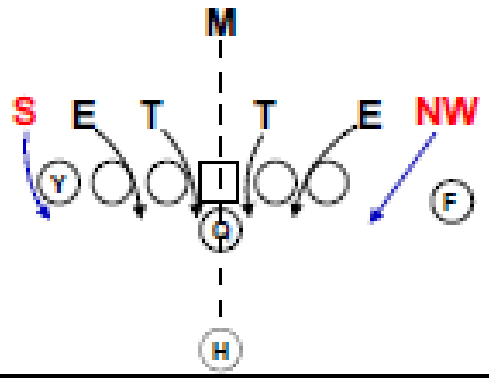
NICKEL BLITZES

NIC SAW



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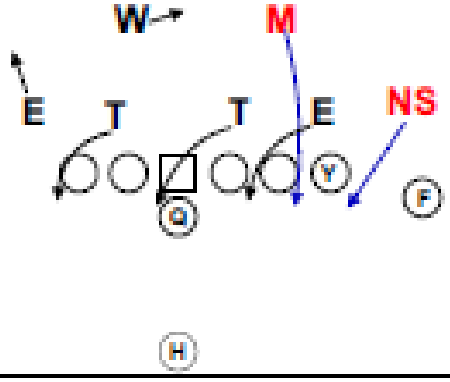

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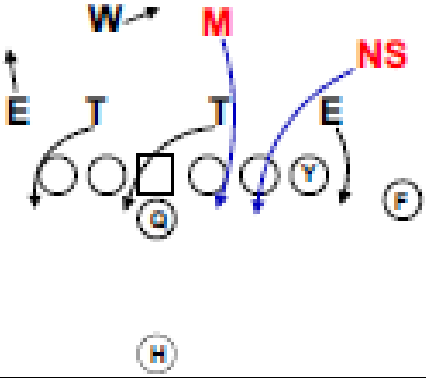

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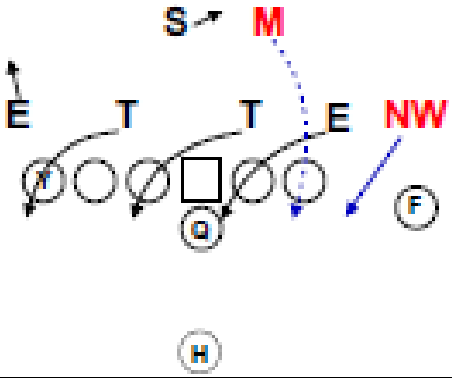

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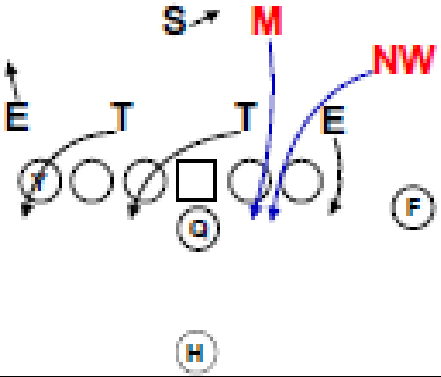

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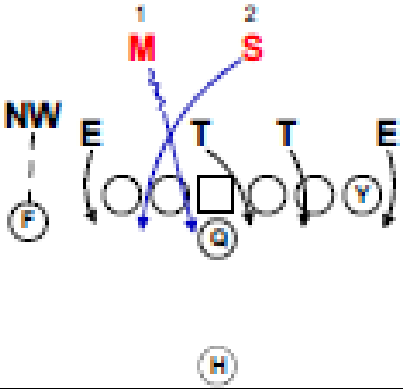

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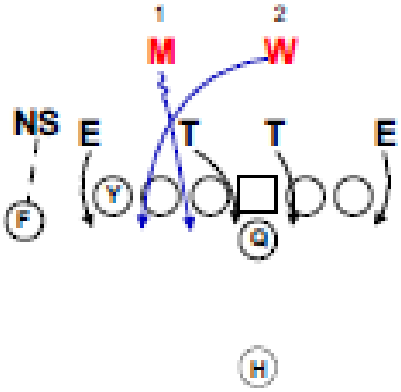

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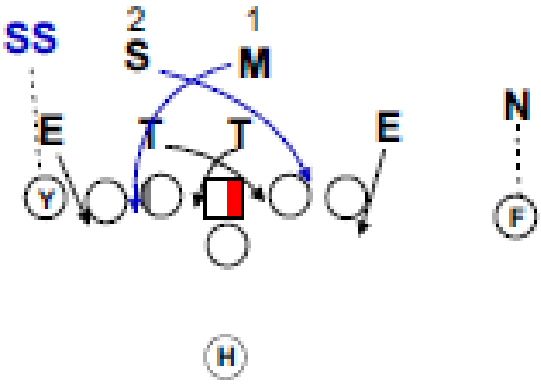
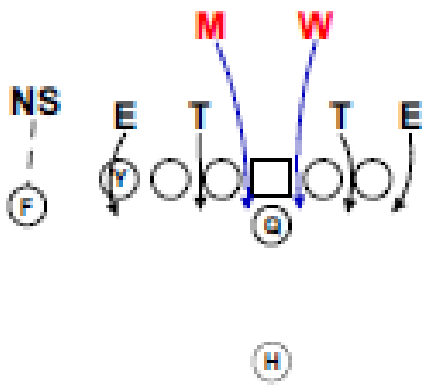


NICKEL BLITZES

NIC GUT



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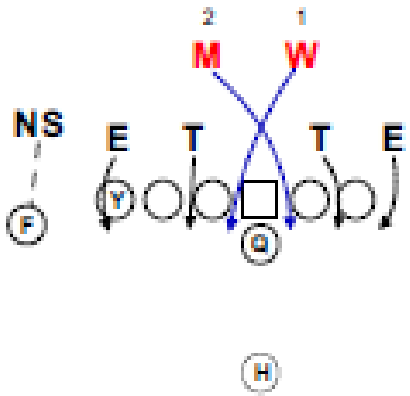

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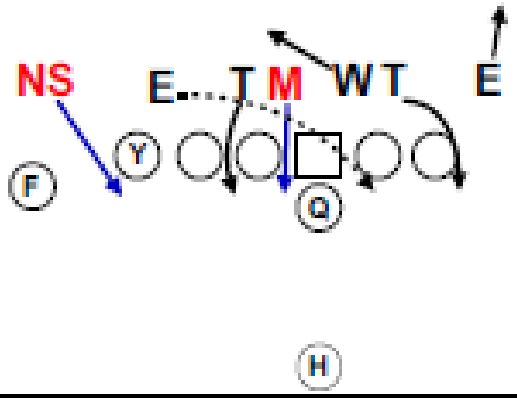

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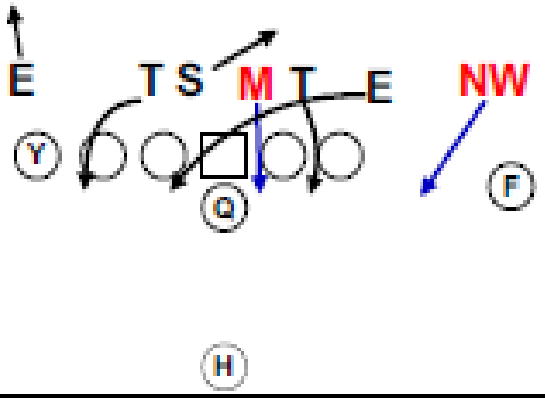

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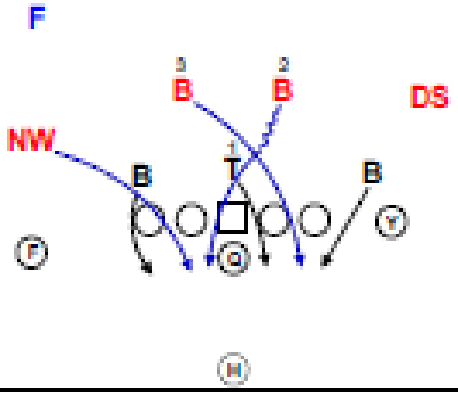

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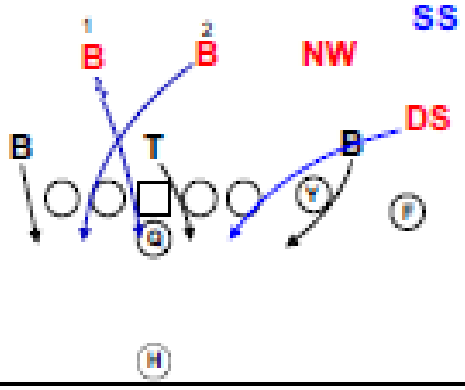

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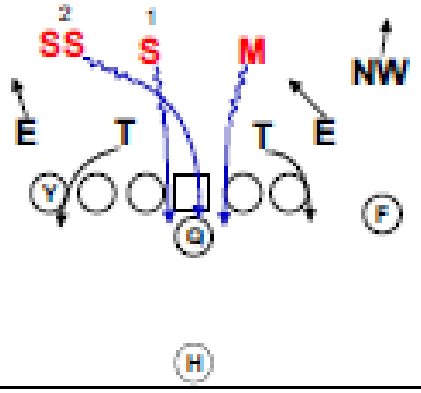
NICKEL BLITZES

NIC SS SCOTCH



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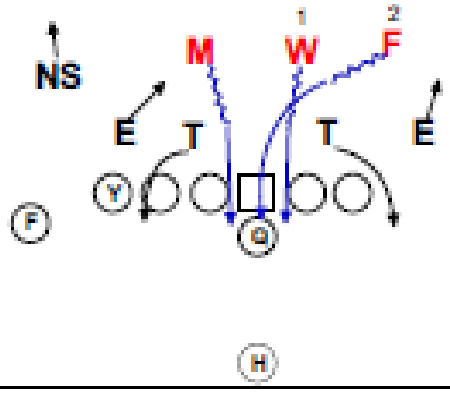

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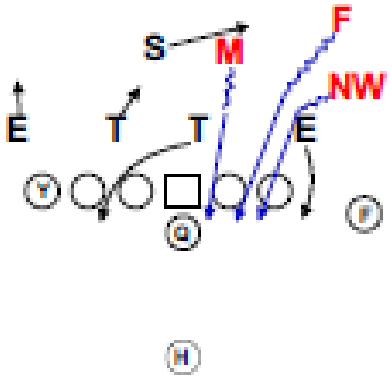

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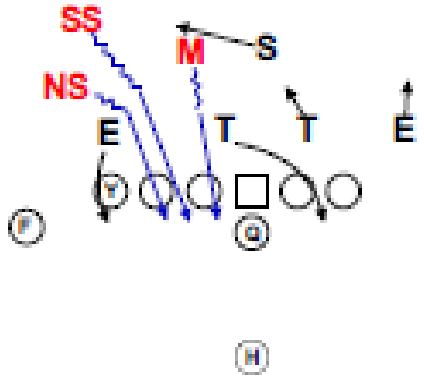

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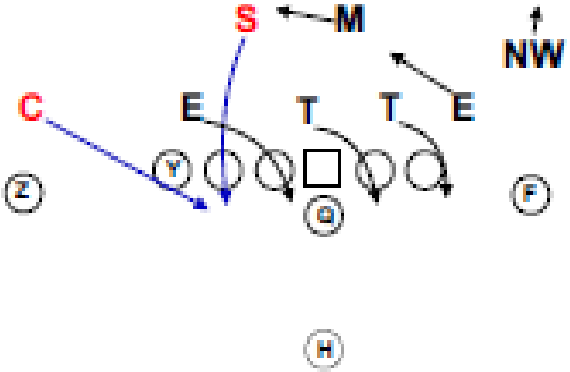

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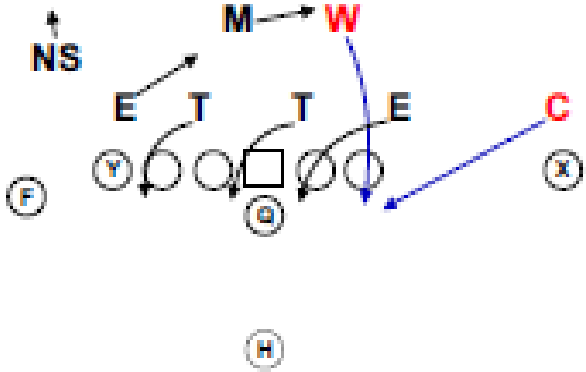

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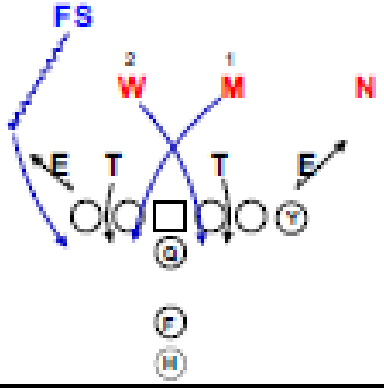

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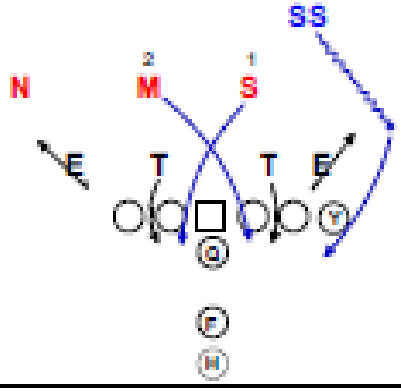


BASE DEFENSE I.D.

2 = UNDER - 3 DL WEAK

3 = 3 DL STRUCTURE

4 = EVEN – OC UNCOVERED

5 = OVER -3 DL STRONG

3 = BOTH SLB/WLB ON BALL

4 = DBL GUARD BUBBLE

5 = SLB ON BALL, WK TK BUBBLE

7 = WLB ON BALL, STR TK BUBBLE

9 = ALL 3 LBS IN THE BOX, DBL TK BUBBLE

SUB DEFENSE

5 DB'S = NICKEL
6 DB'S = DIME
7 DB'S = QUARTER

THE DIGIT SYSTEM NOW IDENTIFIES WHAT PERSONNEL IS ON THE FIELD……

FIRST NUMBER = NUMBER OF DLINEMAN
SECOND NUMBER = NUMBER OF LINEBACKERS

THE FRONT WILL SIMPLY BE CALLED ODD,OVER,UNDER,EVEN OR JAM

B M
W E N E S
Y

34 FRONT – 3 DL AND DBL GD BUBBLE

THE EASIEST THING A 3 DOWN SCHEME TEAM CAN DO IS REDUCE A END TO CREATE A 4 DOWN SCHEME…

B M
W E N E S
Y

THERE IS NOW A REDUCTION WEAK CREATING A UNDER FRONT. THE WLB IS NOW A DL AND THE FRONT WILL BE REFERED TO AS A 35 FRONT

B M
W E N E S
Y

THERE IS NOW A REDUCTION STRONG CREATING A OVER FRONT. THE SLB IS NOW A DL AND THE FRONT WILL BE REFERED TO AS A 37 FRONT

4 DOWN SCHEMES ARE ABLE TO CONVERT TO A 3 DOWN SCHEME DEFENSE BY CREATING A "2 LOOK" WITH 2 DL. WE IDENTIFY THIS BY THE STRONG OR WEAK #

W M
E T T E S
Y

24 FRONT – 4 DL AND 3 DL WEAK WITH DBL GD BUBBLE

M S
W E T T E
Y

54 FRONT – 4 DL AND 3 DL STRONG WITH DBL GD BUBBLE

W M NS
E T T E
Y

THE D PERSONNEL IS NICKEL WITH 4 DL AND 2 LB WITH A UNDER STRUCTURE. THE FRONT IS CALLED A 42 UNDER

DW M NS
LB E T E
Y

THE D PERSONNEL IS DIME WITH 3 DL AND 2 LB WITH A OVER STRUCTURE. THE FRONT IS CALLED A 32 OVER

NW M
E T T E S
Y

THE D PERSONNEL IS NICKEL WITH 4 DL AND 2 LB WITH A JAM STRUCTURE. STILL NEED TO DEFINE WHERE MY DL ARE IN A JAM FRONT, WK OR STR. SINCE MY DL ARE WEAK THIS FRONT IS CALLED 42 UNDER JAM

W M
E T T E S
Y

IN BOTH BASE AND SUB THERE IS A FRONT VARIATION REFERRED TO AS "G" WHEN THERE IS A EVEN FRONT AND A 1 SHADE IS STRONG WITH A 3 TECH WEAK. THIS FRONT WOULD BE CALLED A 45 G

W M
E T T E S
Y

IN A OVER STRUCTURE IN BASE WITH THE SAM ON THE BALL THE DE'S POSITION MUST BE IDENTIFIED. IF WE TAG IT 55 IT IS ASSUMED THE SDE IS IN A 5 TECH, IF WE TAG WIDE HE IS NOW IN A 7 8 OR 9 TECH. THIS IS A 55 WIDE

W M S
E T T E
Y

IN A EVEN STRUCTURE
IN BOTH BASE AND SUB THERE IS A FRONT VARIATION REFERRED TO AS "WIDE" WHEN THERE IS A 3 TECH WEAK AND STRONG. THIS FRONT WOULD BE CALLE 49 WIDE

B M 34
W E N E S
Y

WHEN THERE IS A REDUCTION STRONG AND WEAK THE FRONT WILL BE CALLED IT'S A ORIGINAL STRUCTURE BUT TAGGED WITH "JAM" 34 JAM

W M 25
E T T E S
Y

REDUCTION STRONG AND WEAK IN A 4 DOWN SCHEME THE FRONT WILL BE CALLED IT'S A ORIGINAL STRUCTURE (3 DL WEAK) BUT TAGGED WITH "JAM" 25 JAM

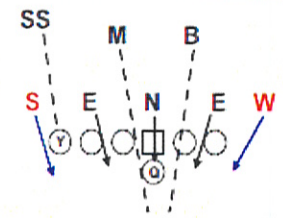
M S 57
W E T T E
Y

REDUCTION STRONG AND WEAK IN A 4 DOWN SCHEME THE FRONT WILL BE CALLED IT'S A ORIGINAL STRUCTURE (3 DL STRONG) BUT TAGGED WITH "JAM" 57 JAM

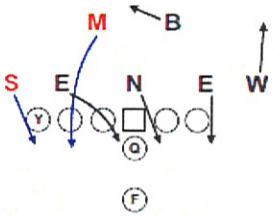
M S
W E T T SS E
Y

A JAM FRONT WITH AN ADDITIONALPLAYER LINED UP IN THE BOX AND OVER THE TE WOULD BE CALLED BEAR. JAM IDENTIFICATION RULES APPLY. 57 BEAR. THERE ARE 3 TYPES OF BEAR COMBOS: VICE-SS/E, DUBS-M/S, CHOKE-LB/E

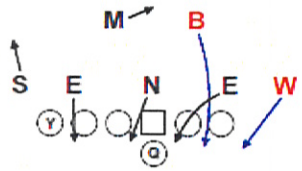
TOP ODD FRONT PRESSURES



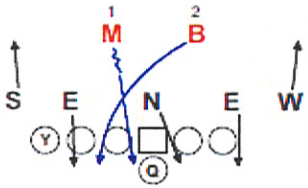
SAW



SOM

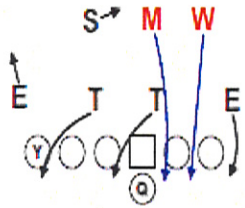


BOW

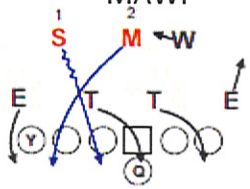


SWIM

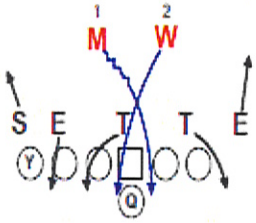
TOP 4 DL STRUCTURE PRESSURES



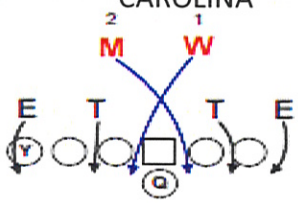
MAWI



SIM X

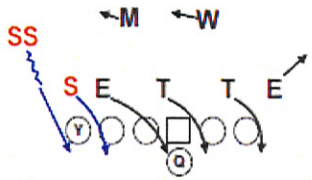


CAROLINA



GUT X

TOP SECONDARY PRESSURES



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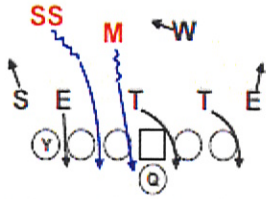
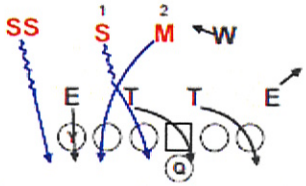
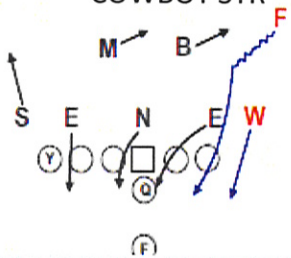


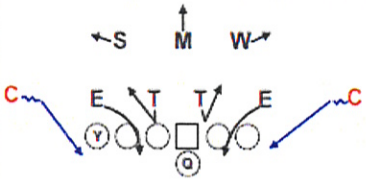
MISS



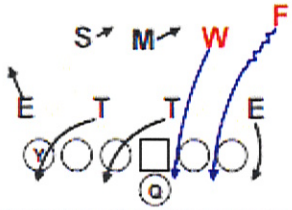
COWBOY STR



WOLF



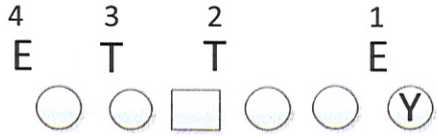
DBL CAT



FOX

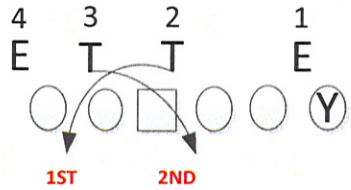
***IF THERE IS ONLY ONE LB/ DB BLITZING WE WILL TAG THAT PLAYER BY POSITION AND WHAT GAP THEY ARE PENETRATING . (SS+C), (W-C). THE PLUS AND MINUS SIGN DESIGNATE STRONG OR WEAK.**

WHEN TAGGING STUNTS AND GAMES ON THE DLINE WE WILL GIVE EACH LINEMAN A NUMBER DEPENDING ON WHAT TYPE OF PERSONNEL THEY ARE IN (4MAN 1-4) OR (3 MAN 1-3). WE LABEL FROM STRONG TO WEAK NUMERICALLY.

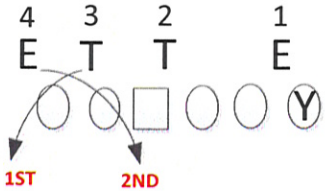


2 MAN GAMES

THE STUNT WITH 2 DLS IS DEFINED BY THEIR 2 NUMBERS. THE FIRST DL PENETRATING IS THE FIRST NUMBER USED. WITH THE SHADE PENETRATING FIRST AND THE 3 TECH LOOPING AROUND THIS STUNT WILL BE LABELED AS 23!!

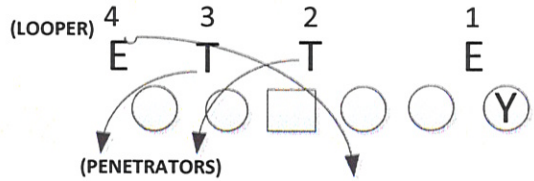


34

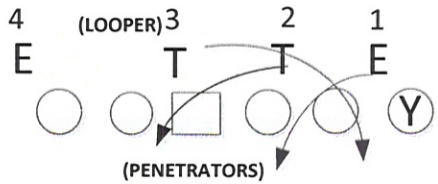


3 MAN GAMES

ANY TIME THERE IS A LOOPER IN A STUNT/GAME THAT PLAYER WILL BE TAGGED LAST. THE STUNT WILL BE LABELED FIRST WITH THE PENETRATOR CLOSEST TO THE LOOPER. IN THIS EXAMPLE THE 2 DTS ARE SLANTING WEAK WITH THE WKDE COMING OVER. THIS WILL BE LABELED AS 324!!!



THE SDT AND SDE ARE SLANTING WEAK (PIRATE) AND THE WKDT IS LOOPING AROUND TO THE C GAP. FOLLOWING THE LABELING RULES THIS GAME WILL BE LABELED AS 213!!!



GENERAL OL TERMINOLOGY

STRONGSIDE

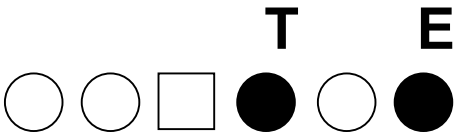
Side of the Y.

WEAKSIDE

Side away from the Y.

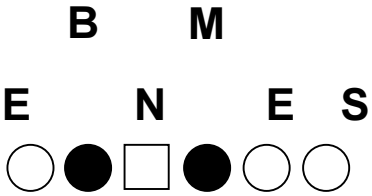
COVERED

Indicates that a defensive lineman is over the offensive lineman head-up or either shoulder on the L.O.S.



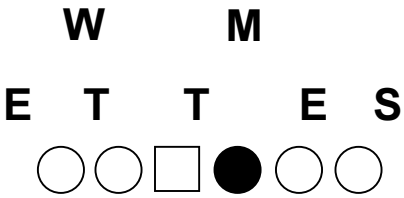
UNCOVERED

An uncovered alignment indicates the the defender is off the L.O.S. by one yard or more.



BUBBLE

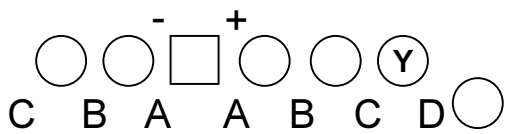
A term that indicates the area over an offensive lineman when he is uncovered.



GENERAL OL TERMINOLOGY

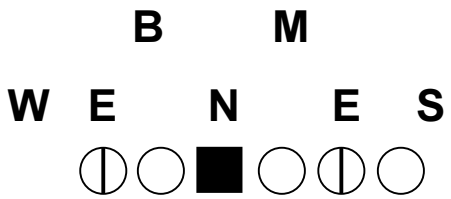
GAP

A term that indicates the area between two offensive lineman (+ Strong, - Weak).



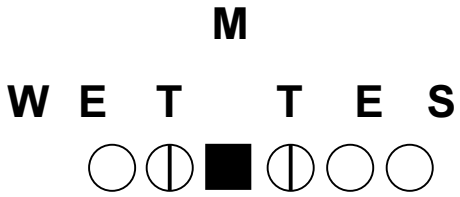
ODD

A call made by the center to alert the offensive line that he is covered and the two guards are uncovered.



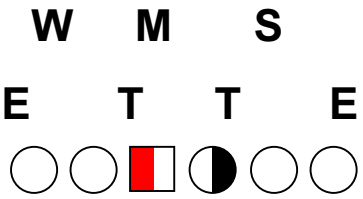
EVEN

A call made by the center to alert the offensive line that he is uncovered and the two guards are covered.



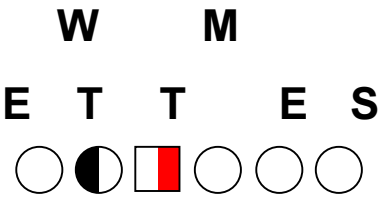
OVER (ADJACENT)

A call made by the center to alert the offensive line that strong guard and he are covered and the weak guard is uncovered.



UNDER (G-BUBBLE)

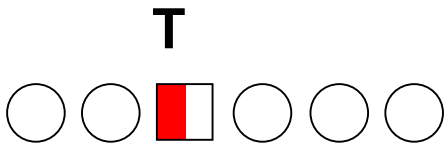
A call made by the center to alert the offensive line that the weak guard and he are covered and the strong guard is uncovered.



GENERAL OL TERMINOLOGY

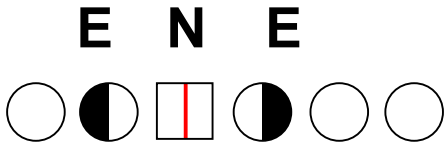
SHADE

Refers to DTK (NTK) alignment over the center either angled or tighter shade on a shoulder.



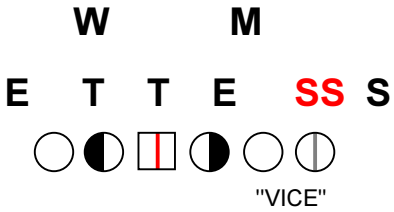
JAM

A term and line call made by the center to alert the offensive line that the two guards and center are covered ('CORE').



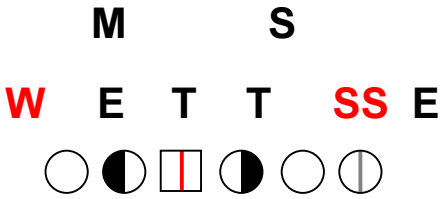
BEAR

A call made by the center to alert the offensive line that all three inside players are (core) covered. Also the TE has an exchange look (choke, dubs or vice).



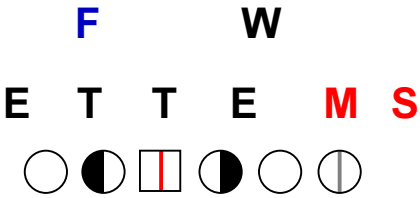
VICE

A term used to indicate that there is an exchange look over the tight end. A DE (OLBer) is aligned outside the TE and a SS is aligned over the TE.



DUBS

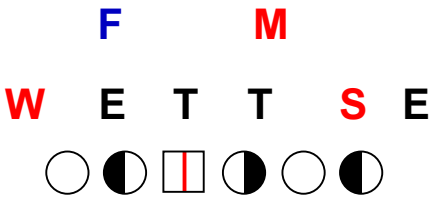
A term used to indicate that there is an exchange look over the TE. A LBer is aligned outside the TE and a LBer is aligned over the TE.



GENERAL OL TERMINOLOGY

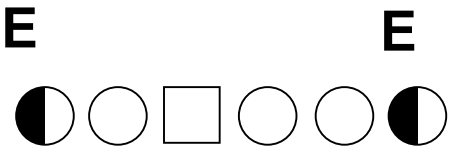
CHOKE

A term used to indicate that there is an exchange look over the TE. A DE is aligned outside the TE and a LBer is aligned over the TE.



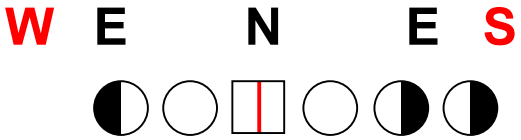
1 LOOK

Refers to one defender aligned on or outside the tackle to the open side.



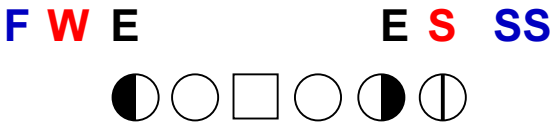
2 LOOK

Refers to two defenders aligned on or outside the tackle to the open side or closed side. Can be any combination of defensive lineman. LBer's or DB's.



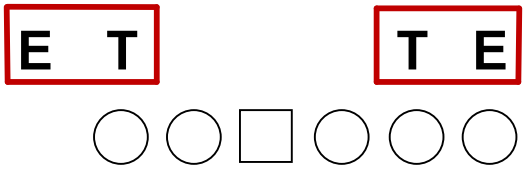
3 LOOK

Refers to three defenders aligned on or outside the tackle to the open side or closed side. Can be any combination of defensive lineman, LBer's or DB's. ('Rat')



TWO BIGS

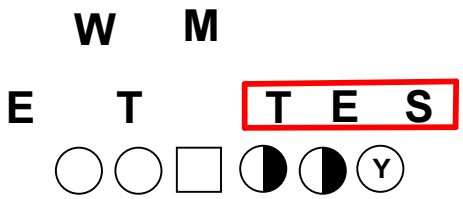
A term and call to describe a two look to an open side or a closed side when a DT is aligned over the OT and the DE is aligned outside the DT on the L.O.S..



GENERAL OL TERMINOLOGY

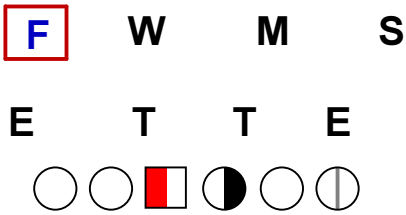
LOADED

Refers to a '3', '5', and '9' alignment by the defense on the playside Guard, Tackle, and TE.



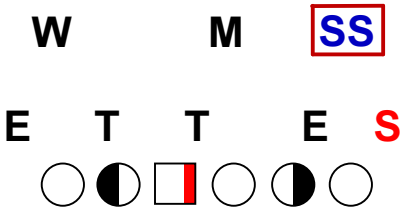
FUP

A term used to indicate the FS is down in the box weak side.



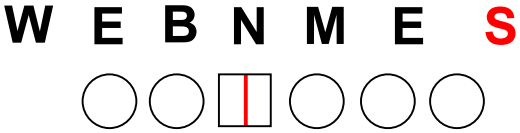
SUP

A term used to indicate the SS is down in the box strong side.



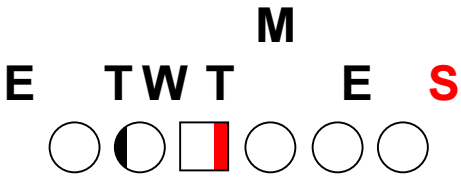
MUG

A term that indicates that a LB or DB has aligned over an uncovered lineman



TUFF

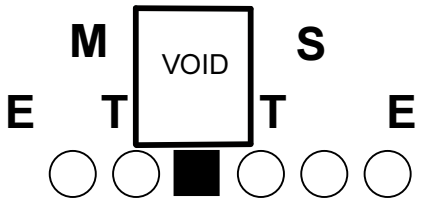
A term that indicates that a LB or DB has aligned on the L.O.S; in either of the 'A' gaps of a covered lineman.



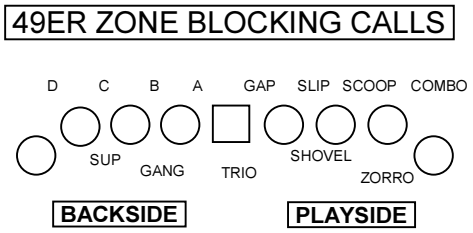
GENERAL OL TERMINOLOGY

VOID

A term that indicates that there is no defender aligned on or over the center.

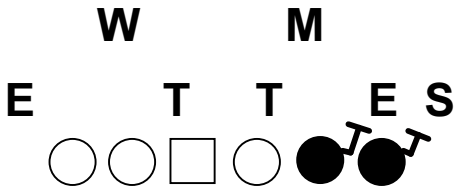


ZONE BLOCKING CALLS



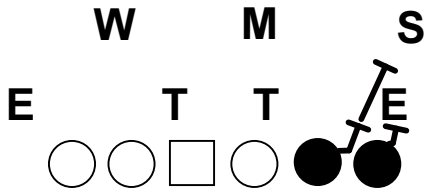
T.O. (TURN OUT)

A call made by the TE to the OT or vice versa telling him to block out on the defender aligned over and outside the TE.



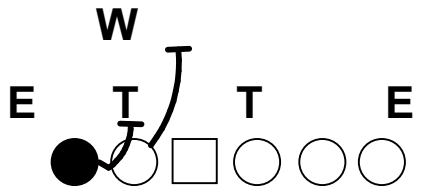
R.O. (RUB OUT)

A call made by the TE to the OT or vice versa telling him they will work in combination to a stacked Sam (ss) defender outside DE (OLBer).



CUT

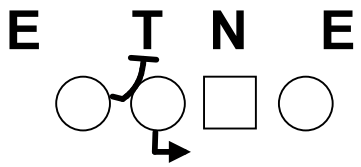
Backside blocking term and technique used to describe a method of blocking a defender below the waist.



GENERAL OL TERMINOLOGY

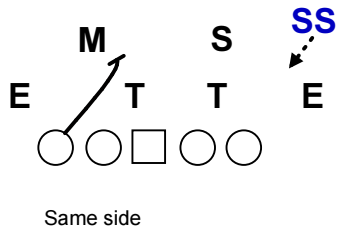
SEAL

Backside blocking term to cutoff backside three technique/shade with no help by adjacent OL.



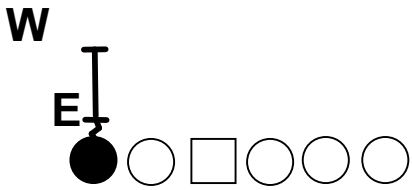
SIFT

Backside blocking term and technique used by the BST or TE. The blocker is responsible to block MDM from the first to second level defender.



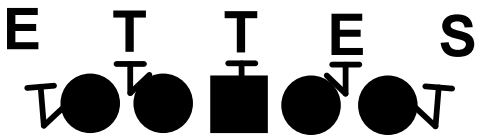
LAND SIFT

A technique used to describe the backside tackle in a zone scheme sifting levels from the LOS to the second/third level.



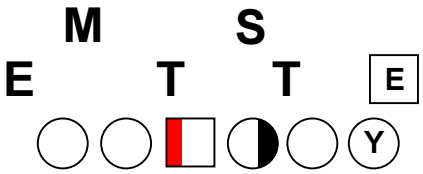
5-0

A call made by the center to tell the OL to block 5 bigs on the l.o.s. Used against Jam/Bear/Cub type fronts.



"9"

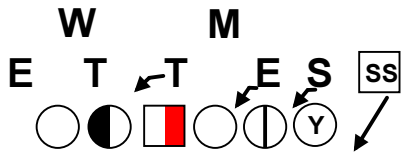
A call made when the DE has moved to a 9 or wider technique. This could be an indicator to the entire offensive line vs a 'Zone Blitz'.



GENERAL OL TERMINOLOGY

STRIKE

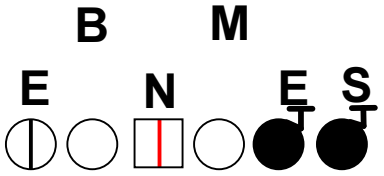
A call made by the TE or OT to alert everyone that the SS is blitzing (SUSS).



25 "Son"

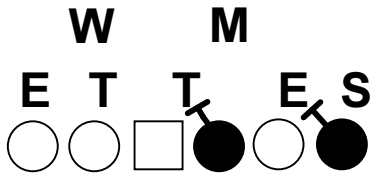
MONEY

A call made by an offensive lineman or TE indicating that he will block man on the l.o.s. Playside or BACKSIDE.



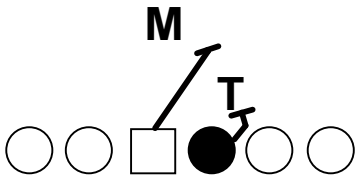
DOWN

A term and a call used to describe a playside lineman or TE blocking down in their inside gap.



JUMP HOOK

A technique by PSG or center to reach and gain position for outside leverage on DT/NT on wide zone and toss plays.



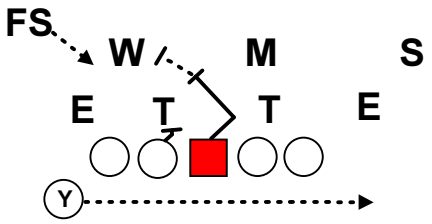
HOG

A call and technique that applies to the playside tackle on Jam/Wrap type runs versus a two look. The tackle applies a tight reach block (base block) on the DE, the call also alerts the line that there is a two look on the open side.

GENERAL OL TERMINOLOGY

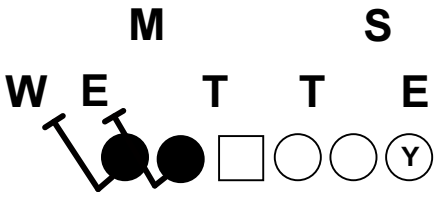
MAC

A call made by the center vs rotation of LBers and safety playside (N.M.I.D).



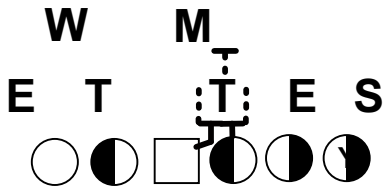
FAN

A playside or backside call by the guard telling the tackle to block the widest defender vs a two look. ('G' Bubble).



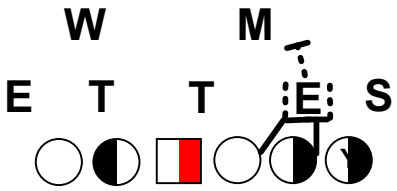
GAP

A wide or tight zone combination between an uncovered center and guard working to a ILB (SPOT).



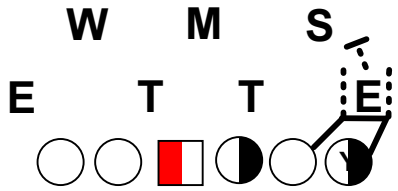
SLIP

A wide or tight zone combination between an uncovered guard and tackle working to a ILB (SPOT).



SCOOP

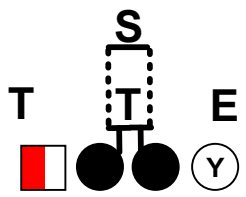
A wide or tight zone combination between an uncovered PST and TE working to a ILB (SPOT).



GENERAL OL TERMINOLOGY

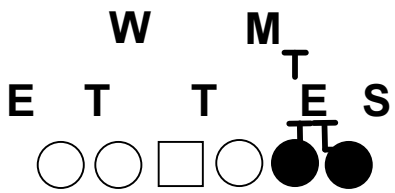
PLUG

A call made by tackle to guard to zone block DL to SLB. SLB is stacked. TE is Man (MONEY).



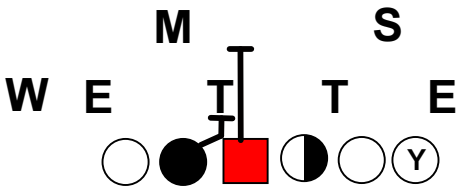
EAT

A playside call between the PST and TE that requires them to block the DE to the MLB. Vertical double team.



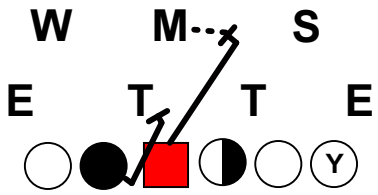
A

A backside term and call between the covered center and the uncovered BSG. Used on tight zone runs.



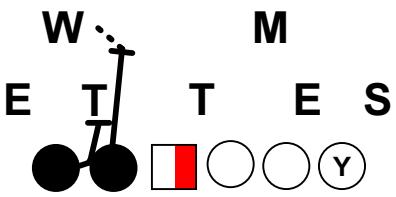
A 1

A backside term and call between the covered center and the uncovered BSG. Used on wide zone runs.



POWER B

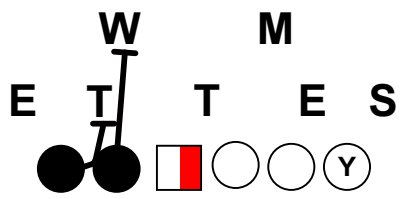
A backside term and call between the covered BSG and uncovered BST. Used on tight zone runs. With the LB stacked or wider with a three technique.



GENERAL OL TERMINOLOGY

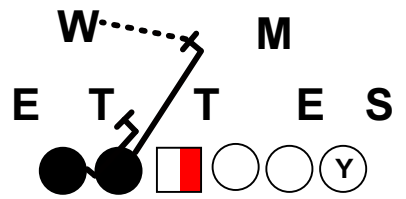
B

A backside term and call between the covered BSG and uncovered BST. Used on tight zone runs. With LB aligned inside the three technique.



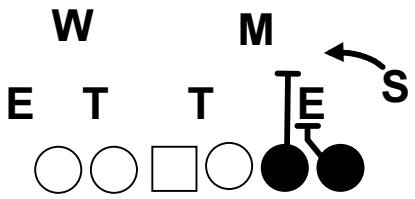
B 1

A backside term and call between the covered BSG and uncovered BST. Used on wide zone runs.



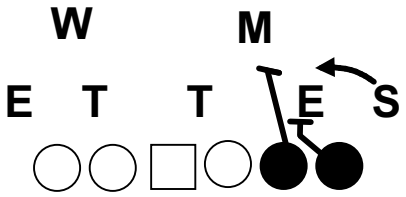
C

A backside term and call between the covered BST and TE for the DE and OLB. Used on tight zone runs vs SLB off L.O.S. vs man.



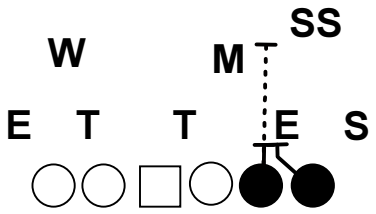
C 1

A backside term and call between the covered BST and TE for the DE and OLB. Used on wide zone runs.



SUP

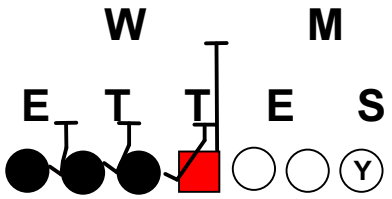
A backside term and call between the BST and TE for the DE and SS (SUP ALIGNMENT). Used on tight zone runs.



GENERAL OL TERMINOLOGY

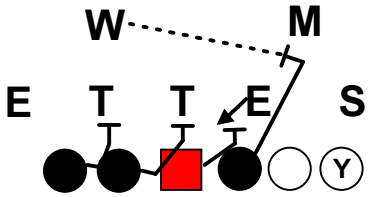
GANG

A backside term and call used by the OC, BSG, BST and TE versus a Jam/Bear front. Used primarily on wide zone runs. Involves backside only.



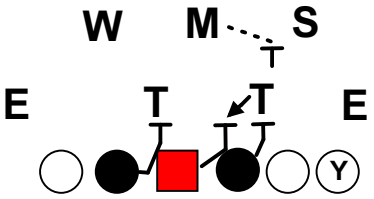
GANG TRIO

A backside term and call used by OC, BSG, BST and TE versus a Jam/Bear front. This call also ties the PSG into the blocking scheme. Used primarily on wide zone runs.



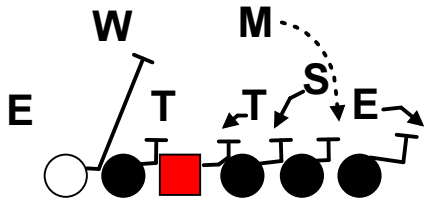
TRIO

A three man term and call used on zone runs that involves the center and both guards.



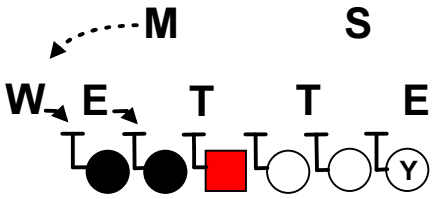
SHOVEL (STRONGSIDE)

A call used on wide zone run that involves the TE and OL.



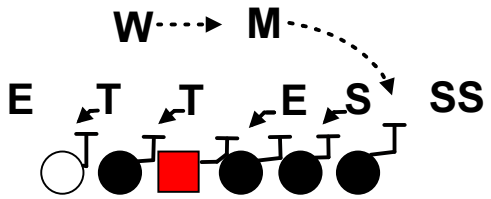
SHOVEL (WEAKSIDE)

A call used on wide zone run weakside that involves OL and TE (backside).



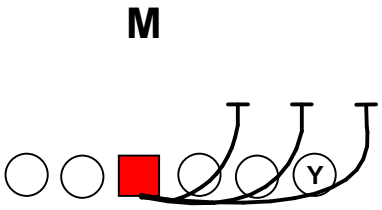
ZORRO (STRONGSIDE)

A term and call used by TE or PSTK that involves TE and OL. Changing the blocking scheme to wide zone.



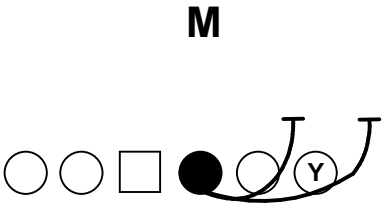
CAR

Center pull around for MLB. Guard mirror pulls up field into first available hole to attack the MLB.



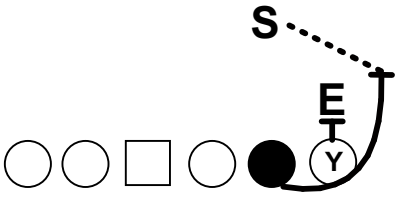
GAR

Guard pull around for MLB. Guard mirror pulls up field into first available hole to attack SLB.



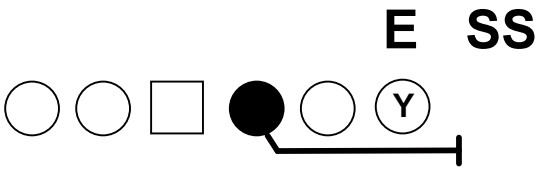
TAR

Tackle pull around for SLB. Tackle mirror pulls up field into first available hole to attack SLB.



G

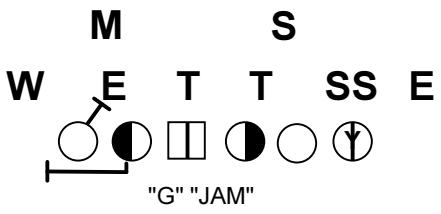
A 'G' pull requires the PSG to pull flat and block E.M.O.L. Primarily used on goalline with 'G' scheme. Also 'Georgia' with U personnel.



GENERAL OL TERMINOLOGY

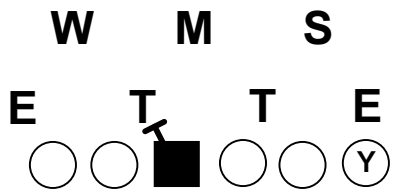
"G"

A playside term and call made by the PST that tells the PSG to pull for the DE or OLB as the tackle blocks down. Used on weakside tight zone.



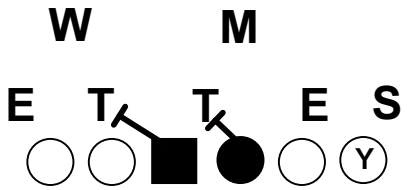
CHOKE

A center term used to describe the center blocking back.



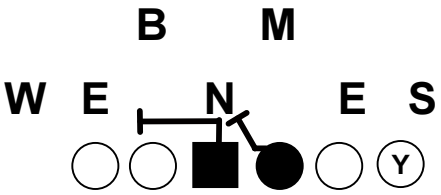
QUICK

A center call that requires the PSG to block down on the NT and the center to block back.



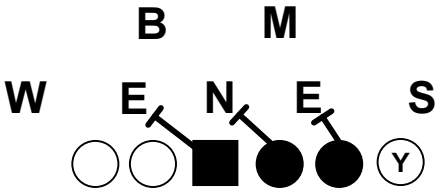
SLOW

A center call that requires the PSG to block down on the NT and the center to block back and chip the NT versus a 34 defense.



DALLAS

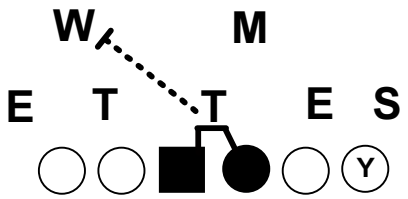
A center call used on gap blocking type runs and protections describing a three man down scheme.
The PST and PSG will block down to their inside gap as the center blocks back.



GENERAL OL TERMINOLOGY

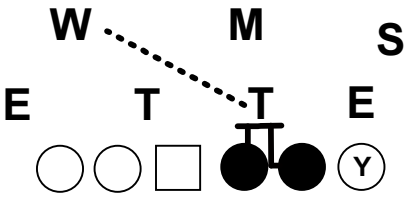
ACE

A playside call between the center and PSG that requires them to block the NT to the Will (BUCK) LB.



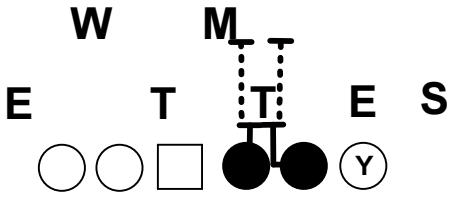
DEUCE

A playside call between the PST and the PSG that requires them to block the DT to the Will LB.



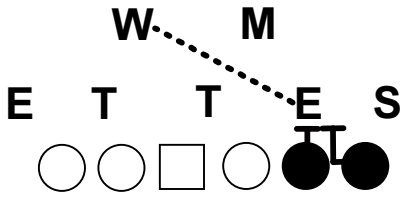
DIME

A playside call between the PST and the PSG that requires them to block the DT (DE) to the Mike LB. VERTICAL double team.



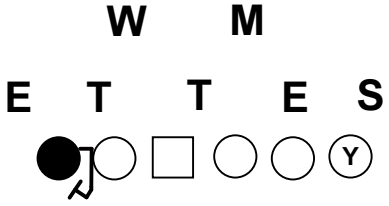
TREY

A playside call between the PST and the TE that requires them to block the DE to the Will LB.



JAB AND PICK

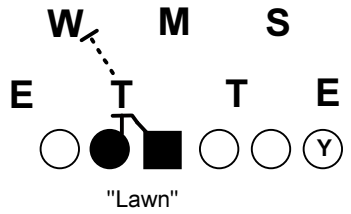
A backside term and technique for the BST or TE describing a MDM technique from their inside gap to their outside gap.



GENERAL OL TERMINOLOGY

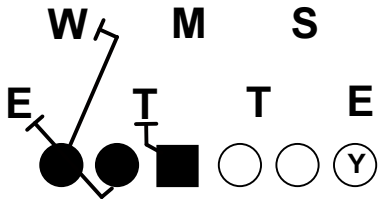
RAKE-LAWN

A backside call and technique between the center and BSG requiring them to block the DT to the Will (BUCK) LB



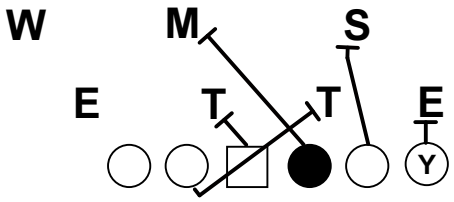
CLUB

A backside call made by the guard telling the tackle to block the Will LB as the guard blocks out on the DE.



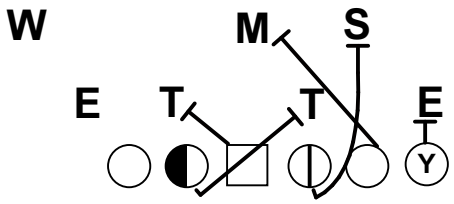
ME

A playside call made by the guard telling the tackle that the guard is responsible for blocking the designated MLB. Used primarily on trap type plays.



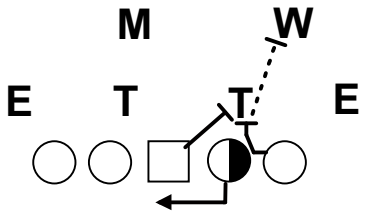
YOU

A playside call made by the guard telling the tackle he is now responsible for blocking the designated MLB. Used primarily on trap plays.



VICE

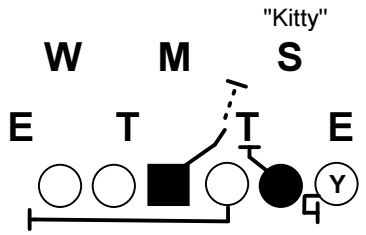
A technique by the PST to secure the 3 technique for the center to the inside LB.



GENERAL OL TERMINOLOGY

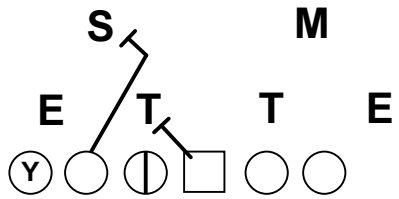
KITTY

A backside call between the center and tackle that requires the center to choke back and the tackle to cutoff the DT/DE. The center and tackle will area block the DL to the stack LB.



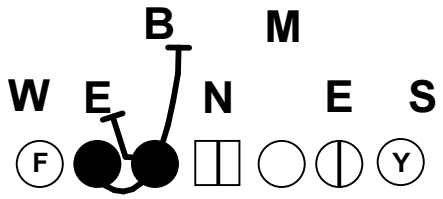
TWO

A backside call made by center. To call off a 'KITTY' blocking scheme.



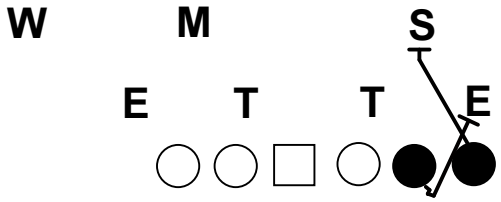
GUT

An exchange block between the BST and BSG. The guard blocks out on the DL and the tackle pulls around for the ILB.



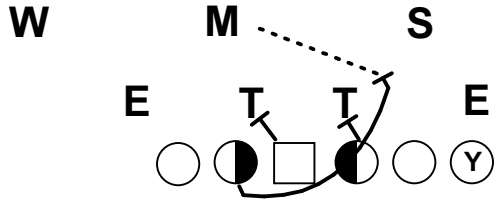
INK

A playside term and call made by the PST that tells the TE to exchange blocking assignments. The TE releases to the second level to block SLB and PST takes a draw set on the DE. Always be alert for a money-plug call on an Ink scheme.



FRED

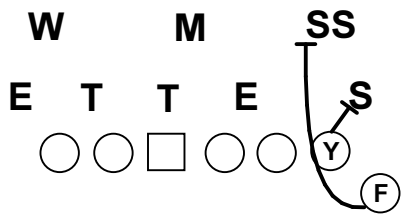
An exchange block between the center and BSG. The center blocks back and the BSG pulls for the designated LB. The center will make all Fred calls.



GENERAL OL TERMINOLOGY

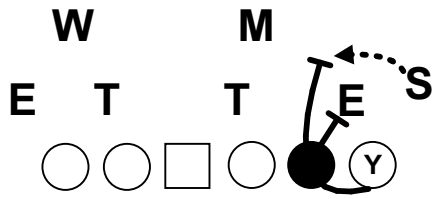
FOLD

An exchange block between the Y and F (U) (Z). The Y blocks out and the wing spot wraps around.



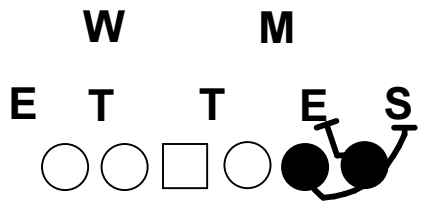
FOLD

An exchange block between the BSTK and TE. The BSTK blocks out and the Y wraps around.



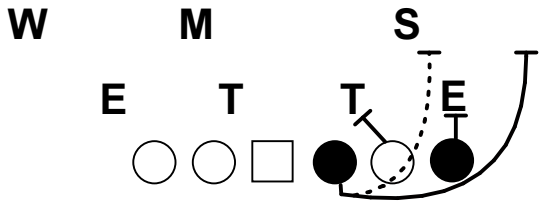
TED

A playside call made by the PST that tells the TE to exchange block, The TE blocks down on the DE and the PST pulls for OLB.



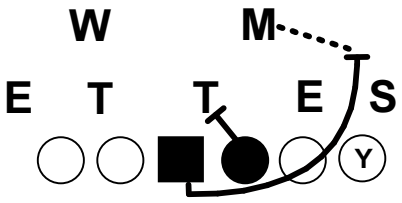
TAG

A playside call made by the PST that tells the PSG to pull for the ILB as the tackle blocks down. The TE must be alert to communicate a '9' call.



WIPE

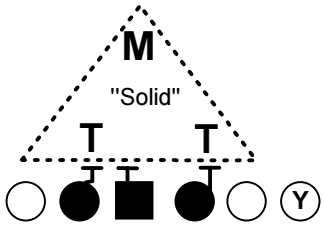
A playside call between the center and PSG that requires the guard to block down on NT and the center will pull and block the MLB.



GENERAL OL TERMINOLOGY

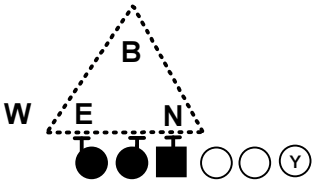
SOLID

An area protection call made by the center that alerts the guards and the tackles he is setting for the MLB over him. MIKE declaration vs. a slide protection. Alert to area off any crossing LB's and D-lineman.



SOLID R/L

A call made by center to alert tackle and guard. We are in a zone scheme for the ILB. Alert to area off any stunts or blitz in protection.

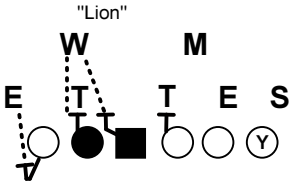


Solid "L"

Example; 324 / 322 Protection

RAIDER/LION

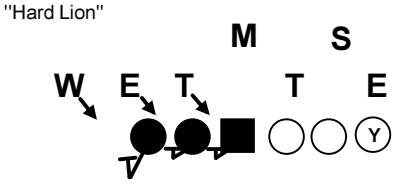
Call made by the center to indicate that we are working to one LB.



Example; Hound (Fox) 2

HARD RAIDER/LION

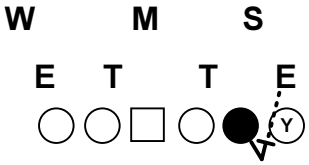
Call made by the center to indicate that we are working to one LB who is aligned outside the DE.



Examples; Hound (Fox) 2

STICK

Technique and term used for the tackles in protection when he is locked on the DE.

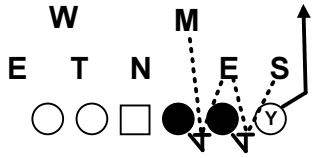


Examples: 24 / 2Jet / Hound 2

GENERAL OL TERMINOLOGY

DUAL R / DUAL L

Call made by the center vs callside guard bubble. MK is in a dualable position. PSG/PST block MDM M/DE/SAM LBer.



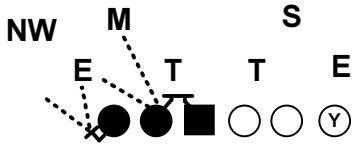
Examples: 22 (322)

UNDER

"Dual R"

RICKY/LUCKY

Call made by the center to indicate we are working to a ILB plus one. A 5 man slide protection vs. every front. 2/3 Scat, 200/300 Scat.



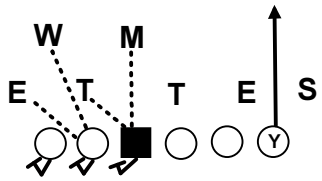
Example: 2 (200) Scat

EVEN

"Lucky"

RICKY/LUCKY (EVEN)

Call made by the center to block an inside linebacker plus any other defender (Plus 1). Concept used on a 5 man slide protection. Example: 200/300 Scat and 2/3 Scat Protections.

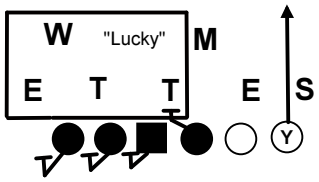


Examples: 2 (200) Scat

EVEN

LUCKY/RICKY

Call made by the center to block an outside linebacker plus one. Concept used on a slide protection. Example 200/300 Jet and 2/3 Jet protections.

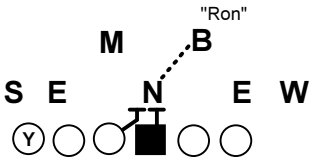


Example: 2 (200) Jet

UNDER

RON/LOU

Called by the center with a THREE MAN DL. Becomes a true gap protection from playside guard over. Ricky/Lucky converts to Ron/Lou vs 3 down.



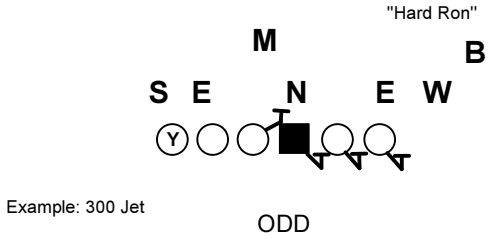
Example: Fox 3 / Hound 3

ODD

GENERAL OL TERMINOLOGY

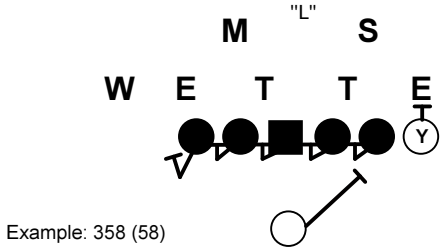
HARD RON/LOU

Called by the center with a THREE MAN DL. When inside LB walks outside the OLB, Becomes a true gap protection from playside guard over. Ricky/Lucky converts to Ron/Lou vs 3 down.



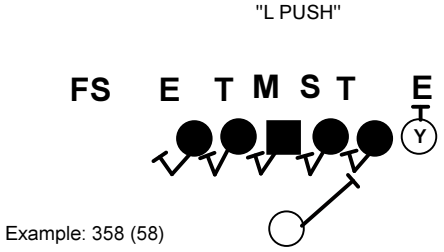
R/L

Full slide gap protection. Called by the center. Tells the direction of the slide. Slide to the widest defender. Frontside tackle comes into the slide.



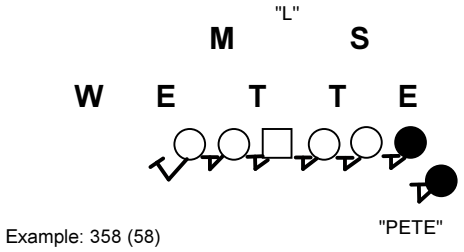
R/L PUSH

Is an alert by the center. There is a threat of a 4 weak blitz. Alert to the oline that we need to push thru a defender. Only used on 'R/L' calls.



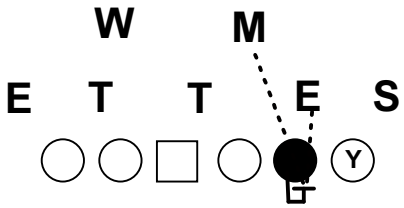
PETE

Used with (3) 58/59 protection, when there is a wing. With a tackle bubble this tells the TE that he blocks his 'C' gap and tells the wing to bloick the 'D' gap.



SIFT B

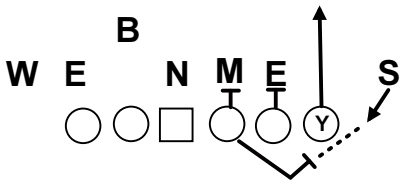
Technique used by tackles on 200/300 Jet protections when he has a MDM. The tackle sets to block the DE but is alert for any potential 'B' gap threat.



GENERAL OL TERMINOLOGY

MAN (MONEY)

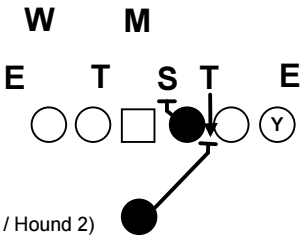
A call by the guard in our pass protection to alert the tackle with dual read that he is man. The guard could have a potential 'pop' adjustment.



Example: 22 (322) 2/200 Scat

HEAVY

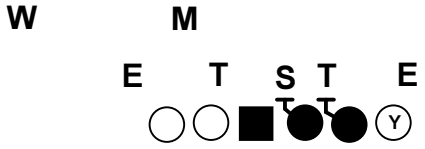
A call that involves guard and RB when a LB/DB type aligns 'Tuff' in the 'A' gap. The guard blocks the 'A' gap and the RB blocks the 'B' gap. This blocking adjustment can be made on the move without a call (sight adjustment). This call & blocking adjustment is never used in shotgun. EXCEPTION 'BIRDS'



Example: 2 Jet (Fox / Hound 2)

SQUEEZE

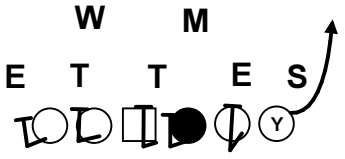
A call that involves the guard and tackle when a LB/DB type aligns 'Tuff' in the 'A' gap. The guard blocks the 'A' gap and the tackle blocks the 'B' gap.



Example: 2 Scat (200 Scat)

SIN

A call by the guard vs 'G' bubble in a slide protection. Guard is alert to straighten up vs zone blitz.

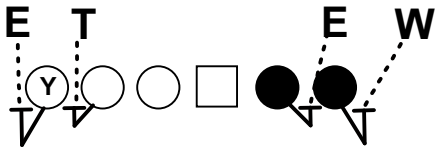


"Alert Sin"

Example: Fox 2 (Hound 2)

FAN L/R

Call by guard or tackle vs '2 Look' or '2 Bigs'

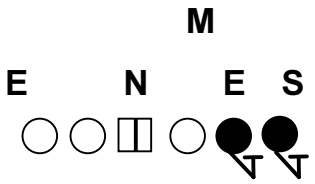


"Fan L" "Fan R"

GENERAL OL TERMINOLOGY

HANG

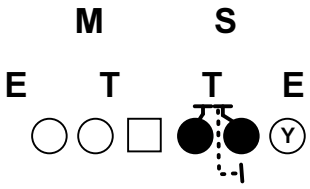
A call made by the TE to alert the tackle that he is staying in to pass protect. The tackle and TE are alert to area off all stunts. Example 4-5 Jet.



"4 Jet"

B HANG

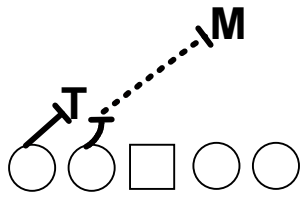
Tackles call that is used on the backside of a run fake protection to alert the BSG and TE. That the BST will secure the 'A' gap with the BSG before assisting the TE. Example Pass 93-92 Weak.



Pass 93 Weak

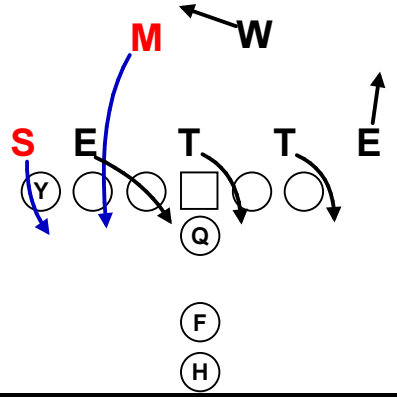
PUSH

A call that tells the BST and BSG to combination block to the Mike LB. Leaving two concept.

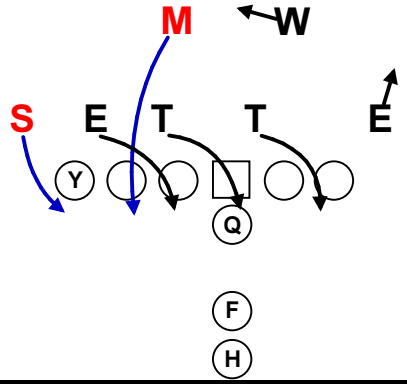


4 STR or WK w/ LB BLITZES

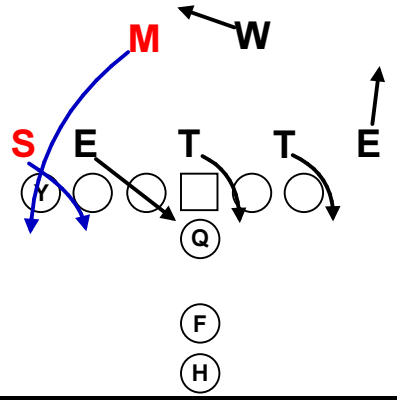
SOM



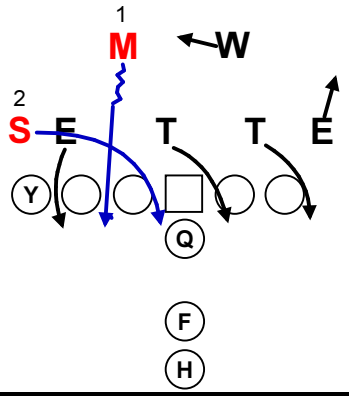
SOM



SOM X



SIM X



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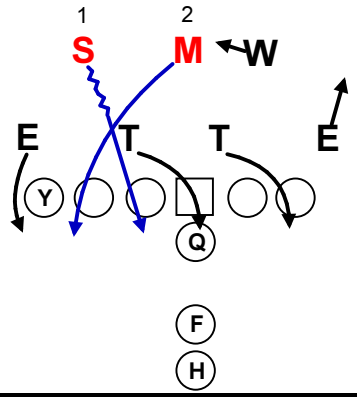
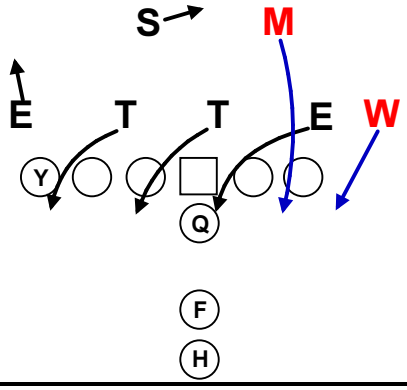
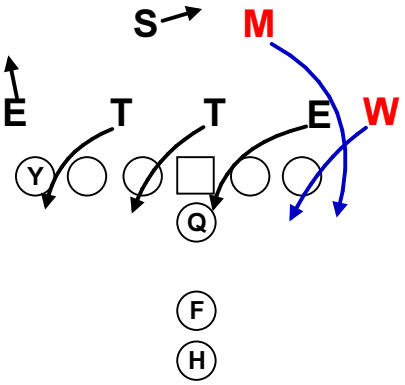


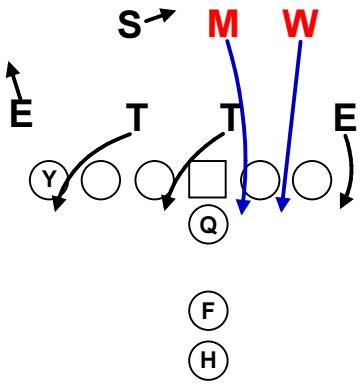
MOW



MOW X



MAWI



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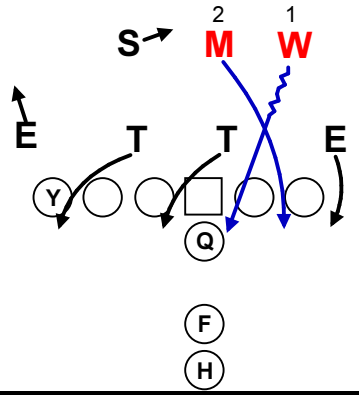
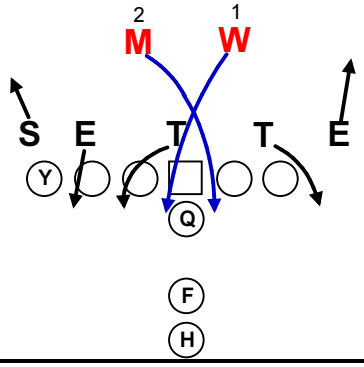
4 STR or WK w/ LB BLITZES

MAWI X



MDC

(TO THE ""3"" TECH)



CAROLINA

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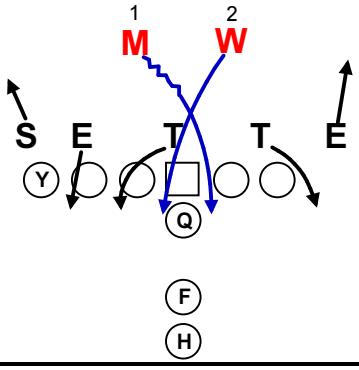
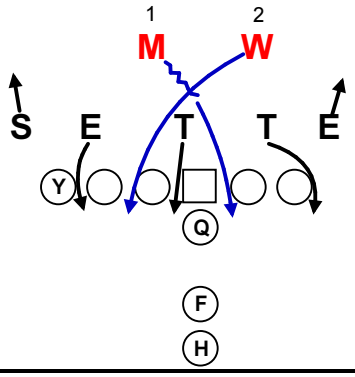


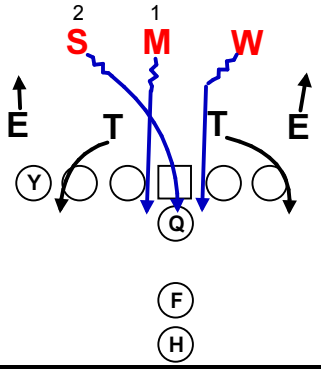
BULL

(NT BULLS THRU "A" GAP)



ALL DOG

(ALL 3 LB"s BLITZ)



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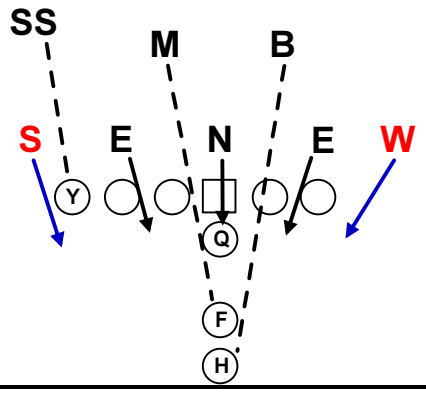
ODD FRONT BLITZES

SAW



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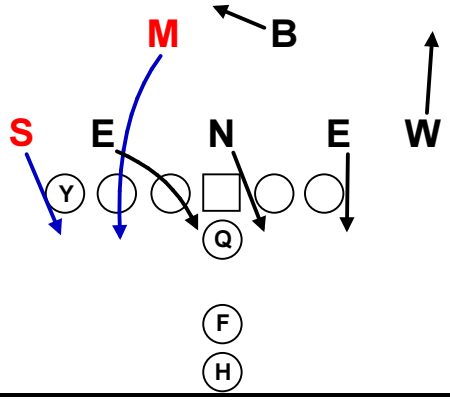

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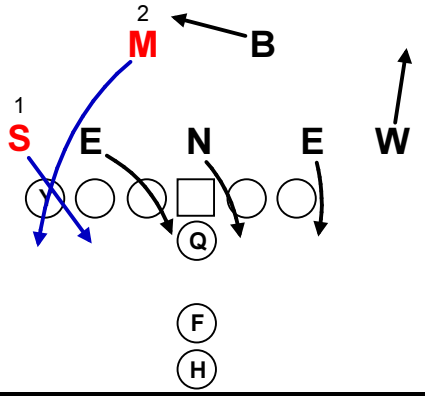

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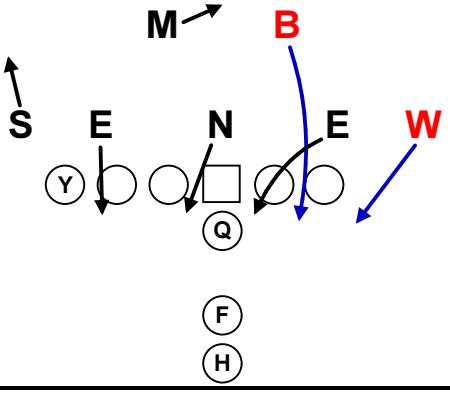

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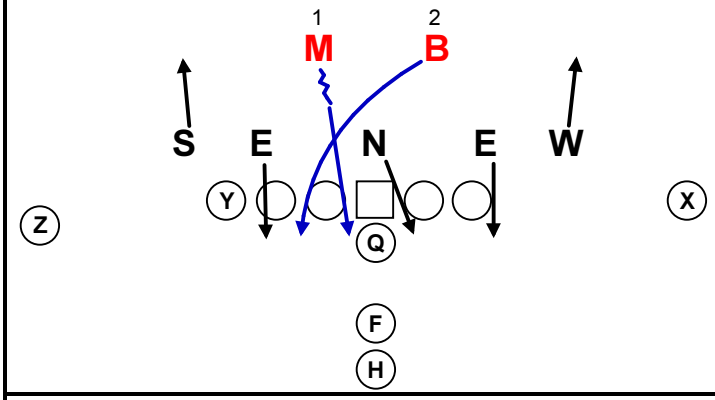
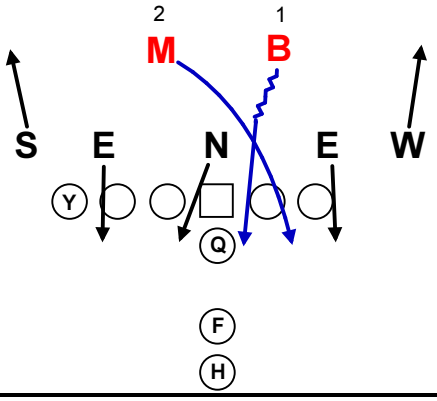


SWIM WK



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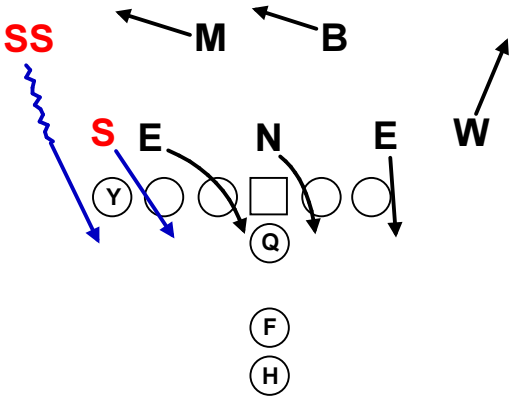

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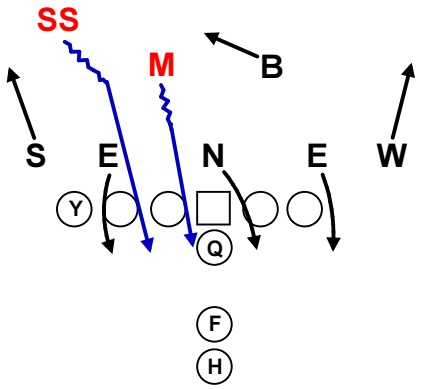

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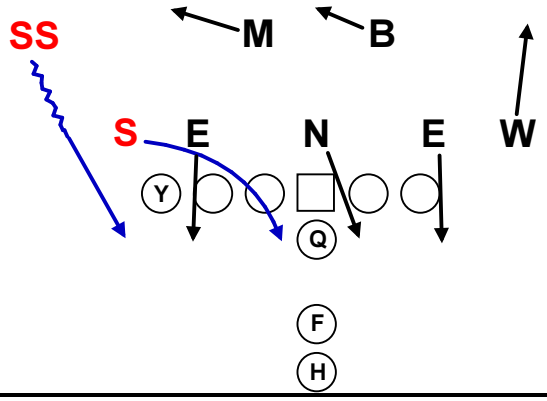
ODD FRONT BLITZES

SS PIC 3



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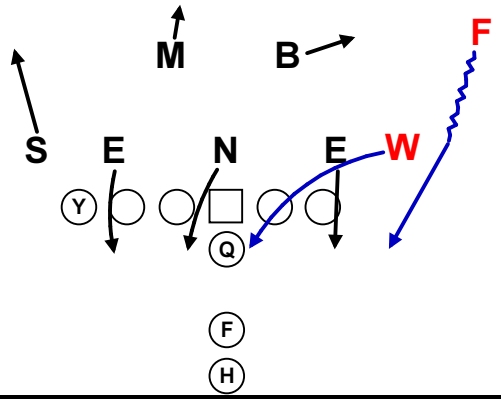

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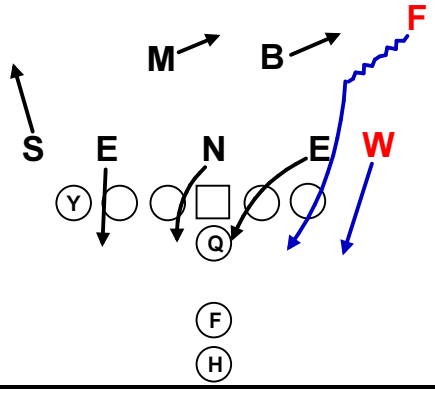

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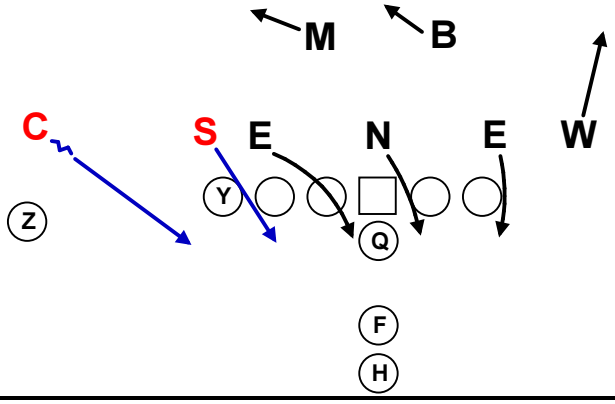

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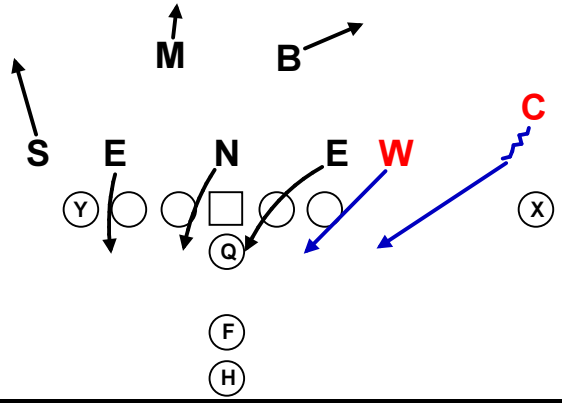

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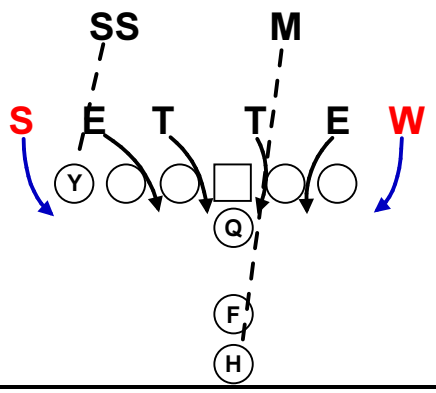
DBL EDGE

SAW



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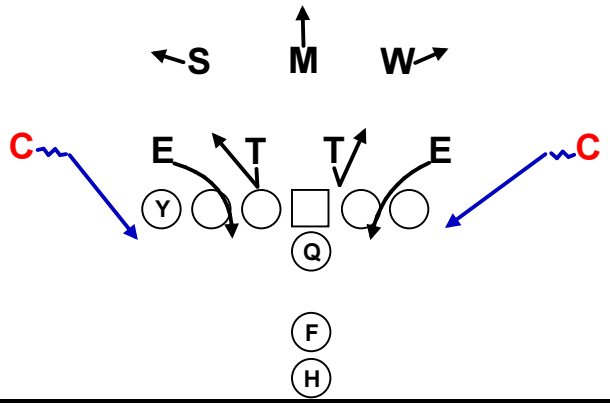

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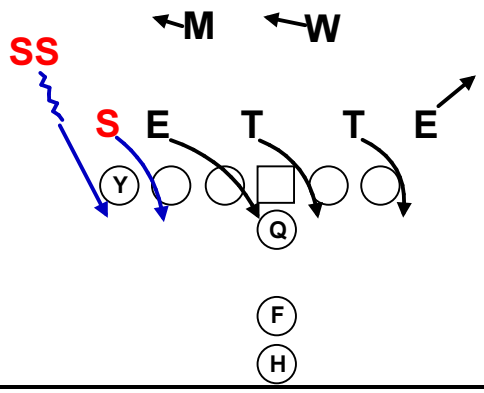
4 STR w/ LB & SS BLITZES

SUSS



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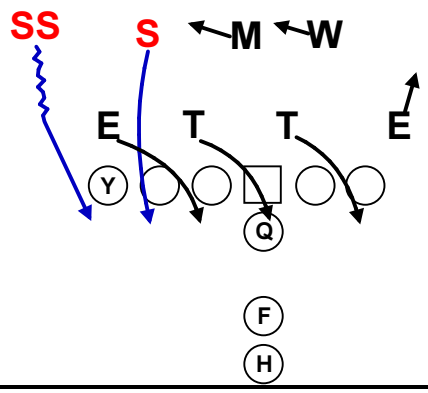

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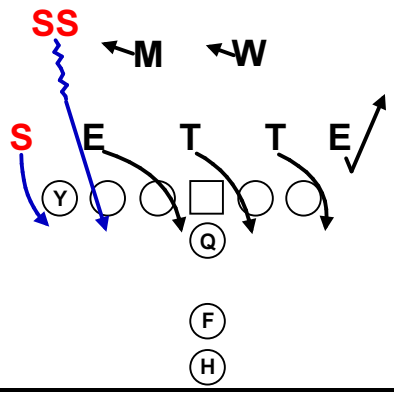

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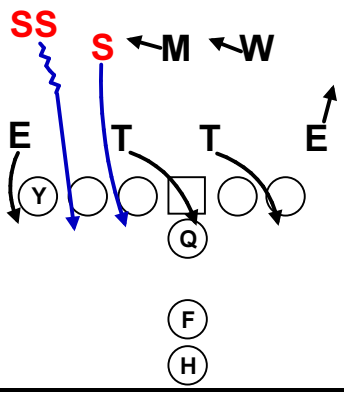

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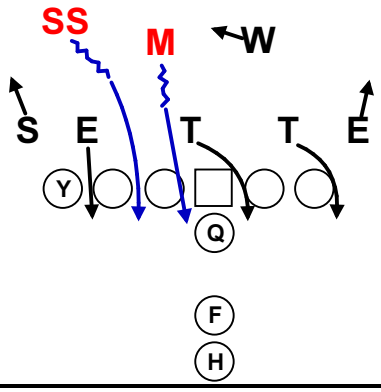

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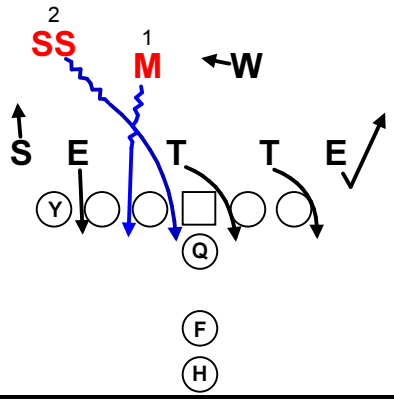
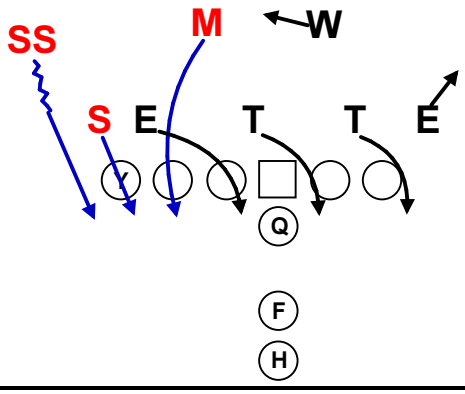
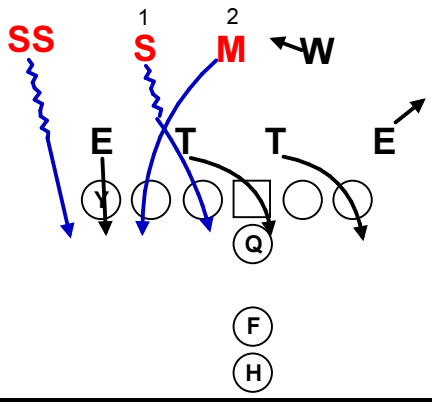


COWBOY STRG



COWBOY STRG



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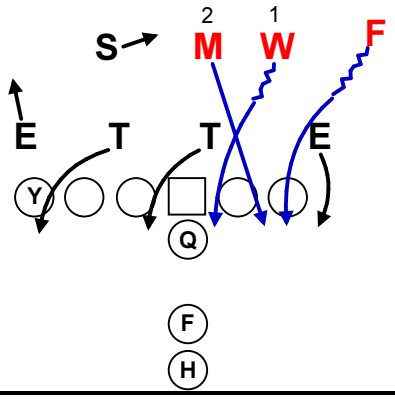
4 STR w/ LB & SS BLITZES

COWBOY WK



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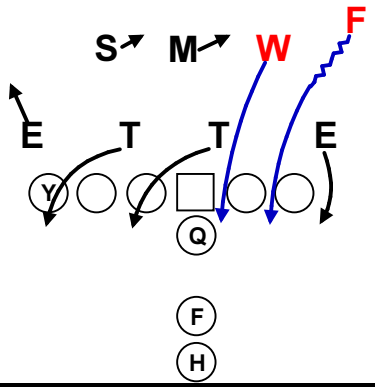
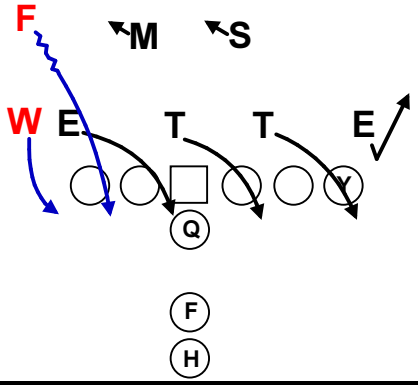


WOLF



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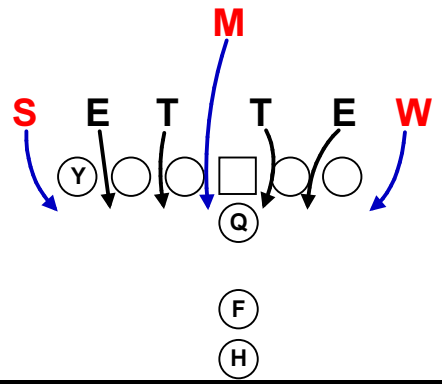
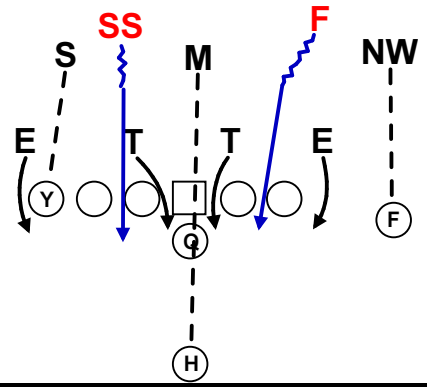
"ALL OUT BLITZES"

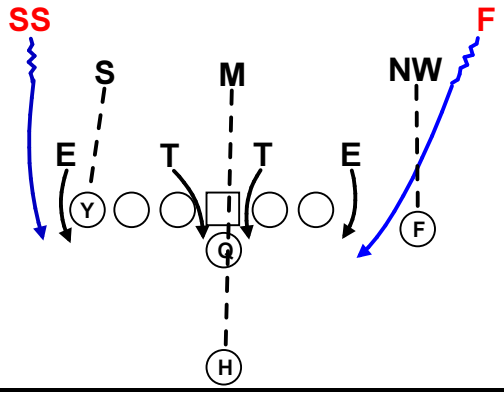
ALL DOG



NIC WHISTLE



NIC WHISTLE



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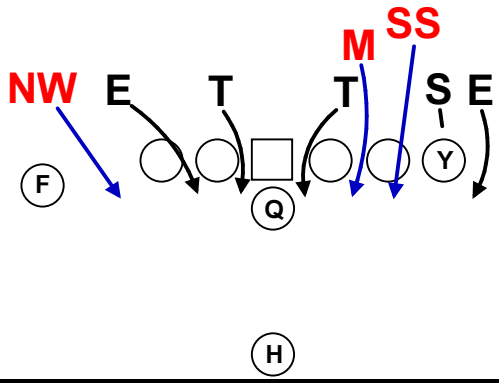

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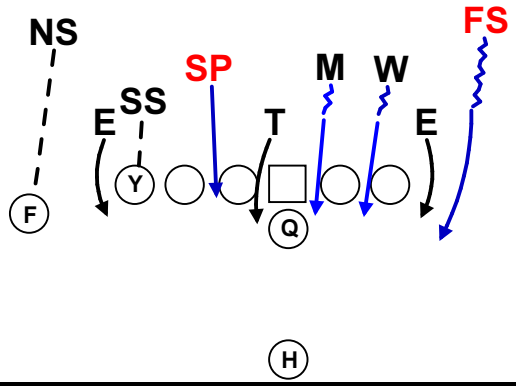

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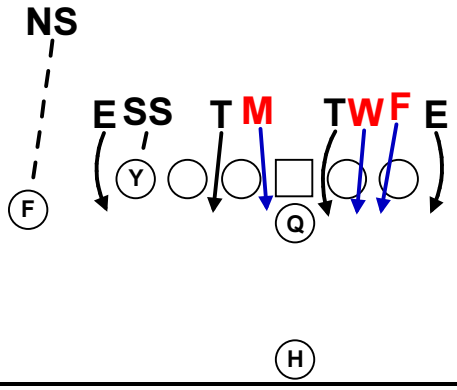

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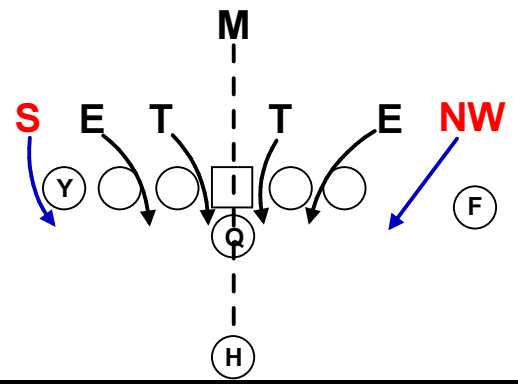
NICKEL BLITZES

NIC SAW



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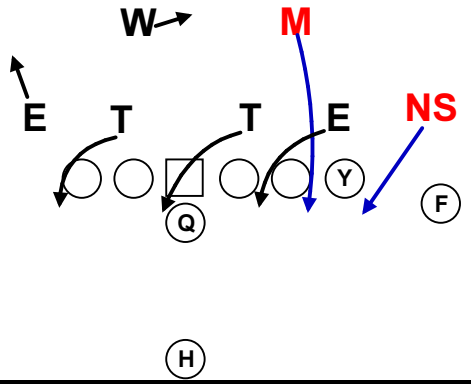

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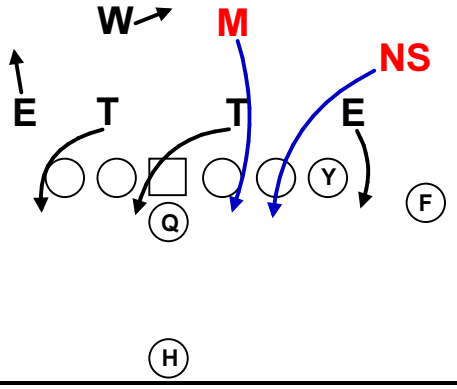

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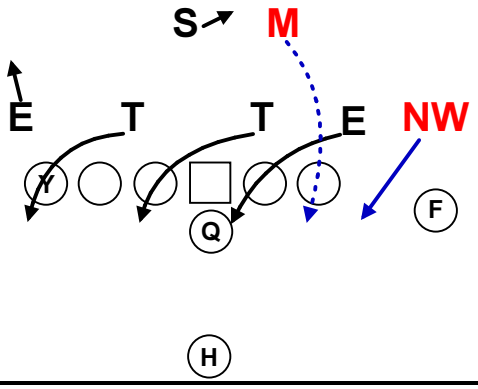

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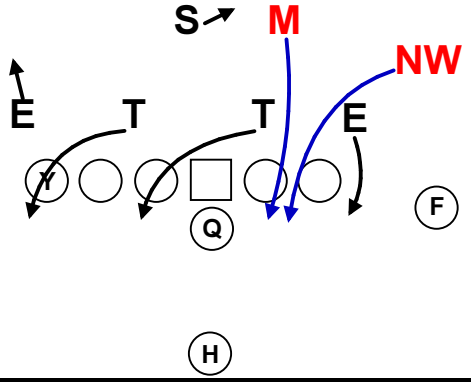

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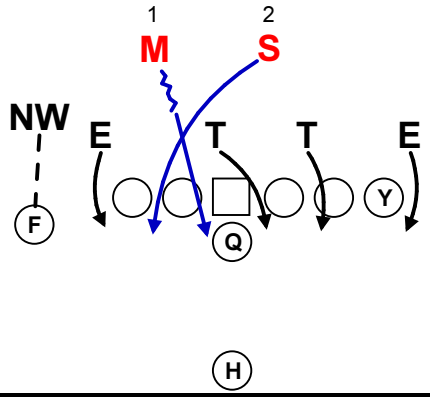

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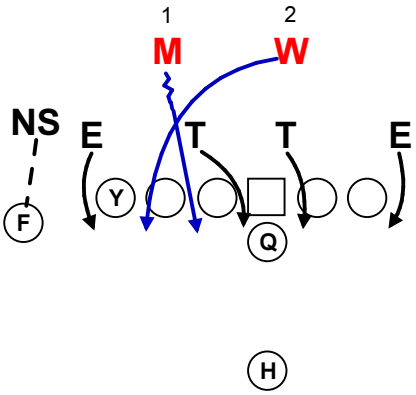

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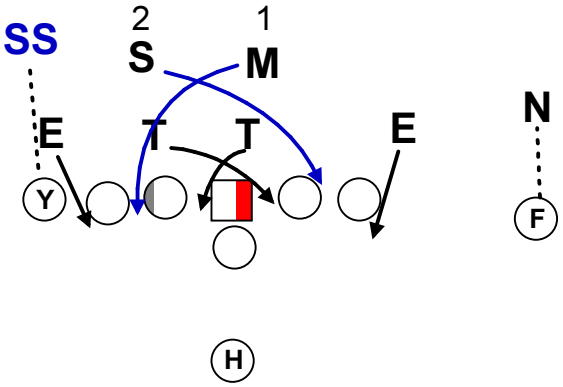

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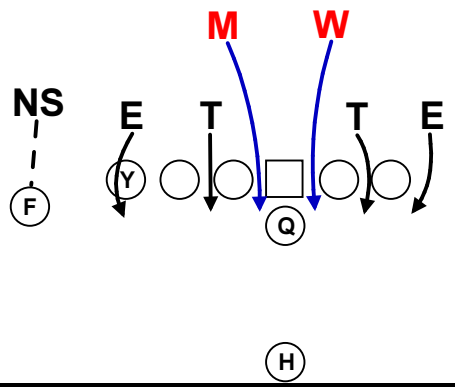
NICKEL BLITZES

NIC GUT



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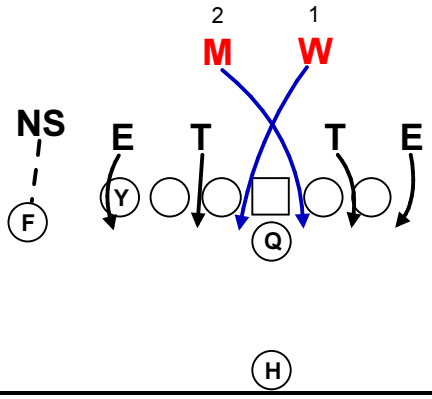
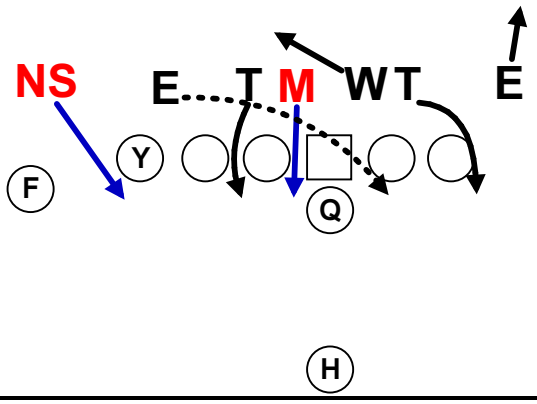


NIC PIC 4 STRG



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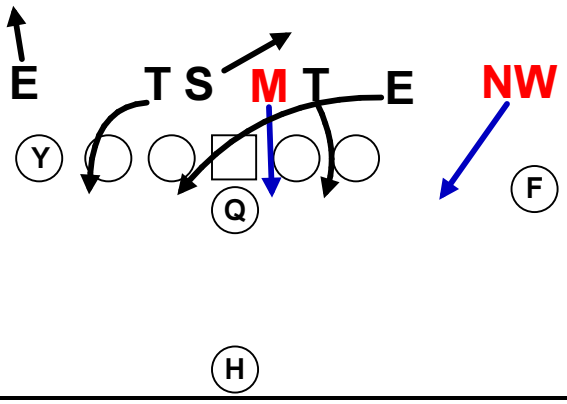

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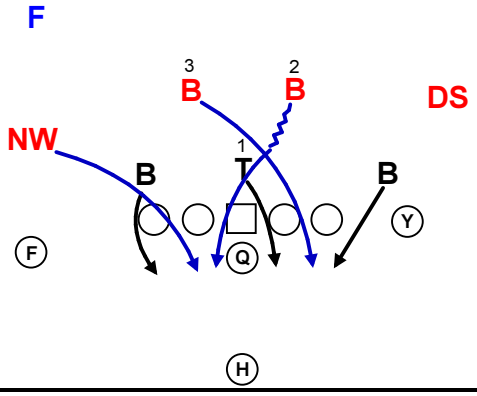

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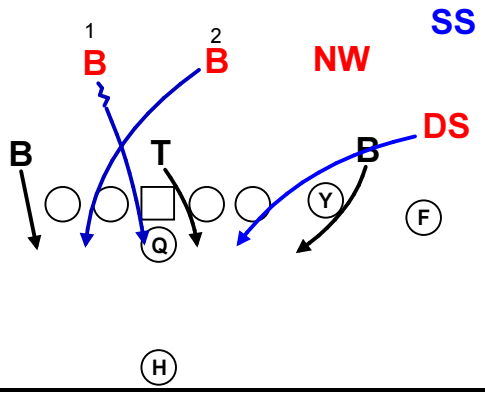

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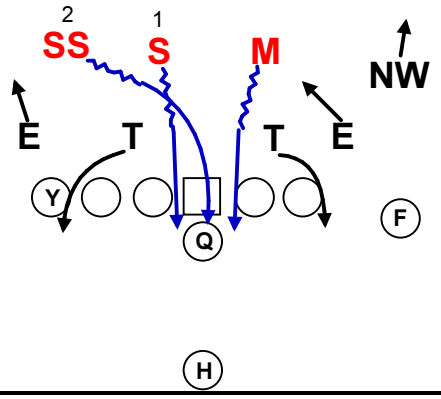
NICKEL BLITZES

NIC SS SCOTCH



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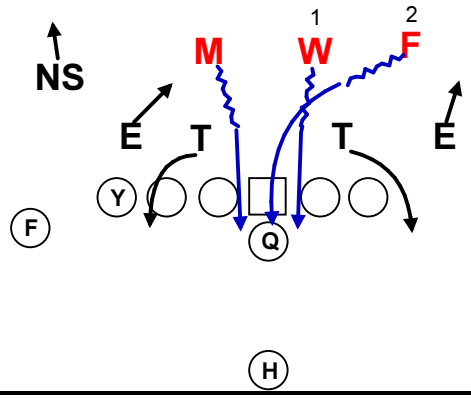
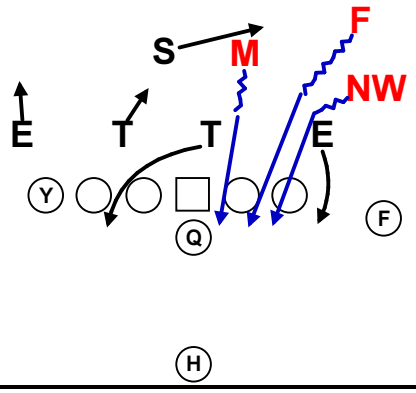
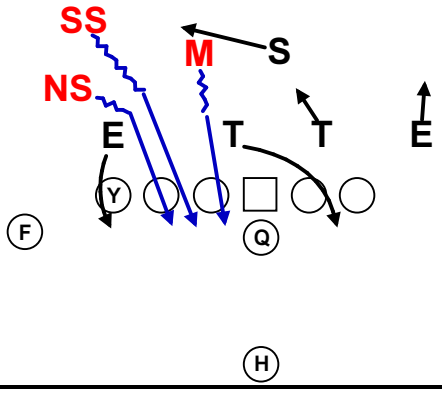


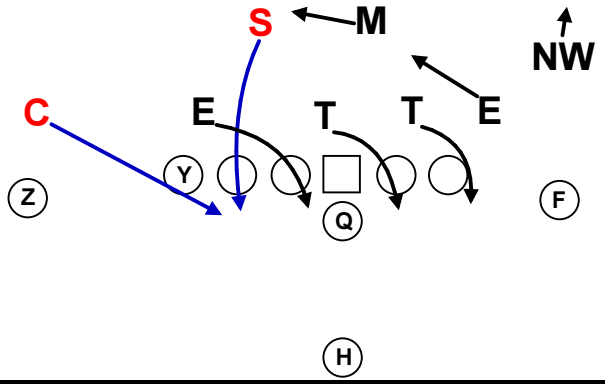
NIC FS RUM



NIC SS RUM



NIC COS



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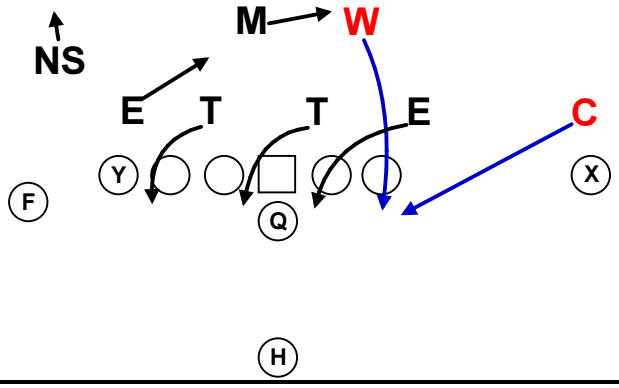
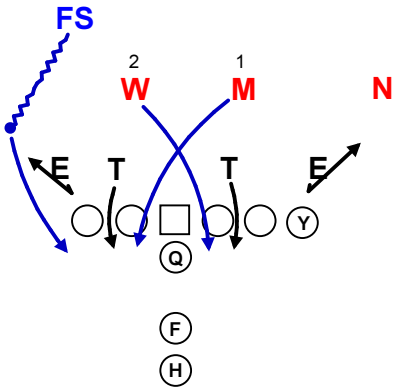


NIC FS BULLWINKLE



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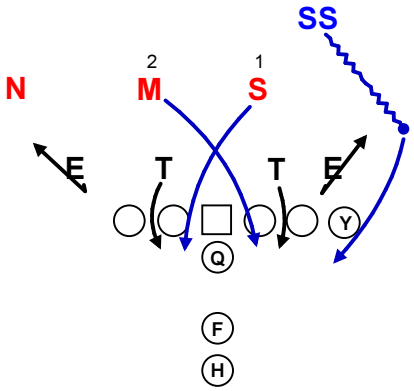

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324/325 PROTECTION

OFFENSIVE LINE AND BACKS:

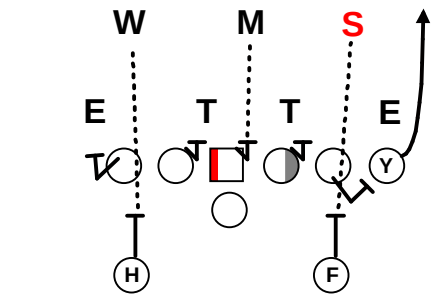
7 MAN PROTECTION. 3 STEP DROP. THE OL BLOCK THE 4 DOWN AND THE MIKE LBer. THE BACKS DIVIDE.

F - (STRONG BACK) BLOCK STRONG OLB TO HIS SIDE & SCAN TO ANY SECONDARY DEFENDER TO THEIR SIDE.

H - (WEAK BACK) BLOCK OLB TO HIS SIDE AND SCAN TO ANY SECONDARY DEFENDER.
ALERT "SQUEEZE" IF A LB TYPE IS A STRANGER IN THE "A" GAP WHEN THE GUARD IS COVERED.
TK"s ALERT 3 STEP "SQUEEZE" B-GAP.

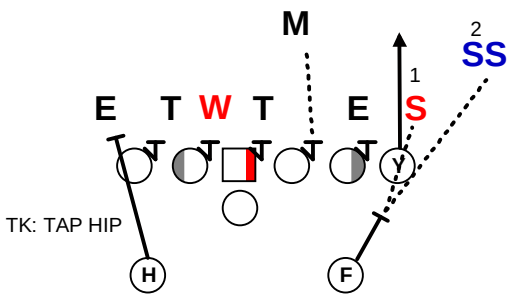
Vs 34 FRONT - NO FAN 3 DL, MIKE & BUCK LB"S. 5-0 vs JAM, CUB OR BEAR FRONT

59



SIFT B RAIDER OVER SIFT B

25



SQUEEZE UNDER RAIDER

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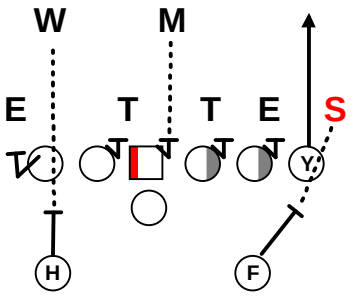
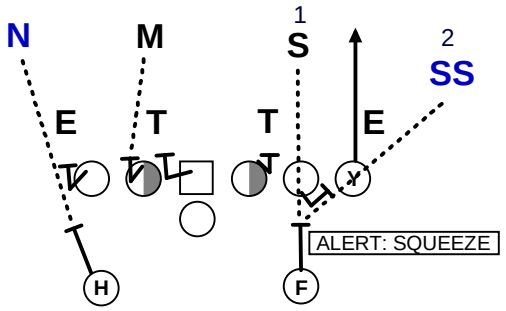


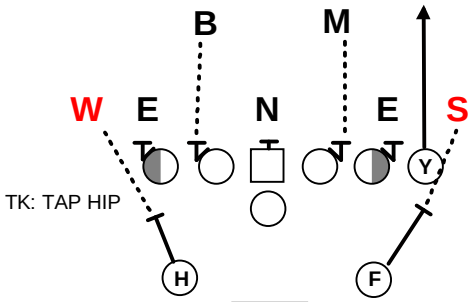
SIFT B RAIDER OVER

42



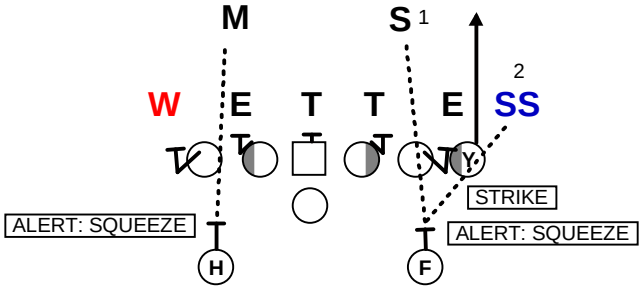
LION EVEN MONEY SIFT B

34



SOLID L ODD RAIDER

57 JAM SON



SIFT B 5-0 JAM SIFT B

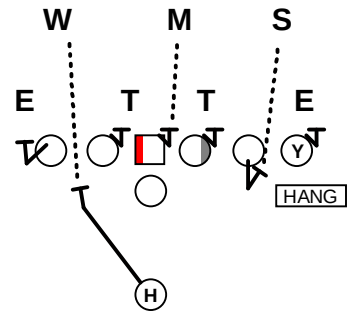
374/375 PROTECTION

OFFENSIVE LINE AND BACKS:

7 MAN PROTECTION. 3 STEP DROP. THE OL BLOCK THE 4 DOWN AND THE MIKE LBer.
TE - BLOCK #3
H - THE BACK WILL BLOCK WEAK OLB AND SCAN TO ANY SECONDARY DEFENDER TO THE SIDE.

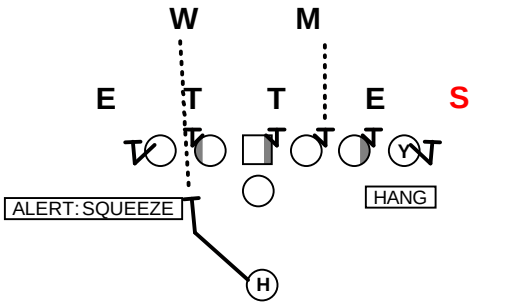
ALERT "SQUEEZE" IF A LB TYPE IS A STRANGER IN THE WEAK "A" GAP WHEN THE GUARD IS COVERED.
WEAKSIDE TK ALERT 3 STEP "SQUEEZE" B-GAP.
Vs 34 FRONT OLINE BLOCKS 3DL MIKE AND BUCK LB"s.
5-0 vs JAM, CUB OR BEAR FRONT.

59



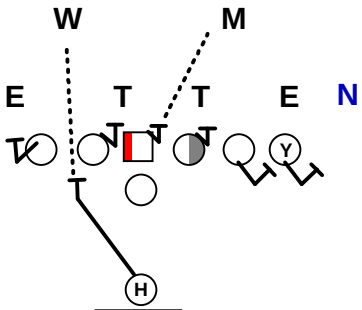
RAIDER OVER AREA HANG

25



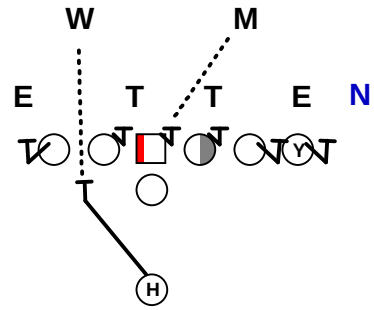
MONEY UNDER RAIDER MONEY

55 WIDE



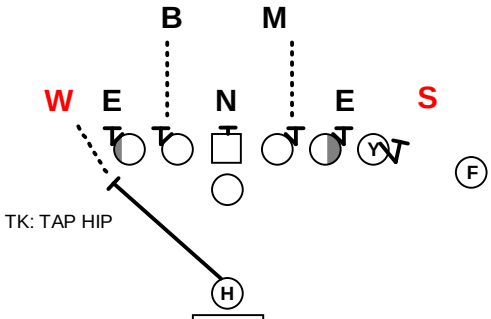
SIFT B RAIDER OVER T.O.

42 OVER



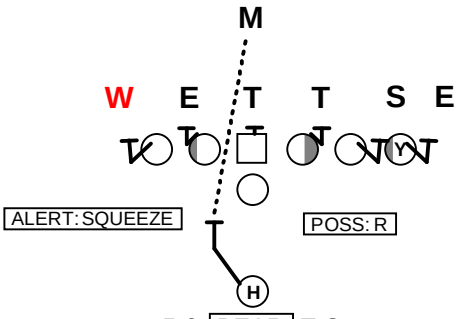
RAIDER OVER T.O.

34



SOLID L ODD RAIDER MONEY

57 CUB



5-0 BEAR T.O.

322/323 PROTECTION

OFFENSIVE LINE AND BACKS:

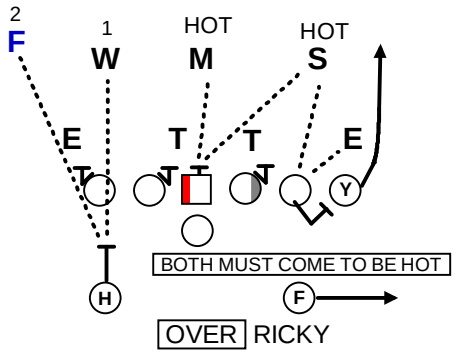
6 MAN PROTECTION. THE OL BLOCK THE 4 DOWN AND THE MIKE LBer.
THE UNCOVERED LINEMAN TO THE CALL HAS THE DUAL READ MIKE TO SLB.
RICKY/LUCKY CALLSIDE WITH MIKE LBer IN A DUALABLE POSITION.

BACKS DIVIDE.
F - STRONG BACK IS FREE RELEASE. ALERT HOT!
H - WEAK BACK, CHECK WLB AND SCAN TO ANY SECONDARY DEFENDER.

WEAKSIDE GD COVERED IF RB"S MAN IS UP IN "A" GAP ALERT "SQUEEZE" W/TK.

Vs 34 FRONT OLINE BLOCKS 3DL MIKE AND BUCK LB"s. 5-0 CALL vs JAM, CUB OR BEAR.

59



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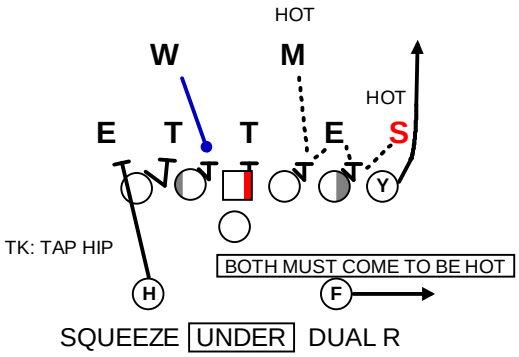

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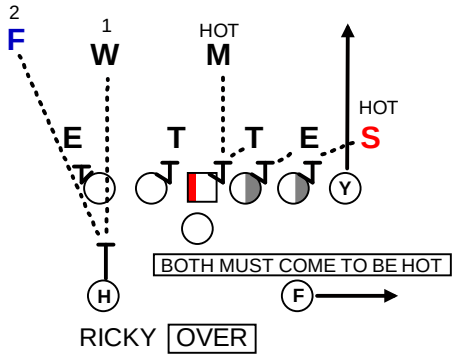

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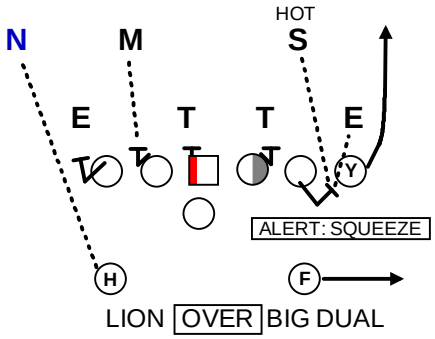

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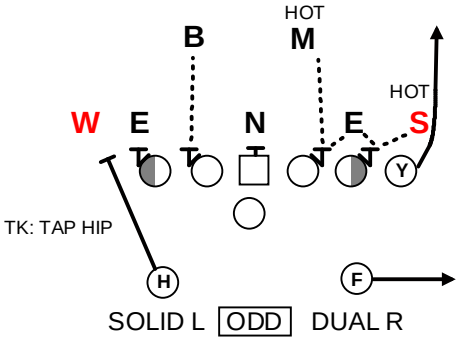
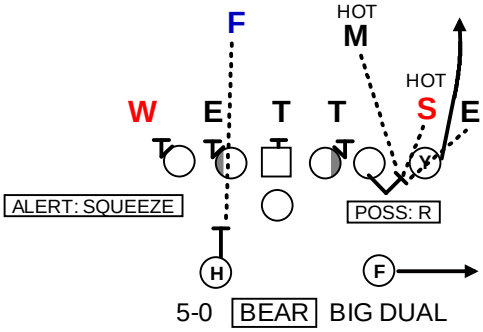


57 BEAR



320/321 PROTECTION

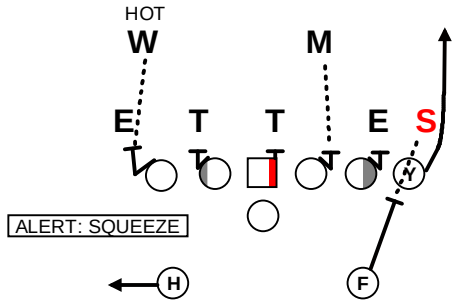
OFFENSIVE LINE AND BACKS:

6 MAN PROTECTION. 3 STEP DROP. THE OL BLOCK THE 4 DOWN AND THE MIKE LBer.
RICKY/LUCKY CALLSIDE WITH MIKE LBer IN A DUALABLE POSITION.
THE UNCOVERED LINEMAN TO THE CALL HAS THE DUAL READ, MIKE TO WLB.
BACKS DIVIDE
F - STRONG BACK CHECK SLB AND SCAN TO ANY SECONDARY DEFENDER
H - WEAK BACK IS FREE RELEASE. ALERT HOT!

STRONGSIDE GUARD COVERED, IF RB"s MAN IS UP IN THE "A" GAP ALERT "SQUEEZE" W/TK.

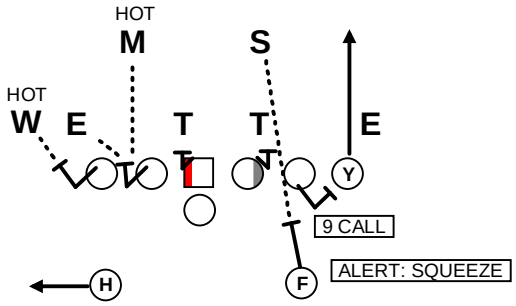
5-0 CALL vs JAM, CUB OR BEAR.

25



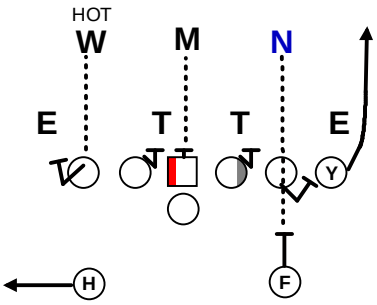
BIG DUAL UNDER RAIDER

57



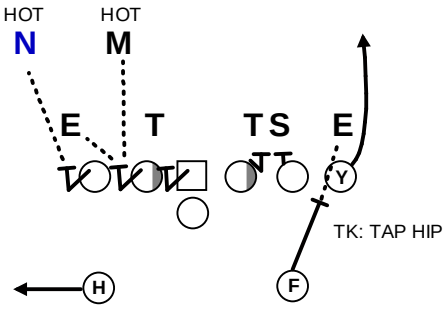
DUAL L OVER MONEY

42 OVER



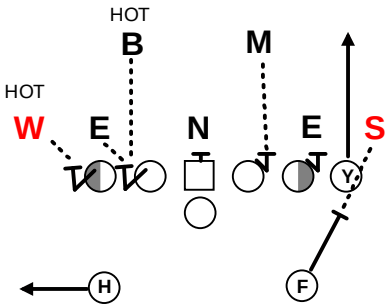
SIFT B OVER RAIDER

42 EVEN



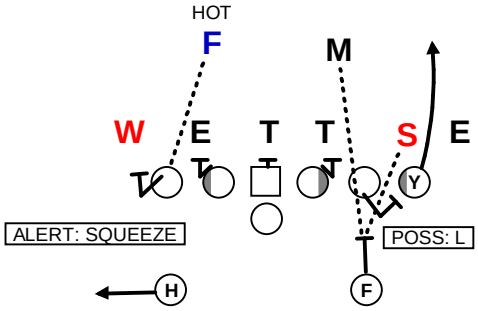
LUCKY EVEN SQUEEZE

34



DUAL L ODD RAIDER

57 BEAR



BIG DUAL BEAR 5-0

200/300 JET PROTECTION

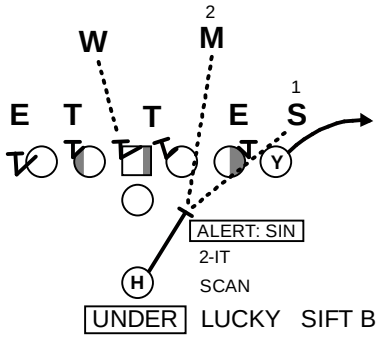
OFFENSIVE LINE AND BACKS:

6 MAN SLIDE PROTECTION. 3 STEP DROP.
OL BLOCK THE 4 DOWN LINEMAN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY").
ALERT CALLSIDE TK. "SIFT" B GAP
PROTECTING BACK "DBL READ" TO THE NUMBER SIDE: INSIDE OUT

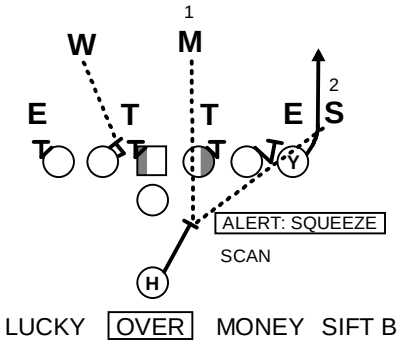
THE RICKY/LUCKY CALL STARTS AT UNCOVERED OL IN THE CORE.
IF COVERED W/STRANGER UP IN THE CALLSIDE "A" GAP - ALERT "SQUEEZE".

"L/R" CALL VS JAM, CUB OR BEAR FRONT.

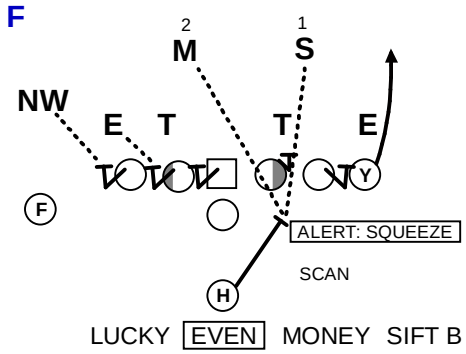
25



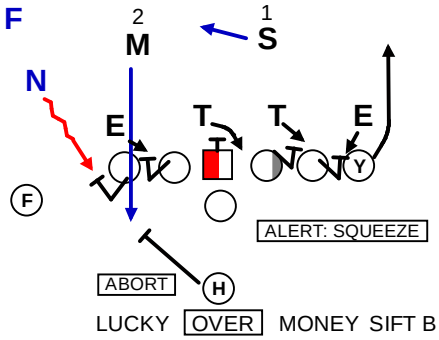
55 WIDE



42 WIDE



42 OV MOW



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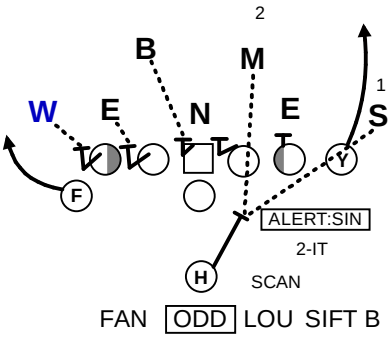
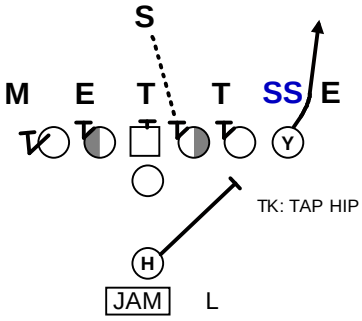


42 CUB



300/200 JET PROTECTION

OFFENSIVE LINE AND BACKS:

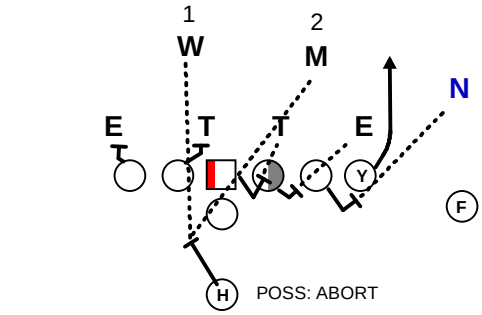
6 MAN SLIDE PROTECTION. 3 STEP DROP.
OL BLOCK THE 4 DOWN LINEMAN AND THE SLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY")
ALERT CALLSIDE TK "SIFT" B-GAP.

PROTECTING BACK DBL READS TO THE NUMBER SIDE: INSIDE OUT

THE RICKY/LUCKY CALL STARTS AT UNCOVERED OL IN THE CORE.
IF THE RB"s MAN IS UP IN THE CALLSIDE "A" GAP - ALERT "SQUEEZE".

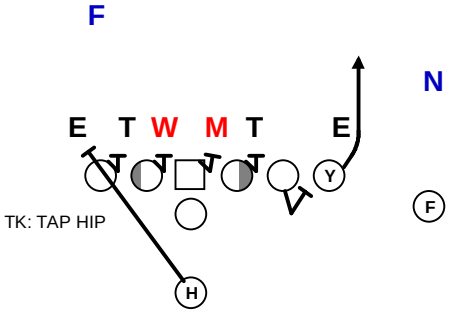
"R/L" CALL VS JAM, CUB OR BEAR FRONT

42 OVER



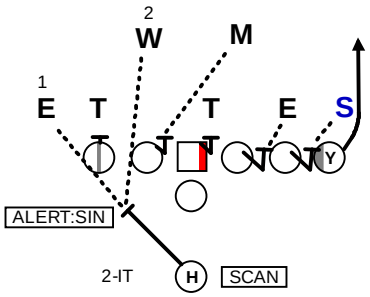
SIFT B RICKY [OVER]

42 CALI



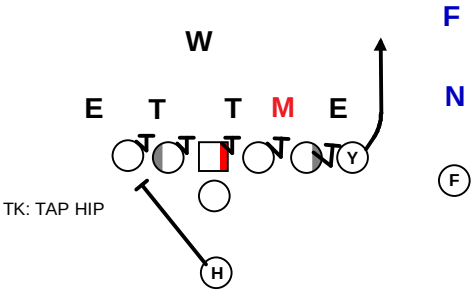
SQUEEZE [EVEN] RICKY

42 UNDER KC



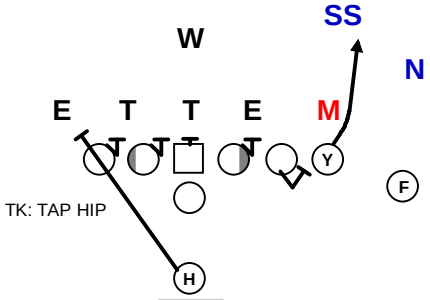
SIFT B RON [ODD] FAN

42 UNDER M MUG



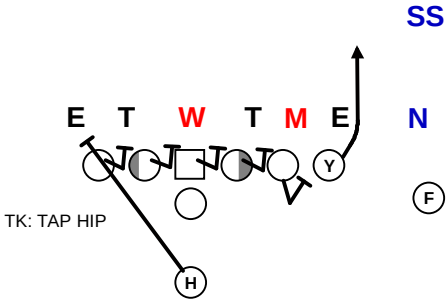
R [UNDER]

42 UNDER JAM



R [JAM]

42 JAM C



R PUSH [EVEN]

200/300 'SCAT' PROTECTION

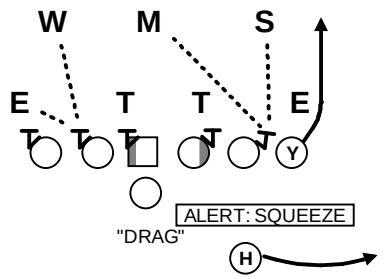
OFFENSIVE LINE AND BACKS:

5 MAN SLIDE PROTECTION: QB WILL DIRECT
OL BLOCK THE 4 DOWN LINEMAN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY").
CALLSIDE TK SIFT B GAP BIG DUALVS TK BUBBLE. ALERT "SQUEEZE".
CALLSIDE GD: IF COVERED W/STRANGER UP IN THE CALLSIDE "A" GAP ALERT "SQUEEZE" CALL WITH TK.

"SCAT" = THE CALL SIDE IS THE HOT SIDE

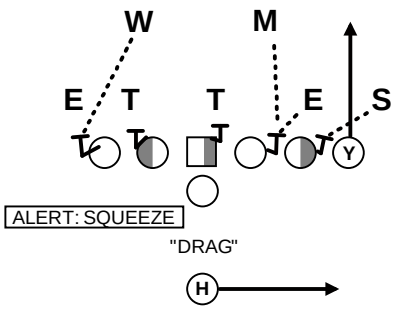
"5-0" CALL vs JAM, CUB OR BEAR. BOTH TACKLES BIG DUAL.

59



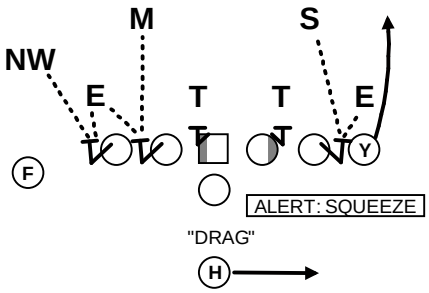
DUAL L OVER BIG DUAL

25



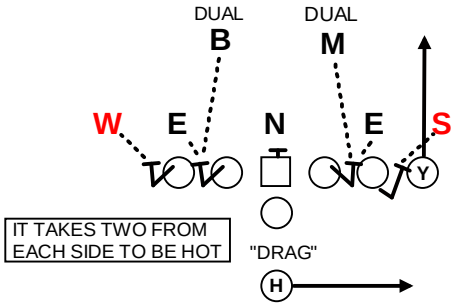
BIG DUAL UNDER DUAL R

42 OVER



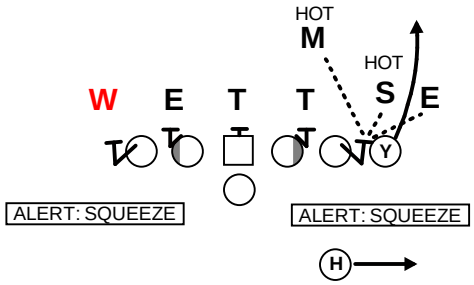
DUAL L OVER BIG DUAL

34



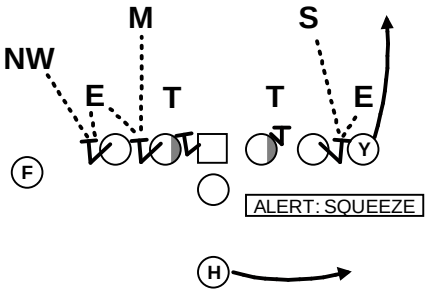
DUAL L ODD DUAL R

42 CUB



BIG DUAL 5-0 JAM BIG DUAL

42 EVEN



LUCKY EVEN BIG DUAL

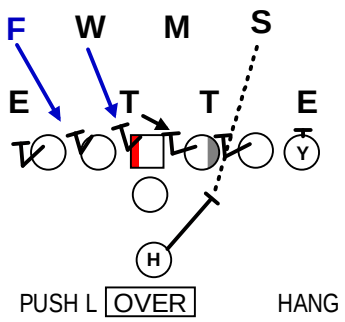
(3)58/(3)59 PROTECTION

OFFENSIVE LINE AND BACKS:

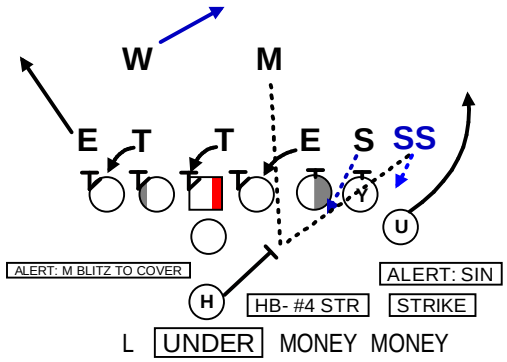
7 MAN PROTECTION. 3 STEP DROP.
THE OL BLOCK THE 4 DOWN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("L/R").
2 BACKS IN THE BACKFIELD = BACK NOT IN PROTECTION HAS FREE RELEASE.
FULL TURN PROTECTION. EXCEPTION "STRIKE" CALL.

"R/L" CALL DEPENDING ON WHICH WAY LINE IS SLIDING.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.
CALLSIDE TK "EAT" TO MK LB VS. 34 FRONT.
TE: BLOCK THE DEFENSIVE END (EXCEPTION IS A "PETE" CALL).
PROTECTING BACK: BLOCK SAM LB (EXCEPTION IS A "PETE" CALL).
*ALERT "PETE" CALL IF F/TE IS ON THE HIP OF THE Y = "Y" HAS "C" GAP, F/TE HAS "D" GAP.

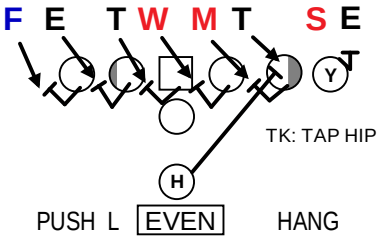
59 FOX



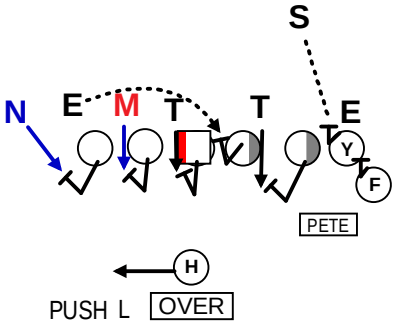
25 SON SUSS



42 CALI FON F-D,W-A,M+A



42 M TUFF



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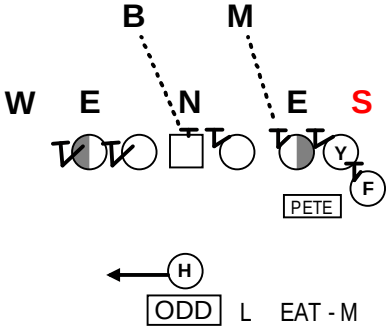
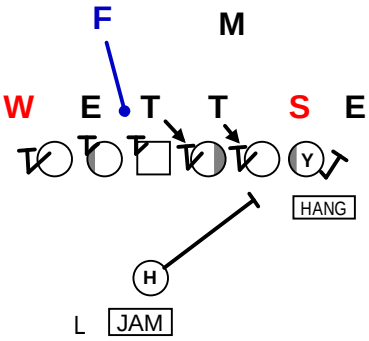


57 BEAR



800/900 JET PROTECTION

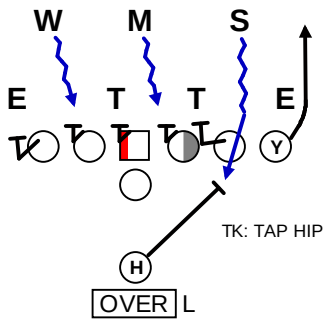
OFFENSIVE LINE AND BACKS:

6 MAN TRUE FULL TURN PROTECTION. 3 STEP DROP.
FULL TURN PROTECTION BY THE OL ("L/R"). ALERT PUSH.

RB IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP.
"R/L" CALL TO THE DIRECTION THE OL IS SLIDING.

3 STEP AGGRESSIVE PROTECTION.
*MAY BE USED AS AN AUDIBLE.
ALERT "PUSH" CALL vs THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

59 TUFF



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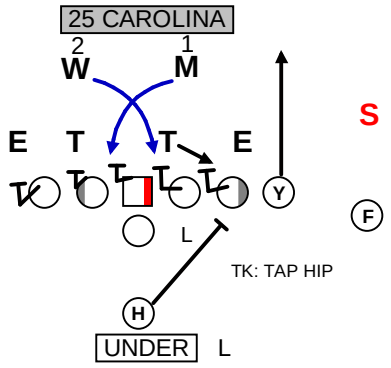
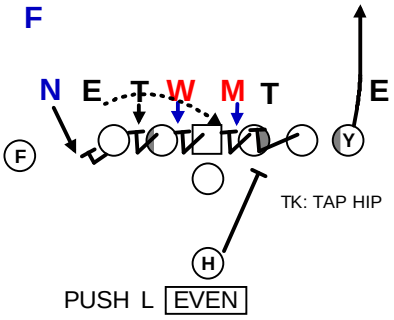
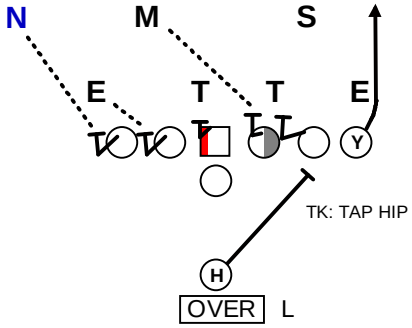


42 TUFF



42 OVER



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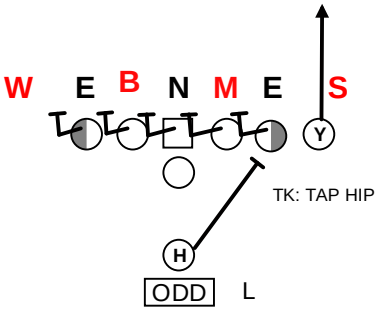
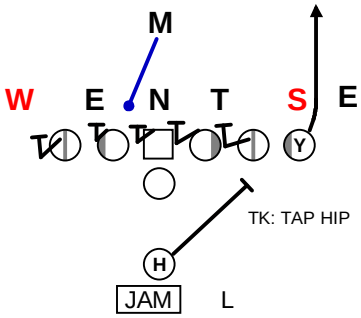


57 JAM



400/500 JET

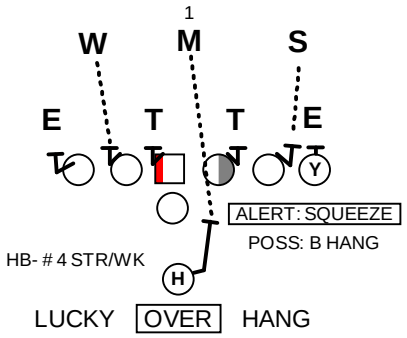
OFFENSIVE LINE AND BACKS:

7 MAN SLIDE PROTECTION 3 STEP DROP
OL BLOCKS THE 4 DOWN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY").
IF THE MIKE LB IS UP IN THE CALLSIDE "A" GAP ALERT SQUEEZE CALL. ALERT CALLSIDE TK "SIFT" B-GAP
TE: BLOCK #3 (HANG)
TE & TK TO THE CALL SIDE: BLOCK DE & THE SLB. ALERT VS. TACKLE BUBBLE "SQUEEZE".

H: CHECK MIKE TO SCAN. ALERT SQUEEZE VS. STRANGER IN "A" GAP W/ TK BUBBLE.

VS JAM, CUB OR BEAR FRONT = "L/R"

59



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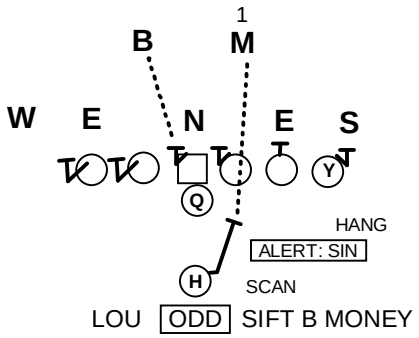

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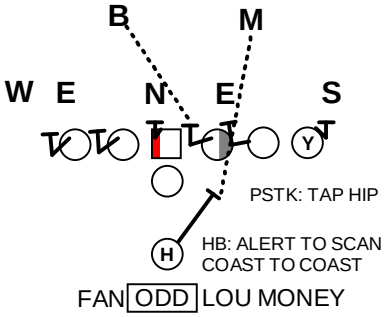
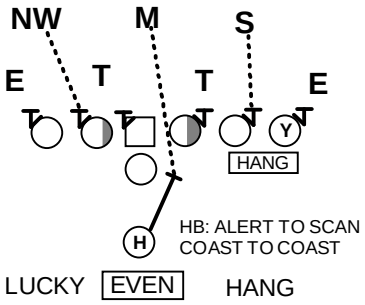
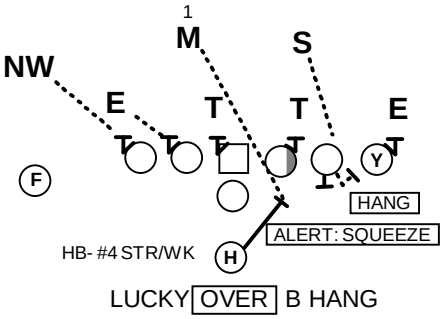


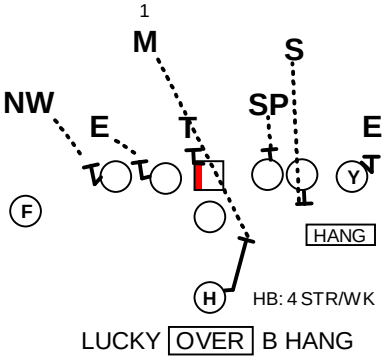
42 EVEN



42 OVER



42 OVER SPINNER



24/25 PROTECTION

OFFENSIVE LINE AND BACKS:

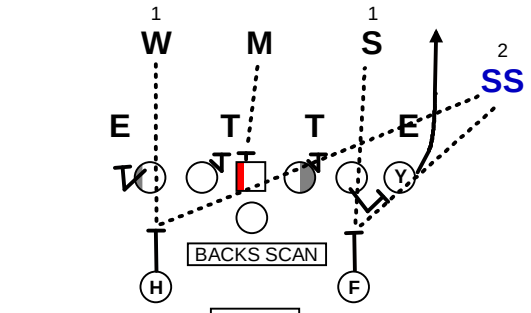
7 MAN PROTECTION
OL BLOCK THE 4 DOWN LINEMAN & MIKE LBer. BOTH GUARDS "HEAVY" PRINCIPLE.

BACKS DIVIDE. BACKS WILL CHECK OLB"s TO SCAN.
COVERED GUARD STRONG OR WEAKSIDE, IF RB"s MAN IS UP IN THE "A" GAP ALERT TO "HEAVY" WITH THE RB.

Vs THE 34 FRONT "FAN" WEAKSIDE. NO FAN TO A DB!

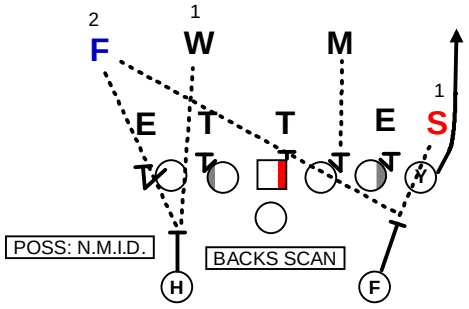
5-0 CALL vs JAM, CUB OR BEAR FRONT MEANS THAT OL IS BIG ON BIG.
POSS. N.M.I.D. STR/WK W/NO SCAN.

59



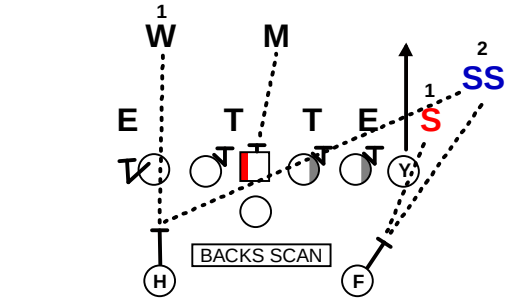
STICK RAIDER OVER MONEY STICK

25



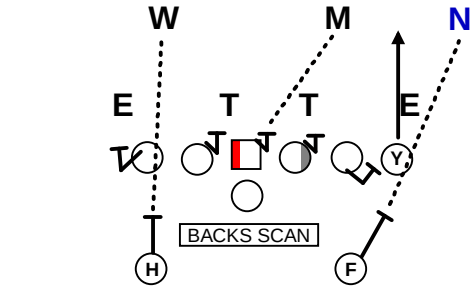
STICK MONEY UNDER RAIDER

55



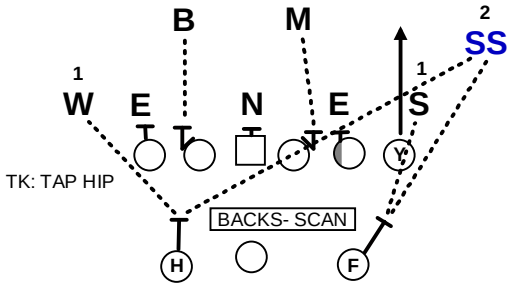
STICK RAIDER OVER MONEY STICK

42 OVER



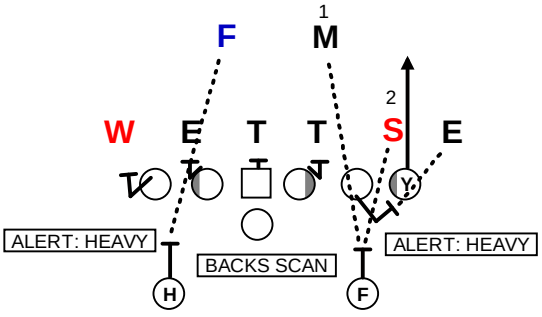
STICK RAIDER OVER STICK

33



SOLID L ODD RAIDER

57 BEAR



5-0 JAM

OFFENSIVE LINE AND BACKS:

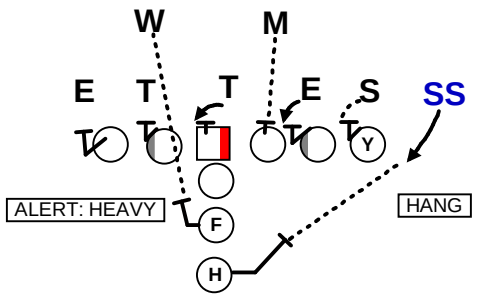
8 MAN PROTECTION
OL BLOCK THE 4 DOWN LINEMAN & MIKE LBer. BOTH GUARDS "HEAVY" PRINCIPLE.
TE - BLOCK #3

BACKS DIVIDE. FB HAS WEAKSIDE LBer. HB SCAN SHELL.
COVERED GUARD WEAKSIDE, IF RB"s MAN IS UP IN THE "A" GAP ALERT
TO "HEAVY" WITH THE RB.

Vs THE 34 FRONT "FAN" WEAKSIDE.

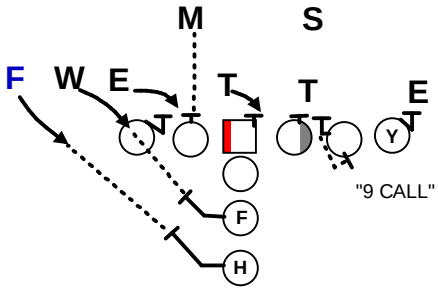
5-0 CALL vs JAM, CUB OR BEAR FRONT MEANS THAT OL IS BIG ON BIG.

25 SUSS



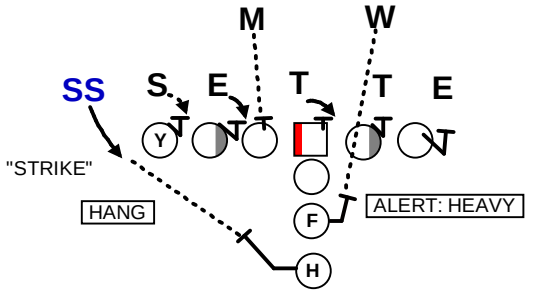
STICK MONEY UNDER RAIDER MONEY

57 FON WOLF



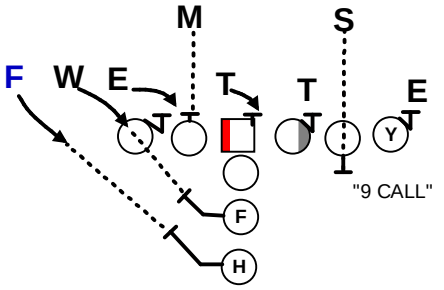
LION OVER B-HANG

25 SUSS



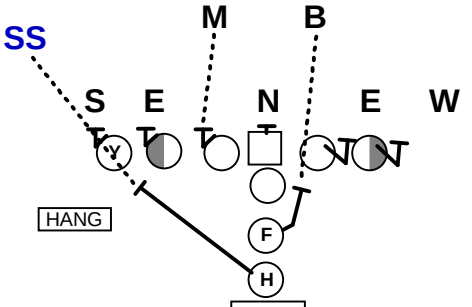
MONEY LION UNDER MONEY STICK

57 FON WOLF



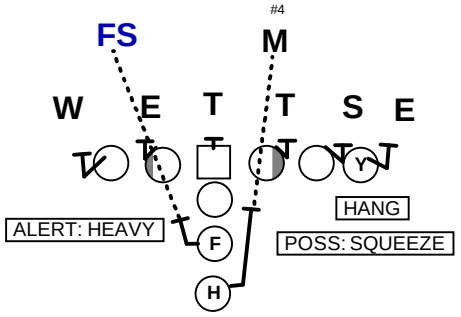
RAIDER OVER AREA HANG

34



MONEY LION ODD FAN R

57 BEAR



STICK MONEY JAM 5-0 MONEY T.O.

74/75 PROTECTION

OFFENSIVE LINE AND BACKS:

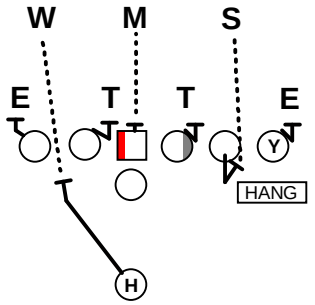
7 MAN BASE PROTECTION. RAIDER/LION.
OL BLOCK THE 4 DOWN LINEMAN AND THE MIKE LBer. WEAKSIDE GUARD "HEAVY" PRINCIPLE.
WEAKSIDE OG COVERED - IF RB"S MAN IS UP IN THE "A" GAP ALERT TO HEAVY WITH THE RB.
Vs 34 FRONT - FAN WEAKSIDE.

TE:BLOCK #3 (HANG). AREA HANG W/TK BEFORE RELASING INTO HIS ASSIGNED ROUTE.

H: CHECKS WLB TO SCAN.

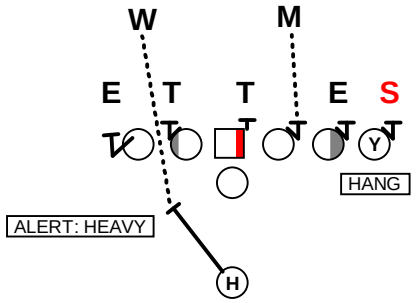
5-0 vs JAM, CUB OR BEAR FRONT MEANS OL IS BIG ON BIG; STRONG TK/TE T.O..

59



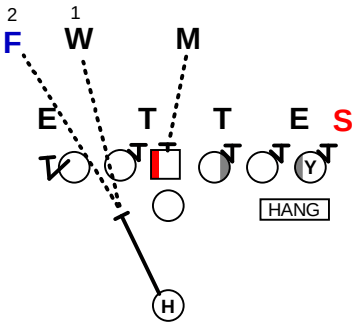
STICK RAIDER OVER AREA HANG

25



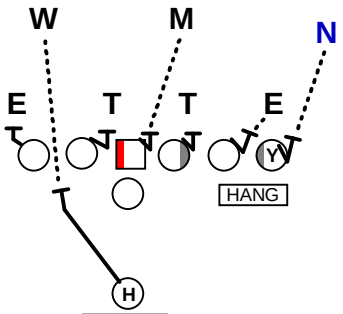
STICK MONEY UNDER RAIDER MONEY

55 WIDE



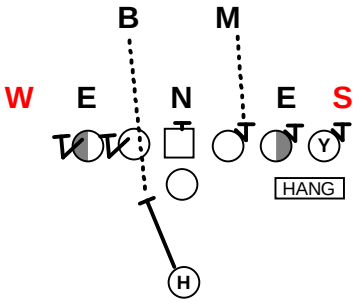
STICK OVER RAIDER T.O.

42 OVER



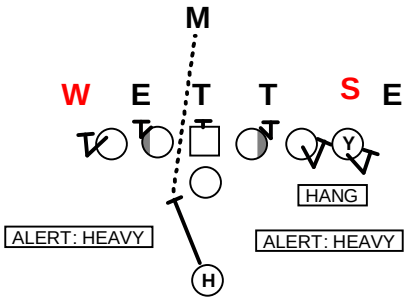
STICK RAIDER OVER T.O.

34



FAN L ODD RAIDER MONEY

57 BEAR



5-0 JAM T.O.

74/75 SCAT PROTECTION

OFFENSIVE LINE AND BACKS:

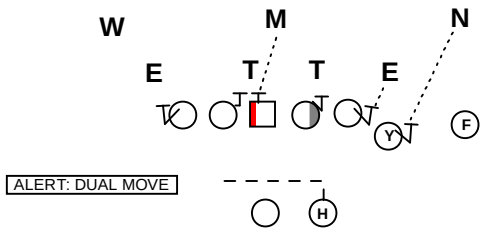
6 MAN PROTECTION. OL BLOCK THE 4 DOWN LINEMAN AND THE MIKE LBer.
"RICKY/LUCKY" WEAKSIDE WITH MIKE LBer IN A DUALABLE POSITION.
ALERT N.M.I.D. 3x1 FORMATION. SLOT NOT TOPPED.

TE: BLOCK #3 (HANG). AREA-HANG W/OT. ALERT T.O. OR SQUEEZE.

H: FREE RELEASE WEAKSIDE.

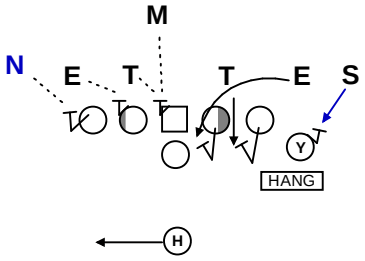
50 vs JAM, CUB OR BEAR FRONT = OL IS BIG ON BIG; TE HAS SLB (T.O.). WEAKSIDE TK BIG DUAL.

42 OVER



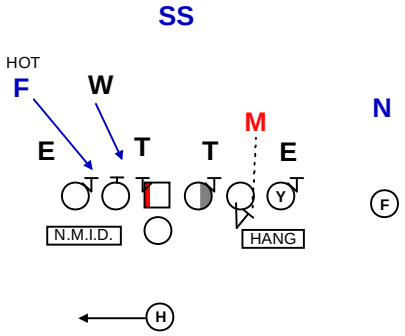
SIFT B RAIDER OVER MONEY T.O.

42 S+D STE



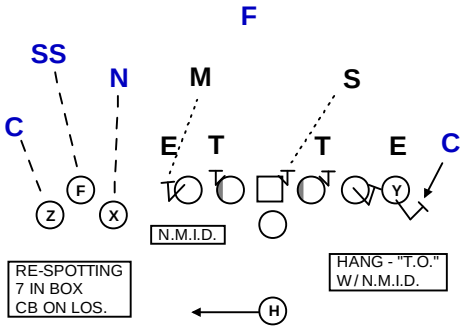
LUCKY EVEN T.O.

42 OVER FOX



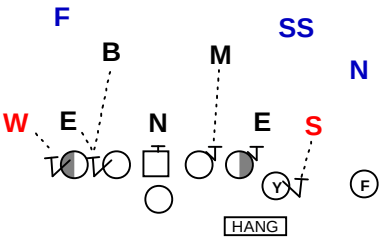
LUCKY OVER AREA HANG

42 CON CAT STRONG



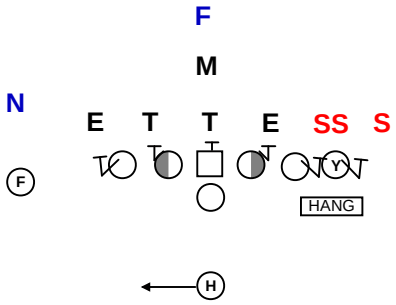
BIG DUAL EVEN RAIDER T.O.

34



DUAL L ODD RAIDER MONEY

42 UNDER JAM VICE



BIG DUAL 5-0 BEAR T.O.

22/23 PROTECTION

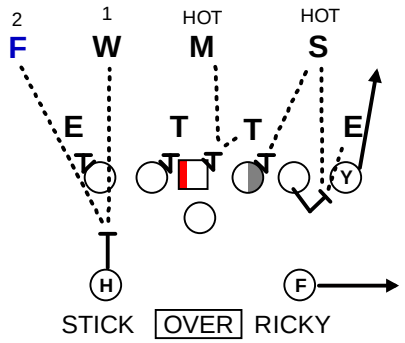
OFFENSIVE LINE AND BACKS:

6 MAN BASE PROTECTION. OL BLOCK THE 4 DOWN LINEMAN & MIKE LBer.
THE UNCOVERED LINEMAN TO THE CALLSIDE HAS THE DUAL READ, MIKE TO SLB.
"RICKY/LUCKY" CALLSIDE WITH MIKE LBer IN A DUALABLE POSITION.
Vs 34 FRONT - "FAN" WEAKSIDE.

BACKS DIVIDE.
F - STRONG BACK IS FREE RELEASE. ALERT HOT!
H - WEAK BACK CHECK WLB TO SCAN.
WEAKSIDE IS THE "SOLID SIDE".

5-0 CALL vs JAM, CUB OR BEAR MEAN OL IS BIG ON BIG. CALLSIDE TK SIFT "B" GAP.

59



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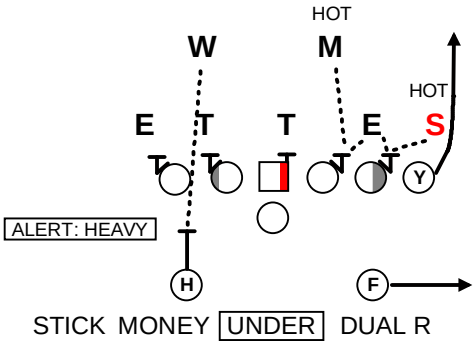

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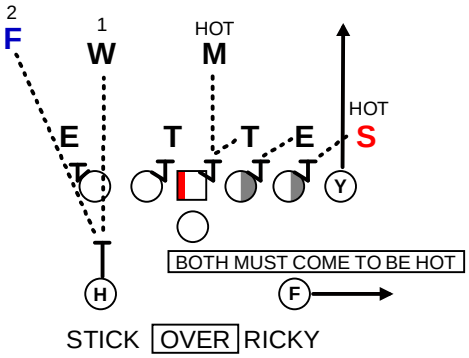

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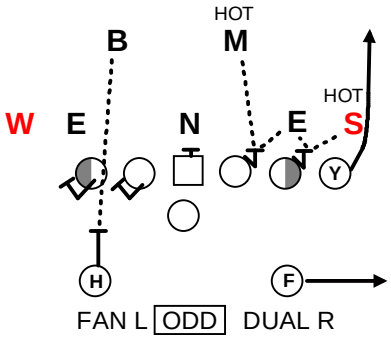
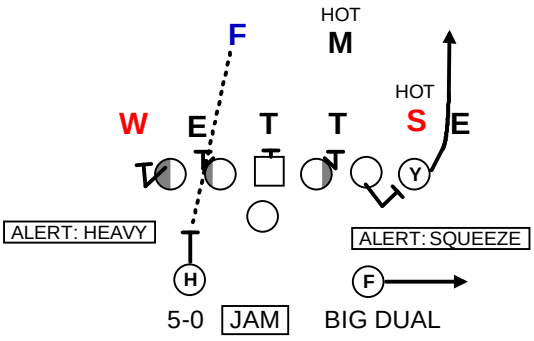


57 BEAR



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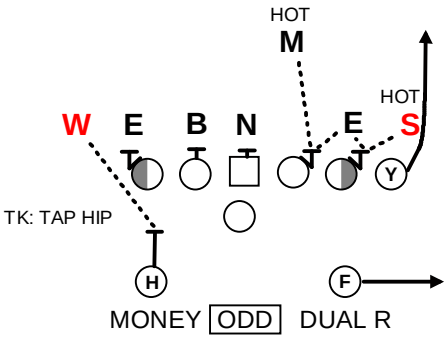


20/21 PROTECTION

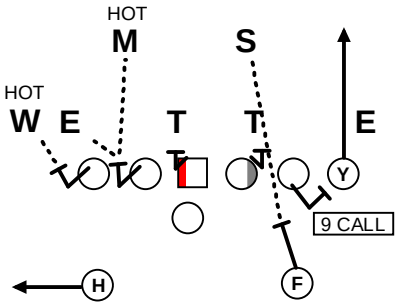
OFFENSIVE LINE AND BACKS:

6 MAN PROTECTION. OL BLOCK THE 4 DOWN LINEMAN & MIKE LBer.
THE UNCOVERED LINEMAN TO THE CALLSIDE HAS THE DUAL READ, MIKE TO WLB.
""RICKY/LUCKY"" CALLSIDE WITH MIKE LBer IN A DUALABLE POSITION.

BACKS DIVIDE.
F - STRONG BACK CHECK SLB TO SCAN.
H - WEAK BACK IS FREE RELEASE. ALERT HOT!
STRONGSIDE IS THE ""SOLID SIDE"".

STRONG GUARD COVERED IF RB"s MAN IS UP IN THE "A" GAP, ALERT HEAVY WITH THE F/STRONG BACK.
5-0 CALL vs JAM, CUB OR BEAR MEANS OL IS BIG ON BIG. CALLSIDE TK SIFT ""B"" GAP.

57



DUAL L OVER MONEY STICK

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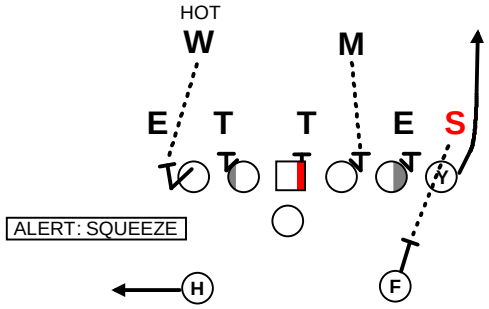
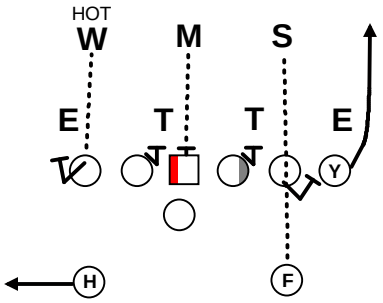


BIG DUAL UNDER RAIDER

42 OVER



SIFT B RAIDER OVER MONEY STICK

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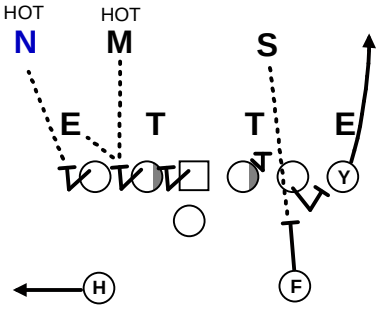

LUCKY EVEN MONEY STICK

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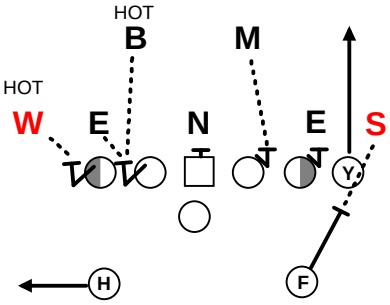
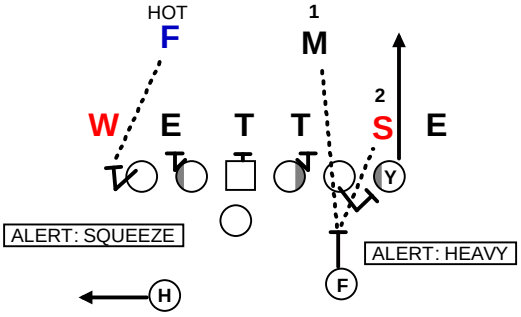


DUAL L ODD RAIDER

57 BEAR



BIG DUAL JAM 5-0 MONEY STICK

2/3 JET PROTECTIONS

OFFENSIVE LINE AND BACKS:

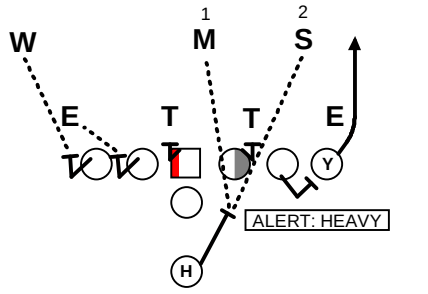
6 MAN SLIDE PROTECTION. OL WILL ACCOUNT FOR 4 DOWN LINEMAN
AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY"). ALERT "KILL" 3/2 JET.

PROTECTING BACK "DBL READ" TO THE NUMBER SIDE: INSIDE OUT.
ALERT vs ADJACENT CALLSIDE "HEAVY" CALL vs STRANGER IN "A" GAP.

THE RICKY/LUCKY CALL STARTS AT UNCOVERED OL IN THE CORE.
IF THE RB"S MAN IS UP IN THE CALLSIDE "A" GAP ALERT HEAVY WITH THE RB.

5-0 CALL vs JAM, CUB OR BEAR = MEANS THAT OL IS BIG ON BIG.
POSS: "HEAVY" vs "STRANGER" IN BACKSIDE "A" GAP.

59



LUCKY OVER MONEY STICK

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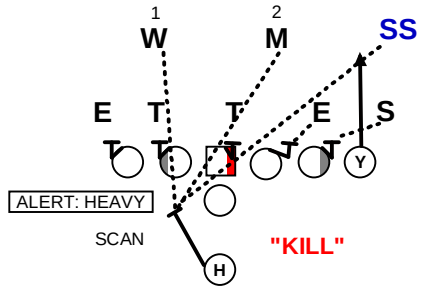
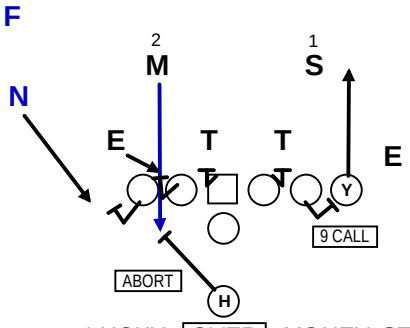


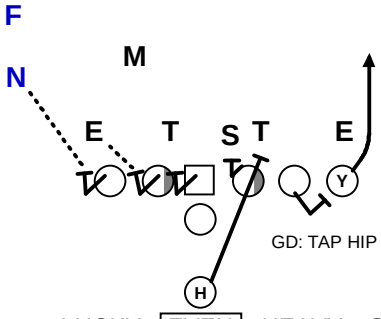
STICK MONEY UNDER RICKY

42 OVER MOW



LUCKY OVER MONEY STICK

42 EVEN



LUCKY EVEN HEAVY STICK

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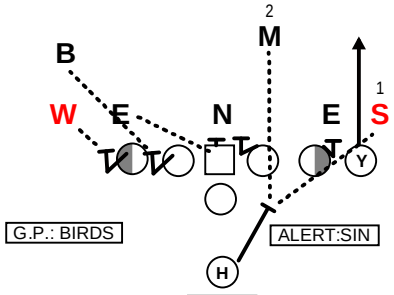
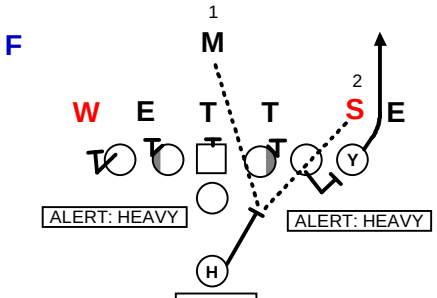


HARD LOU ODD STICK

57 CUB



5-0 BEAR

3/2 JET PROTECTION

OFFENSIVE LINE AND BACKS:

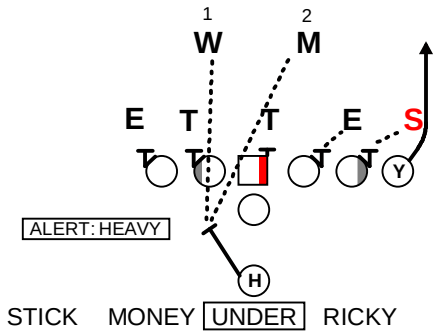
6 MAN SLIDE PROTECTION. OL WILL ACCOUNT FOR 4 DOWN LINEMAN
AND THE SLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY"). ALERT "KILL" 2/3 JET.

PROTECTING BACK "DBL READ" TO THE NUMBER SIDE: INSIDE OUT.
ALERT vs ADJACENT CALLSIDE "HEAVY" CALL vs STRANGER IN "A" GAP.

THE RICKY/LUCKY CALL STARTS AT UNCOVERED OL IN THE CORE.
IF THE RB"s MAN IS UP IN THE CALLSIDE "A" GAP ALERT HEAVY WITH THE RB.

5-0 CALL vs JAM, CUB OR BEAR = MEANS THAT OL IS BIG ON BIG.
POSS: "HEAVY" vs "STRANGER" IN BACKSIDE "A" GAP.

25



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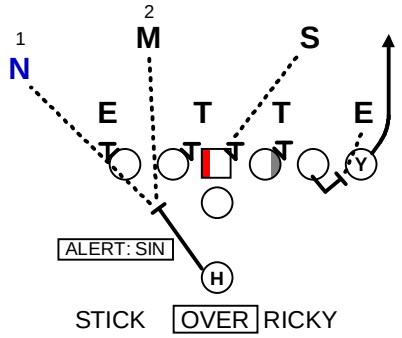

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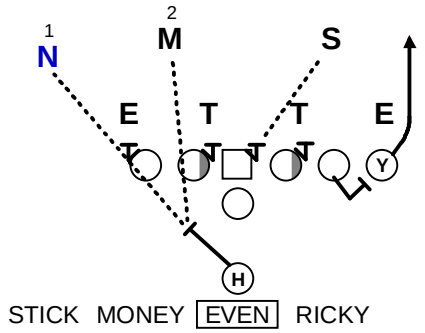

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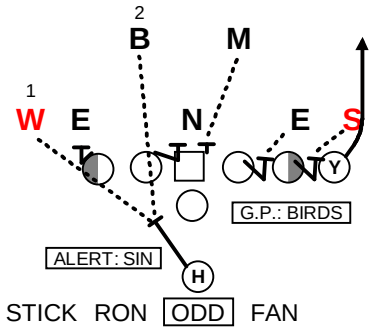

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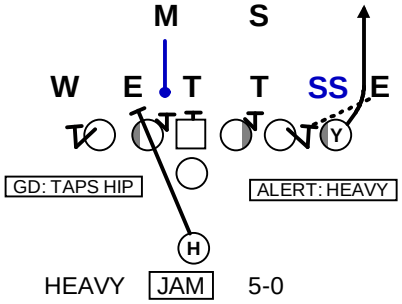

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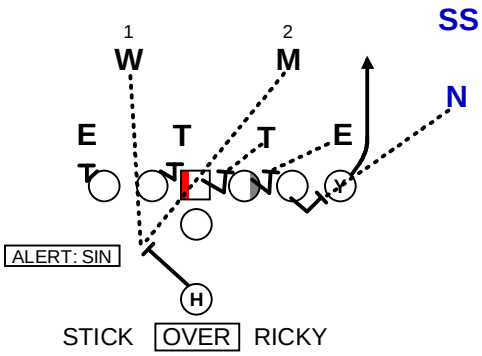


BIRDS PROTECTION

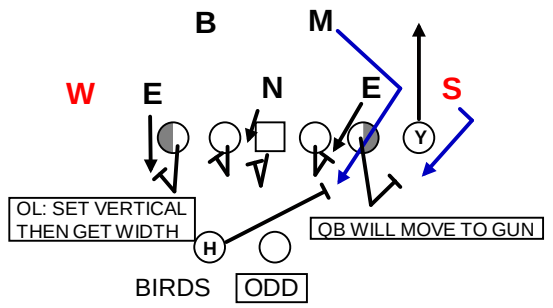
OFFENSIVE LINE AND BACKS:

6 MAN ZONE PROTECTION.
ZONE PROTECTION THAT TURNS B AND C GAP PROTECTION "ONLY vs 34 (ODD) FRONT".
CENTER - BLOCKS NOSE TACKLE AND GUARDS/TACKLES ON BOTH SIDES BLOCK B-C GAPS.

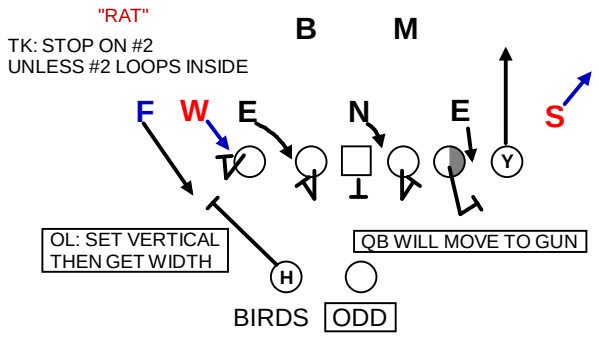
RB HAS "A" GAPS TO SCAN. START CALLSIDE UNLESS ROTATION.

QB CAN MOVE TO GUN. NO HOTS EXCEPT ZERO COVERAGE.

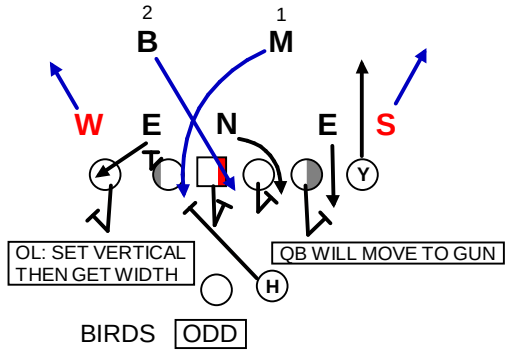
34 SOM



34 WOLF



35 CAROLINA



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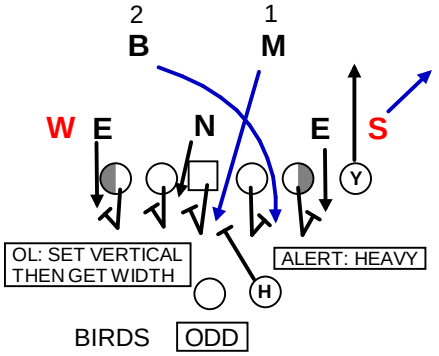
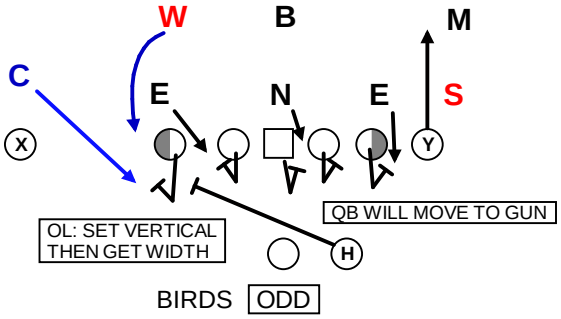
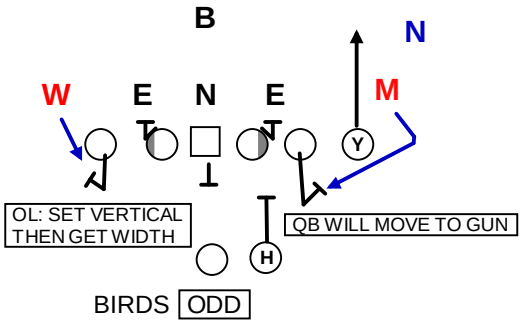


34 COW



34 JAM



4/5 JET PROTECTION

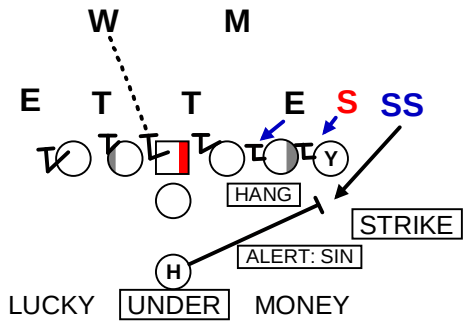
OFFENSIVE LINE AND BACKS:

7 MAN SLIDE PROTECTION
OL BLOCKS THE 4 DOWN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("LUCKY/RICKY").
IF THE MIKE LB IS UP IN THE CALLSIDE "A" GAP ALERT HEAVY CALL.
TE: BLOCK #3 (HANG)
TE & TK TO THE CALL SIDE: BLOCK DE & THE SLB. ALERT VS. TACKLE BUBBLE "SQUEEZE".

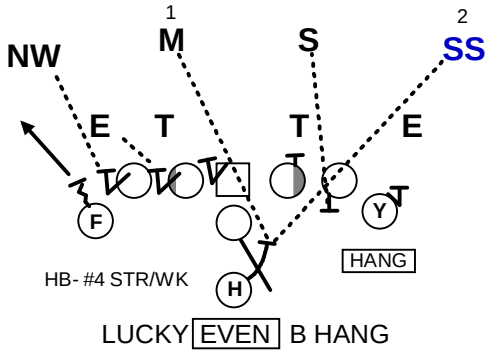
H: CHECK MIKE TO SCAN. ALERT SQUEEZE VS. STRANGER IN "A" GAP W/ TK BUBBLE.

5-0 vs JAM, CUB OR BEAR FRONT = OL IS BIG ON BIG; TK & TE "T.O.

25 STRIKE



42 WIDE



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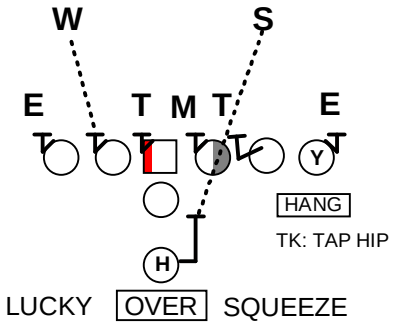
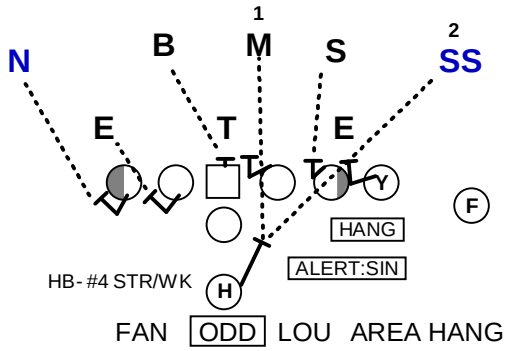


33 ODD



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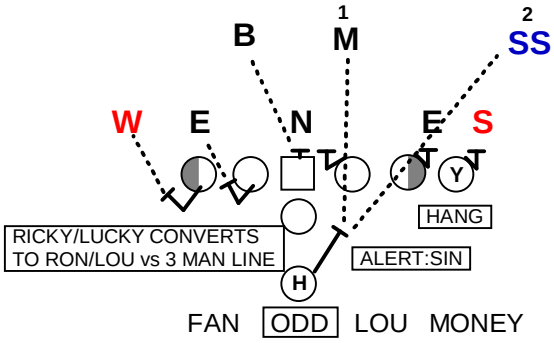
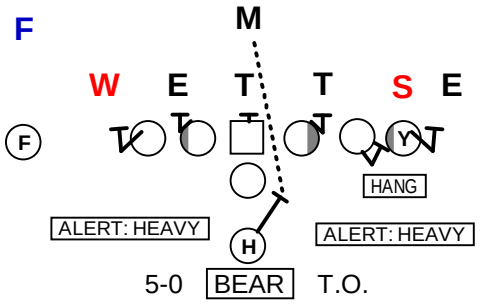


57 BEAR



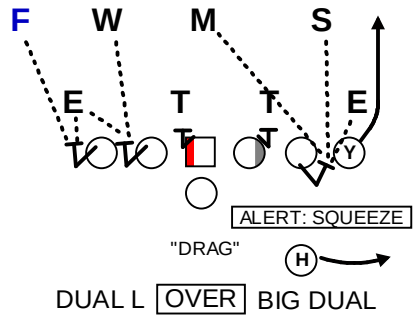
2/3 SCAT PROTECTION

OFFENSIVE LINE AND BACKS:

5 MAN PROTECTION. SLIDE PROTECTION. OL WILL ACCOUNT FOR 4 DOWN LINEMAN AND THE WLB PLUS ANY DEFENDER OUTSIDE. WHEN IT IS A EVEN FRONT. ("LUCKY"/"RICKY").
WHEN CENTER IS COVERED WE WILL "DRAG" BOTH SIDES UNLESS GD IS COVERED.
CALLSIDE TK SIFT B-GAP. BIG DUAL VS. TK BUBBLE. ALERT "SQUEEZE"
CALLSIDE GD: IF COVERED W/STRANGER UP IN THE CALLSIDE "A" GAP. ALERT "SQUEEZE" WITH TACKLE.

"5-0" CALL vs JAM, CUB OR BEAR FRONT. BOTH TACKLES BIG DUAL.

59



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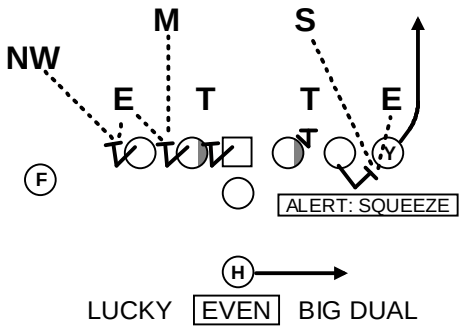

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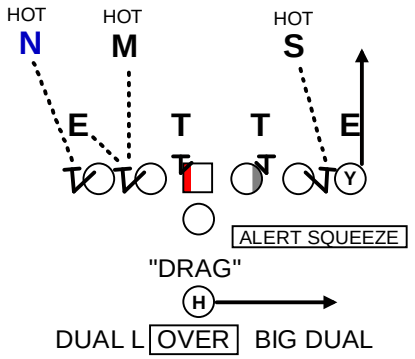

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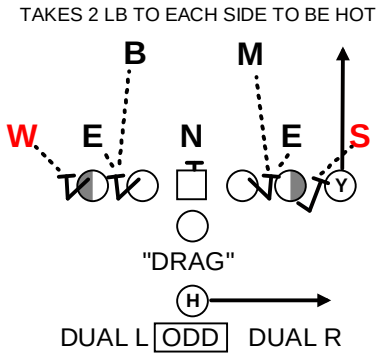

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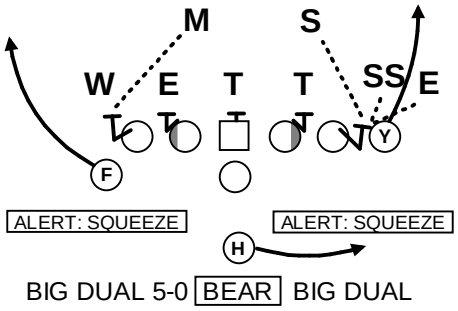

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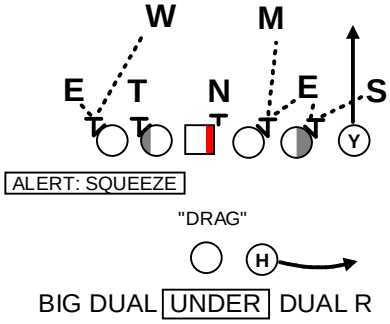

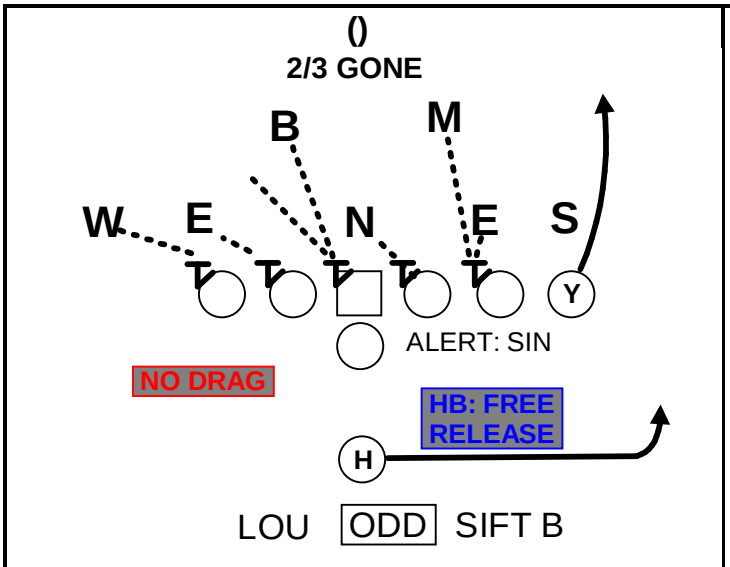

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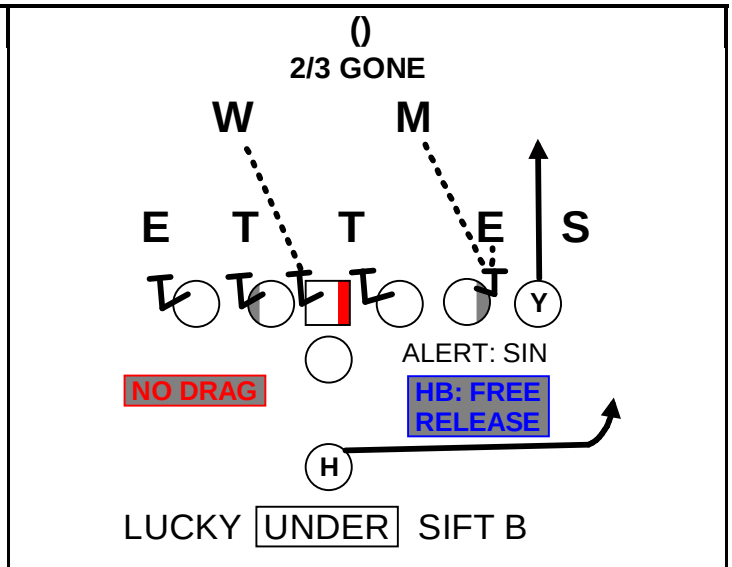

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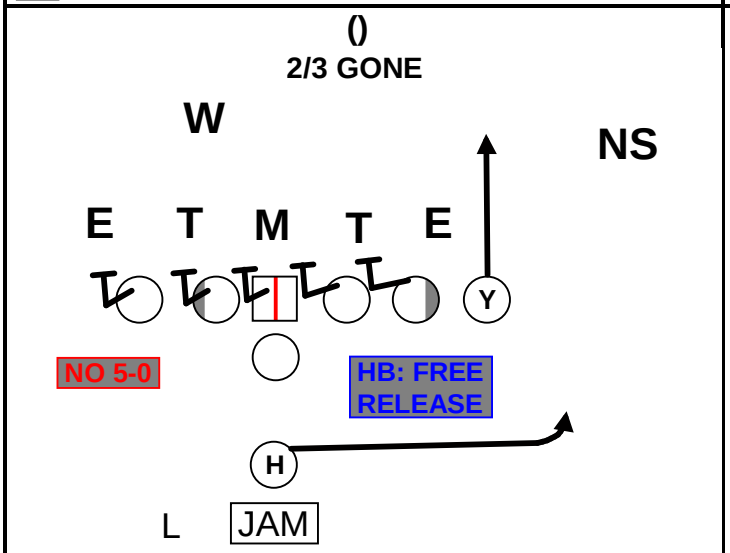
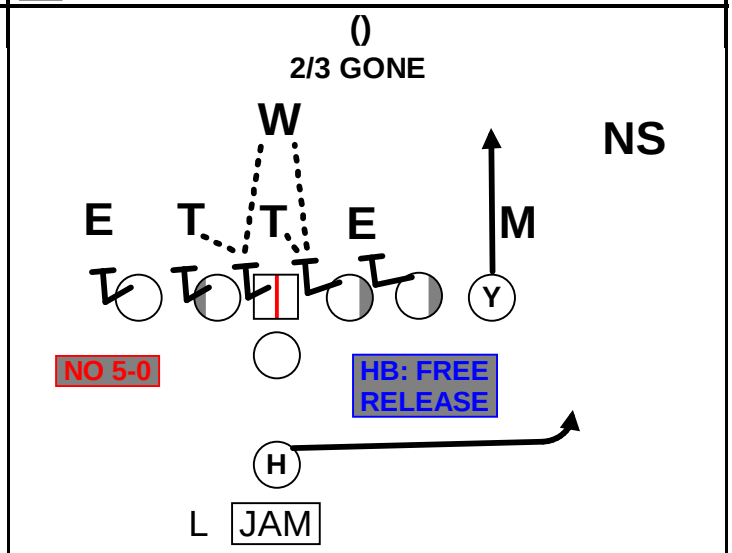
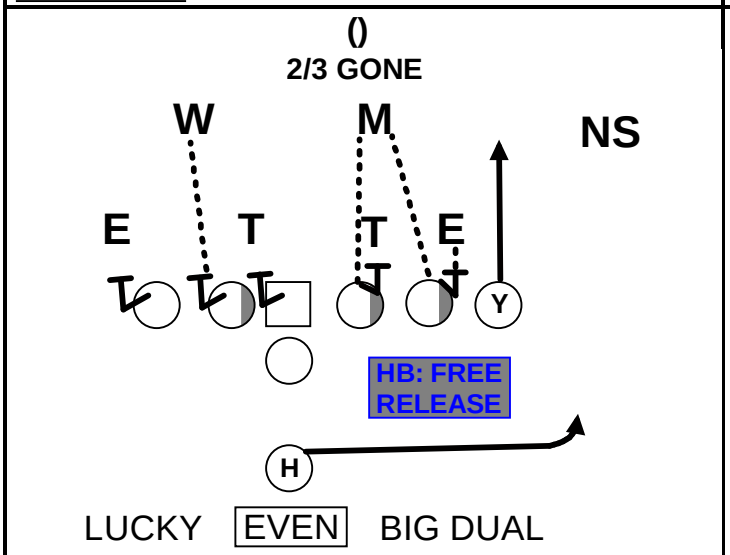


42 JAM C



42 UNDER JAM



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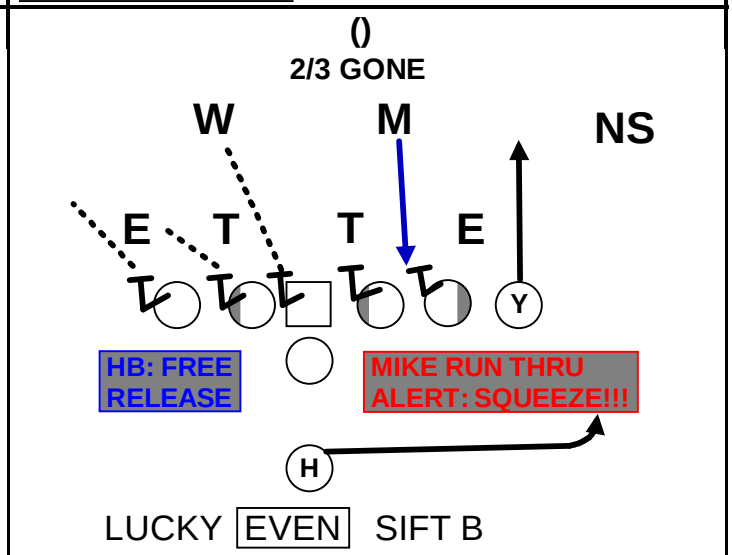


42 EVEN

Confidential Property of the San Francisco 49ers

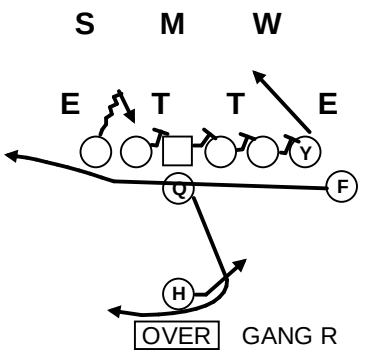
96/92 97/93 NAKED PROTECTION

OFFENSIVE LINE AND BACKS:

OL: J-STEP INTO YOUR PLAYSIDE GAP WIDE ZONE AND PUT YOUR HEAD TO THE NEAR HIP OF THE ADJACENT LINEMAN.
BLOCK THE DEFENDER IN YOUR GAP. YOU ARE RESPONSIBLE FOR THE DEFENDER IN YOUR PLAYSIDE GAP.
H: GREAT FAKE. FINISH THE RUN. GET TACKLED.

BST - ALERT DRAG vs 2 LOOK

59



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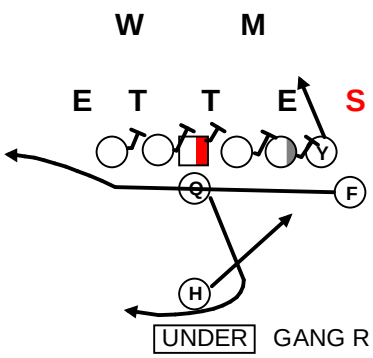
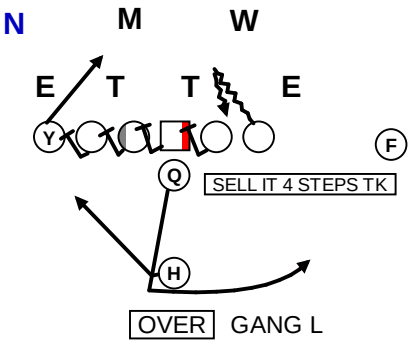
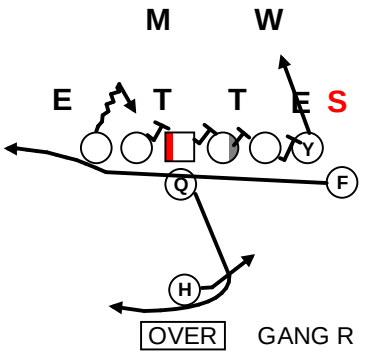


42 OVER



55 WIDE



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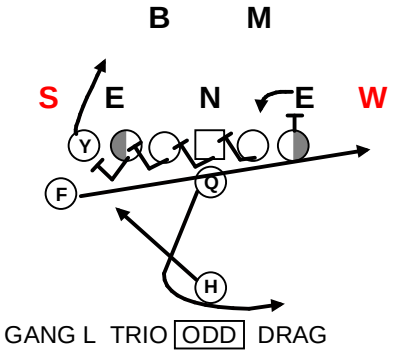


95/94 97/96 KEEP PROTECTION

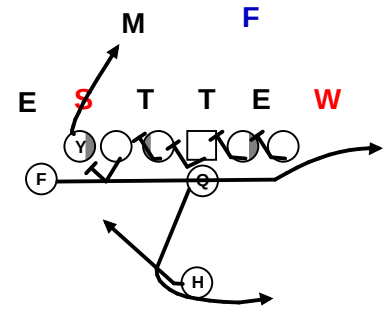
OFFENSIVE LINE AND BACKS:

OL: J-STEP INTO YOUR PLAYSIDE GAP WIDE ZONE AND PUT YOUR HEAD TO THE NEAR HIP OF THE ADJACENT LINEMAN.
BLOCK THE DEFENDER IN YOUR GAP. YOU ARE RESPONSIBLE FOR THE DEFENDER IN YOUR PLAYSIDE GAP.
CALLSIDE: ALERT MAKE A "BRING IT" CALL ON ROLL/JACK CONCEPTS. (NO SIDEBOARD)

H: GREAT FAKE. FINISH THE RUN. GET TACKLED.
F: COME OFF THE BALL LOW AND FAST. BLOCK FIRST DEFENDER OFF THE EDGE.

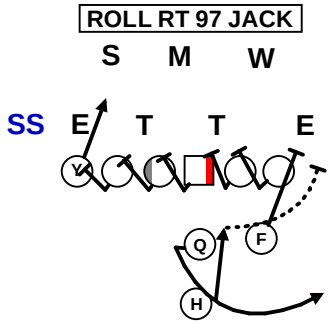
BST - ALERT DRAG vs 2 LOOK

57 BEAR



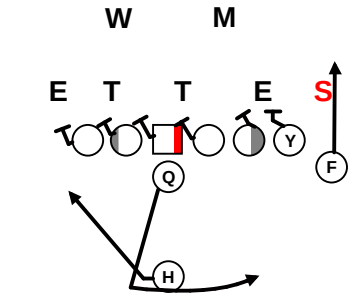
GANG L TRIO BEAR

59 SON



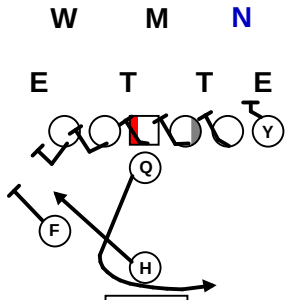
"BRING IT" OVER GANG L

25



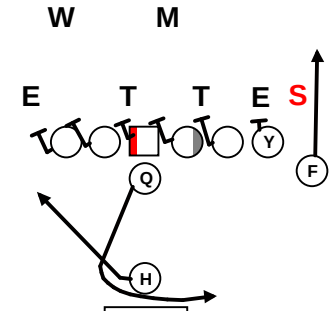
GANG L UNDER

42 OVER



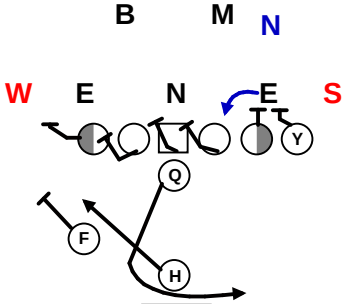
GANG L OVER

55 WIDE



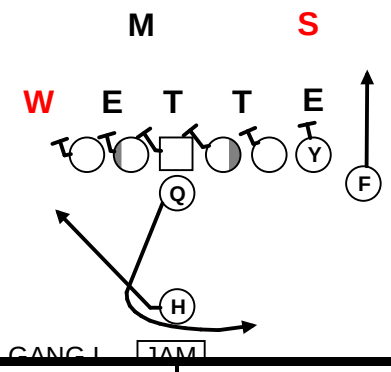
GANG L OVER

34



FAN GANG L ODD DRAG

95/94 97/96 KEEP PROTECTION



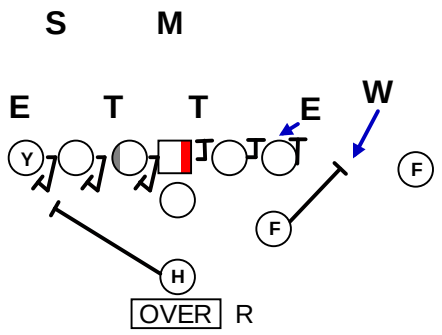
Q 8/9 PROTECTION

OFFENSIVE LINE AND BACKS:

TURNBACK PROTECTION FOR OL.
RB TO SIDE OF SPRINT OUT IS RESPONSIBLE FOR EMOL.
*SEAL THE EDGE - KEEP OUTSIDE SHOULDER FREE. CHOP HIM DOWN!

IF THERE IS A MAN ON AND A MAN OUTSIDE THE PSTK = "TWO CALL"
OL WILL TAKE 1 EXTRA STEP

59



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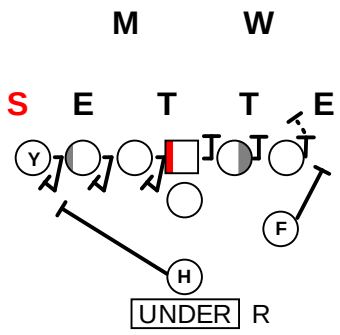
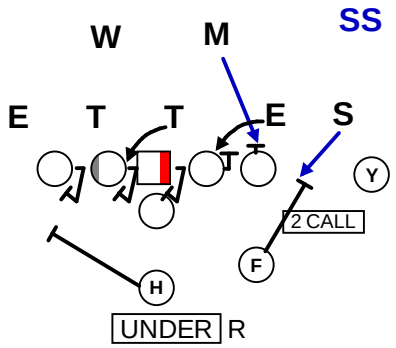


25 SOM



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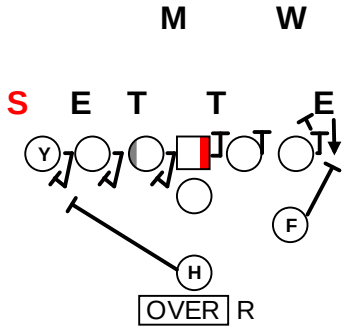
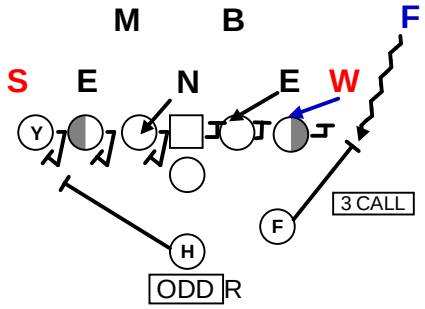
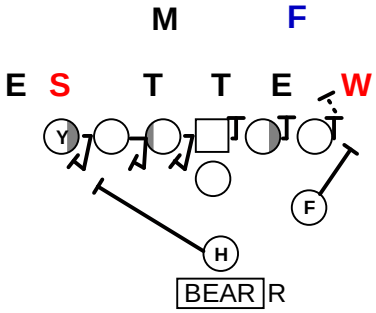


34 FUP



57 BEAR



BOOT 94/95 (POWER/JAM/WRAP)

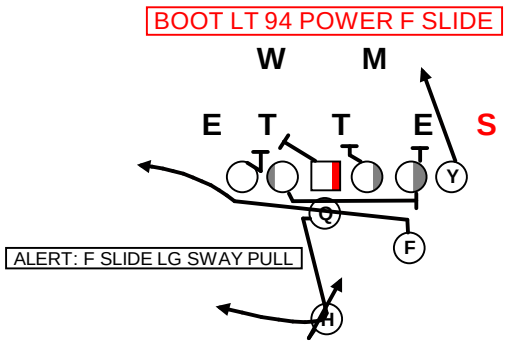
OFFENSIVE LINE AND BACKS:

BOOT CALLED WITH GAP BLOCKING CONCEPT. QB FAKES ACTION CALLED AND BOOTLEGS AWAY.

PST - BLOCK PLAY
PSG - BLOCK PLAY
C - BLOCK PLAY
BSG - BLOCK PLAY - PULL UP INTO "LOS", NOT DOWNFIELD
BST - FILL B-GAP
F - BLOCK PLAY
H - GREAT FAKE

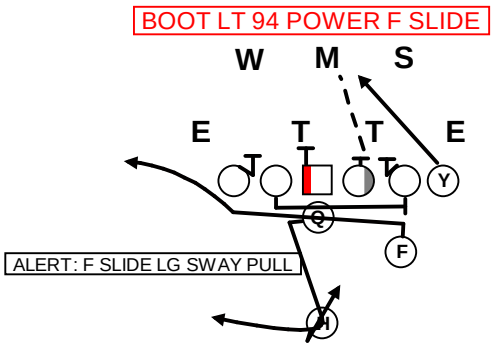
OL - LOW HEAD GEAR PLAYSIDE AND SELL THE RUN!

25



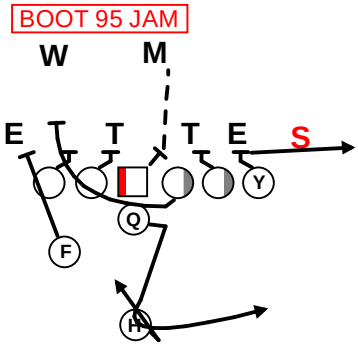
VICE QUICK UNDER TRACK

59



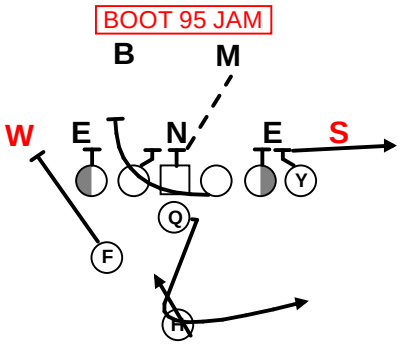
VICE CHOKE OVER DEUCE - M

55



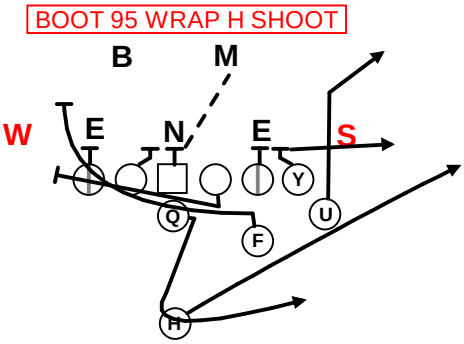
TRACK QUICK OVER VICE

34



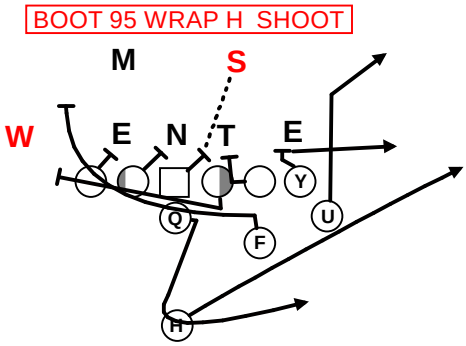
HOG ACE ODD BAITED CUTOFF

34



HOG ACE ODD CUTOFF

57 JAM



DALLAS JAM VICE

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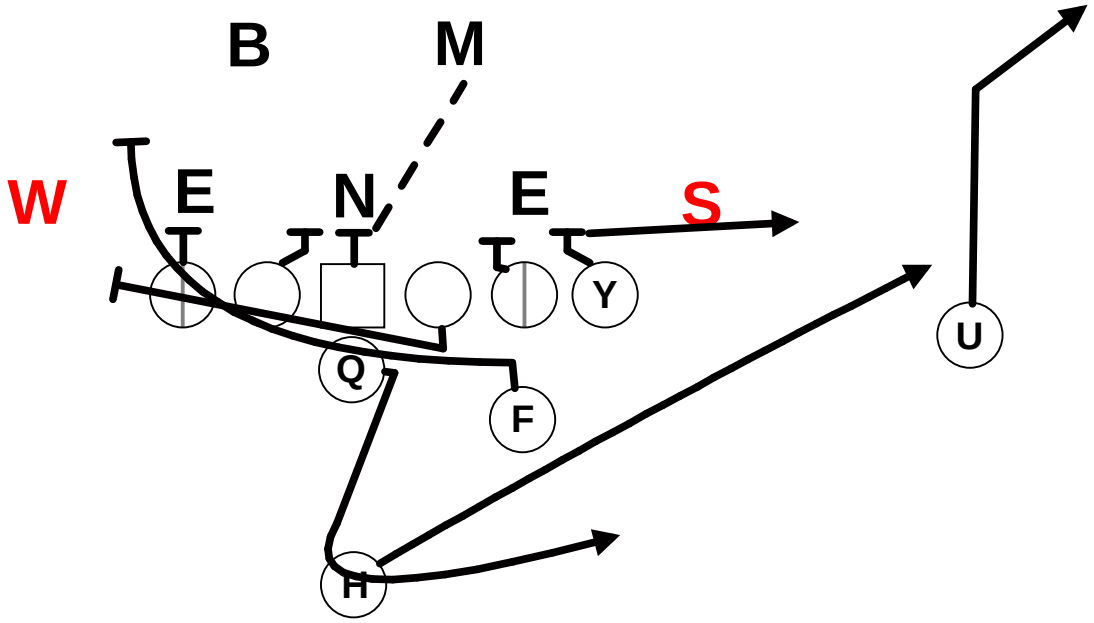
ROLL 95RT WRAP H SHOOT



HOG ACE ODD FILL B GAP

34

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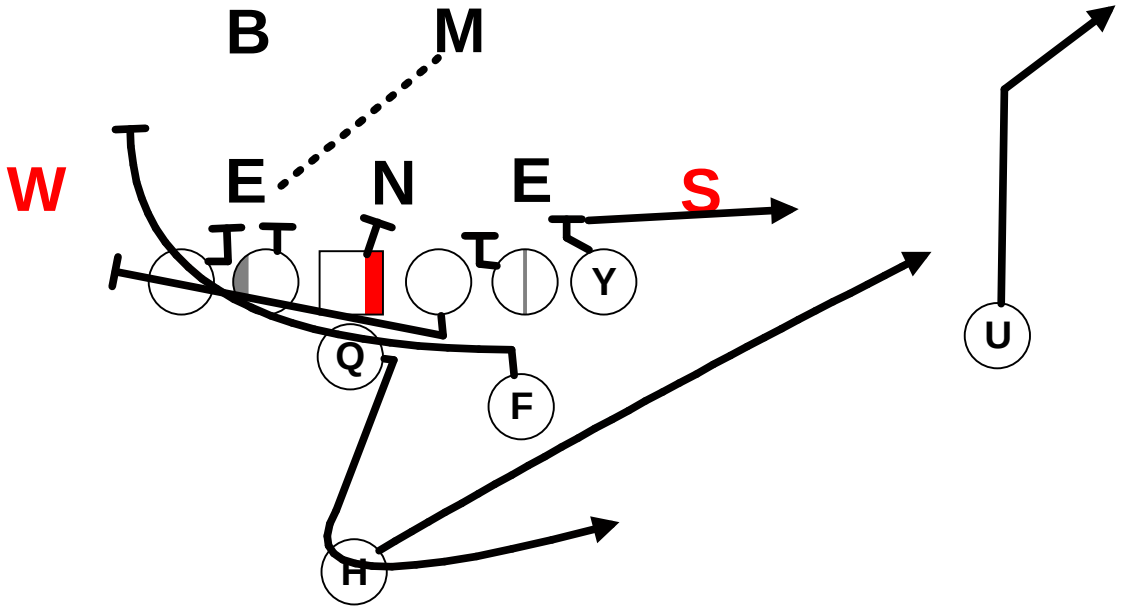
ROLL 95RT WRAP H SHOOT

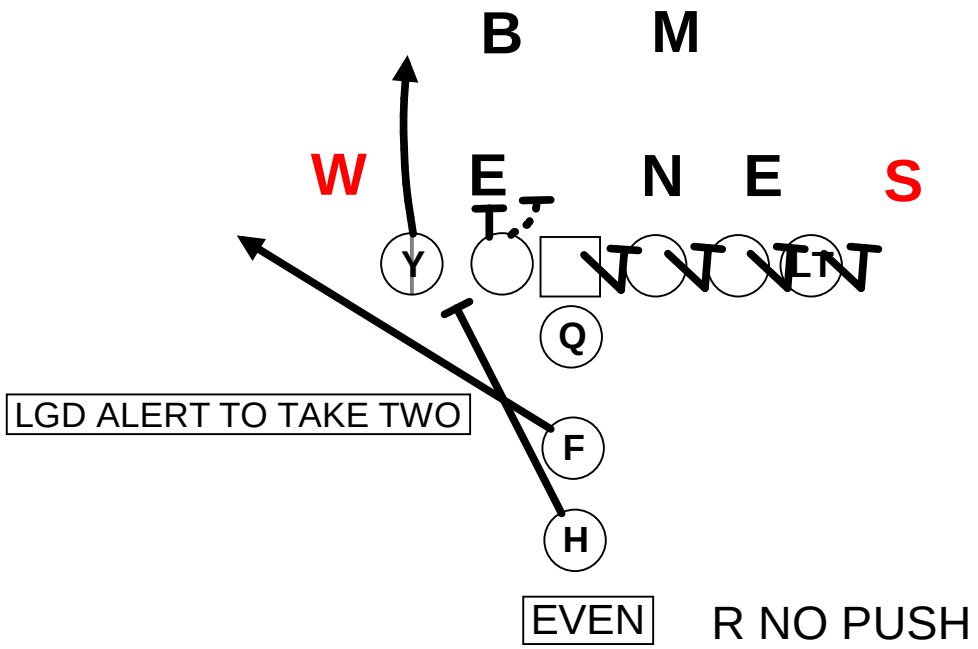


DEUCE UNDER CHOKE FILL B GAP

35

()

WEB 3



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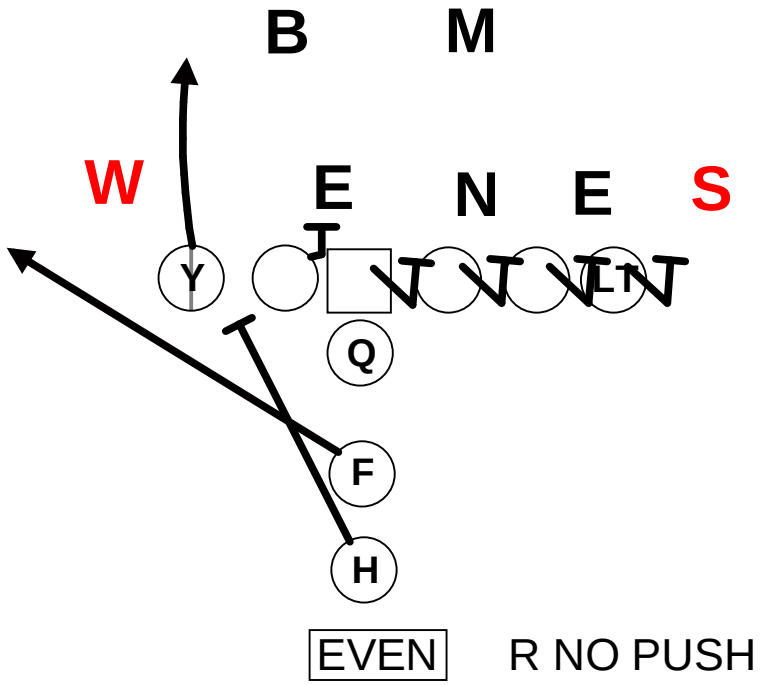
WEB 3



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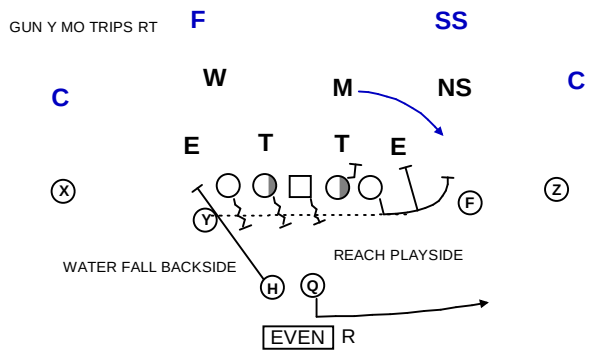
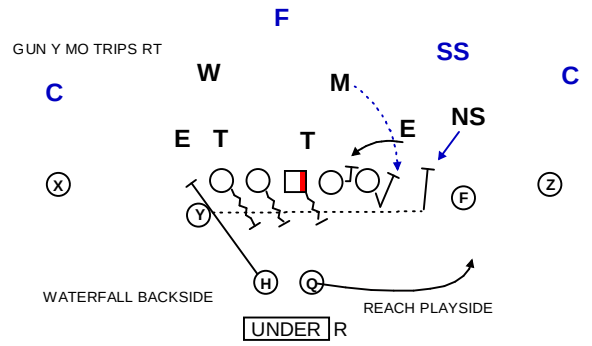
DASH RT

TRAINING CAMP

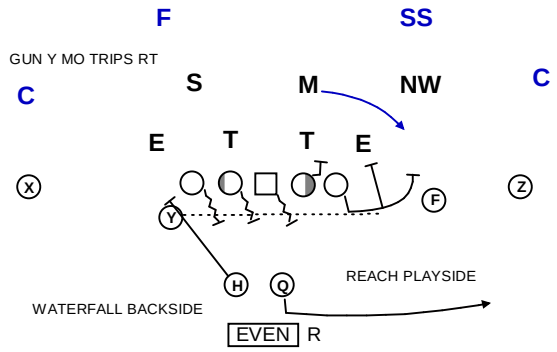
N42 EVEN



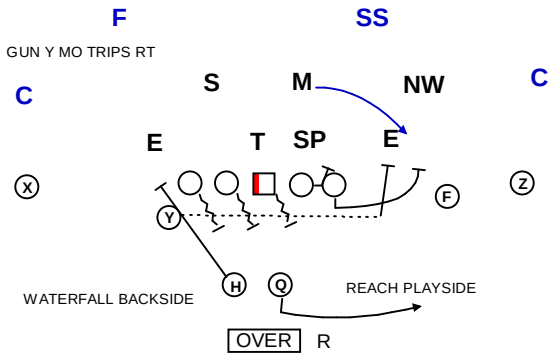
N42 UNDER KC N SOM



N42 EVEN WIDE



N42 OVER SPINNER



HOUND 200/300 PROTECTION

OFFENSIVE LINE AND BACKS:

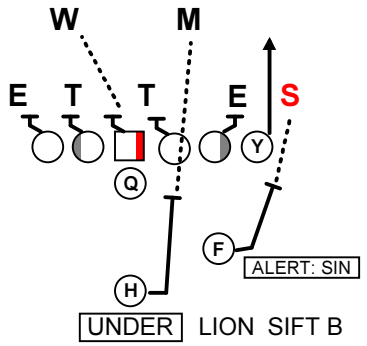
7 MAN SLIDE PROTECTION - 3 STEP DROP
OL BLOCKS 4 DL AND WLB. "RAIDER-LION PROTECTION".
STRONG TK: ALERT 3 STEP "SQUEEZE" B-GAP.
IF THE RB"S MAN IS UP IN THE CALLSIDE A-GAP ALERT SQUEEZE W/TACKLE.

F - BLOCK THE SLB
- FIST: BLOCK MIKE TO SLB

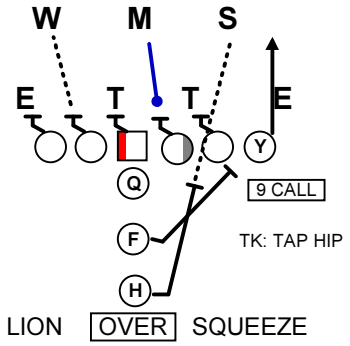
H - BLOCK MIKE
- FIST: vs SKINNY BLITZER STRONG OR WEAK. BLOCK SKINNY BLITZERS TO THE SAM.

"L/R" vs JAM, CUB OR BEAR FRONT.

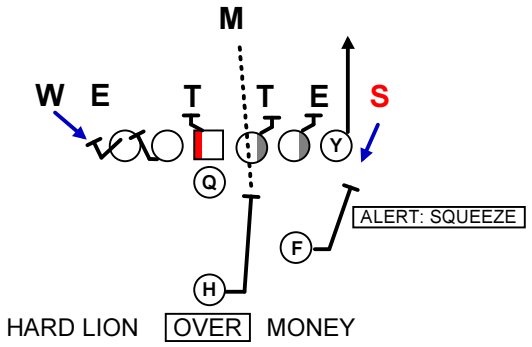
25



59 M TUFF



55 SAW



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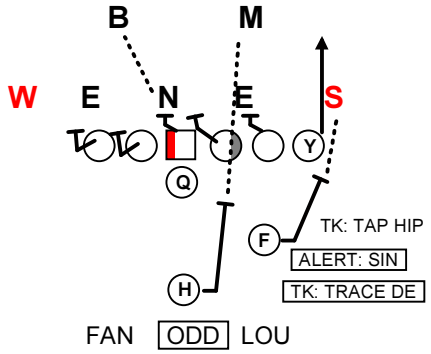
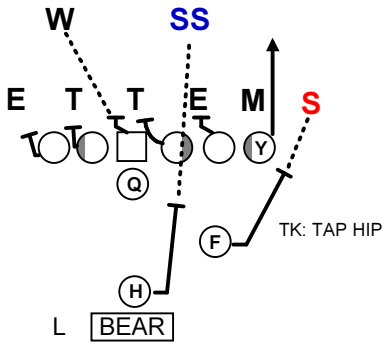


25 BEAR



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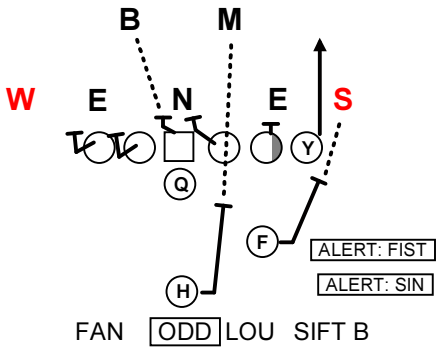


HOUND 2/3 PROTECTION

OFFENSIVE LINE AND BACKS:

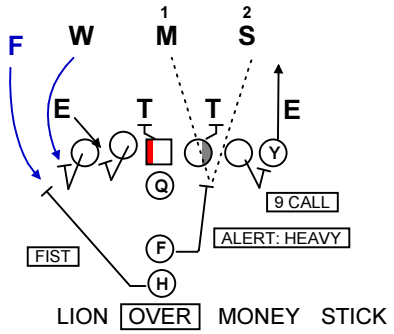
7 MAN SLIDE PROTECTION
OL BLOCKS 4 DL AND WLB. "RAIDER-LION PROTECTION".
IF THE RB"S MAN IS UP IN THE CALLSIDE "A" GAP ALERT HEAVY.

F - BLOCK THE SLB
- FIST: BLOCK MIKE TO SLB
- BLOCK ALL HEAVY CALLS

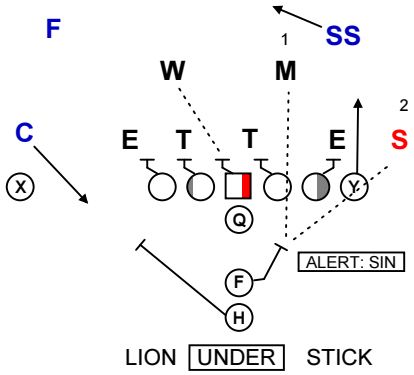
H - BLOCK MIKE
- FIST: vs SKINNY BLITZER STRONG OR WEAK. BLOCK SKINNY BLITZERS TO THE SAM.

5-0 CALL vs JAM, CUB OR BEAR FRONT MEANS OL IS BIG ON BIG!
POSS: "HEAVY" vs STRANGER IN BACKSIDE "A" GAP.

59 WOLF



25 CAT WEAK



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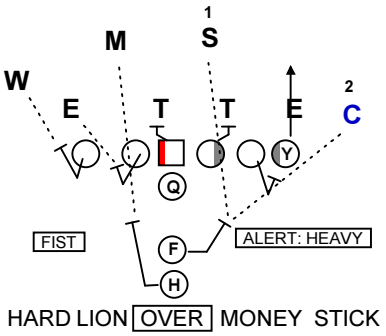
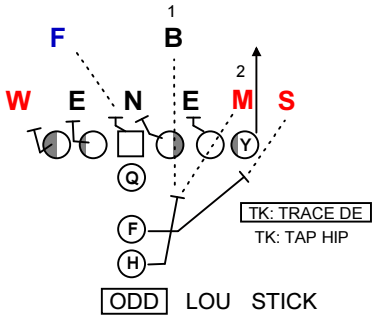
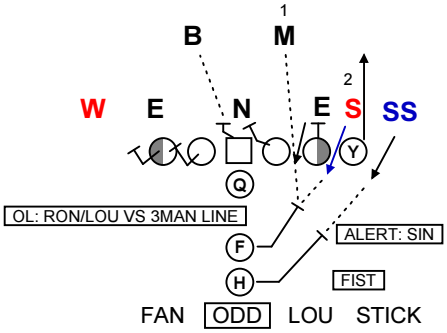


34 BEAR



34 SUSS



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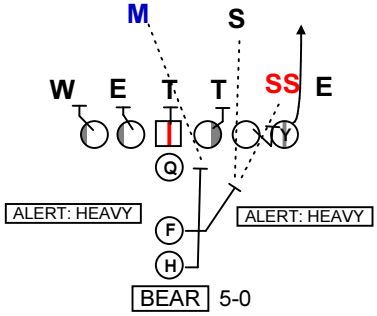


FOX 2/3 PROTECTION

OFFENSIVE LINE AND BACKS:

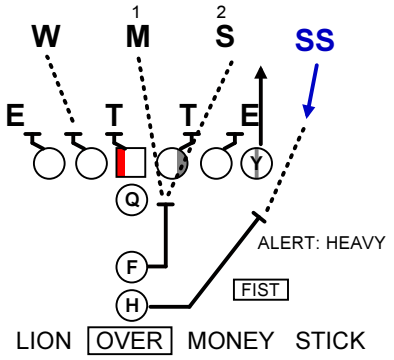
7 MAN SLIDE PROTECTION
OL BLOCKS 4 DL AND WLB. "RAIDER/LION PROTECTION".
IF THE RB"S MAN IS UP IN THE CALLSIDE A-GAP ALERT HEAVY.

F - BLOCK THE MIKE
- HOUND IT OUT: BLOCK SLB. EXCHANGE CHECKDOWN RESPONSIBILITY W/H.
  ALERT: FUZZ YOURSELF (WHEN EVERYONE ELSE IS STATIONARY).
- FIST: BLOCK MIKE TO SLB. TAKE ALL "HEAVY" CALLS.

H - BLOCK SAM
- HOUND IT OUT vs SLB ON THE BALL - BLOCK MIKE. EXHANGE CHECKDOWN RESPONSIBILITY W/F.
- FIST: vs SKINNY BLITZER STRONG OR WEAK. BLOCK SKINNY BLITZERS TO THE SAM.

5-0 vs JAM, CUB OR BEAR FRONT MEANS OL IS BIG ON BIG.

59



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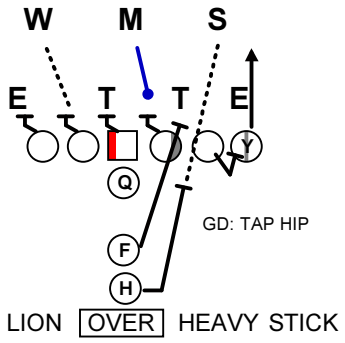
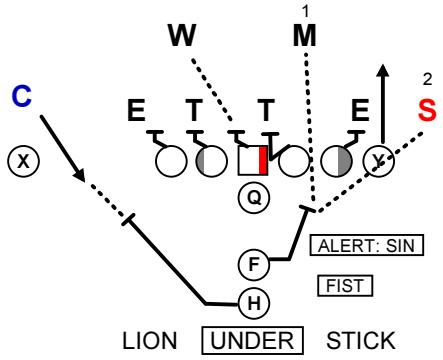


25 CAT WEAK



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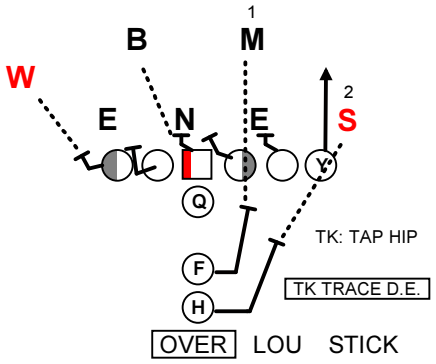
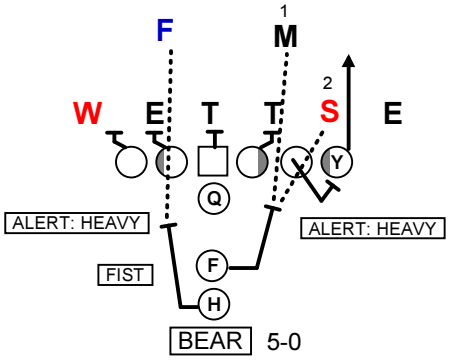
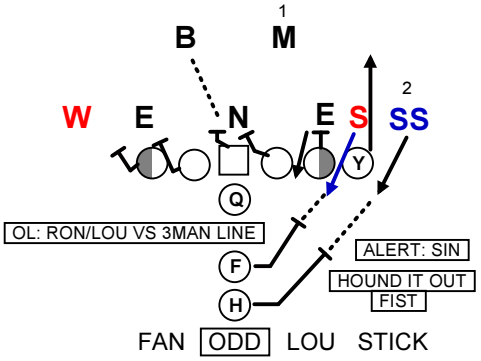


57 BEAR



34 SUSS



FOX 2/3 SOLID PROTECTION

OFFENSIVE LINE AND BACKS:

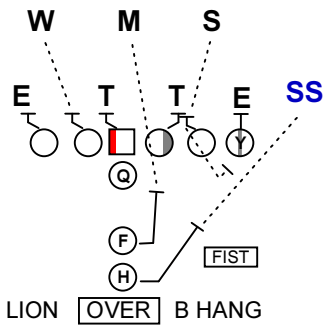
8 MAN SLIDE PROTECTION
OL BLOCKS 4 DL AND WLB.
IF THE RB"S MAN IS UP IN THE CALLSIDE "A" GAP ALERT HEAVY.
TE: BLOCKS #3 (HANG)
TE & TACKLE TO THE CALL SIDE: BLOCK THE DE & THE SLB. ALERT VS. TACKLE BUBBLE " SQUEEZE".

F - BLOCK MIKE. ALERT TAKE ALL HEAVY CALLS WITH A GAP STRANGER.

H - PLAY FAKE AND BLOCK DOWN #4 BLITZER TO EITHER SIDE (SAFETY OR CORNER).
*ABORT FAKE vs SAFETY BLITZ LOOK.

5-0 vs JAM, CUB OR BEAR FRONT = OL IS BIG ON BIG TK & TE "T.O."

59



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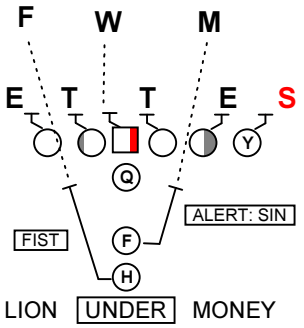

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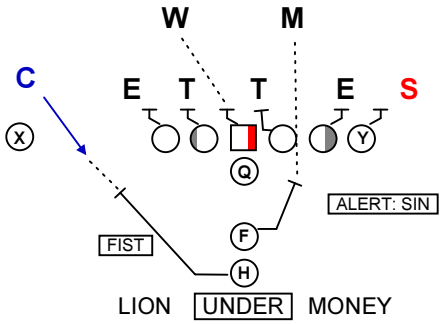

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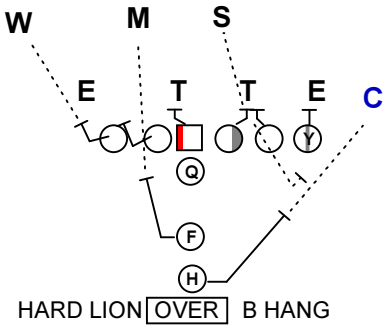

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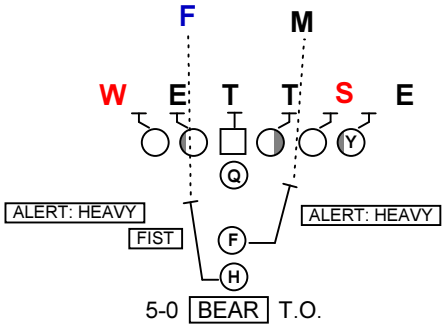

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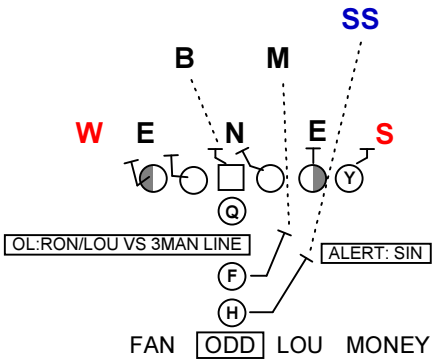


HOUND 800/900 PROTECTION

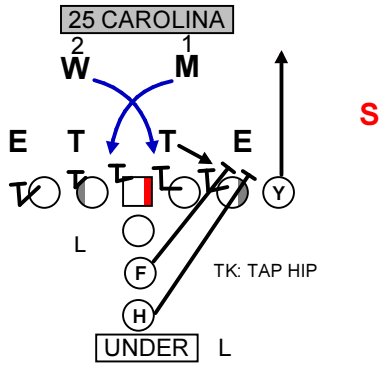
OFFENSIVE LINE AND BACKS:

7 MAN SLIDE PROTECTION. 3 STEP DROP. AGGRESSIVE PROTECTION.
TRUE SLIDE PROTECTION BY THE OL . ALERT "PUSH".
THE OL BLOCK THE 4 DOWN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("L/R")

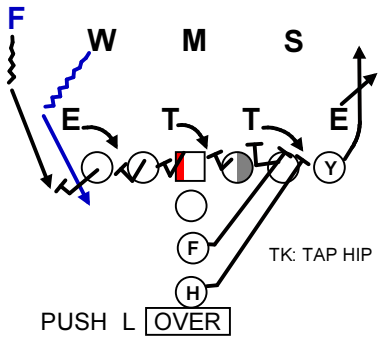
FB IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP
HB IS RESPONSIBLE FOR THE DEFENDER OFF THE FB"s HIP.

"R/L" CALL TO THE DIRECTION THE OL IS SLIDING.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

25



59 TUFF



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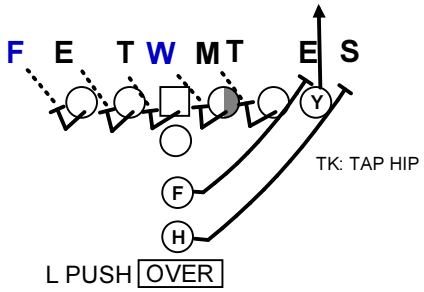

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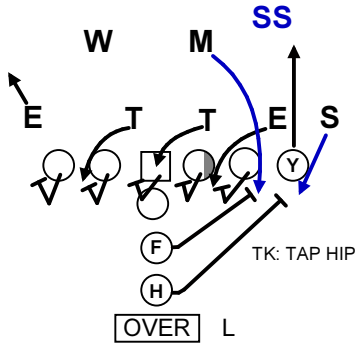

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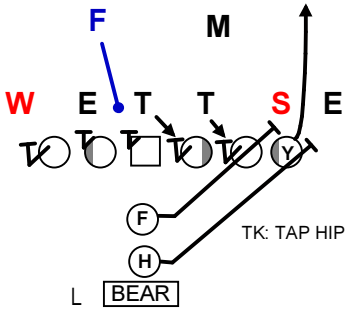

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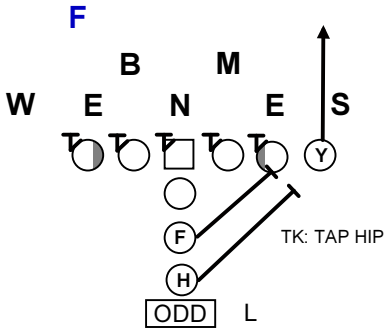

GATOR 800/900 PROTECTION

OFFENSIVE LINE AND BACKS:

8 MAN SLIDE PROTECTION. 3 STEP DROP. AGGRESSIVE PROTECTION.
THE OL BLOCK THE 4 DOWN AND THE WLB PLUS ANY OTHER DEFENDER OUTSIDE ("L/R").
2 BACKS IN THE BACKFIELD

"R/L" CALL DEPENDING ON WHICH WAY LINE IS SLIDING.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

TE: BLOCK THE C GAP. ALERT "PUSH" ("B" GAP)
FB: IS RESPONSIBLE FOR THE DEFENDER OFF THE TIGHTEND"s HIP.
HB: IS RESPONSIBLE FOR THE DEFENDER OFF THE FB"s HIP.

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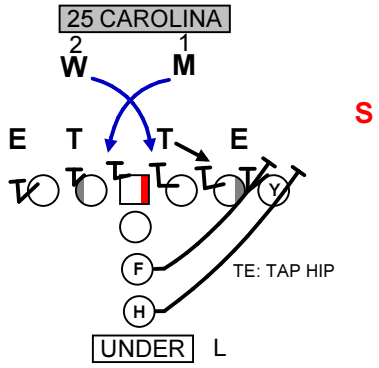

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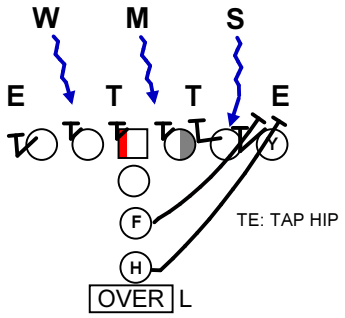

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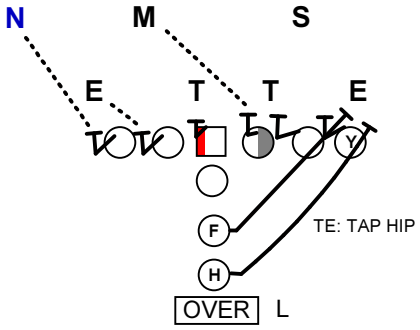

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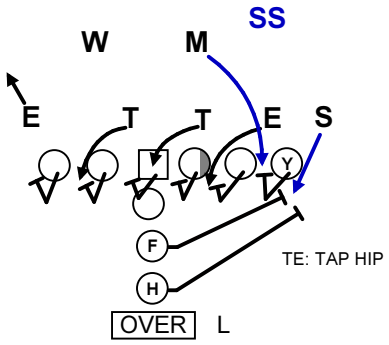

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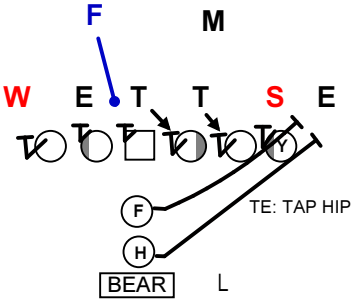

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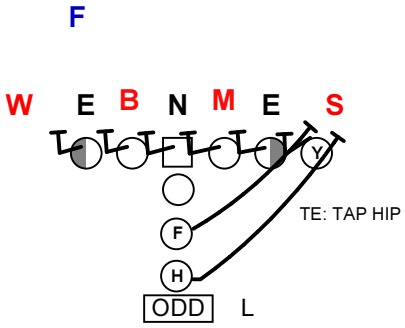


PASS 90/91 LEAD PROTECTION

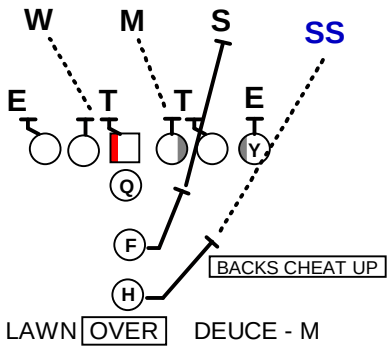
OFFENSIVE LINE AND BACKS:

RUN ACTION OFF OF 90/91 LEAD. QB REVERSES OUT.
8 MAN SLIDE PROTECTION: OL WILL ACCOUNT FOR 4 DOWN LINEMAN AND THE WLB.
WITH 3 AND 7 TECH PSG/PST DEUCE TO MIKE.

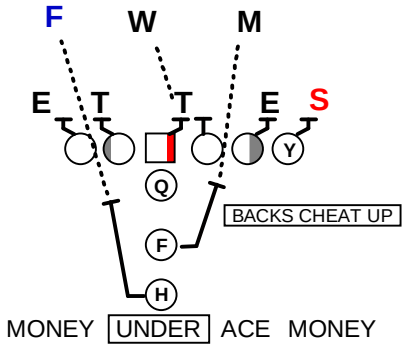
H - SELL RUN AND BLOCK #4 BLITZER TO EITHER SIDE (SAFETY OR CB).
ABORT FAKE vs SAFETY BLITZ LOOK.

F - BLOCK MIKE. Vs 3 & 7 TECH BLOCK SLB.

59 SUP



25 FUP



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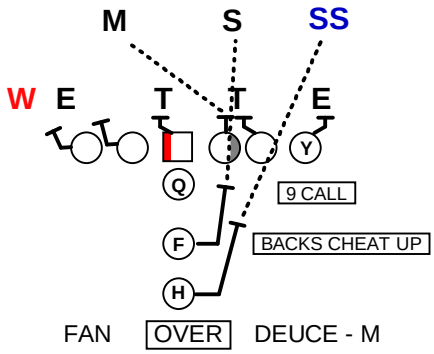

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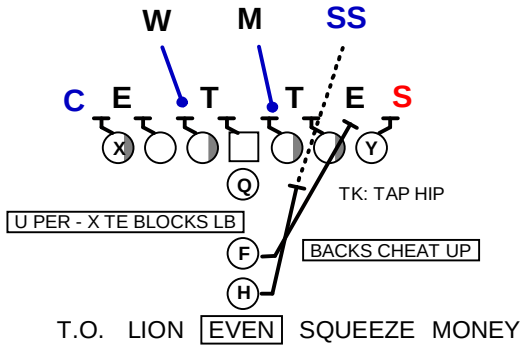

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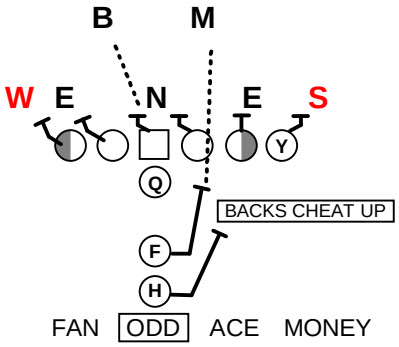

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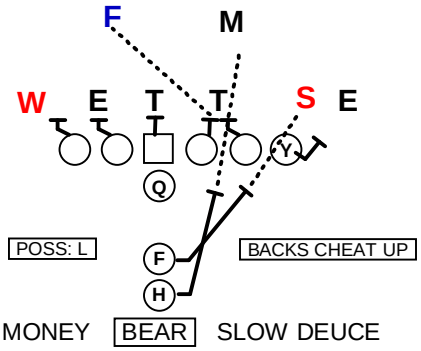


PASS "390/391"

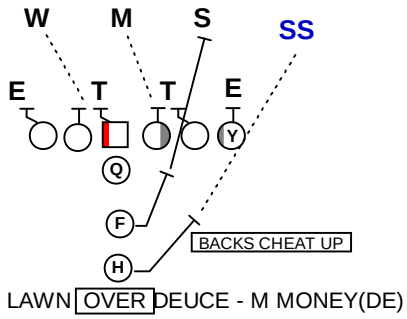
OFFENSIVE LINE AND BACKS:

RUN ACTION OFF OF 90/91 LEAD. QB OPENS. 3 STEP PROTECTION.
8 MAN SLIDE PROTECTION: OL WILL ACCOUNT FOR 4 DOWN LINEMAN AND THE WLB.
WITH 3 AND 7 TECH PSG/PST DEUCE TO MIKE. TE BLOCK DE (EXCEPTION "CHOKE" BLOCK "C" GAP PLAYER)

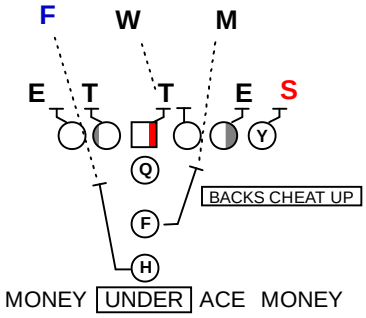
H - SELL RUN AND BLOCK #4 BLITZER TO EITHER SIDE (SAFETY OR CB).
ABORT FAKE vs SAFETY BLITZ LOOK.

F - BLOCK FIRST STACK. Vs 3 & 7 TECH BLOCK SLB. VS BEAR BLOCK DEFENDER OUTSIDE TE

59 SUP



25 FUP



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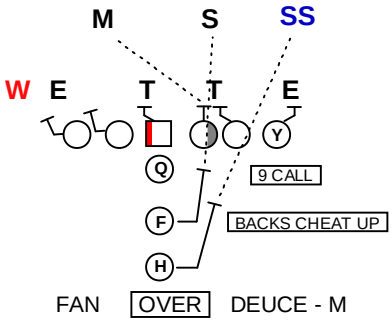

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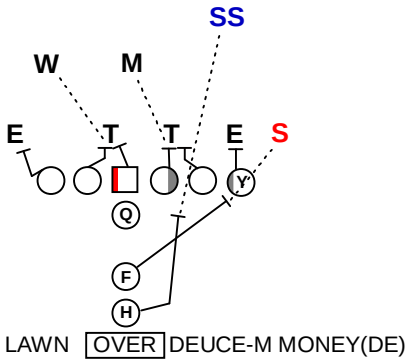

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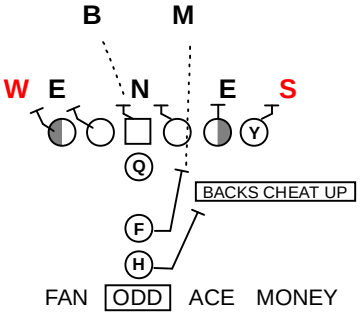
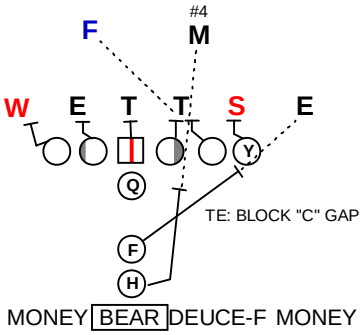


57 BEAR



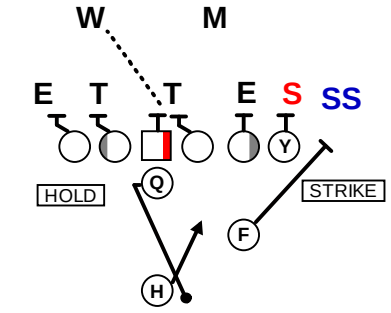
PASS 394/395 POWER PROTECTION

OFFENSIVE LINE AND BACKS:

RUN ACTION OFF OF 94/95 POWER. WE WANT TO RUN THIS PROTECTION vs OVER FRONT.
3 STEP PROTECTION.
4-3 RULES: OL BLOCK 94/95 POWER. BST - SECURE B GAP TO C GAP RUSHER.
GET EMOL HANDS DOWN!
3-4 RULES: AGGRESSIVE - ACE CALL vs 3-4 FRONT.

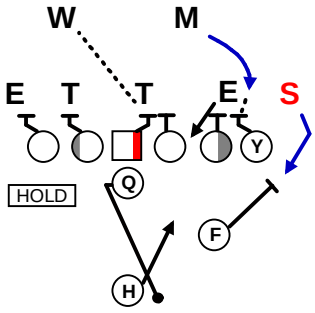
"HOLD" CALL. BACKSIDE GUARD DO NOT PULL IF WLB IS ON THE BALL OR IF YOU ARE COVERED.
LOW HEAD GEAR, PHYSICAL AND SELL RUN.

25 STRIKE



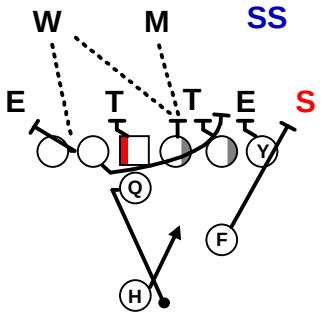
MONEY OVER ACE MONEY

25 SOM



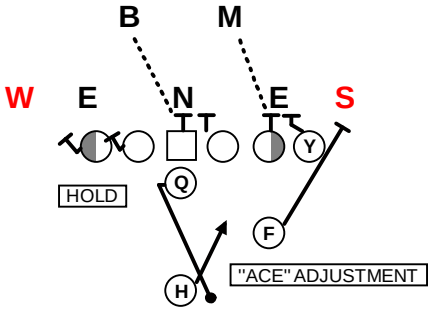
MONEY UNDER ACE EAT- M

55 SUP



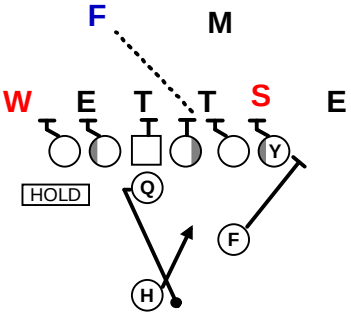
JAB & PICK OVER CHOKE DEUCE - W

34



FAN ODD ACE EAT - M

57 BEAR



FAN BEAR SLOW DEUCE

PASS 93/92 WEAK PROTECTION

OFFENSIVE LINE AND BACKS:

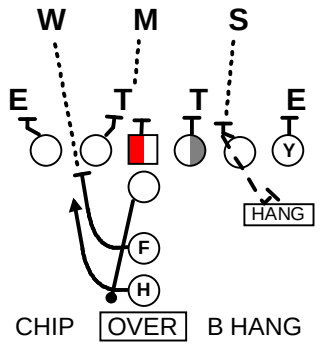
8 MAN PROTECTION - OPENSIDE RUN FAKE
OL BLOCKS 93/92 WEAK. PSG STRANGER IN "A" GAP HEAVY. VS CALLSIDE "G" BUBBLE FAN.
TE: BLOCKS 93/92 WEAK POSSIBLE T.O.
F: BLOCKS WLB. Vs "TWO LOOK" BLOCK ILB. ÁLERT "MONEY" BLOCK OLBer.

H: 92/93 PLAYFAKE - RESPONSIBLE FOR #4 EITHER SIDE. ABORT FAKE vs 4 STRONG.

QB: GREAT FAKE. FRONT OUT "A" GAP. SET UP 8 1/2 YARDS DEEP.

5-0 vs JAM, CUB, OR BEAR FRONT = OL IS BIG ON BIG (OT & TE "T.O.")

59



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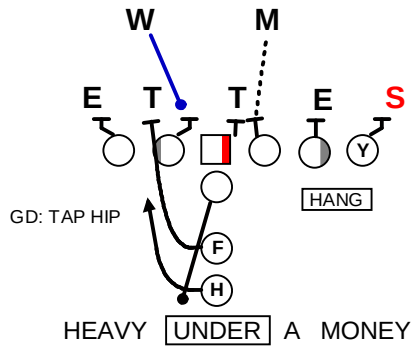

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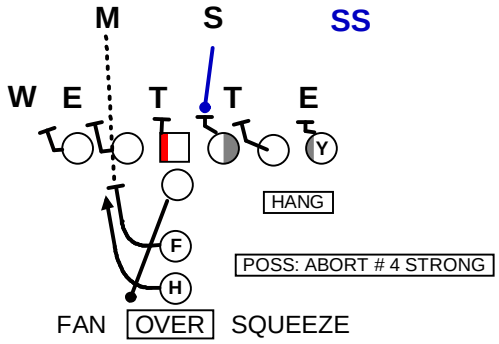

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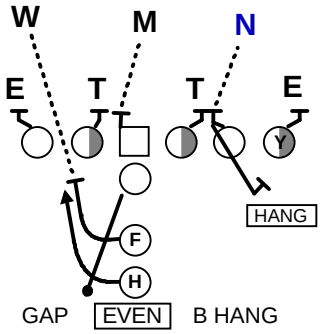

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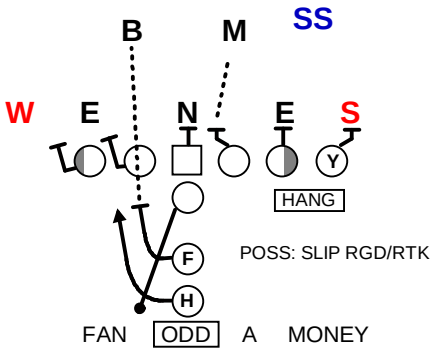
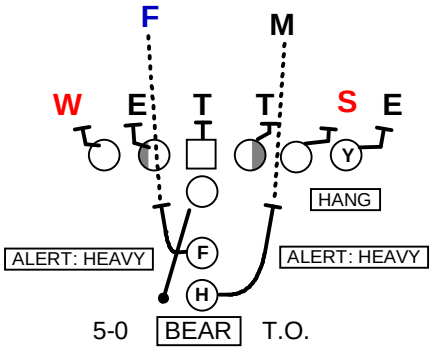


57 BEAR



PASS 96/97 STRETCH PROTECTION

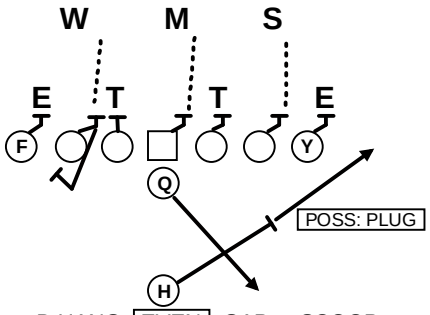
OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION - BLOCK 96/97 ZONE. BLOCK WIDE ZONE RULES.
WORK TO GET SQUARE.

TE: BLOCK 96/97 ZONE.
H: 96/97 PLAYFAKE (2yds OUTSIDE TE) - RESPONSIBLE FOR #4 EITHER SIDE.
NO BLITZ, RELEASE TO THE FLAT. ABORT FAKE vs PRESSURE.

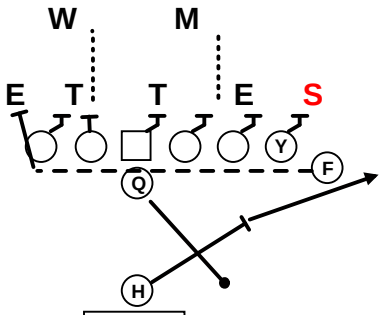
ALERT FOR HB"s COURSE TO CHANGE FOR PROTECTION! PROTECT THE BALL.
*CHECK TO 200J DRAGON OR 4JET vs SAFETY/CB BLITZ. LOW HAT AND HANDS - SELLRUN!
Vs BEAR PST & TE "T.O." - HB BLOCK MIKE LB SPOT.

59



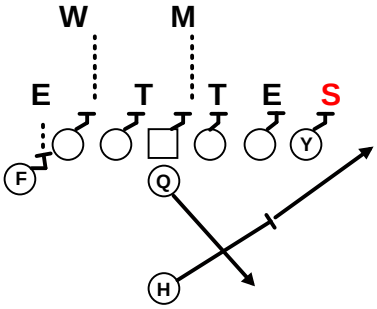
B HANG EVEN GAP SCOOP

25



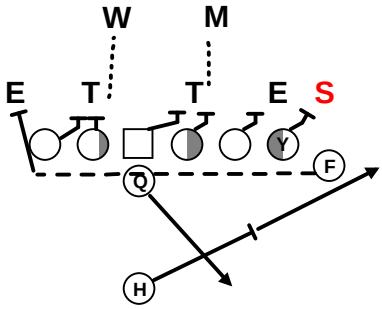
B HANG UNDER SLIP MONEY

55



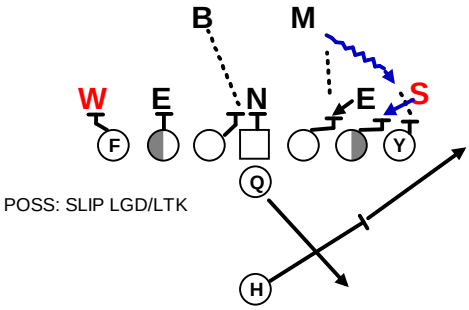
B HANG OVER TRIO MONEY

45WD



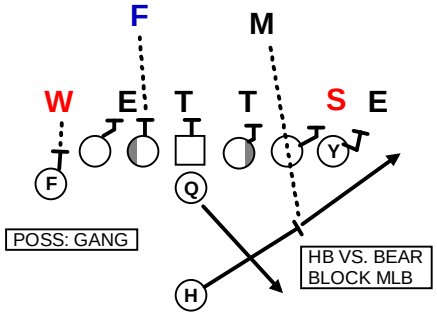
B HANG EVEN GAP T.O.

34



MONEY A ODD (SLIP) SHOVEL

57BEAR



B HANG BEAR T.O.

PASS 392/393 ZONE PROTECTION

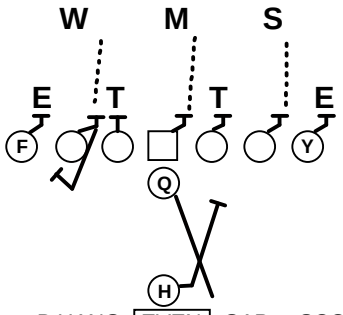
OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION - BLOCK 92/93 ZONE. BLOCK TITE ZONE RULES.

TE: BLOCK 92/93 ZONE.
H: 92/93 PLAY FAKE, RESPONSIBLE FOR #4 EITHER SIDE.
NO BLITZ, CHECK DOWN OVER THE BALL. ABORT FAKE vs PRESSURE.

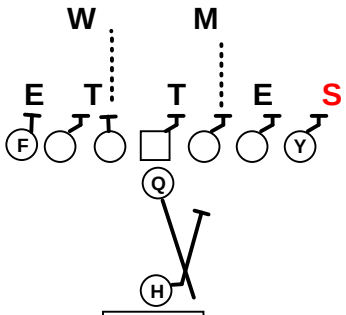
QB: GREAT FAKE. SET UP IN "A" GAP.
ALERT FOR HB"s COURSE TO CHANGE FOR PROTECTION! PROTECT THE BALL.
LOW HAT AND HANDS - SELL RUN!
Vs BEAR PST & TE "T.O." - HB BLOCK MIKE LB SPOT.

59



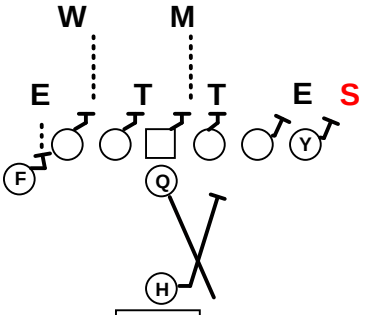
B HANG [EVEN] GAP SCOOP

25



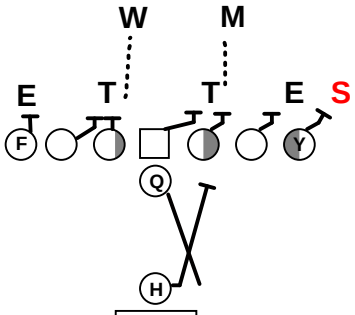
B HANG [UNDER] SLIP MONEY

55 WIDE



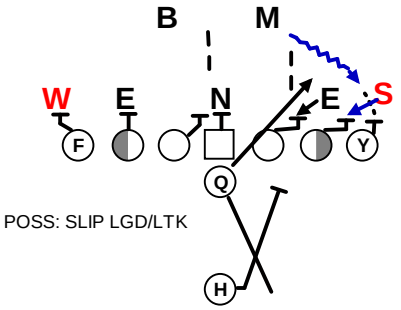
B HANG [OVER] TRIO T.O.

45WD



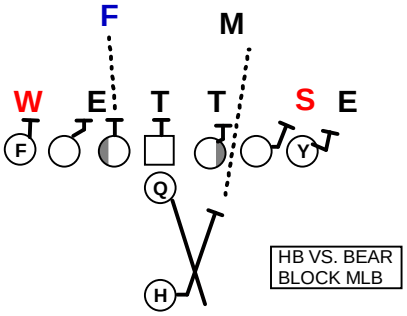
B HANG [EVEN] GAP T.O.

34



MONEY A [ODD] (SLIP) SHOVEL

57BEAR



B HANG [BEAR] T.O.

ACTION 93/92 PROTECTION

OFFENSIVE LINE AND BACKS:

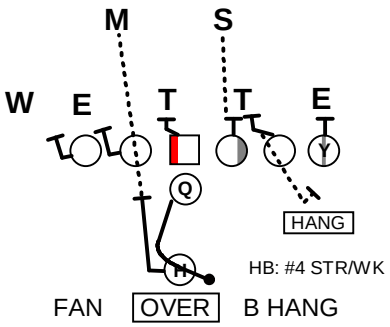
7 MAN PROTECTION
OL BLOCK THE 4 DL AND MIKE LBer. Vs TWO LOOK "FAN". PSG STRANGER IN "A" GAP HEAVY. N.M.I.D.

TE: BLOCK SAME RULES AS 74/75 (Y & STRONG TK HAVE SAM & DE)
H: 93/92 PLAY FAKE. BLOCK WLB. Vs TWO LOOK ILB. "MONEY" BLOCK OLBer . ALERT 4 STRONG AND 4 WEAK.

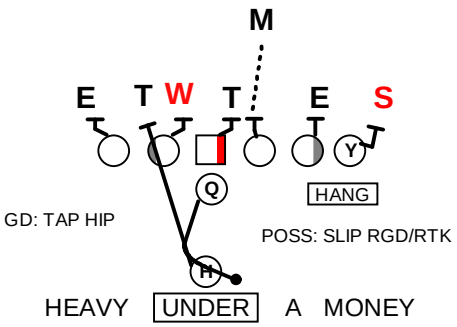
QB: WILL SETUP IN THE BACKSIDE GUARD AREA
FOR H COURSE TO CHANGE FOR PROTECTION! PROTECT THE BALL.
BE READY TO SECURE THE BALL AND MOVE UP INTO THE POCKET.

5-0 vs JAM, CUB OR BEAR FRONT. OT & TE "T.O."

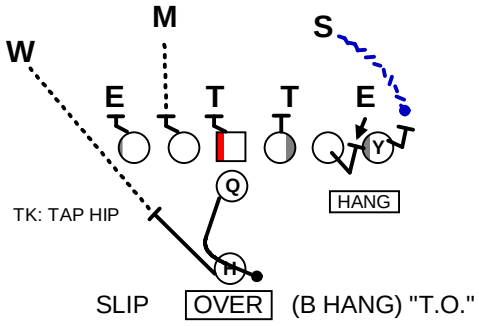
57



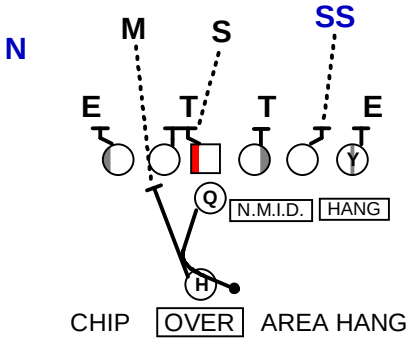
25 W TUFF



57 W S+D



42 OVER



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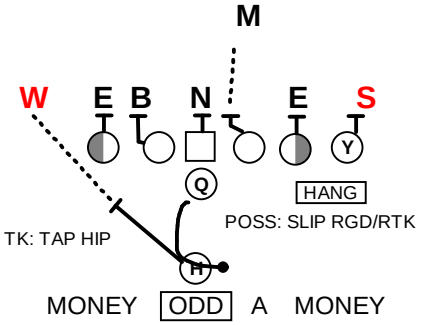
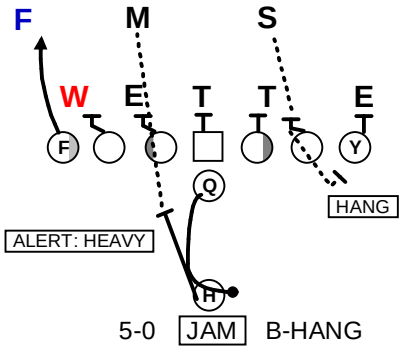


57JAM



ACTION 33/32

OFFENSIVE LINE AND BACKS:

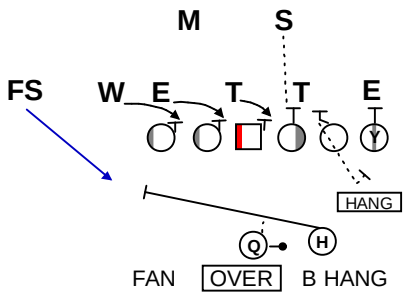
7 MAN PROTECTION
OL BLOCK THE 4 DL AND MIKE LBer. Vs TWO LOOK "FAN". PSG STRANGER IN "A" GAP HEAVY. N.M.I.D.

TE: BLOCK SAME RULES AS 74/75 (Y & STRONG TK HAVE SAM & DE)
H: 33/32 PLAY FAKE. BLOCK WLB. Vs TWO LOOK ILB. "MONEY" BLOCK OLBer . ALERT 4 STRONG AND 4 WEAK.

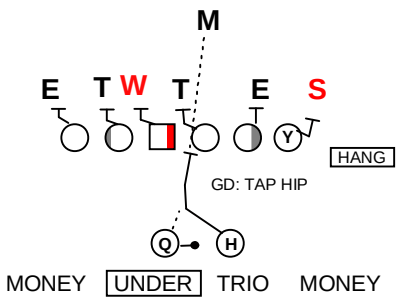
QB: WILL SETUP IN THE BACKSIDE GUARD AREA
FOR H COURSE TO CHANGE FOR PROTECTION! PROTECT THE BALL.
BE READY TO SECURE THE BALL AND MOVE UP INTO THE POCKET.

5-0 vs JAM, CUB OR BEAR FRONT. OT & TE "T.O."

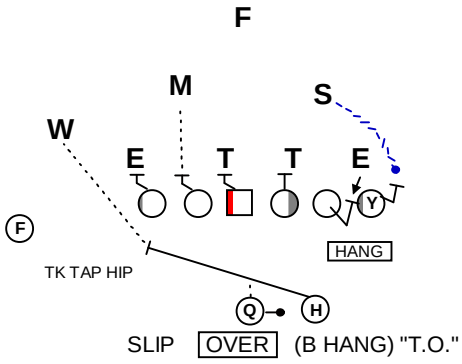
57 WOLF



25 W TUFF



57 W S+D



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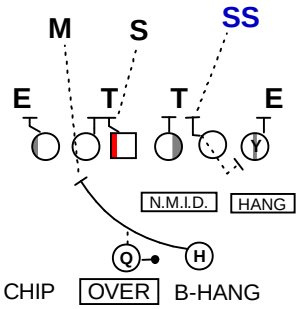

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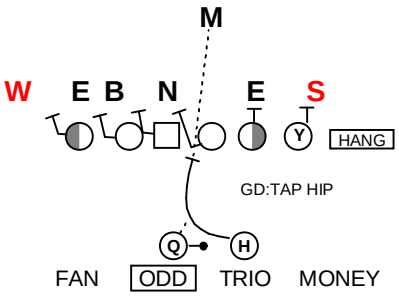
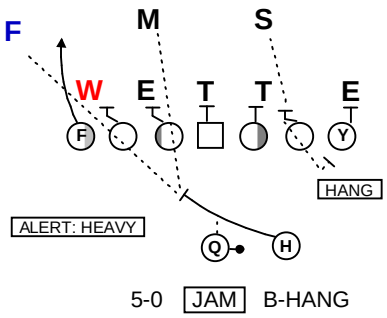


57JAM



ACTION 93/92 SPLIT PROTECTION

OFFENSIVE LINE AND BACKS:

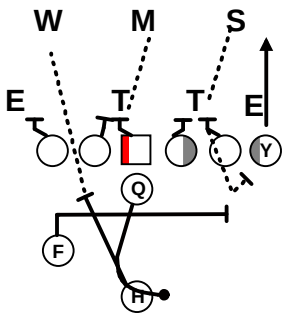
7 MAN PROTECTION RUN ACTION OFF OF SPLIT FLOW.
OL BLOCK 4 DL AND MIKE LBer. Vs "TWO LOOK" CALLSIDE, "FAN".

TE: RELEASES INTO ROUTE
F: DIVIDES AND BLOCKS "EMOL"

H: 93/92 PLAY FAKE. BLOCK WLB. Vs "TWO LOOK" BLOCK ILB.
"MONEY" BLOCK OLBer. ALERT HEAVY.
BLOCK 4 STRONG AND 4 WEAK.

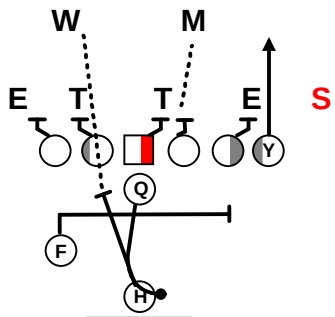
QB: "A" GAP TO "A" GAP ACTION FAKE.

59



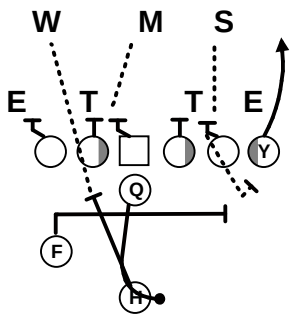
CHIP [OVER] B HANG

25



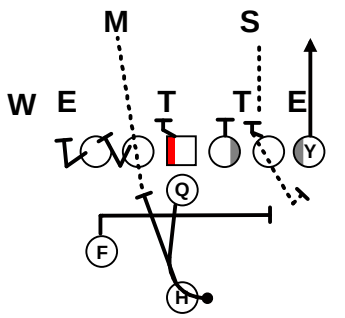
MONEY [UNDER] A CUTOFF

45



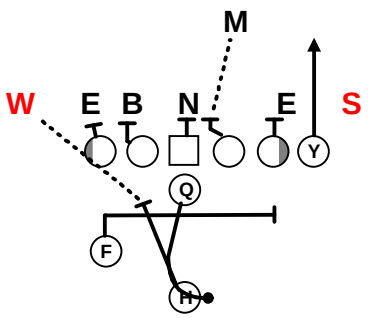
GAP [EVEN] B HANG

57



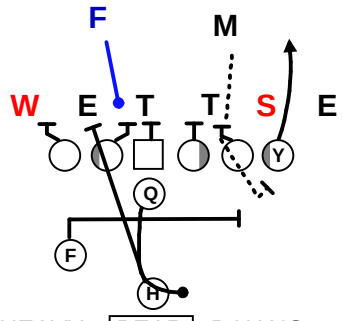
FAN [OVER] B HANG

34



MONEY [ODD] A CUTOFF

BEAR



HEAVY [BEAR] B HANG

ACTION 93/92 F-CHIP PROTECTION

OFFENSIVE LINE AND BACKS:

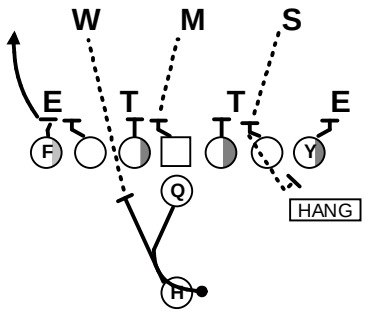
7 MAN PROTECTION
OL BLOCK THE 4 DL AND MIKE LBer. Vs "TWO LOOK" CALLSIDE, "FAN". PSG STRANGER IN "A" GAP HEAVY.

TE: BLOCK SAME RULES AS 74/75 (Y & STRONG TK HAVE SAM & DE).
F: CHIP "EMOL". ARC RELEASE CHIP OUTSIDE HALF OF DEFENDER.
H: 93/92 PLAY FAKE. BLOCK WLB.
Vs "TWO LOOK" BLOCK ILB. "MONEY" BLOCK OLBer. ALERT 4 STRONG AND 4 WEAK.

QB: "A" GAP TO "A" GAP ACTION FAKE. ALERT
FOR H COURSE TO CHANGE FOR PROTECTION!

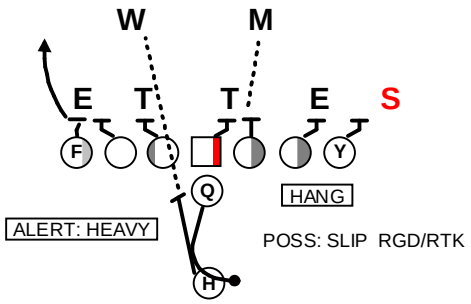
5-0 vs JAM, CUB OR BEAR FRONT MEANS OL IS BIG ON BIG OT & TE "T.O."

49



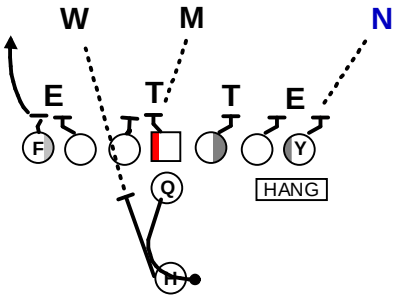
GAP EVEN B HANG

25



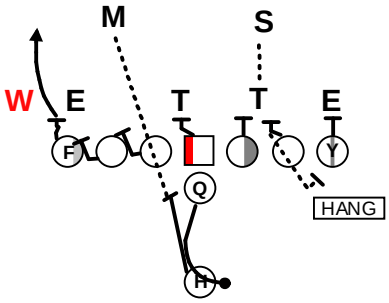
MONEY UNDER A MONEY

42 OVER



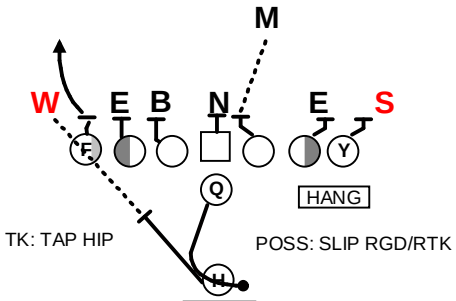
CHIP OVER T.O.

57



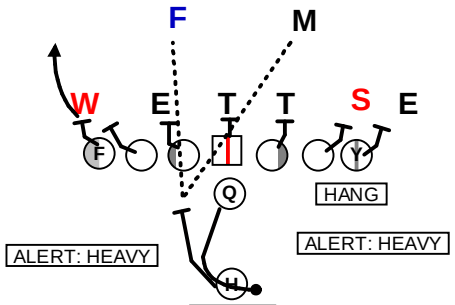
FAN OVER B HANG

34



MONEY ODD A MONEY

57 BEAR



MONEY BEAR MONEY T.O.

ACTION 93/92 MAX PROTECTION

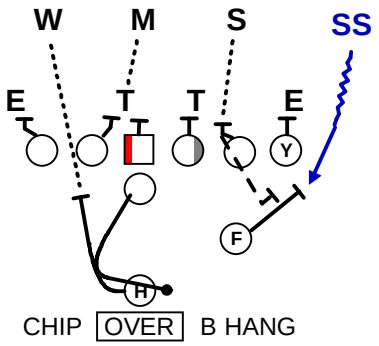
OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION
OL BLOCKS THE 4 DL AND MIKE LBer VS. "TWO LOOK" CALLSIDE "FAN". PSG STRANGER IN "A" GAP "HEAVY".
POS: N.M.I.D.
TE: BLOCK SAME RULES AS 74/75 (Y & STRONG TACKLE HAVE SAM & DE) ALERT PETE.

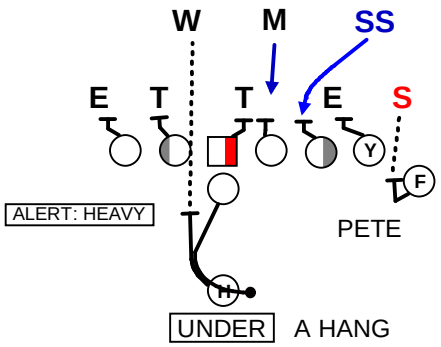
F: BLOCKS #4 STRONG SIDE. POSSIBLE PETE
H: 93/92 PLAY FAKE. BLOCK WLB. Vs "G" BUBBLE BLOCK ILB. "MONEY" BLOCK WILL.
ALERT HEAVY

QB: "A" GAP TO "A" GAP ACTION FAKE. ALERT
FOR HB COURSE TO CHANGE FOR PROTECTION

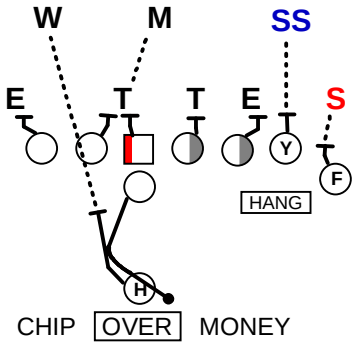
59 STRIKE



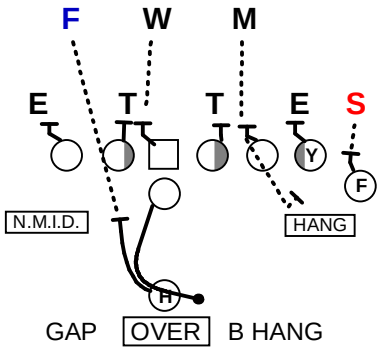
25 SUP MISS



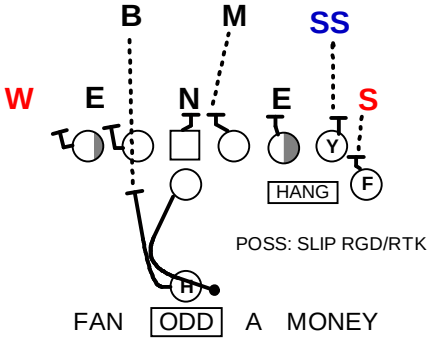
55 SUP



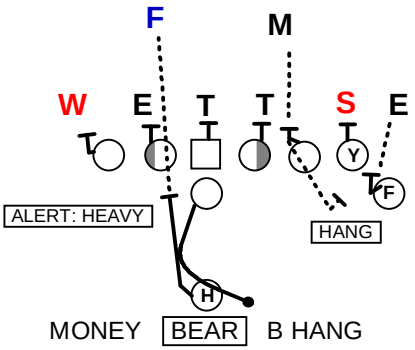
45 FUP



34 SUP



BEAR

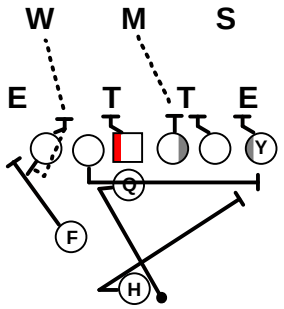


CADILLAC PROTECTION

OFFENSIVE LINE AND BACKS:

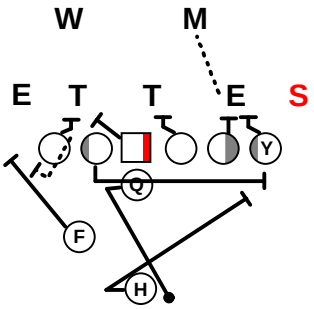
8 MAN PROTECTION - ONE WAY. RUN ACTION MISDIRECTION OFF OF SWAY
TE - INSIDE C-GAP.
T - INSIDE B-GAP, ALERT "QUICK" "DALLAS".
G - INSIDE A-GAP, ALERT "QUICK" "DALLAS".
C - BACKSIDE A-GAP. "QUICK" CALL vs COVERED +2 LOOK. NO A-GAP THREAT WORK BACK TO DT TO TAKE OVER.
BG - PULL FOR EMOL. PULL FLAT WITH BODY AND DEEP WITH YOUR EYES. ("H" SIDEBOARD OUTSIDE)
BT - INSIDE B-GAP. SECURE 3 TECH WITH CENTER, HINGE LATE TO F vs 2 LOOK, BLOCK ON.
F - BLOCK EMOL WEAK, ATTACK.
H - 94 POWER ACTION. BLOCK OUTSIDE C-GAP. ALERT TO ABORT FOR FS/WC BLITZ.
H - BLOCKS #4 STRONG/#4 WEAK.
QB - SETUP 8 - 8.5 yds DEEP IN THE CALLSIDE "A" GAP.

59



JAB & PICK CHOKE [OVER] DEUCE-M

25



JAB & PICK [UNDER] QUICK EAT - M

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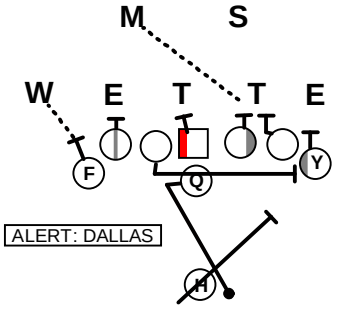
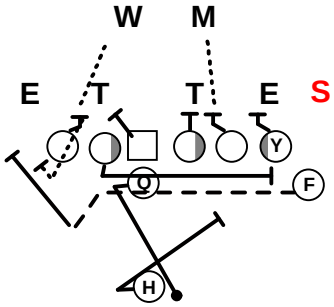


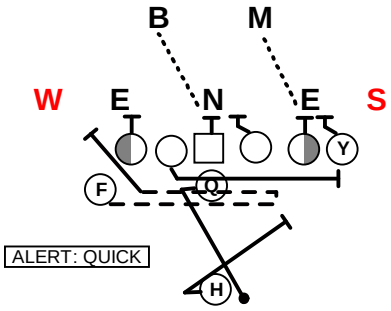
HOG CHOKE [OVER] DEUCE - M TRACK

45 WIDE



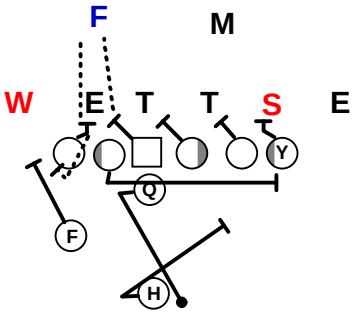
JAB & PICK CHOKE [EVEN] DEUCE-M DOWN

34



CUTOFF [ODD] ACE EAT- M

57 BEAR



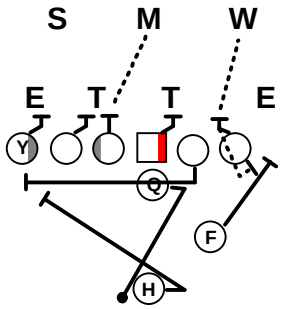
JAB & PICK [BEAR] DALLAS

ESCALADE

OFFENSIVE LINE AND BACKS:

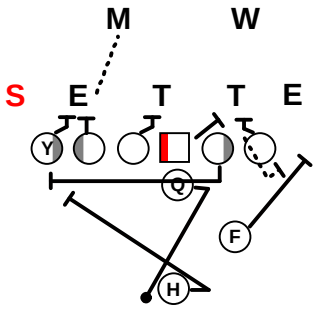
8 MAN PROTECTION - ONE WAY. RUN ACTION MISDIRECTION OFF OF SWAY
TE - INSIDE C-GAP.
T - INSIDE B-GAP, ALERT ""QUICK"" ""DALLAS"".
G - INSIDE A-GAP, ALERT ""QUICK"" ""DALLAS"".
C - BACKSIDE A-GAP. ""QUICK"" CALL vs COVERED +2 LOOK. NO A-GAP THREAT WORK BACK TO DT TO TAKE OVER.
BG - PULL FOR EMOL. PULL FLAT WITH BODY AND DEEP WITH YOUR EYES. (""H"" SIDEBOARD OUTSIDE)
BT - INSIDE B-GAP. SECURE 3 TECH WITH CENTER, HINGE LATE TO F vs 2 LOOK, BLOCK ON.
F - BLOCK EMOL WEAK, ATTACK.
H - 94 POWER ACTION. BLOCK OUTSIDE C-GAP. ALERT TO ABORT FOR FS/WC BLITZ.
H - BLOCKS #4 STRONG/#4 WEAK.
QB - SETUP 8 - 8.5 yds DEEP IN THE CALLSIDE ""A"" GAP.

59



DEUCE-M OVER CHOKE JAB & PICK

25



EAT - M QUICK UNDER JAB & PICK

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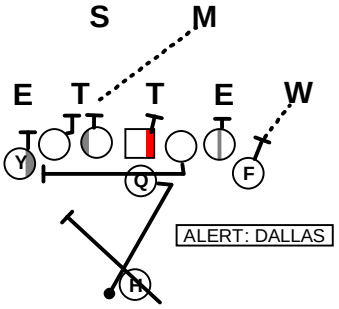
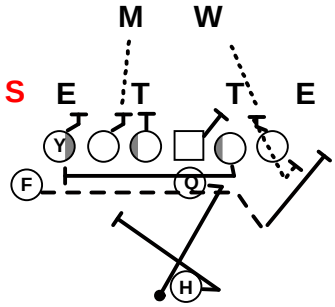


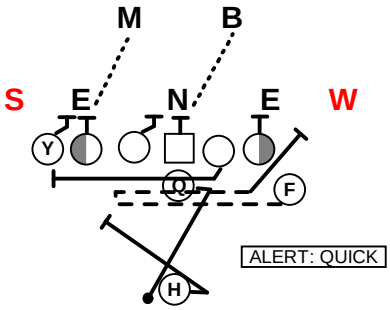
TRACK DEUCE - M OVER CHOKE HOG

45 WIDE



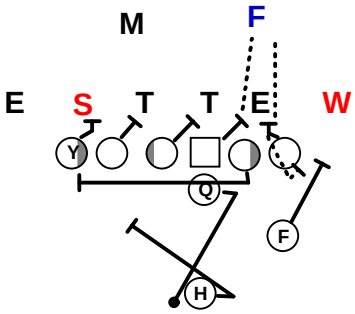
DOWN DEUCE-M EVEN CHOKE JAB & PICK

34



EAT- M ACE ODD CUTOFF

57 BEAR



DALLAS BEAR JAB & PICK

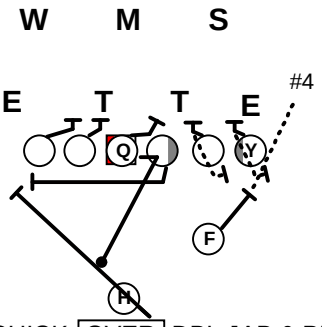
MUSTANG PROTECTION

OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION. RUN ACTION MISDIRECTION OFF OF 95 WRAP.

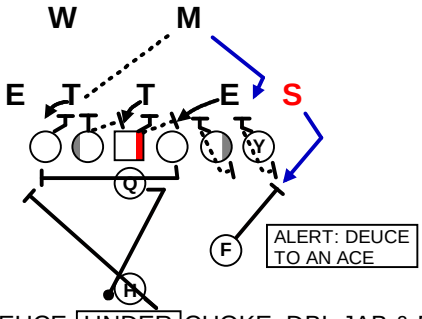
TE - INSIDE C-GAP. CUTOFF. JAB & PICK.
PST - INSIDE B-GAP, ALERT "QUICK" "DALLAS".
PSG - INSIDE A-GAP, ALERT "QUICK" "DALLAS".
C - BACKSIDE A-GAP. "QUICK" CALL vs COVERED +2 LOOK. NO A-GAP THREAT, WORK BACK TO DT TO TAKE OVER.
BSG - PULL FOR 1ST DEFENDER OFF TACKLES OUTSIDE HIP. PULL FLAT AND BE ALERT TO ADJUST.
BST - INSIDE B-GAP. SECURE 3 TECH WITH CENTER, HINGE LATE TO TE.
F - BLOCK STRONG. SECURE OUTSIDE PRESSURE. BLOCK #4 STRONG.
H - JAB FOOTWORK. OUTSIDE SIDEBOARD TO BSG. 2 LOOK= ABORT FAKE AND BLOCK OLB
QB - JAB FOOTWORK FAKE WRAP. SET UP 8 - 8.5 yds IN THE CALLSIDE "A" GAP.

59



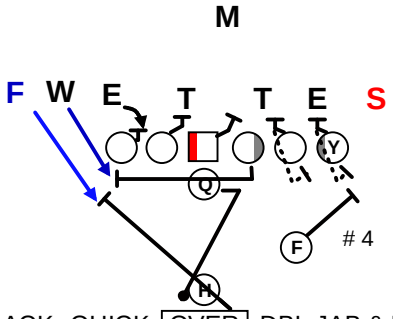
TRACK QUICK OVER DBL JAB & PICK

25 SOM



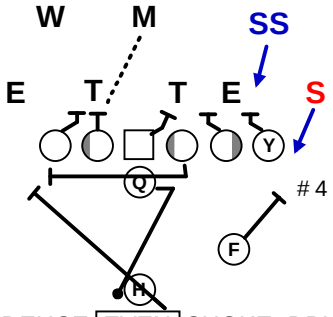
DEUCE UNDER CHOKE DBL JAB & PICK

55 WIDE WOLF



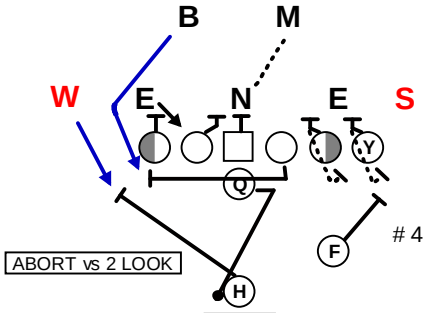
TRACK QUICK OVER DBL JAB & PICK

45



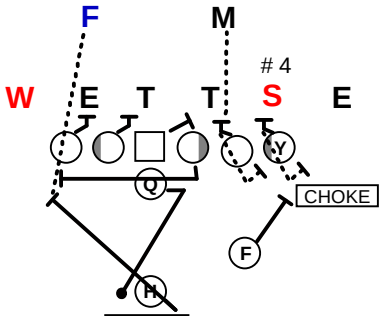
DEUCE EVEN CHOKE DBL JAB & PICK

34 MOW



HOG ACE ODD DBL JAB & PICK

57 BEAR



DALLAS BEAR DBL JAB & PICK

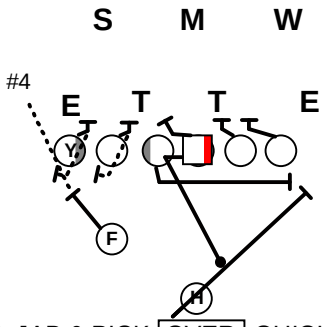
BRONCO PROTECTION

OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION. RUN ACTION MISDIRECTION OFF OF 94 WRAP.

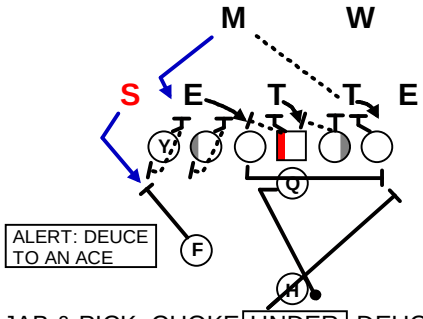
TE - INSIDE C-GAP. CUTOFF. JAB & PICK.
PST - INSIDE B-GAP, ALERT ""QUICK"" ""DALLAS"".
PSG - INSIDE A-GAP, ALERT ""QUICK"" ""DALLAS"".
C - BACKSIDE A-GAP. ""QUICK"" CALL vs COVERED +2 LOOK. NO A-GAP THREAT, WORK BACK TO DT TO TAKE OVER.
BSG - PULL FOR 1ST DEFENDER OFF TACKLES OUTSIDE HIP. PULL FLAT AND BE ALERT TO ADJUST.
BST - INSIDE B-GAP. SECURE 3 TECH WITH CENTER, HINGE LATE TO TE.
F - BLOCK STRONG. SECURE OUTSIDE PRESSURE. BLOCK #4 STRONG.
H - JAB FOOTWORK. OUTSIDE SIDEBOARD TO BSG. 2 LOOK= ABORT FAKE AND BLOCK OLB
QB - JAB FOOTWORK FAKE WRAP. SET UP 8 - 8.5 yds IN THE CALLSIDE ""A"" GAP.

59



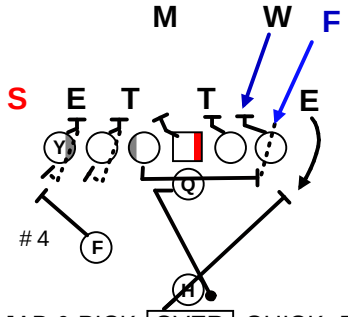
DBL JAB & PICK OVER QUICK TRACK

25 SOM



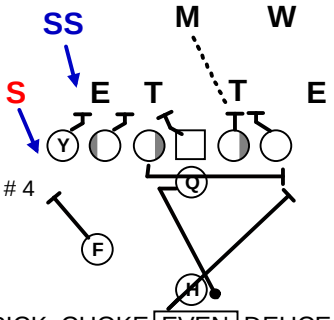
DBL JAB & PICK CHOKE UNDER DEUCE

55 WIDE FOX



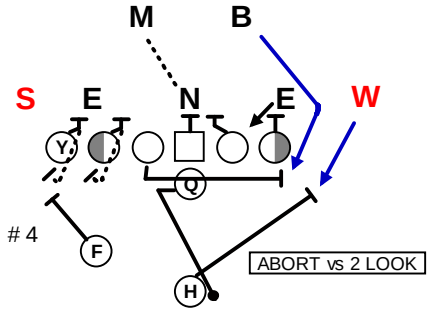
DBL JAB & PICK OVER QUICK TRACK

45



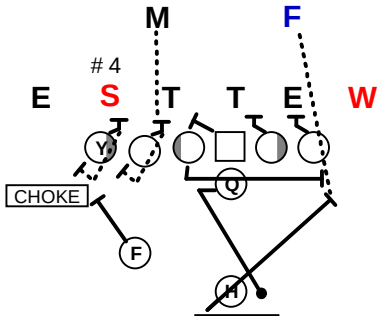
DBL JAB & PICK CHOKE EVEN DEUCE

34 BOW



DBL JAB & PICK ODD ACE HOG

57 BEAR



DBL JAB & PICK BEAR DALLAS

SPIDER 2/3 PROTECTION

OFFENSIVE LINE AND BACKS:

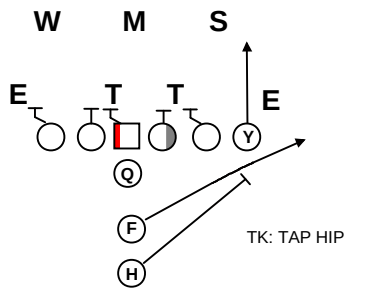
6 MAN RUN ACTION PROTECTION. THAT ALLOWS THE F TO BLUFF THE EMOL AND THEN FREE RELEASE INTO THE FLAT. FULL SLIDE WEAK BY THE OL AT THE "B" GAP.

RB IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP. CUT OUTSIDE KNEE.

F: BLUFF DE AND GET TO THE FLAT.

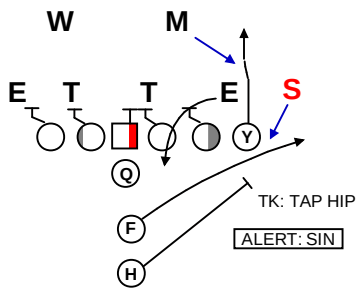
"R/L" CALL TO THE DIRECTION THE OL IS SLIDING. LOW HEAD GEAR PLAYSIDE.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

59



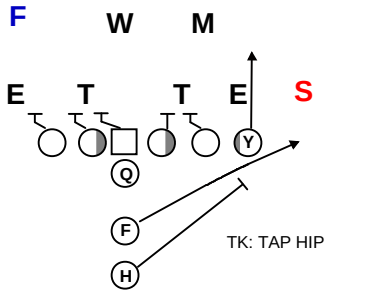
OVER L (SLOW DEUCE)

25 SOM



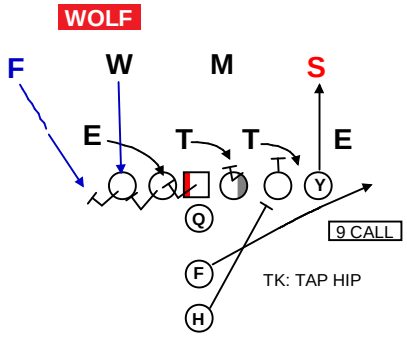
UNDER L

45 WIDE FUP



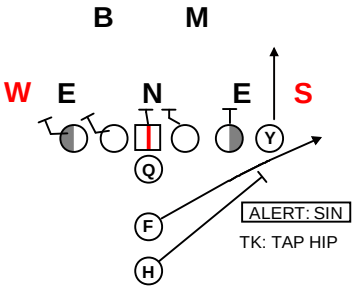
EVEN L (SLOW DEUCE)

59 FUP



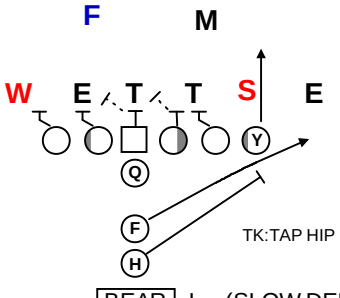
OVER L PUSH

34



ODD L (TK SET TIGHT)

57 BEAR



BEAR L (SLOW DEUCE)

SPIDER 2/3 SOLID PROTECTION

OFFENSIVE LINE AND BACKS:

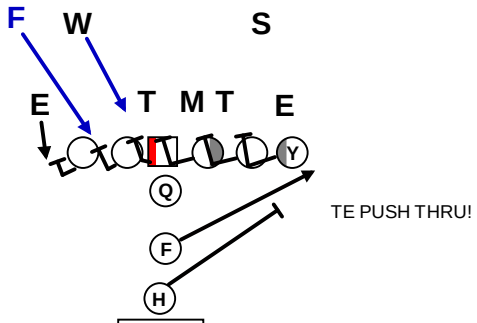
7 MAN RUN ACTION PROTECTION THAT ALLOWS THE "F" TO BLUFF THE EDGE AND FREE RELEASE TO THE FLAT.
"SOLID" TE BLOCKS "C" GAP. FULL SLIDE WEAK FOR THE OL. ALERT "BRING IT" W/ "PUSH"

RB IS RESPONSIBLE FOR THE DEFENDER OFF THE TE"s HIP. ALERT PUSH TIED TO TURN B GAP.

F: BLUFF EMOL AND RELEASE INTO THE FLAT.

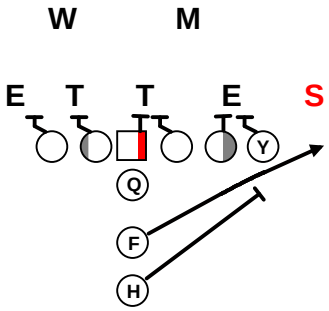
"R/L" CALL TO THE DIRECTION THE OL IS SLIDING. LOW HEAD GEAR PLAYSIDE.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

59 FOX



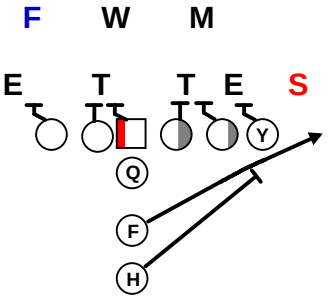
PUSH L OVER ("BRING IT") HANG

25



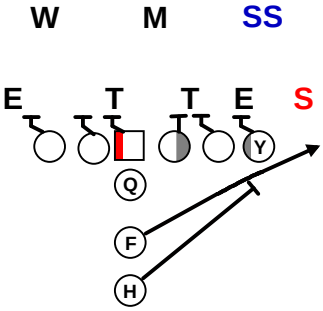
OVER L EAT-M

45 FUP



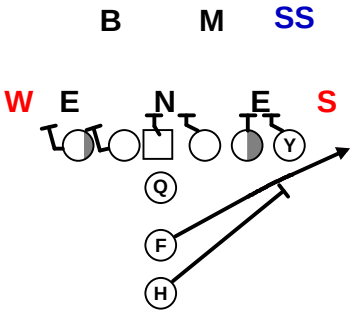
L EVEN (SLOW DEUCE) HANG

55 SUP



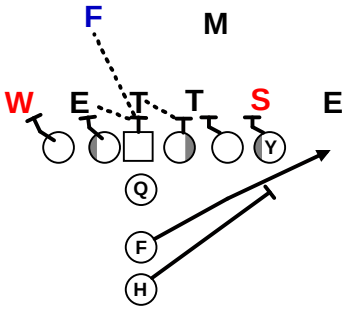
L OVER (SLOW DEUCE) HANG

34 SUP



ODD L EAT-M

57 BEAR



L BEAR (SLOW DEUCE) HANG

SPIDER 3/2 STAY PROTECTION

OFFENSIVE LINE AND BACKS:

FULL SLIDE STRONG BY THE OL AT THE "B" GAP.

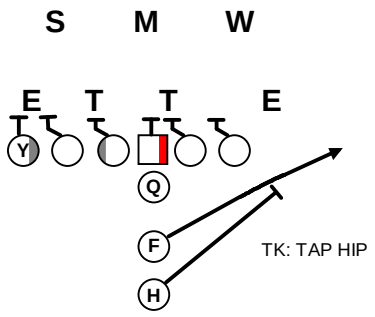
TE: BLOCKS "D" GAP. PART OF THE SLIDE STRONG.

RB IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP.

F: BLUFF EMOL AND RELEASE INTO THE FLAT.

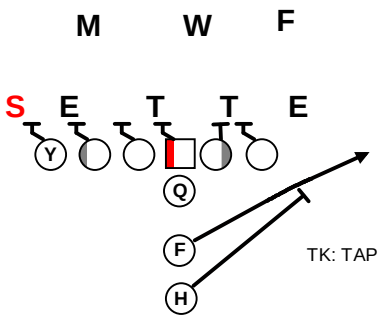
"R/L" CALL TO THE DIRECTION THE OL IS SLIDING AWAY. NO "PUSH" CALL.
LOW HEAD GEAR PLAYSIDE.

59



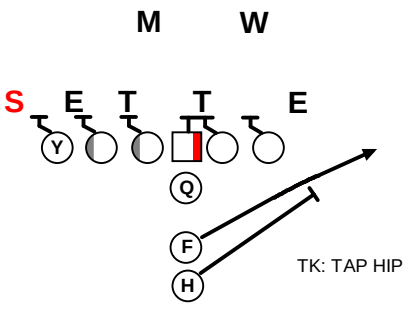
HANG OVER L

25 FUP



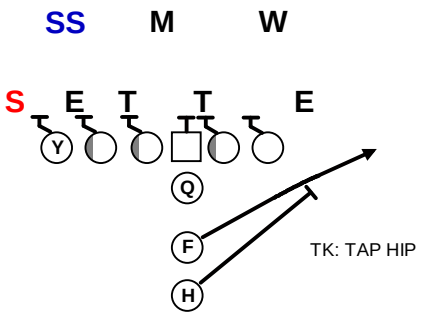
HANG UNDER L (SLOW DEUCE)

55



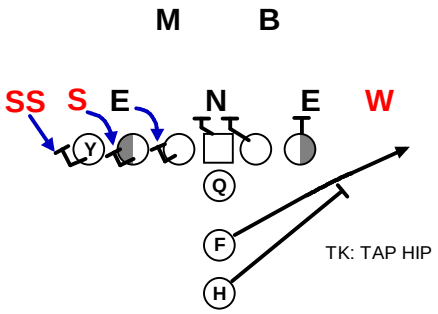
HANG OVER L

45 SUP



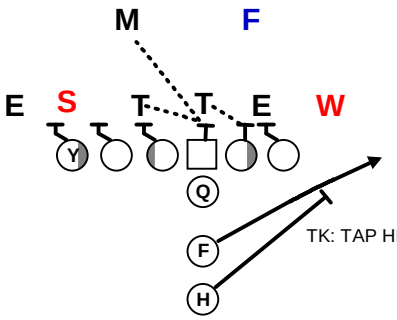
HANG EVEN L

34 SON



HANG ODD L

57 BEAR



HANG BEAR L (SLOW DEUCE)

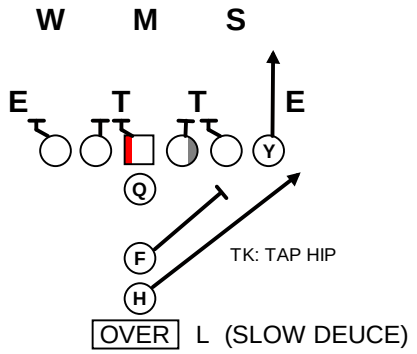
SCORPION 2/3 PROTECTION

OFFENSIVE LINE AND BACKS:

6 MAN RUN ACTION PROTECTION THAT ALLOWS THE HB TO FREE RELEASE TO THE FLAT.

F - IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP - CUT OUTSIDE KNEE.
"R/L" CALL TO THE DIRECTION THE OL IS SLIDING.
LOW HEAD GEAR PLAYSIDE.
ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

59



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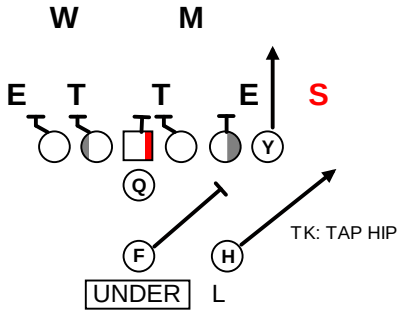
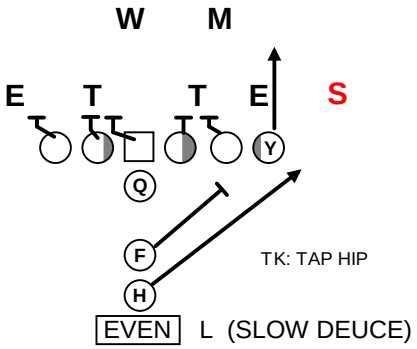


45 WIDE



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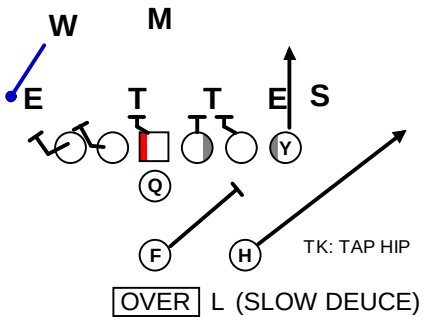

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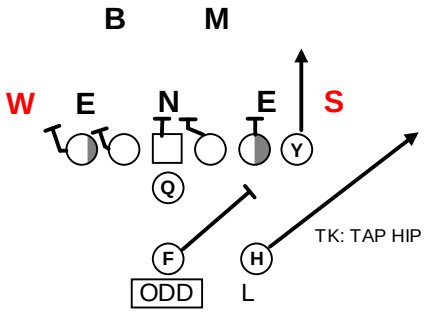
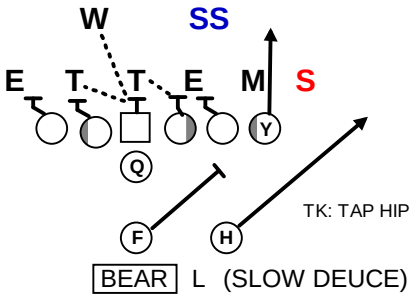


25 BEAR



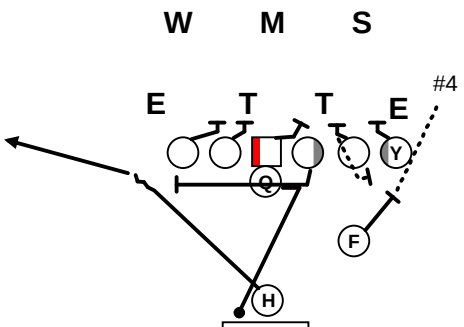
COLT 3/2 PROTECTION

OFFENSIVE LINE AND BACKS:

8 MAN PROTECTION. RUN ACTION MISDIRECTION OFF OF WRAP.

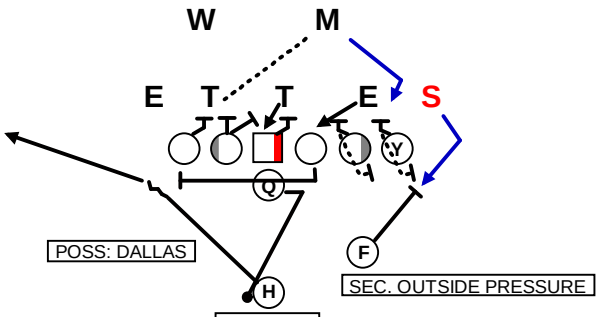
TE - INSIDE C-GAP. CUTOFF. JAB & PICK.
PST - INSIDE B-GAP, ALERT "QUICK" "DALLAS".
PSG - INSIDE A-GAP, ALERT "QUICK" "DALLAS".
C - BACKSIDE A-GAP. "QUICK" CALL vs COVERED +2 LOOK. NO A-GAP THREAT, WORK BACK TO DT TO TAKE OVER.
BSG - PULL FOR EMOL. PULL FLAT WITH BODY AND DEEP WITH YOUR EYES.
BST - INSIDE B-GAP. SECURE 3 TECH WITH CENTER, HINGE LATE TO TE.
F - BLOCK STRONG. SECURE OUTSIDE PRESSURE. BLOCK #4 STRONG.
H - BLUFF E.M.OL. WEAKSIDE AND RUN SHOOT ROUTE
QB - JAB FOOTWORK FAKE WRAP. SET UP 8 - 8.5 yds IN THE CALLSIDE "A" GAP. PREPARE TO THROW HOT.

59



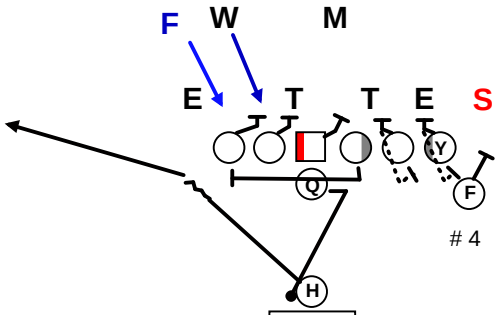
TRACK QUICK OVER JAB & PICK CUTOFF

25 SOM



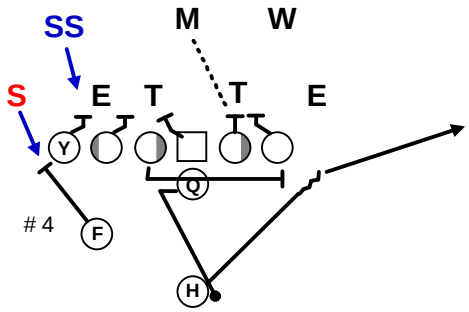
DEUCE UNDER CHOKE DBL JAB & PICK

55 WIDE FOX



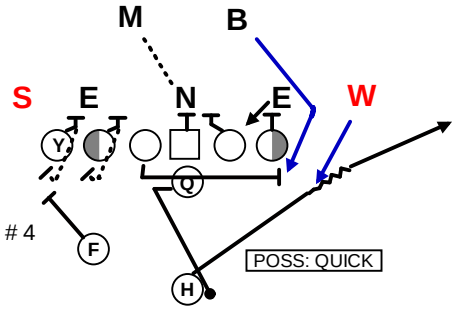
TRACK QUICK OVER DBL JAB & PICK

45 SUP



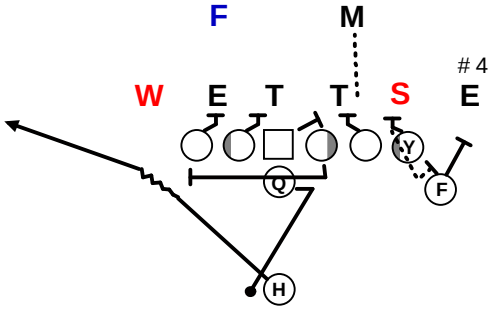
DBL JAB & PICK CHOKE EVEN DEUCE

34 MOW



DBL JAB & PICK ODD ACE HOG

57 BEAR



DALLAS BEAR JAB & PICK

ACTION 24/25

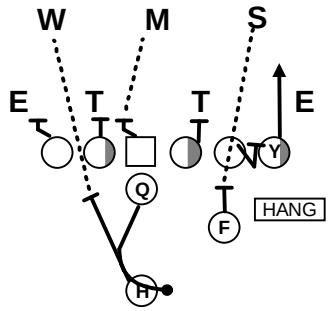
OFFENSIVE LINE AND BACKS:

7 MAN PROTECTION. RUN FAKE. OL AGGRESSIVE.
OL BLOCK THE 4 DL AND MIKE LBer. Vs "TWO LOOK", "FAN".
BOTH GUARDS "HEAVY" PRINCIPLE.

TE: RELEASE INTO ROUTE
F: DIVIDES AND BLOCKS SAM TO SCAN
H: 93/92 PLAY FAKE. BLOCK WLB TO SCAN.
Vs "TWO LOOK" BLOCK ILB. "MONEY" BLOCK OLBer. ALERT 4 STRONG AND 4 WEAK.

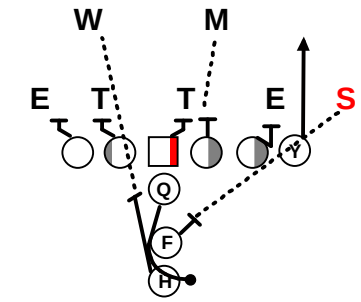
QB: "A" GAP TO "A" GAP ACTION FAKE. ALERT
FOR H COURSE TO CHANGE FOR PROTECTION!

49



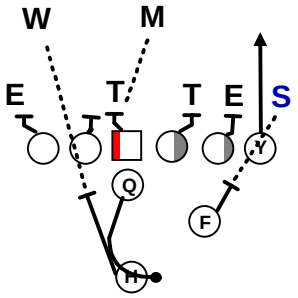
STICK GAP EVEN MONEY STICK

25



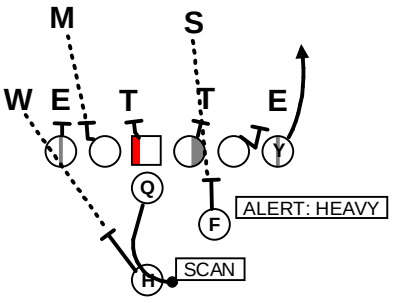
MONEY UNDER A STICK

55



CHIP OVER MONEY STICK

57



SLIP OVER MONEY STICK

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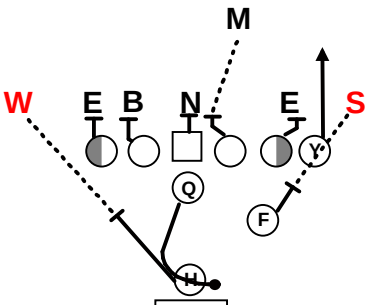
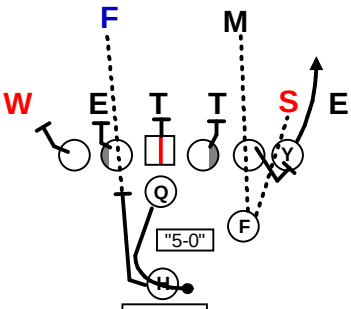


MONEY ODD A MONEY

57 BEAR

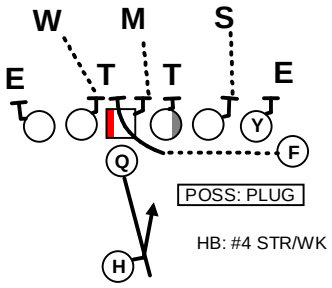


STICK MONEY BEAR MONEY STICK

QUICK PASS 90 BLAST

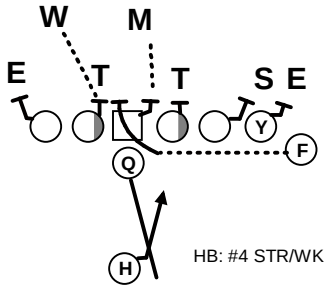
TRAINING CAMP

59



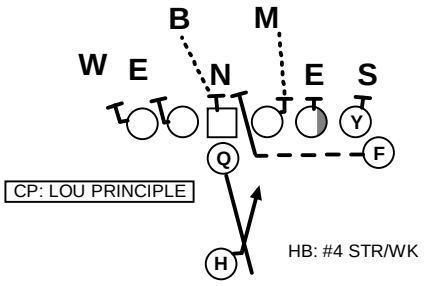
STICK (LAWN) OVER GAP SCOOP

49 CHOKE



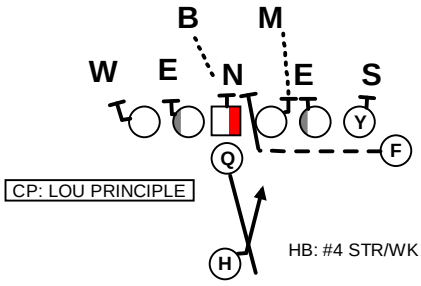
STICK (LAWN) EVEN GAP T.O.

34



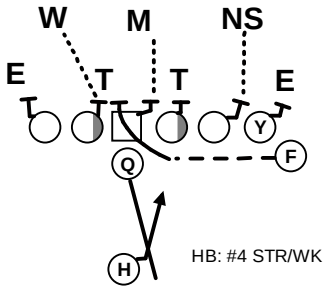
FAN ODD (ACE) SLIP MONEY

35



MONEY UNDER (ACE) SLIP MONEY

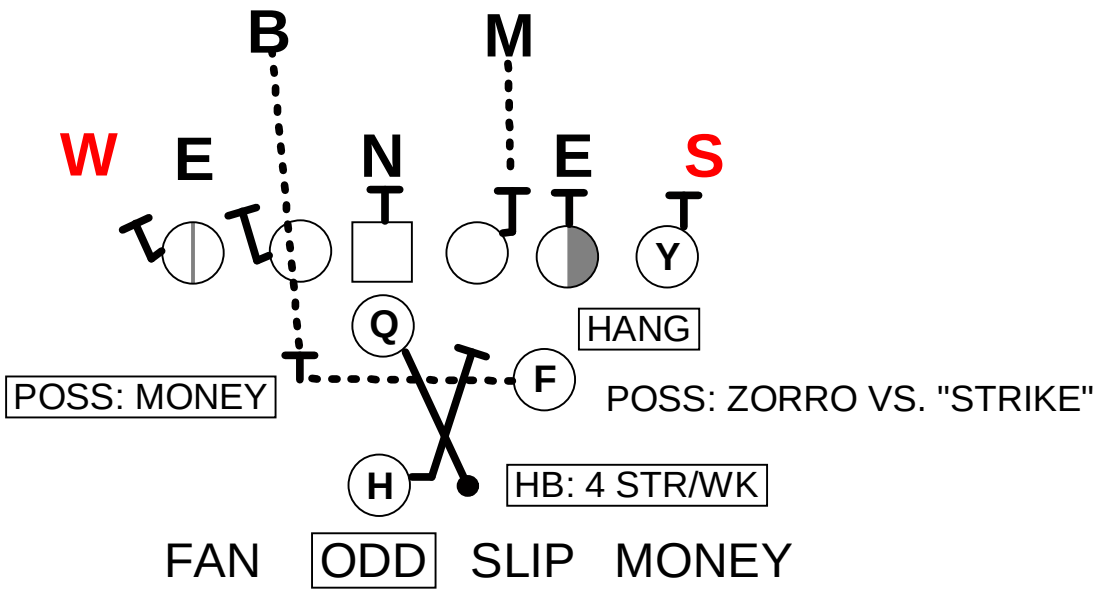
42 EVEN



STICK (LAWN) EVEN GAP SCOOP

()
PASS 92 BIG

(R) STRONG RT NASTY FUZZ



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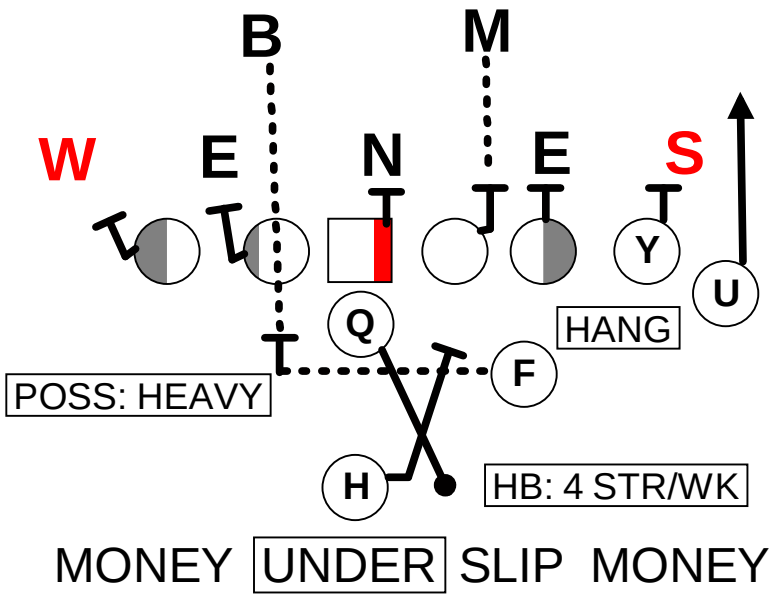
()
PASS 92 BIG

(U) STRONG RT WING FUZZ

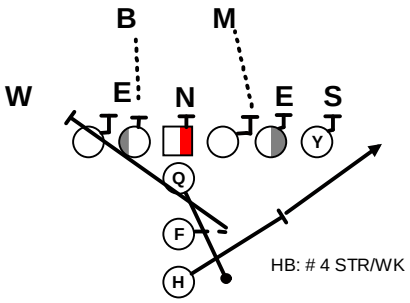


35

PASS 96 SPLIT

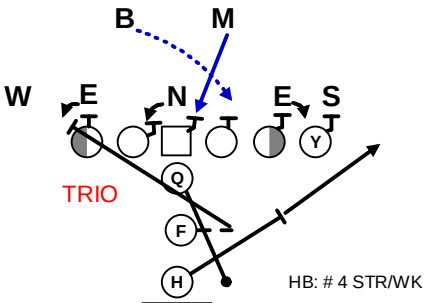
T.C.

35



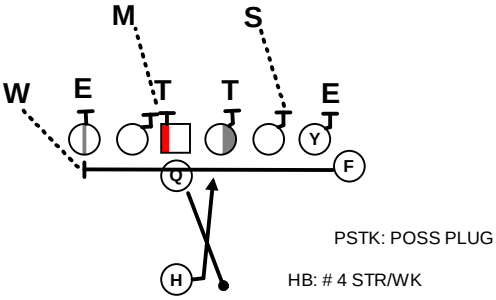
B UNDER SLIP MONEY

34 SWIM STRONG



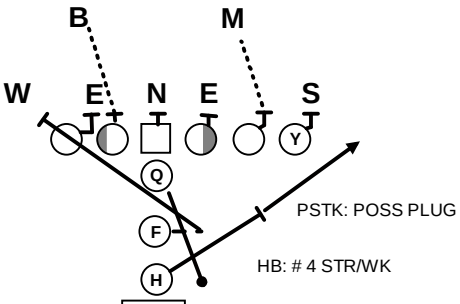
HOG A ODD SLIP

57



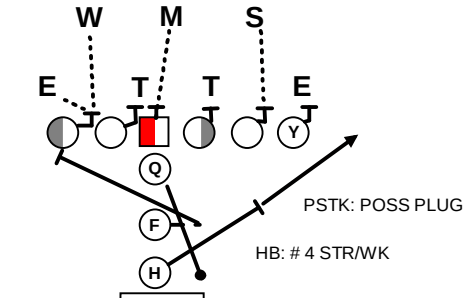
MONEY A OVER SCOOP

34 JAM



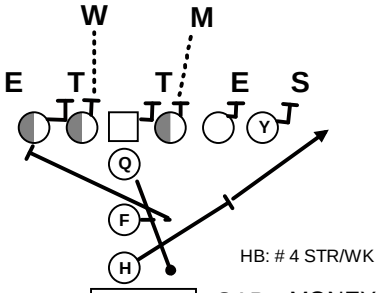
B JAM SCOOP MONEY

59



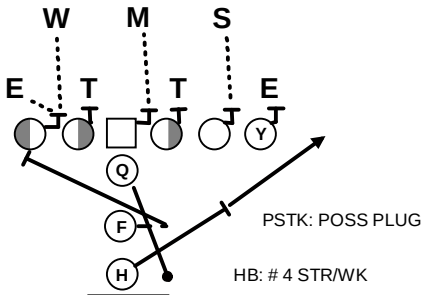
SIFT A OVER SCOOP

45G



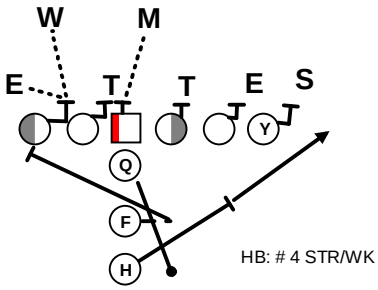
B EVEN G GAP MONEY

49



B EVEN GAP SCOOP

55 WIDE

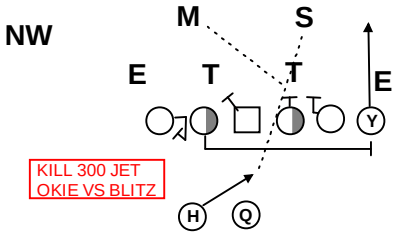


SIFT A OVER MONEY

QK TRAP PASS RT

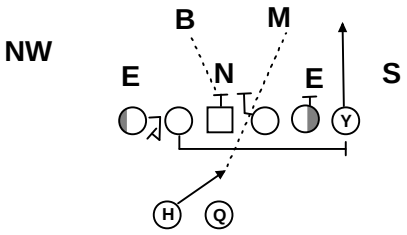
T.C.

42 OVER



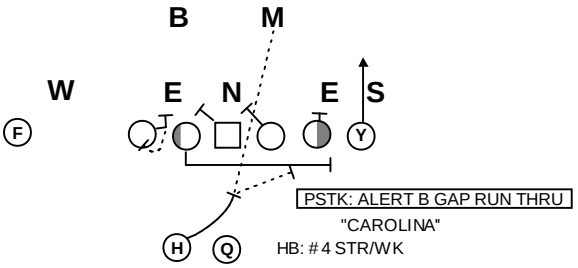
J&P CHOKE EVEN DEUCE - M

33 ODD



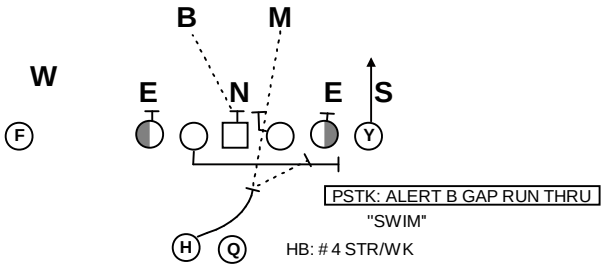
J&P ODD ACE MONEY

35



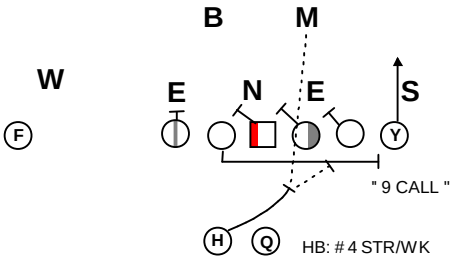
J&P UNDER QUICK MONEY

34



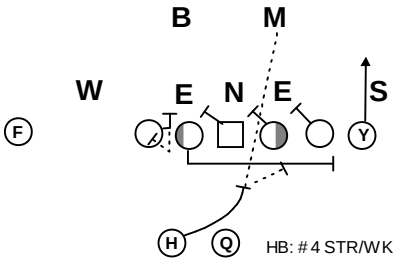
MONEY ODD ACE MONEY

37



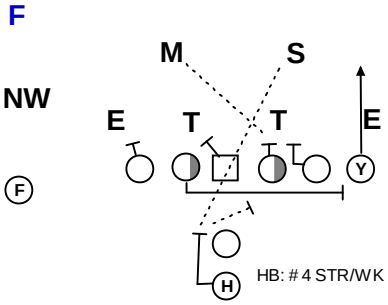
MONEY OVER DALLAS

34 JAM



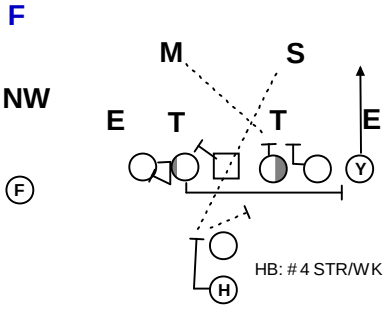
J&P JAM DALLAS

42 EVEN



MONEY CHOKE EVEN DEUCE - M

42 WIDE

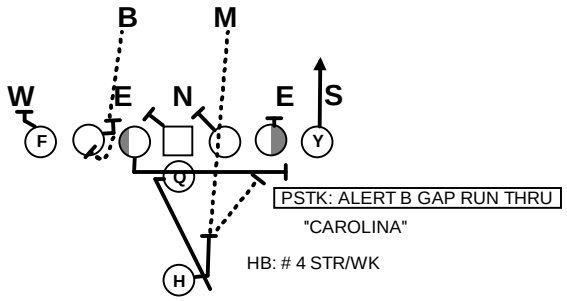


J&P CHOKE EVEN DEUCE - M

CTR PASS RT

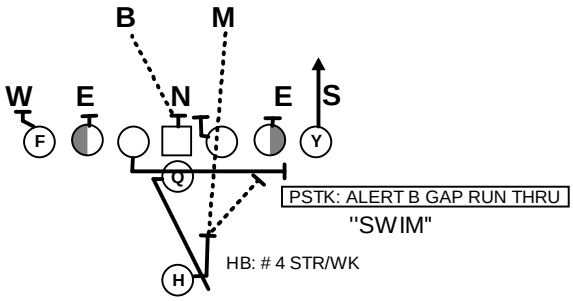
T.C.

35



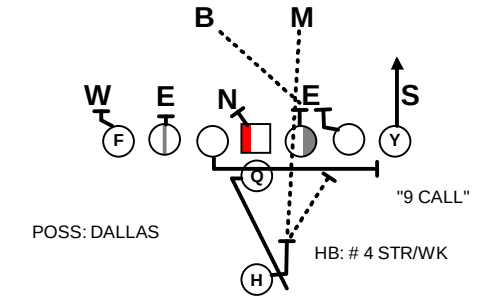
MONEY J&P UNDER QUICK MONEY

34



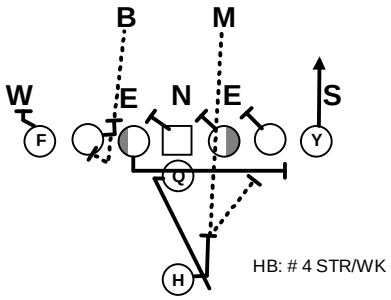
MONEY ODD ACE MONEY

37



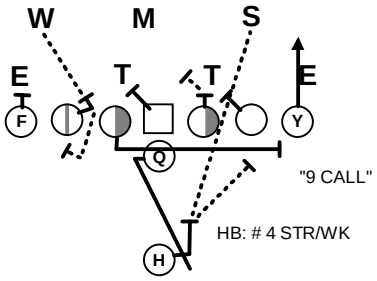
MONEY CHOKE OVER DEUCE-B

34 JAM



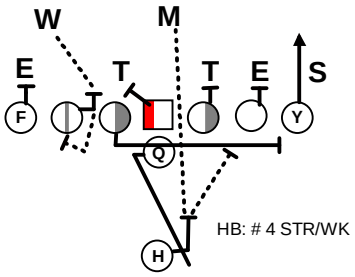
MONEY J&P JAM DALLAS

49



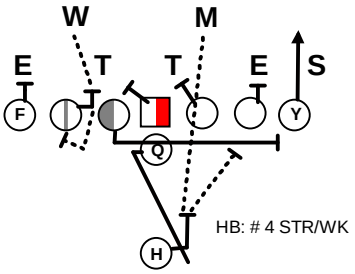
MONEY J&P OVER DEUCE - M

45



MONEY J&P CHOKE OVER MONEY

25



MONEY J&P UNDER QUICK MONEY

PASS 334 PUNCH

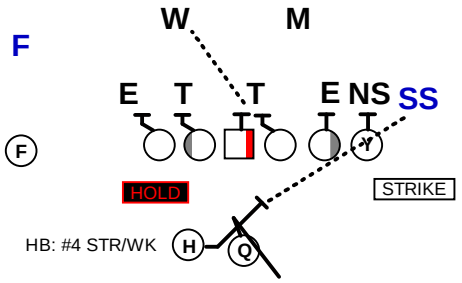
OFFENSIVE LINE AND BACKS:

3 STEP RUN ACTION OFF OF 94/95 PUNCH. WE WANT TO RUN THIS PROTECTION vs OVER FRONT.
THIS IS A AGGRESSIVE PROTECTION.
SELL THE RUN. LOW HEAD GEAR!

4-3 RULES: OL BLOCK 94/95 PUNCH. BST - SECURE B GAP TO C GAP RUSHER.
GET EMOL HANDS DOWN!
3-4 RULES: AGGRESSIVE - ACE CALL vs 3-4 FRONT.

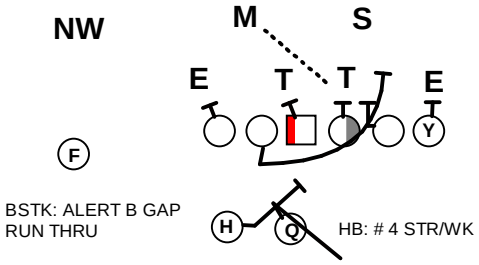
"HOLD" CALL. BACKSIDE GUARD DO NOT PULL IF WLB IS ON THE BALL OR IF YOU ARE COVERED.
LOW HEAD GEAR, PHYSICAL AND SELL RUN.
HB: GREAT RUN FAKE. RESPONSIBLE FOR #4 STR/WK

42 UNDER STRIKE



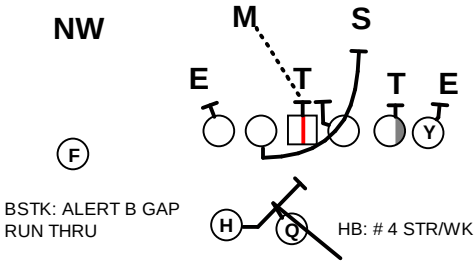
MONEY UNDER ACE MONEY

42 OVER



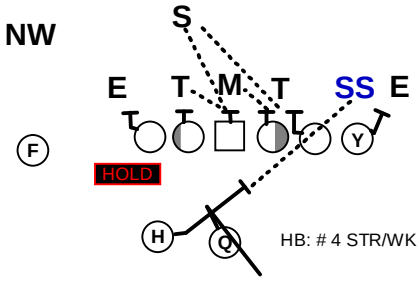
MONEY CHOKE OVER DEUCE - M MONEY

42 OVER KC



MONEY OVER ACE - M MONEY

42 JAM C VICE



L JAM (SLOW DEUCE) MONEY

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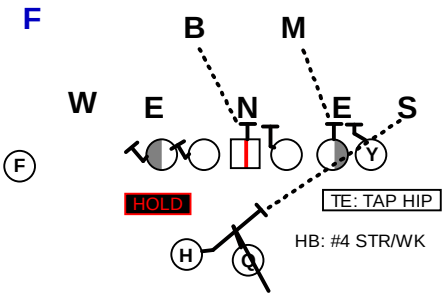
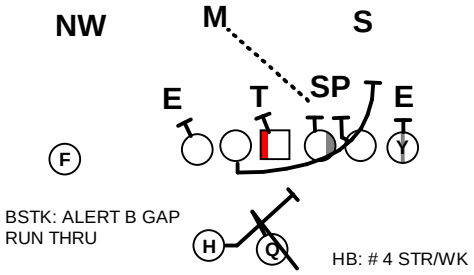


FAN ODD ACE EAT - M

42 OVER SPINNER

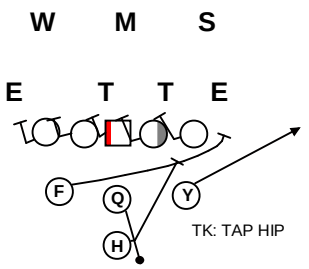


MONEY CHOKE OVER DEUCE- M MONEY

REPTILE/LIZARD

TRAINING CAMP

59



OVER L RUNNING

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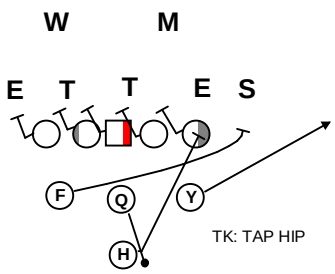
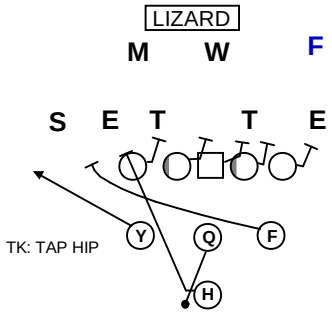


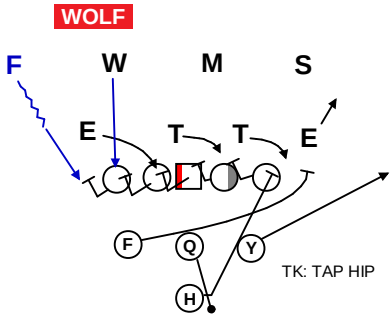
UNDER L RUNNING

45 WIDE FUP



RUNNING R EVEN

59 WOLF



PUSH OVER L RUNNING

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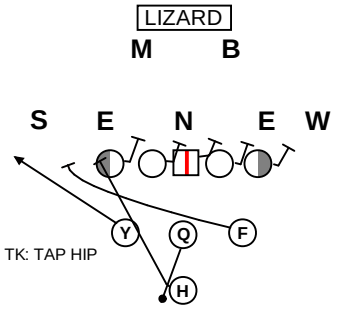

ODD RUNNING R

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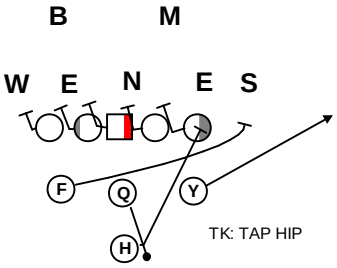
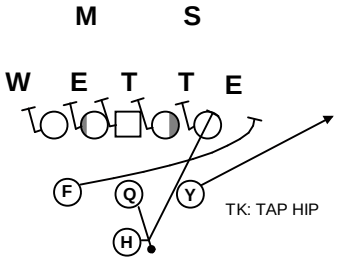


UNDER L RUNNING

57 JAM

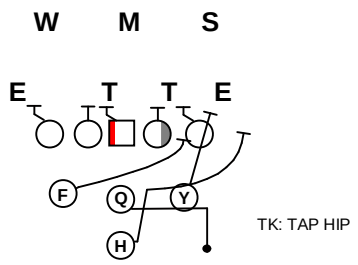


BEAR L RUNNING

SELL PASS 600

TRAINING CAMP

59



OVER L AGGRESSIVE

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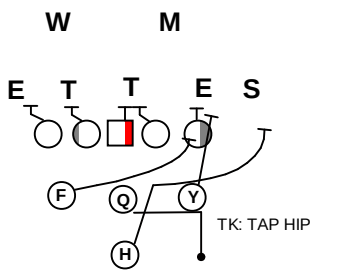
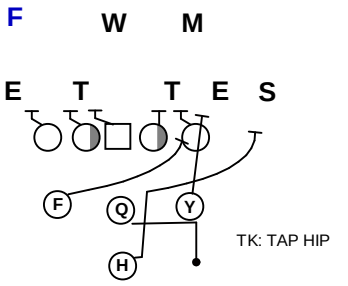


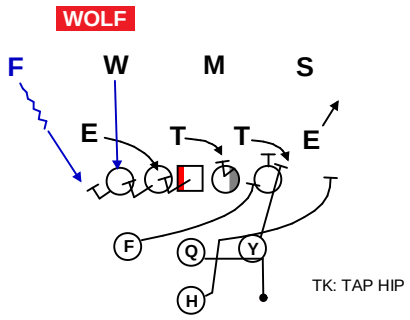
UNDER L AGGRESSIVE

45 WIDE FUP



EVEN L AGGRESSIVE

59 WOLF



PUSH OVER L AGGRESSIVE

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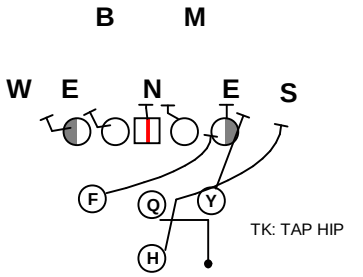

ODD L AGGRESSIVE

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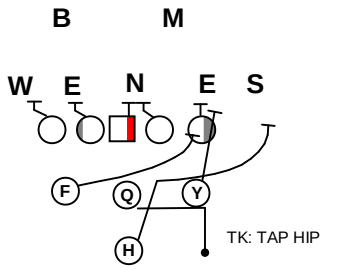
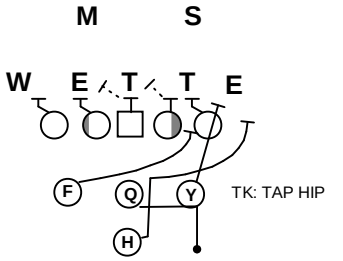


UNDER L AGGRESSIVE

57 JAM



BEAR L AGGRESIVE

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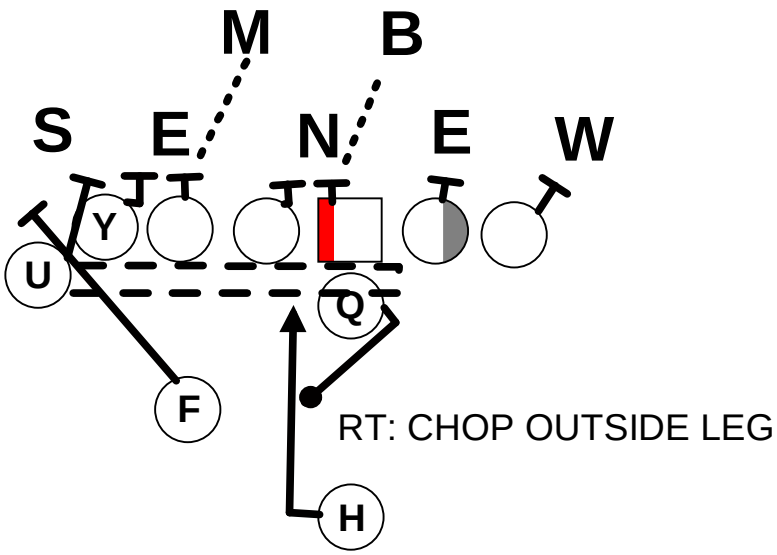
SELL PASS 395 POWER KING



TRACK EAT - M ACE - B UNDER HOLD

35

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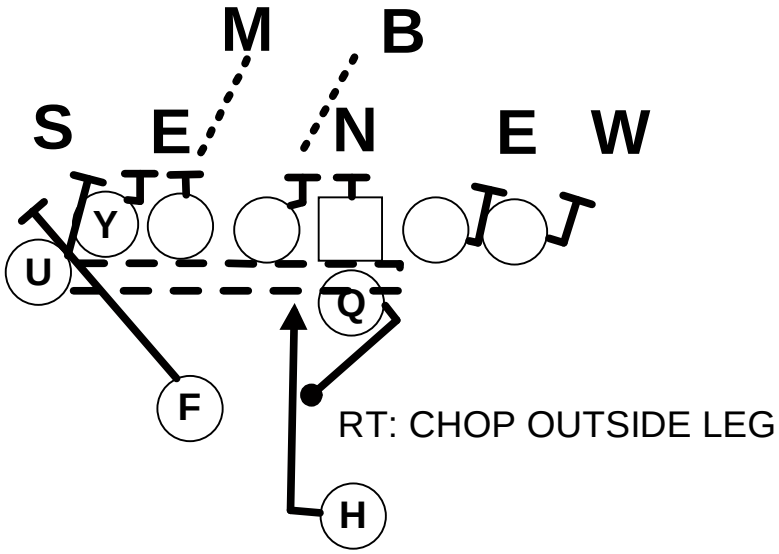
SELL PASS 395 POWER KING



TRACK EAT - M ACE - B UNDER HOLD

34

VENOM 2/3

OFFENSIVE LINE AND BACKS:

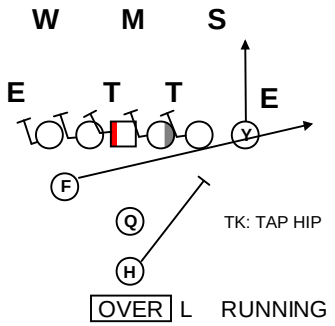
6 MAN RUN ACTION PROTECTION. THAT ALLOWS THE F TO BLUFF THE EMOL AND THEN FREE RELEASE INTO THE FLAT. FULL SLIDE WEAK BY THE OL AT THE "B" GAP.

RB IS RESPONSIBLE FOR THE DEFENDER OFF THE TACKLES HIP. CUT OUTSIDE KNEE.

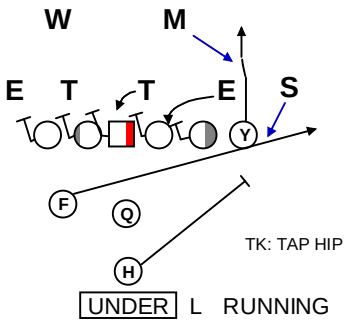
F: BLUFF DE AND GET TO THE FLAT.

"R/L" CALL TO THE DIRECTION THE OL IS SLIDING. LOW HEAD GEAR PLAYSIDE. RUNNING "L/R" ALERT "PUSH" CALL IF THREAT OF 4 WEAK OR AN EDGE BLITZ WEAK.

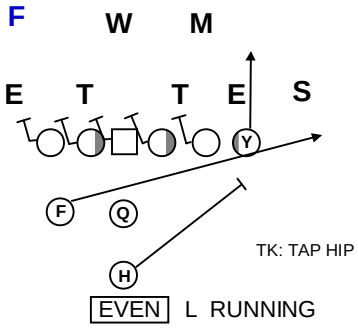
59



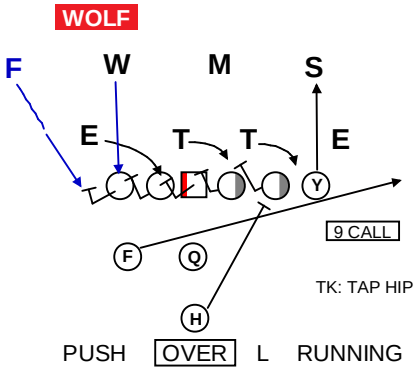
25 SOM



45 WIDE FUP



59 FUP



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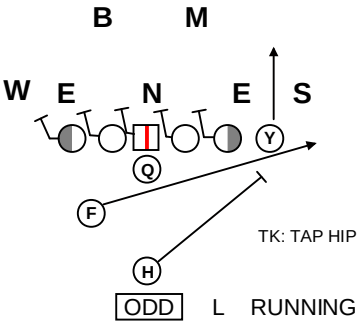
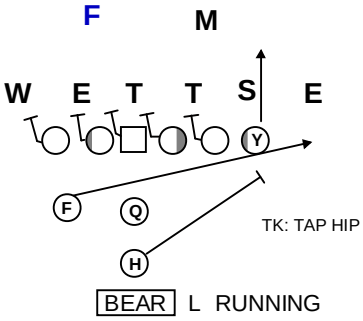


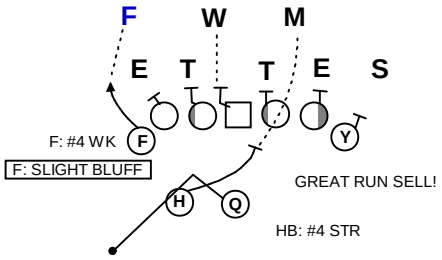
57 BEAR



SELL 30 LEAD MAX

TRAINING CAMP

45 G FUP



LAWN-W EVEN MONEY

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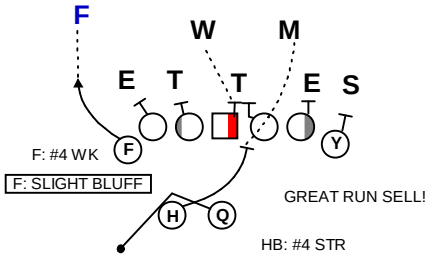

MONEY UNDER ACE-W MONEY

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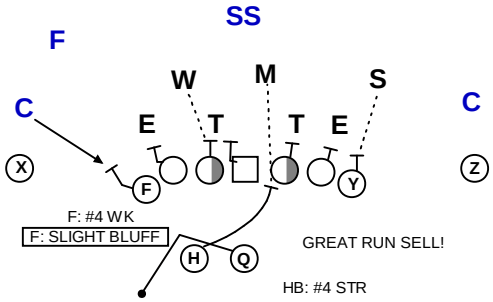
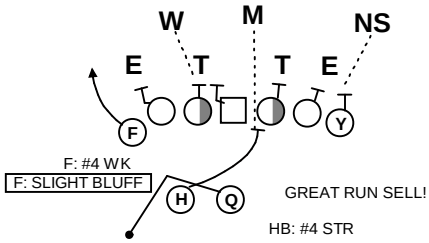


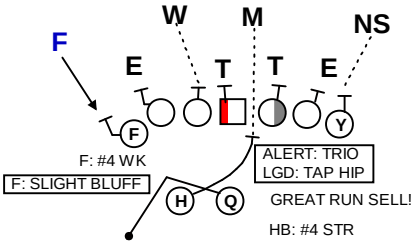
LAWN-W EVEN MONEY

42 EVEN



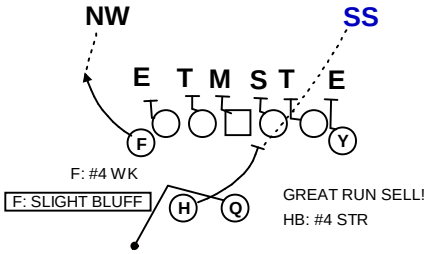
LAWN-W EVEN MONEY T.O.

42 OVER



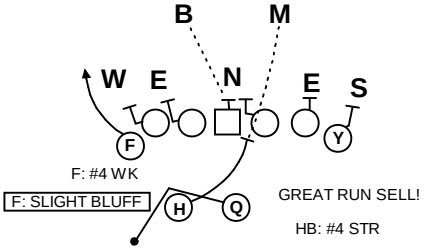
LAWN-W OVER MONEY T.O.

42 CALI



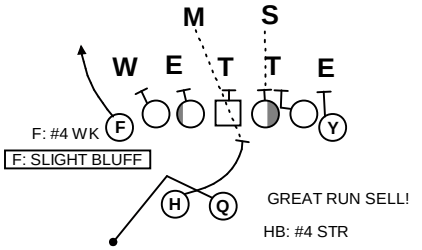
GANG "L" OVER SQUEEZE MONEY

34



FAN ODD ACE-B MONEY

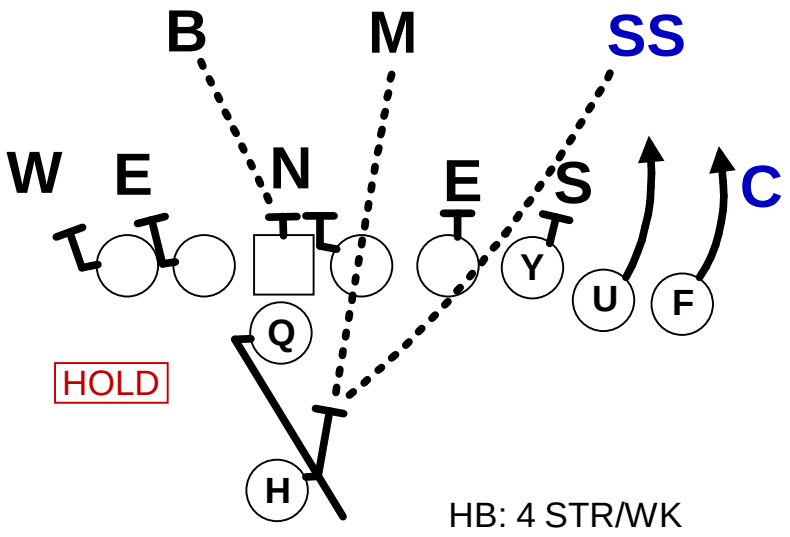
57 JAM



MONEY JAM PLUG-S MONEY

()

PASS 94 PUNCH



FAN ODD ACE MONEY

34

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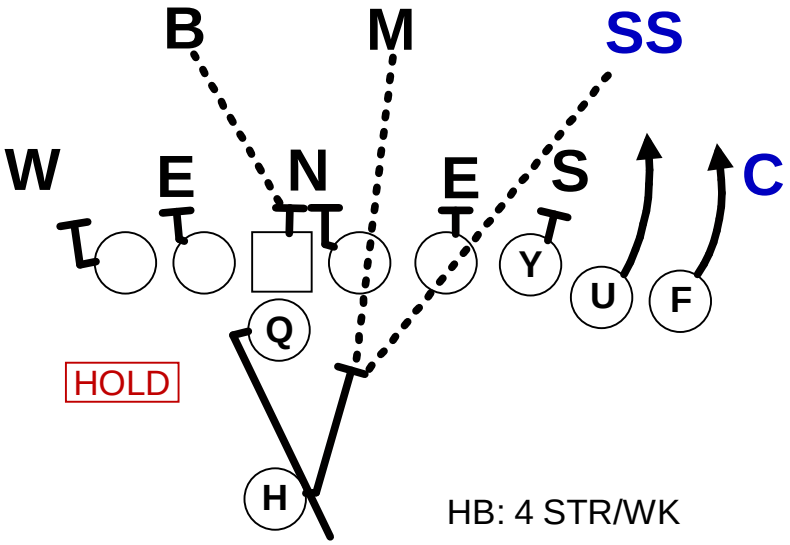
PASS 94 PUNCH



FAN ODD ACE MONEY

35

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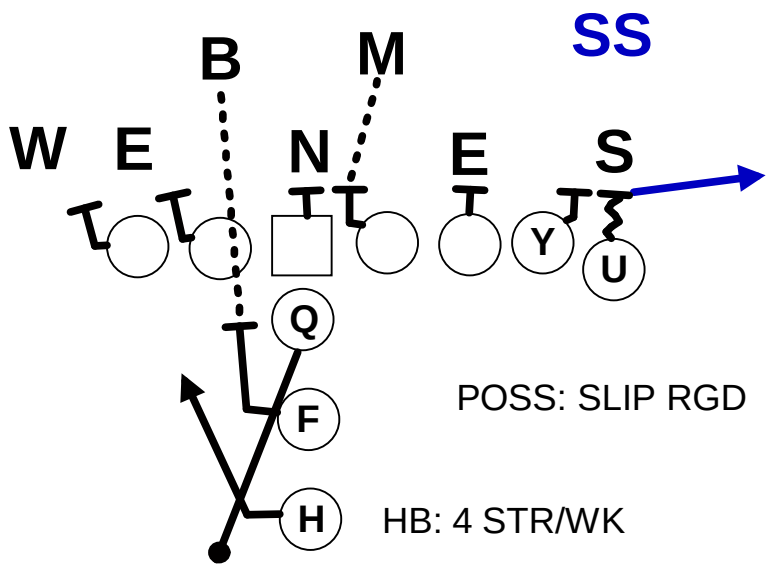
PASS 93 WALLY U SLAM SHOOT



FAN ODD A MONEY

34 SUP

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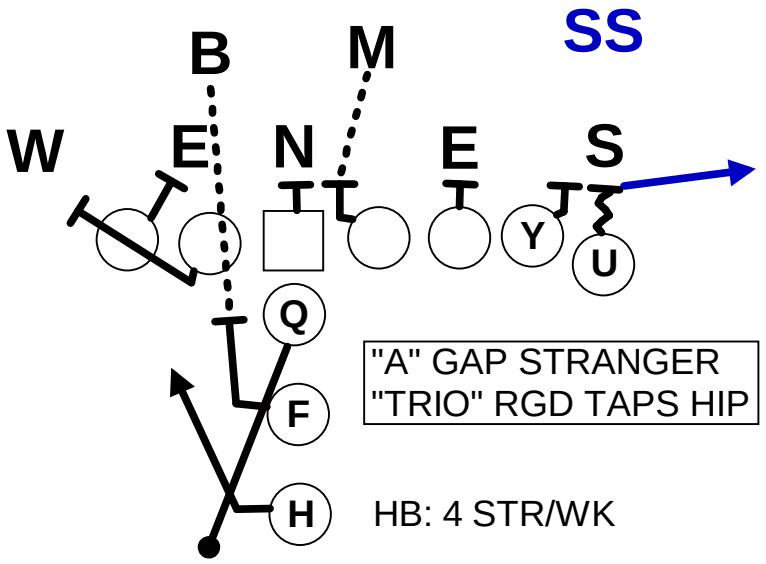
PASS 93 WALLY U SLAM SHOOT

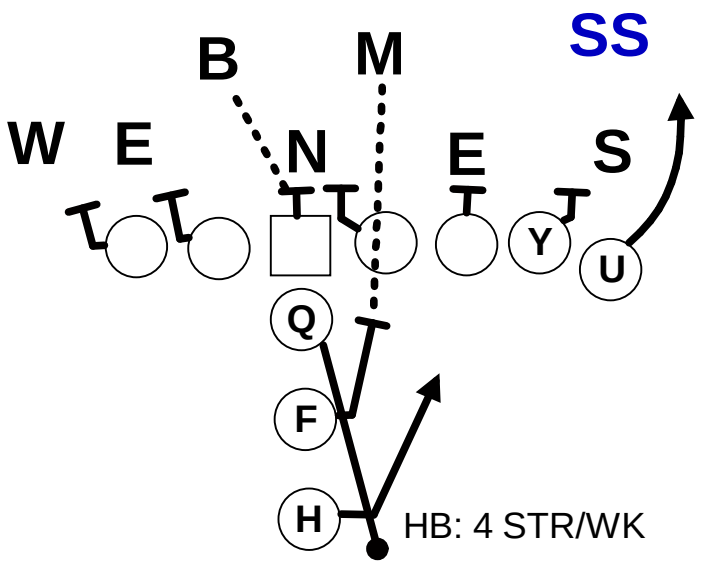


G UNDER A MONEY

35 SUP

()

PASS 90 LEAD



FAN ODD ACE-B MONEY

34 SUP

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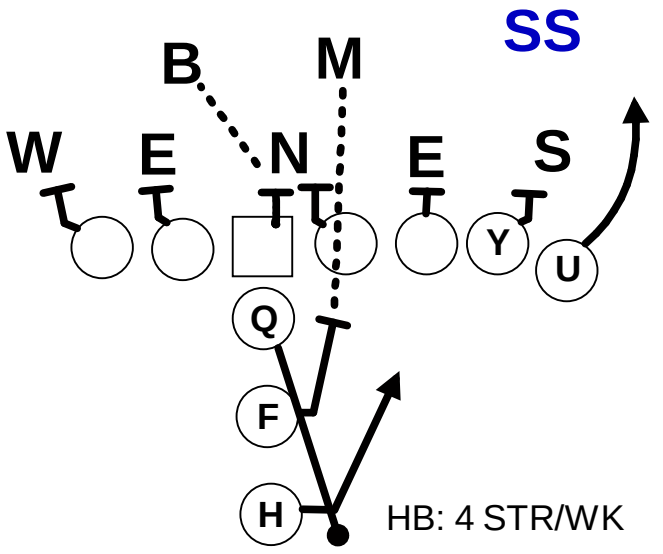
PASS 90 LEAD

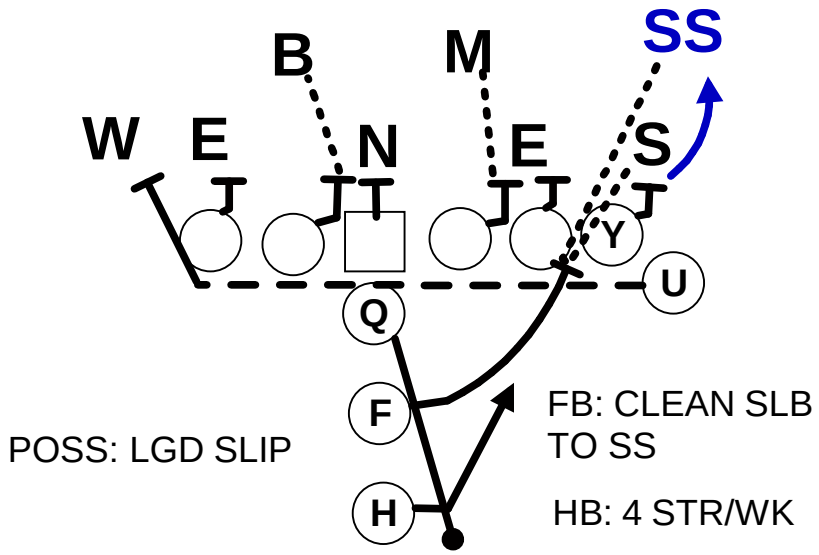


MONEY UNDER ACE-B MONEY

35 SUP

()

PASS 96 BOSS Y BLOCK & GO



CUTOFF A ODD SLIP MONEY

34 SUP

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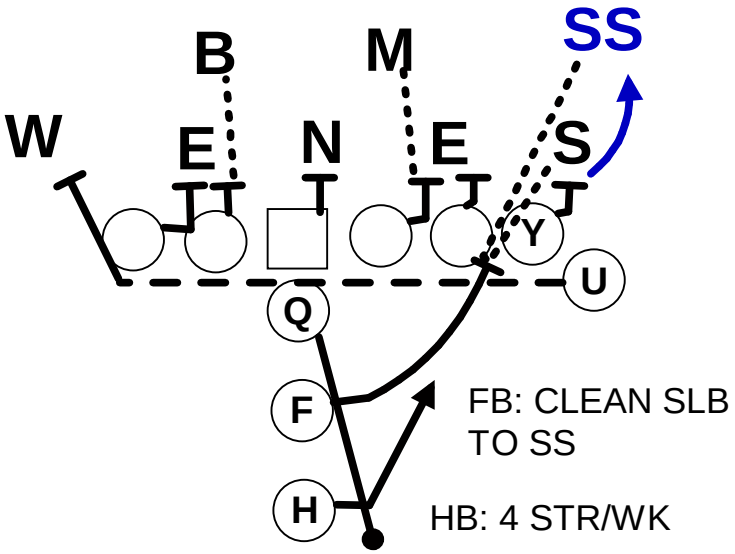
PASS 96 BOSS Y BLOCK & GO



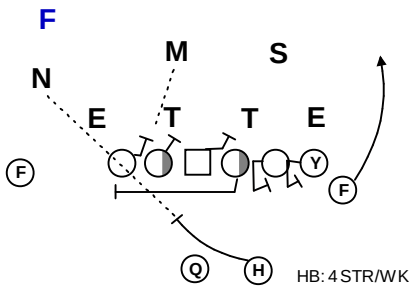
B UNDER SLIP MONEY

35 SUP

PASS 35 TRAP

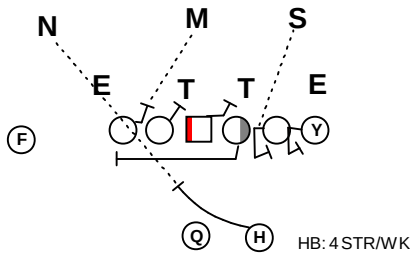
TRAINING CAMP

42 EVEN



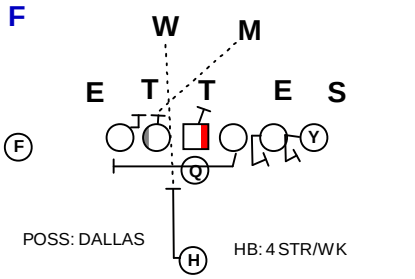
TRACK QUICK EVEN DBL J&P

42 OVER



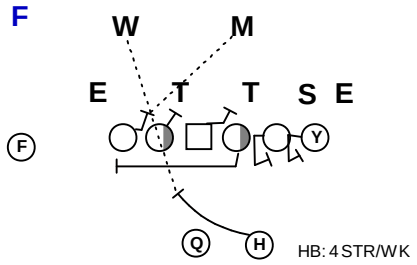
TRACK QUICK EVEN DBL J&P

25



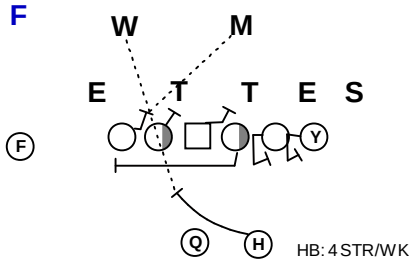
DEUCE UNDER CHOKE DBL J&P

49 CHOKE



TRACK QUICK EVEN DBL J&P

45 WIDE

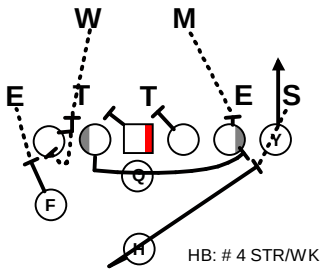


TRACK QUICK EVEN DBL J&P

FORD/LEXUS

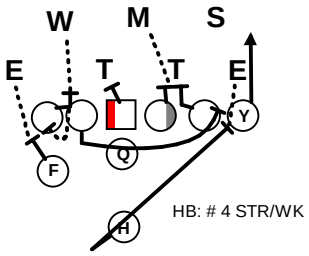
PROTECTION

25



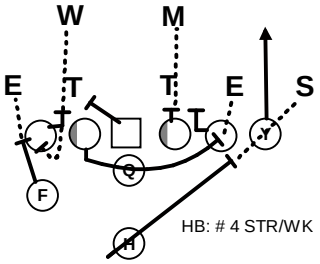
J&P UNDER QUICK MONEY

59



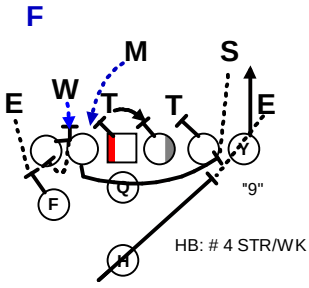
J&P CHOKE OVER DEUCE-M

45 G



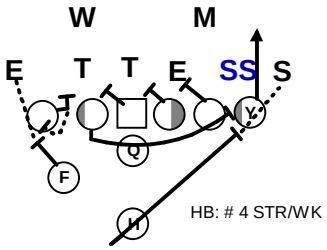
J&P CHOKE EVEN DEUCE - M

59 MUG MAWI



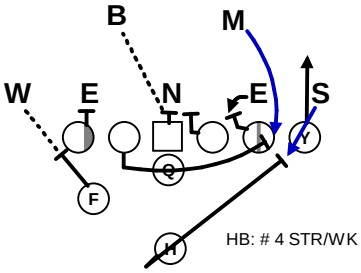
J&P OVER DALLAS

25 BEAR



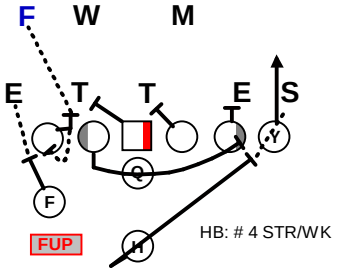
J&P BEAR DALLAS

34 SOM



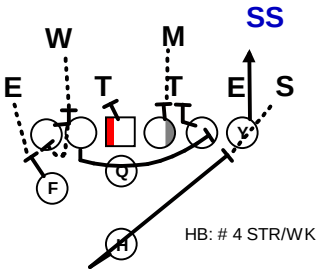
MONEY ODD ACE MONEY

25 FUP



J&P UNDER QUICK TRACK

55 WIDE SUP



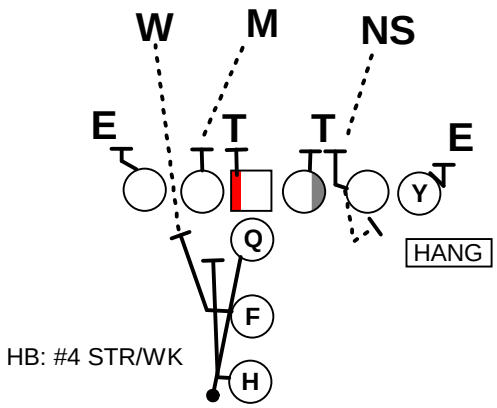
J&P CHOKE OVER DEUCE-M

SELL QK PASS 93/92 WEAK

RUN-ACTION

()

SELL QK PASS 93 WEAK

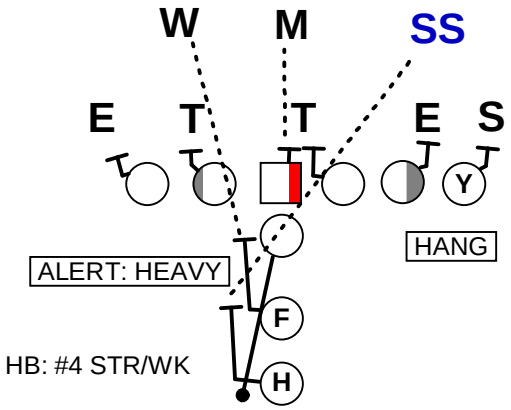


MONEY CHIP OVER B HANG MONEY

59

()

SELL QK PASS 93 WEAK



MONEY UNDER A MONEY

25

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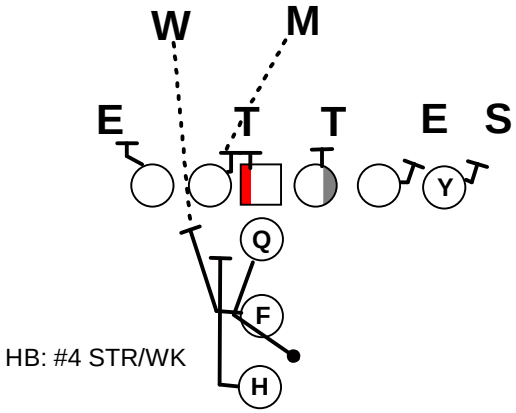
SELL QK PASS 93 WEAK

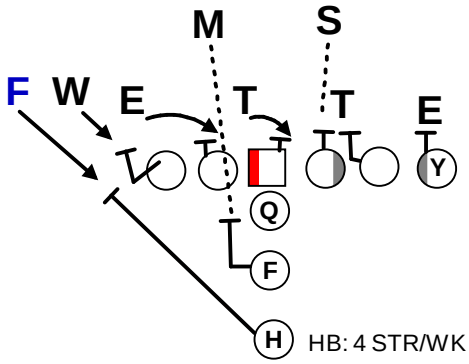


MONEY CHIP OVER MONEY T.O.

55 WIDE

()

SELL QK PASS 93 WEAK

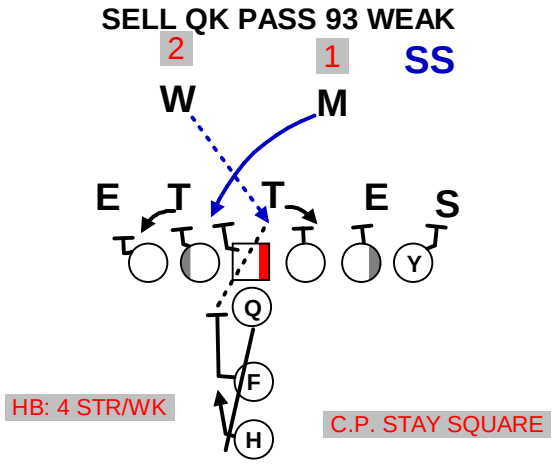


FAN OVER B-HANG MONEY

57 FON WOLF

()

SELL QK PASS 93 WEAK

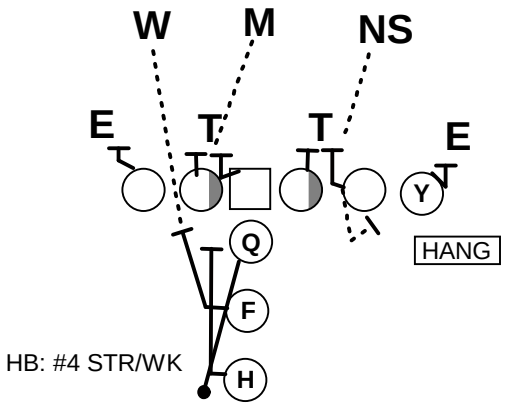


MONEY UNDER A-M MONEY

25 CAROLINA

()

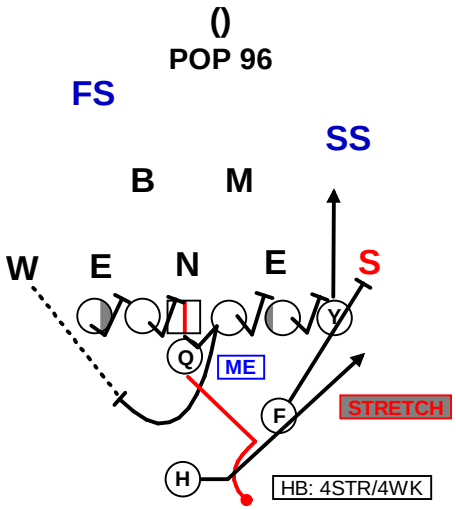
SELL QK PASS 93 WEAK



MONEY GAP EVEN B HANG MONEY

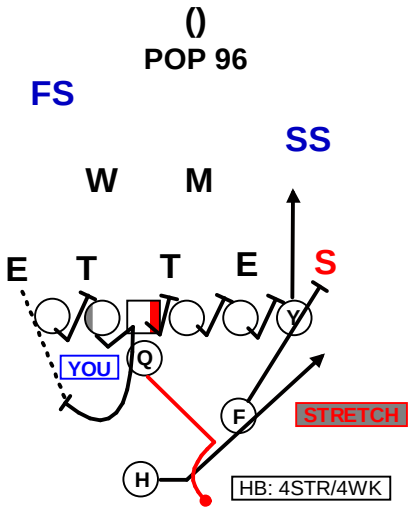
42 EVEN

Confidential Property of the San Francisco 49ers



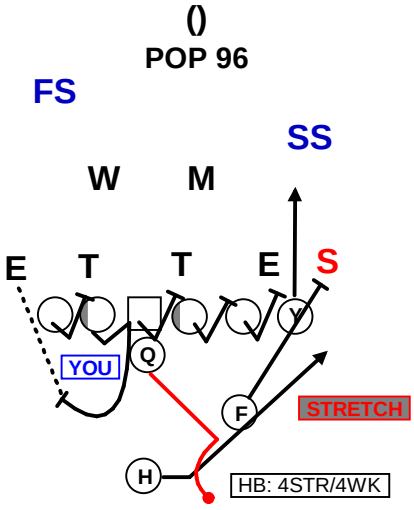
ODD RUNNING R

34I



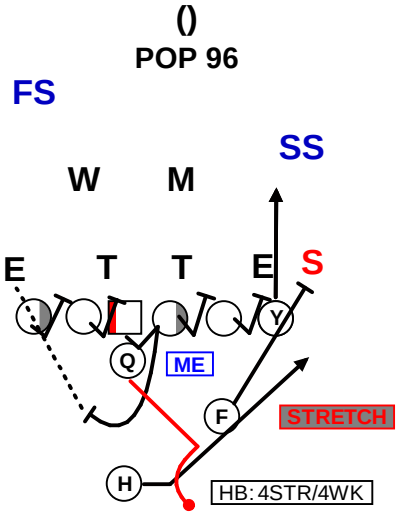
UNDER RUNNING R

25



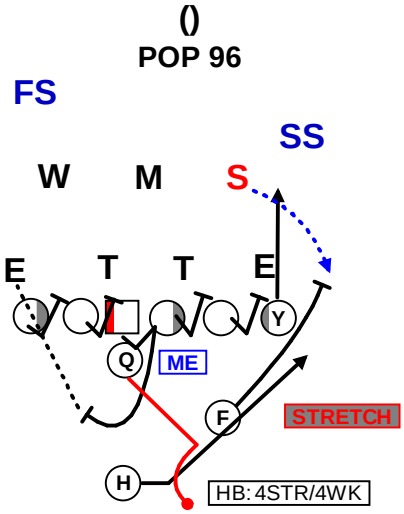
EVEN RUNNING R

45 G



OVER RUNNING R

55 WIDE



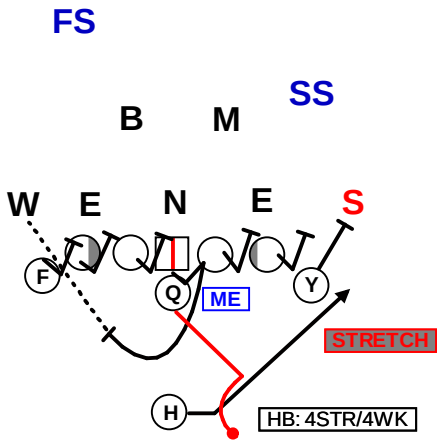
OVER RUNNING R

59

Confidential Property of the San Francisco 49ers

()

POP 96 SOLID

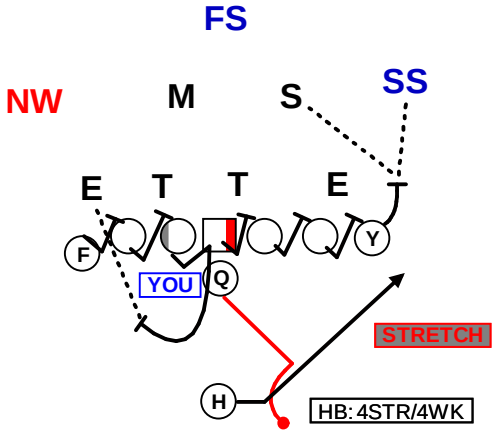


ODD RUNNING R

34I

()

POP 96 SOLID

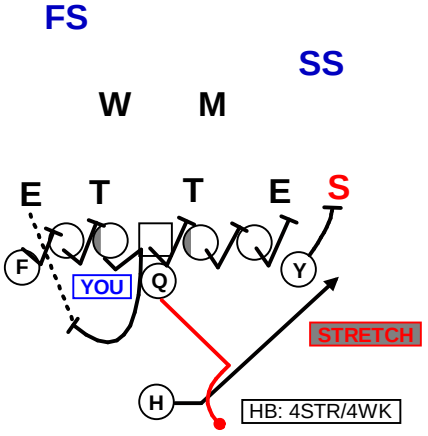


UNDER RUNNING R

42 UNDER

()

POP 96 SOLID

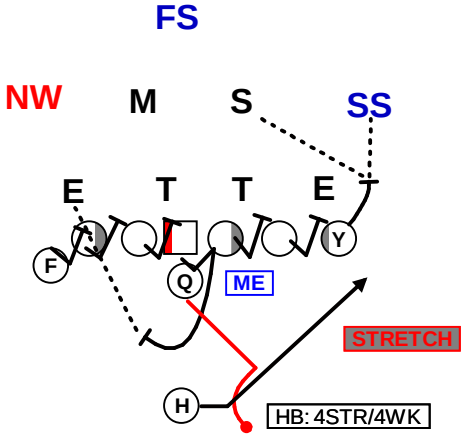


EVEN RUNNING R

45 G

()

POP 96 SOLID



OVER RUNNING R

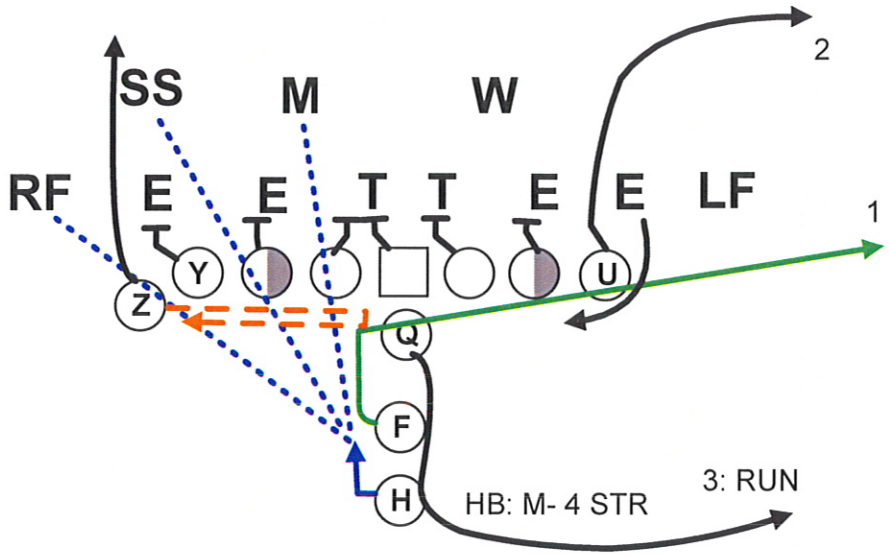
42 OVER

Confidential Property of the San Francisco 49ers

()

PASS 91 LEAD

(ZEUS) GL LT Z CTR P91 LEAD U BANANA F SLIDE RT



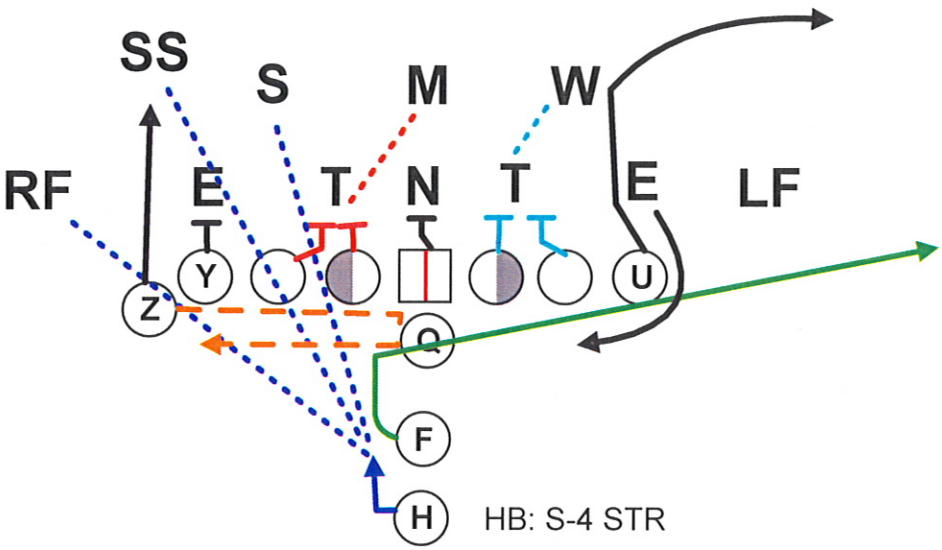
MONEY GAP 6-2 MONEY

62

()

P91 LEAD

(ZEUS) GL LT Z CTR P91 LEAD U BANANA F SLIDE RT



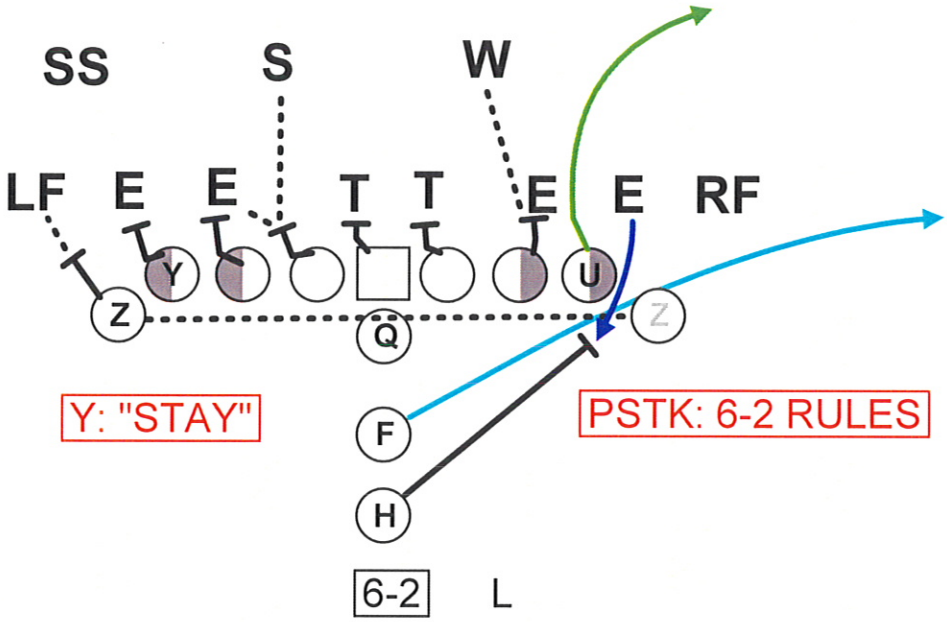
MONEY DIME 5-3 B

5-3

()

SPIDER 2 STAY

(ZEUS) Z SHIFT:GL LT SP2 STAY U BANANA



6-2

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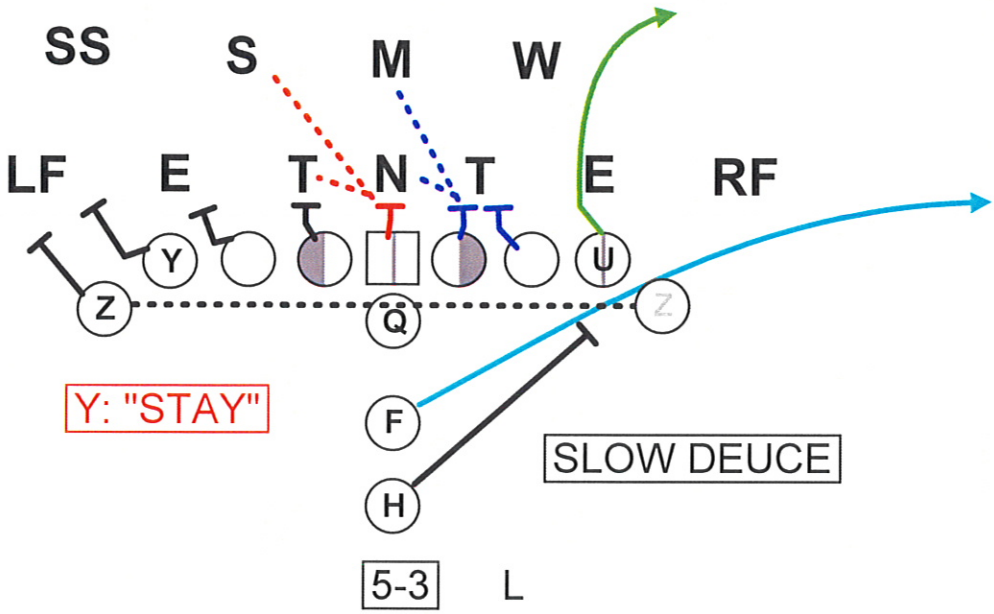
SPIDER 2 STAY

(ZEUS) Z SHIFT:GL LT SP2 STAY U BANANA



5-3

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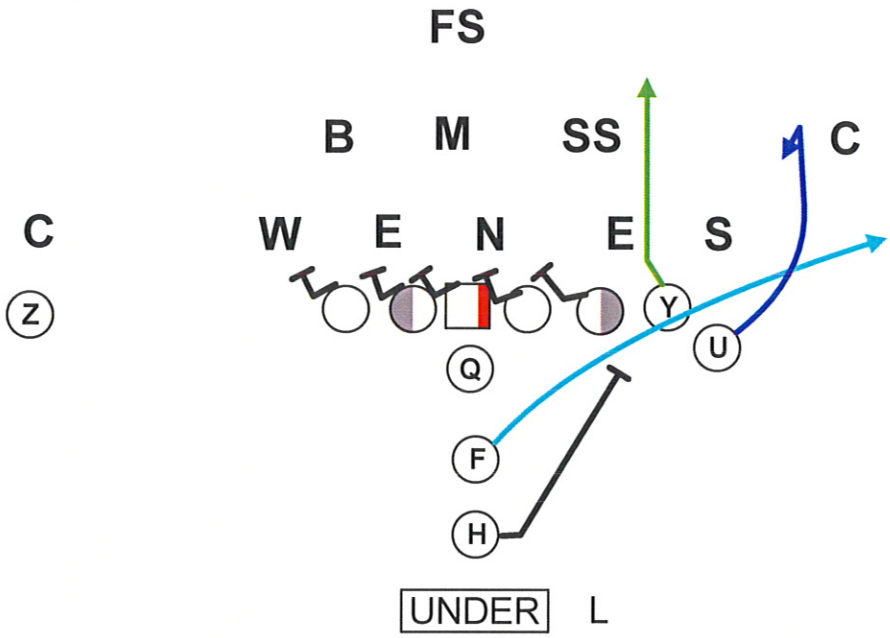
SPIDER 2/3

(U) GRN RT WING SP2 U SNAG

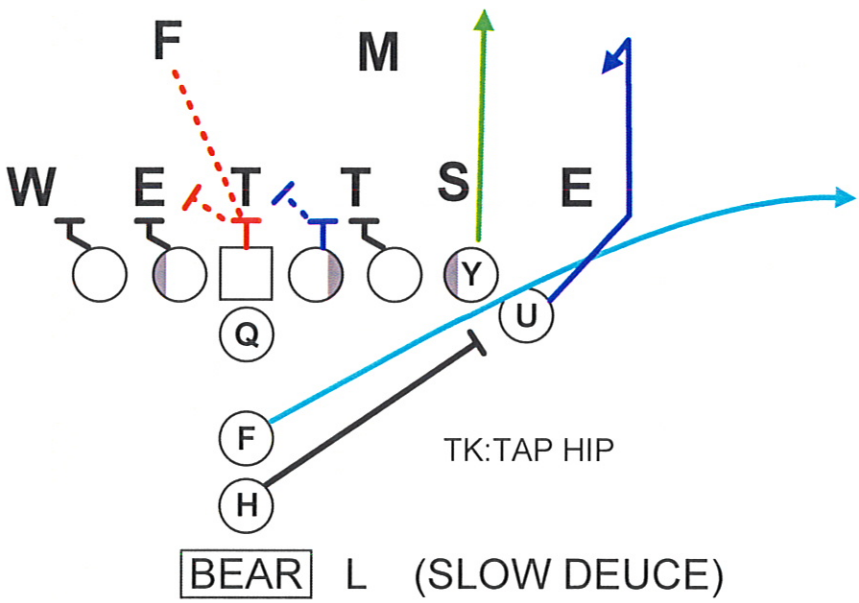


35 SUP

()

SPIDER 2/3

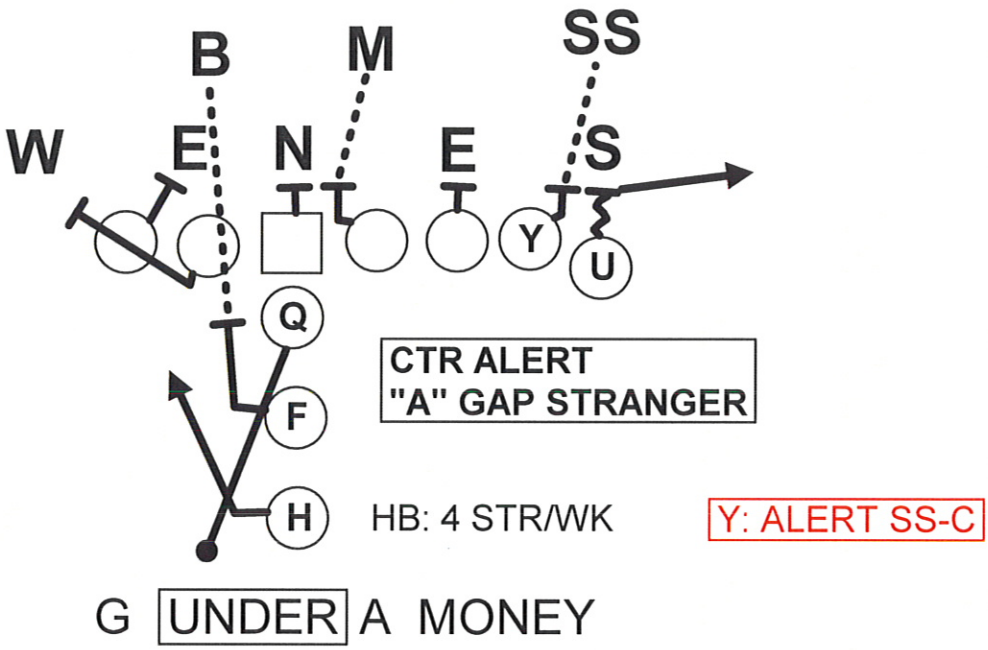
(U) GRN RT WING SP2 U SNAG



57 BEAR

()

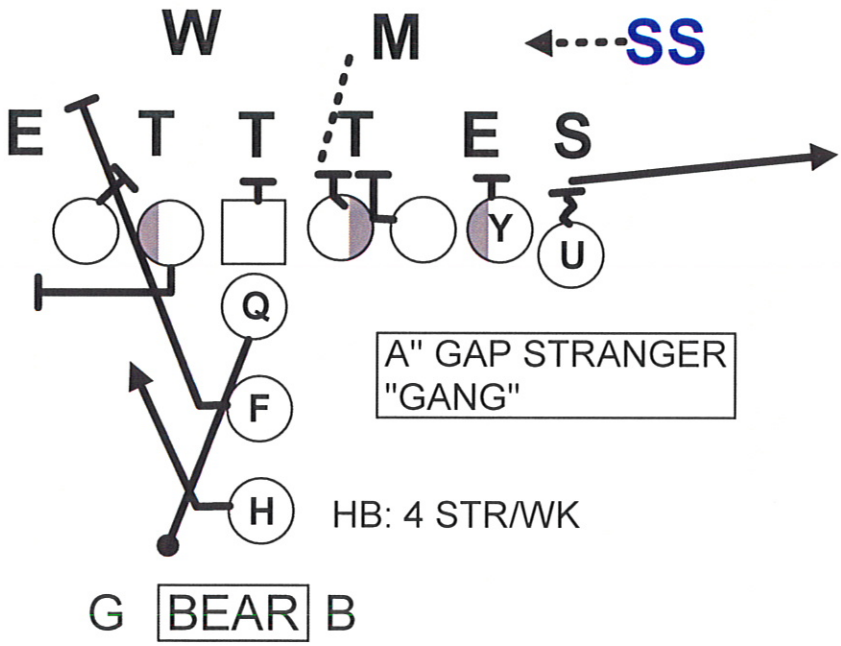
PASS 93 WALLY U SLAM SHOOT



35 SUP

()

PASS 93 WALLY U SLAM SHOOT



53 BEAR XDL

49ERS 2014 RUN INSTALL #1

49ers WIDE ZONE (96/97)

PAGE	PLAY
1	96/97 ZONE
2	96/97 BIG
3	96/97 BOSS (16/17 BOSS READ)
4	96/97 CREASE-BOSS
5	97/96 FRONT (37/36)
6	97/96 BOBB
7	97/96 TOBY

49ers STRETCH ZONE (96/97)

1	96/97 TRACTOR
2	96/97 FORCE
3	96/97 EXTRA
4	97/96 FLEX

49ers DRAW

1	H-2/3 DRAW

QB	
OL	
TE	
RB	
WR	
OFFENSE	

49ERS 2014 RUN INSTALL #2

49ers WIDE ZONE / CROSS (96/97)

PAGE	PLAY
1	96/97 CROSS
2	96/97 CROSS-BOSS
3	96/97 CROSS-FORCE
4	97/96 G-RUB

49ers PERIMETER WACKS & CRACKS (98/99) (99/98)

PAGE	PLAY
1	98/99 TRUCK
2	99/98 WACK

49ers DRAW

1	HOUND DRAW RT/LT
2	SPRINT DRAW LT/RT

49ERS 2014 RUN INSTALL #3-4

49ers TIGHT ZONE (92/93) (93/92)

PAGE	PLAY
1	92/93 ZONE
2	92/93 SPLIT
3	62/63 BELLY
4	12/13 SPARK (Q)
5	93/92 WEAK
6	93/92 WALLY
7	93/92 MIKE
8	93/92 SPOT
9	93/92 FRONT (33/32)

49ers ISOLATION (90/91)

1	90/91 LEAD

49ers MISDIRECTION

1	Z-SWEEP LT/RT
2	Z-ARC SWEEP LT/RT
3	Z-SPEED SWEEP LT/RT
4	FAKE 92/93 SPLIT Z-REVERSE LT/RT

49ERS 2014 RUN INSTALL #5	
49ers GAP SCHEMES (94/95) (95/94)	
PAGE	**PLAY**
1	94/95 POWER (14/15 POWER READ)
2	94/95 POWER-KING
3	94/95 POWER-BONUS
4	94/95 SWAY (KING)
5	94/95 PUNCH
6	95/94 JAM
7	95/94 WRAP (GIFT)
8	95/94 Y-WRAP
9	95/94 WRAP F/U-BLUFF
49ers ISOLATION (90/91)	
1	90/91 DRILL
49ers QB-DRIVEN RUN (GUN TEEN)	
1	12/13 READ (OPEN) (VICE)
2	12/13 BOOK (OPEN) (VICE)
3	16/17 POP
4	16/17 FLOW
49ers MISDIRECTION	
1	FAKE 94/95 POWER Z-REVERSE LT/RT

49ERS 2014 RUN INSTALL #6

49ers QB-DRIVEN RUN (Q -TEEN SERIES)

PAGE	PLAY
1	12/13 ARC
2	12/13 SLAP
3	12/13 SAS
4	12/13 SLOPE
5	13/12 BLUNT
6	13/12 STARK
7	13/12 EAT

49ERS 2014 RUN INSTALL #7

49ers ISOLATION (90/91)

PAGE	PLAY
1	90/91 MOUSE / ANT / LOAD-TRAP / SPLIT-TRAP
2	90/91 BLAST
3	90/91 BIG-BLAST
4	90/91 CRUNCH

49ers MISDIRECTION

PAGE	PLAY
5	FAKE 92/93 GHOST X-REVESE RT/LT

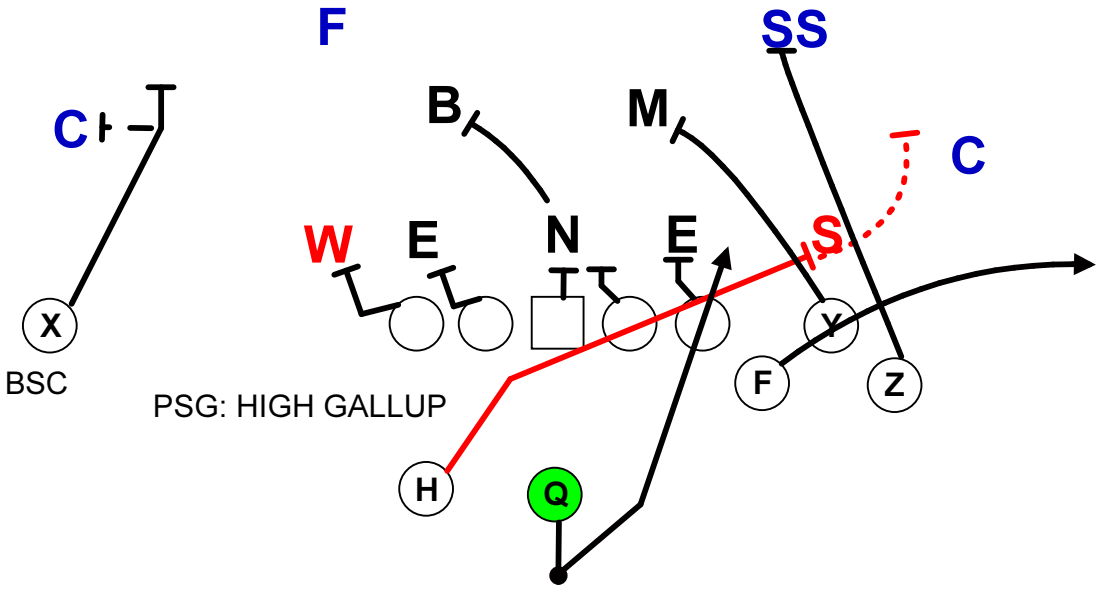
49ERS 2014 RUN INSTALL #8

49ers U-SPECIFIC RUN

PAGE	PLAY
1	93/92 SPOT
2	93/92 WINSERT (WEAK-INSERT)
3	94/95 POWER KING (SWAY KING)
4	94/95 POWER BONUS
5	95/94 JAM BONUS
6	95/94 U-POWER
7	90/91 LOAD TRAP
8	90/91 WING LEAD
9	90/91 U-LEAD
10	90/91 DRILL KING (HANDBACK)
11	90/91 DRILL BONUS (BACKDOOR)
12	90/91 BIG-BLAST
13	90/91 BIG-CRUNCH
14	96/97 EXTRA
15	96/97 GEORGIA
16	97/96 BOBB-INSERT (CHOP)
17	99/98 U-TRUCK (WACK) (TONKA)
18	97/96 G-RUB
19	95/94 WRAP F-BLUFF
20	95/94 U-WRAP F-BLUFF
21	12/13 DOUBLE-SLAP (Q)
22	13/12 DINNER (Q)

49ERS 2014 RUN INSTALL #9	
49ers GL RUN	
PAGE	**PLAY**
1	GL 94/95 POWER KING (ZEUS) Z-SHIFT GL RT/LT
2	GL 94/95 POWER Z-ESCORT (ZEUS) GL RT/LT Z-CTR
3	GL 97/96 G-LEAD (ZEUS) GL RT/LT
4	GL 90/91 LEAD (ZEUS) GL RT/LT
5	GL 90/91 JAB 'O' (ZEUS) GL RT/LT
49ers SY RUN	
1	SY 94/95 POWER KING (Y) Z-RESET GREEN COZY Y-WK
2	SY 95/94 JAM BONUS (U) GREEN WING U-WK
3	SY 93/92 SPOT (U) GREEN WING U-WK
4	SY 90/91 WING LEAD (U) GREEN WING
5	SY F@0 (U) GL LT WING U-RT

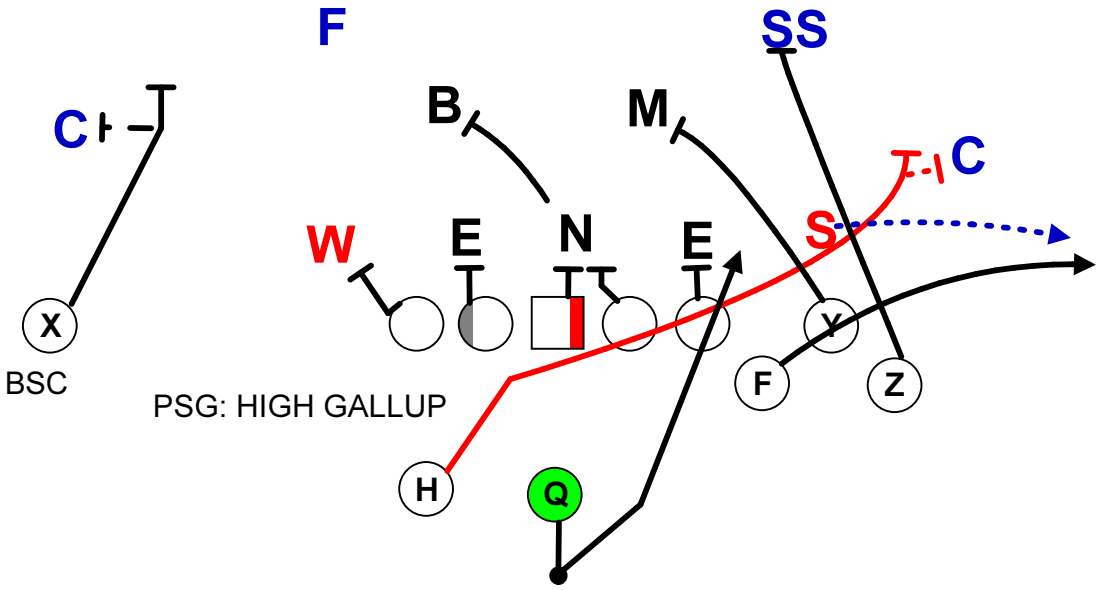
(R) BUNCH RT TITE
DRAKE RT F SHOOT



FAN ODD ACE-B MONEY THRU

34

(R) BUNCH RT TITE
DRAKE RT F SHOOT



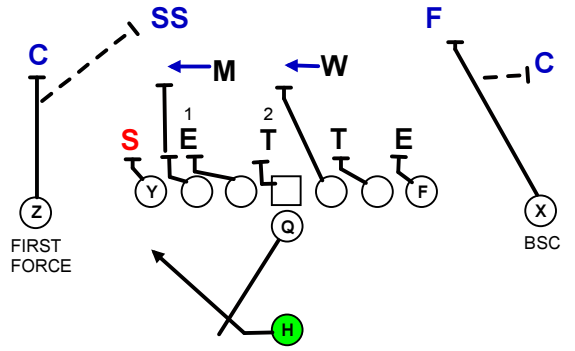
MONEY UNDER ACE-B MONEY THRU

35

96/97 ZONE

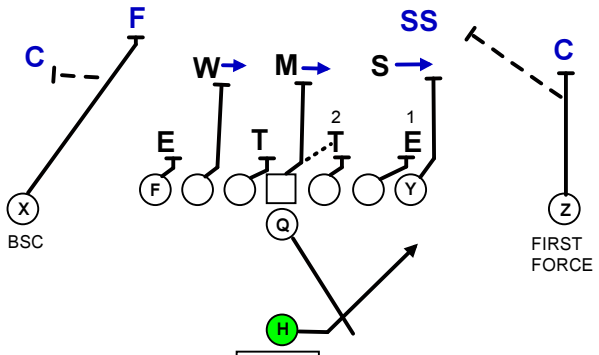
POS	RULES
Z	FIRST FORCE. BACKSIDE, BACKSIDE CUTOFF
X	BACKSIDE CUTOFF. PLAYSIDE, FIRST FORCE
Y	MAN SAM ON, WIDE 'SCOOP' vs 7 TECH, T.O. VS 'WIDE'.
PST	MAN, 'SLIP' TO MIKE, SCOOP, T.O. TO SAM, ALERT SHOVEL TO MIKE
PSG	MAN, 'GAP' / 'TRIO'/SLIP' TO MIKE. ALERT 'SHOVEL'.
C	MAN, 'GAP'/'TRIO' TO MIKE, 'A1' TO MIKE, GANG vs BEAR.
BSG	MAN, 'A1' TO MIKE/'B1' TO WILL, ALERT 'GANG'
BST	'B1', 'C1'. ALERT 'GANG'
F	'C1', 'SUP', ALERT 'GANG'
H	SLIDE SLANT FOOTWORK, AP = OUTSIDE FOOT OF TE. READ DE TO DT.
Q	OPEN AT 5/7 O'CLOCK TO HOLE. BOOT AWAY. KILL vs UNBLOCKABLE DEFENDER PLAYSIDE, OR UNBLOCKED EDGE PLAYER.

25 (T) DOT LT



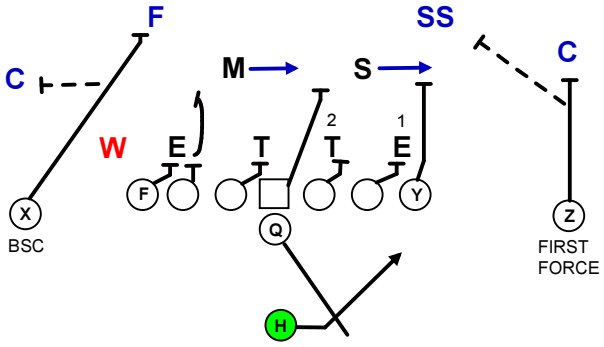
MONEY SLIP UNDER B1 CUTOFF

59 (T) DOT RT



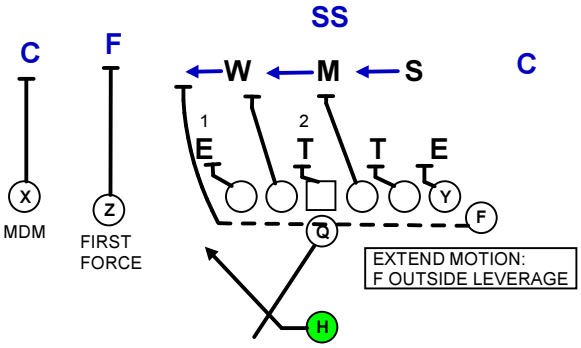
CUTOFF TRIO OVER SCOOP

57 (T) DOT RT



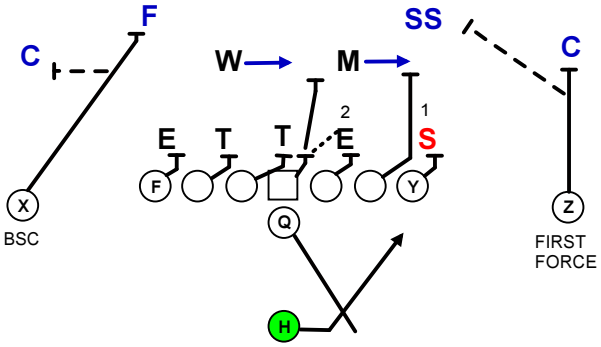
C1 A1 OVER MONEY SCOOP

59 (T) Y SHIFT FLANK RT F LT



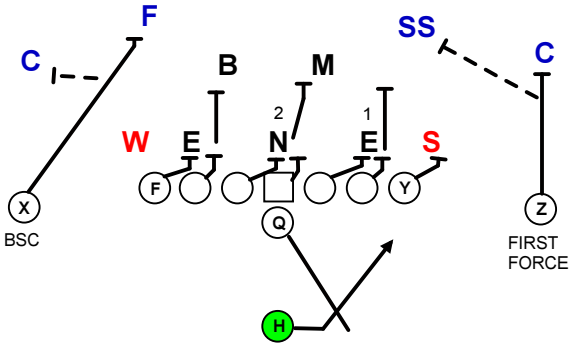
SCOOP H-CHIP OVER B1 CUTOFF

25 JAM (T) DOT RT



CUTOFF GANG JAM MONEY SCOOP

34 (T) DOT RT

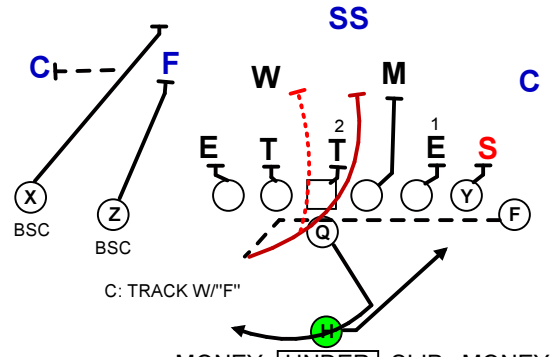


C1 A1 ODD SLIP MONEY

96/97 BIG

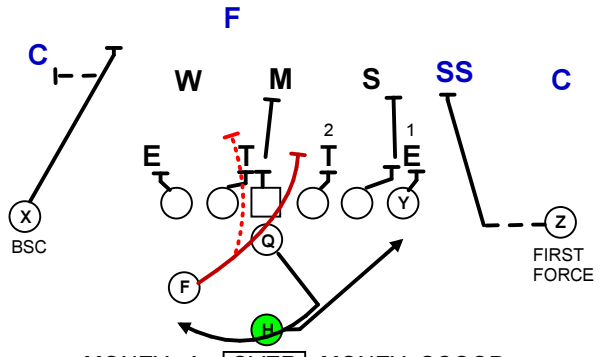
POS	RULES
Z	FIRST FORCE. BACKSIDE, BACKSIDE CUTOFF
X	BACKSIDE CUTOFF. PLAYSIDE, FIRST FORCE
Y	MAN SAM ON, WIDE 'SCOOP' vs 7 TECH, T.O. vs WIDE.
PST	MAN, 'SLIP' TO MIKE, SCOOP, T.O. TO SAM, ALERT SHOVEL TO MIKE.
PSG	MAN, 'GAP' / 'TRIO' / 'SLIP' TO MIKE. ALERT SHOVEL.
C	TRACK WITH F, 'GAP' / 'TRIO' TO MIKE. ALERT SHOVEL.
BSG	MAN. 'A' TO MIKE FAN vs G BUBBLE.
BST	LOCK DE. FAN vs G BUBBLE.
F	AP-PLAYSIDE FOOT OF CENTER. BLOCK 1ST STACKED INSIDE. TRACK W/CENTER
H	SLIDE SLANT FOOTWORK, AP = OUTSIDE FOOT OF TE. READ DE TO DT.
Q	OPEN AT 5/7 O'CLOCK TO HOLE. BOOT AWAY. KILL vs UNBLOCKABLE DEFENDER PLAYSIDE, OR UNBLOCKED EDGE PLAYER.

25 (T) FLANK RT F LT



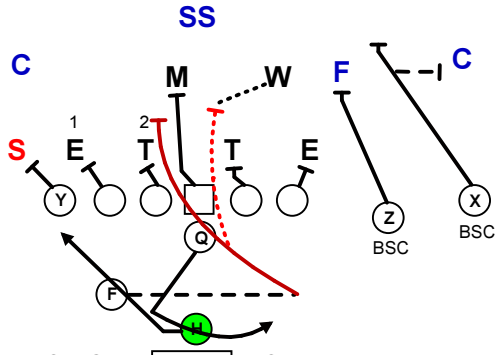
MONEY [UNDER] SLIP MONEY

59 (R) WEAK RT Z SHT



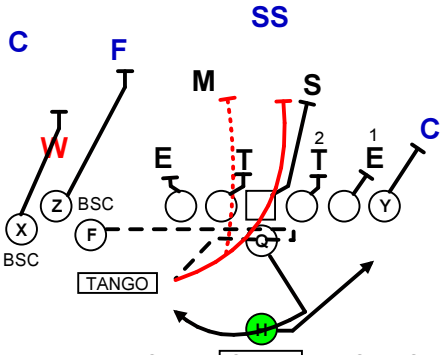
MONEY A [OVER] MONEY SCOOP

45 WD (R) STRONG LT SLOT FUZZ



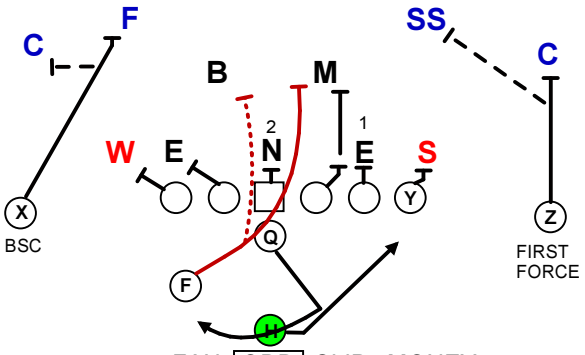
T.O. GAP [EVEN] MONEY

57 CON (T) STINT RT BUNCH F CTR



MONEY [OVER] TRIO T.O.

34 (R) WEAK RT

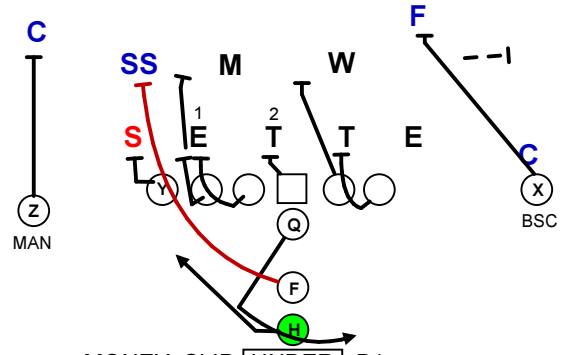


FAN [ODD] SLIP MONEY

96/97 BOSS

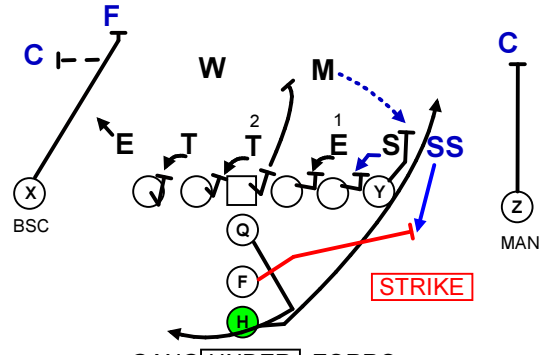
POS	RULES
Z	BLOCK MAN-ON. BACKSIDE - BACKSIDE CUTOFF
X	BACKSIDE CUTOFF; PLAYSIDE, BLOCK MAN-ON.
Y	MAN SAM ON, WIDE 'SCOOP' vs 7 TECH. T.O. VS 'WIDE'. ALERT ZORRO VS STRIKE.
PST	MAN, SLIP TO MIKE, 'SCOOP', T.O. TO SAM. ALERT ZORRO vs STRIKE.
PSG	MAN, GAP /SLIP TO MIKE. ALERT TRIO, ZORRO.
C	MAN, GAP/ TRIO TO MIKE. A1 TO MIKE, GANG vs BEAR, ALERT ZORRO. POSS N.M.I.D. vs FUP
BSG	MAN, A1 TO MIKE, B1 TO WILL, ALERT 'GANG' ("ZORRO")
BST	SIFT, B1, ALERT 'GANG' ("ZORRO")
F	FORCE BLOCK #4 PLAYSIDE. ALERT TO CHIP YOUR WAY TO THE SAFTEY.
H	SLIDE SLANT FOOTWORK, AP = OUTSIDE FOOT OF TE, READ DE TO DT.
Q	OPEN TO HOLE AT 5/7 O'CLOCK. BOOT AWAY.

25 SUP (R) GREEN LT



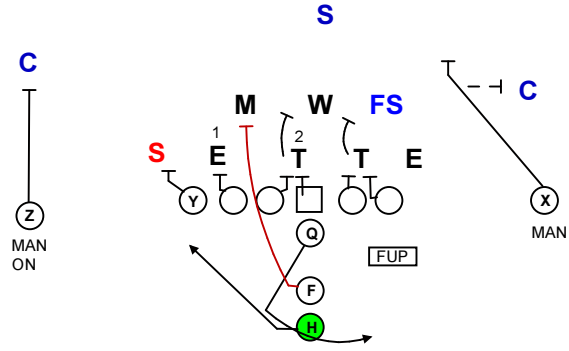
MONEY SLIP UNDER B1

25 SON SUSS (R) GREEN RT



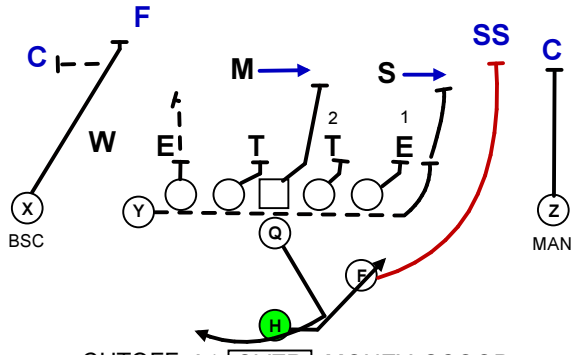
GANG UNDER ZORRO

25 FUP (R) GREEN LT



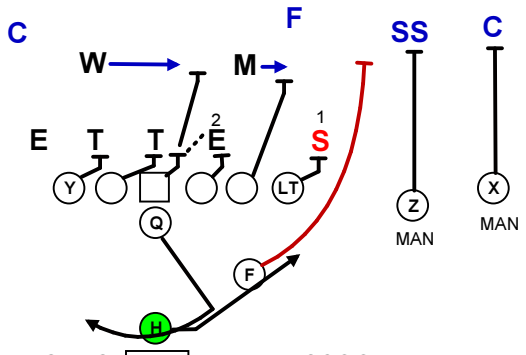
MONEY H-CHIP UNDER B1

57 (R) Y MTN to STRONG RT



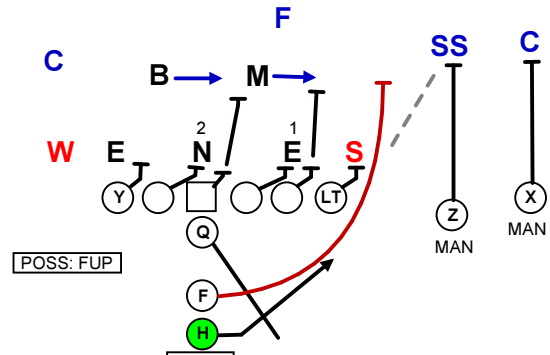
CUTOFF A1 OVER MONEY SCOOP

25 JAM (R) STRONG RAY HEAVY



GANG JAM MONEY SCOOP

34 (R) RAY HEAVY

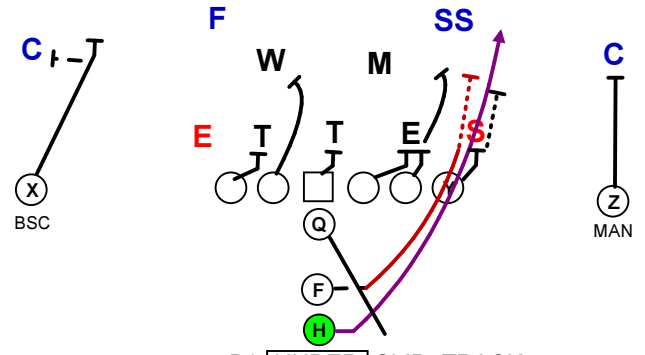


CUTOFF A1 ODD SLIP MONEY

96/97 CREASE BOSS

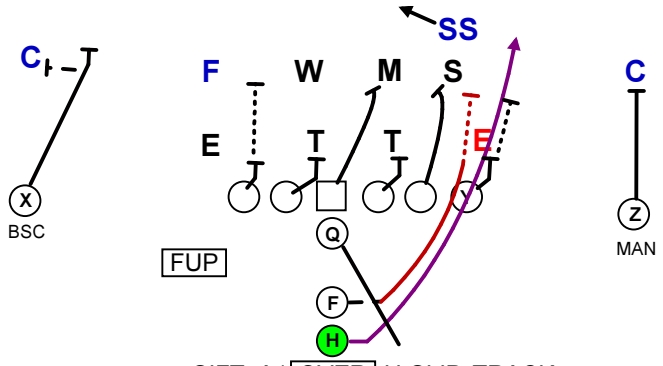
POS	RULES
Z	BLOCK MAN. BACKSIDE - BACKSIDE CUTOFF
X	BACKSIDE - BACKSIDE CUTOFF; PLAYSIDE, BLOCK MAN-ON.
Y	Y WIDE TRACK WITH F TO SS. ALERT ZORRO.
PST	MAN, SLIP TO MIKE, H-SLIP TO STACK LINEBACKER. ALERT ZORRO.
PSG	MAN, GAP /SLIP TO MIKE. ALERT ZORRO.
C	MAN, GAP/ TRIO TO MIKE. A1 TO MLB. GANG vs BEAR/ZORRO. ALERT N.M.I.D.
BSG	MAN, A1 TO MIKE, B1 TO WLB, ALERT 'GANG' ('ZORRO')
BST	SIFT, B1, ALERT 'GANG' ('ZORRO')
F	WIDE TRACK WITH Y. C GAP INSERT.
H	SLIDE SLANT FOOTWORK = AP IS OUTSIDE OF TE, READ DE TO DT.
Q	OPEN TO HOLE AT 5/7 O'CLOCK. STAY FRONTSIDE - BOOMER EFFECT.

25 (R) GREEN RT FUZZ



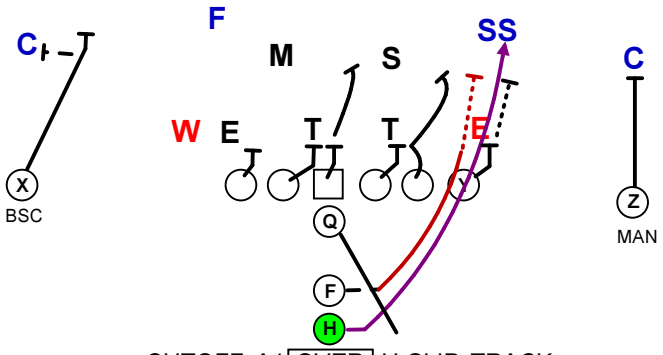
B1 UNDER SLIP TRACK

59 FUP (R) GREEN RT FUZZ



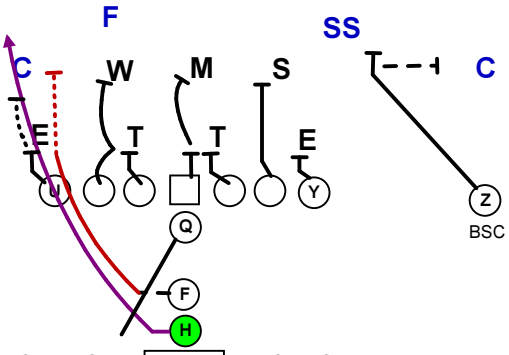
SIFT A1 OVER H-SLIP TRACK

57 (R) GREEN RT FUZZ



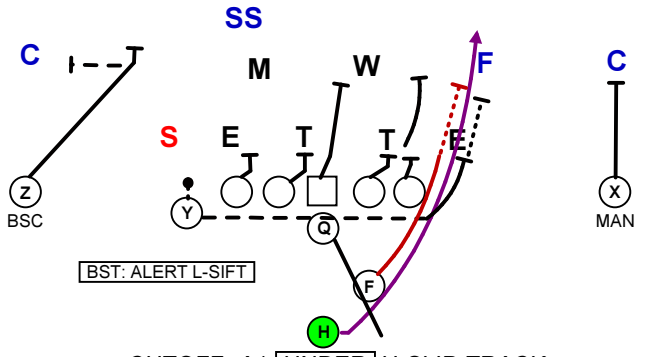
CUTOFF A1 OVER H-SLIP TRACK

49 (U) GREEN RT COZY FUZZ



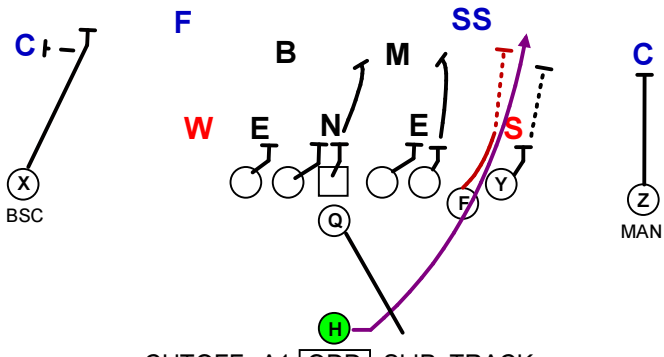
TRACK H-SLIP EVEN A1 CUTOFF

25 FUP (R) Y STEP WEAK LT Y RT



CUTOFF A1 UNDER H-SLIP TRACK

34 (T) TIN RT



CUTOFF A1 ODD SLIP TRACK

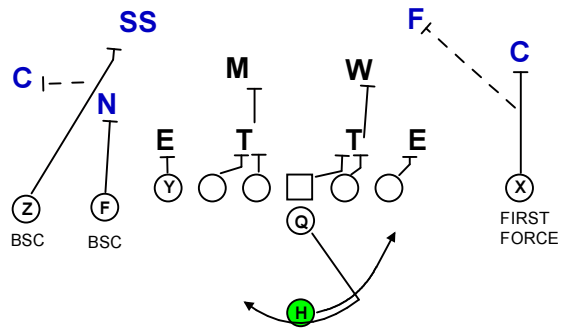
97/96 (37/36) FRONT

POS	RULES
Z	BACKSIDE CUTOFF
X	FIRST FORCE
Y	BACKSIDE CUTOFF. SIFT TO SECOND LEVEL, C1, SUP, GANG ("SHOVEL")
PST	MAN, WIDE SLIP, SHOVEL, FAN '2' LOOK
PSG	MAN, WIDE SLIP, GANG, FAN '2' LOOK, POSSIBLE SHOVEL, ALERT WIPE
C	MAN, ZONE TO FRONTSIDE LB, POSSIBLE WIPE
BSG	MAN, ZONE A1, B1, GANG TO NEXT LB. ALERT WIPE
BST	MAN, ZONE 'B1','C1', SUP, ALERT GANG ("SHOVEL")
F	PLAYSIDE, MAN ON. BACKSIDE CUTOFF
H	DEPTH 6 YDS SLIDE SLANT FOOTWORK, OUTSIDE FOOT OF GHOST TE, READ DE TO DT
Q	OPEN TO HOLE, (7/5 O'CLOCK) BOOT AWAY. KILL vs CENTER COVERED +3 OR EDGE PRESSURE

42 EVEN

(ZE) TRIPS LT

96 FRONT

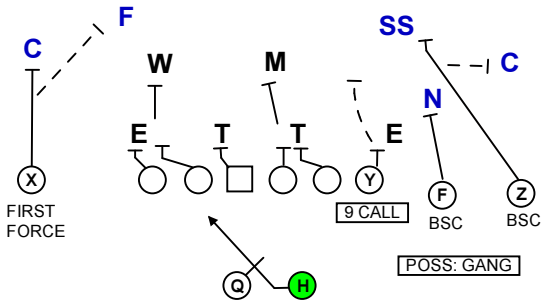


L-SIFT B1 EVEN GAP MONEY

42 OVER

(ZE) TRIPS RT

37 FRONT

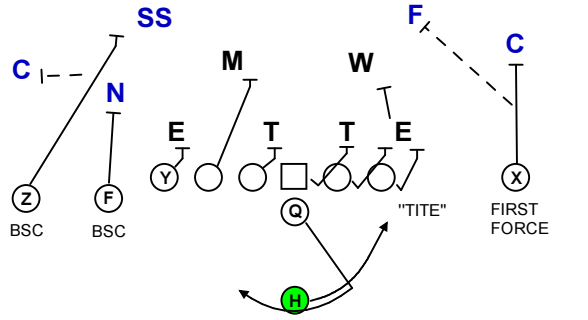


SLIP MONEY OVER B1 SIFT-C

42 UNDER

(ZE) TRIPS LT

96 FRONT

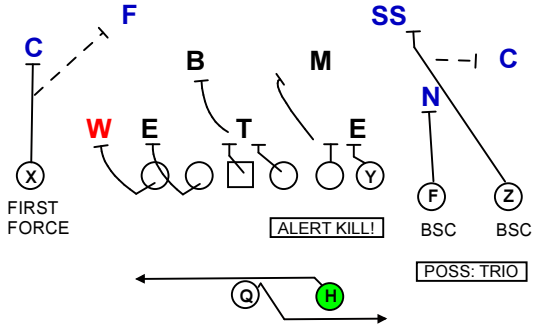


GANG UNDER SHOVEL

33 ODD

(ZE) TRIPS RT

37 FRONT

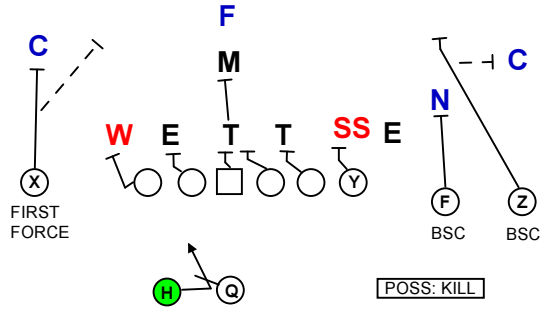


FAN ODD GANG

42 OVER CUB

(ZE) TRIPS RT

SAME 47 FRONT

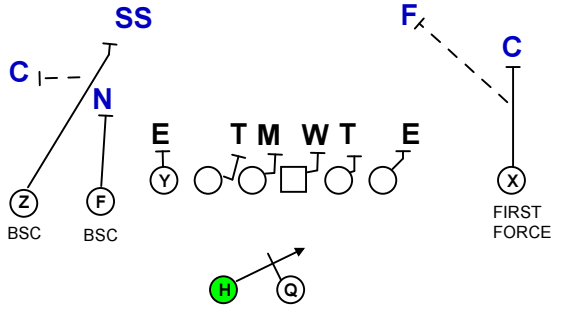


MONEY CUB GANG SIFT

42 CALI

(ZE) TRIPS LT

36 FRONT

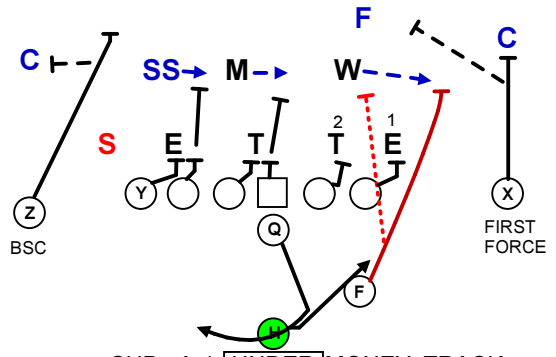


EVEN GANG R

96/97 BOBB

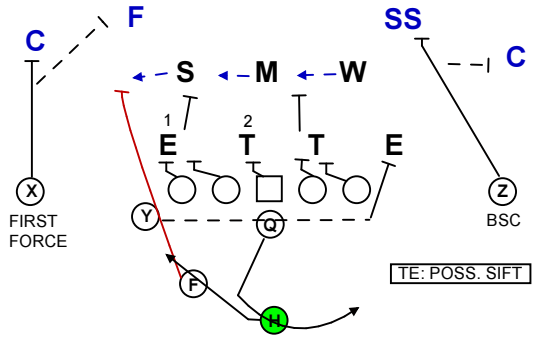
POS	RULES
Z	BACKSIDE CUTOFF; SLOT- 'TANGO' = MDM
X	FIRST FORCE
Y	BACKSIDE CUTOFF, 'C1', ALERT GANG. ("SHOVEL")
PST	MAN TRACK. 'SLIP' TO MIKE. ALERT SHOVEL TO MIKE.
PSG	MAN, 'GAP'/'TRIO'/'SLIP' TO MIKE. ALERT SHOVEL.
C	MAN.'GAP' 'TRIO'/'A-1' TO MIKE. GANG vs BEAR. ALERT TANGO CALL VS WILL WALK. POSSIBLE N.M.I.D. vs FUP
BSG	MAN, 'A1' TO MIKE, 'B1' TO SAM. ALERT GANG. ("SHOVEL")
BST	'B1', 'C1' TO SAM. ALERT GANG. ("SHOVEL")
F	AP- OUTSIDE FOOT OF TE. BLOCK WILL. ALERT 'TRACK' VS. DE SPIKE.
H	SLIDE-SLANT FOOTWORK. AIMING POINT OUTSIDE FOOT OF THE GHOST TE. READ DE TO DT.
Q	OPEN TO HOLE 7/5 O'LOCK. GET BALL DEEP, BOOT AWAY. KILL/AUD VS UNBLOCKABLE SKINNY OR BY GAME PLAN. POSS: N.M.I.D.

25 SUP (R) WEAK LT



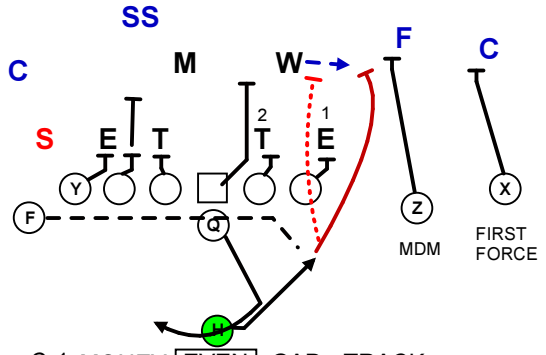
SUP A-1 UNDER MONEY TRACK

59 (R) Y MTN to WEAK RT



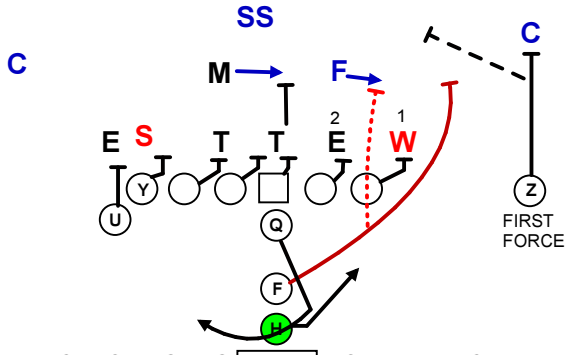
SLIP OVER B-1 CUTOFF

45 (R/T) F OP to WEAK LT SLOT



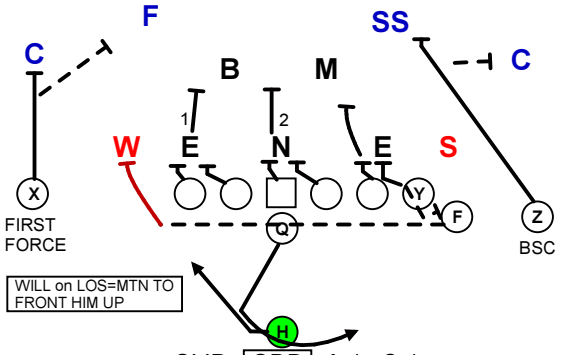
C-1 MONEY EVEN GAP TRACK

57 BEAR (U) GREEN LT WING



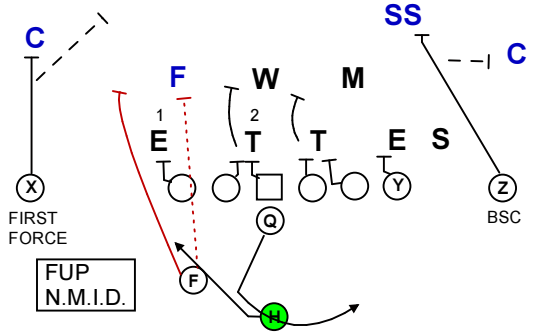
CUTOFF GANG BEAR MONEY TRACK

34 (T) TANK RT F LT



SLIP ODD A-1 C-1

59 FUP (R) WEAK RT

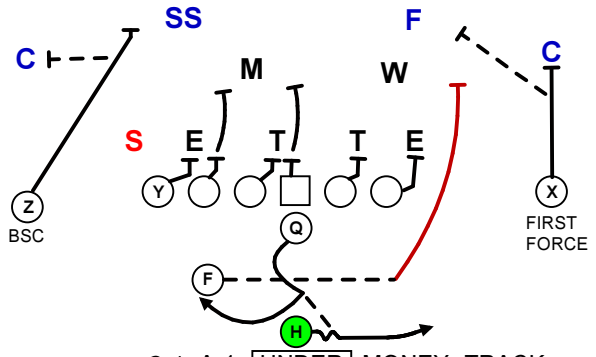


TRACK H-CHIP OVER B-1 CUTOFF

97/96 TOBY

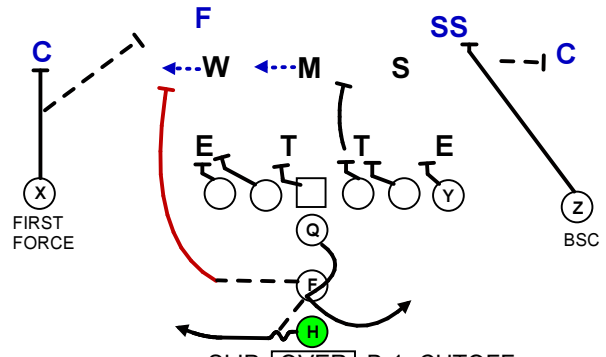
POS	RULES
Z	BACKSIDE CUTOFF. SLOT 'TANGO' = MDM
X	FIRST FORCE
Y	BACKSIDE CUTOFF, 'C1', ALERT GANG ("SHOVEL")
PST	MAN TRACK. 'SLIP' TO MIKE. ALERT SHOVEL TO MIKE.
PSG	MAN, 'GAP' / 'TRIO' / 'SLIP' TO MIKE. ALERT 'SHOVEL'
C	MAN, 'GAP' / 'TRIO' / 'A1' TO MIKE. GANG VS BEAR. ALERT TANGO CALL vs WILL WALK. POSSIBLE N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO SAM. ALERT GANG. ("SHOVEL")
BST	'B1' , 'C1'. ALERT GANG. ("SHOVEL)
F	ARC RELEASE FOR WLB. CUT OUTSIDE THIGHPAD. ALERT TRACK VS. DE SPIKE!
H	SHUFFLE, ACCEPT TOSS, READ OUTSIDE IN.
Q	REVERSE OUT, DEAD BALL TOSS TO HB, BOOT AWAY

25 SUP (R) STRONG LT FUZZ



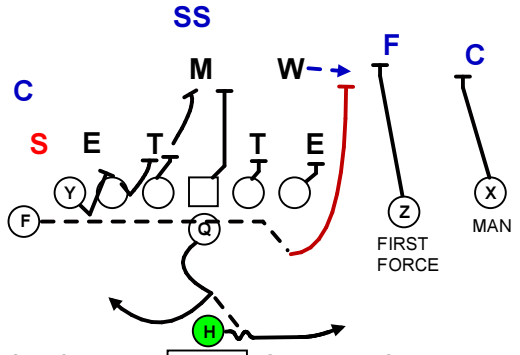
C-1 A-1 UNDER MONEY TRACK

57 (R) GREEN RT FUZZ



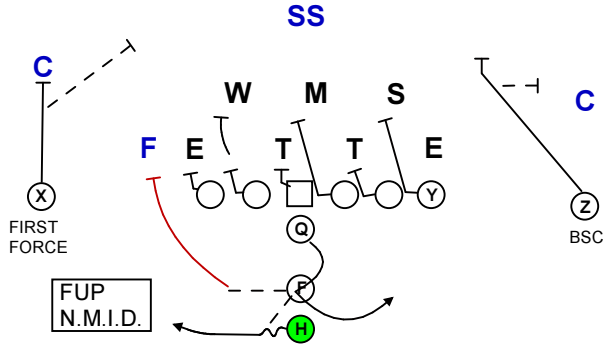
SLIP OVER B-1 CUTOFF

45 WIDE (R/T) F OP to WEAK LT SLOT



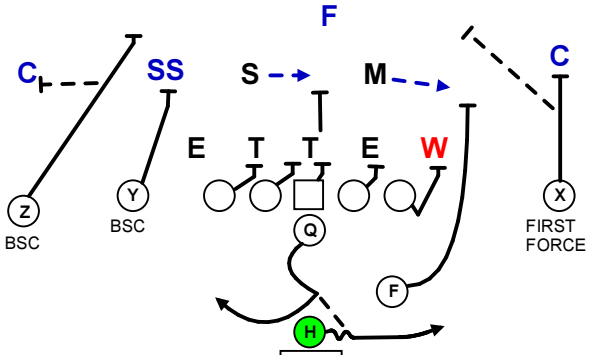
CUTOFF B-1 EVEN GAP TRACK

59 FON (R) GREEN RT FUZZ



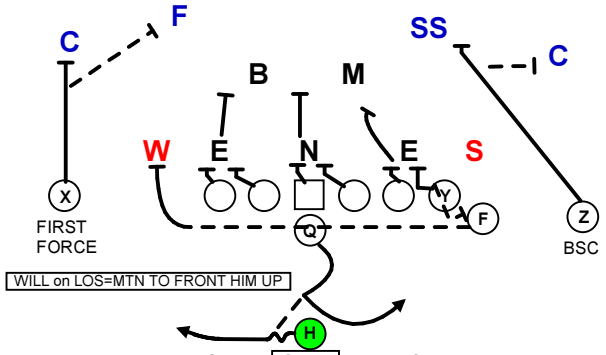
SLIP-W OVER GANG

57 JAM (R) WEAK LT LEX



GANG JAM MONEY TRACK

34 (R/T) TANK RT F LT

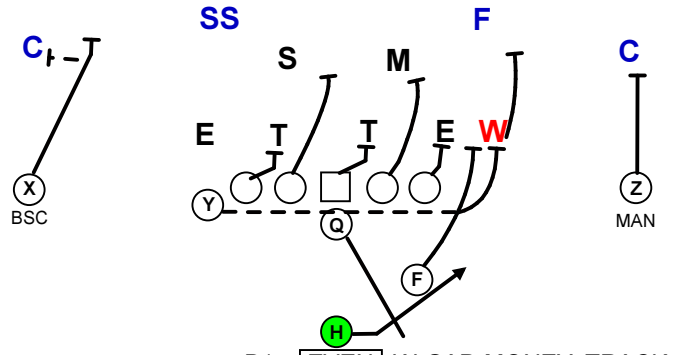


SLIP ODD A-1 C-1

96/97 TRACTOR

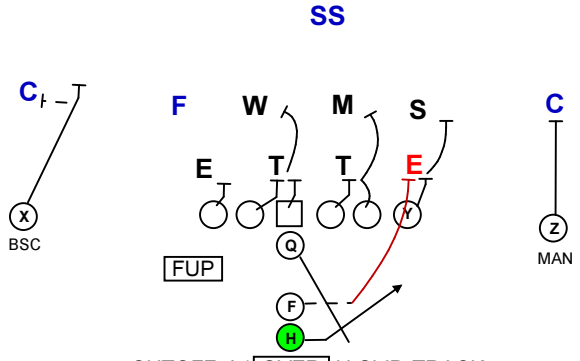
POS	RULES
Z	MAN. BACKSIDE; BACKSIDE CUTOFF.
X	BACKSIDE CUTOFF. PLAYSIDE; MAN
Y	WIDE TRACK WITH F TO SS. VS STRIKE Y BLOCKS SS.
PST	MAN, SLIP TO MIKE, H-SLIP TO STACK LINEBACKER.
PSG	MAN, 'GAP', 'TRIO!' , 'SLIP' TO MIKE.
C	MAN/GAP/TRIO/'A1' TO MIKE. GANG vs BEAR. POSS. N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO WILL. ALERT GANG.
BST	SIFT, B1, ALERT GANG.
F/U	WIDE TRACK WITH Y. CUT INSIDE HIP OF TE (CHASE HIP)
H	OPEN TOE FOOTWORK AP = 2 YDS OUTSIDE TE
Q	OPEN TO HOLE AT 5/7 O'CLOCK. STAY FRONT SIDE

47 (R/T) STRONG LT Y RT



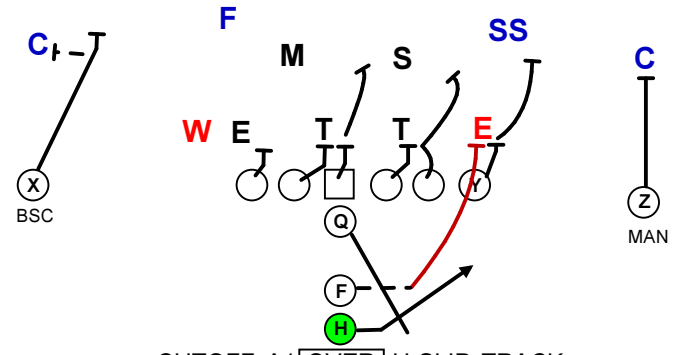
B1 EVEN W-GAP MONEY TRACK

59 FUP (R) GREEN RT FUZZ



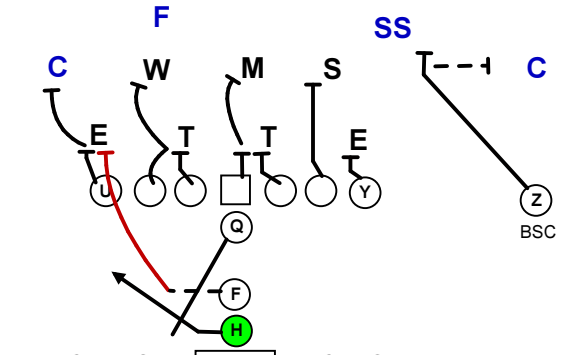
CUTOFF A1 OVER H-SLIP TRACK

57 (R) GREEN RT FUZZ



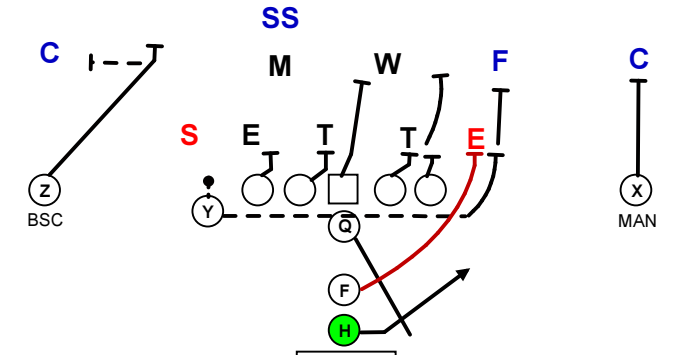
CUTOFF A1 OVER H-SLIP TRACK

49 (U) GREEN RT COZY FUZZ



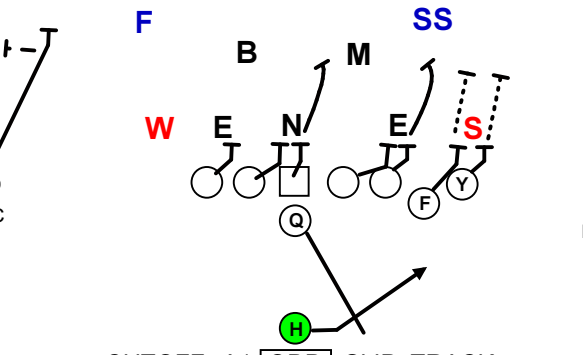
TRACK H-SLIP EVEN A1 CUTOFF

25 FUP (R) Y STEP GREEN LT Y RT



CUTOFF A1 UNDER H-SLIP TRACK

34 (T) TIN RT

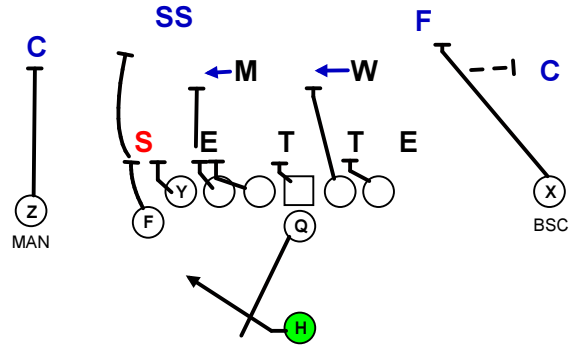


CUTOFF A1 ODD SLIP TRACK

96/97 FORCE

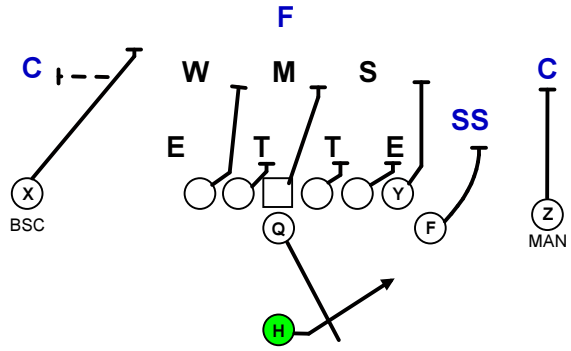
POS	RULES
Z	MAN. BACKSIDE; BACKSIDE CUTOFF.
X	BACKSIDE CUTOFF. PLAYSIDE; MAN
Y	MAN SAM ON, ALERT 'COMBO' F OR U MAN. WIDE 'SCOOP' VS 7 TECH. T.O. ALERT ZORRO VS STRIKE.
PST	MAN, SLIP TO MIKE, ' SCOOP', T.O. TO SAM ALERT ZORRO VS STRIKE.
PSG	MAN, 'GAP', 'TRIO!' , 'SLIP' TO MIKE. ALERT ZORRO.
C	MAN/GAP/TRIO/'A1' TO MIKE. GANG vs BEAR. ALERT ZORRO. POSS. N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO WILL. ALERT GANG. ("ZORRO")
BST	SIFT, B1, ALERT GANG. ("ZORRO")
F/U	COMBO WITH Y FORCE. BLOCK FORCE.
H	OPEN TOE FOOTWORK AP = 2 YDS OUTSIDE TE
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY. KILL vs UNBLOCKABLE DEFENDER PLAYSIDE.

25 (R) TANK LT



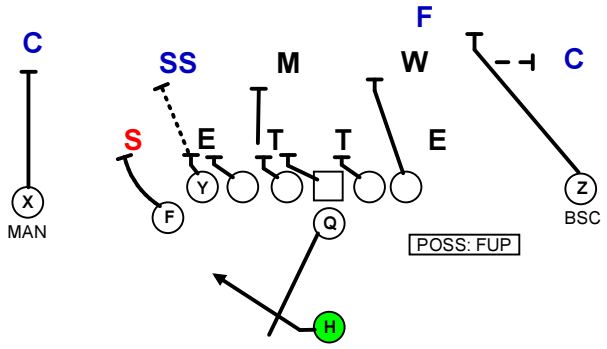
COMBO SLIP [UNDER] B-1

59 (T) MOVE to TANK RT



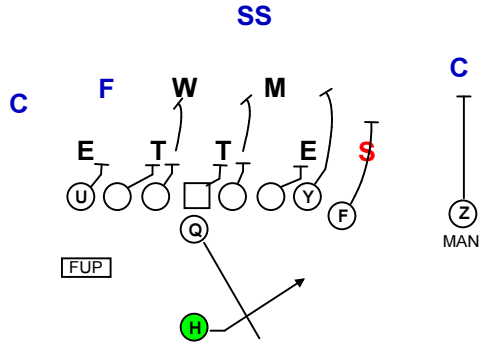
SIFT A-1 [OVER] SCOOP MONEY

55 WIDE (R) TANK LT



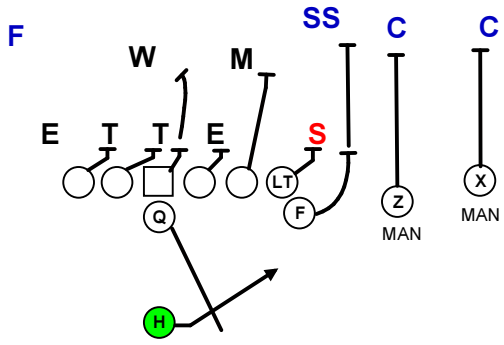
SCOOP TRIO [OVER] SIFT

45 WIDE FUP (TR) TANK RT COZY



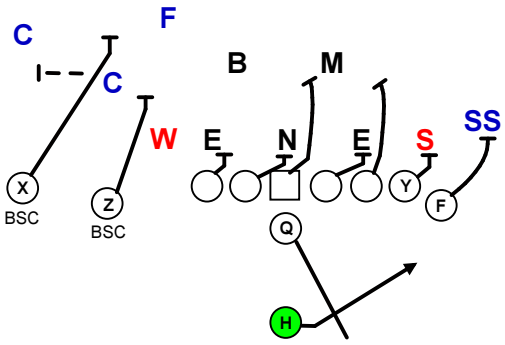
CUTOFF B-1 [EVEN] GAP SCOOP MONEY

25 JAM (T) TANK RAY HEAVY



GANG [JAM] MONEY SCOOP COMBO

34 (T) FLANK RT

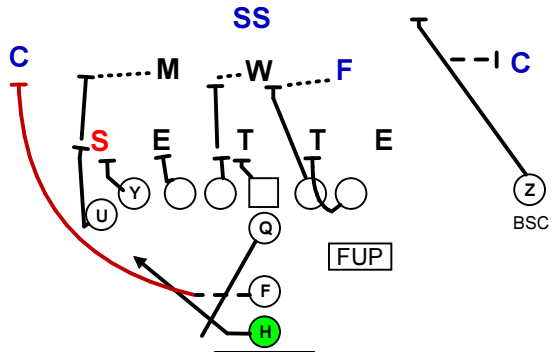


CUTOFF A-1 [ODD] SLIP MONEY

96/97 EXTRA

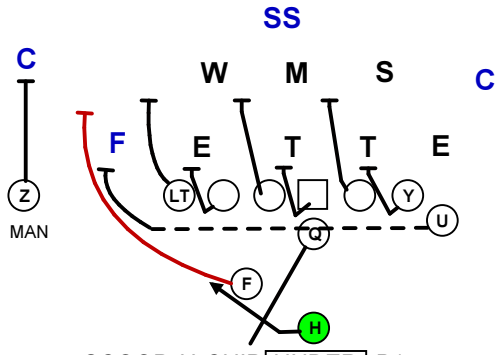
POS	RULES
Z	MAN. BACKSIDE; BACKSIDE CUTOFF.
X	MAN. COMBO SS. LEAVE ONE.
Y	MAN SAM ON, ALERT 'COMBO' F OR U MAN. WIDE 'SCOOP' VS 7 TECH. T.O. STRETCH VS WIDE. ALERT ZORRO VS STRIKE.
PST	MAN, SLIP TO MIKE, ' SCOOP', T.O. TO SAM SPOT ALERT ZORRO VS STRIKE.
PSG	MAN, 'GAP', 'TRIO!' , 'SLIP' TO MIKE. ALERT ZORRO.
C	MAN/GAP/TRIO/'A1' TO MIKE. GANG vs BEAR. ALERT ZORRO. POSS. N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO WILL. ALERT "GANG" ("ZORRO")
BST	SIFT, B1, ALERT GANG ("ZORRO")
F/U	FORCE BLOCK SECONDARY FORCE PLAYER. SECURE ON YOUR WAY
H	OPEN TOE FOOTWORK AP = 2 YDS OUTSIDE TE
Q	OPEN TO HOLE AT 5/7 O'CLOCK. STAY FRONT SIDE.

25 FUP (U) GREEN LT WING FUZZ



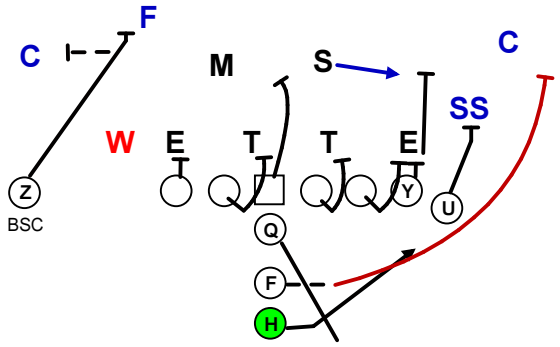
COMBO MONEY H-CHIP UNDER B1

29 FON (U) STRONG DEUCE LOU HVY U LT



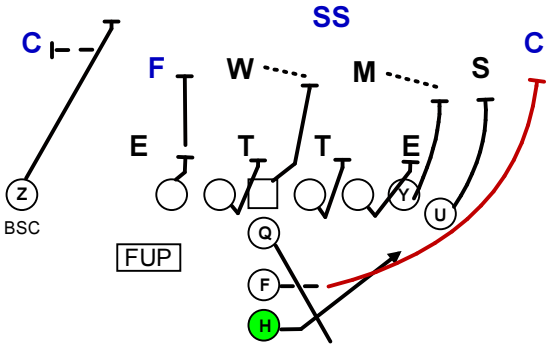
SCOOP H-CHIP UNDER B1

57 SUP (U) GREEN RT WING FUZZ



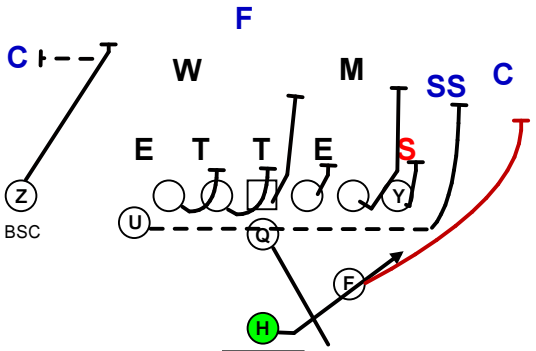
CUTOFF A1 OVER MONEY SCOOP

59 FUP (U) GREEN RT WING FUZZ



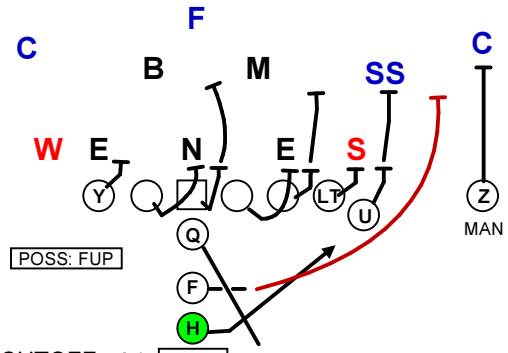
SIFT A1 OVER MONEY SCOOP

25 BEAR (U) STRONG RT HIP U RT



GANG BEAR MONEY SCOOP

34 SUP (U) GREEN RT HVY WING

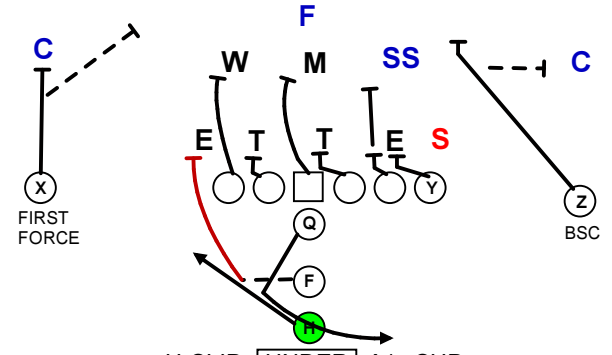


CUTOFF A1 ODD SLIP COMBO

97/96 FLEX

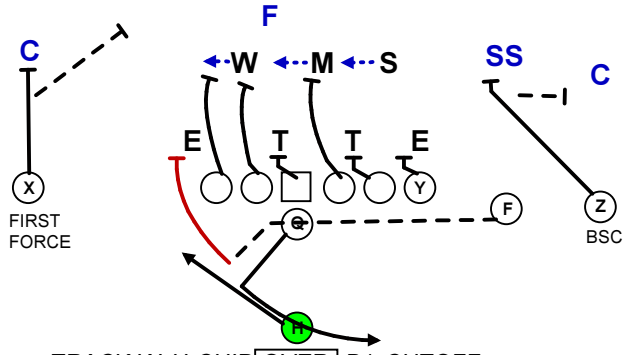
POS	RULES
Z	BACKSIDE CUTOFF.
X	FIRST FORCE.
Y	BACKSIDE CUTOFF. 'C1', ALERT GANG ("SHOVEL")
PST	TRACK WILL. H-SLIP WILL. SLIP ILB (SPOT). ALERT SHOVEL 'LEAVING 1'
PSG	MAN, 'GAP', 'TRIO!' H-SLIP TO MIKE. ALERT SHOVEL
C	MAN/GAP/TRIO/'A1' H-CHIPTO MIKE. GANG vs BEAR. ALERT SHOVEL. POSS. N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO SAM. ALERT GANG. ("SHOVEL")
BST	'B-1', 'C-1', SUP. ALERT GANG ("SHOVEL")
F/U	CUT EMOLS. OUTSIDE THIGH BOARD.
H	OPEN TOE FOOTWORK AP = 2 YDS OUTSIDE GHOST TE. READ END MAN ON THE LOS
Q	OPEN TO HOLE AT 5/7 O'CLOCK. STAY FRONTSIDE.

25 SUP (R/T) GREEN RT FUZZ



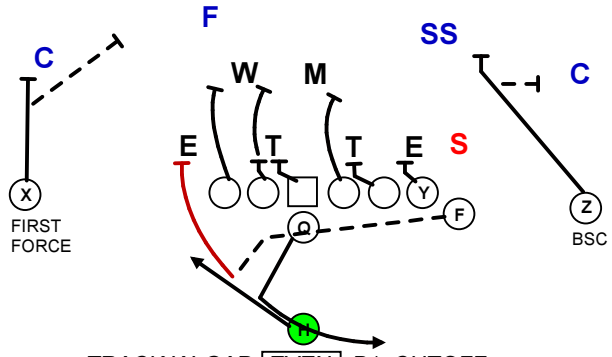
H-SLIP UNDER A1 SUP

59 (R/T) TRIPS RT F SETTLE



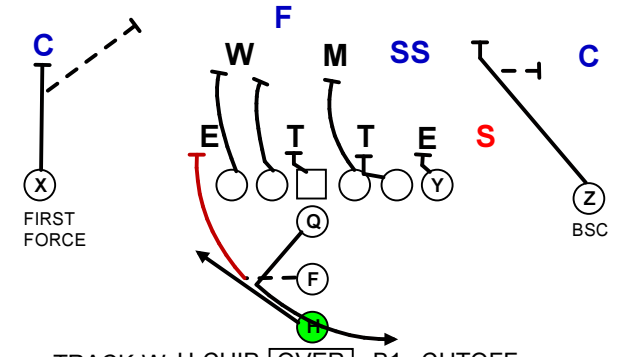
TRACK-W H-CHIP OVER B1 CUTOFF

45 WIDE FUP (R) F OP to WEAK RT



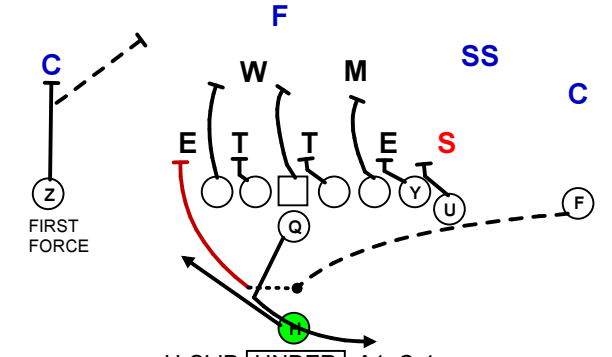
TRACK-W GAP EVEN B1 CUTOFF

55 WIDE SUP (R/T) GREEN RT FUZZ



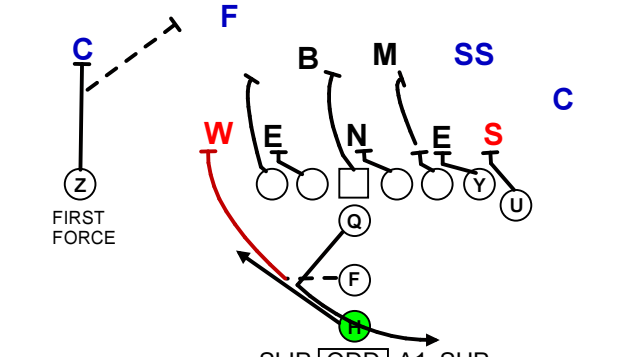
TRACK-W H-CHIP OVER B1 CUTOFF

25 (U) TAZZ RT WING F SETTLE



H-SLIP UNDER A1 C-1

34 SUP (U) GREEN RT WING FUZZ

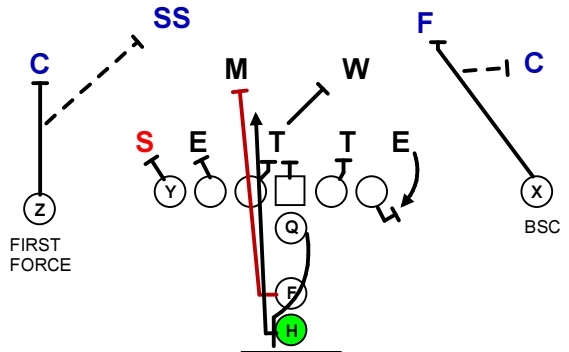


SLIP ODD A1 SUP

H2/H3 DRAW

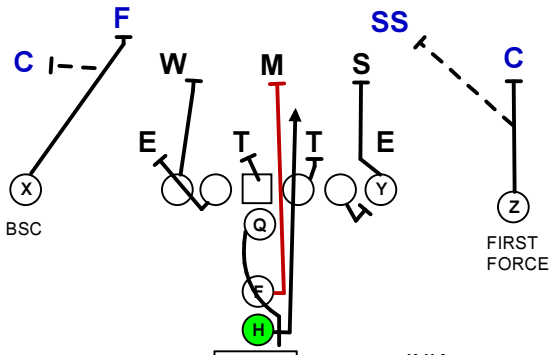
POS	RULES
Z	FIRST FORCE. ALERT TANGO
X	BACKSIDE CUTOFF. ALERT TANGO
Y	BLOCK SLB (INK/TO vs SAM OFF L.O.S.). ALERT PLUG, BLOCK DE. ALERT RIFLE.
PST	MAN. T.O. VS WIDE. INK/T.O. VS TK BUBBLE. IF SAM INSIDE TO FAR 'PLUG' TO SAM W/GUARD.
PSG	MAN, PASS SET DT. UNCOVERED: ACE TO BSLB.
C	MAN, ACE TO BACKSIDE LB. ALERT 'CLUB' vs 59/49.
BSG	MAN, 'CLUB' vs 59/49: 'A '/MAN. WILL ON = FAN IS YOUR CALL!
BST	PASS BLOCK DE. 'FAN' vs WILL ON. ALERT 'CLUB' vs 59/49.
F	AIMING POINT IS OUTSIDE CHEEK OF GUARD DOWNHILL TO THE MIKE.
H	AP = OUTSIDE HIP OF GUARD/BE PATIENT, LET QB COME TO YOU.
Q	PASS BALL HANDLING, SHOW BALL, EXCHANGE, SET TO PASS. 'KILL' vs BEAR.

25 (R) GREEN LT



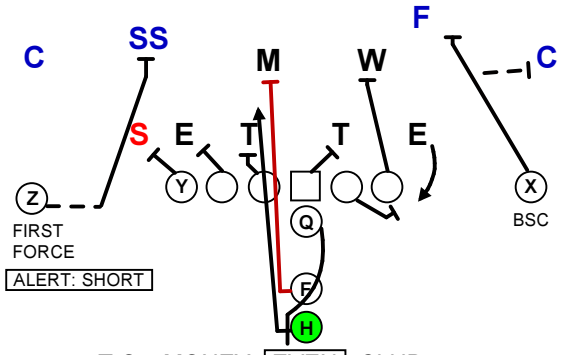
MONEY ACE UNDER MONEY

59 (R) GREEN RT



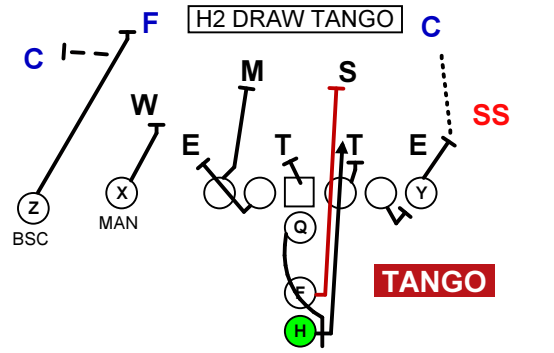
CLUB OVER MONEY INK

45 WIDE (R) GREEN LT Z SHT



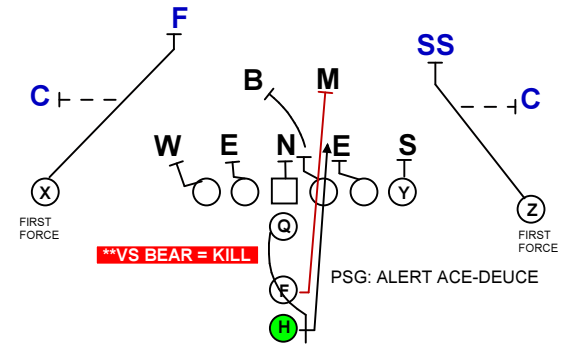
T.O. MONEY EVEN CLUB

57 W (R) GREEN RT SLUG



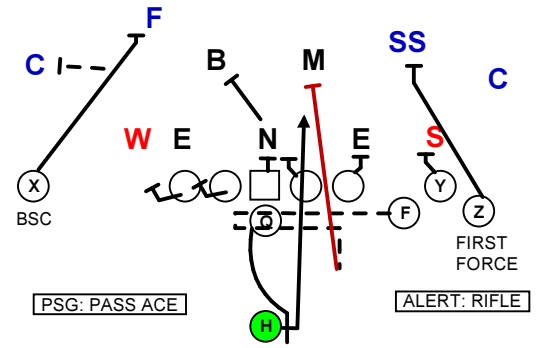
CLUB OVER MONEY T.O.

34 JAM (R) GREEN RT



MONEY JAM ACE TRACE MONEY

34 (T) BUNCH RT F CTR

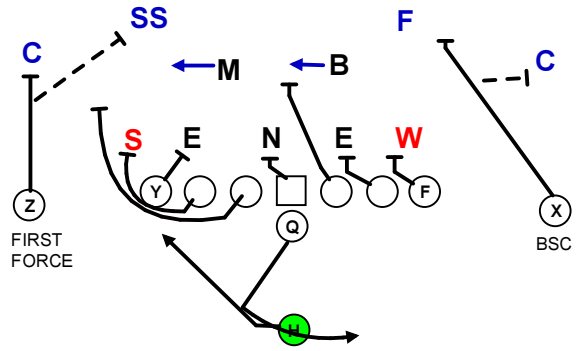


FAN ODD ACE MONEY

96/97 (36/37) CROSS

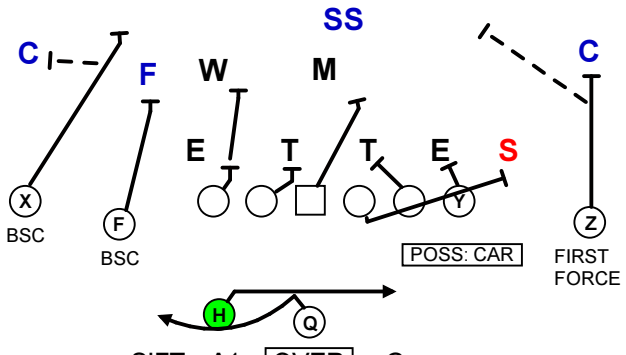
POS	RULES
Z	FIRST FORCE. BACKSIDE; BACKSIDE CUTOFF.
X	BACKSIDE CUTOFF. PLAYSIDE; BLOCK FIRST FORCE.
Y	PIN DE. 'TED', TAG (ALERT 9 CALL), POSSIBLE 'G' CALL.
PST	DOWN BLOCK 3 TECH 'TAG'. PULL FOR SAM 'TED' vs 25/34. 'G' CALL VS 3 TECH AND SAM ON LOS.
PSG	COVERED; 'TAG' PULL FOR SAM. UNCOVERED; GAR FOR MLB. ALERT WIPE. 'G' CALL
C	MAN/GAP/'A1' TO MIKE POSSIBLE WIPE. GANG vs BEAR.
BSG	MAN, 'A1' TO MIKE/'B1' TO WILL, ALERT 'GANG'.
BST	SIFT, B1, C1, ALERT 'GANG'
F/U	BACKSIDE CUTOFF, 'C1'. ALERT GANG
H	SLIDE SLANT FOOTWORK. AP - OUTSIDE FOOT OF THE TE.
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY. KILL vs UNBLOCKABLE DEFENDER PLAYSIDE.

35 (T) DOT LT



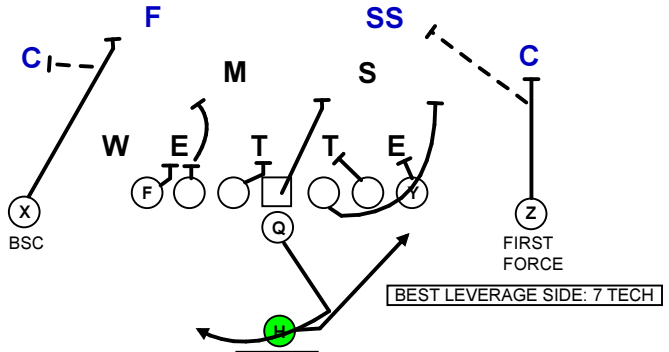
TED GAR UNDER B1 CUTOFF

55 WIDE (ZE) G DOUBLE RT A



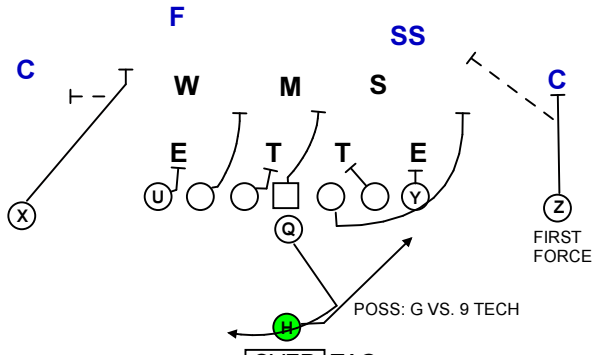
SIFT A1 OVER G

57 (T) DOT RT



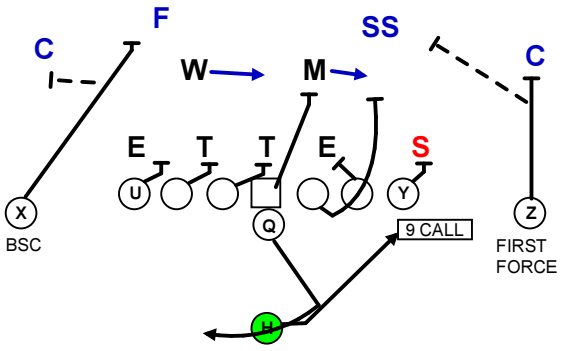
C1 A1 OVER TAG MONEY

59 (T) DOT RT



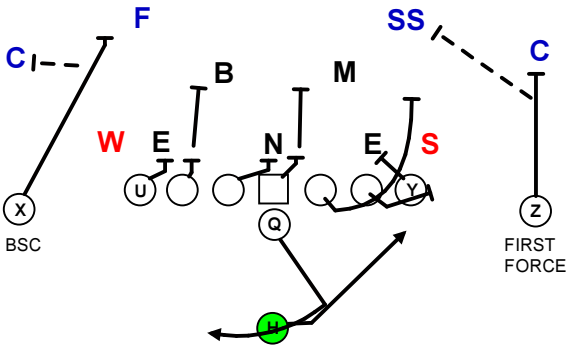
CUTOFF A-1 OVER TAG

25 JAM (T) DOT RT



GANG JAM TAG MONEY

34 (T) DOT RT



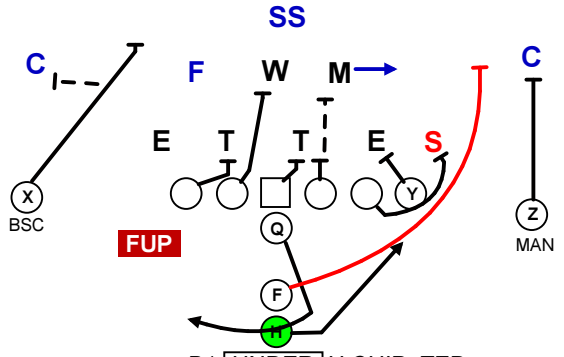
C1 A1 ODD GAR TED

96/97 CROSS BOSS

POS	RULES
Z	MAN ON
X	BACKSIDE CUTOFF
Y	PIN DE. 'TED' ALERT "ZORRO" VS STRIKE
PST	DOWN BLOCK 3 TECH 'TAG'. PULL FOR SAM 'TED' vs 25/34. 'G' CALL VS 3 TECH AND SAM ON LOS. ALERT ZORRO
PSG	COVERED, 'TAG' PULL FOR SAM. UNCOVERED, GAR FOR MIKE. ALERT WIPE. 'G' CALL. ALERT ZORRO
C	MAN/ 'A1' TO MIKE. POSSIBLE WIPE. GANG vs BEAR/ZORRO. N.M.I.D. vs FUP
BSG	MAN, 'A1' TO MIKE, 'B1' TO WILL. ALERT GANG ("ZORRO")
BST	SIFT, 'B1', ALERT GANG ("ZORRO")
F	CROSSOVER FOOTWORK AND BLOCK FORCE. ALERT FUP = BLOCK 1st STACKED.
H	SLIDE-SLANT FOOTWORK. AIMING POINT OUTSIDE FOOT OF THE TE. READ DE TO DT.
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY.

25 FUP

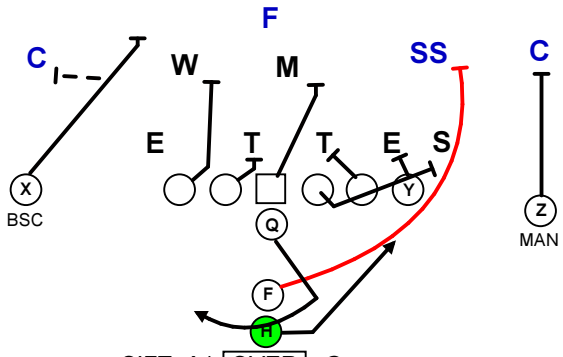
(R) GREEN RT



B1 UNDER H CHIP TED

55 WIDE

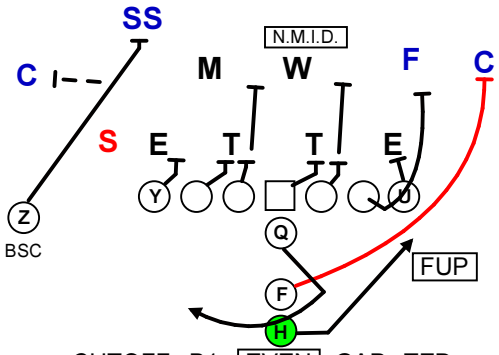
(R) GREEN RT



SIFT A1 OVER G

45 WIDE FUP

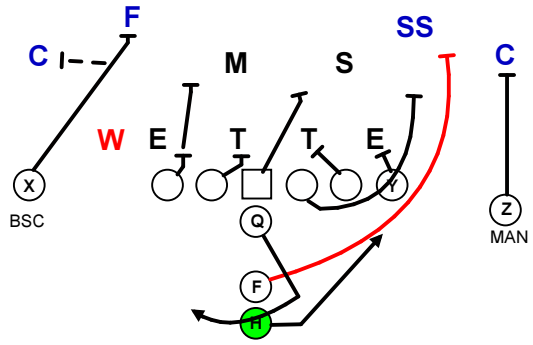
(U) GREEN LT COZY



CUTOFF B1 EVEN GAP TED

57

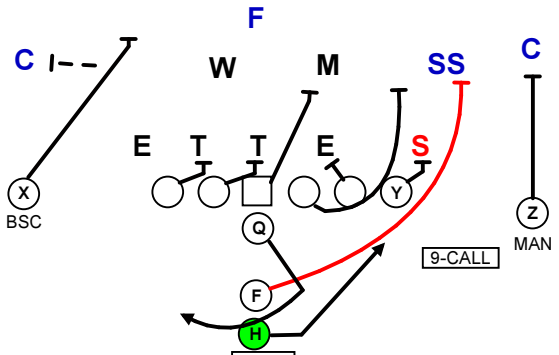
(R) GREEN RT



CUTOFF A1 OVER TAG MONEY

25 JAM SUP

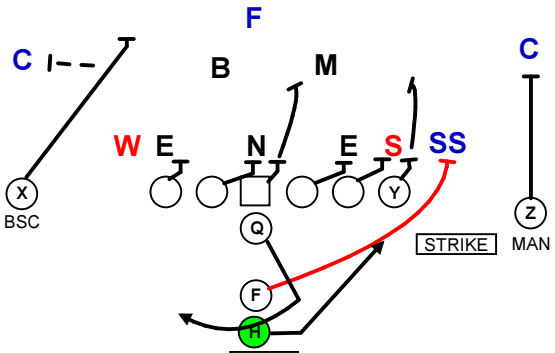
(R) GREEN RT



GANG JAM TAG MONEY

34 SON

(R) GREEN RT

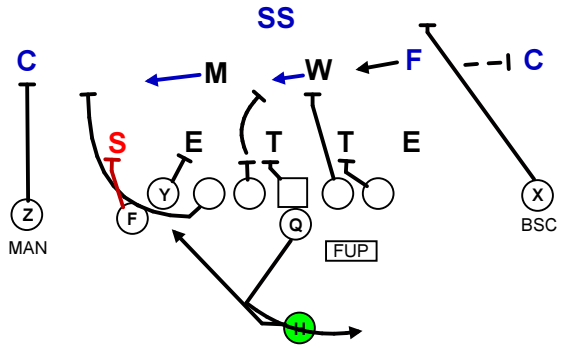


GANG ODD ZORRO

97/96 CROSS FORCE

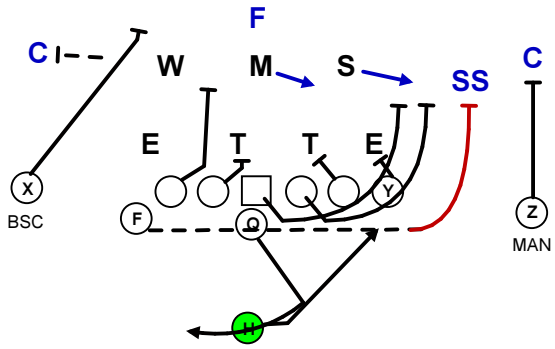
POS	RULES
Z	BLOCK MAN-ON. BACKSIDE; BACKSIDE CUTOFF
X	BACKSIDE CUTOFF. PLAYSIDE; BLOCK MAN-ON
Y	PIN DE; TED. POSSIBLE COMBO WITH F vs 9 TECH DE.
PST	DOWN BLOCK 3 TECH; TAG. TED PULL FOR 1st ALLEY PLAYER WHEN COVERED.
PSG	COVERED; TAG PULL FOR SAM UNCOVERED. GAR FOR MIKE. ALERT 'WIPE'.
C	MAN; 'A1' TO MIKE POSSIBLE 'WIPE'. GANG vs BEAR. N.M.I.D. CALL vs FUP.
BSG	MAN, 'A1' TO MIKE, 'B1' TO WILL. ALERT 'GANG'.
BST	SIFT, 'B1'. ALERT 'GANG'.
F	BLOCK 1st L.O.S. DEFENDER HEAD UP PLAYSIDE. N/T, BLOCK SS. ALERT COMBO #4 SPOT WITH Y LB/SS vs 9 TECH DE.
H	SLIDE SLANT FOOTWORK. AP- OUTSIDE FOOT OF THE TE.
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY.

25 FUP (R/T) TANK LT



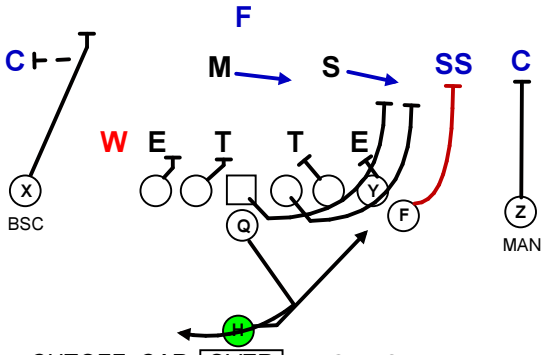
TED H CHIP UNDER B-1

59 SUP (T) DEUCE RT F RT



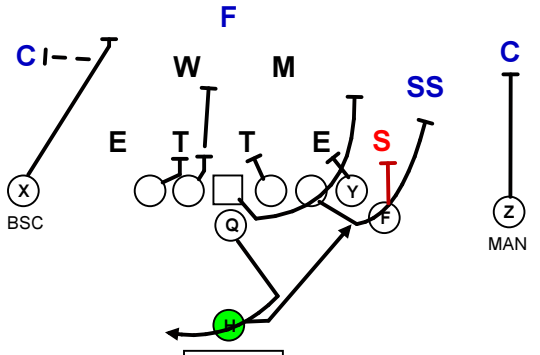
SIFT CAR OVER TAG MONEY

57 SUP (T) TANK RT



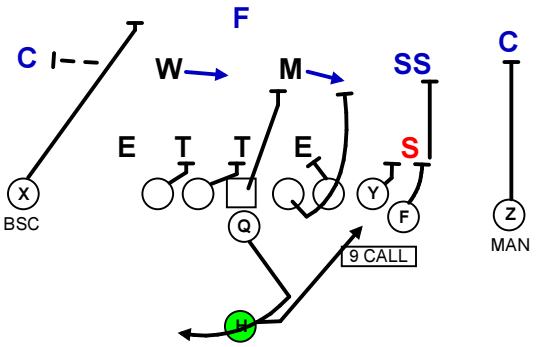
CUTOFF CAR OVER TAG MONEY

25 SUP (R/T) TANK RT



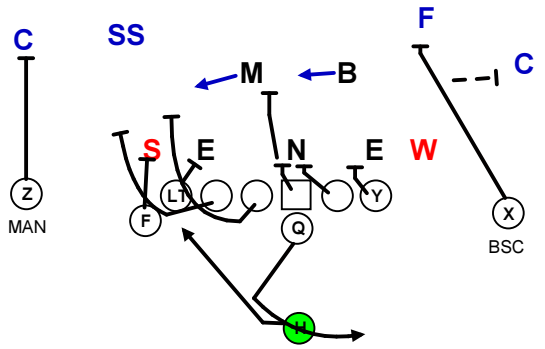
B-1 UNDER WIPE TED

25 JAM SUP (R/T) TANK RT



GANG JAM TAG COMBO

34 (T) ROPE FLANK LT HEAVY

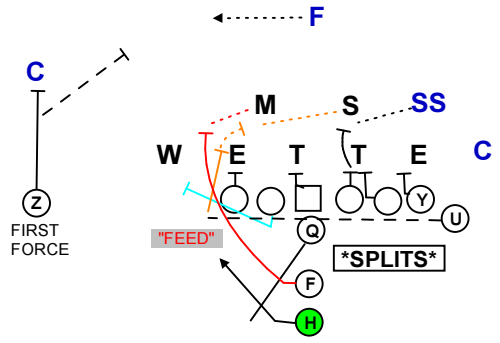


TED GAR ODD A-1 CUTOFF

96/97 G-RUB

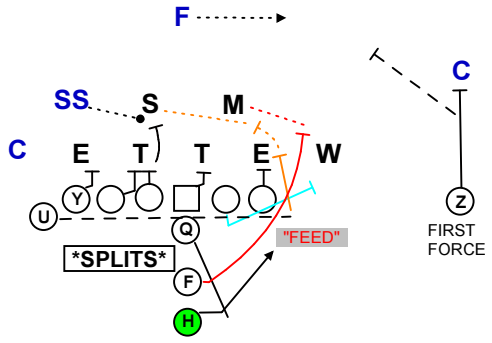
POS	RULES
Z	FIRST FORCE
X	FEED TO 2ND SPOT.
Y	RUB TO SECOND ILB SPOT. POSSIBLE "THRU" PIN DE
PST	RUB SECOND ILBER SPOT. POSSIBLE THRU
PSG	PULL AND TRAP EMOLS. HELMET INSIDE
C	MAN. A1 TO MIKE. POSSIBLE GANG.
BSG	MAN. A1 TO MIKE, B1, ALERT GANG
BST	L-SIFT, B1, C1, ALERT GANG
F	CROSSOVER FOOTWORK - INSERT OFF PULLING GUARD AND BLOCK 1ST STACKED
H	SLIDE SLANT FOOTWORK. AP - OUTSIDE FOOT OF TE.
Q	OPENS TO HOLE

57 CON SUP (U) GREEN RT WING U-LT



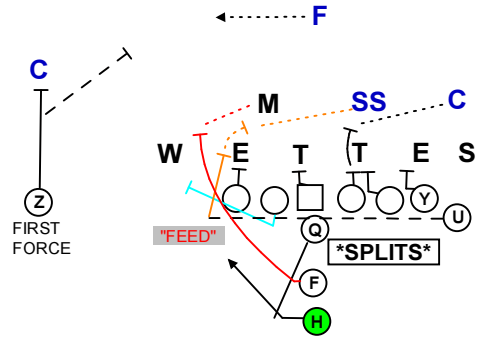
RUB-S "G" OVER B-1 CUTOFF

57 CON SUP (U) GREEN LT WING U-RT



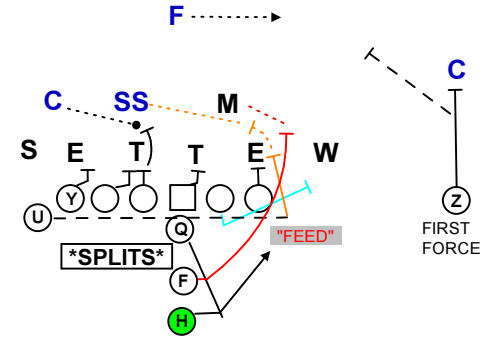
CUTOFF B-1 OVER "G" RUB-S

53 WIDE SUP (U) GREEN RT WING U-LT



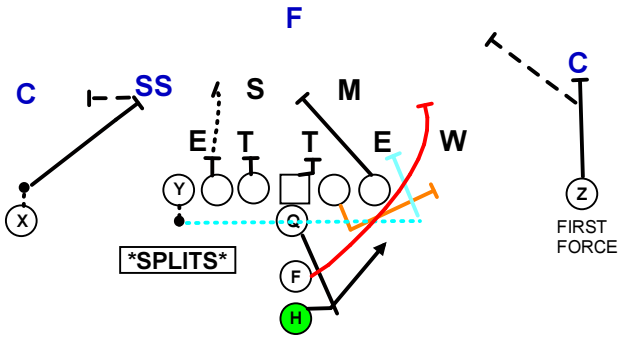
RUB-SS "G" OVER B-1 CUTOFF

53 WIDE SUP (U) GREEN LT WING U-RT



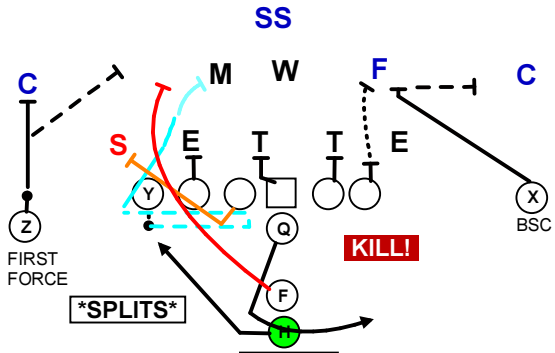
CUTOFF B-1 OVER "G" RUB-SS

57 SUP (R) YAZ GREEN RT



L-SIFT MONEY OVER "G" THRU

25 FUP (R) YAZ GREEN RT

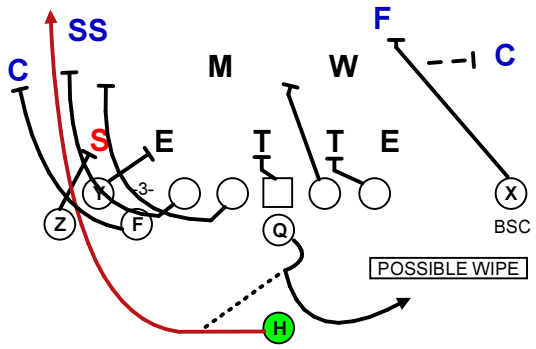


RUB-W G UNDER GAR TED

98/99 TRUCK

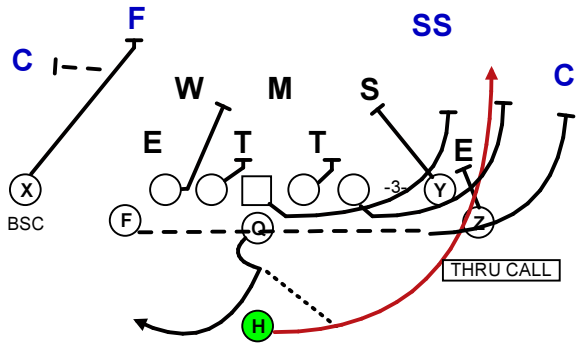
POS	RULES
Z	SEAL BLOCKER: HEAD UP TO INSIDE. ALERT POSS: THRU CALL BLOCK MADE BY POINT MAN.
X	BACKSIDE CUTOFF
Y	CRACK BLOCKER: BLOCK END MAN ON THE LINE OF SCRIMMAGE, INSIDE TO HEAD UP OF YOU. (ALERT -THRU CALL)
PST	ARC PULL FOR ALLEY. EYES THROUGH ALLEY TO INSIDE (2). 1ST MAN TAKES YOURS, ALERT TO TAKE HIS OUTSIDE MAN.
PSG	JUMP HOOK 3 TECH. GUARD BUBBLE GAR FOR MIKE.
C	BLOCK WIDE ZONE. CAR VS. OVER/EVEN VS. MIKE PLAYSIDE. POSS: WIPE.
BSG	BLOCK WIDE ZONE
BST	BLOCK WIDE ZONE
F	(INSIDE MAN) ARC PULL FOR WIDEST DEFENDER (#1)
H	QUICK SHUFFLE, STRETCH TO THE ALLEY, ONE CUT DOWNHILL.
Q	REVERSE PIVOT, TOSS TO BC AND BOOT AWAY.

25 (T) BUNCH LT



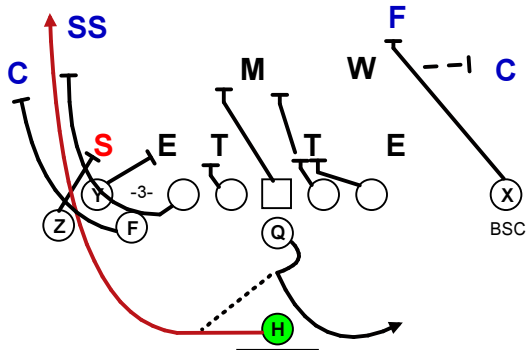
TAR GAR UNDER B-1

59 (T) F MO to BUNCH RT



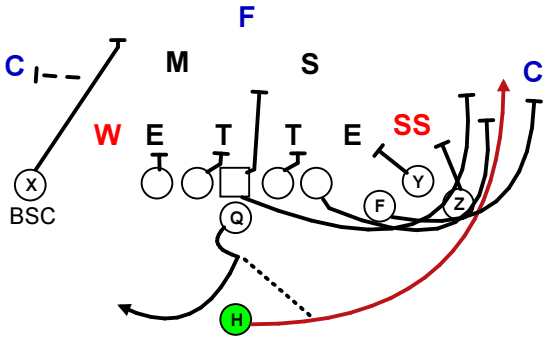
SIFT CUTOFF OVER CAR MONEY TAR

45 (R) BUNCH LT



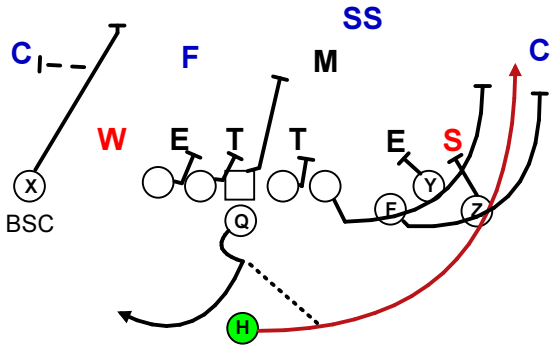
TAR MONEY EVEN B-1

57 SON (ZE) BUNCH RT



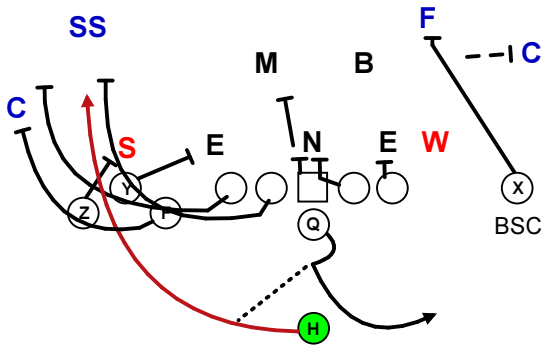
CUTOFF A-1 OVER MONEY TAR

57 JAM (ZE) BUNCH RT



GANG JAM MONEY TAR

34 (ZE) BUNCH LT

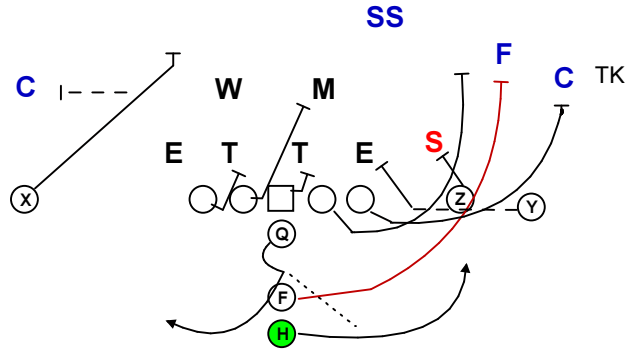


TAR GAR ODD A-1 CUTOFF

98/99 WACK

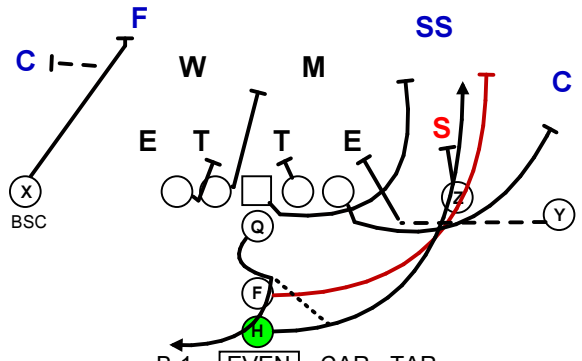
POS	RULES
Z	SEAL BLOCKER: BLOCK HEAD UP TO INSIDE. ALERT POSS: THRU CALL BLOCK MADE BY POINT MAN.
X	CRACK BLOCKER: BLOCK END MAN ON THE LINE OF SCRIMMAGE, HEAD UP TO INSIDE OF YOU. (POSSIBLE THRU CALL)
Y	BACKSIDE, BLOCK OUTSIDE ZONE.
PST	ARC PULL AND BLOCK WIDEST DEFENDER (#1).
PSG	MAN, JUMP HOOK 3 TECH. ALERT WIPE CALL, BLOCK DOWN. UNCOVERED GAR PULL FOR MLB.
C	BLOCK WIDE ZONE. CAR vs OVER/EVEN FRONT VS. MLB HEAD UP TO PLAYSIDE. POSS: 'WIPE'.
BSG	BLOCK WIDE ZONE
BST	BLOCK WIDE ZONE
F	ARC RELEASE FOR ALLEY (#2) DEFENDER
H	QUICK SHUFFLE, STRETCH TO THE ALLEY, ONE CUT DOWNHILL.
Q	REVERSE PIVOT, TOSS TO BC AND BOOT AWAY.

25 (R) GREEN RT OPEN Y SOCK



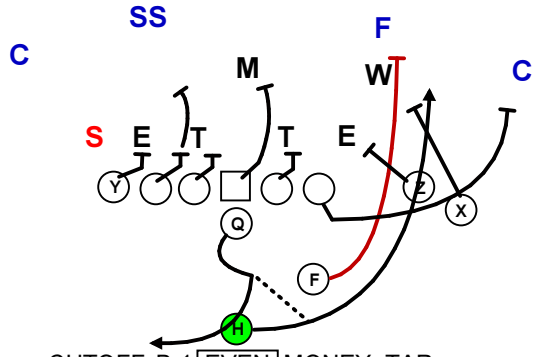
B-1 UNDER GAR TAR

45 (R) GREEN RT OPEN Y SOCK



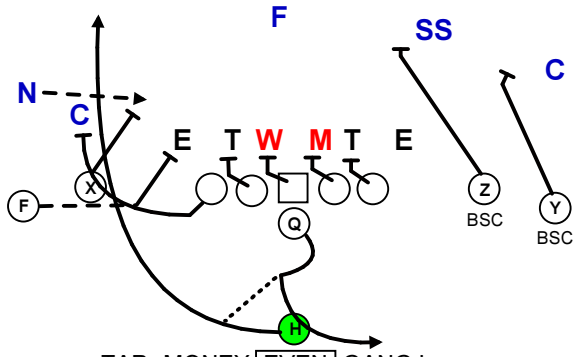
B-1 EVEN CAR TAR

45 (R) WEAK LT SLUG STACK



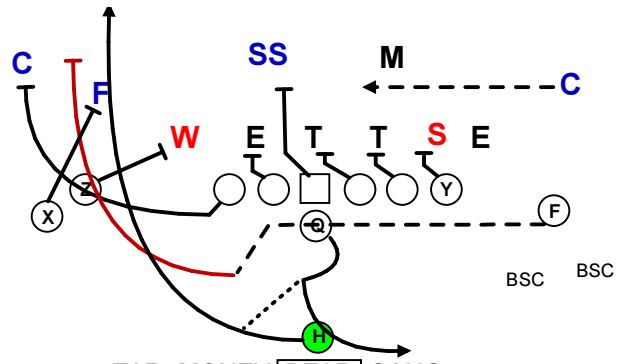
CUTOFF B-1 EVEN MONEY TAR

N42 CALI (ZE) DART RT OPEN F SOCK



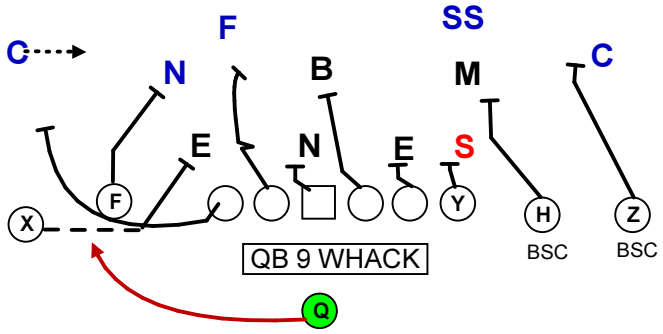
TAR MONEY EVEN GANG L

57 BEAR (T) F OP to WEAK RT SLUG STACK



TAR MONEY BEAR GANG

N33 ODD (ZCH) H ZAP to GUN 5 DOUBLE RT X SOCK

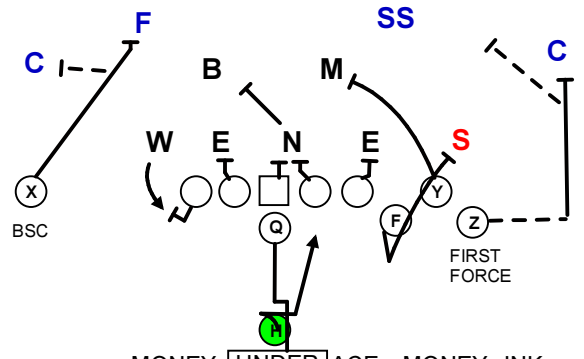


TAR H-CHIP ODD A CUTOFF

HOUND DRAW RT/LT

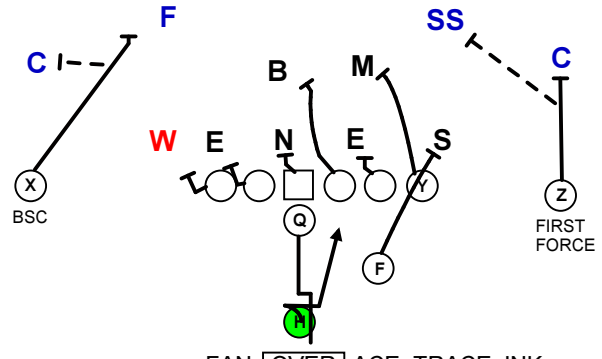
POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTOFF
Y	BLOCK MIKE LB
PST	BLOCK DE ALERT TRACE.
PSG	MAN, PASS SET DT. UNCOVERED: ACE, ACE TRACK TO BACKSIDE LB. POSS. LAWN/RAKE
C	MAN, ACE TO BACKSIDE LB. ALERT 'CLUB' vs 59/49. G.P. LAWN/RAKE
BSG	MAN, 'FAN' vs WILL ON. ALERT CLUB vs 59/49
BST	PASS BLOCK DE. 'FAN' vs WILL ON. ALERT 'CLUB' vs 59/49.
F	INSIDE OUT. BLOCK E.M.O.L. OUTSIDE OF Y.
H	AP = OUTSIDE HIP OF GUARD/BE PATIENT, LET QB COME TO YOU.
Q	PASS BALL HANDLING, SHOW BALL, EXCHANGE, SET TO PASS. 'KILL' vs BEAR.

35 (T/R) BUNCH RT Z RT



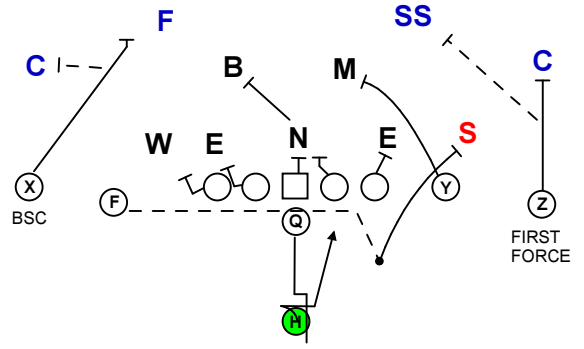
MONEY UNDER ACE MONEY INK

37 (R) STRONG RT



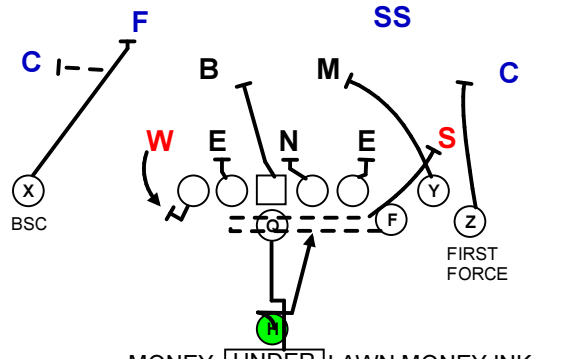
FAN OVER ACE TRACE INK

34 (T) DOUBLE RT LOOSE F RT



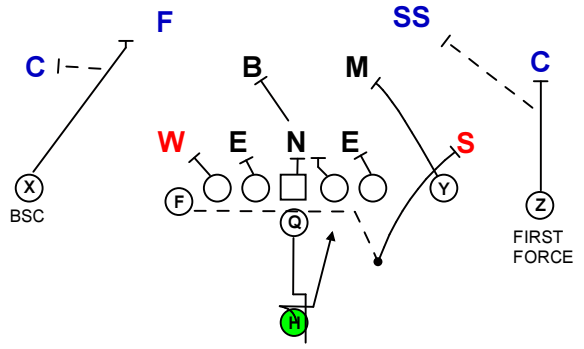
FAN ODD ACE INK

35 (T/R) BUNCH RT F CTR



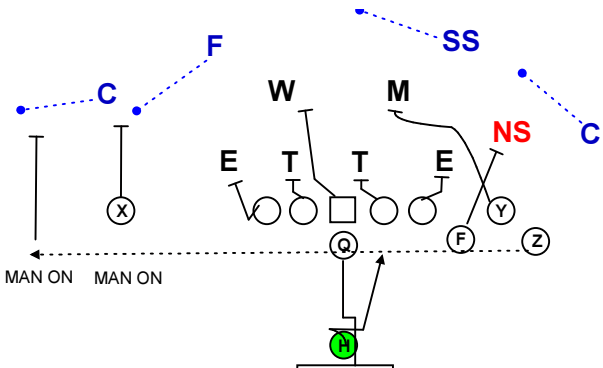
MONEY UNDER LAWN MONEY INK

34 JAM (T/R) DEUCE RT LOOSE F RT



MONEY JAM ACE TRACE INK

42 UNDER (R) BUNCH RT TITE Z LT O

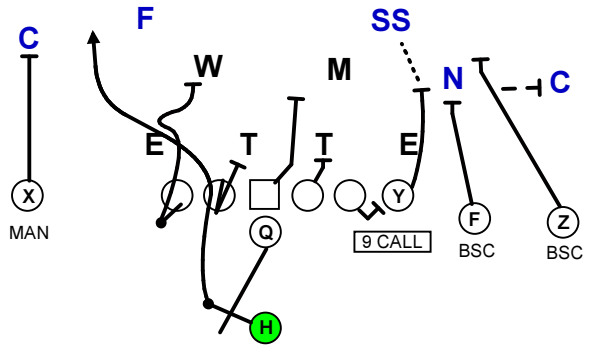


MONEY UNDER LAWN MONEY INK

SPRINT DRAW LT/RT

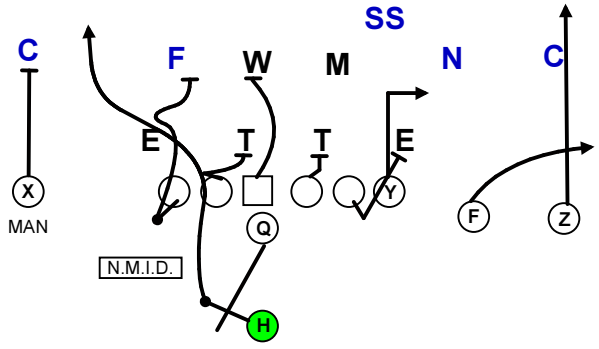
POS	RULES
X	BLOCK MAN ON
F	PLAYSIDE; OUTSIDE RELEASE BLOCK SAFETY. BACKSIDE; BACKSIDE CUTOFF. ARC RULES.
Z	BACKSIDE CUTOFF
Y	MONEY, SIFT, T.O., INK TO SAM. ARC RULES. G.P. RUN ROUTE.
PST	SET 3 YDS - CLUB AND GO. BLOCK ALLEY DEFENDER. OUTSIDE NUMBER.
PSG	MAN, INVITE RUSH INSIDE. UNCOVERED; SET, WORK LBer.
C	BLOCK MLB. SET 'A'/GAP. ALERT vs WILL TUFF. ALERT N.M.I.D.
BSG	MAN, GAP MIKE, 'B'.
BST	PASS BLOCK DE. ALERT 'B'. G.P. STICK (SIFT B GAP).
H	SET UP 5YDS DEEP. (2 STEPS) INSIDE LEG OF TK. GET BALL. UP AND OUT.
Q	GREAT INITIAL PASS ACTION. EXCHANGE SET TO PASS. GP: KILL vs 7 MAN BOX. MESH POINT: INSIDE LEG OF PSTK.

N42 OVER (ZE) TRIPS RT



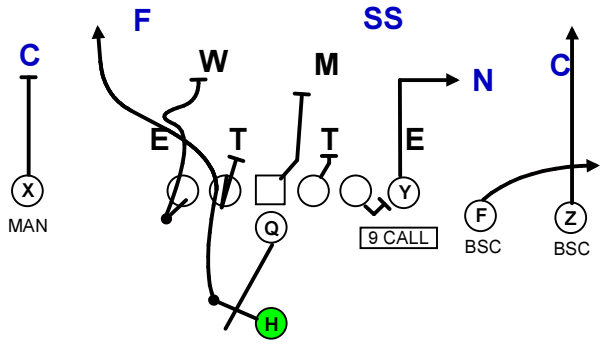
CLUB-SIFT QUICK [OVER] RAIDER R.O.

N42 OVER FUP (ZE) TRIPS RT



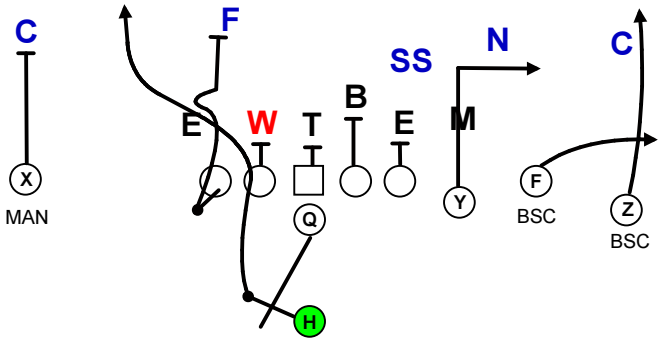
CLUB-SIFT LION [OVER] MONEY SIFT B

N42 WIDE (ZE) TRIPS RT



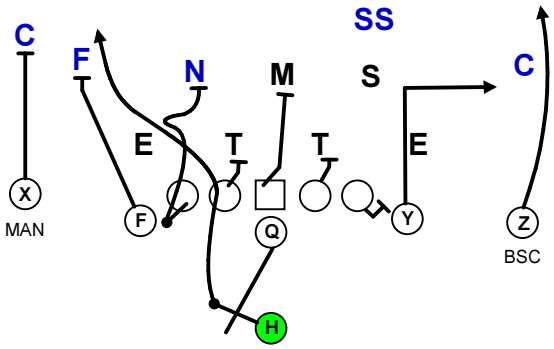
CLUB-SIFT MONEY [EVEN] RAIDER SIFT #4

N33 SPINNER W TUFF (ZE) TRIPS RT Y OFF



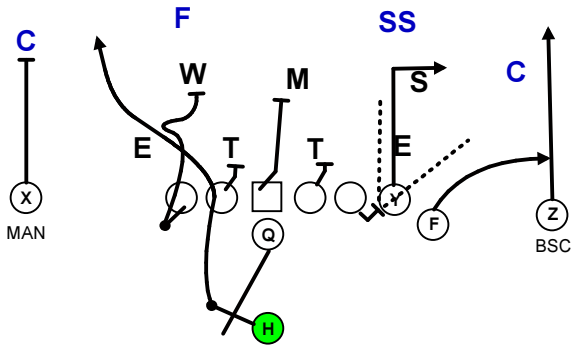
CLUB-SIFT MONEY [ODD] MONEY MONEY (SIFT B)

49 (ZE) DEUCE RT Y OFF



CLUB SIFT MONEY [EVEN] MONEY SIFT B

59 (T) TANK RT

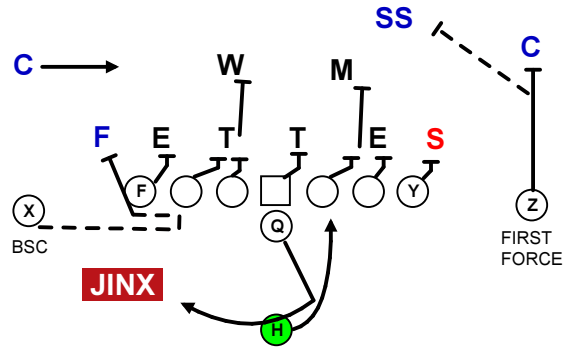


CLUB SIFT MONEY [OVER] RAIDER SIFT B

92/93 ZONE

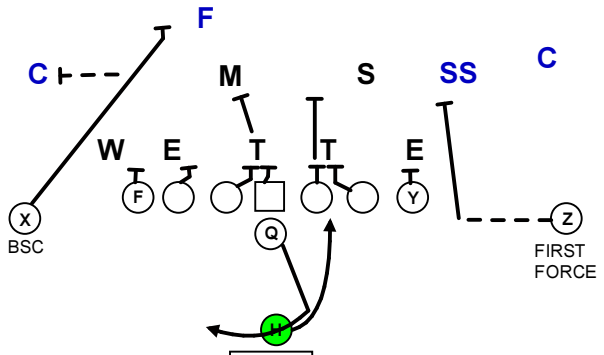
POS	RULES
Z	FIRST FORCE. SLOT 'TANGO' = BACKSIDE CUTOFF
X	BACKSIDE CUTOFF
Y	MAN SAM ON/T.O. TIGHT 'SCOOP' vs 7 TECH. POSSIBLE RIFLE.
PST	MAN, 'SLIP' TO MIKE, ALERT SCOOP/ PLUG/T.O. TO SAM
PSG	MAN, 'GAP', 'TRIO', 'SLIP' TO MIKE, ALERT PLUG TO SAM
C	MAN, 'GAP','TRIO', 'A' TO MIKE, GANG vs BEAR. ALERT 'TANGO' CALL vs WILL WALK.
BSG	MAN, 'A' TO MIKE, 'B' TO WILL, ALERT 'GANG'
BST	MAN/'B'/'SUP' TO WILL, ALERT 'GANG'
F	BLOCK #3 BACKSIDE, ALERT SUP
H	OPEN CROSS OVER FOOTWORK, AP = OUTSIDE FOOT OF GUARD, READ 1ST DEF PAST CENTER.
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY. KILL vs UNBLOCKABLE SKINNY PLAYSIDE.

25 FON (T) DOT RT JINX



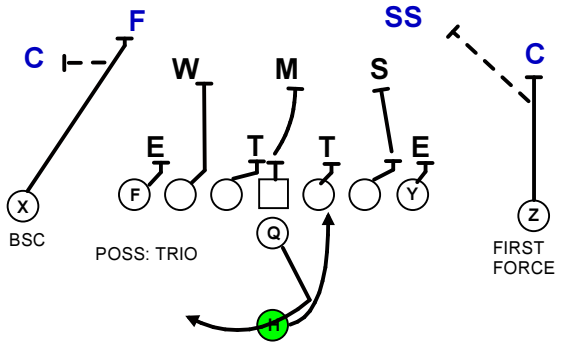
CUTOFF B [UNDER] SLIP MONEY

57 (R) DOT RT Z SHT



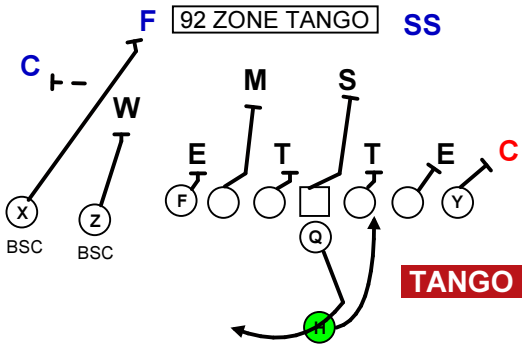
MONEY A [OVER] PLUG MONEY

59 (T) DOT RT



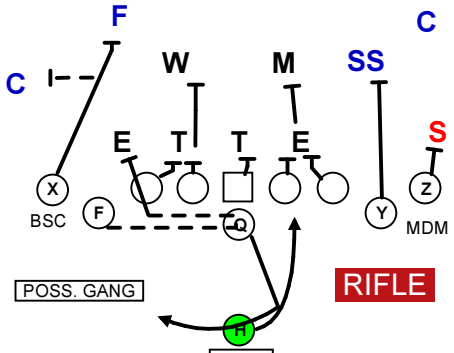
CUTOFF A [OVER] MONEY SCOOP

47 W (R) DOT RT SLOT



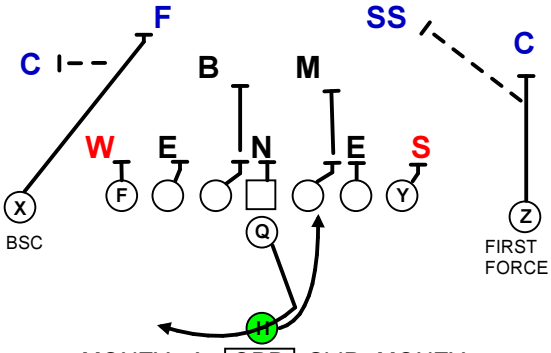
CUTOFF B [EVEN] GAP T.O.

25 JAM (T) DIXIE RT F CTR



CUTOFF B [JAM] PLUG

34 (T) DOT RT

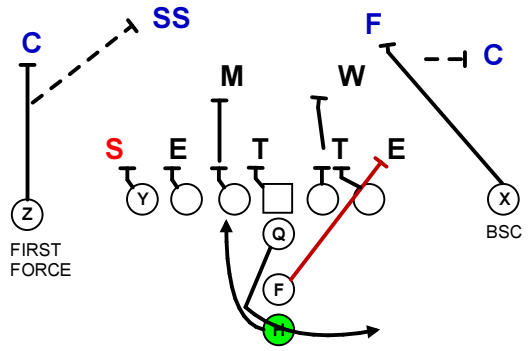


MONEY A [ODD] SLIP MONEY

92/93 SPLIT

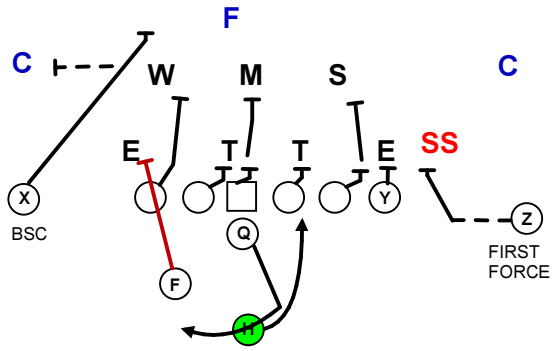
POS	RULES
Z	FIRST FORCE. SLOT 'TANGO' = BACKSIDE CUTOFF
X	BACKSIDE CUTOFF
Y	MAN SAM ON/T.O. TIGHT 'SCOOP' vs 7 TECH. POSSIBLE RIFLE
PST	MAN, SLIP TO 'MIKE', ALERT SCOOP/PLUG/T.O. TO SAM
PSG	MAN, 'GAP', 'TRIO', 'SLIP' TO MIKE, ALERT PLUG TO SAM
C	MAN, 'GAP','TRIO', 'A' TO MIKE, GANG vs BEAR. ALERT TANGO CALL vs WILL WALK
BSG	MAN, 'A' TO MIKE, 'B' TO WILL, ALERT 'GANG'
BST	SIFT/'B' TO WILL, ALERT 'GANG'
F	CUTOFF BLOCK FIRST DEFENDER OUTSIDE BST. HEAD IN HOLE
H	OPEN CROSSOVER FOOTWORK AP = OUTSIDE FOOT OF GUARD, READ 1ST DEF PAST CENTER.
Q	OPEN TO HOLE AT 6 O'CLOCK. KEEP FAKE. KILL vs UNBLOCKABLE DEFENDER PLAYSIDE.

25 (R) GREEN LT



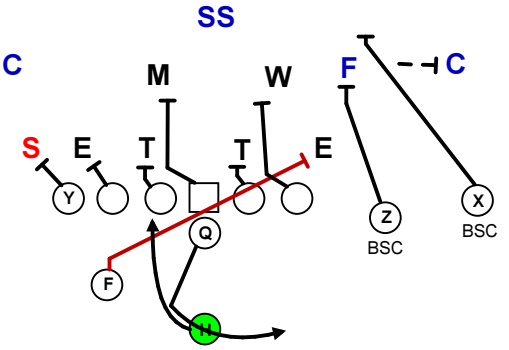
MONEY SLIP UNDER B

59 (R) WEAK RT Z SHT



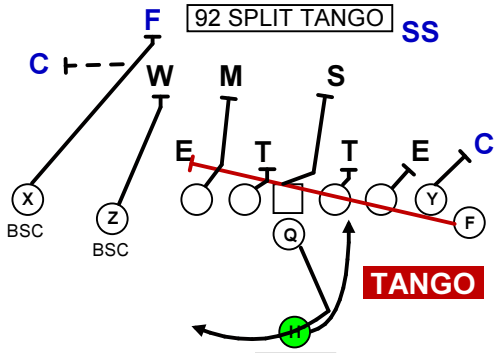
SIFT A OVER MONEY SCOOP

45 WIDE (R) STRONG LT SLOT



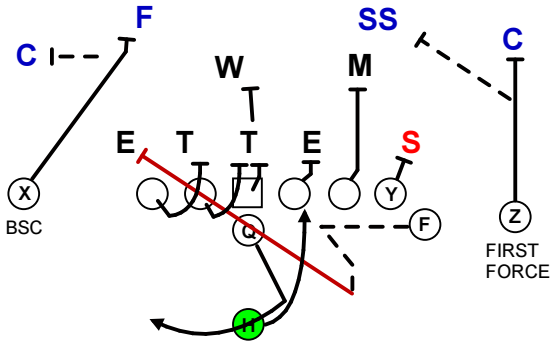
T.O. GAP EVEN B

47 W CON (R/T) FLANK RT



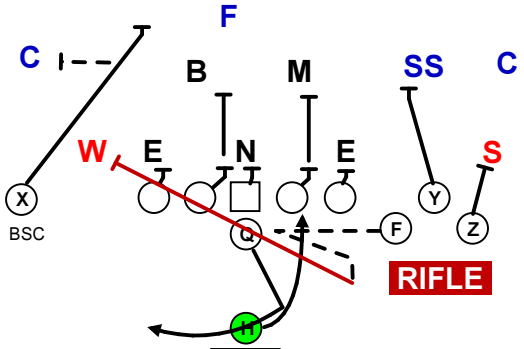
SIFT TRIO EVEN T.O.

25 JAM (T) TANK RT F CTR



GANG JAM MONEY SCOOP

34 (T) BUNCH RT F CTR

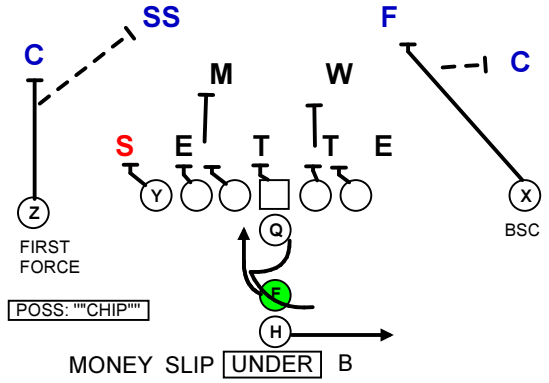


CUTOFF A ODD SLIP RIFLE

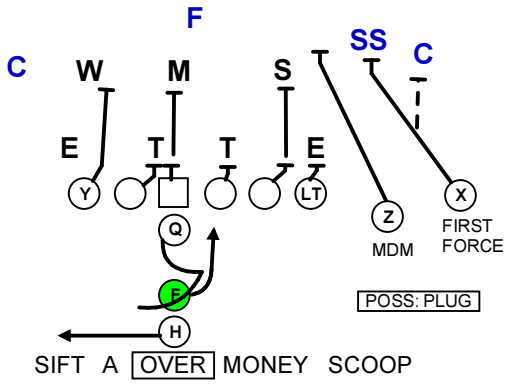
62/63 BELLY

POS	RULES
Z	FIRST FORCE. SLOT 'TANGO' = BACKSIDE CUTOFF
X	BACKSIDE CUTOFF
Y	MAN SAM ON/T.O. TIGHT 'SCOOP' vs 7 TECH.
PST	MAN, 'B' TO MIKE, ALERT SCOOP/PLUG/T.O. TO SAM
PSG	MAN, 'GAP', 'TRIO', 'SLIP' TO MIKE, ALERT PLUG TO SAM
C	MAN, 'GAP','TRIO', 'A' TO MIKE, GANG vs BEAR. ALERT TANGO CALL vs WILL WALK
BSG	MAN, 'A' TO MIKE, 'B' TO WILL, ALERT GANG
BST	SIFT/'B' TO WILL, ALERT 'GANG'
F	OPEN CROSSOVER, AP-INSIDE LEG OF THE PSG. SQUARE-UP, RUN OFF 1st DL CENTER TO BACKSIDE
H	GREAT FAKE PITCH AWAY FROM HOLE, FLASH HANDS
Q	REVERSE OUT AWAY FROM HOLE. BELLY MESH POINT, FAKE OPTION PITCH.

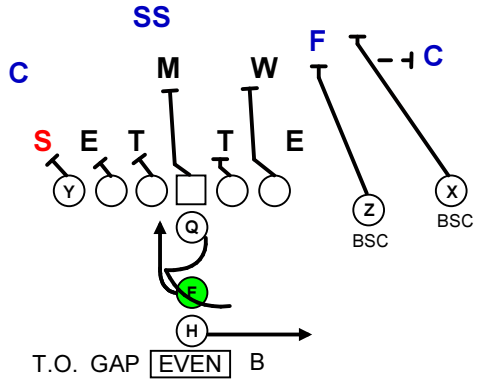
25 (R) GREEN LT



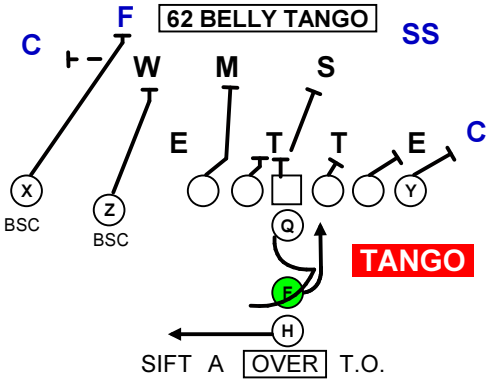
59 (HVY) RAY HEAVY



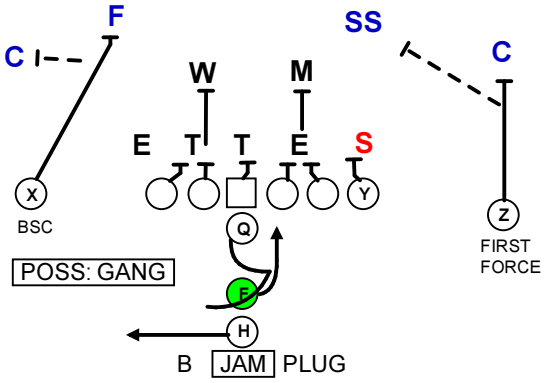
45 WIDE (R) GREEN LT SLOT



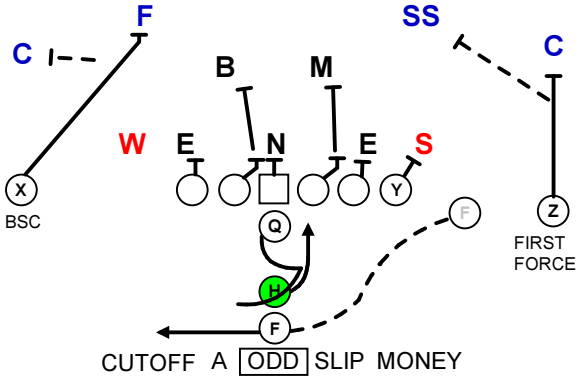
57 W (R) GREEN RT SLOT



25 JAM (R) GREEN RT



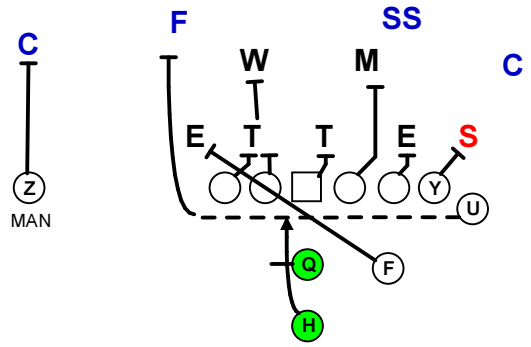
34 (ZE) TRIPS RT F SETTLE



12/13 SPARK

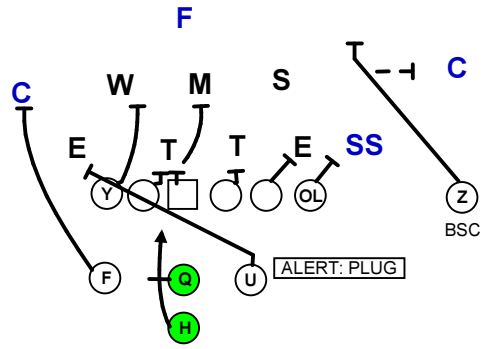
POS	RULES
Z	MAN ON
X	ARC RULES
Y	BLOCK ZONE RULES. ARC WHEN TAGGED.
PST	MAN, 'G'G TO MIKE. ALERT 'GUT'/T.O. TO SLB.
PSG	MAN, 'C' TO MIKE. ALERT 'GUT' TO SLB.
C	MAN, 'C' TO MIKE
BSG	MAN, 'A' TO MIKE, B TO WILL
BST	ZONE RULES CUTOFF, SIFT, B TO WILL
F	CUTOFF BLOCK. FIRST DEFENDER OUTSIDE BSTK. HEAD IN HOLE
H	AP - BACKSIDE FOOT OF OC. READ 1ST DL FROM CENTER OUT EXCHANGE SIDE. DOWNHILL!
Q	HEELS AT 4.5yds. TAKE 45 STEP BACK & AWAY, GET PERPENDICULAR TO L.O.S.: READ EMOL: GIVE OR PULL.

25 (U) Q STRONG RT WING U LT



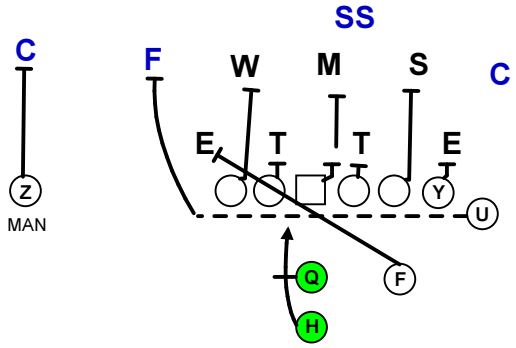
B UNDER SLIP MONEY

59 SON (UHSKR) Q BRUTUS RAY HVY Z ON



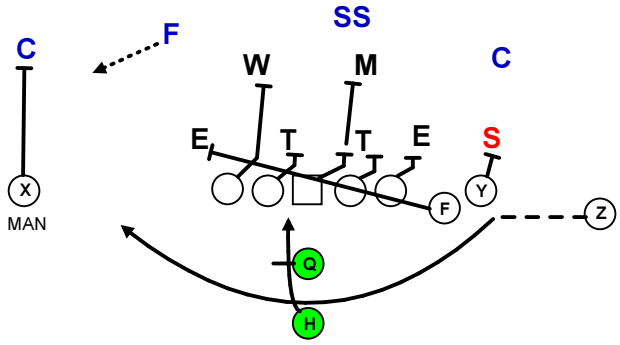
SIFT A OVER MONEY T.O.

49 FUP (U) Q STR RT WING U LT



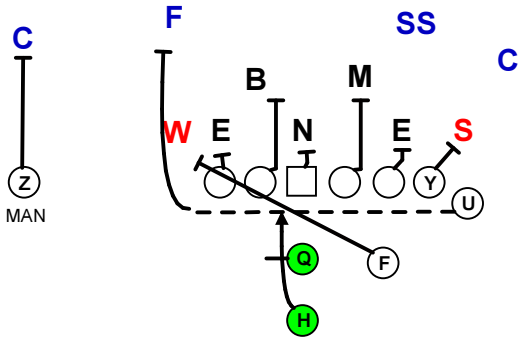
B EVEN GAP - M SCOOP - S

55 WIDE (T) Q TIN RT



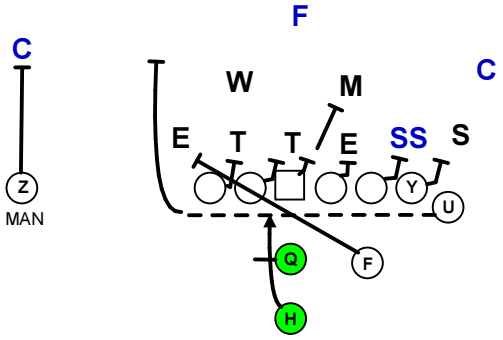
SIFT - W OVER TRIO MONEY

34 (U) Q STRONG RT WING U LT



CUTOFF A ODD SLIP MONEY

25 BEAR (U) Q STRONG RT WING U LT

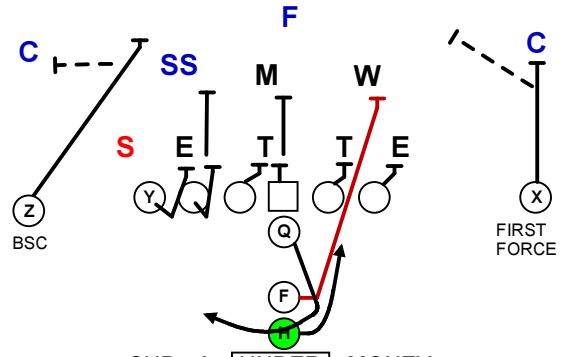


GANG BEAR TRIO - M T.O.

93/92 WEAK

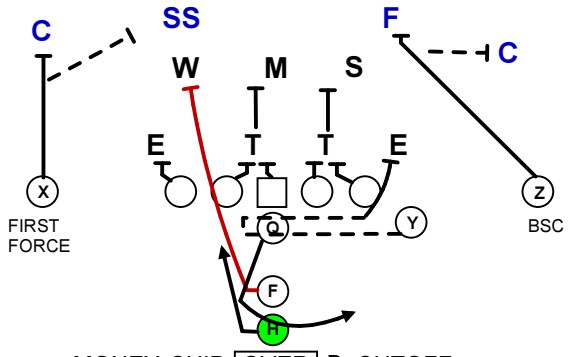
POS	RULES
Z	BACKSIDE CUTOFF, SLOT 'TANGO' = MDM
X	FIRST FORCE
Y	BACKSIDE CUTOFF SIFT. BUNCH - MAN SAM ON LOS/T.O./'C' vs SUP. POSSIBLE RIFLE.
PST	MAN. FAN vs 34/57 FRONT. 'G' vs BEAR/JAM.
PSG	MAN/CHIP/GAP TO MIKE. FAN vs 34/57 FRONT. 'G' vs BEAR/JAM.
C	MAN/GAP/CHIP/'A' TO MIKE. GANG vs BEAR. ALERT TANGO vs WILL WALK. POSSIBLE N.M.I.D. VS FUP
BSG	'MAN. 'A' TO MIKE, 'B' TO SAM. ALERT GANG.
BST	'MAN, 'B'/T.O. TO SAM. POSSIBLE 'SUP'. ALERT GANG.
F	ISOLATE BLOCK WLB. (FAN 2 LOOK BLOCK BUCK/MIKE vs 57 FRONT) ALERT TANGO, NEW MIKE.
H	OPEN CROSSOVER FOOTWORK. AP = OUTSIDE FOOT OF GUARD/READ FIRST DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO BC, KEEP FAKE, KILL WITH SKINNY PRESSURE TO THE PLAYSIDE.

25 SUP (R) GREEN LT



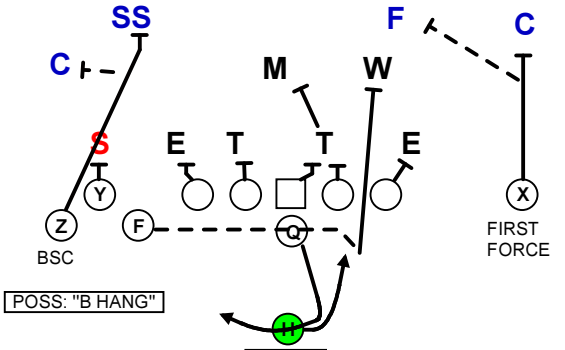
SUP A UNDER MONEY

59 (T/R) GREEN RT Y CTR



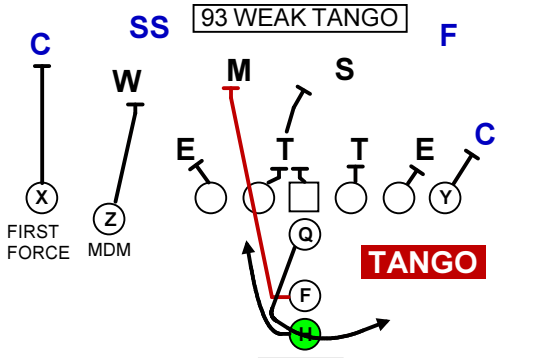
MONEY CHIP OVER B CUTOFF

45 (T) BUNCH LT F RT



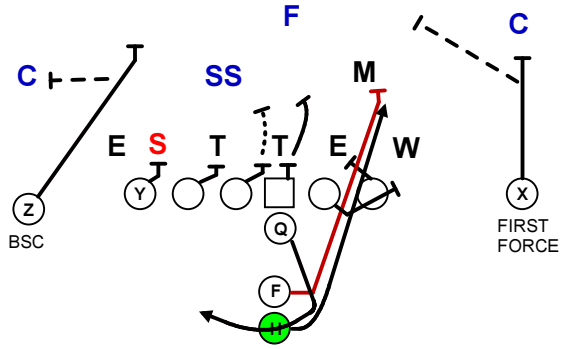
MONEY EVEN GAP MONEY

57 W (R) GREEN RT SLOT



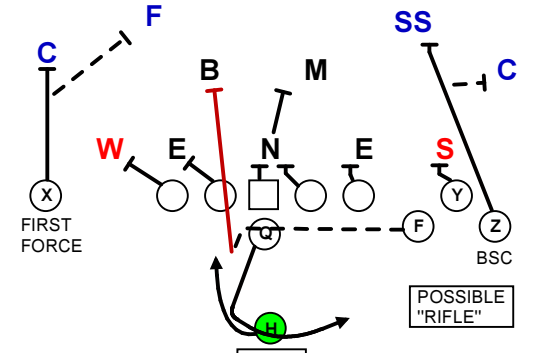
MONEY CHIP OVER MONEY T.O.

57 BEAR (R) GREEN LT



GANG BEAR "G"

34 (T) BUNCH RT F LT

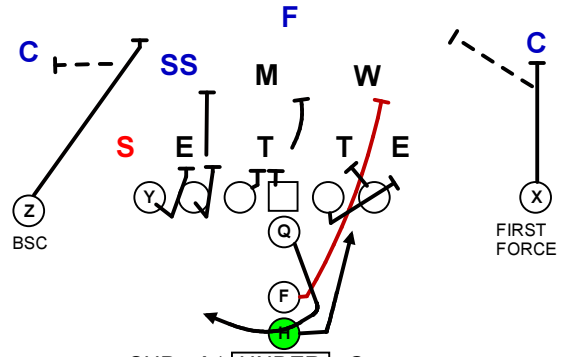


FAN ODD A MONEY

93/92 WALLY

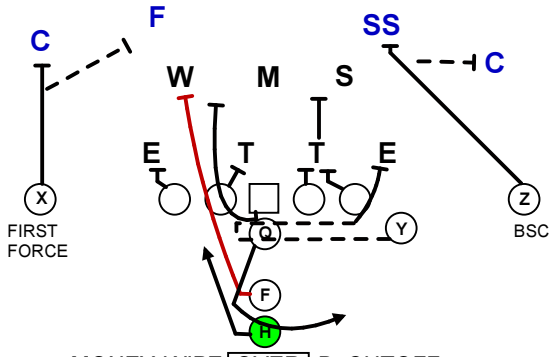
POS	RULES
Z	BACKSIDE CUTOFF, SLOT 'TANGO' = MDM
X	FIRST FORCE
Y	BACKSIDE CUTOFF. SIFT BUNCH - MAN SAM ON LOS/T.O./'C' vs SUP. POSSIBLE RIFLE.
PST	G. FAN vs 34/57 FRONT. 'G' vs BEAR/JAM.
PSG	G/WIPE/GAP TO MIKE. FAN vs 34/57 FRONT. 'G' vs BEAR/JAM.
C	MAN/GAP/WIPE/'A' TO MIKE. GANG vs BEAR. ALERT TANGO vs WILL WALK. POSSIBLE N.M.I.D. VS FUP
BSG	'MAN. 'A' TO MIKE, 'B' TO SAM. ALERT GANG.
BST	'MAN, 'B'/T.O. TO SAM. POSSIBLE 'SUP'. ALERT GANG.
F	ISOLATE BLOCK WLB. (FAN 2 LOOK BLOCK BUCK/MIKE vs 57 FRONT) ALERT TANGO, NEW MIKE.
H	SLIDE SLANT FOOTWORK AP = INSIDE FOOT OF TACKLE/READ FIRST DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO BC, KEEP FAKE, KILL WITH SKINNY PRESSURE TO THE PLAYSIDE.

25 SUP (R) GREEN LT



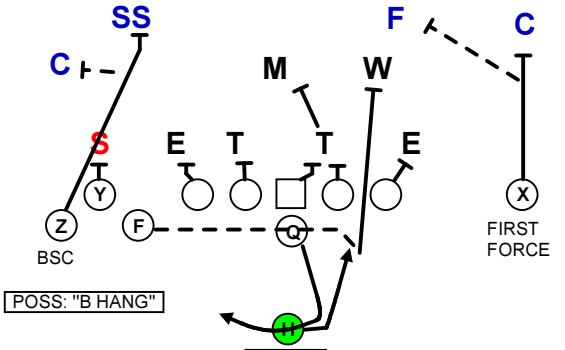
SUP A1 UNDER G

59 (T/R) GREEN RT Y CTR



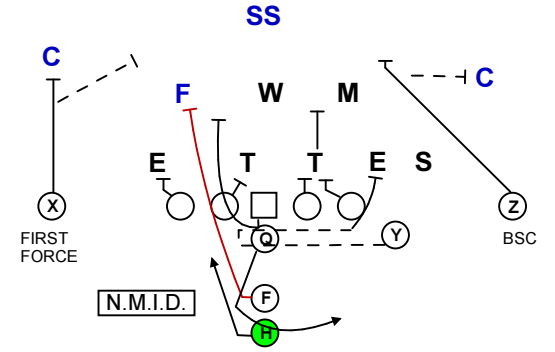
MONEY WIPE OVER B CUTOFF

45 (T) BUNCH LT F RT



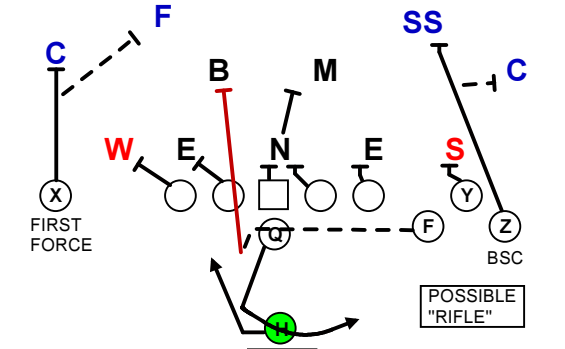
MONEY EVEN GAP MONEY

55 WIDE FUP (T/R) GREEN RT Y CTR



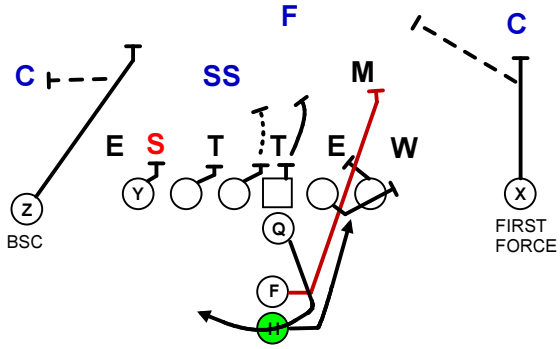
MONEY WIPE OVER B CUTOFF

34 (T) BUNCH RT F LT



FAN ODD A MONEY

57 BEAR (R) GREEN LT

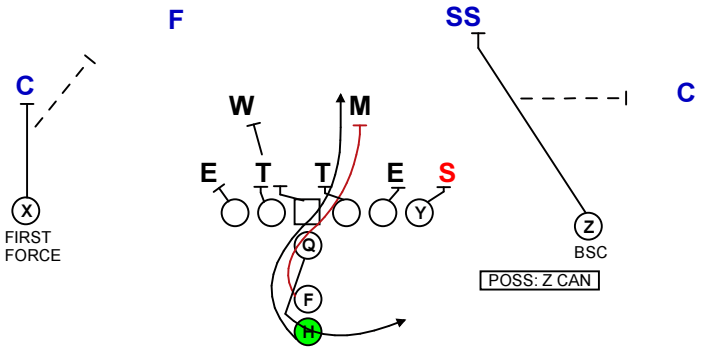


GANG BEAR "G"

93/92 MIKE

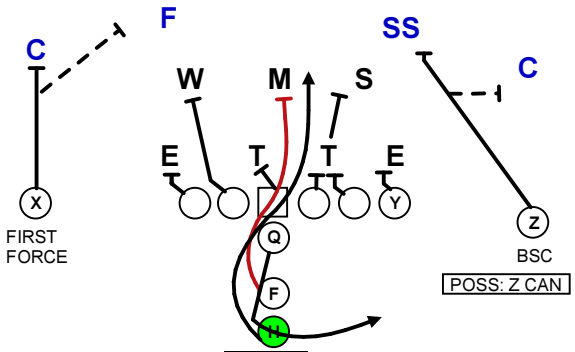
POS	RULES
Z	BACKSIDE CUTOFF. SLOT TANGO = MDM
X	FIRST FORCE
Y	BACKSIDE CUTOFF. MAN SAM ON L.O.S./T.O. POSSIBLE SUP. ALERT T.O. WITH "TANGO"
PST	ZONE/FAN TO WILL. MAN/SLIP/FAN vs 2 LOOK.
PSG	ZONE/FAN TO WILL. LAWN/RAKE. TRIO/SLIP/FAN VS 2 LOOK
C	MAN, ACE (BLB), LAWN/RAKE, TRIO TO WILL, ALERT TANGO CALL vs WILL WALK.
BSG	MAN/TRIO/B TO SAM. T.O. WITH "TANGO"
BST	COVERED; MAN/SUP/T.O.. UNCOVERED; B TO SLB. "T.O. WITH TANGO"
F	SEARCH BLOCK MIKE.
H	OPEN CROSSOVER FOOTWORK. AP - OUTSIDE FOOT OF THE GUARD/READ 1st DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO HB, KEEP FAKE, KILL W/SKINNY PRESSURE TO THE PLAYSIDE.

25 (R) GREEN RT



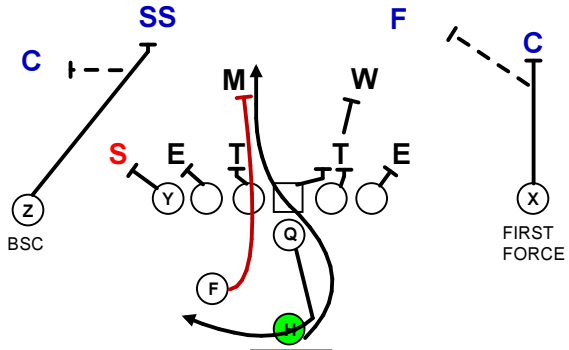
MONEY TRIO-W [UNDER] MONEY

59 (R) GREEN RT Z CAN



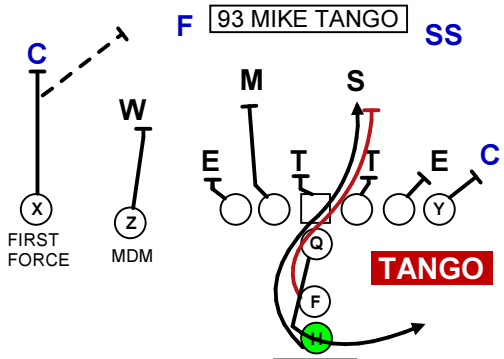
SLIP [OVER] B CUTOFF

45 WIDE (R) STRONG LT



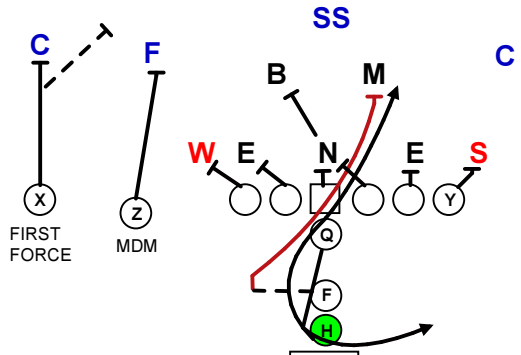
T.O. MONEY [EVEN] RAKE MONEY

57 W (R) GREEN RT SLOT



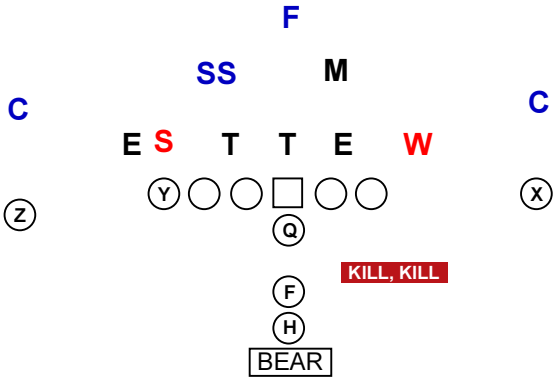
SLIP [OVER] MONEY T.O.

34 (R) GREEN RT SLOT FUZZ



FAN [ODD] ACE MONEY

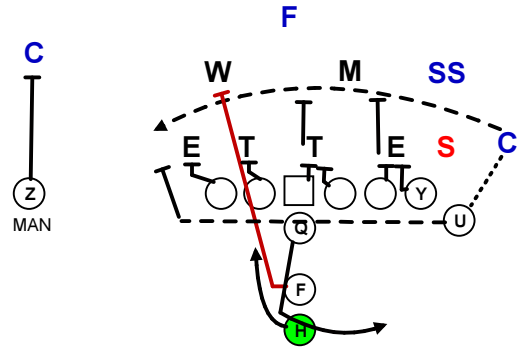
57 BEAR (R) GREEN LT



93/92 SPOT

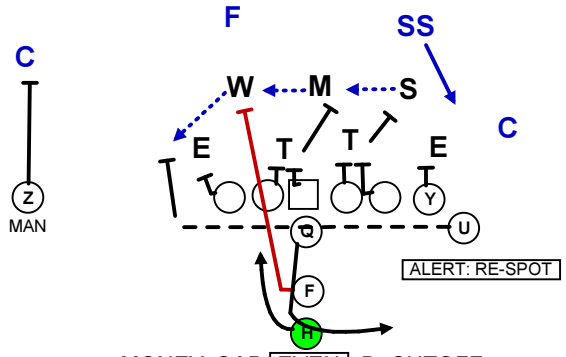
POS	RULES
Z	MAN ON
U	FIRST DEFENDER OUTSIDE DEFENSIVE END (OLB). ALER TO COLLECT
Y	MONEY. T.O. CUTOFF. SIFT. SUP
PST	MAN. FAN VS GUARD BUBBLE. 'G' VS. BEAR/JAM
PSG	MAN/CHIP/GAP TO MIKE. FAN VS GUARD BUBBLE.
C	MAN/GAP/CHIP/'A' TO MIKE. GANG VS BEAR. POSSIBLE N.M.I.D. ON MOTION RESET. (BLOCKING SPOTS).
BSG	'MAN. 'A' TO MIKE, 'B' TO SAM. ALERT GANG
BST	'MAN, 'B'/T.O. TO SAM. POSSIBLE 'SUP'. ALERT GANG.
F	ISOLATE BLOCK ON 1ST (SPOT) STACKED DEFENDER. (FAN) 2 LOOK) ALERT TANGO. NEW MIKE. BLOCK FIRST STACKED
H	OPEN CROSSOVER FOOTWORK = OUTSIDE FOOT OF GUARD - READ FIRST DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO BC, KEEP FAKE, KILL WITH SKINNY PRESSURE TO THE PLAYSIDE

25 SUP (U) GREEN RT WING U LT



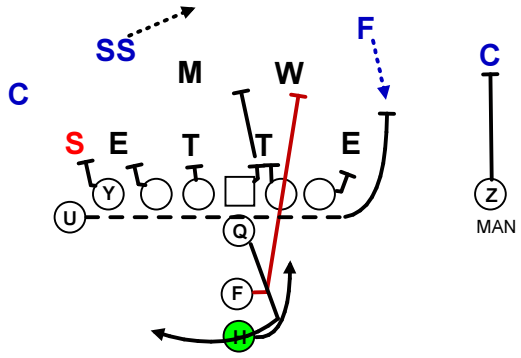
MONEY UNDER A SUP

47 SUP (U) GREEN RT WING U LT



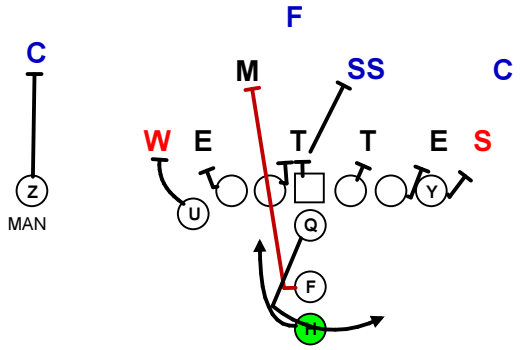
MONEY GAP EVEN B CUTOFF

45 WIDE FUP (U) GREEN LT WING U RT



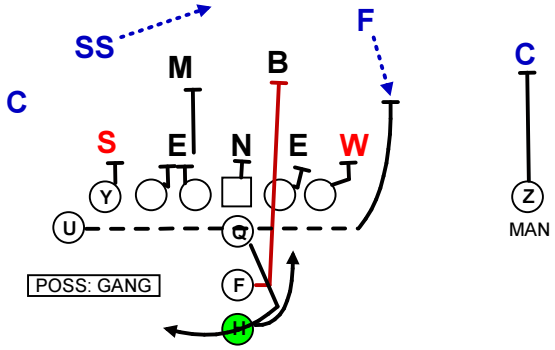
T.O. MONEY EVEN GAP MONEY

53 WIDE SUP (U) U RESET to GREEN RT HIP



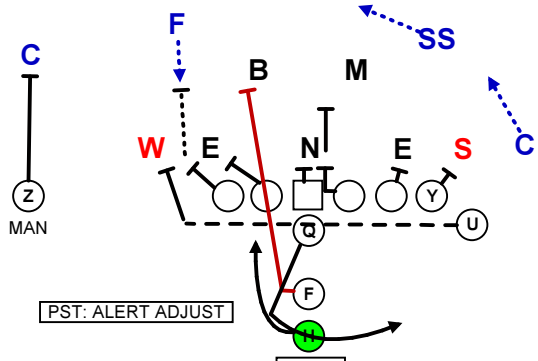
MONEY CHIP OVER MONEY T.0.

34 JAM (U) GREEN LT WING U RT



CUTOFF B JAM MONEY

34 (U) GREEN RT WING U LT

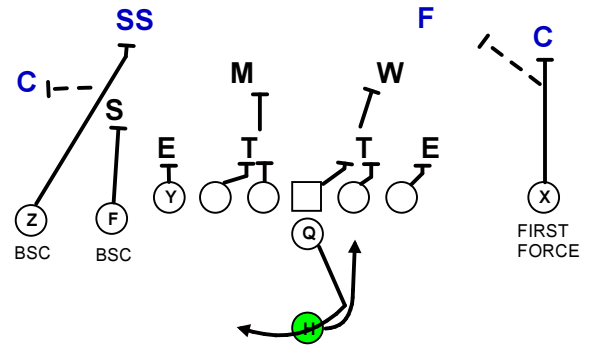


FAN ODD A MONEY

93/92 (33/32) FRONT

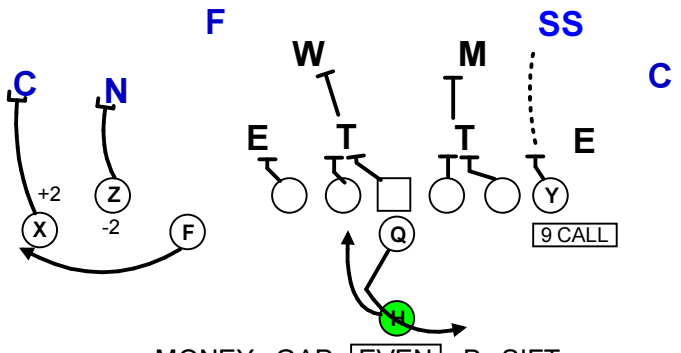
POS	RULES
Z	BACKSIDE CUTOFF
X	FIRST FORCE
Y	BACKSIDE: CUTOFF, MAN, 'T.O.', 'C', SUP. ALERT SIFT 'C' GAP
PST	MAN, SLIP, FAN 2 LOOK
PSG	MAN, SLIP, FAN 2 LOOK
C	MAN, TITE ZONE TO FRONTSIDE LB. POSSIBLE GANG. (NO PENETRATION)
BSG	MAN/'A'/'B' TO NEXT LB. ALERT GANG.
BST	MAN 'B'. ALERT GANG.
F	BLOCK MAN ON. PLAYSIDE MDM. BACKSIDE: BACKSIDE CUTOFF
H	OPEN CROSS OVER FOOTWORK. AP = OUTSIDE FOOT OF GUARD/READ FIRST DL PAST CENTER
Q	

N42 EVEN (R/T/ZE) TRIPS LT



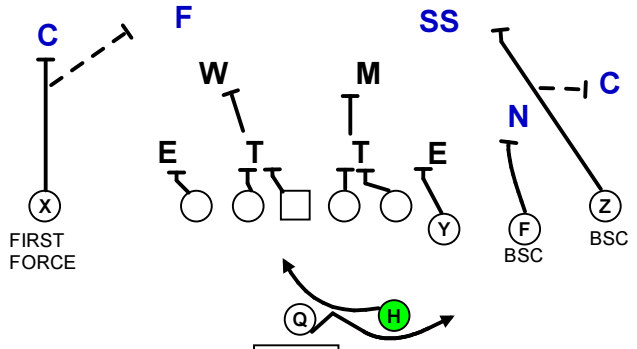
CUTOFF B EVEN GAP MONEY

N42 EVEN (ZE) STOP RT



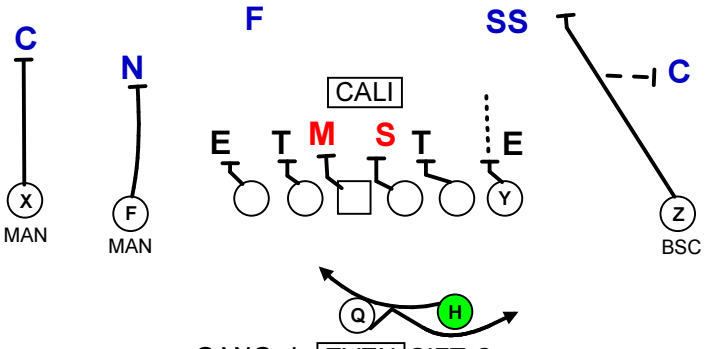
MONEY GAP EVEN B SIFT

N42 EVEN (ZE) G TRIPS RT OFF



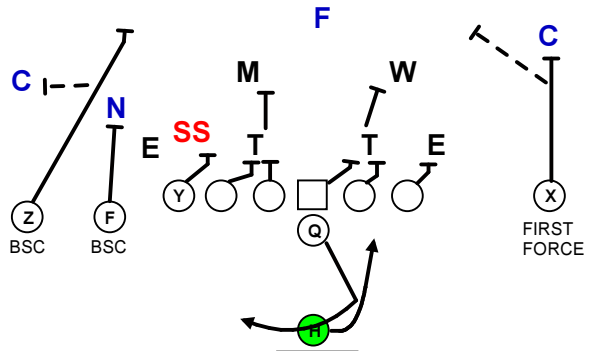
MONEY GAP EVEN B CUTOFF

N42 CALI (ZE) G DOUBLE RT



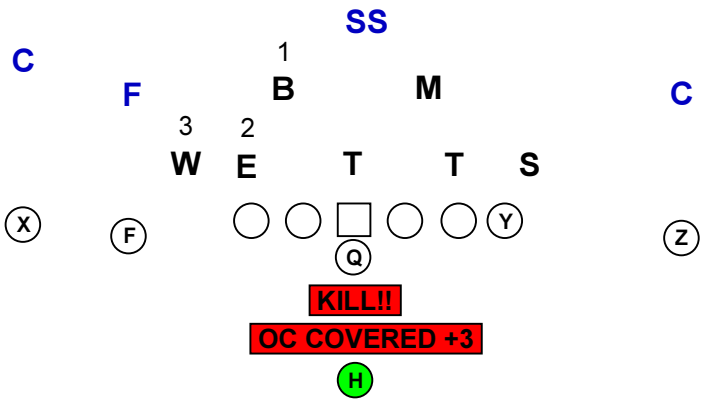
GANG L EVEN SIFT-C

N42 VICE (R/T/ZE) TRIPS LT



CUTOFF B EVEN GAP MONEY

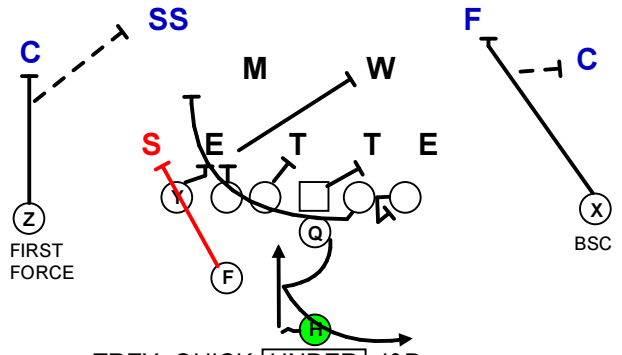
()



94/95 POWER (EZ)

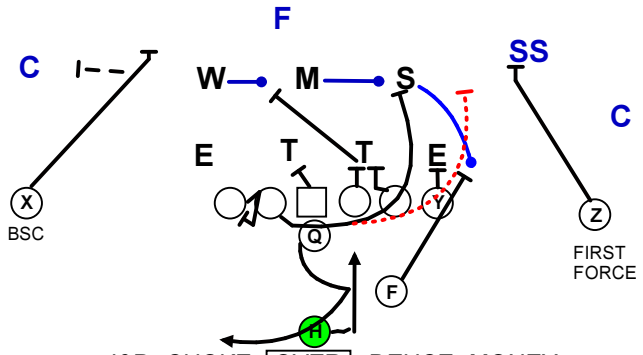
POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTOFF
Y	ANGLE C - GAP - TREY W/OT VS. 5 TECH. ALERT 'EZ' RELEASE VS TK BUBBLE OR WIDE LOOK
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED.
C	ANGLE BS A-GAP -'DALLAS' CALL VS JAM, COVERED +2 L.O.S (WOLF). SLOW vs 34.
BSG	WRAP AROUND PULL FOR MIKE
BST	JAB AND PICK
F	KNOCKOUT 1ST DEFENDER OUTSIDE TE, HEAD IN HOLE. ALERT 'EZ', KICKOUT DE.
H	SHUFFLE FOOTWORK, AP- INSIDE FOOT OF PSG. A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

25 (R) STRONG LT



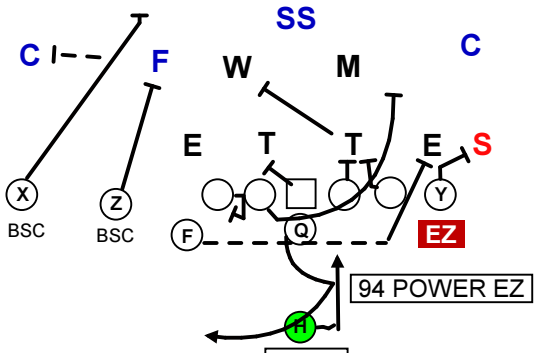
TREY QUICK UNDER J&P

59 (R) STRONG RT



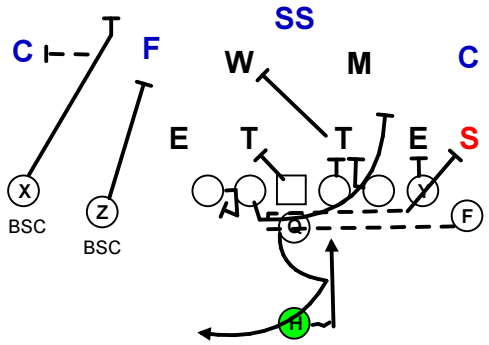
J&P CHOKE OVER DEUCE MONEY

45 WIDE (R) DEUCE RT SLOT F RT



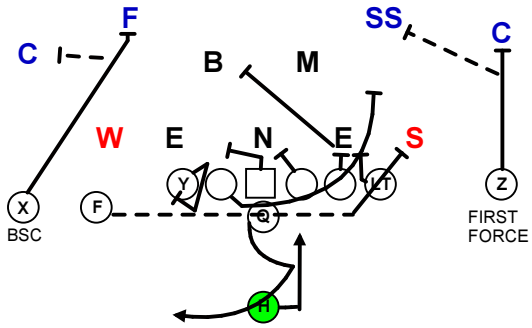
J&P CHOKE EVEN DEUCE

45 WIDE (R) FLANK RT F CTR



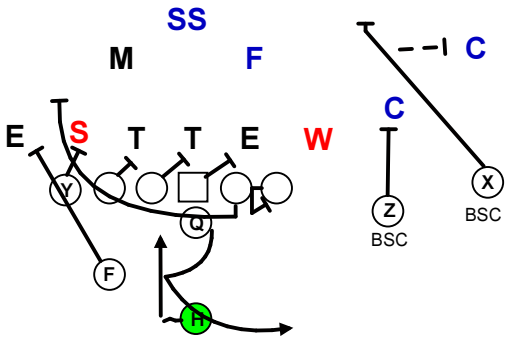
J&P CHOKE EVEN DEUCE MONEY

34 (T) DOUBLE RT HEAVY F RT



JAB & PICK SLOW ODD TREY (FEED)

57 BEAR (R) STRONG LT SLOT

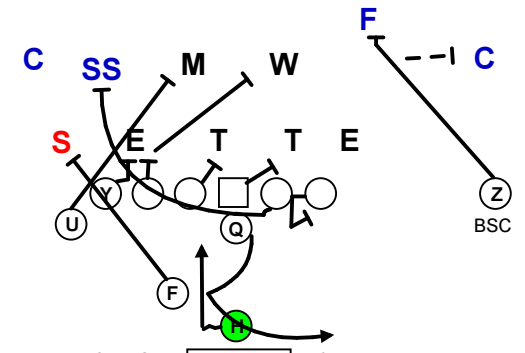


TRACK DALLAS BEAR J&P

94/95 POWER KING

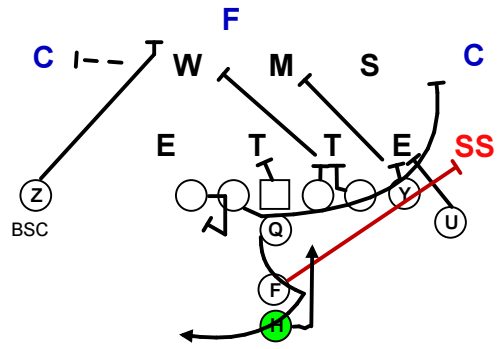
POS	RULES
Z	BACKSIDE CUTOFF
U	ANGLE D-GAP, QUAD W/TE. NO PENETRATION
Y	ANGLE C - GAP - TREY W/OT VS. 5 TECH. ALERT QUAD W/U
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED, SLOW Vs 34, ALERT DALLAS
C	ANGLE BS A-GAP- 'DALLAS' CALL VS. COVERED +2 LOS, SLOW Vs 34
BSG	WRAP AROUND PULL FOR MLB (3RD LB SPOT).
BST	JAB AND PICK. ALERT "SUCKER"
F	KNOCKOUT 1ST DEFENDER OUTSIDE U, HEAD IN HOLE
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

25 SUP (U) STRONG LT WING



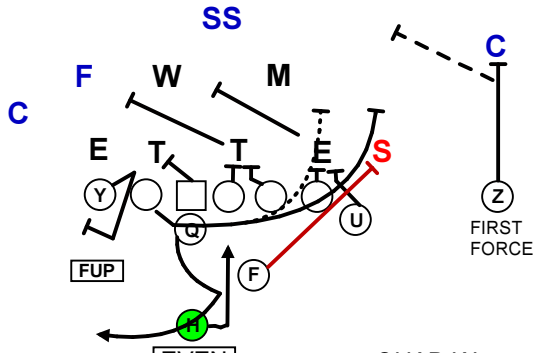
TREY QUICK UNDER J&P

59 SON (U) GREEN RT WING



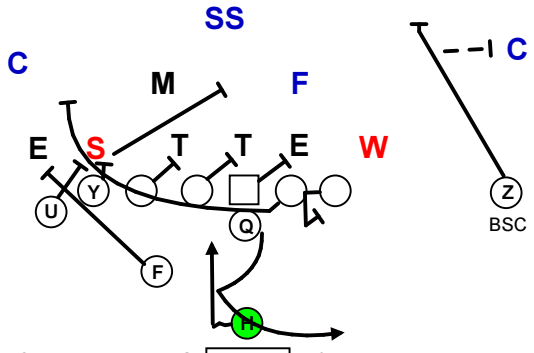
J&P CHOKE OVER DEUCE QUAD

45 WIDE SUP (U) STRONG RAY HEAVY WING



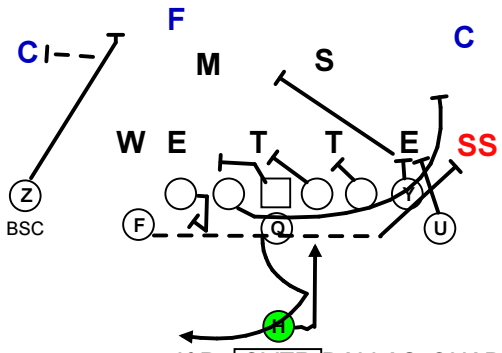
J&P EVEN DEUCE-FS QUAD-W

57 BEAR (U) STRONG LT WING



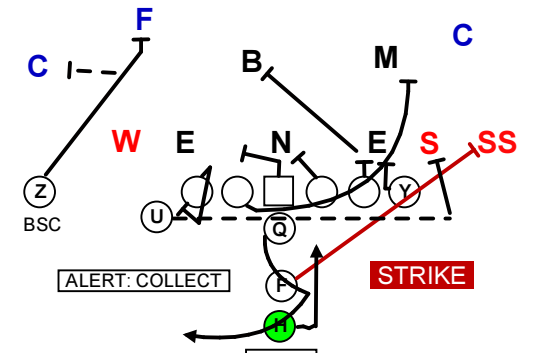
QUAD DALLAS BEAR J&P

57 SON (U) DEUCE RT WING F RT



J&P OVER DALLAS QUAD (FEED)

34 SON (U) GREEN RT HIP U RT

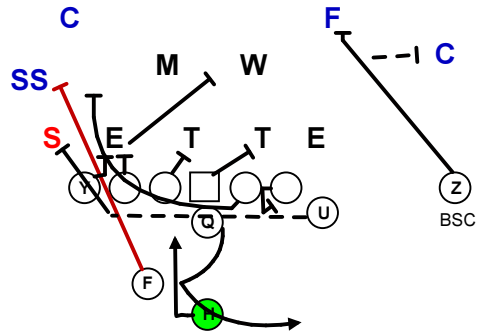


J&P SLOW ODD TREY TRACK

94/95 POWER BONUS

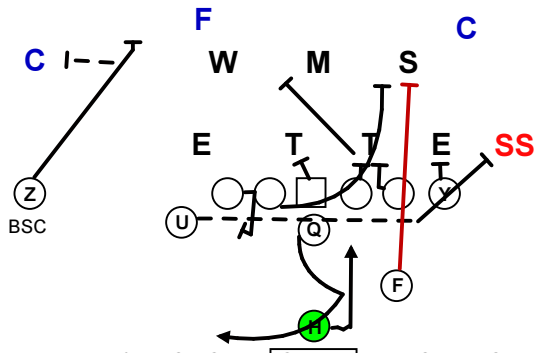
POS	RULES
Z	FIRST FORCE
U	KICKOUT 1ST DEFENDER OUTSIDE TE, HEAD IN HOLE
Y	ANGLE C - GAP - TREY W/OT VS. 5 TECH.
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED. SLOW VS. 34
C	ANGLE BS A-GAP- 'DALLAS' CALL VS. COVERED +2 LOS.
BSG	WRAP AROUND PULL FOR MLB
BST	JAB AND PICK
F	BLOCK FORCE (SPOT)
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! B OOT AWAY

25 SUP (U) STRONG LT HIP U LT



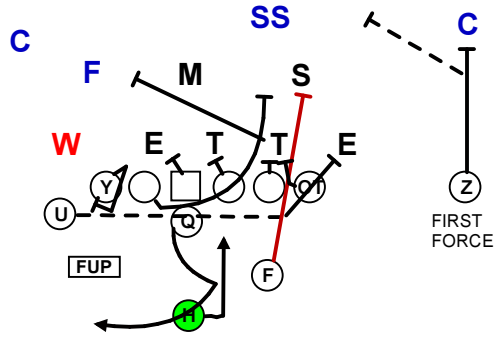
TREY QUICK UNDER J&P

59 SON (U) U MTN to STRONG RT WING



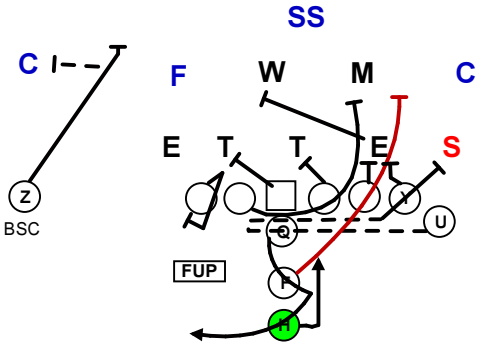
J&P CHOKE OVER DEUCE MONEY

57 FUP (U) U MTN to STRONG RAY HEAVY WING



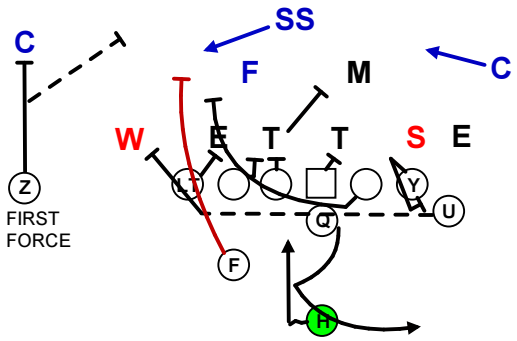
J&P OVER QUICK TREY-FS

25 FUP (U) Y SHIFT GREEN RT WING U CTR



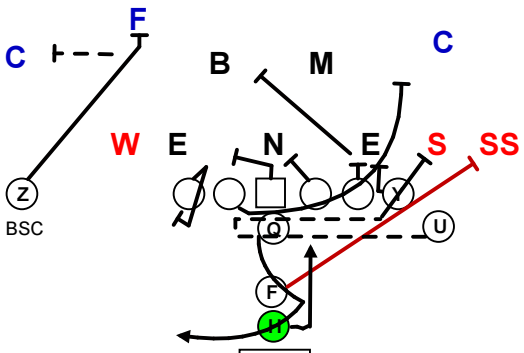
J&P UNDER QUICK TREY-FS

57 BEAR (U) U MTN to STRONG LOU HEAVY WING



ANGLE DEUCE OVER CHOKE J&P

34 SON (U) GREEN RT WING U CTR

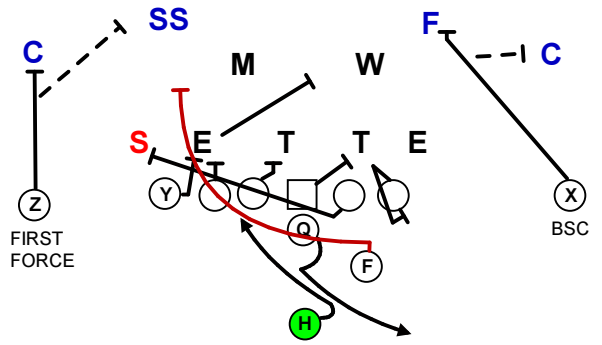


J&P ODD SLOW TREY

94/95 SWAY (EZ)

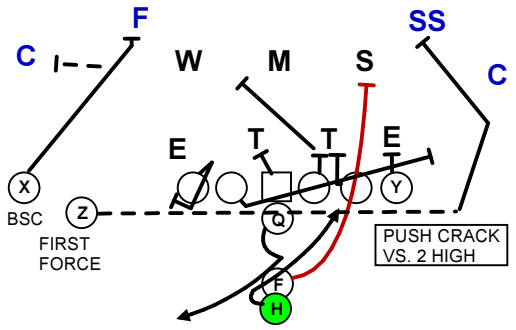
POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTOFF
Y	ANGLE C-GAP - TREY W/OT VS. 5 TECH. ALERT 'EZ' RELEASE vs TK BUBBLE OR WIDE LOOK.
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED.
C	ANGLE BS A-GAP- 'DALLAS' CALL VS JAM, COVERED +2 L.O.S (WOLF). SLOW VS. 34.
BSG	4-5 HOLE TRAP, HEAD IN THE HOLE.
BST	JAB AND PICK
F	WRAP PULL FOR MLB. ALERT TO ADJUST TO BSG.
H	1-2-3 FOOTWORK, AP-OUTSIDE FOOT OF THE PSG. A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

25 (R) WEAK LT



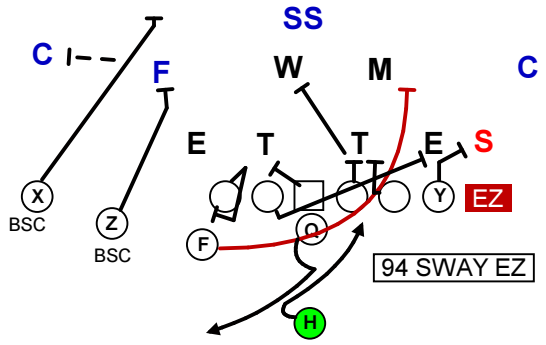
TREY QUICK UNDER J&P

59 (R) Z-MO GREEN RT



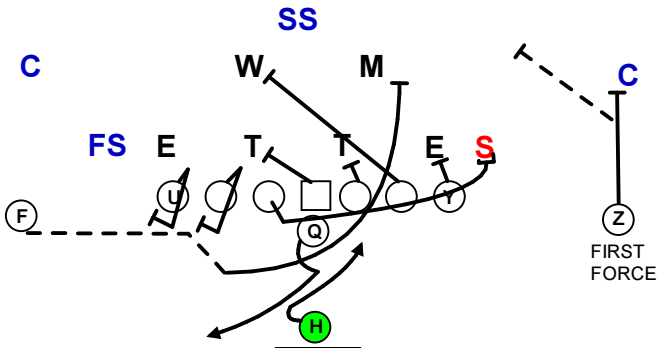
J&P CHOKE OVER DEUCE MONEY

45 WIDE (T) DEUCE RT SLOT



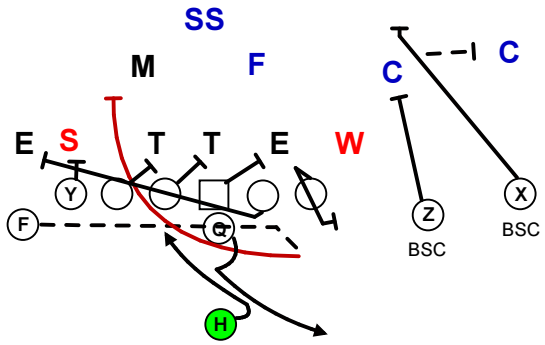
J&P CHOKE EVEN DEUCE

47 SON (TREY) F SETTLE WEAK RT COZY



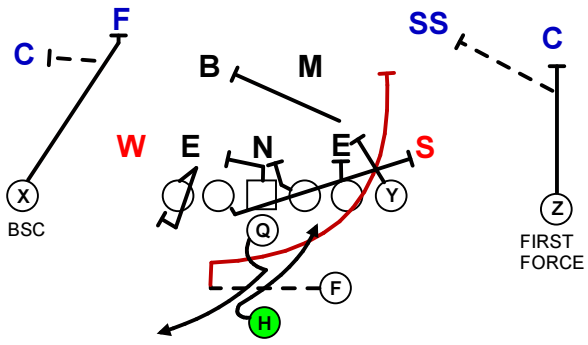
DBL J&P CHOKE EVEN TRACK-S MONEY

57 BEAR (R) FLANK LT F RT



MONEY DALLAS BEAR J&P

34 I (R/T) STRONG RT FUZZ

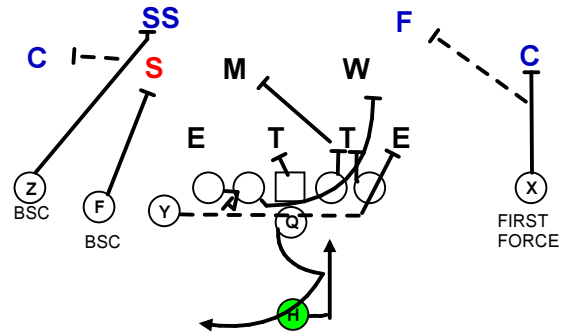


J&P ODD SLOW TREY (FEED)

94/95 (34/35) (44/45) PUNCH

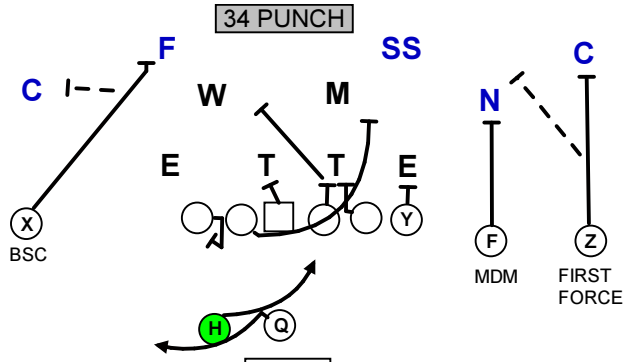
POS	RULES
Z	FIRST FORCE. BACKSIDE - BACKSIDE CUTOFF
X	BACKSIDE CUTOFF. PLAYSIDE; FIRST FORCE.
Y	MAN, BLOCK DE. ALERT 5 & 9 MONEY. ALERT CHOKE, SAM ON.
PST	ANGLE B-GAP TO 2ND LB...ALERT vs 3, 5 & 9 MONEY. DEUCE W/PLAYSIDE GUARD. LEAVE 2
PSG	ANGLE A-GAP. DEUCE TO 2ND LB...VS 34 'ACE' TO BUCK LB
C	ANGLE BS A-GAP- VS. 34 'ACE' TO BUCK LB (NO SLOW VS. 2 LOOK)
BSG	WRAP AROUND PULL FOR PLAYSIDE LB. ALERT ACE 'O' PULL. TRAP vs CHOKE OR SAM ON.
BST	HINGE B-GAP (TAKE TWO VS. 2 LOOK).
F	BLOCK MDM. BACKSIDE - BACKSIDE CUTOFF
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY. ALERT KILL VS. 7 IN THE BOX

25 (ZE) TRIPS LT Y RT



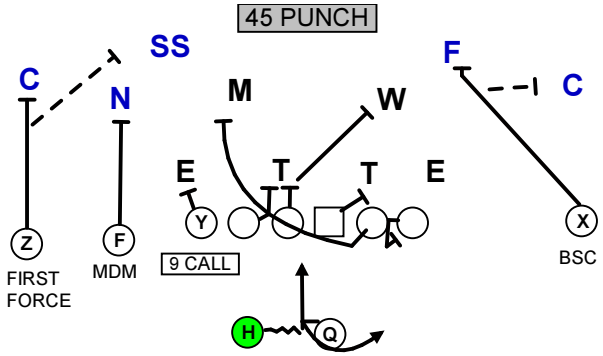
J&P CHOKE OVER DEUCE MONEY

N42 OVER (ZE) G TRIPS RT



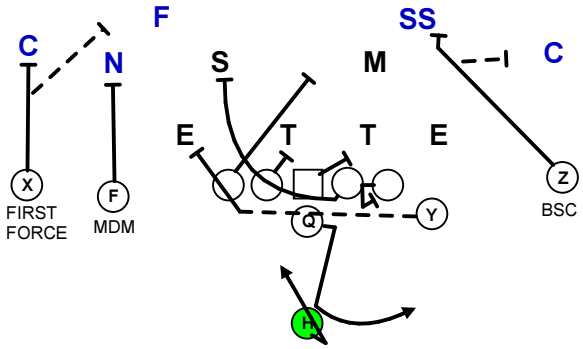
J&P CHOKE OVER DEUCE MONEY

N42 EVEN (ZE) G TRIPS LT



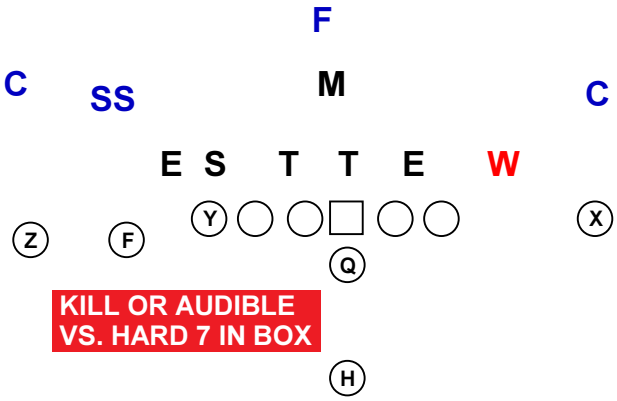
MONEY DEUCE EVEN CHOKE J&P

N42 UNDER (ZE) DOUBLE RT Y LT

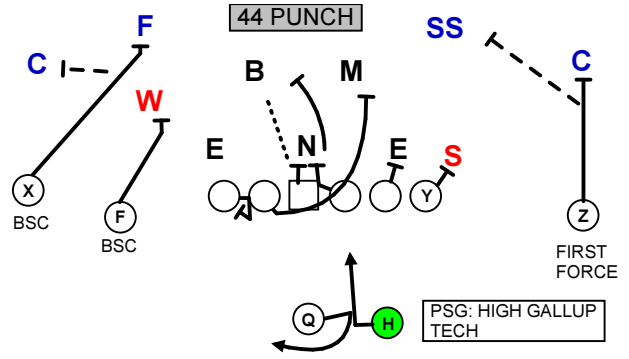


MONEY TRACK QUICK UNDER J&P

57 CUB (ZE) TRIPS LT



34W (ZE) G DOUBLE RT C

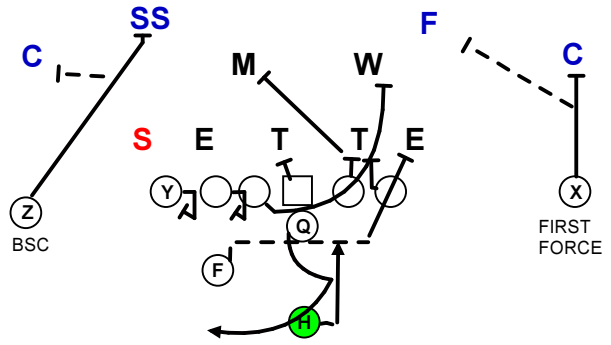


J&P "O" ODD ACE MONEY

95/94 JAM

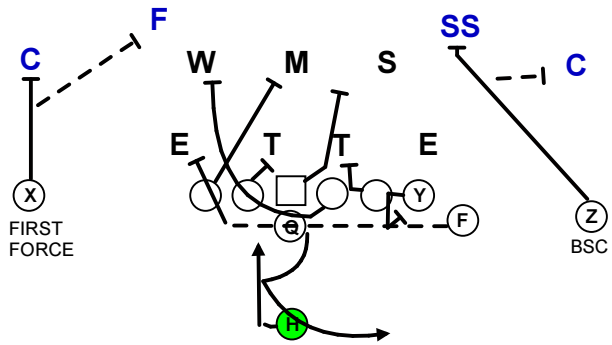
POS	RULES
Z	BACKSIDE CUTOFF
X	FIRST FORCE
Y	JAB AND PICK
PST	ANGLE B-GAP, DEUCE W OGD, ALERT HOG CALL vs 2 LOOK, LEAVE 2.
PSG	ANGLE A-GAP, DEUCE W/OTK TO 2ND LB, ACE
C	ANGLE BACKSIDE A-GAP, ALERT KITTY vs. SAM STACK. ACE vs. 34 LOOK.
BSG	WRAP AROUND PULL FOR LB. ALERT TO ADJUST.
BST	JAB AND PICK B GAP. ALERT KITTY VS. SAM STACK
F	KICKOUT BLOCK 1ST DEFENDER OUTSIDE OT. KEEP RT/LT MOTION TIGHT
H	AP=OUTSIDE FOOT OF GUARD/READ FIRST DL PAST CENTER
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY ALERT KILL VS. 2 LOOK (BY GAMEPLAN)

25 (R) STRONG LT FUZZ



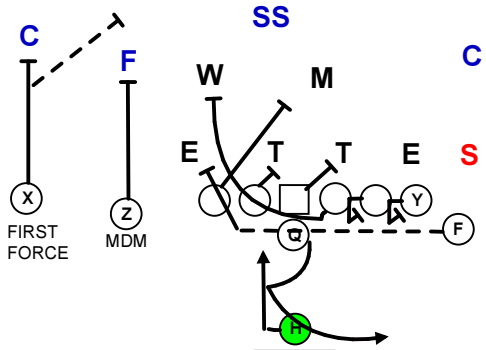
DBL J&P CHOKE [UNDER] DEUCE

59 (R) TANK RT F LT



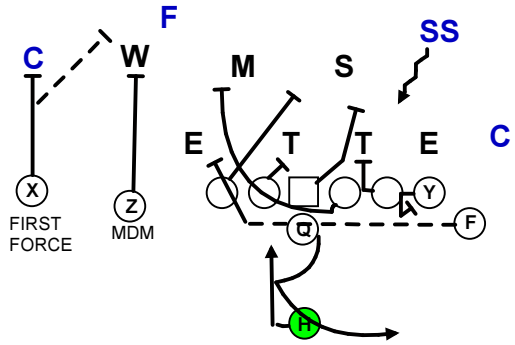
TRACK-M QUICK [OVER] KITTY J&P

45 WIDE (R) FLANK RT F LT



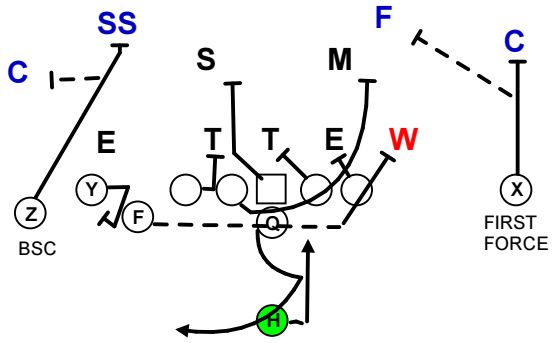
TRACK CHOKE [EVEN] DBL J&P

57 W (R) FLANK RT F LT



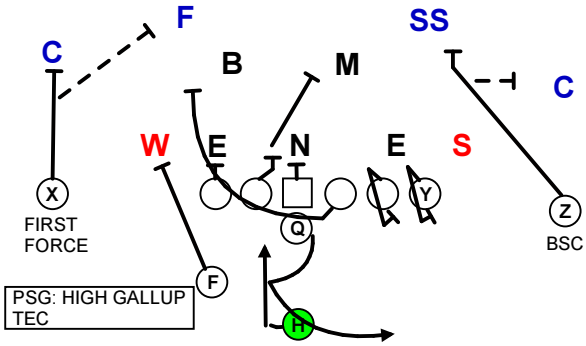
TRACK QUICK [OVER] KITTY J&P

57 JAM (R) BUNCH LT F RT



J&P KITTY [JAM] DALLAS

34 (R) WEAK RT

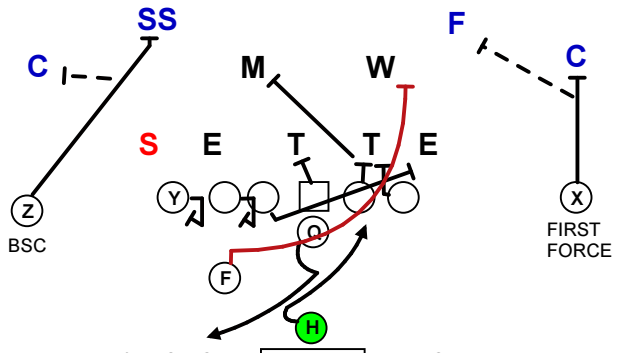


HOG ACE [ODD] DBL J&P

95/94 (35/34) (45/44) WRAP

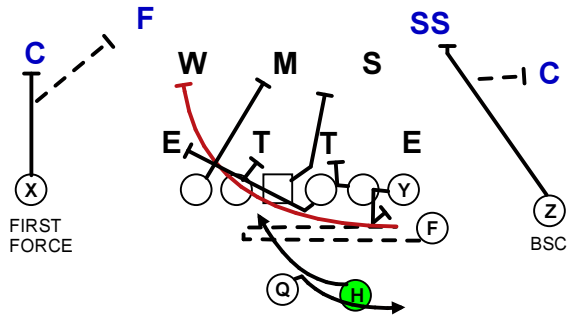
POS	RULES
Z	BACKSIDE CUTOFF
X	FIRST FORCE
Y	JAB AND PICK.
PST	ANGLE B-GAP, DEUCE W OGD. ALERT HOG CALL vs 2 LOOK. LEAVE 2
PSG	ANGLE A-GAP, DEUCE TO 2ND LB.
C	ANGLE BACKSIDE A-GAP, ALERT KITTY VS. SAM STACK. ACE vs 34 LOOK.
BSG	ATTACK PULL FIRST DEFENDER OUTSIDE TK. HEAD IN HOLE.
BST	JAB AND PICK B GAP. ALERT KITTY VS. SAM STACK
F	WRAP PULL FOR WLB. ALERT TO ADJUST. BLOCK INSIDE LB W/HOG CALL.
H	1-2-3 FOOTWORK, AP-OUTSIDE FOOT OF THE PSG. A GAP DEPARTURE. READ INSIDE OUT. (ALERT LOB BH).
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY ALERT KILL VS. 2 LOOK (BY GAMEPLAN) (ALERT LOB BH).

25 (R) STRONG LT



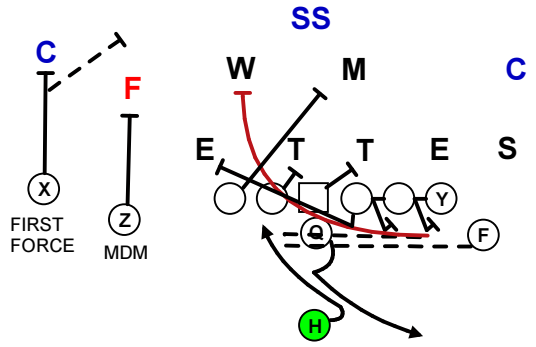
DBL J&P CHOKE [UNDER] DEUCE

59 (R/T) TANK RT F CTR



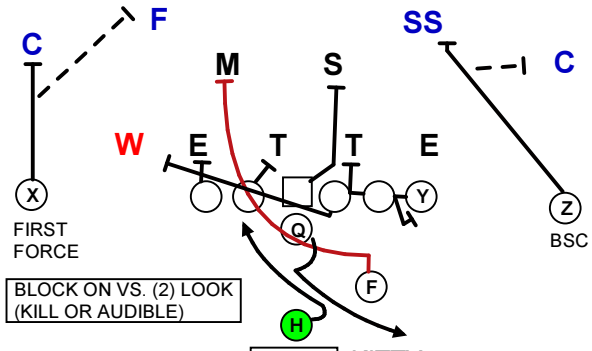
TRACK [OVER] KITTY JAB & PICK

55 WIDE (R) FLANK RT F CTR



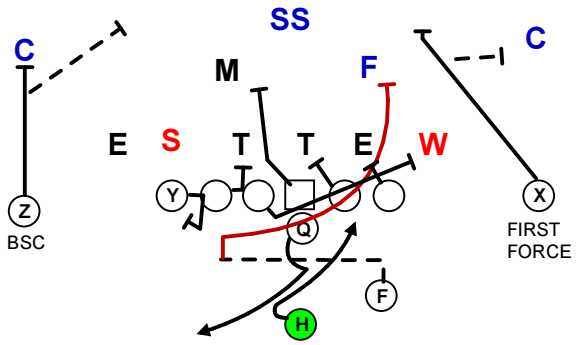
TRACK QUICK [OVER] DBL J&P

57 (R) STRONG RT



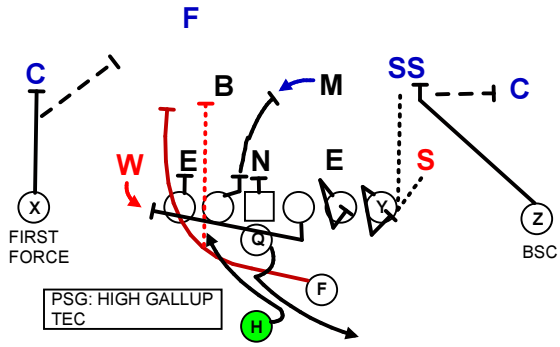
HOG [OVER] KITTY J&P

57 BEAR (R) WEAK LT FUZZ



J&P KITTY [BEAR] DALLAS

34 SUP (R) STRONG RT

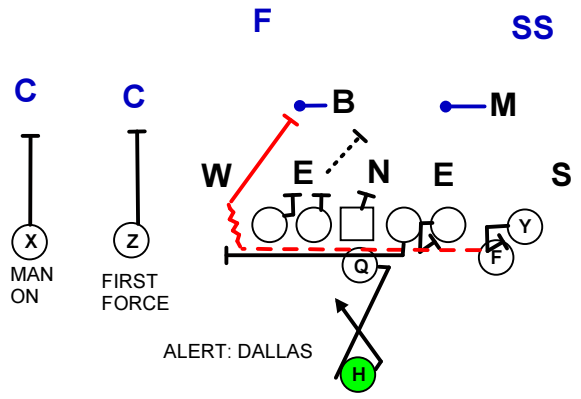


HOG ACE [ODD] DBL J&P

95/94 GIFT

INSTALL #4

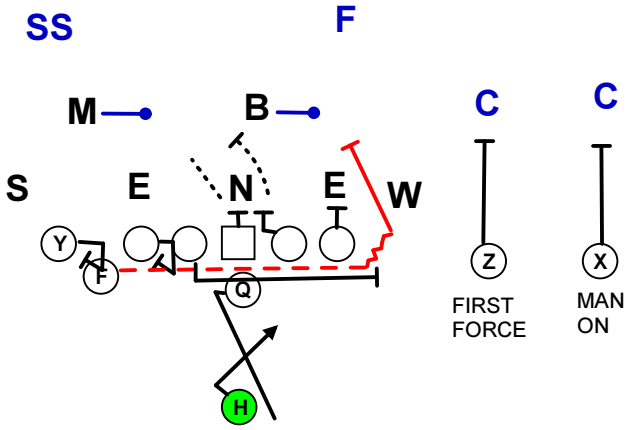
(T) FIT RT F-LT
95 GIFT



DEUCE-M [UNDER] CHOKE DBL J&P

35

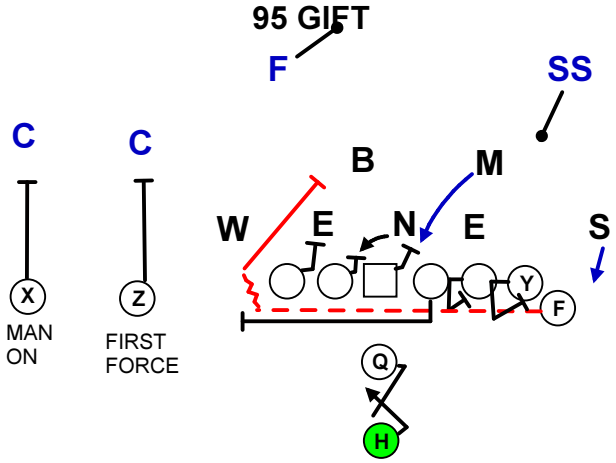
(T) FIT LT F-RT
94 GIFT



DBL J&P [ODD] ACE-M HOG

34

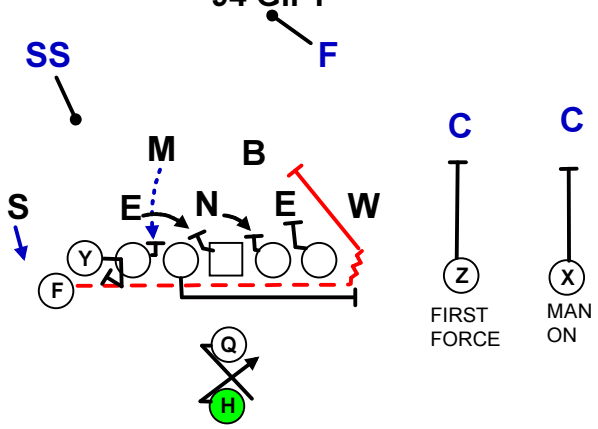
(T) F ZAP Q FLANK RT F-LT
95 GIFT



[DALLAS] [UNDER] DBL J&P

35 S+D M+A

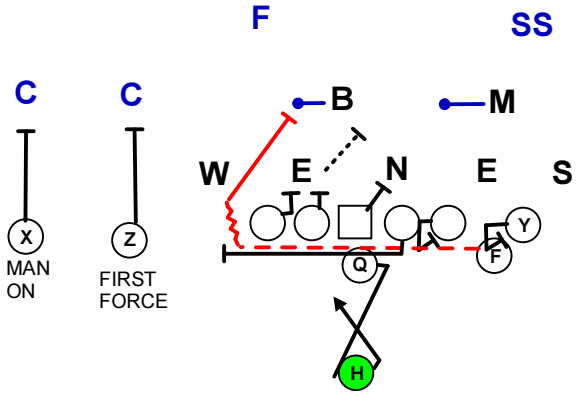
(T) F ZAP Q FLANK LT F-RT
94 GIFT



DBL J&P CHOKE [UNDER] [DALLAS]

35 SOM

(T) FIT RT F-LT
95 GIFT



DEUCE-M [EVEN] CHOKE DBL J&P

45 G WIDE

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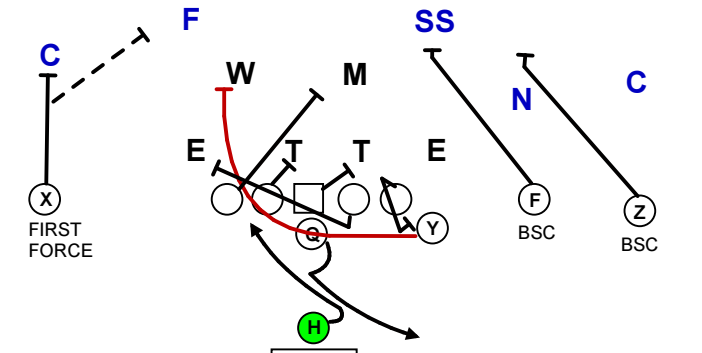
95/94 (35/34) Y WRAP

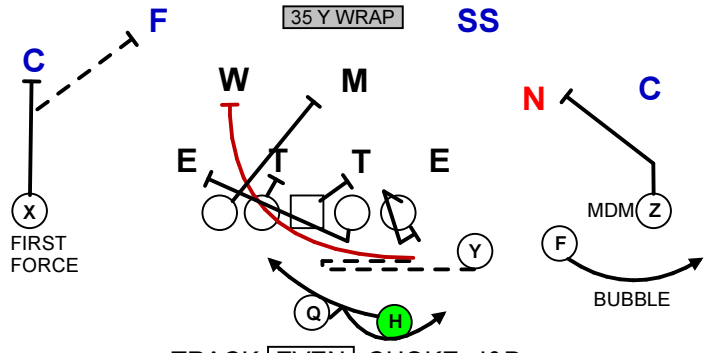
POS	RULES
Z	BACKSIDE CUTOFF
F	BACKSIDE CUTOFF
X	FIRST FORCE
PST	ANGLE B-GAP, DEUCE W/OGD, LEAVE 2. ALERT HOG CALL. VS. 2 LOOK HOG.
PSG	ANGLE A GAP, DEUCE TO 2nd LB.
C	ANGLE BACKSIDE A GAP. ACE VS 34
BSG	ATTACK PULL 1ST DEFENDER OUTSIDE TK, HEAD IN HOLE.
BST	JAB AND PICK B GAP. ALERT TAKE 2 vs 2 LOOK.
Y	WRAP PULL FOR WLB, ALERT TO ADJUST
H	1-2-3 FOOTWORK, AP-OUTSIDE FOOT OF THE PSG. A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY. ALERT KILL VS. 7 IN THE BOX

N42 OVER (ZE) TRIPS RT OFF



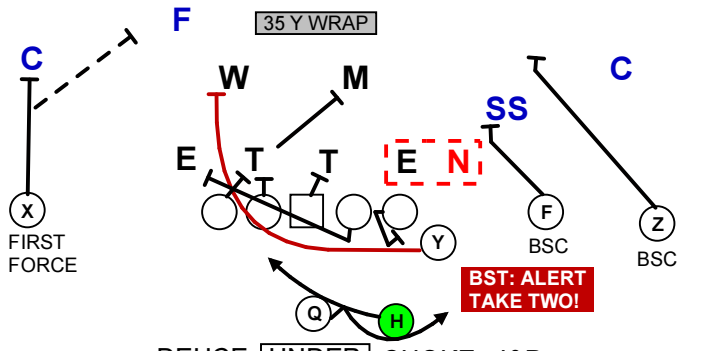
TRACK QUICK OVER J&P

N42 EVEN (ZE) G TRIPS RT LEX Y CTR



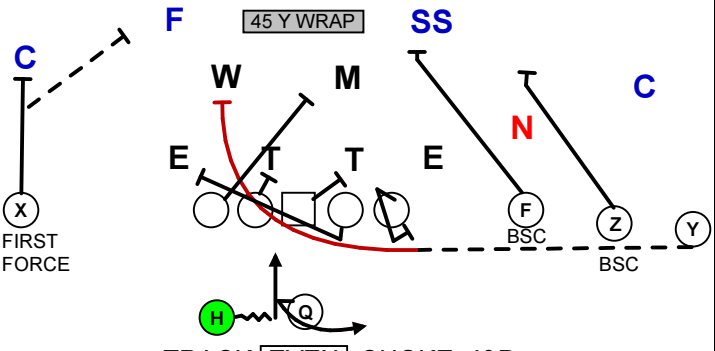
TRACK EVEN CHOKE J&P

N42 UNDER (ZE) G TRIPS RT OFF



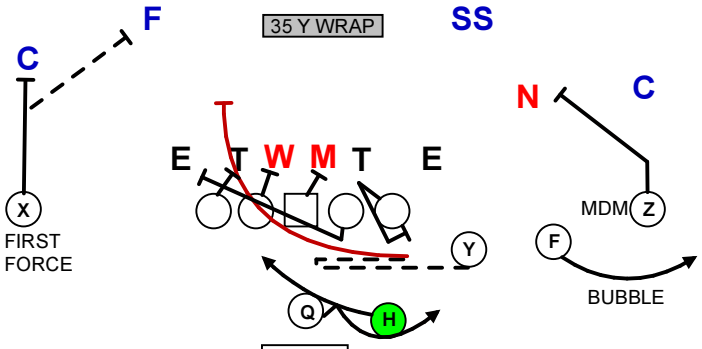
DEUCE UNDER CHOKE J&P

N42 EVEN (ZE) G TRIPS RT OPEN Y SHT



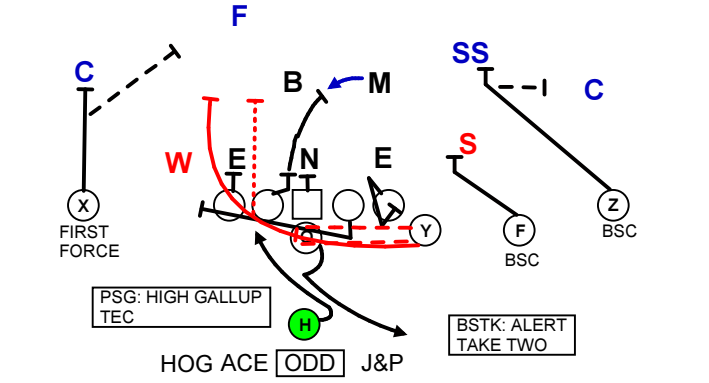
TRACK EVEN CHOKE J&P

N42 CALI (ZE) G TRIPS RT LEX Y CTR



DOWN EVEN CHOKE TAKE-2

34 (ZE) TRIPS RT OFF

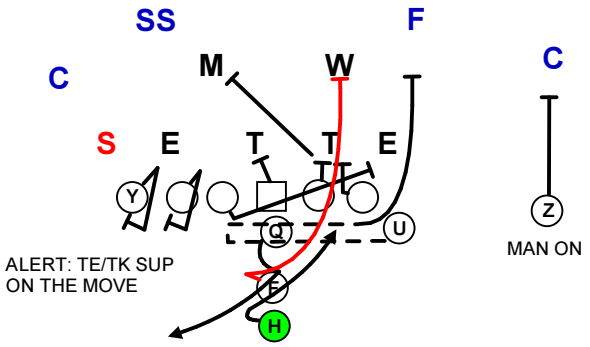


HOG ACE ODD J&P

95/94 WRAP F/U BLUFF

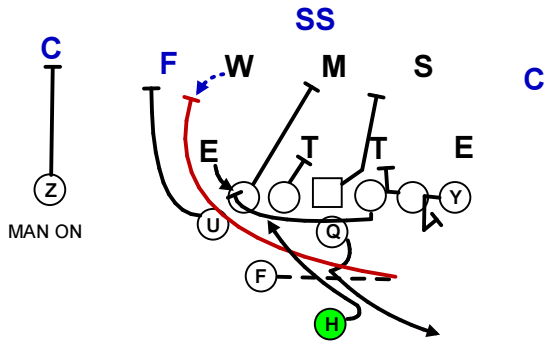
POS	RULES
Z	FIRST FORCE
U	BLUFF END MAN ON L.O.S. ARC RULES.
Y	JAB AND PICK
PST	ANGLE B-GAP, DEUCE W OGD. ALERT HOG CALL vs 2 LOOK. LEAVE 2
PSG	ANGLE A-GAP, ACE, DEUCE TO 2ND LB.
C	ANGLE BACKSIDE A-GAP, ALERT KITTY VS. SAM STACK. ACE vs 34 LOOK.
BSG	ATTACK PULL FIRST DEFENDER OUTSIDE TK. HEAD IN HOLE.
BST	JAB AND PICK B GAP. ALERT KITTY VS. SAM STACK
F	WRAP PULL FOR WLB. ALERT TO ADJUST. 2 LOOK BLOCK INSIDE LB.
H	1-2-3 FOOTWORK. AP - OUTSIDE FOOT OF THE PSG A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY ALERT KILL VS. 2 LOOK (BY GAMEPLAN)

25 (U) GREEN LT HIP U CTR



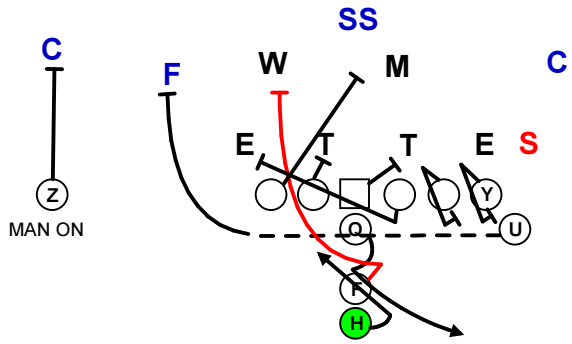
DBL J&P CHOKE [UNDER] DEUCE

59 (U) WEAK RT HIP FUZZ



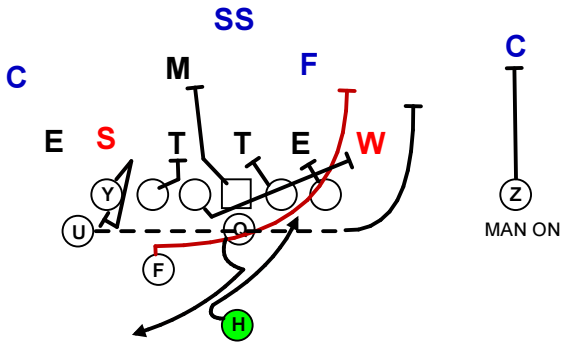
TRACK - M QUICK [OVER] KITTY J&P

45 WIDE FUP (U) GREEN RT WING U LT



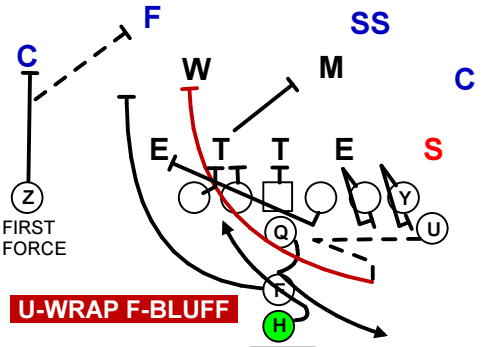
TRACK-M QUICK [EVEN] DBL J&P

57 BEAR (U) STRONG LT WING U RT



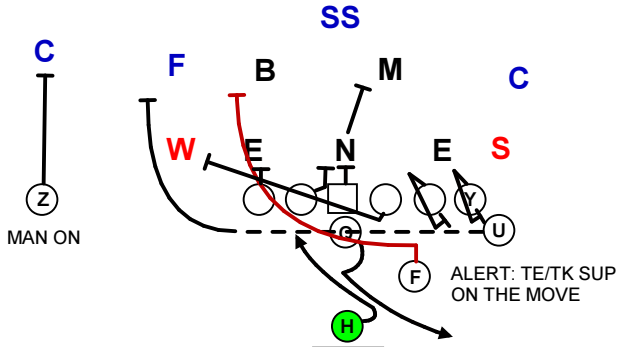
J&P KITTY [BEAR] DALLAS

25 JAM (U) GREEN RT WING U CTR



DEUCE [JAM] DBL J&P

34 FUP (U) STRONG RT WING U LT

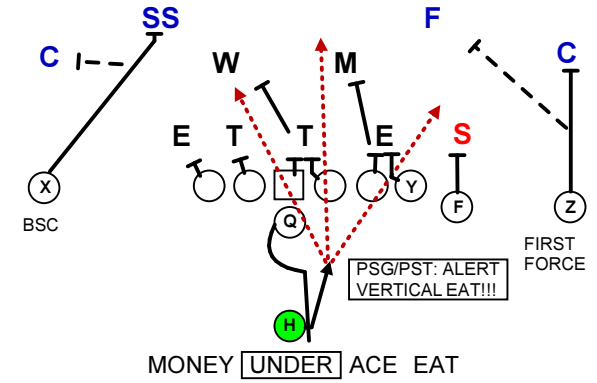


HOG ACE [ODD] DBL J&P

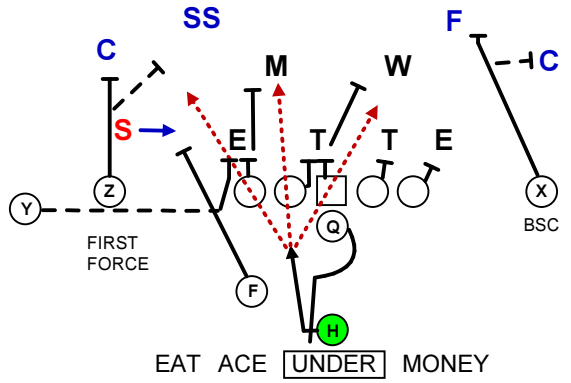
90/91 DRILL

POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTTOFF
Y	EAT, MAN
PST	EAT, DIME TO MIKE vs WIDE SAM ON. TRACE DE.
PSG	MAN, ACE TO WILL (BUCK). DIME TO MIKE (TK BUBBLE).
C	MAN, ACE, LAWN/RAKE TO WILL. (vs 34 BUCK). WITH BIG WING ALERT FUP.
BSG	BLOCK WILL, UNLESS ON LINE, FAN DE.
BST	BLOCK DE UNLESS WILL ON BALL, FAN TO WILL. ALERT TO SIFT #4 LATE
F	KICK OUT BLOCK SAM. FINISH ON UP FIELD SHOULDER
H	POWER FOOTWORK, A GAP DEPARTURE. READ MIKE LBer
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY.

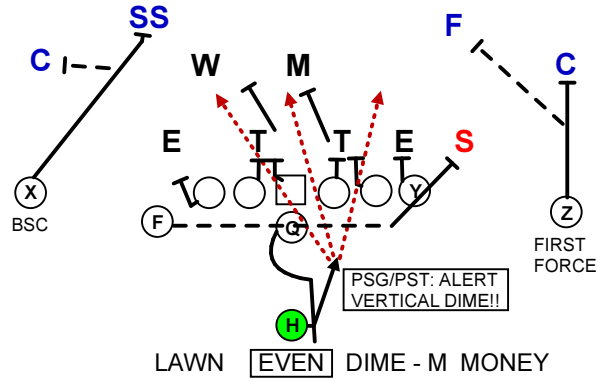
25 (T) TANK RT



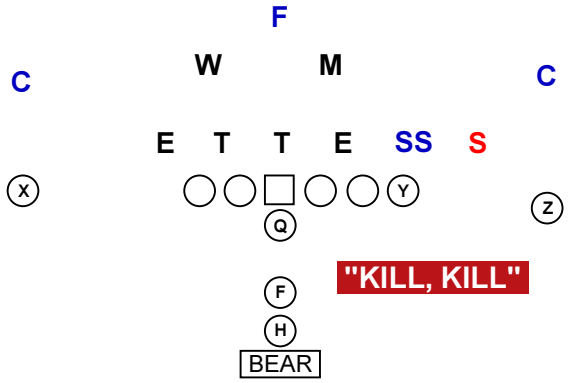
25 (R) STRONG LT OPEN Y SHIN



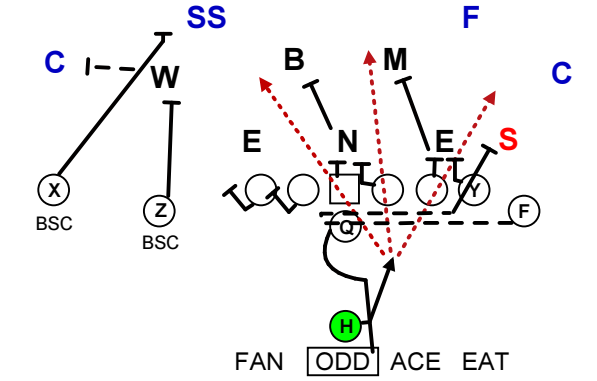
45 WIDE (R) DEUCE RT RT F RT



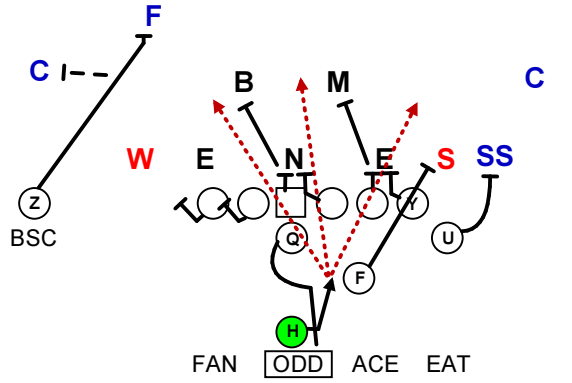
25 BEAR (R) GREEN RT



34W (T) FLANK RT F CTR



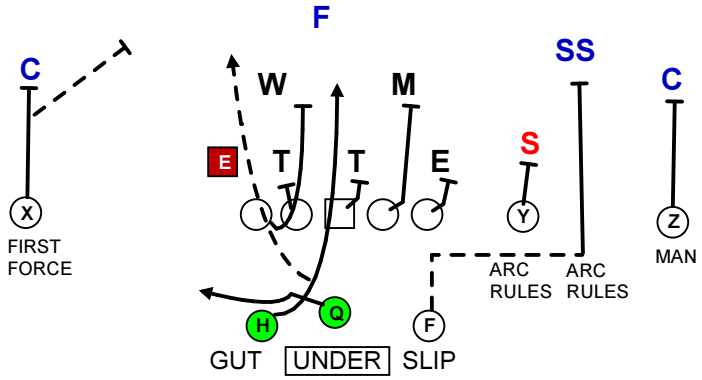
34 (U) STRONG RT WING



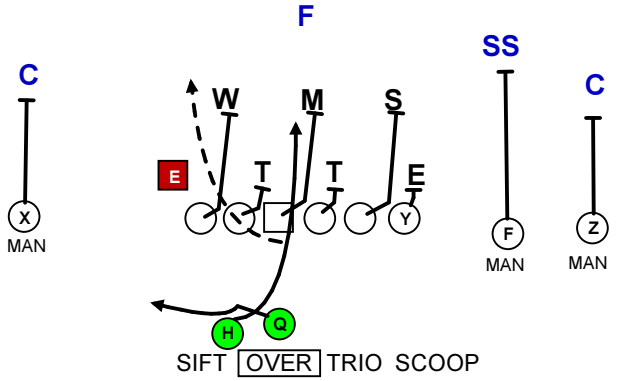
12/13 READ (OPEN)

POS	RULES
Z	MAN
X	FIRST FORCE
Y	SAM IN BOX 'SCOOP' TO SAM. SAM OUTSIDE BOX ARC RULES.
PST	MAN 'SLIP' TO MIKE, ALERT PLUG TO SAM. T.O. OR SCOOP CALL vs TK BUBBLE. T.O. (6 MAN BOX),
PSG	MAN, GAP, 'SLIP' TO MIKE, ALERT 'PLUG'
C	CALL 1ST LB HEAD -UP TO PLAYSIDE. 7 MAN BOX MIKE DECLARATION, 6 MAN BOX GO TO FRONTSIDE LB.
BSG	MAN, (GUT) POSSIBLE 'B'. 'A' TO MIKE.
BST	GUT TO WILL, POSSIBLE 'B'. L-SIFT. ALERT GAP EXCHANGE.
F	BYPASS LB IF WALKED OUT TO SAFETY.
H	AP=FAR HIP OF CENTER: TOES HALF YARD FROM QB HEELS/ALIGN DIRECTLY BEHIND TACKLE, IF QB DISCONNECTS, BECOME 2ND LEVEL BLOCKER.
Q	HEELS @ 5 YDS: 45 DEGREES BACKWARD STEP WITH READSIDE FOOT: EXTEND BALL. READ EMOL: GIVE OR PULL ON HIS ABILITY TO TACKLE THE BC. OCCUPY DE AFTER GIVE.

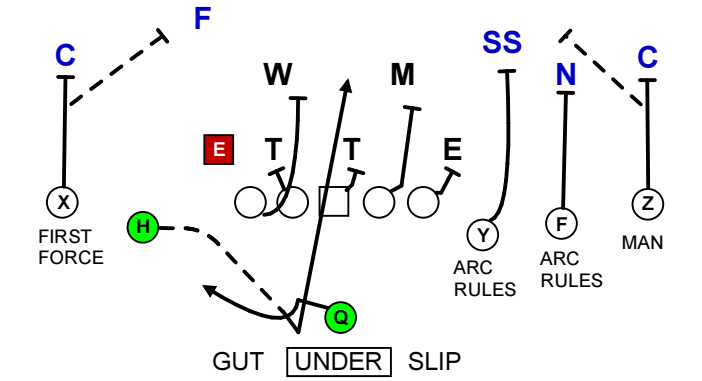
25 (R) G RED RT LEX C RT



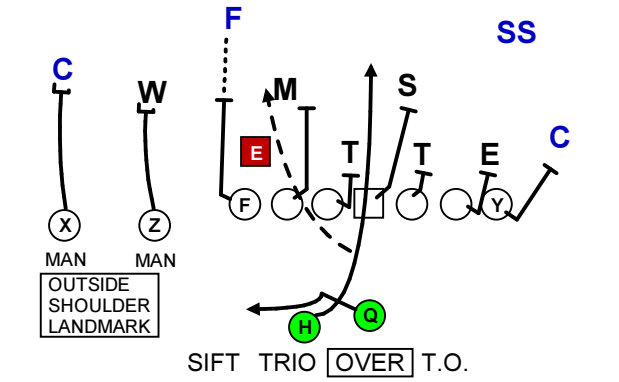
59 (ZE) Q ZIP to G TRIPS RT



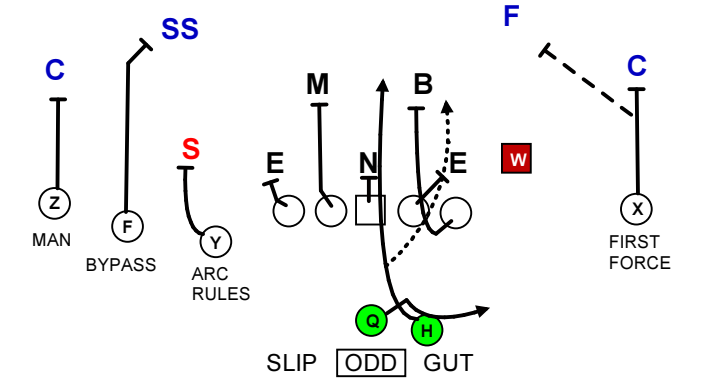
N42 UNDER (ZE) G TRIPS RT Y-OFF H SETTLE



57 W (T) G DOT RT SLOT



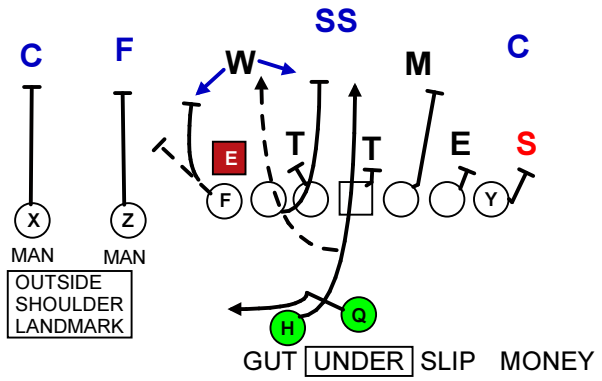
34 (ZE) G TRIPS LT Y-OFF



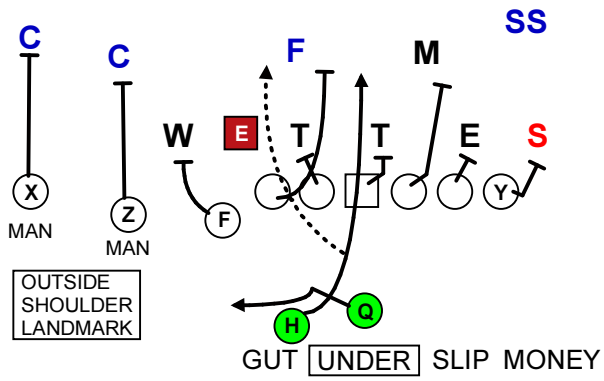
12 READ VICE

POS	RULES
Z	BLOCK MAN ON. OUTSIDE SHOULDER LANDMARK.
X	BLOCK MAN ON. OUTSIDE SHOULDER LANDMARK.
Y	SAM IN BOX 'SCOOP' TO SAM. SAM OUTSIDE BOX ARC RULES.
PST	MAN 'SLIP' TO MIKE, ALERT PLUG TO SAM. T.O. OR SCOOP CALL vs TK BUBBLE. T.O. (6 MAN BOX),
PSG	MAN, GAP, 'SLIP' TO MIKE, ALERT 'PLUG'.
C	CALL 1ST LB HEAD -UP TO PLAYSIDE
BSG	MAN, POSSIBLE 'B', (GUT). 'A' TO MIKE.
BST	GUT TO WILL, POSSIBLE 'B', SIFT.
F	ARC, CHECK SLOT BLITZ. CLIMB TO GAP EXCHANGE.
H	AP = FAR HIP OF CENTER: TOES HALF YARD FROM QB HEELS/ALIGN DIRECTLY BEHIND TACKLE
Q	HEELS @ 5 YDS: 45 DEGREES BACKWARD STEP WITH READSIDE FOOT: EXTEND BALL. READ EMOL: GIVE OR PULL ON HIS ABILITY TO TACKLE THE BC. OCCUPY DE AFTER GIVE.

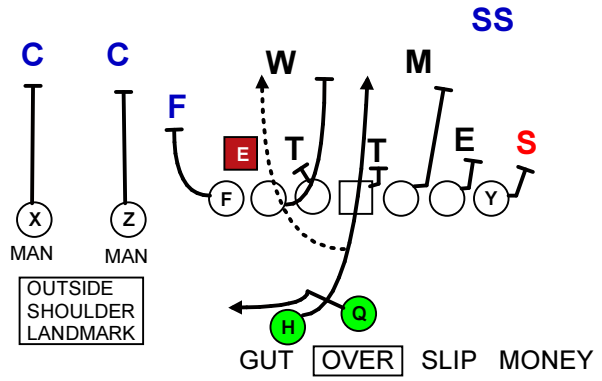
25 (T) G DOT RT SLOT



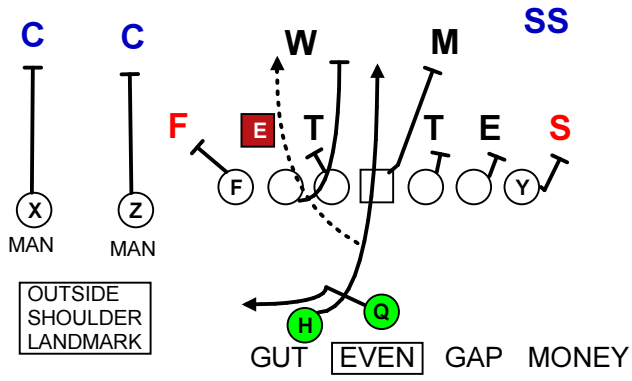
23 FUP (T) G DEUCE RT SLOT



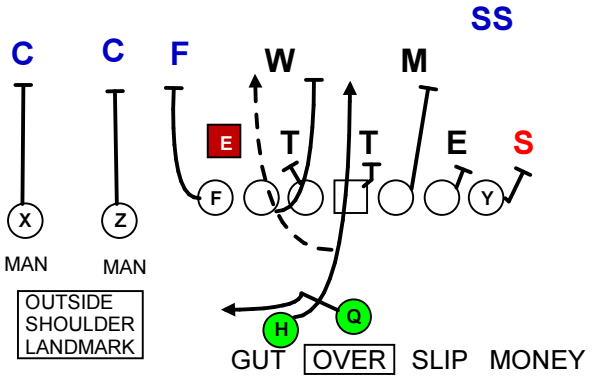
25 (T) G DOT RT SLOT



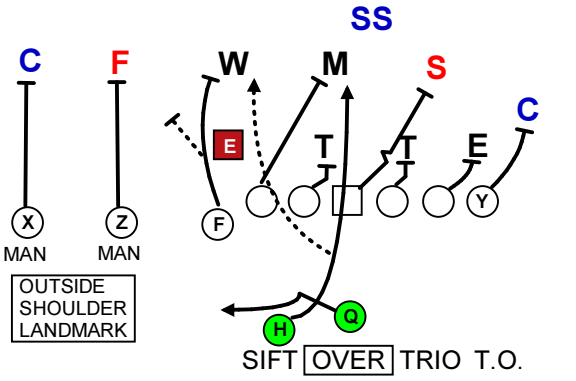
45 FON (T) G DOT RT SLOT



25 (T) G DOT RT SLOT



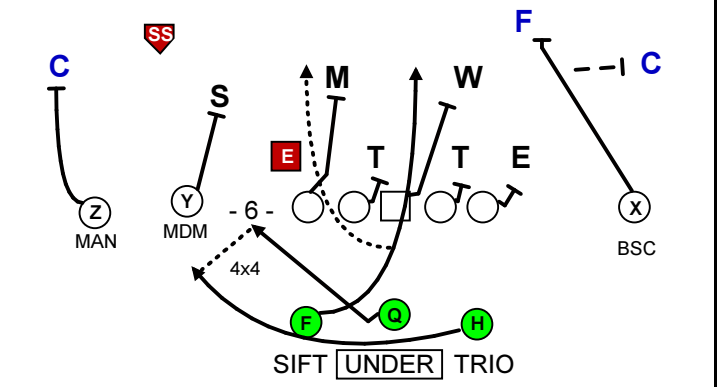
59 CON (T) G DEUCE RT SLOT



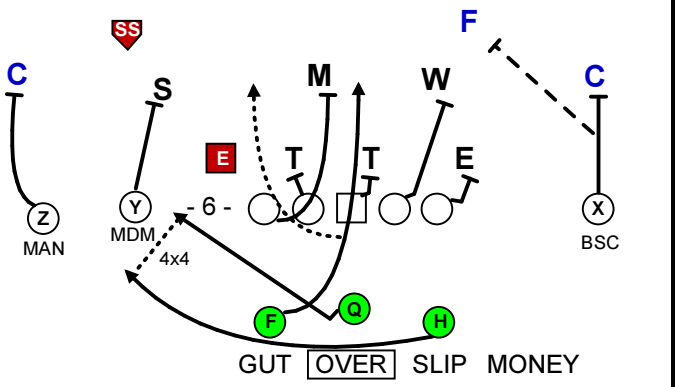
13/12 BOOK VICE (12/13) (OPEN)

POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTOFF
Y	FRONT SIDE; ARC RULES. BACKSIDE; BLOCK 'MDM' (VICE).
PST	MAN 'SLIP' TO MIKE, ALERT PLUG TO SAM. T.O. OR SCOOP CALL vs TK BUBBLE ON CENTERS IDENTIFICATION.
PSG	MAN, GAP, 'SLIP' TO MIKE, ALERT 'PLUG'
C	CALL 1ST LB HEAD -UP TO PLAYSIDE. 7 MAN BOX MIKE DECLARATION, 6 MAN BOX GO TO FRONTSIDE LB.
BSG	MAN, POSSIBLE 'B', (GUT) 'A' TO MIKE
BST	GUT TO WILL, POSSIBLE 'B'. SIFT. ALERT 'GANG'/TRIO.
F	BYPASS LB IF WALKED OUT TO SAFETY IF ON FRONTSIDE.
H	AP=FAR HIP OF CENTER: TOES HALF YARD FROM QB HEELS/ALIGN DIRECTLY BEHIND TACKLE, IF QB DISCONNECTS, BECOME 2ND LEVEL BLOCKER.
Q	HEELS AT 5 YDS; 45 DEGREES BACKWARD STEP W/READSIDE FOOT: EXTEND BALL TO HB: READ EMOL: GIVE OR PULL ON HIS ABILITY TO TACKLE THE BC. OCCUPY DE AFTER GIVE.

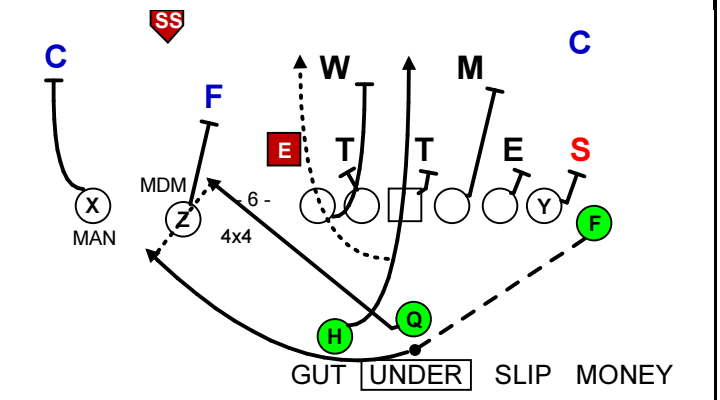
25 (PONY) G RED LT LEX



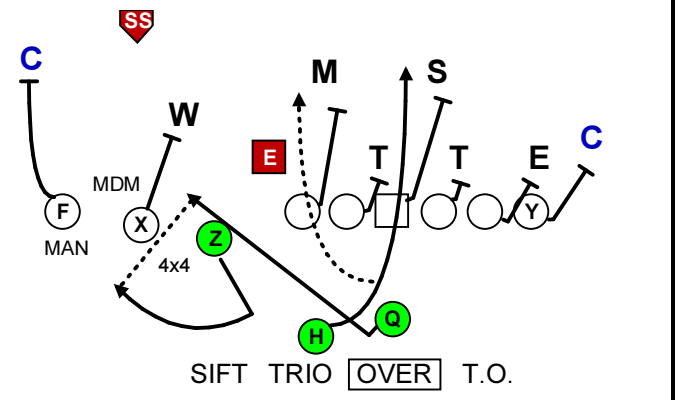
59 (PONY) GREEN LT LEX



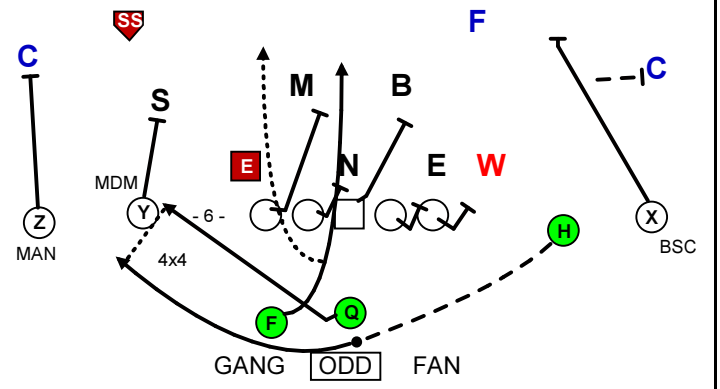
25 (PONY) G FLANK RT F SETTLE



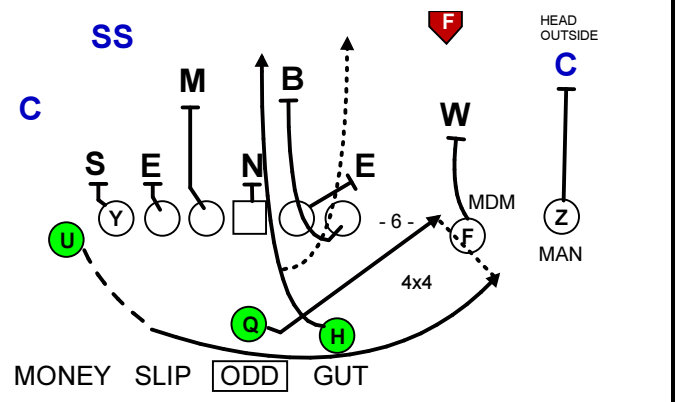
57 (ZE) GUN STOP RT



34 (PONY) GUN H DICE LT FLEX H SETTLE



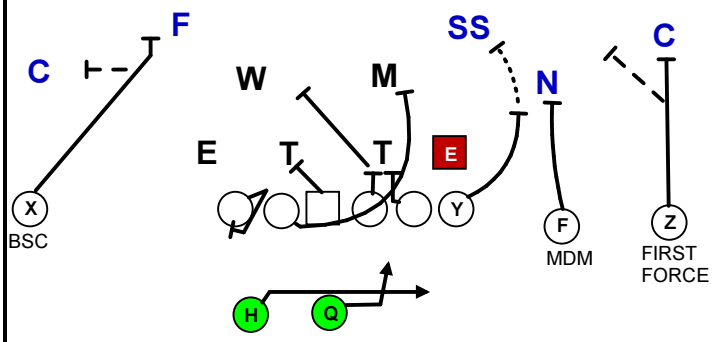
34 (U) G DOUBLE LT U ORBIT



16/17 POP

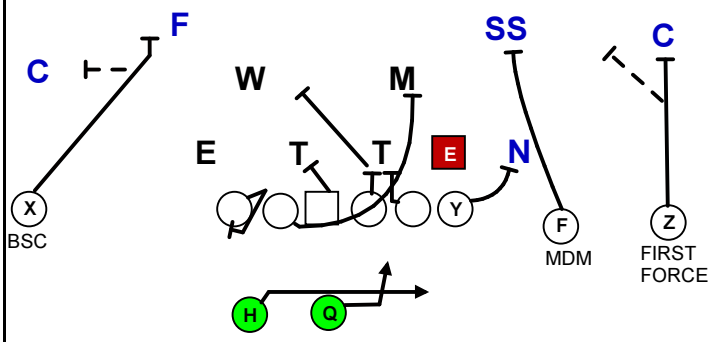
POS	RULES
Z	BLOCK FORCE. BACKSIDE - BACKSIDE CUTOFF
X	BLOCK FORCE. BACKDIDE - BACKSIDE CUTOFF
Y	BLOCK DE... TO 2ND LB...VS 5&9 'T.O.'
PST	ANGLE B-GAP TO 2ND LB...VS 5&9 'T.O.'
PSG	ANGLE A-GAP TO 2ND LB...VS 34 'ACE' TO BUCK LB
C	ANGLE BS A-GAP- VS. 34 'ACE' TO BUCK LB (NO SLOW VS. 2 LOOK)
BSG	WRAP AROUND PULL FOR PLAYSIDE LB. ALERT ATTACK PULL VS. WIDE LOOK
BST	HINGE B-GAP (TAKE TWO VS. 2 LOOK)
F	BLOCK MAN ON. BACKSIDE - BACKSIDE CUTOFF
H	POWER FOOYWORK, A GAP DEPATURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! B OOT AWAY. ALERT KILL VS. 7 IN THE BOX

42 EVEN (ZE) G TRIPS RT



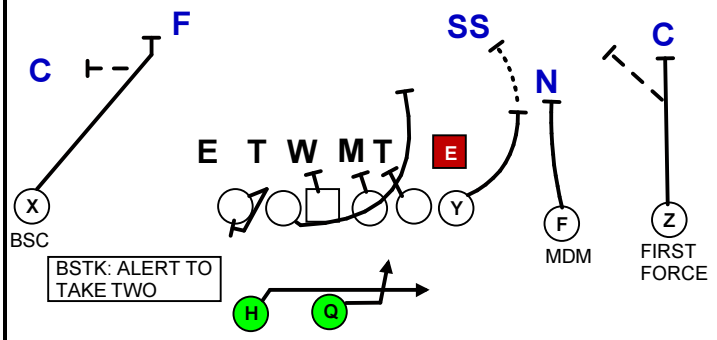
J&P CHOKE EVEN DEUCE-W ARC

42 OVER (ZE) G TRIPS RT



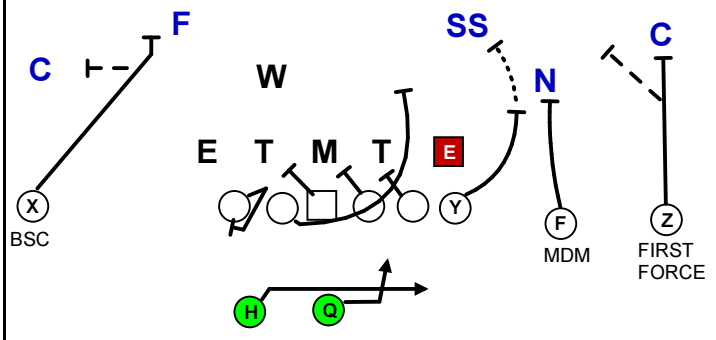
J&P CHOKE OVER DEUCE-W ARC

42 CALI (ZE) G TRIPS RT



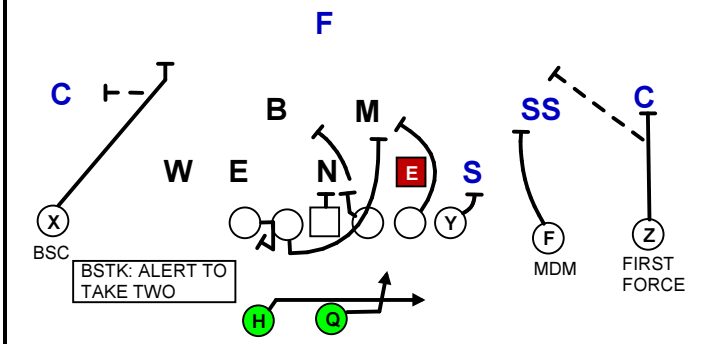
J&P CHOKE EVEN DOWN ARC

42 JAM C (ZE) G TRIPS RT



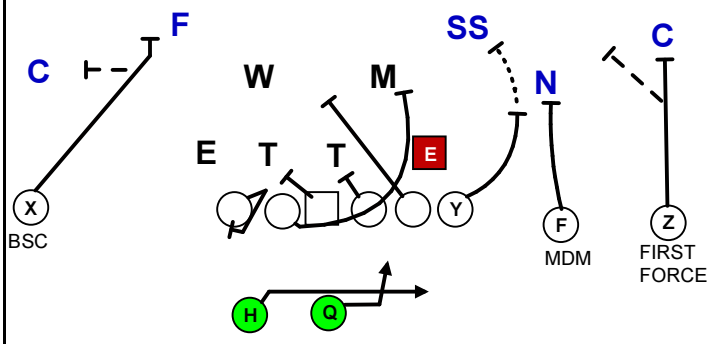
J&P JAM DALLAS ARC

N33 (ZE) G TRIPS RT



J&P CHOKE ODD ACE ARC - M

42 UNDER (ZE) G TRIPS RT



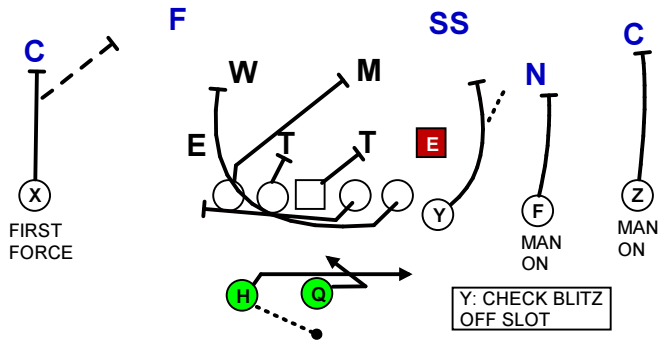
J&P QUICK UNDER TRACK-W ARC

16/17 FLOW

POS	RULES
Z	BLOCK FORCE. BACKSIDE - BACKSIDE CUTOFF
X	BLOCK FORCE. BACKSIDE - BACKSIDE CUTOFF
Y	ARC RULES.
PST	WRAP AROUND PULL FOR ILB. ALERT VS CALI SELL B GAP
PSG	PULL TRAP FIRST DEFENDER OUTSIDE TACKLE. HEAD IN THE HOLE
C	ANGLE BS A-GAP- VS. 34 'ACE' TO MIKE LB (NO SLOW VS. 2 LOOK)
BSG	ANGLE A-GAP. DEUCE W/OTK TO 2ND LB. ALERT ACE VS ODD. DALLAS VS JAM
BST	ANGLE B-GAP. DEUCE W/OGD TO 2ND LB. VS 2 LOOK HOG. ALERT DEUCE, DALLAS
F	BLOCK MAN ON. BACKSIDE - BACKSIDE CUTOFF
H	WORK UNDER THE QB PARALLEL TO THE LOS - CIRCLE THE DEFENSE
Q	BACK WILL RUN OVER OUR TOES. READ DE FOR GIVE OR PULL, GET IN PHASE

42 EVEN

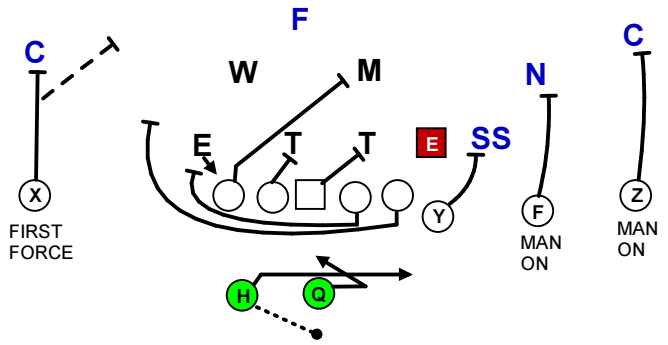
(ZE) YELLOW G TRIPS RT OFF



DEUCE - M [EVEN] CHOKE OT ARC

42 OVER SON

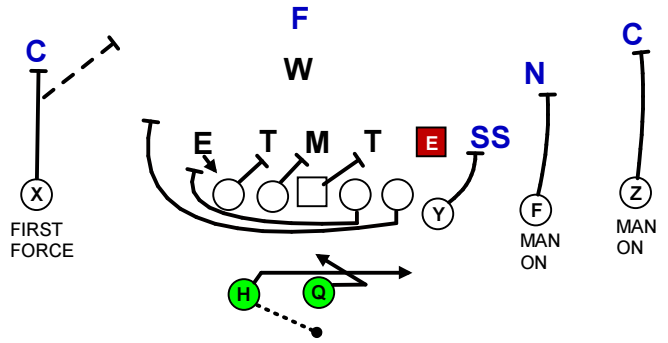
(ZE) YELLOW G TRIPS RT OFF



DEUCE - M [OVER] QUICK OT ARC

42 JAM C

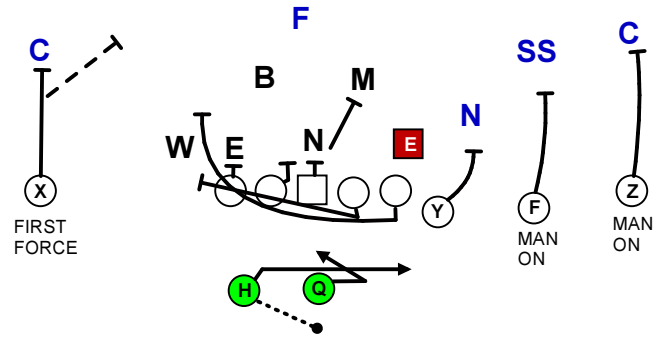
(ZE) YELLOW G TRIPS RT OFF



DALLAS [JAM] OT ARC

33

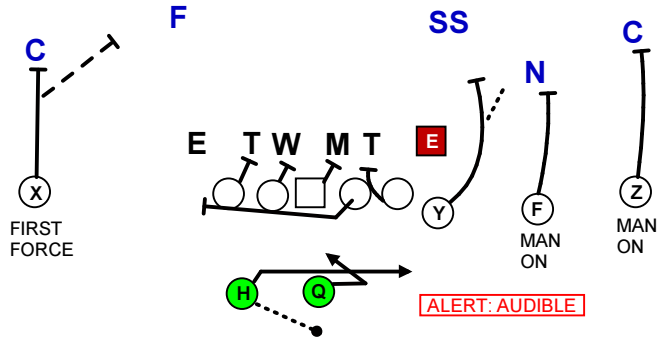
(ZE) YELLOW G TRIPS RT OFF



HOG ACE - M [ODD] OT ARC

42 CALI

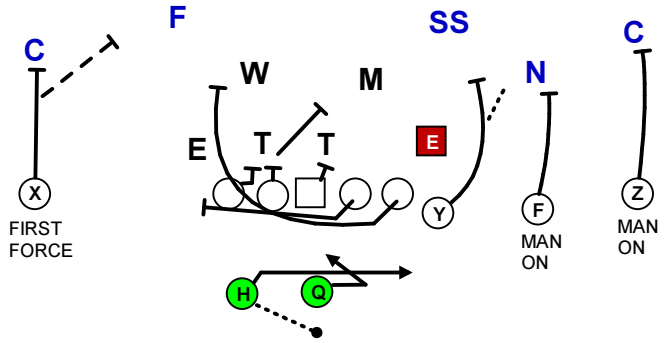
(ZE) YELLOW G TRIPS RT OFF



DOWN [EVEN] CHOKE SEAL ARC

42 UNDER

(ZE) YELLOW G TRIPS RT OFF

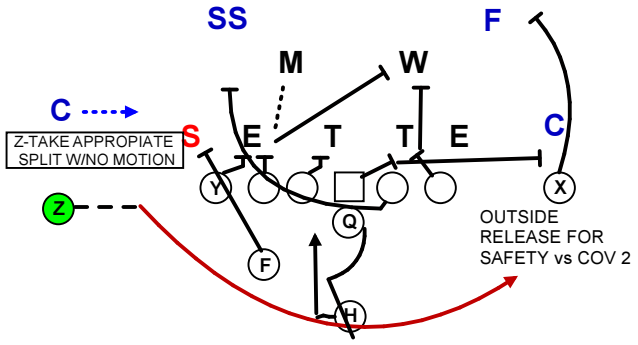


DEUCE - M [UNDER] CHOKE OT ARC

FK 94/95 POWER Z REV LT/RT

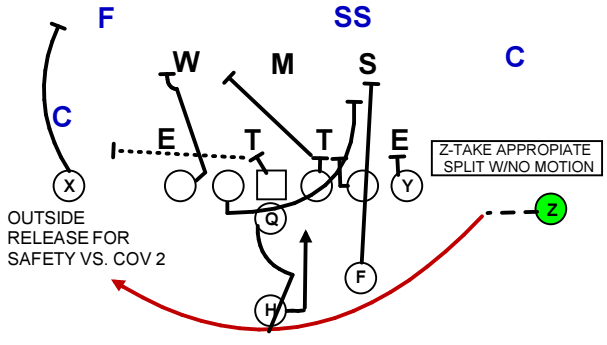
POS	RULES
Z	EXECUTE REVERSE. RUN THROUGH HEELS OF HB POSITION.
X	BLOCK FORCE. vs COV 2, RELEASE OUTSIDE CB TO SAFTEY. ALERT M-M TAKE 1 TO BLOCK 1.
Y	ANGLE C - GAP - TREY W/TK VS. 5 TECH. BUILD 2ND LEVEL WALL
PST	ANGLE B-GAP- DEUCE W/TK VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN. BUILD 2ND LEVEL WALL
PSG	ANGLE A-GAP-DEUCE W/TK VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED. SLOW VS. 34. BUILD 2ND LEVEL WALL.
C	ANGLE BS A-GAP- 'DALLAS' CALL VS. COVERED +2 LOS. BLOCK FLAT, GET CROSS FACED. BLOCK CB.
BSG	WRAP AROUND PULL FOR MLB.
BST	CLIMB TO WLB. ALERT VICE TECH
F	KNOCKOUT 1ST DEFENDER OUTSIDE TE, HEAD IN HOLE. ALERT 'EZ', KICKOUT DE.
H	SHUFFLE FOOTWORK, AP-INSIDE FOOT OF PSG. A GAP DEPARTURE. FAKE THROUGH LINE AND GET TACKLED.
Q	REVERSE OUT TO HOLE, FAKE 96/97 POWER. CLEAN REVERSE EXCHANGE. SET TO PASS. ALERT TO KILL vs WEAKSIDE THREAT.

25 (R) STRONG LT Z SHT



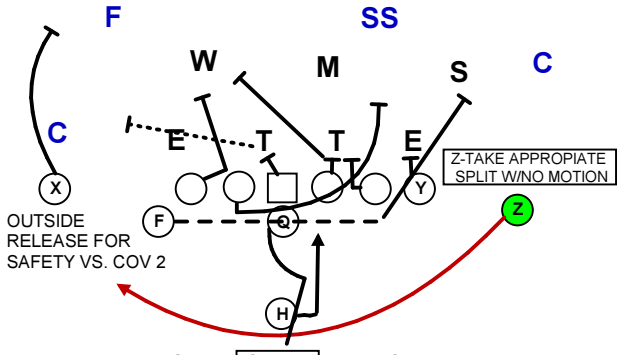
TREY QUICK [UNDER] VICE

59 (R) STRONG RT Z SHT



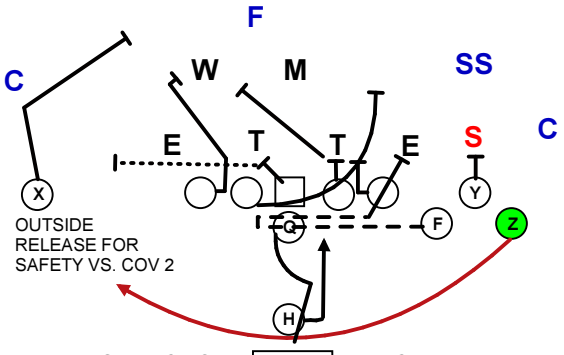
SIFT [OVER] DEUCE

59 (R) DEUCE RT F RT



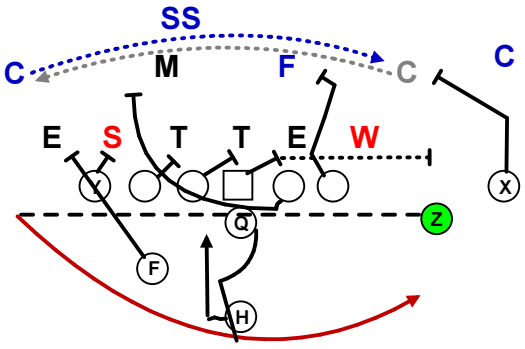
SIFT [OVER] DEUCE

45 WIDE (R) BUNCH RT F CTR



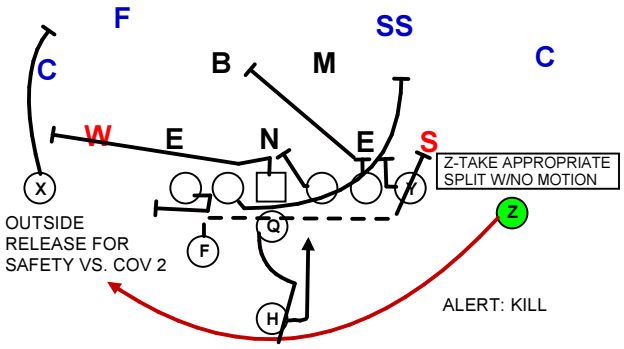
SIFT CHOKE [EVEN] DEUCE

57 BEAR (R) STRONG LT SLOT Z LT



DALLAS [BEAR] VICE

34 (R) WEAK RT FUZZ

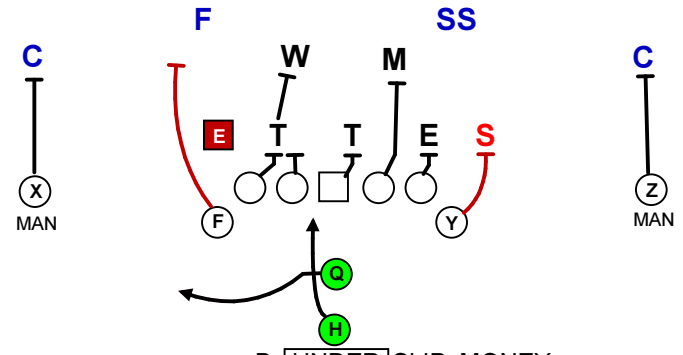


J&P [ODD] SLOW TREY

DIR 12 ARC

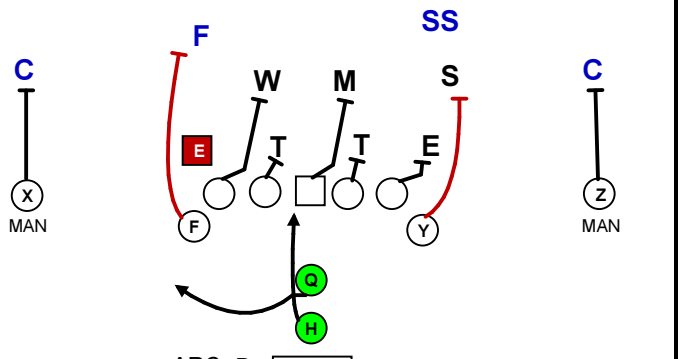
POS	RULES
Z	MAN ON
X	MAN ON
Y	BLOCK ARC RULES
PST	MAN, SLIP TO MIKE. ALERT T.O. VS TACKLE BUBBLE.
PSG	MAN SLIP TO MIKE. ALERT GAP TO MIKE
C	MAN, GAP, TRIO, A TO MIKE
BSG	MAN, 'A' TO MIKE, B TO WILL. POSS. PUSH
BST	MAN. B TO WILL. POSS PUSH
F	BLOCK ARC RULES
H	AP - BACKSIDE FOOT OF CENTER. READ 1ST DL FROM CENTER OUT EXCHANGE SIDE. DOWNHILL!
Q	HEELS AT 4.5yds. TAKE 45 STEP BACK & AWAY, GET PERPENDICULAR TO L.O.S.: READ EMOL: GIVE OR PULL.

25 (T) OFF RT



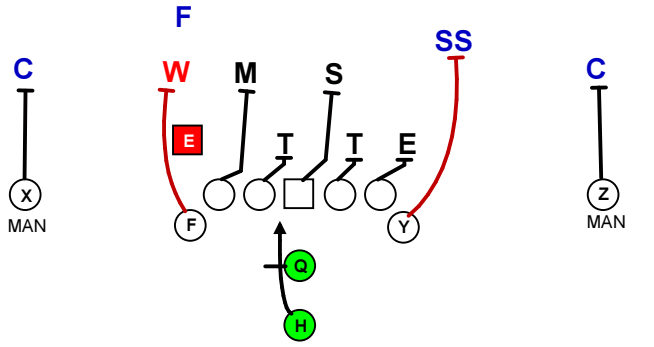
B UNDER SLIP MONEY

49 (T) OFF R



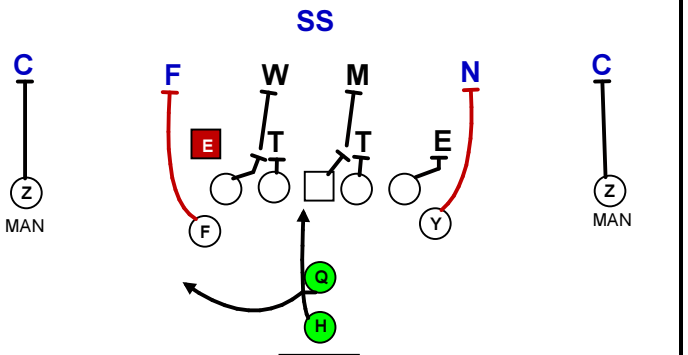
ARC B EVEN GAP T.O.

57 (T) OFF RT



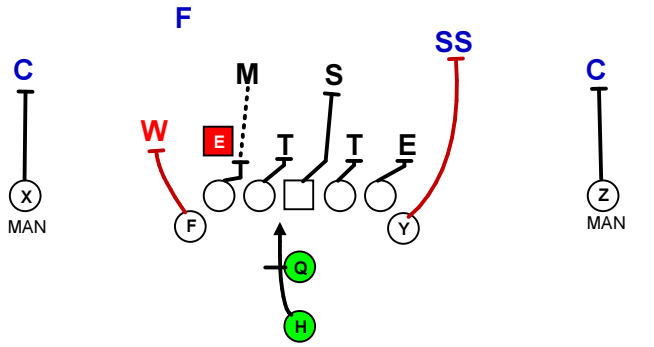
TRACK-M OVER TRIO T.O.

N42 (T) OFF RT



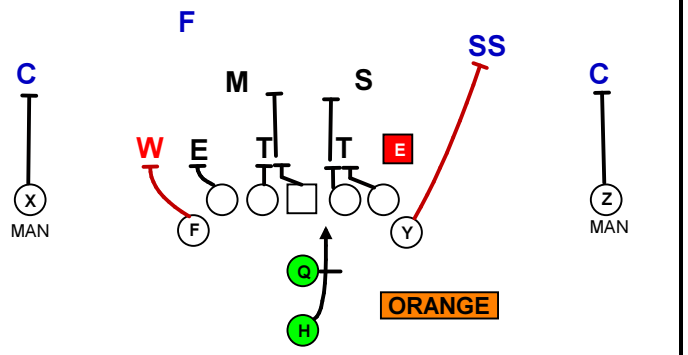
B-W EVEN GAP MONEY

57 (T) OFF RT



ARC-M OVER TRIO-S T.O.

47 (T) OFF RT

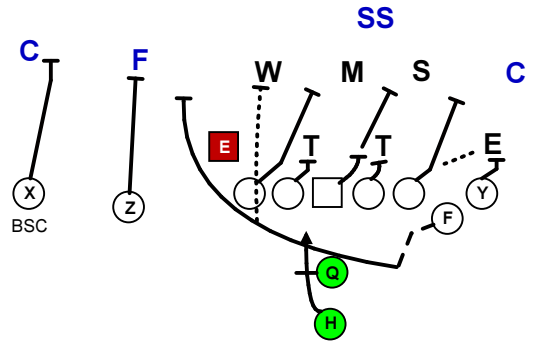


T.O. GAP-M EVEN B ARC

12/13 SLAP

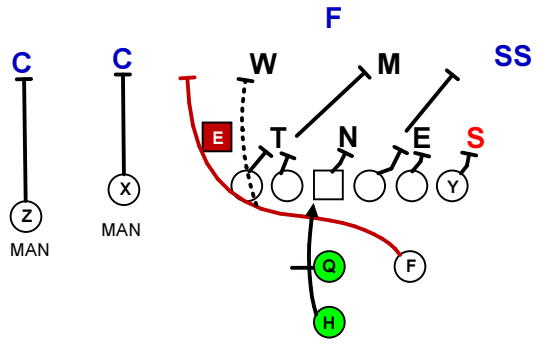
POS	RULES
Z	BLOCK MAN ON
X	BLOCK MAN ON
Y	MAN. T.O./R.O. SS (SPOT)
PST	SLIP. T.O/R.O.
PSG	SLIP-SS. RAKE -SS. GAP/TRIO SAM (STACK SPOT)
C	MAN. GAP/TRIO FRONTSIDE LBER SPOT. RAKE/LAWN SS
BSG	MAN, TRIO
BST	TRACK B-GAP/ PUSH MK. LEAVE TWO. G.P. VS 4/4I, SWIM
F	SLIDE AND BLOCK THE ALLEY PLAYER
H	AP= BACKSIDE FOOT OF THE CENTER. READ 1ST DL FROM CENTER OUT
Q	HEEL AT 4.5 YDS. TAKE 45 STEP BACK AWAY, GET PERPENDICULOR TO L.O.S. READ EMOLS: GIVE OR PULL

59 (T) Q FIT RT F-SETTLE



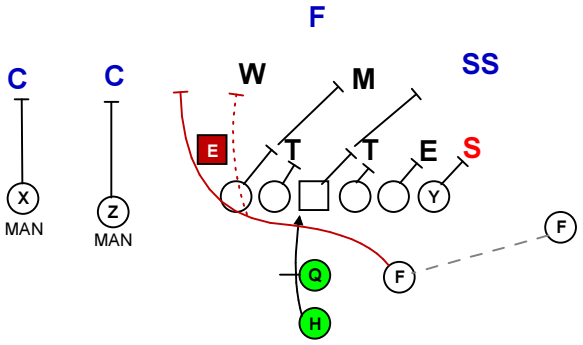
TRACK - M [OVER] TRIO-S R.O.-C

25 (T) Q STRONG RT SLUG



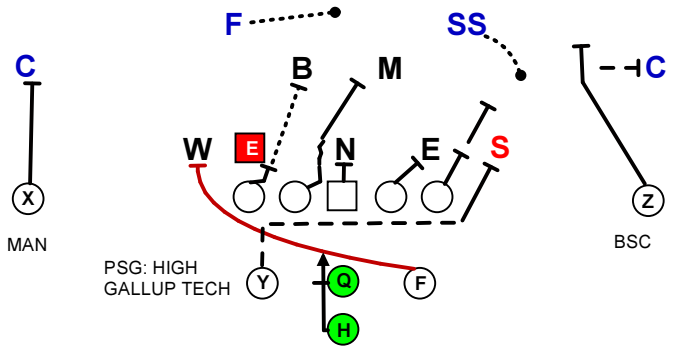
PUSH - M [UNDER] SLIP-SS MONEY

45 WIDE (R/T) F SETTLE Q STRONG RT SLOT



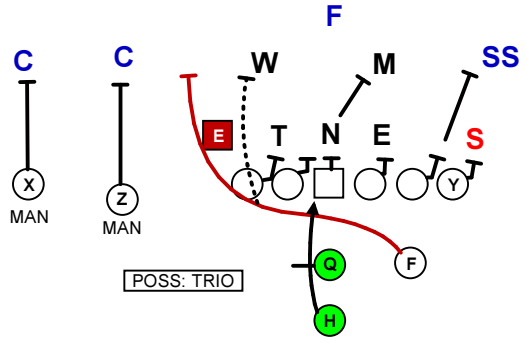
PUSH - M [EVEN] RAKE-SS T.O.

34 SUP (R) Q STR BULLY RT Y RT



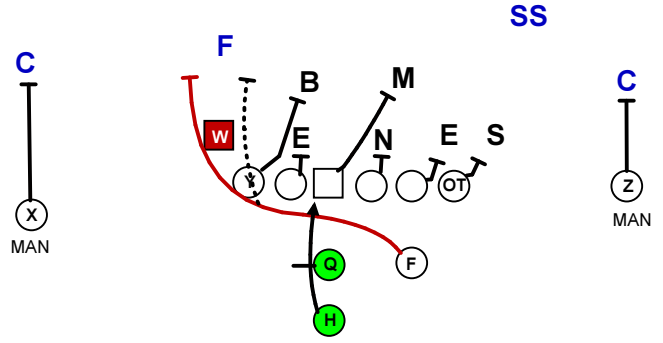
TRACK - B ACE - M [ODD] T.O.

25 JAM (T) Q STRONG RT SLOT



ACE - M [UNDER] MONEY R.O.

45 FUP (T) Q STRONG RT HEAVY Z ON

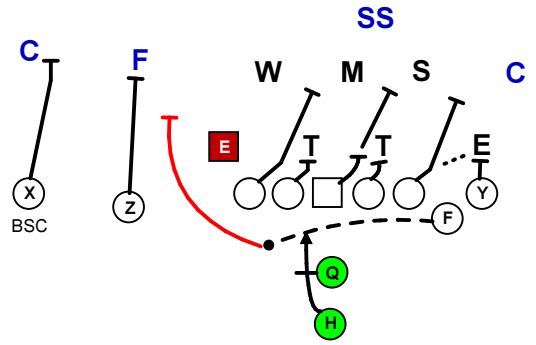


TRACK B [EVEN] GAP-M T.O.

12/13 SAS

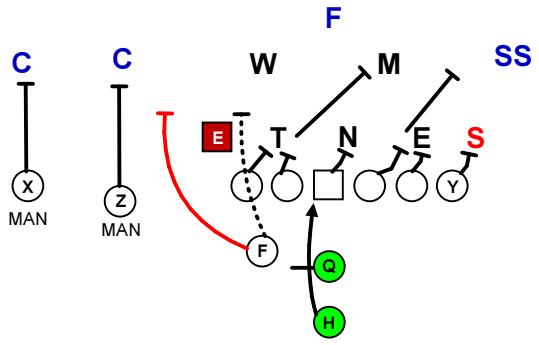
POS	RULES
Z	BLOCK MAN ON
X	BLOCK MAN ON
Y	MAN. T.O./R.O. SS (SPOT)
PST	SLIP. T.O./R.O.
PSG	SLIP-SS. RAKE-SS. GAP/TRIO SAM (STACK SPOT)
C	MAN. GAP/TRIO FRONTSIDE LBER SPOT. RAKE/LAWN SS
BSG	MAN. TRIO
BST	TRACK B GAP/ PUSH MIKE. LEAVE TWO. G.P. VS 4/4I, SWIM
F	SLIDE AND BLOCK THE ALLEY PLAYER. SAME SIDE SLAP
H	AP= BACKSIDE FOOT OF THE CENTER. READ 1ST DL FROM CENTER OUT
Q	HEELS AT 4.5 YDS. TAKE 45 STEP BACK AWAY, GET PERPENDICULAR TO LOS. READ EMOLS. GIVE OR PULL

59 (T) Q FIT RT F OP



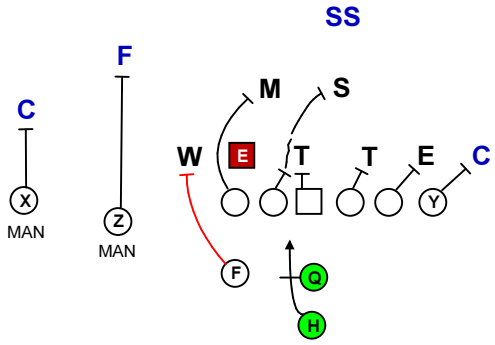
TRACK - M [OVER] TRIO-S R.O.-C

25 (T) Q WEAK RT SLOT



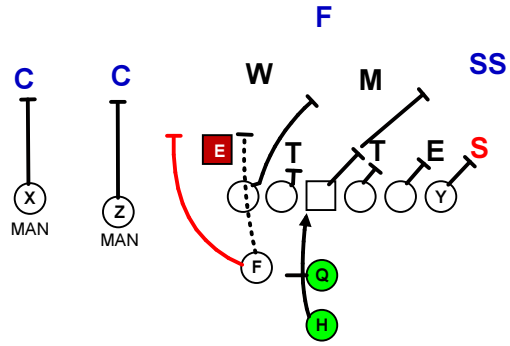
PUSH - M [UNDER] SLIP-SS MONEY

57 CON (T) Q FIT RT F OP



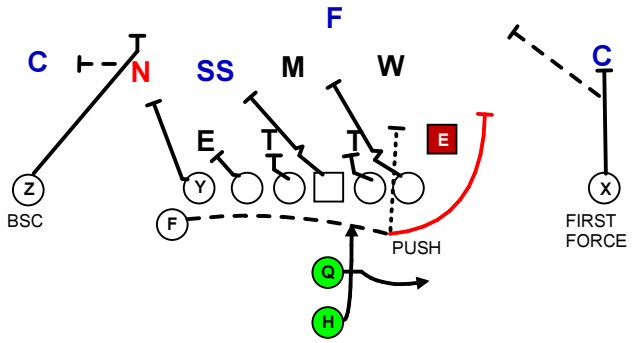
SWIM ACE [OVER] MONEY T.O

45 WIDE (R/T) Q WEAK RT SLOT



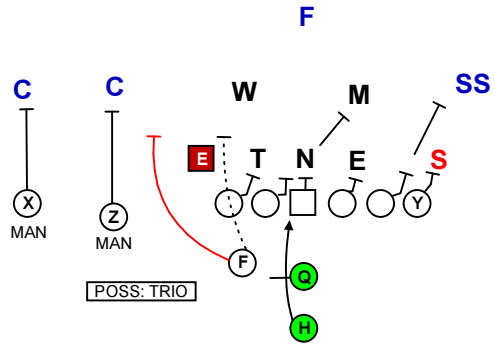
PUSH - M [EVEN] GAP-SS T.O.

N24 EVEN (R/T) Q TANK LT F RT



T.O. GAP-SS [EVEN] TRACK - M

25 JAM (T) Q WEAK RT SLOT

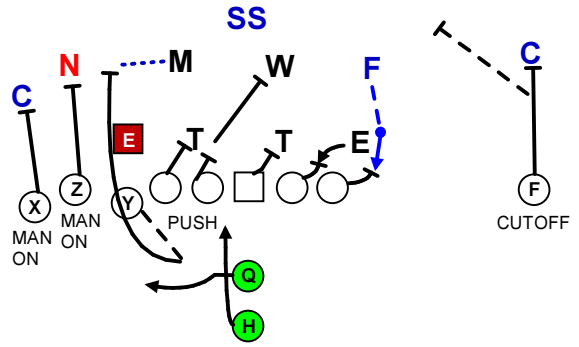


ACE - M [JAM] MONEY R.O.

12/13 SLOPE

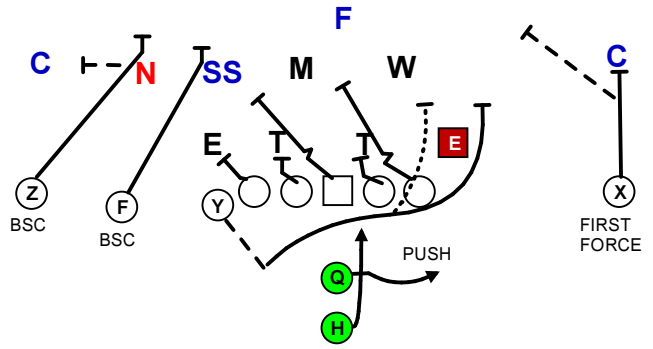
POS	RULES
Z	PLAYSIDE MAN
X	MAN. BACKSIDE - BACKSIDE CUTOFF.
Y	ARC RELEASE RULES
PST	ZONE/FAN TO OLBER SPOT
PSG	ZONE/FAN TO OLBER SPOT
C	CALL TO FIRST LB IN BOX. ZONE TO OLBER SPOT
BSG	'MAN/T.O./B' TO NEXT LB. UNCOVERED; PUSH W/CENTER TO NEXT LBER SPOT
BST	PUSH MLBER SPOT. TRACK - MK. LEAVE 2
F	PLAYSIE MAN. BACKSIDE, BACKSIDE CUTOFF
H	AP = BACKSIDE FOOT OF CENTER. READ 1ST DL FROM CENTER OUT
Q	HEELS AT 4.5 YDS. TAKE 45 STEP BACK AND AWAY. GET PERPENDICULAR TO LOS. READ EMOLS. GIVE OR PULL

N24 EVEN (CUB) Q JOKER LT BUNCH Y BACK



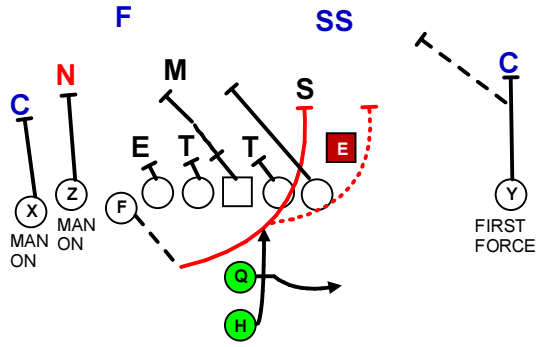
PUSH-W [EVEN] HARD RAIDER

N24 EVEN (ZE) Q TRIPS LT Y BACK



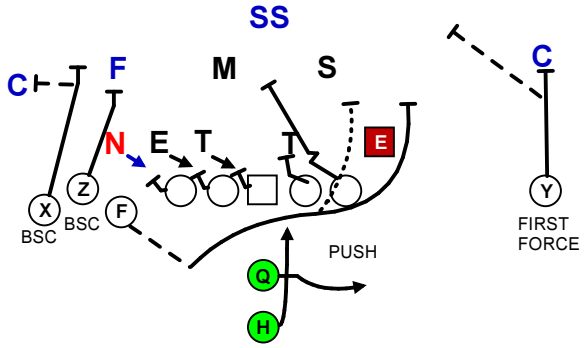
MONEY LAWN-SS [EVEN] PUSH-M

42 OVER (T) STINT LT BUNCH OPEN F-STL



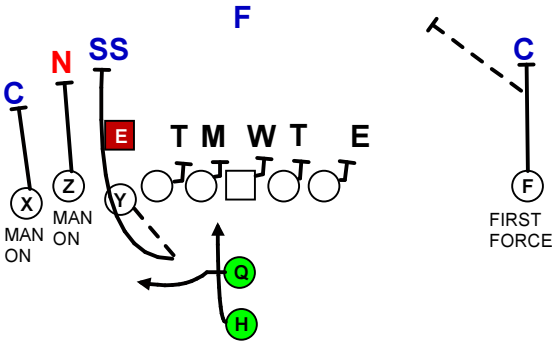
TRIO-N [OVER] PUSH-M

N24 EVEN N+D (ZE) STINT LT BNCH OPEN F STLE



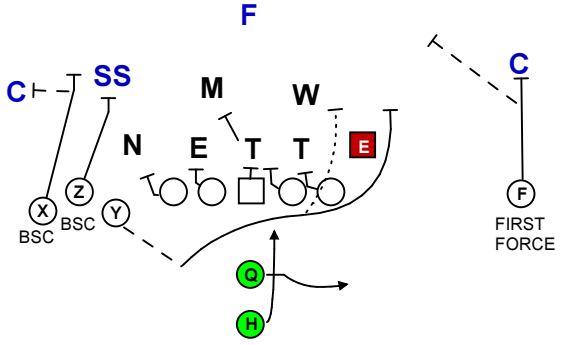
HARD LION [EVEN] PUSH-M

42 CALI (CUB) Q JOKER LT BUNCH Y BACK



[EVEN] GANG R

42 JAM (CUB) Q JOKER LT BUNCH Y BACK



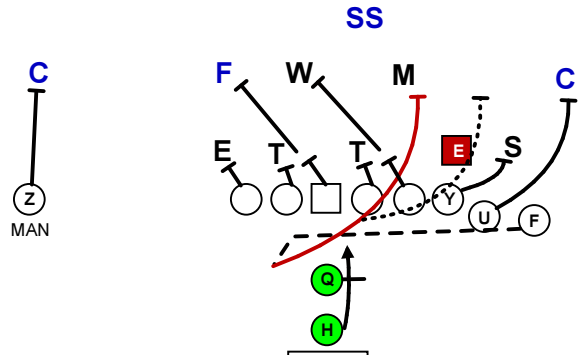
MONEY [JAM] ACE - M DOWN

13/12 BLUNT

POS	RULES
Z	MAN ON
X	MAN ON
Y	ARC RULES
PST	ZONE/FAN TO OLBER SPOT. ALERT SLIP FS
PSG	ZONE/FAN TO OLBER SPOT. ALERT SLIP/LAWN-RAKE FS
C	MAN/ZONE TO FS (LBER) SPOT. LAWN-RAKE. ACE BUCK LB
BSG	MAN. PUSH TO NEXT LBER SPOT. ACE ILBER
BST	PUSH MLBER. TRACK MK (LEAVING 3)
F	SLIDE AND BLOCK 1ST STACKED. READ DE
H	AP-BACKSIDE FOOT OF THE CENTER. READ 1ST DL FROM THE CENTER OUT.
Q	HEELS AT 4.5, 45 STEP BACK AND AWAY, GET PERPENDICULAR TO LOS, READ EMLOS, PULL OR GIVE.

45 WIDE G FUP

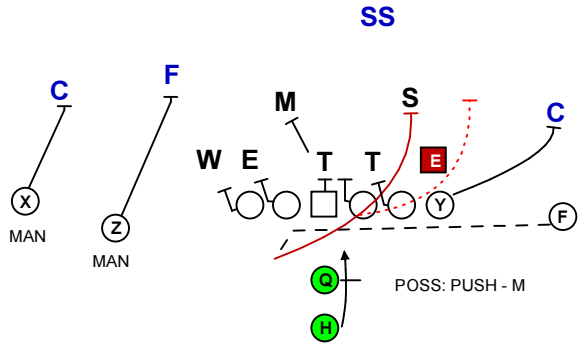
(TR) Q BIG WING RT F-SETTLE



MONEY LAWN-F [EVEN] PUSH-W ARC

53 WIDE SUP

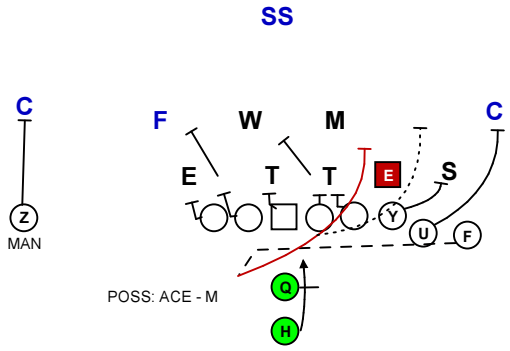
(TR) FULL RT F-SETTLE



FAN [OVER] ACE - M

55 WIDE FUP

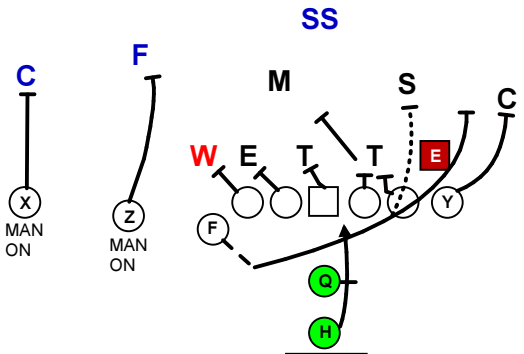
(TR) Q BIG WING RT F-SETTLE



SLIP - FS [OVER] PUSH - W

57

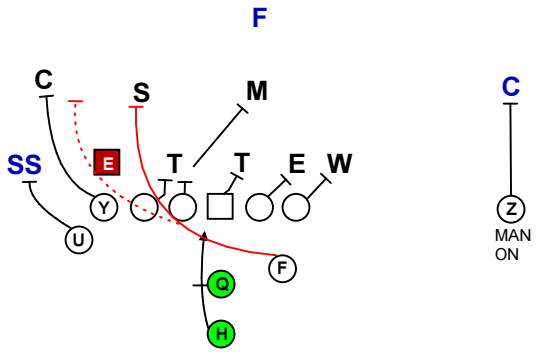
(T) Q DEUCE RT SLOT F SETTLE



FAN [OVER] PUSH - M ARC

57 SON

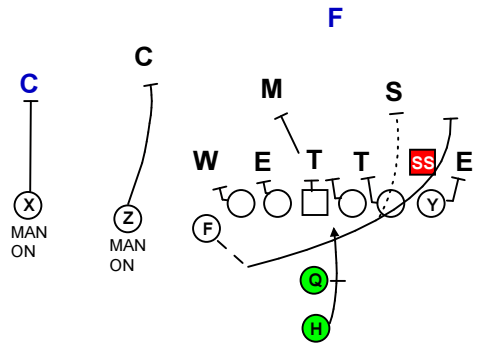
(U) WEAK L WING



ARC PUSH - M [OVER] FAN

57 BEAR

(T) Q DEUCE RT SLOT F-SETTLE

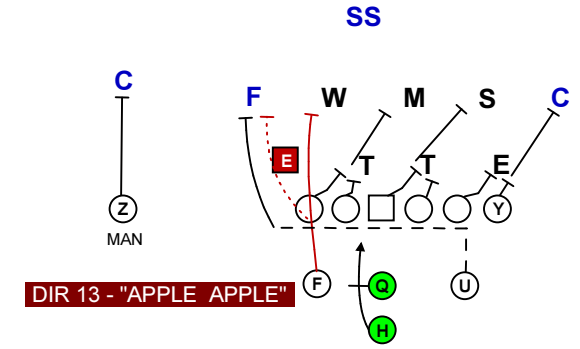


FAN [BEAR] ACE - M ARC

DIR 13/12 STARK

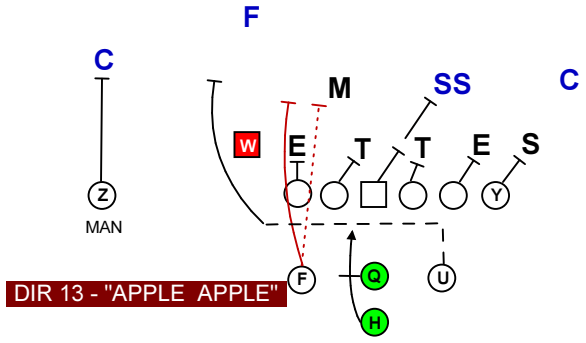
POS	RULES
Z	MAN ON
X	MAN ON. "U" BLOCK ARC RULES
Y	BLOCK ZONE RULES. ALERT T.O./R.O.
PST	MAN, SLIP SS (SPOT) T..O./R..O. SS SPOT.
PSG	MAN, SLIP SS (SPOT) RAKE/TRIO SS (SPOT)
C	RAKE/TRIO SAM (SPOT)
BSG	MAN, TRIO, PUSH MK (SPOT)
BST	PUSH MK. ALERT LOCK VS 2 LOOK. (LEAVING 3)
F	1ST STACKED INSIDE - KEY DE
H	AP - BACKSIDE FOOT OF CENTER. READ 1ST DL FROM CENTER OUT EXCHANGE SIDE. DOWNHILL!
Q	HEELS AT 4.5yds. TAKE 45 STEP BACK & AWAY, GET PERPENDICULAR TO L.O.S.: READ EMOL: GIVE OR PULL.

59 FUP (U/TREY) Q BRUTUS RT U LT



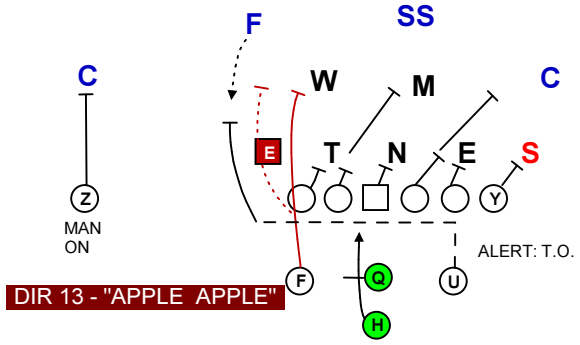
PUSH - M [OVER] RAKE-S T.O.

53 WIDE SUP (U/TREY) Q BRUTUS RT U LT



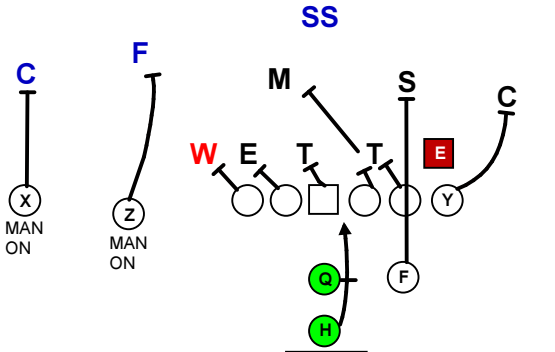
LOCK [OVER] TRIO - SS T.O.

25 (U/TREY) Q BRUTUS RT U LT



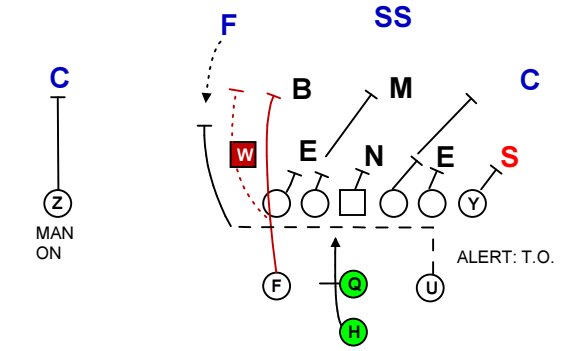
PUSH - M [UNDER] SLIP-C MONEY

57 (R/T) Q STRONG RT SLOT



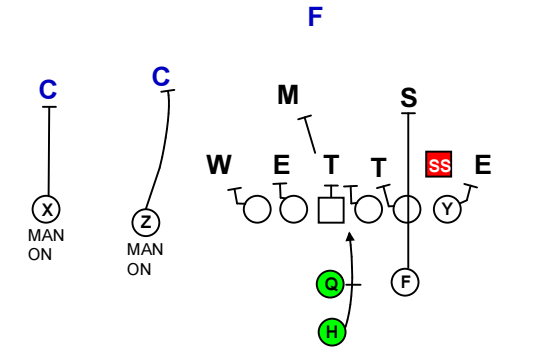
FAN [OVER] PUSH-M ARC

35 (U) Q BRUTUS RT U LT



PUSH-M [UNDER] SLIP-C MONEY

57 BEAR (R/T) Q STRONG RT SLOT

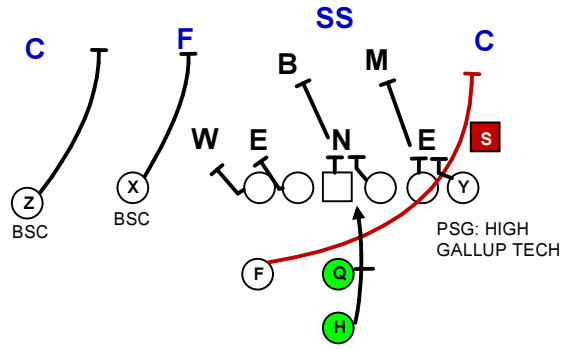


MONEY [BEAR] ACE - M ARC

13 EAT

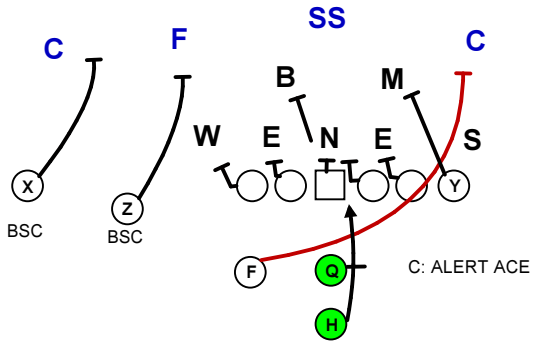
POS	RULES
Z	FIRST FORCE, POSSIBLE RIFLE
X	BACKSIDE CUTOFF
Y	EAT-MK LBER. INK STACK LB
PST	MONEY. FAN
PSG	MONEY. FAN
C	ACE BLOCK LB. POSS HARD RAIDER/LION
BSG	ACE BUCK LB.
BST	EAT MK. ALERT TRACE DE
F	SLIDE AND BLOCK WIDEST DB
H	AP= BACKSIDE FOOT OF THE CENTER. READ MLB TO EAT BLOCK.
Q	REVERSE BALL HANDLING. GET BALL DEEP. GIVE HB THE A-GAP. KILL/AUDIBLE VS BEAR OR UNBLOCKABLE SKINNY

34 (R/T/U) Q WK RT SLUG



FAN ODD ACE-W EAT

34 JAM (R/T/U) Q WK RT SLOT

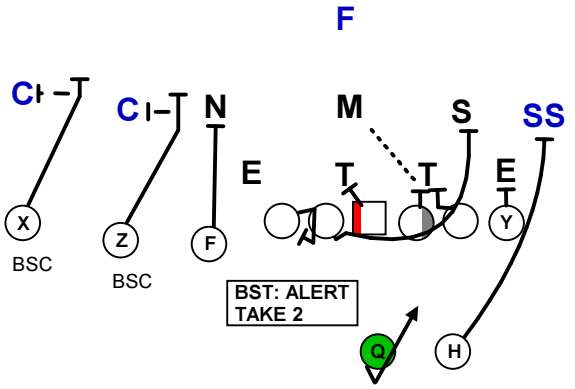


MONEY JAM ACE TRACE

QB 4/5 POWER

GAP

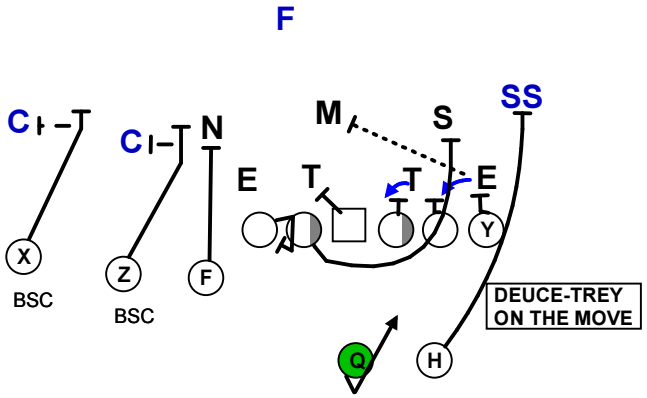
(ZE) G STINT RT F-CAN
QB 4 POWER



J&P CHOKE OVER DEUCE MONEY

N 42 OVER

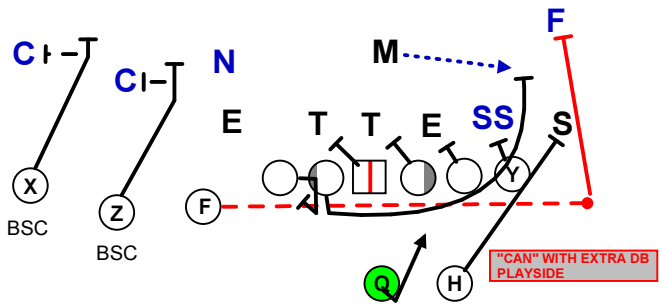
(ZE) G STINT RT F CAN
QB 4 POWER



J&P CHOKE EVEN DEUCE MONEY

N 42 EVEN PIRATE

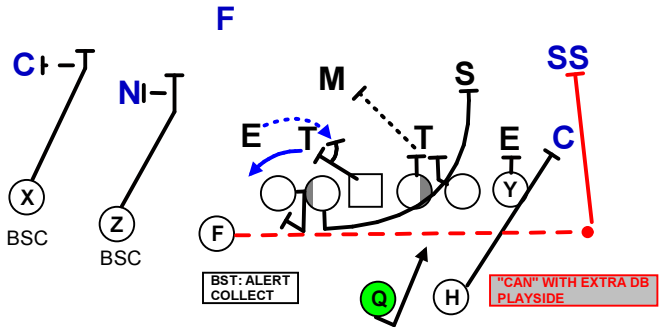
(ZE) G STINT RT F CAN
QB 4 POWER



J&P JAM DALLAS TRACK

N 42 JAM VICE

(ZE) G STINT RT F CAN
QB 4 POWER



J&P CHOKE EVEN DEUCE MONEY

N 42 WIDE 34

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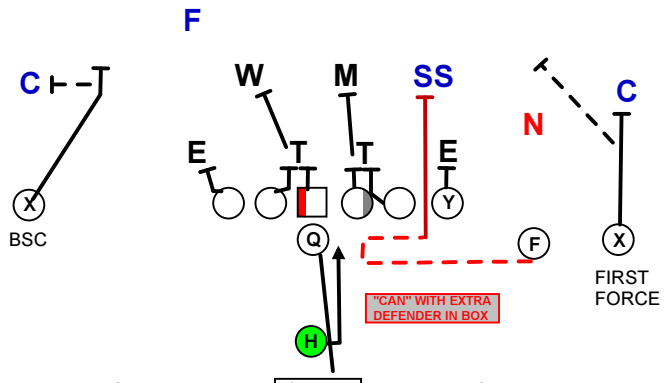
NICKEL 90/91 DRILL

ISOLATION

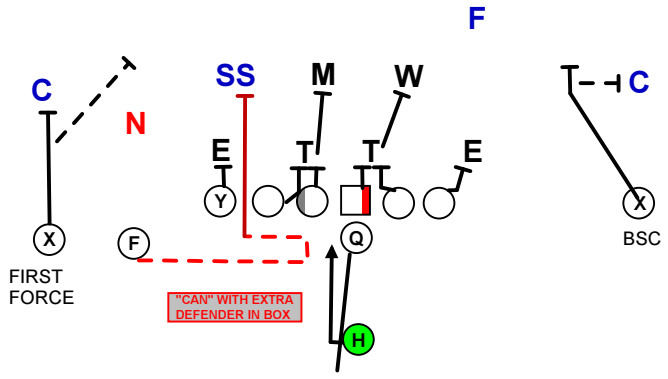
(ZE) TRIPS RT F CAN
N-90 DRILL



MONEY LAWN OVER DIME MONEY

N42 OVER

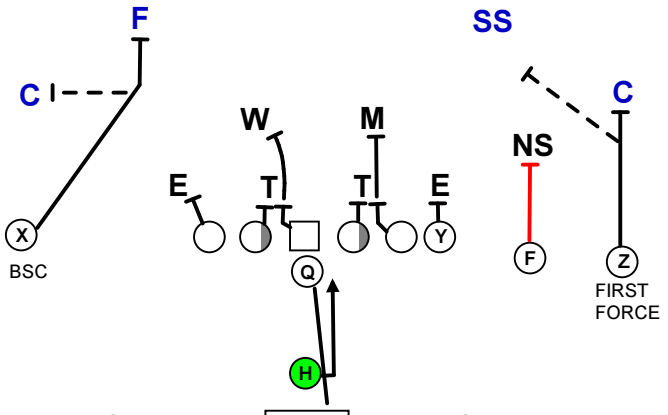
(ZE) TRIPS LT F CAN
N-91 DRILL



MONEY DIME OVER RAKE MONEY

N42 OVER

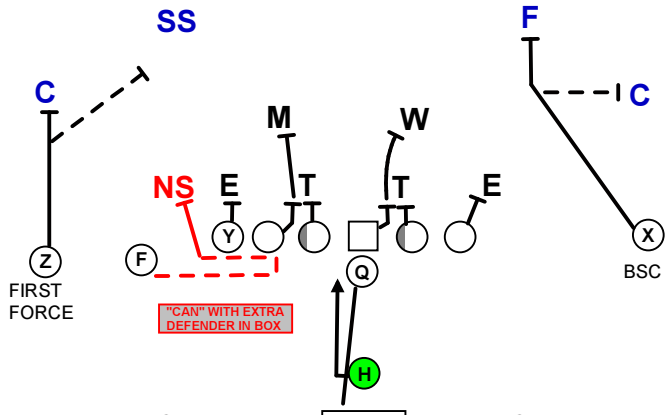
(ZE) TRIPS RT F-CAN
N-90 DRILL



MONEY LAWN EVEN DIME MONEY

N42 EVEN

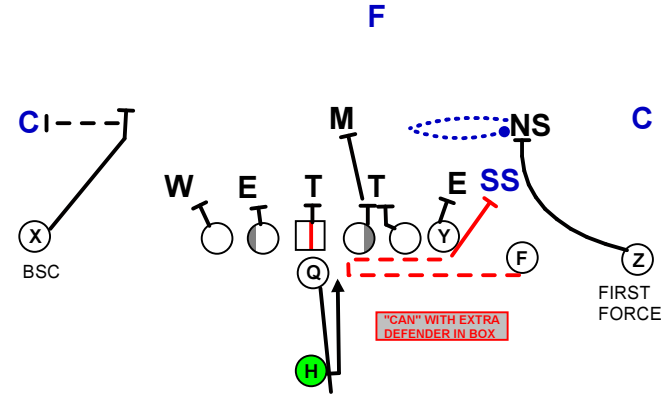
(ZE) TRIPS LT F-CAN
N-91 DRILL



MONEY DIME EVEN RAKE MONEY

N42 EVEN

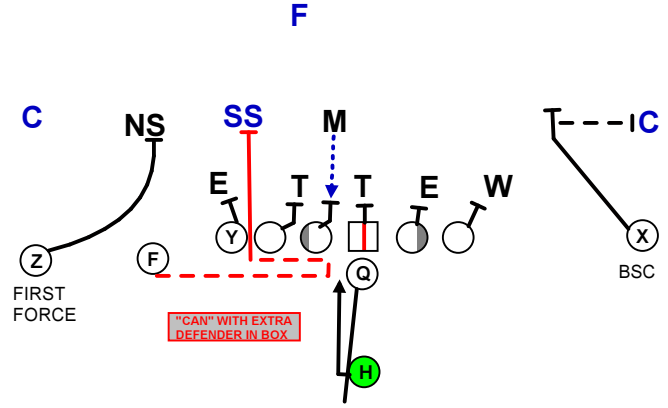
(ZE) TRIPS RT F-CAN
N-90 DRILL



MONEY JAM DIME MONEY

N 42 JAM

(ZE) TRIPS LT F-CAN
N-91 DRILL



MONEY DIME JAM MONEY

N 42 JAM

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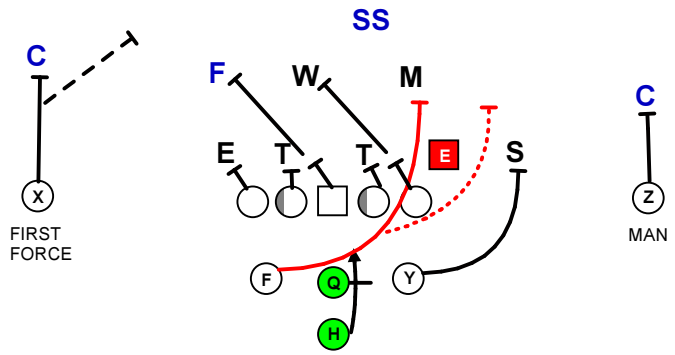
13/12 DBL SLOPE

QB DRIVEN

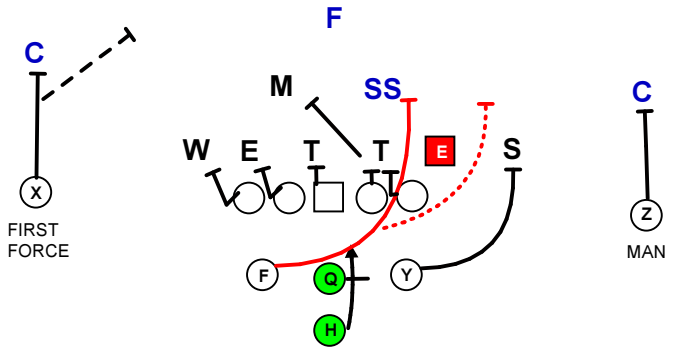
(R/T) BULLY RT
13 DBL SLOPE



MONEY LAWN-F [EVEN] PUSH-W

45 WIDE G FUP

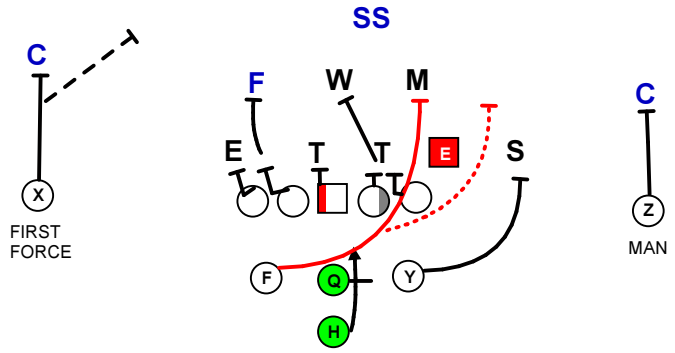
(R/T) BULLY RT
13 DBL SLOPE



FAN [OVER] PUSH-M

53 WIDE SUP

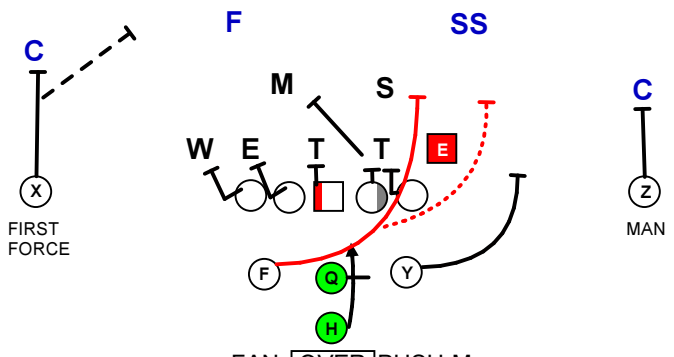
(R/T) BULLY RT
13 DBL SLOPE



SLIP-F [OVER] PUSH-W

55 WIDE FUP

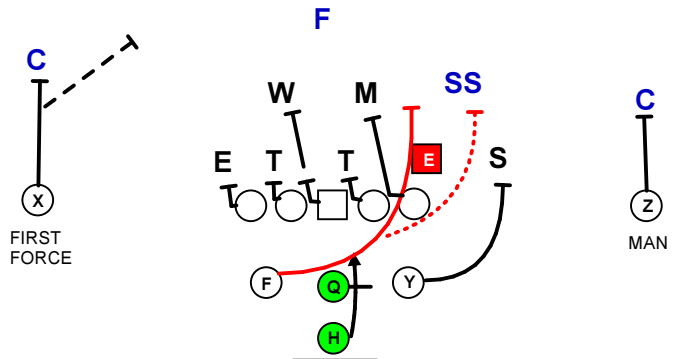
(R/T) BULLY RT
13 DBL SLOPE



FAN [OVER] PUSH-M

57

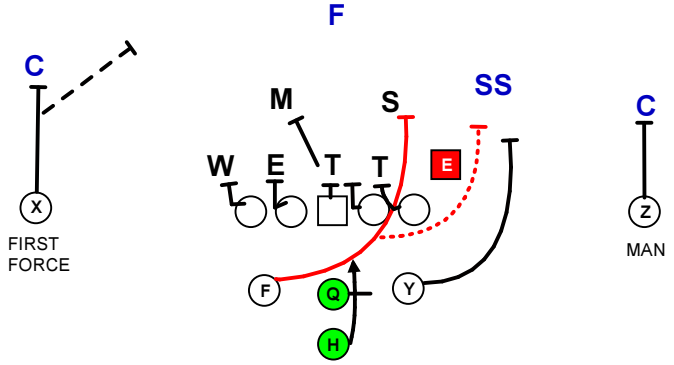
(R/T) BULLY RT
13 DBL SLOPE



TRIO-W [OVER] TRACK-M

25 SUP

(R/T) BULLY RT
13 DBL SLOPE



MONEY [JAM] ACE-M DOWN

57 JAM

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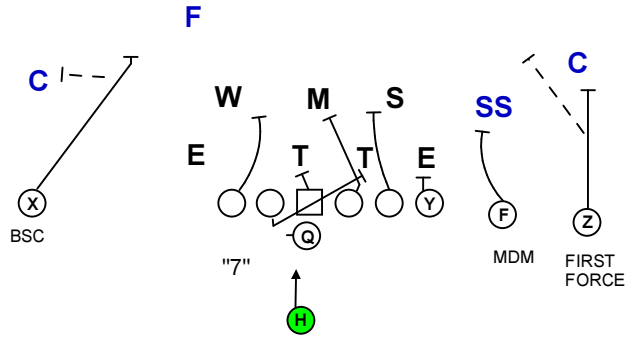
90/91 MOUSE

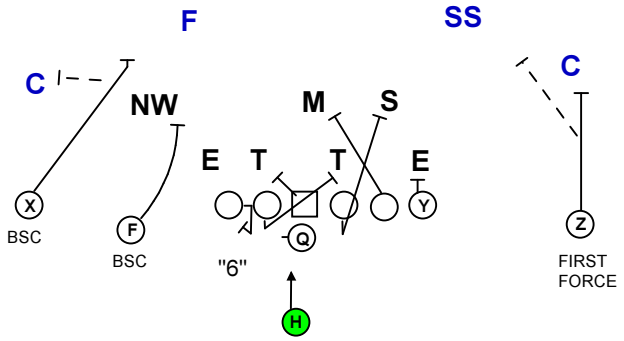
POS	RULES
Z	FIRST FORCE. BACKSIDE - BACKSIDE CUTOFF
X	BACKSIDE - BACKSIDE CUTOFF
Y	CUTOFF C GAP. ALERT SIFT 'C' GAP. POSS T.O.
PST	ANGLE B-GAP TO 2ND LB. 7 CALL 3RD LBer. POSSIBLE T.O.
PSG	ANGLE A-GAP TO BACKSIDE LB...VS 34 'ACE' TO BUCK LB. 7 CALL MLB.
C	ANGLE BS A-GAP- VS. 34 'ACE' TO BUCK LB (NO SLOW VS. 2 LOOK). 6 OR 7 CALL.
BSG	0-1 PULL - TRAP MAN ON/OVER PSG
BST	HINGE B-GAP (TAKE TWO VS. 2 LOOK). 7 CALL SIFT WLB SPOT. ALERT L-SIFT
F	FRONTSIDE MAN ON. BACKSIDE CUTOFF.
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY. ALERT KILL VS. 7 IN THE BOX

59 (ZE) TRIPS RT



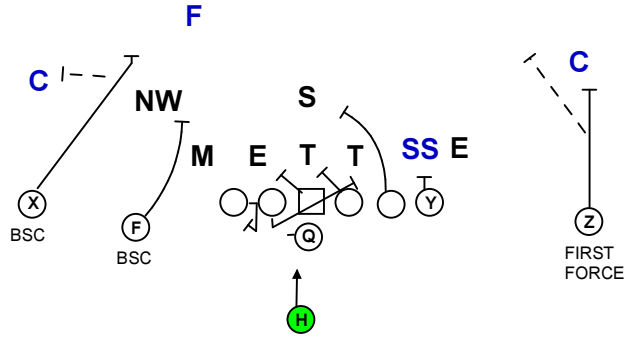
SIFT CHOKE TRAP [OVER] ME SIFT MONEY

42 EVEN (ZE) DOUBLE RT



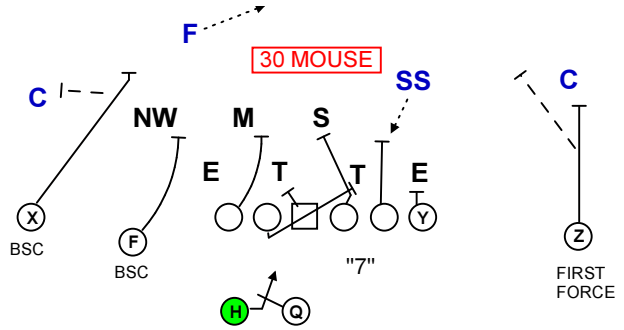
J&P TRAP CHOKE [EVEN] YOU MONEY

42 OVER CUB (ZE) DOUBLE RT



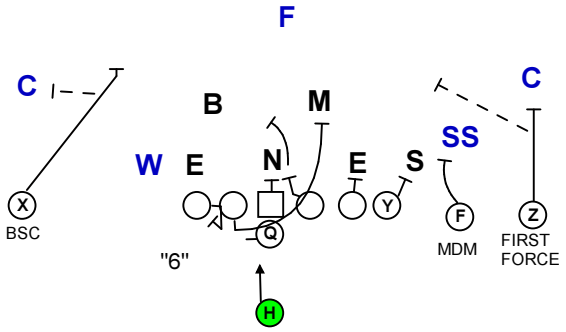
J&P TRAP QUICK [JAM] YOU CUTOFF

42 EVEN SUP (ZE) DOUBLE RT



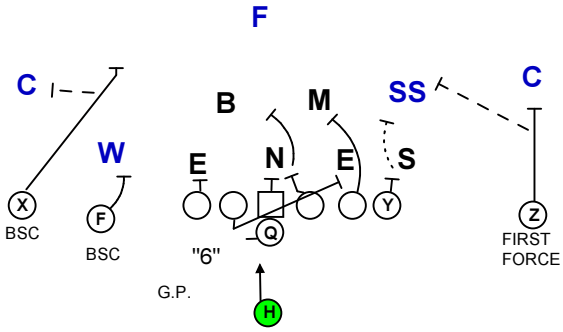
SIFT TRAP CHOKE [EVEN] ME SIFT MONEY

34 (ZE) TRIPS RT



J&P OH-M [ODD] ACE MONEY

34 (ZE) DOUBLE RT

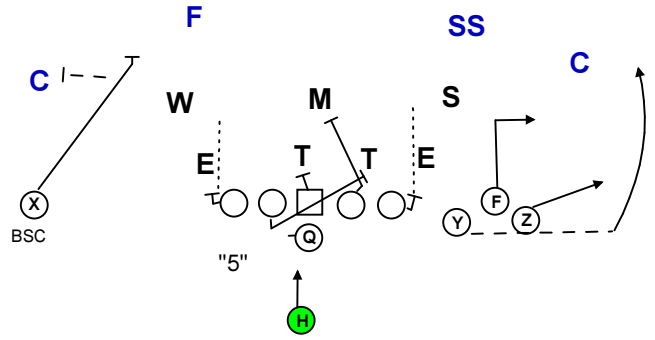


CUTOFF TRAP [ODD] ACE YOU SIFT - C

90/91 ANT (STICKY)

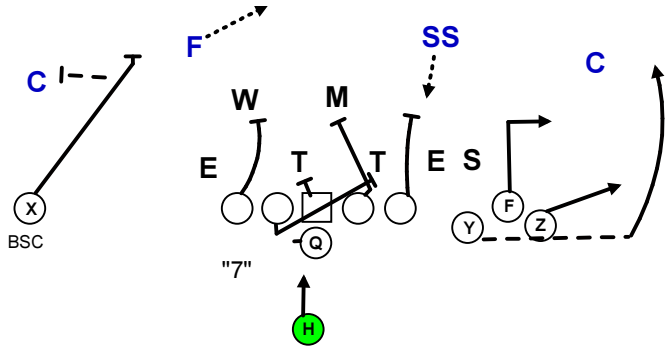
POS	RULES
Z	FIRST FORCE. BACKSIDE - BACKSIDE CUTOFF
X	BACKSIDE - BACKSIDE CUTOFF
Y	BLOCK DE. CUTOFF C GAP. MDM WITH SPLIT. STICK CONCEPT WHEN TAGGED.
PST	ANGLE B-GAP TO 2ND LB. 7 CALLSIDE LBER SPOT. L-SIFT TO 2ND LB. ALERT L-SIFT.
PSG	ANGLE A-GAP TO BACKSIDE LB...VS 34 'ACE' TO BUCK LB. 7 CALL MLB.
C	ANGLE BS A-GAP- VS. 34 'ACE' TO BUCK LB (NO SLOW VS. 2 LOOK). 6 OR 7 CALL.
BSG	0-1 PULL - TRAP MAN ON/OVER PSG
BST	HINGE B-GAP (TAKE TWO VS. 2 LOOK). 7 CALL SIFT WLB SPOT. ALERT L-SIFT.
F	FRONTSIDE MAN ON. BACKSIDE CUTOFF.
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY. ALERT KILL VS. 7 IN THE BOX

59 SW (ZE) TRIPS RT BUNCH



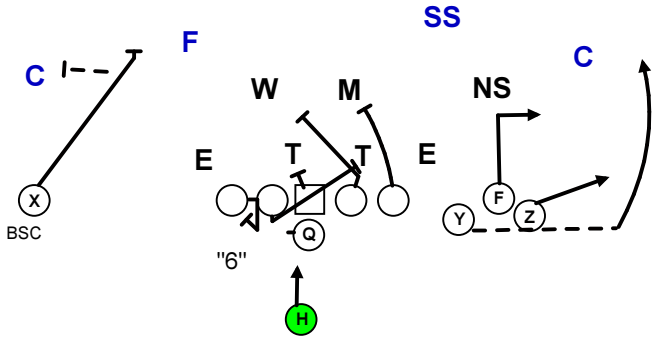
L-SIFT CHOKE TRAP OVER ME L- SIFT

55 WIDE SUP (ZE) TRIPS RT BUNCH



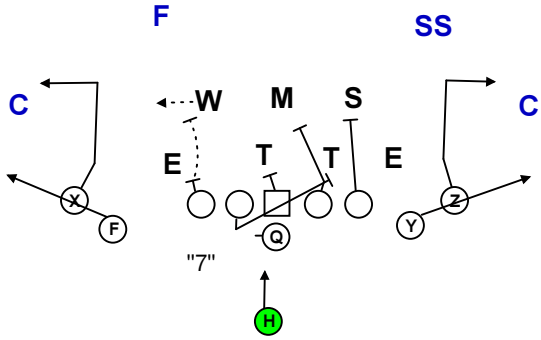
SIFT CHOKE TRAP OVER ME SIFT

42 EVEN (ZE) TRIPS RT BUNCH



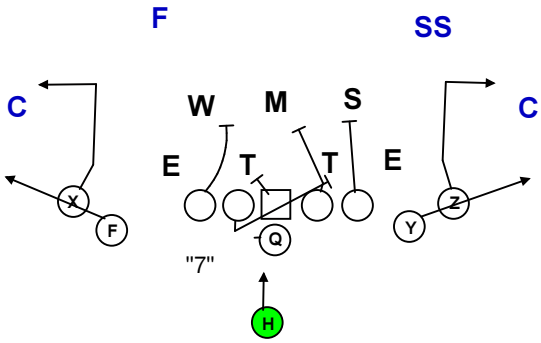
J&P CHOKE TRAP OVER ME SIFT

59 SW (ZE) DIXIE RT



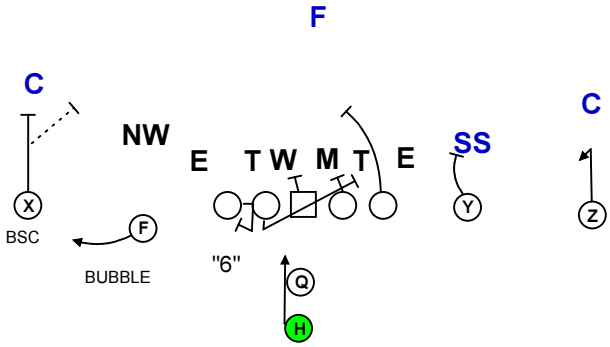
L-SIFT CHOKE TRAP OVER ME SIFT

49 SW (ZE) DIXIE RT



L-SIFT CHOKE TRAP OVER ME SIFT

42 CALI (ZE) Q DICE RT

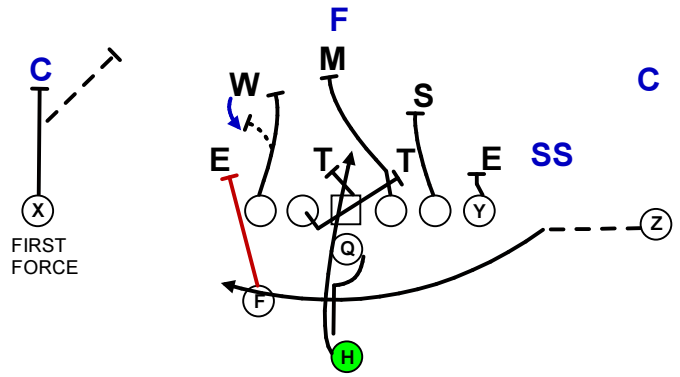


J&P TRAP CHOKE EVEN ME SIFT

90/91 LOAD TRAP

INSTALL #6

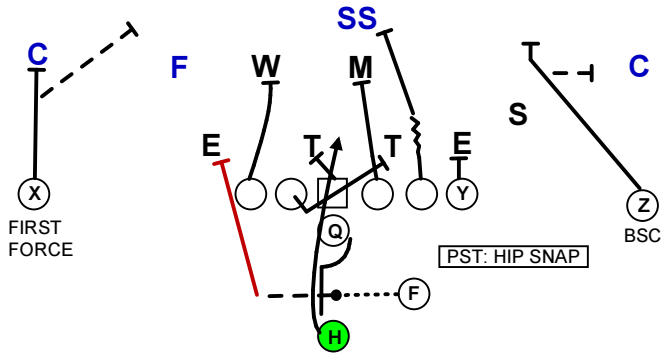
(R/T) WEAK RT Z CASPER
90 LOAD TRAP (K-91 LOAD TRAP)



SIFT TRAP OVER ME SIFT MONEY

59 SON

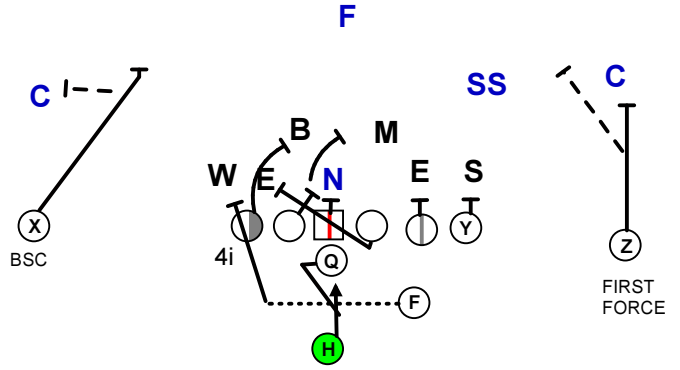
(R) STRONG RT SHUFL
FUZZ 90 LOAD TRAP (K-91 LOAD TRAP)



TRACK-W CHOKE OVER ME MONEY

55 WIDE FUP

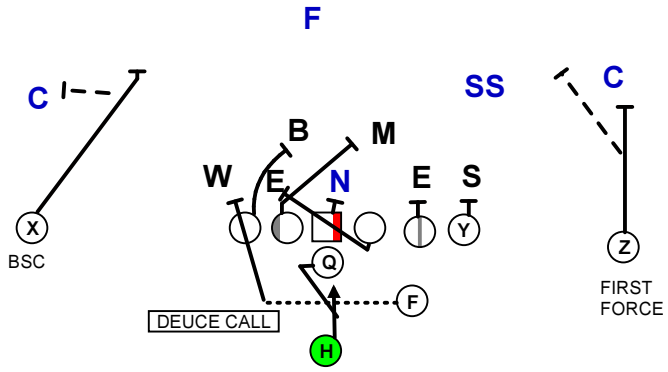
(R) WEAK RT FUZZ
91 LOAD TRAP



TRACK ACE ODD TRAP CUTOFF

34

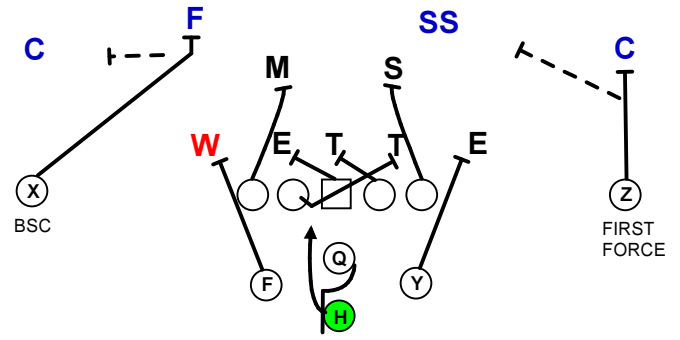
(R) WEAK RT FUZZ
91 LOAD TRAP



TRACK ME UNDER CHOKE TRAP CUTOFF

35

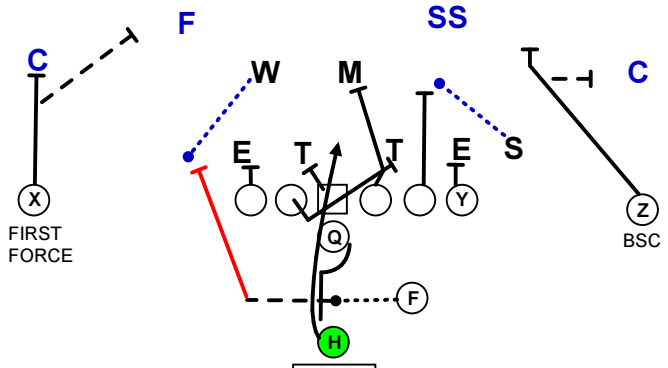
(T/R) Q BULLY RT
90 LOAD TRAP



SIFT JAM QUICK SIFT

57 JAM

(R) STRONG RT SHUFL FUZZ
90 LOAD TRAP (K-91 LOAD TRAP)



(SIFT) CUTOFF TRAP EVEN ME (T.O.) SIFT MONEY

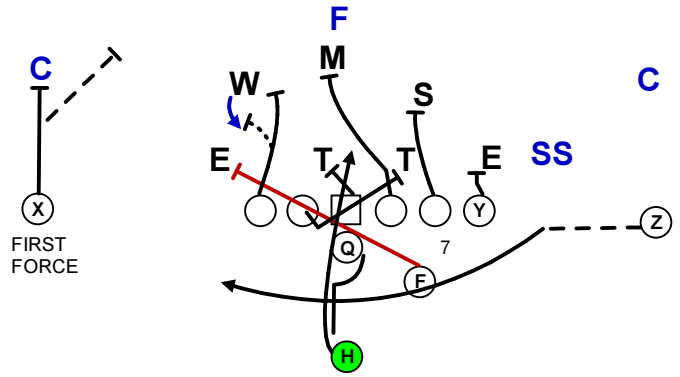
45 WIDE-47

Confidential Property of the San Francisco 49ers

90/91 SPLIT TRAP

INSTALL #6

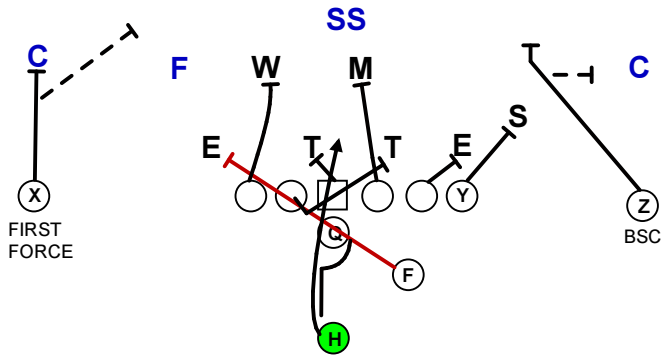
(R/T) STRONG RT Z CASPER
90 SPLIT TRAP



SIFT TRAP OVER ME SIFT MONEY

59 SON

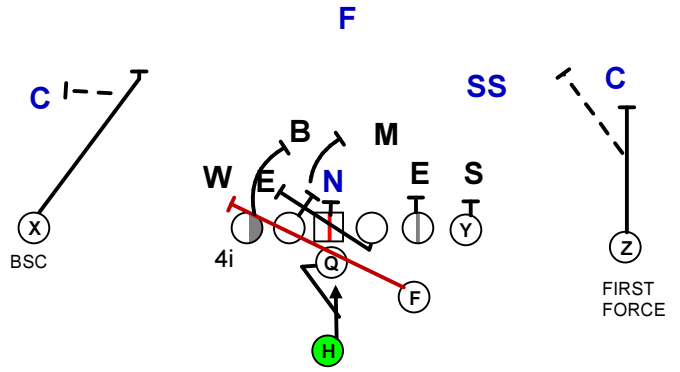
(R) STRONG RT
90 SPLIT TRAP



SIFT CHOKE OVER ME T.O

55 WIDE FUP

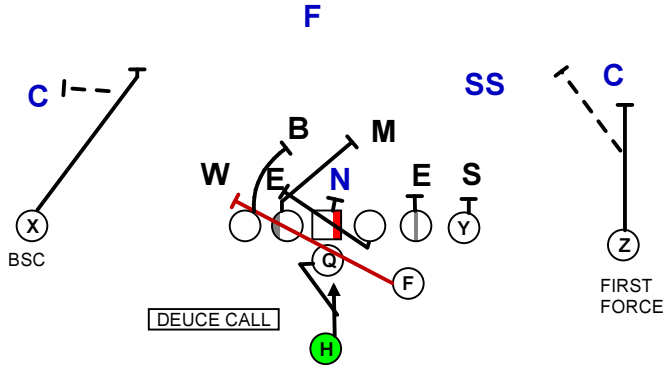
(R) STRONG RT
91 SPLIT TRAP



TRACK-B ACE ODD TRAP CUTOFF

34

(R) STRONG RT
91 SPLIT TRAP



TRACK-B ME UNDER CHOKE TRAP CUTOFF

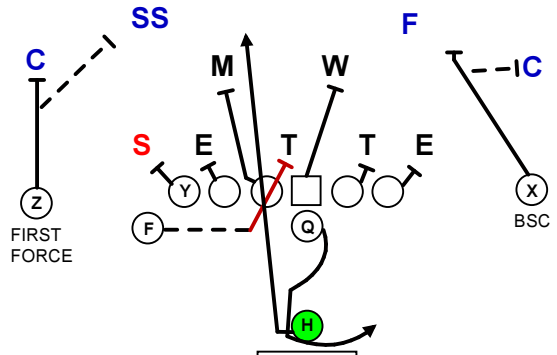
35

Confidential Property of the San Francisco 49ers

90/91 BLAST

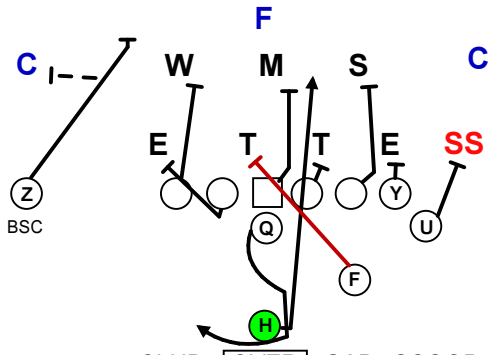
POS	RULES
Z	FIRST FORCE, POSSIBLE RIFLE
X	BACKSIDE CUTOFF
Y	INSIDE ZONE RULES. ALERT T.O.
PST	INSIDE ZONE RULES. ALERT PLUG. POSSIBLE T.O.
PSG	INSIDE ZONE RULES. POSSIBLE PLUG
C	SHADE STRONG/BEAR-BACK TO WILL. UNCOVERED, ZONE TO MIKE. CHANGE VS. 57/34, ALERT TO COLLECT NTK
BSG	BLOCK 3 TECH. 1 OR SHADE, CLUB TO DE. VS. 57/34 CHANGE TO LB.
BST	BLOCK WLB UNLESS 3 TECH, MAN DE. CHANGE CALL J&P.
F	WHAM THE SHADE DT OVER THE CENTER BACKSIDE.
H	92-93 LEAD FOOTWORK. PRE SNAP READ FRONT, RUN OFF WHAM BLOCK
Q	REVERSE TO HOLE. GIVE HB A-GAP, BOOT AWAY. RUN IT VS. ALL FRONTS

25 (R) TANK LT F SHT



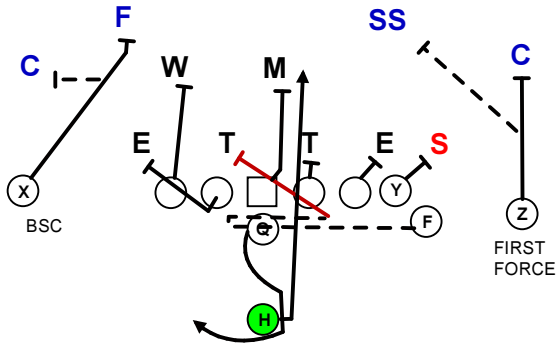
MONEY SLIP [UNDER] MONEY

59 (U) STRONG RT WING



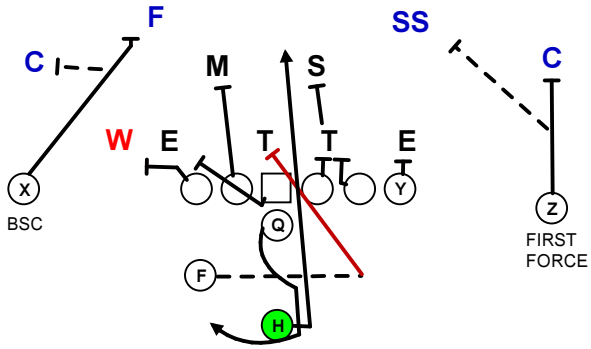
CLUB [OVER] GAP SCOOP

45 WIDE (R) TANK RT F CTR



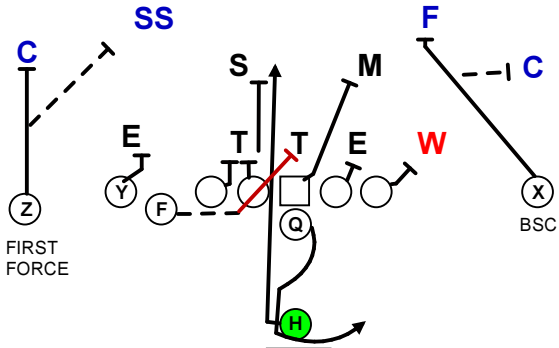
CLUB [EVEN] GAP T.O.

57 (R) WEAK RT FUZZ



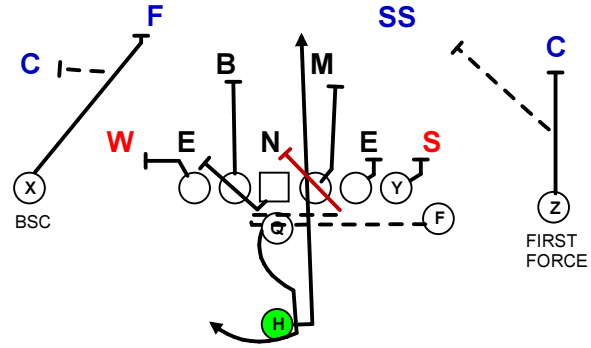
(J&P) CHANGE [OVER] PLUG MONEY

57 JAM (T) TIN LT F SHT



MONEY PLUG [JAM] FAN

34 (R) TANK RT F CTR

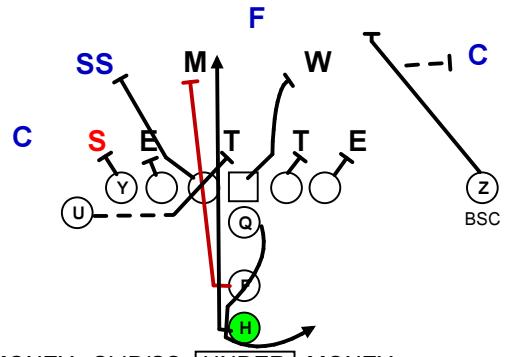


(J&P) CHANGE [ODD] SLIP MONEY

90/91 BIG BLAST

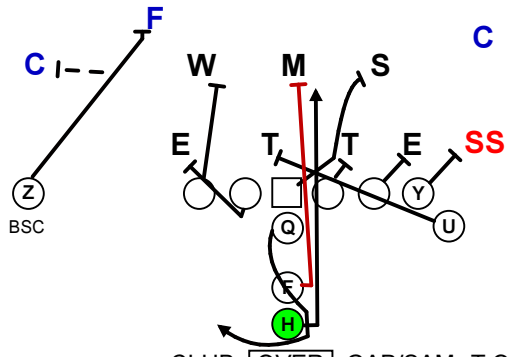
POS	RULES
Z	BACKSIDE CUTOFF
U	WHAM TIGHTEST DT. COMING FROM STRONGSIDE B-GAP
Y	T,O,/R,O, (ALERT STRIKE)
PST	ALERT SLIP SS OR T.O. vs TACKLE BUBBLE OR WIDE LOOK. ALERT T.O. vs SUSS. ("STRIKE")
PSG	COVERED, BLOCK ON. UNCOVERED; SLIP SS. ALERT T.O.
C	SHADE STR/BEAR-BACK TO WILL. UNCOVERED; ZONE TO SLB STACK/SS. CHANGE VS. 57/34, N.M.I.D. vs FUP. ALERT TO COLLECT.
BSG	BLOCK 3 TECH. 1 OR SHADE CLUB TO DE. VS. 57/34 CHANGE TO LB
BST	BLOCK WLB UNLESS 3 TECH, MAN DE. POSS CLUB. CHANGE CALL J&P.
F	LEAD BLOCK MIKE LB.
H	90-91 LEAD FOOTWORK. PRE SNAP READ FRONT, RUN OFF WHAM BLOCK
Q	REVERSE TO HOLE. GIVE HB A-GAP, BOOT AWAY. RUN IT VS. ALL FRONTS

25 SUP (U) GREEN LT WING U SHT



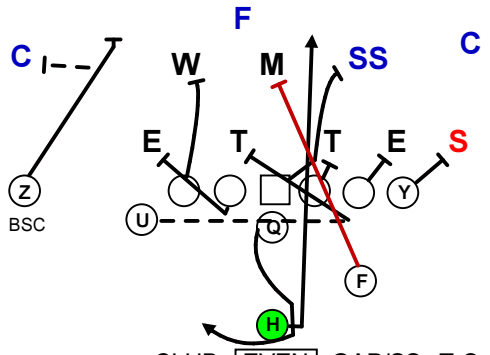
MONEY SLIP/SS UNDER MONEY

59 SON (U) GREEN RT WING



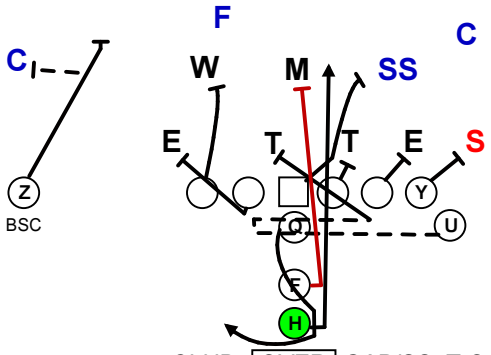
CLUB OVER GAP/SAM T.O.

45 WIDE SUP (U) STRONG RT HIP U RT



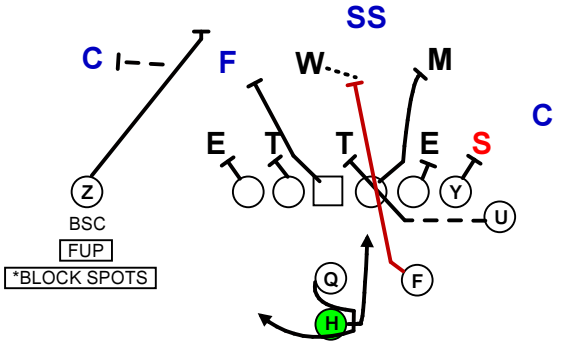
CLUB EVEN GAP/SS T.O.

55 WIDE SUP (U) GREEN RT WING U CTR



CLUB OVER GAP/SS T.O.

25 FUP (U21) Q STRONG RT WING U SHT

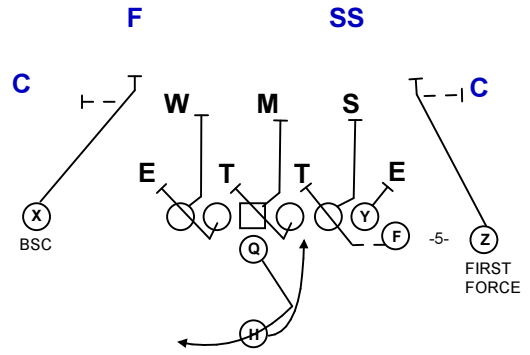


MONEY LAWN-F UNDER SLIP/M MONEY

90/91 CRUNCH

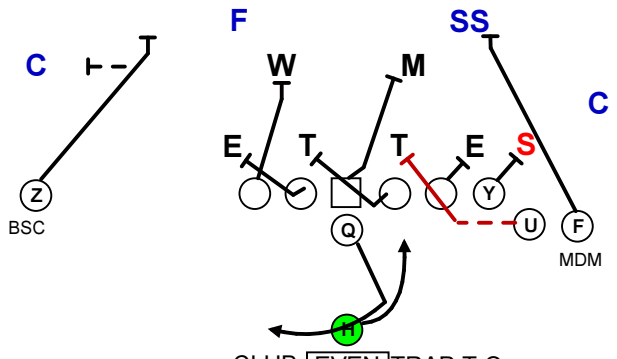
POS	RULES
Z	FIRST FORCE
X	BACKSIDE CUTOFF
Y	INSIDE ZONE RULES. ALERT T.O.
PST	T.O. (R.O.) SCOOP VS SAM STACK (SPOT)
PSG	TRAP DTK SHADE
C	MIKE LB
BSG	FAN/CLUB
BST	FAN/CLUB
F	WHAM 3-TECHNIQUE
H	93-93 LEAD FOOTWORK. RUN OFF CRUNCH BLOCK
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY

49 (T) TANK RT NASTY F SHT



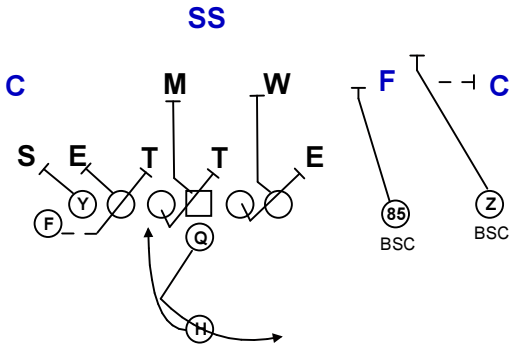
CLUB EVEN SCOOP

45 WIDE (TR) BIG WING RT U SHT



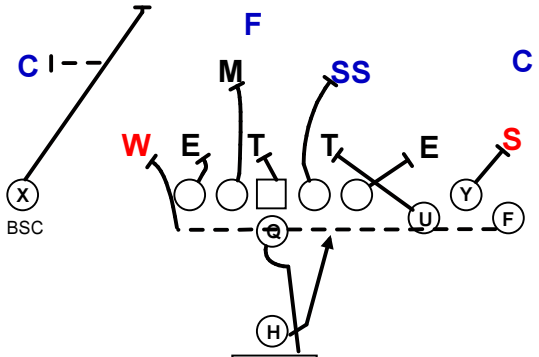
CLUB EVEN TRAP T.O.

55 WIDE FUP (TREY Y) FLANK LT SLUG F SHT



T.O. TRAP MONEY OVER CLUB

53 WIDE SUP (TR) POSSE RT VERN LT

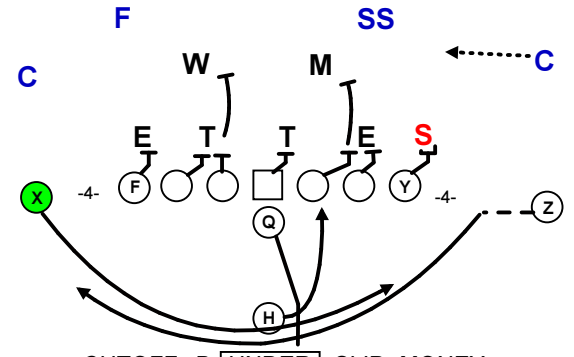


MONEY OVER TRACK-M T.O.

FK 92/93 GHOST X REVERSE RT/LT

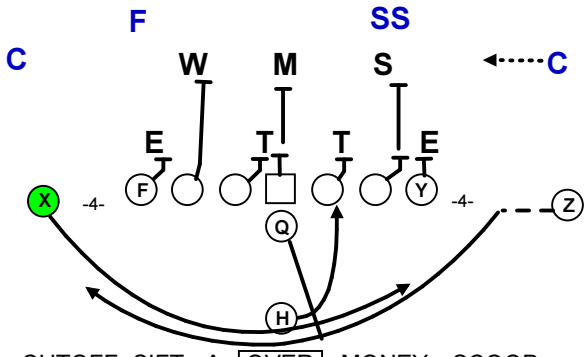
POS	RULES
Z	EXECUTE GHOST MOTION. RUN THROUGH 9 YDS (2YDS DEEPER THAN HB POS.)
X	EXECUTE REVERSE. RUN THROUGH HEELS OF HB POSITION.
Y	INSIDE ZONE RULES. ALERT T.O.
PST	MAN, SLIP TO 'MIKE', ALERT SCOOP/T.O. TO SAM
PSG	MAN, 'GAP','TRIO', 'SLIP' TO MIKE.
C	MAN, 'GAP', 'TRIO' TO MIKE, GANG vs BEAR.
BSG	MAN, 'A' TO MIKE, 'B' TO WILL, ALERT 'GANG'.
BST	MAN/B TO WILL (BLB),
F	MAN, CUTOFF C GAP.
H	FAKE 92/93 THROUGH THE LINE. GET TACKLED.
Q	OPEN TO HOLE AT 6 O'CLOCK. FAKE 92/93 HANDOFF, RESEAT FOOTBALL CLEAN REVERSE EXCHANGE.

25 (T/R) DOT RT TITE Z SHT



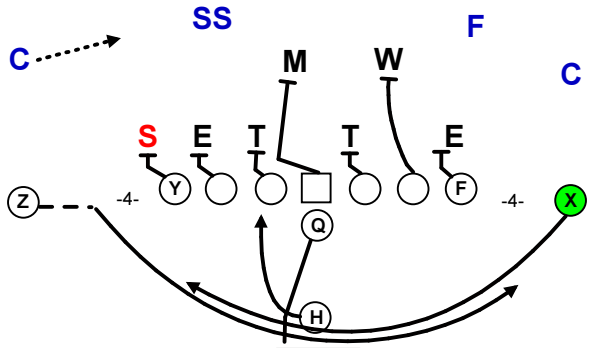
CUTOFF B UNDER SLIP MONEY

59 (T/R) DOT RT TITE Z GHT



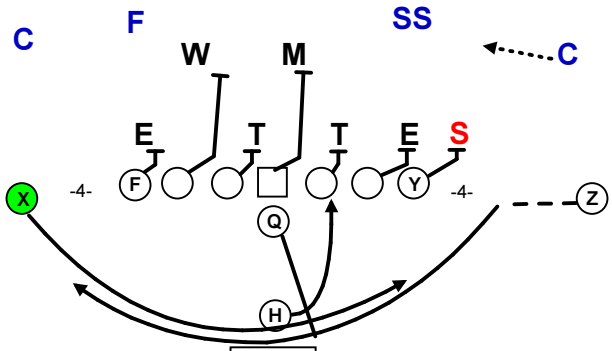
CUTOFF SIFT A OVER MONEY SCOOP

45 (T/R) DOT LT TITE Z GHT



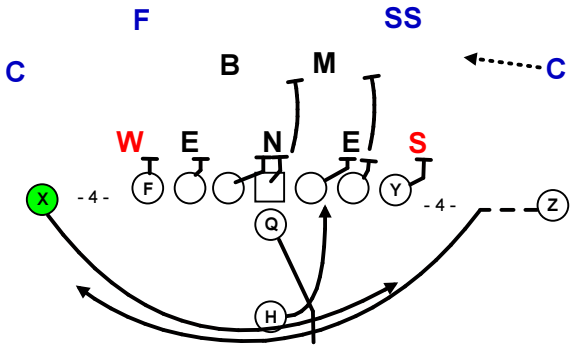
T.O. GAP EVEN A CUTOFF

55 WIDE (T/R) DOT RT TITE Z GHT



CUTOFF SIFT A OVER T.O.

34 (T/R) DOT RT TITE Z GHT

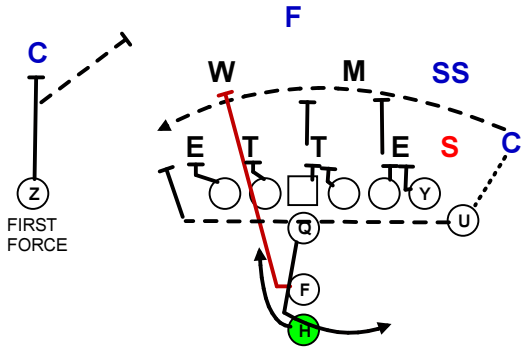


CUTOFF A ODD SLIP MONEY

93/92 SPOT

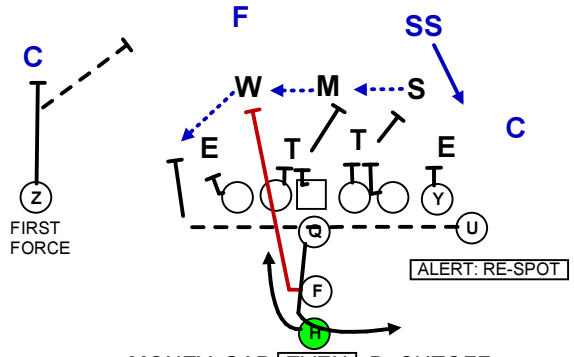
POS	RULES
Z	FIRST FORCE OR BACKSIDE CUTOFF
U	FIRST DEFENDER OUTSIDE DEFENSIVE END (OLB). ALER TO COLLECT
Y	MONEY. T.O. CUTOFF. SIFT. SUP
PST	MAN. FAN VS GUARD BUBBLE. 'G' VS. BEAR/JAM
PSG	MAN/CHIP/GAP TO MIKE. FAN VS GUARD BUBBLE.
C	MAN/GAP/CHIP/'A' TO MIKE. GANG VS BEAR. POSSIBLE N.M.I.D. ON MOTION RESET. (BLOCKING SPOTS).
BSG	'MAN. 'A' TO MIKE, 'B' TO SAM. ALERT GANG
BST	'MAN, 'B'/T.O. TO SAM. POSSIBLE 'SUP'. ALERT GANG.
F	ISOLATE BLOCK ON 1ST (SPOT) STACKED DEFENDER. (FAN) 2 LOOK) ALERT TANGO. NEW MIKE. BLOCK FIRST STACKED
H	OPEN CROSSOVER FOOTWORK = OUTSIDE FOOT OF GUARD - READ FIRST DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO BC, KEEP FAKE, KILL WITH SKINNY PRESSURE TO THE PLAYSIDE

25 SUP (U) GREEN RT WING U LT



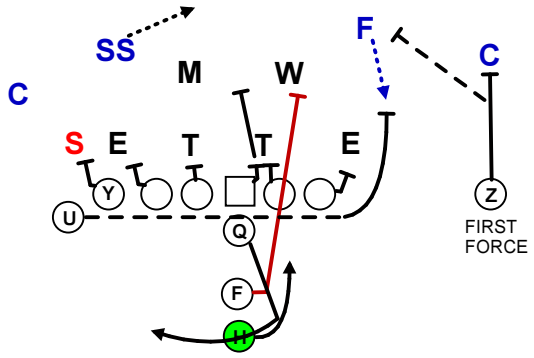
MONEY UNDER A SUP

47 SUP (U) GREEN RT WING U LT



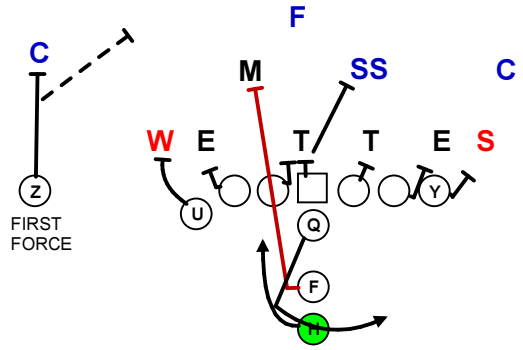
MONEY GAP EVEN B CUTOFF

45 WIDE FUP (U) GREEN LT WING U RT



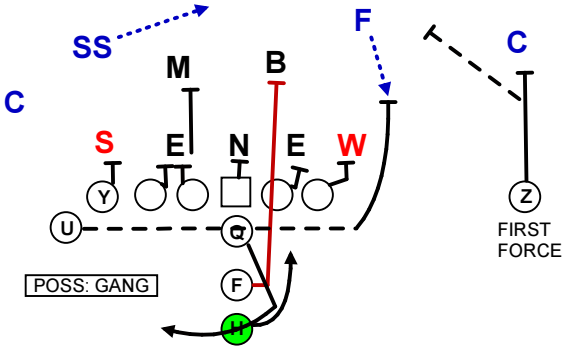
T.O. MONEY EVEN GAP MONEY

53 WIDE SUP (U) U RESET to GREEN RT HIP



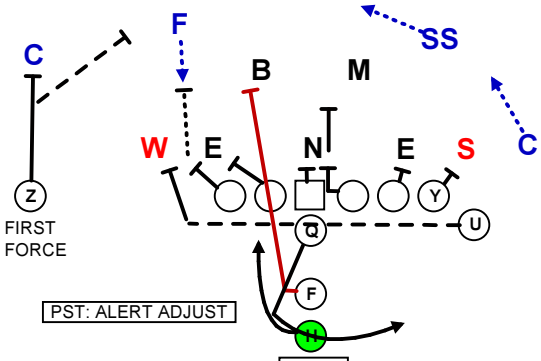
MONEY CHIP OVER MONEY T.0.

34 JAM (U) GREEN LT WING U RT



CUTOFF B JAM MONEY

34 (U) GREEN RT WING U LT

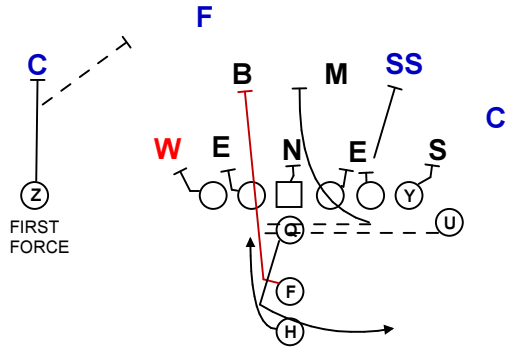


FAN ODD A MONEY

93/92 WINSERT

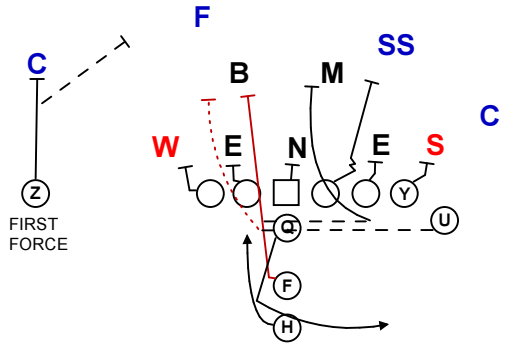
POS	RULES
Z	FIRST FORCE
X	INSERT VS FIRST STACK BACKSIDE. VS 3 ILBER. BLOCK SAM
Y	T.O. SAM ON. MONEY
PST	MAN. FAN VS 34/57 FRONT
PSG	MAN/CHIP/GAP TO MIKE. FAN VS 34/57 FRONT
C	MAN/GAP/CHIP TO MIKE
BSG	MAN. UNCOVERED SLIP TO SS. POSSIBLE T.O.
BST	SLIP SS. ALERT T.O.
F	OPEN CROSSOVER FOOTWORK. BLOCK FIRST STACK.
H	OPEN CROSSOVER FOOTWORK. AP= OUTSIDE FOOT OF GUARD. READ FIRST DL PAST CENTER
Q	OPEN TO HOLE. SHOW BALL. GET IT DEEP TO BC. KEEP FAKE.

34I (Y) GREEN RT WING U CTR



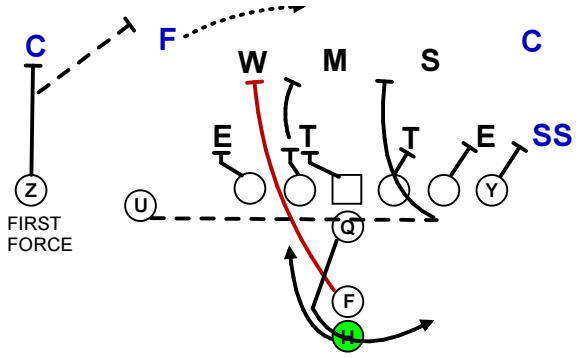
FAN ODD SLIP-SS MONEY

35 (Y) GREEN RT WING U CTR



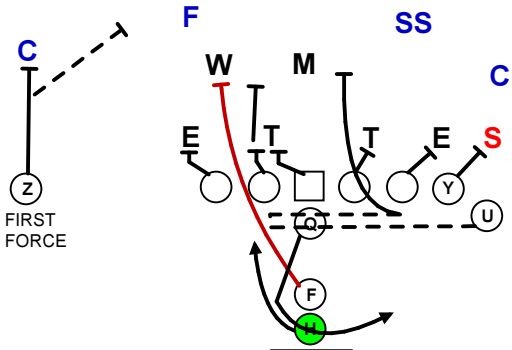
MONEY UNDER SLIP-SS MONEY

49 SON (Y) GREEN RT SLUG U RT



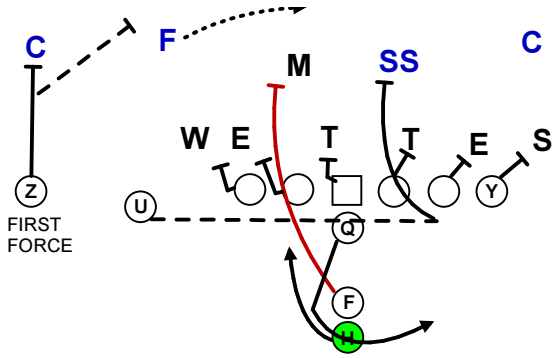
MONEY GAP EVEN MONEY T.O.

45 WIDE (Y) GREEN RT WING U CTR



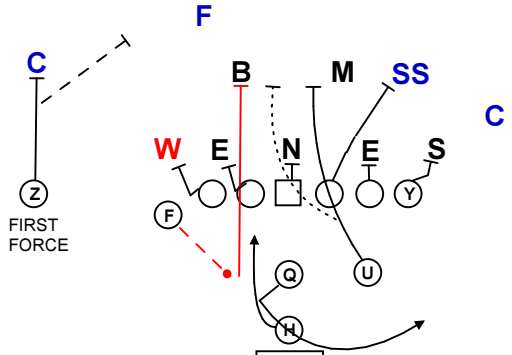
MONEY GAP EVEN MONEY T.O.

53 WIDE SUP (Y) GREEN RT SLUG U RT



FAN OVER MONEY T.O.

34 SUP (Y) F SETTLE Q BRUTUS RT

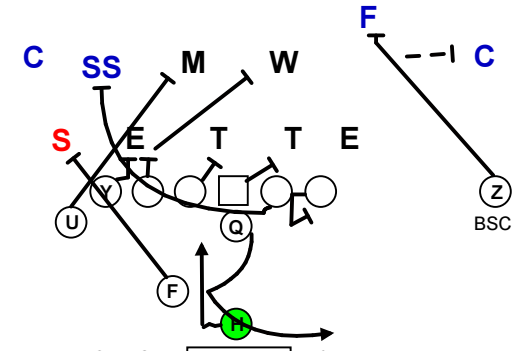


FAN ODD SLIP-SS MONEY

94/95 POWER KING

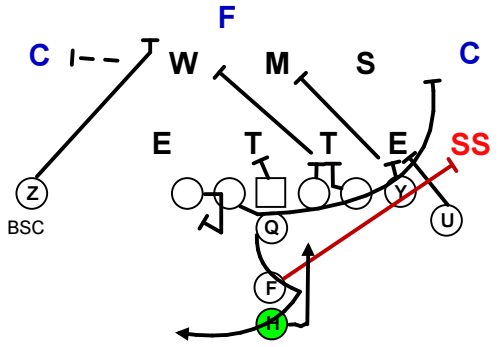
POS	RULES
Z	BACKSIDE CUTOFF
U	ANGLE D-GAP, QUAD W/TE. NO PENETRATION
Y	ANGLE C - GAP - TREY W/OT VS. 5 TECH. ALERT QUAD W/U
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED, SLOW Vs 34, ALERT DALLAS
C	ANGLE BS A-GAP- 'DALLAS' CALL VS. COVERED +2 LOS, SLOW Vs 34
BSG	WRAP AROUND PULL FOR MLB (3RD LB SPOT).
BST	JAB AND PICK. ALERT "SUCKER"
F	KNOCKOUT 1ST DEFENDER OUTSIDE U, HEAD IN HOLE
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

25 SUP (U) STRONG LT WING



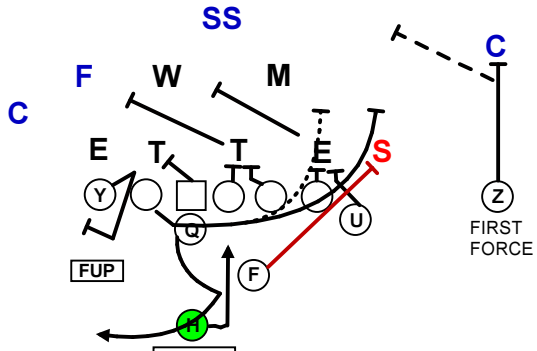
TREY QUICK UNDER J&P

59 SON (U) GREEN RT WING



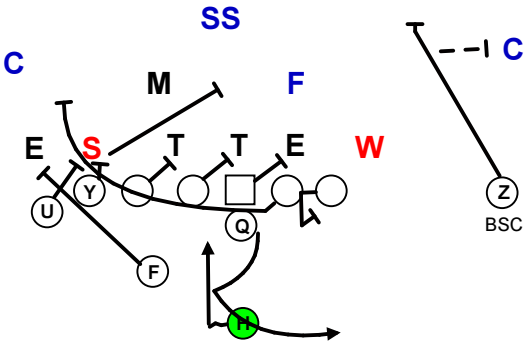
J&P CHOKE OVER DEUCE QUAD

45 WIDE SUP (U) STRONG RAY HEAVY WING



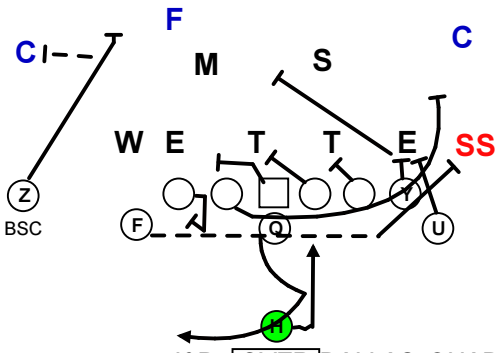
J&P EVEN DEUCE-W QUAD

57 BEAR (U) STRONG LT WING



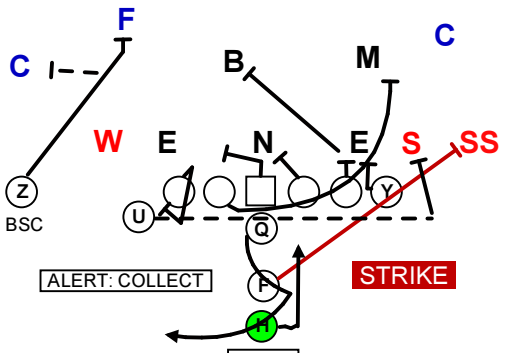
QUAD DALLAS BEAR J&P

57 SON (U) DEUCE RT WING F RT



J&P OVER DALLAS QUAD (FEED)

34 SON (U) GREEN RT HIP U RT

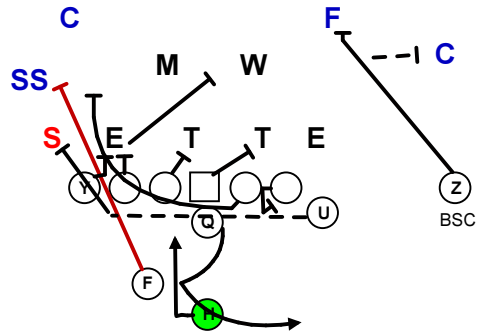


J&P SLOW ODD TREY TRACK

94/95 POWER BONUS

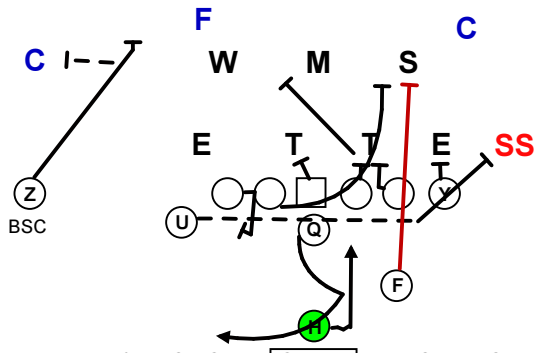
POS	RULES
Z	FIRST FORCE
U	KICKOUT 1ST DEFENDER OUTSIDE TE, HEAD IN HOLE
Y	ANGLE C - GAP - TREY W/OT VS. 5 TECH.
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED. SLOW VS. 34
C	ANGLE BS A-GAP- 'DALLAS' CALL VS. COVERED +2 LOS.
BSG	WRAP AROUND PULL FOR MLB
BST	JAB AND PICK
F	BLOCK FORCE (SPOT)
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! B OOT AWAY

25 SUP (U) STRONG LT HIP U LT



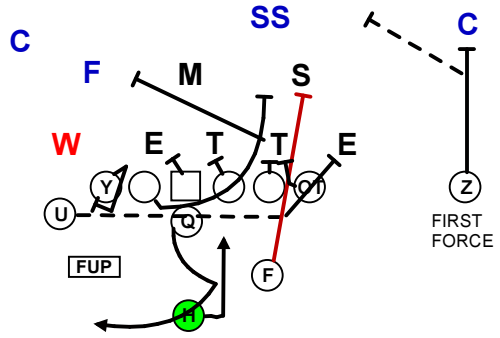
TREY QUICK UNDER J&P

59 SON (U) U MTN to STRONG RT WING



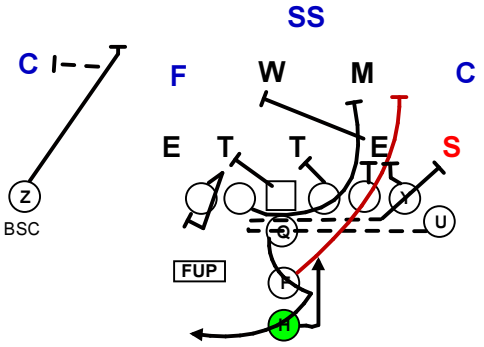
J&P CHOKE OVER DEUCE MONEY

57 FUP (U) U MTN to STRONG RAY HEAVY WING



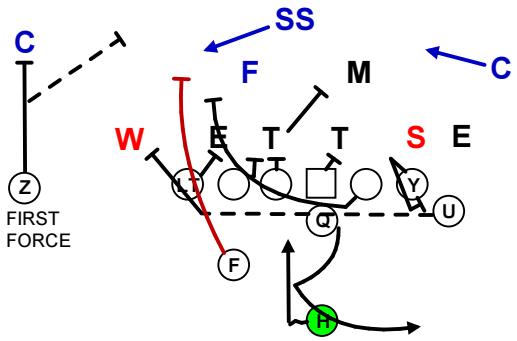
J&P OVER CHOKE TREY-FS

25 FUP (U) Y SHIFT GREEN RT WING U CTR



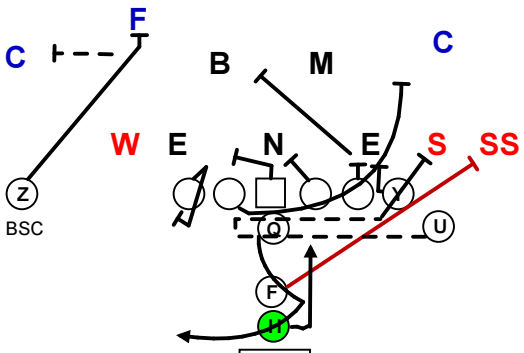
J&P UNDER QUICK TREY-FS

57 BEAR (U) U MTN to STRONG LOU HEAVY WING



ANGLE DEUCE OVER CHOKE J&P

34 SON (U) GREEN RT WING U CTR

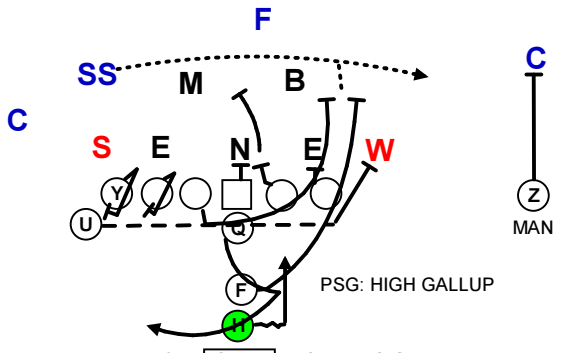


J&P ODD SLOW TREY

95/94 JAM BONUS

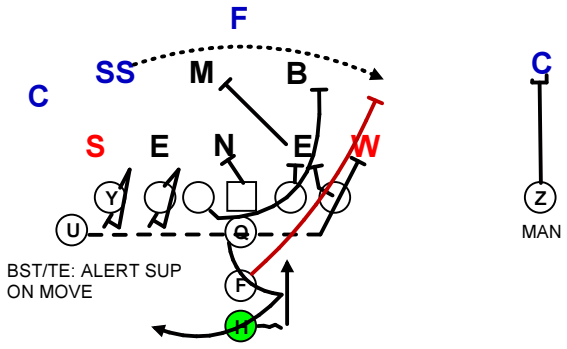
POS	RULES
Z	MAN
X	KNOCKOUT 1ST DEFENDER OUTSIDE PST. HEAD IN HOLE
Y	JAB AND PICK. ALERT TAKE TWO ("KITTY"). ALERT SUP ON MOVE
PST	DEUCE/TRACK MK LB. HOG VS TWO LOOK.
PSG	DEUCE/ACE MK LB. QUICK. KITTY.
C	MAN/CHOKE/QUICK/KITTY VS STACK
BSG	WRAP AROUND PULL FOR ILB.
BST	JAB AND PICK. POSS. KITT. ALERT SUP ON MOVE.
F	BLOCK FORCE
H	POWER FOOTWORK. A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE. GIVE MIDLINE. BOOT AWAY.

34 SUP (U) GREEN LT WING U RT



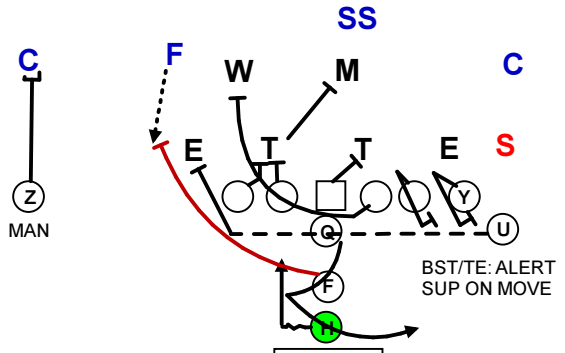
DBL J&P [ODD] ACE HOG

35 SUP (U) GREEN LT WING U RT



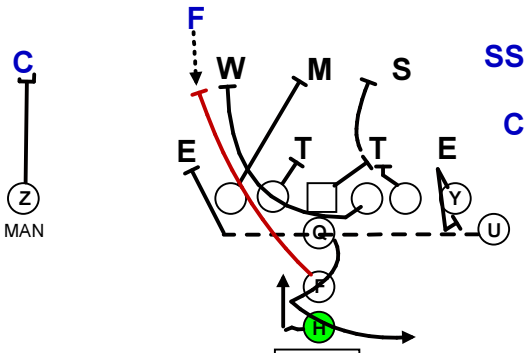
DBL J&P CHOKE [UNDER] DEUCE-M

45 WIDE G (U) GREEN RT WING U LT



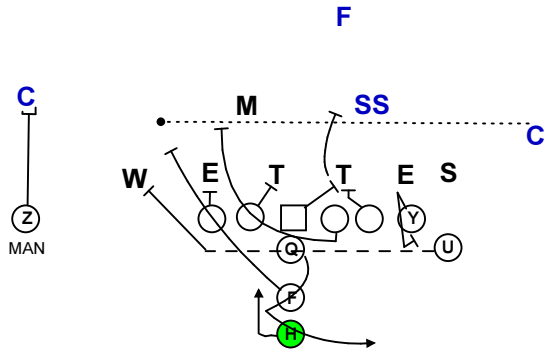
DEUCE-M [EVEN G] CHOKE DBL J&P

59 (UTX) GREEN RT WING U LT



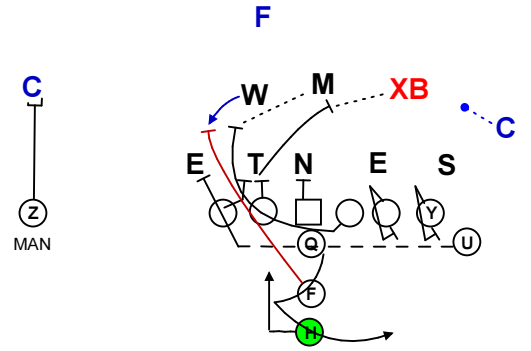
TRACK QUICK [OVER] KITTY J&P

53 WIDE SUP (U) GREEN RT WING U LT



HOG QUICK [OVER] KITTY J&P

25 SUP (53) (U) GREEN RT WING U LT

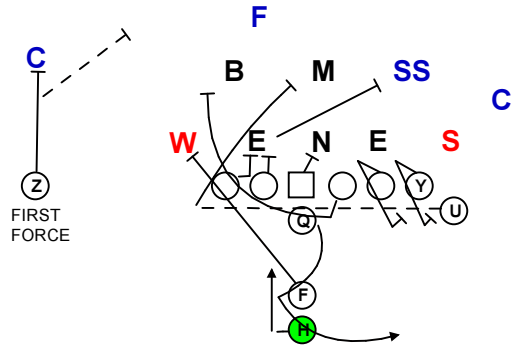


DEUCE [UNDER 53] DBL J&P

95/94 U-POWER

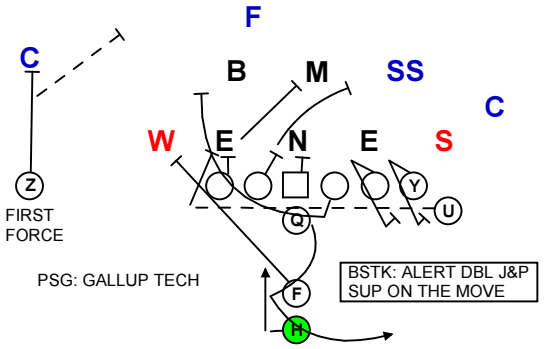
POS	RULES
Z	FIRST FORCE
X	TREY ON MOVE MK LB (SPOT). TRACK SECOND ILB (SPOT)
Y	JAB & PICK. ALERT SUP ON MOVE. ALERT TAKE TWO (KITTY).
PST	ANGLE B-GAP- DEUCE W/OG VS. 3 TECH. TREY W/TE VS. 5 TECH. ALERT 'DALLAS' = DOWN
PSG	ANGLE A-GAP-DEUCE W/OT VS. 3 TECH. ALERT 'QUICK' WHEN CENTER COVERED. ACE VS 34.
C	ANGLE BS A-GAP- 'DALLAS' CALL VS JAM. ALERT KITTY VS STACK.
BSG	WRAP AROUND PULL FOR ILB (FIRST STACK)
BST	JAB AND PICK. ALERT SUP ON MOVE. POSSIBLE KITTY VS STACK.
F	KNOCKOUT 1ST DEFENDER OUTSIDE TE, HEAD IN HOLE. ALERT 'EZ', KICKOUT DE.
H	POWER FOOTWORK, A GAP DEPARTURE. READ INSIDE OUT. HIT 1ST HOLE.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

35 SUP (U) GREEN RT WING U LT



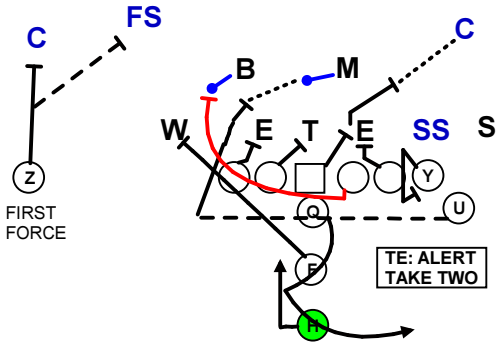
TRACK-M DEUCE-SS ODD CHOKE DBL J&P

34 SUP (U) GREEN RT WING U LT



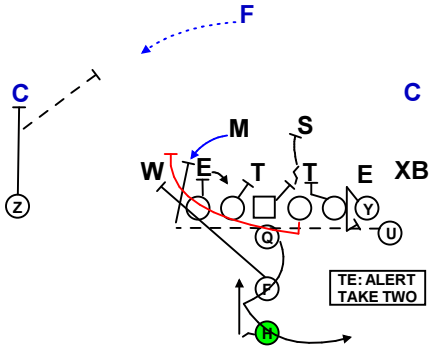
TREY-M ACE-SS ODD DBL JAB & PICK

34 BEAR (U) GREEN LT WING U LT



TRACK-M DALLAS BEAR KITTY J&P

57 SON (U) GREEN RT WING U LT

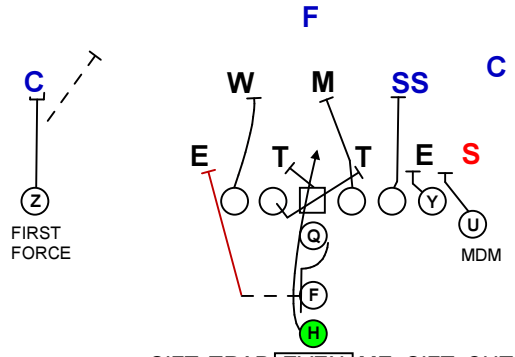


TREY QUICK OVER KITTY J&P

90/91 LOAD TRAP

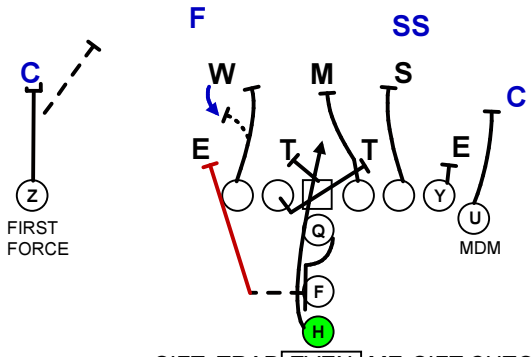
POS	RULES
Z	FIRST FORCE
X	CUTOFF D GAP. MDM
Y	CUTOFF C GAP. D W/'U'
PST	ANGLE B GAP TO SECOND LB. VS 34 MAN
PSG	ANGLE A GAP TO BACKSIDE LB.VS 34 ACE TO BUCK LB.
C	ANGLE BS A GAP. VS 34 ACE TO BUCK LB.
BSG	0-1 PULL. TRAP MAN ON/OVER PSG.
BST	CUTOFF B GAP. HELMET INSIDE.
F	BLOCK DEFENDER OFF BST HIP. CUT!
H	BACKSIDE INSERT. READ TRAP BLOCK.
Q	REVERSE OUT TO HOLE. GIVE HB MIDLINE

45 WIDE SUP (U) GREEN RT WING FUZZ



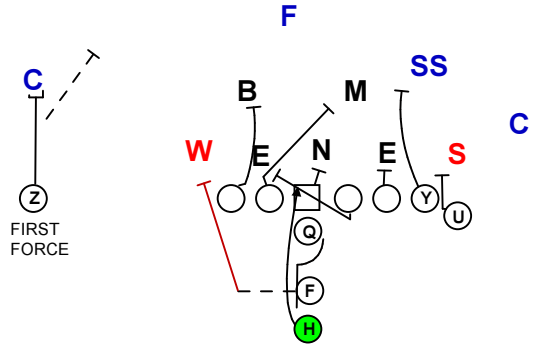
SIFT TRAP EVEN ME SIFT CUTOFF

49 SUP (U) GREEN RT WING FUZZ



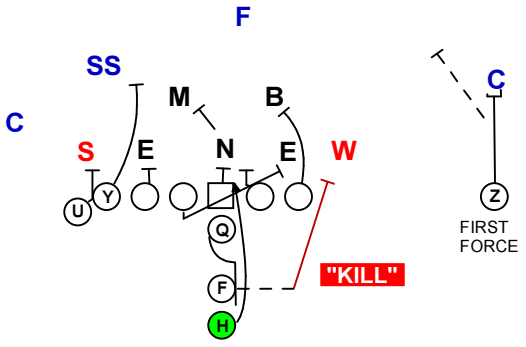
SIFT TRAP EVEN ME SIFT CUTOFF

35 SUP (U) GREEN RT WING FUZZ



TRACK ME CHOKE UNDER TRAP MONEY D

34 SUP (U) GREEN LT WING FUZZ

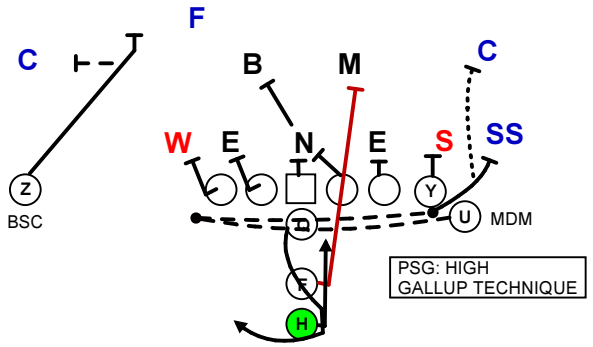


D MONEY TRAP ODD ACE TRACK-B

90/91 WING LEAD

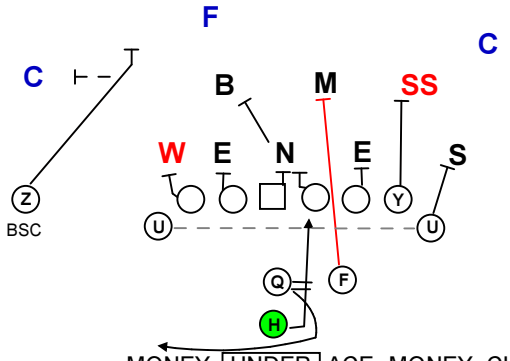
POS	RULES
Z	BACKSIDE CUTOFF.
X	BLOCK 1ST DEFENDER OUTSIDE TE HIP. MDM. POSSIBLE COMBO
Y	MAN SAM ON L.O.S./ALERT COMBO SUP
PST	MAN T.O. W/SAM ON L.O.S. ALERT PLUG - SAM STACK
PSG	MAN. ACE VS 34 FRONT. POSSIBLE PLUG
C	ACE VS ODD. ALERT FUP.
BSG	ZONE/FAN TO WLB. MAN/SLIP/FAN VS 2 LOOK.
BST	ZONE/FAN TO WLB. MAN/SLIP/FAN VS 2 LOOK
F	SEARCH BLOCK MIKE.
H	LATERAL STEP DOWNHILL. AP - INSIDE FOOT OF THE GUARD/READ 1st DL PAST CENTER
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO HB, KEEP FAKE,

34 (U) GREEN RT WING U SPIN



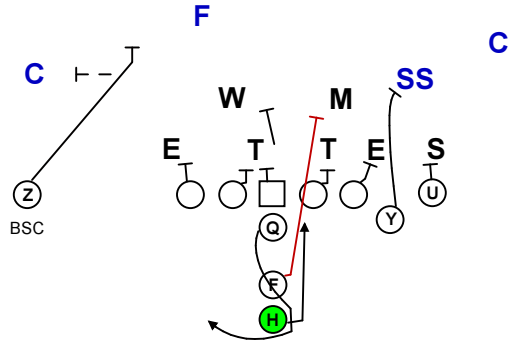
FAN [ODD] ACE MONEY

35 SUP (U) U RESET Q STRONG RT WING



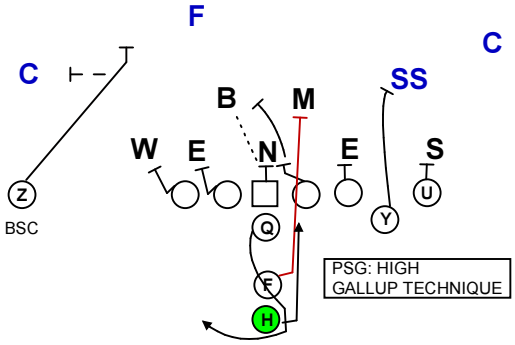
MONEY [UNDER] ACE MONEY CUTOFF

55 SUP (U) GREEN RT EAST



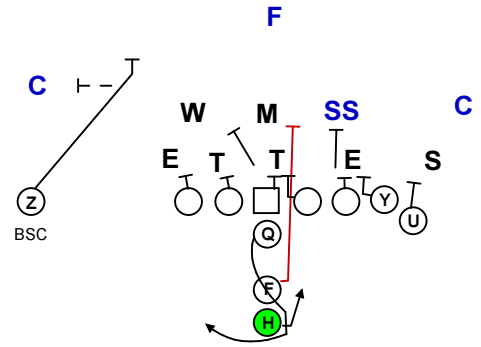
LAWN [OVER] MONEY T.O. CUTOFF

34 SUP (U) GREEN RT WING



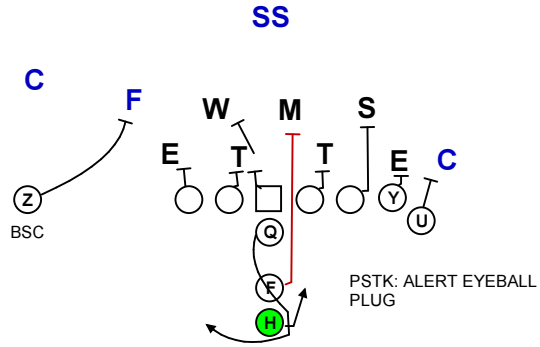
FAN [ODD] ACE MONEY

25 SUP (U) GREEN RT WING



MONEY [UNDER] ACE-W EAT-SS MONEY

49 FUP (U) GREEN RT WING

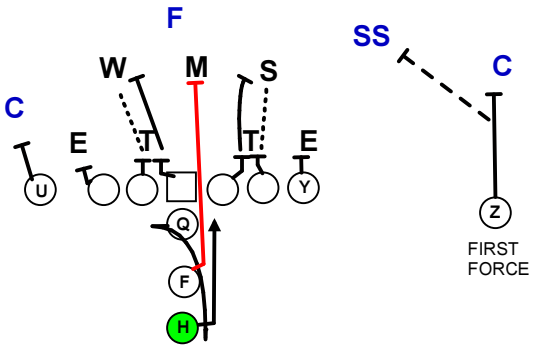


LAWN-W [OVER] MONEY SCOOP MONEY

90/91 U LEAD

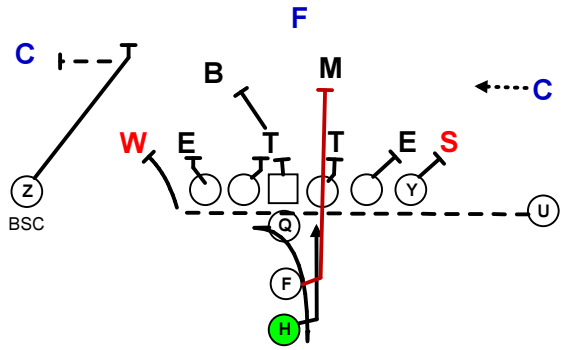
POS	RULES
Z	FIRST FORCE, POSSIBLE RIFLE
U	BACKSIDE CUTOFF. POSSIBLE T.O.
Y	MONEY. T.O. POSSIBLE "PLUG". 'SCOOP' W/OT VS. 7 TECH. Y-BUNCH POSSIBLE RIFLE
PST	BLOCK DE W/SAM ON. ALERT T.O. 'SCOOP'/'PLUG' TO SAM VS. SAM STACK
PSG	COVERED, BASE DT. UNCOVERED 'ACE' W/CENTER TO BS LB. ALERT PLUG VS SAM STACK.
C	BLOCK BACK TO WLB. 'ACE'/LAWN/RAKE' TO WLB. ALERT TANGO vs WLB WALK.
BSG	A1 TO BUCK VS ODD CHOKE TECHNIQUE./LAWN-RAKE' TO WLB. B-FS (SPOT).
BST	MAN (CUTOFF), B-FS (SPOT).
F	LEAD BLOCK MIKE LB. ALERT 'TANGO' LOOK VS 2 LB BOX
H	LATERAL STEP DOWNHILL. AP=INSIDE LEG OF GUARD, FAST FLOW DOWNHILL
Q	REVERSE BALL HANDLING. GET BALL DEEP. GIVE HB THE A-GAP. KILL/AUDIBLE VS BEAR OR UNBLOCKABLE SKINNY

49 (U) GREEN RT COZY



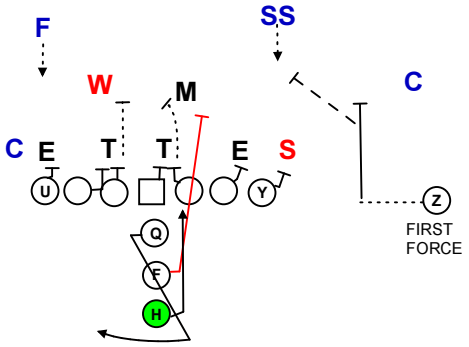
T.O. LAWN [EVEN] PLUG MONEY

55 WIDE SUP (UX) GREEN RT U LT



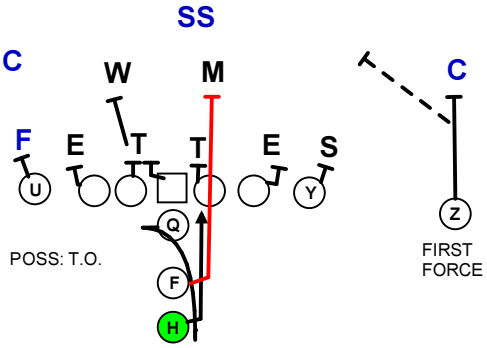
MONEY A1 [OVER] MONEY T.O.

25 CON (U) GREEN RT COZY Z SHORT



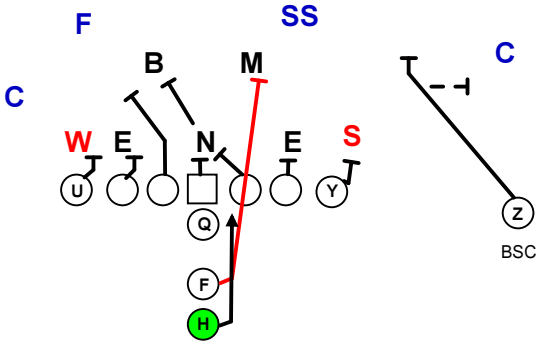
CUTOFF B -FS [UNDER] ACE MONEY

45 FON (U) GREEN RT COZY Y/U LOOSE



MONEY LAWN [EVEN] MONEY

34 (U) GREEN RT COZY

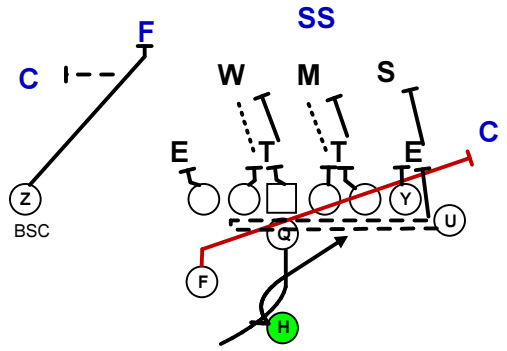


MONEY CHOKE [ODD] ACE MONEY

90/91 DRILL KING HANDBACK

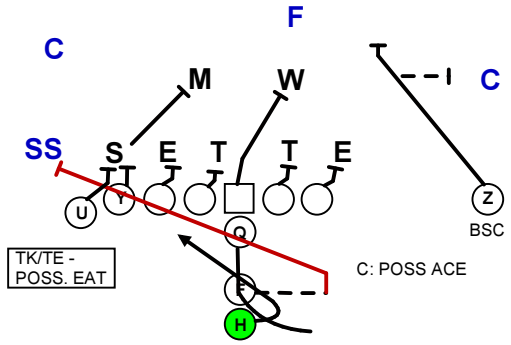
POS	RULES
Z	BACKSIDE CUTOFF
X	COMBO FIRST STACK (SAM-SS)
Y	COMBO W/U. FIRST STACK (SAM-SS). POSS. EAT
PST	EAT. DEUCE MLB
PSG	MAN. ACE TO WLB (BUCK). DEUCE TO MIKE (TK BUBBLE)
C	ACE. LAWN/RAKE TO WLB.
BSG	BLOCK WLB. UNLESS ON LINE. FAN DE.
BST	BLOCK DE UNLESS WLB ON BALL. FAN TO WILL.
F	KICK OUT 1ST COLOR OUTSIDE WING. HAT IN THE HOLE.
H	QK 123 AWAY FROM PLAY. AP-OUTSIDE FOOT OF PLAYSIDE GUARD. OVER TOP BALL HANDLING.
Q	REVERSE OUT TO HOLE, GIVE HB MIDLINE! BOOT AWAY

59 FUP (U) WEAK RT WING U CTR (U SPIN)



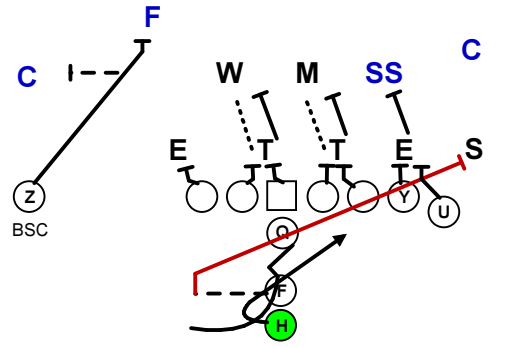
MONEY LAWN OVER DEUCE-M COMBO-S

25I SON (U) GREEN LT WING FUZZ WK



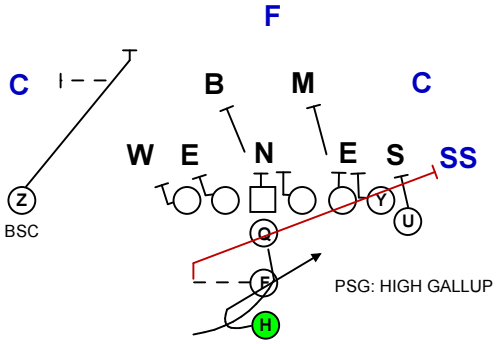
COMBO-M MONEY RAKE UNDER MONEY

55 WIDE SUP (UTX) GREEN RT WING FUZZ WK



LAWN OVER DEUCE-M COMBO-SS

34 SON (U) GREEN RT WING FUZZ WK

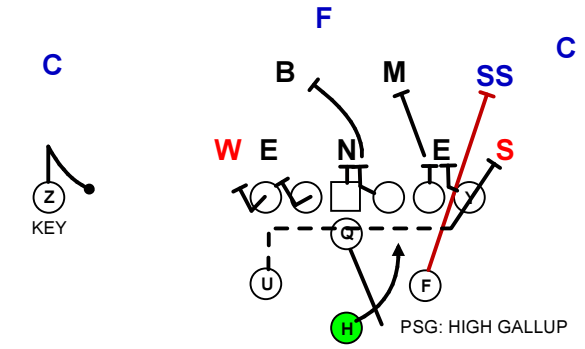


FAN ODD ACE EAT-M

90/91 DRILL BONUS (KEY)

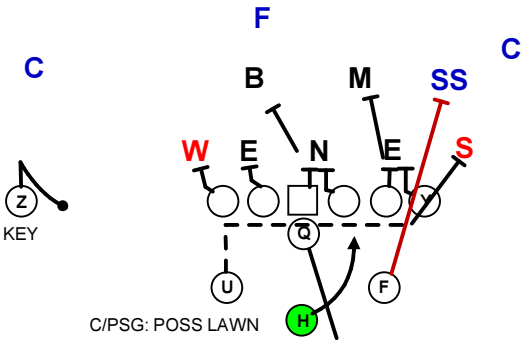
POS	RULES
Z	BACKSIDE CUTOFF. POSSIBLE 'KEY'.
U	BLOCK FIRST COLOR OFF TE HIP
Y	EAT, MAN
PST	EAT, DEUCE TO MLB.
PSG	MAN, ACE TO WLB (BUCK). DEUCE TO MIKE (TK BUBBLE).
C	MAN, ACE, LAWN/RAKE TO WLB. (vs 34 BUCK).
BSG	BLOCK WLB, UNLESS ON LINE, FAN DE.
BST	BLOCK DE UNLESS WLB ON BALL, FAN TO WILL
F	BLOCK FORCE.
H	OPEN CROSSOVER FOOTWORK. AP - OUTSIDE FOOT OF GUARD.
Q	OPEN TO HOLE, SHOW BALL, GET IT DEEP TO BC. ALERT KEY!!

34 SUP (U) Q STRONG BRUTUS RT U RT



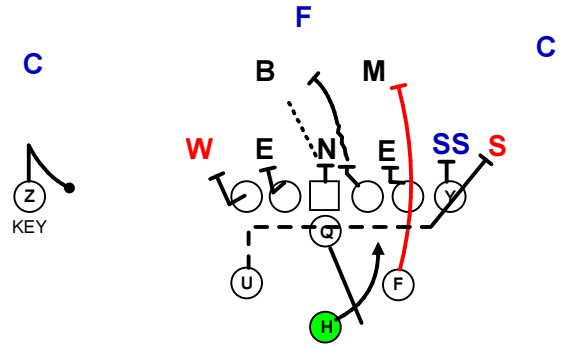
FAN [ODD] ACE EAT

35 SUP (U) Q STRONG BRUTUS RT



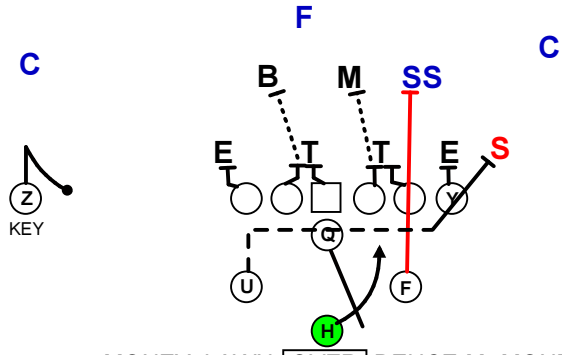
MONEY [UNDER] ACE-B EAT

34 BEAR (U) Q STRONG BRUTUS RT U RT



FAN [BEAR] ACE TRACE MONEY

55 WIDE SUP (U) Q STRONG BRUTUS RT U RT

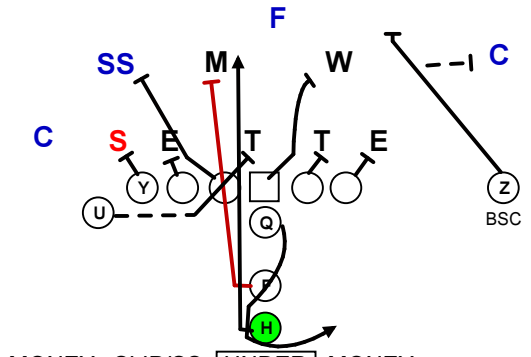


MONEY LAWN [OVER] DEUCE-M MONEY

90/91 BIG BLAST

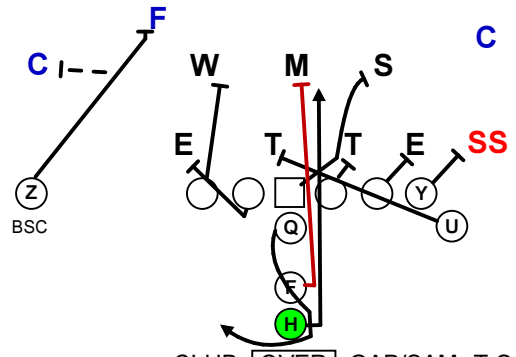
POS	RULES
Z	BACKSIDE CUTOFF
U	WHAM TIGHTEST DT. COMING FROM STRONGSIDE B-GAP
Y	T.O. POSS. STRIKE BLOCK SS.
PST	SLIP SS OR T.O. vs TACKLE BUBBLE OR WIDE LOOK. ALERT T.O. vs SUSS. (STRIKE)
PSG	COVERED, BLOCK ON. UNCOVERED; SLIP SS.
C	SHADE STR/BEAR-BACK TO WILL. UNCOVERED; ZONE TO SLB STACK/SS. CHANGE VS. 57/34, N.M.I.D. vs FUP. ALERT TO COLLECT.
BSG	BLOCK 3 TECH. 1 OR SHADE CLUB TO DE. VS. 57/34 CHANGE TO LB
BST	BLOCK WLB UNLESS 3 TECH, MAN DE. POSS CLUB. CHANGE CALL J&P.
F	LEAD BLOCK ON #2 FROM BACKSIDE IN THE BOX TO FRONTSIDE.
H	LATERAL STEP DOWNHILL. AP- INSIDE FOOT OF THE GUARD.
Q	REVERSE TO HOLE. GIVE HB A-GAP, BOOT AWAY. RUN IT VS. ALL FRONTS

25 SUP (U) GREEN LT WING U SHT



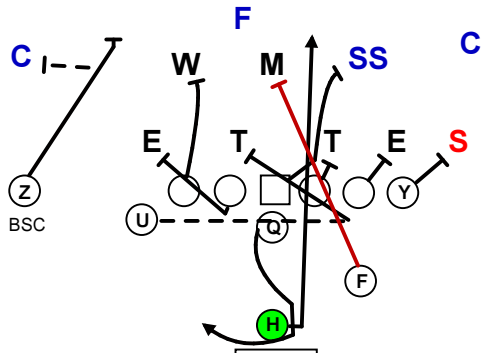
MONEY SLIP/SS UNDER MONEY

59 SON (U) GREEN RT WING



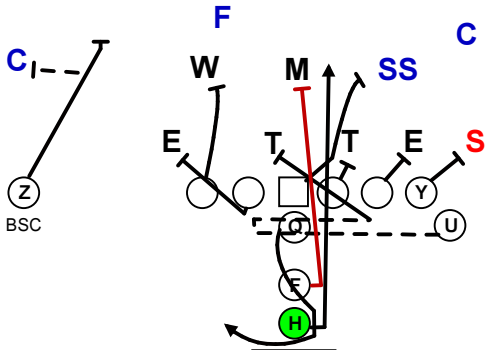
CLUB OVER GAP/SAM T.O.

45 WIDE SUP (U) STRONG RT HIP U RT



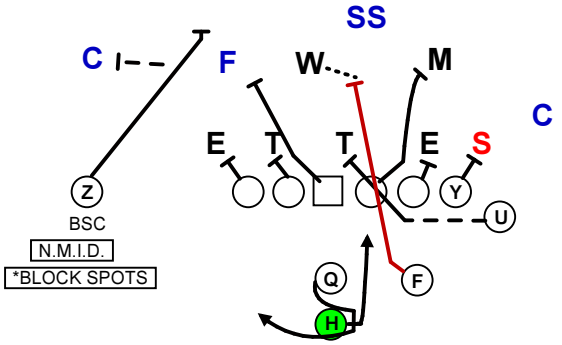
CLUB EVEN GAP/SS T.O.

55 WIDE SUP (U) GREEN RT WING U CTR



CLUB OVER GAP/SS T.O.

25 FUP (U21) Q STRONG RT WING U SHT

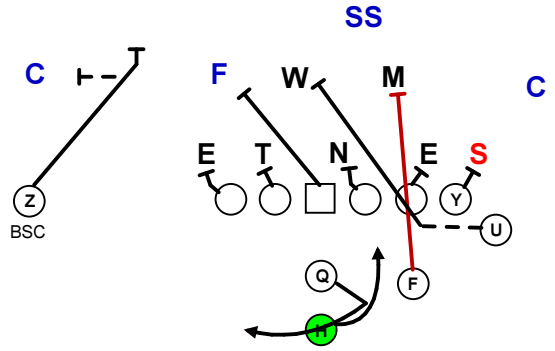


MONEY LAWN-F UNDER SLIP/M MONEY

90/91 BIG CRUNCH

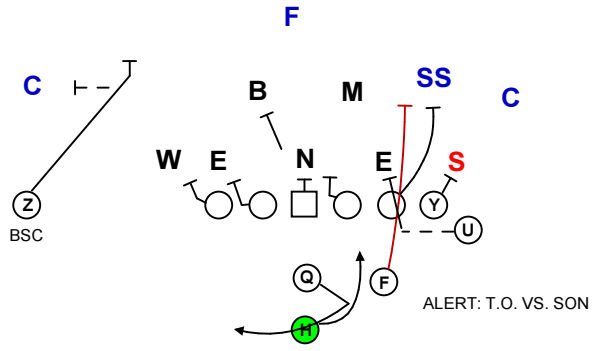
POS	RULES
Z	BACKSIDE CUTOFF; SLOT- 'TANGO' = MDM
X	WHAM B-GAP DEFENDER. W/NO 1ST LEVEL B-GAP DEFENDER THRU TO 2ND SPOT.
Y	BACKSIDE CUTOFF, 'C1', ALERT GANG W/T. INSIDE ZONE RULES. ALERT TO T.O. SLB/SS
PST	T.O. VS WIDE/SS
PSG	TRAP SHADE/DTK. ACE BSILB/TRACK.
C	MAN. LAWN/RAKE WILL (SPOT).
BSG	BLOCK 3 TECH/ OR SHADE CLUB TO DE. FAN VS 57/34.
BST	BLOCK WLB. UNLESS 3 TECH. MAN DE. POSS. "CLUB", "FAN"
F	LEAD BLOCK MLB LB
H	OPEN CROSSOVER FOOTWORK. AP-OUTSIDE FOOT OF GUARD. READ CRUNCH BLOCK.
Q	OPEN TO HOLE 7/5 O'LOCK. GET BALL DEEP, BOOT AWAY. KILL / AUDIBLE VS UNBLOCKABLE SKINNY OR BY GAME PLAN. POSSIBLE N.M.I.D.

25 FUP (U) Q STRONG RT WING U SHT



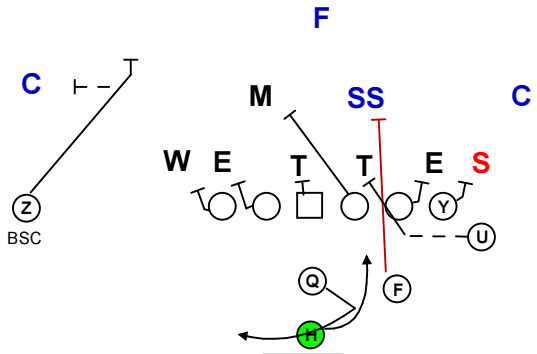
MONEY UNDER LAWN-FS MONEY

34I SUP (U) Q STRONG RT WING U SHT



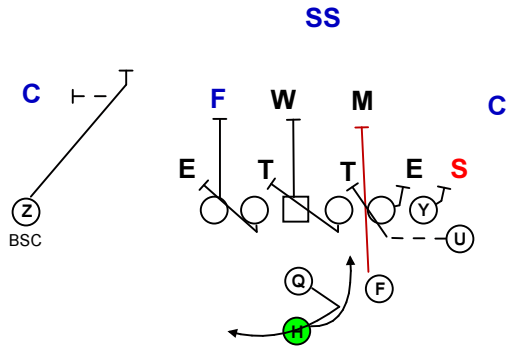
FAN ODD ACE-B MONEY

53 WIDE SUP (U) Q STRONG RT WING U SHT



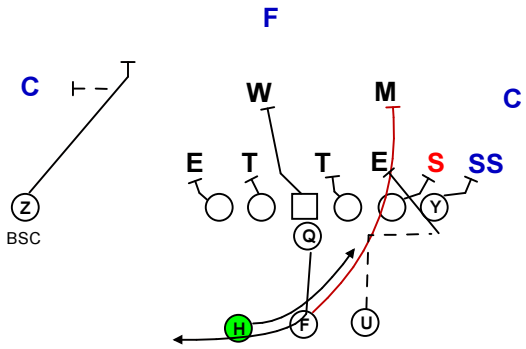
FAN OVER THRU T.O.

45 WIDE FUP (U) Q STRONG RT WING U SHT



CLUB EVEN TRAP T.O.

25I SON (UHSKR) T RT TITE U RT

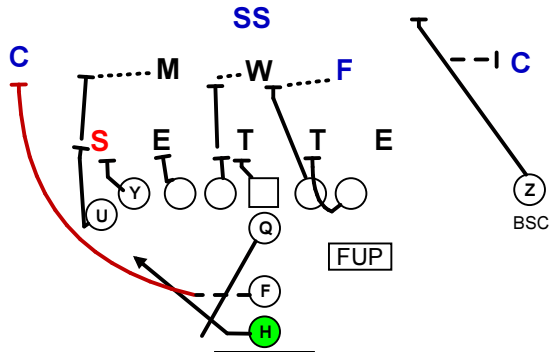


MONEY UNDER LAWN-W T.O.

96/97 EXTRA

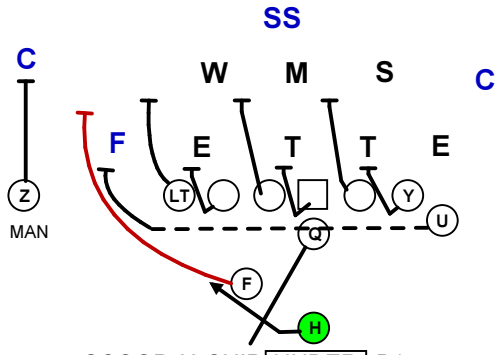
POS	RULES
Z	MAN. BACKSIDE; BACKSIDE CUTOFF.
X	MAN. COMBO SS. LEAVE ONE.
Y	MAN SAM ON, ALERT 'COMBO' F OR U MAN. WIDE 'SCOOP' VS 7 TECH. T.O. STRETCH VS WIDE. ALERT ZORRO VS STRIKE.
PST	MAN, SLIP TO MIKE, ' SCOOP', T.O. TO SAM SPOT ALERT ZORRO VS STRIKE.
PSG	MAN, 'GAP', 'TRIO!' , 'SLIP' TO MIKE. ALERT ZORRO.
C	MAN/GAP/TRIO/'A1' TO MIKE. GANG vs BEAR. ALERT ZORRO. POSS. N.M.I.D VS FUP
BSG	MAN, 'A1' TO MIKE. 'B1' TO WILL. ALERT "GANG" ("ZORRO")
BST	SIFT, B1, ALERT GANG ("ZORRO")
F/U	FORCE BLOCK SECONDARY FORCE PLAYER. SECURE ON YOUR WAY
H	OPEN TOE FOOTWORK AP = 2 YDS OUTSIDE TE
Q	OPEN TO HOLE AT 5/7 O'CLOCK. STAY FRONT SIDE.

25 FUP (U) GREEN LT WING FUZZ



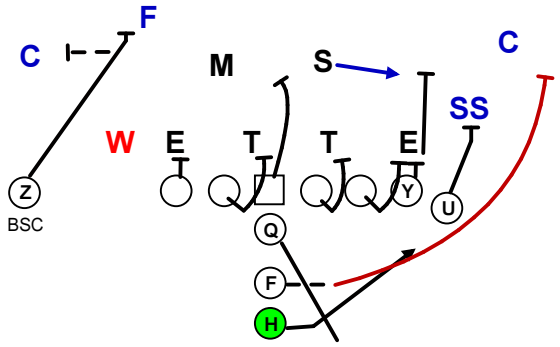
COMBO MONEY H-CHIP UNDER B1

29 FON (U) STRONG DEUCE LOU HVY U LT



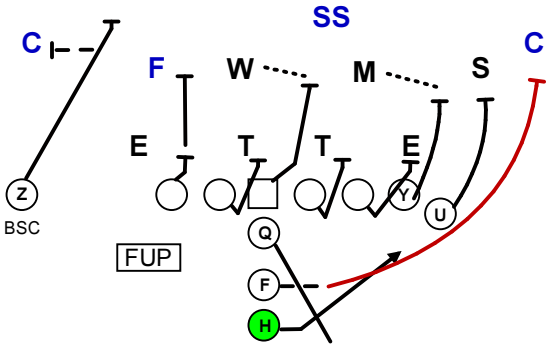
SCOOP H-CHIP UNDER B1

57 SUP (U) GREEN RT WING FUZZ



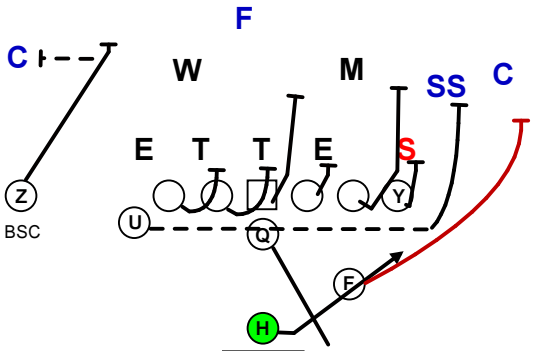
CUTOFF A1 OVER MONEY SCOOP

59 FUP (U) GREEN RT WING FUZZ



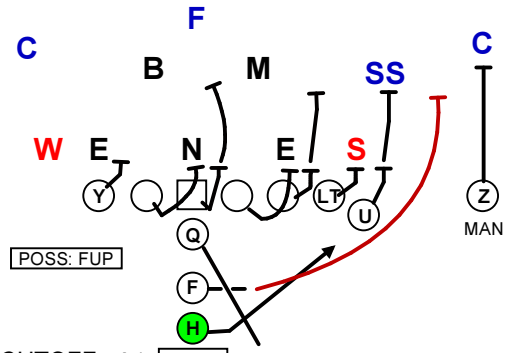
SIFT A1 OVER MONEY SCOOP

25 BEAR (U) STRONG RT HIP U RT



GANG BEAR MONEY SCOOP

34 SUP (U) GREEN RT HVY WING

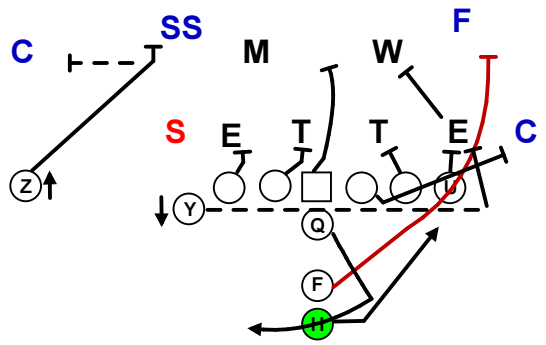


CUTOFF A1 ODD SLIP COMBO

96/97 GEORGIA

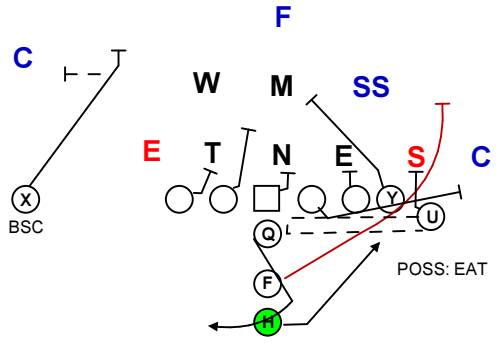
POS	RULES
Z	BACKSIDE CUTOFF.
U	COMBO SLB (ILB SPOT). VS 3 LOOK (SON) ALERT MONEY. POSS. THRU BLOCK WIDE 9.
Y	MAN. COMBO SLB (ILB SPOT). ALERT "THRU" MLB.
PST	MAN. ANGLE B-GAP.
PSG	PULL FLAT AND TRAP E.M.O.L., HEAD IN THE HOLE.
C	MAN A1, GANG TO MLB. ALERT FUP
BSG	MAN, A1, B1.
BST	SIFT, B1. G.P. J&P.
F	RUN WIDE ZONE AND INSERT #2 FROM WIDEST DEFENDER IN.
H	SLIDE-SLANT FOOTWORK. AIMING POINT BUTT OF THE GHOST TE. READ DE TO DT.
Q	OPEN TO HOLE AT 6 O'CLOCK. BOOT AWAY.

25 CON (U) Y STEP GREEN LT COZY Y RT



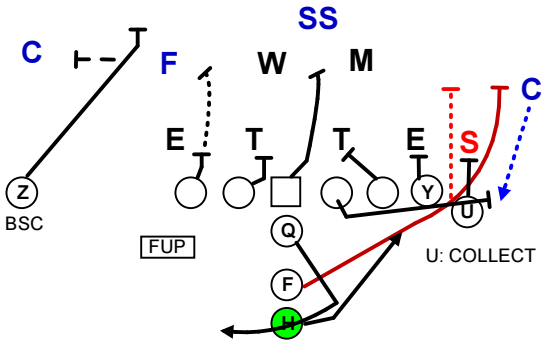
CUTOFF A1 UNDER G COMBO-W

25 I SUP (U) GREEN RT WING U CTR



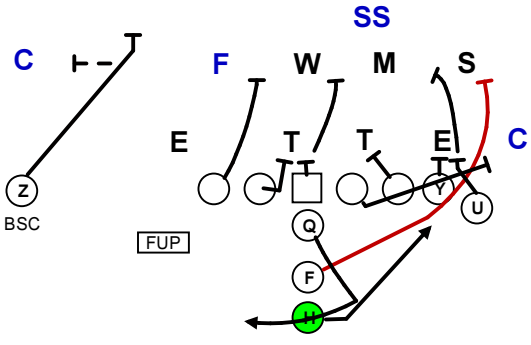
B-1 MONEY UNDER G THRU-M

45 WIDE FUP (U) GREEN RT WING



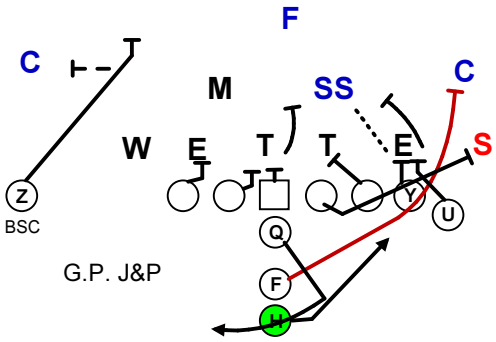
SIFT CUTOFF EVEN G COMBO-M

59 FUP CON (U) GREEN RT WING



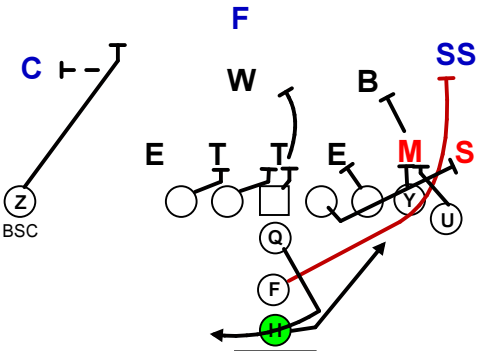
SIFT-F A-W OVER G COMBO-M

53 WIDE SUP (U) GREEN RT WING



CUTOFF A-1 OVER G COMBO-SS

BEAR (U) GREEN RT WING

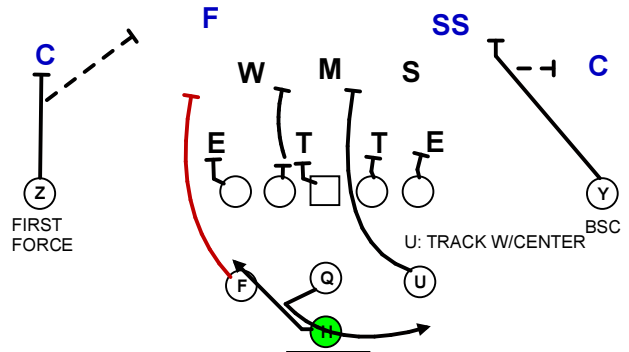


GANG BEAR G COMBO-B

97/96 BOBB INSERT

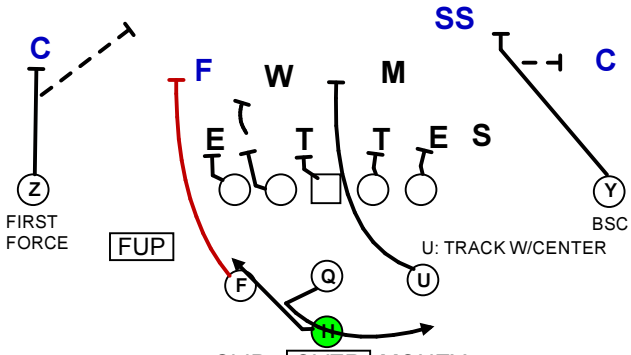
POS	RULES
Z	BACKSIDE CUTOFF;
X	TRACK W/CENTER BACKSIDE STACK.
Y	BACKSIDE CUTOFF,
PST	MAN. TRACK VS. DE SPIKE. ALERT TO 'SLIP/SHOVEL' TO MIKE
PSG	MAN. GAP,CHIP, SLIP TO MIKE. POSS. SHOVEL.
C	MAN TRACK W/F. GAP, CHIP TO MIKE. ALERT FUP.
BSG	MAN, FAN.
BST	FAN. ALERT SIFT #4.
F	AP-OUTSIDE FOOT OF TE. BLOCK WILL. ALERT TRACK VS DE SPIKE.
H	SLIDE-SLANT FOOTWORK. AIMING POINT OUTSIDE FOOT OF THE GHOST TE. READ DE TO DT.
Q	OPEN TO HOLE 7/5 O'LOCK. GET BALL DEEP, BOOT AWAY. KILL / AUDIBLE VS UNBLOCKABLE SKINNY OR BY GAME PLAN. POSSIBLE N.M.I.D.

59 (U) Q BRUTUS RT OPEN



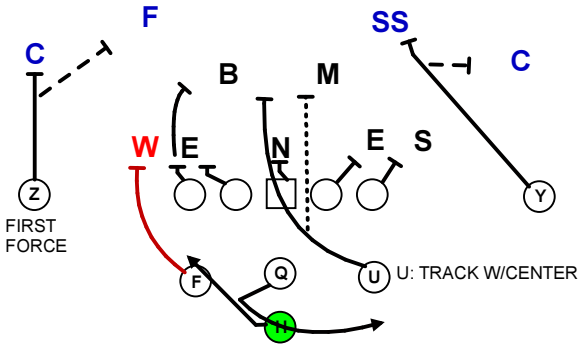
TRACK H-CHIP OVER MONEY

55 WIDE (U) Q BRUTUS RT OPEN



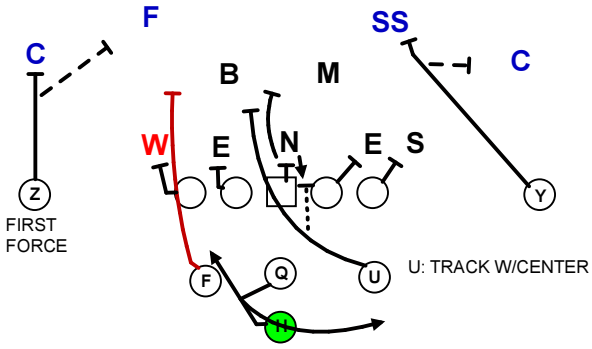
SLIP OVER MONEY

34 (U) Q BRUTUS RT OPEN



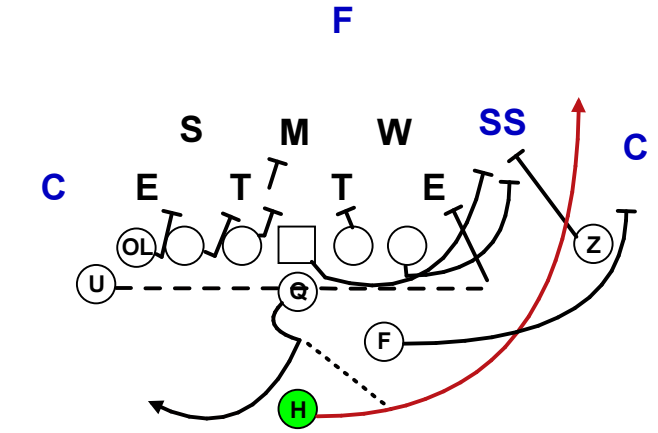
SLIP ODD FAN

35 (U) Q BRUTUS RT OPEN



TRACK MONEY ODD FAN

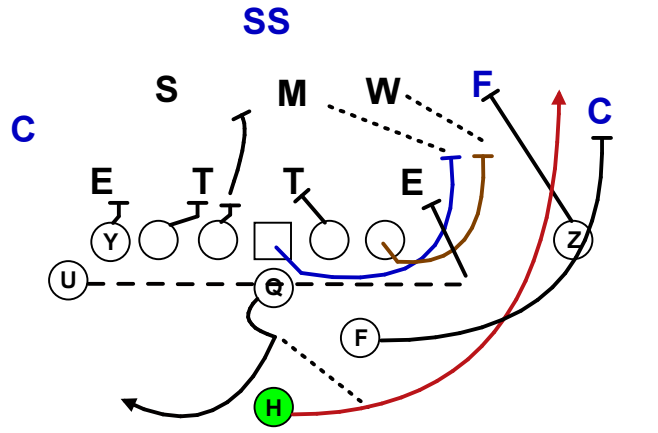
(BST) WEAK LT WING TITE U RT
98 U TRUCK



CUTOFF B-1 EVEN WIPE TAR

49

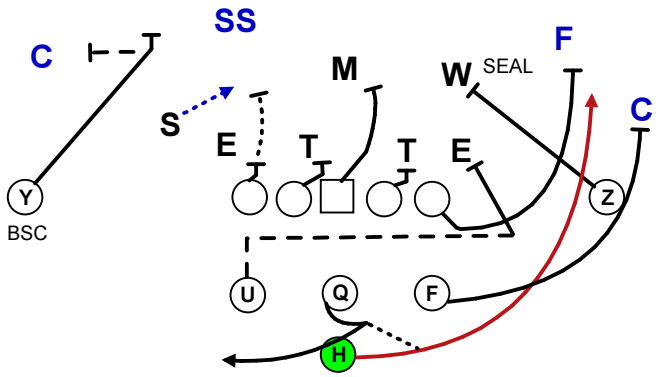
(U) WEAK LT WING TITE U RT
98 U TRUCK



CUTOFF B-1 OVER WIPE TAR

59

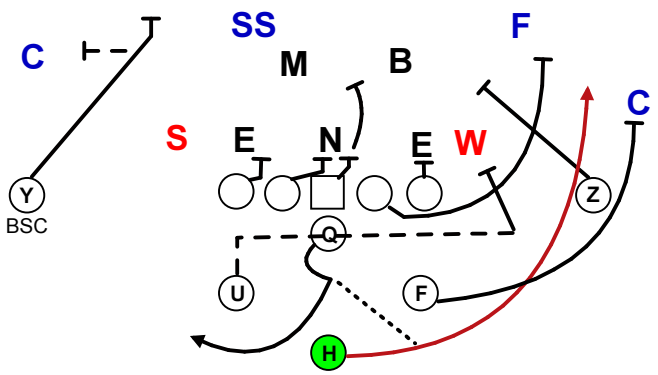
(U) Q BRUTUS LT OPEN TITE U RT
98 U TRUCK



SIFT CUTOFF EVEN MONEY TAR

45 G

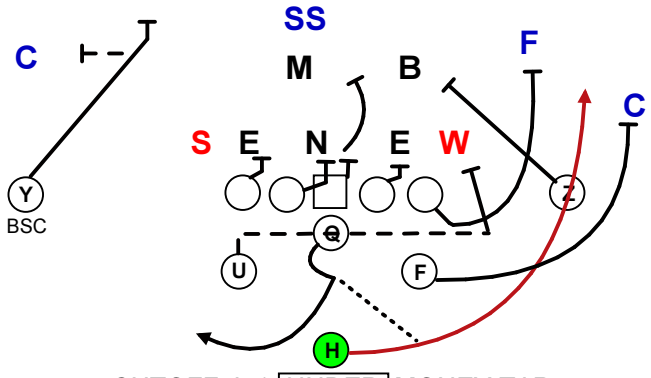
(U) Q BRUTUS LT OPEN TITE U RT
98 U TRUCK



CUTOFF A1 ODD GAR HOG

34

(U) Q BRUTUS LT OPEN TITE U RT
98 U TRUCK



CUTOFF A-1 UNDER MONEY TAR

35

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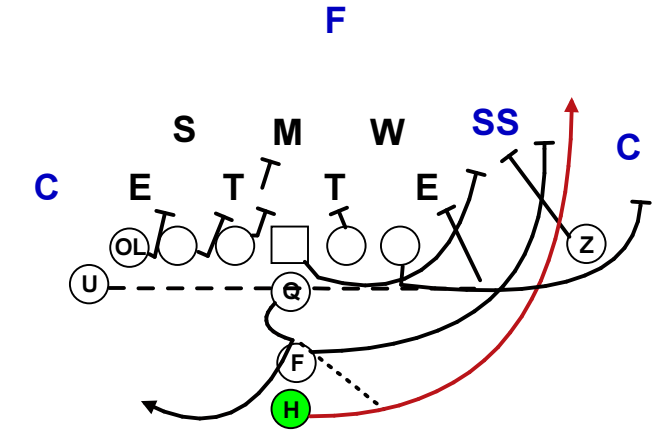
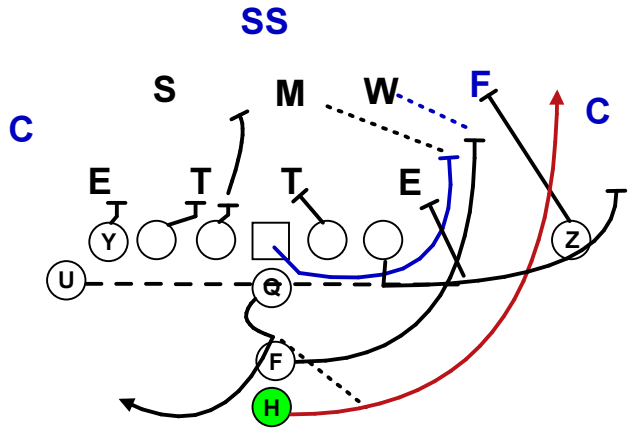
(BST) GREEN LT WING TITE U RT
98 U WACK



CUTOFF B-1 EVEN WIPE TAR

49

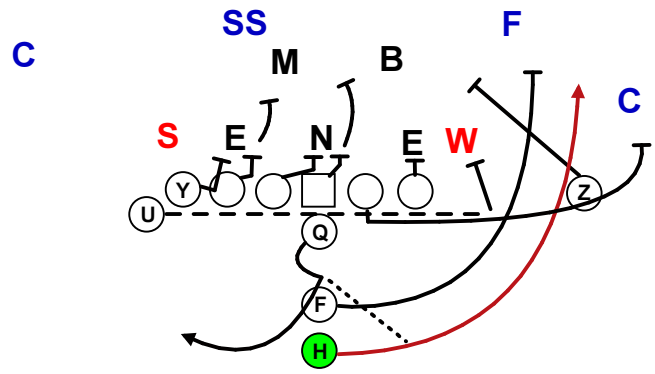
(U) GREEN LT WING TITE U RT
98 U WACK



CUTOFF B-1 OVER WIPE TAR

59

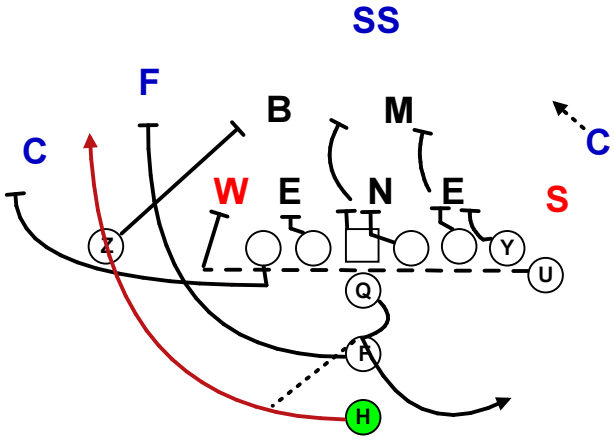
(U) GREEN LT WING U RT
98 U WACK



C-1 A1 ODD GAR HOG

34

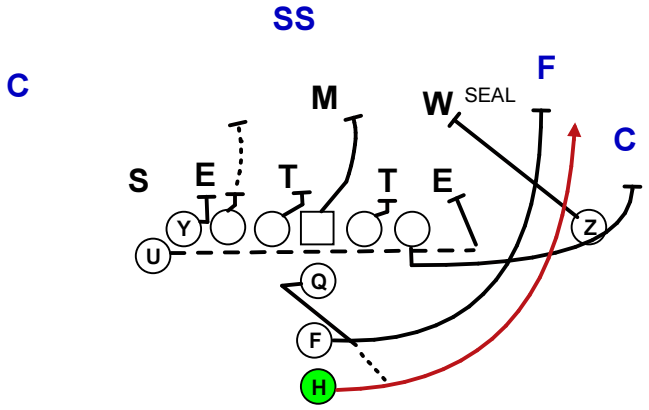
(U) GREEN RT WING TITE U LT
99 U WACK



TAR MONEY UNDER A-1 C-1

35

(U) GREEN LT WING TITE U RT
98 U WACK



C-1 CUTOFF EVEN G MONEY TAR

45 G

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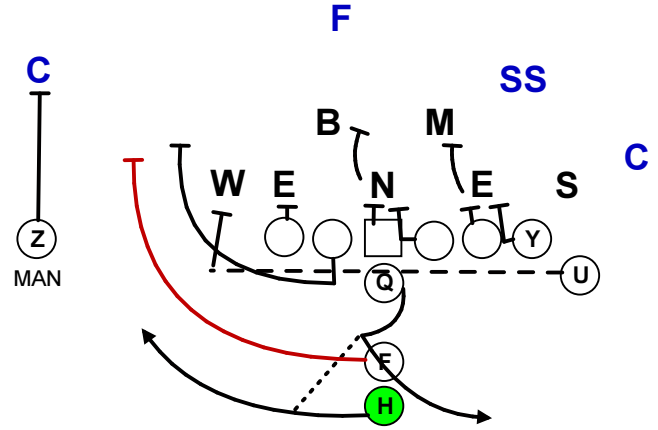
99/98 U TONKA

INSTALL #7

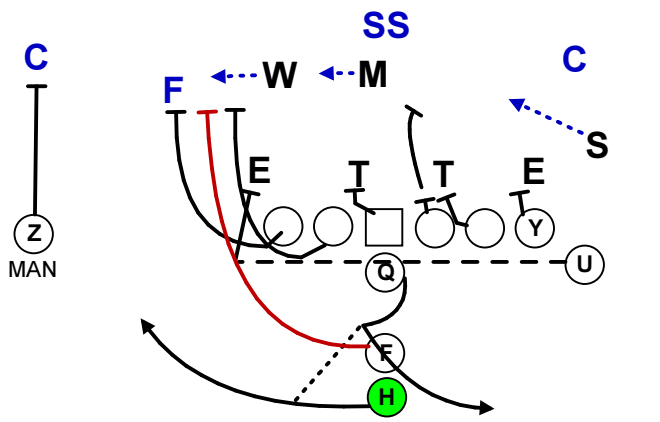
(U) GREEN RT WING U LT
99 TONKA



HOG GAR OVER A-1 C-1

34

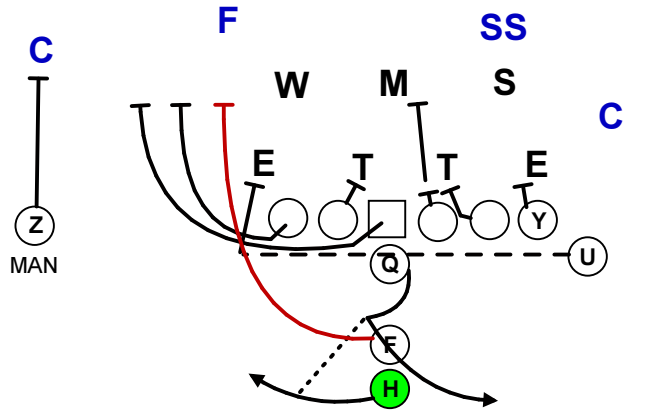
(U) GREEN RT WING U LT
99 TONKA



TAR GAR OVER B-1 CUTOFF

55 WIDE FUP

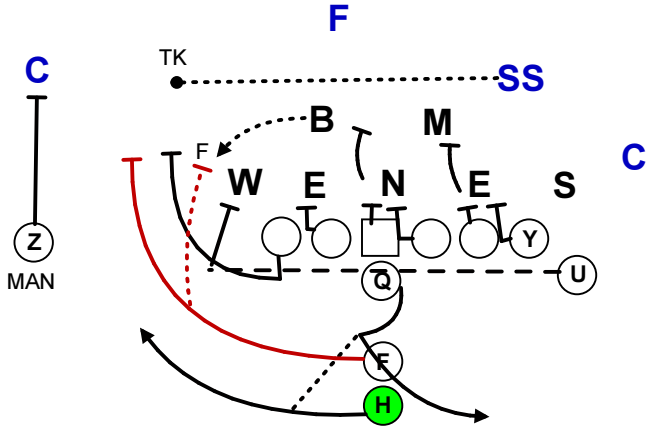
(U) GREEN RT WING U LT
99 TONKA



TAR WIPE OVER B-1 CUTOFF

59

(U) GREEN RT WING U LT
99 TONKA



TAR MONEY OVER A-1 C-1

35 SUP

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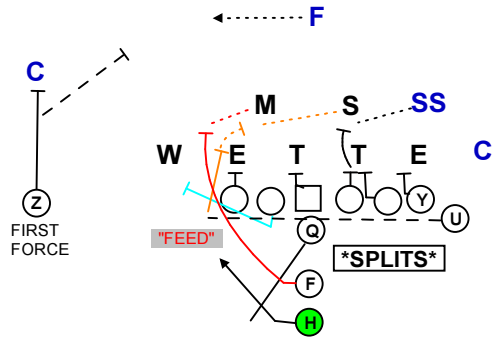
97/96 G-RUB

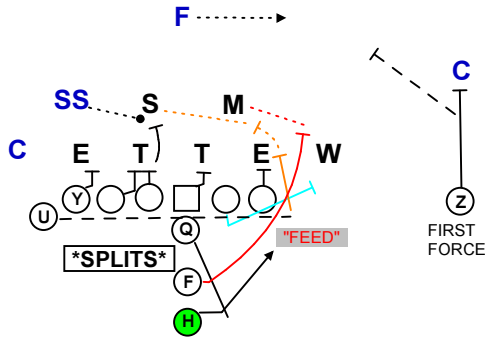
POS	RULES
Z	FIRST FORCE
X	FEED TO 2ND SPOT.
Y	RUB TO SECOND ILB SPOT. POSSIBLE "THRU" PIN DE
PST	RUB SECOND ILBER SPOT. POSSIBLE THRU
PSG	PULL AND TRAP EMOLS. HELMET INSIDE
C	MAN. A1 TO MIKE. POSSIBLE GANG.
BSG	MAN. A1 TO MIKE, B1, ALERT GANG
BST	L-SIFT, B1, C1, ALERT GANG
F	CROSSOVER FOOTWORK - INSERT OFF PULLING GUARD AND BLOCK 1ST STACKED
H	SLIDE SLANT FOOTWORK. AP - OUTSIDE FOOT OF TE.
Q	OPENS TO HOLE

57 CON SUP (U) GREEN RT WING U-LT



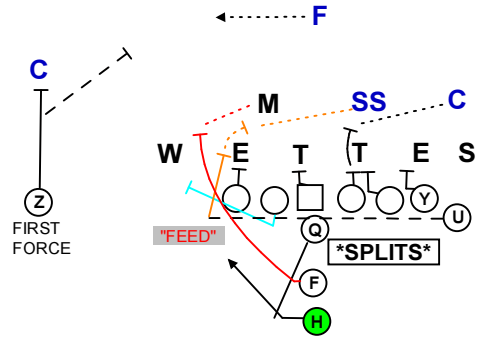
RUB-S "G" OVER B-1 CUTOFF

57 CON SUP (U) GREEN LT WING U-RT



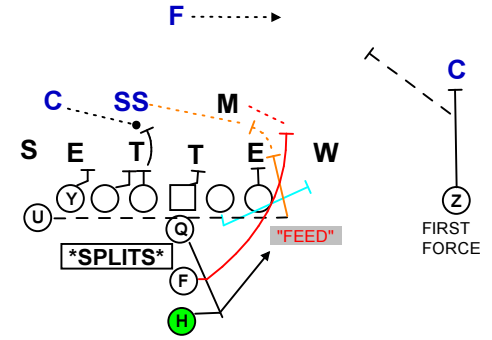
CUTOFF B-1 OVER "G" RUB-S

53 WIDE SUP (U) GREEN RT WING U-LT



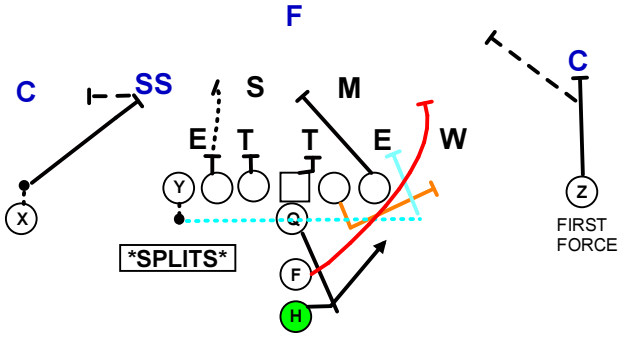
RUB-SS "G" OVER B-1 CUTOFF

53 WIDE SUP (U) GREEN LT WING U-RT



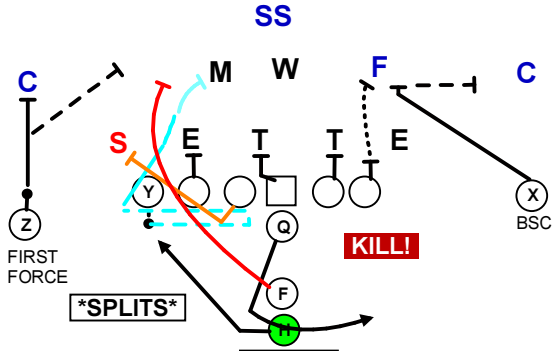
CUTOFF B-1 OVER "G" RUB-SS

57 SUP (R) YAZ GREEN RT



L-SIFT MONEY OVER "G" THRU

25 FUP (R) YAZ GREEN RT

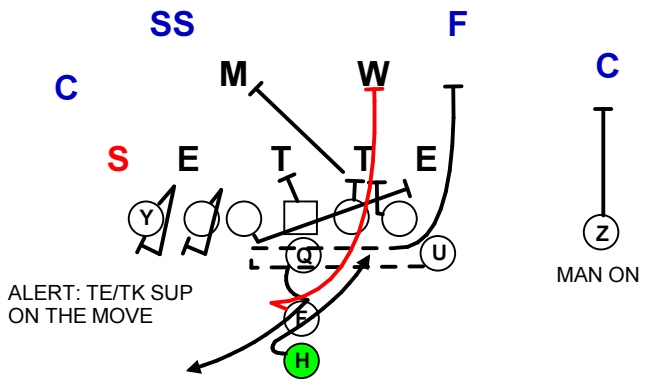


RUB-W G UNDER GAR TED

95/94 WRAP U-BLUFF

INSTALL #8

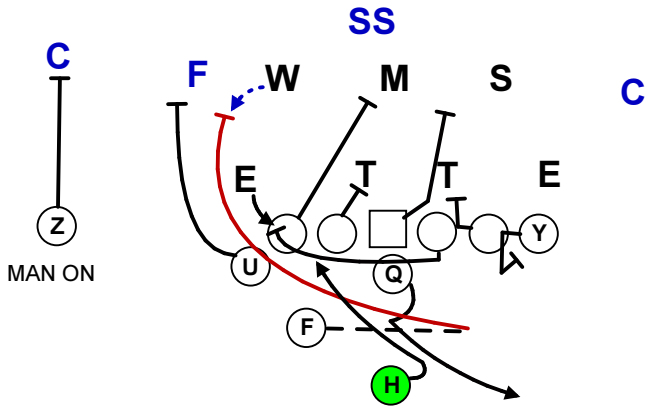
(U) GREEN LT HIP U CTR
94 WRAP U-BLUFF



DBL J&P CHOKE [UNDER] DEUCE-M

25

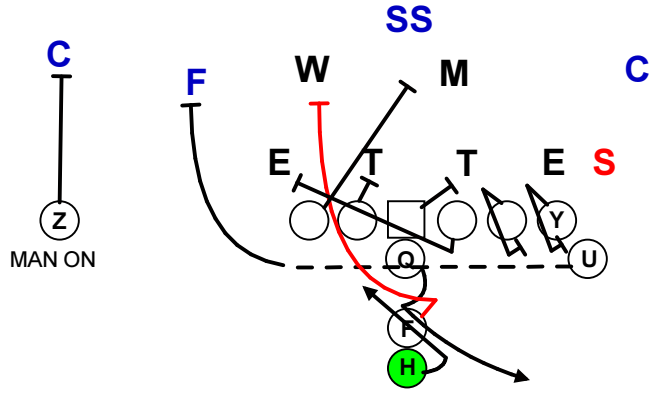
(U) WEAK RT HIP FUZZ
95 WRAP U-BLUFF



TRACK - M QUICK [OVER] KITTY J&P

59

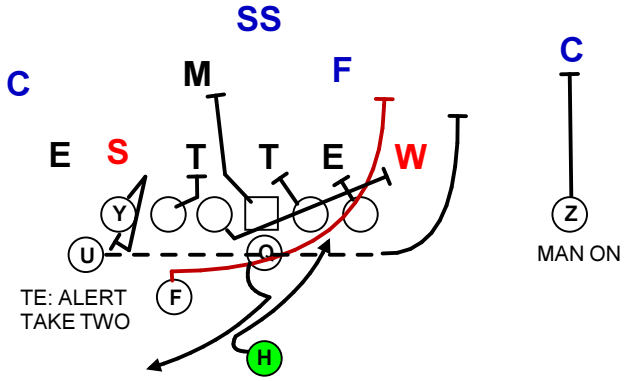
(U) GREEN RT WING U LT
95 WRAP U-BLUFF



TRACK-M QUICK [EVEN] DBL J&P

45 WIDE FUP

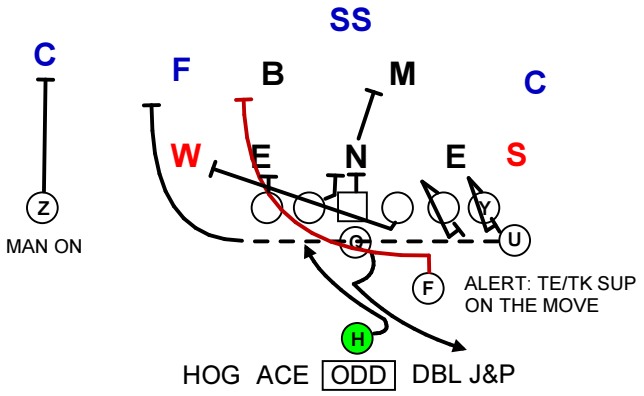
(U) STRONG LT WING U RT
94 WRAP U-BLUFF



J&P KITTY [BEAR] DALLAS

57 BEAR

(U) STRONG RT WING U LT
95 WRAP U-BLUFF



HOG ACE [ODD] DBL J&P

34 FUP

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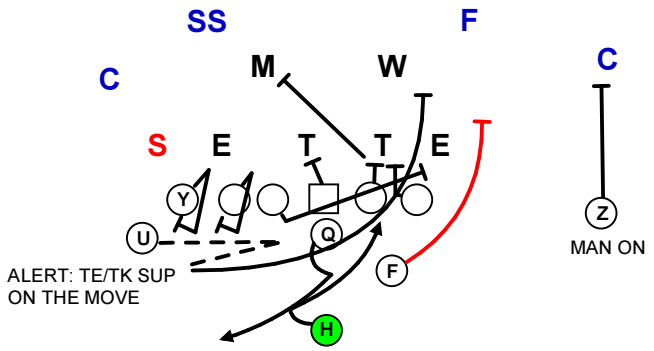
95/94 U-WRAP F-BLUFF

INSTALL #8

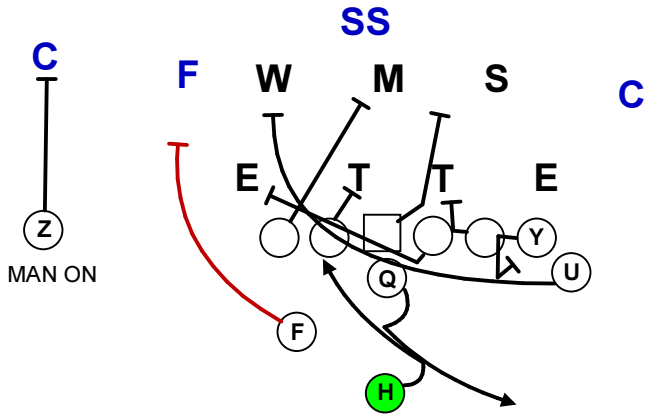
(U) WEAK LT WING U CTR
94 U-WRAP F-BLUFF



DBL J&P CHOKE UNDER DEUCE-M

25

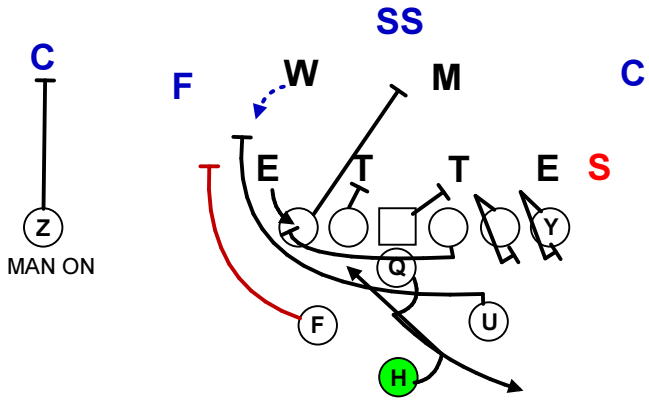
(U) WEAK RT WING
95 U-WRAP F-BLUFF



TRACK - M QUICK OVER KITTY J&P

59

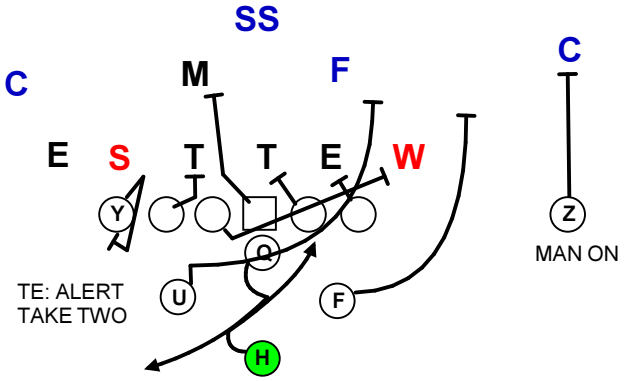
(U) BRUTUS RT
95 U-WRAP F-BLUFF



TRACK-M QUICK EVEN DBL J&P

45 WIDE FUP

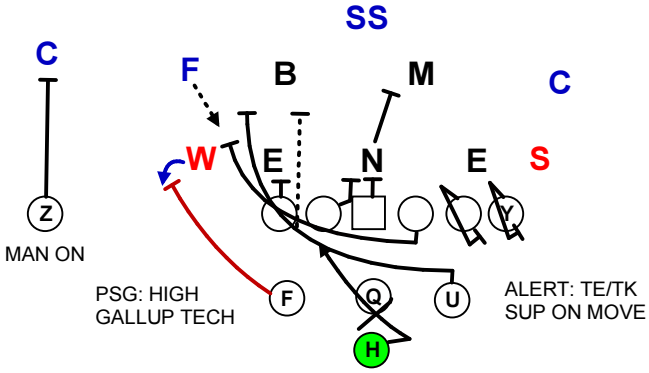
(U) BRUTUS LT
94 U-WRAP F-BLUFF



J&P KITTY BEAR DALLAS

57 BEAR

(U) Q BRUTUS RT
95 U-WRAP F-BLUFF



HOG ACE ODD DBL J&P

34 FUP

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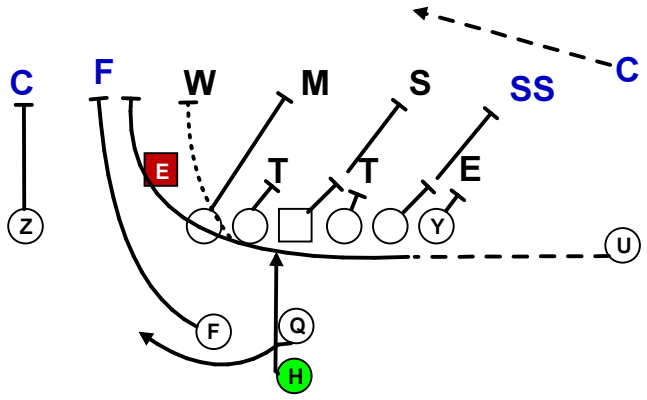
12/13 DBL SLAP

INSTALL #8

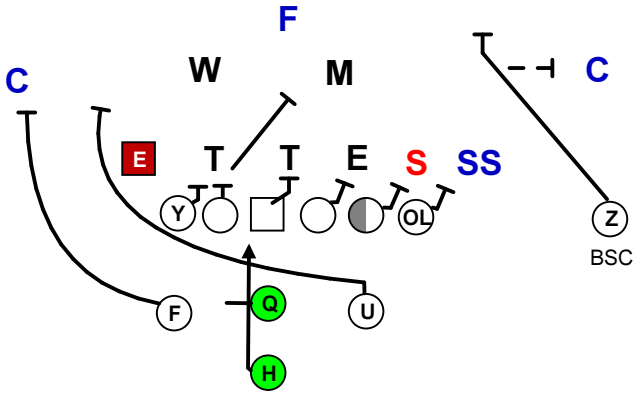
(U) Q FAR WEAK RT WING U SALLY
12 DBL SLAP



TRACK-M [OVER] TRIO-S R.O.

59 FUP

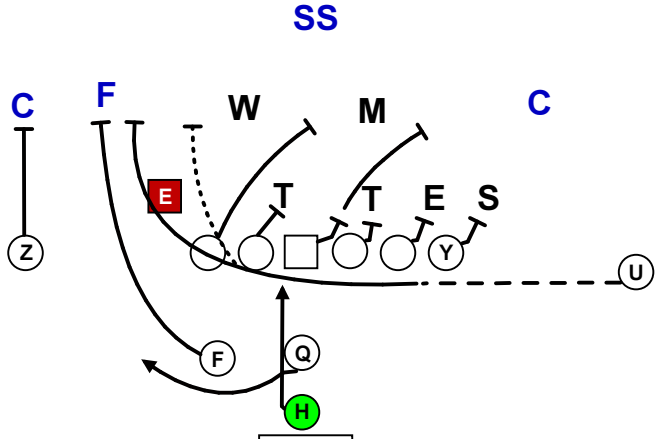
(U) Q BRUTUS RAY HVY Z ON
12 DBL SLAP



PUSH - M [UNDER] T.O.

25I SON

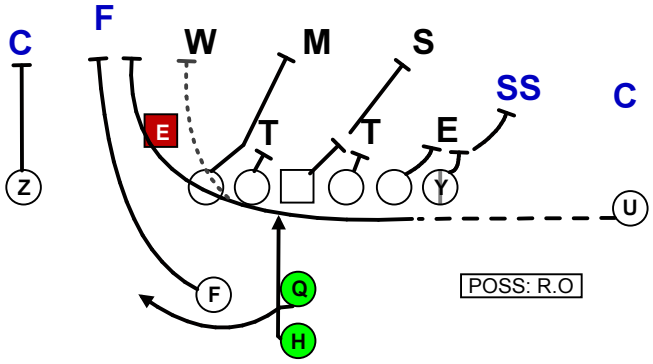
(U) Q FAR WEAK RT WING U SALLY
12 DBL SLAP



TRACK-M [OVER] TRIO-C T.O.

55 WIDE FUP

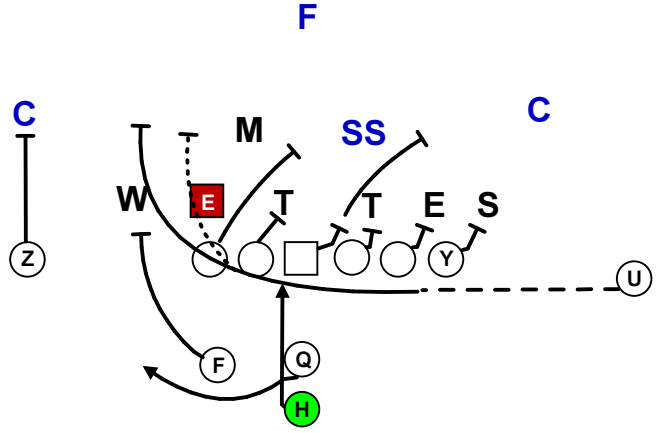
(U) Q FAR WEAK RT WING U SALLY
12 DBL SLAP



PUSH-M [EVEN] GAP-S T.O.

49

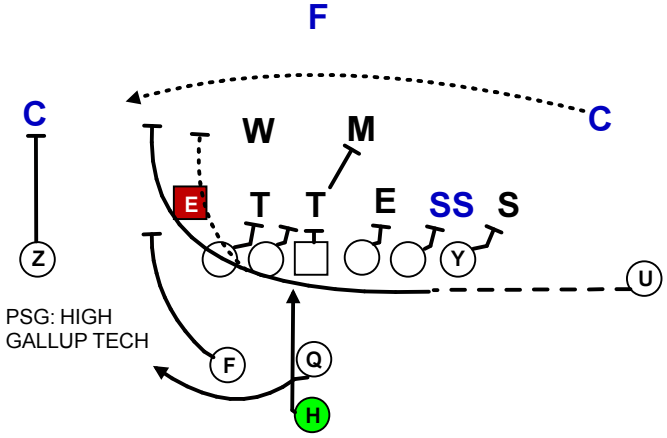
(U) Q FAR WEAK RT WING U SALLY
12 DBL SLAP



TRACK- SS [OVER] TRIO-C T.O.

53 WIDE SUP

(U) Q FAR WEAK RT WING U SALLY
12 DBL SLAP



ACE - M [BEAR] MONEY T.O.

25 BEAR

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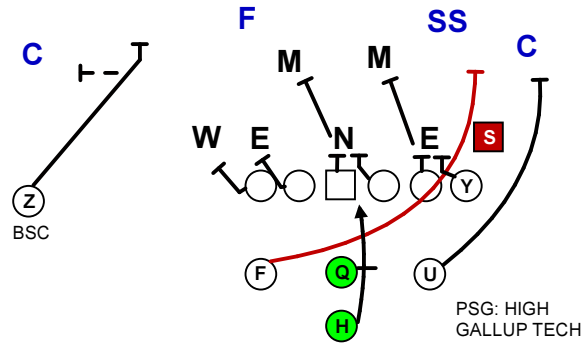
13/12 DINNER

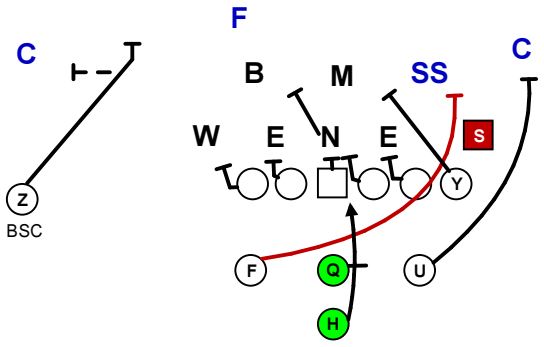
POS	RULES
Z	BACKSIDE CUTOFF.
X	ARC RELEASE
Y	EAT-MIKE. TRACK MIKE.
PST	EAT-MIKE. TRACE DE.
PSG	ACE-BUCK. POSS. DEUCE ON MOVE.
C	ACE-BUCK. POSS LAWN/RAKE.
BSG	BLOCK 3 TECH. FAN. POSS HARD LION/RAIDER
BST	BLOCK DE. WILL ON LOS, 'FAN' TO WILL
F	SLIDE AND BLOCK #2 DB FROM OUTSIDE IN.
H	BACKSIDE INSERT. AP= BACKSIDE FOOT OF THE CENTER. READ 1ST DL FROM CENTER OUT
Q	HEEL AT 4.5 YDS. TAKE 45 STEP BACK AWAY, GET PERPENDICULOR TO L.O.S. READ EMOLS: GIVE OR PULL

34 (U) Q WK BRUTUS RT



FAN [ODD] ACE-W EAT

34 JAM SUP (U) Q WK BRUTUS RT

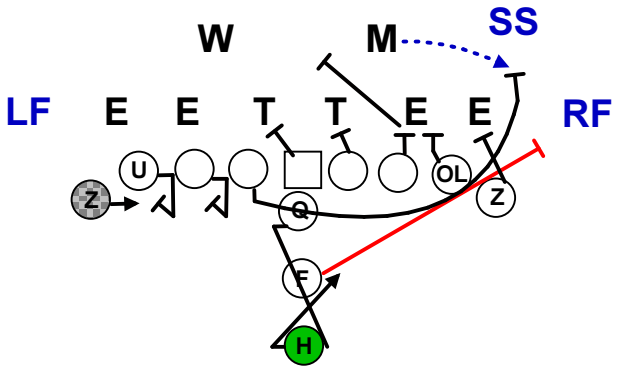


MONEY [BEAR] ACE-W TRACK

GL 94/95 POWER KING

INSTALL #9

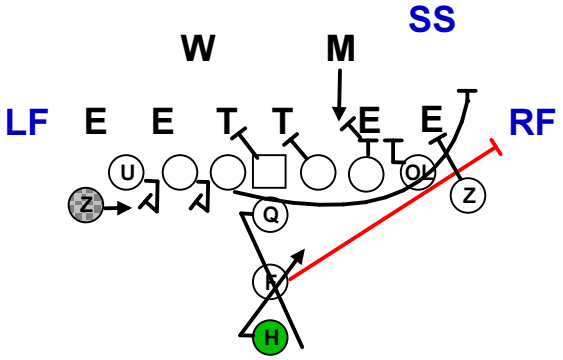
(ZEUS) Z SHIFT GL RT
GL 94 PWR KING



DBL J&P CHOKE 6-2 TREY - W TRACK

GL 62

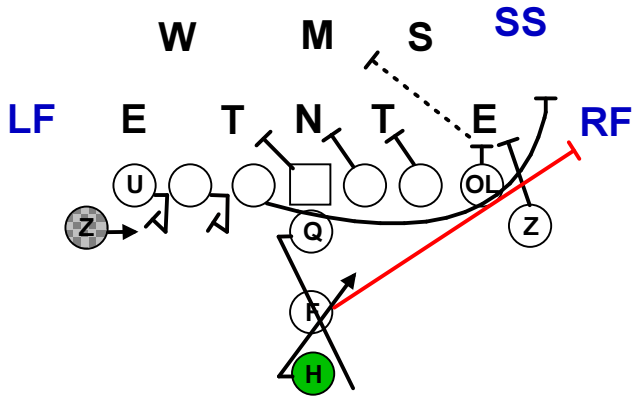
(ZEUS) Z SHIFT GL RT
GL 94 PWR KING



DBL J&P QUICK 6-2 OVER TREY - W TRACK

GL 62 UNDER MK+B

(ZEUS) Z SHIFT GL RT
GL 94 PWR KING



DBL J&P DALLAS 5-3 QUAD - M

GL 53

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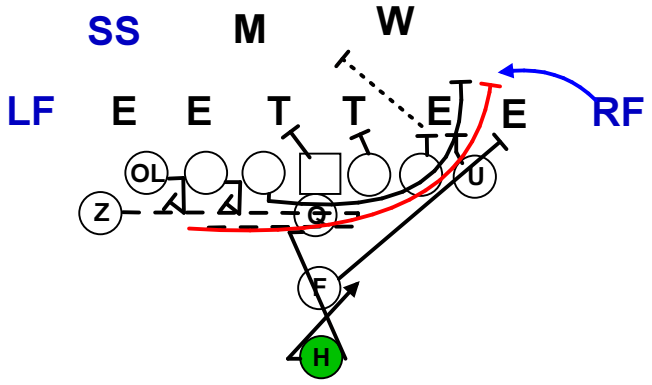
GL 95/94 POWER Z GUIDE

INSTALL #9

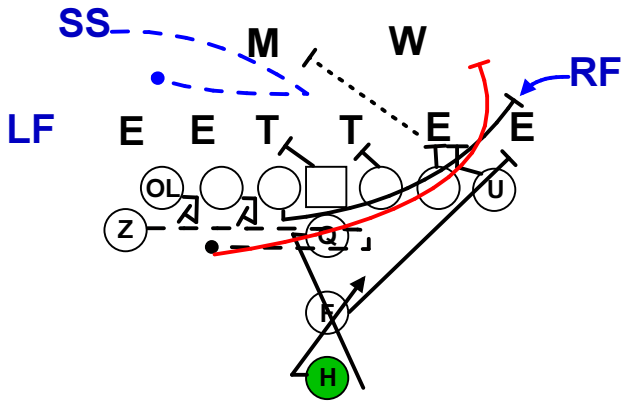
(ZEUS) GL LT Z CTR
GL 94 PWR Z GUIDE



DBL J&P CHOKE 6-2 TREY - M

GL 62

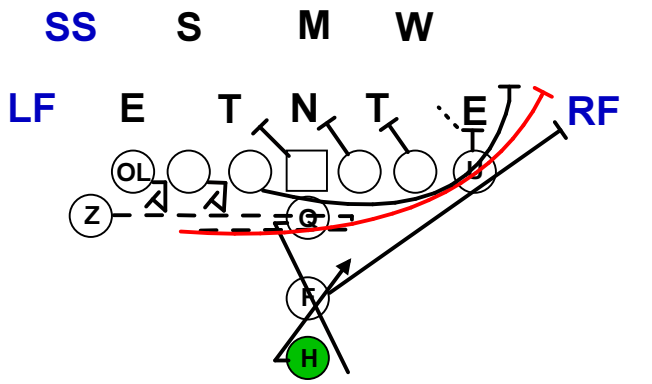
(ZEUS) GL LT Z CTR
GL 94 PWR Z GUIDE



DBL J&P QUICK 6-2 OVER TREY-M

GL 62 OVER

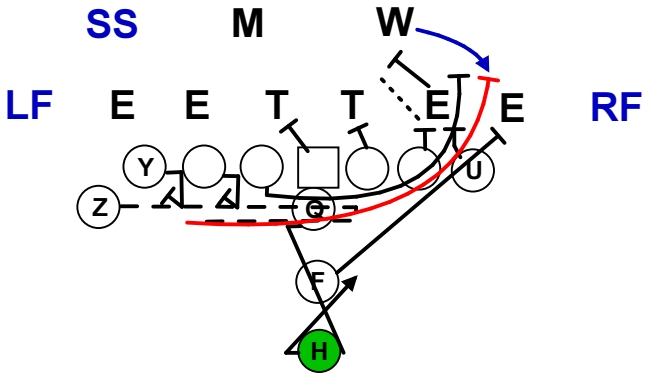
(ZEUS) GL LT Z CTR
GL 94 PWR Z GUIDE



DBL J&P 5-3 DALLAS MONEY

GL 53

(MUS) GL LT Z CTR
GL 94 PWR Z GUIDE



DBL J&P CHOKE 6-2 TREY - M

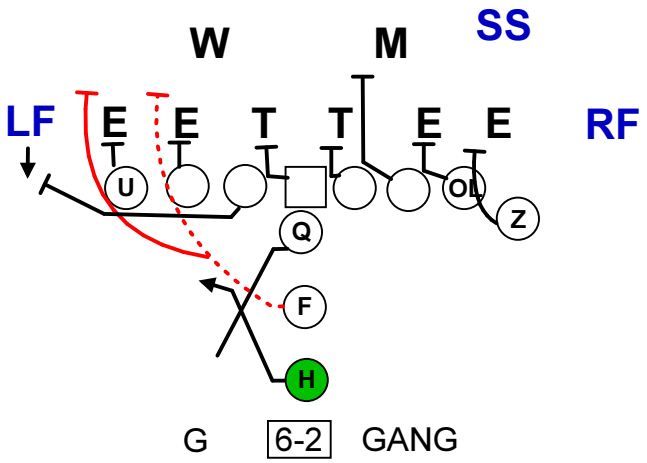
GL 62

Confidential Property of the San Francisco 49ers

GL 97/96 G-LEAD

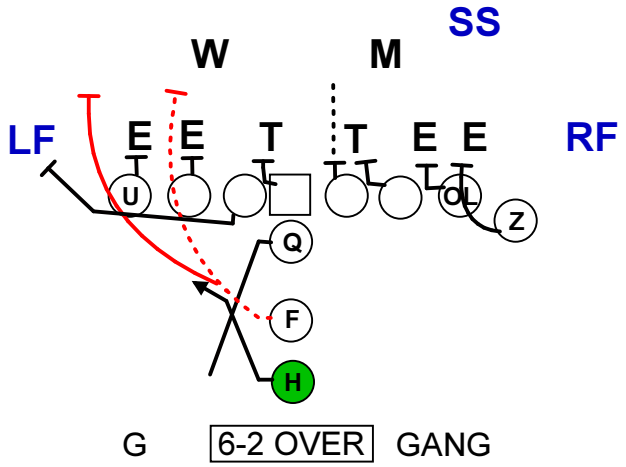
INSTALL #9

(ZEUS) GL RT
GL 97 G LEAD



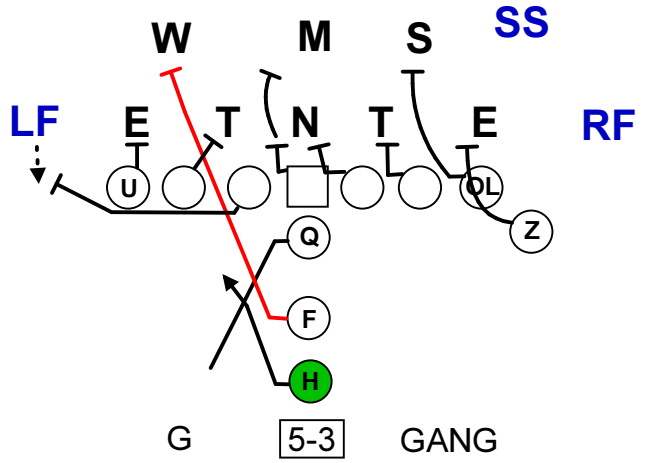
GL 62

(ZEUS) GL RT
GL 97 G LEAD



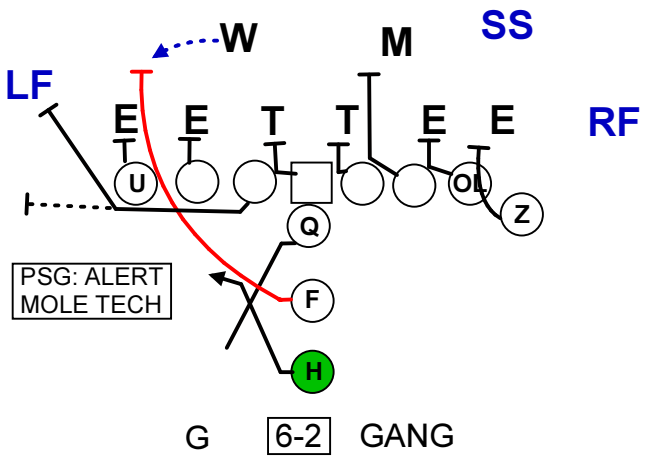
GL 62 OVER

(ZEUS) GL RT
GL 97 G LEAD



GL 53

(ZEUS) GL RT
GL 97 G LEAD



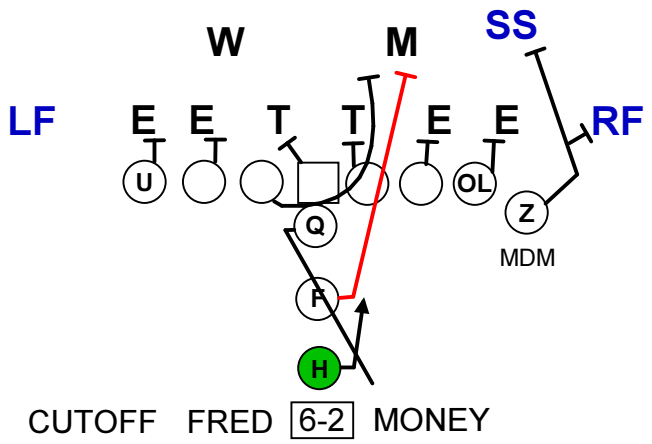
GL 62

Confidential Property of the San Francisco 49ers

GL 90/91 LEAD

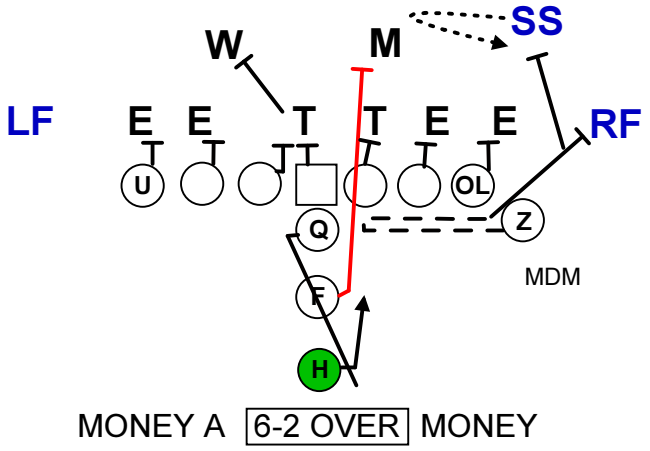
INSTALL #9

(ZEUS) GL RT
GL 90 LEAD



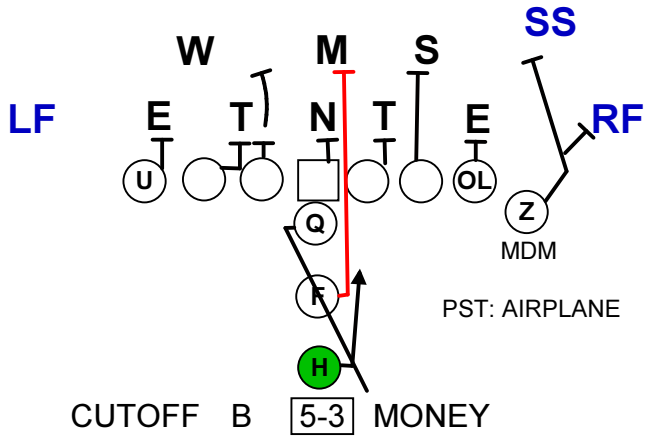
GL 62

(ZEUS) GL RT Z CTR
GL 90 LEAD



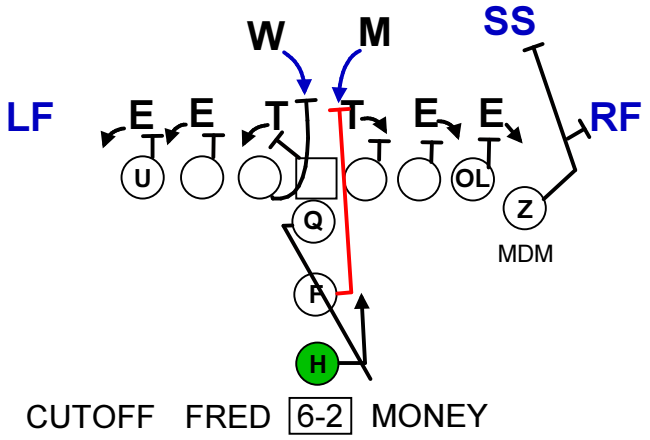
GL 62 OVER

(ZEUS) GL RT
GL 90 LEAD



GL 53

(ZEUS) GL RT
GL 90 LEAD



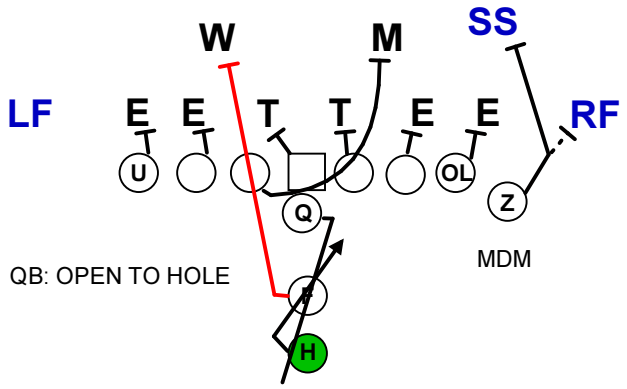
GL 62 GUT

Confidential Property of the San Francisco 49ers

GL 90/91 JAB 'O'

INSTALL #9

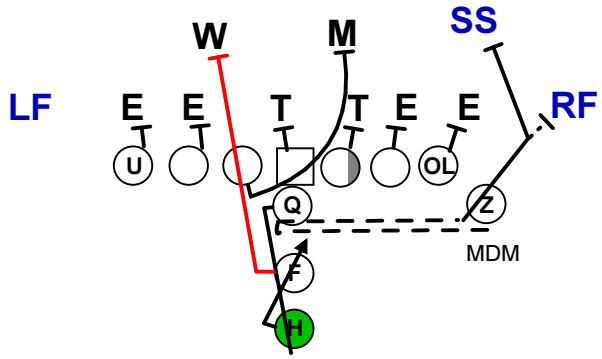
(ZEUS) GL RT
GL 90 JAB O



MONEY "O" CHOKE 6-2 MONEY MDM

GL 62

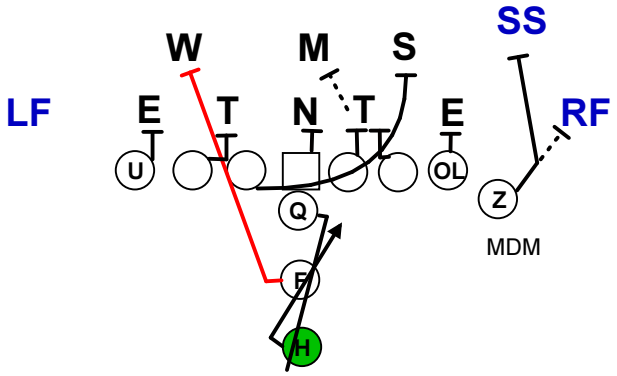
(ZEUS) GL RT Z CTR
GL 90 JAB O



MONEY CHOKE 6-2 OVER MONEY MONEY

GL 62 OVER

(ZEUS) GL RT
GL 90 JAB O



CUTOFF SEAL 5-3 DEUCE - M MONEY

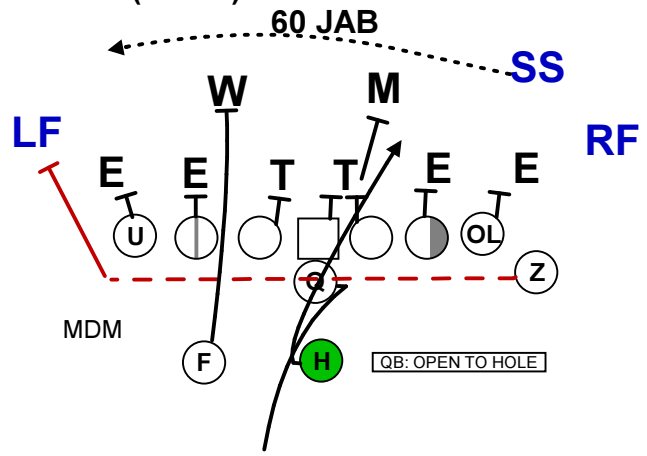
GL 53

Confidential Property of the San Francisco 49ers

GL 60/61 JAB

INSTALL #9

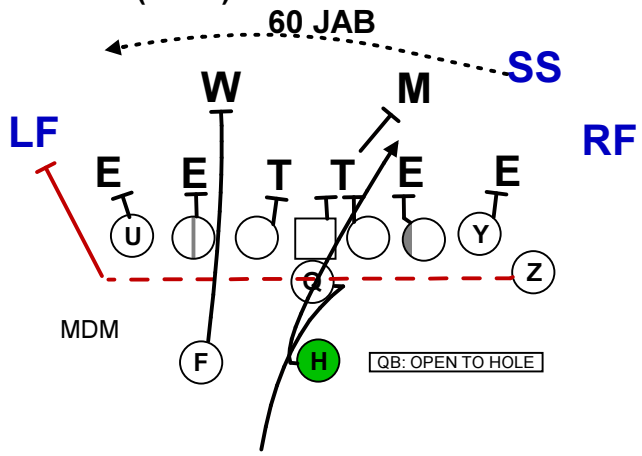
(ZEUS) GL TAN RT Z LT
60 JAB



MONEY 6-2 GAP MONEY

GL 62 GAP WEAK

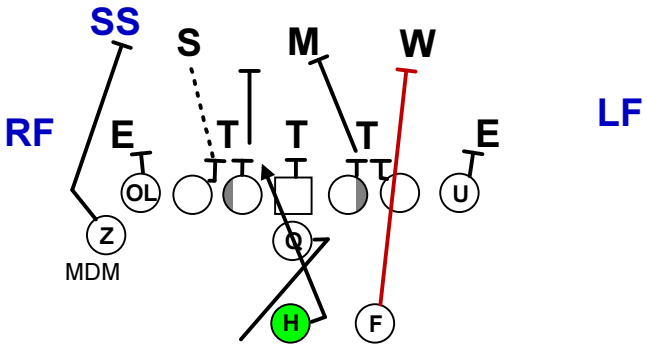
(MUS) GL TAN RT Z LT
60 JAB



MONEY 6-2 GAP MONEY

GL 62 GAP

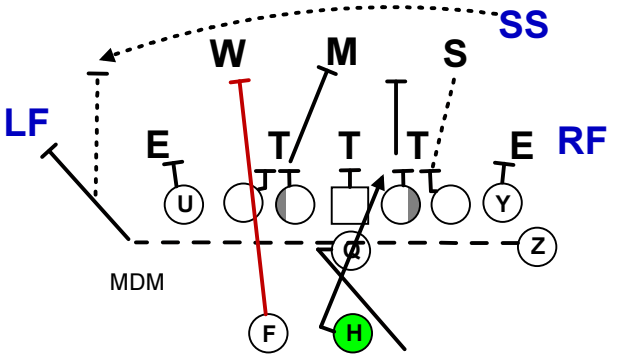
(ZEUS) GL TAN LT Z LT
61 JAB



MONEY PLUG 5-3 B - M MONEY

GL 53

(ZEUS) GL TAN RT Z LT
60 JAB



MONEY B - M 5-3 PLUG MONEY

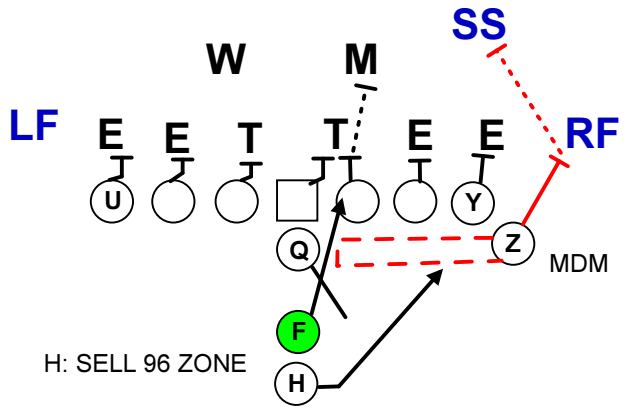
GL 53

Confidential Property of the San Francisco 49ers

GL 60/61 DIVE

INSTALL #9

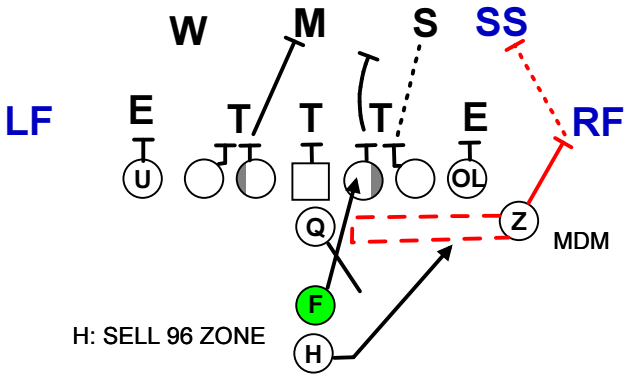
(MUS) GL RT Z CTR
60 DIVE



MONEY 6-2 GAP-M MONEY

GL 62

(ZEUS) GL RT Z CTR
60 DIVE



MONEY B - M 5-3 PLUG MONEY

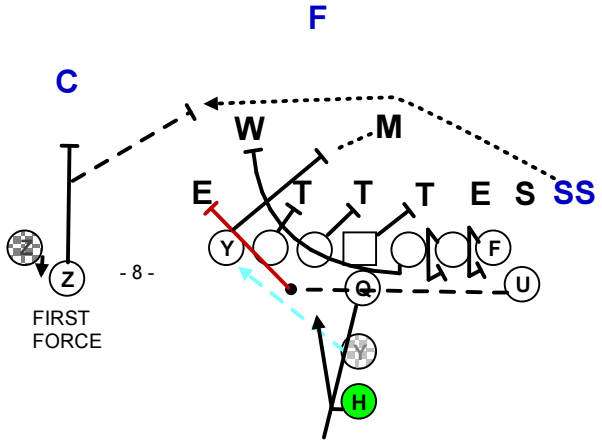
GL 53

Confidential Property of the San Francisco 49ers

SY 94/95 POWER

INSTALL #9

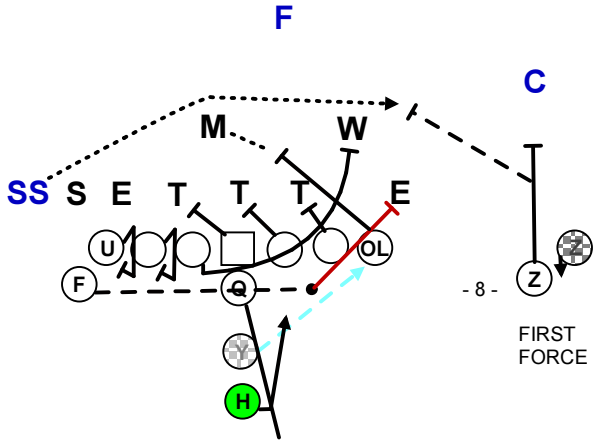
(CLUBS) Y ZAP DEUCE LT COZY U LT
SY 95 POWER



TRACK-M DALLAS [BEAR] DBL J&P

53 BEAR

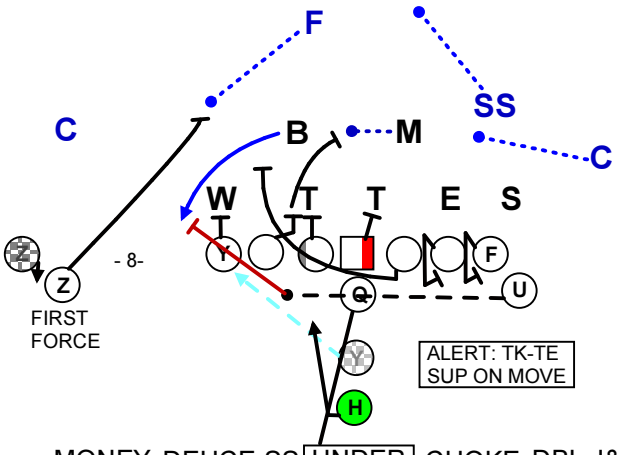
(BEAST) Y ZAP DEUCE RT COZY F RT
SY 94 POWER



DBL J&P [BEAR] DALLAS TRACK-M

53 BEAR

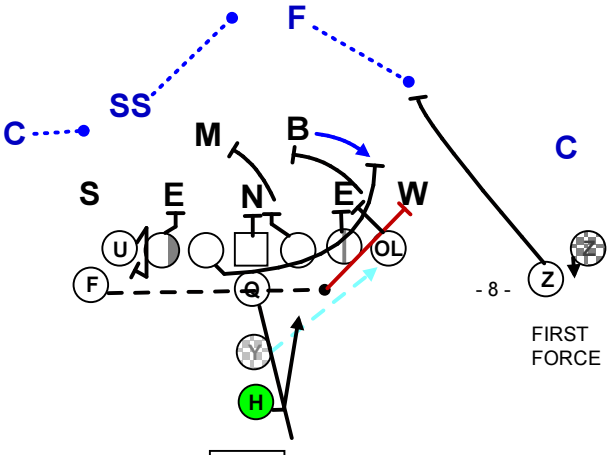
(CLUBS) Y ZAP DEUCE LT COZY U LT
SY 95 POWER



MONEY DEUCE-SS [UNDER] CHOKE DBL J&P

35 SUP

(BEAST) Y ZAP DEUCE RT COZY F RT
SY 94 POWER



DBL J&P [ODD] ACE TREY(FEED)

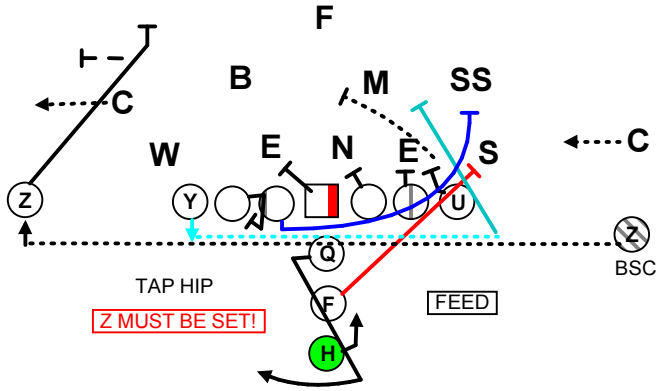
34 SUP

Confidential Property of the San Francisco 49ers

SY 94/95 POWER KING

INSTALL #9

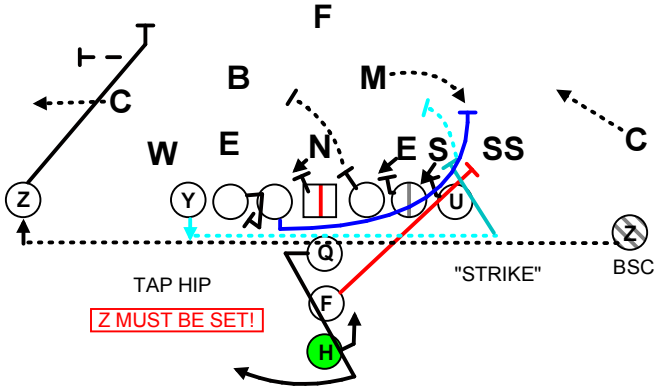
(Y) Z RESET GREEN LT COZY Y RT
SY 94 POWER KING



JAB & PICK QUICK UNDER TREY B TRACK

35 SUP

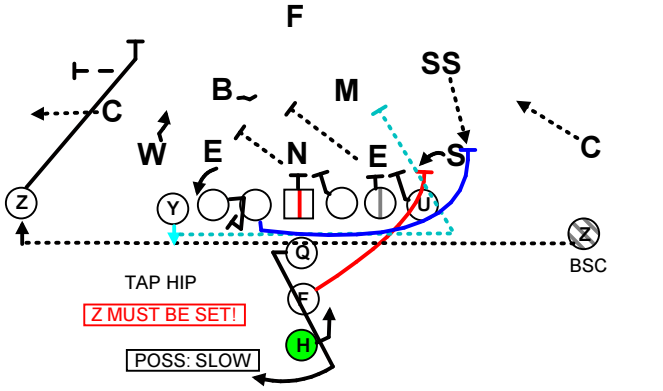
(U) Z RESET GREEN LT COZY Y RT
SY 94 POWER KING



JAB & PICK SLOW ODD MONEY QUAD -B

34 SON

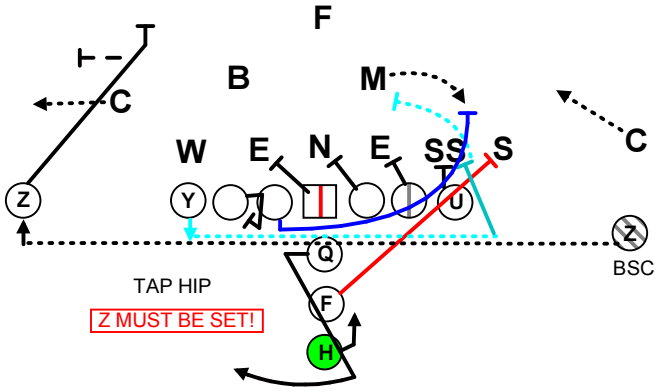
(U) Z RESET GREEN LT COZY Y RT
SY 94 POWER KING



JAB & PICK ODD ACE -W TREY - B TRACK

34

(U) Z RESET GREEN LT COZY Y RT
SY 94 POWER KING



JAB & PICK SLOW ODD MONEY QUAD -B

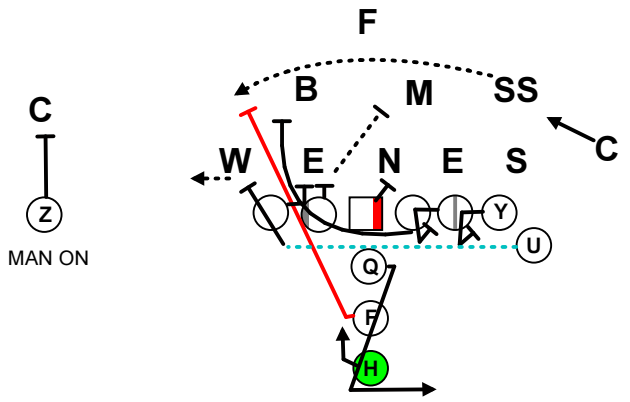
34 BEAR

Confidential Property of the San Francisco 49ers

SY 95/94 JAM BONUS

INSTALL #9

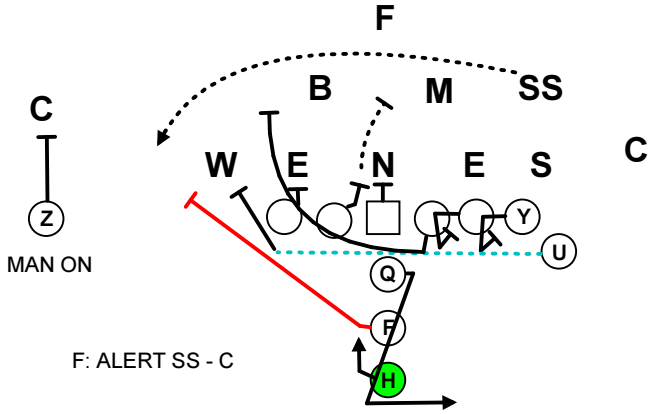
(U) GREEN RT WING U LT
SY 95 JAM BONUS



DEUCE - M [UNDER] CHOKE DBL J&P

35 SUP

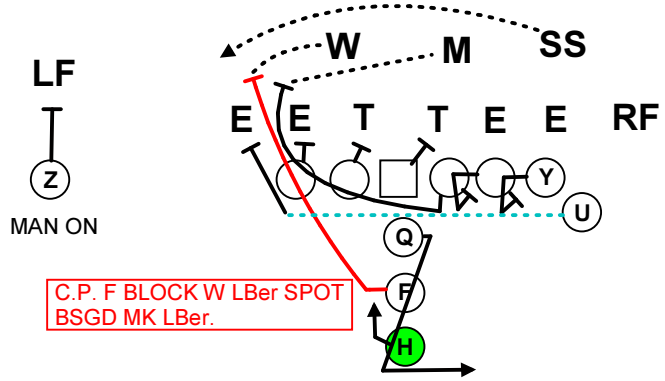
(U) GREEN RT WING U LT
SY 95 JAM BONUS



HOG ACE [ODD] DBL J&P

34 SUP

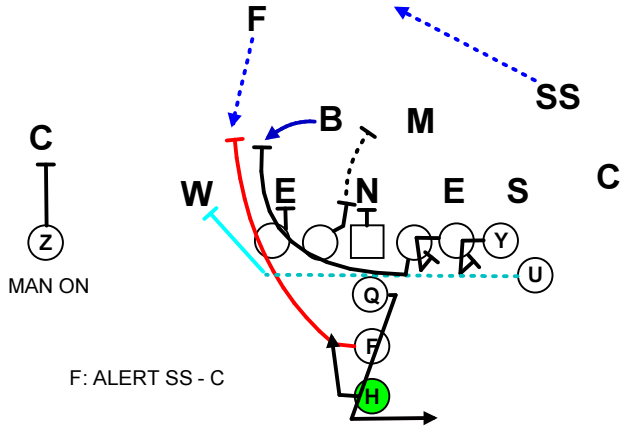
(U) GREEN RT WING U LT
SY 95 JAM BONUS



HOG MONEY [EVEN] DBL J&P

62 SUP

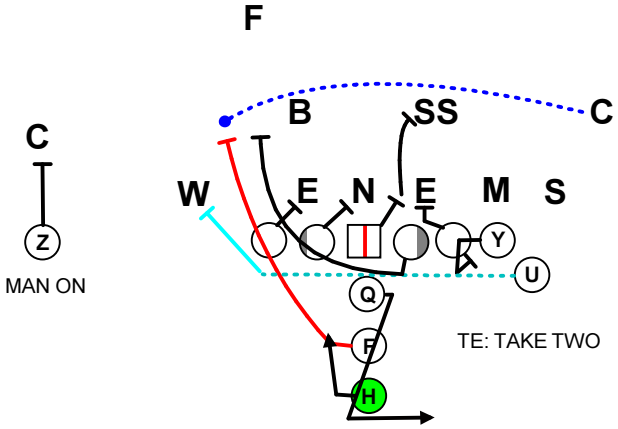
(U) GREEN RT WING U LT
SY 95 JAM BONUS



HOG ACE [ODD] DBL J&P

34 FUP

(U) GREEN RT WING U LT
SY 95 JAM BONUS



DALLAS [BEAR] KITTY J&P

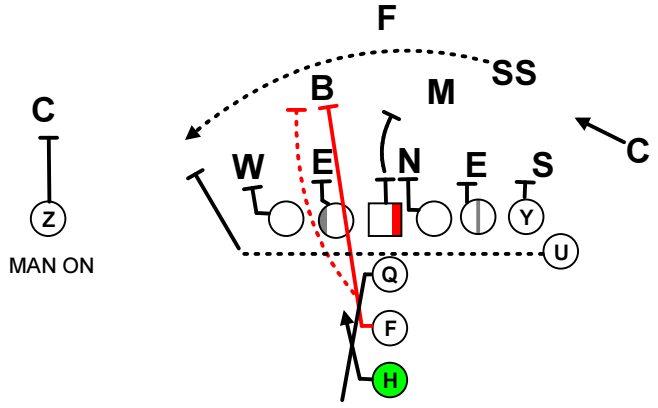
34 BEAR

Confidential Property of the San Francisco 49ers

SY 93/92 SPOT

INSTALL #9

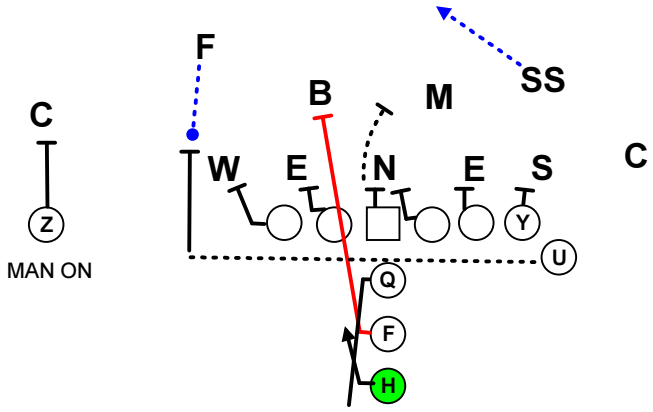
(U) GREEN RT WING U LT
SY 93 SPOT



MONEY UNDER A MONEY

35 SUP

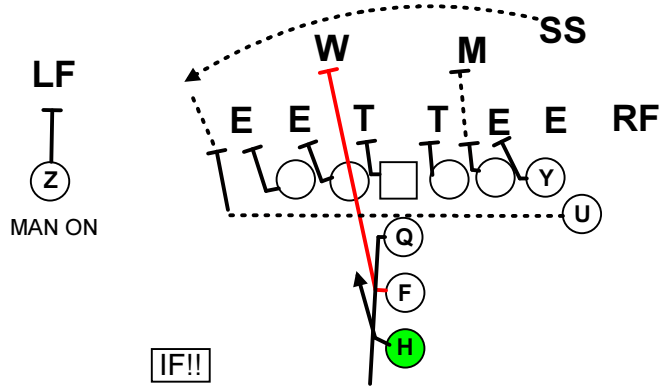
(U) GREEN RT WING U LT
SY 93 SPOT



FAN ODD A MONEY

34 SUP

(U) GREEN RT WING U LT
SY 93 SPOT

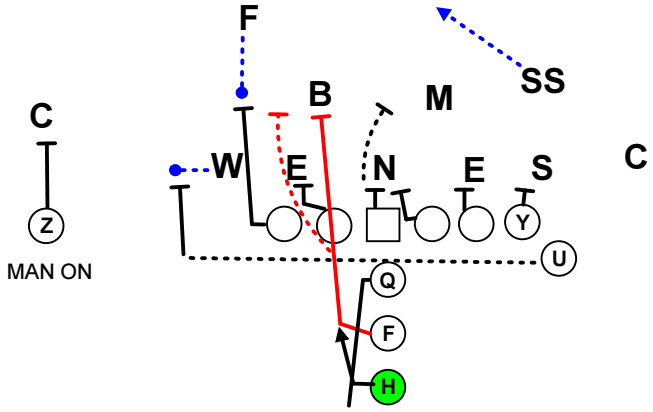


IF!!

HARD LION 6-2 GANG

62 SUP

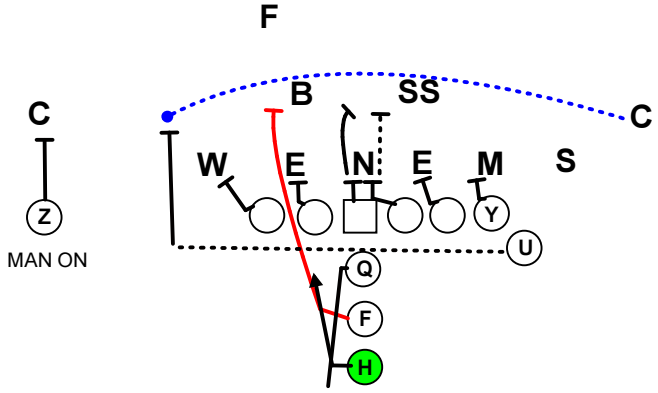
(U) GREEN RT WING U LT
SY 93 SPOT



FAN ODD A MONEY

34 FUP

(U) GREEN RT WING U LT
SY 93 SPOT



MONEY BEAR GANG

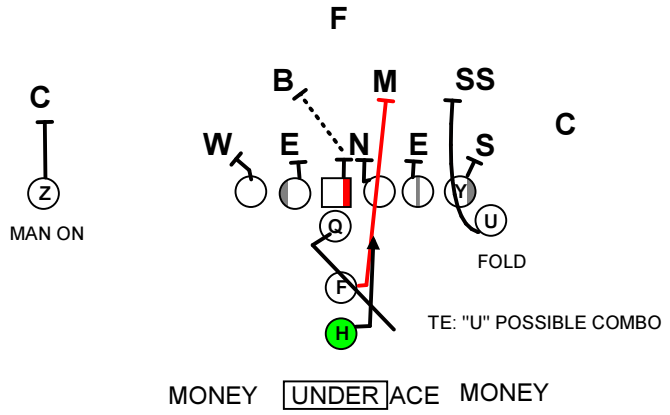
34 BEAR

Confidential Property of the San Francisco 49ers

SY 90/91 WING LEAD

INSTALL #9

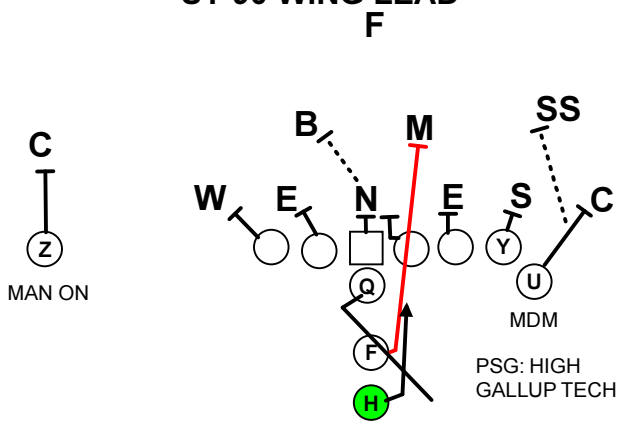
(U) GREEN RT WING
SY 90 WING LEAD



MONEY [UNDER] ACE MONEY

35 SUP

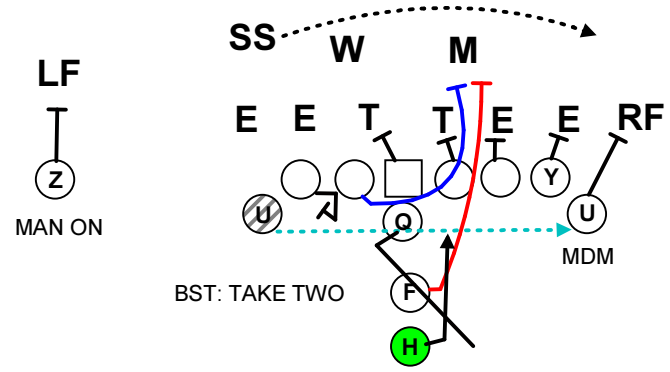
(U) GREEN RT WING
SY 90 WING LEAD



FAN ACE [ODD] MONEY

34 CON

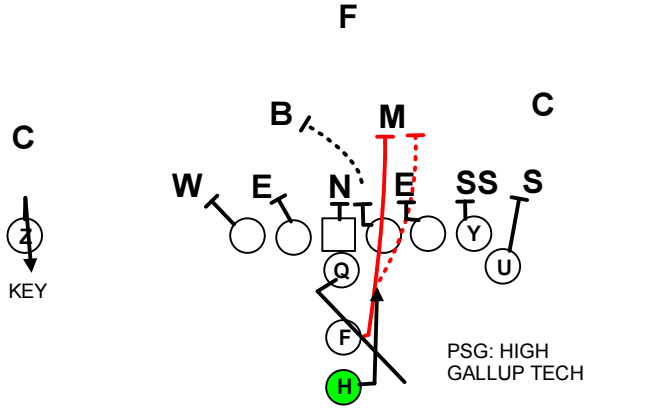
(U) GRN RT SLUG U RT
SY 90 WING LEAD



J&P FRED [62] MONEY

62 SUP

(U) GREEN RT WING
SY 90 WING LEAD Z KEY LT



MONEY [BEAR] ACE TRACE MONEY

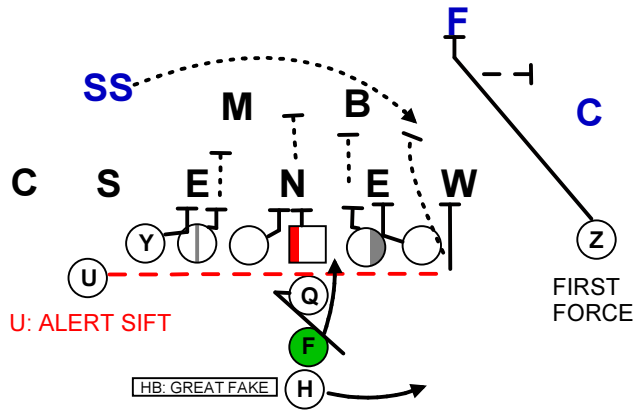
34 BEAR

Confidential Property of the San Francisco 49ers

SY F @ 0/1

INSTALL #9

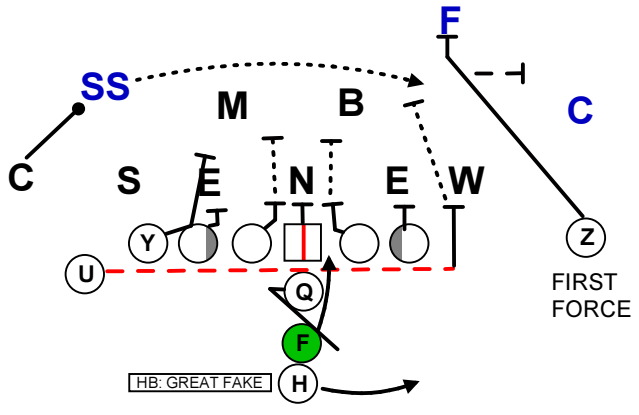
(U) GREEN LT WING U RT
SY F@0



WEDGE UNDER WEDGE

35 SUP

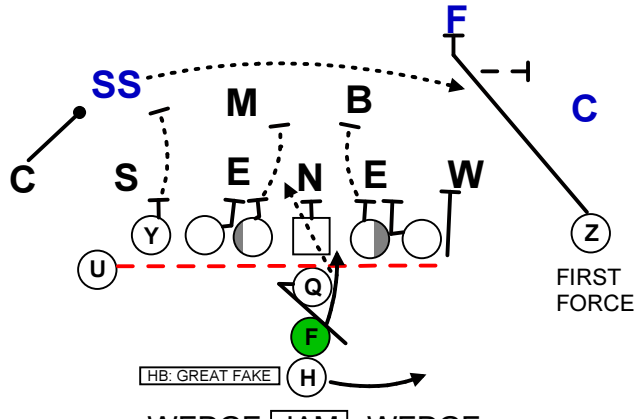
(U) GREEN LT WING U RT
SY F@0



WEDGE ODD WEDGE

34 SUP

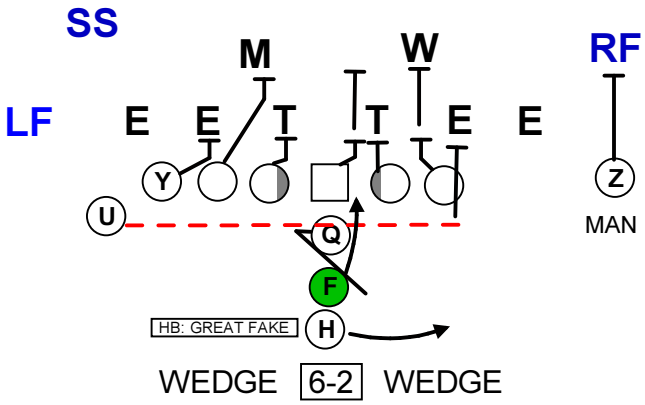
(U) GREEN LT WING U RT
SY F@0



WEDGE JAM WEDGE

34 JAM

(U) GREEN LT WING U RT
SY F@0

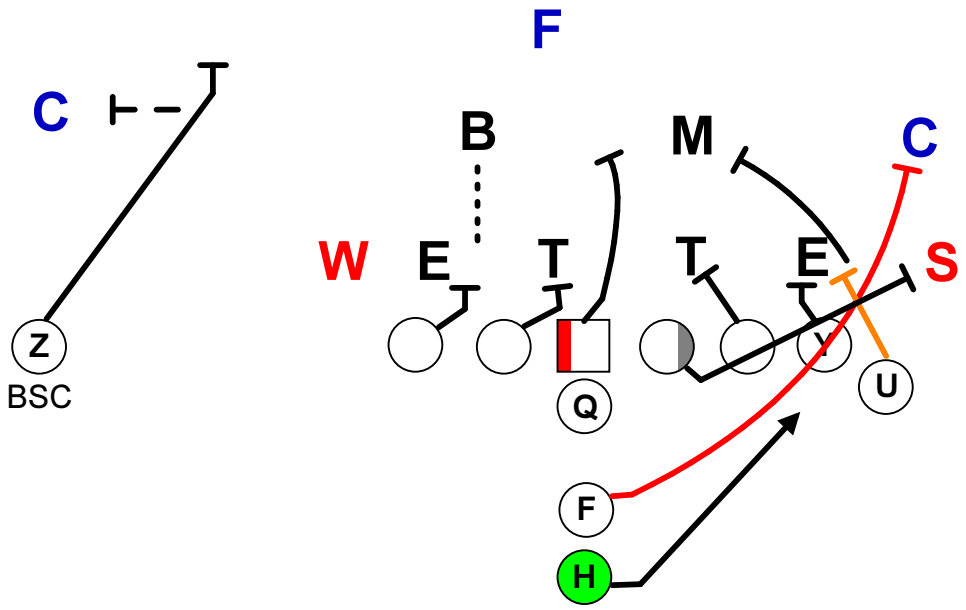


WEDGE 6-2 WEDGE

GL 62

Confidential Property of the San Francisco 49ers

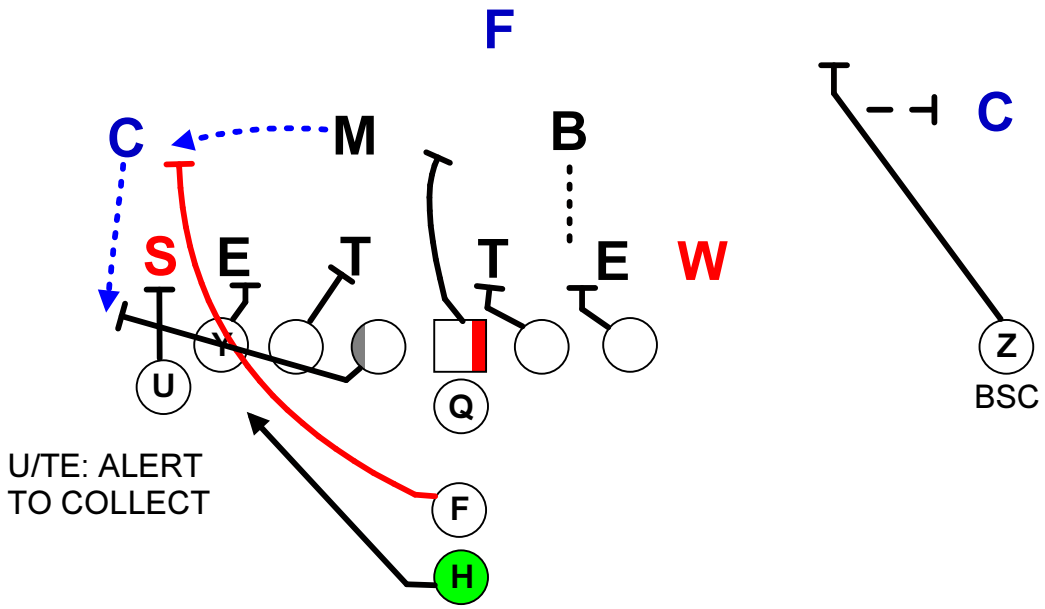
(U) GREEN RT WING
96 GEORGIA



CUTOFF A1 OVER G QUAD-M

44 XDL

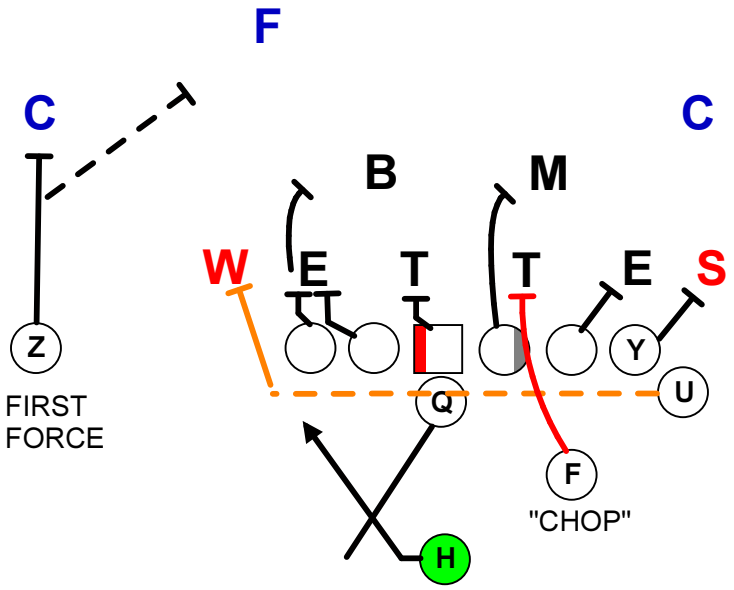
(U) GREEN LT WING
97 GEORGIA



QUAD-M G OVER A1 CUTOFF

44 XDL

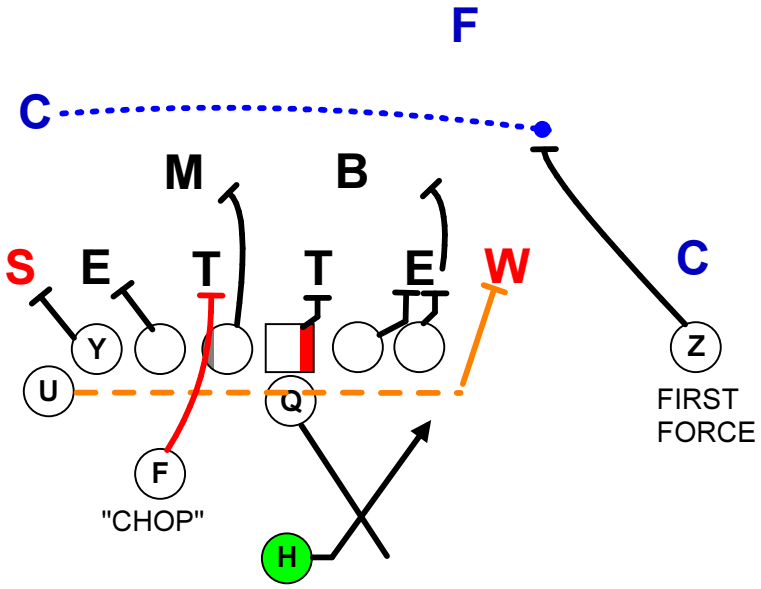
(U) STRONG RT WING U-LT
97 ZONE F-CHOP



SLIP-B MONEY OVER THRU T.O.

44 XDL

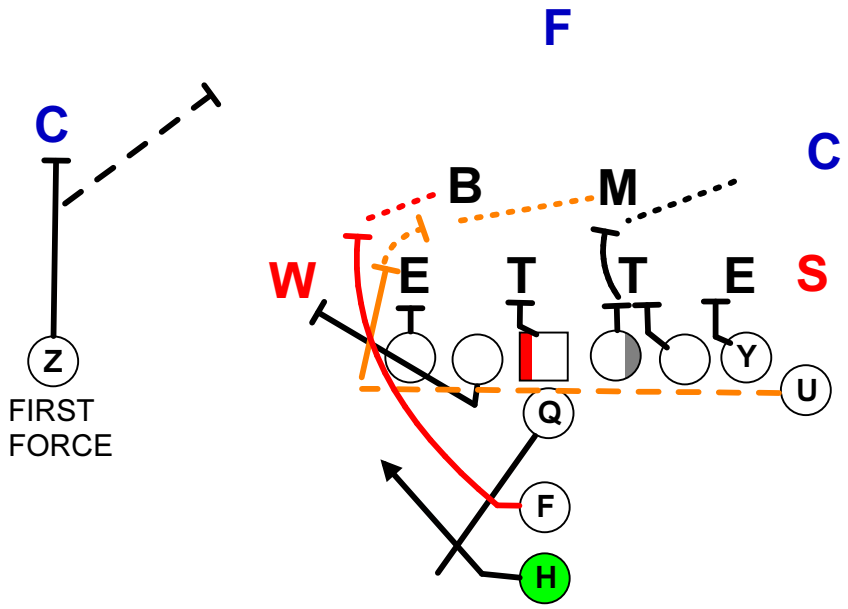
(U) STRONG LT WING U-RT
96 ZONE F-CHOP



T.O. THRU OVER MONEY SLIP-B

44 XDL

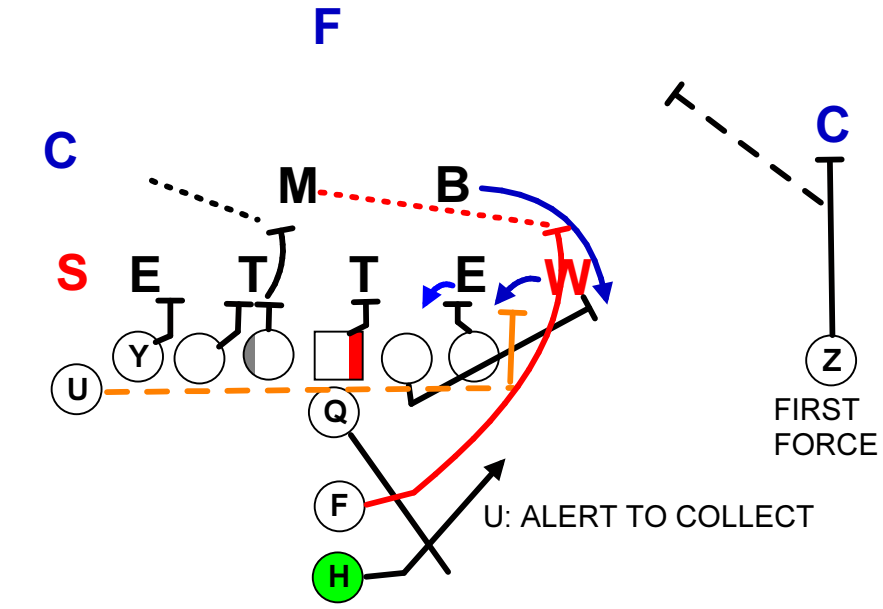
(U) GREEN RT WING U-LT
97 G RUB



RUB-M "G" OVER B-1 CUTOFF

44 XDL

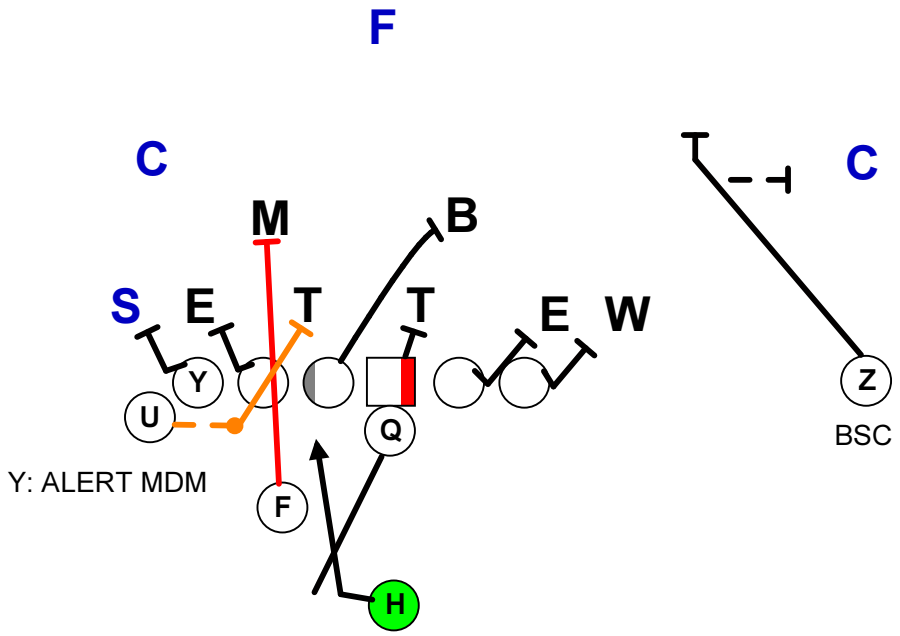
(U) GREEN LT WING U-RT
96 G RUB



CUTOFF B-1 OVER "G" RUB-M

44 XDL

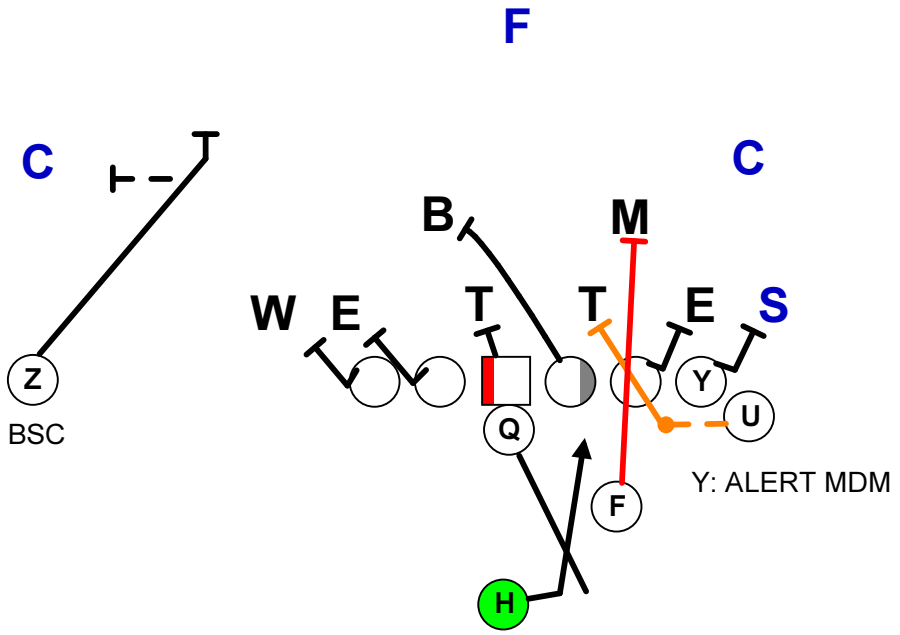
(U) STRONG LT WING U-SHORT
93 BIG CRUNCH



T.O. TRACK-B OVER CHOKE FAN

44 XDL

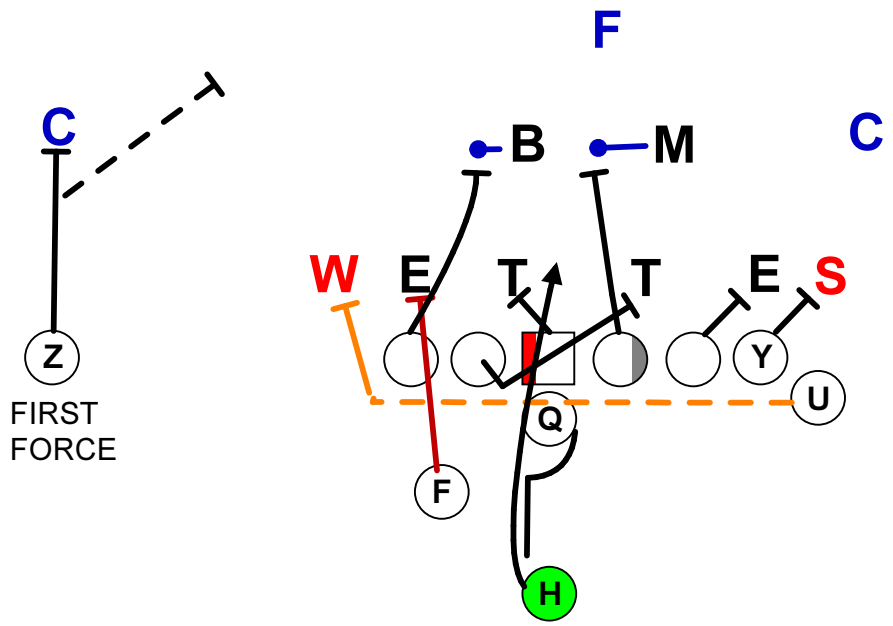
(U) STRONG RT WING U-SHORT
92 BIG CRUNCH



FAN CHOKE OVER TRACK-B T.O.

44 XDL

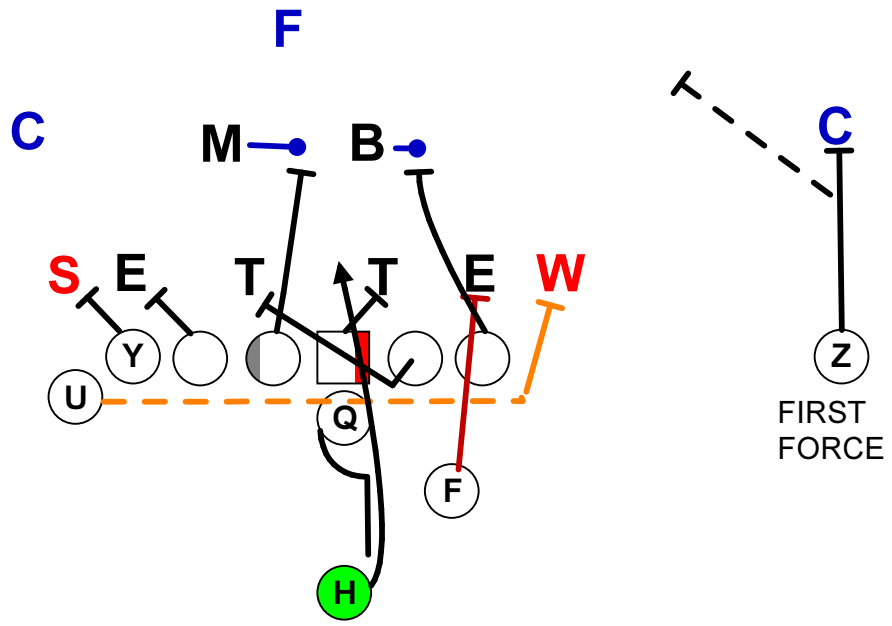
(U) STRONG RT U-LT
DIR 90 LOAD TRAP



TRACK-B CHOKE OVER ME T.O

44 XDL

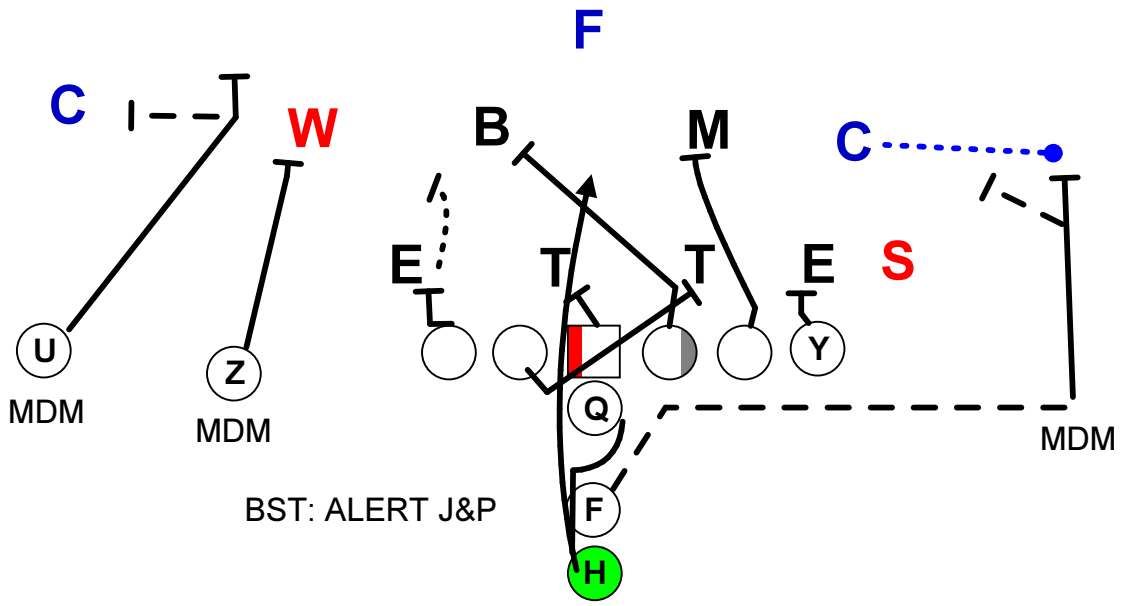
(U) STRONG LT U-RT
DIR 91 LOAD TRAP



T.O ME OVER CHOKE TRACK-B

44 XDL

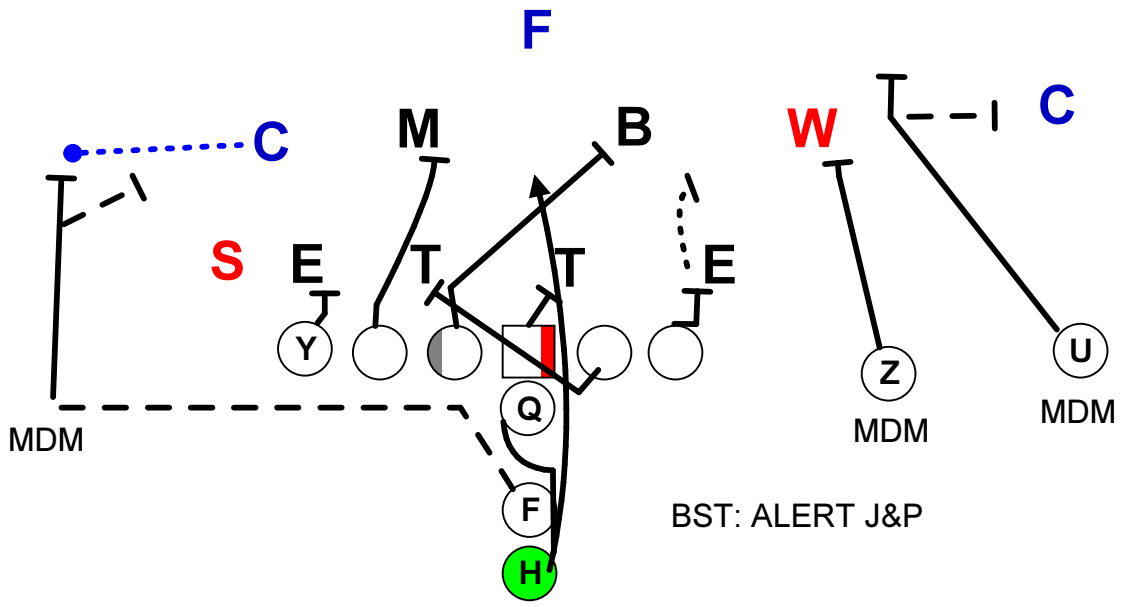
(U) GREEN RT SLOT F RT O
DIR 90 MOUSE



L-SIFT CHOKE OVER ME MONEY

44 XDL

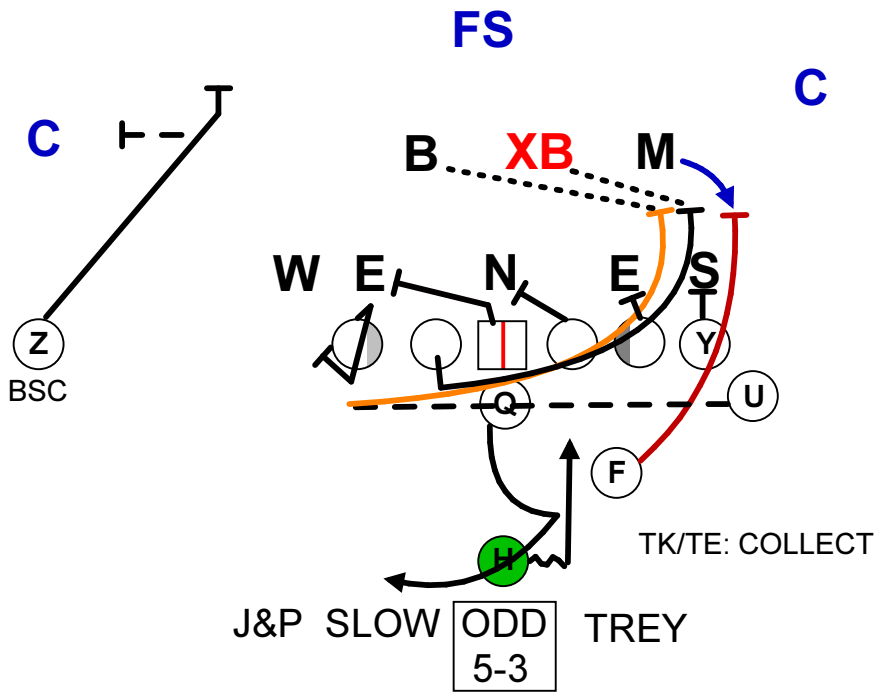
(U) GREEN LT SLOT F LT O
DIR 91 MOUSE



MONEY ME OVER CHOKE L-SIFT

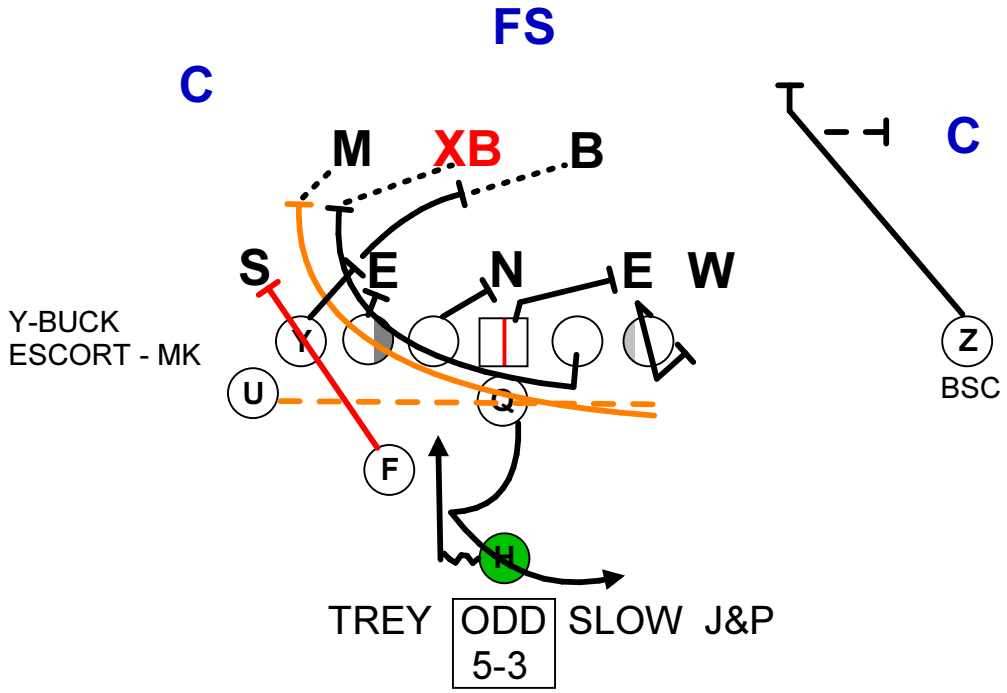
44 XDL

(U) STRONG RT WING U LT
94 POWER ESCORT



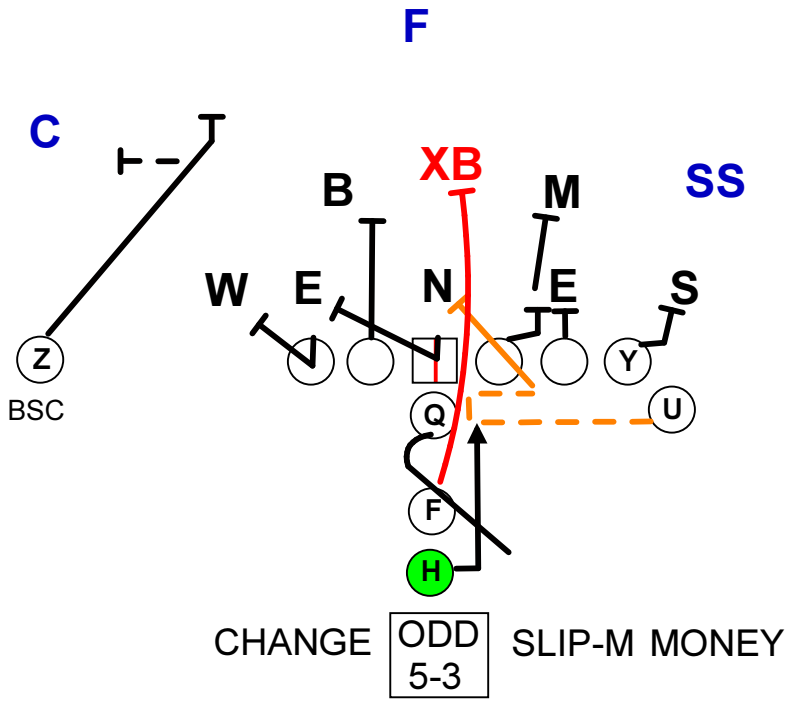
53 XLB

(U) STRONG LT WING U RT
95 POWER ESCORT



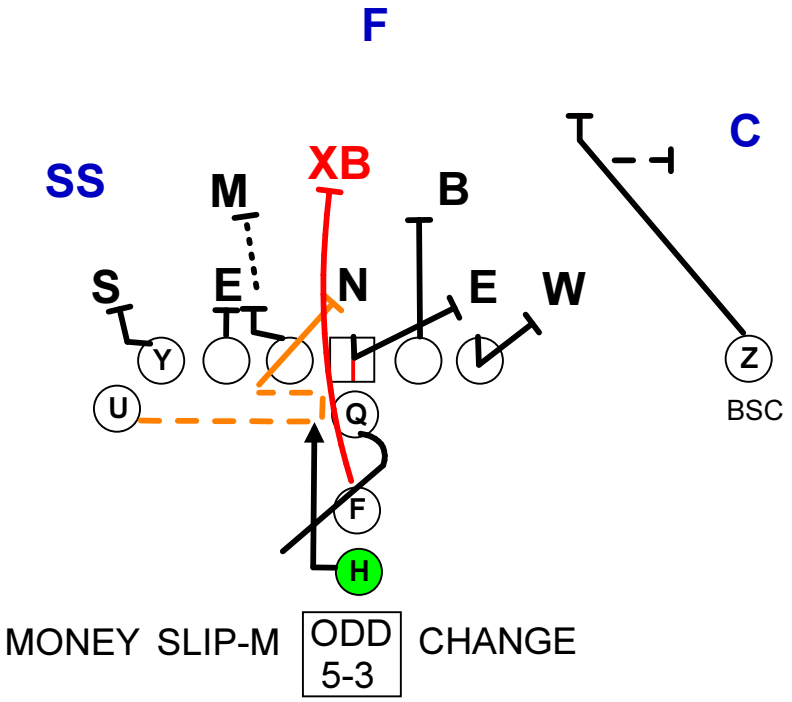
53 XLB

(U) GREEN RT WING U CTR
90 BIG BLAST



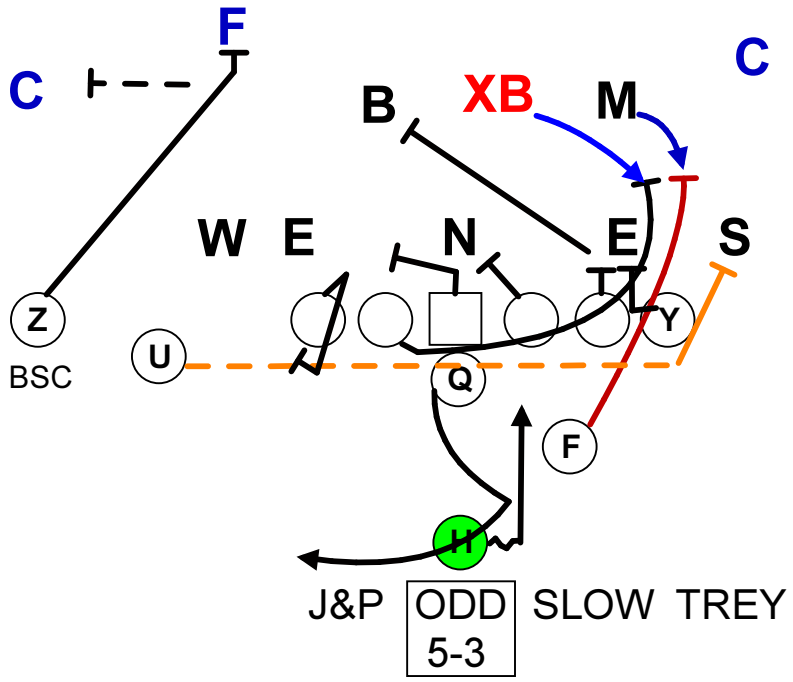
53 XLB

(U) GREEN LT WING U CTR
91 BIG BLAST



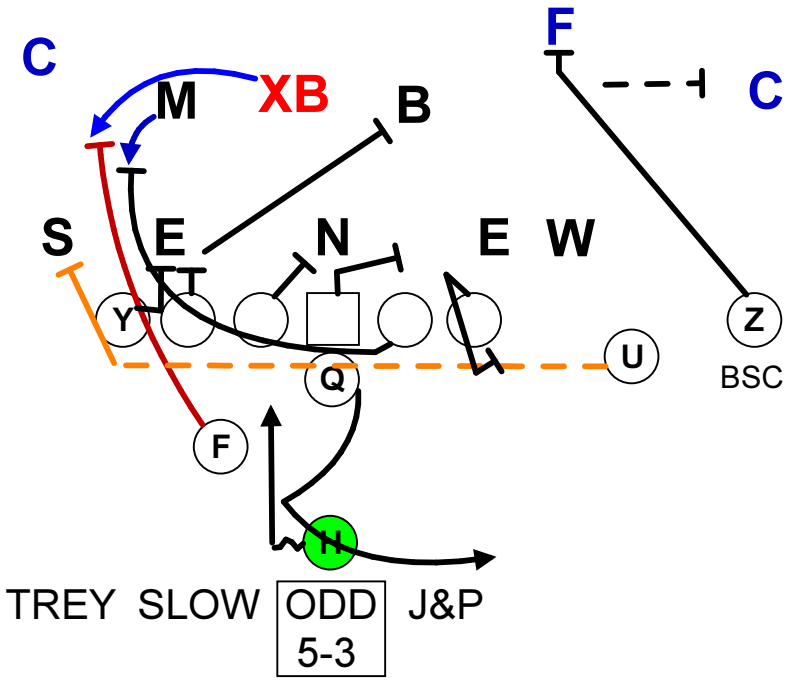
53 XLB

(U) STRONG RT SLUG U RT
94 POWER BONUS



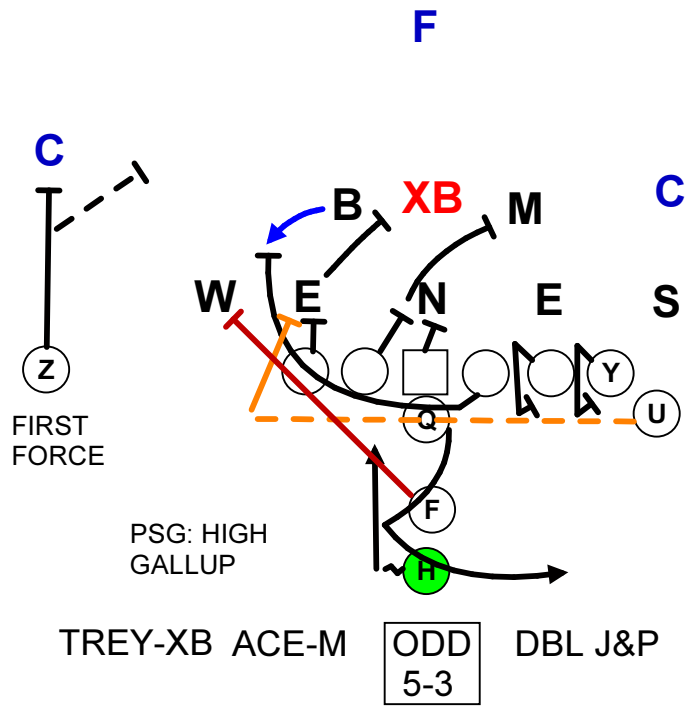
53 XLB

(U) STRONG LT SLUG U LT
95 POWER BONUS



53 XLB

(U) GREEN RT WING U LT
95 U-POWER



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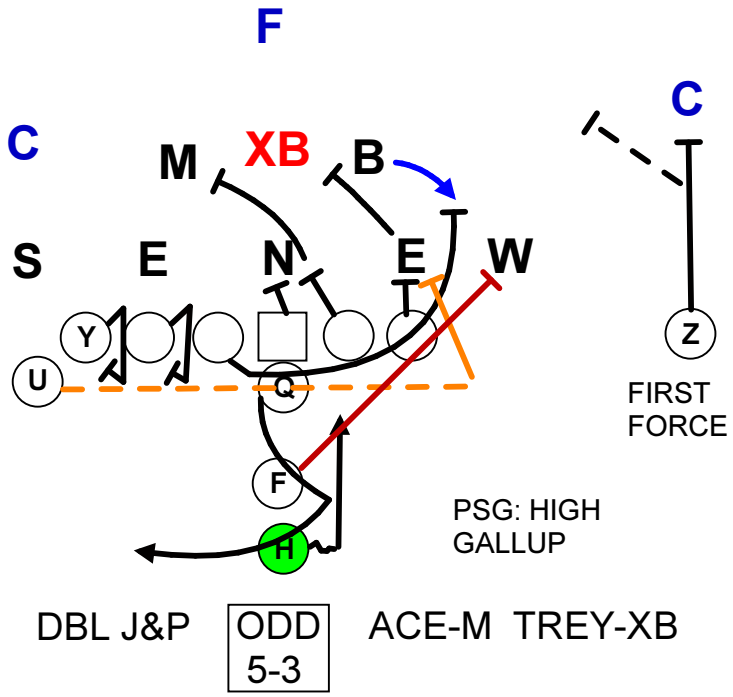
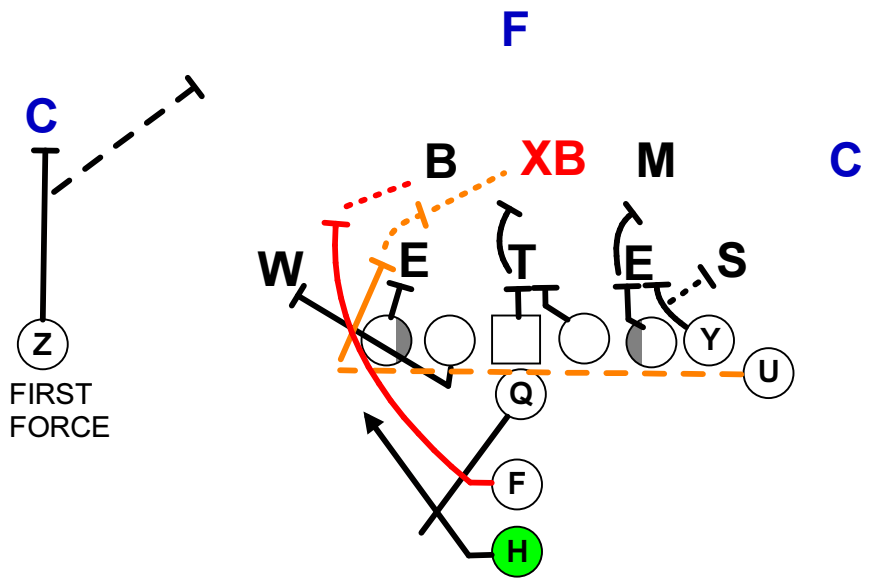
(U) GREEN LT WING U RT
94 U-POWER



53 XLB

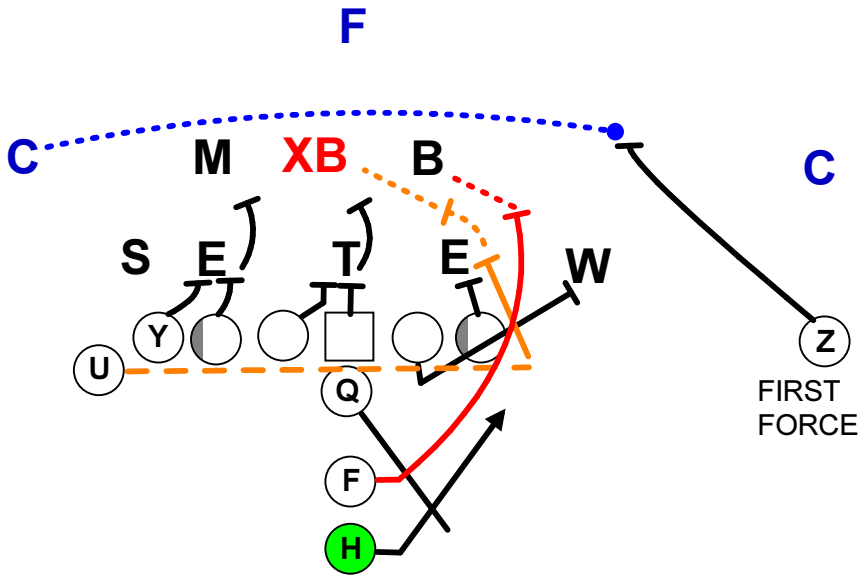
(U) GREEN RT WING U-LT
97 G RUB



RUB-XB "G" ODD 5-3 A-1 C-1

53 XLB

(U) GREEN LT WING U-RT
96 G RUB



C-1 A-1 ODD 5-3 "G" RUB-XB

53 XLB

2014 SF 49ERS PASSING GAME -SCHEME EVALUATION

CHANGES

- **SPLITS**

EDGE=OUTSIDE EDGE OF NUMBERS (ADJUST 2YDS WITH BALL)

NORMAL=+2 OUTSIDE EDGE OF NUMBERS (ADJUST 2YDS WITH BALL)

BIG=+4 OUTSID EDGE OF NUMBERS (DON'T ADJUST)

MAX=+6 OUTSIDE EDGE OF NUMBERS (DON'T ADJUST)

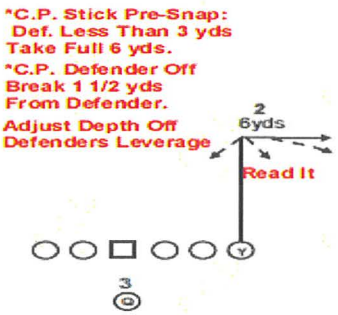
SHOOTS AND FLATS

SHOOT FROM LOS = 2-3YDS, SHOOT FROM BACKFIELD=1-2 YDS

FLAT FROM LOS = 4-5YDS, FLAT FROM LOS = 2-3 YDS (INCLUDES CHK FLATS)

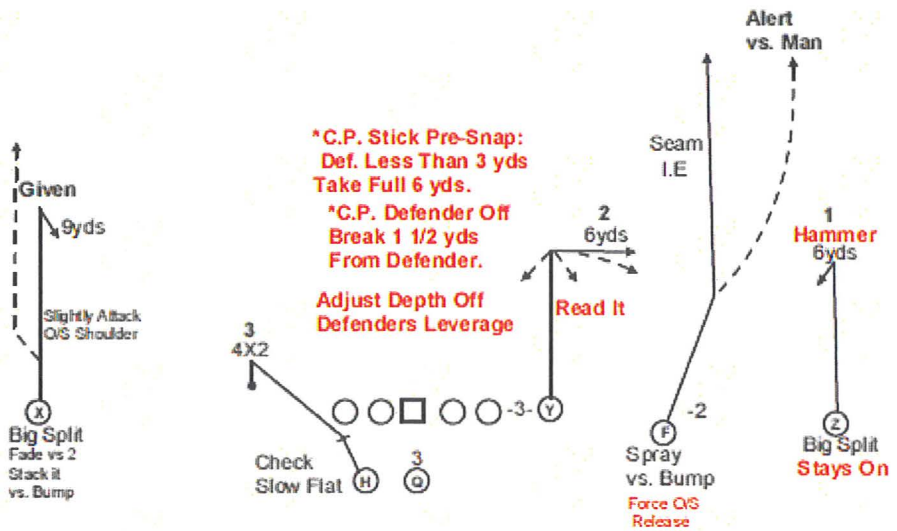
- **STICK ROUTES**-(ANY PLAY THAT HAS A STICK IN IT, WHICH WILL NOW INCLUDE SHOCK)

WE WILL NOW HAVE THE **ABILITY TO READ AND TURN INSIDE** BASED ON LEVERAGE OF DEFENDER AND CUT DEPTH BASE ON DEFENDERS LOCATION. IF **DEFENDER IS LESS THAN 3YDS-MUST GET TO 6YDS AND READ IT. IF DEFENDER IS 6YDS-THAN CUT IT OFF 1 ½ FROM DEFENDER AND READ IT.**



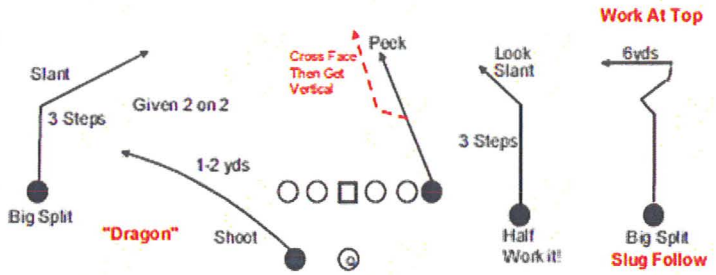
- **SHOCK**

SHOCK ROUTE IS NOW A 6YD STICK BY #3 (WITH ALL NEW ADJUSTMENTS), #2 HAS A SEAM/SPRAY-GET TO INSIDE EDGE VS. 1H-SPRAY VS. BUMP WITH -2 SPLIT, #1 (OUTSIDE WR) HAS A HAMMER HITCH-BIG SPLIT-STAY ON, HB WILL NOW HAVE A SLOW FLAT (NOT A CHECK THRU)



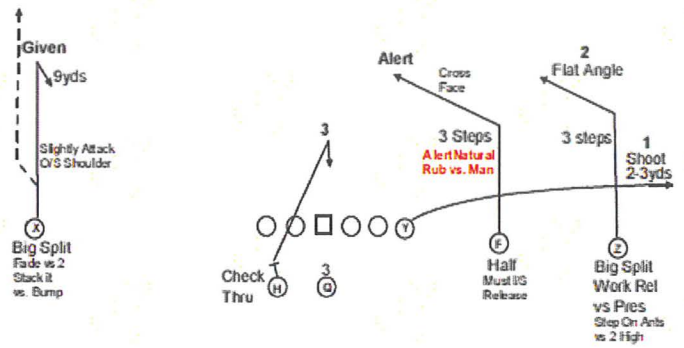
- **LEO-**

QB READ NOW IS ...#1 PEEK, #2 LOOK SLANT, #3 IS NOW A SLUGGO FOLLOW-WORK IT AT TOP TO 6YDS SO IT TIMES UP BETTER WITH READ. WE WILL RUN MORE CALLED 300SCAT LEO X DRAGON-FOR A CLEANER READ BECAUSE ITS NOW A PROGRESSION READ (BUT STILL HAVE ABILITY TO SIGNAL "LEO" IN 2-3JET)



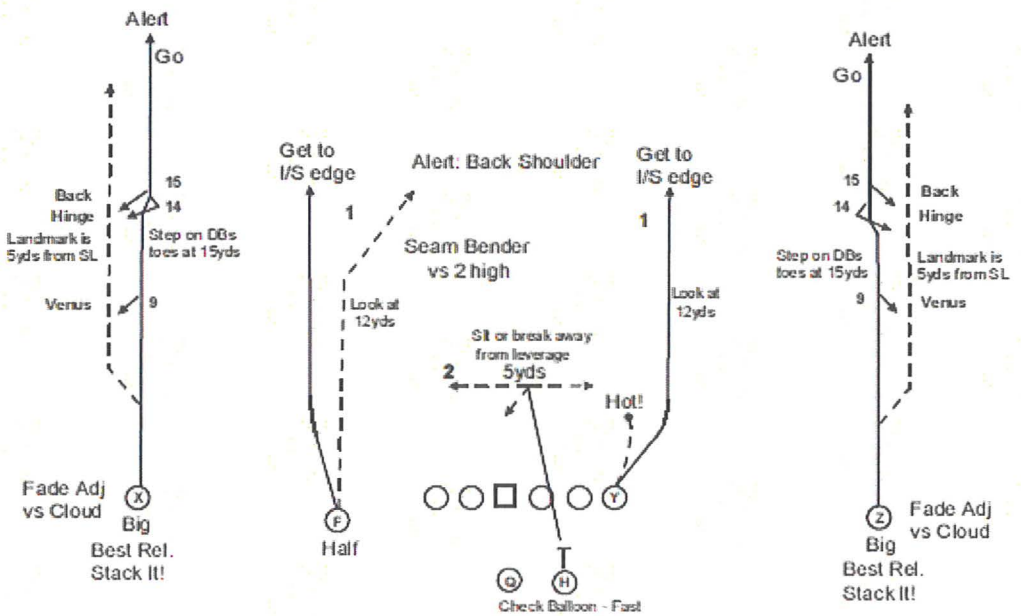
- **FLAME**

GOING BACK TO OLD WAY. **2 SLANTS OUTSIDE WITH ALERT PICK BY INSIDE WR** VS. MAN (TOO MAY MOVING PARTS LAST YEAR)



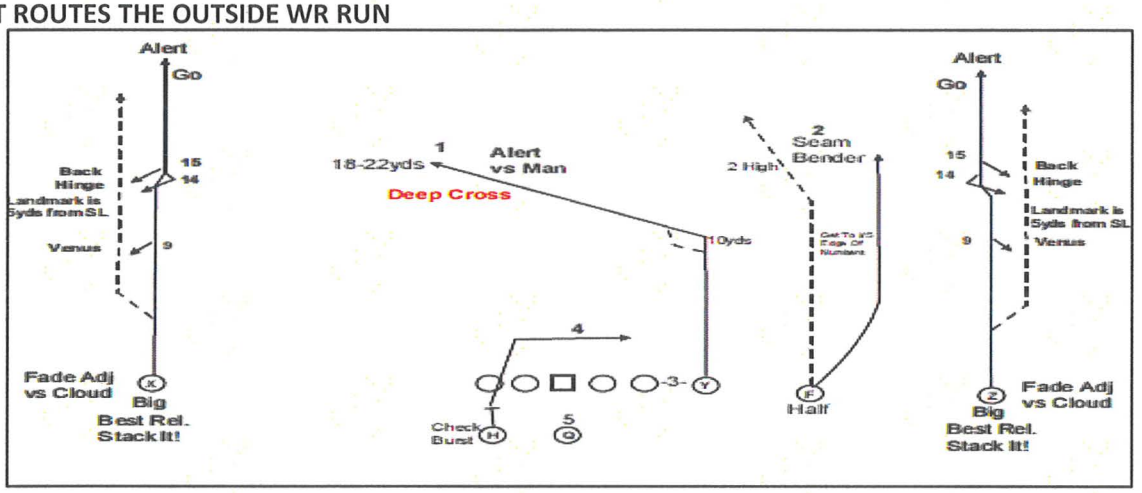
- **2X2 MIRRORED SEAMS**
  - F ALLEY IS NOW CALLED..... **F VERT-GO**
  - F VEGAS IS NOW CALLED.....**F VERT-VENUS**
  - F BLASTER IS NOW CALLED...**F VERT-BACK** (OUTBACK)
  - F HARPOON IS NOW CALLED...**F VERT-HINGE**

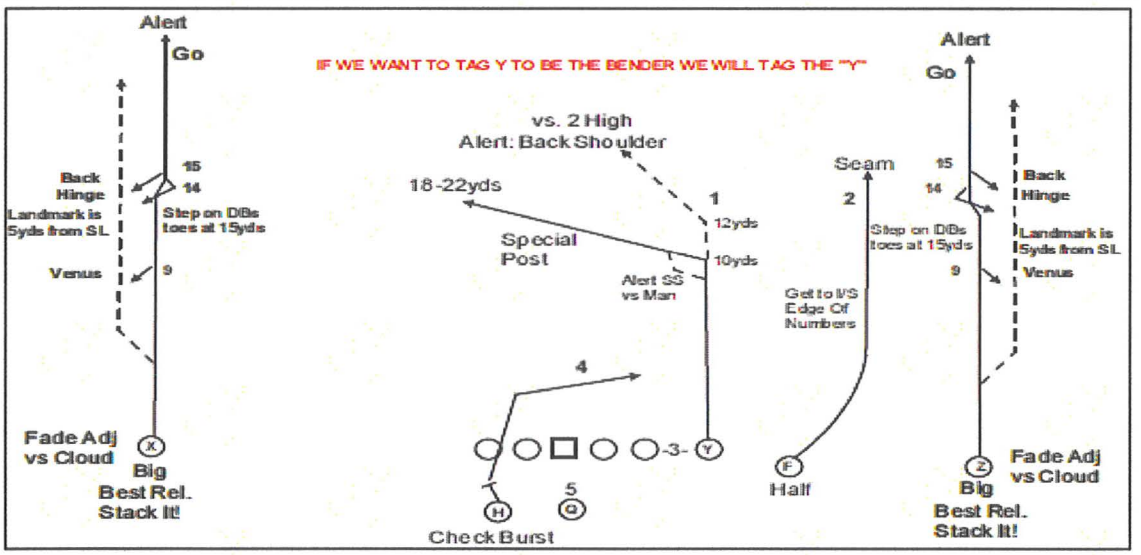
VERT=TELLS THE INSIDE WR'S THEY HAVE SEAMS, WE WILL TAG THE BENDER AND THE TAGGED ROUTE TELLS WHAT ROUTES THE OUTSIDE WR'S RUN



- **3X1 MIRRORED SEAMS**
  - F SPECIAL IS NOW CALLED….F GASH-GO
  - F SHAVE IS NOW CALLED….F GASH-VENUS
  - F STORM IS NOW CALLED…F GASH-BACK (OUTBACK)
  - F SPLASH IS NOW CALLED…F GASH-HINGE

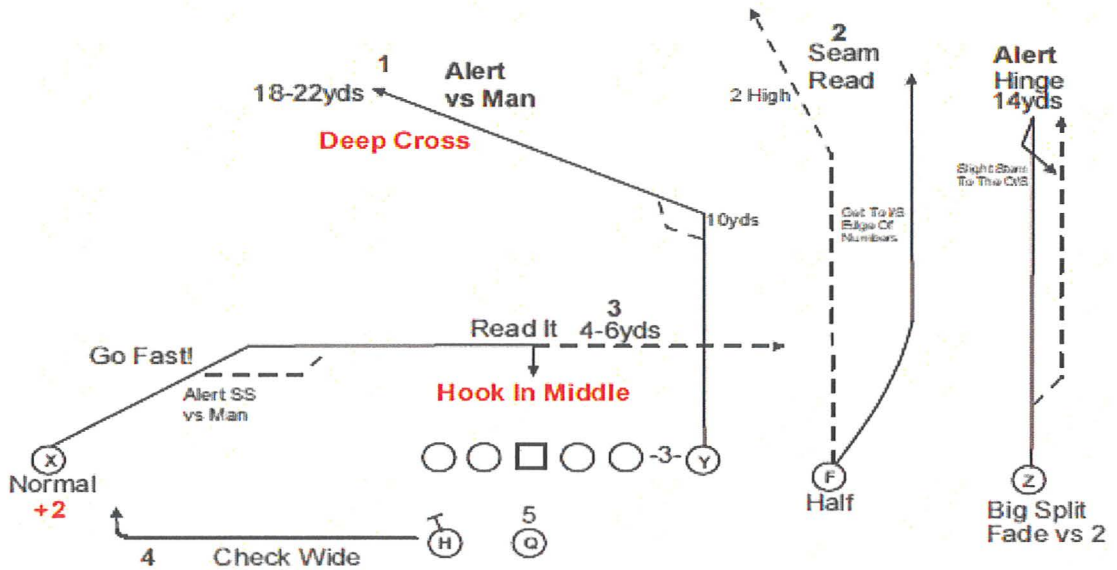
GASH=TELLS THE INSIDE WR'S THEY HAVE SEAM OR BENDER, WE WILL TAG THE BENDER AND THE TAGGED ROUTE TELLS WHAT ROUTES THE OUTSIDE WR RUN





- **SHIM ROUTE**

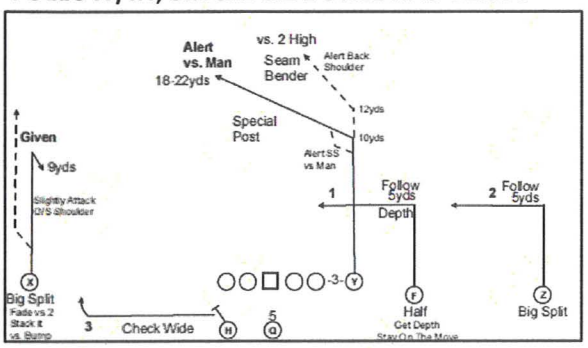
IS A **SHALLOW CROSS THAT HAS THE ABILITY TO SIT OVER BALL** (INSTEAD FAR SIDE OFFENSIVE TACKLE-IT TAKES TO LONG). **IF WE RUN A SHIM WITH A 2 MAN CONCEPT, THE ADJACENT WR WILL RUN A CORNER ROUTE**. EXAMPLE OF THE PLAY WOULD BE TRIPS RT 3J F GASH-HINGE X SHIM (OLD WAY OF CALLING IT WAS 3J F SPLASH X SHALLOW (OR THRUST)



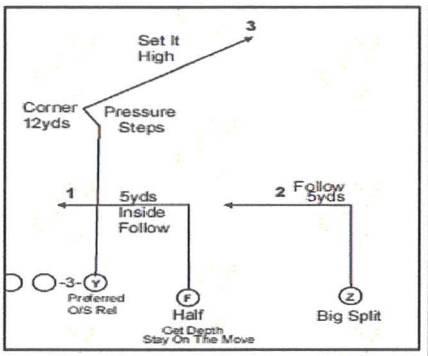
- **FOLLOW CONCEPTS**
  - CHAMP IS STILL CHAMP (MOTHER CONCEPT)
  - CAB (CHINA-BASIC) IS NOW CALLED….**CHAMP Y IN** ("IN"=BASIC ROUTE AT 15YD)
  - CHINA IS NOW CALLED…. **CHAMP Y CORNER**
  - SMASH IS NOW CALLED….**CHAMP F CORNER**
  - CHOP IS NOW CALLED…**CHAMP Y COP**

THER IS NO MORE LINDY ROUTE FOR THE OUTSIDE WR IN THESE CONCEPTS. IT IS NOW A FOLLOW

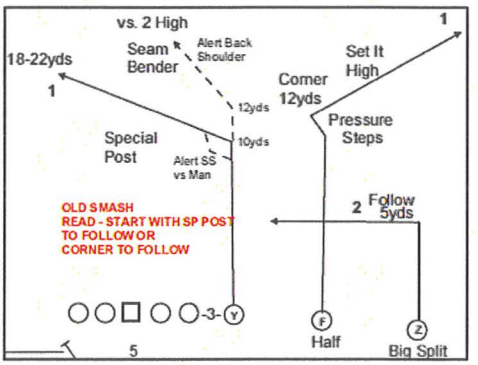
THE HB ON ALL CHAMP CONCEPTS WILL RUN A CHECK WIDE TO PULL CURL/FLAT DEFENDER QUICKER AWAY FROM INSIDE FOLLOW/IN, SINGLE SIDE STILL HAS VENUS



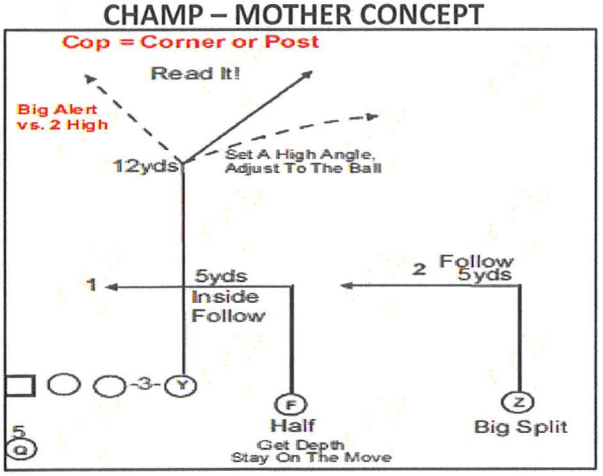
CHAMP – MOTHER CONCEPT



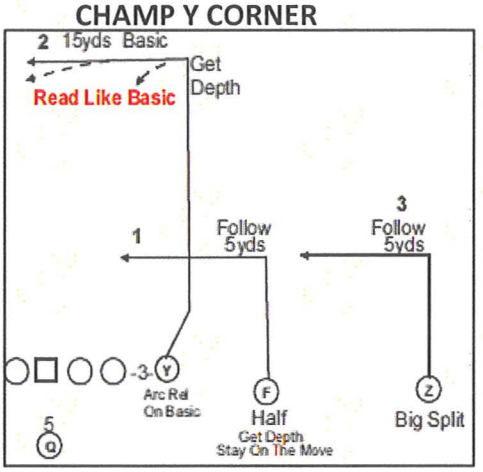
CHAMP Y CORNER



CHAMP F CORNER



CHAMP Y-COP

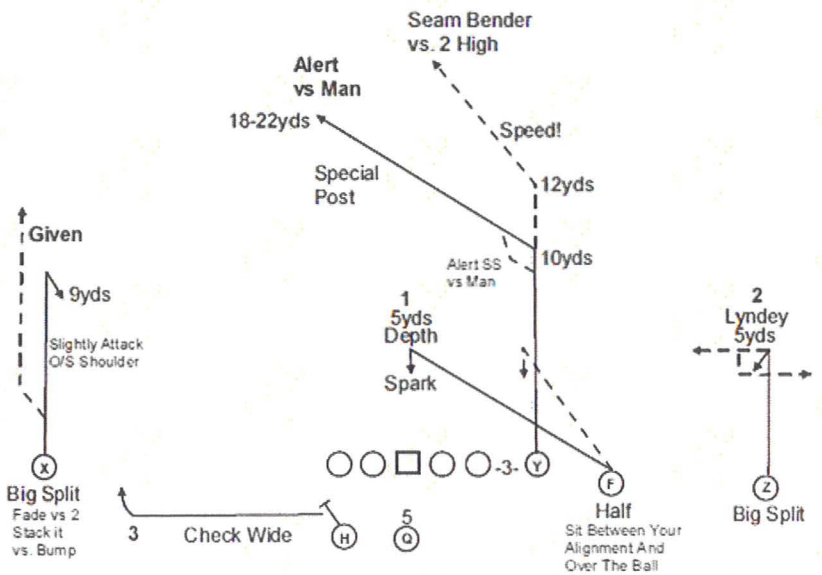


CHAMP Y-IN

SPEEDY CONCEPT

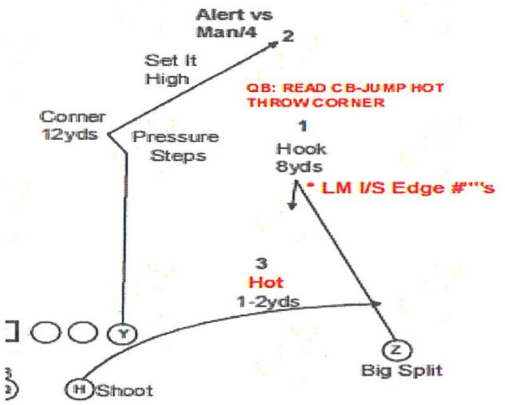
SPEEDY IS NOW CALLED…..CHAMP F SPEEDY

SPEEDY IS NOW A 2 MAN CONCEPT (IN 3X1), WITH 2 OUTSIDE WRS. OUTSIDE WR HAS A LINDY, INSIDE (#2) HAS SPARK



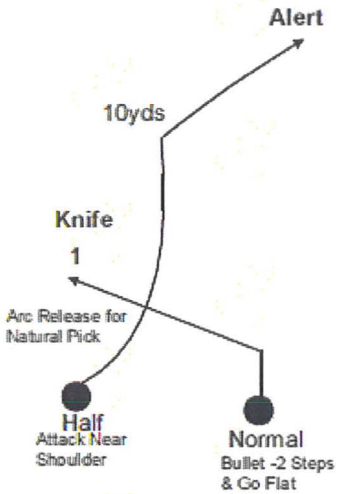
- **CHUCK**

HOOK ROUTE WILL NOW TAKE BIG SPLIT AND ANGLE TO THE INSIDE EDGE OF NUMBERS. THE QB WILL NOW READ THE HOOK #1 TO THE CORNER ROUTE#2 AND USE THE BACK IN FLAT AS A HOT.



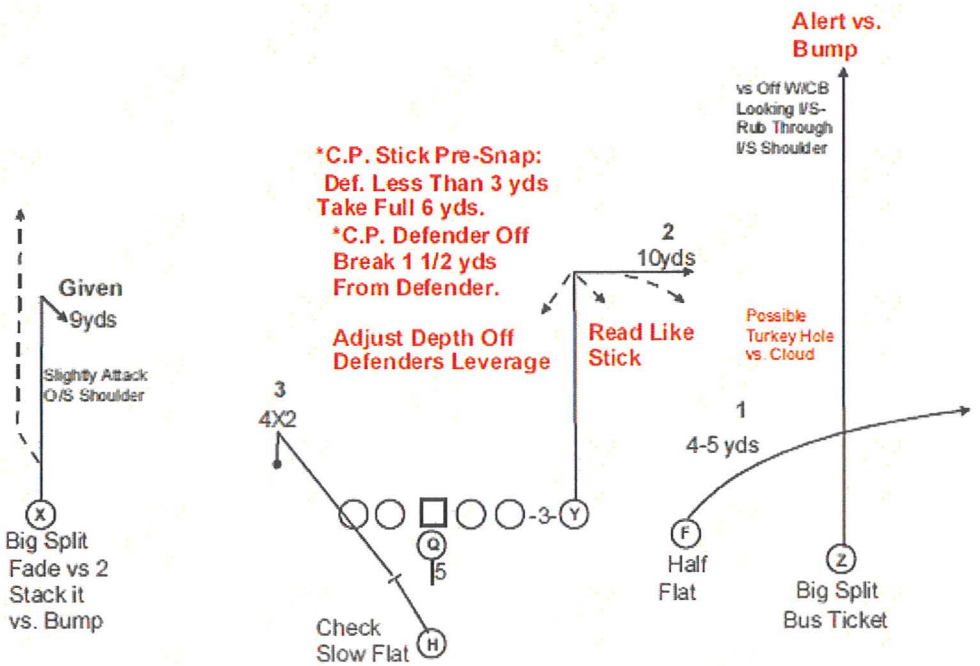
- **KNIFE**

2 STEP BULLET IS CALLED A "KNIFE" ROUTE AND IS A MAN TO MAN SLOT COMBO. OUTSIDE WR HAS KNIFE, INSIDE WR HAS ARC RELEASE CORNER (LIKE WE DID ON EAGLE BUT HE IS ALERT PICK BECAUSE ARC RELEASE)



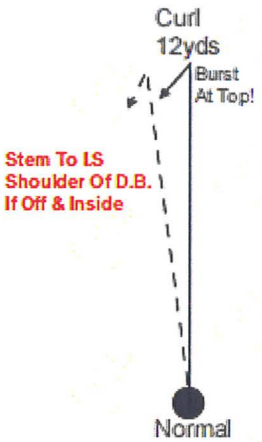
- **BRANCH**

BRANCH IS A DEEPER STICK BUT NOW HAS ALL THE NEW ADJUSTMENTS WITH THE STICK ROUTE. YOU HAVE TO GET 10YDS AND READ IT. THE HB NOW HAS A SLOW FLAT.



- **CURL ROUTE**

NO MORE HOOK ROUTES (EXCEPT FOR ON CHUCK). WILL CALL THEM "CURLS". 12YDS VERTICAL-BURST AT TOP-PLANT AND TURN-BE READY TO COME BACK TO QB. ONLY LITTLE CHANGE IS IF THE CB IN OFF AND INSIDE-WE WILL STEM TO INISDE SHOULDER OF DB AND GET POSITION (PLAY EXAMPLE-HANK, CUJO)

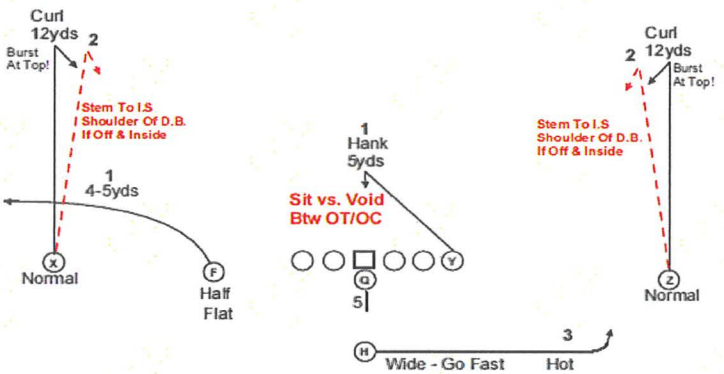


- **SHALLOW'S AND UNDER'S**

CHANGE THE SPLIT TO -2 FROM INSIDE OF NUMBERS SO WE GET OVER FAST IN THE PROGRESSION

- **HANK**

EVERYTHING IS THE SAME EXCEPT FOR WE ARE GOING BACK TO OLD WAY FOR THE TE'S HANK ROUTE- NO MORE OPTION- HE MUST SIT 5YDS BTW OT/OC



- **POST ROUTE**

ALL POST ROUTE ARE 15YDS-PRESSURE STEP AT TOP. VS. BUMP- BEST RELEASE-BE READY TO PIN AND FLY IF OUTSIDE RELEASE

- **RATTLE**

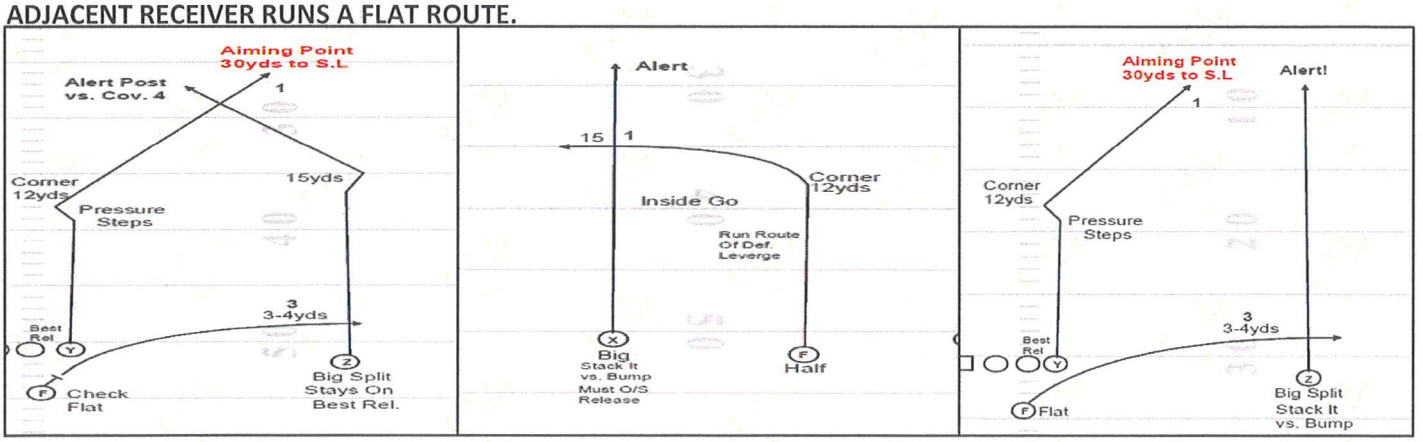
CHANGE AIMING POINT OF CORNER TO 30YDS TO S.L, OUTSIDE WR HAS 15YD POST STAYS. POST STAYS ON VS. ALL COVERAGES. BUMP I/S TECHIQUE POST RUNNER CAN PIN AND FLY.

- **SAIL**

ONLY A 2 MAN CONCEPT. EVERYTHING IS THE SAME EXCEPT THERE IS NEVER A FLAT ROUTE.

- **FLAG**

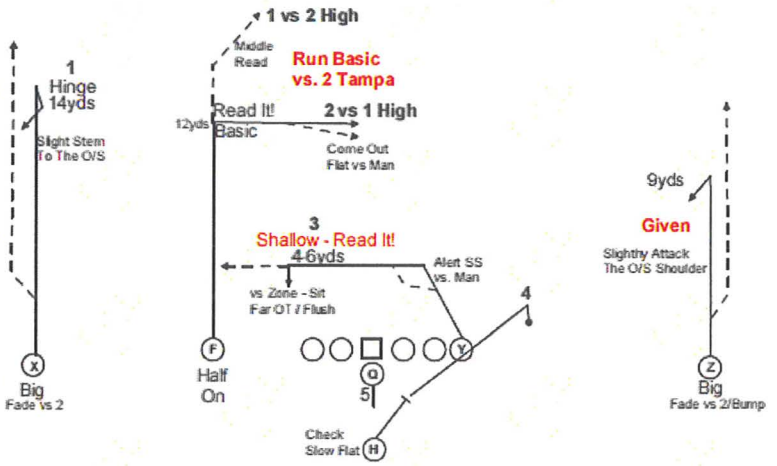
3 MAN CONCEPT. #1 HAS A BIG SPLIT AND RUNS A GO ROUTE. TAGGED RECEIVER RUNS A CORNER ROUTE(SAME AS RATTLE). AND ADJACENT RECEIVER RUNS A FLAT ROUTE.



RATTLE SAIL FLAG

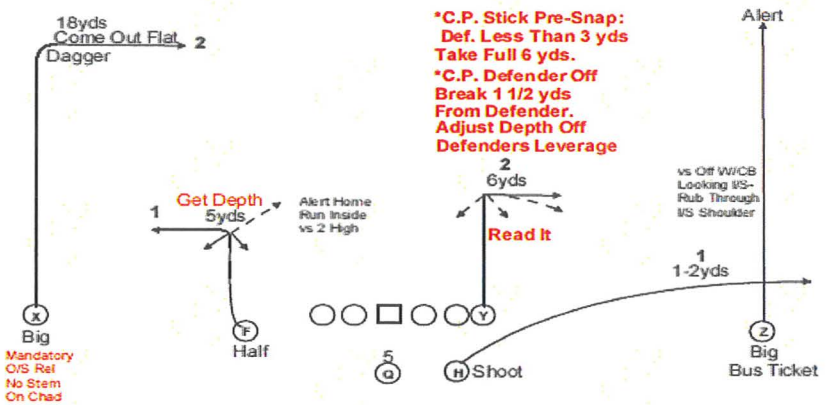
- <u>SHOVE</u>

SHOVE WILL NOW BE CALLED…2J DOUBLE HINGE Y SHOVE. QB READ: ALERT GIVEN ON VENUS, #1 HINGE, #2 MIDDLE READ, #3 SHALLOW



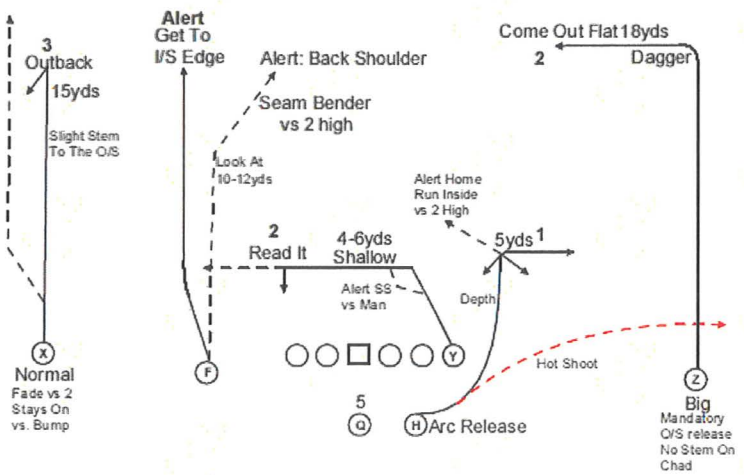
- <u>CHAD</u>

NOTHING HAS CHANGED EXCEPT WE WILL TAG THE "STICK" SIDE NOW. EXAMPLE: TRIPS RT 3SCAT H CHAD Y STICK OR G DBL RT 2SCAT F CHAD Y STICK



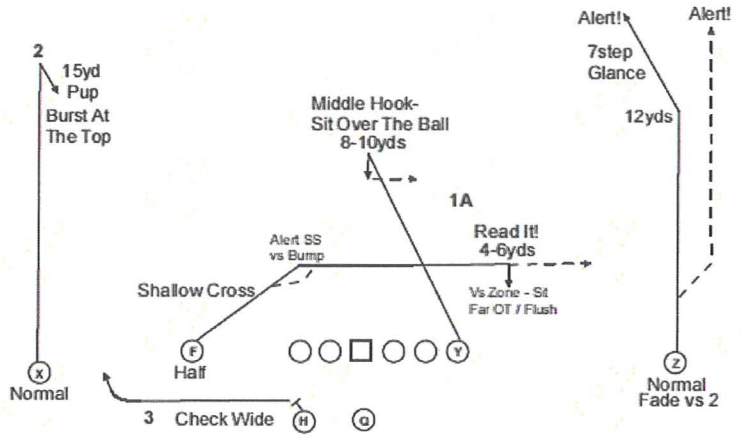
- <u>CHARLEY</u>

NOTHING HAS CHANGED EXCEPT FOR TAGGING THE BACKSIDE. EXAMPLE: DOUBLE RT 2SCAT H CHARLEY F VERT-BACK. QB READ: #1 CHARLEY, #2 SHALLOW OR #2 DAGGER VS. COV.2 TO, #3 OUTBACK OUTSIDE.



- **FRISCO**

NOTHING HAS CHANGED EXCEPT WE WILL TAG WHO RUN THE GLANCE, SO BACKSIDE KNOWS THEY ARE RUNNING THE PUP. EXAMPLE: DOUBLE RT 3J F FRISCO Z GLANCE

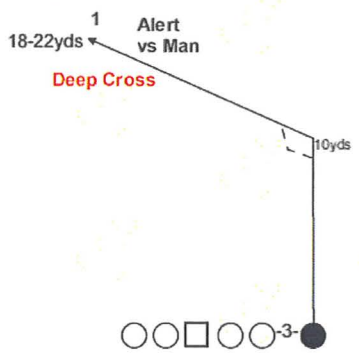


DAGGER ROUTE

CHANGED DEPTH TO 18 YDS-SQUARE IT IN-WE HAVE BEEN GETTING IN TOO SHORT. (NO THROWING LANES)

DEEP CROSS

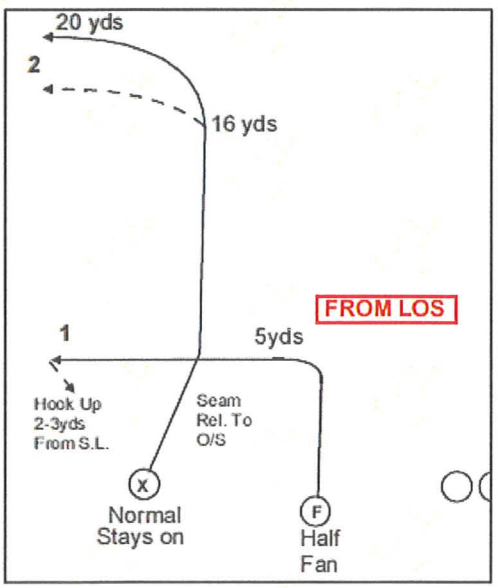
THE INFLUENCE POST WILL NOW BE CALLED "DEEP CROSS" BECAUSE IT'S THE SAME ROUTE. RUN VERTICAL FOR 10YDS GAINING DEPTH 18-22 YDS

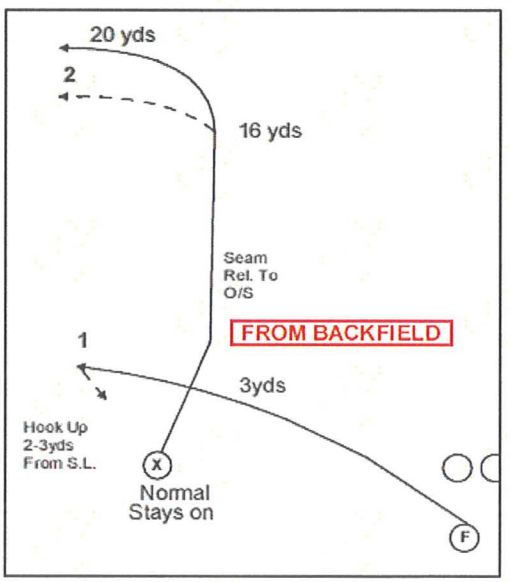


COFFIN CONCEPT

CIRCUS ROUTE – NORMAL SPLIT (+2) STEM INSIDE-PUSH VERTICAL TO 16YDS-BREAK FLAT TO CORNER AT 20YDS. MIGHT HAVE TO SHORTEN ANGLE BASED ON SAFETY LOCATION.

FAN ROUTES – DETACHED-PUSH VERTICAL TO 5YDS-BREAK OUT-HOOK UP 2-3 YDS FROM S.L. FROM ATTACHED TO FORMATION-FLAT ROUTE-GAIN DEPTH AS YOU GO 5 YDS. FROM BACKFIELD-GAIN AS YOU GO 3 YDS

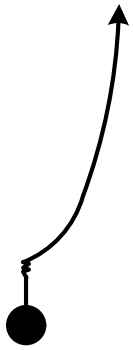
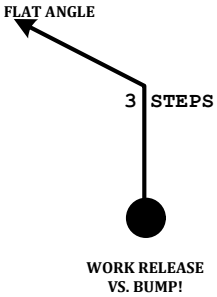
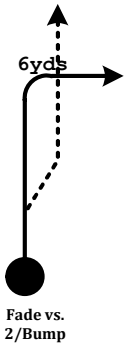




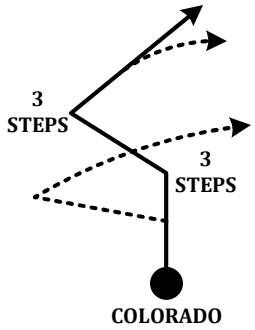
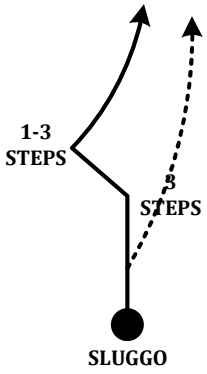
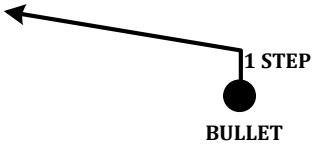
PASSING GAME

OUTSIDE ROUTES

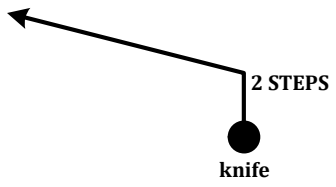
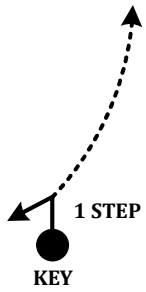
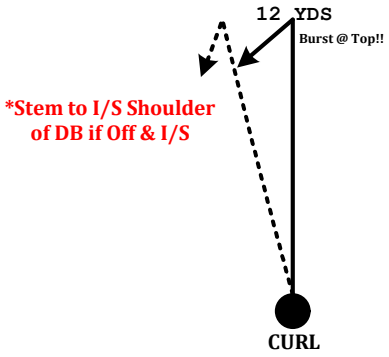
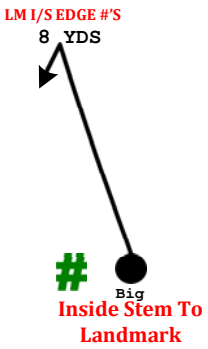
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
THUNDER (Hitch)		Vs. OFF = Hitch Vs. Bump = Fade Vs. Cloud = O/S Release Go
FADE		Vs. OFF = Fade Alert Back Shoulder Vs. Bump = Fade Vs. Cloud = O/S Release Go
SLANT		Vs. OFF = Slant Vs. Bump = Slant (work Fade Release) Vs. Cloud = Slant (Work O/S Shoulder)
OMAHA (Quick Out)		Vs. OFF = Omaha Vs. Bump = Fade Vs. Cloud = O/S Release Go

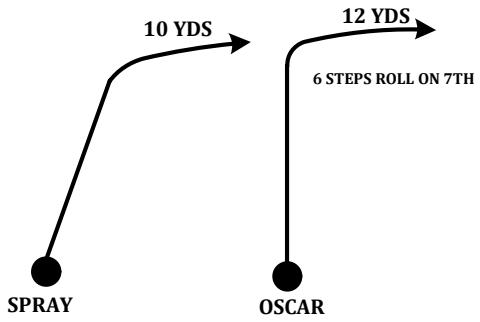
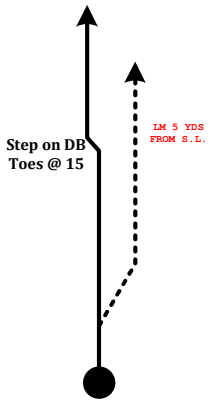
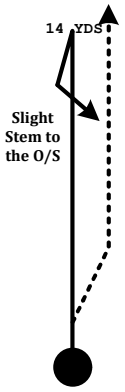
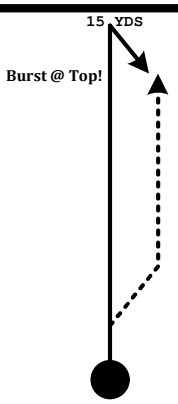
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
VENUS (9 Yard Stop)		Vs. OFF = Venus Vs. Bump = Venus Vs. Cloud = O/S Release Go
COLORADO (Slant/Corner)		Vs. OFF = Colorado Vs. Bump = Colorado (Work It) Vs. Cloud = Colorado
SLUGGO (Slant & Go)		Vs. OFF = Sluggo Vs. Bump = Fade (Work It) Vs. Cloud = O/S Release Go
BULLET (1 Step Slant)		Vs. OFF = Bullet Vs. Bump = Bullet Vs. Cloud = Bullet Stays On

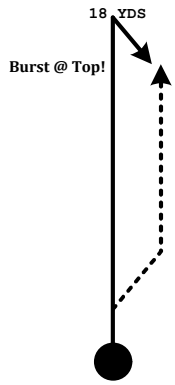
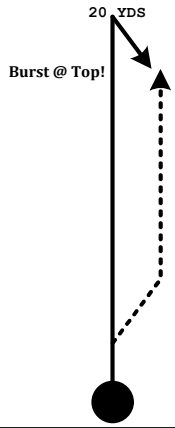
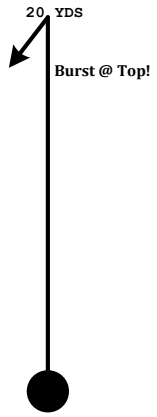
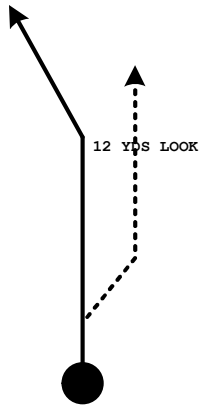
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
KNIFE (2 Step Slant)		Vs. OFF = Knife Vs. Bump = Knife Vs. Cloud = Knife Stays on
KEY		Vs. OFF = Key Vs. Bump = Fade Vs. Cloud = Fade
CURL		Vs. OFF = Curl Vs. Bump = Stays On Vs. Cloud = Widen Slip Inside
HOOK (Chuck)		Vs. OFF = Hook Vs. Bump = Stays On Vs. Cloud = Stays On

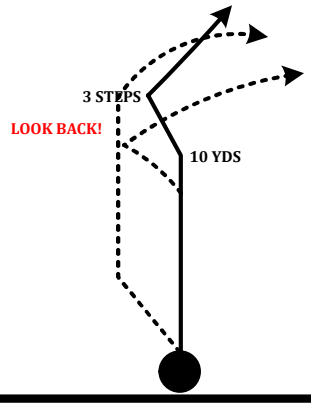
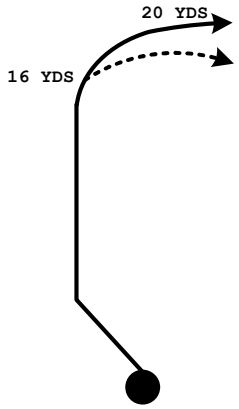
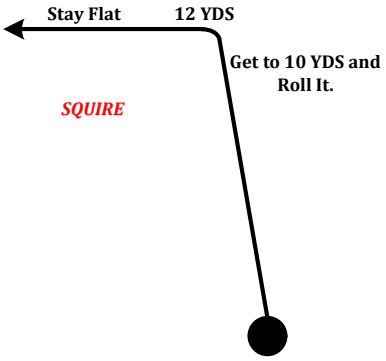
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
OSCAR (Speed Out)		Vs. OFF = Oscar Vs. Bump = Oscar Vs. Cloud = O/S Release Go
GO		Vs. OFF = Go Vs. Bump = Go Vs. Cloud = Go
HINGE (14 Yard Pivot Back)		Vs. OFF = Hinge Vs. Bump = Hinge (Outside Release) Vs. Cloud = Outside Release Go
BACK (15 Yard Comeback)		Vs. OFF = Back Vs. Bump = Back Vs. Cloud = Outside Release Go

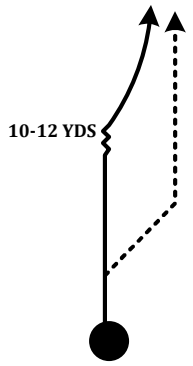
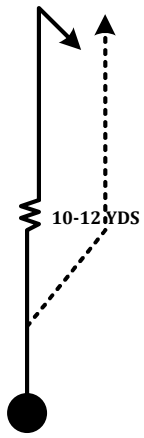
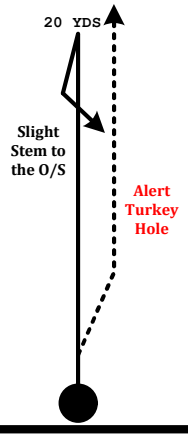
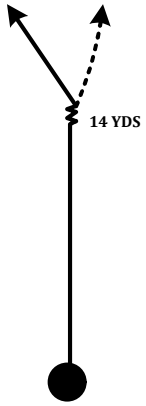
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
KITTY (18yd Comeback)		Vs. OFF = Kitty Vs. Bump = Kitty Vs. Cloud = O/S Release Go
KAT (20yd Comeback)		Vs. OFF = Kat Vs. Bump = Kat Vs. Cloud = O/S Release Go
DOG (20yd Curl)		Vs. OFF = Dog Vs. Bump = Dog Vs. Cloud = Widen Slip I/S
GLANCE (Bang 8)		Vs. OFF = Glance Vs. Bump = Glance Vs. Cloud = O/S Release Go

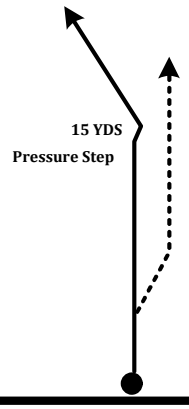
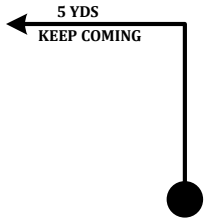
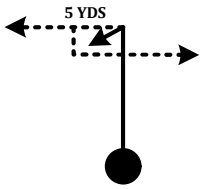
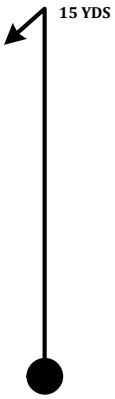
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
SHAKE (Post/Corner)		Vs. OFF = Shake Vs. Bump = Shake (Inside Release) Vs. Cloud = Circus
CIRCUS		Vs. OFF = Circus Vs. Bump = Shake (I/S Release) Vs. Cloud = Circus
SPOT		Vs. OFF = Spot Vs. Bump = Sit-Jab (Escape Back) Vs. Cloud = Spot
SQUARE IN		Vs. OFF = Squire Vs. Bump = Squire Vs. Cloud = Squire

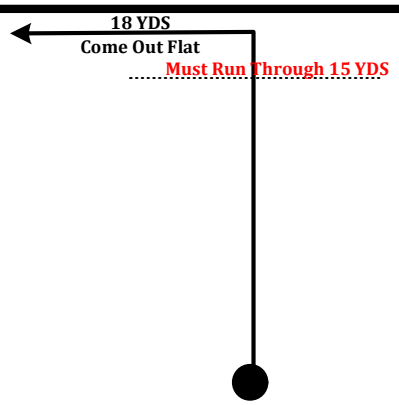
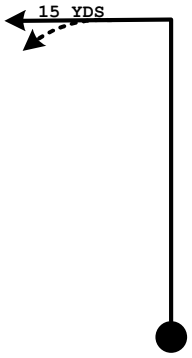
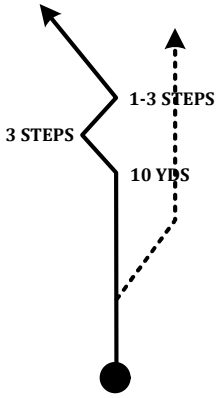
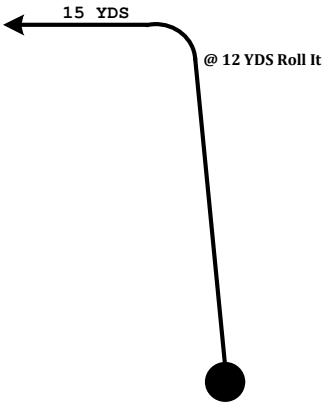
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
STUCCO (Stutter Go)		Vs. OFF = Stucco Vs. Bump = Stucco Vs. Cloud = O/S Release Go
STAR (Stutter Kitty)		Vs. OFF = Star Vs. Bump = Star Vs. Cloud = Outside Release Go
RUNBACK (20yd Hinge) (Keeps/Nakeds)		Vs. OFF = Runback Vs. Bump = Runback Vs. Cloud = Alert Turkey Hole
STOMP (Stutter Post)		Vs. OFF = Stomp Vs. Bump = Stomp or Stucco Vs. Cloud = Stomp

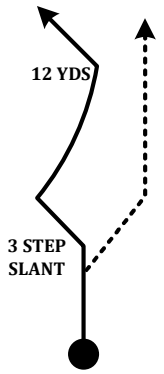
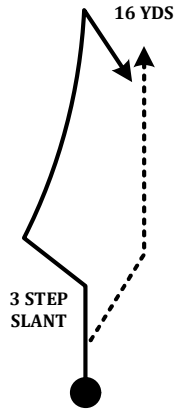
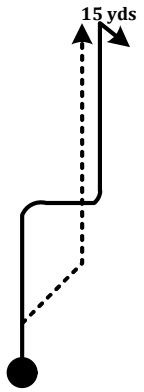
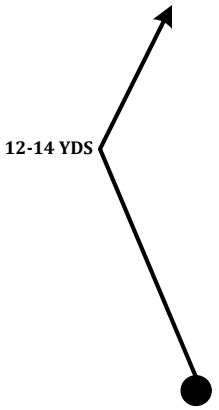
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
POST		Vs. OFF = Post Vs. Bump = Post Vs. Cloud = O/S Release Go
FOLLOW		Vs. OFF = Follow Vs. Bump = Follow (Sell Fade Release) Vs. Cloud = Follow
LINDY		Vs. OFF = Run Hitch. If flat defender comes to you, cross face. Vs. Bump = Best Rel. Hitch then burst flat I/S. If cut-off less than 3 steps then pull back. Must keep going passed 4 steps. Vs. Cloud = Run Hitch then go 2 steps I/S & back.
PUP		Vs. OFF = Pup Vs. Bump = Pup Vs. Cloud = Widen Slip I/S

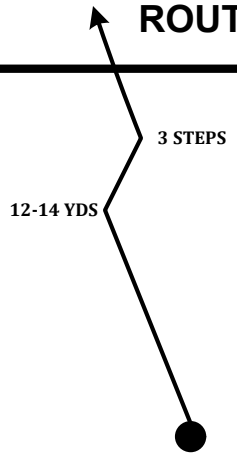
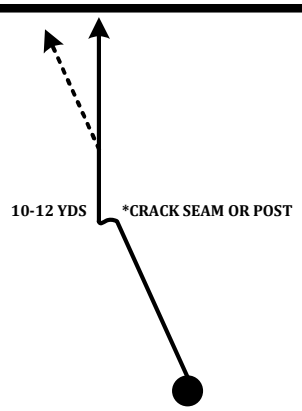
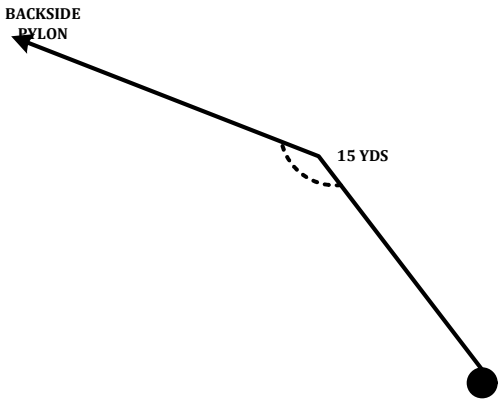
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
DAGGER		Vs. OFF = Dagger Vs. Bump = Dagger Vs. Cloud = Dagger
DEMON (15 YD IN)		Vs. OFF = Demon Vs. Bump = Demon Vs. Cloud = Demon
DINO		Vs. OFF = Dino Vs. Bump = Dino Work It Vs. Cloud = Outside Release Go
DEEP SQUARE IN		Vs. OFF = Deep Square In Vs. Bump = Deep Square In Vs. Cloud = Deep Square In

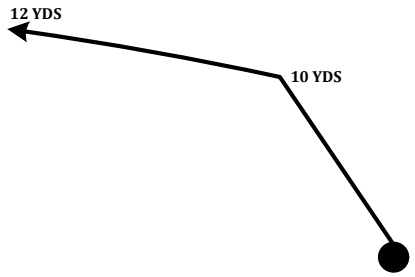
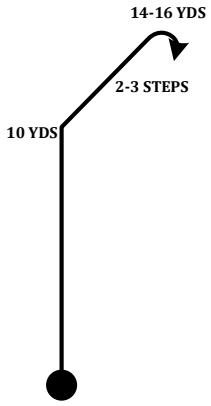
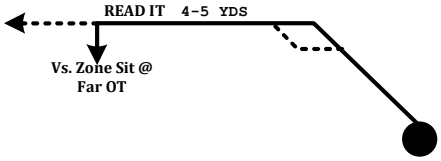
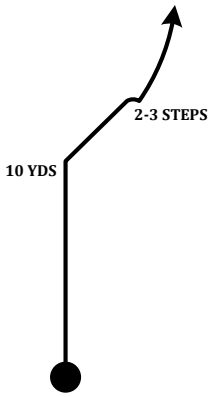
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
SLUG-POST (Slug-Glance)		Vs. OFF = Slug-Post Vs. Bump = Slug-Post Vs. Cloud = Outside Release Go
SLUG BACK		Vs. OFF = Slug Back Vs. Bump = Slug Back (Work It) Vs. Cloud = Outside Release Go
CHAIR (Omaha-Back)		Vs. OFF = Chair Vs. Bump = Chair Vs. Cloud = Outside Release Go
ANGLE		Vs. OFF = Angle Vs. Bump = Angle Stick @ Top Vs. Cloud = Angle

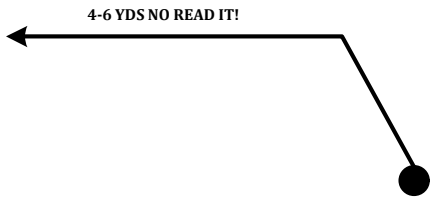
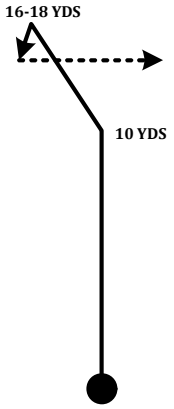
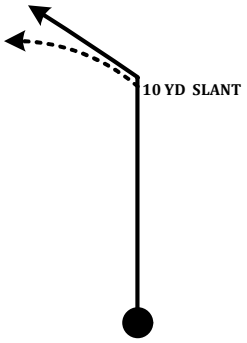
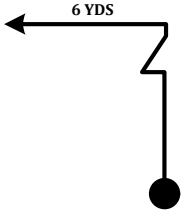
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
APE (Angle Post)		Vs. OFF = Ape Vs. Bump = Ape Vs. Cloud = Ape
GETAWAY		Vs. OFF = Getaway Vs. Bump = Getaway Alert Stairstep Vs. Cloud = Getaway
B-LINE		Vs. OFF = B-Line Vs. Bump = B-Line Alert Stair Step Vs. Cloud = B-LINE

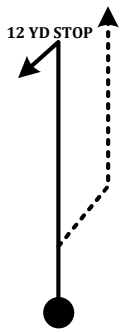
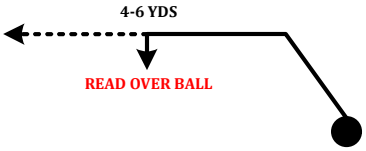
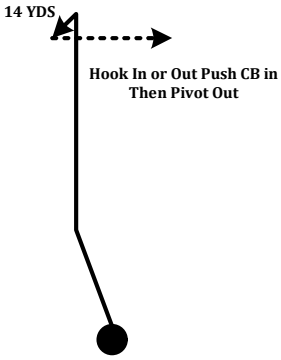
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
OVER (Keep/Naked)		Vs. OFF = Over Vs. Bump = Over Alert Stair Step Vs. Cloud = Over
BITE (Corner/Hook)		Vs. OFF = Bite Vs. Bump = Bite Vs. Cloud = Bite
SHALLOW CROSS	 VS. MAN: "LOOKING YOUR BOOKING"	Vs. OFF = Shallow Vs. Bump = Shallow Alert Stair Step Vs. Cloud = Shallow
STING (Corner & GO)		Vs. OFF = Sting Vs. Bump = Sting Vs. Cloud = Sting

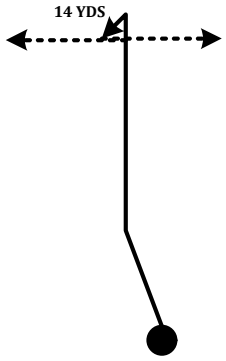
OUTSIDE ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
SHOW (Cross)		Vs. OFF = Show Vs. Bump = Show Alert Stair Step Vs. Cloud = Show
BULLDOG		Vs. OFF = Post Hook Vs. Bump = Post Hook Then Escape Back Vs. Cloud = Post Hook
BENGAL		Vs. OFF = Bengal Vs. Bump = Bengal Vs. Cloud = Bengal
SLUG FOLLOW		Vs. OFF = Slug Follow Vs. Bump = Slug Follow Vs. Cloud = Slug Follow (Fade Release Widen DB)

OUTSIDE ROUTES

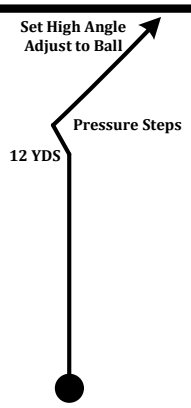
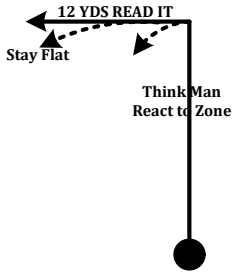
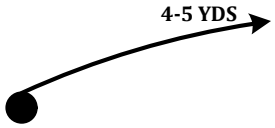
ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
VICTOR		Vs. OFF = Victor Vs. Bump = Victor (O/S Release) Vs. Cloud = O/S Release Go
TRAIN (Hitch & Go)		Vs. OFF = Hitch & Go Vs. Bump = O/S Release Hitch & Go Vs. Cloud = O/S Release Fade
SHIM		Vs. OFF = Shim Read It Vs. Bump = Shim Alert Stair Step Vs. Cloud = Shim Read it Over Ball
CHOOSE		Vs. OFF = CHOOSE Vs. Bump = CHOOSE Vs. Cloud = CHOOSE

OUTSIDE ROUTES

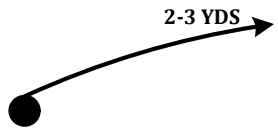
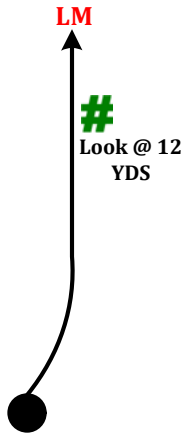
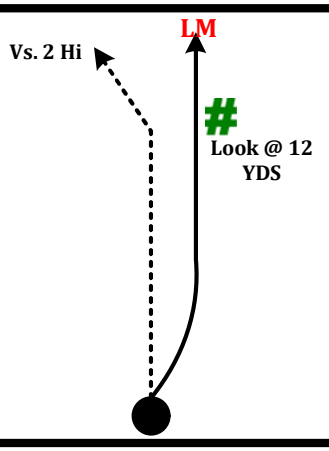
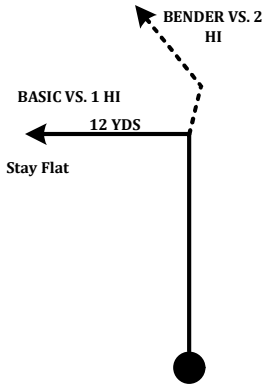
ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
CHOICE		Vs. OFF = CHOICE Vs. Bump = CHOICE Vs. Cloud = CHOICE

INSIDE/SLOT ROUTES

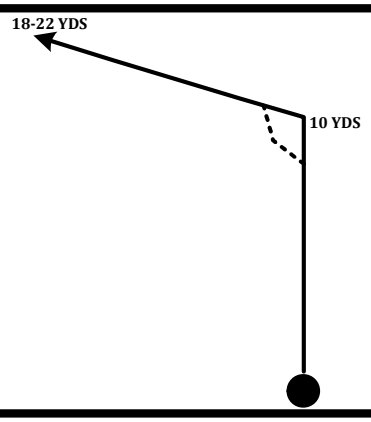
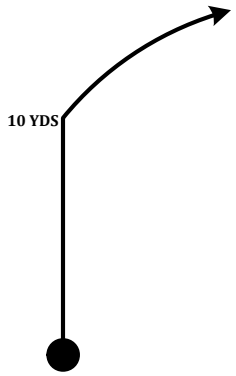
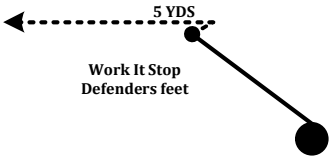
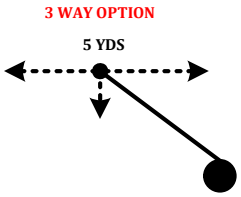
INSIDE/SLOT ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
CORNER		
BASIC		
STICK		
FLAT		

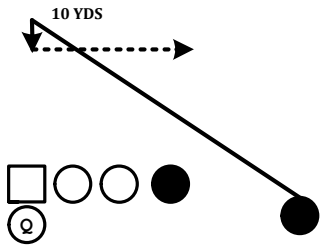
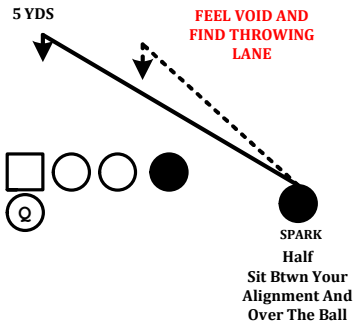
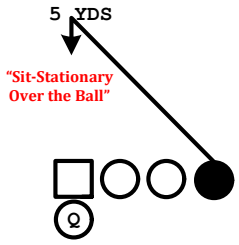
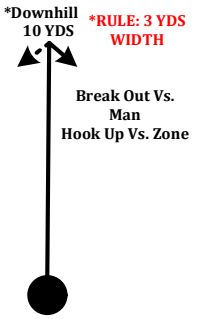
INSIDE SLOT/ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
SHOOT		
SEAM		
SEAM BENDER		SEAM BENDER STRAIGHT STEM VS. 2 SHELL
MIDDLE READ		

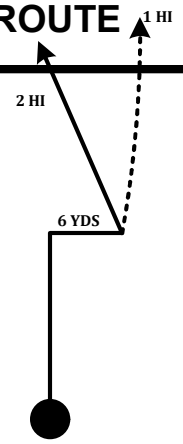
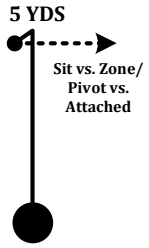
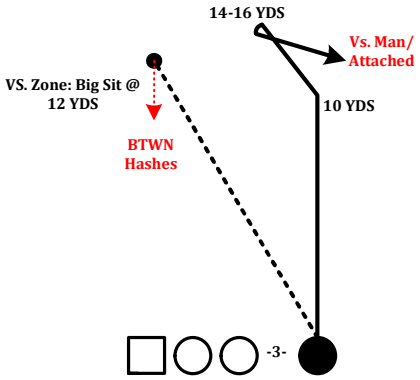
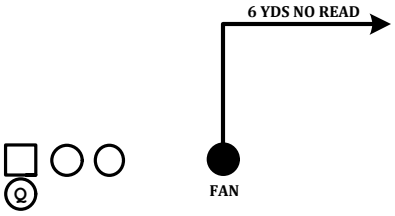
INSIDE SLOT/ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
DEEP CROSS		
BANANA		
JUKE (Cross Face)		
OPTION		

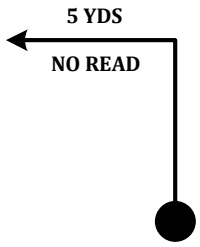
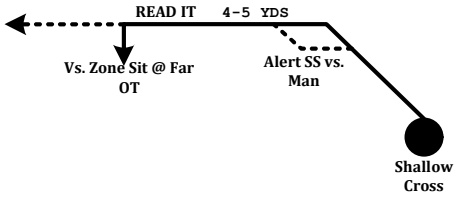
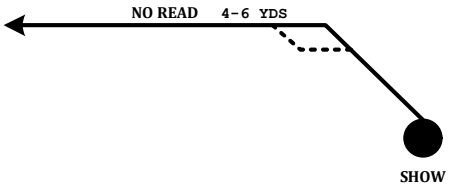
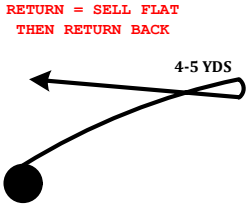
INSIDE SLOT/ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
MIDDLE HOOK		
SPARK		
SIT		
TRENCH		

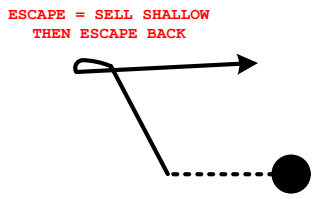
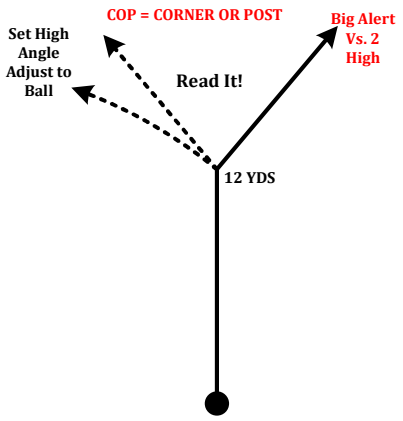
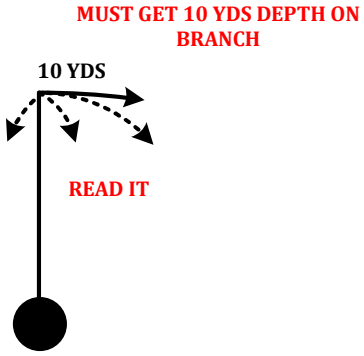
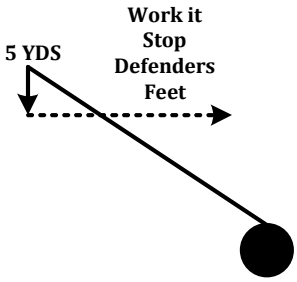
INSIDE SLOT ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
STICK NOD		
TURN		
SEARCH		
FAN		

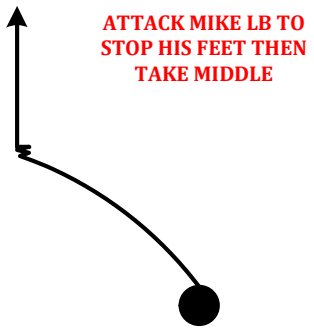
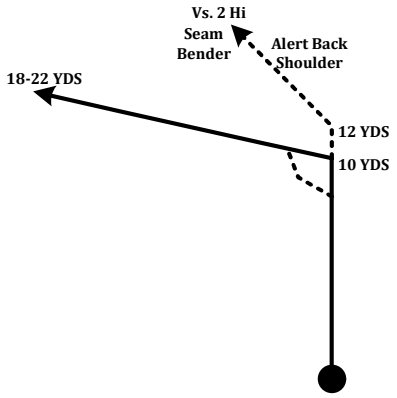
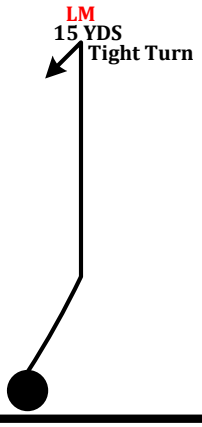
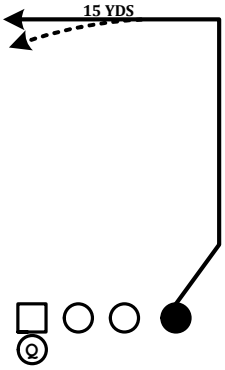
INSIDE SLOT/ROUTES

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
INSIDE FOLLOW		
SHALLOW		
SHOW		
RETURN		

INSIDE SLOT/ROUTE

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
QUICK		
COP		
BRANCH		
JERK (BACK)		

INSIDE SLOT/ROUTE

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
DIP		
GASH POST		
SEAM HOOK		
IN (CHAMP IN)		

INSIDE SLOT/ROUTE

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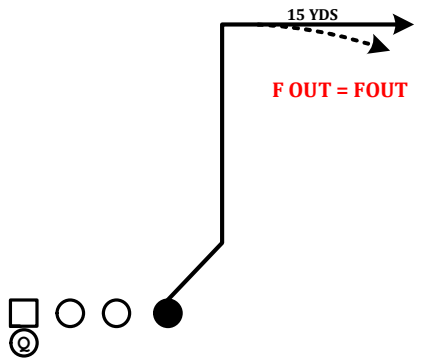
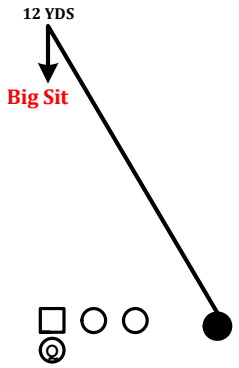
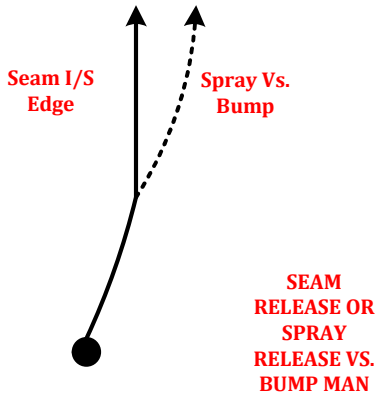
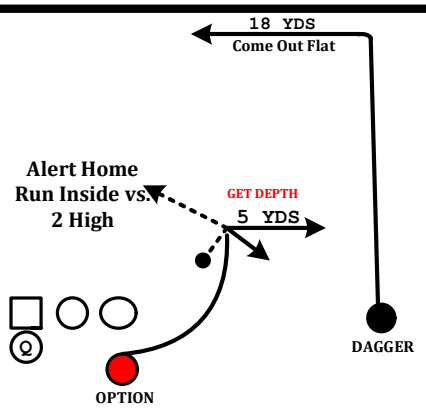
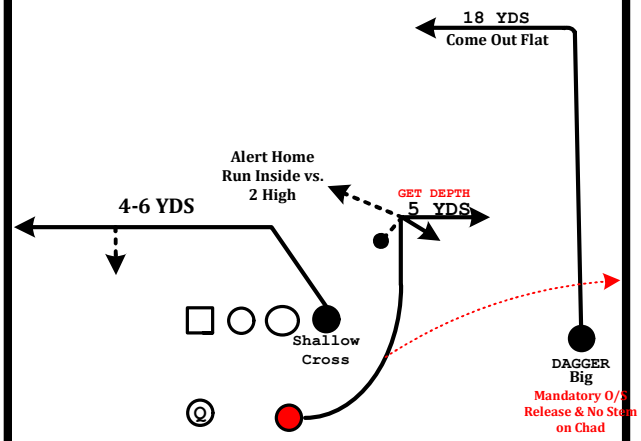
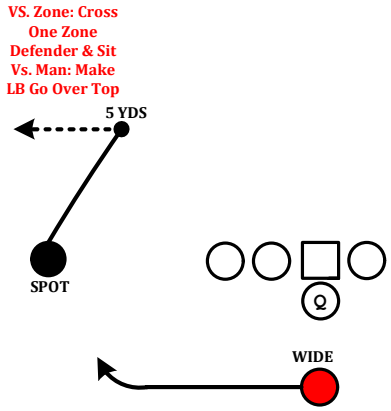
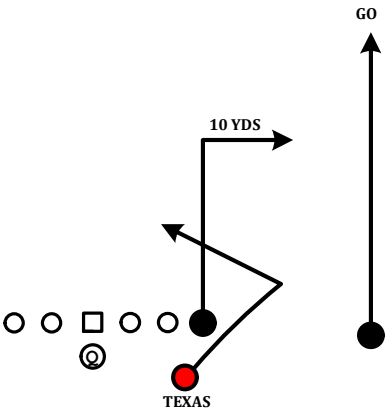
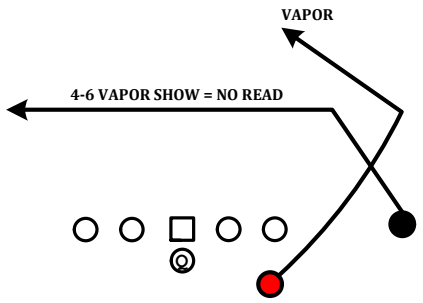
OUT/FOUTS		
BIG SIT		
SPRAY SEAM		

ROUTES W/ HB

ROUTES W/HB

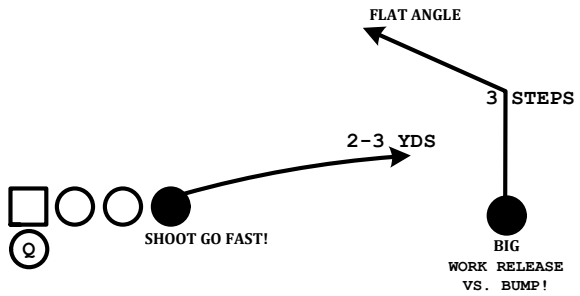
ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
CHAD		
CHARLEY		
SPOT		
TEXAS		

ROUTES W/HB

ROUTE NAME	ROUTE	DESCRIPTION/ ADJUSTMENT
VAPOR		

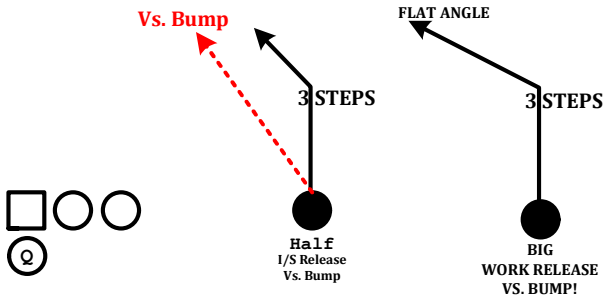
2 MAN CONCEPTS

2 MAN CONCEPTS



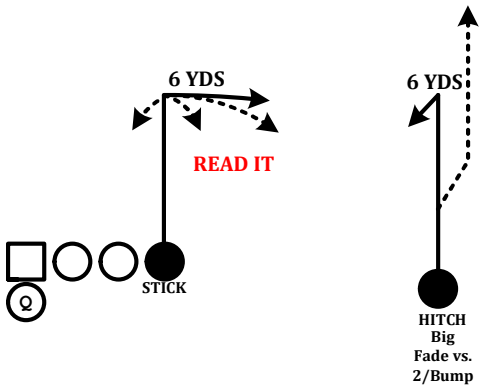
DRAGON
#1 = Slant Route
#2 = Shoot Route

NOTES:



LION
#1 = Slant Route
#2 = I/S Route

NOTES:



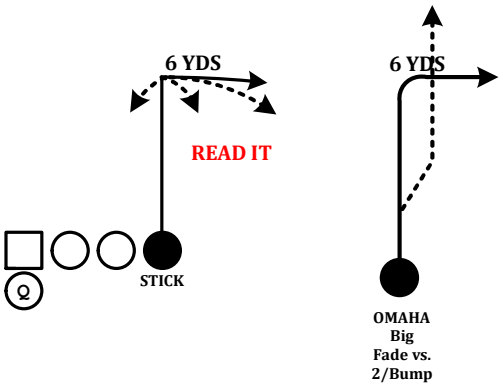
*C.P. Stick Pre-Snap: Defender less than 3 yards take full 6 yards.

*C.P. Stick: Defender off break 1 ½ yards from defender.

*Adjust depth off defenders leverage

THUNDER
#1 = Hitch Route
#2 = Stick Route

NOTES:



*C.P. Stick Pre-Snap: Defender less than 3 yards take full 6 yards.

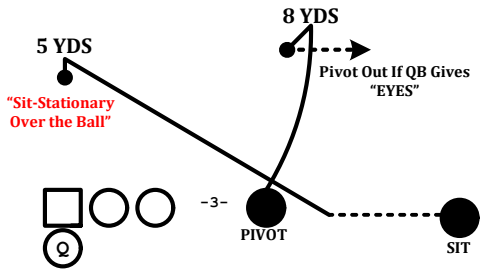
*C.P. Stick: Defender off break 1 ½ yards from defender.

*Adjust depth off defenders leverage

OKIE
#1 = Omaha Route
#2 = Stick Route

NOTES:

2 MAN CONCEPTS

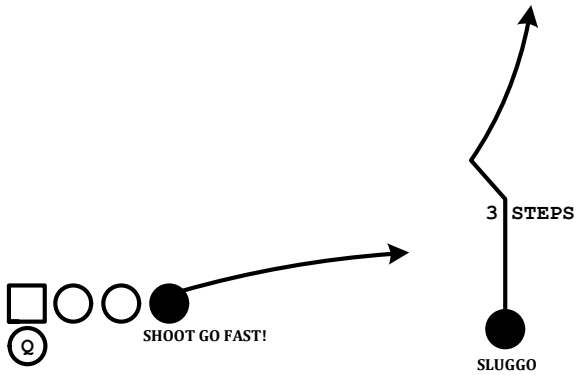


SPACING RULES

1st "Tagged" Receiver: Stationary Sit Over Ball

Outside of "Stationary Sit": 8 Yard Pivot Route

NOTES:

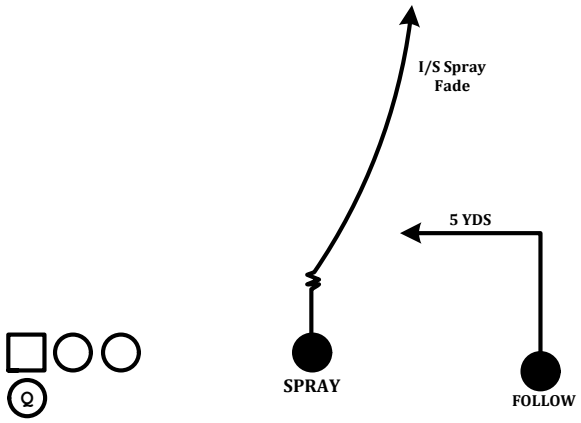


DRAGON FLY

#1 = Sluggo Route

#2 = Shoot Route

NOTES:

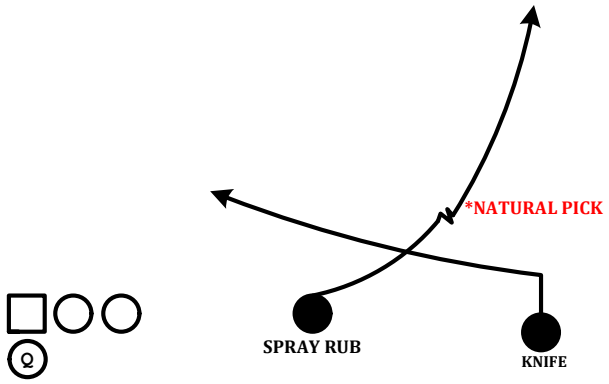


SPRAY

#1 = Follow

#2 = Spray

NOTES:



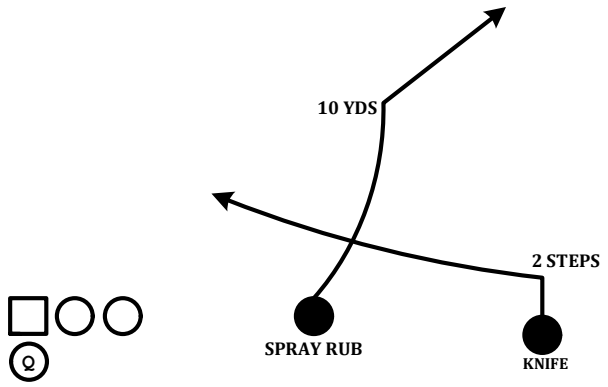
CROW

#1 = Knife

#2 = Spray Rub (Natural Pick)

NOTES:

2 MAN CONCEPTS

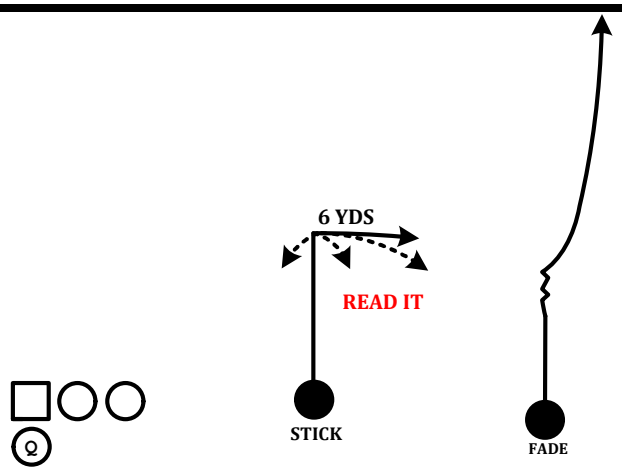


KNIFE

#1 = Knife (2 Step Bullett)

#2 = Arc Release Corner (Natural Pick)

NOTES:

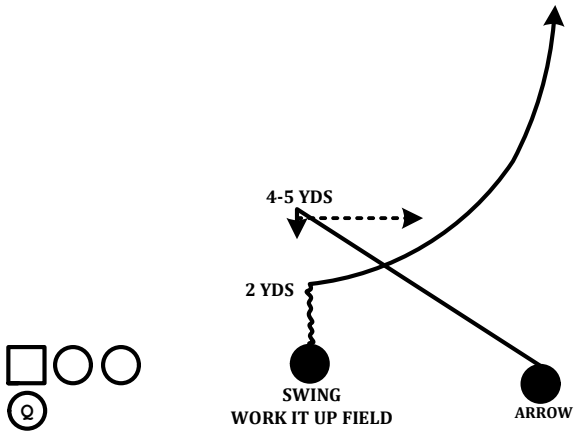


OHIO

#1 = Fade Route

#2 = Stick Route

NOTES:



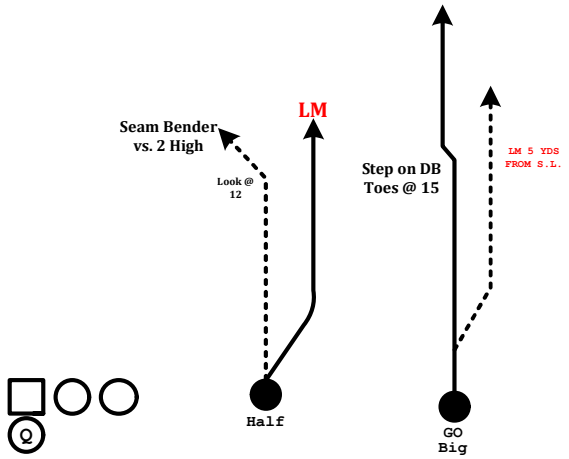
RAVEN

#1 = Arrow (Natural Pick)

#2 = Swing

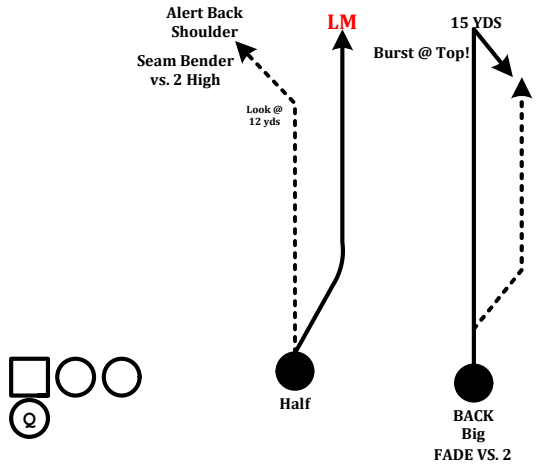
NOTES:

2 MAN CONCEPTS



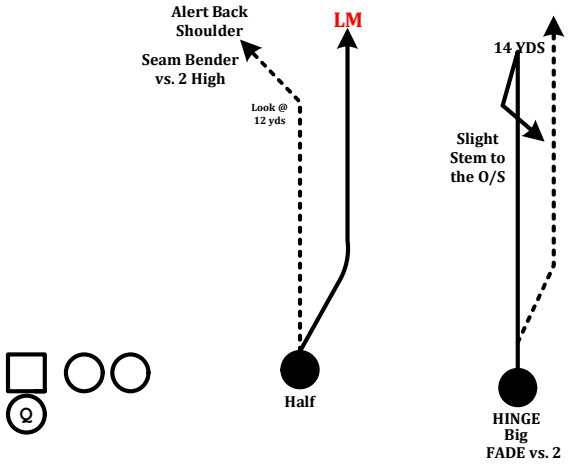
F VERT GO (Mirrored Seams)
#1 = Go Route
#2 = "Tagged" Seam Bender
•Big Splits Outside
•LM = Landmark Seam (I/S Edge #'s)

NOTES:



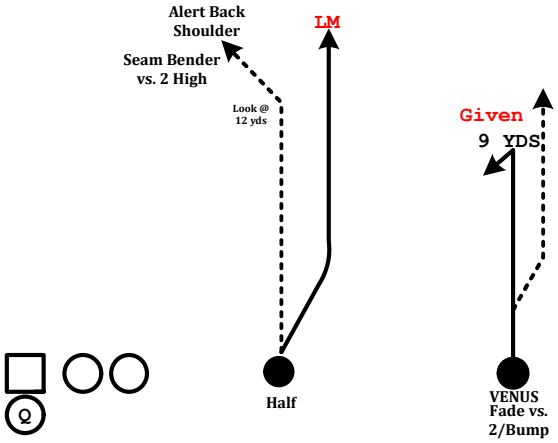
F VERT BACK (Mirrored Seams)
#1 = Back Route
#2 = "Tagged" Seam Bender
•Big Splits Outside
•LM = Landmark Seam (I/S Edge #'s)

NOTES:



F VERT HINGE (Mirrored Seams)
#1 = Hinge Route
#2 = "Tagged" Seam Bender
•LM = Landmark Seam (I/S Edge #'s)

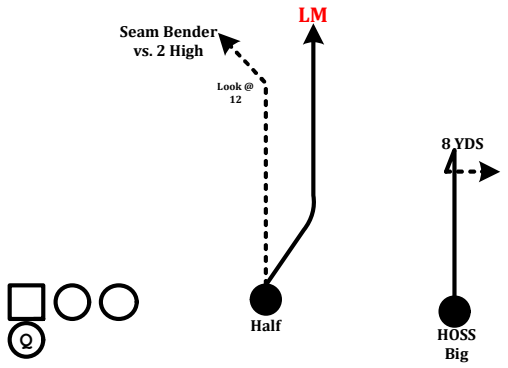
NOTES:



F VERT VENUS (Mirrored Seams)
#1 = Hinge Route
#2 = "Tagged" Seam Bender
•LM = Landmark Seam (I/S Edge #'s)

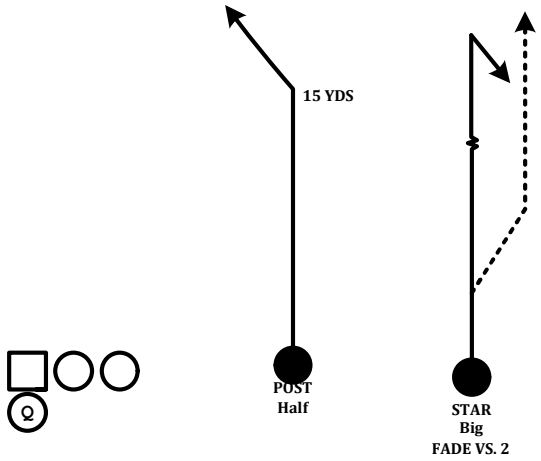
NOTES:

2 MAN CONCEPTS



(SLUGGO) SEAM
#1 = HOSS = Hitch O/S Seam
#2 = Seam Bender
•Big Splits Outside
•LM = Landmark Seam (I/S Edge #'s)

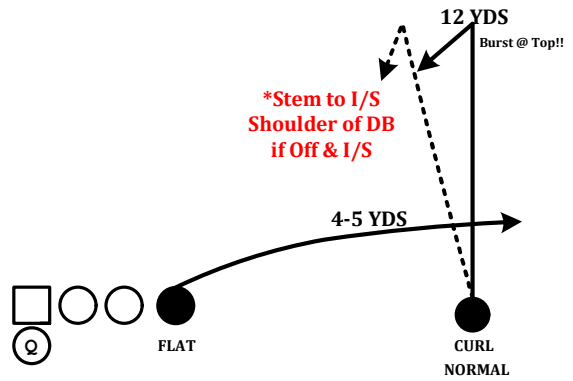
NOTES:



POSTER
#1 = Star Route
#2 = Post Route

NOTES:

2 MAN CONCEPTS



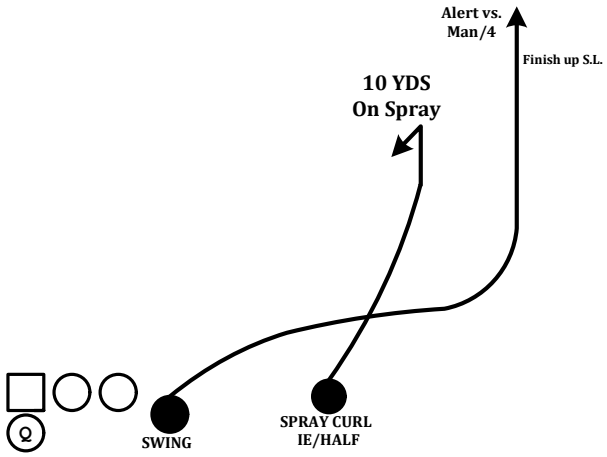
CALI

#1 = Curl Route

#2 = Flat Route (4-5 YDS From LOS)

•Curl - Stem to inside shoulder of DB if off and inside technique

NOTES:

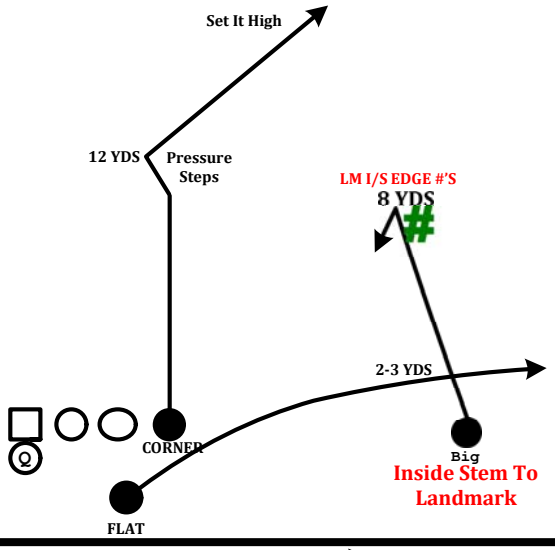


CALI SWING

#1 = Spray Curl (10 YDS)

#2 = Swing Route

NOTES:

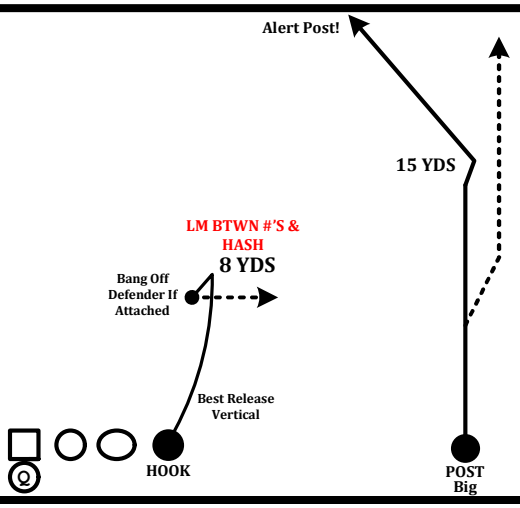


CHUCK

#1 = Hook Route (8 YDS)

#2 = Corner Route

NOTES:



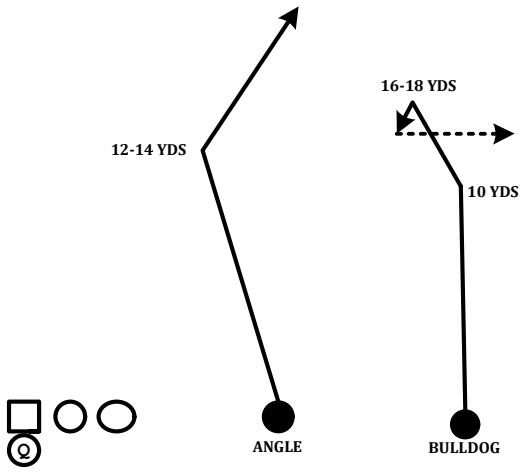
RAM

#1 = Post Route

#2 = Hook Route (8 YDS)

NOTES:

2 MAN CONCEPTS



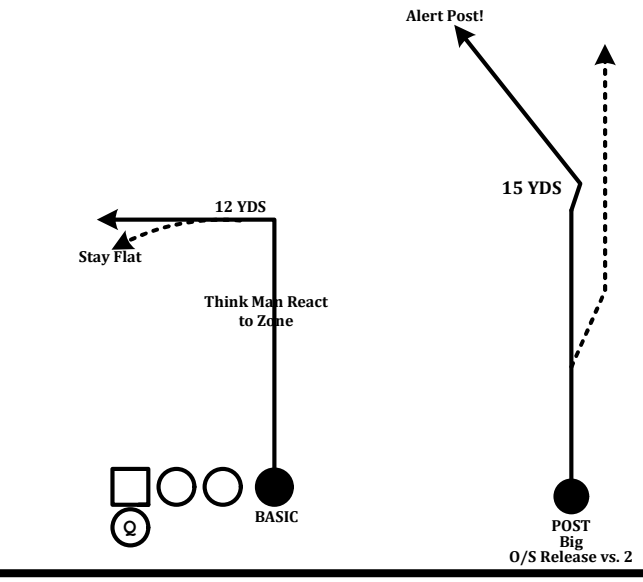
BARK

#1 = Bulldog

#2 = Angle

NOTES:

2 MAN CONCEPTS

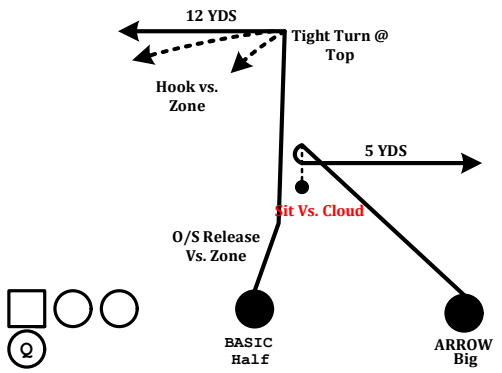


BINGO

#1 = Post Route

#2 = Basic Route

NOTES:

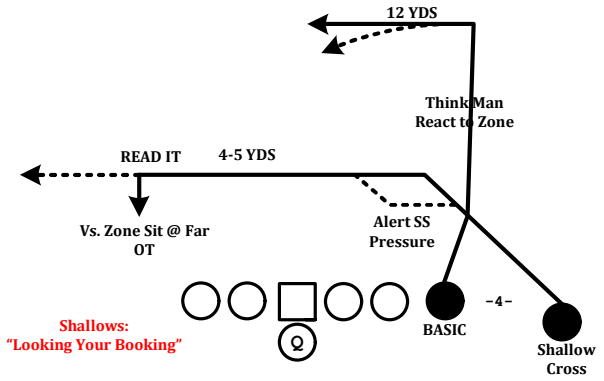


BULLSEYE

#1 = Arrow Route

#2 = Basic Route

NOTES:



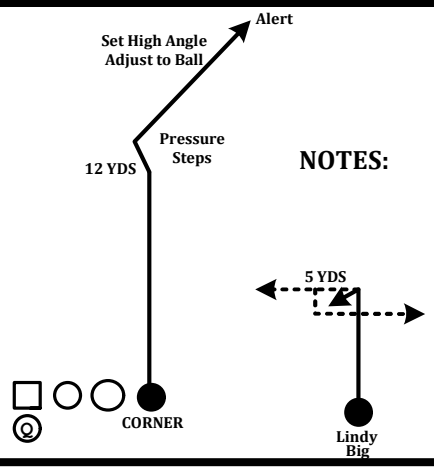
DRIVE

"TAGGED" RECEIVER: Shallow Cross

ADJACENT RECIEVER: Basic Route

NOTES:

2 MAN CONCEPTS



NOTES:

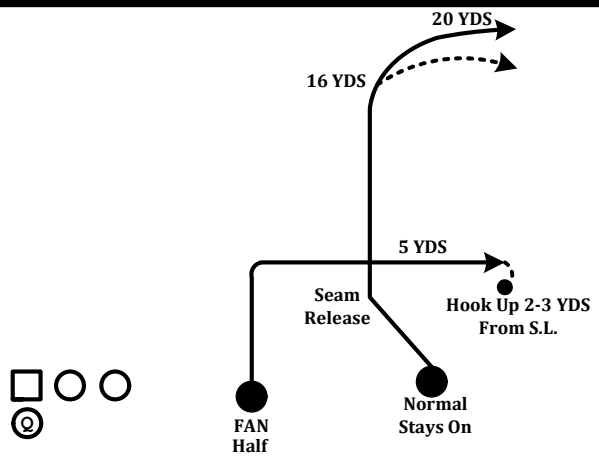
COOL

#1 = Lindy Route

#2 = Corner Route

NOTES:

"Lindy w/ Corner"



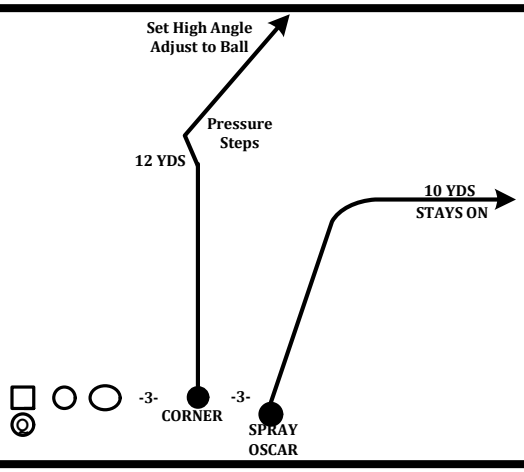
COFFIN

#1 = Circus Route

#2 = Fan Route

NOTES:

"Circus w/ Fan"



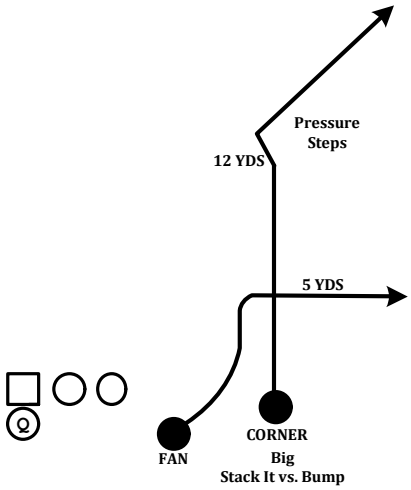
CORD

#1 = Oscar (Spray Release)

#2 = Corner Route

NOTES:

"Oscar w/ Corner"



FAN

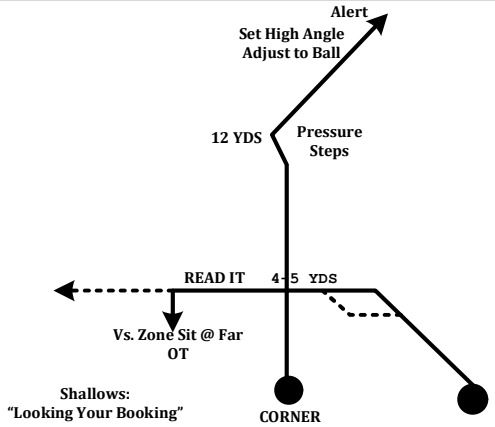
#1 = Corner

#2 = Fan Route

NOTES:

"Fan w/ Corner"

2 MAN CONCEPTS

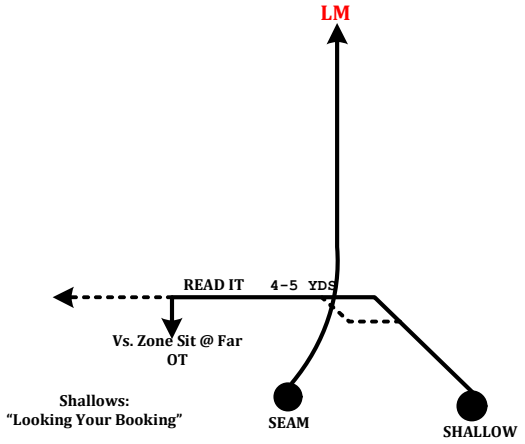


SHALLOW

"Tagged" Shallow Cross

#2 = Corner Route

NOTES:

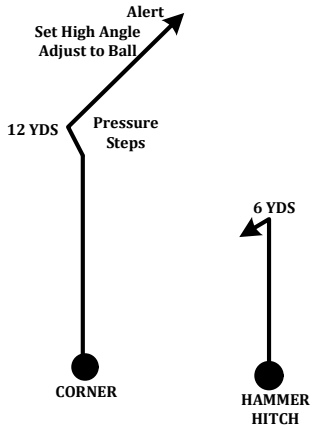


UNDER

"Tagged" Shallow Cross

#2 = Seam Route

NOTES:



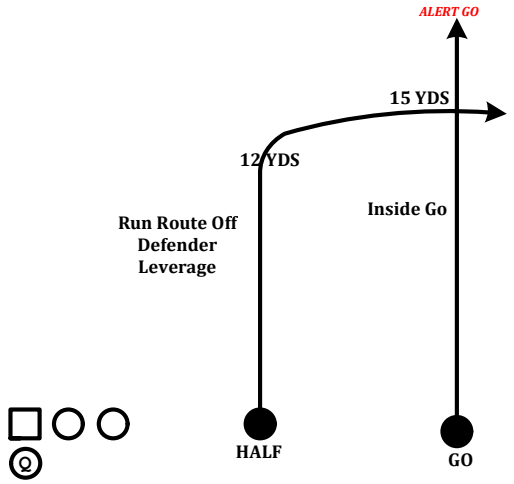
CRUSH

"Tagged" Shallow Cross

#2 = Seam Route

NOTES:

2 MAN CONCEPTS



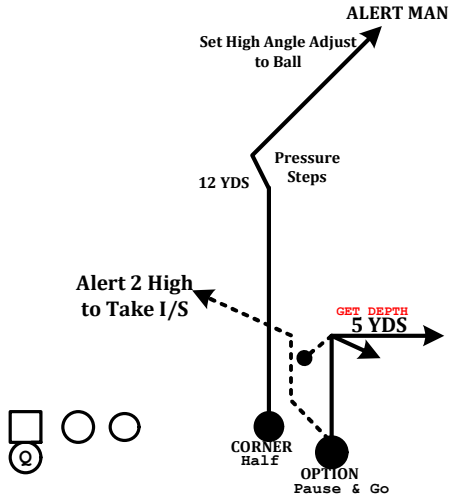
SAIL

#1 = Go Route

#2 = Sail Corner

NOTES:

2 MAN CONCEPTS

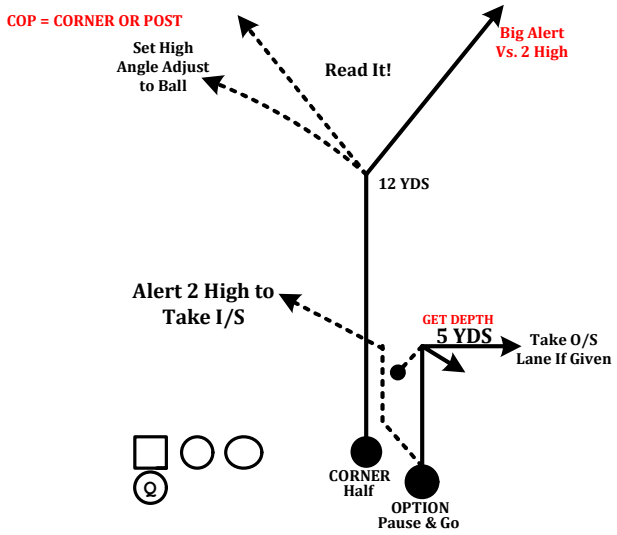


MONEY

#1 = Option Route

#2 = Corner Route

NOTES:

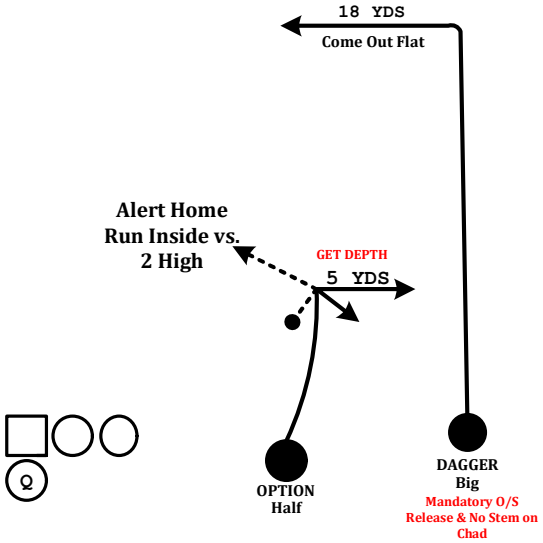


CASH

#1 = Option Route

#2 = "COP" Corner or Post

NOTES:



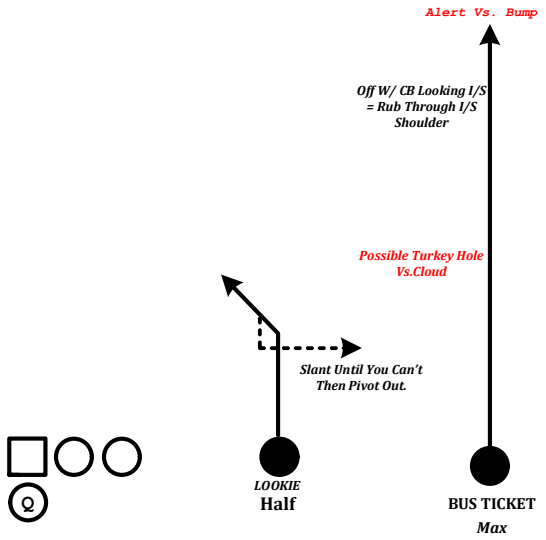
CHAD

#1 = Dagger Route

#2 = Option Route

NOTES:

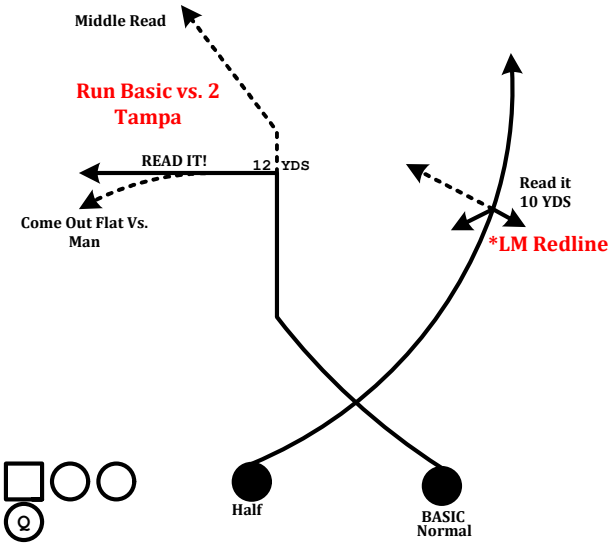
2 MAN CONCEPTS



LOOKIE

#1 = Bus Ticket
#2 = Lookie Route
"Slant Until You Can't"

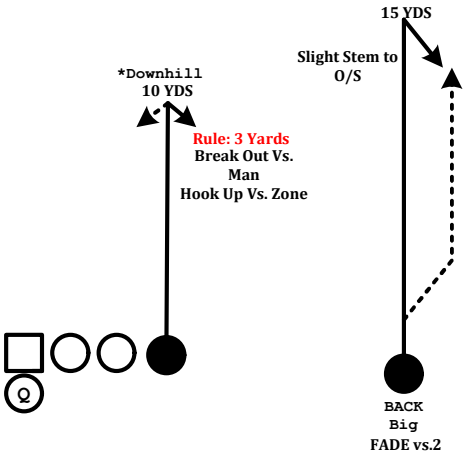
NOTES:



SWITCH

#1 = Basic
#2 = Switch Option Route

NOTES:



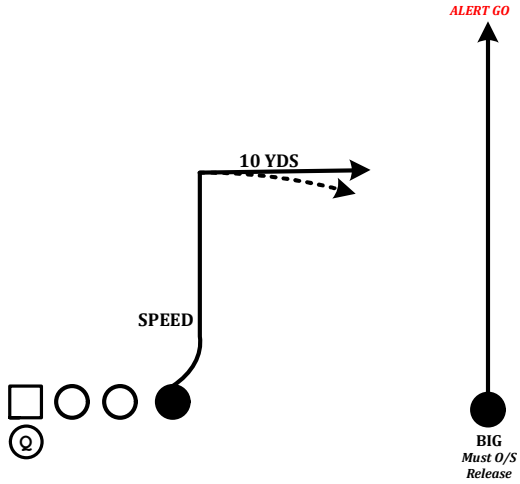
TRENCH

#1 = Trench Hook
#2 = Back Route

NOTES:

Straight Stem
"Playing in a Trench"

2 MAN CONCEPTS

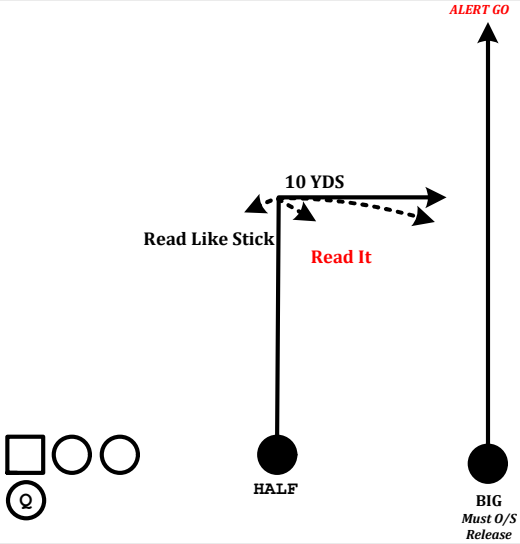


YOGI

#1 = Go Route

#2 = Y Out

NOTES:



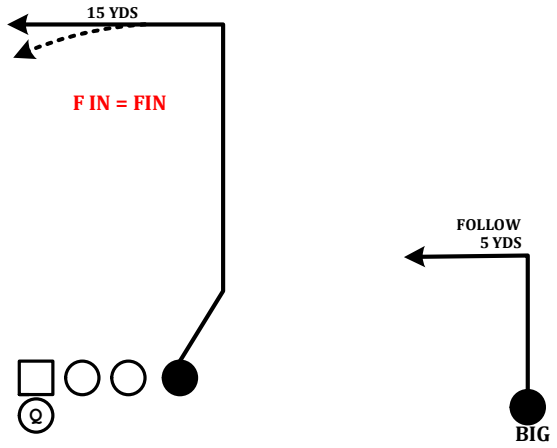
OZZY

#1 = Go Route

#2 = 10 Yard Out (Read Like Stick)

NOTES:

2 MAN CONCEPTS

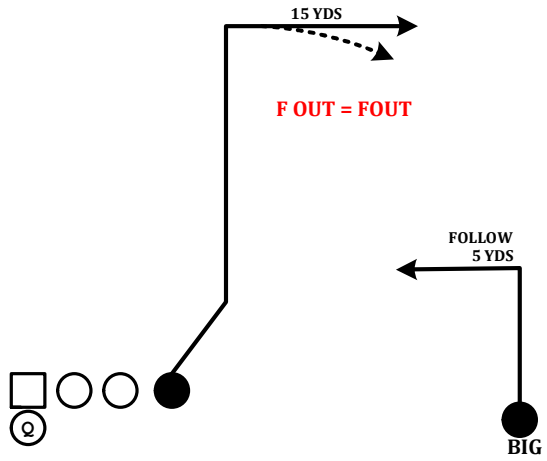


FIN

#1 = Follow Route

#2 = 15 Yard In Route

NOTES:



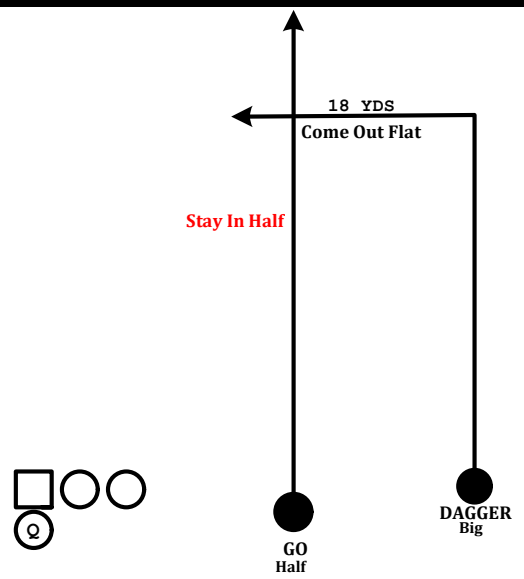
FOUT

#1 = Follow Route

#2 = 15 Yard Out Route

NOTES:

2 MAN CONCEPTS

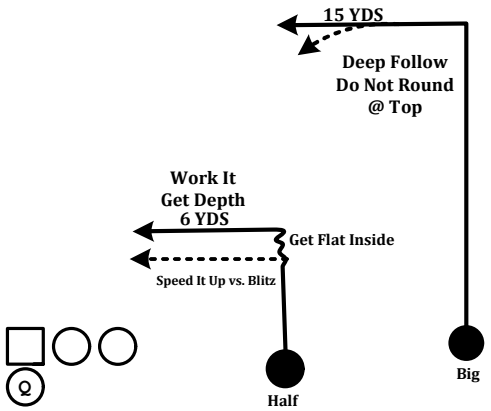


DAGGER

#1 = Dagger Route

#2 = Go Route (Stay in Half)

NOTES:

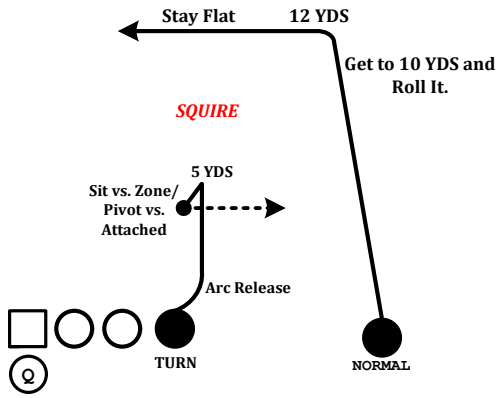


CHIEF

#1 = 15 Yard Follow

#2 = Chief Follow

NOTES:



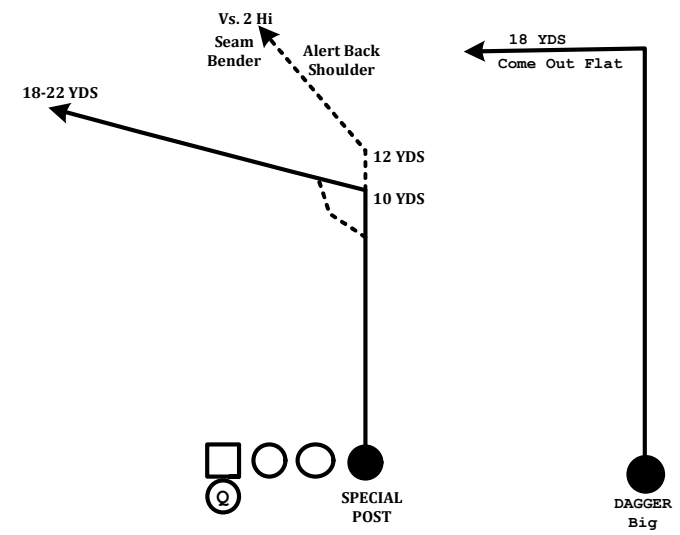
SQUIRE

#1 = 12 Yard Square In

#2 = Turn Route

NOTES:

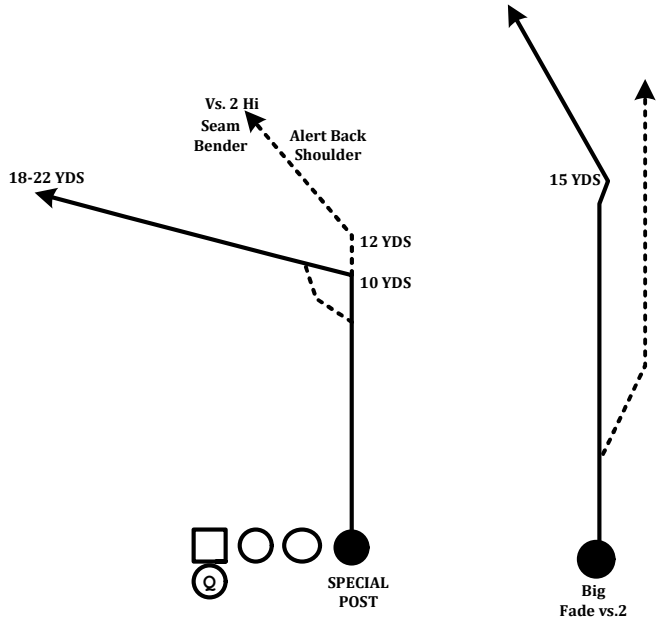
2 MAN CONCEPTS



SWORD

#1 = 18 Yard Dagger
#2 = Special Post

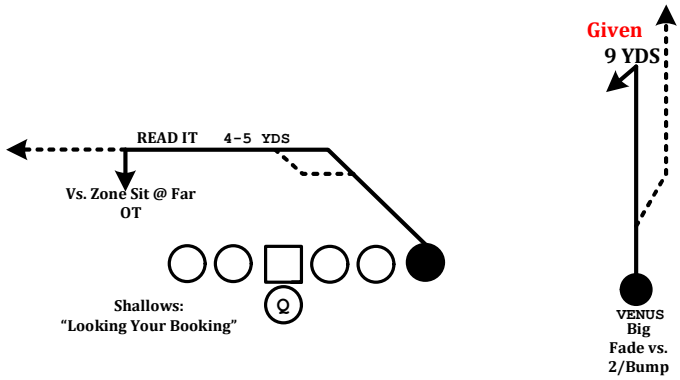
NOTES:



DOUBLE POST

#1 = Post Route
#2 = Special Post

NOTES:



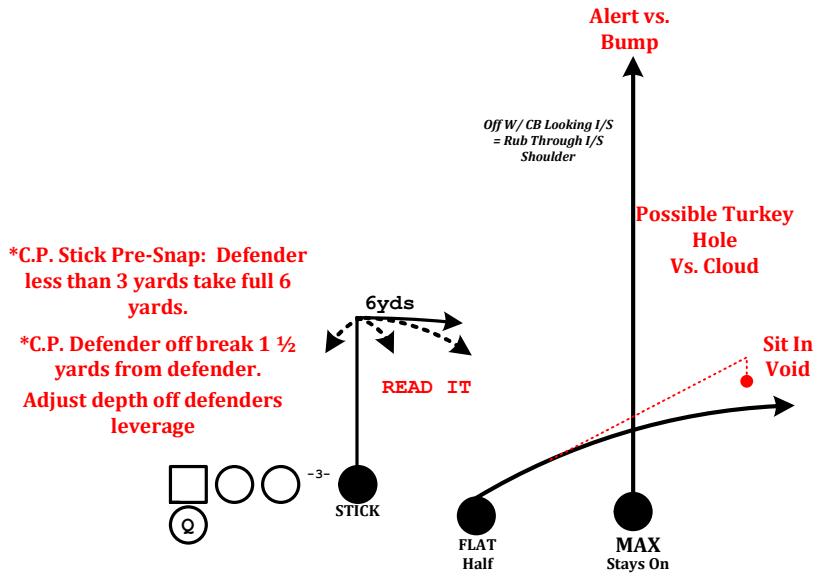
SHOVE

#1 = Venus Route
#2 = Shallow Cross

NOTES:

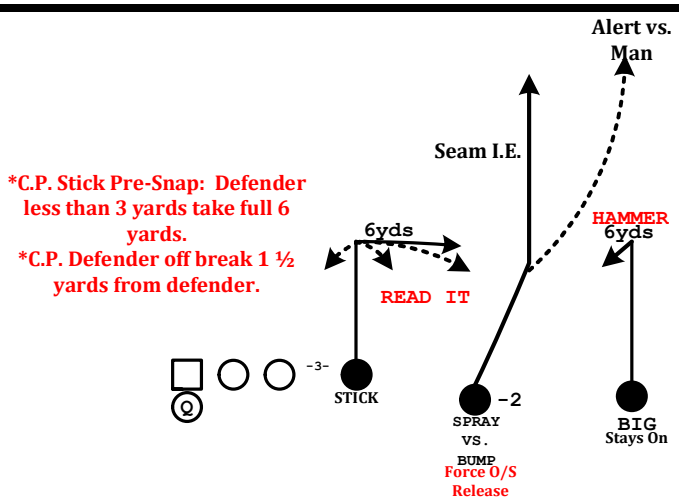
3 MAN CONCEPTS

3 MAN CONCEPTS



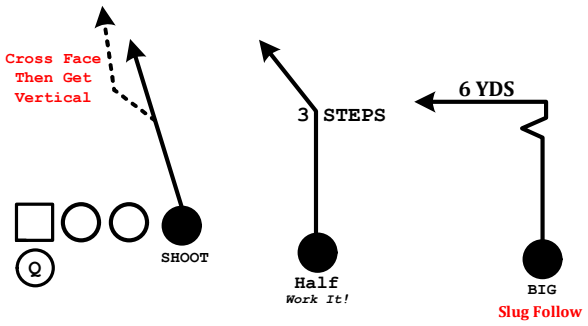
STICK
#1 = Bus Ticket
#2 = Win Shoot Route
#3 = Stick Route

NOTES:



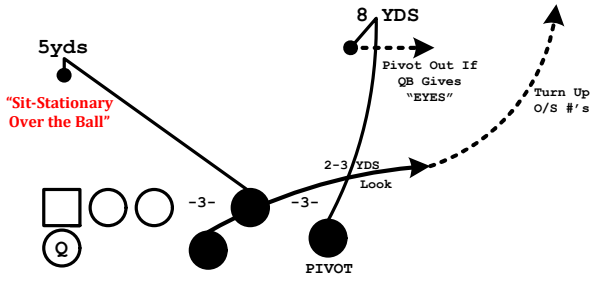
SHOCK
#1 = Hammer Hitch
#2 = Seam Spray
#3 = 6 Yard Stick Out

NOTES:



LEO
#1 = Slug Follow
#2 = Look Slant
#3 = Peek Route

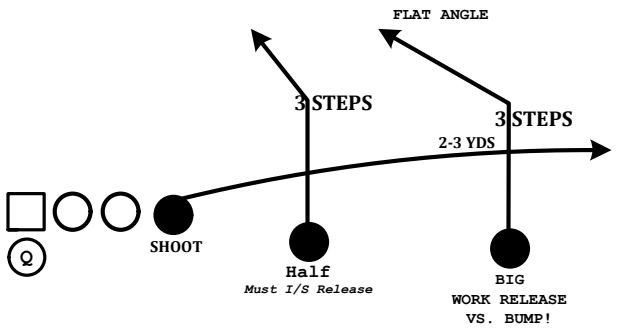
NOTES:



SPACING
"Tagged" Receiver = Sit Over Ball
Outside Receiver = Pivot
Inside Adjacent Receiver = Shoot

NOTES:

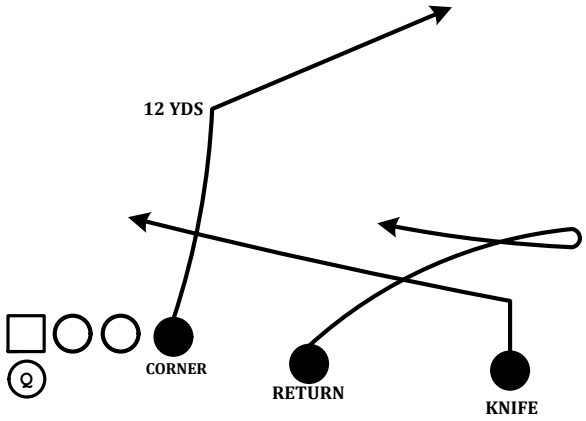
3 MAN CONCEPTS



FLAME

#1 = Slant Route
#2 = Look Slant Route
#3 = Shoot Route

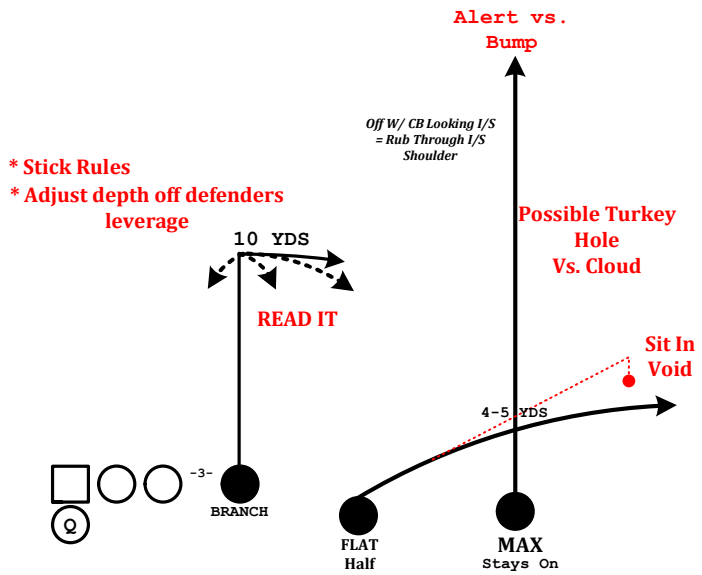
NOTES:



ROBIN

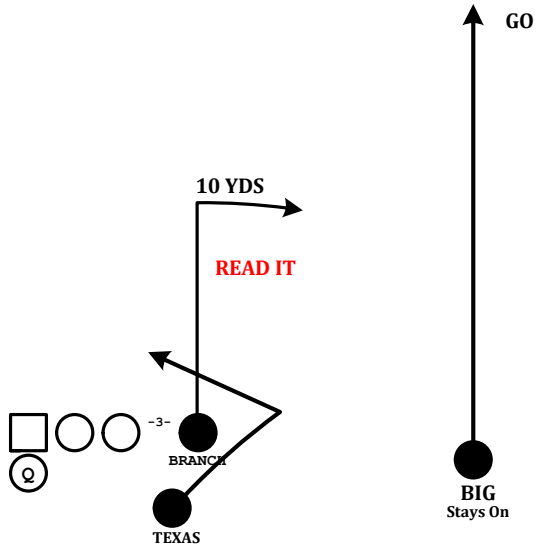
#1 = Knife Route
#2 = Return Route
#3 = Corner Route

3 MAN CONCEPTS



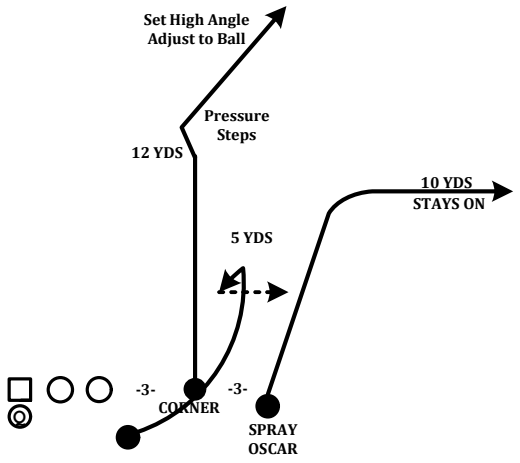
BRANCH
#1 = Bus Ticket
#2 = Win Shoot
#3 = Branch Route

NOTES:



TEXAS
#1 = Go Route
#2 = Y Out
#3 = HB Texas

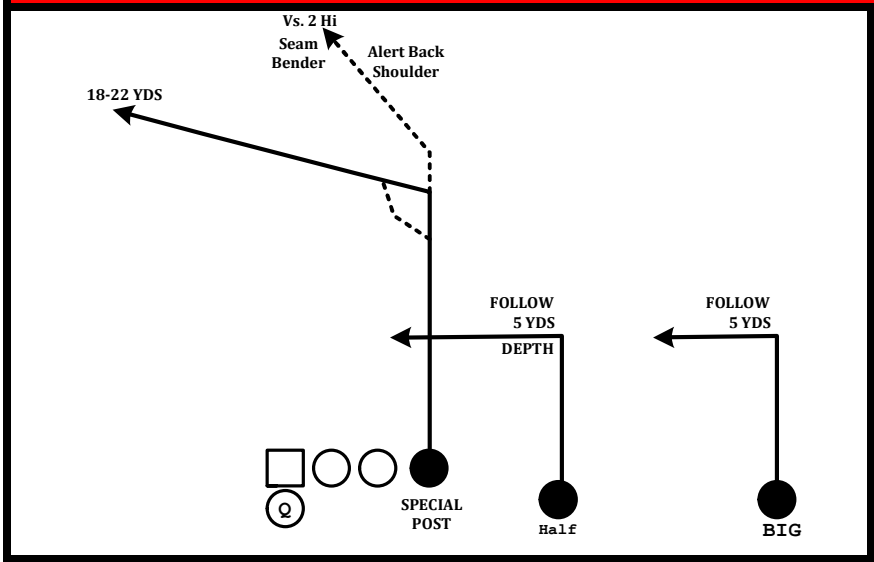
NOTES:



CORD
#1 = Spray Oscar
#2 = Corner
#3 = Arc Release Pivot

NOTES:

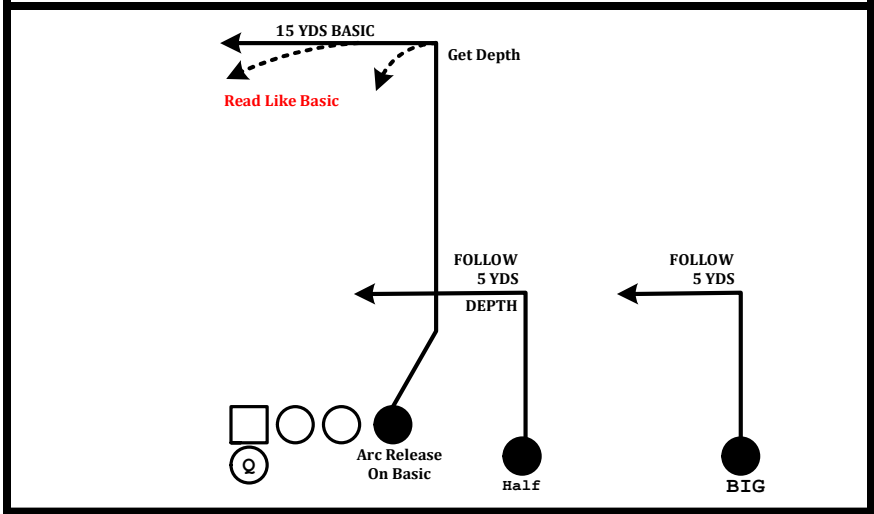
3 MAN CONCEPTS



CHAMP

#1 = Follow Route
#2 = Inside Follow Route
#3 = Special Post

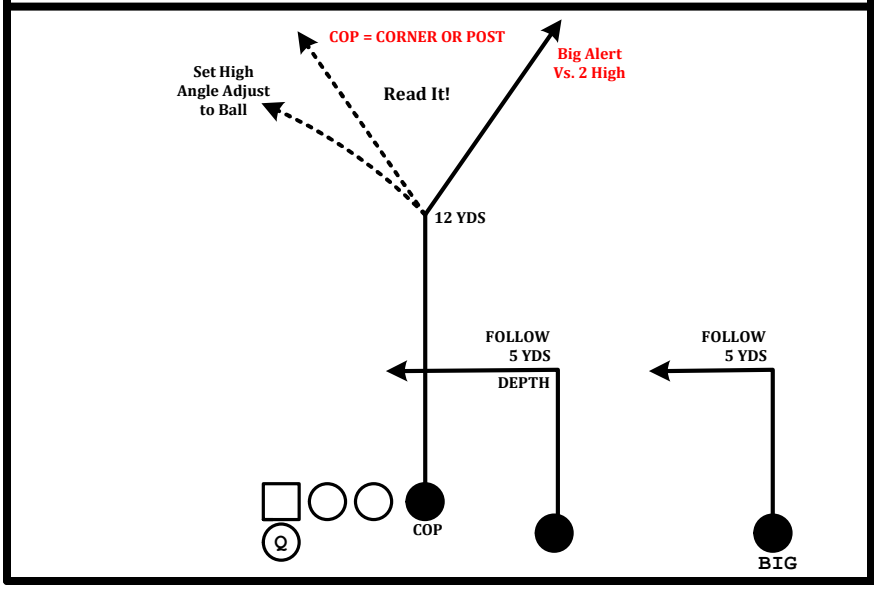
NOTES:



CHAMP Y IN

#1 =Follow Route
#2 = Inside Follow Route
#3 = 15 Yard Basic

NOTES:

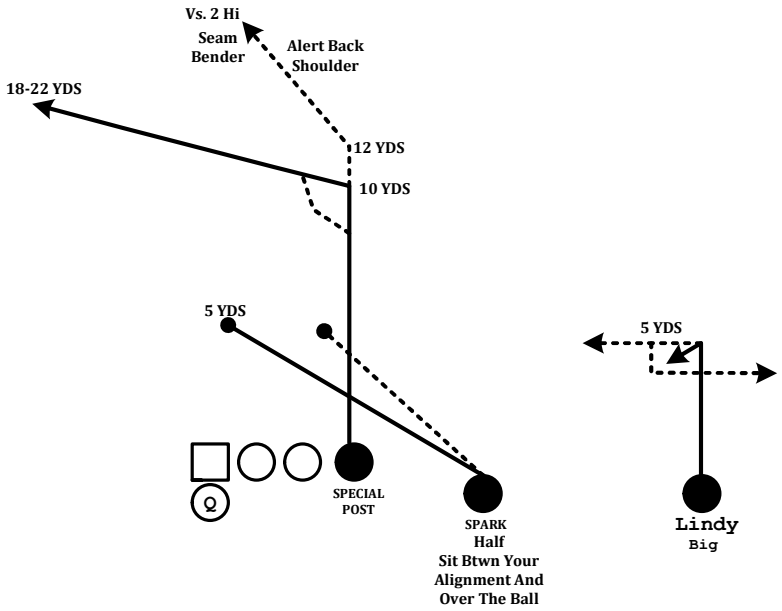


CHAMP Y COP

#1 = Follow Route
#2 = Inside Follow Route
#3 = Cop Route (Corner or Post)

NOTES:

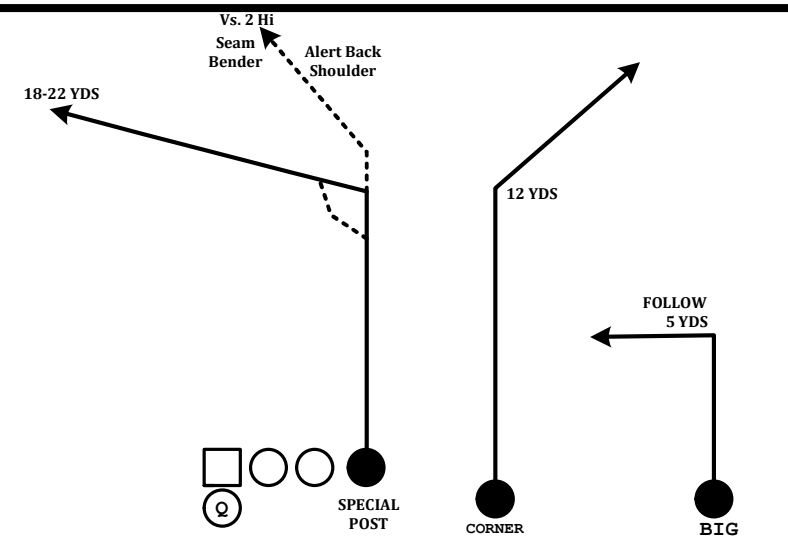
3 MAN CONCEPTS



CHAMP F SPEEDY

#1 = Lindy Route
#2 = Spacing Sit (Spark)
#3 = Special Post

NOTES:

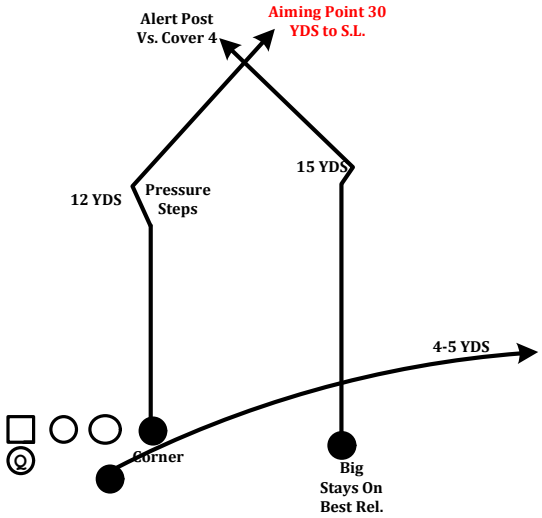


CHAMP F CORNER

#1 = Follow Route
#2 = Corner Route
#3 = Special Post

NOTES:

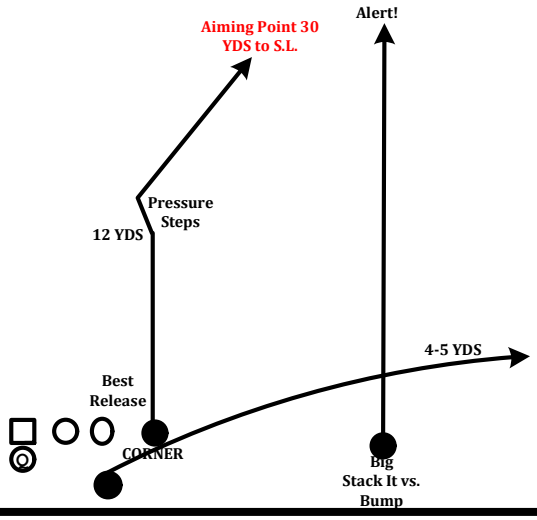
3 MAN CONCEPTS



RATTLE

#1 = Post Route
#2 = Corner Route (Aim @ 30 YDS)
#3 = Flat

NOTES:

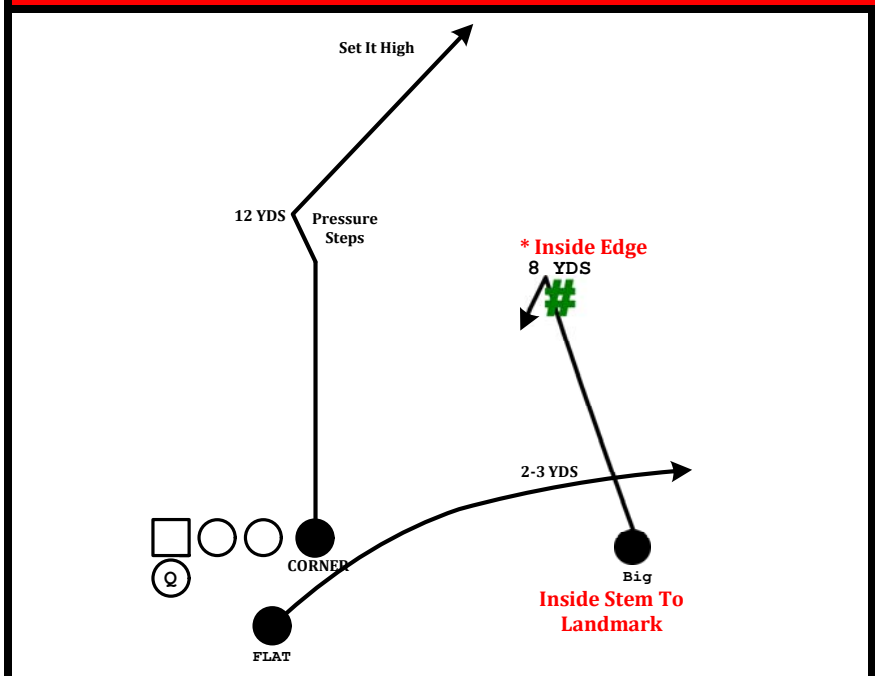


FLAG

#1 = Go Route
#2 = Corner Route
#3 = Flat

NOTES:

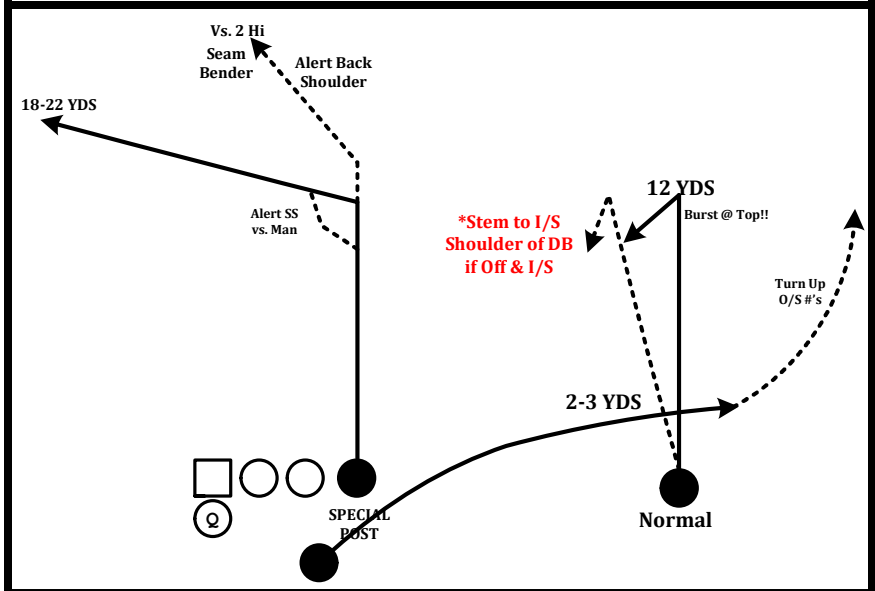
3 MAN CONCEPTS



CHUCK

#1 = 8 Yard LM Hook
#2 = Corner Route
#3 = Flat Route

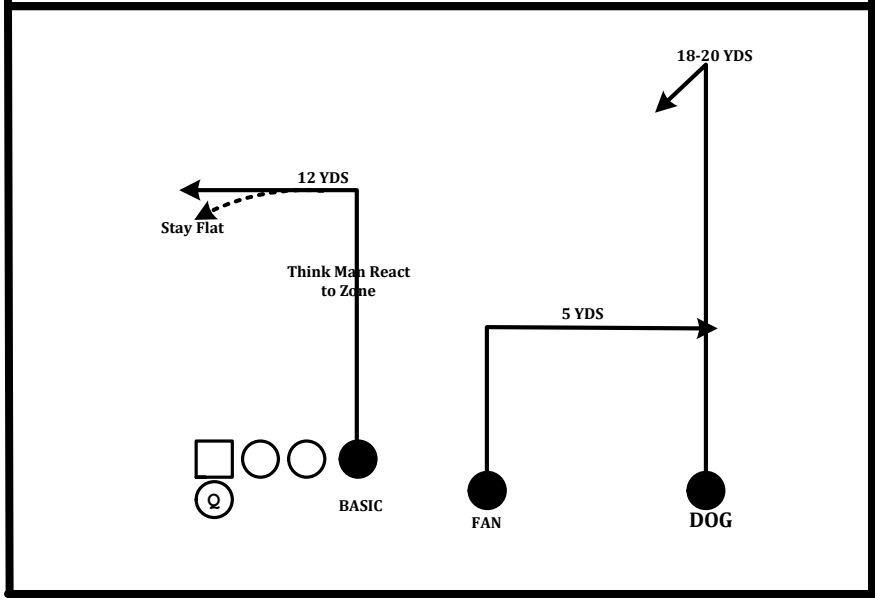
NOTES:



CUJO

#1 = Curl Route
#2 = Flat Route (Backfield 2-3 Yards)
#3 = Special Post

NOTES:

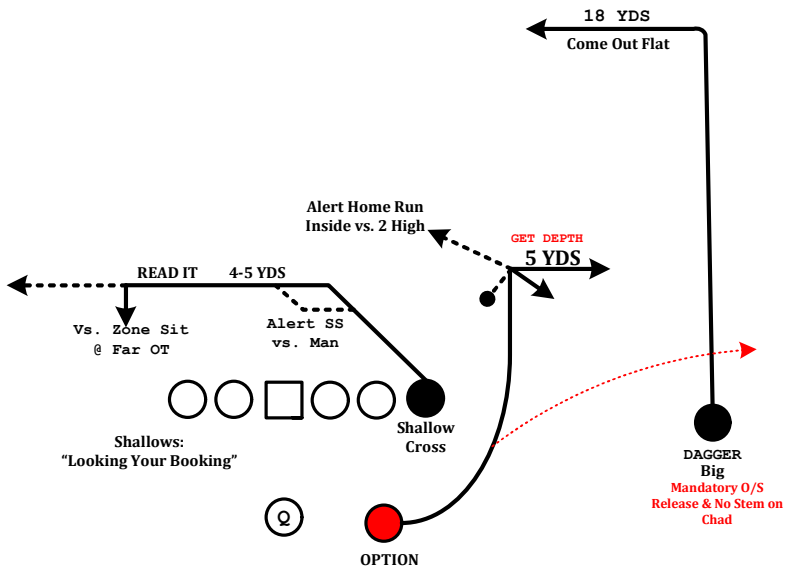


STEELER

#1 = Dog Route
#2 = Fan Route
#3 = "Tagged Basic"

NOTES:

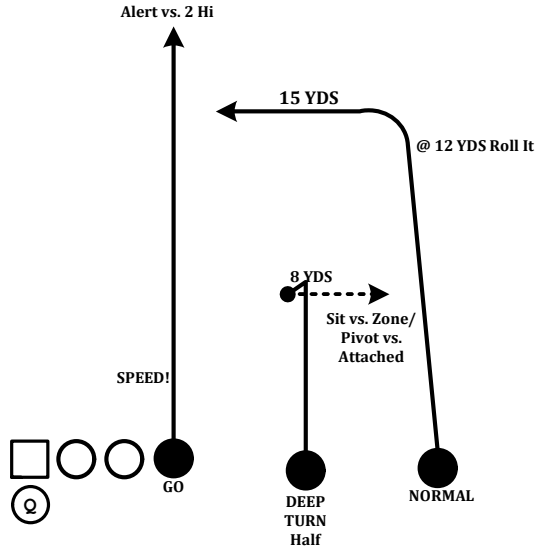
3 MAN CONCEPTS



CHARLEY

HB = HB Choice
#1 = O/S Release Dagger Route
#2 = Shallow Cross Route

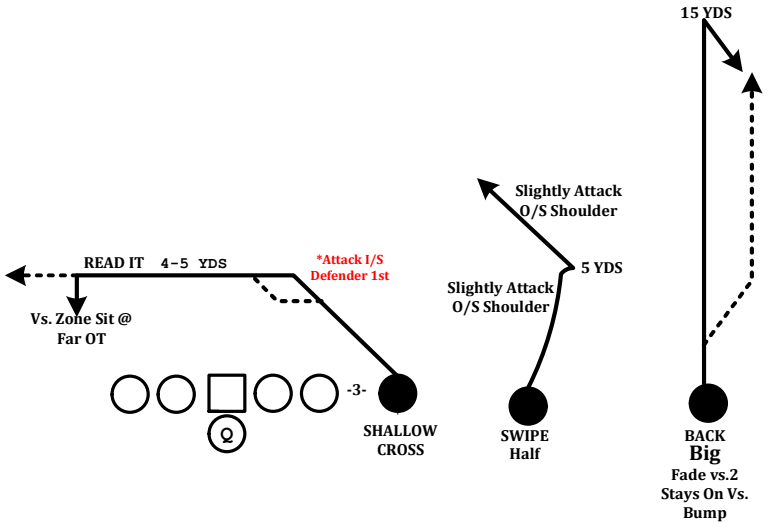
NOTES:



DISCO

#1 = Deep Squire
#2 = Deep Turn
#3 = Go Route

NOTES:

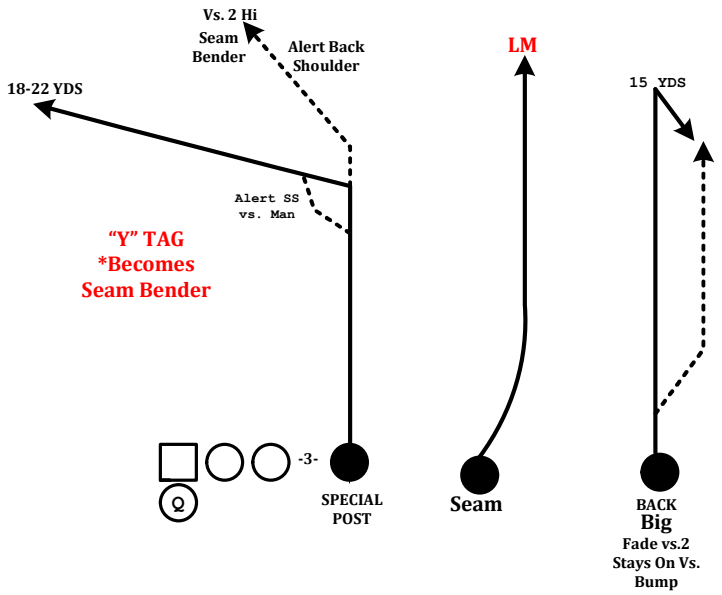


SWIPE

#1 = Back Route (Outside WR's)
#2 = Swipe Route
#3 = Shallow Cross

NOTES:

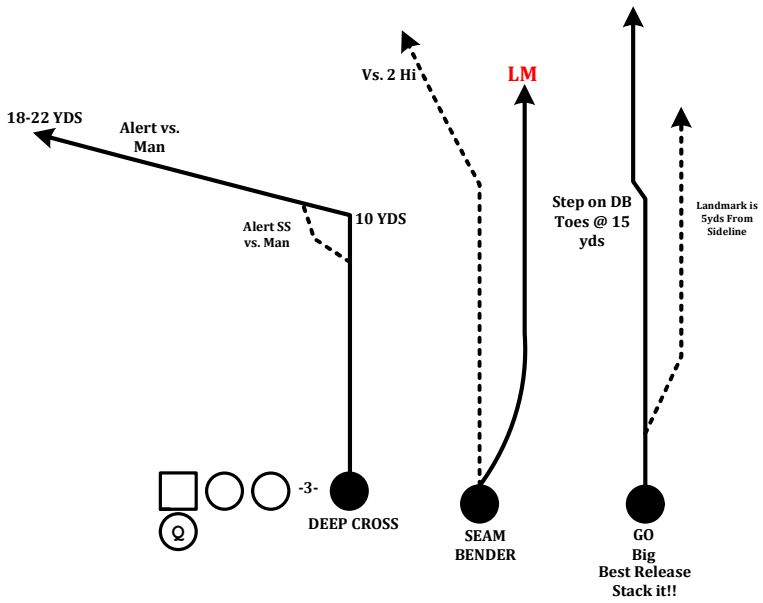
3 MAN CONCEPTS



"Y" GASH BACK

#1 = Back Route
#2 = Seam Route
#3 = "Y" Seam Bender
•LM = Landmark (I/S Edge of #'s)

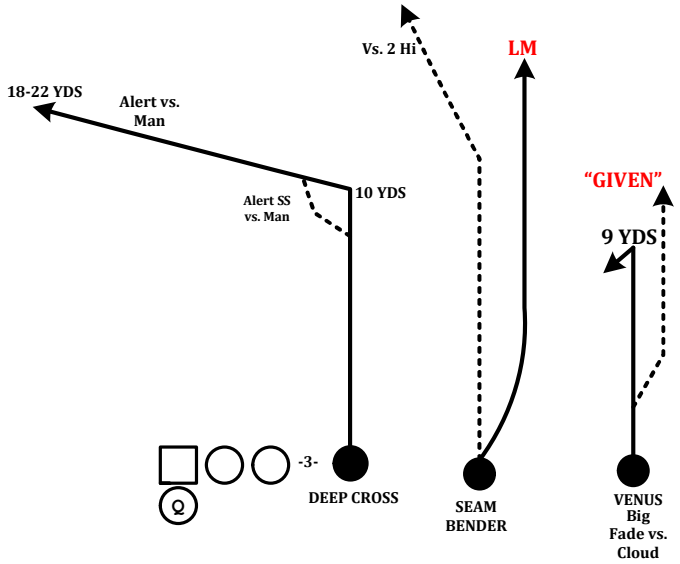
NOTES:



F GASH GO

#1 = Go Route
#2 = "Tagged" Seam Bender
#3 = Deep Cross Route
•LM = Landmark (I/S Edge of #'s)

NOTES:



F GASH VENUS

#1 = Venus Route
#2 = "Tagged" Seam Bender
#3 = Deep Cross Route
•LM = Landmark (I/S Edge of #'s)

NOTES:

2014 SF 49ERS
OTA #1 #2
TUE-WED,MAY 27-28TH

BASE/3RD DWN-DROP BACK

PER	FORMATION	PLAY
		3 STEP
		STICKS
R/T/ZEB	(G) (BREAK) DOT/ (MVE) DBL RT	200J THUNDER (RZ)
R/T/ZEB	(G) (F MO)(MVE) TRIPS/(BAFFLE)TAZ/TAFFY/JOKER/JAX/Y STEP: DBL RT Y LT	300J (200J) Y(Z/F) STICK X(F/Z) THUNDER (OMAHA) (RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TAZ/TAFFY/JAX RT (TITE)/ GRN RT NASTY F RT O	300J Y(Z) SHOCK X(F) VENUS (GLANCE/OMAHA) (3rd 2-6/RZ)
		IND. SPACING
R/T/ZEB	(MVE/BAFFLE) STRONG RT Z SHORT /BUNCH RT	200J X THUNDER (SLANT/VEN) Y(Z) SPACING (3rd 2-6/RZ)
R/T	(Q) Y STEP: WK LT Y RT/ (BUILD) STRG BULLY RT (TITE) Y RT/STRG RT	200J X(Z) THUNDER (SLANT/VEN/OMAHA) Y&F SPACING (3rd 2-6/RZ)
		LOOKIE
R/T/ZEB	(G) GREEN RT TITE F LT O/DART/(F MO) DBL (DICE)/ FLANK RT	200SCAT X(F/Z) LOOKIE Z(F) CHUCK (3rd 2-6/RZ)
		5/7 STEP
		SPOT
R/T/ZEB	(Q)(MVE/BAFFLE) STRG RT Z SHORT /BUNCH RT	3SCAT X SPOT Y(Z) SPACING (RZ)
R/T/ZEB	(Q) Y STEP: WK LT Y RT/ (BUILD) STRG BULLY RT Y RT/Y STEP: DBL RT Y LT	3SCAT (2SCAT) X(Z) SPOT Y&F (F&Y) SPACING (RZ)
		DOUBLES
R/T/ZEB	(G) (Y MO/MVE) DOT/DBL(DICE)/DART/FULL RT	2J DBL-GO (VEN/VICTOR/HINGE/BACK) Y SHALL (3rd 4-10/RZ)
		VERT/GASH
R/T/C/ZEB	(G) (BREAK) DOT/DART/(F MO) DBL(DICE)/ FULL RT	2J F(Y/Z) VERT-GO (VENUS/HINGE/BACK) (3rd 4-10/RZ)
R/T/C/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J F(Y/Z) GASH-GO (VENUS/HINGE/BACK) (3rd 4-10/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J F(Z) GASH-HINGE (BACK) X(F) SHIM (3rd 2+/RZ)
T/C	(G) (Z MO/F ZAP) DOT RT SLOT (SLUG)	2J Z(X) GASH-HINGE (BACK) Y SHALLOW (RZ)
		FOLLOWS
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/GRN RT CL F RT O	3J Y CHAMP (3rd 4-10/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/GRN RT CL F RT O	3J CHAMP Y-IN (3rd 4-10/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/GRN RT CL F RT O	3J CHAMP Y-CORNER (X(F) GLANCE) (3rd 4-10/RZ)
		CORNERS
R/T/ZEB	(G)GREEN RT TITE F LT O/DART/ (BREAK) DBL/FULL RT/GRN RT SLOT F RT	2J COOL (3rd 4-10/RZ)
R/T	(MVE/F OP) STRONG Z SHORT (TITE)/BUNCH RT	3J Z CHUCK (X GLANCE/OSCAR) (RZ)
R/T/ZEB	(MVE/BAFFLE) STRONG RT (TITE) Z SHORT /BUNCH RT (TITE)	3J Y CORD (WIDE) (3rd 2-10/RZ)
		DRIVE
R/T/ZEB	(G) (Z MO) DBL/DART RT/(Z MO) FLANK	2J F(X/Z) SAIL Z (F) DRIVE (3rd 2-10/RZ)
R/T/ZEB	F OP: WK RT/(BREAK) OFF RT NASTY/(G) DBL RT OFF NASTY	2J F(Y) COFFIN Z(X) DRIVE (BUR) (3rd 2-10/RZ)

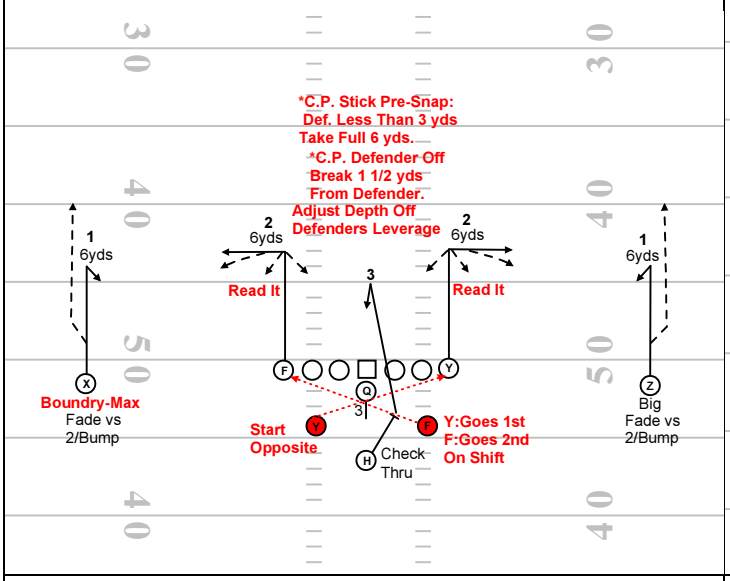
YELLOW = (Also on 3rd dwn)

BASE-PLAY PASS/MOVEMENTS/SCREENS

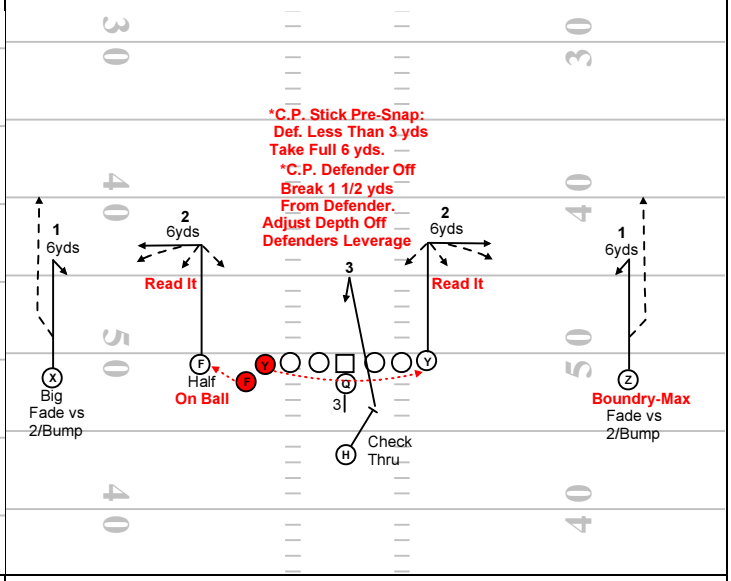
	PLAY PASS-HOUND	
		RATTLE/FLAG
R/T	(Q) Y STEP: WK LT Y RT/ (BUILD) STRG BULLY RT Y RT/STRG RT TITE	HD2 Y RATTLE (BUR) (RZ)
R/T	(Q) (Z /X MO) WEAK RT SLOT (SLUG)	HD3 SPLIT Z(X) RATTLE BUR (RZ)
R/T	(Q) Y STEP: WK LT Y RT/ (MVE/Y MO) STRG RT TITE	HD2 Y FLAG (BUR)
		POST
R/T	(Q) Y STEP: WK LT Y RT/ (MVE) STRG RT (TITE)	HD2 Y DBL POST (X OSCAR)
	MOVEMENTS	
		KEEPS
T	(BREAK) DOT RT (Y CTR) (DUMMY "ORANGE")	KP97 RT Y BUMP (RZ)
		NAKEDS
	SCREENS	
R/T/ZE	(G) TRIPS/ TAZ RT	22 H SHADE LT Y STICK (RZ)
	REDZONE	
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TIN/JOKER/JAX RT/STRG/Y STEP: WK LT Y RT	3J Z(F/X) BANG(SHAKE) F(Z/X) ESCAPE
R/T/ZEB	(G) (F/Z MO)(MVE) TEX/TAZ/TAFFY/JAX RT (TITE)/GRN RT CL F RT O	3J Y(Z) DANCER (X(F) CORNER) BUR
R/T/ZE	(G) (F/Z MO)(MVE) TRIPS/TAZ/TIN/JAX RT/STRG(TITE)/Y STEP: WK LT Y RT	3J Y ROPE-F(Z/X) ESCAPE
R/T/ZEB	(MVE/BAFFLE/Z MO) BUNCH/TAFFY RT BUNCH (Z SHORT)	3J Z(F) STUTTER BANG F(Z) RETURN
R/T/ZEB	(MVE/BAFFLE) STRONG RT Z SHORT /BUNCH/TAFFY RT BUNCH	2SCAT Z(F) SPOKE
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS(TEX)/TAZ/JOKER/JAX/GR RT F RT	3J (3SCAT-SWING) SQUIRE Y SHALL BUR (SIG-OHIO)

THUNDER

(R/T/) (G) BREAK DOT RT
200J THUNDER

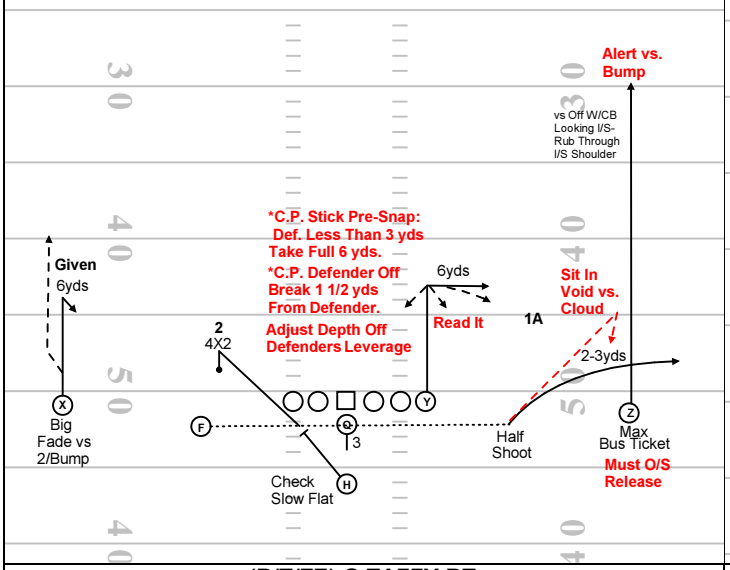


(R/T/ZE) (G) MOVE DOUBLE RT
200J THUNDER

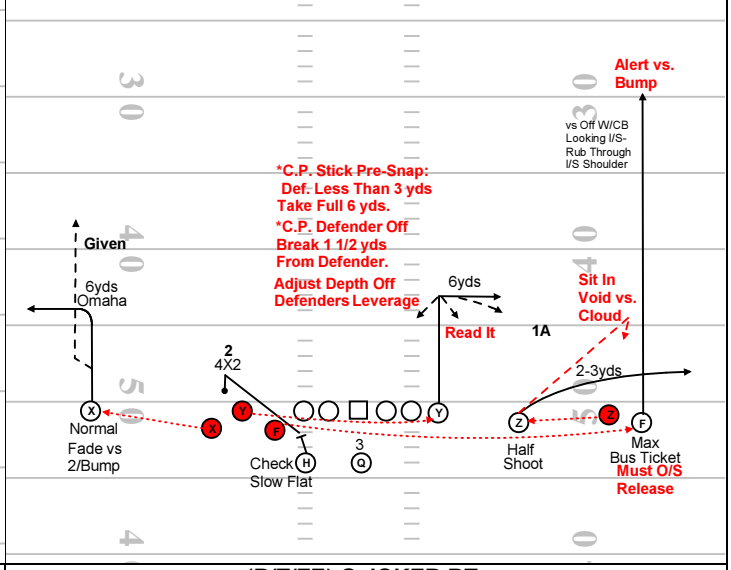


STICK

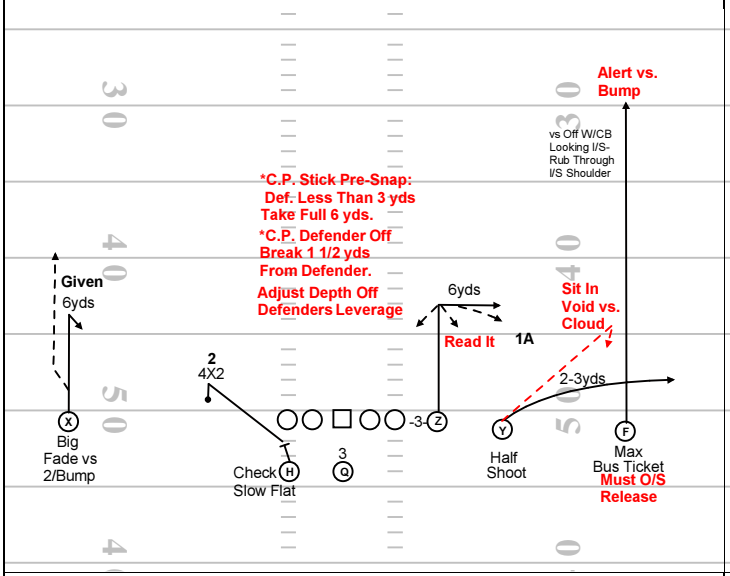
(R/T/ZE) (MOVE) F MO TRIPS RT
300J Y STICK X THUNDER



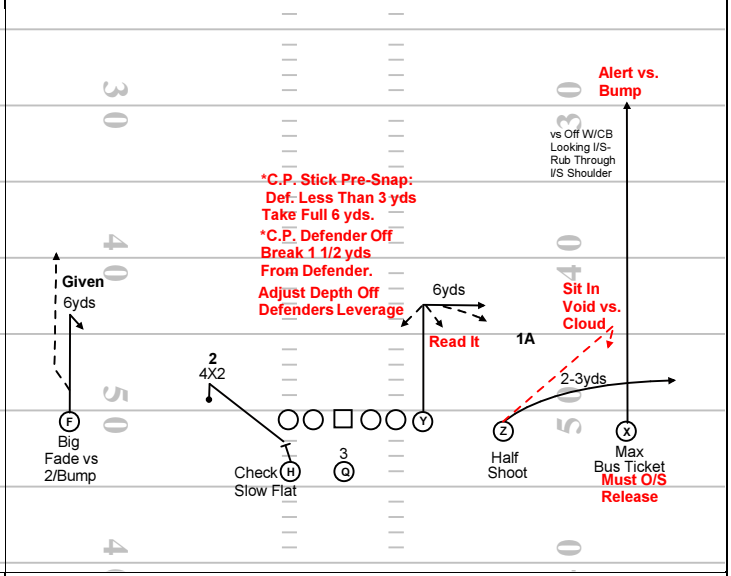
(R/T/ZE) (Z MO) BAFFLE G TAZ RT
300J Y STICK X OMAHA



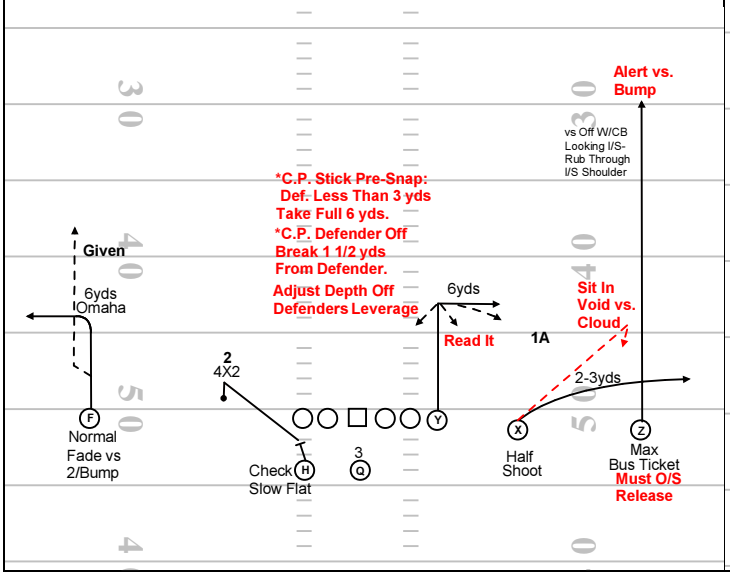
(R/T/ZE) G TAFFY RT
300J Z STICK X VENUS



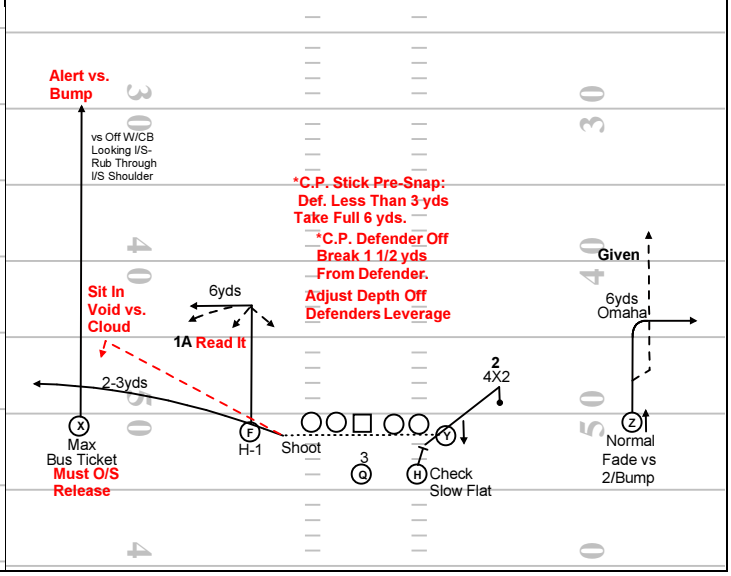
(R/T/ZE) G JOKER RT
300J Y STICK F VENUS



(R/T/ZE) G JAX RT
300J Y STICK F OMAHA



(R/T/ZE) Y STEP: G DOUBLE RT Y LT
200J F STICK Z OMAHA



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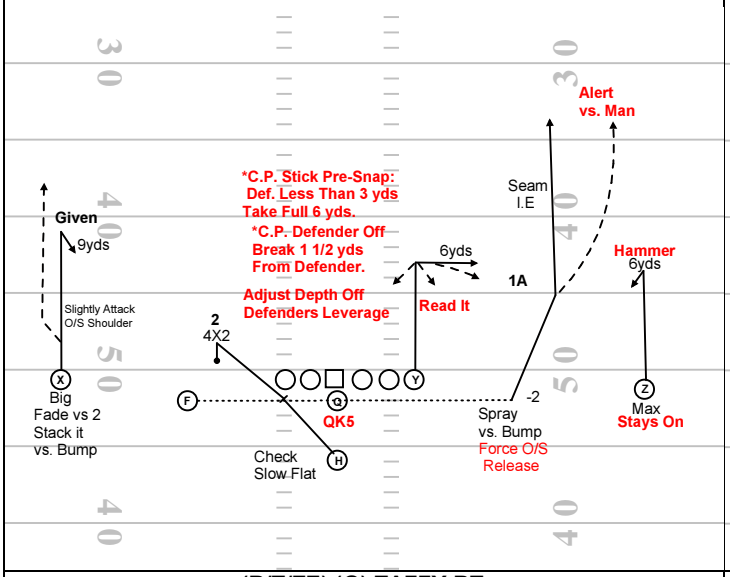
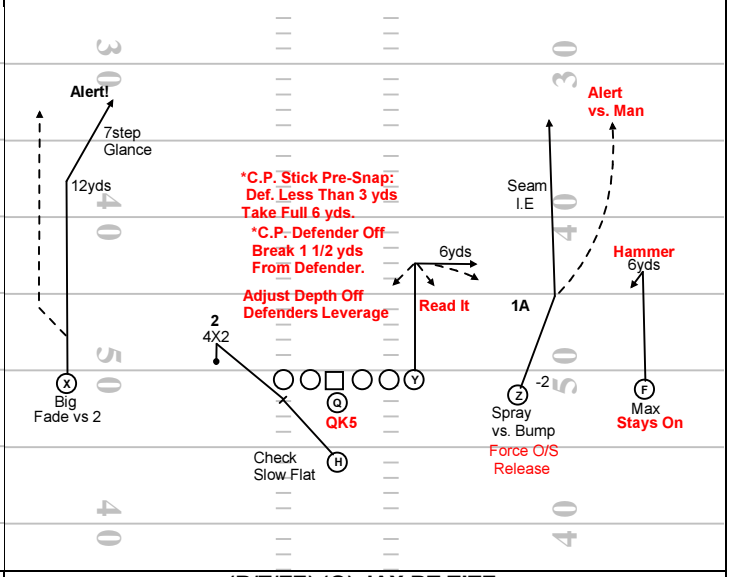
SHOCK

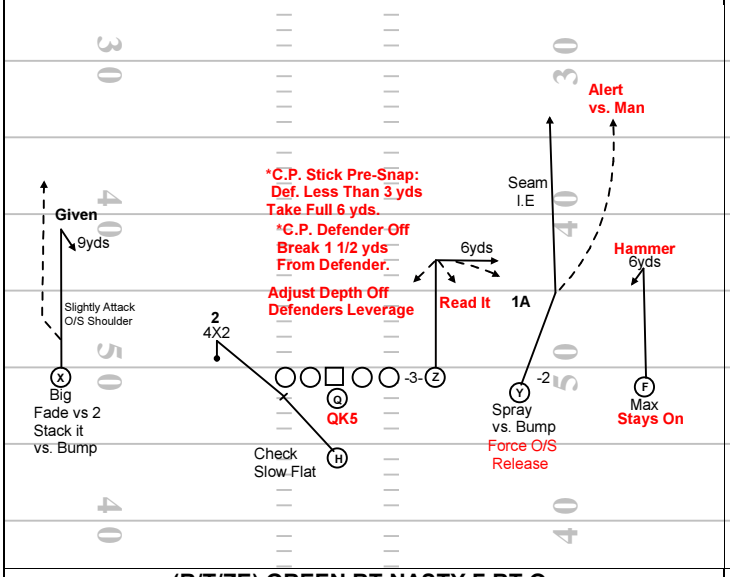
(R/T/ZE) (MOVE) F MO (G) TRIPS RT
300J Y SHOCK X VENUS



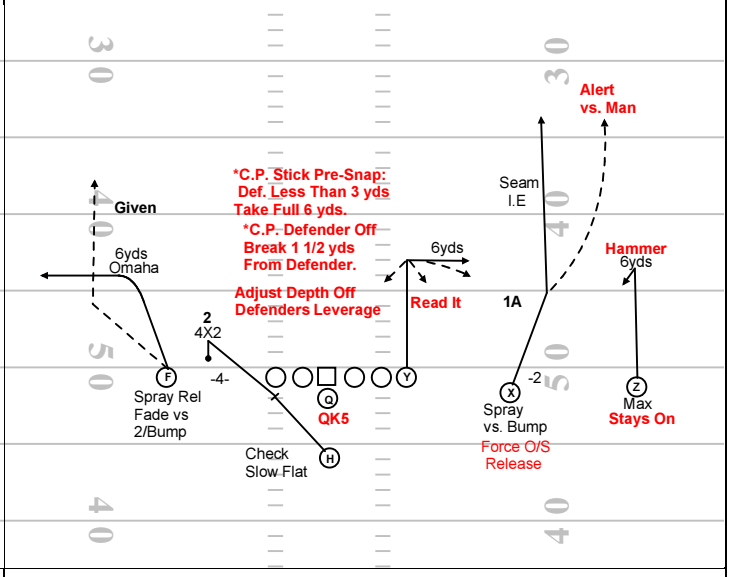
(R/T/ZE) (Z MO)(MOVE) (G) TAZ RT
300J Y SHOCK X GLANCE



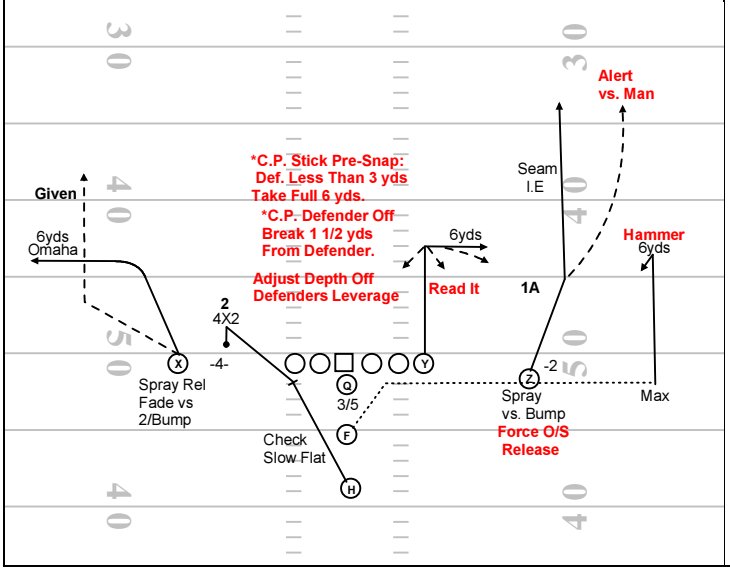
(R/T/ZE) (G) TAFFY RT
300J Z SHOCK X VENUS



(R/T/ZE) (G) JAX RT TITE
300J Y SHOCK F OMAHA



(R/T/ZE) GREEN RT NASTY F RT O
300J Y SHOCK X OMAHA



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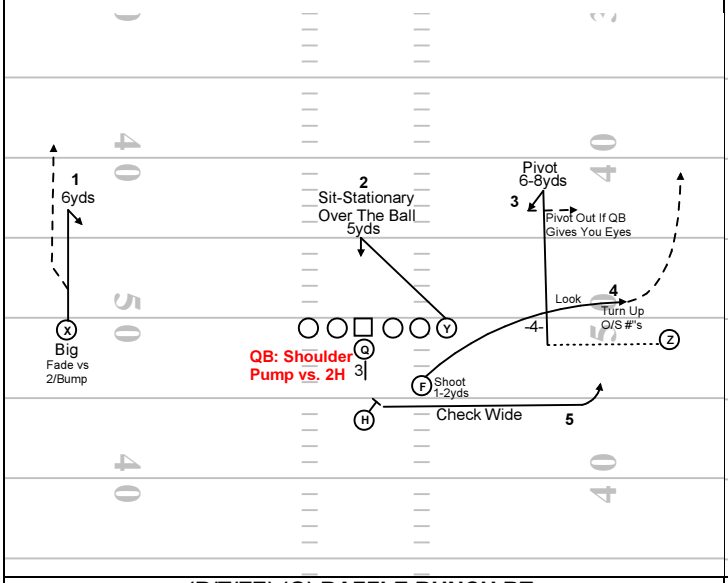
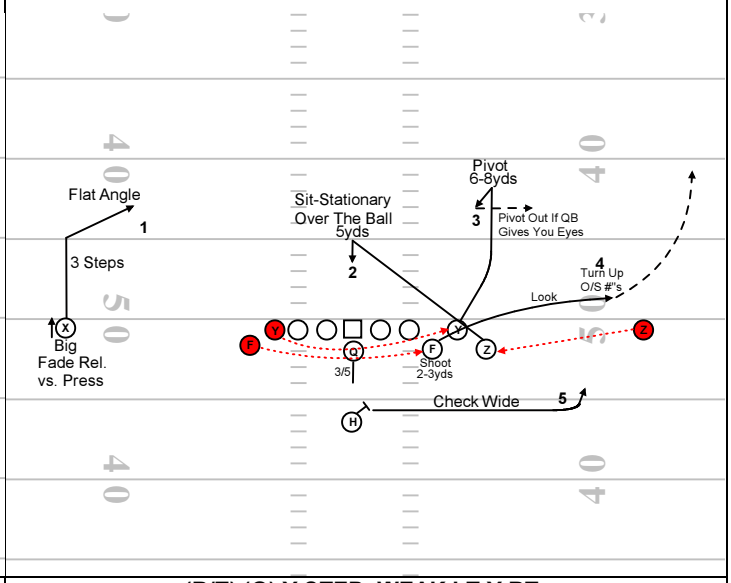
SPACING

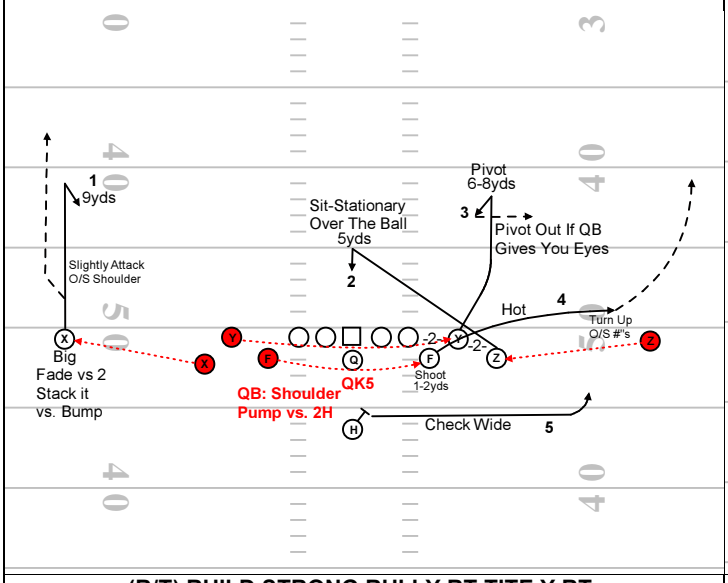
(R/T) (MOVE/BAFFLE) STRONG RT Z SHORT
200J X THUNDER Y SPACING



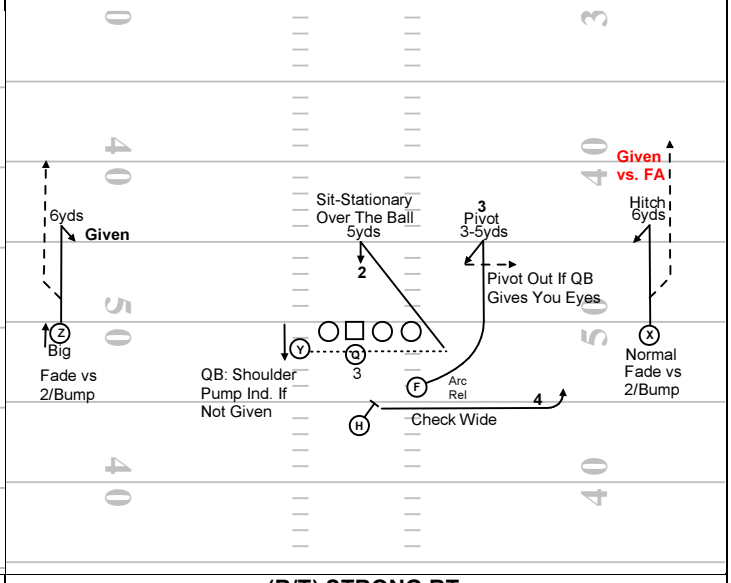
(R/T) (BAFFLE) MOVE BUNCH RT
200J X SLANT Z SPACING



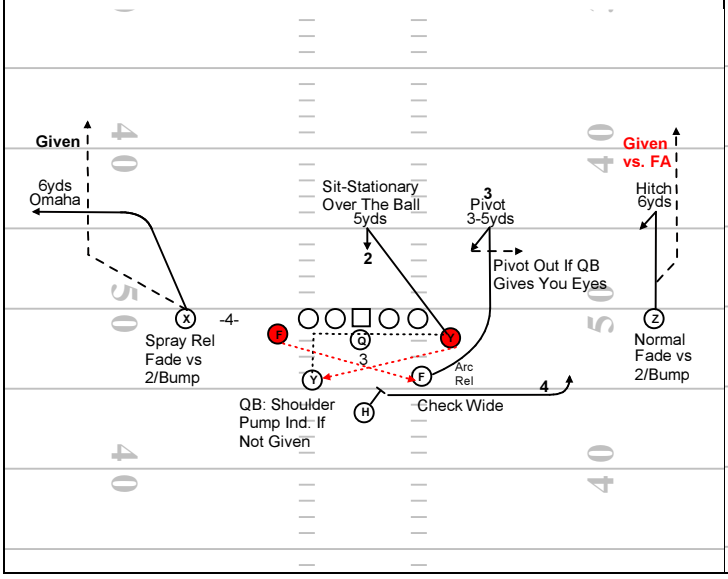
(R/T/ZE) (G) BAFFLE BUNCH RT
200J X VENUS Z SPACING



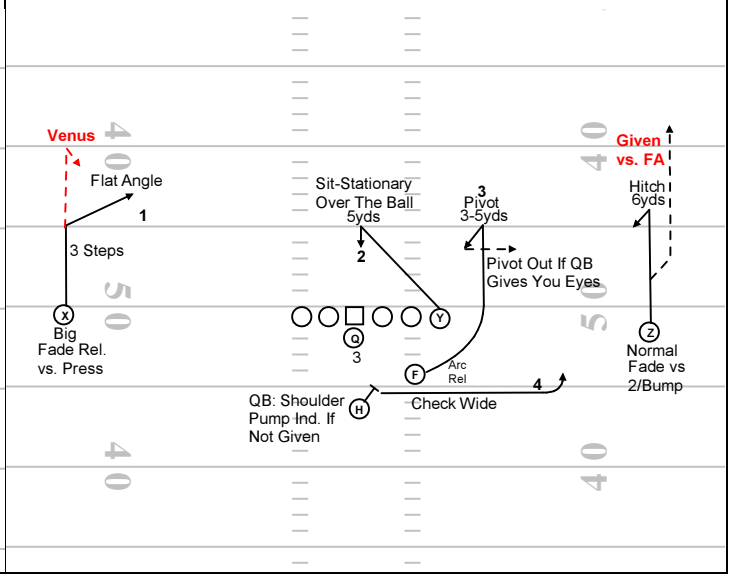
(R/T) (G) Y STEP: WEAK LT Y RT
200J Z THUNDER Y & F SPACING



(R/T) BUILD STRONG BULLY RT TITE Y RT
200J X OMAHA Y & F SPACING



(R/T) STRONG RT
200J X SLANT (VENUS) Y & F SPACING



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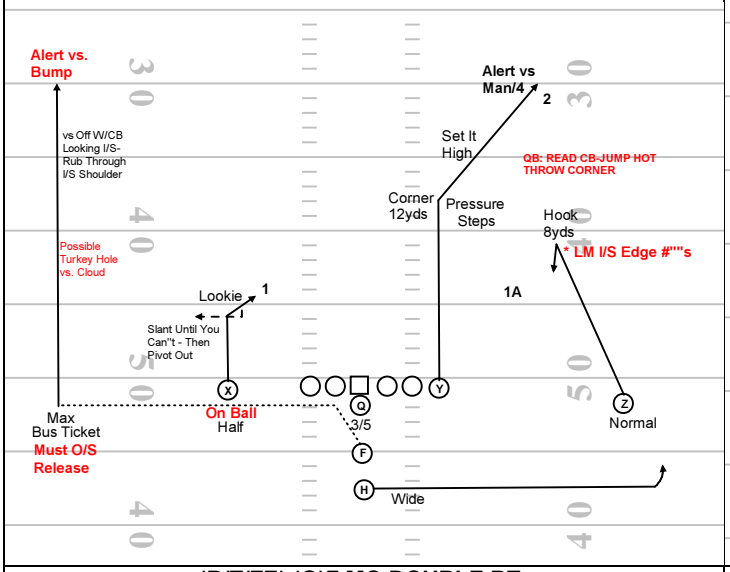
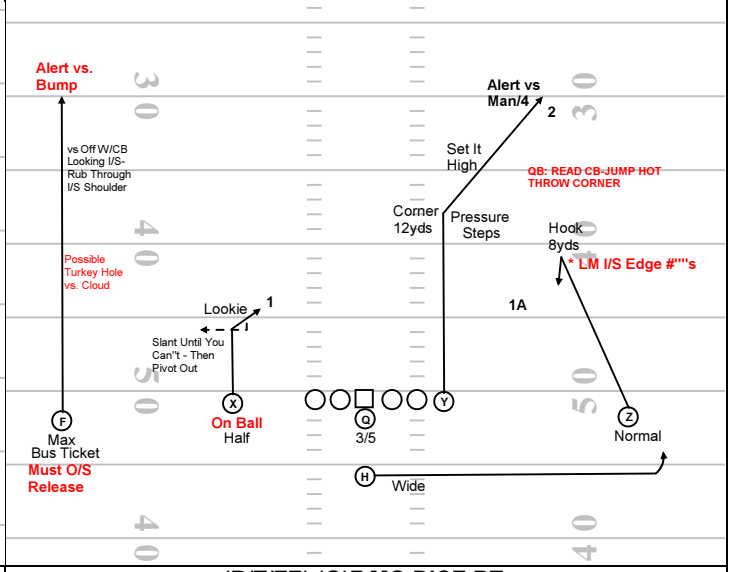
OTA #1-#2

LOOKIE CHUCK

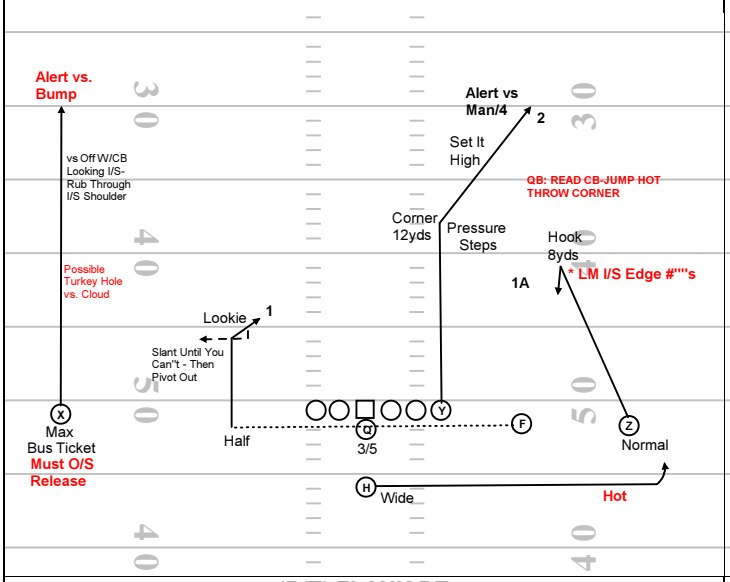
(R/T/ZE) GREEN RT TITE F LT O
200SCAT X LOOKIE Z CHUCK



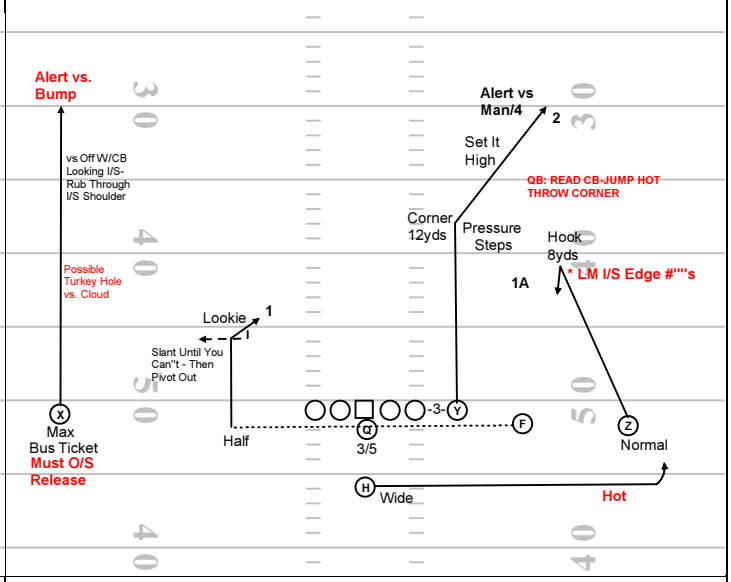
(R/T/ZE) (G) DART RT
200SCAT X LOOKIE Z CHUCK



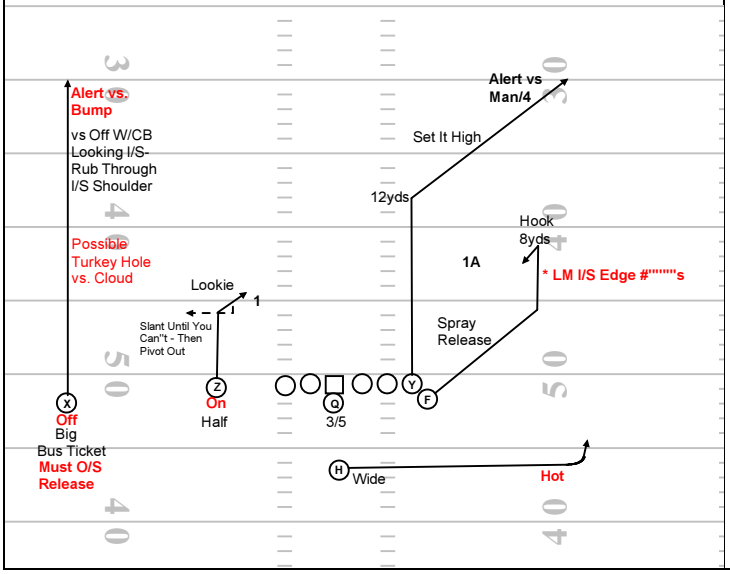
(R/T/ZE) (G)F MO DOUBLE RT
200SCAT F LOOKIE Z CHUCK



(R/T/ZE) (G)F MO DICE RT
200SCAT F LOOKIE Z CHUCK



(R/T) FLANK RT
200SCAT Z LOOKIE F CHUCK



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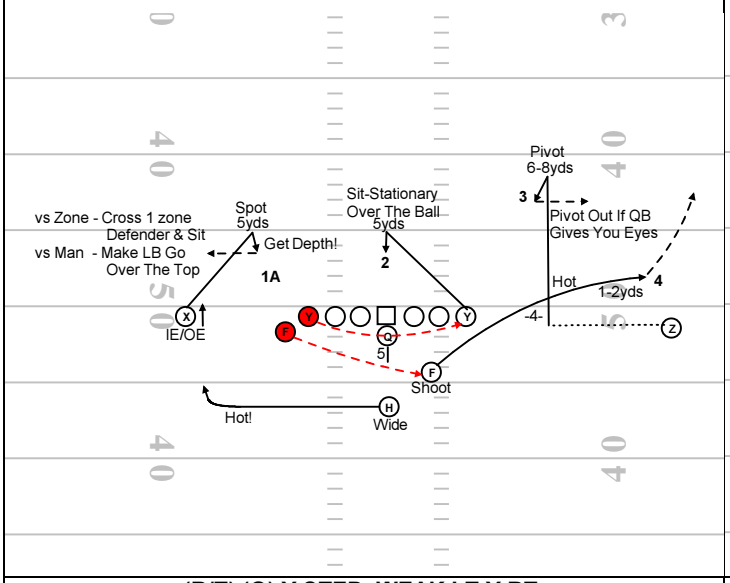
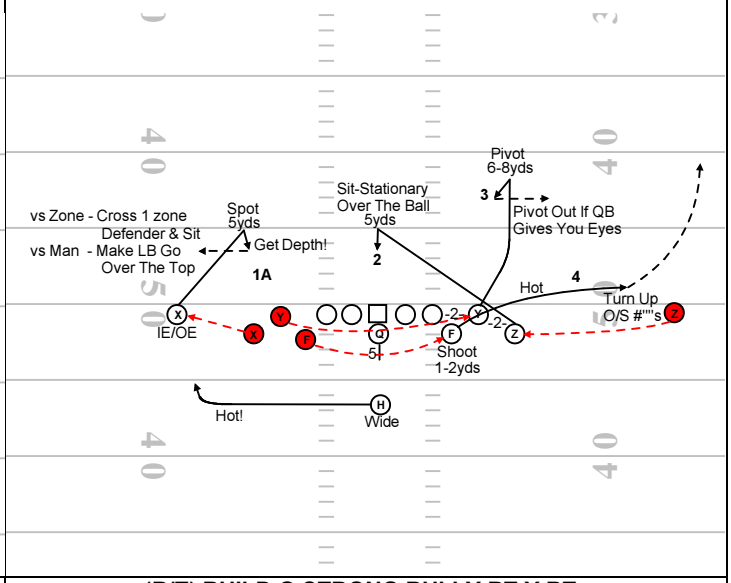
SPOT SPACING

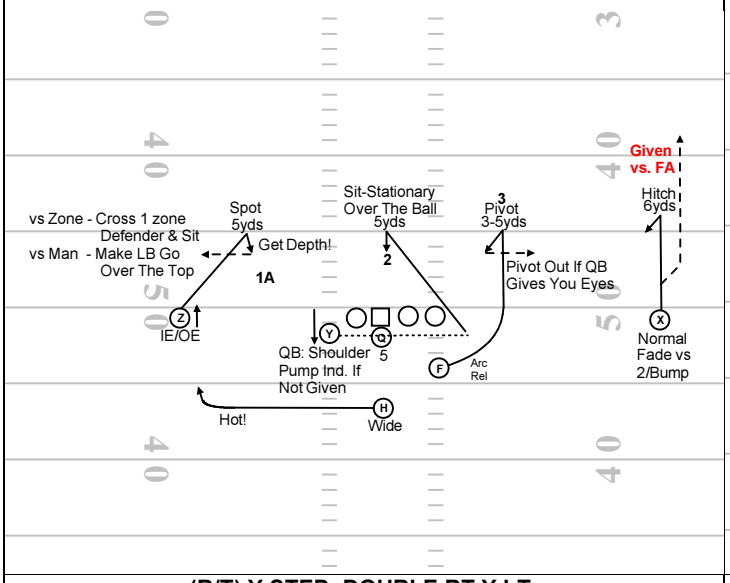
(R/T) (Q) MOVE STRONG RT Z SHORT
3SCAT X SPOT Y SPACING



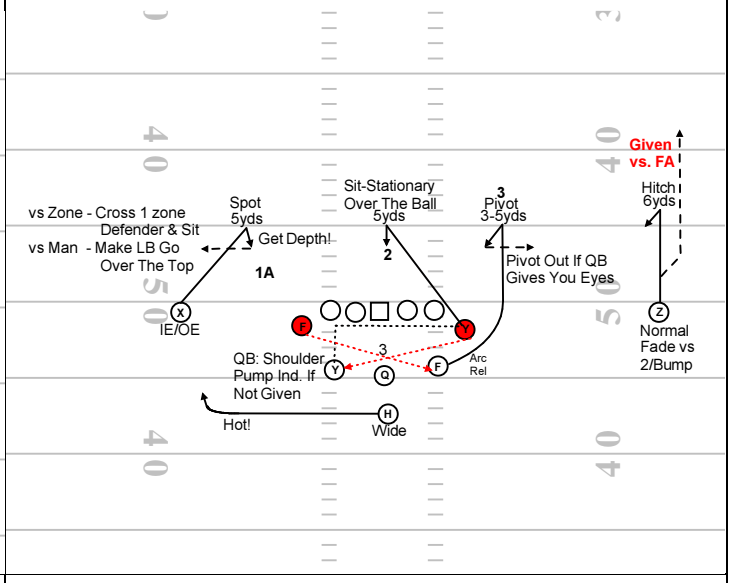
(R/T/ZE) BAFFLE BUNCH RT
3SCAT X SPOT Z SPACING



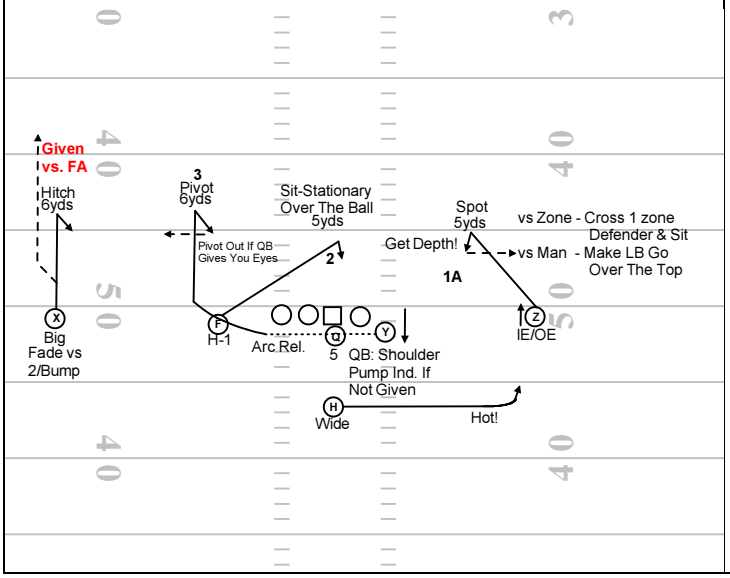
(R/T) (Q) Y STEP: WEAK LT Y RT
3SCAT Z SPOT Y & F SPACING



(R/T) BUILD Q STRONG BULLY RT Y RT
3SCAT X SPOT Y & F SPACING



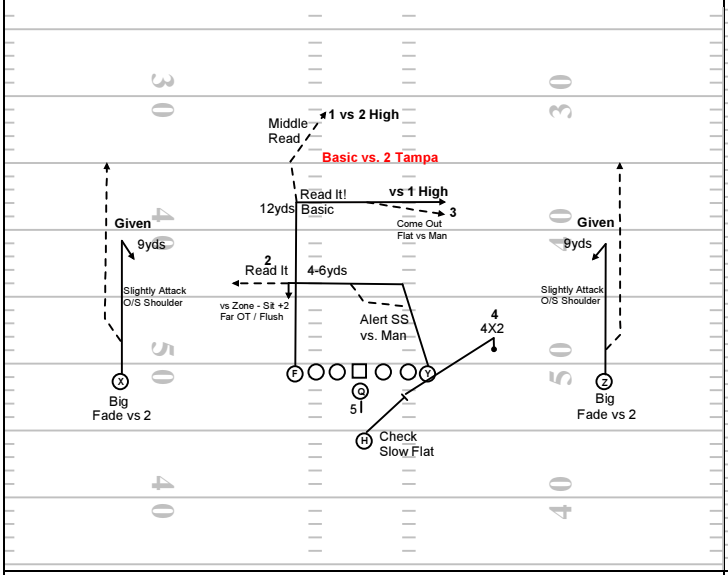
(R/T) Y STEP: DOUBLE RT Y LT
2SCAT Z SPOT F & Y SPACING



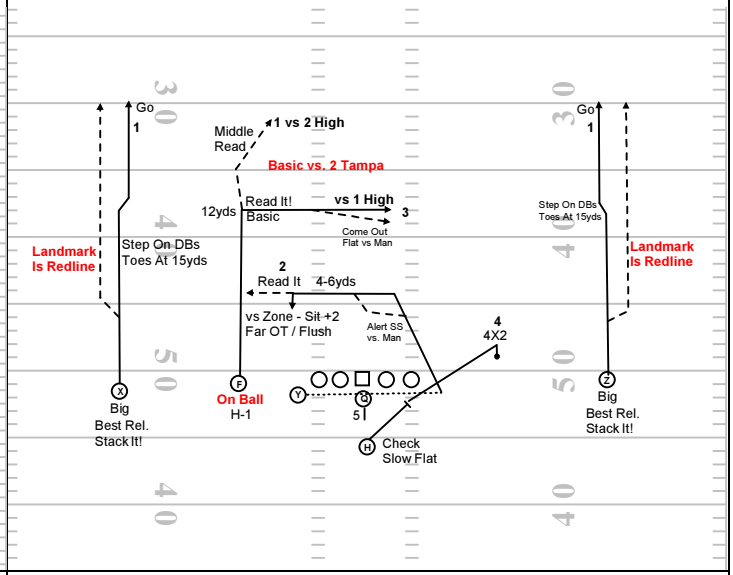
OTA #1-#2

DOUBLE SHALLOW

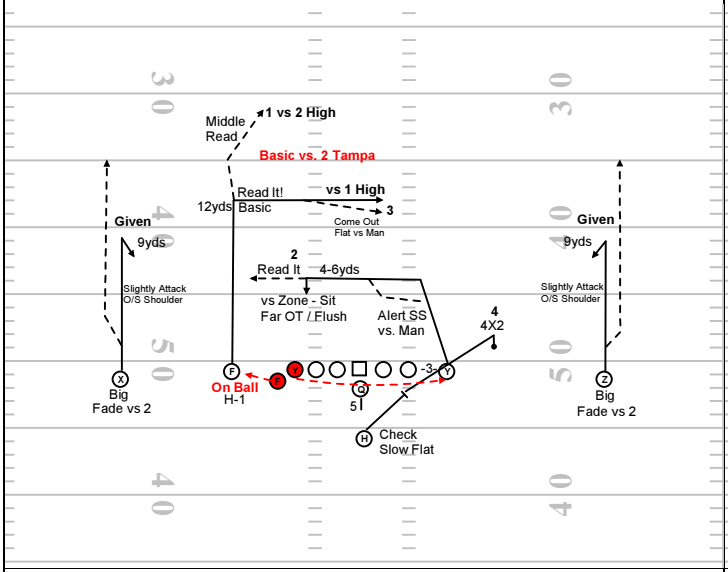
(R/T) DOT RT
2J DOUBLE VENUS Y SHALLOW



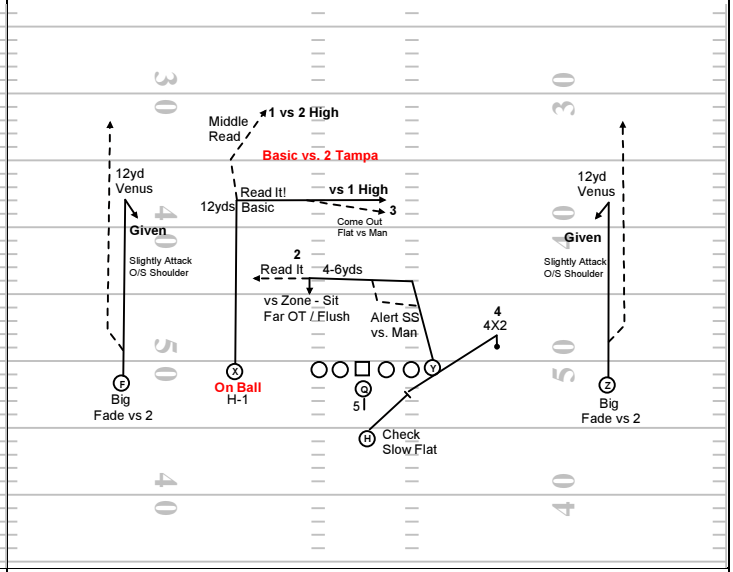
(R/T/ZE) (G) Y MO DOUBLE RT
2J DOUBLE GO Y SHALLOW



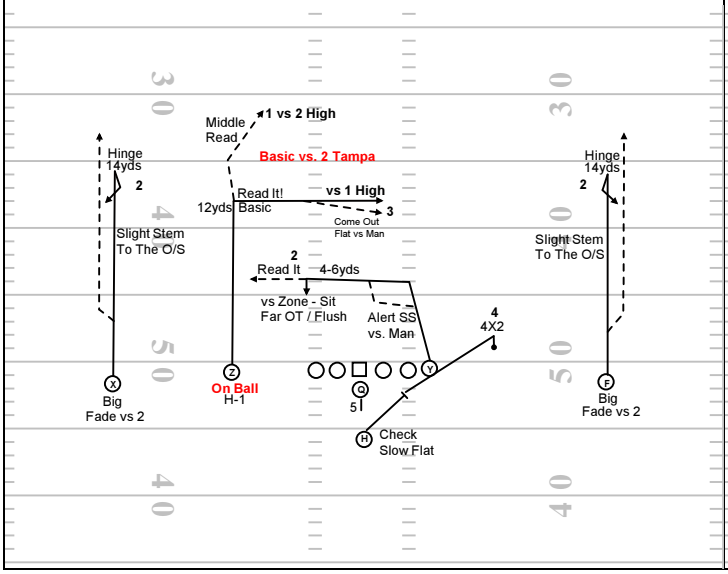
(R/T/ZE) (G) MOVE DICE RT
2J DOUBLE VENUS Y SHALLOW



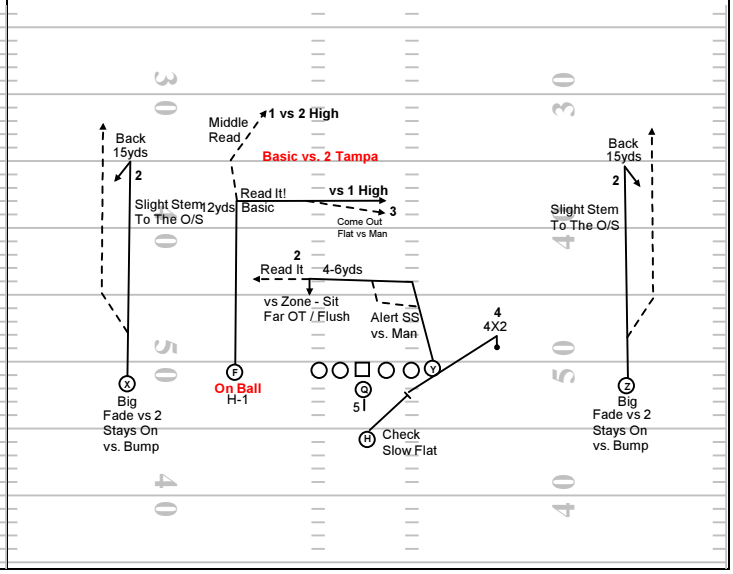
(R/T/ZE) G DART RT
2J DOUBLE VICTOR Y SHALLOW



(R/T/ZE) G FULL RT
2J DOUBLE HINGE Y SHALLOW



(R/T/ZE) G DOUBLE RT
2J DOUBLE BACK Y SHALLOW



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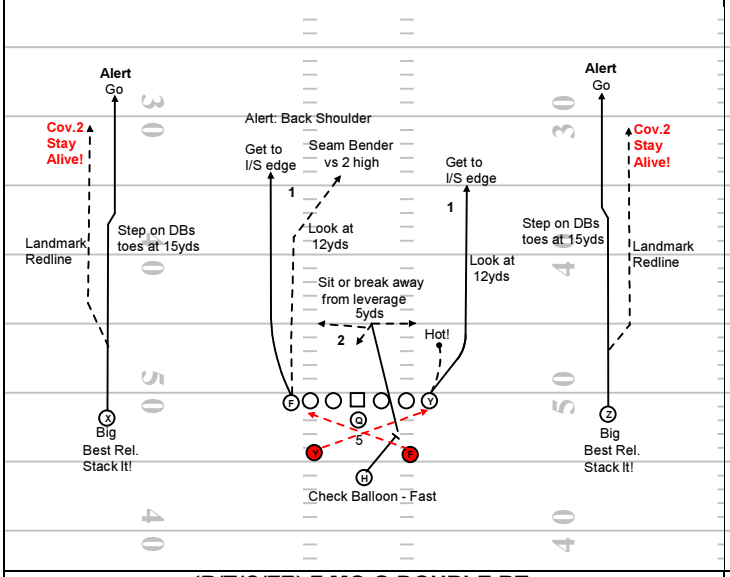
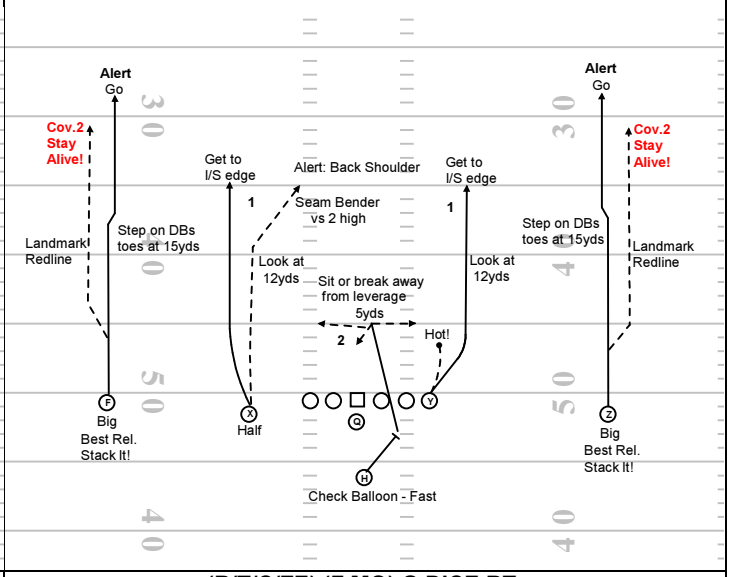
OTA #1-#2

VERT

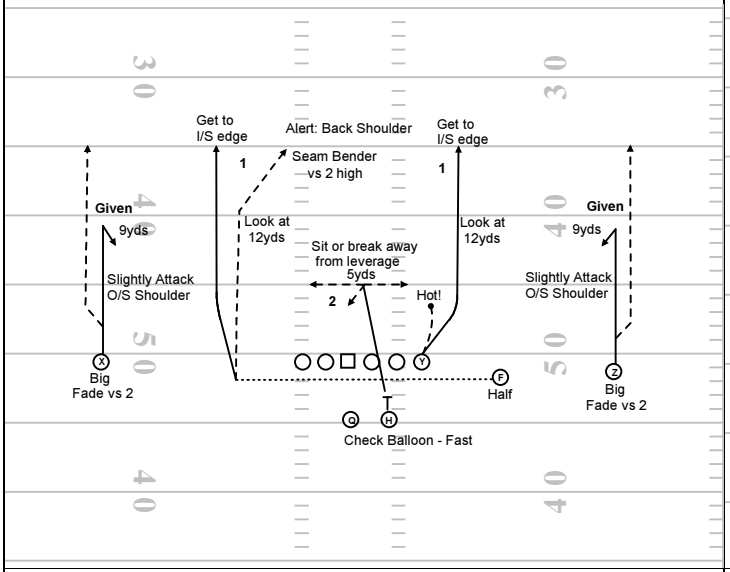
(R/T/C) BREAK DOT RT
2J F VERT GO



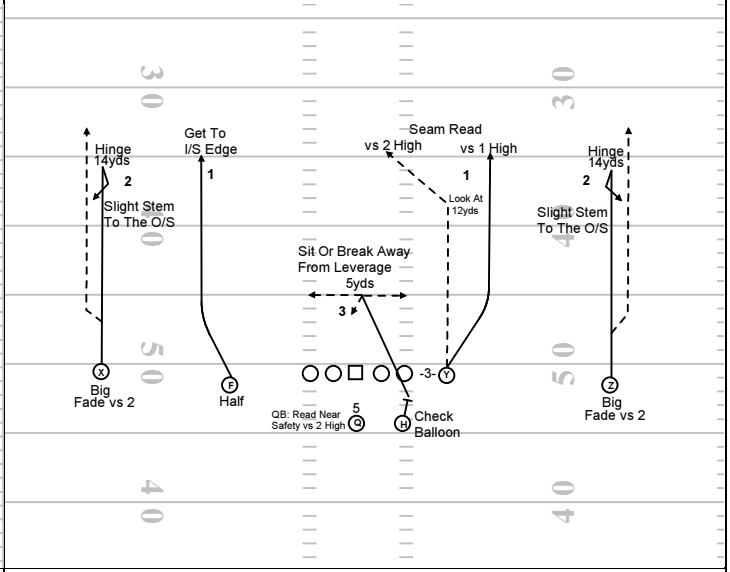
(R/T/C/ZE) (G) DART RT
2J X VERT GO



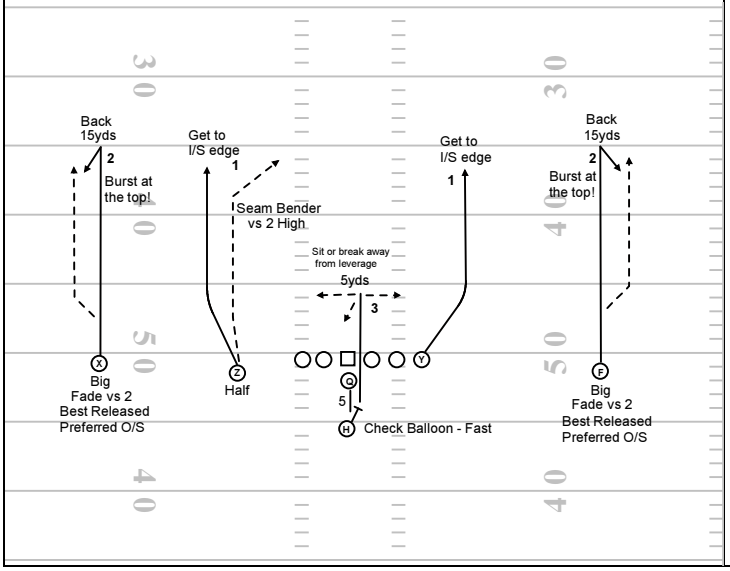
(R/T/C/ZE) F MO G DOUBLE RT
2J F VERT VENUS



(R/T/C/ZE) (F MO) G DICE RT
2J Y VERT HINGE



(R/T/C/ZE) (G) FULL RT
2J Z VERT BACK



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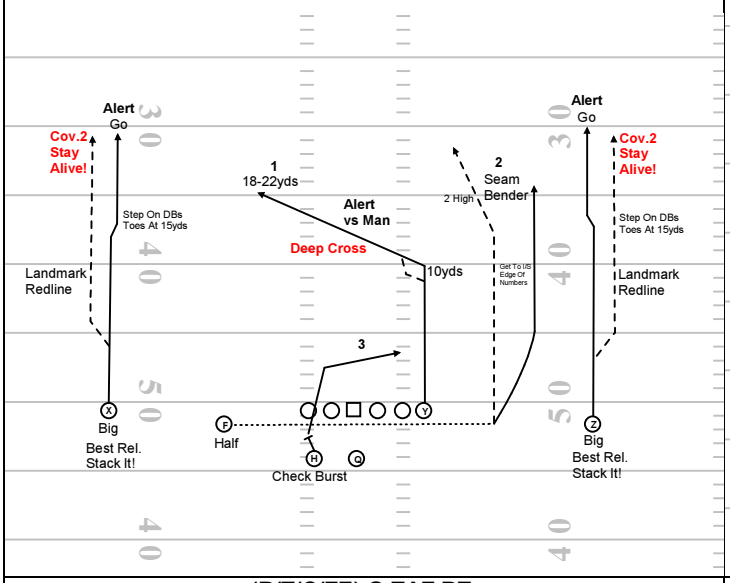
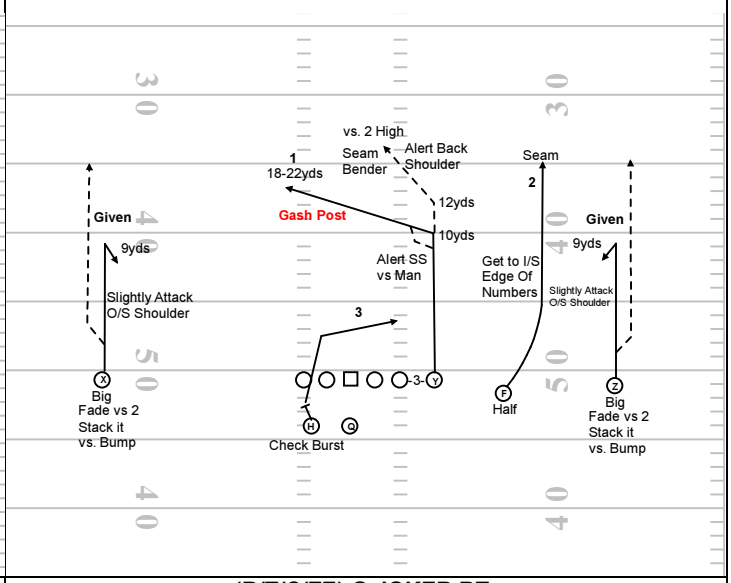
OTA #1-#2

GASH

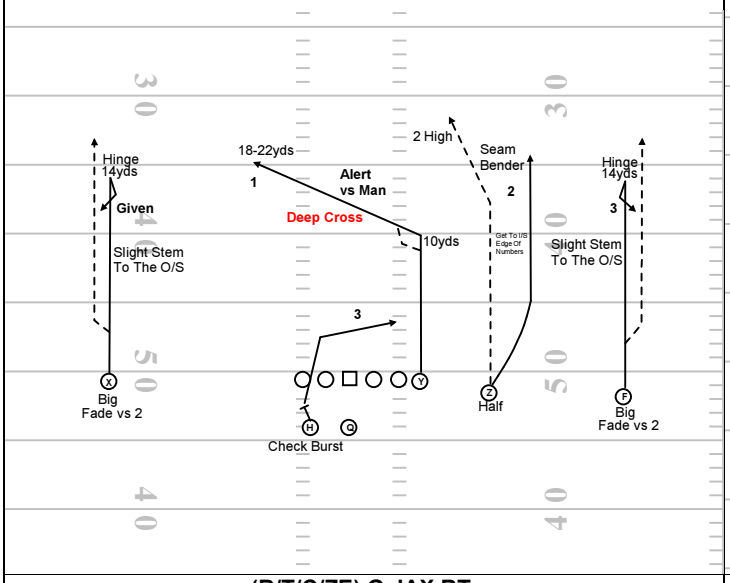
(R/T/C/ZE) (MOVE) F MO TRIPS RT
3J F GASH GO



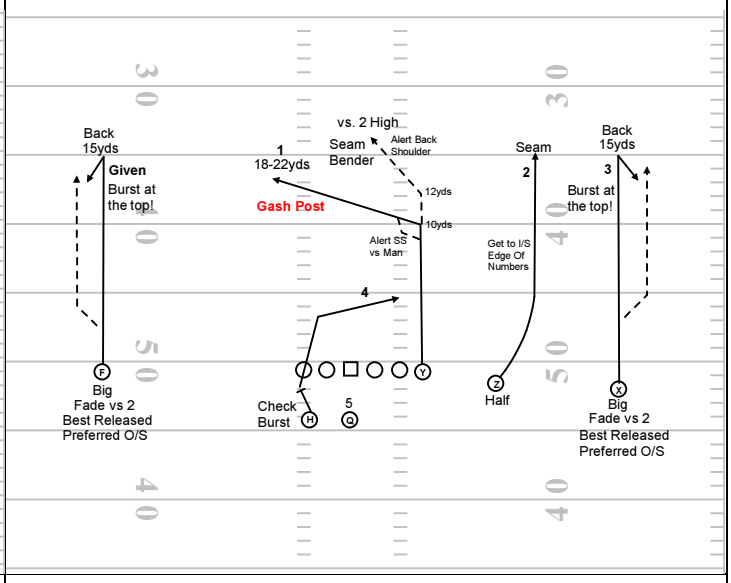
(R/T/C/ZE) G TEX RT
3J Y GASH VENUS



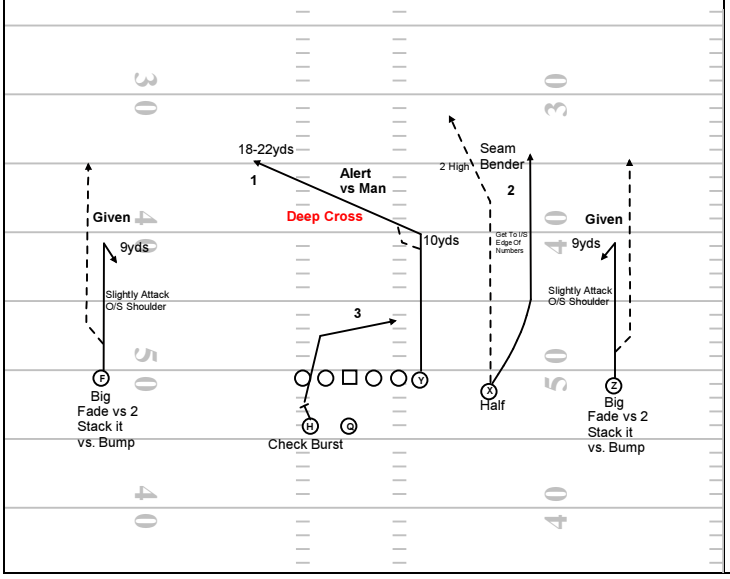
(R/T/C/ZE) G TAZ RT
3J Z GASH HINGE



(R/T/C/ZE) G JOKER RT
3J Y GASH BACK



(R/T/C/ZE) G JAX RT
3J X GASH VENUS



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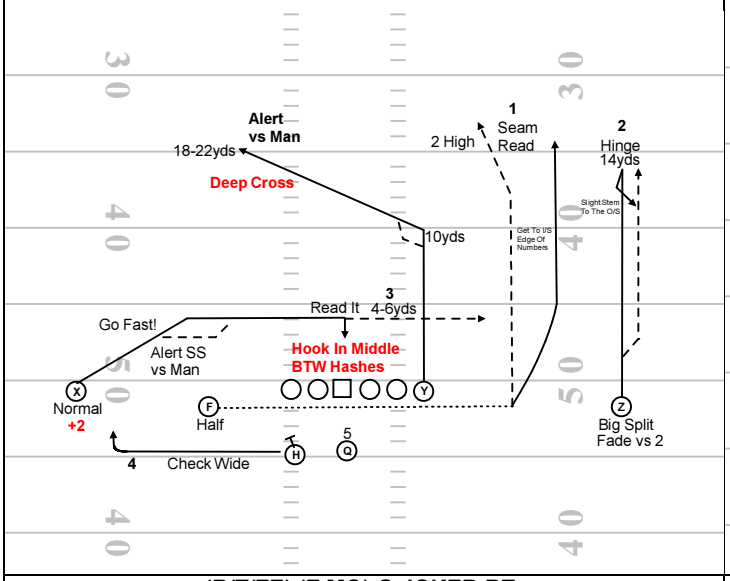
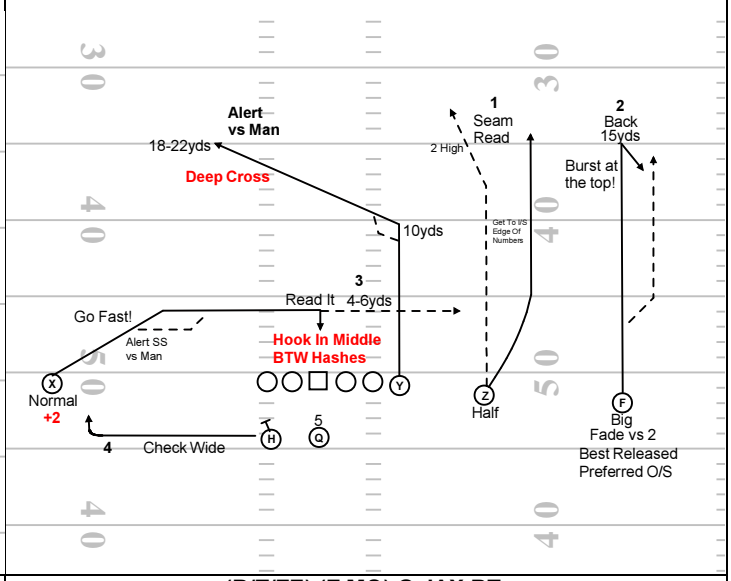
GASH SHIM

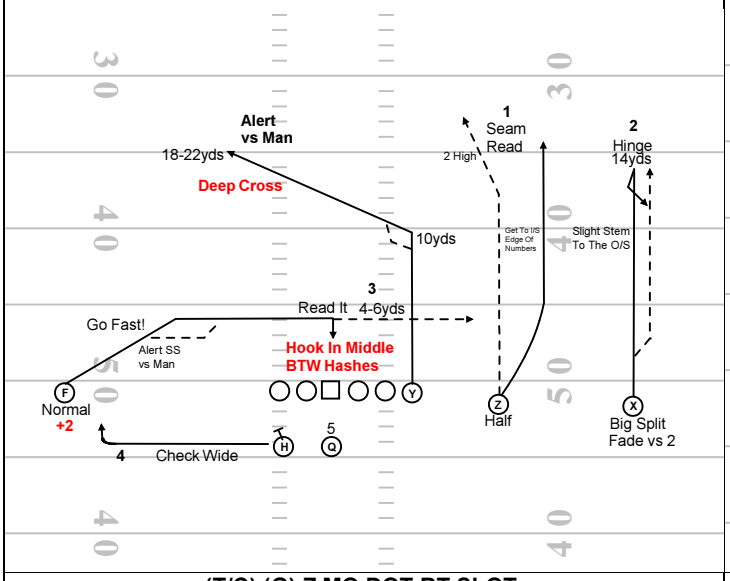
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J F GASH HINGE X SHIM



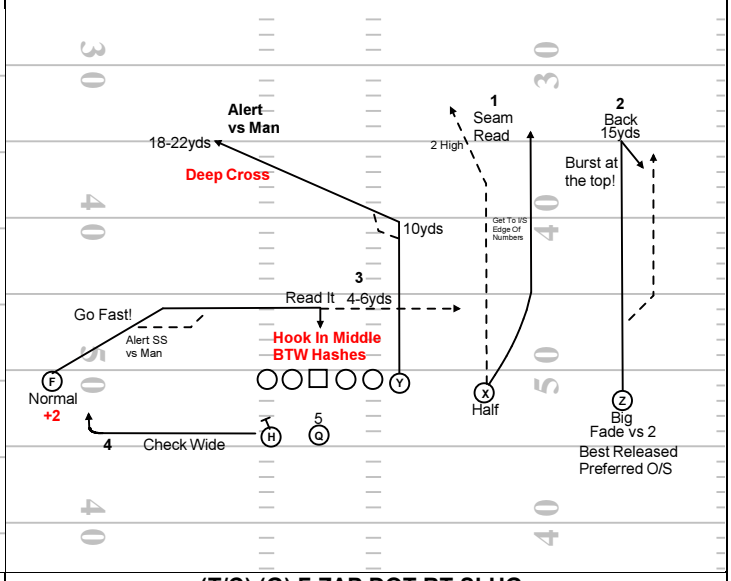
(R/T/ZE) (Z MO) G TAZ RT
3J Z GASH BACK X SHIM



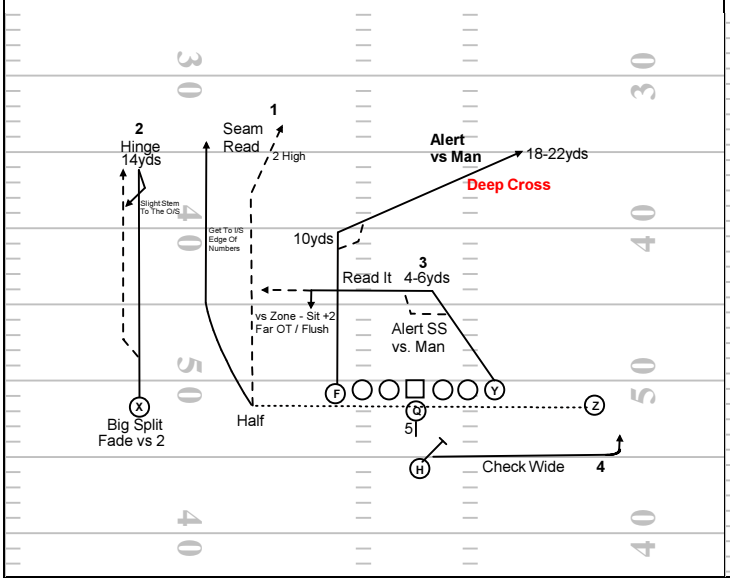
(R/T/ZE) (Z MO) G JOKER RT
3J Z GASH HINGE F SHIM



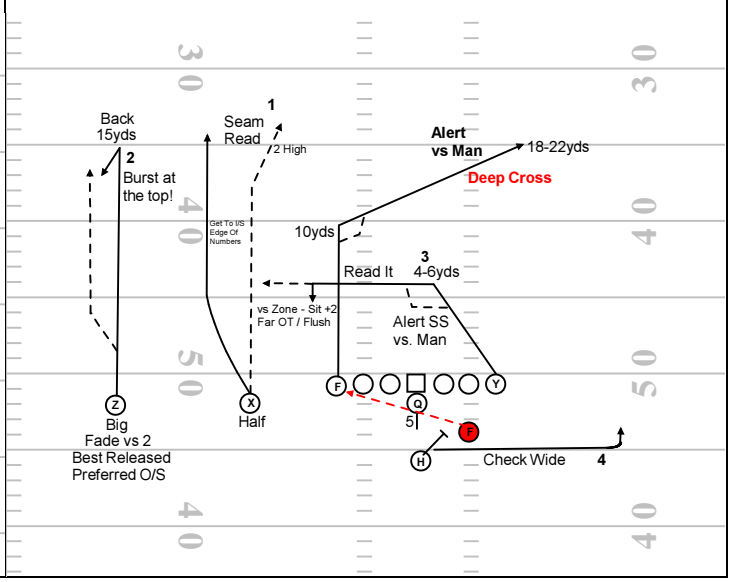
(R/T/ZE) (Z MO) G JAX RT
3J X GASH BACK F SHIM



(T/C) (G) Z MO DOT RT SLOT
2J Z GASH HINGE Y SHALL



(T/C) (G) F ZAP DOT RT SLUG
2J X GASH BACK Y SHALL



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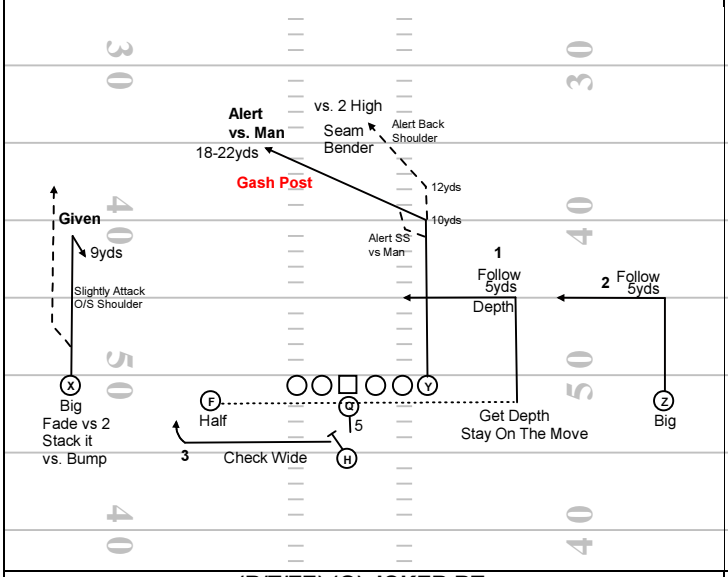
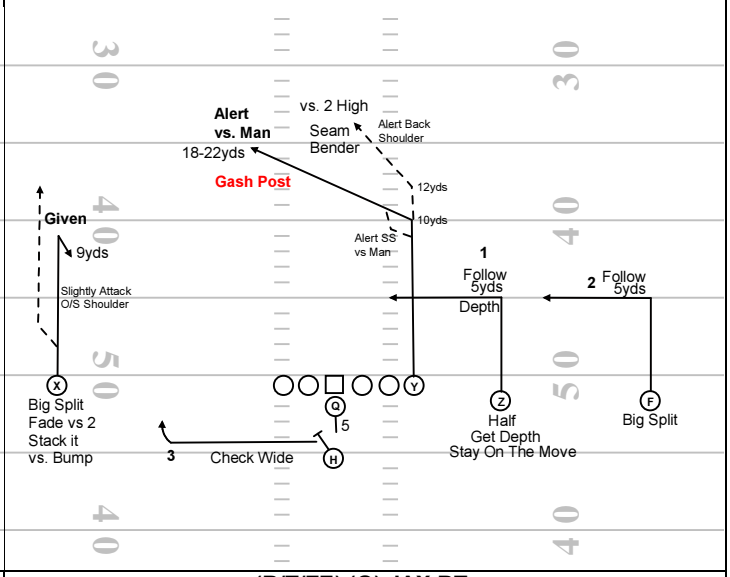
CHAMP

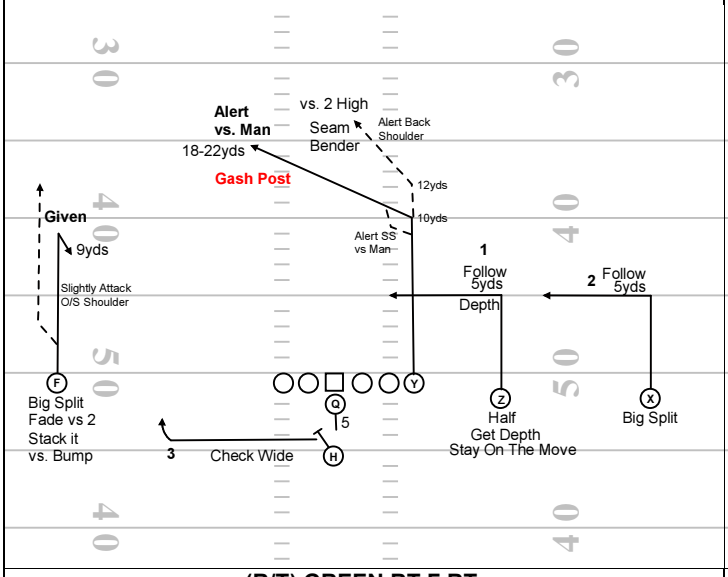
(R/T/ZE) (MOVE) F MO TRIPS (TEX) RT
3J Y CHAMP



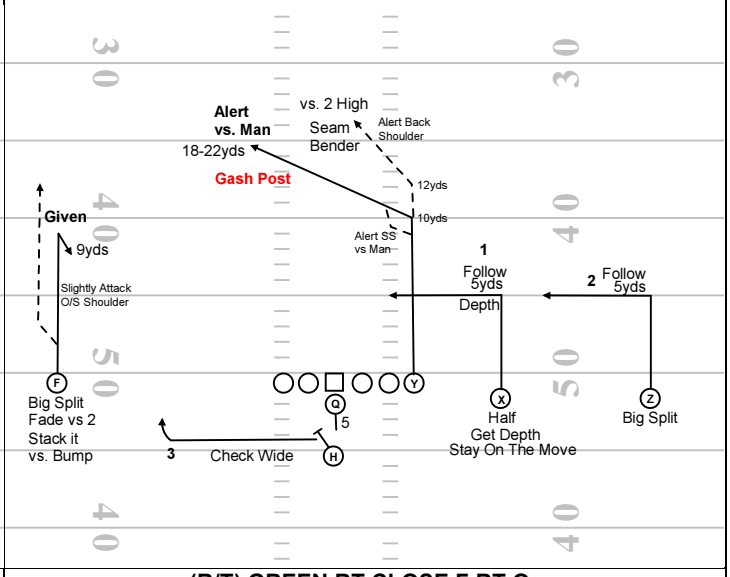
(R/T/ZE) (G) (Z MO) TAZ RT
3J Y CHAMP



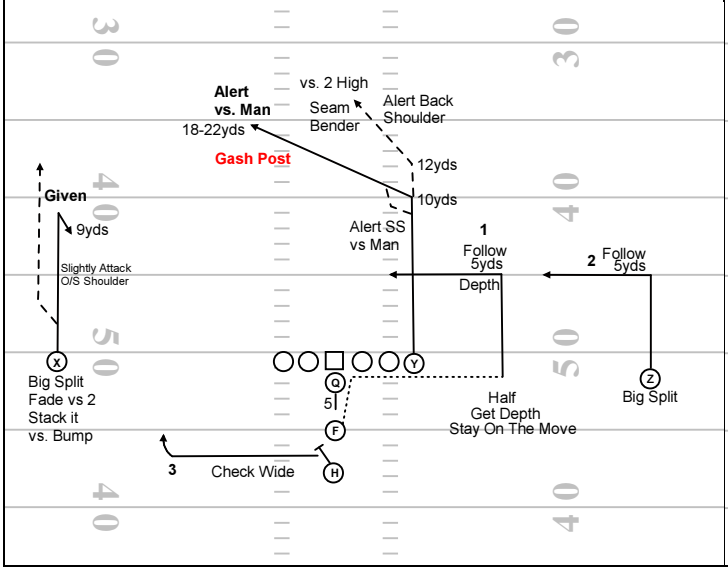
(R/T/ZE) (G) JOKER RT
3J Y CHAMP



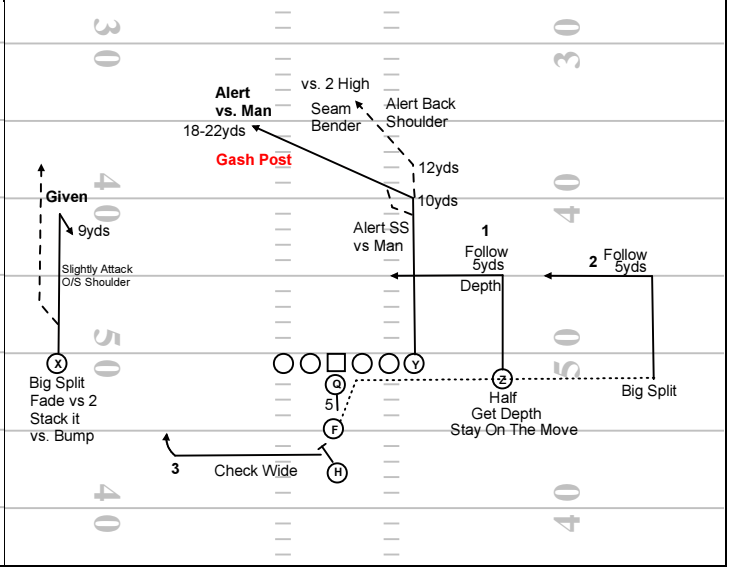
(R/T/ZE) (G) JAX RT
3J Y CHAMP



(R/T) GREEN RT F RT
3J Y CHAMP



(R/T) GREEN RT CLOSE F RT O
3J Y CHAMP



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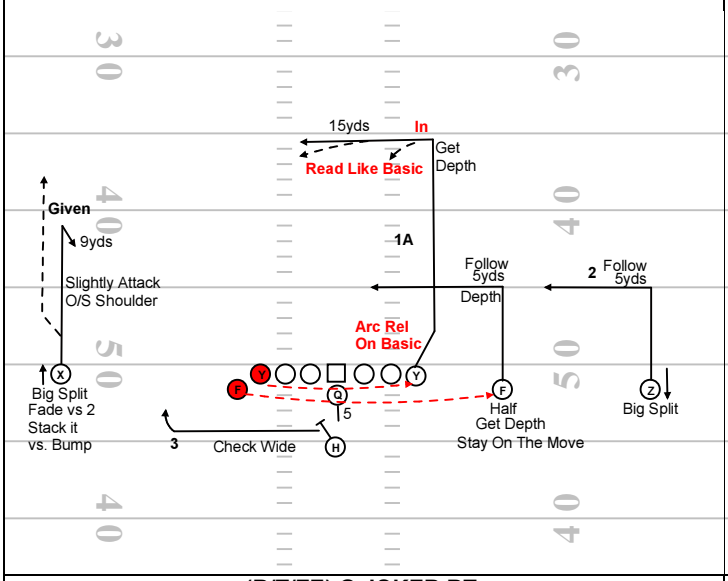
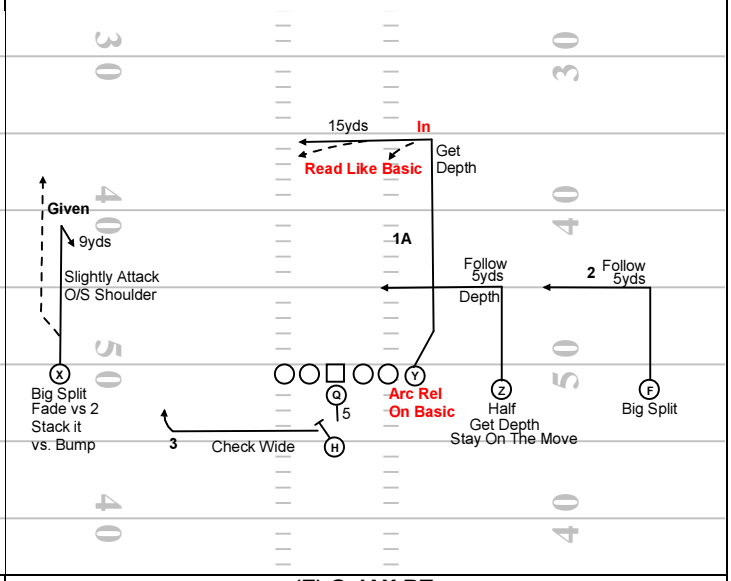
OTA #1-#2

CHAMP Y IN

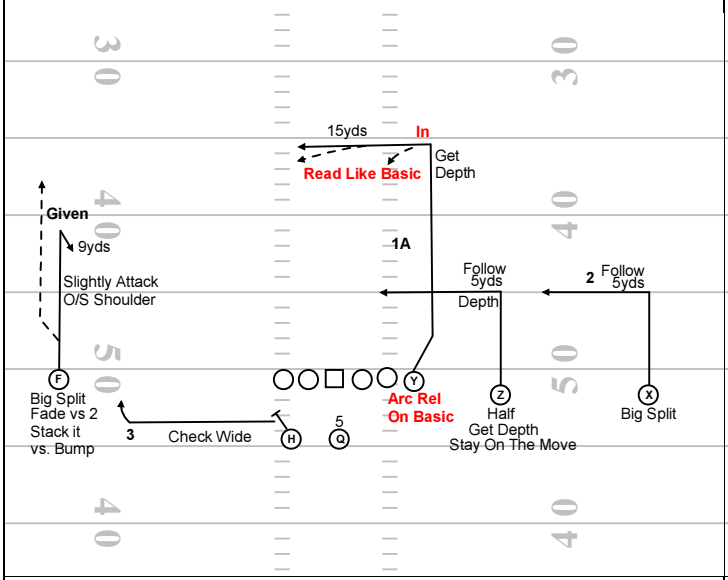
(R/T/ZE) (G)(F MO) MOVE TRIPS RT
3J CHAMP Y IN



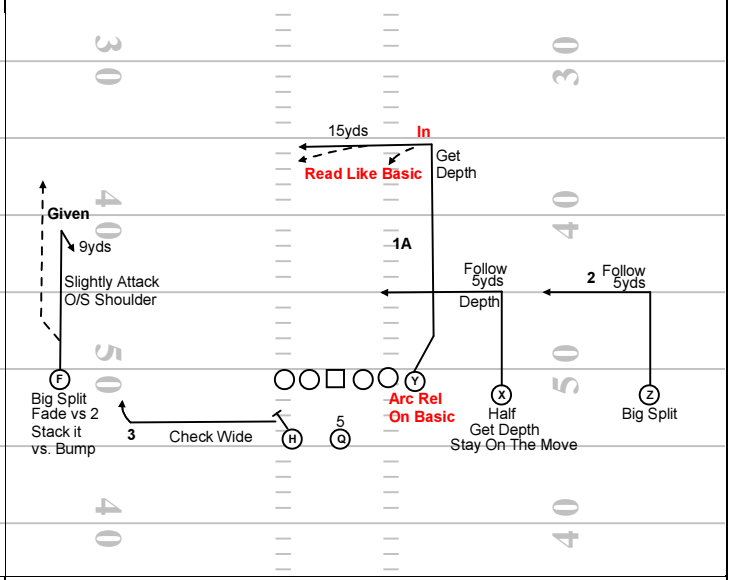
(R/T/ZE) (G)(Z MO) TAZ RT
3J CHAMP Y IN



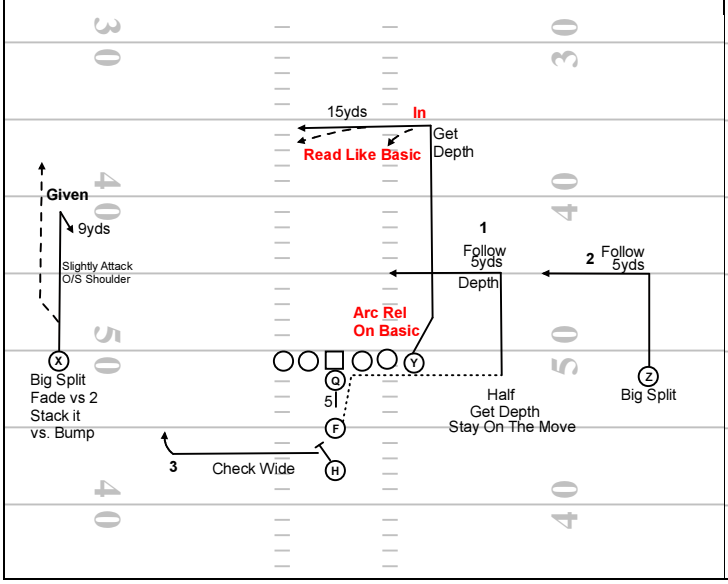
(R/T/ZE) G JOKER RT
3J CHAMP Y IN



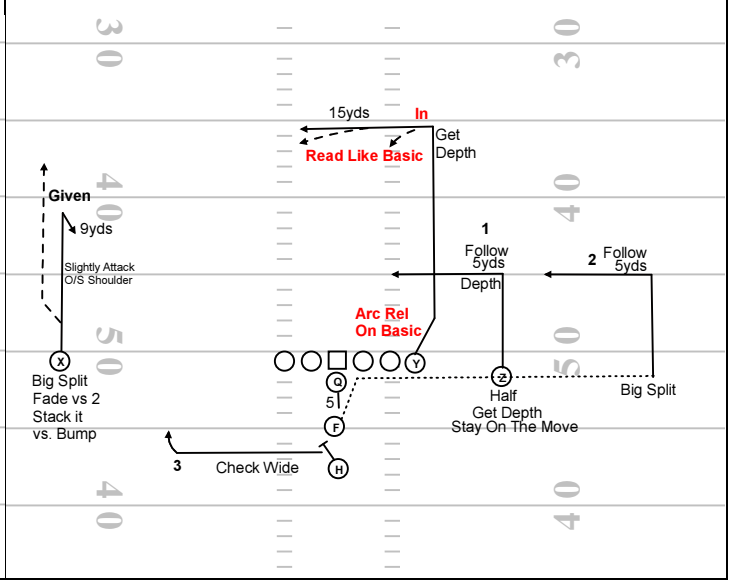
(Z) G JAX RT
3J CHAMP Y IN



(R/T) GREEN RT F RT
3J CHAMP Y IN



(R/T) GREEN RT CLOSE F RT O
3J Y CHAMP Y IN



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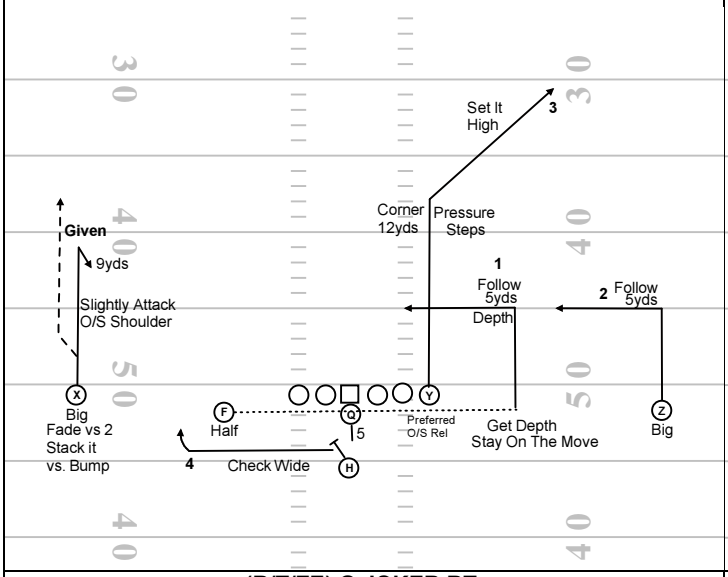
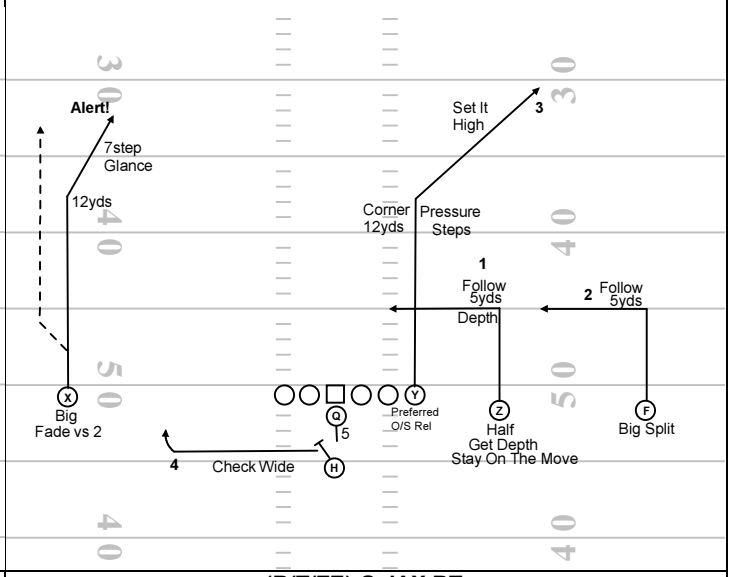
OTA #1-#2

CHAMP Y CORNER

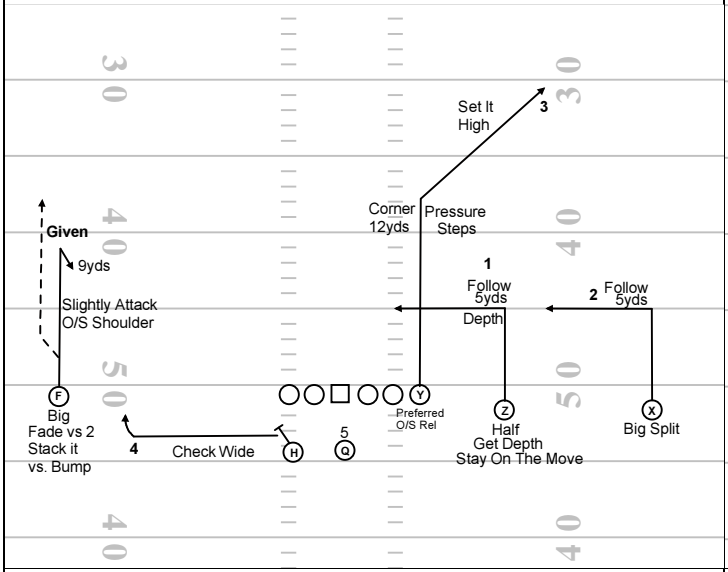
(R/T/ZE) (G)(MOVE) F MO TRIPS (TEX) RT
3J CHAMP Y CORNER



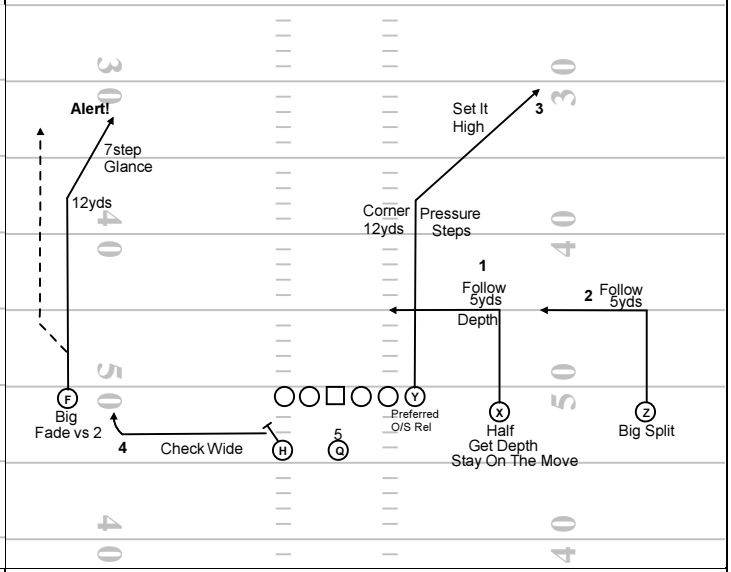
(R/T/ZE) (G) TAZ RT
3J CHAMP Y CORNER X GLANCE



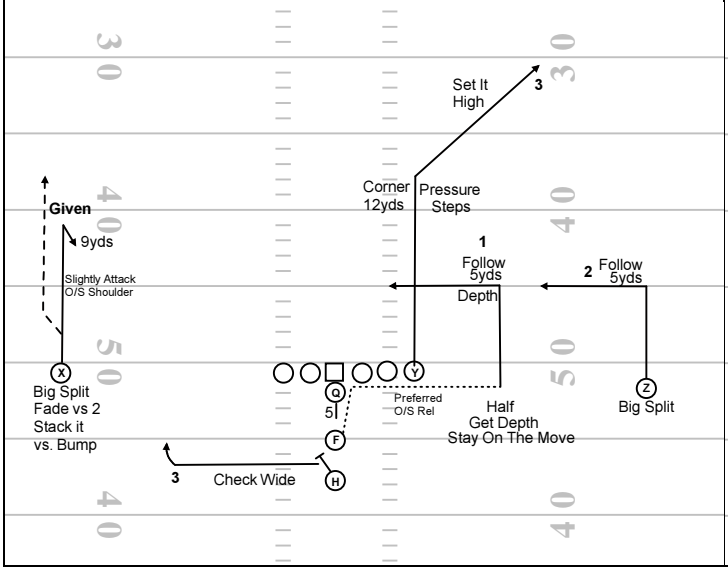
(R/T/ZE) G JOKER RT
3J CHAMP Y CORNER



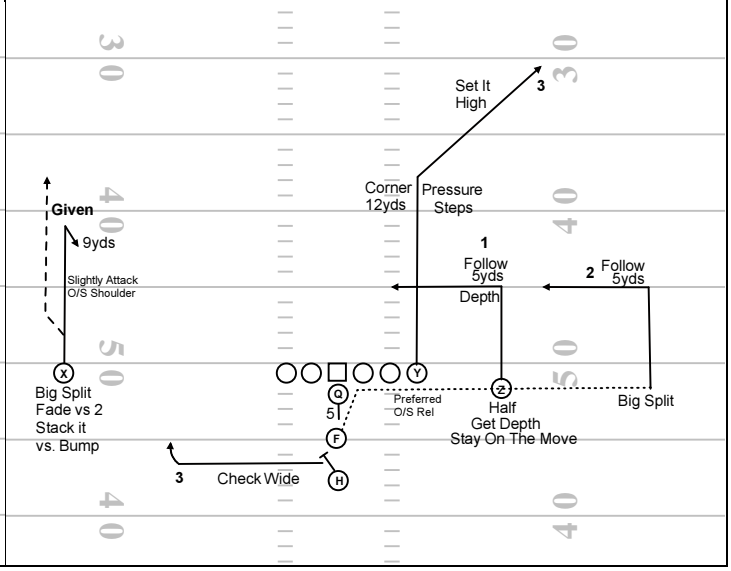
(R/T/ZE) G JAX RT
3J CHAMP Y CORNER F GLANCE



(R/T) GREEN RT F RT
3J CHAMP Y CORNER



(R/T) GREEN RT CLOSE F RT O
3J Y CHAMP Y CORNER



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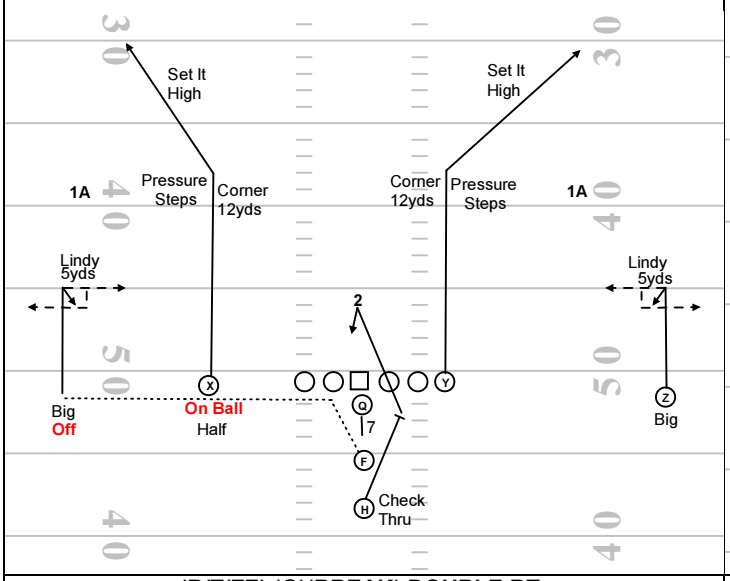
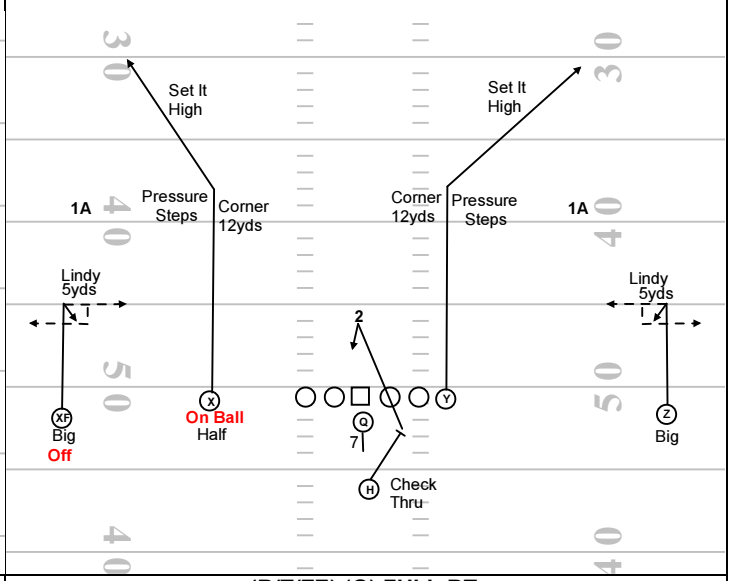
COOL

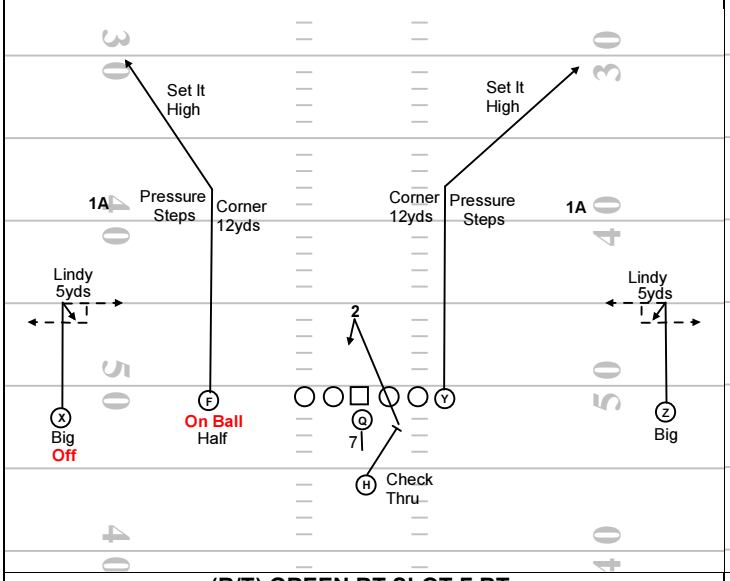
(R/T) GREEN RT TITE F LT O
2J COOL



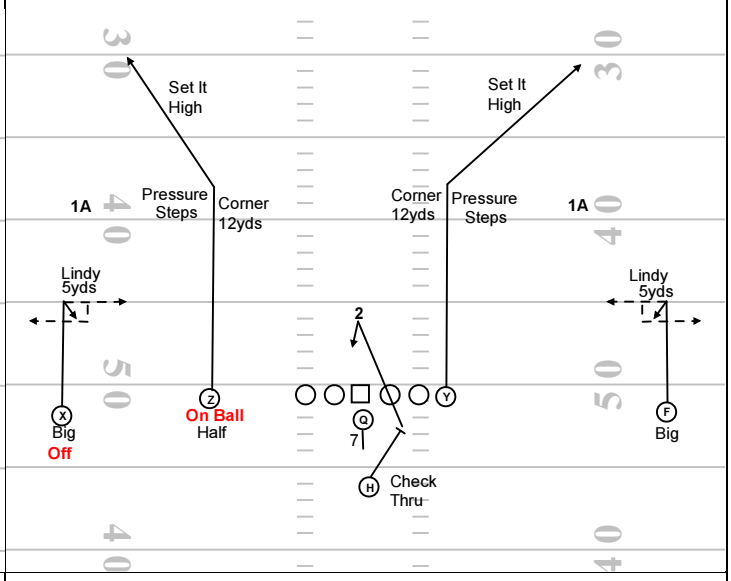
(R/T/ZE) (G) DART RT
2J COOL



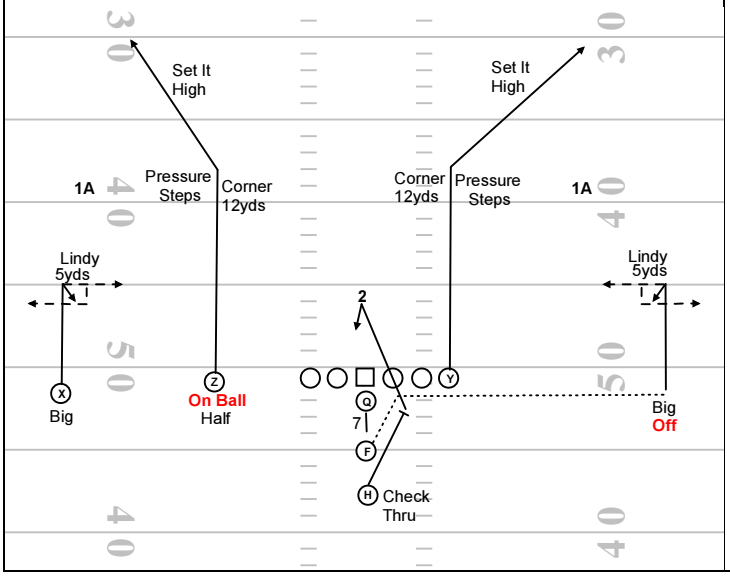
(R/T/ZE) (G)(BREAK) DOUBLE RT
2J COOL



(R/T/ZE) (G) FULL RT
2J COOL



(R/T) GREEN RT SLOT F RT
2J COOL



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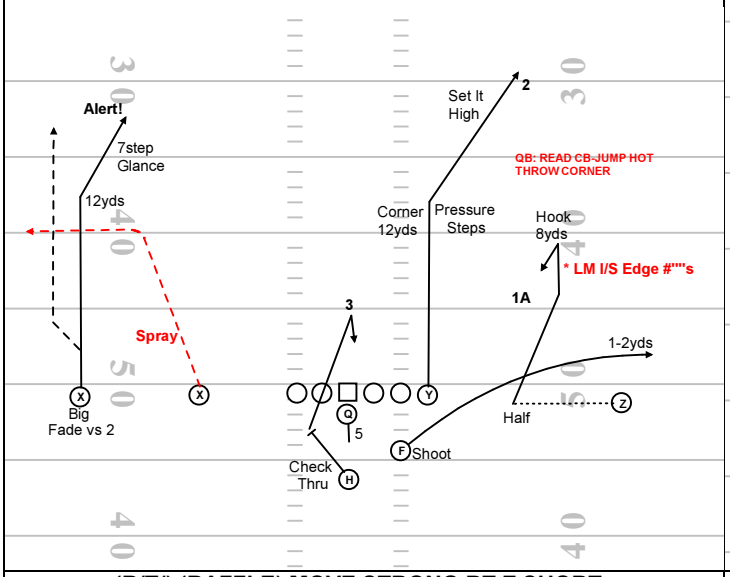
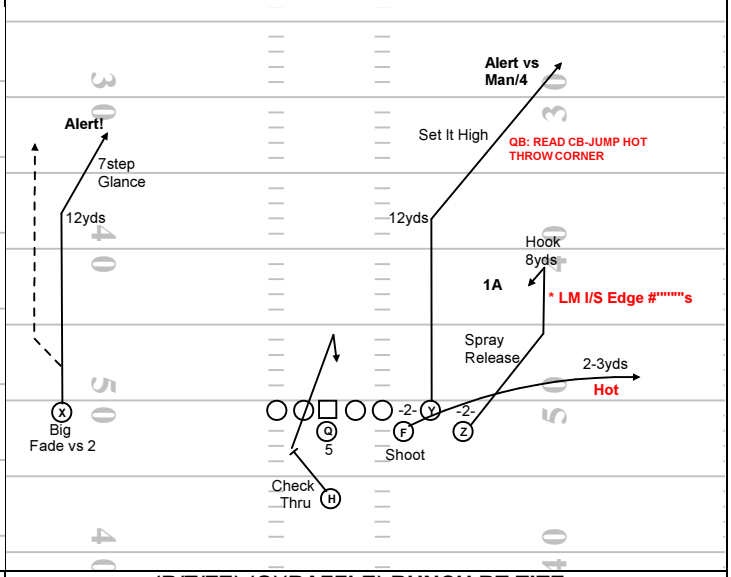
5/7 STEP

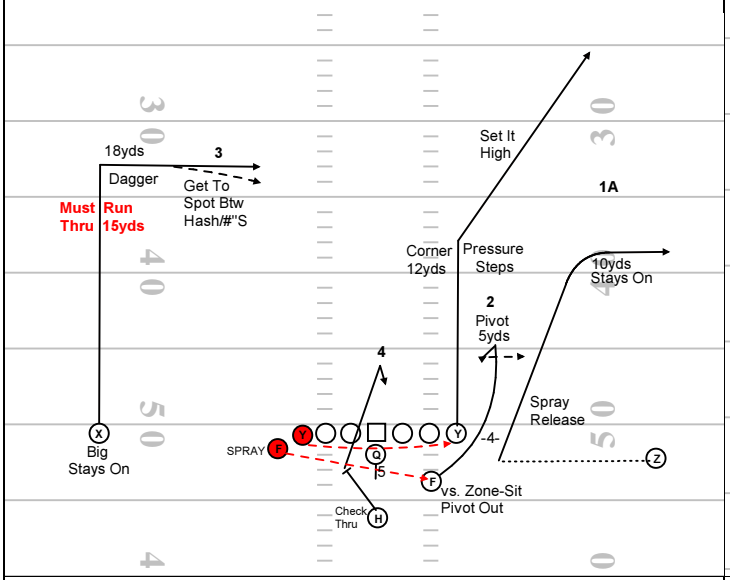
(R/T) (F OP)(MOVE) STRONG RT (TITE) Z SHORT
3J Z CHUCK X GLANCE (OSCAR)



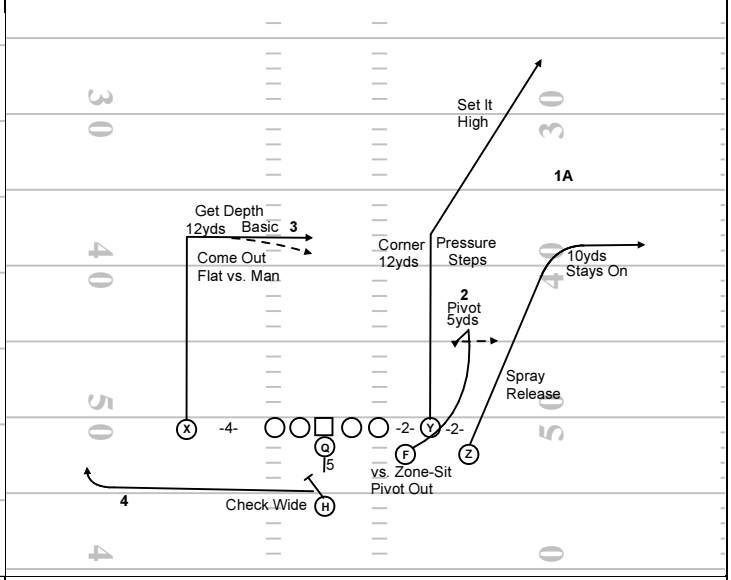
(R/T) BUNCH RT
3J Z CHUCK X GLANCE



(R/T/) (BAFFLE) MOVE STRONG RT Z SHORT
3J Y CORD



(R/T/ZE) (G)(BAFFLE) BUNCH RT TITE
3J Y CORD WIDE



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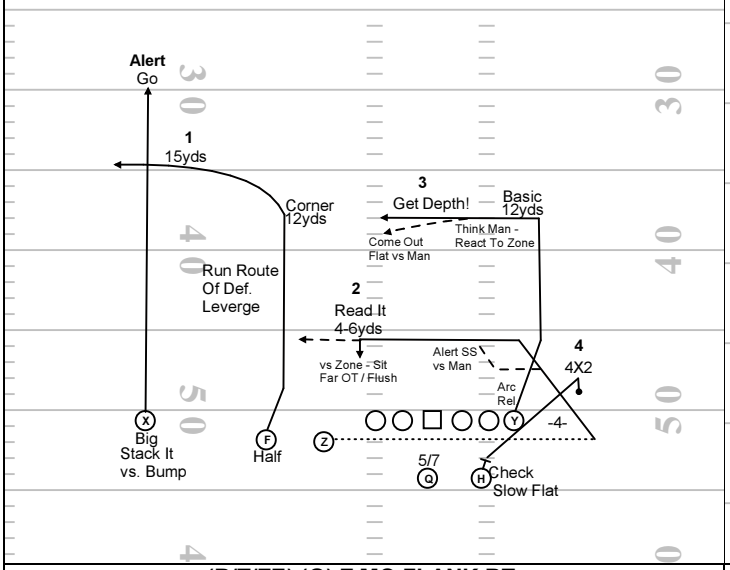
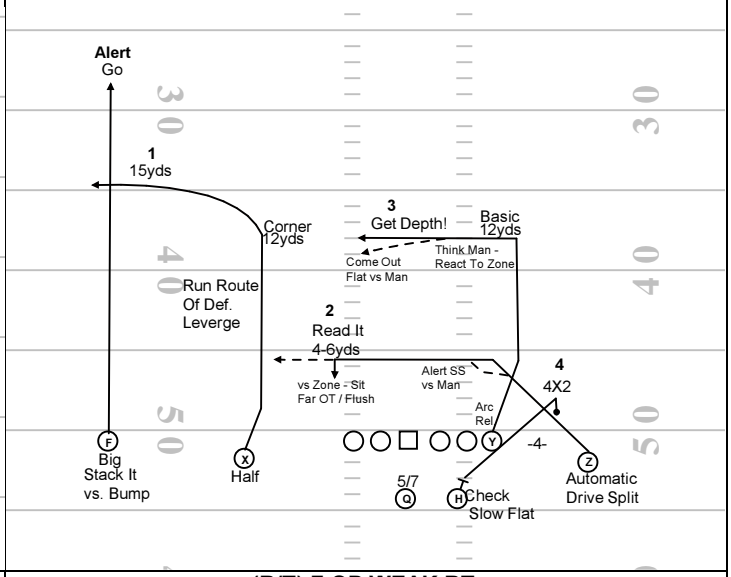
OTA #1-#2

DRIVE

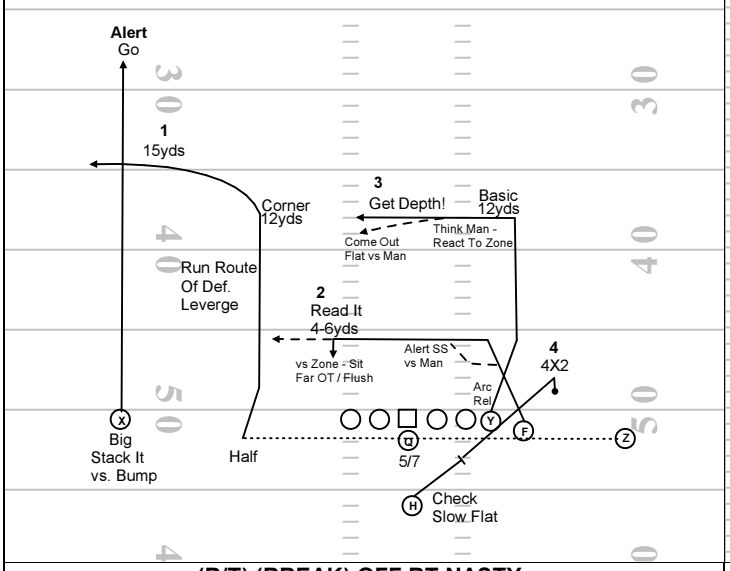
(R/T/ZE) Z MO G DOUBLE RT
2J F SAIL Z DRIVE



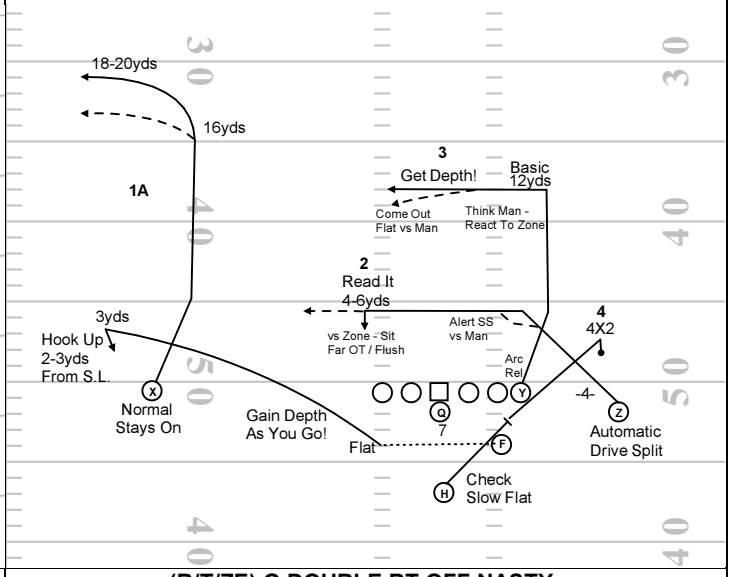
(R/T/ZE) G DART RT
2J X SAIL Z DRIVE



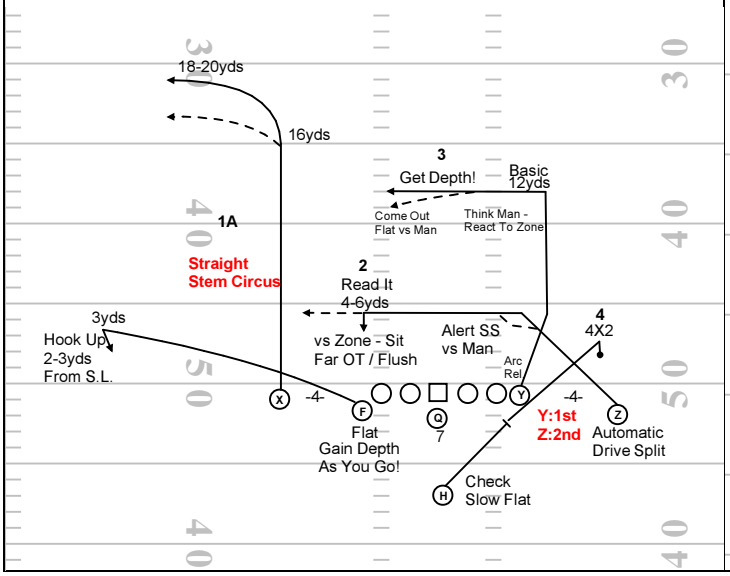
(R/T/ZE) (G) Z MO FLANK RT
2J Z SAIL F DRIVE



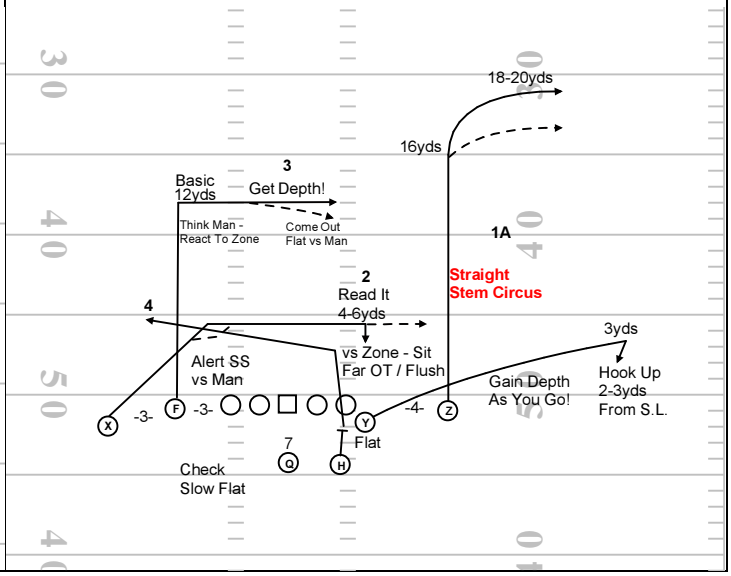
(R/T) F OP WEAK RT
2J F COFFIN Z DRIVE



(R/T) (BREAK) OFF RT NASTY
2J F COFFIN Z DRIVE



(R/T/ZE) G DOUBLE RT OFF NASTY
2J Y COFFIN X DRIVE BURST



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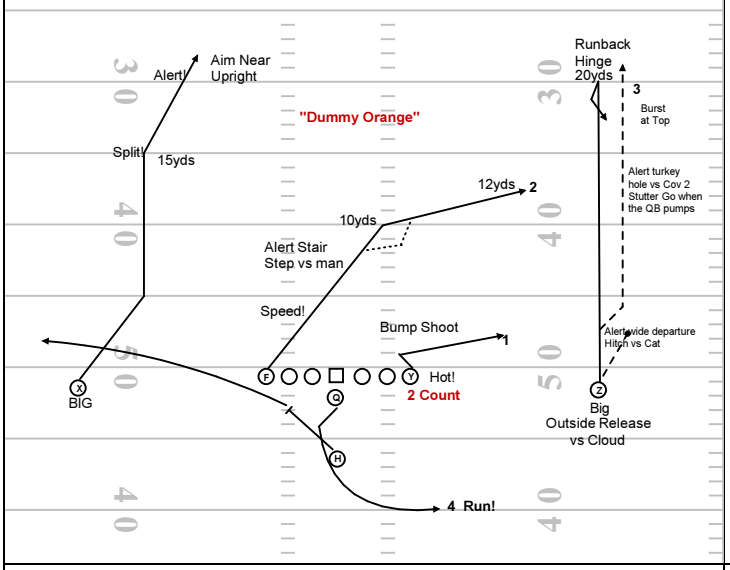
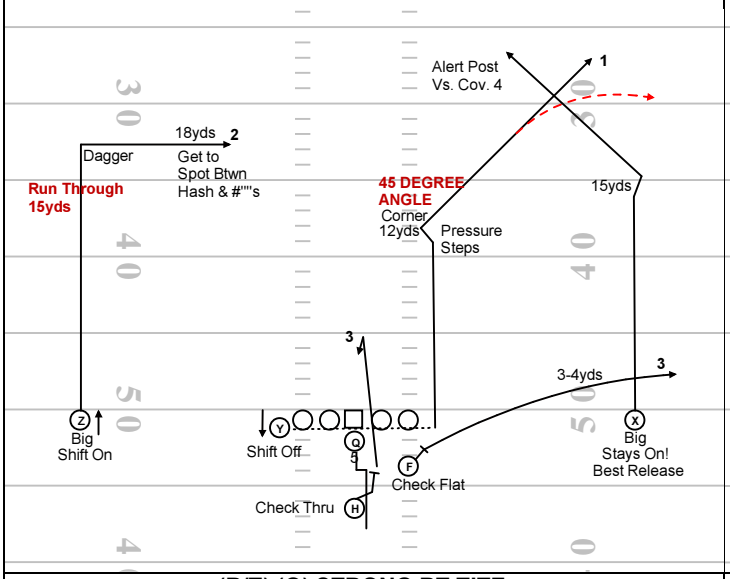
MOVEMENT

(T) (BREAK) DOT RT (Y CTR)
KEEP 97 RT Y BUMP

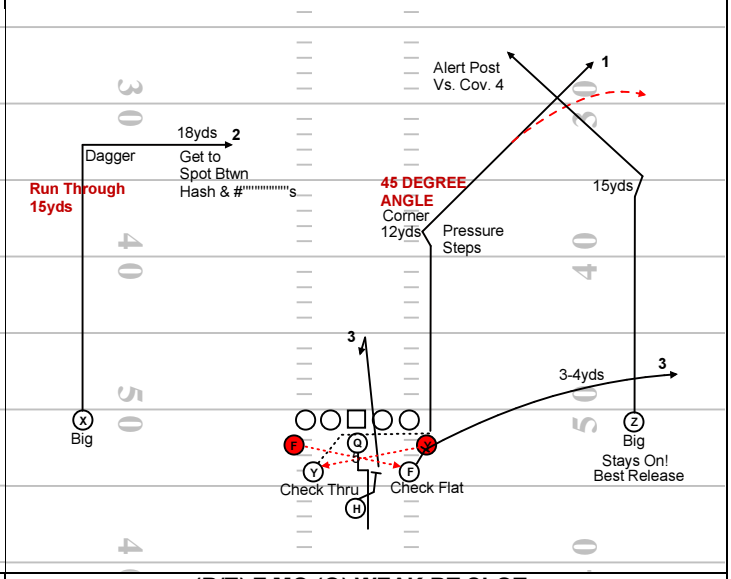


PLAY PASS

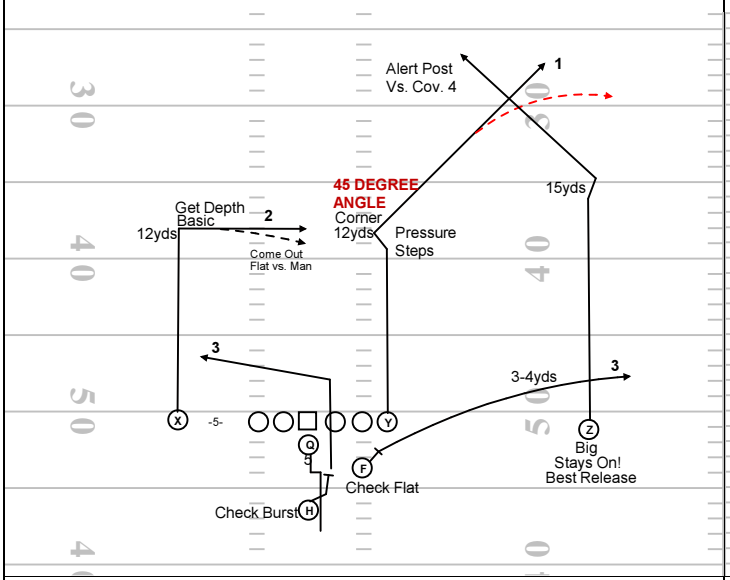
(R/T) Y STEP (Q) WEAK LT Y RT
HND 2 Y RATTLE



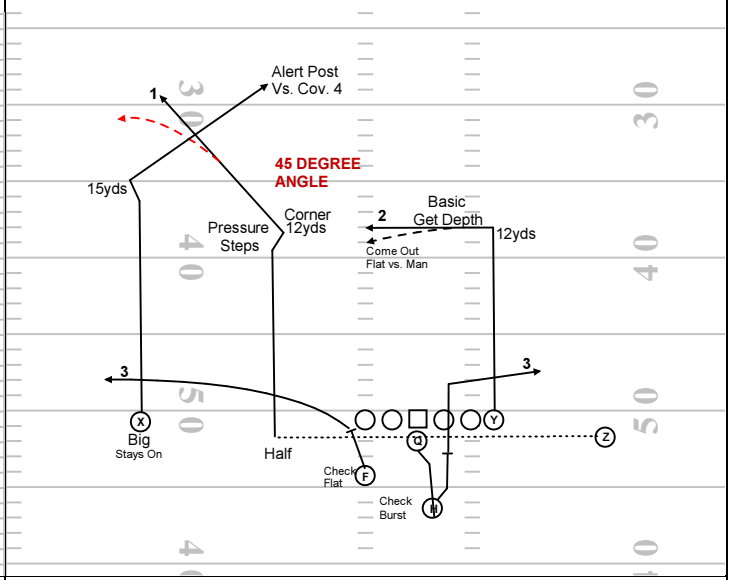
(R/T) BUILD (Q) STRONG RT BULLY Y RT
HND 2 Y RATTLE



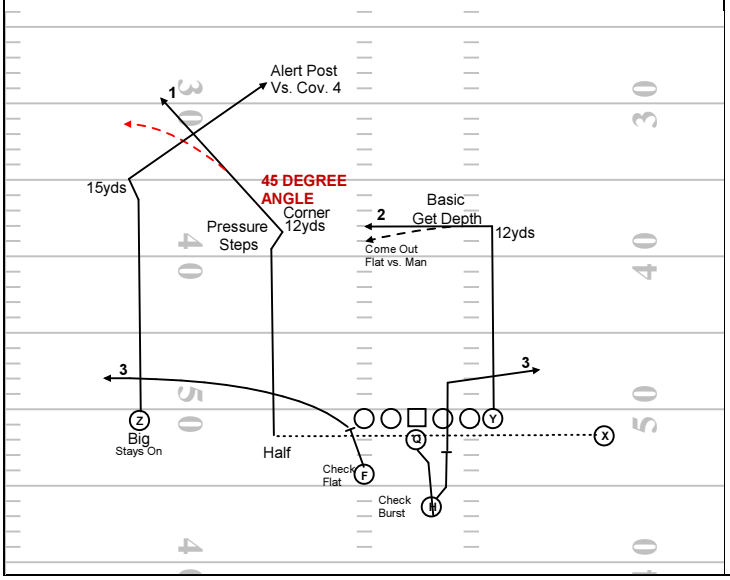
(R/T) (Q) STRONG RT TITE
HND 2 Y RATTLE BURST



(R/T) Z MO (Q) WEAK RT SLOT
HND 3 SPLIT Z RATTLE BURST



(R/T) X MO (Q) WEAK RT SLUG
HND 3 SPLIT X RATTLE BURST



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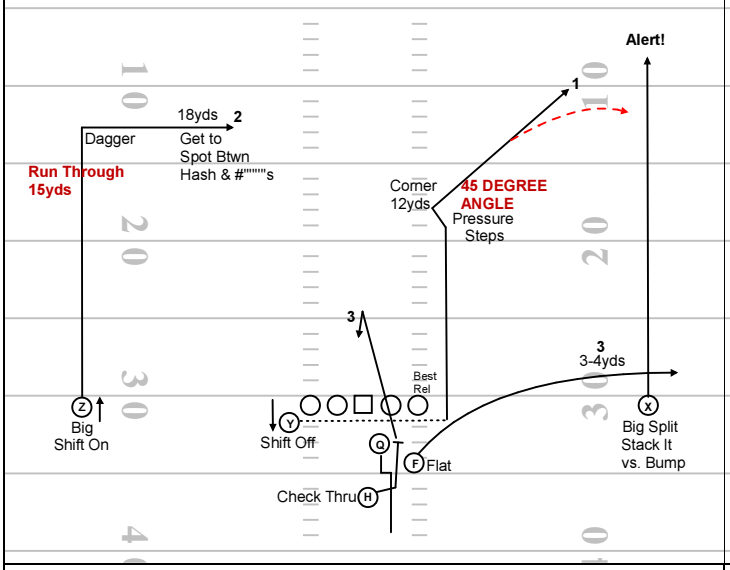
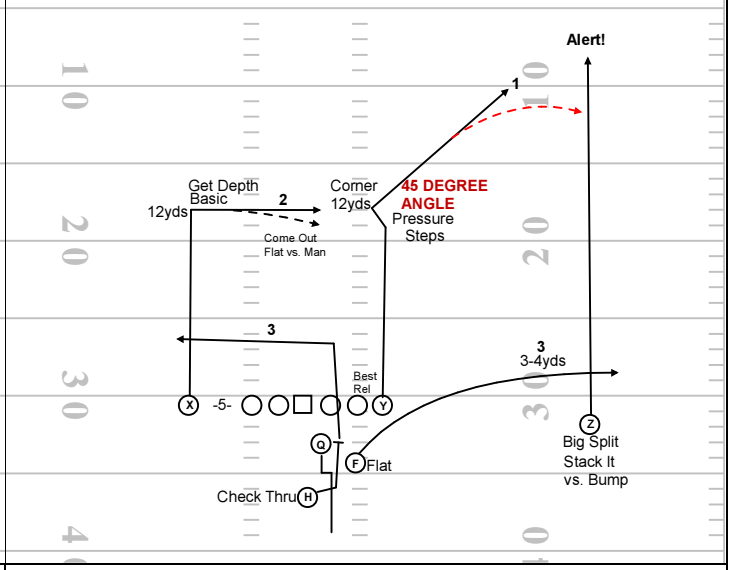
PLAY PASS

(R/T) Y STEP (Q) WEAK LT Y RT
HND 2 Y FLAG

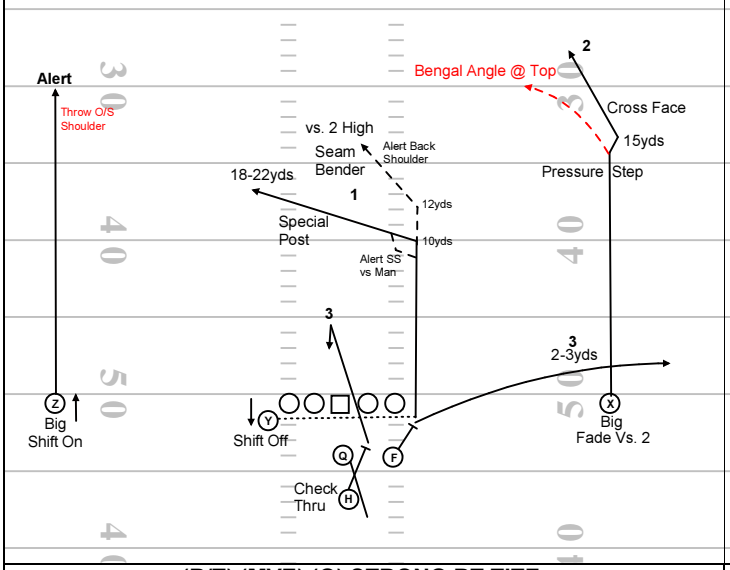


(R/T) (MVE/Y MO) (Q) STRONG RT TITE
HND 2 Y FLAG BURST

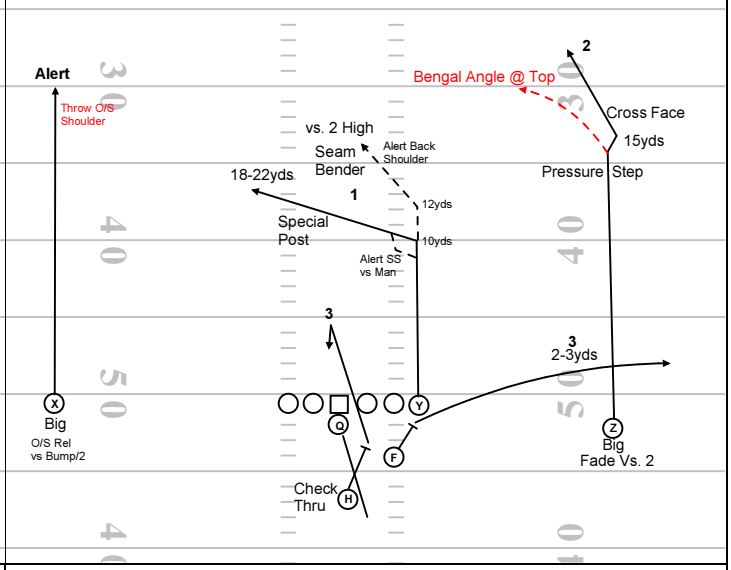


PLAY PASS

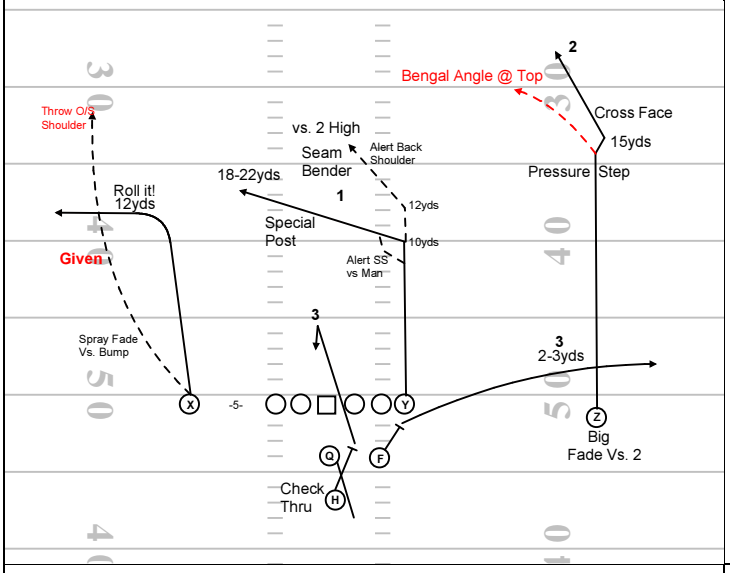
(R/T) Y STEP (Q) WEAK LT Y RT
HND2 Y DOUBLE POST



(R/T) (Q) STRONG RT
HND2 DOUBLE POST

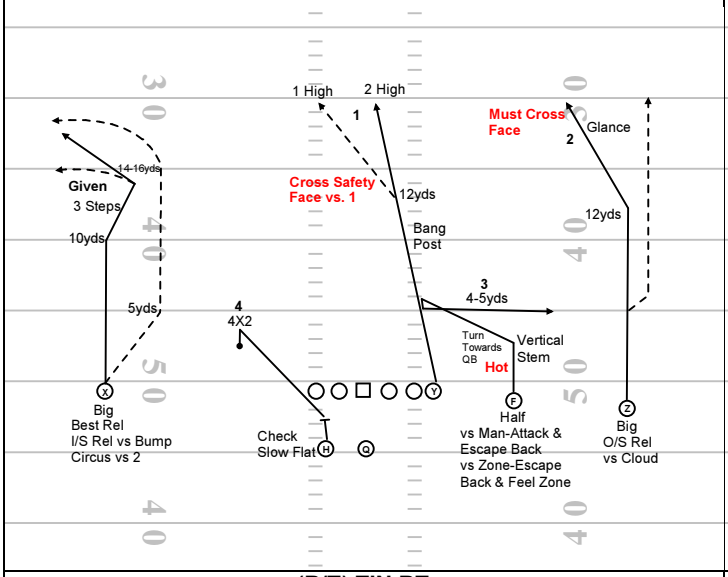


(R/T) (MVE) (Q) STRONG RT TITE
HND2 Y DOUBLE POST X OSCAR

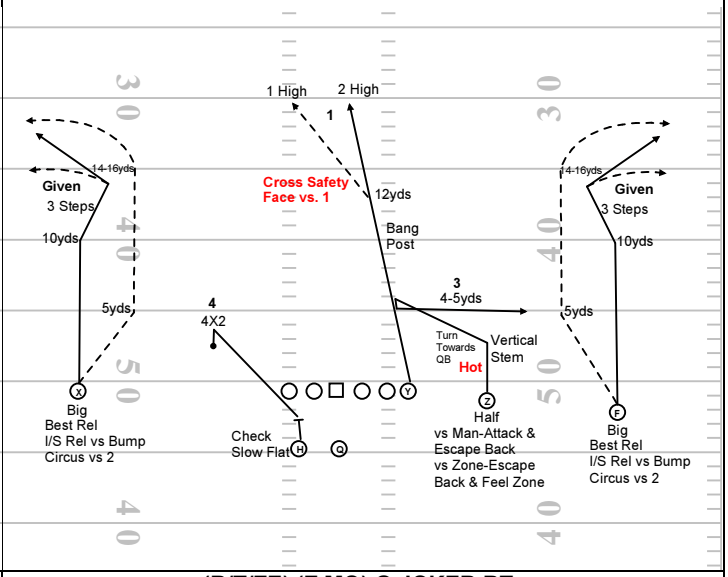


REDZONE

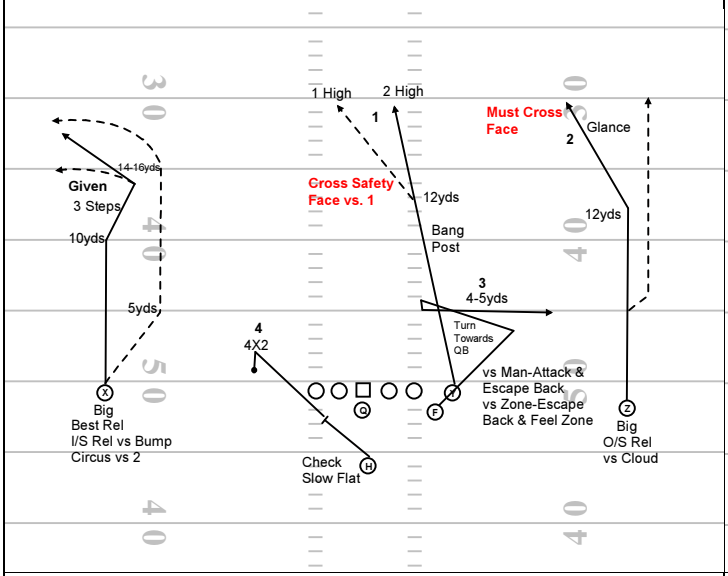
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Z BANG F ESCAPE



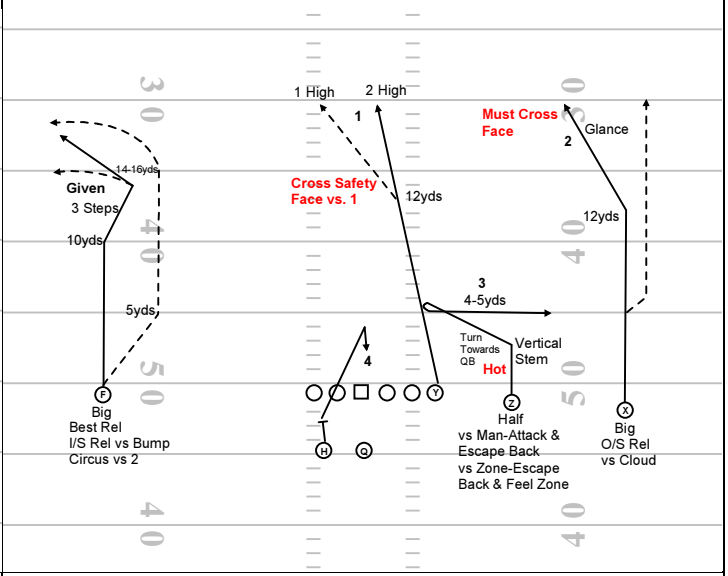
(R/T/ZE) (F MO)(MOVE) G TAZ RT
3J F SHAKE Z ESCAPE



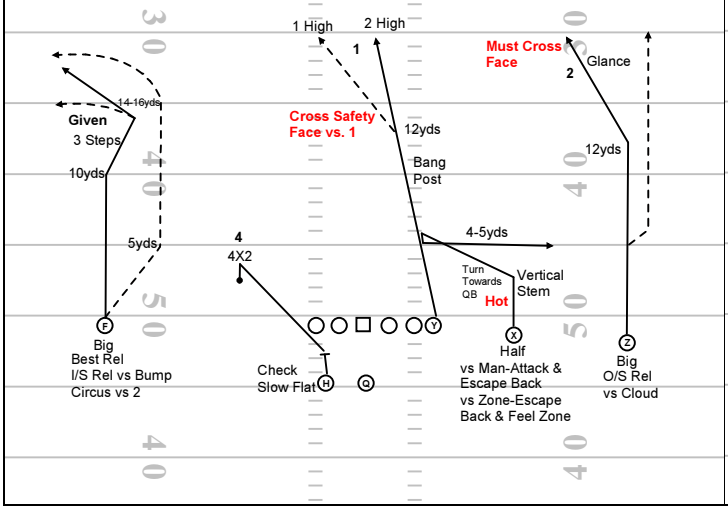
(R/T) TIN RT
3J Z BANG F ESCAPE



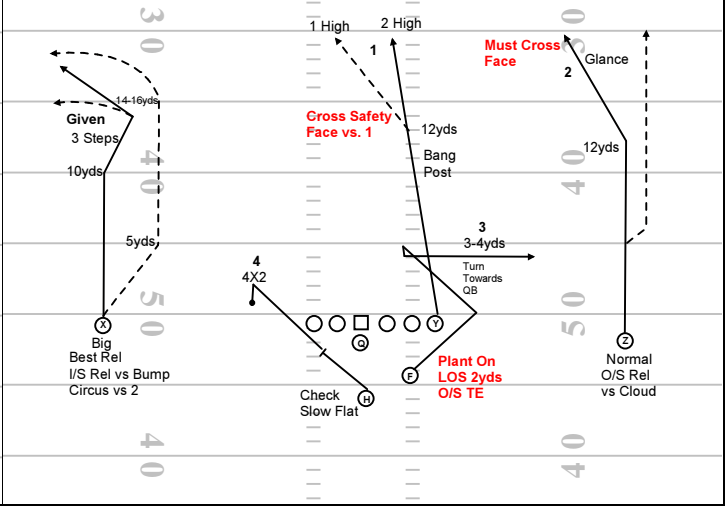
(R/T/ZE) (Z MO) G JOKER RT
3J X BANG Z ESCAPE



(R/T/ZE) G JAX RT
3J Z BANG X ESCAPE



(R/T) STRONG RT
3J Z BANG F ESCAPE



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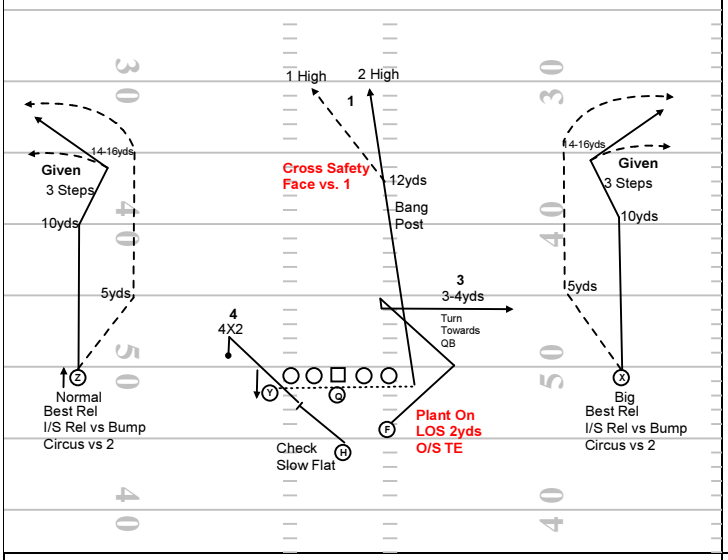
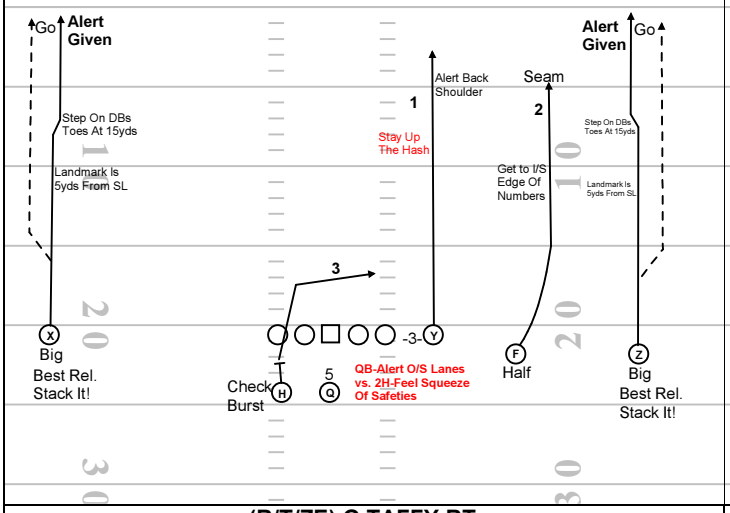
(R/T) Y STEP: WEAK LT Y RT

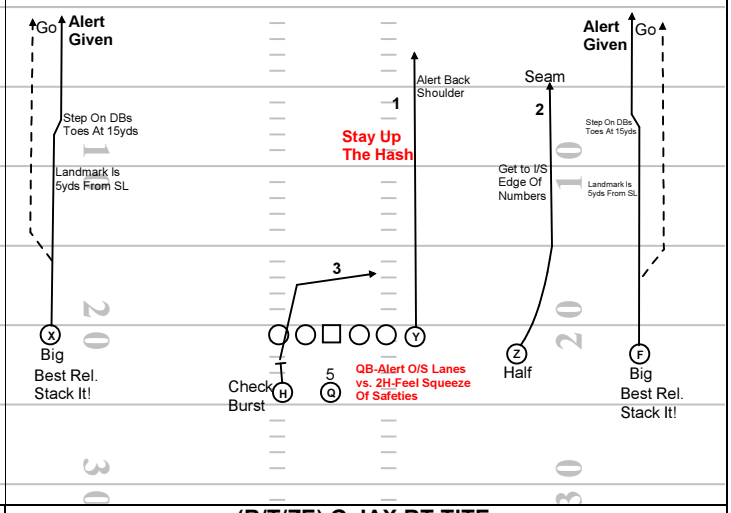
3J X SHAKE F ESCAPE



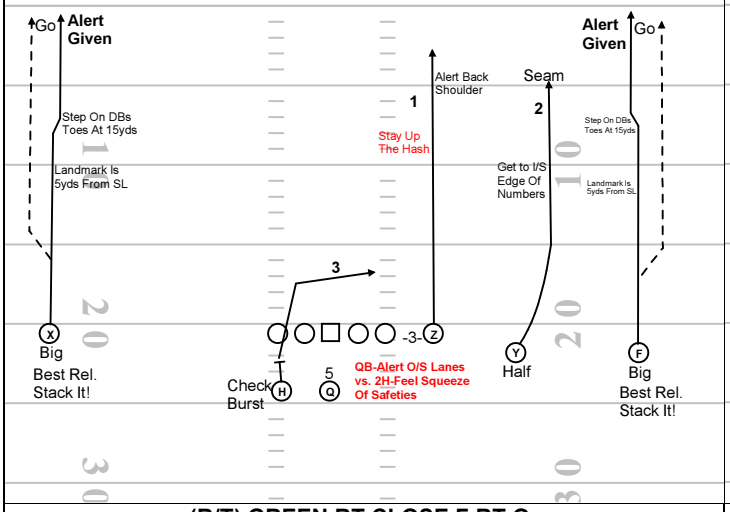
(R/T/ZE) (F MO)(MOVE) G TEX RT
3J Y DANCER BURST



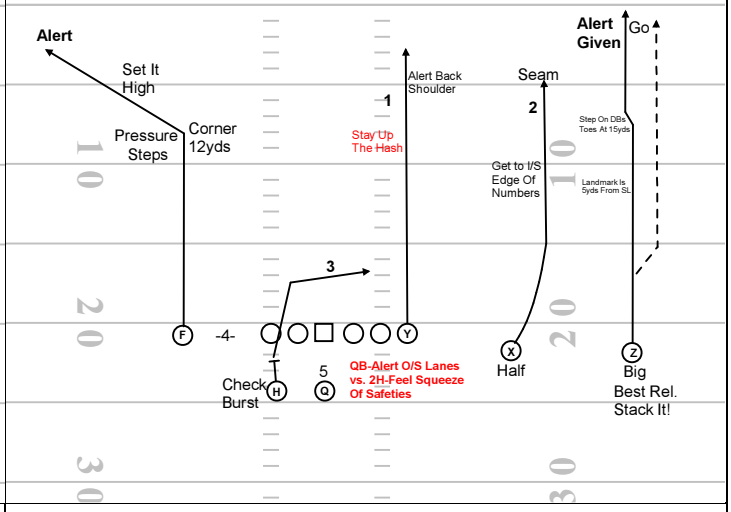
(R/T/ZE) (Z MO) G TAZ RT
3J Y DANCER BURST



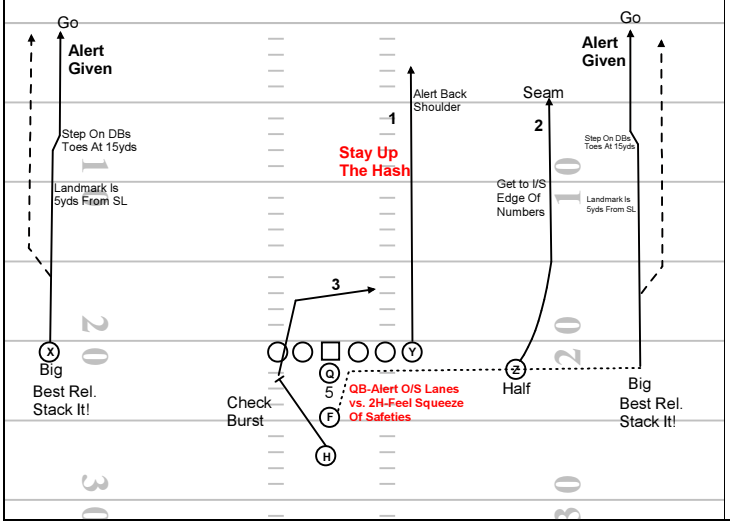
(R/T/ZE) G TAFFY RT
3J Z DANCER BURST



(R/T/ZE) G JAX RT TITE
3J Y DANCER F CORNER BURST



(R/T) GREEN RT CLOSE F RT O
3J Y DANCER BURST



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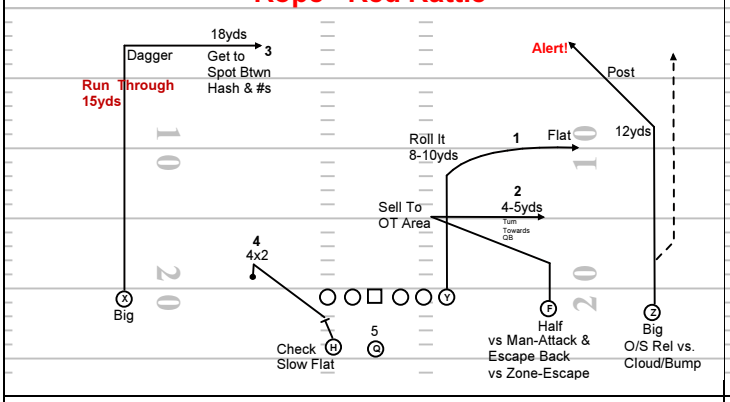
OTA #1-#2

ROPE

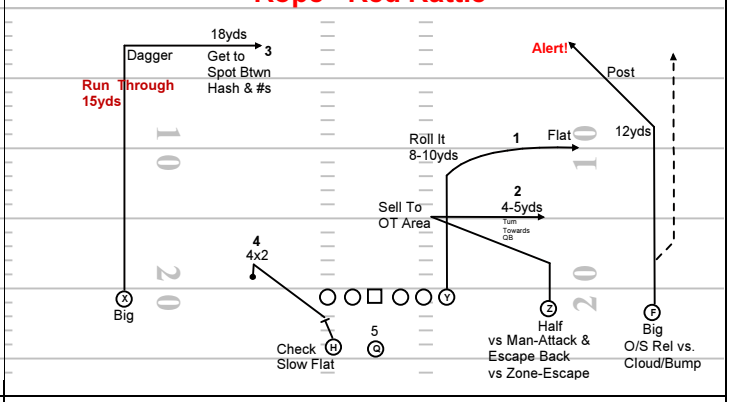
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
3J Y ROPE F ESCAPE

Rope= Red Rattle



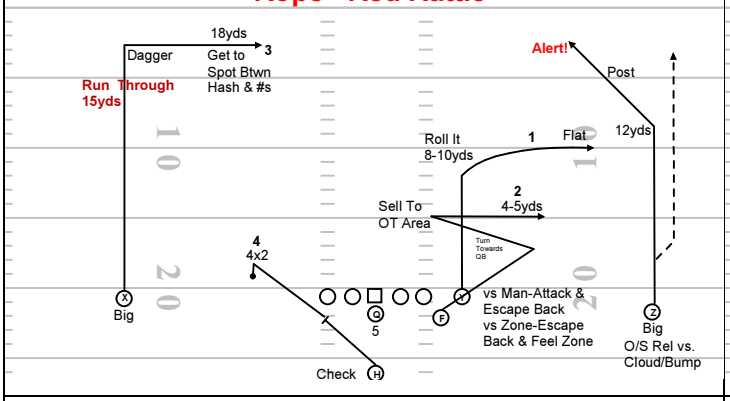
(R/T/ZE) (Z MO) G TAZ RT
3J Y ROPE Z ESCAPE

Rope= Red Rattle



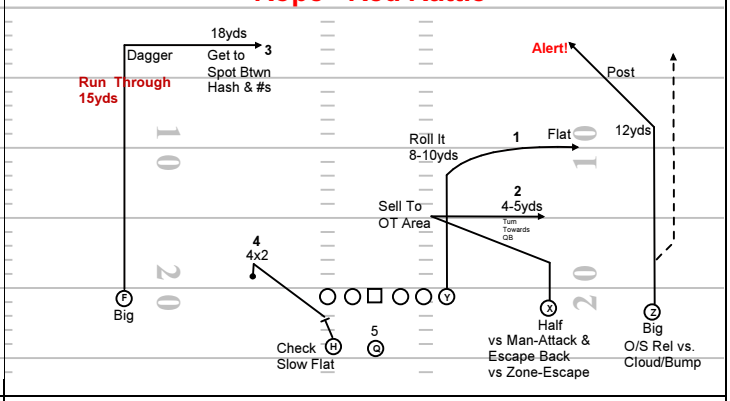
(R/T) TIN RT
3J Y ROPE F ESCAPE

Rope= Red Rattle



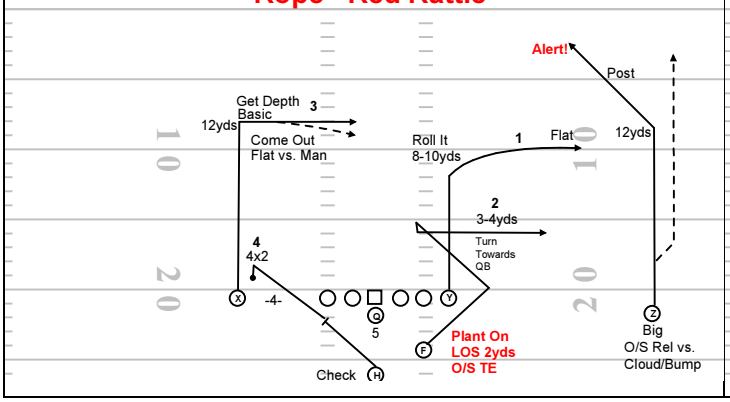
(R/T/ZE) G JAX RT
3J Y ROPE X ESCAPE

Rope= Red Rattle



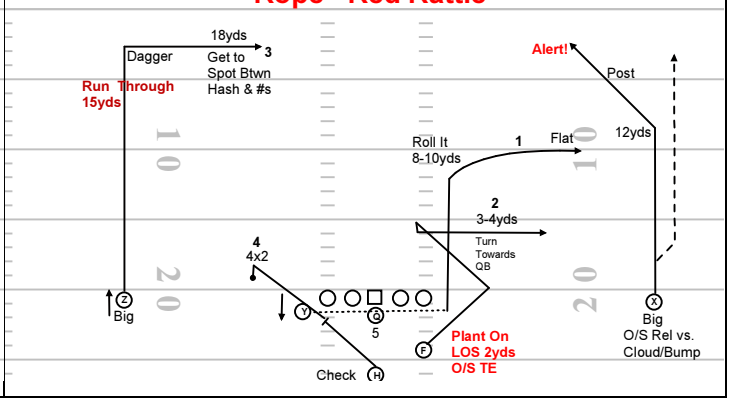
(R/T) STRONG RT TITE
3J Y ROPE F ESCAPE

Rope= Red Rattle



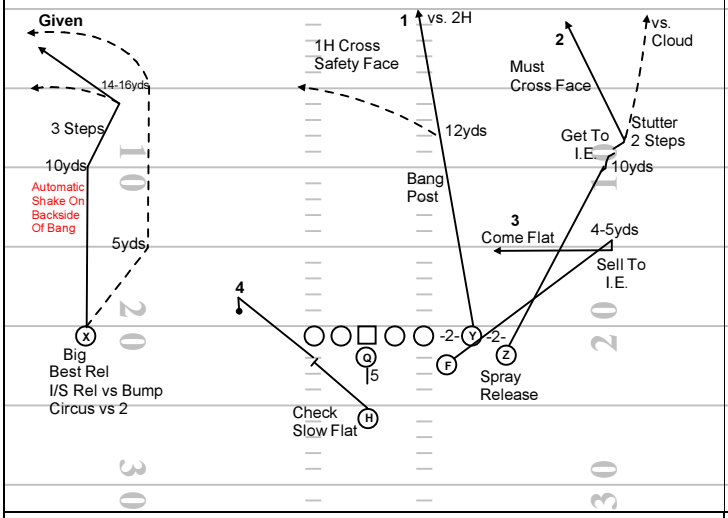
(R/T) Y STEP: WEAK LT Y RT
3J Y ROPE F ESCAPE

Rope= Red Rattle

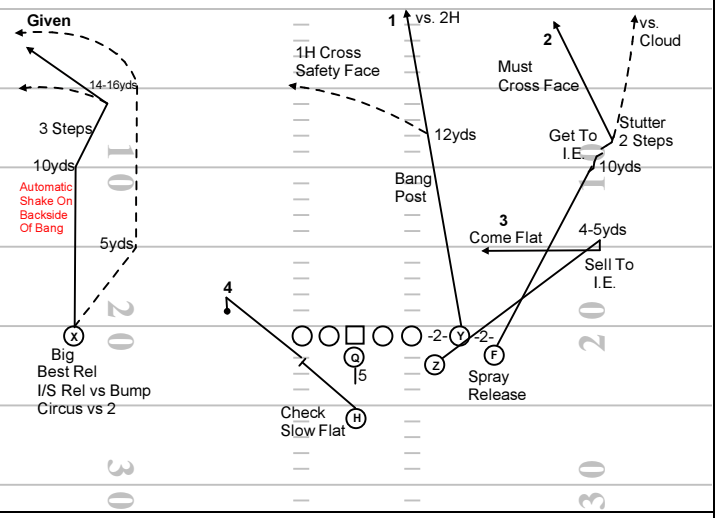


STUTTER BANG

(R/T/ZE) (MOVE/BAFFLE) BUNCH RT (Z SHORT)
3J Z STUTTER BANG F RETURN



(R/T/ZE) (Z MO) TAFFY RT BUNCH
3J F STUTTER BANG Z RETURN



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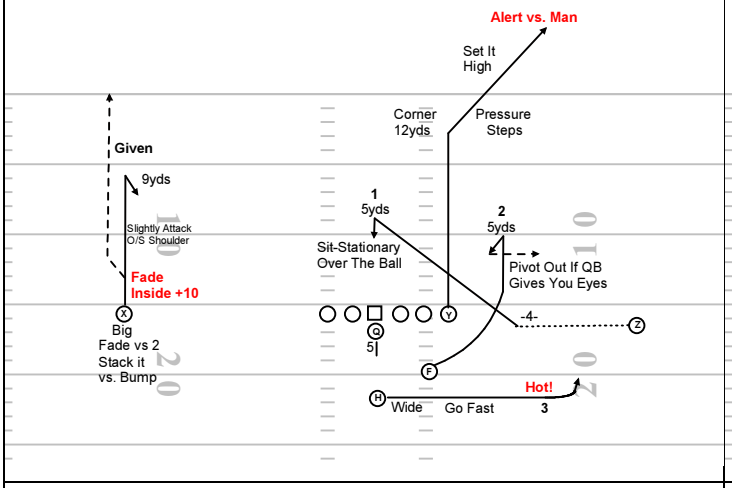
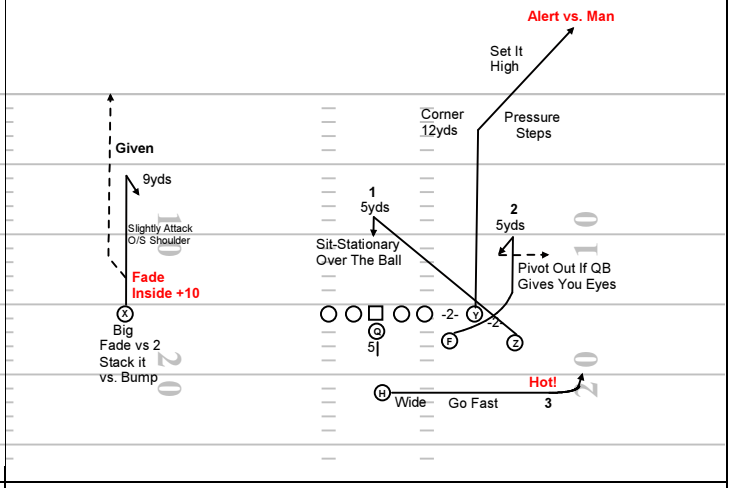
OTA #1-#2

SPOKE

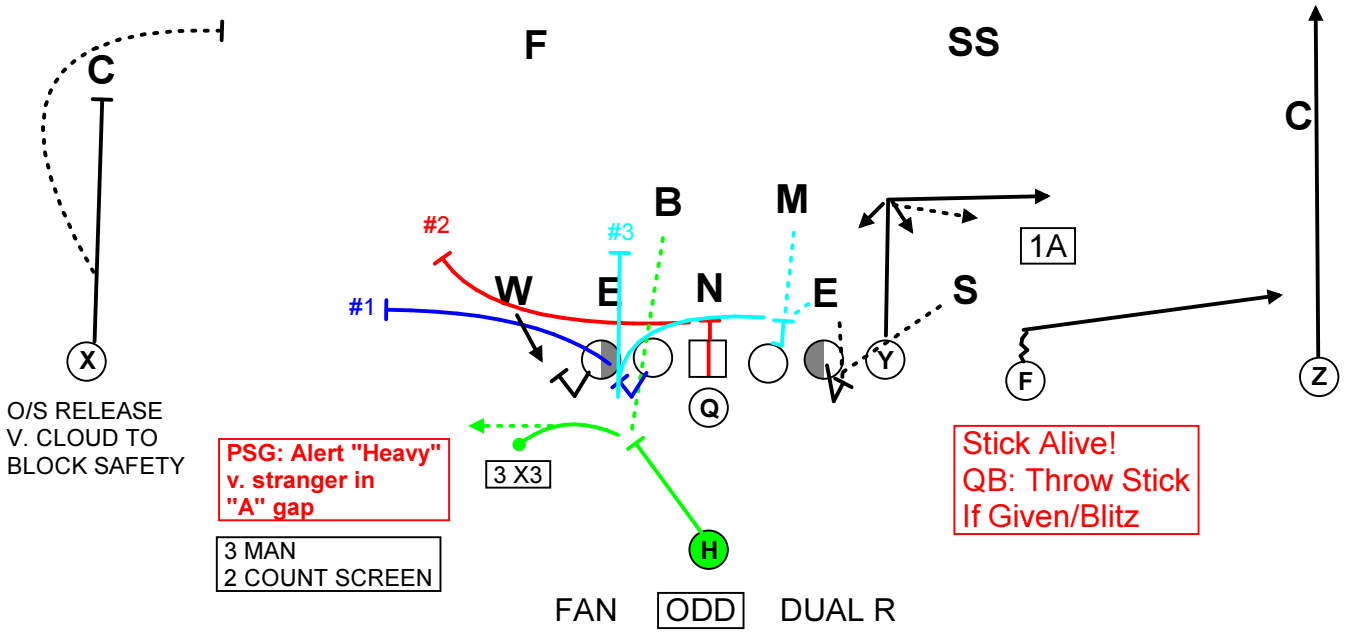
(R/T) (MOVE)(BAFFLE) STRONG RT Z SHORT 2SCAT Z SPOKE



(R/T/ZE) (BAFFLE) BUNCH RT 2SCAT Z SPOKE

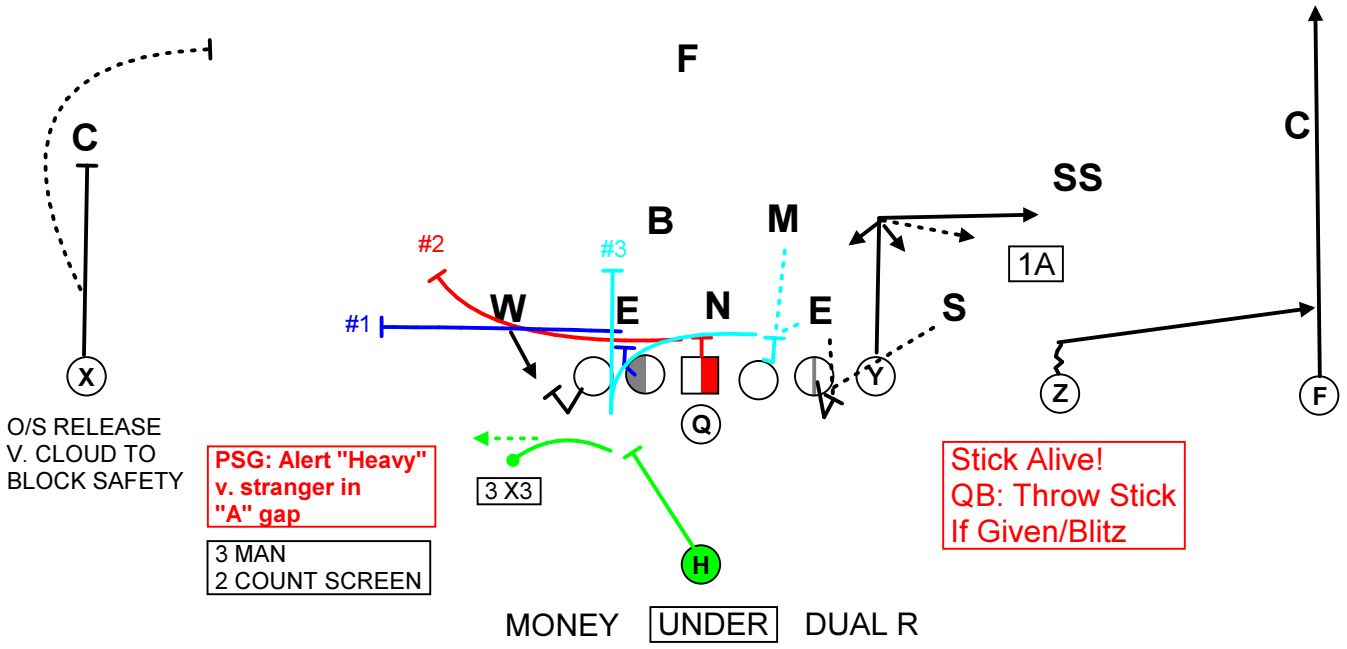


(R/TZE) (G) TRIPS/TAZ RT
22 H SHADE LT Y STICK



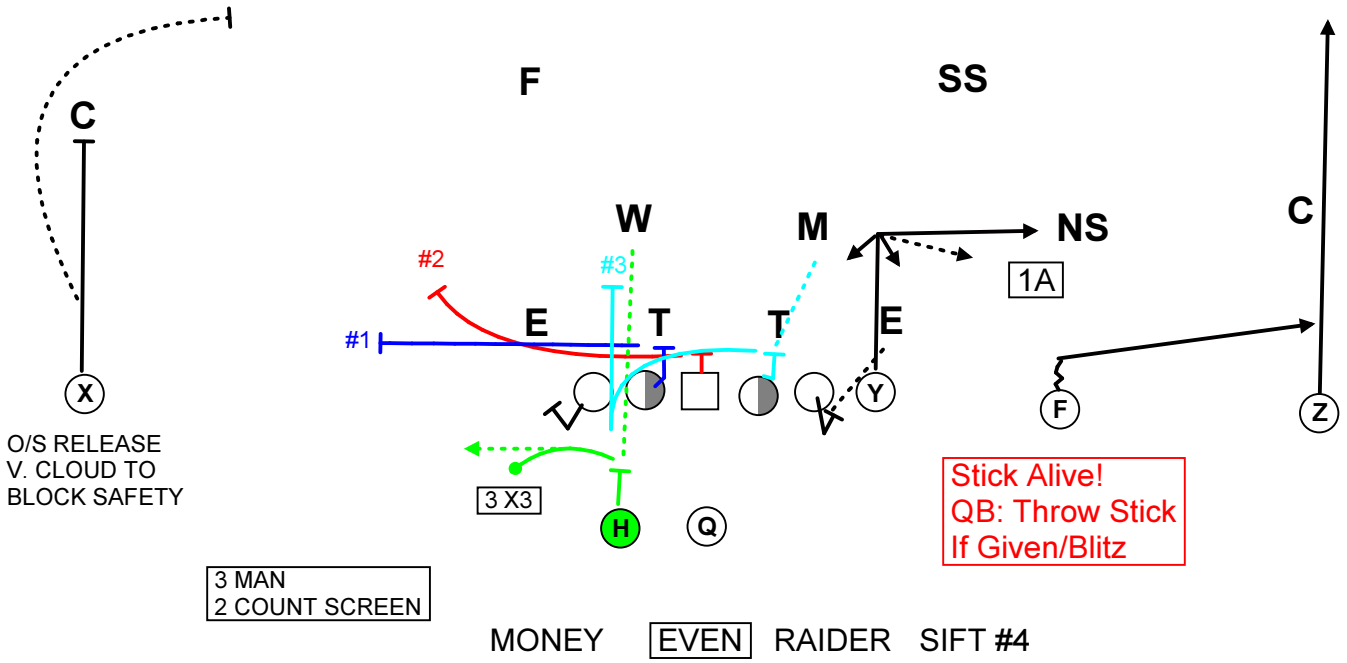
34

(R/TZE) (G) TAZ/TRPS RT
22 H SHADE LT Y STICK



35

(R/TZE) G TRIPS/TAZ RT
22 H SHADE LT Y STICK



N42 EVEN

2014 SF 49ERS
OTA #3 #4
THUR, MAY 29TH MON JUNE 2ND

BASE/3RD DOWN-DROP BACK

PER	FORMATION	PLAY
		3 STEP
		SLANTS
R/T/C/ZEB	(G) (BREAK)(F MO/Y STEP) DBL/TANK RT F LT/OFF/DART/ FULL RT	200J DRAGON
R/T/C/ZEB	(G) (Y MO/MVE/Y STEP)DBL/DART/FULL RT	200J DETROIT (3rd 2-6/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX/GR RT F RT/GRN RT CL F RT O	300SCAT LEO X(F) DRAGON (3rd 2-10/RZ)
		5/7 STEP
		BIG STICK
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TAZ/TAFFY/JAX RT (TITE)/ GRN RT NASTY F RT O	3J Y(Z) BRANCH (X(F) GLANCE/OSCAR) (3rd 4-10/RZ)
		DOUBLES
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX/GR RT F RT/GRN RT CL F RT O	2J DBL-GO (HINGE/BACK/KITTY) F(Z/X) ESCAPE (3rd 4+/RZ)
ZE	(F MO/Z SHORT) G BUNCH RT (TITE)/TAFFY RT BUNCH (TITE)	3J DBL OSCAR F(Z/Y) ESCAPE (3rd 4-10/RZ)
		CURLS
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TAZ/JOKER/STRG Z SH/Y STEP: WK LT Y RT/BUNCH RT	3SCAT Y HANK (3rd 4+/RZ)
R/T/ZEB	(MVE/BAFFLE) STRG RT Z SHORT /TANK/BUNCH	3J Z CUJO X SHIM (3rd 2-6/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX/GR RT F RT	3J Z(F/X) CUJO Y FLAT (RZ)
		FOLLOWS
R/T/ZEB	(G) GREEN RT TITE F LT O/(BLAST)DART/(F MO/MV) DBL (DICE)	3J Z(F) FIN VERT-GO (3rd 2-6)
R/T/ZEB	(G) GREEN RT TITE F LT O/(BLAST)DART/(F MO/MV) DBL (DICE)/FLANK (SLUG)	2J X(F/Z) FIN VERT-GO (3rd 2-6)
R/T/ZEB	(G) GREEN RT TITE F LT O/(BLAST)DART/(F MO/MV) DBL (DICE)/FULL	3J Z(F) FOUTS VERT-GO (3rd 2-6)
		SWIPE
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J F(Z/X) SWIPE (3rd 2-10)
T/C	(G) (Z MO/F ZAP) DOT RT SLOT (SLUG)	2J Z(X) SWIPE Y CORNER
ZE	(F MO/Z SHORT) G BUNCH RT/TAFFY RT BUNCH/CRUNCH RT	3J F(Z) SWIPE Y CORNER (3rd 2-10/RZ)
		SHALLOWS
T	(BREAK) DOT RT (CLOSE) (Z SHORT)	2J Y FRISCO X GLANCE (PUP-Close Split-10yds I.E)(RZ)
R/T/ZEB	(G) (Y MO/MVE) DBL/GR RT TITE F LT O/FULL RT (Z) STK	3J F(X/Z) FRISCO Z(F) GLANCE (PUP-Close Split-10yds I.E) (3rd 2-10/RZ)
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TIN/JOKER/F MO BUNCH RT/STRG/Y STEP: WK LT Y RT	3J X(Z/F) FRISCO F(Z/X) SWING (RZ)
T/C/R	(G) (Z MO/F ZAP) DOT RT SLOT/FLANK RT F LT	2J Y FRISCO Z(F) SWING (RZ)
		EMPTY
R/T/ZE	1 G TAZ/TEX RT/JOKER/JAX RT TITE H LT O	2SCAT Y BINGO-ESCAPES (3rd 2-10/RZ)
R/T/ZE	1 G TAZ/TEX RT/JOKER/JAX RT TITE H LT O	3SCAT CRUSH(CLAP) Z(Y/F) OPTION(DIP) (3rd 2-10/RZ)
R/T/ZE	1 G TAZ/TEX RT/JOKER/JAX RT TITE H LT O	200SCAT LEO X(F) STICK (3rd 2-6/RZ)

BASE-PLAY PASS/MOVEMENTS/SCREENS

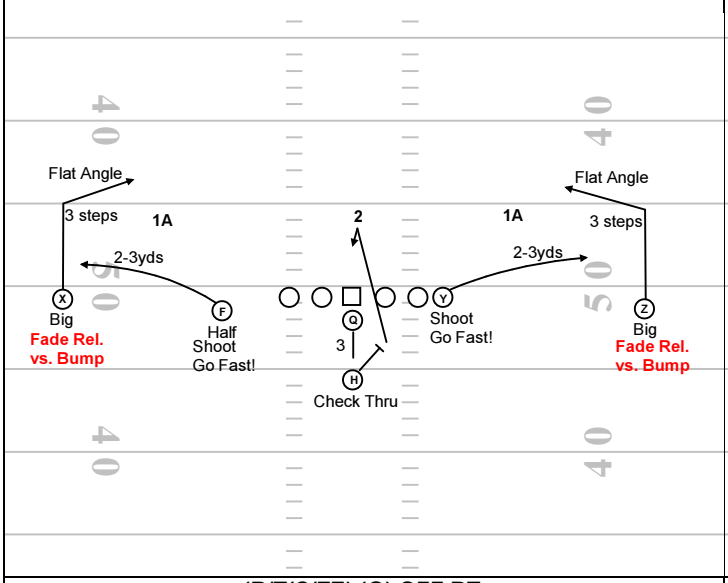
	PLAY PASS-HOUND	
		DAGGER
R/T	(Q) Y STEP: STRG RT Y LT/(BUILD) BULLY RT Y RT/WK RT/BUNCH F OP	HD3 Y SWORD (3rd 2-6)
R/T	(Q) (Z/X MO) WEAK RT SLOT (SLUG)	HD3 Z(X) SWORD Y BOW
		DEEP CROSS
R/T	(Q) (YAZ) WEAK RT FUZZ/(BUILD) STRG BULLY RT Y RT/BUNCH RT F CTR	HD2 X SPEAR
R/T	(Q) (Z/X MO) WEAK RT SLOT (SLUG)	HD3 SPLIT Y SPEAR
		DOUBLES
R/T	(Q) Y STEP: WK LT Y RT/STRG RT/ BUNCH RT F CTR/Y KICK: STR RT SLOT (SLUG)	HD2 DBL GO (VEN/VIC/OSCAR/HINGE/BACK/SHAKE) (3rd 2+/RZ)
	MOVEMENTS	
		KEEPS
		NAKEDS
R/T	(Q) Y STEP: WK LT Y RT/ (MVE/Y MO) STRG RT (NASTY)	NKD96 LT F SLIDE (3RD 2-3/RZ)
	SCREENS	
R/T	G DBL RT	20 H SHADE RT VERT-GO (3RD/RZ)
	REDZONE	
R/T/ZE	(G) (F/Z MO)(MVE) TEX(TRIPS)/TAZ/TAFFY/JAX RT	3J F(Z/Y) DRIVE Z(F/X) GLANCE BUR
R/T/ZEB	(G) (F/Z MO)(MVE) TEX/TAZ/JOKER/JAX RT/GRN RT CL F RT O	2J F(Z/X) SHORT POST (3J-BURST)
R/T	(X) (Q) (YAZ) STRG RT FUZZ/(BUILD) BULLY RT Y RT	HD3SPLIT Y ROPE X SHALL
R/T/ZEB	(MVE/BAFFLE)(Q) STRONG RT Z SHORT /YAZ: STRG RT CLOSE/BUNCH/TAFFFY RT BUNCH	2SCAT F(Z) PIVOT Z(F) DRIVE
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS(TEX)/TAZ/JOKER/JAX/GR RT F RT	3J (3SCAT-SWING) SQUIRE Y SHALL BUR (SIG-OHIO)
R/T/ZEB	(G) BUNCH/TAFFY RT BUNCH	3J (3SCAT-SWING) SQUIRE Y SHALL BUR K-900 SNAG
R/T/ZE	G DBL/FULL RT	DIR-90 MOUSE K-358 FADE/FIST/EAGLE/ARROW

2014 SF 49ERS
OTA #3 #4
THUR, MAY 29TH MON JUNE 2ND

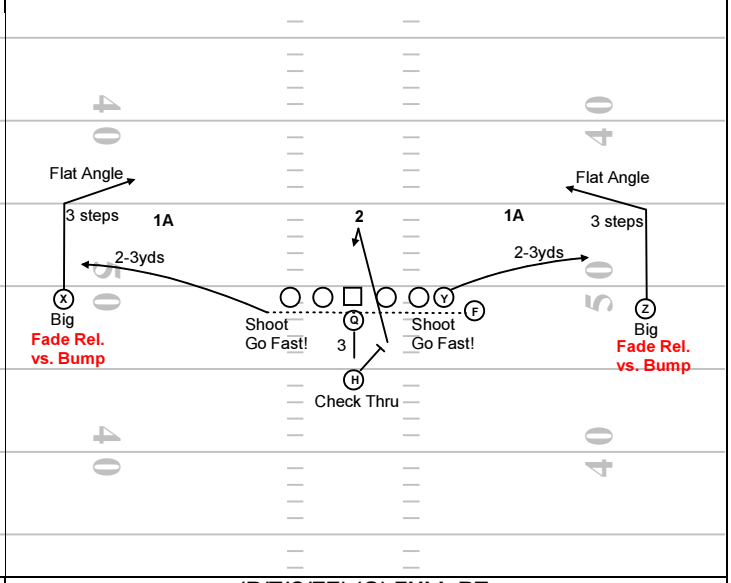
2 MINUTE		
2X2 DOUBLE (DICE)		
PER	FORMATION	PLAY
ZE	G DBL (DICE) RT	200J THUNDER / OKIE
ZE	G DBL (DICE) RT	200J DETROIT
ZE	G DBL (DICE) RT	200SCAT F LOOKIE Z CHUCK
ZE	G DBL (DICE) RT	2J F MIDDLE HINGE (BACK) Y SHOVE
ZE	G DBL (DICE) RT	2J COOL
ZE	G DBL (DICE) RT	3J Z FIN VERT-GO (VENUS)
ZE	G DBL (DICE) RT	2J F VERT-GO (HINGE / BACK / VENUS)
ZE	G DBL (DICE) RT	20 H SHADE RT (VERT-GO)
3X1 TRIPS (TEX)		
ZE	G TRIPS (TEX) RT	300J Y SHOCK
ZE	G TRIPS (TEX) RT	300SCAT LEO X DRAGON
ZE	G TRIPS (TEX) RT	3SCAT Y HANK
ZE	G TRIPS (TEX) RT	3J Y GASH-GO (HINGE / BACK / VENUS)
ZE	G TRIPS (TEX) RT	3J Y CHAMP (Y CORNER / Y IN / F CORNER)
ZE	G TRIPS (TEX) RT	3J Y STEELER
ZE	G TRIPS (TEX) RT	3SCAT H CHAD Y BRANCH
ZE	G TRIPS (TEX) RT	22 H SHADE LT (Y STICK)

DRAGON

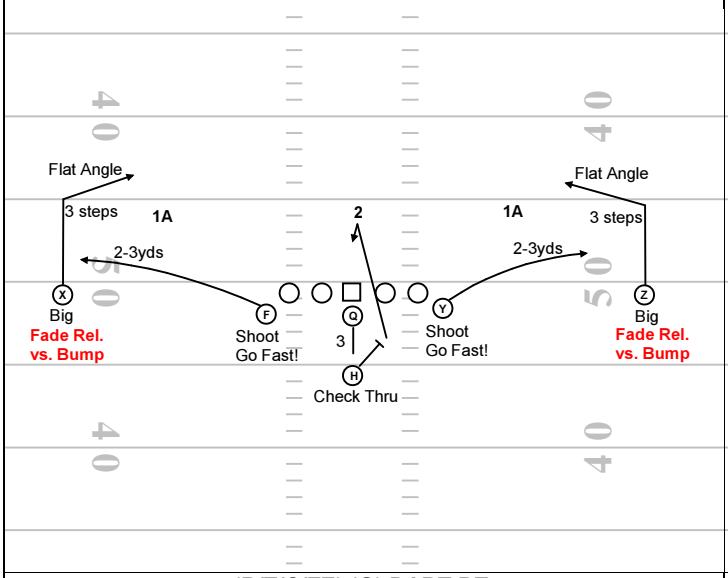
(R/T/C/ZE) (G)(BREAK)(Y STEP) DOUBLE RT
200J DRAGON



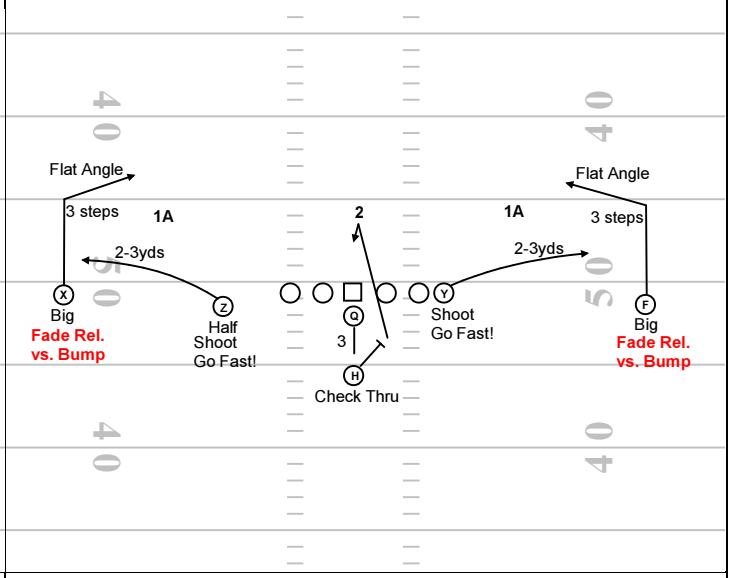
(R/T/C) (G) TANK RT F LT
200J DRAGON



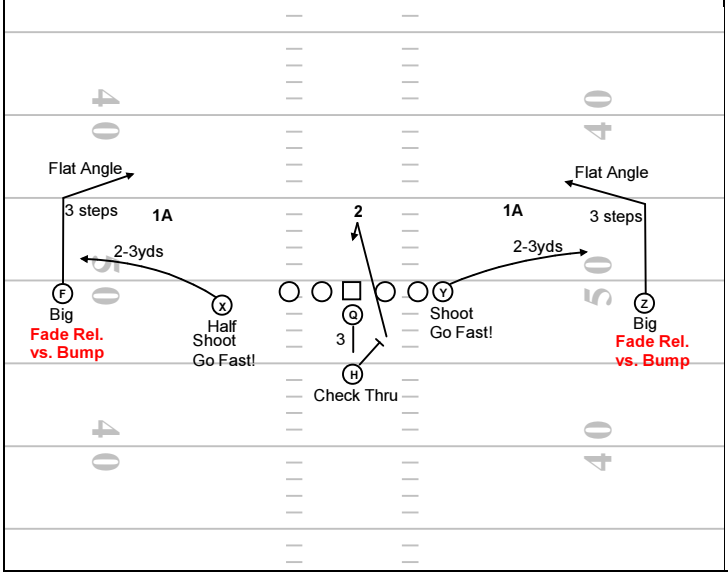
(R/T/C/ZE) (G) OFF RT
200J DRAGON



(R/T/C/ZE) (G) FULL RT
200J DRAGON



(R/T/C/ZE) (G) DART RT
200J DRAGON



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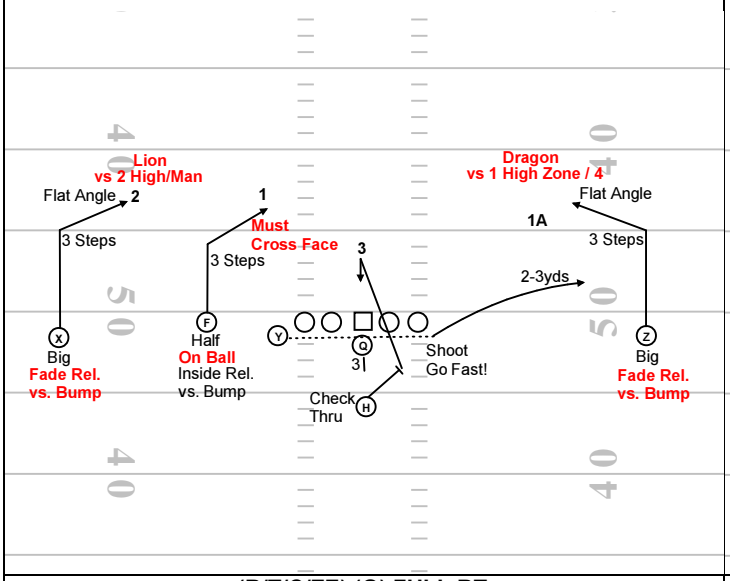
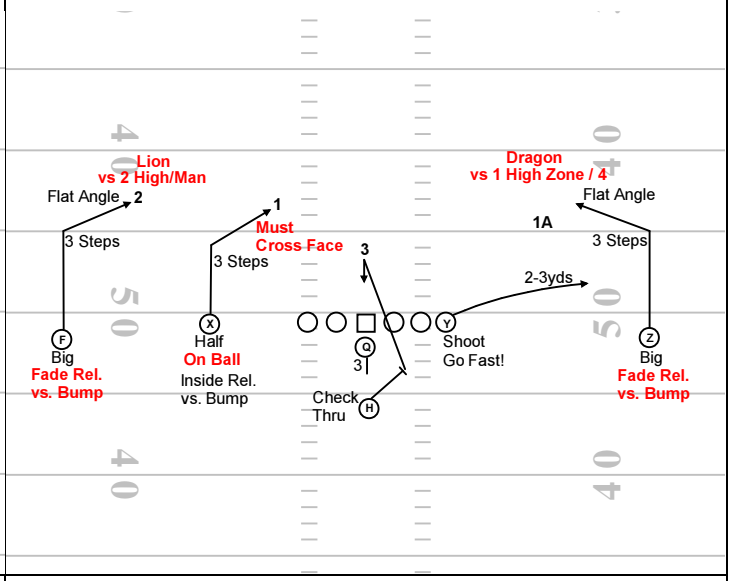
DETROIT

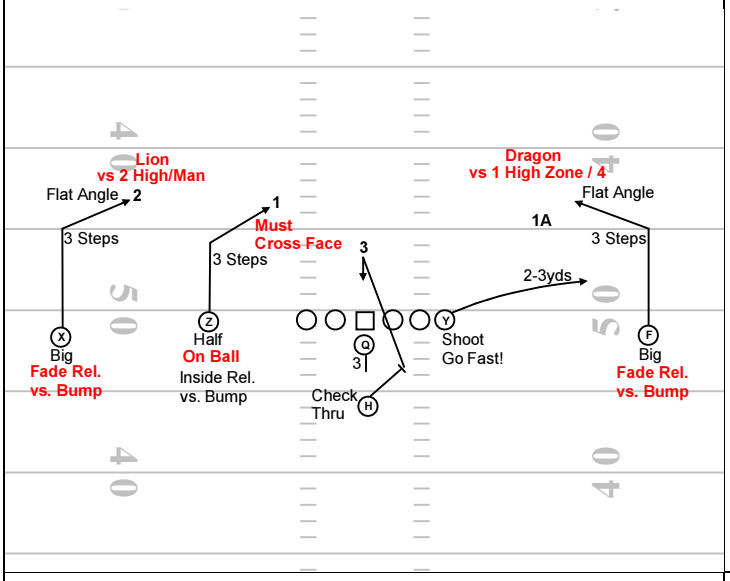
(R/T/C/ZE) (G)(MOVE/Y STEP) Y MO DOUBLE RT
200J DETROIT



(R/T/C/ZE) (G) DART RT
200J DETROIT



(R/T/C/ZE) (G) FULL RT
200J DETROIT



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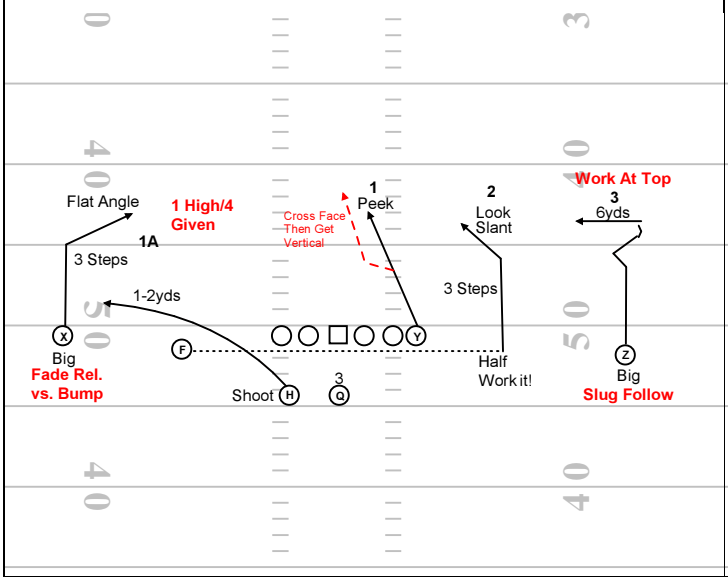
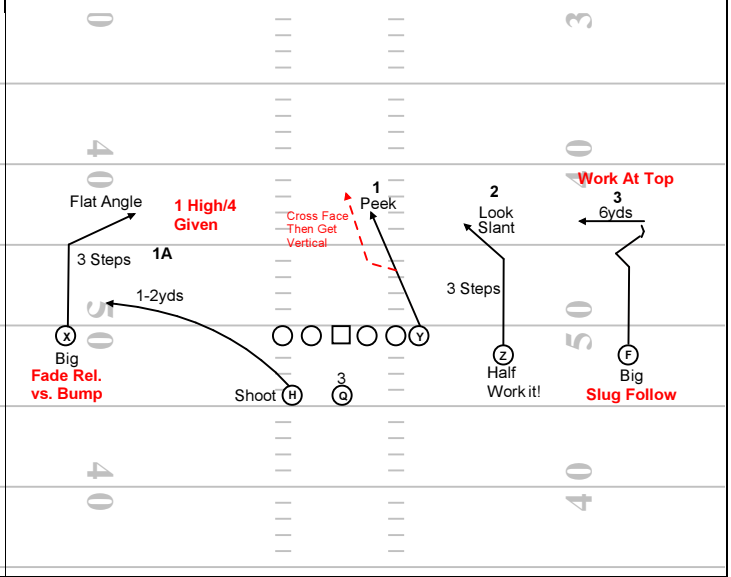
OTA #3-#4

LEO DRAGON

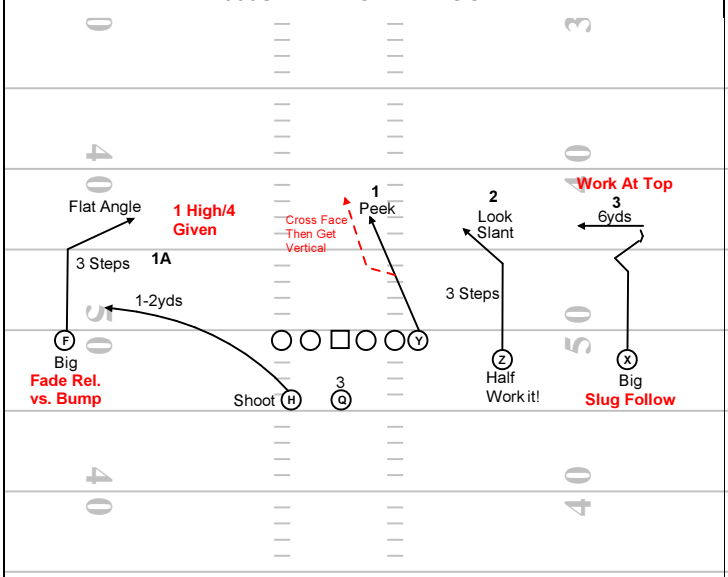
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
300SCAT LEO X DRAGON



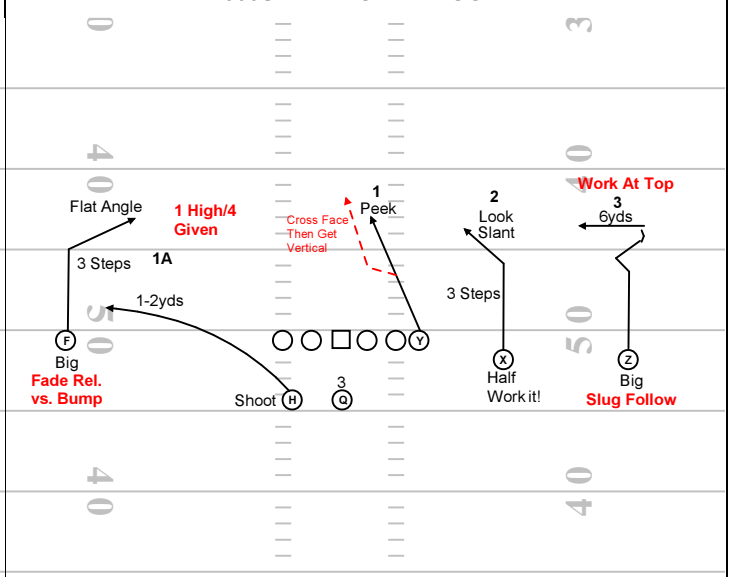
(R/T/ZE) (Z MO) G TAZ RT
300SCAT LEO X DRAGON



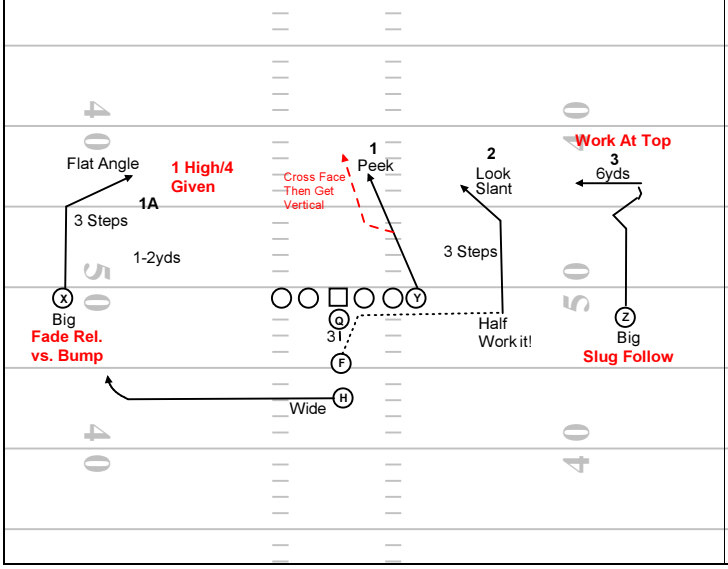
(R/T/ZE) G JOKER RT
300SCAT LEO F DRAGON



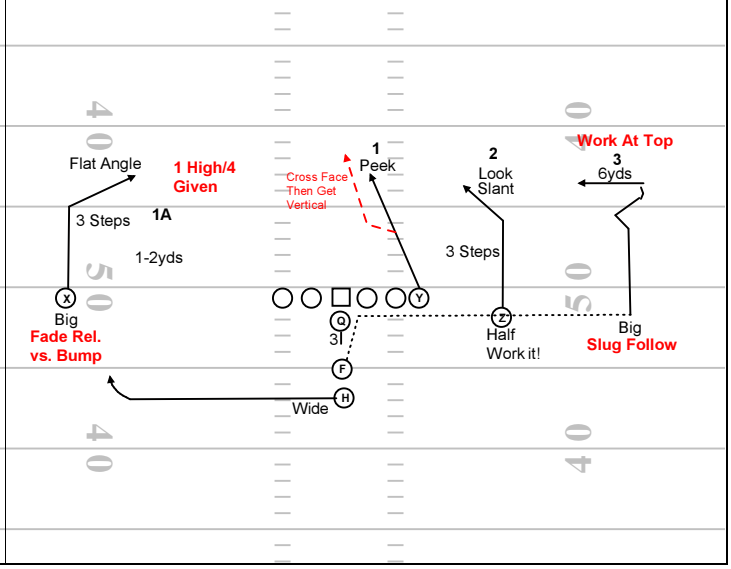
(R/T/ZE) G JAX RT
300SCAT LEO F DRAGON



(R/T) GREEN RT F RT
300SCAT LEO X DRAGON



(R/T) GREEN RT CLOSE F RT O
300SCAT LEO X DRAGON



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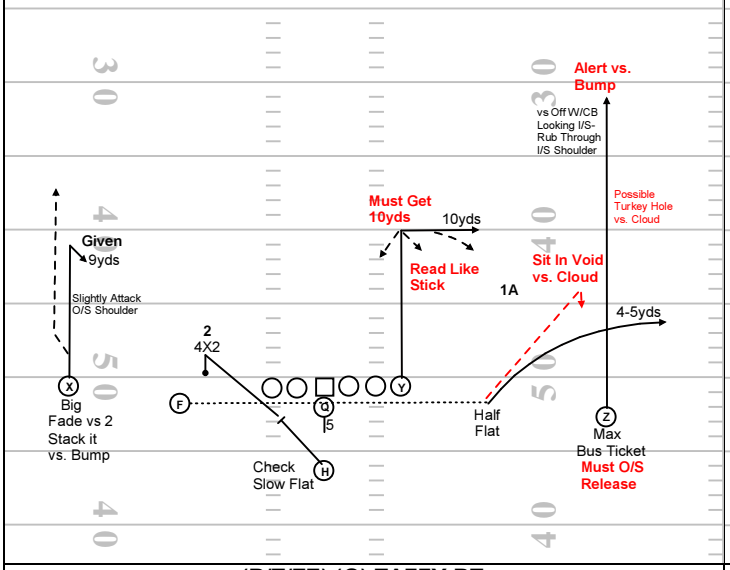
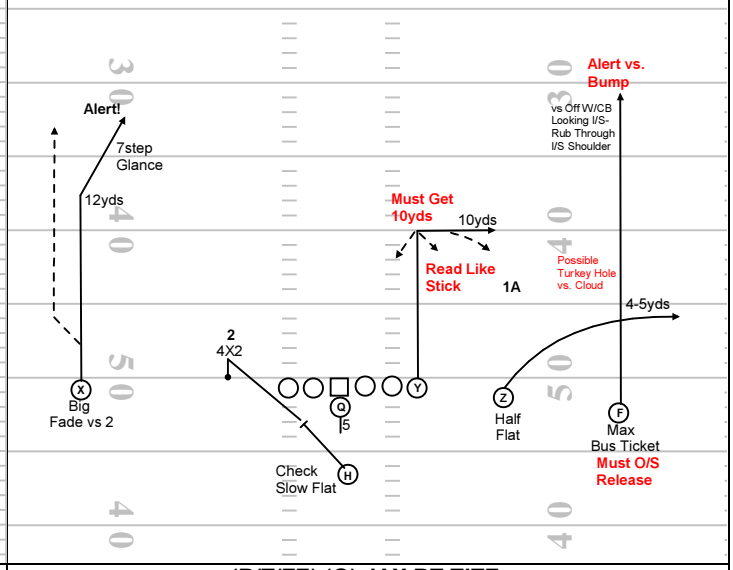
OTA #3-#4

BRANCH

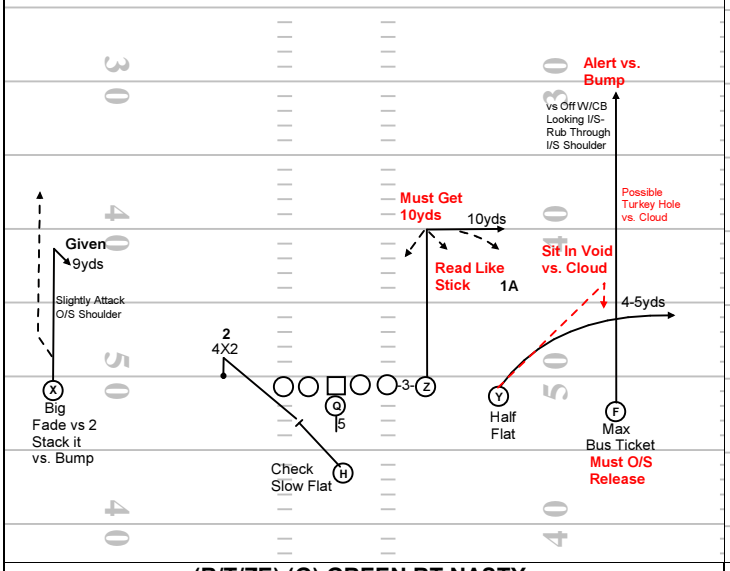
(R/T/ZE) (G)(MOVE) F MO TRIPS RT
3J Y BRANCH



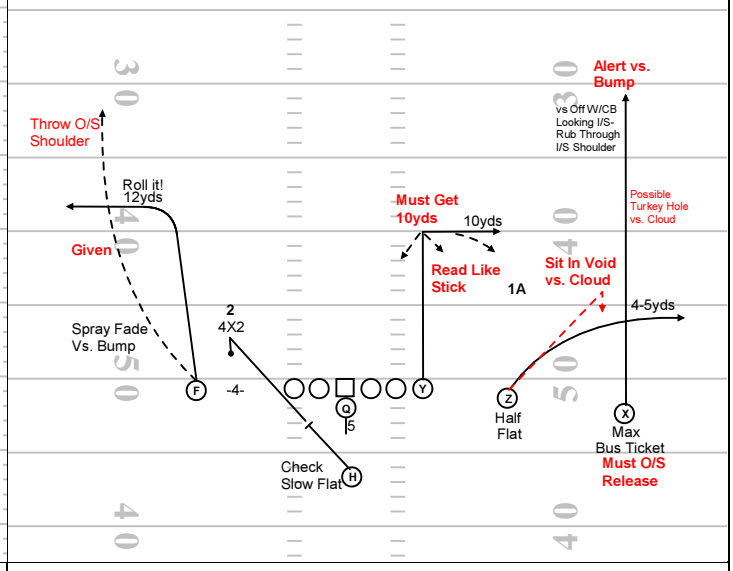
(R/T/ZE) (G)(Z MO) TAZ RT
3J Y BRANCH X GLANCE



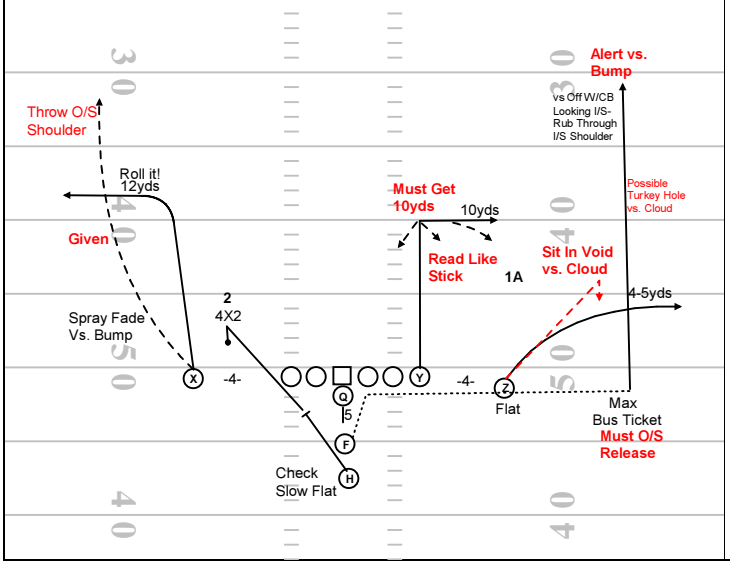
(R/T/ZE) (G) TAFFY RT
3J Z BRANCH



(R/T/ZE) (G) JAX RT TITE
3J Y BRANCH X OSCAR



(R/T/ZE) (G) GREEN RT NASTY
3J Y BRANCH X OSCAR



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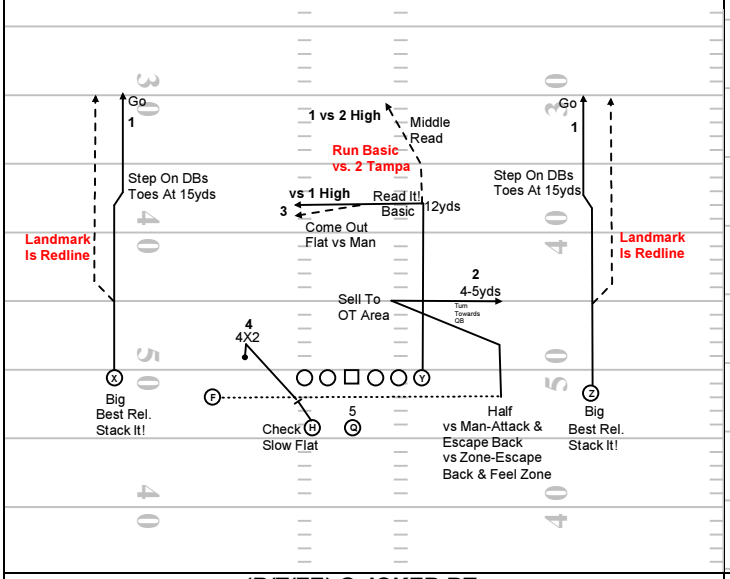
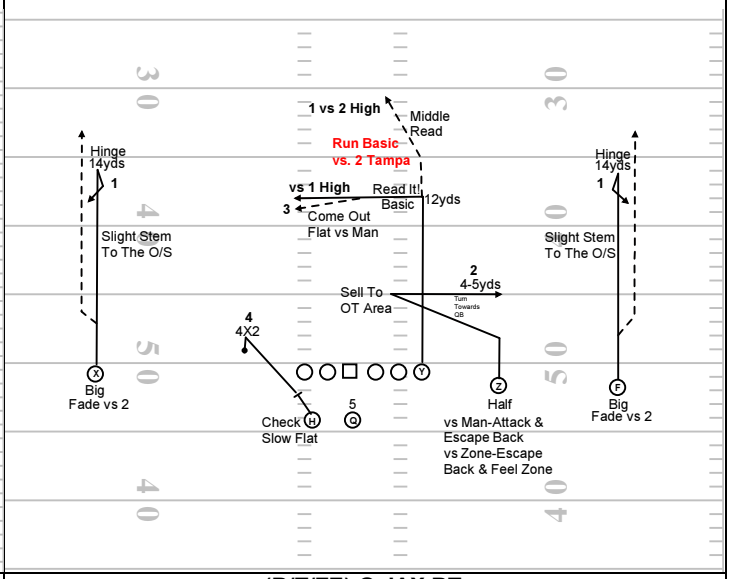
OTA #3-#4

DOUBLES/ESCAPE

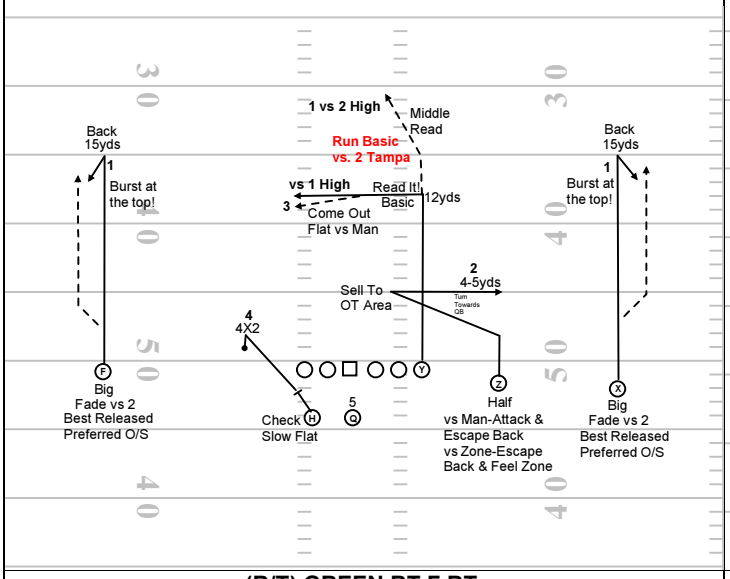
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J DOUBLE GO F ESCAPE



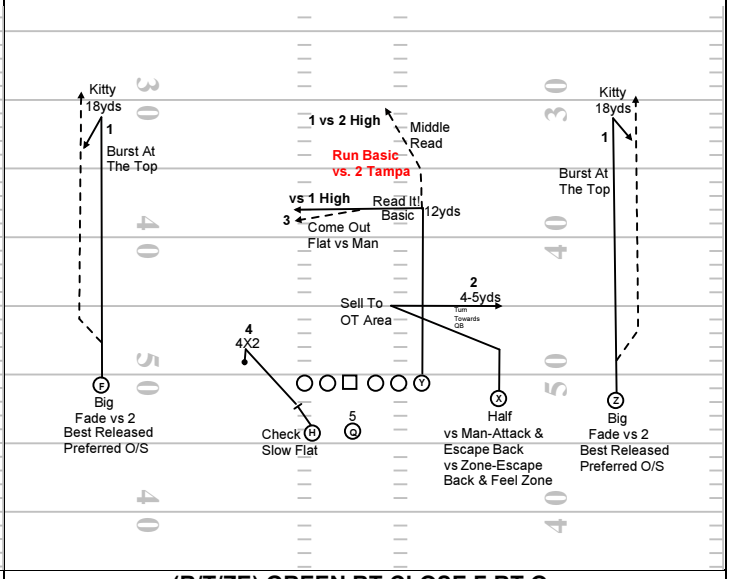
(R/T/ZE) (G)(Z MO) G TAZ RT
3J DOUBLE HINGE Z ESCAPE



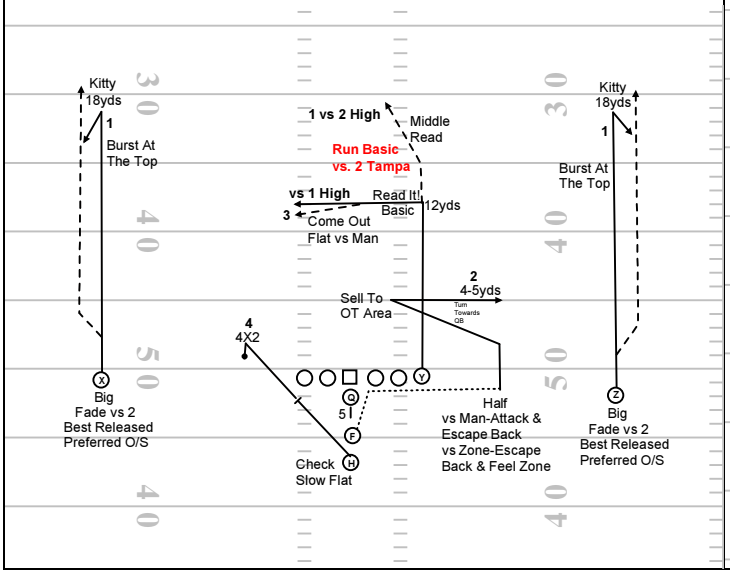
(R/T/ZE) G JOKER RT
3J DOUBLE BACK Z ESCAPE



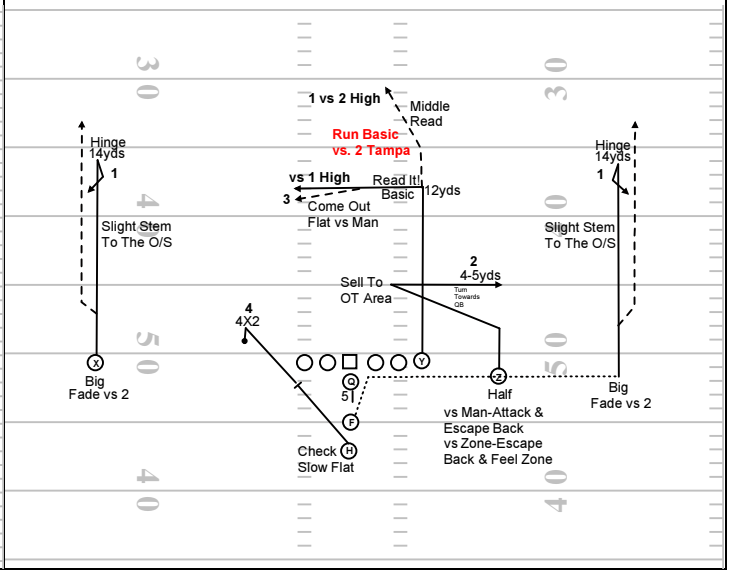
(R/T/ZE) G JAX RT
3J DOUBLE KITTY X ESCAPE



(R/T) GREEN RT F RT
3J DOUBLE KITTY F ESCAPE



(R/T/ZE) GREEN RT CLOSE F RT O
3J DOUBLE HINGE Z ESCAPE



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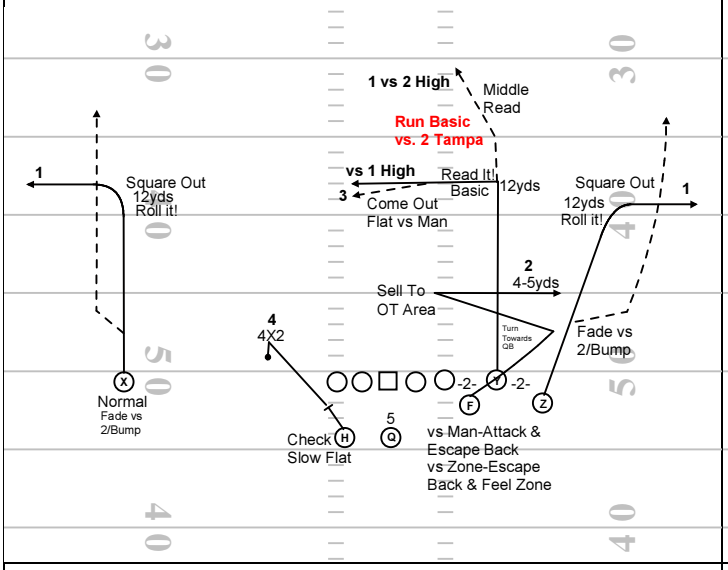
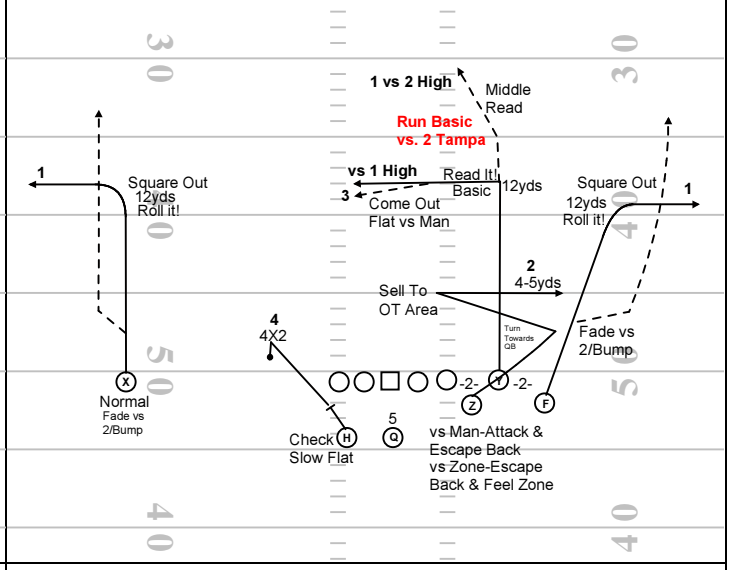
DOUBLES/ESCAPE

(R/T/ZE) (F MO/Z SHORT) G BUNCH RT
3J DOUBLE OSCAR F ESCAPE



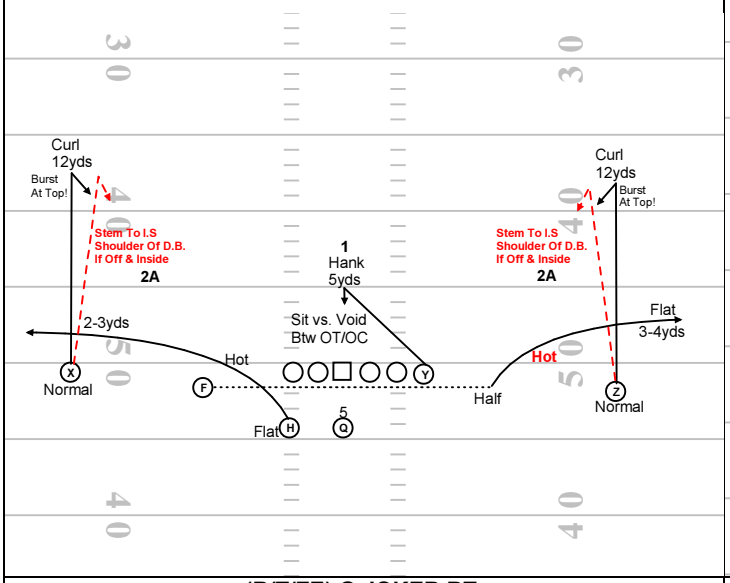
(R/T/ZE) G TAFFY RT
3J DOUBLE OSCAR Z ESCAPE



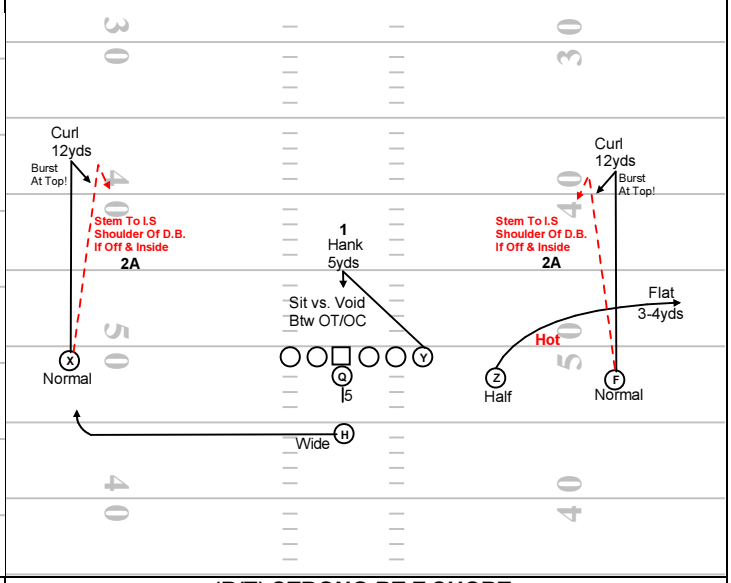
OTA #3-#4

HANK

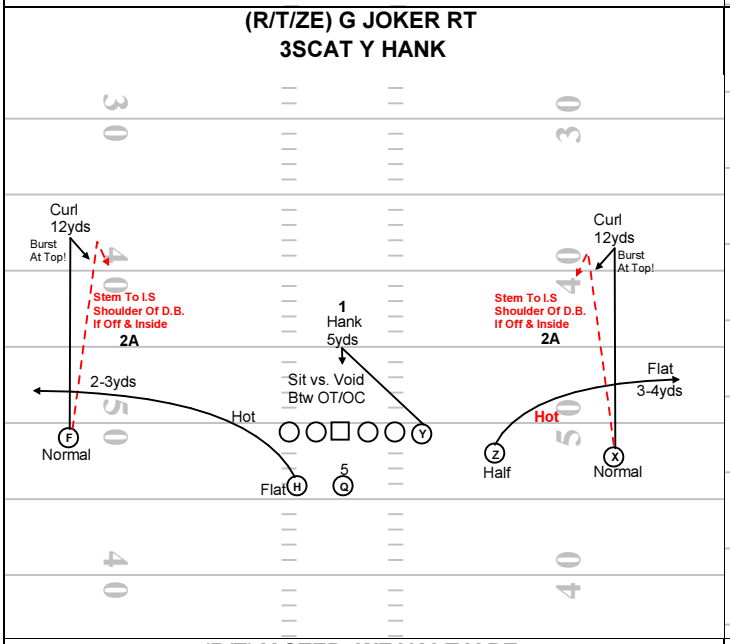
(R/T/ZE) (MOVE) F MO G TRIPS RT
3SCAT Y HANK



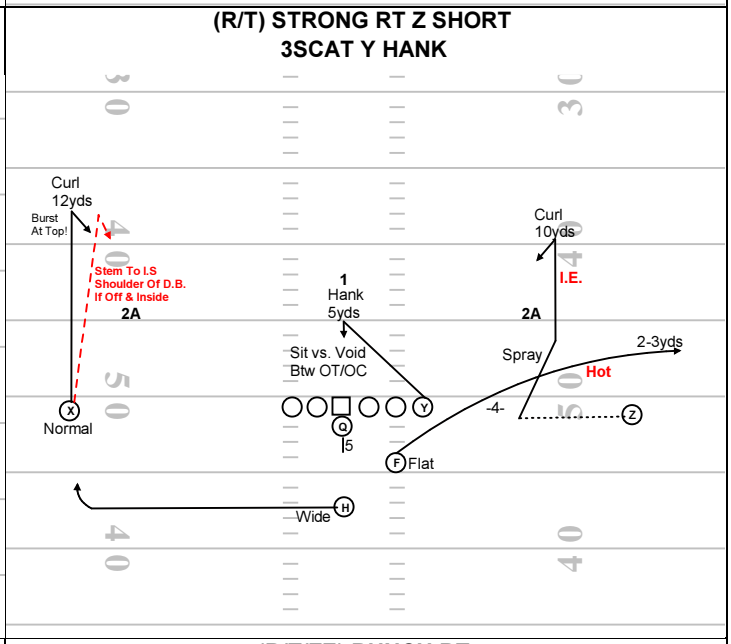
(R/T/ZE) (G)(Z MO) TAZ RT
3SCAT Y HANK



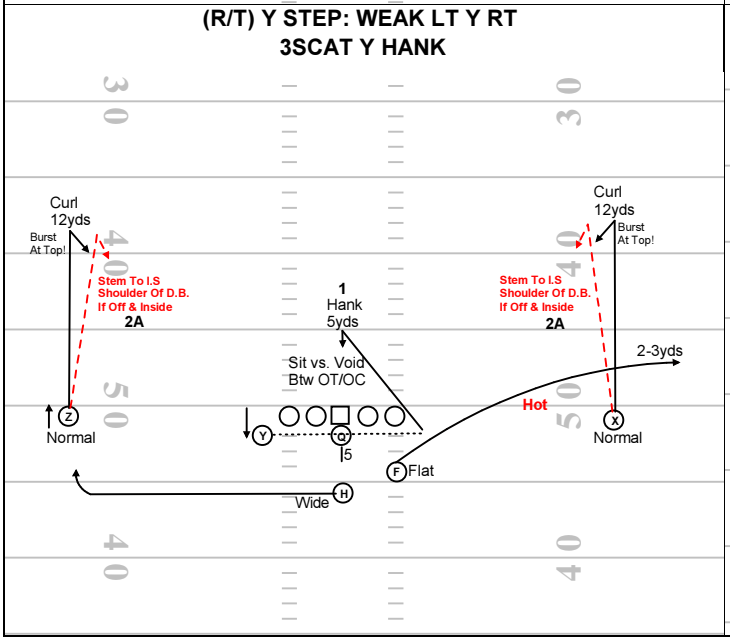
(R/T/ZE) G JOKER RT
3SCAT Y HANK



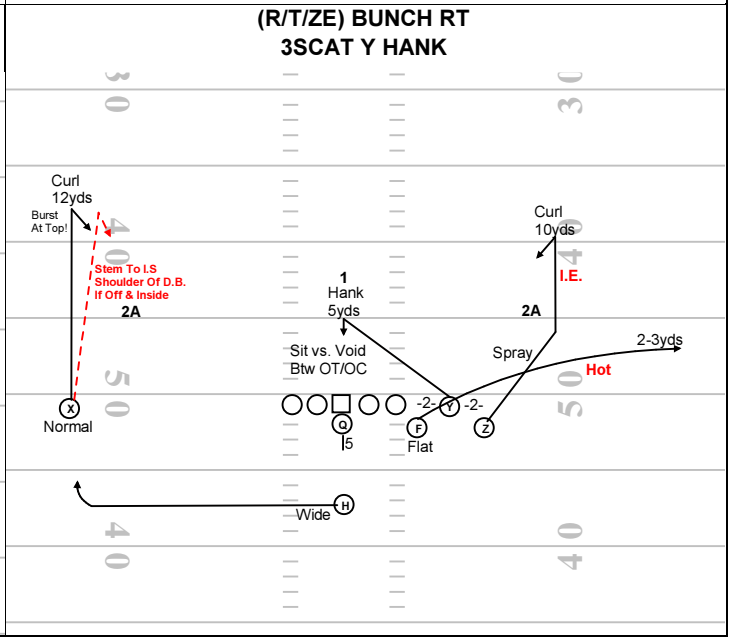
(R/T) STRONG RT Z SHORT
3SCAT Y HANK



(R/T) Y STEP: WEAK LT Y RT
3SCAT Y HANK



(R/T/ZE) BUNCH RT
3SCAT Y HANK



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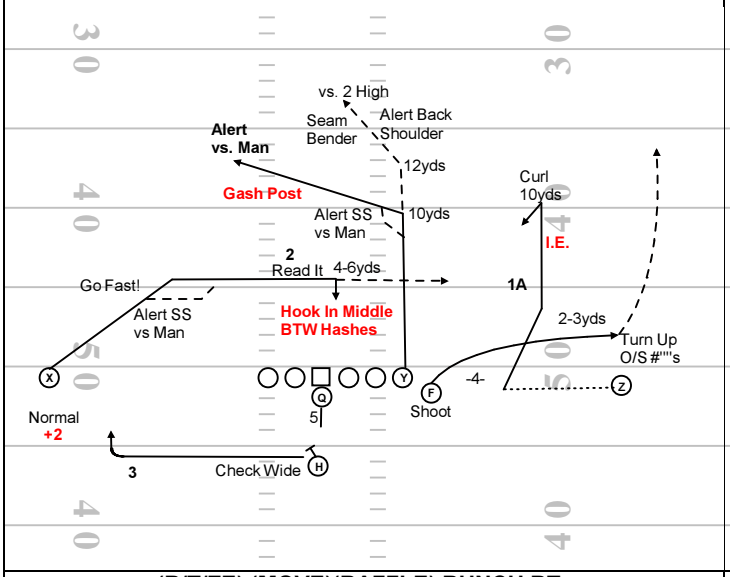
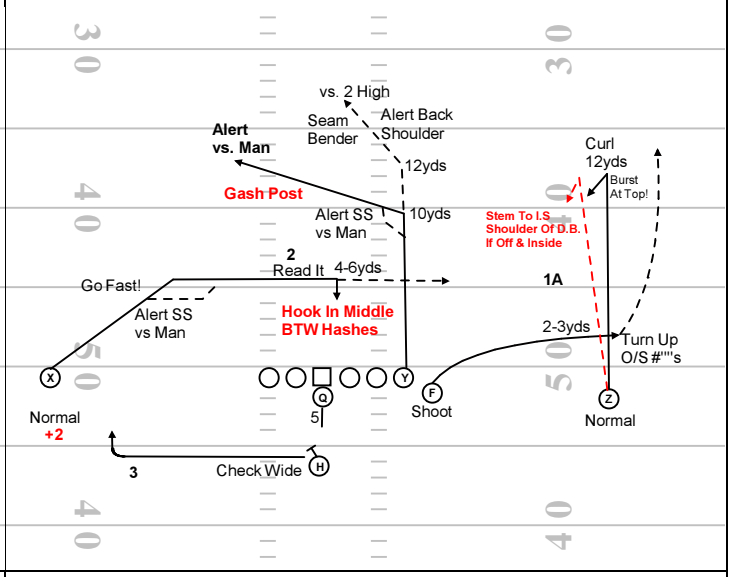
CUJO SHIM

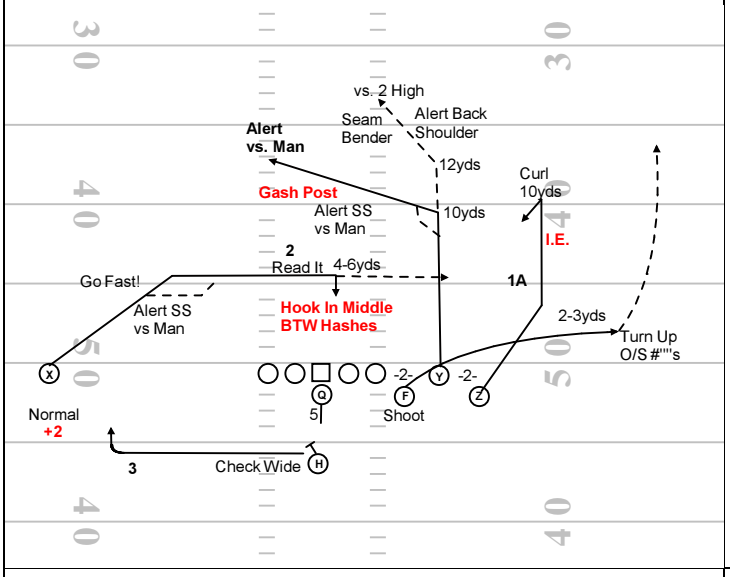
(R/T) (MOVE)(BAFFLE) STRONG RT Z SHORT
3J Z CUJO X SHIM



(R/T) (MOVE)(BAFFLE) TANK RT
3J Z CUJO X SHIM



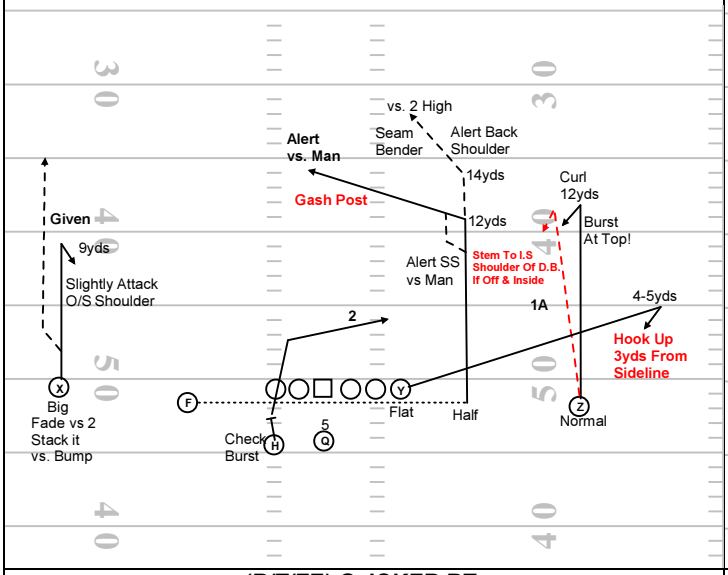
(R/T/ZE) (MOVE)(BAFFLE) BUNCH RT
3J Z CUJO X SHIM



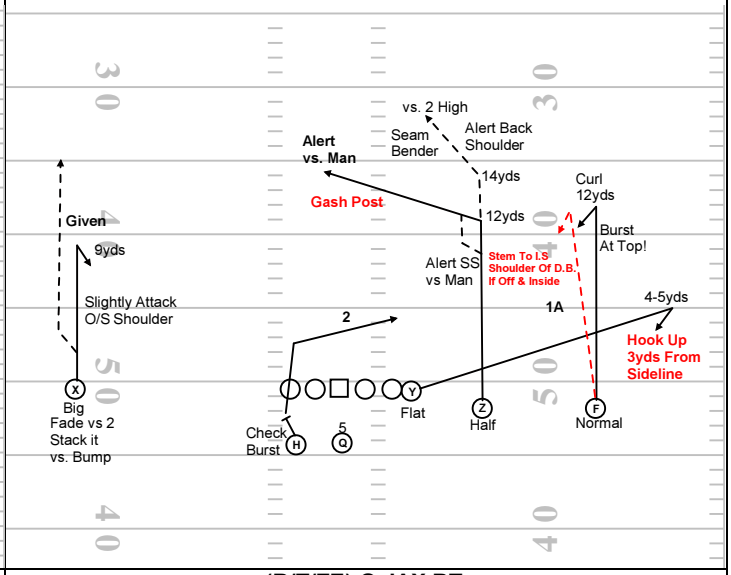
OTA #3-#4

CUJO FLAT

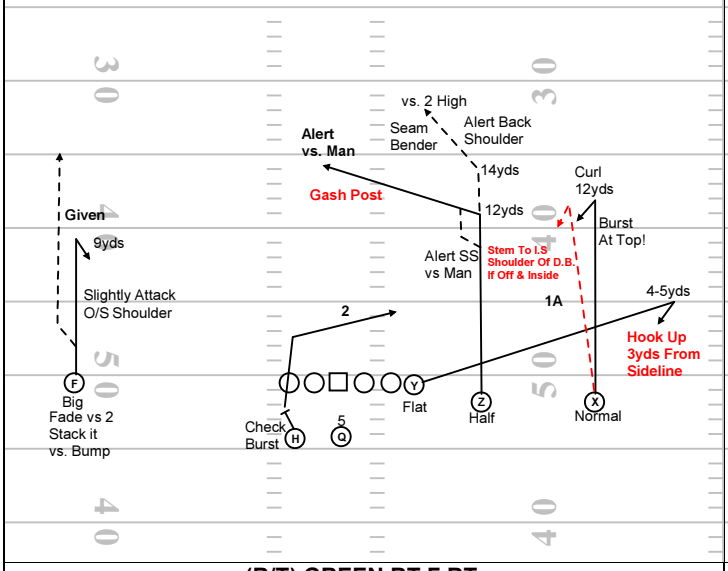
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J Z CUJO Y FLAT



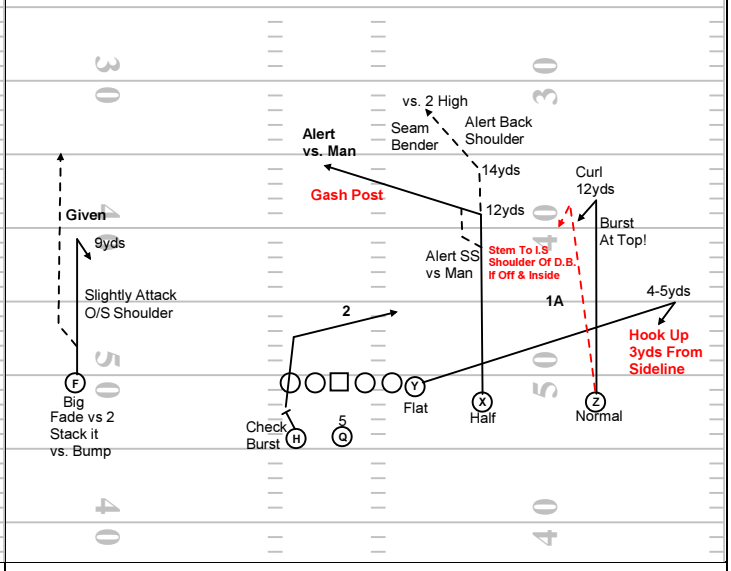
(R/T/ZE) (Z MO) G TAZ RT
3J F CUJO Y FLAT



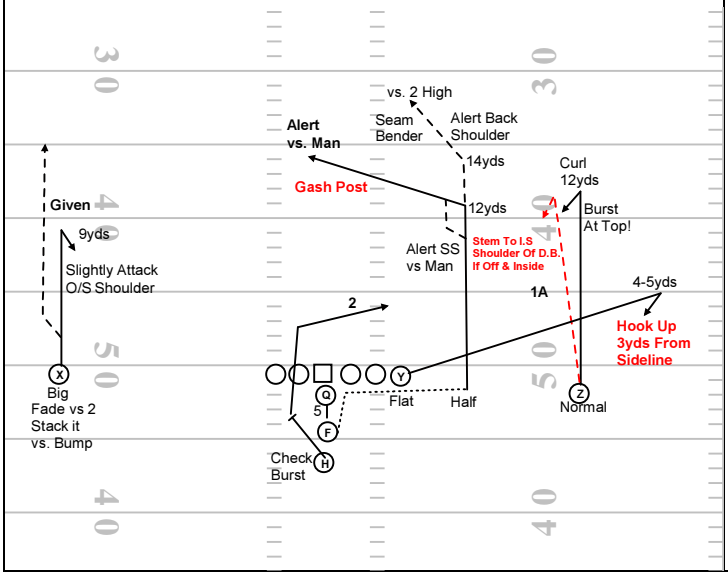
(R/T/ZE) G JOKER RT
3J X CUJO Y FLAT



(R/T/ZE) G JAX RT
3J Z CUJO Y FLAT



(R/T) GREEN RT F RT
3J Z CUJO Y FLAT



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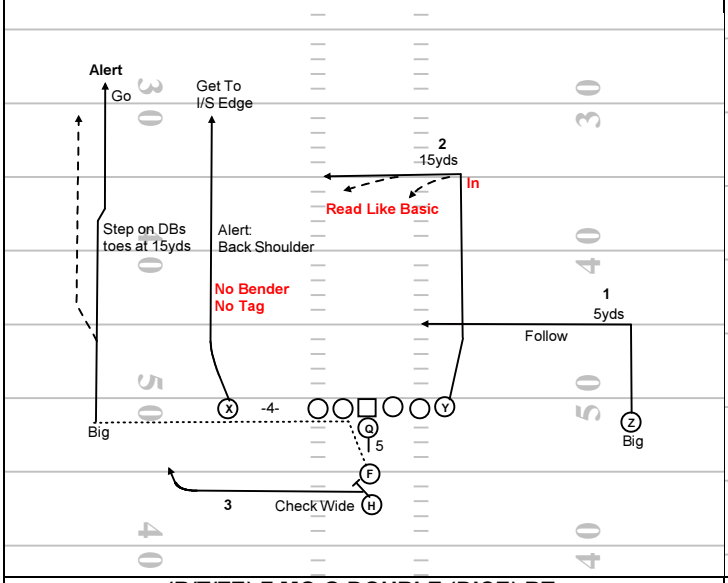
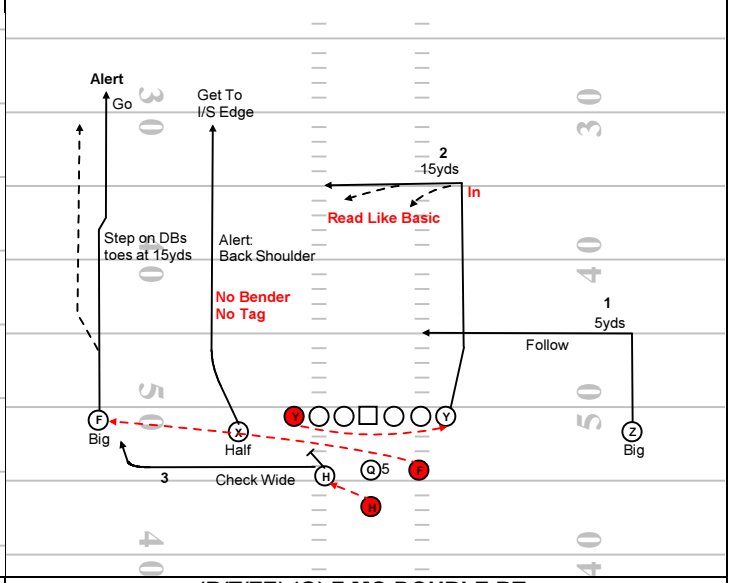
OTA #3-#4

FIN VERT

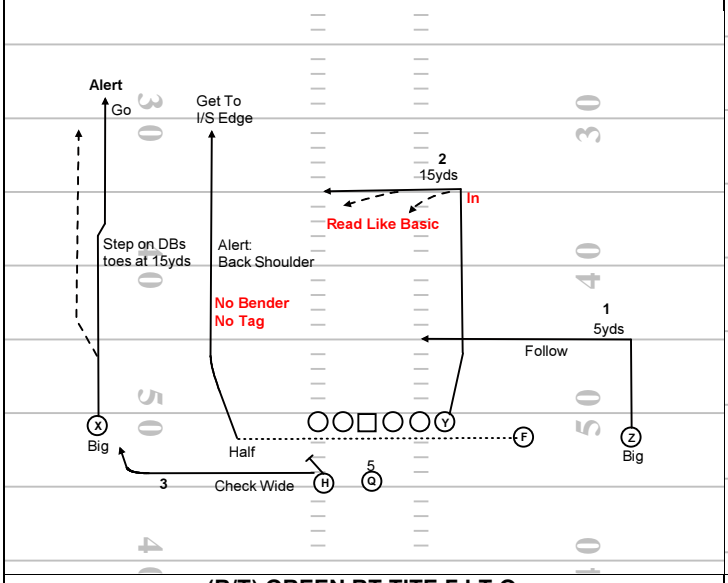
(R/T) GREEN RT TITE F LT O
3J Z FIN VERT GO



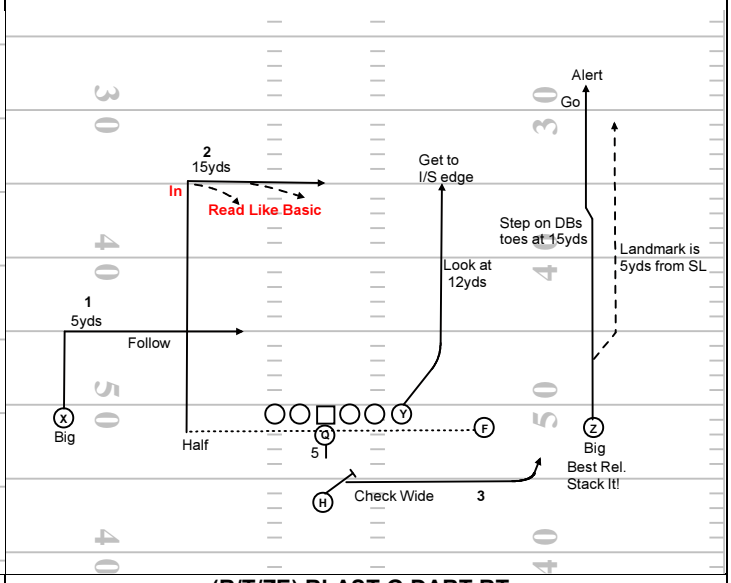
(R/T/ZE) BLAST G DART RT
3J Z FIN VERT GO



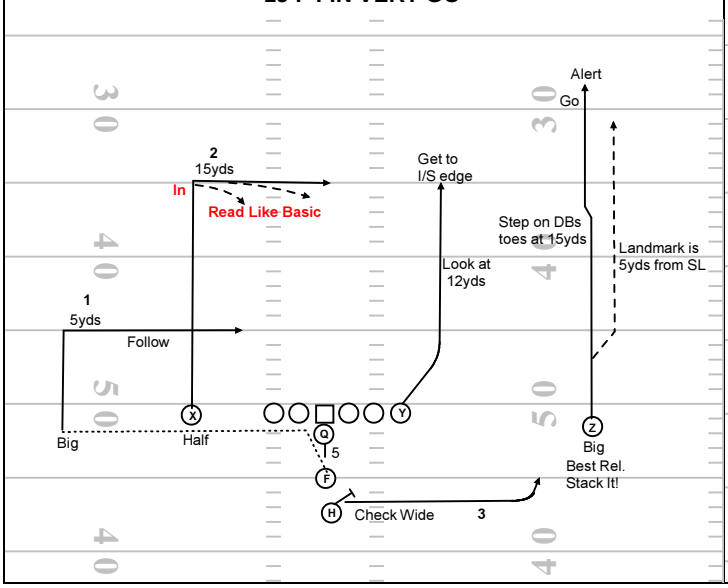
(R/T/ZE) F MO G DOUBLE (DICE) RT
3J Z FIN VERT GO



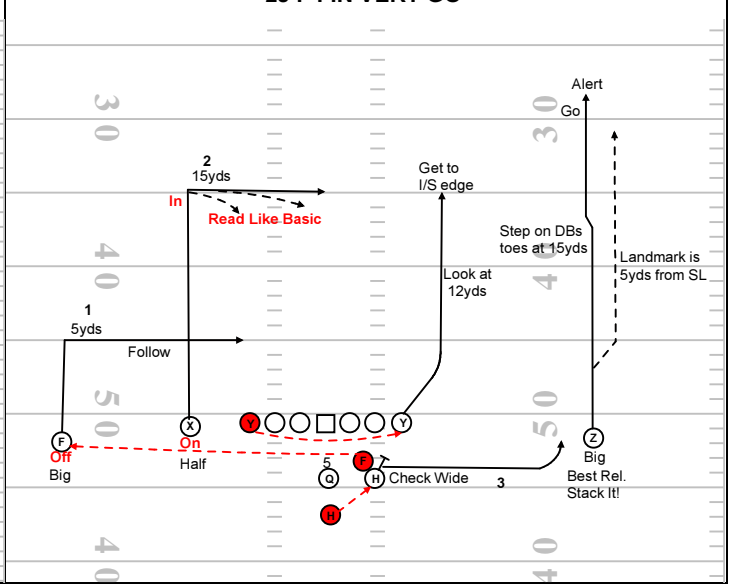
(R/T/ZE) (G) F MO DOUBLE RT
2J X FIN VERT GO



(R/T) GREEN RT TITE F LT O
2J F FIN VERT GO



(R/T/ZE) BLAST G DART RT
2J F FIN VERT GO



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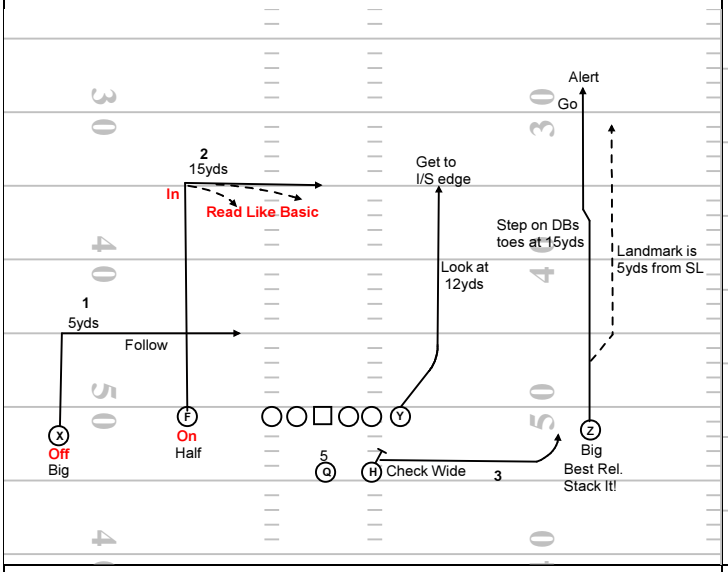
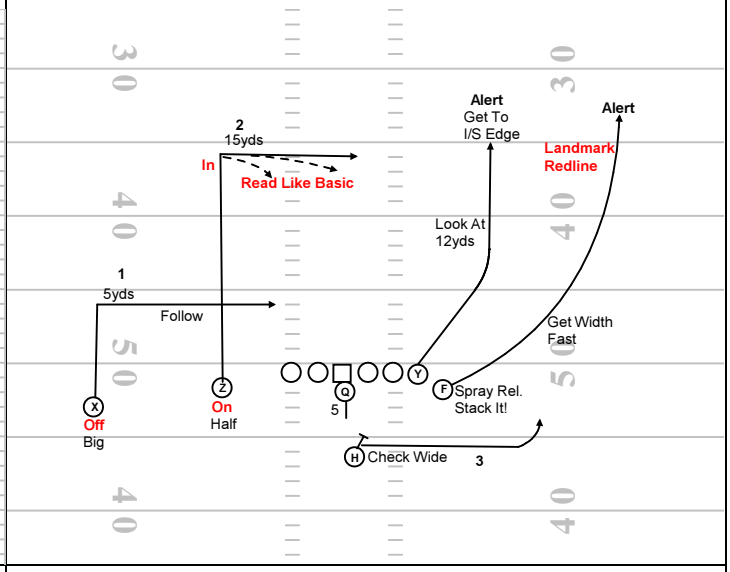
FIN VERT

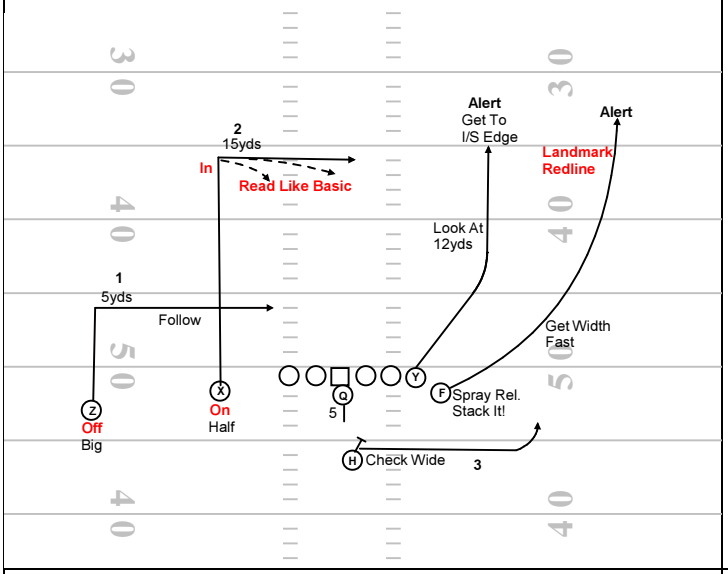
(R/T/ZE) (F MO)(MOVE) G DOUBLE (DICE) RT
2J X FIN VERT GO



(R/T) FLANK RT
2J X FIN VERT GO

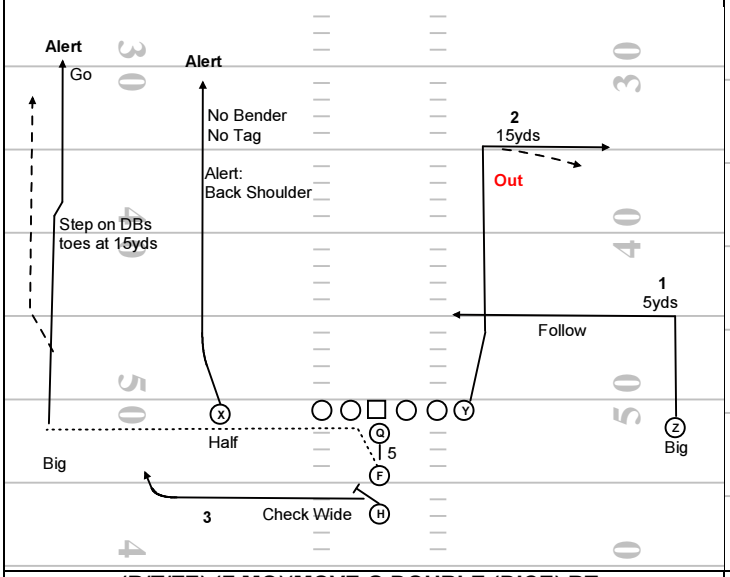


(R/T) FLANK RT SLUG
2J X FIN VERT GO

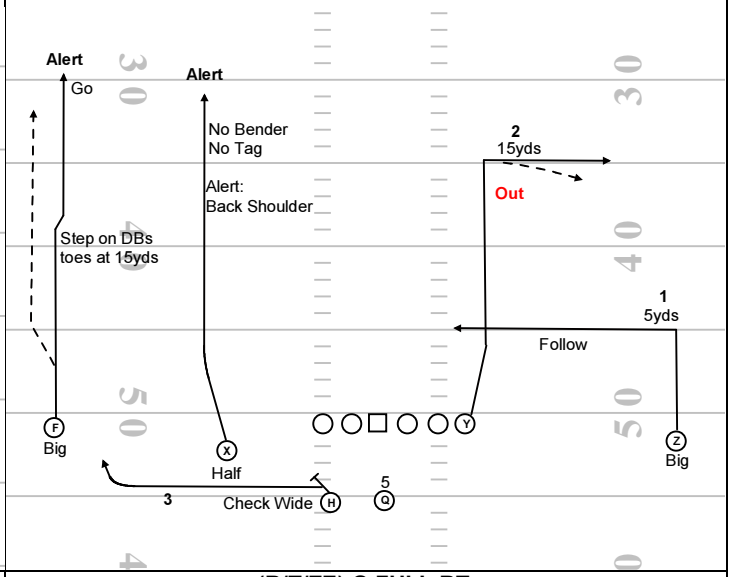


FOUTS

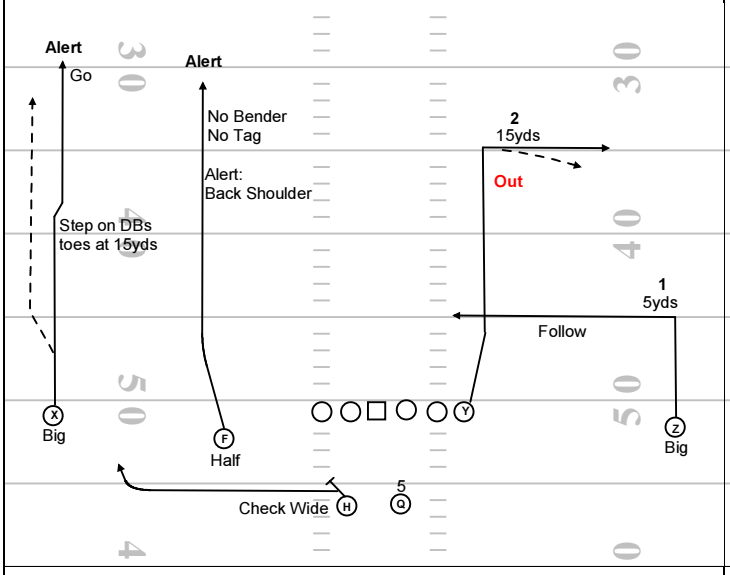
(R/T) GREEN RT TITE F LT O
3J Z FOUTS VERT GO



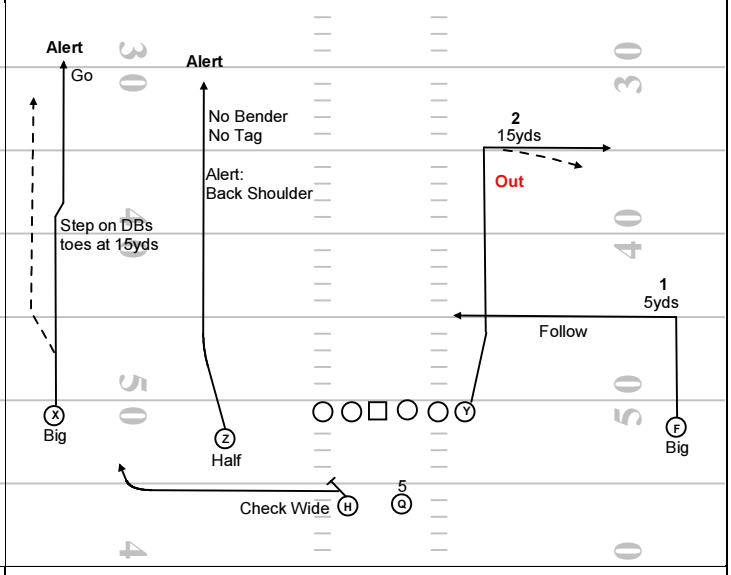
(R/T/ZE) (BLAST) G DART RT
3J Z FOUTS VERT GO



(R/T/ZE) (F MO)(MOVE G DOUBLE (DICE) RT
3J Z FOUTS VERT GO



(R/T/ZE) G FULL RT
3J F FOUTS VERT GO



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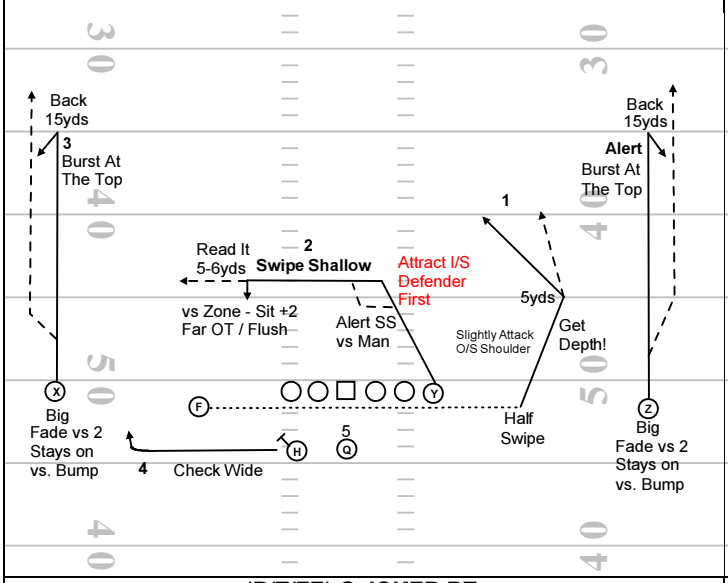
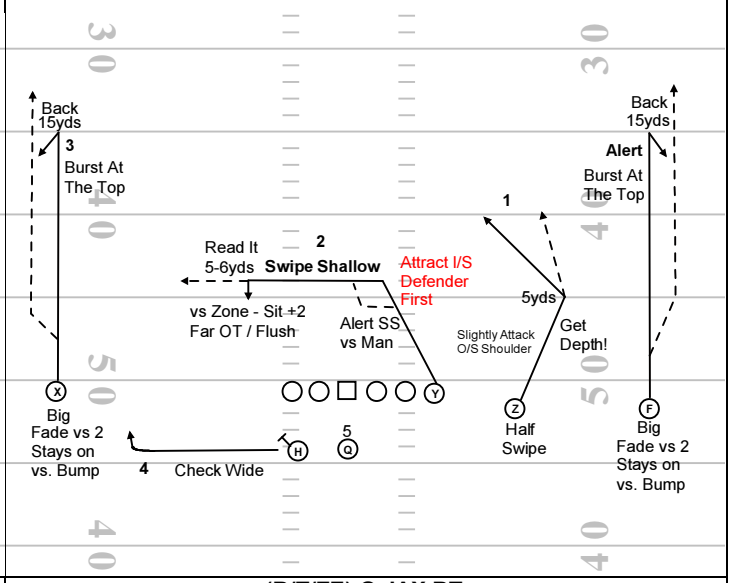
OTA #3-#4

SWIPE

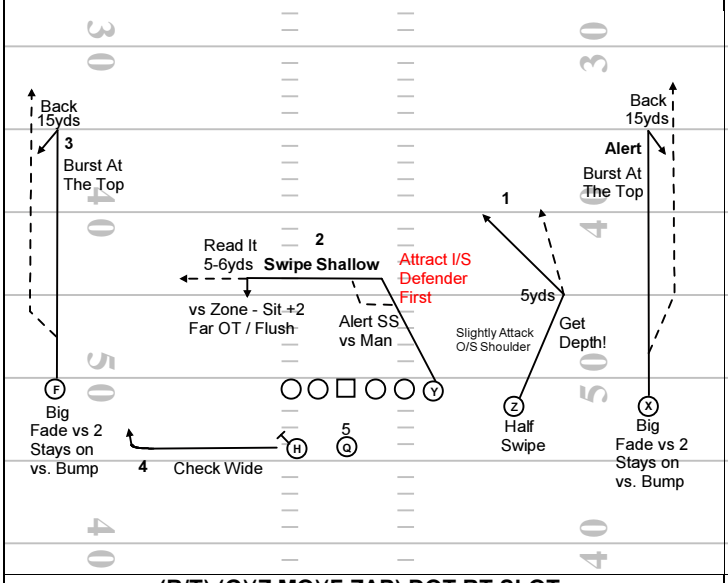
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J F SWIPE



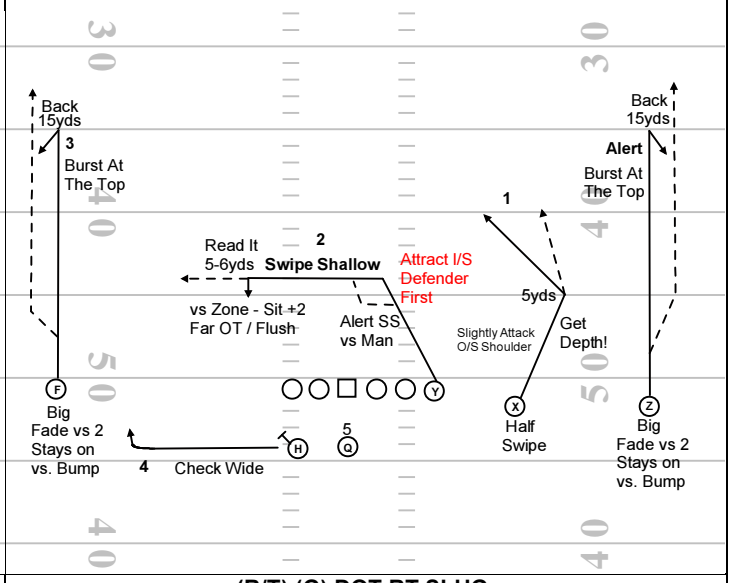
(R/T/ZE) (Z MO) G TAZ RT
3J Z SWIPE



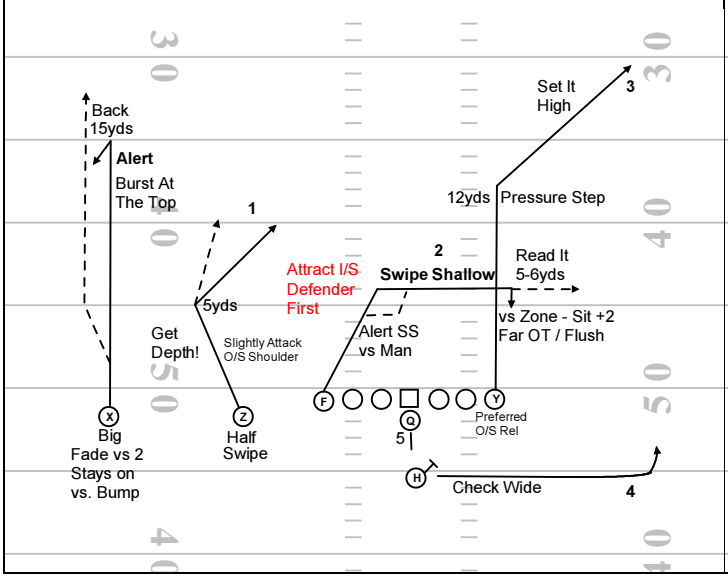
(R/T/ZE) G JOKER RT
3J Z SWIPE



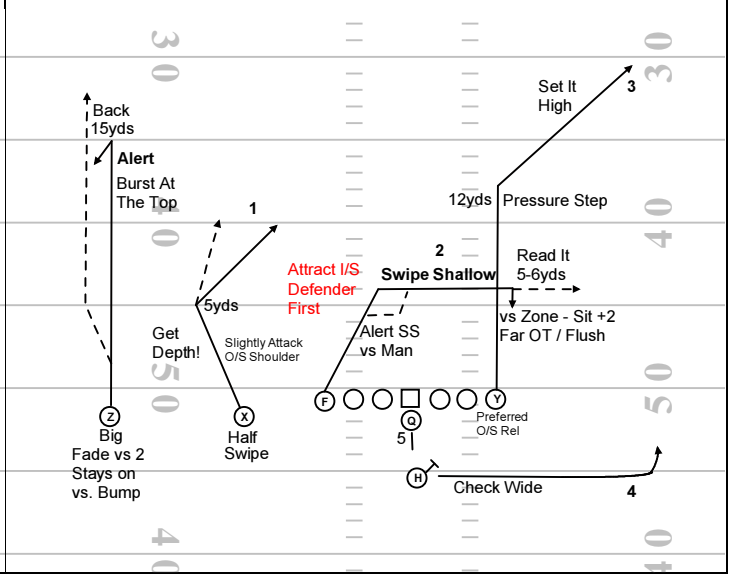
(R/T/ZE) G JAX RT
3J X SWIPE



(R/T) (G)(Z MO)(F ZAP) DOT RT SLOT
2J Z SWIPE Y CORNER



(R/T) (G) DOT RT SLUG
2J X SWIPE Y CORNER



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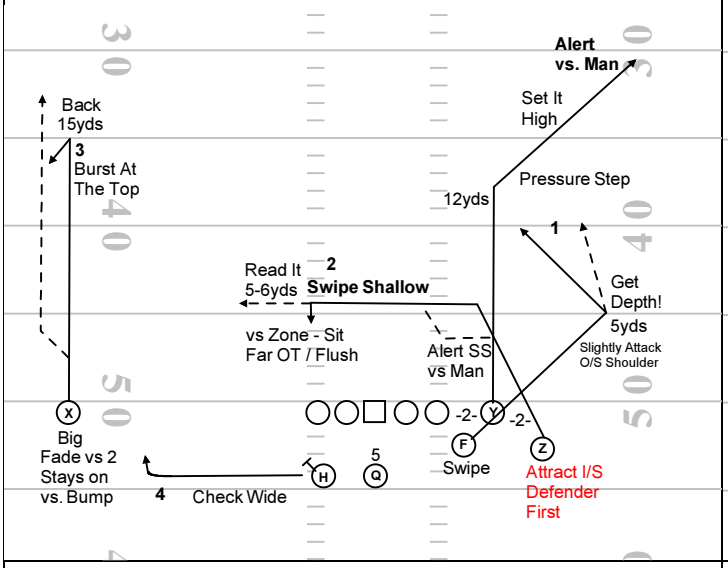
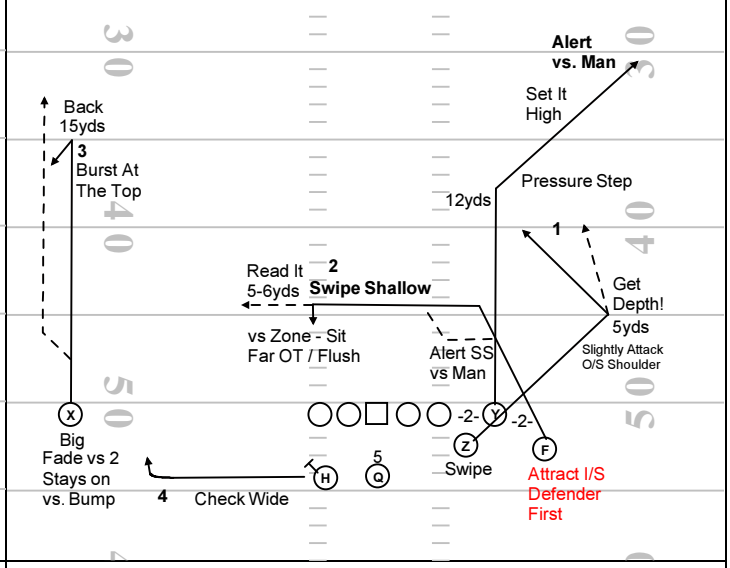
SWIPE

(R/T/ZE) (F MO/Z SHORT) G BUNCH RT
3J F SWIPE Y CORNER



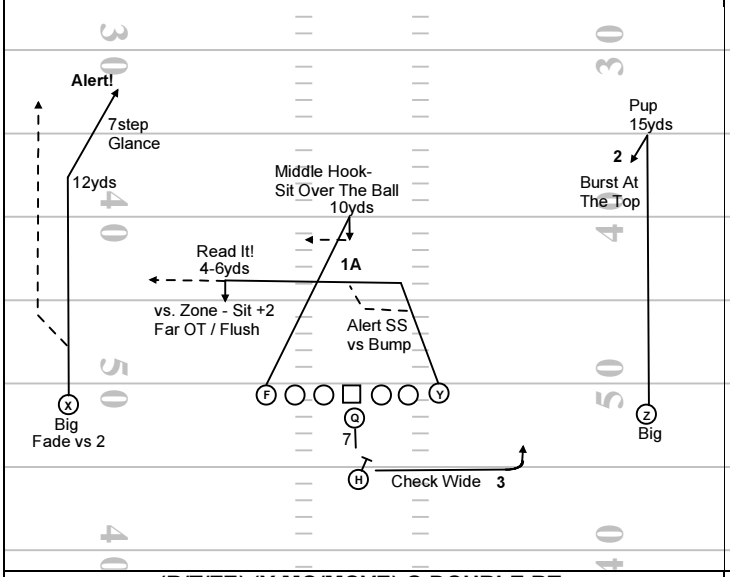
(R/T/ZE) G TAFFY RT BUNCH
3J Z SWIPE Y CORNER



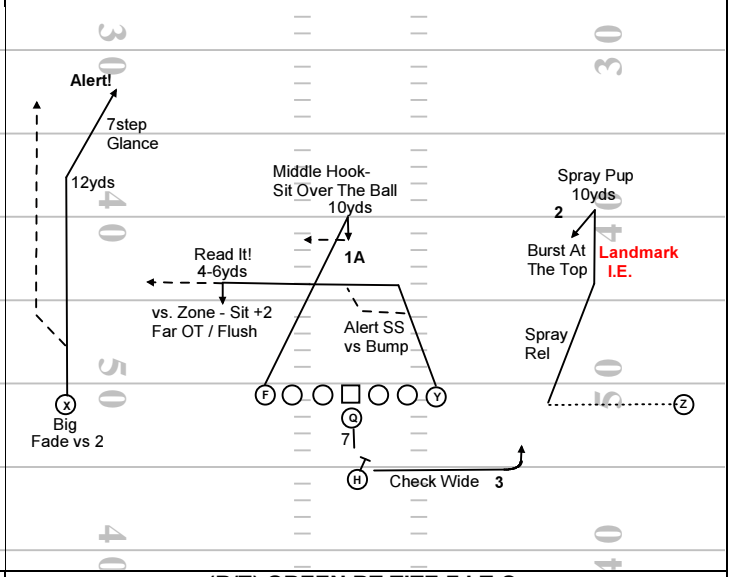
OTA #3-#4

FRISCO

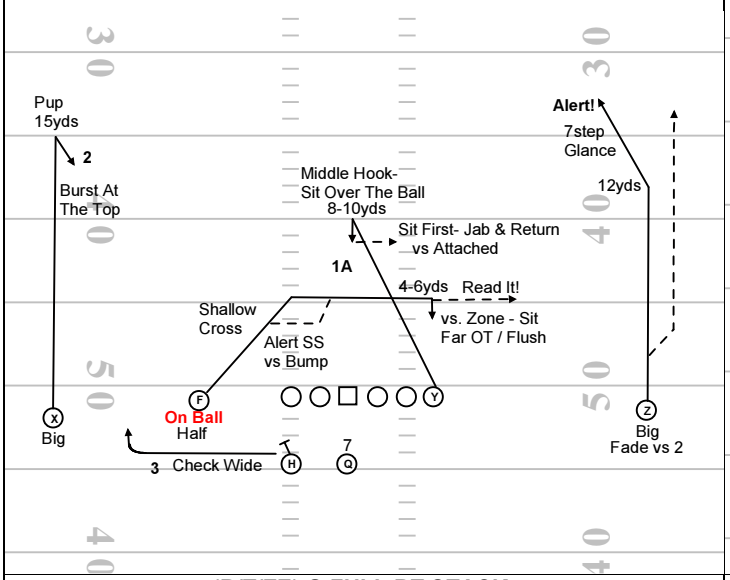
(T) (BREAK) DOT RT
2J Y FRISCO X GLANCE



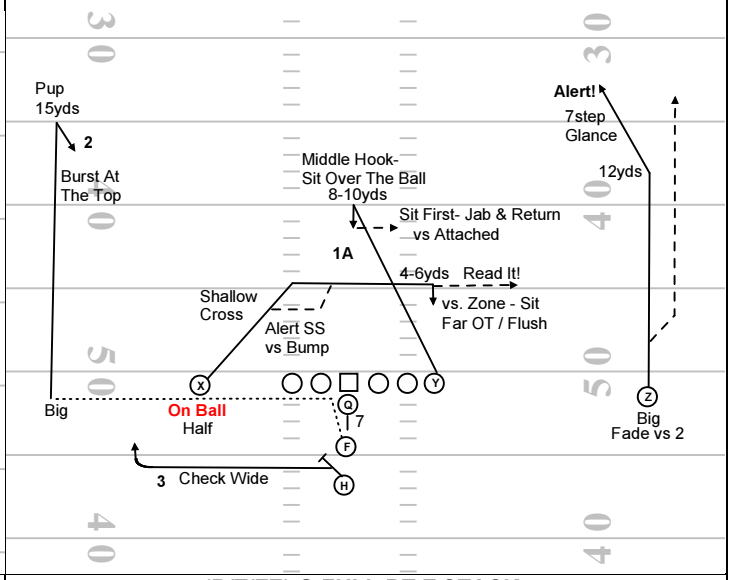
(T) (BREAK) DOT RT (CLOSE) Z SHORT
2J Y FRISCO X GLANCE



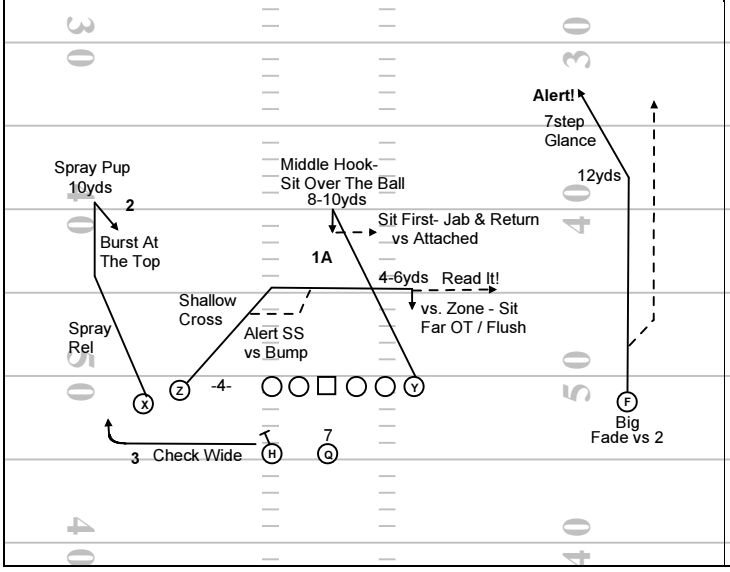
(R/T/ZE) (Y MO/MOVE) G DOUBLE RT
3J F FRISCO Z GLANCE



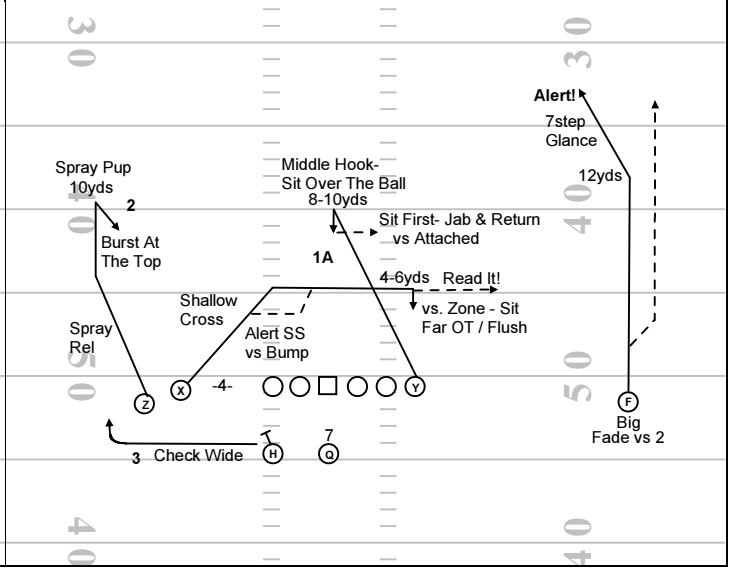
(R/T) GREEN RT TITE F LT O
3J X FRISCO Z GLANCE



(R/T/ZE) G FULL RT STACK
3J Z FRISCO F GLANCE



(R/T/ZE) G FULL RT Z STACK
3J X FRISCO F GLANCE



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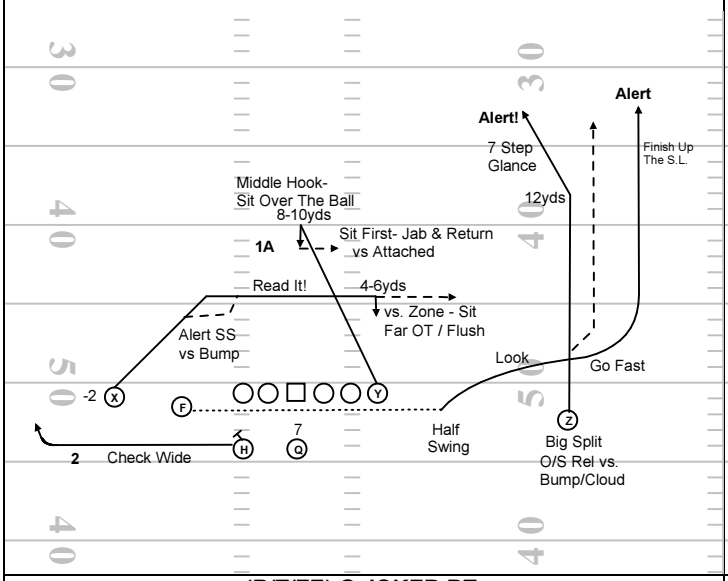
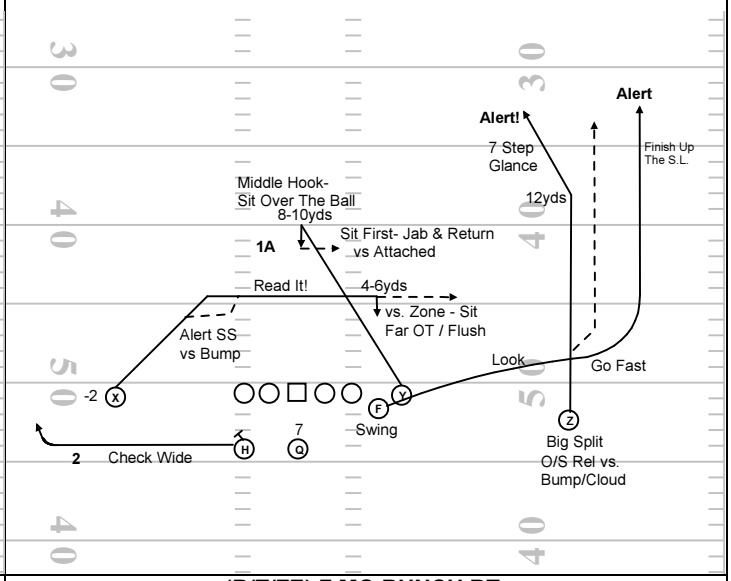
OTA #3-#4

FRISCO SWING

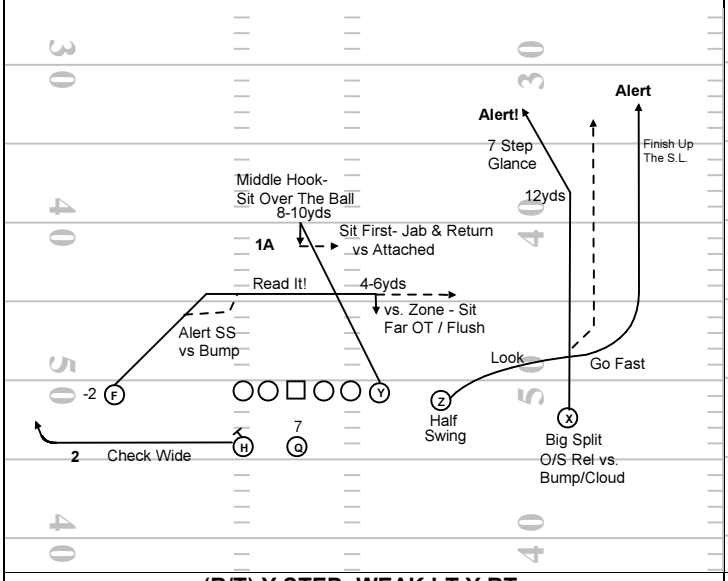
(R/T/ZE) (MOVE) F MO G TRIPS RT
3J X FRISCO F SWING



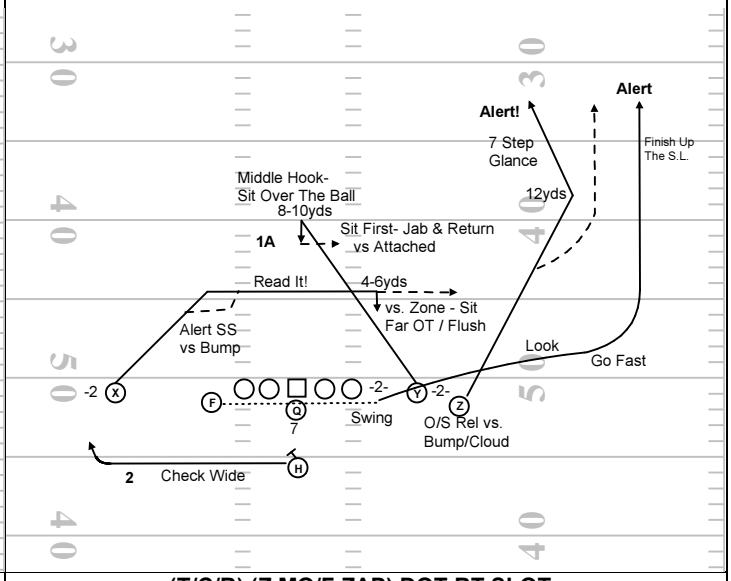
(R/T) G TIN RT
3J X FRISCO F SWING



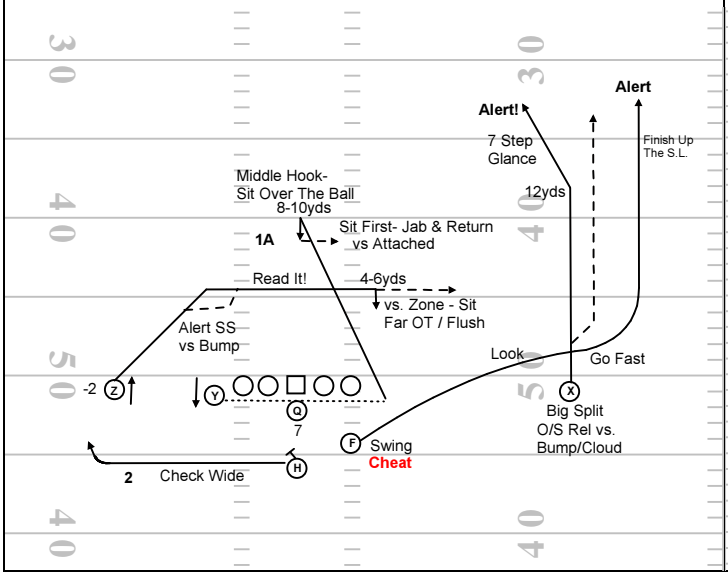
(R/T/ZE) G JOKER RT
3J F FRISCO Z SWING



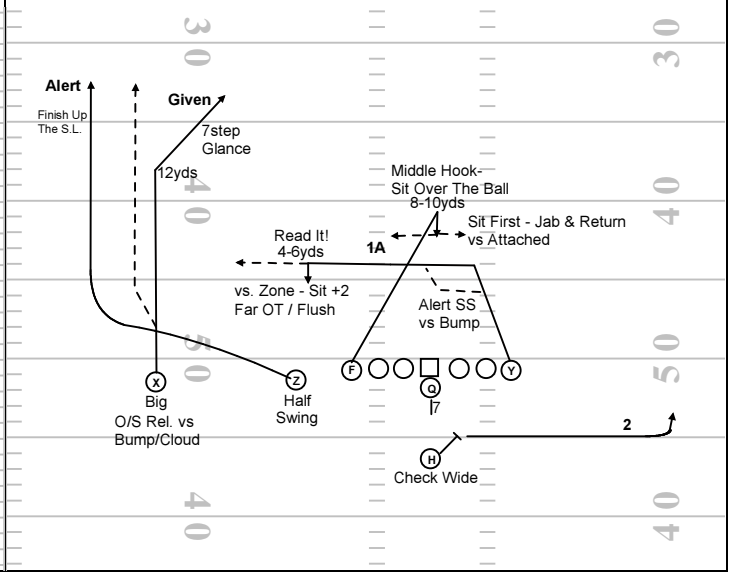
(R/T/ZE) F MO BUNCH RT
3J X FRISCO F SWING



(R/T) Y STEP: WEAK LT Y RT
3J Z FRISCO F SWING



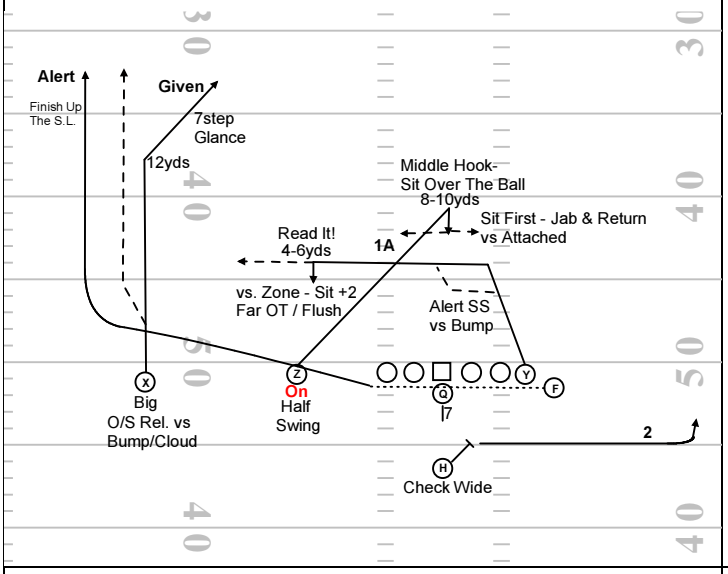
(T/C/R) (Z MO/F ZAP) DOT RT SLOT
2J Y FRISCO Z SWING



FRISCO SWING

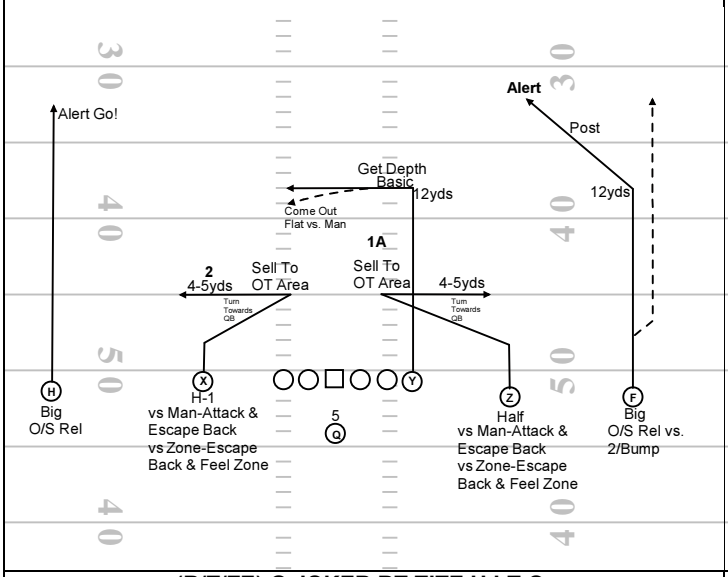
(T/C/R) FLANK RT F LT

2J Y FRISCO F SWING

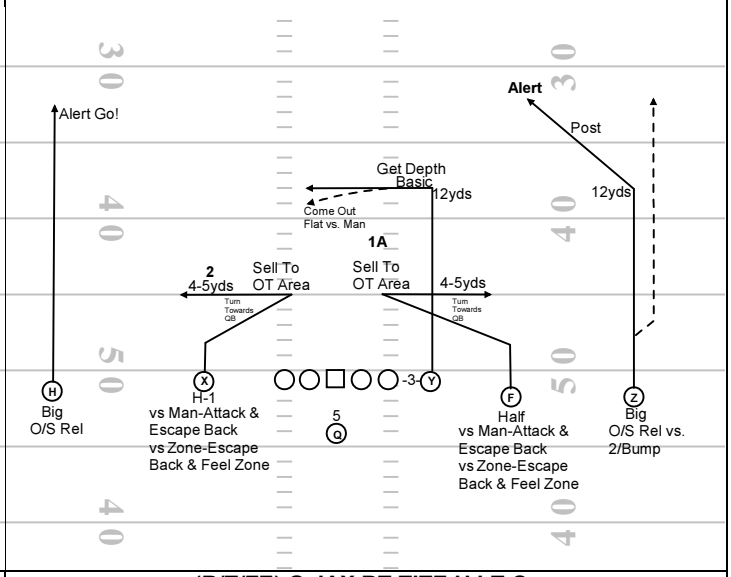


BINGO-ESCAPE

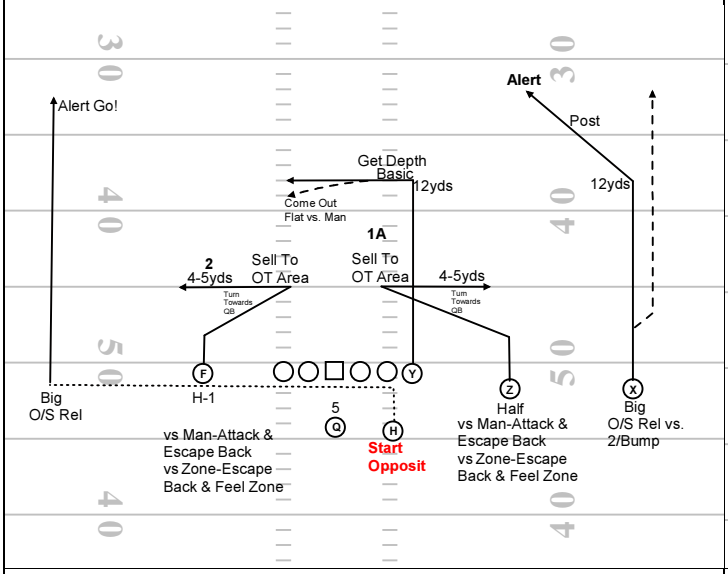
(R/T/ZE) 1 G TAZ RT
2SCAT Y BINGO ESCAPES



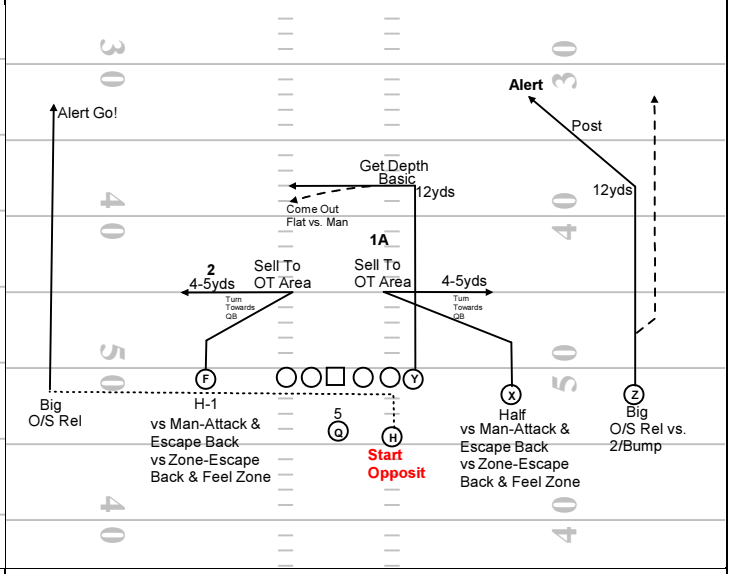
(R/T/ZE) 1 G TEX RT
2SCAT Y BINGO ESCAPES



(R/T/ZE) G JOKER RT TITE H LT O
2SCAT Y BINGO ESCAPES



(R/T/ZE) G JAX RT TITE H LT O
2SCAT Y BINGO ESCAPES



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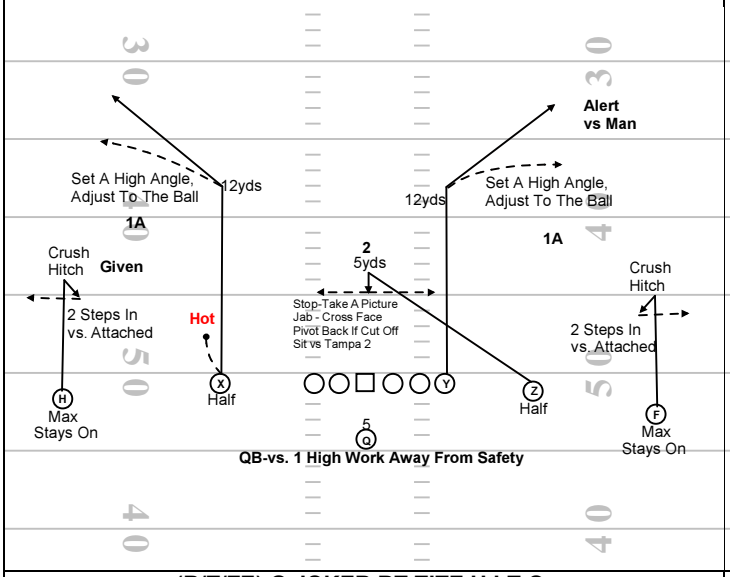
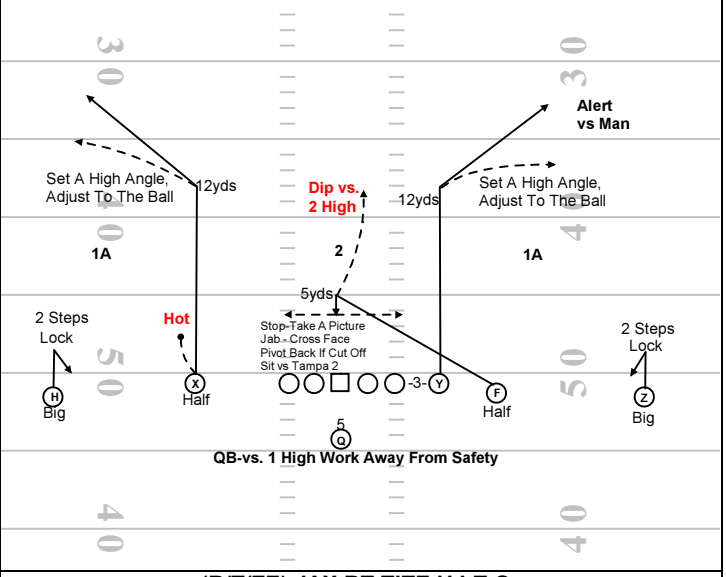
OTA 33-#4

CRUSH OPTION

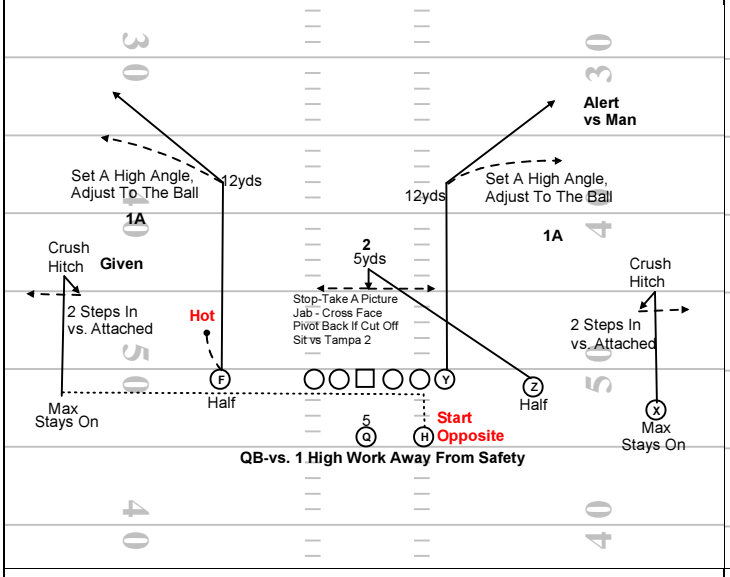
(R/T/ZE) 1 G TAZ RT
3SCAT CRUSH Z OPTION



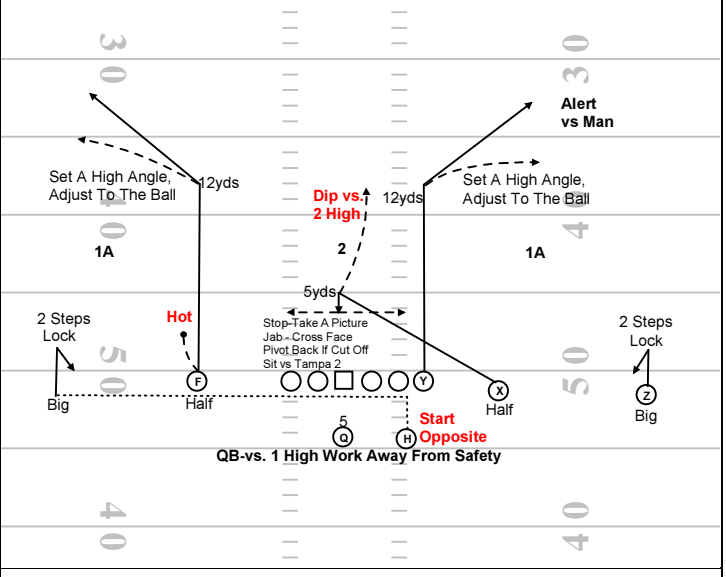
(R/T/ZE) 1 TEX RT
3SCAT CLAP F OPTION DIP



(R/T/ZE) G JOKER RT TITE H LT O
3SCAT CRUSH Z OPTION



(R/T/ZE) JAX RT TITE H LT O
3SCAT CLAP X OPTION DIP



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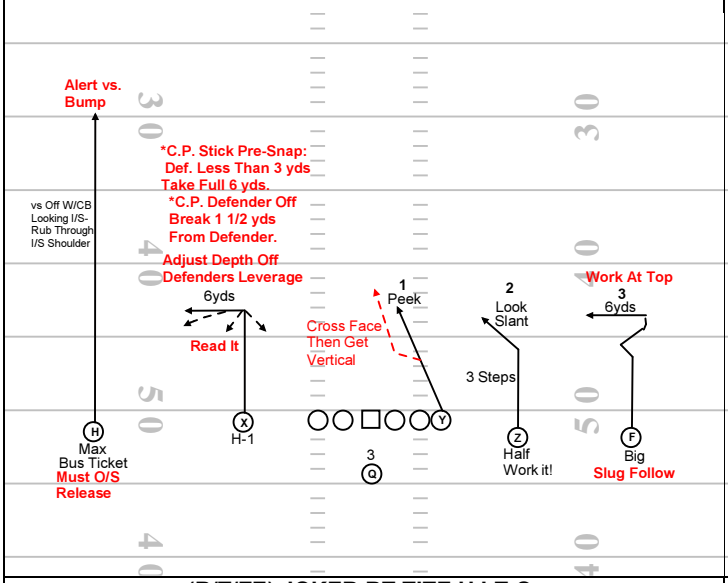
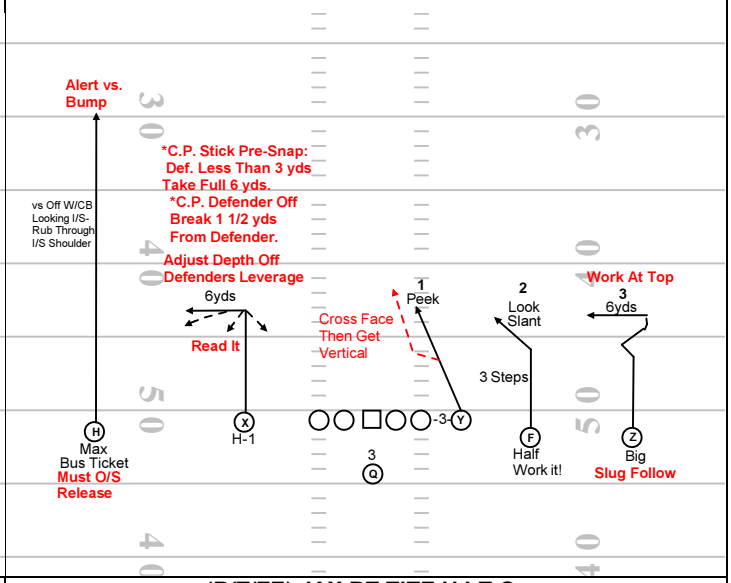
LEO STICK

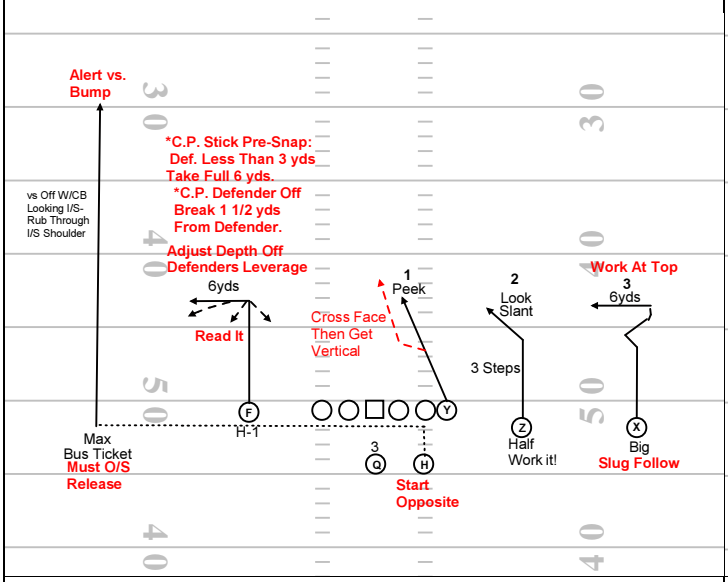
(R/T/ZE) 1 G TAZ RT
200SCAT LEO X STICK



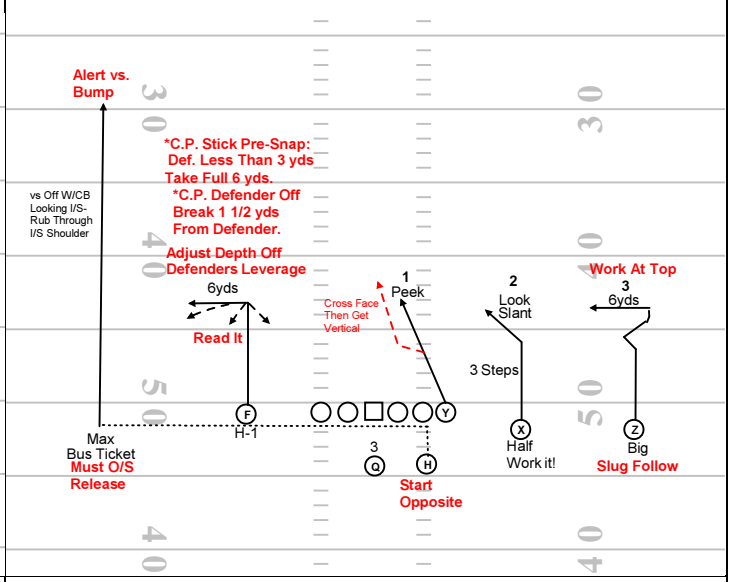
(R/T/ZE) 1 G TEX RT
200SCAT LEO X STICK



(R/T/ZE) JOKER RT TITE H LT O
200SCAT LEO F STICK

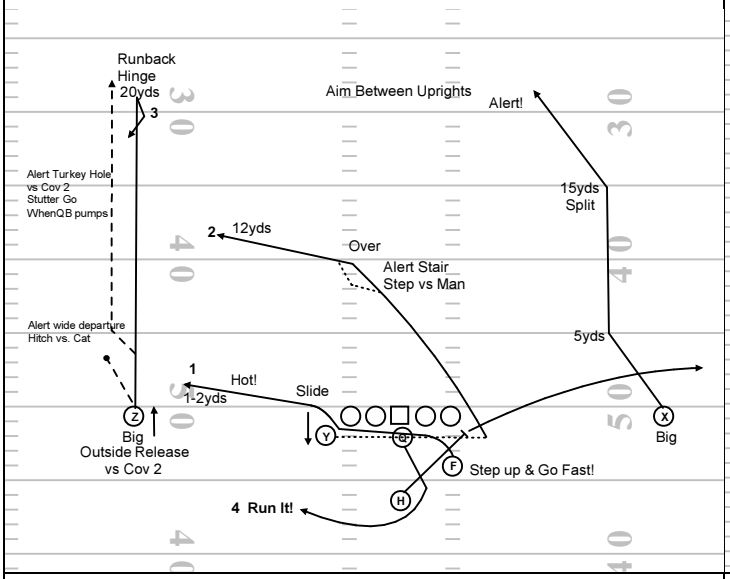


(R/T/ZE) JAX RT TITE H LT O
200SCAT LEO F STICK

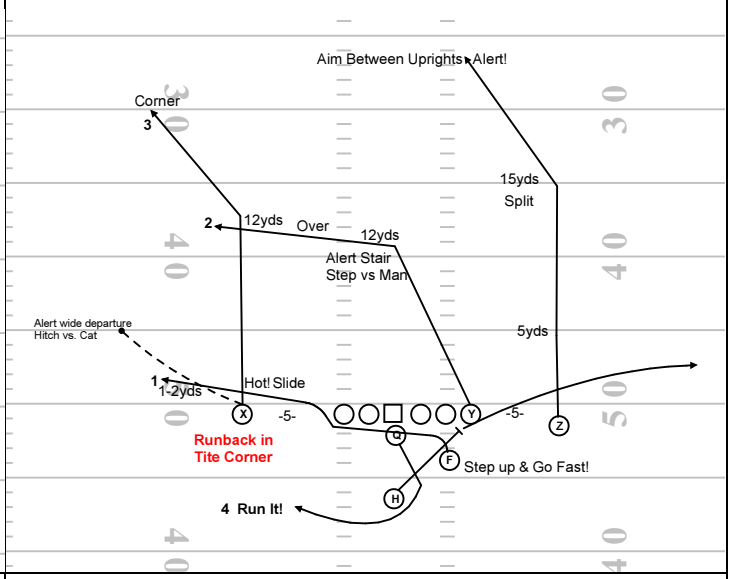


MOVEMENT

(R/T) Y STEP WEAK LT Y RT
NAKED 96 LT F SLIDE

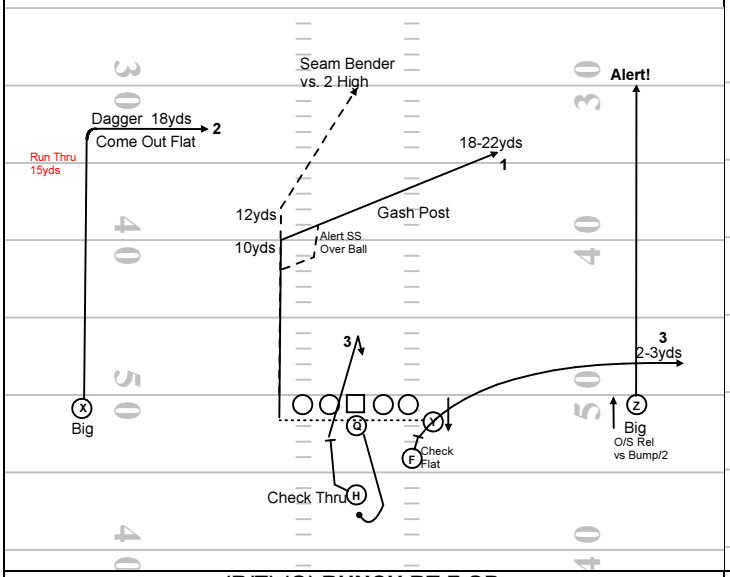


(R/T) (Q) STRONG RT NASTY
NAKED 96 LT F SLIDE

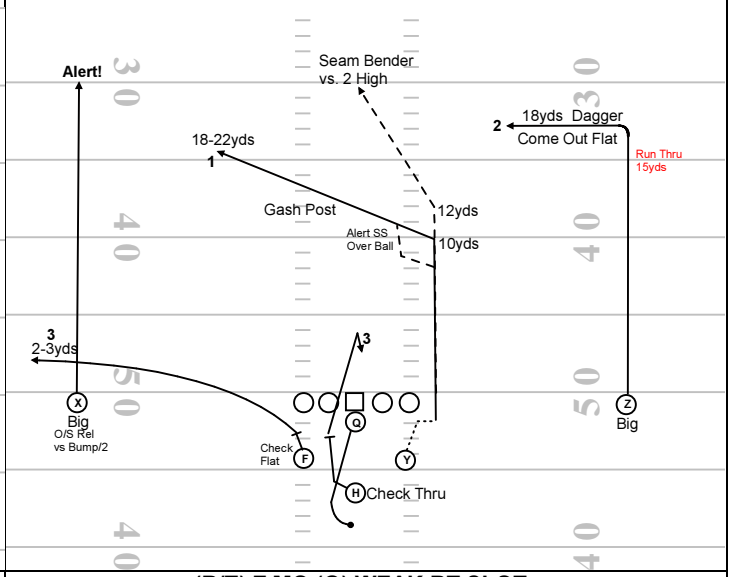


PLAY PASS

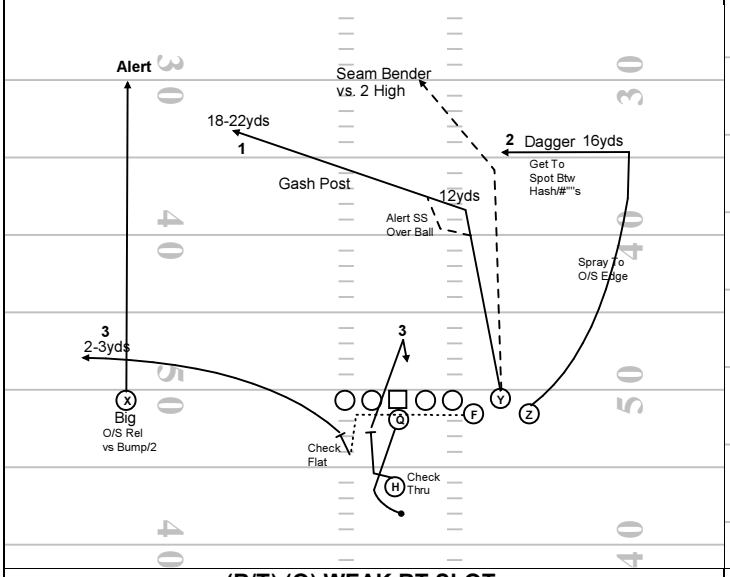
(R/T) Y STEP (Q) STRONG RT Y LT
HND 2 Y SWORD



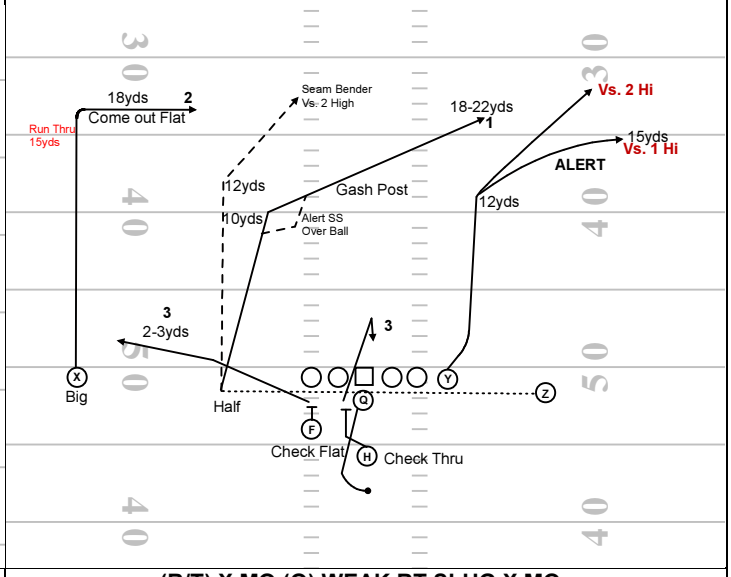
(R/T) (Q) BULLY RT Y RT
HND 3 Y SWORD



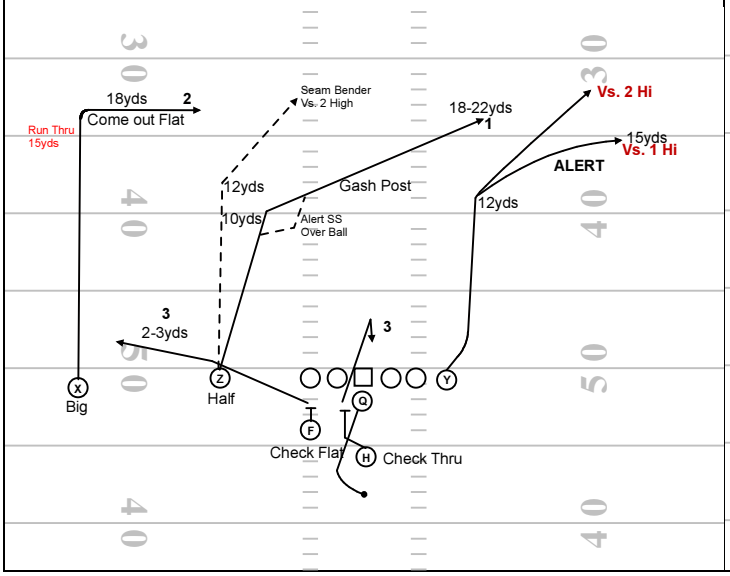
(R/T) (Q) BUNCH RT F OP
HND 3 Y SWORD



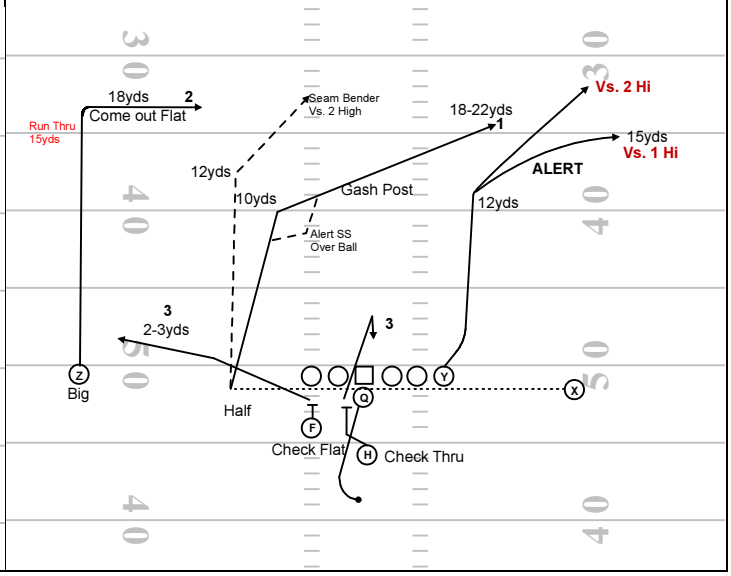
(R/T) Z MO (Q) WEAK RT SLOT
HND 3 Z SWORD Y BOW



(R/T) (Q) WEAK RT SLOT
HND 3 Z SWORD Y BOW



(R/T) X MO (Q) WEAK RT SLUG X MO
HND 3 X SWORD Y BOW



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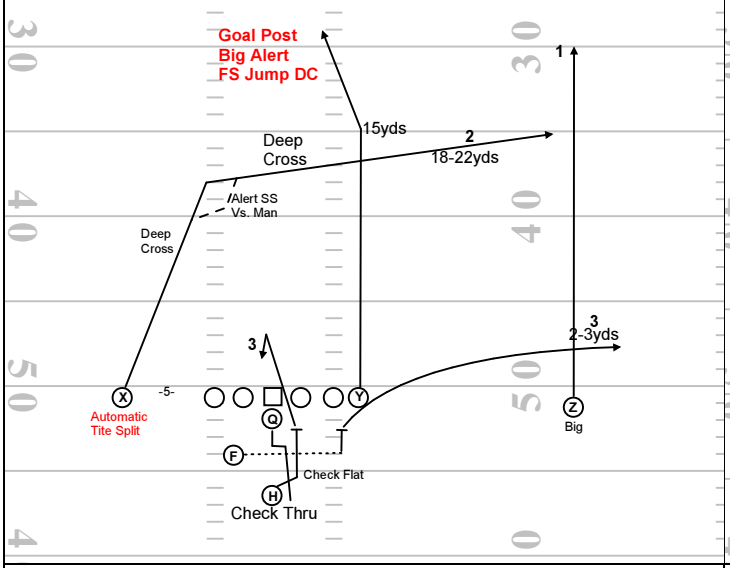
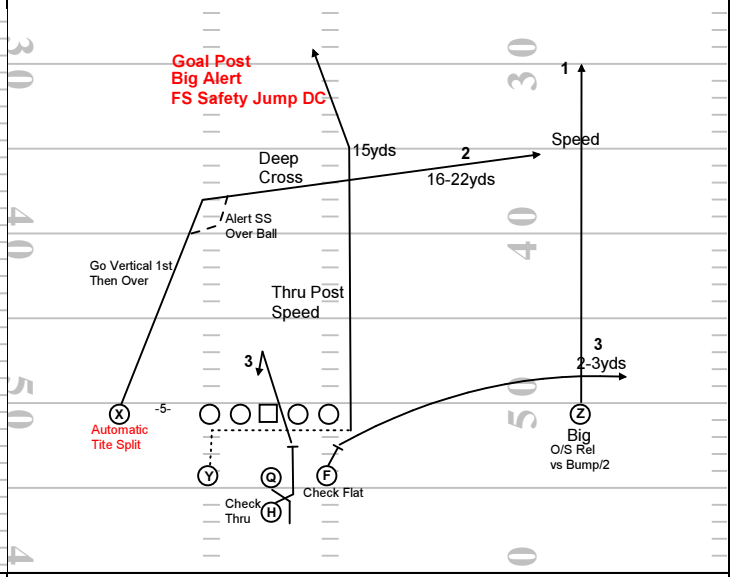
PLAY PASS

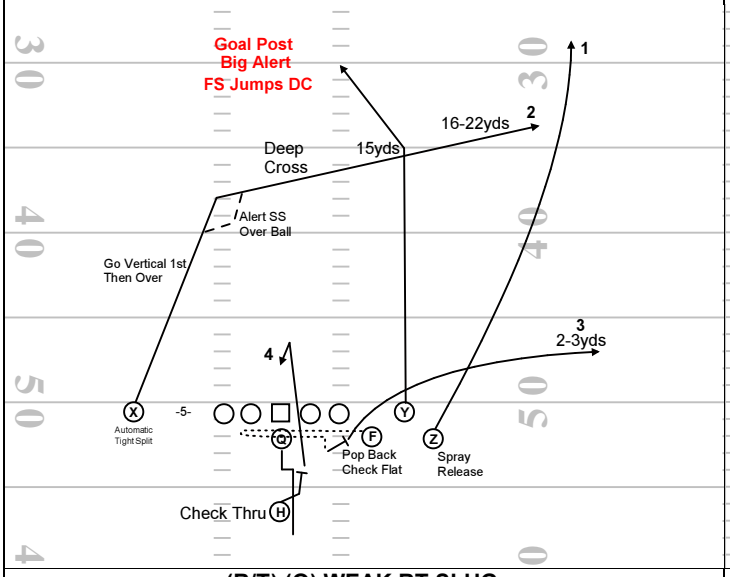
(R/T) (YAZ) (Q) WEAK RT FUZZ
HND 2 X SPEAR



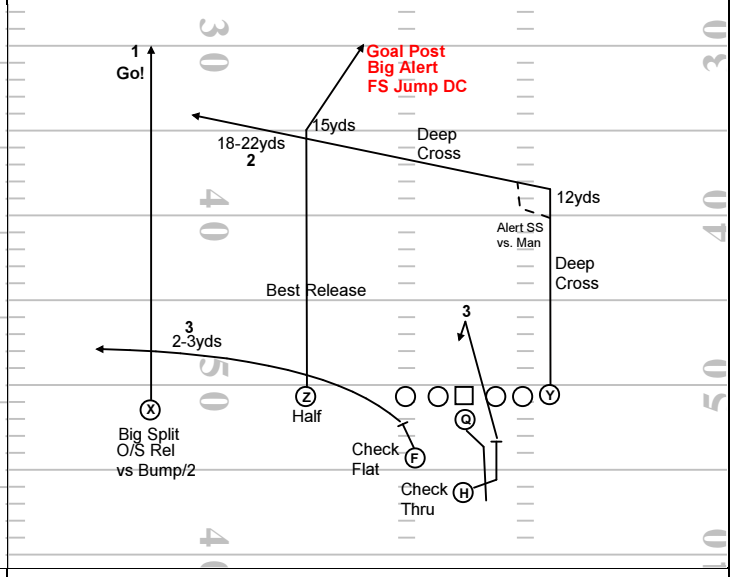
(R/T) (BUILD) (Q) STRONG BULLY RT Y RT
HND 2 X SPEAR



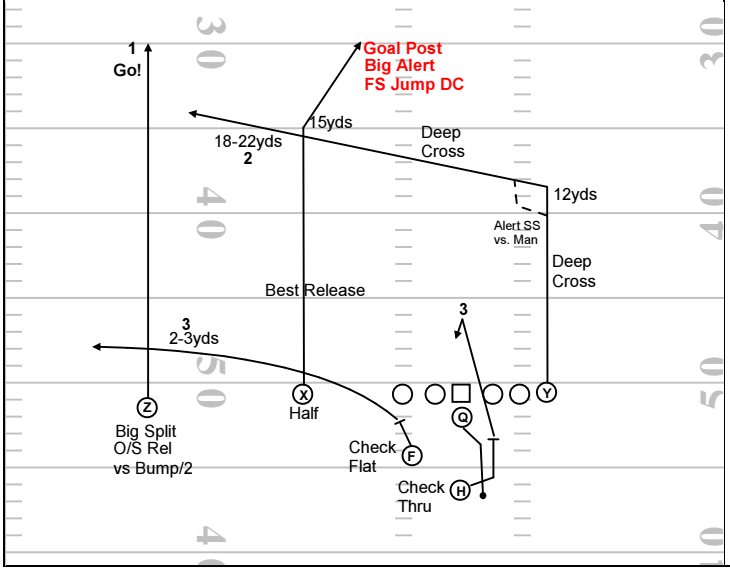
(R/T) BUNCH RT F CTR
HND 2 X SPEAR



(R/T) (Q) WEAK RT SLOT
HD3 SPLIT Y SPEAR



(R/T) (Q) WEAK RT SLUG
HD3 SPLIT Y SPEAR



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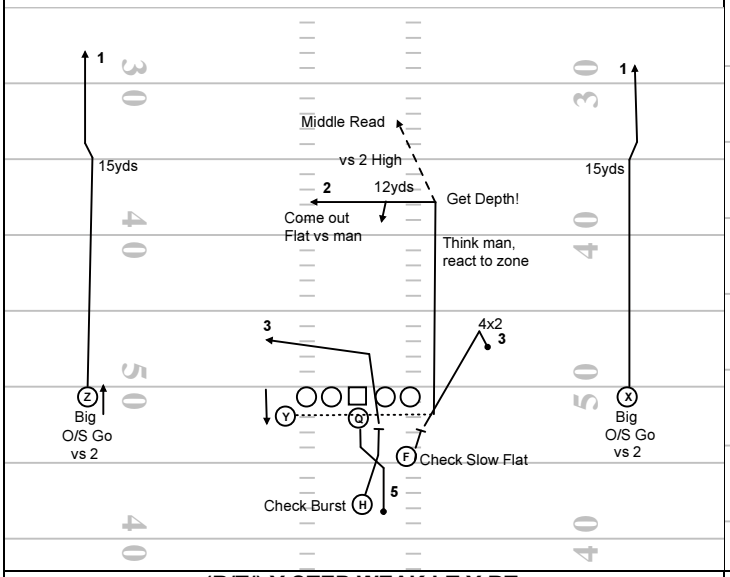
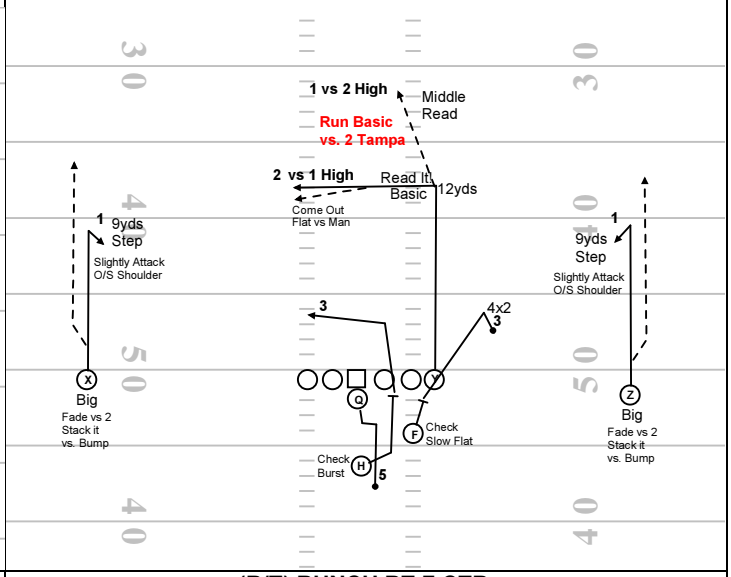
PLAY PASS

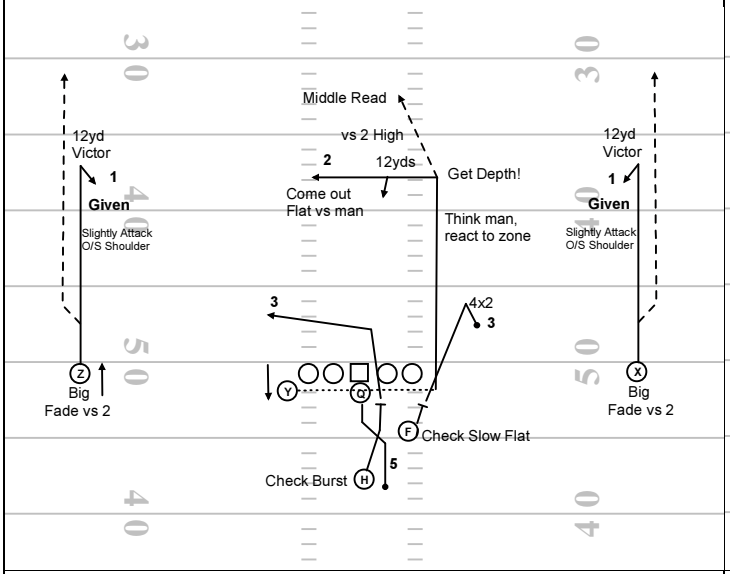
(R/T/) Y STEP WEAK LT Y RT
HND 2 DOUBLE GO



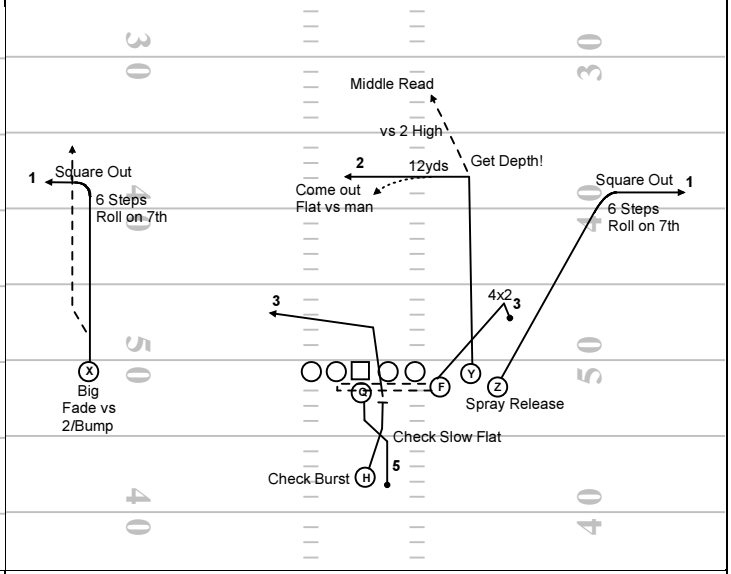
(R/T) STRONG RT
HND 2 DBL VENUS



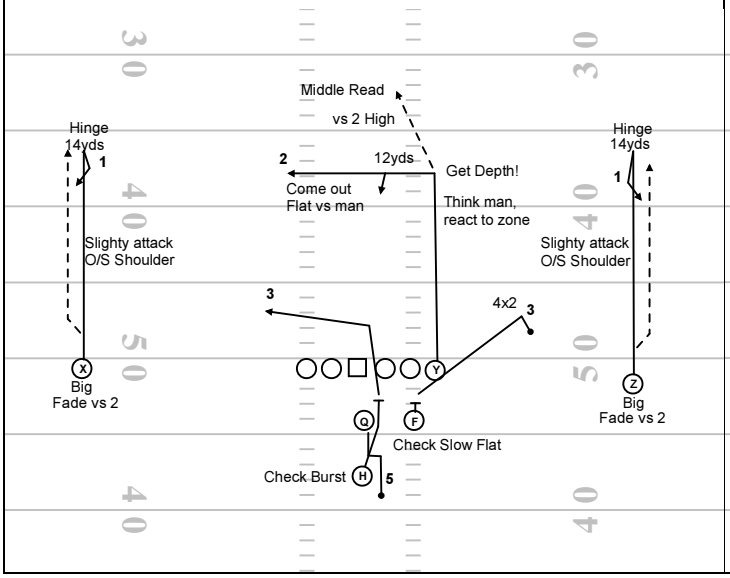
(R/T/) Y STEP WEAK LT Y RT
HND 2 DOUBLE VICTOR



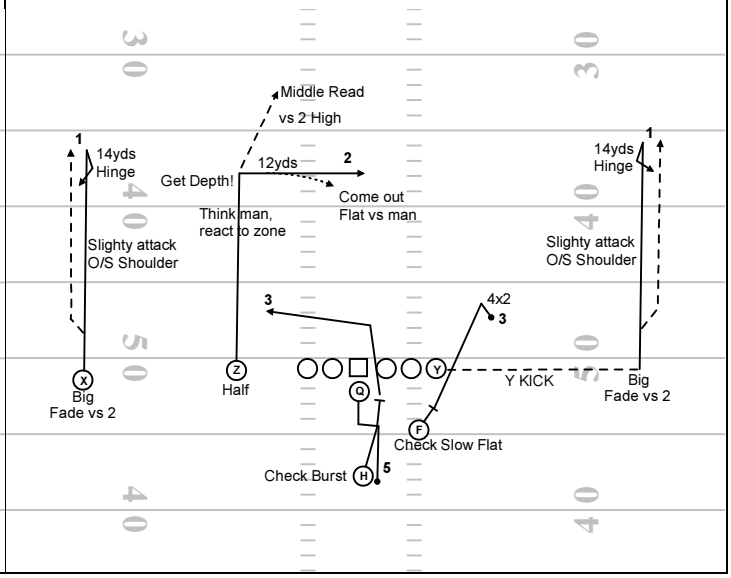
(R/T) BUNCH RT F CTR
HD 2 DOUBLE OSCAR



(R/T) (Q) STRONG RT
HD 2 DOUBLE HINGE



(R/T) Y KICK STRONG RT SLOT
HD 2 DOUBLE HINGE



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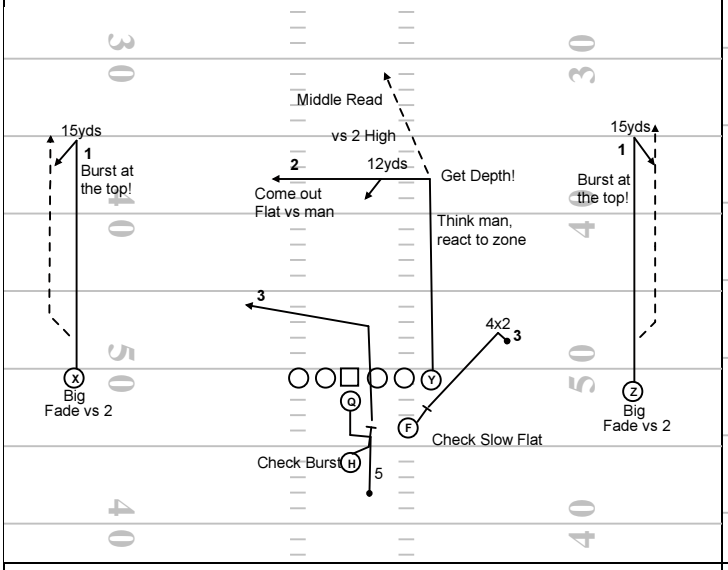
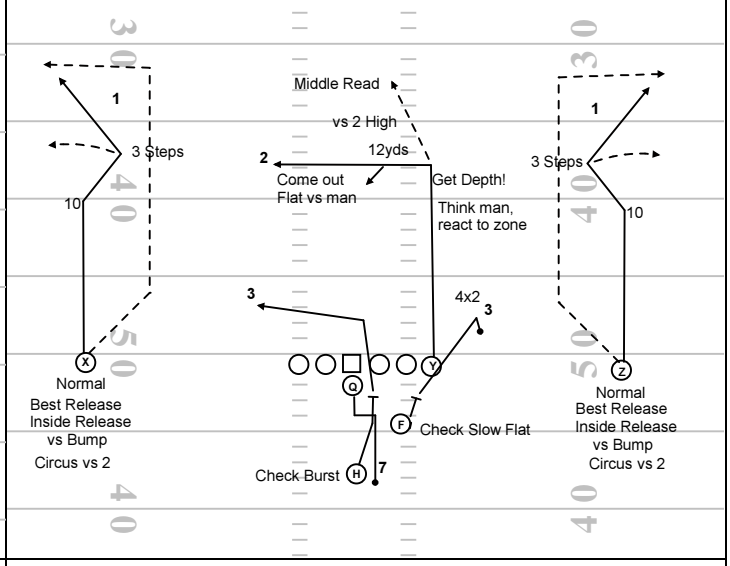
PLAY PASS

(R/T) (Q) STRONG RT
HD 2 DOUBLE BACK



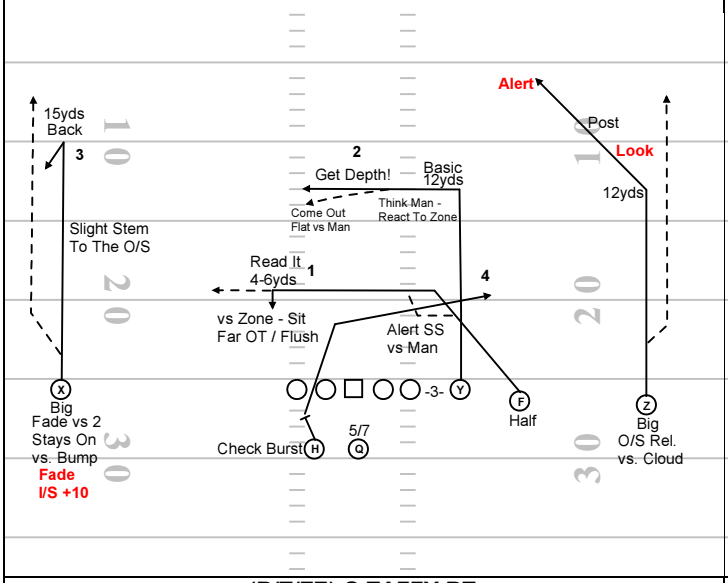
(R/T/) (Q) STRONG RT
HD 2 DOUBLE SHAKE



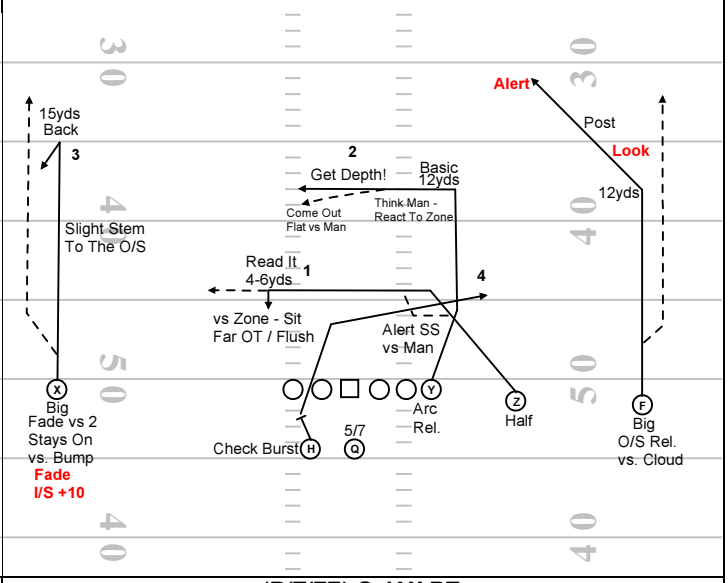
OTA #3-#4

DRIVE GLANCE

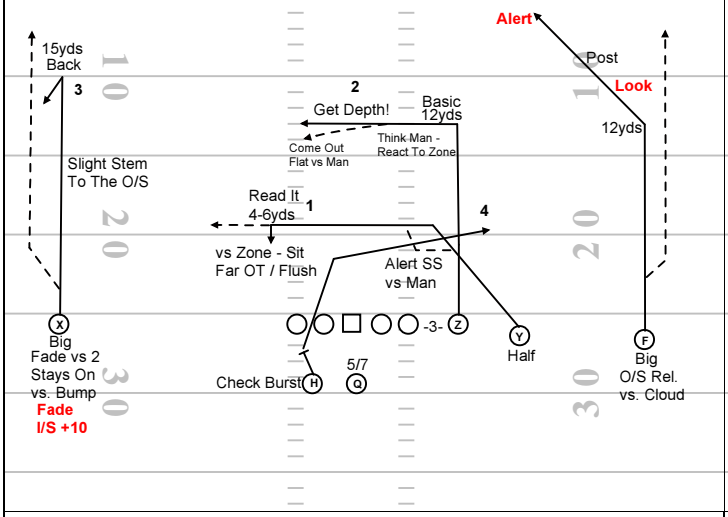
(R/T/ZE) (F MO)(MOVE) G TEX (TRIPS) RT
3J F DRIVE Z GLANCE BURST



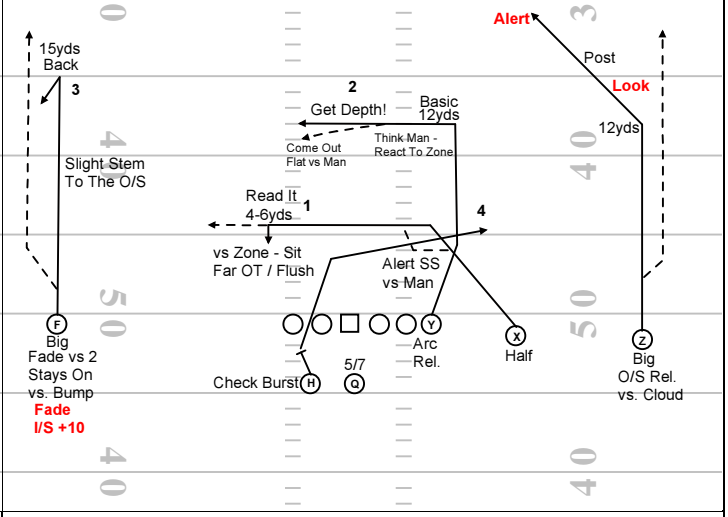
(R/T/ZE) (Z MO) G TAZ RT
3J Z DRIVE F GLANCE BURST



(R/T/ZE) G TAFFY RT
3J Y DRIVE F GLANCE BURST



(R/T/ZE) G JAX RT
3J X DRIVE Z GLANCE BURST



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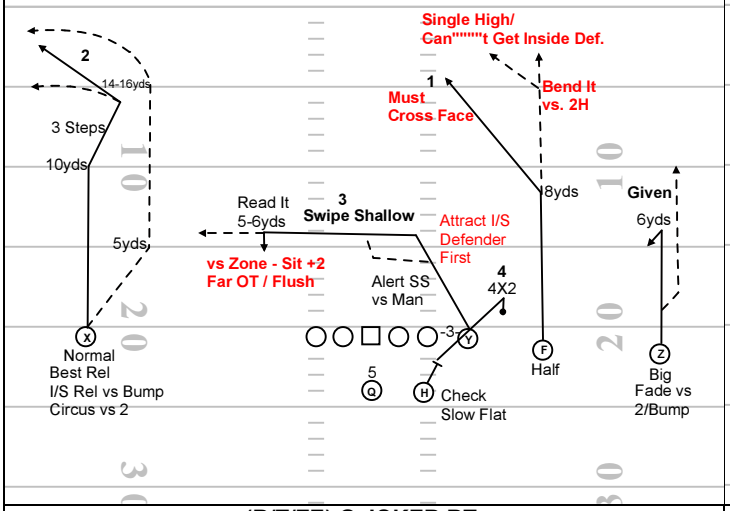
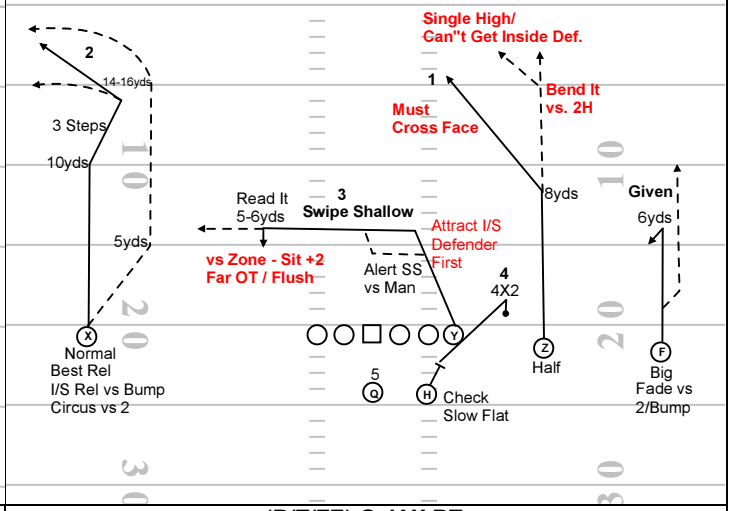
SHORT POST

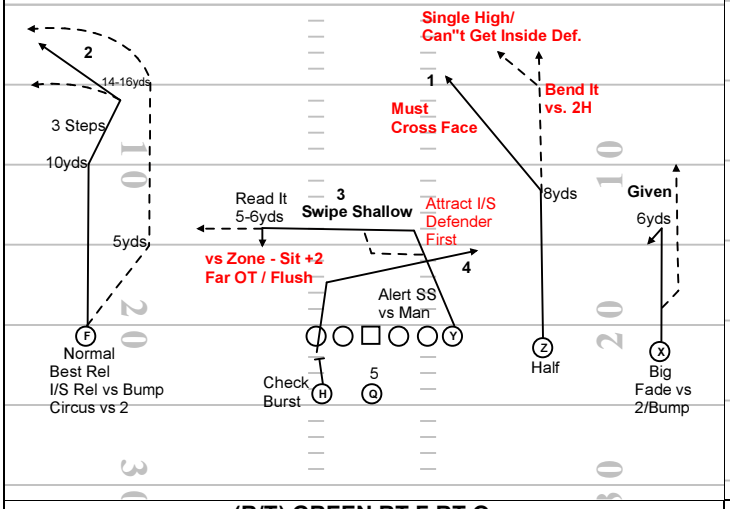
(R/T/ZE) G TEX RT
2J F SHORT POST



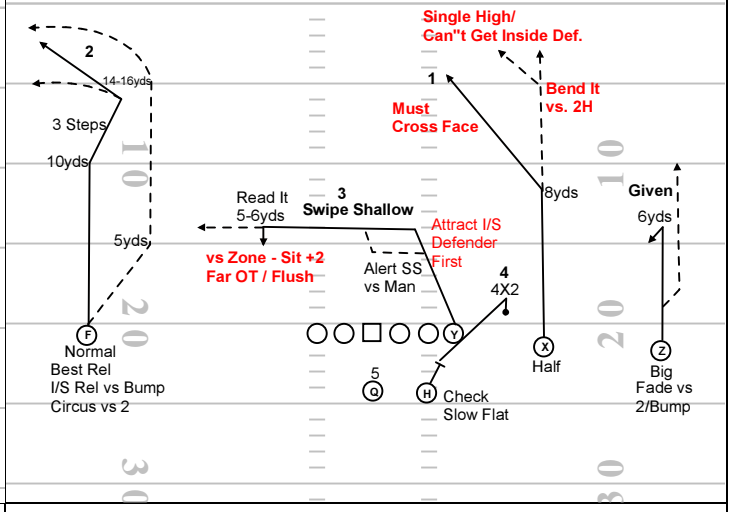
(R/T/ZE) G TAZ RT
2J Z SHORT POST



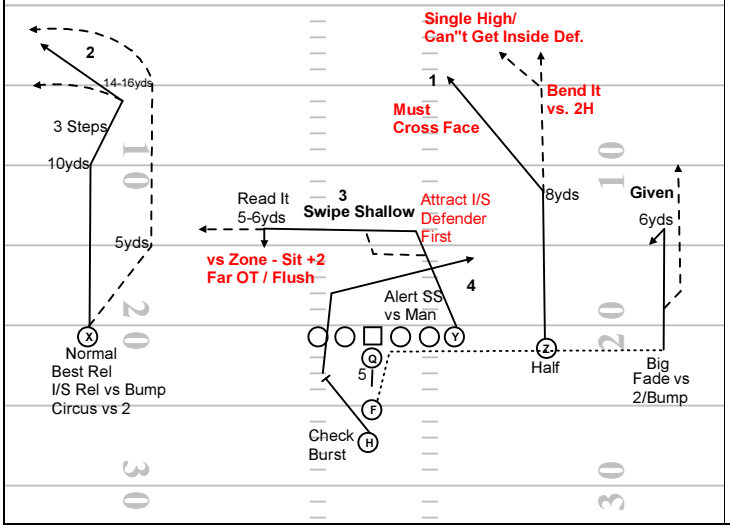
(R/T/ZE) G JOKER RT
3J Z SHORT POST BURST



(R/T/ZE) G JAX RT
2J X SHORT POST



(R/T) GREEN RT F RT O
3J Z SHORT POST BURST



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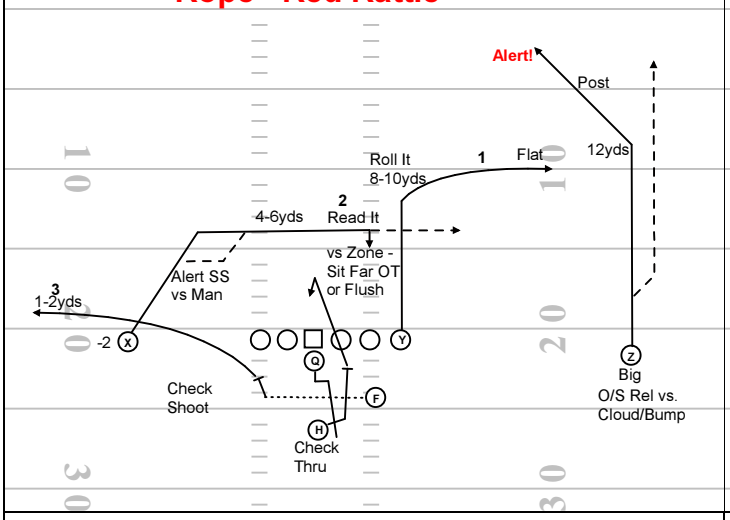
RED ZONE

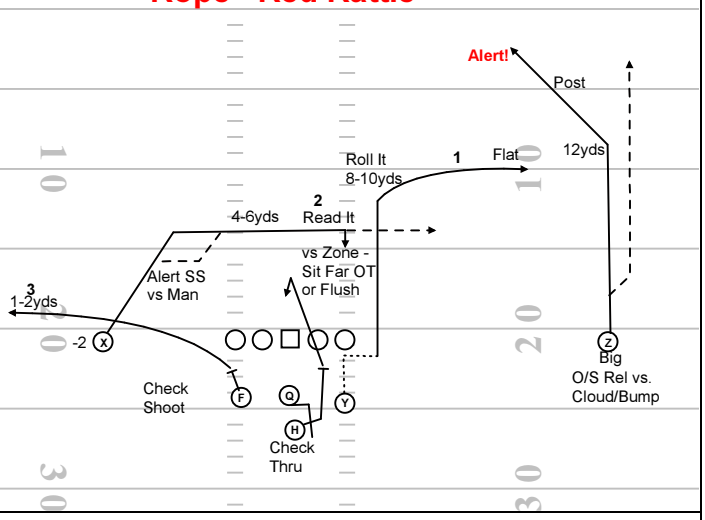
(R/T) (X)(Q)(YAZ) STRONG RT FUZZ
HND3 SPLIT Y ROPE X SHALLOW

Rope= Red Rattle



(R/T) (BUILD) Q BULLY RT Y RT
HND3 SPLIT Y ROPE X SHALLOW

Rope= Red Rattle



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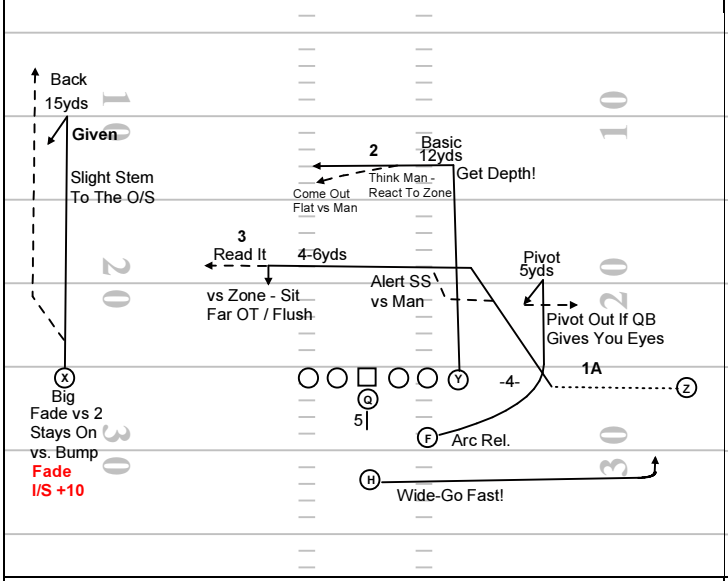
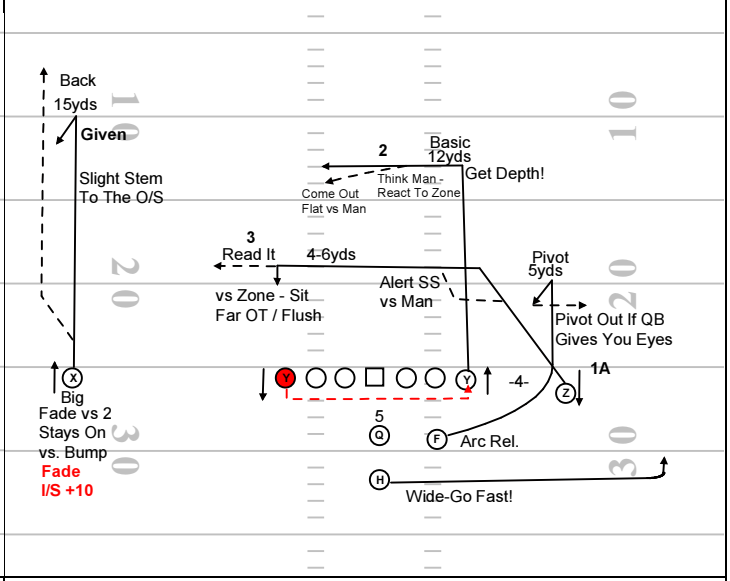
PIVOT DRIVE

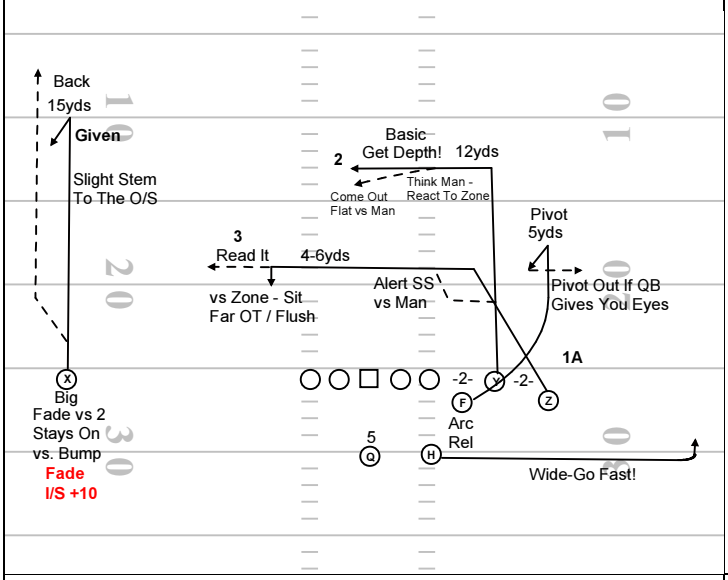
(R/T) (MOVE)(Q) STRONG RT Z SHORT
2SCAT F PIVOT Z DRIVE



(R/T) YAZ: Q STRONG RT CLOSE
2SCAT F PIVOT Z DRIVE

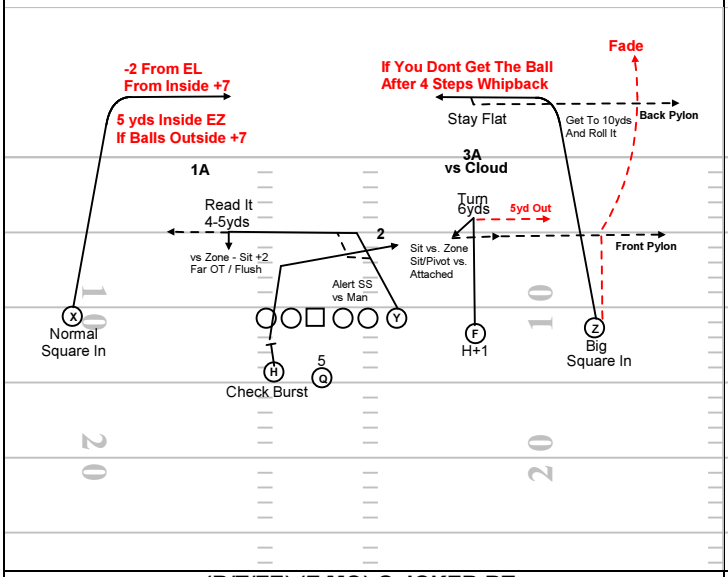


(R/T/ZE) G BUNCH RT
2SCAT F PIVOT Z DRIVE

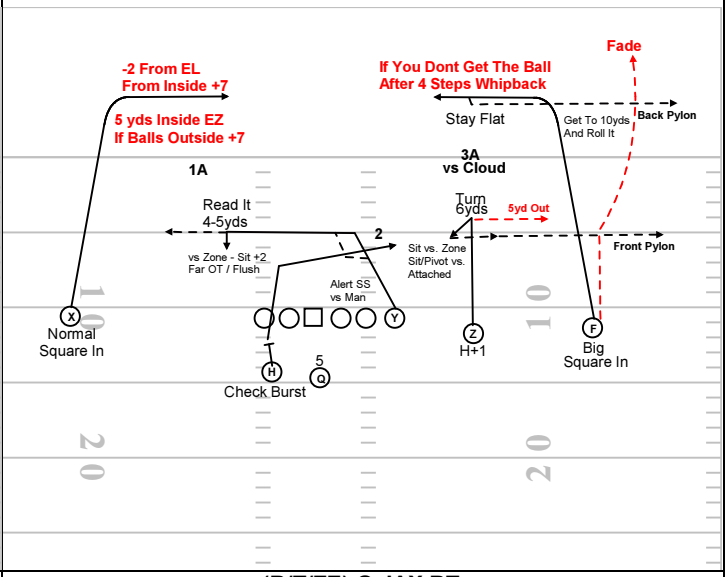


RED ZONE

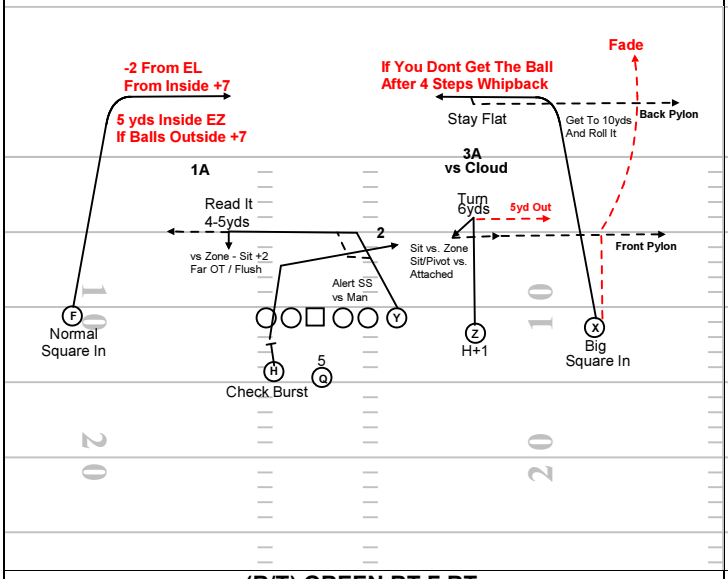
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J SQUIRE Y SHALLOW BURST (SIG-OHIO)



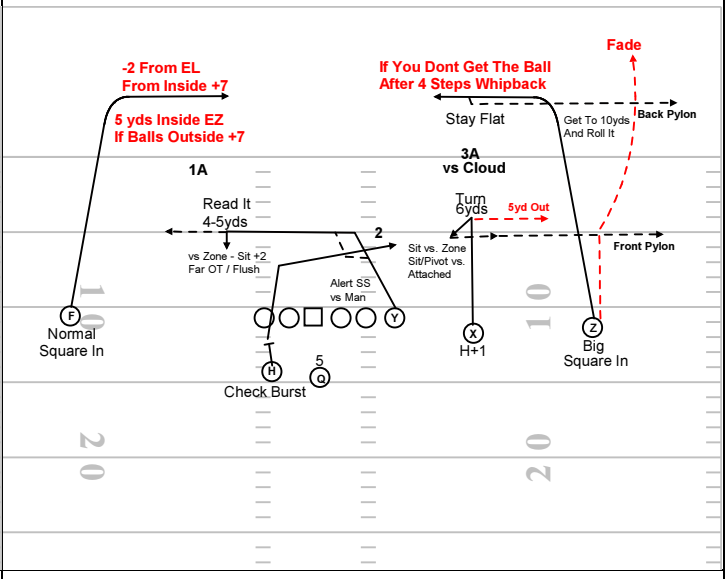
(R/T/ZE) (Z MO) G TAZ RT
3J SQUIRE Y SHALLOW BURST (SIG-OHIO)



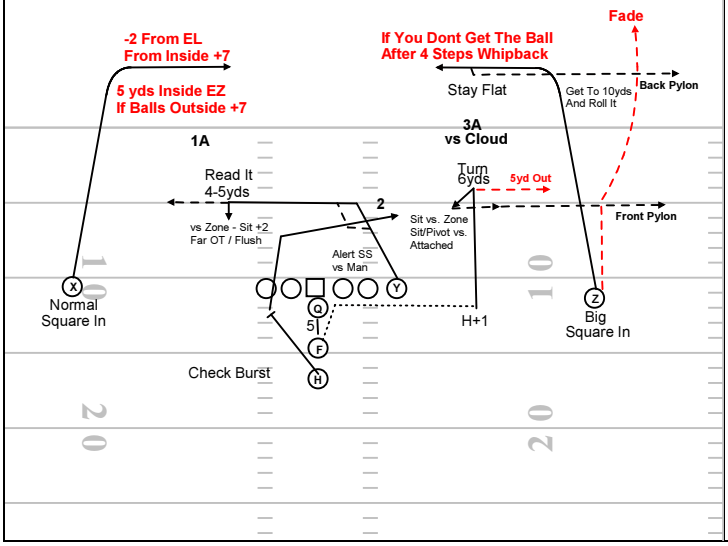
(R/T/ZE) (Z MO) G JOKER RT
3J SQUIRE Y SHALLOW BURST (SIG-OHIO)



(R/T/ZE) G JAX RT
3J SQUIRE Y SHALLOW BURST (SIG-OHIO)

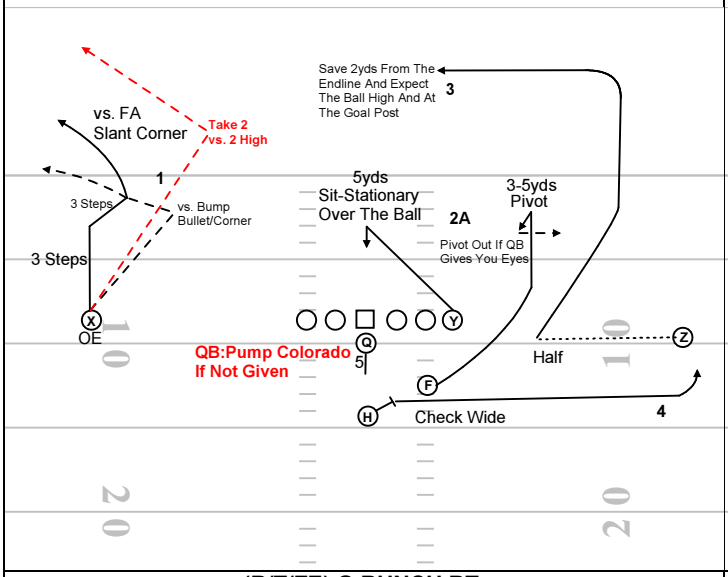


(R/T) GREEN RT F RT
3J SQUIRE Y SHALLOW BURST (SIG-OHIO)

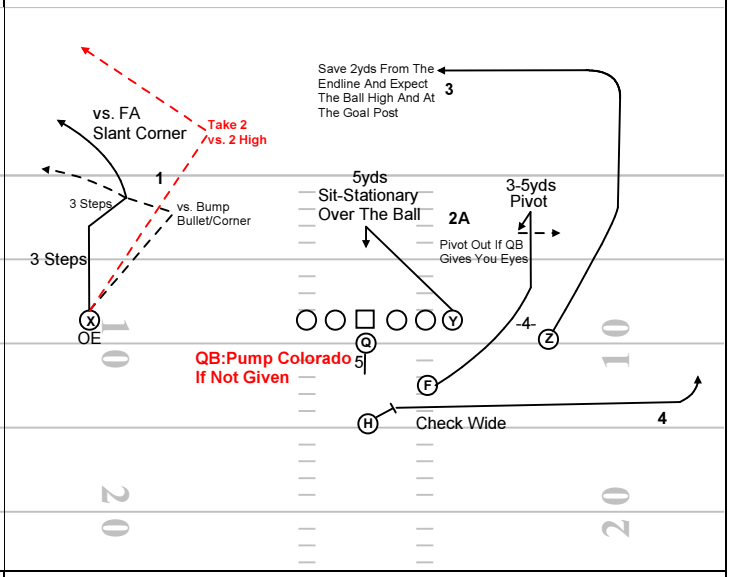


COLORADO UPRIGHT

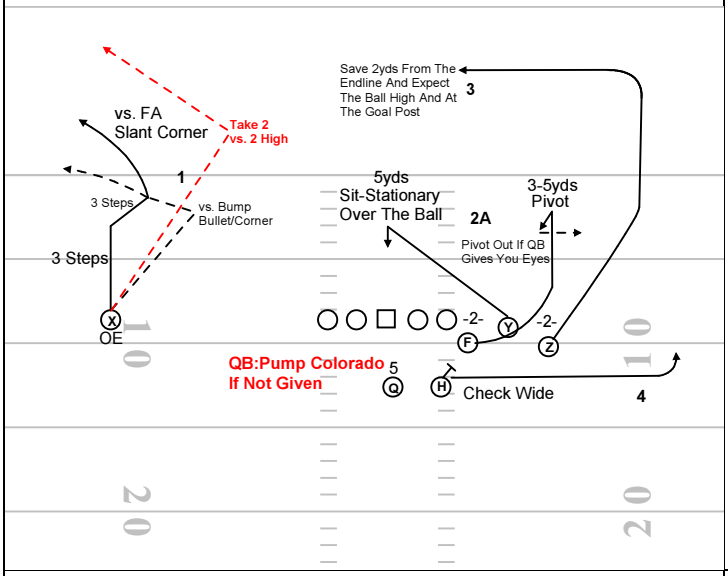
(R/T) (MOVE)(Q) STRONG RT Z SHORT
2J X COLORADO Y & F UPRIGHT



(R/T) YAZ: STRONG RT CLOSE
2J X COLORADO Y & F UPRIGHT



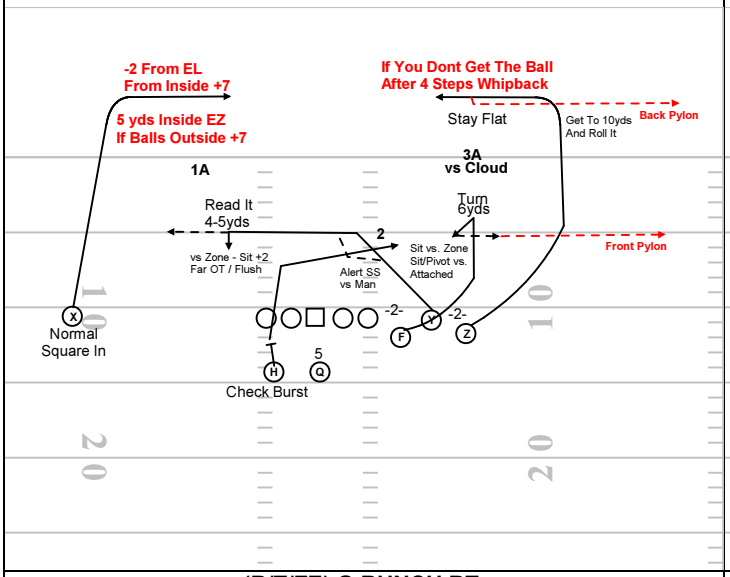
(R/T/ZE) G BUNCH RT
2J X COLORADO Y & F UPRIGHT



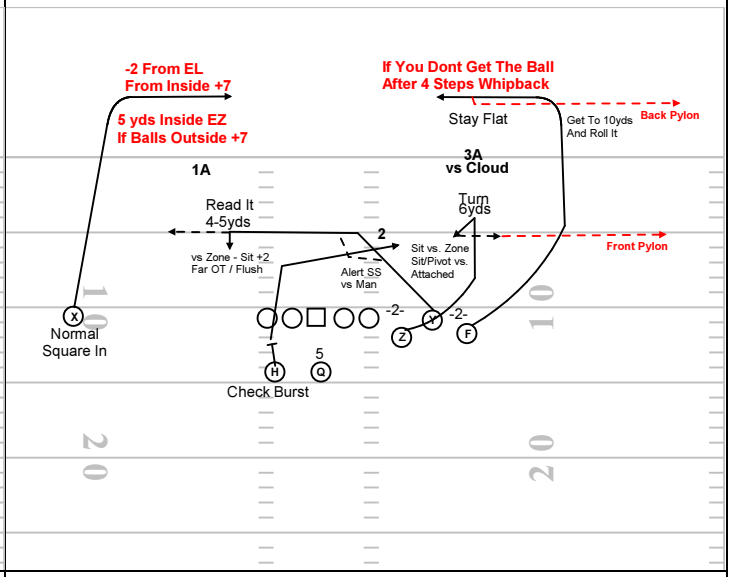
OTA #3-#4

SQUIRE SHALLOW

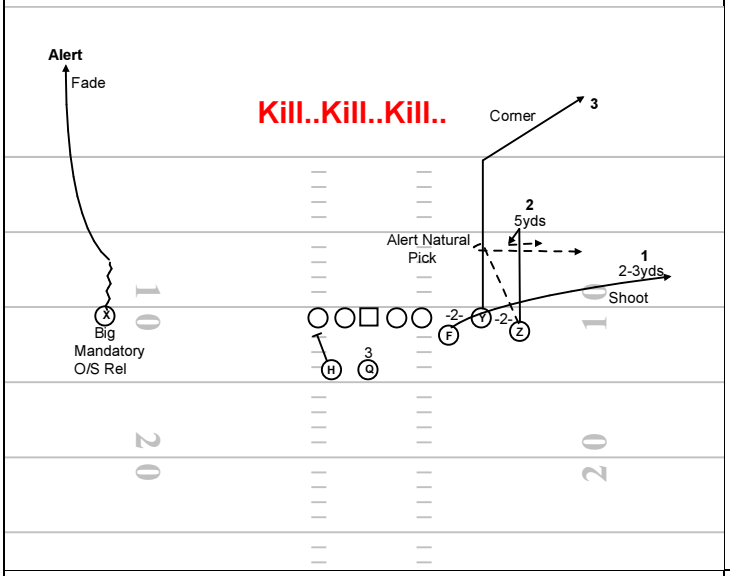
(R/T/ZE) G BUNCH RT
3J SQUIRE Y SHALLOW BURST K-900 SNAG



(R/T/ZE) G TAFFY RT
3J SQUIRE Y SHALLOW BURST K-900 SNAG



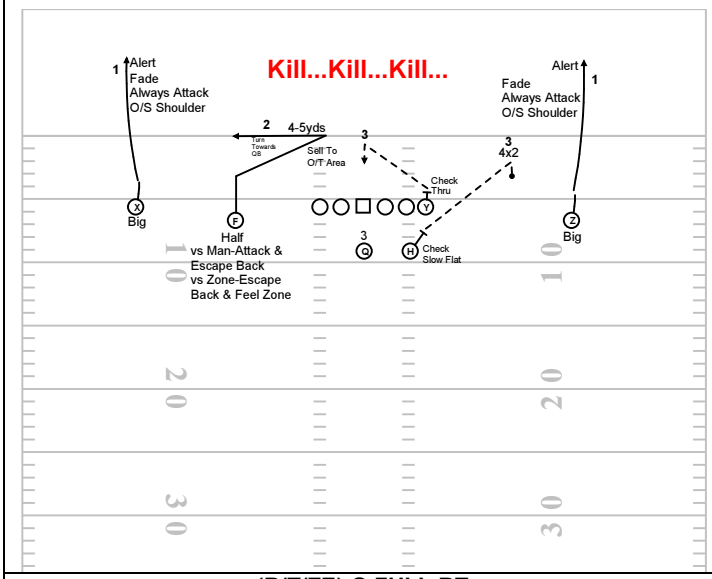
(R/T/ZE) G BUNCH RT
3J SQUIRE Y SHALL BURST K-900 SNAG



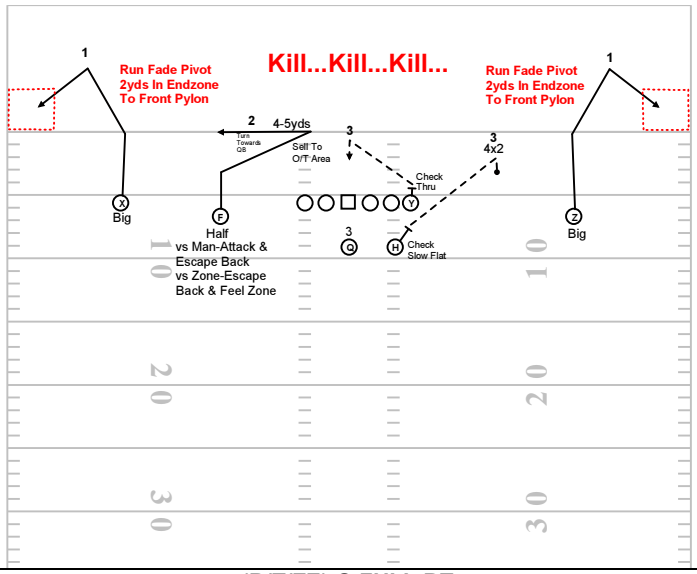
OTA #3-#4

FADE/FIST

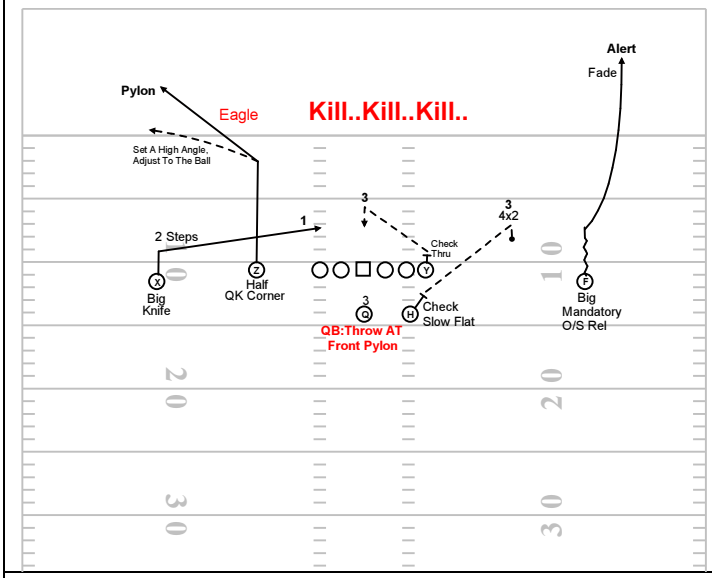
(R/T/ZE) G DOUBLE RT
DIR 90 MOUSE K-358 FADE



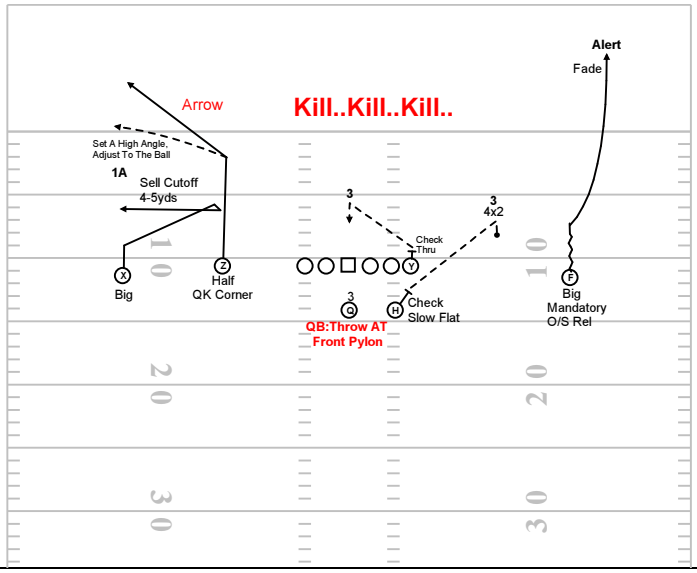
(R/T/ZE) G DOUBLE RT
DIR 90 MOUSE K-358 FIST



(R/T/ZE) G FULL RT
DIR 90 MOUSE K-358 EAGLE



(R/T/ZE) G FULL RT
DIR 90 MOUSE K-358 ARROW



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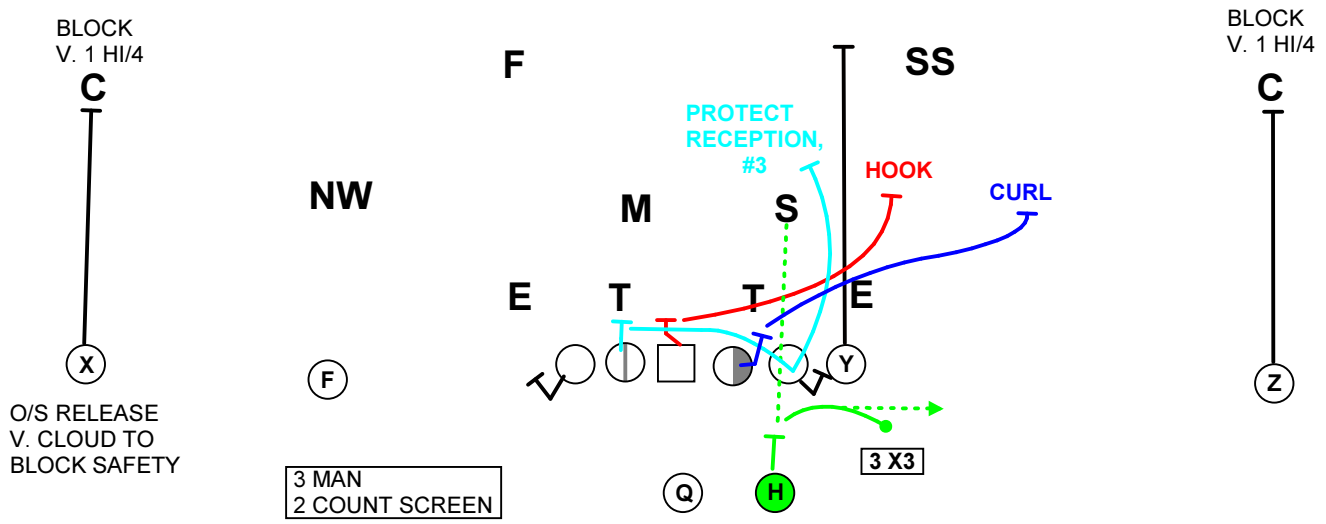
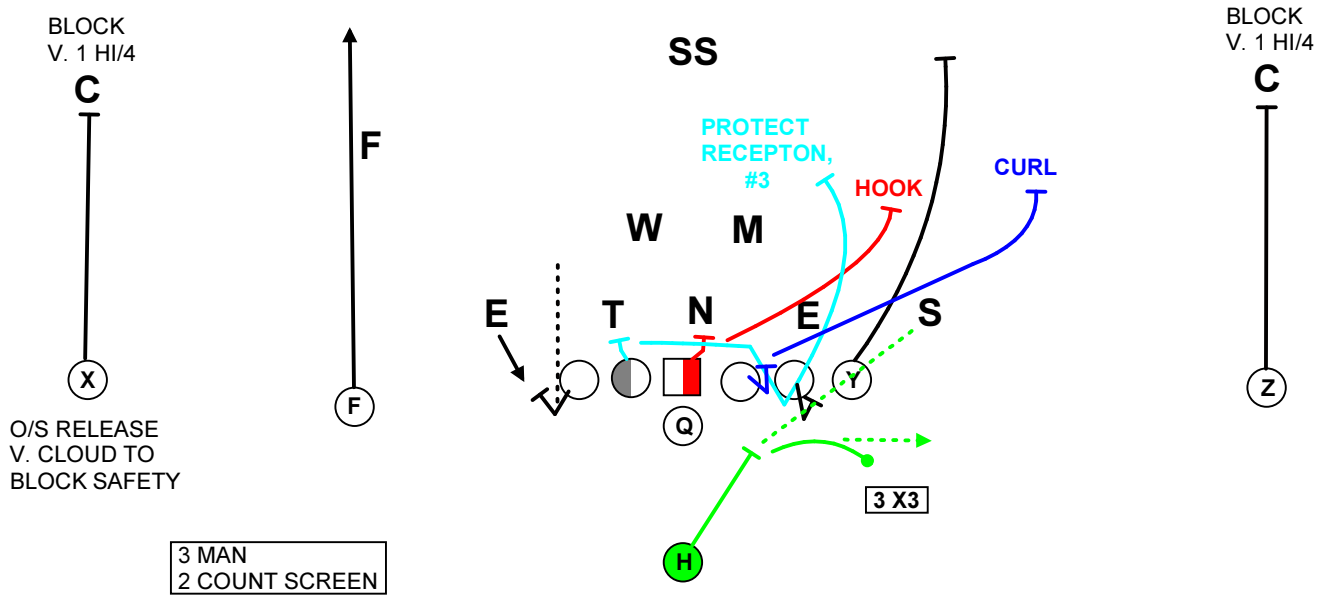
(R/T) G DBL RT
20 H SHADE RT VERT-GO



SIFT #4 LION EVEN MONEY

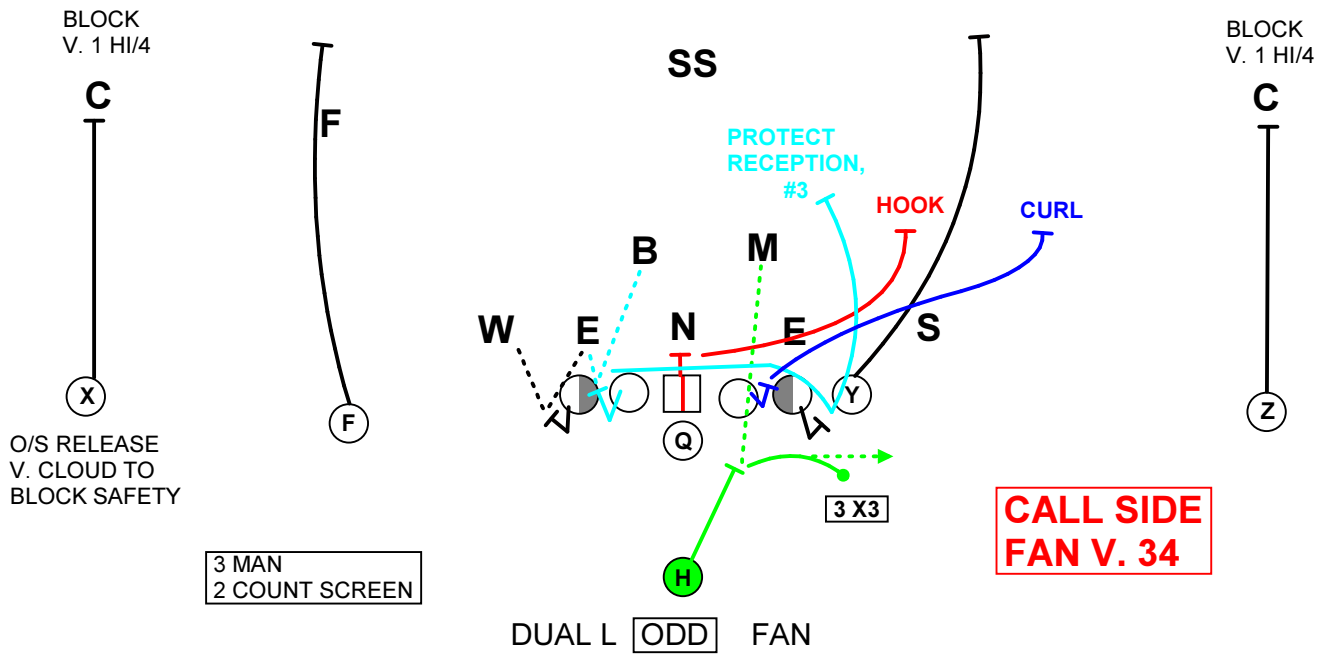
N42 EVEN

(R/T) G DBL RT
20 H SHADE RT VERT-GO



BIG DUAL UNDER RAIDER

(R/T) G DBL RT
20 H SHADE RT VERT-GO



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2014 SF 49ERS
OTA #5 #6
TUE, JUNE 3RD THUR JUNE 5TH

BASE/3RD DOWN-DROP BACK

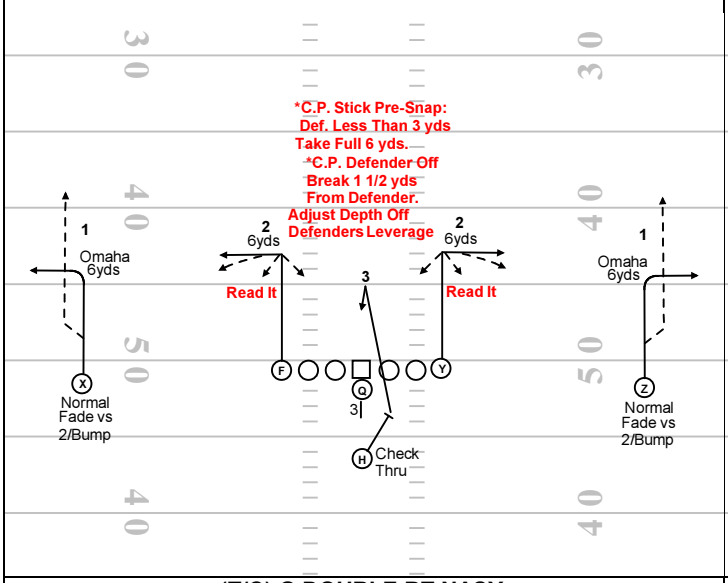
PER	FORMATION	PLAY
		3 STEP
		STICKS
T/C	(G) (Z/X MO/BREAK) DOT(TITE/NASTY)/DBL(NASTY)/DART/FULL RT	200J OKIE (3RD2-6/RZ)
		5/7 STEP
		SHOVE
R/T/ZE	(G) (BREAK) DOT/DART/(F MO) DBL(DICE)/ FULL RT	2J F(X/Z) MIDDLE-HINGE (BACK) Y SHOVE (3RD 2+/RZ)
R/T/ZE	(G) (BREAK) DOT/DART/(F MO) DBL(DICE)/ FULL RT	3J Y MIDDLE-HINGE (BACK) F(X/Z) SHOVE (3RD 2+/RZ)
R/T/ZE	(G) DOT RT TITE / DBL RT X SH/DART RT F SH/(F MO)FULL RT (Z) STK	2J F(X/Z) CORD Y SHOVE (3RD 2+/RZ)
R/T/ZE	(G) (BREAK) DOT/DART/(F MO) DBL(DICE)/ FULL RT	2J F(X/Z) SAIL(ROPE) Y SHOVE (3RD 2+/RZ)
		CURLS
R/T	(G) (Z/X MO/BREAK/F OP) WK RT NASTY/DOT/OFF RT NASTY	FIRE2J CALI
R/T	(G) (Z/X MO/BREAK/F OP) WK RT NASTY/DOT/OFF RT NASTY	FIRE2J CALI-SWINGS (RZ)
R/T/ZE	(Q) STRG RT (TITE)/(G) (F MO) TRIPS/TAZ/JOKER/JAX/BUNCH RT	3J Y STEELER (X(F) OSCAR/GLANCE) (3RD 4+)
		CHAMP
R/T/ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J CHAMP F(Z/X) CORNER (3RD 4-10/RZ)
R/T/ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/GRN RT CL F RT O	3J CHAMP F(Z/X) SPEEDY (3RD 4-10/RZ)
R/T/C/ZE	(G) (Z/X MO) DOT RT SLOT (SLUG)/STINT/STEM/STOP RT	2J CHAMP F(Z)-COP Y BOW (RZ)
R/T/ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/GRN RT CL F RT O	3J Y CHAMP-PUMP (3RD 4-10/RZ)
		POST
R/T	(Q) Y STEP: WK LT Y RT/ (BUILD) STRG BULLY RT Y RT/STRG RT TITE	FIRE2J Y RAM
R/T/ZE	(G) DOT RT (NASTY)/ DBL RT (X SH)/DART(F SH)/FULL/FLANK RT (Z) STK	2J F(X/Z) BINGO Z(F) SHALL WIDE (3RD 4+/RZ)
		DAGGER
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT	3J Z(F) DAGGER X(F) SHIM (3RD 2+)
R/T/C/ZE	(G) (Z/X MO) DOT RT SLOT (SLUG)/STINT/STEM/STOP RT	2J X(Z/F) DAGGER Y SHALL (3RD 2+)
		EMPTY
R/T/ZE	1 G TAZ/TEX RT/1 G TRIPS/TAFFY/JOKER/JAX/BUNCH RT TITE H LT O	200SCAT X(F) LOOKIE Y(Z) BRANCH (CHUCK) (3RD 2-6/RZ)
R/T/ZE	1 G TAZ/TEX RT/1 G TRIPS/TAFFY/JOKER/JAX RT TITE H LT O	3SCAT X(F) VERT-VENUS Z(Y/F) OPTION
R/T/ZE	1 G TAZ/TEX RT/1 G TRIPS/TAFFY/JOKER/JAX RT TITE H LT O	3SCAT CHAMP (Y IN) X(F) STICK (3RD 4-10/RZ)

BASE-PLAY PASS

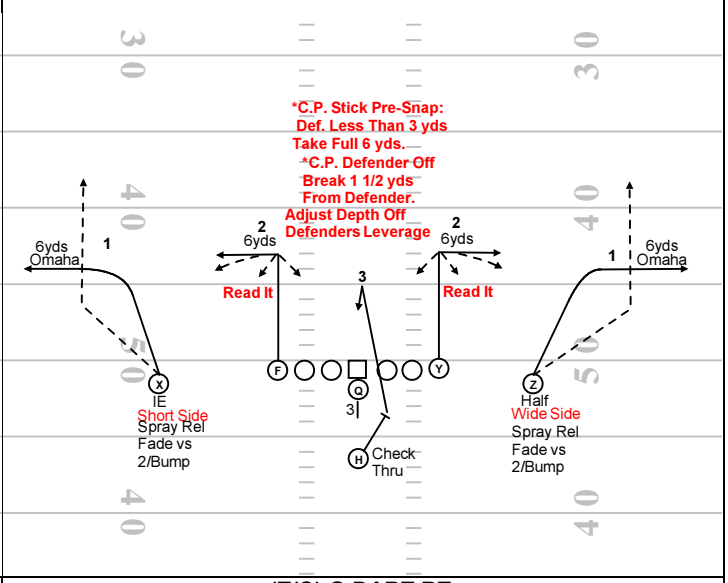
	PLAY PASS-HOUND	
		CORNERS
R/T	(Q) (Z/X MO) WK RT SLOT (SLUG) FUZZ/FLANK RT (Z) STK F SETTLE	HD2 X(Z) CRUSH Y BASIC BUR
R/T	(Q) STRG RT SLOT(SLUG) X(Z) SH/FLANK RT (Z) STK F SETTLE	HD2 Z(X) CORD BUR (Y SHALL)
R/T	(Q) (MV/BAFFLE) WK RT LEX Z SH/BUNCH RT TITE F OP	HD3 SPLIT Y CORD BUR (X SHALL)
		DAGGER/CIRCUS
R/T	(Q) (YAZ)STRG/ Y STEP: WK LT Y RT/(BUILD) STRG BULLY RT Y RT/BUNCH RT F CTR	HD2 X(Z) DAGGER Y(Z) SHALL (3RD 2-3)
R/T	(Q) (YAZ)STRG/ Y STEP: WK LT Y RT/(BUILD) STRG BULLY RT Y RT/BUNCH RT F CTR	HD2 X(Z) CIRCUS Y SHADOW (3RD 2-3)
	PLAY PASS-SPIDERS	
R/T	(Z MO) GREEN RT/WK RT SHUFFLE	SPIDER2 Y BANANA X&Z MESH (3RD2-3/RZ)
	PLAY ACTION-PASS	
R/T	(Z MO/F OP) GREEN RT/WK RT SHUFFLE	SELL QK PASS-93 WK X BENGAL
	PLAY ACTION-MUSTANG/BRONCO	
R/T	(Q) (Z/X MO) WK(STRG) RT SLOT (SLUG) FUZZ/FLANK RT (F SETTLE)	MUSTANG X(Z) BARK
Y	(Q) STRG RT WING U LT	MUSTANG Z BARK
R/T	(Q) (Z/X MO) WK(STRG) RT SLOT (SLUG)((Z)STK) FUZZ/FLANK RT ((Z)STK) (F SETTLE)	MUSTANG COMET X(Z) DAGGER
Y	(Q) STRG RT WING U LT	MUSTANG COMET Z DAGGER
	MOVEMENTS	
		KEEPS
R/T	(X) (F OP) WK RT/STR RT FUZZ	KP97 RT STEEL Z STOMP
		NAKEDS
R/T	(F OP/Z MO) GREEN/STRG RT CLOSE (Z SH)/STR RT FUZZ NASTY	NKD96 LT Y SHOW
		SPRINT
R/T	(Q) (Z/X MO) STRG LT SLOT (SLUG) FUZZ/FLANK LT (SLUG) F RT	Q8 X(Z) CRUSH
T/ZEB	Y MO G TRIPS/TAZ/JOKER/JAX RT	Q8 Z(F/X) ANGLE (3RD 2-3/RZ)
	SCREENS	
R/T	(Q) (YAZ) WEAK RT FUZZ/(BUILD) STRG BULLY RT Y RT	SPIDER2 H RITA
	REDZONE	
R/T/ZEB	(G) BUNCH/TAFFY RT BUNCH	3J F(Z) FAN X&Y MID-MESH
R/T/ZEB	(G) (Y MO/MVE) DOT/DBL/DART/FULL RT (SLUG)	2SCAT-SWING Y BINGO X(F) SHAL
R/T/ZEB	(MVE/BAFFLE)(Q) STRONG RT Z SHORT /YAZ: STRG RT CLOSE/BUNCH/TAFFFY RT BUNCH	2J X COLORADO(SIGNAL) Y&F(Z) UPRIGHT
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TAZ/TAFFY/JOKER/JAX RT/GR RT F RT	200J-CUT Y(Z) STICK X(F) BULLET(KNIFE) THRU
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS/TAZ/TAFFY/JOKER/JAX RT	36 CROSS K-300J(CUT) ROBIN (NOD)/HAWK/EAGLE/ARROW
R/T/ZEB	(MVE/BAFFLE/Z MO) BUNCH (Z SHORT)	300J SHORT CORD F(Z) STICK X OMAHA (NEW!)

3 STEP

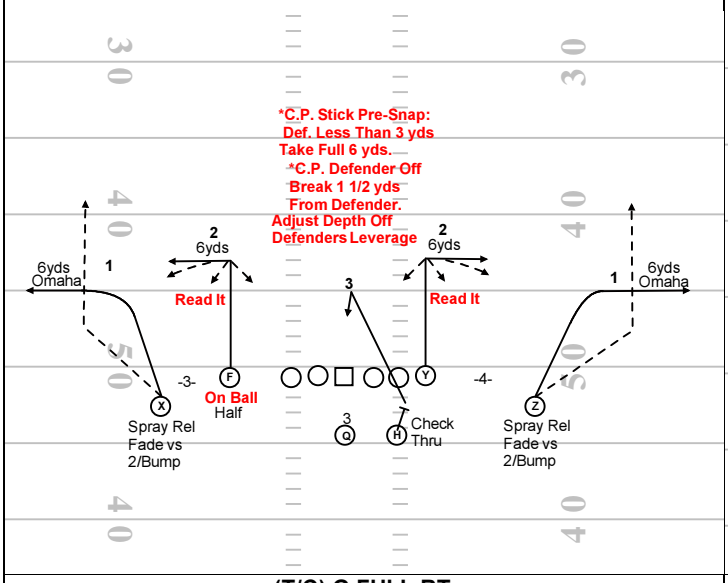
(T/C) (Z/X MO/ BREAK) DOT RT
200J OKIE



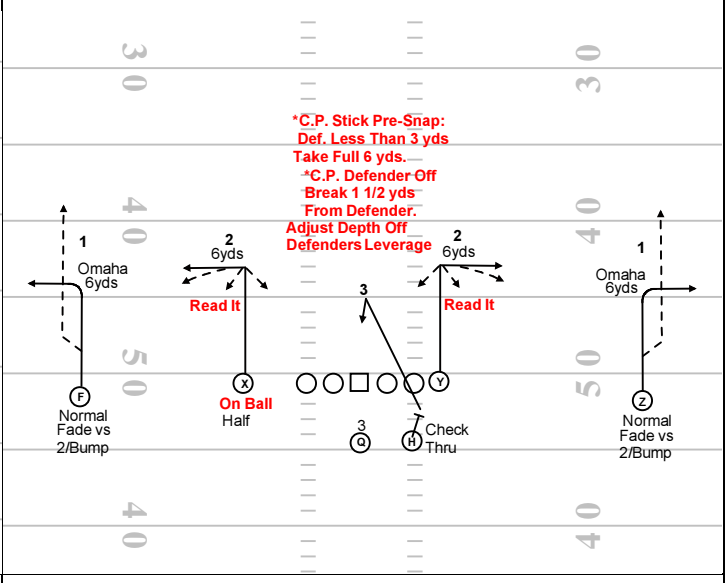
(T/C) (G)(Z/X MO) DOT RT NASTY (TITE)
200J OKIE



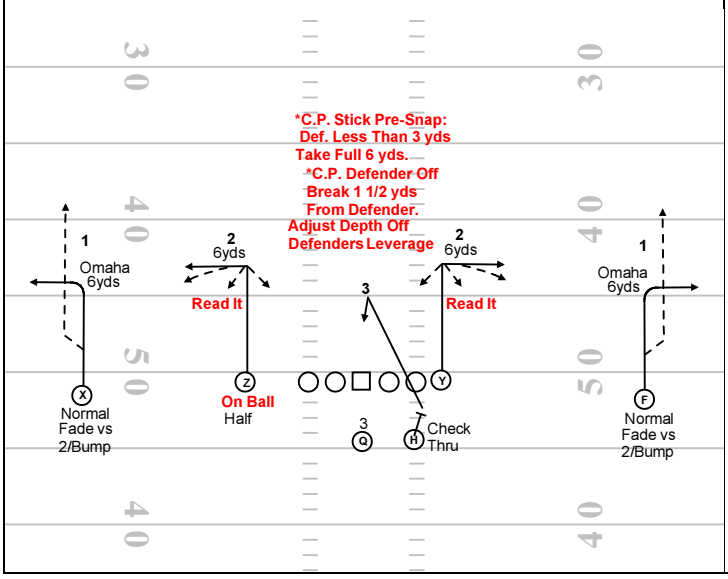
(T/C) G DOUBLE RT NASY
200J OKIE



(T/C) G DART RT
200J OKIE



(T/C) G FULL RT
200J OKIE



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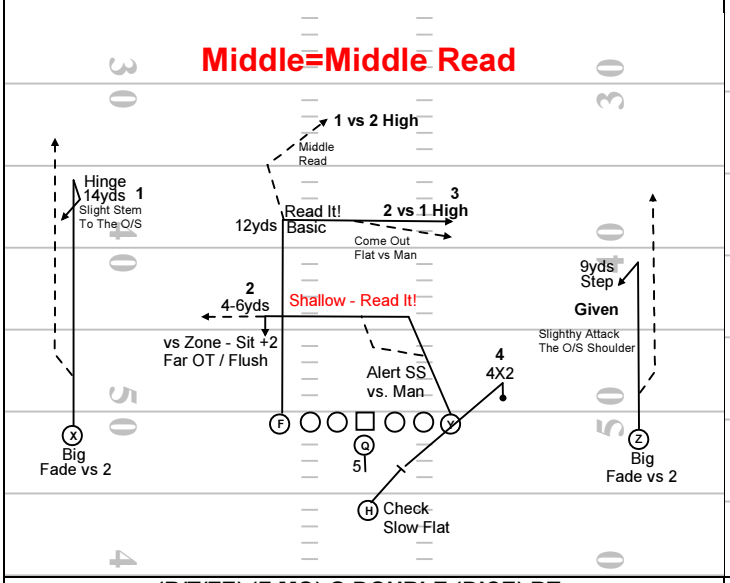
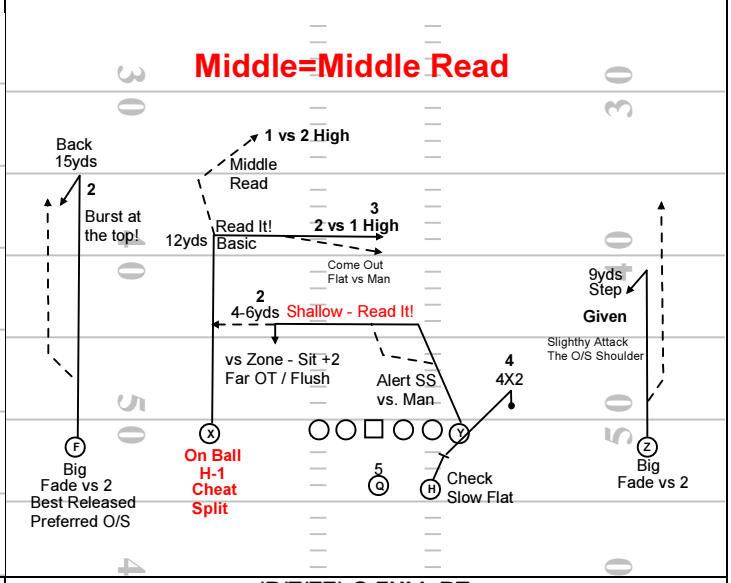
5/7 STEP

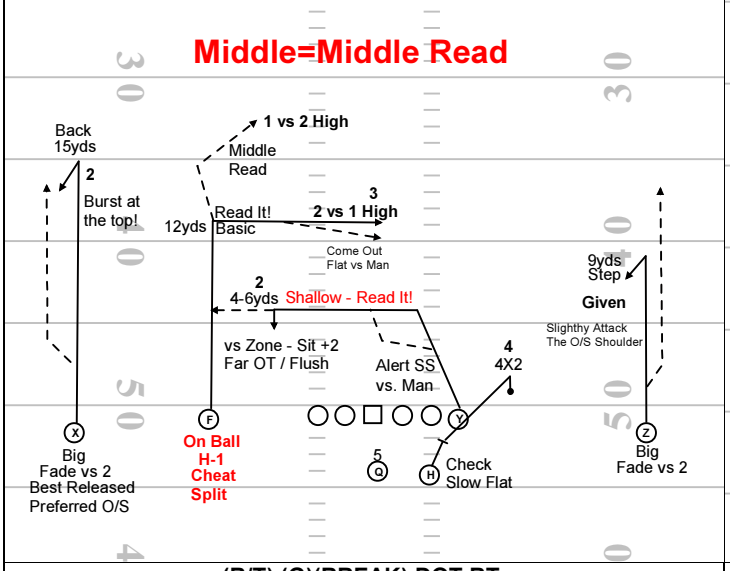
(R/T/ZE) (G)(BREAK) DOT RT
2J F MIDDLE-HINGE Y SHOVE



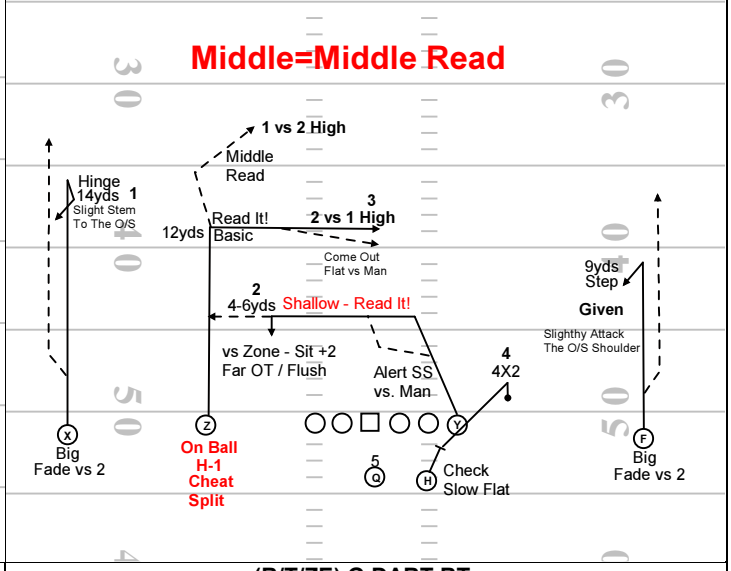
(R/T/ZE) G DART RT
2J X MIDDE-BACK Y SHOVE



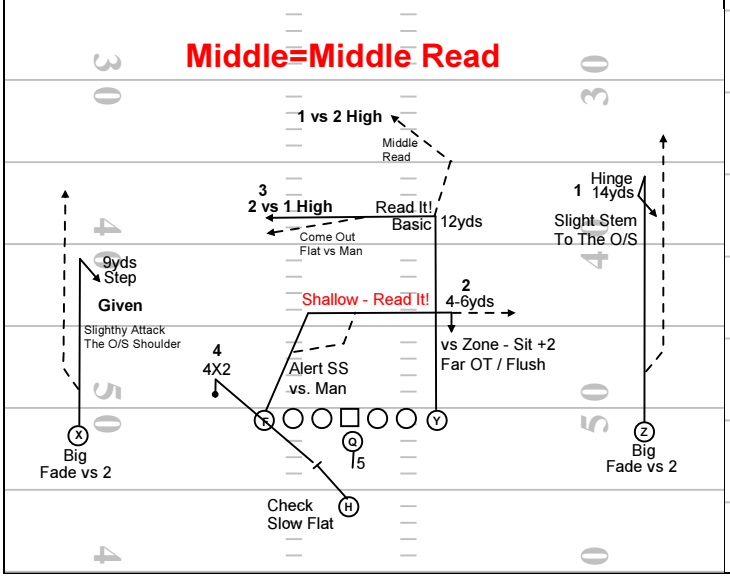
(R/T/ZE) (F MO) G DOUBLE (DICE) RT
2J F MIDDLE-BACK Y SHOVE



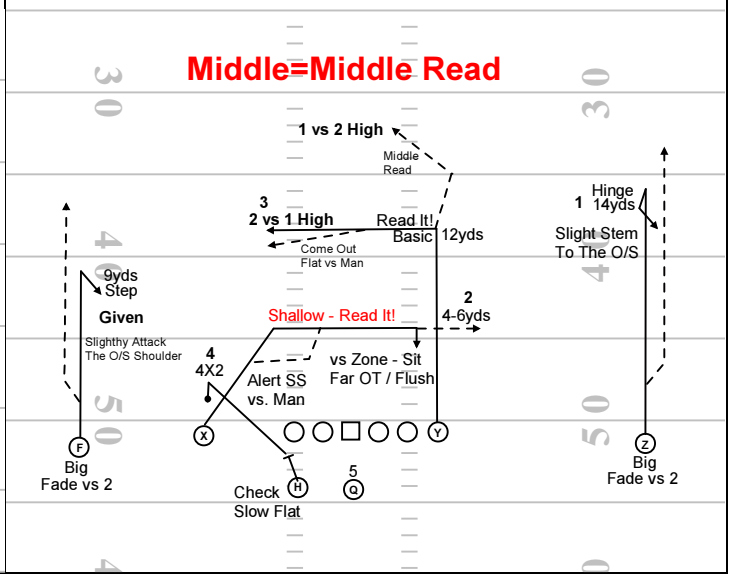
(R/T/ZE) G FULL RT
2J Z MIDDLE-HINGE Y SHOVE



(R/T) (G)(BREAK) DOT RT
3J Y MIDDLE-HINGE F SHOVE



(R/T/ZE) G DART RT
3J Y MIDDLE-HINGE X SHOVE



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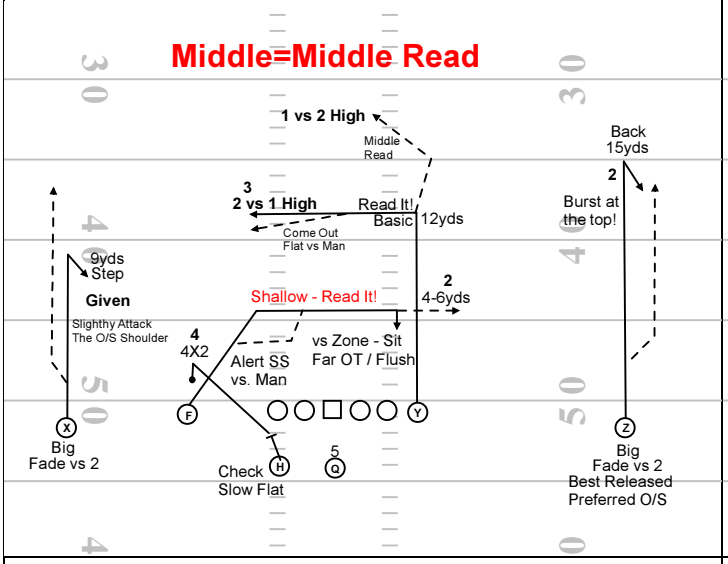
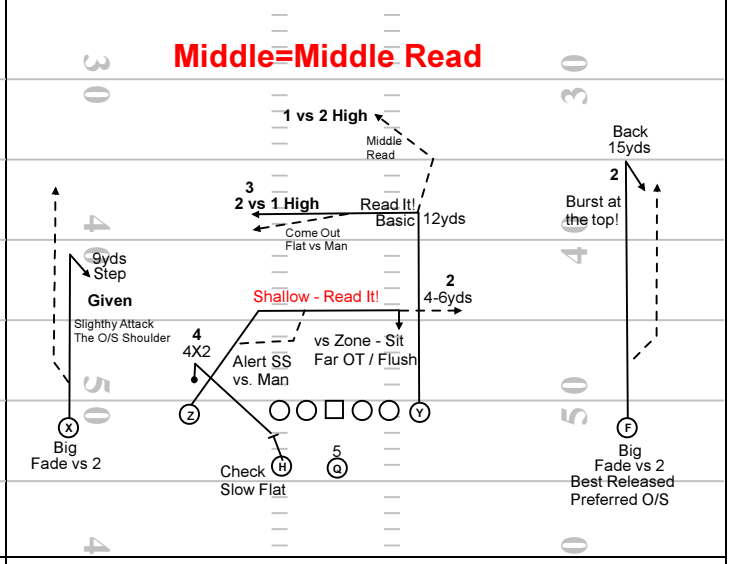
(R/T/ZE) G DOUBLE (DICE) RT
3J Y MIDDLE-BACK F SHOVE

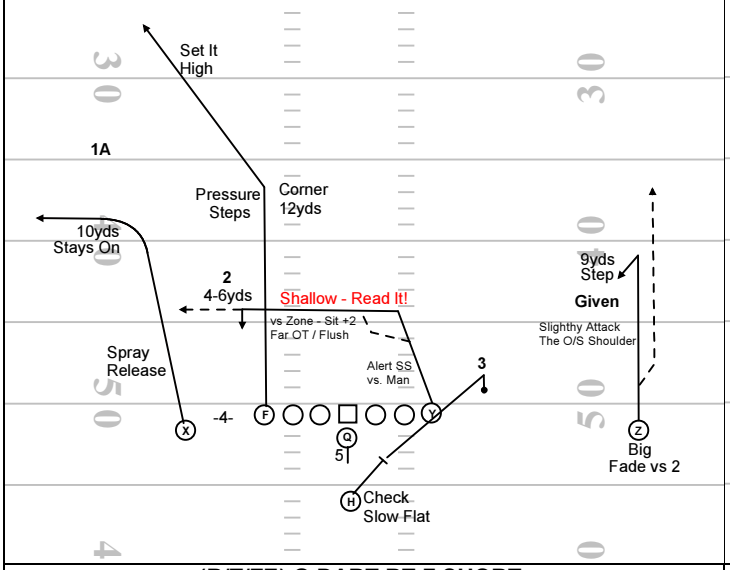


(R/T/ZE) G FULL RT
3J Y MIDDLE-BACK Z SHOVE

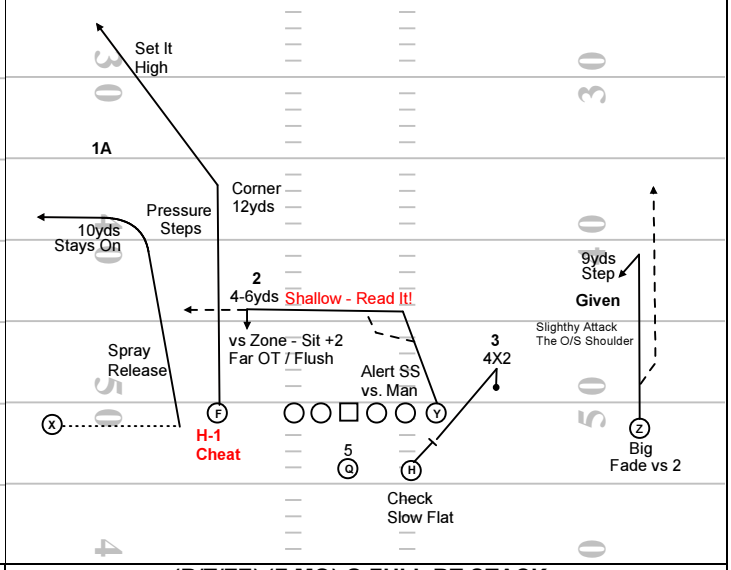


5/7 STEP

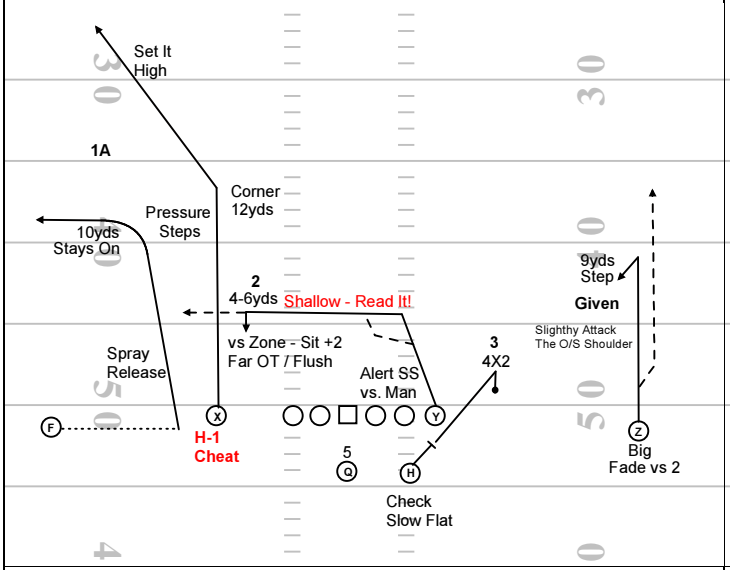
(R/T) (G) DOT RT TITE
2J F CORD Y SHOVE



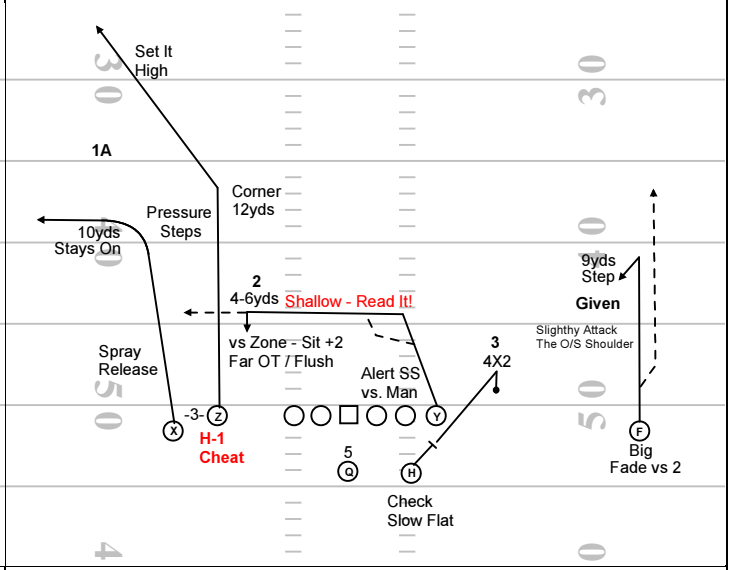
(R/T/ZE) G DOUBLE RT X SHORT
2J F CORD Y SHOVE



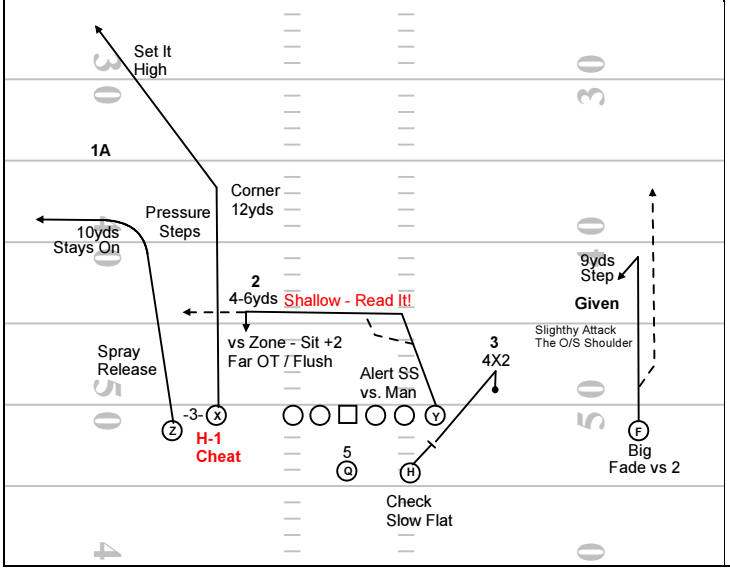
(R/T/ZE) G DART RT F SHORT
2J X CORD Y SHOVE



(R/T/ZE) (F MO) G FULL RT STACK
2J Z CORD Y SHOVE



(R/T/ZE) (F MO) G FULL RT Z STACK
2J X CORD Y SHOVE



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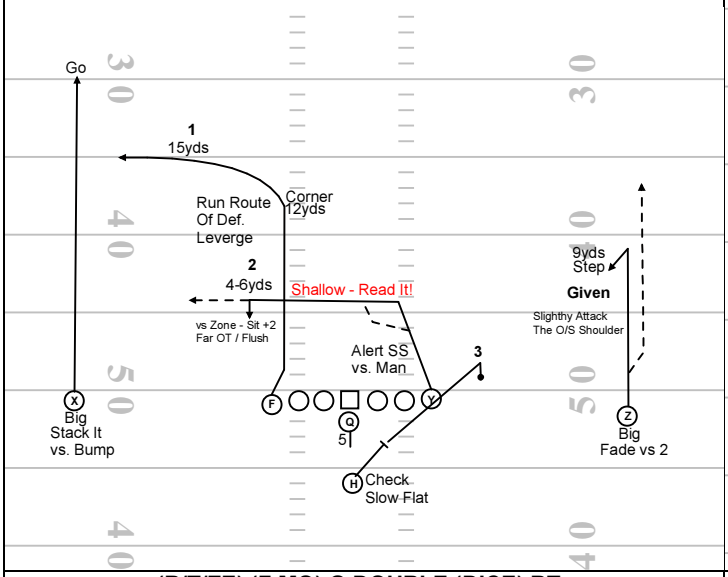
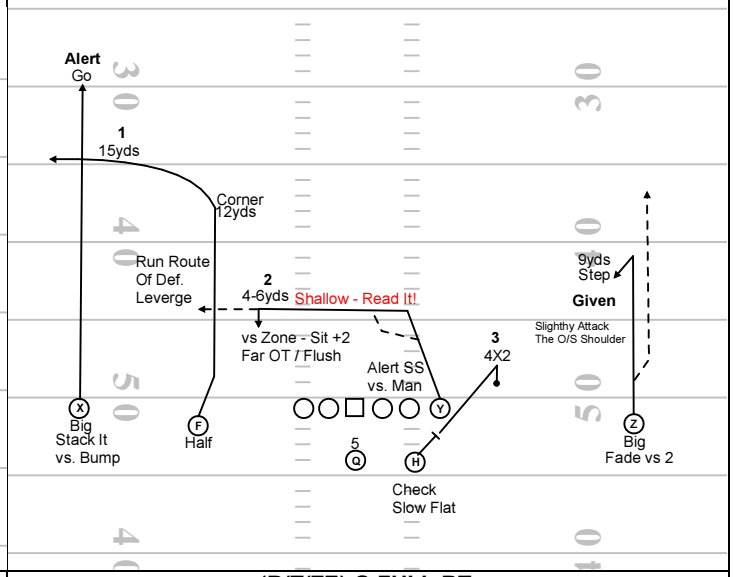
5/7 STEP

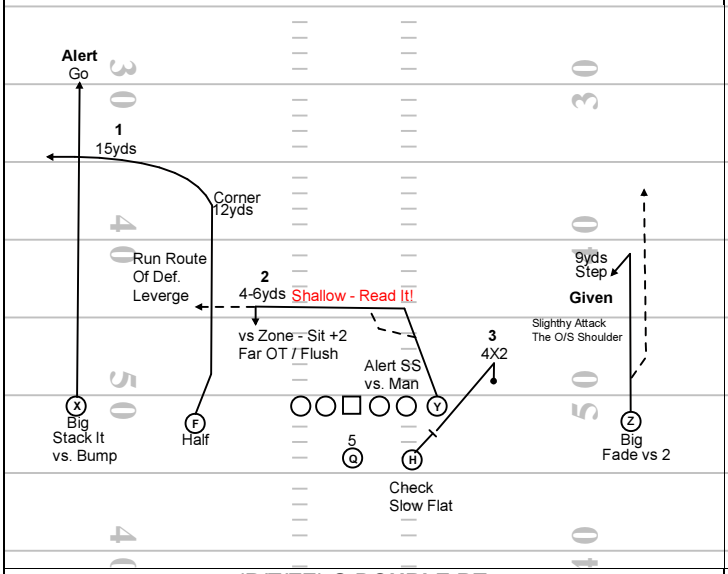
(R/T) (G) DOT RT
2J F SAIL Y SHOVE



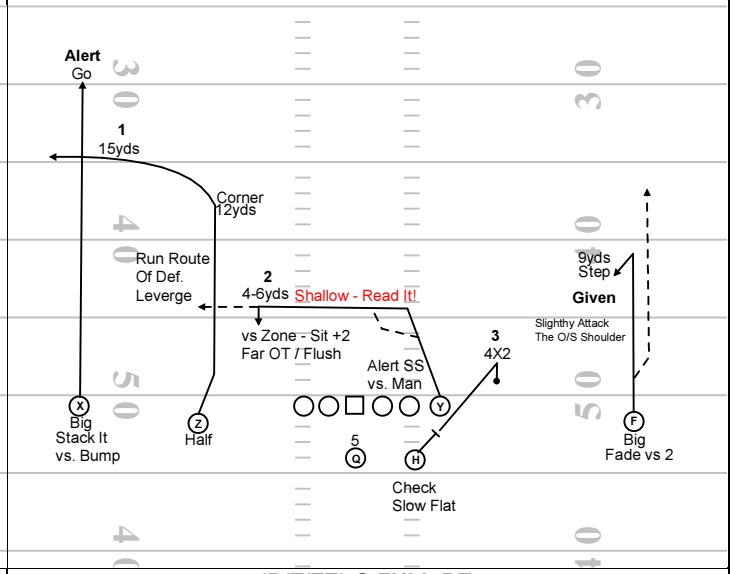
(R/T/ZE) G DART RT
2J X SAIL Y SHOVE



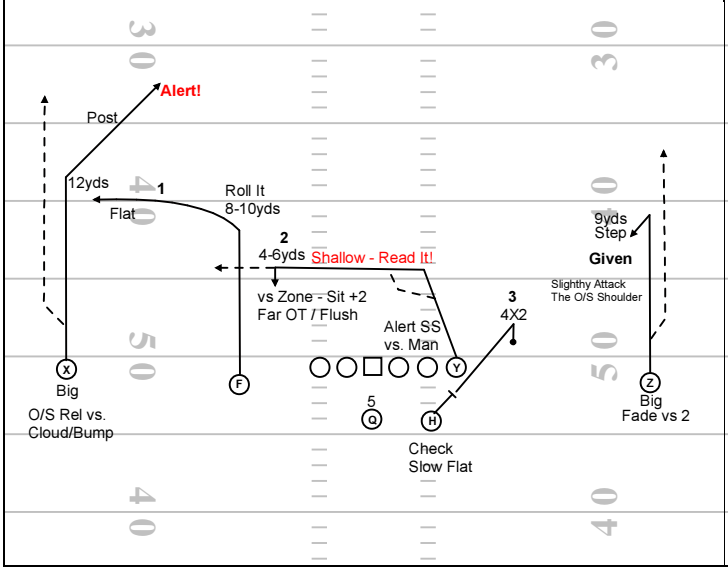
(R/T/ZE) (F MO) G DOUBLE (DICE) RT
2J F SAIL Y SHOVE



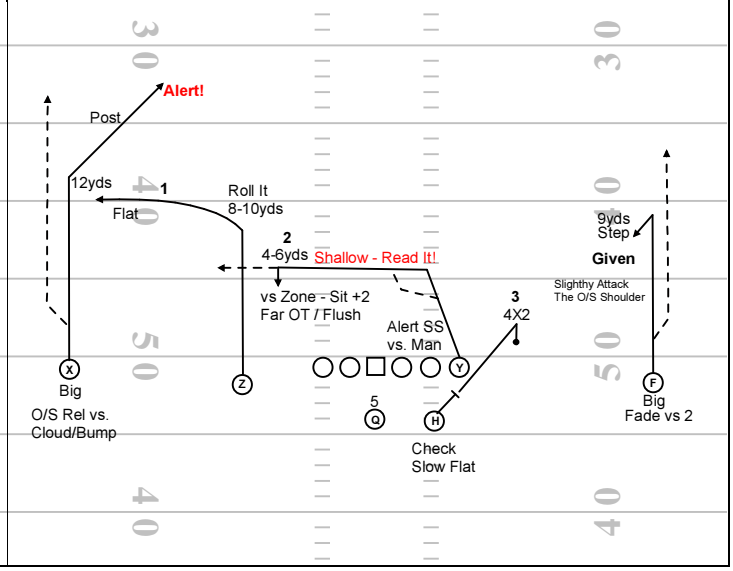
(R/T/ZE) G FULL RT
2J Z SAIL Y SHOVE



(R/T/ZE) G DOUBLE RT
2J F ROPE Y SHOVE



(R/T/ZE) G FULL RT
2J Z ROPE Y SHOVE



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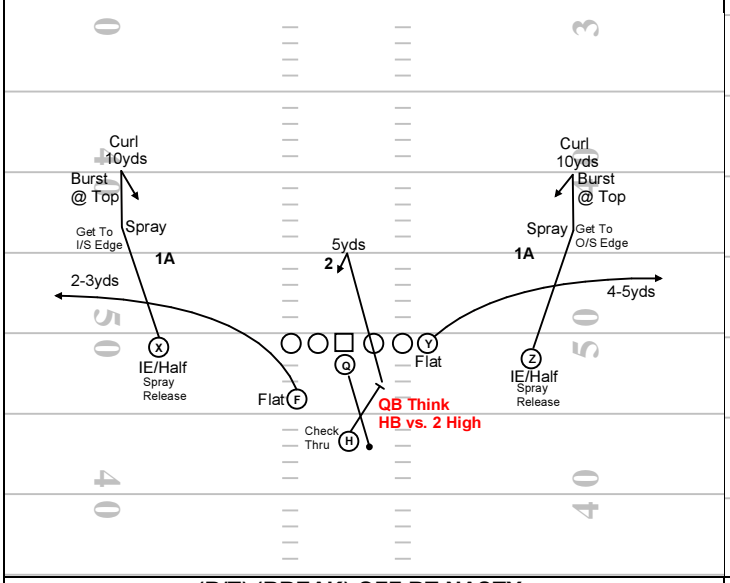
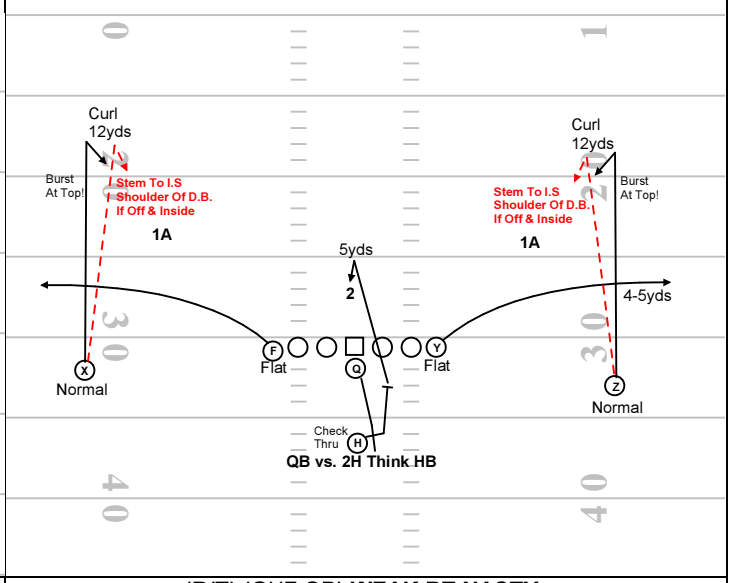
5/7 STEP

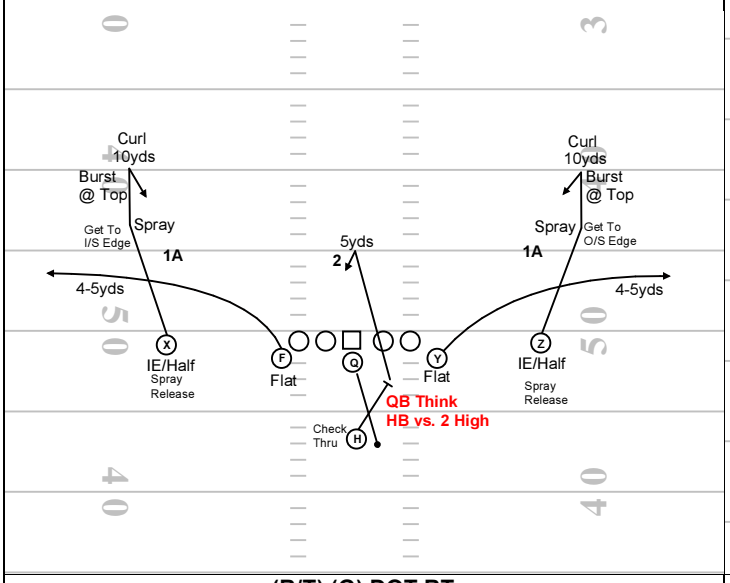
(R/T) (Z/X MO/ BREAK/F OP) WEAK RT NASTY
FIRE 2J CALI



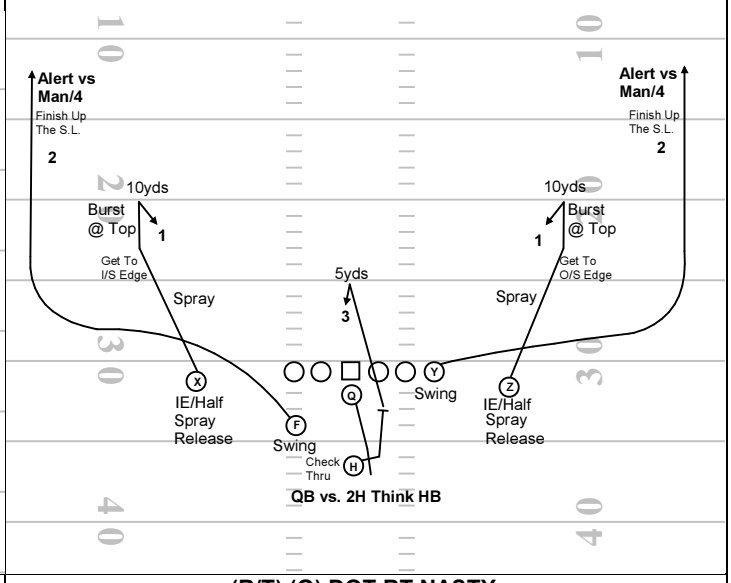
(R/T) (G) DOT RT
FIRE 2J CALI



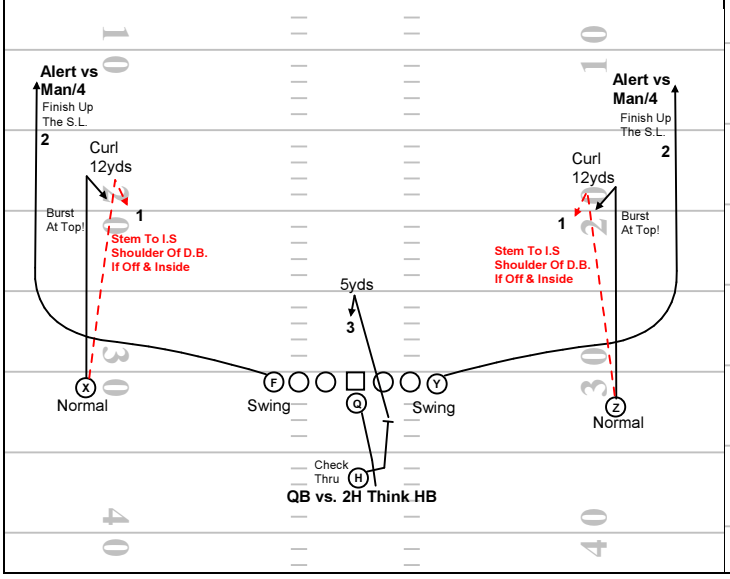
(R/T) (BREAK) OFF RT NASTY
FIRE 2J CALI



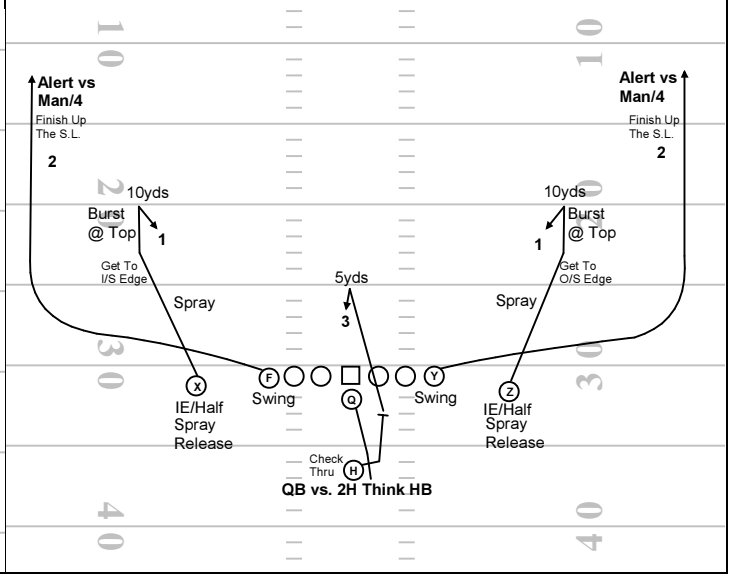
(R/T) (G)(F OP) WEAK RT NASTY
FIRE 2J CALI SWINGS



(R/T) (G) DOT RT
FIRE 2J CALI SWINGS



(R/T) (G) DOT RT NASTY
FIRE 2J CALI SWINGS



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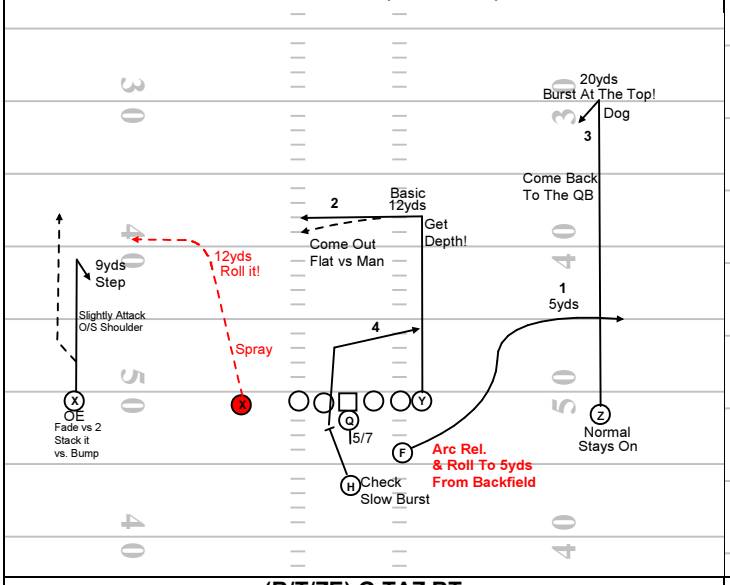
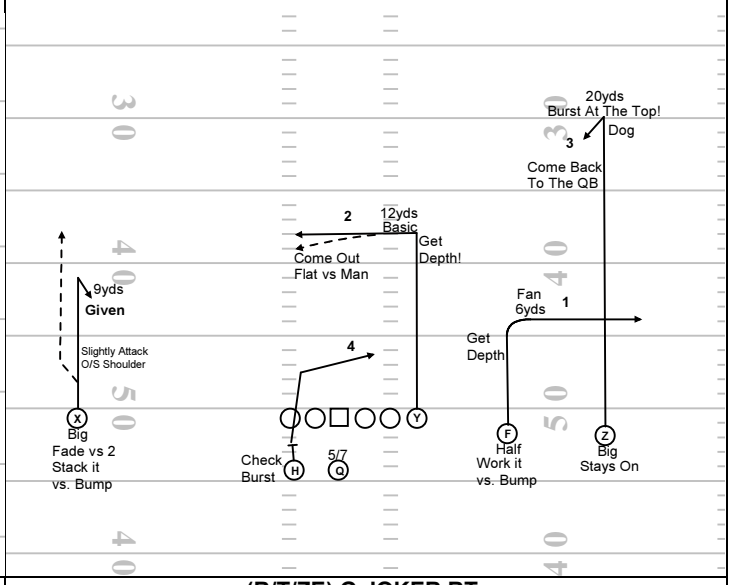
5/7 STEP

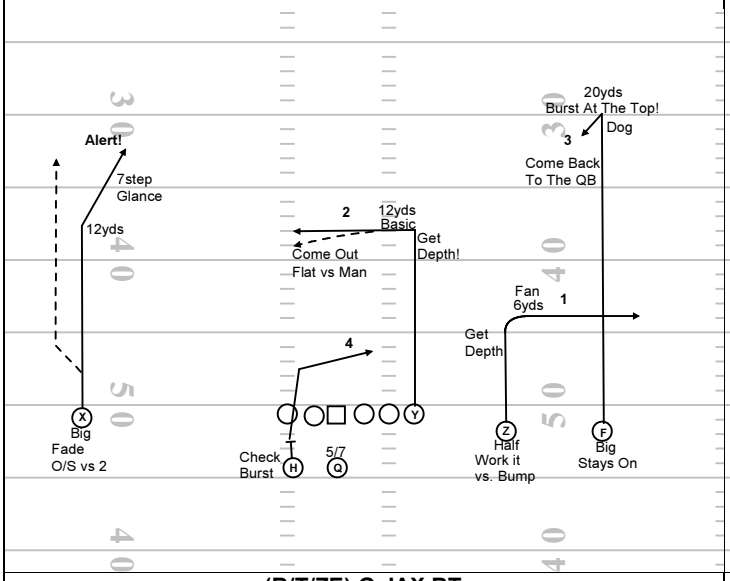
(R/T) (Q) STRONG RT (TITE)
3J Y STEELER (X OSCAR)



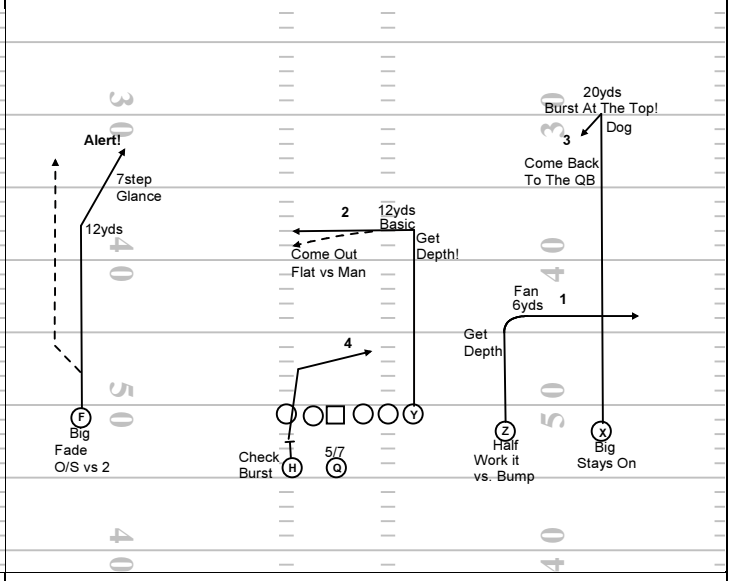
(R/T/ZE) (F MO) G TRIPS RT
3J Y STEELER



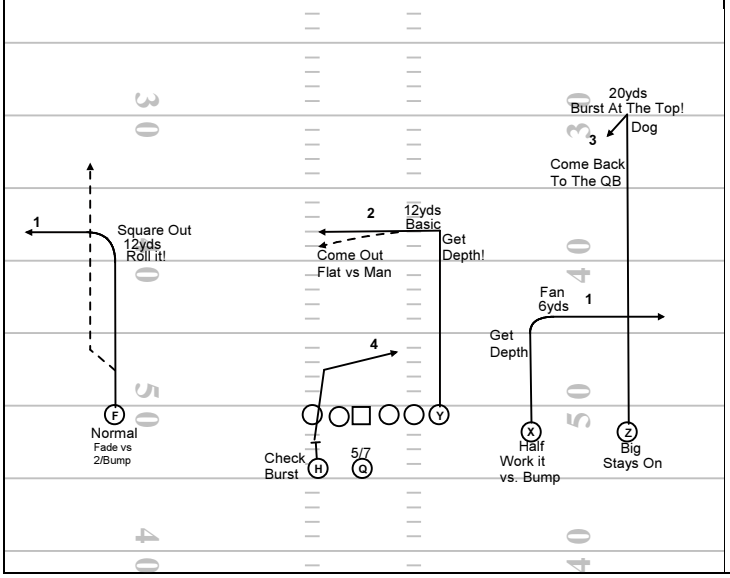
(R/T/ZE) G TAZ RT
3J Y STEELER X GLANCE



(R/T/ZE) G JOKER RT
3J Y STEELER F GLANCE



(R/T/ZE) G JAX RT
3J Y STEELER F OSCAR



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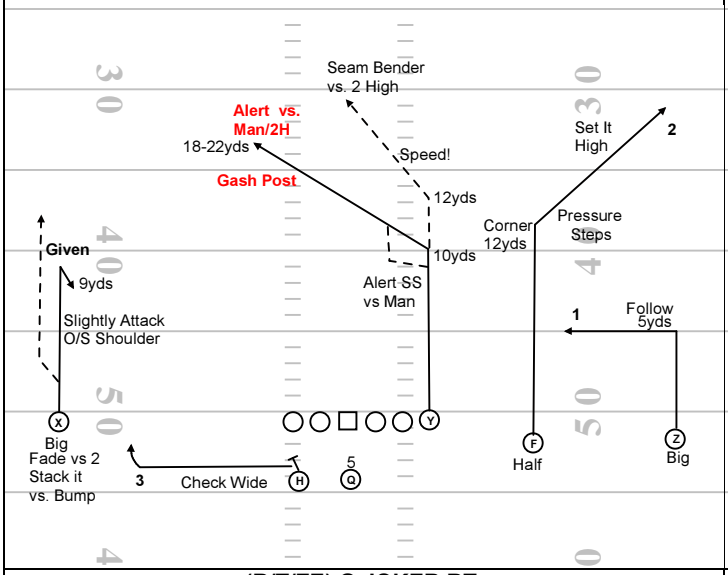
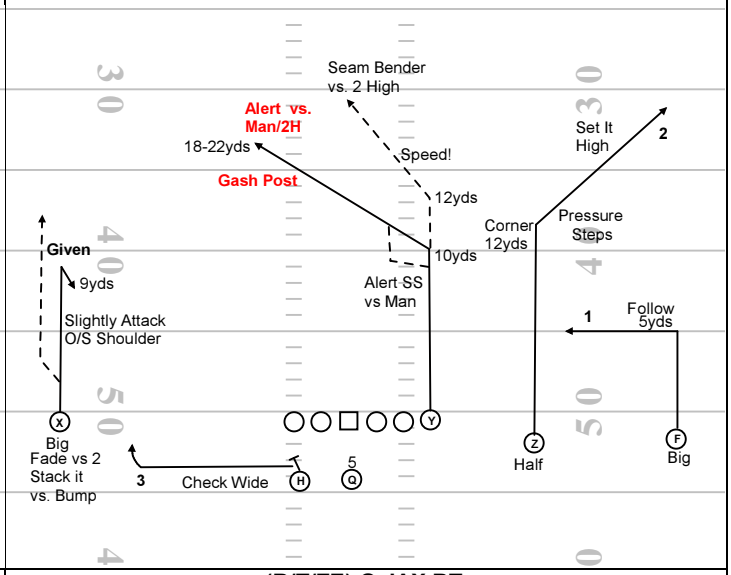
5/7 STEP

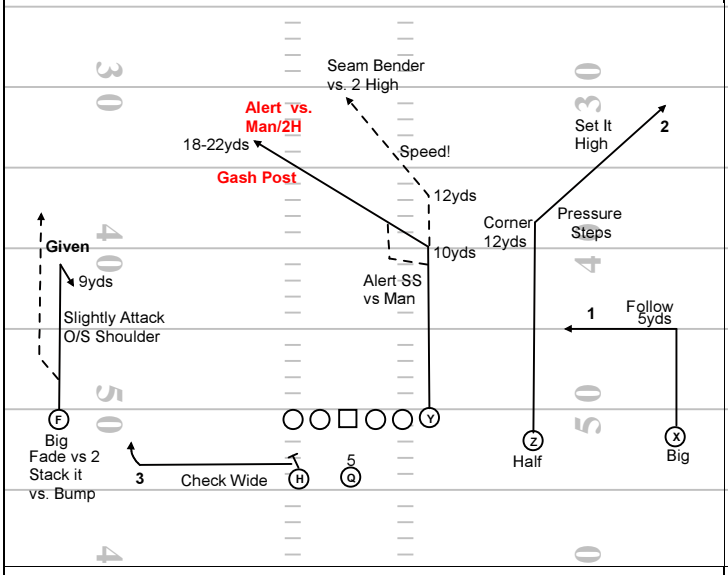
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J CHAMP F CORNER



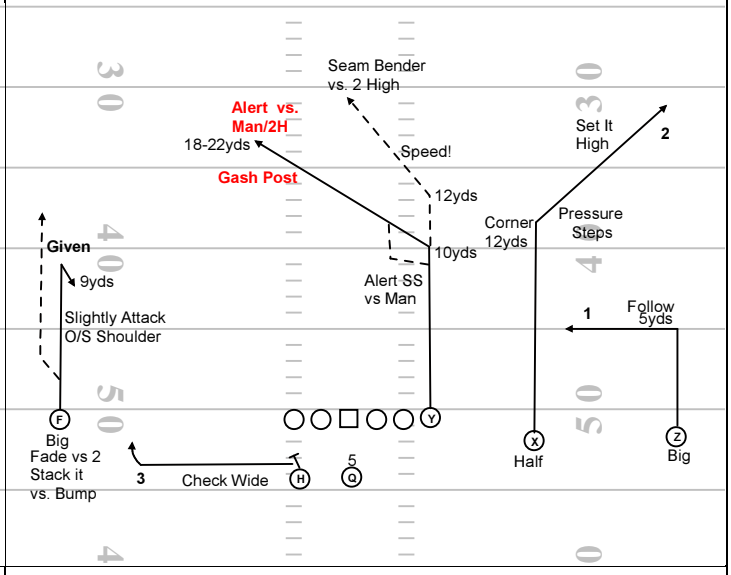
(R/T/ZE) (Z MO) G TAZ RT
3J CHAMP Z CORNER



(R/T/ZE) G JOKER RT
3J CHAMP Z CORNER



(R/T/ZE) G JAX RT
3J CHAMP X CORNER



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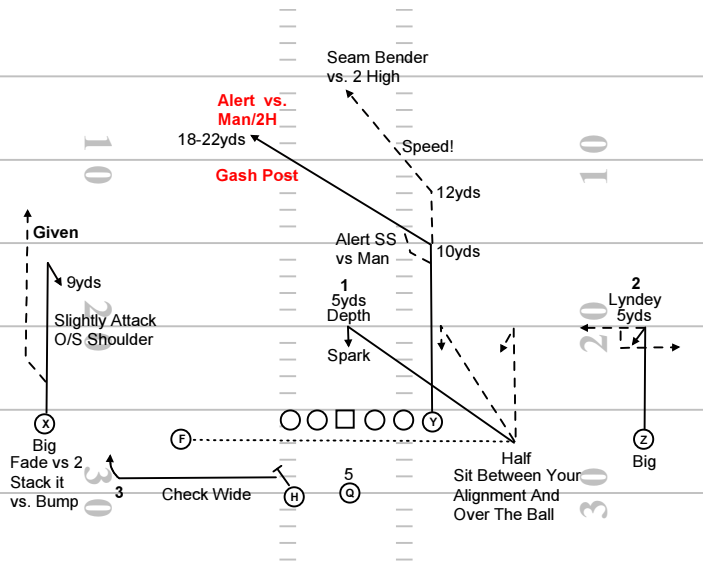
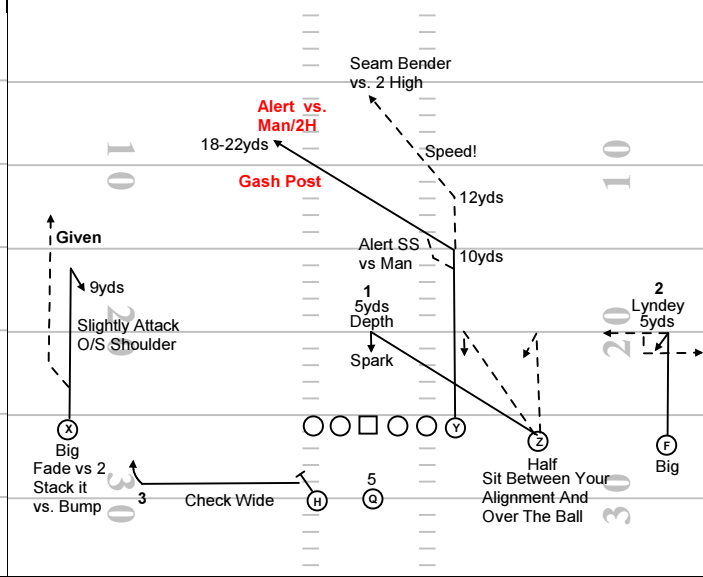
5/7 STEP

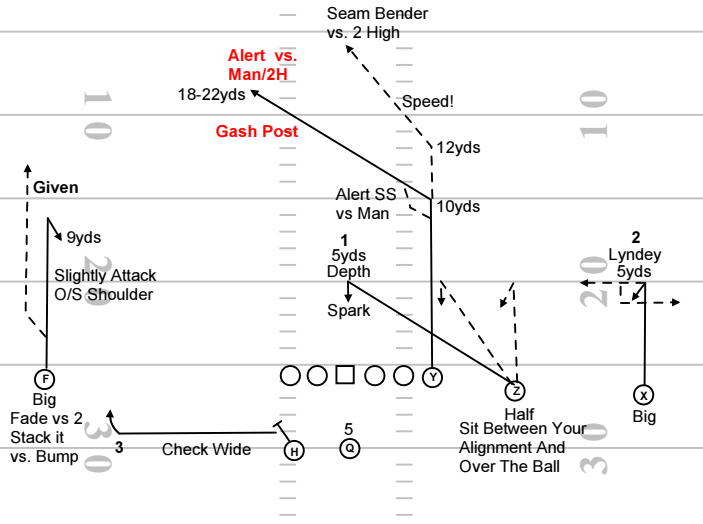
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J CHAMP F SPEEDY



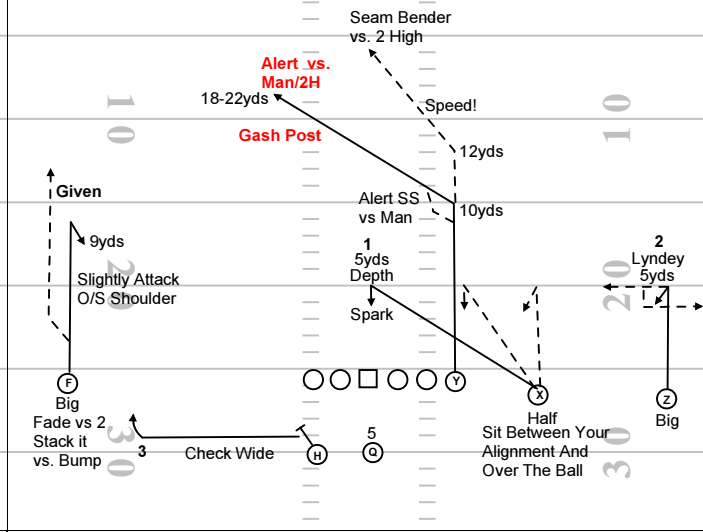
(R/T/ZE) (Z MO) G TAZ RT
3J CHAMP Z SPEEDY



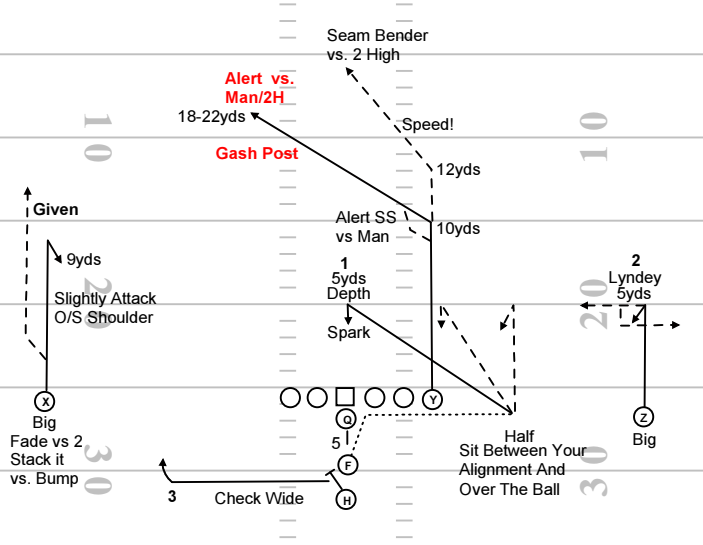
(R/T/ZE) G JOKER RT
3J CHAMP Z SPEEDY



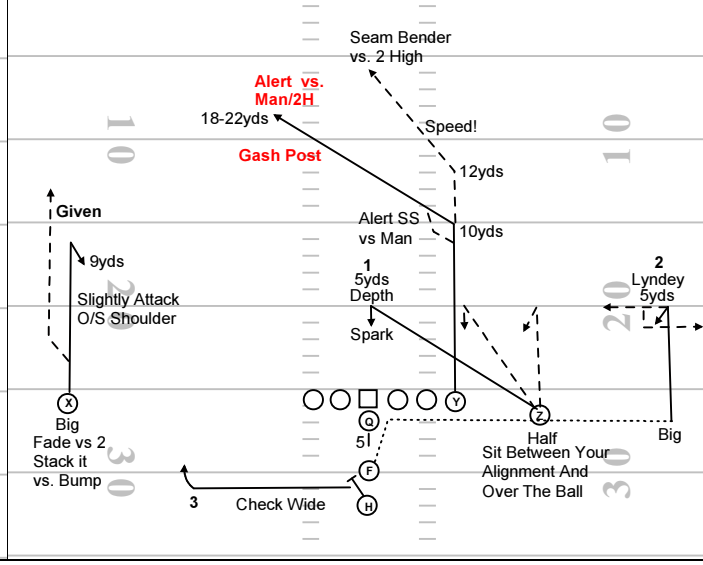
(R/T/ZE) G JAX RT
3J CHAMP X SPEEDY



(R/T) GREEN RT F RT
3J CHAMP F SPEEDY



(R/T) GREEN RT CLOSE F RT O
3J CHAMP Z SPEEDY



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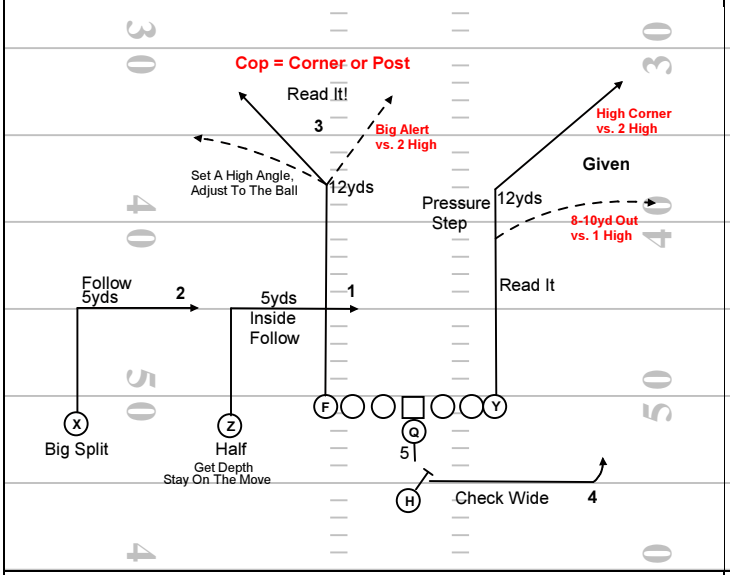
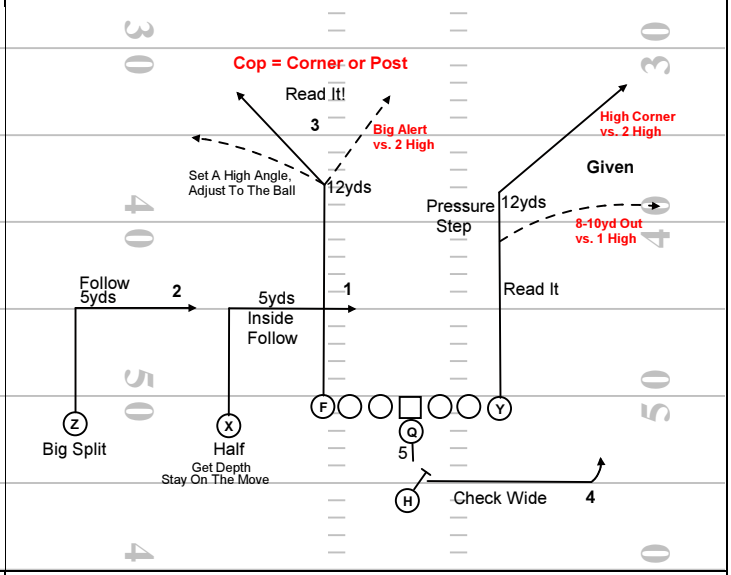
5/7 STEP

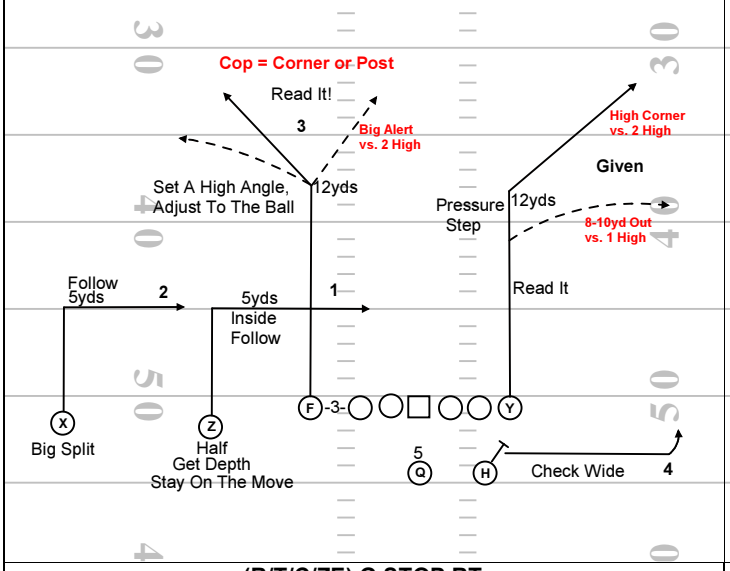
(R/T/C) (G)(Z MO) DOT RT SLOT
2J CHAMP F COP Y BOW



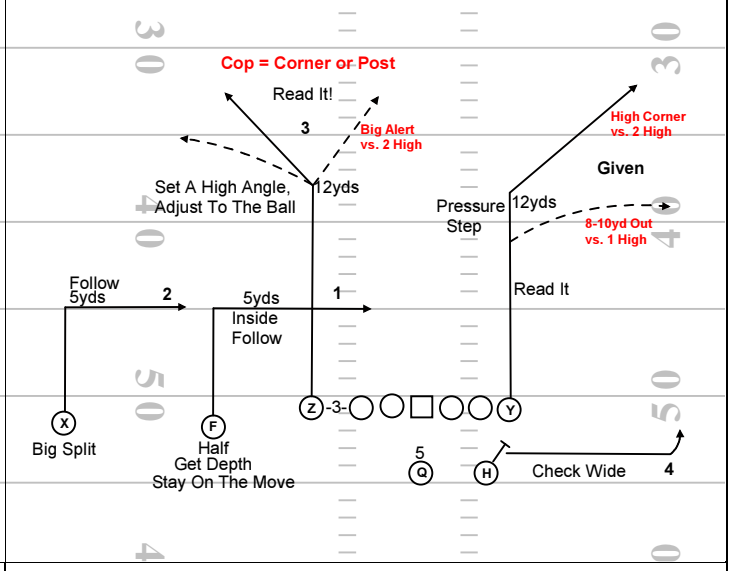
(R/T/C) (G)(Z MO) DOT RT SLUG
2J CHAMP F COP Y BOW



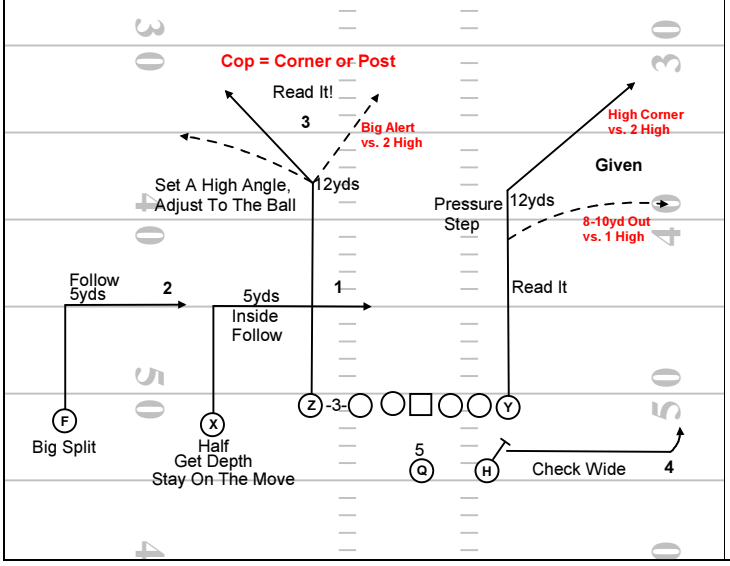
(R/T/C/ZE) G STINT RT
2J CHAMP F COP Y BOW



(R/T/C/ZE) G STEM RT
2J CHAMP Z COP Y BOW



(R/T/C/ZE) G STOP RT
2J CHAMP Z COP Y CORNER



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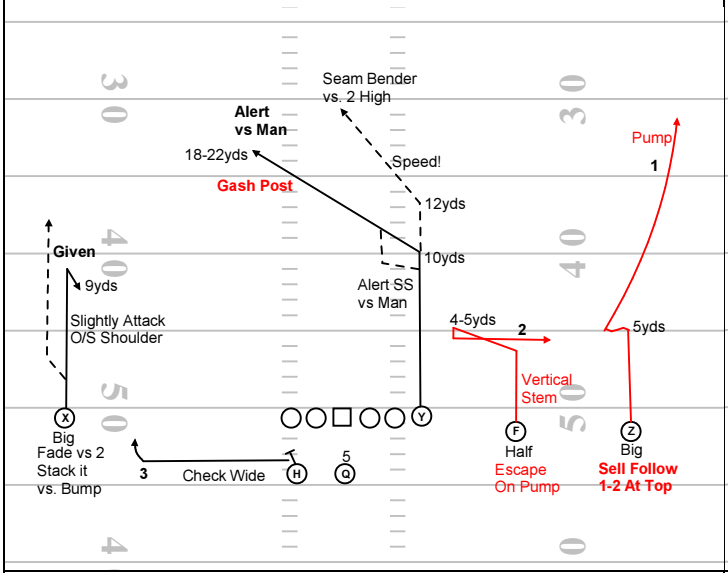
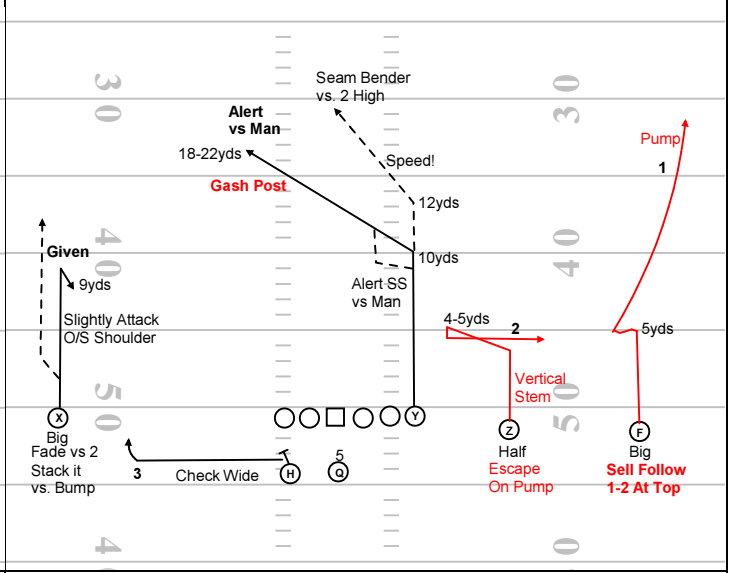
5/7 STEP

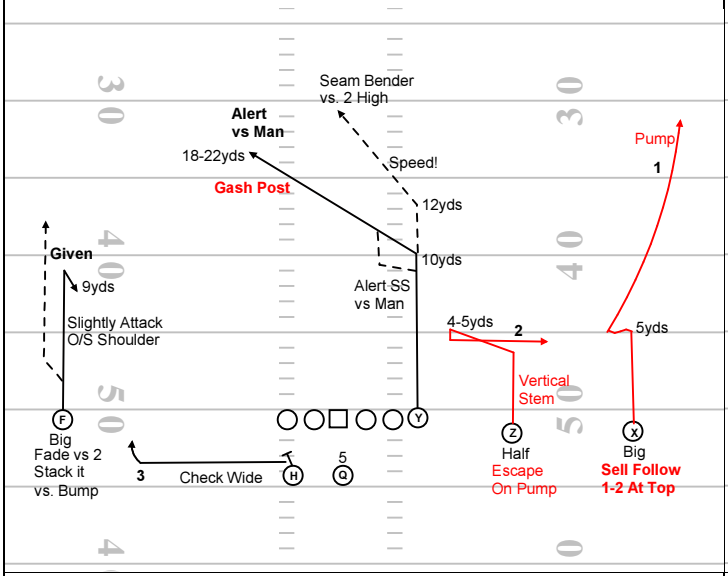
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J CHAMP PUMP



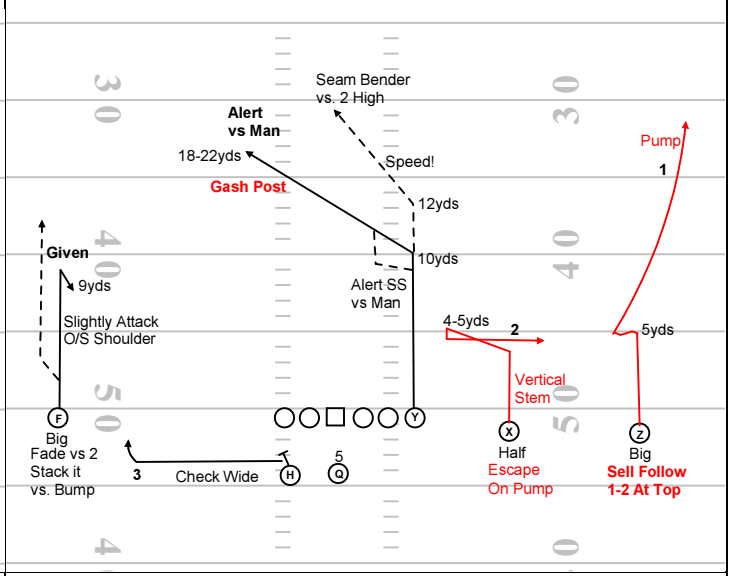
(R/T/ZE) (Z MO) G TAZ RT
3J CHAMP PUMP



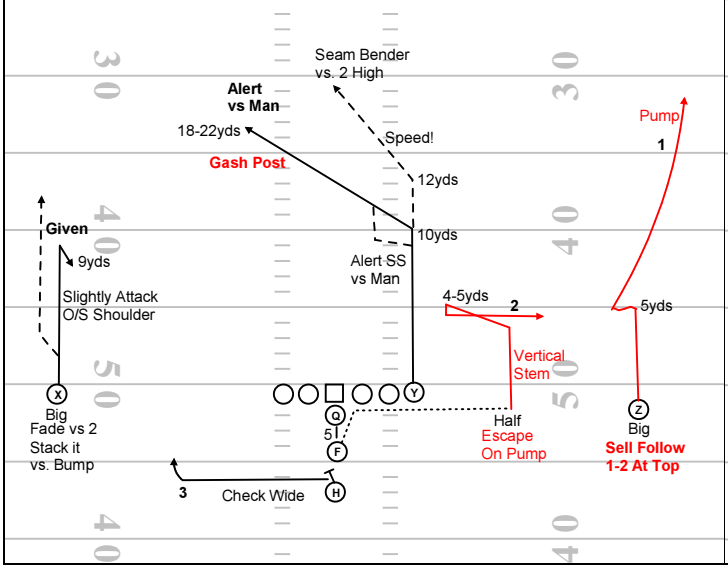
(R/T/ZE) G JOKER RT
3J CHAMP PUMP



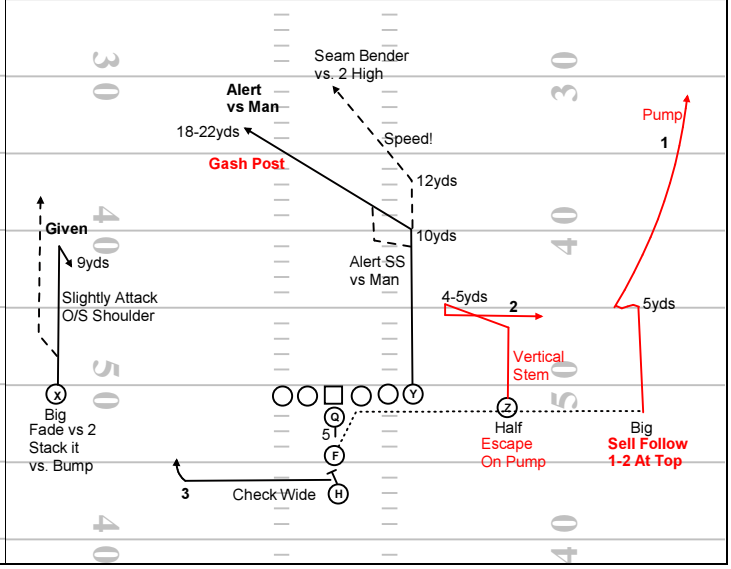
(R/T/ZE) G JAX RT
3J CHAMP PUMP



(R/T) GREEN RT F RT
3J CHAMP PUMP



(R/T) GREEN RT CLOSE F RT O
3J CHAMP PUMP



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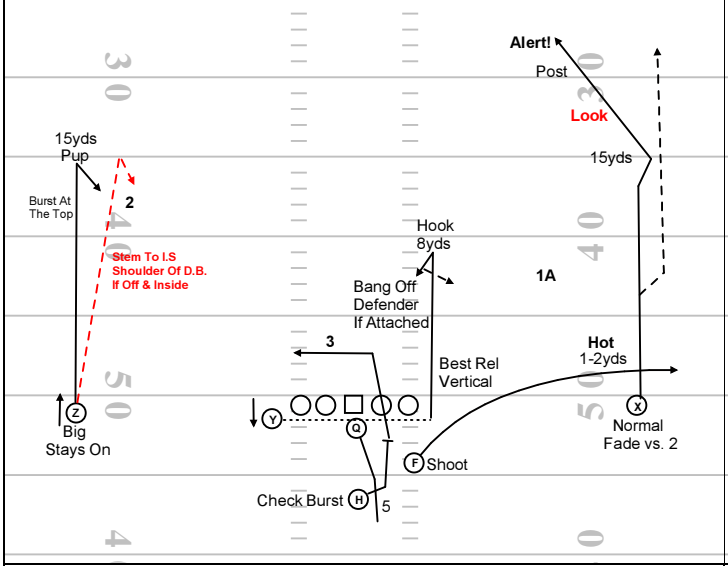
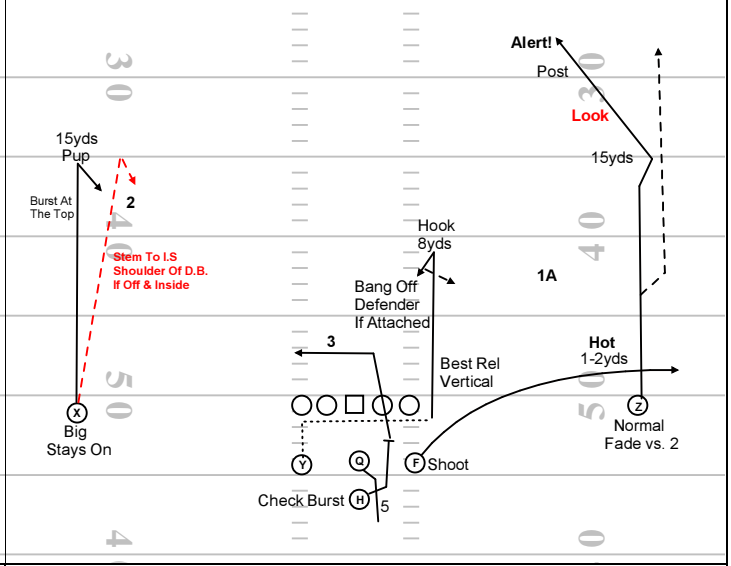
5/7 STEP

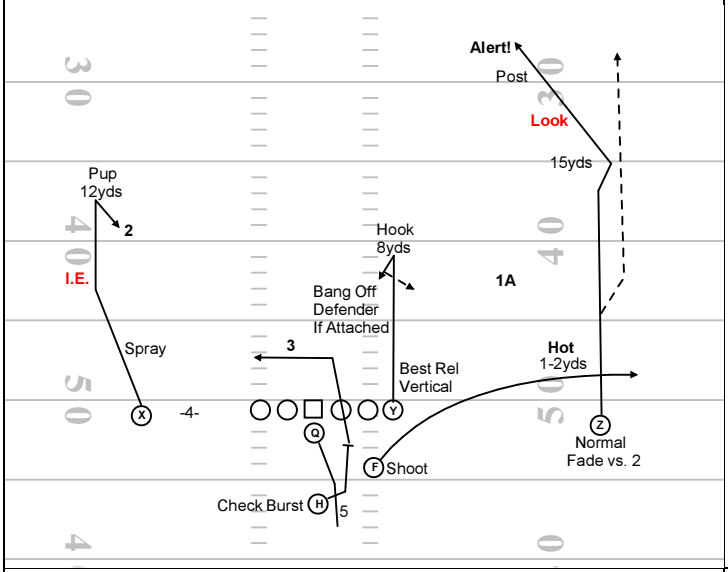
(R/T) (Q) Y STEP: WEAK LT Y RT
FIRE 2J Y RAM BURST



(R/T) (BUILD) Q STRONG BULLY RT Y RT
FIRE 2J Y RAM BURST



(R/T) STRONG RT TITE Y RT
FIRE 2J Y RAM BURST



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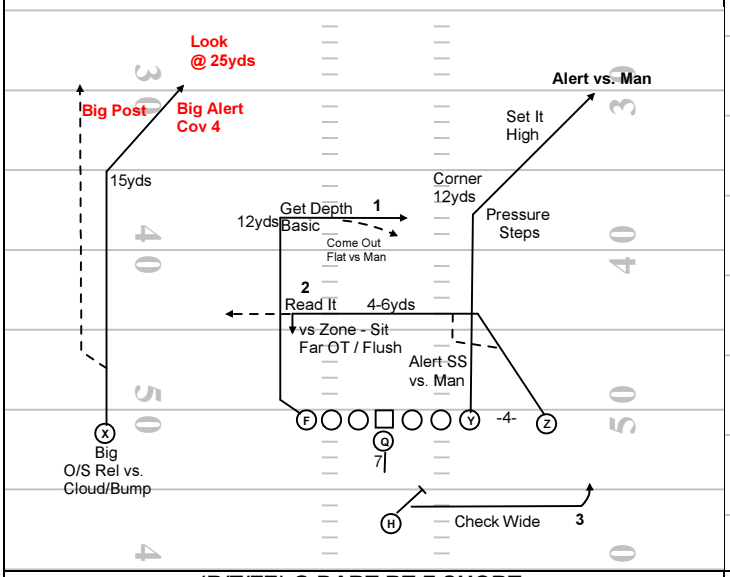
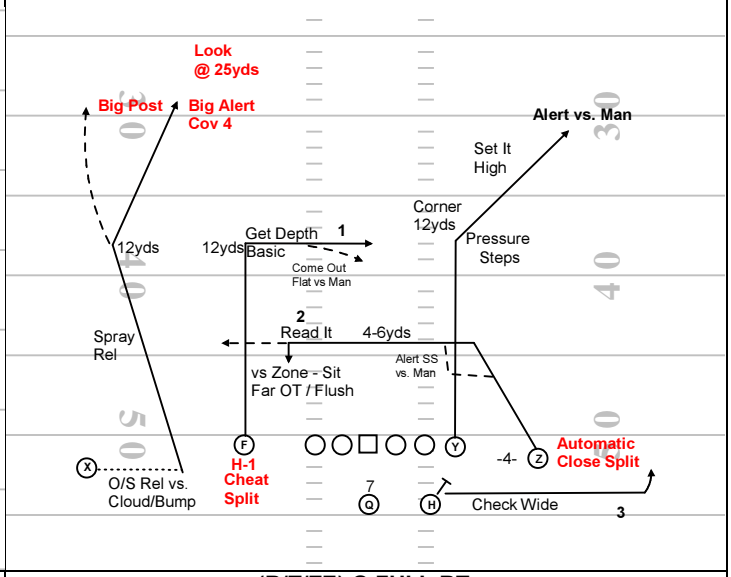
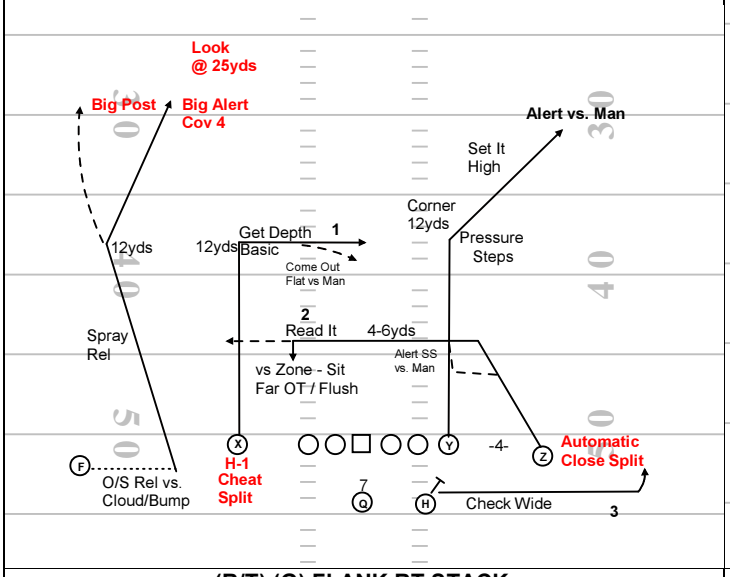
(R/T) (G) DOT RT
2J F BINGO Z SHALLOW WIDE



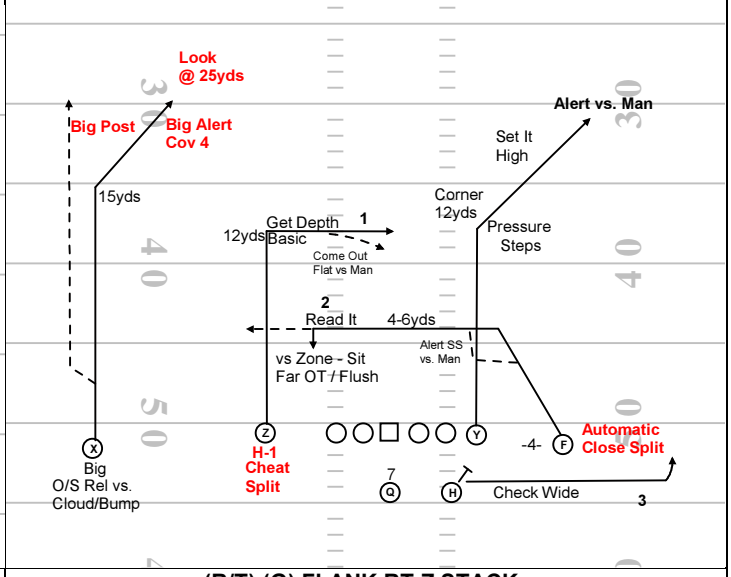
(R/T/ZE) G DOUBLE RT X SHORT
2J F BINGO Z SHALLOW WIDE



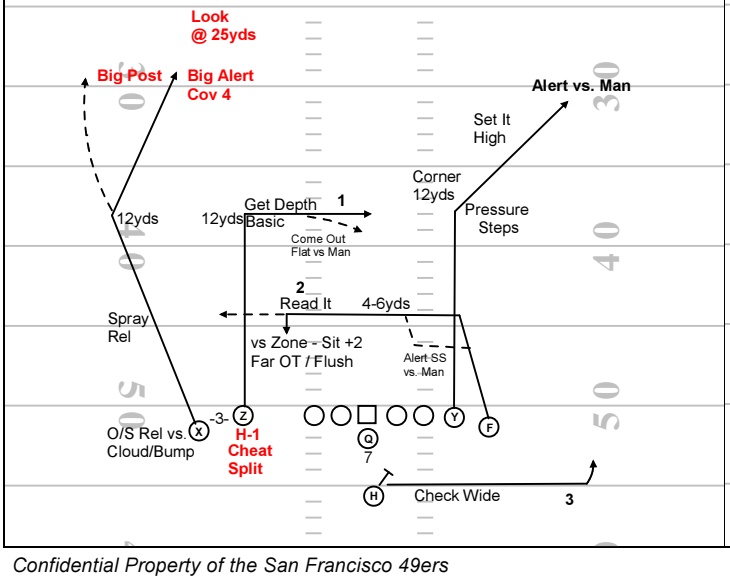
(R/T/ZE) G DART RT F SHORT
2J X BINGO Z SHALLOW WIDE



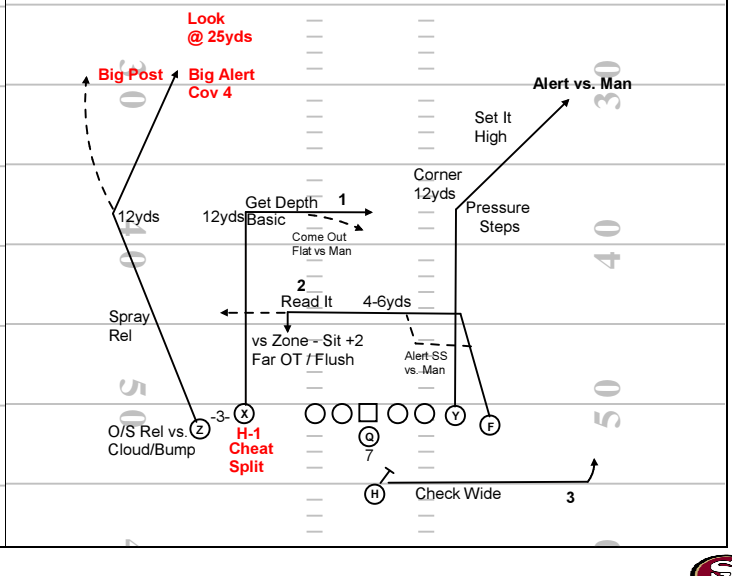
(R/T/ZE) G FULL RT
2J Z BINGO F SHALLOW WIDE



(R/T) (G) FLANK RT STACK
2J Z BINGO F SHALLOW WIDE



(R/T) (G) FLANK RT Z STACK
2J X BINGO F SHALLOW WIDE



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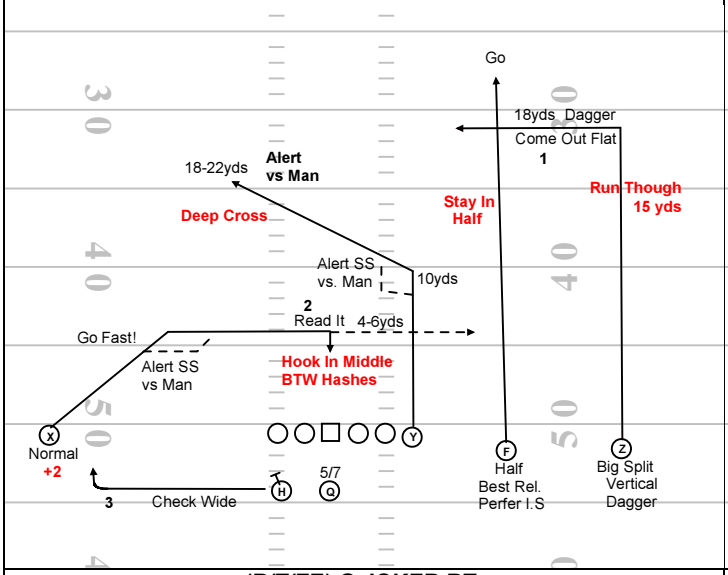
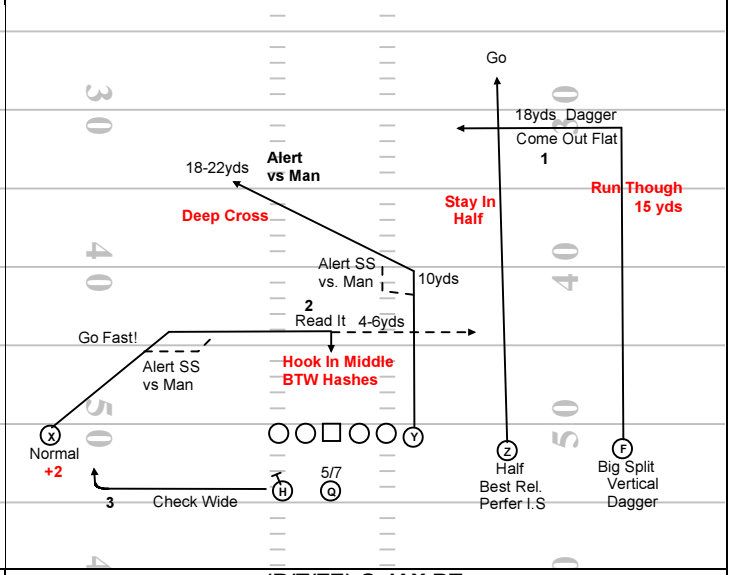
5/7 STEP

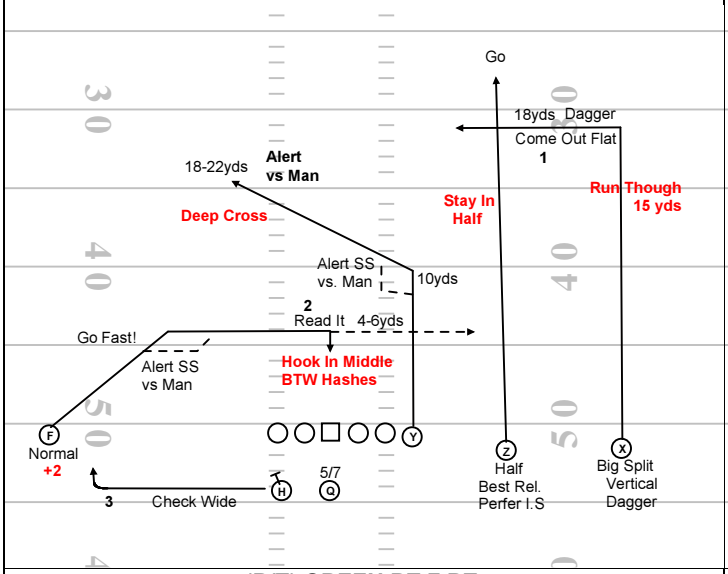
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Z DAGGER X SHIM



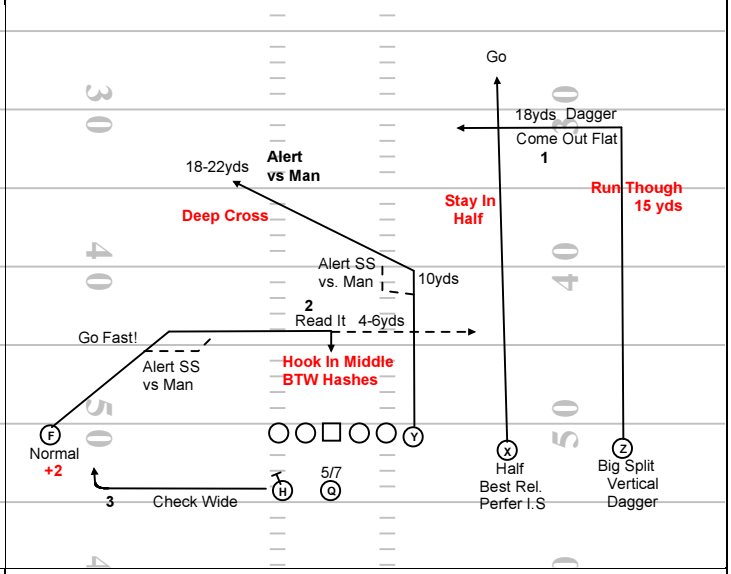
(R/T/ZE) (Z MO) G TAZ RT
3J F DAGGER X SHIM



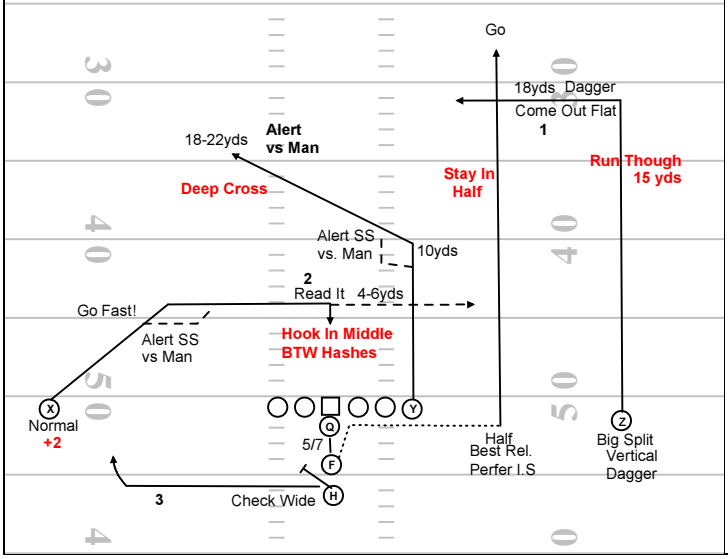
(R/T/ZE) G JOKER RT
3J X DAGGER F SHIM



(R/T/ZE) G JAX RT
3J Z DAGGER F SHIM



(R/T) GREEN RT F RT
3J Z DAGGER X SHIM



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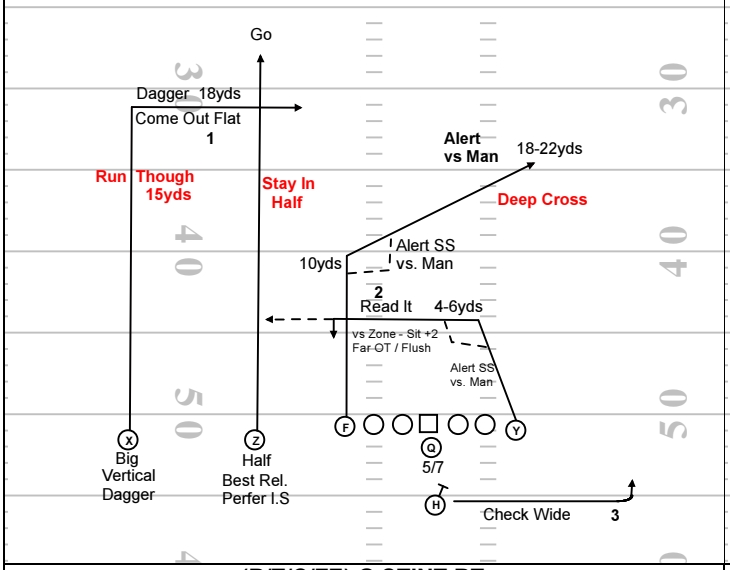
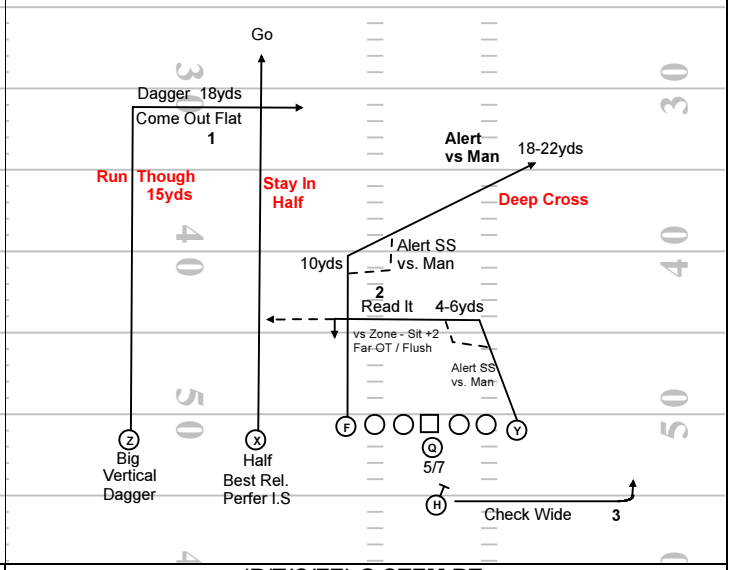
5/7 STEP

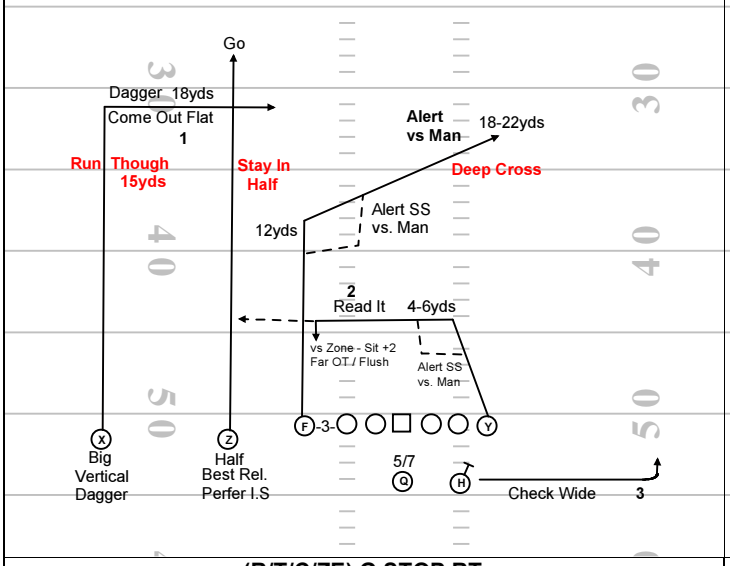
(R/T/C) (G)(Z MO) DOT RT SLOT
2J X DAGGER Y SHALLOW



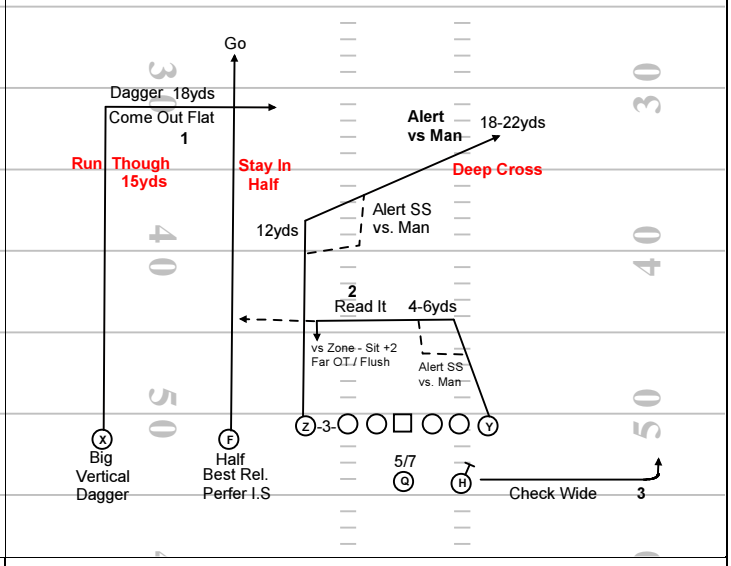
(R/T/C) (G)(X MO) DOT RT SLUG
2J X DAGGER Y SHALLOW



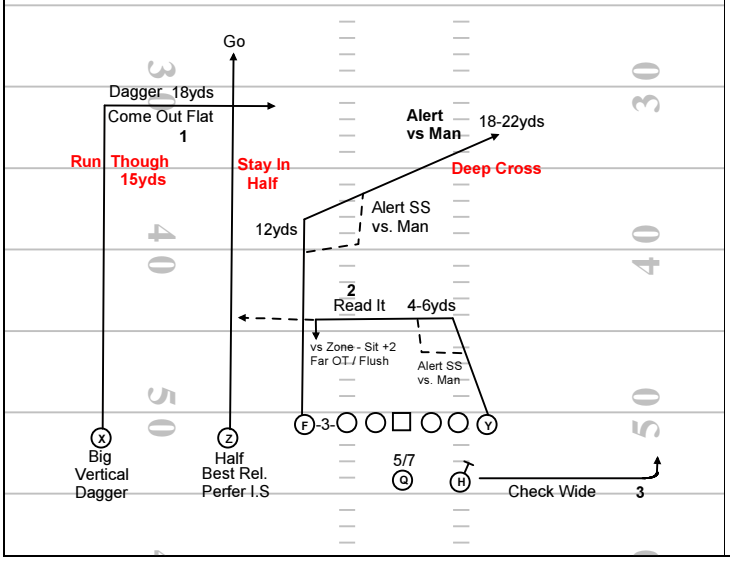
(R/T/C/ZE) G STINT RT
2J X DAGGER Y SHALLOW



(R/T/C/ZE) G STEM RT
2J X DAGGER Y SHALLOW



(R/T/C/ZE) G STOP RT
2J F DAGGER Y SHALLOW



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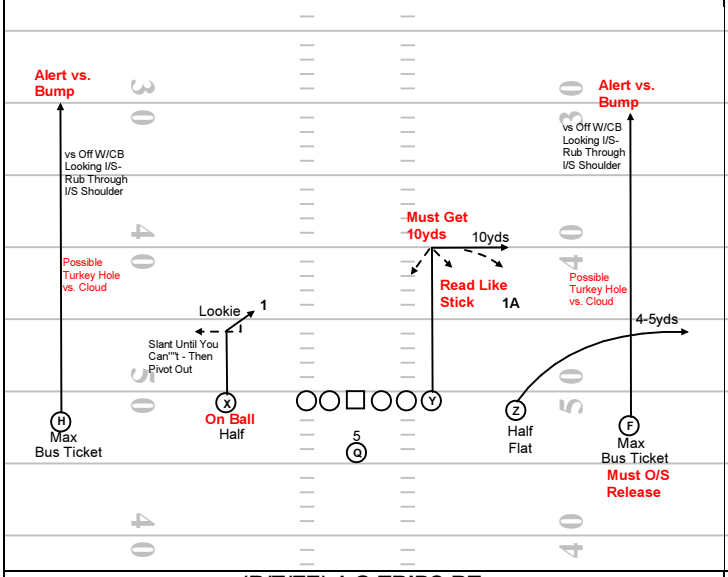
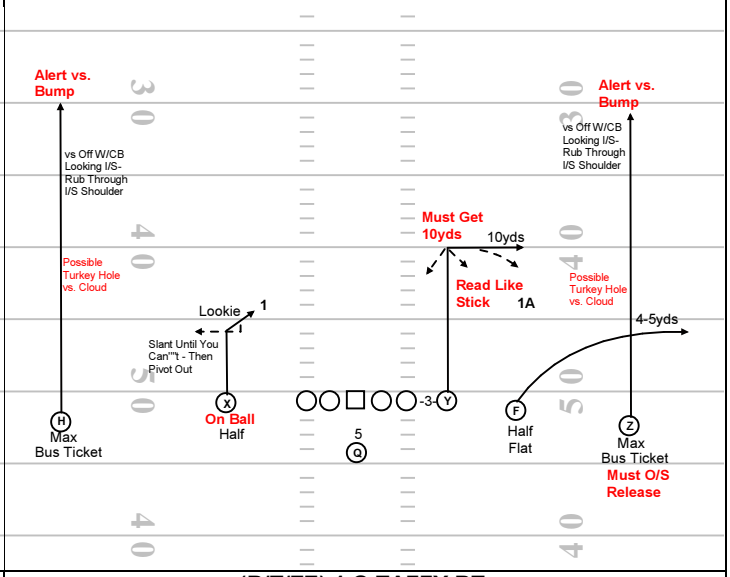
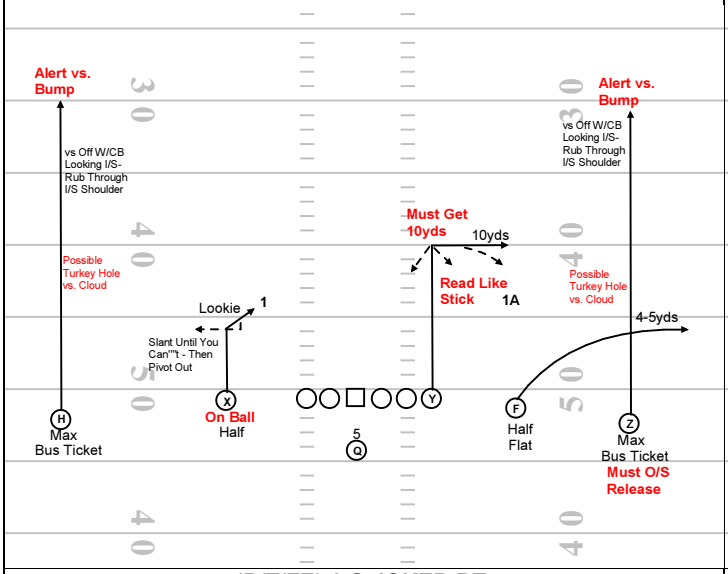
(R/T/ZE) 1 G TAZ RT
3J X LOOKIE Y BRANCH



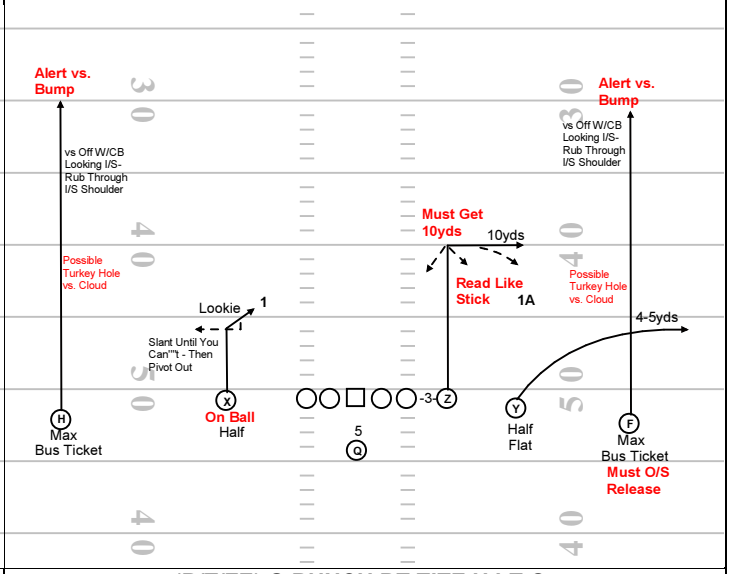
(R/T/ZE) 1 G TEX RT
3J X LOOKIE Y BRANCH



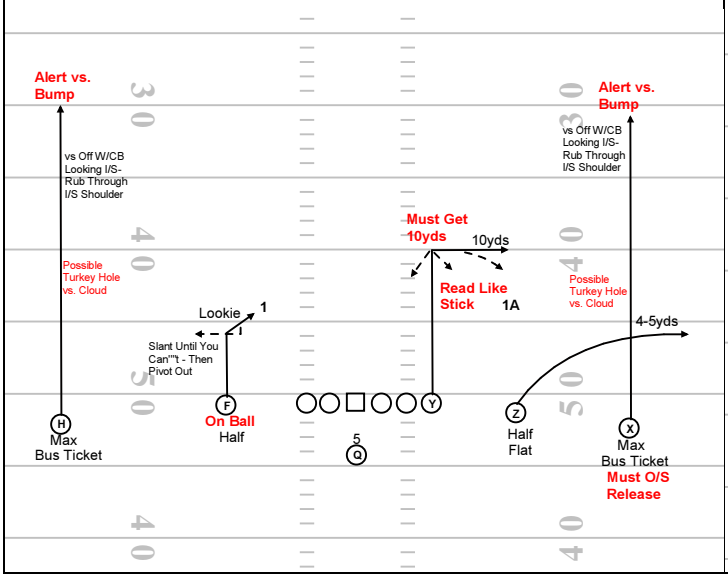
(R/T/ZE) 1 G TRIPS RT
3J X LOOKIE Y BRANCH



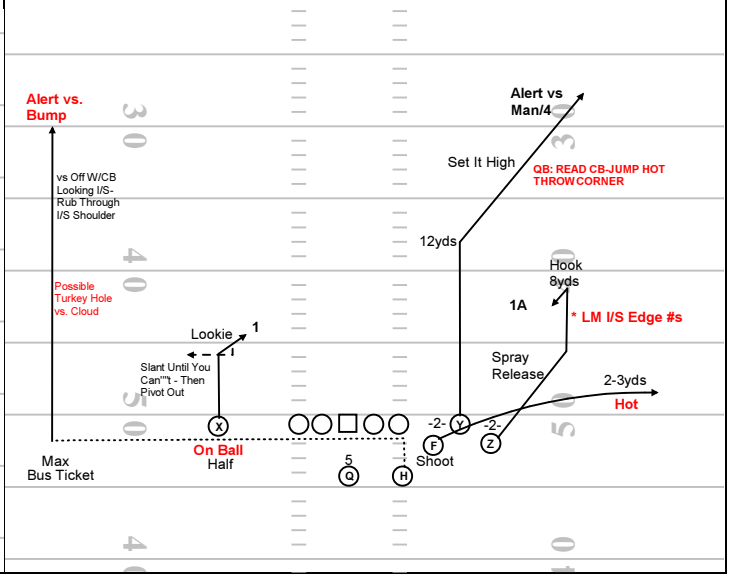
(R/T/ZE) 1 G TAFFY RT
3J X LOOKIE Z BRANCH



(R/T/ZE) 1 G JOKER RT
3J F LOOKIE Y BRANCH



(R/T/ZE) G BUNCH RT TITE H LT O
3J X LOOKIE Z CHUCK



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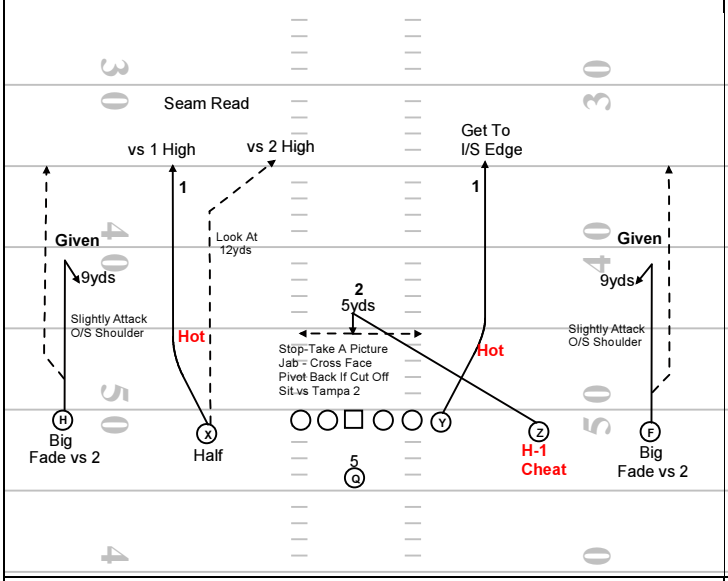
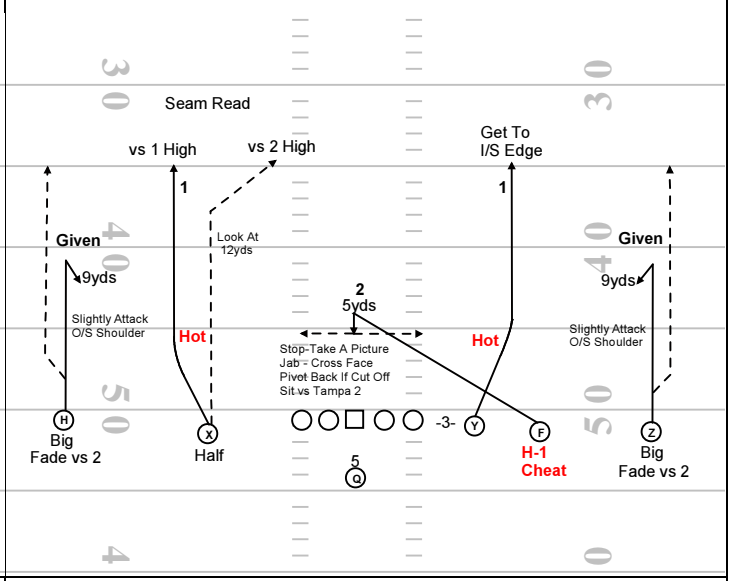
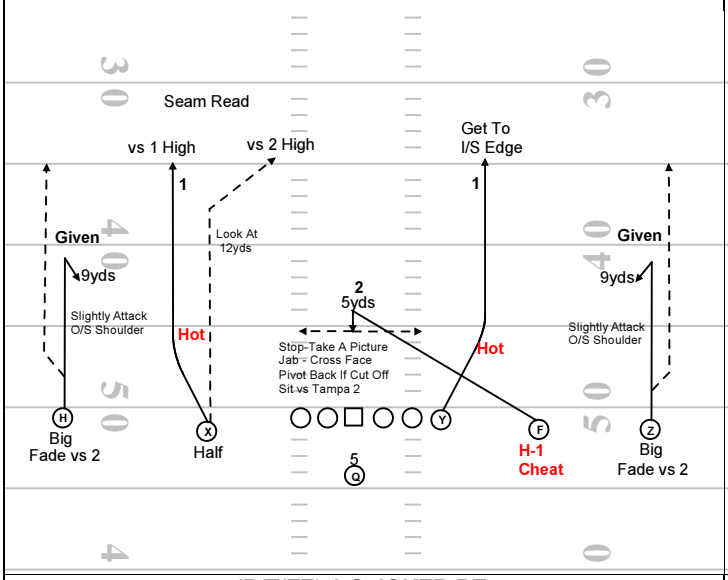
(R/T/ZE) 1 G TAZ RT
3SCAT X VERT VENUS Z OPTION



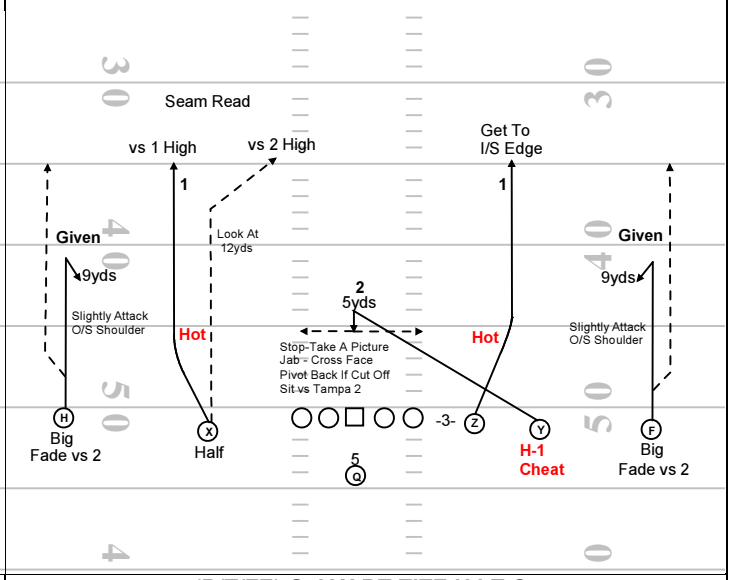
(R/T/ZE) 1 G TEX RT
3SCAT X VERT VENUS F OPTION



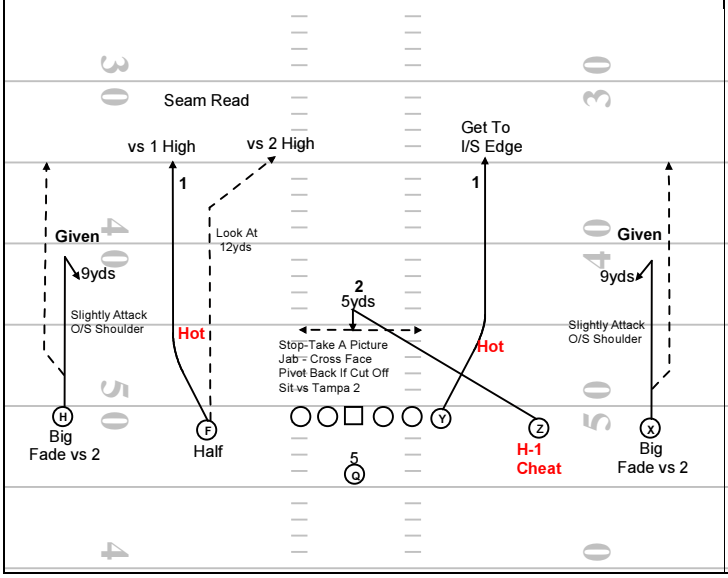
(R/T/ZE) 1 G TRIPS RT
3SCAT X VERT VENUS F OPTION



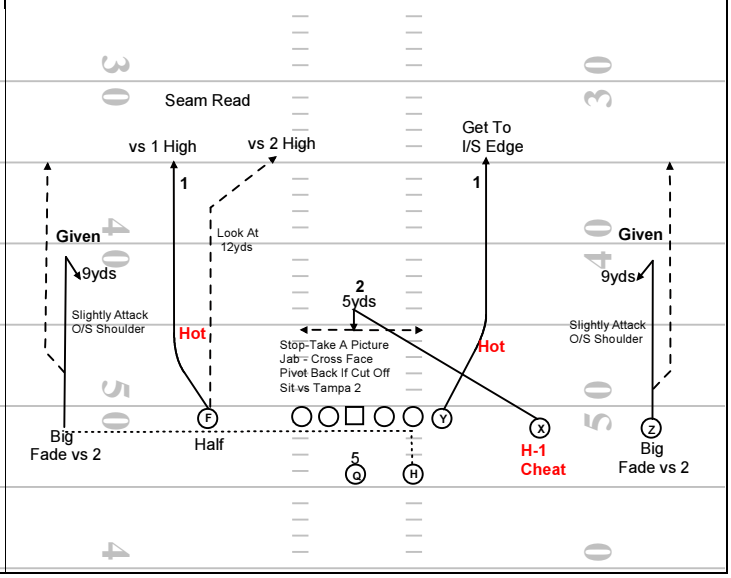
(R/T/ZE) 1 G TAFFY RT
3SCAT X VERT VENUS Y OPTION



(R/T/ZE) 1 G JOKER RT
3SCAT F VERT VENUS Z OPTION



(R/T/ZE) G JAX RT TITE H LT O
3SCAT F VERT VENUS X OPTION



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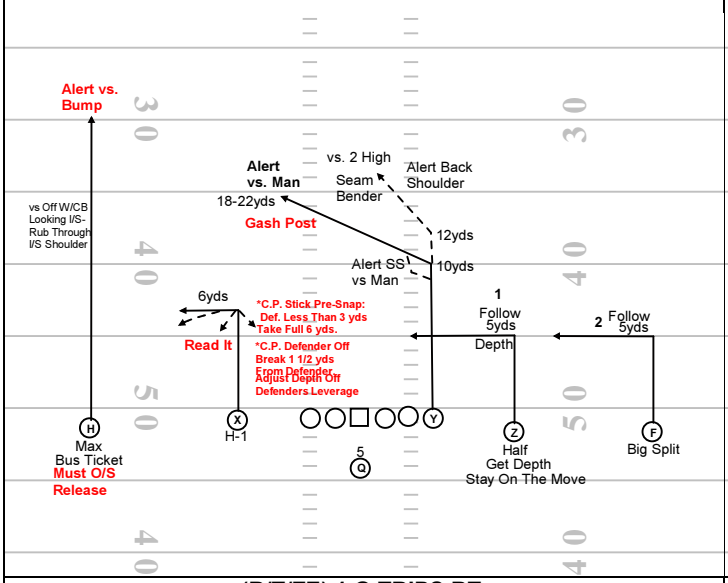
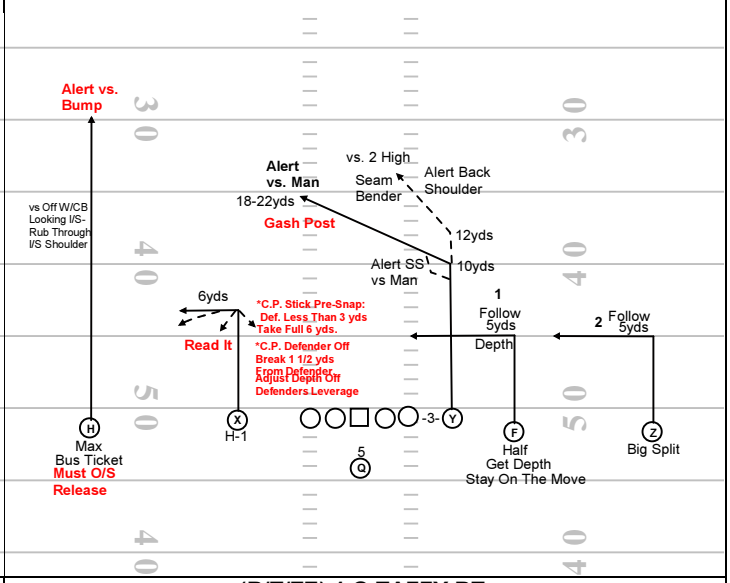
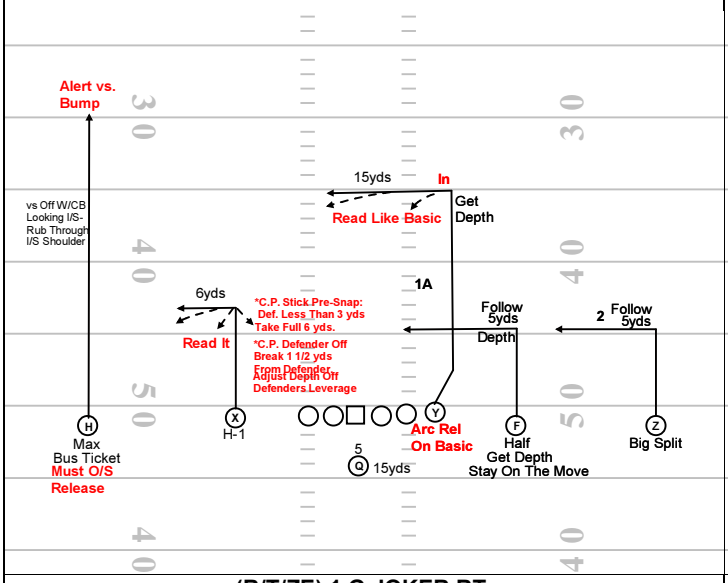
(R/T/ZE) 1 G TAZ RT
3SCAT CHAMP X STICK



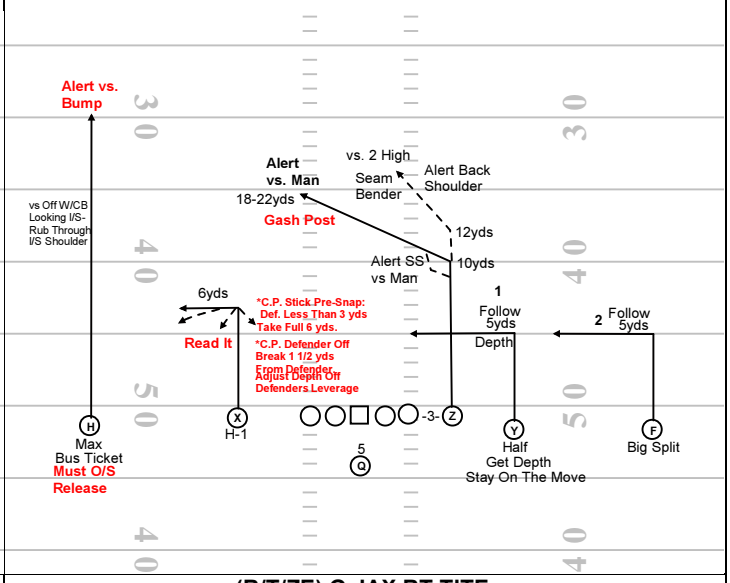
(R/T/ZE) 1 G TEX RT
3SCAT CHAMP X STICK



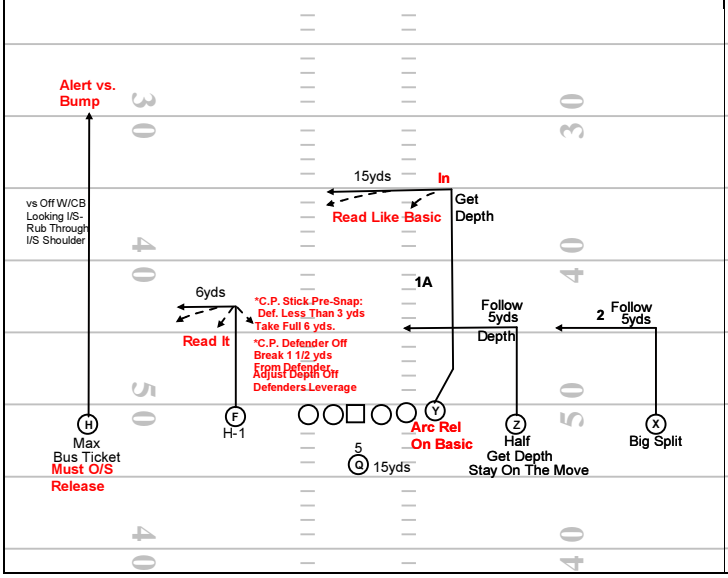
(R/T/ZE) 1 G TRIPS RT
3SCAT CHAMP Y IN X STICK



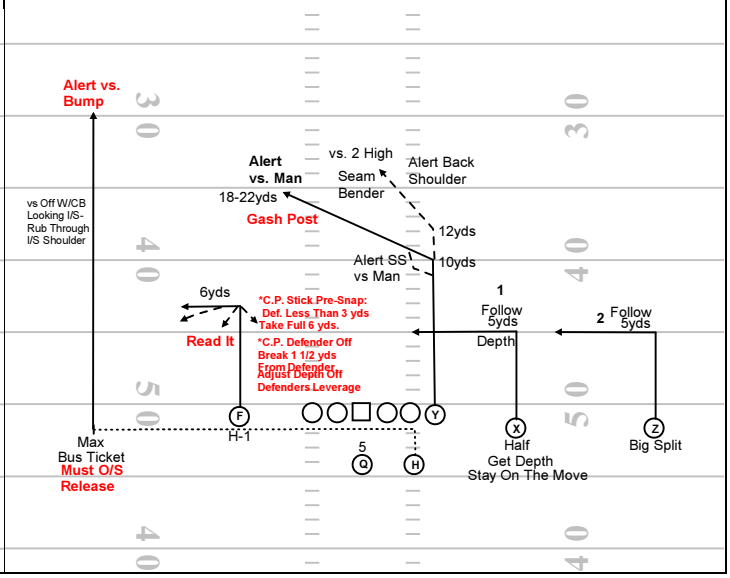
(R/T/ZE) 1 G TAFFY RT
3SCAT CHAMP X STICK



(R/T/ZE) 1 G JOKER RT
3SCAT CHAMP Y IN F STICK



(R/T/ZE) G JAX RT TITE
3SCAT CHAMP F STICK



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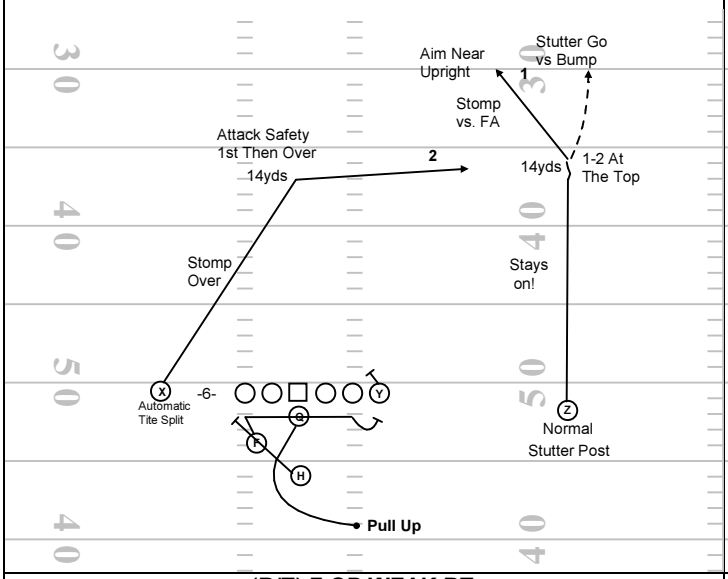
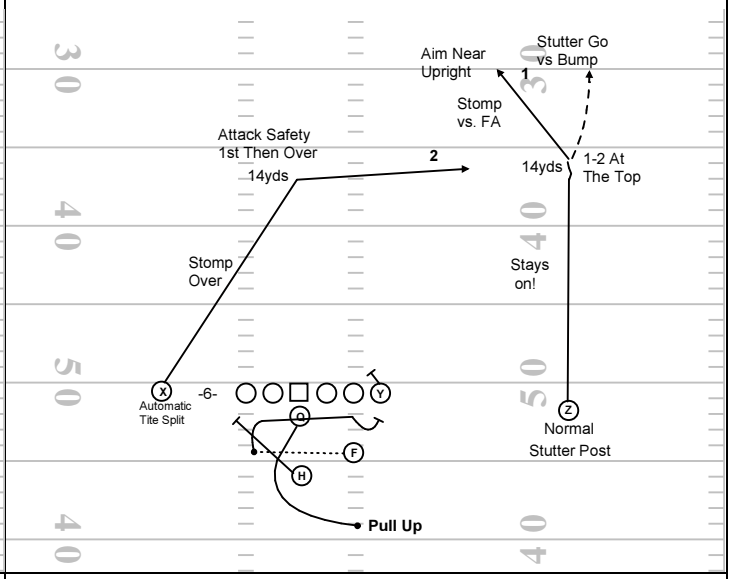
MOVEMENT

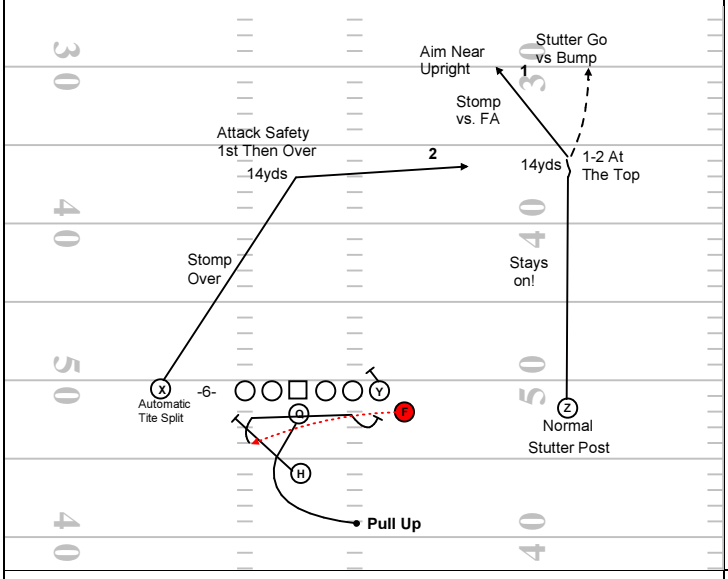
(R/T) (X) WEAK RT
KEEP 97 RT STEEL Z STOMP



(R/T) (X) STRONG RT FUZZ
KEEP 97 RT STEEL Z STOMP

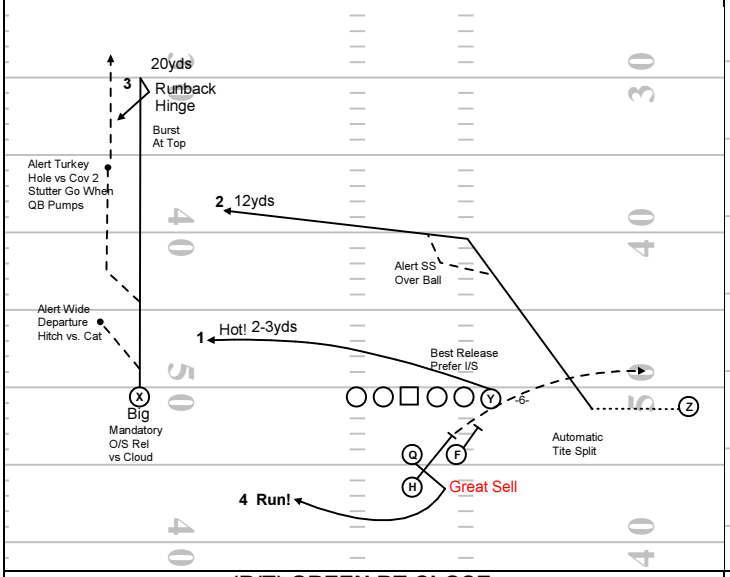


(R/T) F OP WEAK RT
KEEP 97 RT STEEL Z STOMP

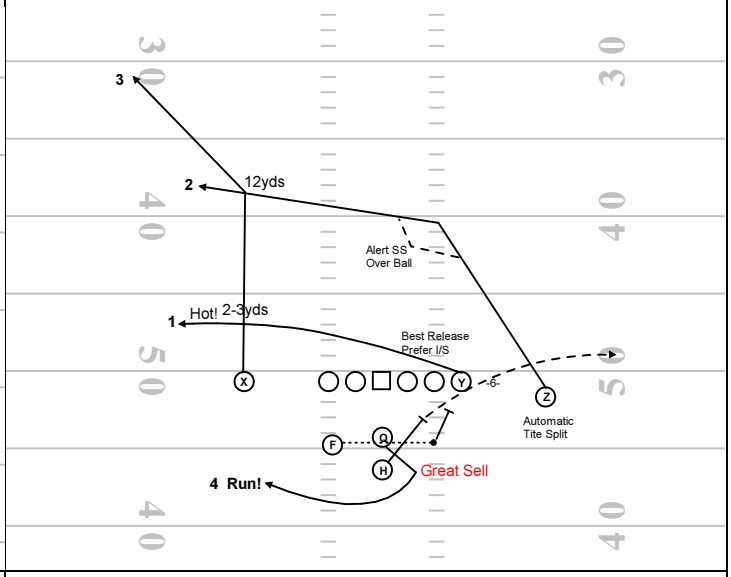


MOVEMENT

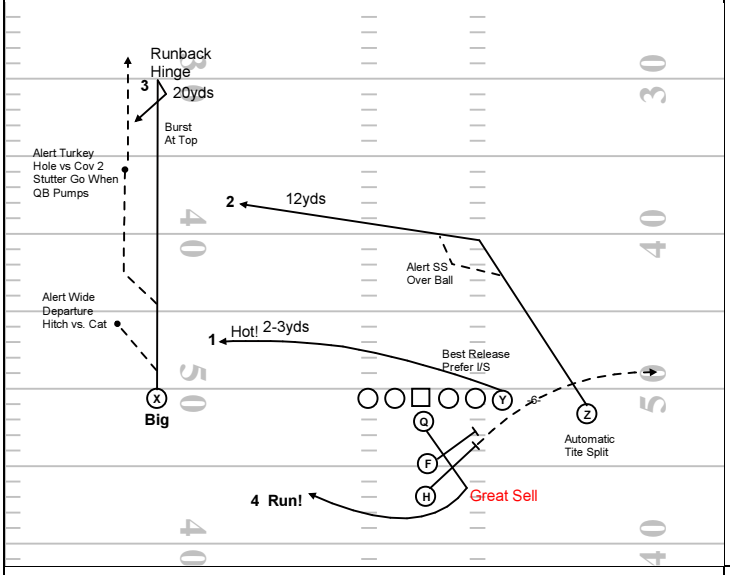
(R) STRONG RT Z SHORT
NKD 96 LT Y SHOW



(R/T) WEAK RT NASTY FUZZ
NKD 96 LT Y SHOW

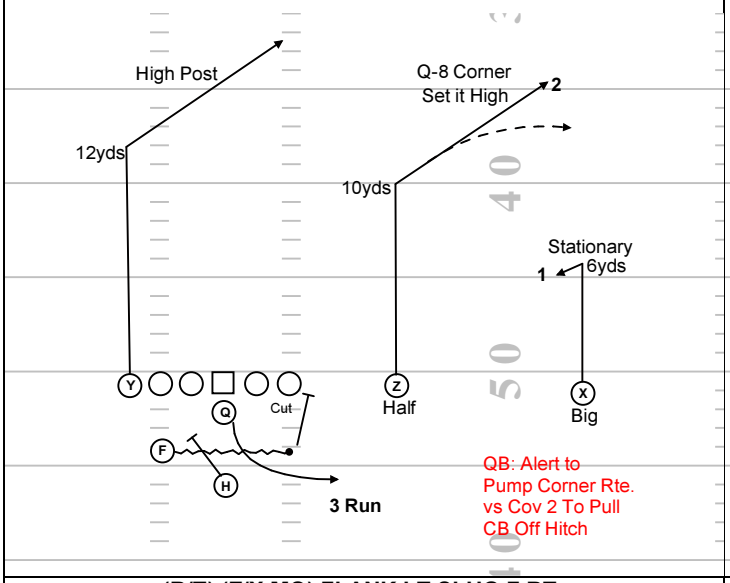


(R/T) GREEN RT CLOSE
NKD 96 LT Y SHOW

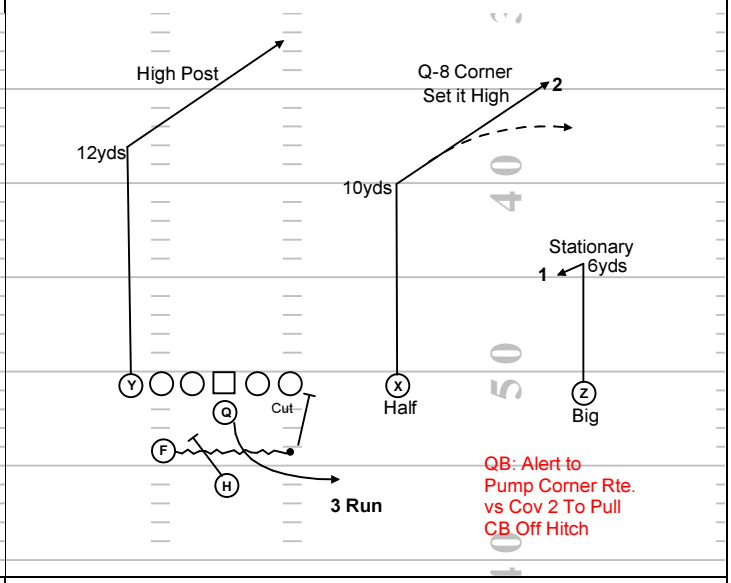


MOVEMENT

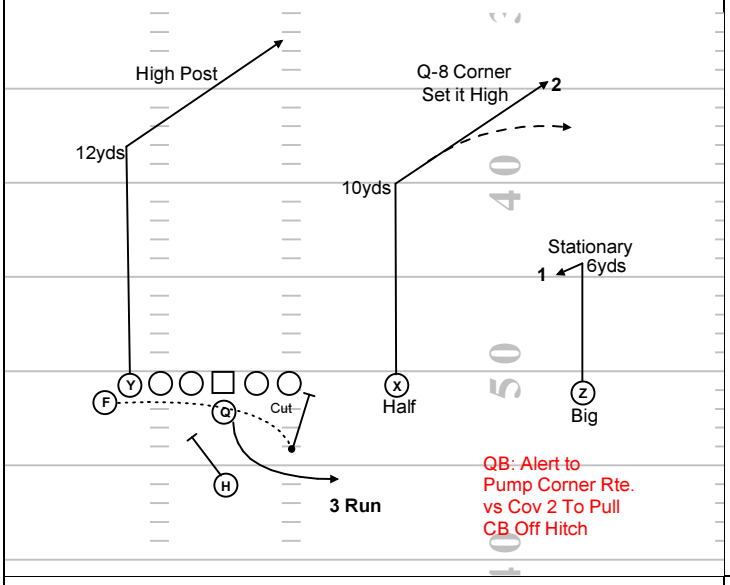
(R/T) STRONG LT SLOT FUZZ
Q 8 X CRUSH



(R/T) STRONG LT SLUG FUZZ
Q 8 Z CRUSH

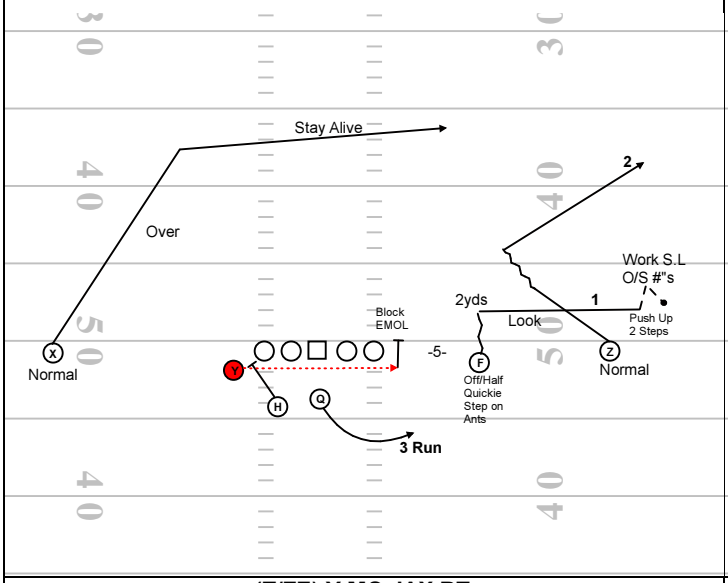


(R/T) (Z/X MO) FLANK LT SLUG F RT
Q8 Z CRUSH

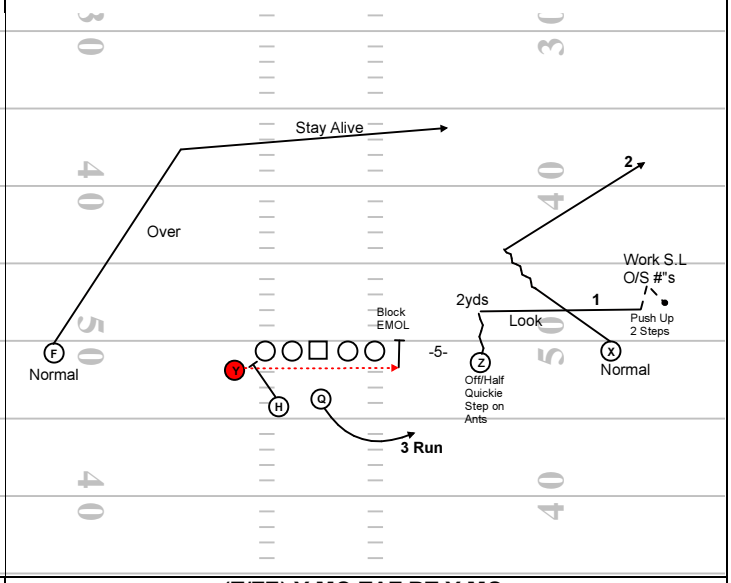


MOVEMENT

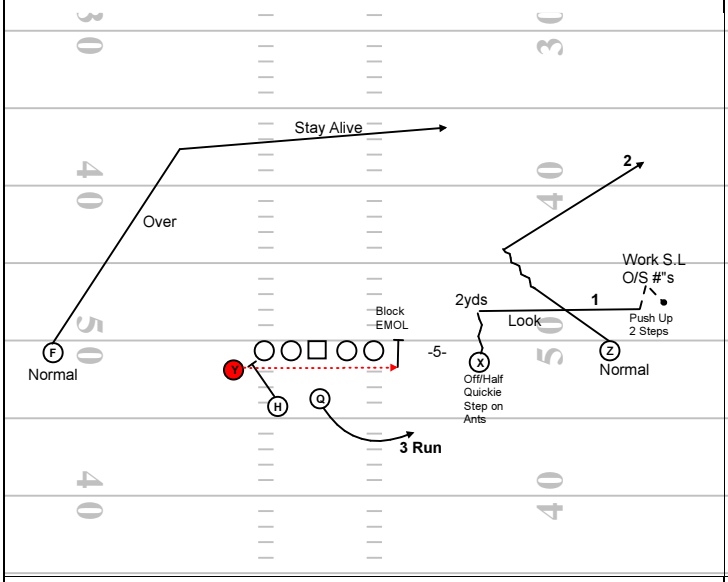
(T/ZE) Y MO TRIPS RT
Q8 Z ANGLE



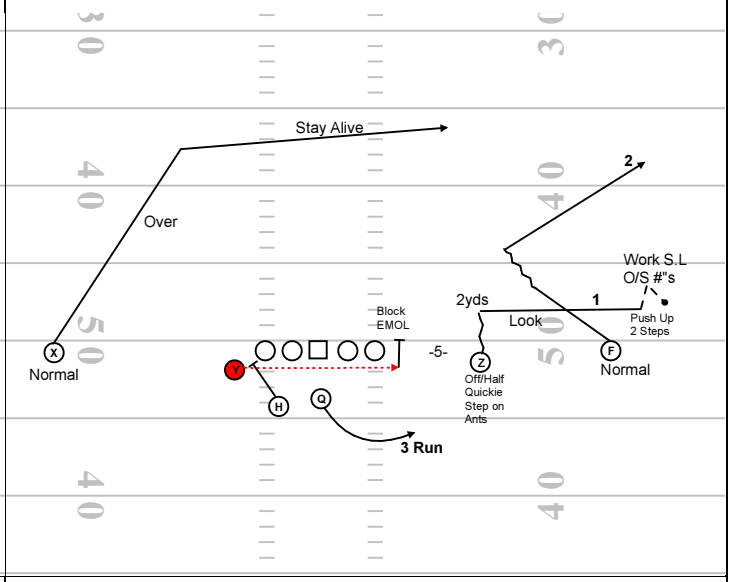
(T/ZE) Y MO JOKER RT
Q8 X ANGLE



(T/ZE) Y MO JAX RT
Q8 Z ANGLE



(T/ZE) Y MO TAZ RT Y MO
Q8 F ANGLE



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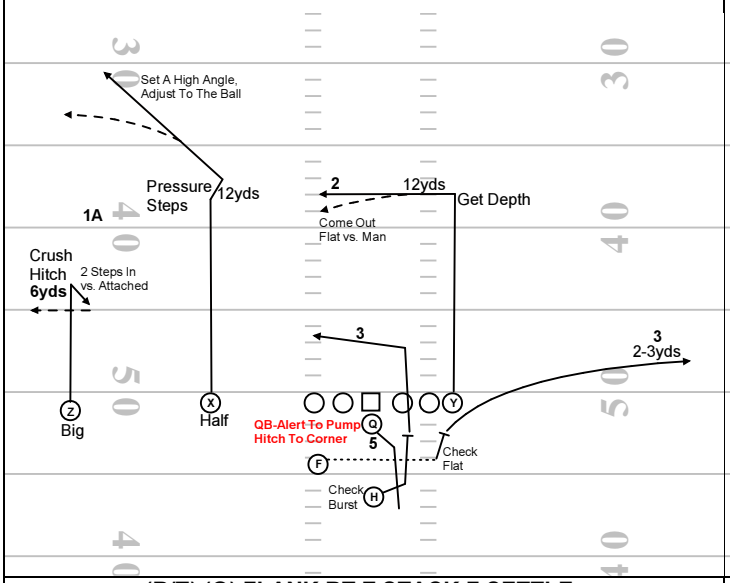
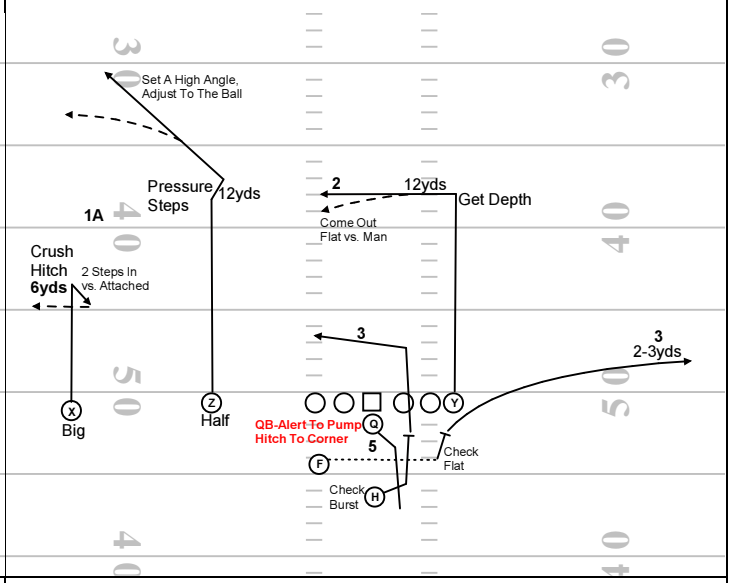
PLAY PASS

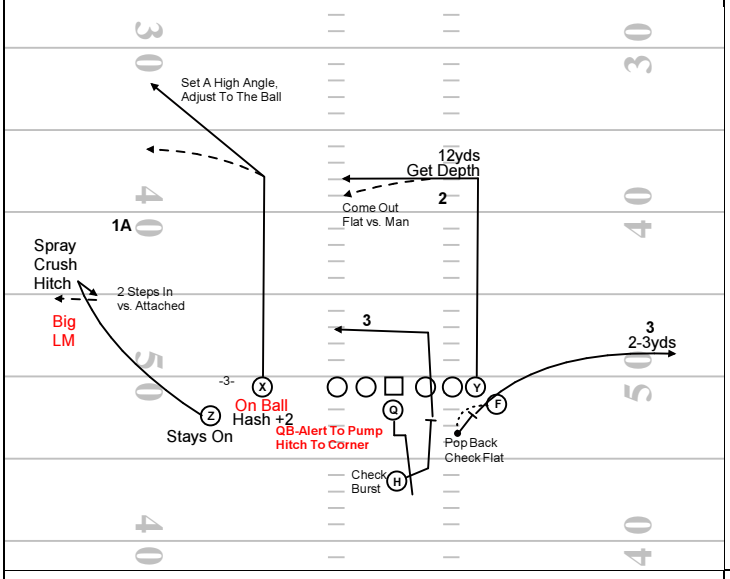
(R/T) (Z/X MO) (Q) WEAK RT SLUG FUZZ
HND 2 Z CRUSH Y BASIC BURST



(R/T) (Z/X MO) (Q) WEAK RT SLOT FUZZ
HND 2 X CRUSH Y BASIC BURST

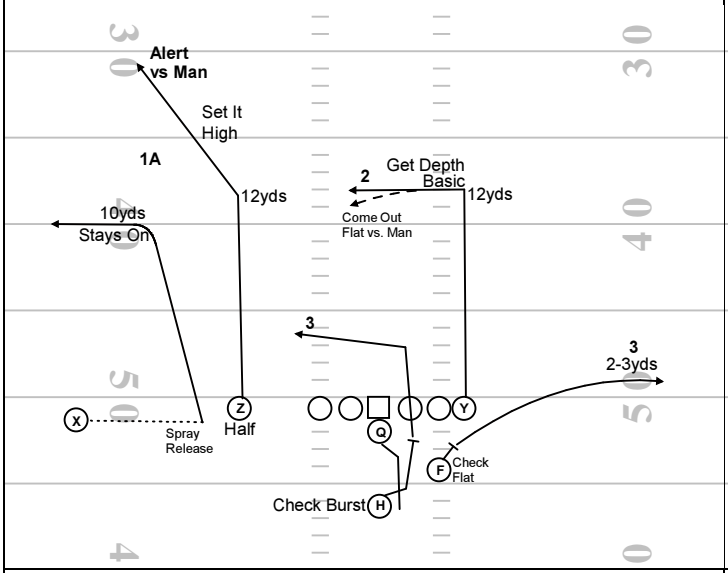


(R/T) (Q) FLANK RT Z STACK F SETTLE
HND 2 Z CRUSH Y BASIC BURST

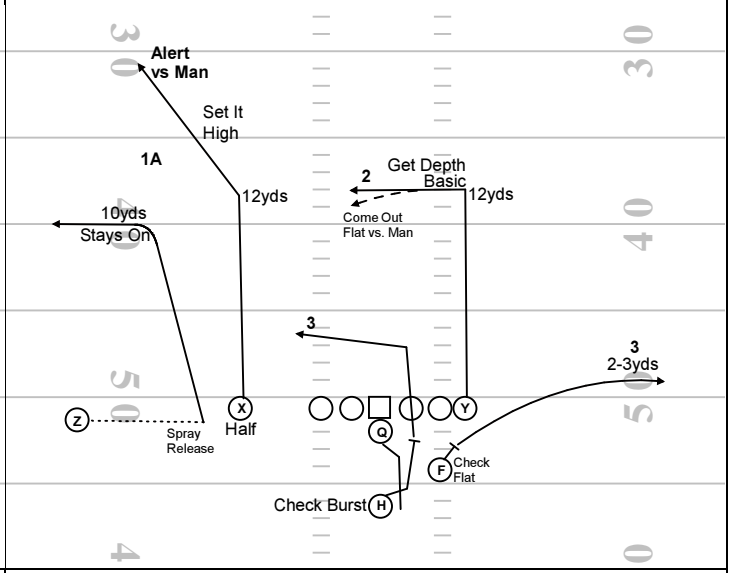


PLAY PASS

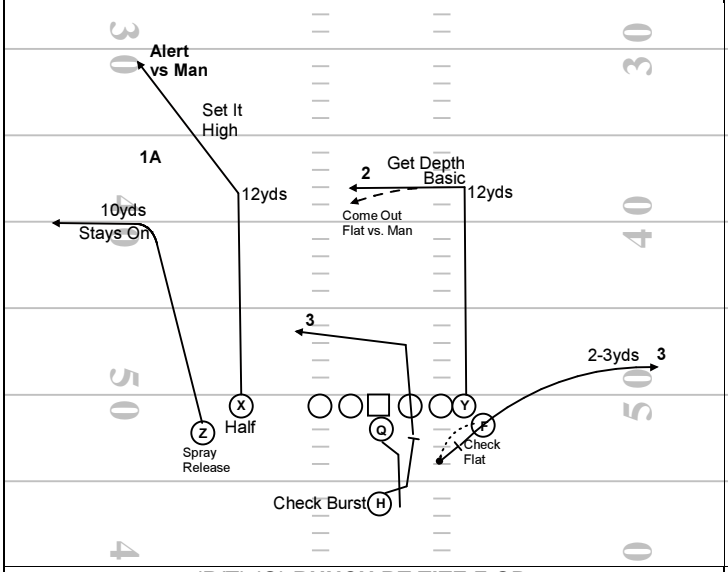
(R/T) (Q) STRONG RT SLOT X SH
HND 2 Z CORD BURST



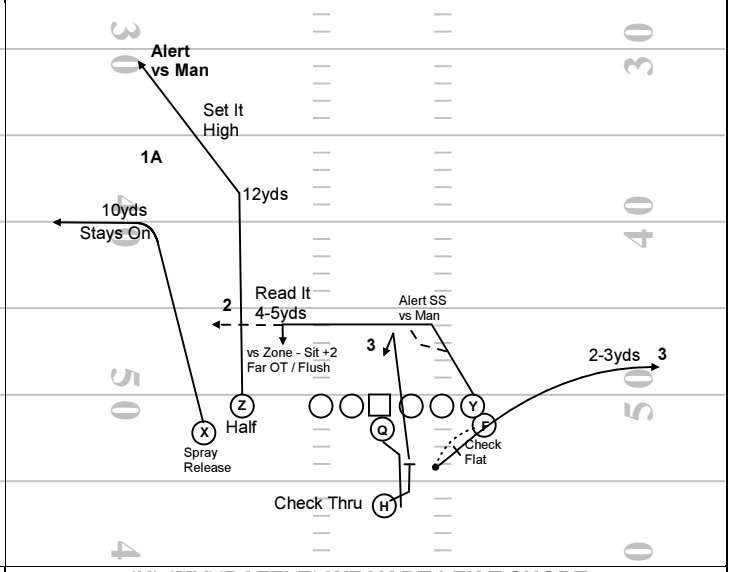
(R/T) (Q) STRONG RT SLUG Z SH
HND 2 X CORD BURST



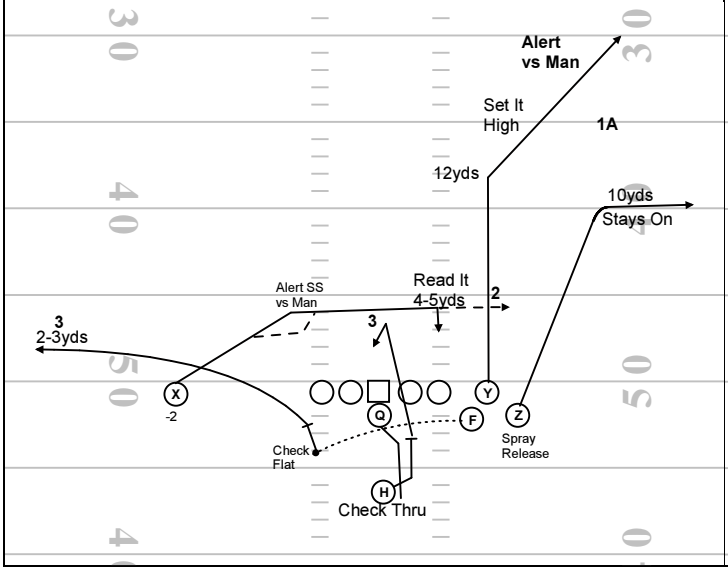
(R/T) (Q) FLANK RT Z STACK F SETTLE
HND 2 X CORD BURST



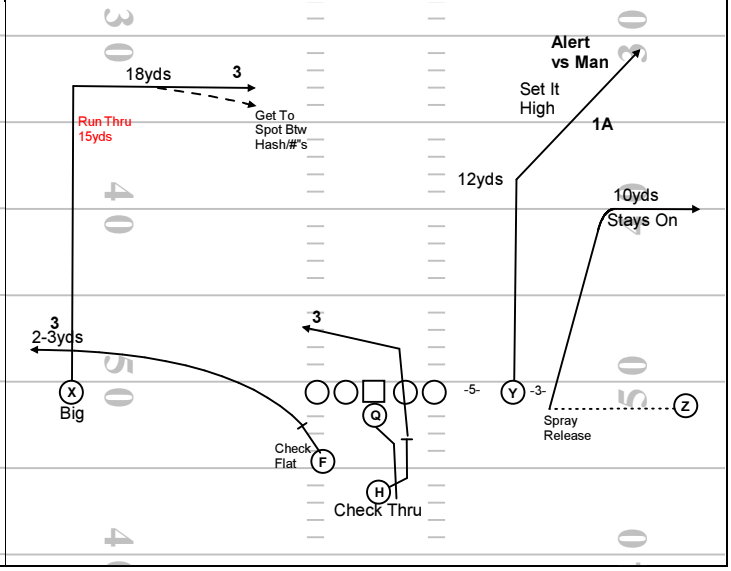
(R/T) (Q) FLANK RT STACK F SETTLE
HND 2 Z CORD Y SHALLOW



(R/T) (Q) BUNCH RT TITE F OP
HND 3 SPLIT Y CORD X SHALLOW



(U) (MV)(BAFFLE) WEAK RT LEX Z SHORT
HND 3 SPLIT Y CORD BURST



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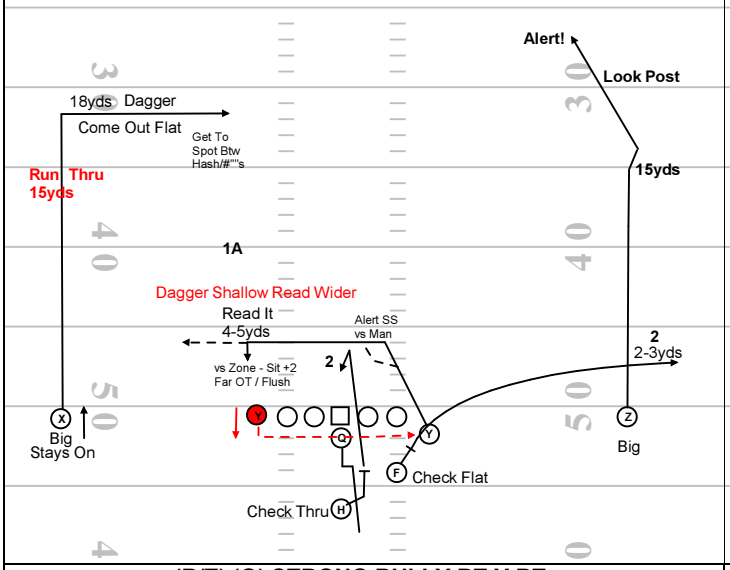
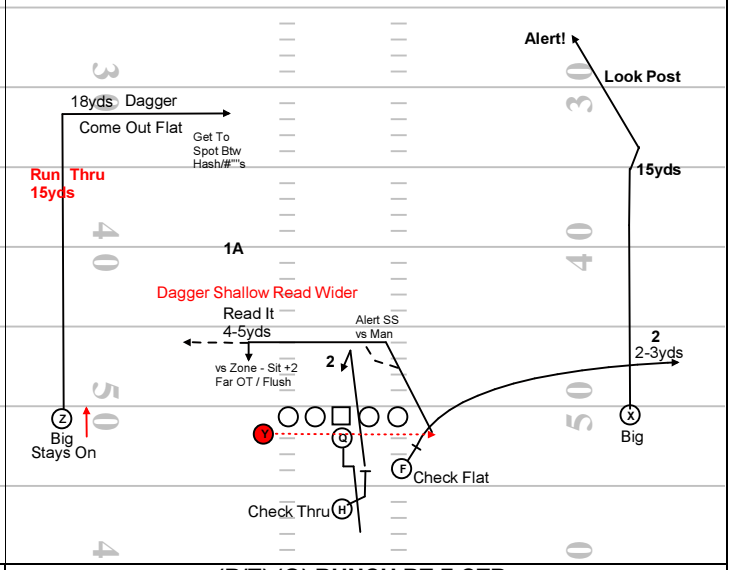
PLAY PASS

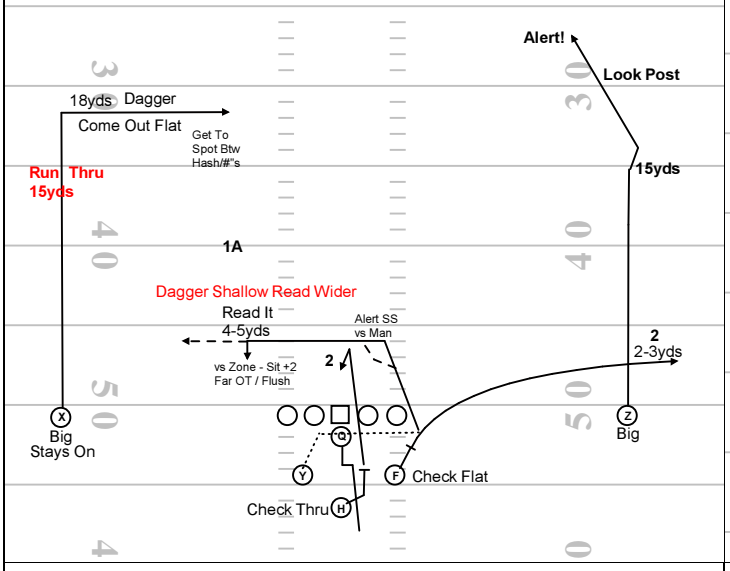
(R/T) YAZ (Q) STRONG RT
HND 2 X DAGGER Y SHALLOW



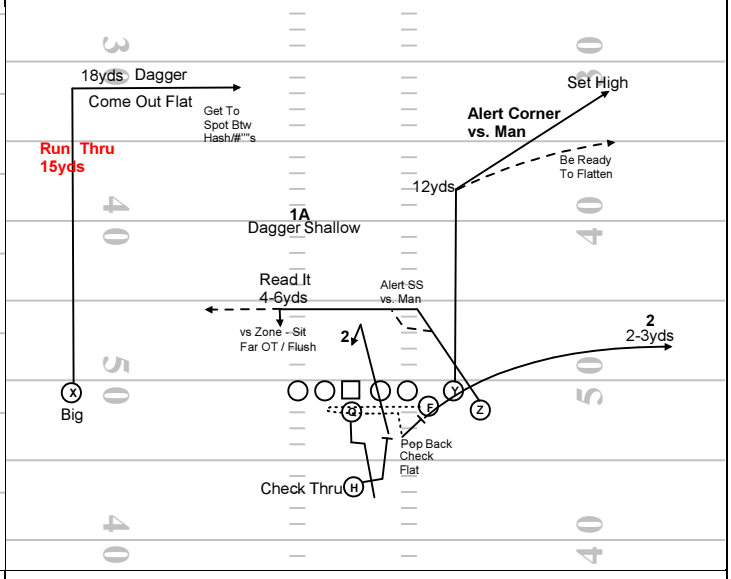
(R/T) Y STEP WEAK LT Y RT
HND 2 Z DAGGER Y SHALLOW



(R/T) (Q) STRONG BULLY RT Y RT
HND 2 X DAGGER Y SHALLOW

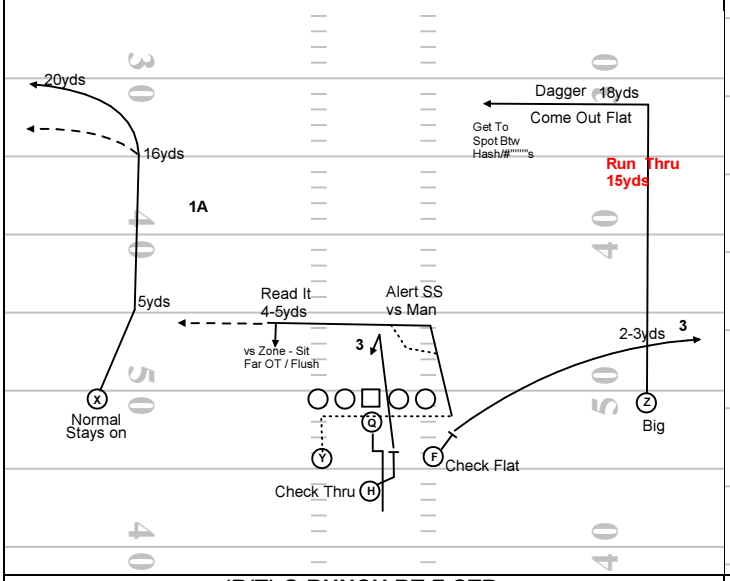


(R/T) (Q) BUNCH RT F CTR
HND 2 X DAGGER Z SHALLOW

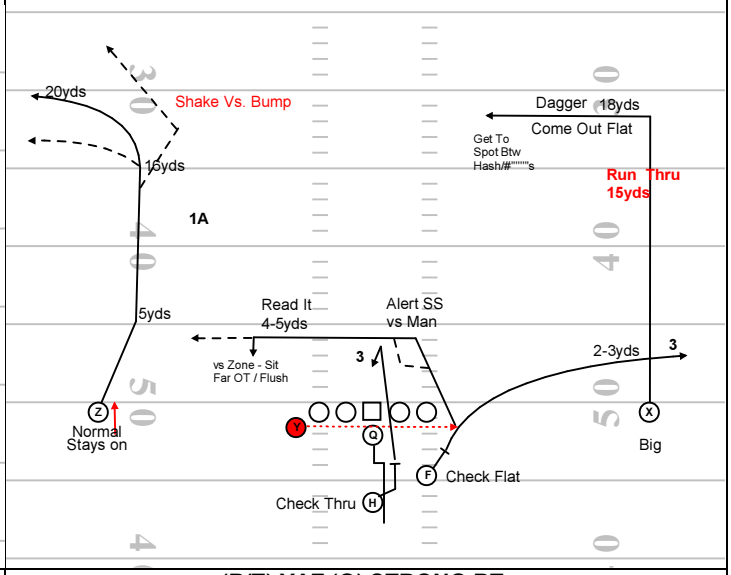


PLAY PASS

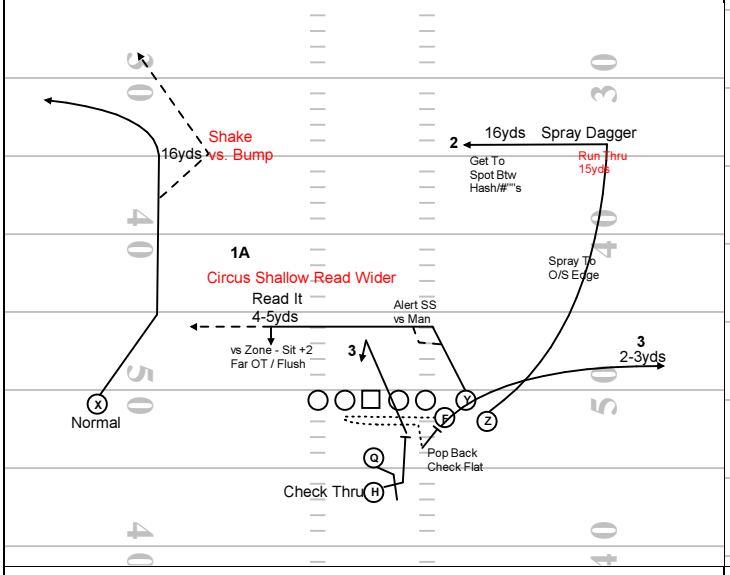
(R/T) (BUILD) (Q) STRONG BULLY RT Y RT
HND 2 X CIRCUS Y SHADOW



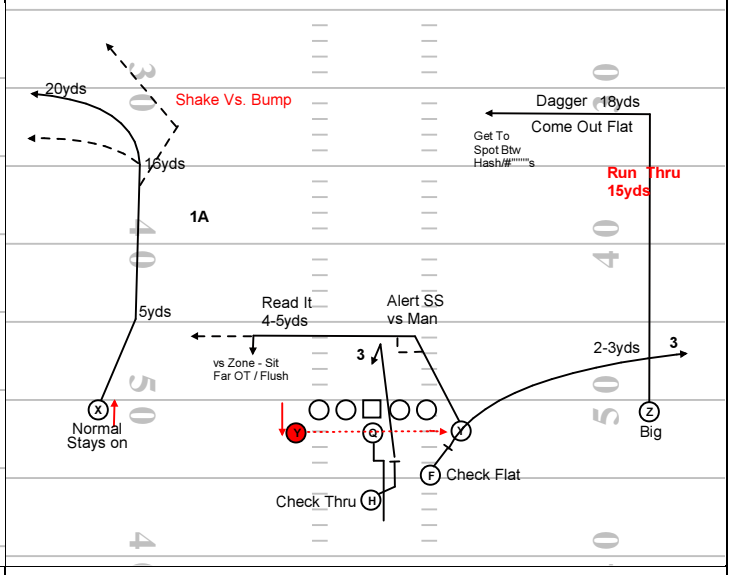
(R/T) Y STEP WEAK LT Y RT
HND 2 Z CIRCUS Y SHADOW



(R/T) Q BUNCH RT F CTR
HND 2 X CIRCUS Y SHADOW

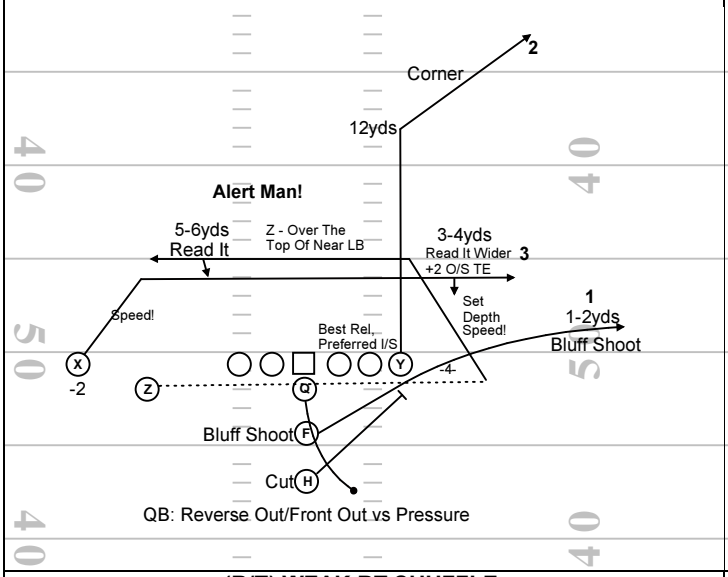


(R/T) YAZ (Q) STRONG RT
HND 2 X CIRCUS Y SHADOW

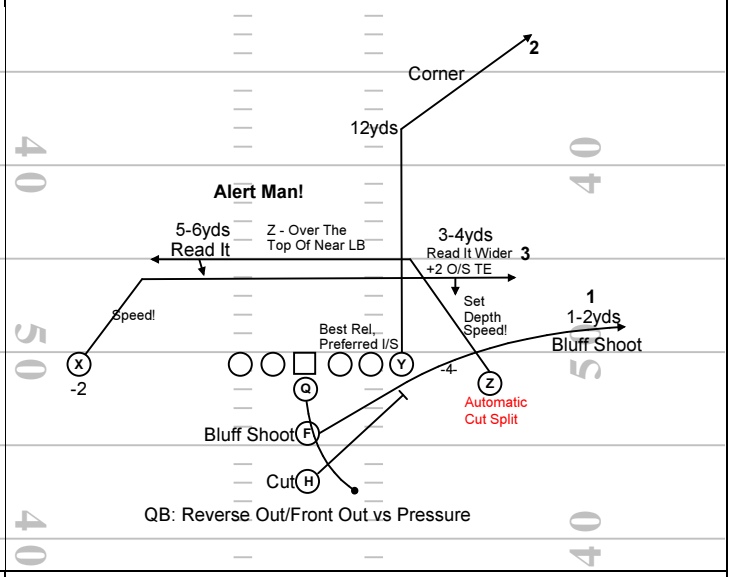


PLAY PASS

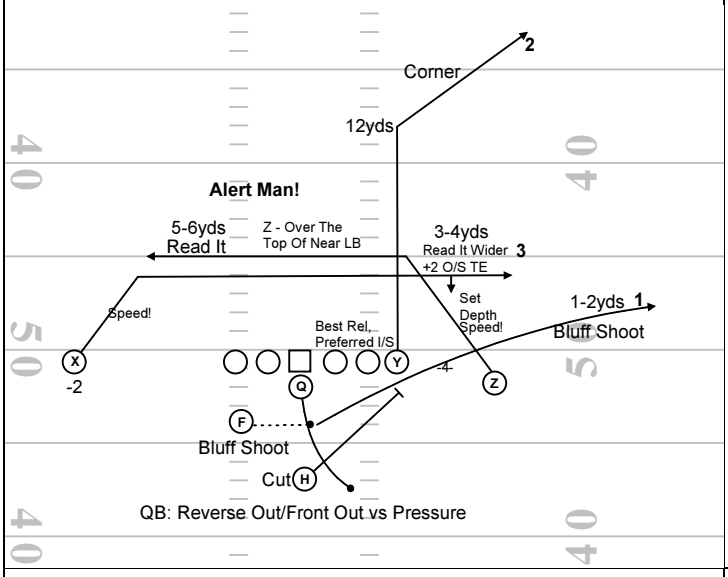
(R/T) Z MO GREEN RT
SPIDER 2 Y BANANA X & Z MESH



(R/T) GREEN RT
SPIDER 2 Y BANANA X & Z MESH

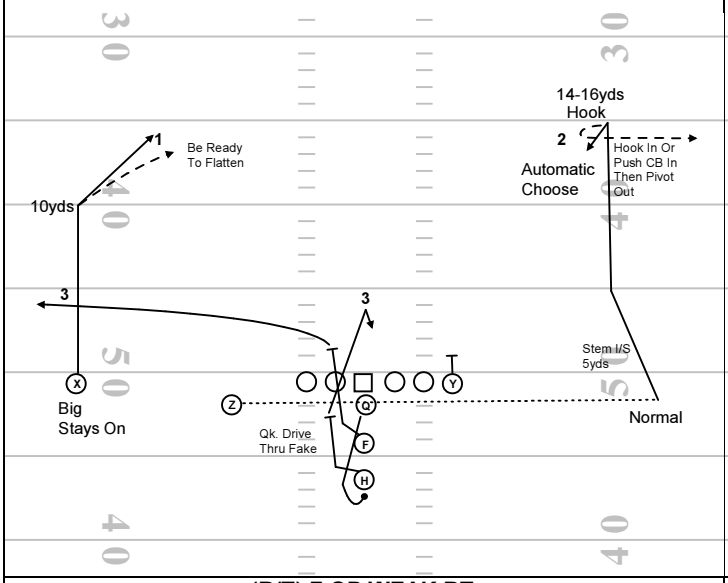


(R/T) WEAK RT SHUFFLE
SPIDER 2 Y BANANA X & Z MESH

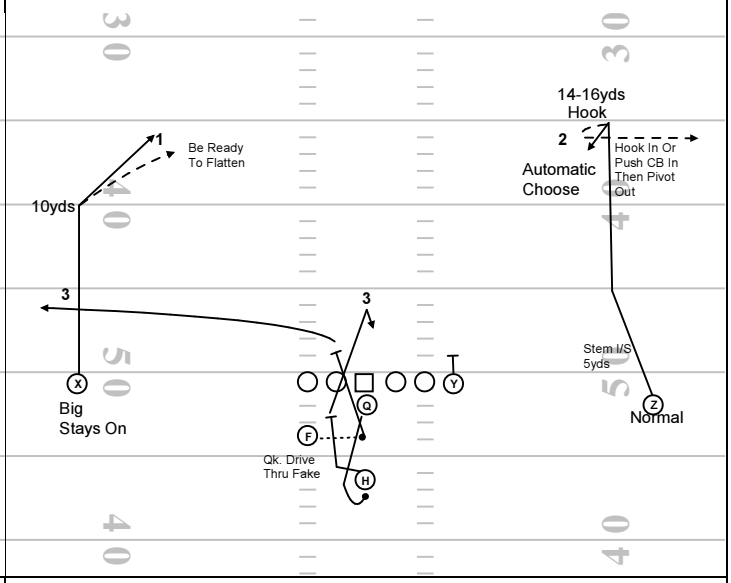


PLAY PASS

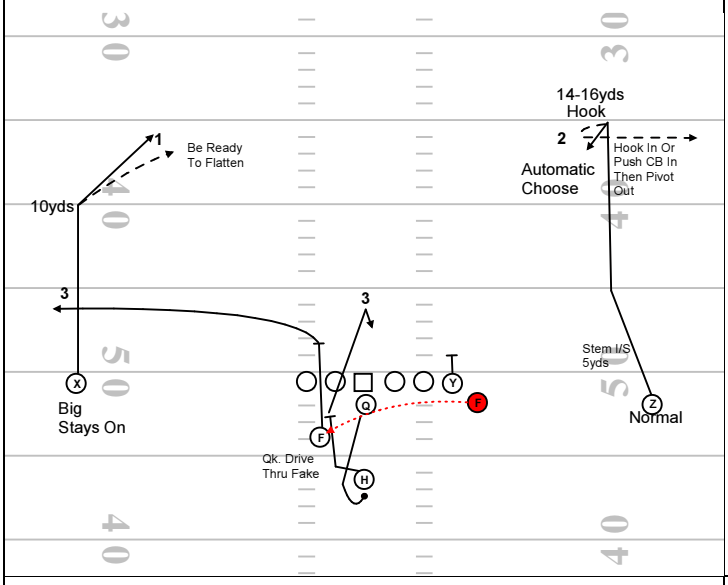
(R/T) Z MO GREEN RT
SELL QK P93 WK X BENGAL



(R/T) WEAK RT SHUFFLE
SELL QK P93 WK X BENGAL

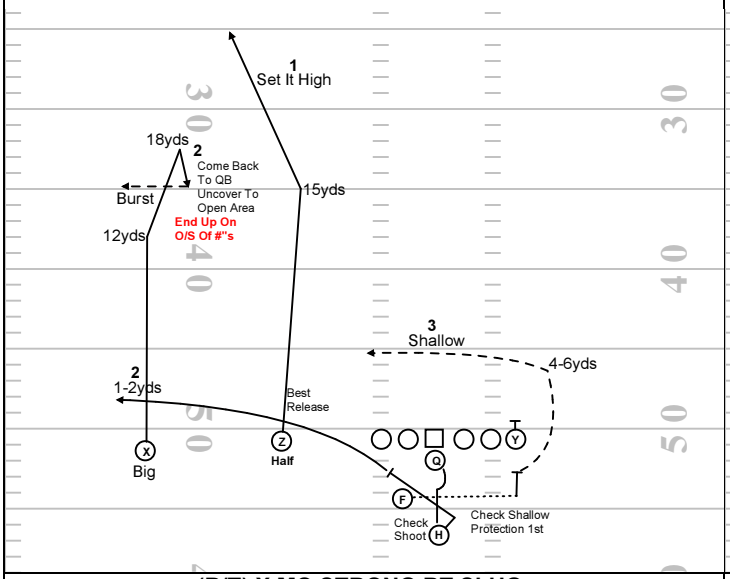


(R/T) F OP WEAK RT
SELL QK P93 WK X BENGAL

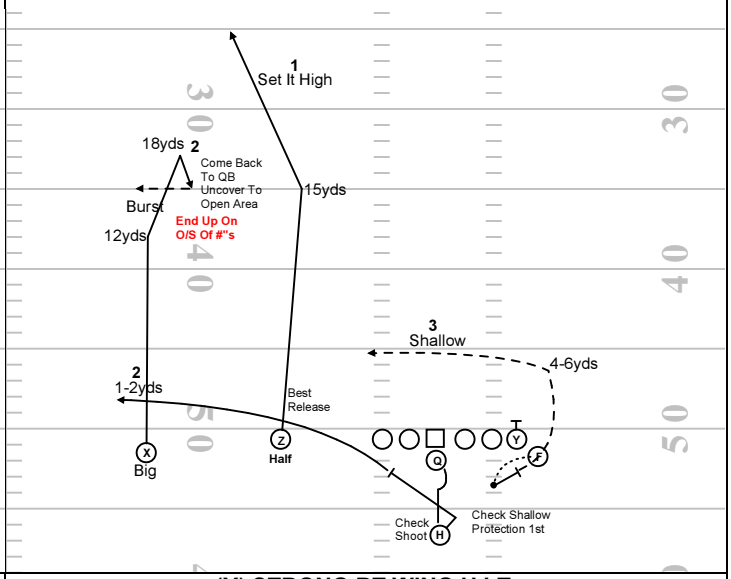


PLAY PASS

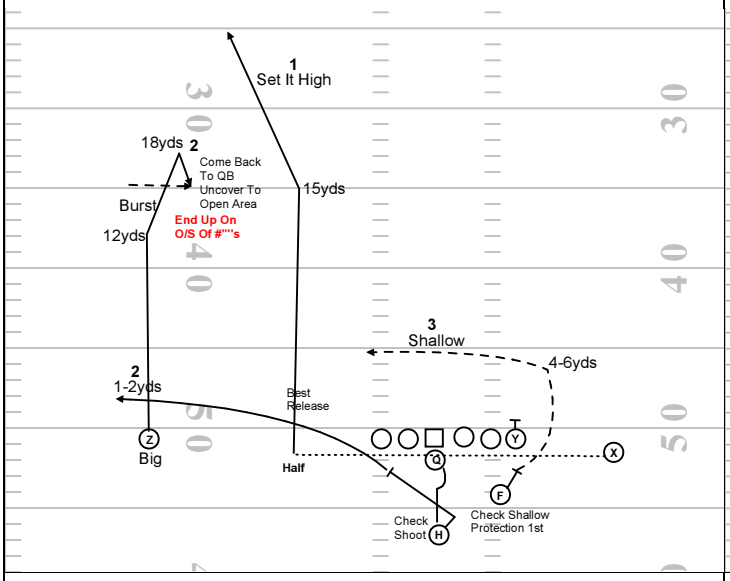
(R/T) WEAK RT SLOT FUZZ
MUSTANG X BARK



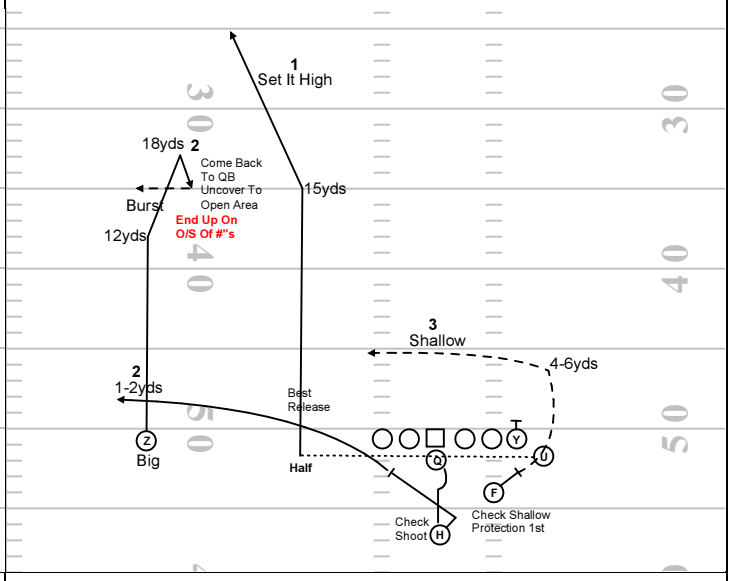
(R/T) FLANK RT F SETTLE
MUSTANG X BARK



(R/T) X MO STRONG RT SLUG
MUSTANG Z BARK



(Y) STRONG RT WING U LT
MUSTANG Z BARK



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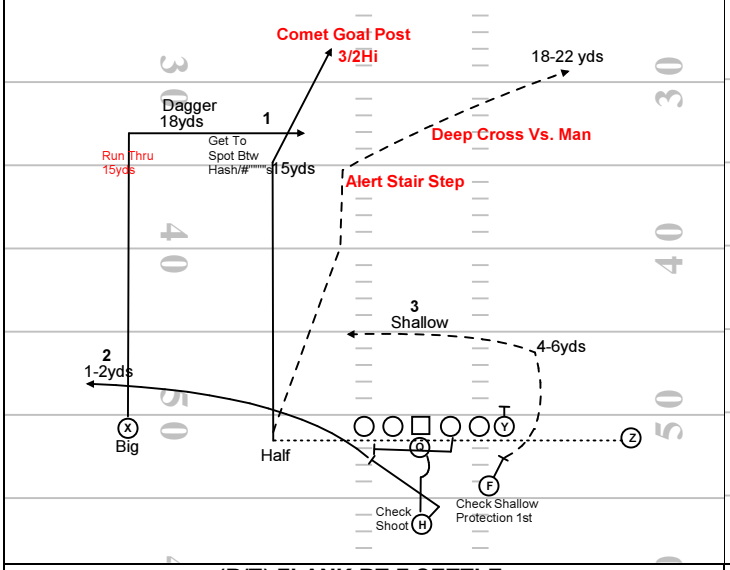
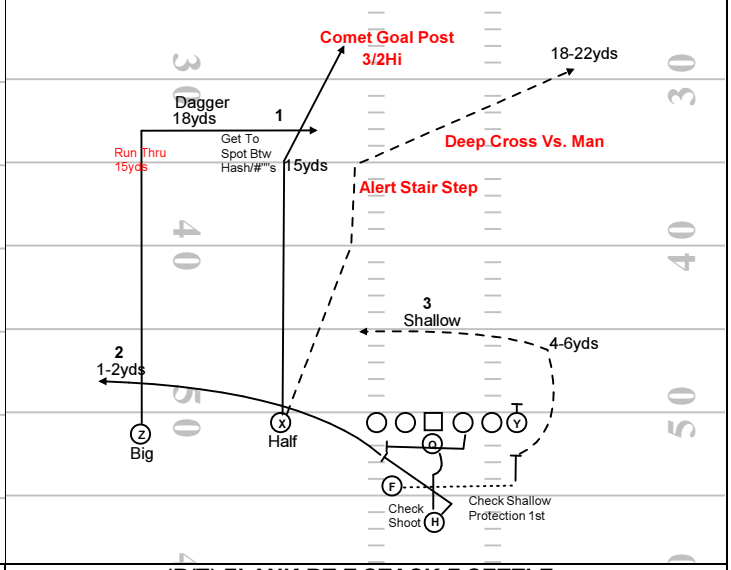
PLAY PASS

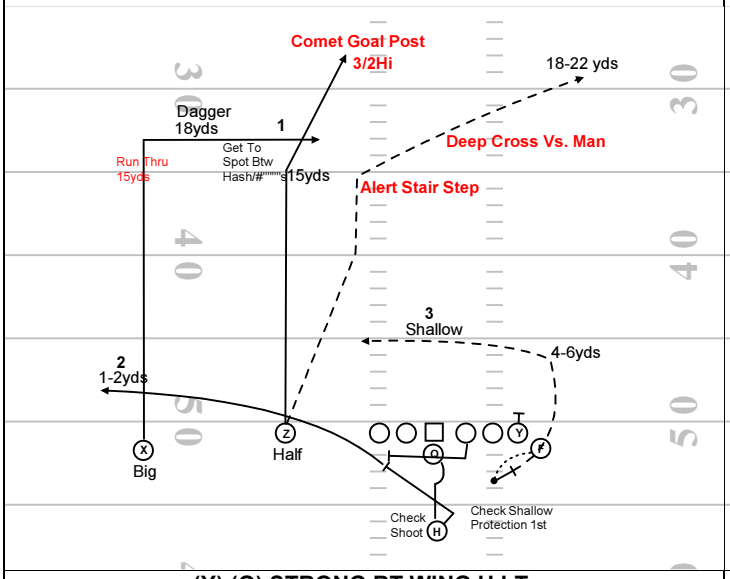
(R/T) Z MO STRONG RT SLOT
MUSTANG COMET X DAGGER



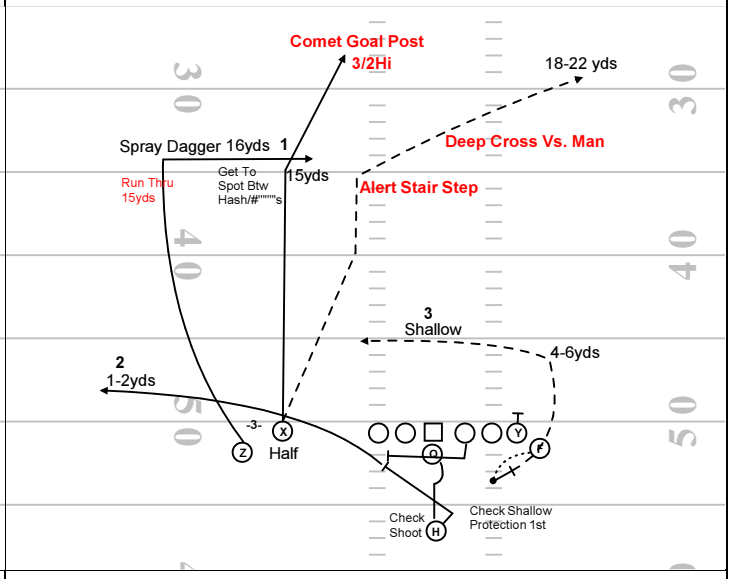
(R/T) WEAK RT SLUG FUZZ
MUSTANG COMET Z DAGGER



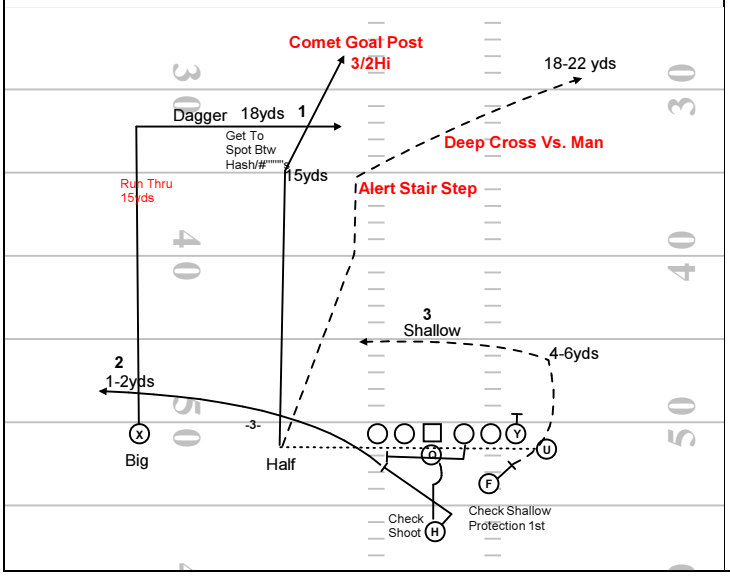
(R/T) FLANK RT F SETTLE
MUSTANG COMET X DAGGER



(R/T) FLANK RT Z STACK F SETTLE
MUSTANG COMET Z DAGGER



(Y) (Q) STRONG RT WING U LT
MUSTANG COMET Z DAGGER



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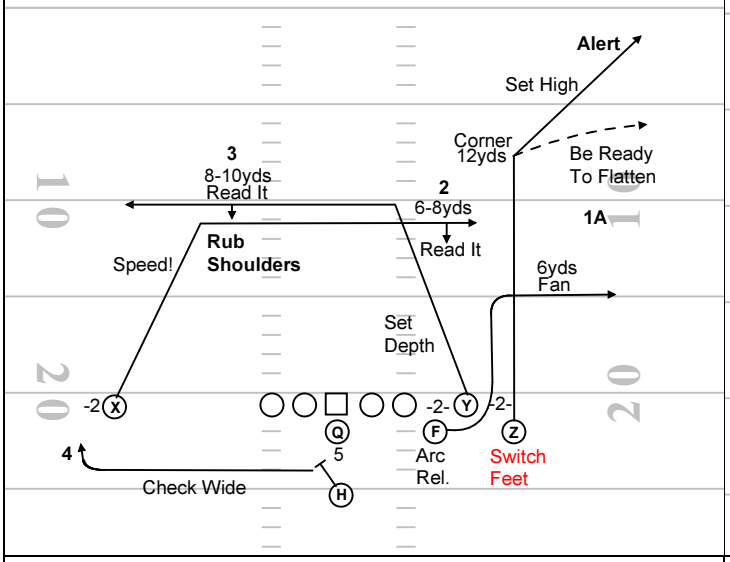
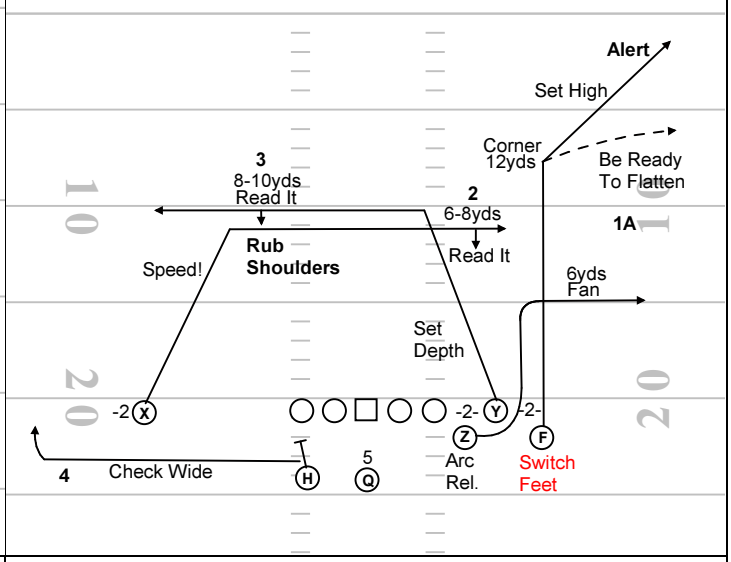
RED ZONE

(R/T) (G) BUNCH RT
3J F FAN X & Y MID MESH

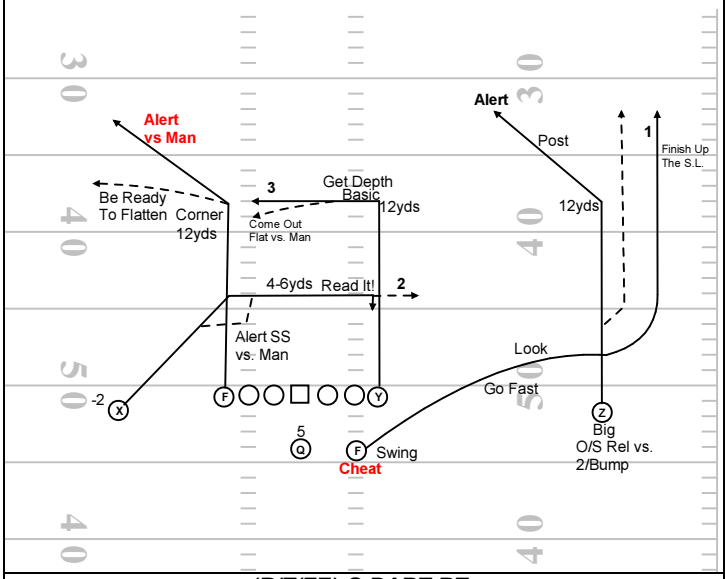


(R/T) G TAFFY RT BUNCH
3J Z FAN X & Y MID MESH

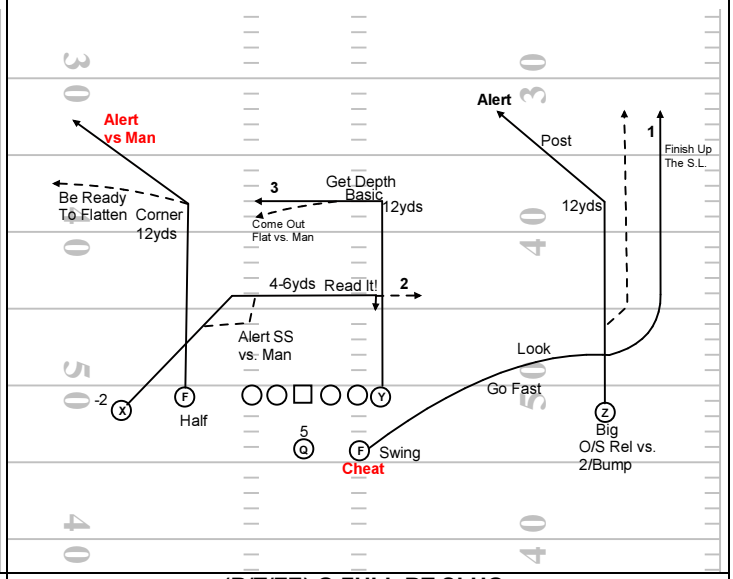


RED ZONE

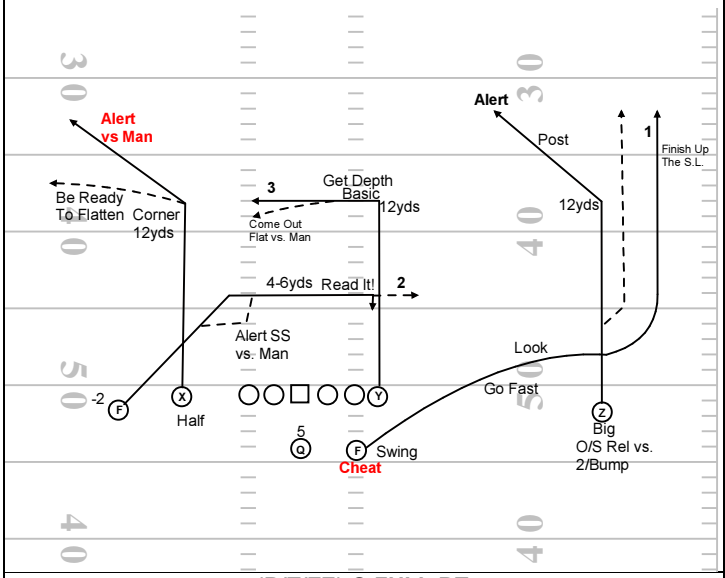
(R/T) G DOT RT
2SCAT SWING Y BINGO X SHALLOW



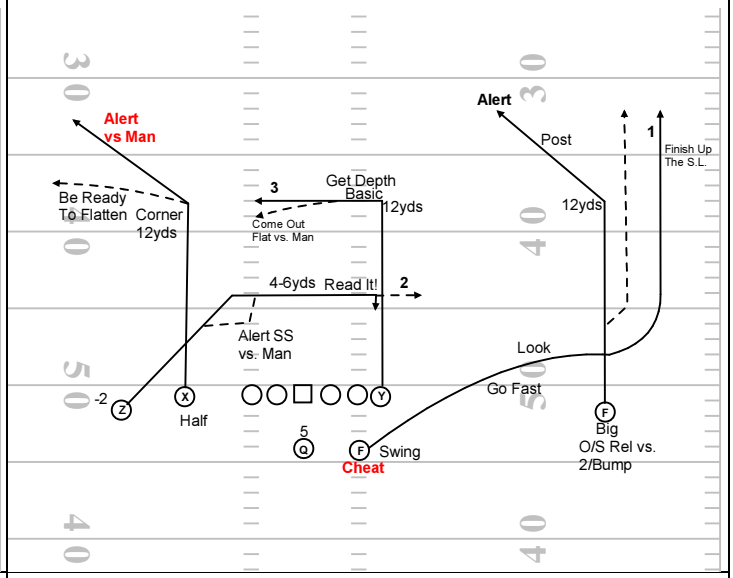
(R/T/ZE) G DOUBLE RT
2SCAT SWING Y BINGO X SHALLOW



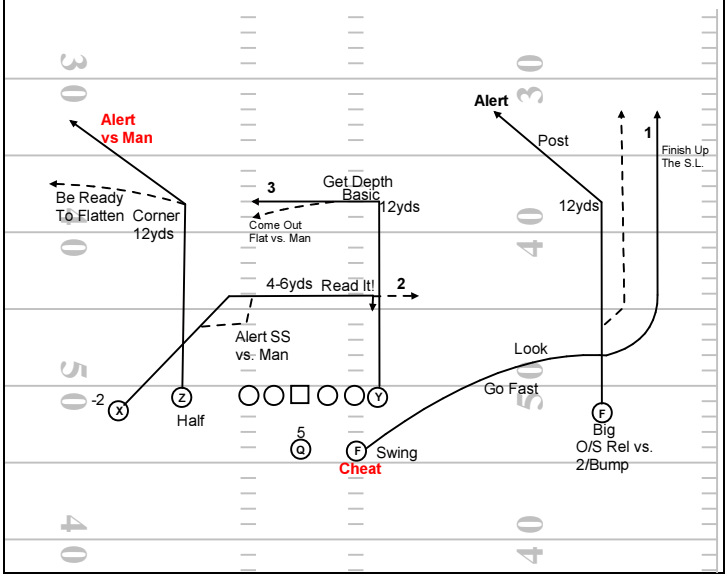
(R/T/ZE) G DART RT
2SCAT SWING Y BINGO F SHALLOW



(R/T/ZE) G FULL RT SLUG
2SCAT SWING Y BINGO Z SHALLOW



(R/T/ZE) G FULL RT
2SCAT SWING Y BINGO X SHALLOW



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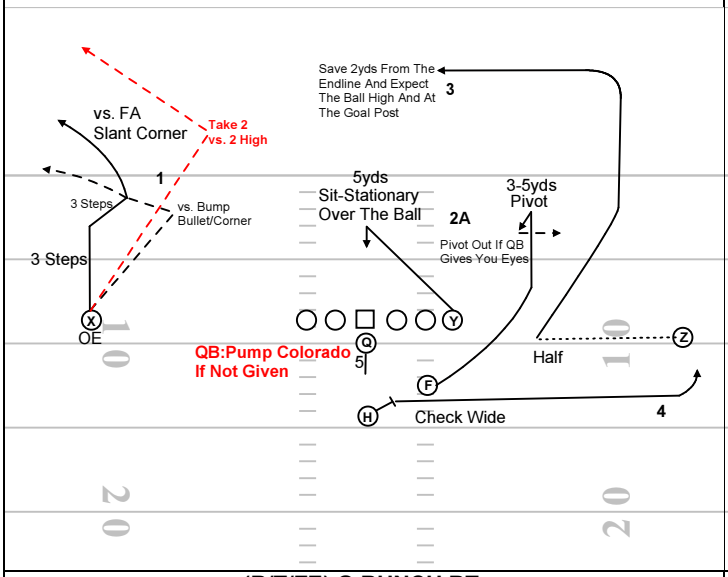
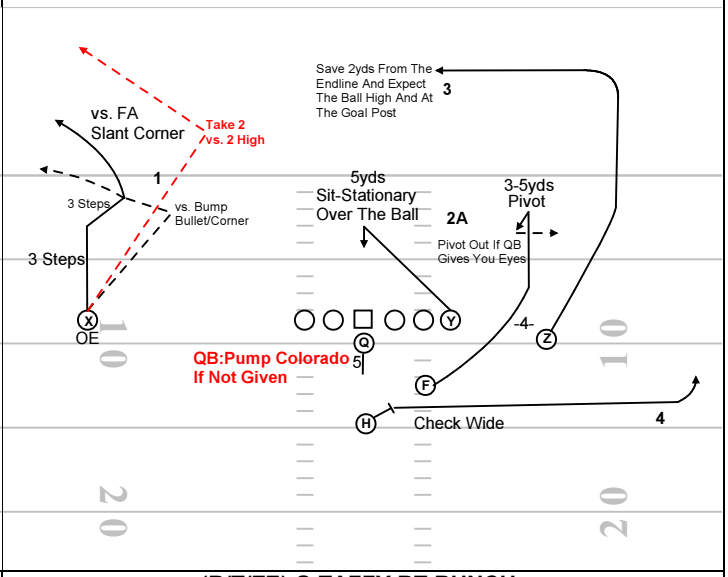
RED ZONE

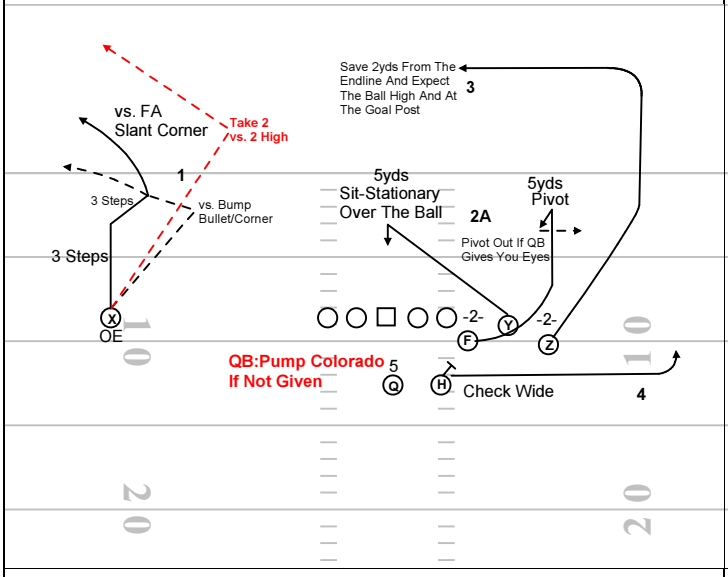
(R/T) (MOVE)(Q) STRONG RT Z SHORT
2J X COLORADO Y & F UPRIGHT



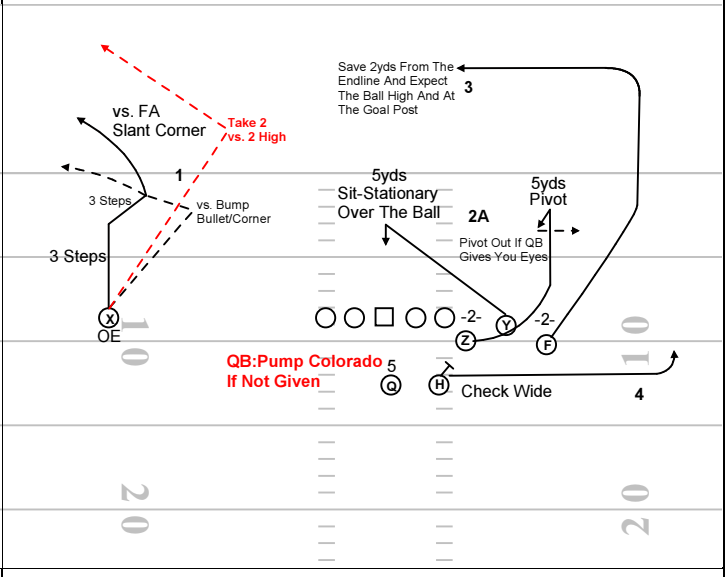
(R/T) YAZ: STRONG RT CLOSE
2J X COLORADO Y & F UPRIGHT



(R/T/ZE) G BUNCH RT
2J X COLORADO Y & F UPRIGHT



(R/T/ZE) G TAFFY RT BUNCH
2J X COLORADO Y & Z UPRIGHT



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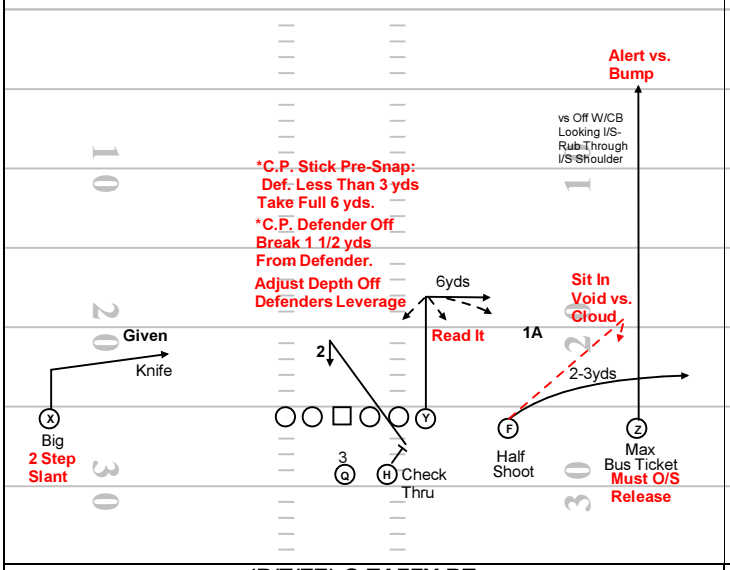
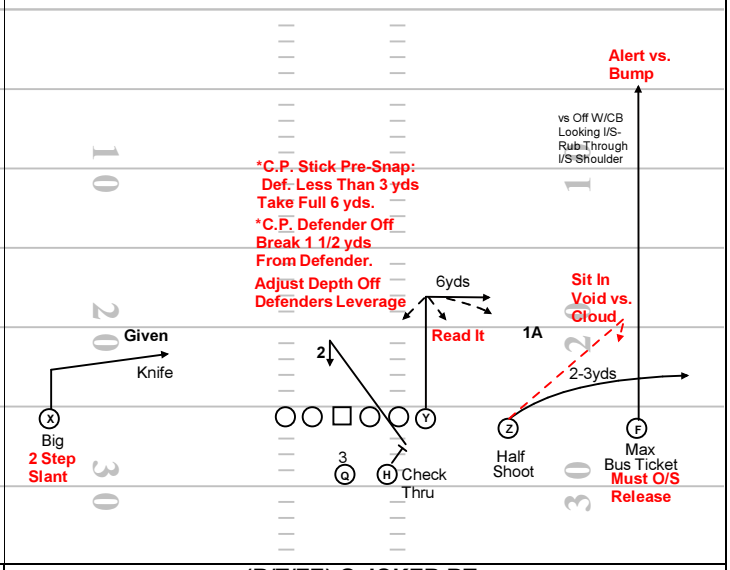
RED ZONE

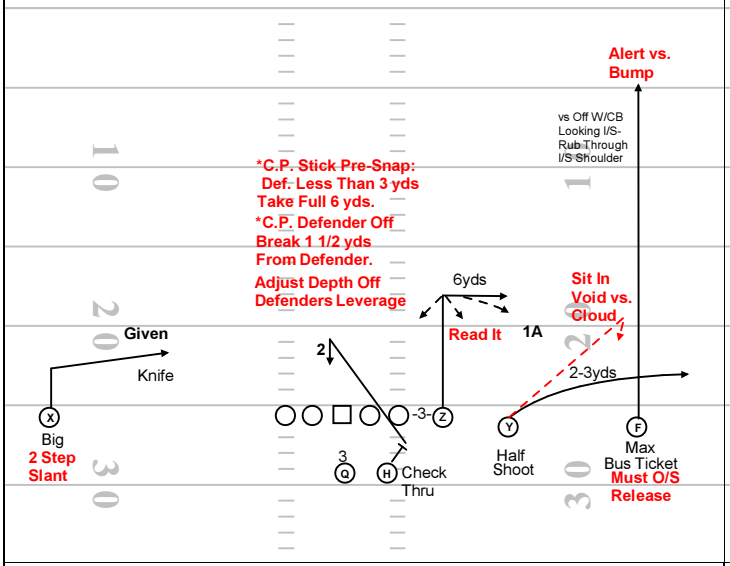
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
200J CUT Y STICK X KNIFE THRU



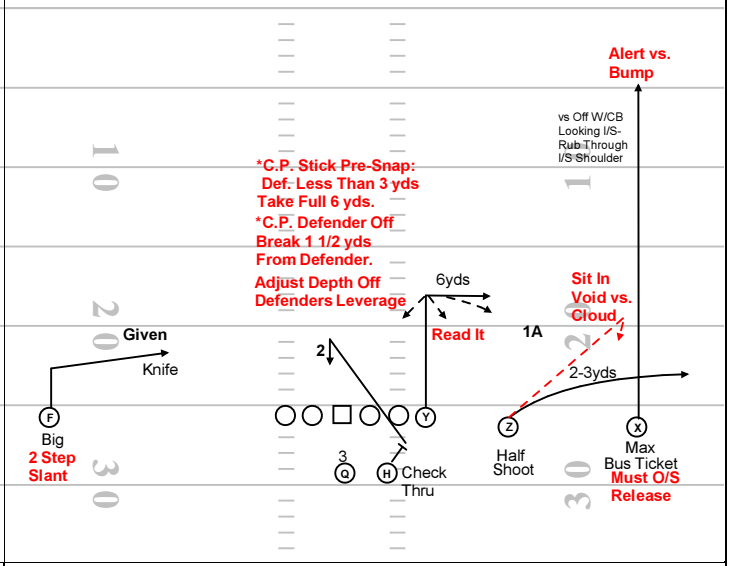
(R/T/ZE) (Z MO) G TAZ RT
200J CUT Y STICK X KNIFE THRU



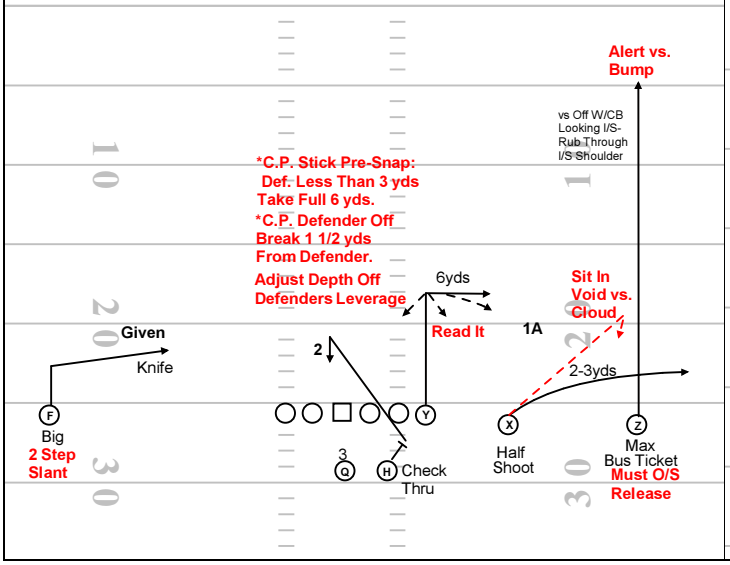
(R/T/ZE) G TAFFY RT
200J CUT Z STICK X KNIFE THRU



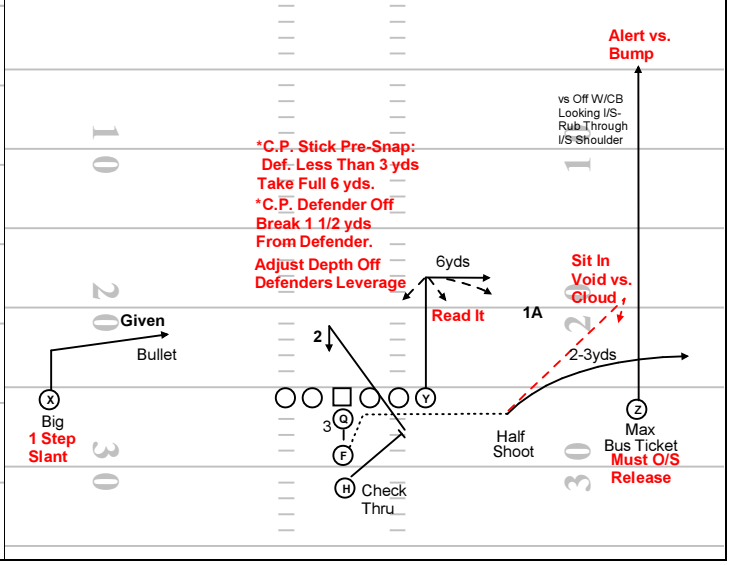
(R/T/ZE) G JOKER RT
200J CUT Y STICK F KNIFE THRU



(R/T/ZE) G JAX RT
200J CUT Y STICK F KNIFE THRU



(R/T) GREEN RT F RT
200J CUT Y STICK X BULLET THRU



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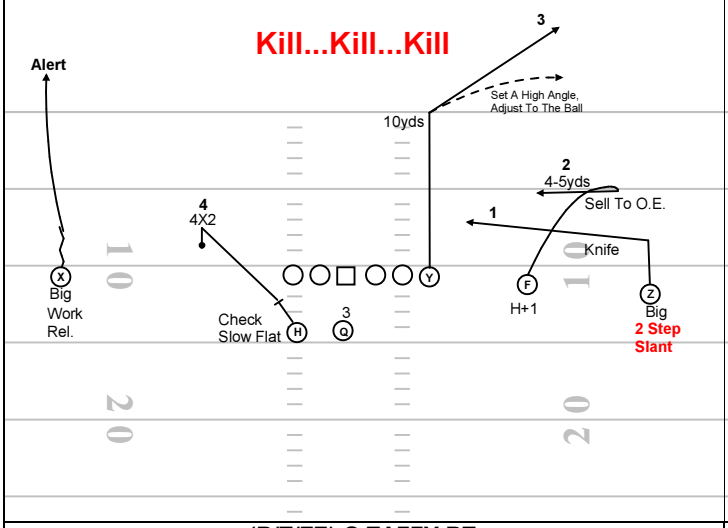
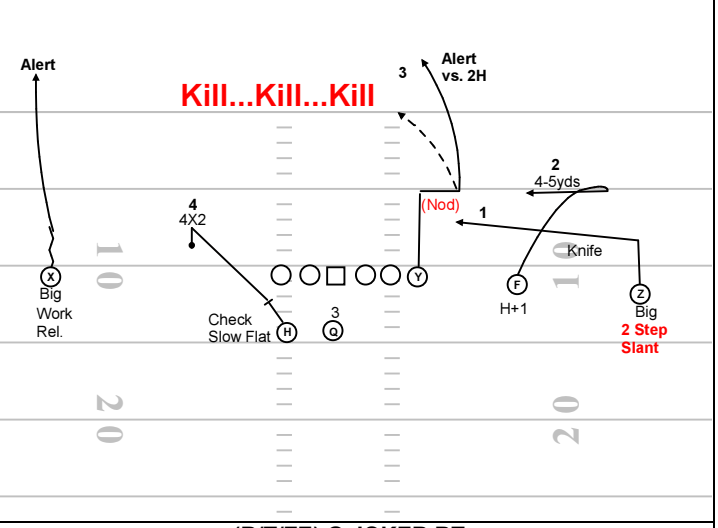
RED ZONE

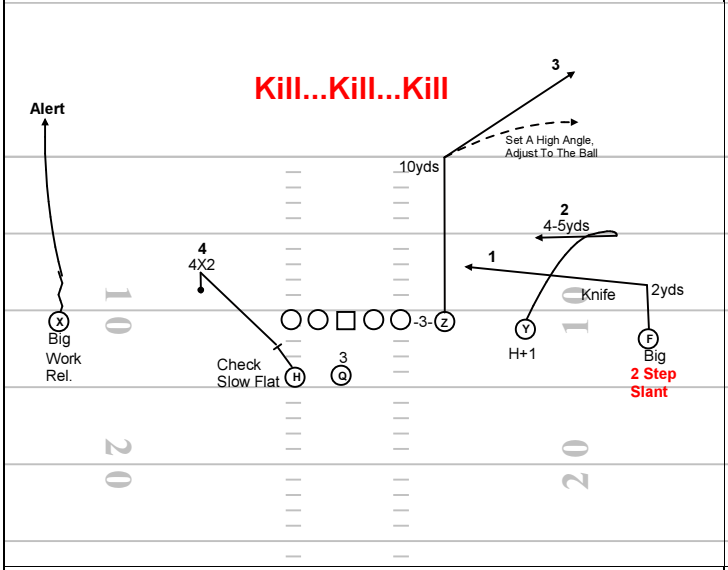
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
36 CROSS K-300J (CUT) K-300J (CUT) ROBIN



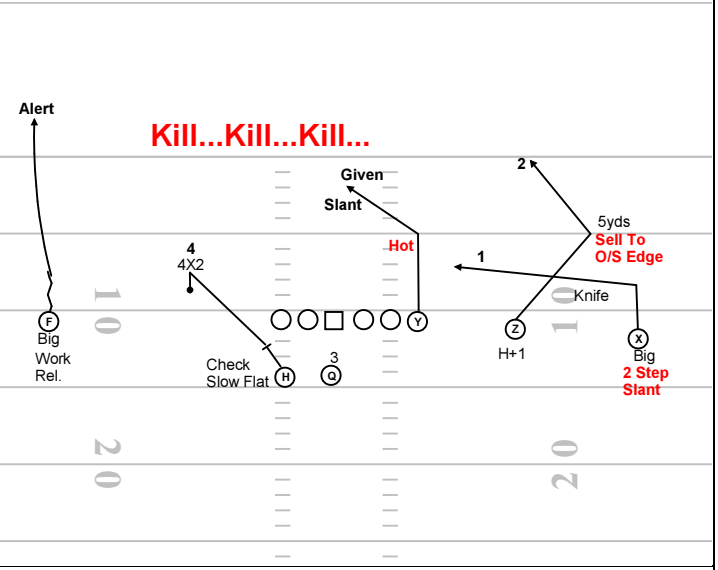
(R/T/ZE) (Z MO) G TAZ RT
36 CROSS K-300J (CUT) K-300J (CUT) ROBIN NOD



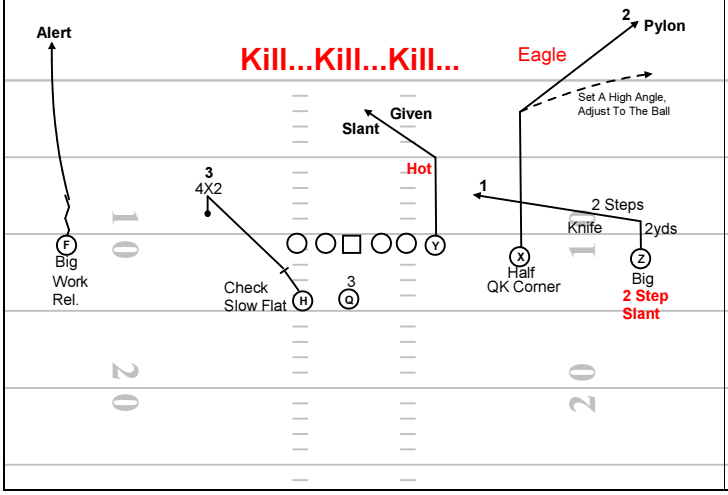
(R/T/ZE) G TAFFY RT
36 CROSS K-300J (CUT) K-300J (CUT) ROBIN



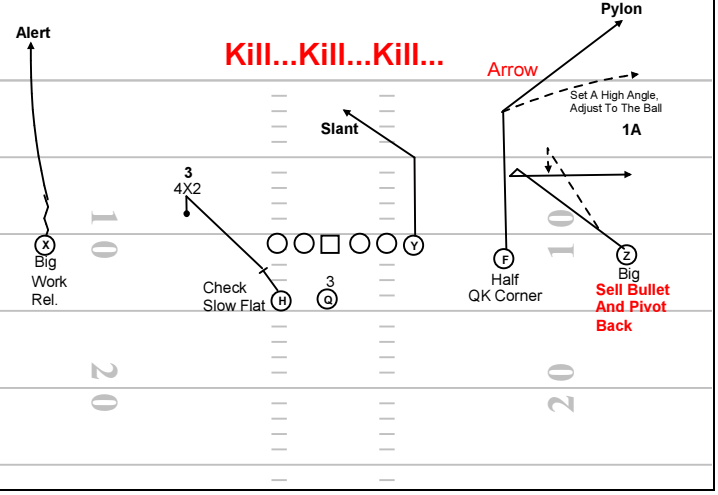
(R/T/ZE) G JOKER RT
36 CROSS K-300J (CUT) K-300J (CUT) HAWK



(R/T/ZE) G JAX RT
36 CROSS K-300J (CUT) K-300J (CUT) EAGLE



(R/T/ZE) G TRIPS RT
36 CROSS K-300J (CUT) K-300J (CUT) ARROW



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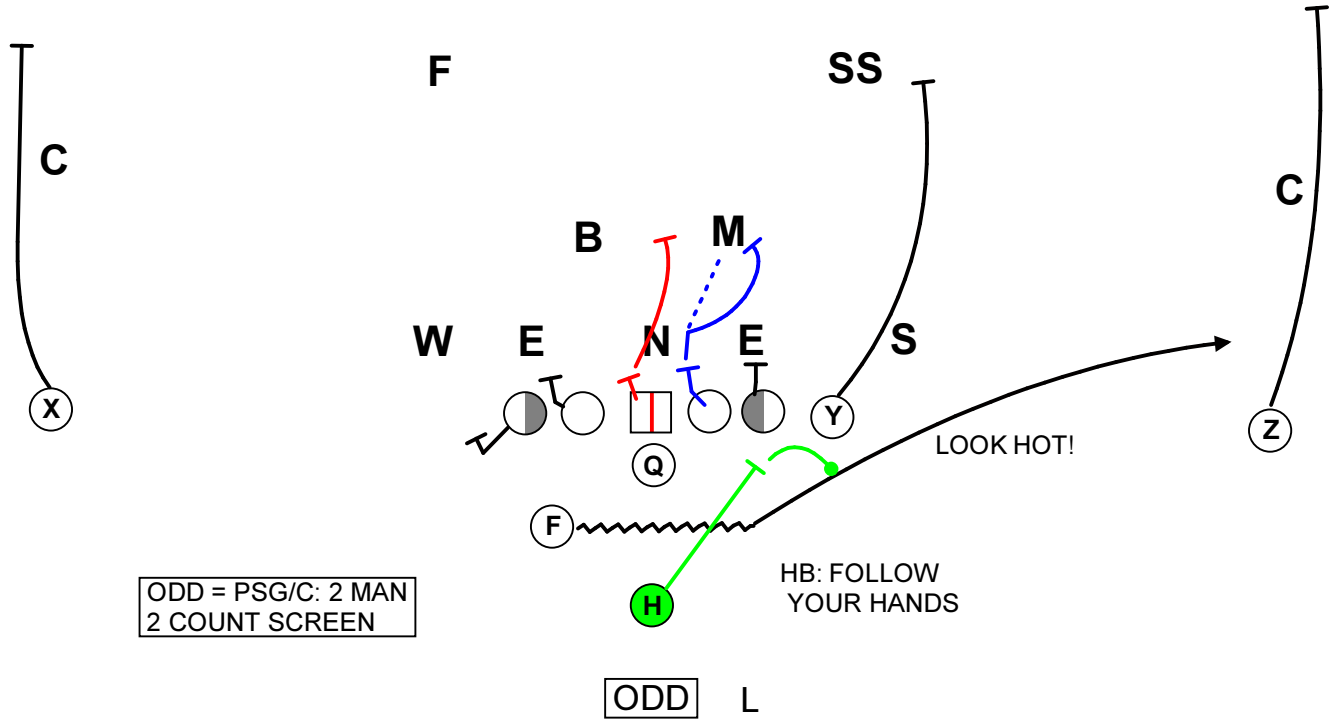
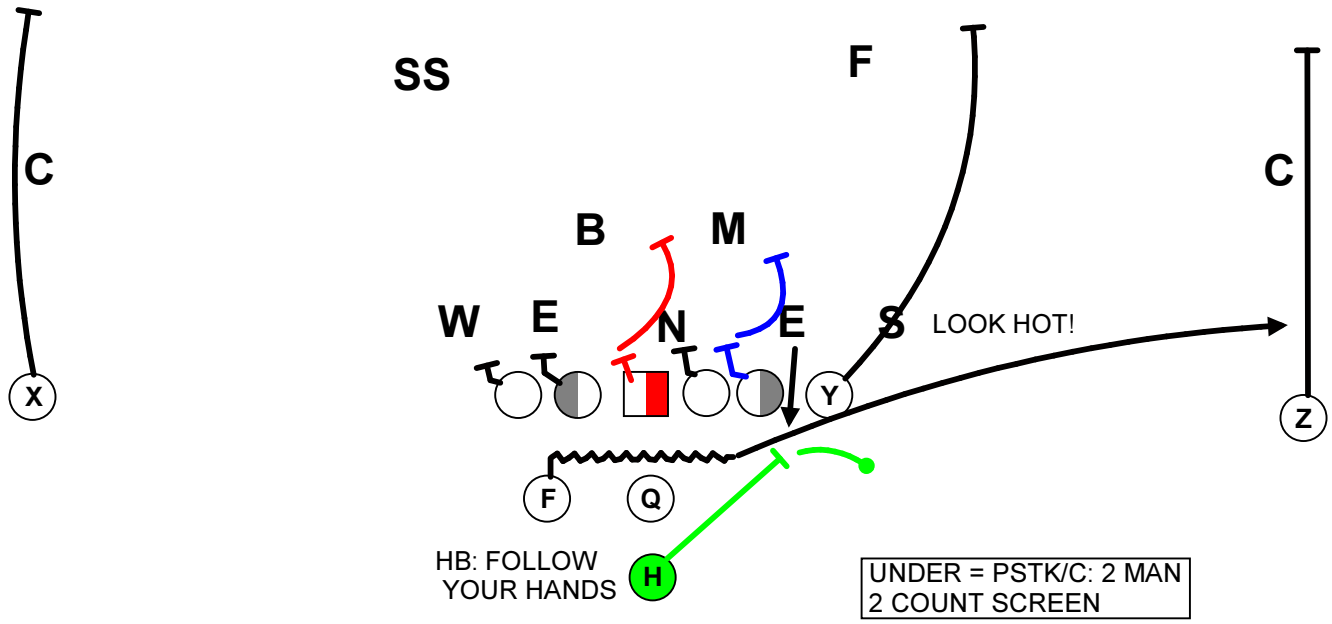
(R/T) (Q) WK RT FUZZ
SP 2 H RITA



ODD L

34

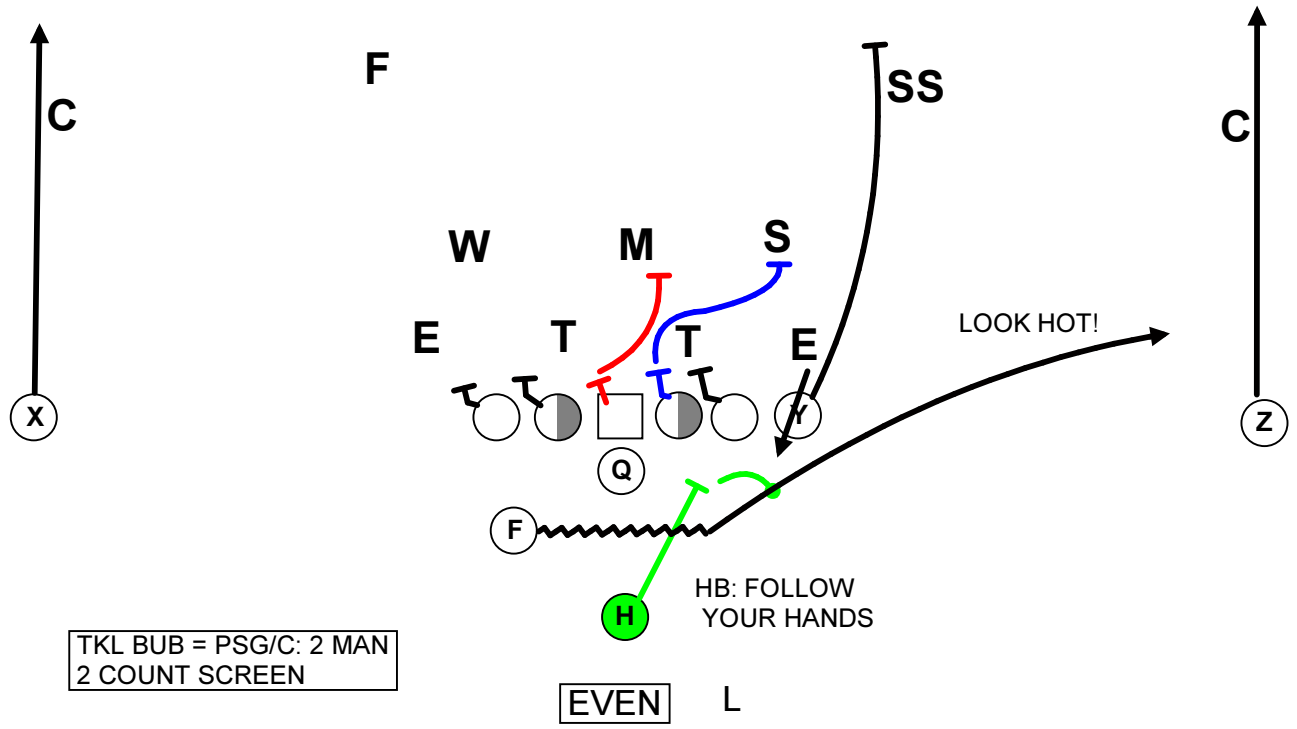
(R/T) Q WK RT FUZZ
SP 2 H RITA



UNDER L

35

(R/T) (Q) WK RT FUZZ
SP 2 H RITA



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2014 SF 49ERS
OTA #7 #8
MON, JUNE 9TH-TUE, JUNE 10TH

BASE/3RD DWN-DROP BACK

3 STEP

PER	FORMATION	PLAY
R/T	(X) (Q) WK RT (Z SHORT)	200J THUNDER(TRAIN) (OKIE (Z PUMP)/LION) X DRAGON
R/T/ZEB	DOT RT X SH	300J THUNDER (OKIE) X(F) SPACING
T/ZE	(Z MO) G DBL/DART RT NASTY/(F MO)FULL RT (Z) STK	200J X(F/Z) STICK Z(F/Y) SPACING (3RD 2-6/RZ)
R/T/ZEB	BUNCH RT F OP (F LT)	200J X DRAGON Z(Y) SPACING (3RD 2-6/RZ)

5/7 STEP

PER	FORMATION	PLAY
		VERT/GASH
R/T/C	DOT RT X SH/FLANK/FIT RT X SHORT/ FLANK/FIT RT Z STK	3J Y VERT-GO (HINGE) X(Z) SHALL(SHIM) (RZ)
ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J F(Z/X) GASH-HINGE (BACK) Y SEARCH (3RD 7+/RZ)
ZE	G DBL/DART/FULL RT	2J Y VERT-HINGE(BACK) F(X/Z) SEARCH (3RD7+/RZ)
		SWORD
ZE	G DBL/DART/FULL RT	RIDE-2J (2J) Y SWORD F(X/Z) ESCAPE (3RD 2+)
ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/GR RT F RT/BUNCH	3J Y SWORD F(Z) ESCAPE (3RD 2+)
		SQUIRE
ZE	G DBL/DART/FULL RT	3J(2J) Z(F) SQUIRE F(Z) SAIL (BUR) (3RD 7+)
		FAN (RETURN)
T/C/ZE	OFF RT NASTY/(Z MO)G DBL RT OFF NASTY/(F MO)FULL RT (Z) STK	3J Y FAN X(F/Z) DP SQUIRE WIDE (3RD 4+/RZ)
T/ZE	(Z MO) G DBL/DART RT NASTY/(F MO)FULL RT (Z) STK	2J X(F/Z) FAN (COP) Z(F) DRIVE (3RD 4+/RZ)
T/ZE	(Z MO) G DBL/DART RT NASTY/(F MO)FULL RT (Z) STK	2J X(Z/F) FAN-RETURN Z(F) DP SQUIRE WIDE (3RD 4+/RZ)
		WINSTON
T/ZE	(Z MO) G DBL/DART RT NASTY/(F MO)FULL RT (Z) STK	2J F(X) WINSTON Z(F) DP SQUIRE WIDE
		TRENCH
ZE	G DBL/DART/FULL RT	2J F(X/Z) TRENCH Y CHIEF (3RD 7+)
ZE	G DBL/DART/FULL RT	2J F(X/Z) TRENCH Z(F) DP SQUIRE WIDE (3RD 7+)
		OPTIONS
T/ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT/BUNCH	3SCAT H CHAD Y BRANCH (CHUCK) (3RD 4+/RZ)
T/ZE	(F/Z MO) G DBL (OFF)/FULL RT	58 (4J) F(Z) CHAD Z(F) VENUS (3RD 4+/RZ)
T/ZE	G DBL/FULL RT	2SCAT H CHARLEY VERT-KITTY (3RD 4+)
T/ZE	G DBL/FULL RT	2J F(Z) SWITCH Y SHOVE (3RD 2+)
T/ZE	(Z MO) G DBL/DART RT NASTY/(F MO)FULL RT (Z) STK	2J (SCAT) F(Z/X) MONEY(CASH) Z(F) CHUCK (3RD 2-6/RZ)
T/ZE	(G) (F/Z MO)(MVE) TRIPS (TEX)/TAZ/JOKER/JAX RT	3J DBL GO (KITTY) F(Z/X) CHEESE (3RD4+)

EMPTY

PER	FORMATION	PLAY
R/T/ZE	2 G TAZ RT/4 G DBL RT /2 G JOKER/2 G TAFFY RT	3SCAT Y(Z) ROPE-ESCAPE X(F) DP SQUIRE (3RD 4+/RZ)
R/T/ZE	1 G TAZ RT/TRIPS TITE H LT O /1 G JOKER/1 G TAFFY RT	300SCAT Y(Z) SHOCK X(F) STICK (3RD 4+/RZ)
R/T/ZE	1(2) G TAZ RT/TRIPS TITE H LT O /1 G JOKER/1 G TAFFY RT	3SCAT Z(F/Y) GASH-GO (HINGE) X(F/H) JUKE (SHOVE)

HEAVY

PER	FORMATION	PLAY
R/T	(LASSO) STRONG RAY HEAVY	Q-8
R/T	(LAVA SHIFT) TANK RT HVY Z ON F LT	CADILLAC X ANGLE Z DC

BASE-PLAY PASS

PLAY PASS-HOUND

PER	FORMATION	PLAY
		VERT
R/T	(Q) (Y MO) STRG RT/BUNCH RT F CTR/ Y STEP: WK LT Y RT	HD2 X(Z) SLUGGO Y VERT-GO (HINGE)
R/T	(Q) (Y MO) STRG RT/BUNCH RT F CTR/ Y STEP: WK LT Y RT	HD2 X(Z) SLUG-POST Y VERT-GO (HINGE)
		TRENCH
R/T	(Q) (YAZ) STRG RT FUZZ/(BUILD) BULLY RT Y RT	HD3 SPLIT Y TRENCH X DAGGER
R/T	(Q) (Z/X MO) WK RT SLOT (SLUG) FUZZ/FLANK RT F SETTLE	HD2 Z(X) TRENCH Y BASIC ROCO

PLAY PASS-SPIDERS/VENOM

PER	FORMATION	PLAY
R/T	Q BULLY RT (NASTY)	VENOM2 Y SAIL (X SHOW)
R/T/ZE	Q BUNCH RT F OP/TRIPS BUNCH Y OP/CRUNCH RT OFF Y OP	VENOM2 Y(F) BANANA X&Z MESH

PLAY ACTION-PASS

PER	FORMATION	PLAY
C/T	(X) F STEP: DEUCE RT F CTR/TANK RT F LT	P96 STRETCH Z G.A X DC (Dummy "Orange")

PLAY ACTION-REPTILE/LIZARD

PER	FORMATION	PLAY
R/T	Q BULLY RT (NASTY)	REPTILE Z BENGAL Y BLUFF

PLAY ACTION-MUSTANG/BRONCO

PLAY ACTION-CADILLAC/ESCALADE

PER	FORMATION	PLAY
R/T	(X)(Q) F STEP: DEUCE RT F CTR/TANK RT F LT	CADILLAC Z CHOOSE X B-LINE
Y	(Q) STRG RT WING FUZZ	CADILLAC Z CHOOSE U B-LINE
C/T	(X)(Q) F STEP: DEUCE RT F CTR/TANK RT F LT	CADILLAC Z ANGLE (APE) X DC (Dummy "Orange")

MOVEMENTS

PER	FORMATION	PLAY
		NAKEDS
R/T	(Z/X MO)STRG RT SLOT (SLUG)/WK RT SLOT(SLUG) FUZZ	NKD96 LT Z(X) STAB
T/ZE	(F MO) G DBL RT/ Y STEP: TRIPS/TAZ LT Y RT	NKD36 LT F STAB
		SPRINT
R/T	Q (Z/X MO) WK LT SLOT (SLUG)	Q8/9

SCREENS

PER	FORMATION	PLAY
R/T	G TRIPS RT	22 H CROSS-SHADE LT Y STICK

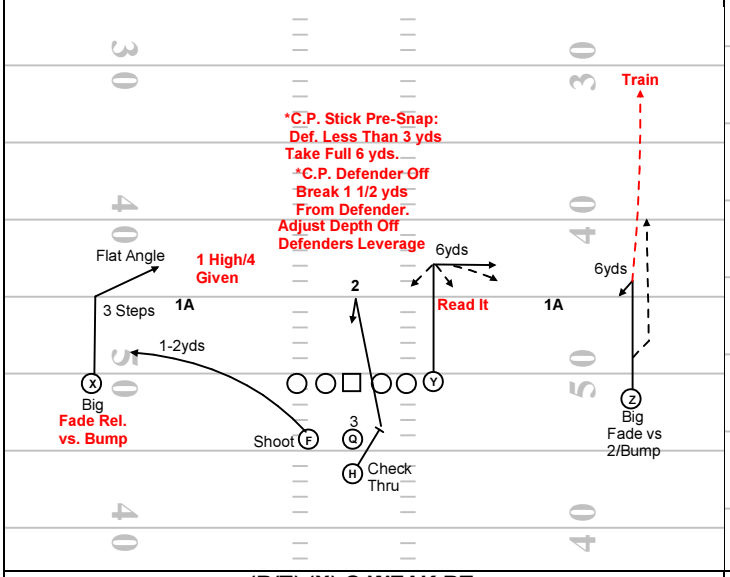
REDZONE

PER	FORMATION	PLAY
R/T/ZE	1 G TAZ/TEX RT/1 G TRIPS/TAFFY/JOKER/JAX RT TITE H LT O	300SCAT Z(F/X) COINS (ROBIN (NOD)) H CLAP
R/T/ZEB	(G) (Y MO/MVE) DOT/DBL/DART/FULL RT (SLUG)	2J X(F/Z) BANG(SHAKE) Z(F) SHALL
R/T/ZEB	(G) (F/Z MO)(MVE) TRIPS(TEX)/TAZ/JOKER/JAX	3J Y SPIN FADES M
R/T/ZEB	(MVE/BAFFLE) BUNCH/TRIPS BUNCH/TAZ BUNCH/TAFFY RT BUNCH	3J Y(F/Z) CHUCK Z(F) CORNER A-900 SNAG/Q8 CORNER
R/T/ZEB	G DBL/DART/FULL RT (SLUG)	2SCAT Z(F) SNAG F(X/Z) SPRAY
R/T/C/ZEB	G STINT/STEM/STOP (SLUG)	30 MOUSE A-358(400J) ROBIN (NOD)/HAWK/EAGLE/ARROW/FLAME

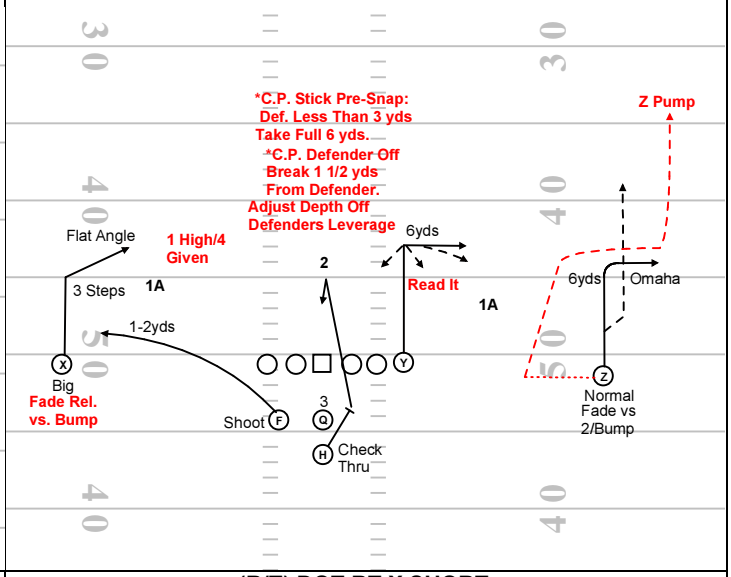
3 STEP

OTA #7-#8

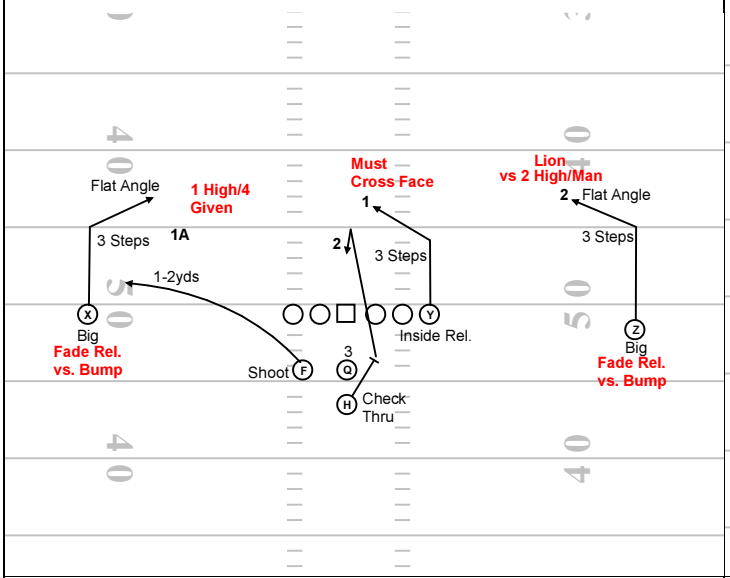
(R/T) (X) Q WEAK RT
200J THUNDER X DRAGON



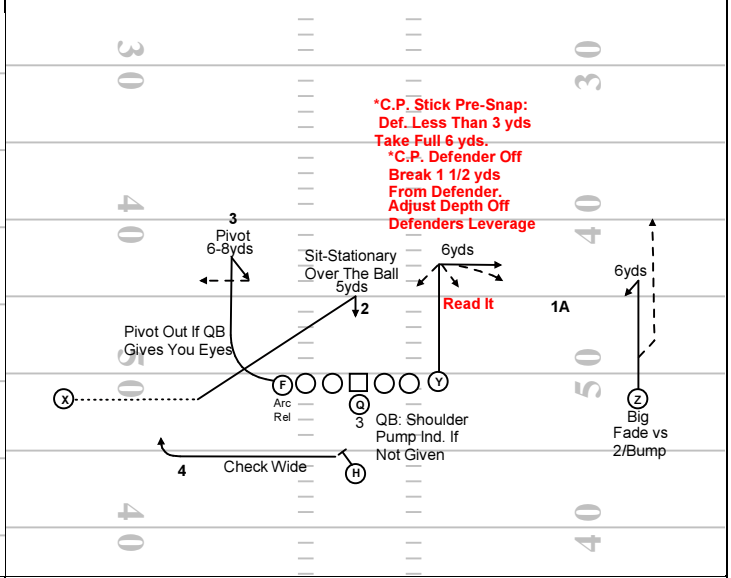
(R/T) (X) Q WEAK RT (Z SHORT)
200J OKIE X DRAGON



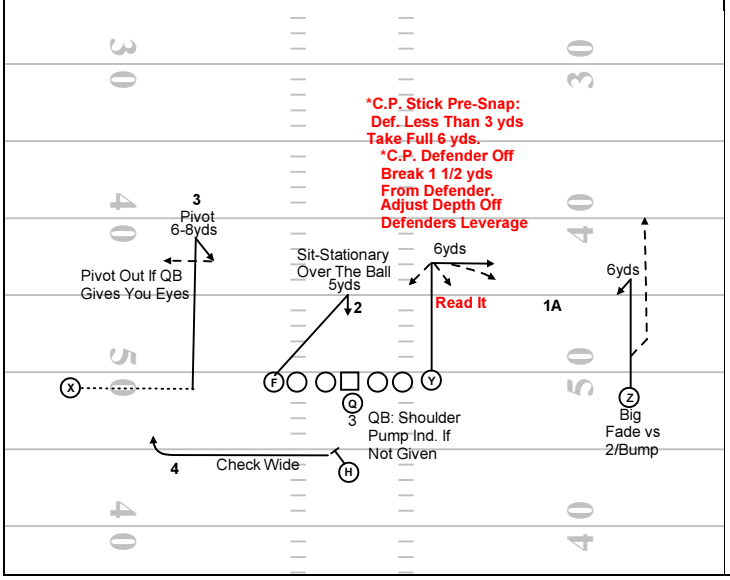
(R/T) (X) Q WEAK RT
200J LION X DRAGON



(R/T) DOT RT X SHORT
300J THUNDER X SPACING



(R/T) DOT RT X SHORT
300J THUNDER F SPACING



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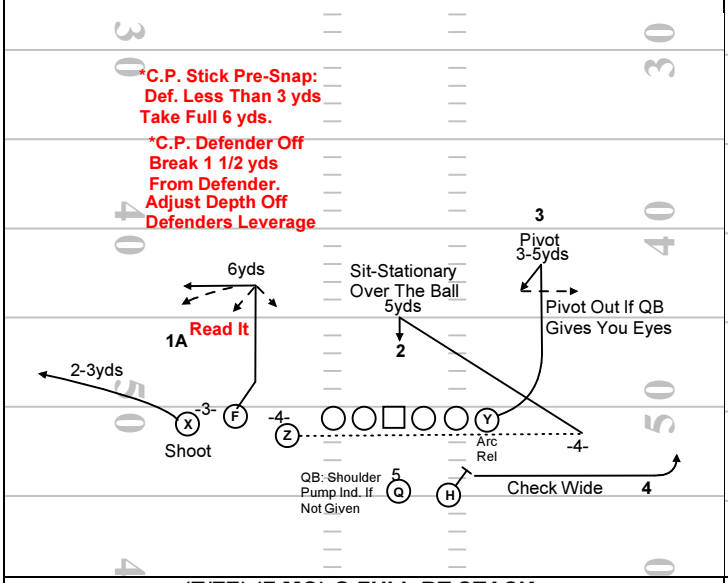
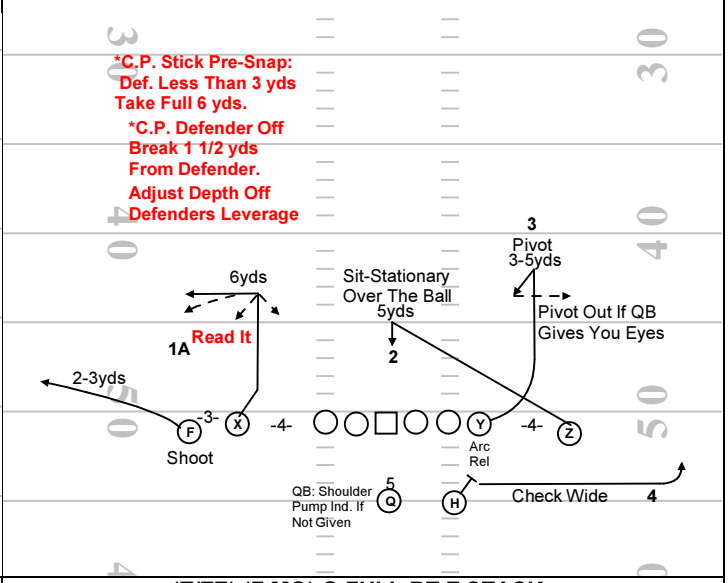
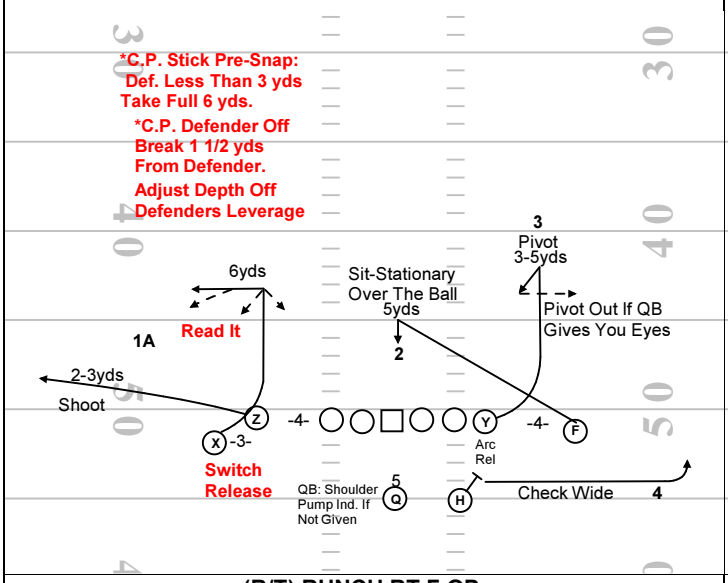
(T/ZE) Z MO G DOUBLE RT NASTY
200J F STICK Z SPACING



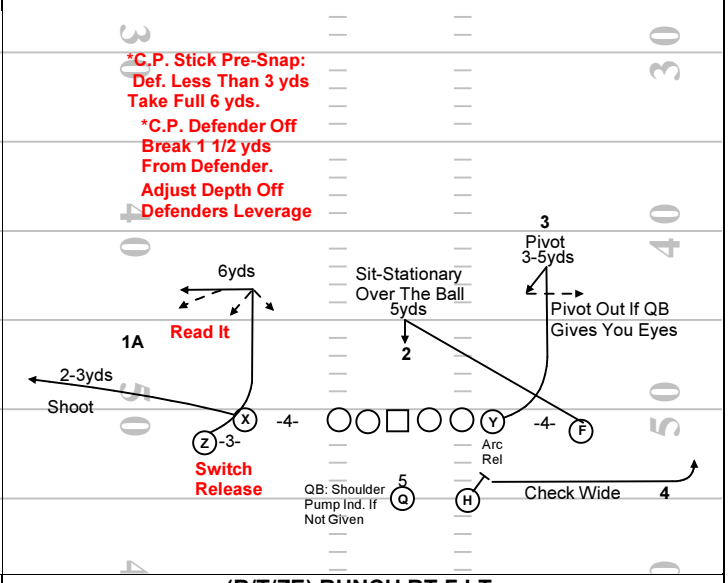
(T/ZE) G DART RT NASTY
200J X STICK Z SPACING



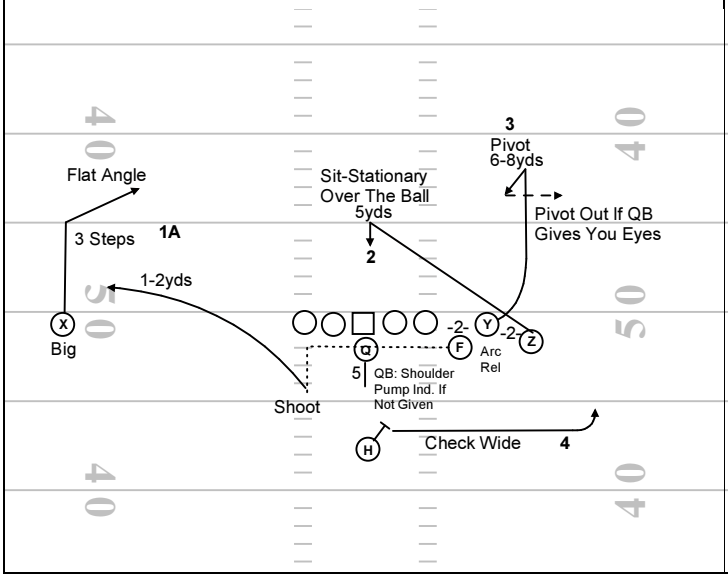
(T/ZE) (F MO) G FULL RT STACK
200J X STICK F SPACING



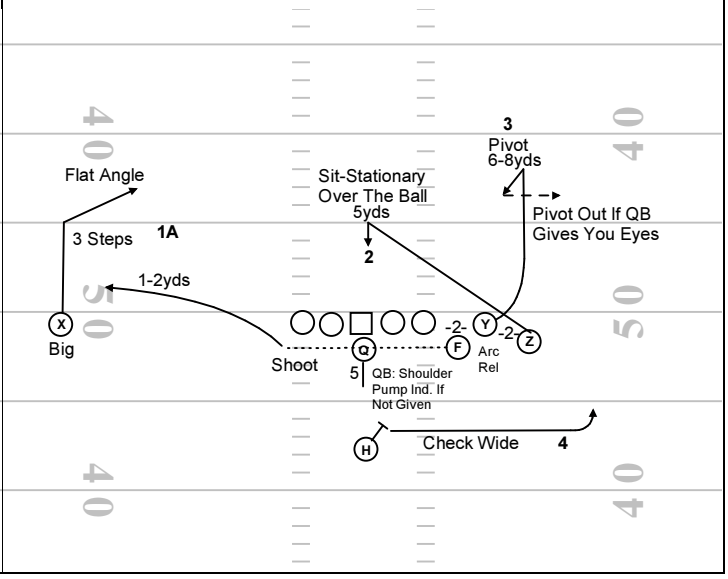
(T/ZE) (F MO) G FULL RT Z STACK
200J Z STICK F SPACING



(R/T) BUNCH RT F OP
200J X DRAGON Z SPACING



(R/T/ZE) BUNCH RT F LT
200J X DRAGON Z SPACING



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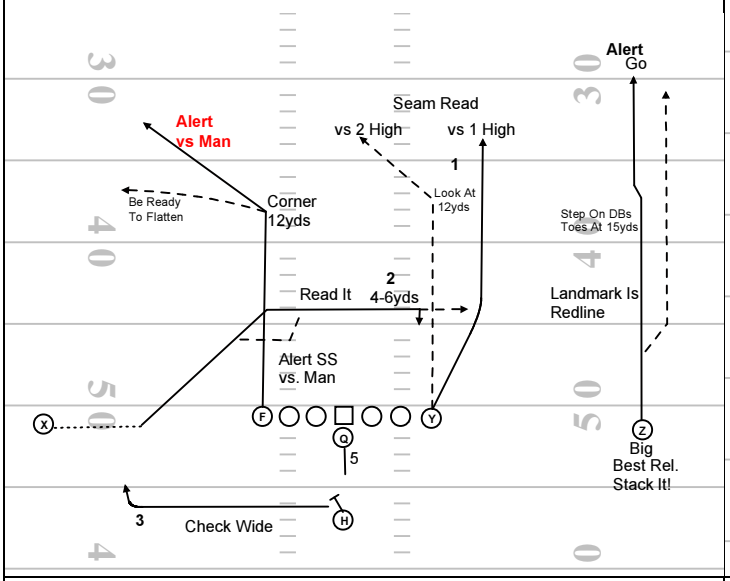
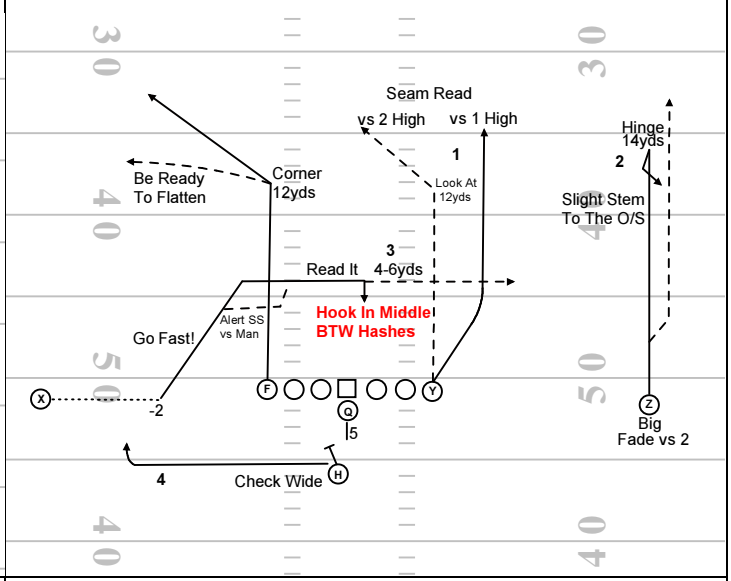
5/7 STEP

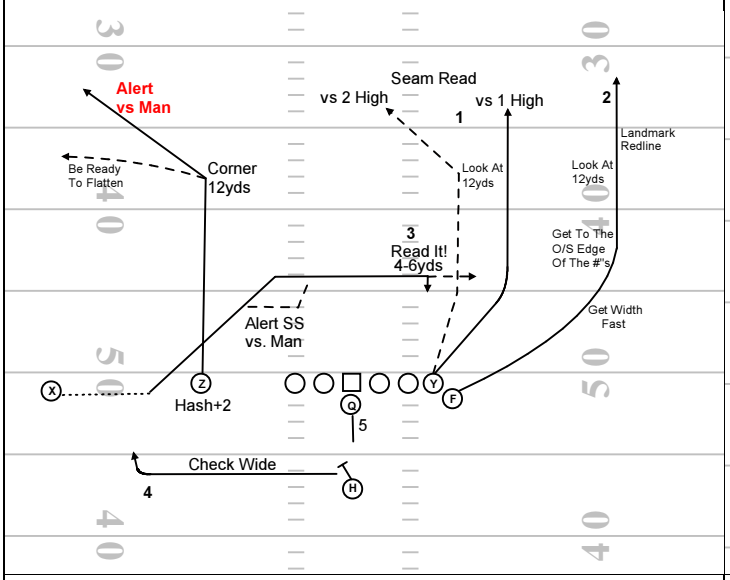
(R/T/C) DOT RT X SHORT
3J Y VERT GO X SHALLOW



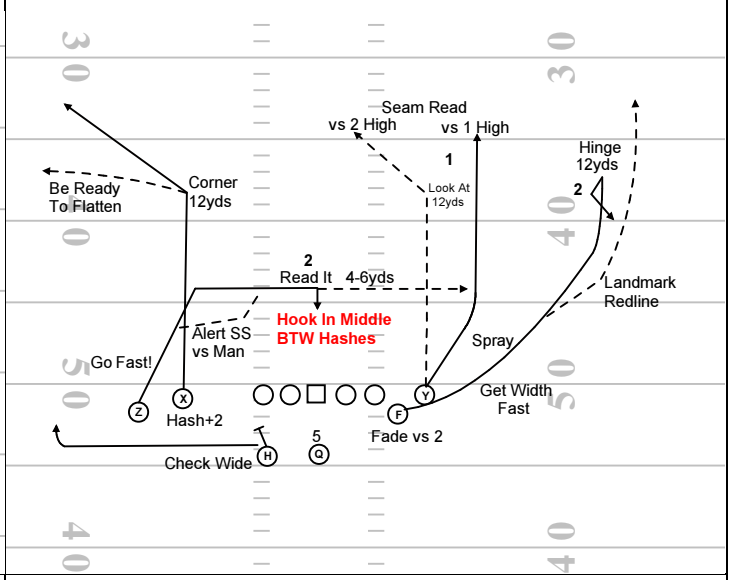
(R/T/C) DOT RT X SHORT
3J Y VERT HINGE X SHIM



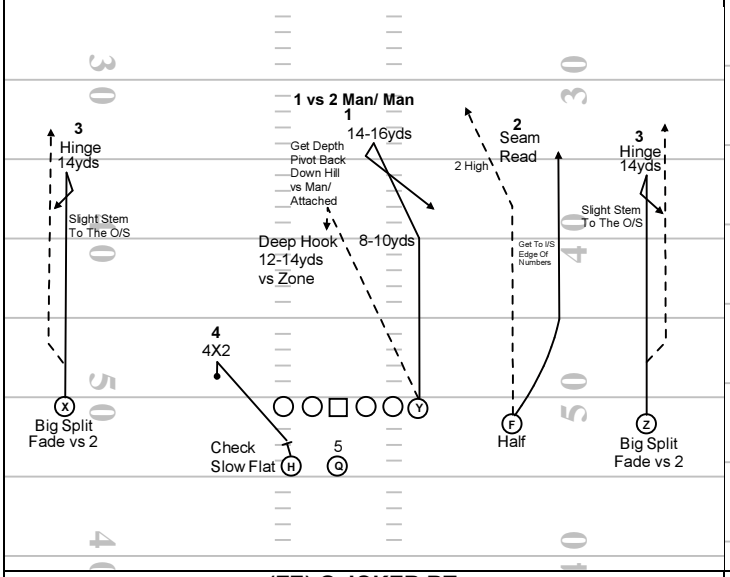
(R/T/C) FLANK RT X SHORT
3J Y VERT-GO X SHALLOW



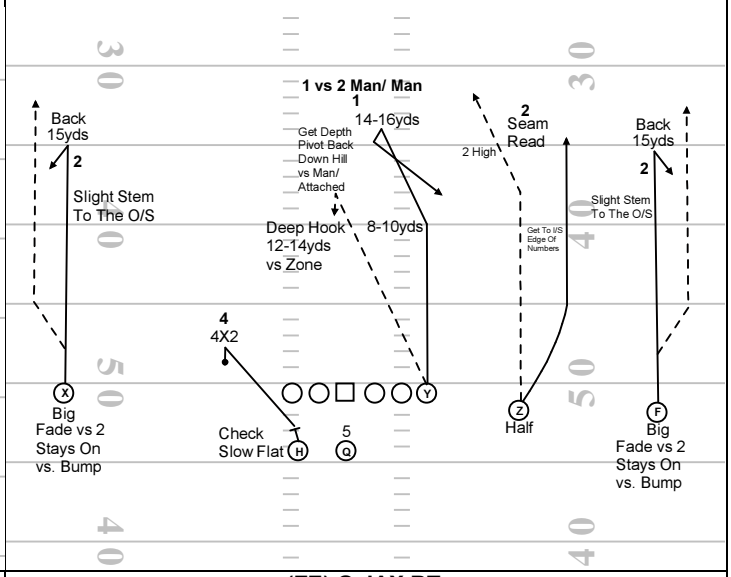
(R/T/C) FIT RT Z STACK
2J Y VERT HINGE Z SHIM



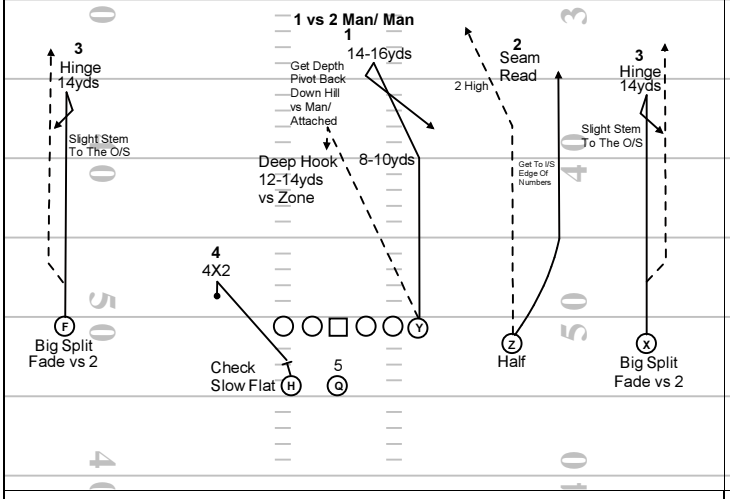
(ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J F GASH HINGE Y SEARCH



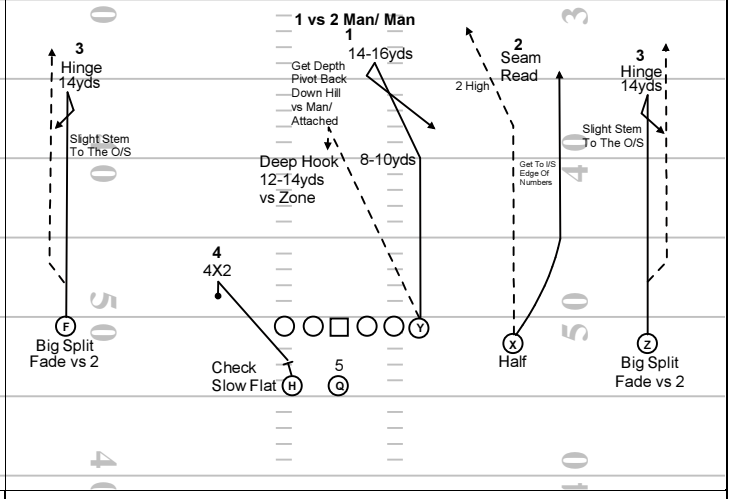
(ZE) (Z MO) G TAZ RT
3J Z GASH BACK Y SEARCH



(ZE) G JOKER RT
3J Z GASH HINGE Y SEARCH



(ZE) G JAX RT
3J X GASH HINGE Y SEARCH



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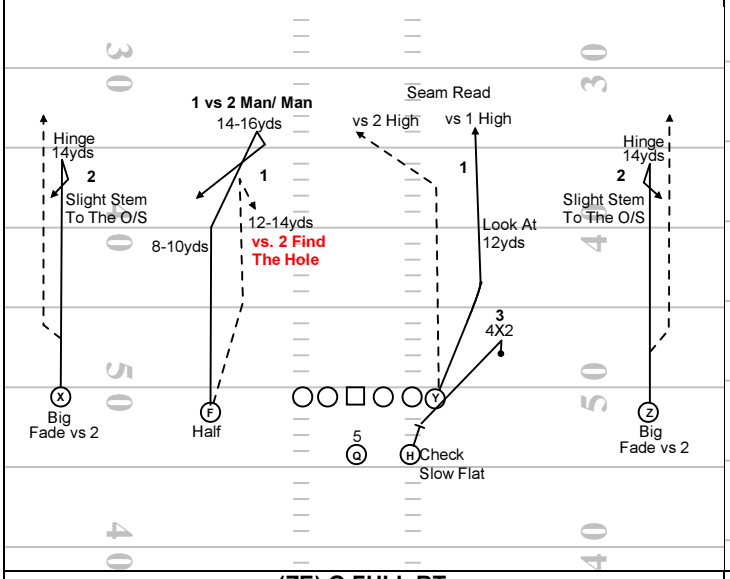
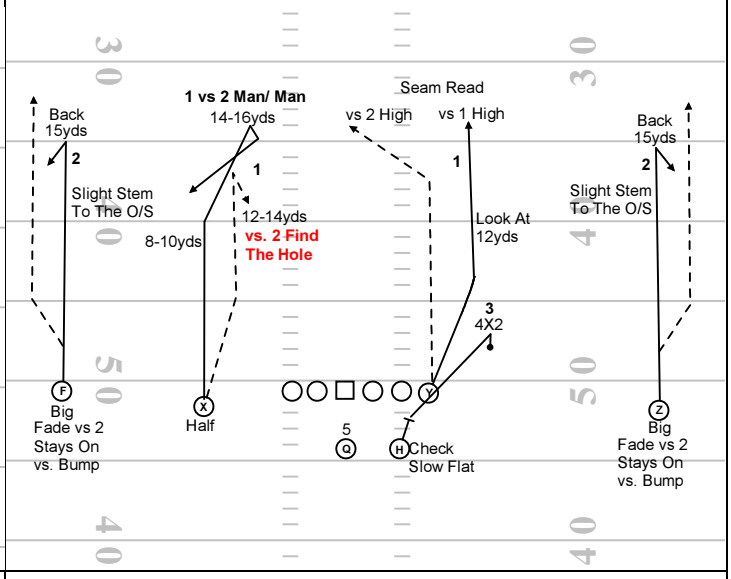
5/7 STEP

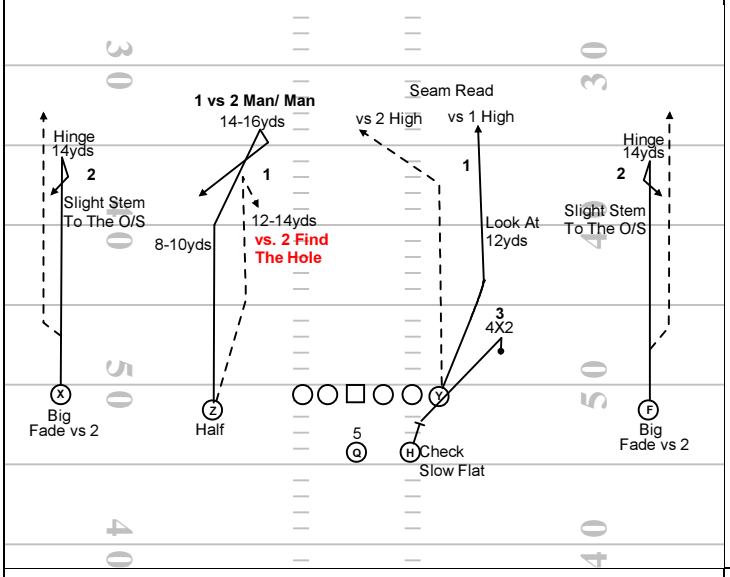
(ZE) G DOUBLE RT
2J Y VERT HINGE F SEARCH



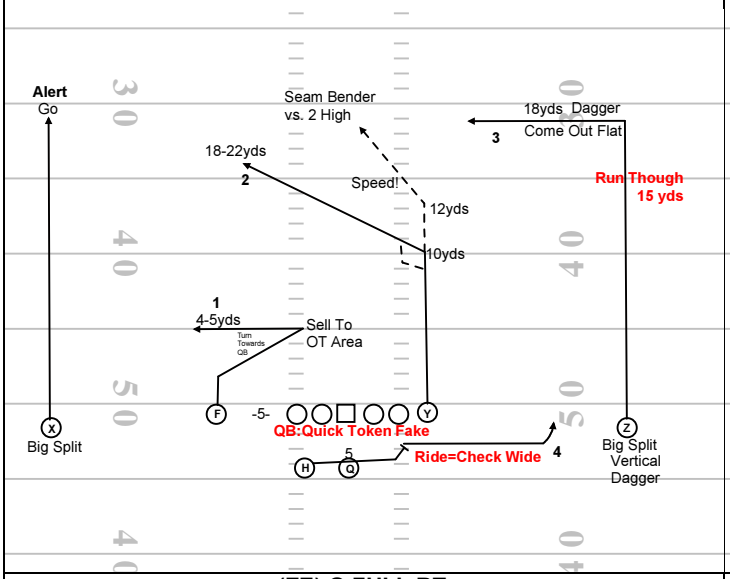
(ZE) G DART RT
2J Y VERT BACK X SEARCH



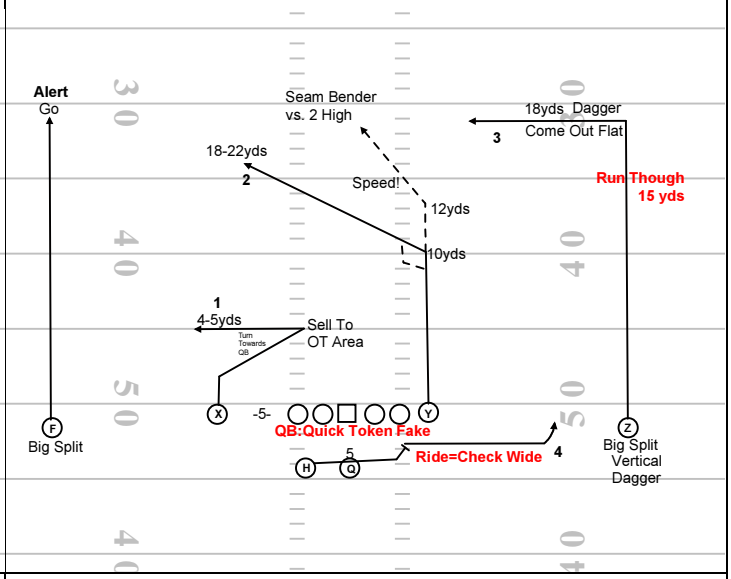
(ZE) G FULL RT
2J Y VERT HINGE Z SEARCH



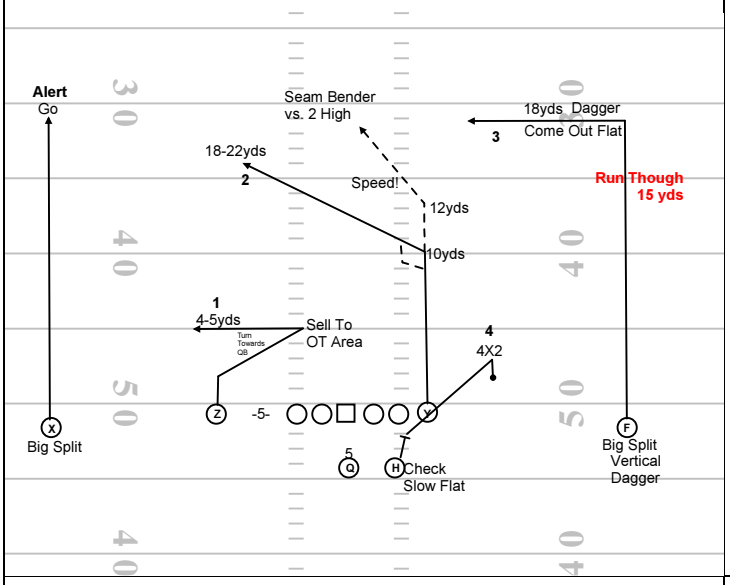
(ZE) G DOUBLE RT
RIDE-2J (2J) Y SWORD F ESCAPE



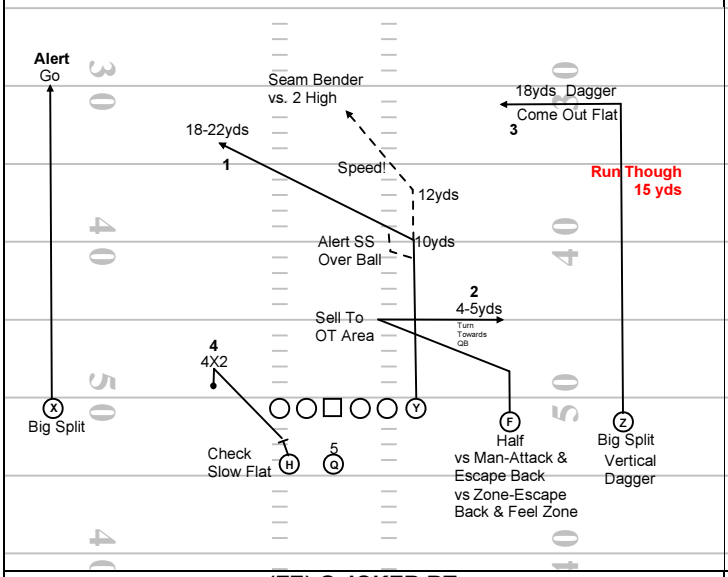
(ZE) G DART RT
RIDE-2J (2J) Y SWORD X ESCAPE



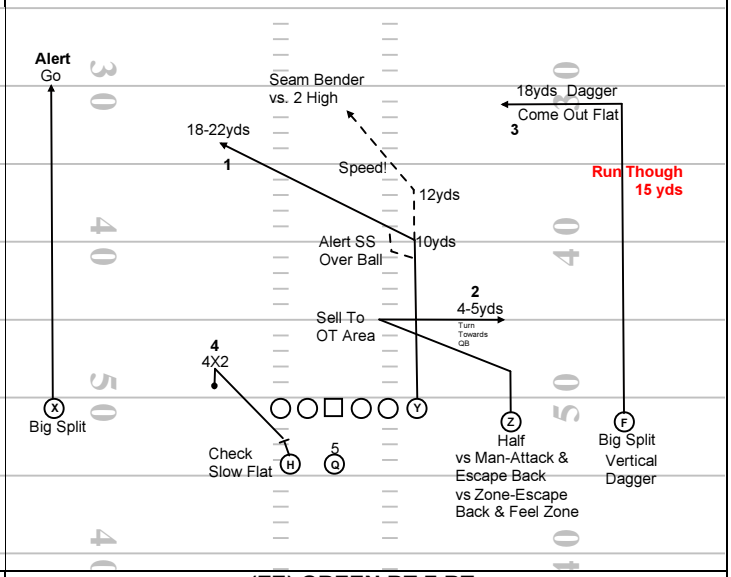
(ZE) G FULL RT
2J Y SWORD Z ESCAPE



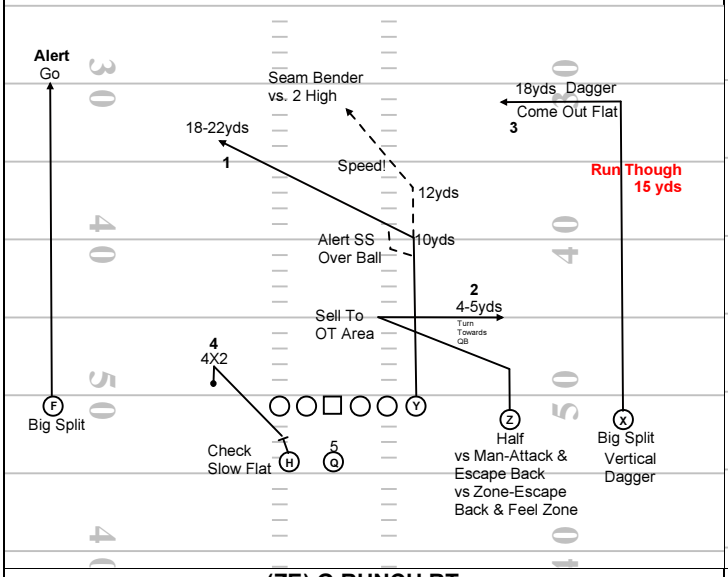
(ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Y SWORD F ESCAPE



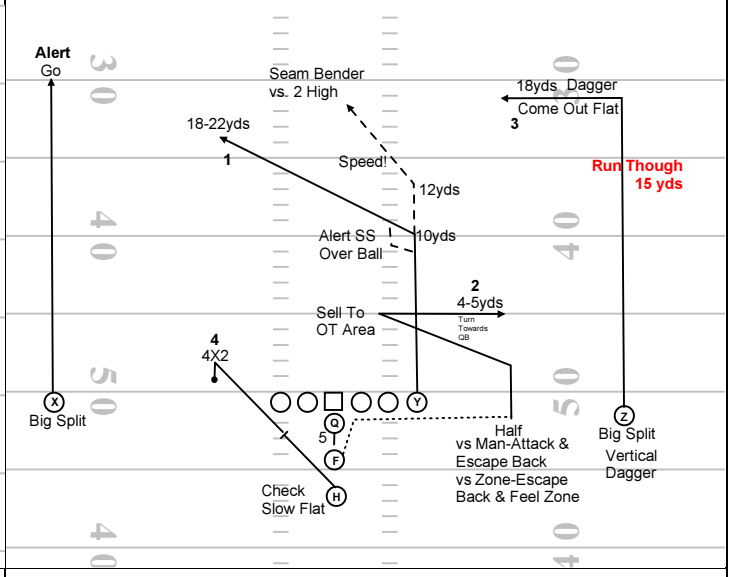
(ZE) (Z MO) G TAZ RT
3J Y SWORD Z ESCAPE



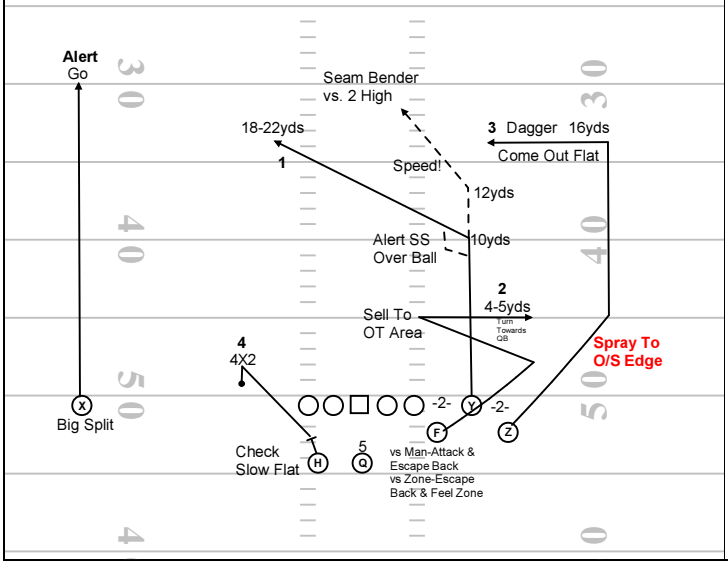
(ZE) G JOKER RT
3J Y SWORD Z ESCAPE



(ZE) GREEN RT F RT
3J Y SWORD F ESCAPE



(ZE) G BUNCH RT
3J Y SWORD F ESCAPE



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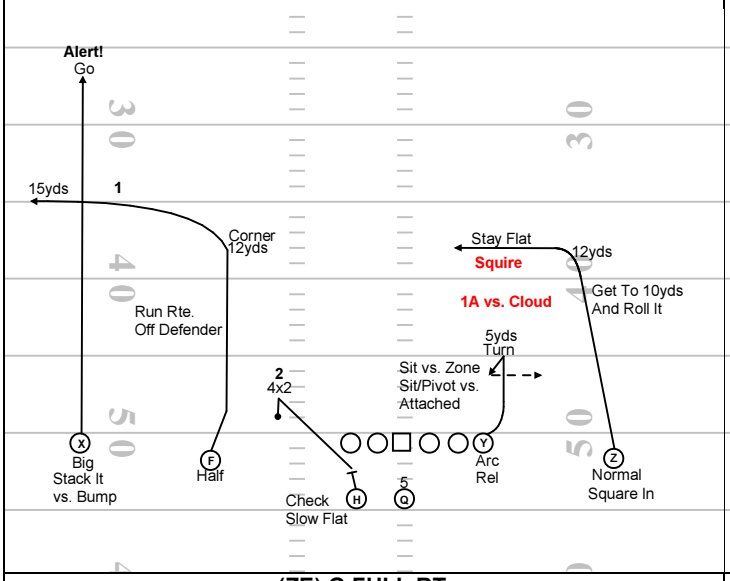
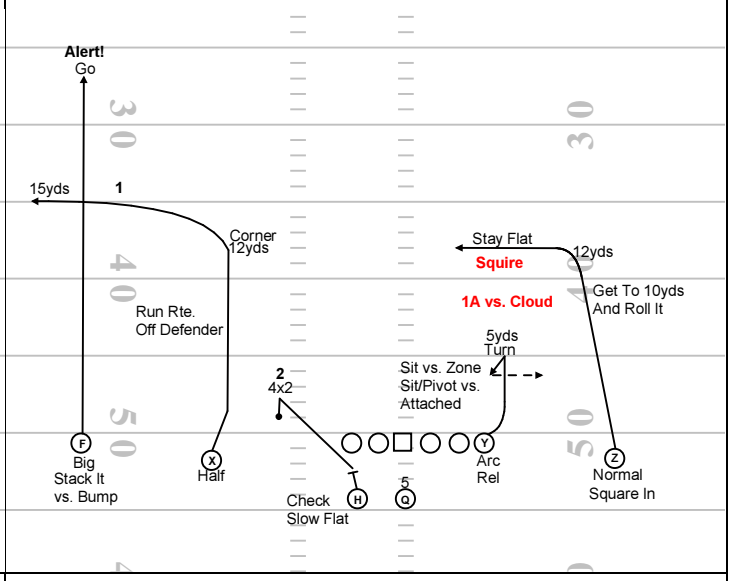
5/7 STEP

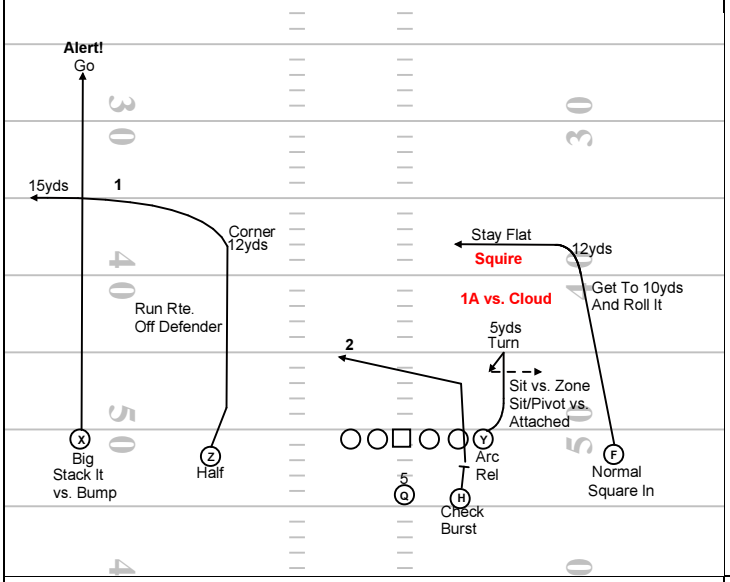
(ZE) G DOUBLE RT
3J Z SQUIRE F SAIL



(ZE) G DART RT
3J Z SQUIRE X SAIL



(ZE) G FULL RT
2J F SQUIRE Z SAIL BURST

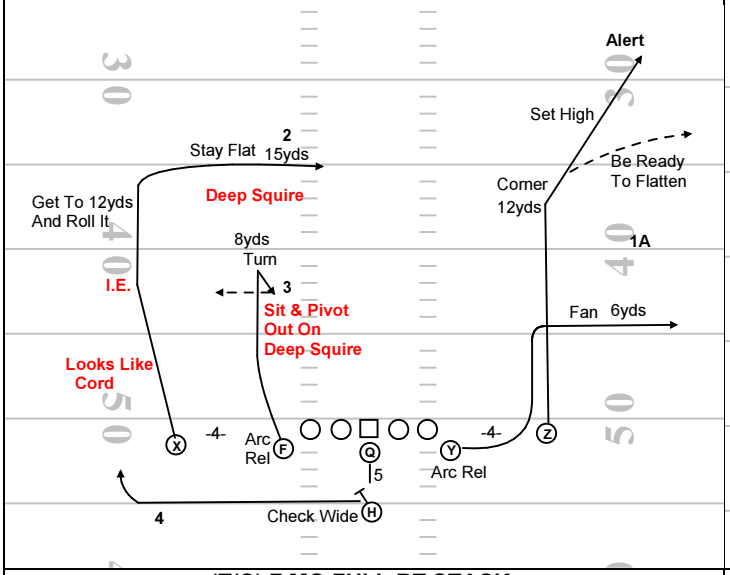


FAN DEEP SQUIRE

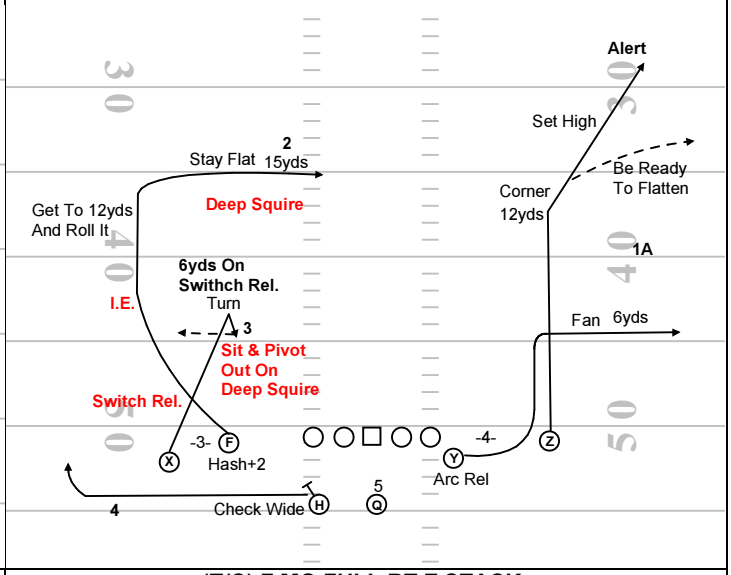
5/7 STEP

OTA #7-#8

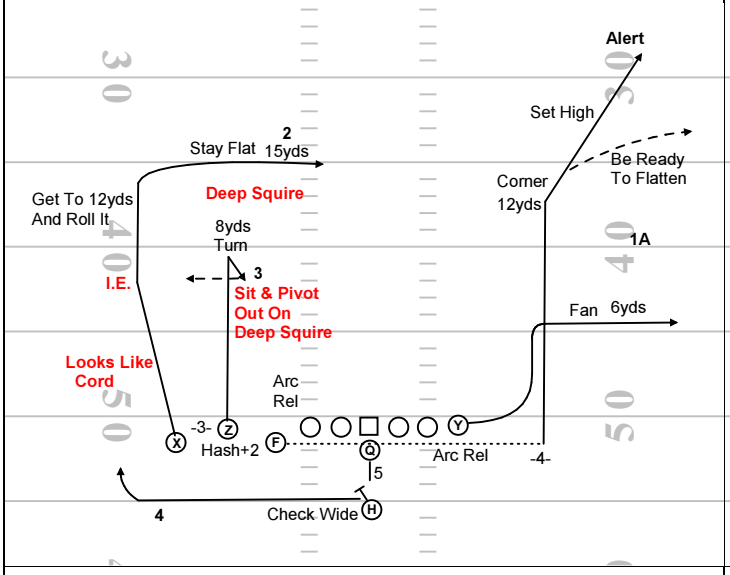
(T/C) OFF RT NASTY
3J Y FAN X DEEP SQUIRE WIDE



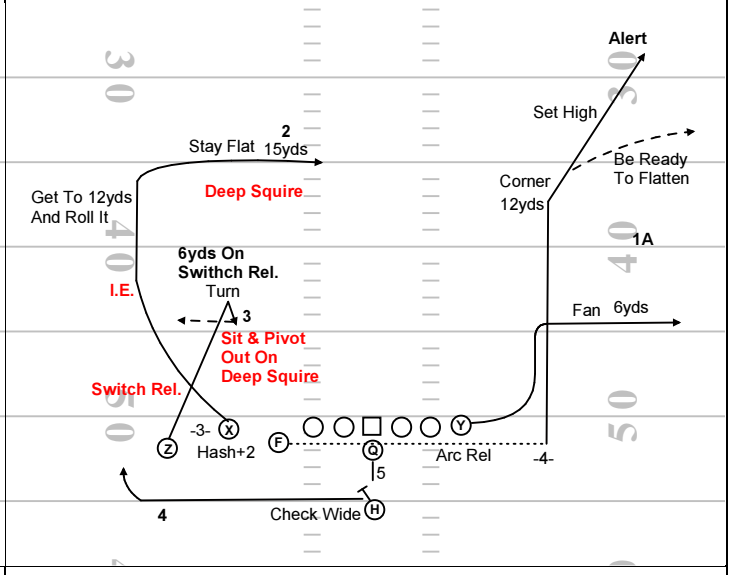
(T/ZE) (Z MO) G DOUBLE RT OFF NASTY
3J Y FAN F DEEP SQUIRE WIDE



(T/C) F MO FULL RT STACK
3J Y FAN X DEEP SQUIRE WIDE



(T/C) F MO FULL RT Z STACK
3J Y FAN X DEEP SQUIRE WIDE



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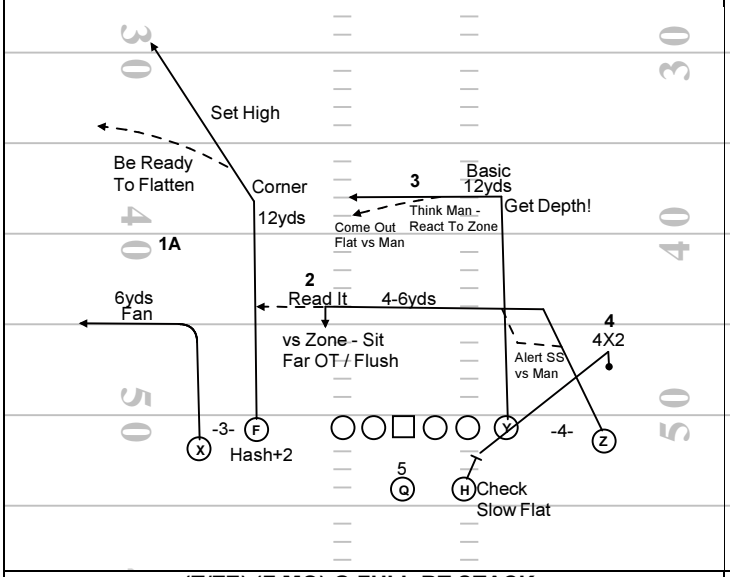
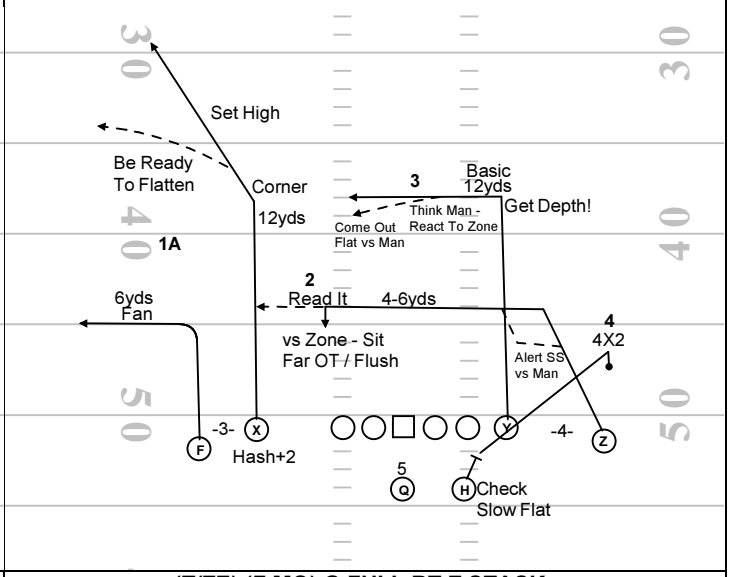
5/7 STEP

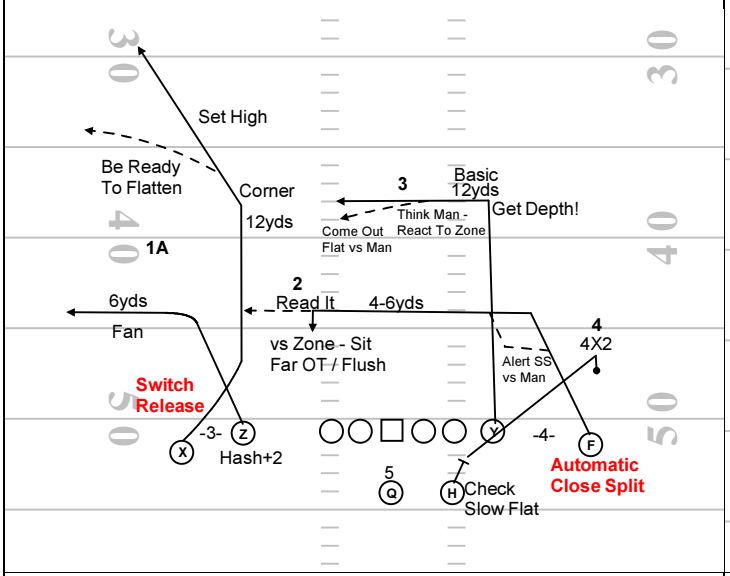
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J X FAN Z DRIVE



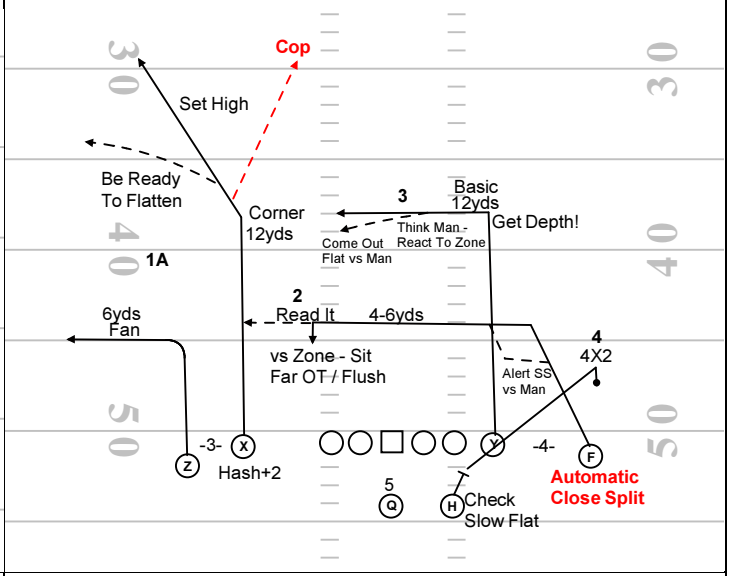
(T/ZE) G DART RT NASTY
2J F FAN Z DRIVE



(T/ZE) (F MO) G FULL RT STACK
2J Z FAN F DRIVE



(T/ZE) (F MO) G FULL RT Z STACK
2J Z FAN (COP) F DRIVE



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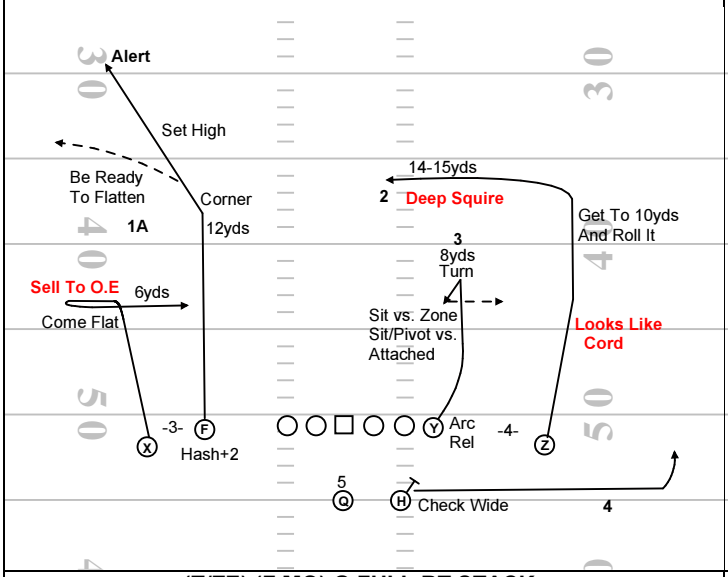
FAN RET. DEEP SQUIRE

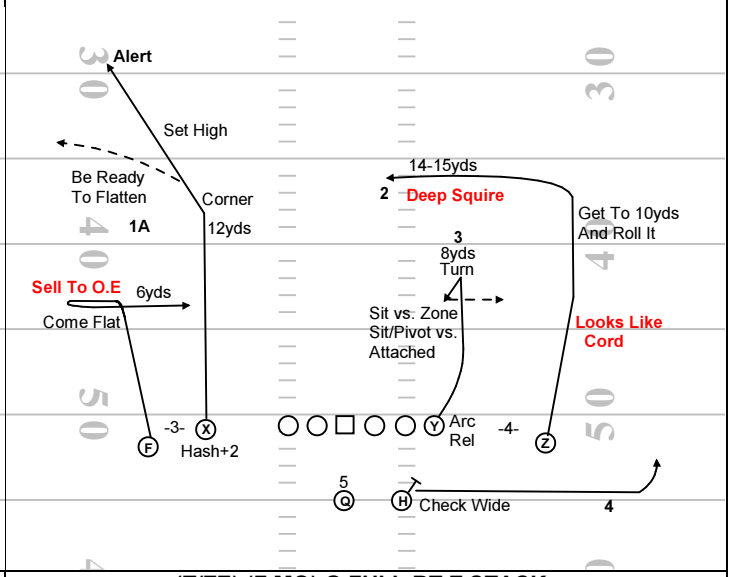
5/7 STEP

OTA #7-#8

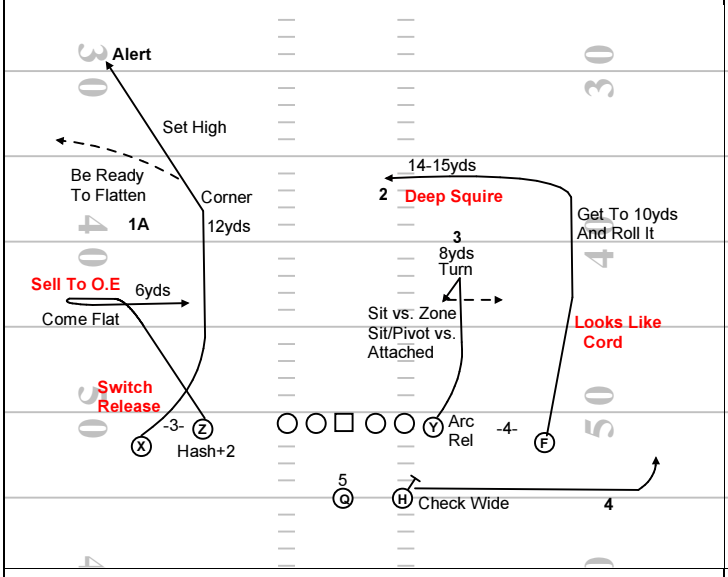
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J X FAN RETURN Z DEEP SQUIRE WIDE



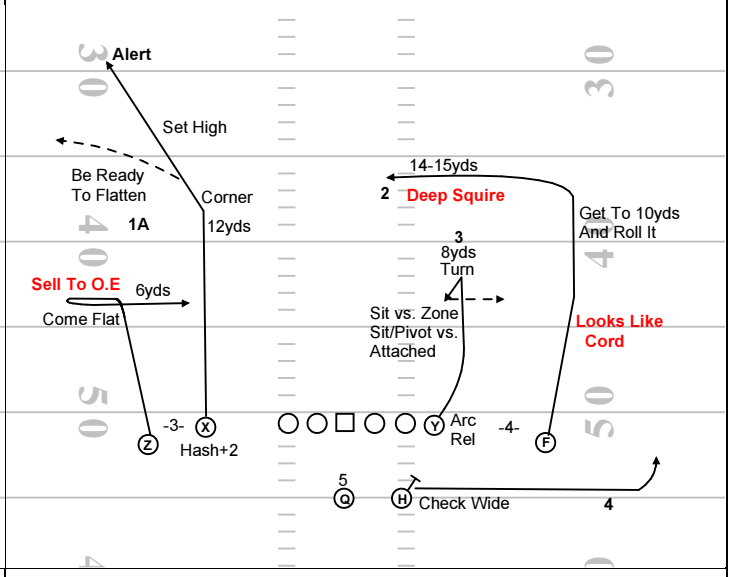
(T/ZE) (Z MO) G DART RT NASTY
2J F FAN RETURN Z DEEP SQUIRE WIDE



(T/ZE) (F MO) G FULL RT STACK
2J Z FAN RETURN F DEEP SQUIRE WIDE



(T/ZE) (F MO) G FULL RT Z STACK
2J Z FAN RETURN F DEEP SQUIRE WIDE



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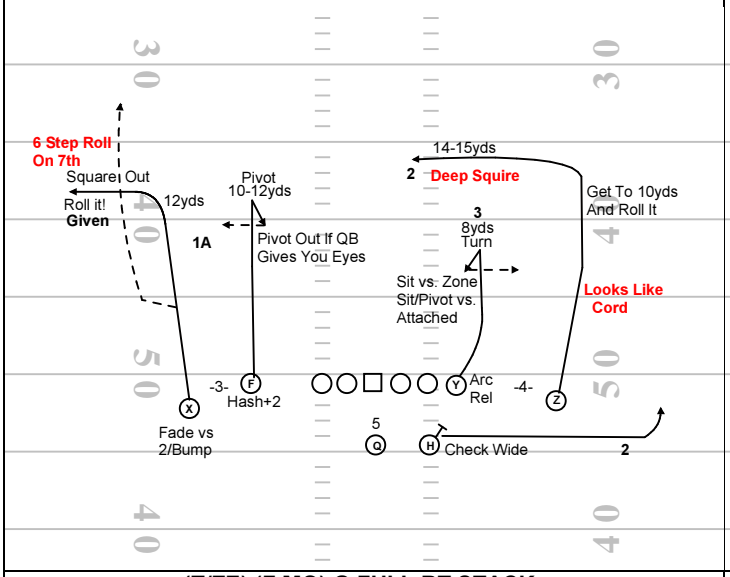
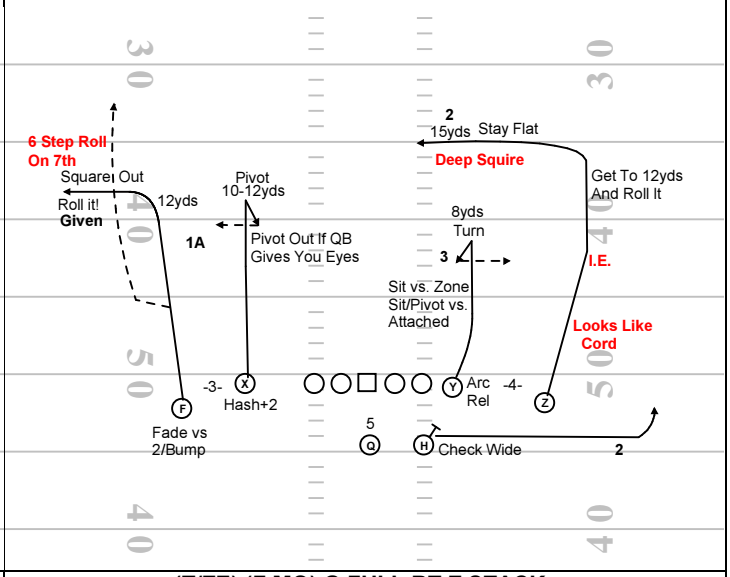
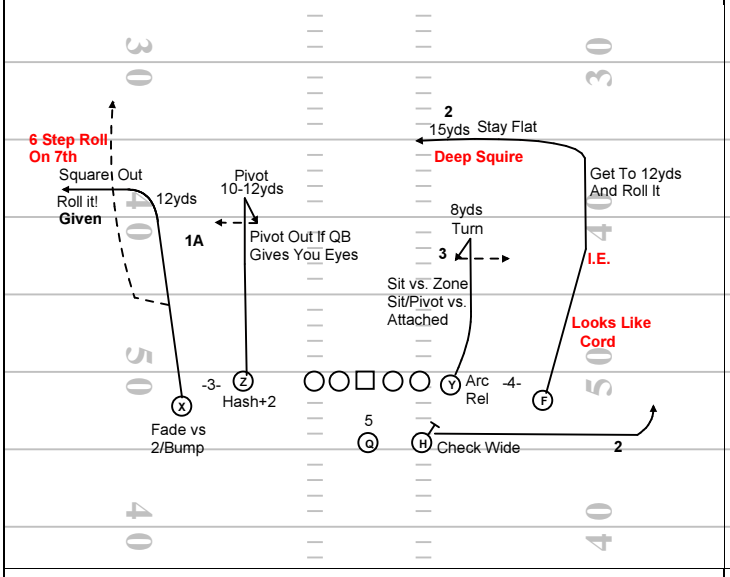
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J F WINSTON Z DEEP SQUIRE WIDE



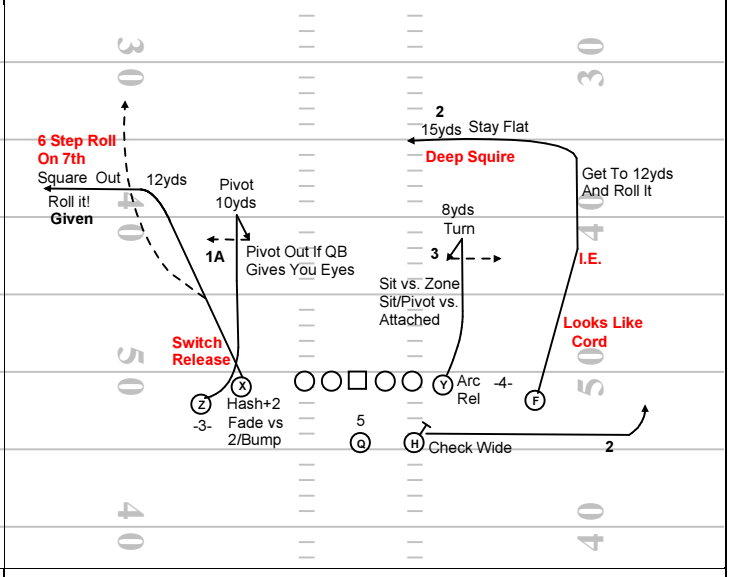
(T/ZE) (Z MO) G DART RT NASTY
2J X WINSTON Z DEEP SQUIRE WIDE



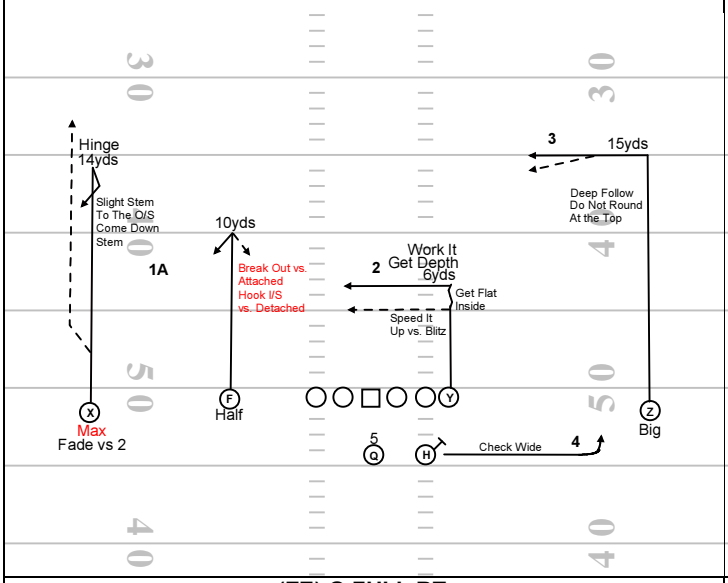
(T/ZE) (F MO) G FULL RT STACK
2J Z WINSTON F DEEP SQUIRE WIDE



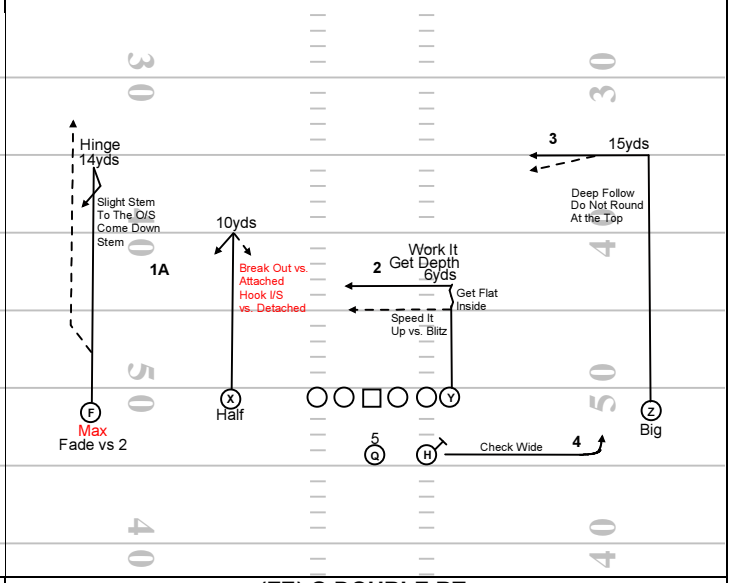
(T/ZE) (F MO) G FULL RT Z STACK
2J Z WINSTON F DEEP SQUIRE WIDE



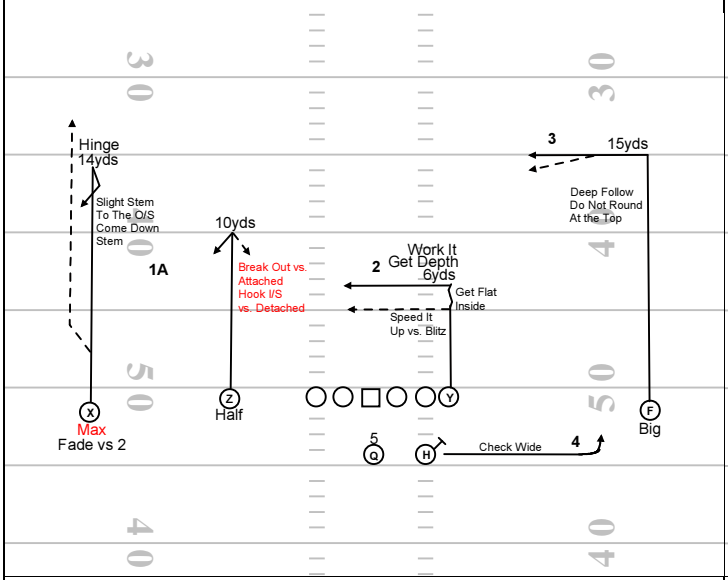
(ZE) G DOUBLE RT
2J F TRENCH Y CHIEF



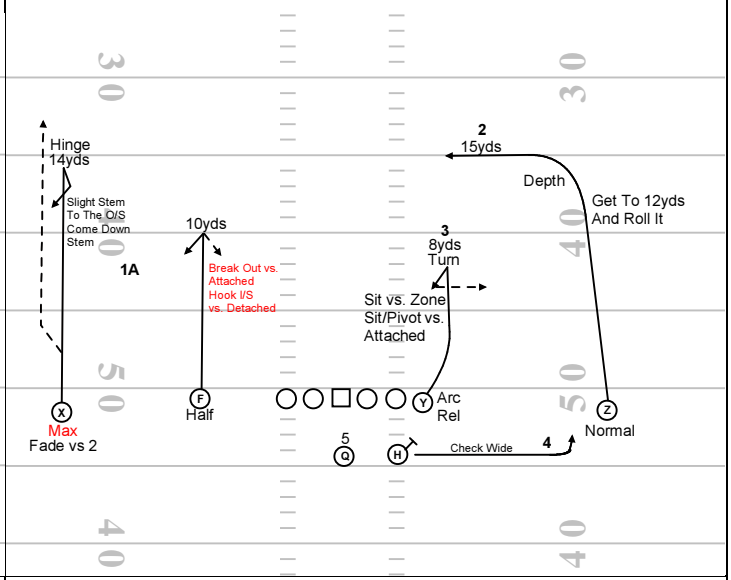
(ZE) G DART RT
2J X TRENCH Y CHIEF



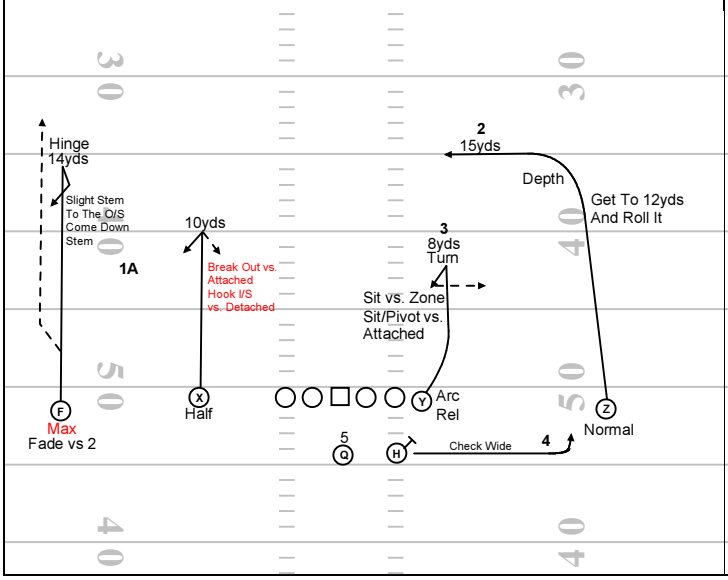
(ZE) G FULL RT
2J Z TRENCH Y CHIEF



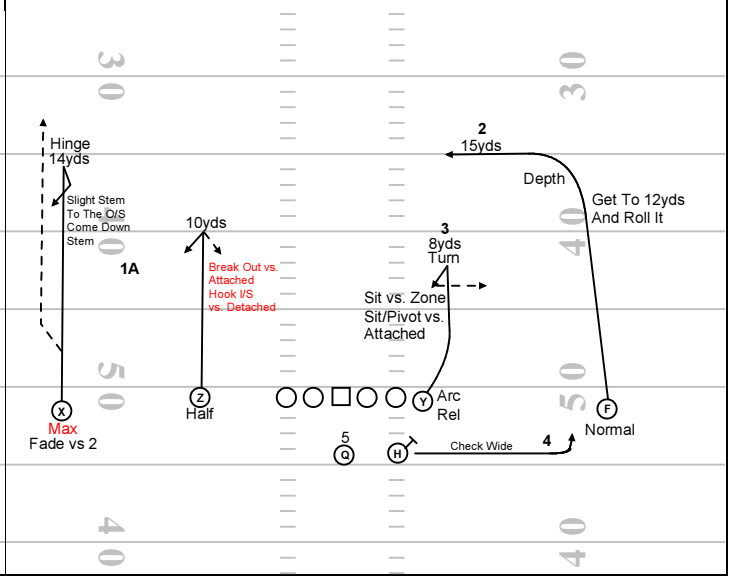
(ZE) G DOUBLE RT
2J F TRENCH Z DEEP SQUIRE WIDE



(ZE) G DOUBLE RT
2J X TRENCH Z DEEP SQUIRE WIDE



(ZE) G FULL RT
2J Z TRENCH F DEEP SQUIRE WIDE



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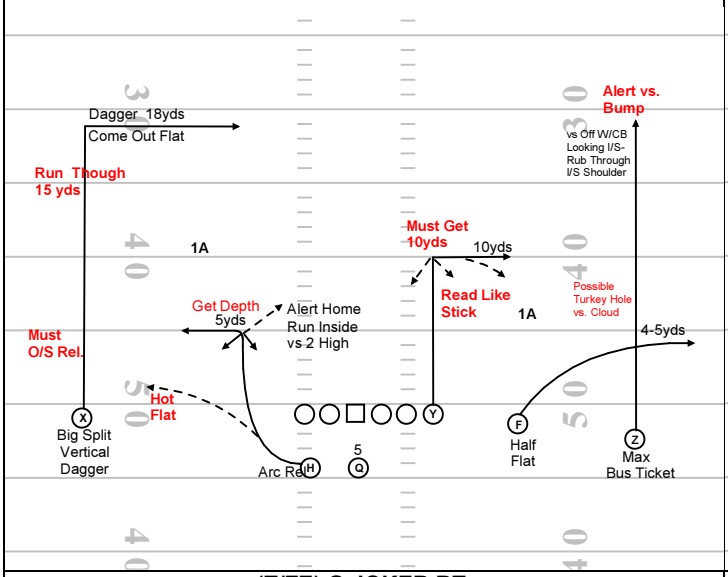
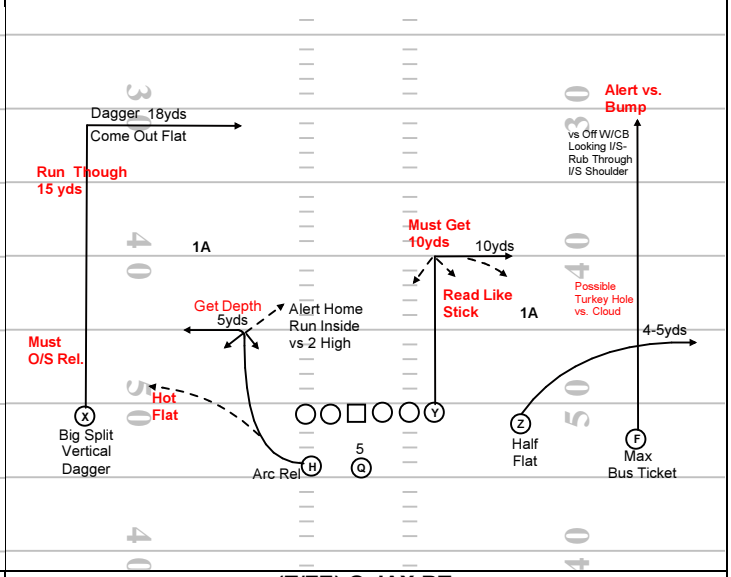
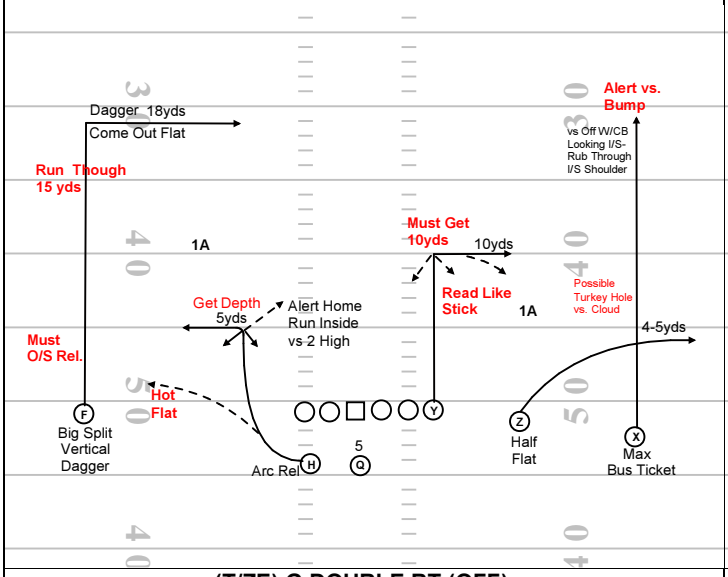
(T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3SCAT H CHAD Y BRANCH



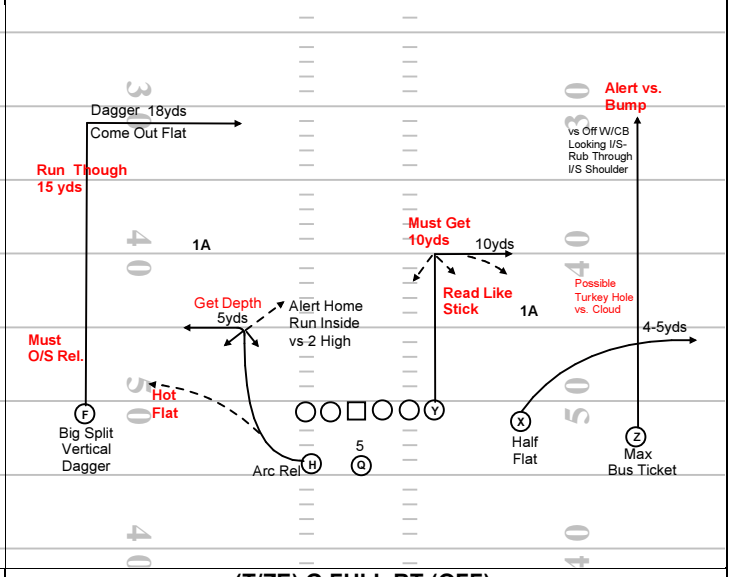
(T/ZE) (Z MO) G TAZ RT
3SCAT H CHAD Y BRANCH



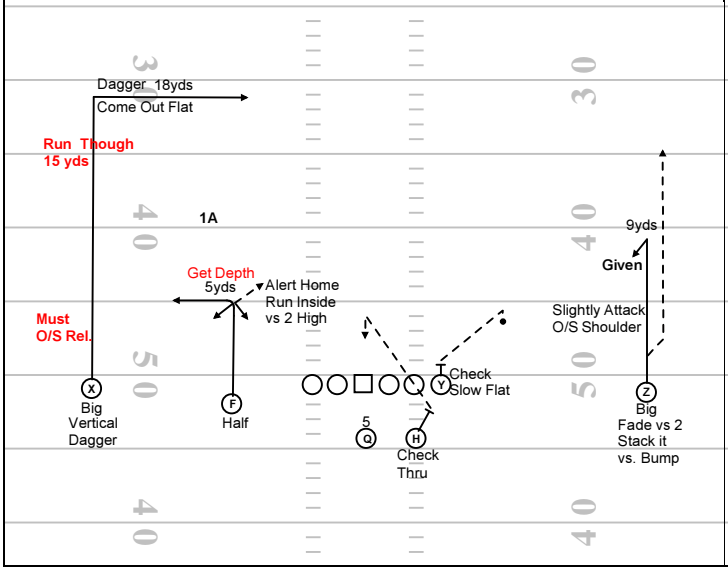
(T/ZE) G JOKER RT
3SCAT H CHAD Y BRANCH



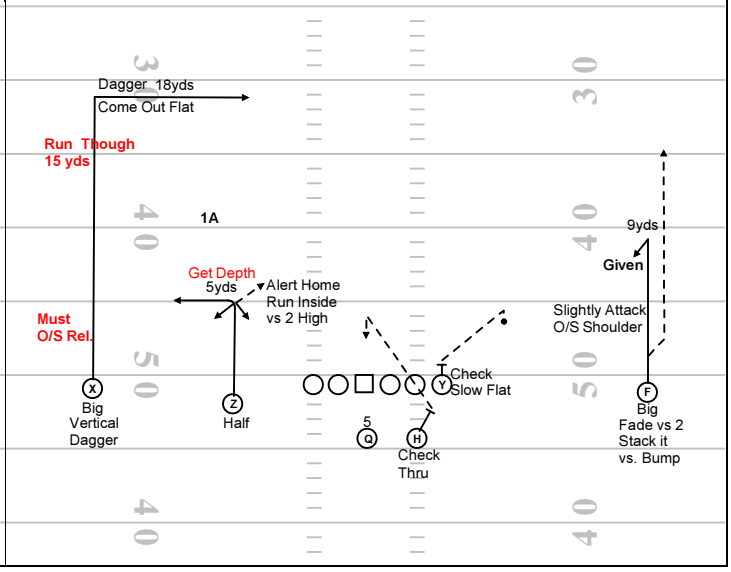
(T/ZE) G JAX RT
3SCAT H CHAD Y BRANCH



(T/ZE) G DOUBLE RT (OFF)
58(4J) F CHAD Z VENUS



(T/ZE) G FULL RT (OFF)
58(4J) Z CHAD F VENUS



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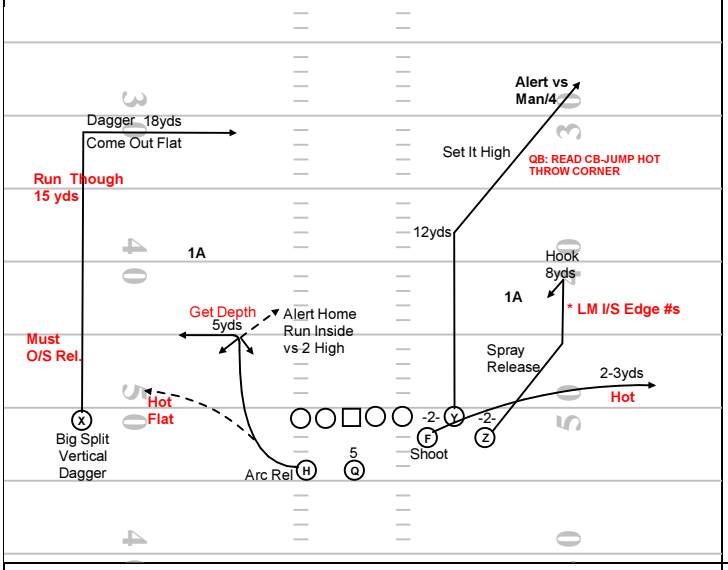
5/7 STEP

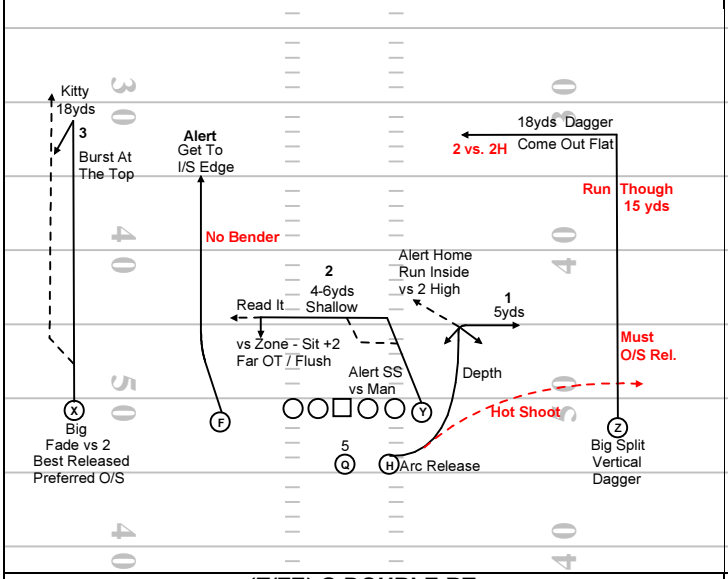
(T/ZE) G BUNCH RT
3SCAT H CHAD Z CHUCK



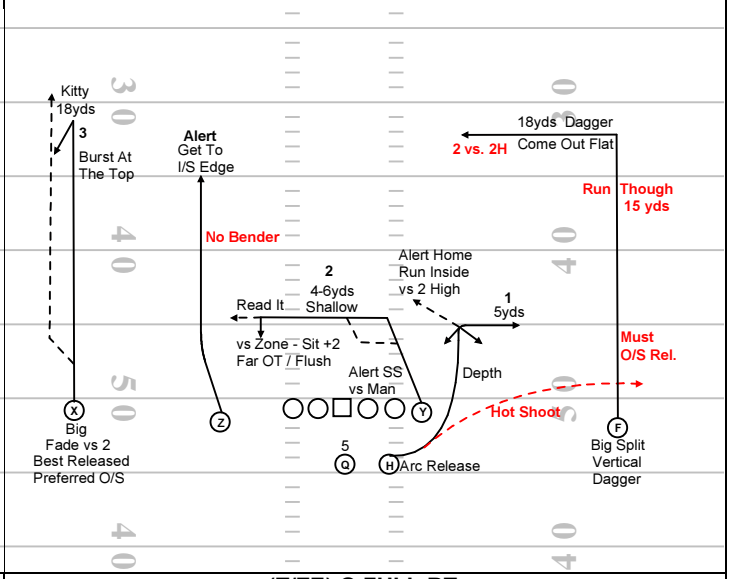
5/7 STEP

OTA #7-#8

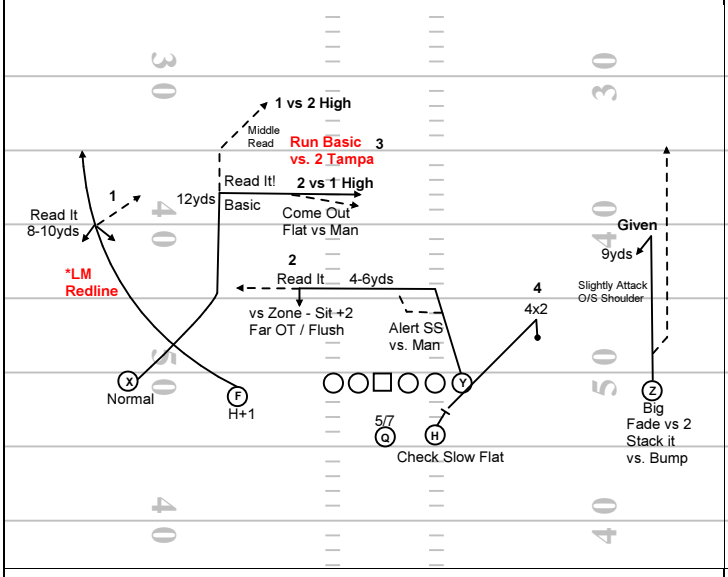
(T/ZE) G DOUBLE RT
2 SCAT H CHARLEY VERT KITTY



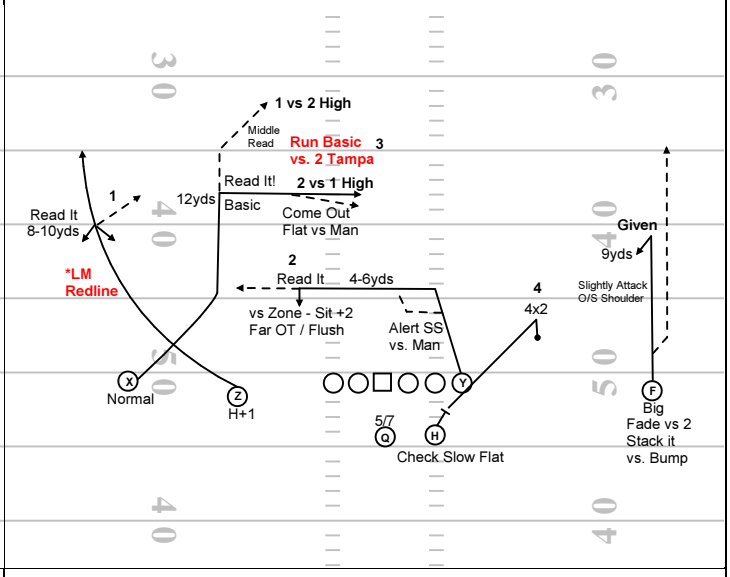
(T/ZE) G FULL RT
2 SCAT H CHARLEY VERT KITTY



(T/ZE) G DOUBLE RT
2J F SWITCH Y SHOVE



(T/ZE) G FULL RT
2J Z SWITCH Y SHOVE



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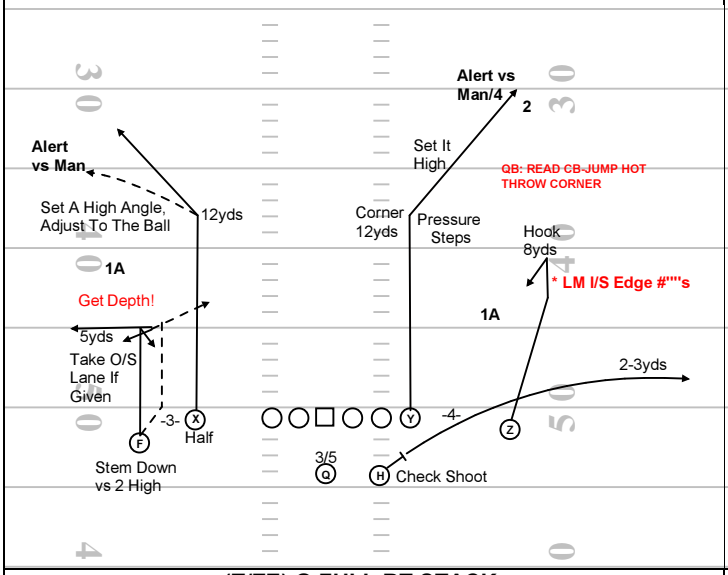
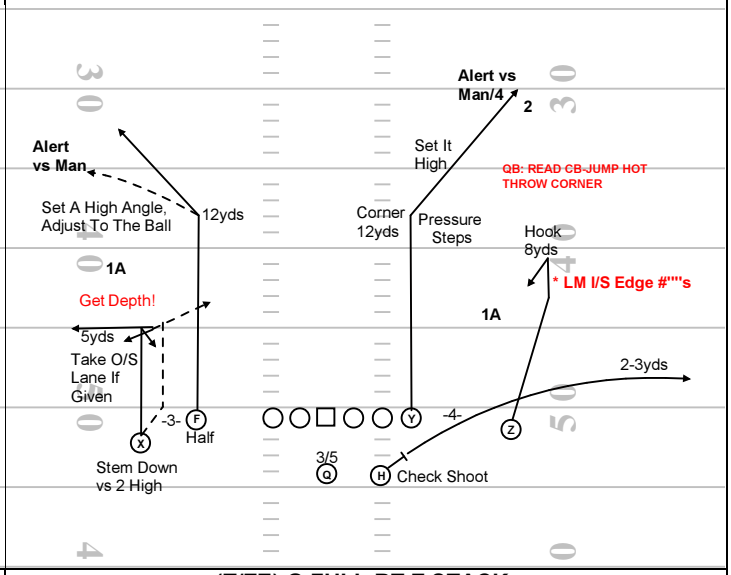
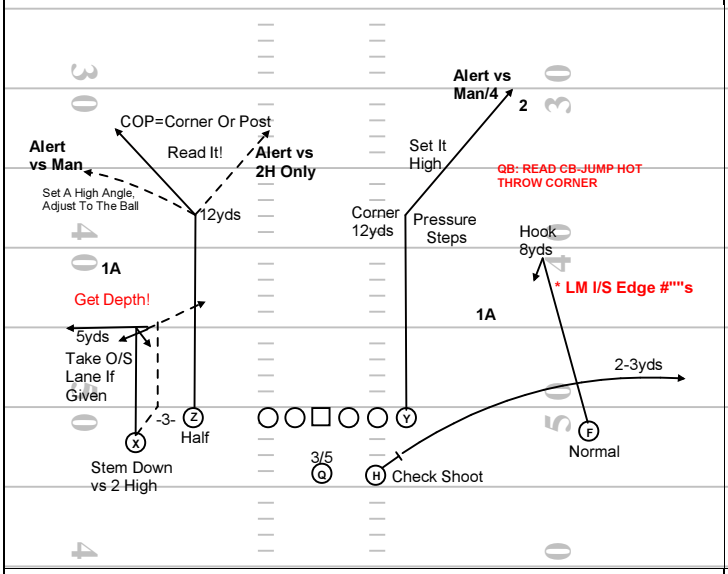
(ZE) (Z MO) G DOUBLE RT NASTY
2J (2SCAT) F MONEY Z CHUCK



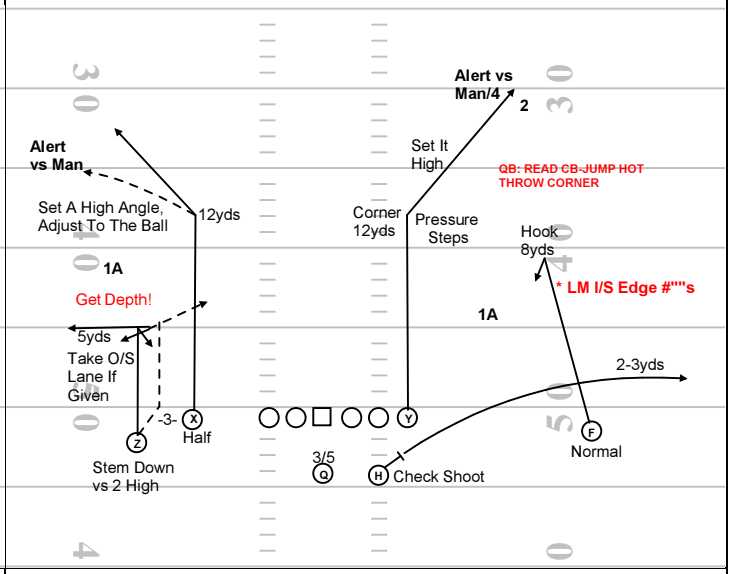
(ZE) (Z MO) G DART RT NASTY
2J (2SCAT) X MONEY Z CHUCK



(T/ZE) G FULL RT STACK
2J (2SCAT) Z CASH F CHUCK



(T/ZE) G FULL RT Z STACK
2J (2SCAT) Z MONEY F CHUCK



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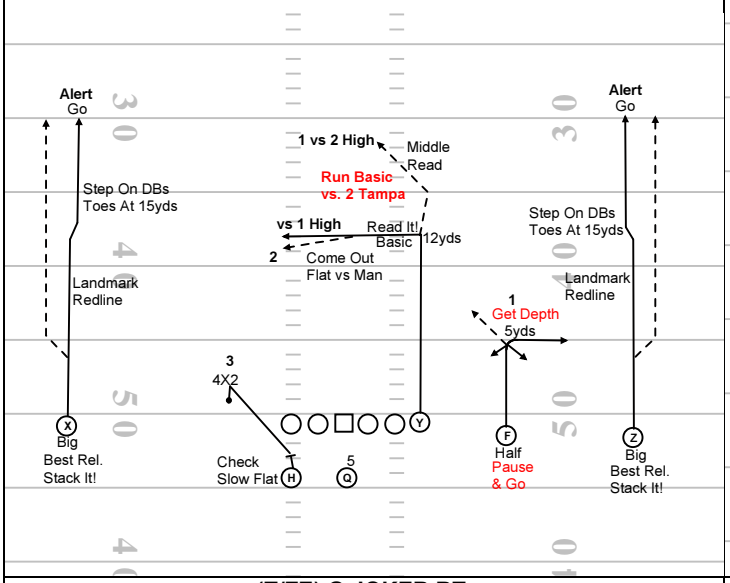
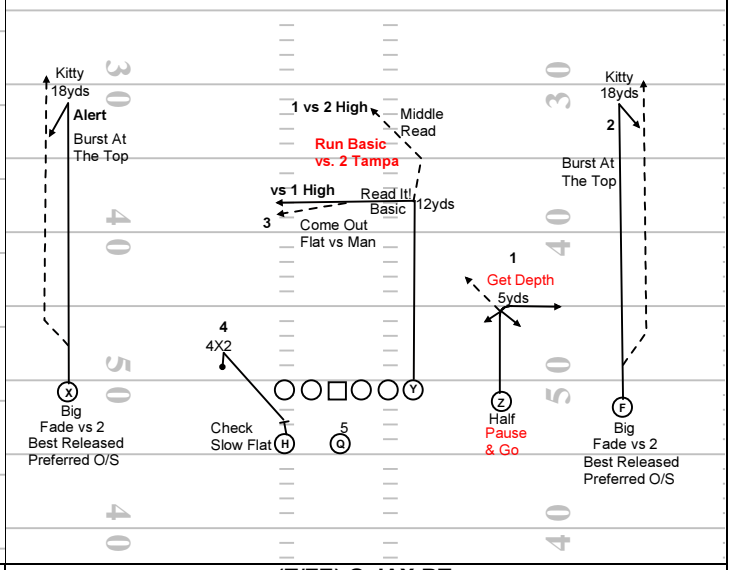
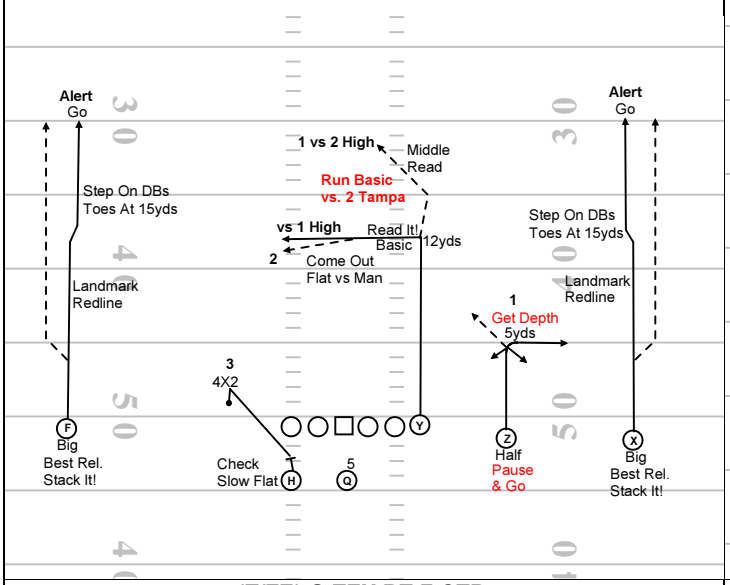
(T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J DOUBLE GO F CHEESE



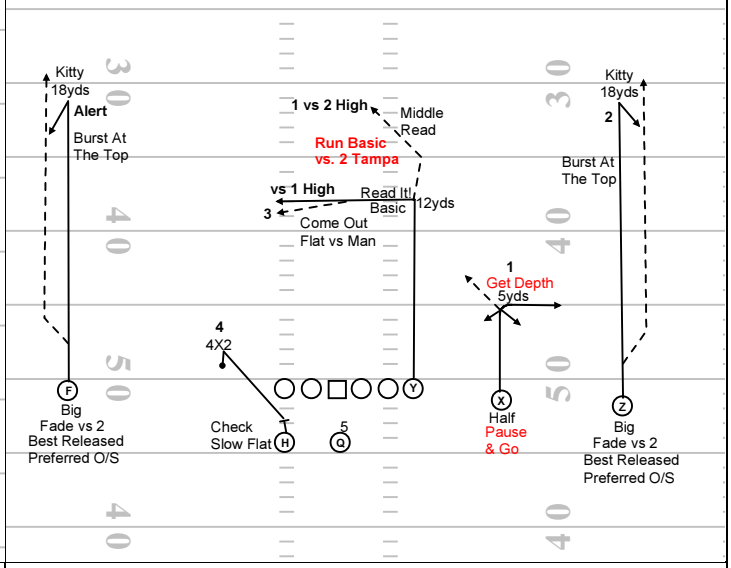
(T/ZE) (Z MO) G TAZ RT
3J DOUBLE KITTY Z CHEESE



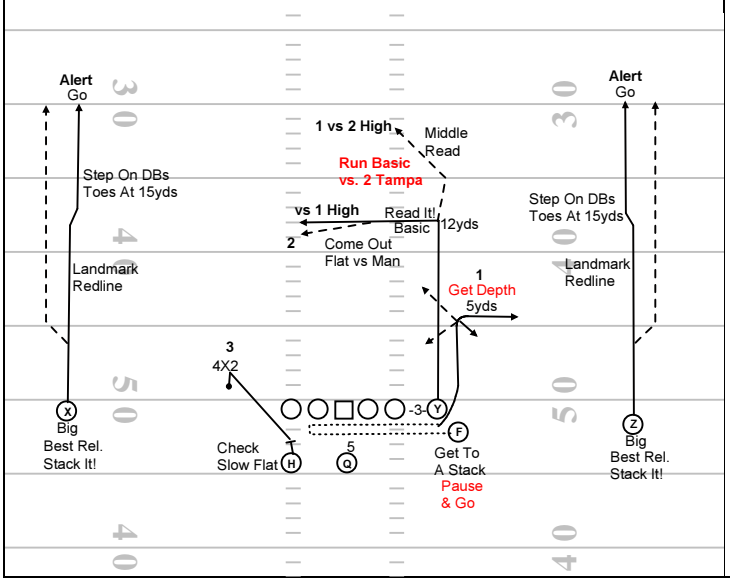
(T/ZE) G JOKER RT
3J DOUBLE GO Z CHEESE



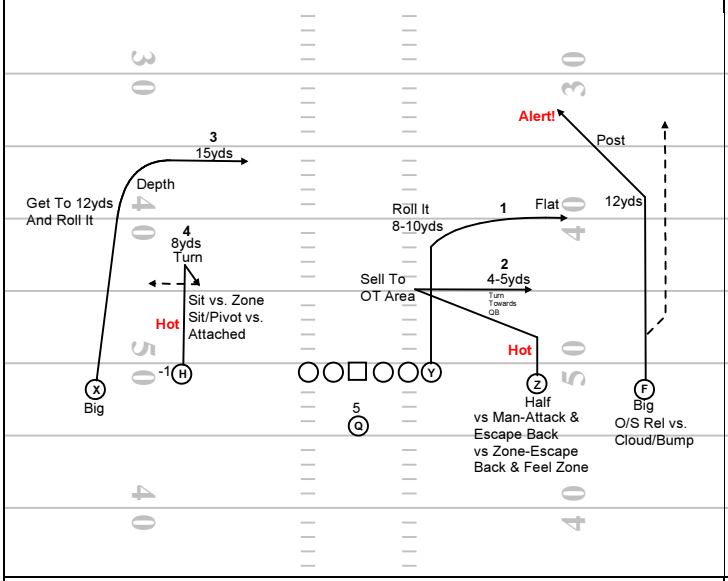
(T/ZE) G JAX RT
3J DOUBLE KITTY X CHEESE



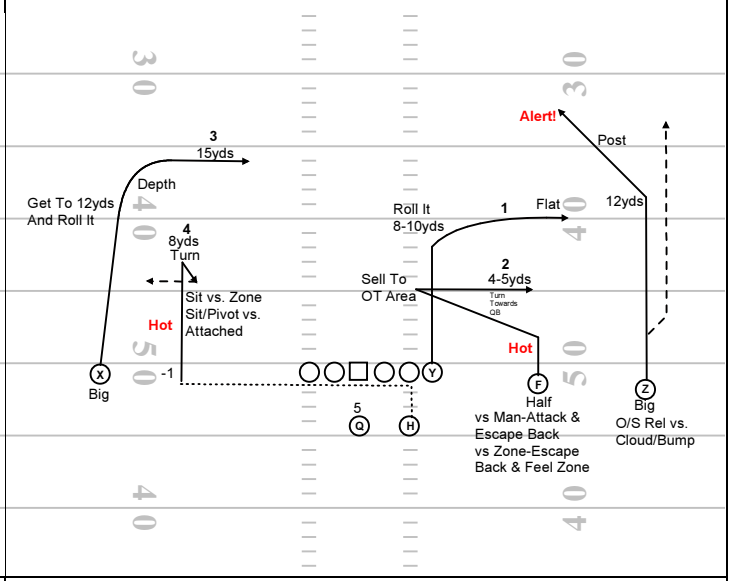
(T/ZE) G TEX RT F CTR
3J DOUBLE GO F CHEESE



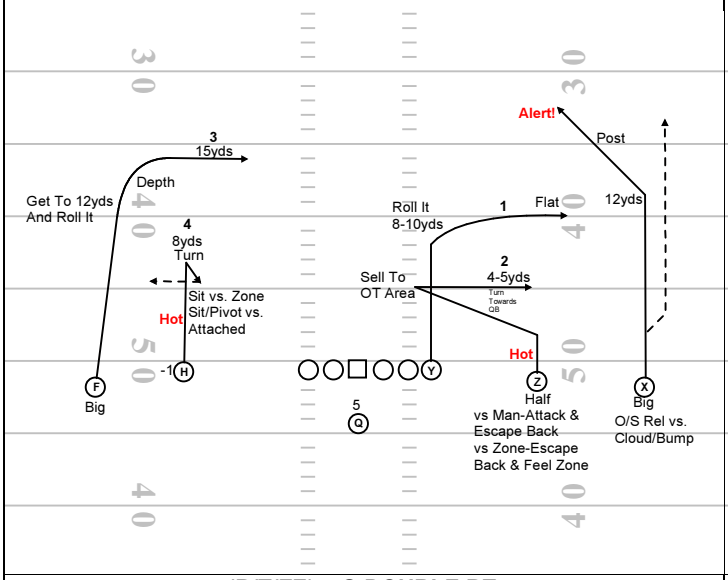
(R/T/ZE) 2 G TAZ RT
3SCAT Y ROPE-ESCAPE X DEEP SQUIRE



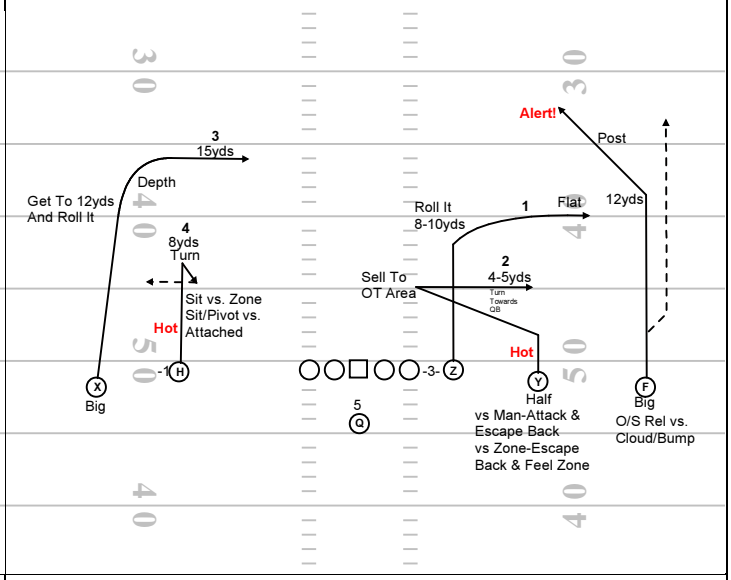
(R/T/ZE) G TRIPS RT H LT
3SCAT Y ROPE-ESCAPE X DEEP SQUIRE



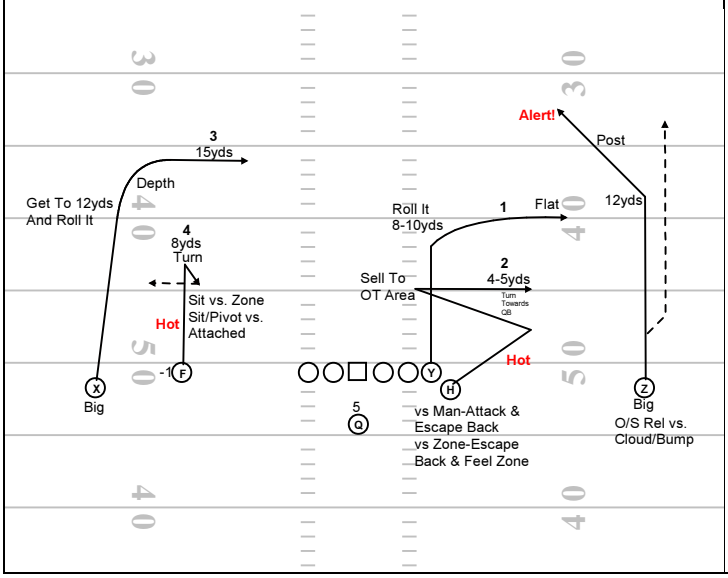
(R/T/ZE) 2 G JOKER RT
3SCAT Y ROPE-ESCAPE F DEEP SQUIRE



(R/T/ZE) 2 G TAFFY RT
3SCAT Z ROPE-ESCAPE X DEEP SQUIRE



(R/T/ZE) 4 G DOUBLE RT
3SCAT Y ROPE-ESCAPE X DEEP SQUIRE



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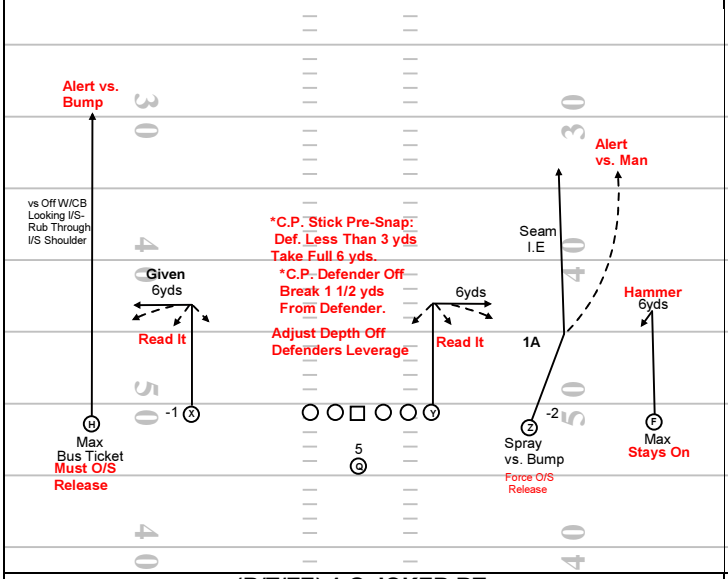
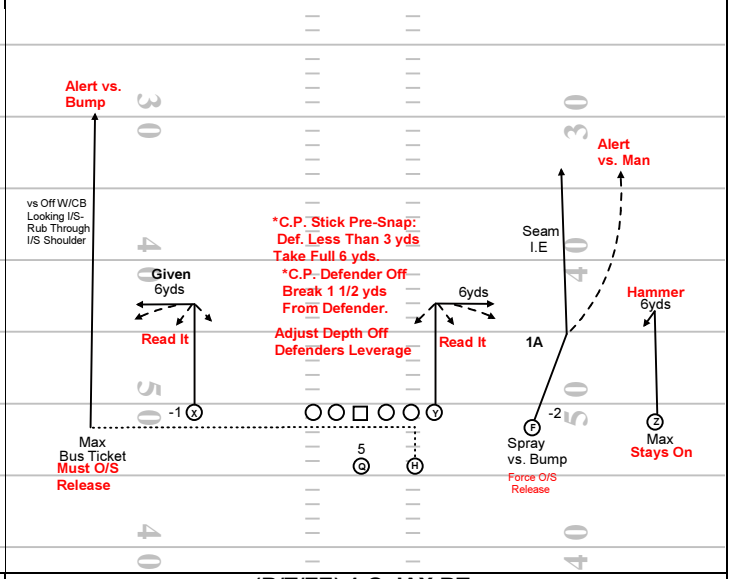
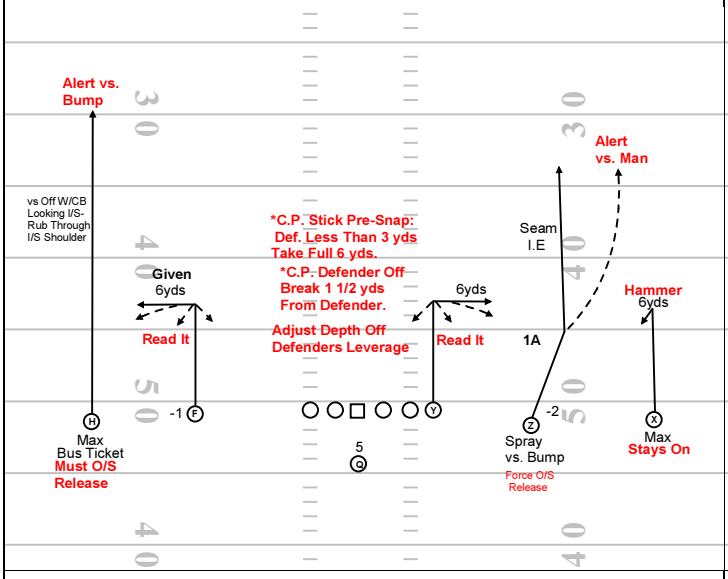
(R/T/ZE) 1 G TAZ RT
300SCAT Y SHOCK X STICK



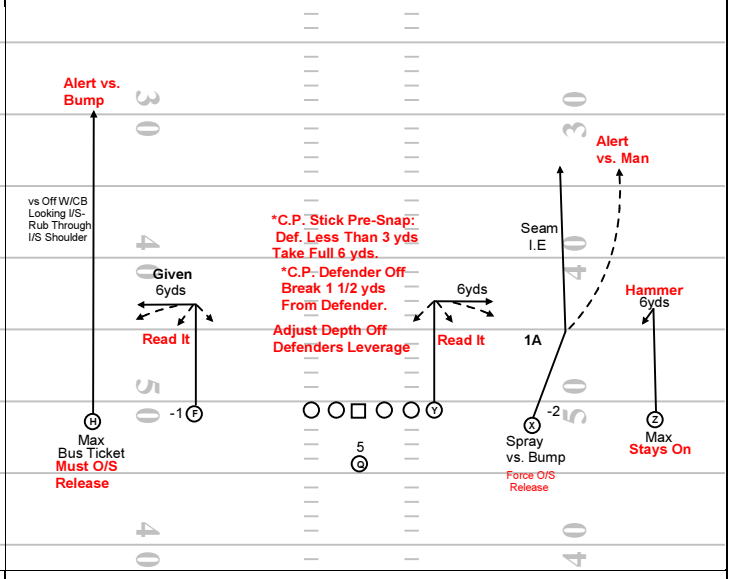
(R/T/ZE) G TRIPS RT TITE H LT O
300SCAT Y SHOCK X STICK



(R/T/ZE) 1 G JOKER RT
300SCAT Y SHOCK F STICK



(R/T/ZE) 1 G JAX RT
300SCAT Y SHOCK F STICK



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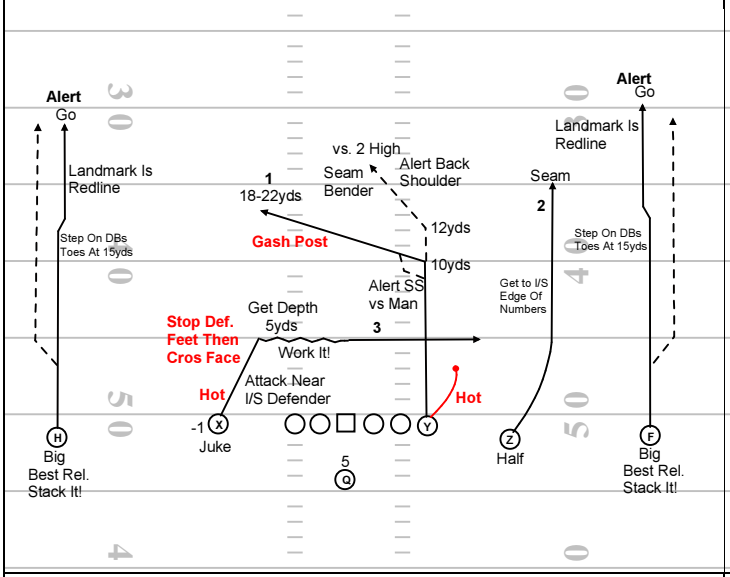
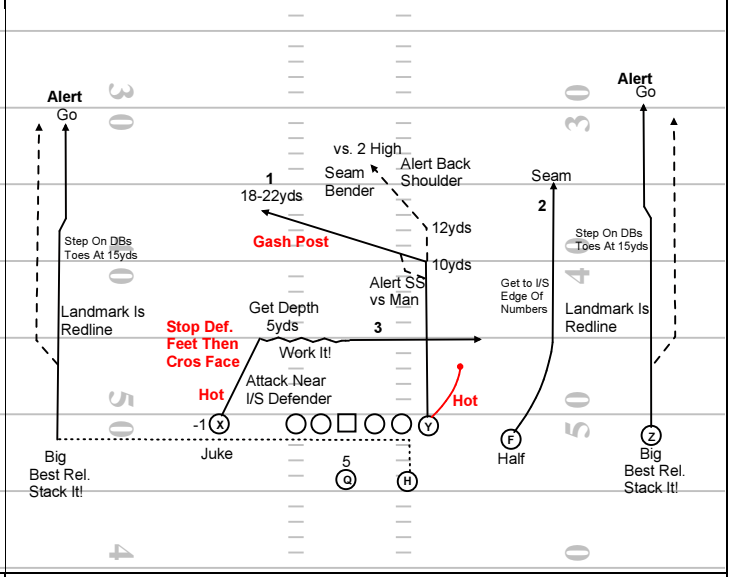
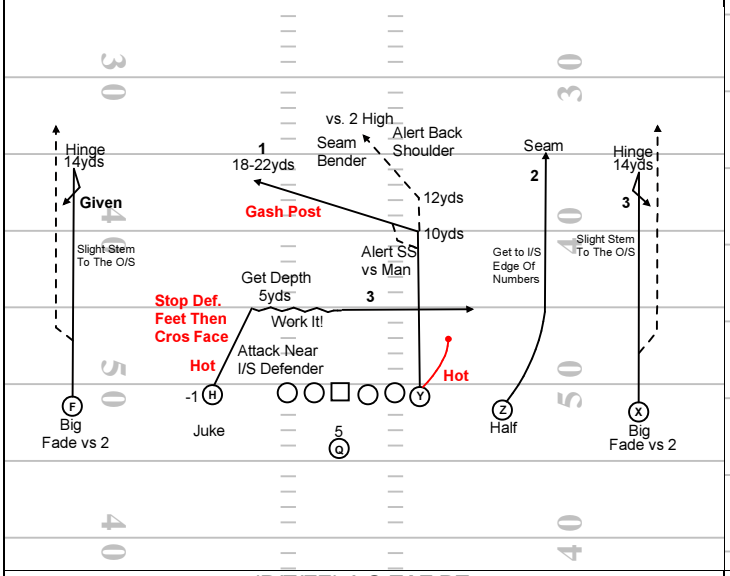
(R/T/ZE) 1 G TAZ RT
3SCAT Y GASH-GO X JUKE



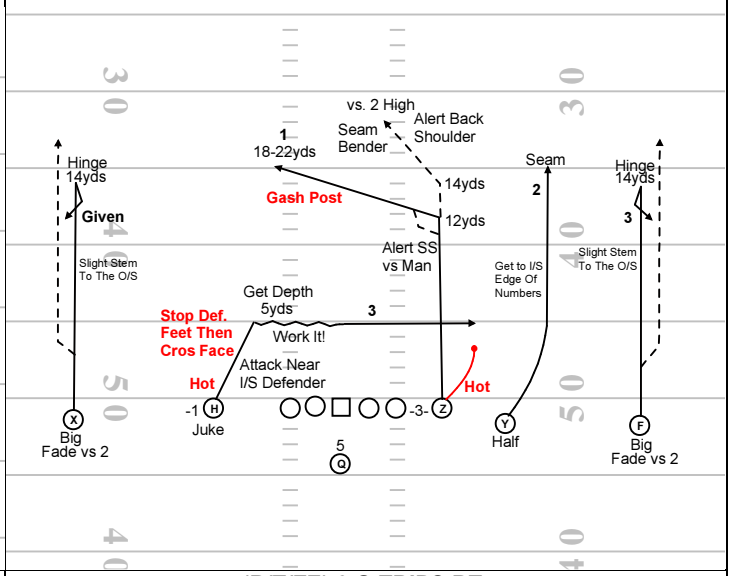
(R/T/ZE) G TRIPS RT TITE H LT O
3SCAT Y GASH-GO X JUKE



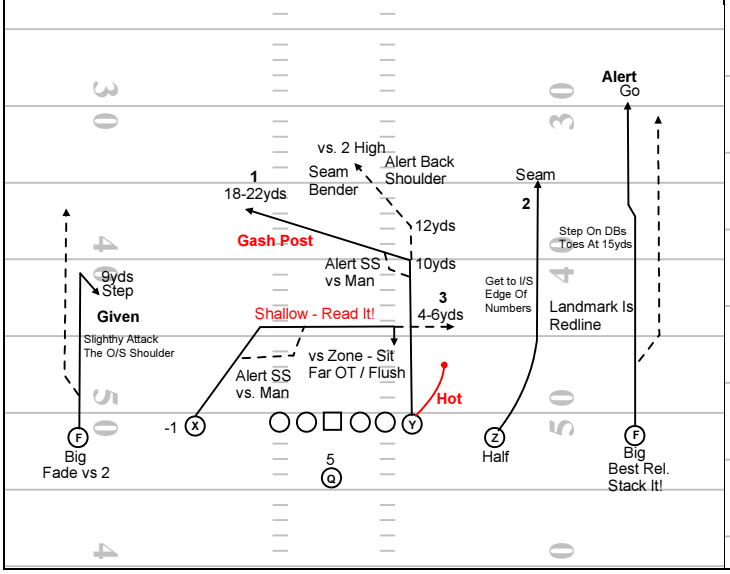
(R/T/ZE) 2 G JOKER RT
3SCAT Y GASH-HINGE H JUKE



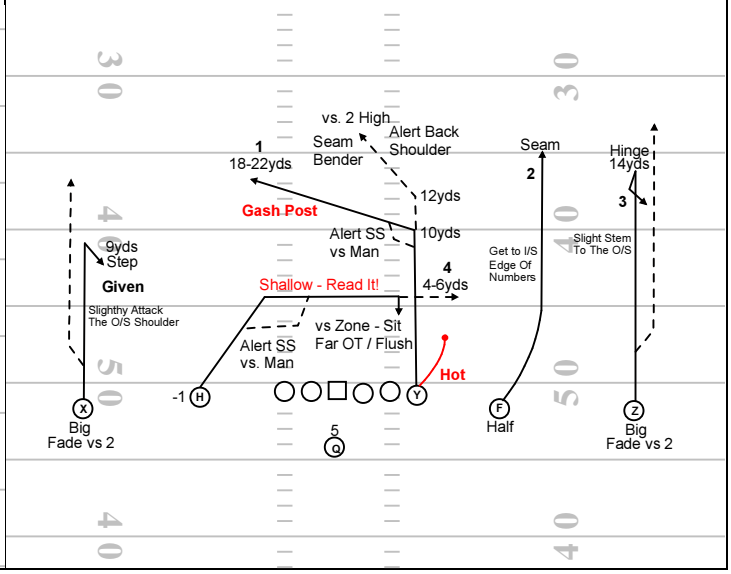
(R/T/ZE) 2 G TAFFY RT
3SCAT Z GASH-HINGE H JUKE



(R/T/ZE) 1 G TAZ RT
3SCAT Y GASH-GO X SHOVE



(R/T/ZE) 2 G TRIPS RT
3SCAT Y GASH-HINGE H SHOVE



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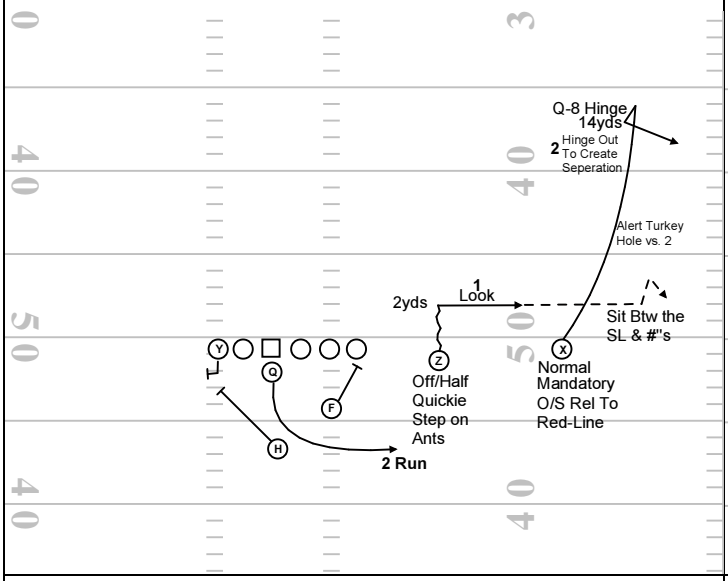
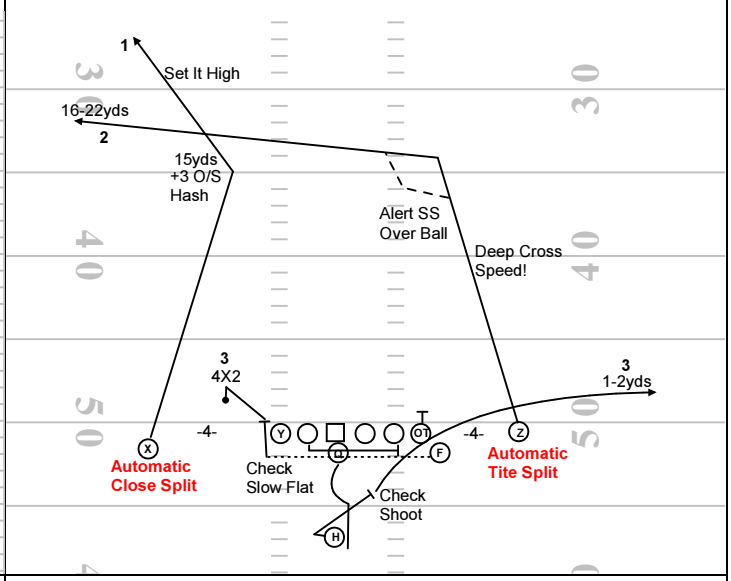
HEAVY

(R/T) (LASSO) STRONG RAY HEAVY
Q-8

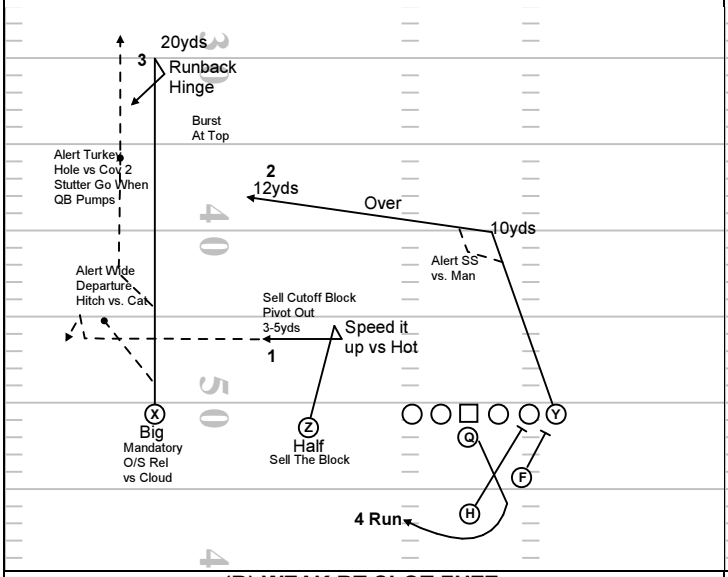


(R/T) (LAVA SHIFT) TANK RT HEAVY Z ON F LT
CADILLAC X ANGLE Z DEEP CROSS

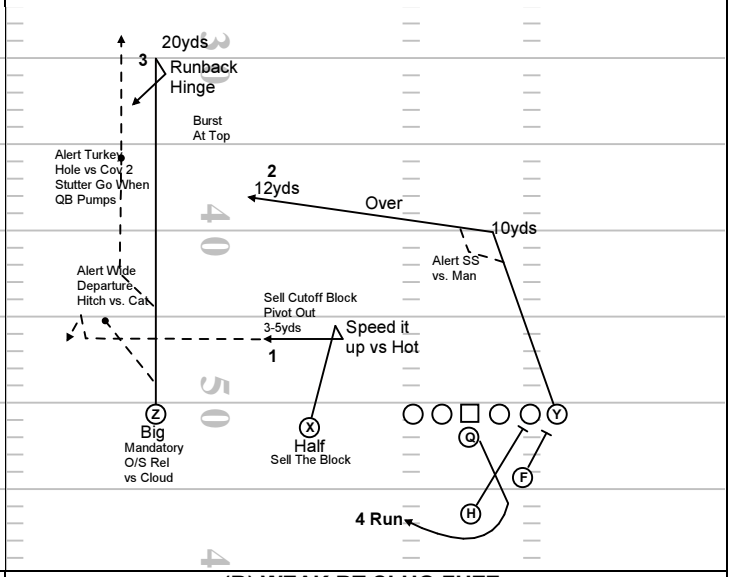


MOVEMENT

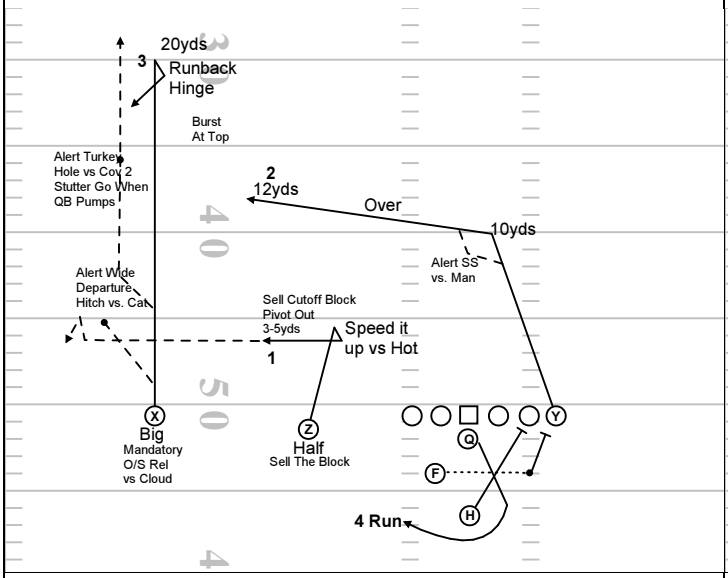
(R) (Z/X MO) STRONG RT SLOT NAKED 96 LT Z STAB



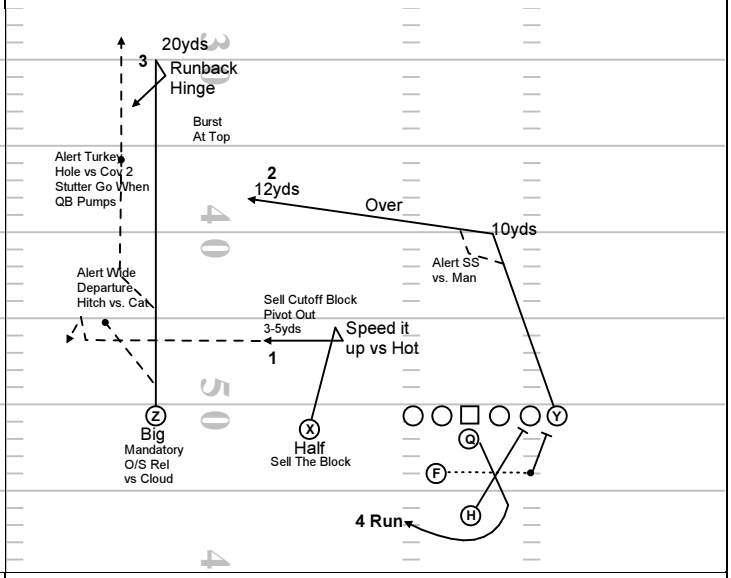
(R) (Z/X MO) STRONG RT SLUG NAKED 96 LT X STAB



(R) WEAK RT SLOT FUZZ NAKED 96 LT Z STAB



(R) WEAK RT SLUG FUZZ NAKED 96 LT X STAB



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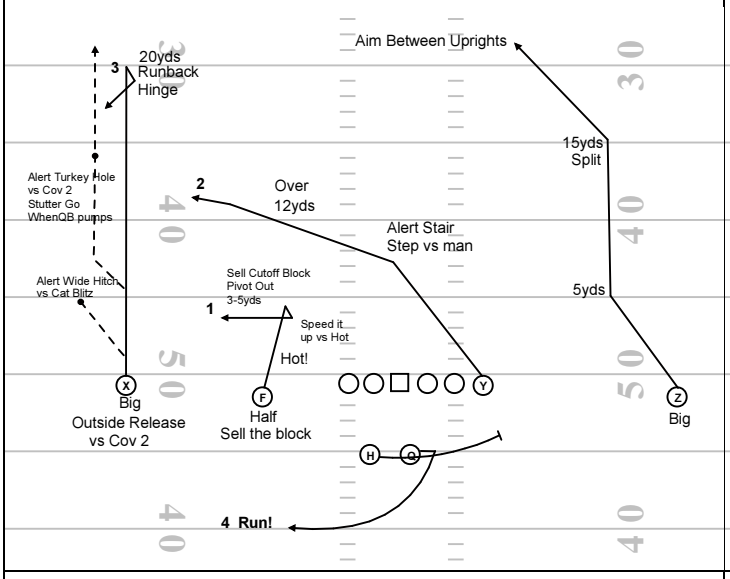
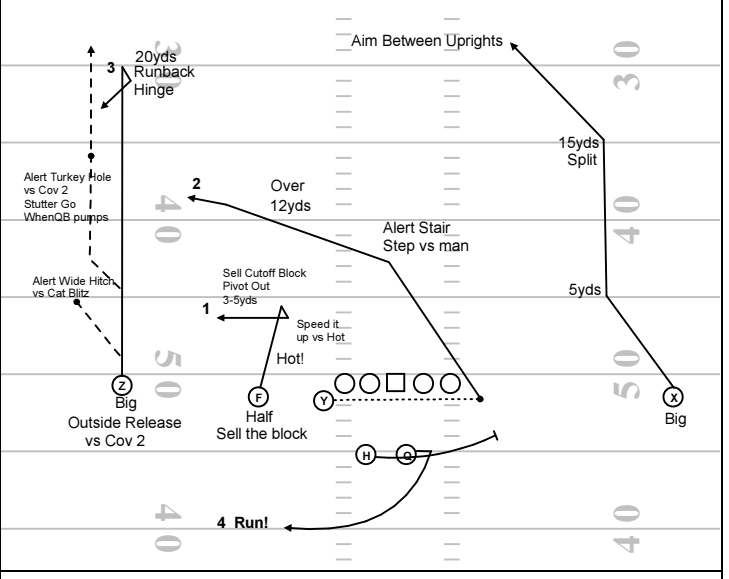
MOVEMENT

(T/ZE) (F MO) G DOUBLE RT
NKD 36 LT F STAB

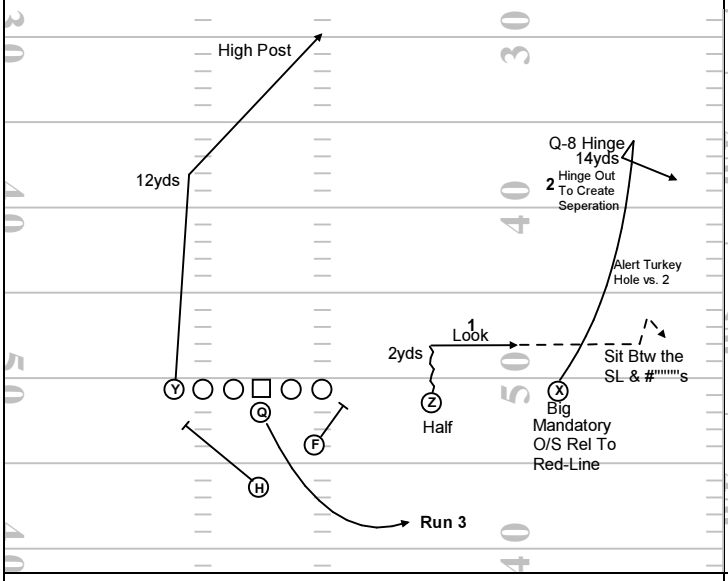


(T/ZE) (Y STEP) TRIPS LT Y RT
NKD 36 LT F STAB

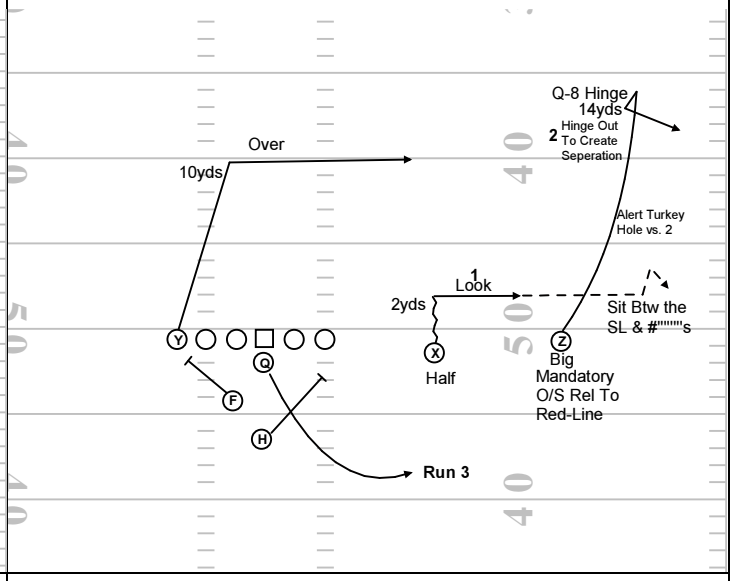


MOVEMENT

(R/T) (Z/X MO) Q WEAK L SLOT
Q8

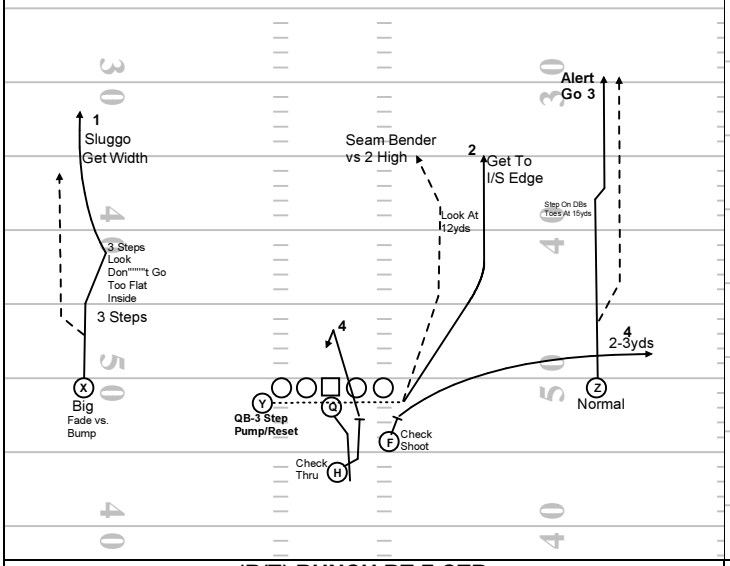


(R/T) (Z/X MO) Q WEAK L SLUG
Q8

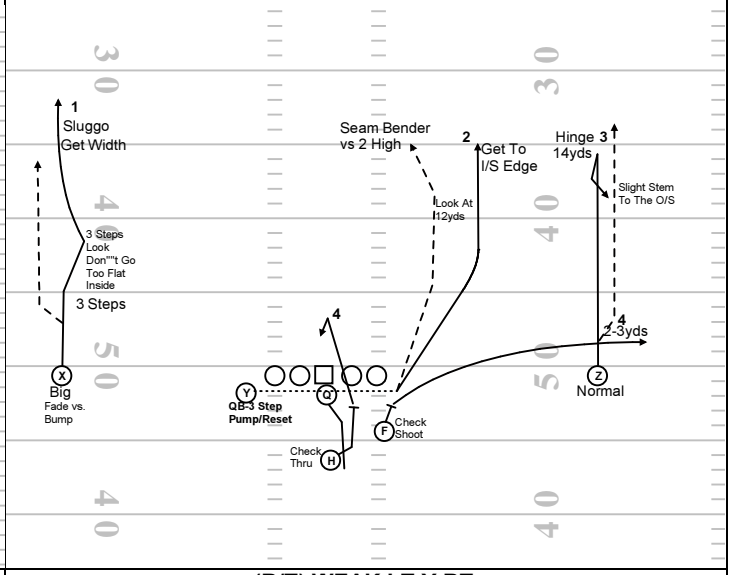


PLAY PASS

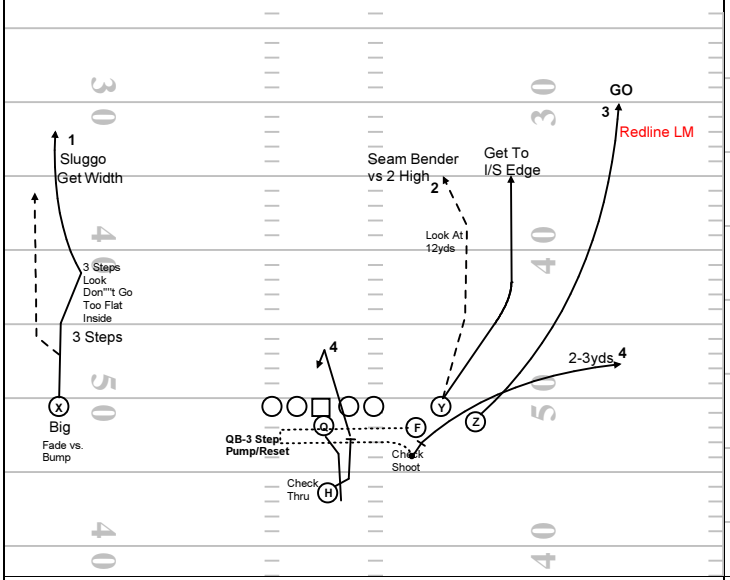
(R/T) Y MO STRONG RT
HND 2 X SLUGGO Y VERT GO



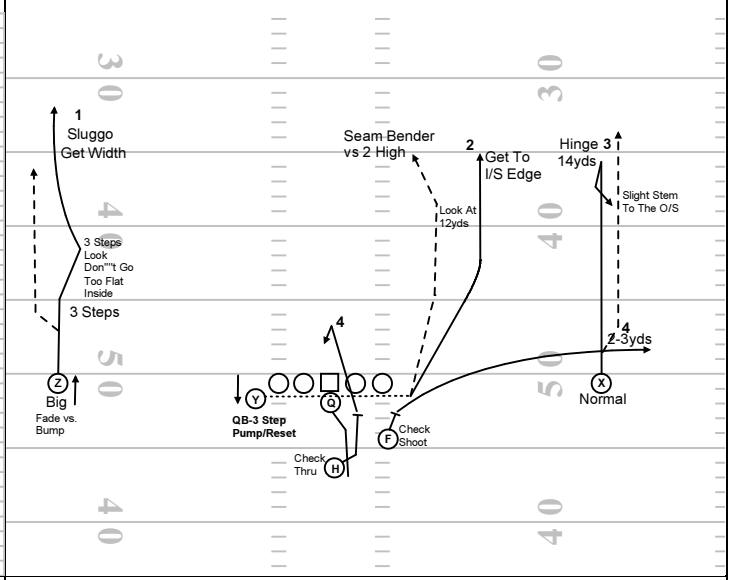
(R/T) Y MO STRONG RT
HND 2 X SLUGGO Y VERT HINGE



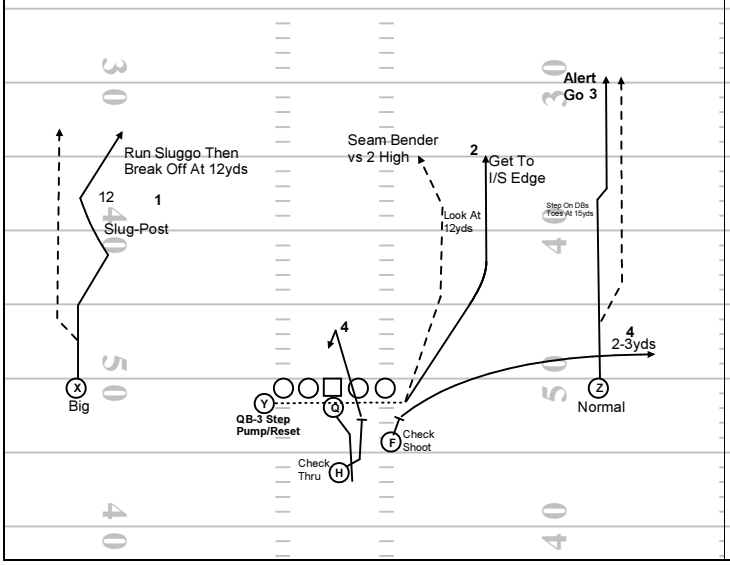
(R/T) BUNCH RT F CTR
HND 2 X SLUGGO Y VERT GO



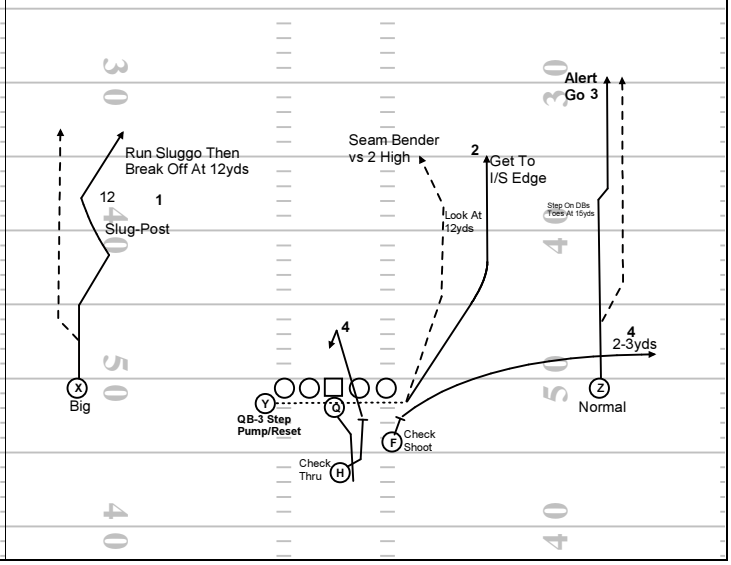
(R/T) WEAK LT Y RT
HND 2 Z SLUGGO Y VERT HINGE



(R/T) Y MO STRONG RT
HND 2 X SLUG-POST Y VERT GO



(R/T) Y MO STRONG RT
HND 2 X SLUG-POST Y VERT GO



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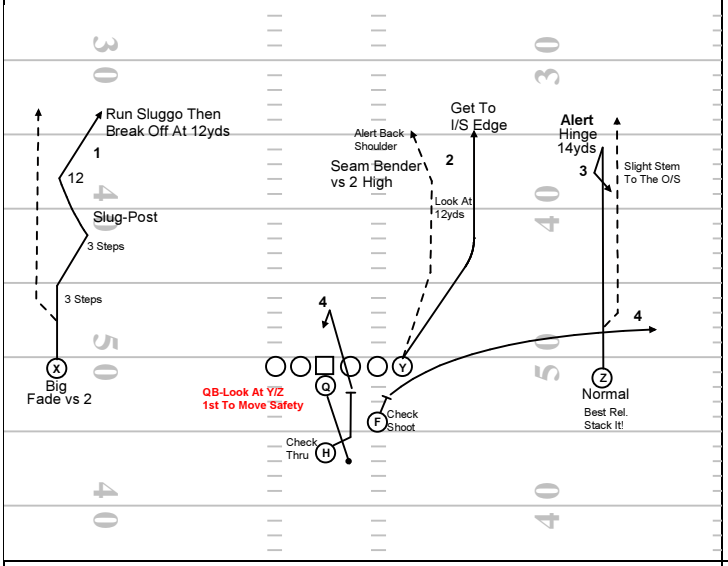
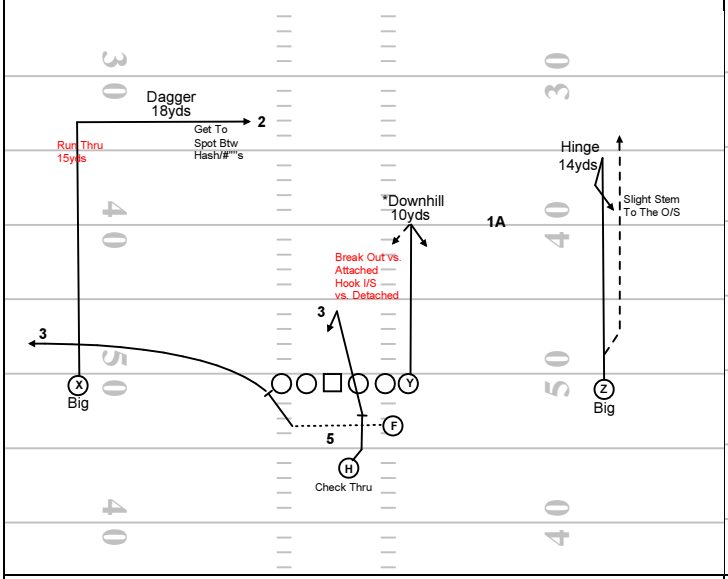
PLAY PASS

(R/T) (Y MO) STRONG RT
HND 2 X SLUG POST Y VERT HINGE

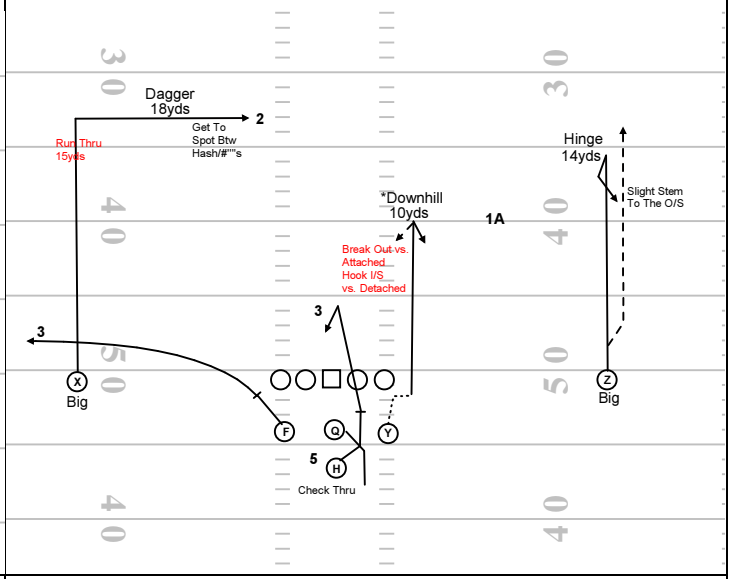


PLAY PASS

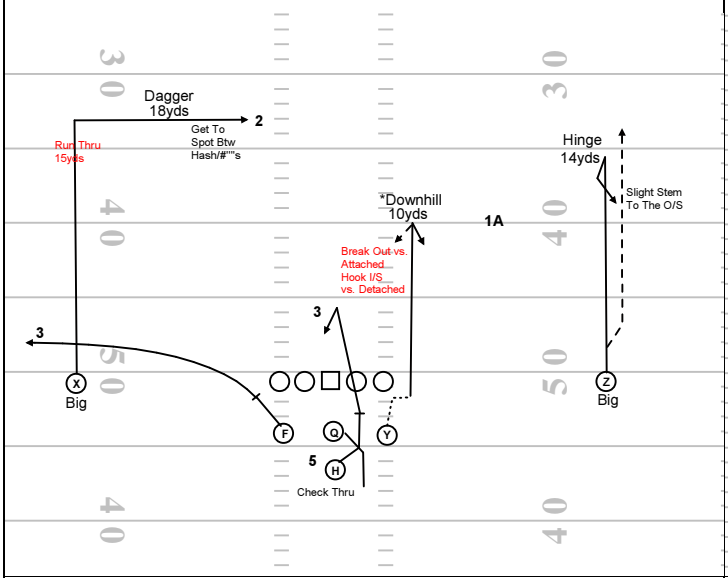
(R/T) (YAZ) STRONG RT FUZZ
HND 3 SPLIT Y TRENCH X DAGGER



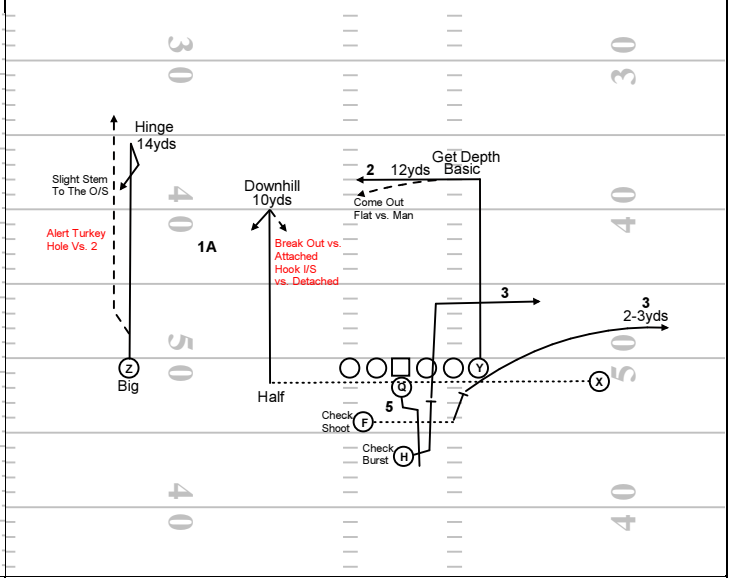
(R/T) (BUILD) BULLY RT Y RT
HND 3 SPLIT Y TRENCH X DAGGER



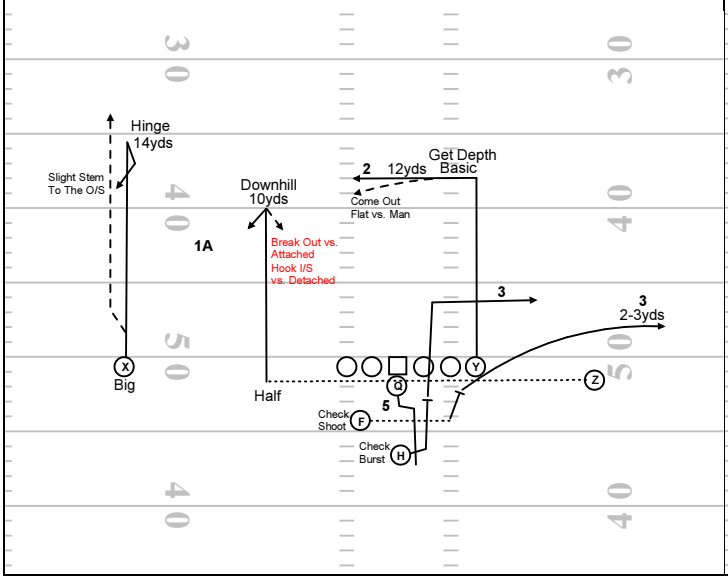
(R/T) (BUILD) BULLY RT Y RT
HND 3 SPLIT Y TRENCH X DAGGER



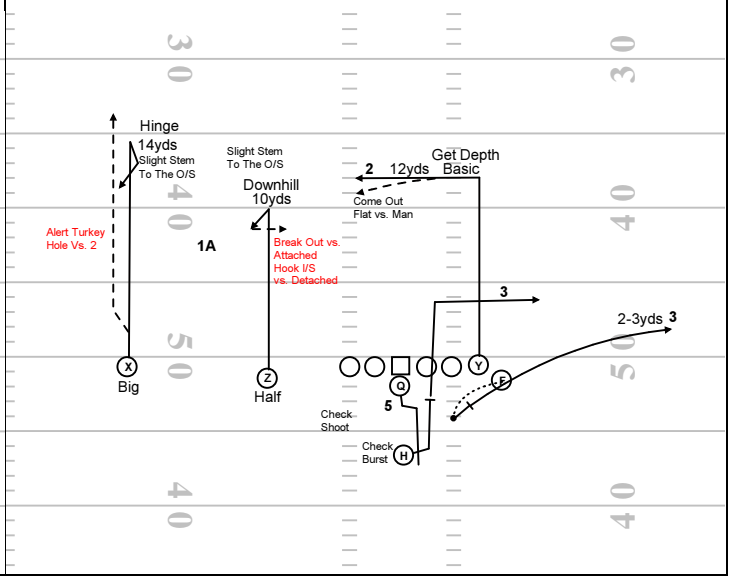
(R/T) X MO WEAK RT SLUG FUZZ
HND 2 X TRENCH Y BASIC ROCO



(R/T) Z MO WEAK RT SLOT FUZZ
HND 2 Z TRENCH Y BASIC ROCO



(R/T) FLANK RT F SETTLE
HND 2 Z TRENCH Y BASIC ROCO



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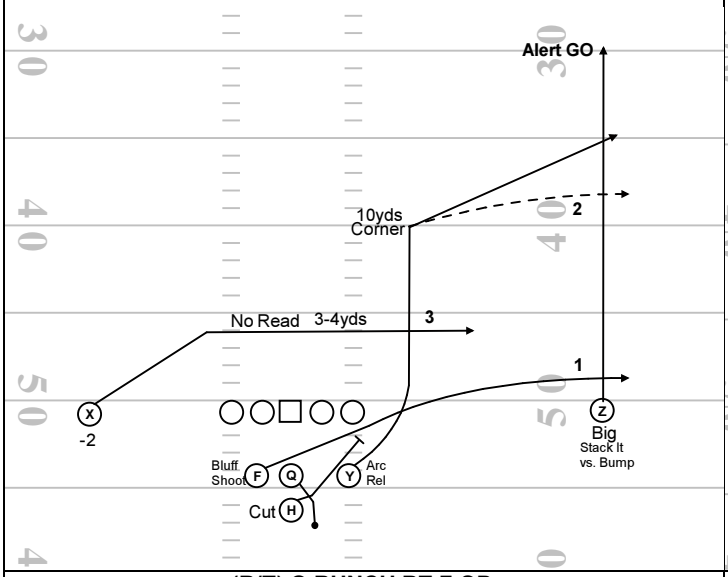
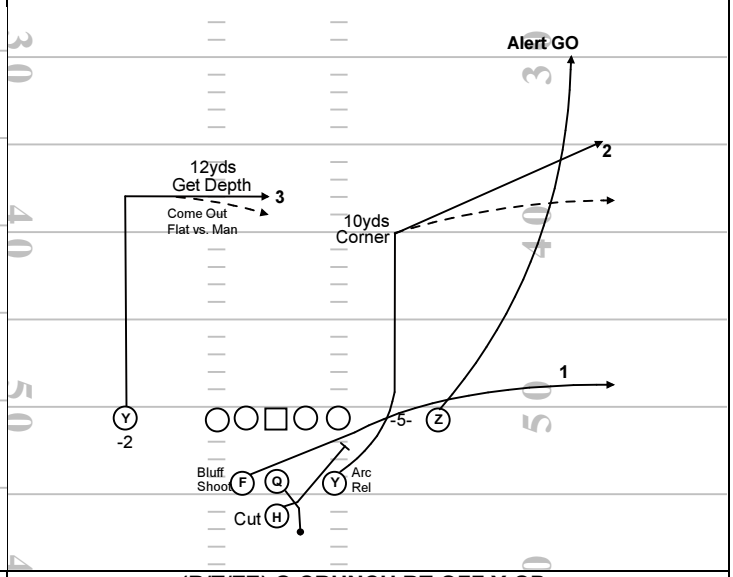
PLAY PASS

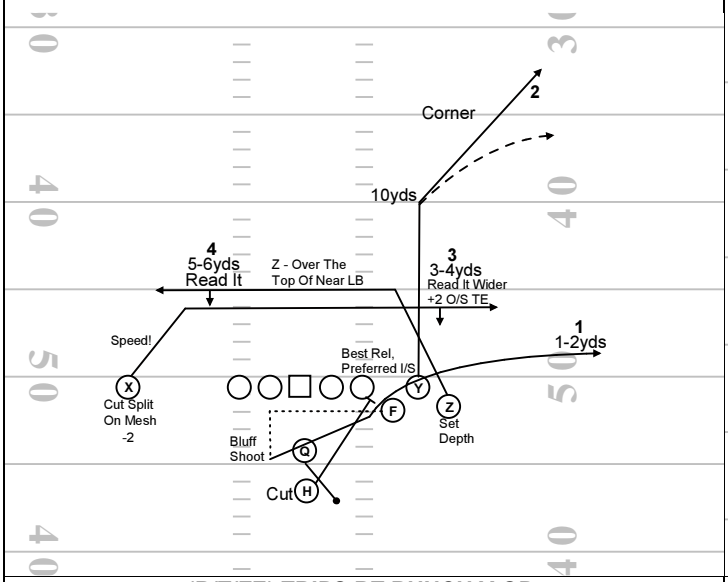
(R/T) Q BULLY RT
VENOM 2 Y SAIL X SHOW



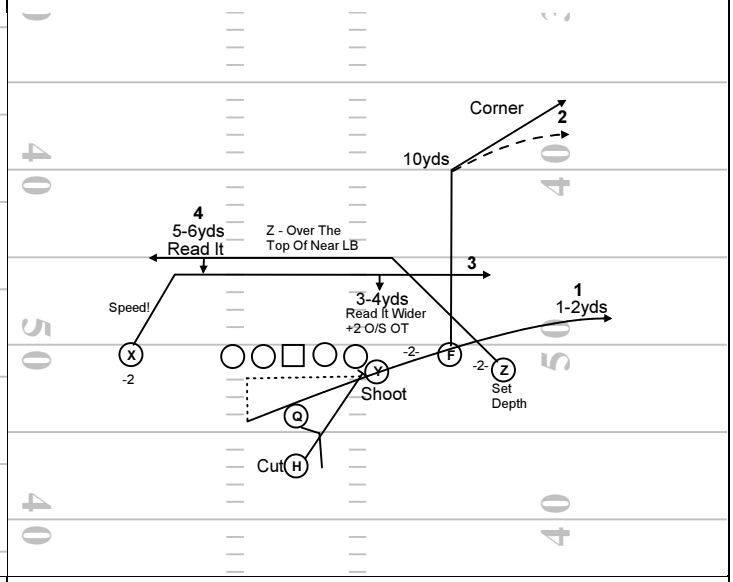
(R/T) Q BULLY RT NASTY
VENOM 2 Y SAIL



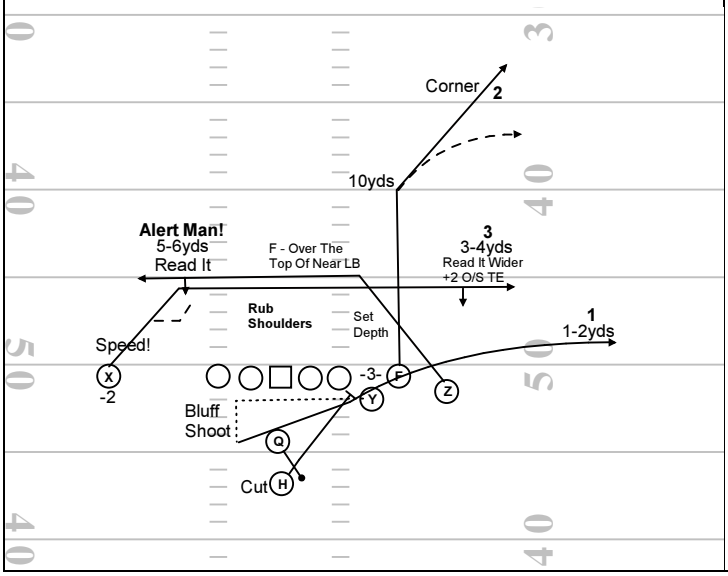
(R/T) Q BUNCH RT F OP
VENOM 2 Y BANANA X & Z MESH



(R/T/ZE) Q CRUNCH RT OFF Y OP
VENOM 2 F BANANA X & Z MESH

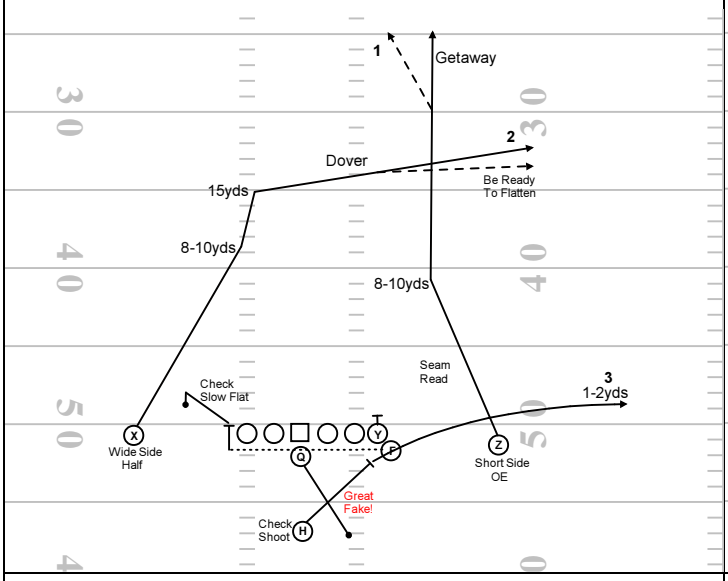


(R/T/ZE) TRIPS RT BUNCH Y OP
VENOM2 Z BANANA X&Z MESH

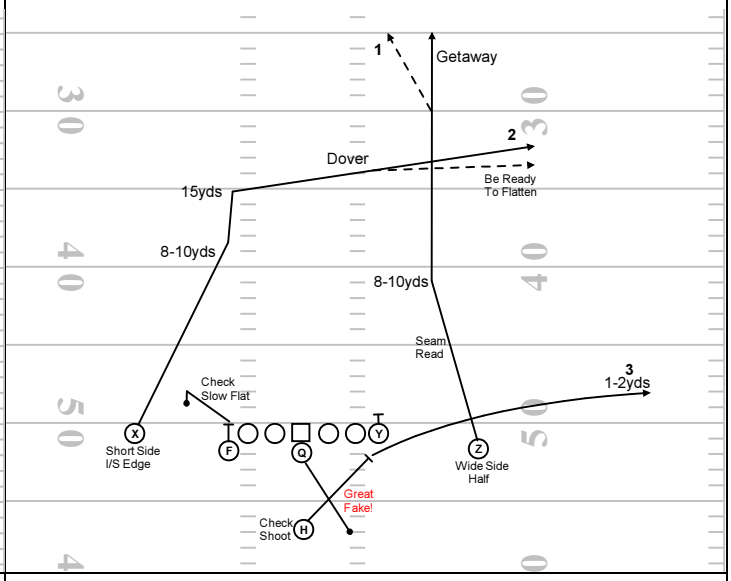


PLAY PASS

(C/T) TANK RT NASTY F LT
P96 STRETCH Z GETAWAY X D.C.

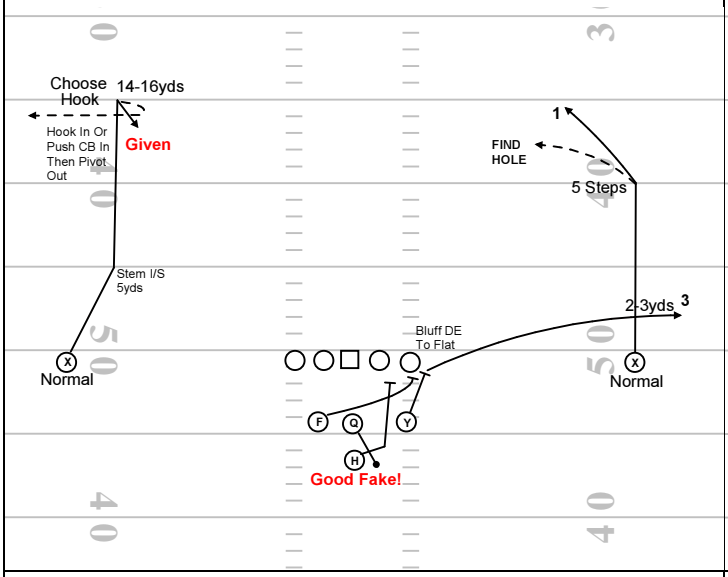


(C/T) (X) DEUCE RT NASTY (F CTR)
P96 STRETCH Z GETAWAY X D.C.

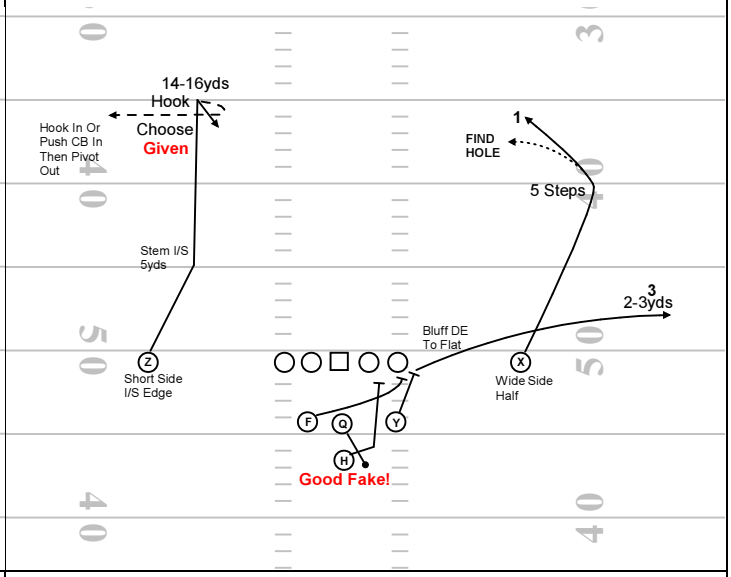


PLAY PASS

(R/T) Q BULLY RT
REPTILE Z BENGAL Y BLUFF

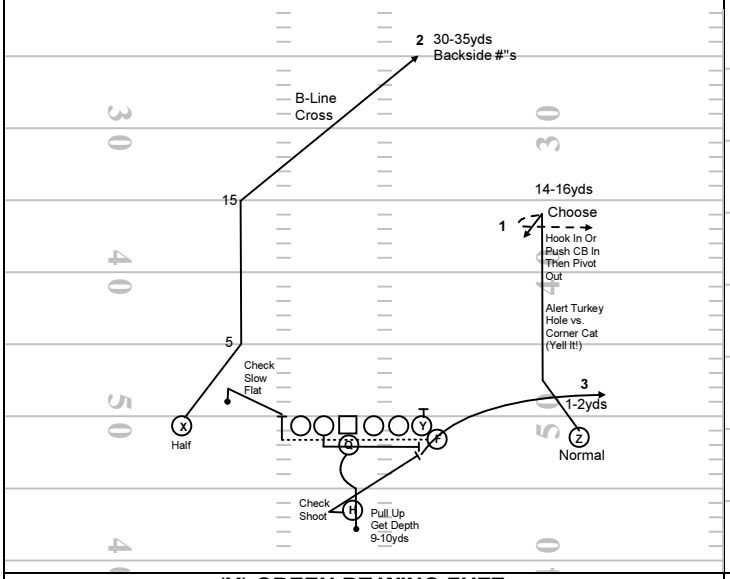


(R/T) Q BULLY RT NASTY
REPTILE Z BENGAL Y BLUFF

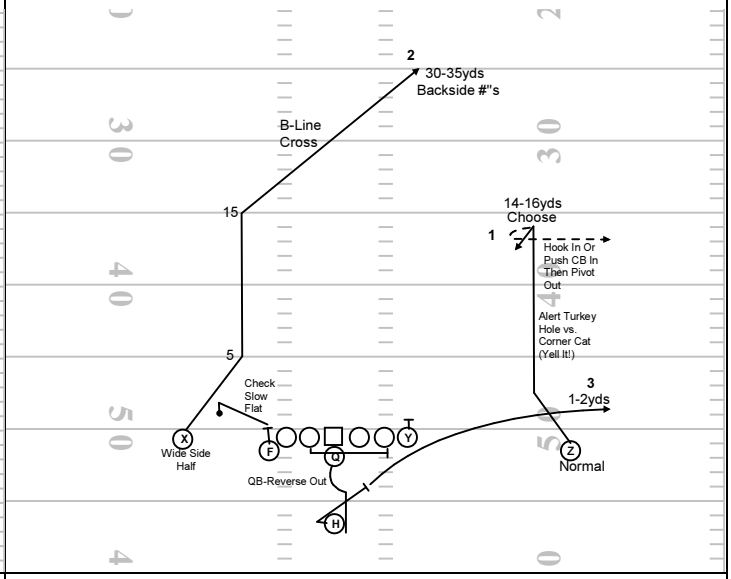


PLAY PASS

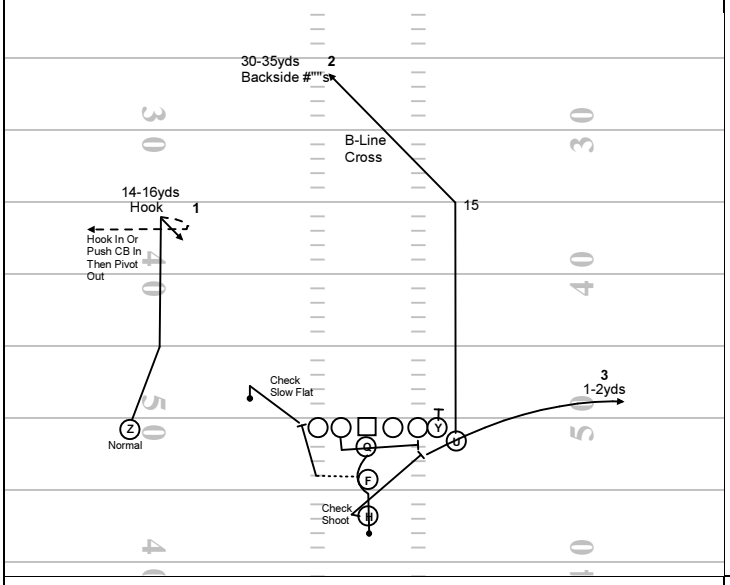
(R/T/C) (Q)(X) TANK RT F LT
CADILLAC Z CHOOSE X B-LINE



(R/T/C) (Q)(X) (F STEP) DEUCE RT
CADILLAC Z CHOOSE X B-LINE

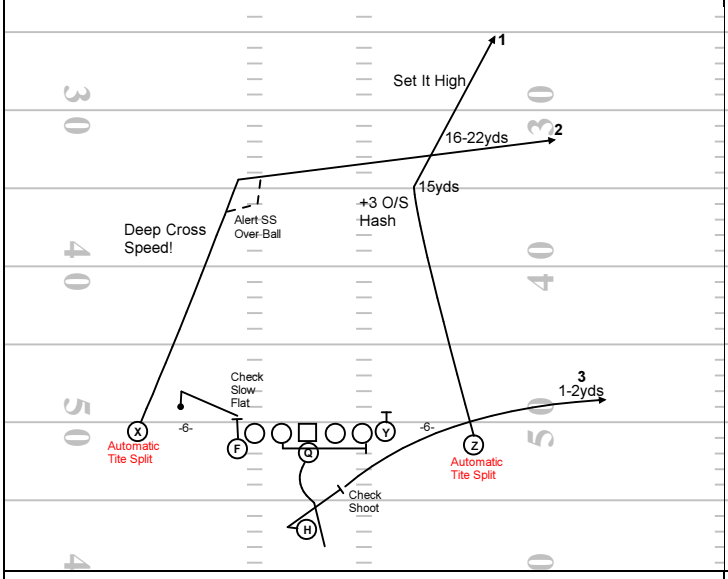


(Y) GREEN RT WING FUZZ
CADILLAC Z CHOOSE U B-LINE

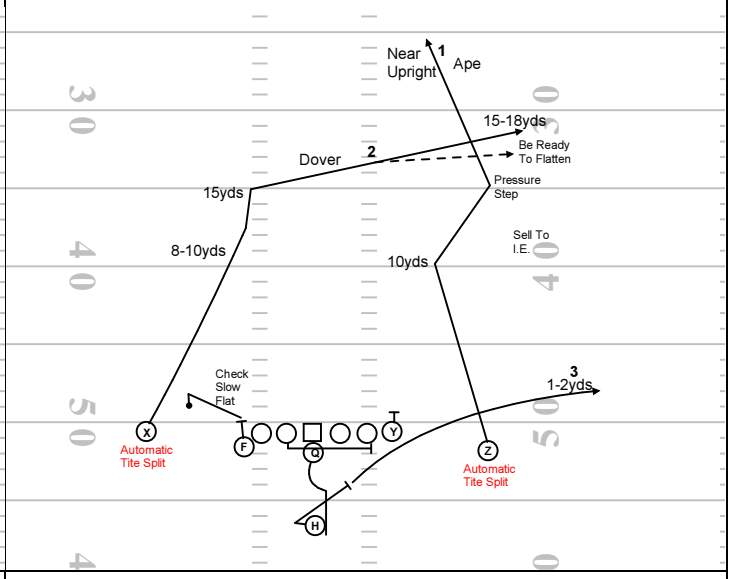


PLAY PASS

(T) (X)(Q) DEUCE RT (F CTR)
CADILLAC Z ANGLE X DEEP CROSS

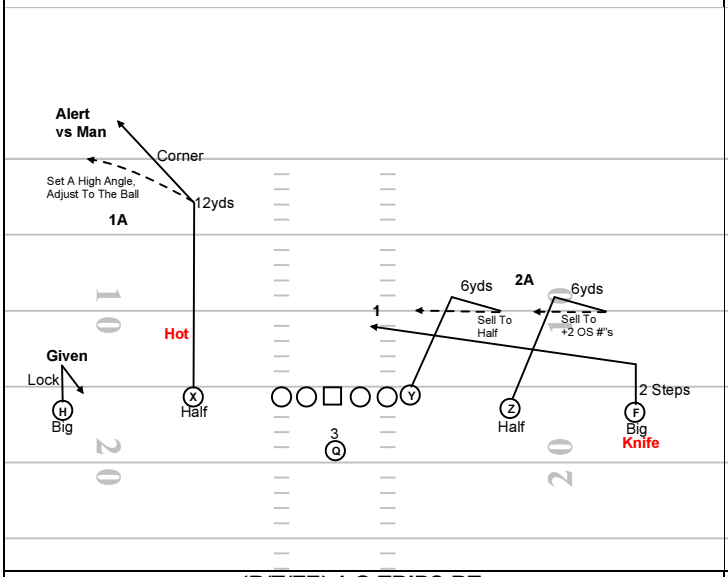


(R/T/C) (Q)(X) DEUCE RT (F CTR) Z SHORT
CADILLAC Z APE X DOVER

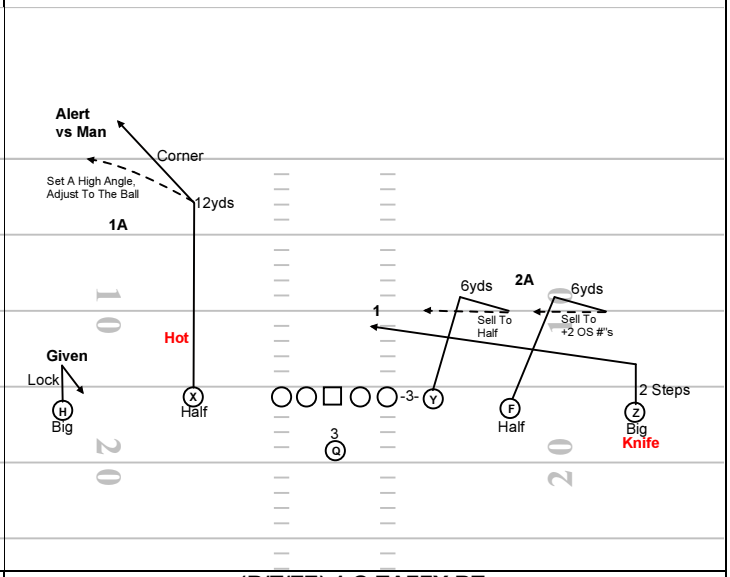


RED ZONE

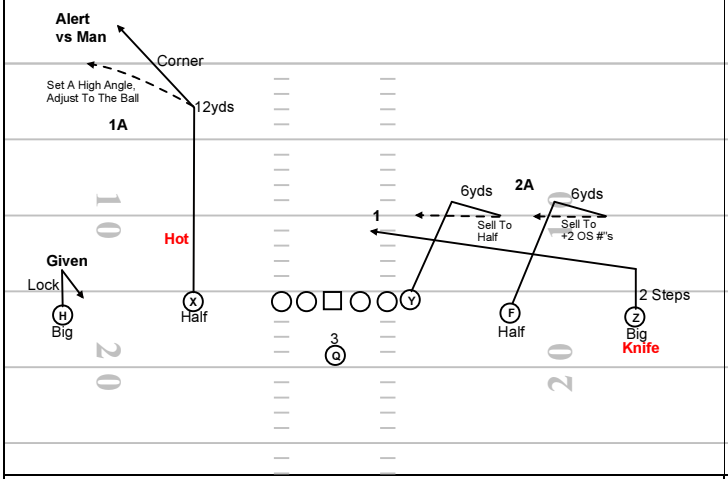
(R/T/ZE) 1 G TAZ RT
300SCAT F COINS H CLAP



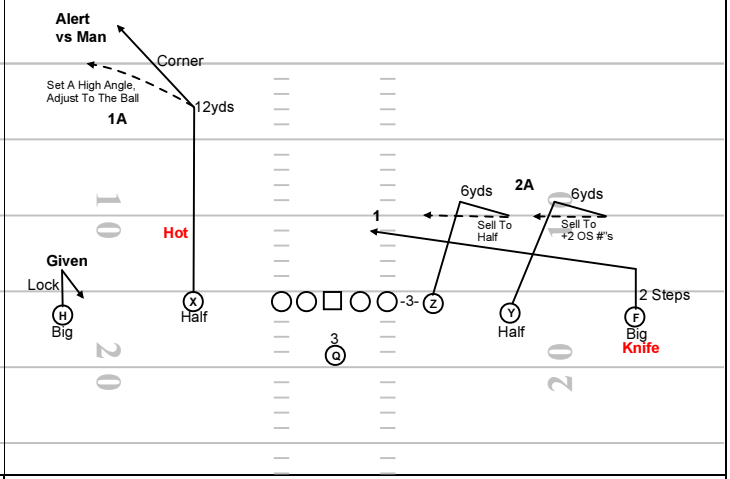
(R/T/ZE) 1 G TEX RT
300SCAT Z COINS H CLAP



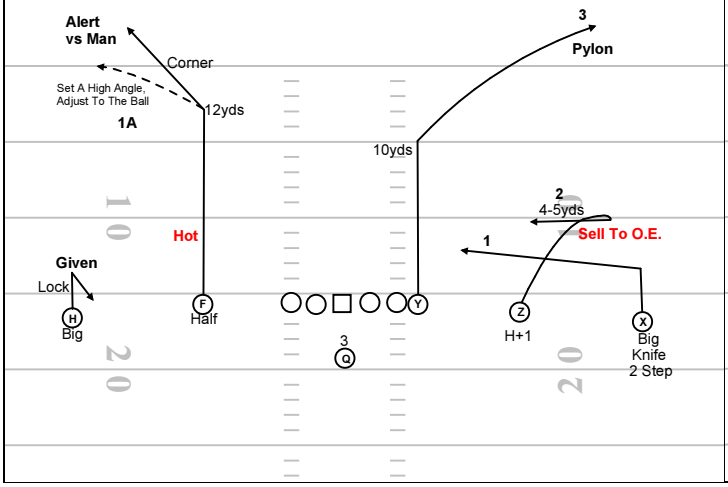
(R/T/ZE) 1 G TRIPS RT
300SCAT Z COINS H CLAP



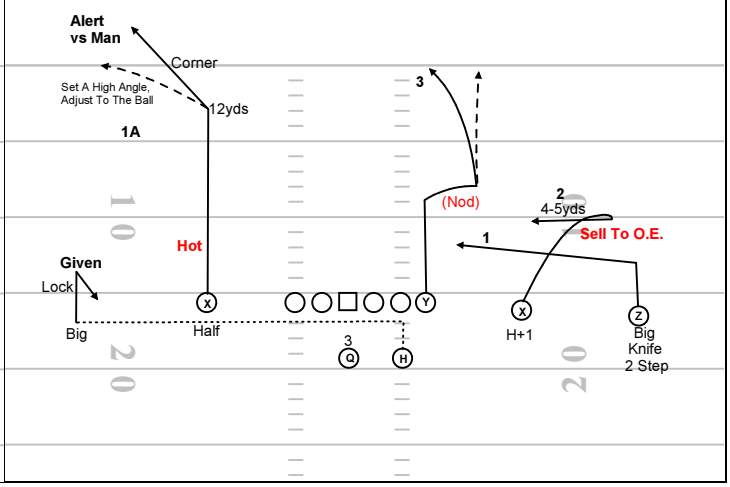
(R/T/ZE) 1 G TAFFY RT
300SCAT F COINS H CLAP



(R/T/ZE) 1 G JOKER RT
300SCAT X ROBIN H CLAP



(R/T/ZE) G JAX RT TITE H LT O
300SCAT Z ROBIN NOD H CLAP



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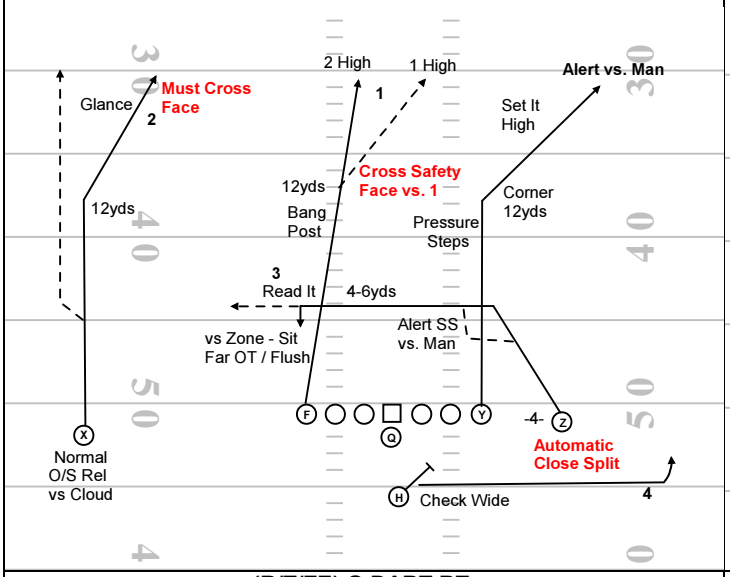
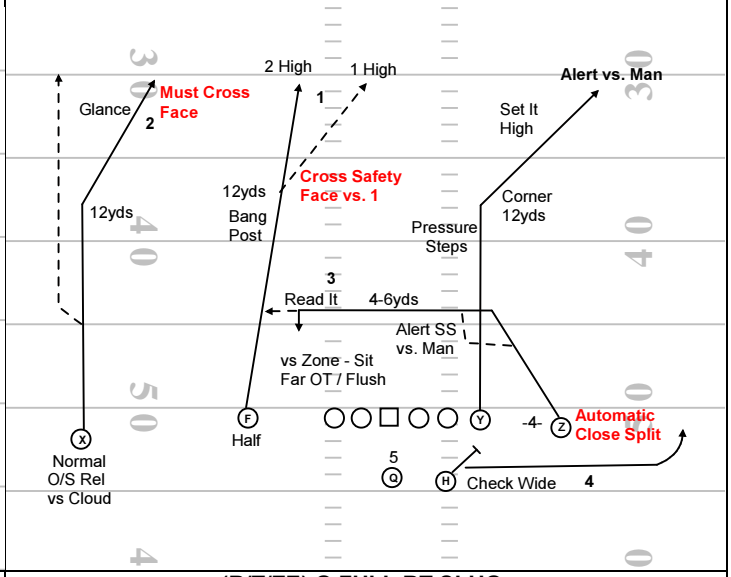
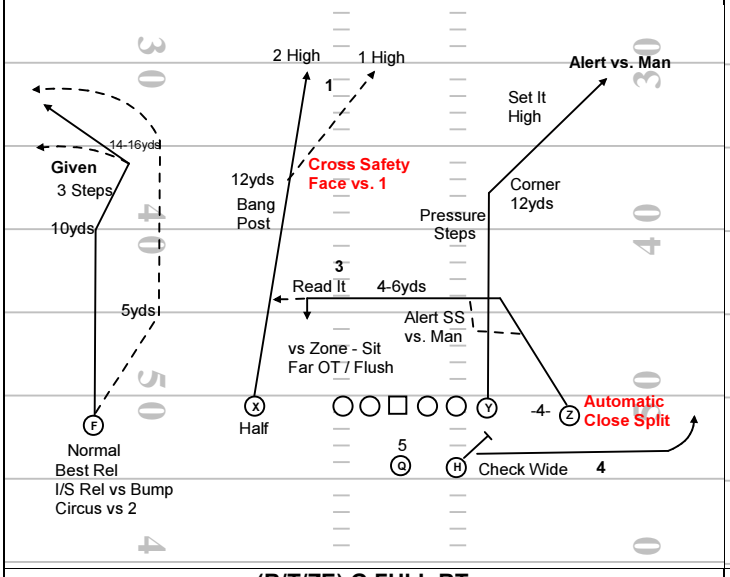
(R/T) (G)(YMO/MOVE) DOT RT
2J X BANG Z SHALLOW



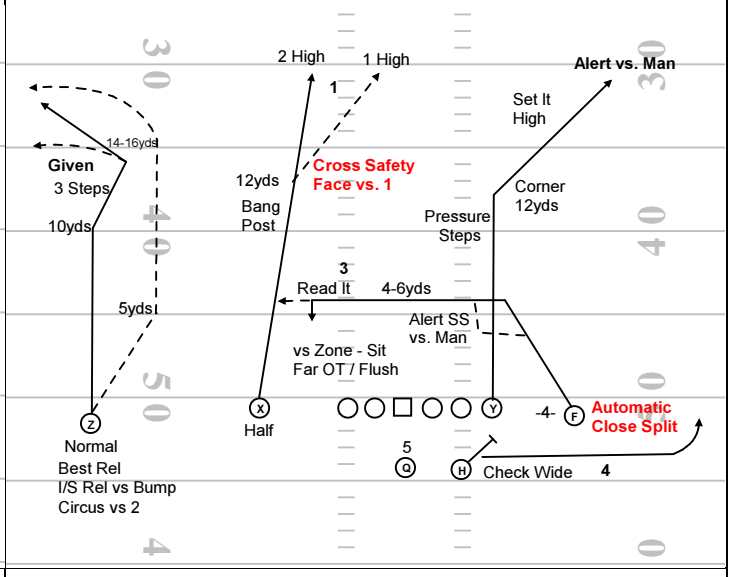
(R/T/ZE) (G)(YMO/MOVE) G DOUBLE RT
2J X BANG Z SHALLOW



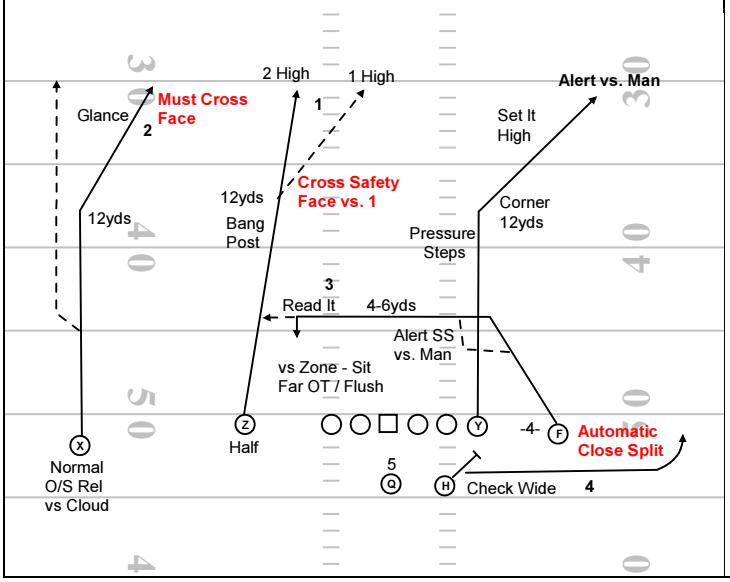
(R/T/ZE) G DART RT
2J F SHAKE Z SHALLOW



(R/T/ZE) G FULL RT SLUG
2J Z SHAKE F SHALLOW



(R/T/ZE) G FULL RT
2J X BANG F SHALLOW



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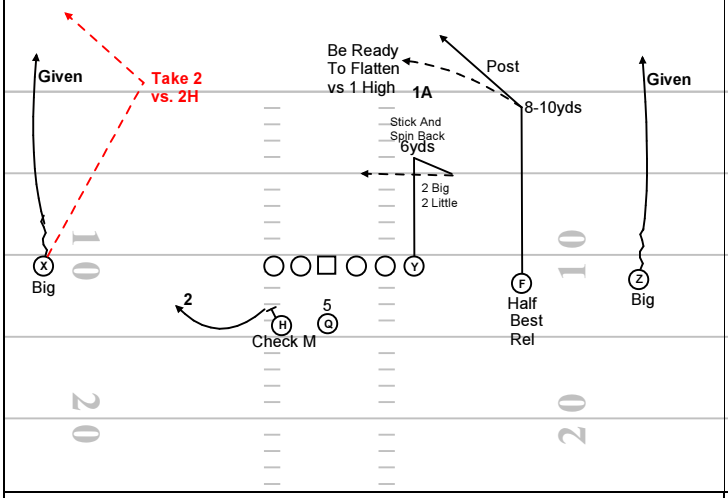
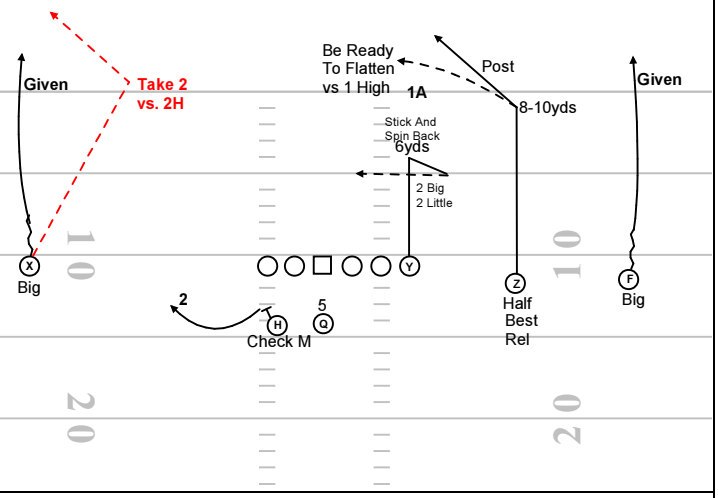
RED ZONE

(R/T/ZE) (F MO) G TRIPS (TEX) RT
3J Y SPIN FADES M

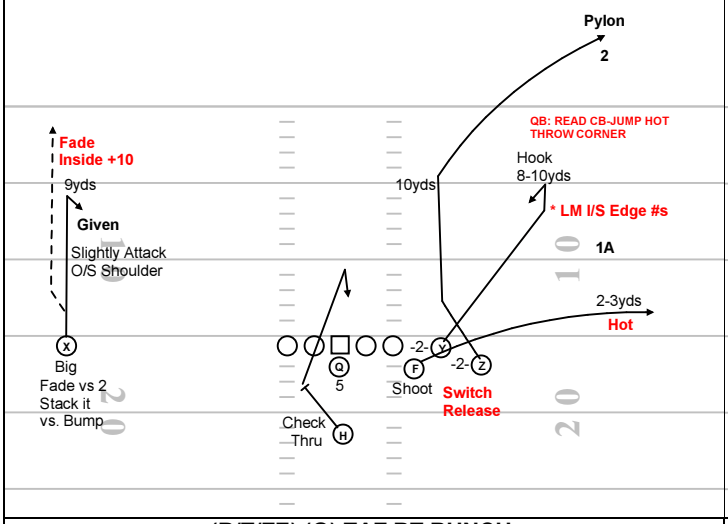


(R/T/ZE) (Z MO) G TAZ RT
3J Y SPIN FADES M

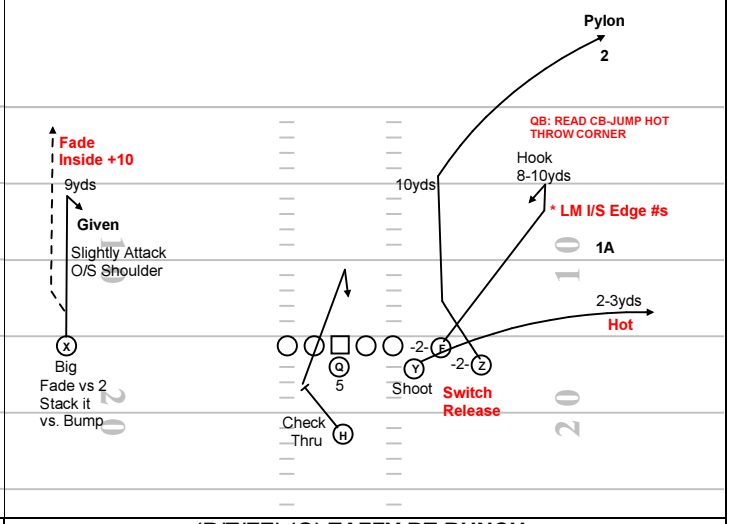


RED ZONE

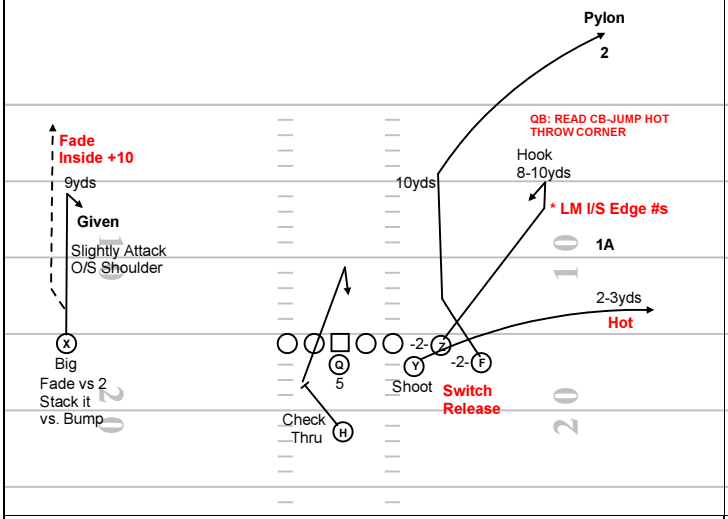
(R/T/ZE) (G)(MOVE)(BAFFLE) BUNCH RT
3J Y CHUCK Z CORNER A-900 SNAG/Q8 CORNER)



(R/T/ZE) (G) TRIPS RT BUNCH
3J F CHUCK Z CORNER A-900 SNAG/Q8 CORNER)



(R/T/ZE) (G) TAZ RT BUNCH
3J Z CHUCK F CORNER A-900 SNAG/Q8 CORNER)



(R/T/ZE) (G) TAFFY RT BUNCH
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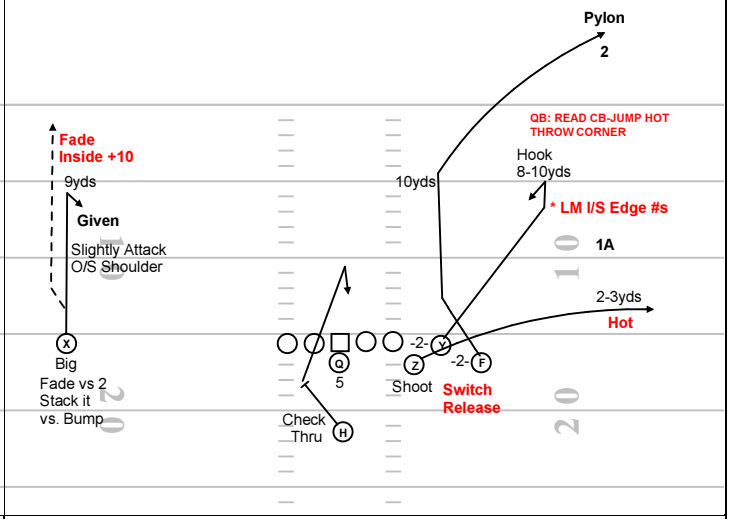
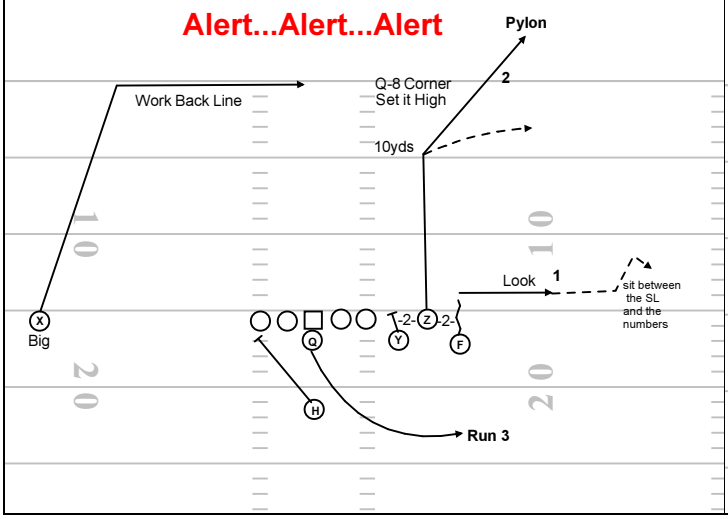
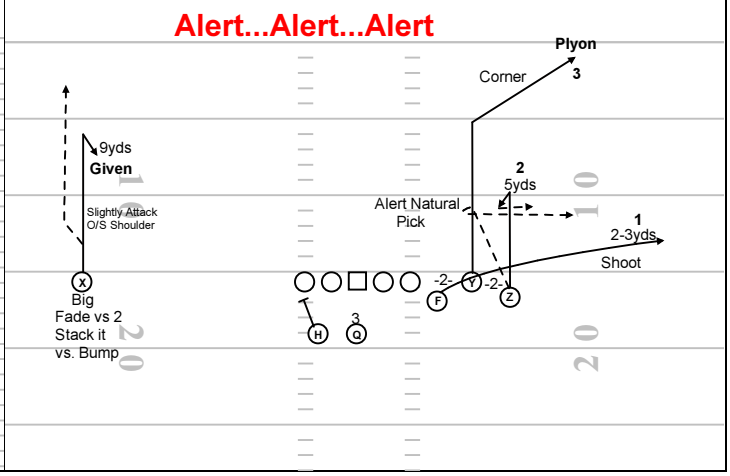


(R/T/ZE) (G) TRIPS RT BUNCH
3J F CHUCK Z CORNER A-Q8 CORNER



(R/T/ZE) G BUNCH RT
3J Y CHUCK Z CORNER A-900 SNAG



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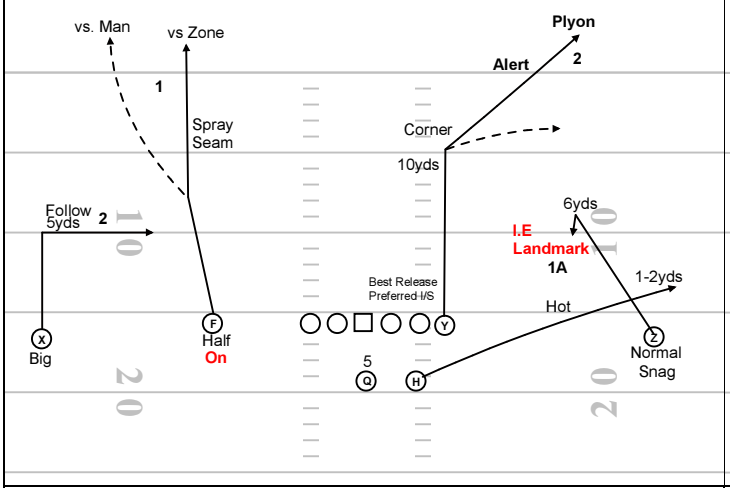
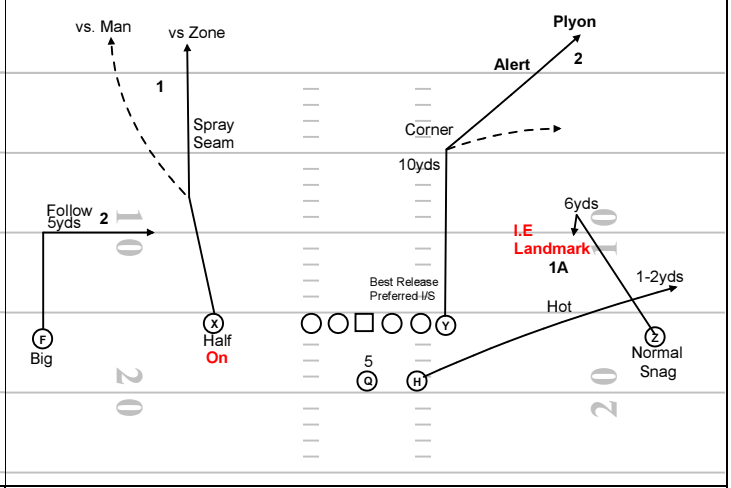
RED ZONE

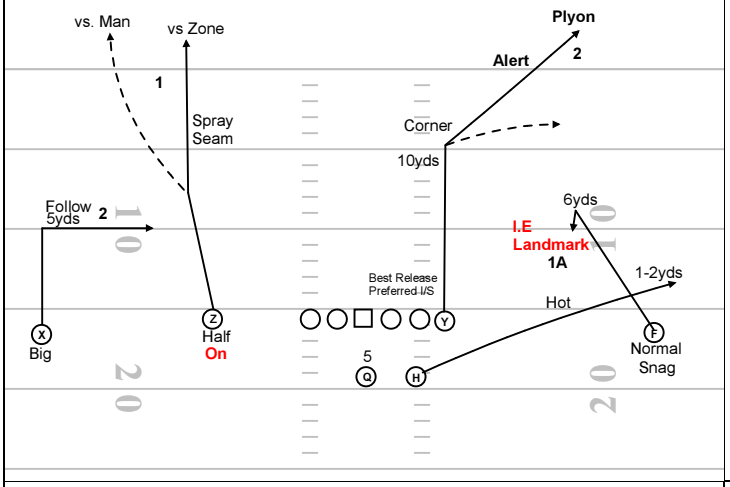
(R/T/ZE) G DOUBLE RT
2SCAT Z SNAG F SPRAY



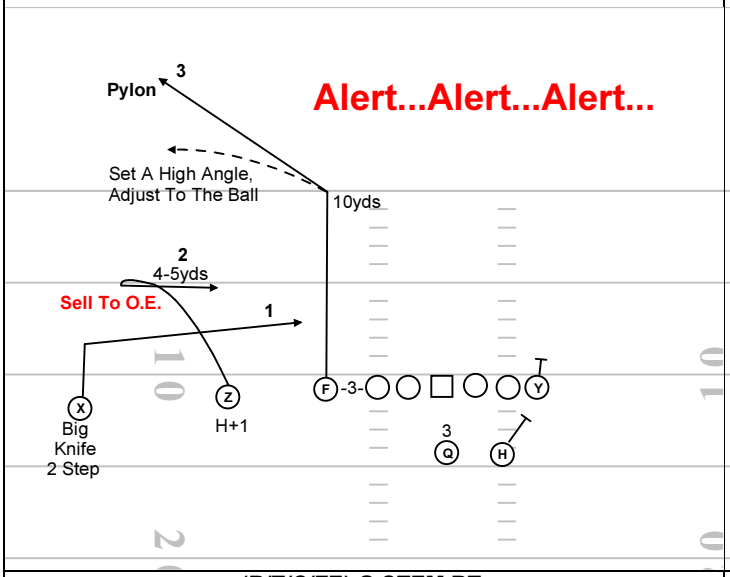
(R/T/ZE) G DART RT
2SCAT Z SNAG X SPRAY



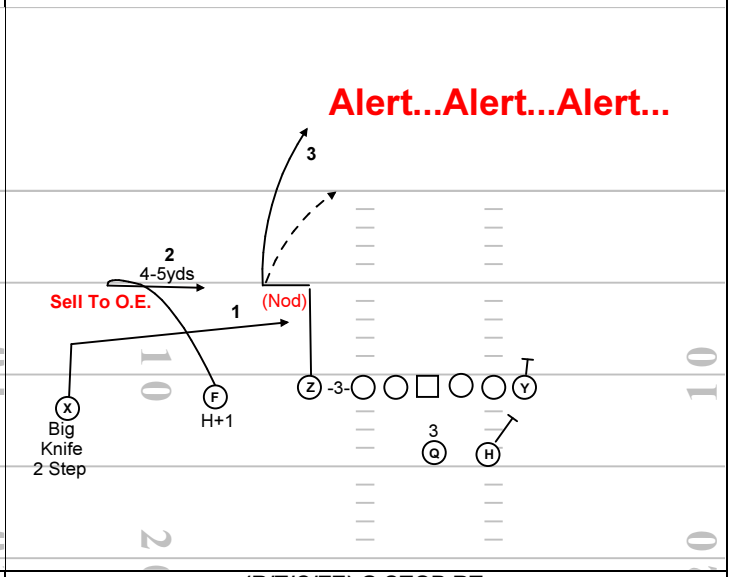
(R/T/ZE) G FULL RT
2SCAT F SNAG Z SPRAY



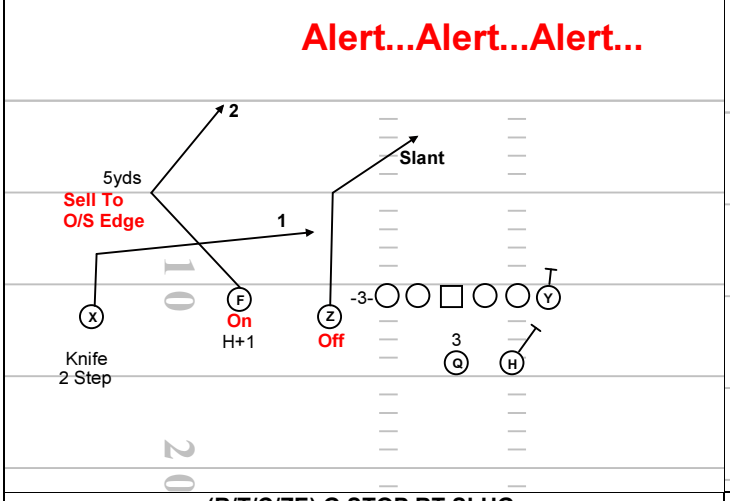
(R/T/C/ZE) G STINT RT
30 MOUSE A-358 (400) ROBIN



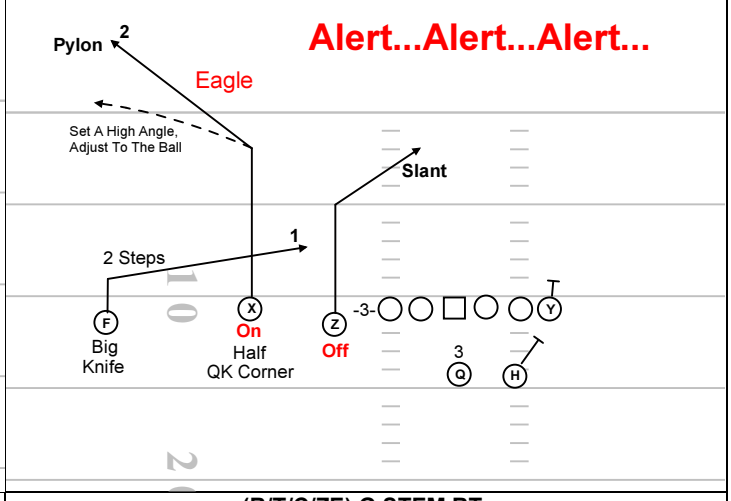
(R/T/C/ZE) G STINT RT
30 MOUSE A-358 (400) ROBIN NOD



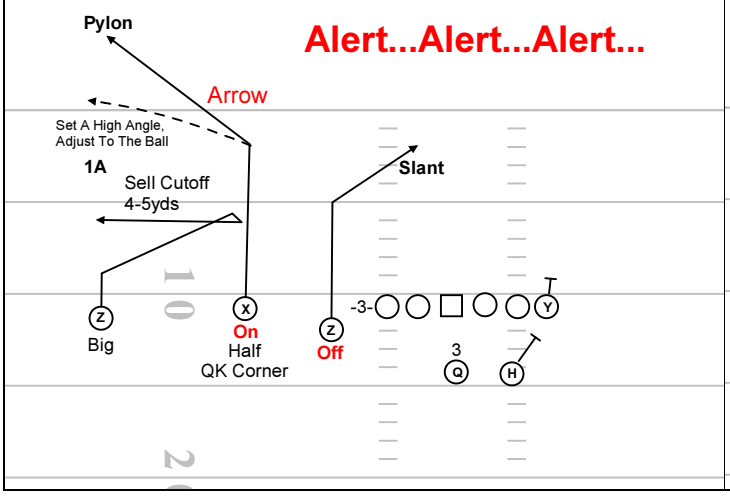
(R/T/C/ZE) G STEM RT
30 MOUSE A-358 (400) HAWK



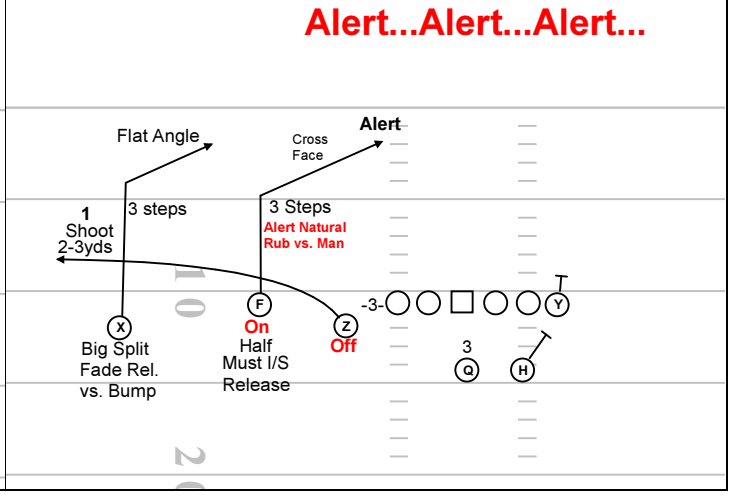
(R/T/C/ZE) G STOP RT
30 MOUSE A-358 (400) EAGLE



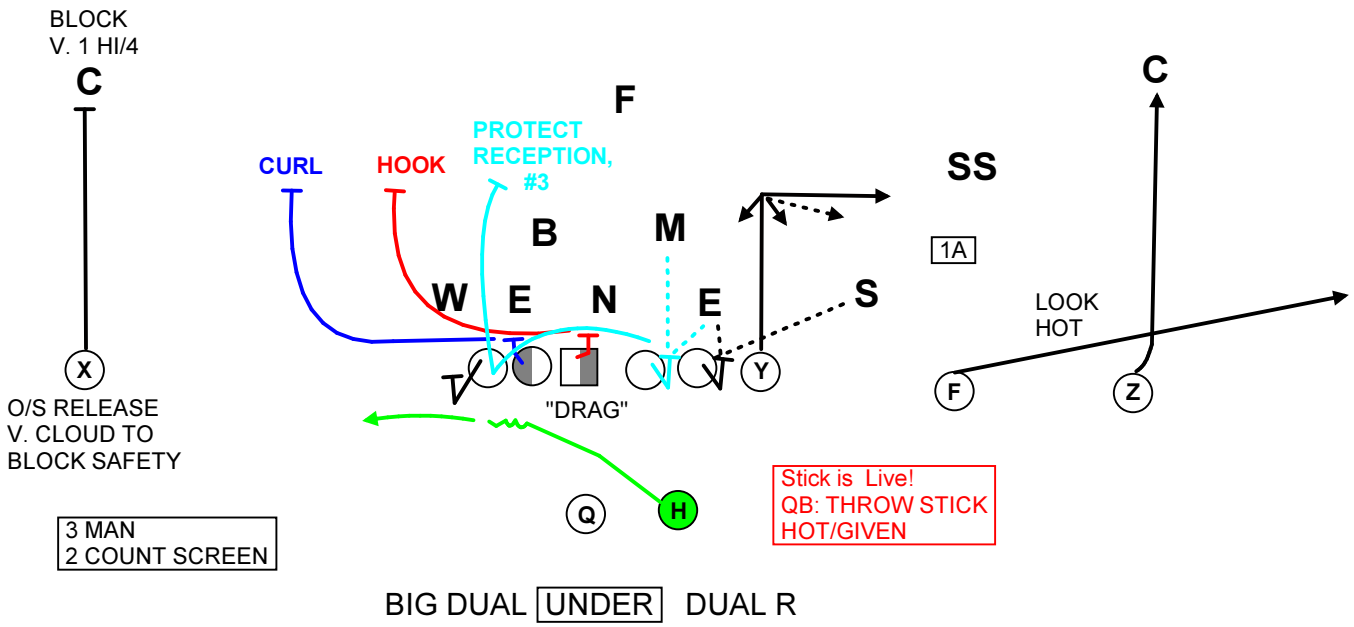
(R/T/C/ZE) G STOP RT SLUG
30 MOUSE A-358 (400) ARROW



(R/T/C/ZE) G STEM RT
30 MOUSE A-358 (400) FLAME



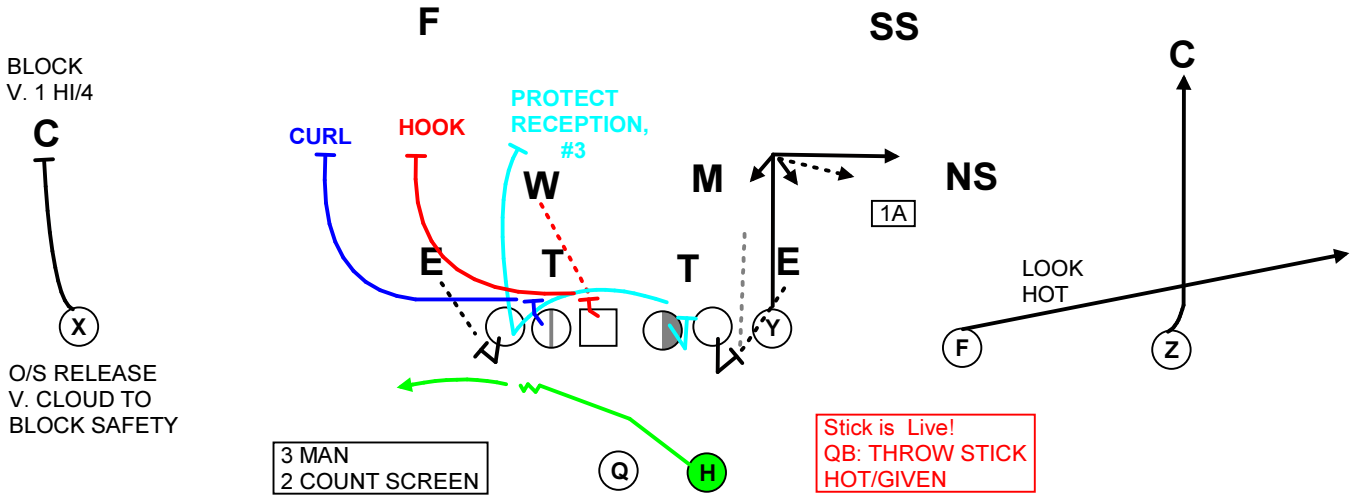
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



BIG DUAL UNDER DUAL R

35

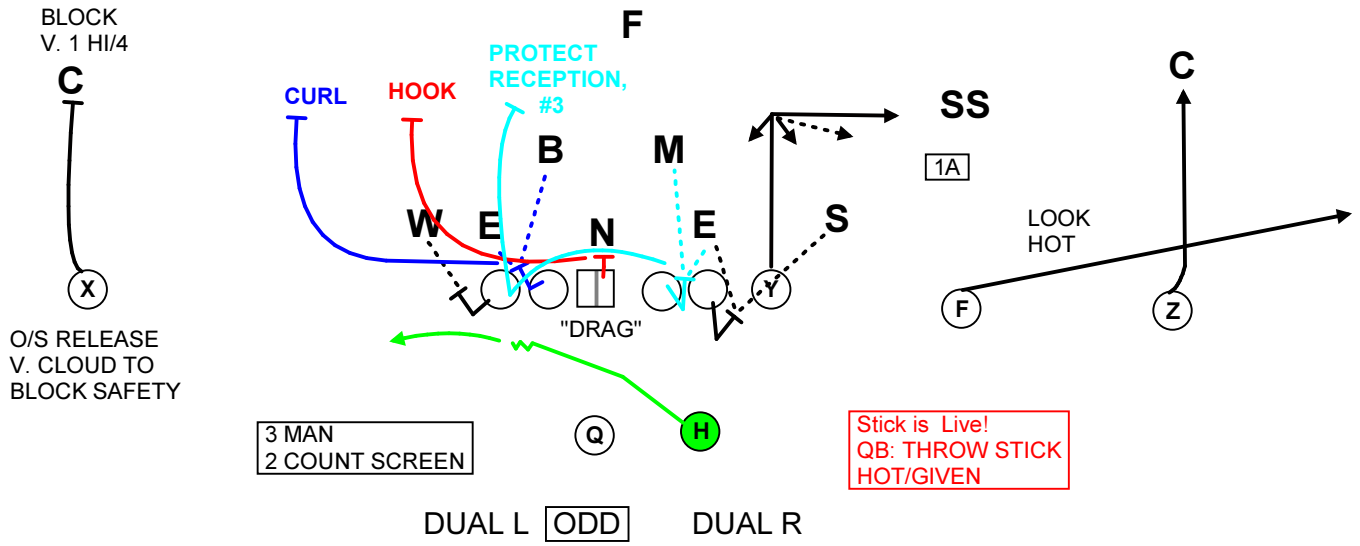
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



SIFT #4 MONEY LION EVEN SIFT B

N42 EVEN

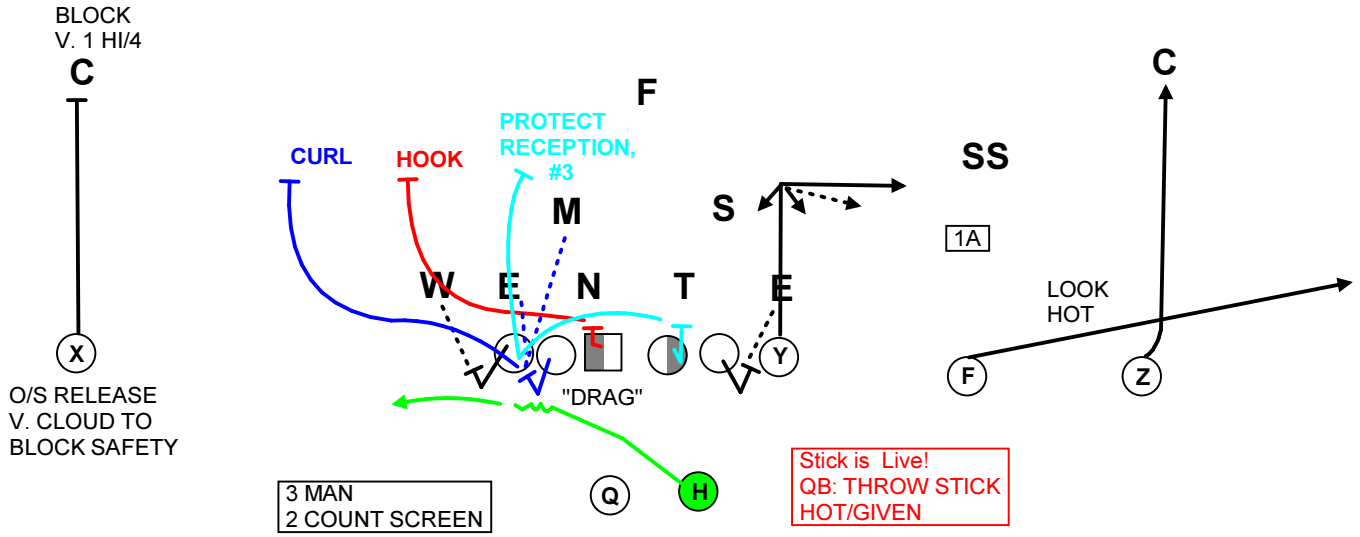
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



DUAL L ODD DUAL R

34

(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK

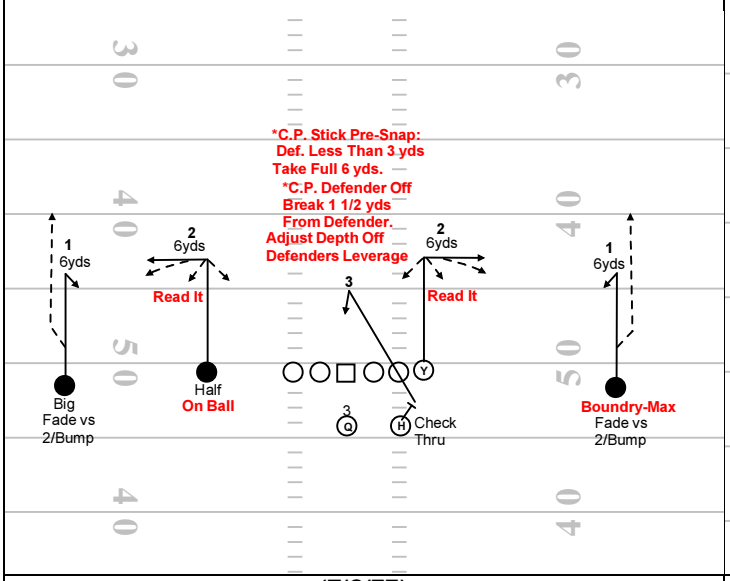


DUAL L OVER BIG DUAL

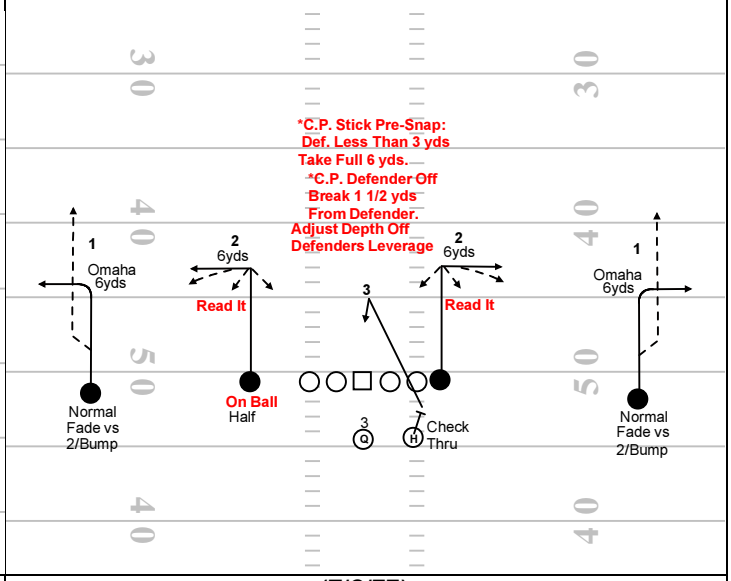
57

2MIN

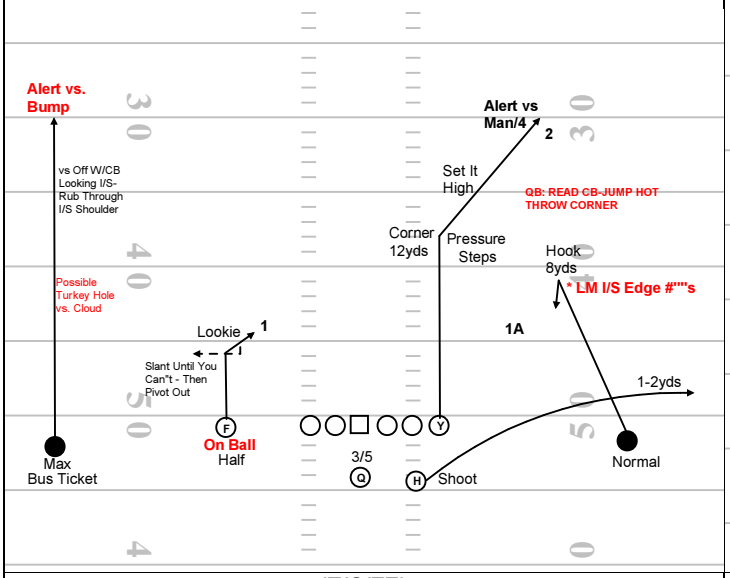
(T/C/ZE) 200J THUNDER



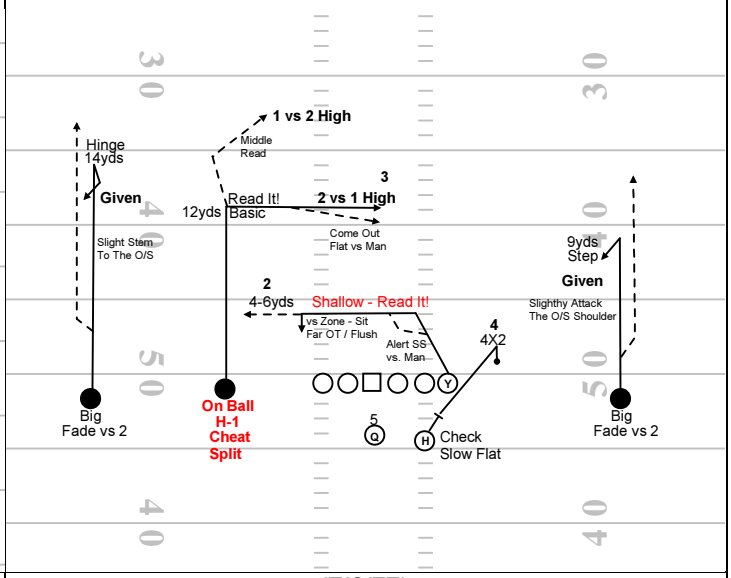
(T/C/ZE) 200J OKIE



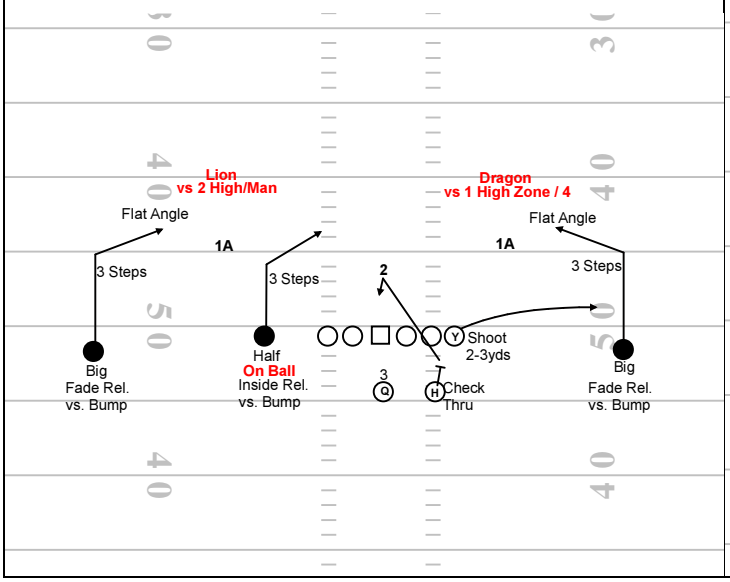
(T/C/ZE) 200SCAT F LOOKIE Z CHUCK



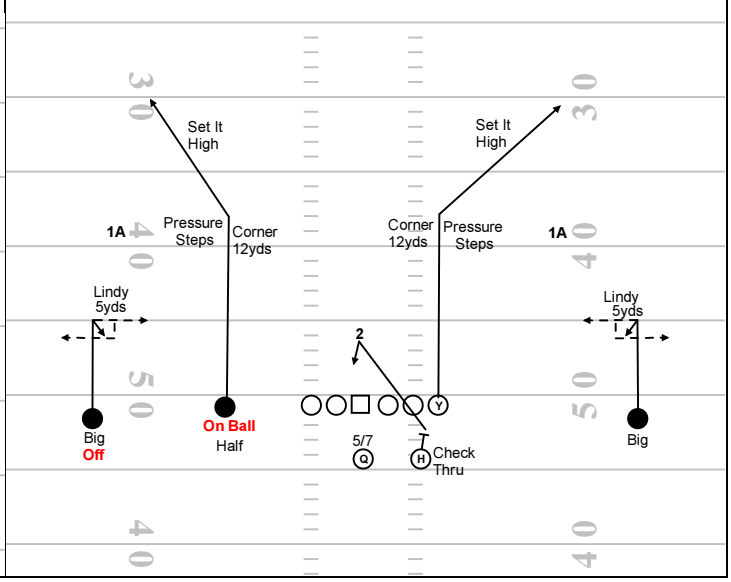
(T/C/ZE) 2J Y SHOVE F MIDDLE HINGE (BACK)



(T/C/ZE) 200J DETRIOT



(T/C/ZE) 2J COOL



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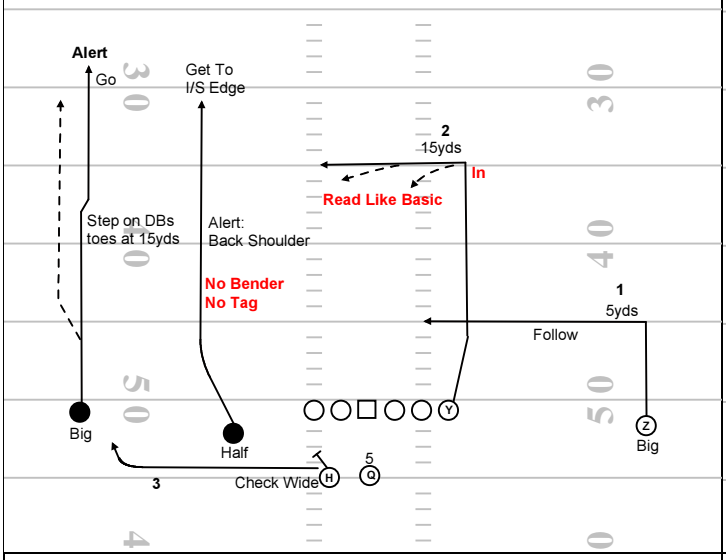
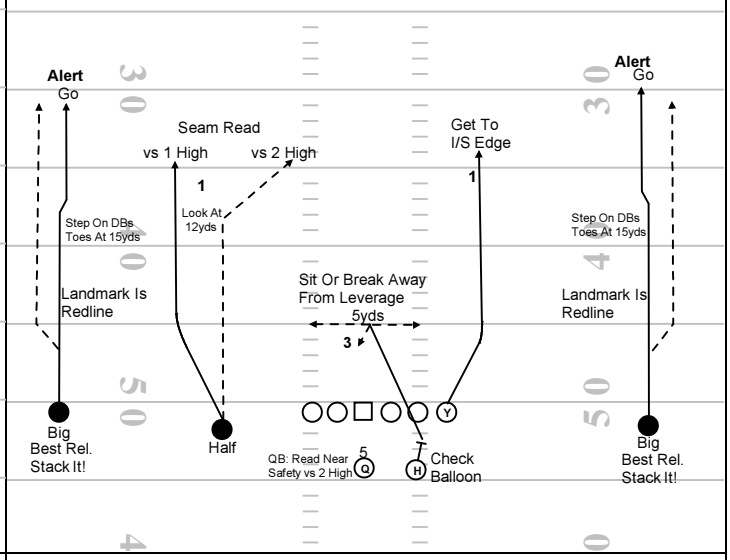
2MIN

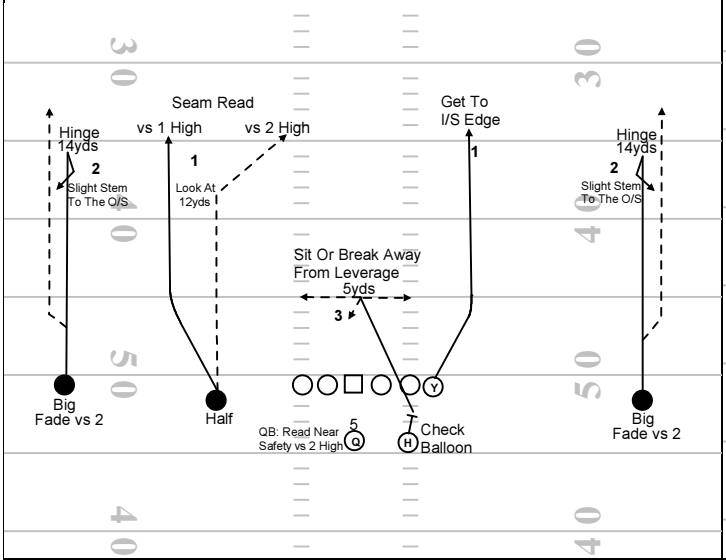
(T/C/ZE)
3J Z FIN VERT GO



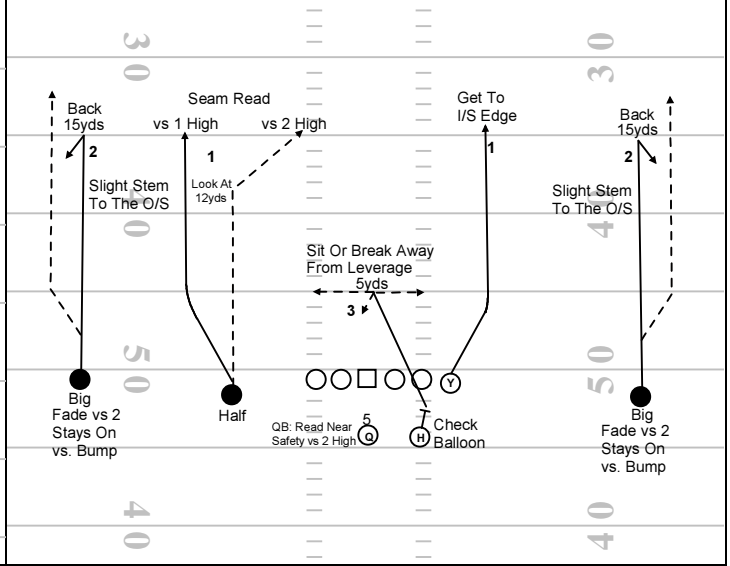
(T/C/ZE)
2J F VERT GO



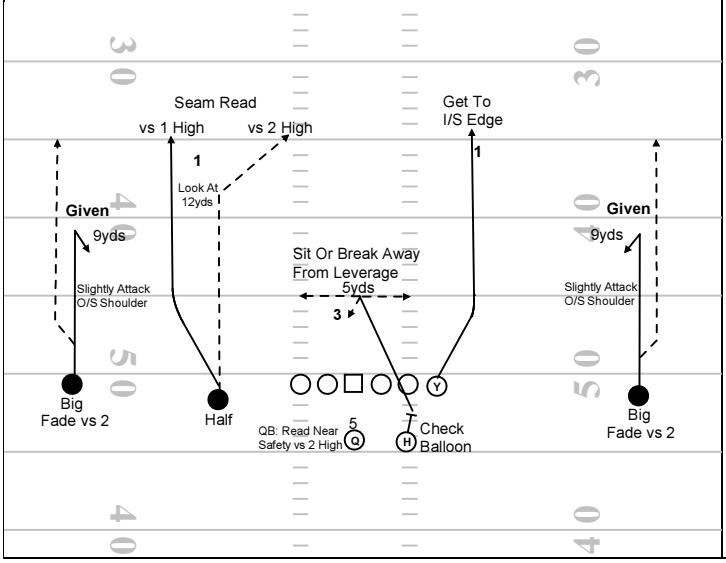
(T/C/ZE)
2J F VERT HINGE



(T/C/ZE)
2J F VERT BACK



(T/C/ZE)
2J F VERT VENUS



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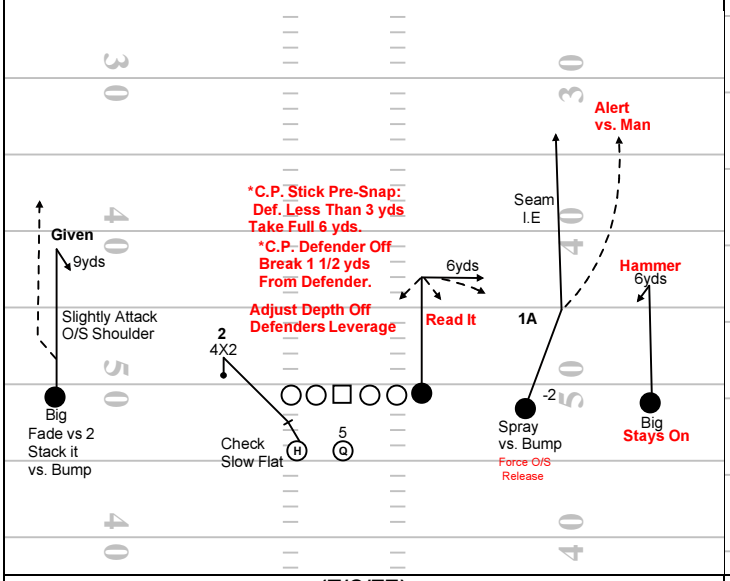
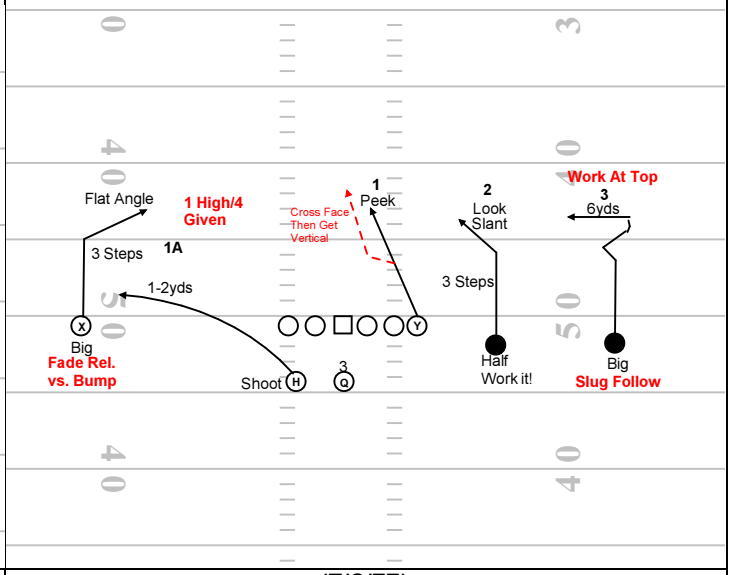
2MIN

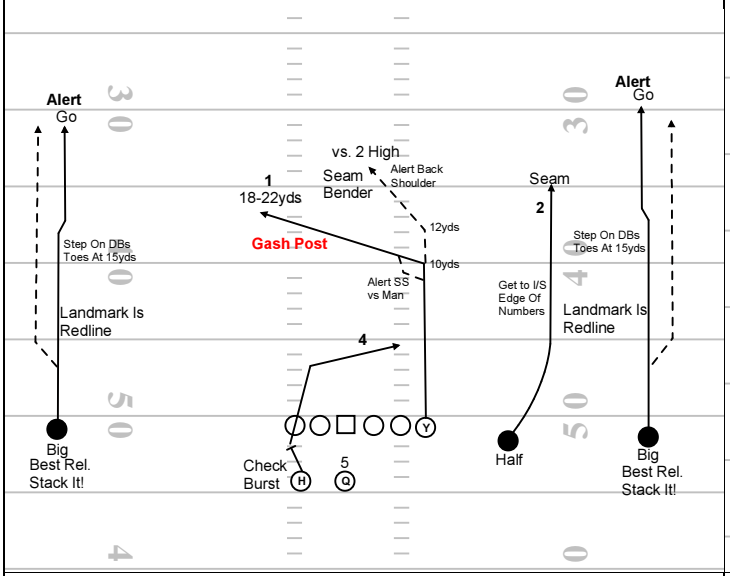
(T/C/ZE) 300J Y SHOCK



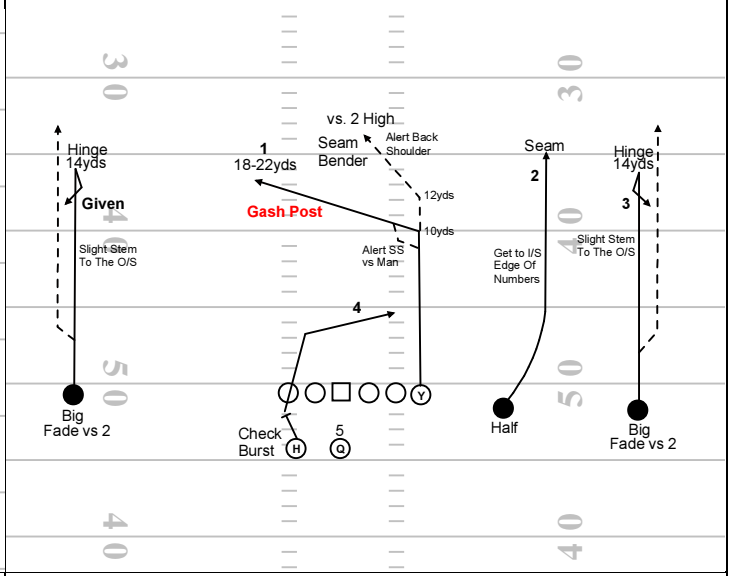
(T/C/ZE) 300SCAT LEO X DRAGON



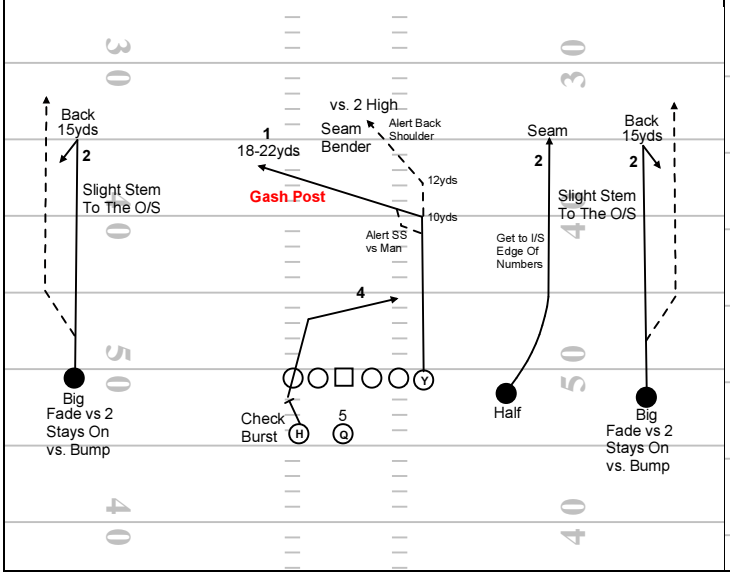
(T/C/ZE) 3J Y GASH GO



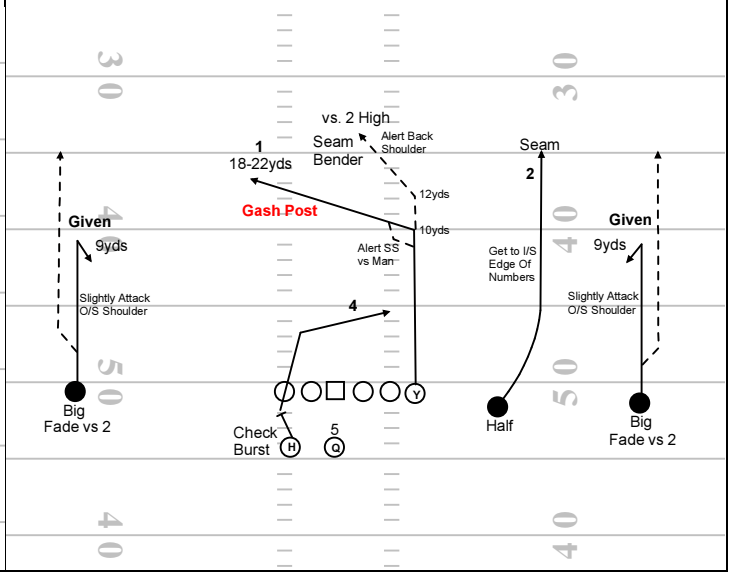
(T/C/ZE) 3J Y GASH HINGE



(T/C/ZE) 3J Y GASH BACK



(T/C/ZE) 3J Y GASH VENUS



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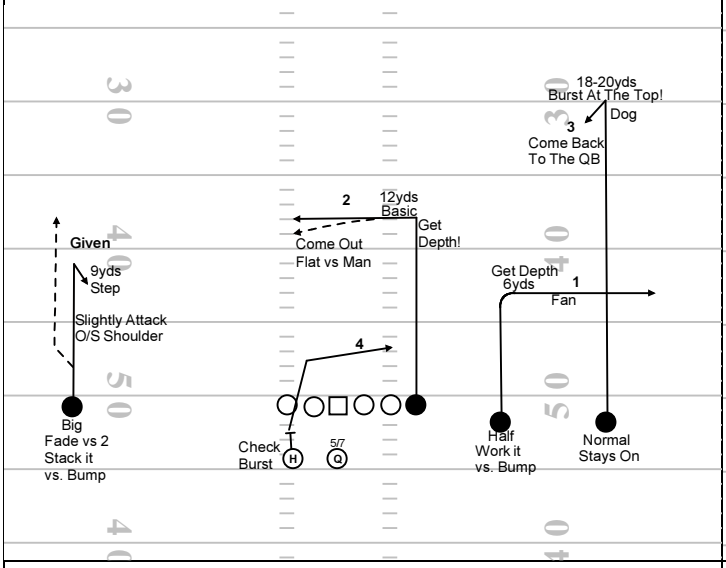
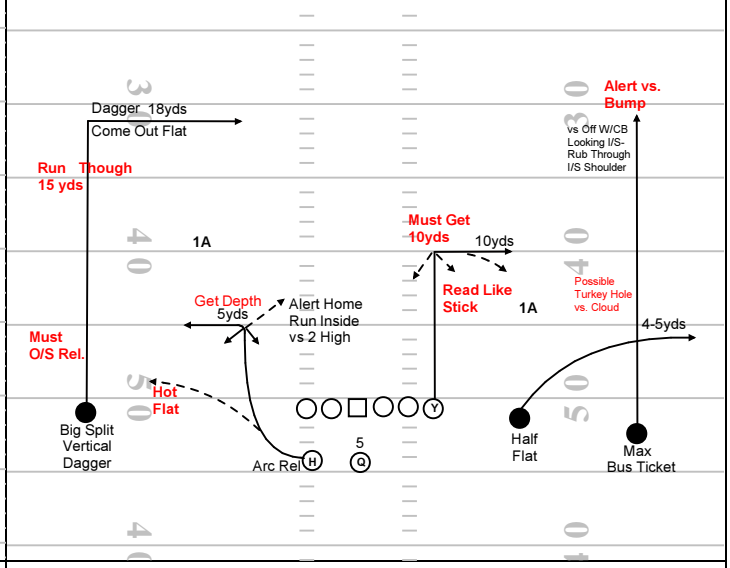
2MIN

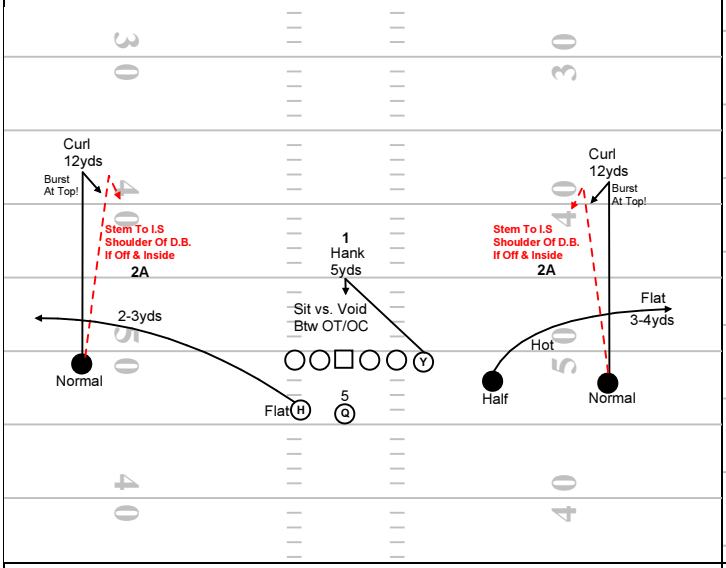
(T/C/ZE)
3J Y STEELER



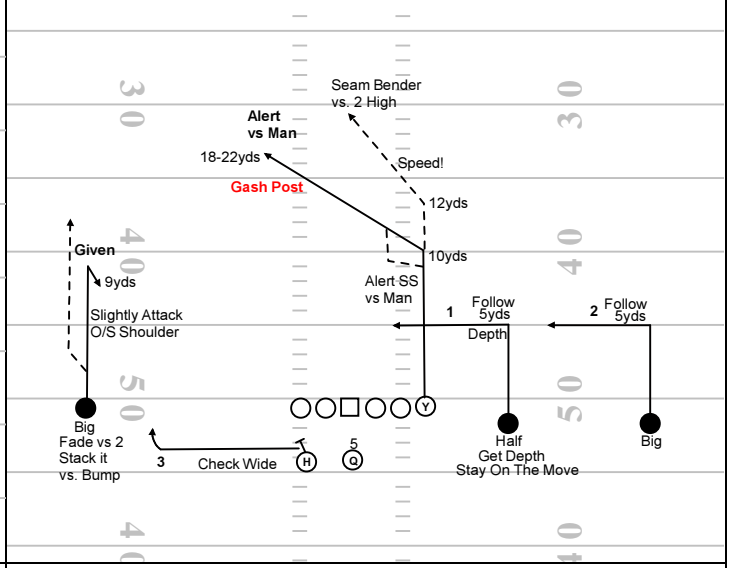
(T/C/ZE)
3SCAT H CHAD Y BRANCH



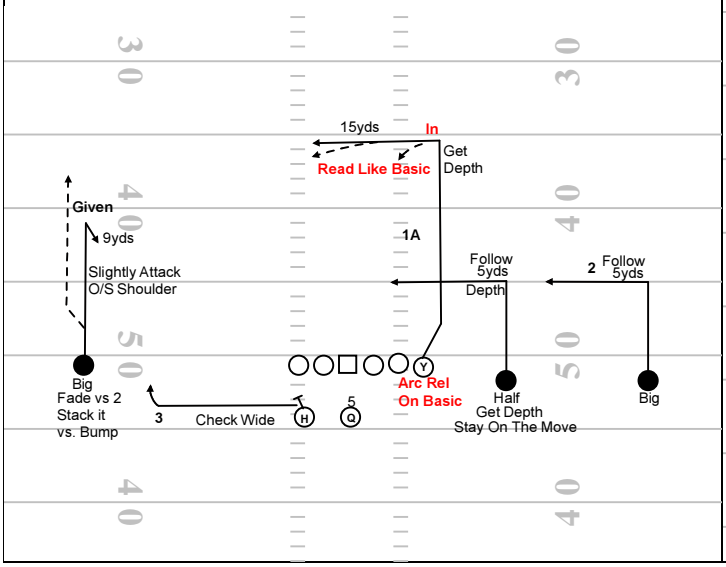
(T/C/ZE)
3 SCAT Y HANK



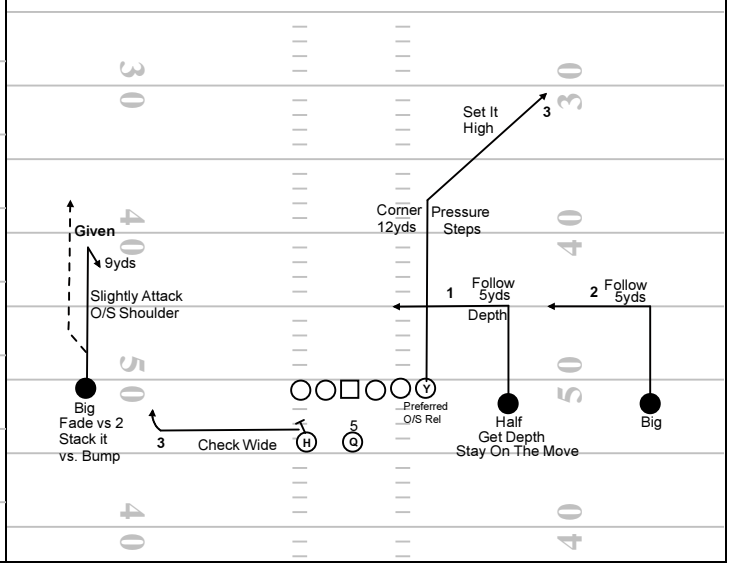
(T/C/ZE)
3J CHAMP



(T/C/ZE)
3J CHAMP Y IN



(T/C/ZE)
3J CHAMP Y CORNER



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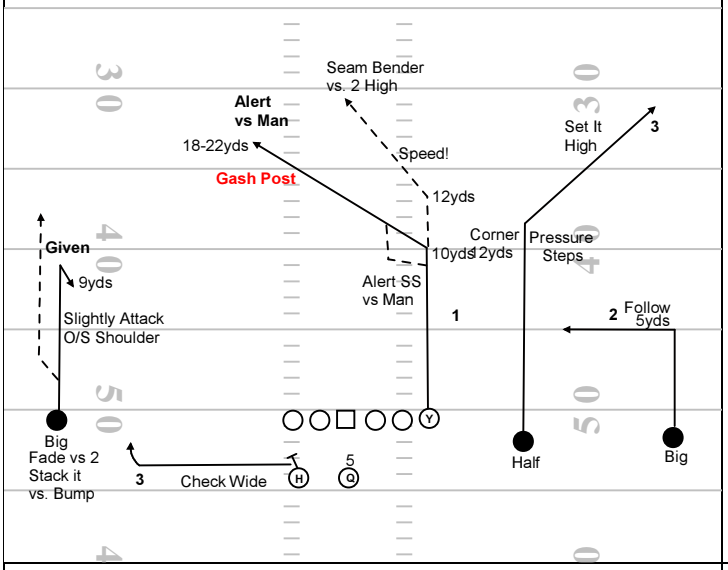
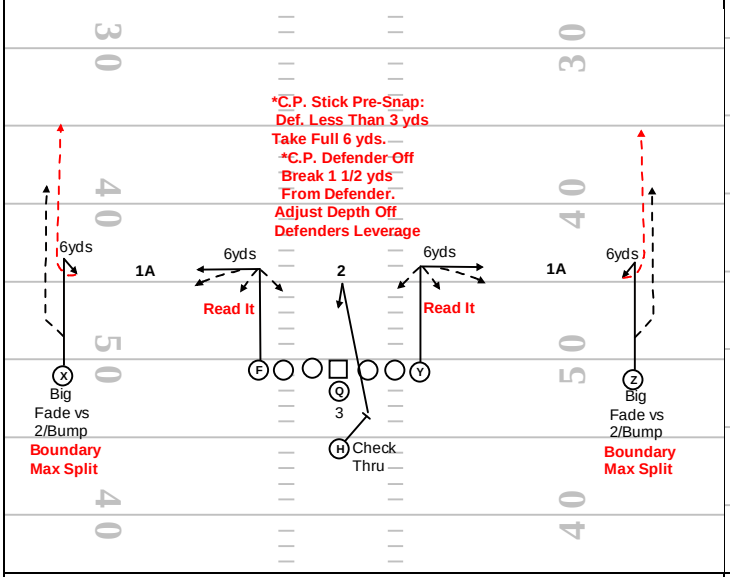
2MIN

(T/C/ZE)

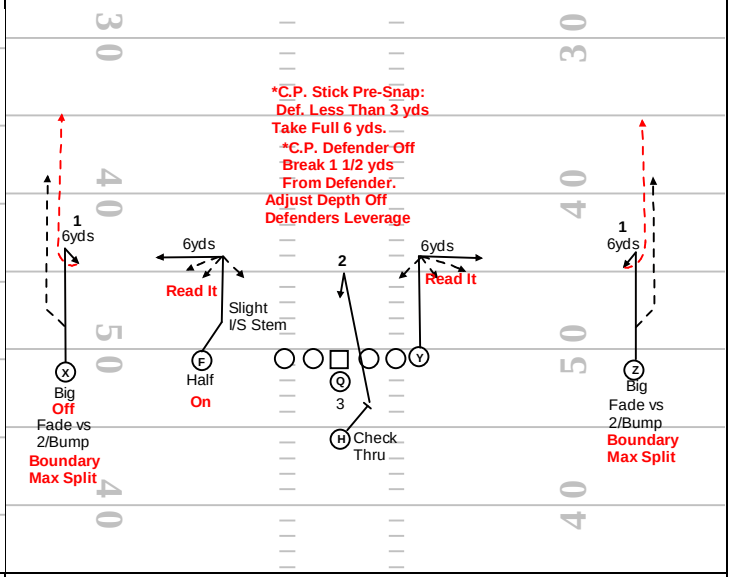
3J CHAMP F CORNER



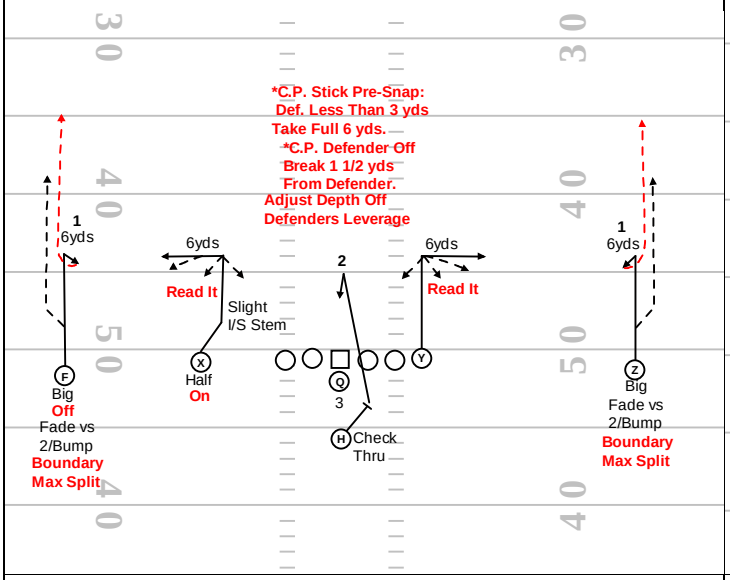
(R/T/C) (G)(BREAK) DOT RT
200J THUNDER (TRAIN)



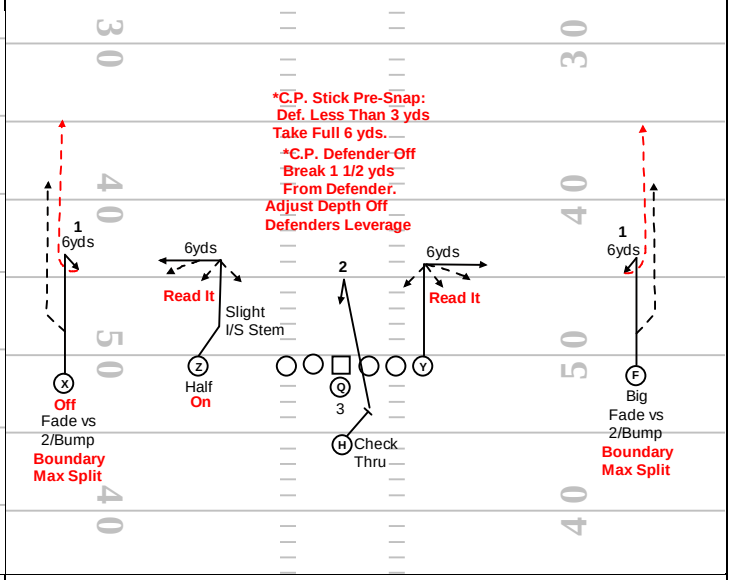
(R/T/C/ZE) (G)(MOVE) DOUBLE RT
200J THUNDER (TRAIN)



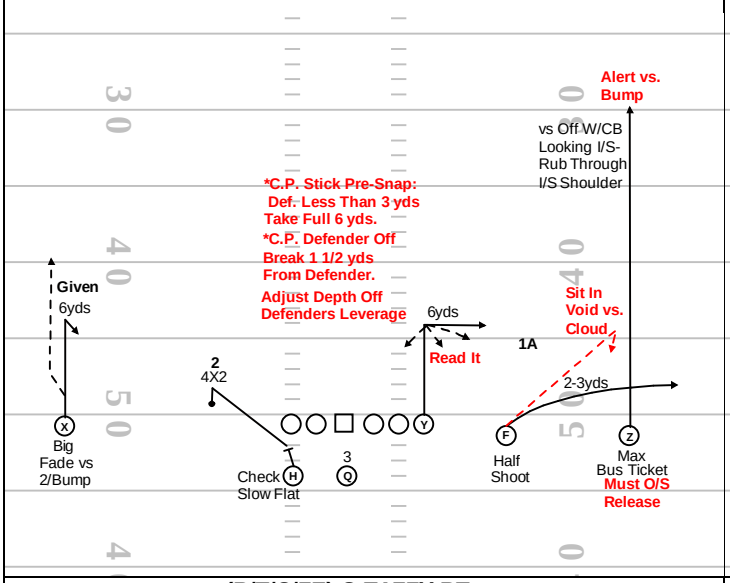
(R/T/C/ZE) (G) DART RT
200J THUNDER (TRAIN)



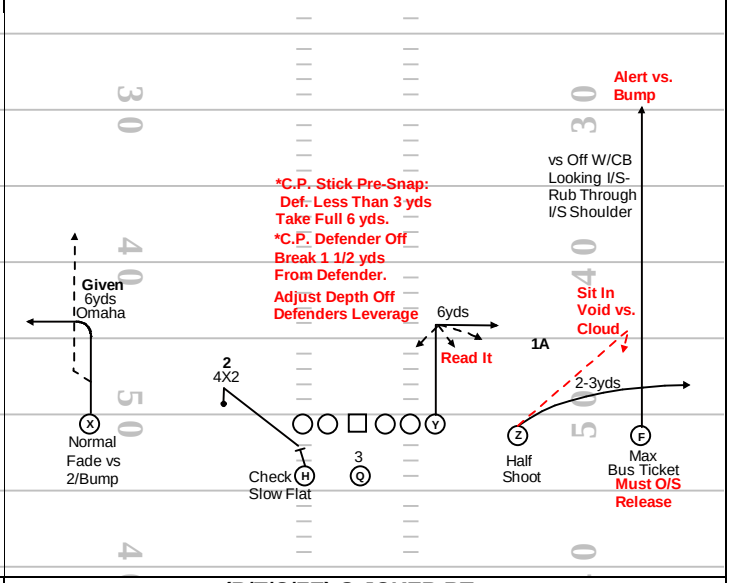
(R/T/C/ZE) (G) FULL RT
200J THUNDER (TRAIN)



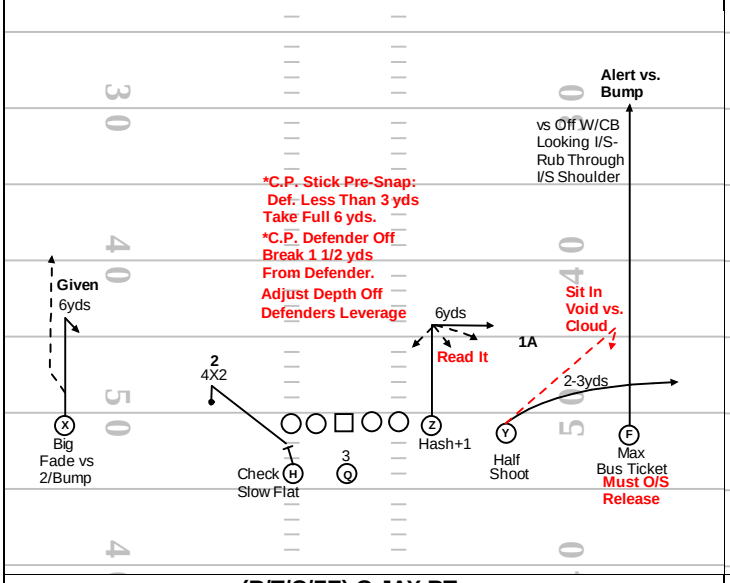
(R/T/C/ZE) (F MO)(MOVE) G TRIP RT
300J Y STICK X THUNDER



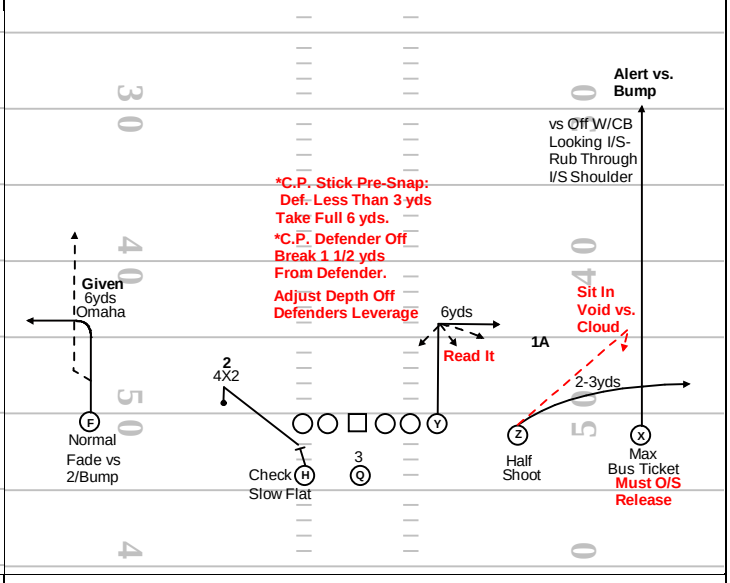
(R/T/C/ZE) (BAFFLE) G TAZ RT
300J Y STICK X OMAHA



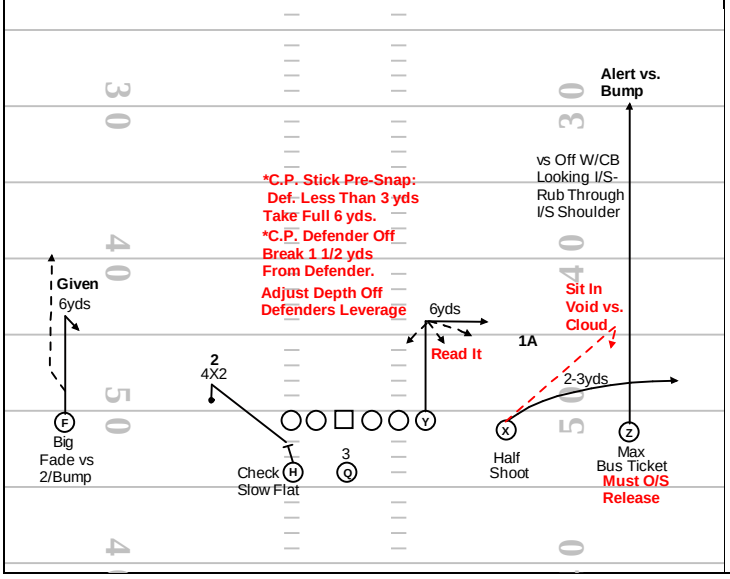
(R/T/C/ZE) G TAFFY RT
300J Z STICK X THUNDER



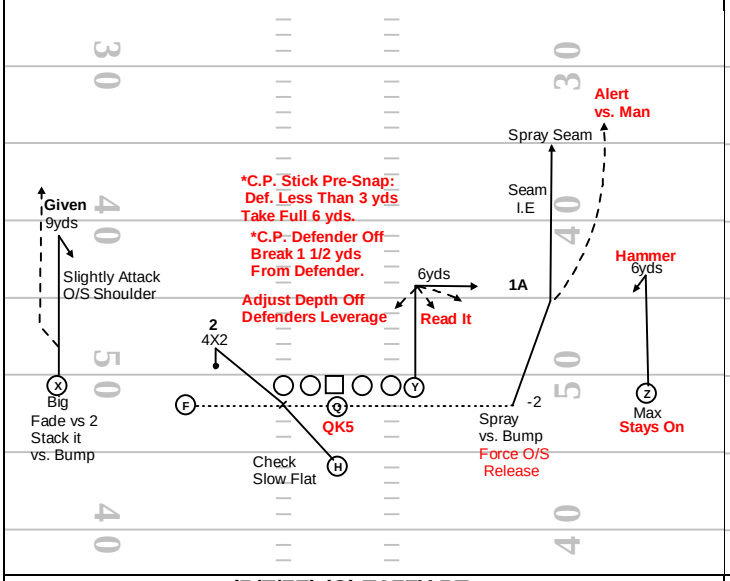
(R/T/C/ZE) G JOKER RT
300J Y STICK F OMAHA



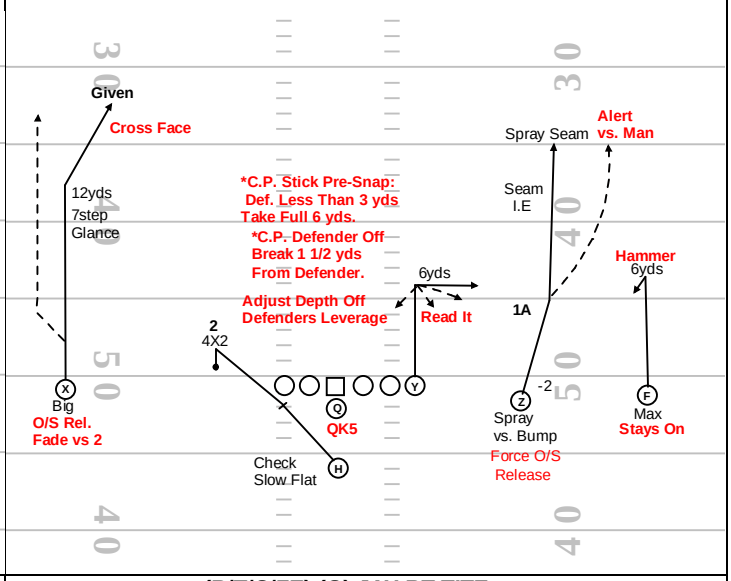
(R/T/C/ZE) G JAX RT
300J Y STICK F THUNDER



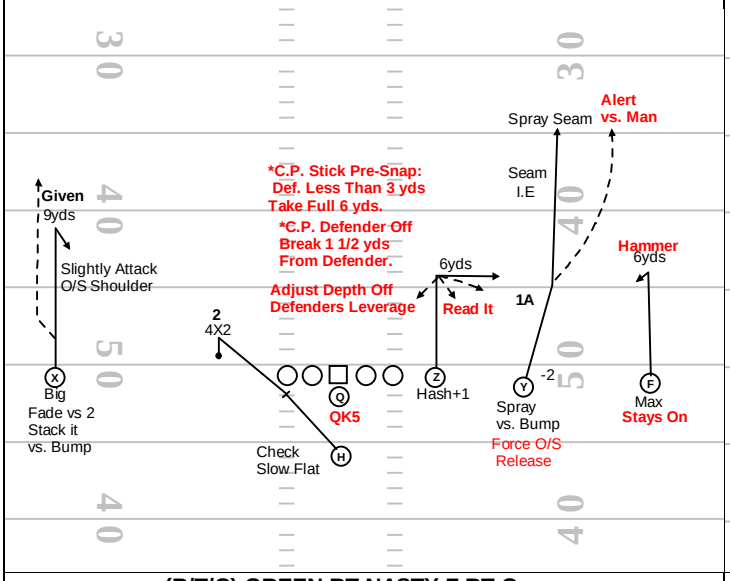
(R/T/C/ZE) (MOVE) F MO (G) TRIPS RT
300J Y SHOCK X VENUS



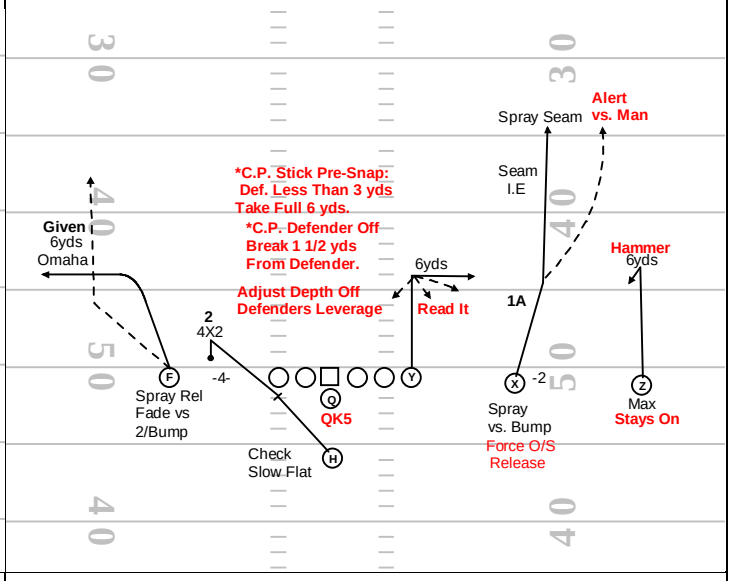
(R/T/ZE) (Z MO)(MOVE) (G) TAZ RT
300J Y SHOCK X GLANCE



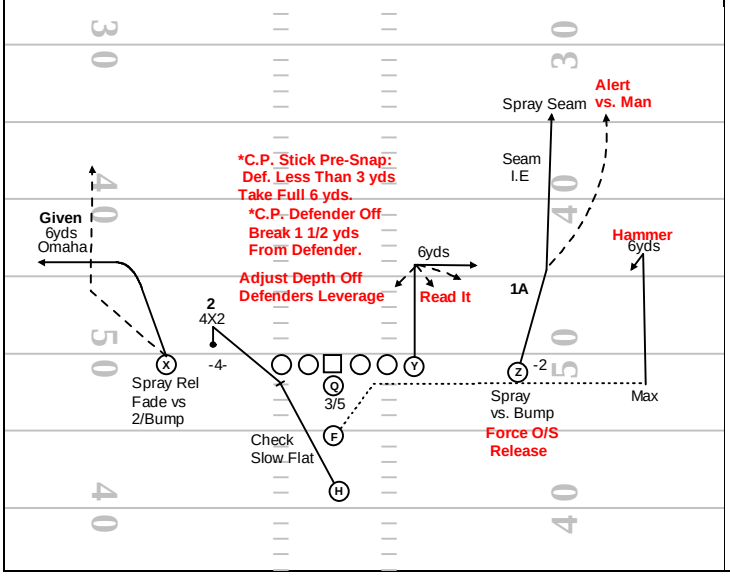
(R/T/ZE) (G) TAFFY RT
300J Z SHOCK X VENUS



(R/T/C/ZE) (G) JAX RT TITE
300J Y SHOCK F OMAHA



(R/T/C) GREEN RT NASTY F RT O
300J Y SHOCK X OMAHA



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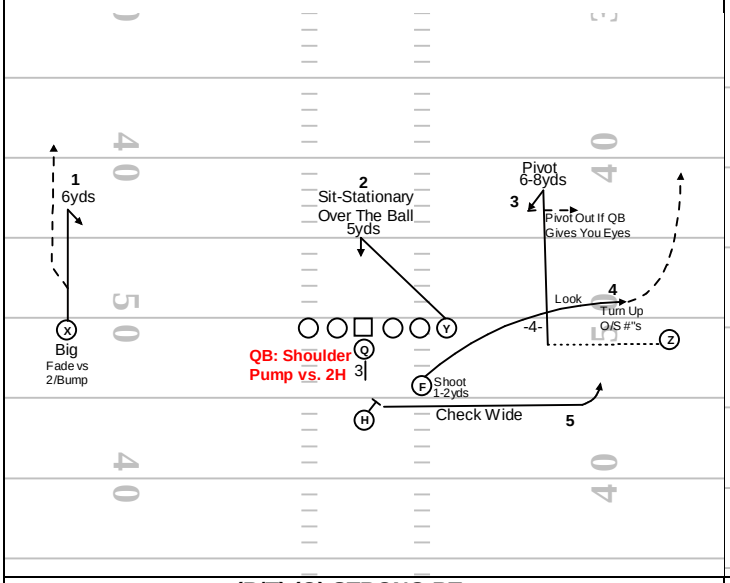
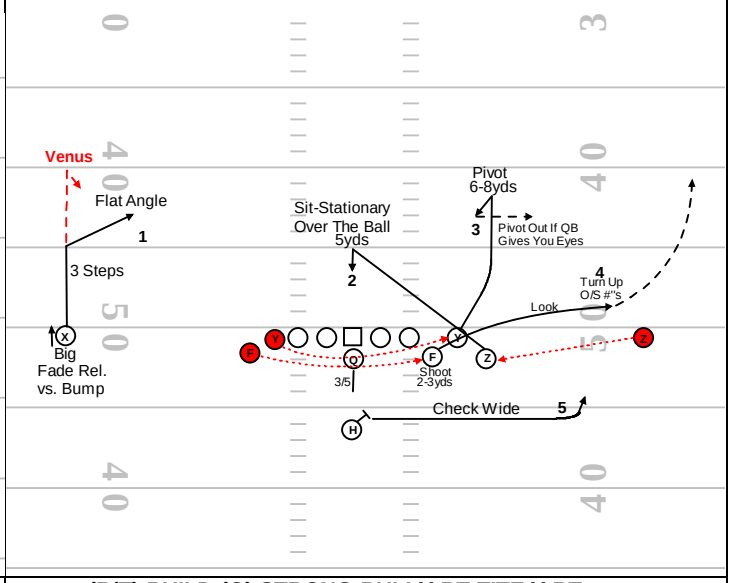
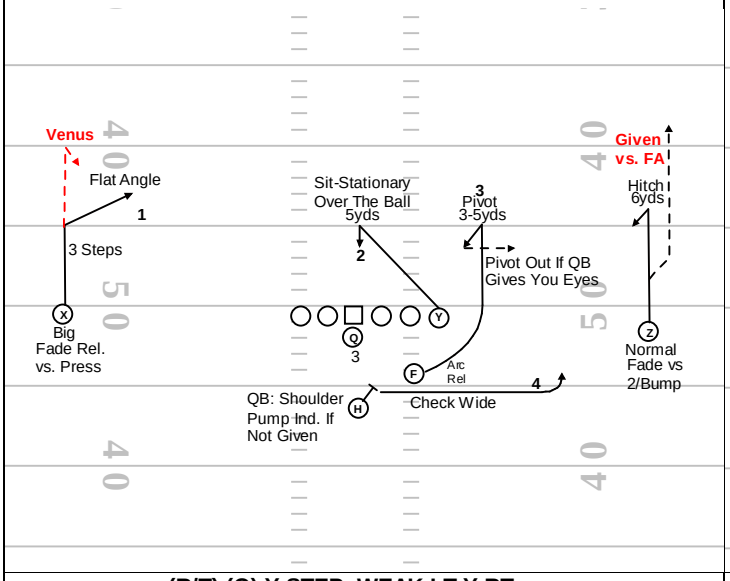
(R/T) (MOVE/BAFFLE) STRONG RT Z SHORT
200J X THUNDER Y SPACING



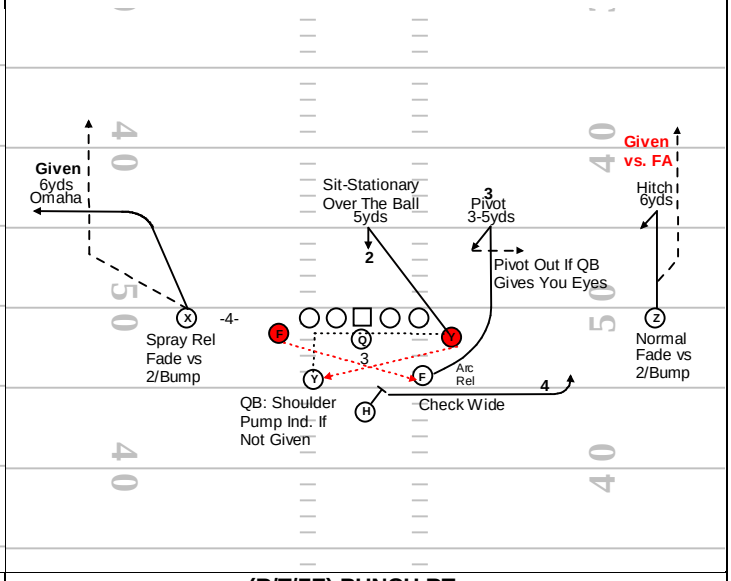
(R/T/ZE) (BAFFLE) MOVE BUNCH RT
200J X SLANT (VENUS) Z SPACING



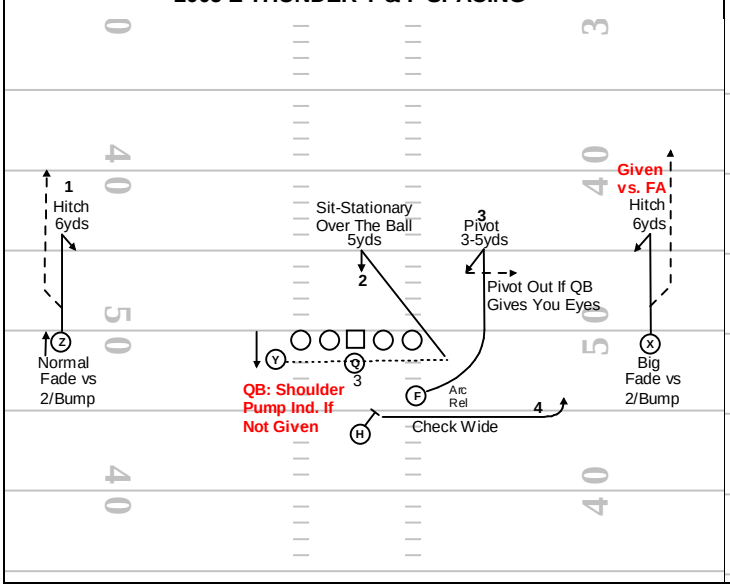
(R/T) (Q) STRONG RT
200J X SLANT (VENUS) Y & F SPACING



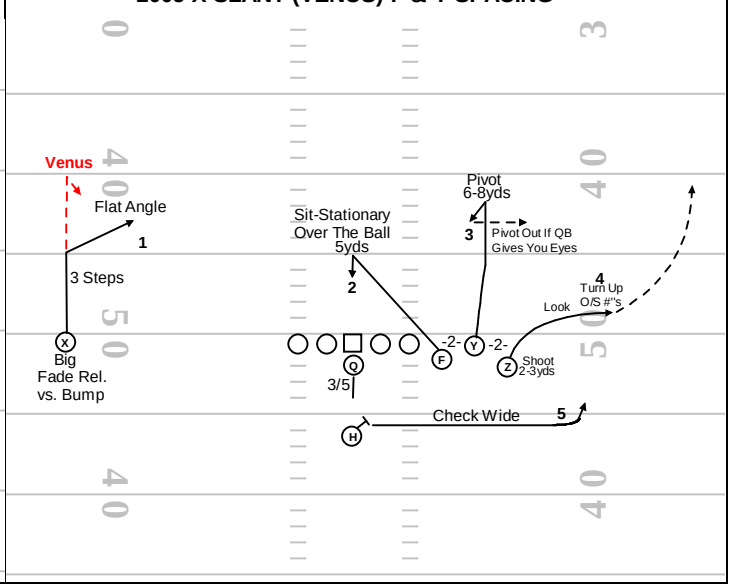
(R/T) BUILD (Q) STRONG BULLY RT TITE Y RT
200J X OMAHA Y & F SPACING



(R/T) (Q) Y STEP: WEAK LT Y RT
200J Z THUNDER Y & F SPACING



(R/T/ZE) BUNCH RT
200J X SLANT (VENUS) F & Y SPACING



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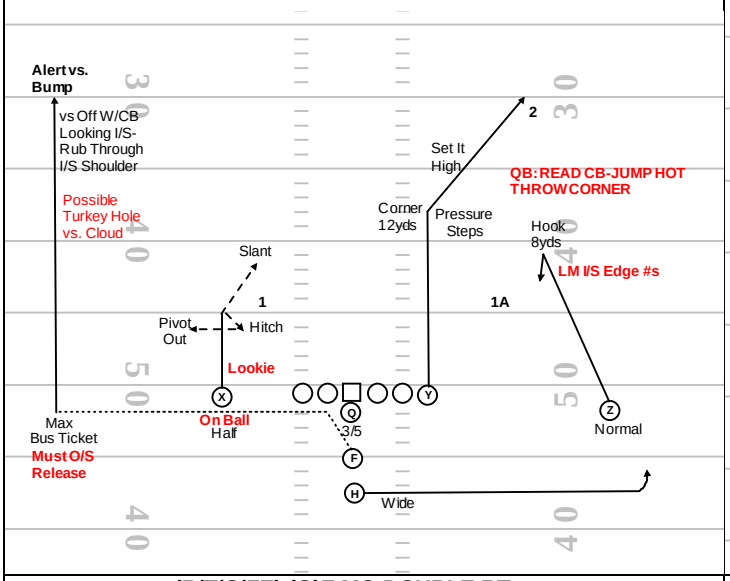
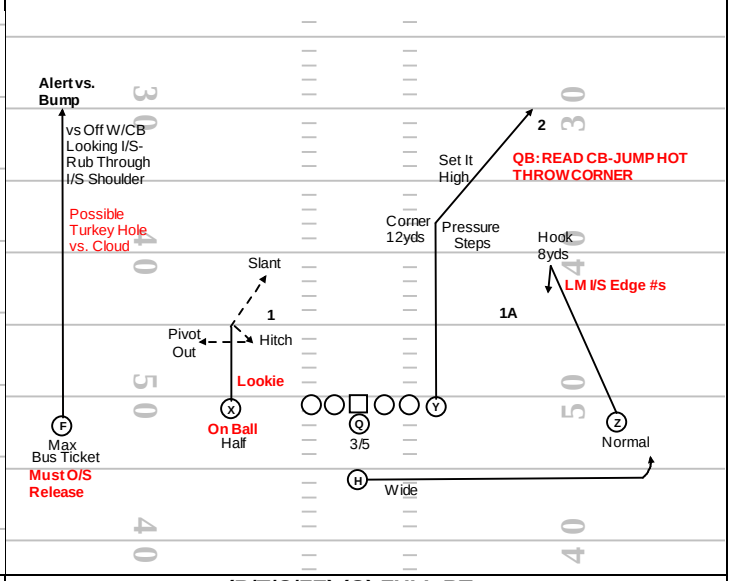
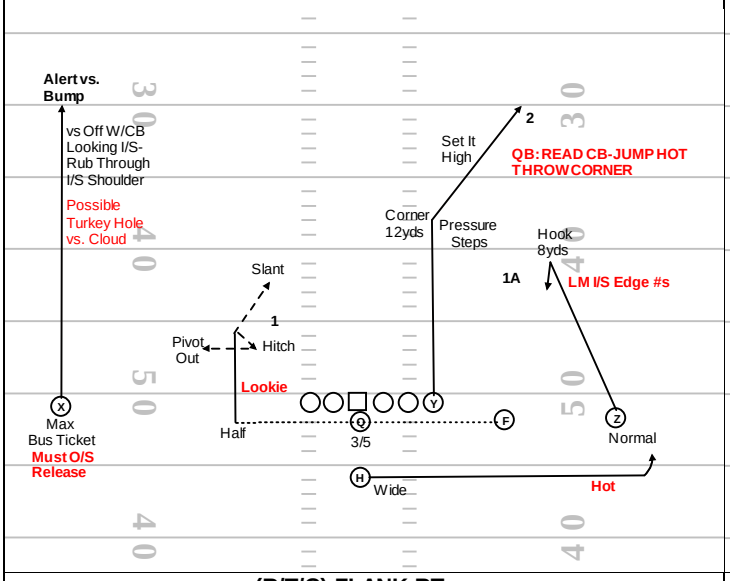
(R/T/C) GREEN RT TITE F LT O
200SCAT X LOOKIE Z CHUCK



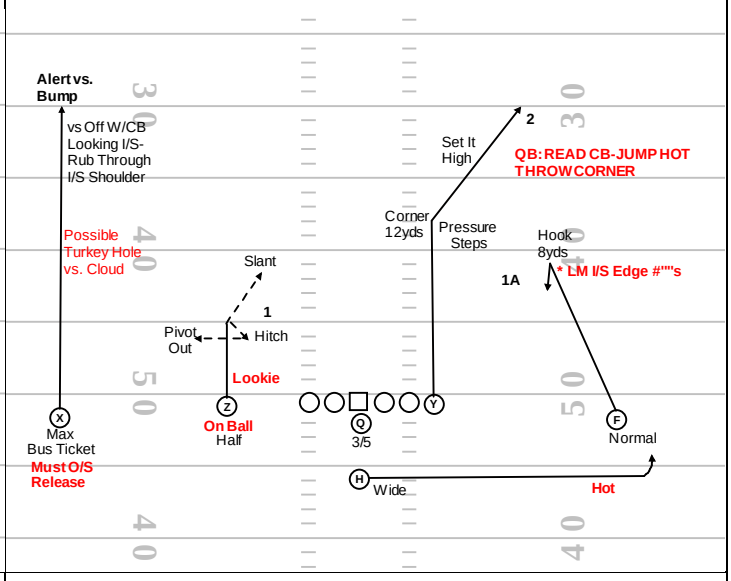
(R/T/C/ZE) (G) DART RT
200SCAT X LOOKIE Z CHUCK



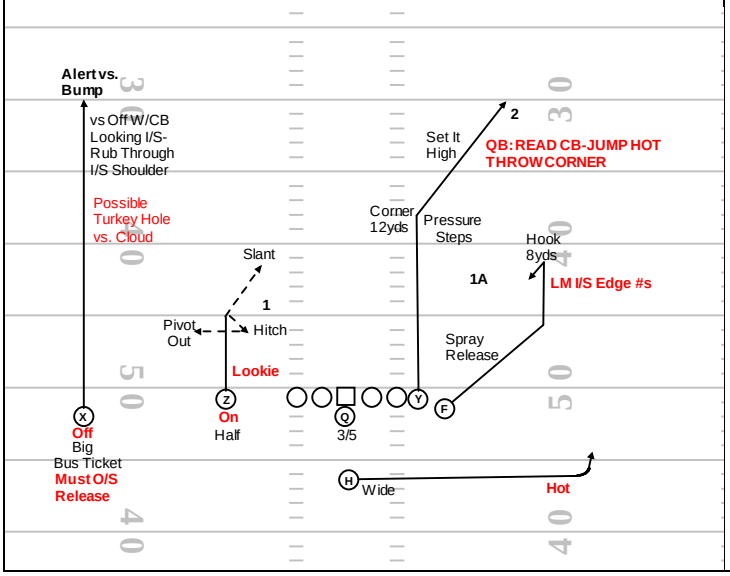
(R/T/C/ZE) (G)F MO DOUBLE RT
200SCAT F LOOKIE Z CHUCK



(R/T/C/ZE) (G) FULL RT
200SCAT Z LOOKIE F CHUCK



(R/T/C) FLANK RT
200SCAT Z LOOKIE F CHUCK



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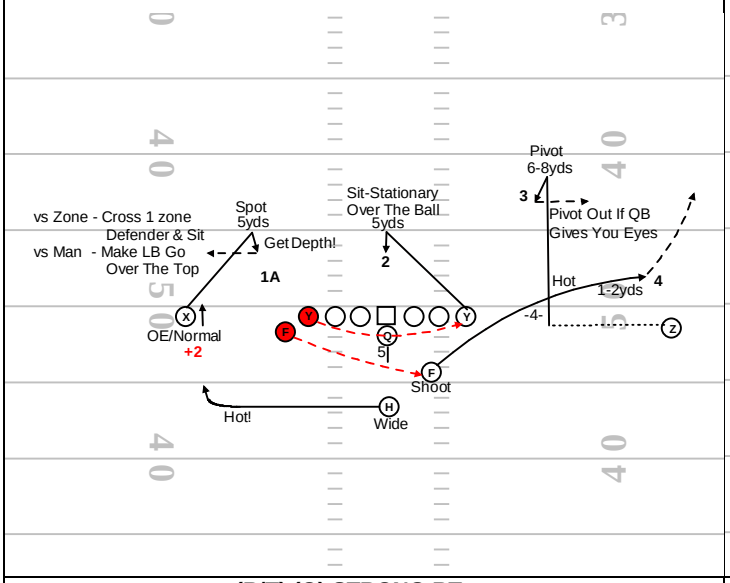
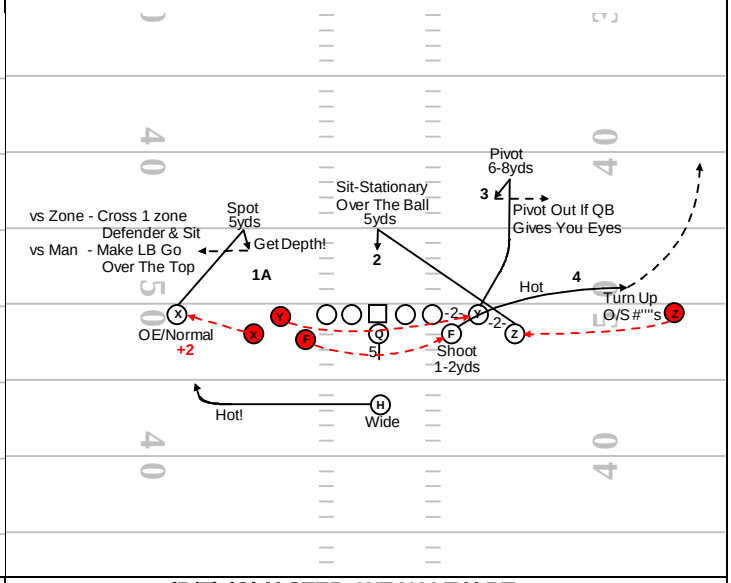
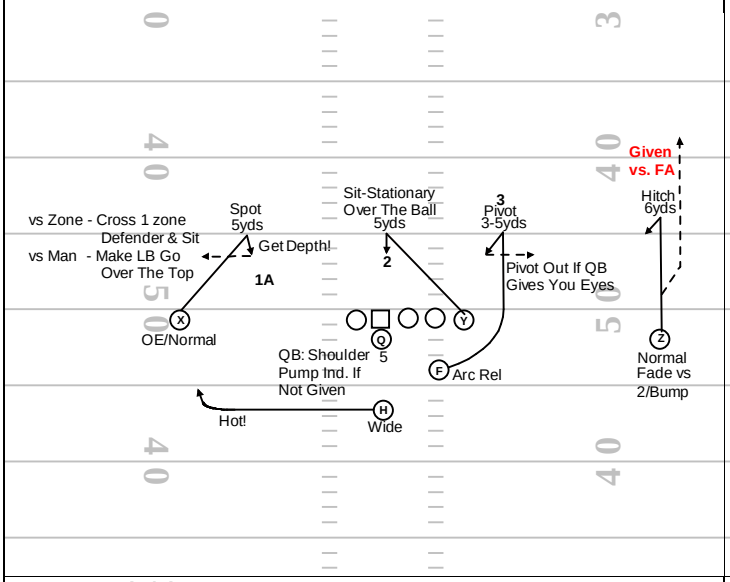
(R/T) (Q) MOVE STRONG RT Z SHORT
3SCAT X SPOT Y SPACING



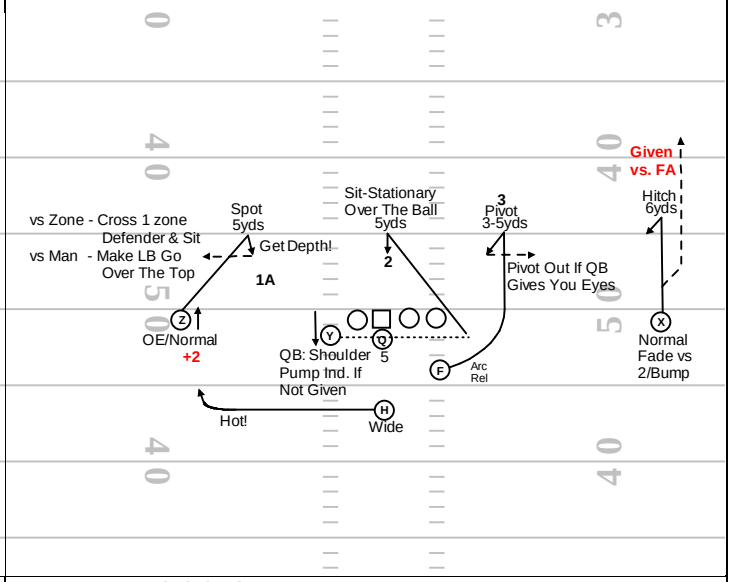
(R/T/ZE) BAFFLE BUNCH RT
3SCAT X SPOT Z SPACING



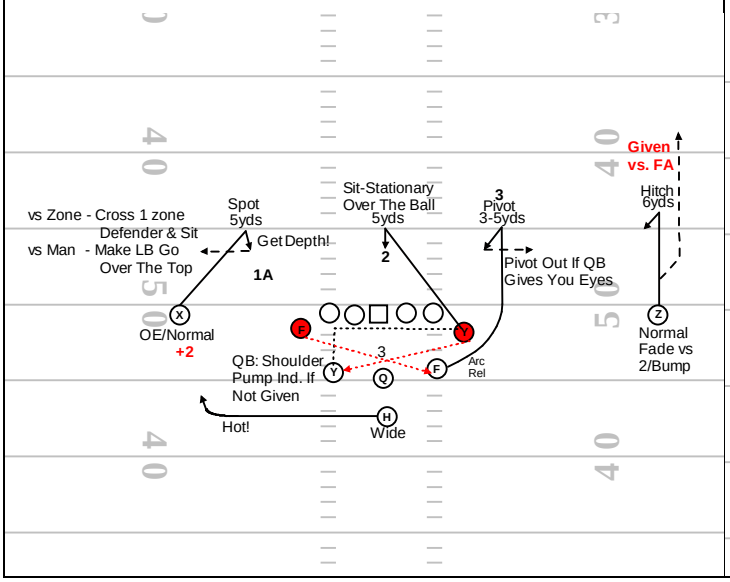
(R/T) (Q) STRONG RT
3SCAT X SPOT Y & F SPACING



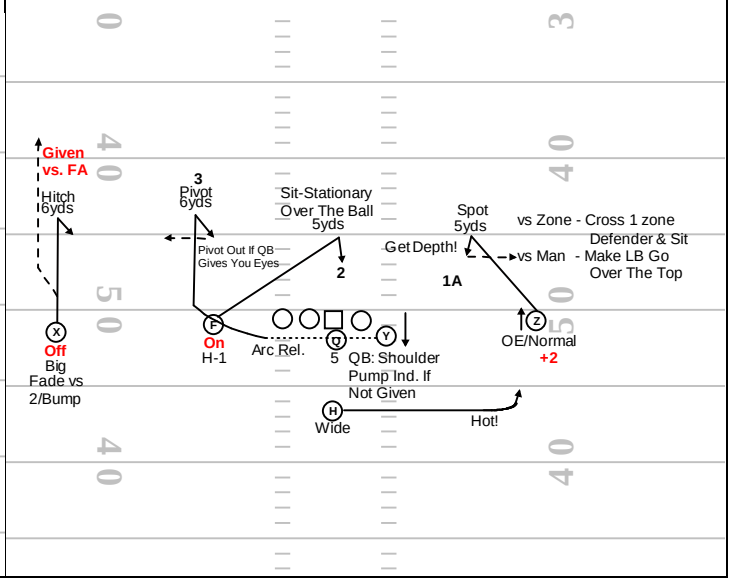
(R/T) (Q) Y STEP: WEAK LT Y RT
3SCAT Z SPOT Y & F SPACING



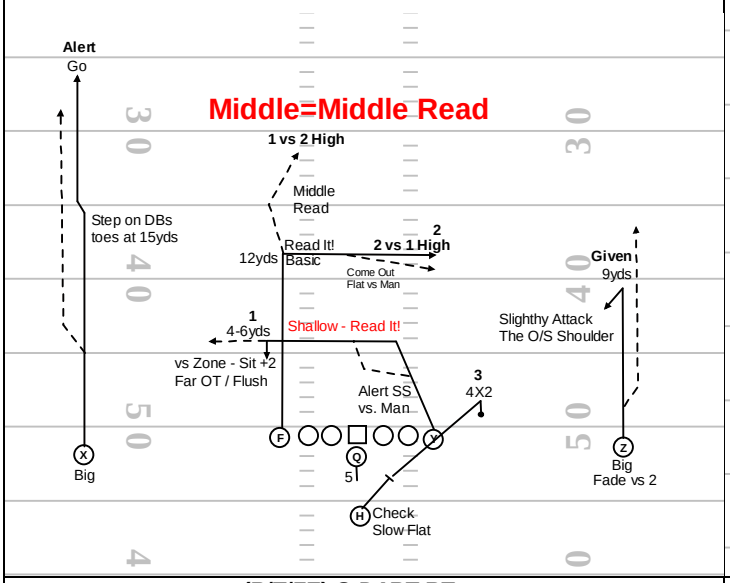
(R/T) BUILD Q STRONG BULLY RT Y RT
3SCAT X SPOT Y & F SPACING



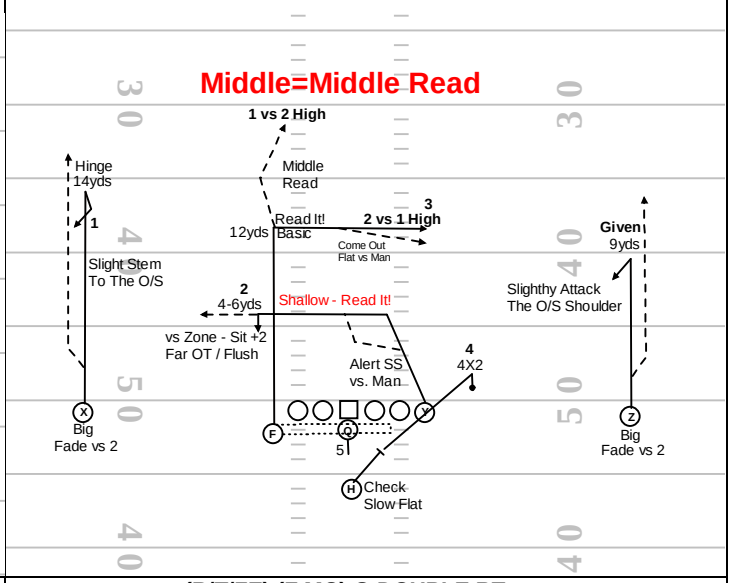
(R/T/ZE) Y STEP: DOUBLE RT Y LT
2SCAT Z SPOT F & Y SPACING



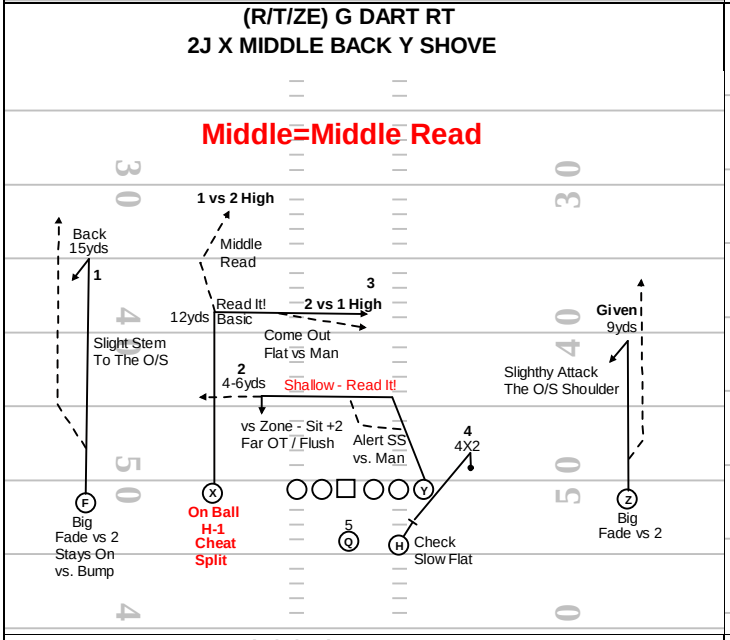
(R/T) (G)(BREAK) DOT RT
2J F MIDDLE-GO Y SHOVE



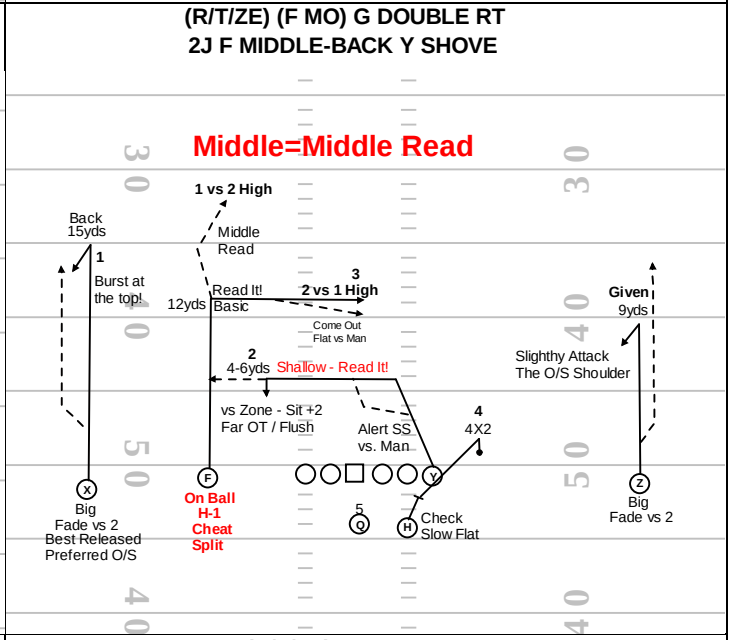
(R/T) (G) DEUCE RT F CTR
2J F MIDDLE-HINGE Y SHOVE



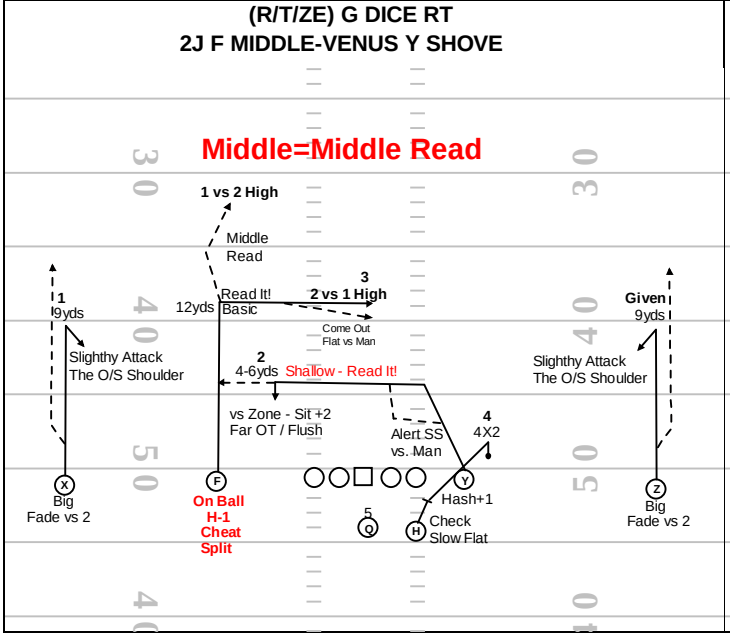
(R/T/ZE) G DART RT
2J X MIDDLE BACK Y SHOVE



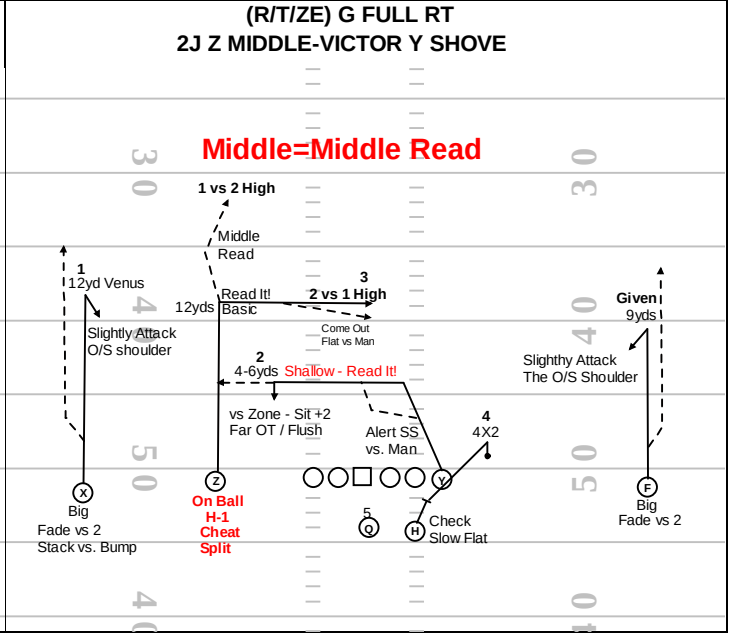
(R/T/ZE) (F MO) G DOUBLE RT
2J F MIDDLE-BACK Y SHOVE



(R/T/ZE) G DICE RT
2J F MIDDLE-VENUS Y SHOVE



(R/T/ZE) G FULL RT
2J Z MIDDLE-VICTOR Y SHOVE



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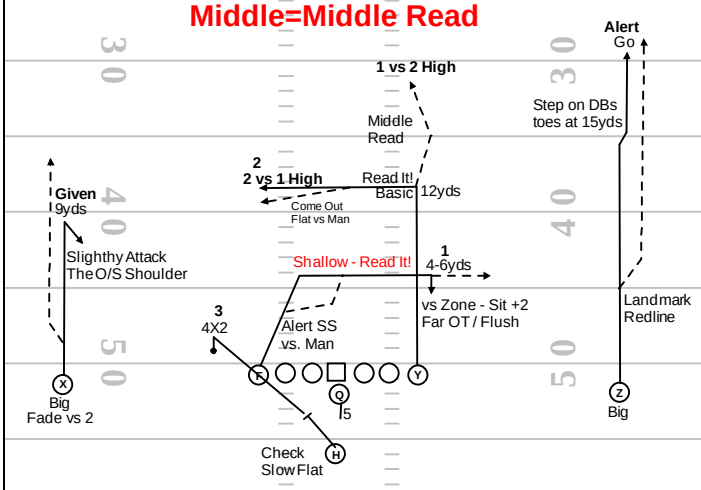
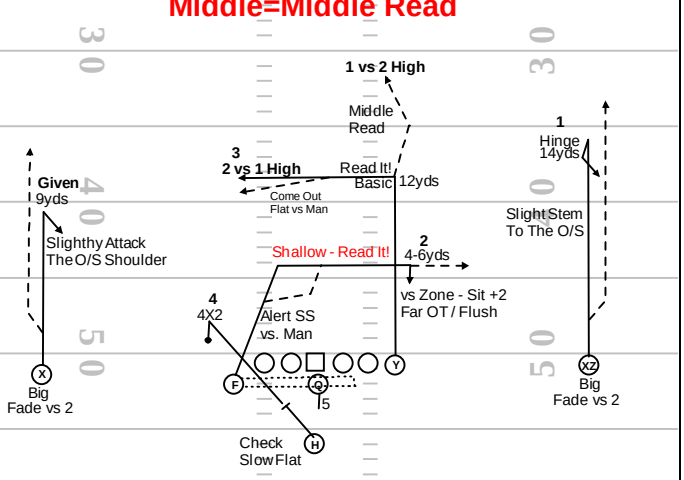
(R/T) (G)(BREAK) DOT RT
3J Y MIDDLE-GO F SHOVE

Middle=Middle Read



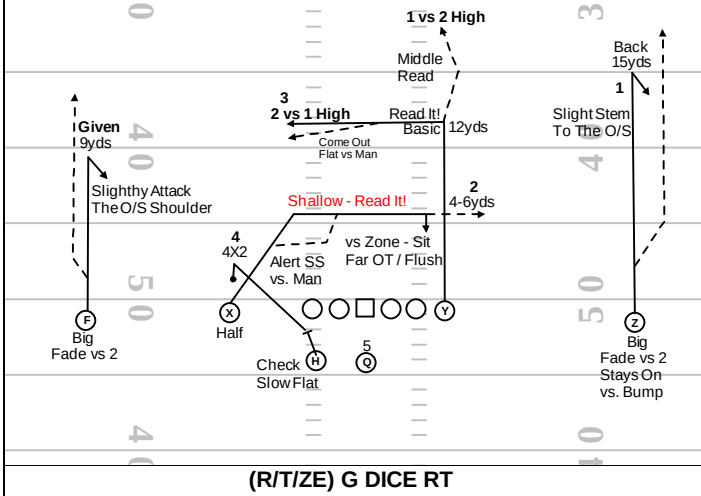
(R/T) (G) DEUCE RT Y CTR
3J Y MIDDLE-HINGE F SHOVE

Middle=Middle Read



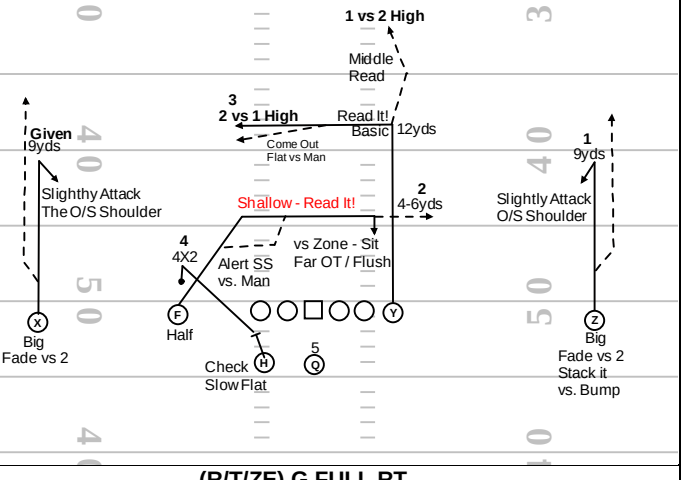
(R/T/ZE) G DART RT
3J Y MIDDLE-BACK X SHOVE

Middle=Middle Read



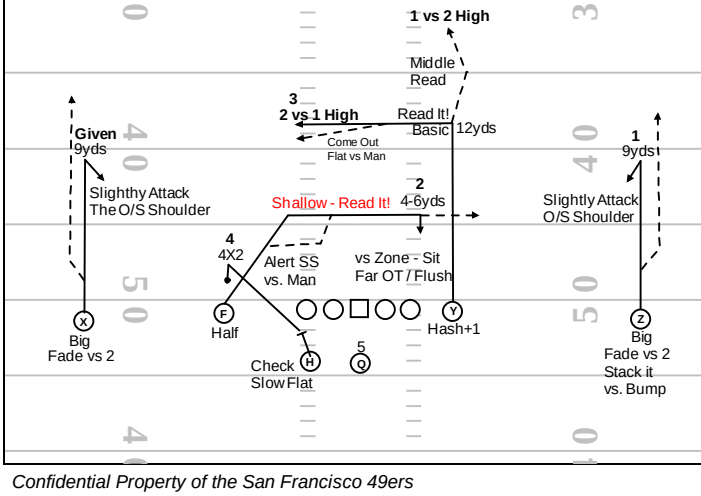
(R/T/ZE) (F MO) G DOUBLE RT
3J Y MIDDLE-VENUS F SHOVE

Middle=Middle Read



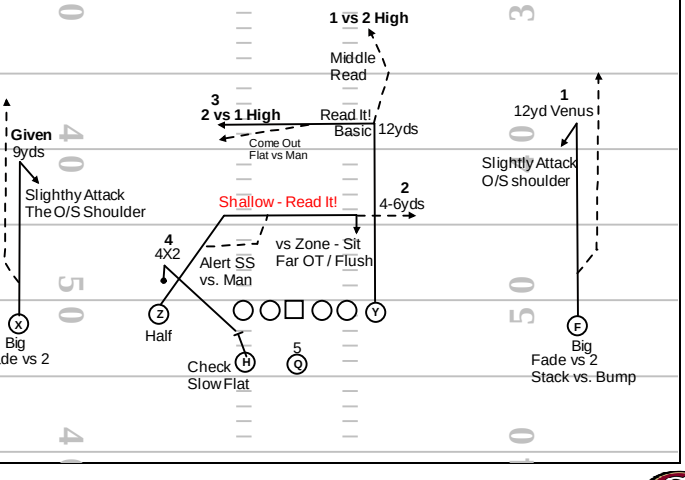
(R/T/ZE) G DICE RT
3J Y MIDDLE-VENUS F SHOVE

Middle=Middle Read



(R/T/ZE) G FULL RT
3J Y MIDDLE-VICTOR Z SHOVE

Middle=Middle Read



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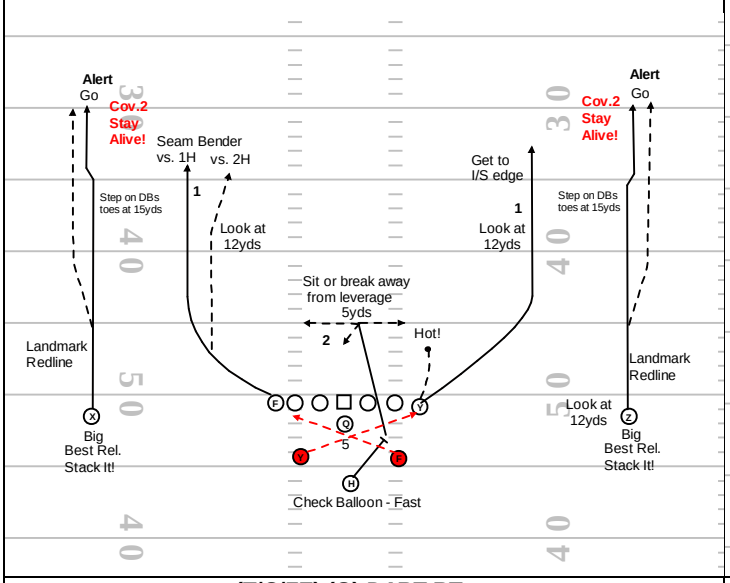
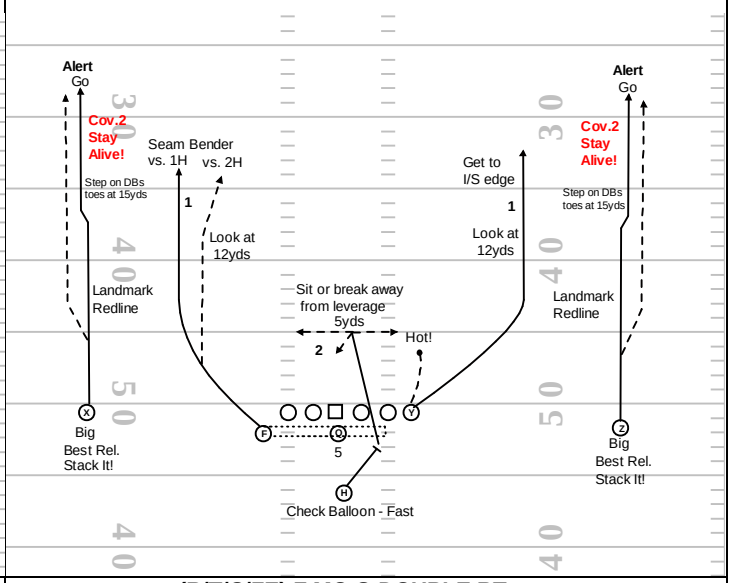
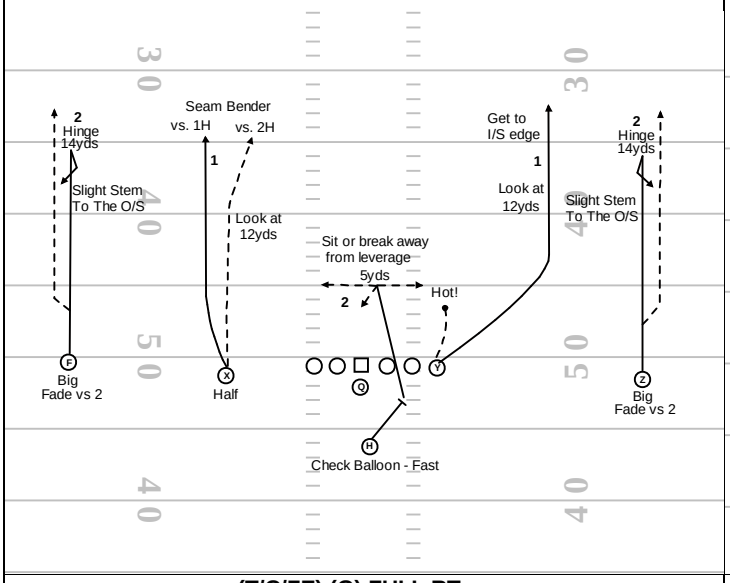
(R/T/C) BREAK (G) DOT RT
2J F VERT GO



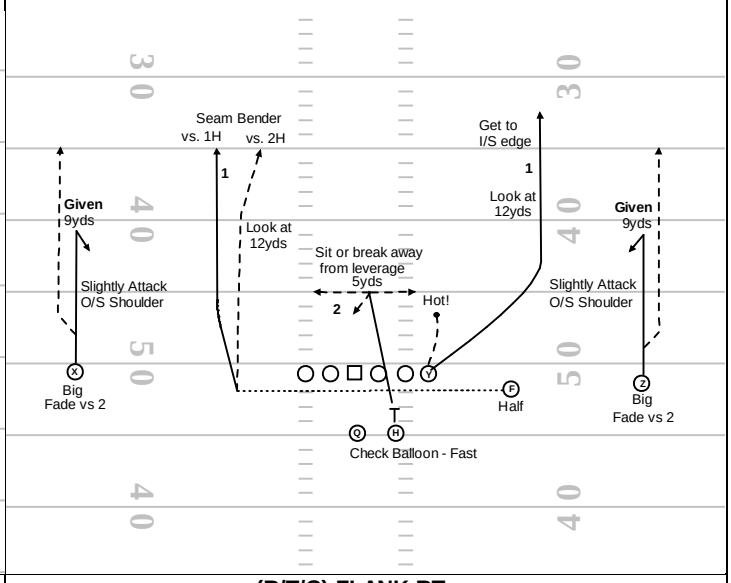
(R/T/C) (G) DEUCE RT F CTR
2J F VERT GO



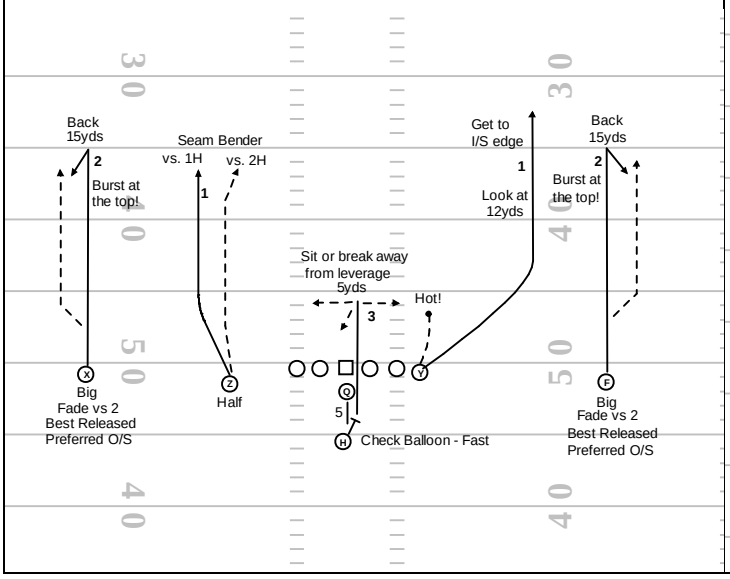
(T/C/ZE) (G) DART RT
2J X VERT HINGE



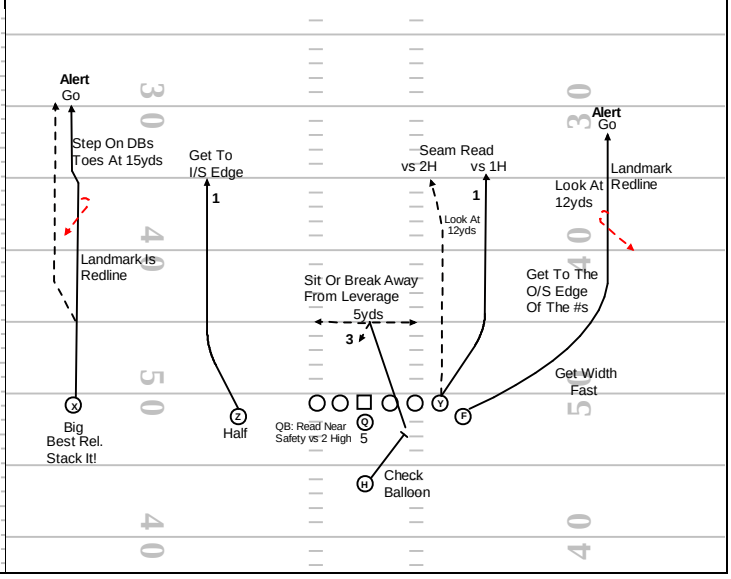
(R/T/C/ZE) F MO G DOUBLE RT
2J F VERT VENUS



(T/C/ZE) (G) FULL RT
2J Z VERT BACK



(R/T/C) FLANK RT
2J Y VERT GO (HINGE)



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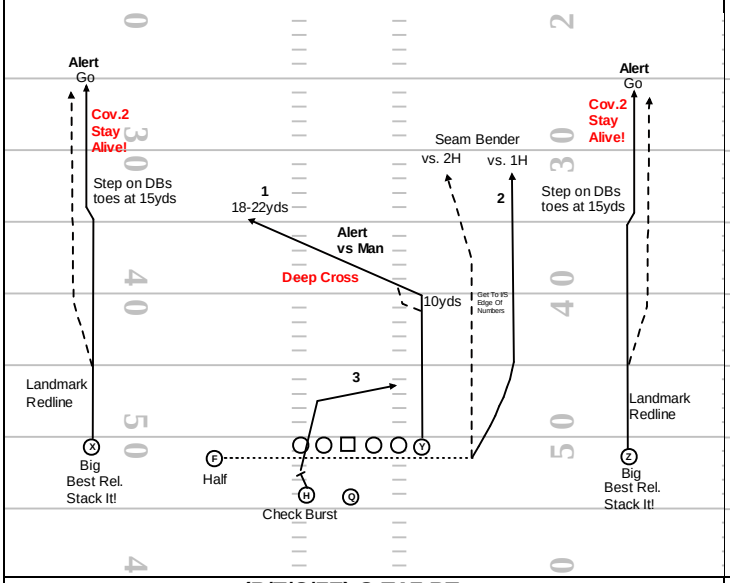
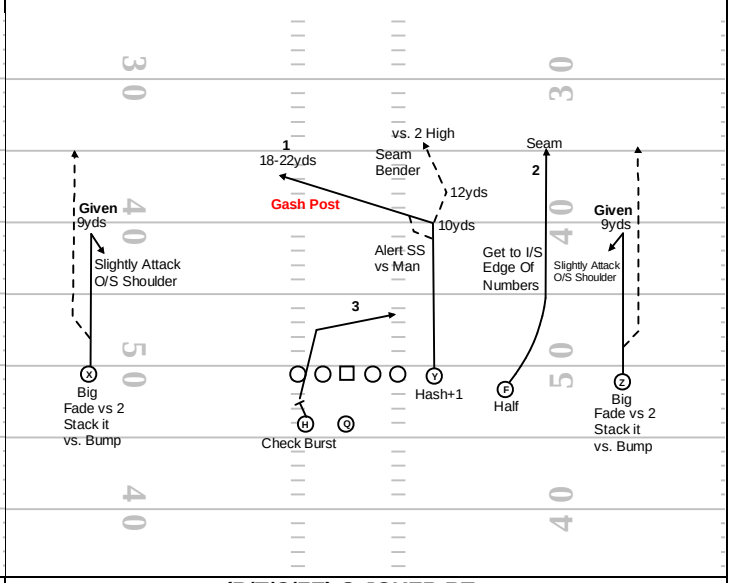
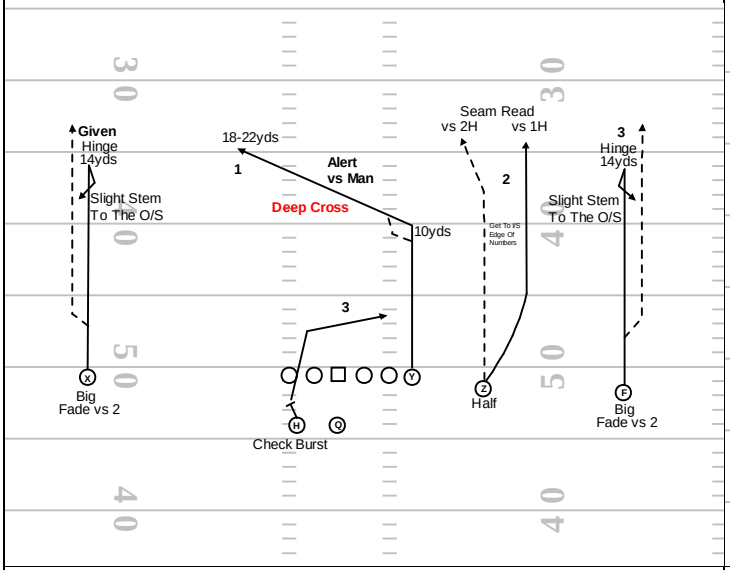
(R/T/C/ZE) (MOVE) F MO TRIPS RT
3J F GASH GO



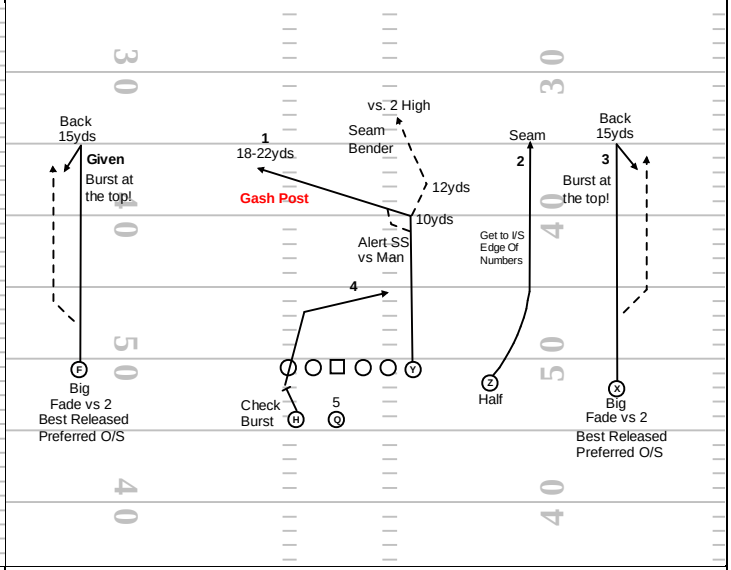
(R/T/C/ZE) G TEX RT
3J Y GASH VENUS



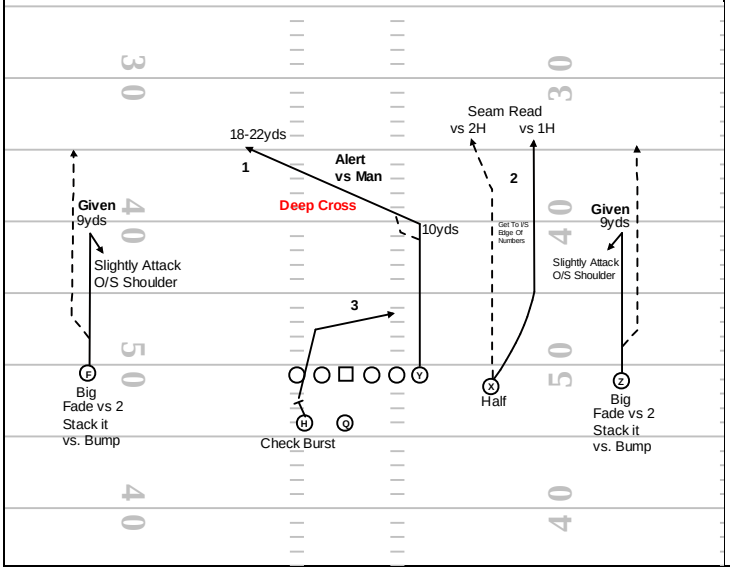
(R/T/C/ZE) G TAZ RT
3J Z GASH HINGE



(R/T/C/ZE) G JOKER RT
3J Y GASH BACK



(R/T/C/ZE) G JAX RT
3J X GASH VENUS



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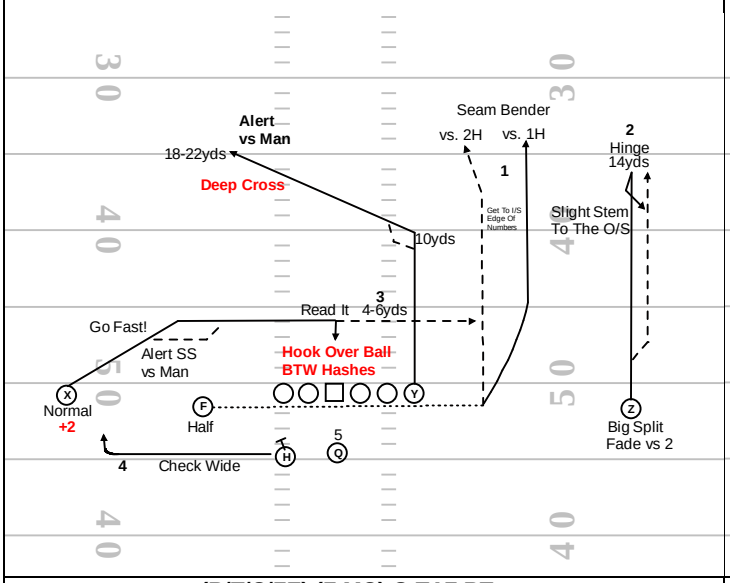
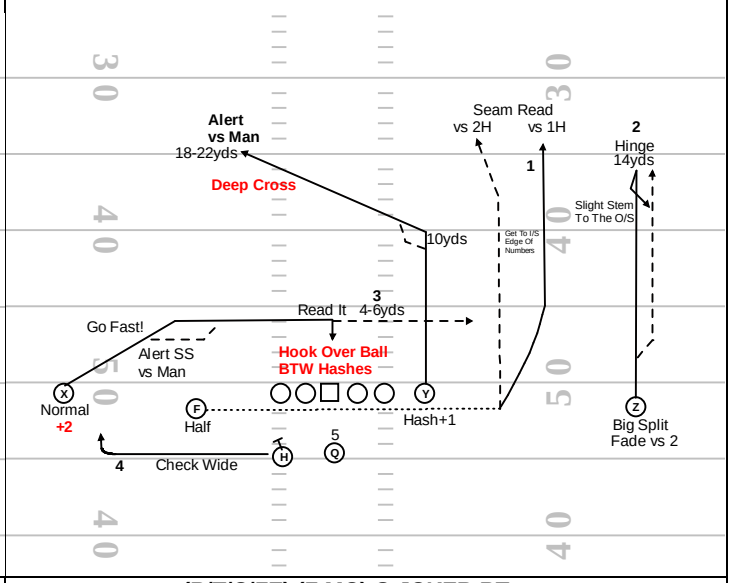
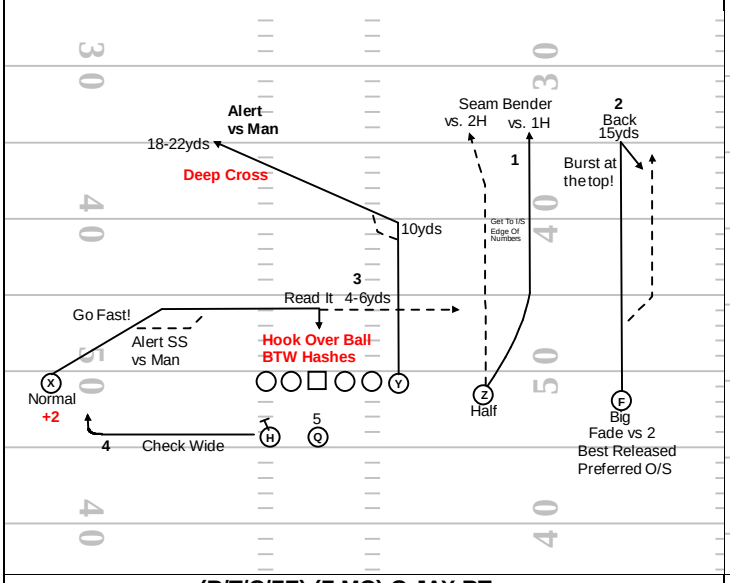
(R/T/C/ZE) (MOVE) F MO G TRIPS RT
3J F GASH HINGE X SHIM



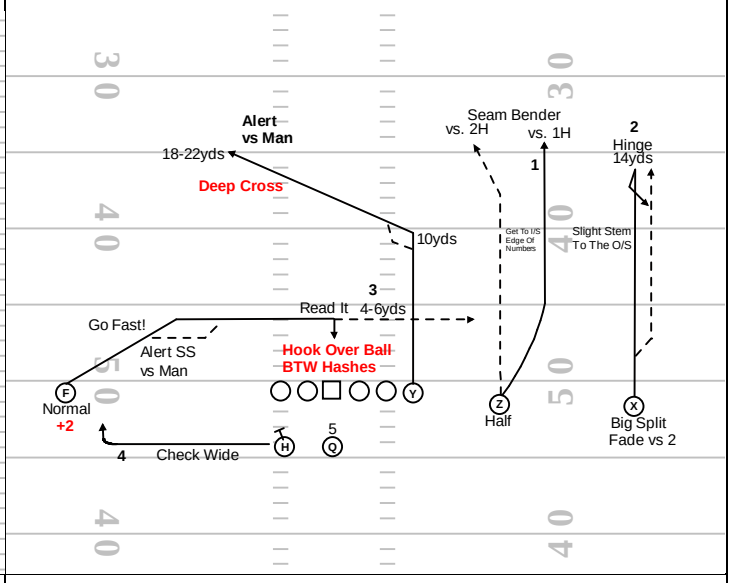
(R/T/C/ZE) F MO G TEX RT
3J F GASH HINGE X SHIM



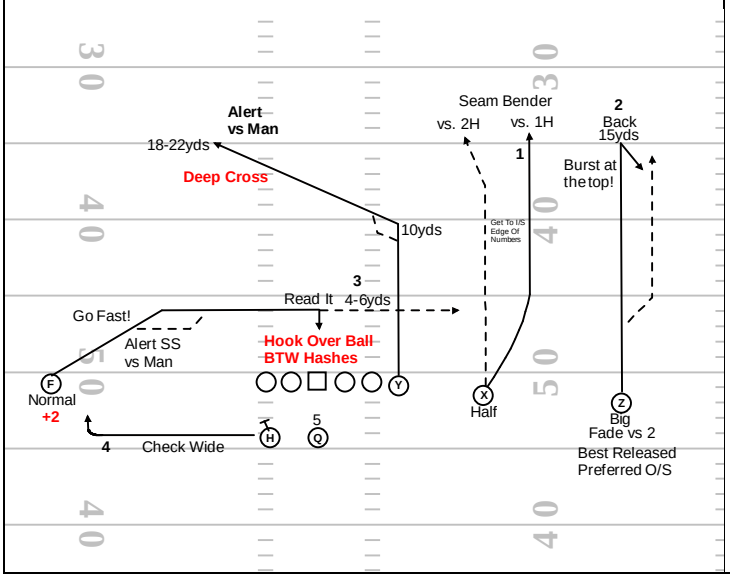
(R/T/C/ZE) (Z MO) G TAZ RT
3J Z GASH BACK X SHIM



(R/T/C/ZE) (Z MO) G JOKER RT
3J Z GASH HINGE F SHIM



(R/T/C/ZE) (Z MO) G JAX RT
3J X GASH BACK F SHIM



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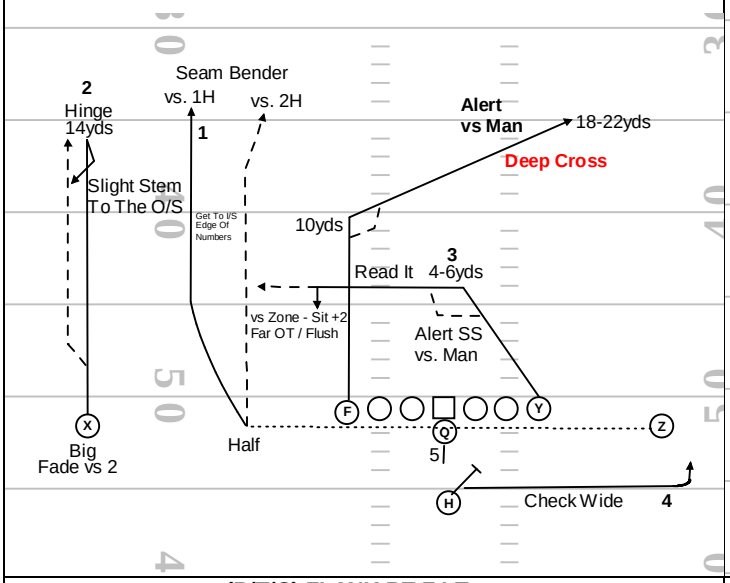
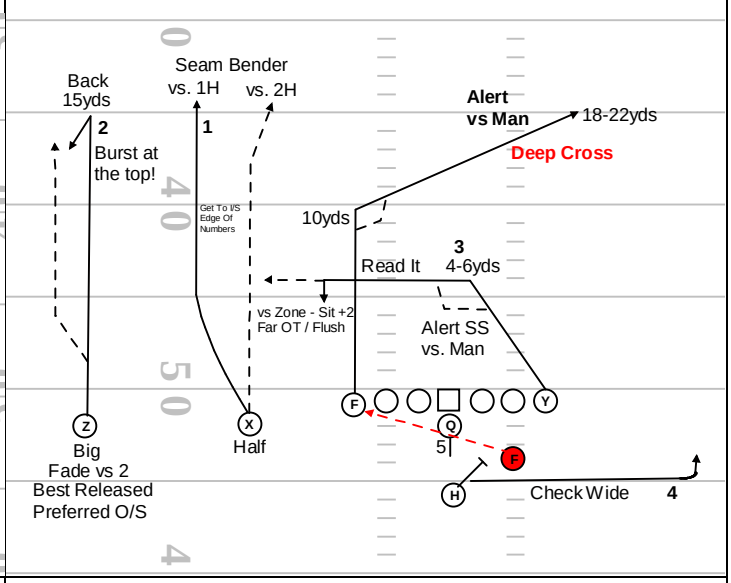
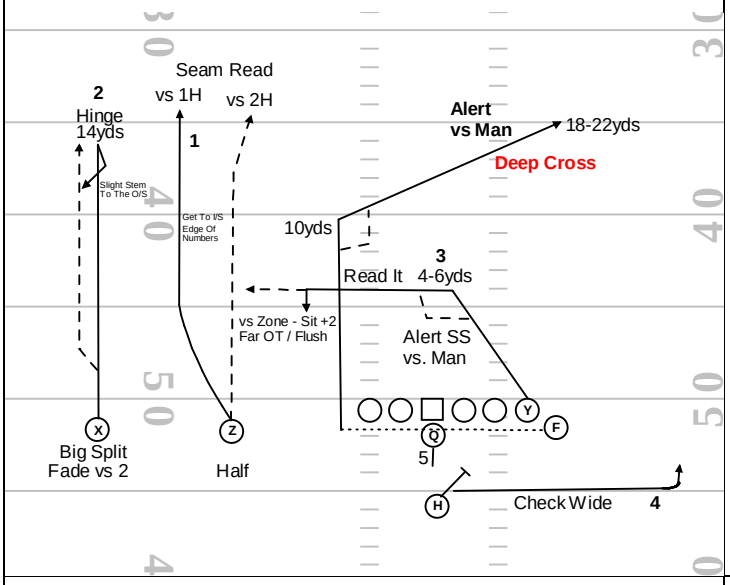
(R/T/C) (G) Z MO DOT RT SLOT
2J Z GASH HINGE Y SHALL



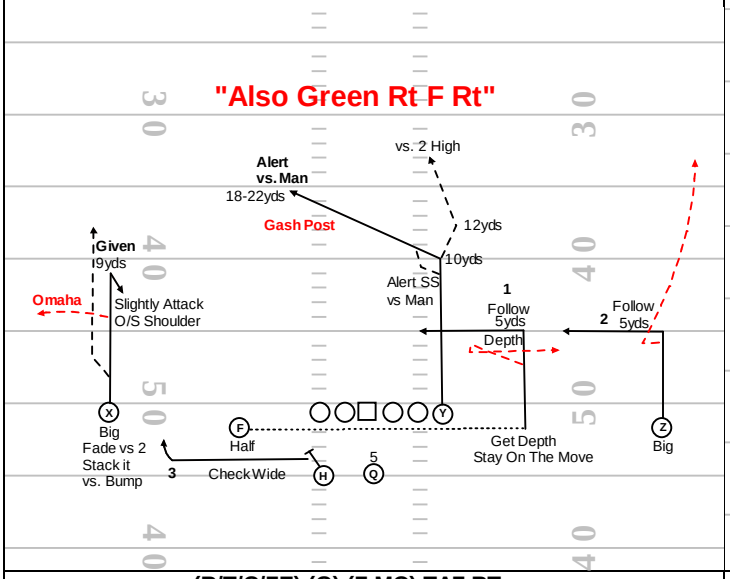
(R/T/C) (G) F ZAP DOT RT SLUG
2J X GASH BACK Y SHALL



(R/T/C) FLANK RT F LT
2J Z GASH HINGE Y SHALL



(R/T/C/ZE) (MOVE) F MO TRIPS RT
3J Y CHAMP (X OMAHA) (SIGNAL PUMP)



(R/T/C/ZE) G TEX RT
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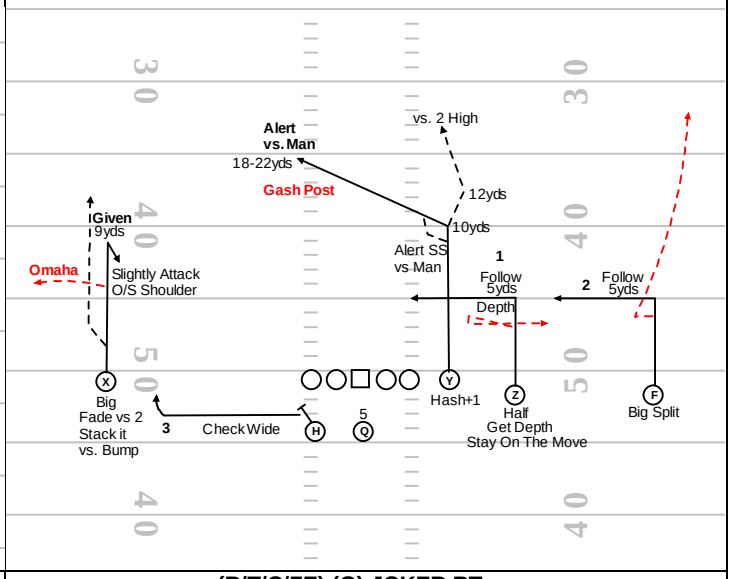
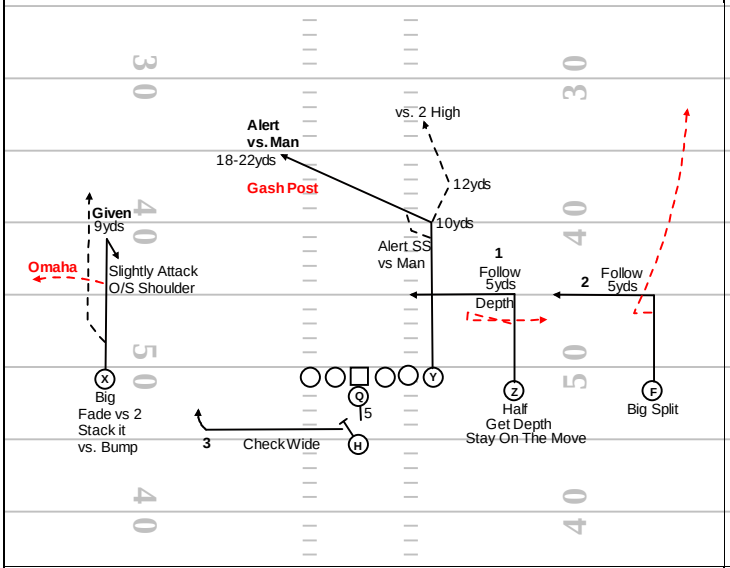
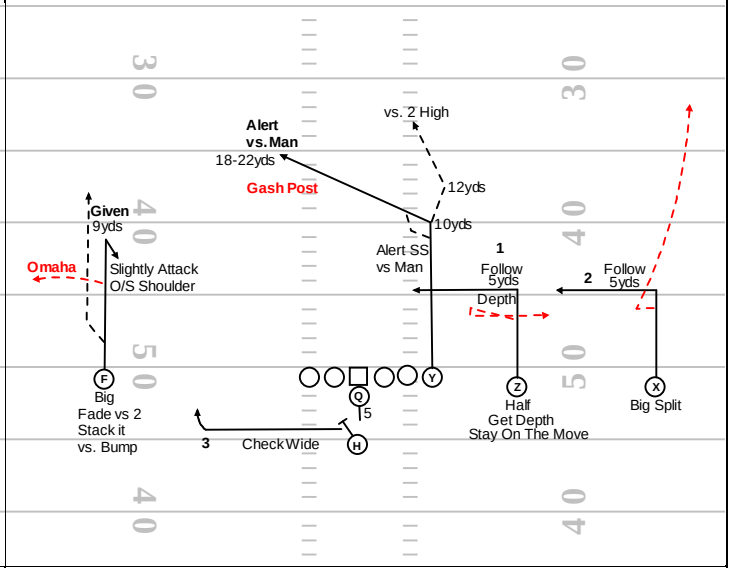


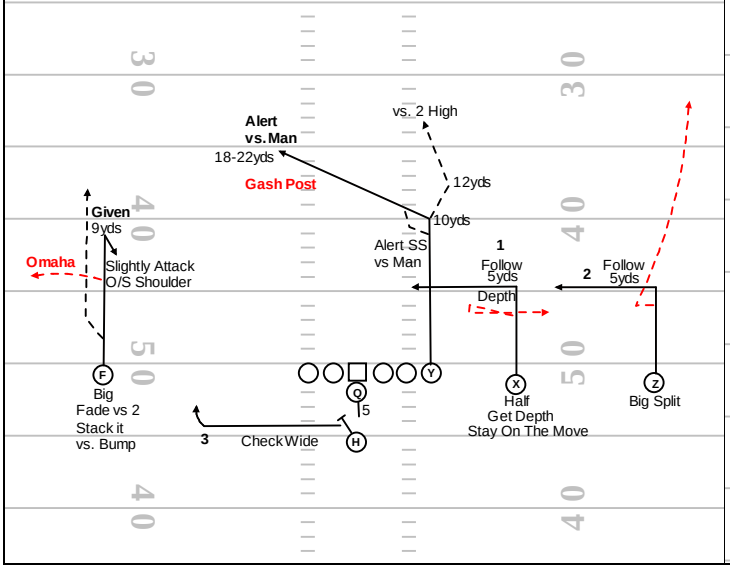
(R/T/C/ZE) (G) (Z MO) TAZ RT
3J Y CHAMP (X OMAHA) (SIGNAL PUMP)



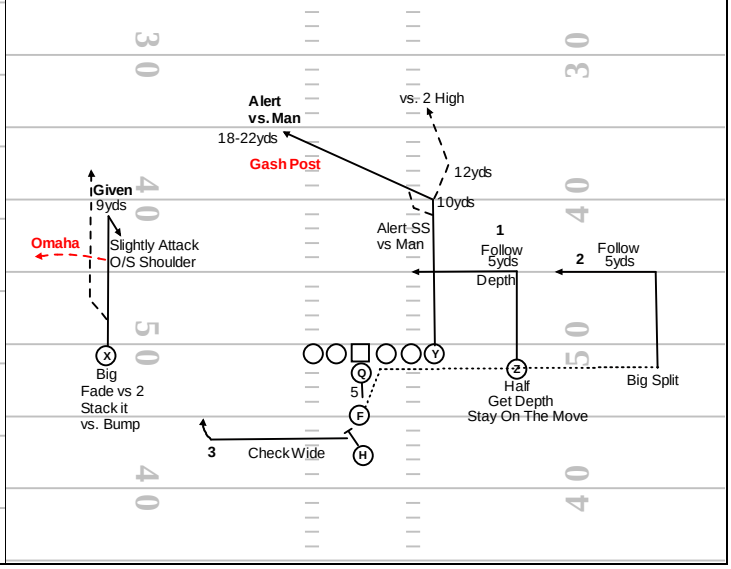
(R/T/C/ZE) (G) JOKER RT
3J Y CHAMP (F OMAHA) (SIGNAL PUMP)



(R/T/C/ZE) (G) JAX RT
3J Y CHAMP (F OMAHA) (SIGNAL PUMP)



() GREEN RT CLOSE F RT O
3J Y CHAMP (X OMAHA)



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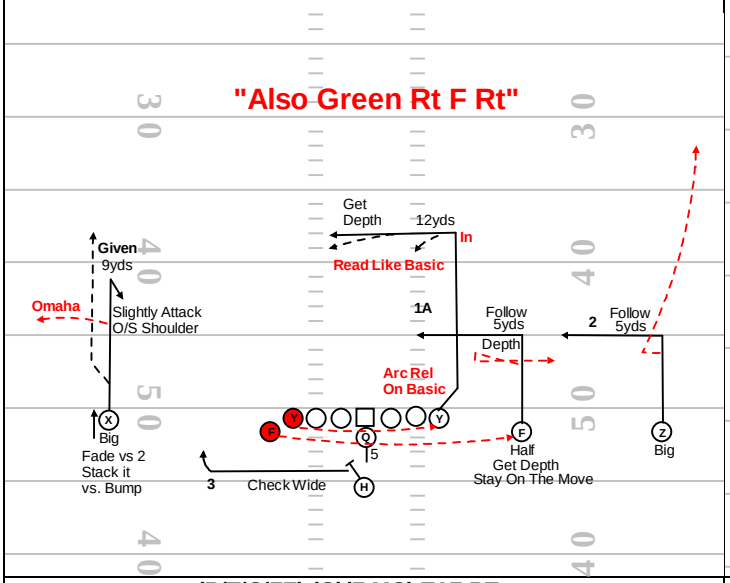
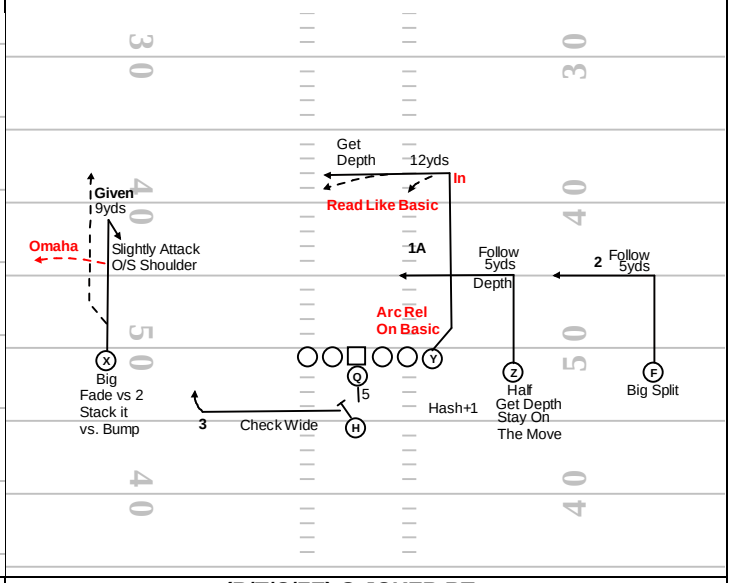
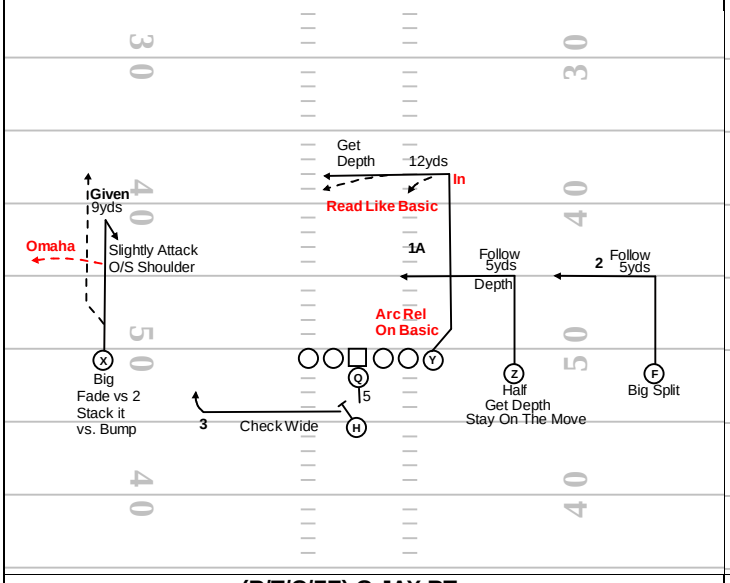
(R/T/C/ZE) (G)(F MO) MOVE TRIPS RT
3J CHAMP Y IN (X OMAHA) (SIGNAL PUMP)



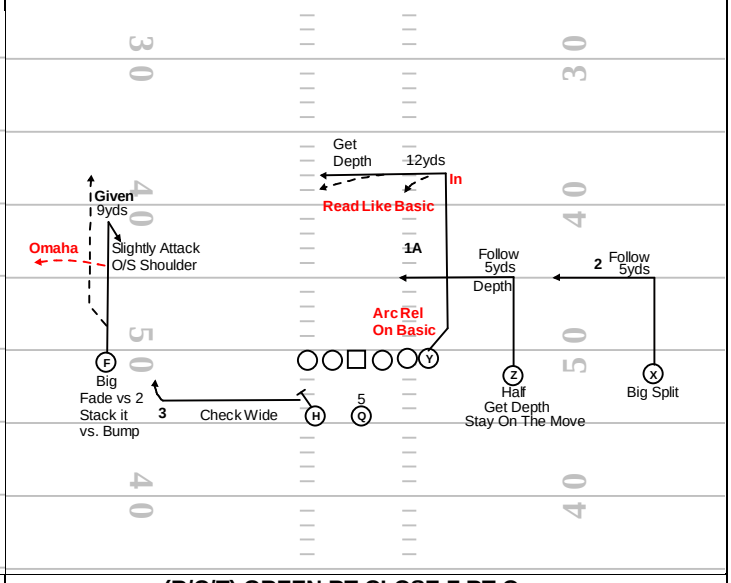
(R/T/C/ZE) G TEX RT
3J CHAMP Y IN (X OMAHA)



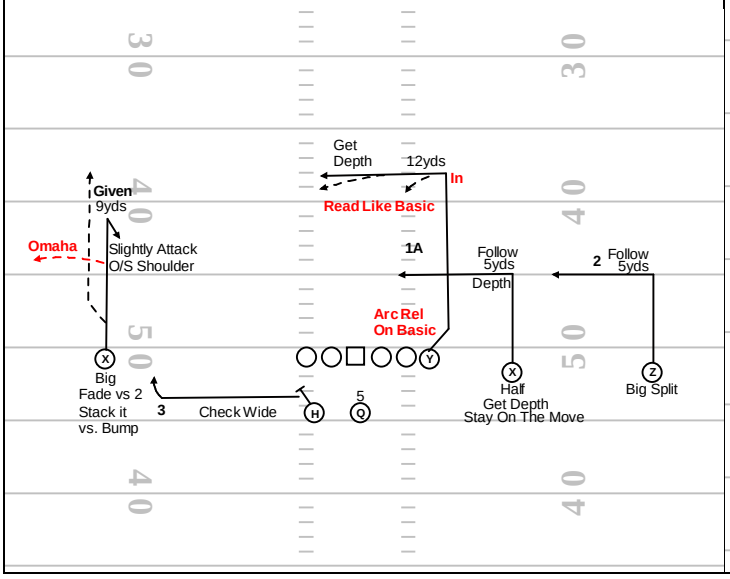
(R/T/C/ZE) (G)(Z MO) TAZ RT
3J CHAMP Y IN (X OMAHA)



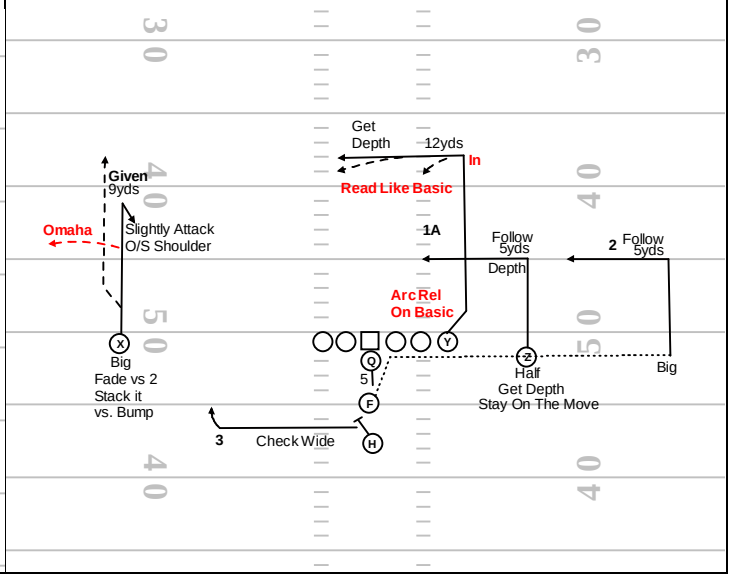
(R/T/C/ZE) G JOKER RT
3J CHAMP Y IN (F OMAHA)



(R/T/C/ZE) G JAX RT
3J CHAMP Y IN (F OMAHA)



(R/C/T) GREEN RT CLOSE F RT O
3J CHAMP Y IN (X OMAHA)



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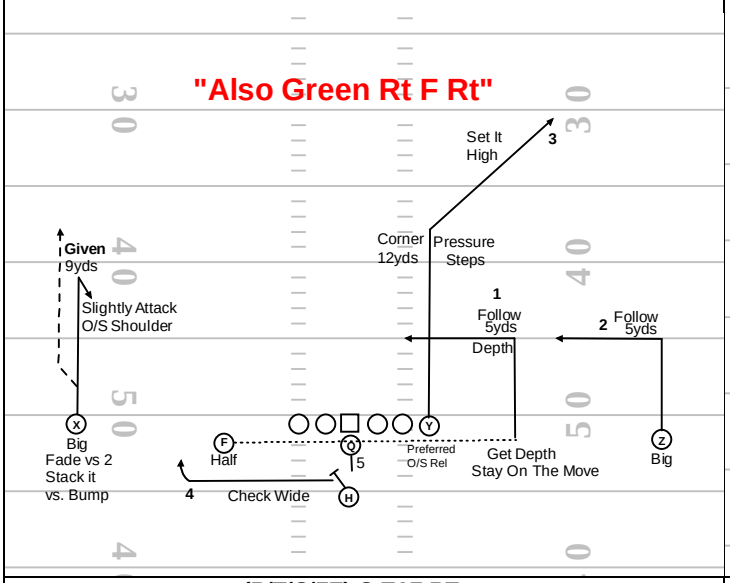
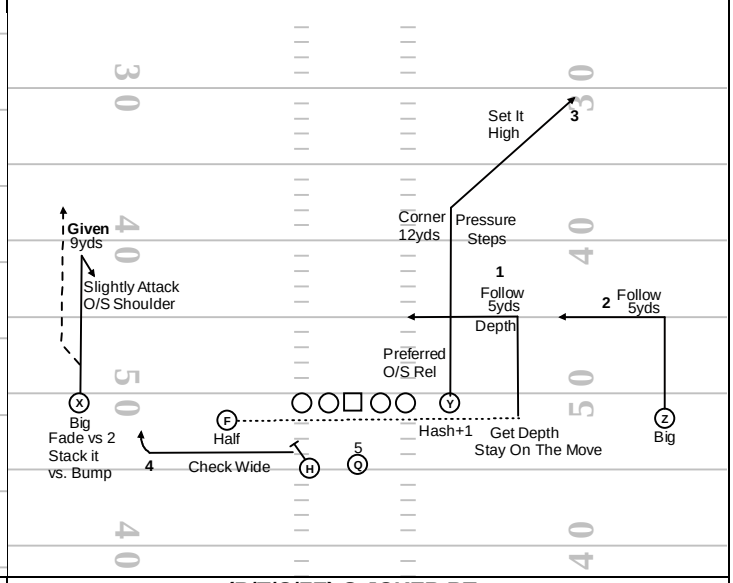
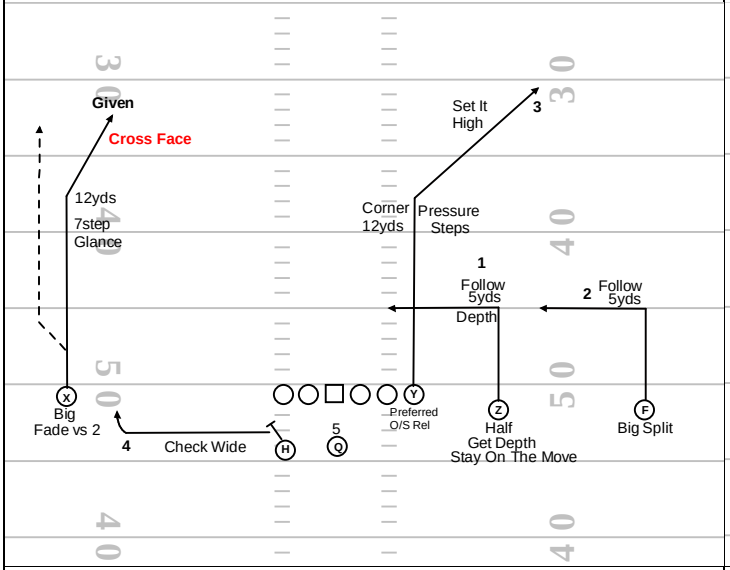
(R/T/C/ZE) (G)(MOVE) F MO TRIPS RT
3J CHAMP Y CORNER



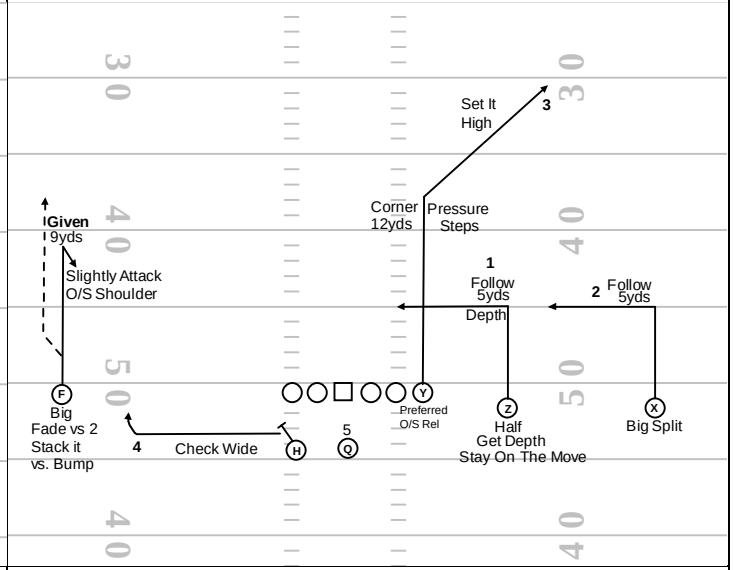
(R/T/C/ZE) (G)(MOVE) F MO G TEX RT
3J CHAMP Y CORNER



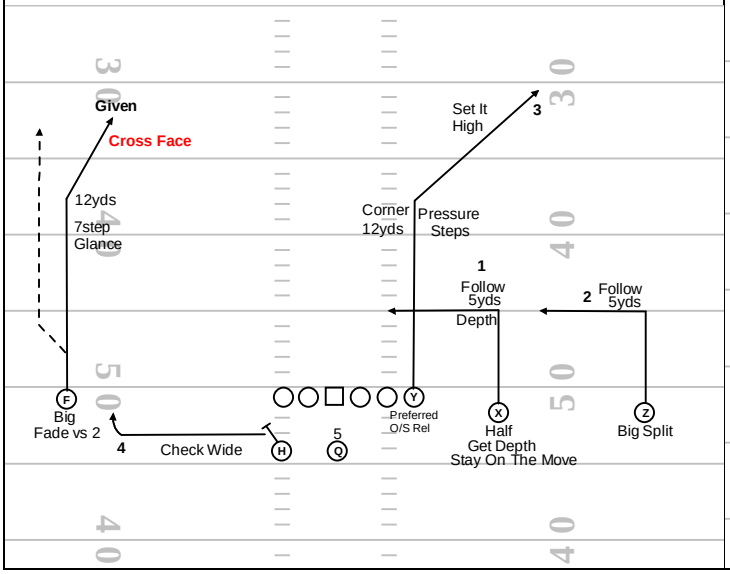
(R/T/C/ZE) G TAZ RT
3J CHAMP Y CORNER X GLANCE



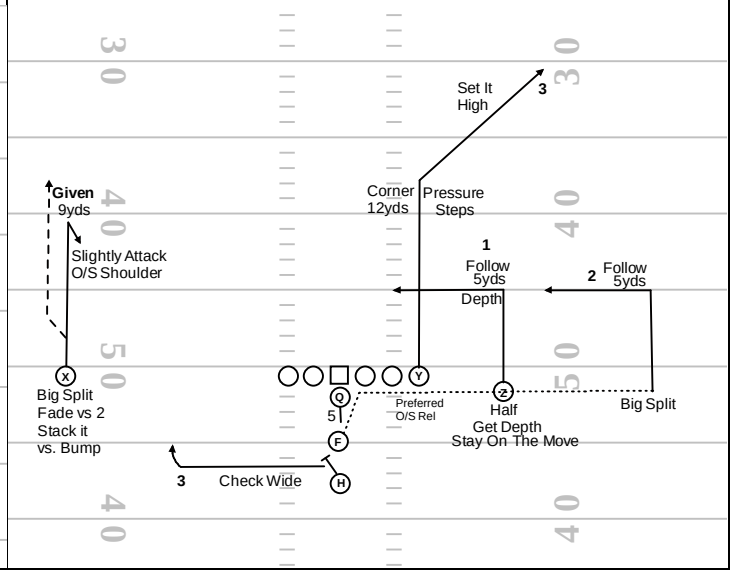
(R/T/C/ZE) G JOKER RT
3J CHAMP Y CORNER



(R/T/C/ZE) G JAX RT
3J CHAMP Y CORNER F GLANCE



(R/T/C) GREEN RT CLOSE F RT O
3J Y CHAMP Y CORNER



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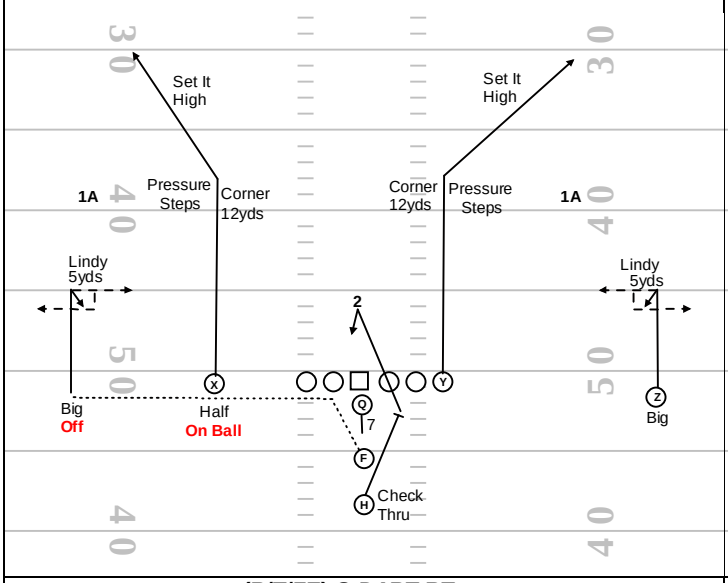
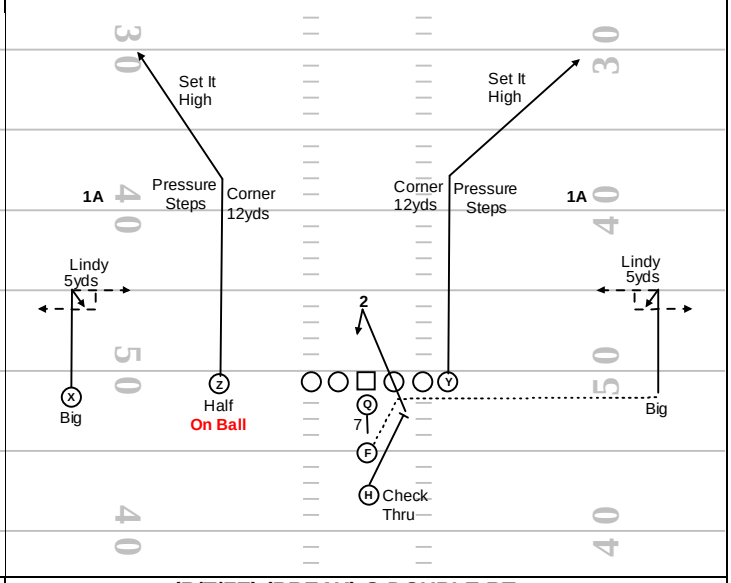
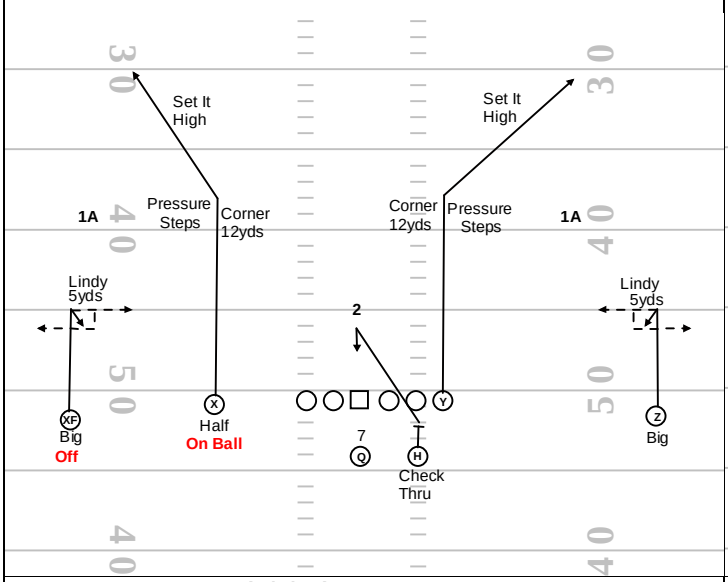
(R/T) GREEN RT TITE F LT O
2J COOL



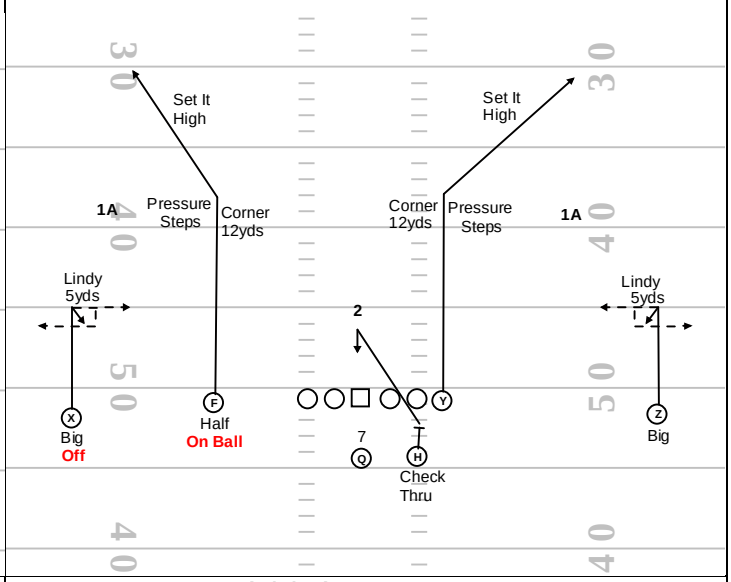
(R/T) GREEN RT SLOT F RT
2J COOL



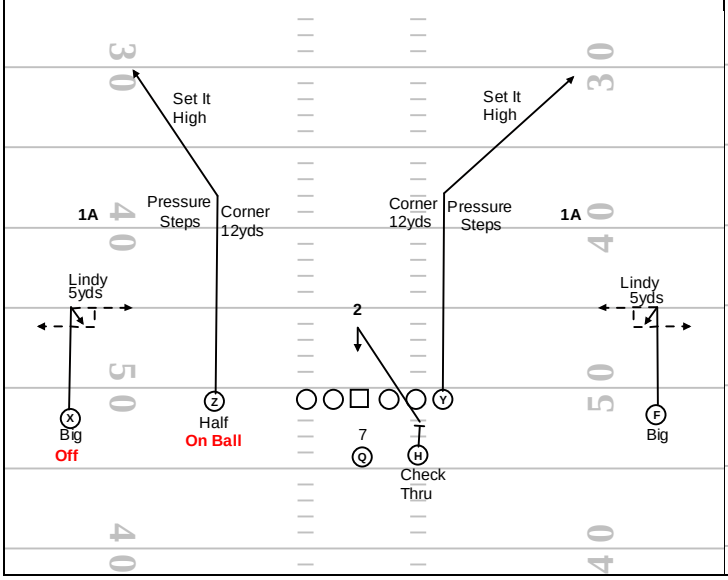
(R/T/ZE) G DART RT
2J COOL



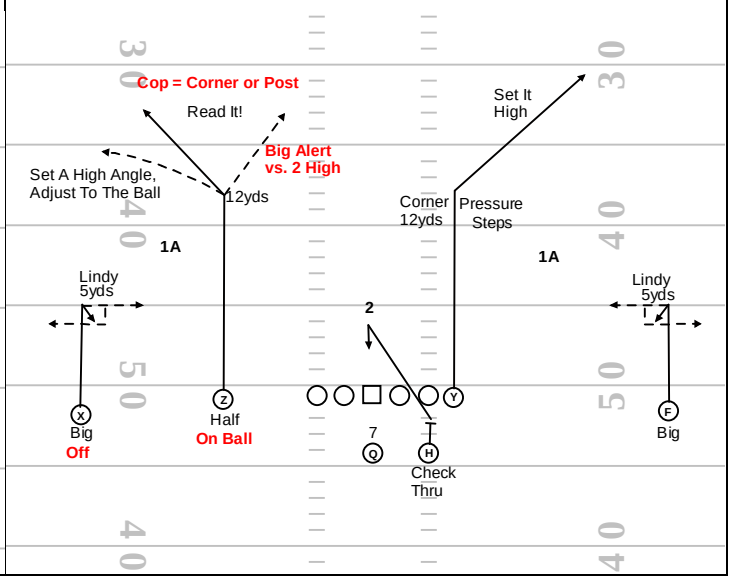
(R/T/ZE) (BREAK) G DOUBLE RT
2J COOL



(R/T/ZE) G FULL RT
2J COOL



(R/T/ZE) G FULL RT
2J COOL Z COP



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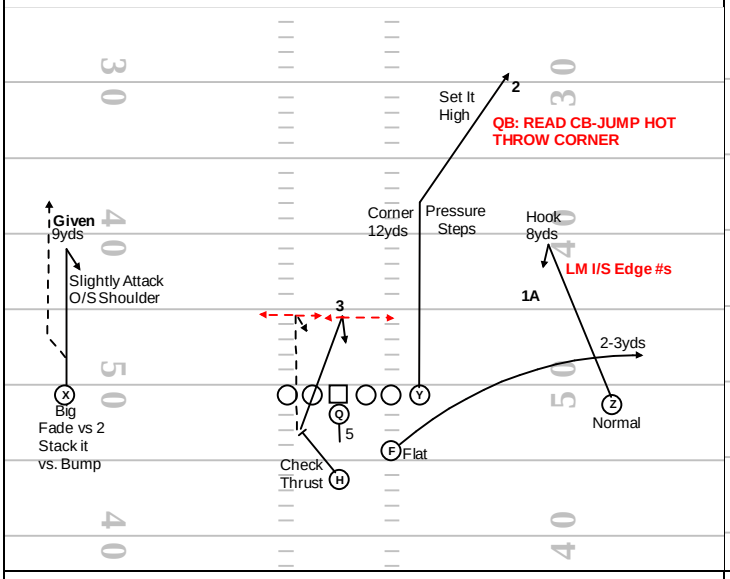
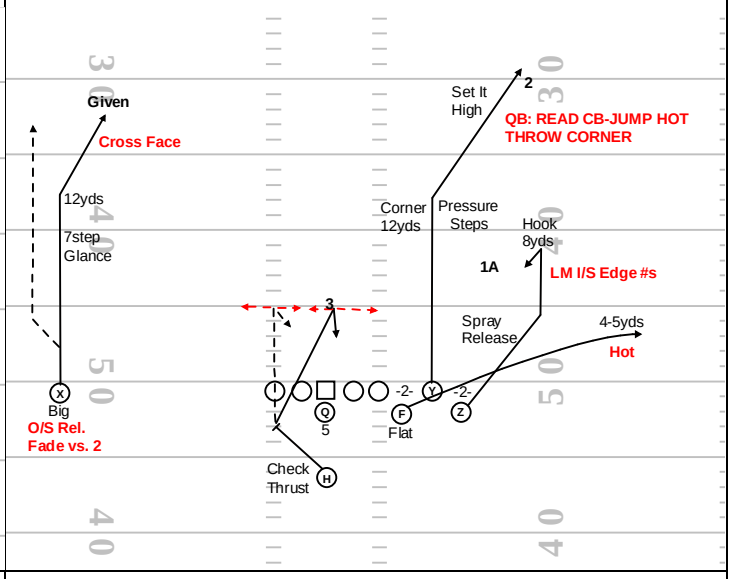
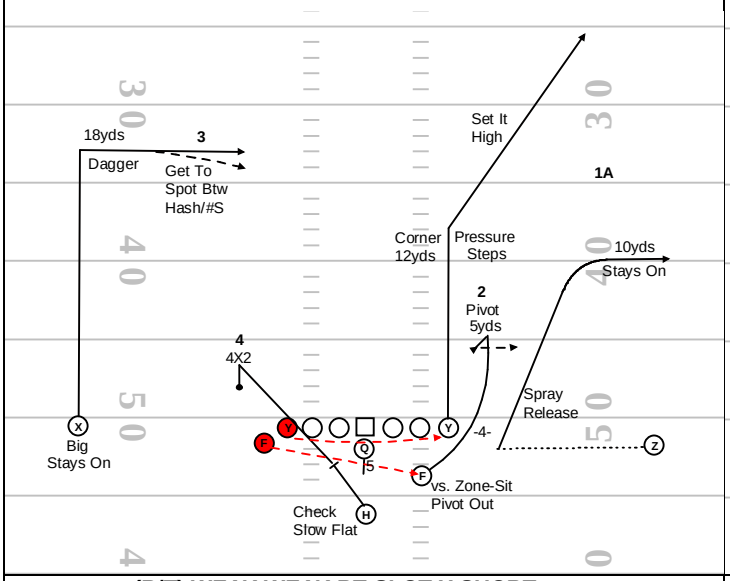
(R/T) (MOVE/F OP) STRONG RT (TITE)
3J Z CHUCK THRUST



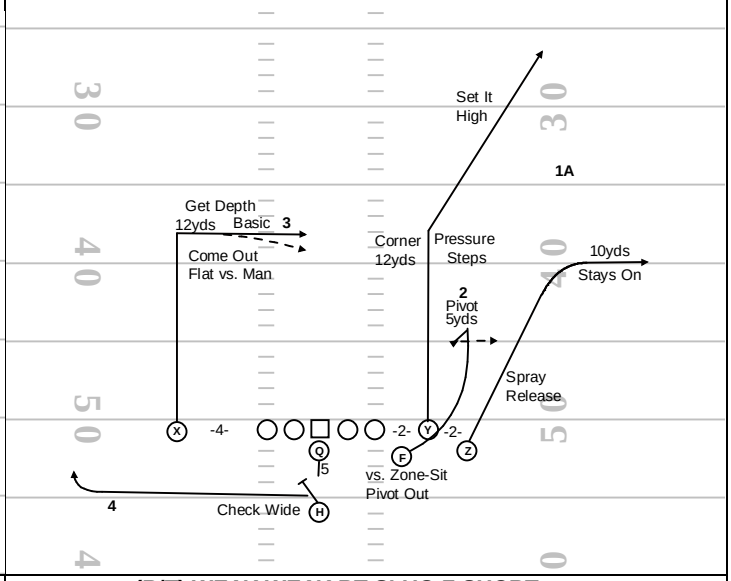
(R/T) BUNCH RT
3J Z CHUCK X GLANCE THRUST



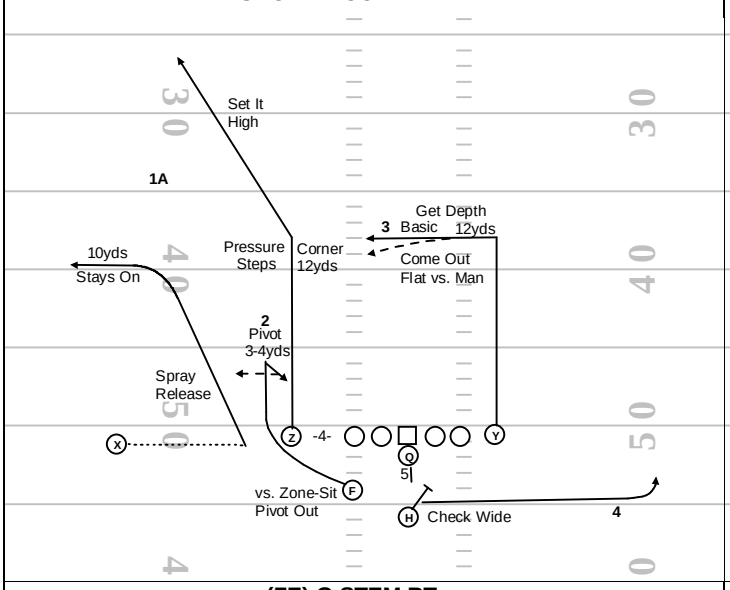
(R/T) (BAFFLE) MOVE STRONG RT Z SHORT
3J Y CORD



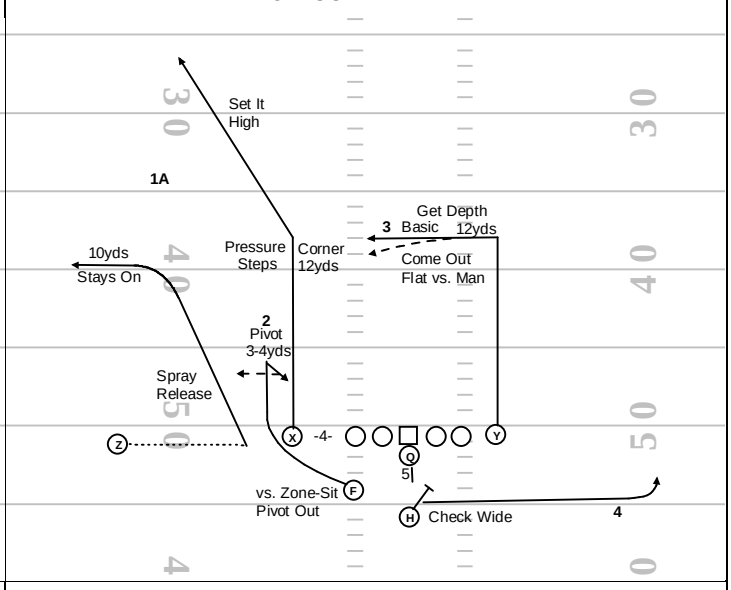
(R/T/ZE) (G)(BAFFLE) BUNCH RT TITE
3J Y CORD WIDE



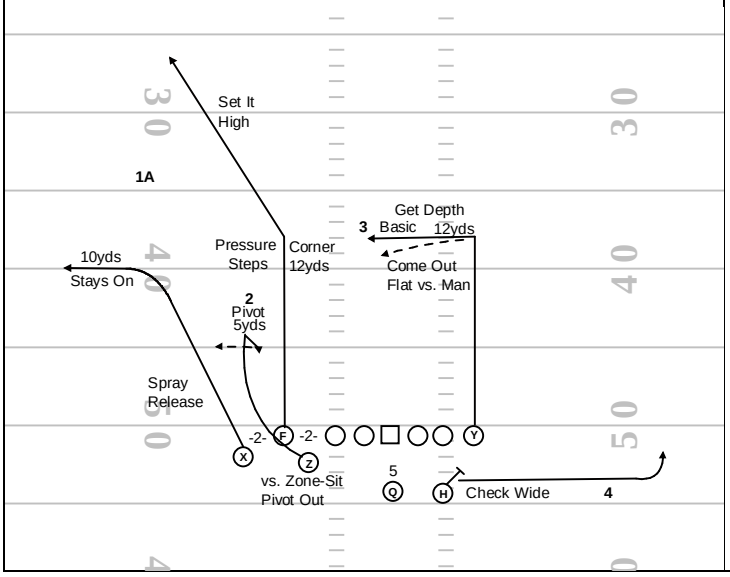
(R/T) WEAK WEAK RT SLOT X SHORT
X SHORT Z CORD WIDE



(R/T) WEAK WEAK RT SLUG Z SHORT
2J X CORD WIDE



(ZE) G STEM RT
2J F CORD WIDE



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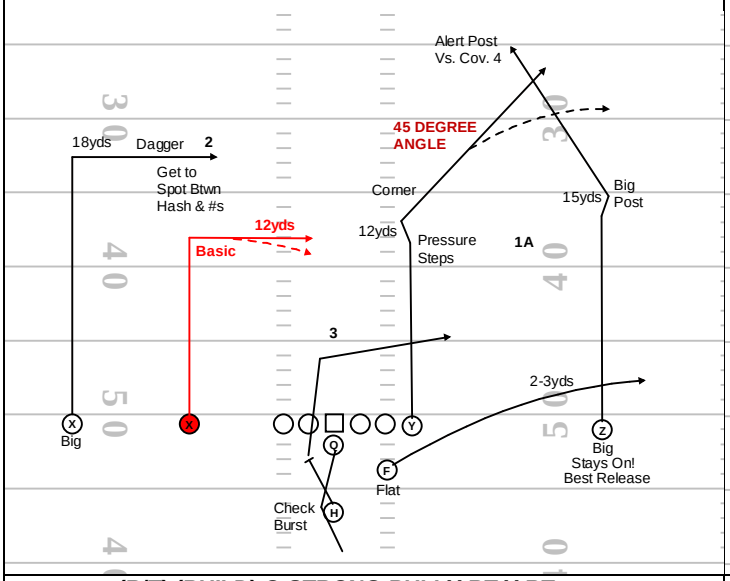
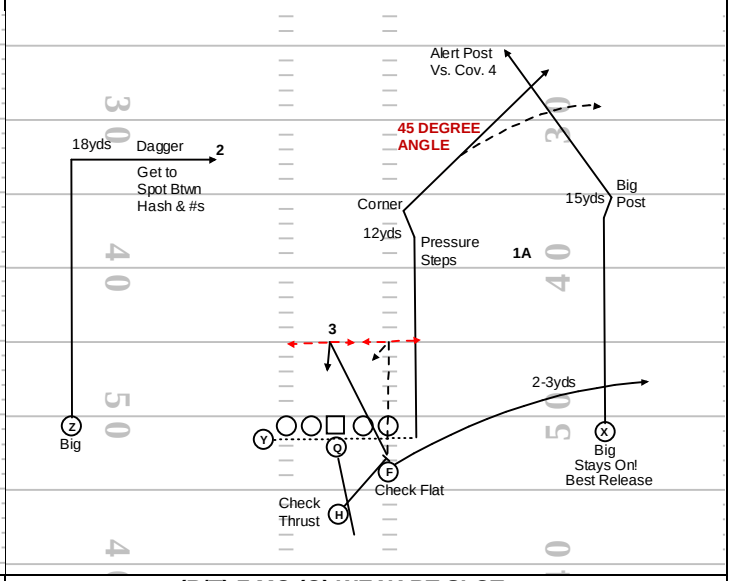
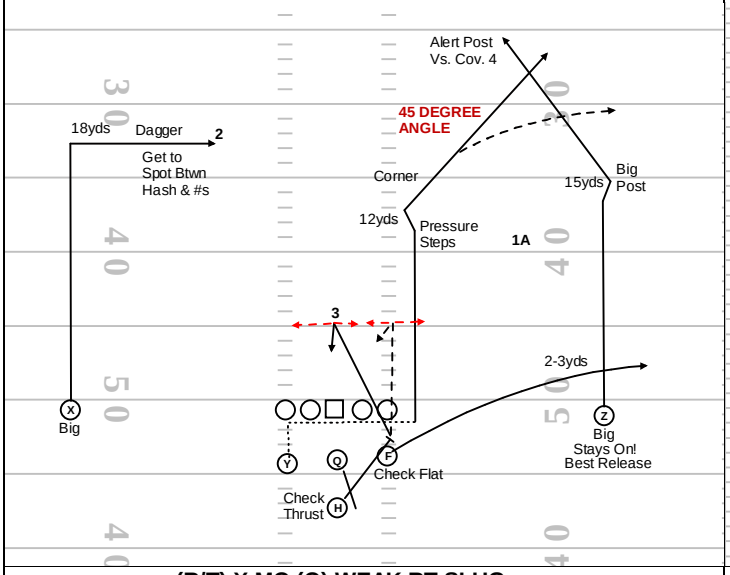
(R/T) (Q) STRONG RT (TITE)
FIRE3J Y RATTLE ROCO



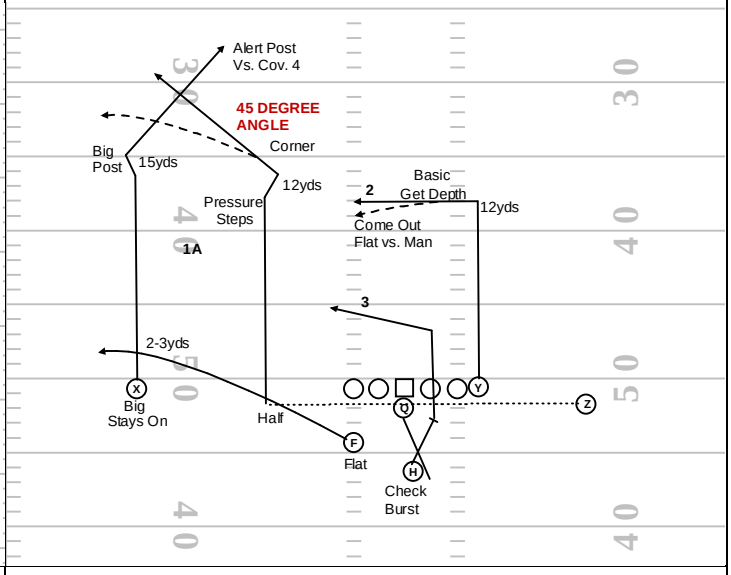
(R/T) (Q) Y STEP WEAK LT Y RT
FIRE2J Y RATTLE THRUST



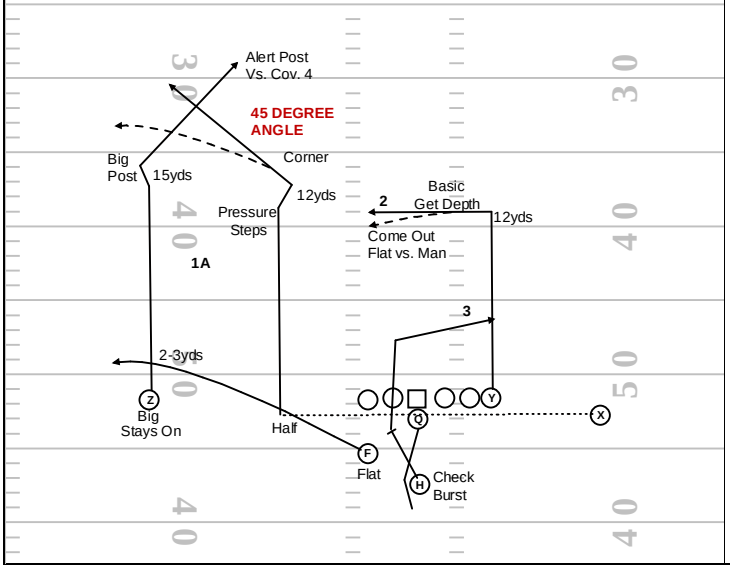
(R/T) (BUILD) Q STRONG BULLY RT Y RT
FIRE2J Y RATTLE THRUST



(R/T) Z MO (Q) WEAK RT SLOT
FIRE2J Z RATTLE LOCO



(R/T) X MO (Q) WEAK RT SLUG
FIRE3J X RATTLE ROCO



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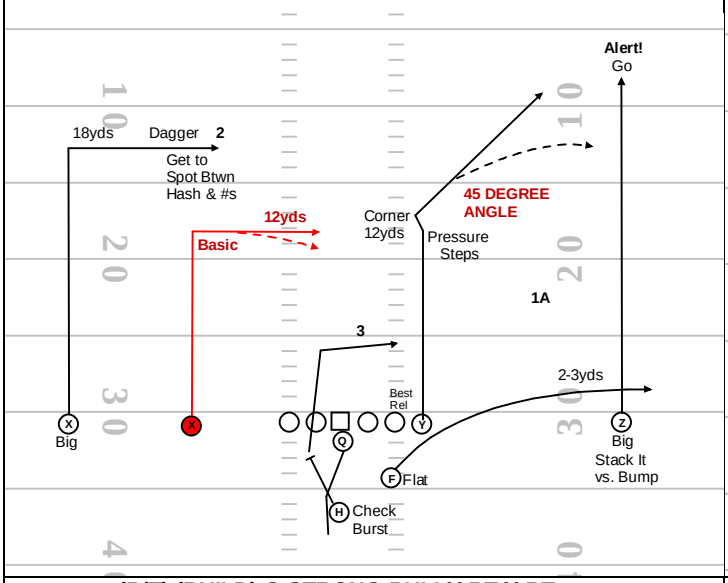
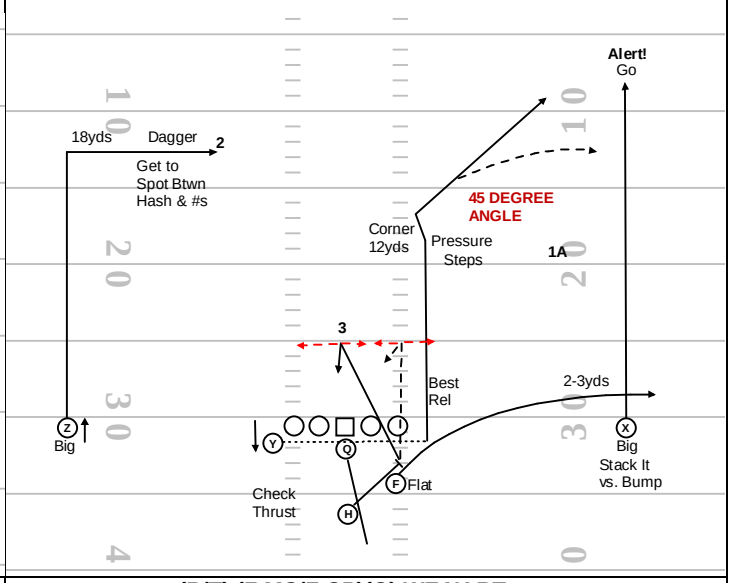
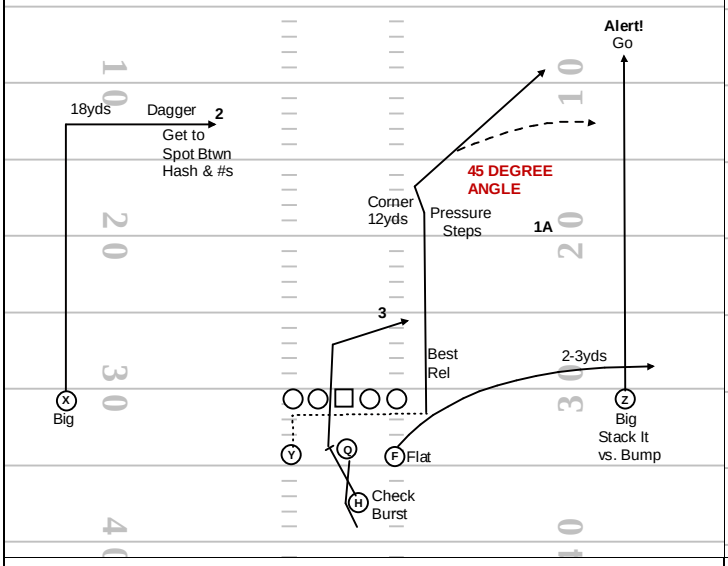
(R/T) (Q) STRONG RT (TITE)
FIRE3J Y FLAG ROCO



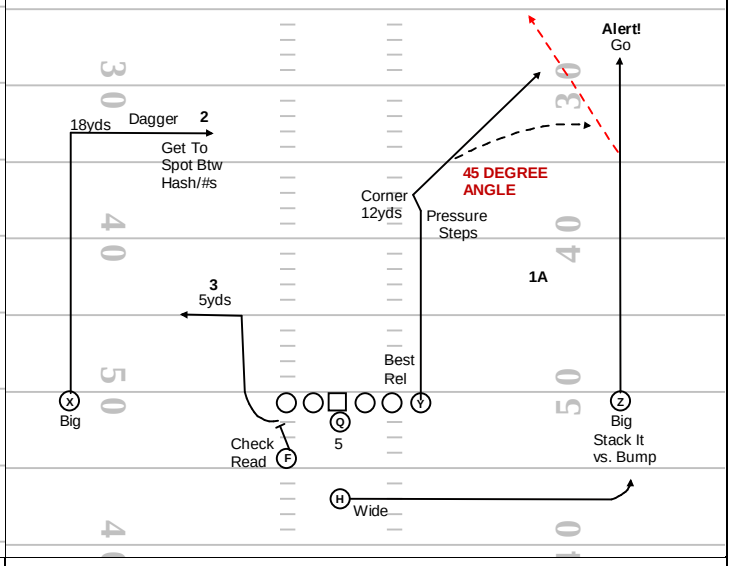
(R/T) Y STEP (Q) WEAK LT Y RT
FIRE2J Y FLAG THRUST



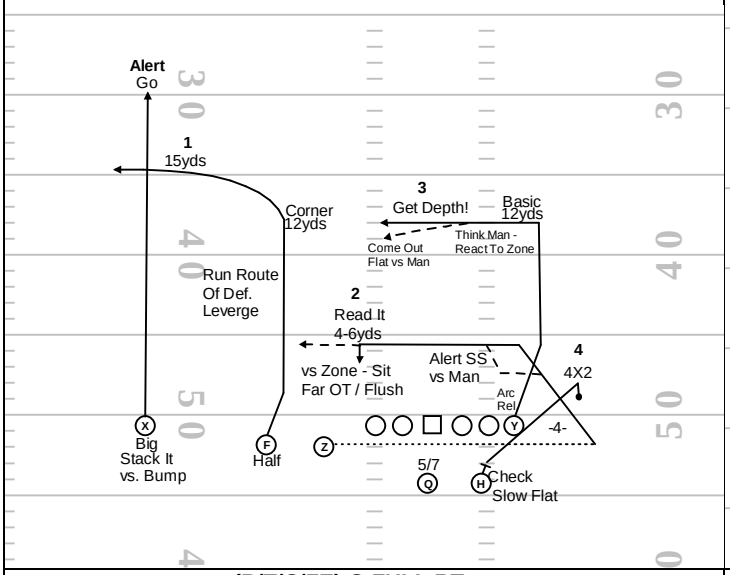
(R/T) (BUILD) Q STRONG BULLY RT Y RT
FIRE2J Y FLAG ROCO



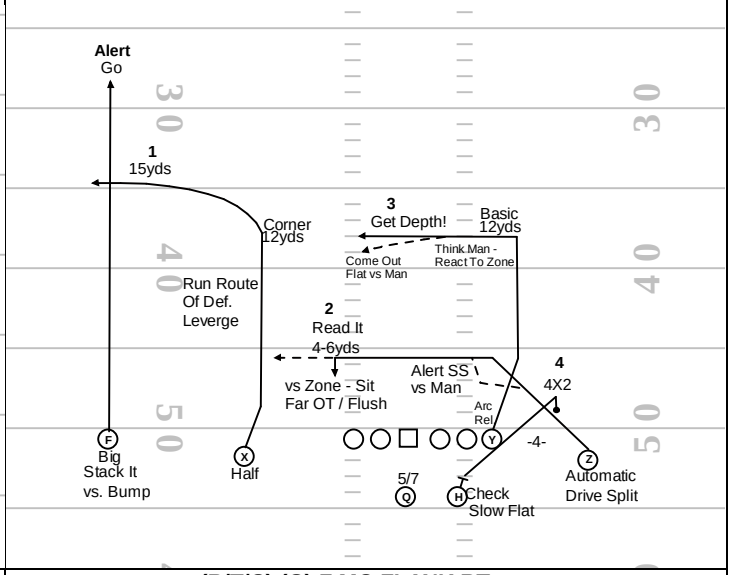
(R/T) (Z MO/F OP)(Q) WEAK RT
"F"-3J Y FLAG (RATTLE) H WIDE



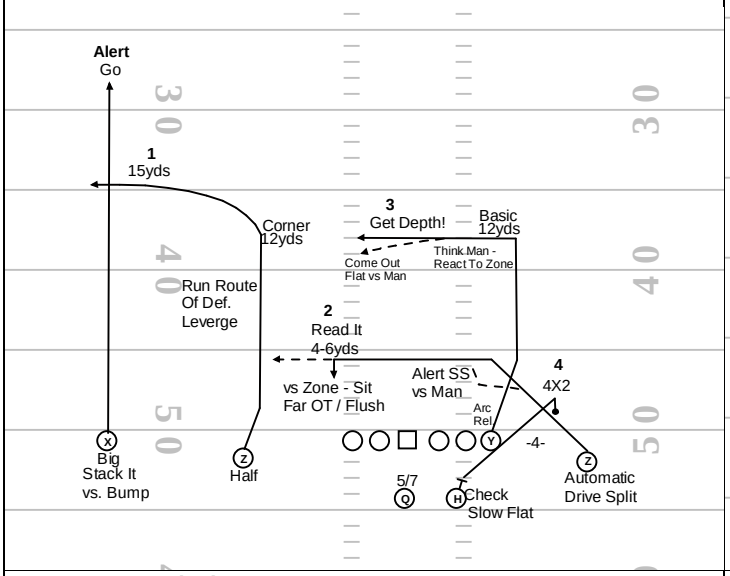
(R/T/C/ZE) Z MO G DOUBLE RT
2J F SAIL Z DRIVE



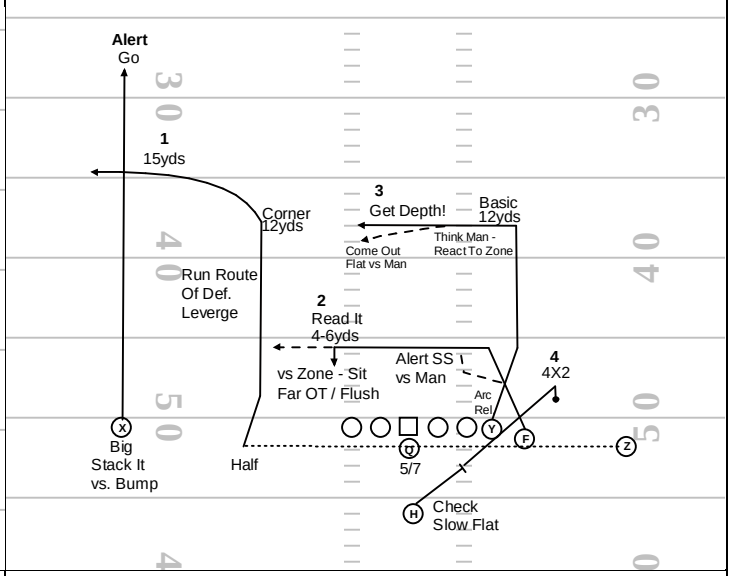
(R/T/C/ZE) G DART RT
2J X SAIL Z DRIVE



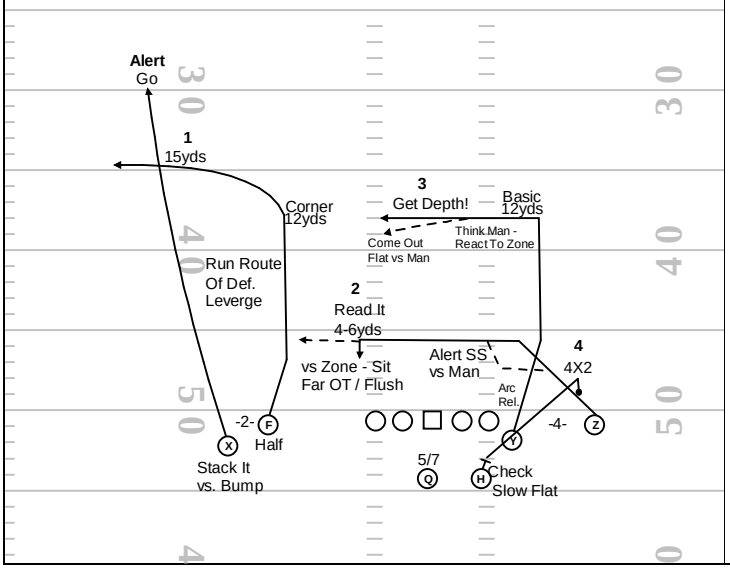
(R/T/C/ZE) G FULL RT
2J X SAIL Z DRIVE



(R/T/C) (G) Z MO FLANK RT
2J Z SAIL F DRIVE



(ZE) G DOUBLE RT NASTY OFF
2J F SAIL Z DRIVE



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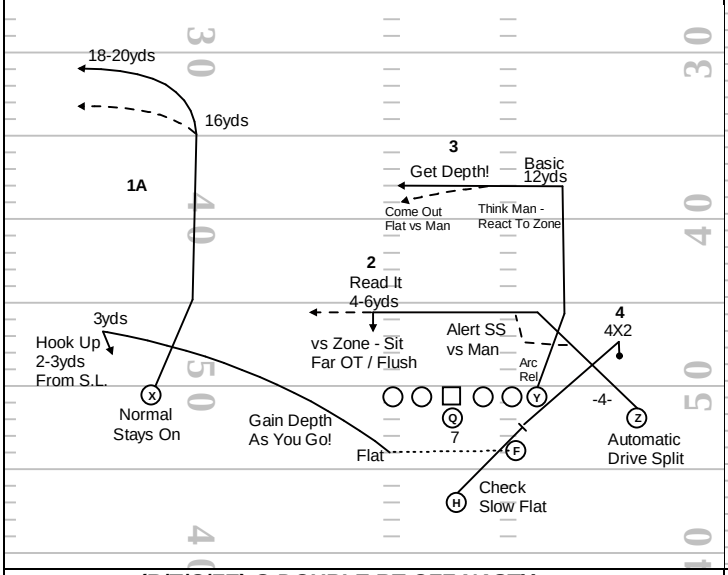
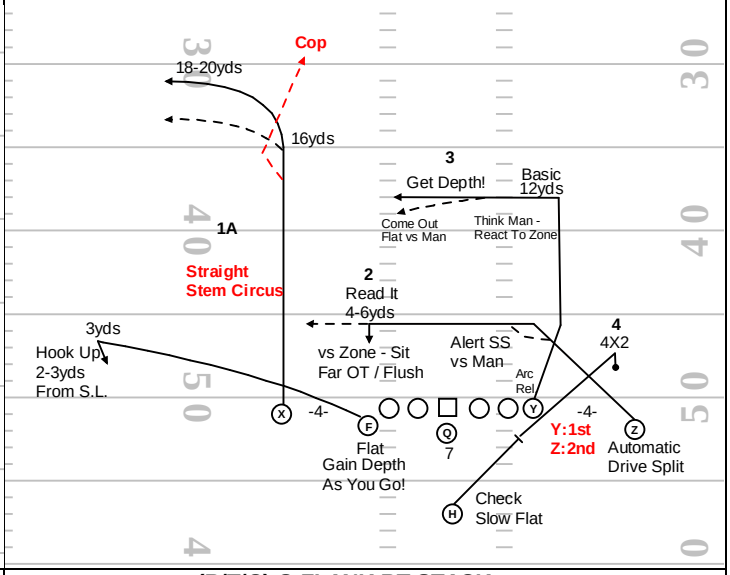
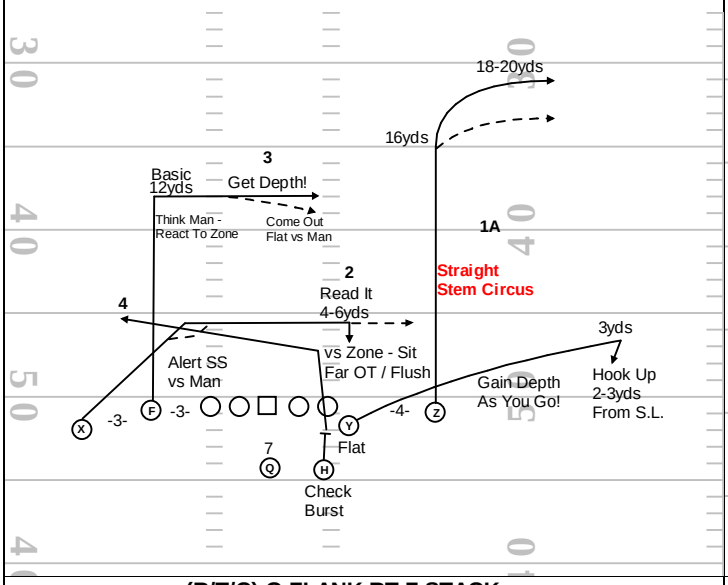
(R/T/C) F OP WEAK RT
2J F COFFIN Z DRIVE



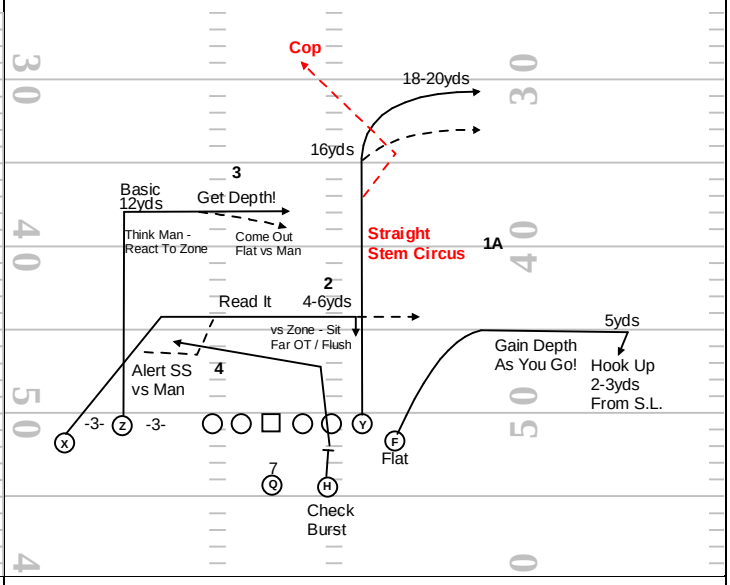
(R/T/C) (BREAK) OFF RT NASTY
2J F COFFIN (COP) Z DRIVE



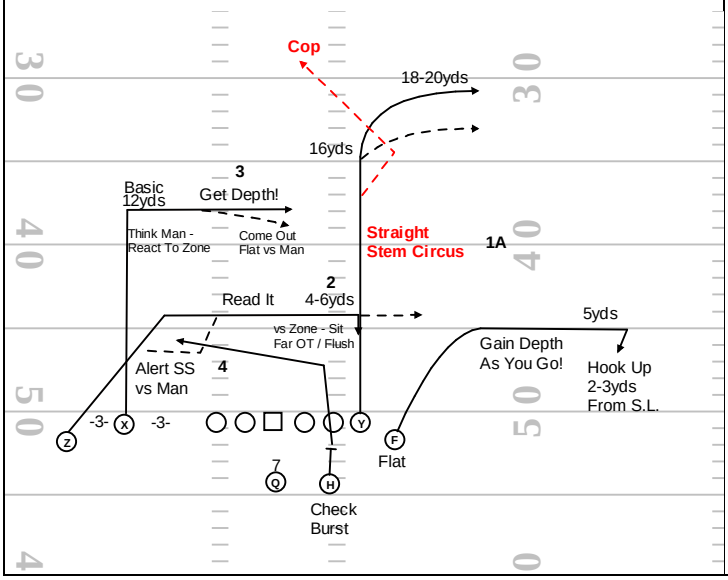
(R/T/C/ZE) G DOUBLE RT OFF NASTY
2J Y COFFIN X DRIVE BURST



(R/T/C) G FLANK RT STACK
2J F COFFIN (COP) X DRIVE BURST



(R/T/C) G FLANK RT Z STACK
2J F COFFIN (COP) Z DRIVE BURST



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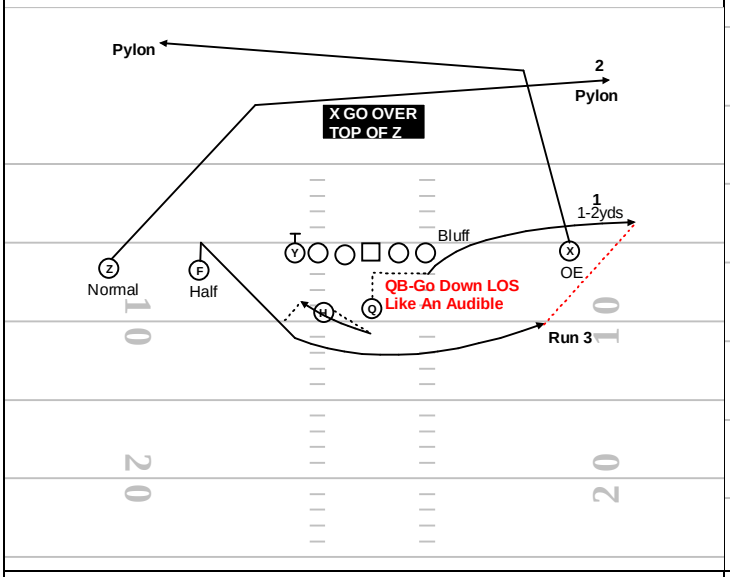
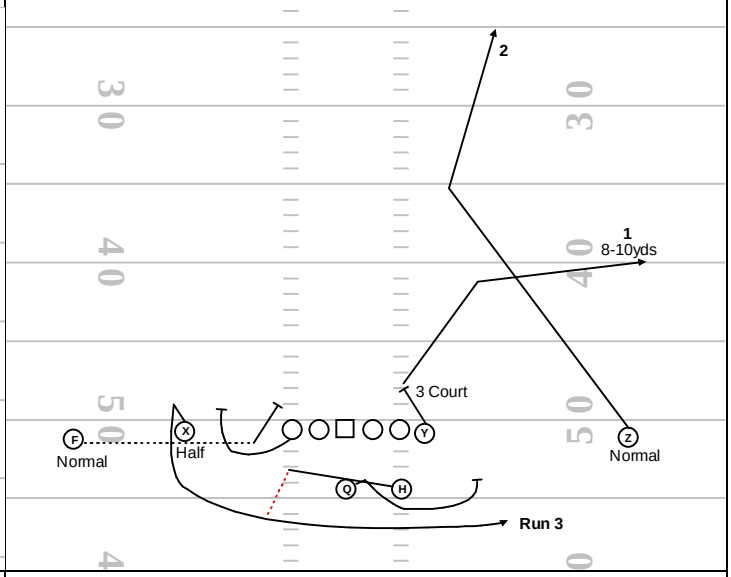
INSTALL 1

GADGET

(ZE) TRIPS LT
DIRECT SNAP F AROUND PASS QB BLUFF

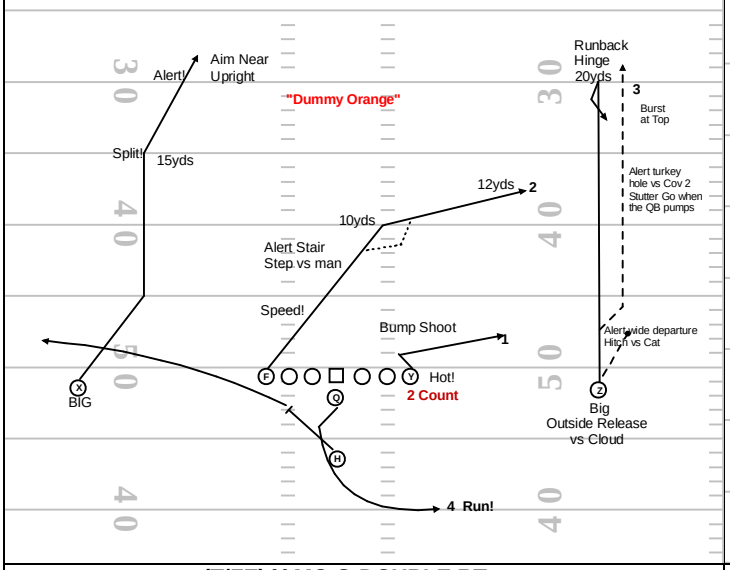


(T) G DART RT F SOCK
FK39 TED X AROUND PASS Y BONE

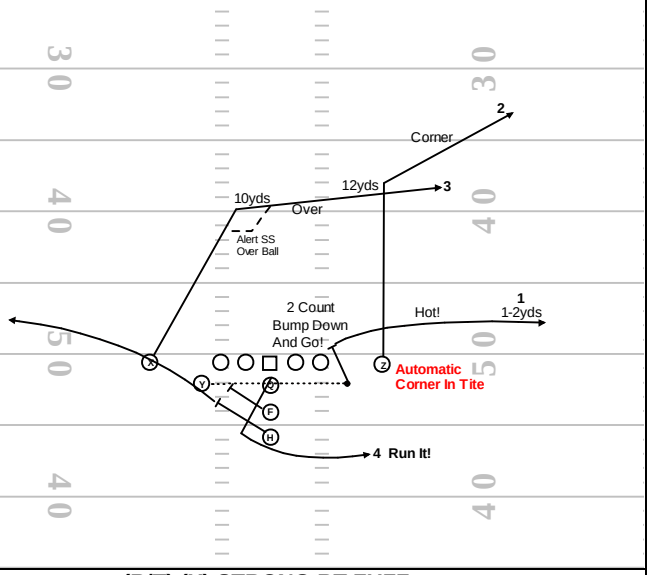


MOVEMENT

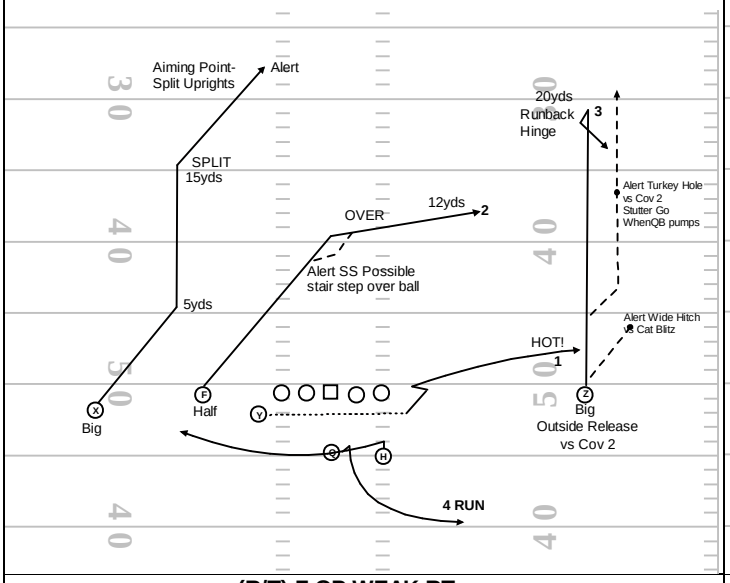
(T) (BREAK) DOT RT (Y CTR)
KEEP 97 RT Y BUMP



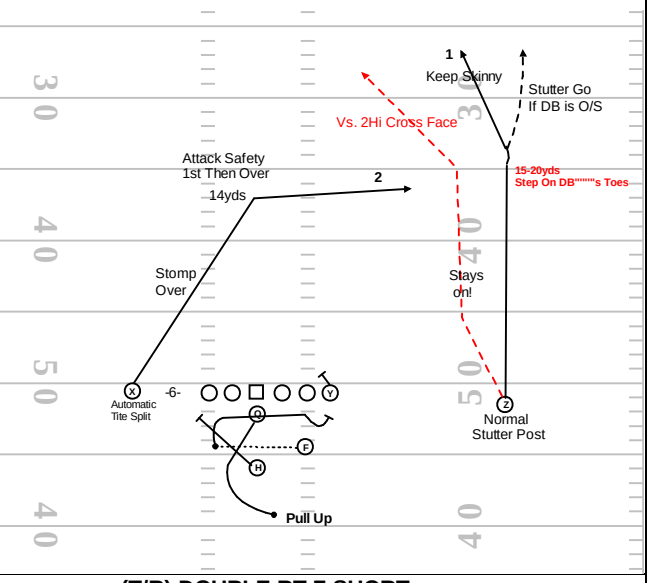
(T/C) Y MO GREEN RT NASTY
KEEP97 RT Y BUMP



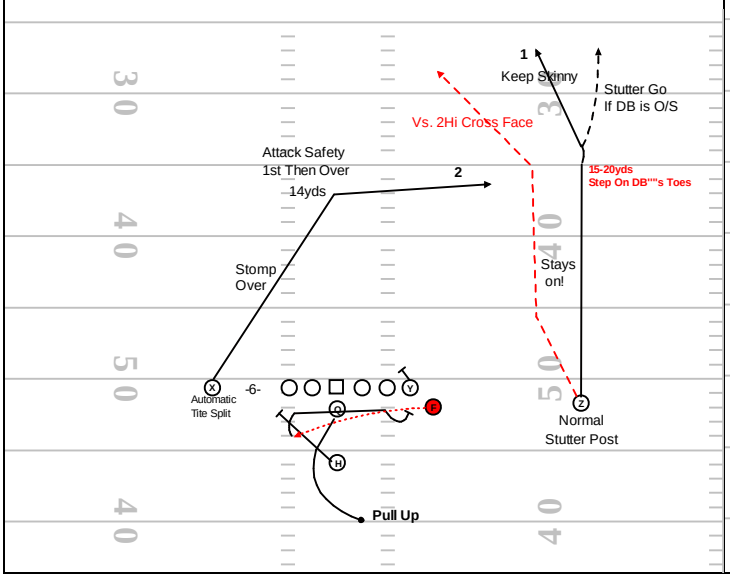
(T/ZE) Y MO G DOUBLE RT
KEEP 37 RT Y BUMP



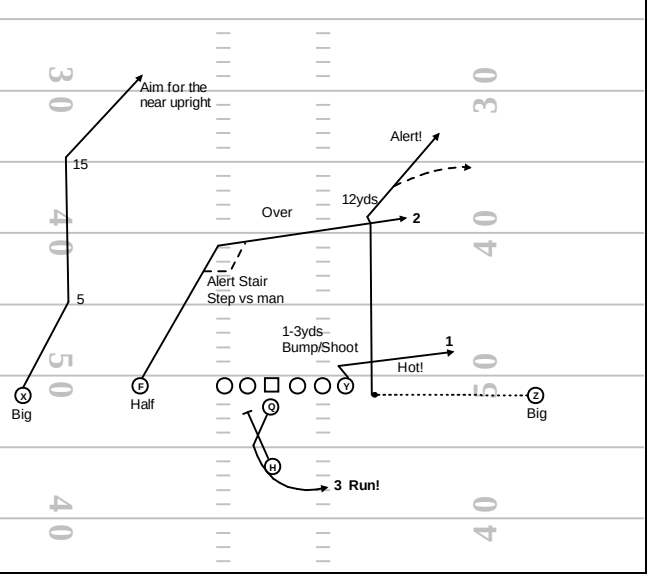
(R/T) (X) STRONG RT FUZZ
KEEP 97 RT STEEL Z STOMP



(R/T) F OP WEAK RT
KEEP 97 RT STEEL Z STOMP



(T/R) DOUBLE RT Z SHORT
KEEP 97 RT Y BUMP



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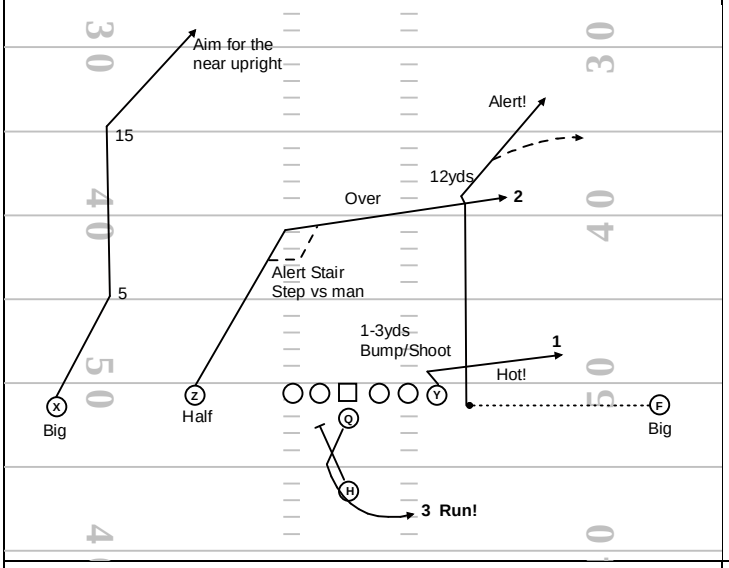
MOVEMENT

(T/R) FULL RT F SHORT

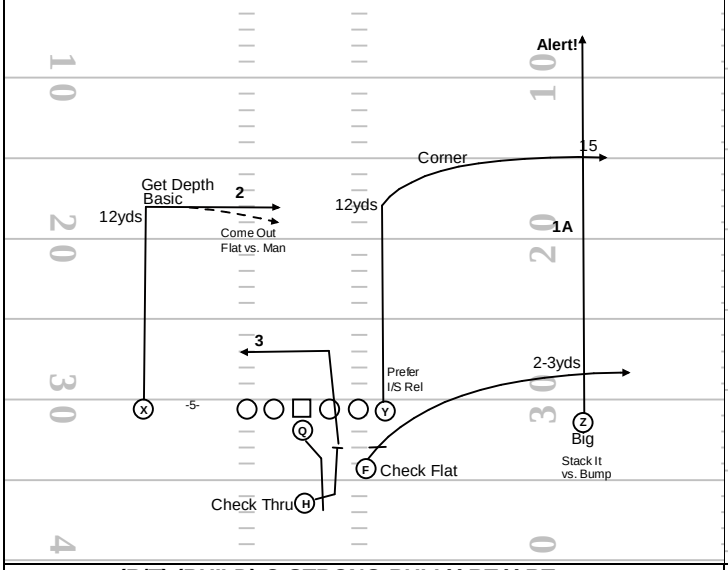
KEEP 97 RT Y BUMP



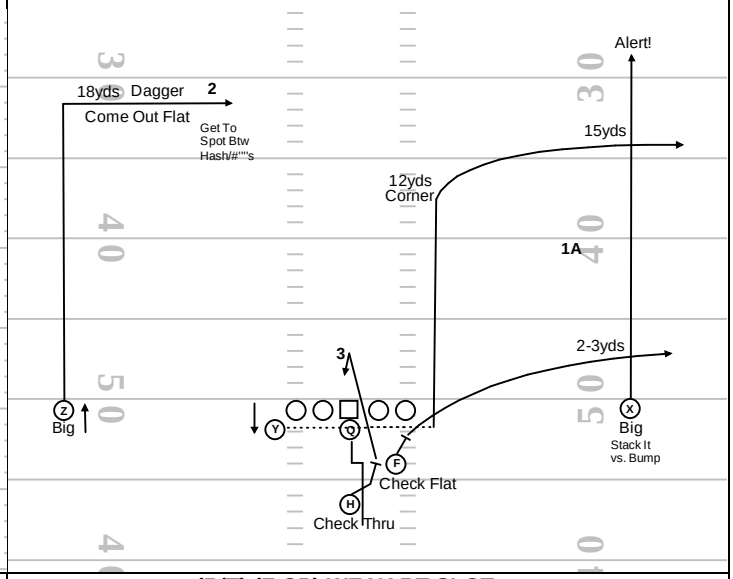
INSTALL #1

PLAY PASS

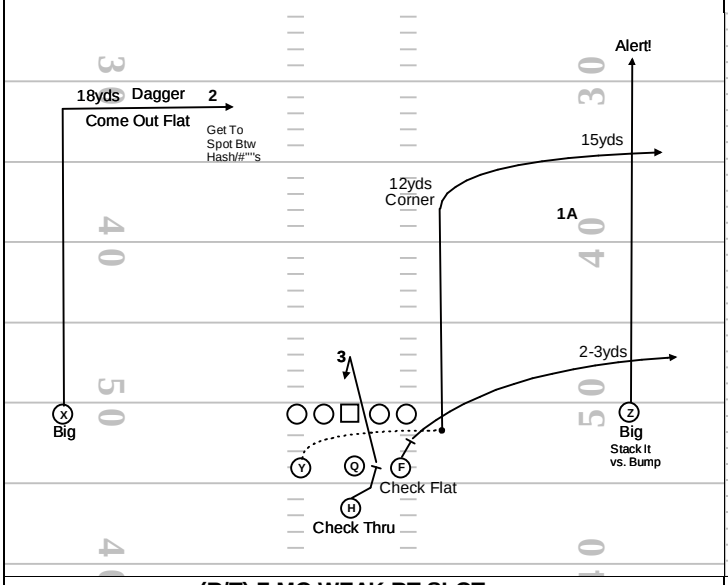
(R/T) STRONG RT TITE
HND2 Y SAIL BURST



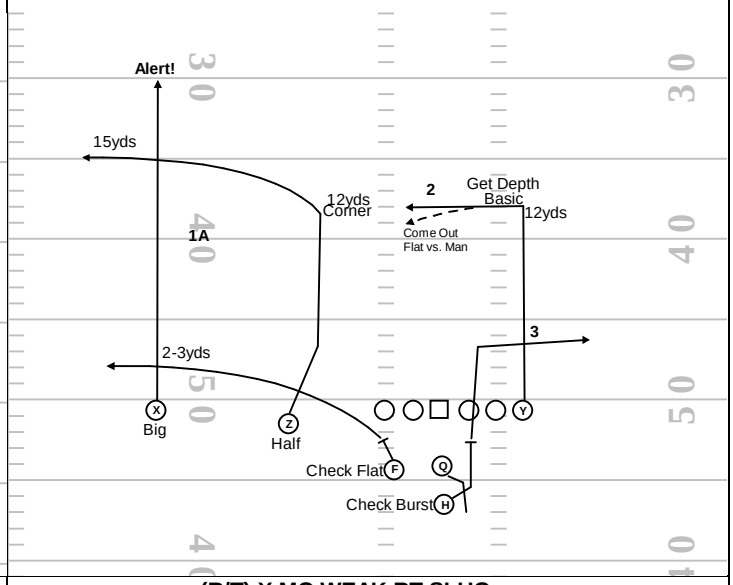
(R/T) Y STEP (Q) WEAK LT Y RT
HND 2 Y SAIL



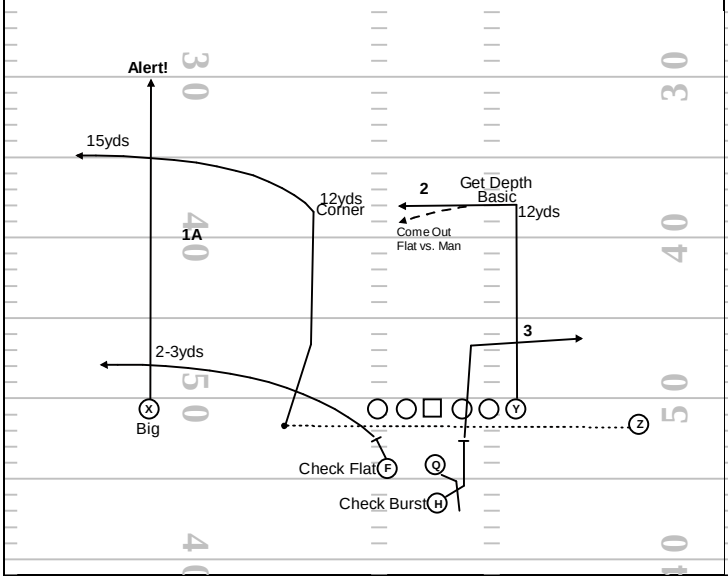
(R/T) (BUILD) Q STRONG BULLY RT Y RT
HND 2 Y SAIL



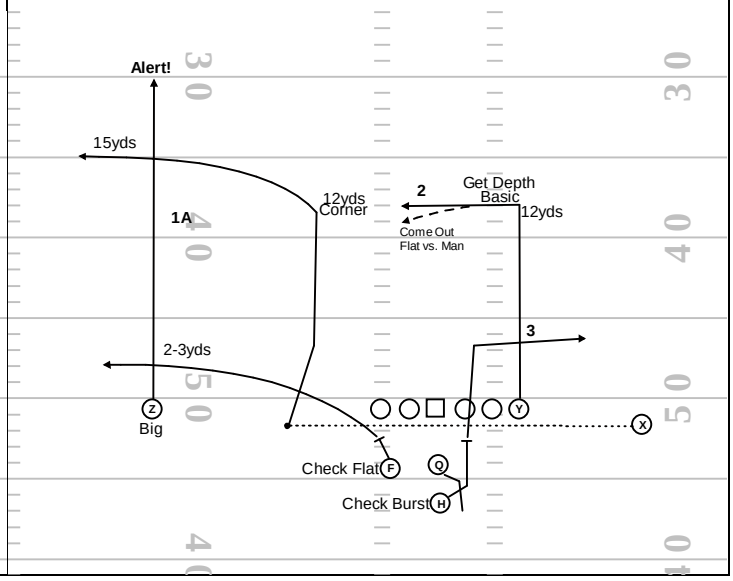
(R/T) (F OP) WEAK RT SLOT
HND 3 SPLIT Z SAIL BURST



(R/T) Z MO WEAK RT SLOT
HND 3 SPLIT Z SAIL BURST



(R/T) X MO WEAK RT SLUG
HND 3 SPLIT X SAIL BURST



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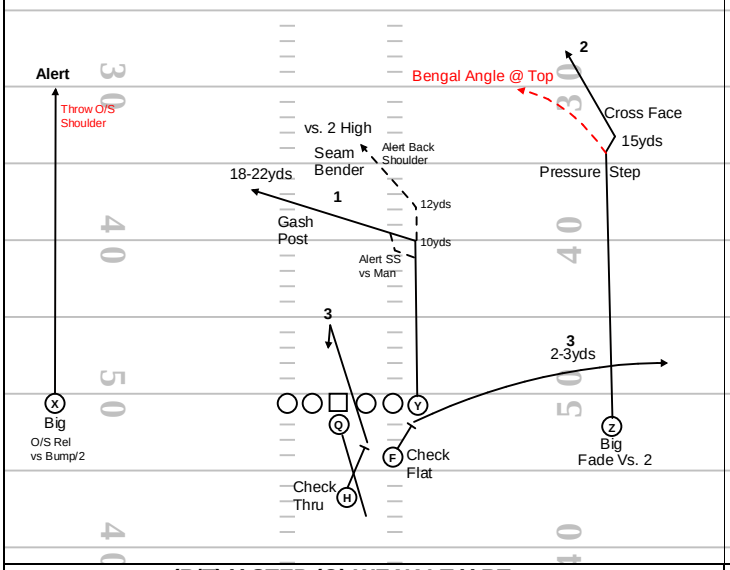
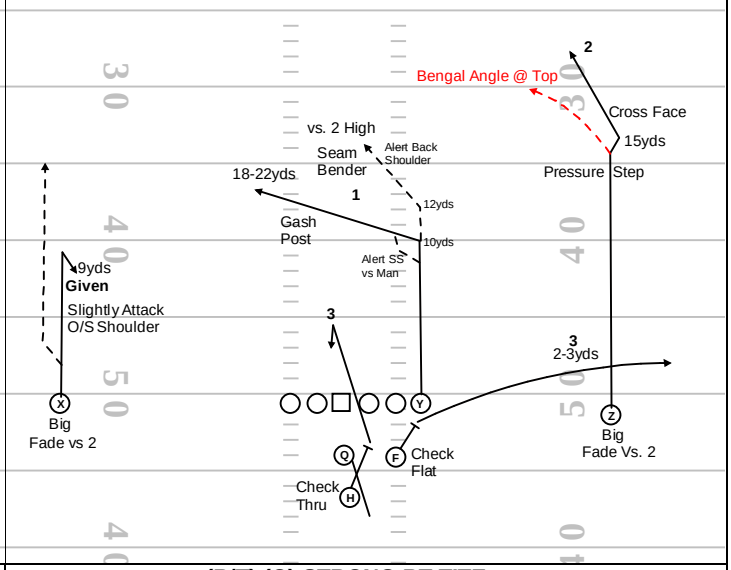
PLAY PASS

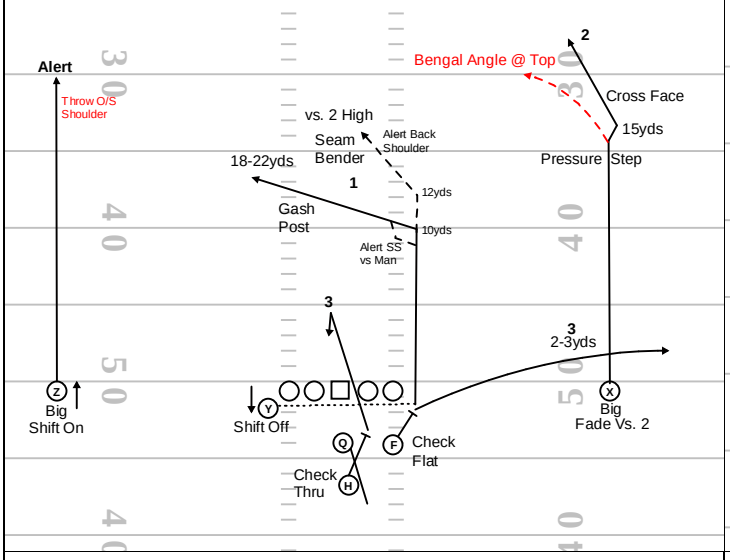
(R/T) (Q) STRONG RT
HND2 DUAL POST



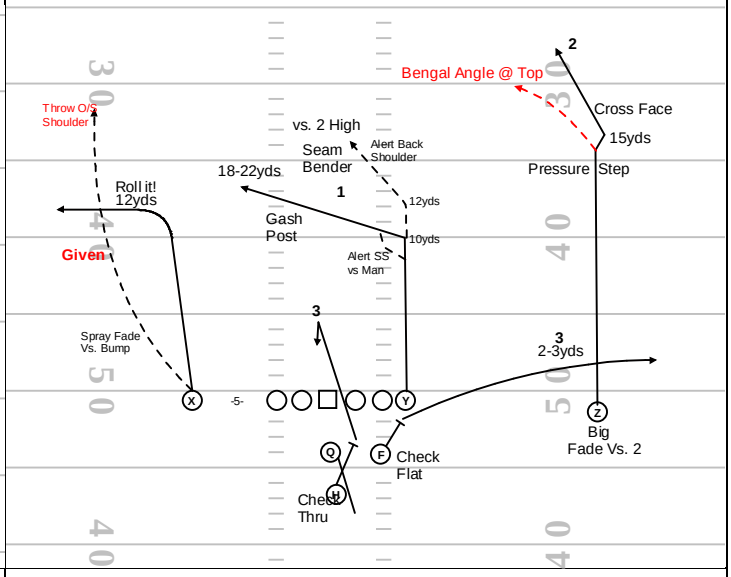
(R/T) (Q) STRONG RT
HND2 Y DUAL POST X VENUS



(R/T) Y STEP (Q) WEAK LT Y RT
HND2 Y DUAL POST

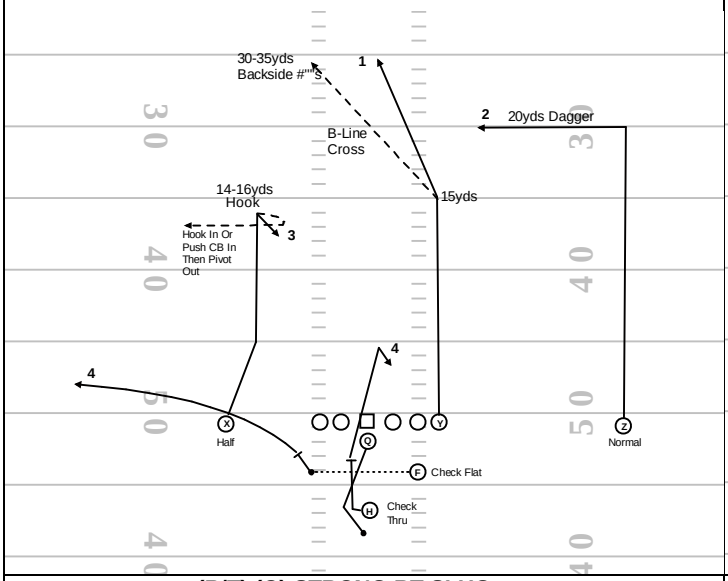


(R/T) (Q) STRONG RT TITE
HND2 Y DUAL POST X OSCAR

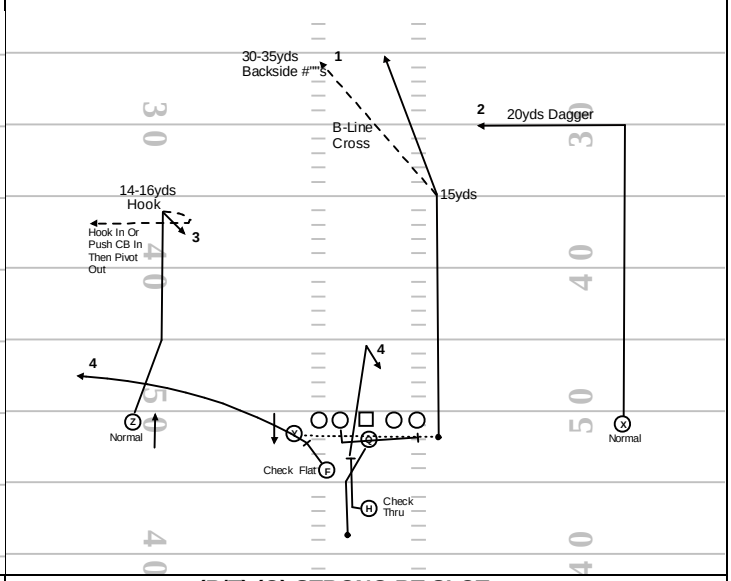


PLAY PASS

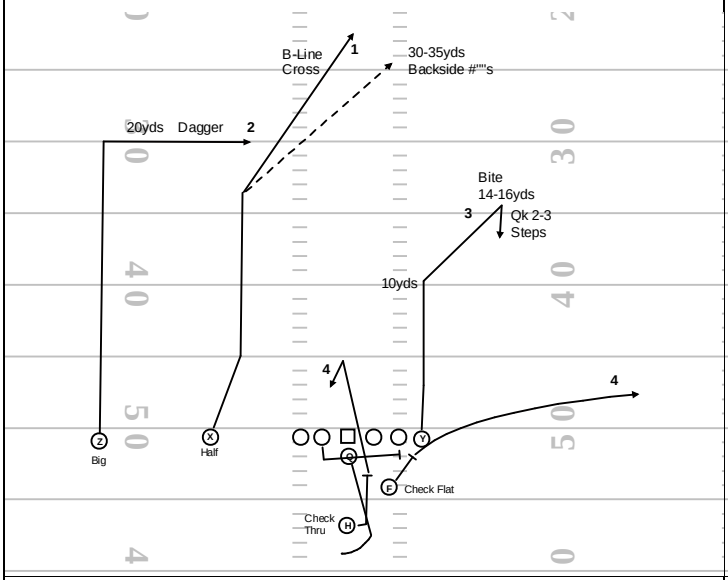
(R/T) (MVE) STRONG RT TITE FUZZ
SELL HD3 X CHOOSE Y B-LINE



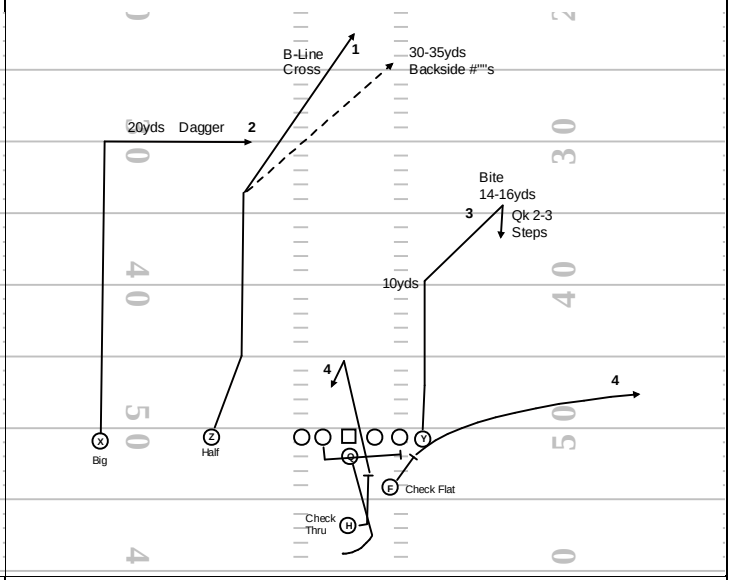
(R/T) Y STEP STRONG LT Y RT
SELL HD3 Z CHOOSE Y B-LINE



(R/T) (Q) STRONG RT SLUG
SELL HD2 Y BITE X B-LINE



(R/T) (Q) STRONG RT SLOT
SELL HD2 Y BITE Z B-LINE



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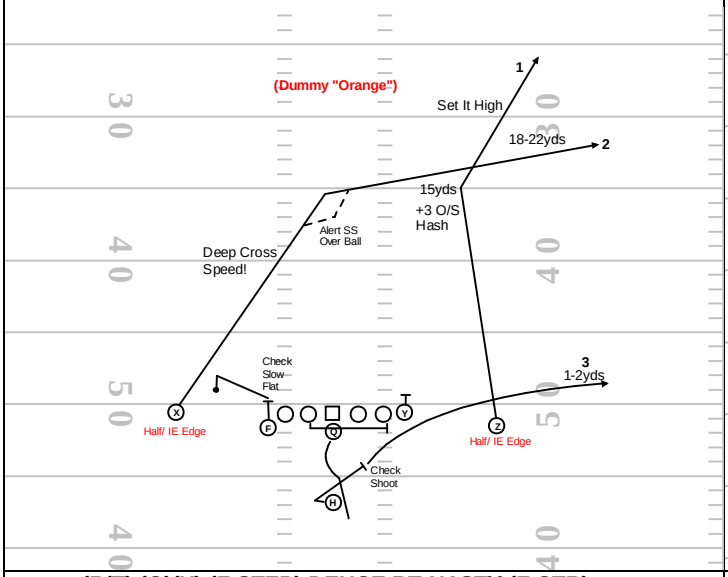
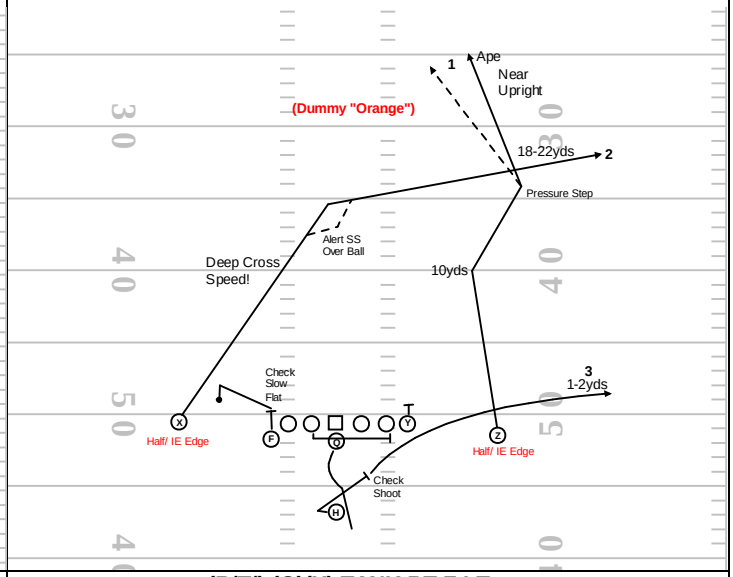
PLAY PASS

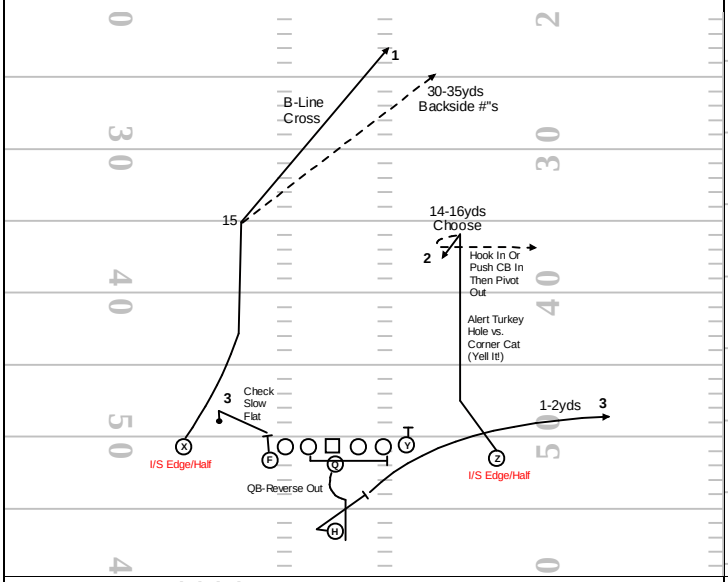
(C/T) DEUCE RT NASTY (F CTR)
CADILLAC Z ANGLE X DEEP CROSS (DUMMY ORANGE)



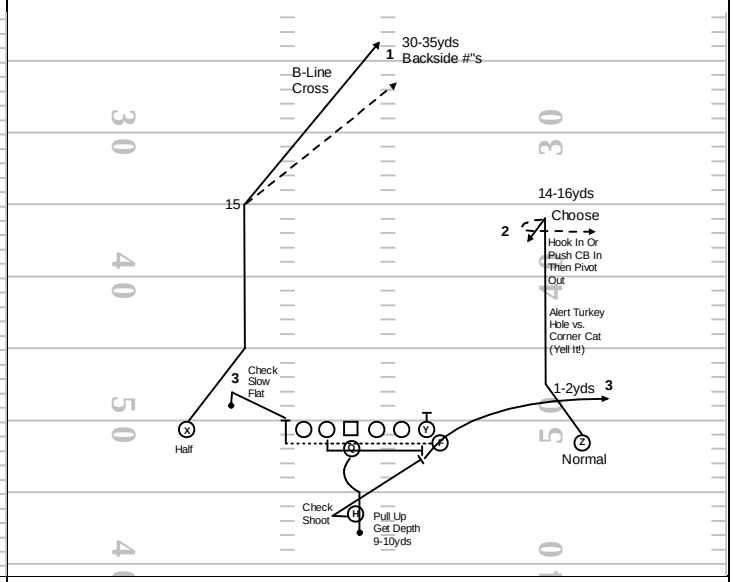
(C/T) DEUCE RT NASTY (F CTR)
CADILLAC Z APE X DEEP CROSS (DUMMY ORANGE)



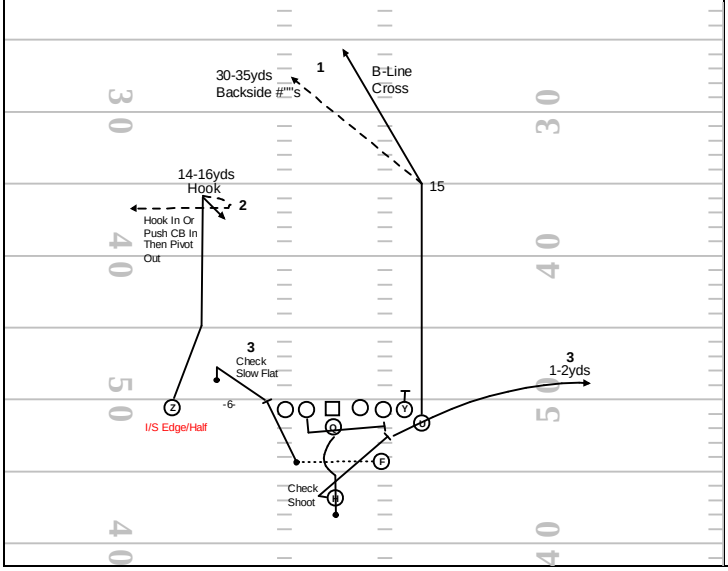
(R/T) (Q)(X) (F STEP) DEUCE RT NASTY (F CTR)
CADILLAC Z CHOOSE X B-LINE



(R/T/) (Q)(X) TANK RT F LT
CADILLAC Z CHOOSE X B-LINE



(Y) (Q) STRONG RT WING FUZZ
CADILLAC Z CHOOSE U B-LINE



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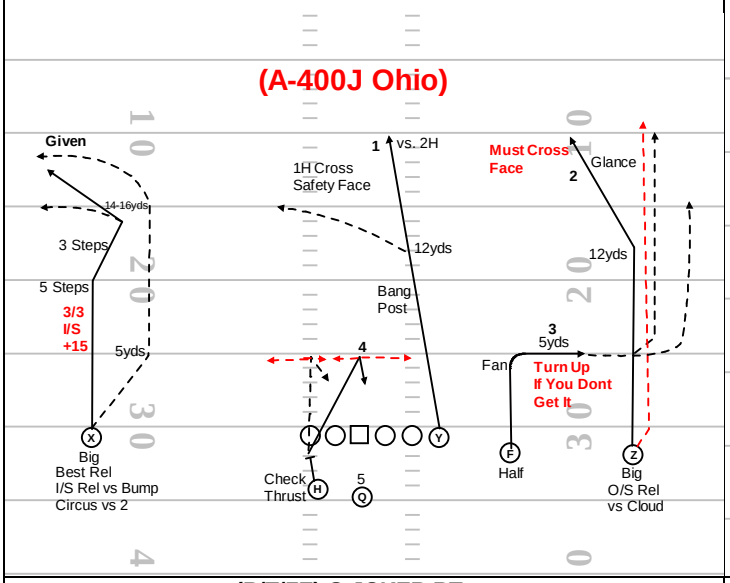
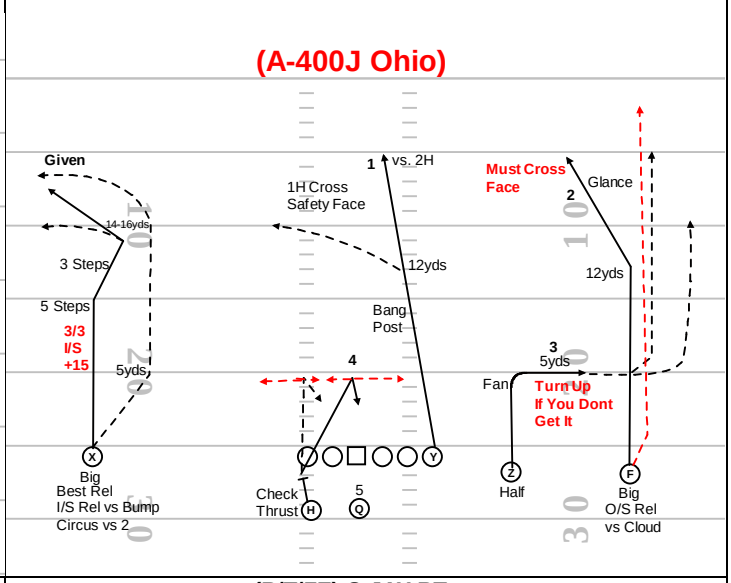
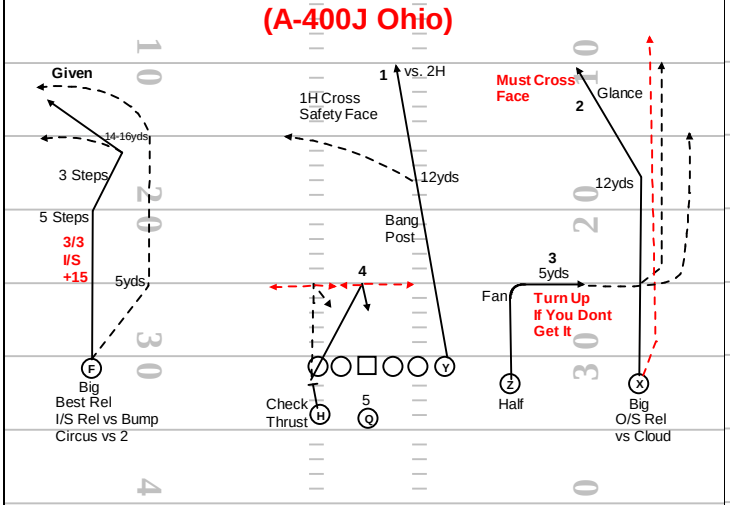
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
3J Z BANG F FAN THRUST (SIGNAL OHIO)



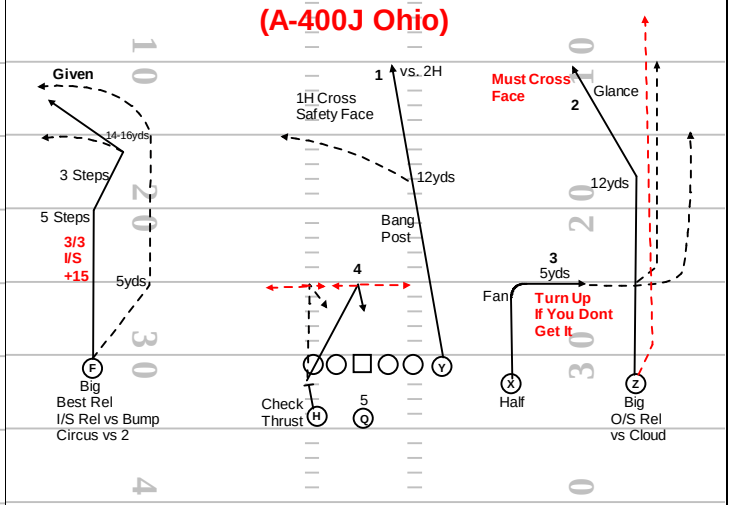
(R/T/ZE) G TAZ RT
3J F BANG F FAN THRUST (SIGNAL OHIO)



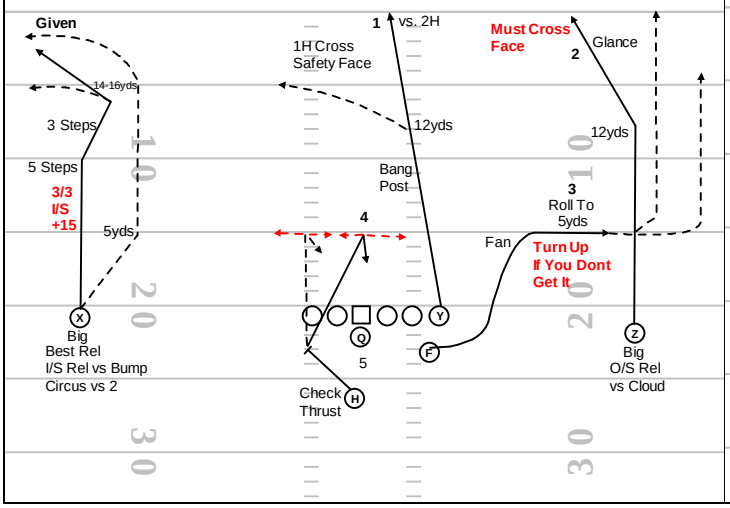
(R/T/ZE) G JOKER RT
3J X BANG Z FAN THRUST (SIGNAL OHIO)



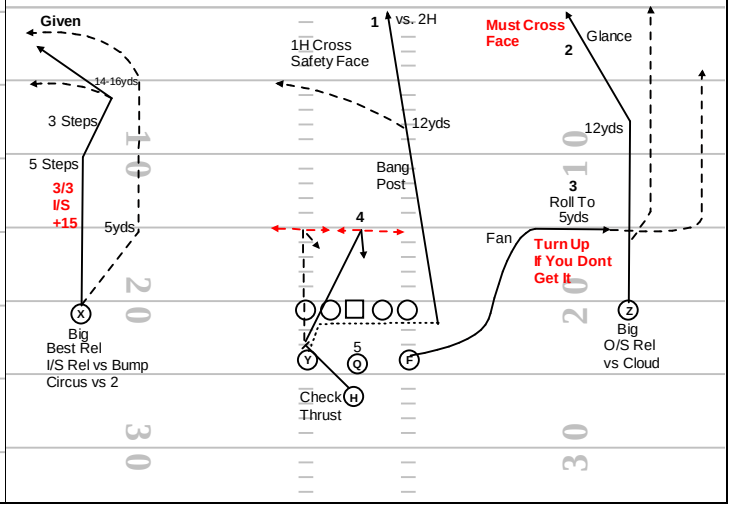
(R/T/ZE) G JAX RT
3J Z BANG X FAN THRUST (SIGNAL OHIO)



(R/T) STRONG RT
3J Z BANG F FAN THRUST (SIGNAL X WR)



(R/T) Q STRONG BULLY RT Y RT
3J X BANG F FAN THRUST (SIGNAL X WR)



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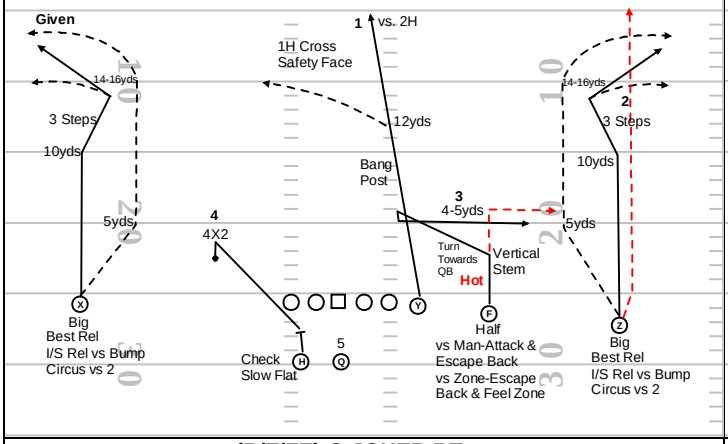
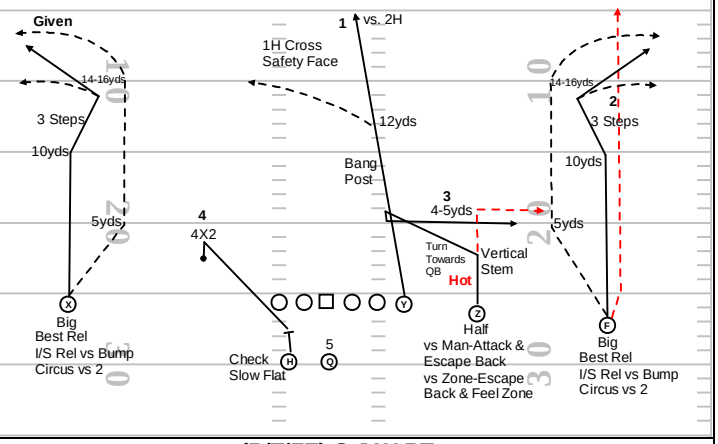
(R/T/ZE) (Z MO)(MOVE) G TRIPS RT
3J Z SHAKE F ESCAPE (SIGNAL OHIO)

(A-400J Ohio)



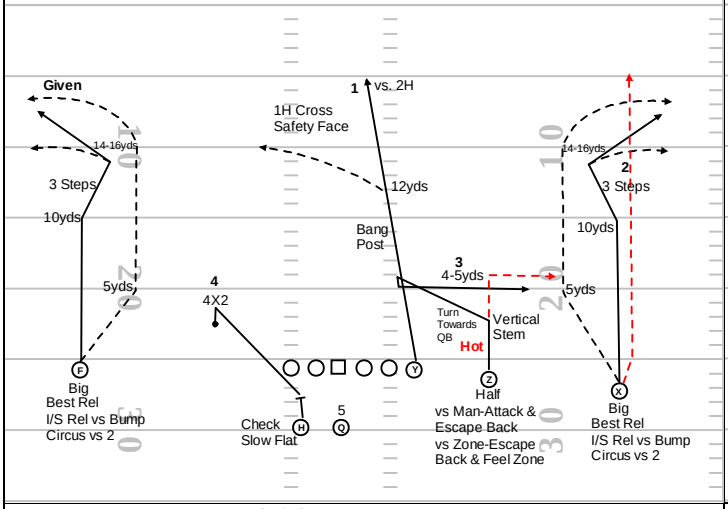
(R/T/ZE) G TAZ RT
3J F SHAKE Z ESCAPE (SIGNAL OHIO)

(A-400J Ohio)



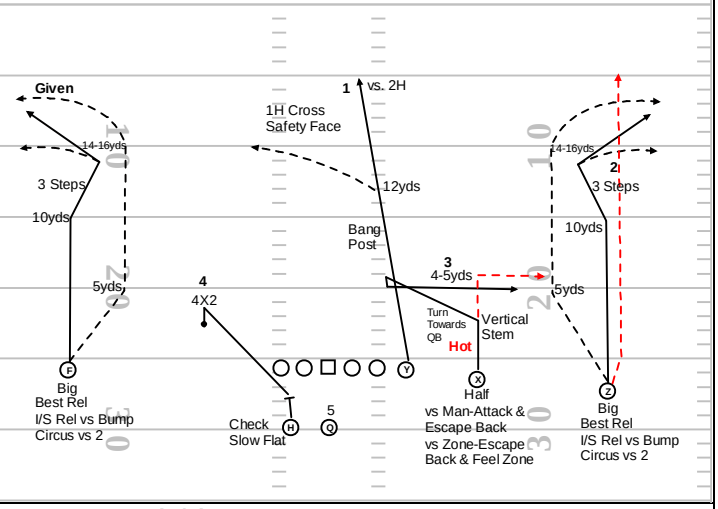
(R/T/ZE) G JOKER RT
3J X SHAKE Z ESCAPE (SIGNAL OHIO)

(A-400J Ohio)

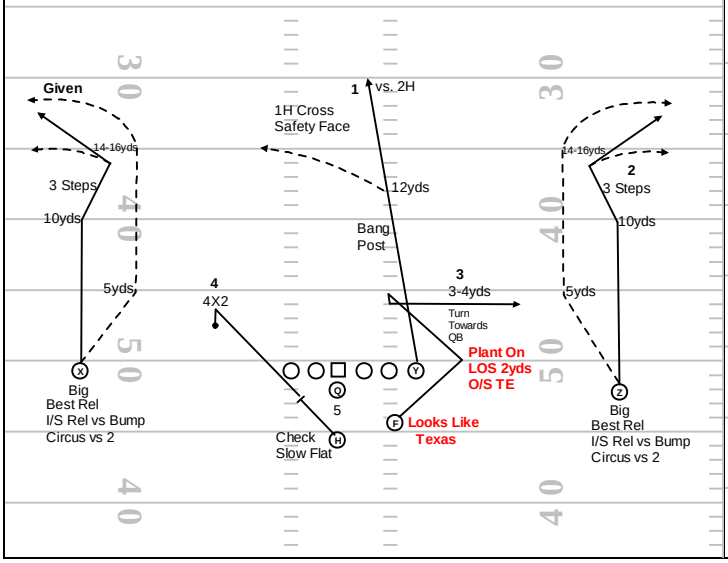


(R/T/ZE) G JAX RT
3J Z SHAKE X ESCAPE (SIGNAL OHIO)

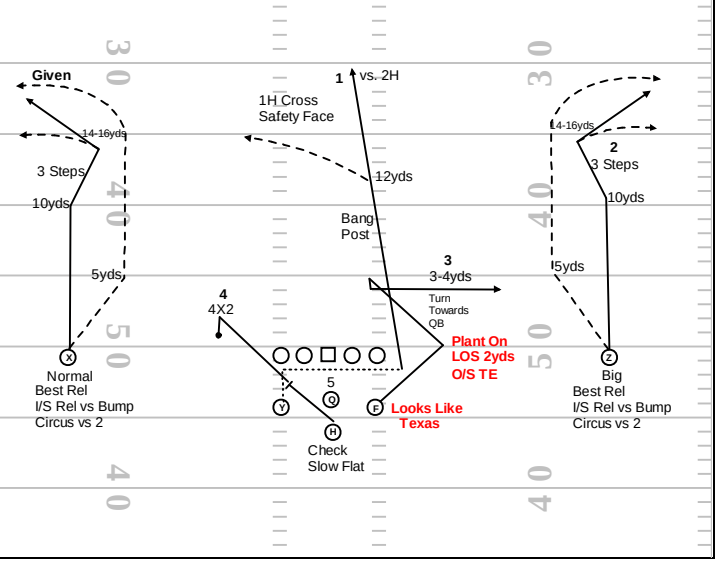
(A-400J Ohio)



(R/T) STRONG RT
3J Z SHAKE F ESCAPE (SIGNAL X WR)



(R/T) Q STRONG BULLY RT Y RT
3J Z SHAKE F ESCAPE (SIGNAL X WR)



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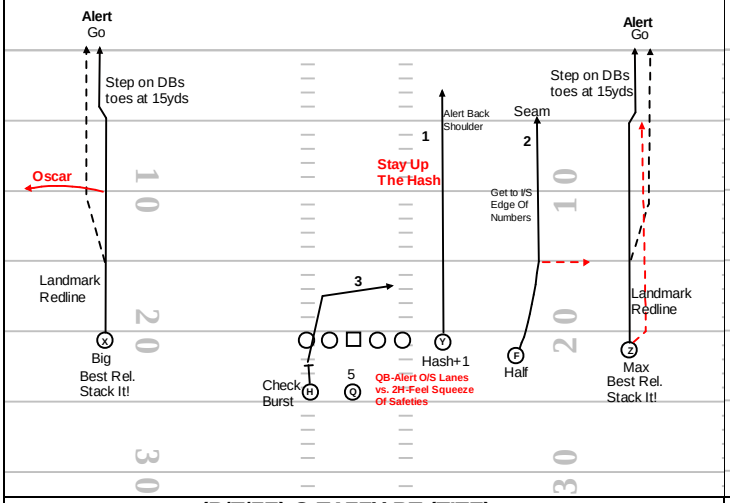
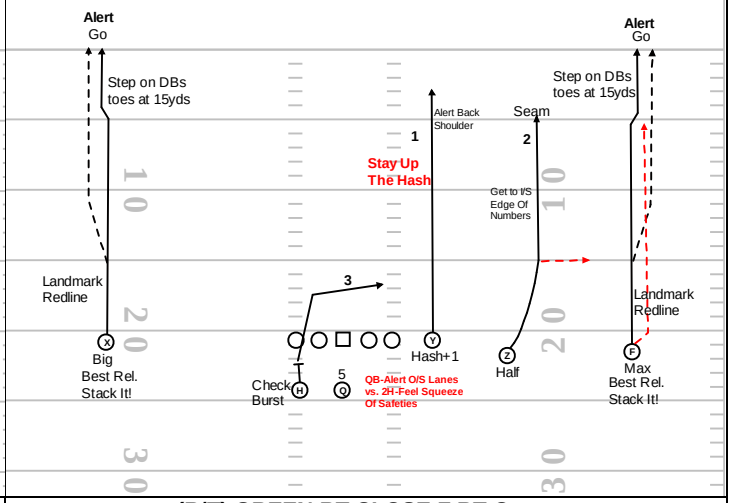
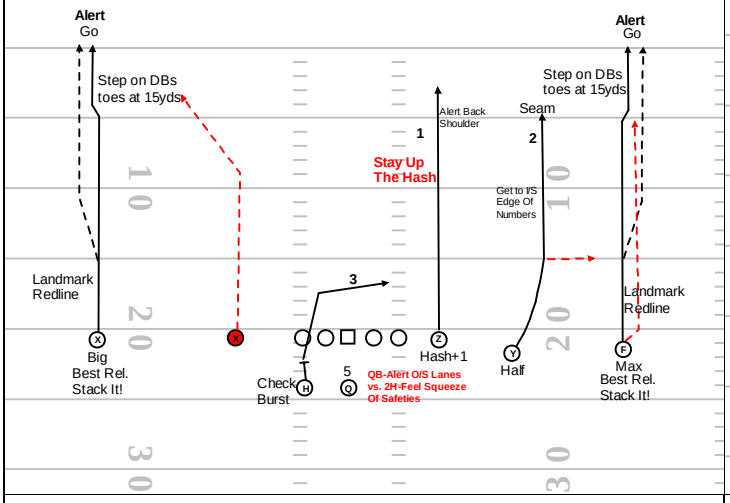
(R/T/ZE) (F MO)(MOVE) G TEX RT
3J Y DANCER (OSCAR) BURST (SIGNAL OHIO)



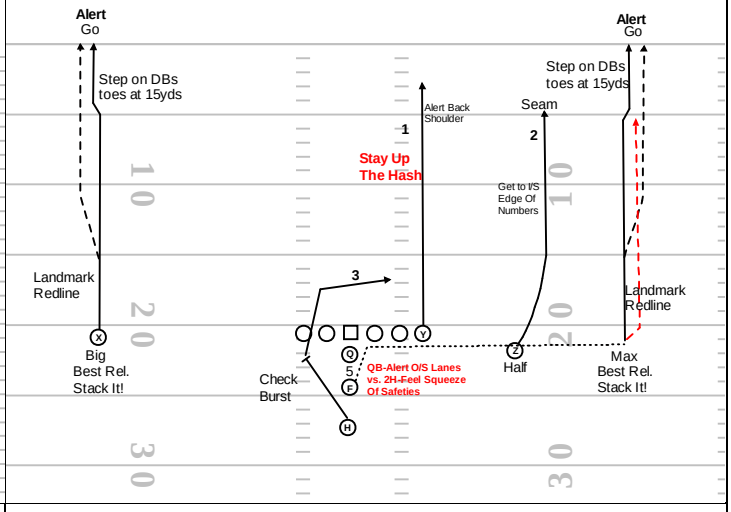
(R/T/ZE) (Z MO) G TAZ RT LEX
3J Y DANCER BURST (SIGNAL OHIO)



(R/T/ZE) G TAFFY RT (TITE)
3J Z DANCER (X CORNER BURST (SIGNAL OHIO)



(R/T) GREEN RT CLOSE F RT O
3J Y DANCER BURST (SIGNAL X WR)



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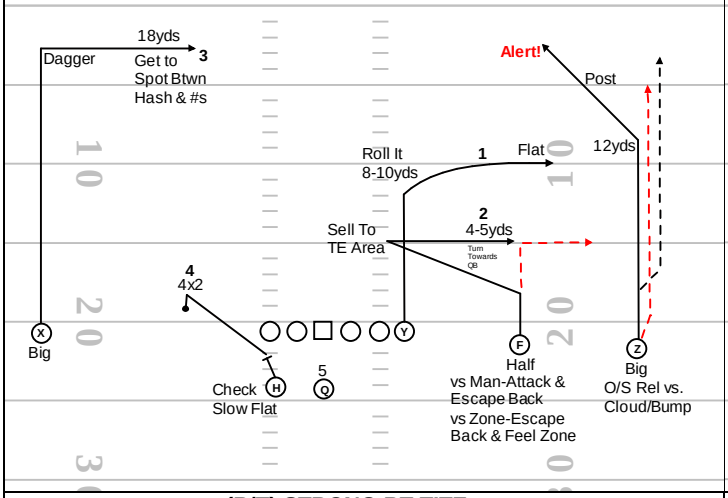
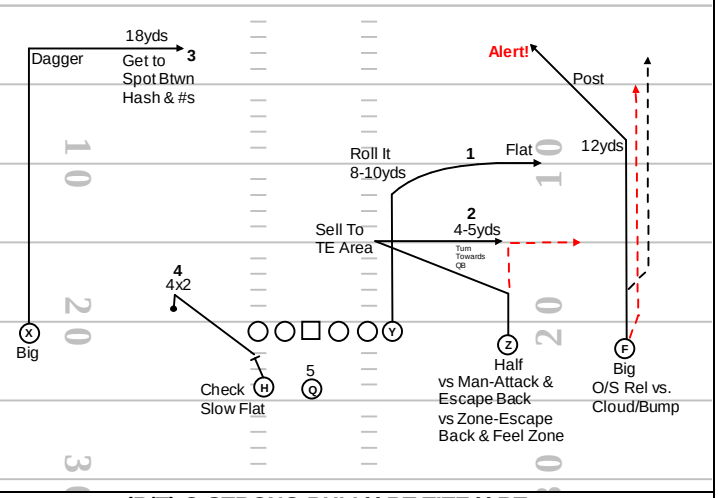
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
3J Y ROPE F ESCAPE (SIGNAL X WR)

A-400J Ohio

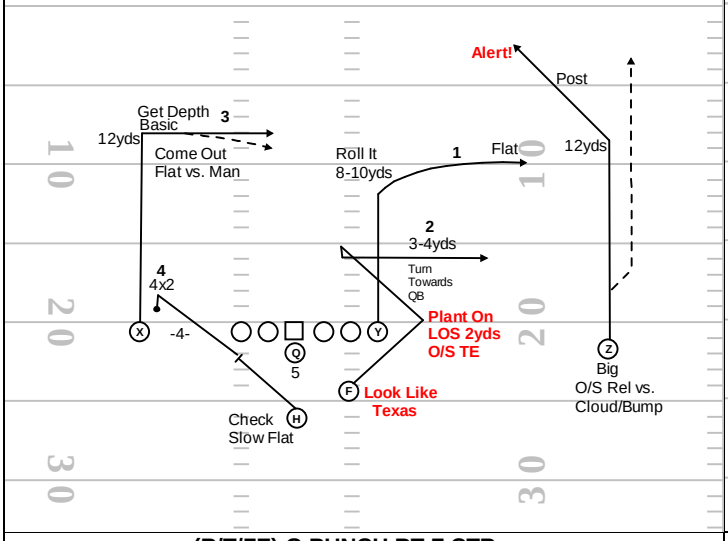


(R/T/ZE) (Z MO) G TAZ RT
3J Y ROPE Z ESCAPE

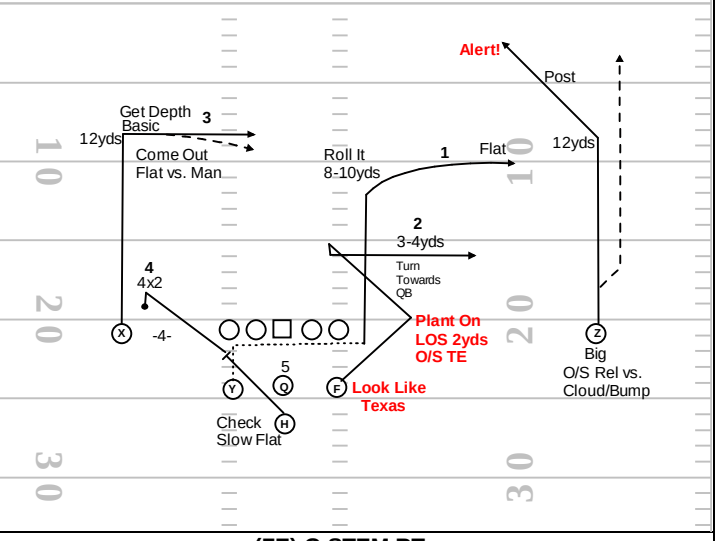
A-400J Ohio



(R/T) STRONG RT TITE
3J Y ROPE F ESCAPE (SIGNAL X WR)

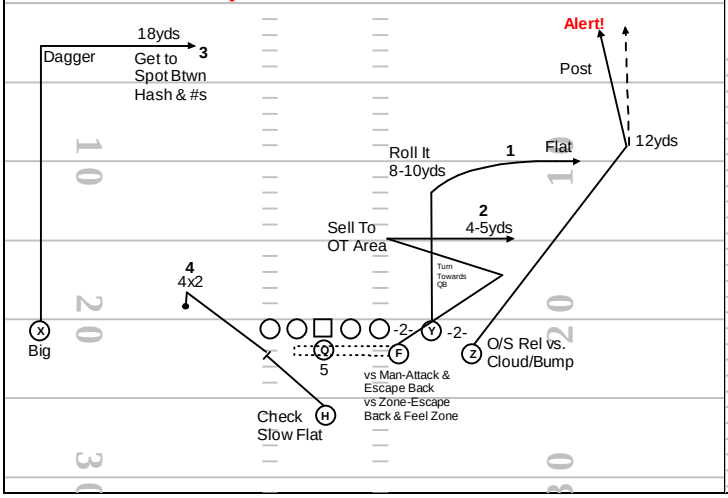


(R/T) Q STRONG BULLY RT TITE Y RT
3J Y ROPE F ESCAPE (SIGNAL X WR)

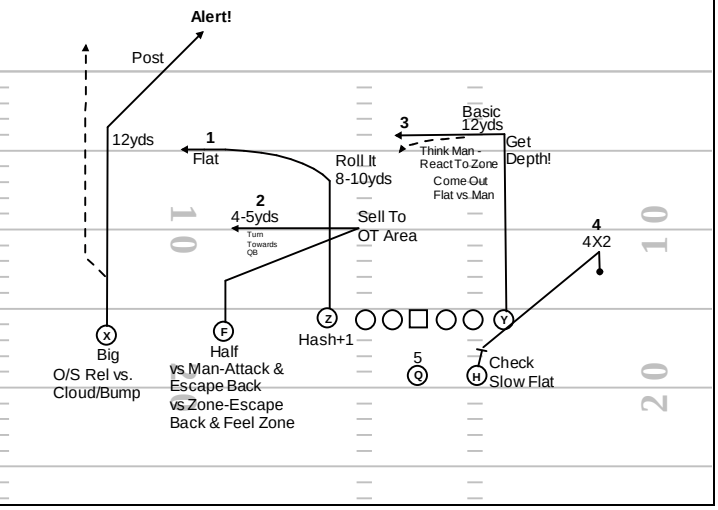


(R/T/ZE) G BUNCH RT F CTR
3J Y ROPE F ESCAPE

Rope= Red Rattle



(ZE) G STEM RT
2J Z ROPE F ESCAPE A-58



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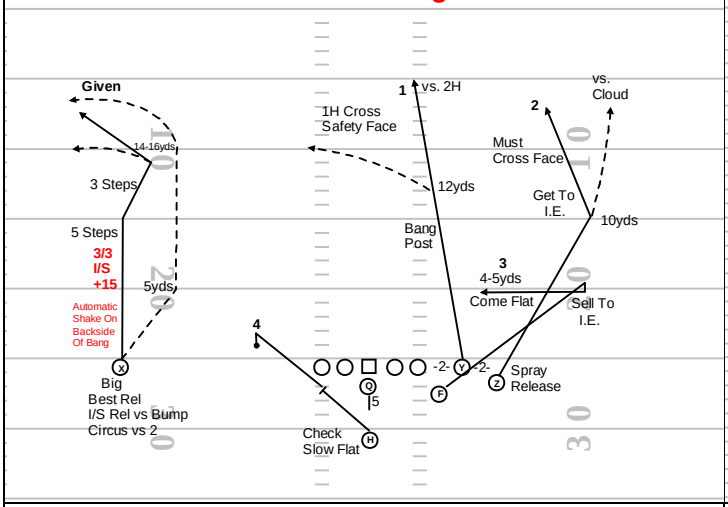
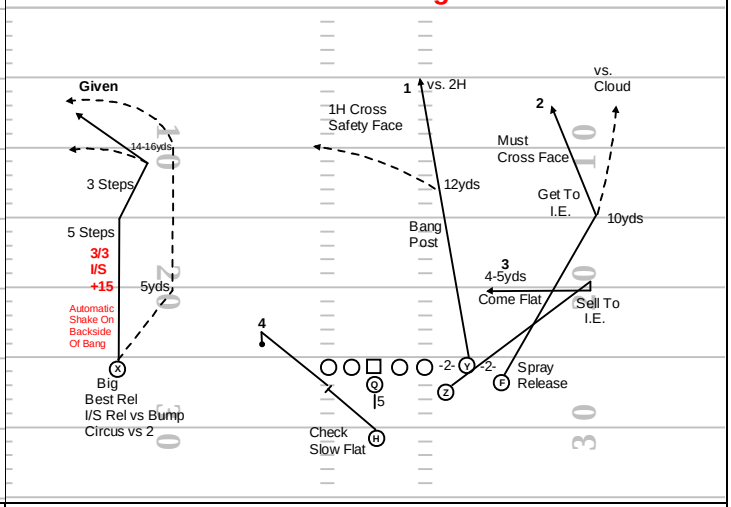
(R/T/ZE) (MOVE/BAFFLE/Z MO) BUNCH RT
3J Z BANG F RETURN (SIGNAL X WR)

A-900J Snag

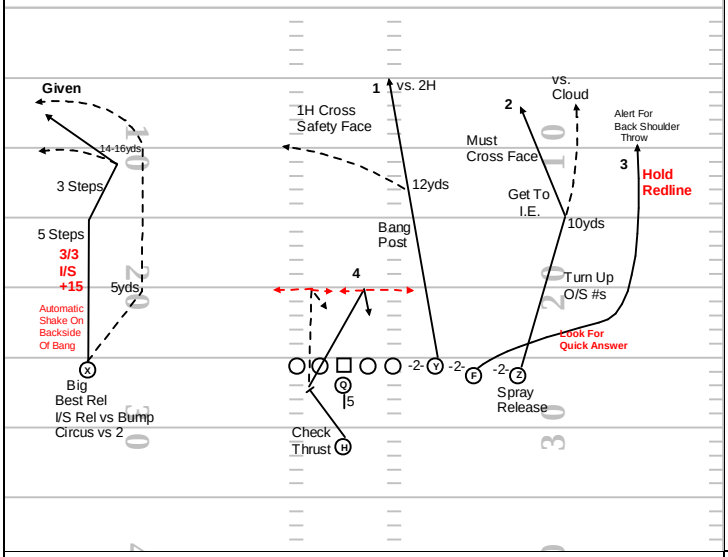


(R/T/ZE) TAFFY RT BUNCH (F SHORT)
3J F BANG Z RETURN (SIGNAL X WR)

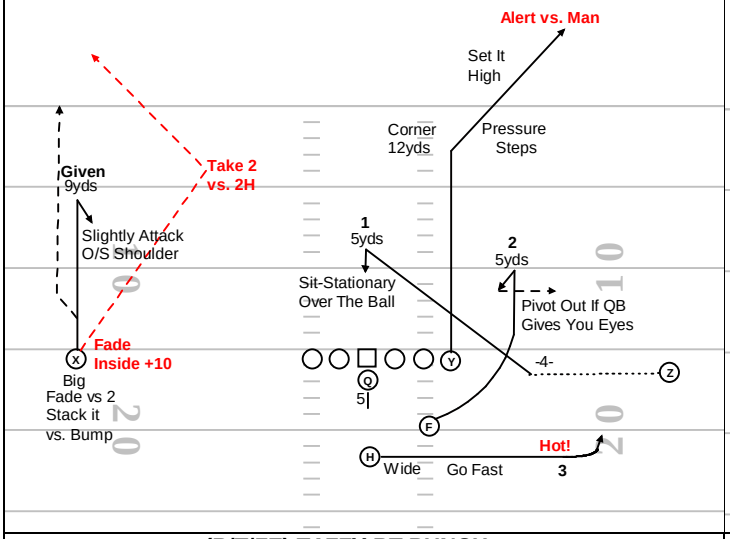
A-900J Snag



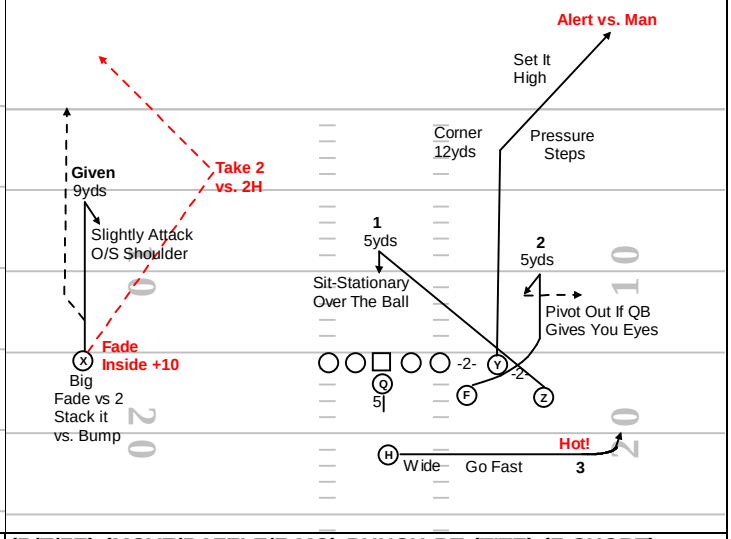
(R/T/ZE) CRUNCH RT
3J Z BANG F SWING THRUST (SIGNAL X WR)



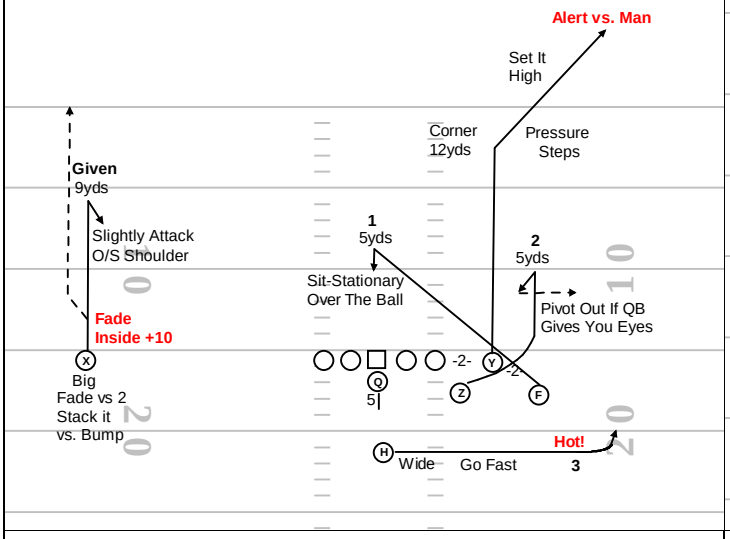
(R/T) (MOVE)(BAFFLE) STRONG RT Z SHORT 2GONE Z SPOKE (X FADE)



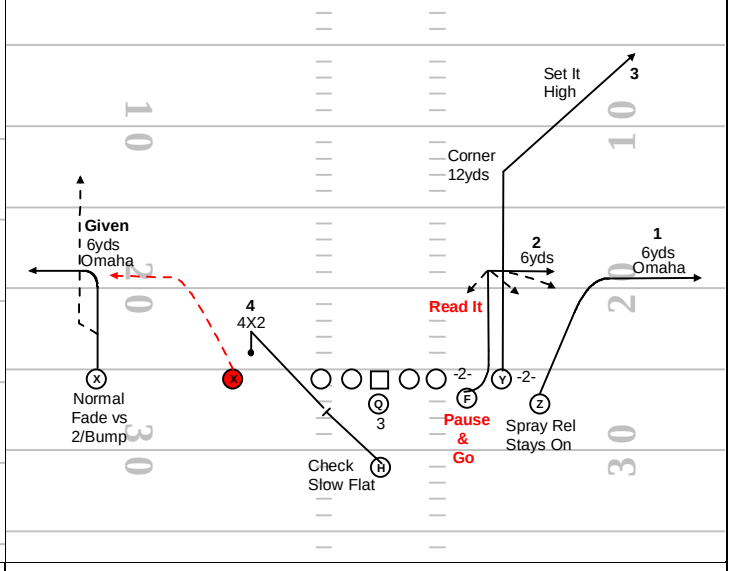
(R/T/ZE) (BAFFLE) BUNCH RT 2GONE Z SPOKE (X FADE)



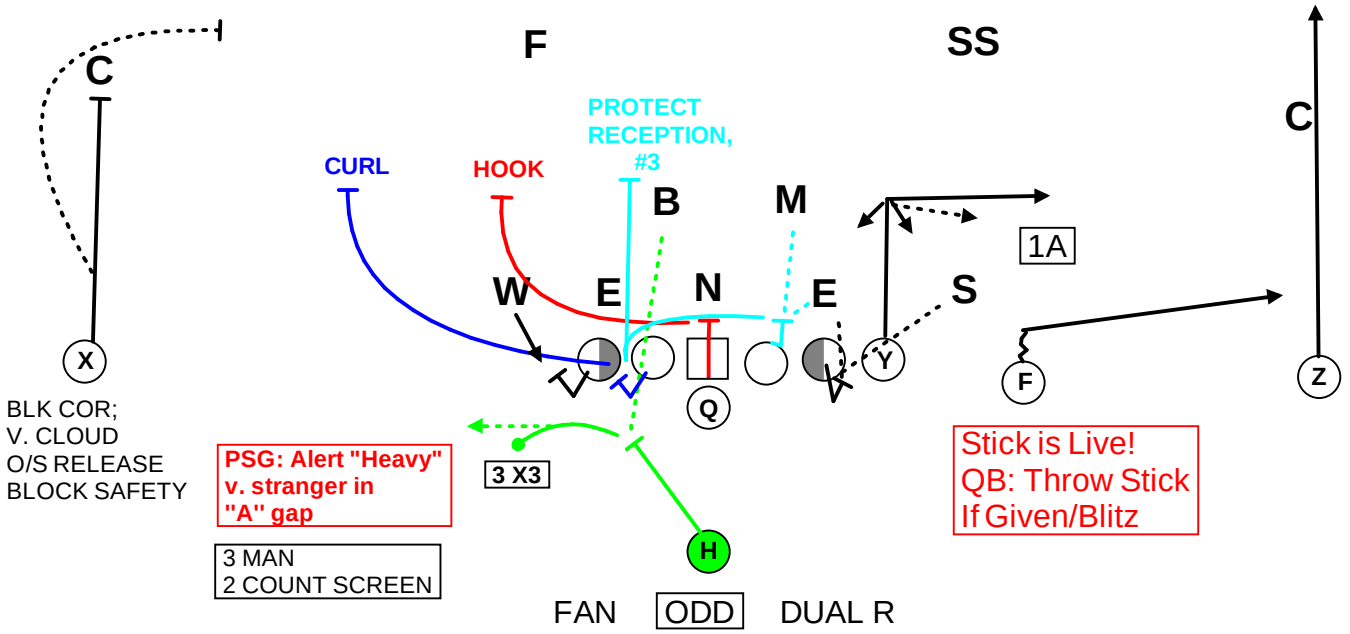
(R/T/ZE) TAFFY RT BUNCH 2GONE F SPOKE (X FADE)



(R/T/ZE) (MOVE/BAFFLE/Z MO) BUNCH RT (TITE) (Z SHORT) 300J SHORT CORD F STICK X OMAHA

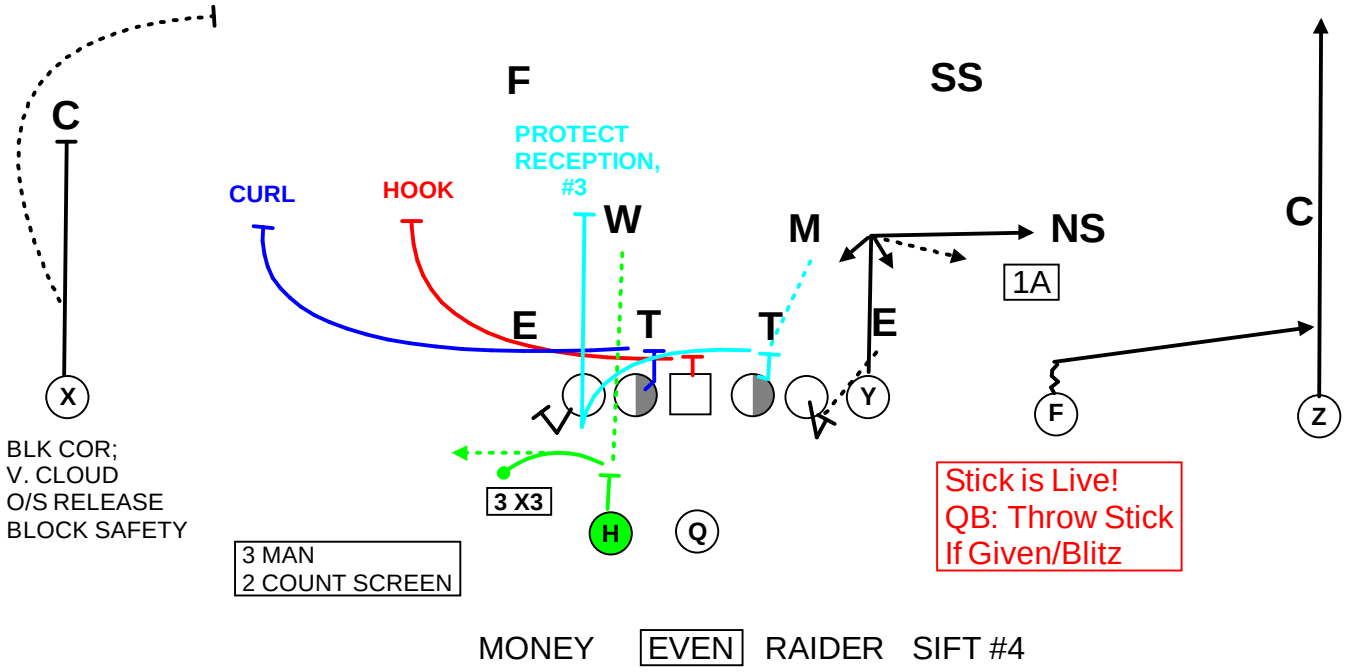


(R/T/ZE) (G) TRIPS/TAZ RT
22 H SHADE LT Y STICK



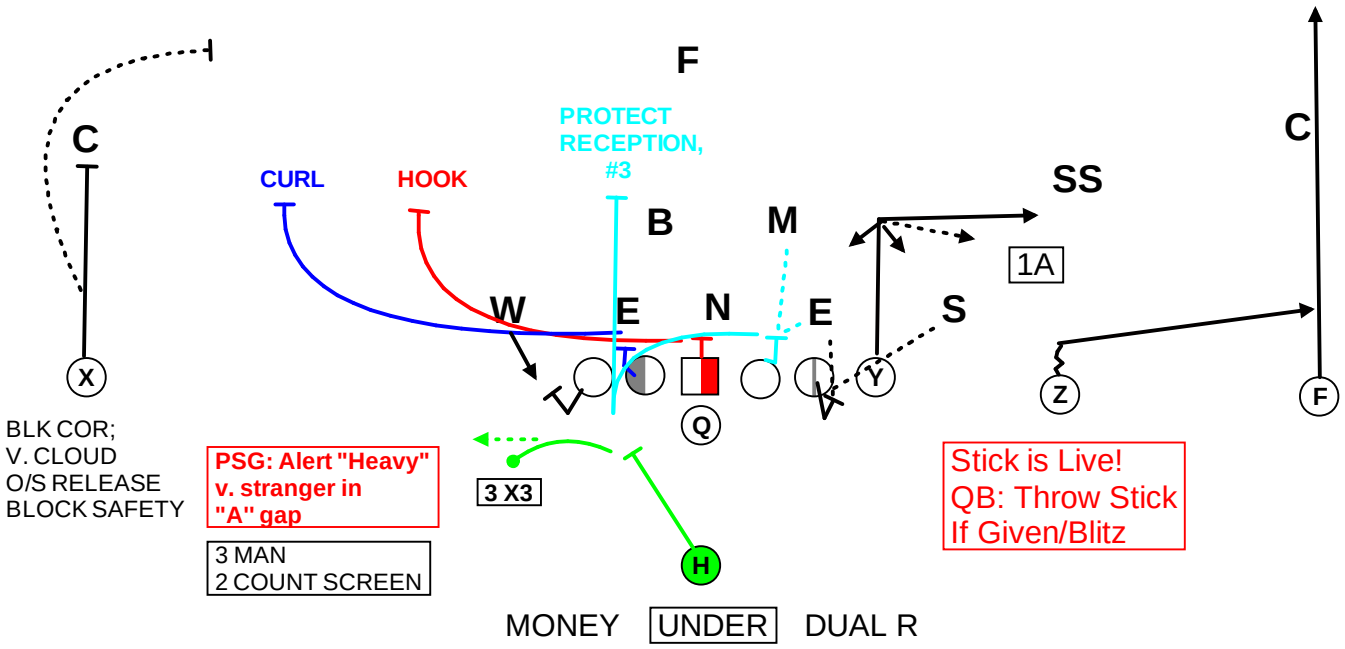
34

(R/T/ZE) G TRIPS/TAZ RT
22 H SHADE LT Y STICK



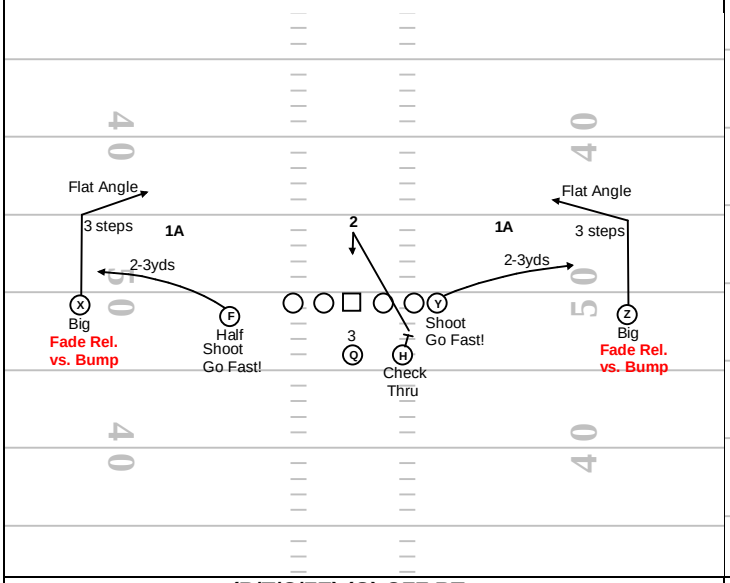
N42 EVEN

(R/T/ZE) (G) TAZ/TRPS RT
22 H SHADE LT Y STICK

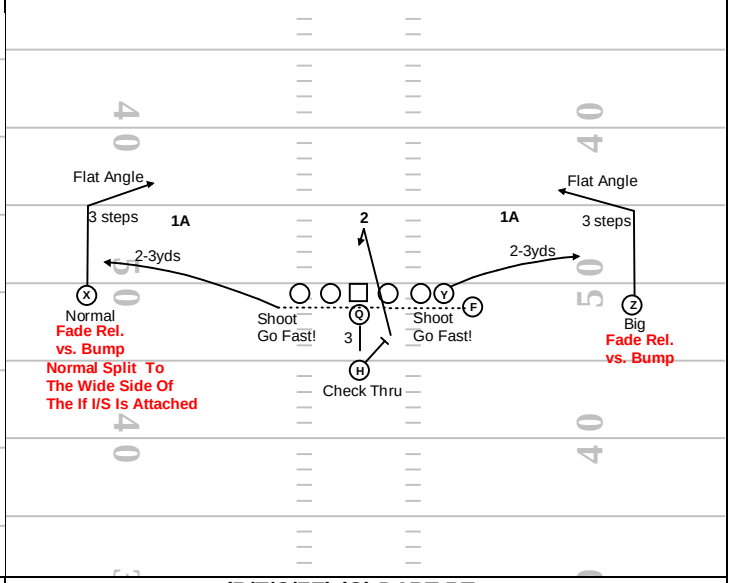


35

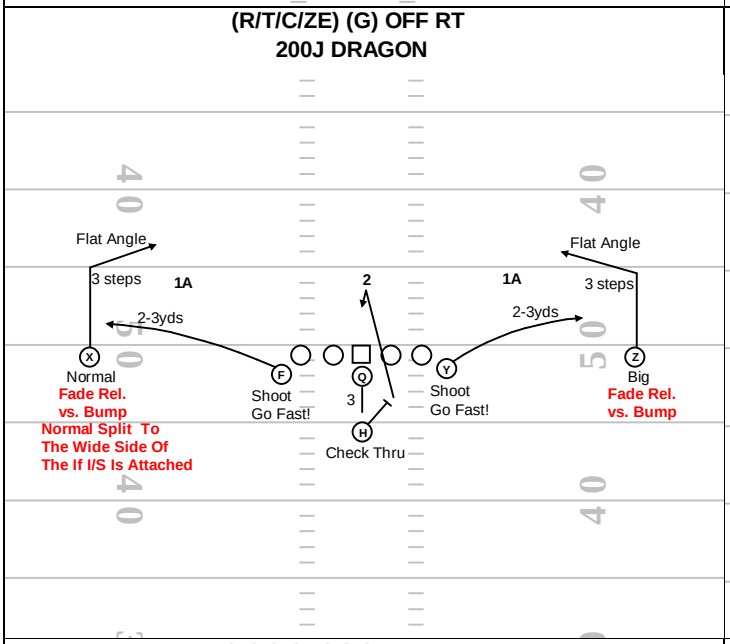
(R/T/C/ZE) (BREAK)(Y STEP) G DOUBLE RT
200J DRAGON



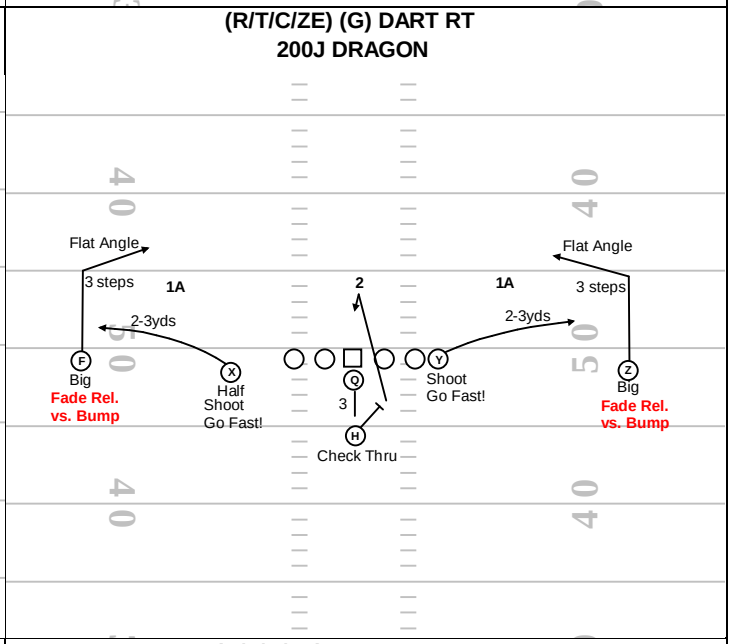
(R/T/C) (G) TANK RT F LT
200J DRAGON



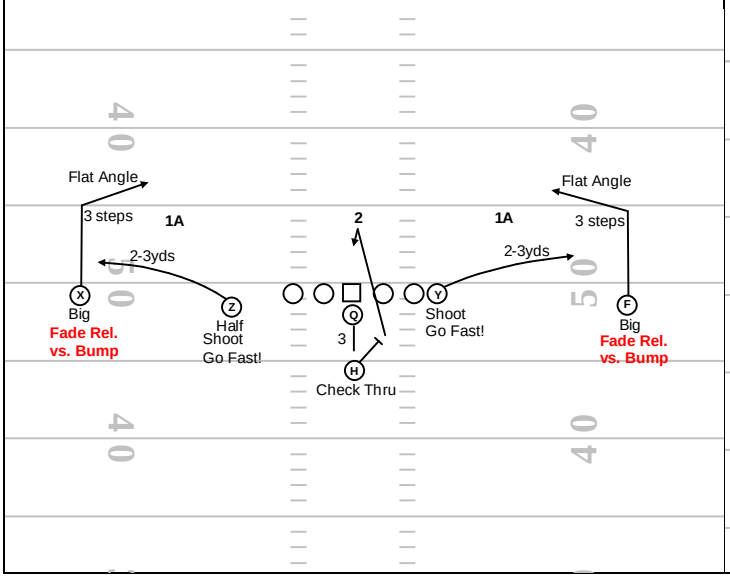
(R/T/C/ZE) (G) OFF RT
200J DRAGON



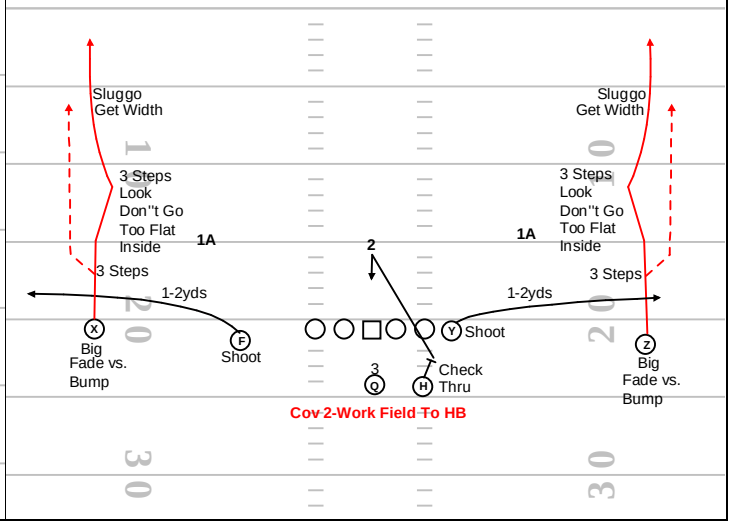
(R/T/C/ZE) (G) DART RT
200J DRAGON



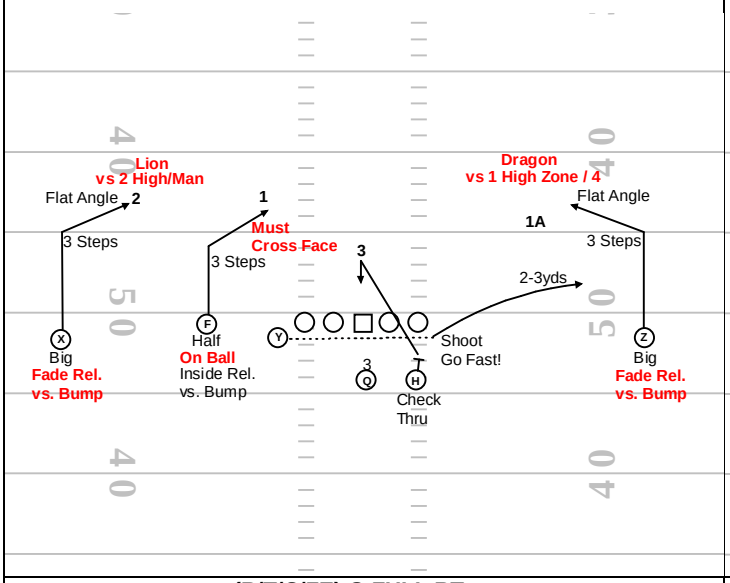
(R/T/C/ZE) (G) FULL RT
200J DRAGON



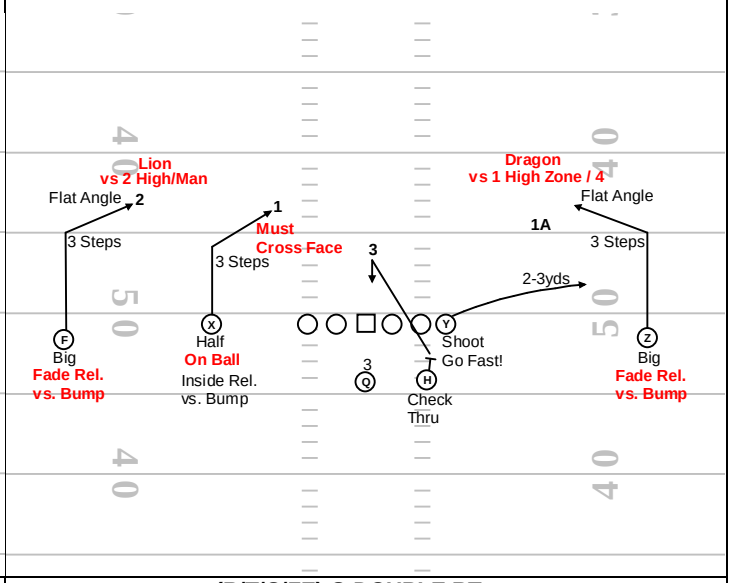
(R/T/C/ZE) G DOUBLE RT
200J DRAGON FLY



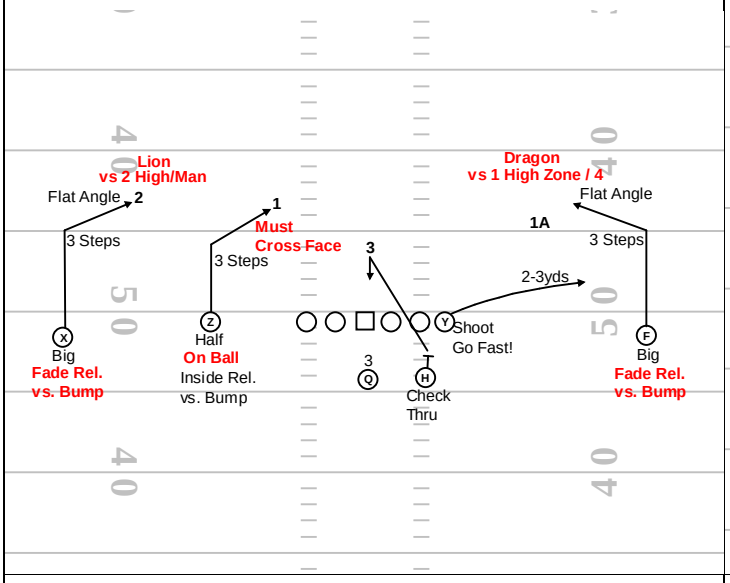
(R/T/C/ZE) (MOVE/Y STEP) Y MO G DOUBLE RT
200J DETROIT



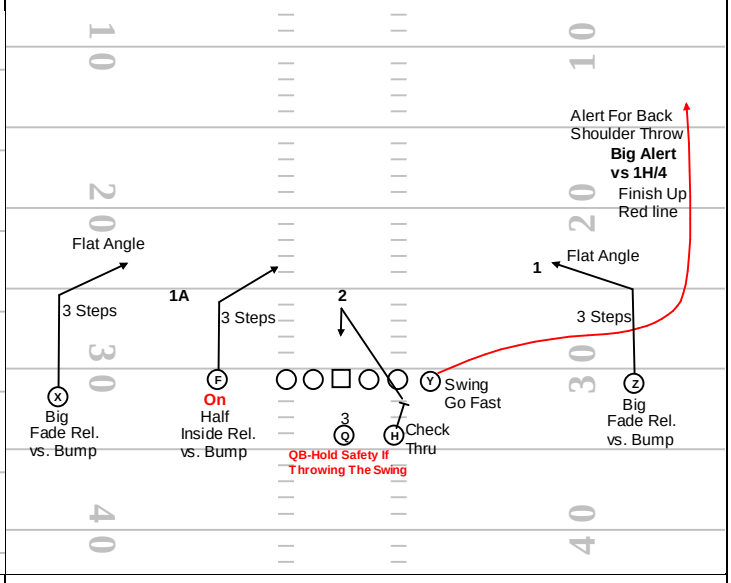
(R/T/C/ZE) G DART RT
200J DETROIT



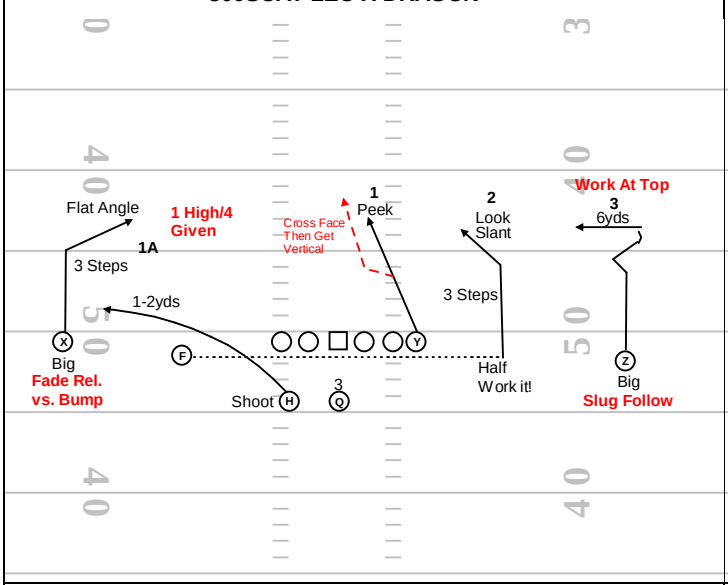
(R/T/C/ZE) G FULL RT
200J DETROIT



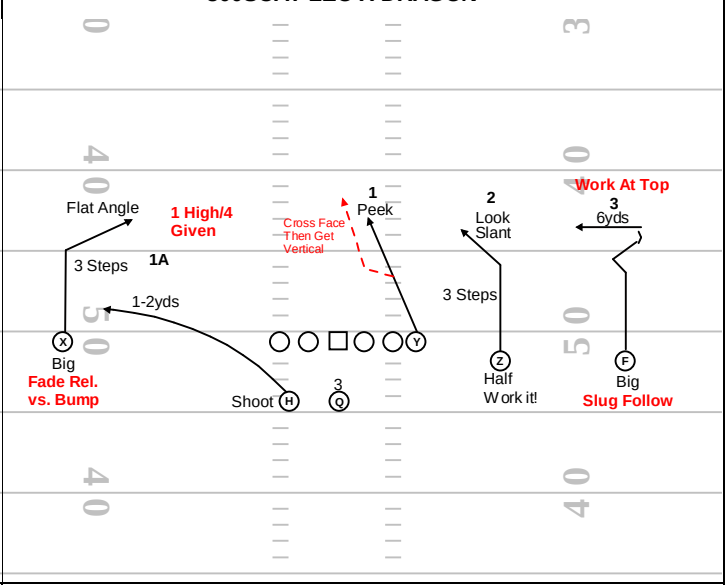
(R/T/C/ZE) G DOUBLE RT
200J DETROIT Y SWING



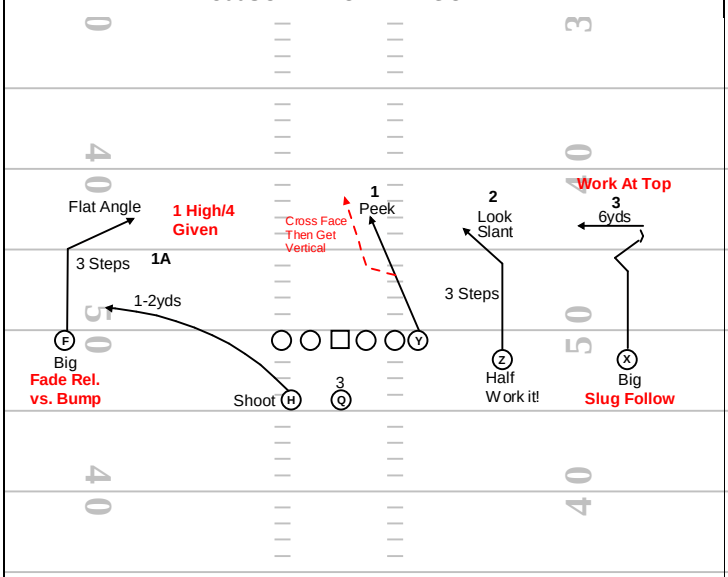
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
300SCAT LEO X DRAGON



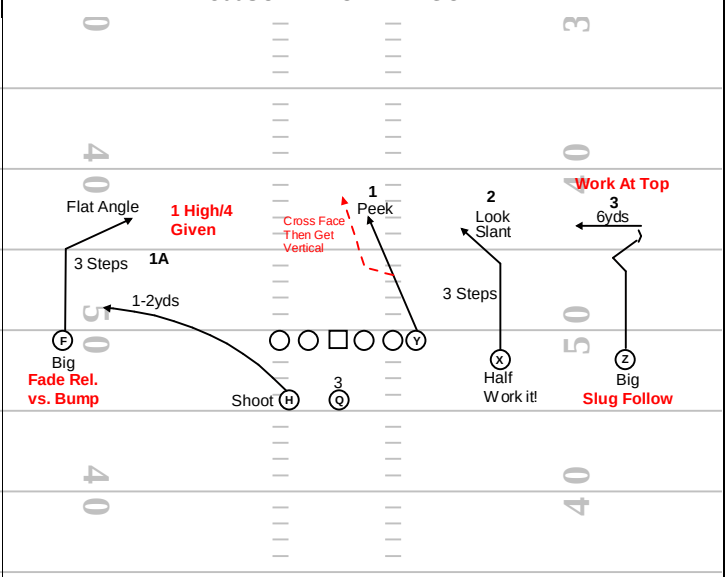
(R/T/ZE) (Z MO) G TAZ RT
300SCAT LEO X DRAGON



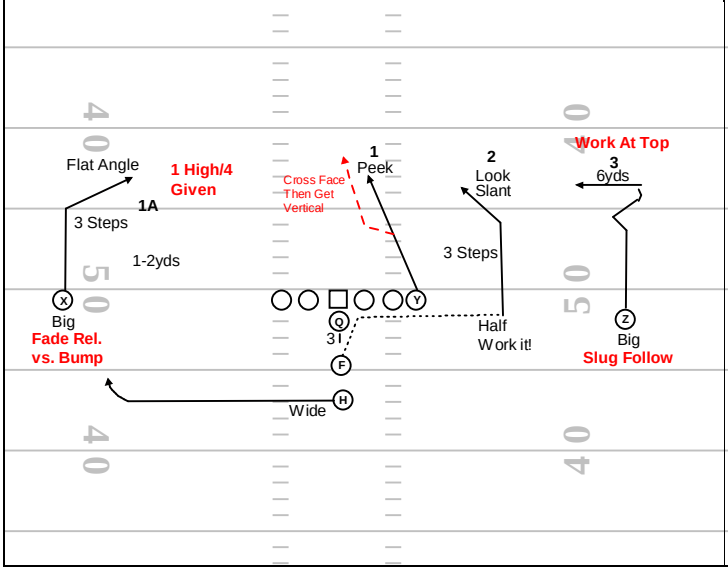
(R/T/ZE) G JOKER RT
300SCAT LEO F DRAGON



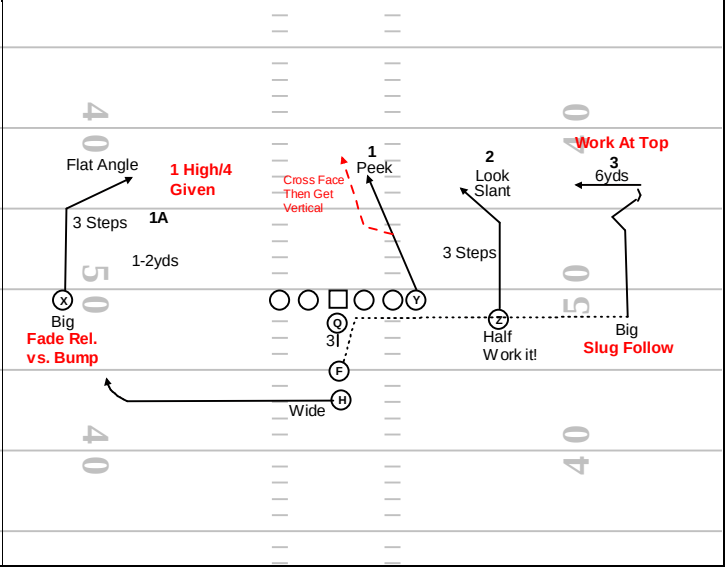
(R/T/ZE) G JAX RT
300SCAT LEO F DRAGON



(R/T) GREEN RT F RT
300SCAT LEO X DRAGON



(R/T) GREEN RT CLOSE F RT O
300SCAT LEO X DRAGON



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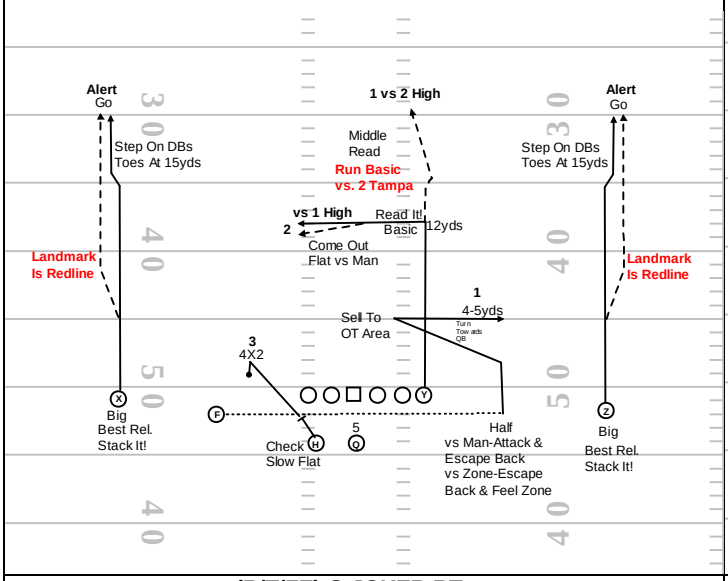
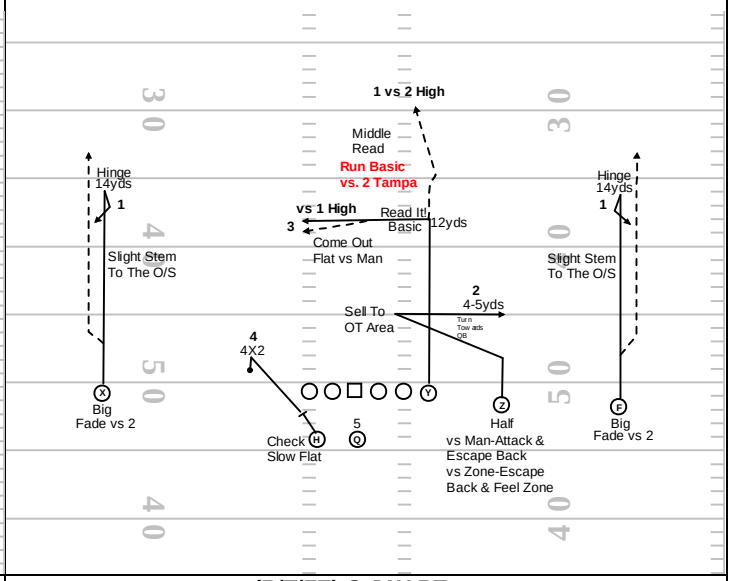
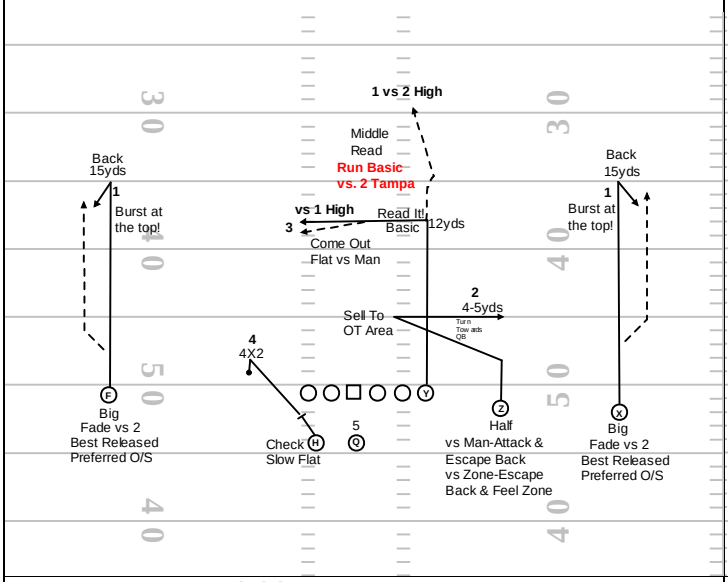
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J DOUBLE GO F ESCAPE



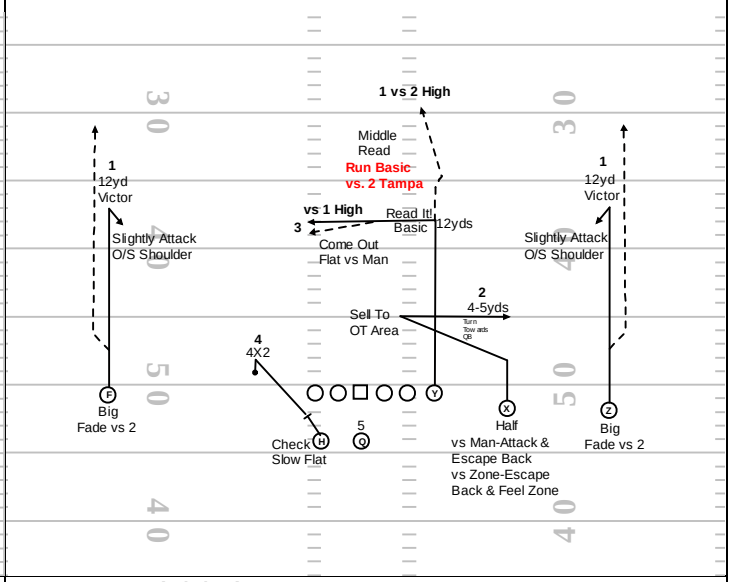
(R/T/ZE) (G)(Z MO) G TAZ RT
3J DOUBLE HINGE Z ESCAPE



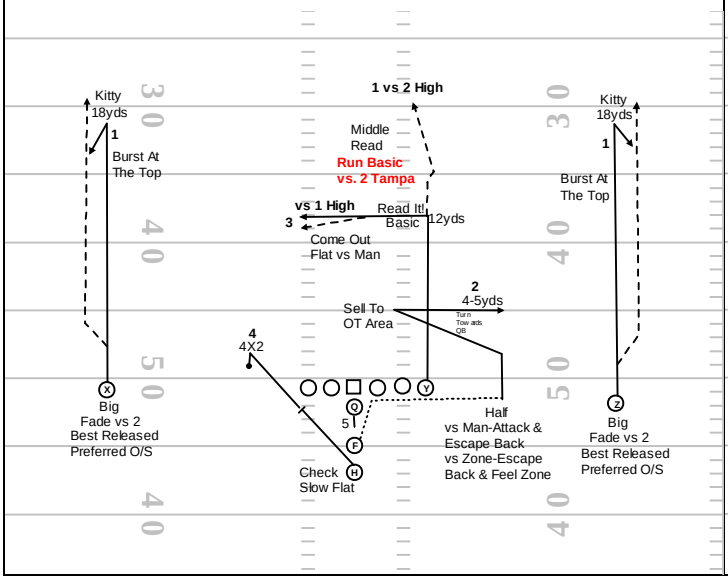
(R/T/ZE) G JOKER RT
3J DOUBLE BACK Z ESCAPE



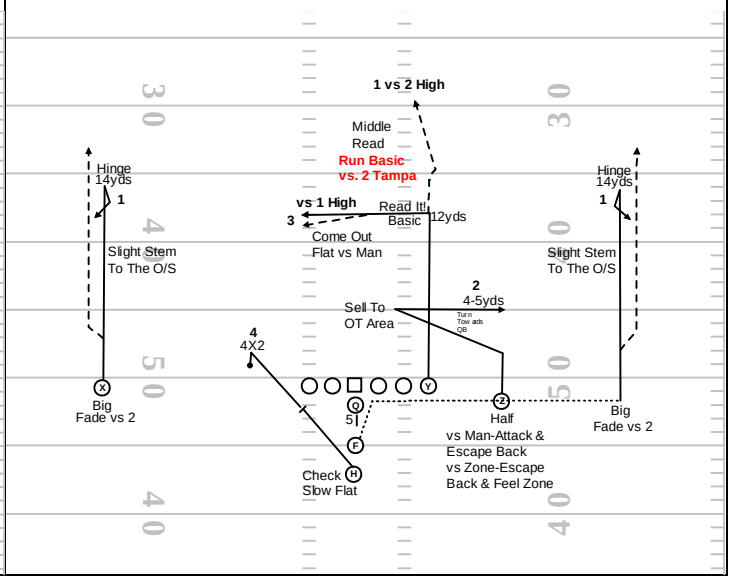
(R/T/ZE) G JAX RT
3J DOUBLE VICTOR X ESCAPE



(R/T) GREEN RT F RT
3J DOUBLE KITTY F ESCAPE



(R/T/ZE) GREEN RT CLOSE F RT O
3J DOUBLE HINGE Z ESCAPE



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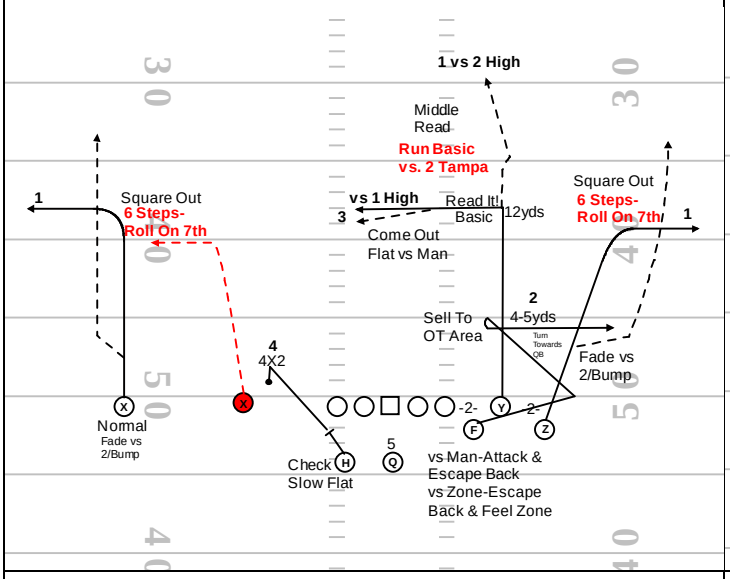
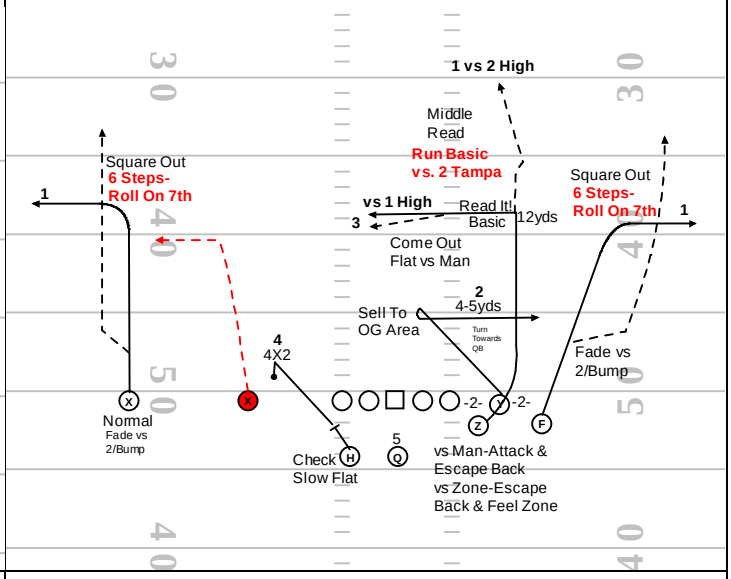
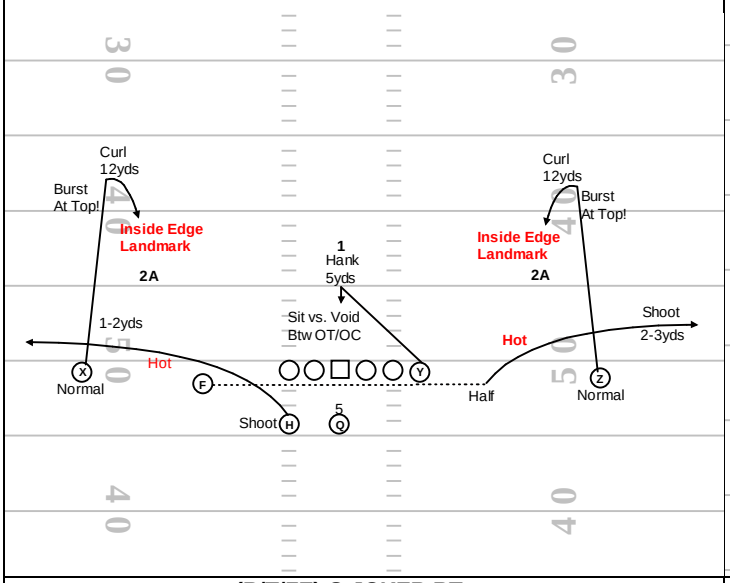
(ZE) (F MO/Z SHORT) G BUNCH RT (TITE)
3J DOUBLE OSCAR F ESCAPE



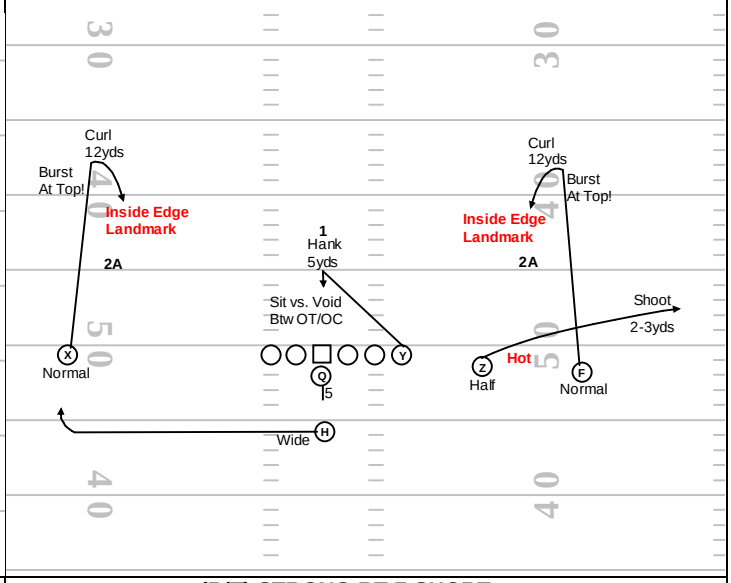
(ZE) G TAFFY RT BUNCH (TITE)
3J DOUBLE OSCAR Y ESCAPE



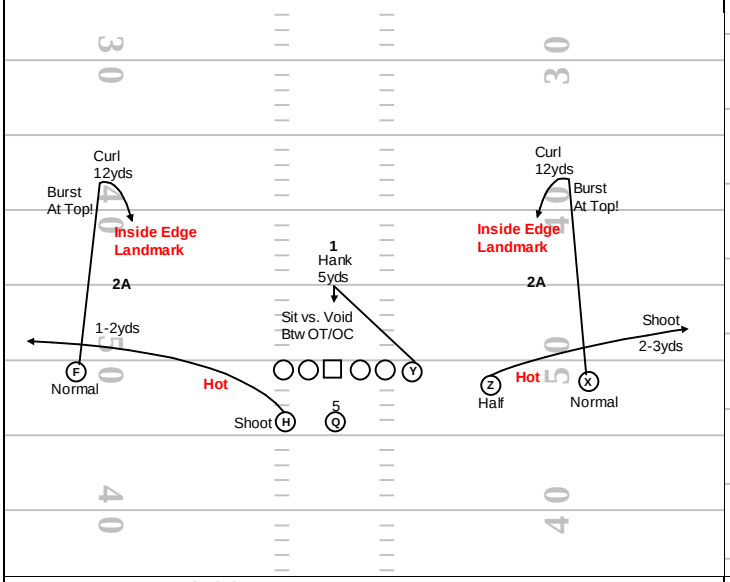
(R/T/ZE) (MOVE) F MO G TRIPS RT
3SCAT Y HANK



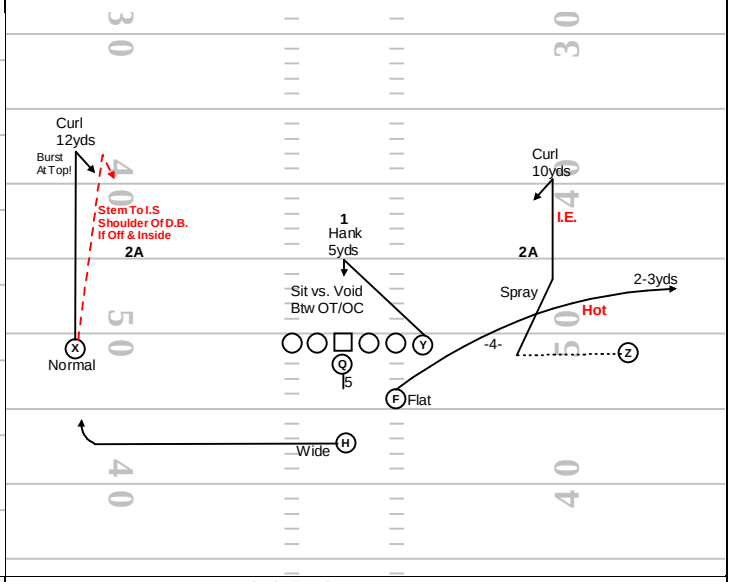
(R/T/ZE) (G)(Z MO) TAZ RT
3SCAT Y HANK



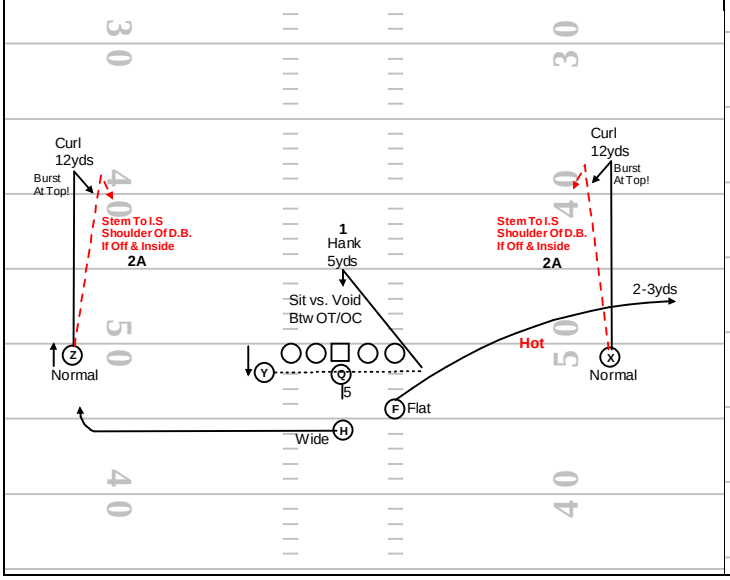
(R/T/ZE) G JOKER RT
3SCAT Y HANK



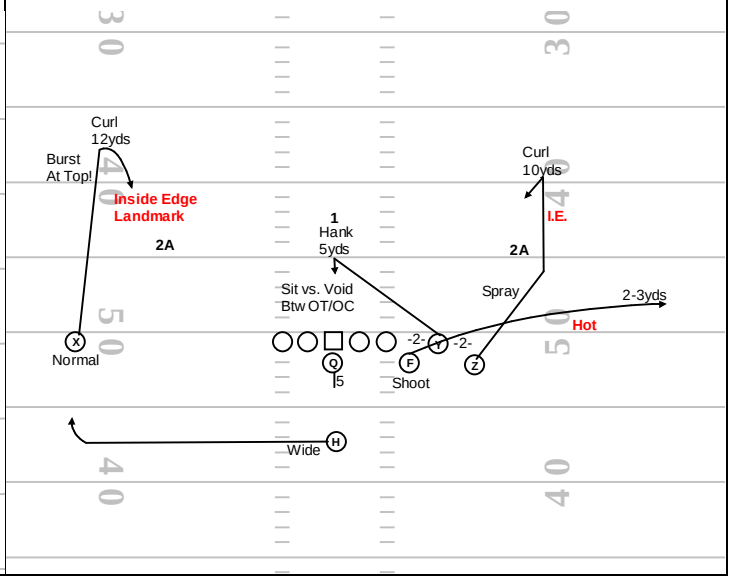
(R/T) STRONG RT Z SHORT
3SCAT Y HANK



(R/T) Y STEP: WEAK LT Y RT
3SCAT Y HANK



(R/T/ZE) BUNCH RT
3SCAT Y HANK



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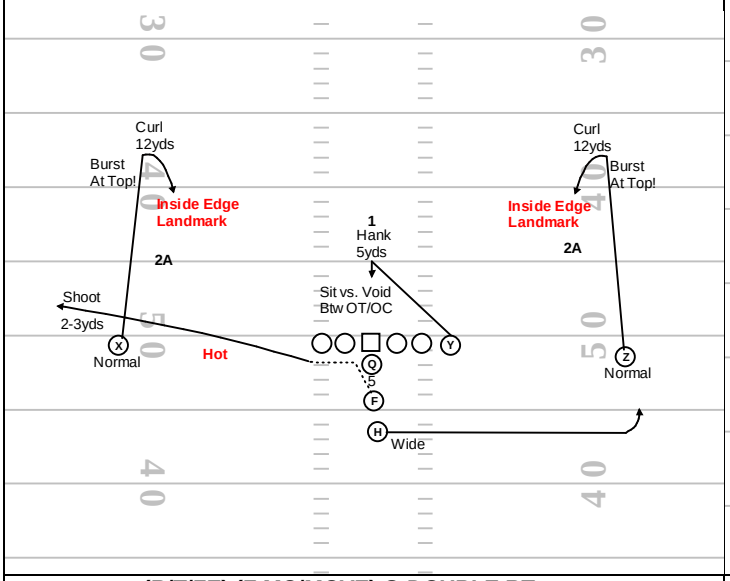
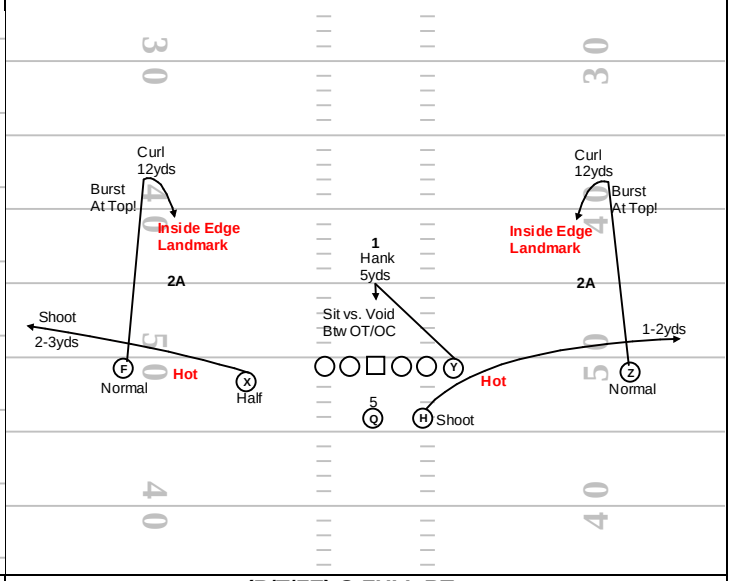
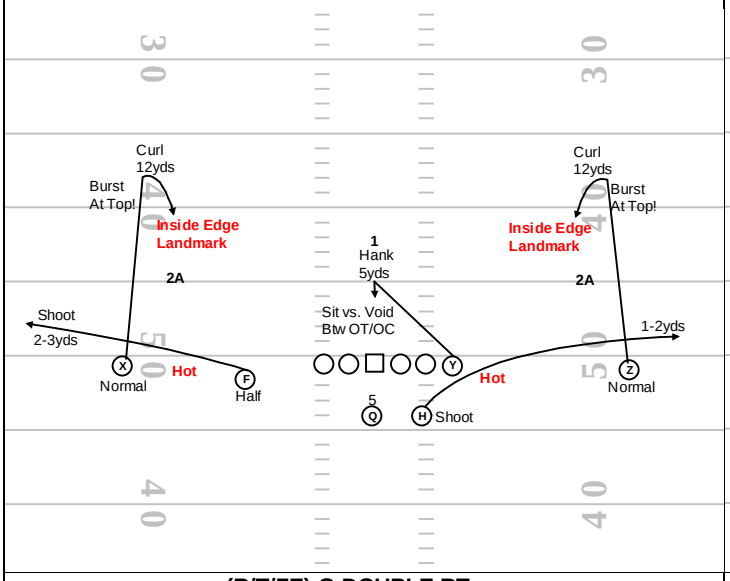
(R/T) GREEN RT F LT
2SCAT Y HANK



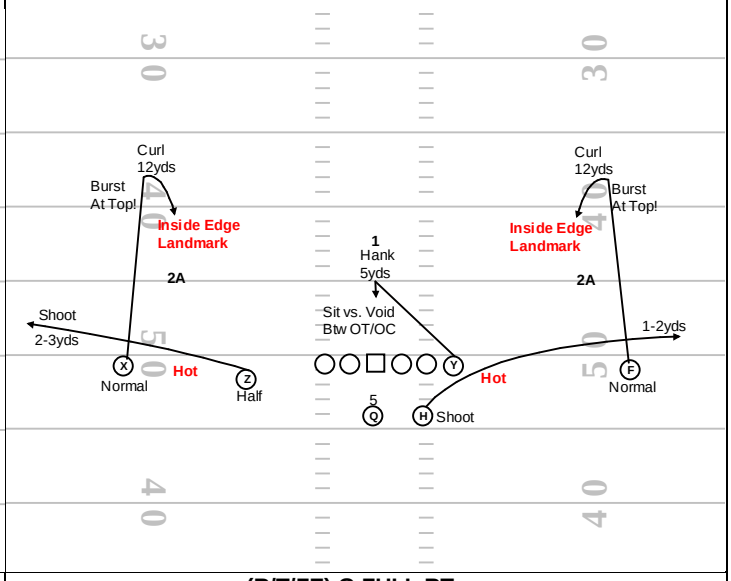
(R/T/ZE) (BLAST) G DART RT
2SCAT Y HANK



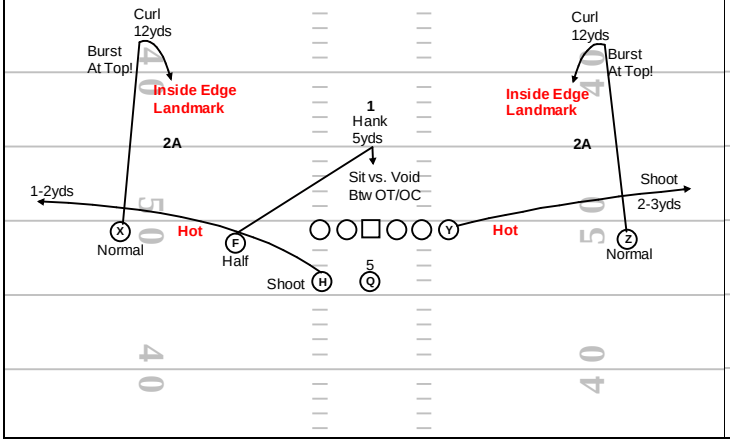
(R/T/ZE) (F MO/MOVE) G DOUBLE RT
2SCAT Y HANK



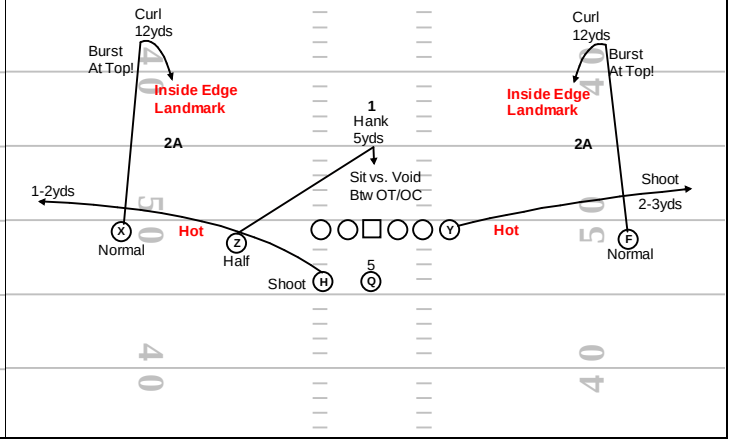
(R/T/ZE) G FULL RT
2SCAT Y HANK



(R/T/ZE) G DOUBLE RT
3 SCAT F HANK



(R/T/ZE) G FULL RT
3 SCAT Z HANK



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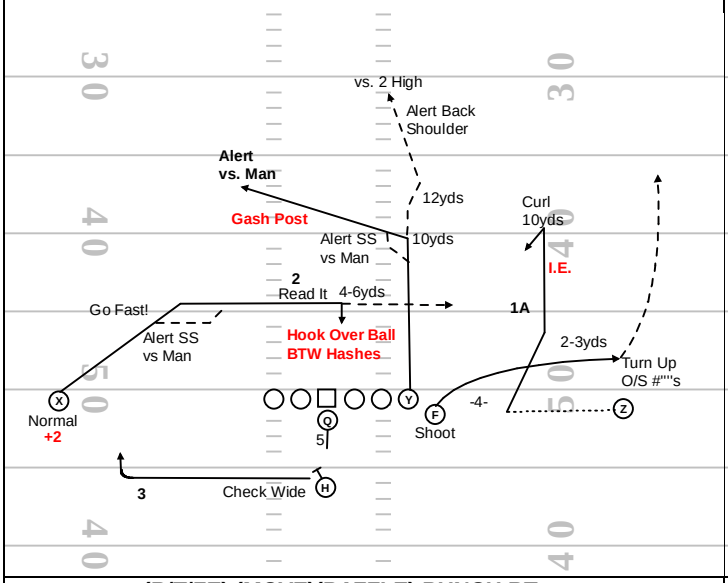
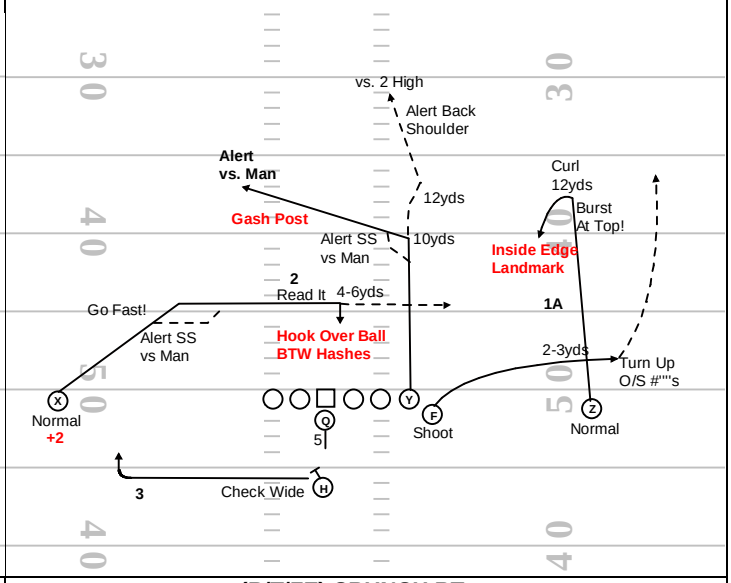
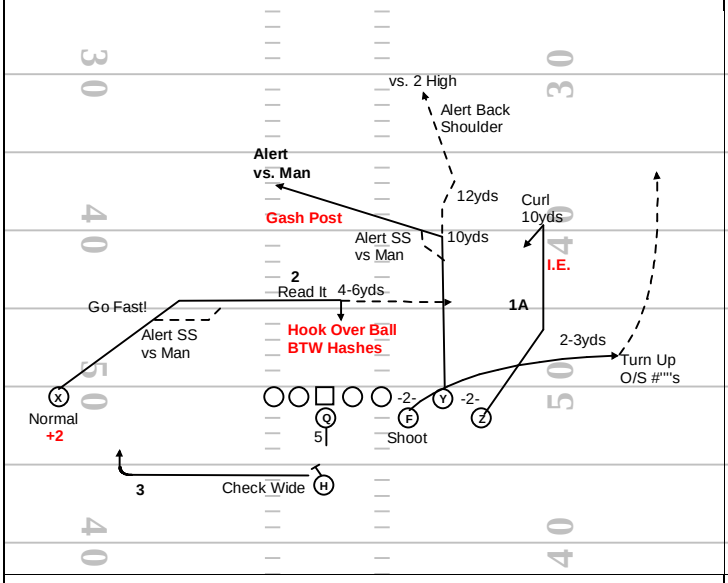
(R/T) (MOVE)(BAFFLE) STRONG RT Z SHORT
3J Z CUJO X SHIM



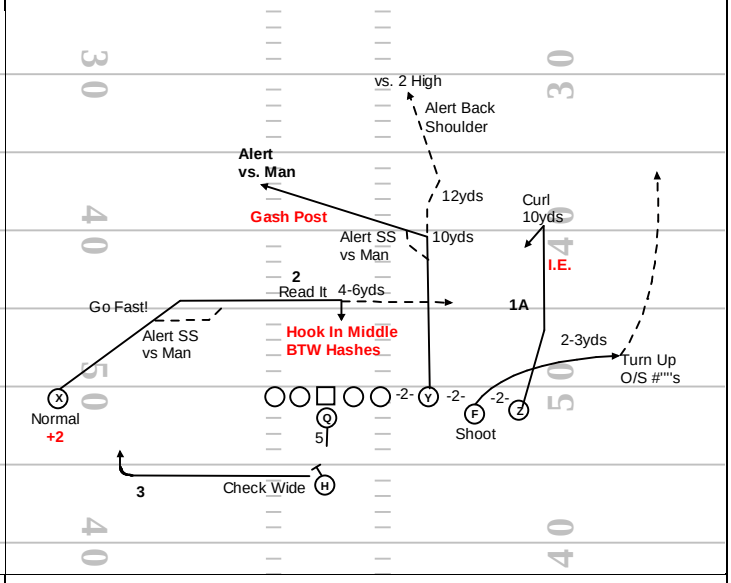
(R/T) (MOVE)(BAFFLE) TANK RT
3J Z CUJO X SHIM



(R/T/ZE) (MOVE)(BAFFLE) BUNCH RT
3J Z CUJO X SHIM



(R/T/ZE) CRUNCH RT
3J Z CUJO X SHIM



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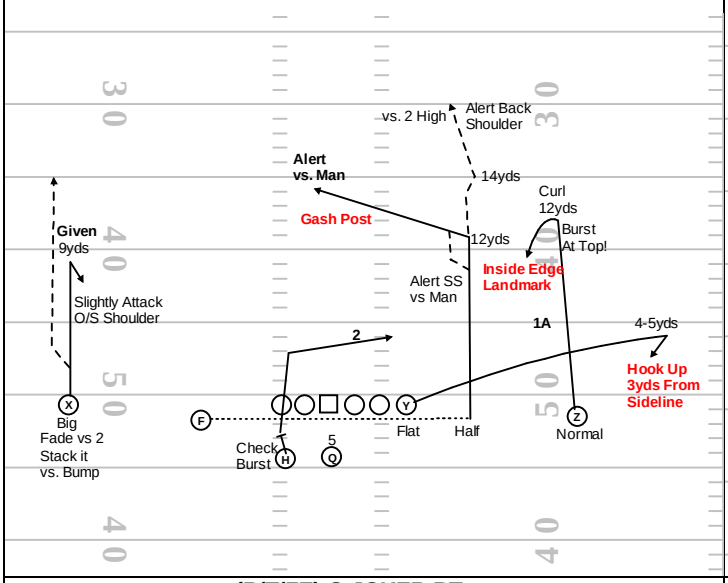
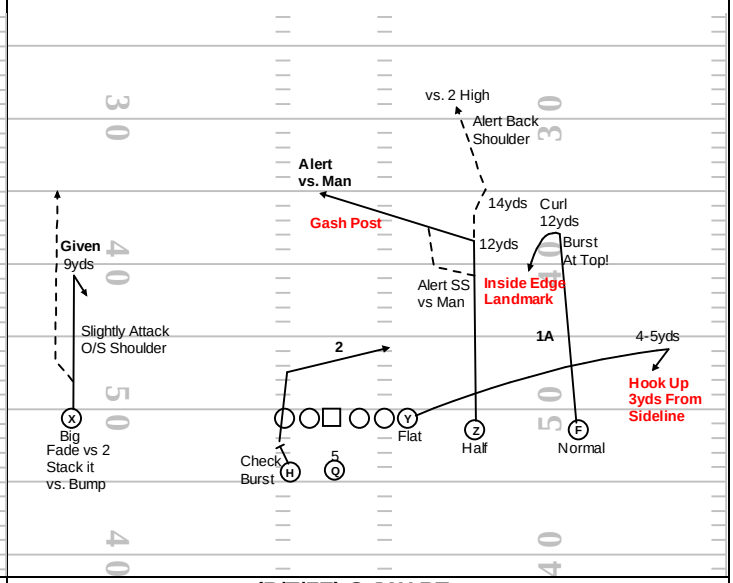
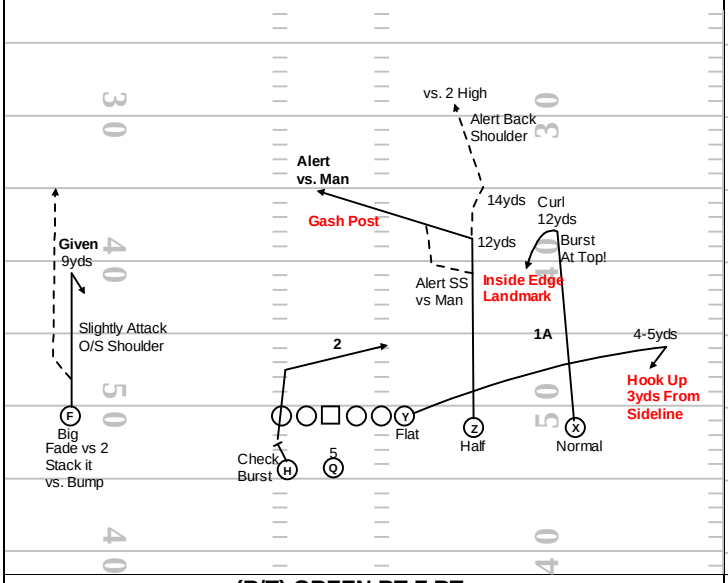
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J Z CUJO Y FLAT



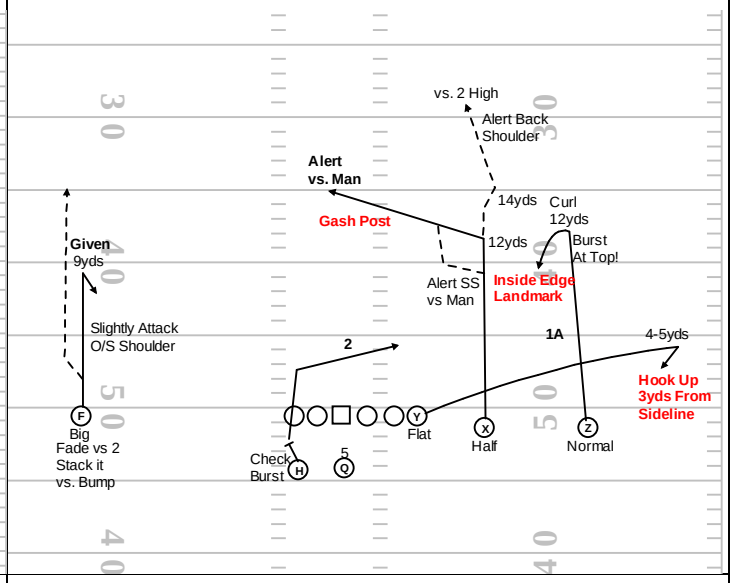
(R/T/ZE) (Z MO) G TAZ RT
3J F CUJO Y FLAT



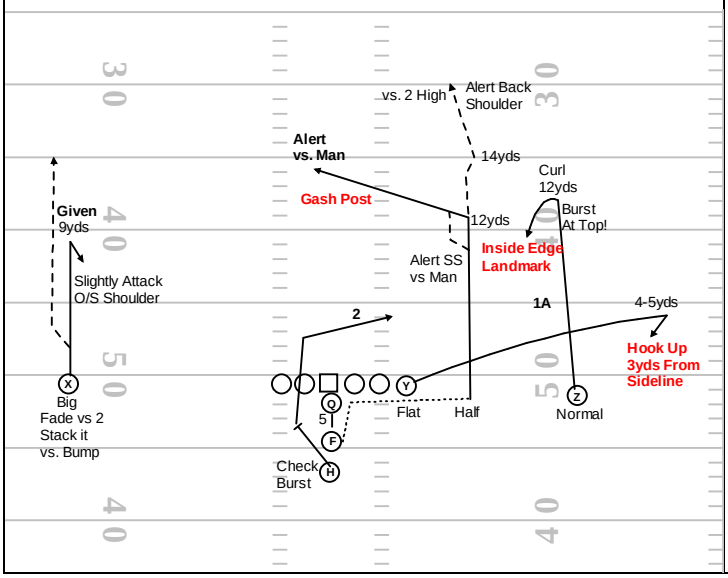
(R/T/ZE) G JOKER RT
3J X CUJO Y FLAT



(R/T/ZE) G JAX RT
3J Z CUJO Y FLAT



(R/T) GREEN RT F RT
3J Z CUJO Y FLAT



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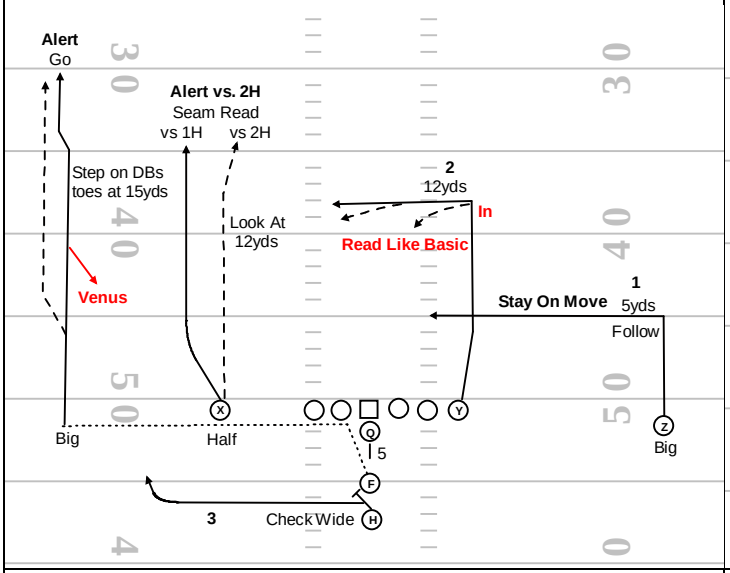
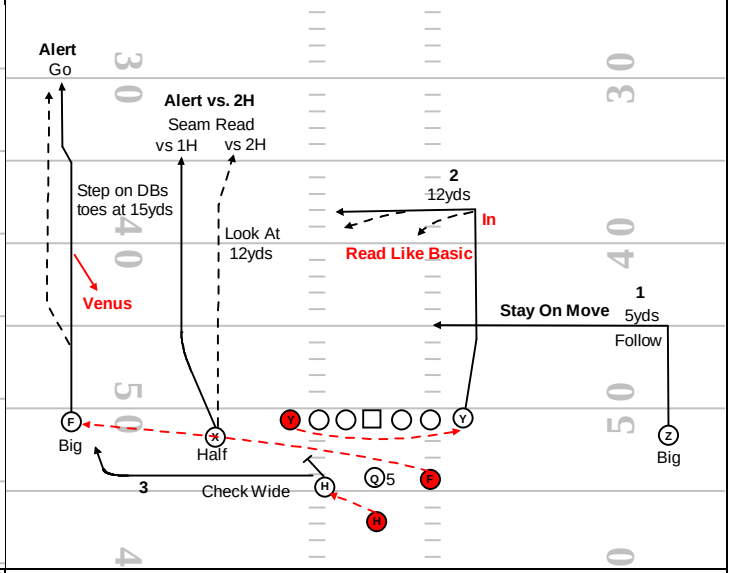
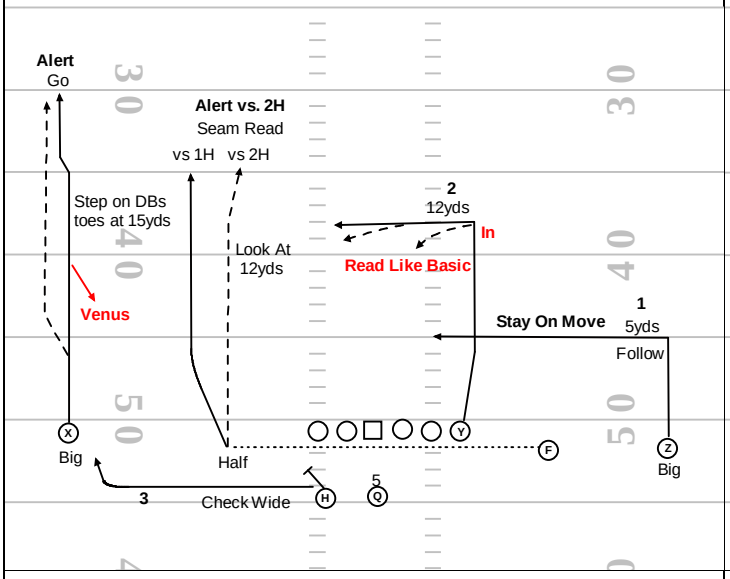
(R/T) GREEN RT TITE F LT O
3J Z FIN X VERT GO (VENUS)



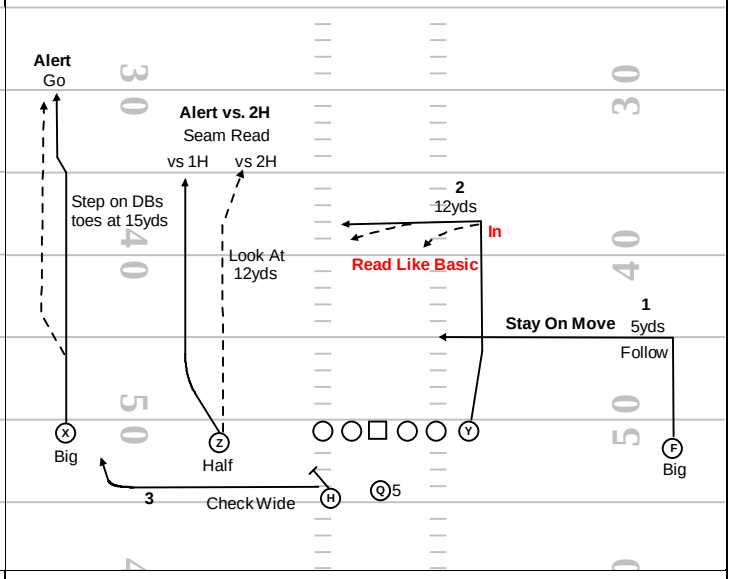
(R/T/ZE) BLAST G DART RT
3J Z FIN X VERT GO (VENUS)



(R/T/ZE) F MO G DOUBLE RT
3J Z FIN F VERT GO (VENUS)



(R/T/ZE) G FULL RT
3J F FIN X VERT GO



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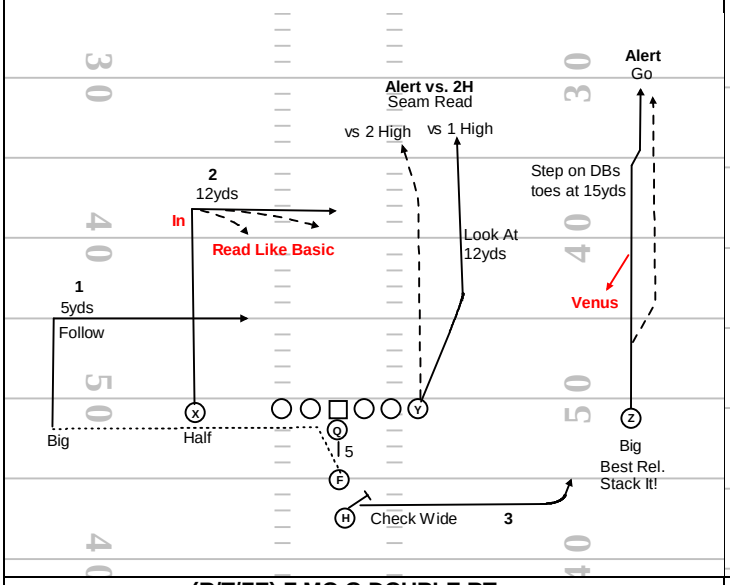
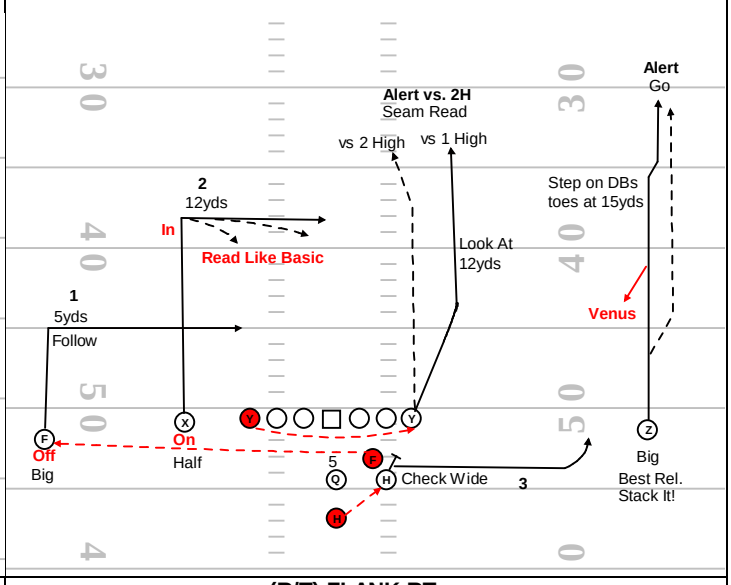
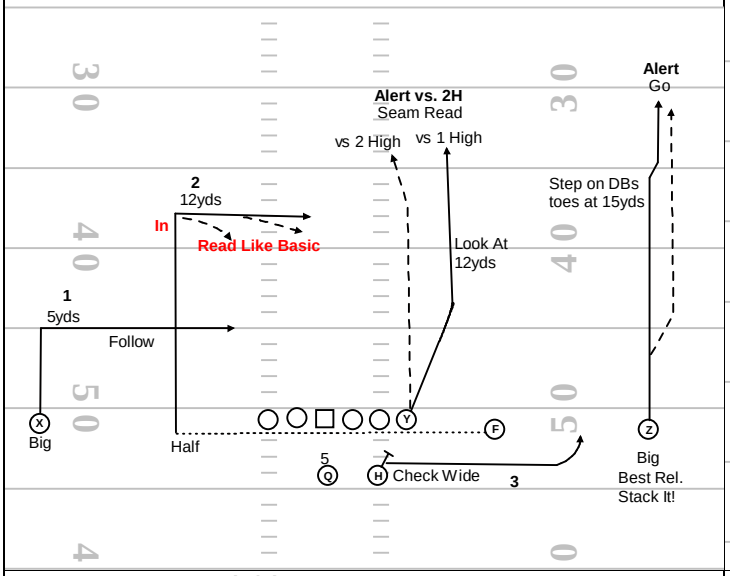
(R/T) GREEN RT TITE F LT O
2J F FIN Y VERT GO (VENUS)



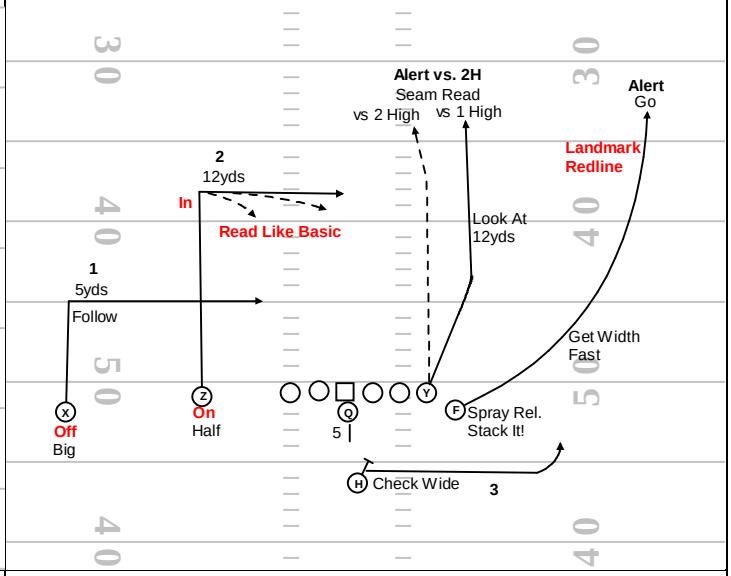
(R/T/ZE) BLAST G DART RT
2J F FIN Y VERT GO (VENUS)



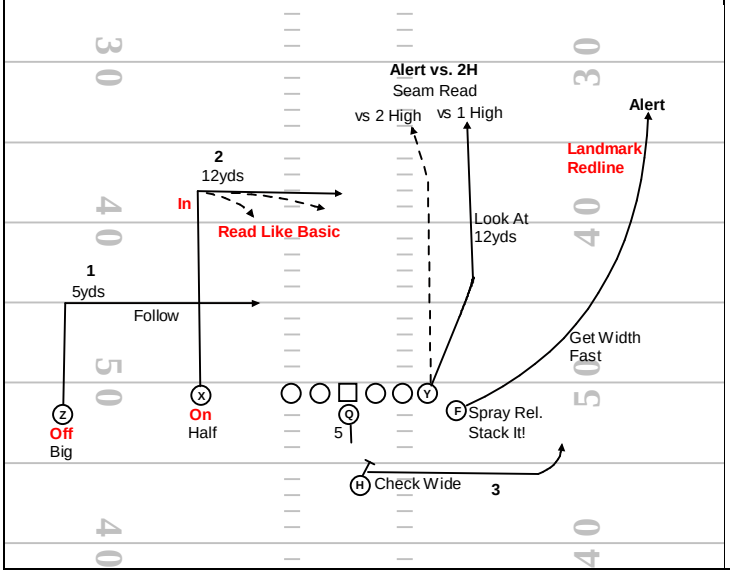
(R/T/ZE) F MO G DOUBLE RT
2J X FIN Y VERT GO



(R/T) FLANK RT
2J X FIN Y VERT GO



(R/T) FLANK RT SLUG
2J X FIN VERT GO



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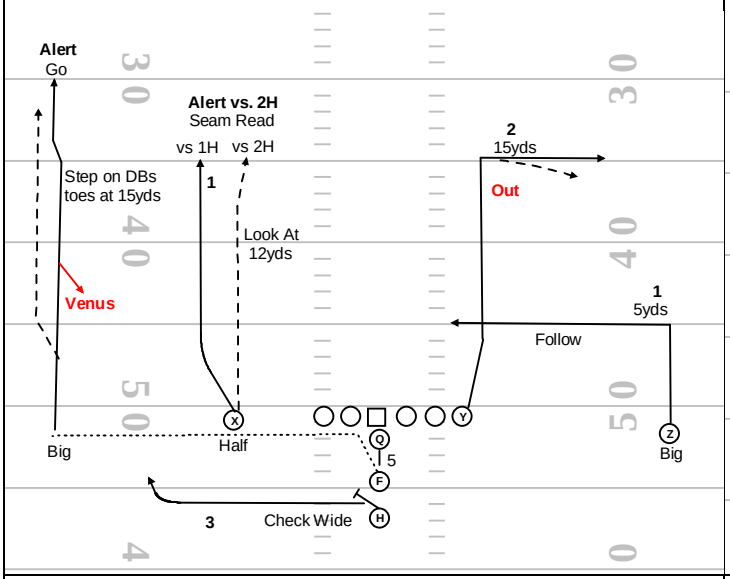
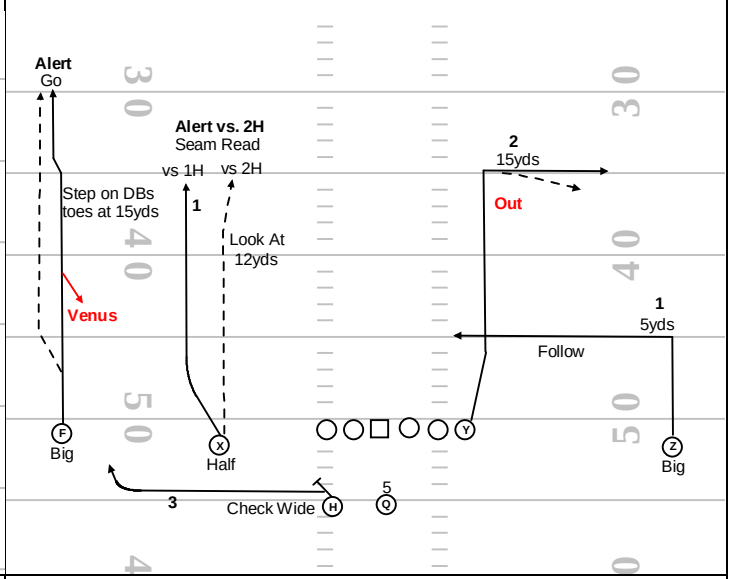
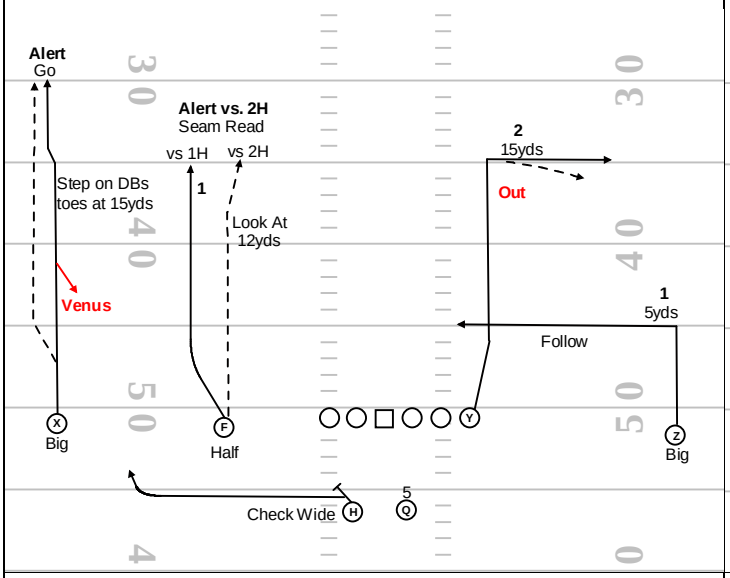
(R/T) GREEN RT TITE F LT O
3J Z FOUTS X VERT GO (VENUS)



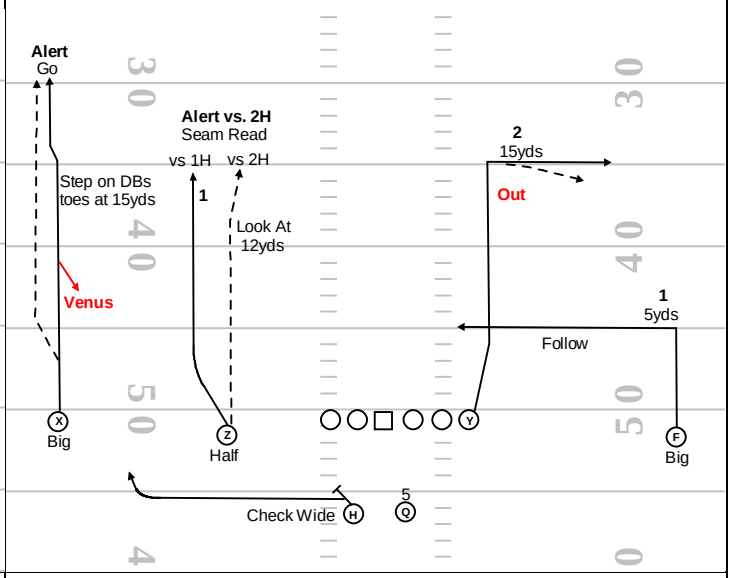
(R/T/ZE) (BLAST) G DART RT
3J Z FOUTS X VERT GO (VENUS)



(R/T/ZE) (F MO)(MOVE G DOUBLE RT
3J Z FOUTS F VERT GO



(R/T/ZE) G FULL RT
3J F FOUTS Z VERT GO



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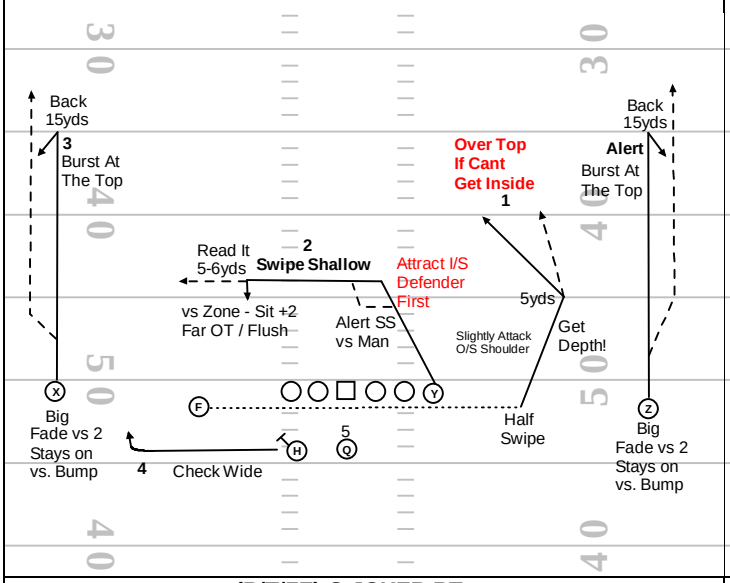
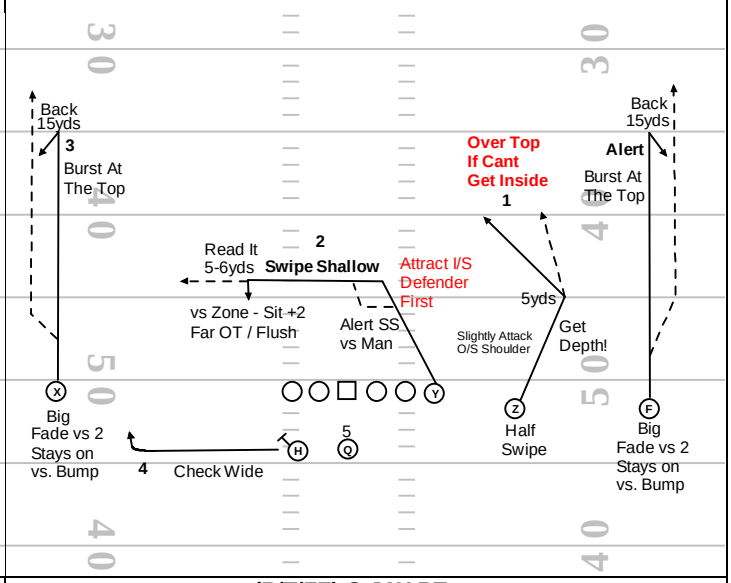
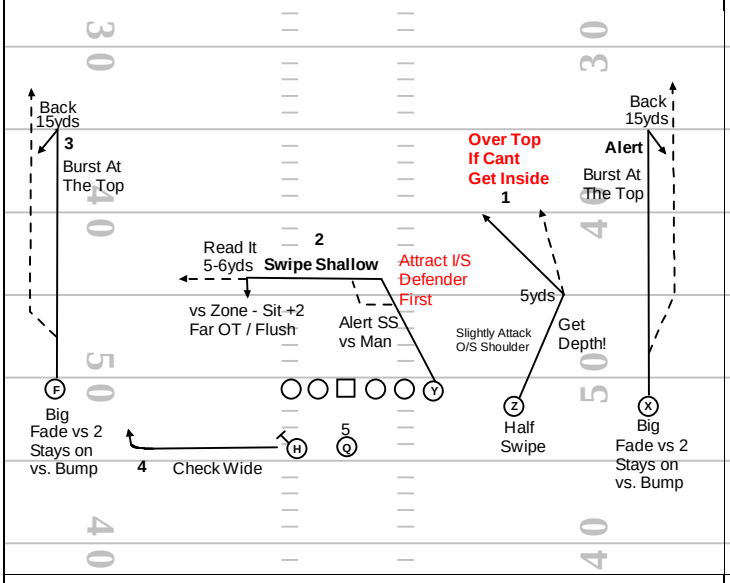
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J F SWIPE



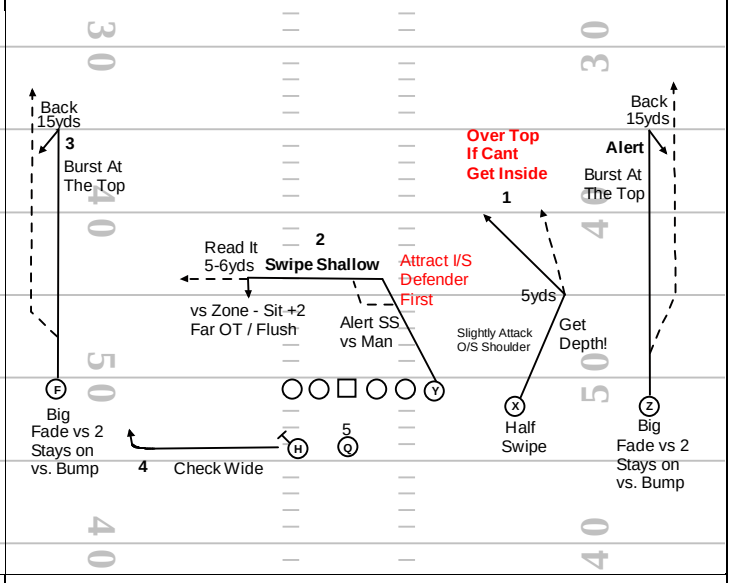
(R/T/ZE) (Z MO) G TAZ RT
3J Z SWIPE



(R/T/ZE) G JOKER RT
3J Z SWIPE



(R/T/ZE) G JAX RT
3J X SWIPE



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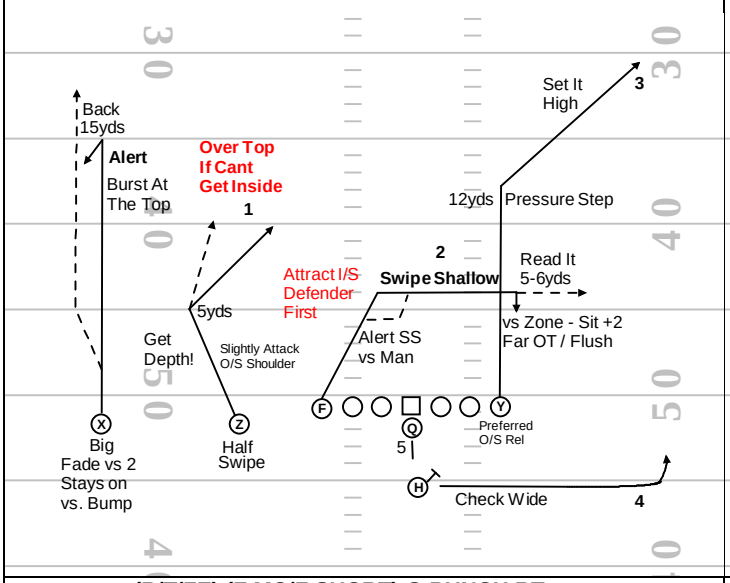
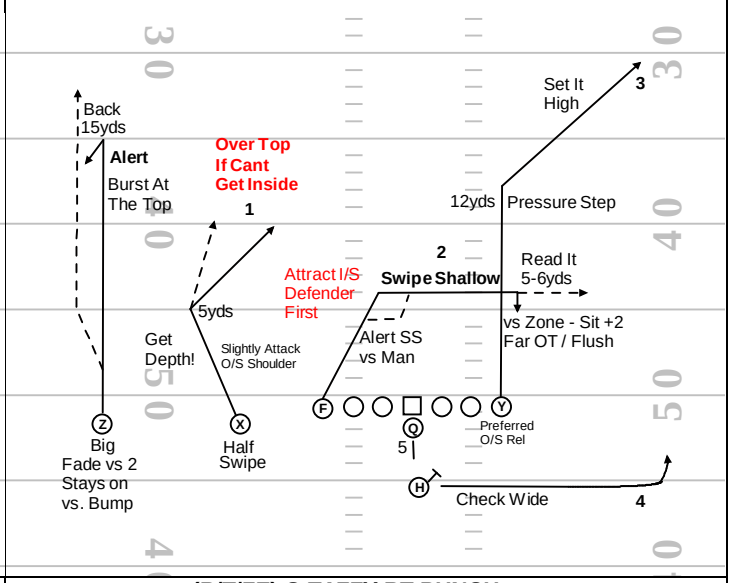
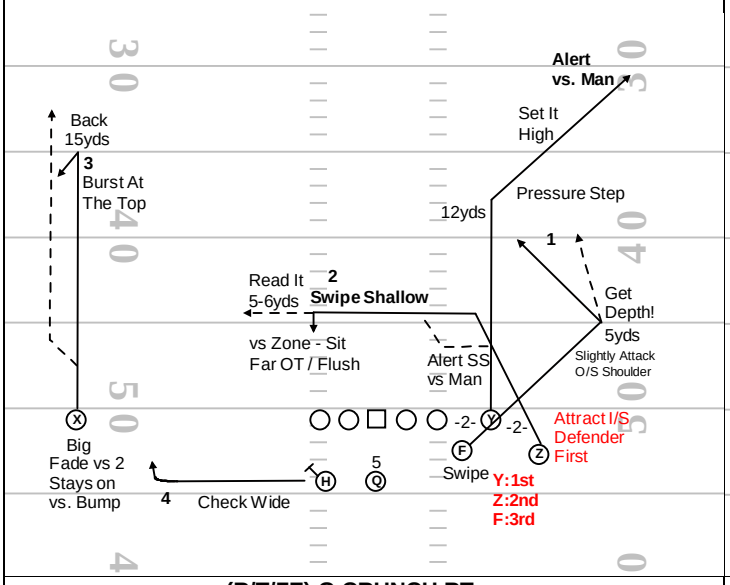
(T/C) (G)(Z MO)(F ZAP) DOT RT SLOT
2J Z SWIPE Y CORNER



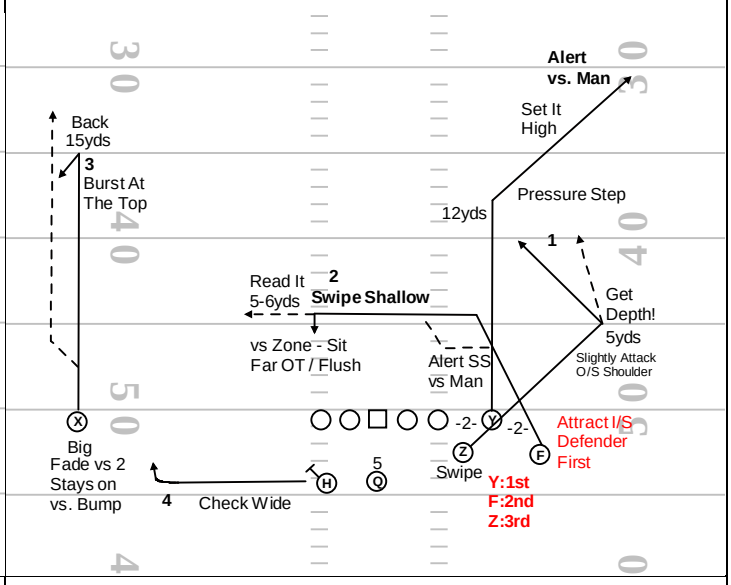
(T/C) (G) DOT RT SLUG
2J X SWIPE Y CORNER



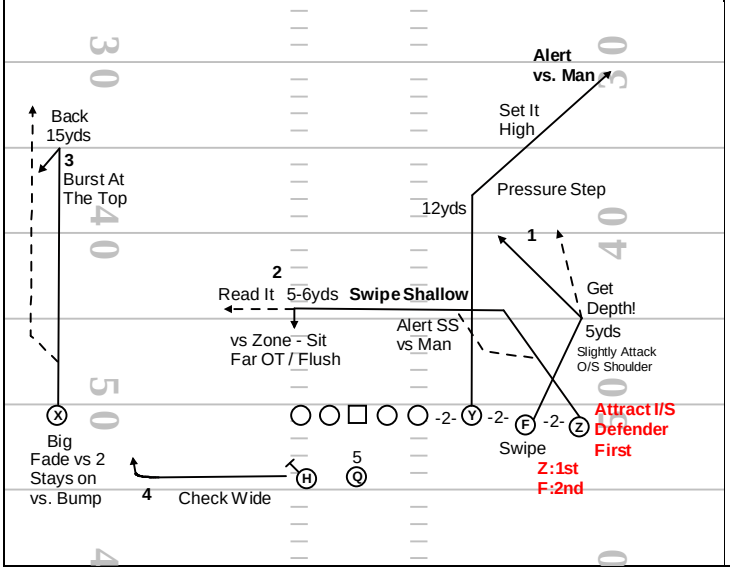
(R/T/ZE) (F MO/Z SHORT) G BUNCH RT
3J F SWIPE Y CORNER



(R/T/ZE) G TAFFY RT BUNCH
3J Z SWIPE Y CORNER



(R/T/ZE) G CRUNCH RT
3J F SWIPE Y CORNER



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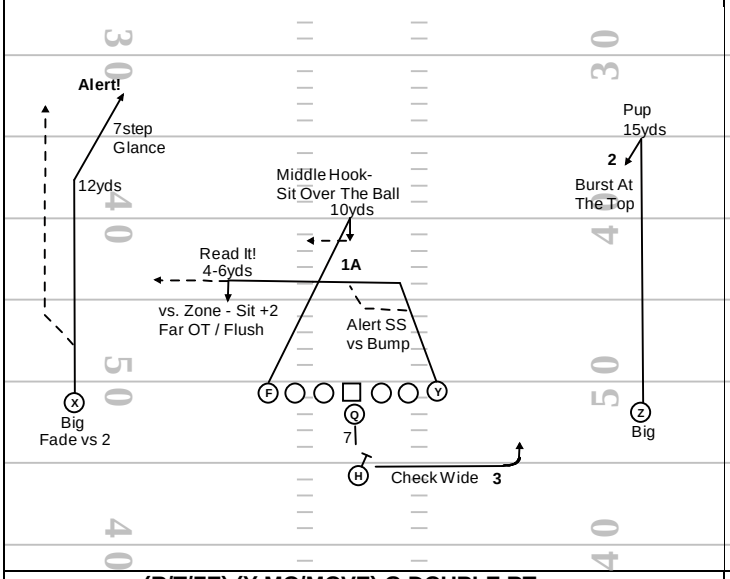
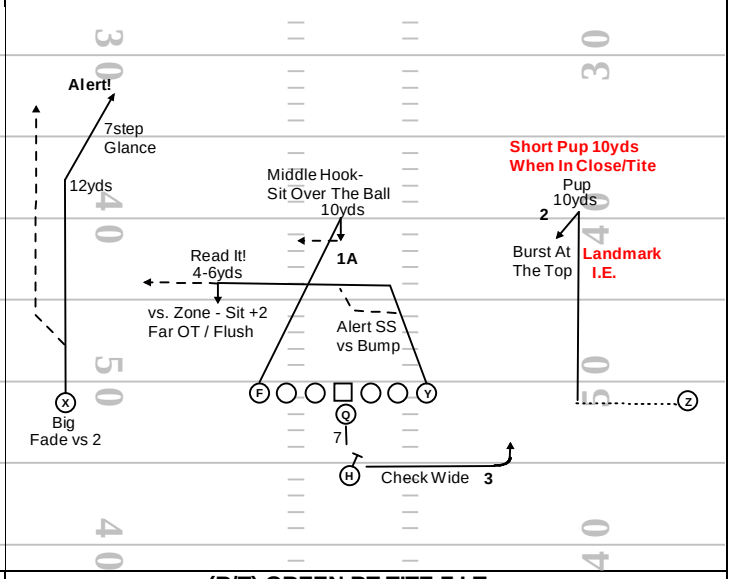
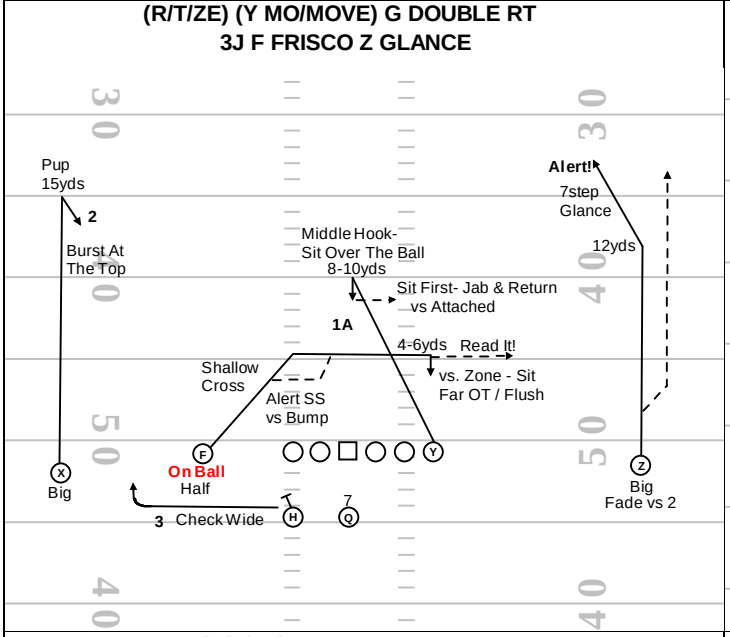
(T) (BREAK) DOT RT
2J Y FRISCO X GLANCE



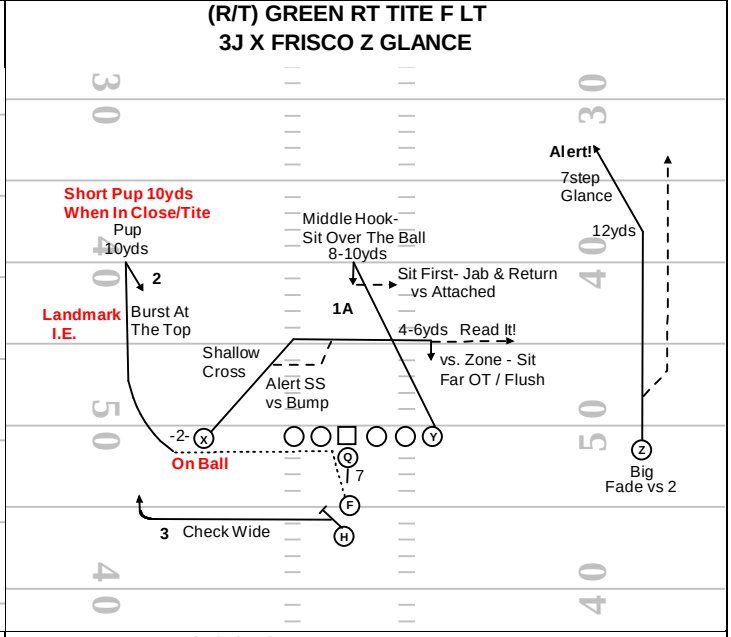
(T) (BREAK) DOT RT (CLOSE) Z SHORT
2J Y FRISCO X GLANCE



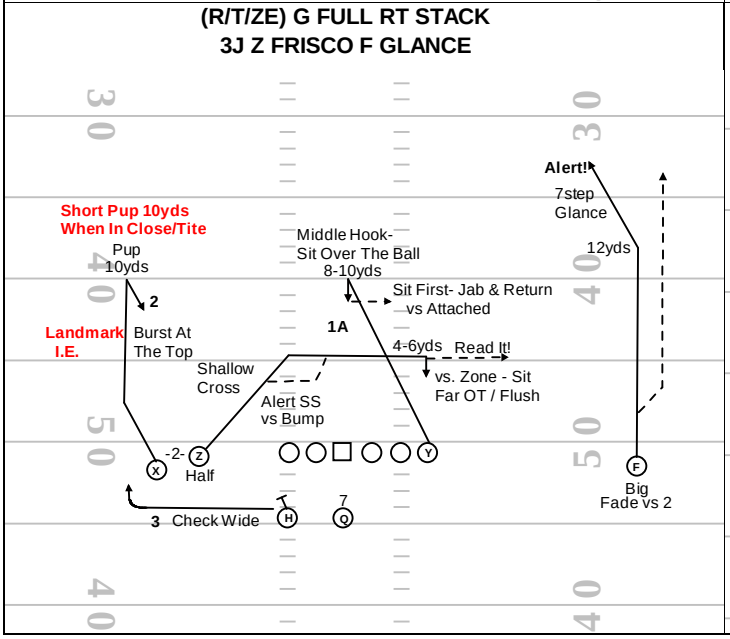
(R/T/ZE) (Y MO/MOVE) G DOUBLE RT
3J F FRISCO Z GLANCE



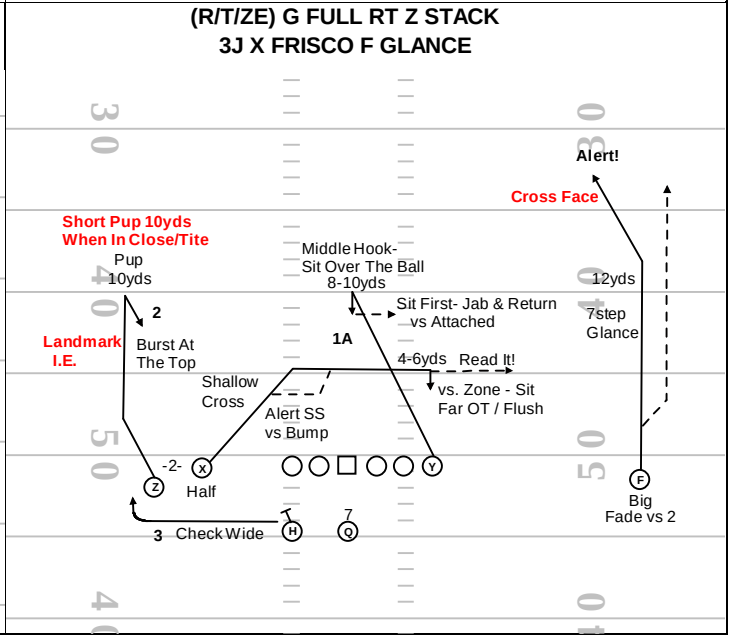
(R/T) GREEN RT TITE F LT
3J X FRISCO Z GLANCE



(R/T/ZE) G FULL RT STACK
3J Z FRISCO F GLANCE



(R/T/ZE) G FULL RT Z STACK
3J X FRISCO F GLANCE



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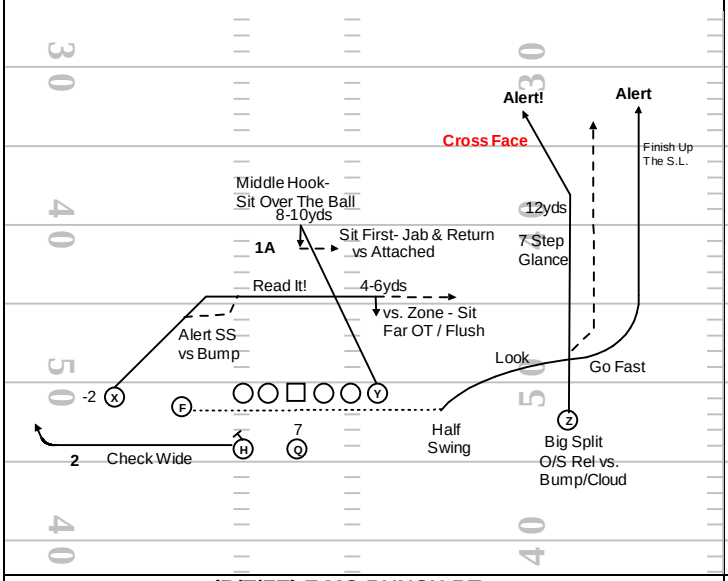
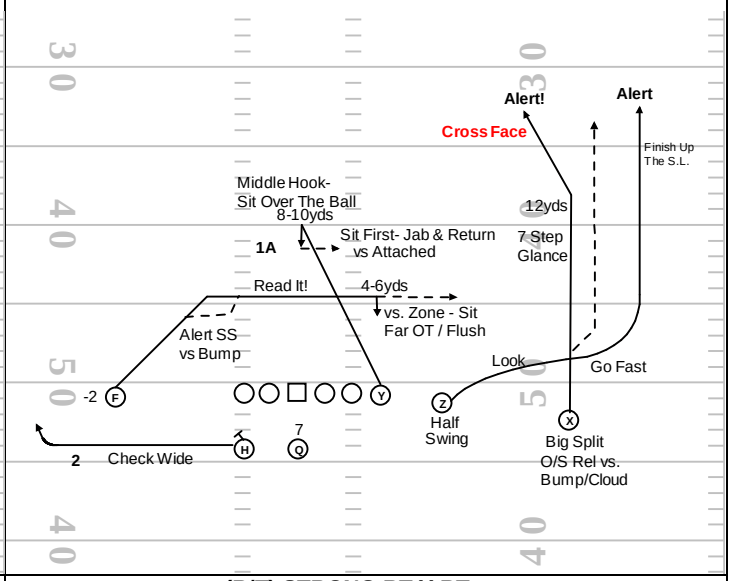
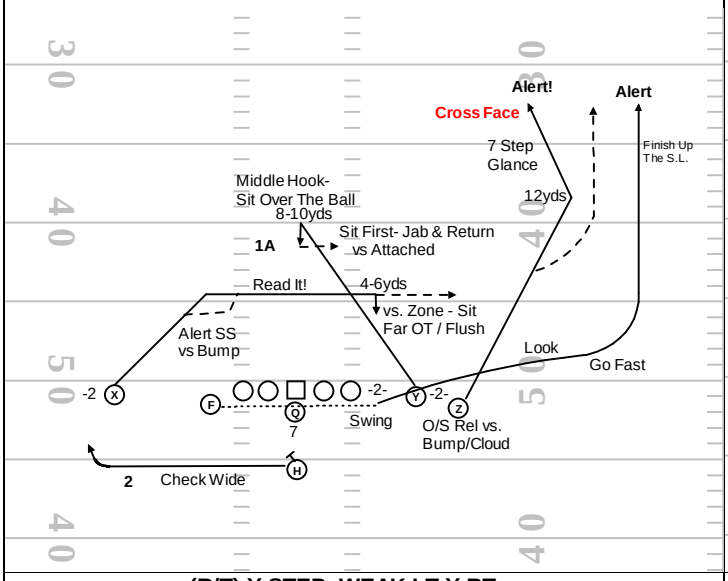
(R/T/ZE) (MOVE) F MO G TRIPS RT
3J X FRISCO F SWING



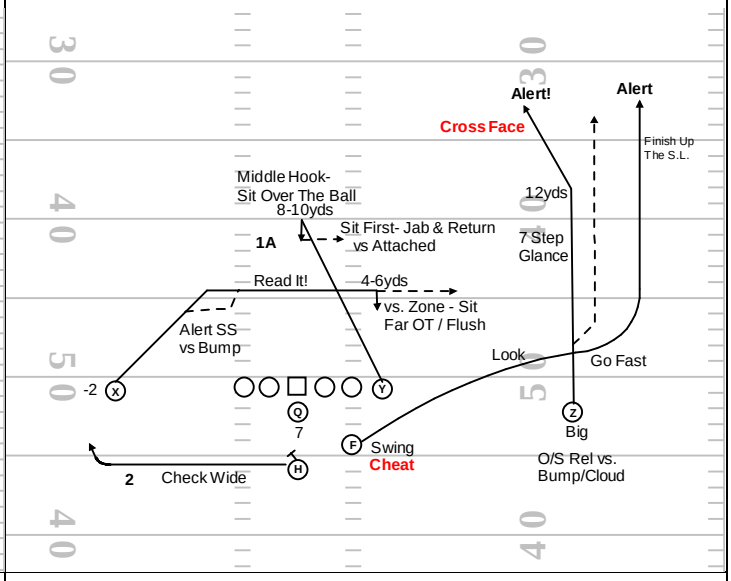
(R/T/ZE) G JOKER RT
3J F FRISCO Z SWING



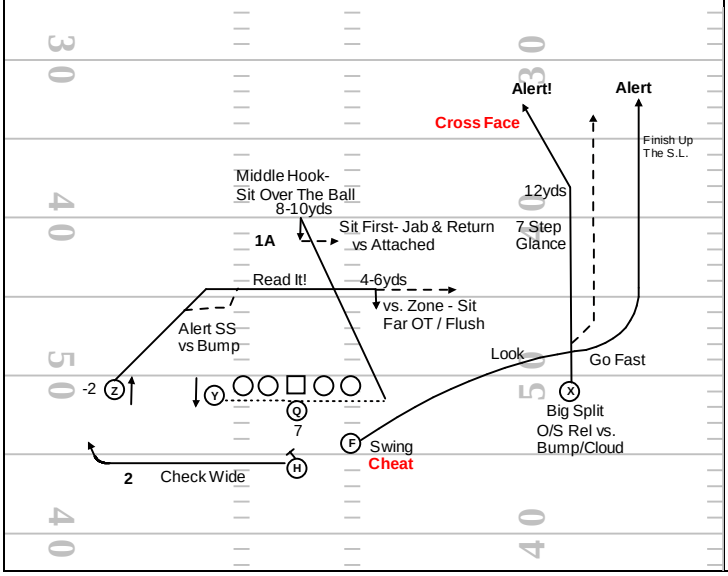
(R/T/ZE) F MO BUNCH RT
3J X FRISCO F SWING



(R/T) STRONG RT Y RT
3J X FRISCO F SWING



(R/T) Y STEP: WEAK LT Y RT
3J Z FRISCO F SWING



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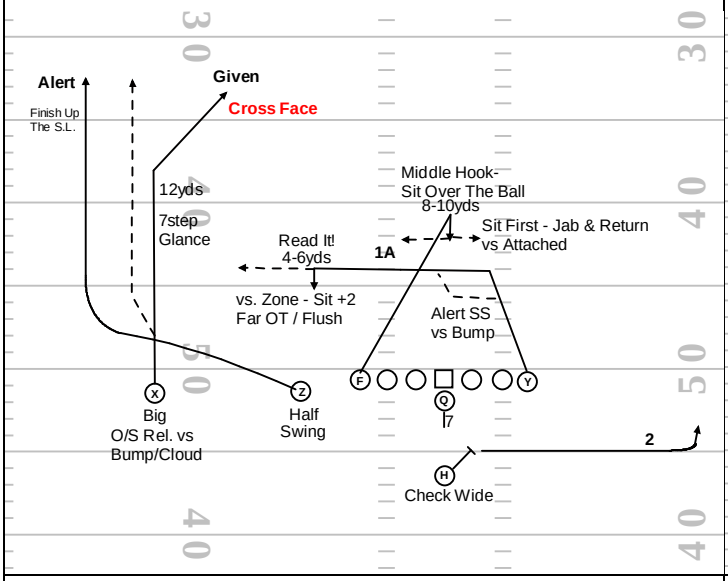
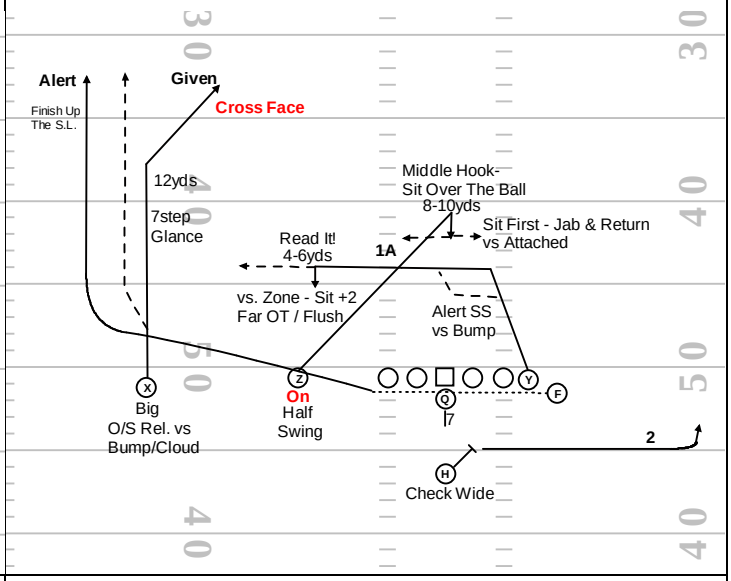
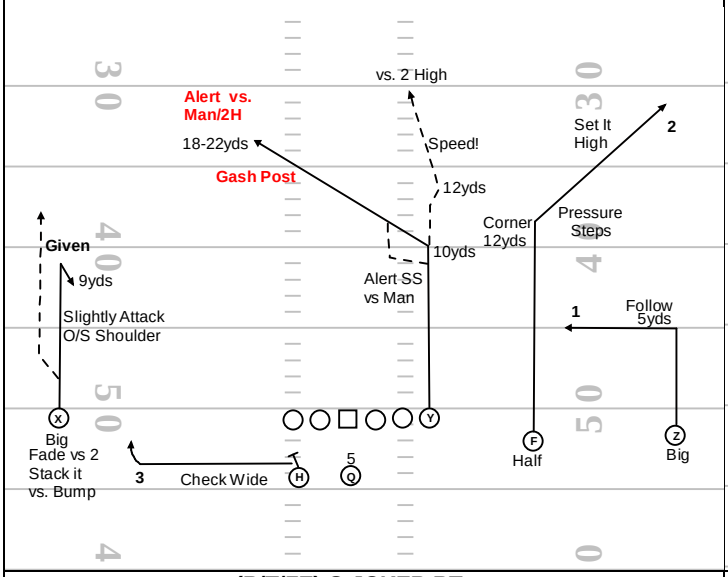
(T/C/R) (Z MO/F ZAP) DOT RT SLOT
2J Y FRISCO Z SWING



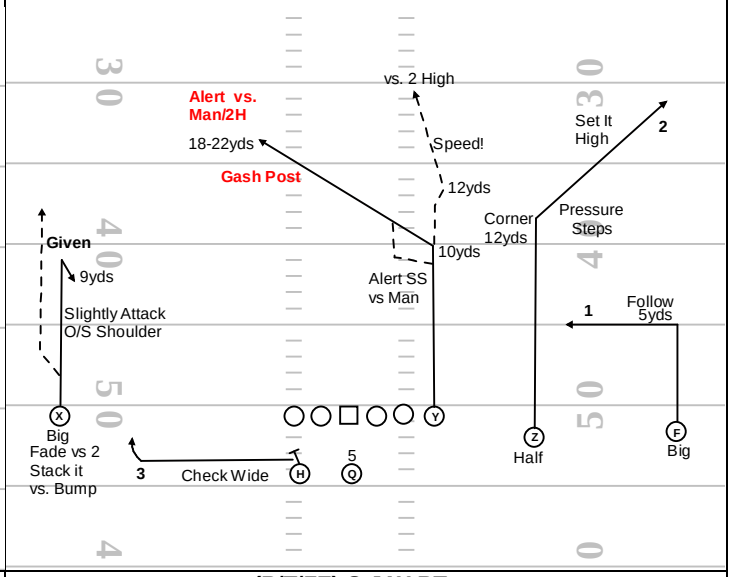
(T/C/R) FLANK RT F LT
2J Y FRISCO F SWING



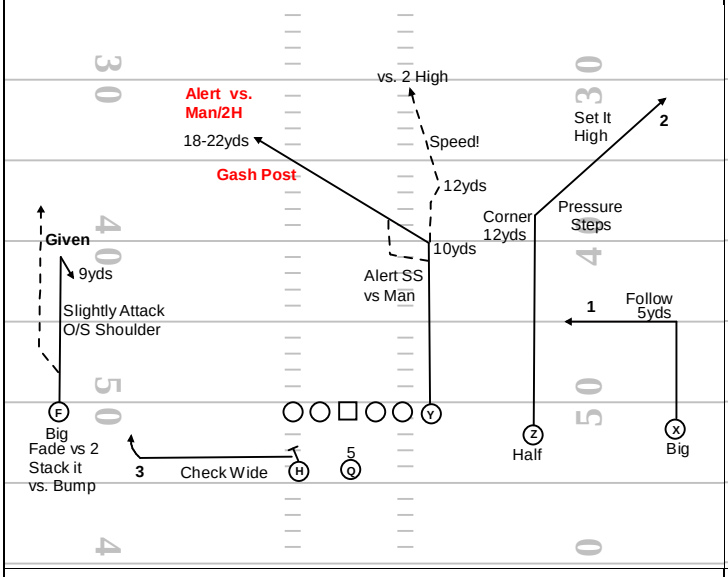
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J CHAMP F CORNER



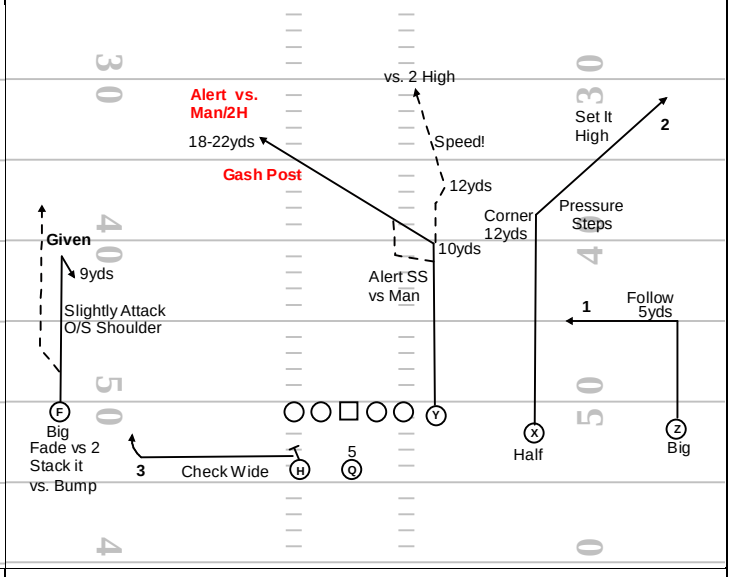
(R/T/ZE) (Z MO) G TAZ RT
3J CHAMP Z CORNER



(R/T/ZE) G JOKER RT
3J CHAMP Z CORNER



(R/T/ZE) G JAX RT
3J CHAMP X CORNER



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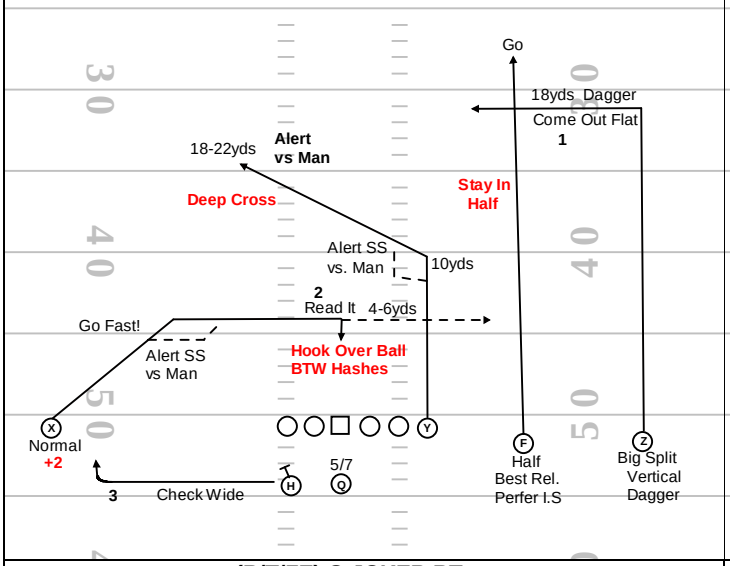
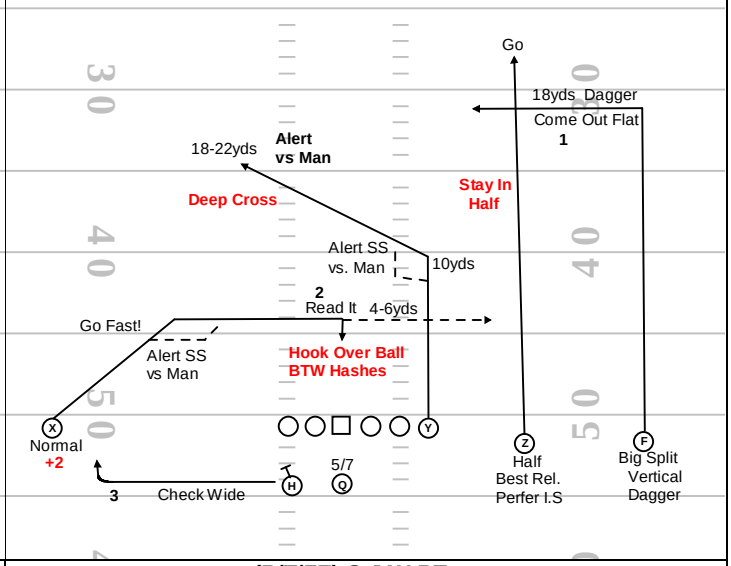
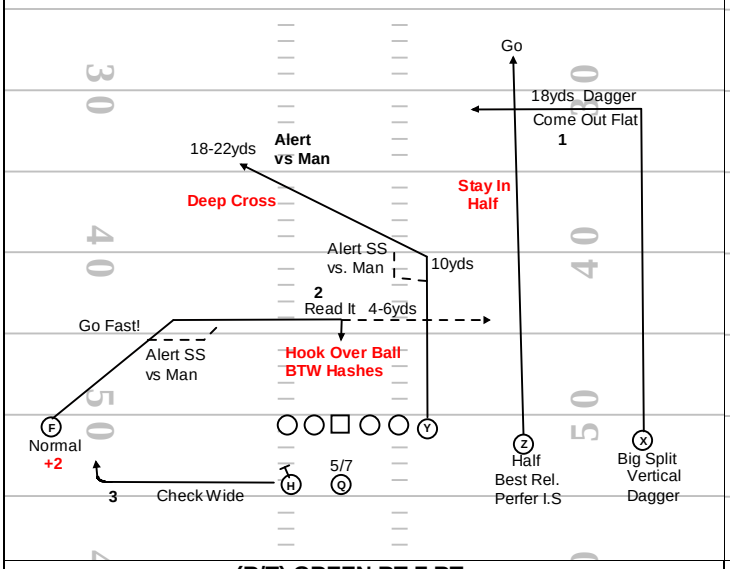
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Z DAGGER X SHIM



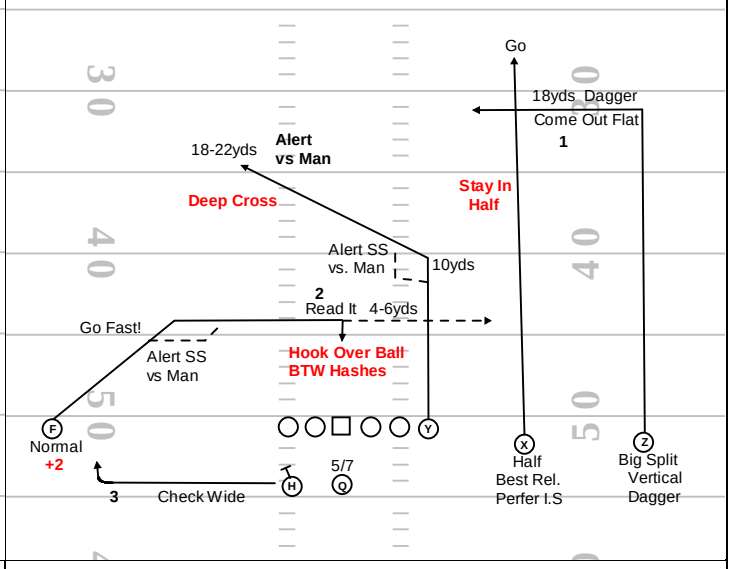
(R/T/ZE) (Z MO) G TAZ RT
3J F DAGGER X SHIM



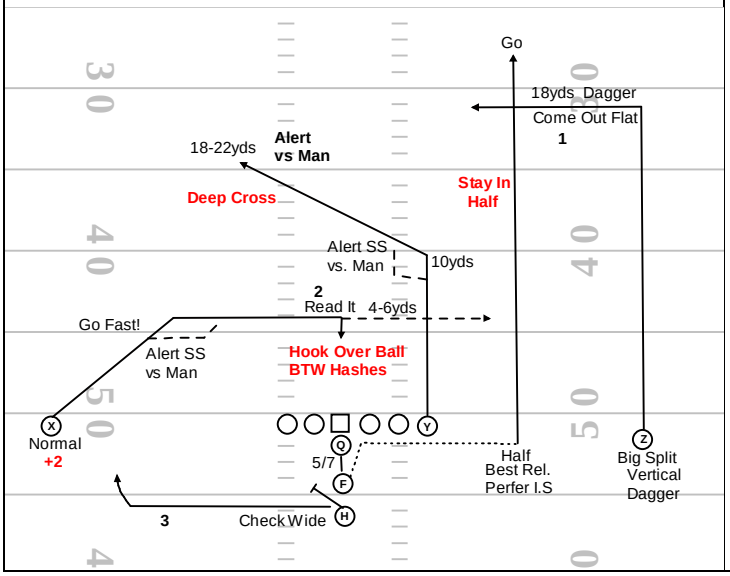
(R/T/ZE) G JOKER RT
3J X DAGGER F SHIM



(R/T/ZE) G JAX RT
3J Z DAGGER F SHIM



(R/T) GREEN RT F RT
3J Z DAGGER X SHIM



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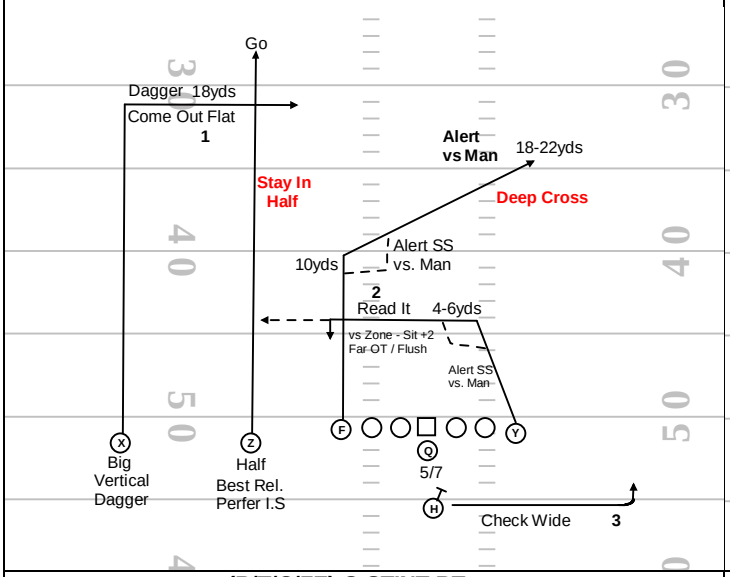
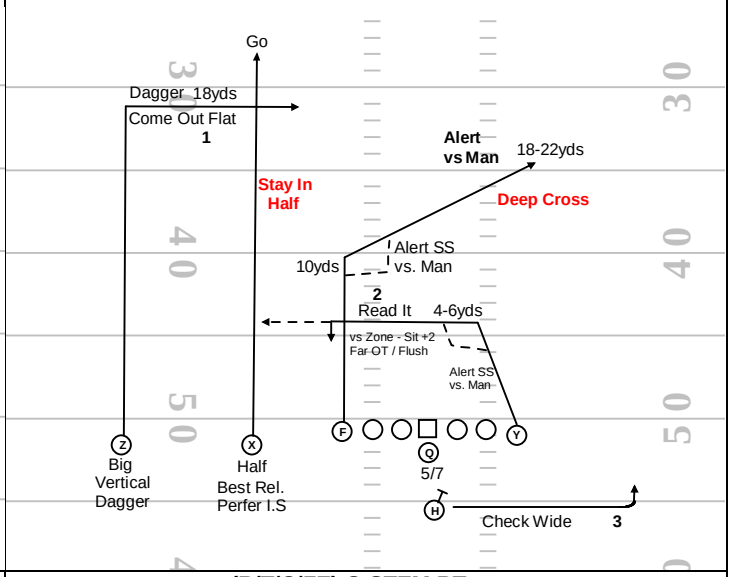
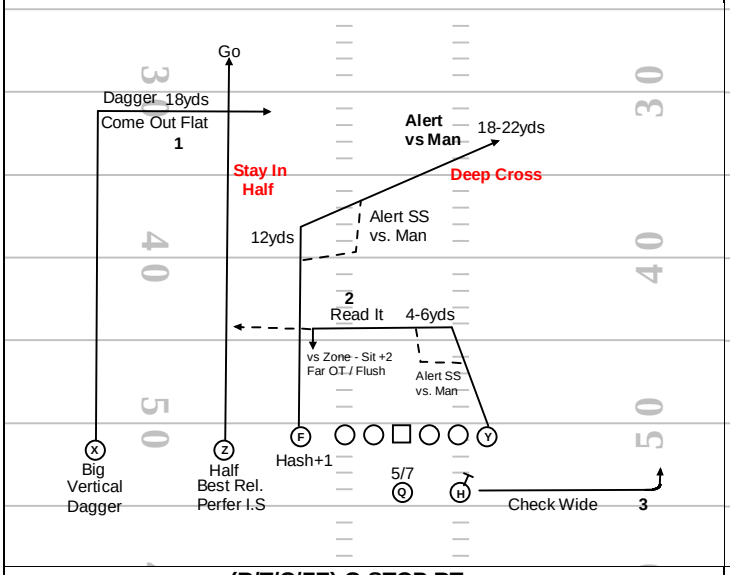
(R/T/C) (G)(Z MO) DOT RT SLOT
2J X DAGGER Y SHALLOW



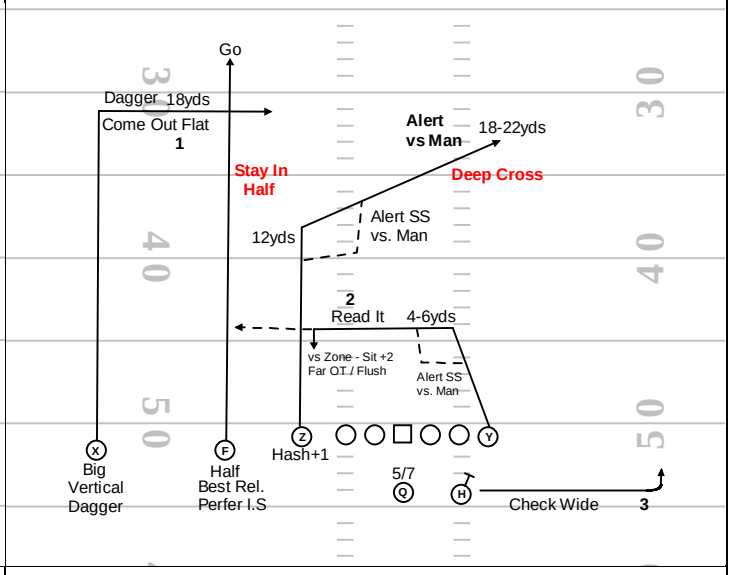
(R/T/C) (G)(X MO) DOT RT SLUG
2J X DAGGER Y SHALLOW



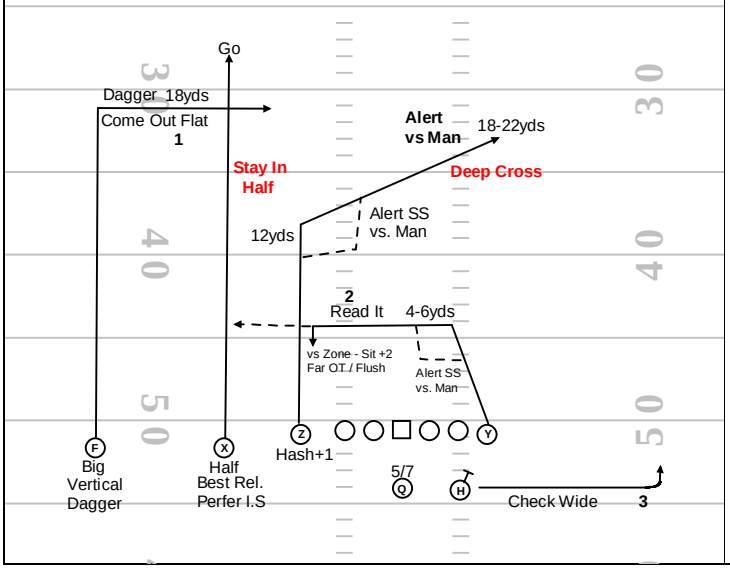
(R/T/C/ZE) G STINT RT
2J X DAGGER Y SHALLOW



(R/T/C/ZE) G STEM RT
2J X DAGGER Y SHALLOW



(R/T/C/ZE) G STOP RT
2J F DAGGER Y SHALLOW



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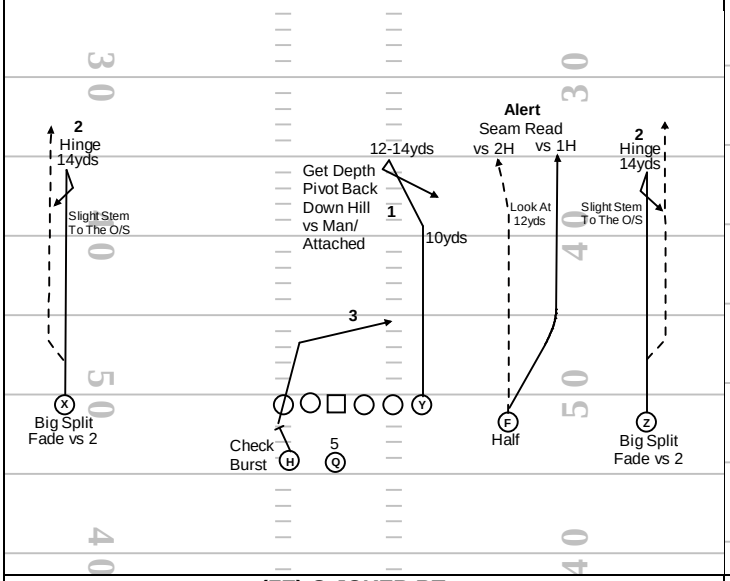
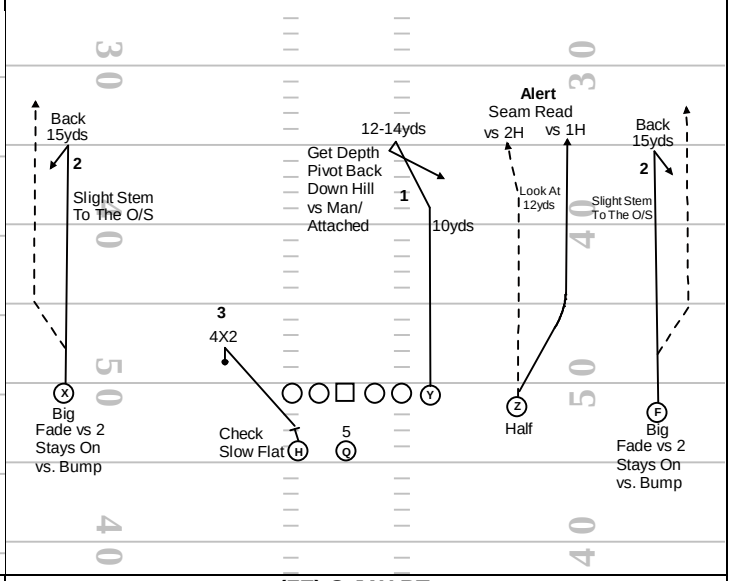
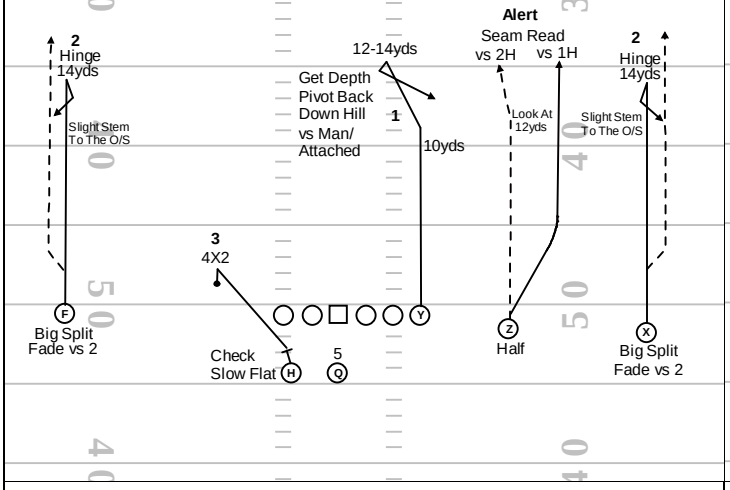
(ZE) G TRIPS (TEX) RT
3J F GASH HINGE Y SEARCH



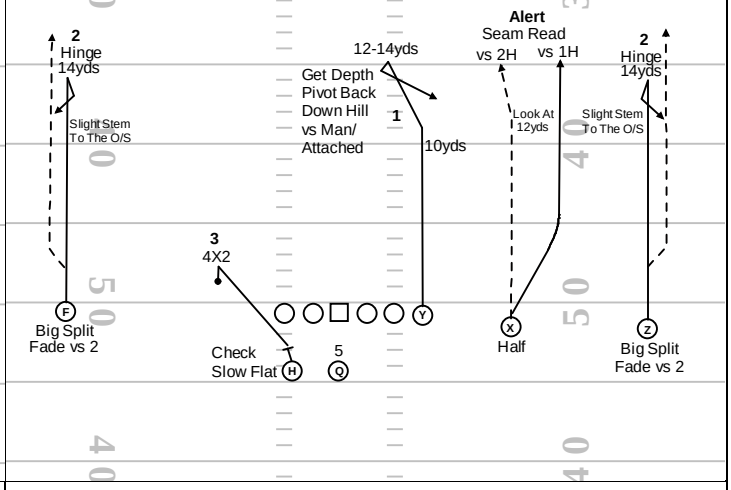
(ZE) (Z MO) G TAZ RT
3J Z GASH BACK Y SEARCH



(ZE) G JOKER RT
3J Z GASH HINGE Y SEARCH



(ZE) G JAX RT
3J X GASH HINGE Y SEARCH



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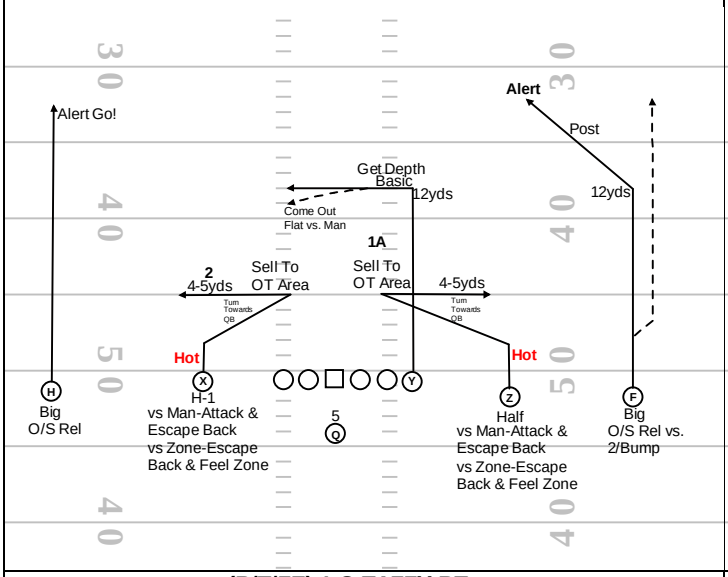
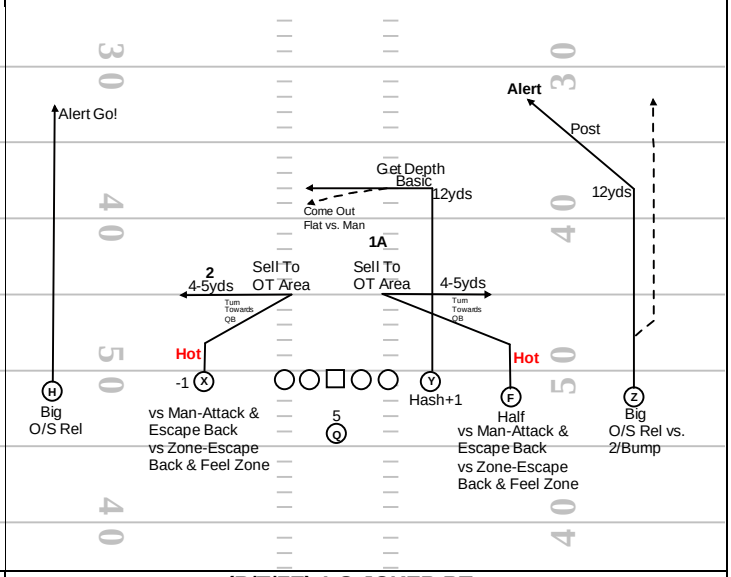
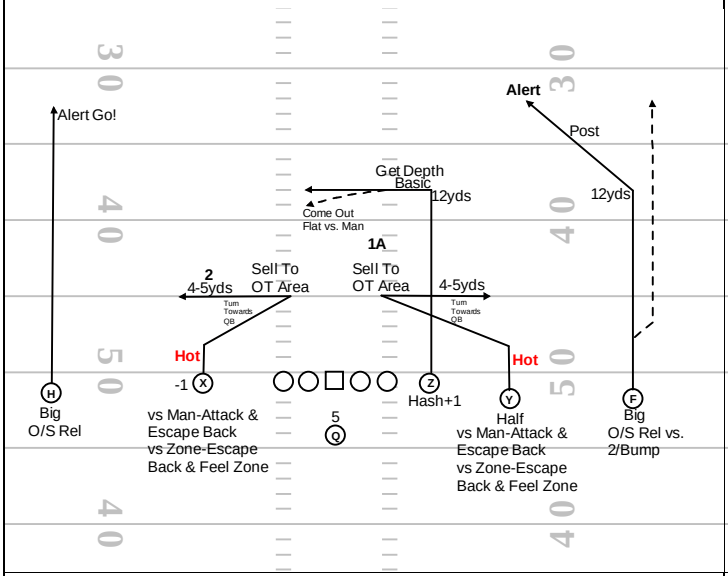
(R/T/ZE) 1 G TAZ RT
2SCAT Y BINGO ESCAPES



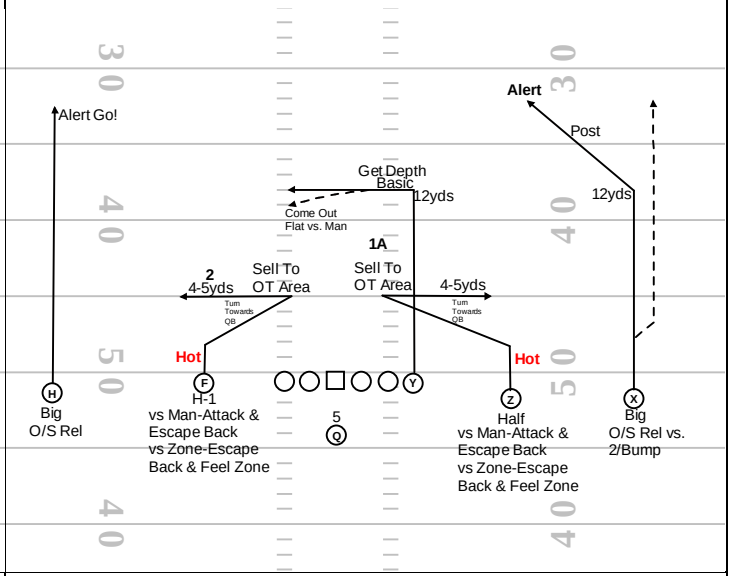
(R/T/ZE) 1 G TEX RT
2SCAT Y BINGO ESCAPES



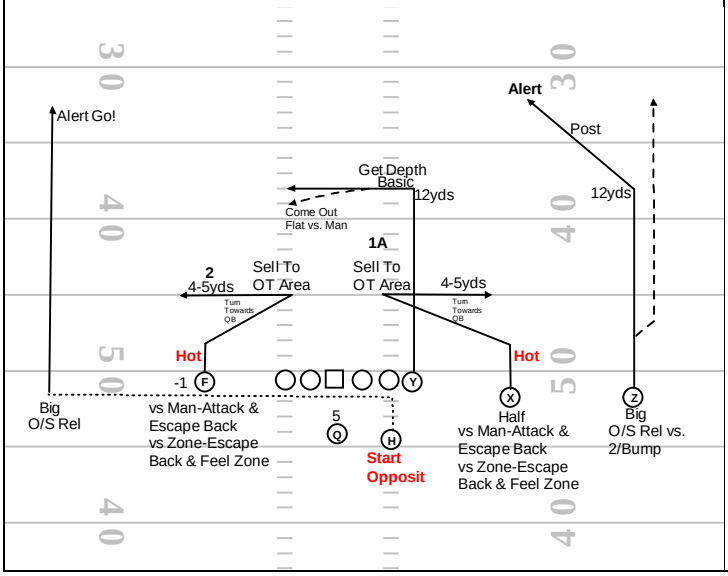
(R/T/ZE) 1 G TAFFY RT
2SCAT Z BINGO ESCAPES



(R/T/ZE) 1 G JOKER RT
2SCAT Y BINGO ESCAPES



(R/T/ZE) G JAX RT TITE H LT O
2SCAT Y BINGO ESCAPES



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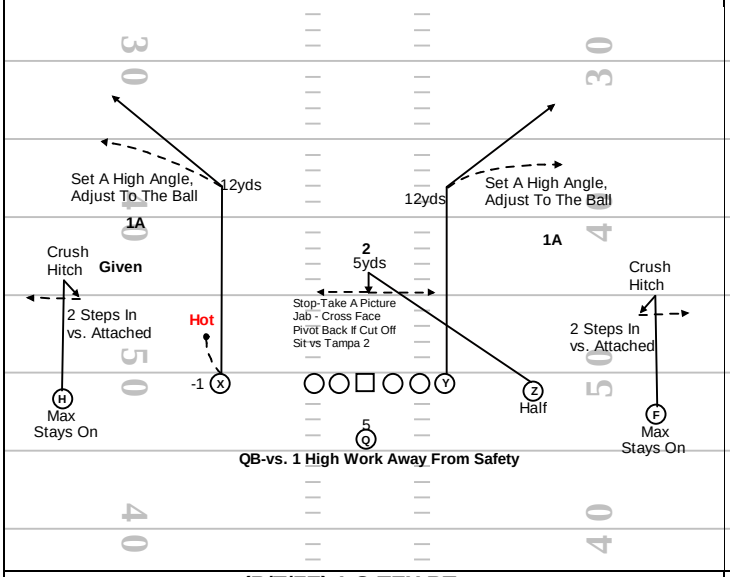
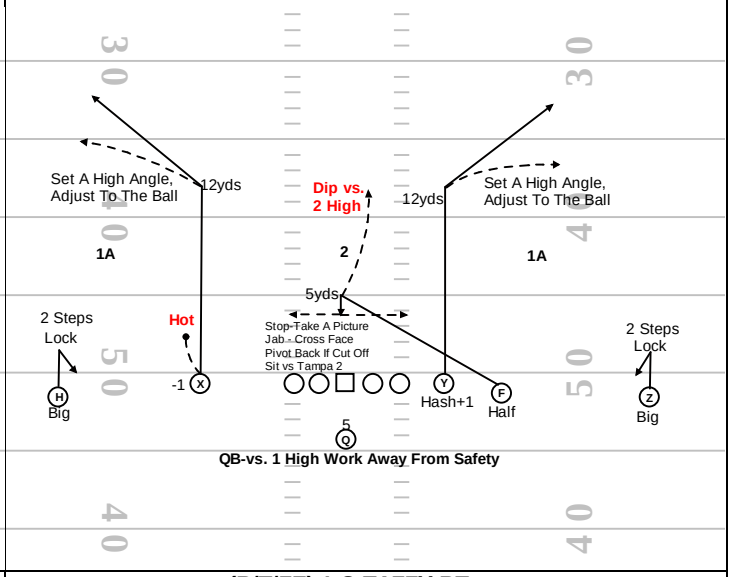
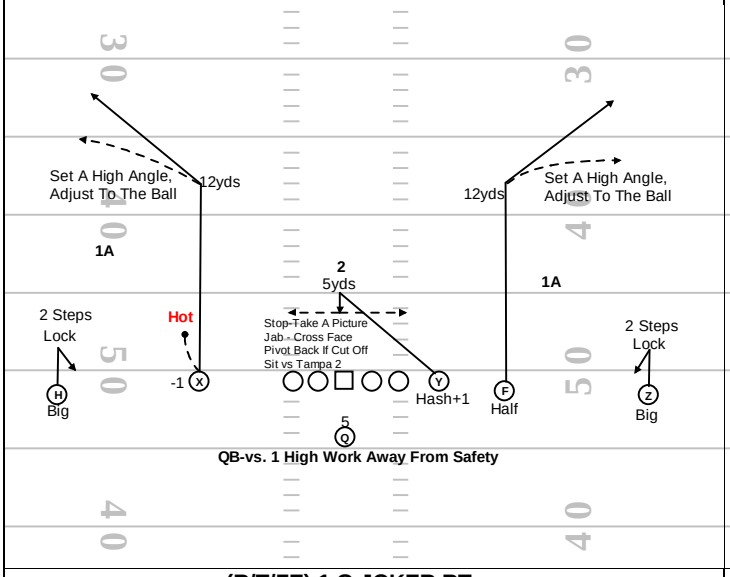
(R/T/ZE) 1 G TAZ RT
2SCAT CRUSH Z OPTION



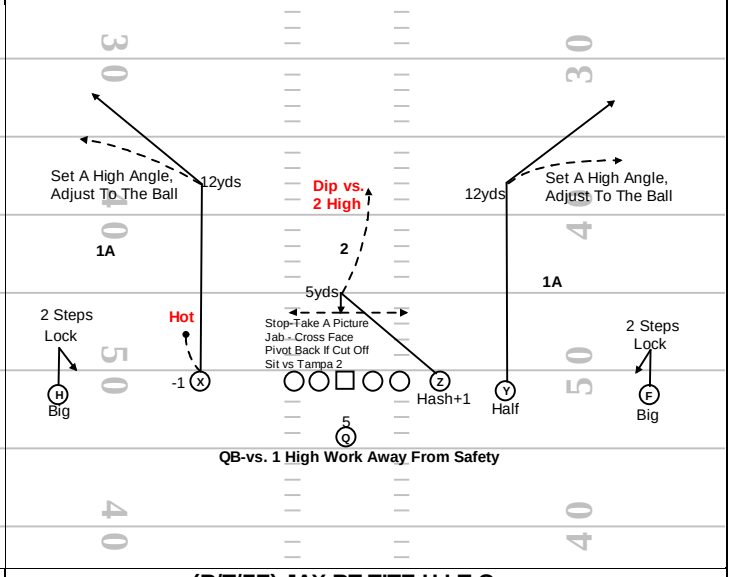
(R/T/ZE) 1 TEX RT
2SCAT CLAP F OPTION DIP



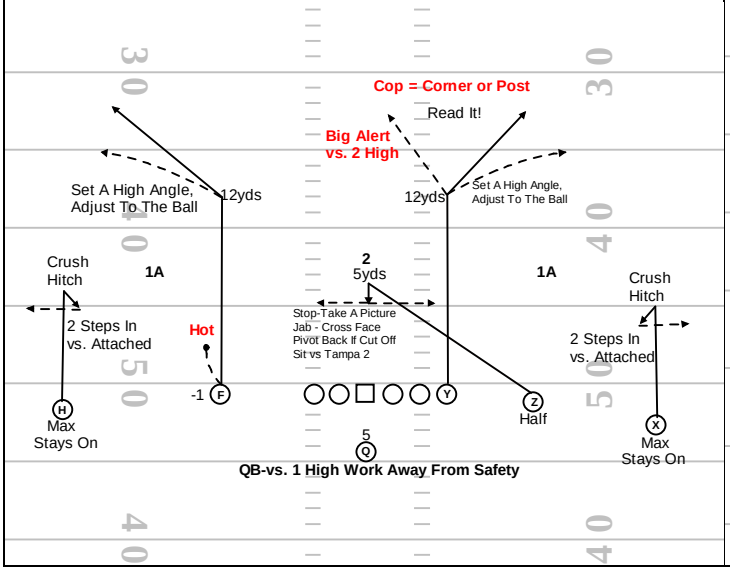
(R/T/ZE) 1 G TEX RT
2SCAT CLAP Y OPTION



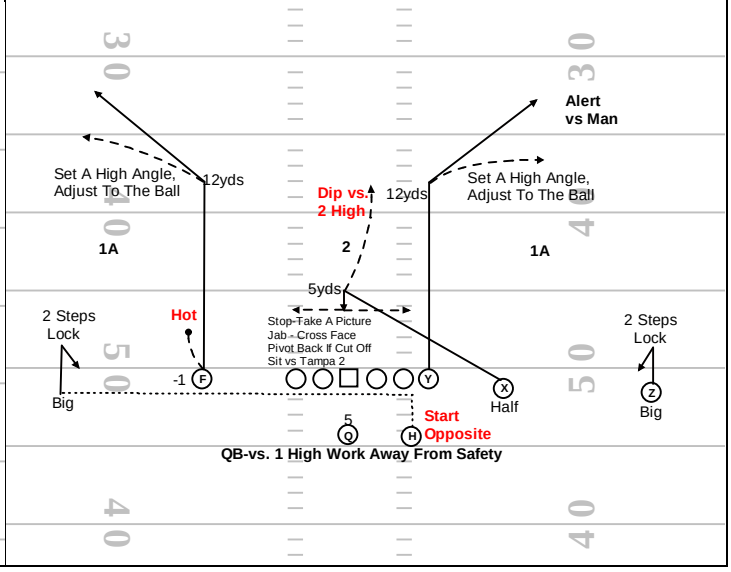
(R/T/ZE) 1 G TAFFY RT
2SCAT CLAP Z OPTION DIP



(R/T/ZE) 1 G JOKER RT
2SCAT CRUSH Y COP Z OPTION



(R/T/ZE) JAX RT TITE H LT O
3SCAT CLAP X OPTION DIP



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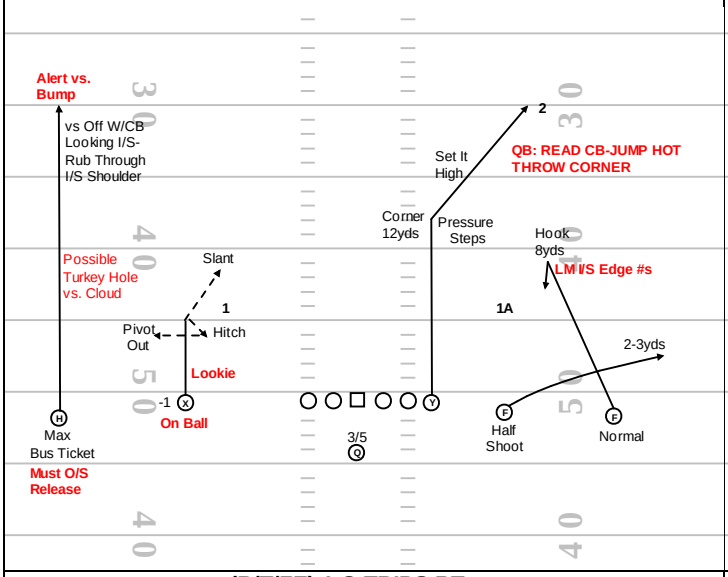
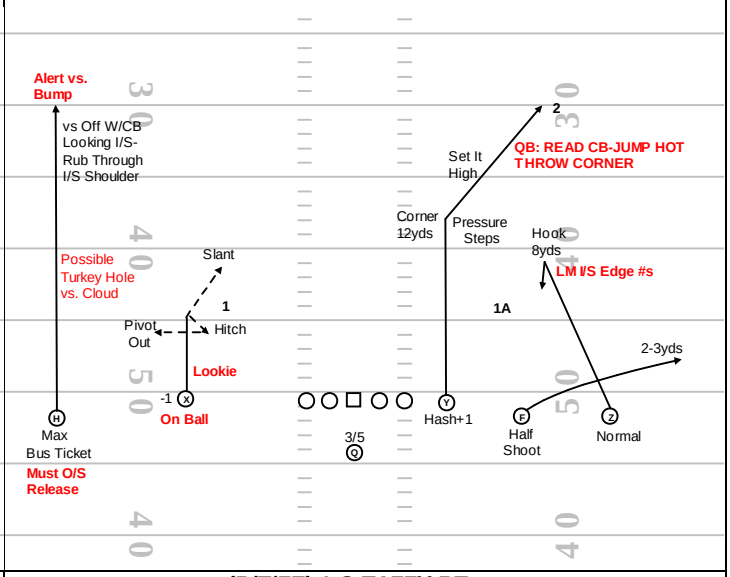
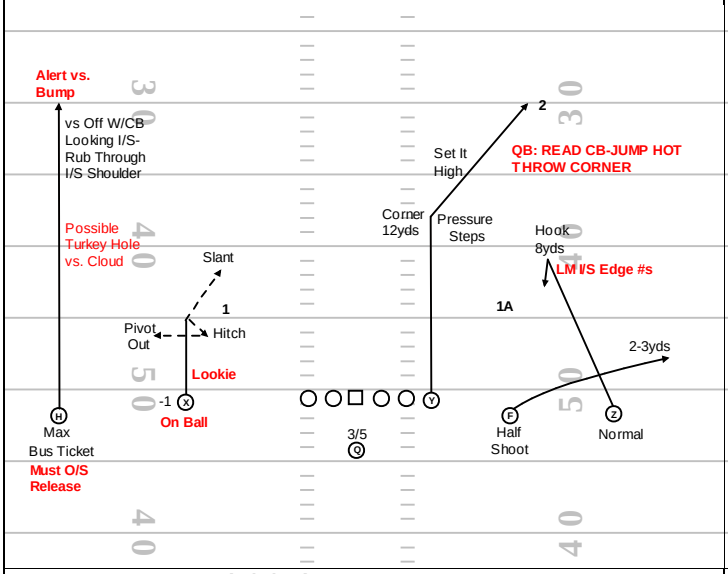
(R/T/ZE) 1 G TAZ RT
200SCAT X LOOKIE F CHUCK



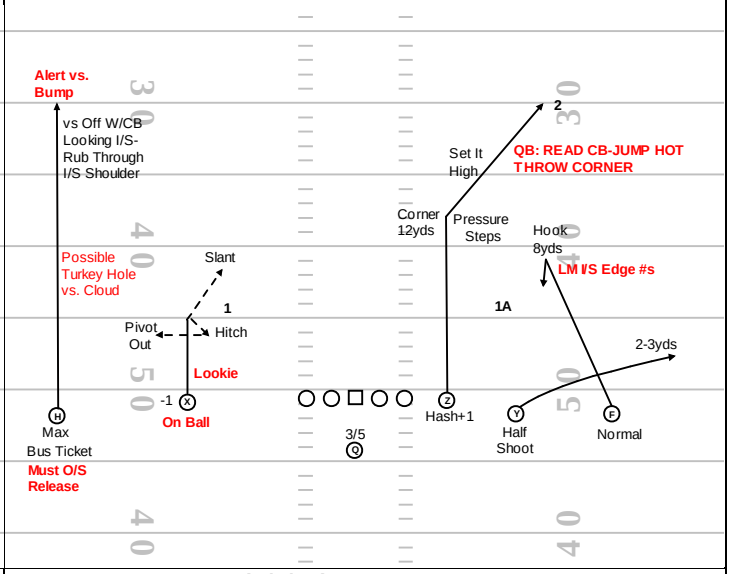
(R/T/ZE) 1 G TEX RT
200SCAT X LOOKIE Z CHUCK



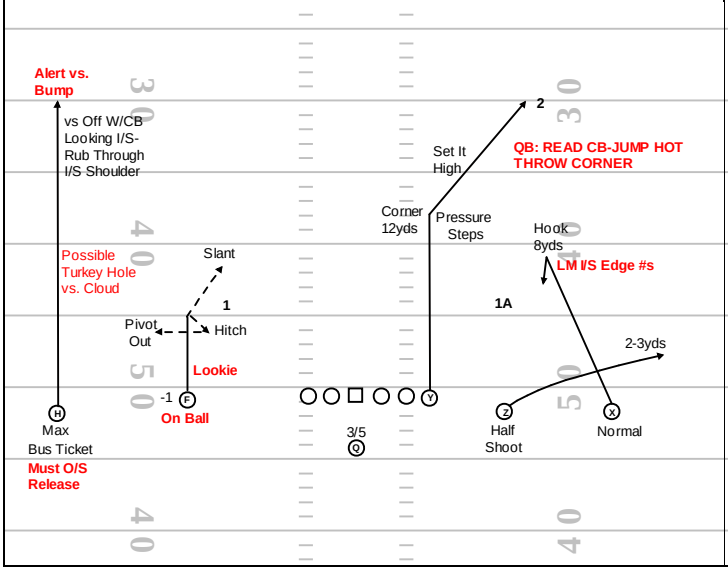
(R/T/ZE) 1 G TRIPS RT
200SCAT X LOOKIE Z CHUCK



(R/T/ZE) 1 G TAFFY RT
200SCAT X LOOKIE F CHUCK



(R/T/ZE) 1 G JOKER RT
200SCAT F LOOKIE X CHUCK



(R/T/ZE) 1 G JAX RT
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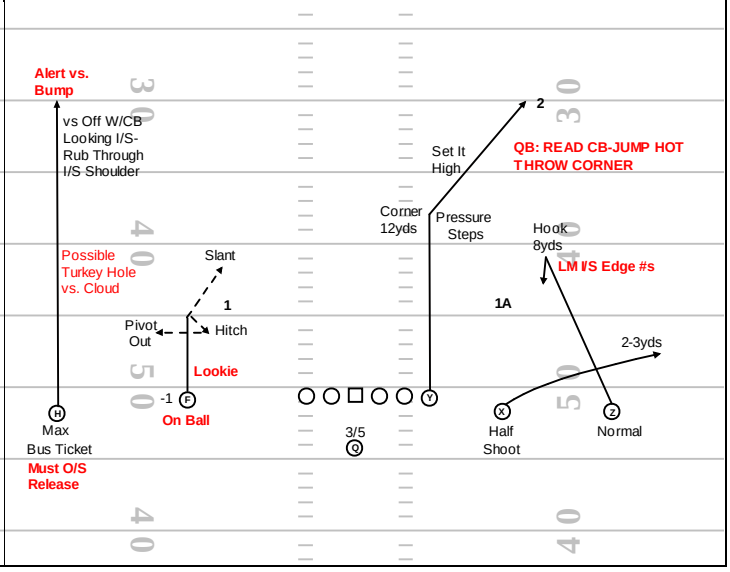

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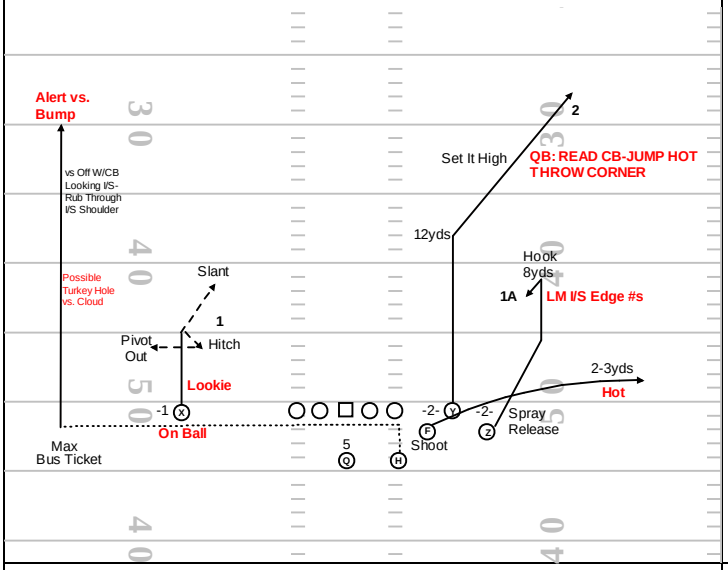
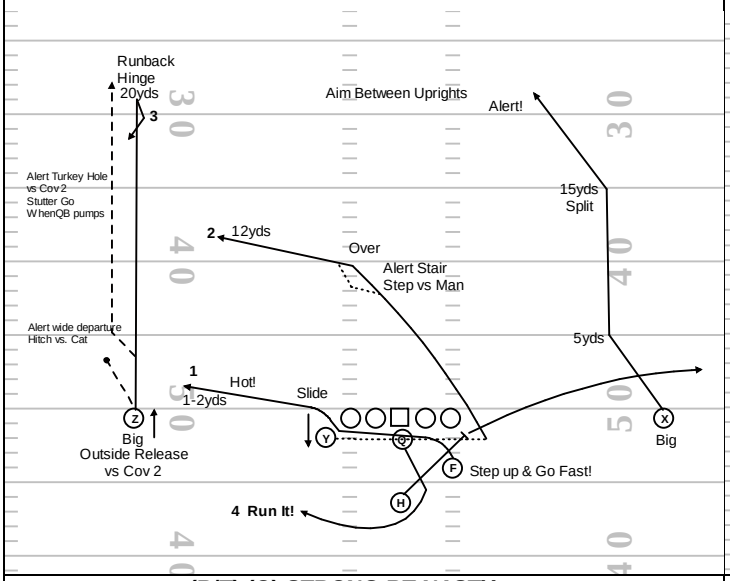
(R/T/ZE) G BUNCH RT TITE H LT O

3J X LOOKIE Z CHUCK

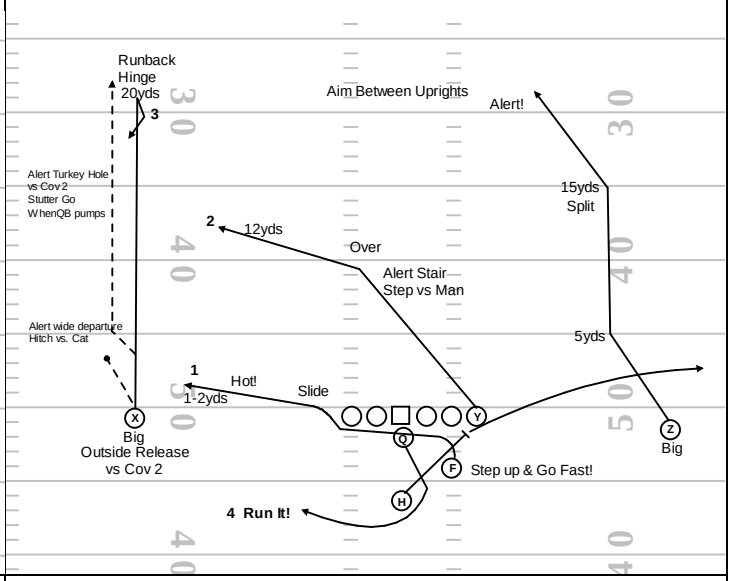


MOVEMENT

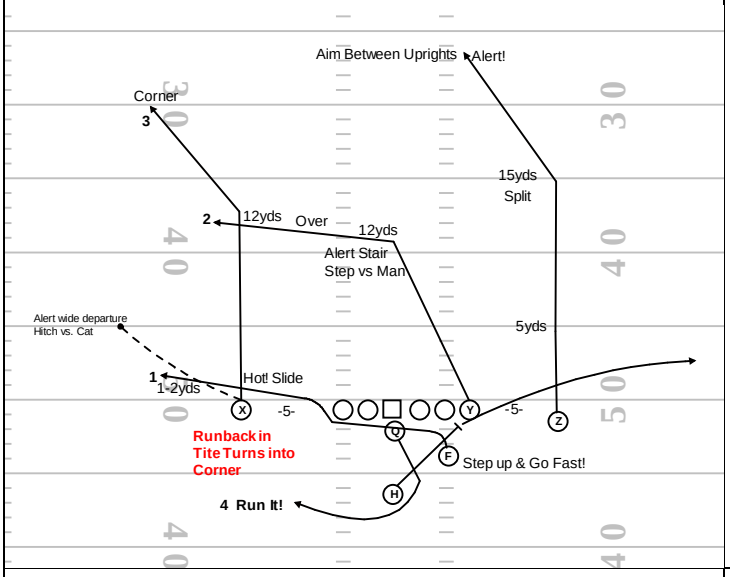
(R/T) Y STEP WEAK LT Y RT
NAKED 96 LT F SLIDE



(R/T) STRONG RT FUZZ
NAKED 96 LT F SLIDE

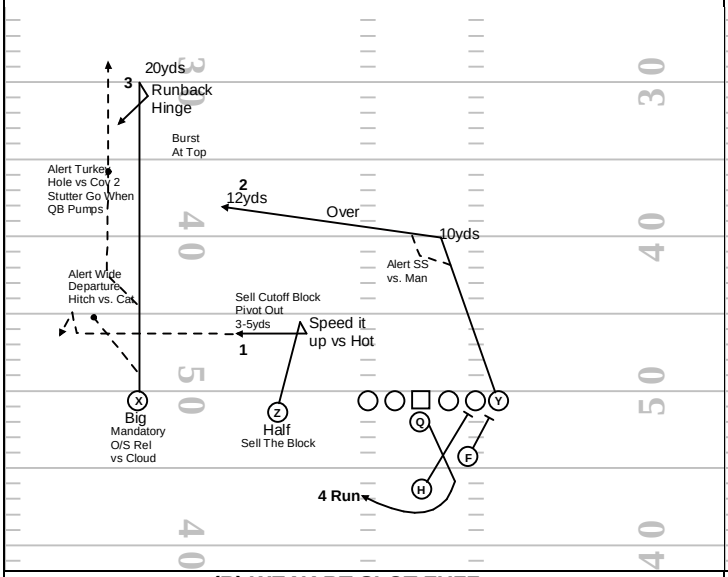


(R/T) (Q) STRONG RT NASTY
NAKED 96 LT F SLIDE

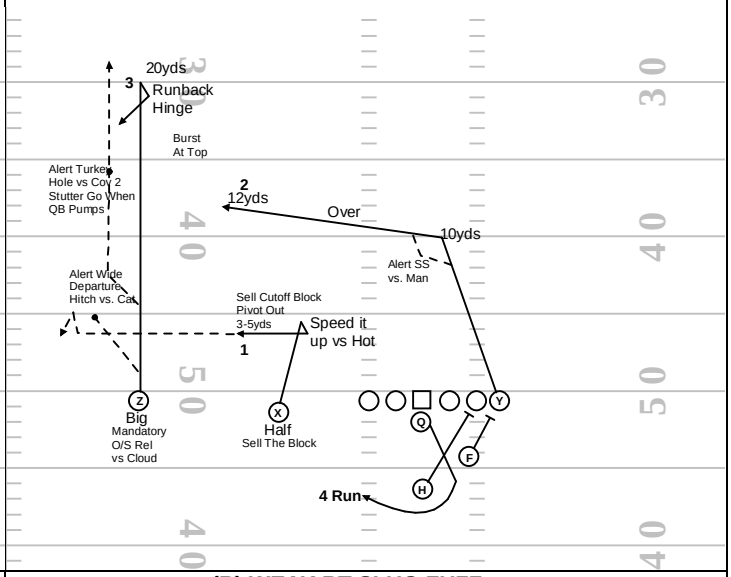


MOVEMENT

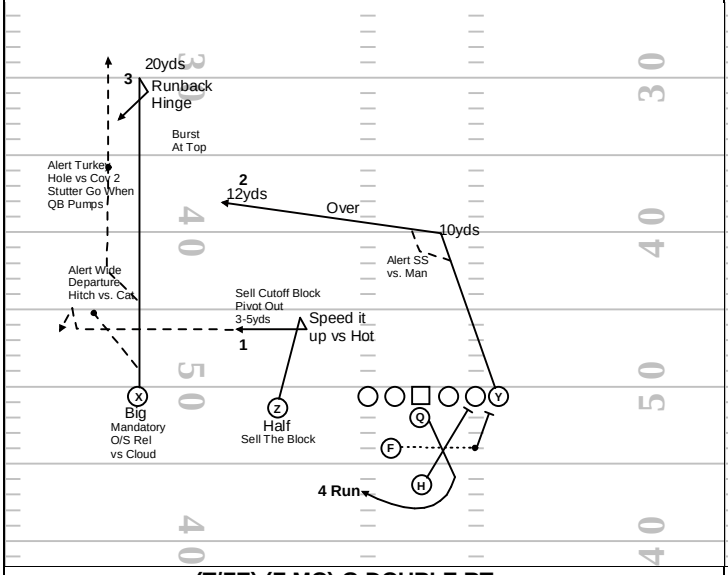
(R) (Z/X MO) STRONG RT SLOT
NAKED 96 LT Z STAB



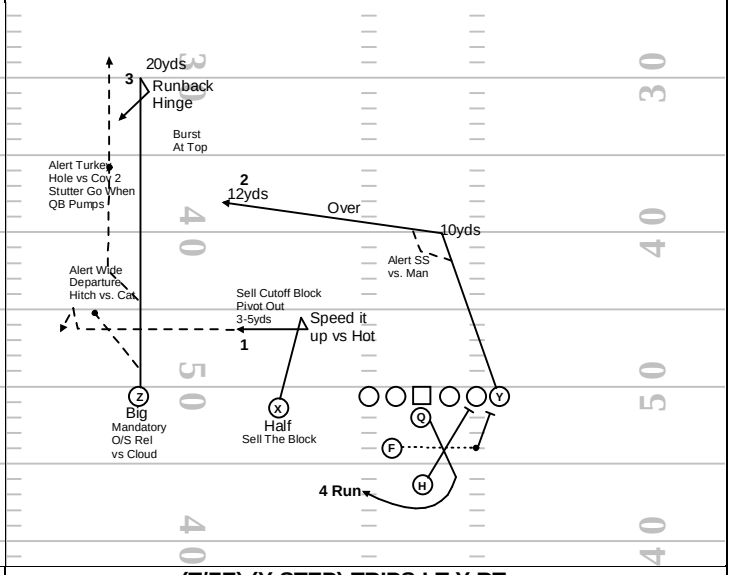
(R) (Z/X MO) STRONG RT SLUG
NAKED 96 LT X STAB



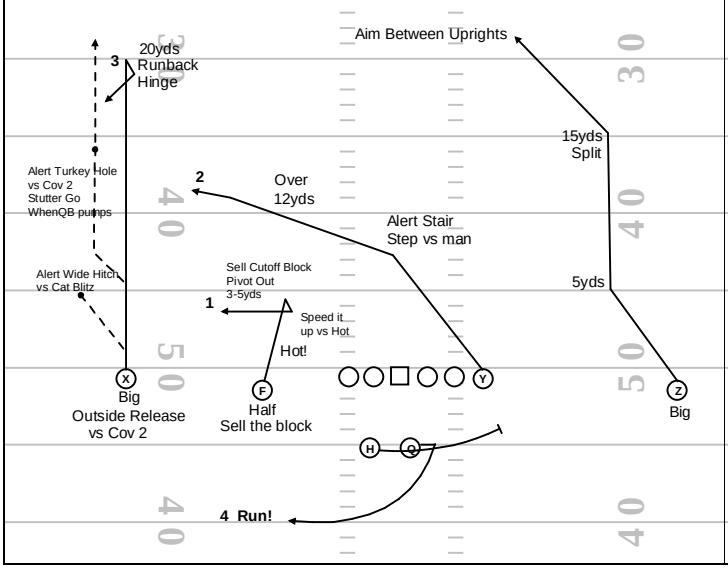
(R) WEAK RT SLOT FUZZ
NAKED 96 LT Z STAB



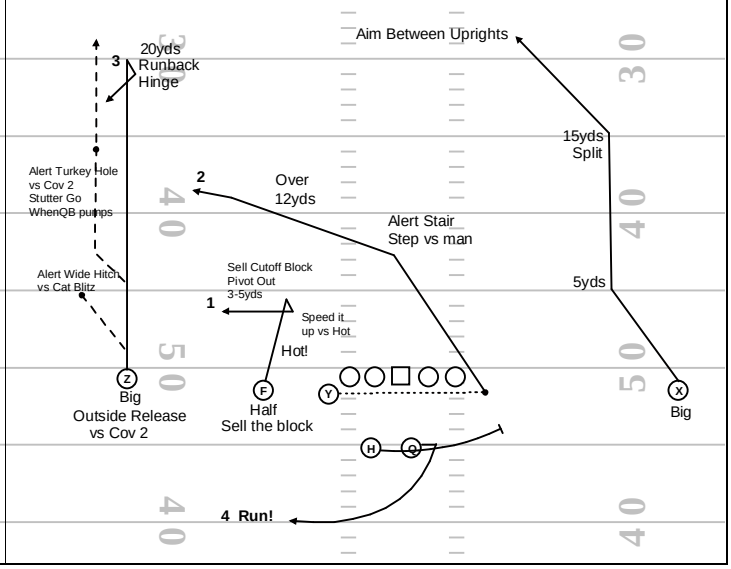
(R) WEAK RT SLUG FUZZ
NAKED 96 LT X STAB



(T/ZE) (F MO) G DOUBLE RT
NKD 36 LT F STAB



(T/ZE) (Y STEP) TRIPS LT Y RT
NKD 36 LT F STAB



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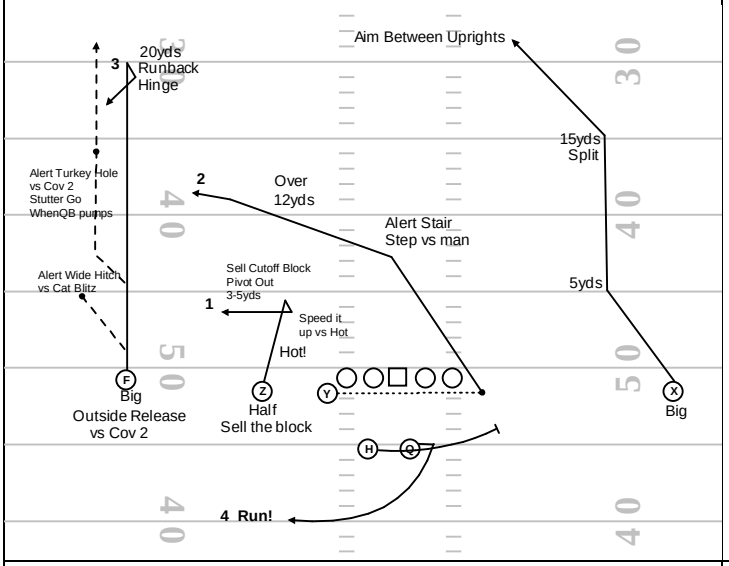
MOVEMENT

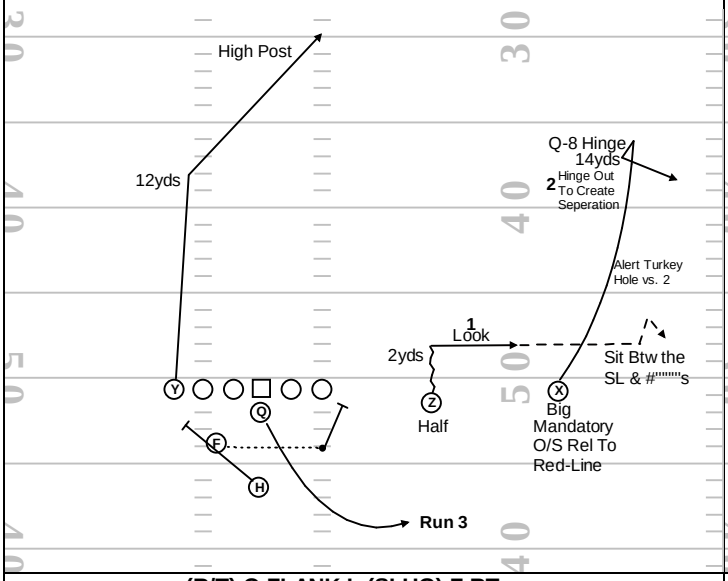
(T/ZE) (Y STEP) TAZ LT Y RT

NKD 36 LT Z STAB

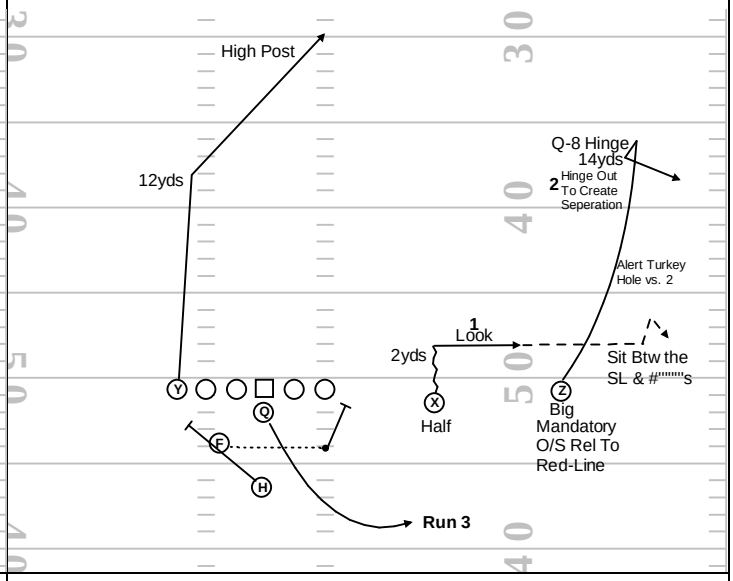


MOVEMENT

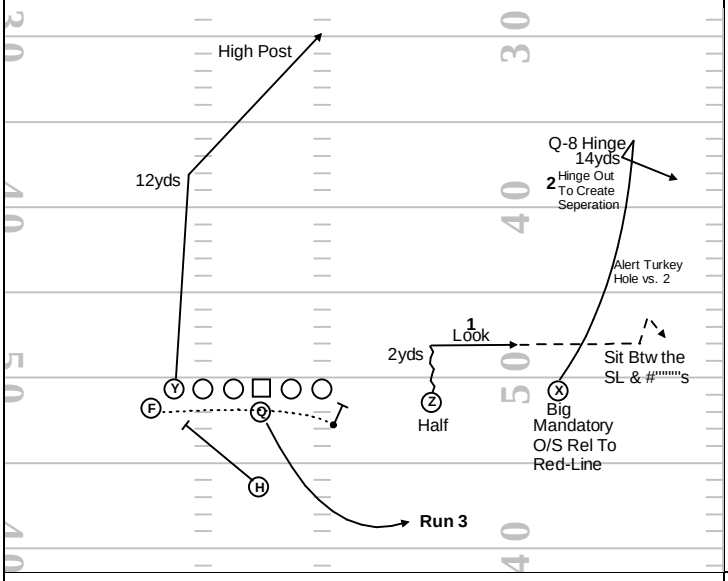
(R/T) (Z/X MO) Q STRONG L SLOT FUZZ
Q8



(R/T) (Z/X MO) Q STRONG L SLUG FUZZ
Q8

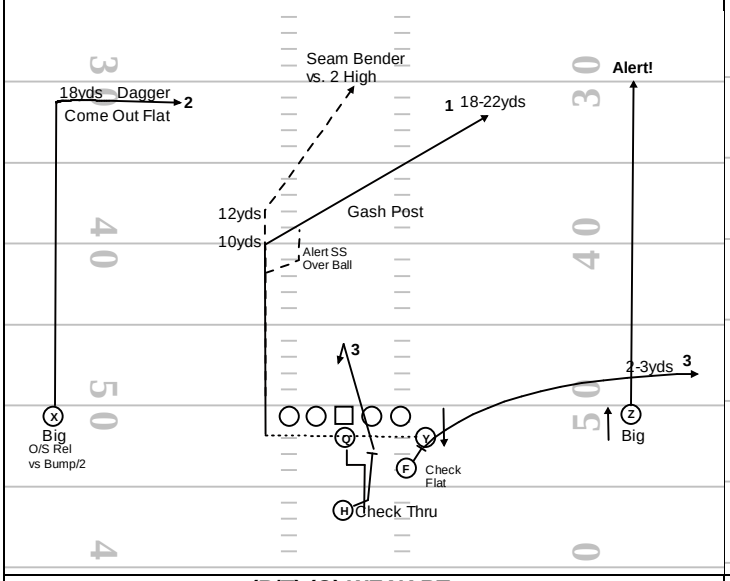


(R/T) Q FLANK L (SLUG) F RT
Q8

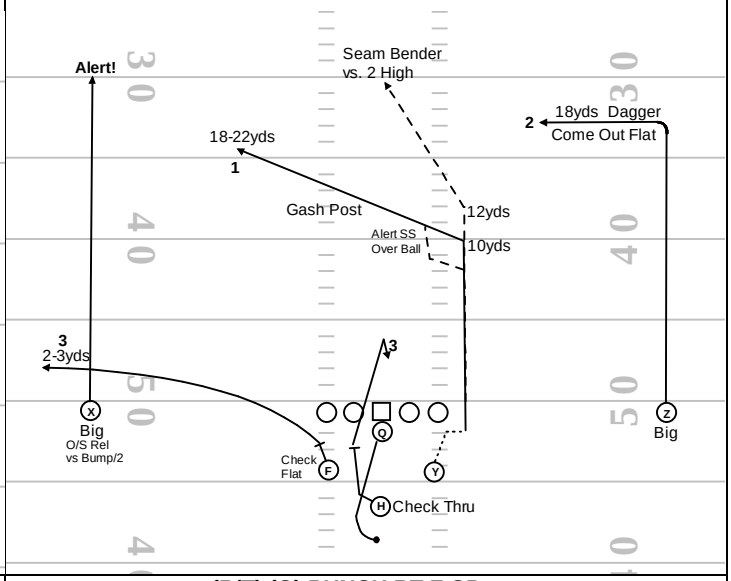


PLAY PASS

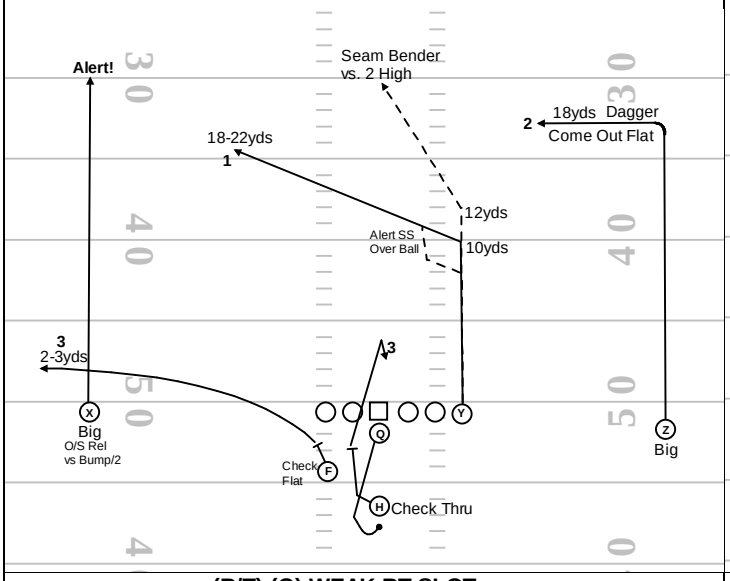
(R/T) Y STEP (Q) STRONG RT Y LT
HND 2 Y SWORD



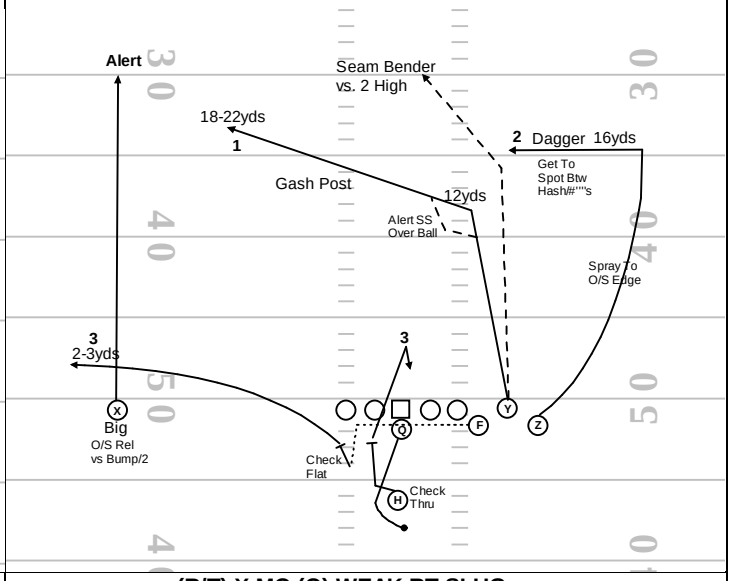
(R/T) (BUILD) (Q) BULLY RT Y RT
HND 3 Y SWORD



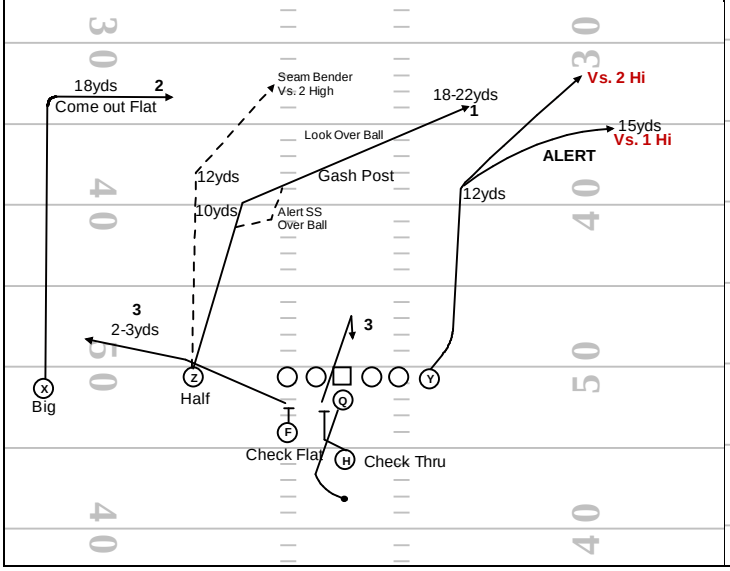
(R/T) (Q) WEAK RT
HND 3 Y SWORD



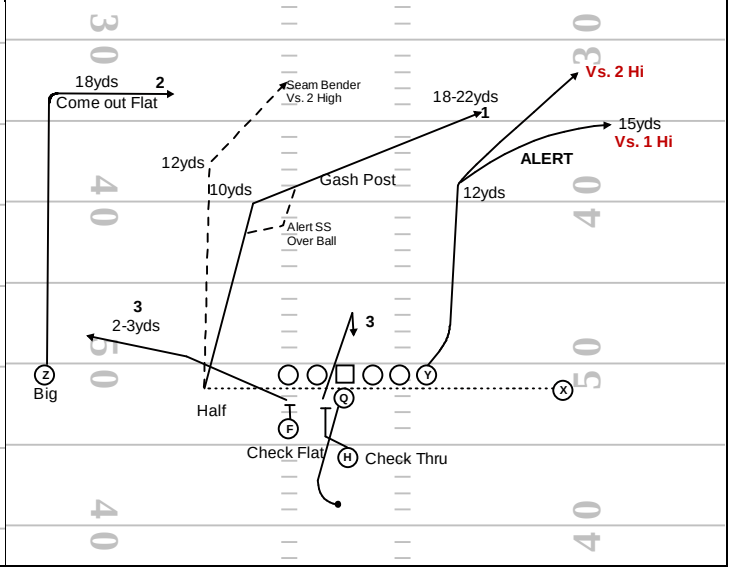
(R/T) (Q) BUNCH RT F OP
HND 3 Y SWORD



(R/T) (Q) WEAK RT SLOT
HND 3 Z SWORD Y BOW



(R/T) X MO (Q) WEAK RT SLUG
HND 3 X SWORD Y BOW



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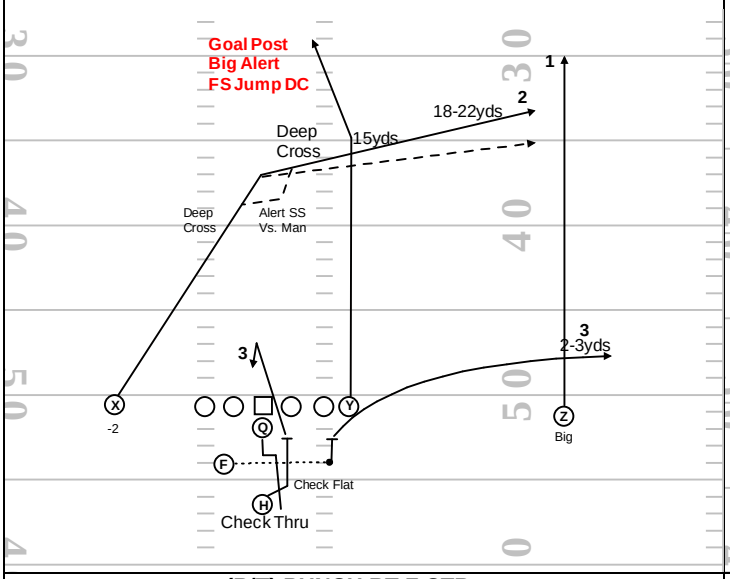
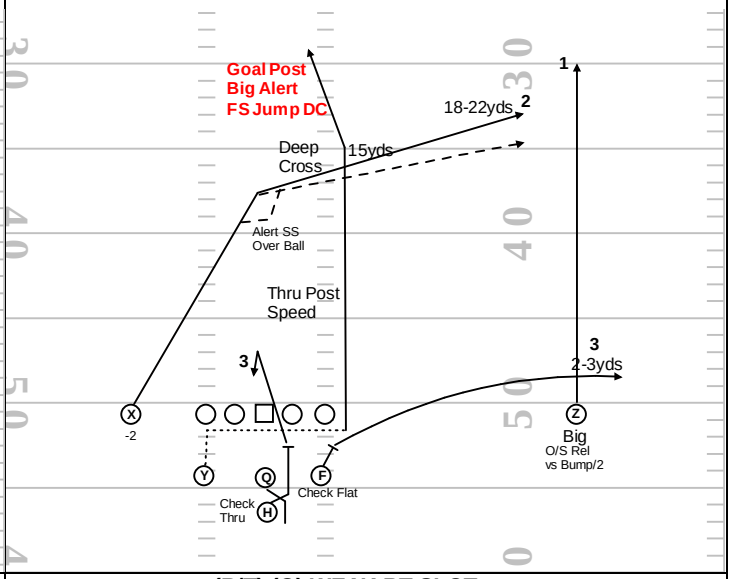
PLAY PASS

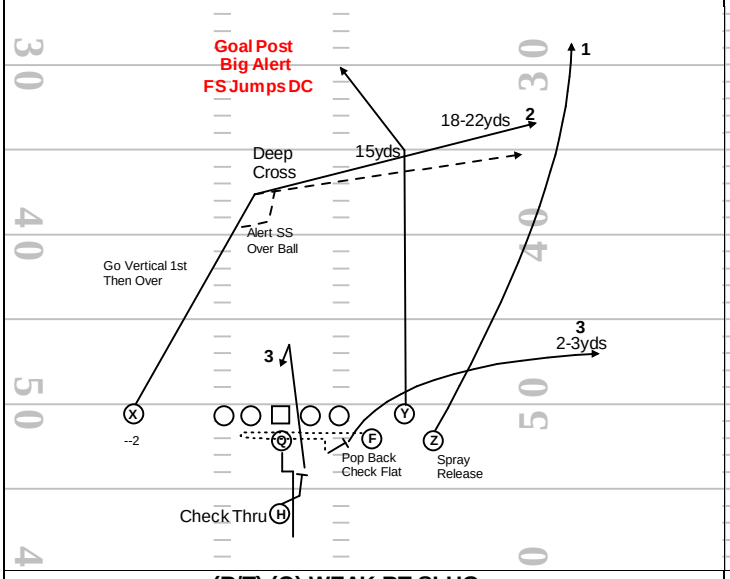
(R/T) (YAZ) (Q) WEAK RT FUZZ
HND 2 X SPEAR



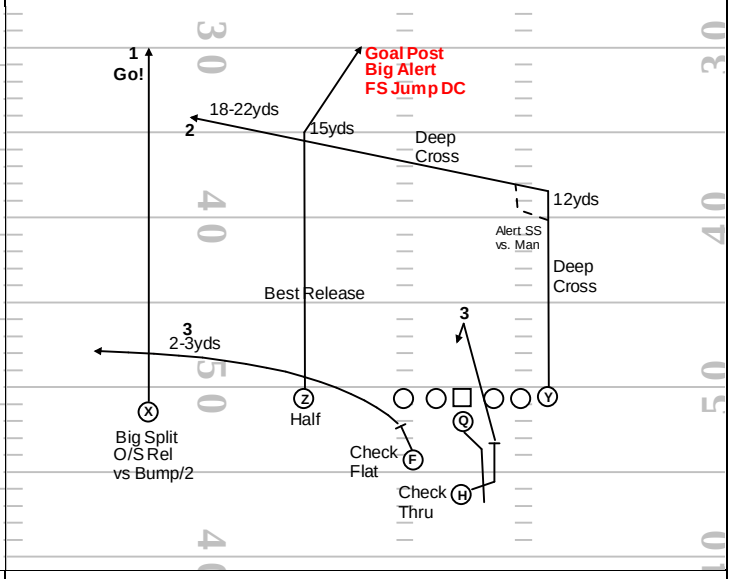
(R/T) (BUILD) (Q) STRONG BULLY RT Y RT
HND 2 X SPEAR



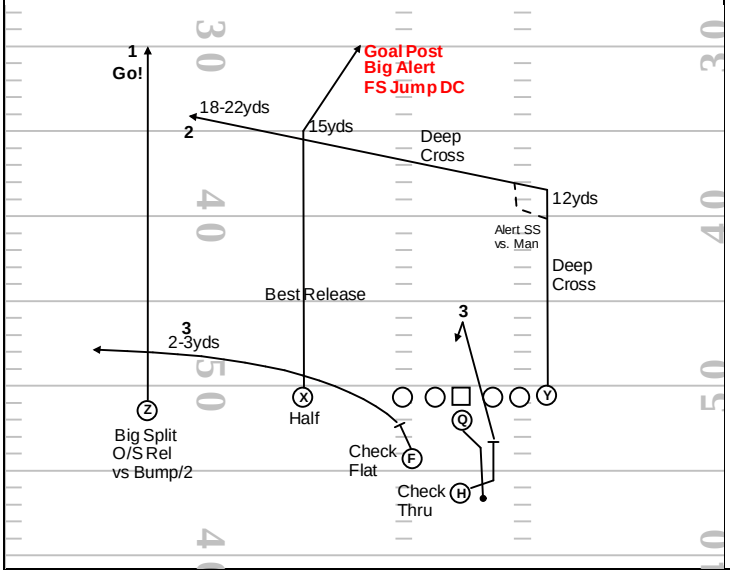
(R/T) BUNCH RT F CTR
HND 2 X SPEAR



(R/T) (Q) WEAK RT SLOT
HD3 SPLIT Y SPEAR



(R/T) (Q) WEAK RT SLUG
HD3 SPLIT Y SPEAR



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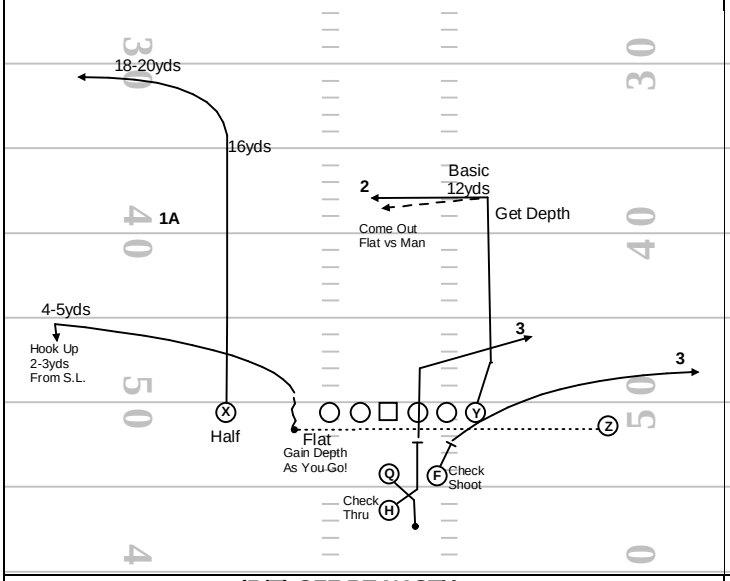
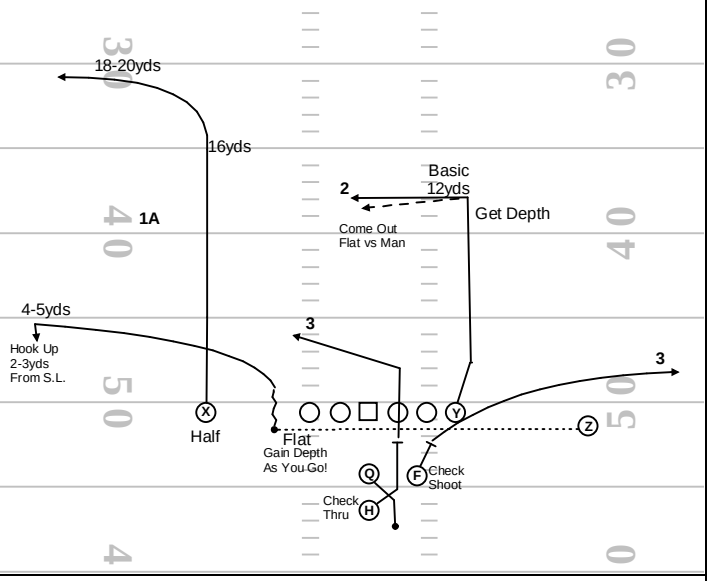
PLAY PASS

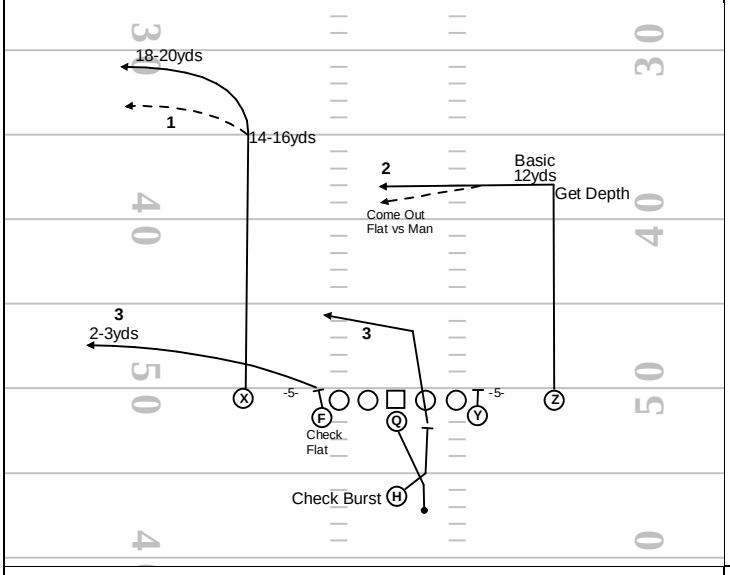
(R/T) Q STRONG RT TITE Z LT CHECK HND 2 Z COFFIN Y BASIC ROCCO



(R/T) Q STRONG RT TITE Z LT CHECK HND 2 Z COFFIN Y BASIC BURST

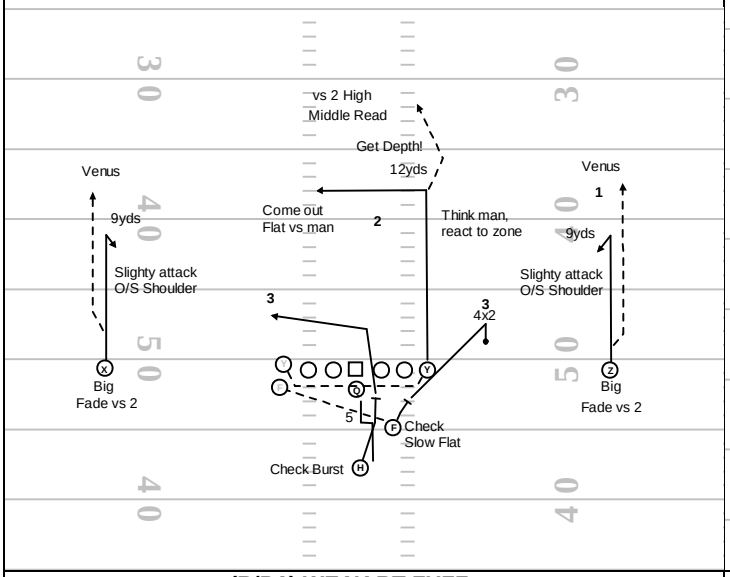


(R/T) OFF RT NASTY FIRE 4J F COFFIN Z BASIC BURST

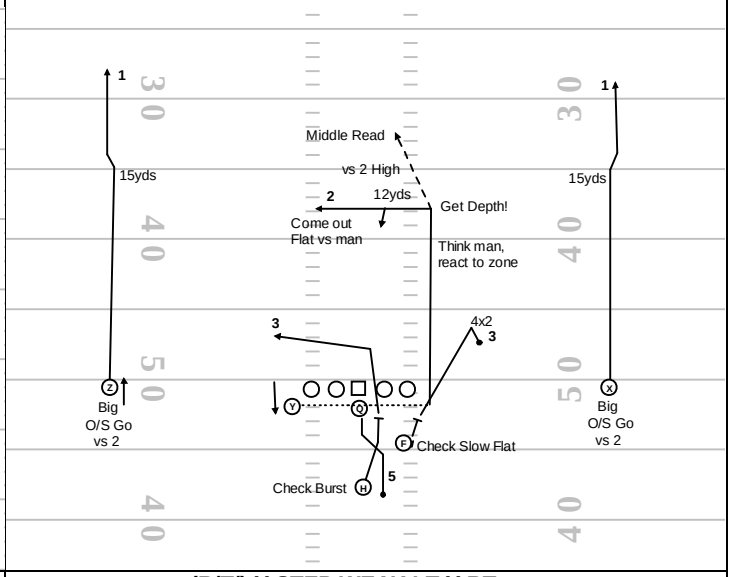


PLAY PASS

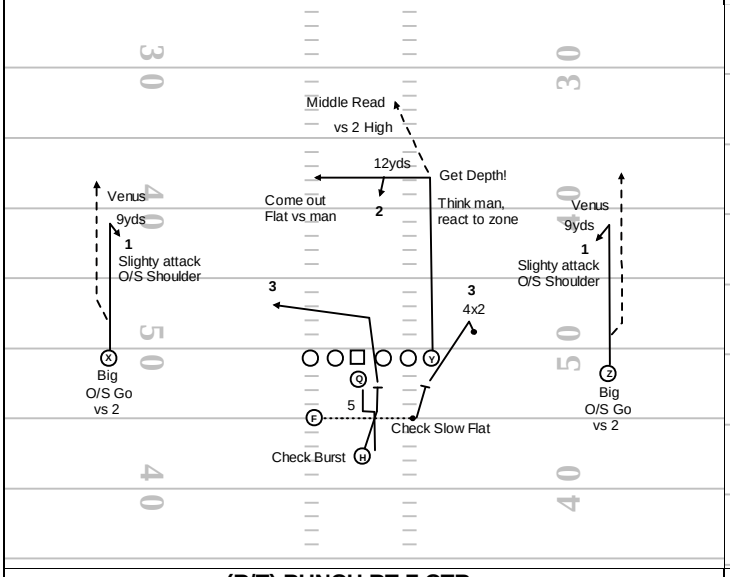
(R/T) MOVE STRONG RT
HD 2 DOUBLE VENUS



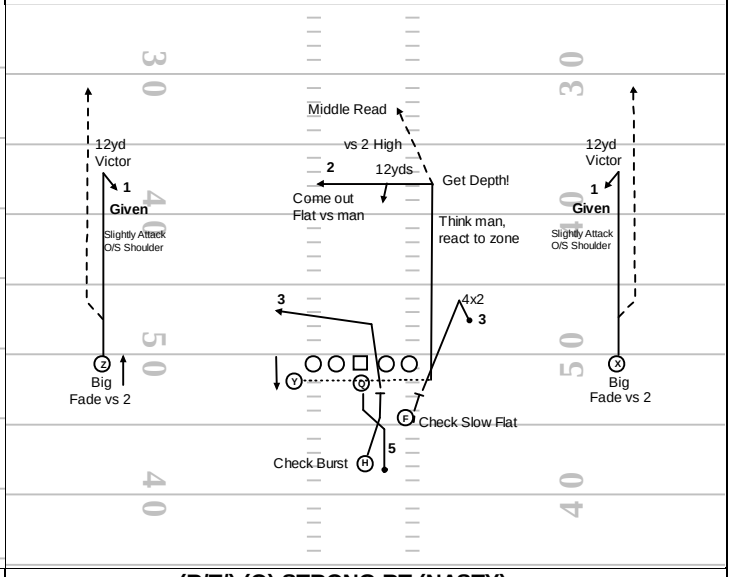
(R/T/) Y STEP WEAK LT Y RT
HND 2 DOUBLE GO



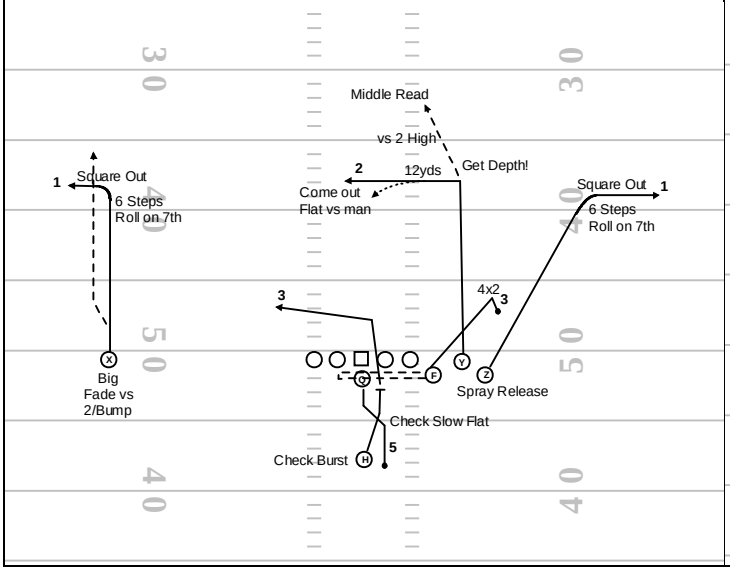
(R/PA) WEAK RT FUZZ
HD 2 DOUBLE VENUS



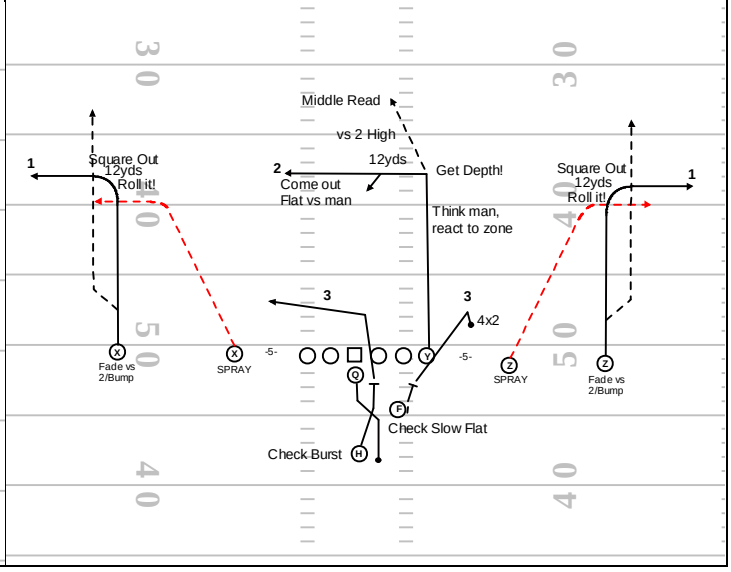
(R/T/) Y STEP WEAK LT Y RT
HND 2 DOUBLE VICTOR



(R/T) BUNCH RT F CTR
HD 2 DOUBLE OSCAR



(R/T/) (Q) STRONG RT (NASTY)
HD 2 DOUBLE OSCAR



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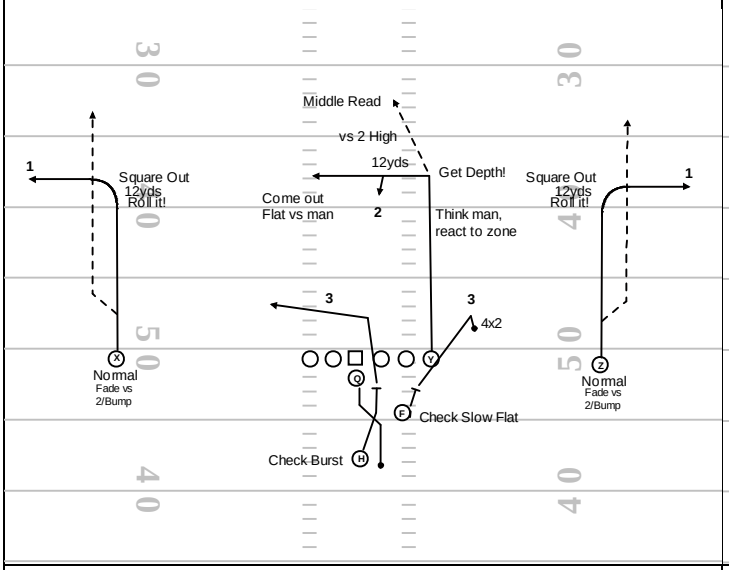
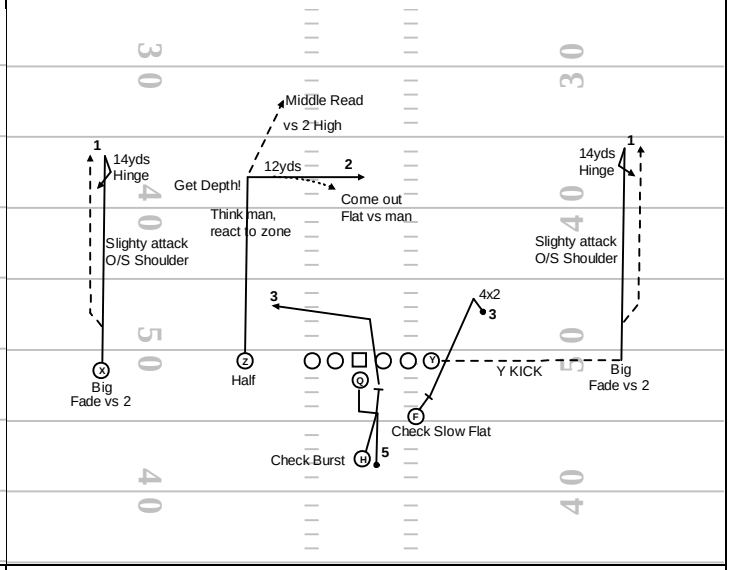
PLAY PASS

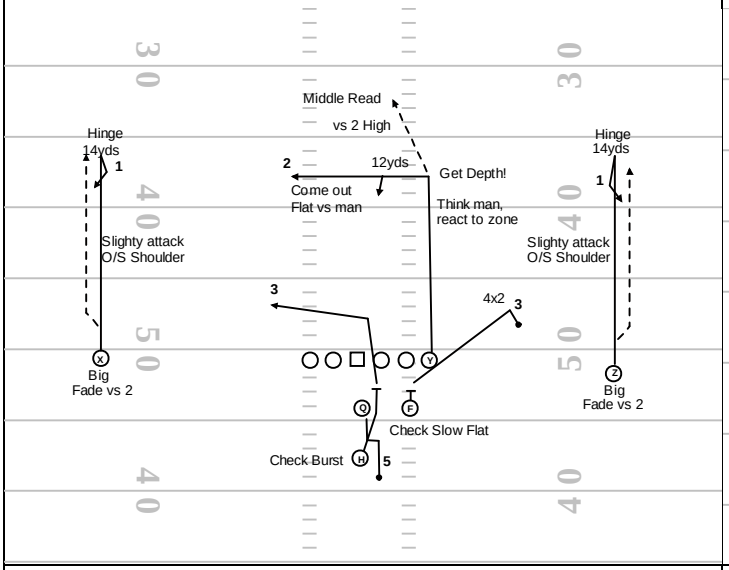
(R/T/) (Q) STRONG RT
HD 2 DOUBLE OSCAR



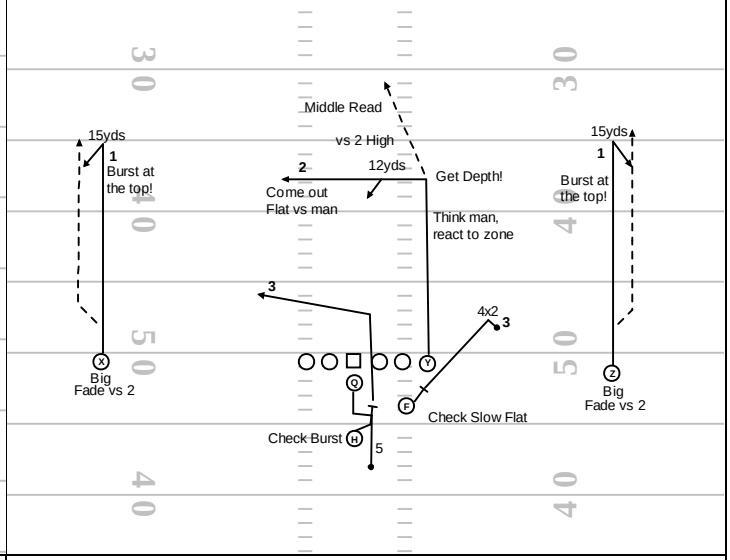
(R/T) Y KICK STRONG RT SLOT
HD 2 DOUBLE HINGE



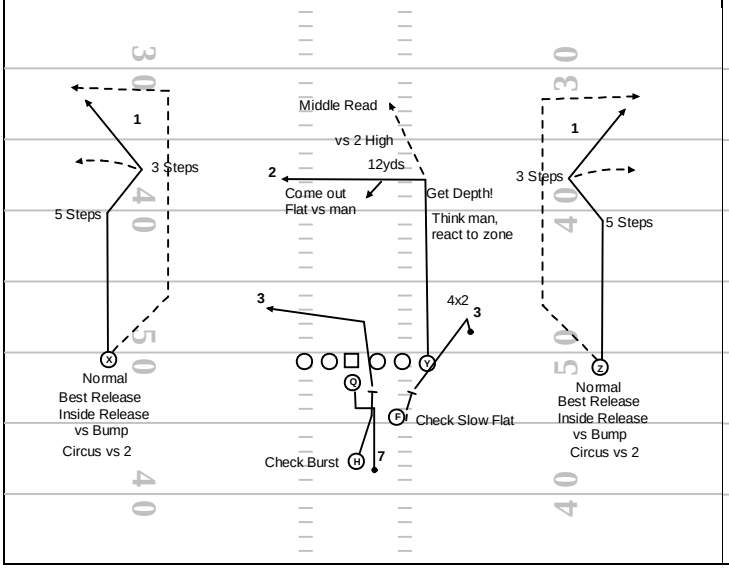
(R/T) (Q) STRONG RT
HD 2 DOUBLE HINGE



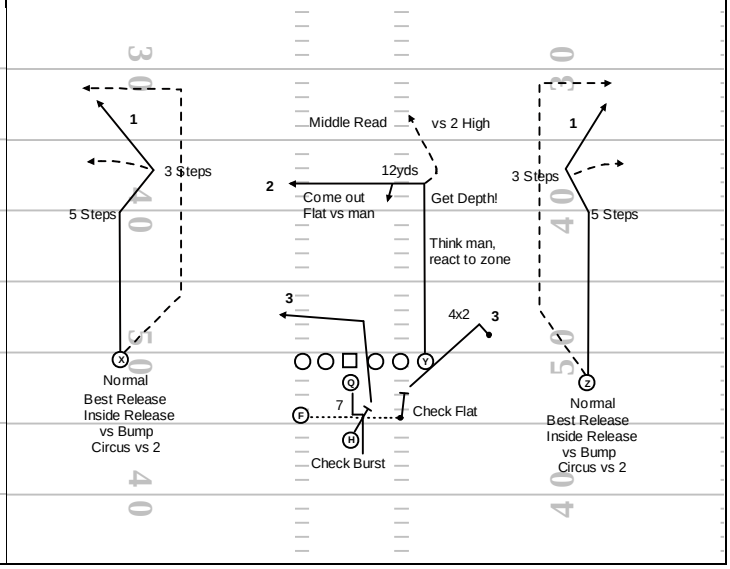
(R/T) (Q) STRONG RT
HD 2 DOUBLE BACK



(R/T/) (Q) STRONG RT
HD 2 DOUBLE SHAKE



(R/T) WEAK RT FUZZ
HD 2 DOUBLE SHAKE



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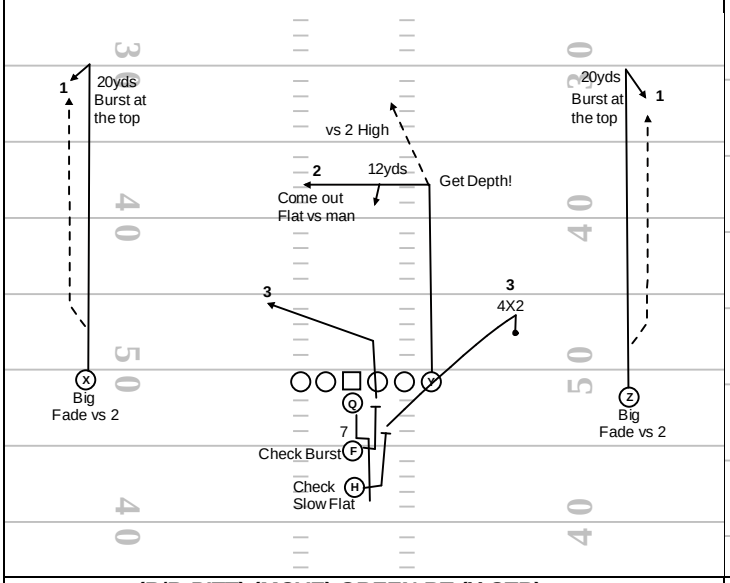
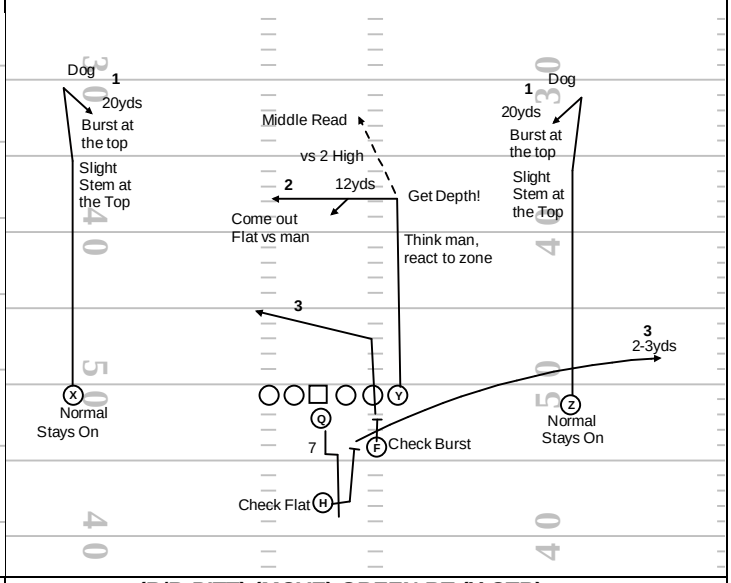
PLAY PASS

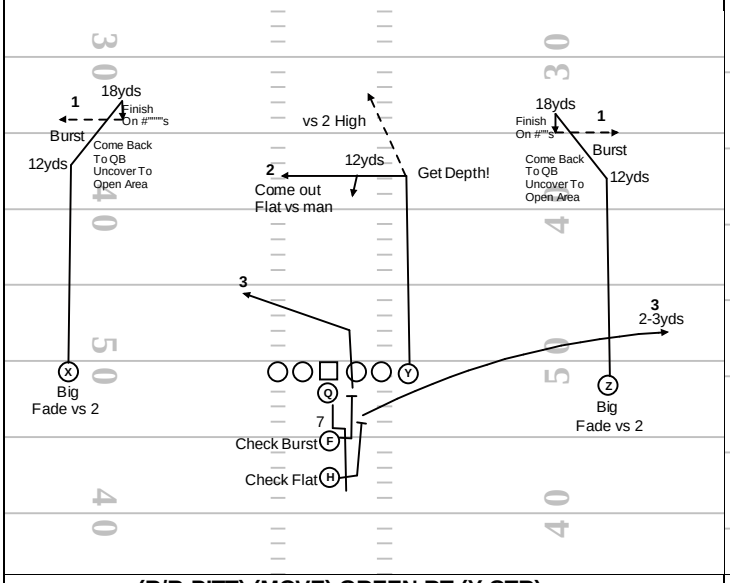
(R/R-PITT) (MOVE) GREEN RT (Y CTR)
FOX2 DOUBLE CAT



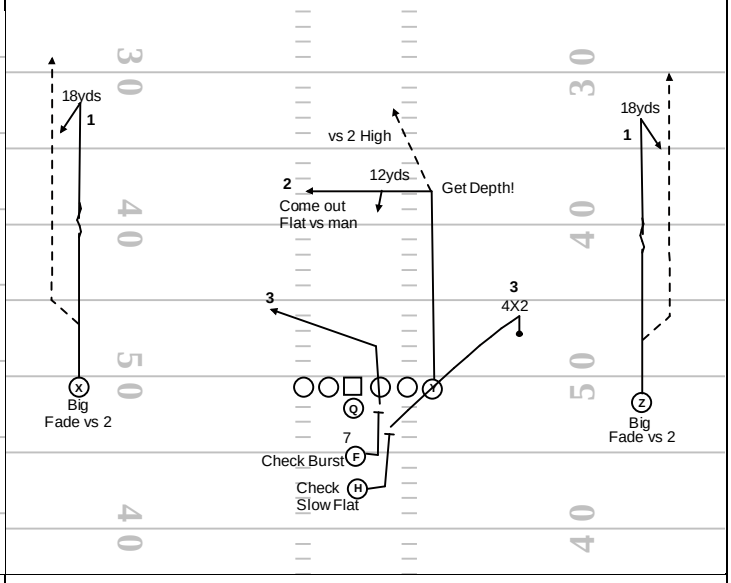
(R/T/) (Q) STRG RT
FOX2 DOUBLE DOG



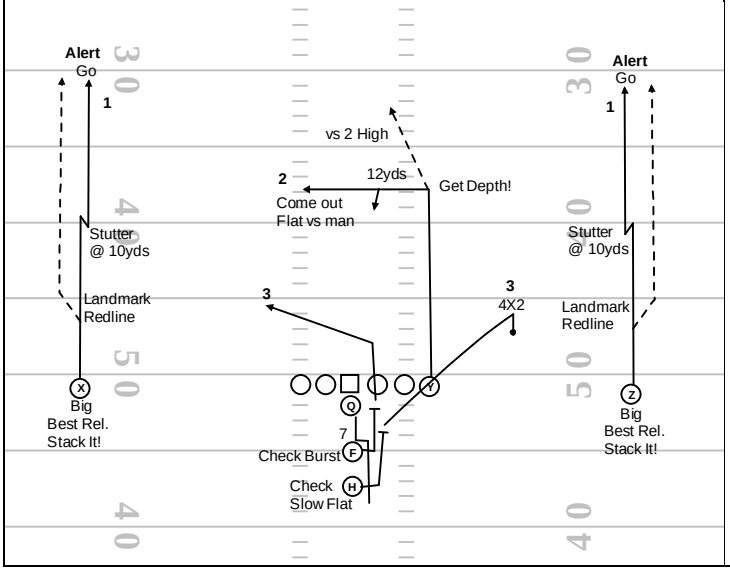
(R/R-PITT) (MOVE) GREEN RT (Y CTR)
FOX2 DOUBLE BULLDOG



(R/R-PITT) (MOVE) GREEN RT (Y CTR)
FOX2 DOUBLE STAR



(R/R-PITT) (MOVE) GREEN RT (Y CTR)
FOX2 DOUBLE STUCCO



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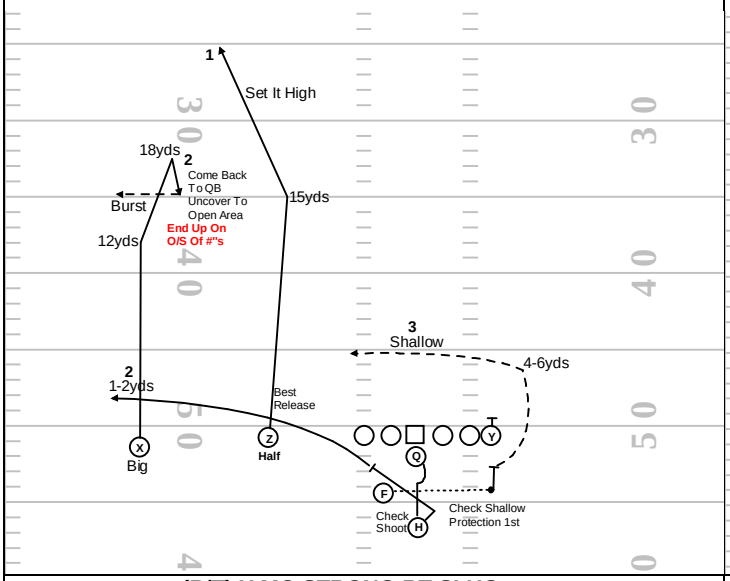
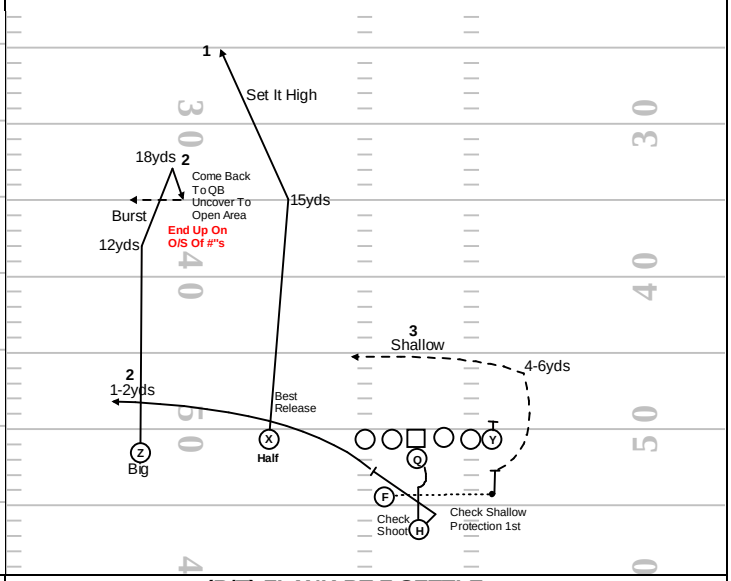
INSTALL #2

PLAY PASS

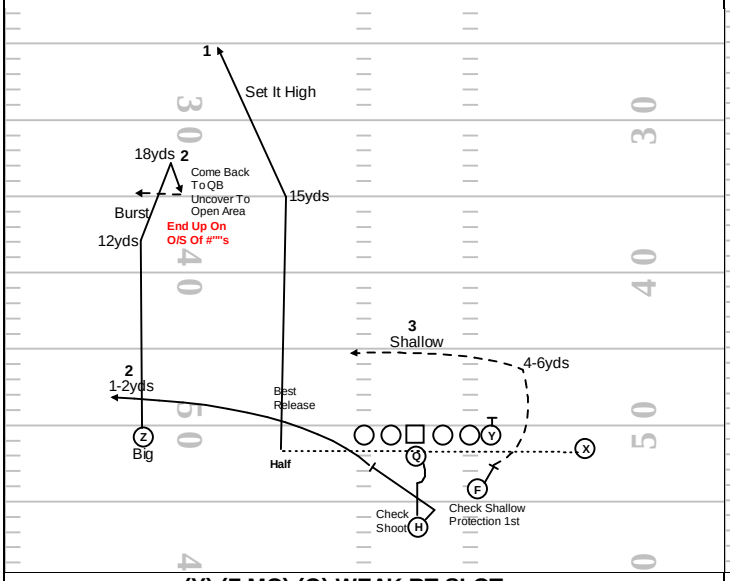
(R/T) WEAK RT SLOT FUZZ
MUSTANG X BARK



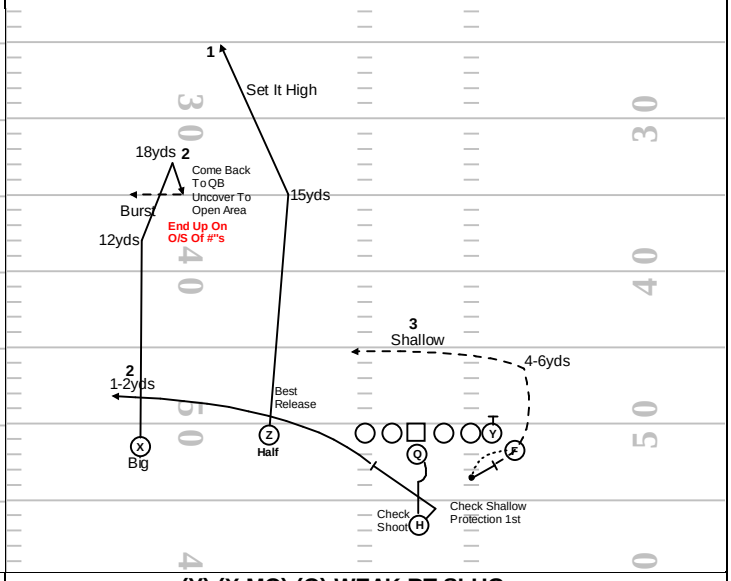
(R/T) WEAK RT SLUG FUZZ
MUSTANG Z BARK



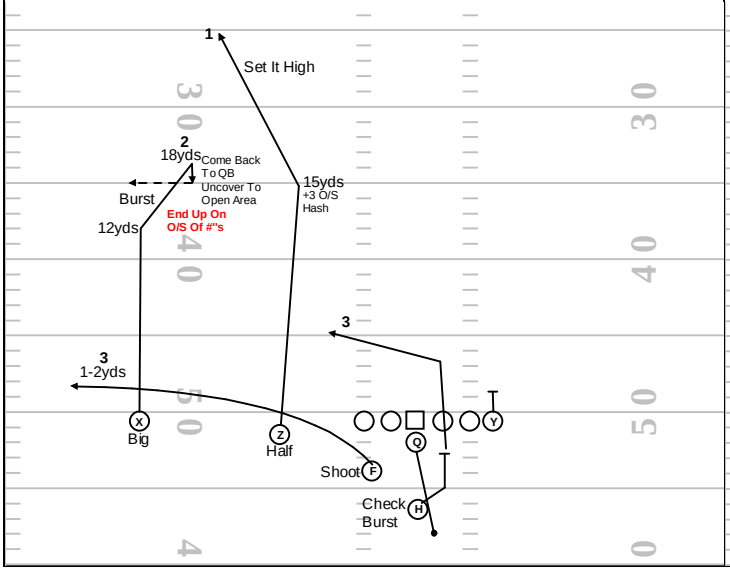
(R/T) X MO STRONG RT SLUG
MUSTANG Z BARK



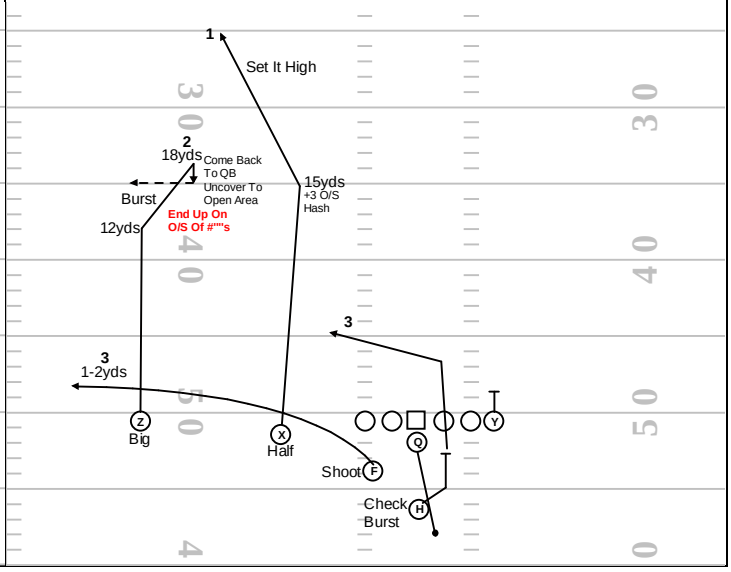
(R/T) FLANK RT F SETTLE
MUSTANG X BARK



(Y) (Z MO) (Q) WEAK RT SLOT
FIRE 4J X BARK LOCO



(Y) (X MO) (Q) WEAK RT SLUG
FIRE 4J Z BARK LOCO



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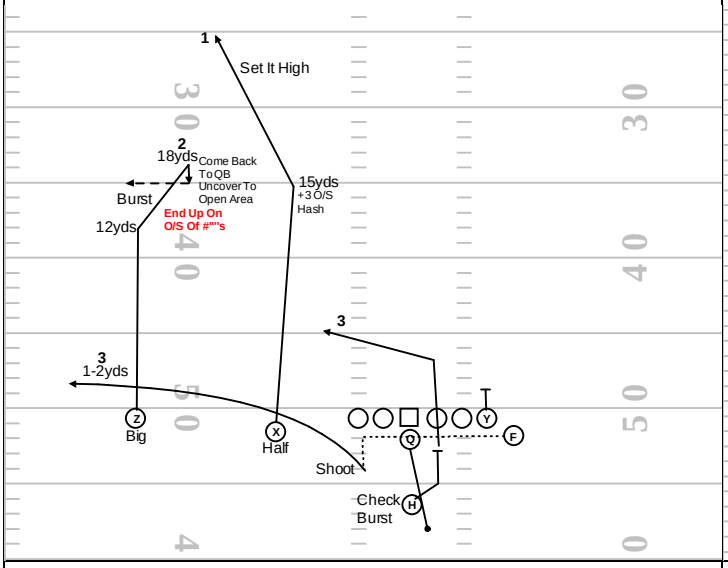
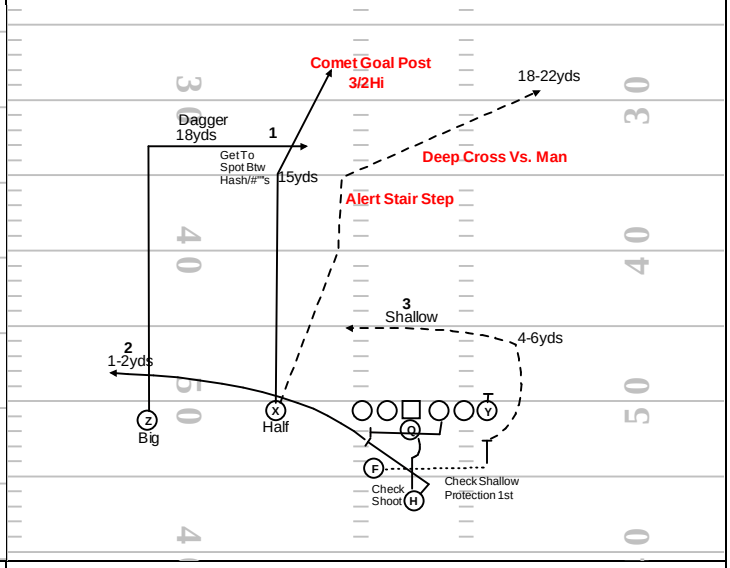
PLAY PASS

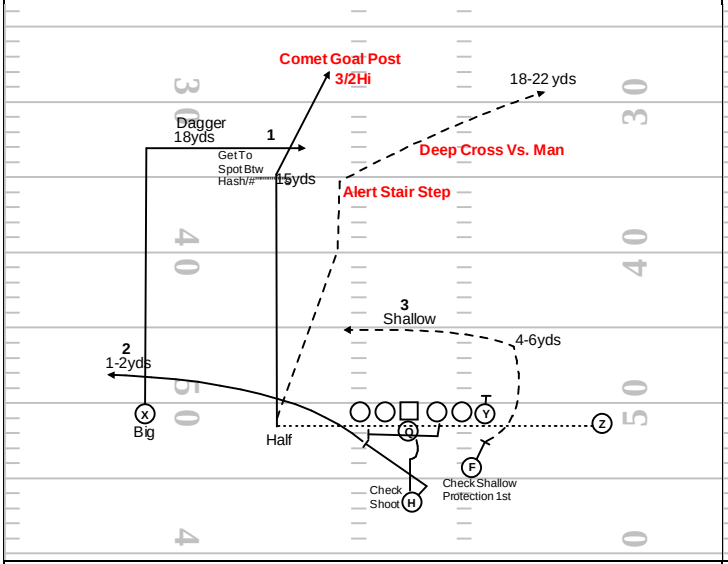
(Y) (Q) FLANK RT SLUG F LT
FIRE 4J Z BARK LOCO



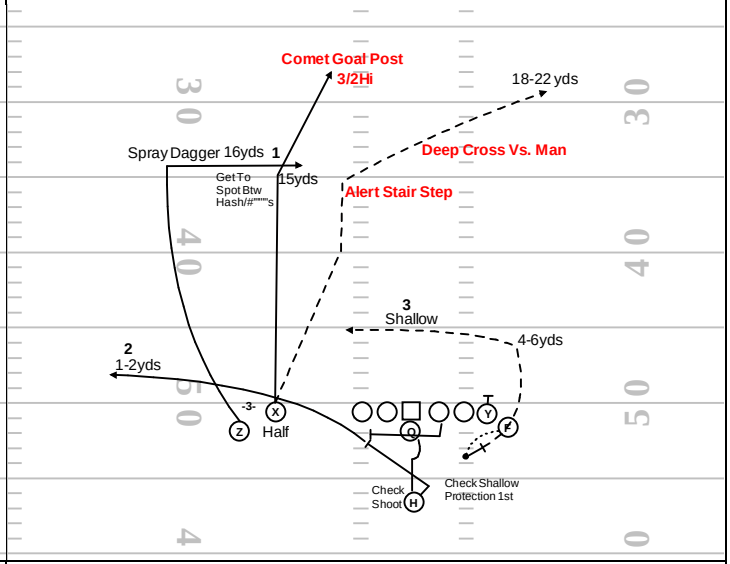
(R/T) WEAK RT SLUG FUZZ
MUSTANG COMET Z DAGGER



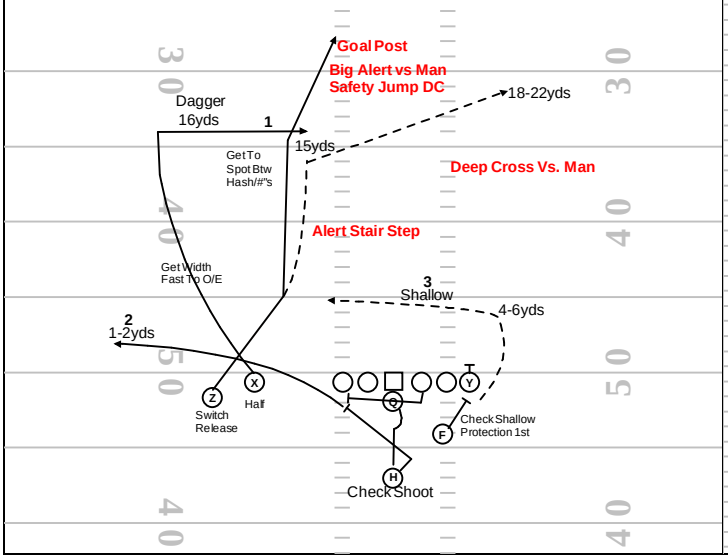
(R/T) Z MO STRONG RT SLOT
MUSTANG COMET X DAGGER



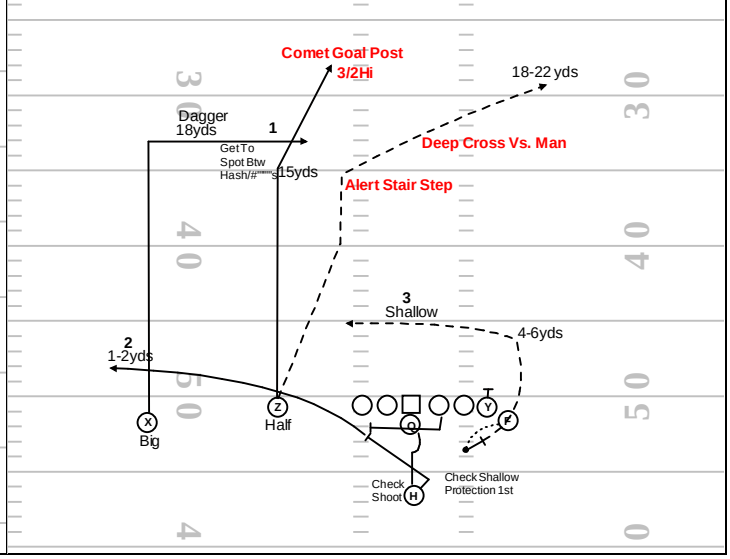
(R/T) FLANK RT Z STACK F SETTLE
MUSTANG COMET Z DAGGER



(R/T/C) STRONG RT Z STACK
MUSTANG COMET X DAGGER



(R/T) FLANK RT F SETTLE
MUSTANG COMET X DAGGER



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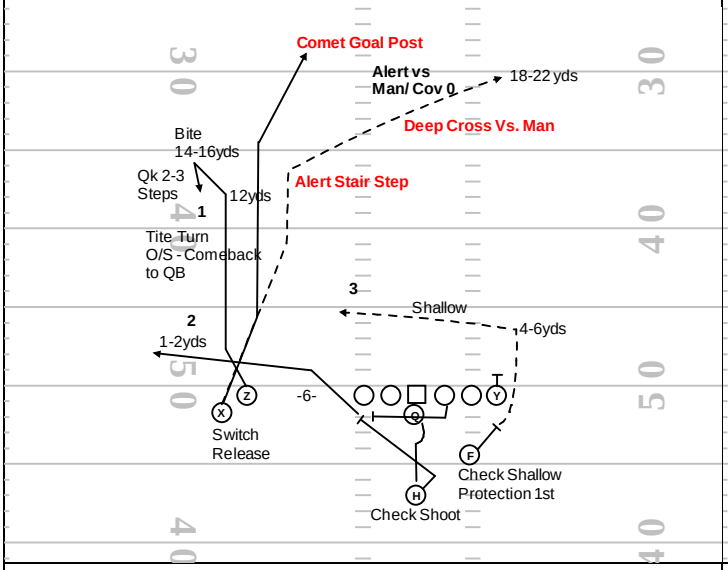
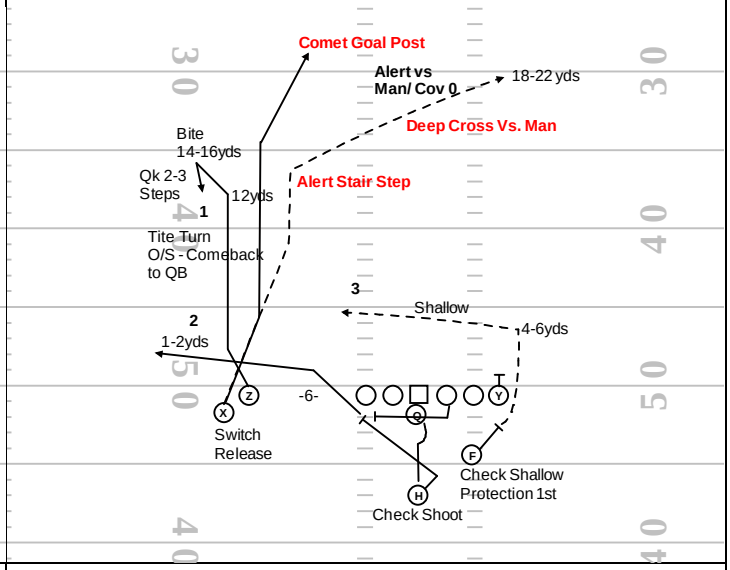
PLAY PASS

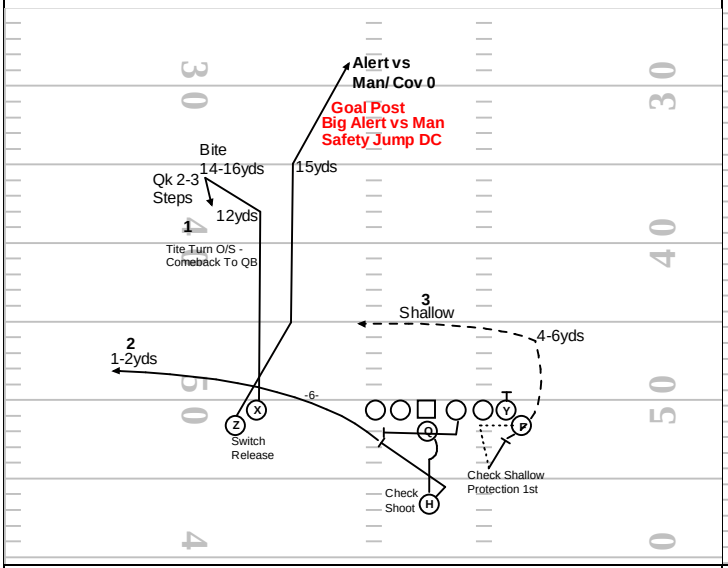
(R/T) STRONG RT STACK
MUSTANG COMET Z BITE



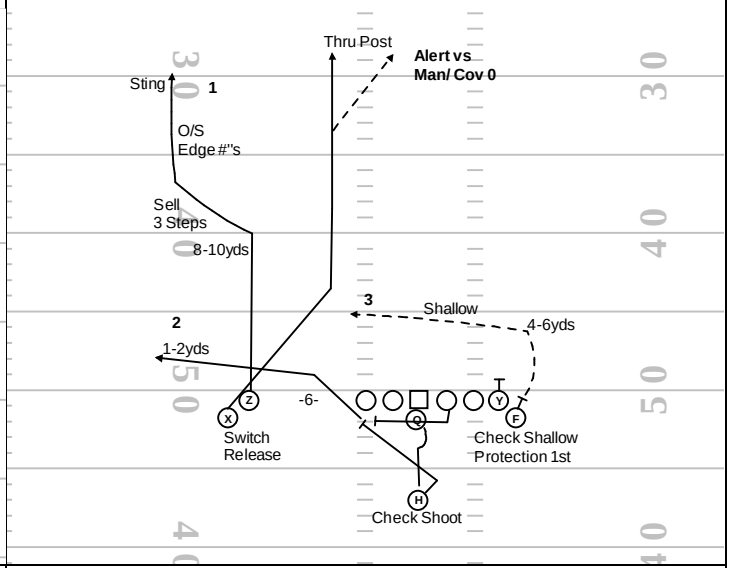
(R/T) STRONG RT STACK
MUSTANG COMET Z BITE



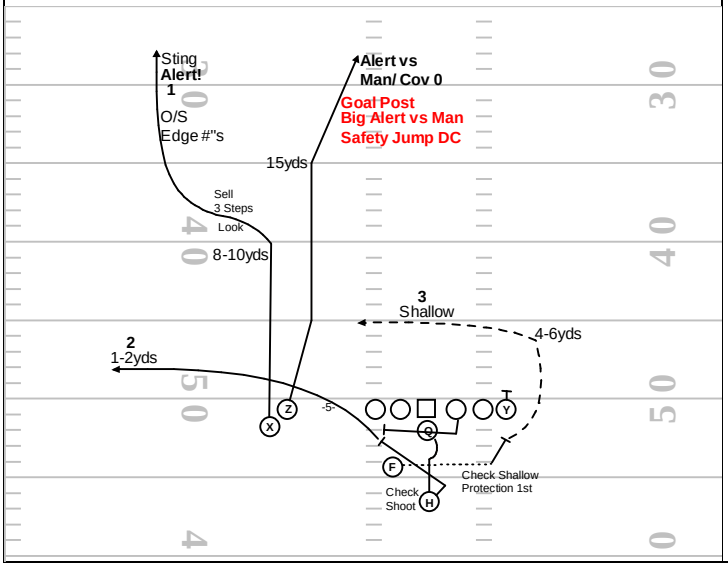
(R/T) FLANK RT Z STACK F SETTLE
MUSTANG COMET X BITE



(R/T) FLANK RT STACK
MUSTANG COMET Z STING



(R/T) WEAK RT STACK FUZZ STR
MUSTANG COMET X STING



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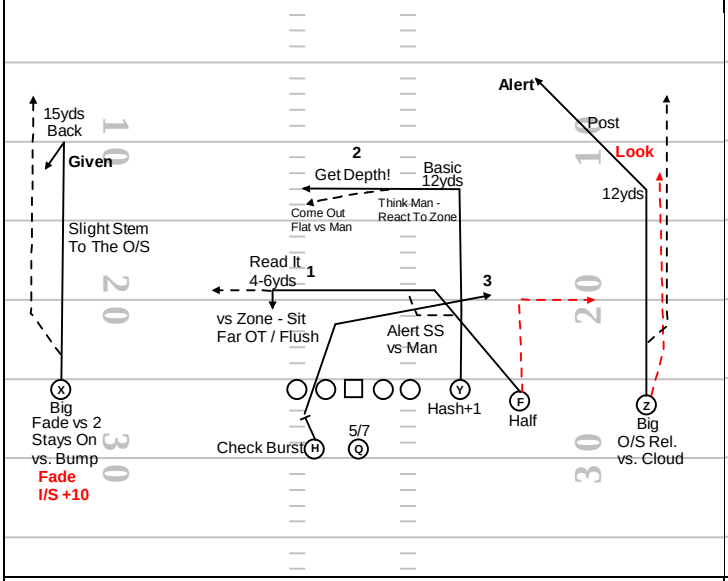
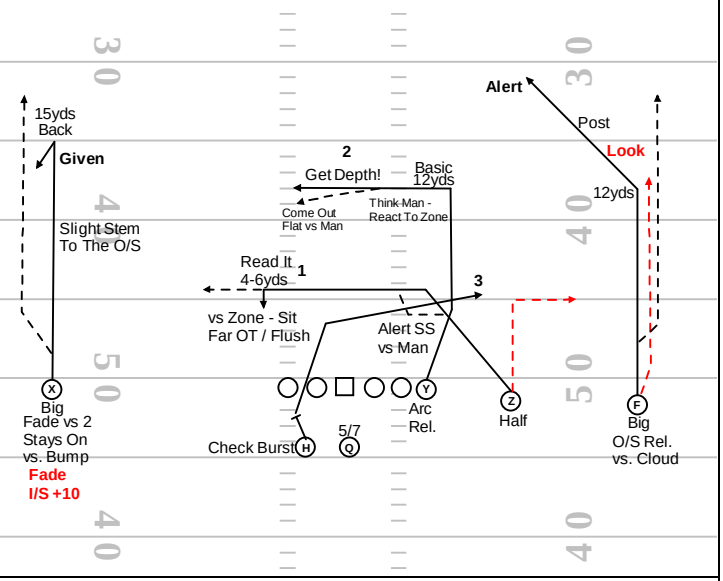
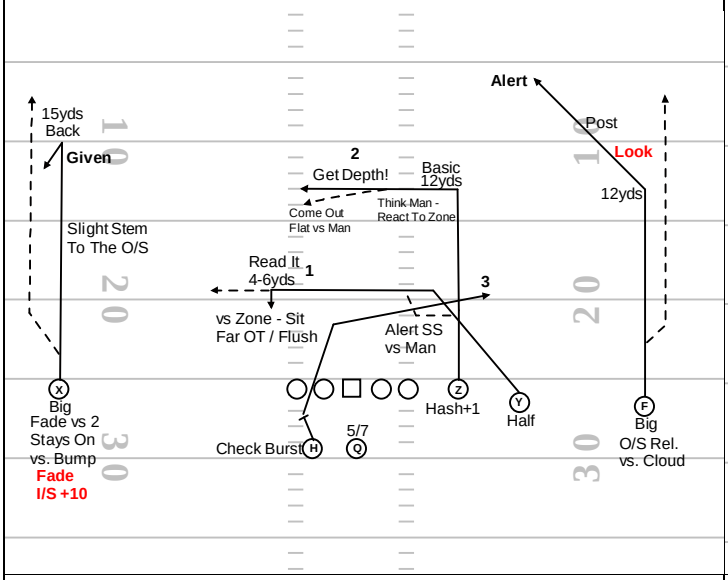
(R/T/ZE) (F MO)(MOVE) G TEX (TRIPS) RT
3J F DRIVE Z GLANCE BURST A-358 OHIO



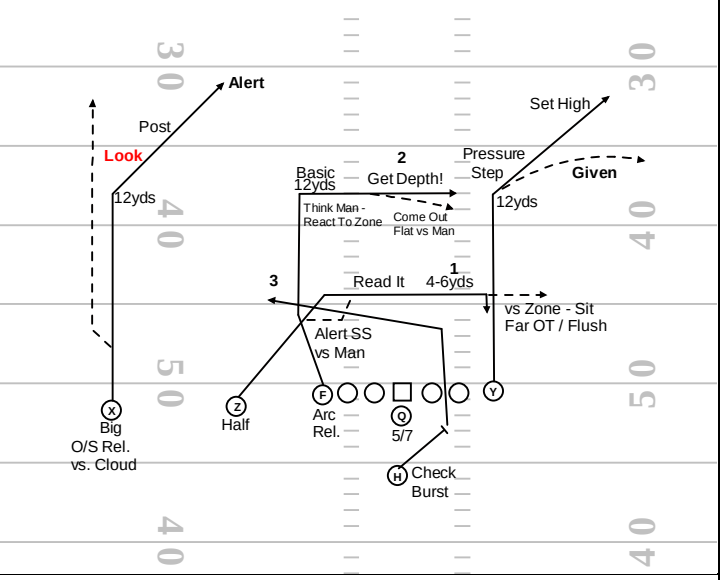
(R/T/ZE) (Z MO) G TAZ RT
3J Z DRIVE F GLANCE BURST A-358 OHIO



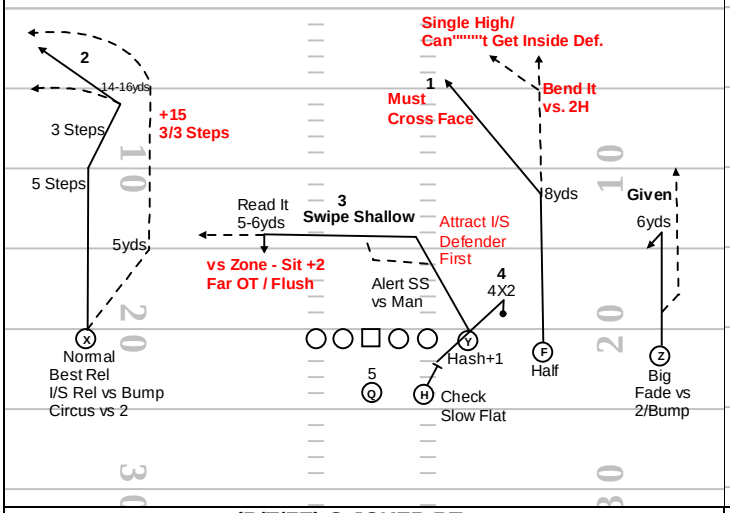
(R/T/ZE) G TAFFY RT
3J Y DRIVE F GLANCE BURST



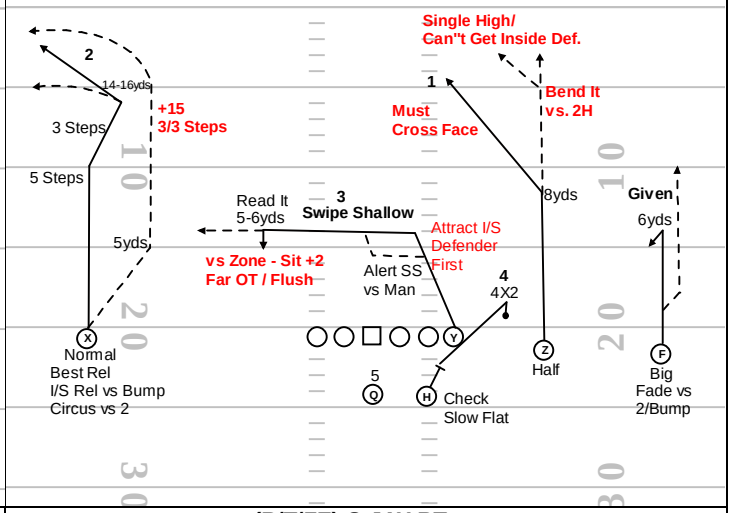
(R/T) DOT RT SLOT
2J Z DRIVE X GLANCE Y CORNER BURST



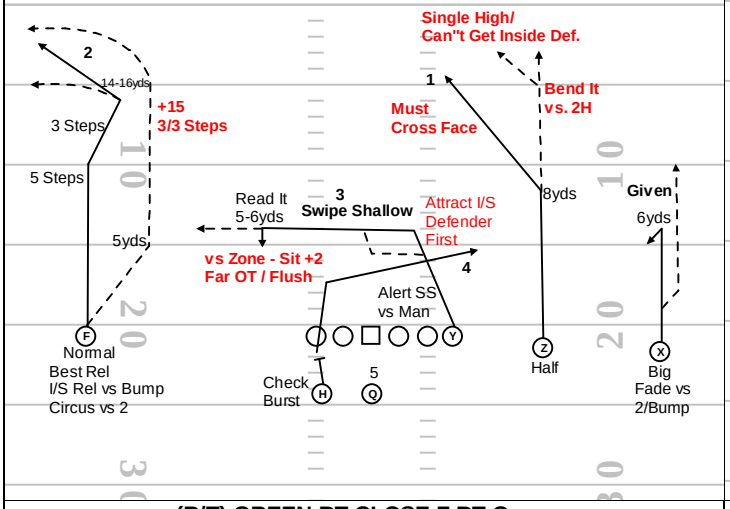
(R/T/ZE) (F MO/MOVE) G TEX RT
2J F SHORT POST



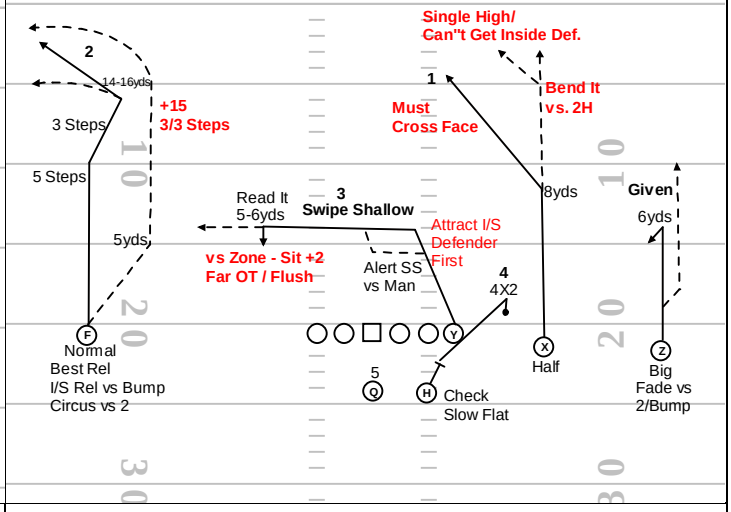
(R/T/ZE) (Z MO) G TAZ RT
2J Z SHORT POST



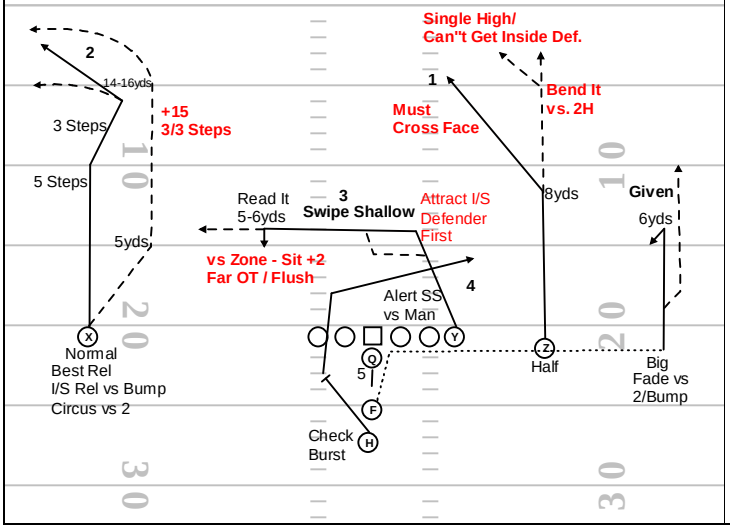
(R/T/ZE) G JOKER RT
3J Z SHORT POST BURST



(R/T/ZE) G JAX RT
2J X SHORT POST



(R/T) GREEN RT CLOSE F RT O
3J Z SHORT POST BURST



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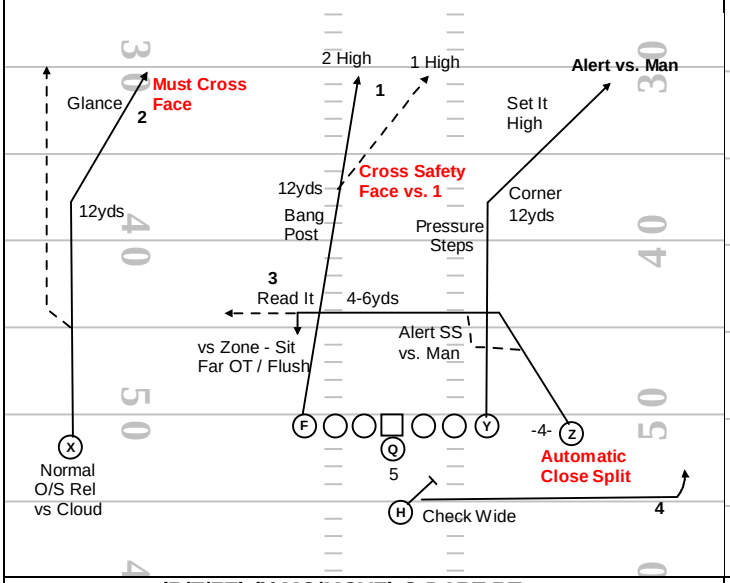
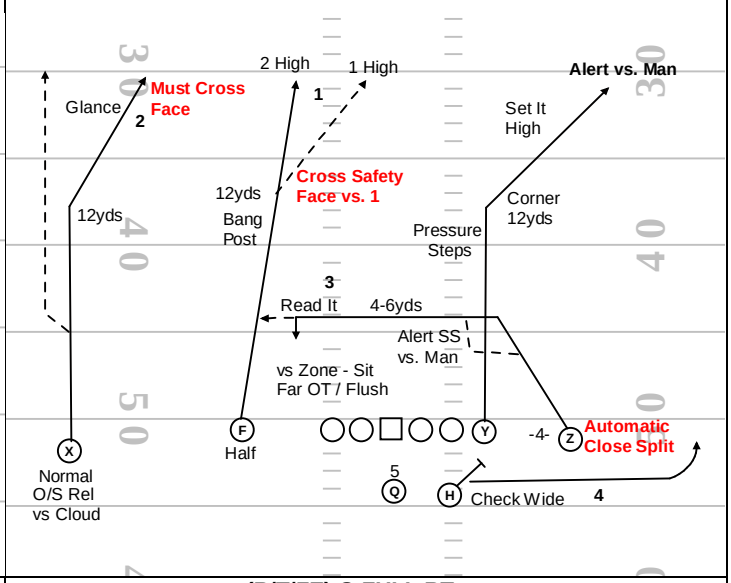
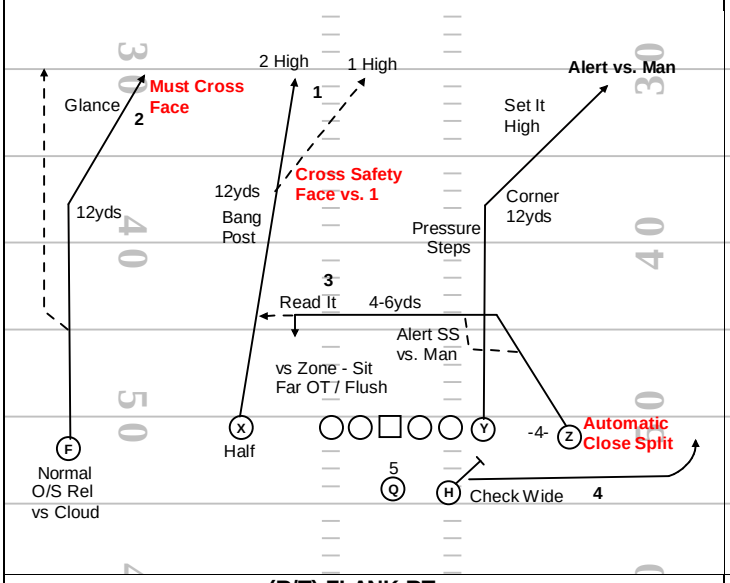
(R/T) (G)(Y MO/MOVE) DOT RT
2J X BANG Z SHALLOW



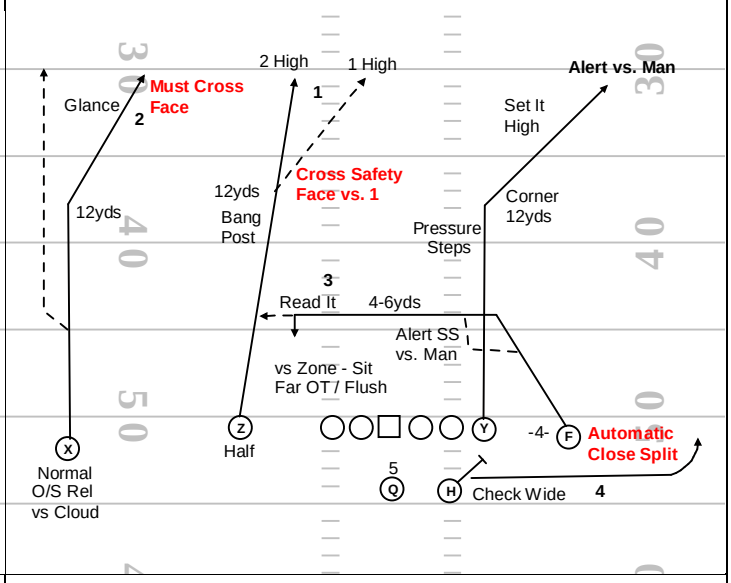
(R/T/ZE) (Y MO/MOVE) G DOUBLE RT
2J X BANG Z SHALLOW



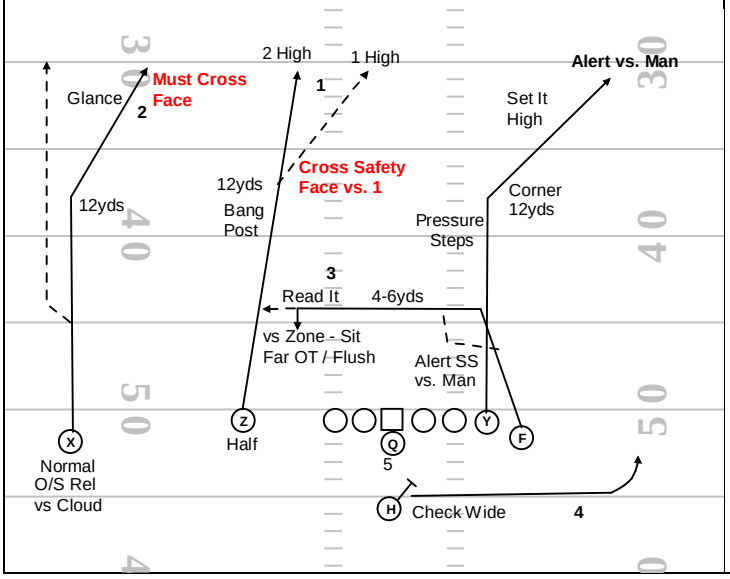
(R/T/ZE) (Y MO/MOVE) G DART RT
2J F BANG Z SHALLOW



(R/T/ZE) G FULL RT
2J X BANG F SHALLOW



(R/T) FLANK RT
2J Z BANG F SHALLOW



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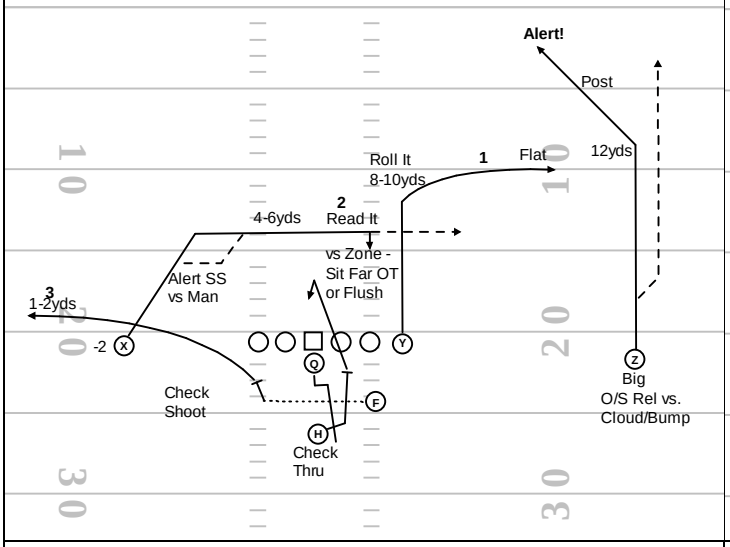
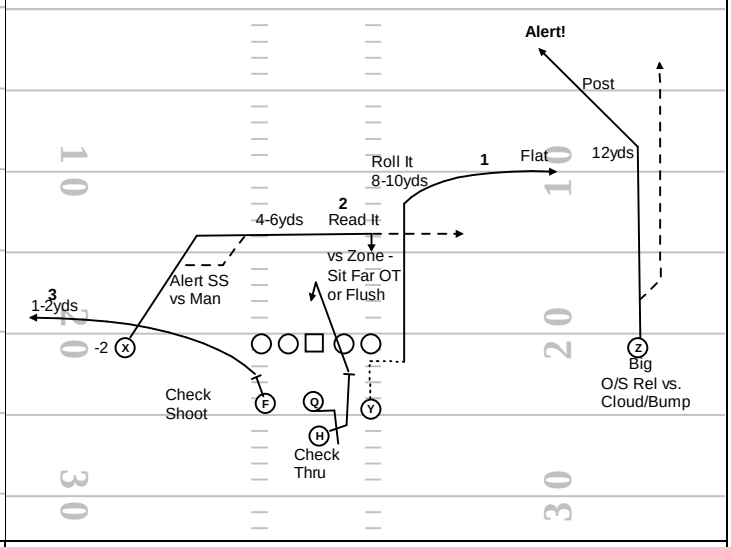
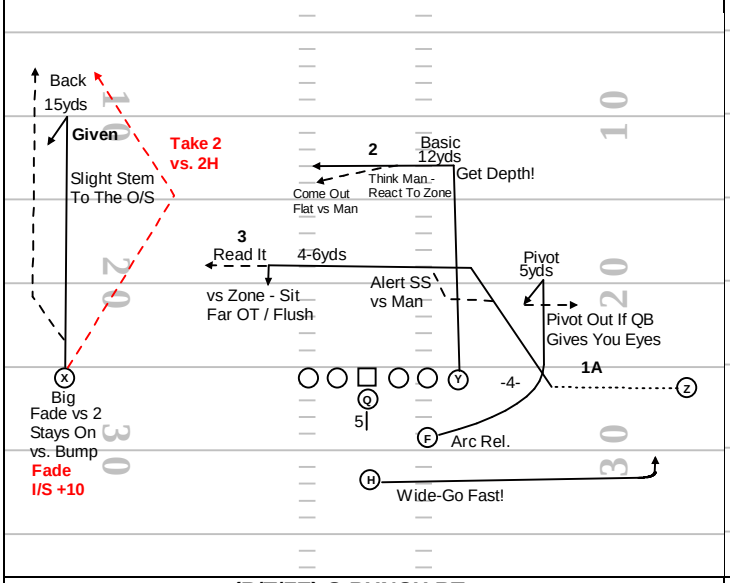
(R/T) (X)(Q)(YAZ) STRONG RT FUZZ
HND3 SPLIT Y ROPE X SHALLOW



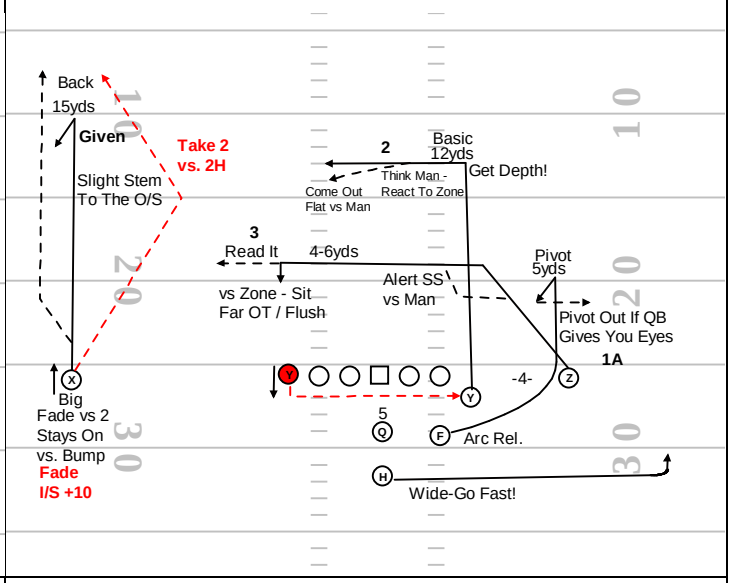
(R/T) (BUILD) Q BULLY RT Y RT
HND3 SPLIT Y ROPE X SHALLOW



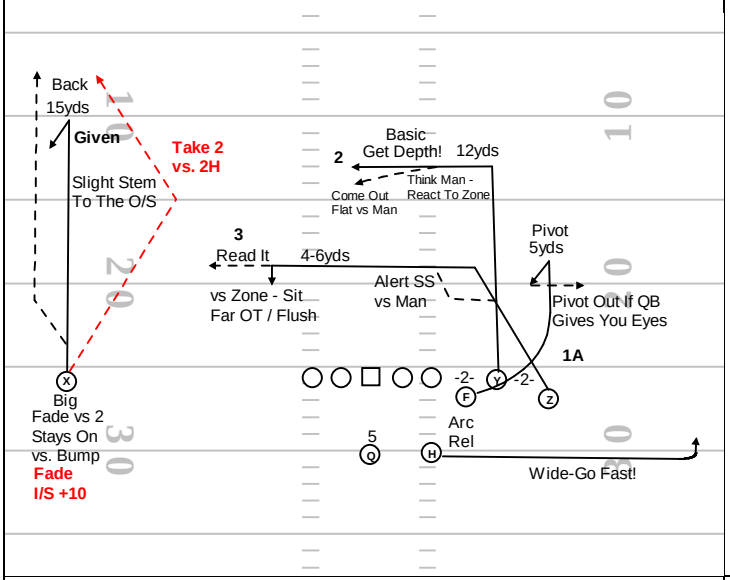
(R/T) (MOVE/BAFFLE)(Q) STRONG RT Z SHORT
2GONE F PIVOT Z DRIVE



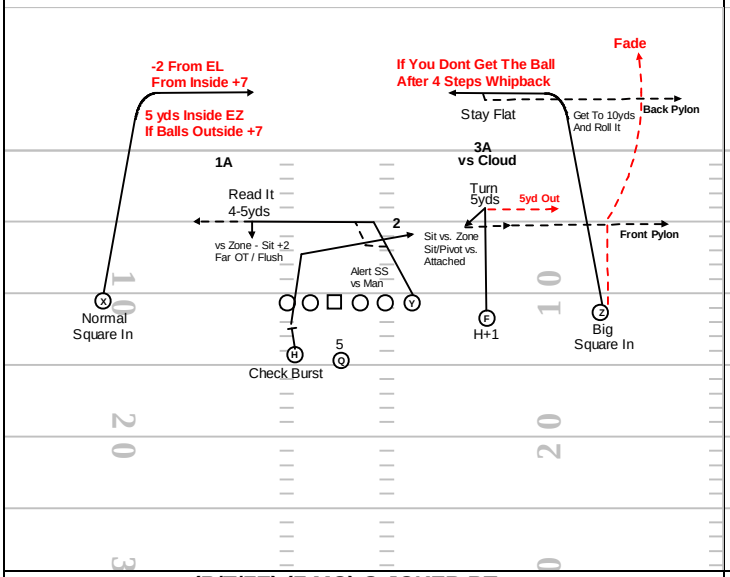
(R/T) YAZ: Q STRONG RT CLOSE
2GONE F PIVOT Z DRIVE



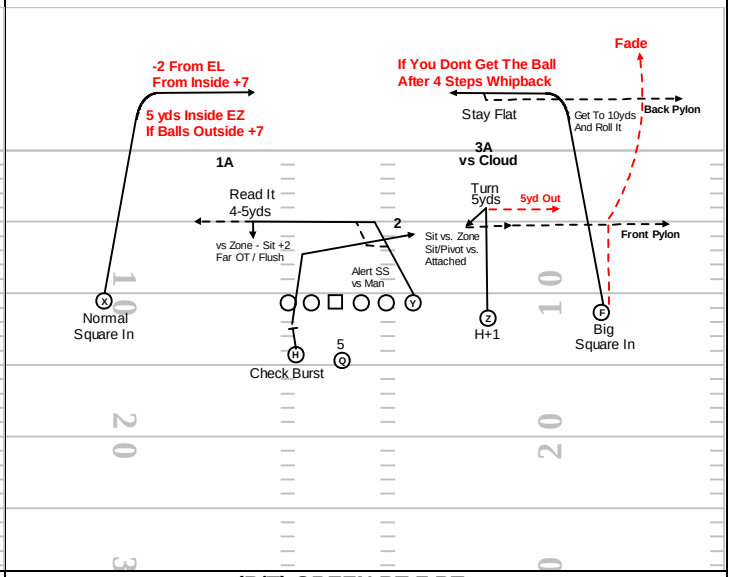
(R/T/ZE) G BUNCH RT
2SCORE F PIVOT Z DRIVE



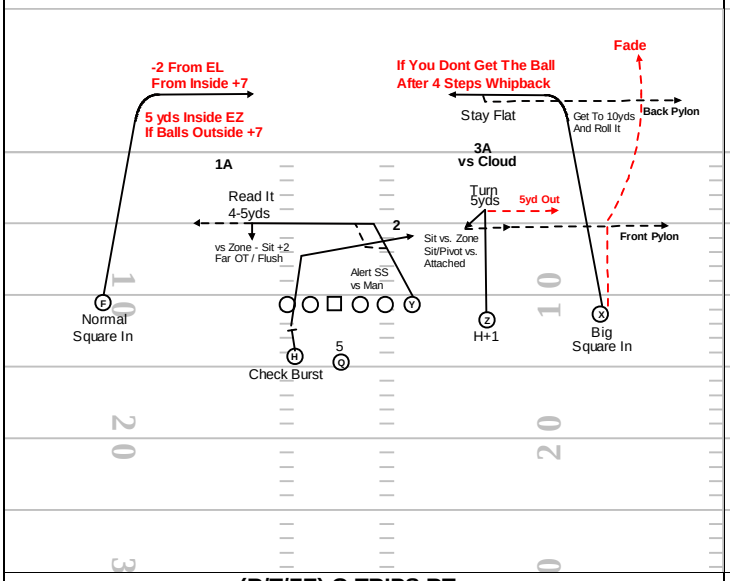
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J SQUIRE Y SHALLOW BURST (SIG/A-OHIO)



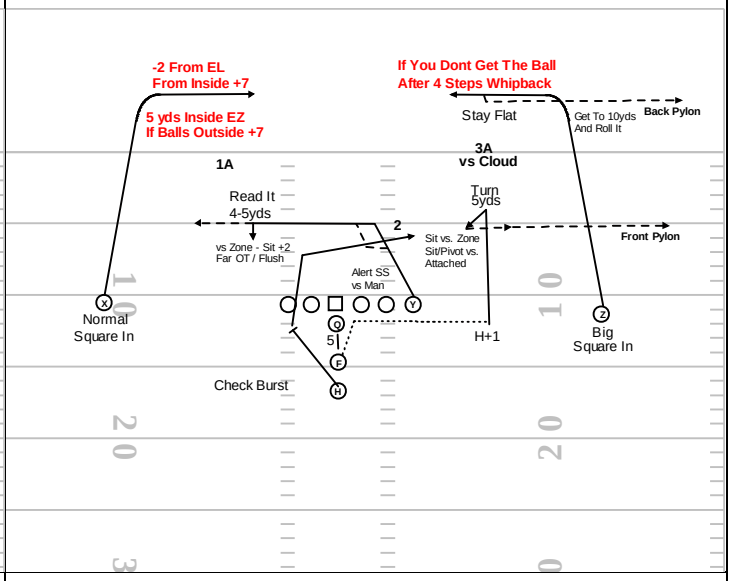
(R/T/ZE) (Z MO) G TAZ RT
3J SQUIRE Y SHALLOW BURST (SIG/A-OHIO)



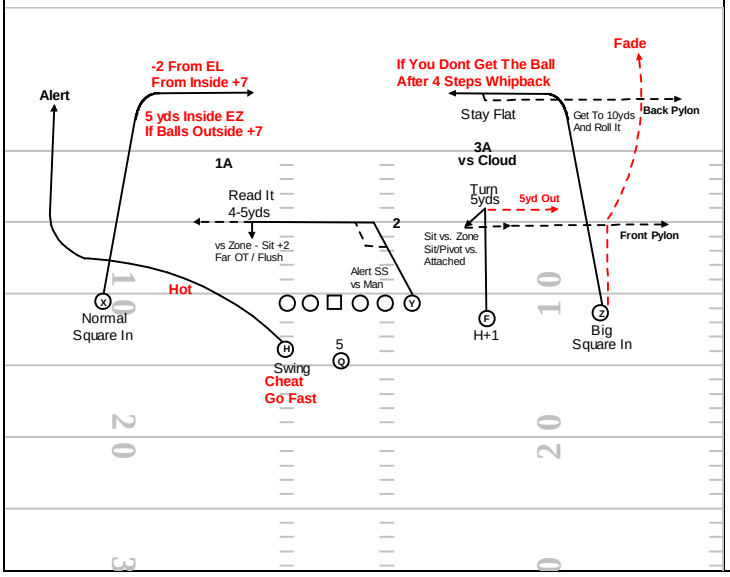
(R/T/ZE) (Z MO) G JOKER RT
3J SQUIRE Y SHALLOW BURST (SIG/A-OHIO)



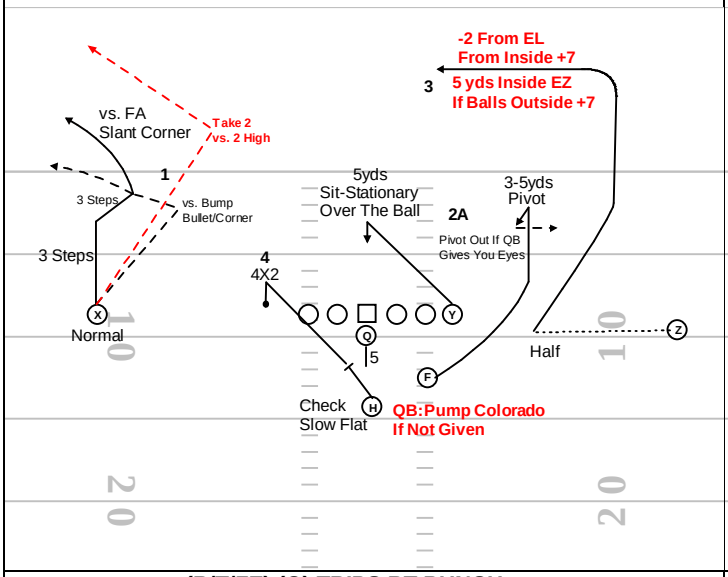
(R/T) GREEN RT F RT
3J SQUIRE Y SHALLOW BURST



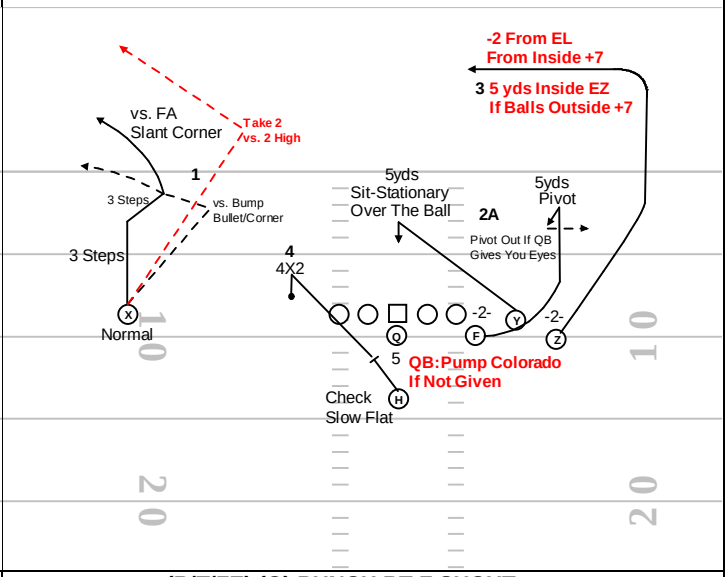
(R/T/ZE) G TRIPS RT
3SCAT SQUIRE Y SHALLOW SWING (SIG-OHIO)



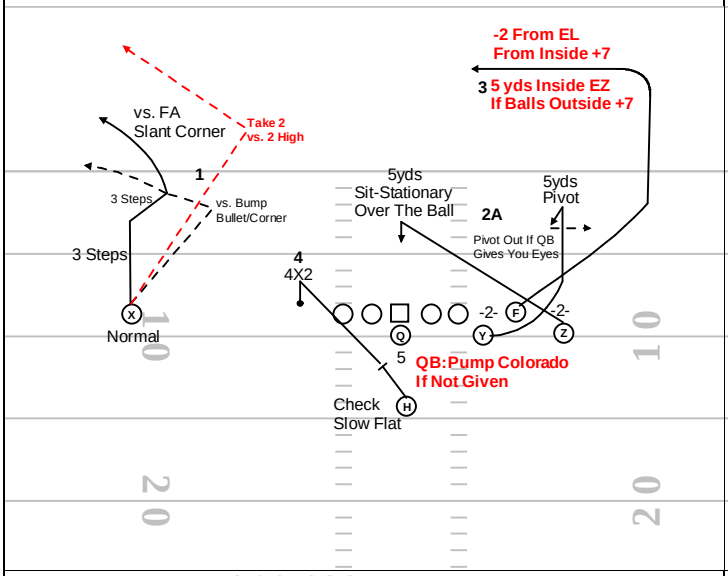
(R/T) (MOVE)(Q) STRONG RT Z SHORT
3J X COLORADO Y&F Z UPRIGHT



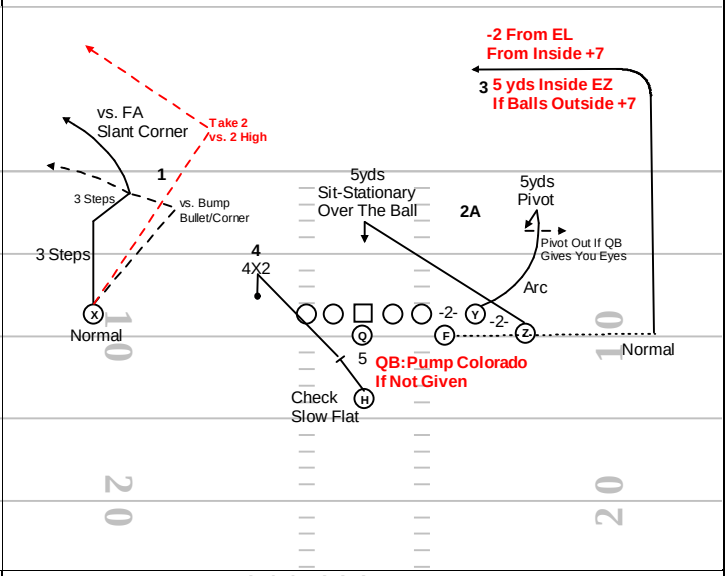
(R/T/ZE) (Q) BUNCH RT
3J X COLORADO Y&F Z UPRIGHT



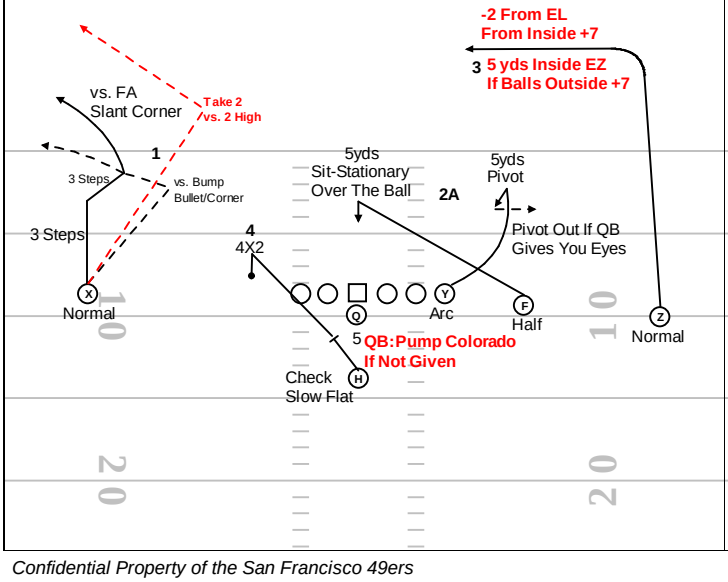
(R/T/ZE) (Q) TRIPS RT BUNCH
3J X COLORADO Z&Y F UPRIGHT



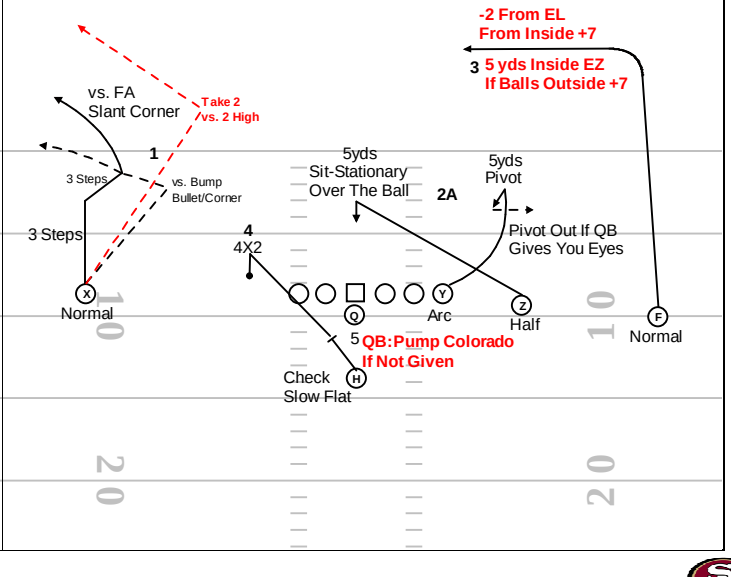
(R/T/ZE) (Q) BUNCH RT F SHOUT
3J X COLORADO Z&Y F UPRIGHT



(R/T/ZE) (Q) TRIPS RT
3J X COLORADO F&Y Z UPRIGHT



(R/T/ZE) (Q) TAZ RT
3J X COLORADO Z&Y F UPRIGHT



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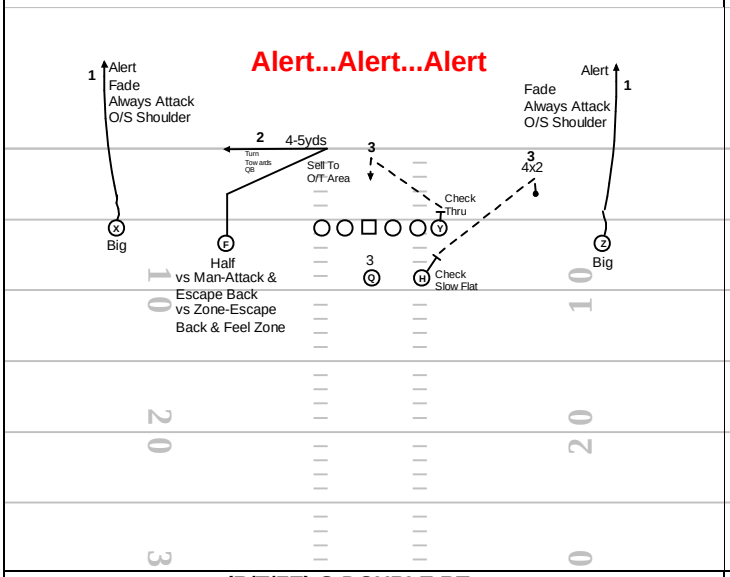
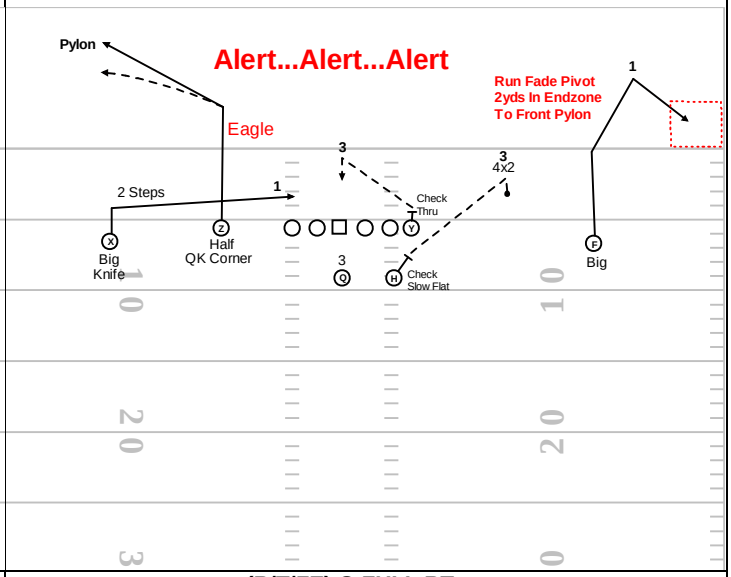
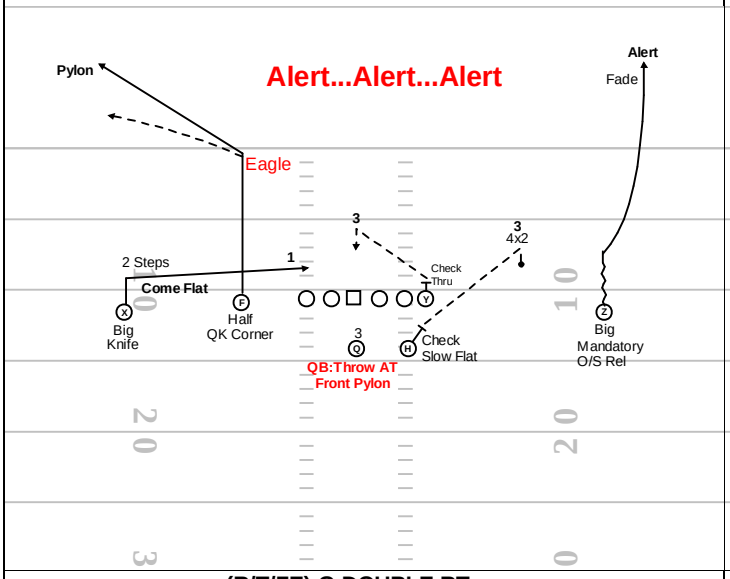
(R/T/ZE) G DOUBLE RT
DIR 30 MOUSE A-358 FADES



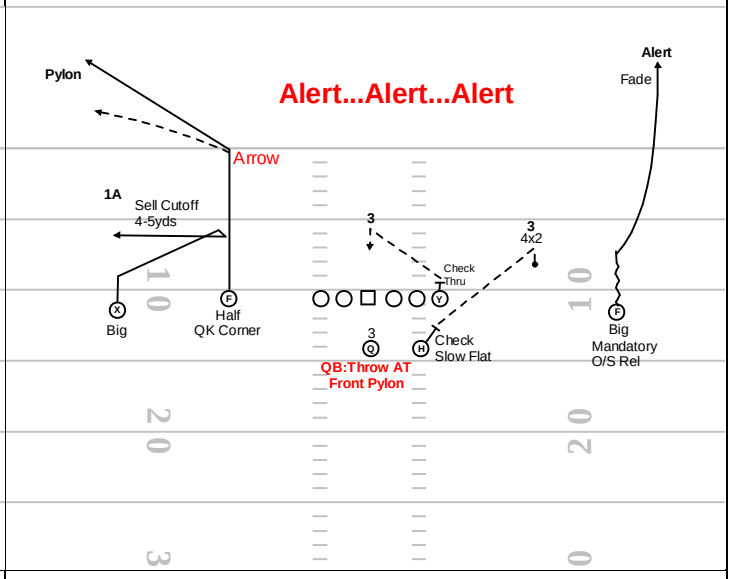
(R/T/ZE) G FULL RT
DIR 30 MOUSE A-358 F FIST X EAGLE



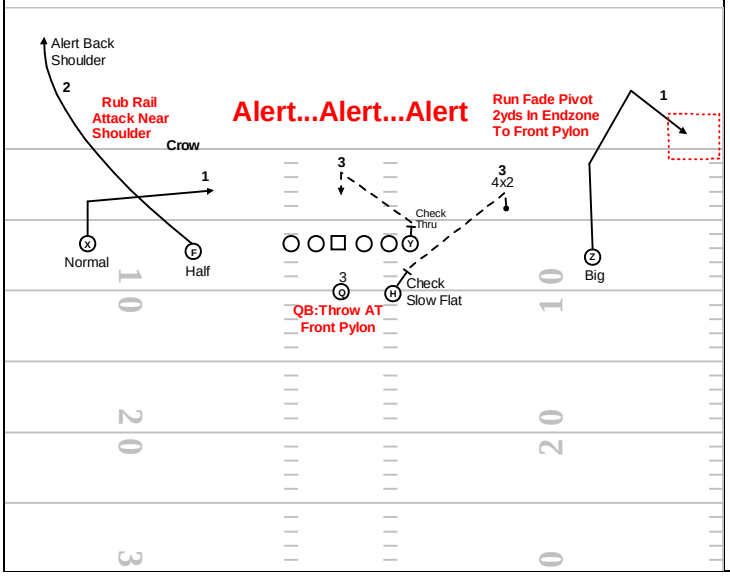
(R/T/ZE) G DOUBLE RT
DIR 30 MOUSE A-358 Z FADE EAGLE



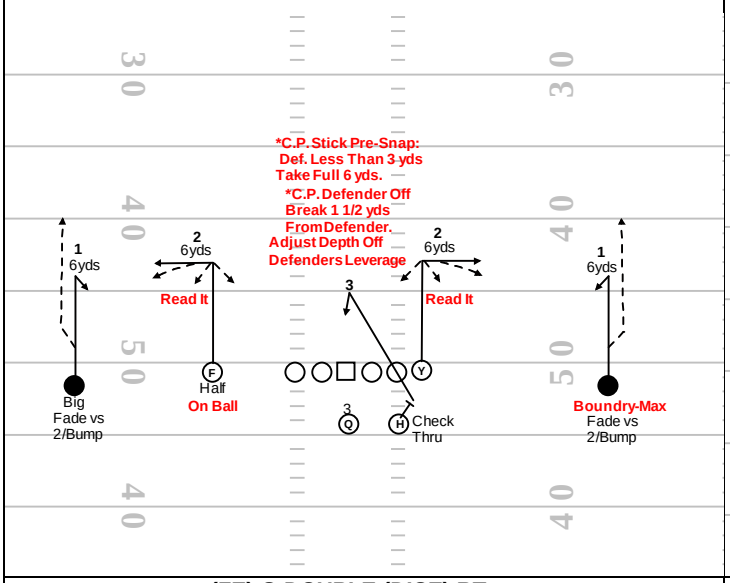
(R/T/ZE) G FULL RT
DIR 30 MOUSE A-358 Z FADE ARROW



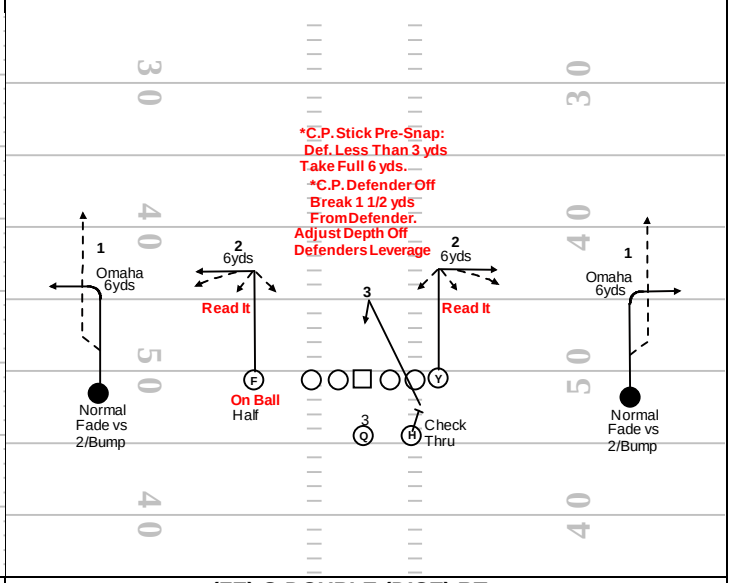
(R/T/ZE) G DOUBLE RT
DIR 30 MOUSE A-358 Z FIST CROW



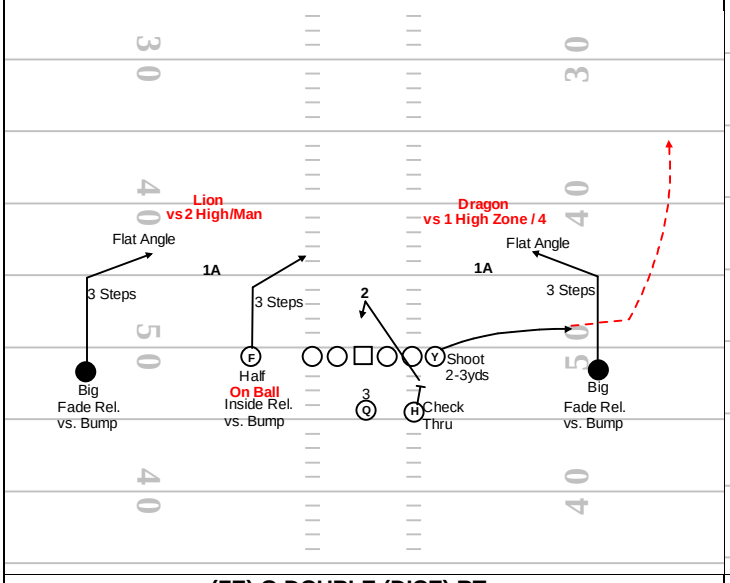
(ZE) G DOUBLE (DICE) RT
200J THUNDER



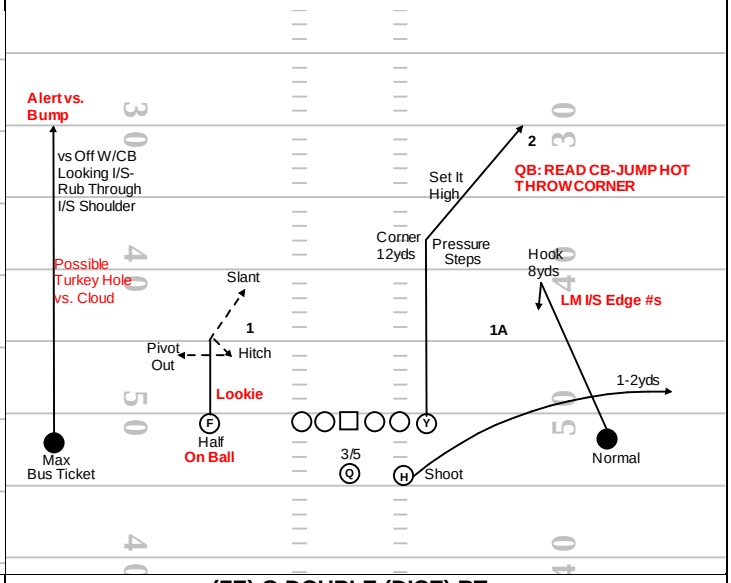
(ZE) G DOUBLE (DICE) RT
200J OKIE



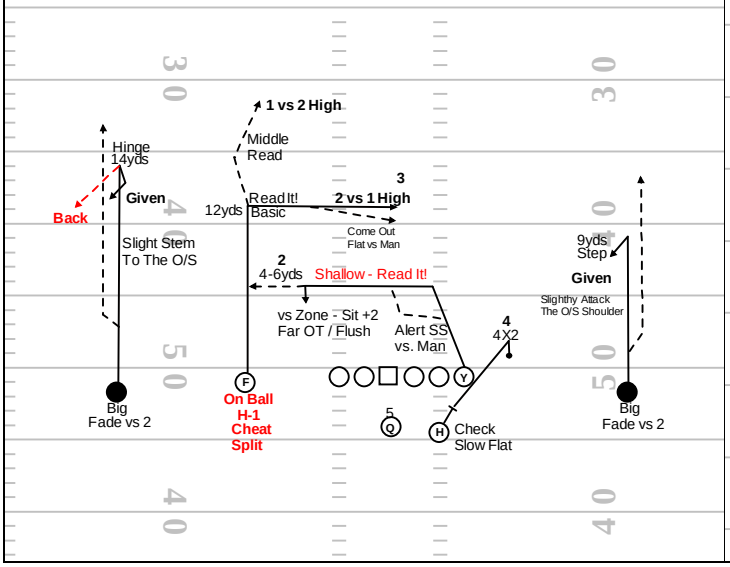
(ZE) G DOUBLE (DICE) RT
200J DETRIOT (Y SWING)



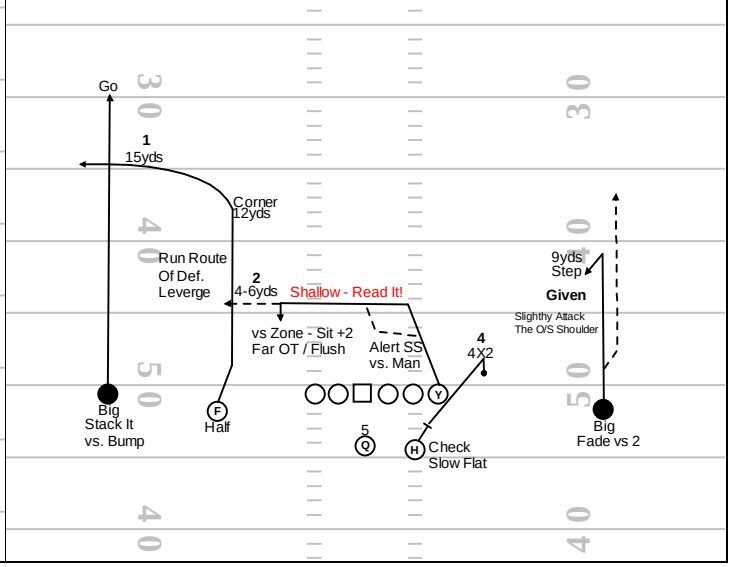
(ZE) G DOUBLE (DICE) RT
200SCAT F LOOKIE Z CHUCK



(ZE) G DOUBLE (DICE) RT
2J F MIDDLE HINGE (BACK) Y SHOVE



(ZE) G DOUBLE (DICE) RT
2J F SAIL Y SHOVE



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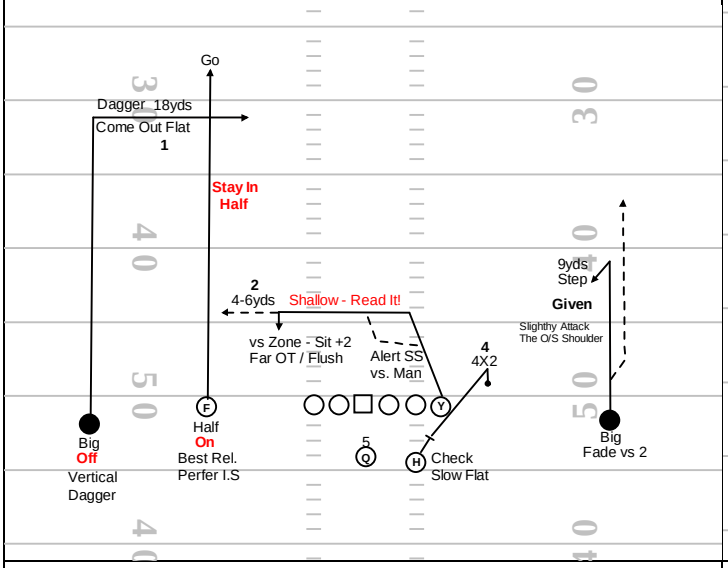
(ZE) G DOUBLE (DICE) RT
2J DAGGER Y SHOVE



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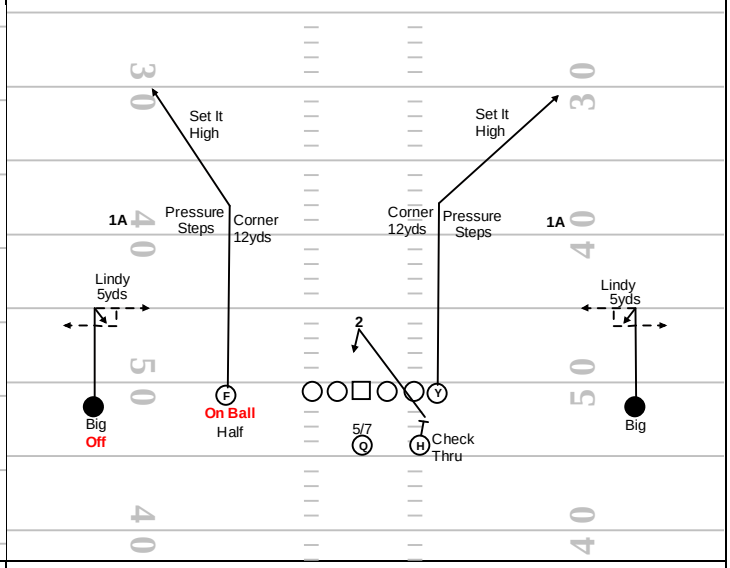
2J COOL



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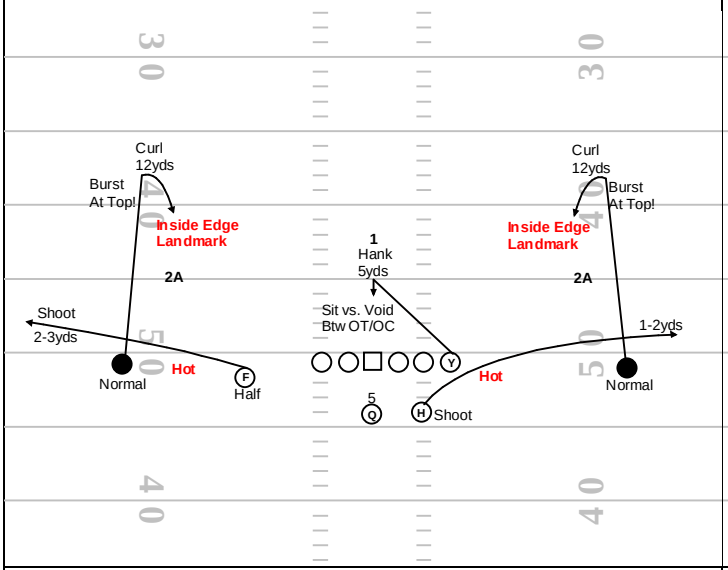
2SCAT Y HANK



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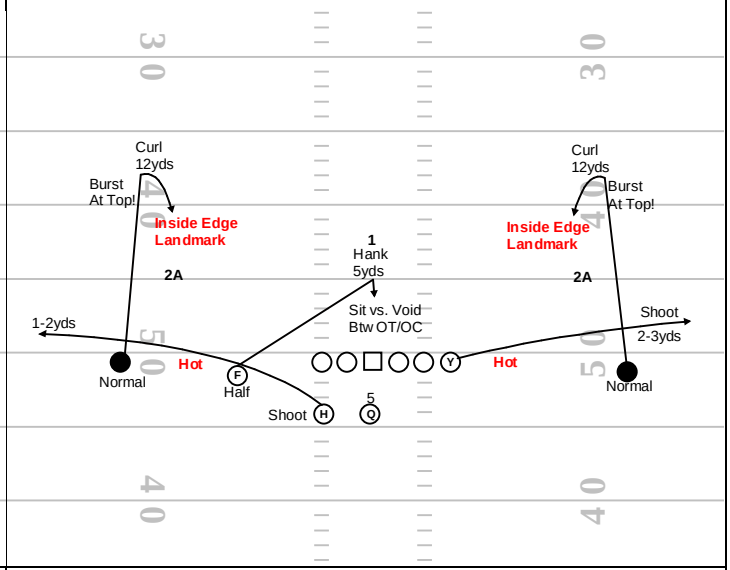
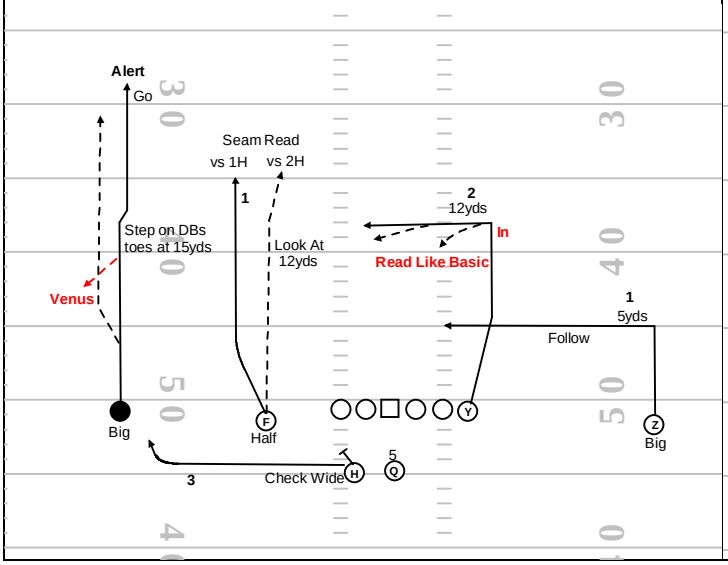
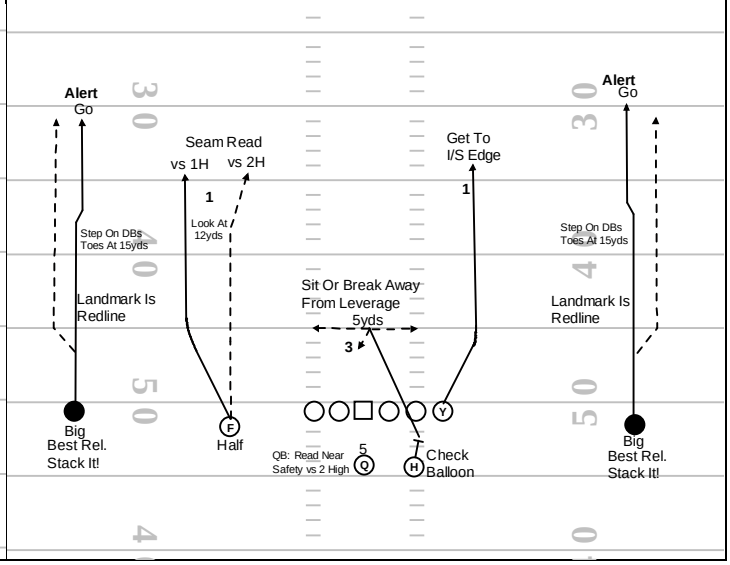
3 SCAT F HANK



(ZE) G DOUBLE (DICE) RT
3J Z FIN F VERT GO (VENUS)



(ZE) G DOUBLE (DICE) RT
2J F VERT GO



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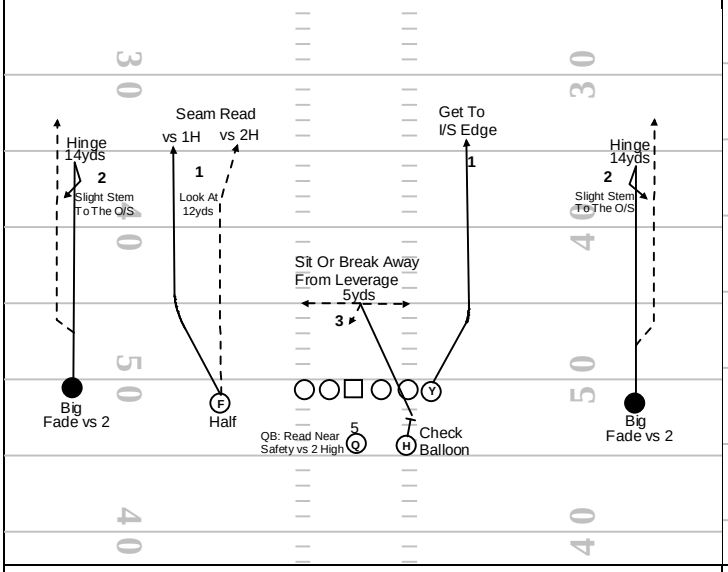
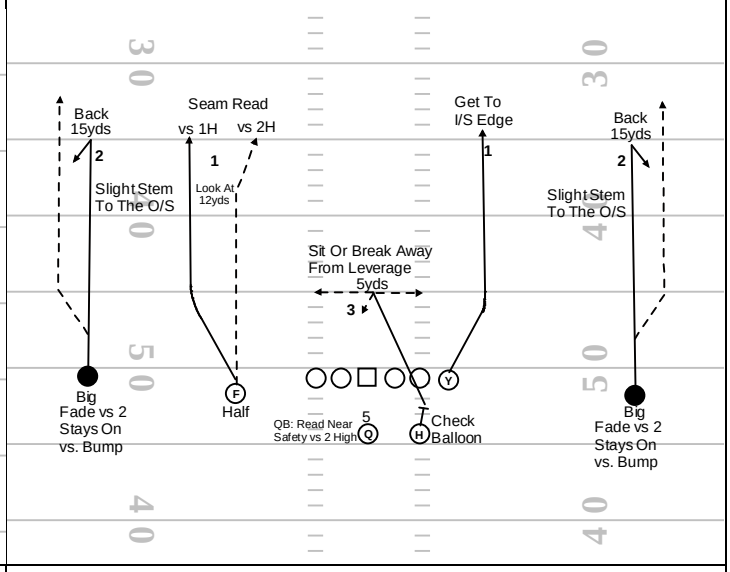
2J F VERT HINGE



(ZE) G DOUBLE (DICE) RT
2J F VERT BACK



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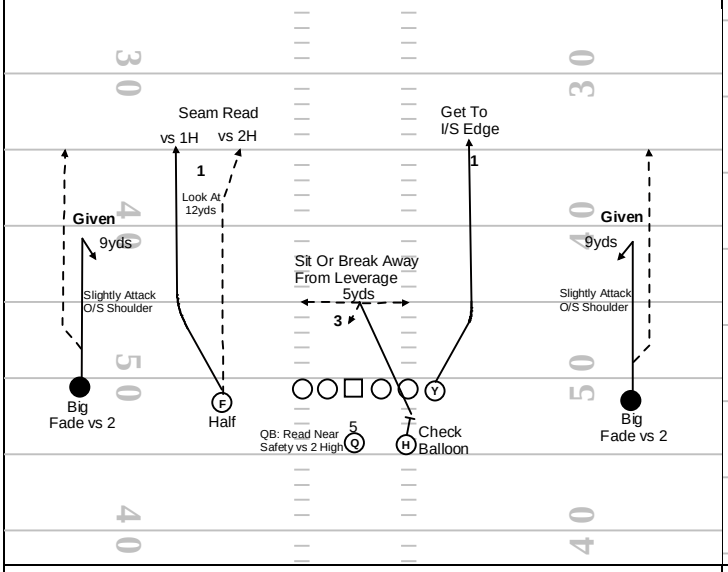
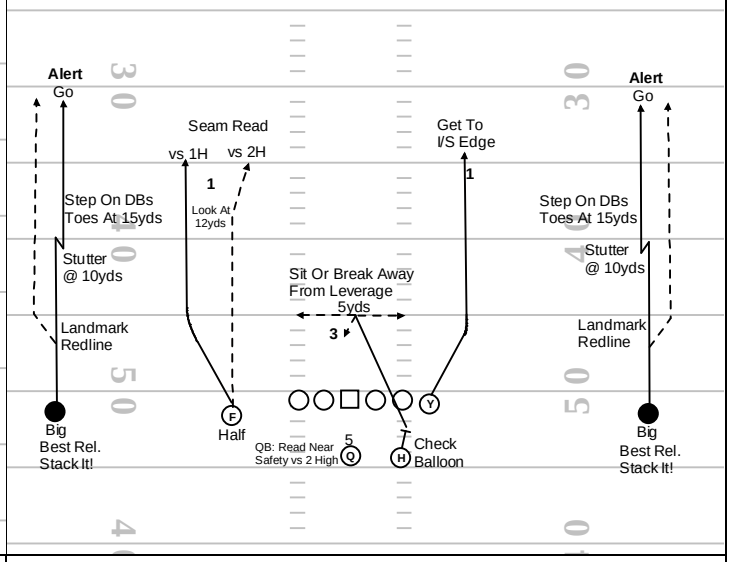
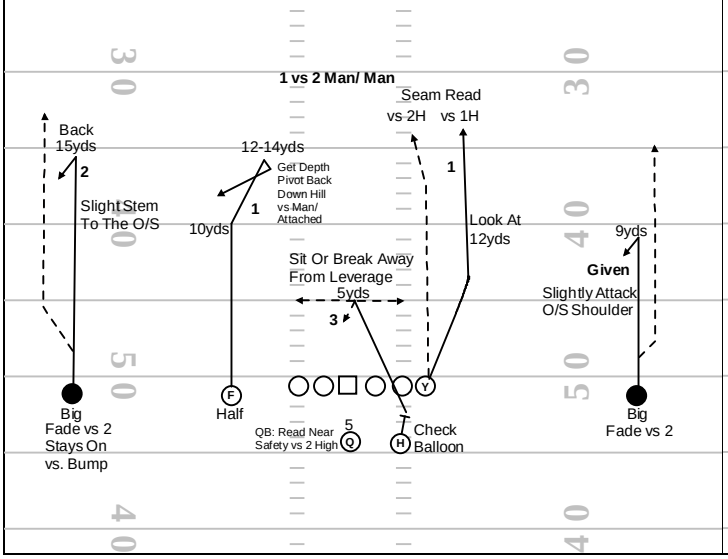
2J F VERT VENUS



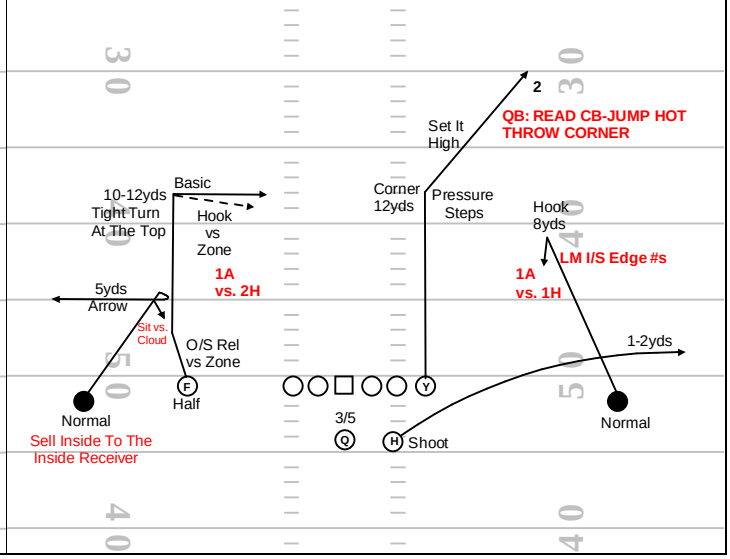
(ZE) G DOUBLE (DICE) RT
2J F VERT STUCCO



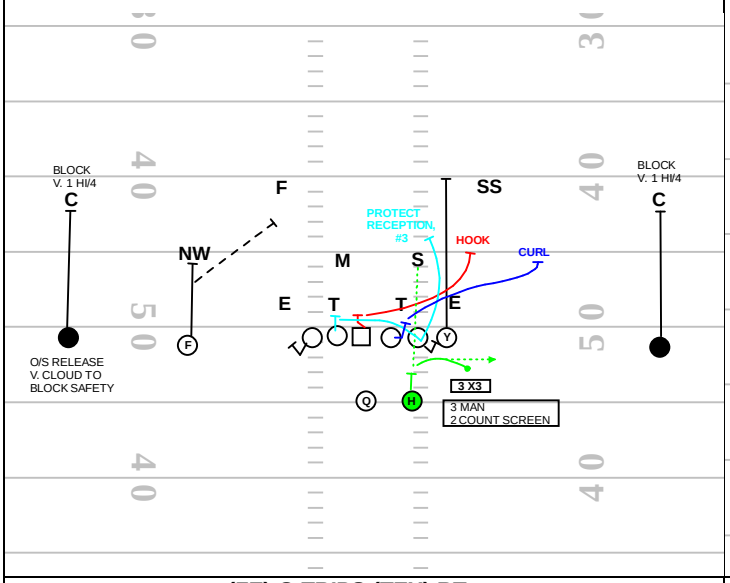
(ZE) G DOUBLE (DICE) RT
2J F SEARCH Y VERT VENUS



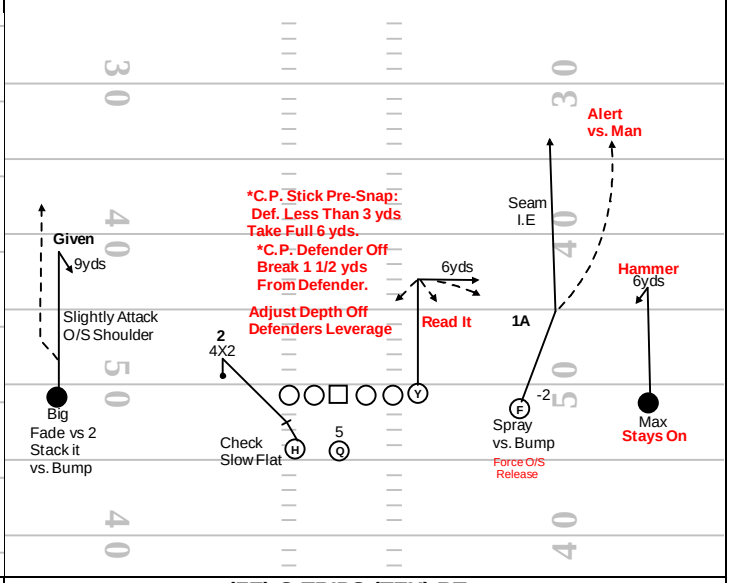
(ZE) G DOUBLE (DICE) RT
2SCAT F BULLSEYE Z CHUCK



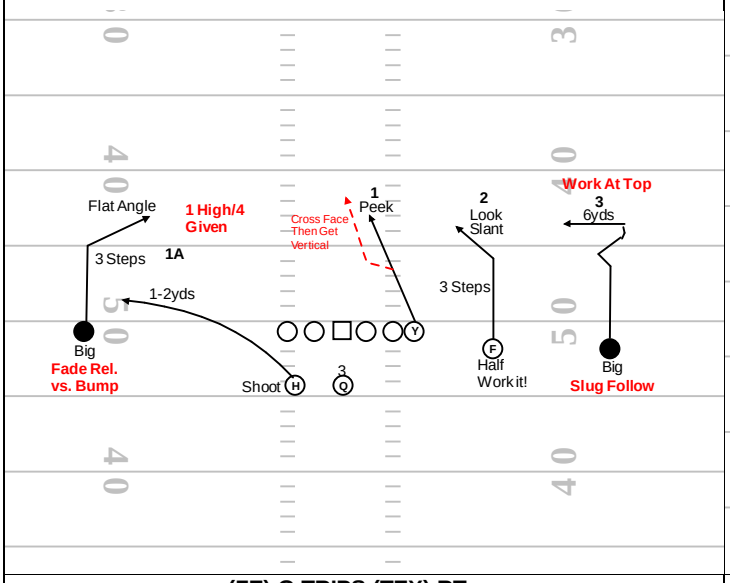
(ZE) G DOUBLE RT
20 H SHADE RT VERT-GO



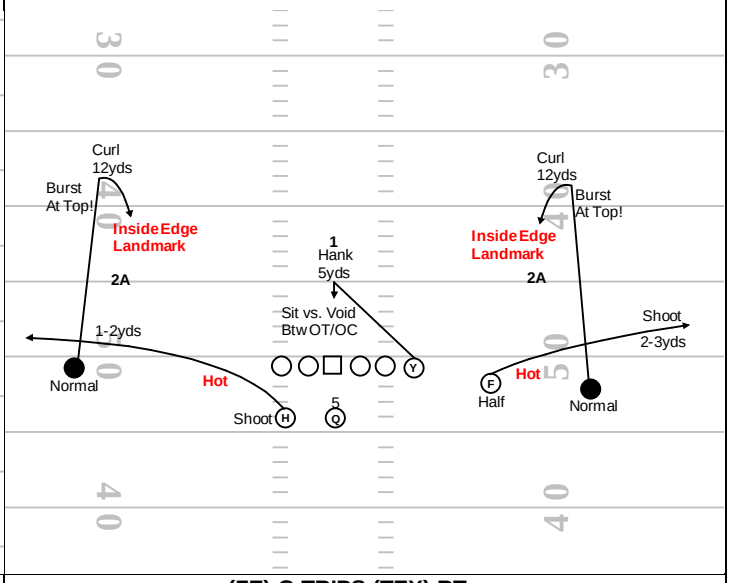
(ZE) G TRIPS (TEX)
300J Y SHOCK



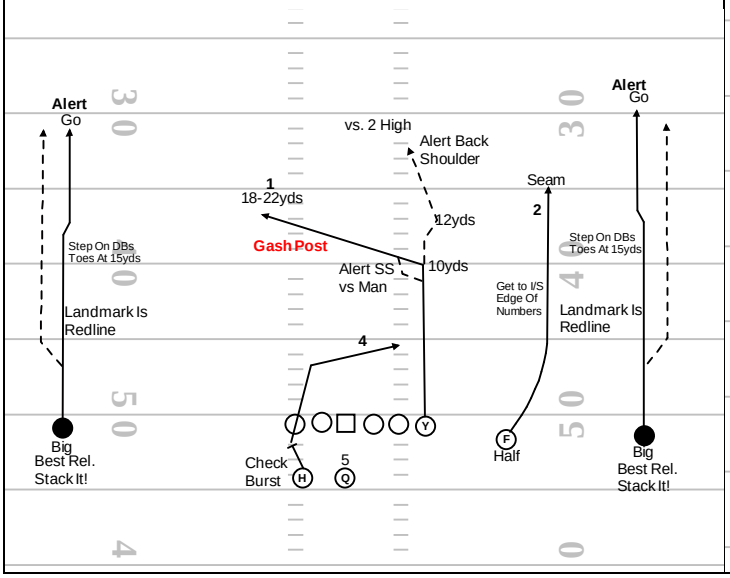
(ZE) G TRIPS (TEX) RT
300SCAT LEO X DRAGON



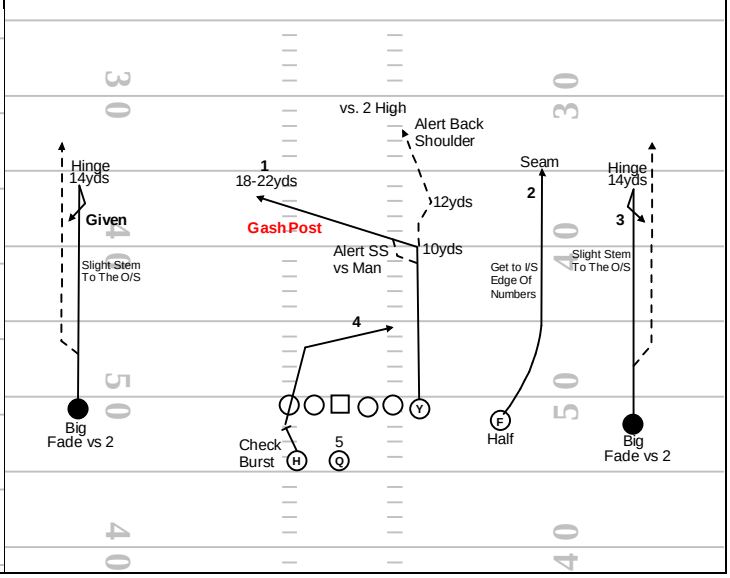
(ZE) G TRIPS (TEX) RT
3 SCAT Y HANK



(ZE) G TRIPS (TEX) RT
3J Y GASH GO



(ZE) G TRIPS (TEX) RT
3J Y GASH HINGE



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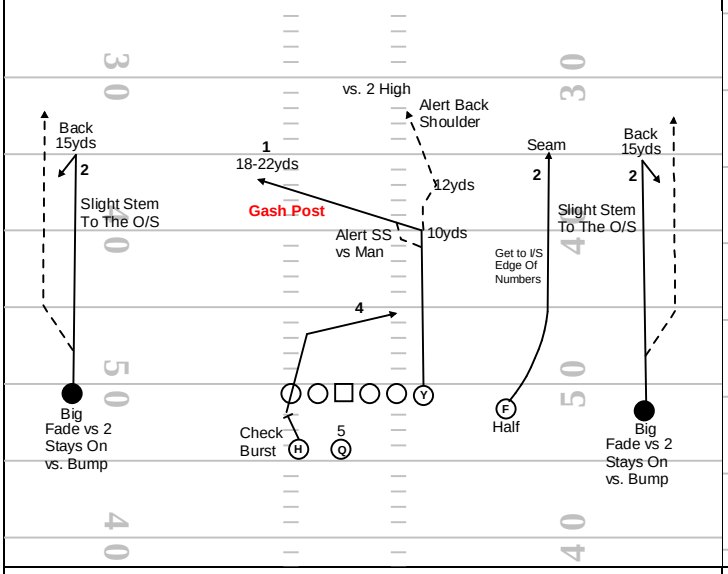
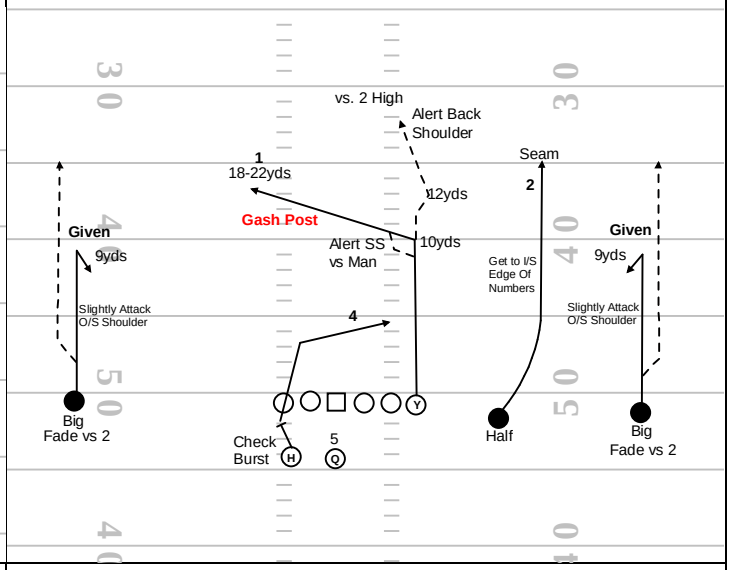
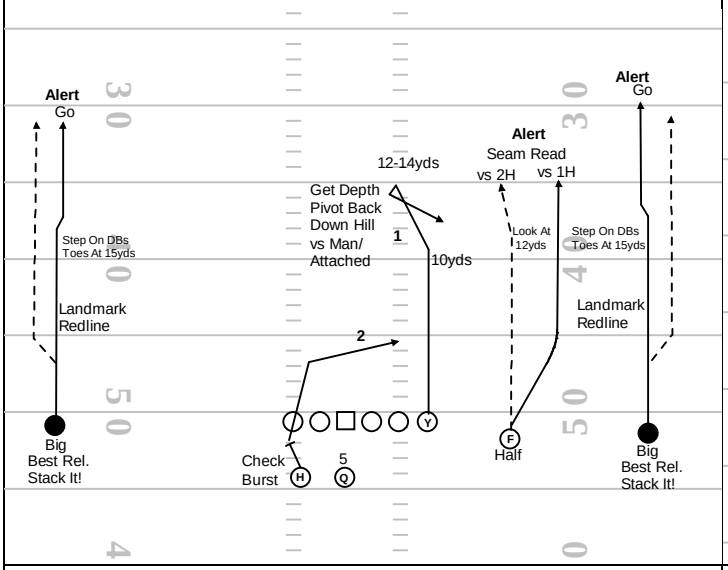
(ZE) G TRIPS (TEX) RT
3J Y GASH BACK



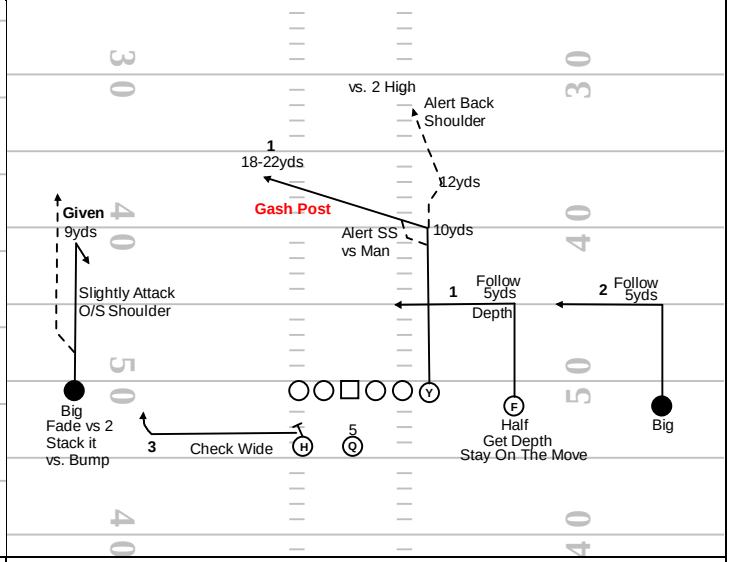
(ZE) G TRIPS (TEX) RT
3J Y GASH VENUS



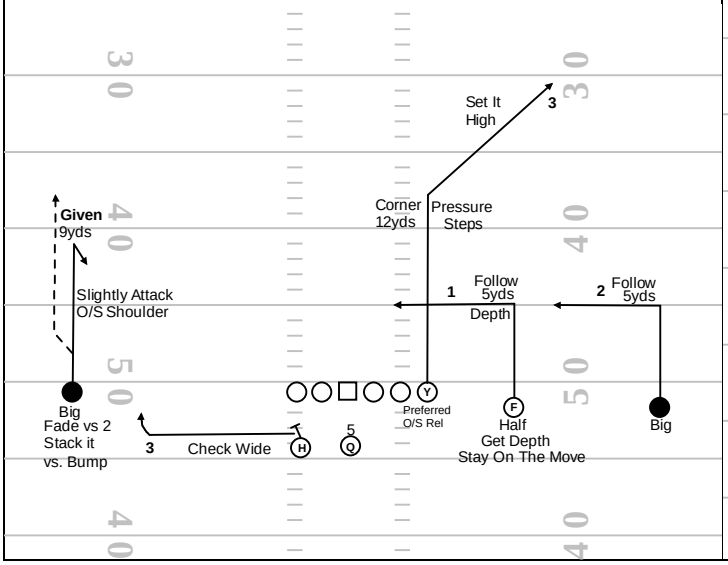
(ZE) G TRIPS (TEX) RT
3J F GASH Y SEARCH



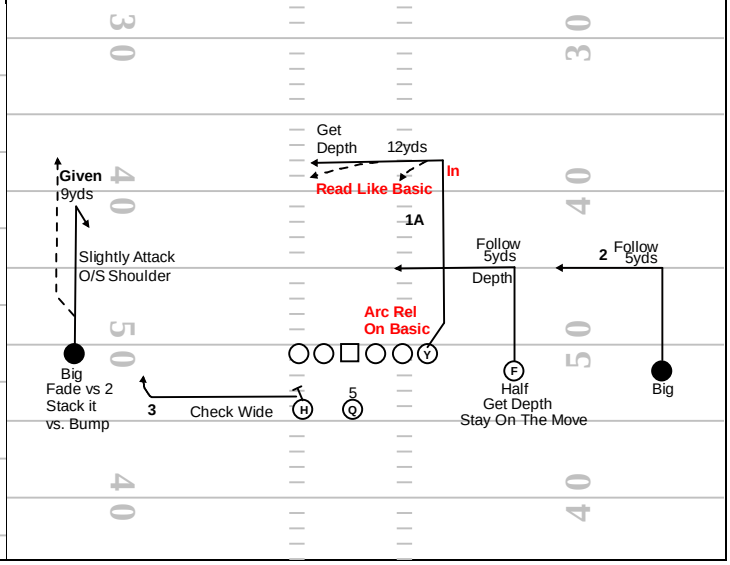
(ZE) G TRIPS (TEX)
3J CHAMP



(ZE) G TRIPS (TEX) RT
3J CHAMP Y CORNER



(ZE) G TRIPS (TEX) RT
3J CHAMP Y IN



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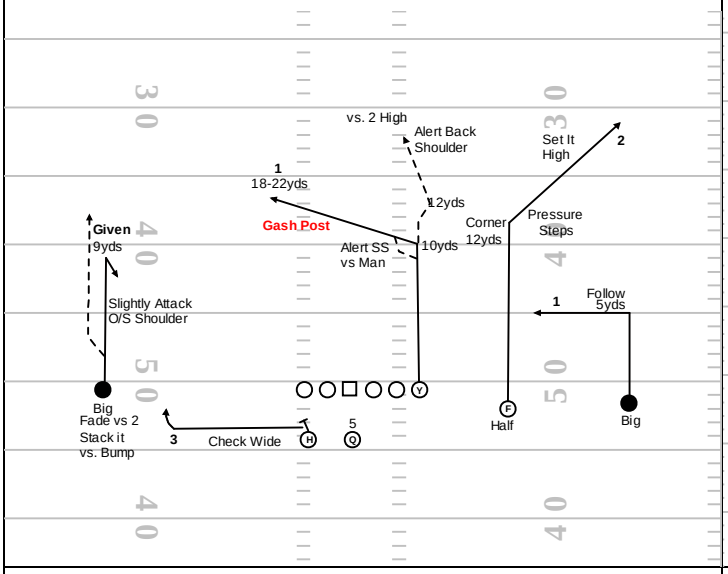
(ZE) G TRIPS (TEX) RT
3J CHAMP F CORNER



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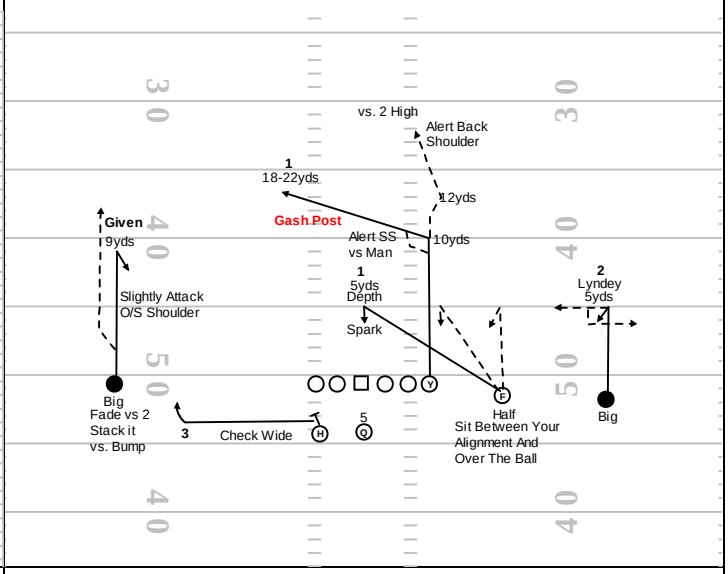
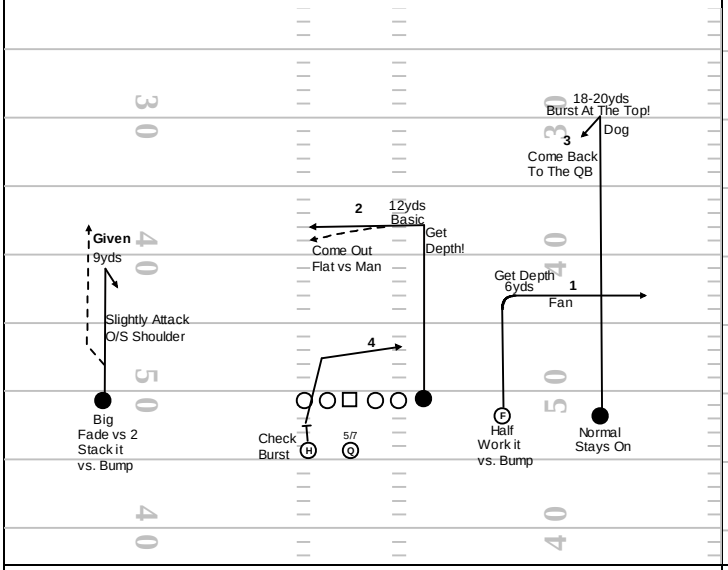
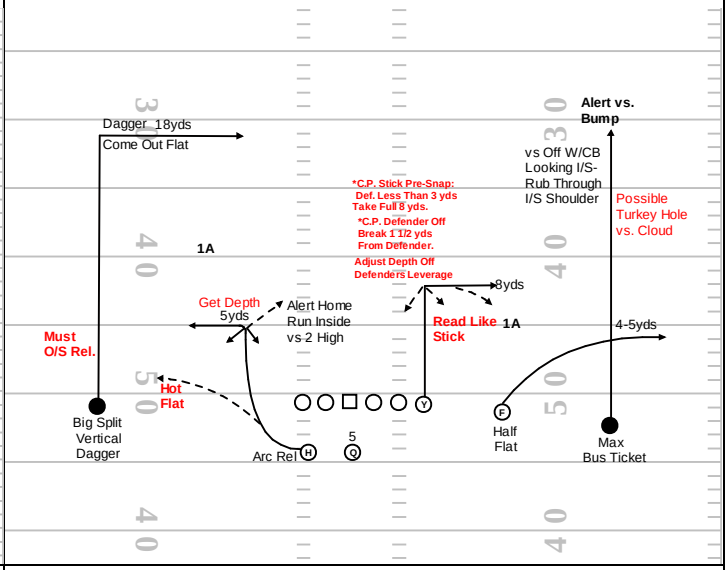
3J F SPEEDY



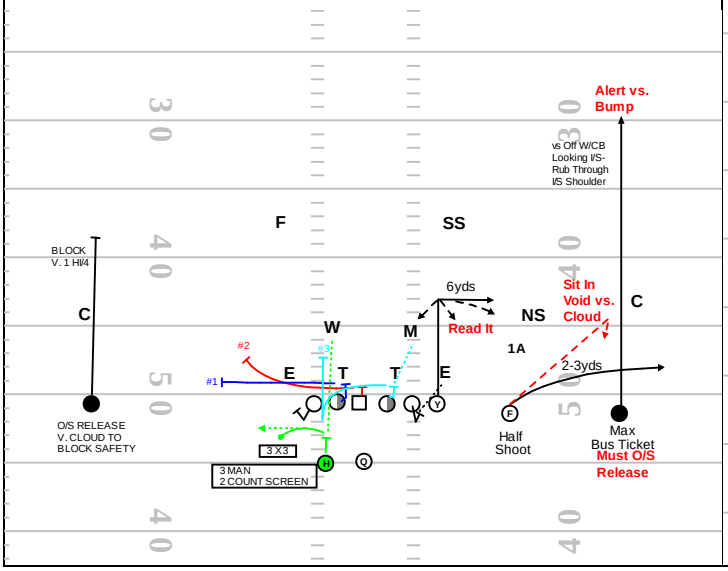
(ZE) G TRIPS (TEX) RT
3J Y STEELER



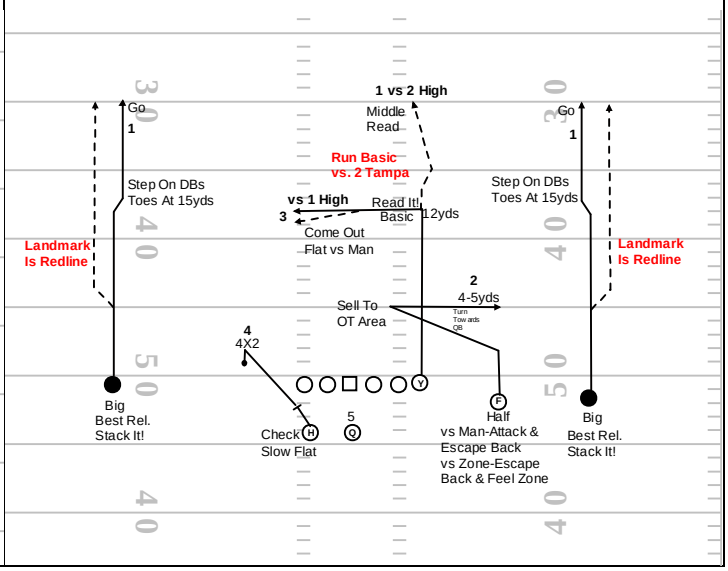
(ZE) G TRIPS (TEX) RT
3SCAT H CHAD Y BRANCH



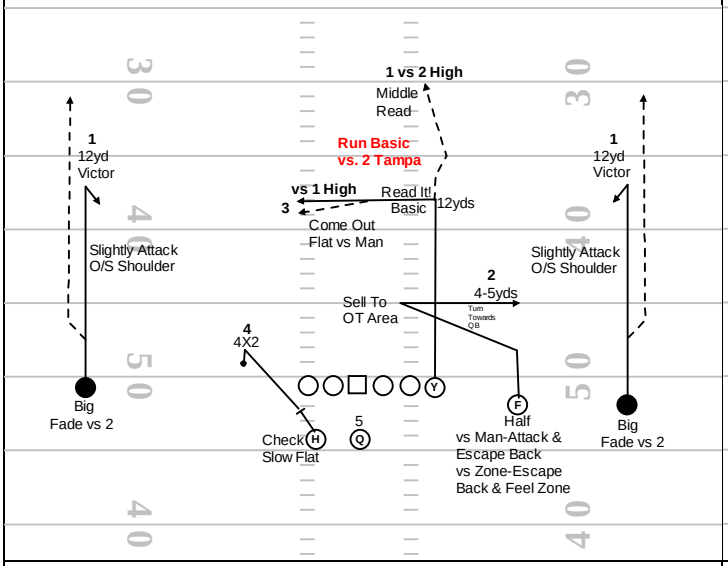
(ZE) G TRIPS (TEX) RT
22 H SHADE LT Y STICK



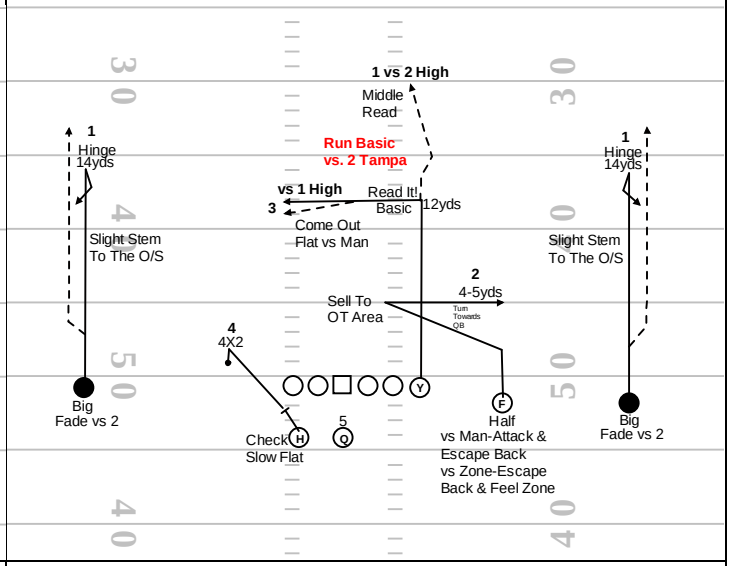
(ZE) G TRIPS (TEX) RT
3J DOUBLE GO F ESCAPE



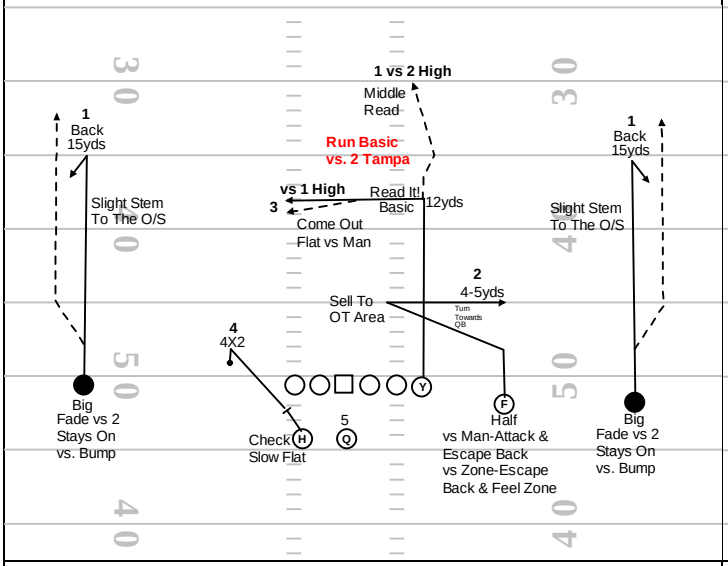
(ZE) G TRIPS (TEX) RT
3J DOUBLE VICTOR F ESCAPE



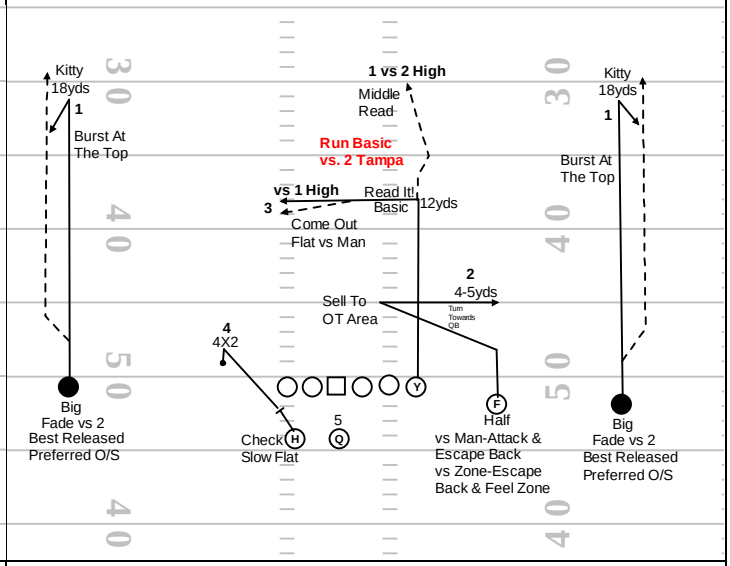
(ZE) G TRIPS (TEX) RT
3J DOUBLE HINGE F ESCAPE



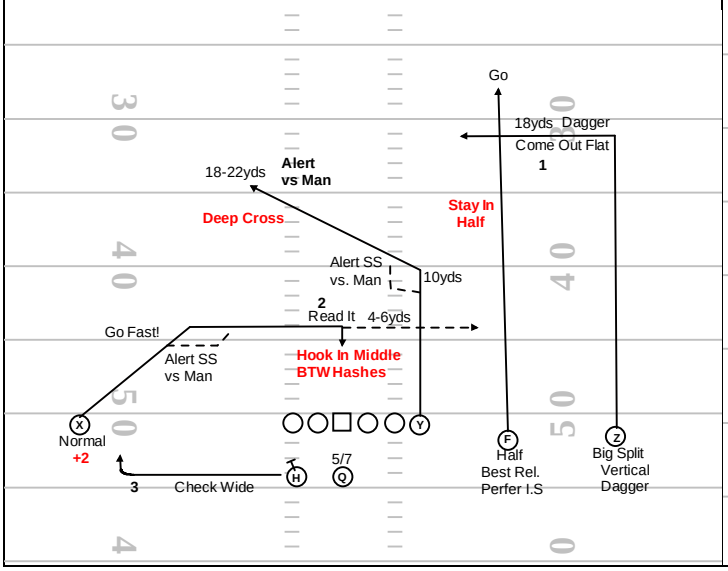
(ZE) G TRIPS (TEX) RT
3J DOUBLE BACK F ESCAPE



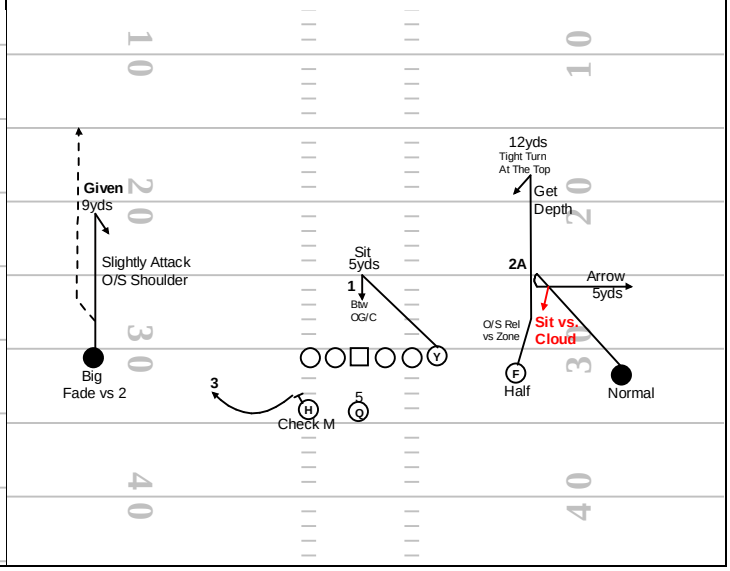
(ZE) G TRIPS (TEX) RT
3J DOUBLE KITTY F ESCAPE



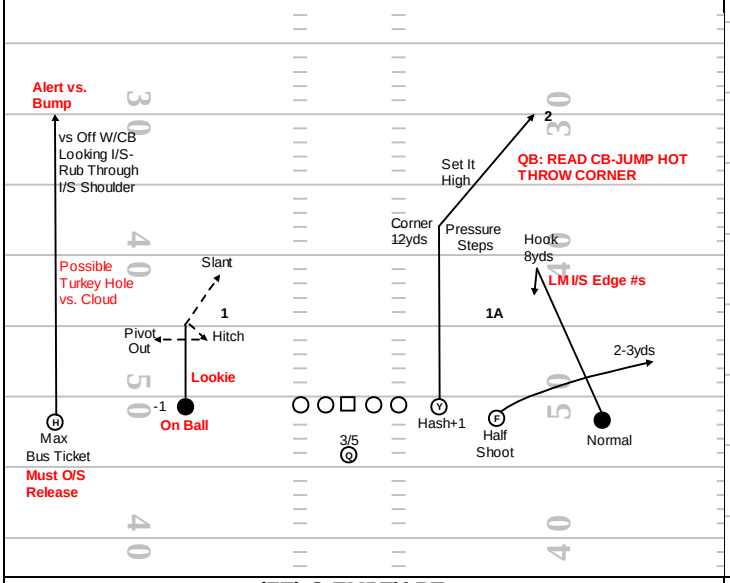
(ZE) G TRIPS (TEX) RT
3J Z DAGGER X SHIM



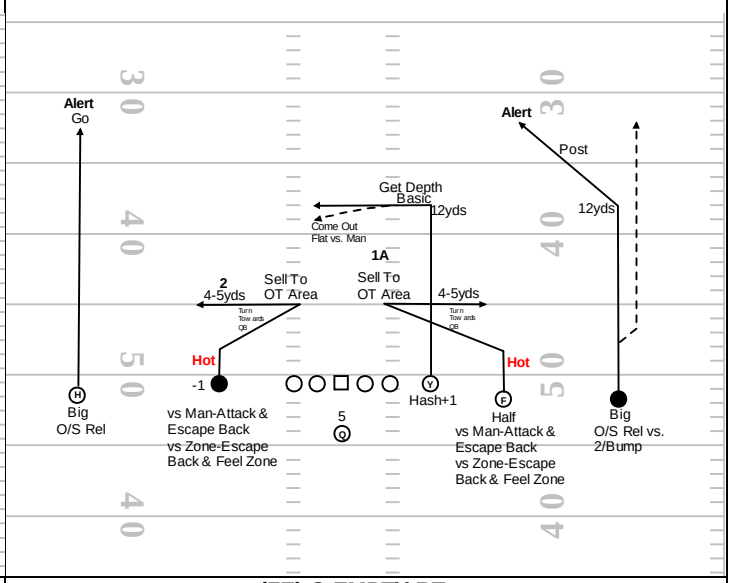
(ZE) G TRIPS (TEX) RT
3J F DALLAS "M"



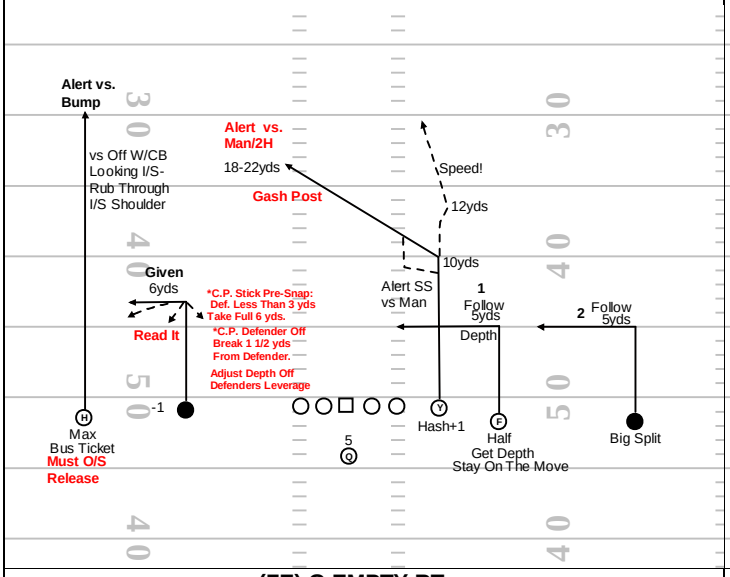
(ZE) G EMPTY RT
200SCAT X LOOKIE Z CHUCK



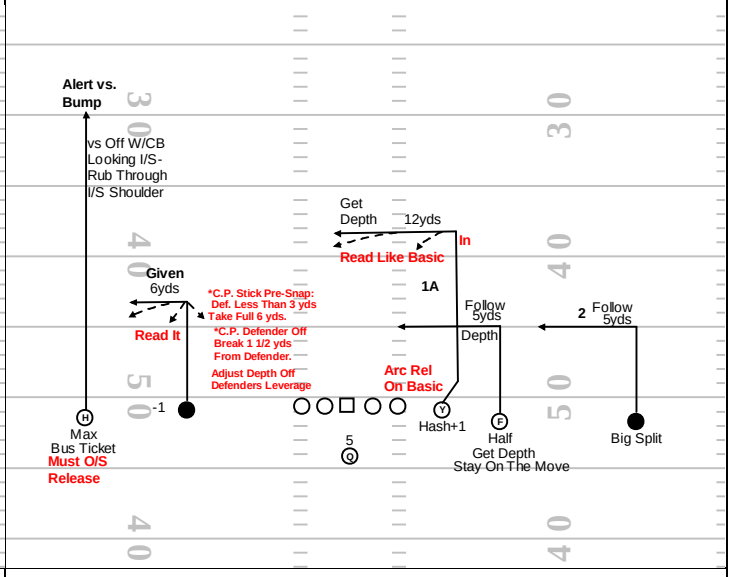
(ZE) G EMPTY RT
2SCAT Y BINGO ESCAPES



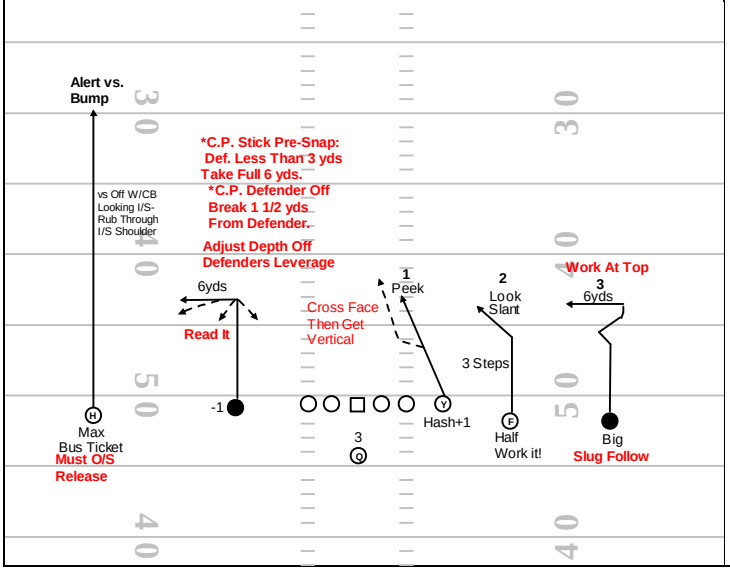
(ZE) G EMPTY RT
2SCAT CHAMP X STICK



(ZE) G EMPTY RT
2SCAT CHAMP Y IN X STICK



(ZE) G EMPTY RT
200SCAT LEO X STICK



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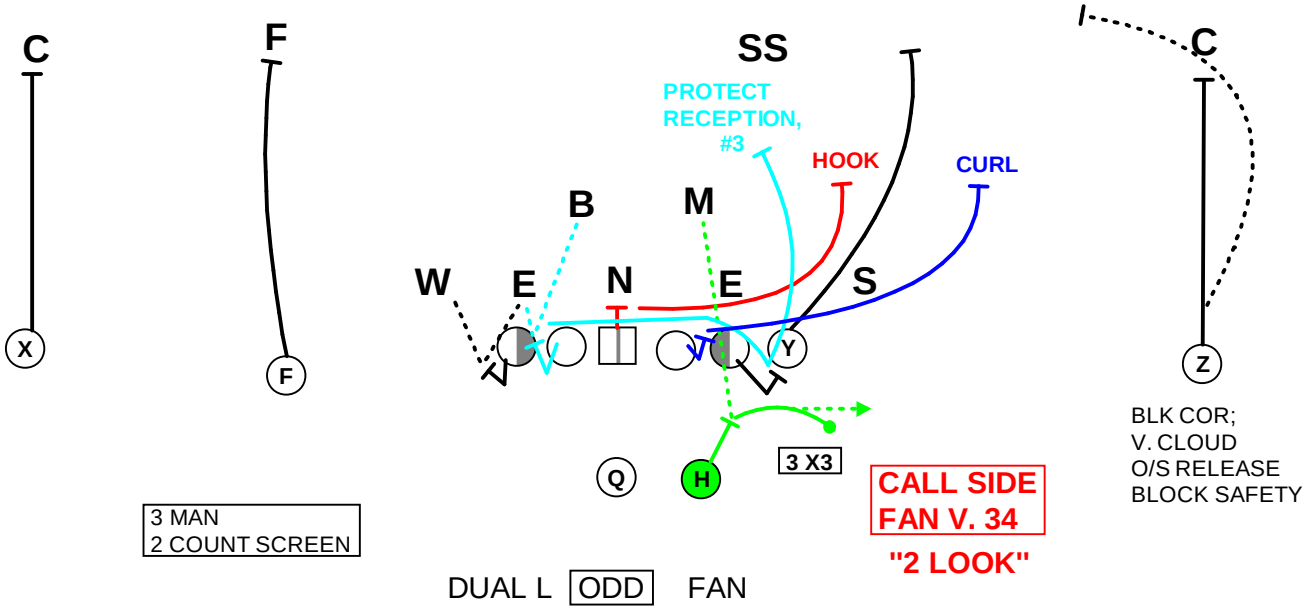
(R/T) G DBL RT
20 H SHADE RT VERT-GO



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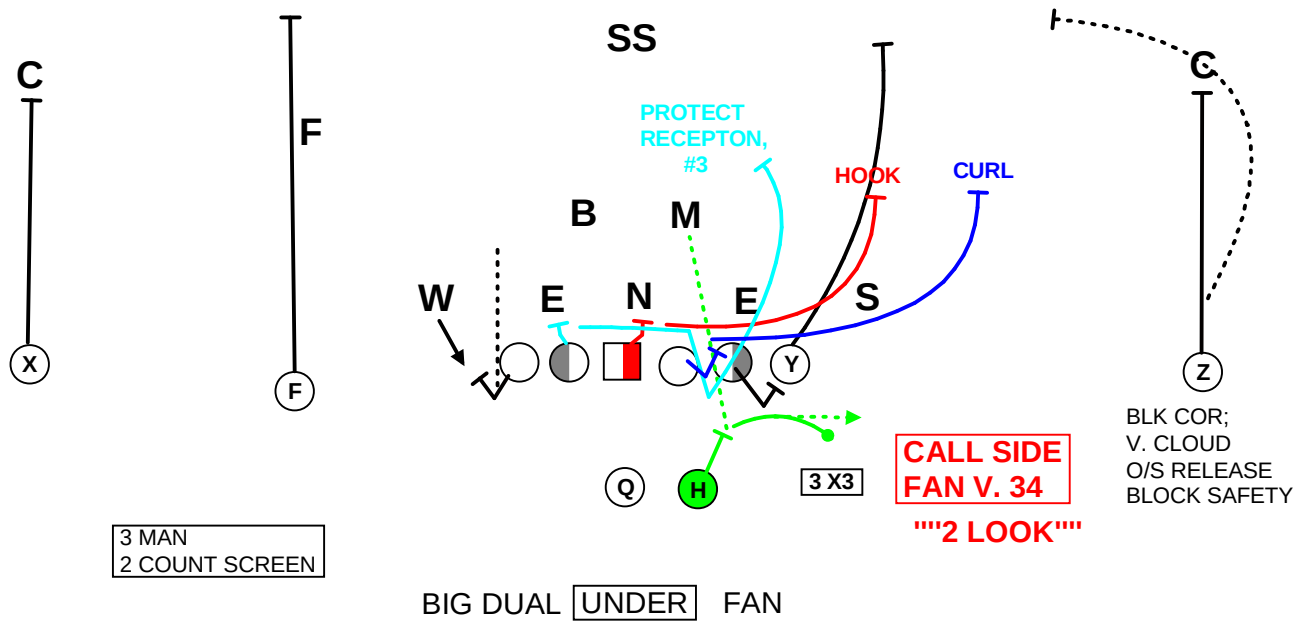
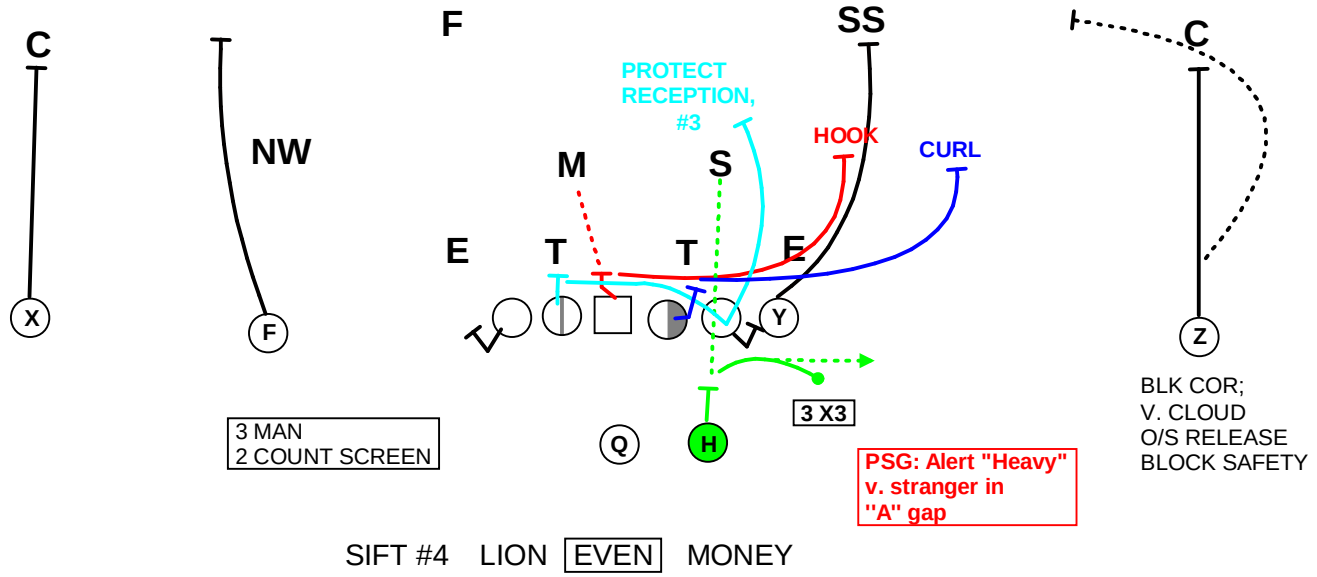
(R/T) G DBL RT
20 H SHADE RT VERT-GO



35

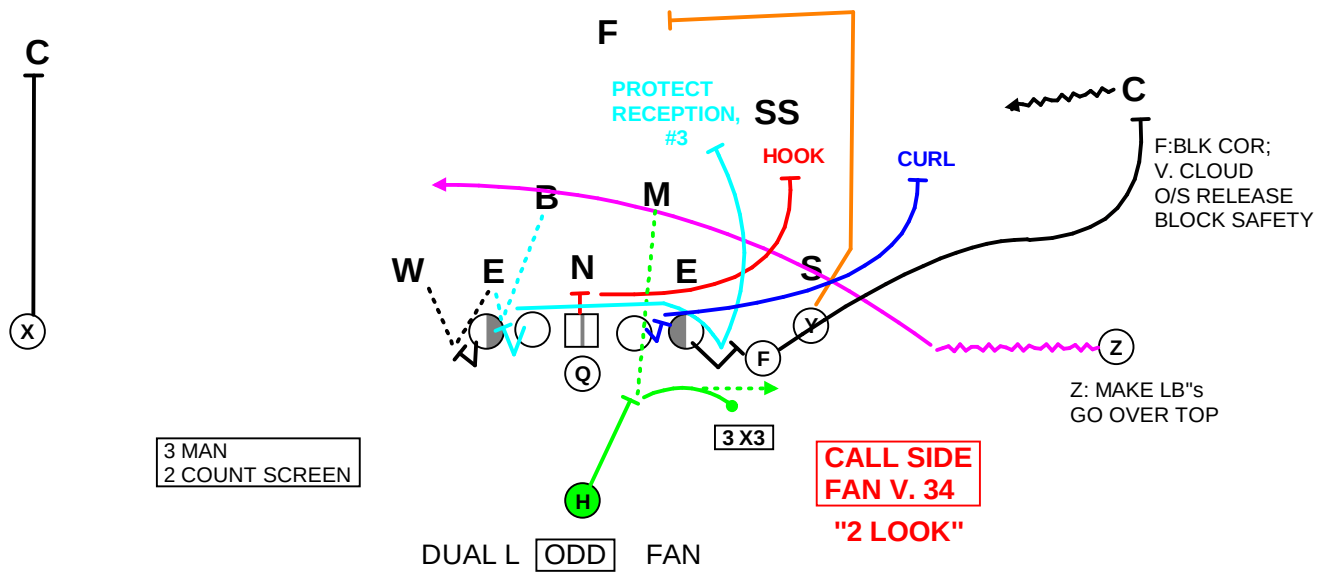
(R/T) G DBL RT
20 H SHADE RT VERT-GO



SIFT #4 LION EVEN MONEY

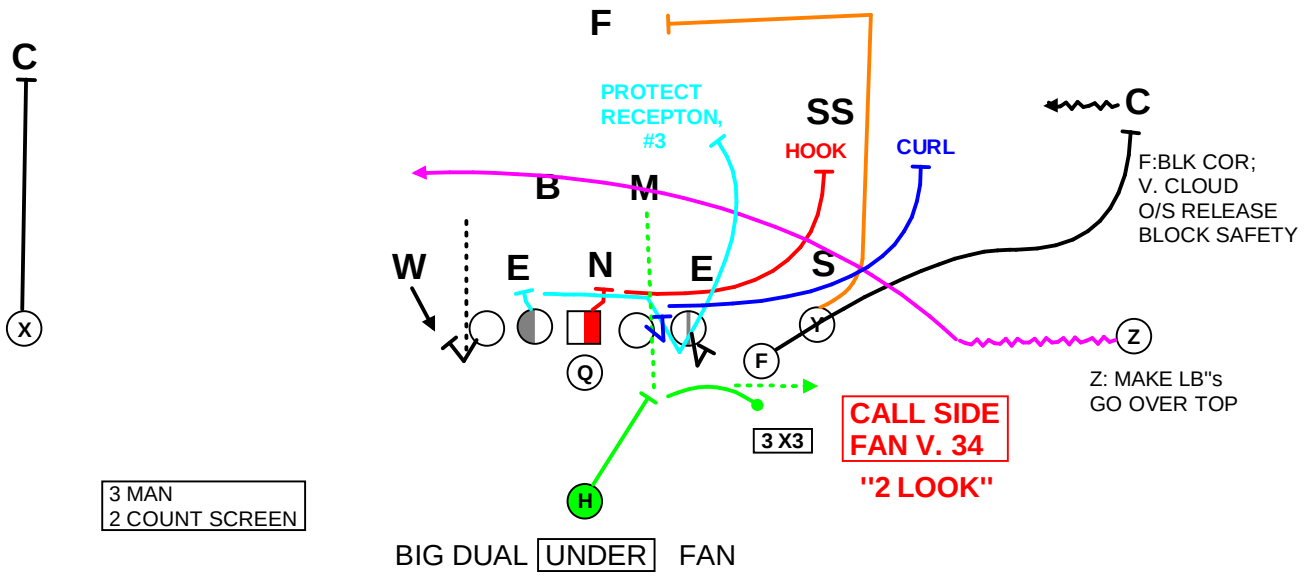
N42 EVEN

(R/T/ZE) BUNCH RT Z SHORT
20 H SHADE RT Z DRIVE F SWING



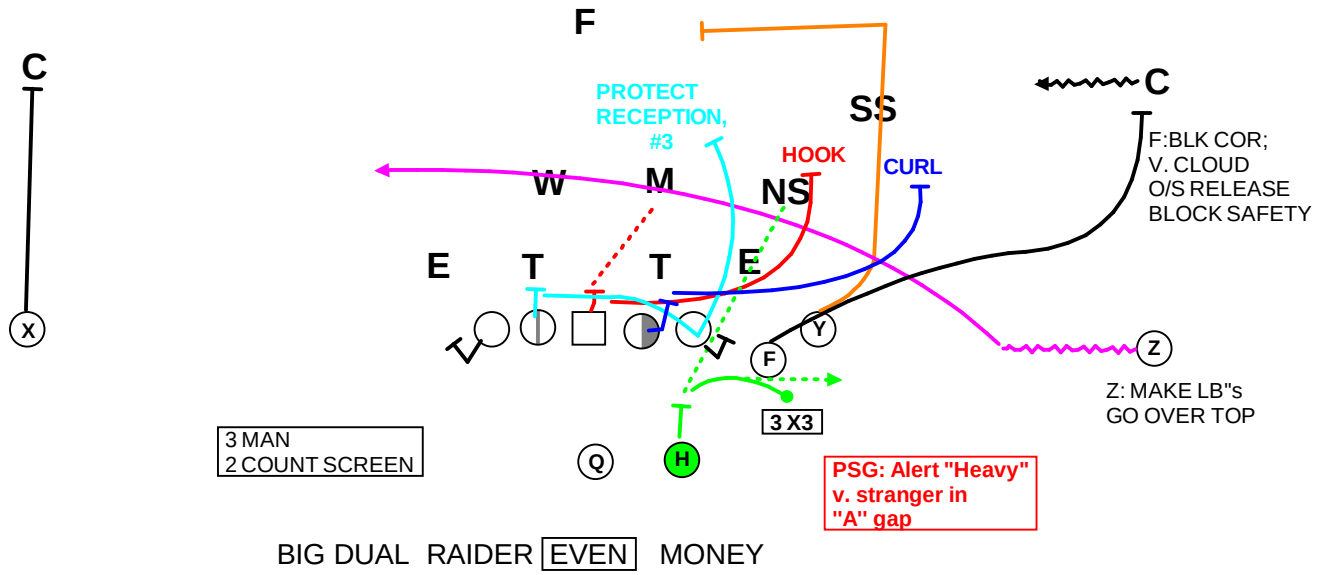
34

(R/T/ZE) BUNCH RT Z SHORT
20 H SHADE RT Z DRIVE F SWING



35

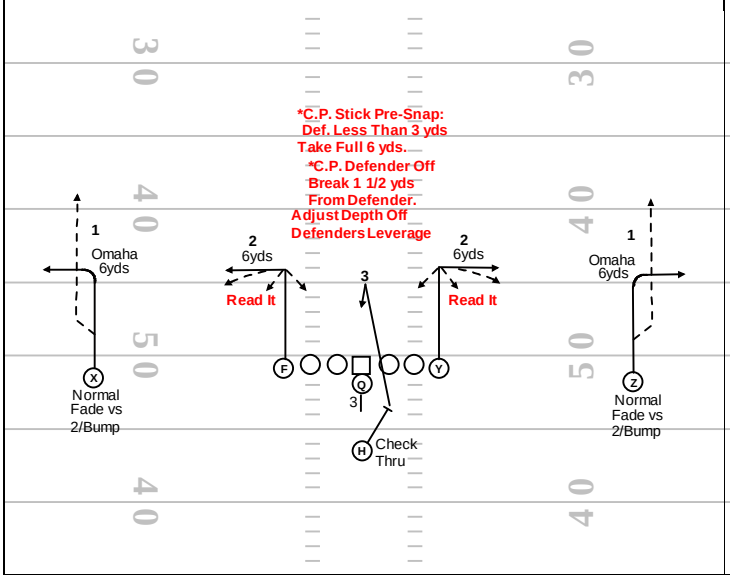
(R/T/ZE) BUNCH RT Z SHORT
20 H SHADE RT Z DRIVE F SWING



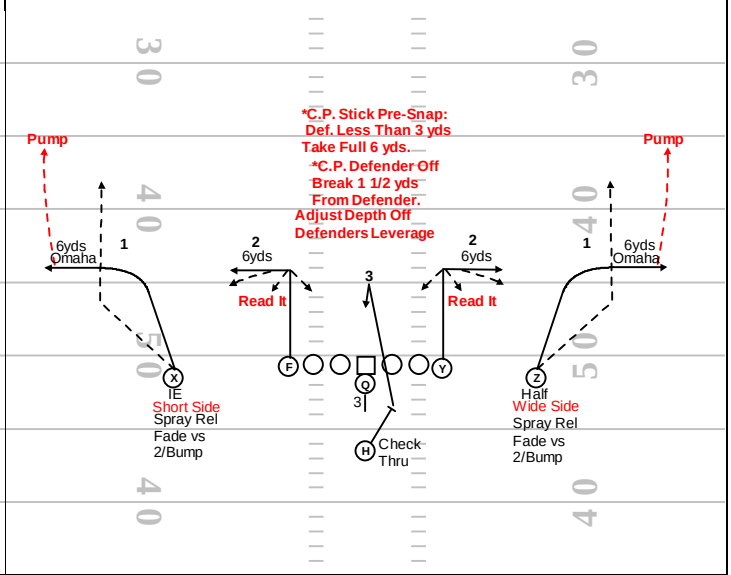
BIG DUAL RAIDER EVEN MONEY

N42 EVEN

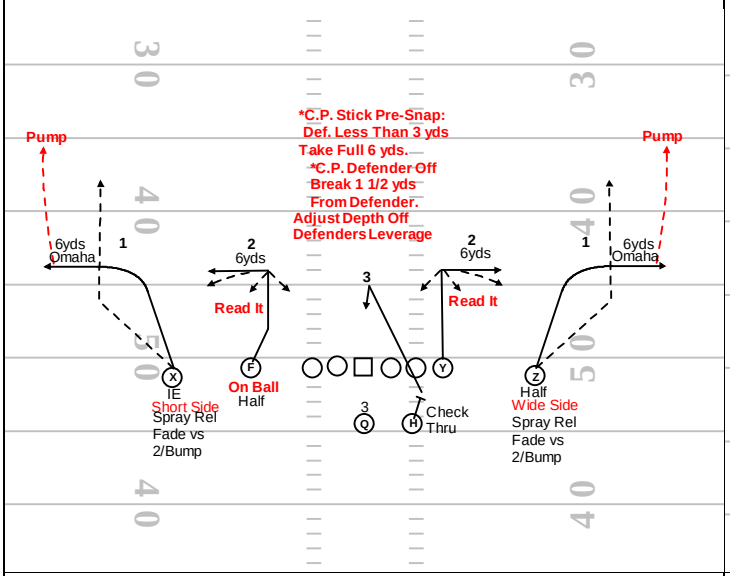
(T/C) (G) (Z/X MO/ BREAK) DOT RT
200J OKIE



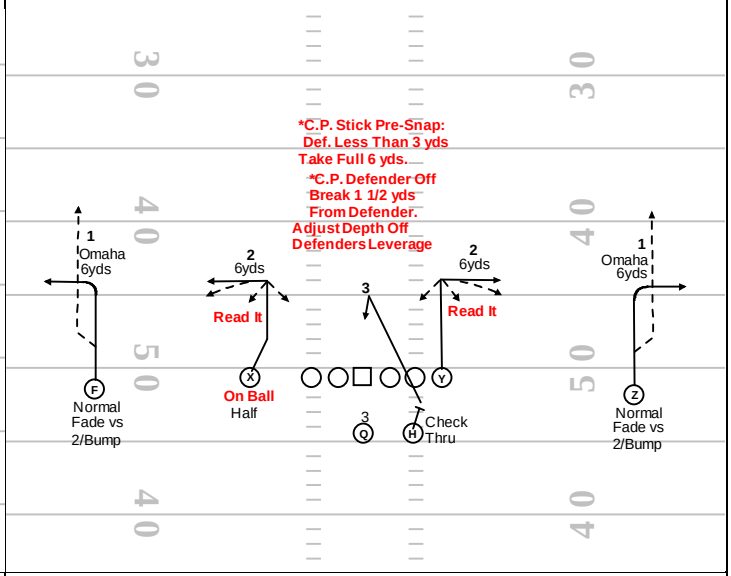
(T/C) (G)(Z/X MO) DOT RT NASTY (TITE)
200J OKIE (Z/X PUMP)



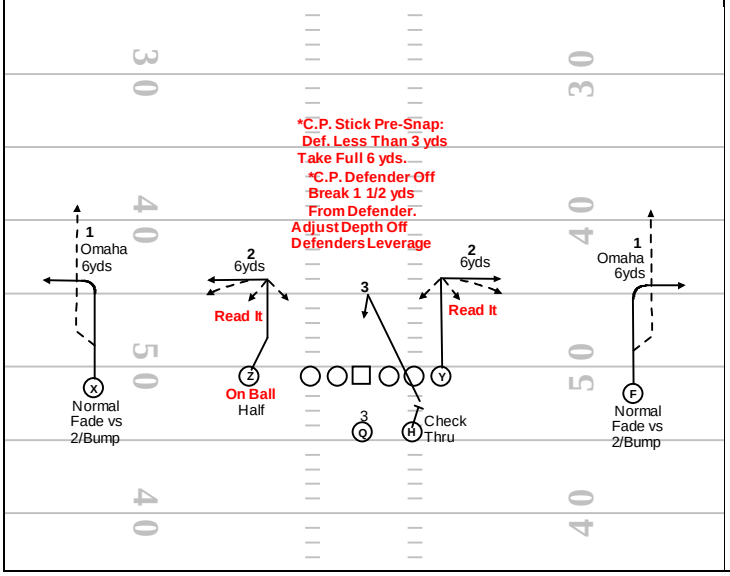
(T/C) G DOUBLE RT NASTY
200J OKIE (Z/X PUMP)



(T/C) G DART RT
200J OKIE



(T/C) G FULL RT
200J OKIE



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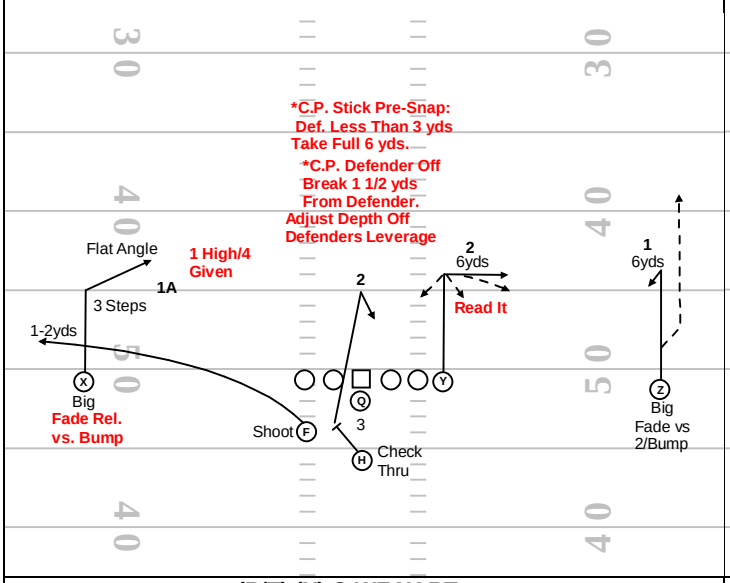
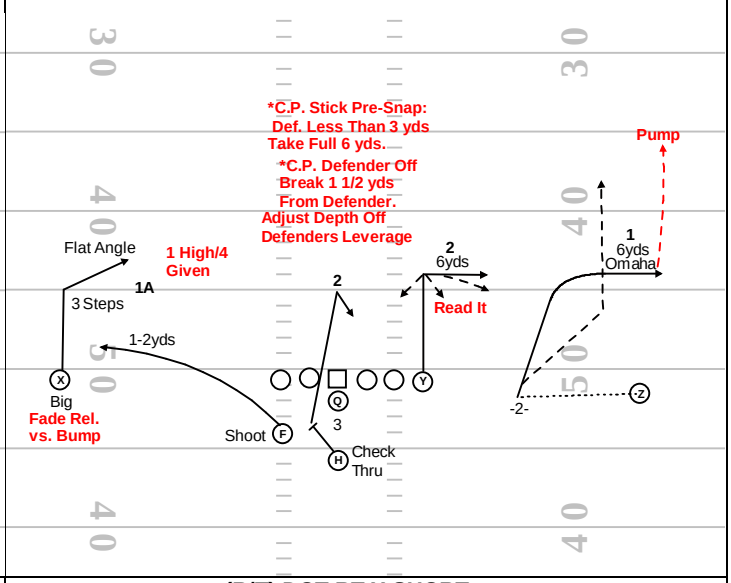
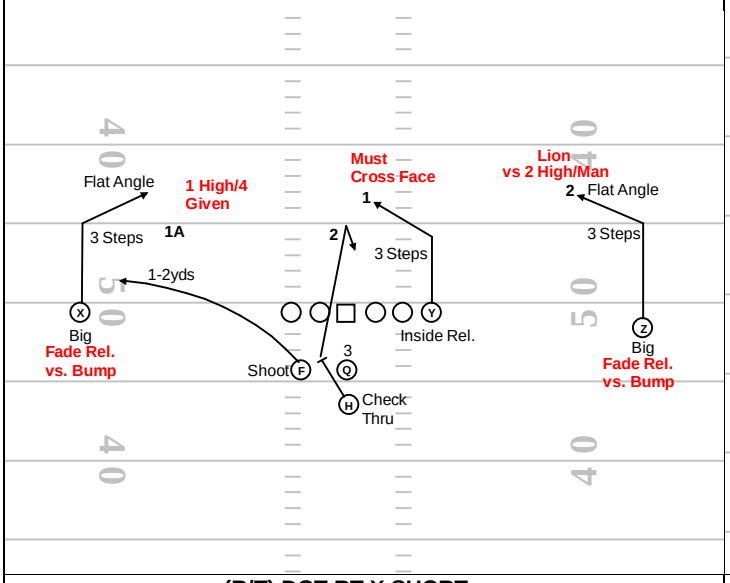
(R/T) (X)(Q) WEAK RT
300J THUNDER X DRAGON



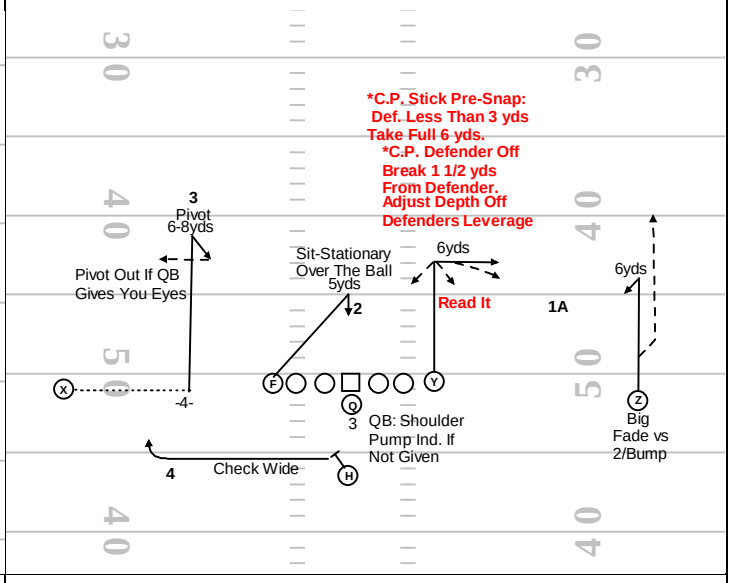
(R/T) (X)(Q) WEAK RT Z SHORT
300J OKIE (Z PUMP) X DRAGON



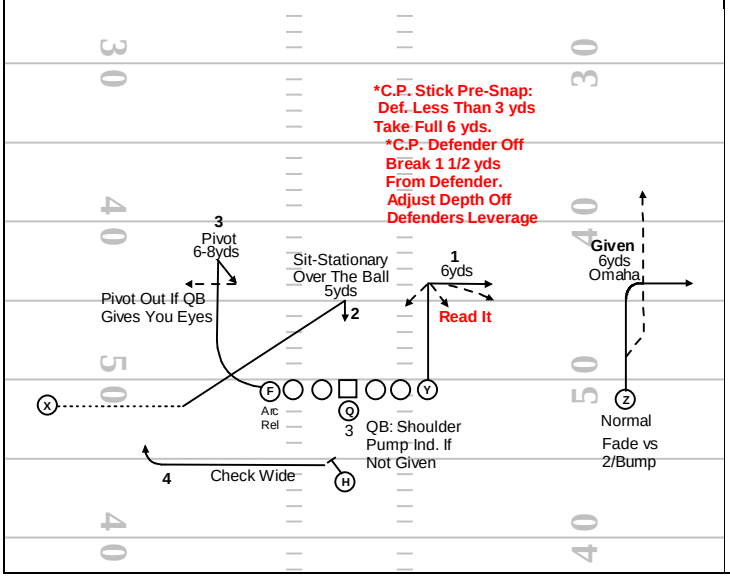
(R/T) (X) Q WEAK RT
300J LION X DRAGON



(R/T) DOT RT X SHORT
300J THUNDER F SPACING



(R/T) DOT RT X SHORT
300J OKIE X SPACING



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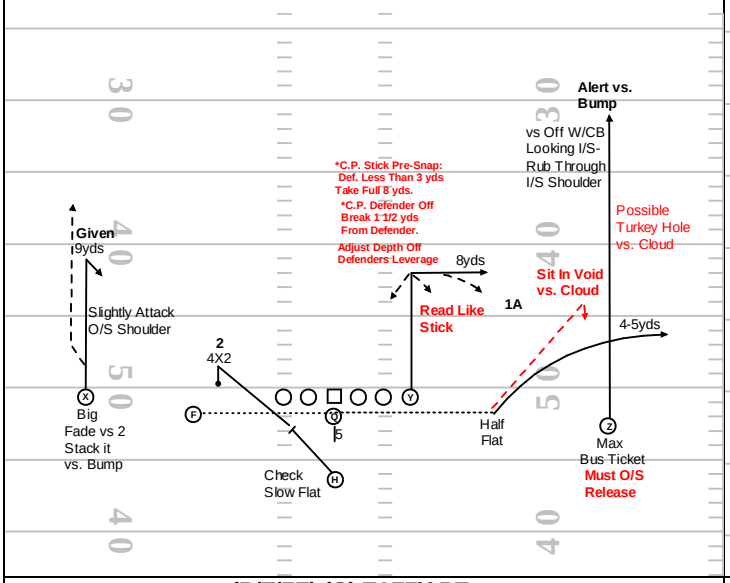
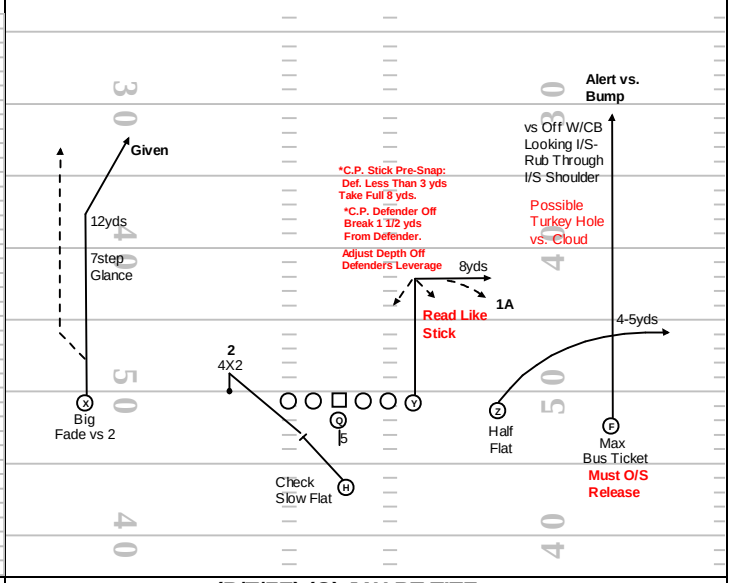
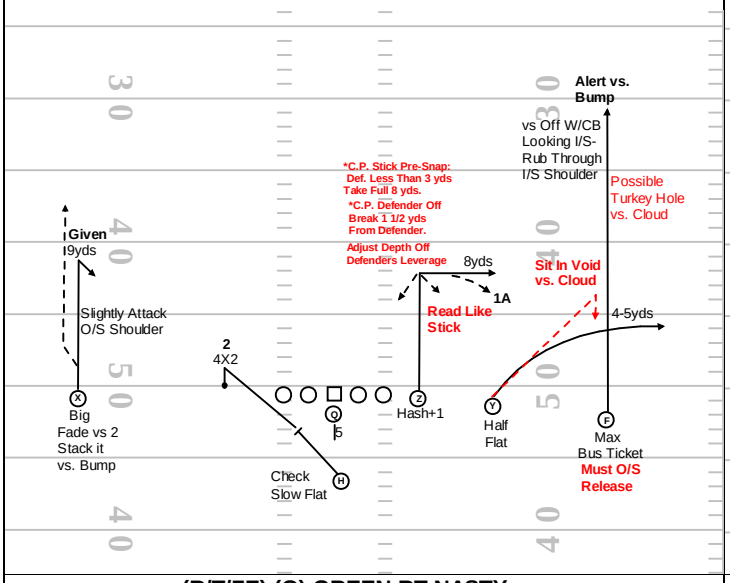
(R/T/ZE) (G)(MOVE) F MO TRIPS RT
3J Y BRANCH



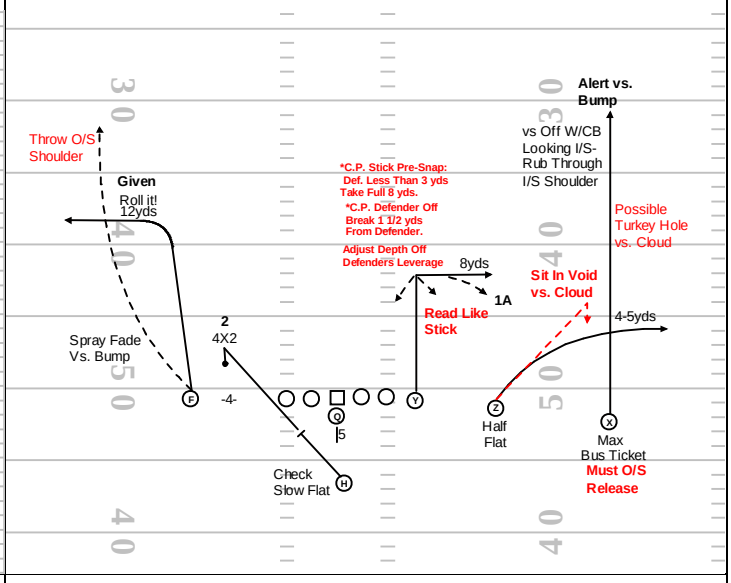
(R/T/ZE) (G)(Z MO) TAZ RT
3J Y BRANCH X GLANCE



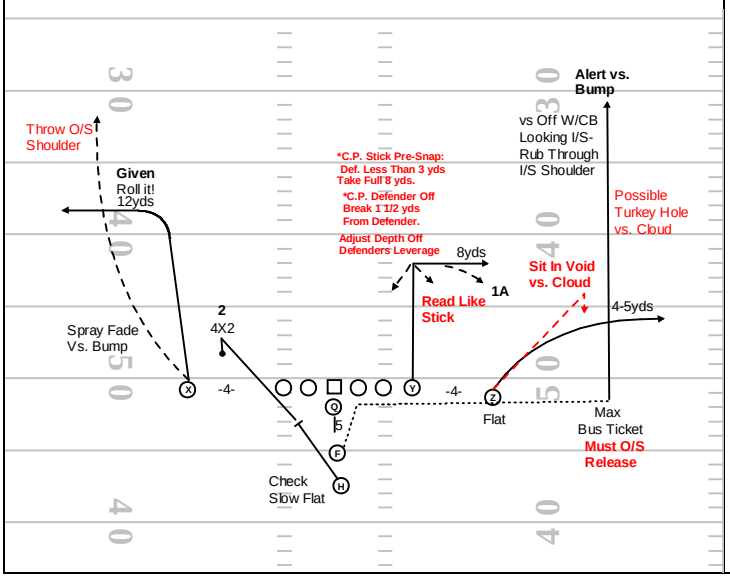
(R/T/ZE) (G) TAFFY RT
3J Z BRANCH



(R/T/ZE) (G) JAX RT TITE
3J Y BRANCH X OSCAR



(R/T/ZE) (G) GREEN RT NASTY
3J Y BRANCH X OSCAR



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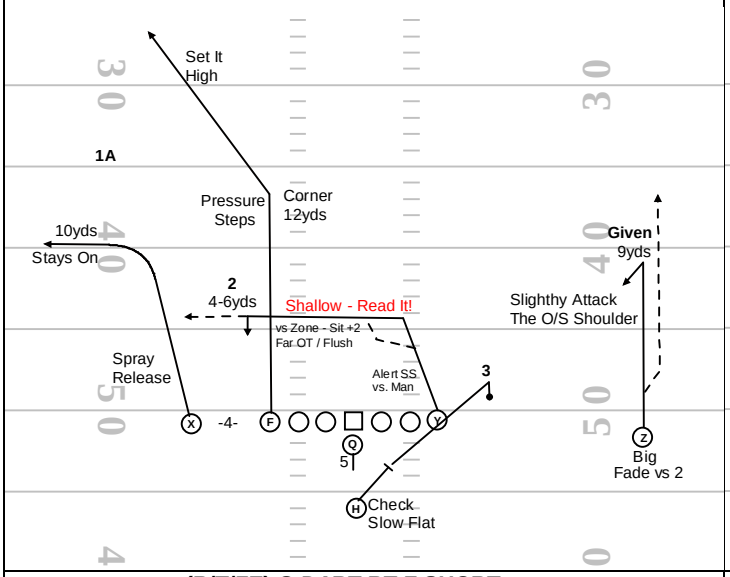
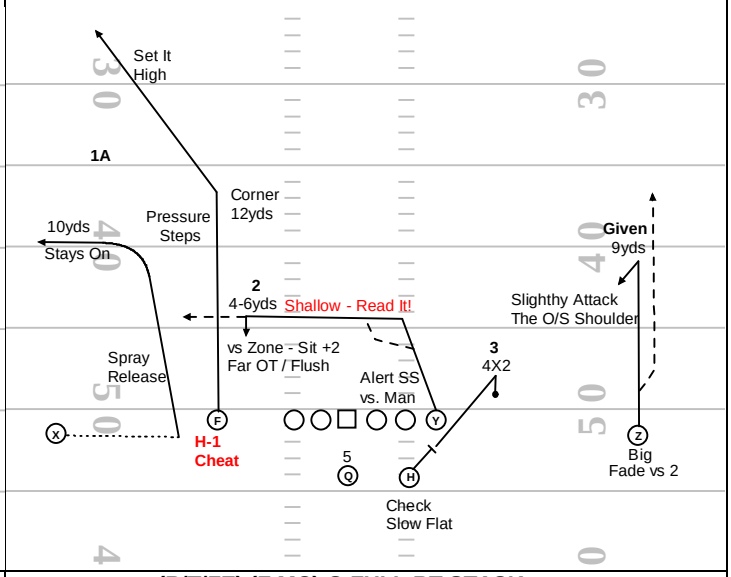
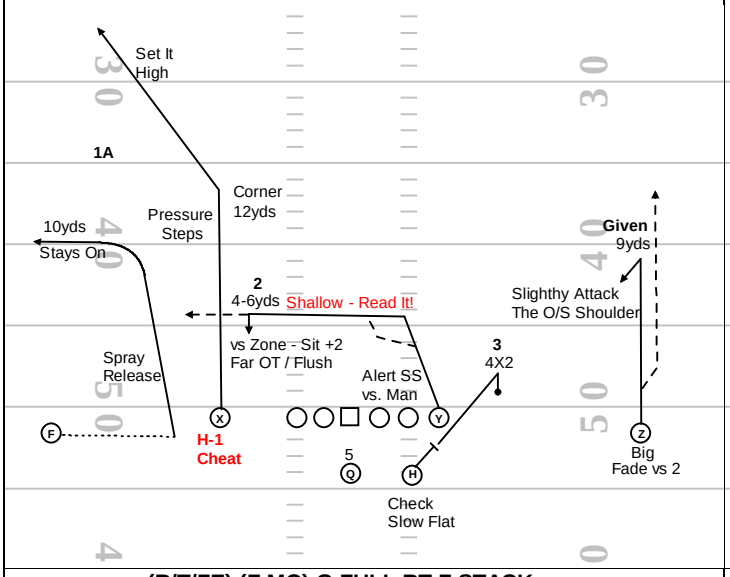
(R/T) (G) DOT RT TITE
2J F CORD Y SHOVE



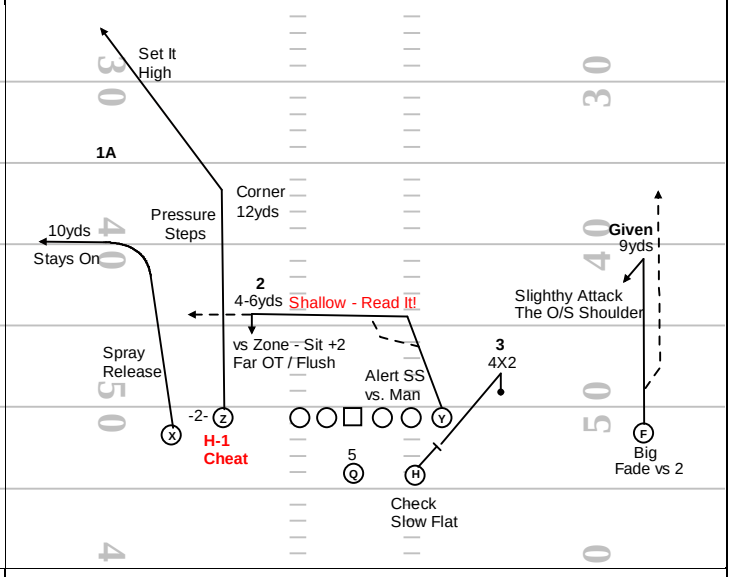
(R/T/ZE) G DOUBLE RT X SHORT
2J F CORD Y SHOVE



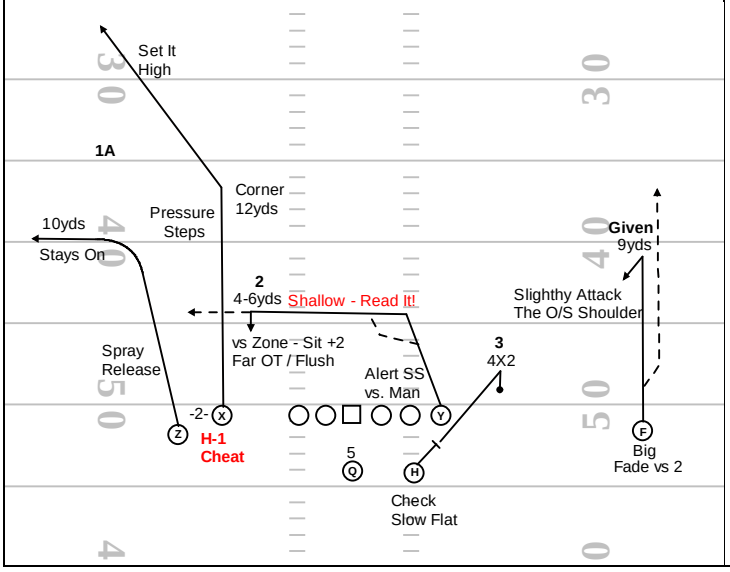
(R/T/ZE) G DART RT F SHORT
2J X CORD Y SHOVE



(R/T/ZE) (F MO) G FULL RT STACK
2J Z CORD Y SHOVE



(R/T/ZE) (F MO) G FULL RT Z STACK
2J X CORD Y SHOVE



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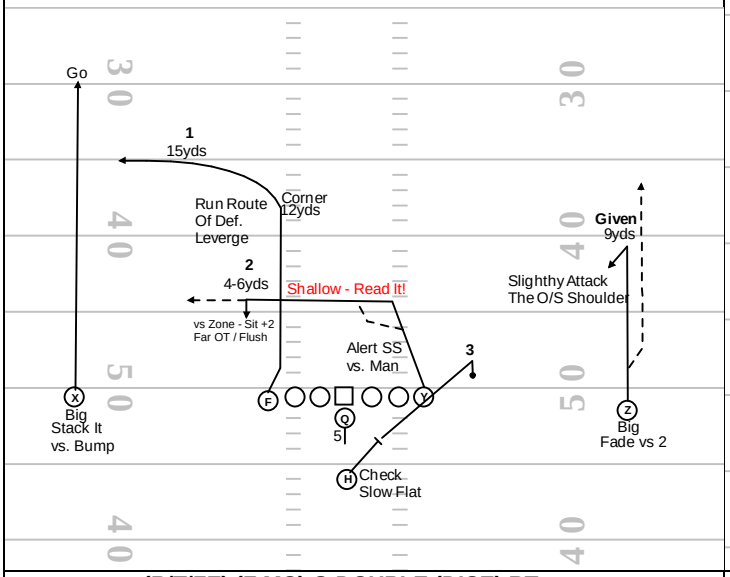
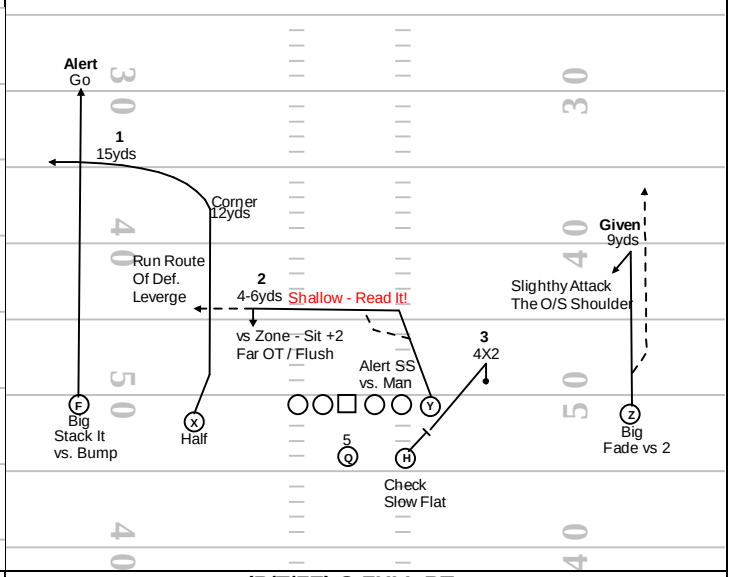
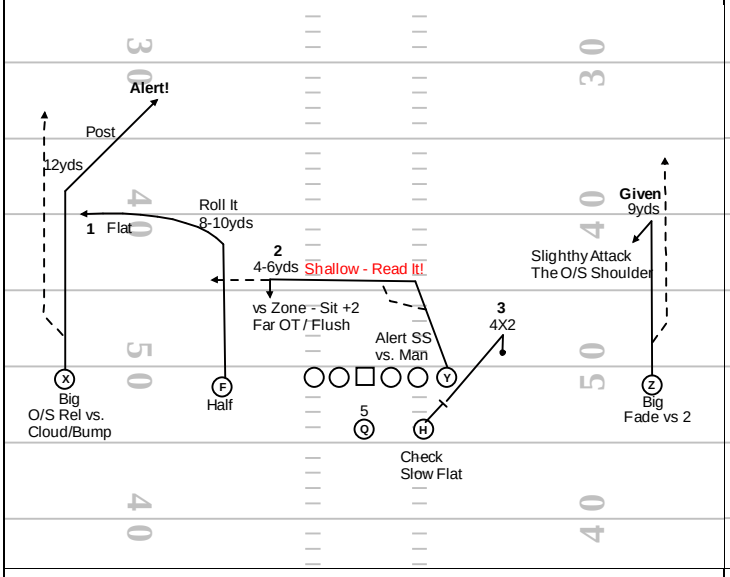
(R/T) (G) DOT RT
2J F SAIL (ROPE) Y SHOVE



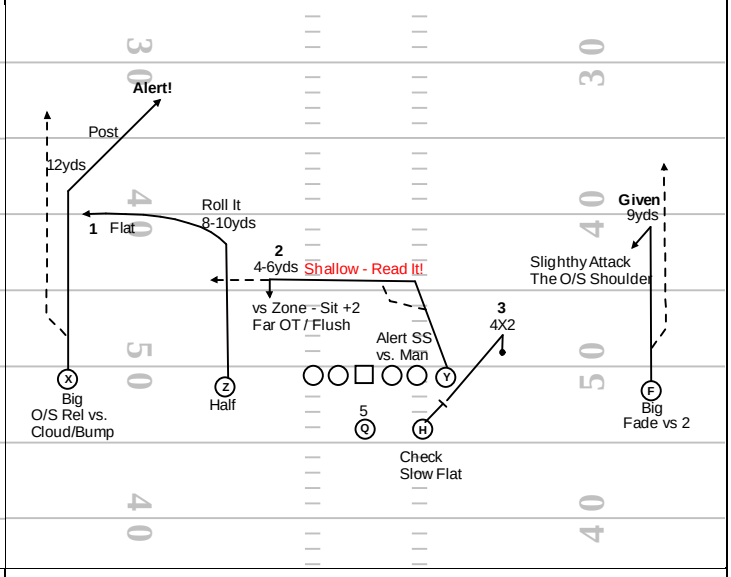
(R/T/ZE) G DART RT
2J X SAIL (ROPE) Y SHOVE



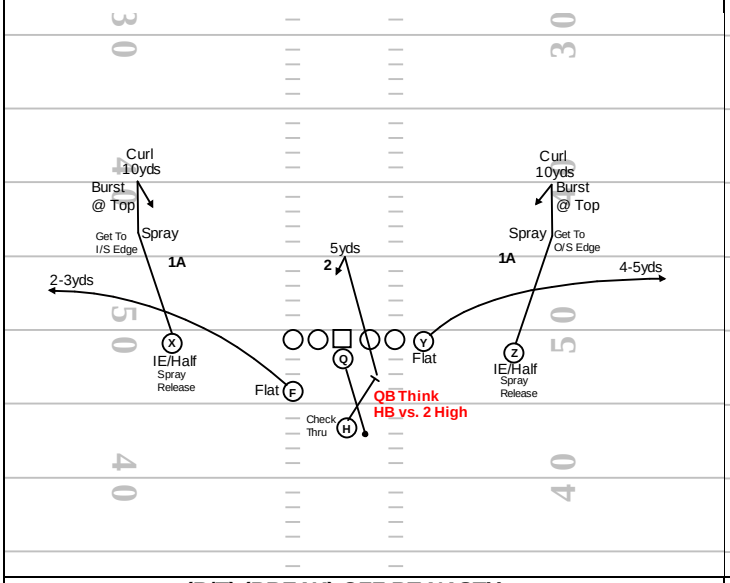
(R/T/ZE) (F MO) G DOUBLE (DICE) RT
2J F ROPE Y SHOVE



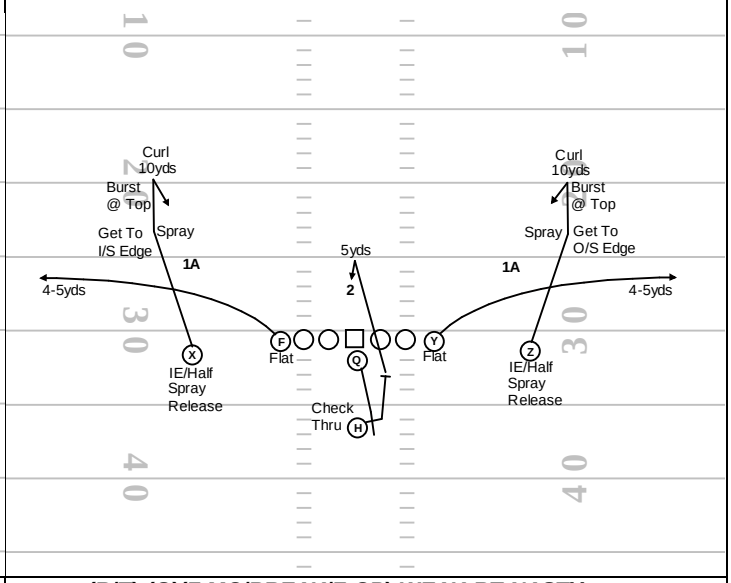
(R/T/ZE) G FULL RT
2J Z ROPE Y SHOVE



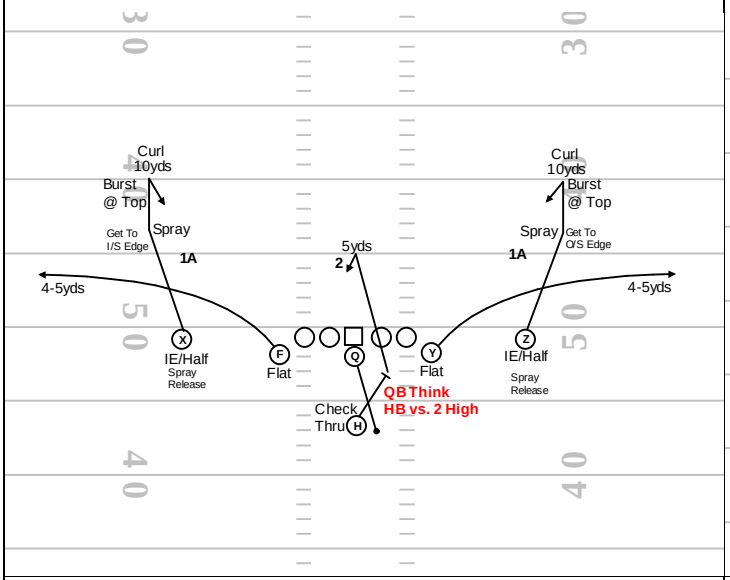
(R/T) (Z MO/ BREAK/F OP) WEAK RT NASTY
FIRE 2J CALI



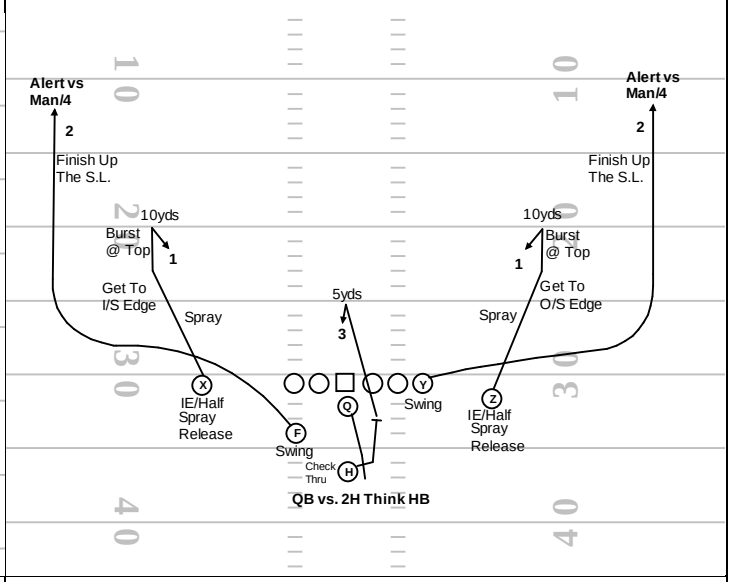
(R/T) (G)(Z MO/X MO/BREAK) DOT RT NASTY
FIRE 2J CALI



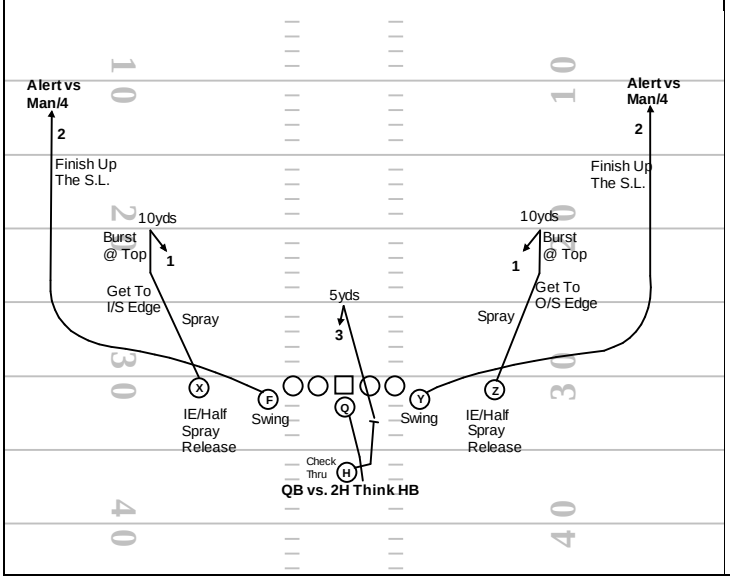
(R/T) (BREAK) OFF RT NASTY
FIRE 2J CALI



(R/T) (G)(Z MO/BREAK/F OP) WEAK RT NASTY
FIRE 2J CALI SWINGS



(R/T) (BREAK) DOT RT NASTY
FIRE 2J CALI SWINGS



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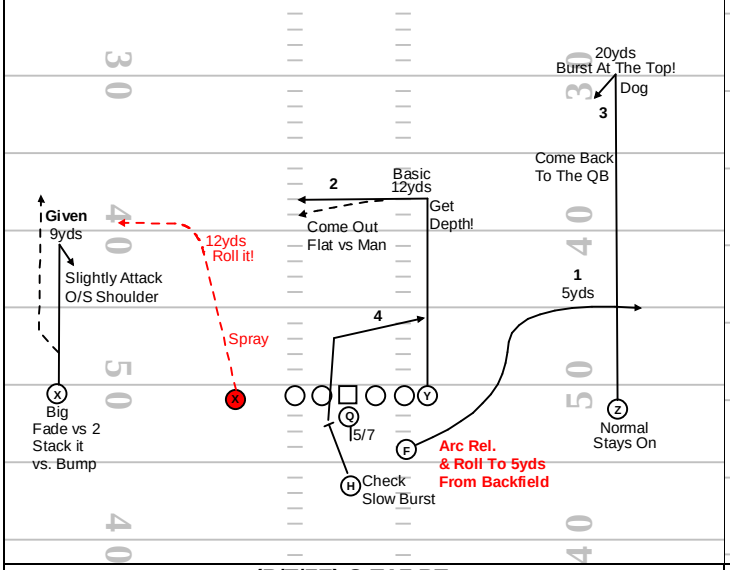
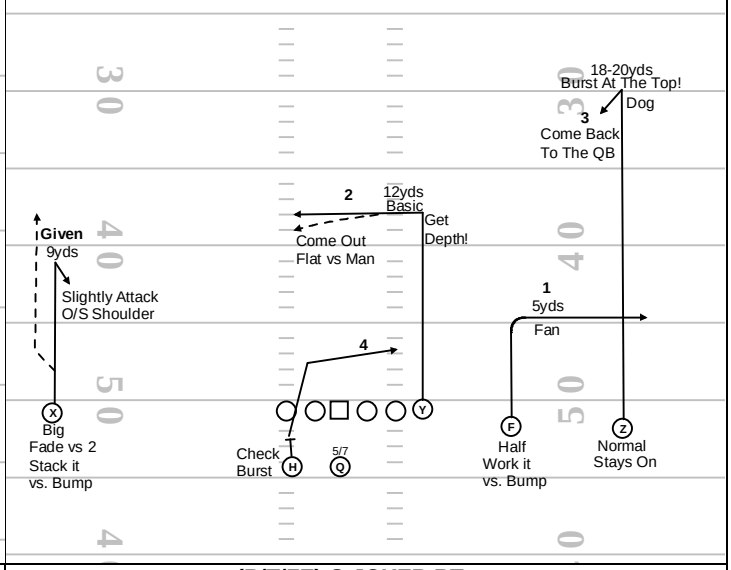
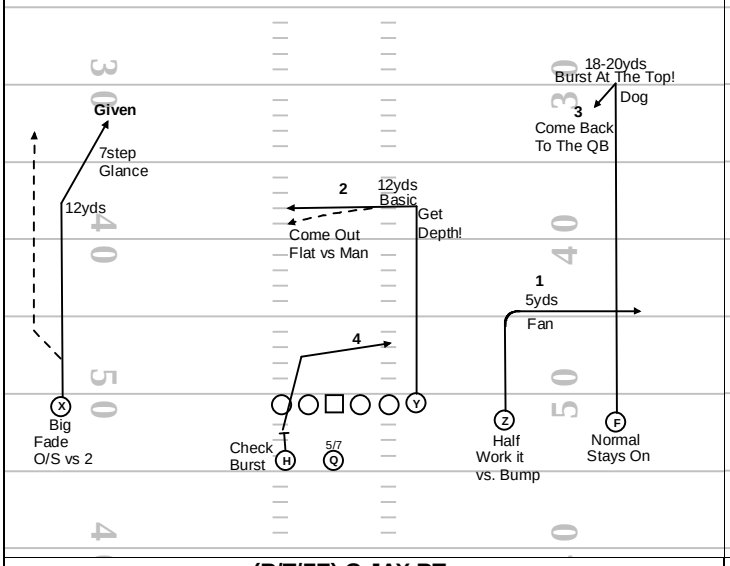
(R/T) (Q) STRONG RT (TITE)
3J Y STEELER (X OSCAR)



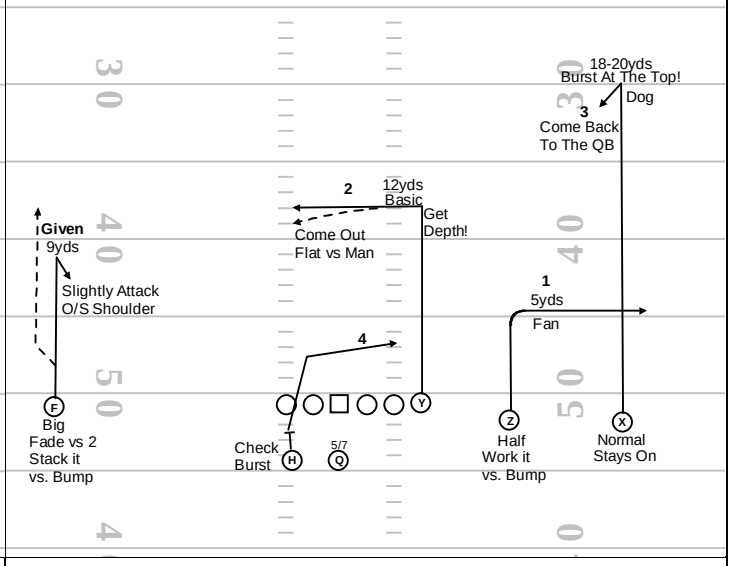
(R/T/ZE) (F MO) G TRIPS RT
3J Y STEELER



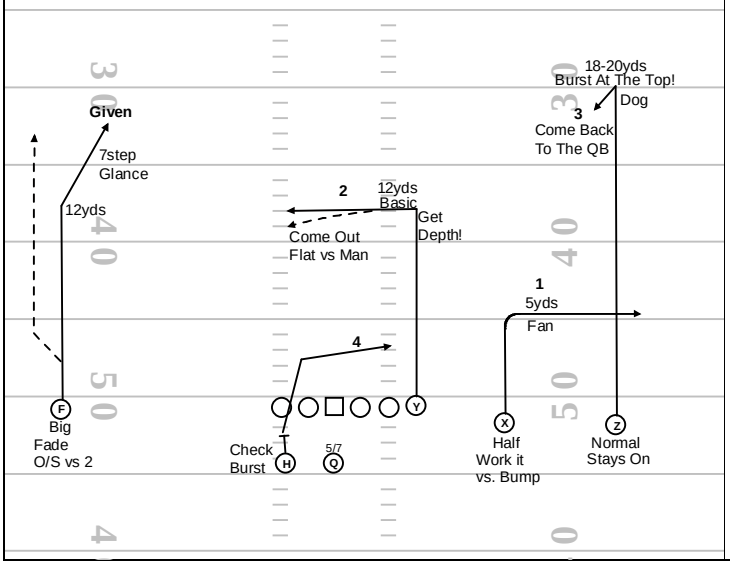
(R/T/ZE) G TAZ RT
3J Y STEELER X GLANCE



(R/T/ZE) G JOKER RT
3J Y STEELER



(R/T/ZE) G JAX RT
3J Y STEELER F GLANCE



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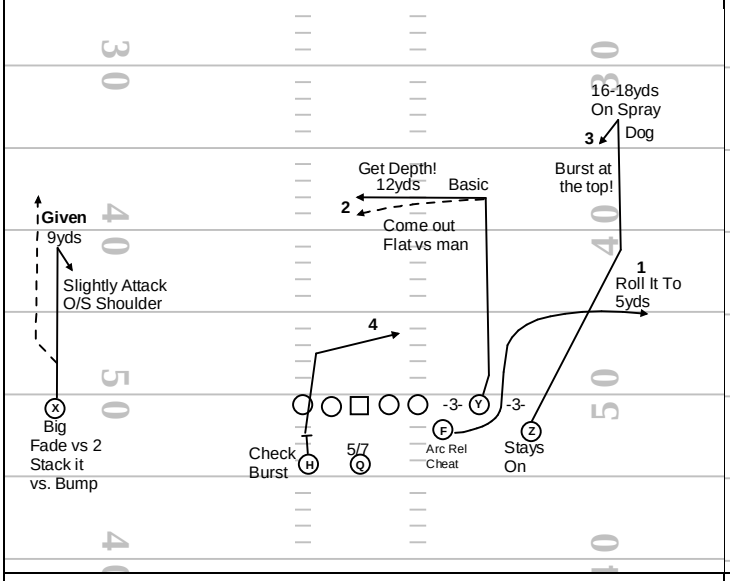
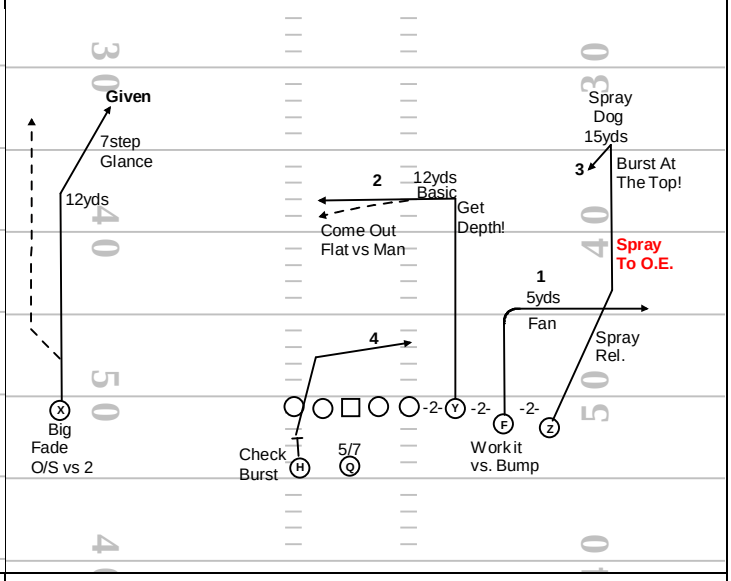
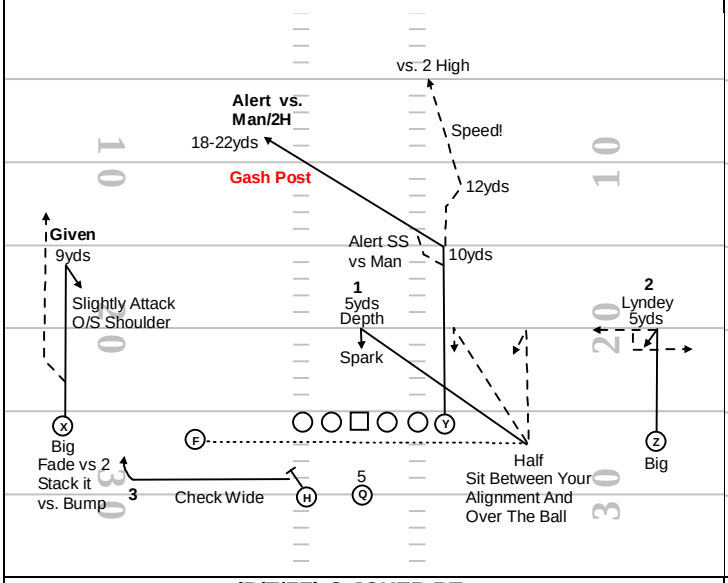
(R/T/ZE) G BUNCH RT
3J Y STEELER



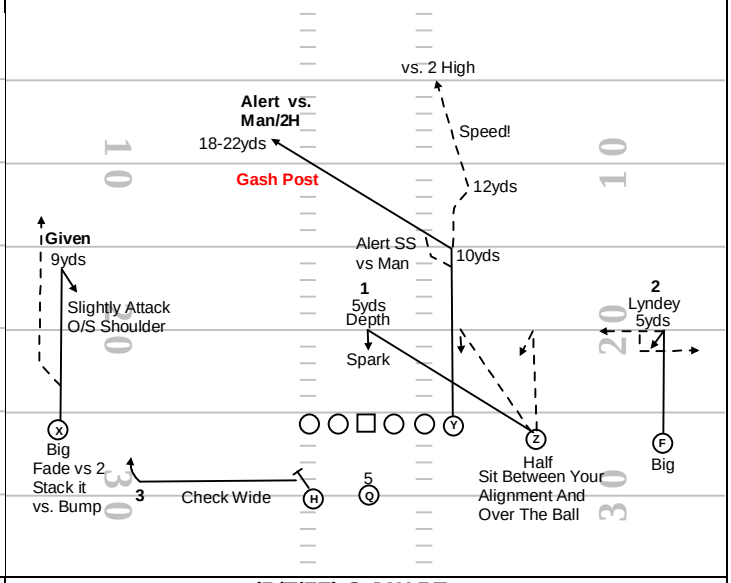
(R/T/ZE) G CRUNCH RT
3J Y STEELER X GLANCE



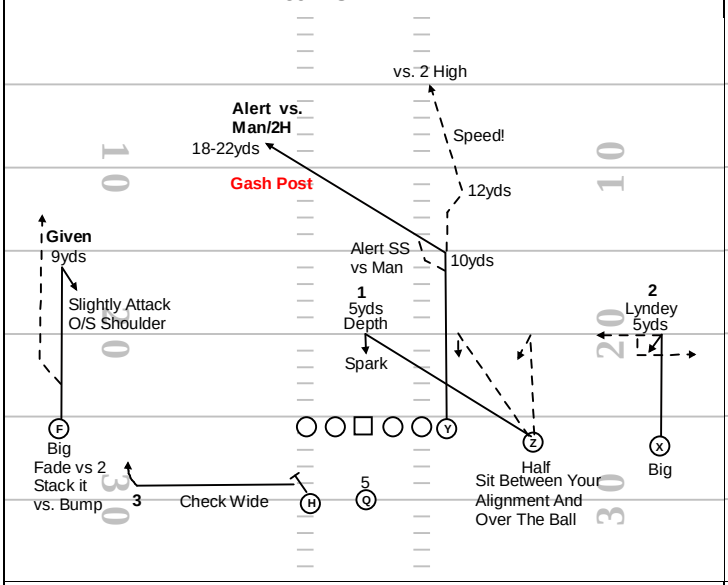
(R/T/ZE) (MOVE) F MO G TRIPS (TEX) RT
3J F SPEEDY



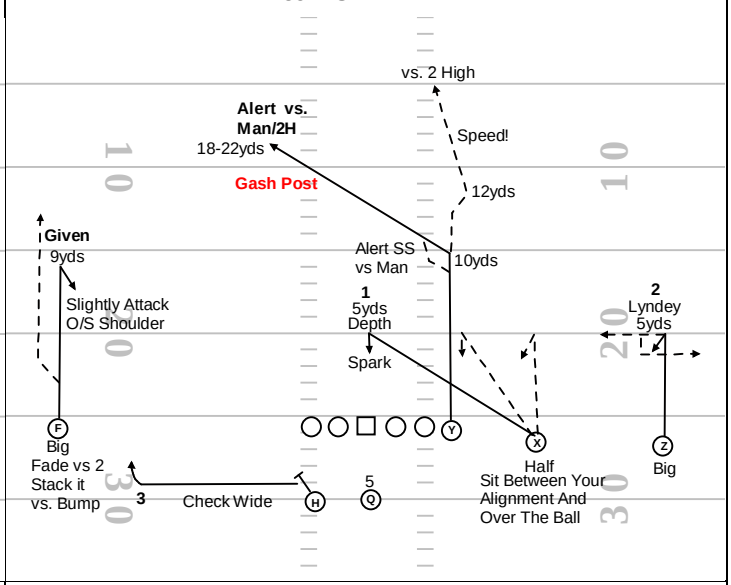
(R/T/ZE) (Z MO) G TAZ RT
3J Z SPEEDY



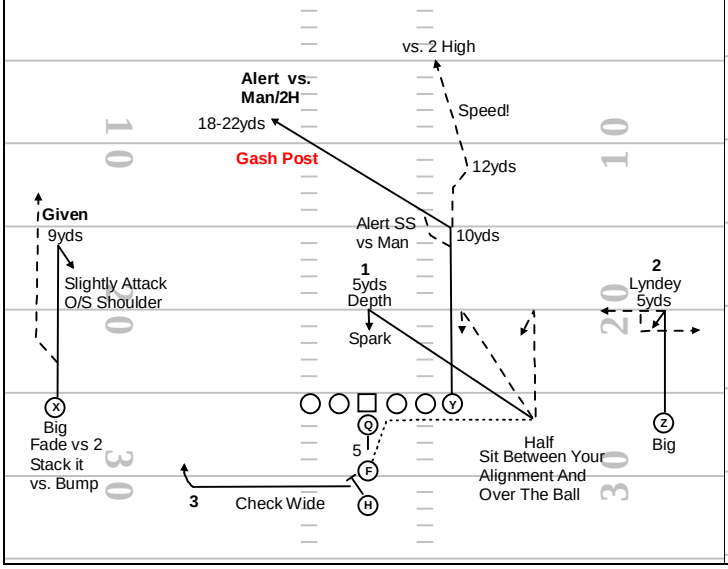
(R/T/ZE) G JOKER RT
3J Z SPEEDY



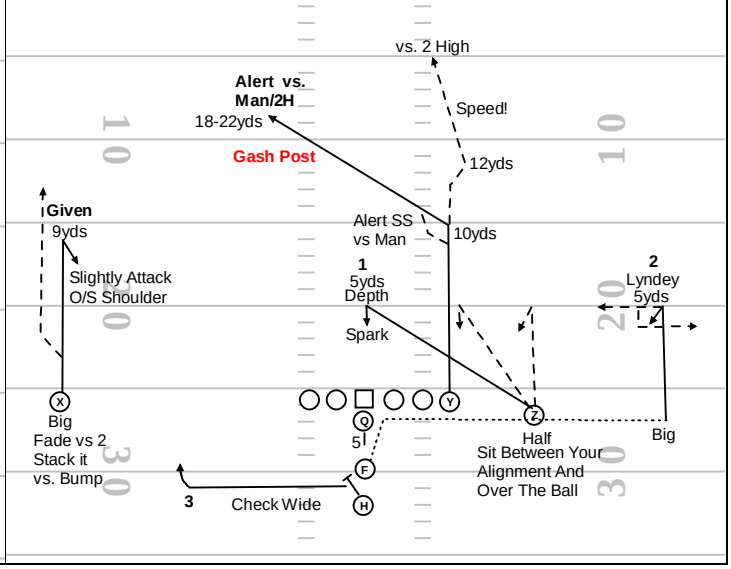
(R/T/ZE) G JAX RT
3J X SPEEDY



(R/T) GREEN RT F RT
3J F SPEEDY



(R/T) GREEN RT CLOSE F RT O
3J Z SPEEDY



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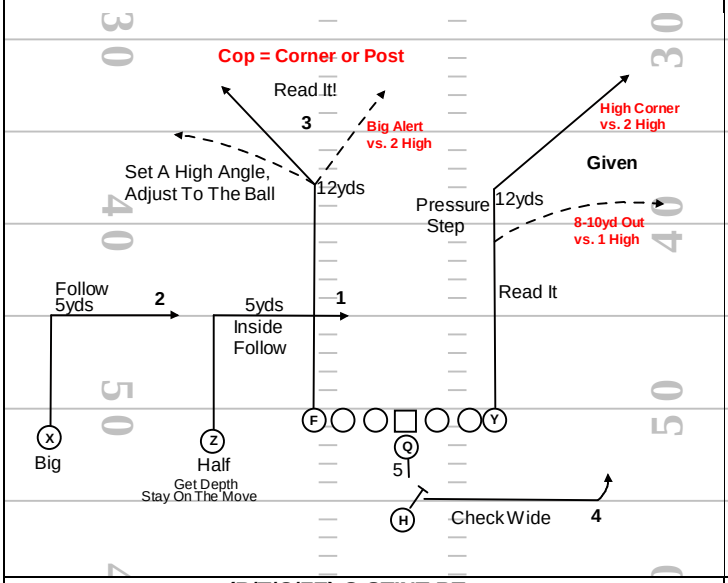
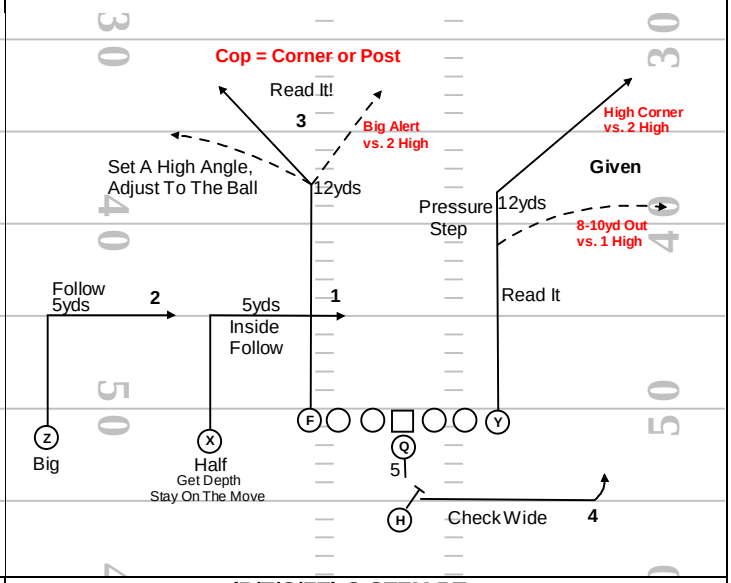
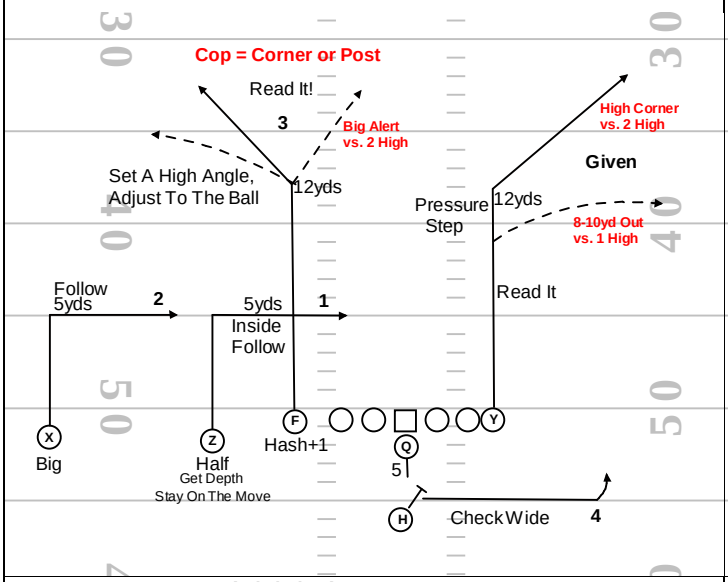
(R/T/C) (G)(Z MO) DOT RT SLOT
2J CHAMP F COP Y BOW



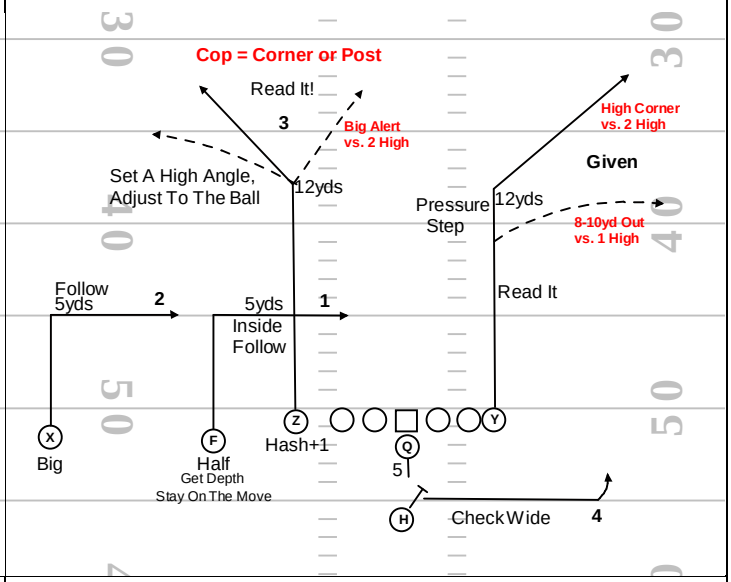
(R/T/C) (G)(Z MO) DOT RT SLUG
2J CHAMP F COP Y BOW



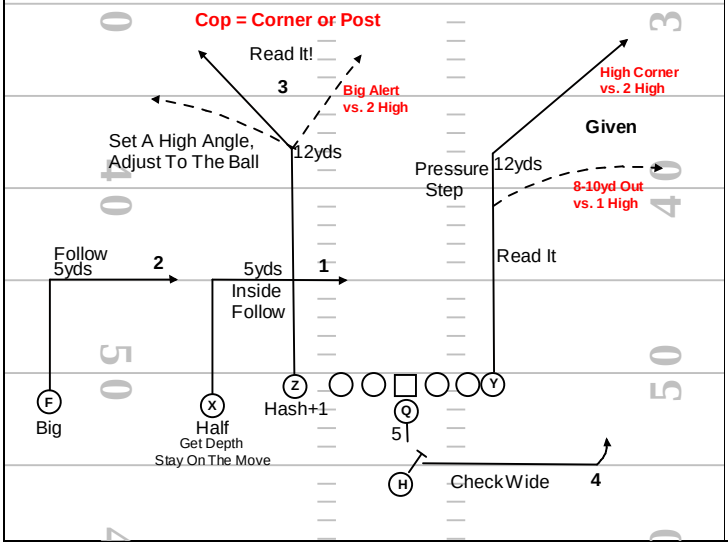
(R/T/C/ZE) G STINT RT
2J CHAMP F COP Y BOW



(R/T/C/ZE) G STEM RT
2J CHAMP Z COP Y BOW



(R/T/C/ZE) G STOP RT
2J CHAMP Z COP Y BOW



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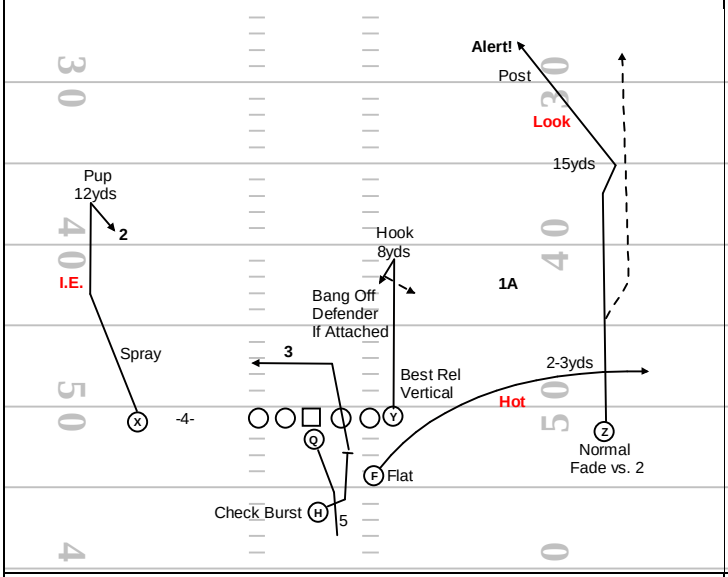
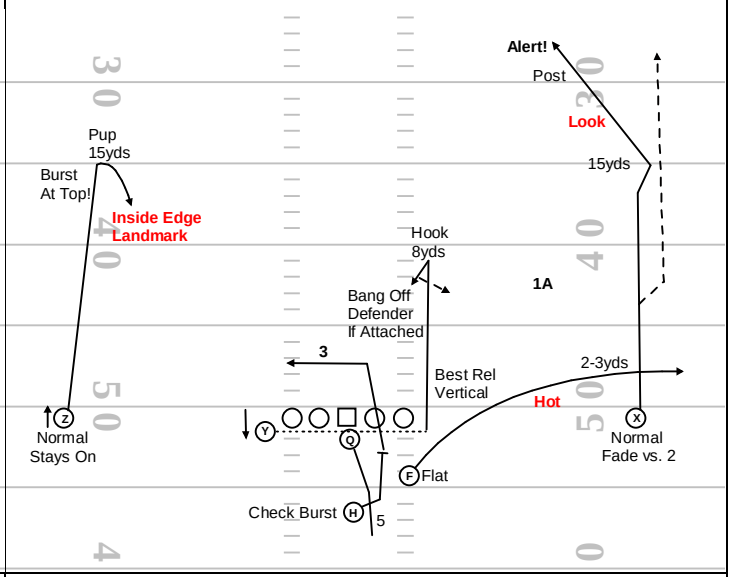
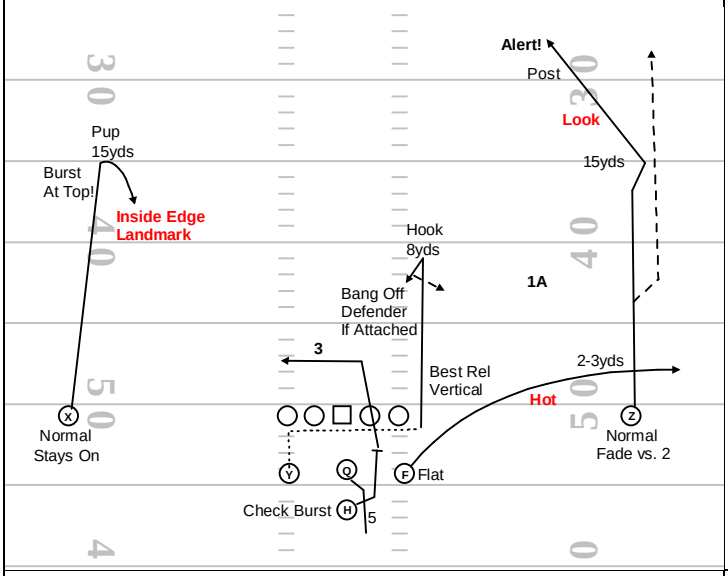
(R/T) STRONG RT TITE
FIRE 2J Y RAM BURST



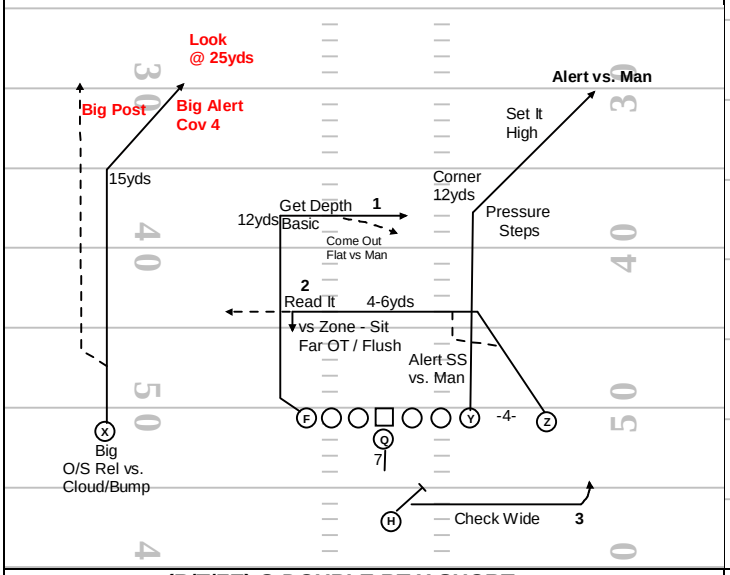
(R/T) (Q) Y STEP: WEAK LT Y RT
FIRE 2J Y RAM BURST



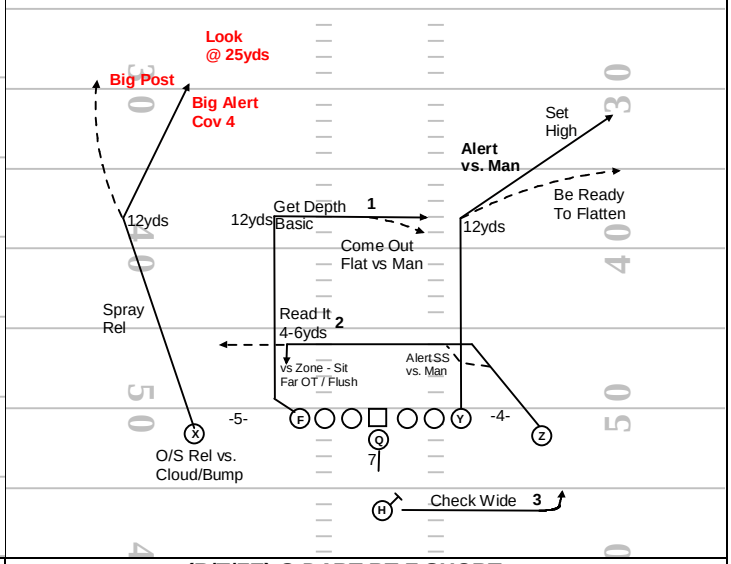
(R/T) (BUILD) Q STRONG BULLY RT Y RT
FIRE 2J Y RAM BURST



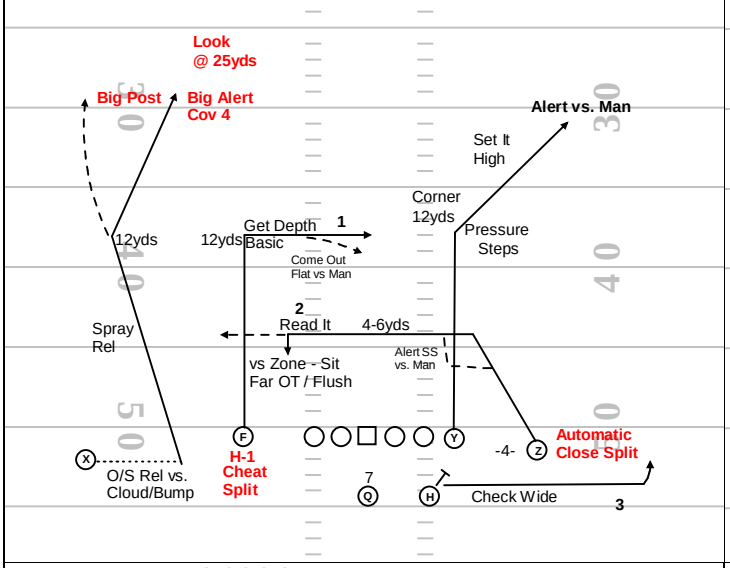
(R/T) (G) DOT RT
2J F BINGO Z SHALLOW



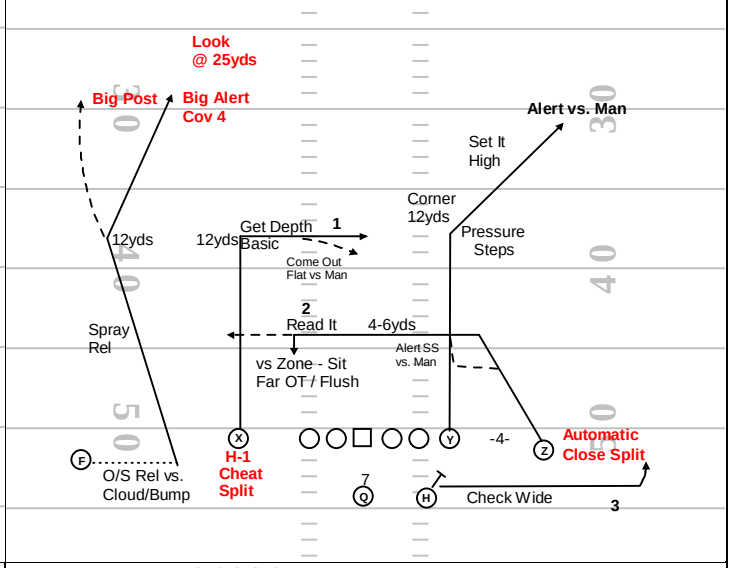
(R/T) (G) DOT RT NASTY
2J F BINGO Z SHALLOW



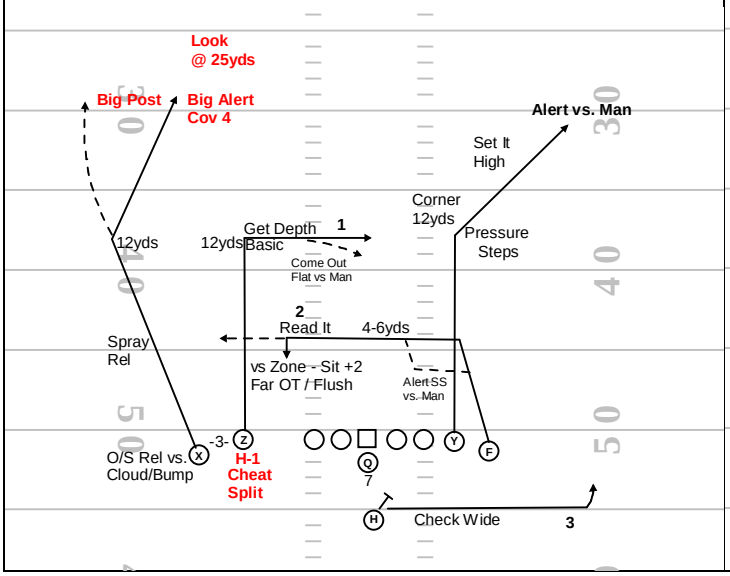
(R/T/ZE) G DOUBLE RT X SHORT
2J F BINGO Z SHALLOW



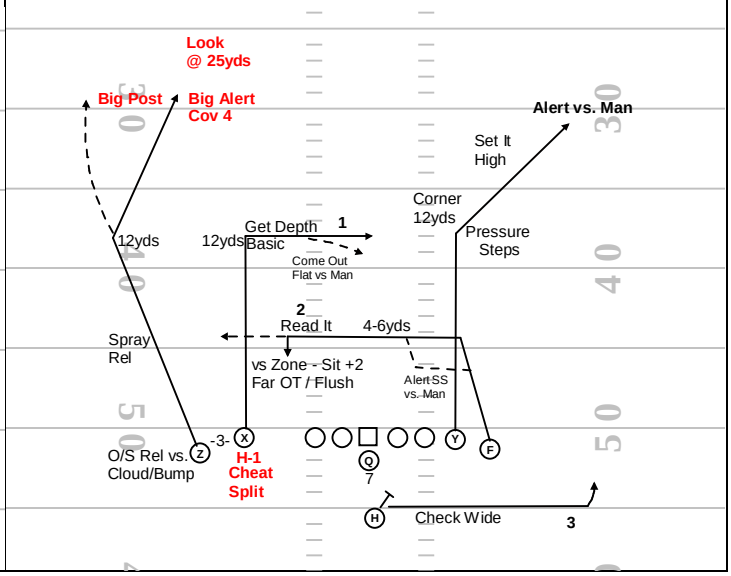
(R/T/ZE) G DART RT F SHORT
2J X BINGO Z SHALLOW



(R/T) (G) FLANK RT STACK
2J Z BINGO F SHALLOW



(R/T) (G) FLANK RT Z STACK
2J X BINGO F SHALLOW



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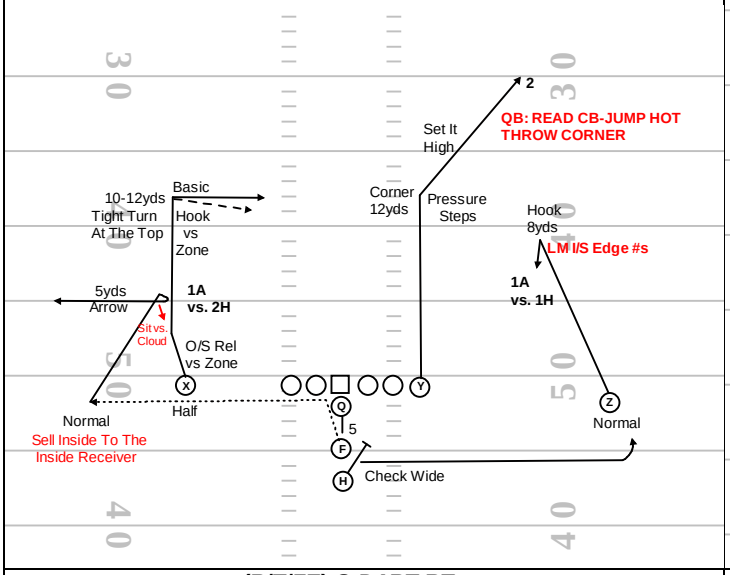
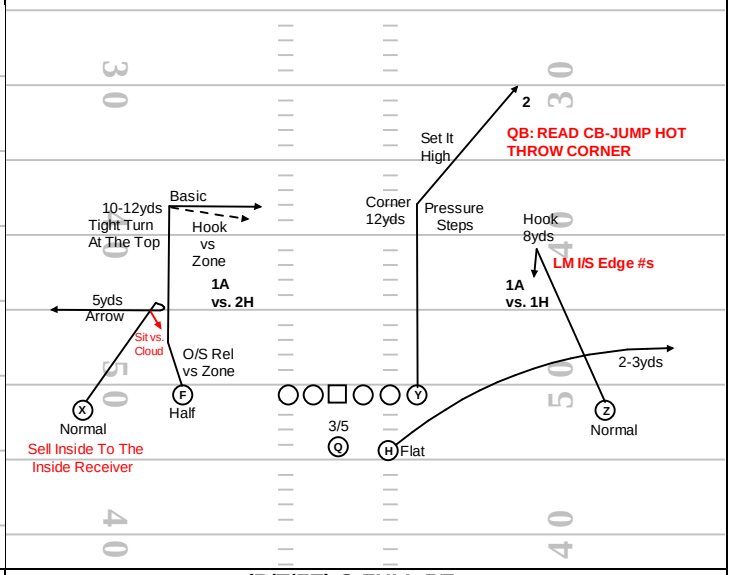
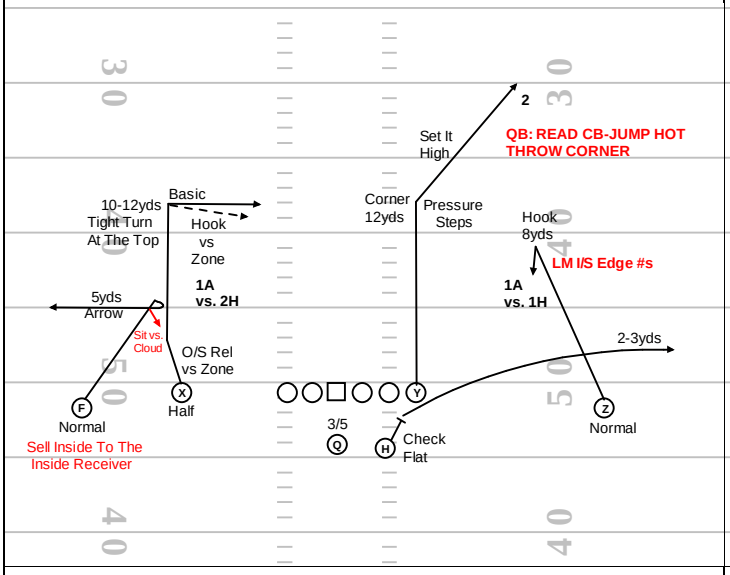
(R/T) GREEN RT TITE F RT O
2J (SCAT) X BULLSEYE Z CHUCK



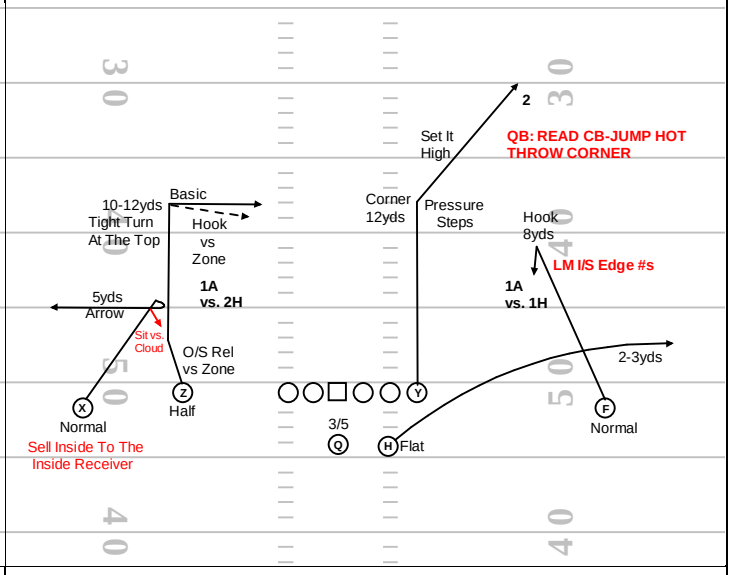
(R/T/ZE) G DOUBLE RT
2SCAT F BULLSEYE Z CHUCK



(R/T/ZE) G DART RT
2J (SCAT) X BULLSEYE Z CHUCK



(R/T/ZE) G FULL RT
2SCAT Z BULLSEYE F CHUCK



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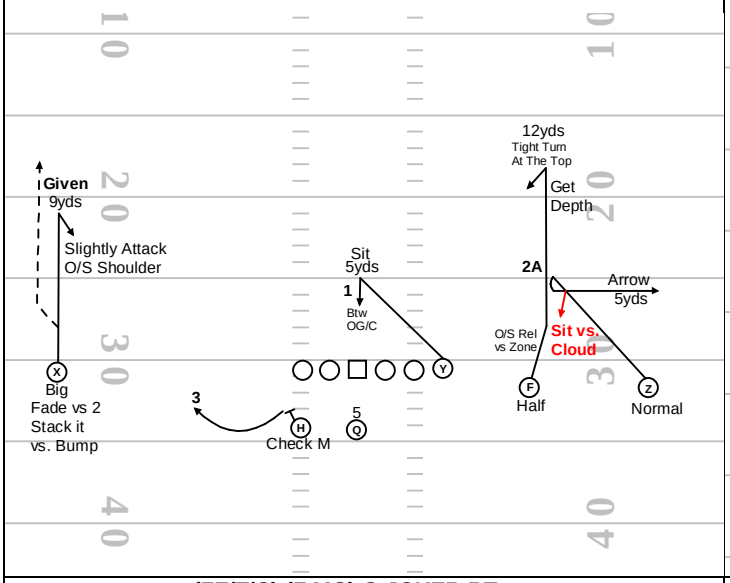
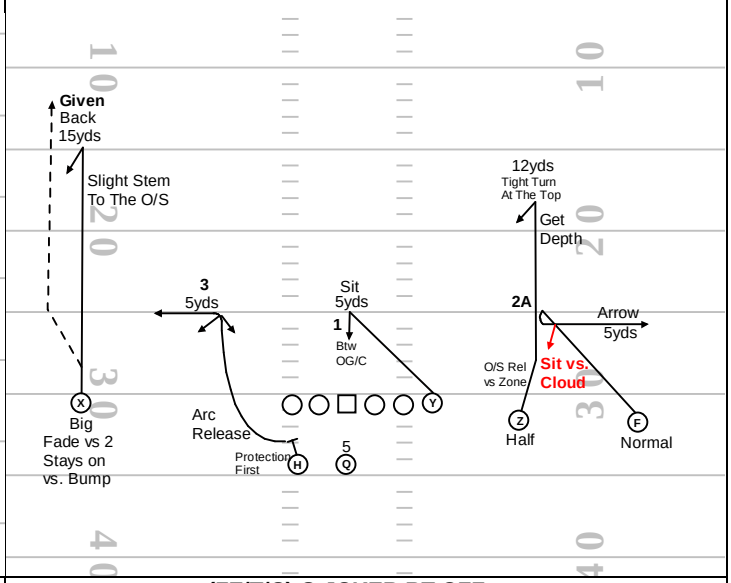
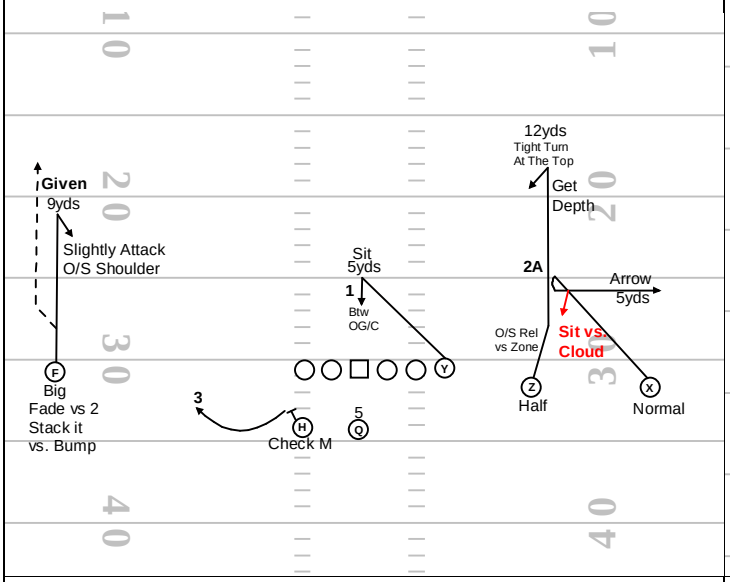
(ZE/T/C) (F MO) G TRIPS (TEX) RT
3J F DALLAS "M"



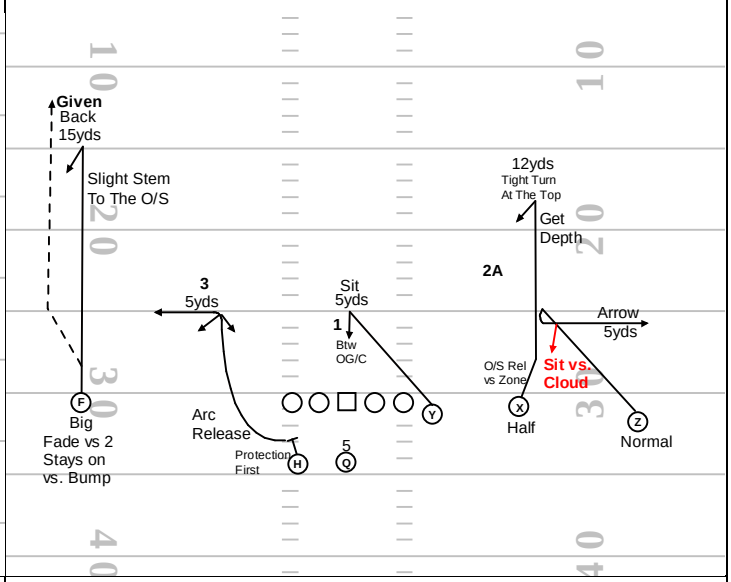
(ZE/T/C) (Z MO) G TAZ RT
3J Z DALLAS H READ



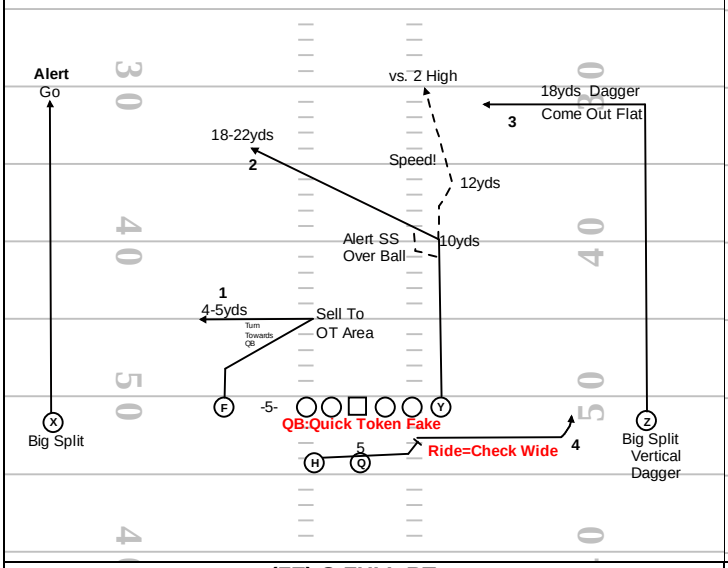
(ZE/T/C) (Z MO) G JOKER RT
3J Z DALLAS "M"



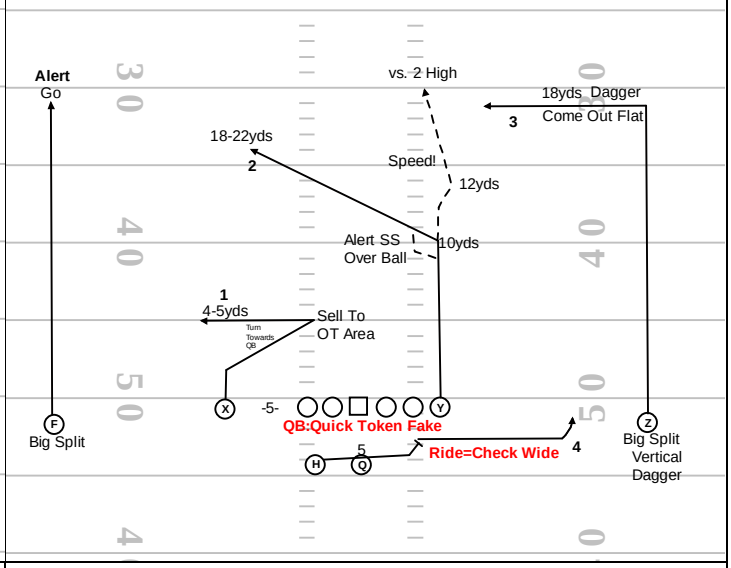
(ZE/T/C) G JOKER RT OFF
3J X DALLAS H READ



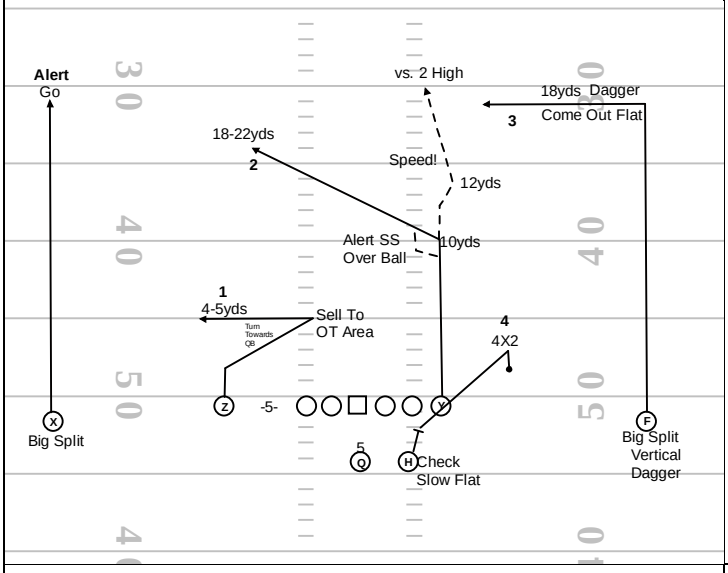
(ZE) G DOUBLE RT
RIDE-2J (2J) Y SWORD F ESCAPE



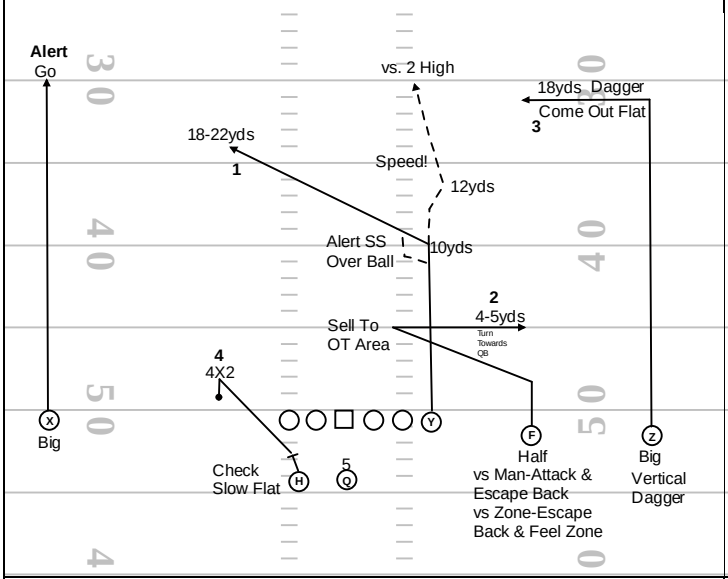
(ZE) G DART RT
RIDE-2J (2J) Y SWORD X ESCAPE



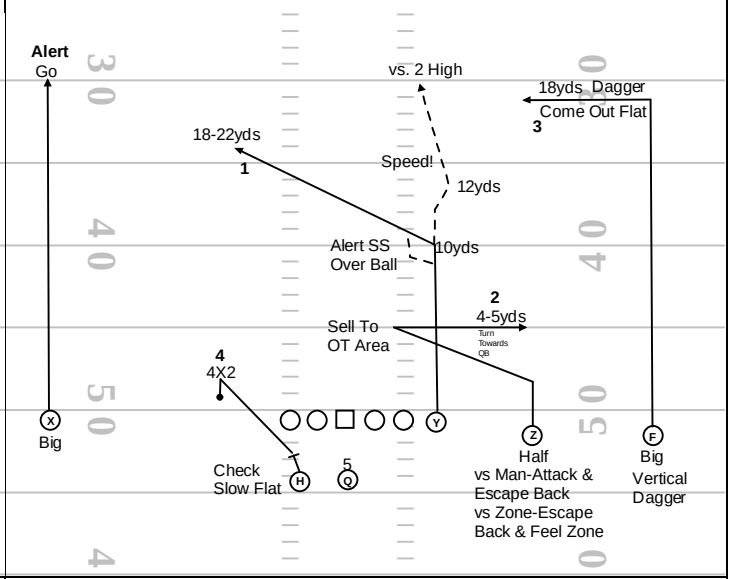
(ZE) G FULL RT
2J Y SWORD Z ESCAPE



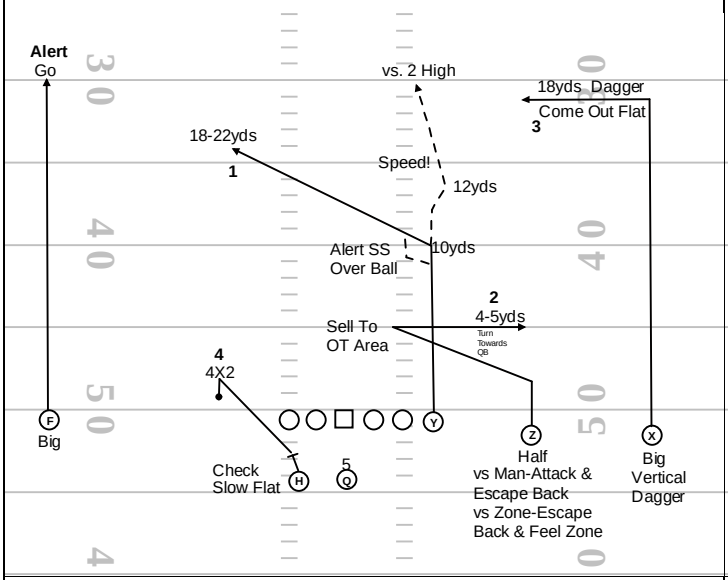
(ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Y SWORD F ESCAPE



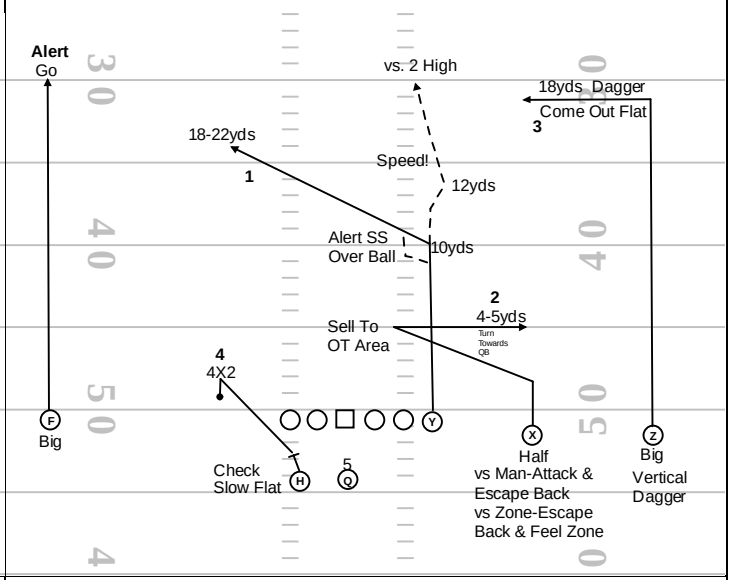
(ZE) (Z MO) G TAZ RT
3J Y SWORD Z ESCAPE



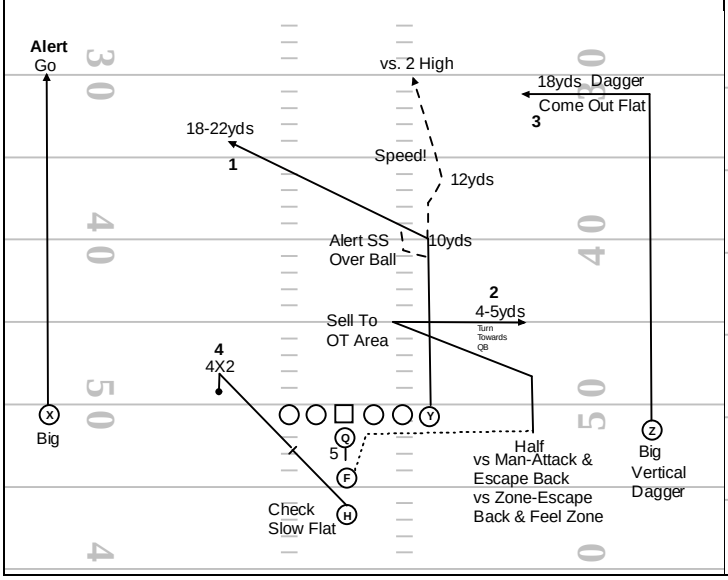
(ZE) G JOKER RT
3J Y SWORD Z ESCAPE



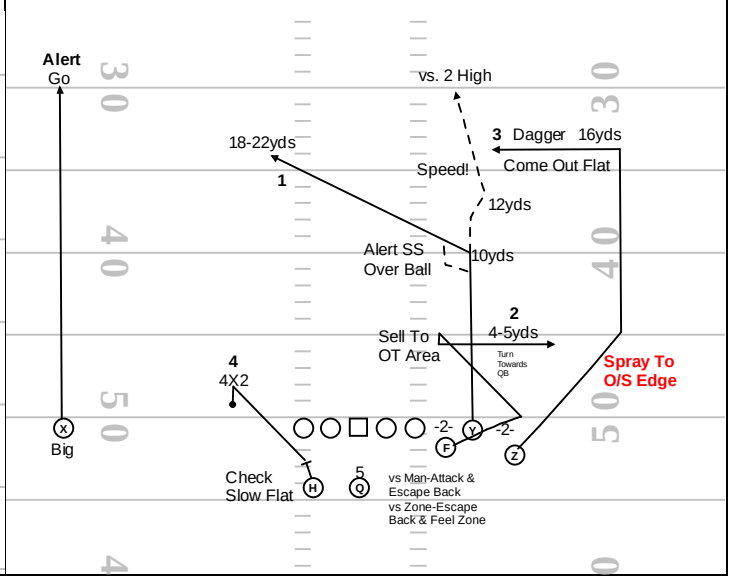
(ZE) G JAX RT
3J Y SWORD X ESCAPE



(R/T) GREEN RT F RT
3J Y SWORD F ESCAPE



(ZE) G BUNCH RT
3J Y SWORD F ESCAPE



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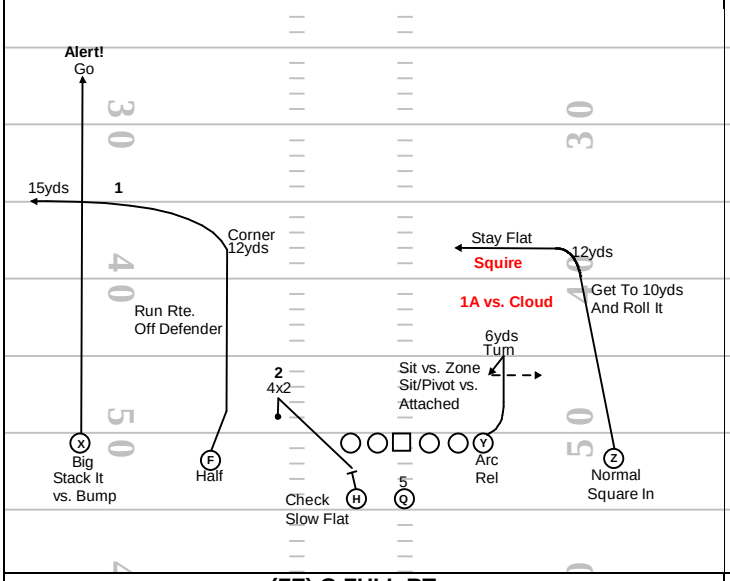
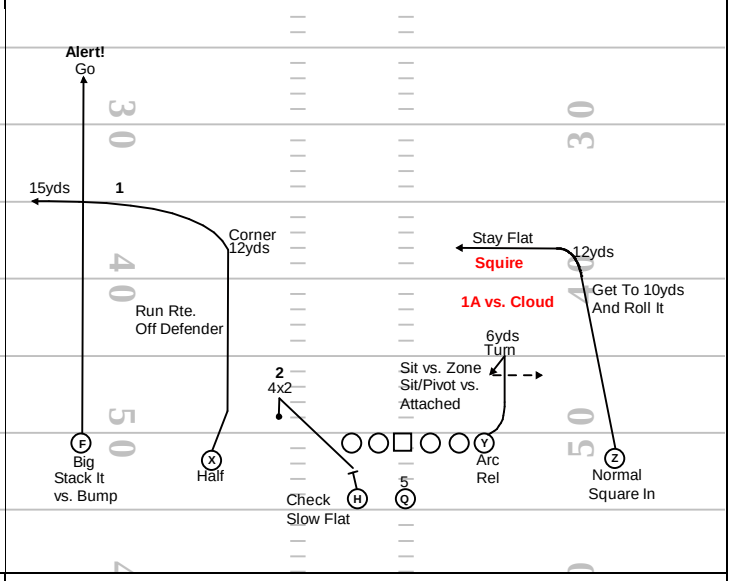
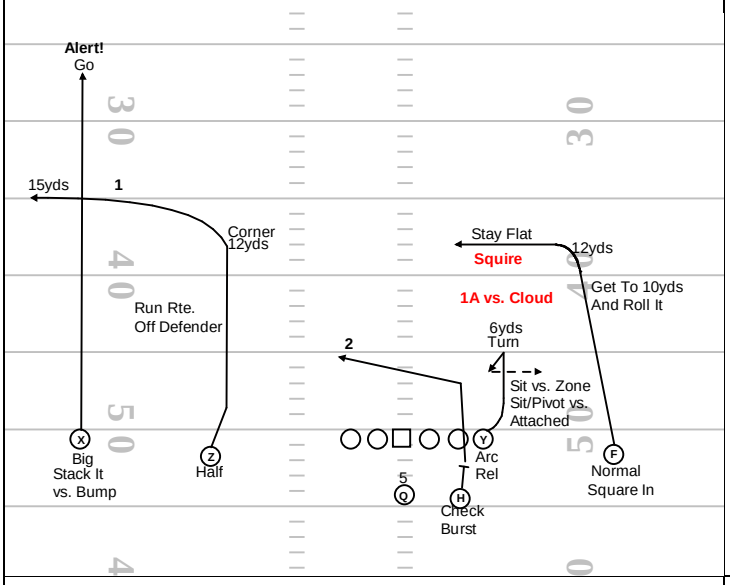
(ZE) G DOUBLE RT
3J Z SQUIRE F SAIL



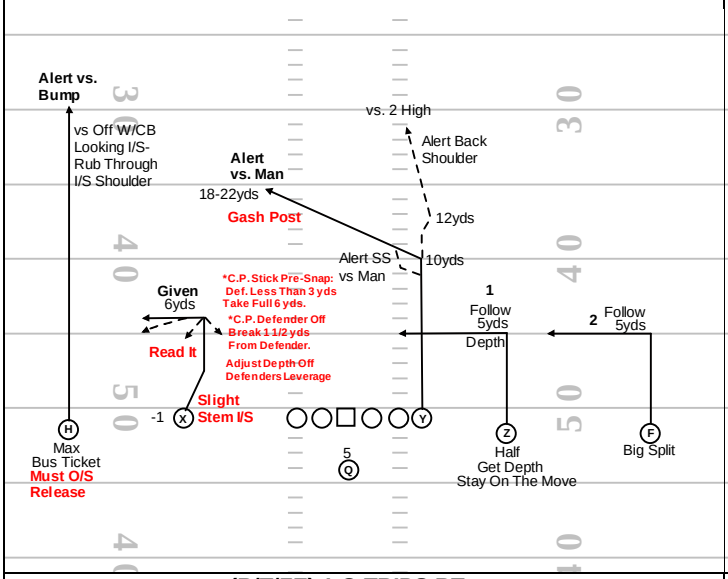
(ZE) G DART RT
3J Z SQUIRE X SAIL



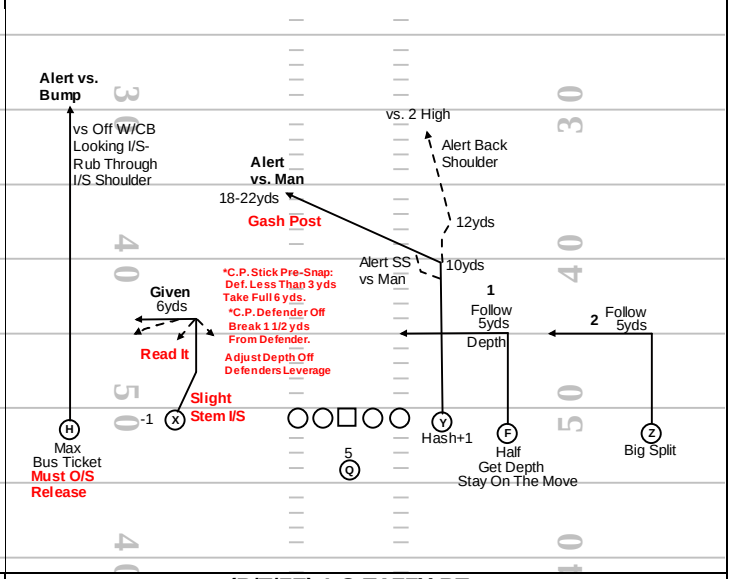
(ZE) G FULL RT
2J F SQUIRE Z SAIL BURST



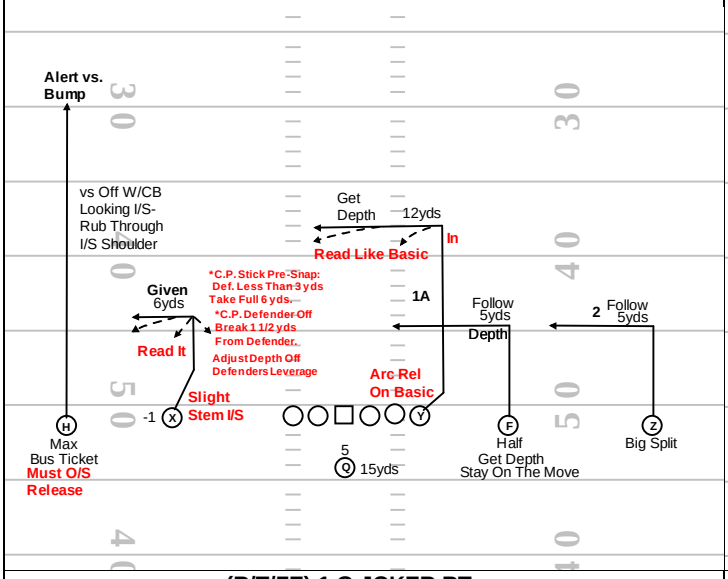
(R/T/ZE) 1 G TAZ RT
2SCAT Y CHAMP X STICK



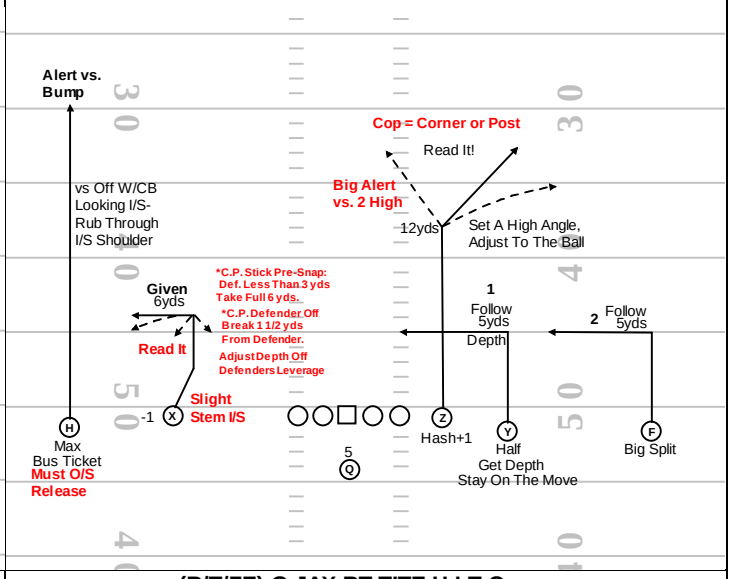
(R/T/ZE) 1 G TEX RT
2SCAT Y CHAMP X STICK



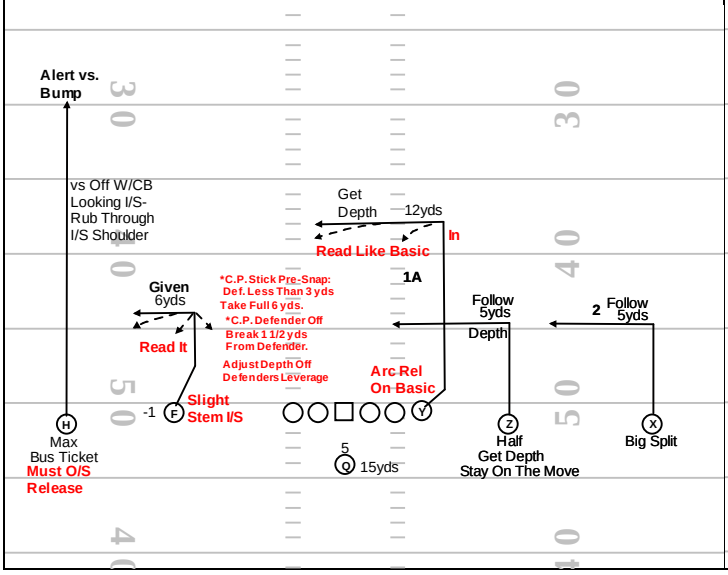
(R/T/ZE) 1 G TRIPS RT
2SCAT CHAMP Y IN X STICK



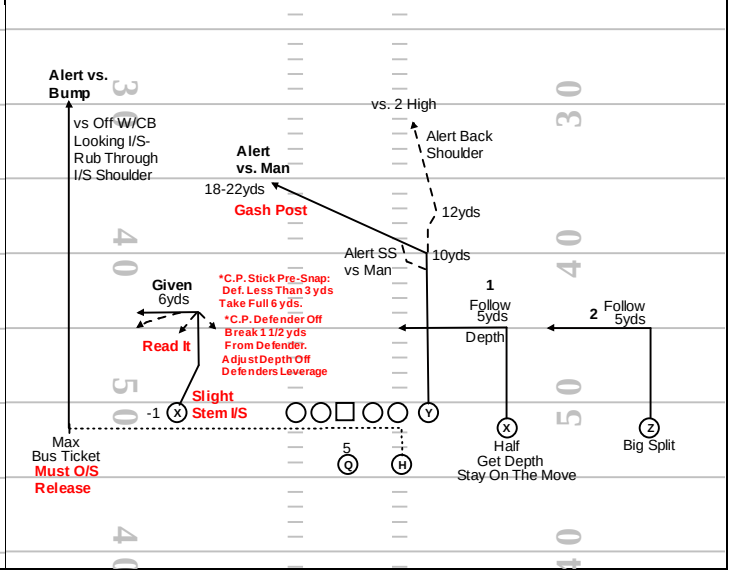
(R/T/ZE) 1 G TAFFY RT
2SCAT CHAMP Z COP X STICK



(R/T/ZE) 1 G JOKER RT
2SCAT CHAMP Y IN F STICK



(R/T/ZE) G JAX RT TITE H LT O
2SCAT CHAMP F STICK



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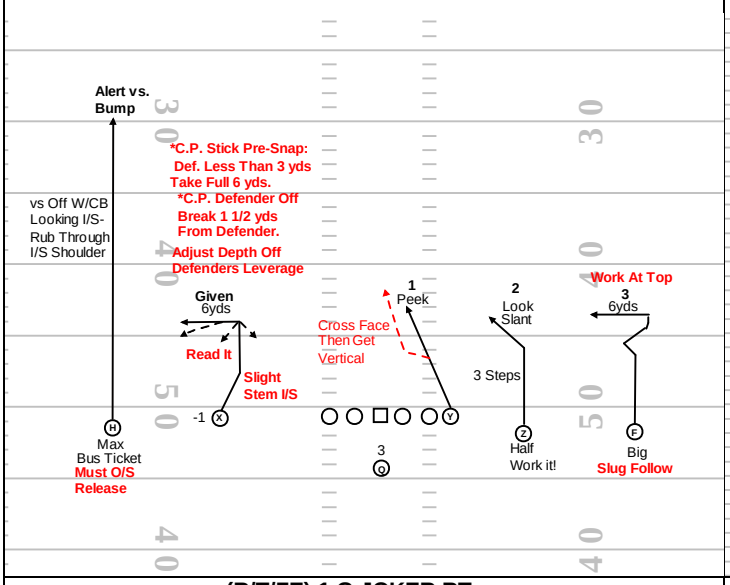
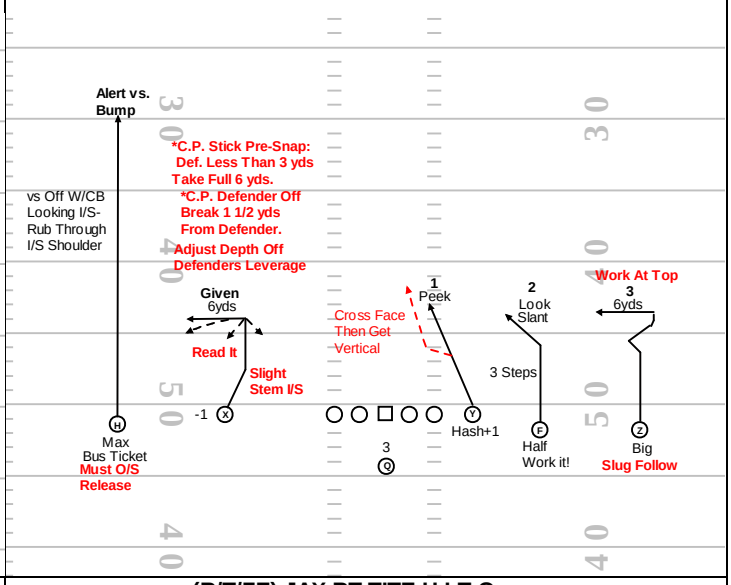
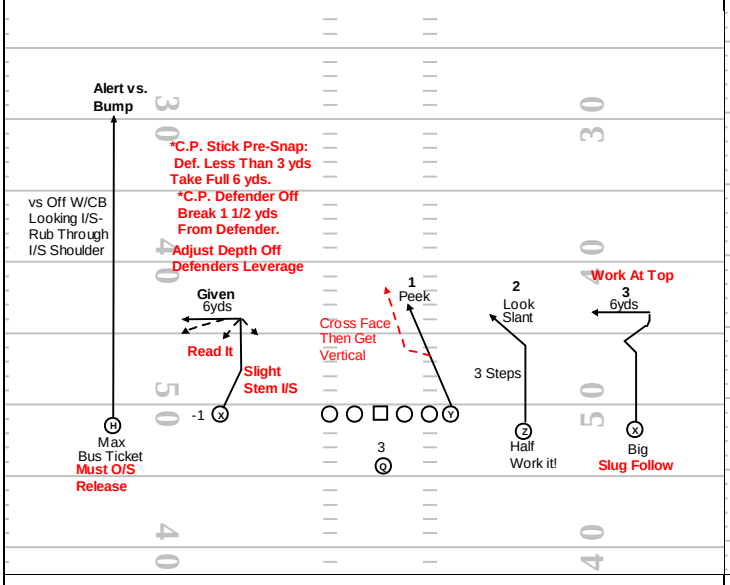
(R/T/ZE) 1 G TAZ RT
200SCAT LEO X STICK



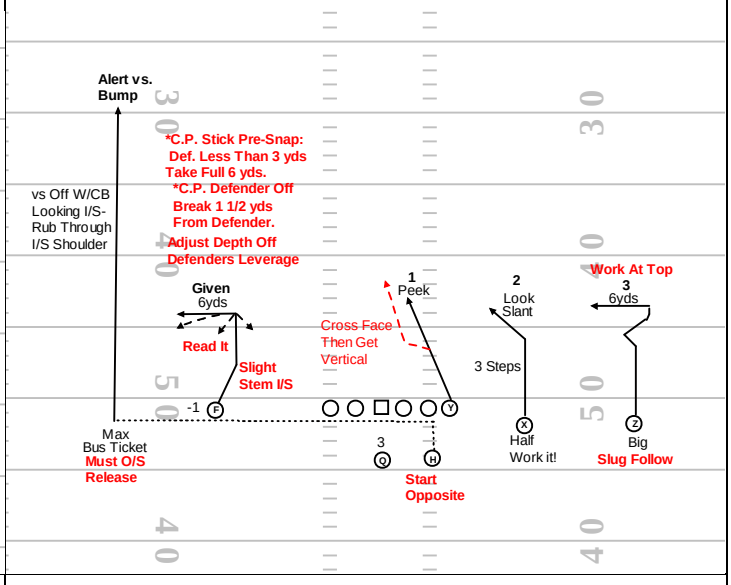
(R/T/ZE) 1 G TEX RT
200SCAT LEO X STICK



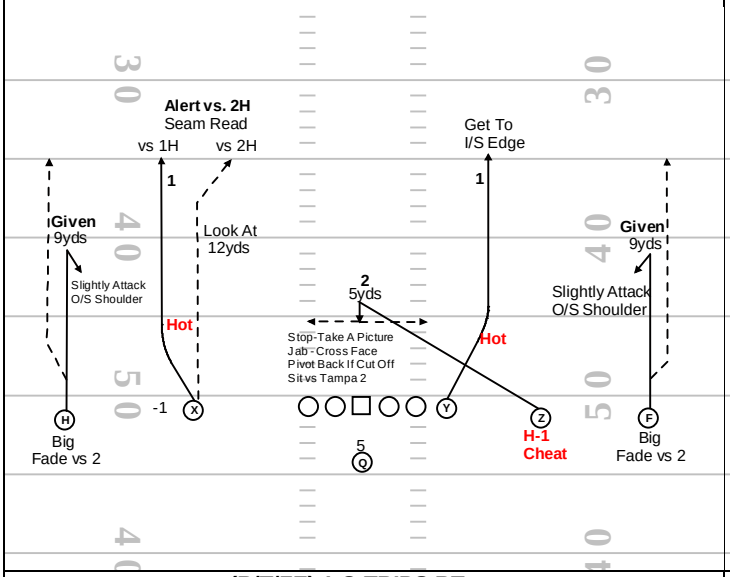
(R/T/ZE) 1 G JOKER RT
200SCAT LEO F STICK



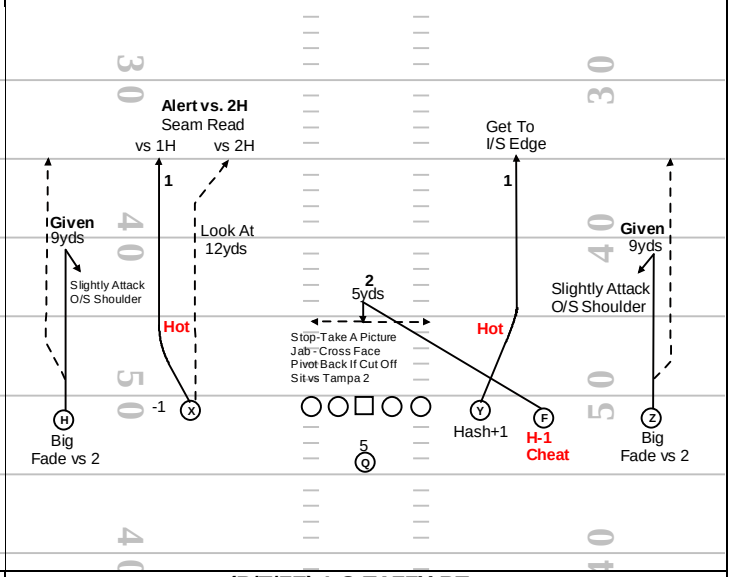
(R/T/ZE) JAX RT TITE H LT O
200SCAT LEO F STICK



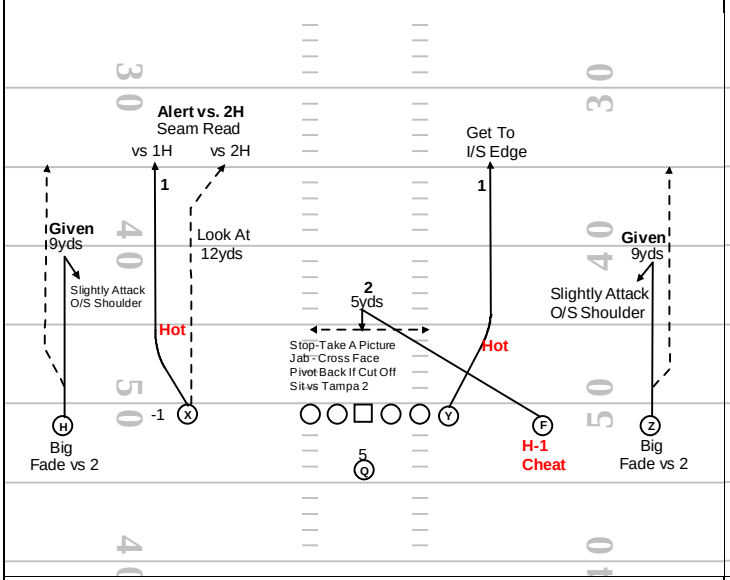
(R/T/ZE) 1 G TAZ RT
2SCAT X VERT VENUS Z OPTION



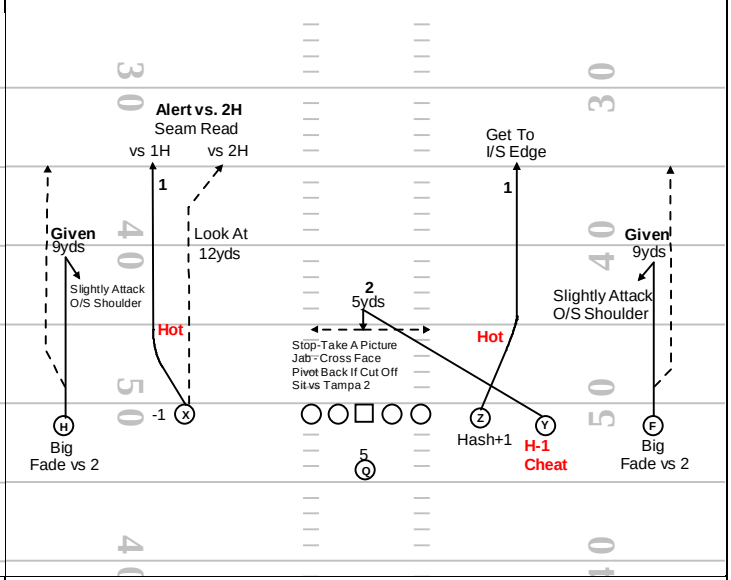
(R/T/ZE) 1 G TEX RT
2SCAT X VERT VENUS F OPTION



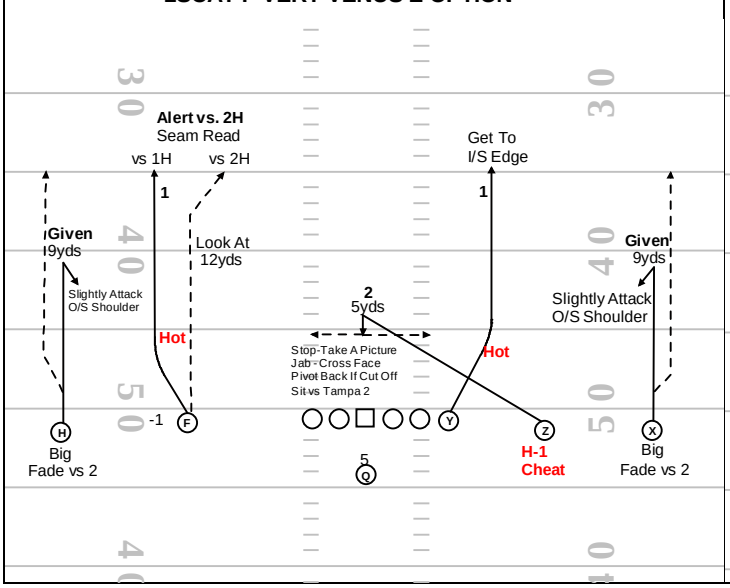
(R/T/ZE) 1 G TRIPS RT
2SCAT X VERT VENUS F OPTION



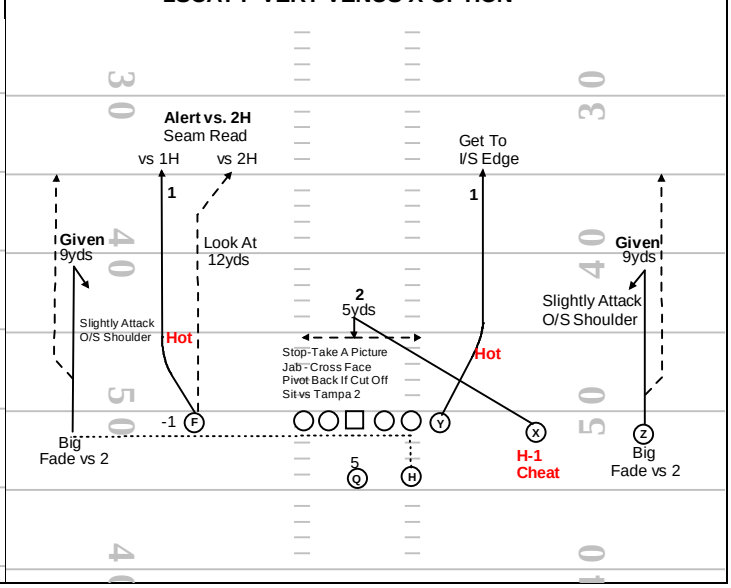
(R/T/ZE) 1 G TAFFY RT
2SCAT X VERT VENUS Y OPTION



(R/T/ZE) 1 G JOKER RT
2SCAT F VERT VENUS Z OPTION



(R/T/ZE) G JAX RT TITE H LT O
2SCAT F VERT VENUS X OPTION



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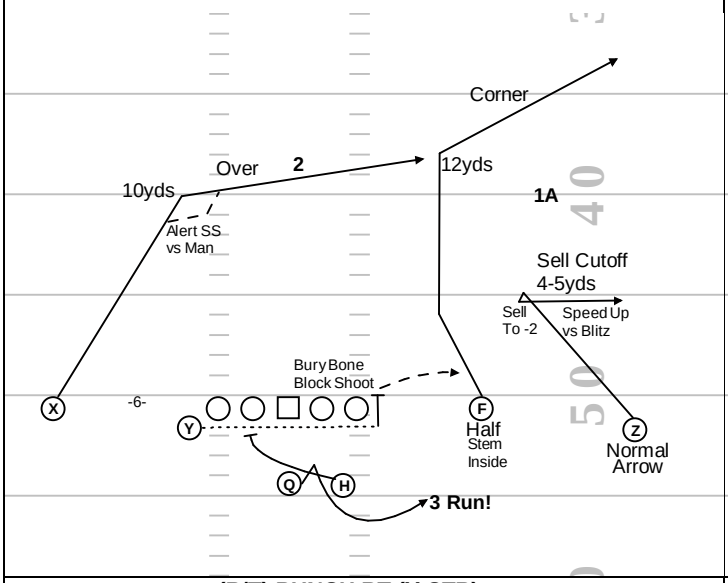
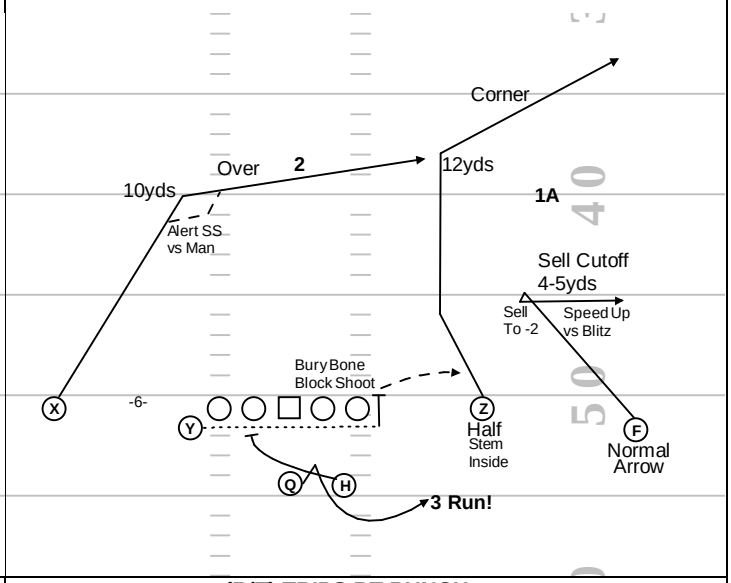
MOVEMENT

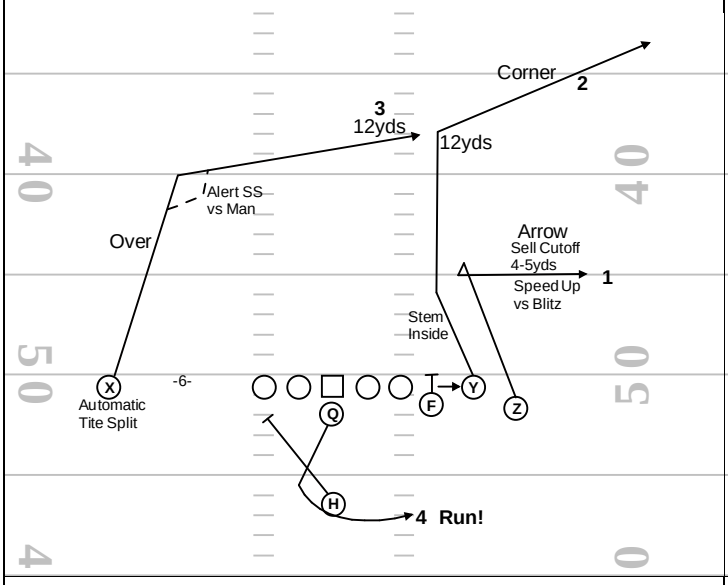
(ZE) Y MO TRIPS RT
KEEP 37 RT Z ARROW



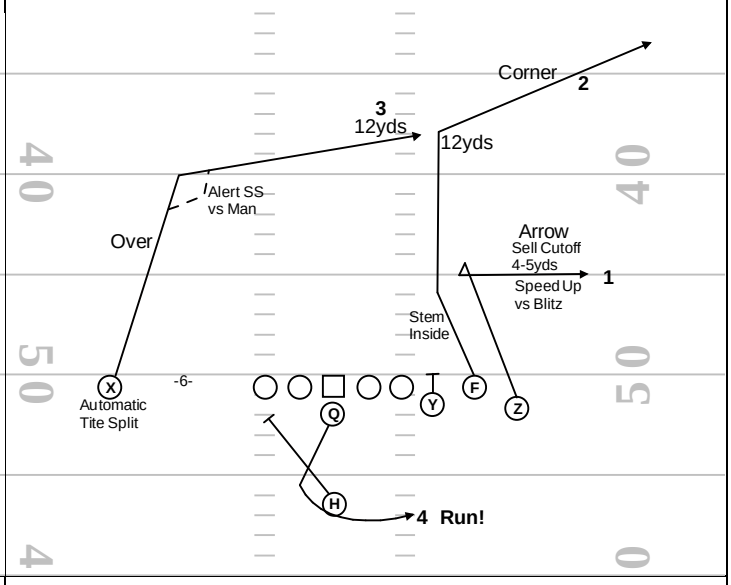
(ZE) Y MO TAZ RT
KEEP 37 RT F ARROW



(R/T) BUNCH RT (Y CTR)
KEEP 97 RT Z ARROW



(R/T) TRIPS RT BUNCH
KEEP 97 RT Z ARROW



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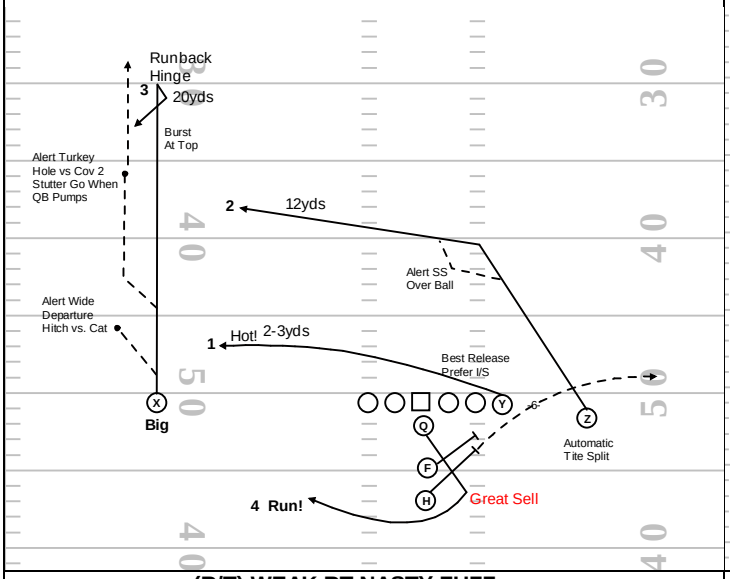
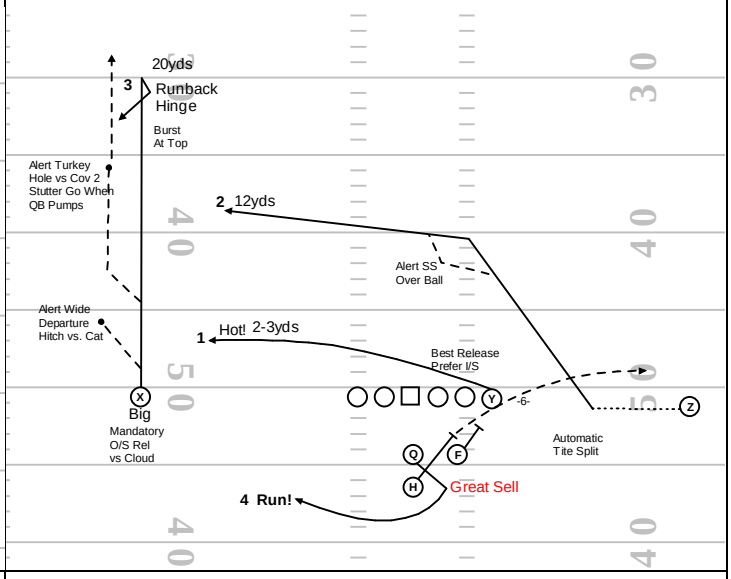
MOVEMENT

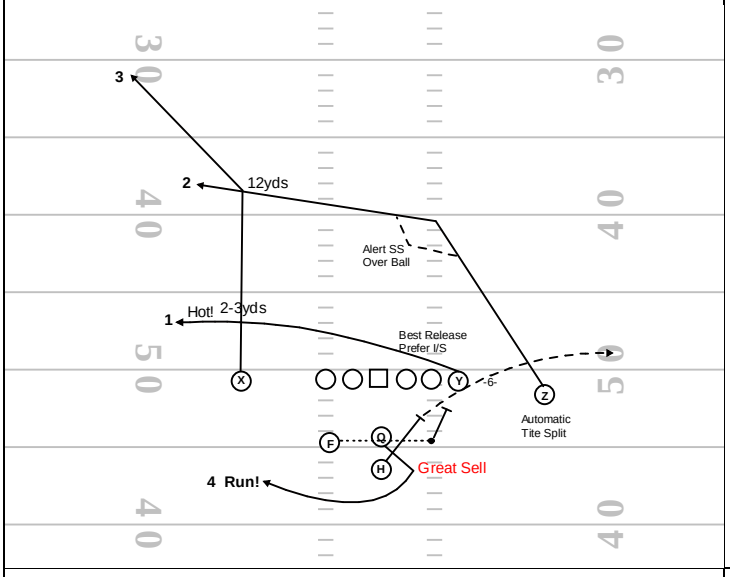
(R/T) GREEN RT CLOSE
NKD 96 LT Y SHOW



(R) STRONG RT Z SHORT
NKD 96 LT Y SHOW

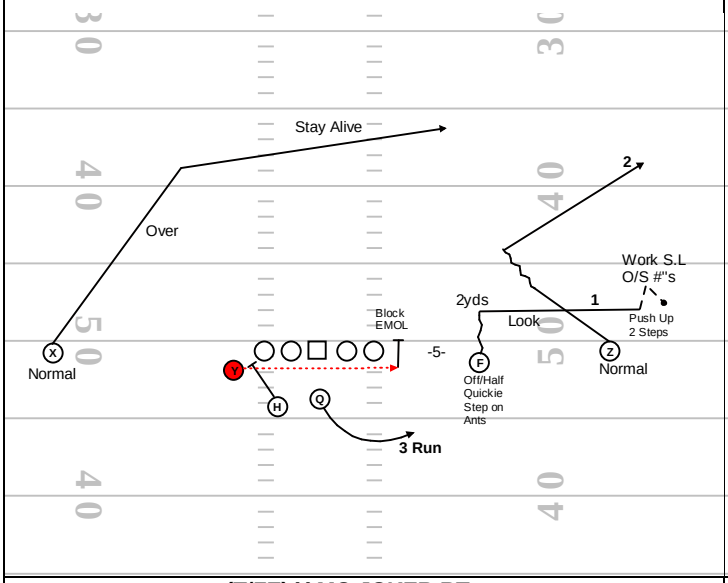


(R/T) WEAK RT NASTY FUZZ
NKD 96 LT Y SHOW

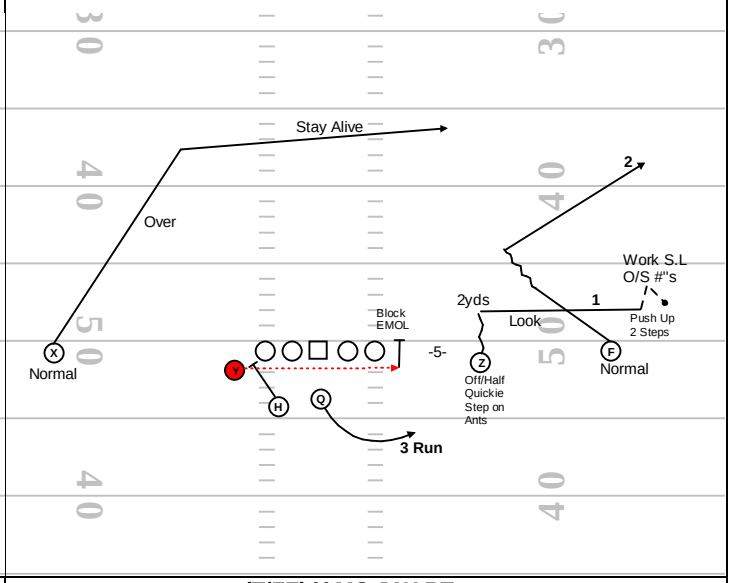


MOVEMENT

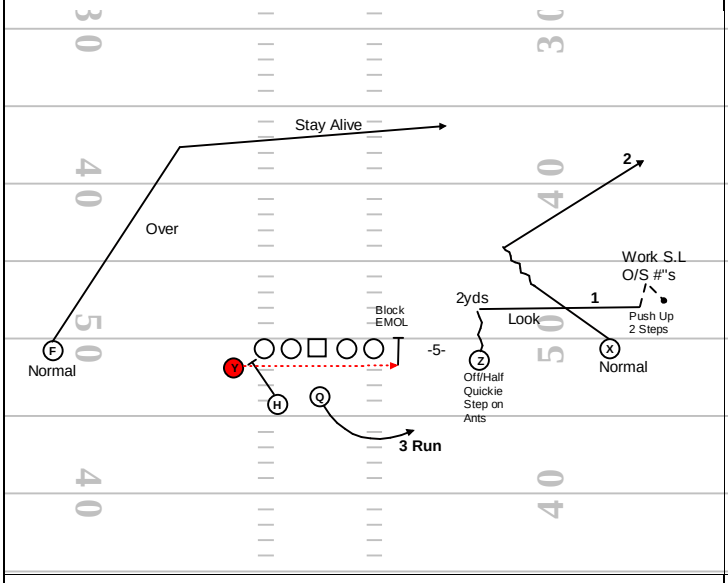
(T/ZE) Y MO TRIPS RT
Q8 Z ANGLE



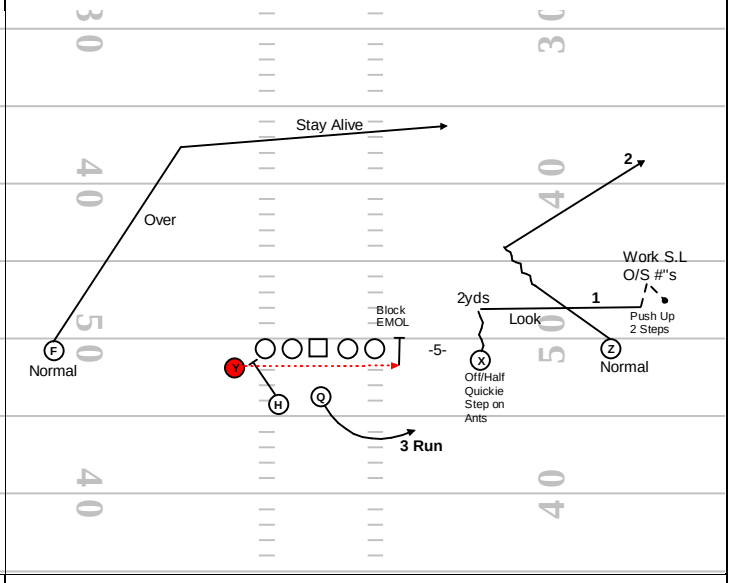
(T/ZE) Y MO TAZ RT Y MO
Q8 F ANGLE



(T/ZE) Y MO JOKER RT
Q8 X ANGLE



(T/ZE) Y MO JAX RT
Q8 Z ANGLE



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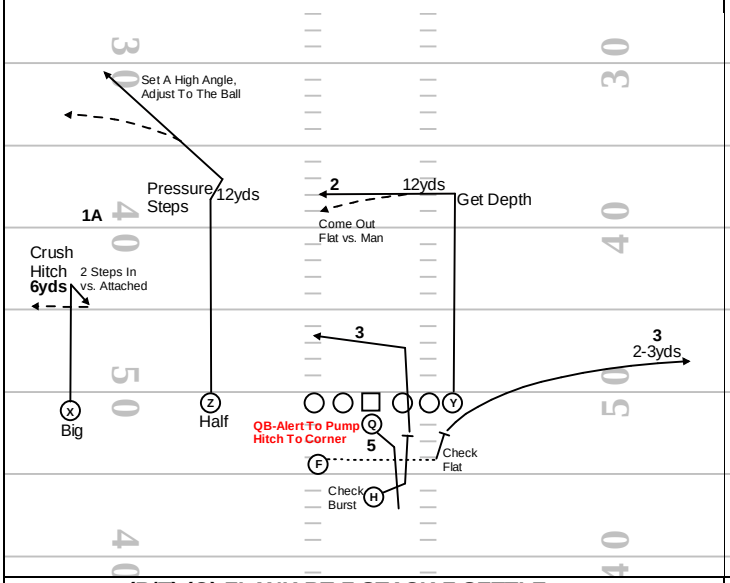
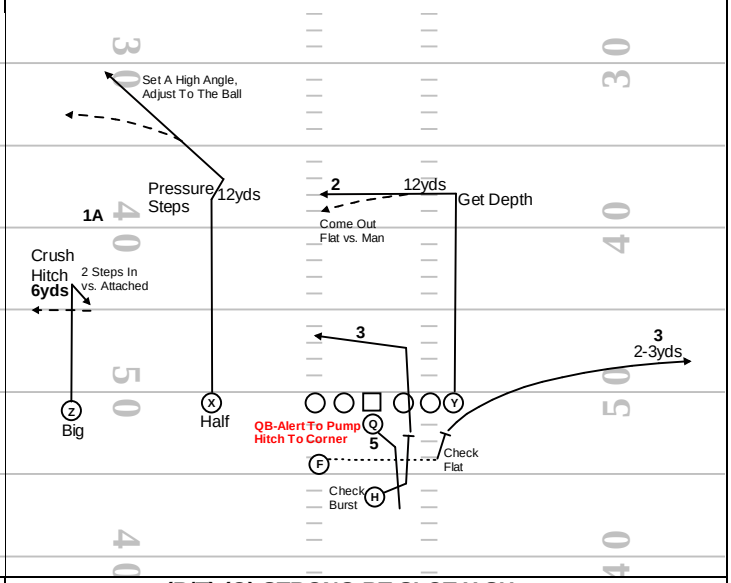
PLAY PASS

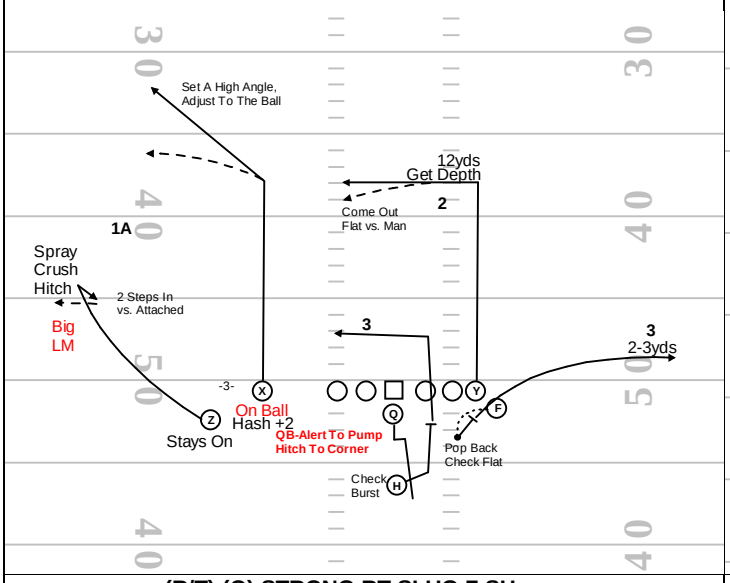
(R/T) (Z/X MO) (Q) WEAK RT SLOT FUZZ
HND 2 X CRUSH Y BASIC BURST



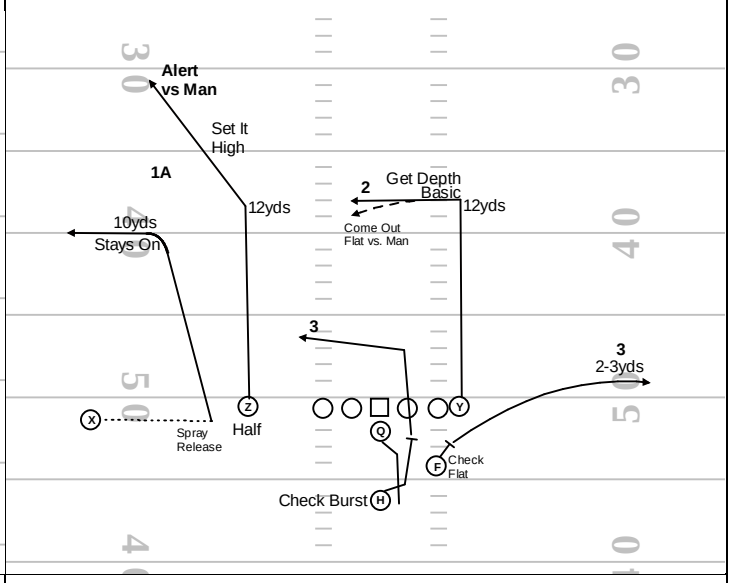
(R/T) (Z/X MO) (Q) WEAK RT SLUG FUZZ
HND 2 Z CRUSH Y BASIC BURST



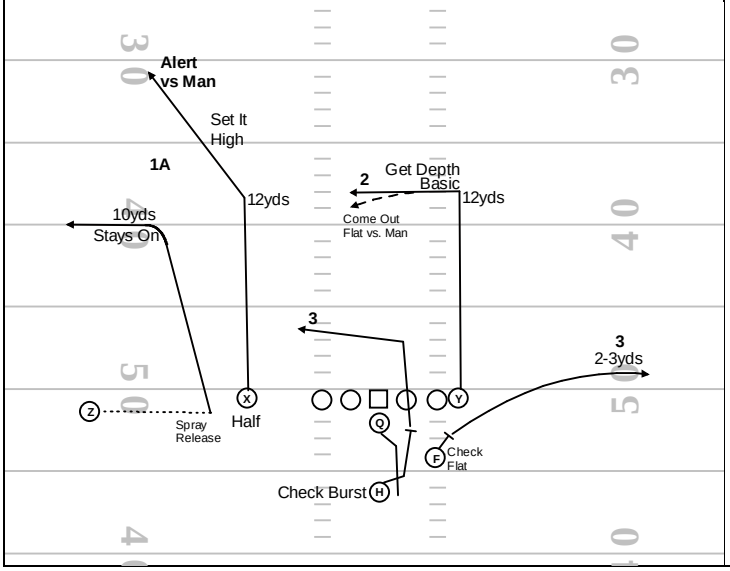
(R/T) (Q) FLANK RT Z STACK F SETTLE
HND 2 Z CRUSH Y BASIC BURST



(R/T) (Q) STRONG RT SLOT X SH
HND 2 Z CORD BURST



(R/T) (Q) STRONG RT SLUG Z SH
HND 2 X CORD BURST



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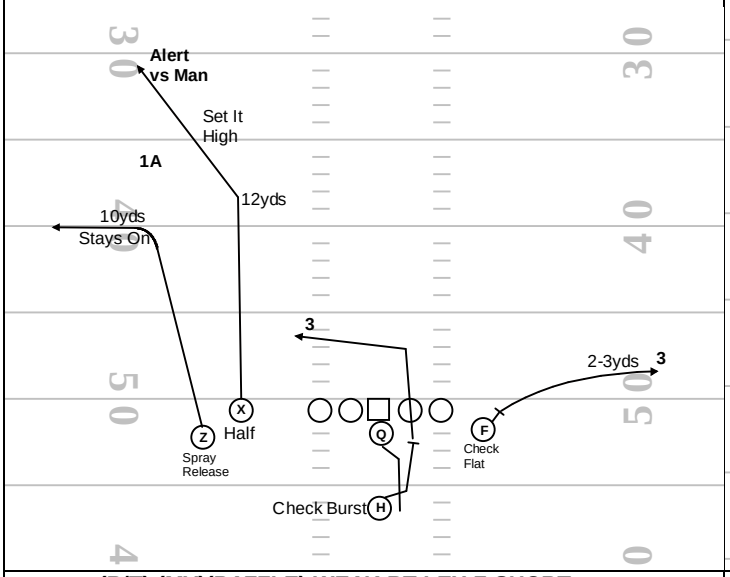
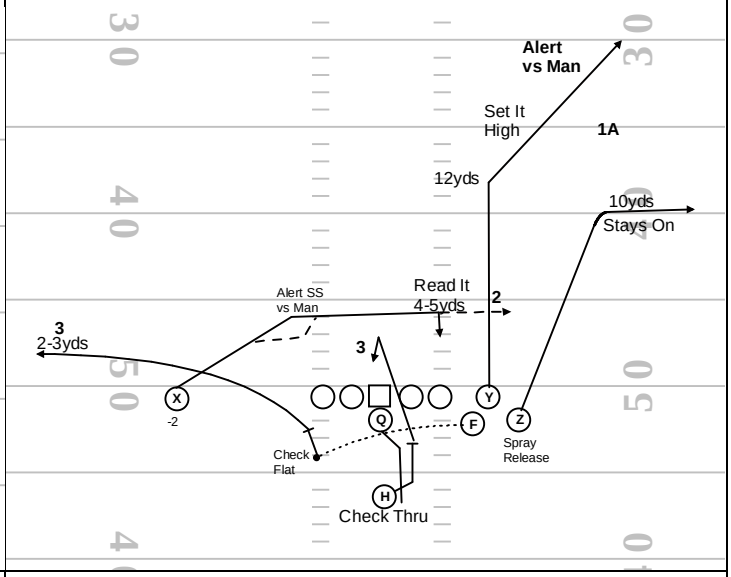
PLAY PASS

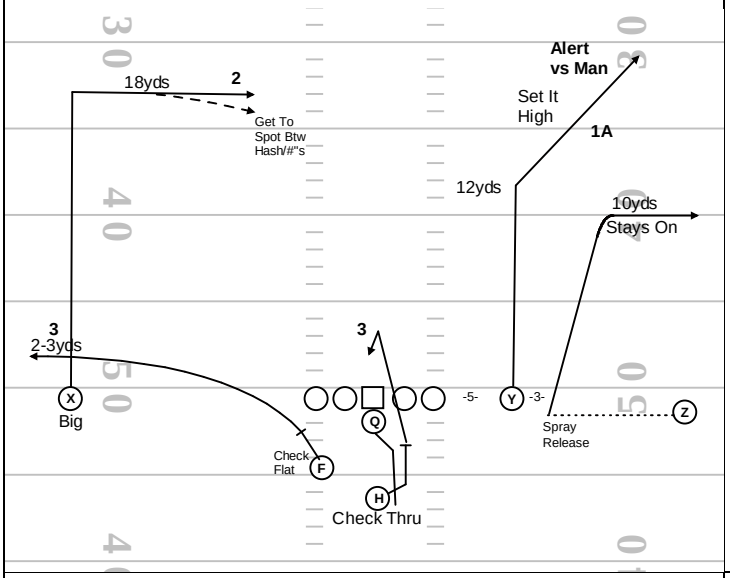
(R/T) (Q) FLANK RT Z STACK (F SETTLE)
HND 2 X CORD BURST Y SHALLOW



(R/T) (Q) BUNCH RT TITE F OP
HND 3 SPLIT Y CORD X SHALLOW

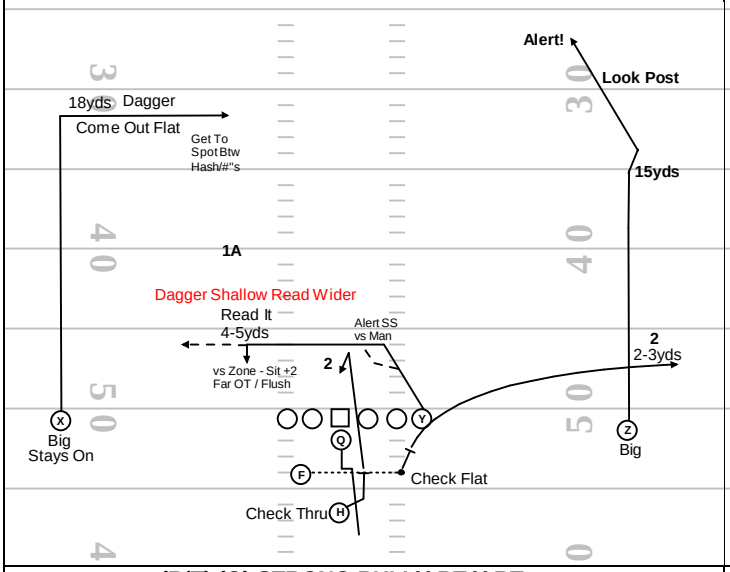


(R/T) (MV)(BAFFLE) WEAK RT LEX Z SHORT
HND 3 SPLIT Y CORD

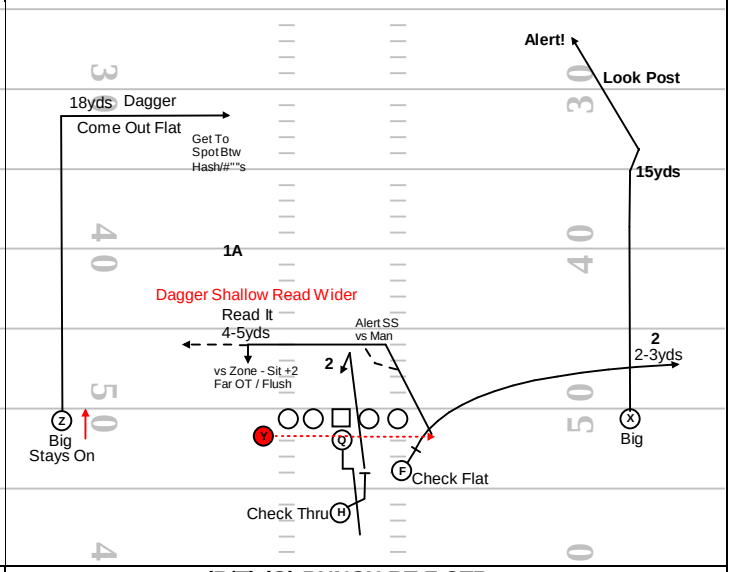


PLAY PASS

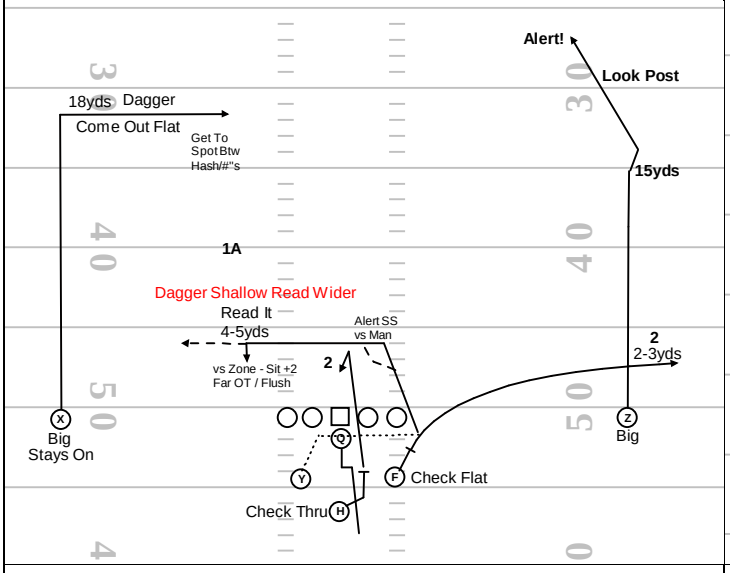
(R/T) WEAK RT FUZZ
HND 2 X DAGGER Y SHALLOW



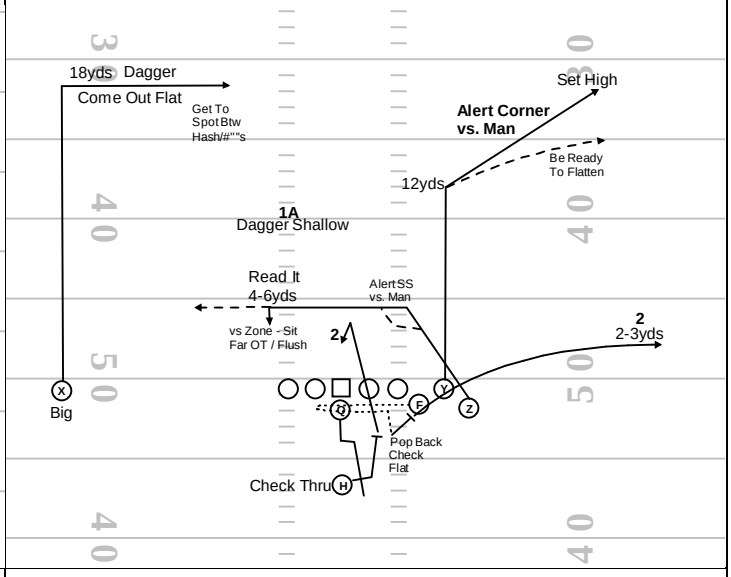
(R/T) Y STEP WEAK LT Y RT
HND 2 Z DAGGER Y SHALLOW



(R/T) (Q) STRONG BULLY RT Y RT
HND 2 X DAGGER Y SHALLOW

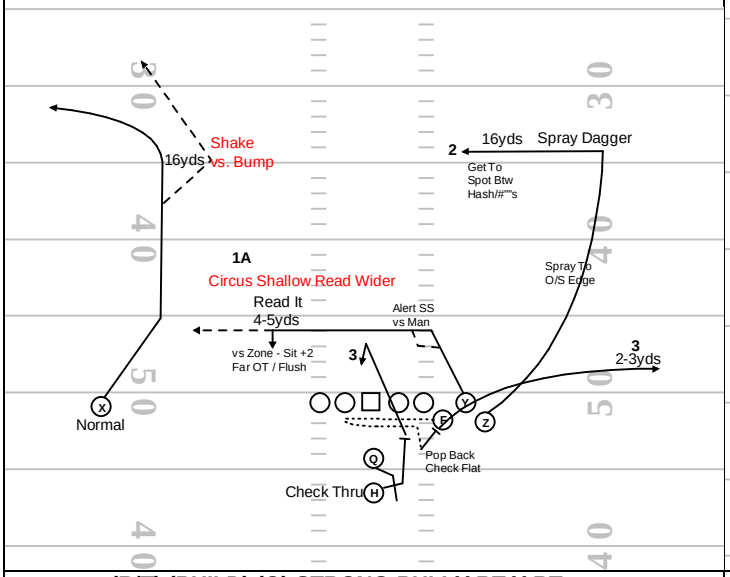


(R/T) (Q) BUNCH RT F CTR
HND 2 X DAGGER Z SHALLOW

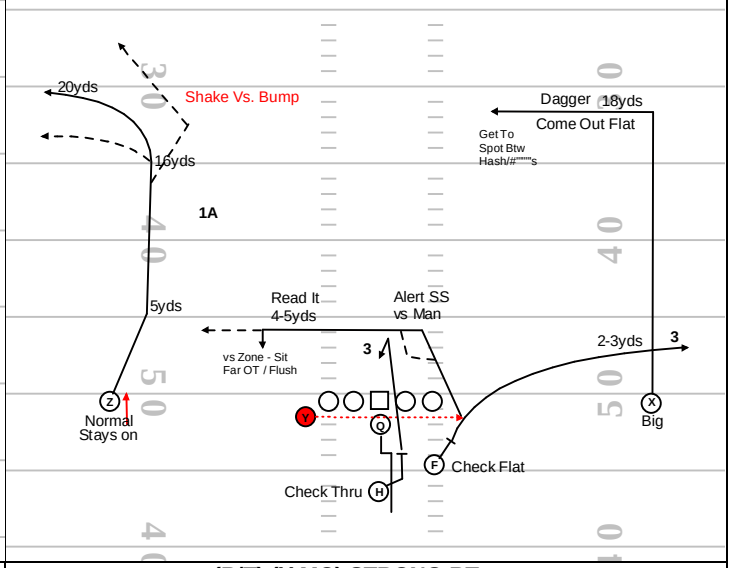


PLAY PASS

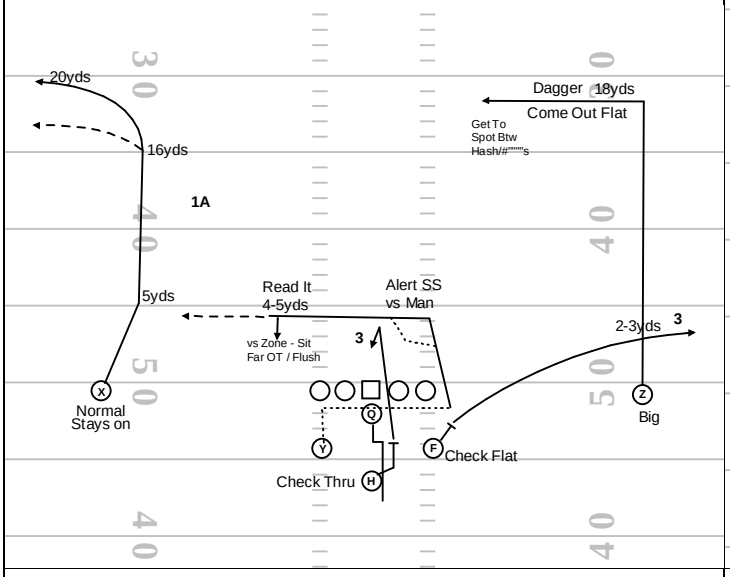
(R/T) Q BUNCH RT F CTR
HND 2 X CIRCUS Y SHADOW



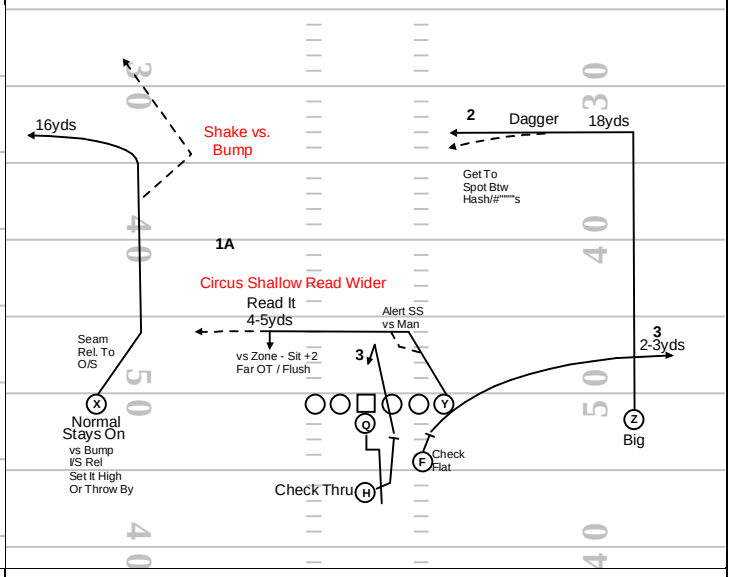
(R/T) Y STEP WEAK LT Y RT
HND 2 Z CIRCUS Y SHADOW



(R/T) (BUILD) (Q) STRONG BULLY RT Y RT
HND 2 X CIRCUS Y SHADOW

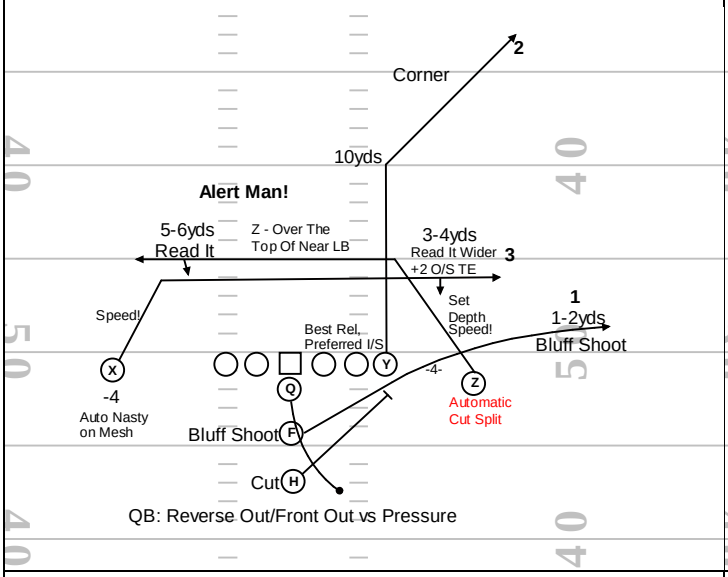


(R/T) (Y MO) STRONG RT
HND 2 X CIRCUS Y SHADOW



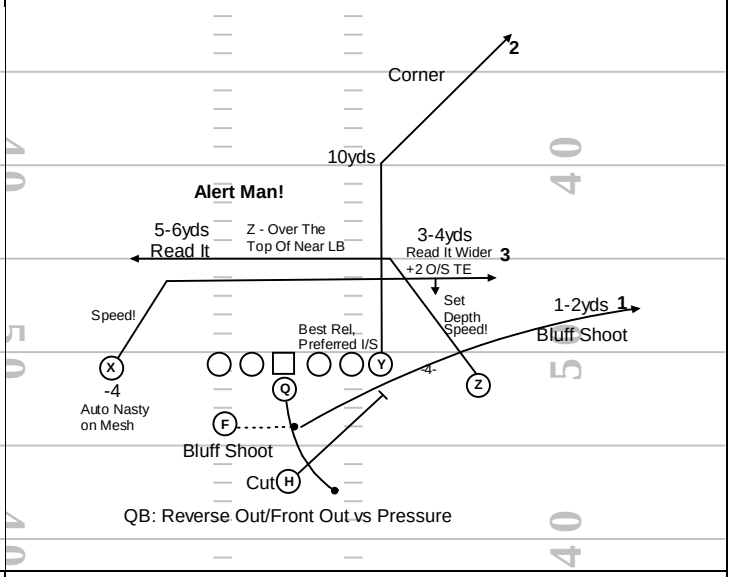
PLAY PASS

(R/T) GREEN RT
SPIDER 2 Y BANANA X & Z MESH



QB: Reverse Out/Front Out vs Pressure

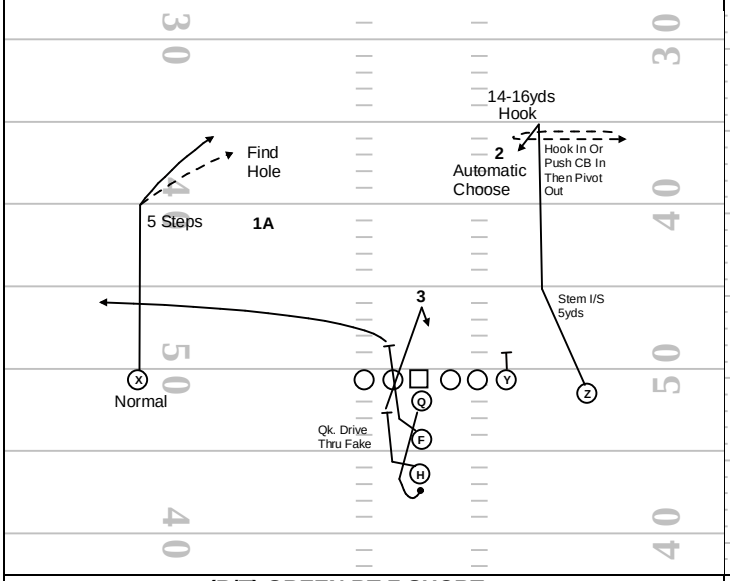
(R/T) WEAK RT SHUFFLE
SPIDER 2 Y BANANA X & Z MESH



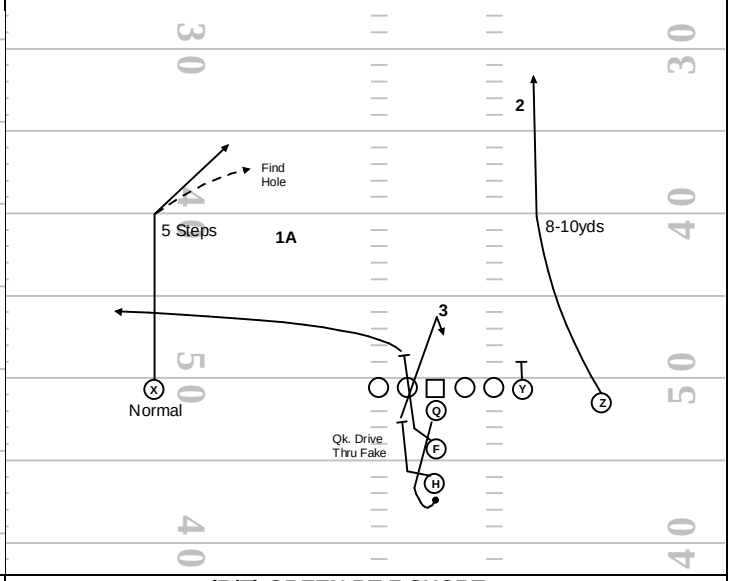
QB: Reverse Out/Front Out vs Pressure

PLAY PASS

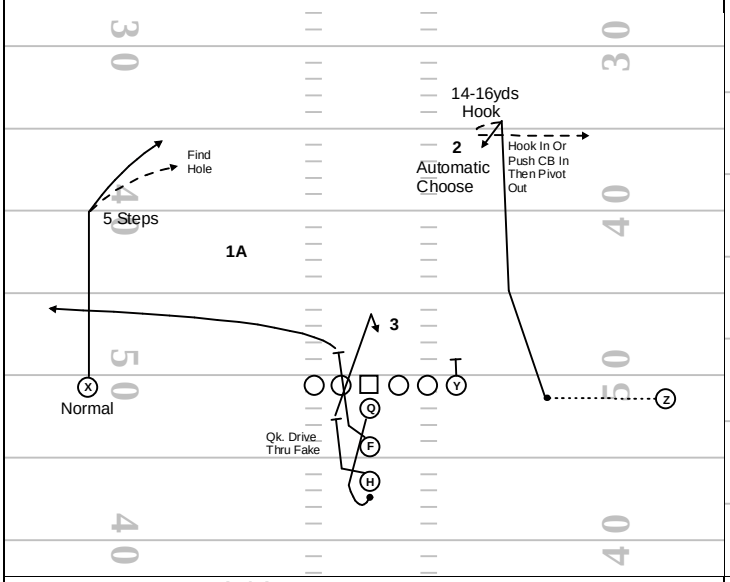
(R/T) (ZMO) GREEN RT CLOSE
SELL QK P93 WK X BENGAL Z CHOOSE



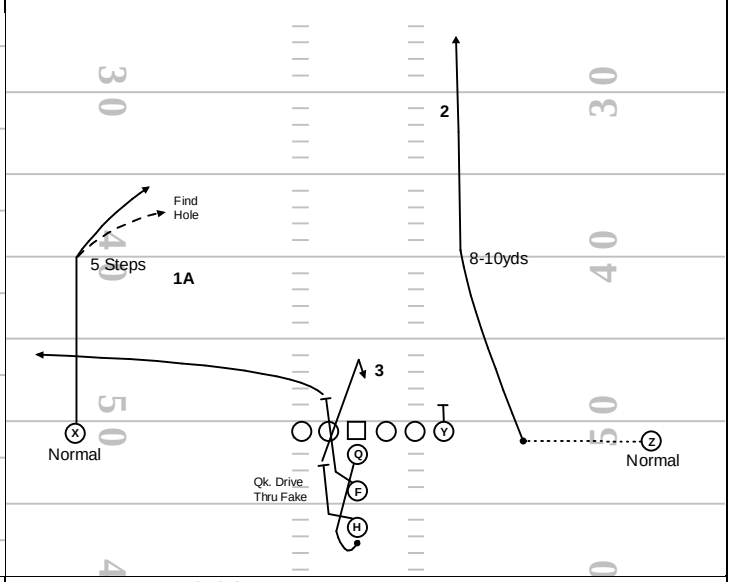
(R/T) (ZMO) GREEN RT CLOSE
SELL QK P93 WK X BENGAL Z GETAWAY



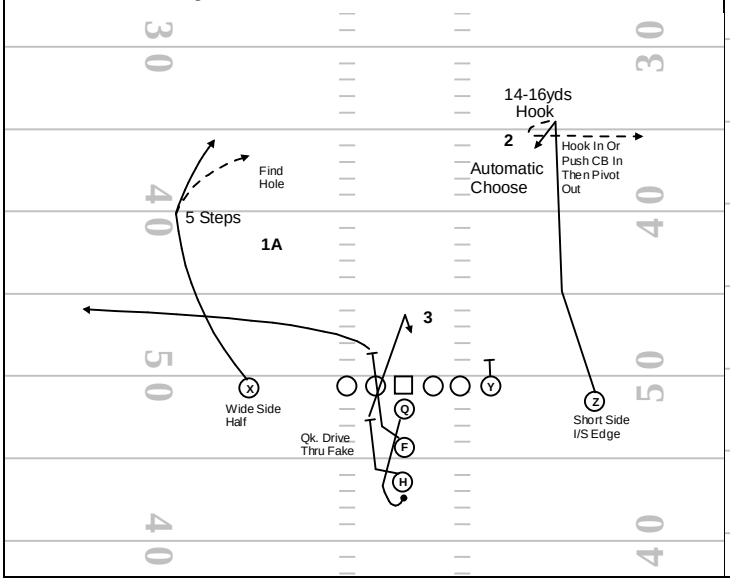
(R/T) GREEN RT Z SHORT
SELL QK P93 WK X BENGAL Z CHOOSE



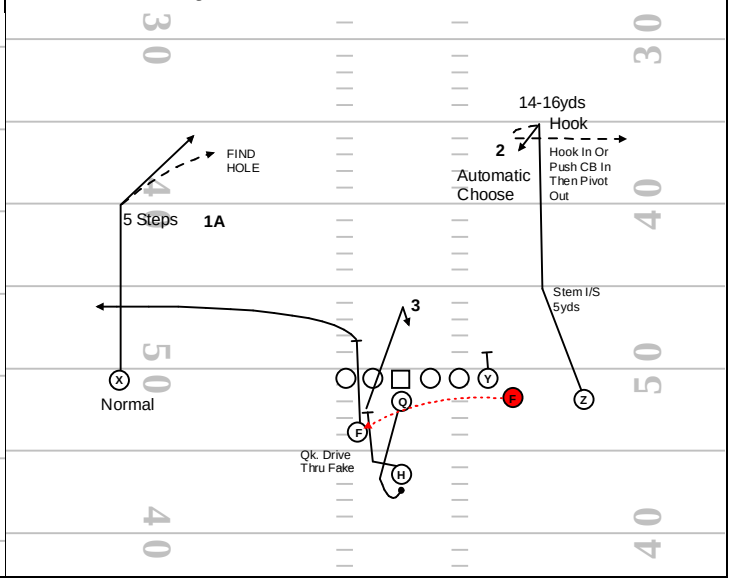
(R/T) GREEN RT Z SHORT
SELL QK P93 WK X BENGAL Z GETAWAY



(R/T) GREEN RT NASTY
SELL QK P93 WK X BENGAL Z CHOOSE



(R/T) F OP WEAK RT CLOSE
SELL QK P93 WK X BENGAL Z CHOOSE



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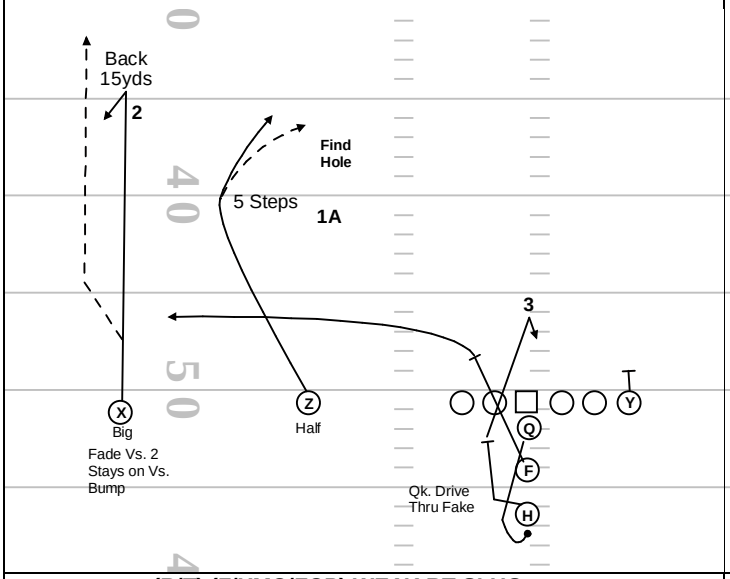
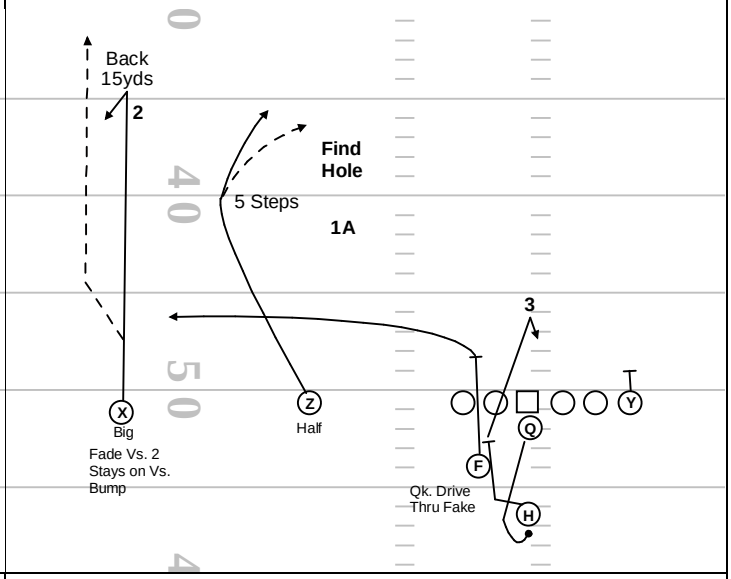
PLAY PASS

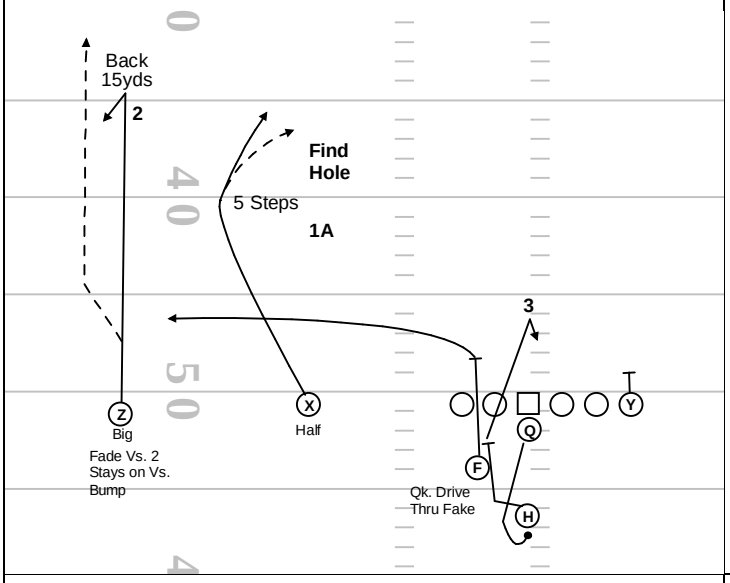
(R/T) (Z/XMO/FOP) GREEN RT SLOT
SELL QK P93 WK Z BENGAL X BACK



(R/T) (Z/XMO/FOP) WEAK RT SLOT
SELL QK P93 WK Z BENGAL X BACK



(R/T) (Z/XMO/FOP) WEAK RT SLUG
SELL QK P93 WK X BENGAL Z BACK



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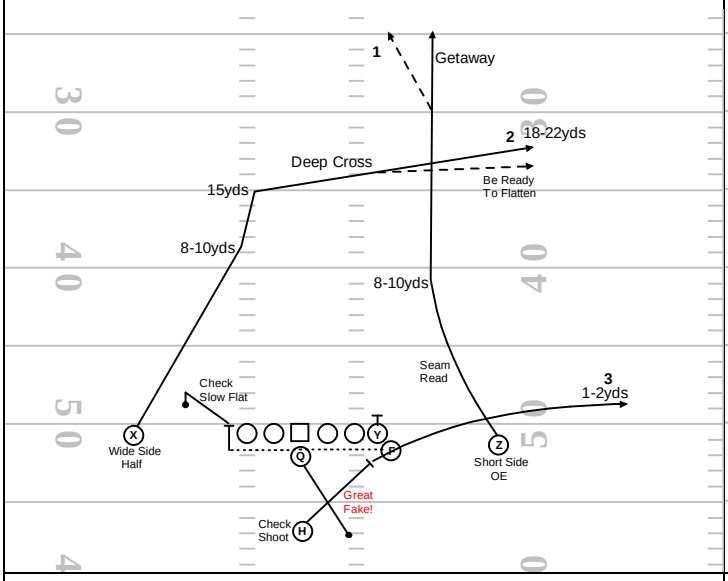
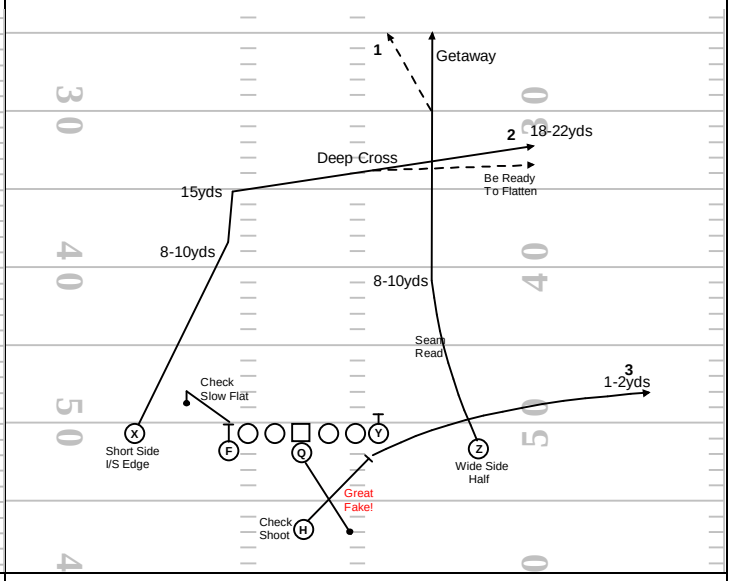
PLAY PASS

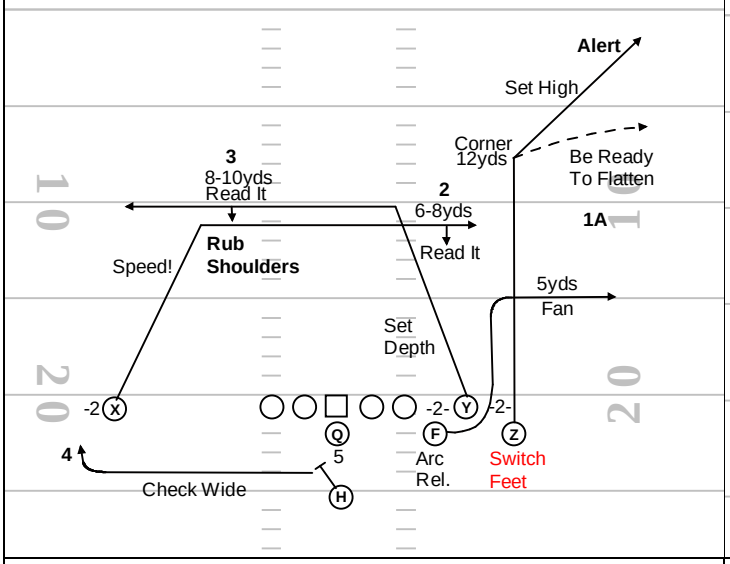
(C/T) TANK RT NASTY F LT
P96 STRETCH Z GETAWAY X D.C.



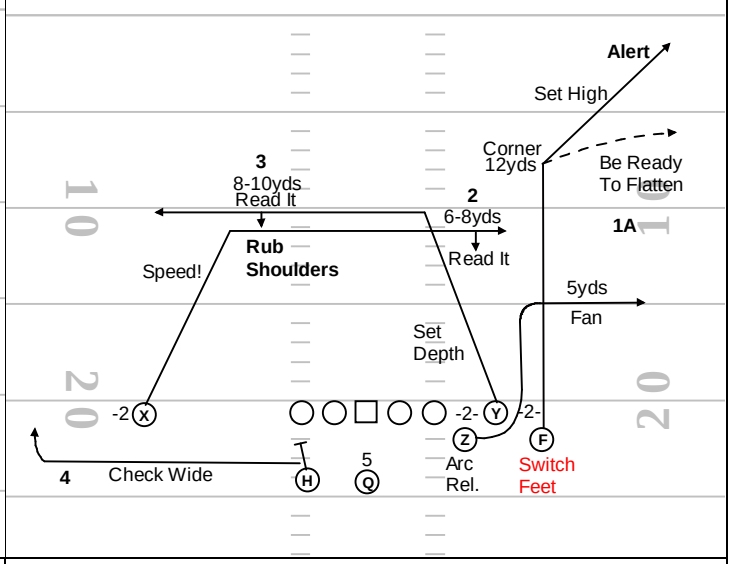
(C/T) (X) DEUCE RT NASTY (F CTR)
P96 STRETCH Z GETAWAY X D.C.



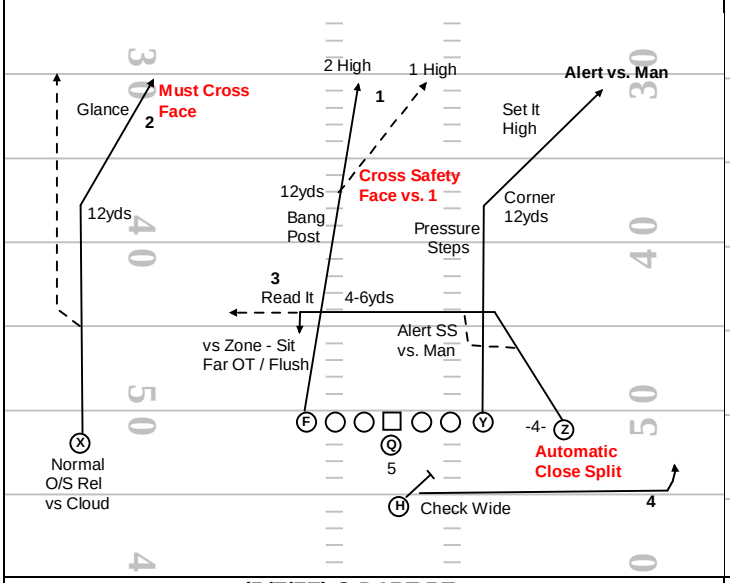
(R/T/ZE) (G) BUNCH RT
3J F FAN X & Y MID MESH



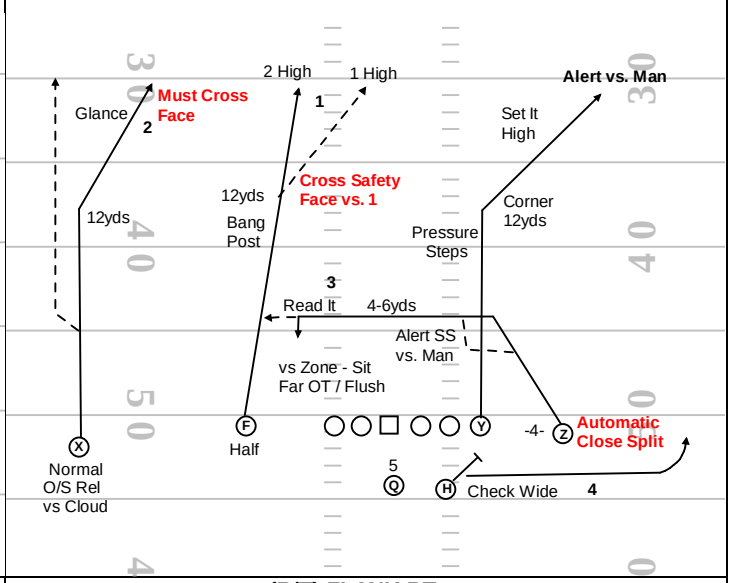
(R/T/ZE) G TAFFY RT BUNCH
3J Z FAN X & Y MID MESH



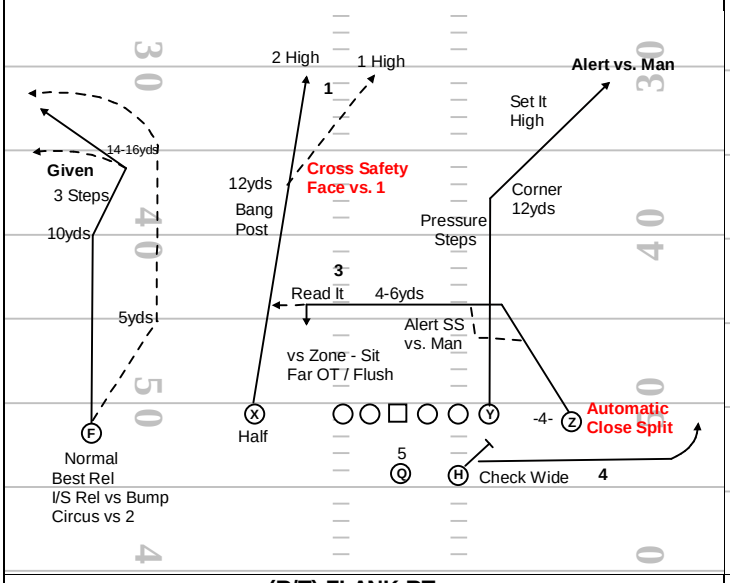
(R/T) (G)(Y MO/MOVE) DOT RT
2J X BANG Z SHALLOW



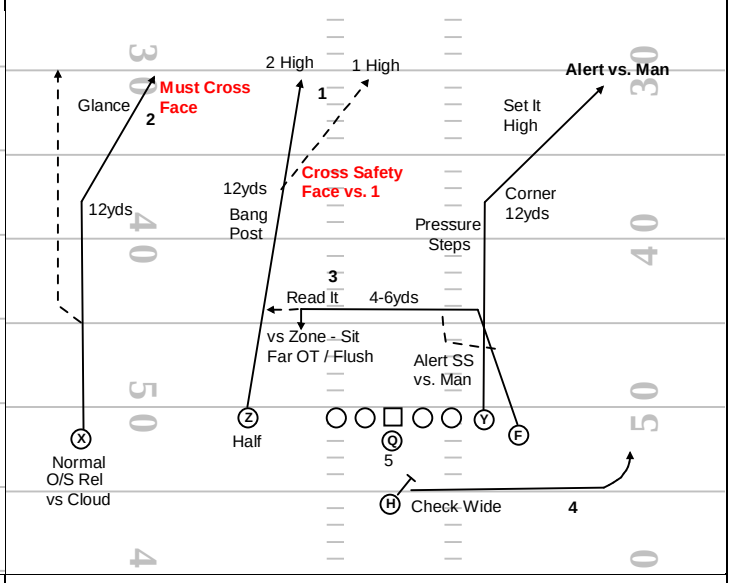
(R/T/ZE) (Y MO/MOVE) G DOUBLE RT
2J X BANG Z SHALLOW



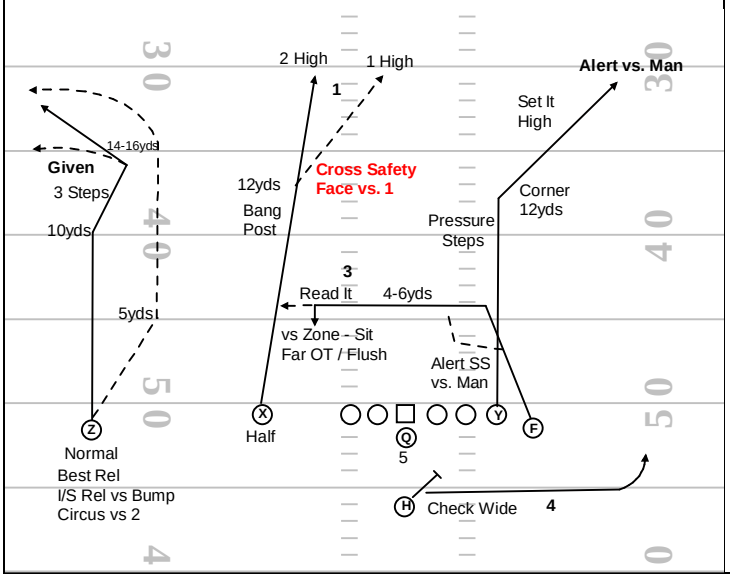
(R/T/ZE) G DART RT
2J F SHAKE Z SHALLOW



(R/T) FLANK RT
2J Z BANG F SHALLOW



(R/T) FLANK RT
2J Z SHAKE F SHALLOW



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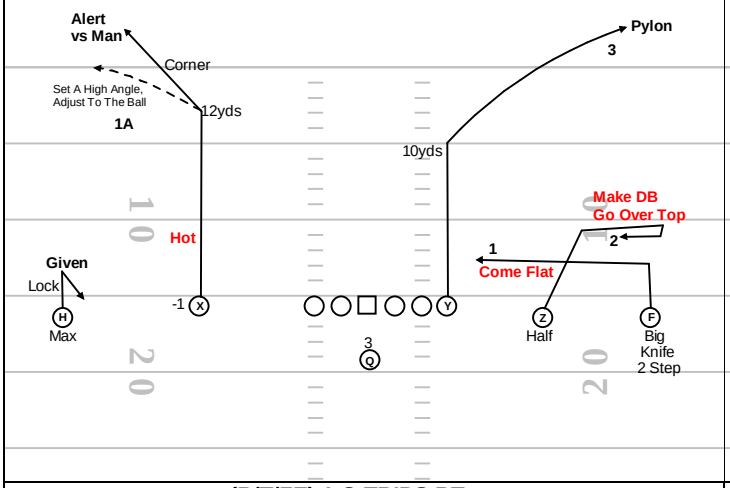
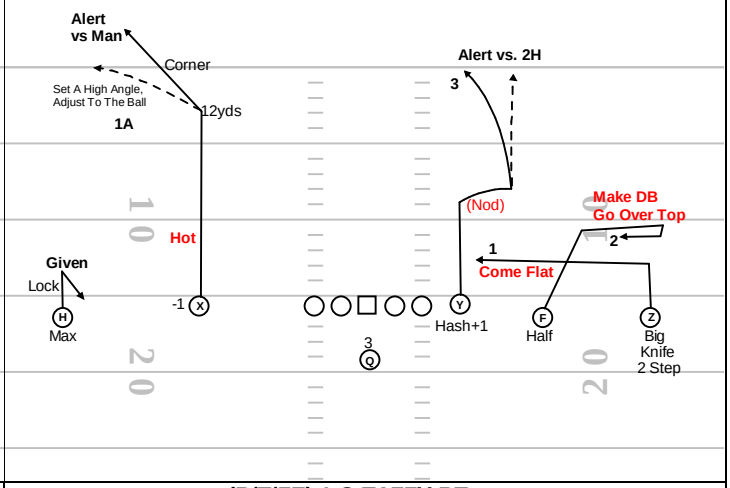
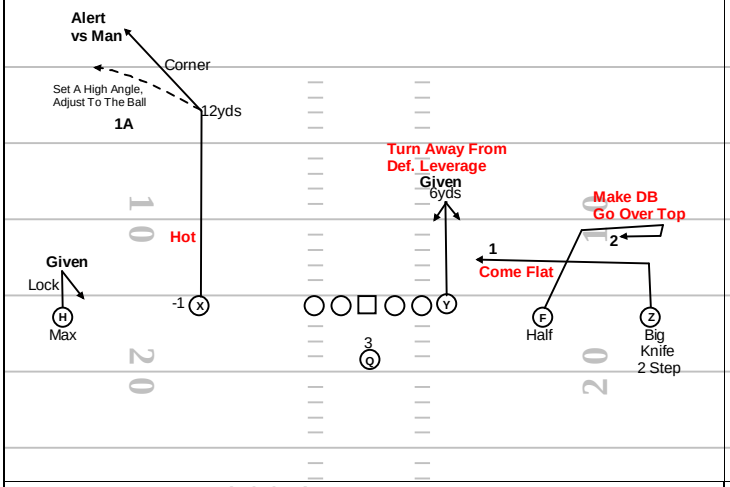
(R/T/ZE) 1 G TAZ RT
300SCAT F ROBIN H CLAP



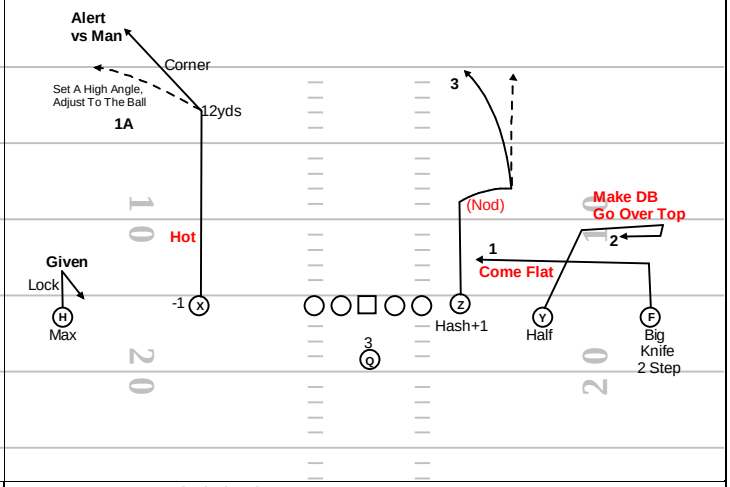
(R/T/ZE) 1 G TEX RT
300SCAT Z ROBIN NOD H CLAP



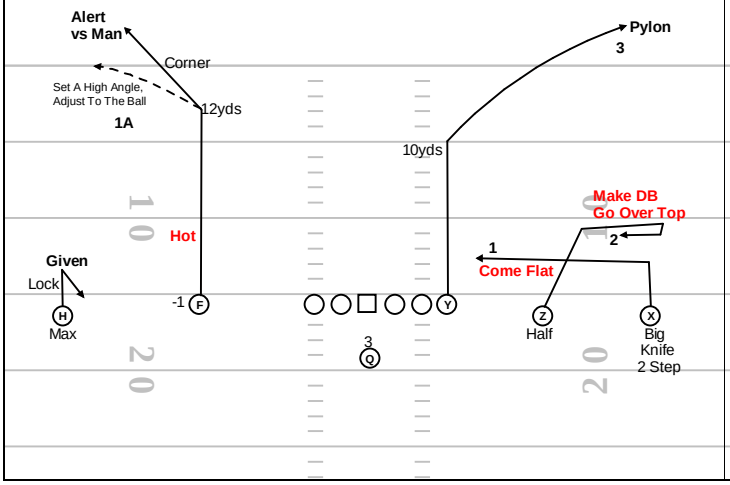
(R/T/ZE) 1 G TRIPS RT
300SCAT Z ROBIN DITCH H CLAP



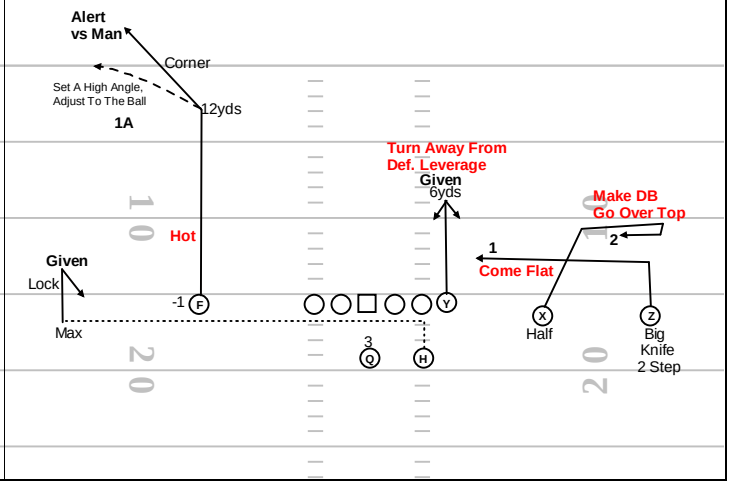
(R/T/ZE) 1 G TAFFY RT
300SCAT F ROBIN NOD H CLAP



(R/T/ZE) 1 G JOKER RT
300SCAT X ROBIN H CLAP



(R/T/ZE) G JAX RT TITE H LT O
300SCAT Z ROBIN DITCH H CLAP



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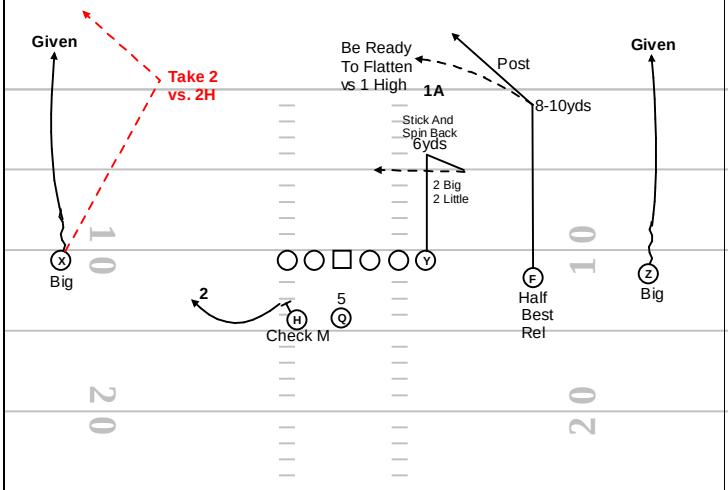
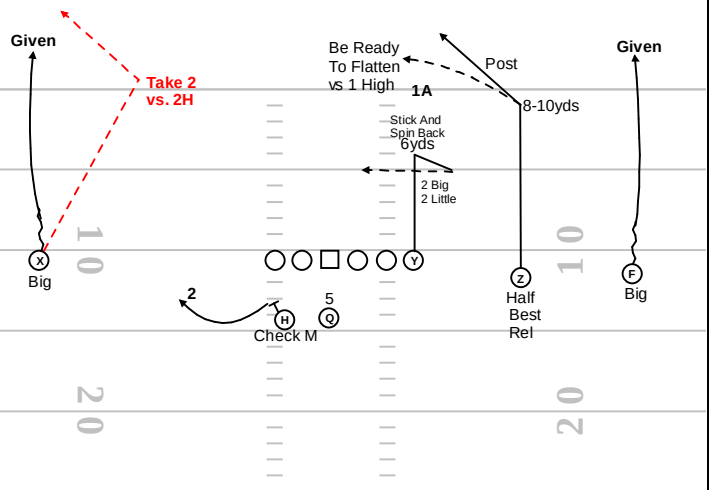
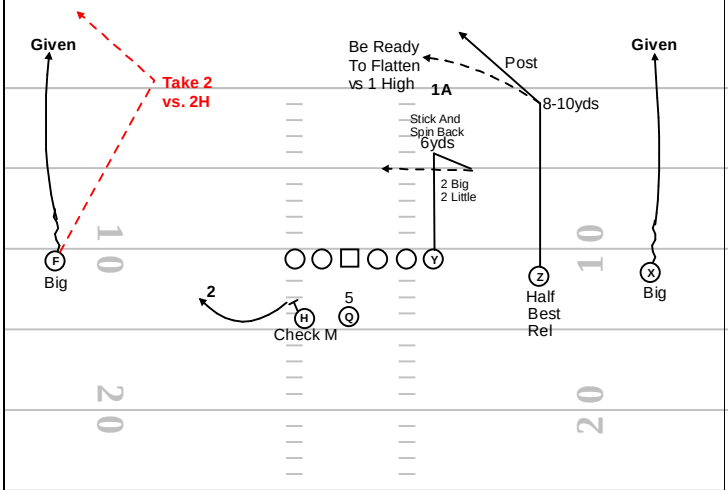
(R/T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Y SPIN FADES M



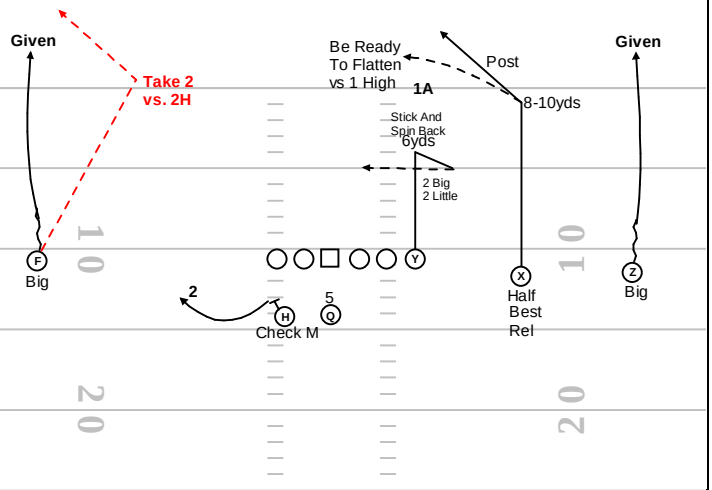
(R/T/ZE) (Z MO) G TAZ RT
3J Y SPIN FADES M



(R/T/ZE) G JOKER RT
3J Y SPIN FADES M



(R/T/ZE) G JAX RT
3J Y SPIN "M"



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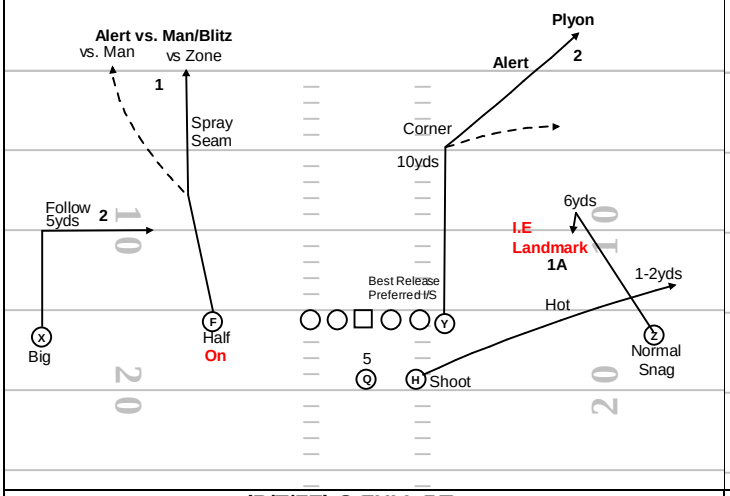
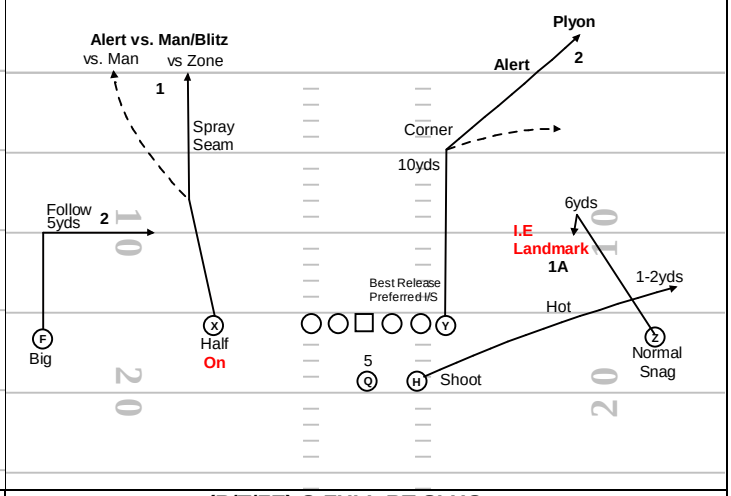
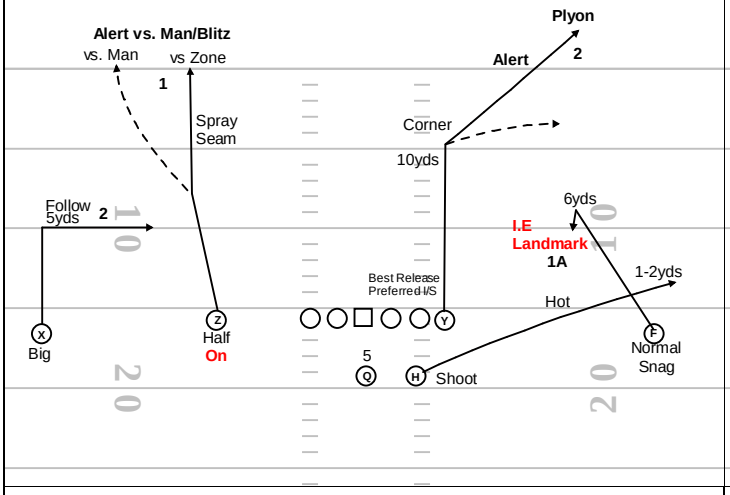
(R/T/ZE) G DOUBLE RT
2SCAT Z SNAG F SPRAY



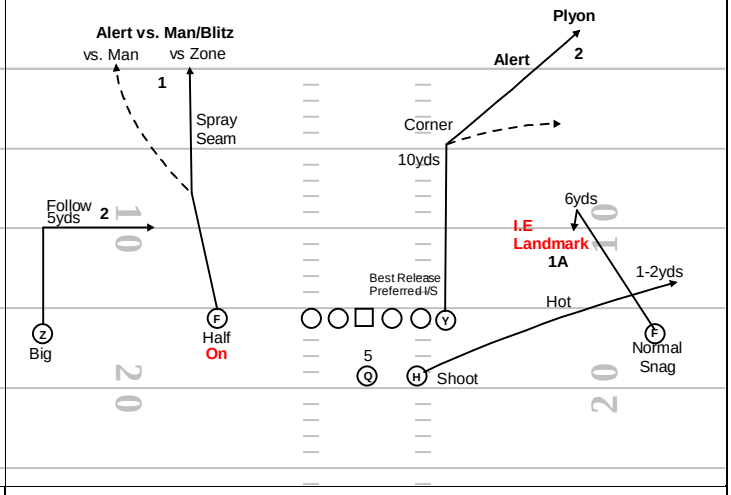
(R/T/ZE) G DART RT
2SCAT Z SNAG X SPRAY



(R/T/ZE) G FULL RT
2SCAT F SNAG Z SPRAY



(R/T/ZE) G FULL RT SLUG
2SCAT F SNAG X SPRAY



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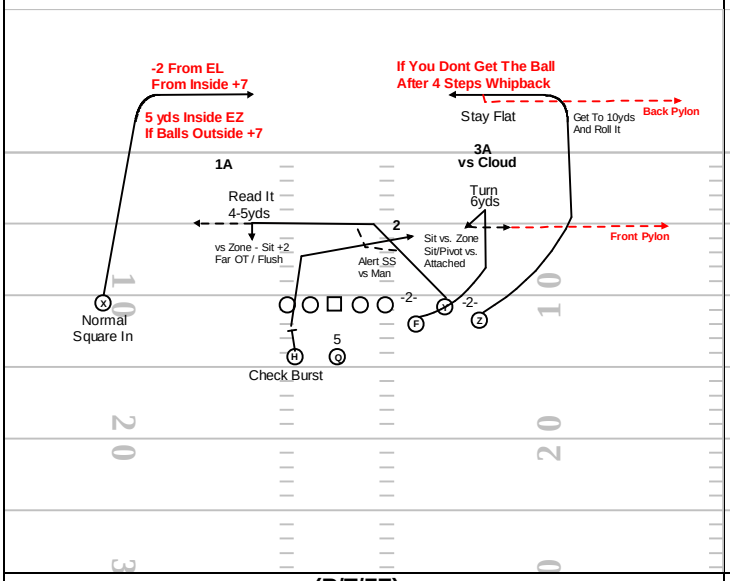
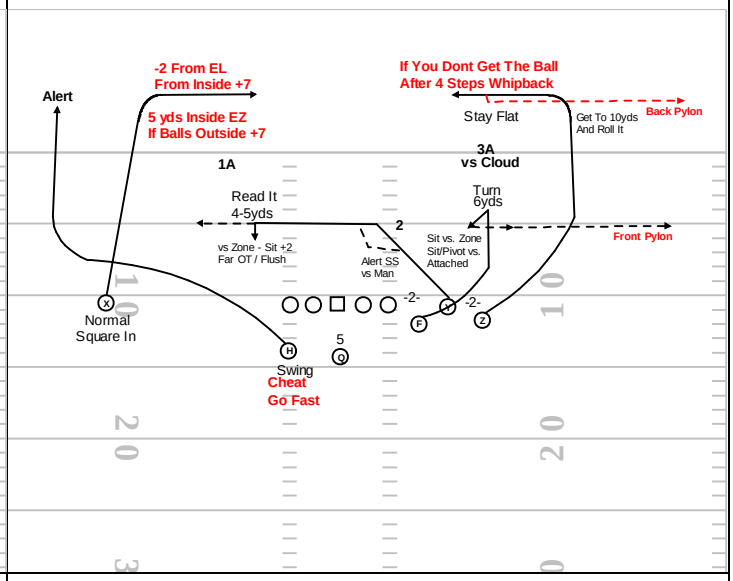
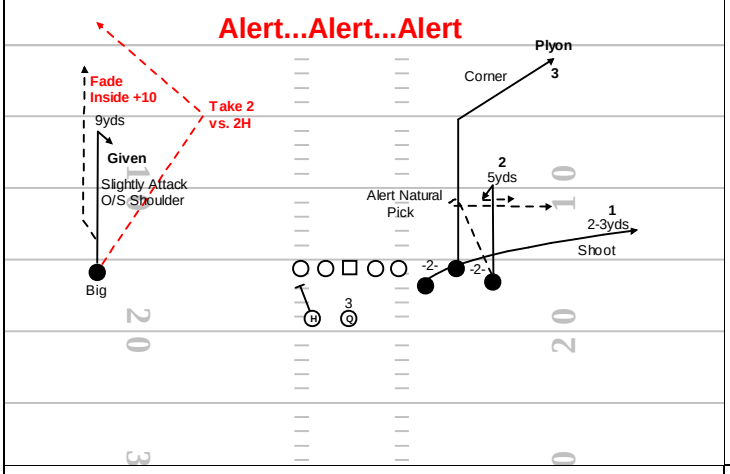
(R/T/ZE) G BUNCH RT
3J SQUIRE Y SHALLOW BURST K-900 SNAG



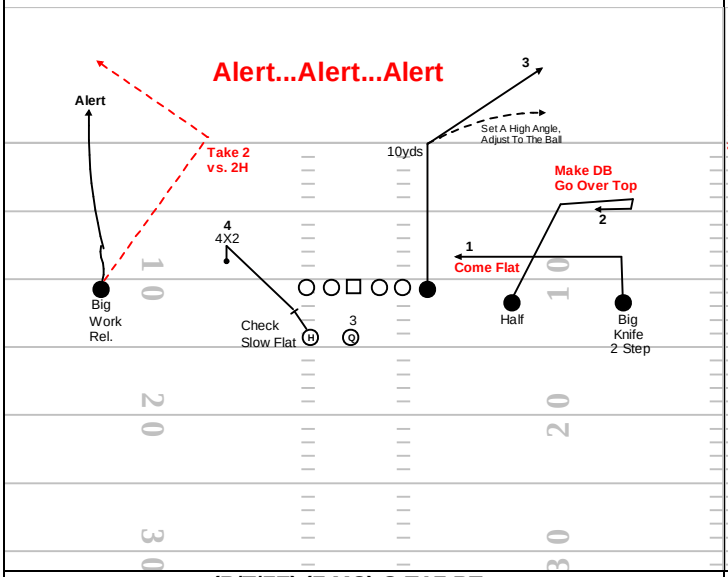
(R/T/ZE) G BUNCH RT
3SCAT SQUIRE Y SHALLOW SWING K-900 SNAG



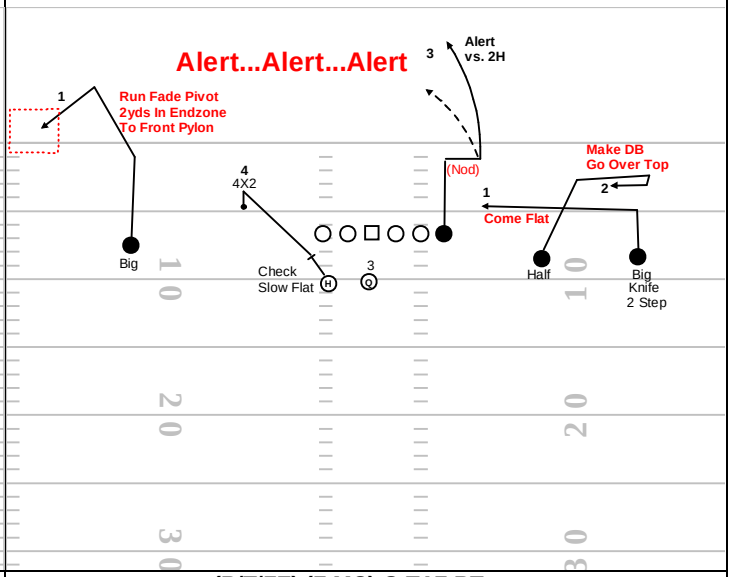
(R/T/ZE)
A-900 SNAG



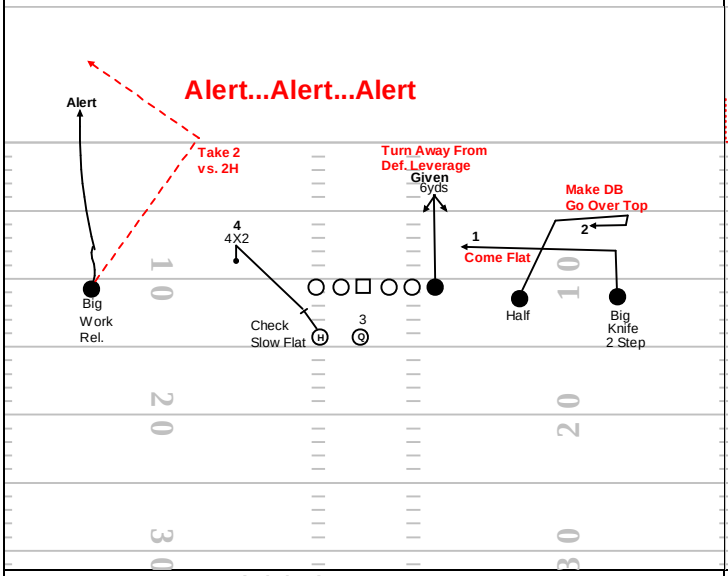
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
36 CROSS A-300J (CUT)/358 X FADE ROBIN



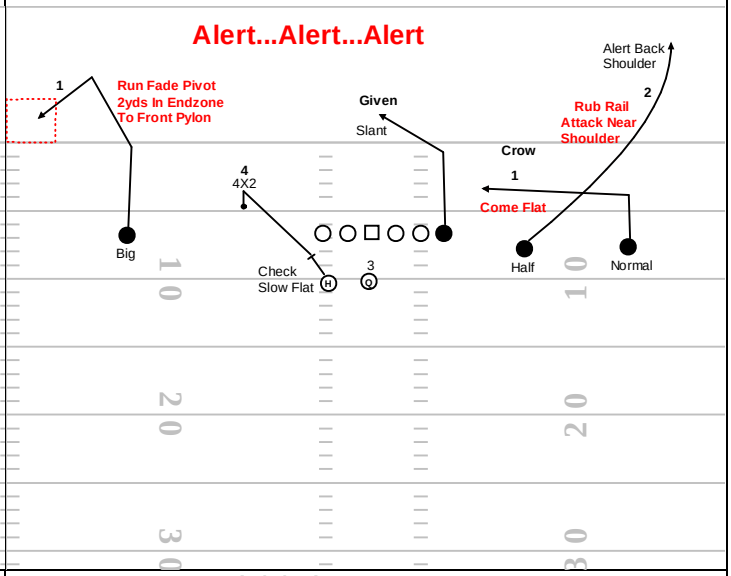
(R/T/ZE) (Z MO) G TAZ RT
36 CROSS A-300J (CUT)/358 X FIST ROBIN NOD



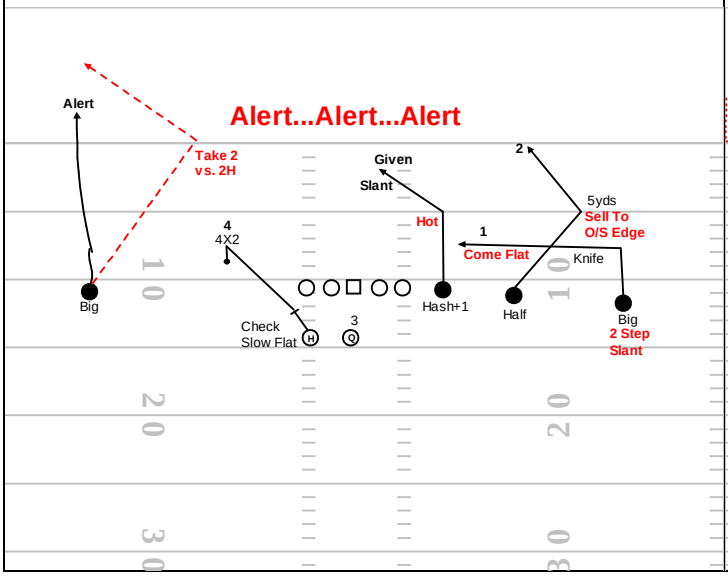
(R/T/ZE) (Z MO) G TAZ RT
36 CROSS A-300J (CUT)/358 X FADE ROBIN DITCH



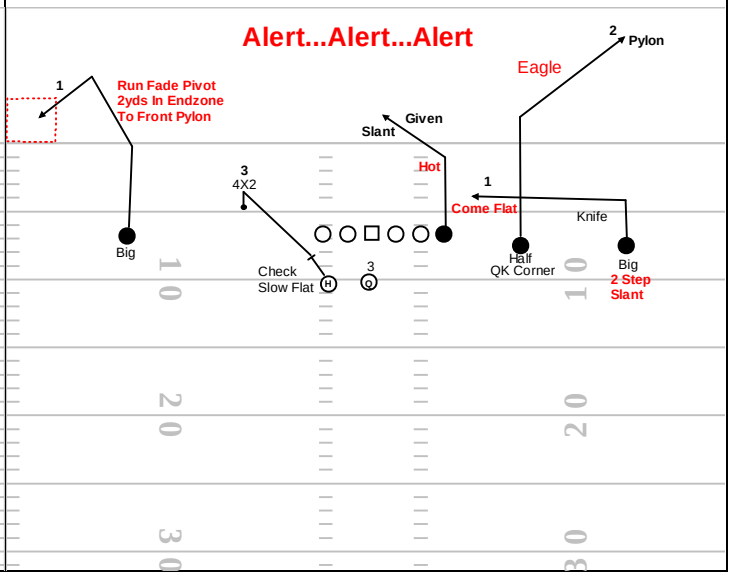
(R/T/ZE) (Z MO) G TAZ RT
36 CROSS A-300J (CUT)/358 X FIST CROW



(R/T/ZE) G TAFFY RT
36 CROSS A-300J/358 X FADE (CUT) HAWK



(R/T/ZE) G JOKER RT
36 CROSS A-300J (CUT)/358 X FIST EAGLE



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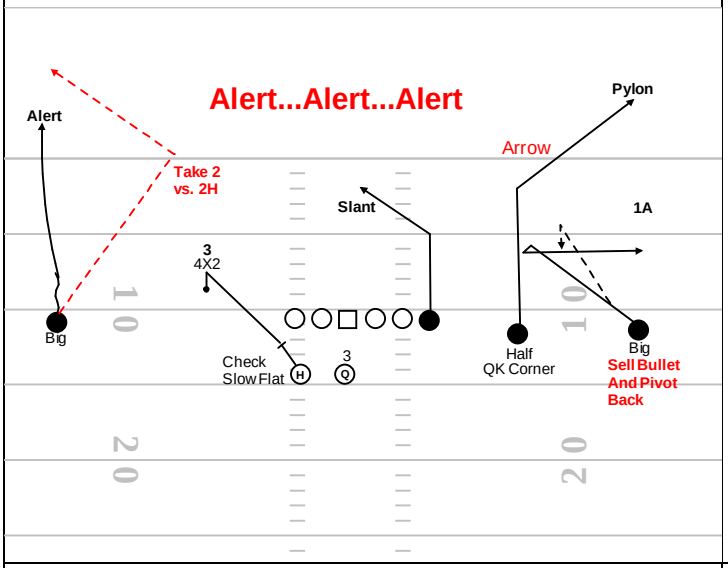
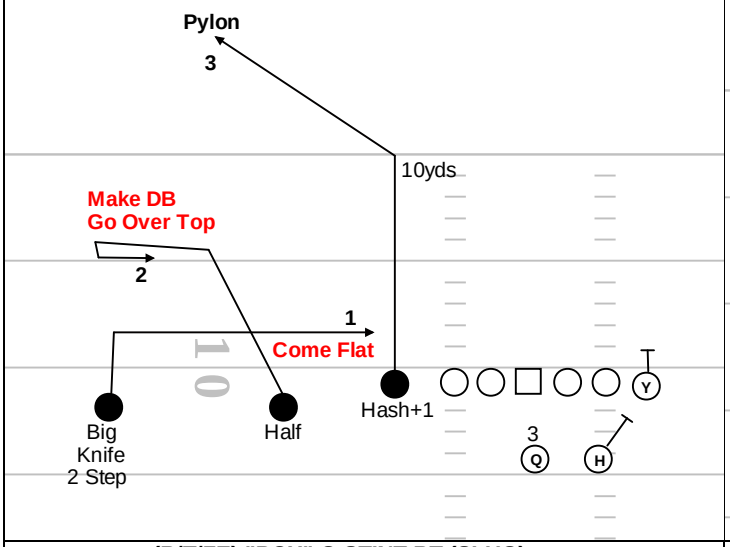
(R/T/ZE) G JAX RT

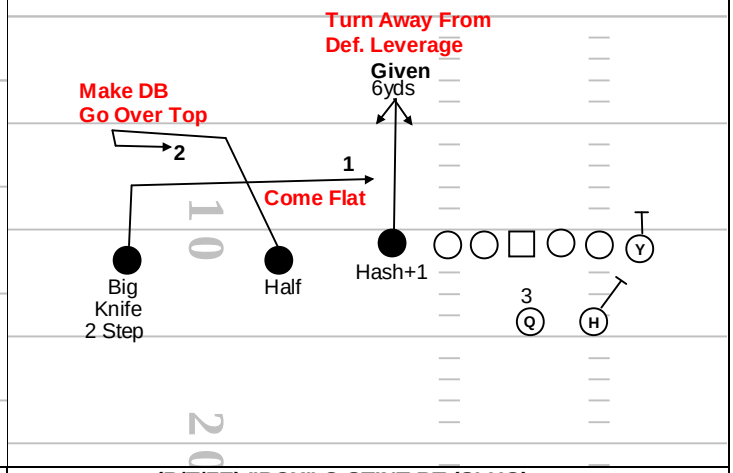
36 CROSS A-300J (CUT) ARROW



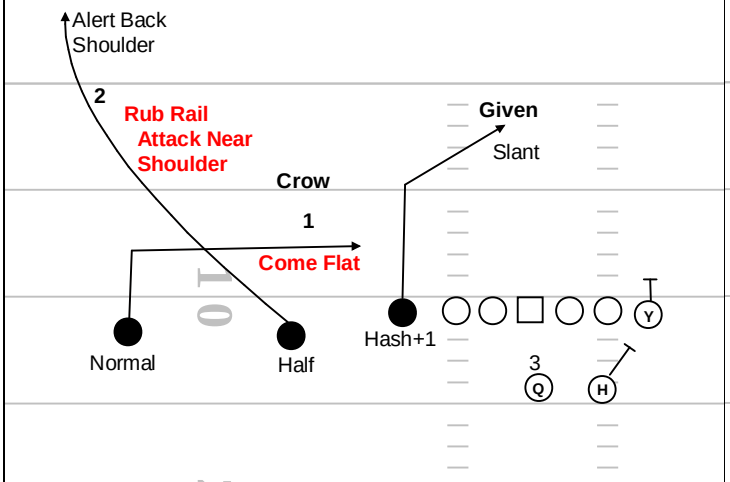
(R/T/ZE) "BOX" G STINT RT (SLUG) ROBIN



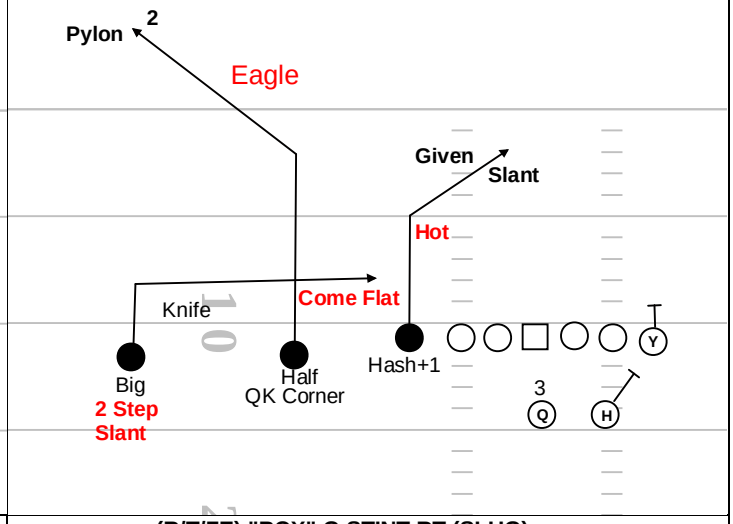
(R/T/ZE) "BOX" G STINT RT (SLUG) ROBIN DITCH



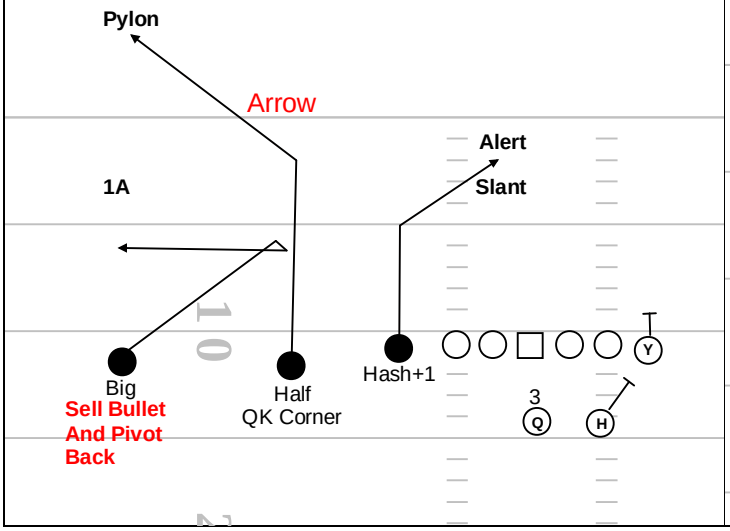
(R/T/ZE) "BOX" G STINT RT (SLUG) CROW



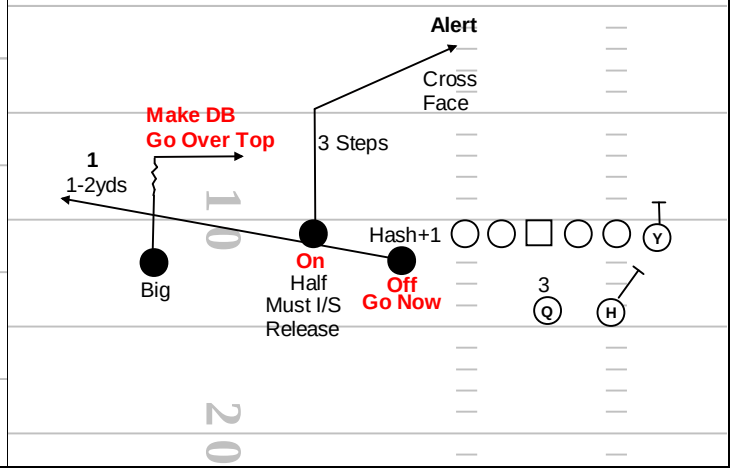
(R/T/ZE) "BOX" G STINT RT (SLUG) EAGLE



(R/T/ZE) "BOX" G STINT RT (SLUG) ARROW



(R/T/ZE) "BOX" G STINT RT (SLUG) FLAME



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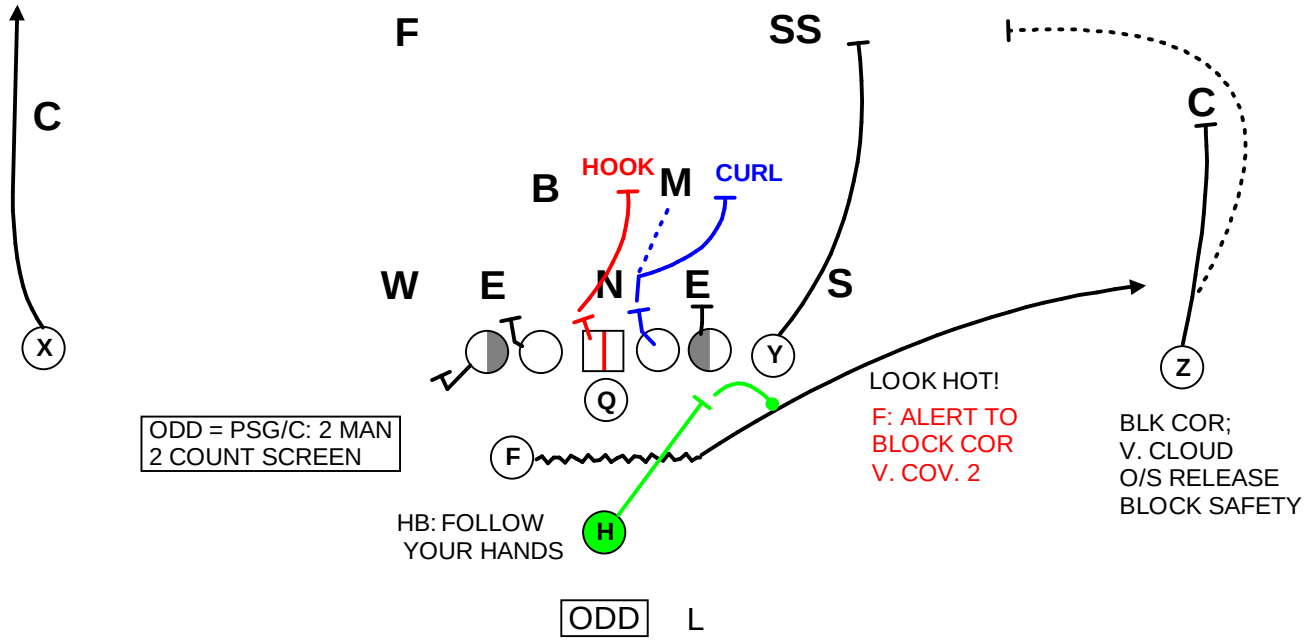
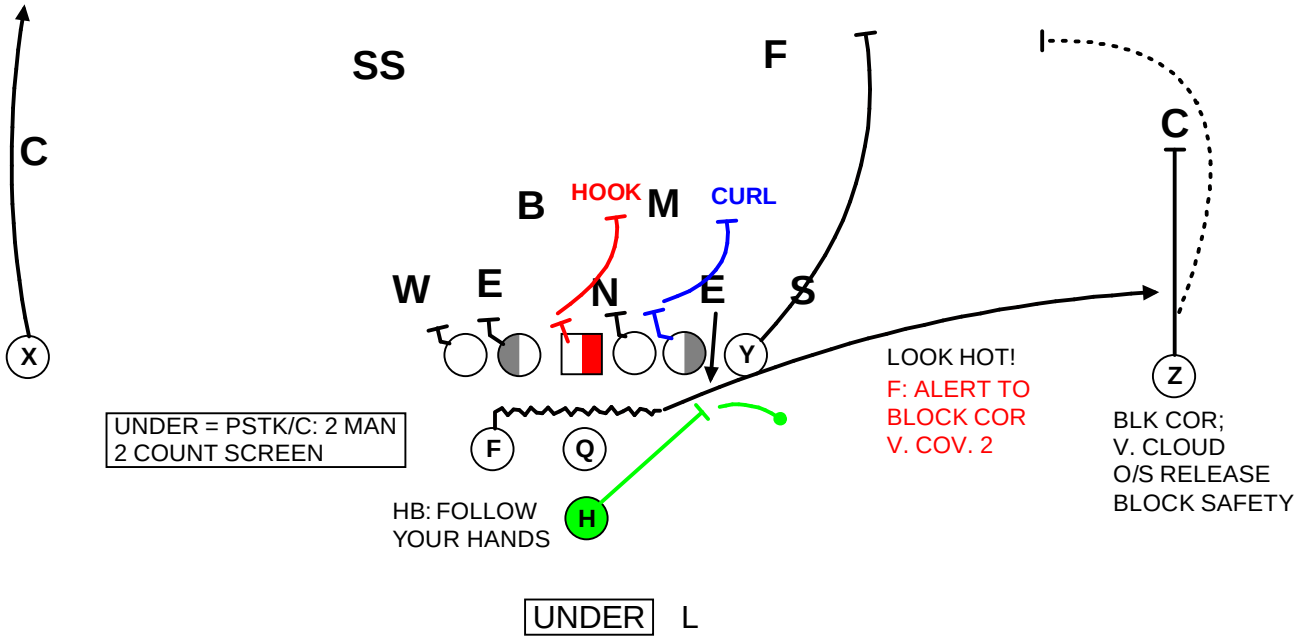
(R/T) (Q) WK RT FUZZ
SP 2 H RITA



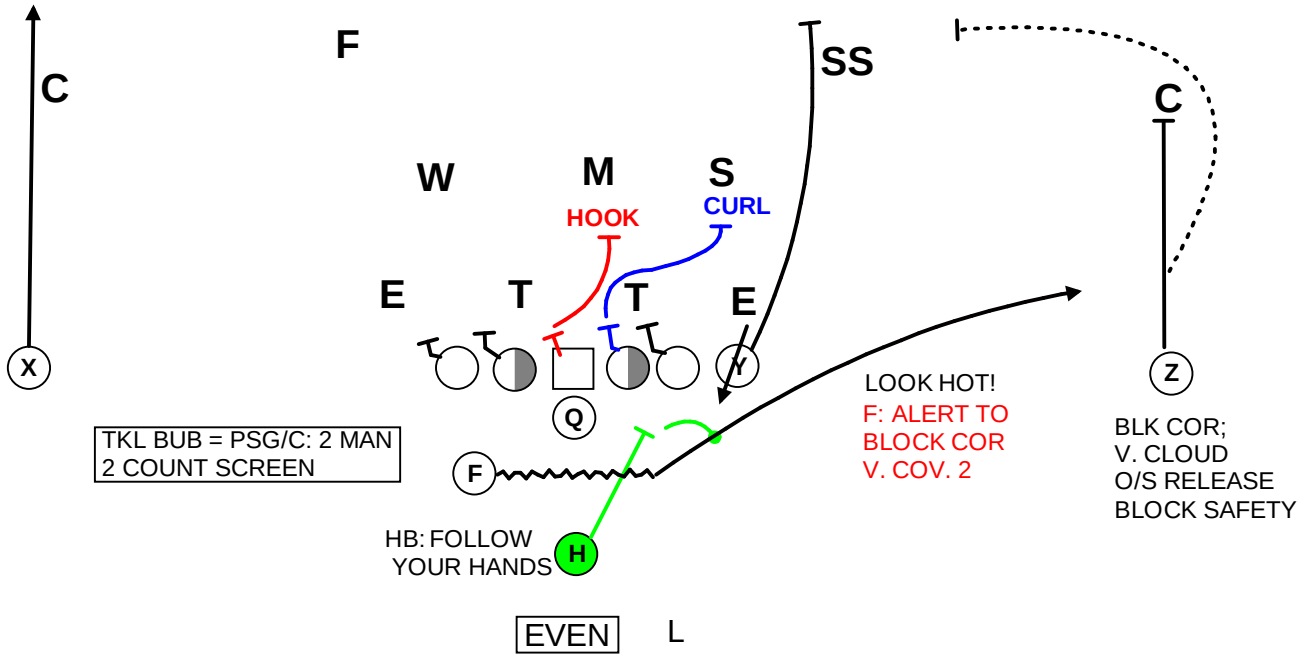
34

(R/T) Q WK RT FUZZ
SP 2 H RITA



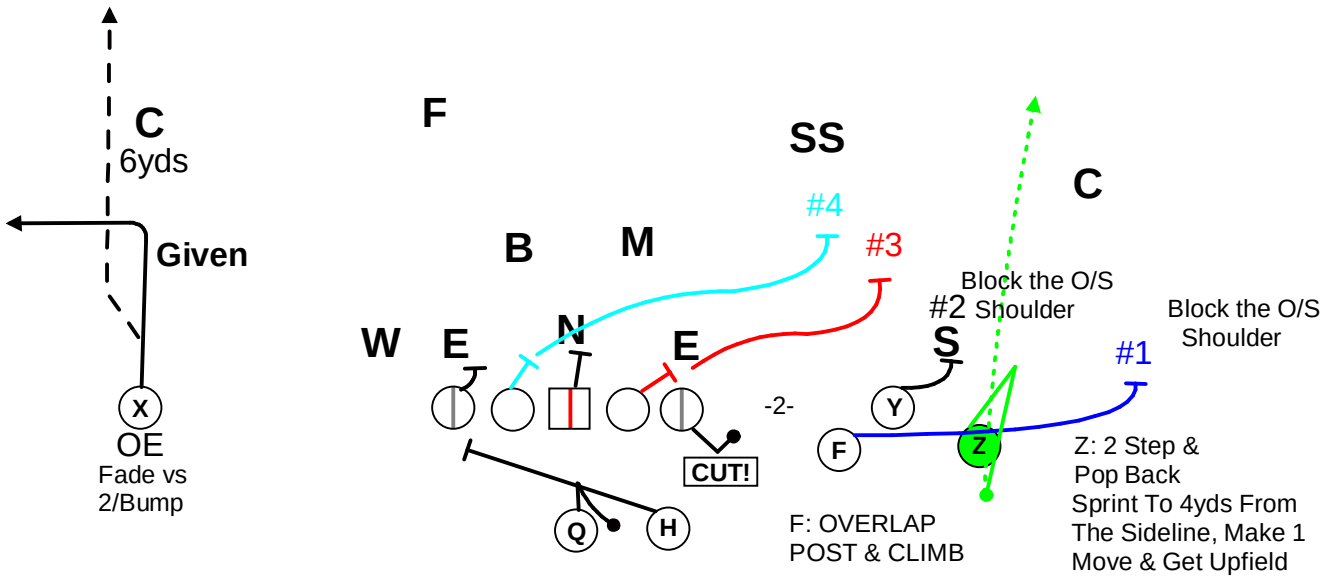
35

(R/T) (Q) WK RT FUZZ
SP 2 H RITA



49

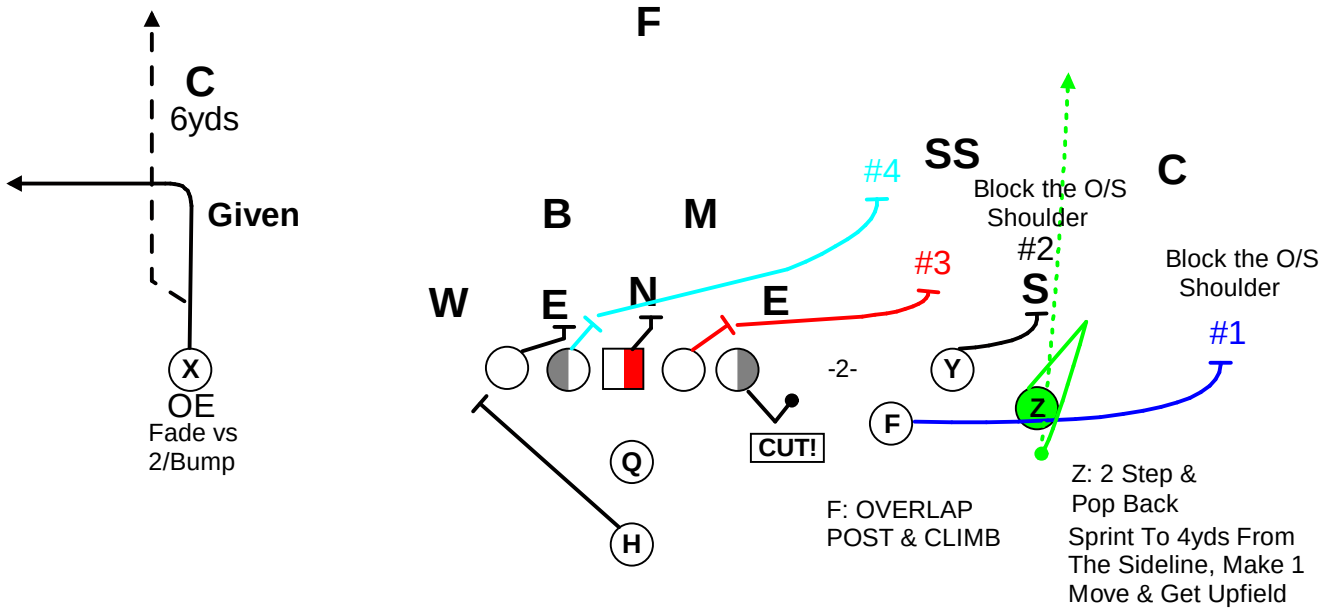
(R/T/ZE) G (Q) BUNCH RT (TITE) (Z SHORT)
Z KEY RAMBO X OMAHA (THUNDER)



ODD R CUT

34

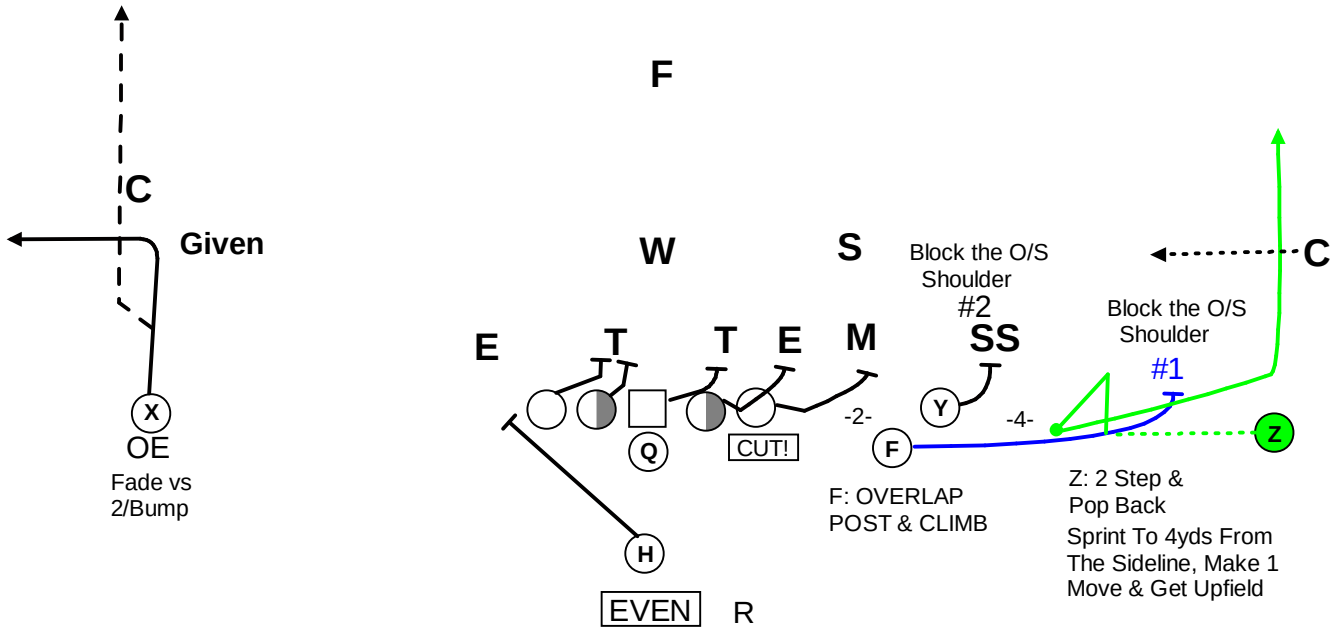
(R/T/ZE) Q (G) BUNCH RT (TITE) (Z SHORT)
Z KEY RAMBO X OMAHA (THUNDER)



UNDER R CUT

35

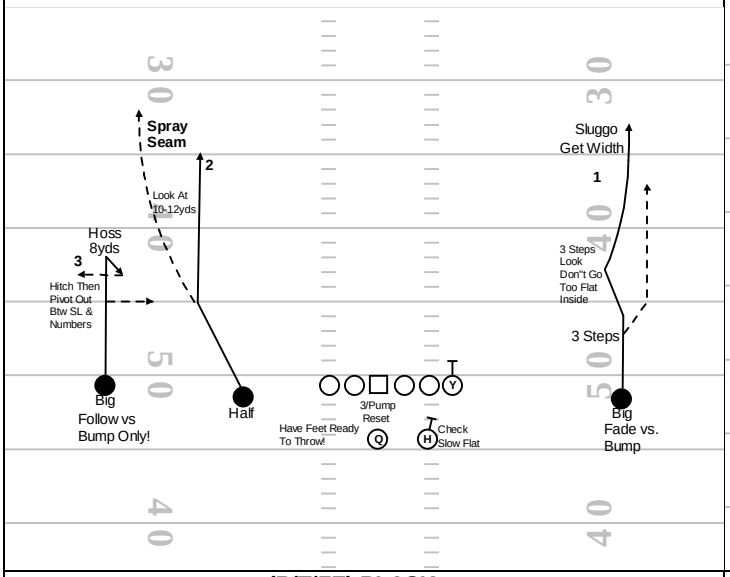
(R/T/ZE) (G)(Q) BUNCH RT (TITE) Z SHORT
Z KEY RAMBO X OMAHA (THUNDER)



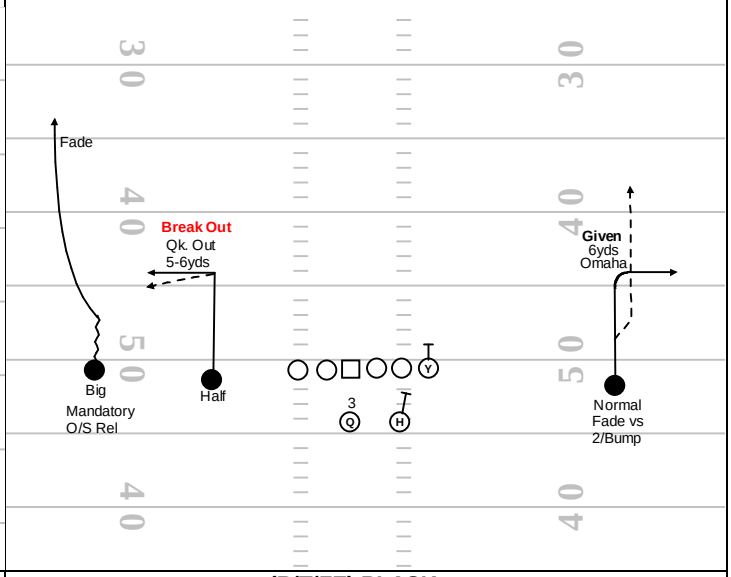
42 EVEN

BLACK OPS

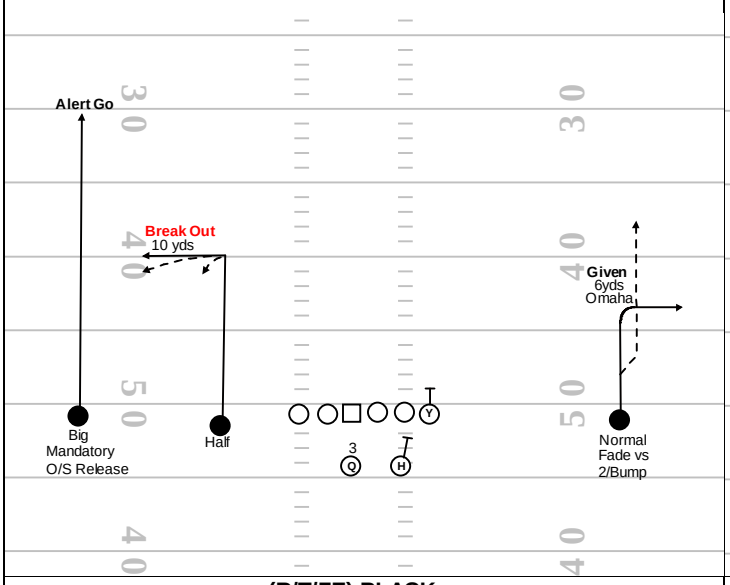
(R/T/ZE) BLACK
358 (400J) SPARTAN (SLUGGO SEAM)



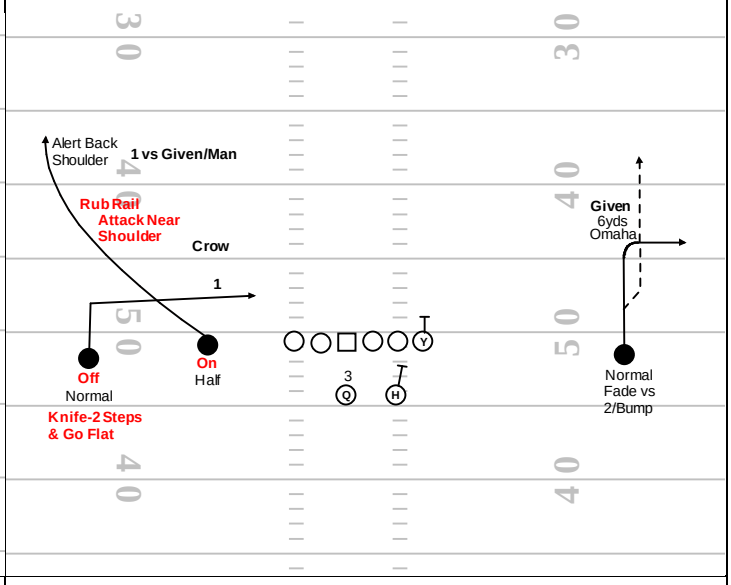
(R/T/ZE) BLACK
(3) 58 (4J) OHIO



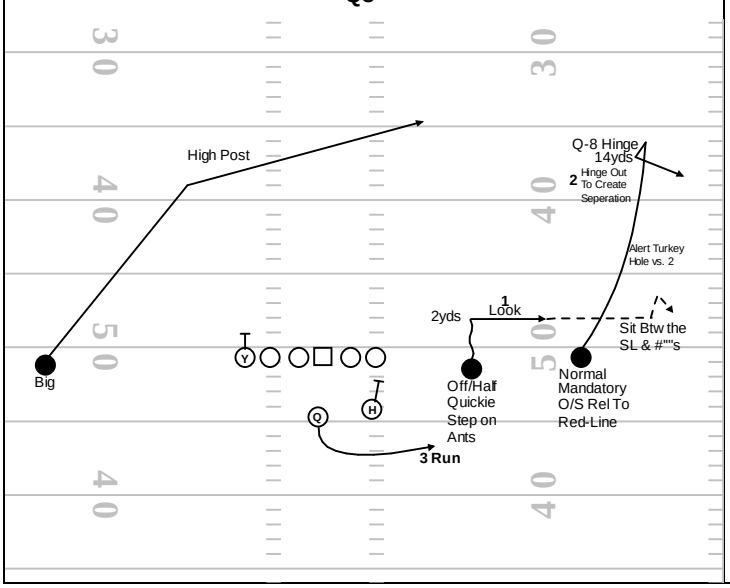
(R/T/ZE) BLACK
(3) 58 (4J) OZZY



(R/T/ZE) BLACK
58 (4J) CROW



(R/T/ZE) BLACK
Q8



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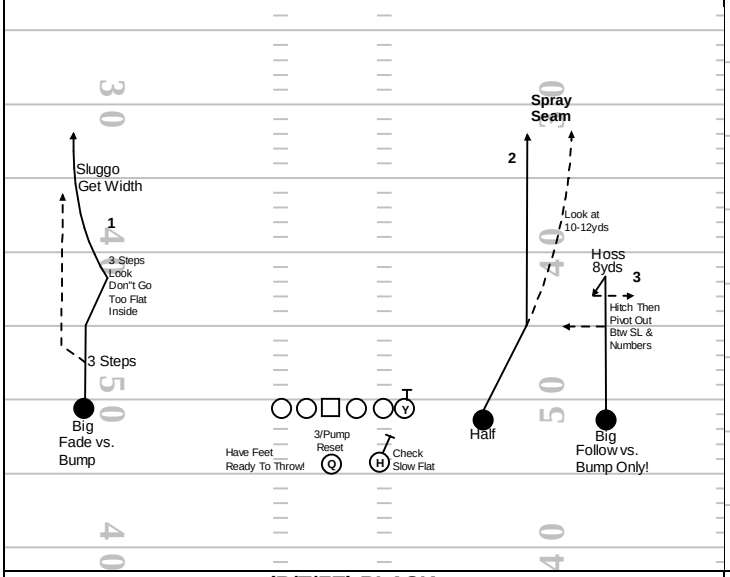
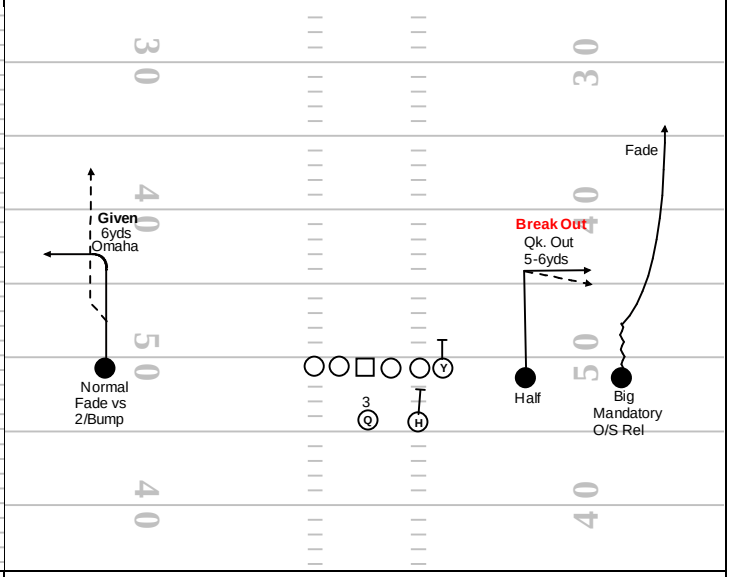
BLACK OPS

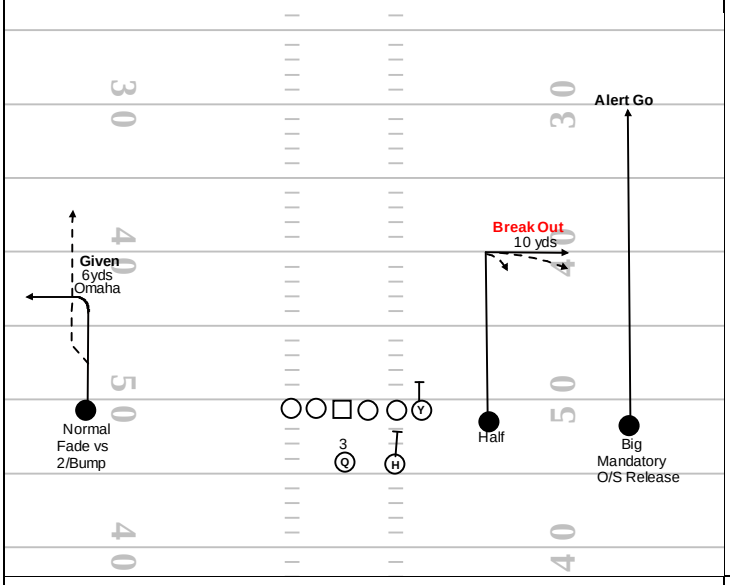
(R/T/ZE) BLACK
358 (400J) SPARTAN (SLUGGO SEAM)



(R/T/ZE) BLACK
(3) 58 (4J) OHIO

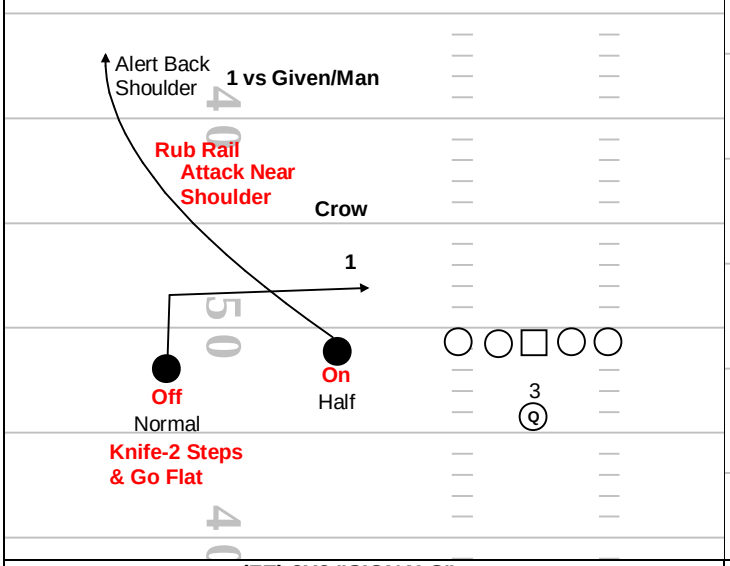


(R/T/ZE) BLACK
(3) 58 (4J) OZZY

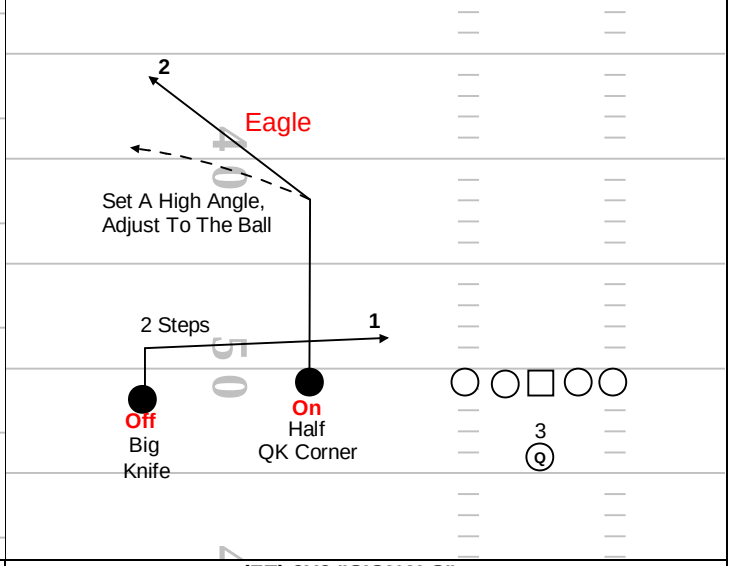


SIGNALS

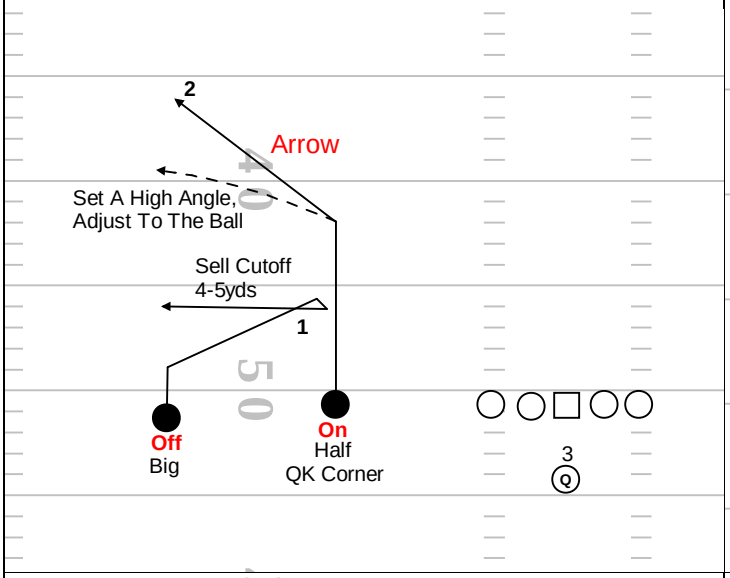
(ZE) 2X2 "SIGNALS" CROW



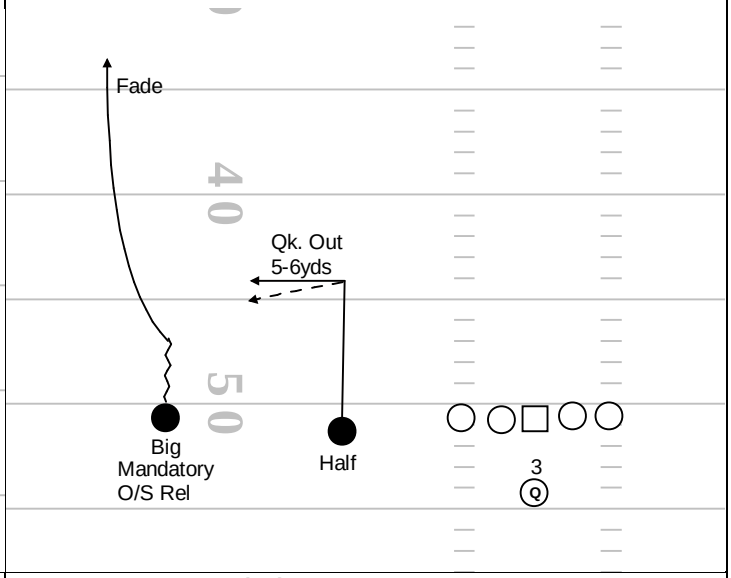
(ZE) 2X2 "SIGNALS" EAGLE



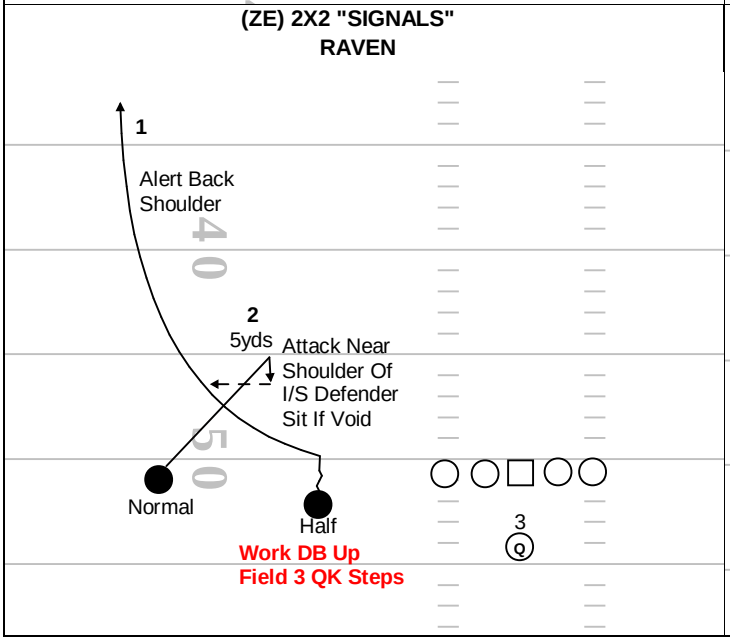
(ZE) 2X2 "SIGNALS" ARROW



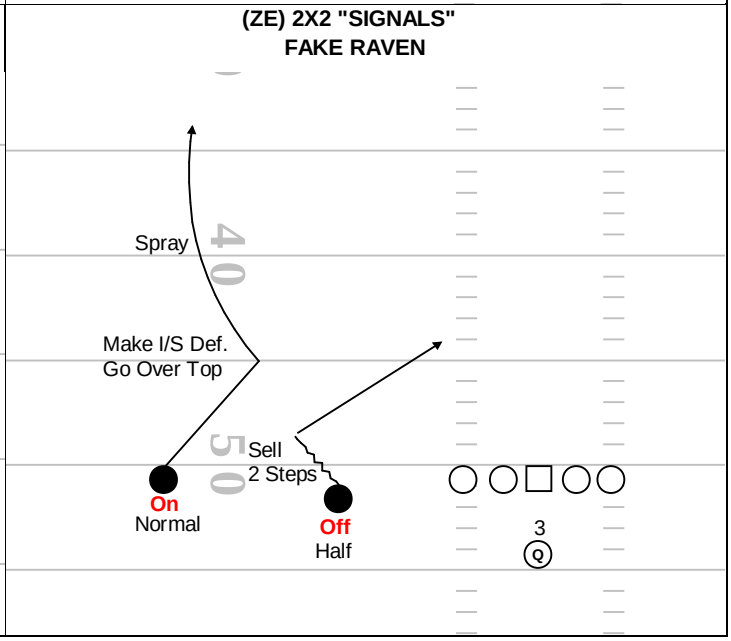
(ZE) 2X2 "SIGNALS" OHIO



(ZE) 2X2 "SIGNALS" RAVEN



(ZE) 2X2 "SIGNALS" FAKE RAVEN



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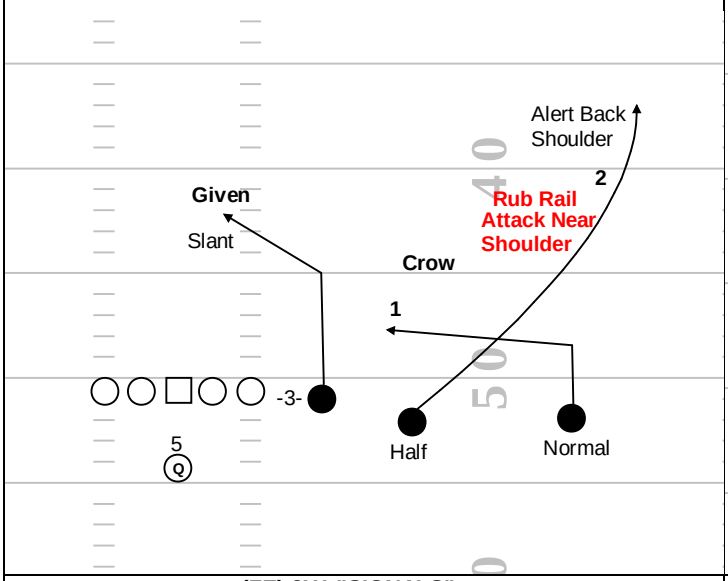
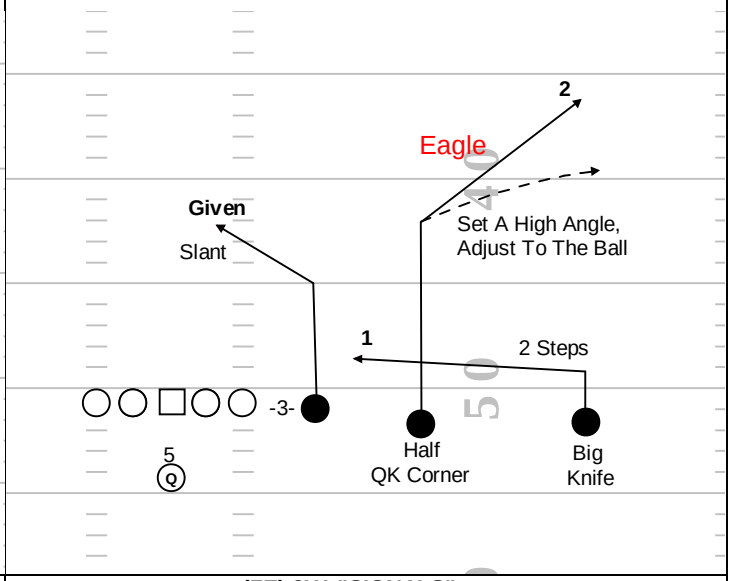
SIGNALS

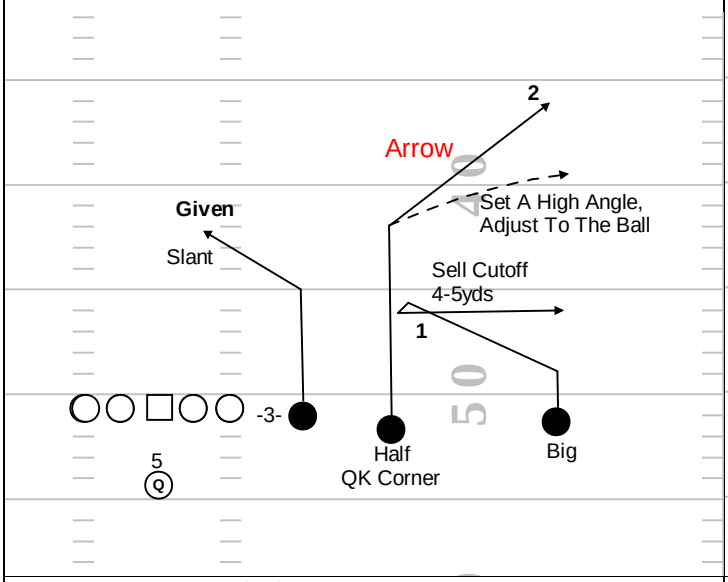
(ZE) 3X1 "SIGNALS" CROW



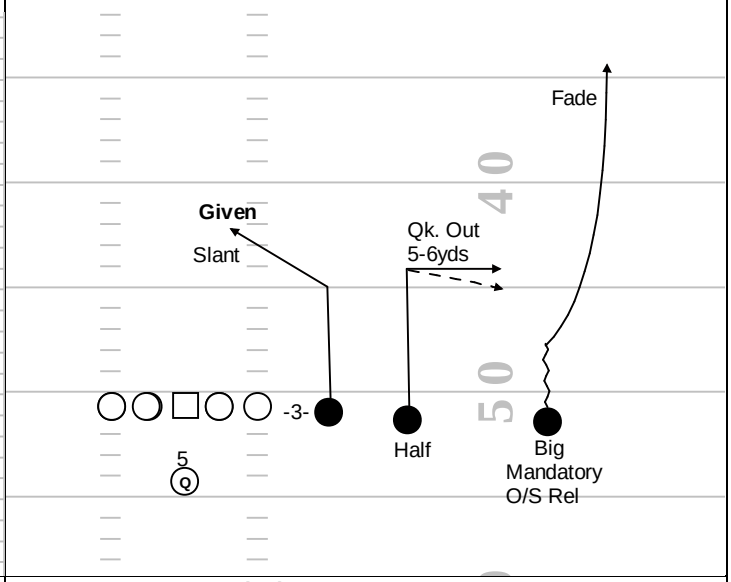
(ZE) 3X1 "SIGNALS" EAGLE



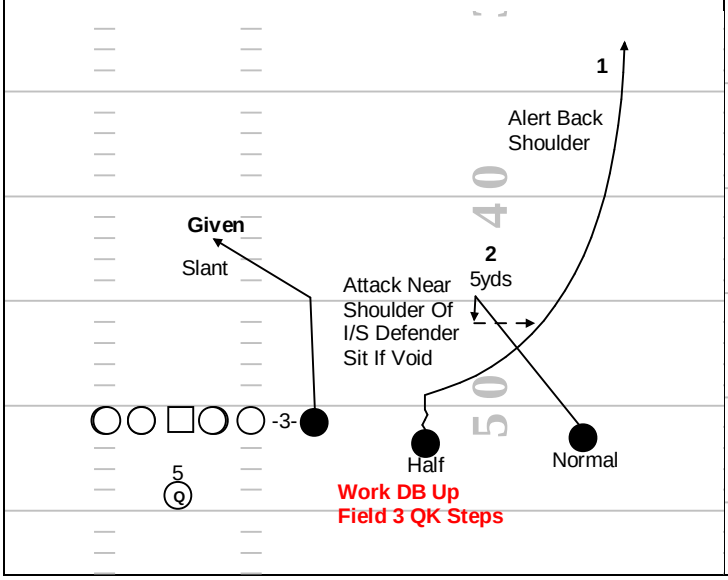
(ZE) 3X1 "SIGNALS" ARROW



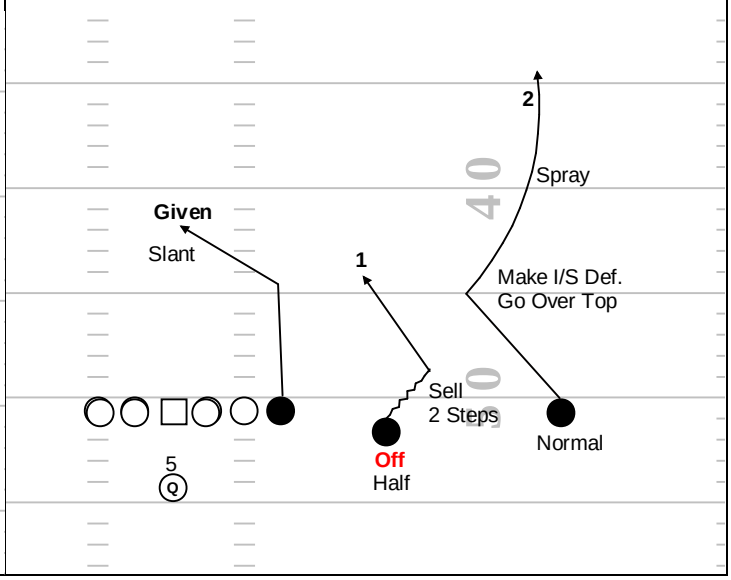
(ZE) 3X1 "SIGNALS" OHIO



(ZE) 3X1 "SIGNALS" RAVEN



(ZE) 3X1 "SIGNALS" FAKE RAVEN



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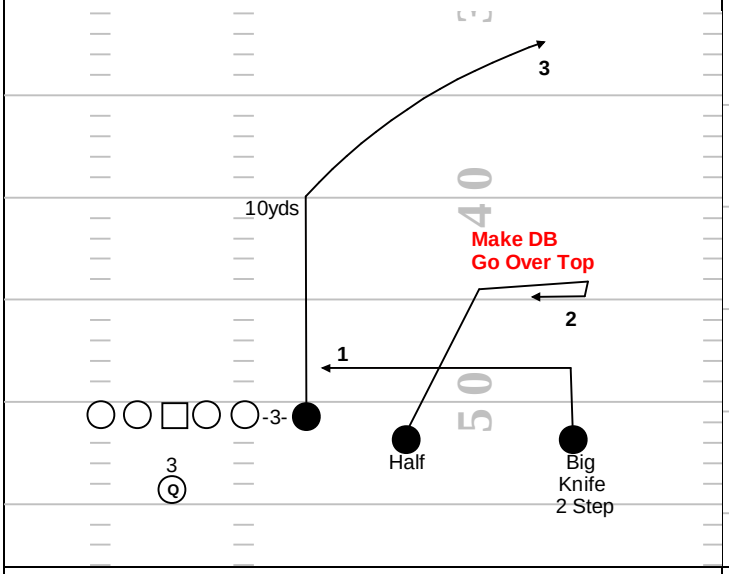
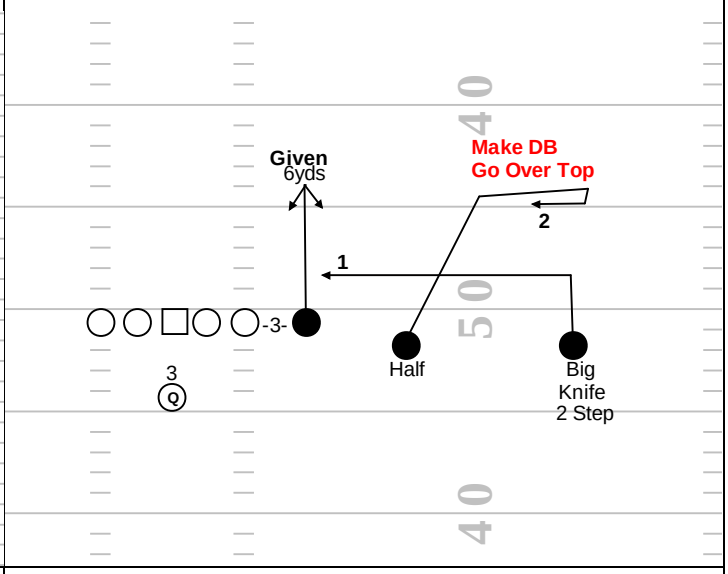
SIGNALS

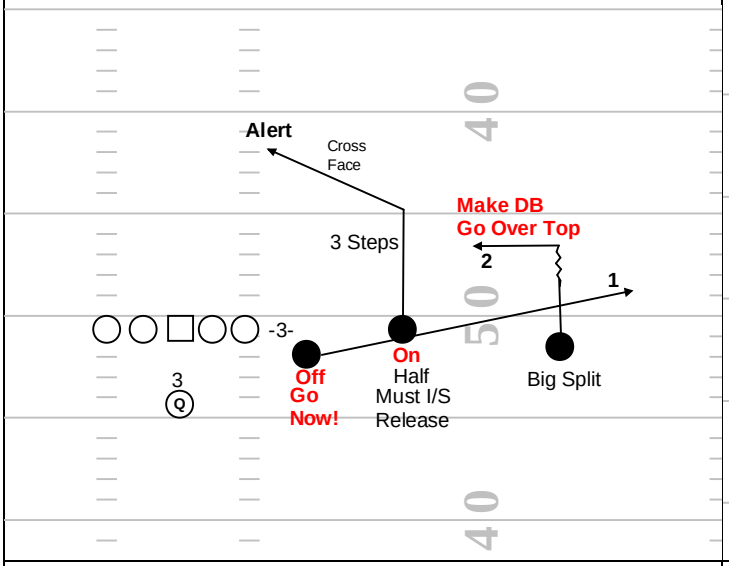
(ZE) 3X1 "SIGNALS"
ROBIN



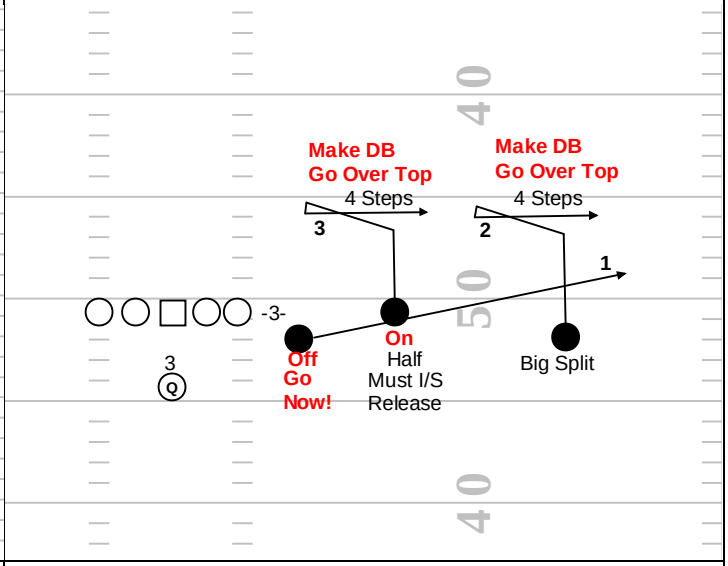
(ZE) 3X1 "SIGNALS"
ROBIN-DITCH



(ZE) 3X1 "SIGNALS"
FLAME

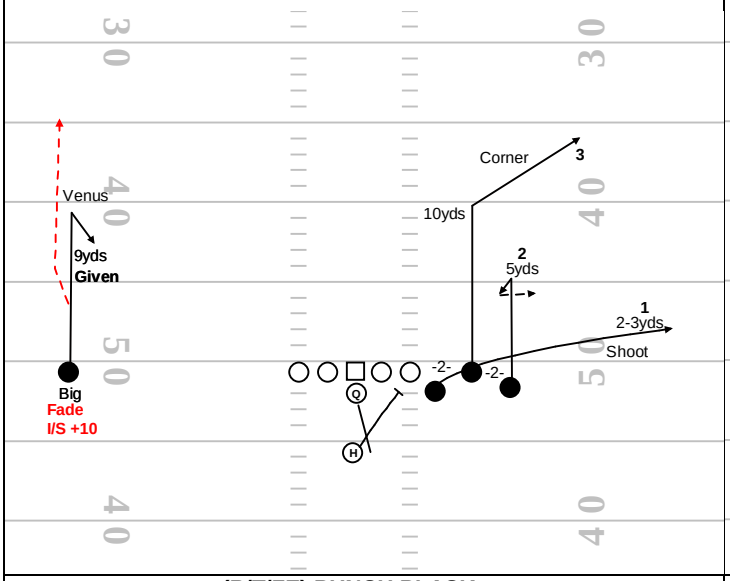


(ZE) 3X1 "SIGNALS"
FLAME-ESCAPE

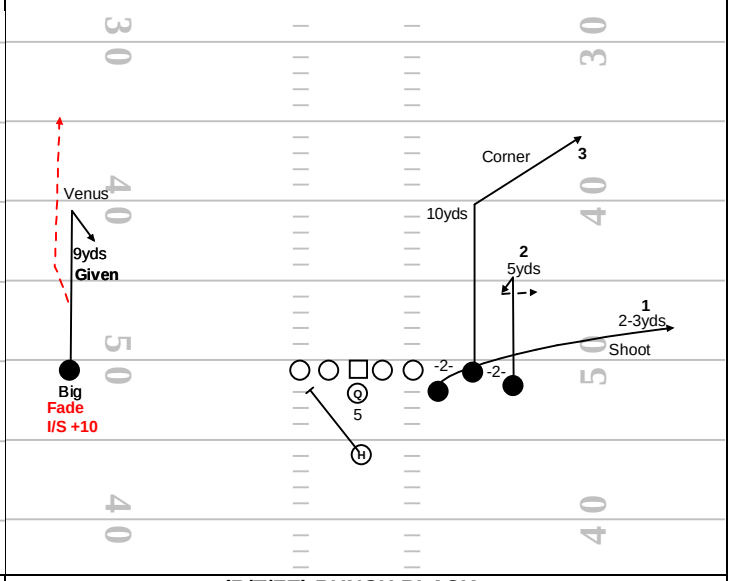


BLACK OPS

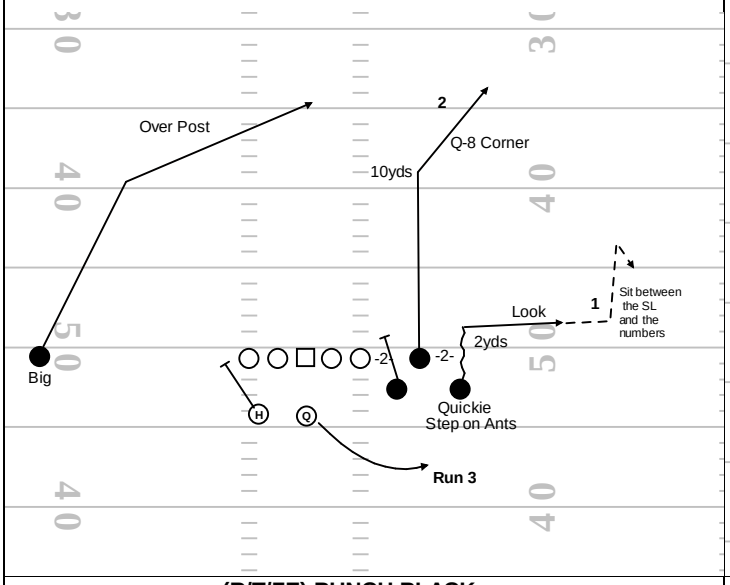
(R/T/ZE) BUNCH BLACK SPIDER 2 SNAG



(R/T/ZE) BUNCH BLACK 900J SNAG

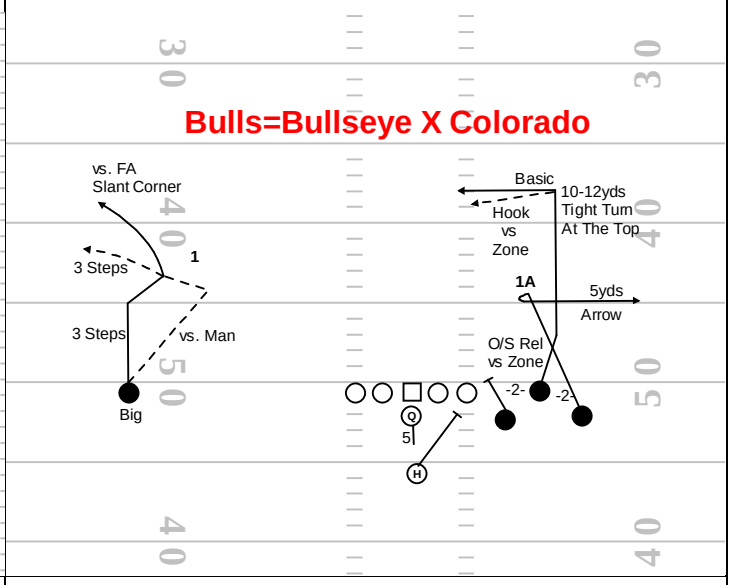


(R/T/ZE) BUNCH BLACK Q-8 CORNER

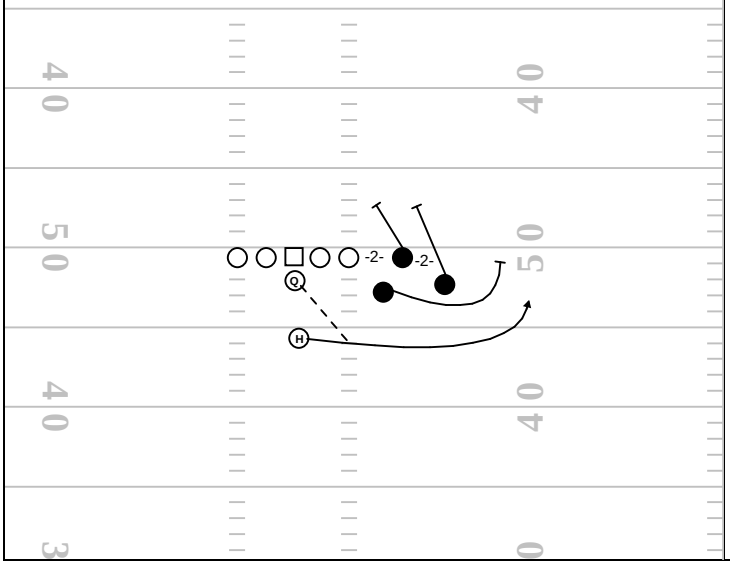


(R/T/ZE) BUNCH BLACK HND800 BULLS

Bulls=Bullseye X Colorado



(R/T/ZE) BUNCH BLACK 98 TRUCK



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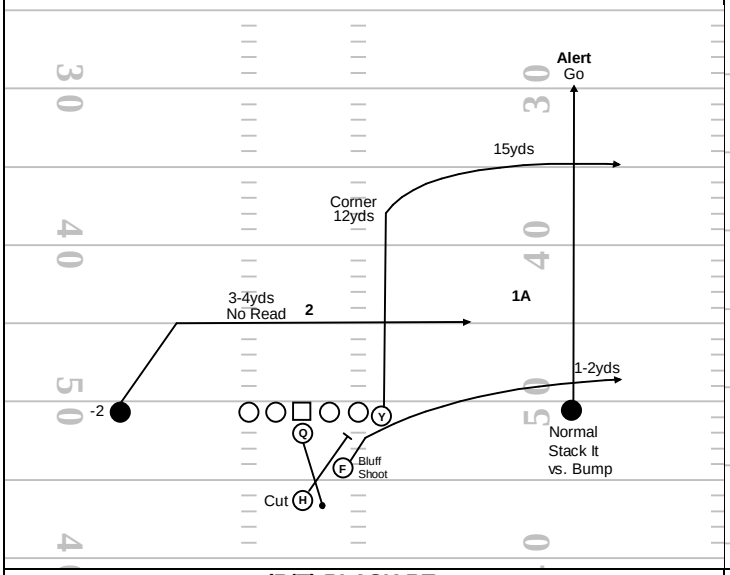
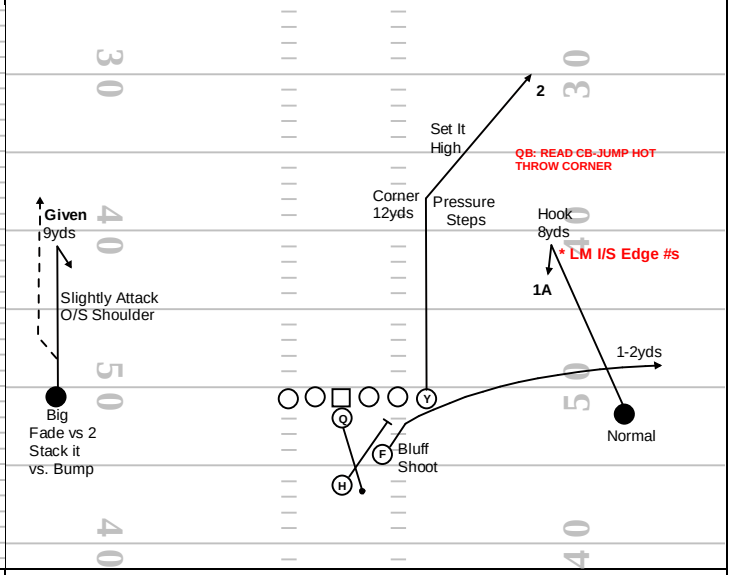
BLACK OPS

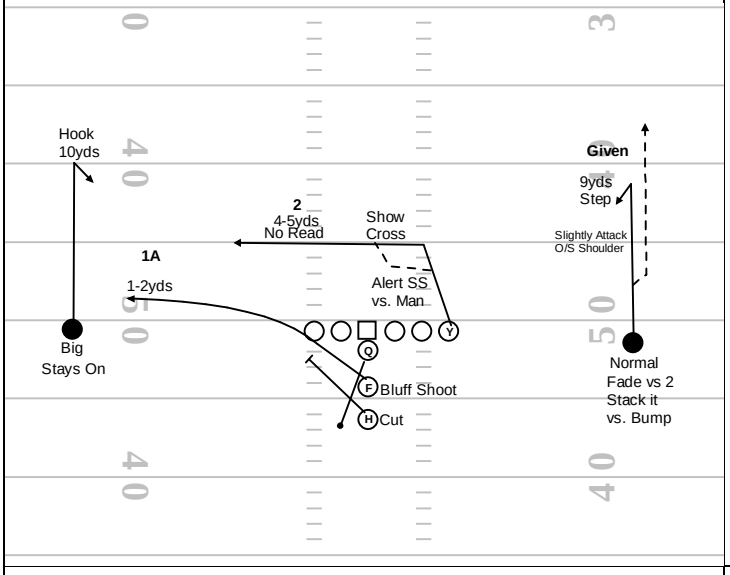
(R/T) BLACK
SPIDER 2 BANANA (Y BANANA X SHOW)



(R/T) BLACK
SPIDER 2 CHUCK (Z CHUCK)

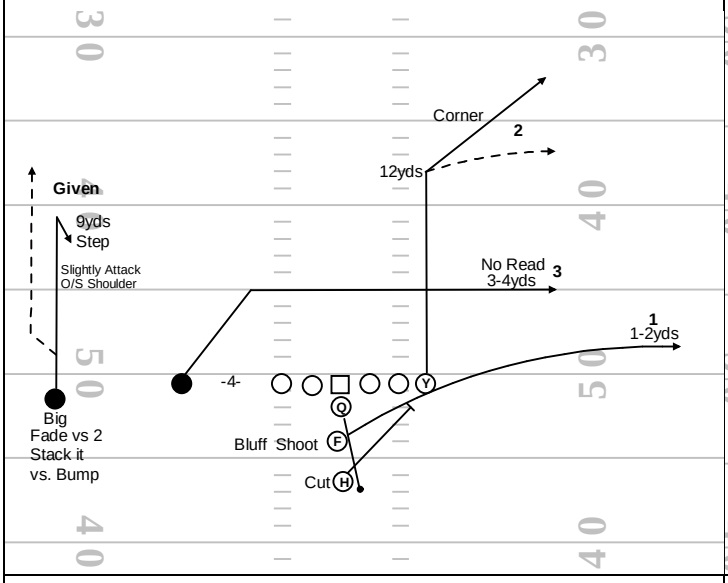


(R/T) BLACK RT
SPIDER 3 "X" (LEXUS)

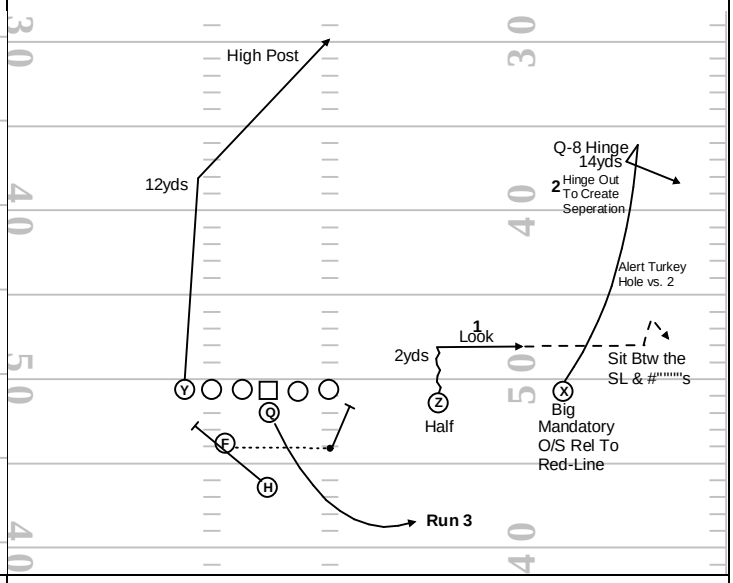


BLACK OPS

(R/T) BLACK
SPIDER 2 BANANA (Y BANANA Z SHOW)

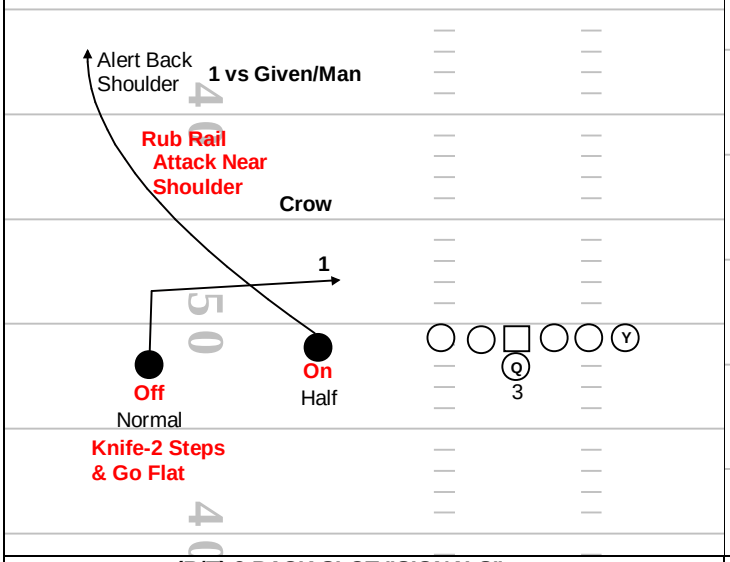


(R/T) (Z/X MO) Q STRONG L SLOT FUZZ
Q8

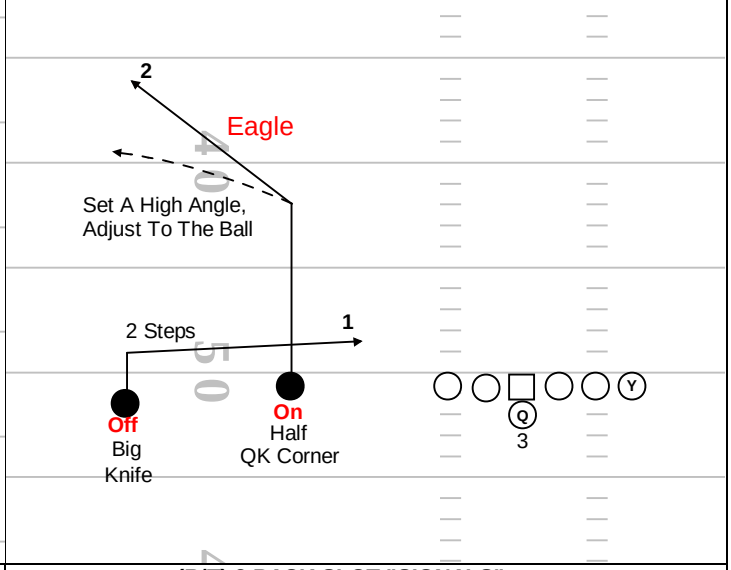


BLACK OPS

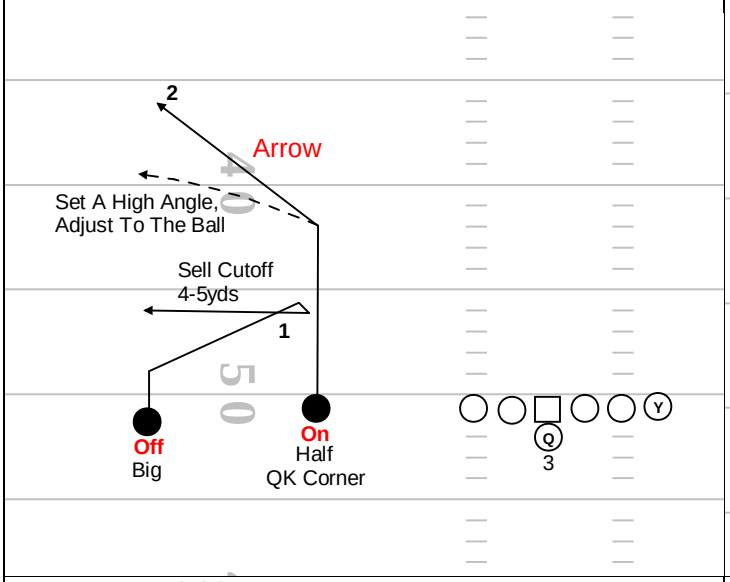
(R/T) 2 BACK SLOT "SIGNALS" CROW



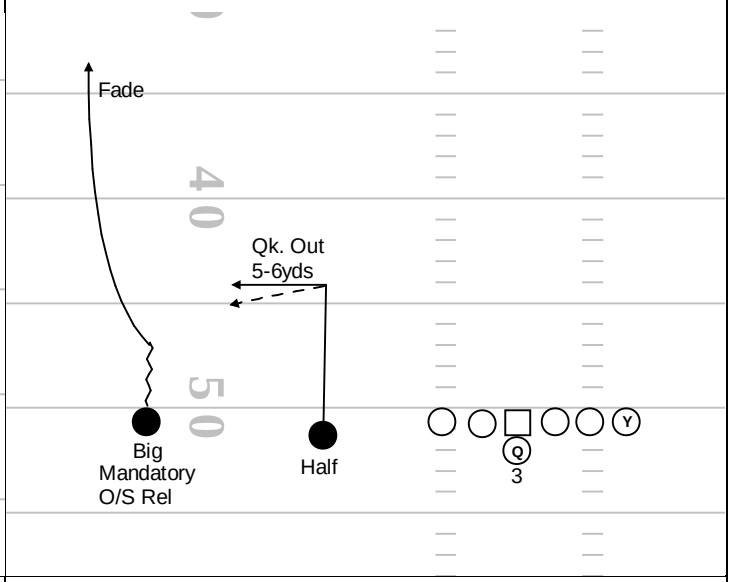
(R/T) 2 BACK SLOT "SIGNALS" EAGLE



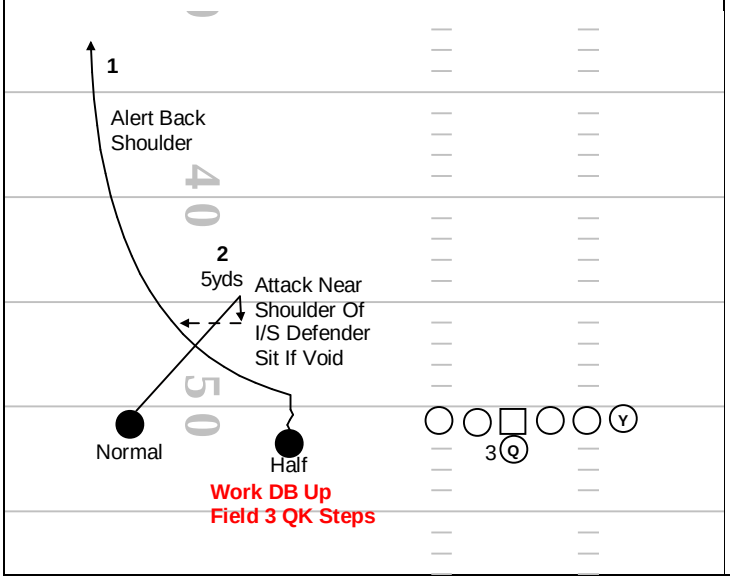
(R/T) 2 BACK SLOT "SIGNALS" ARROW



(R/T) 2 BACK SLOT "SIGNALS" OHIO



(R/T) 2 BACK SLOT "SIGNALS" RAVEN



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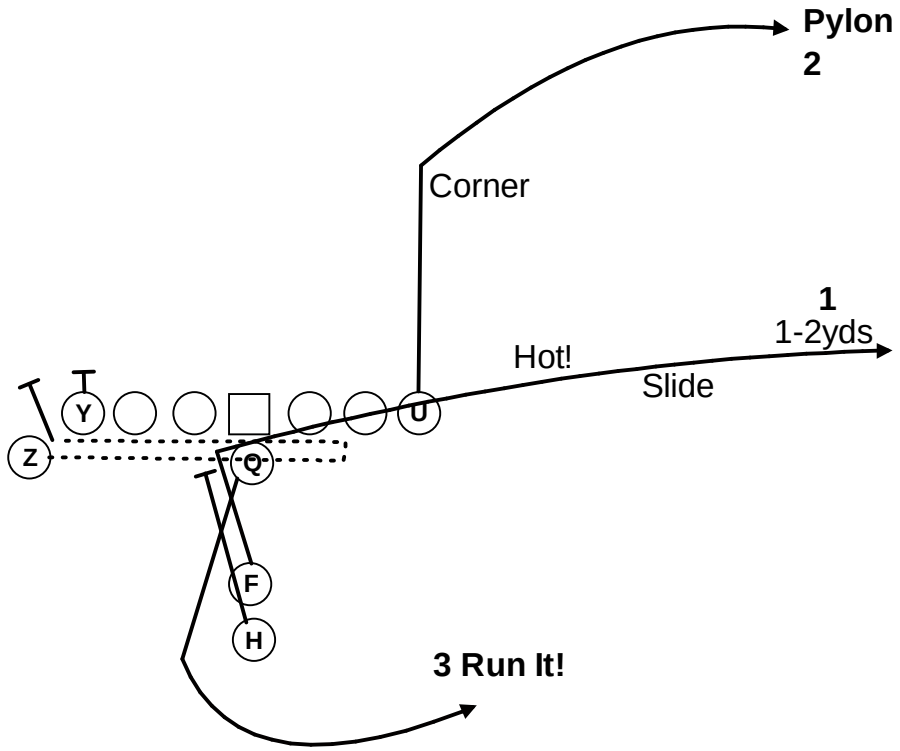
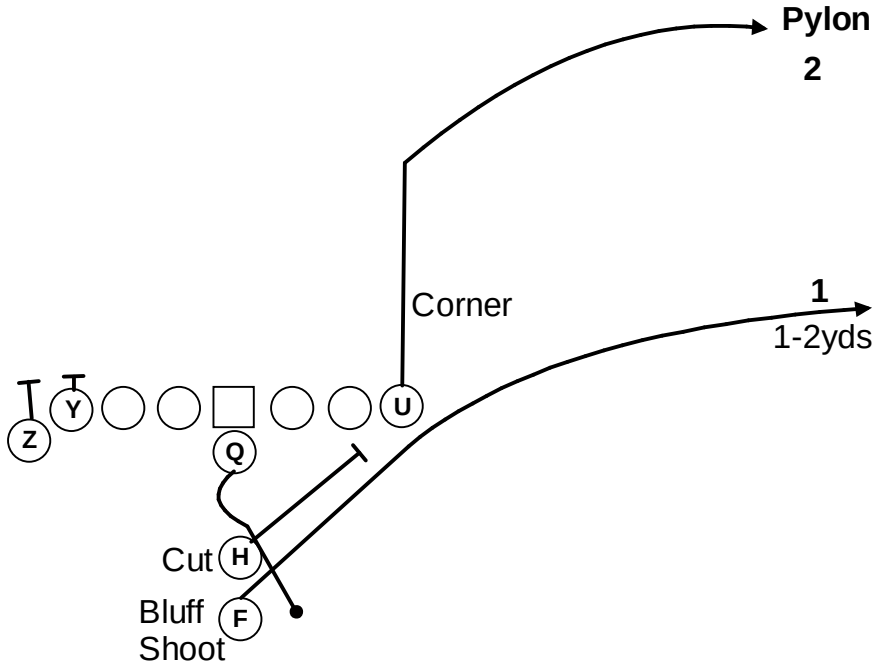
(ZEUS) GL LT Z CTR
FK91 LEAD U BANANA F SLIDE RT

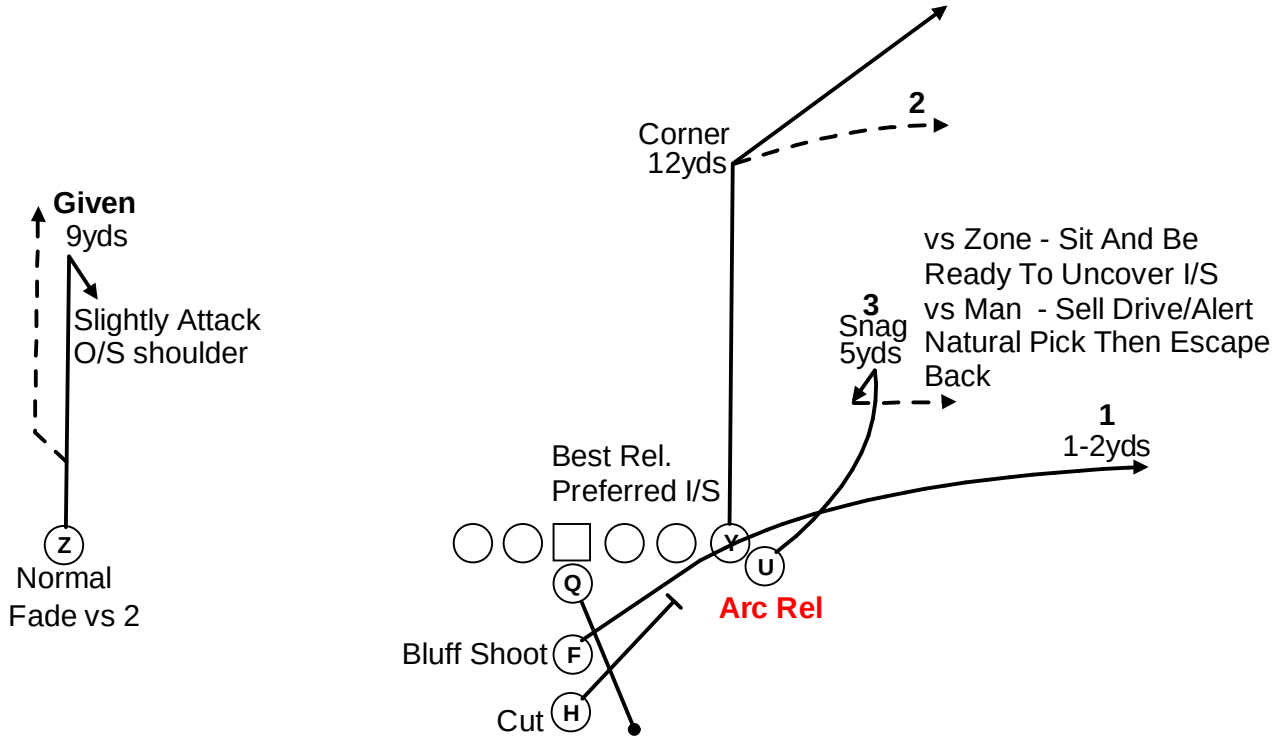


(ZEUS) GL LT
SPIDER 2 STAY U BANANA

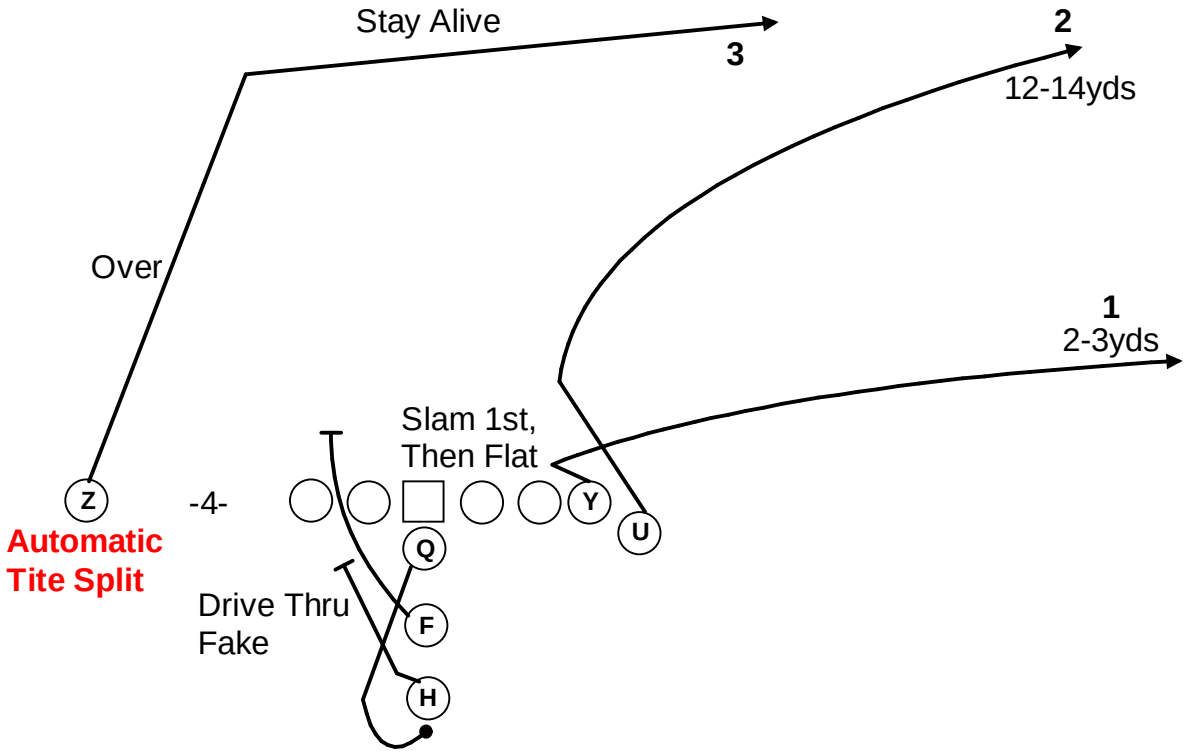


QB: Reverse Out/Front Out vs Pressure

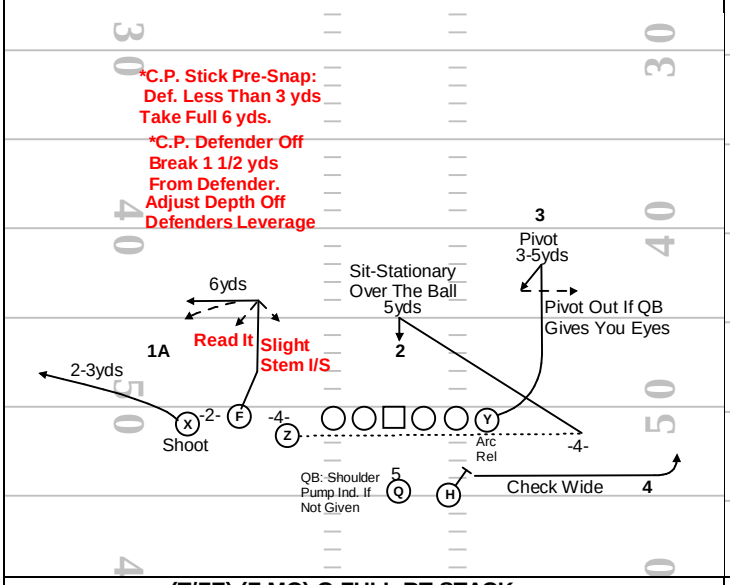
(U) GREEN RT WING
SPIDER 2 U SNAG



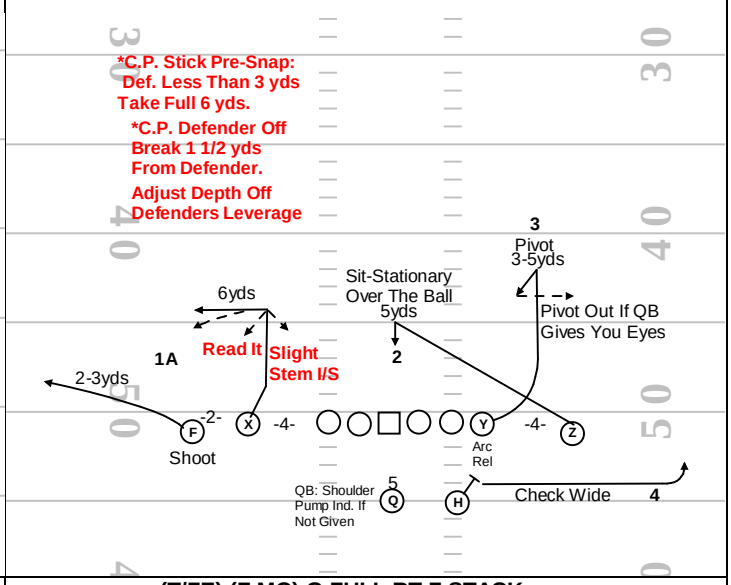
(U) GREEN RT WING
P93 WALLY U SLAM Y SHOOT



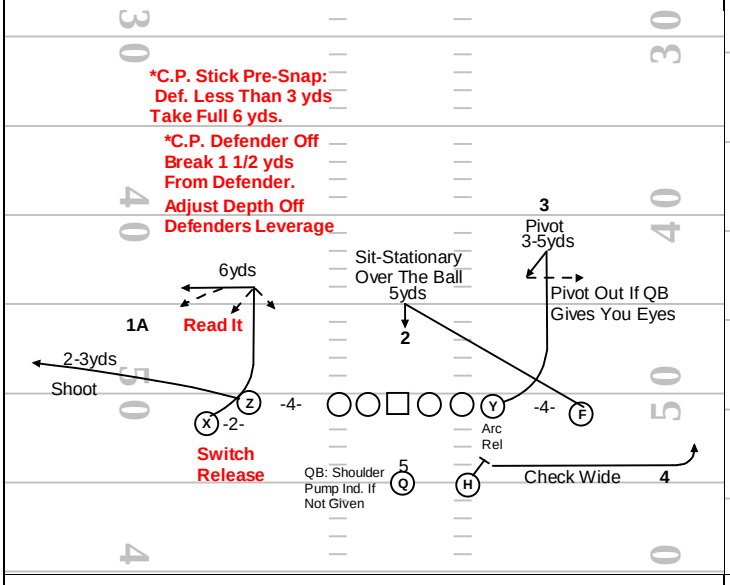
(T/ZE) Z MO G DOUBLE RT NASTY
200J F STICK Z SPACING



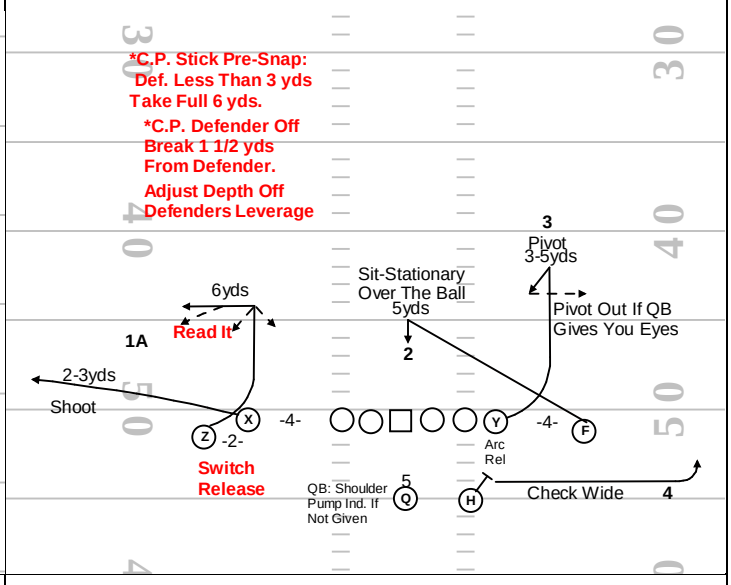
(T/ZE) G DART RT NASTY
200J X STICK Z SPACING



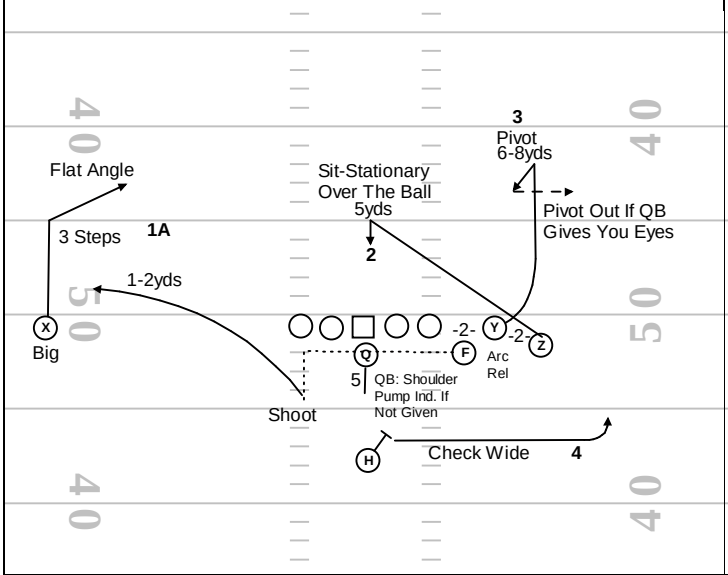
(T/ZE) (F MO) G FULL RT STACK
200J X STICK F SPACING



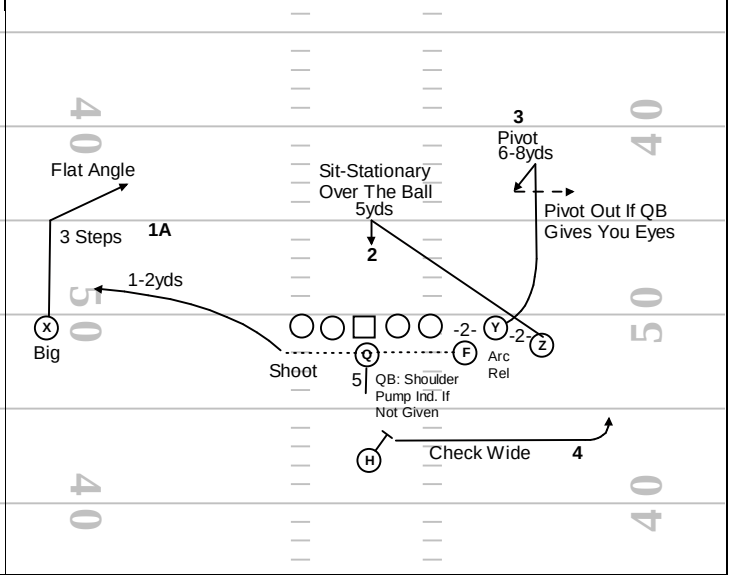
(T/ZE) (F MO) G FULL RT Z STACK
200J Z STICK F SPACING



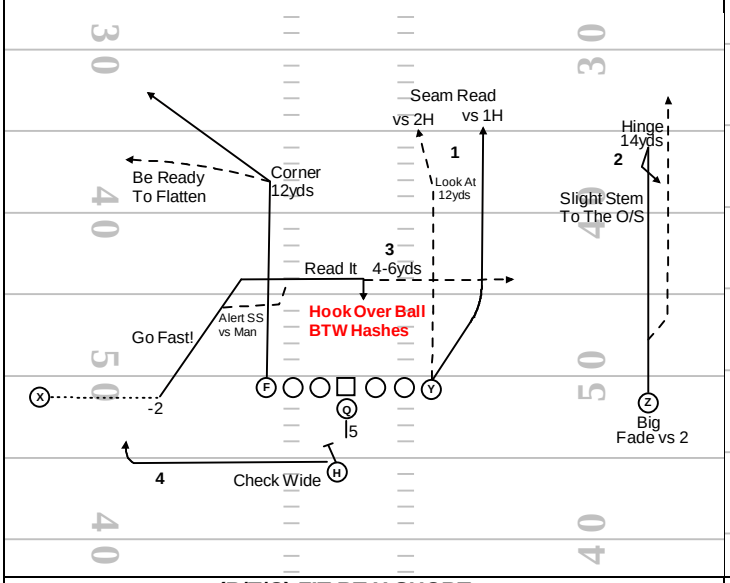
(R/T) BUNCH RT F OP
200J X DRAGON Z SPACING



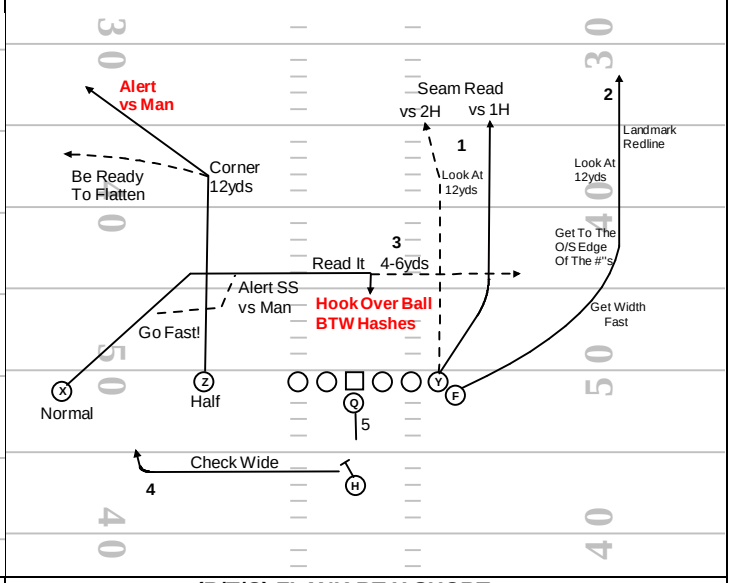
(R/T/ZE) BUNCH RT F LT
200J X DRAGON Z SPACING



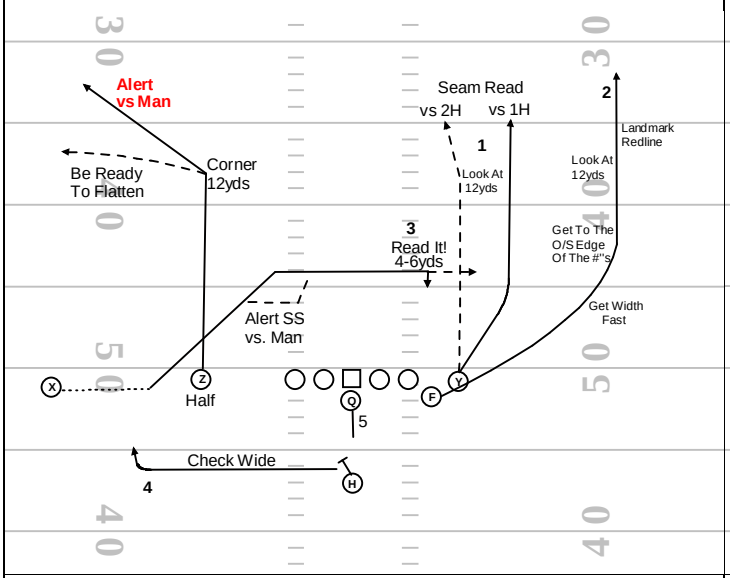
(R/T/C) DOT RT X SHORT
3J Y VERT HINGE X SHIM



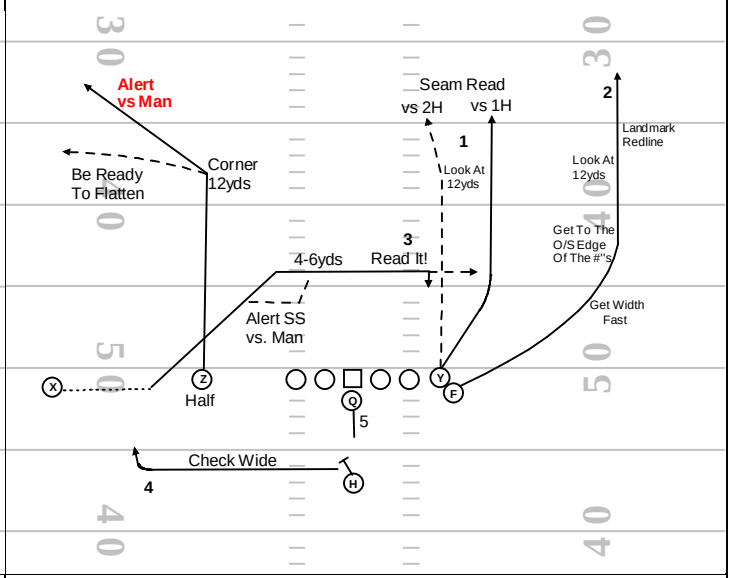
(R/T/C) FLANK RT
3J Y VERT-GO X SHIM



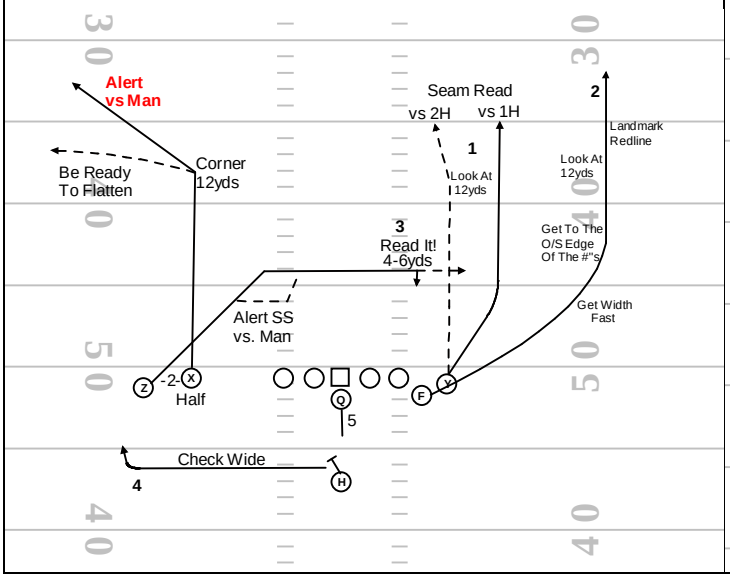
(R/T/C) FIT RT X SHORT
3J Y VERT-GO X SHALLOW



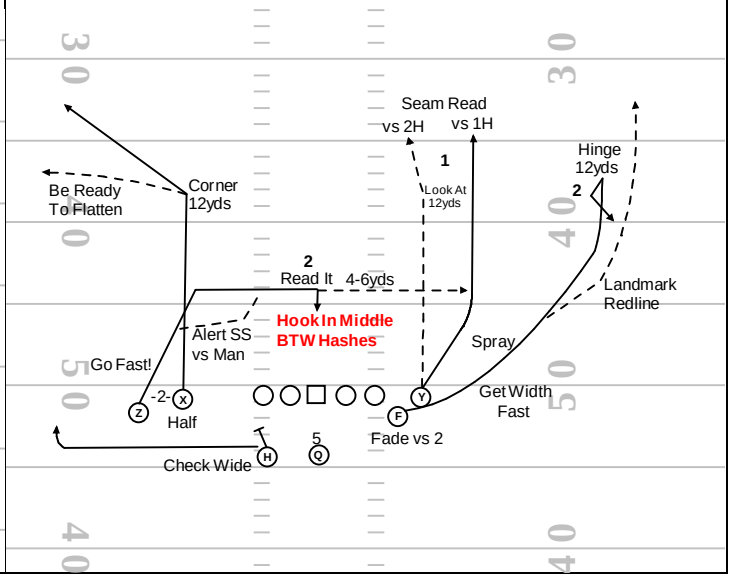
(R/T/C) FLANK RT X SHORT
3J Y VERT-GO X SHALLOW



(R/T/C) FIT RT Z STACK
3J Y VERT-GO Z SHALLOW



(R/T/C) FIT RT Z STACK
2J Y VERT HINGE Z SHIM



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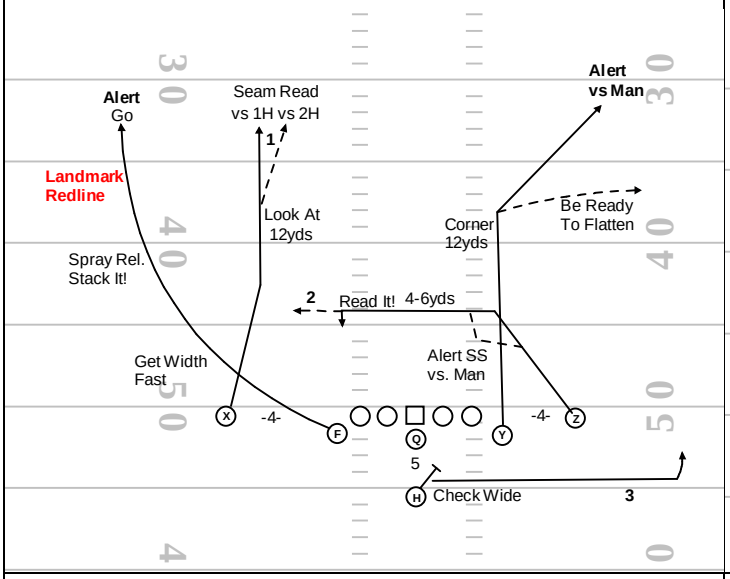
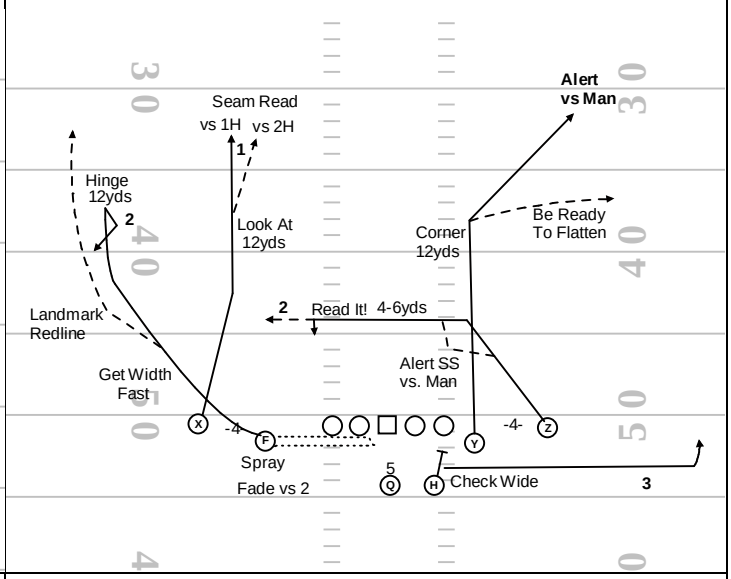
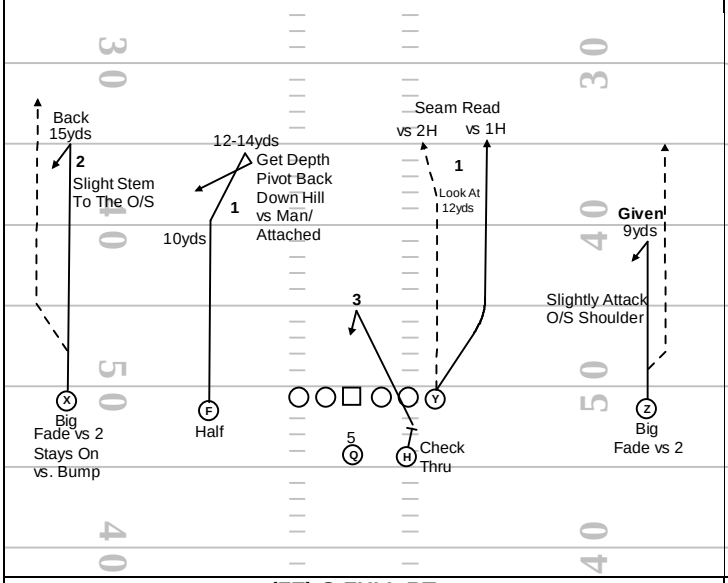
(T/C/ZE) (Q) OFF RT NASTY
2J TWIST X VERT GO Z SHALLOW



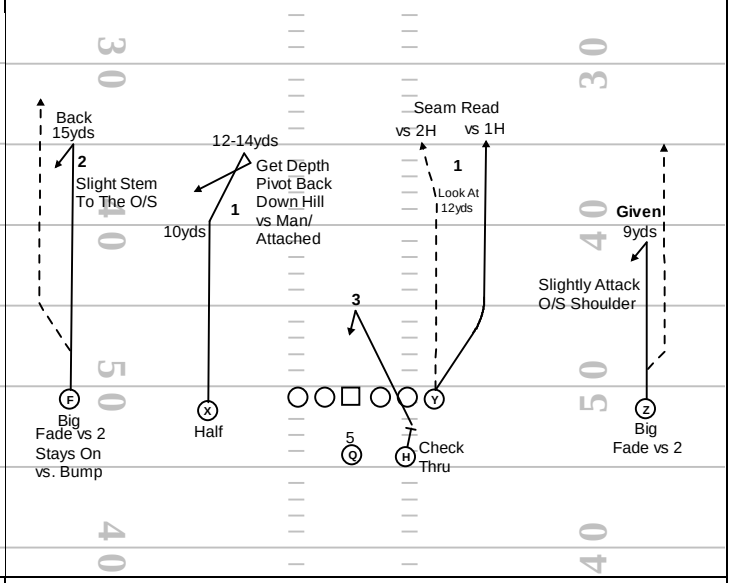
(T/C/ZE) G DOUBLE RT OFF NASTY F CTR
2J TWIST X VERT HINGE Z SHALLOW



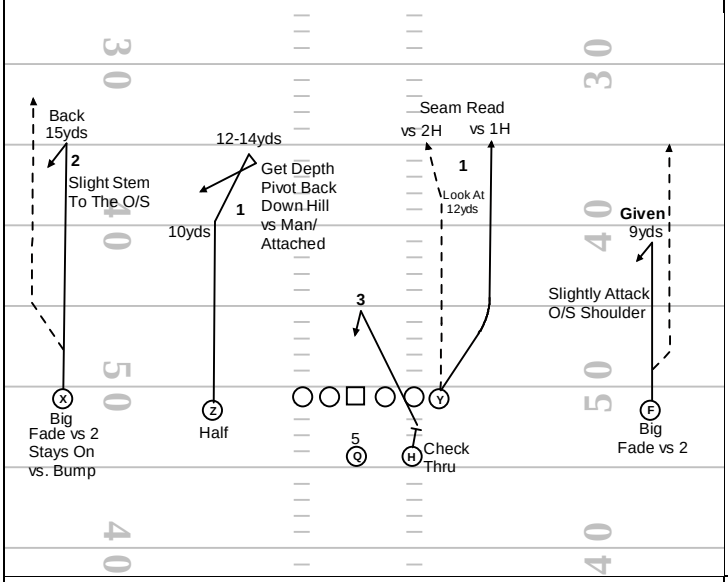
(ZE) G DOUBLE RT
2J F SEARCH Y VERT VENUS THRU A-58



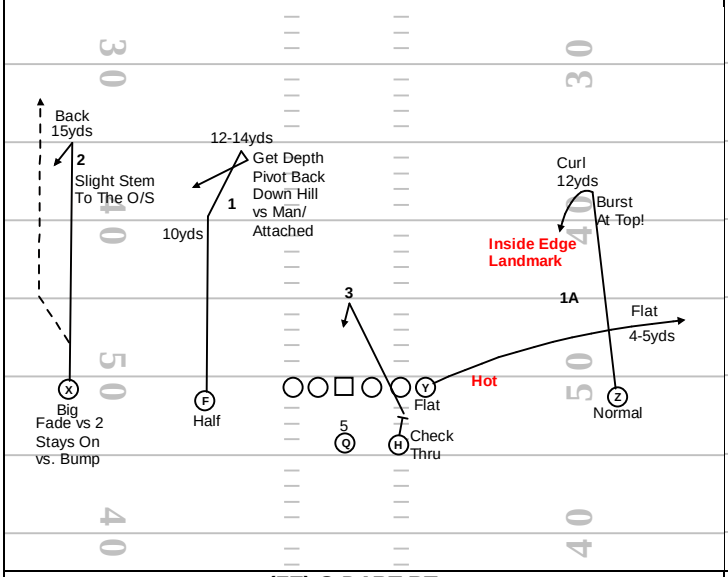
(ZE) G DART RT
2J X SEARCH Y VERT VENUS THRU A-58



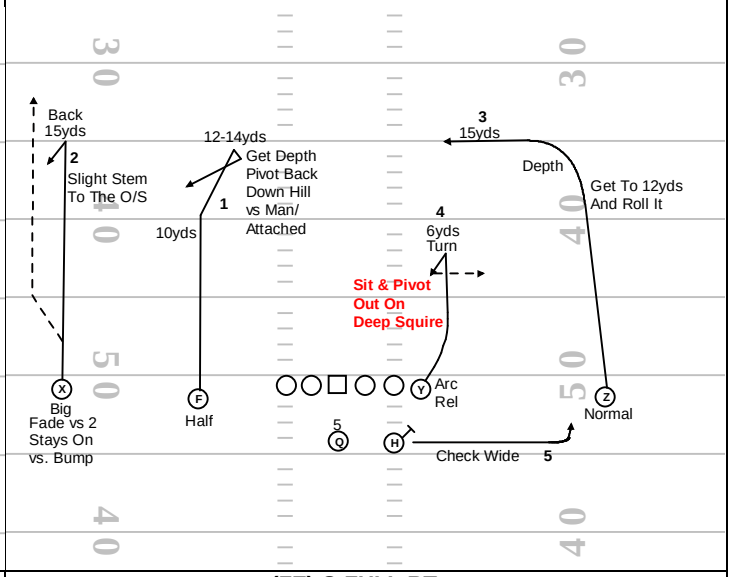
(ZE) G FULL RT
2J Z SEARCH Y VERT VENUS THRU A-58



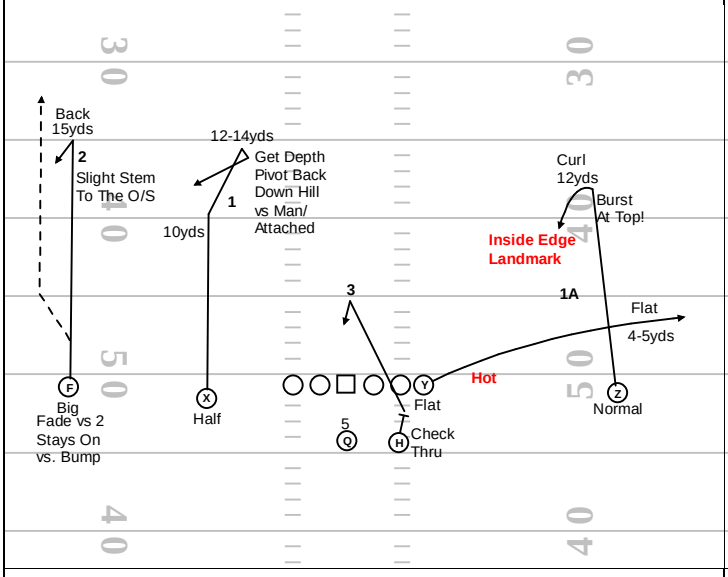
(ZE) G DOUBLE RT
2J F SEARCH Z CALI THRU A-58



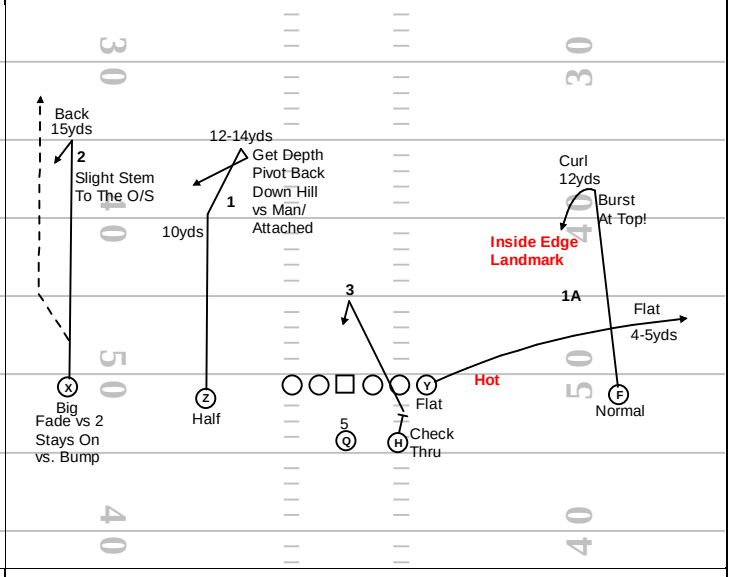
(ZE) G DOUBLE RT
2J F SEARCH Z DEEP SQUIRE WIDE A-58



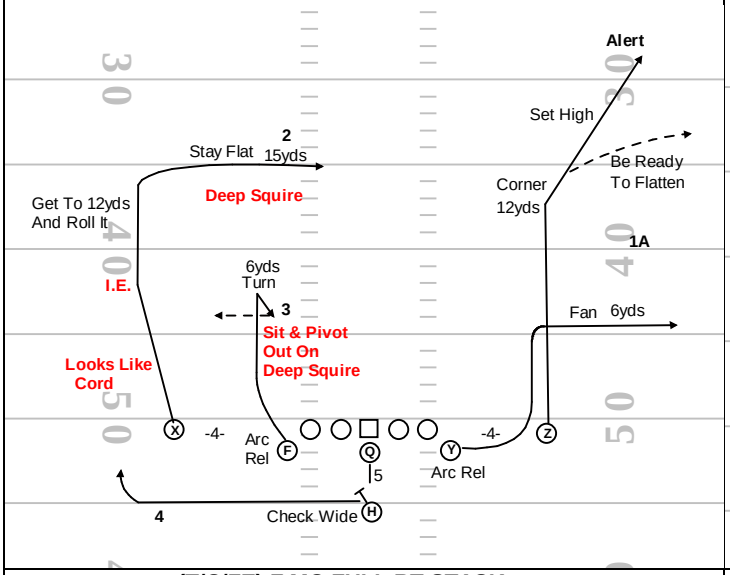
(ZE) G DART RT
2J X SEARCH Z CALI THRU A-58



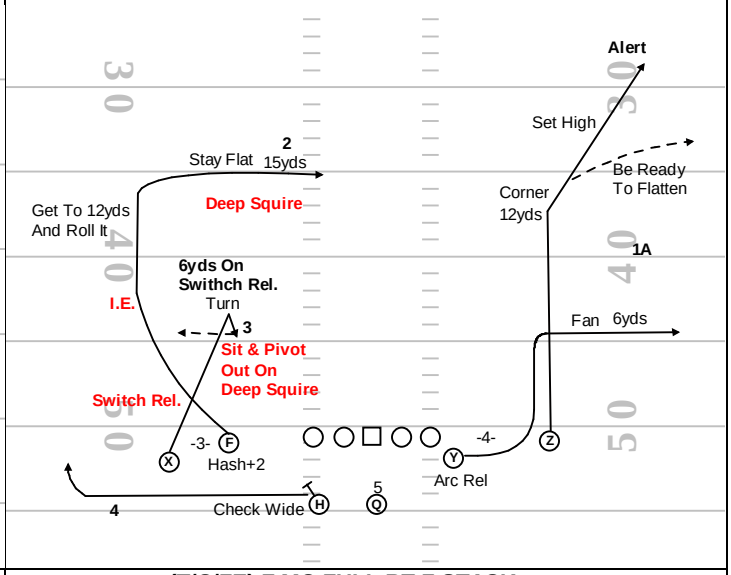
(ZE) G FULL RT
2J Z SEARCH F CALI THRU A-58



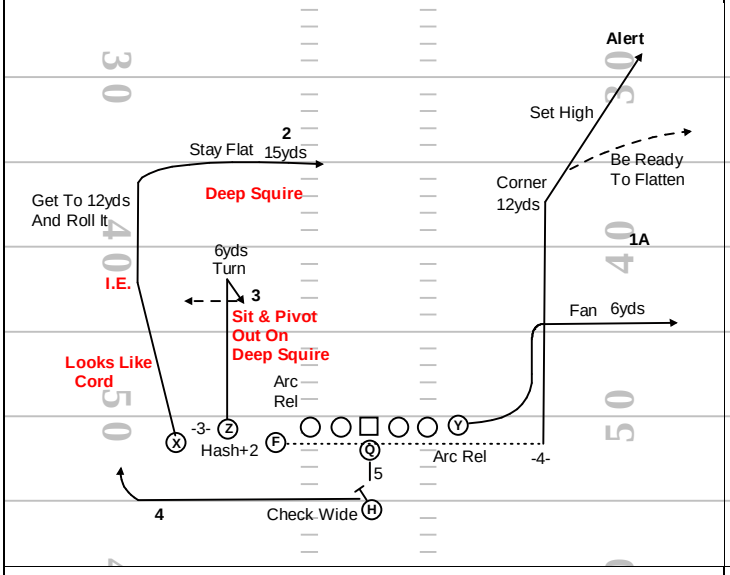
(T/C/ZE) OFF RT NASTY
3J Y FAN X DEEP SQUIRE WIDE



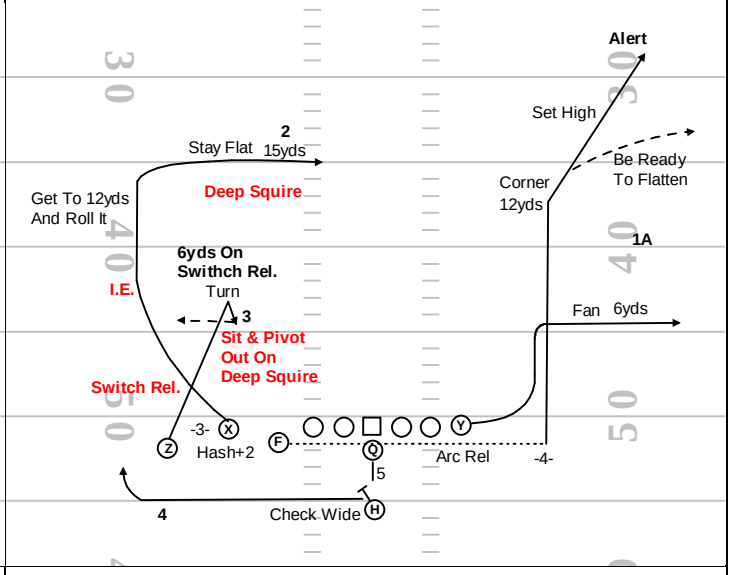
(T/C/ZE) (Z MO) G DOUBLE RT OFF NASTY
3J Y FAN F DEEP SQUIRE WIDE



(T/C/ZE) F MO FULL RT STACK
3J Y FAN X DEEP SQUIRE WIDE



(T/C/ZE) F MO FULL RT Z STACK
3J Y FAN X DEEP SQUIRE WIDE



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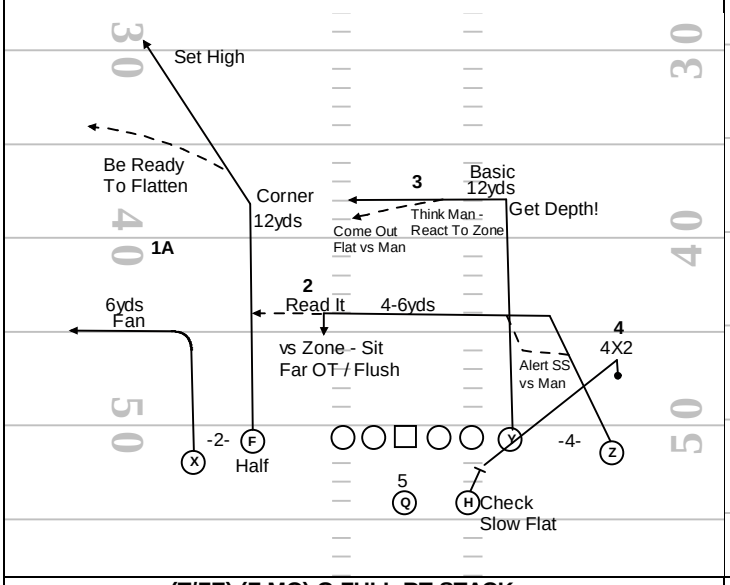
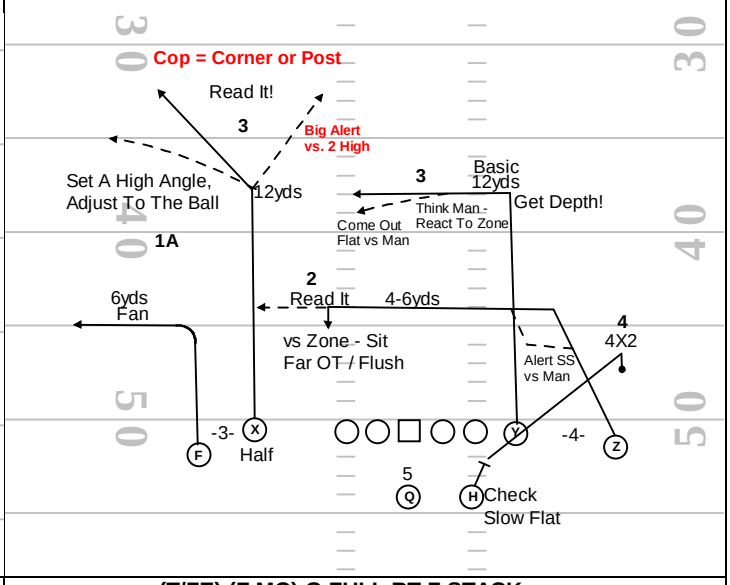
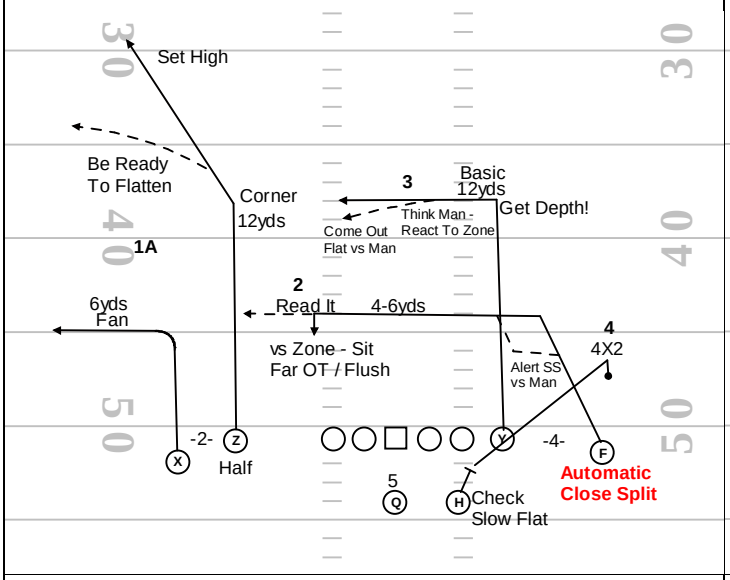
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J X FAN Z DRIVE A-58



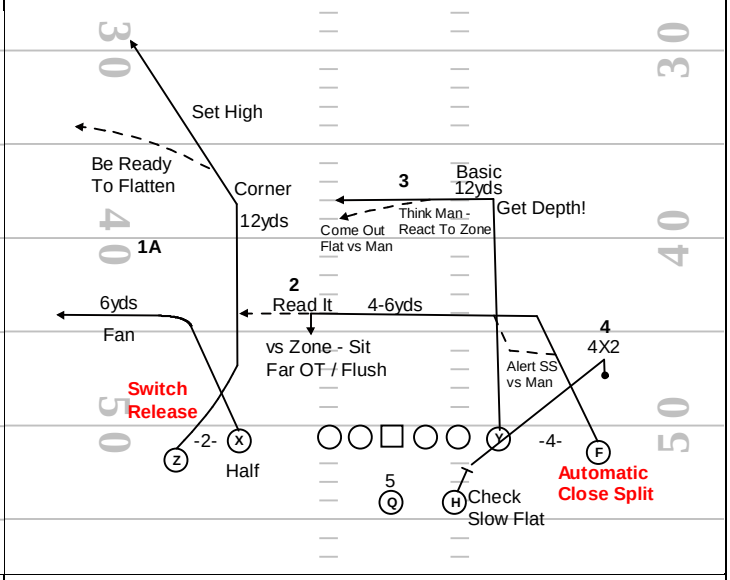
(T/ZE) G DART RT NASTY
2J F FAN COP Z DRIVE A-58



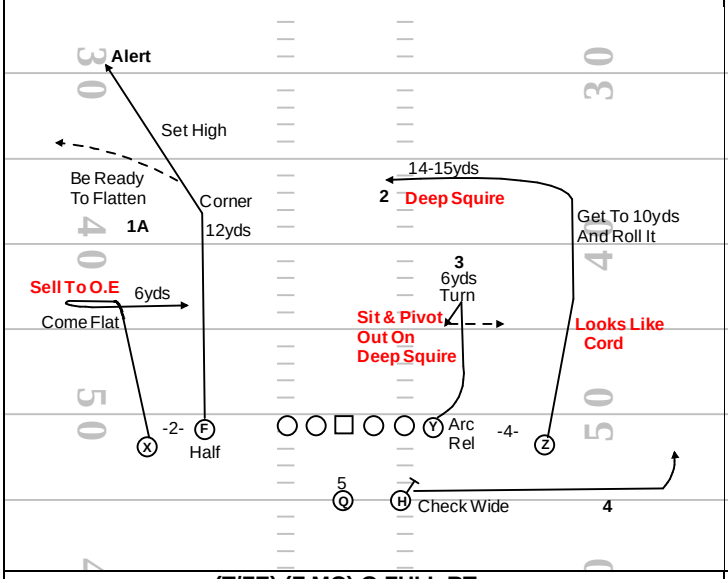
(T/ZE) (F MO) G FULL RT STACK
2J X FAN F DRIVE A-58



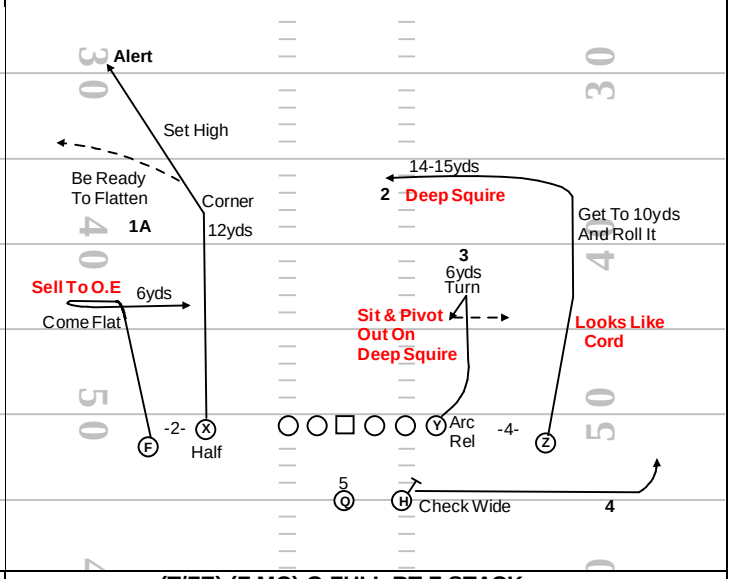
(T/ZE) (F MO) G FULL RT Z STACK
2J X FAN F DRIVE A-58



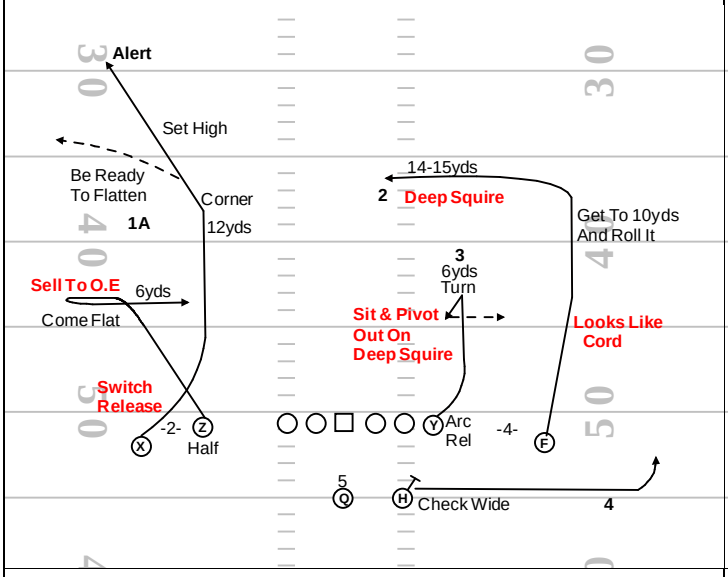
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J X FAN RETURN Z DEEP SQUIRE WIDE A-58



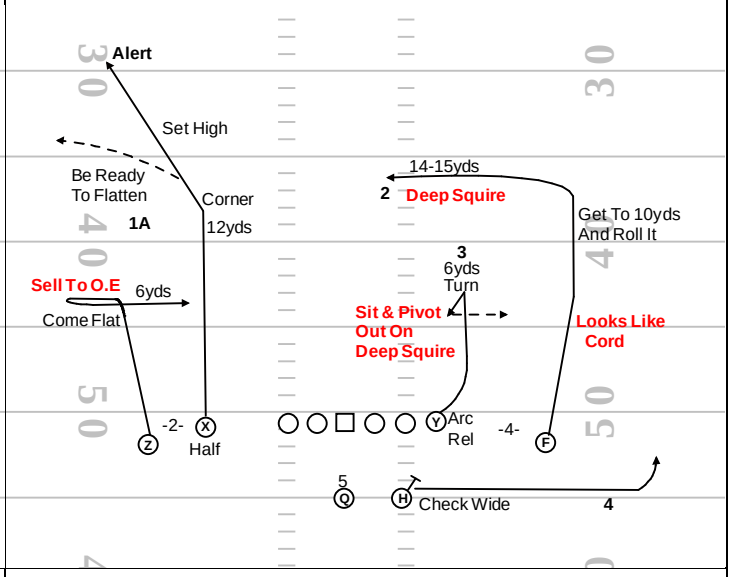
(T/ZE) (Z MO) G DART RT NASTY
2J F FAN RETURN Z DEEP SQUIRE WIDE A-58



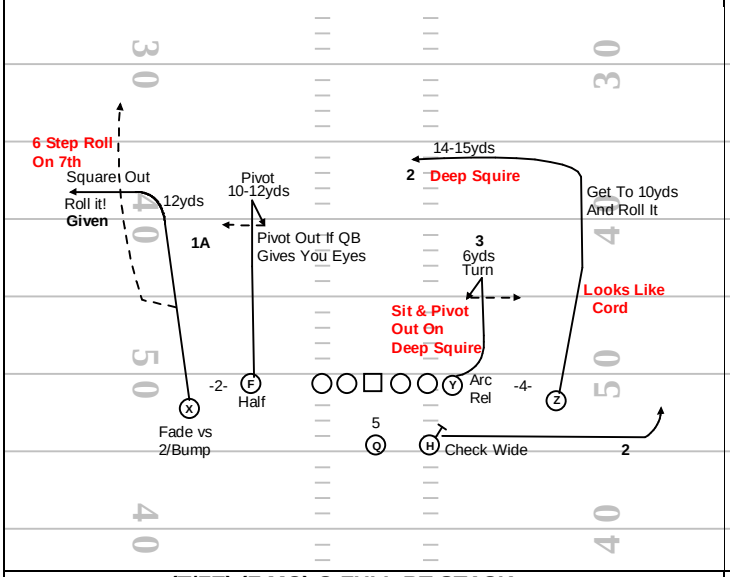
(T/ZE) (F MO) G FULL RT
2J Z FAN RETURN F DEEP SQUIRE WIDE A-58



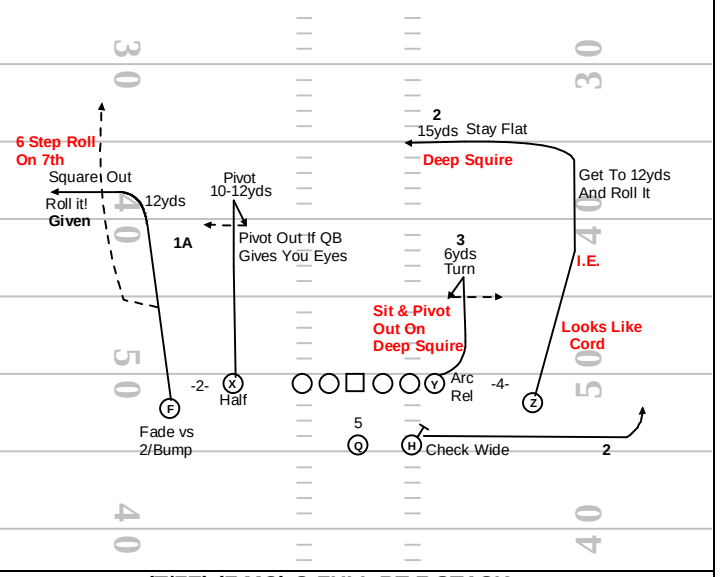
(T/ZE) (F MO) G FULL RT Z STACK
2J Z FAN RETURN F DEEP SQUIRE WIDE A-58



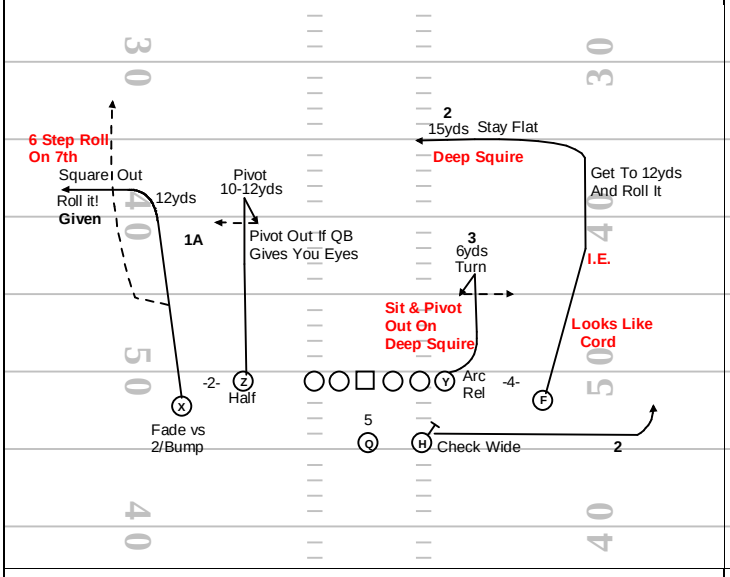
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J F WINSTON Z DEEP SQUIRE WIDE A-58



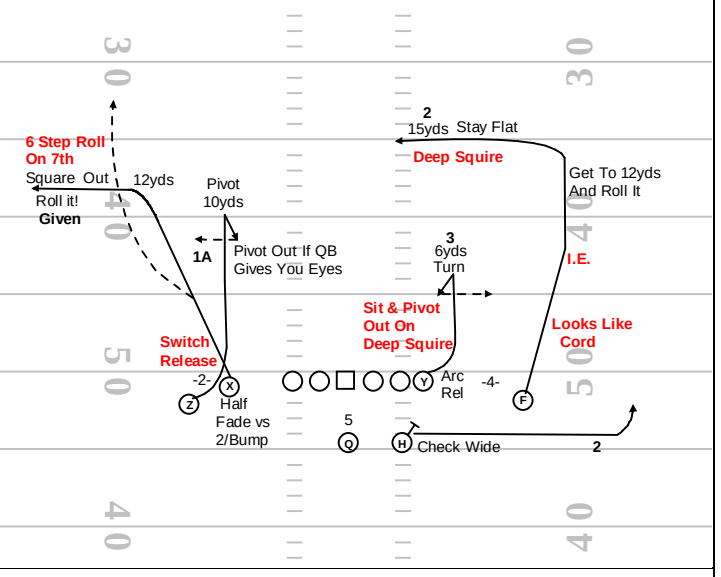
(T/ZE) (Z MO) G DART RT NASTY
2J X WINSTON Z DEEP SQUIRE WIDE A-58



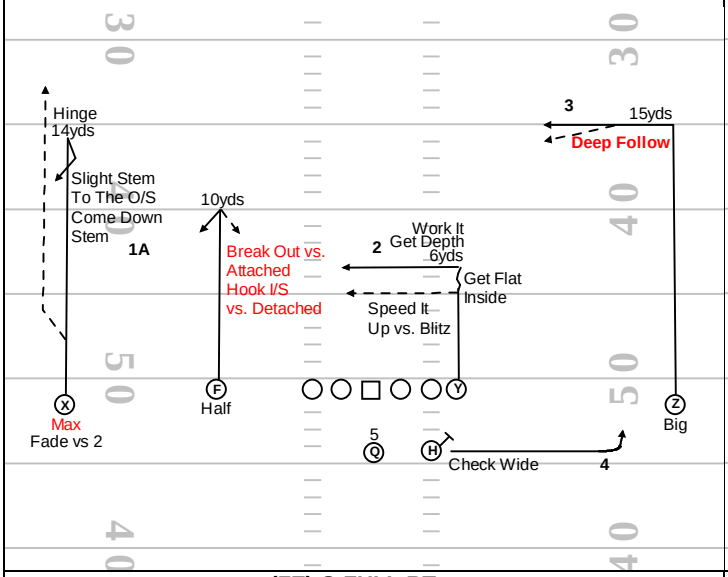
(T/ZE) (F MO) G FULL RT STACK
2J Z WINSTON F DEEP SQUIRE WIDE A-58



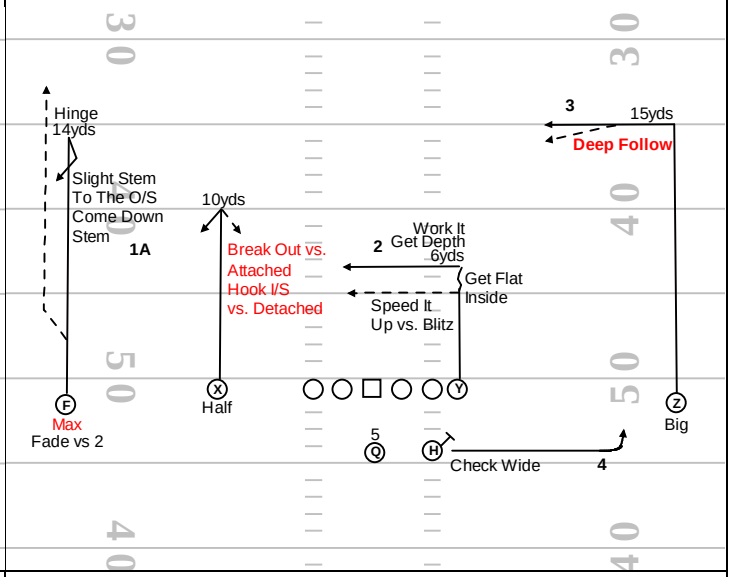
(T/ZE) (F MO) G FULL RT Z STACK
2J Z WINSTON F DEEP SQUIRE WIDE A-58



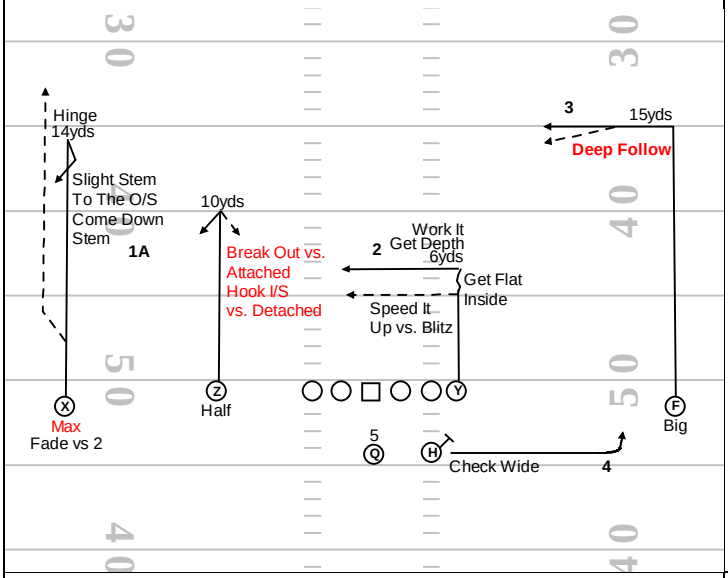
(ZE) G DOUBLE RT
2J F TRENCH Y CHIEF A-58



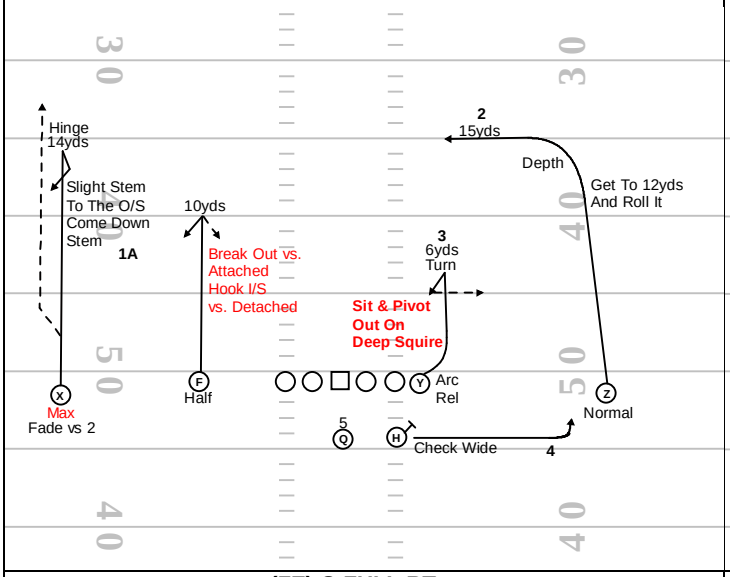
(ZE) G DART RT
2J X TRENCH Y CHIEF A-58



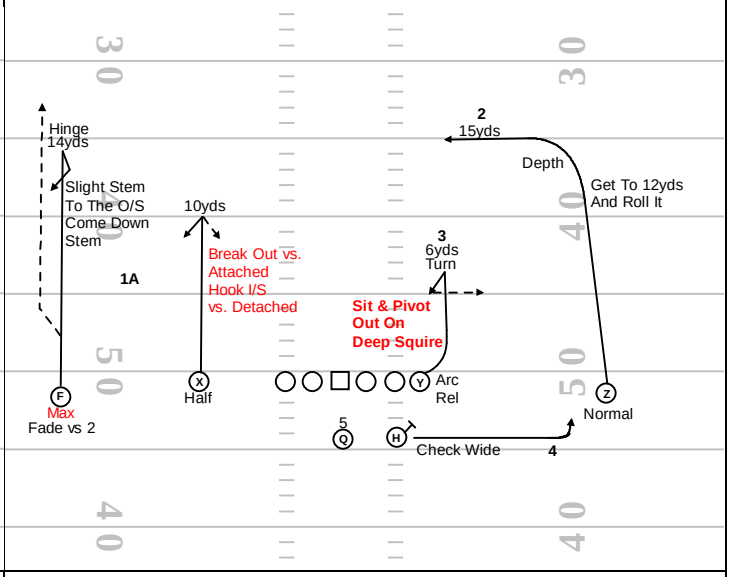
(ZE) G FULL RT
2J Z TRENCH Y CHIEF A-58



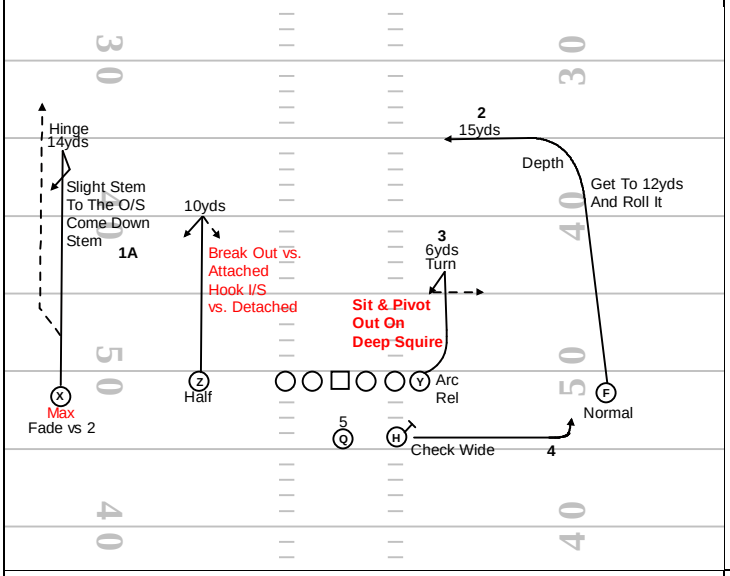
(ZE) G DOUBLE RT
2J F TRENCH Z DEEP SQUIRE WIDE A-58



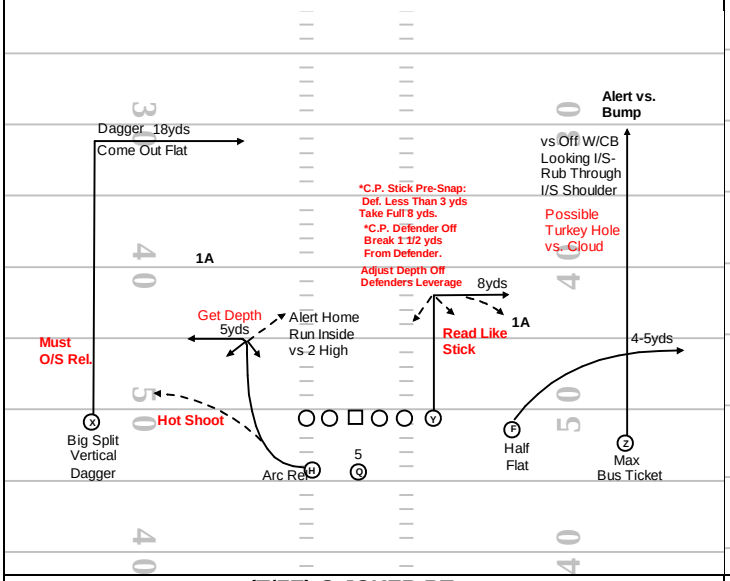
(ZE) G DART RT
2J X TRENCH Z DEEP SQUIRE WIDE A-58



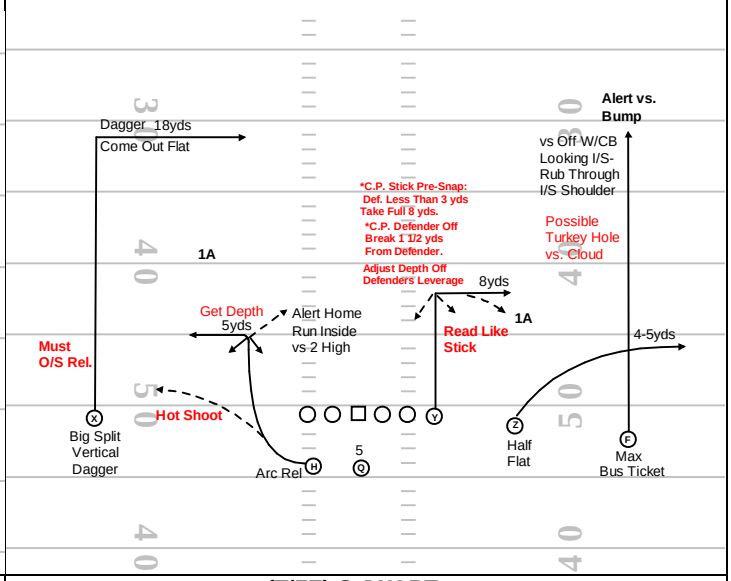
(ZE) G FULL RT
2J Z TRENCH F DEEP SQUIRE WIDE A-58



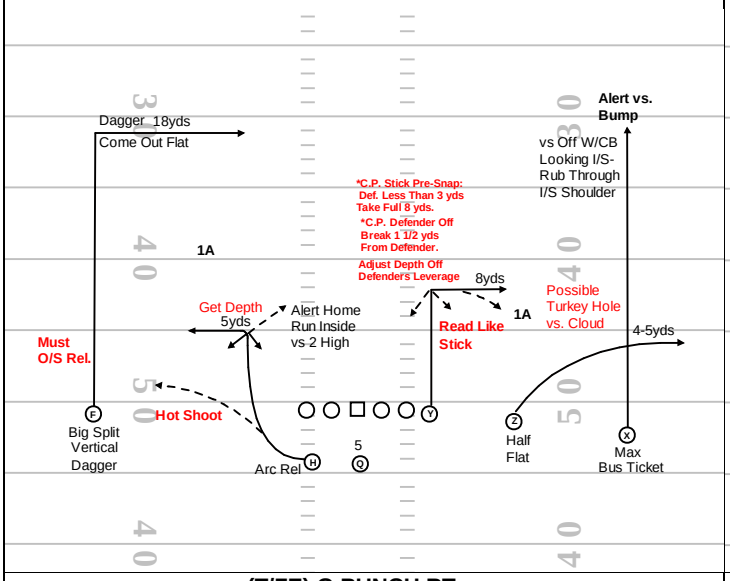
(T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3SCAT H CHAD Y BRANCH



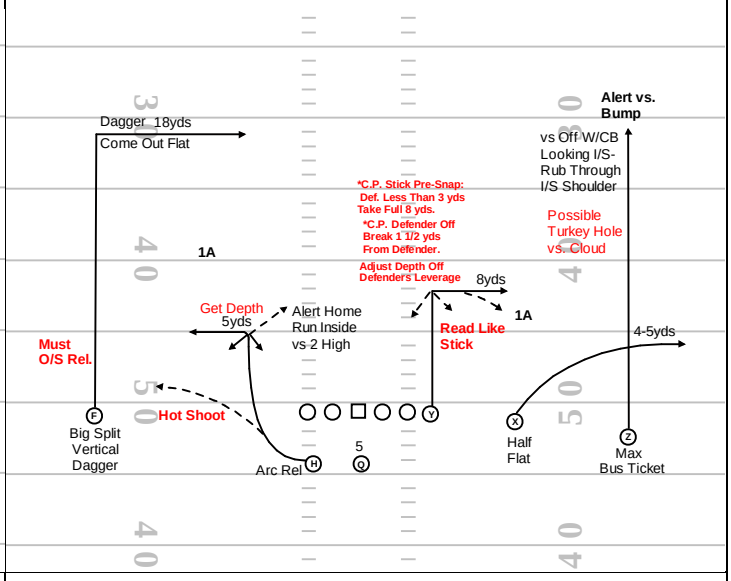
(T/ZE) (Z MO) G TAZ RT
3SCAT H CHAD Y BRANCH



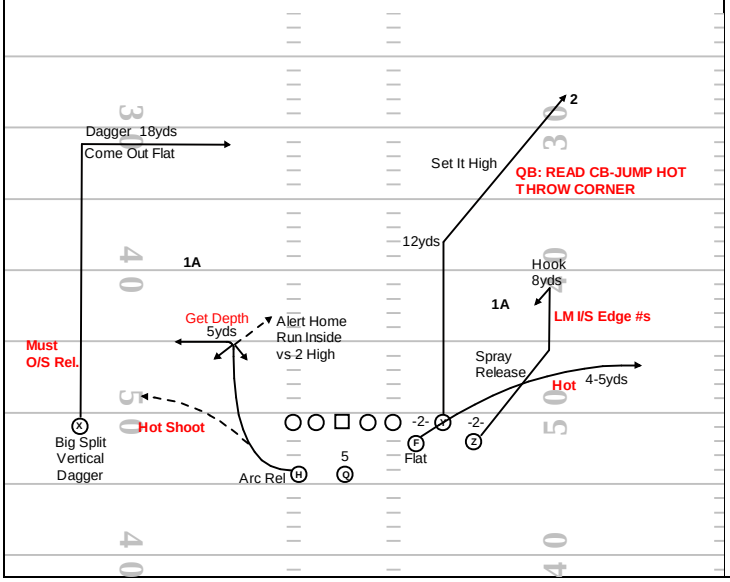
(T/ZE) G JOKER RT
3SCAT H CHAD Y BRANCH



(T/ZE) G JAX RT
3SCAT H CHAD Y BRANCH



(T/ZE) G BUNCH RT
3SCAT H CHAD Z CHUCK



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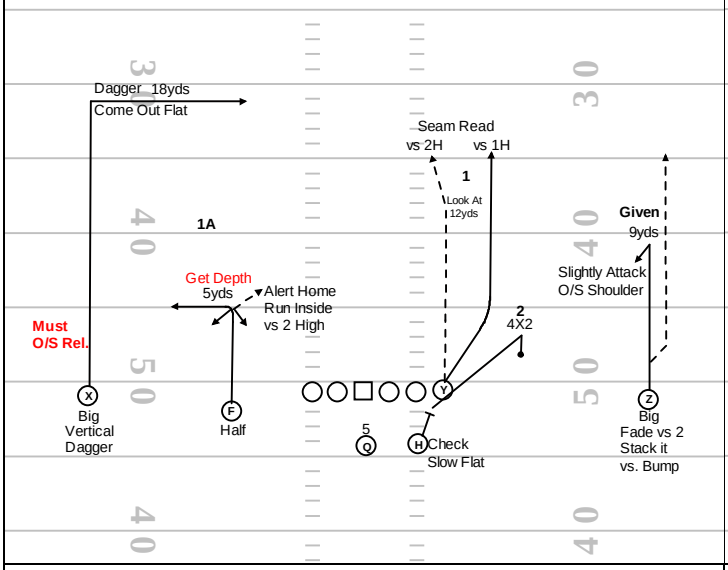
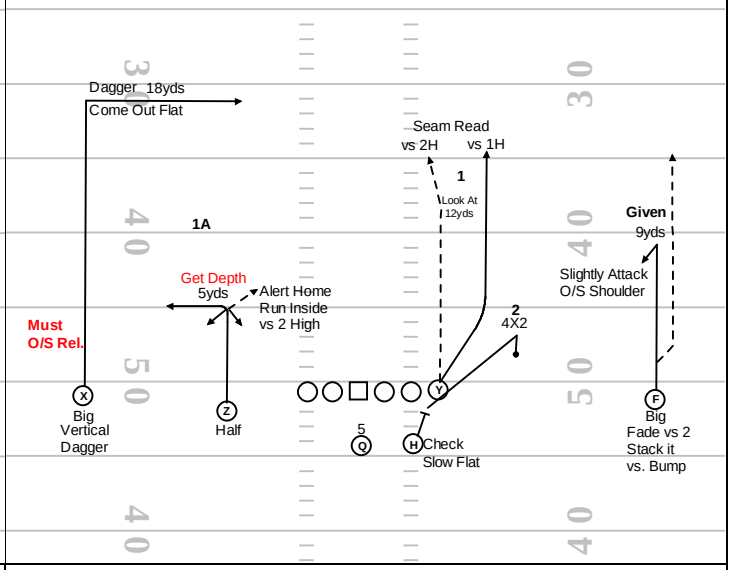
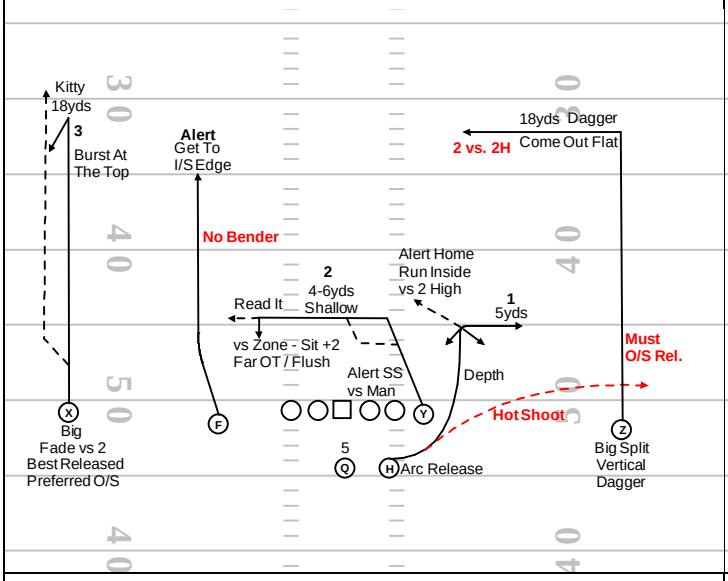
(T/ZE) (F MO) G DOUBLE RT (OFF)
2J F CHAD Y VERT VENUS SLOW



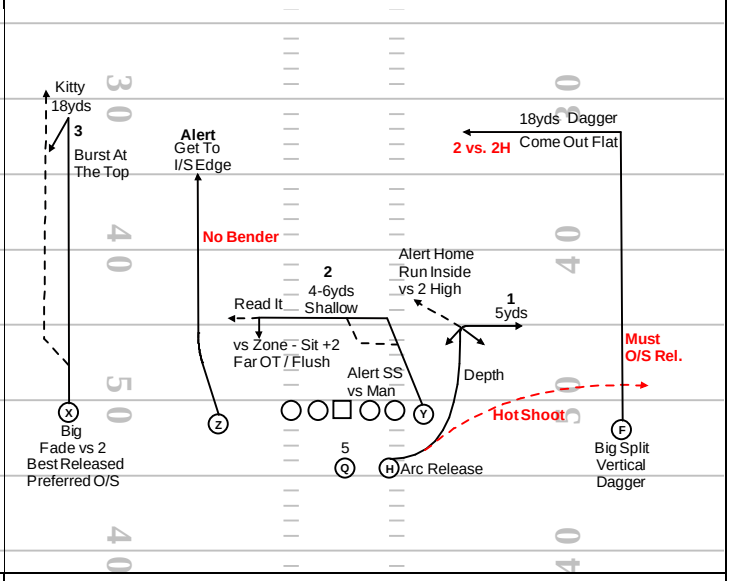
(T/ZE) (Z MO) G FULL RT (OFF)
2J Z CHAD Y VERT VENUS SLOW A-58



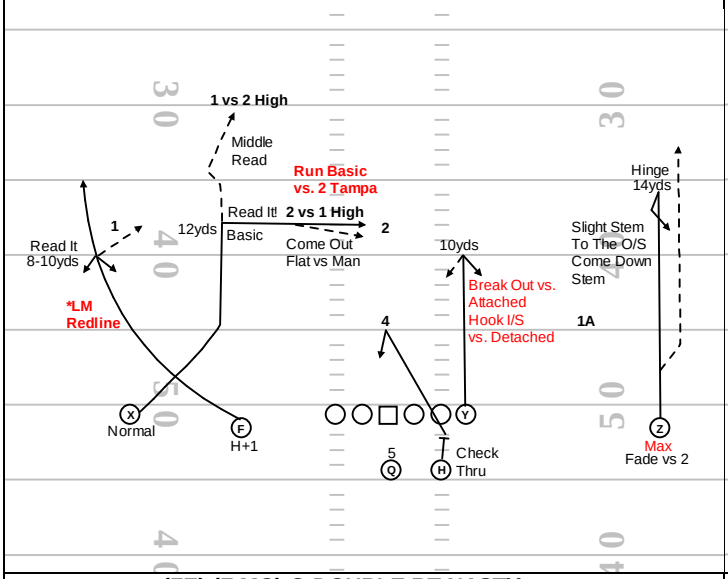
(T/ZE) G DOUBLE RT
2 SCAT H CHARLEY VERT KITTY



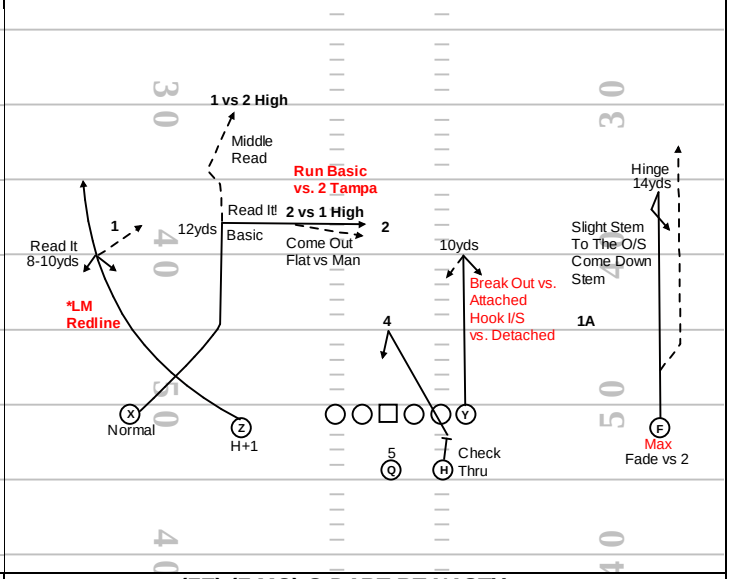
(T/ZE) G FULL RT
2 SCAT H CHARLEY VERT KITTY



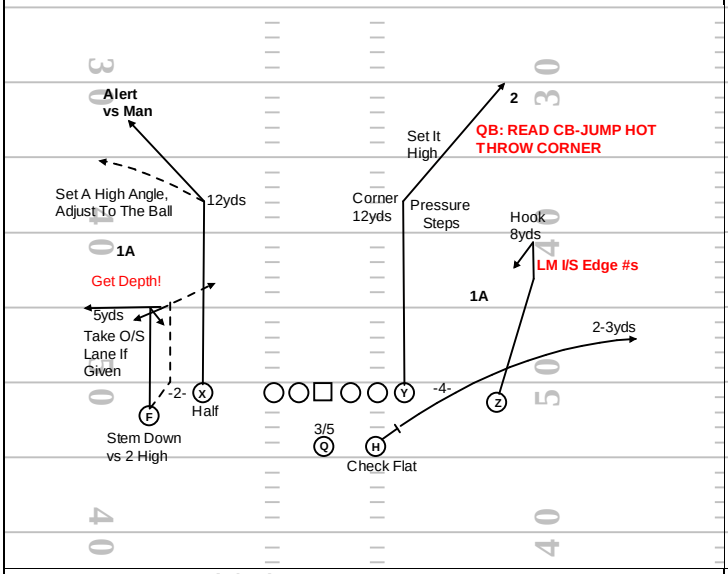
(T/ZE) G DOUBLE RT
2J F SWITCH Y TRENCH THRU A-58



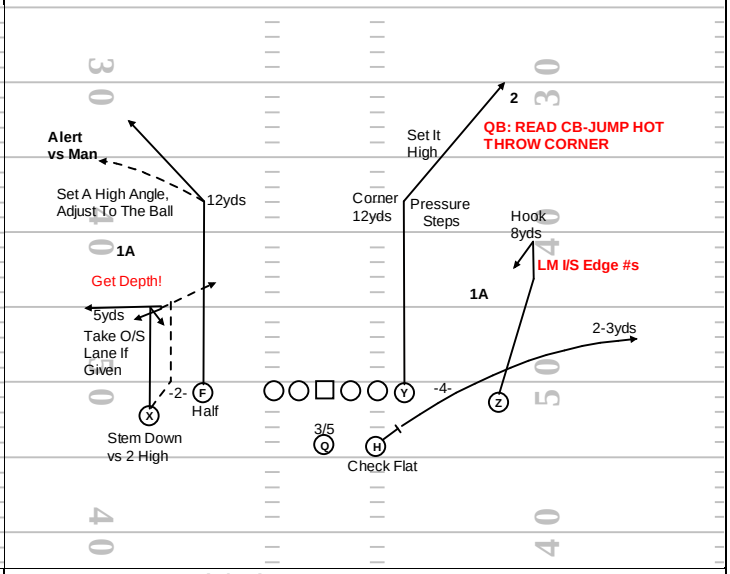
(T/ZE) G FULL RT
2J Z SWITCH Y TRENCH THRU A-58



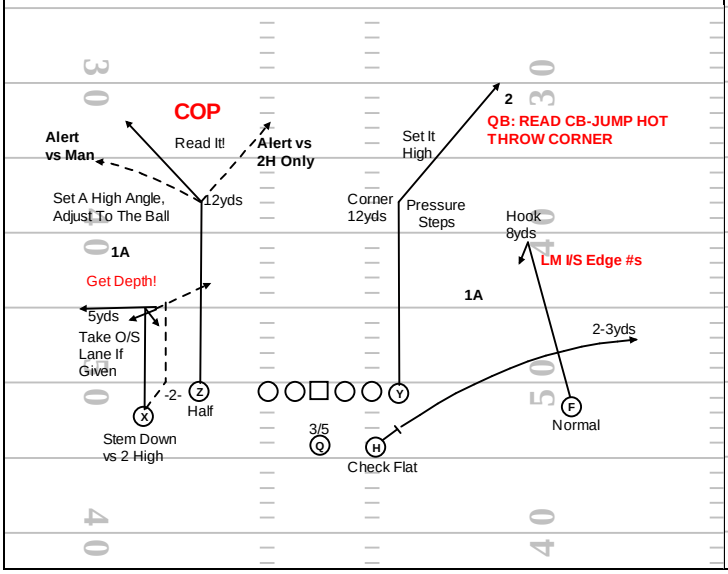
(ZE) (Z MO) G DOUBLE RT NASTY
2J (2SCAT) F MONEY Z CHUCK A-58



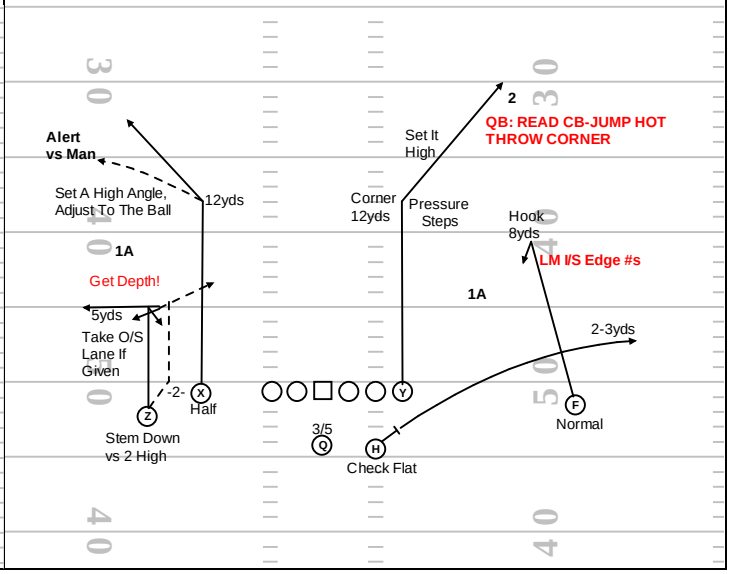
(ZE) (Z MO) G DART RT NASTY
2J (2SCAT) X MONEY Z CHUCK A-58



(T/ZE) G FULL RT STACK
2J (2SCAT) Z CASH F CHUCK A-58



(T/ZE) G FULL RT Z STACK
2J (2SCAT) Z MONEY F CHUCK A-58



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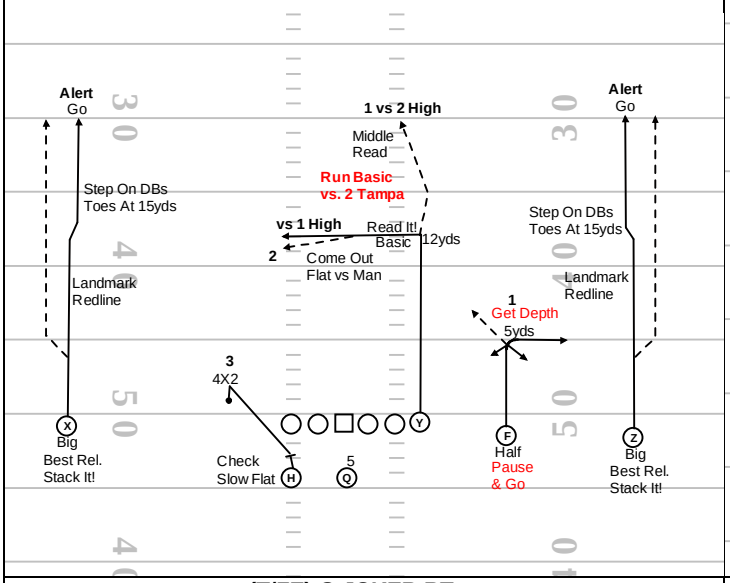
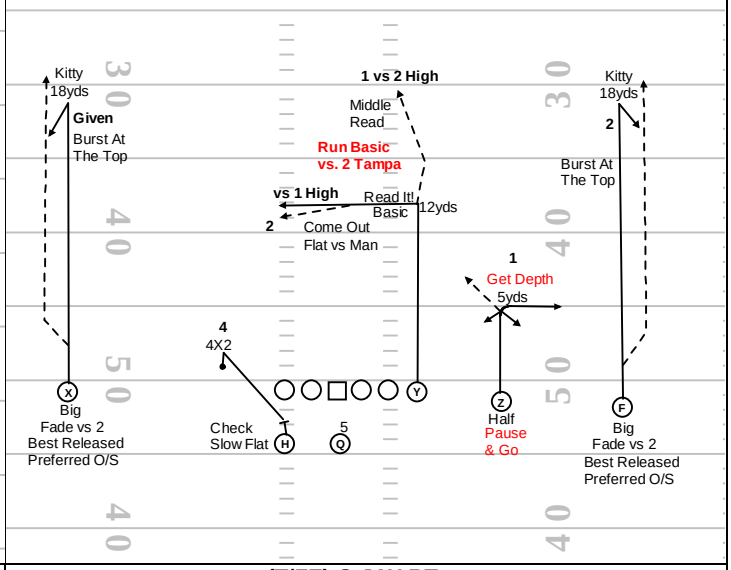
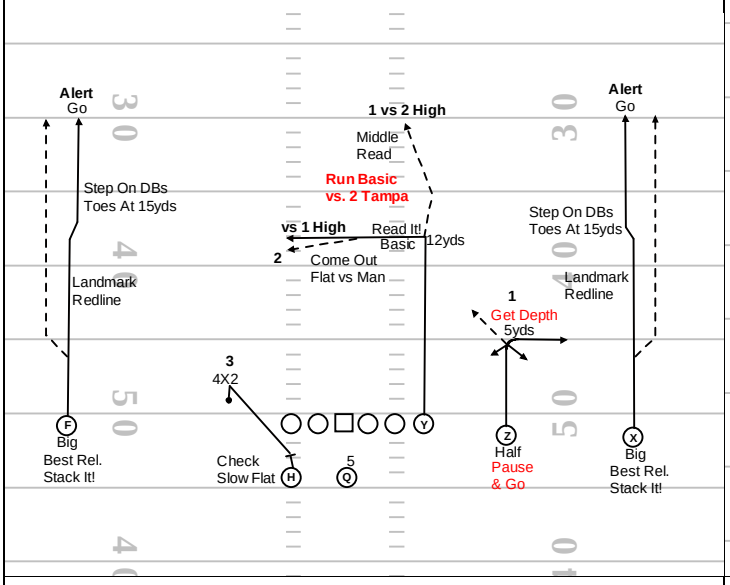
(T/ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J DOUBLE GO F CHEESE



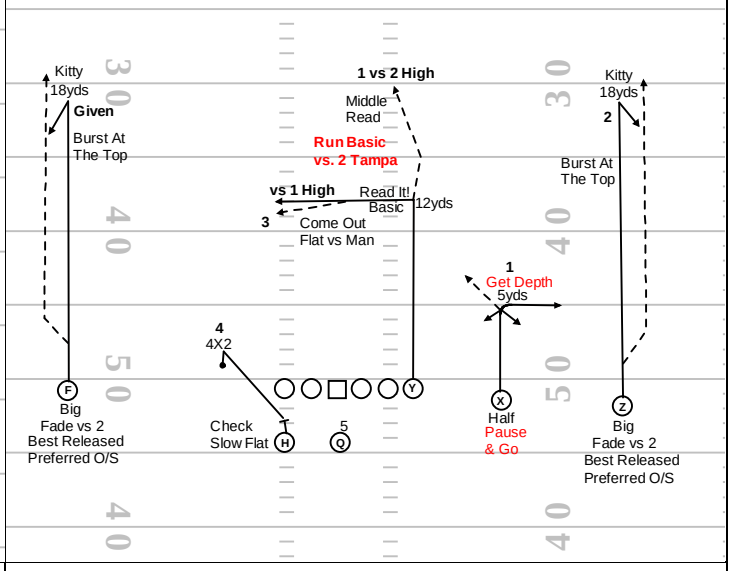
(T/ZE) (Z MO) G TAZ RT
3J DOUBLE KITTY Z CHEESE



(T/ZE) G JOKER RT
3J DOUBLE GO Z CHEESE



(T/ZE) G JAX RT
3J DOUBLE KITTY X CHEESE



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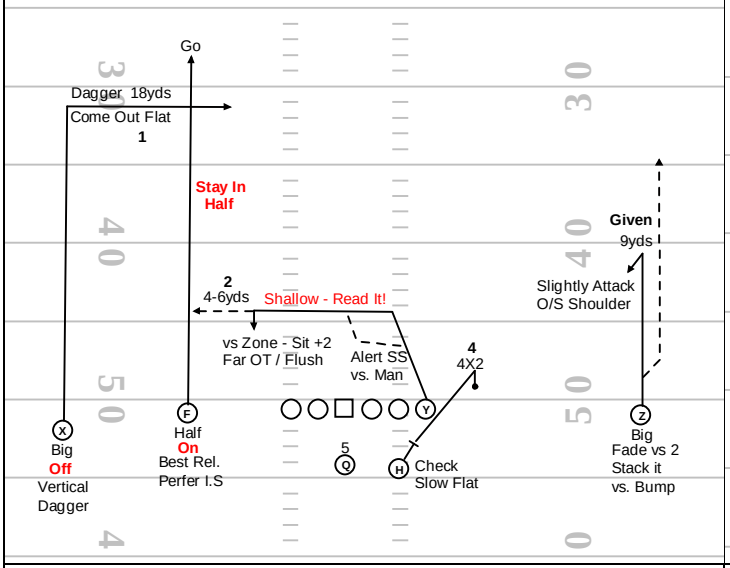
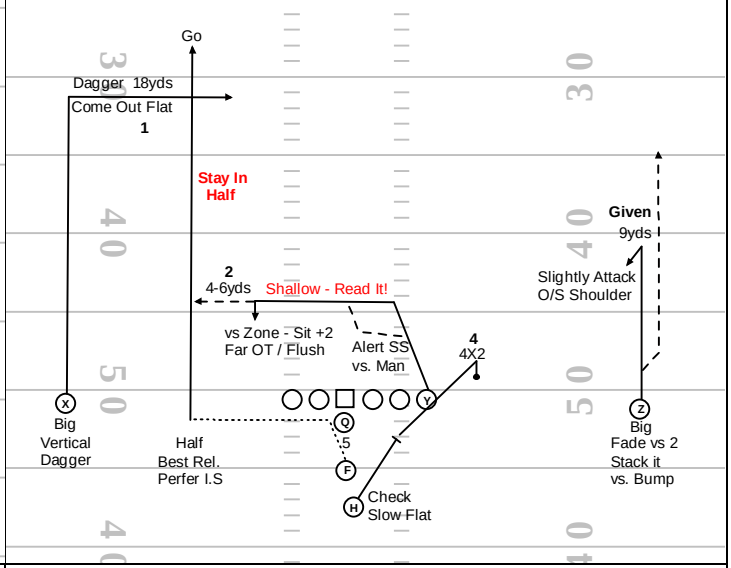
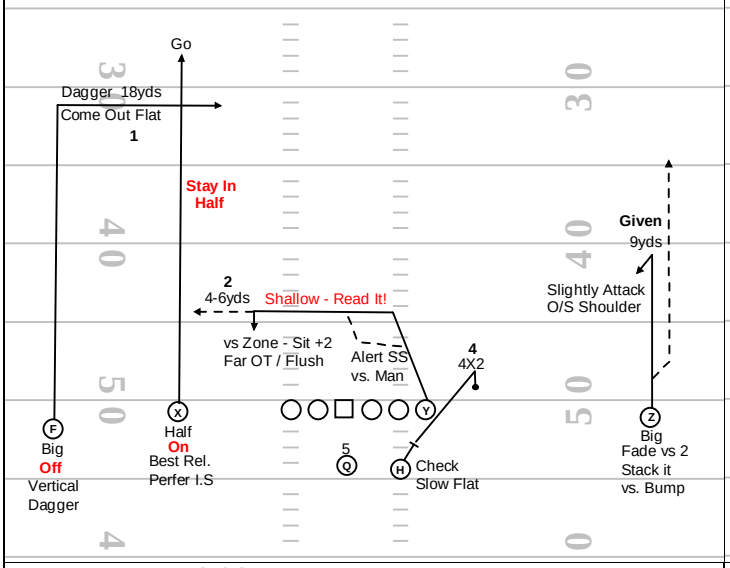
(R/T/ZE) (F MO) G DOUBLE (DICE) RT
2J X DAGGER Y SHOVE



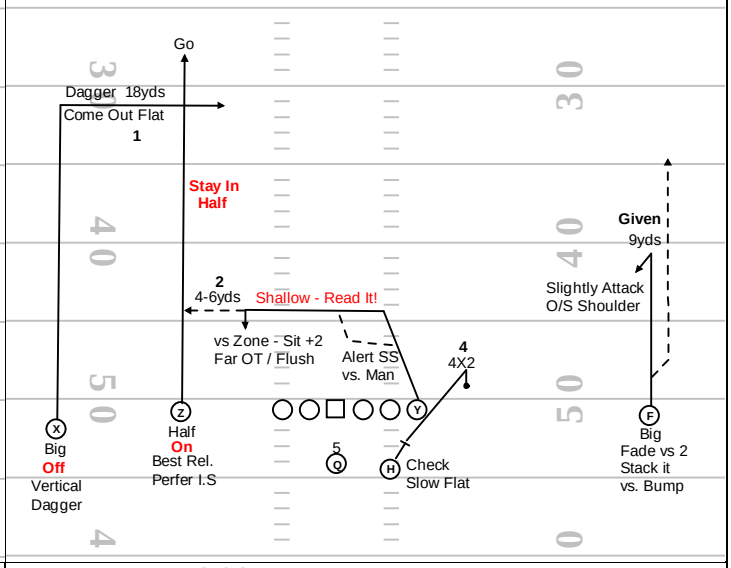
(R/T) GREEN RT F LT
2J X DAGGER Y SHOVE



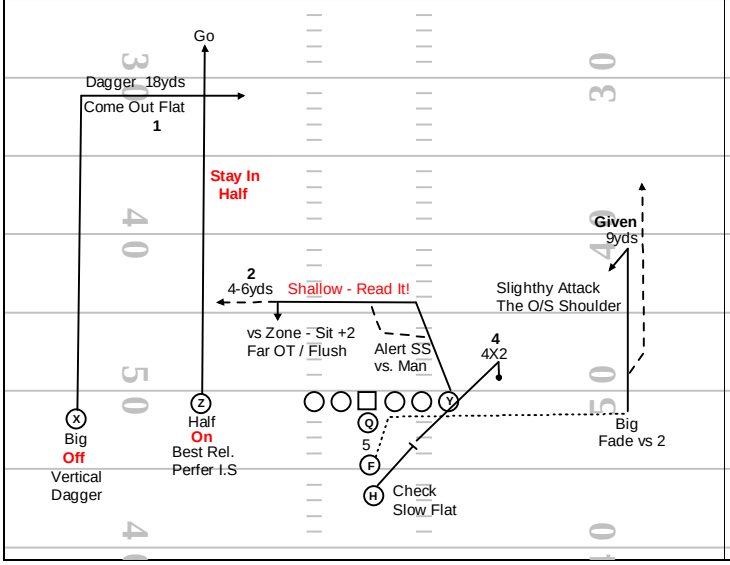
(R/T/ZE) G DART RT
2J F DAGGER Y SHOVE



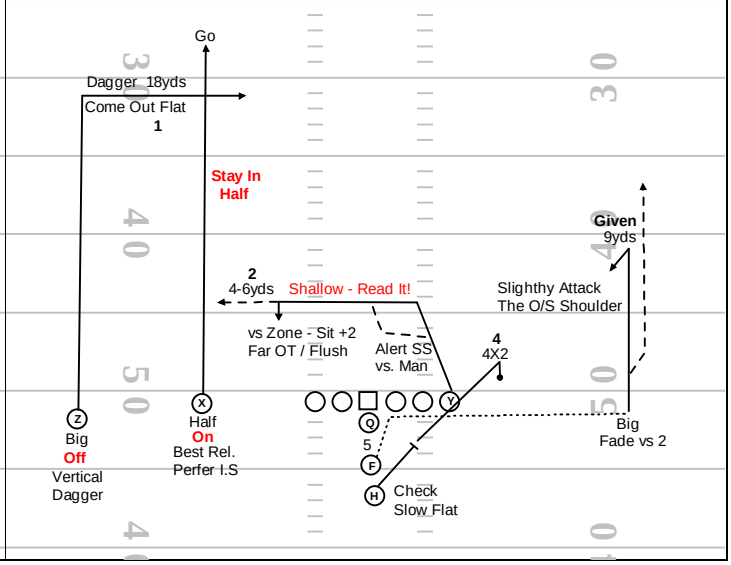
(R/T/ZE) G FULL RT
2J X DAGGER Y SHOVE



(R/T) GREEN RT SLOT F RT
2J X DAGGER Y SHOVE



(R/T) GREEN RT SLUG F RT
2J Z DAGGER Y SHOVE



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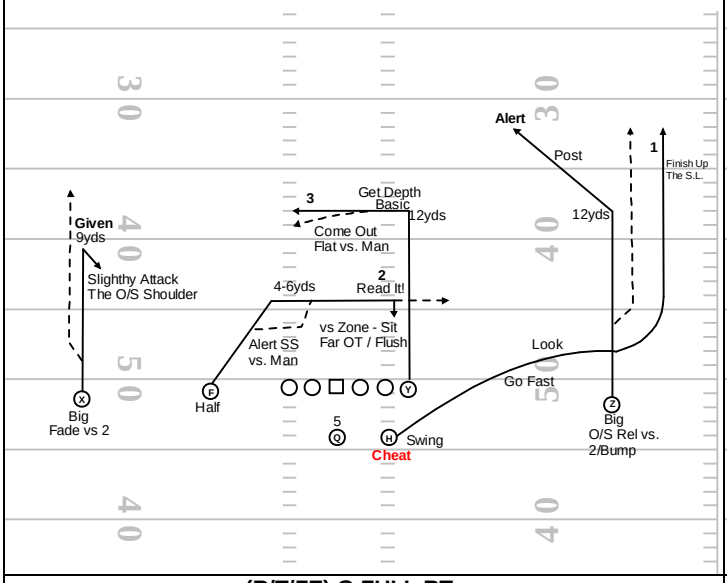
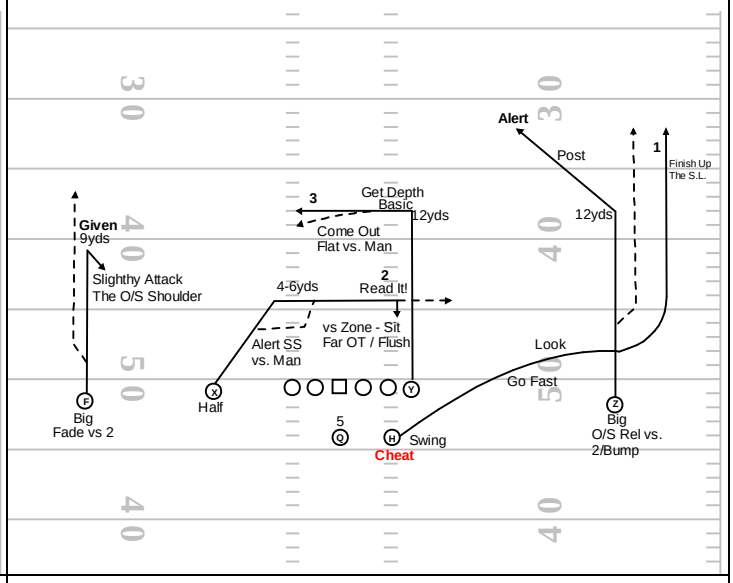
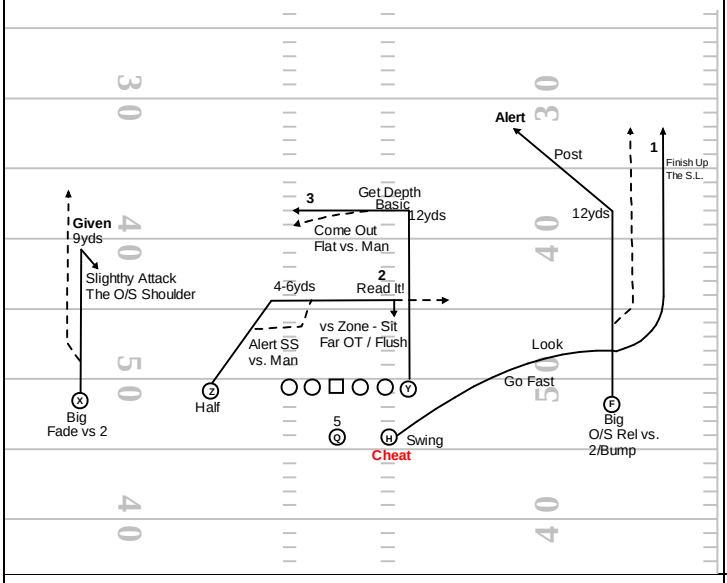
(R/T/ZE) (F MO) G DOUBLE RT
2SCAT SWING Y BINGO F SHOVE



(R/T/ZE) G DART RT
2SCAT SWING Y BINGO X SHOVE



(R/T/ZE) G FULL RT
2SCAT SWING Y BINGO Z SHOVE



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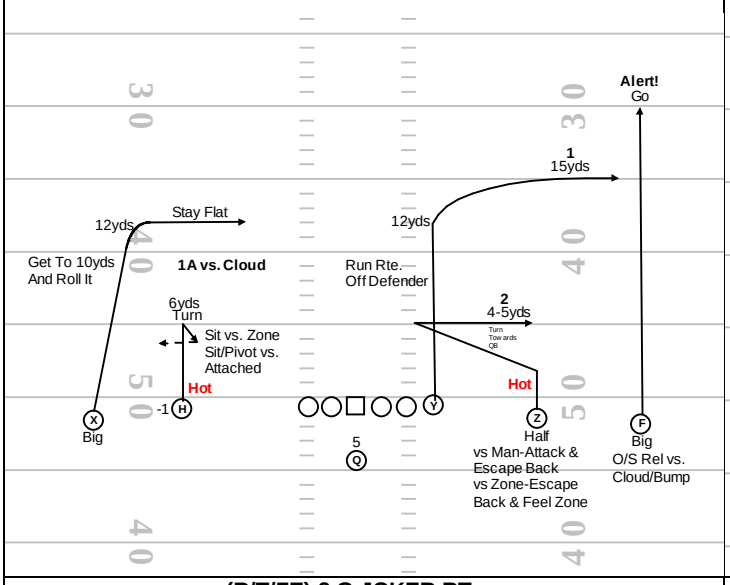
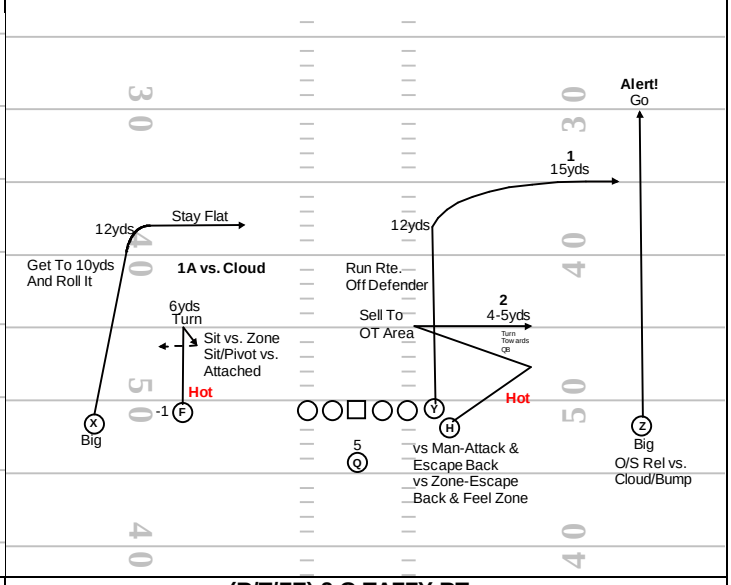
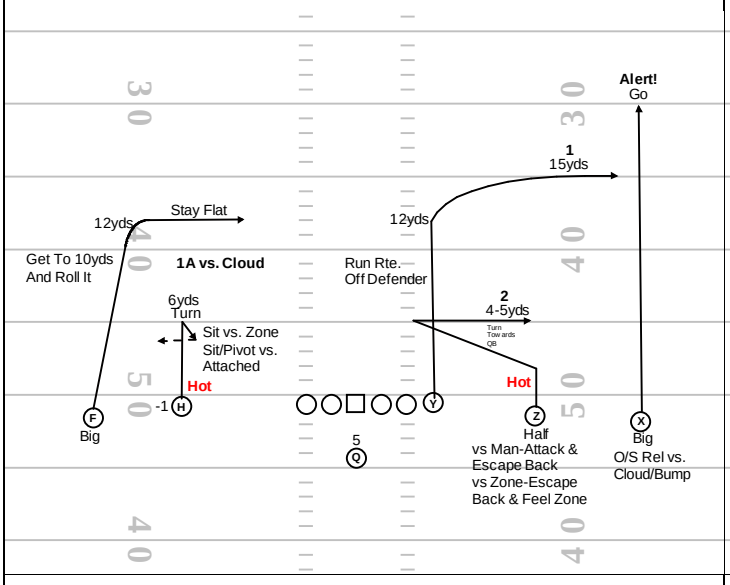
(R/T/ZE) 2 G TAZ RT
2SCAT Y SAIL ESCAPE X SQUIRE



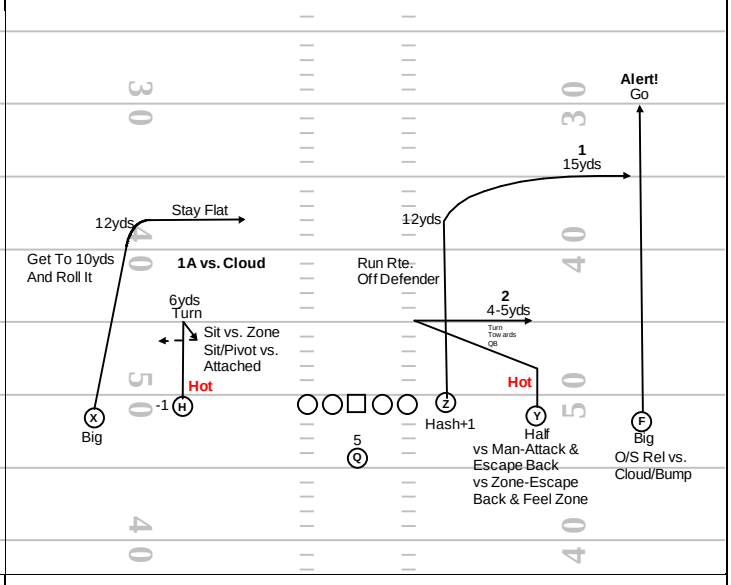
(R/T/ZE) 4 G DOUBLE RT
2SCAT Y SAIL ESCAPE X SQUIRE



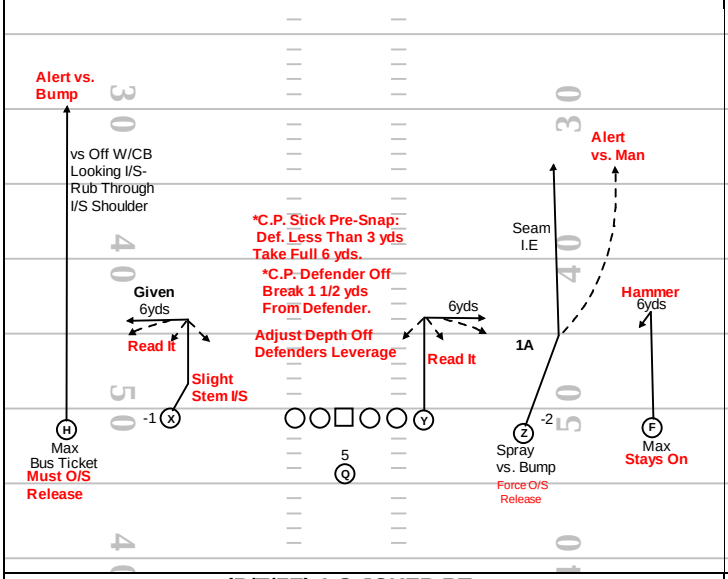
(R/T/ZE) 2 G JOKER RT
2SCAT Y SAIL ESCAPE F SQUIRE



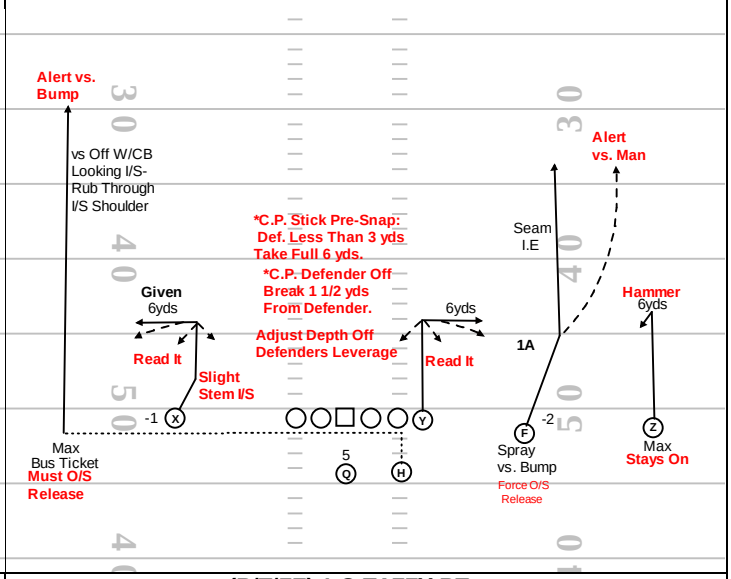
(R/T/ZE) 2 G TAFFY RT
2SCAT Z SAIL ESCAPE F SQUIRE



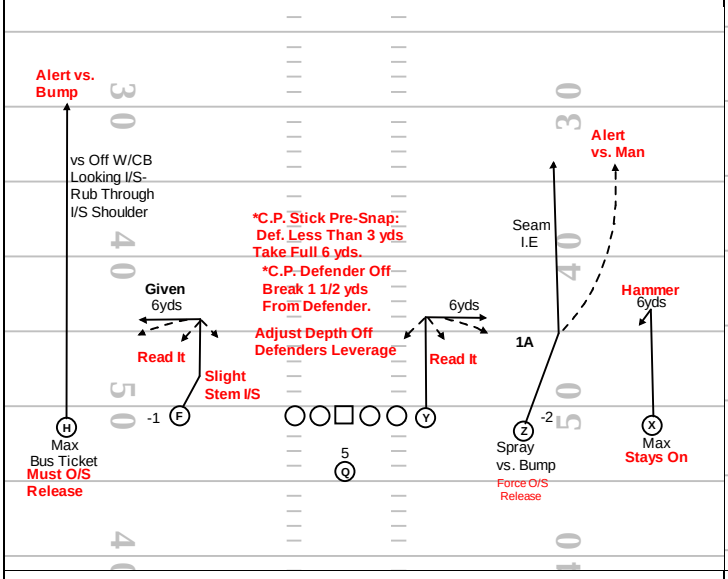
(R/T/ZE) 1 G TAZ RT
200SCAT Y SHOCK X STICK



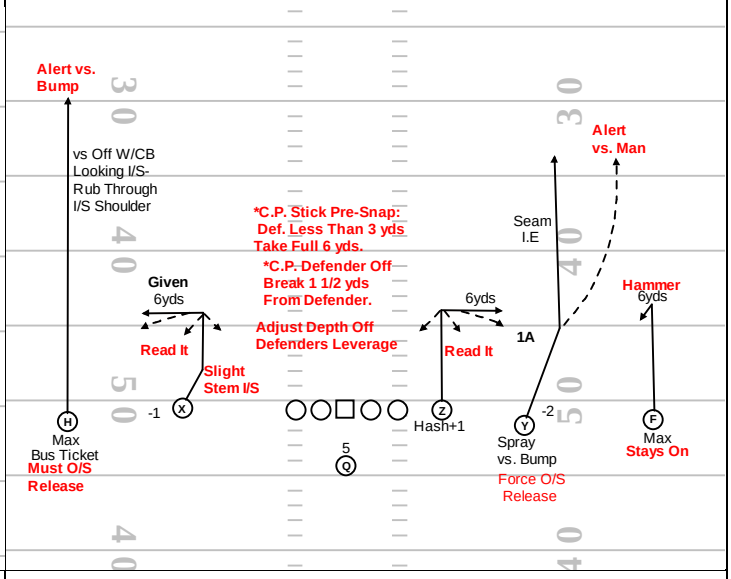
(R/T/ZE) G TRIPS RT TITE H LT O
200SCAT Y SHOCK X STICK



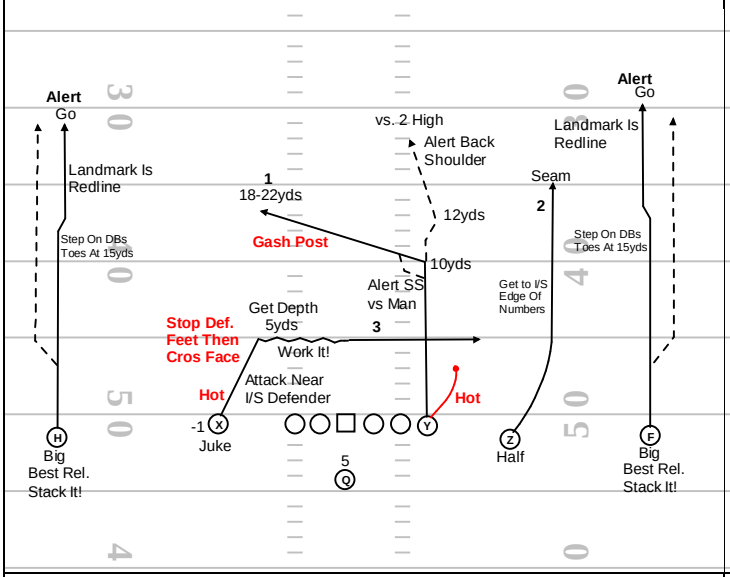
(R/T/ZE) 1 G JOKER RT
200SCAT Y SHOCK F STICK



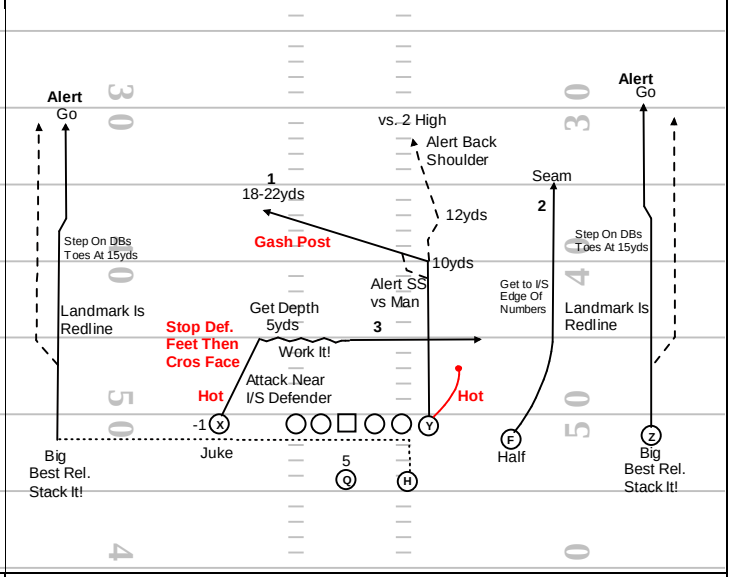
(R/T/ZE) 1 G TAFFY RT
200SCAT Z SHOCK X STICK



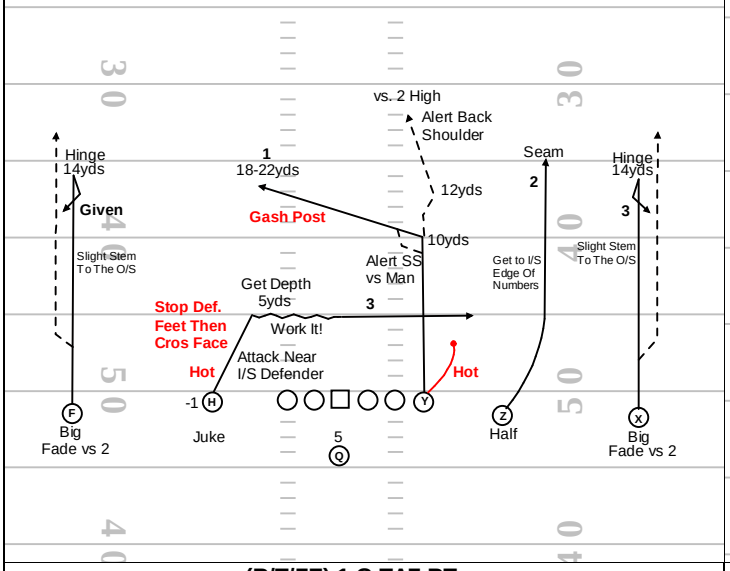
(R/T/ZE) 1 G TAZ RT
2SCAT Y GASH-GO X JUKE



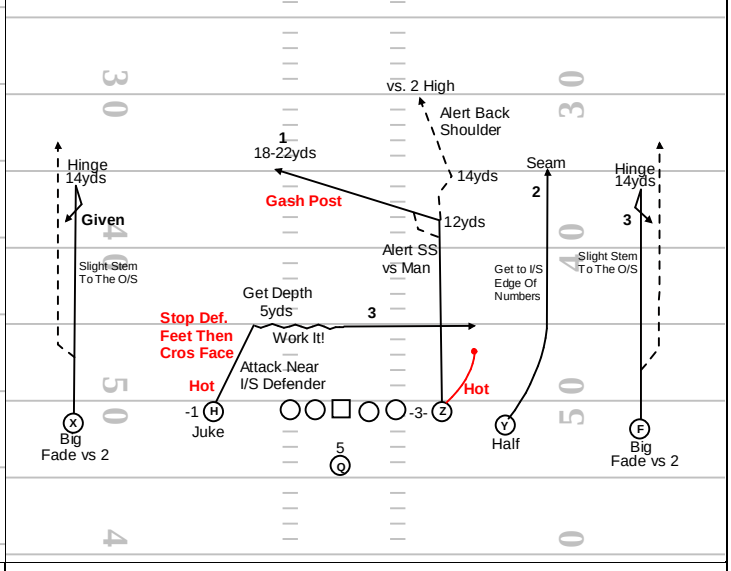
(R/T/ZE) G TRIPS RT TITE H LT O
2SCAT Y GASH-GO X JUKE



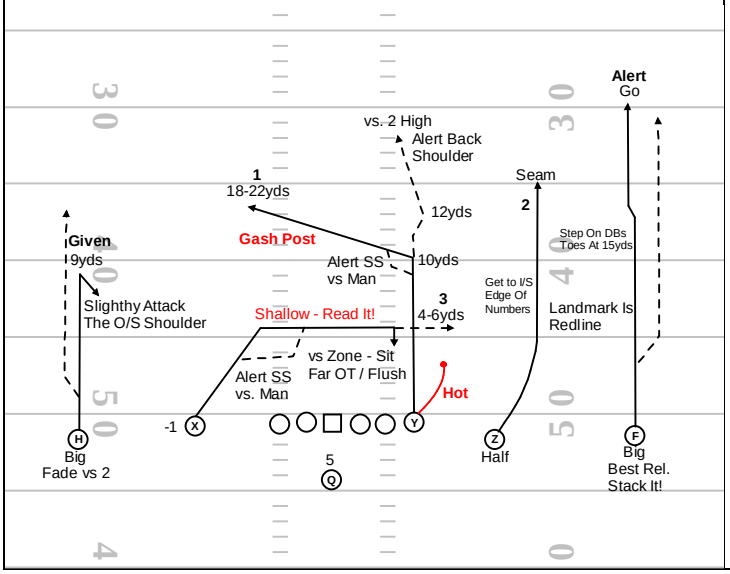
(R/T/ZE) 2 G JOKER RT
2SCAT Y GASH-HINGE H JUKE



(R/T/ZE) 2 G TAFFY RT
2SCAT Z GASH-HINGE H JUKE



(R/T/ZE) 1 G TAZ RT
2SCAT Y GASH-GO X SHOVE



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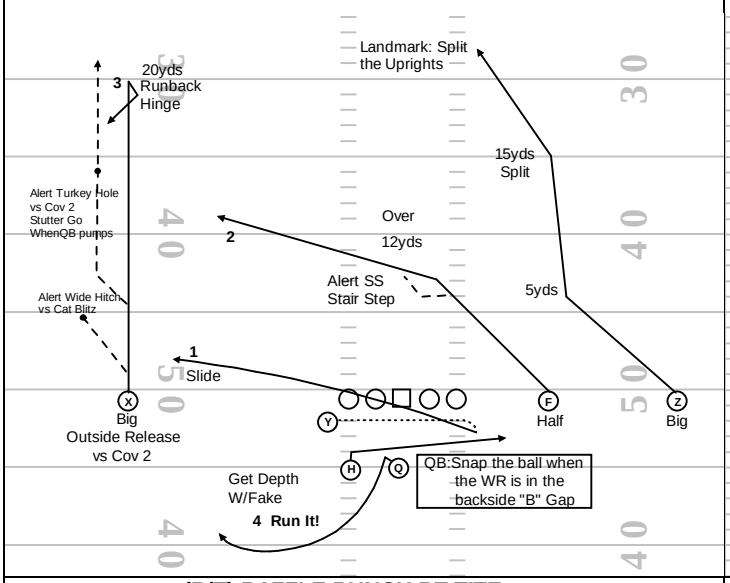
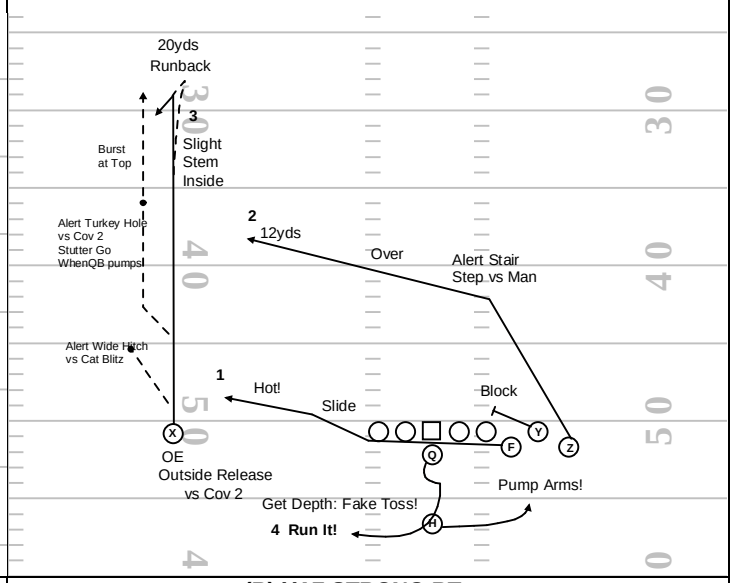
MOVEMENT

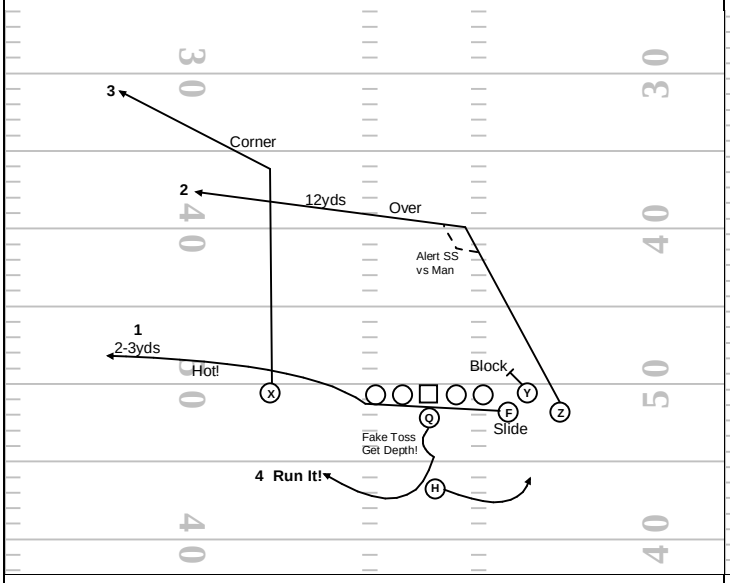
(T/ZE) Y MO G TRIPS RT
NAKED 36 LT Y SLIDE



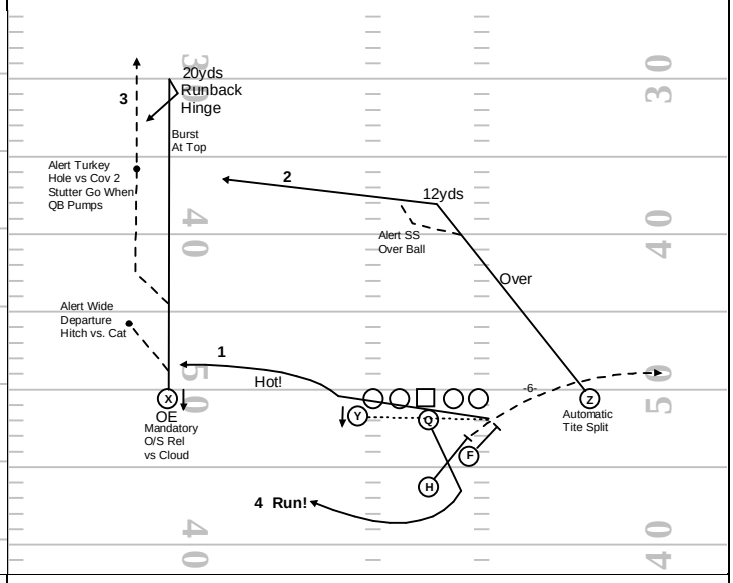
(R/T) BUNCH RT (F CTR)
NAKED 98 LT F SLIDE Z OVER



(R/T) BAFFLE BUNCH RT TITE
NAKED 98 LT F SLIDE Z OVER

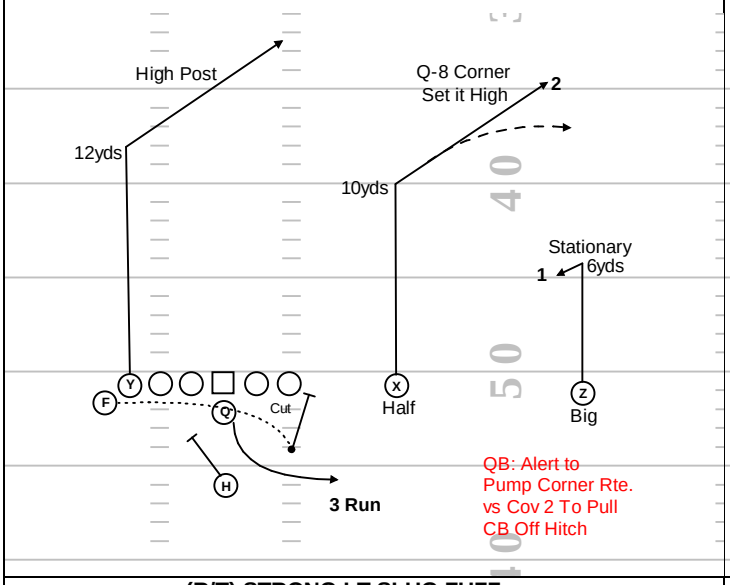


(R) YAZ STRONG RT
KEEP 96 LT Y SLIDE

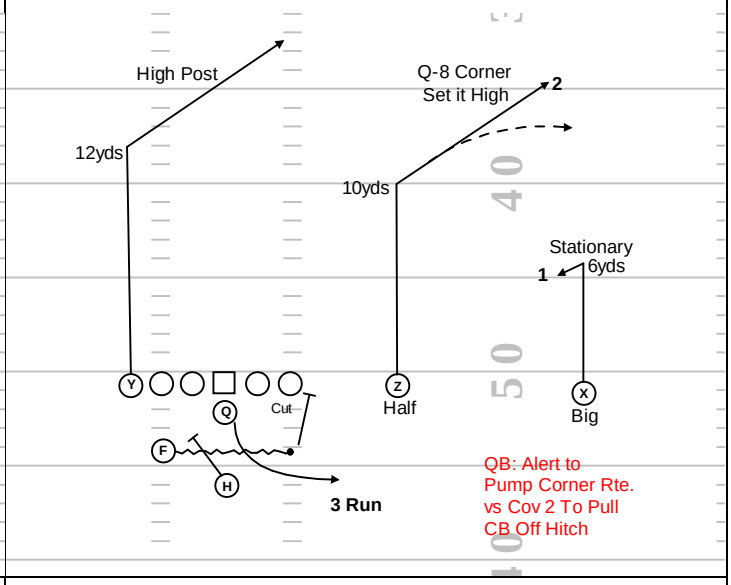


MOVEMENT

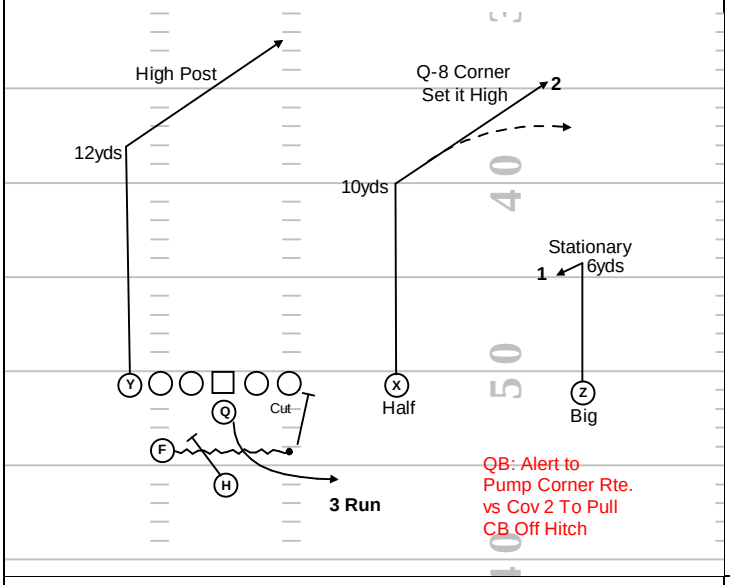
(R/T) (Z/X MO) FLANK LT SLUG F RT
Q8 Z CRUSH



(R/T) STRONG LT SLOT FUZZ
Q 8 X CRUSH

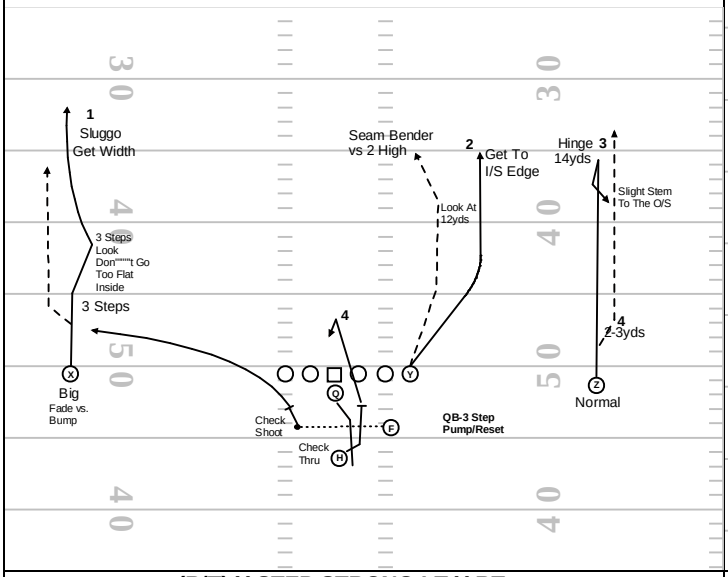


(R/T) STRONG LT SLUG FUZZ
Q 8 Z CRUSH

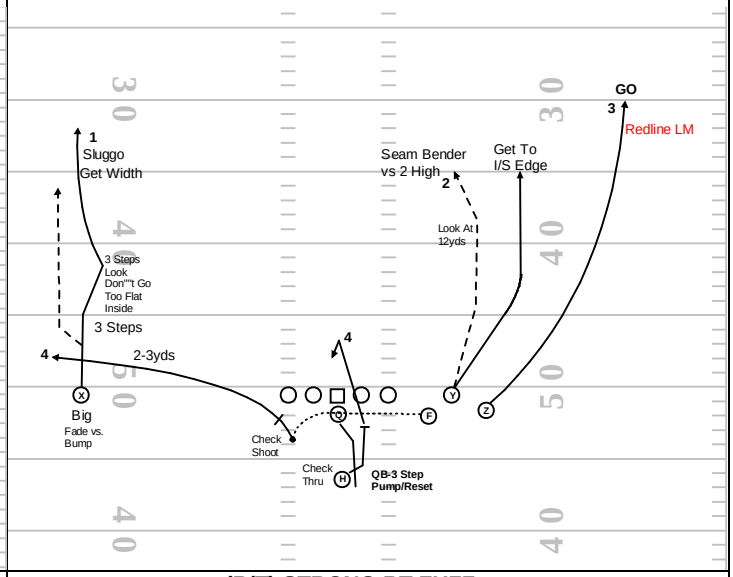


PLAY PASS

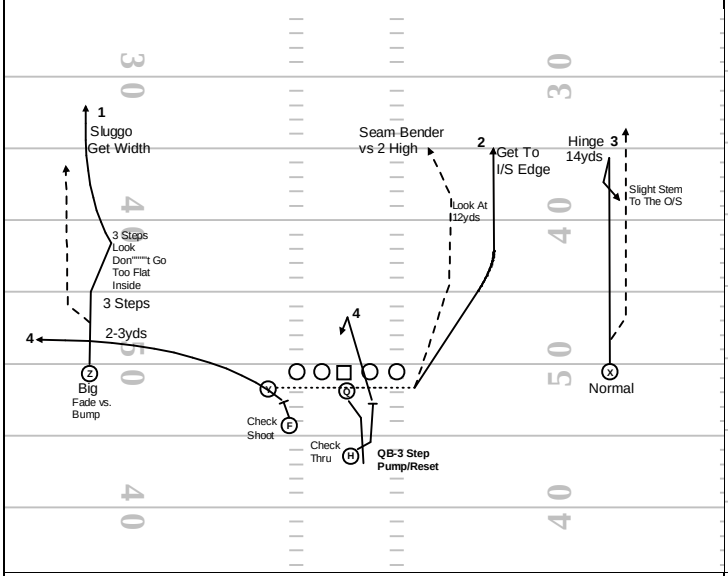
(R/T) STRONG RT FUZZ
HND3 SPLIT X SLUGGO Y VERT HINGE



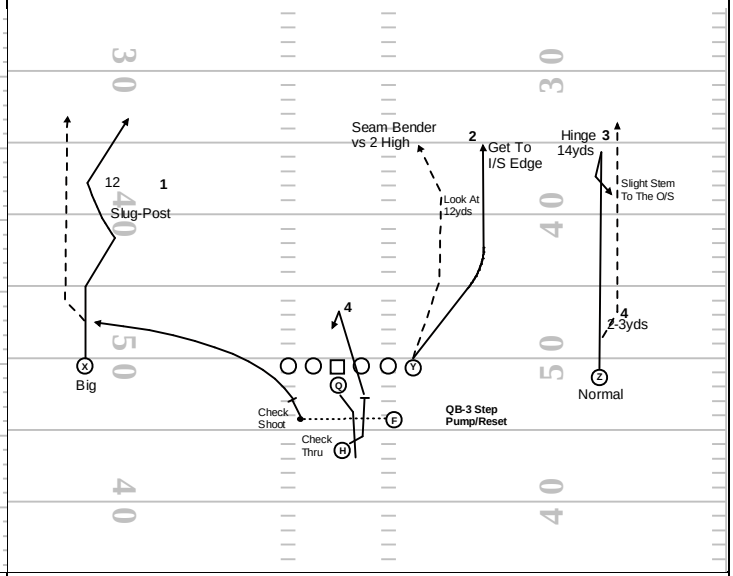
(R/T) BUNCH RT F OP
HND 3 SPLIT X SLUGGO Y VERT GO



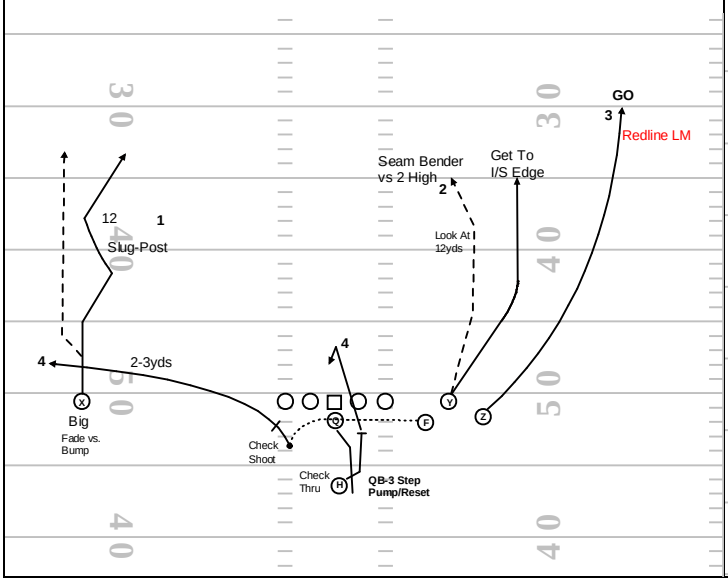
(R/T) Y STEP STRONG LT Y RT
HND3 SPLIT Z SLUGGO Y VERT HINGE



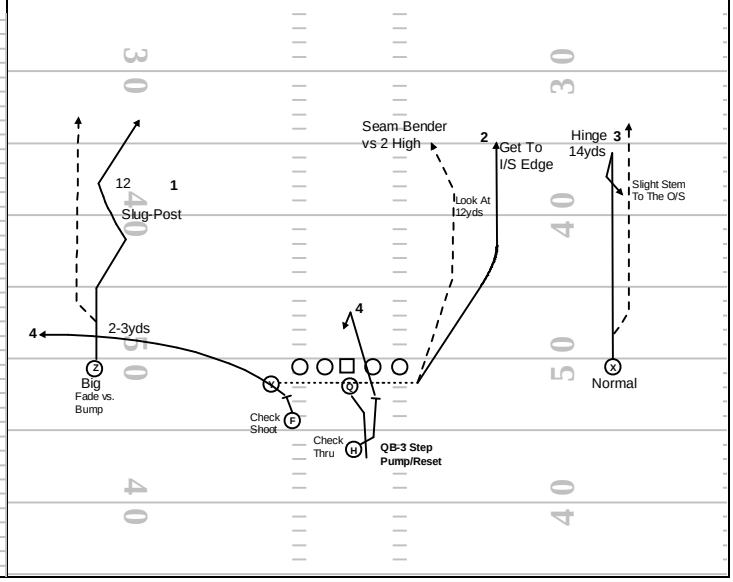
(R/T) STRONG RT FUZZ
HND3 SPLIT X SLUG-POST Y VERT HINGE



(R/T) BUNCH RT F OP
HND 3 SPLIT X SLUG-POST Y VERT GO



(R/T) Y STEP STRONG LT Y RT
HND3 SPLIT Z SLUGGO Y VERT HINGE



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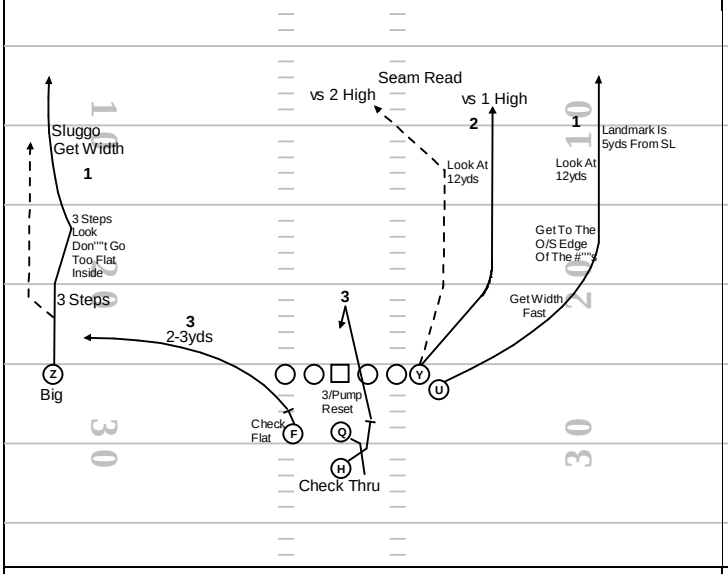
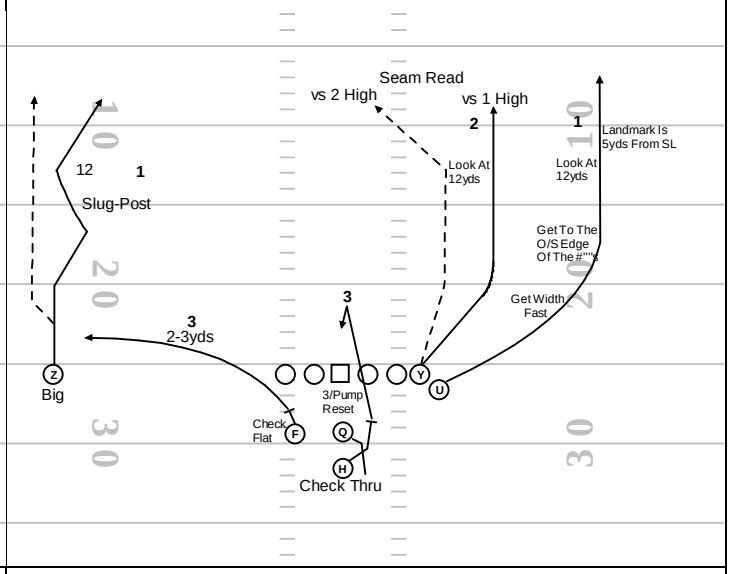
PLAY PASS

(R/T) WEAK RT WING
HND 3 SPLIT Z SLUGGO Y VERT

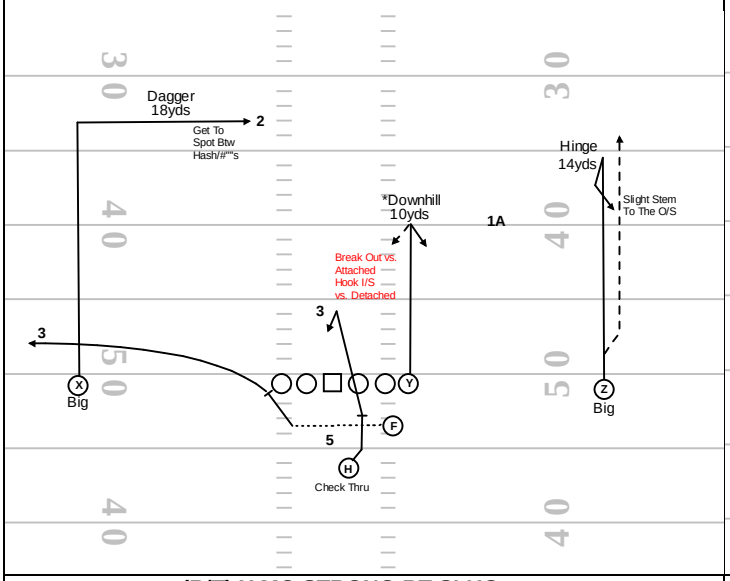


(R/T) WEAK RT WING
HND 3 SPLIT Z SLUG-POST Y VERT

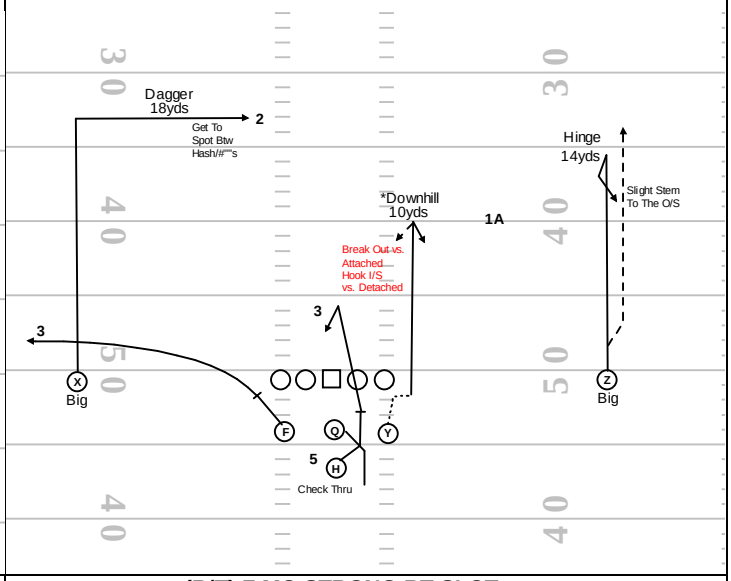


PLAY PASS

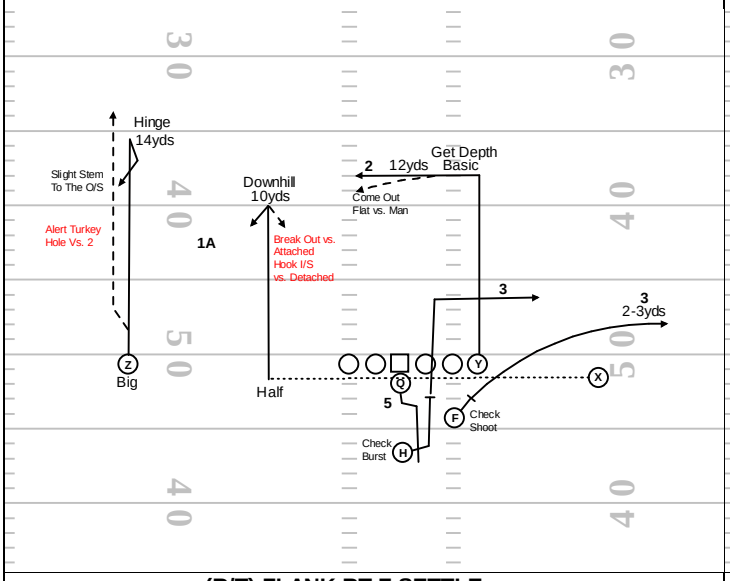
(R/T) (YAZ) STRONG RT FUZZ
HND 3 SPLIT Y TRENCH X DAGGER



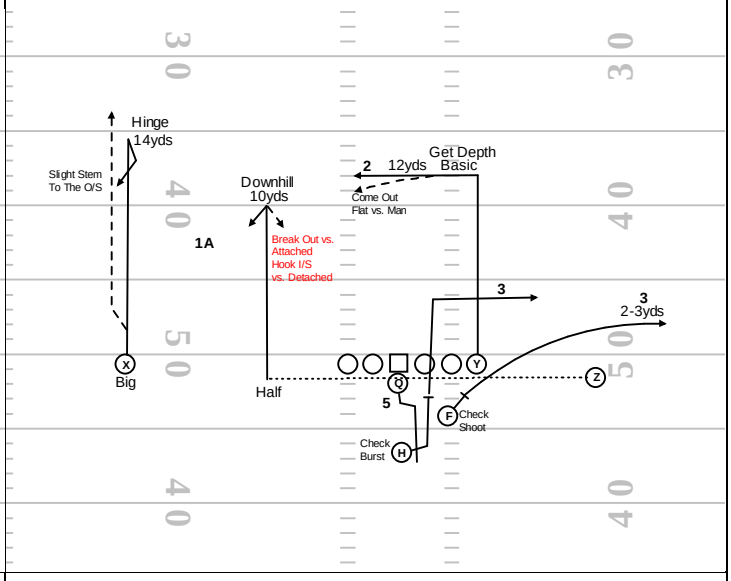
(R/T) (BUILD) BULLY RT Y RT
HND 3 SPLIT Y TRENCH X DAGGER



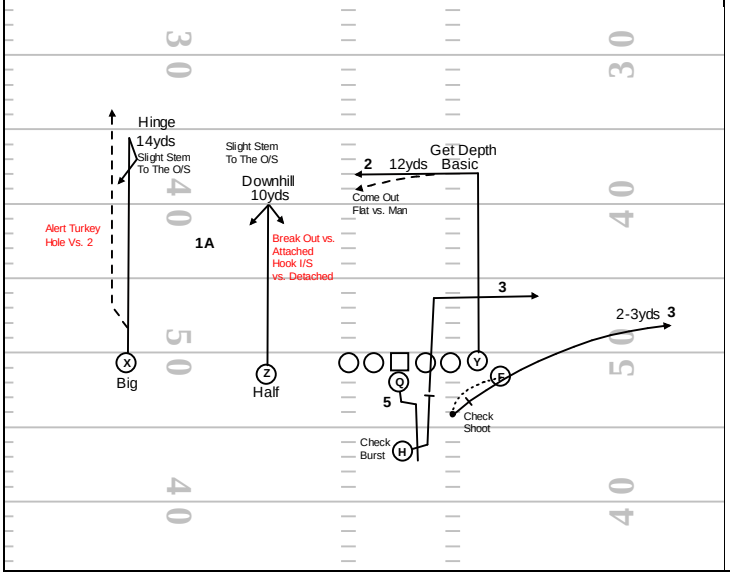
(R/T) X MO STRONG RT SLUG
HND 2 X TRENCH Y BASIC ROCO



(R/T) Z MO STRONG RT SLOT
HND 2 Z TRENCH Y BASIC ROCO



(R/T) FLANK RT F SETTLE
HND 2 Z TRENCH Y BASIC ROCO



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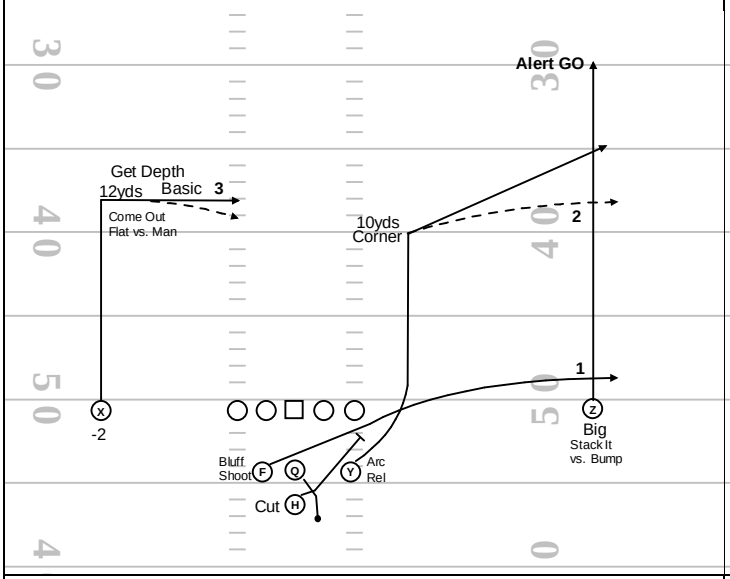
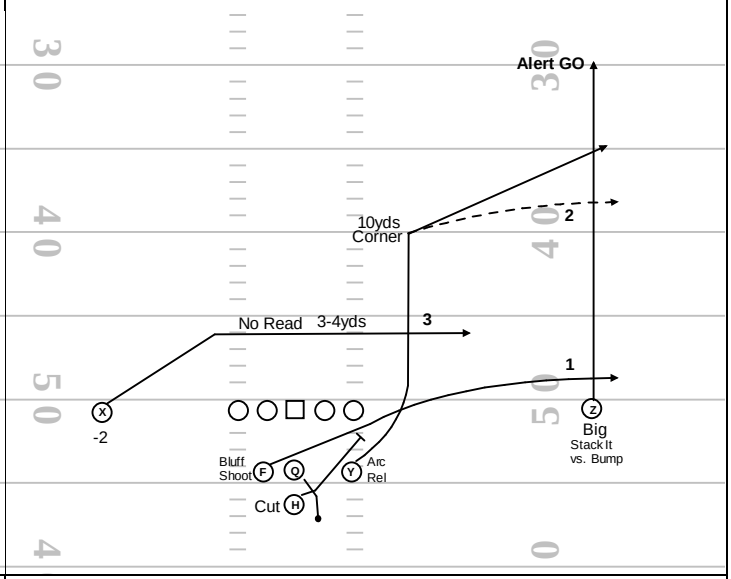
PLAY PASS

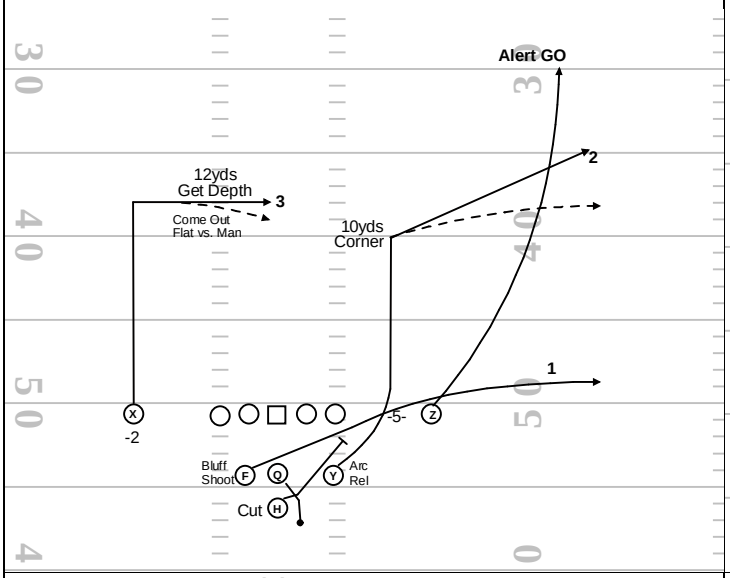
(R/T) Q BULLY RT
VENOM 2 Y SAIL X BASIC



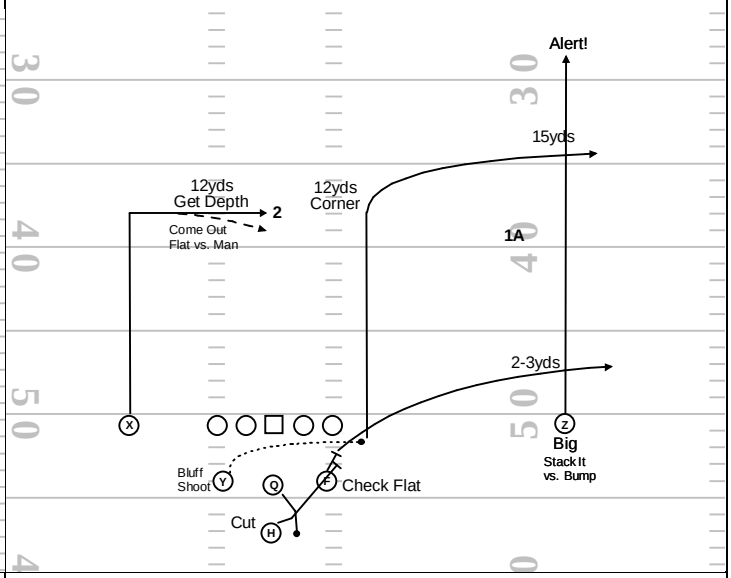
(R/T) Q BULLY RT
VENOM 2 Y SAIL X SHOW



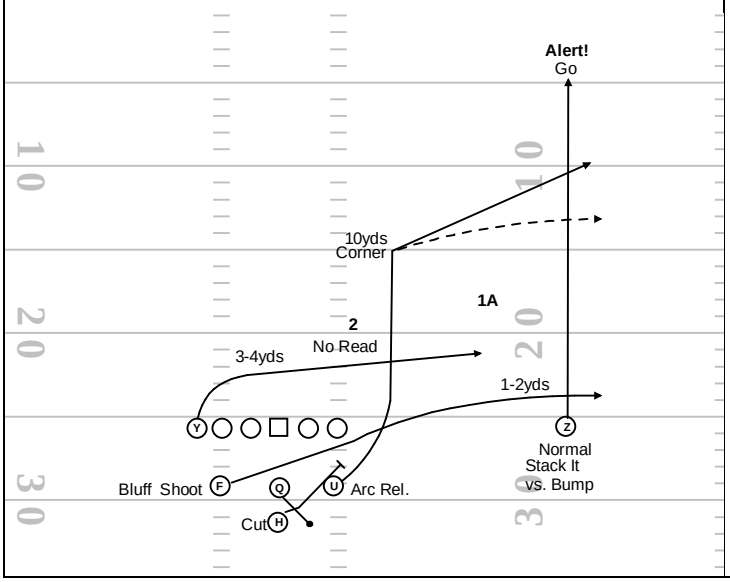
(R/T) Q BULLY RT NASTY
VENOM 2 Y SAIL



(R/T) Q STRONG BULLY RT TITE Y RT
VENOM 2 Y SAIL



(Y) Q BRUTUS LT
VENOM 2 U SAIL Y SHOW



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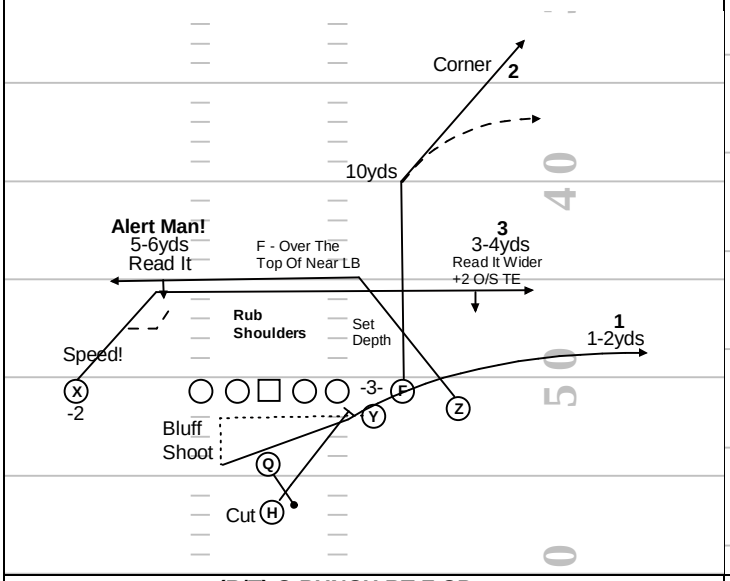
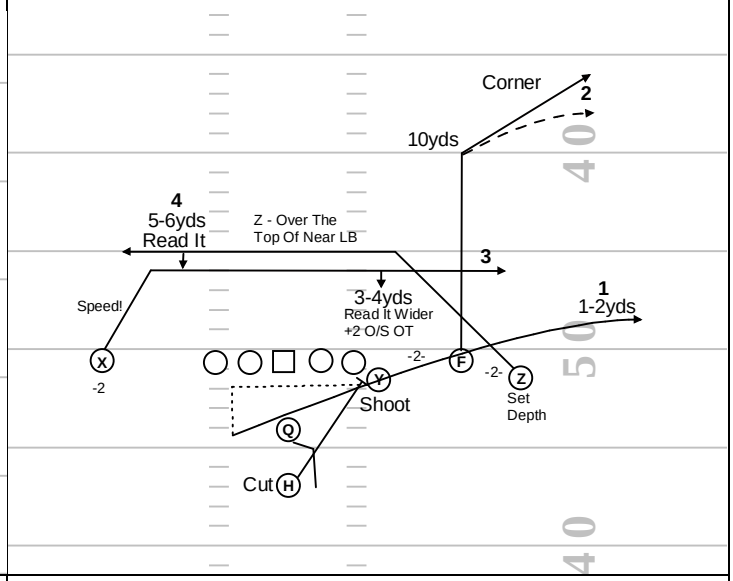
PLAY PASS

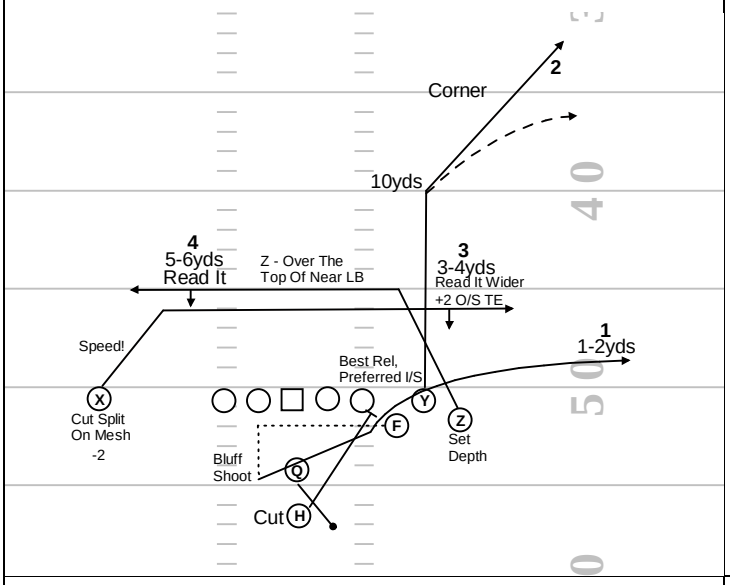
(R/T/ZE) TRIPS RT BUNCH Y OP
VENOM2 Z BANANA X&Z MESH



(R/T/ZE) Q CRUNCH RT OFF Y OP
VENOM 2 F BANANA X & Z MESH

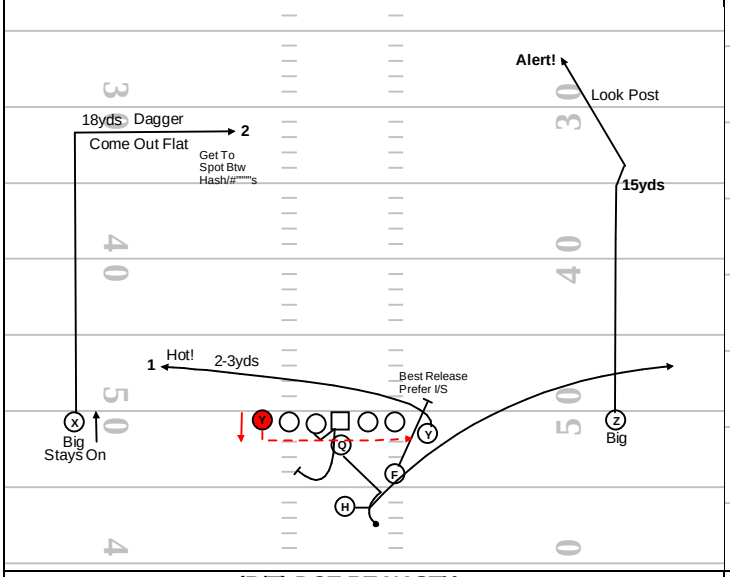


(R/T) Q BUNCH RT F OP
VENOM 2 Y BANANA X & Z MESH

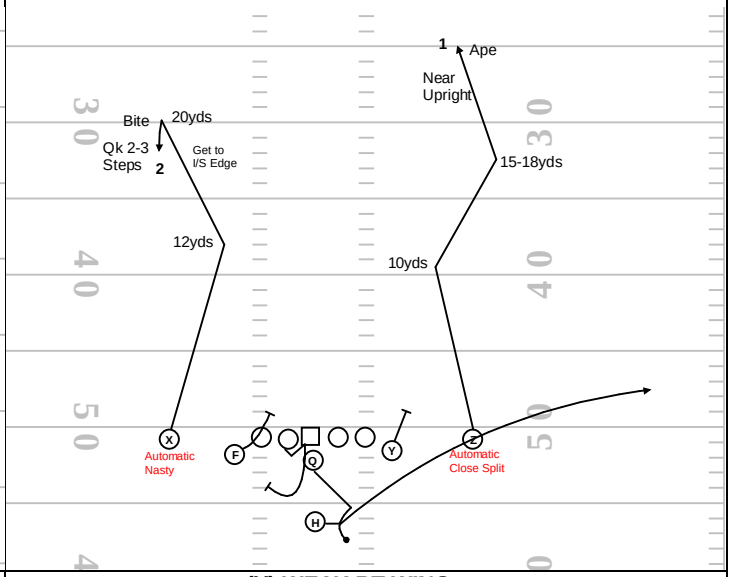


PLAY PASS

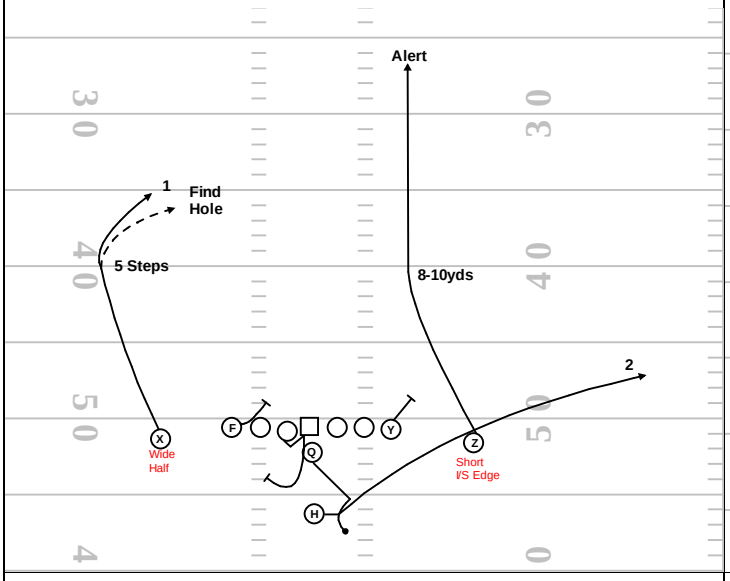
(R/T) YAZ STRONG RT
POP96 X DAGGER Y SHOW



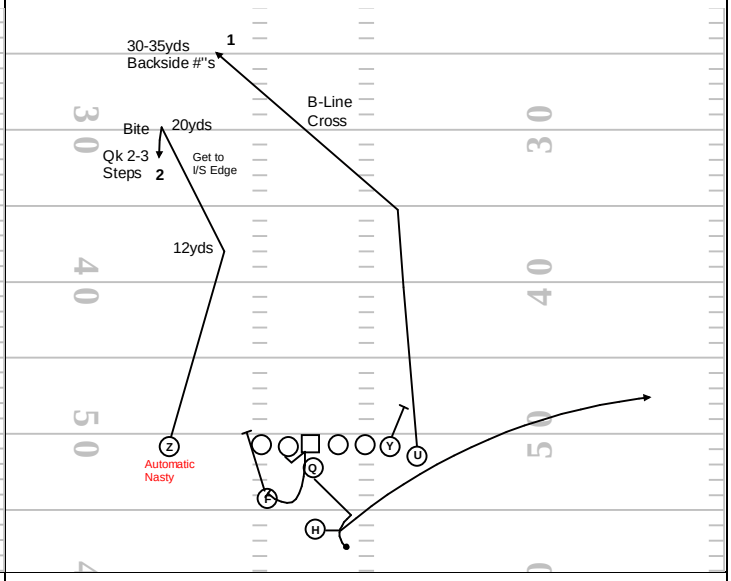
(R/T) OFF RT NASTY
POP96 SOLID X ANGLE BITE Z APE



(R/T) DOT RT NASTY
POP96 SOLID X BENGAL Z GETAWAY



(Y) WEAK RT WING
POP96 SOLID Z ANGLE BITE U B-LINE



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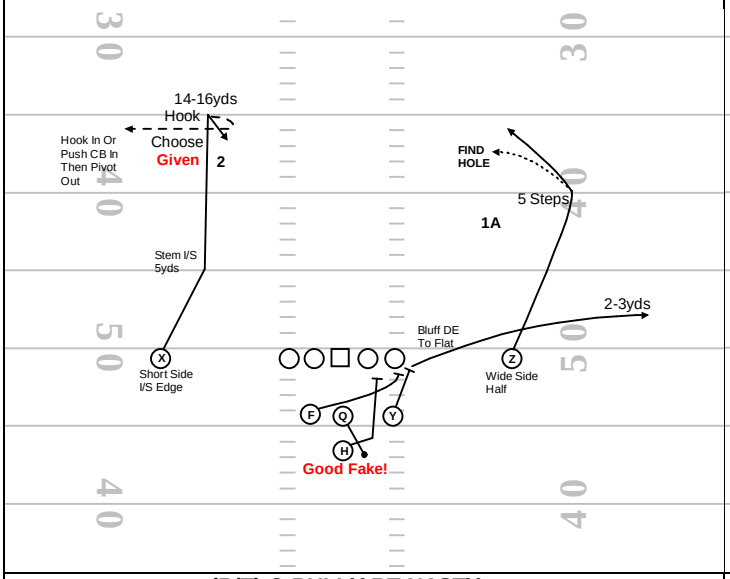
PLAY PASS

(R/T) Q BULLY RT NASTY
REPTILE Z BENGAL X CHOOSE BLUFF



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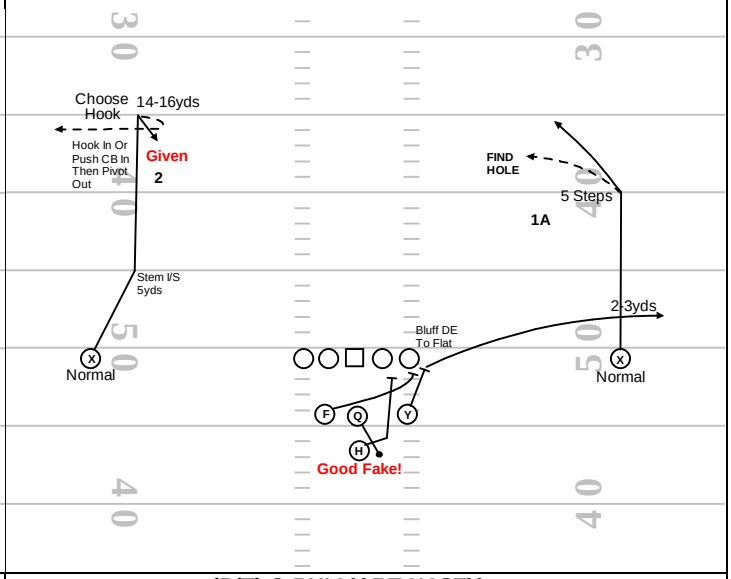
REPTILE Z BENGAL Y BLUFF



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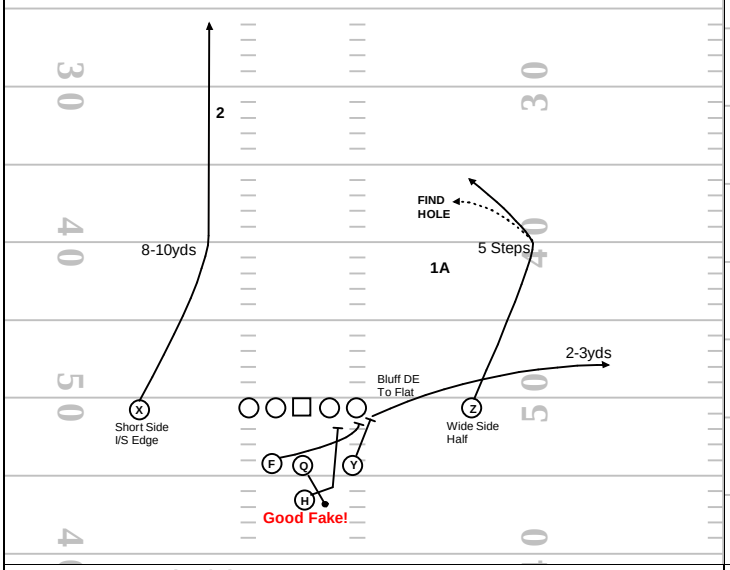
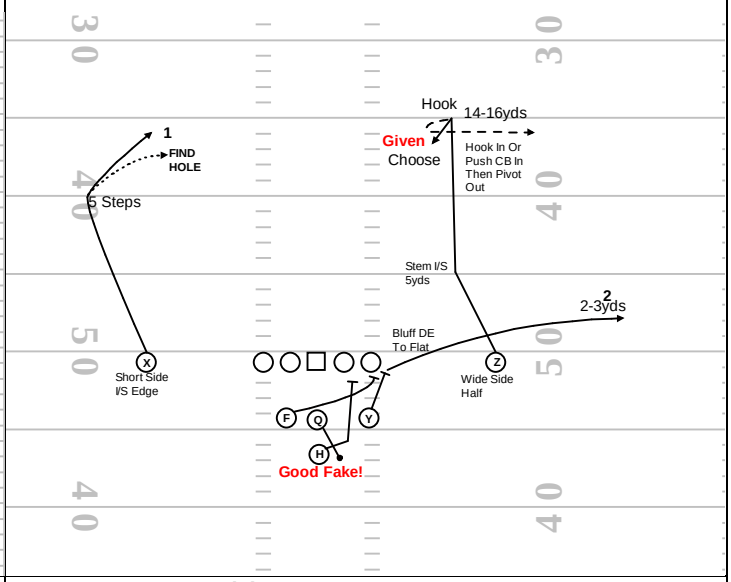
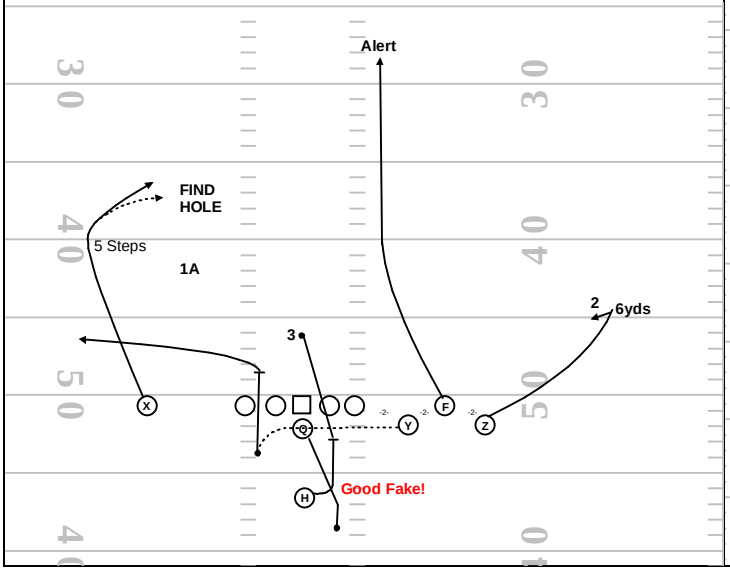
REPTILE Z BENGAL X GETAWAY BLUFF



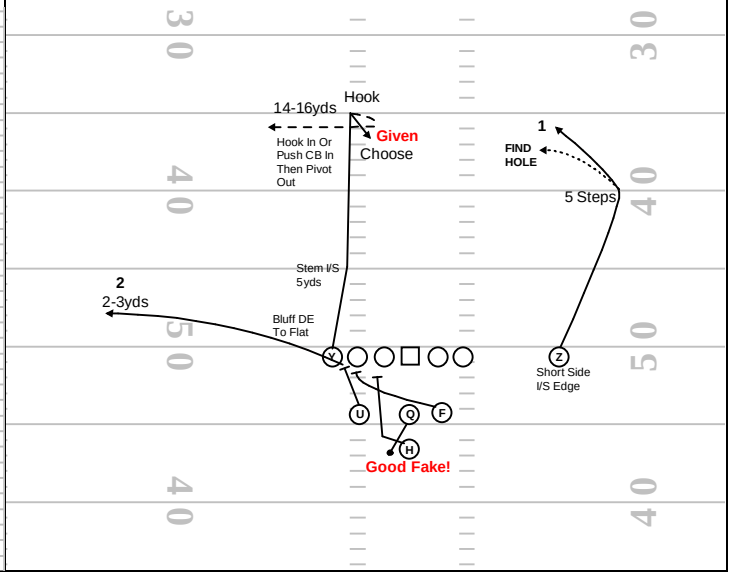
(R/T) Q BULLY RT NASTY
REPTILE X BENGAL Z CHOOSE BLUFF



(ZE/C) CRUNCH RT TITE Y BACK
P92-BIG X BENGAL F GETAWAY



(Y) Q BRUTUS LT TITE
REPTILE Z BENGAL Y CHOOSE BLUFF



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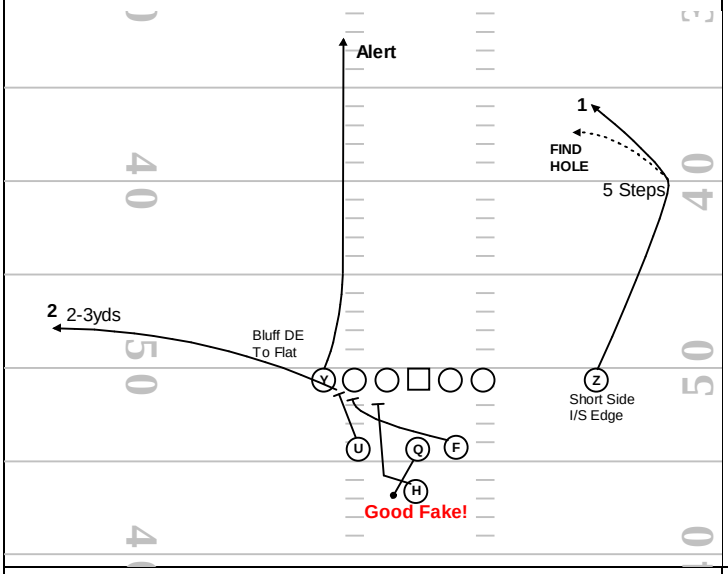
PLAY PASS

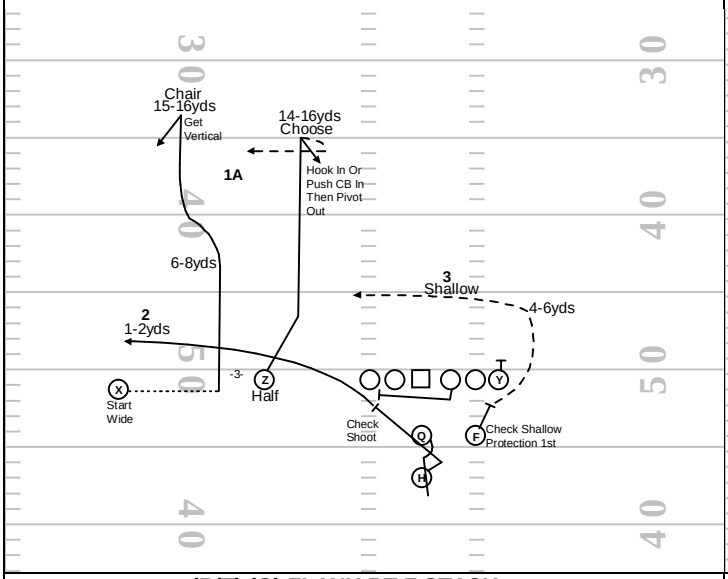
(Y) Q BRUTUS LT TITE

REPTILE Z BENGAL Y GETAWAY BLUFF

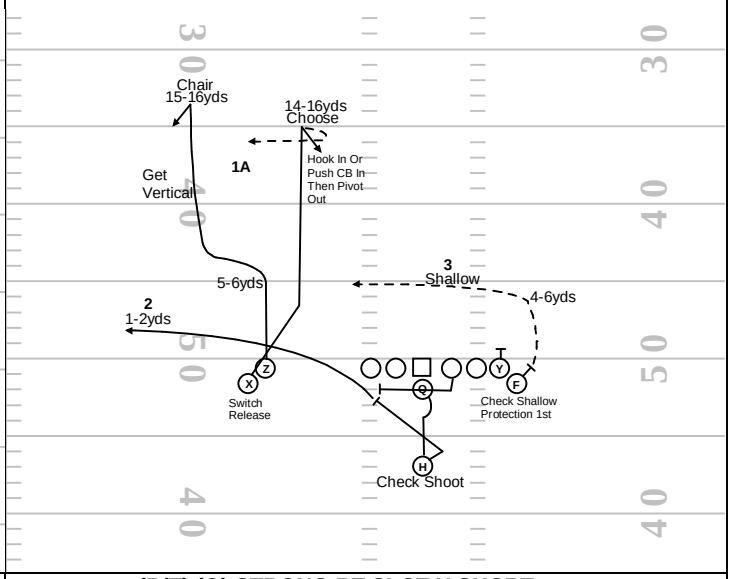


PLAY PASS

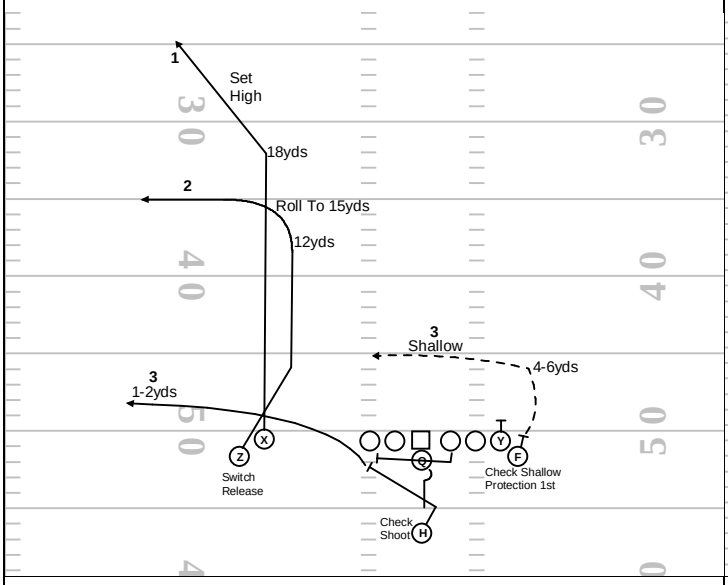
(R/T) Q STRONG RT SLOT X SHORT
MUSTANG X CHAIR Z CHOOSE



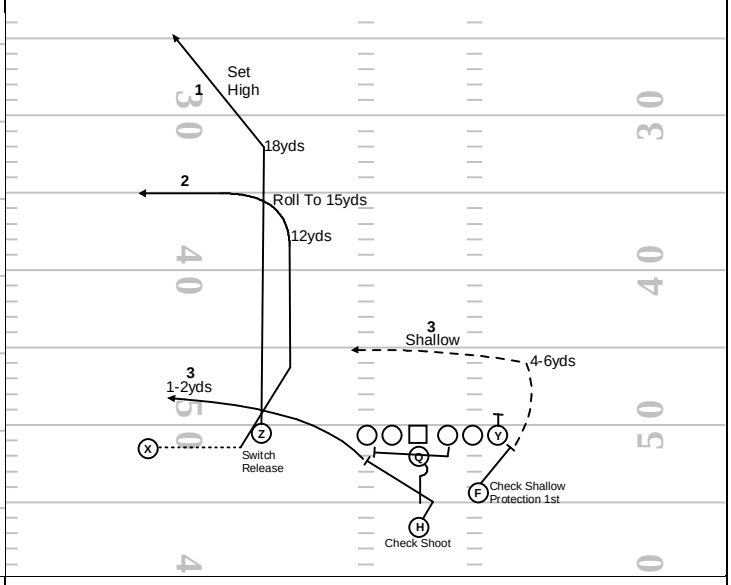
(R/T/C) (Q) FLANK RT STACK
MUSTANG Z CHAIR X CHOOSE



(R/T) (Q) FLANK RT Z STACK
MUSTANG Z WILDCAT



(R/T) (Q) STRONG RT SLOT X SHORT
MUSTANG X WILDCAT



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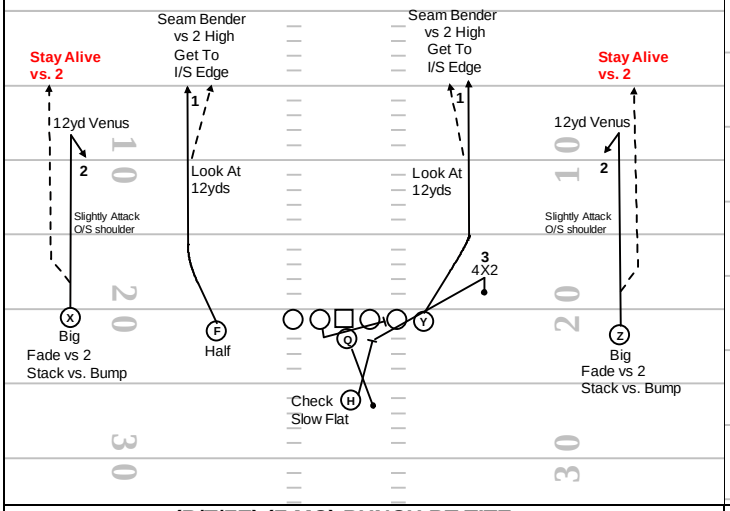
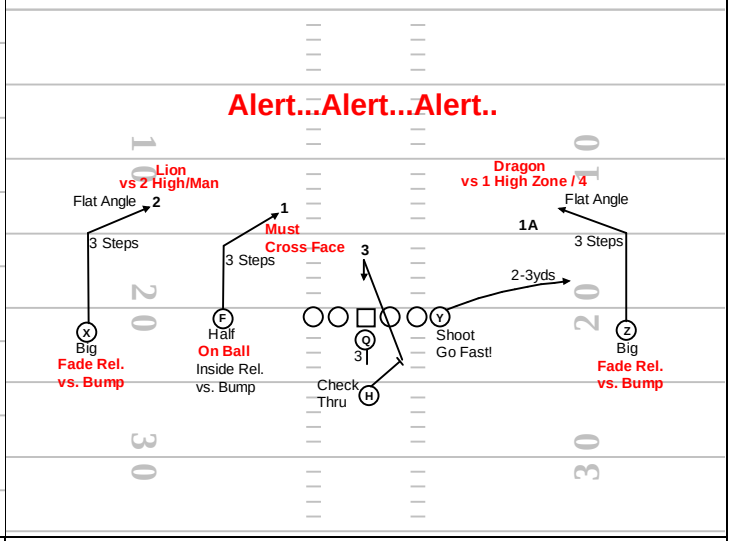
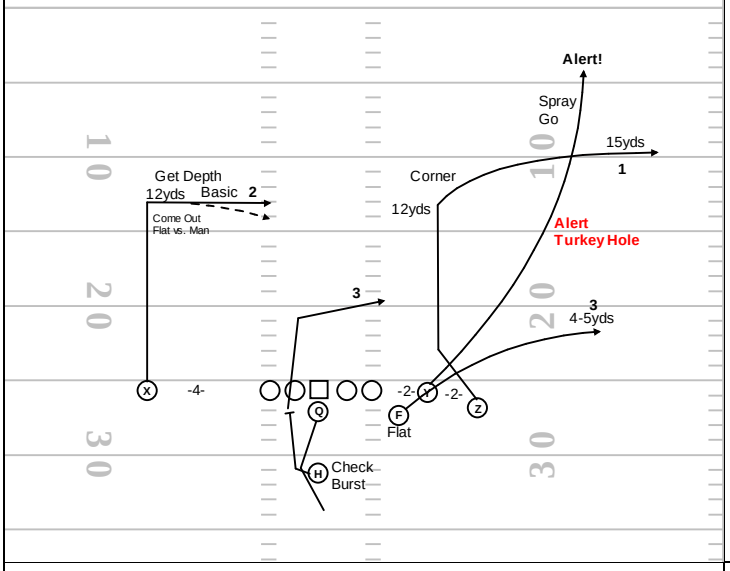
(T/ZE) (G) DOUBLE RT
QK TRAP PASS RT VICTOR A-200J DETROIT



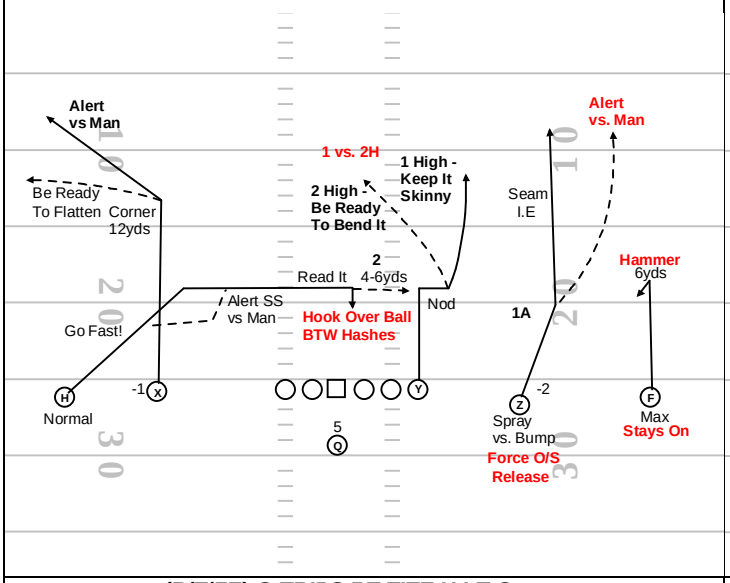
(T/ZE) (G) DOUBLE RT
200J DETROIT



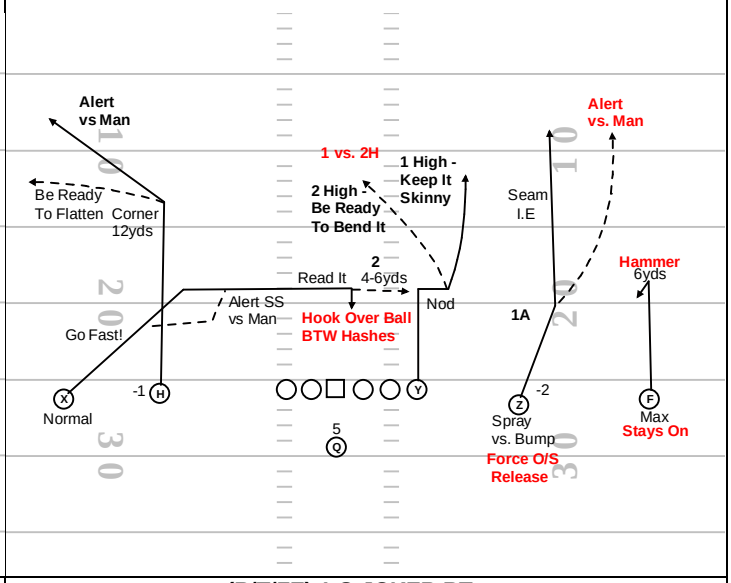
(R/T/ZE) (Z MO) BUNCH RT TITE
FIRE 3J Z SAIL ROCO



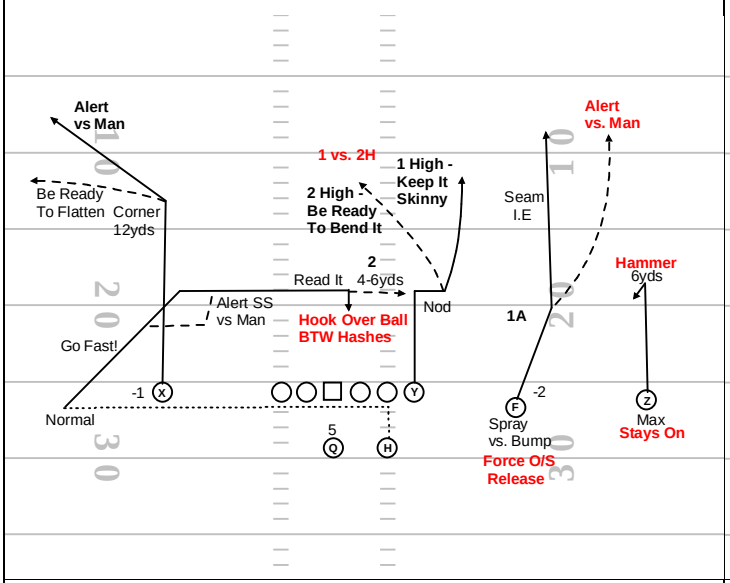
(R/T/ZE) 1 G TAZ RT
2SCAT Y SHOCK NOD H SHIM



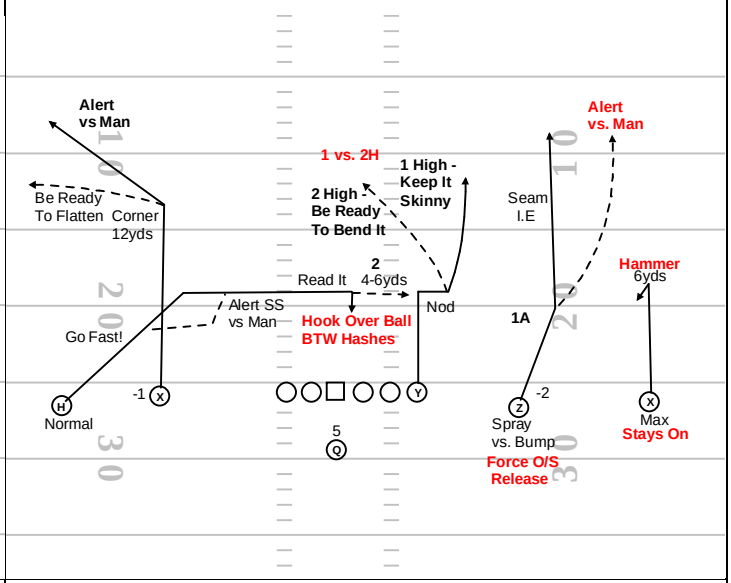
(R/T/ZE) 2 G TAZ RT
2SCAT Y SHOCK NOD X SHIM



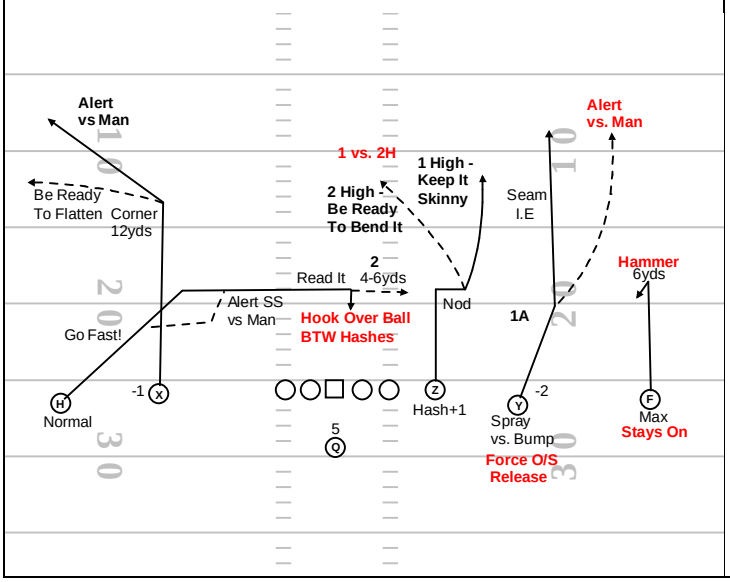
(R/T/ZE) G TRIPS RT TITE H LT O
2SCAT Y SHOCK NOD H SHIM



(R/T/ZE) 1 G JOKER RT
2SCAT Y SHOCK NOD H SHIM



(R/T/ZE) 1 G TAFFY RT
2SCAT Y SHOCK NOD H SHIM



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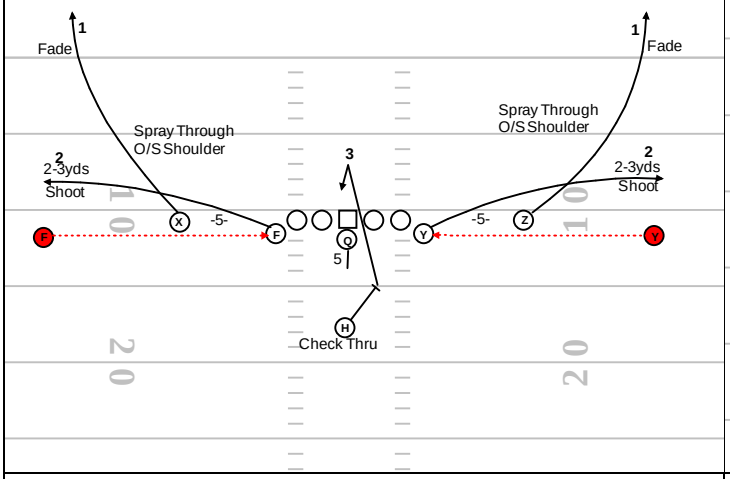
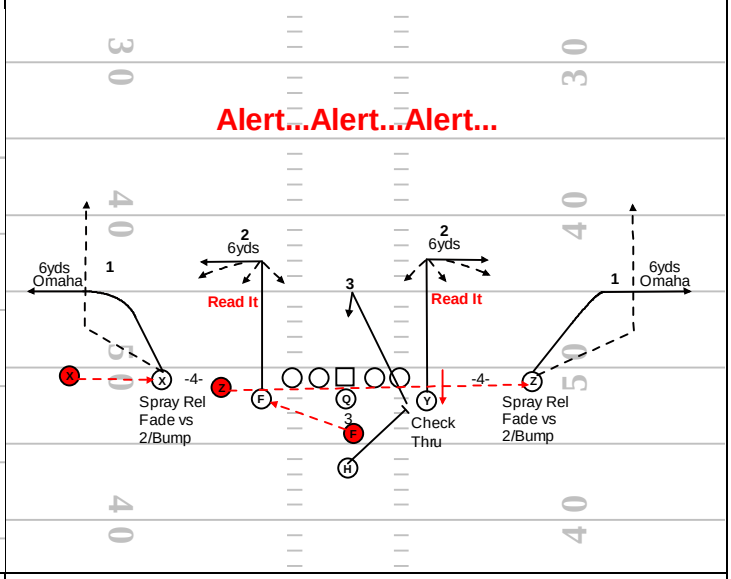
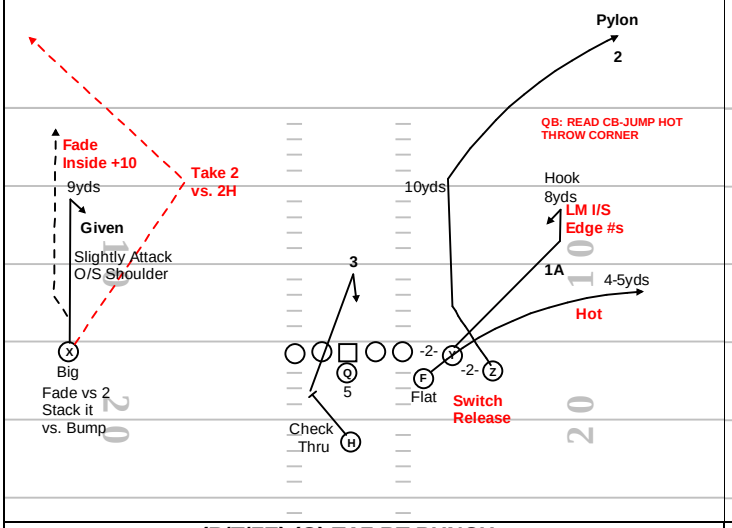
(R/T) DOPE SHIFT (Q) OFF RT NASTY
200J SPRAY SHOOTS A-OKIE



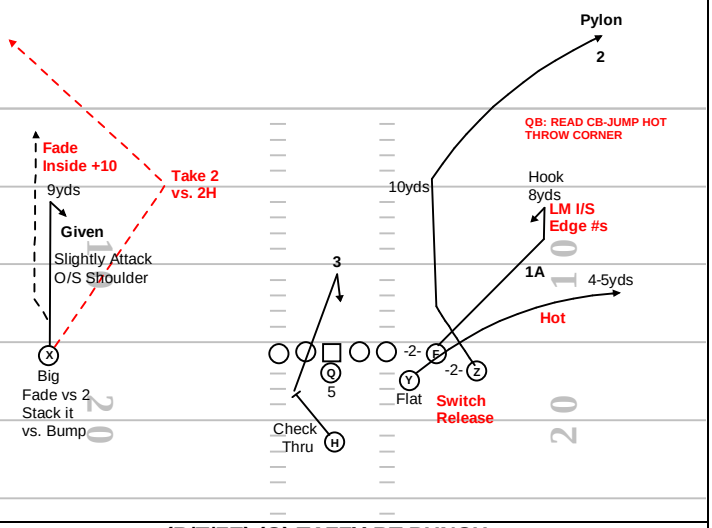
(R/T) GREEN RT SLOT SHIFT OFF RT NASTY
200J SPRAY SHOOTS A-OKIE



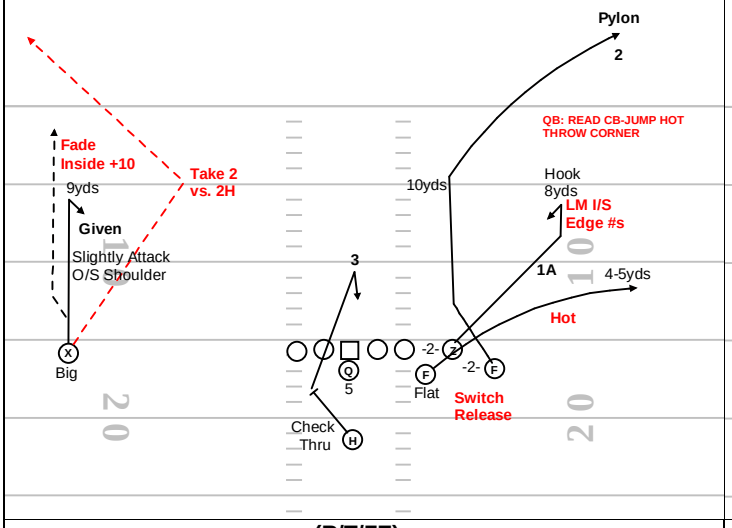
(R/T/ZE) (G)(MOVE)(BAFFLE) BUNCH RT
3J Y CHUCK Z CORNER A-900 SNAG/Q8 CORNER)



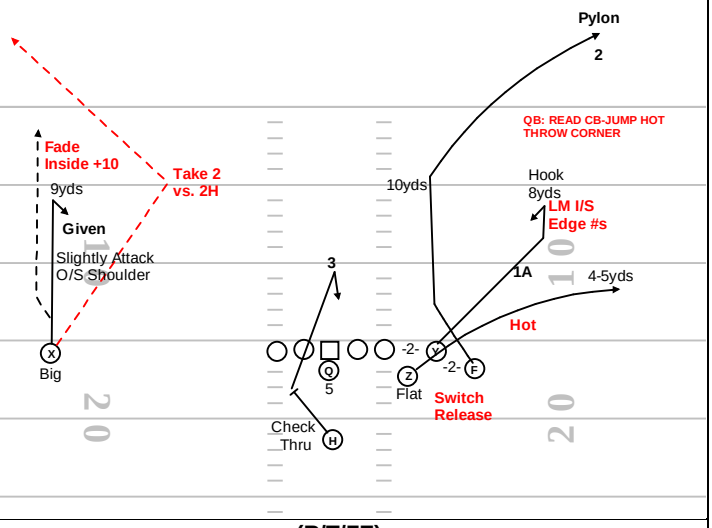
(R/T/ZE) (G) TRIPS RT BUNCH
3J F CHUCK Z CORNER A-900 SNAG/Q8 CORNER)



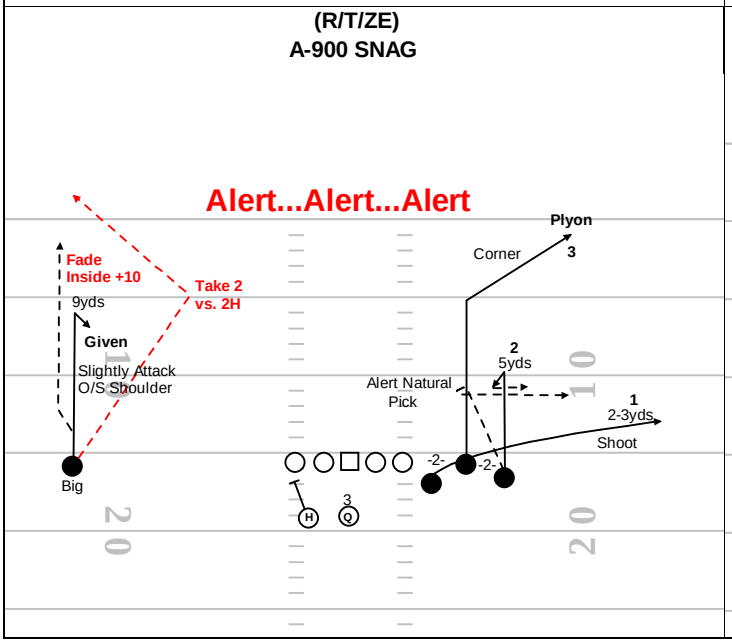
(R/T/ZE) (G) TAZ RT BUNCH
3J Z CHUCK F CORNER A-900 SNAG/Q8 CORNER)



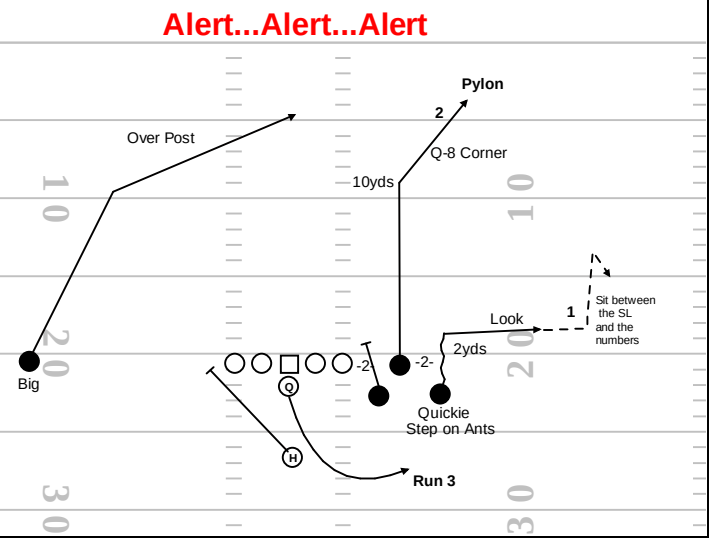
(R/T/ZE) (G) TAFFY RT BUNCH
3J Y CHUCK F CORNER A-900 SNAG/Q8 CORNER)



(R/T/ZE)
A-900 SNAG



(R/T/ZE)
A-Q-8 CORNER



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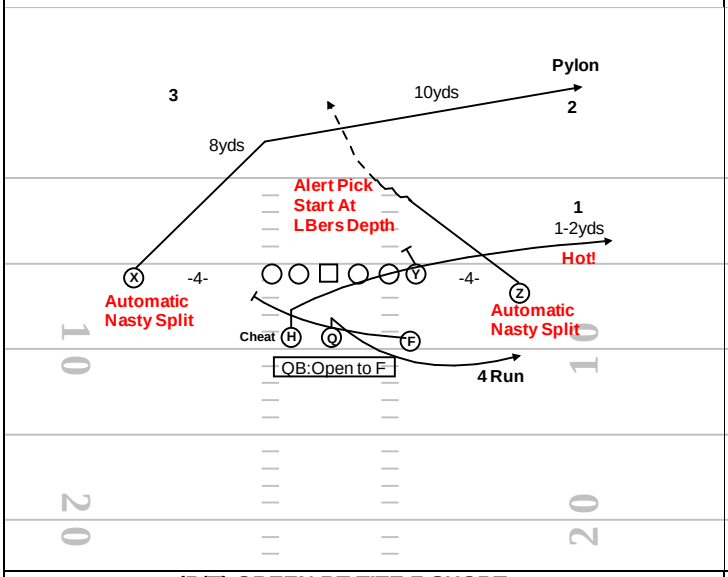
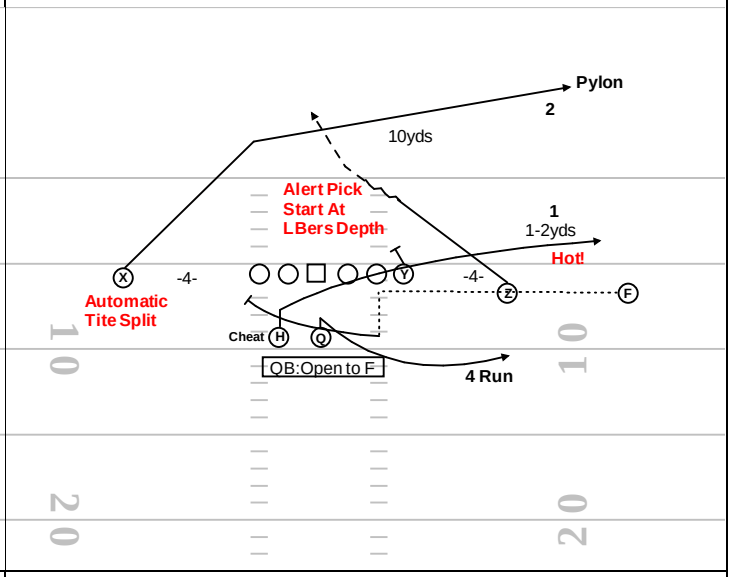
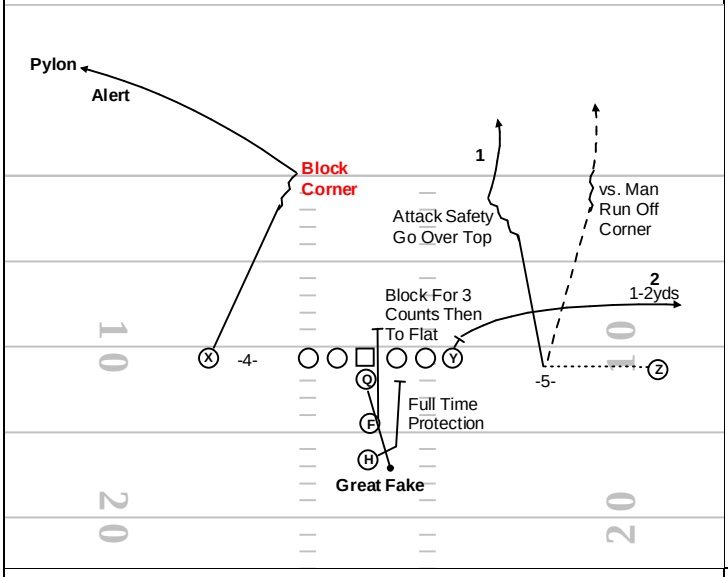
(R/PNY) G RED RT
KEEP 37 RT H SLIDE Z CRAZY



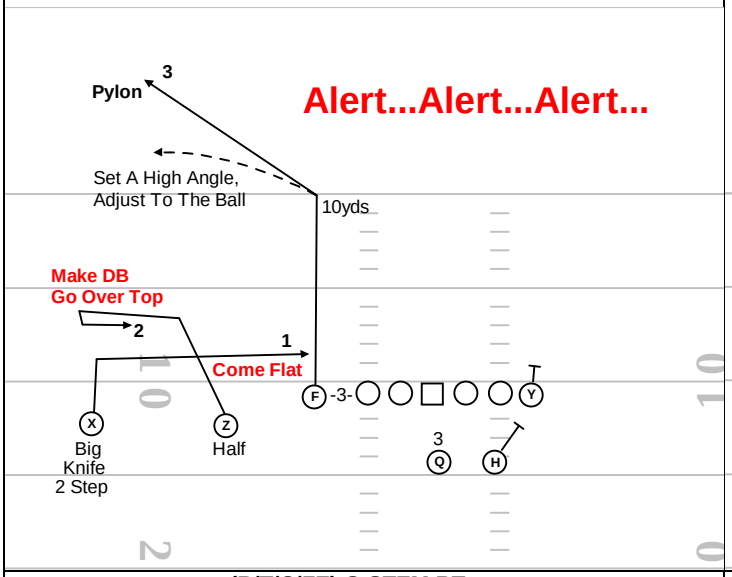
(R/PNY/ZE) G TAZ RT F SETTLE
KEEP 37 RT H SLIDE Z CRAZY



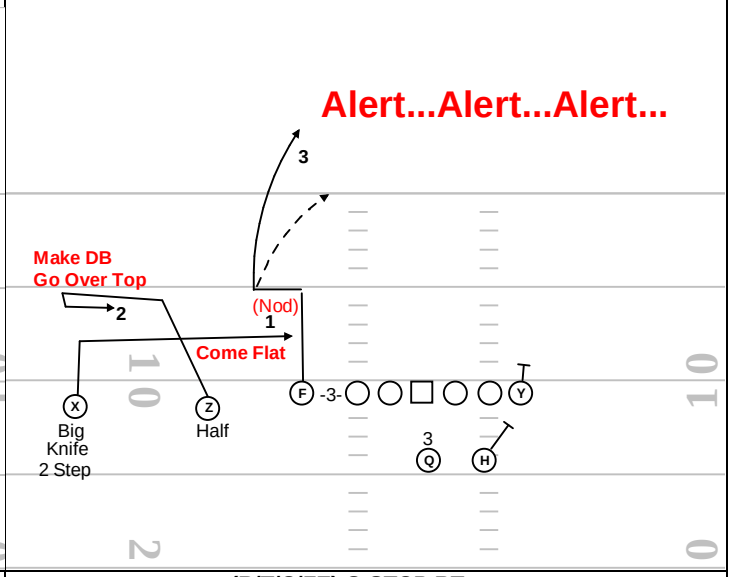
(R/T) GREEN RT TITE Z SHORT
P90 LEAD Z POLE Y BLOCK SHOOT



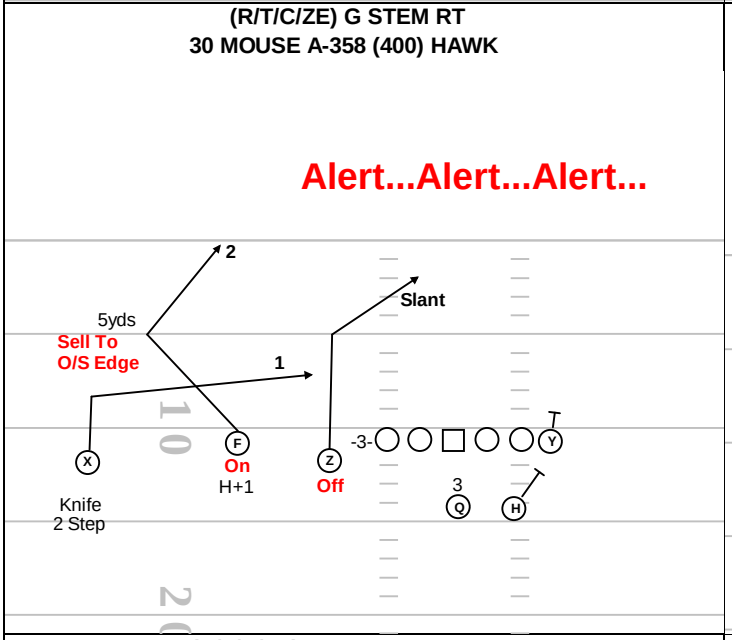
(R/T/C/ZE) G STINT RT
30 MOUSE A-358 (400) ROBIN



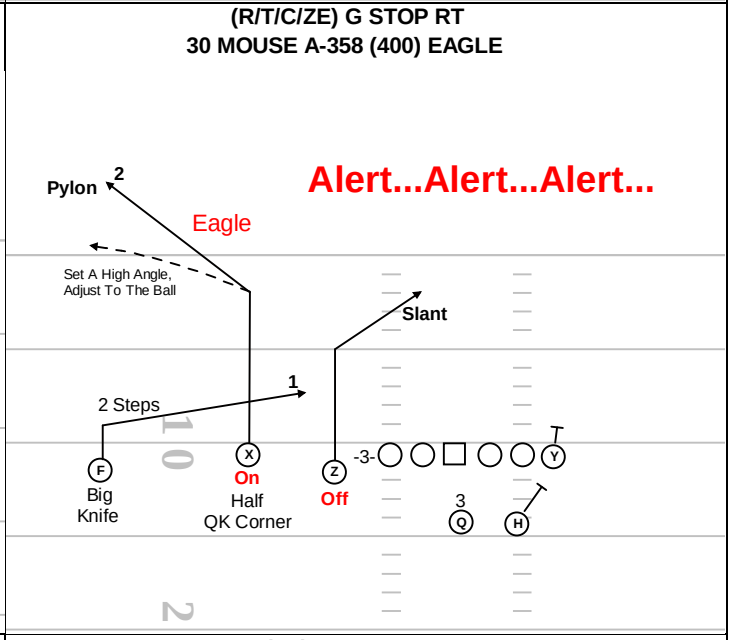
(R/T/C/ZE) G STINT RT
30 MOUSE A-358 (400) ROBIN NOD



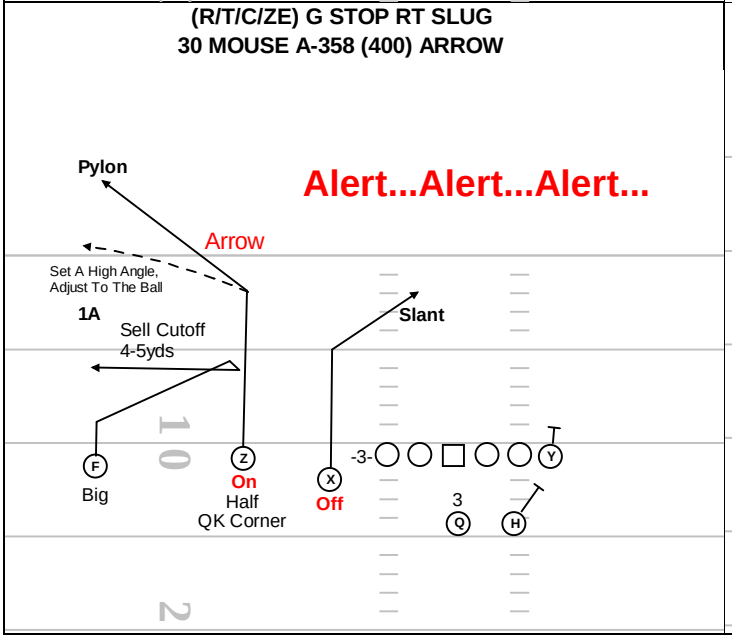
(R/T/C/ZE) G STEM RT
30 MOUSE A-358 (400) HAWK



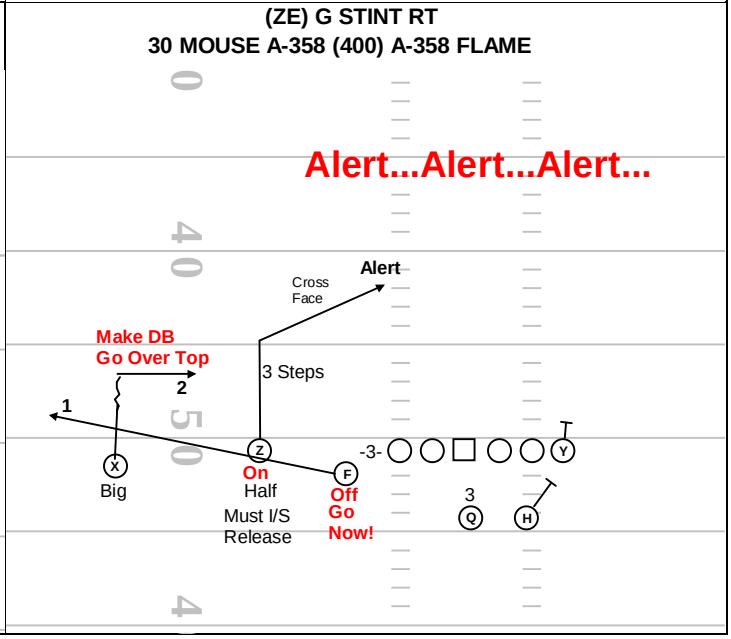
(R/T/C/ZE) G STOP RT
30 MOUSE A-358 (400) EAGLE



(R/T/C/ZE) G STOP RT SLUG
30 MOUSE A-358 (400) ARROW

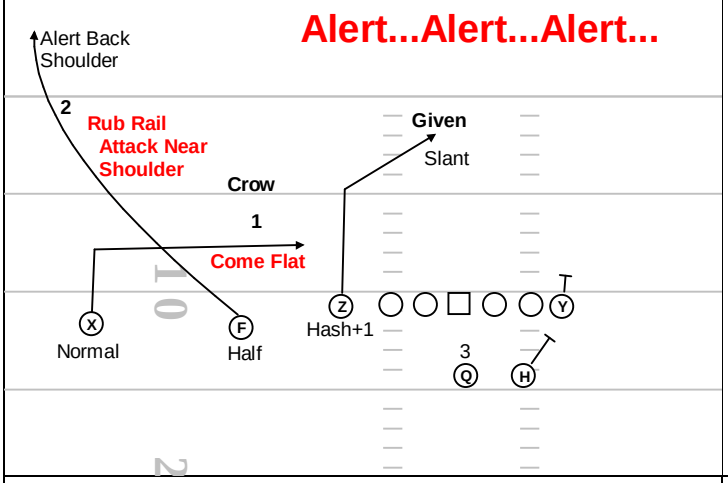


(ZE) G STINT RT
30 MOUSE A-358 (400) A-358 FLAME

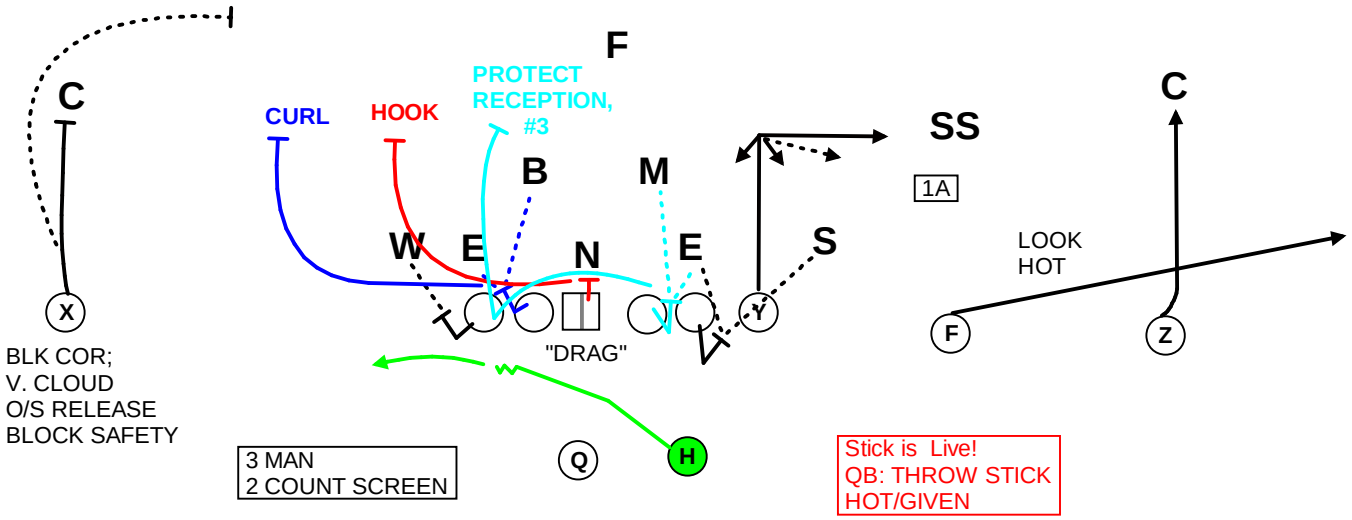


(R/T/C/ZE) G STEM RT

30 MOUSE A-358 (400) CROW



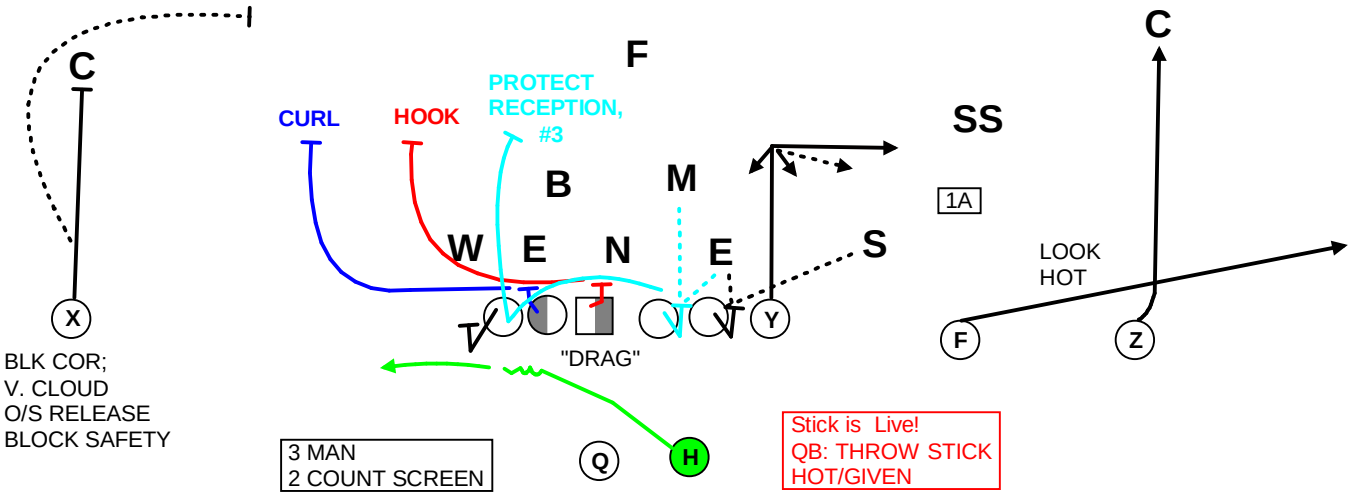
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



DUAL L ODD DUAL R

34

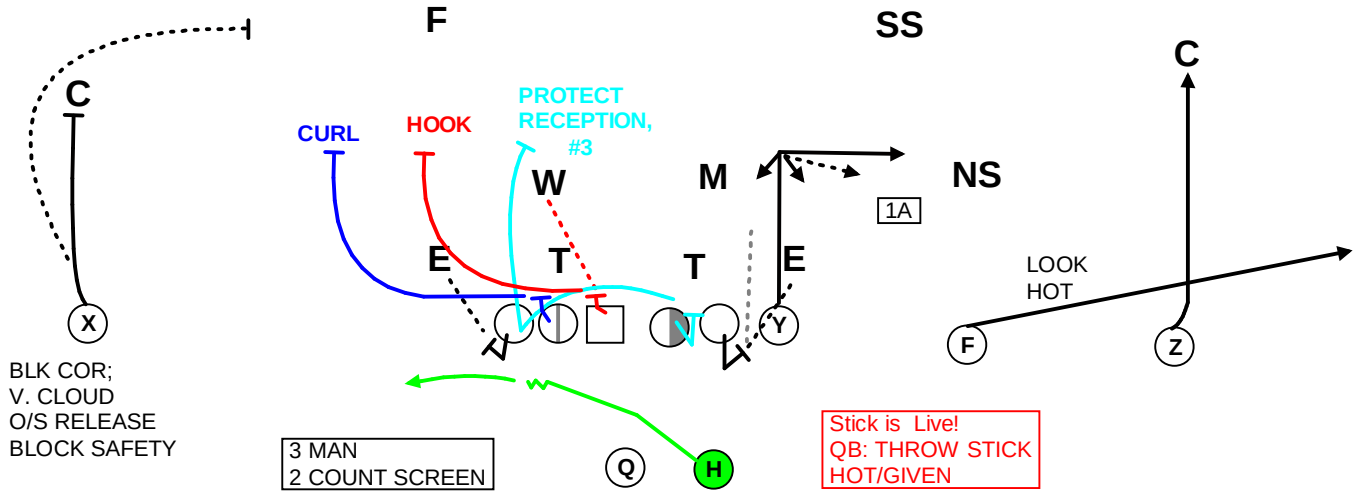
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



BIG DUAL UNDER DUAL R

35

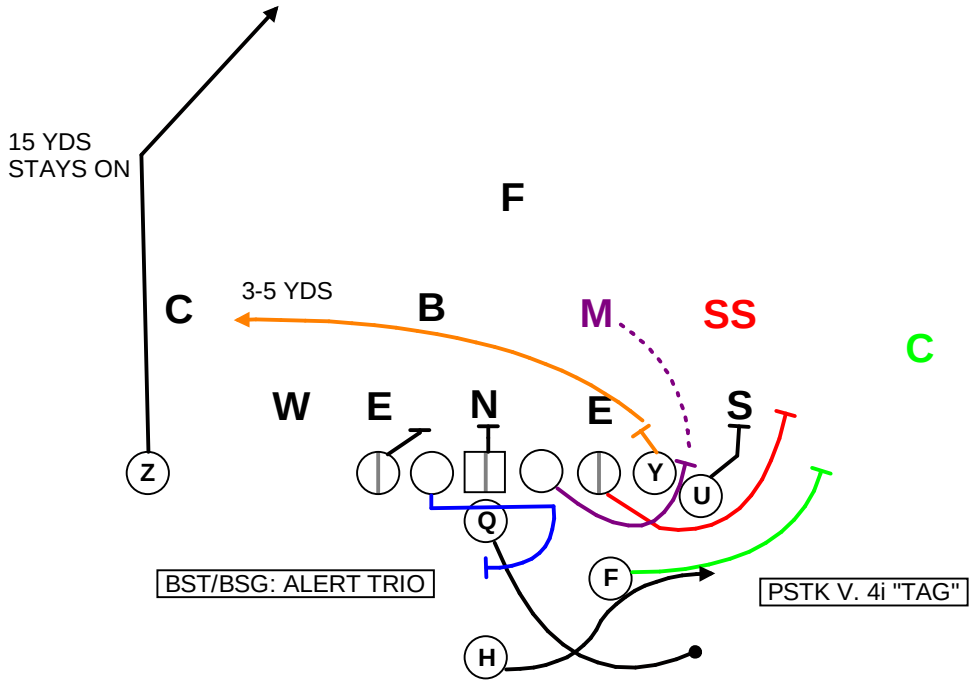
(R/T) G TRPS RT
22 SCAT H CROSS-SHADE LT Y STICK



SIFT #4 MONEY LION EVEN BIG DUAL

N42 EVEN

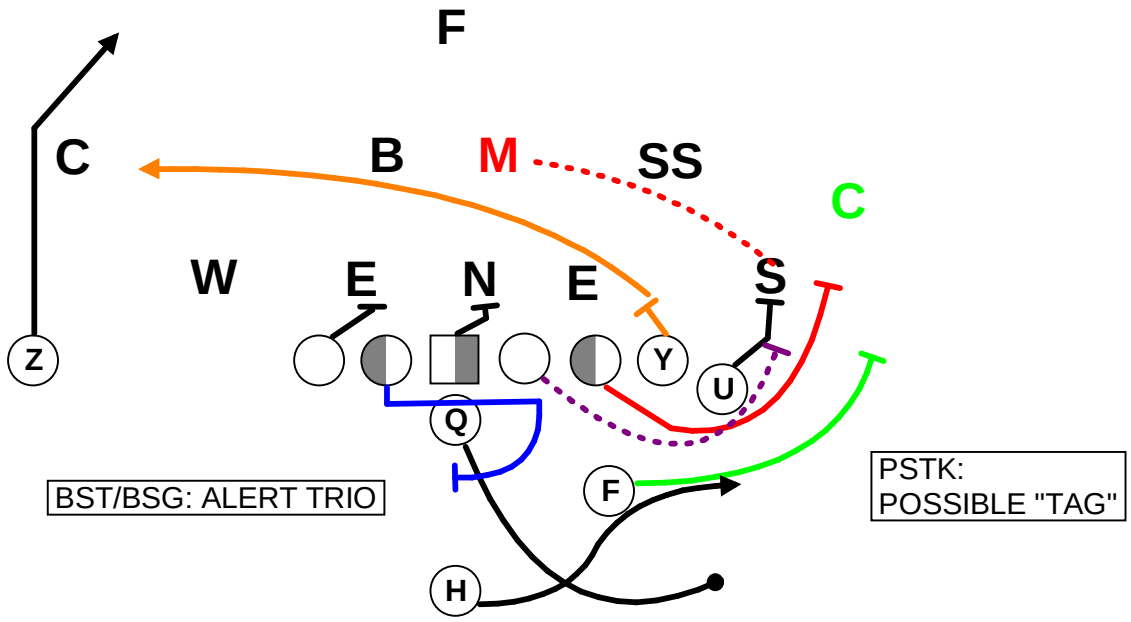
(U) STRONG RT WING
PASS 96 CROSS EXTRA Y HIDE K-4 KING



CUTOFF DISCO ODD GAR TED DOWN

34

(U) STRONG RT WING
PASS 96 CROSS EXTRA Y HIDE K-4 KING

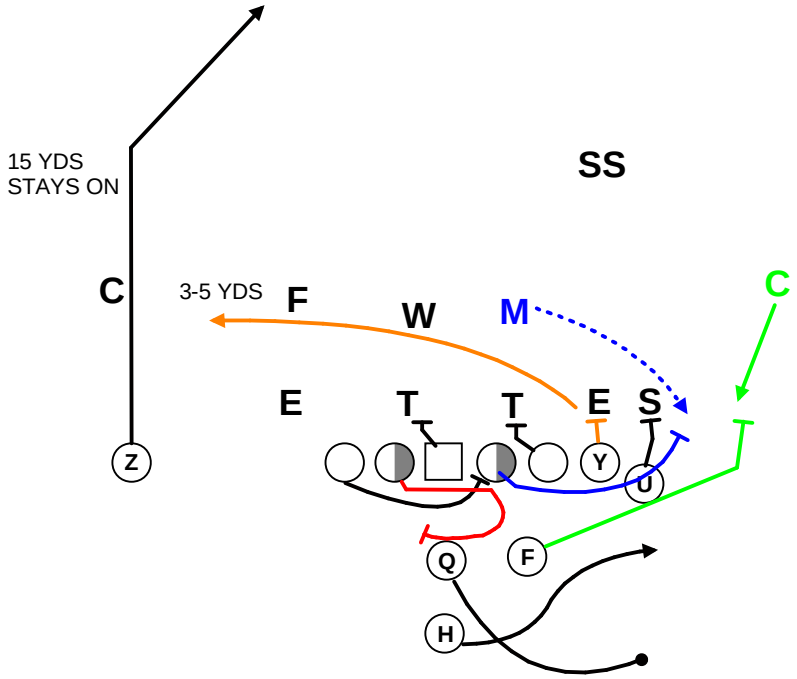


SEAL DISCO UNDER GAR TED DOWN

35

(U) STRONG RT WING

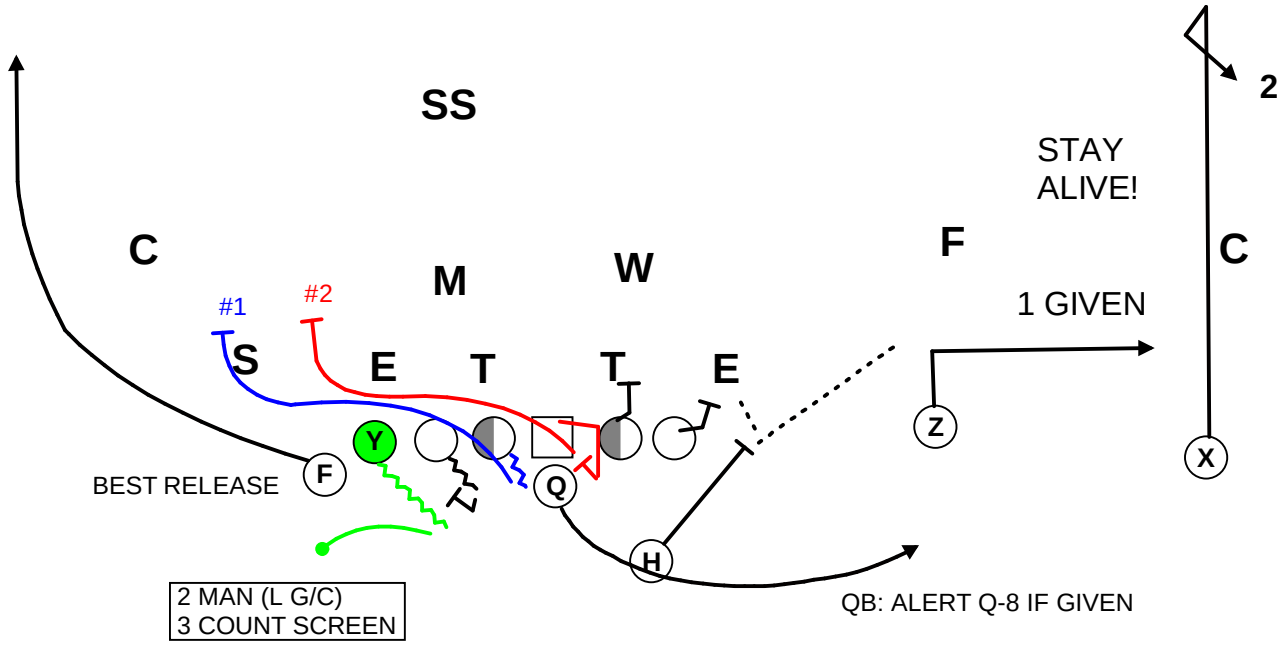
PASS 96 CROSS EXTRA Y HIDE K-4 KING



SEAL DISCO CHOKE EVEN TAG MONEY

45 WIDE

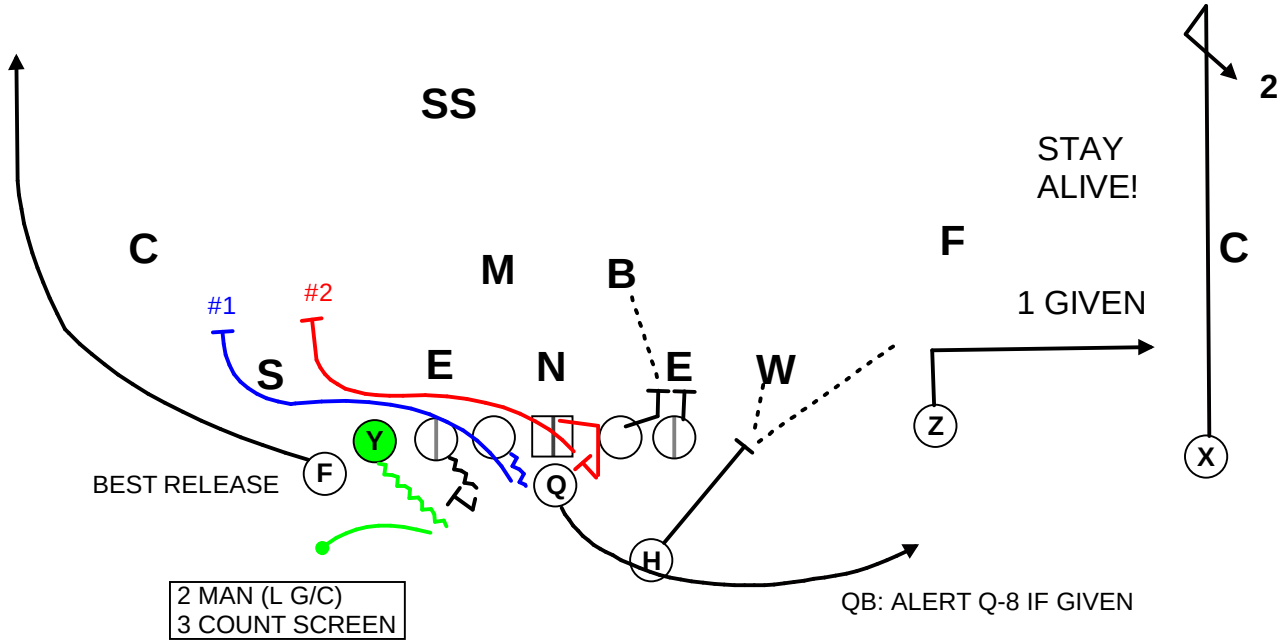
(R/T) FLANK LT C
Q-8 Y SCREEN LT



HINGE [EVEN] R

45 WIDE

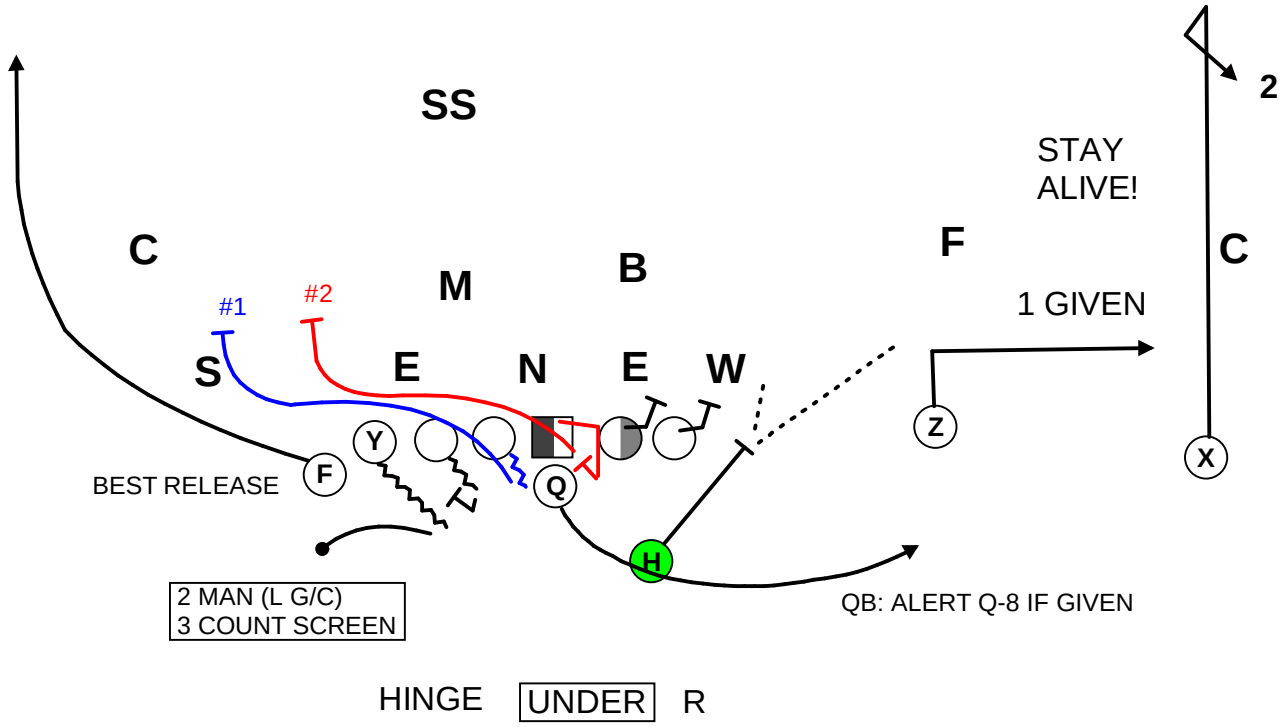
(R/T) FLANK LT C
Q-8 Y SCREEN LT



HINGE [ODD] R (SLIP)

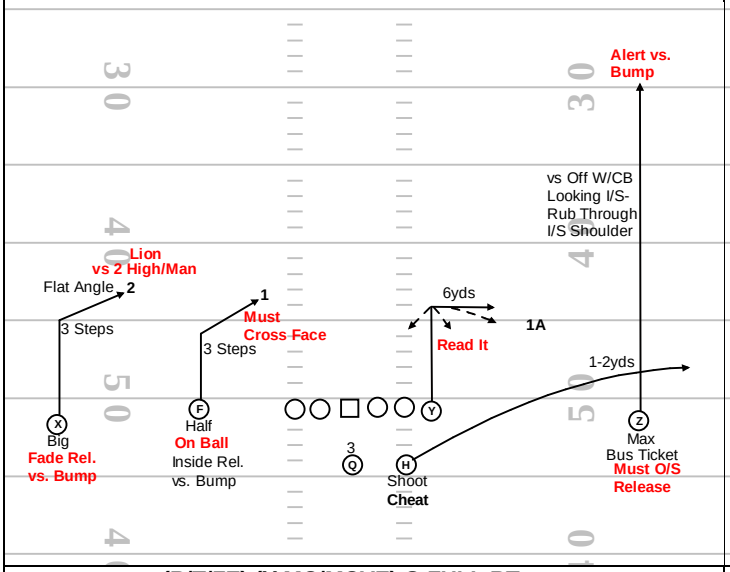
34

(R/T) FLANK LT C
Q-8 Y SCREEN LT

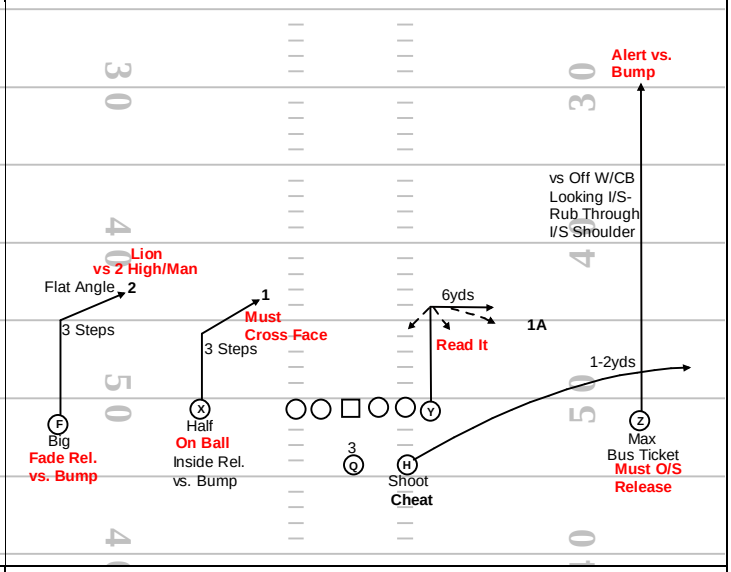


35

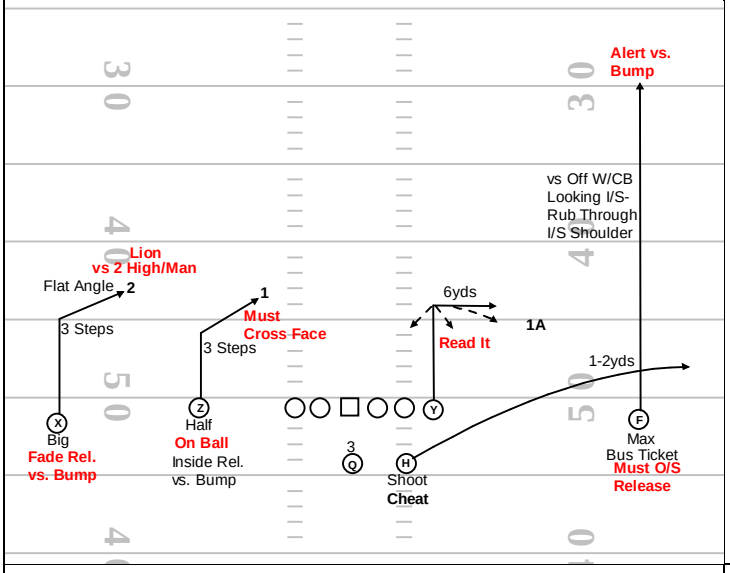
(R/T/ZE) (Y MO/MOVE) G DOUBLE RT
200SCAT Y STICK LION



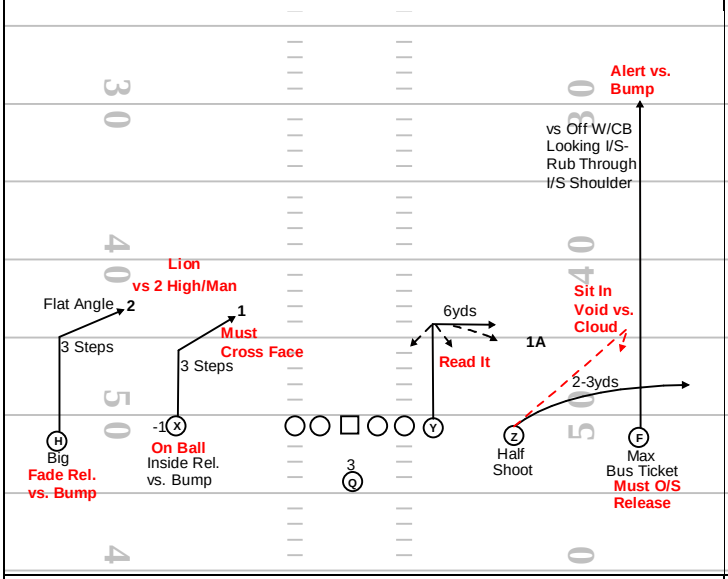
(R/T/ZE) (Y MO/MOVE) G DART RT
200SCAT Y STICK LION



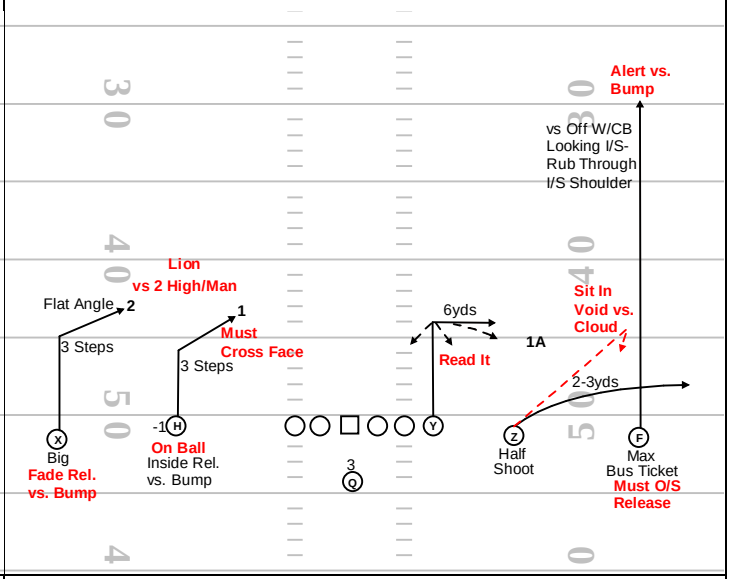
(R/T/ZE) (Y MO/MOVE) G FULL RT
200SCAT Y STICK LION



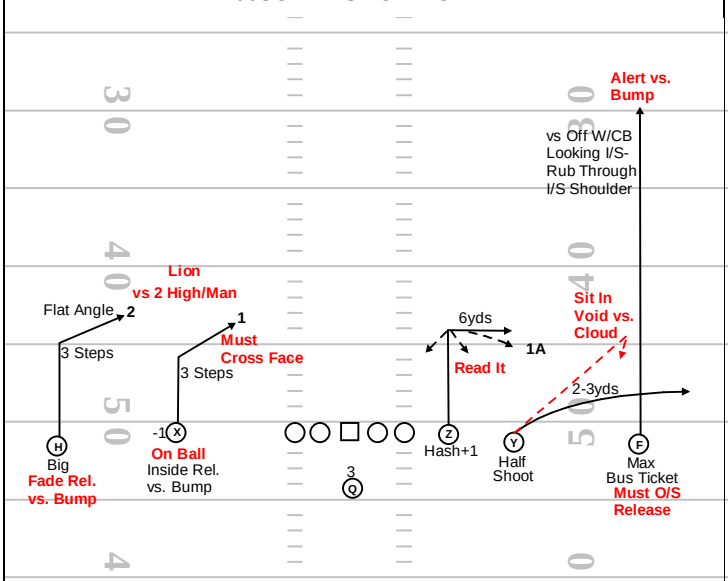
(R/T/ZE) 1 G TAZ RT
200SCAT Y STICK LION



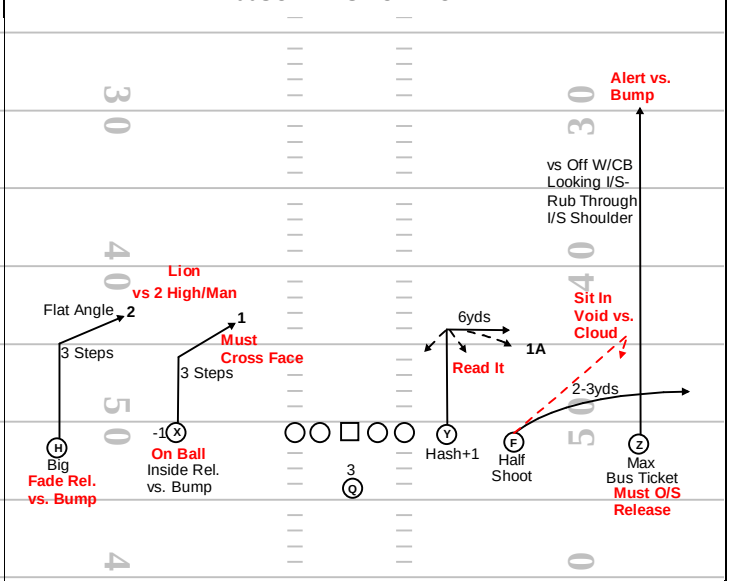
(R/T/ZE) 2 G TAZ RT
200SCAT Y STICK LION



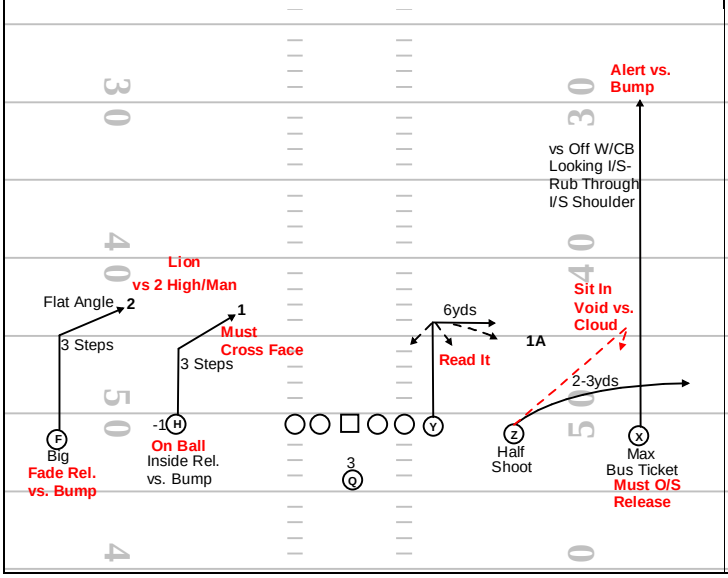
(R/T/ZE) 1 G TAFFY RT
200SCAT Z STICK LION



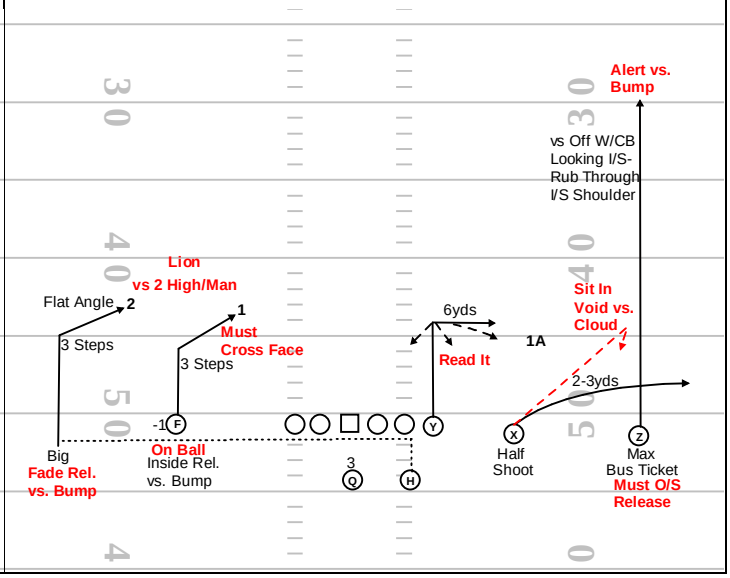
(R/T/ZE) 1 G TEX RT
200SCAT Y STICK LION



(R/T/ZE) 2 G JOKER RT
200SCAT Y STICK LION



(R/T/ZE) G JAX RT TITE H LT O
200SCAT Y STICK LION



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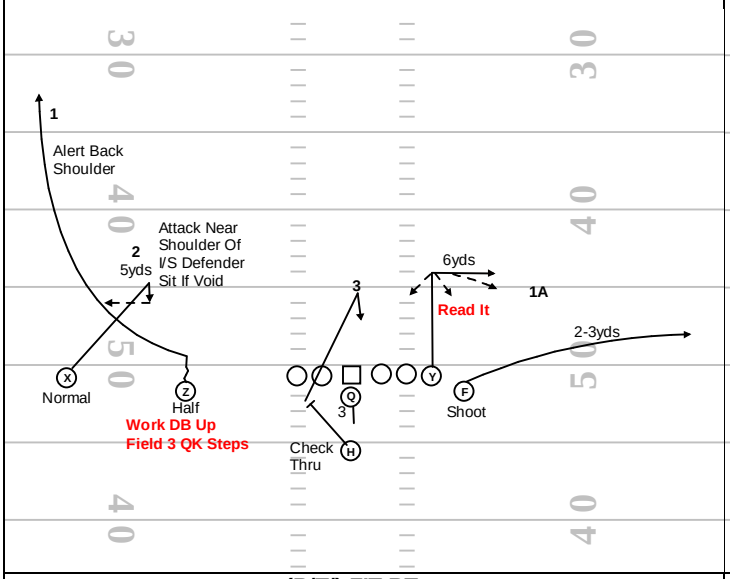
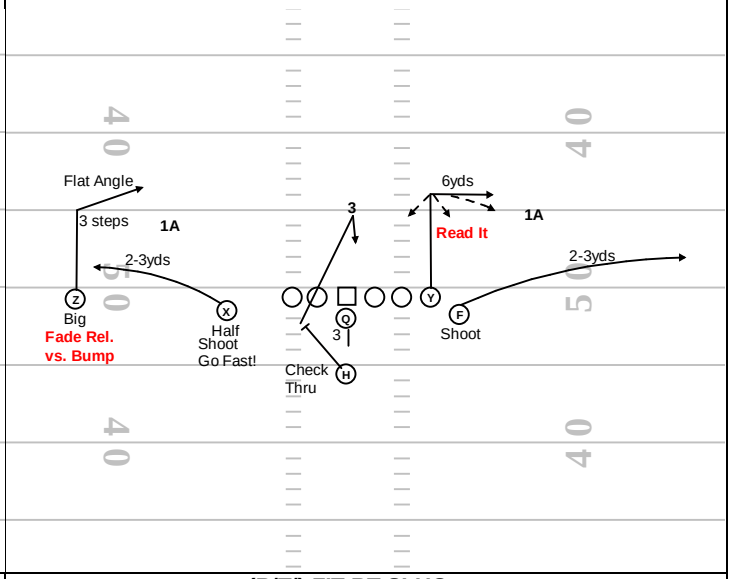
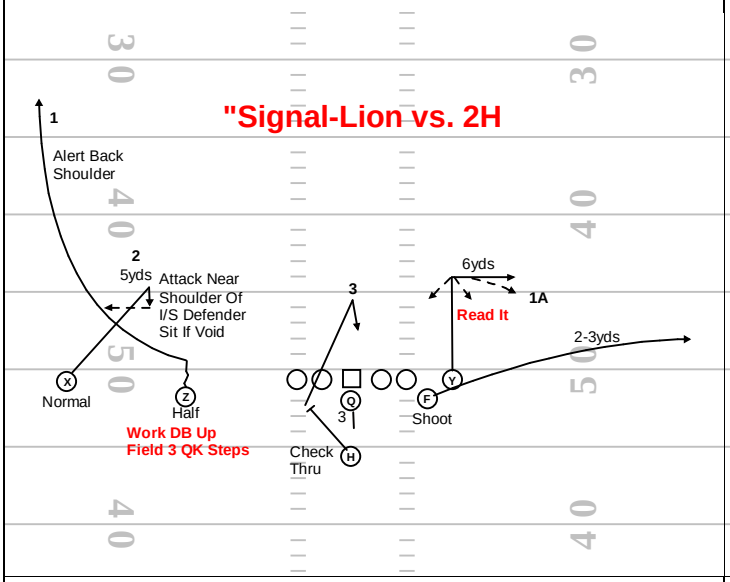
(R/T/) FLANK RT
300J Y STICK Z RAVEN THRU SIGNAL DRAGON



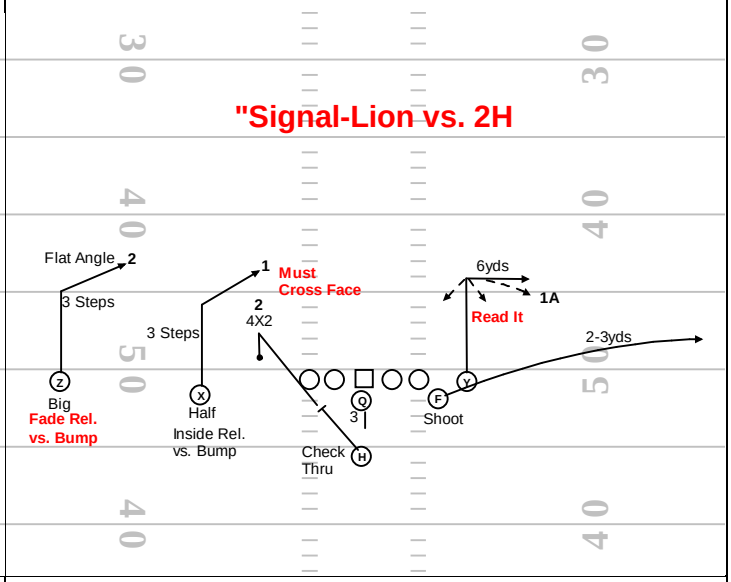
(R/T/) FLANK RT SLUG
300J Y STICK X RAVEN THRU SIGNAL DRAGON



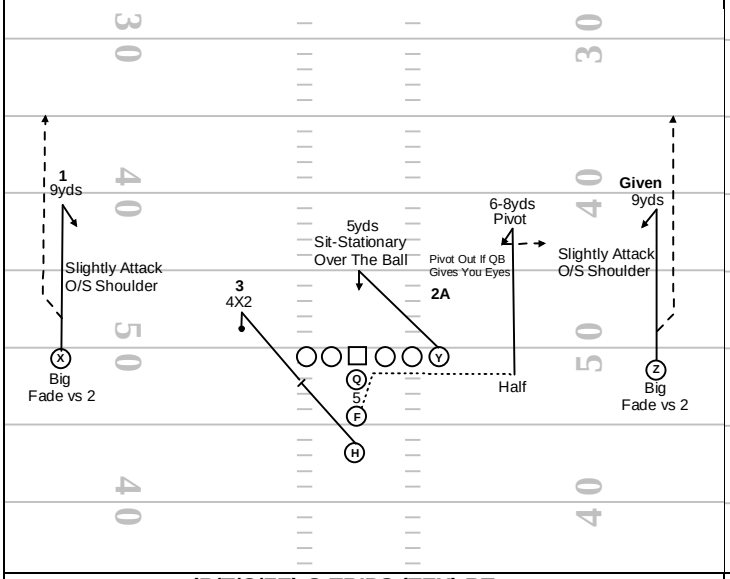
(R/T/) FIT RT
300J Y STICK Z RAVEN THRU SIGNAL LION



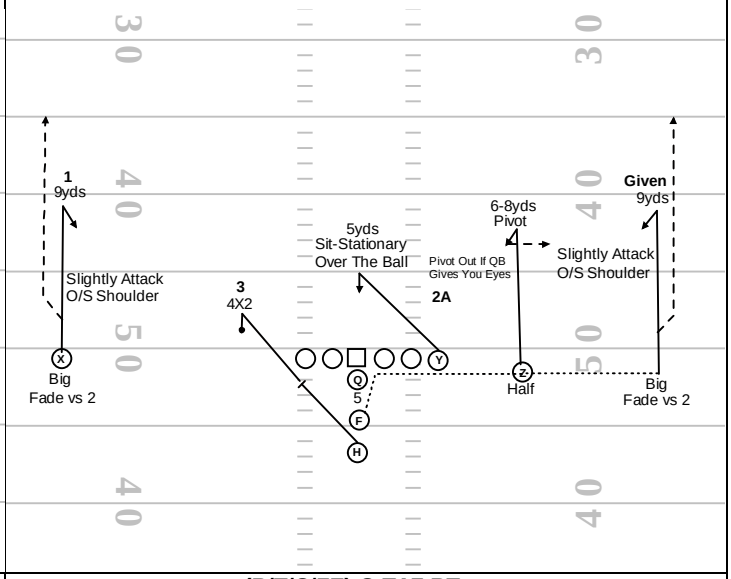
(R/T/) FIT RT SLUG
300J Y STICK X RAVEN THRU SIGNAL LION



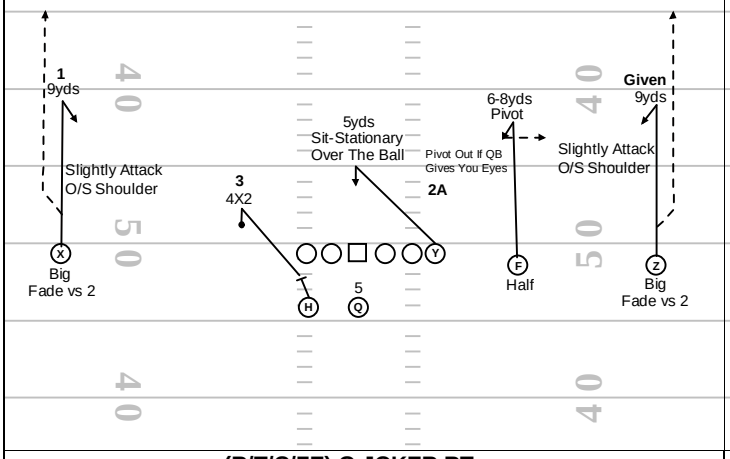
(R/T/C) GREEN RT F RT
3J VENUS Y & F



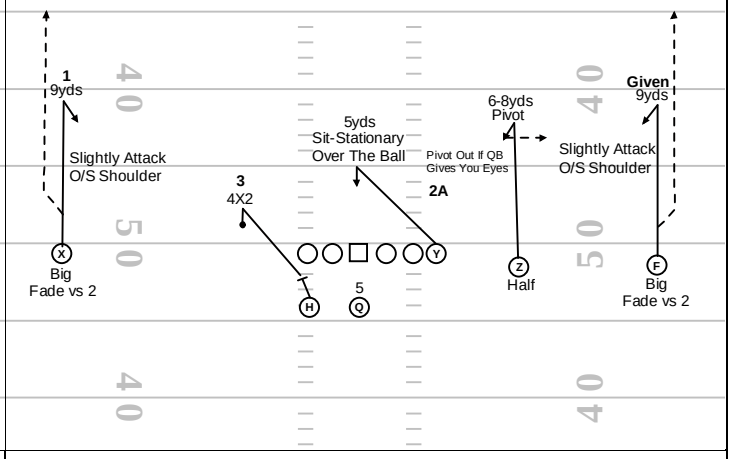
(R/T/C) GREEN RT CLOSE F RT O
3J VENUS Y & Z



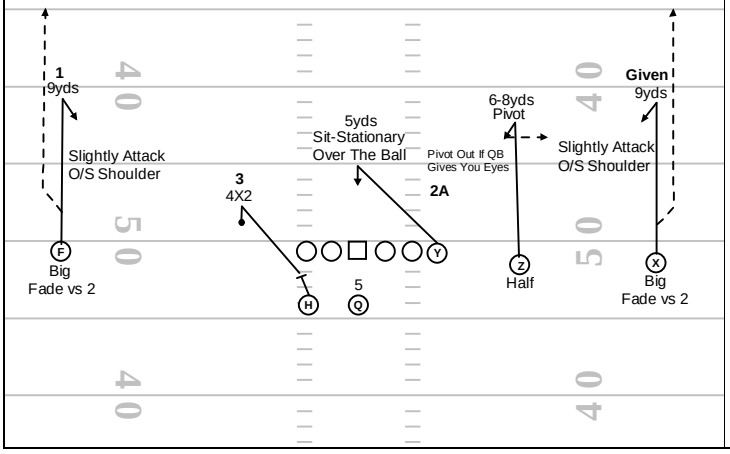
(R/T/C/ZE) G TRIPS (TEX) RT
3J VENUS Y &F



(R/T/C/ZE) G TAZ RT
3J VENUS Y & Z



(R/T/C/ZE) G JOKER RT
3J VENUS Y & Z



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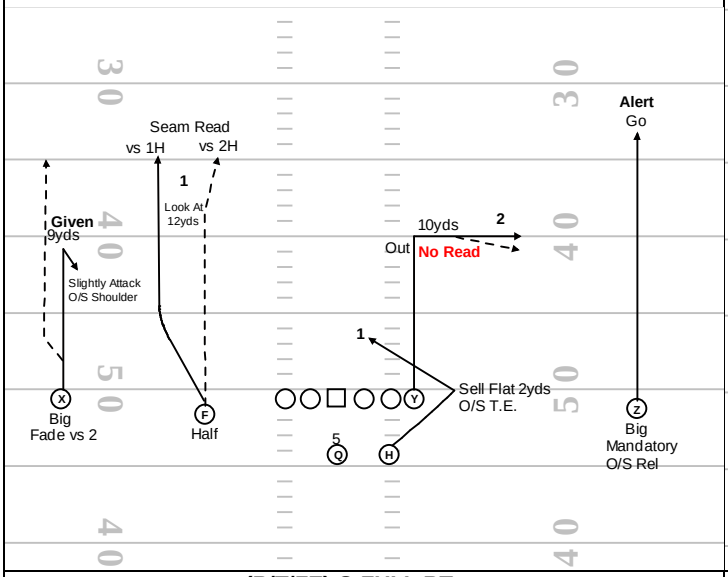
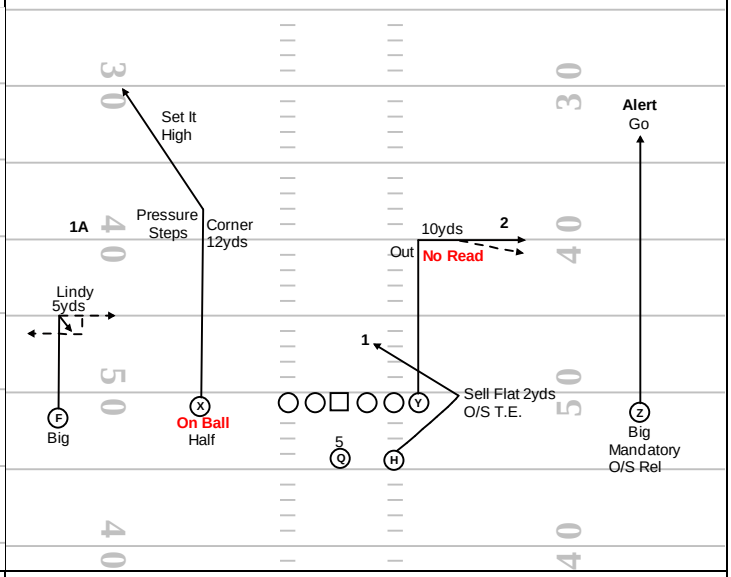
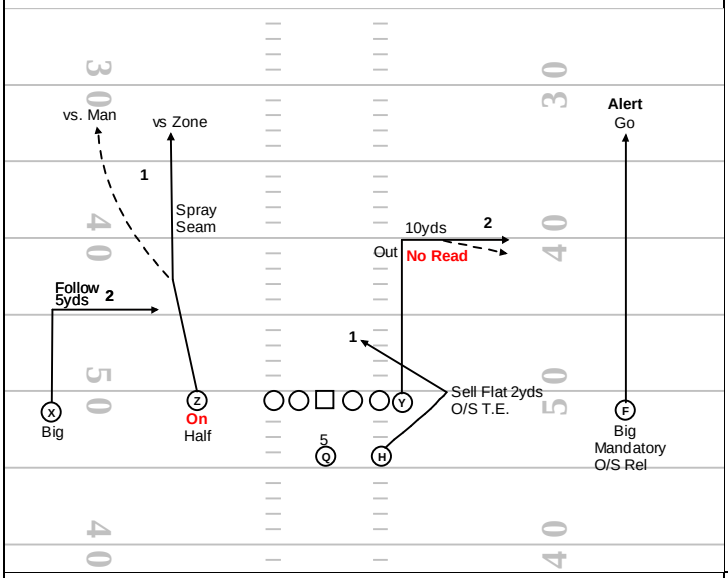
(R/T/ZE) (Y MO/F MO/ MOVE) G DOUBLE RT
2SCAT H TEXAS F VERT VENUS



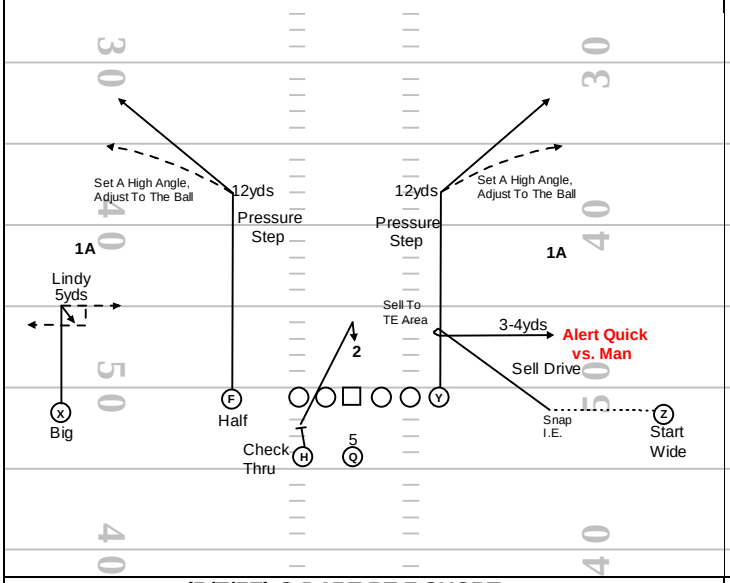
(R/T/ZE) G DART RT
2SCAT H TEXAS COOL



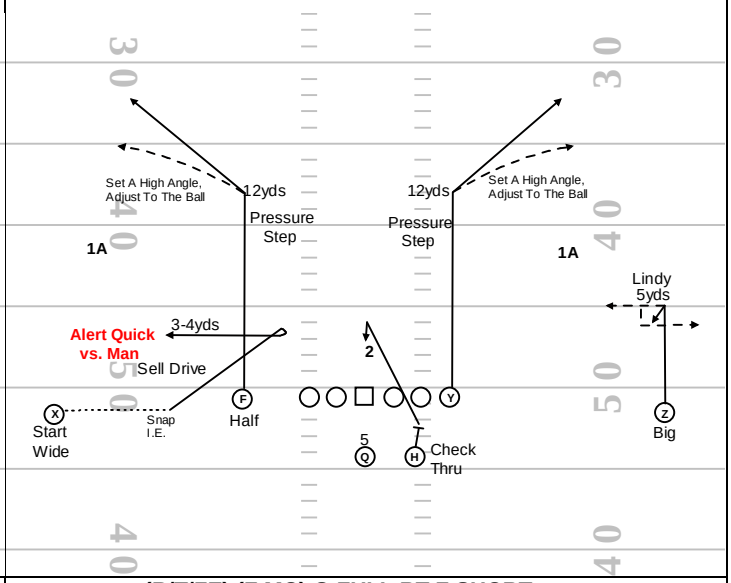
(R/T/ZE) G FULL RT
2SCAT H TEXAS SPRAY



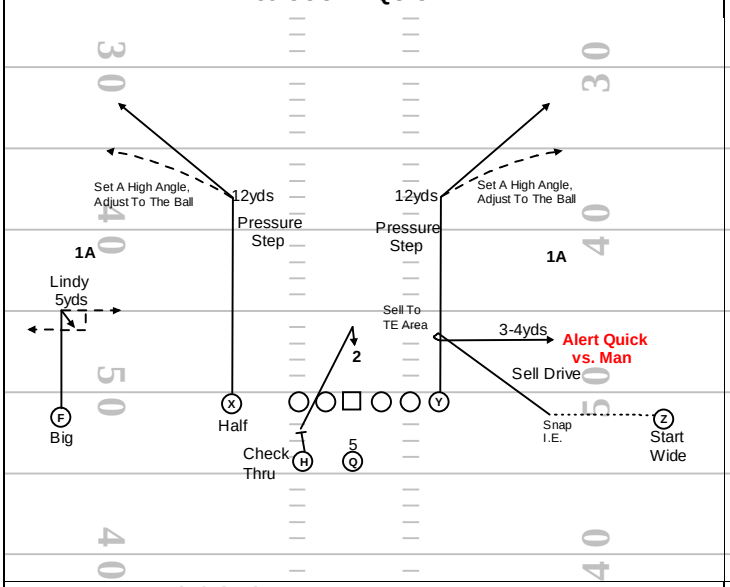
(R/T/ZE) (Z MO) G DOUBLE RT Z SHORT
3J COOL Z QUICK



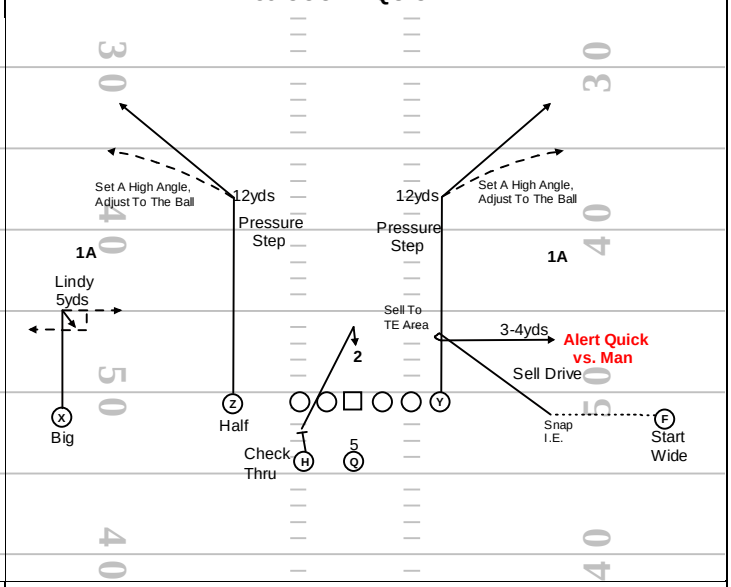
(R/T/ZE) G DOUBLE RT X SHORT
2J COOL X QUICK



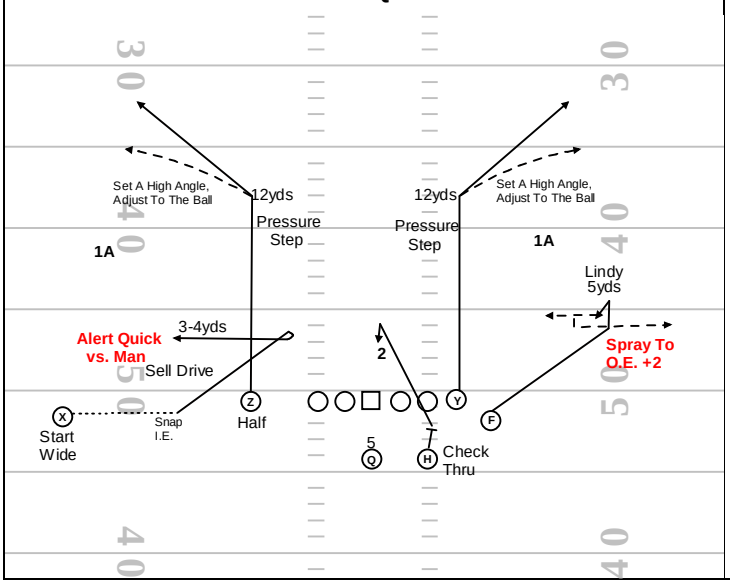
(R/T/ZE) G DART RT Z SHORT
3J COOL Z QUICK



(R/T/ZE) (F MO) G FULL RT F SHORT
3J COOL F QUICK



(R/T/ZE) G FLANK RT X SHORT
2J COOL X QUICK



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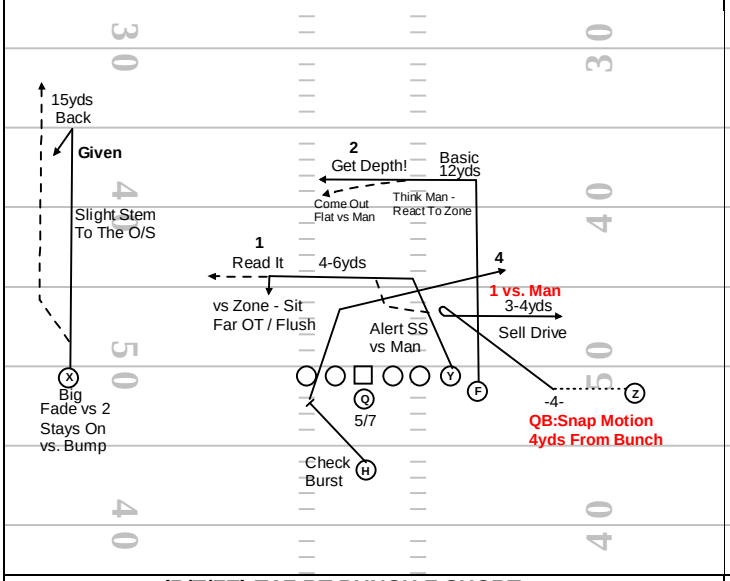
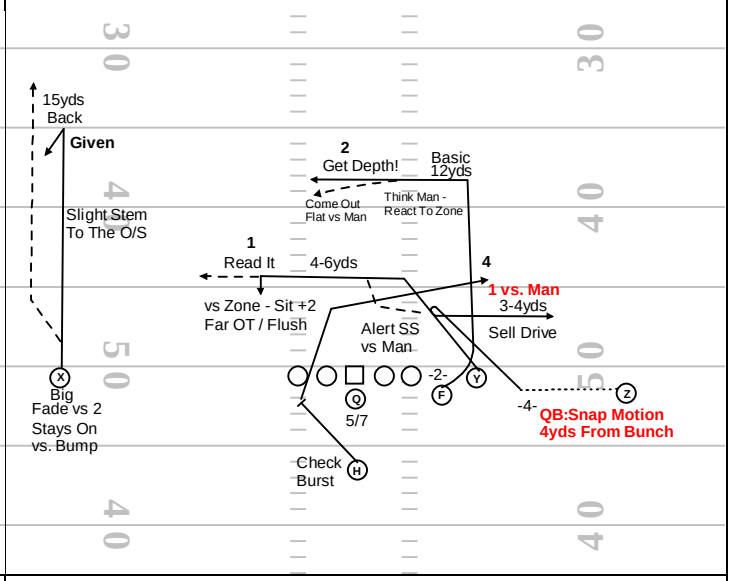
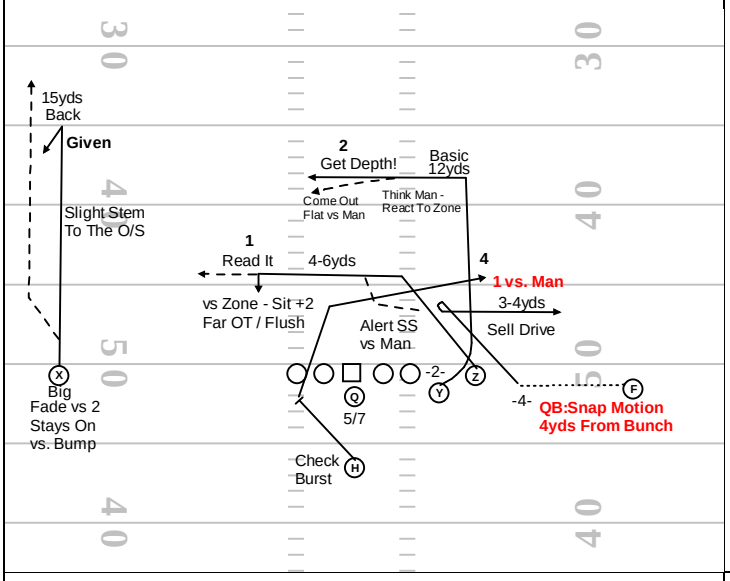
(R/T/ZE) (Z MO) TANK RT Z SHORT
3J Y DRIVE Z QUICK BURST



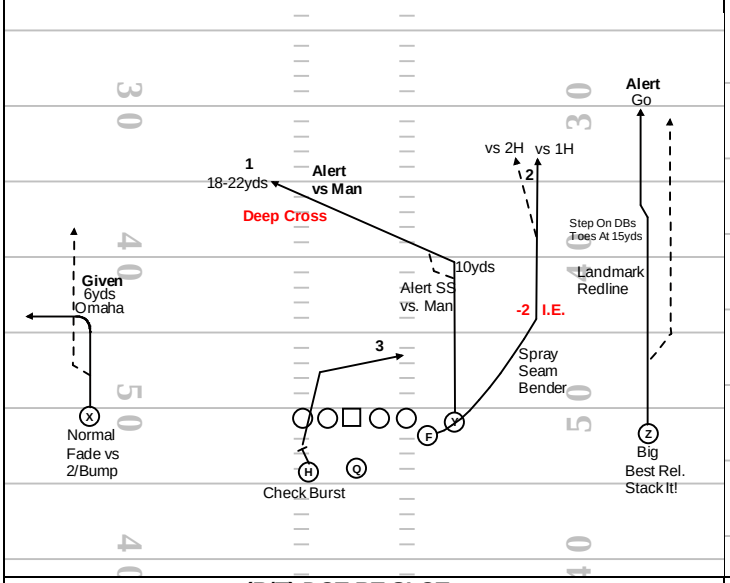
(R/T/ZE) (Z MO) BUNCH RT Z SHORT
3J Y DRIVE Z QUICK BURST



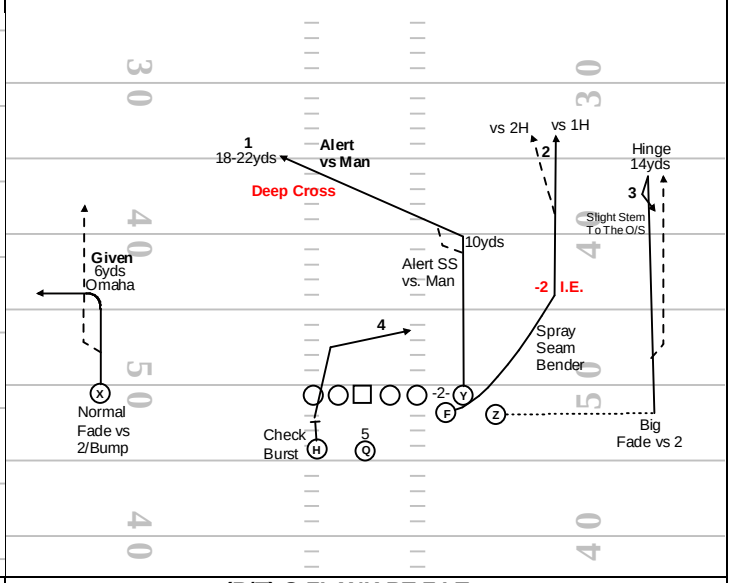
(R/T/ZE) TAZ RT BUNCH F SHORT
3J Z DRIVE F QUICK BURST



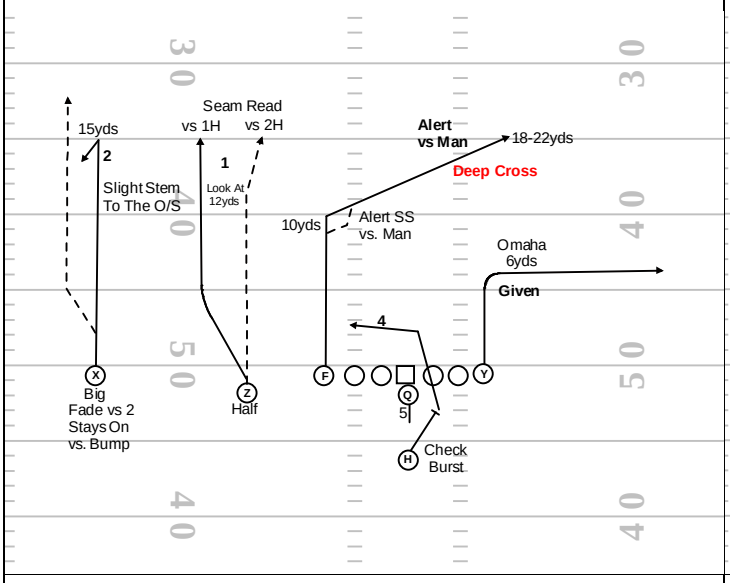
(R/T/ZE) G TIN RT
3J F GASH GO X OMAHA



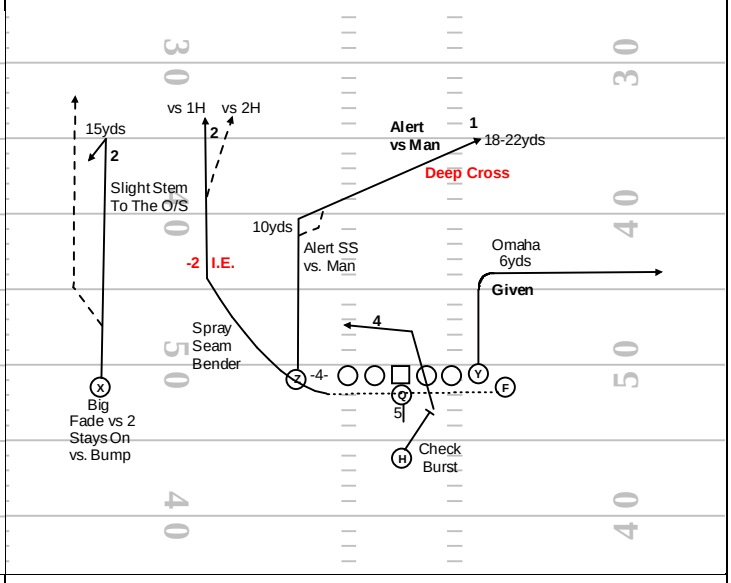
(R/T/ZE) G BUNCH RT Z SHOUT
3J F GASH HINGE X OMAHA



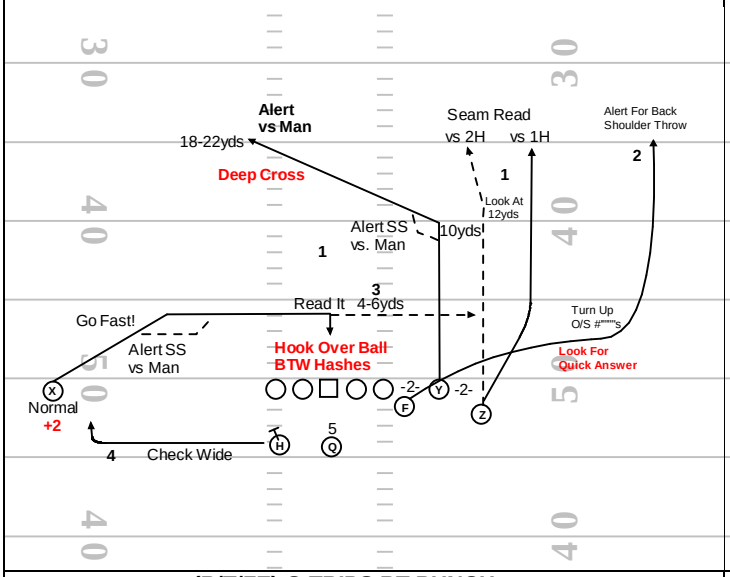
(R/T) DOT RT SLOT
2J Z GASH BACK Y OMAHA



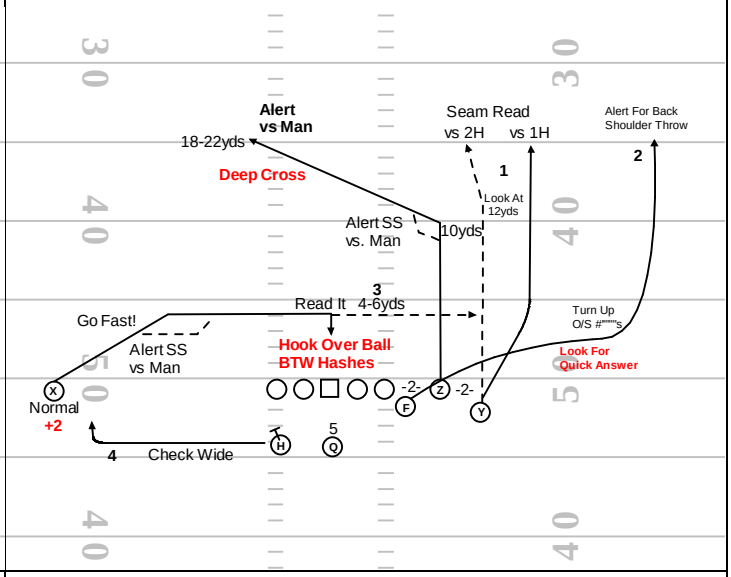
(R/T) G FLANK RT F LT
2J F GASH BACK Y OMAHA



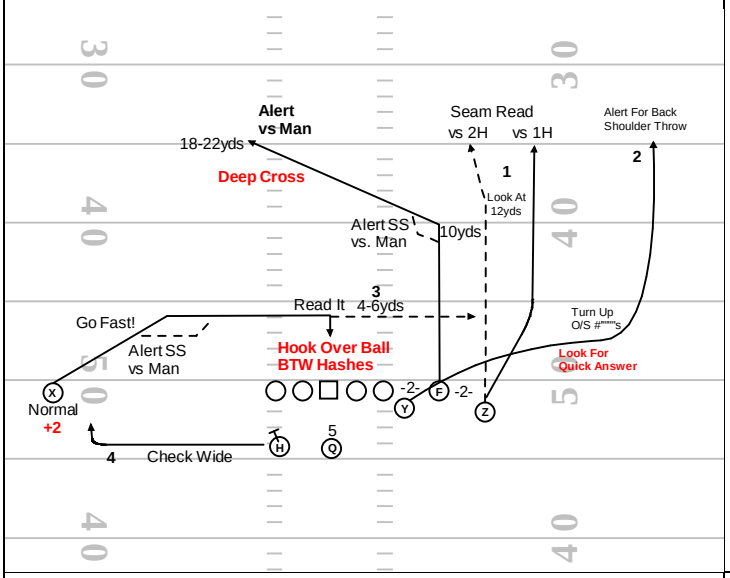
(R/T/ZE) (F MO) G BUNCH RT
3J SWING Z GASH X SHIM



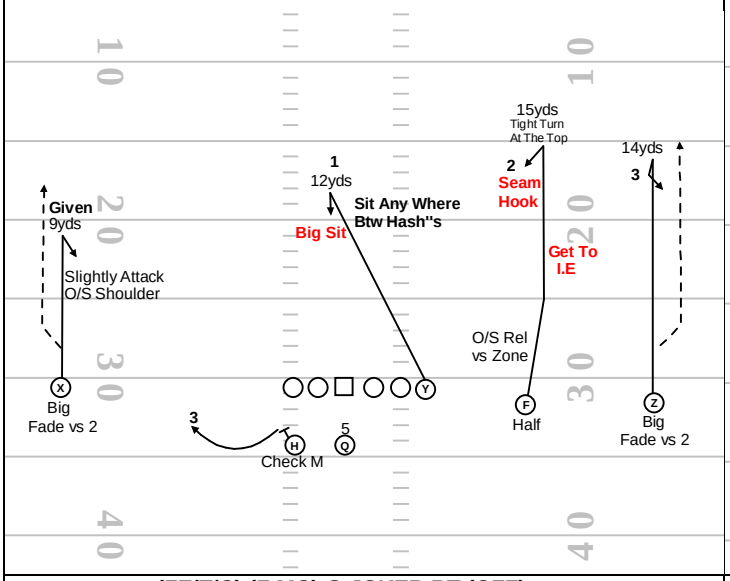
(R/T/ZE) G "Z" BUNCH RT
3J SWING Y GASH X SHIM



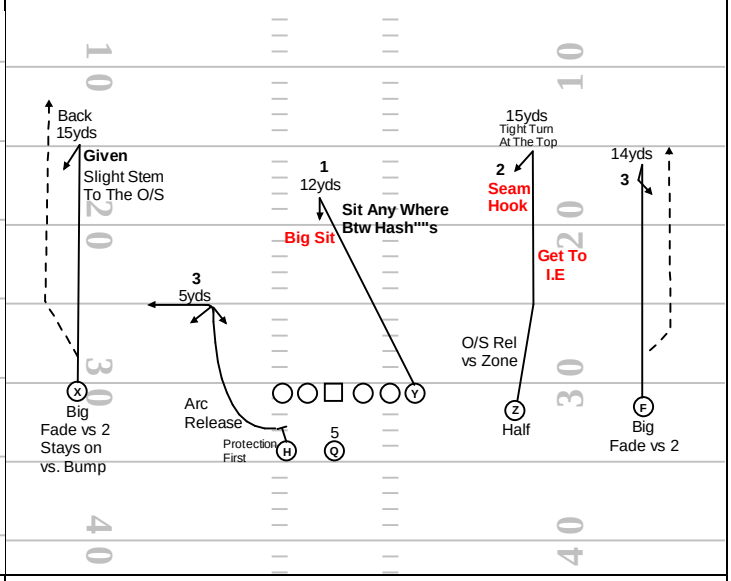
(R/T/ZE) G TRIPS RT BUNCH
3J SWING Z GASH X SHIM



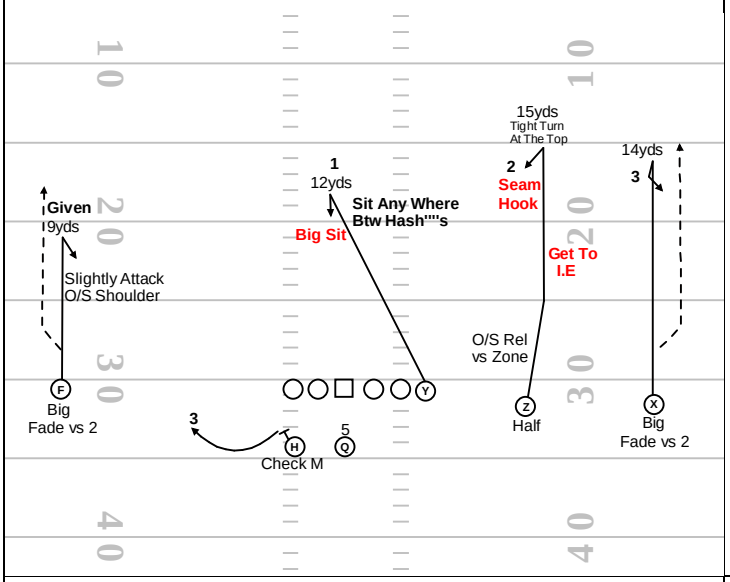
(ZE/T/C) (F MO) G TRIPS (TEX) RT
3J F HOUSTON "M"



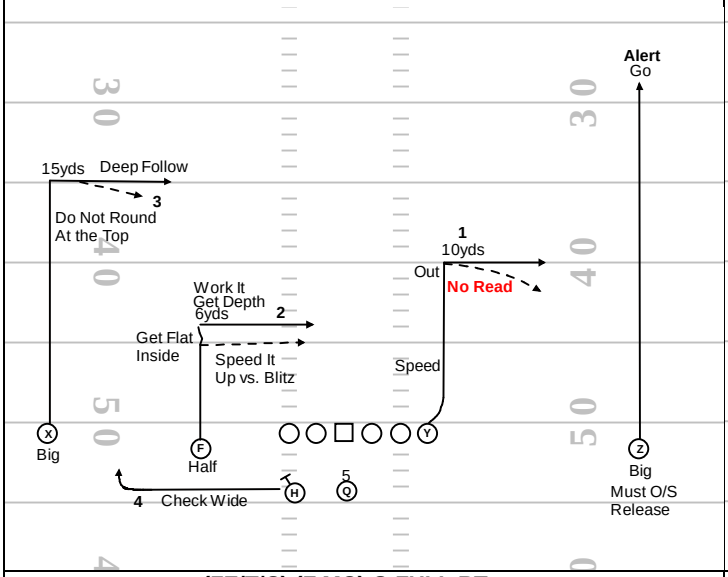
(ZE/T/C) (Z MO) G TAZ RT
3J Z HOUSTON H READ



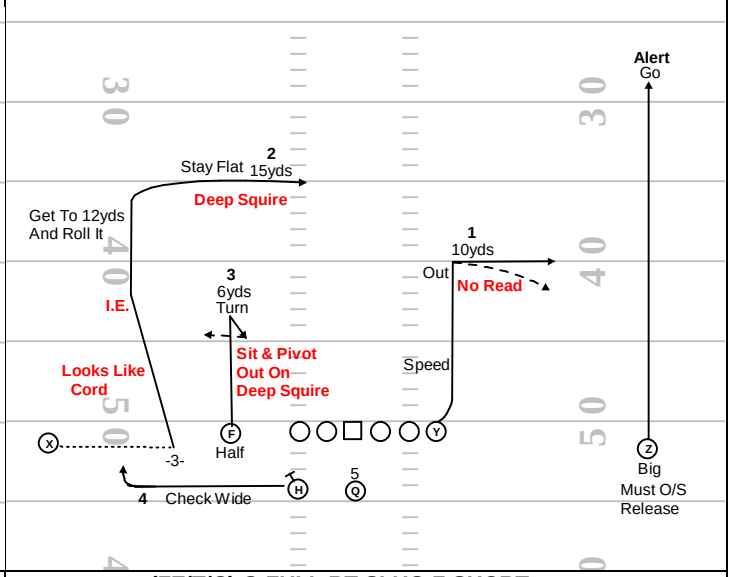
(ZE/T/C) (Z MO) G JOKER RT (OFF)
3J Z HOUSTON "M"



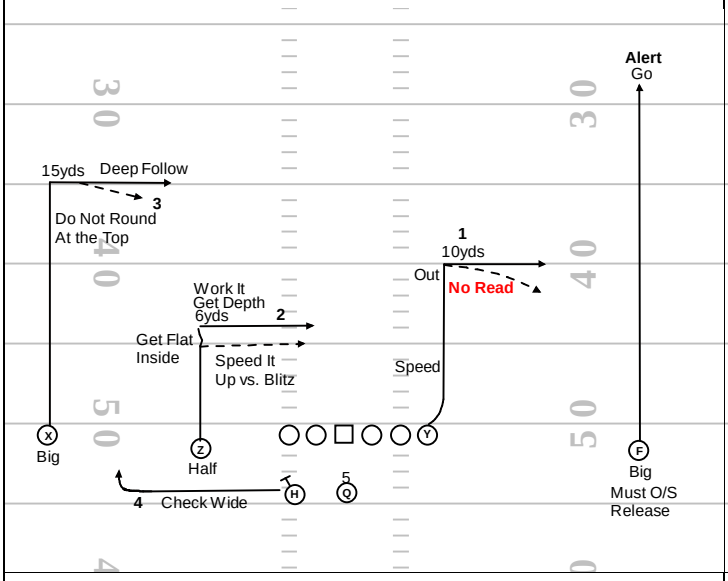
(ZE/T/C) (Z MO) G DOUBLE RT
3J YOGI F CHIEF



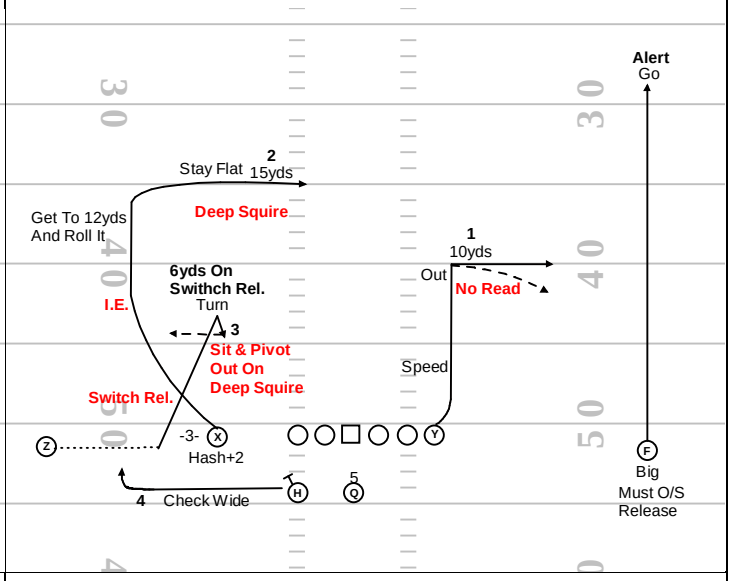
(ZE/T/C) G DOUBLE RT X SHORT
3J YOGI X DEEP SQUIRE WIDE



(ZE/T/C) (F MO) G FULL RT
3J YOGI Z CHIEF



(ZE/T/C) G FULL RT SLUG Z SHORT
3J YOGI X DEEP SQUIRE WIDE



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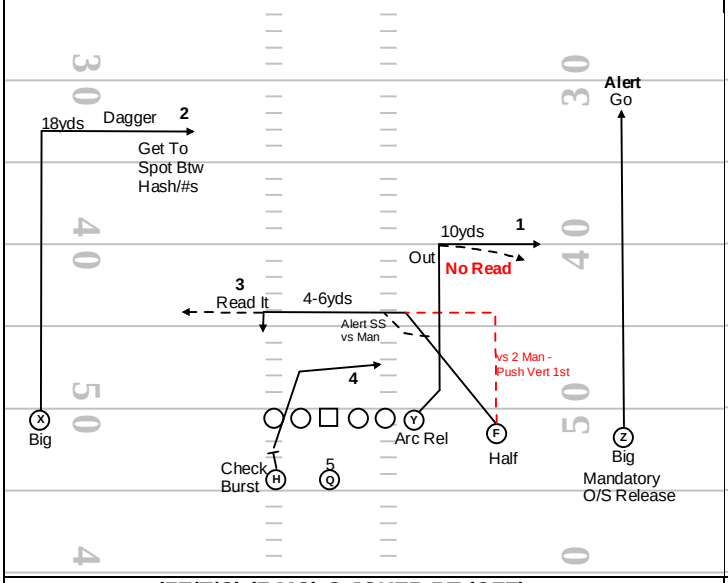
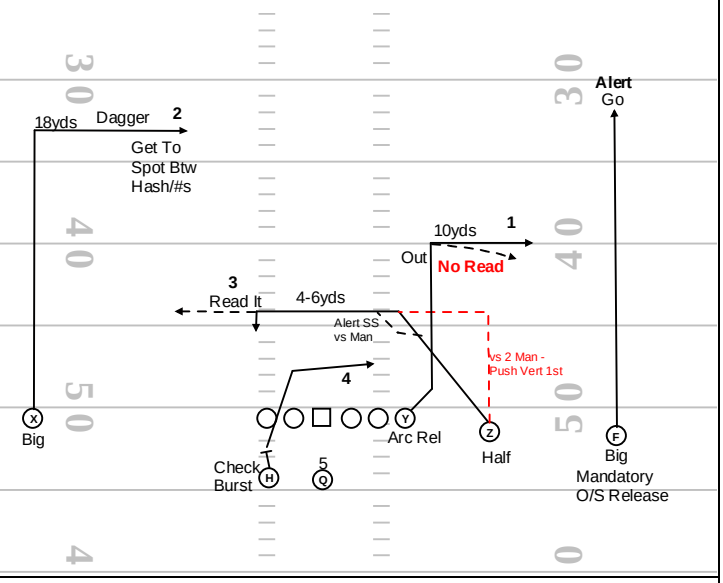
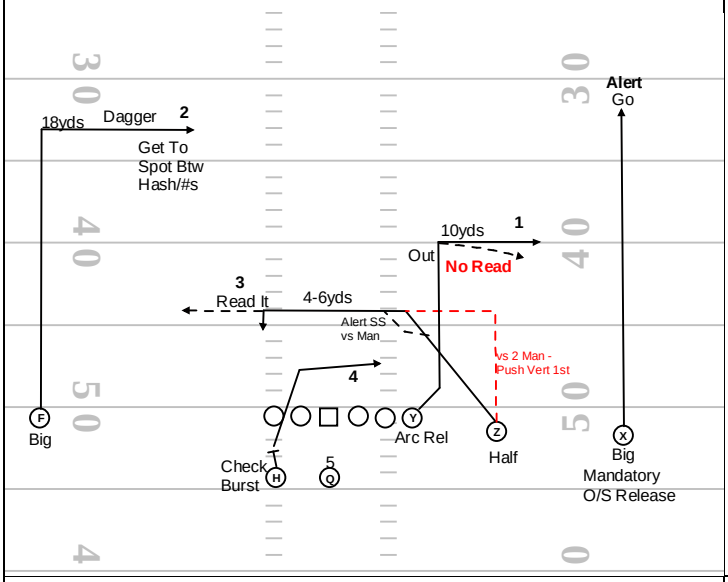
(ZE/T/C) (F MO) G TRIPS (TEX) RT
3J Y SODA X DAGGER BURST



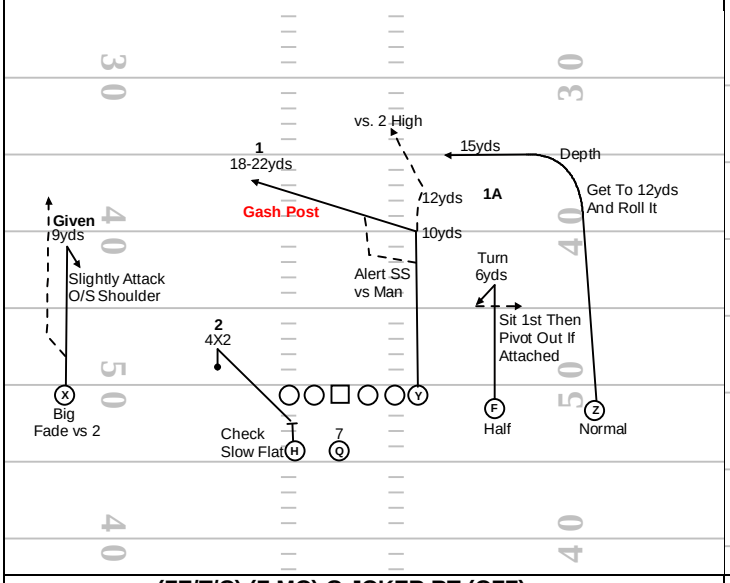
(ZE/T/C) (Z MO) G TAZ RT
3J Y SODA X DAGGER BURST



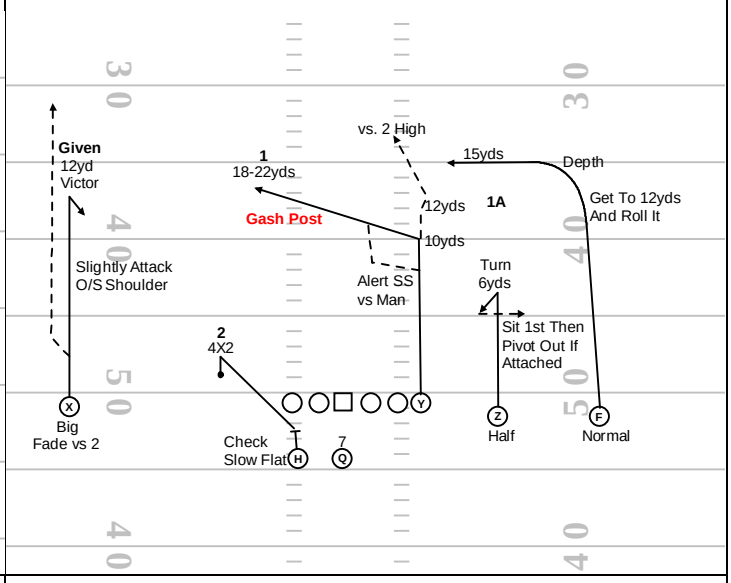
(ZE/T/C) (Z MO) G JOKER RT (OFF)
3J Y SODA F DAGGER BURST



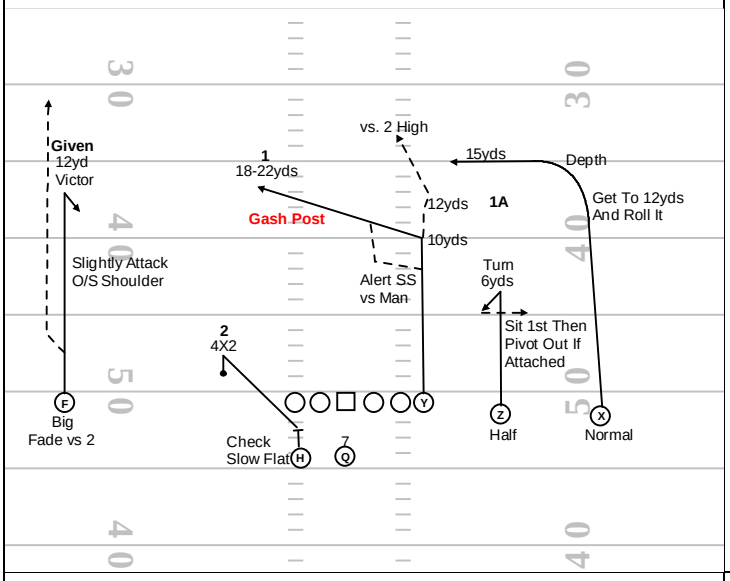
(ZE/T/C) (F MO) G TRIPS (TEX) RT
3J Z DISCO



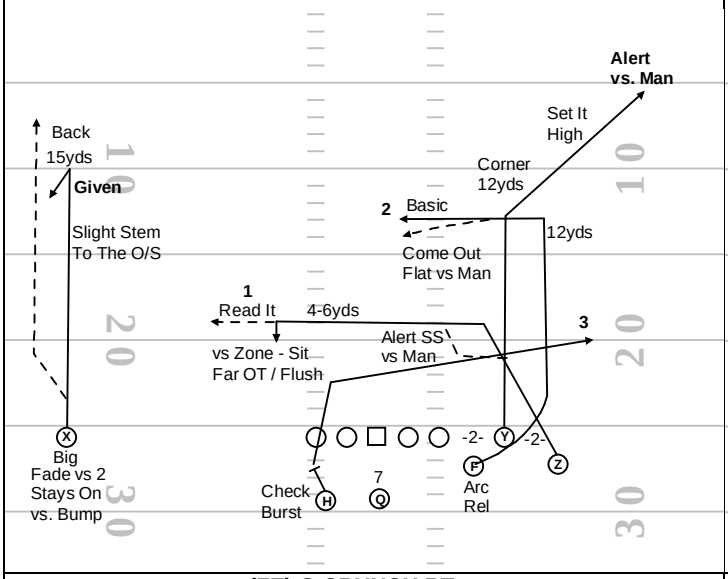
(ZE/T/C) (Z MO) G TAZ RT
3J F DISCO X VICTOR



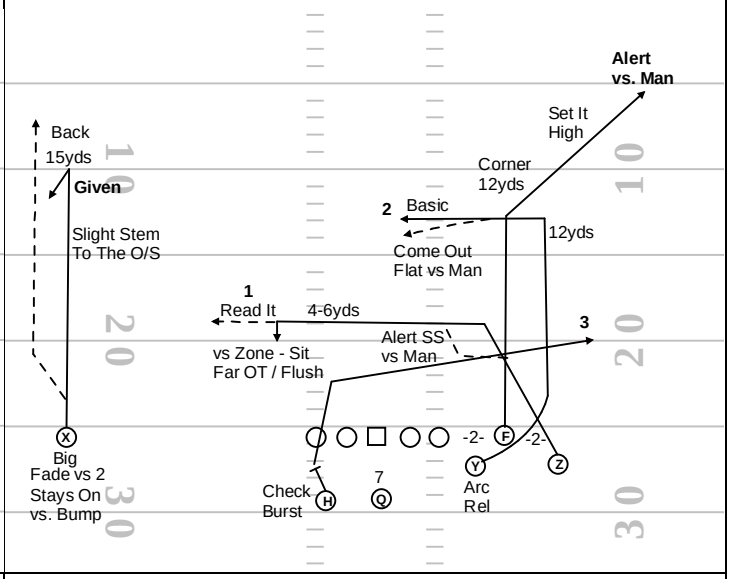
(ZE/T/C) (Z MO) G JOKER RT (OFF)
3J X DISCO F VICTOR



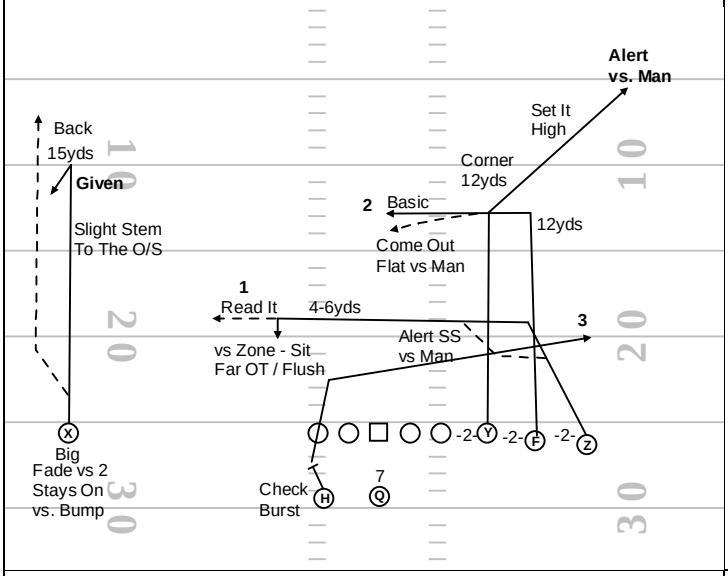
(ZE) (F MO)(Z SHORT) G BUNCH RT
3J Z DRIVE Y CORNER BURST



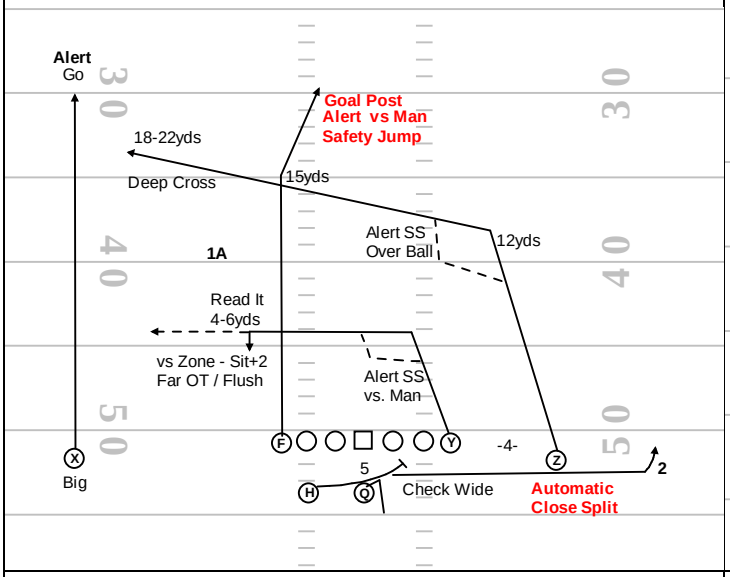
(ZE) G TRIPS RT BUNCH
3J Z DRIVE F CORNER BURST



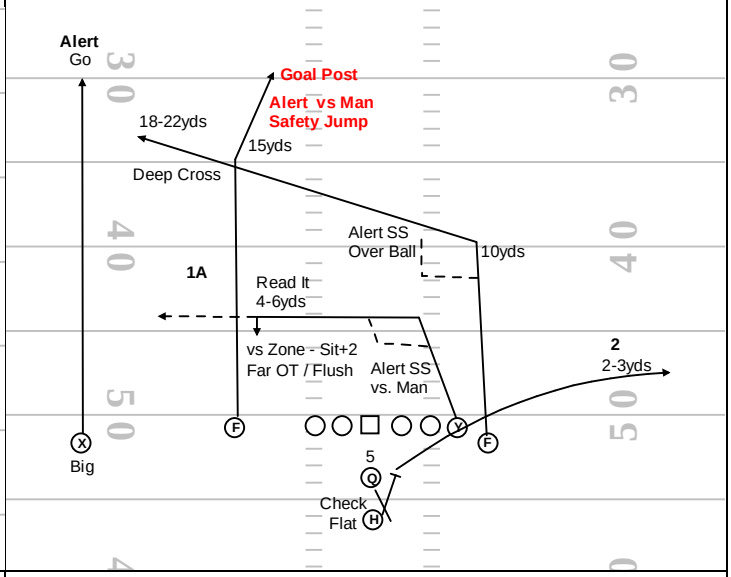
(ZE) G CRUNCH RT
3J Z DRIVE Y CORNER BURST



(T/C) (Z MO) Q DOT RT
RIDE 2J Z SPEAR Y SHALL



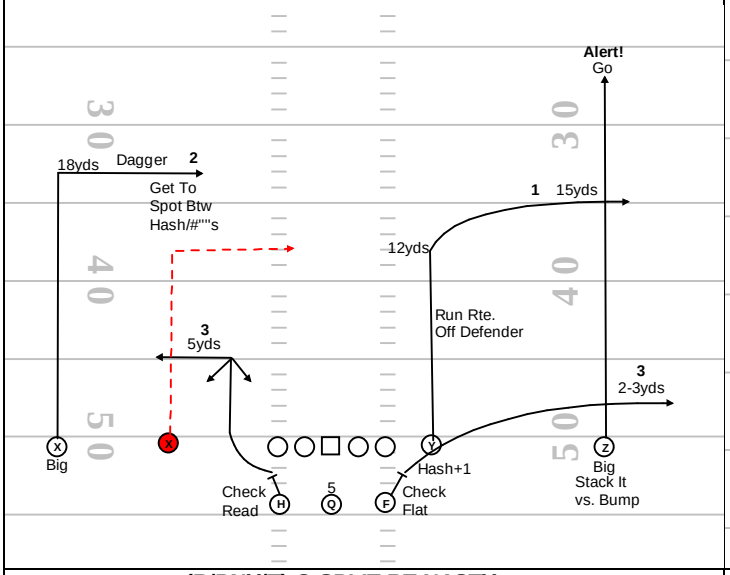
(T/C) Q FLANK RT
FIRE 2J F SPEAR Y SHALL FLAT



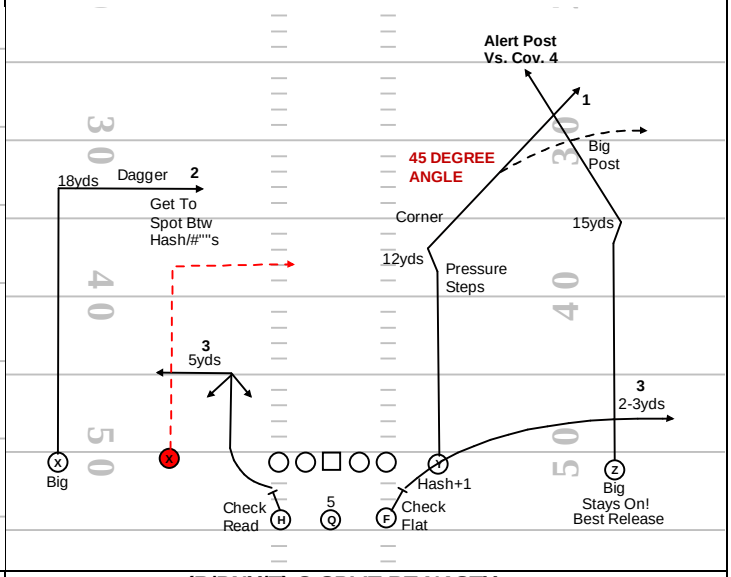
(7) 24-25 PROTECTION

INSTALL 5

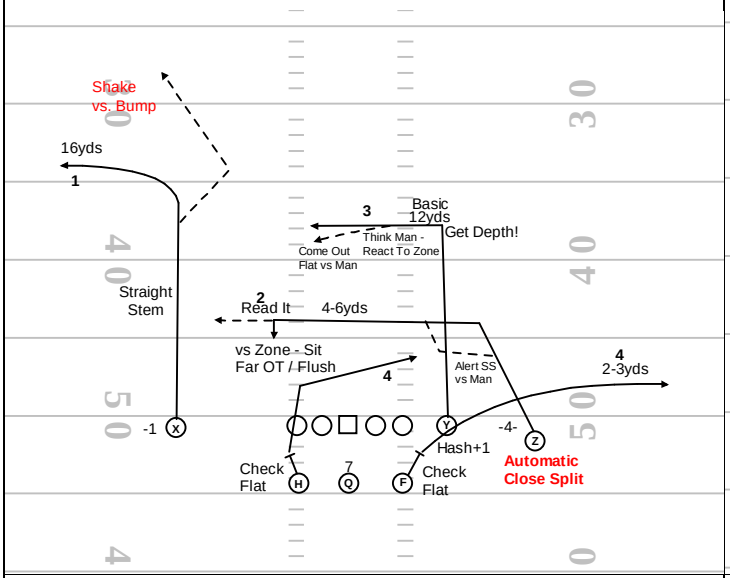
(R/PNY/T) G SPLIT RT (TITE)
24 Y SAIL



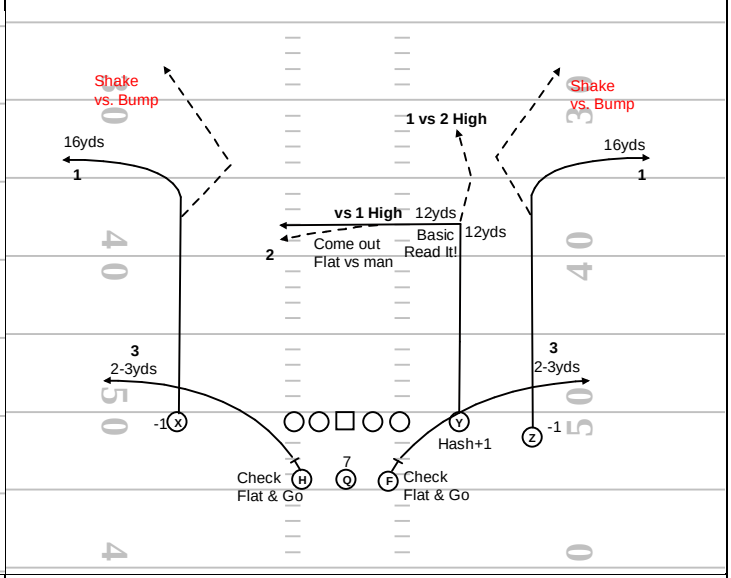
(R/PNY/T) G SPLIT RT (TITE)
24 Y RATTLE



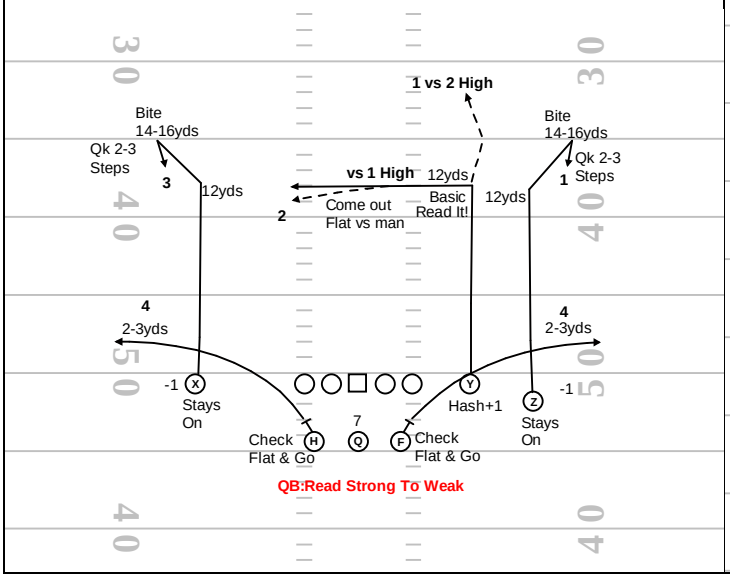
(R/PNY/T) G SPLIT RT NASTY
724 X CIRCUS Y DRIVE ROCO



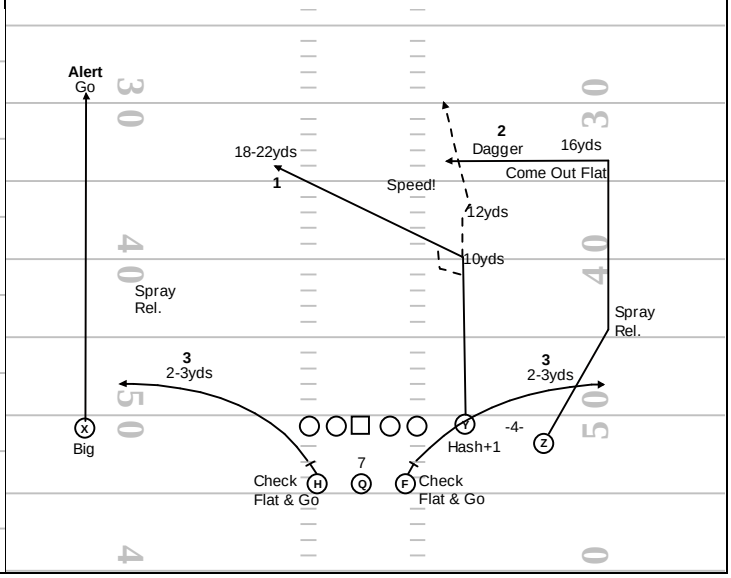
(R/PNY/T) G SPLIT RT NASTY
724-CHIP DOUBLE CIRCUS



(R/PNY/T) G SPLIT RT NASTY
724-CHIP DOUBLE BITE



(R/PNY/T) G SPLIT RT CLOSE
724-CHIP Y SWORD



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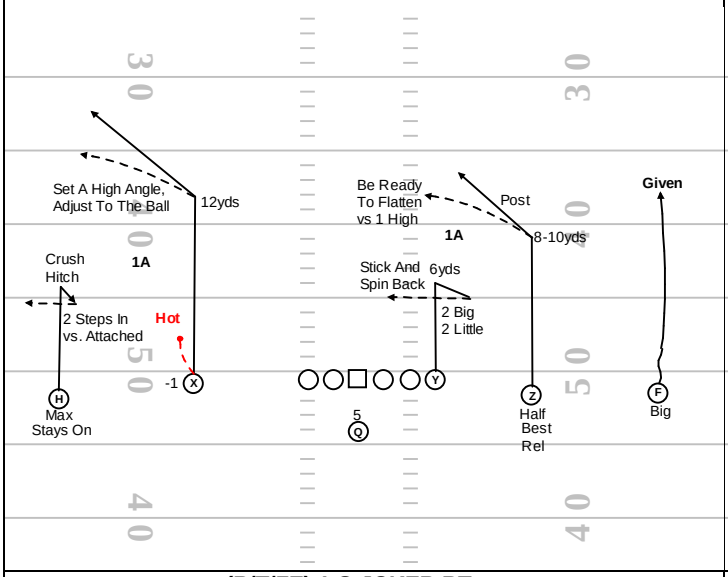
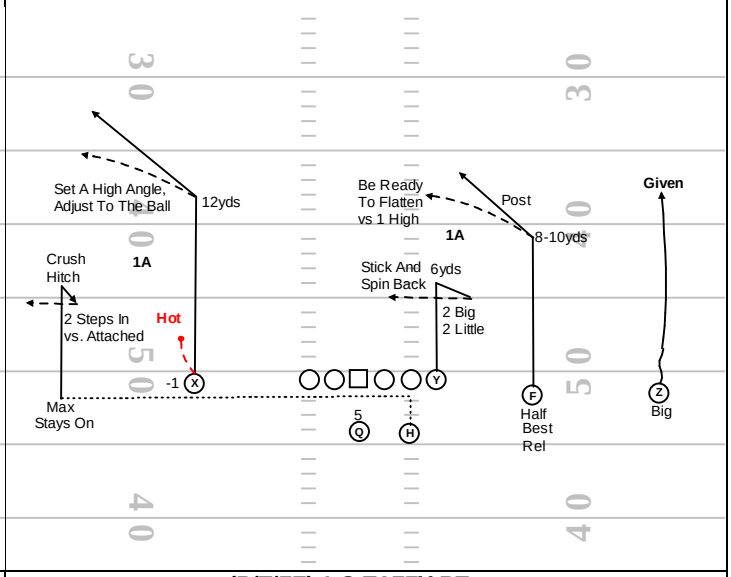
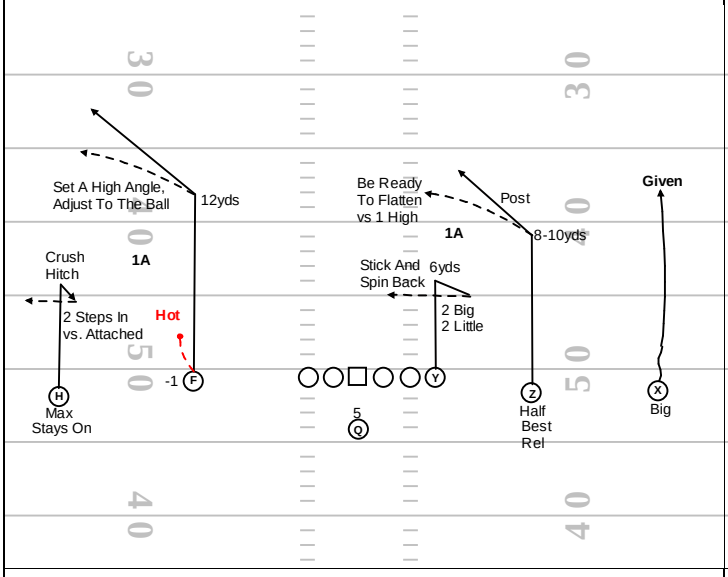
(R/T/ZE) 1 G TAZ RT
200SCAT Y SPIN H CRUSH



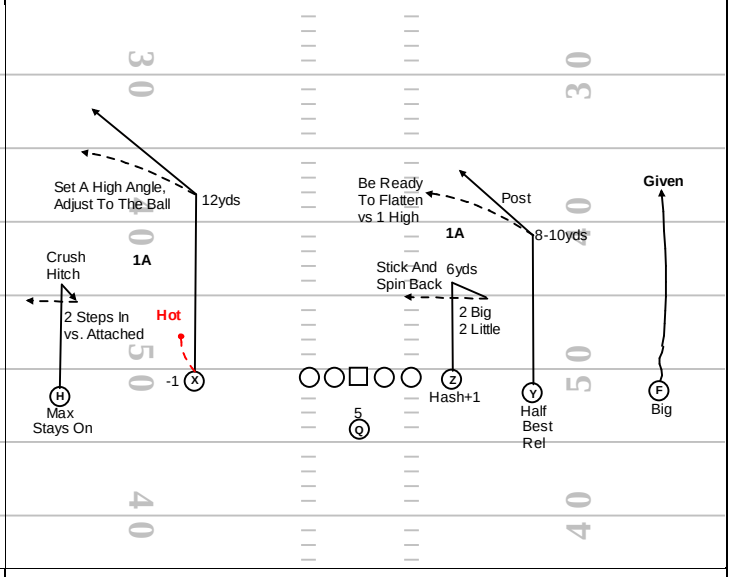
(R/T/ZE) G TRIPS RT TITE H LT O
200SCAT Y SPIN H CRUSH



(R/T/ZE) 1 G JOKER RT
200SCAT Y SPIN H CRUSH

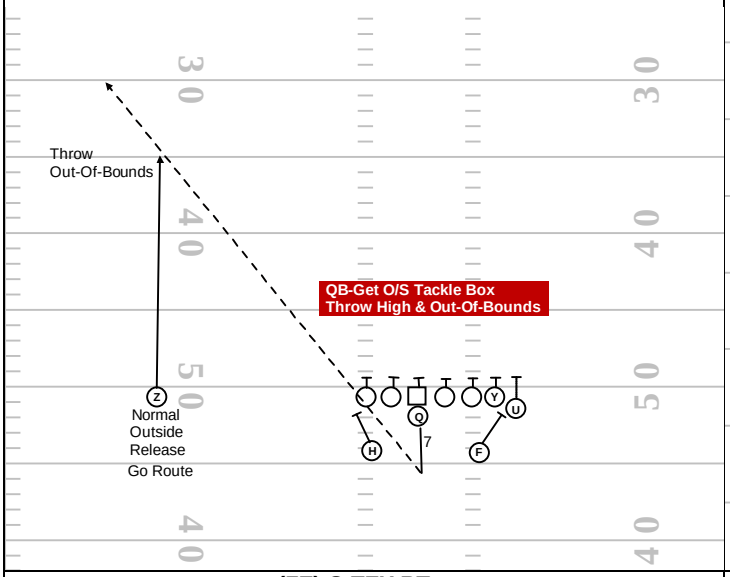


(R/T/ZE) 1 G TAFFY RT
200SCAT Z SPIN H CRUSH

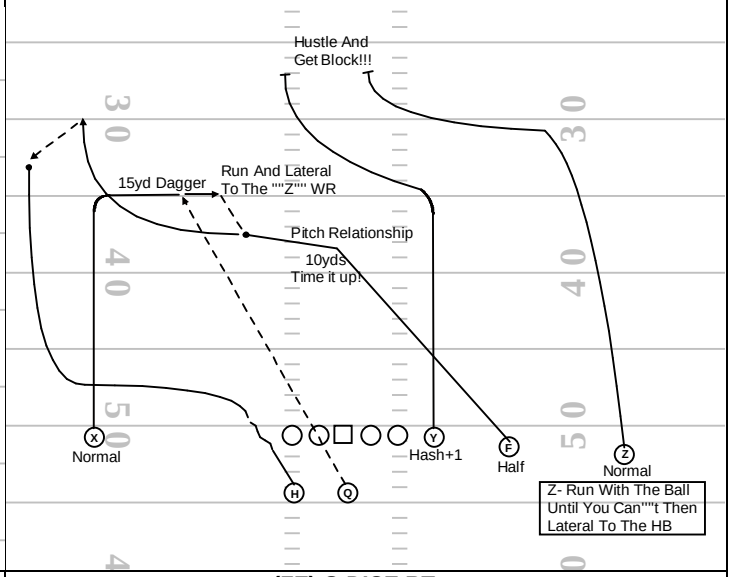


END OF GAME

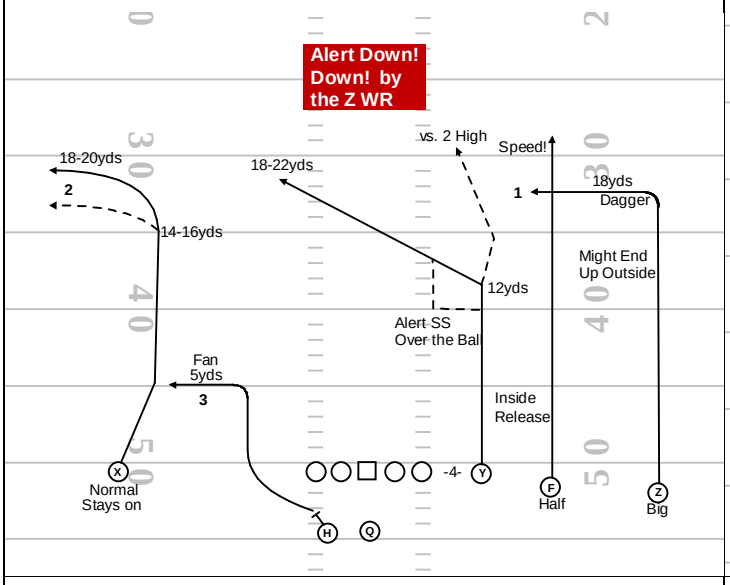
(U) RED RT WING
58 SPLIT MAX FOUL BALL



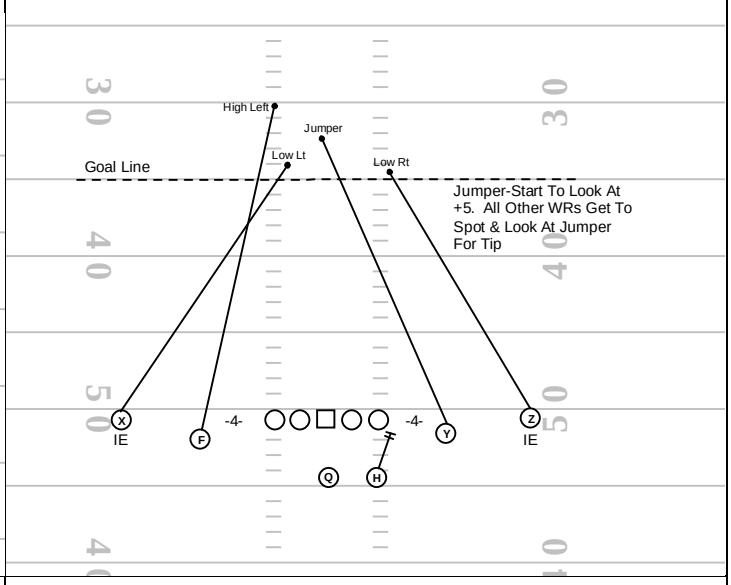
(ZE) G TEX RT
3J ALCATRAZ



(ZE) G TEX RT
3J Z DAGGER X COFFIN

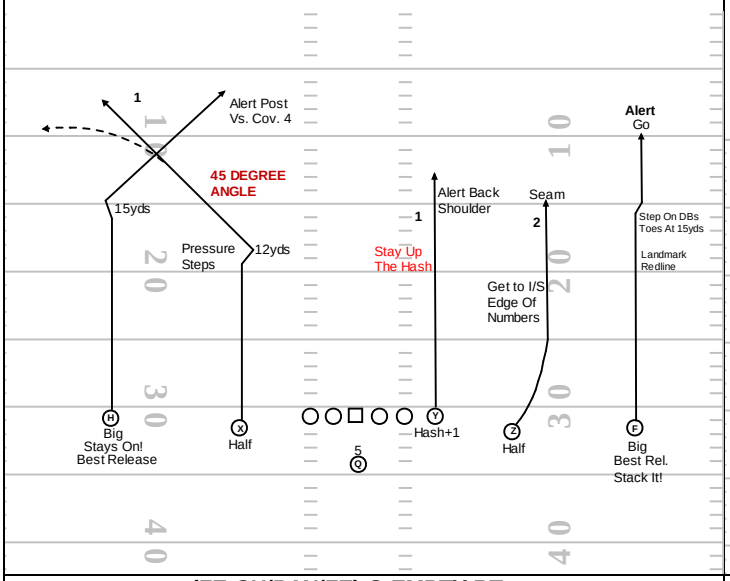


(ZE) G DICE RT
2J HOME GOAL POST

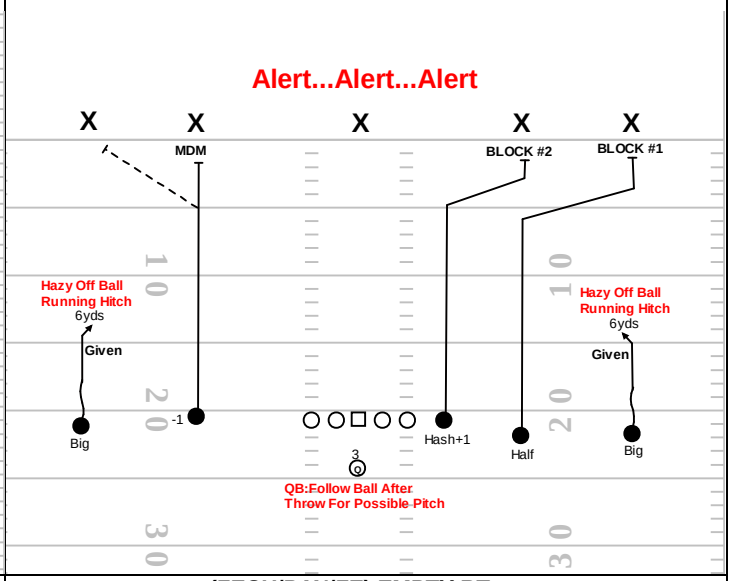


END OF GAME

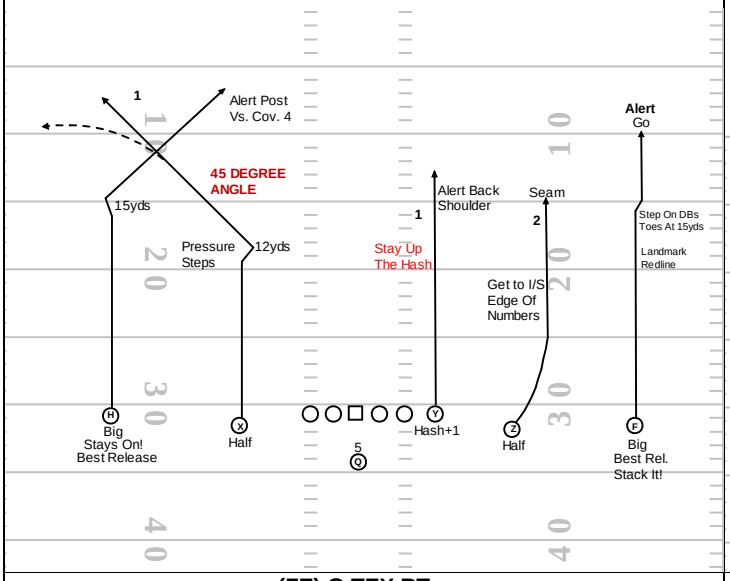
(ZE-CH/PAN/ZE) G EMPTY RT
2SCAT Y DANCER X RATTLE A-HOME RUN/SCORE



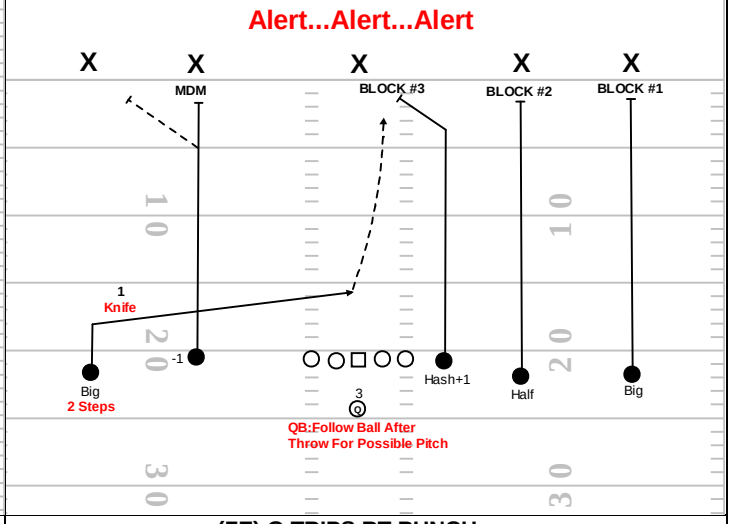
(ZECH/PAN/ZE) EMPTY RT
2SCAT Y DANCER X RATTLE A-SCORE



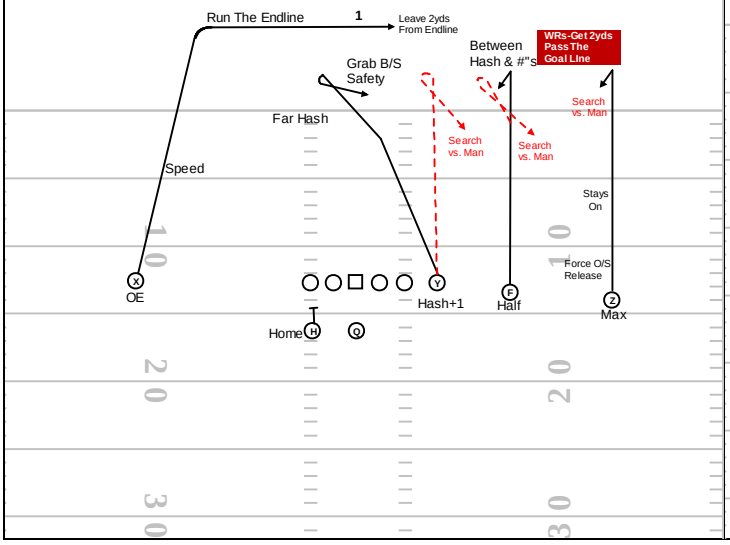
(ZE-CH/PAN/ZE) G EMPTY RT
2SCAT Y DANCER X RATTLE A-HOME RUN/SCORE



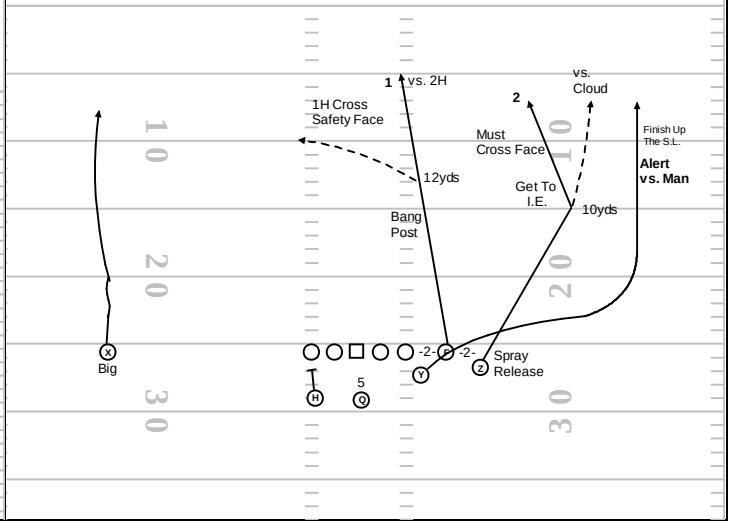
(ZECH/PAN/ZE) EMPTY RT
2SCAT Y DANCER X RATTLE A-HOMRUN



(ZE) G TEX RT
3J HOME GASH-SEARCH X ENDLINE A-4J SPARTAN



(ZE) G TRIPS RT BUNCH
3J HOME Z BANG Y SWING X FADE A-4J CORD



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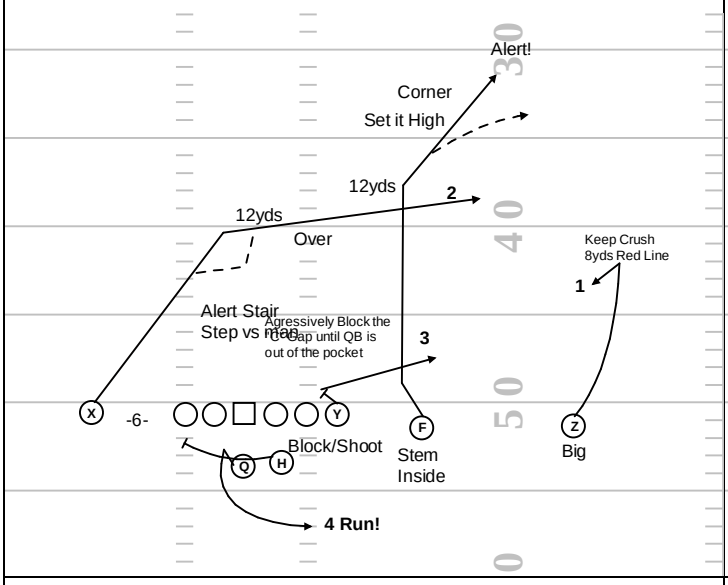
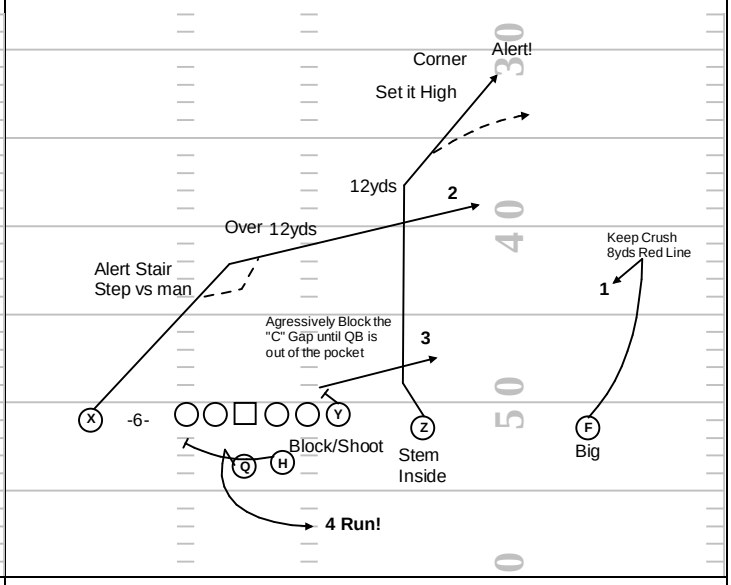
MOVEMENT

(C/T/KOD) (YMO) G TRIPS RT
KEEP 37 Z CRUSH

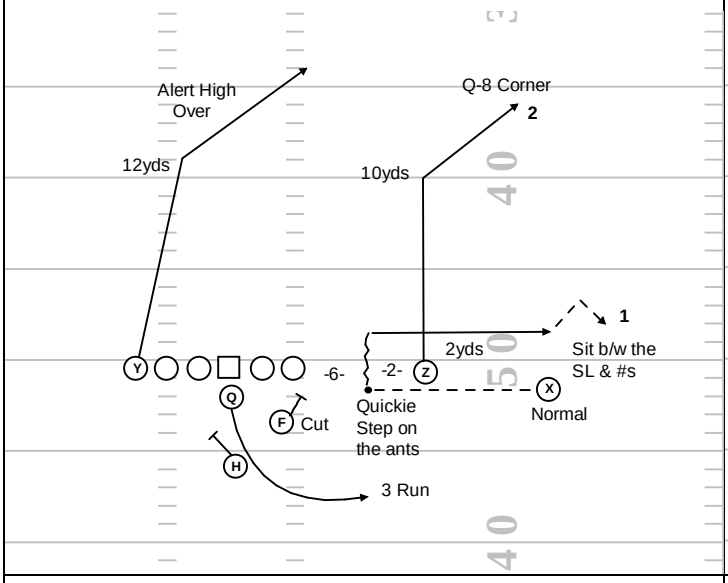


(C/T/KOD) (YMO) G TAZ RT
KEEP 37 F CRUSH

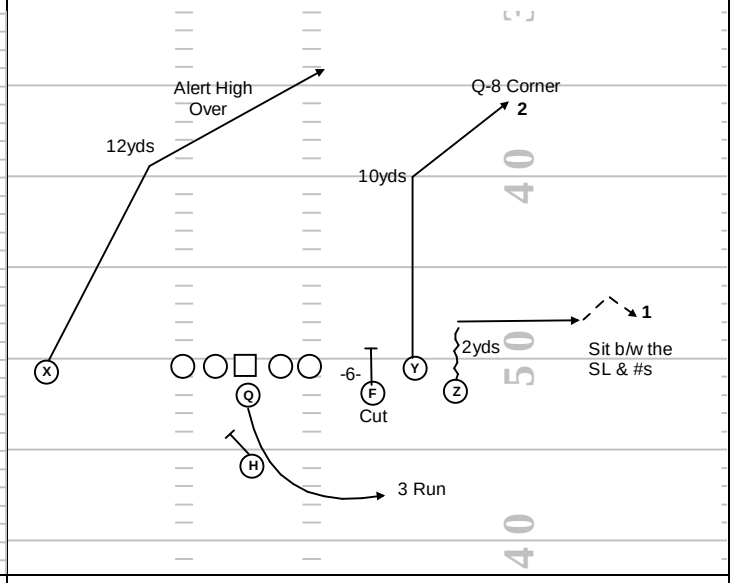


MOVEMENT

(R/T/ZE) WEAK LT SLOT X SHIN
Q 8 Z CORNER

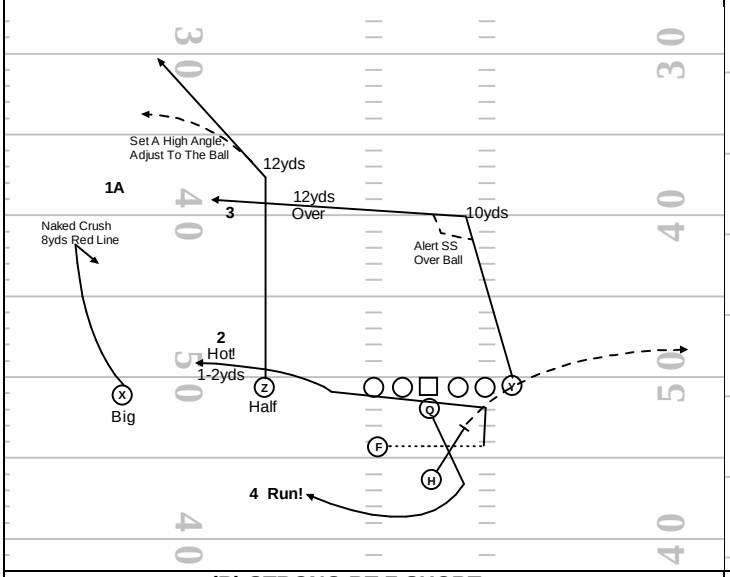


(R/T/ZE) BUNCH RT
Q 8 Y CORNER

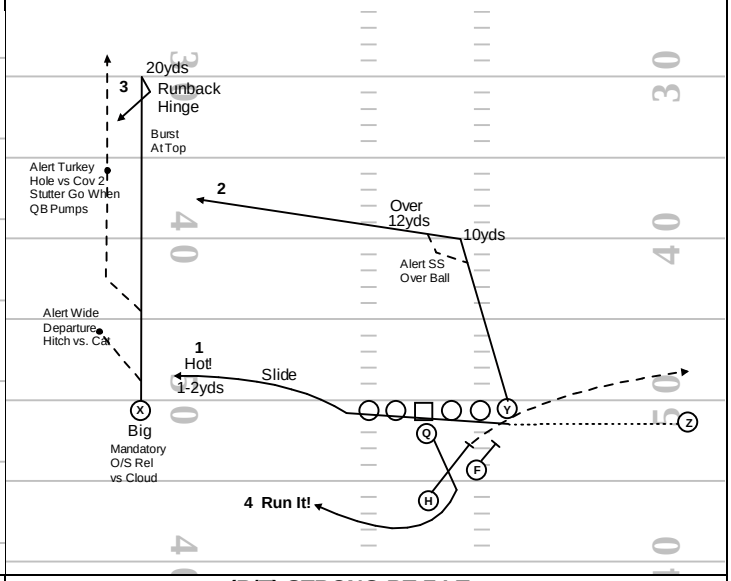


MOVEMENT

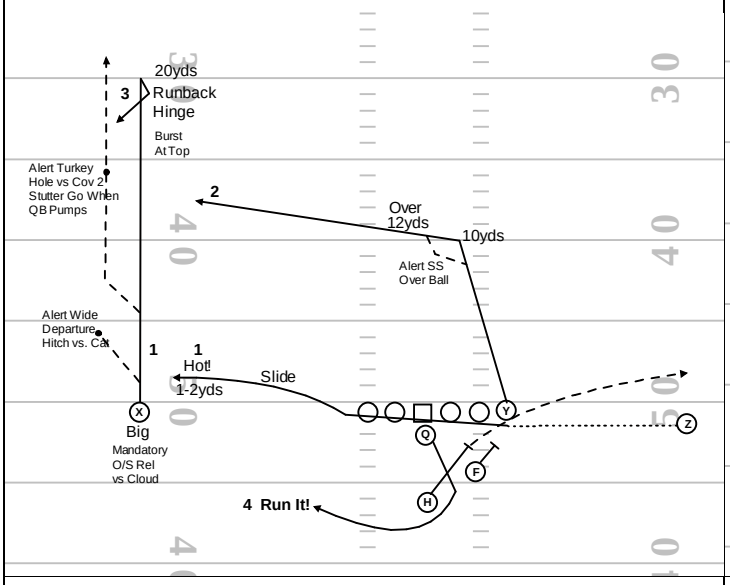
(R/T) WEAK RT SLOT FUZZ
NAKED 96 LT X CRUSH F SLIDE



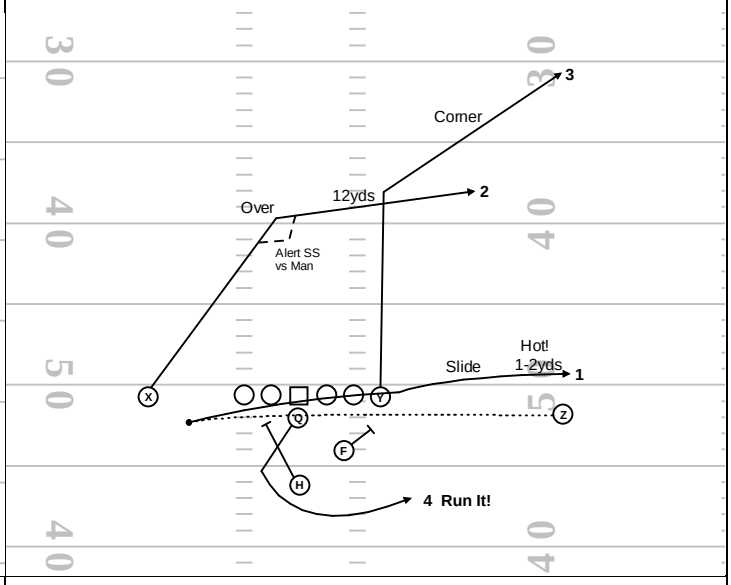
(R) STRONG RT Z SHORT
NAKED 96 LT Z SLIDE



(R) STRONG RT Z SHORT
NAKED 96 LT Z SLIDE

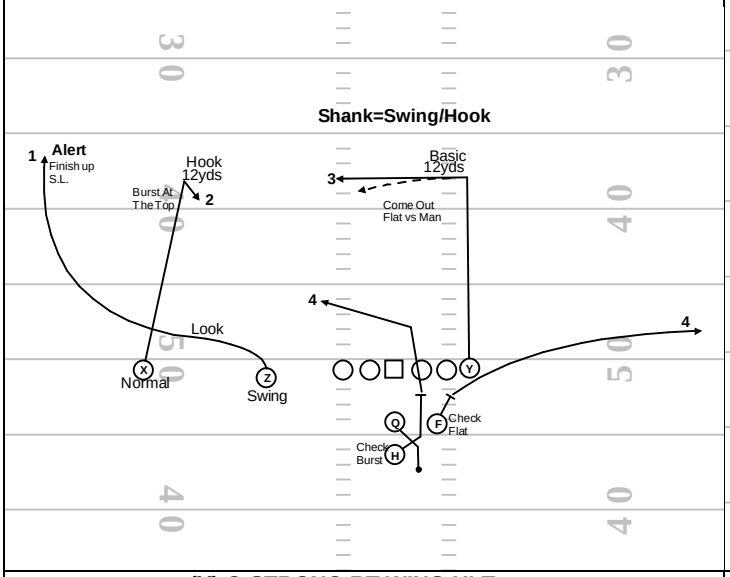


(R/T) STRONG RT Z LT
NAKED 97 RT Z SLIDE Y CORNER

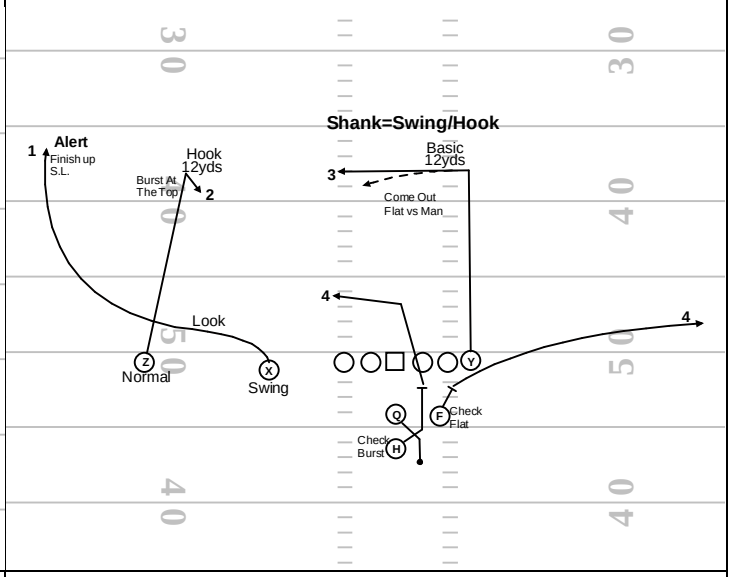


PLAY PASS

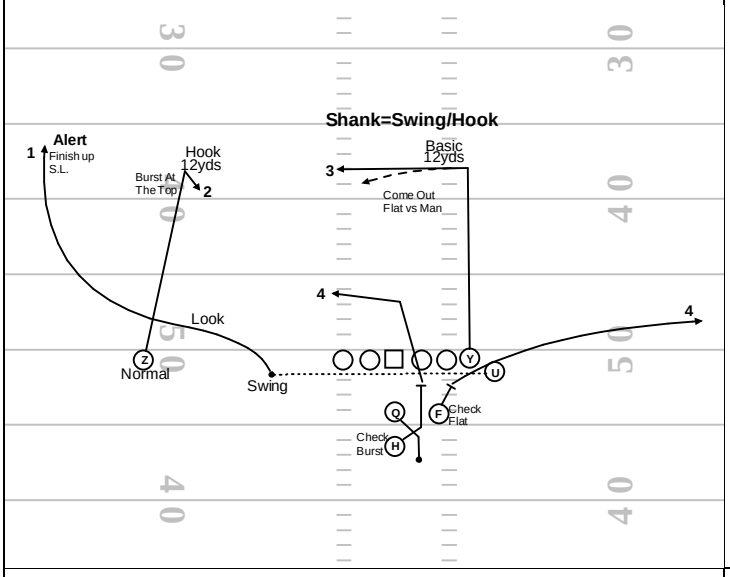
(R/T) (Z MO) Q STRONG RT SLOT
HND 2 Z&X SHANK Y BASIC BURST



(R/T) (X MO) Q STRONG RT SLUG
HND 2 X&Z SHANK Y BASIC BURST



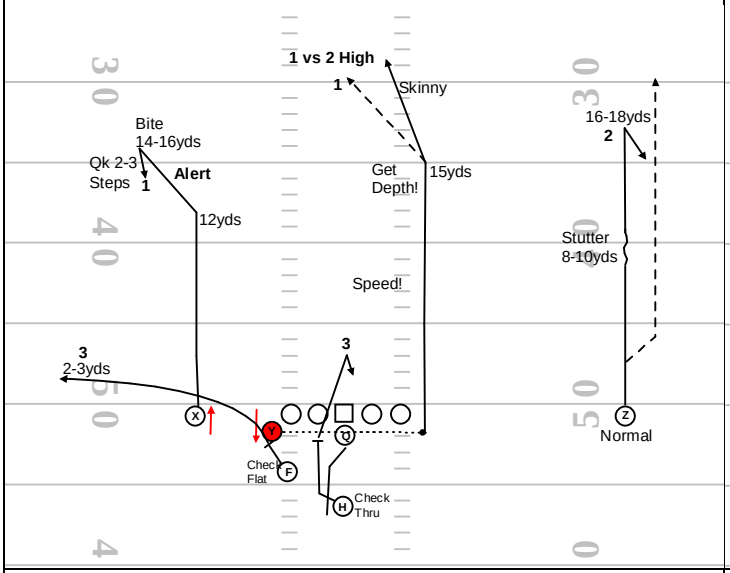
(Y) Q STRONG RT WING ULT
HND 2 U&Z SHANK Y BASIC BURST



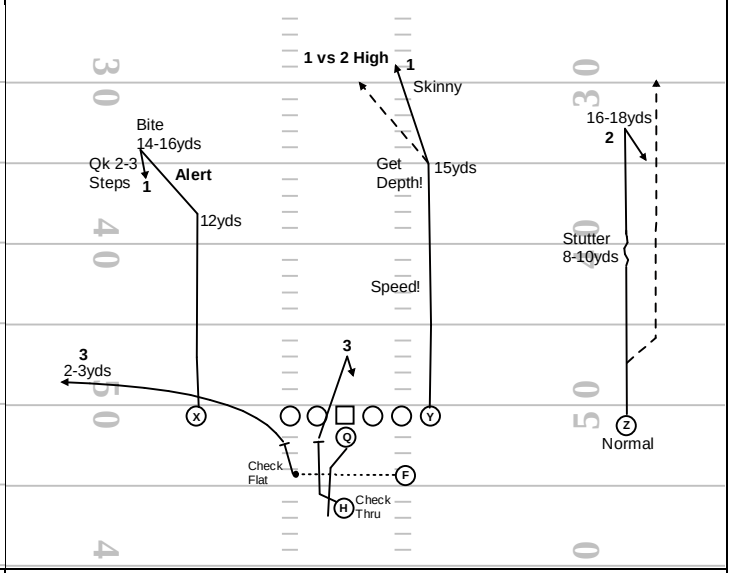
INSTALL #5

PLAY PASS

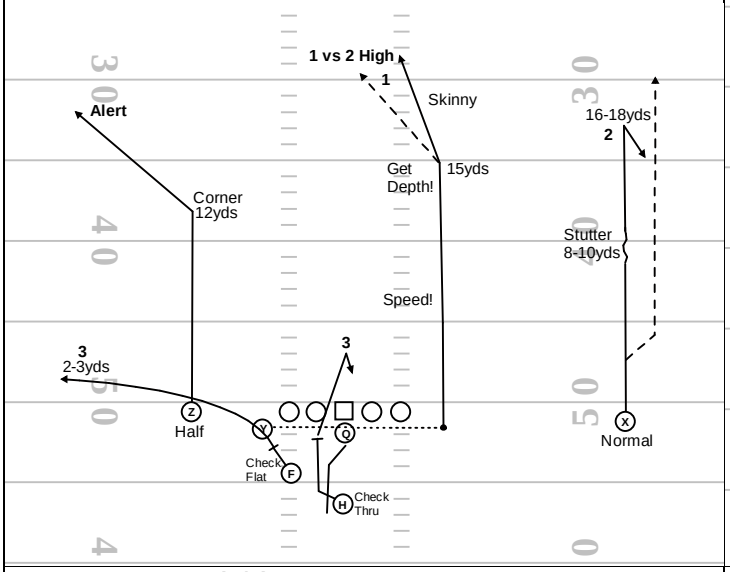
(R) YAZ WEAK RT TITE
HND 3 Y POSTER X BITE



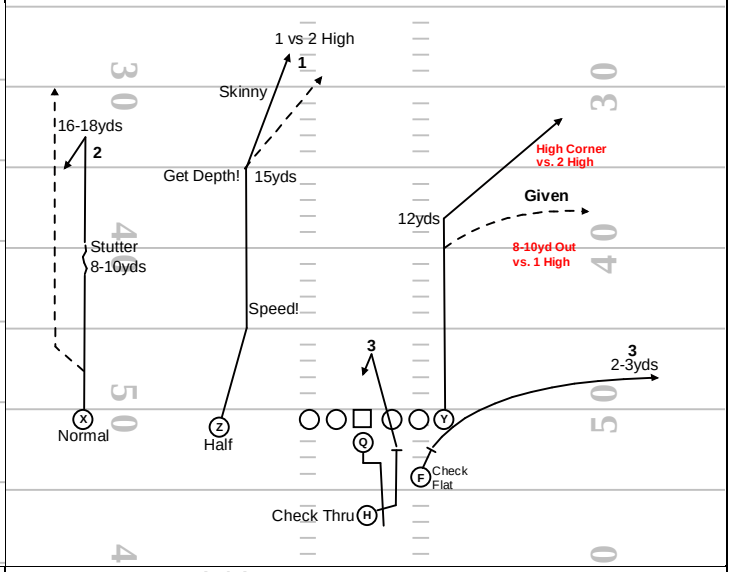
(R) STRONG RT TITE FUZZ
HND 3 Y POSTER X BITE



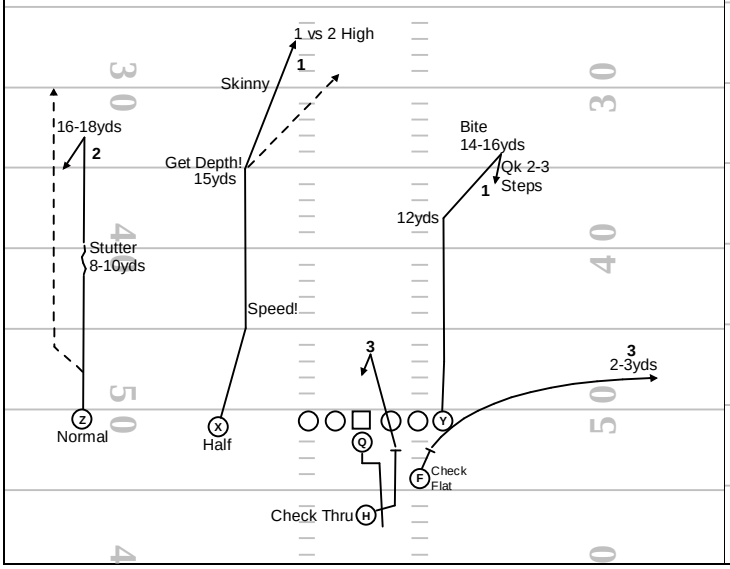
(R) STRONG LT CLOSE Y RT
HND 3 Y POSTER X CORNER



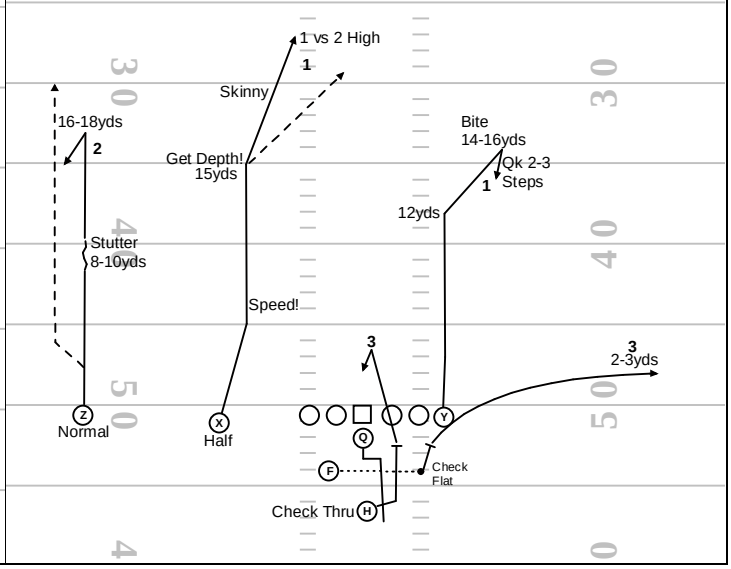
(R/T) STRONG RT SLOT
HND 2 Z POSTER Y BOW



(R/T) STRONG RT SLUG
HND 2 X POSTER Y BITE



(R/T) WEAK RT SLUG FUZZ
HND 2 X POSTER Y BITE



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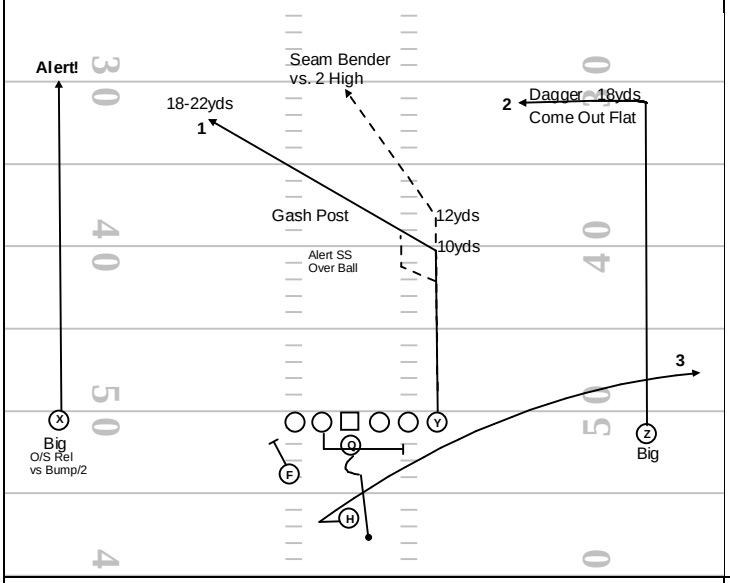
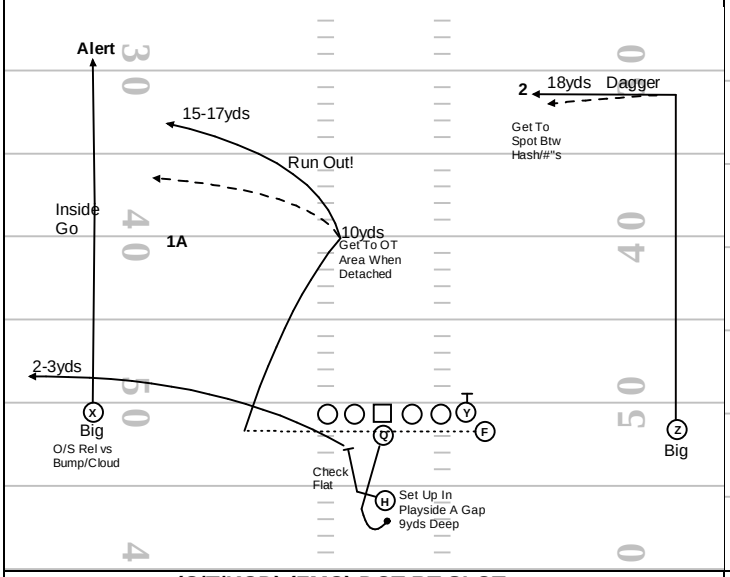
PLAY PASS

(R/T) (F OP) (Q) WEAK RT
FORD Y SWORD

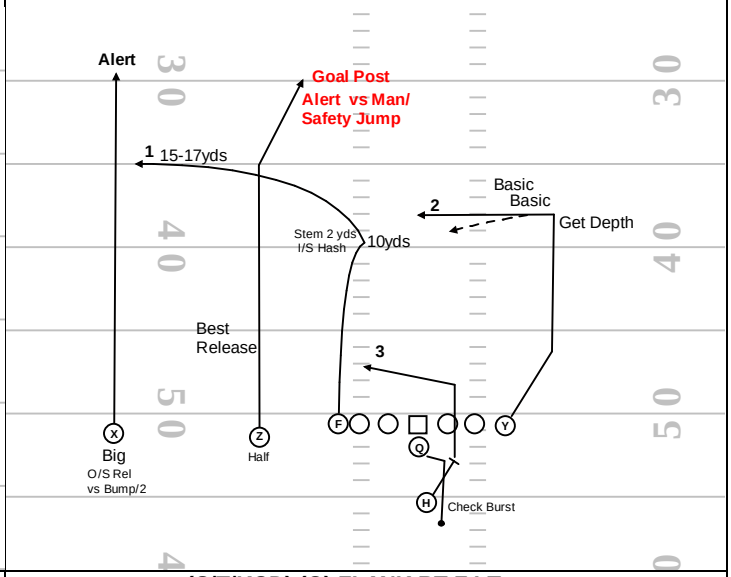


PLAY PASS

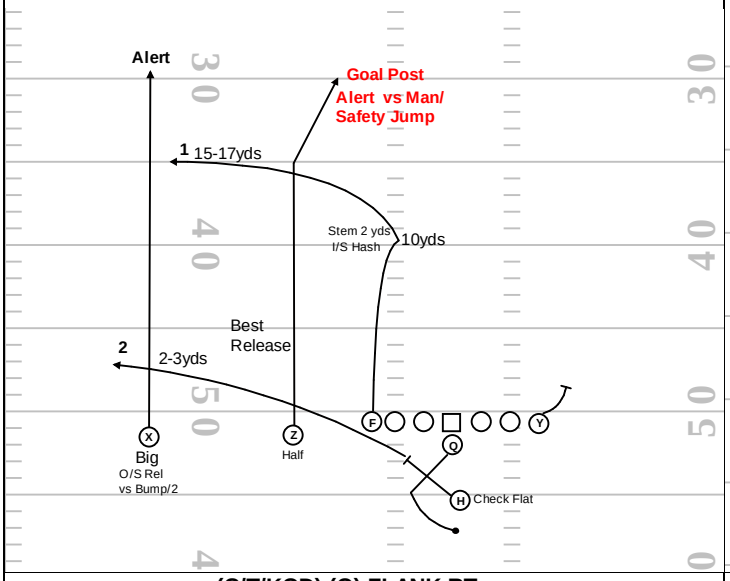
(C/T/KOD) TANK RT F LT
A93 F TB SAIL



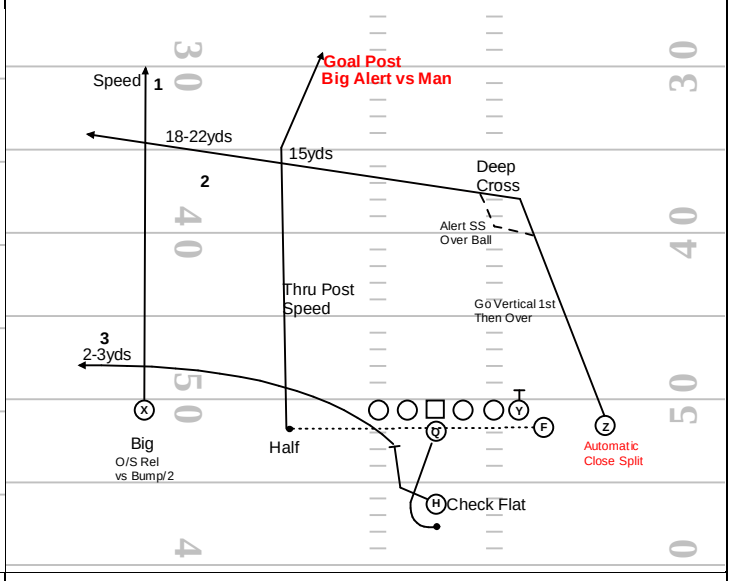
(C/T/KOD) (ZMO) DOT RT SLOT
FIRE 2J(4J) F TB SAIL BURST



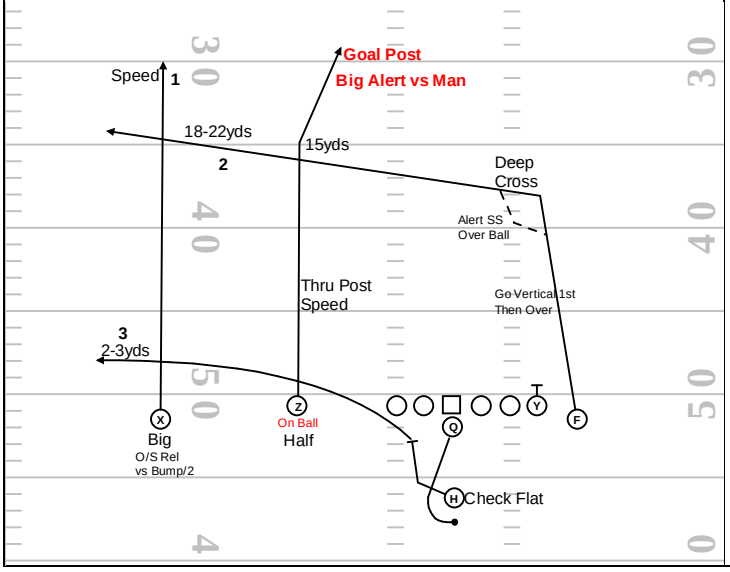
(C/T/KOD) (ZMO) DOT RT SLOT
A93 F TB SAIL



(C/T/KOD) (Q) FLANK RT F LT
A93 Z SPEAR



(C/T/KOD) (Q) FLANK RT
A93 F SPEAR



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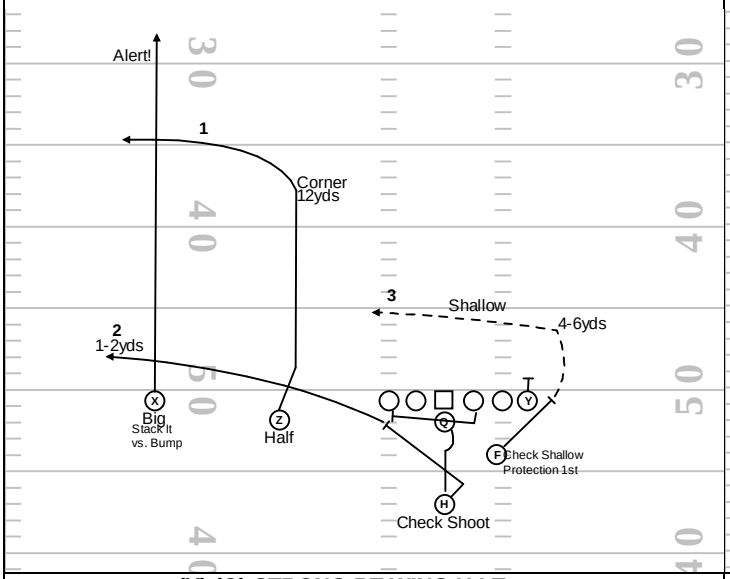
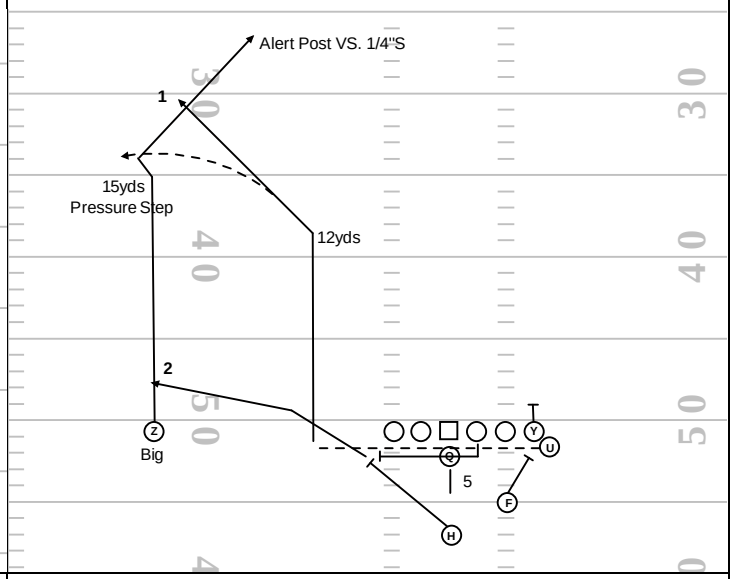
PLAY PASS

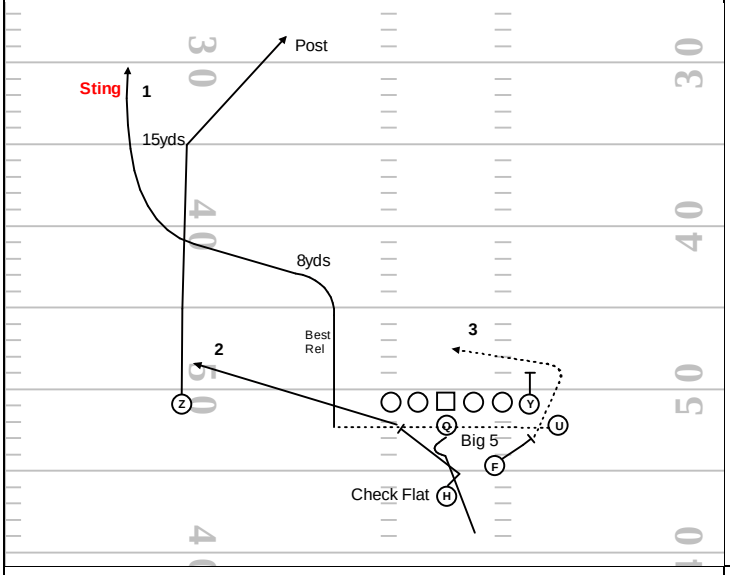
(T84/R) (Z/XMO) STRONG RT SLOT(SLUG) MUSTANG Z SAIL



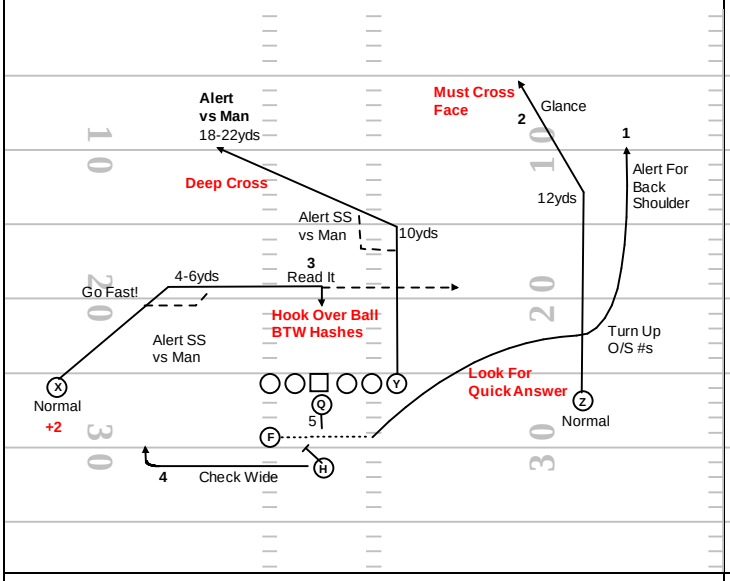
(Y) (Q) STRONG RT WING U LT MUSTANG U RATTLE



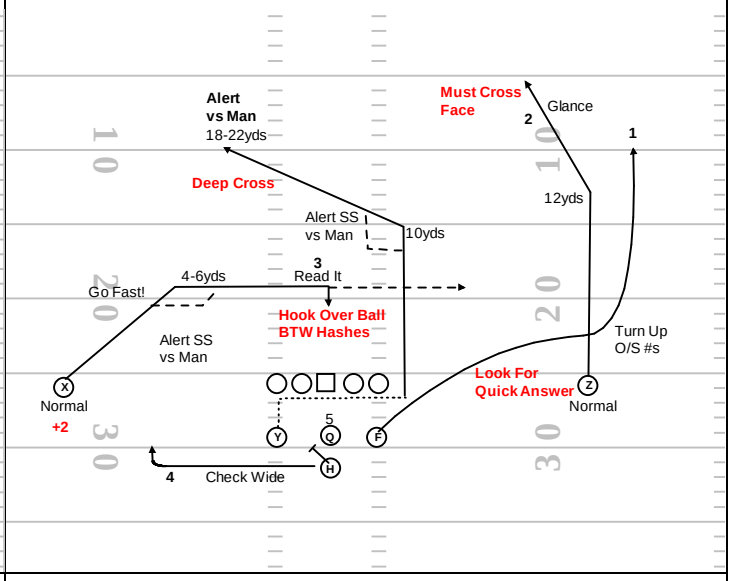
(Y) (Q) STRONG RT WING U LT MUSTANG U STING



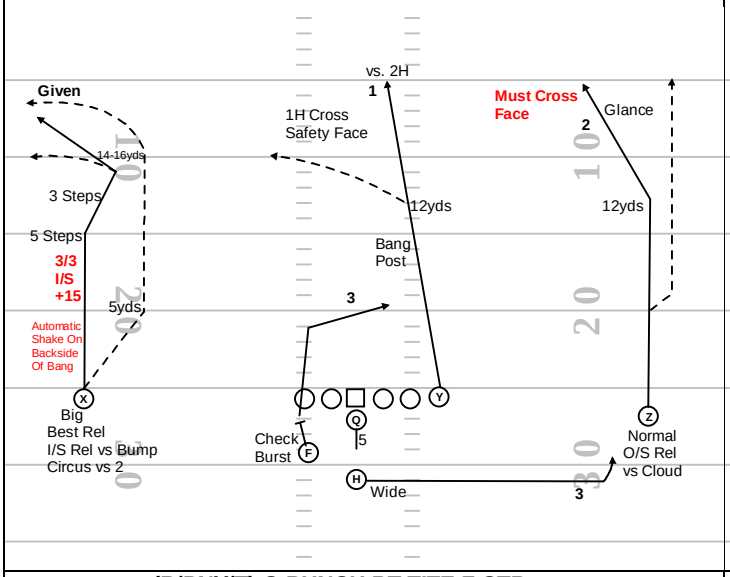
(R/T) (Q)(YAZ) WEAK RT FUZZ
3J SWING Z TOPPER X SHIM



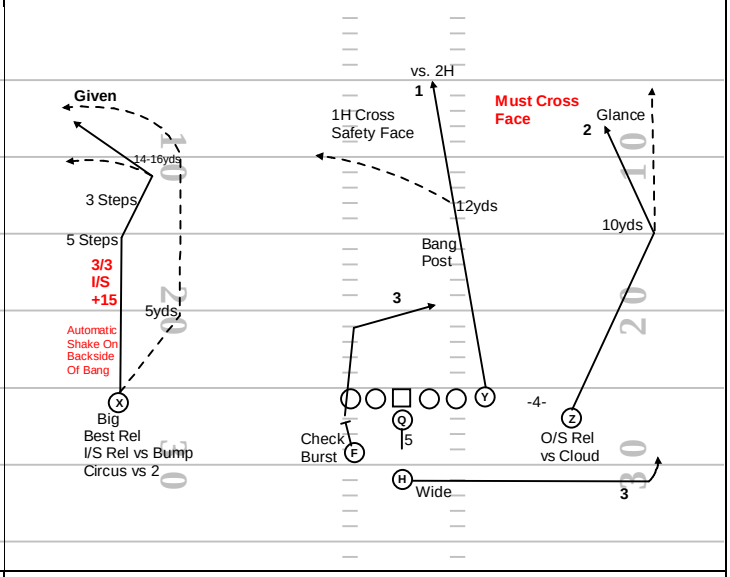
(R/T) (BUILD) Q STRONG BULLY RT Y RT
3J SWING Z TOPPER X SHIM



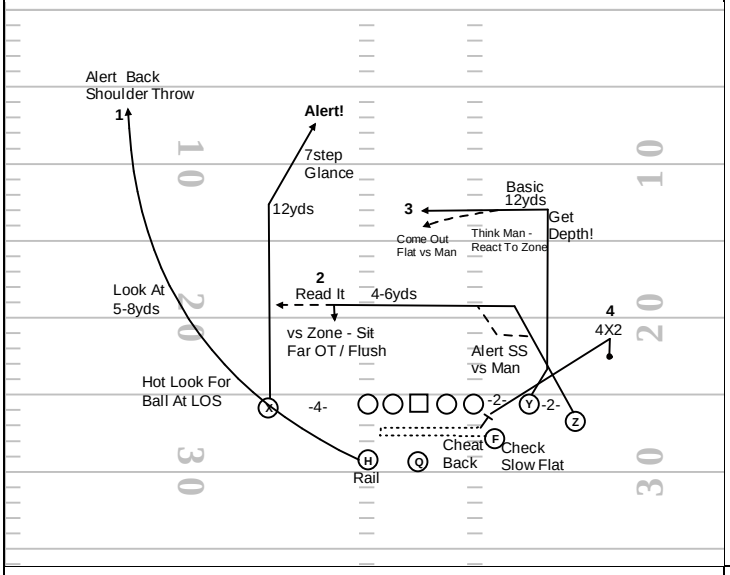
(R/T) (Z MO/F OP) (Q) WEAK RT
"F" 3J Z BANG WIDE



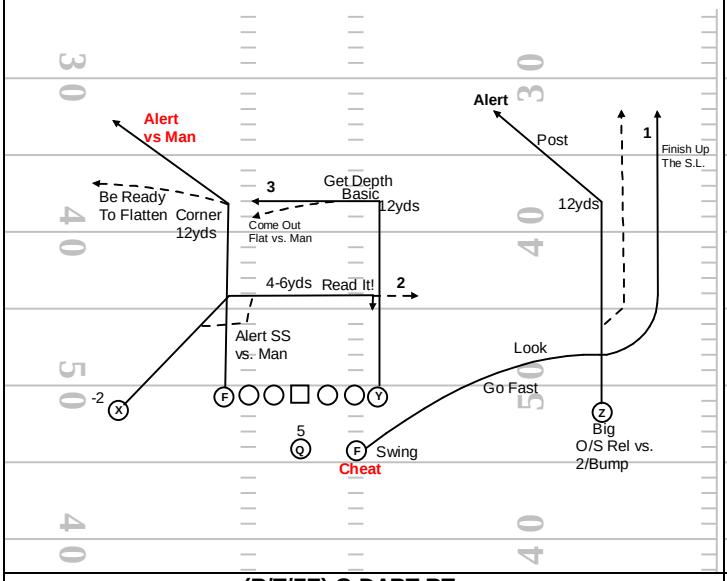
(R/T) (Q) WEAK RT CLOSE (Z SHORT)
"F" 3J Z BANG WIDE



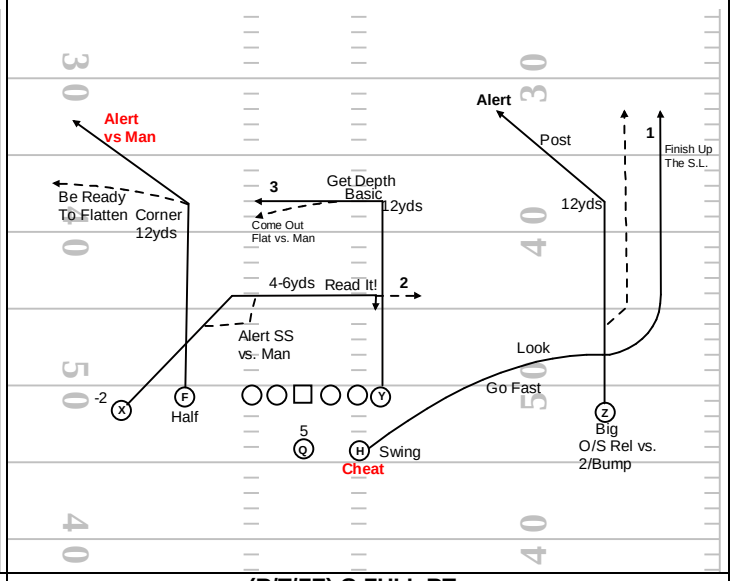
(R/PNY/T) G BUNCH RT TITE F CTR
"F" 2J X SWINGER Z DRIVE



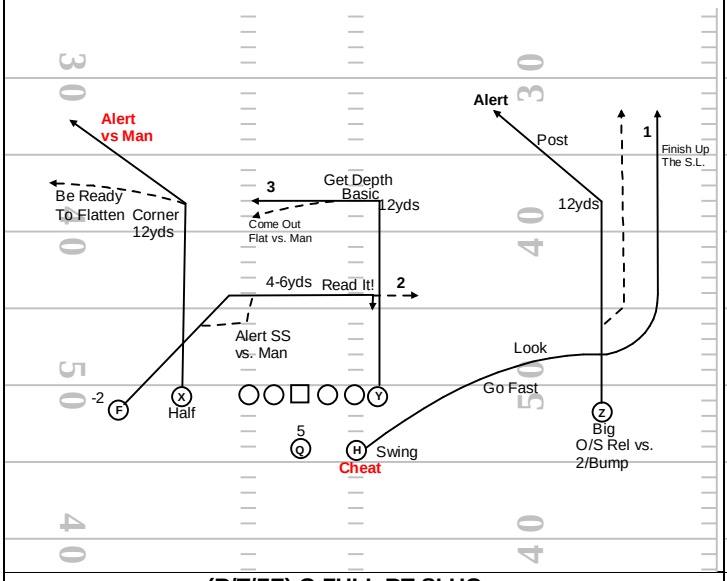
(R/T) G DOT RT
2SCAT SWING Y BINGO X SHALLOW



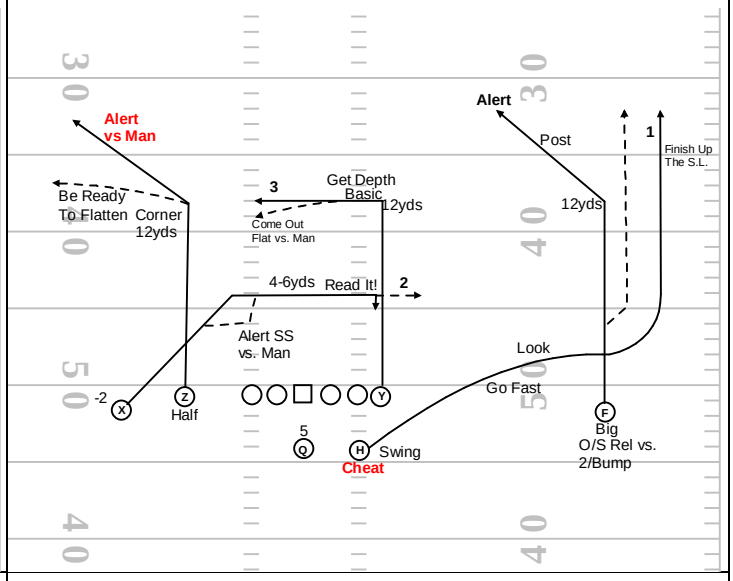
(R/T/ZE) G DOUBLE RT
2SCAT SWING Y BINGO X SHALLOW



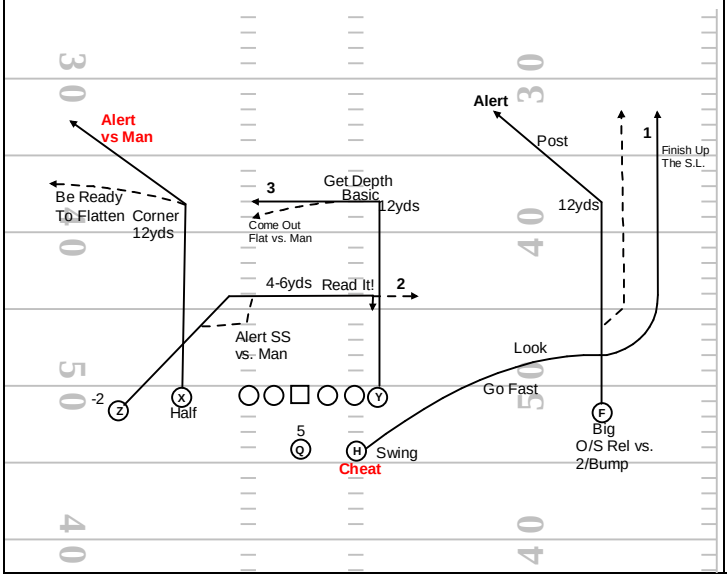
(R/T/ZE) G DART RT
2SCAT SWING Y BINGO F SHALLOW



(R/T/ZE) G FULL RT
2SCAT SWING Y BINGO X SHALLOW



(R/T/ZE) G FULL RT SLUG
2SCAT SWING Y BINGO Z SHALLOW



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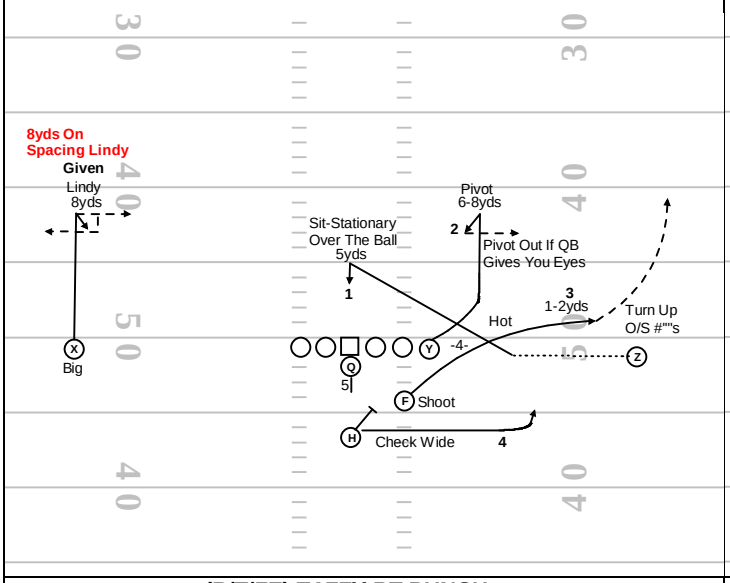
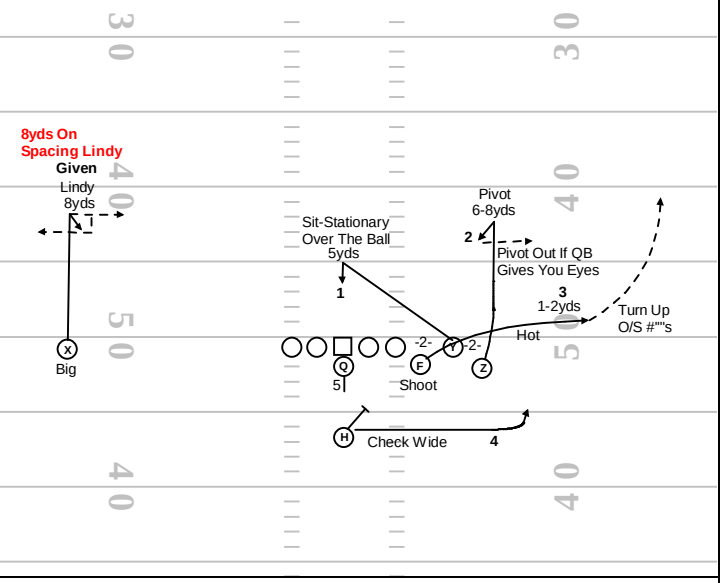
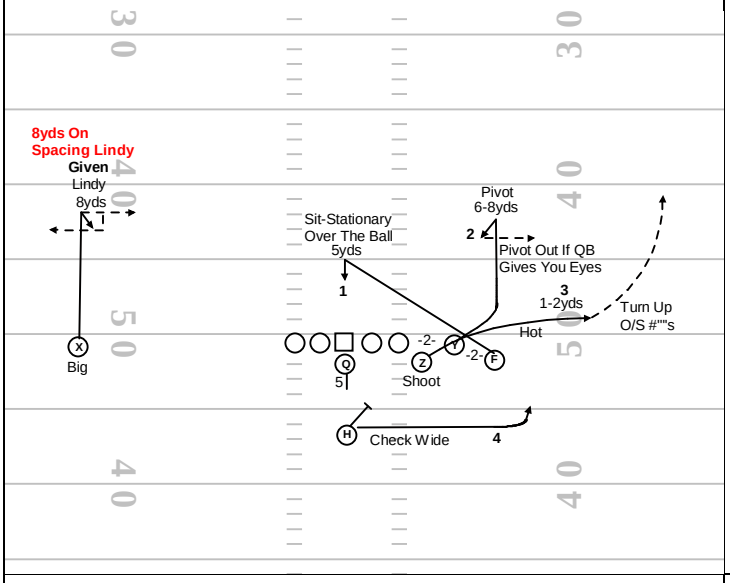
(R/T/ZE) (MOVE) STRONG RT Z SHORT
2J Z SPACING X LINDY



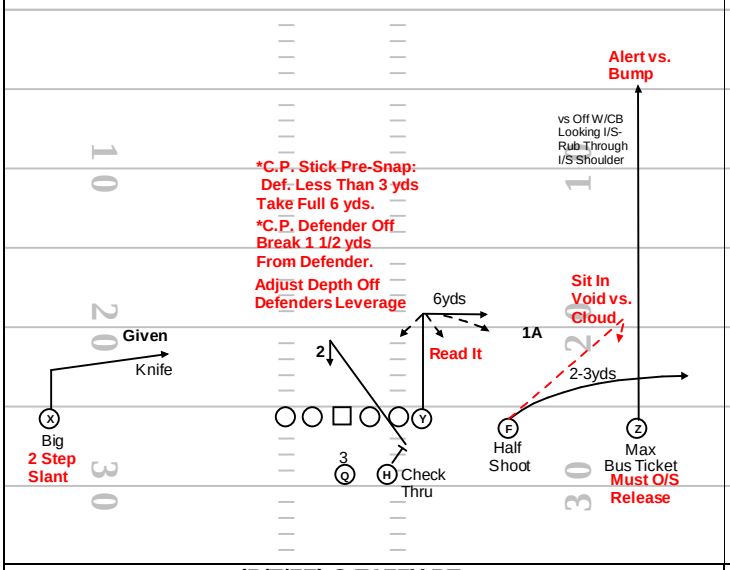
(R/T/ZE) (BAFFLE) BUNCH RT
2J Y SPACING X LINDY



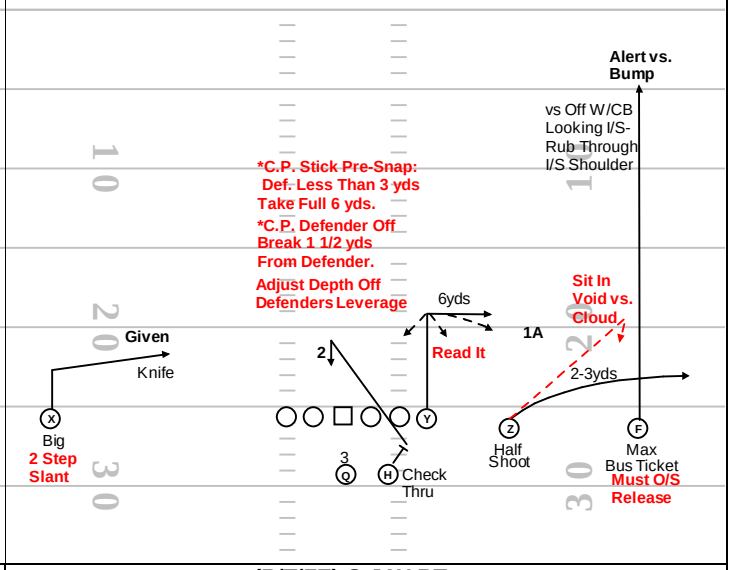
(R/T/ZE) TAFFY RT BUNCH
2J F SPACING X LINDY



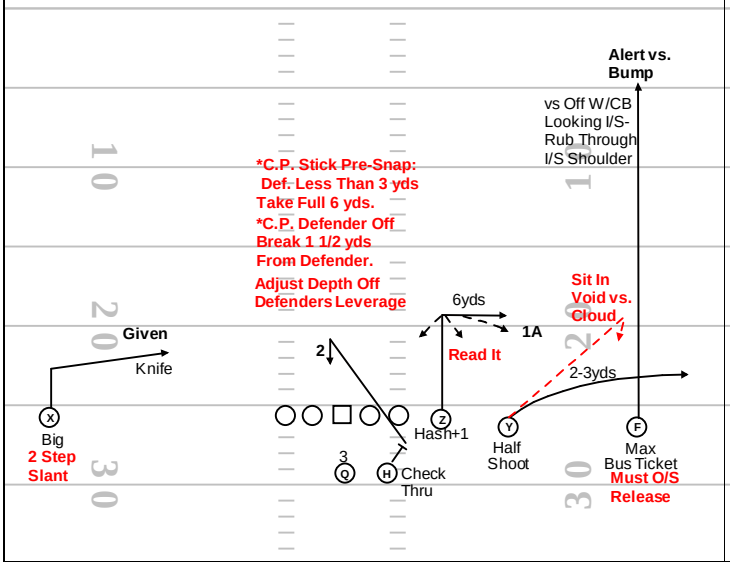
(R/T/ZE) (F MO)(MOVE) G TRIPS RT
200J CUT Y STICK X KNIFE THRU



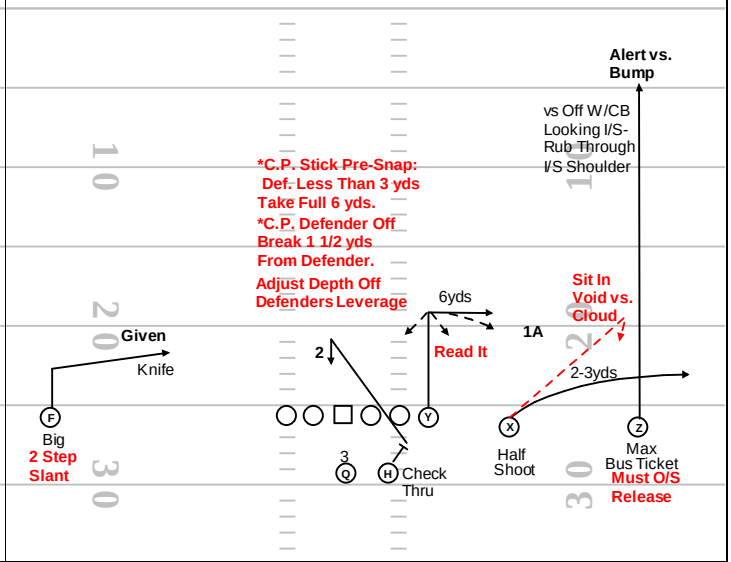
(R/T/ZE) (Z MO) G TAZ RT
200J CUT Y STICK X KNIFE THRU



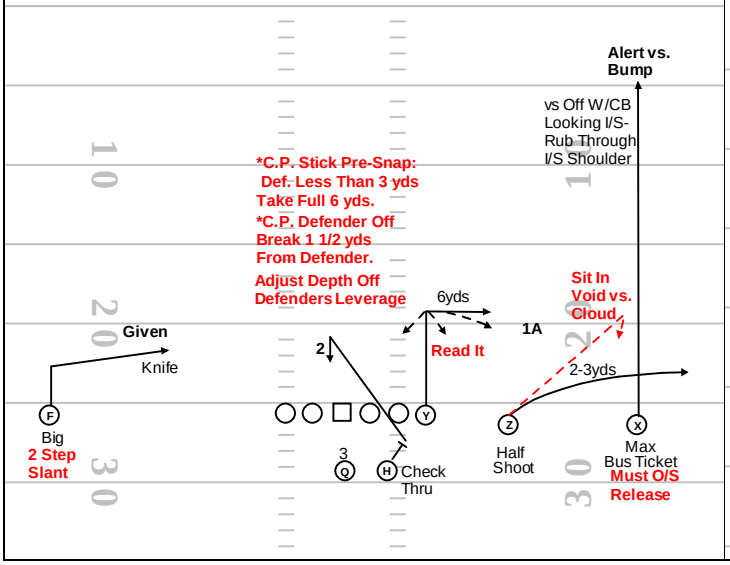
(R/T/ZE) G TAFFY RT
200J CUT Z STICK X KNIFE THRU



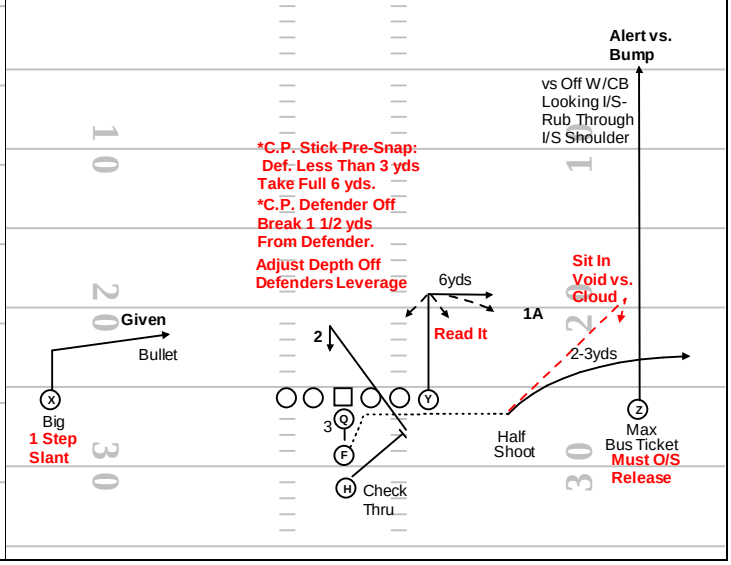
(R/T/ZE) G JAX RT
200J CUT Y STICK F KNIFE THRU



(R/T/ZE) G JOKER RT
200J CUT Y STICK F KNIFE THRU



(R/T) GREEN RT F RT
200J CUT Y STICK X BULLET THRU



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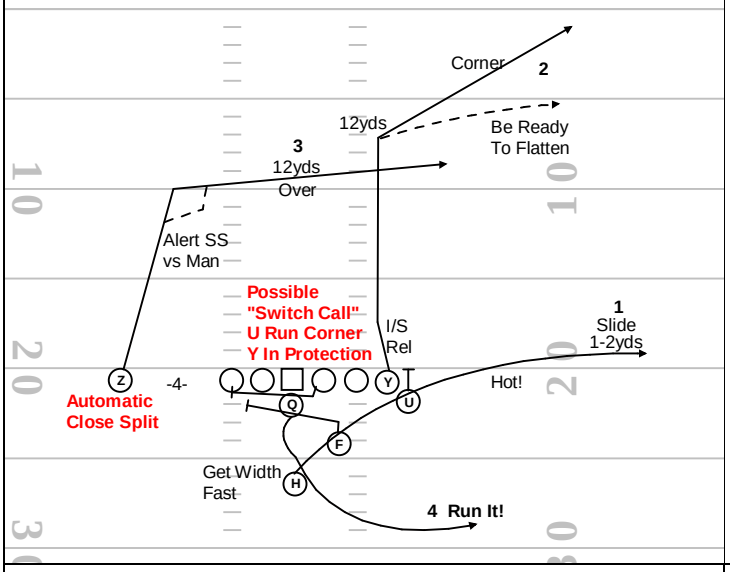
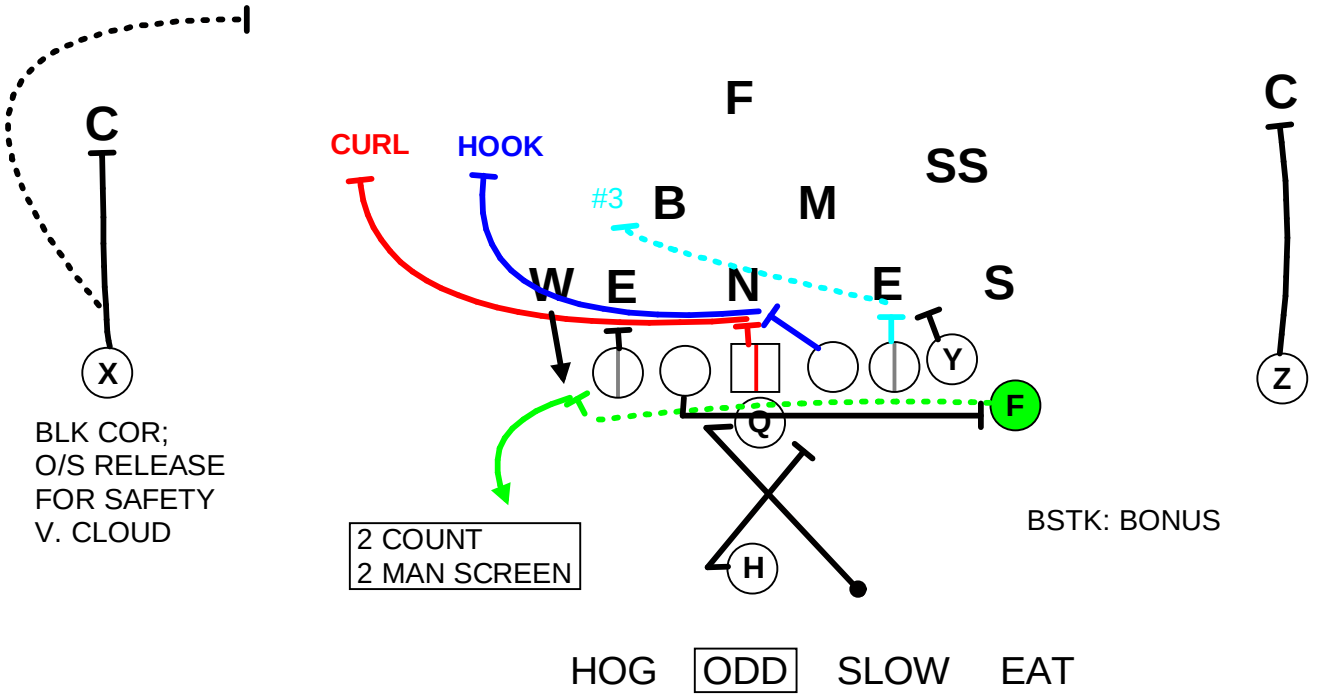
(Y) STRONG RT WING
BOOT RT 97 WRAP H SHOOT Y CORNER

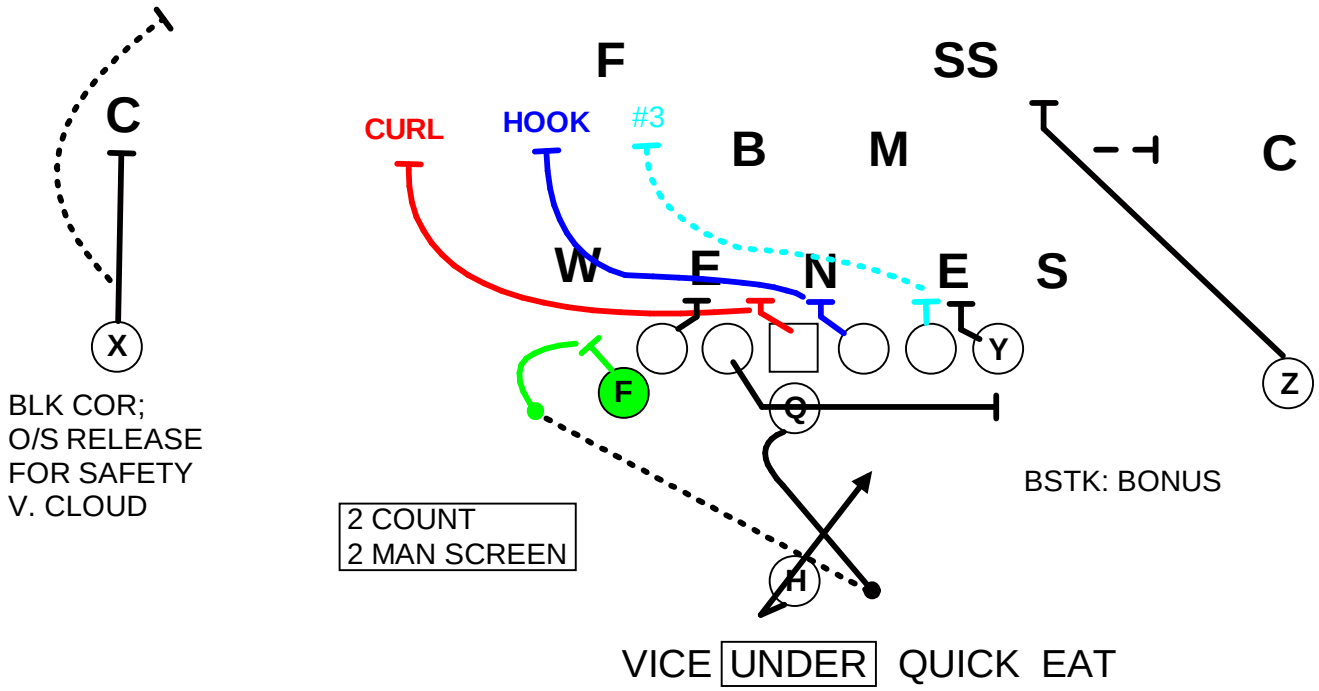


(R/T) (X) (Q) (F STEP) DEUCE/TANK RT (F CTR) (F LT)
CADILLAC F SCREEN LT



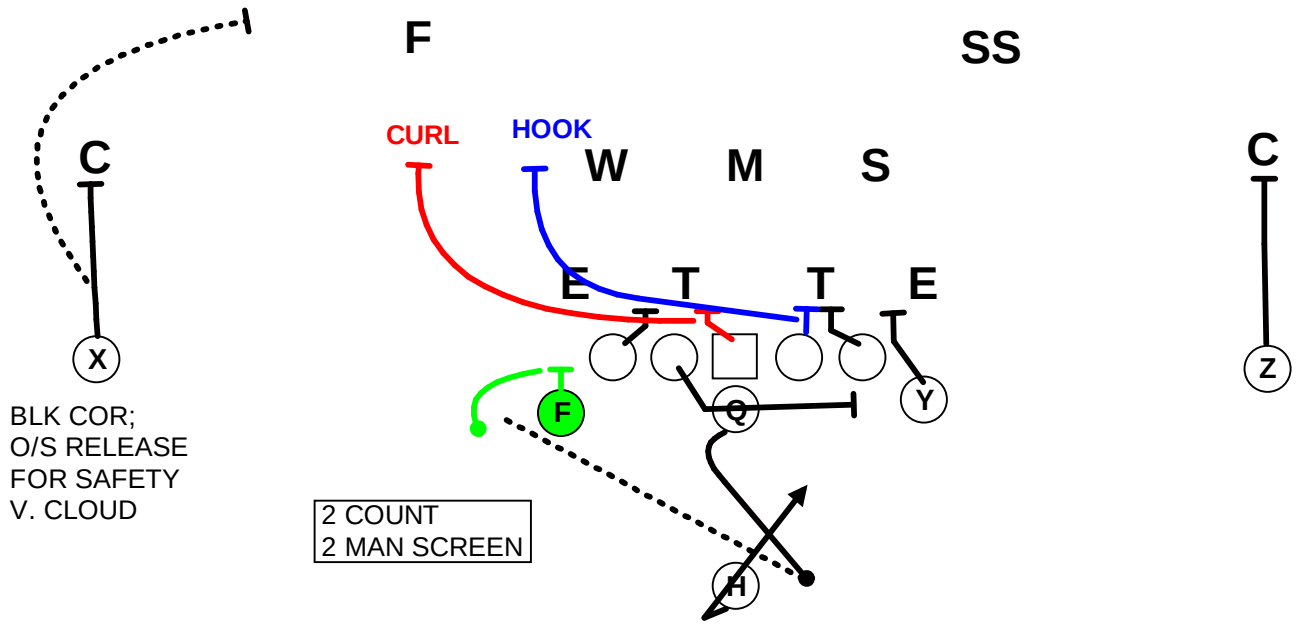
34

(R/T) (X)(Q) (F STEP) DEUCE/TANK RT (F CTR) (F LT)
CADILLAC F SCREEN LT



35

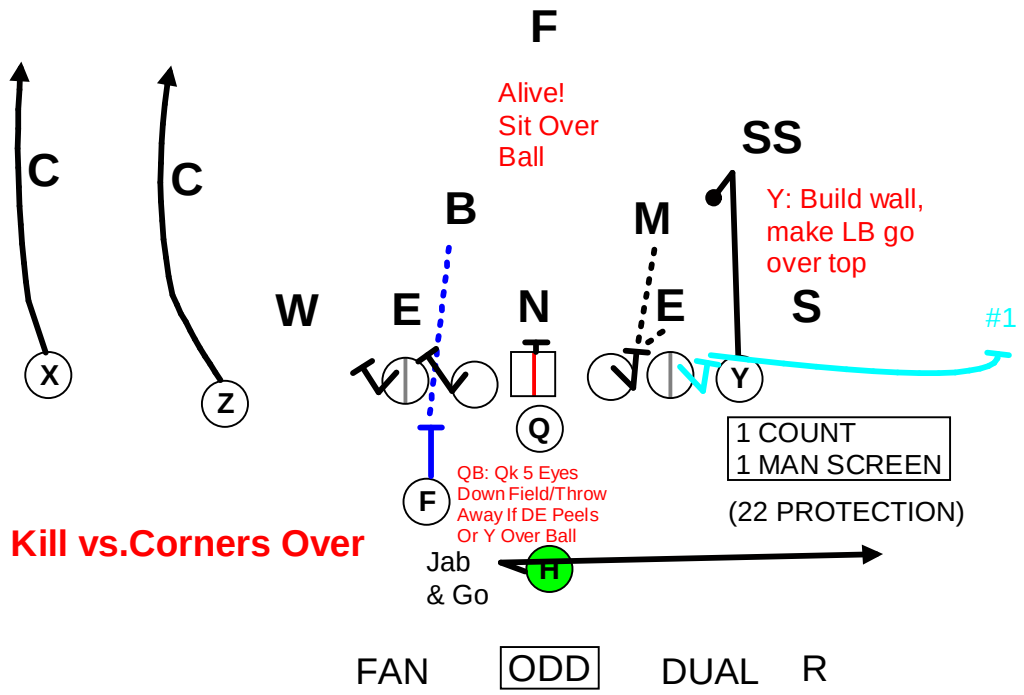
(R/T) (X)(Q) (F STEP) DEUCE/TANK RT (F CTR) (F LT)
CADILLAC F SCREEN LT



VICE CHOKE EVEN DEUCE TRACK

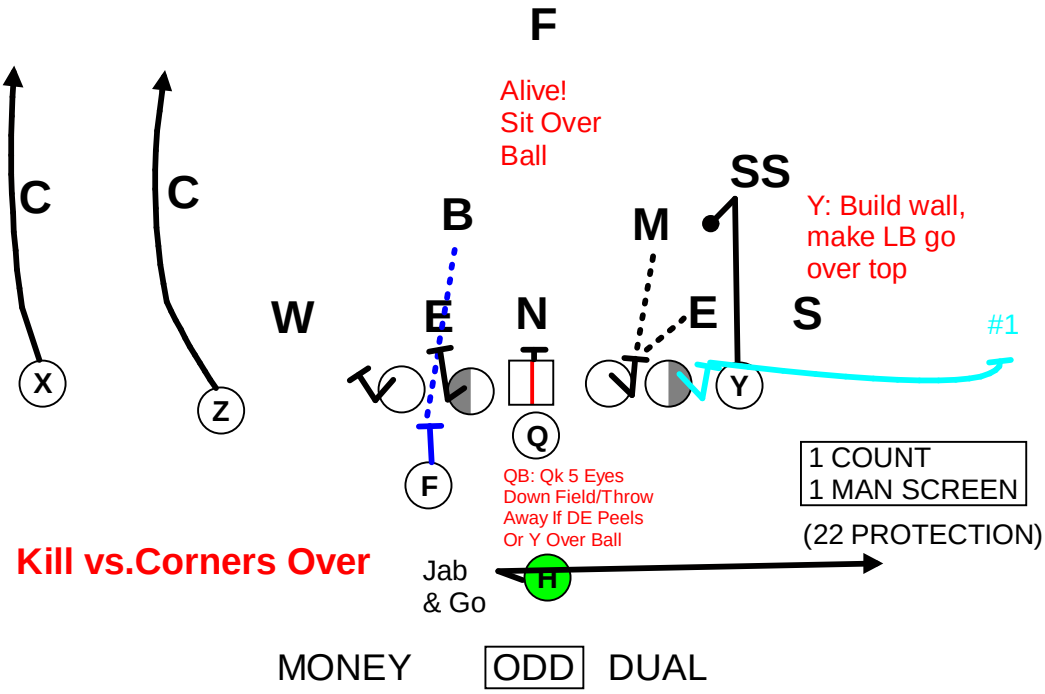
49

(R/T) WEAK RT SLOT (SLUG)
RUN K- JAB SCRN RT



34

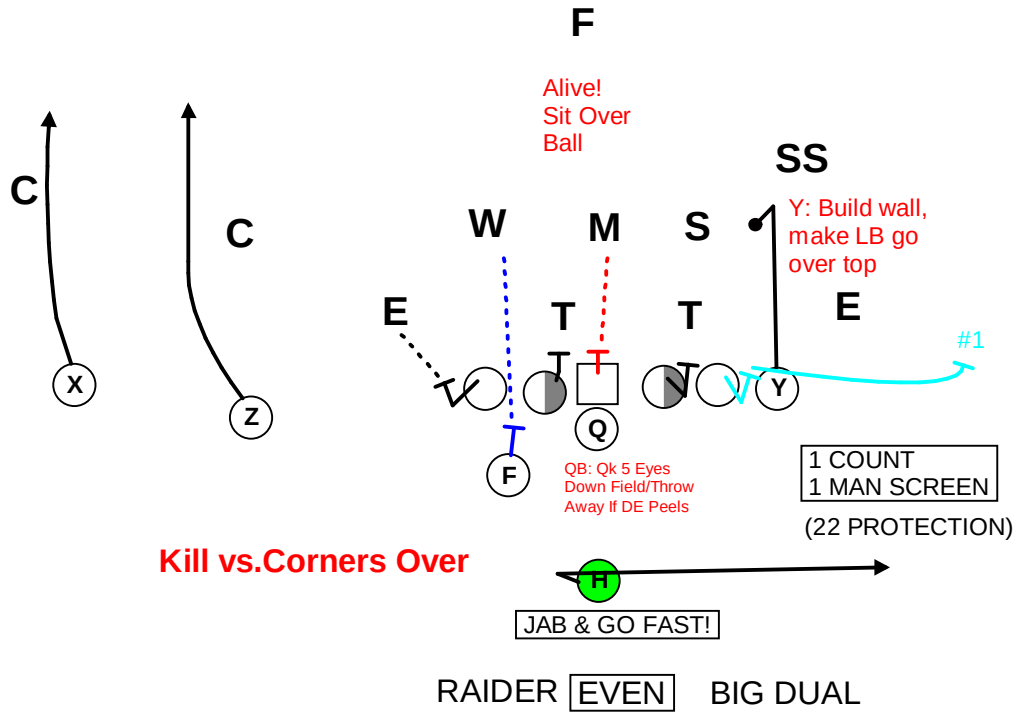
(R/T) WEAK RT SLOT (SLUG)
RUN K- JAB SCRN RT



35

(R/T) WEAK RT SLOT (SLUG)

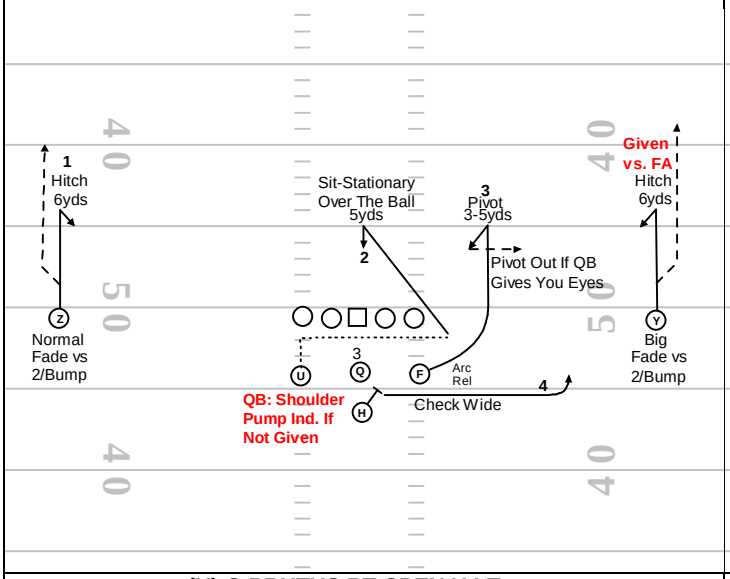
RUN K- JAB SCRN RT



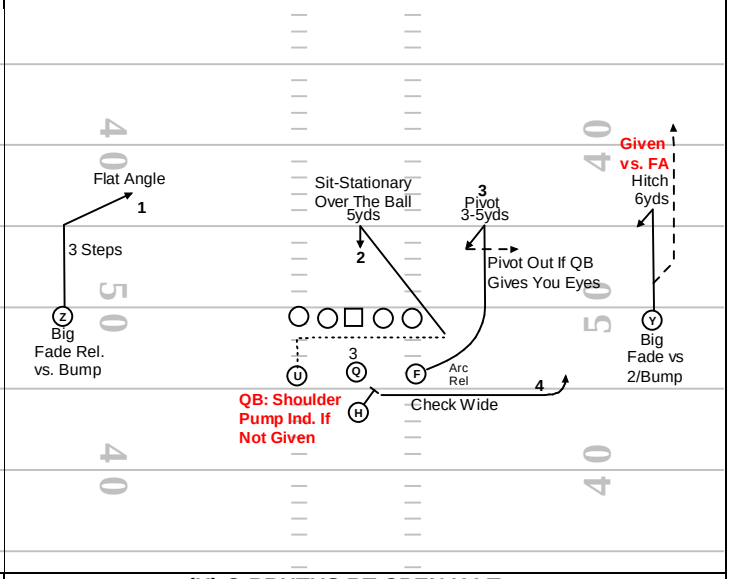
RAIDER EVEN BIG DUAL

49

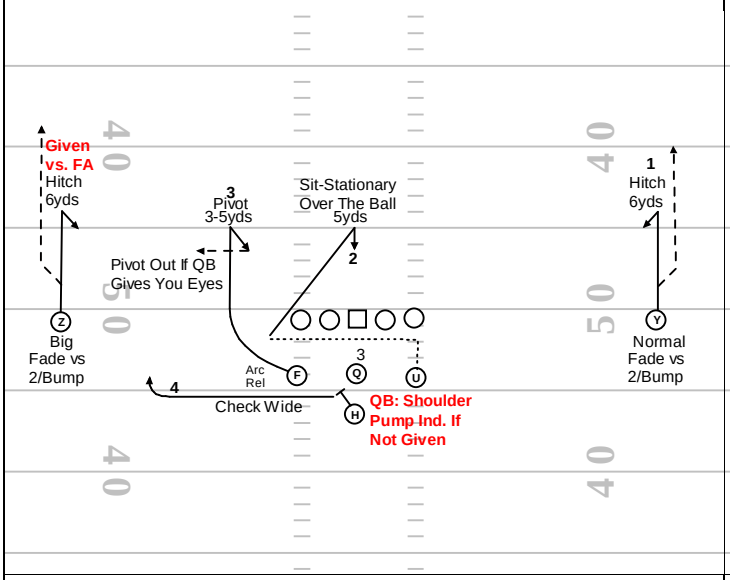
(U) Q STRONG BRUTUS RT OPEN U RT
200J Z THUNDER U&F SPACING



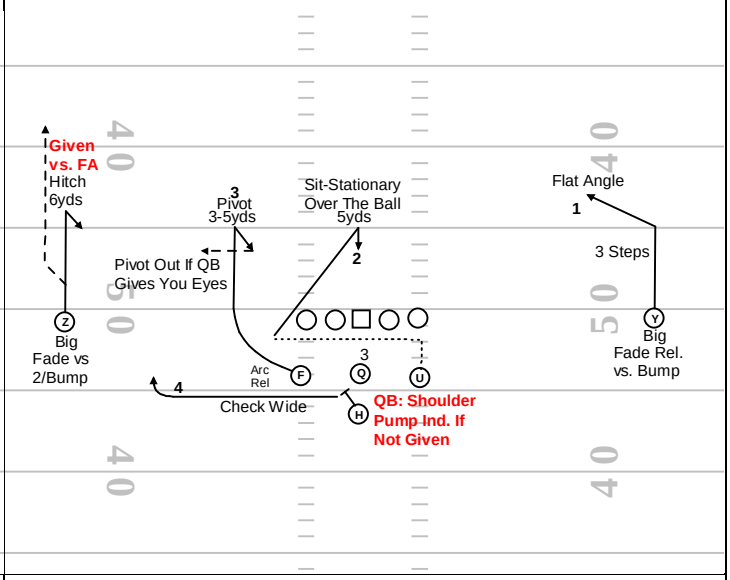
(U) Q STRONG BRUTUS RT OPEN U RT
200J Z SLANT U&F SPACING



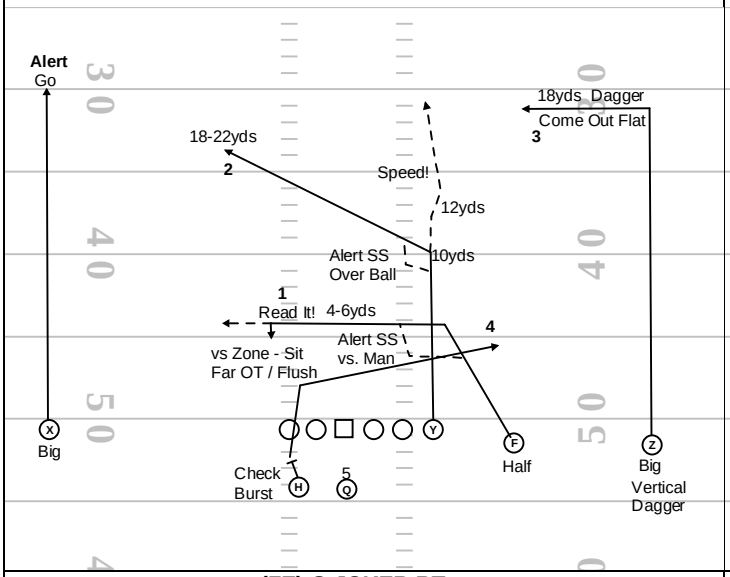
(U) Q BRUTUS RT OPEN U LT
300J Y THUNDER U&F SPACING



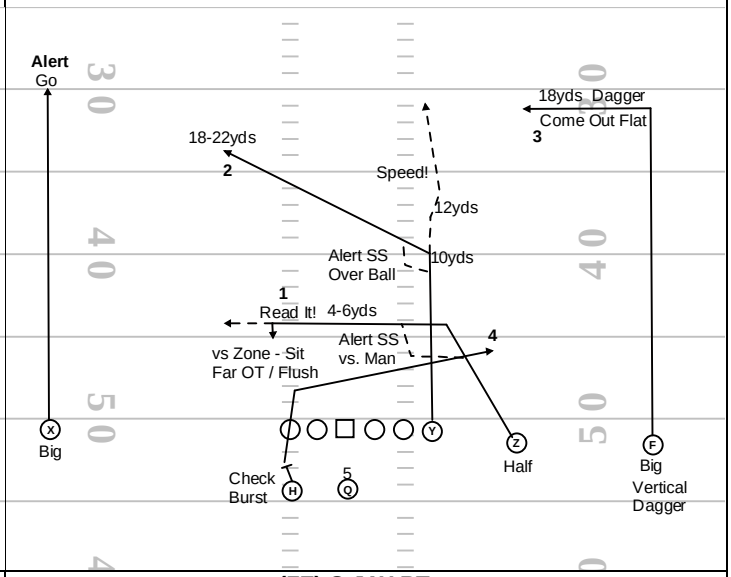
(U) Q BRUTUS RT OPEN U LT
300J Y SLANT U&F SPACING



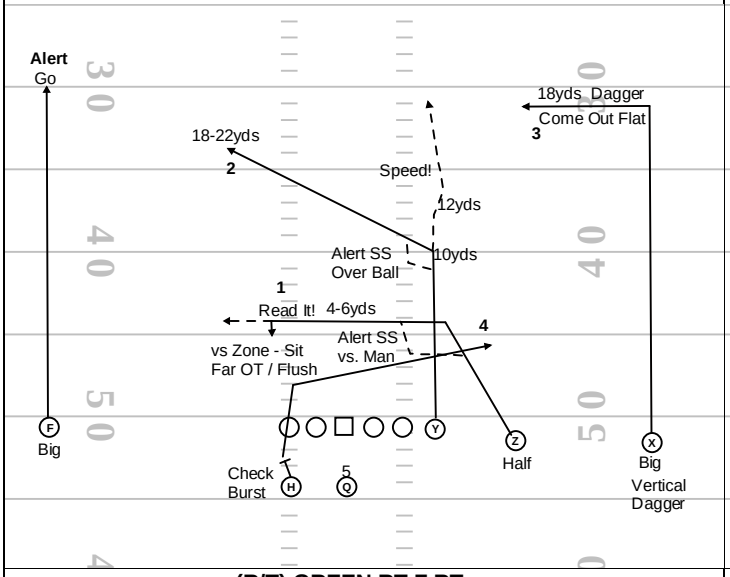
(ZE) (F MO)(MOVE) G TRIPS (TEX) RT
3J Y SWORD F SHALLOW BURST



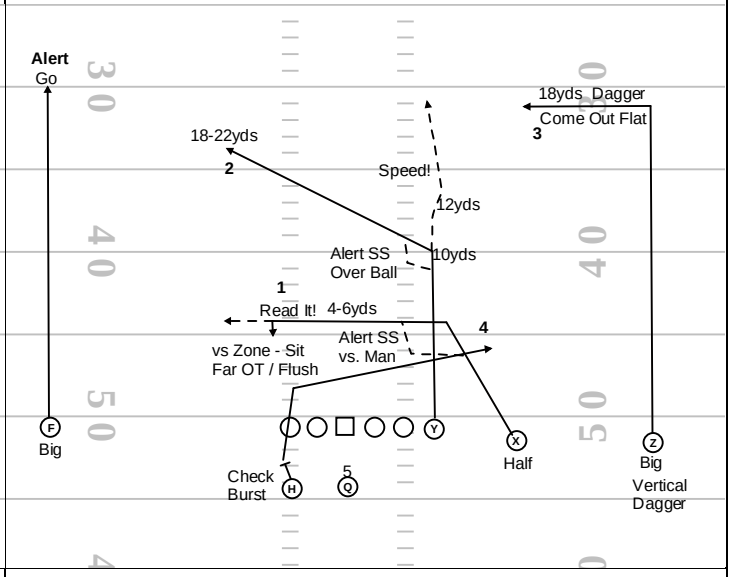
(ZE) (Z MO) G TAZ RT
3J Y SWORD Z SHALLOW BURST



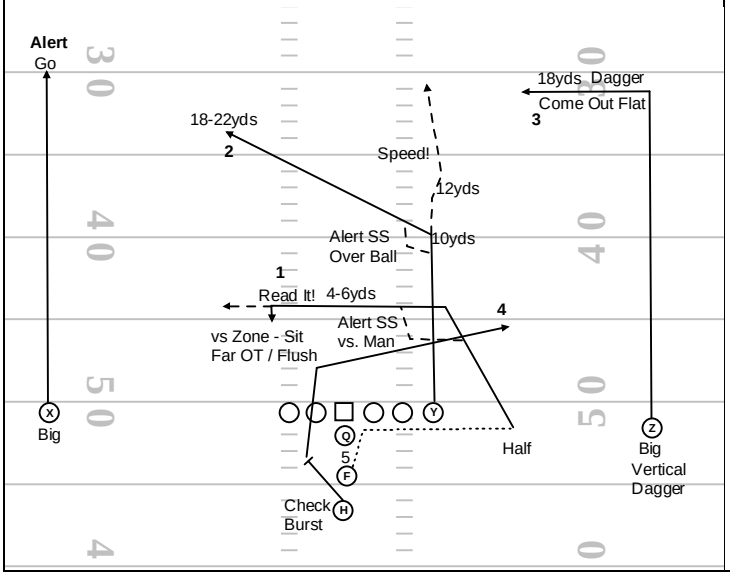
(ZE) G JOKER RT
3J Y SWORD Z SHALLOW



(ZE) G JAX RT
3J Y SWORD X SHALLOW BURST



(R/T) GREEN RT F RT
3J Y SWORD F SHALLOW BURST



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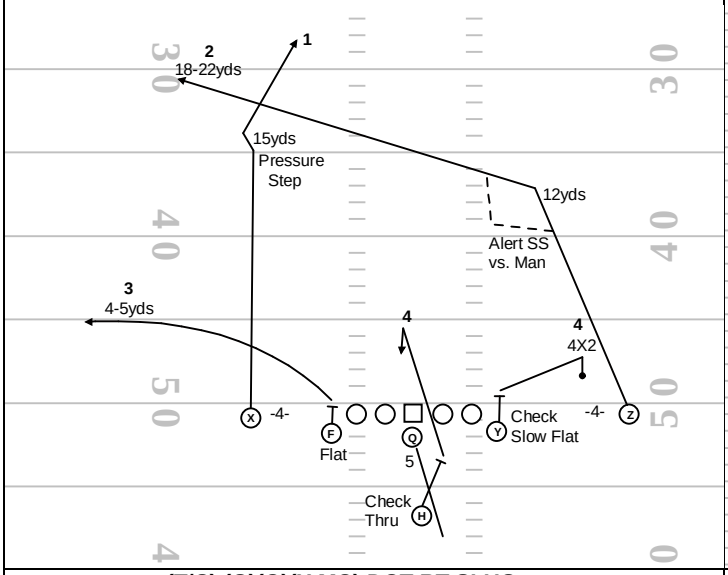
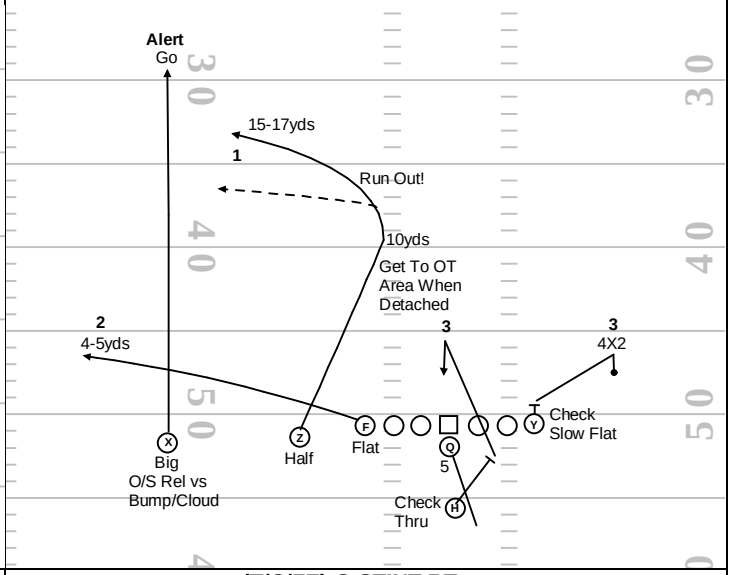
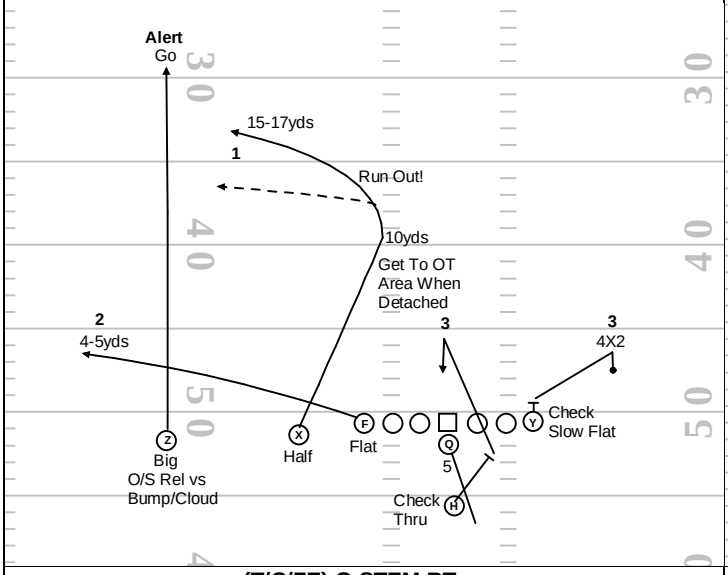
(R/T/C) (Q) OFF RT NASTY
FIRE4J-CHIP LT X POST Z D.C.



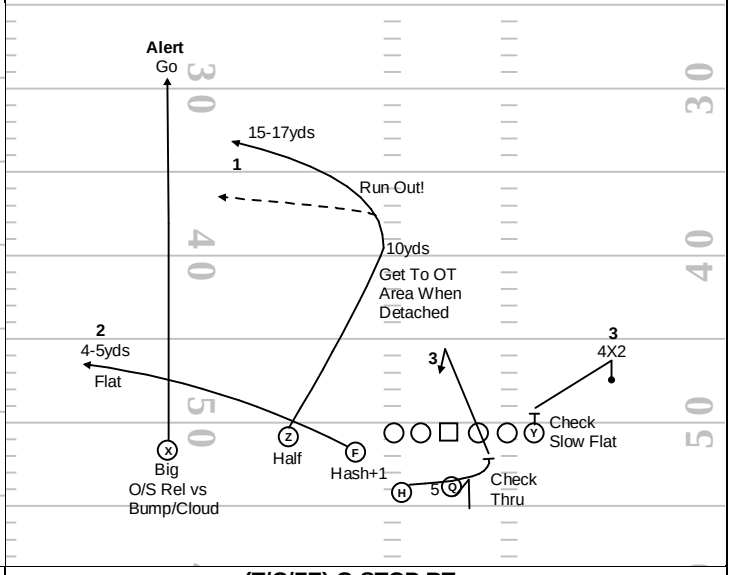
(T/C) (G)(Q)(Z MO) DOT RT SLOT
FIRE4J Z TB SAIL F FLAT



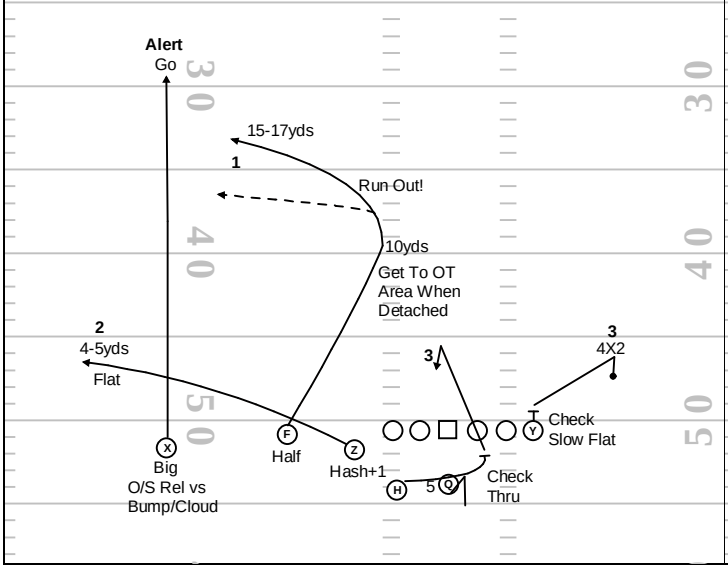
(T/C) (G)(Q)(X MO) DOT RT SLUG
FIRE4J Z TB SAIL F FLAT



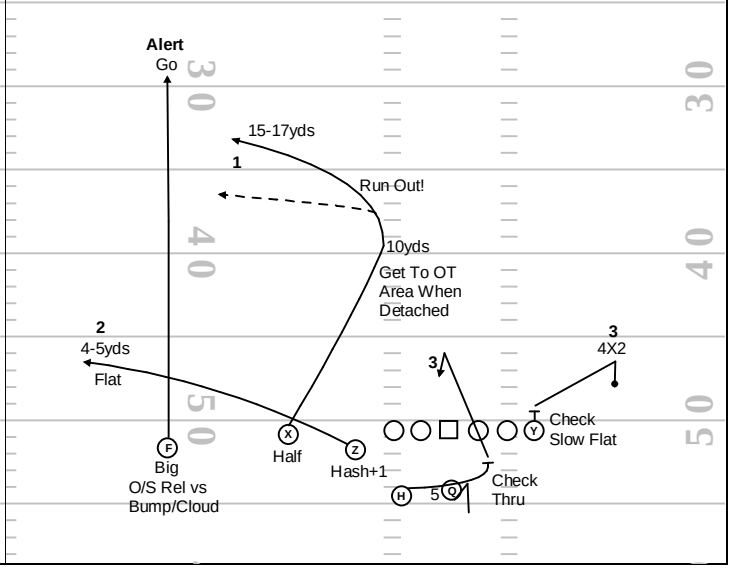
(T/C/ZE) G STINT RT
FIRE4J Z TB SAIL F FLAT



(T/C/ZE) G STEM RT
FIRE4J F TB SAIL F FLAT



(T/C/ZE) G STOP RT
FIRE4J X TB SAIL F FLAT



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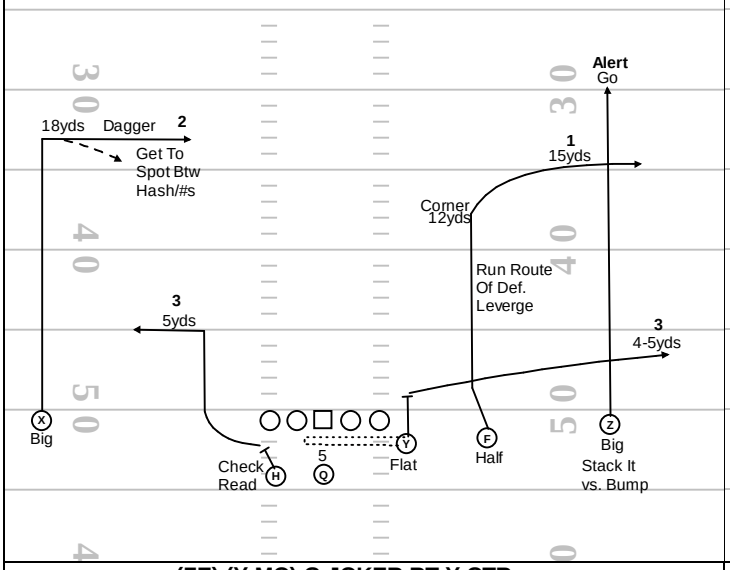
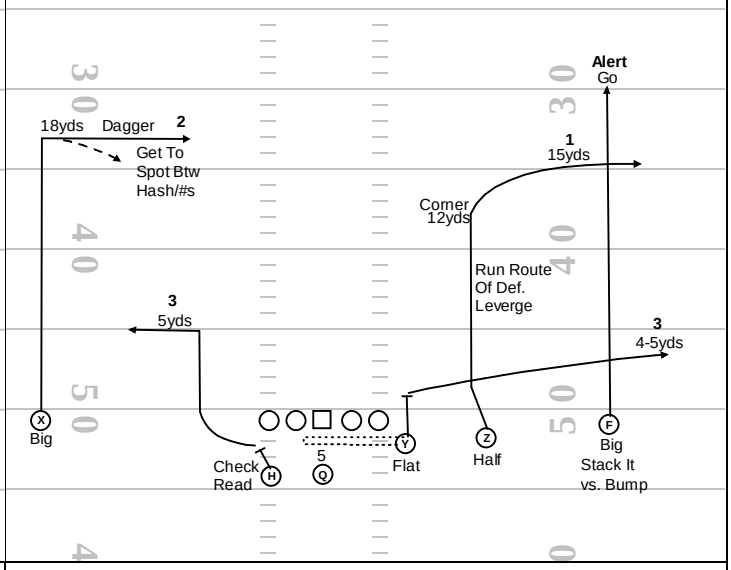
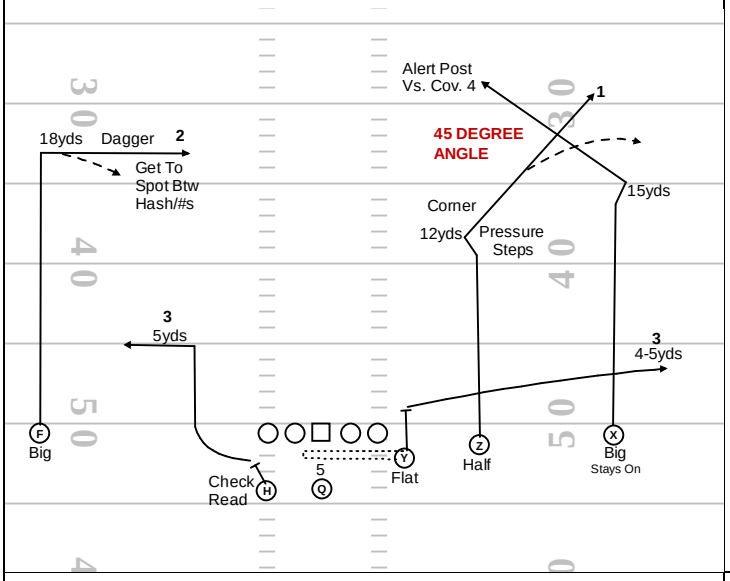
(ZE) (Y MO) G TRIPS RT Y CTR
3J-Y CHIP RT F SAIL



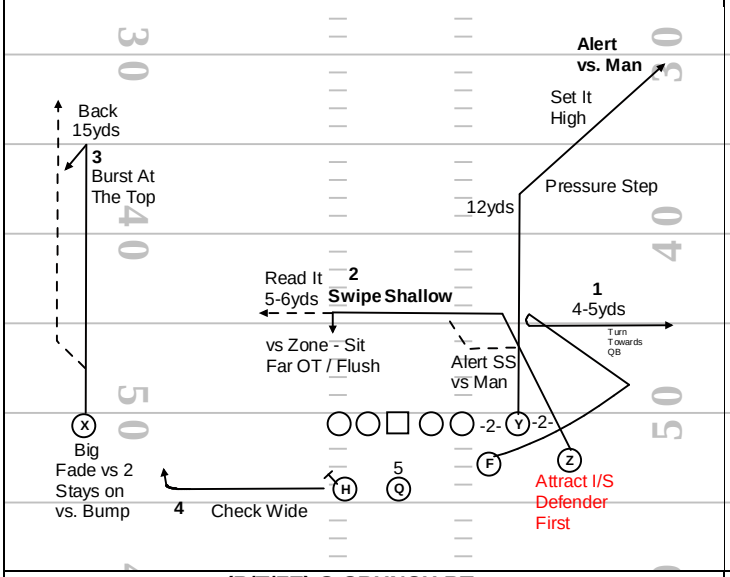
(ZE) (Y MO) G TAZ RT Y CTR
3J-Y CHIP RT Z SAIL



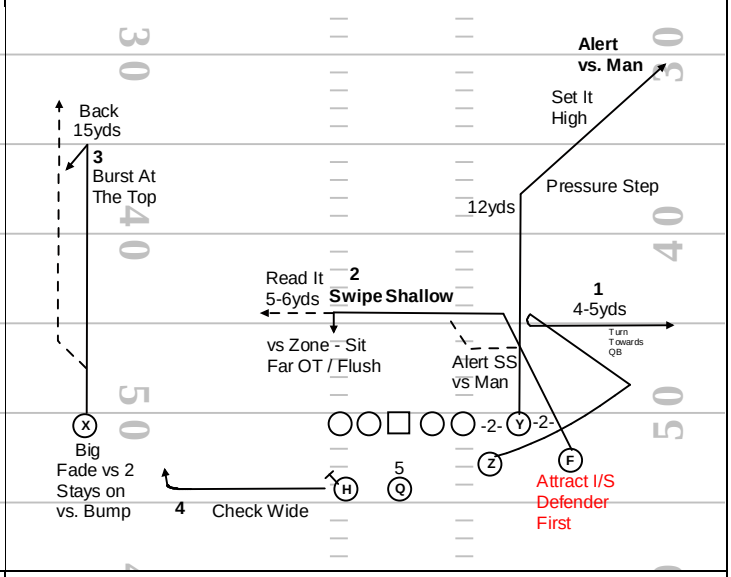
(ZE) (Y MO) G JOKER RT Y CTR
3J-Y CHIP RT Z RATTLE



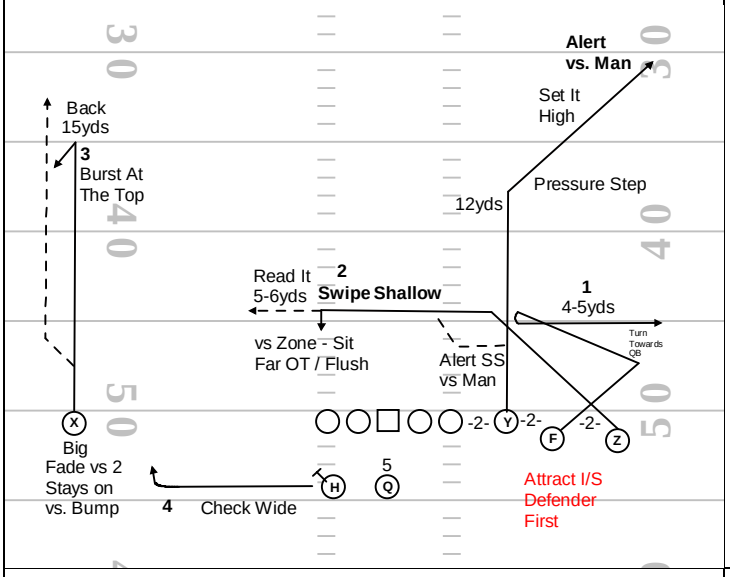
(R/T/ZE) (F MO/Z SHORT) G BUNCH RT
3J F SWIPE-ESCAPE Y CORNER



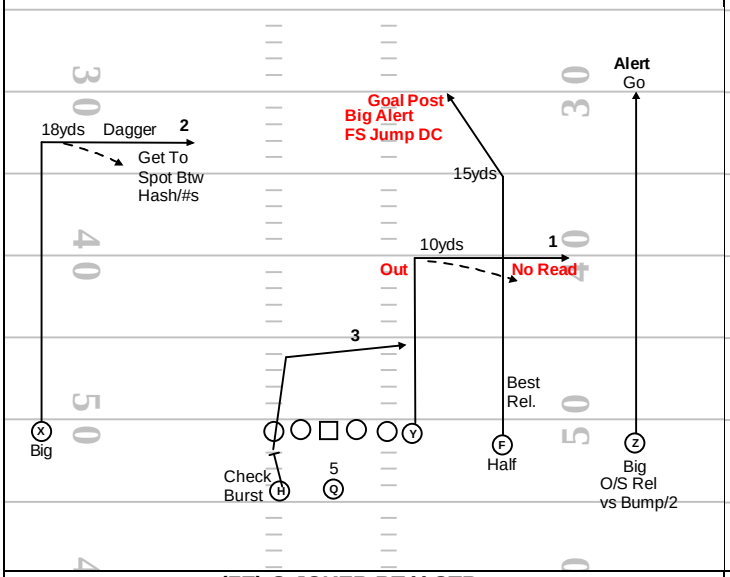
(R/T/ZE) G TAFFY RT BUNCH
3J Z SWIPE-ESCAPE Y CORNER



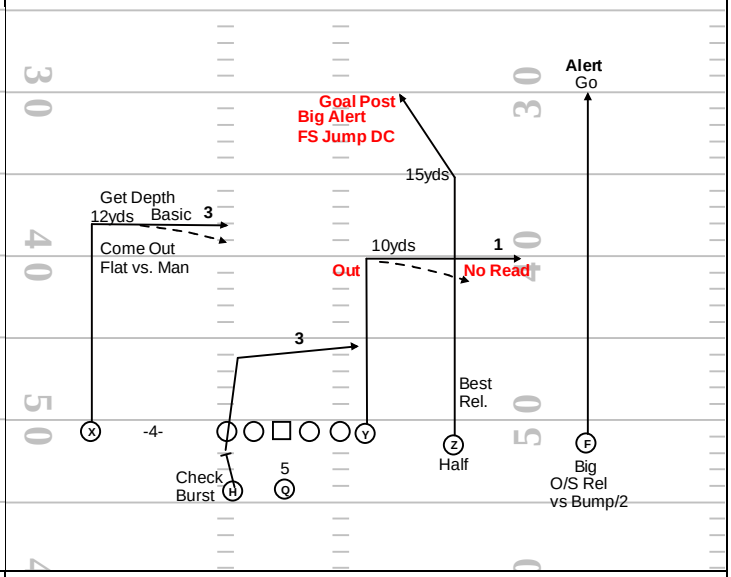
(R/T/ZE) G CRUNCH RT
3J F SWIPE-ESCAPE Y CORNER



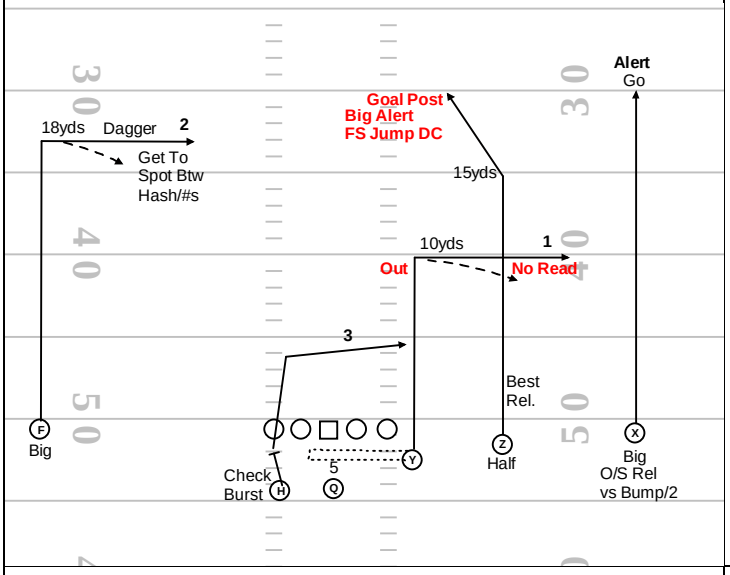
(ZE) (Y MO) G TRIPS RT
3J Y OUT X DAGGER BURST



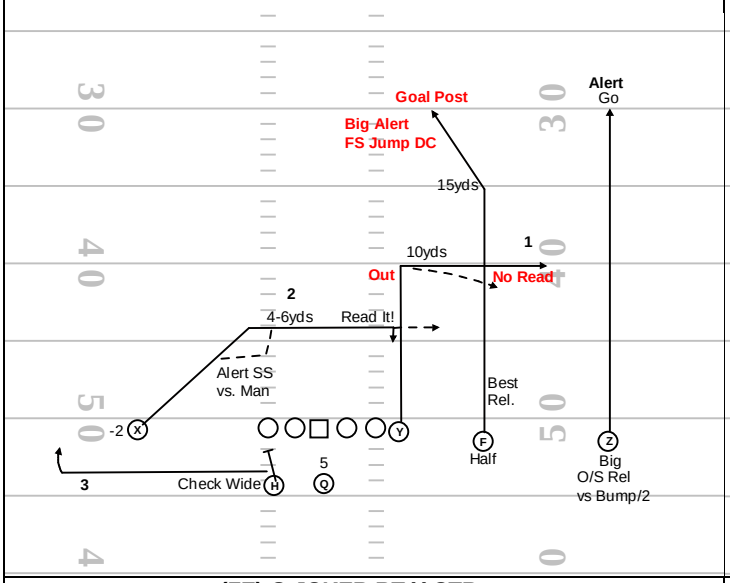
(ZE) (Y MO) G TAZ RT TITE
3J Y OUT X DAGGER BURST



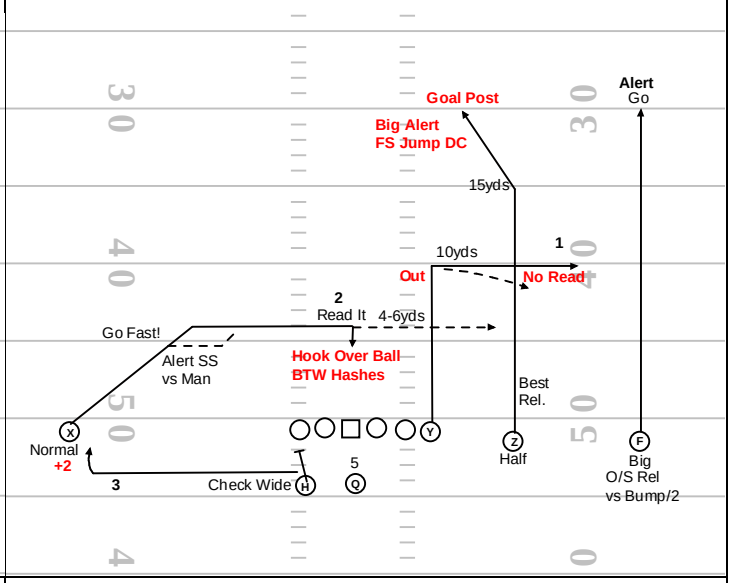
(ZE) G JOKER RT Y CTR
3J Y OUT F DAGGER BURST



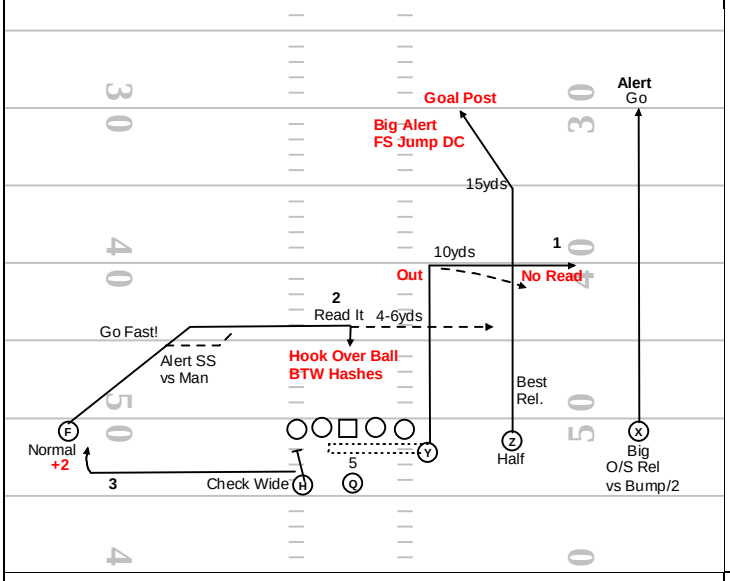
(ZE) (Y MO) G TRIPS RT
3J Y OUT X SHALLOW



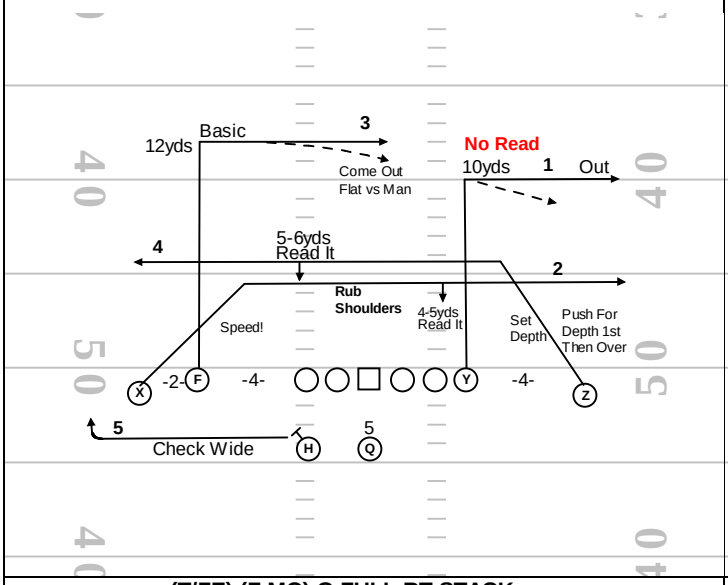
(ZE) (Y MO) G TAZ RT (TITE)
3J Y OUT X SHIM



(ZE) G JOKER RT Y CTR
3J Y OUT F SHIM



(T/ZE) (Z MO) G DOUBLE RT NASTY
3J Y OUT X&Z MESH



(T/ZE) (Z MO) G DART RT NASTY
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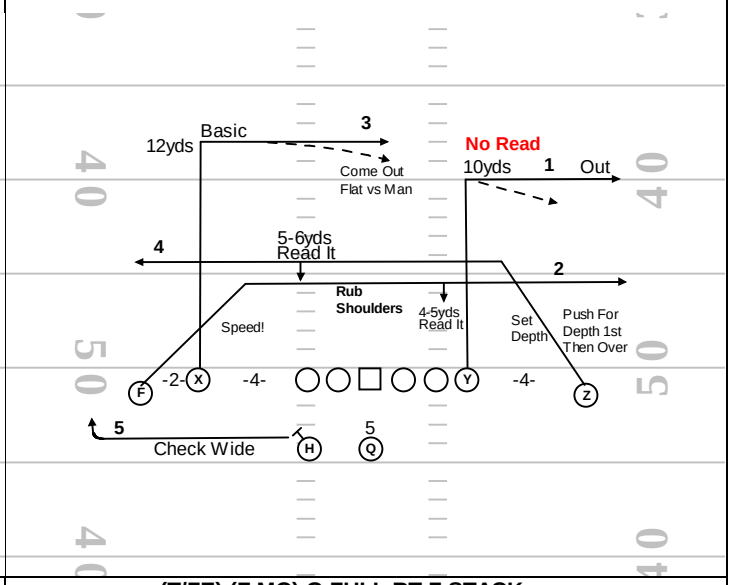
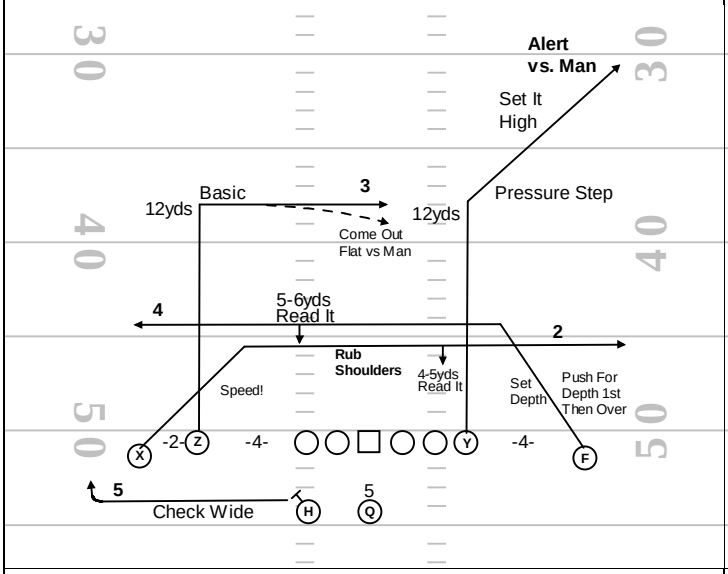
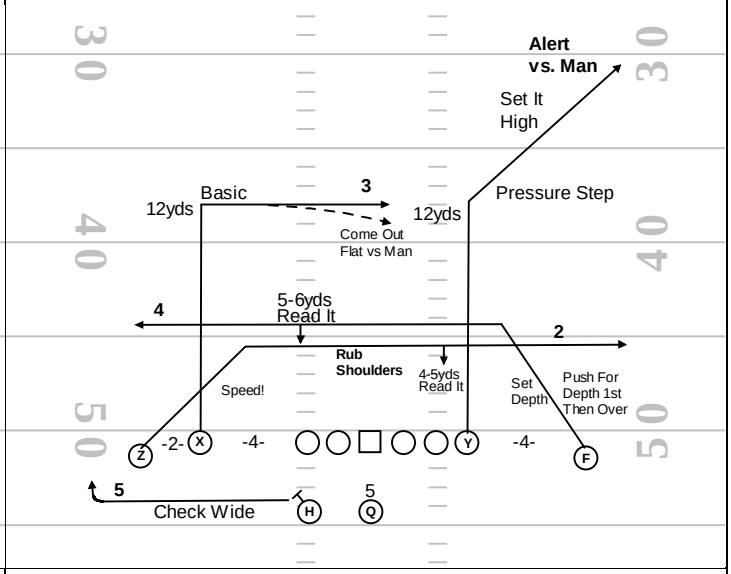


(T/ZE) (F MO) G FULL RT STACK
3J Y CORNER X&F MESH



(T/ZE) (F MO) G FULL RT Z STACK
3J Y CORNER Z&F MESH



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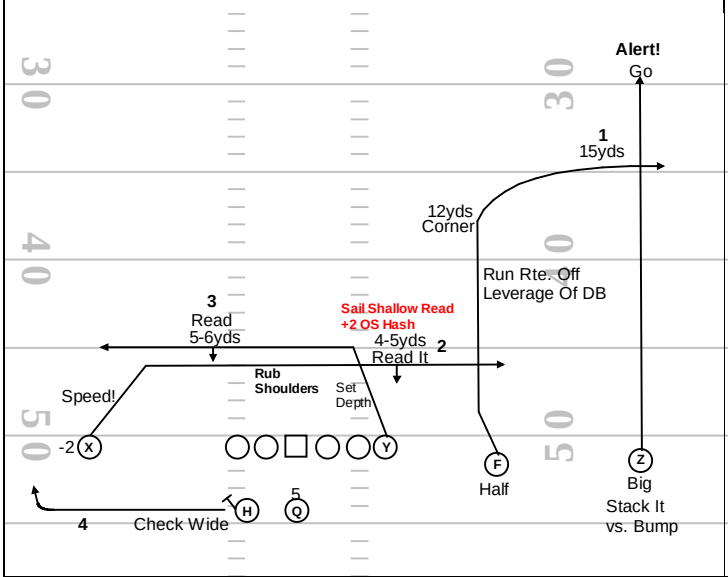
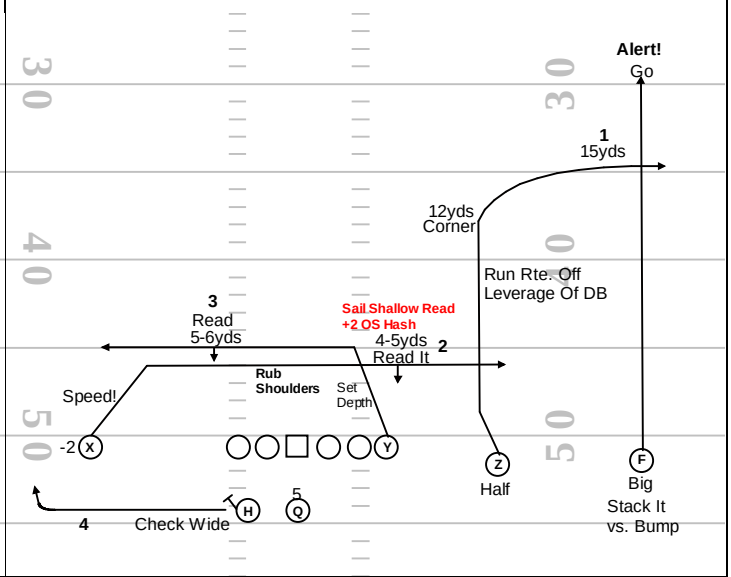
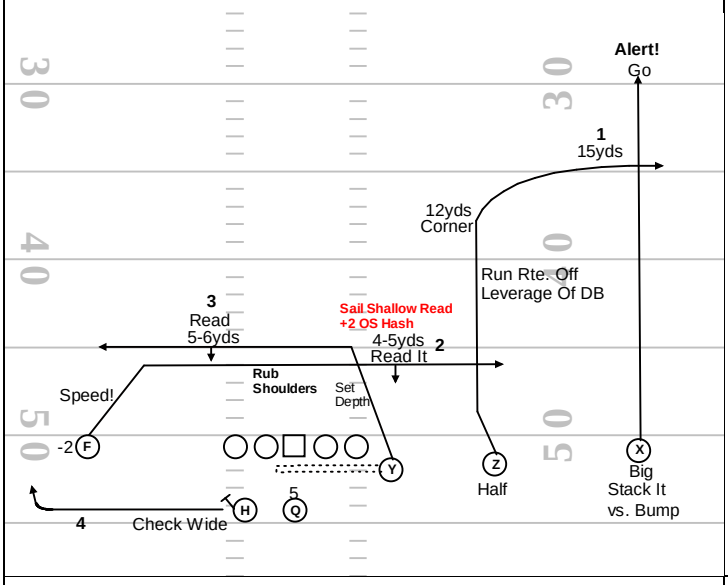
(ZE) (Y MO) G TRIPS RT
3J F SAIL X&Y MESH



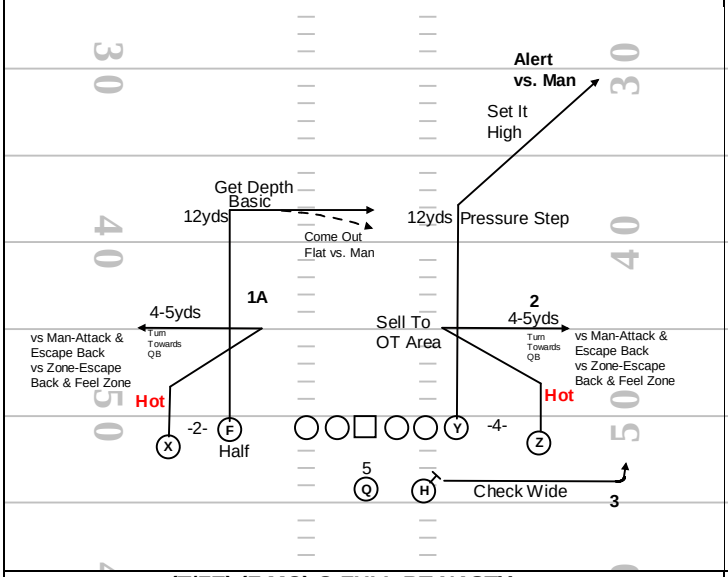
(ZE) (Y MO) G TAZ RT (TITE)
3J Z SAIL X&Y MESH



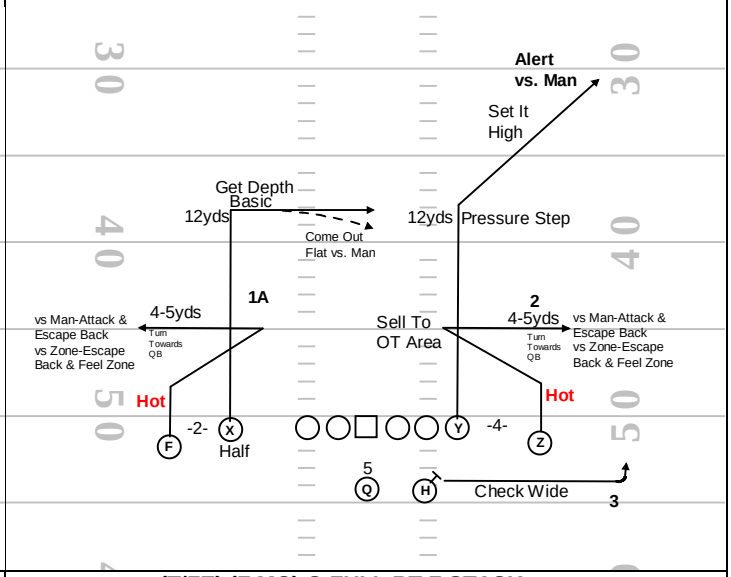
(ZE) G JOKER RT Y CTR
3J Z SAIL F&Y MESH



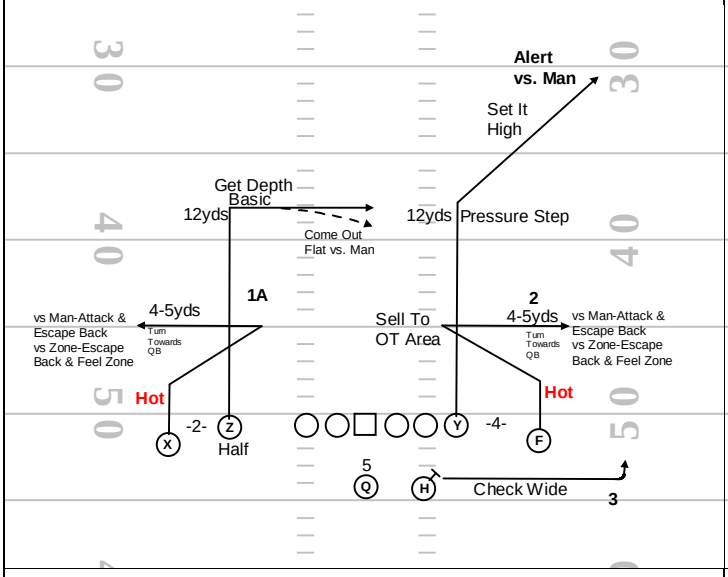
(T/ZE) (Z MO) G DOUBLE RT NASTY
2J F BINGO Y CORNER ESCAPES WIDE



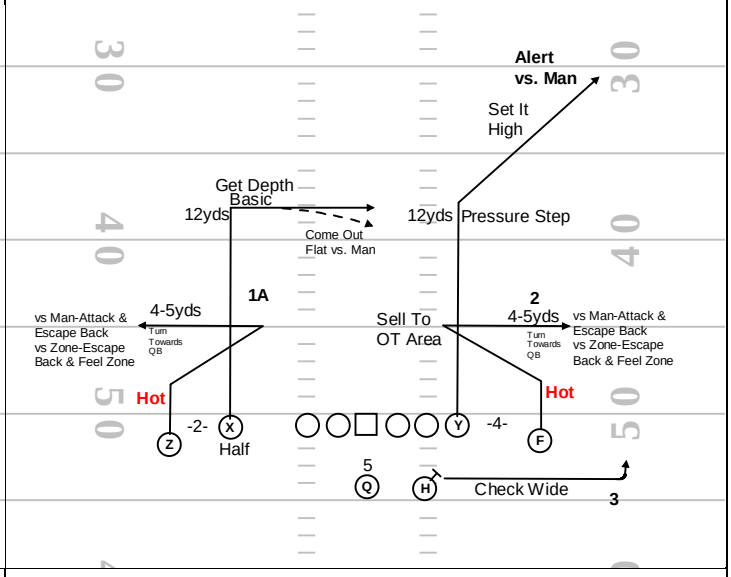
(T/ZE) (Z MO) G DART RT NASTY
2J X BINGO Y CORNER ESCAPES WIDE



(T/ZE) (F MO) G FULL RT NASTY
2J Z BINGO Y CORNER ESCAPES WIDE



(T/ZE) (F MO) G FULL RT Z STACK
2J X BINGO Y CORNER ESCAPES WIDE



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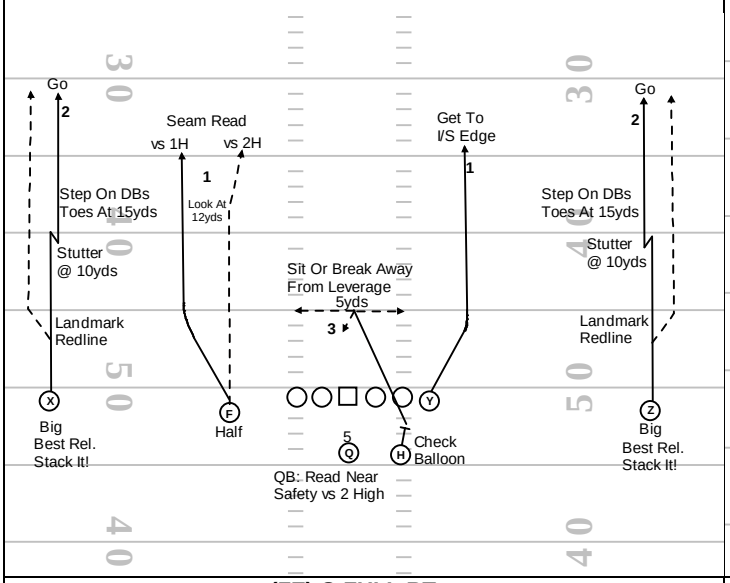
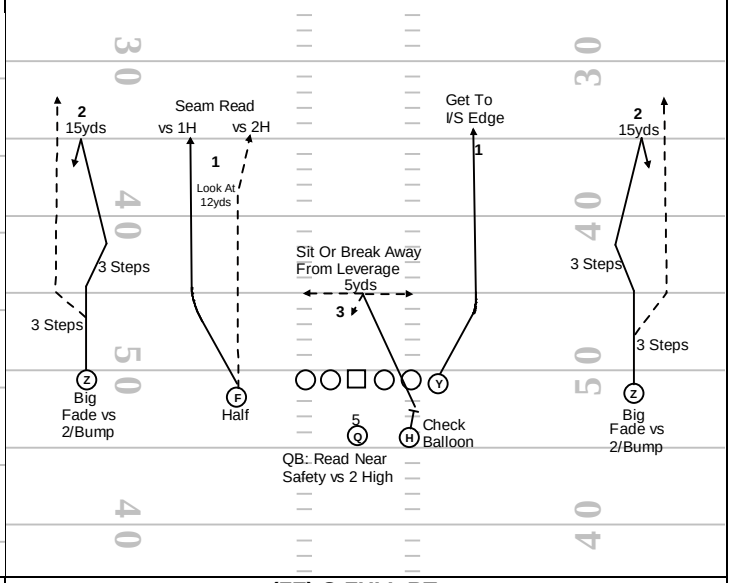
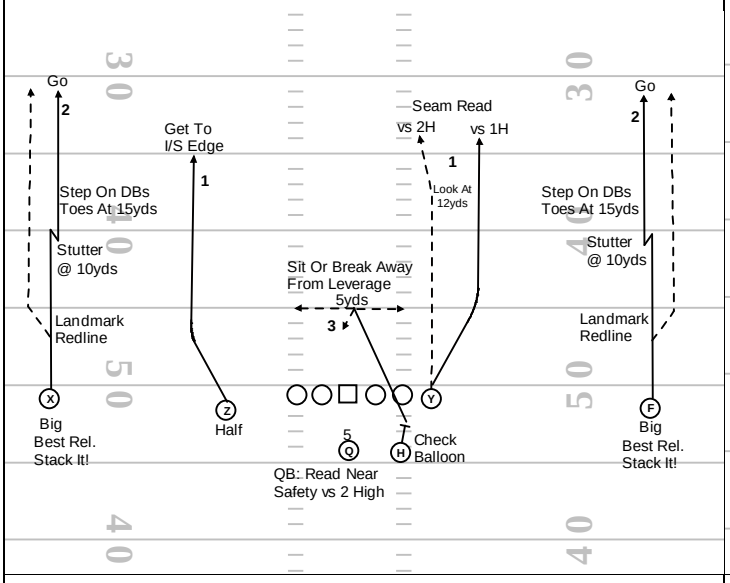
(ZE) G DOUBLE RT
2J F VERT STUCCO



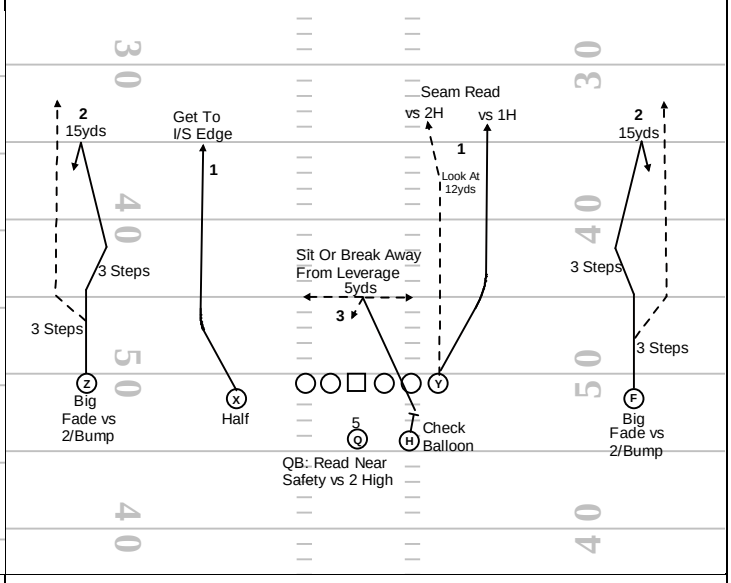
(ZE) G DART RT
2J F VERT SKYWALKER



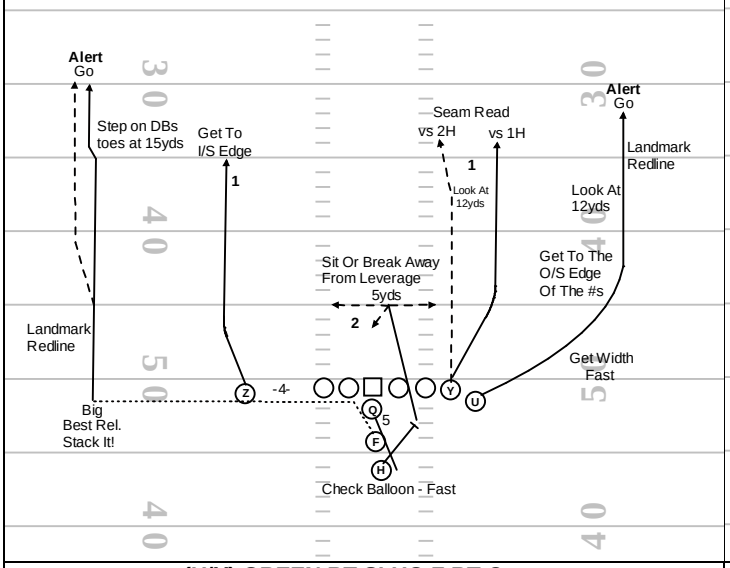
(ZE) G FULL RT
2J Y VERT STUCCO



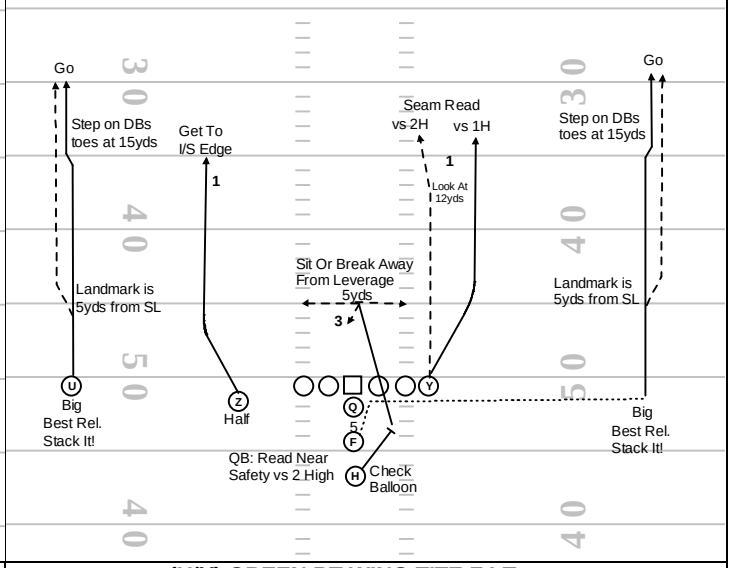
(ZE) G FULL RT
2J Y VERT SKYWALKER



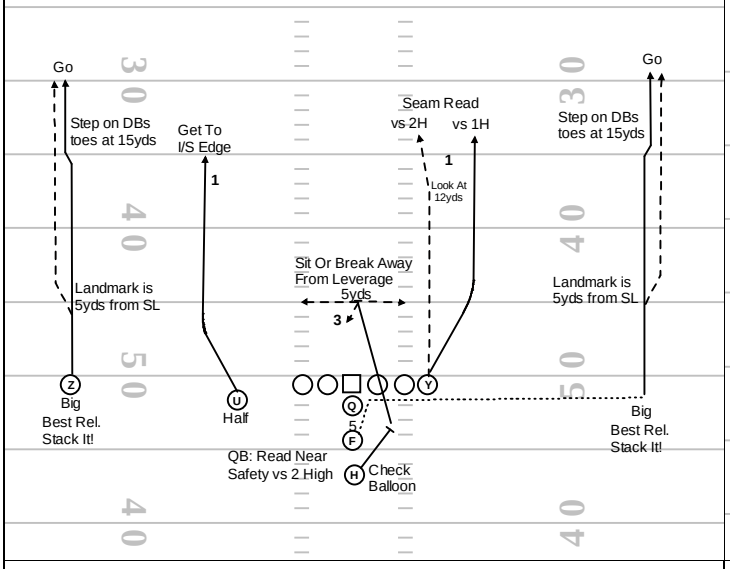
(U/Y) GREEN RT WING TITE F LT O
FIRE2J Y VERT GO



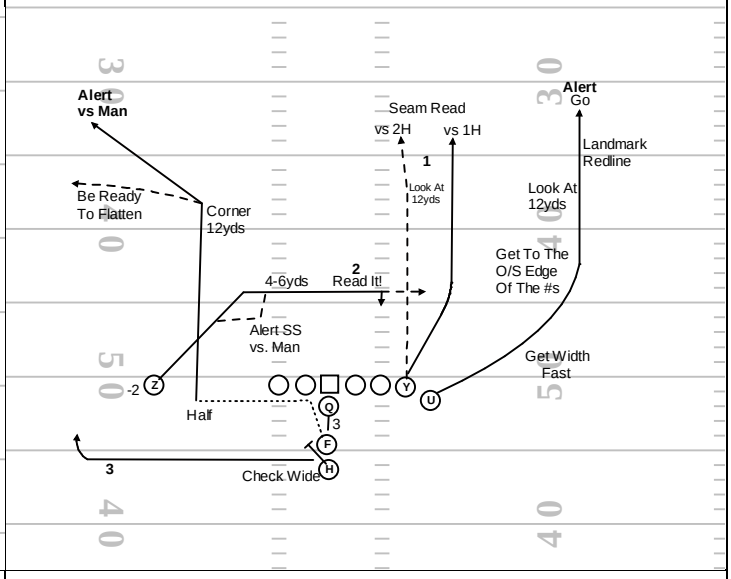
(U/Y) GREEN RT SLOT F RT O
2J Y VERT GO



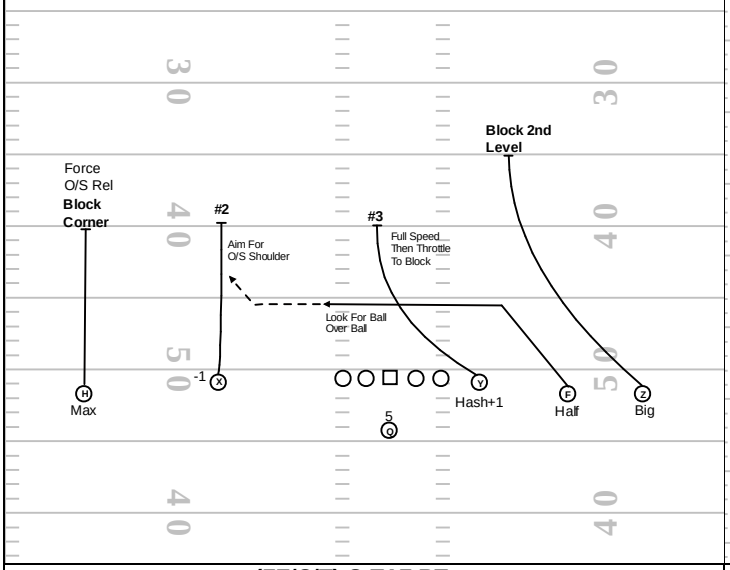
(U/Y) GREEN RT SLUG F RT O
2J Y VERT GO



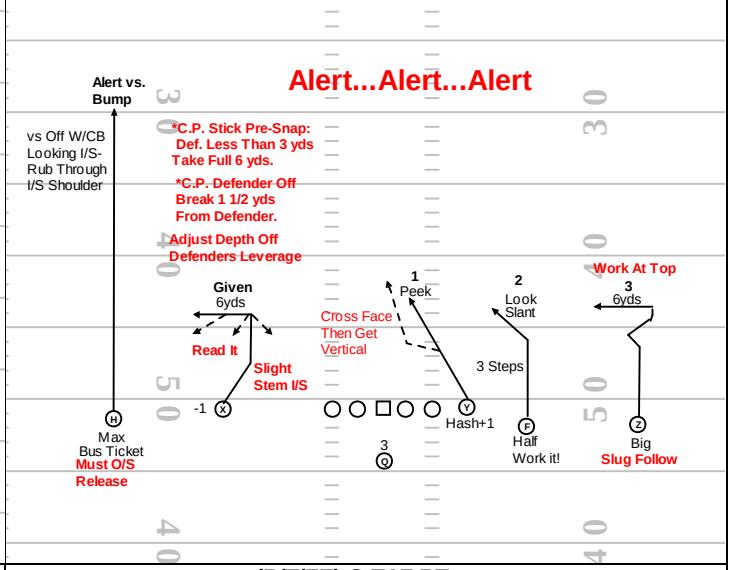
(U/Y) GREEN RT WING TITE F LT
3J Y VERT GO Z SHALL



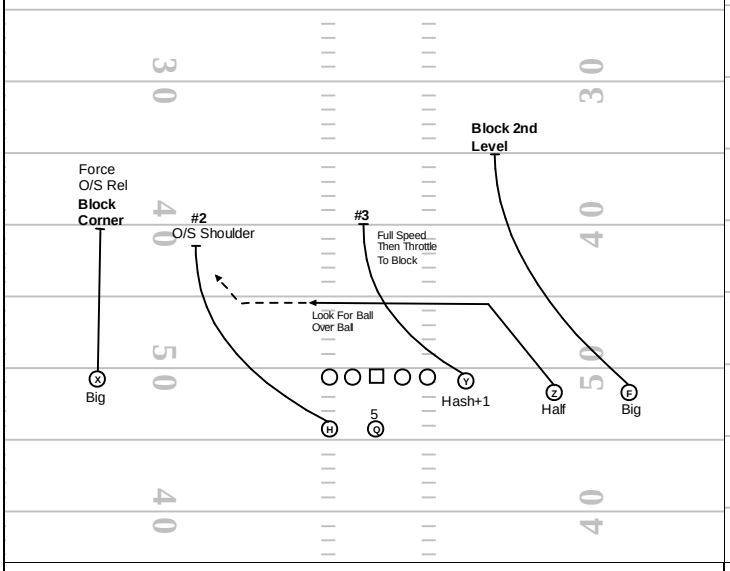
(ZE/C/T) 1 G TEX RT
3 SCAT F BLAZE A-LEO X STICK



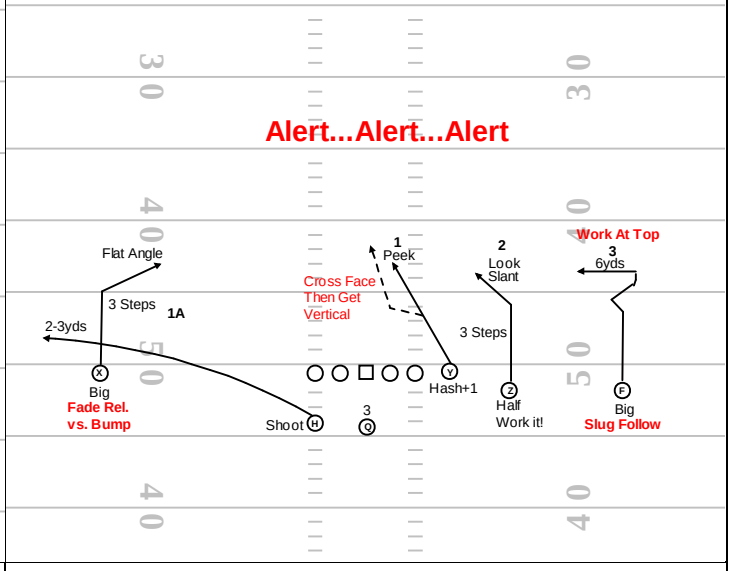
(R/T/ZE) 1 G TEX RT
2SCAT F BLAZE A-LEO X STICK



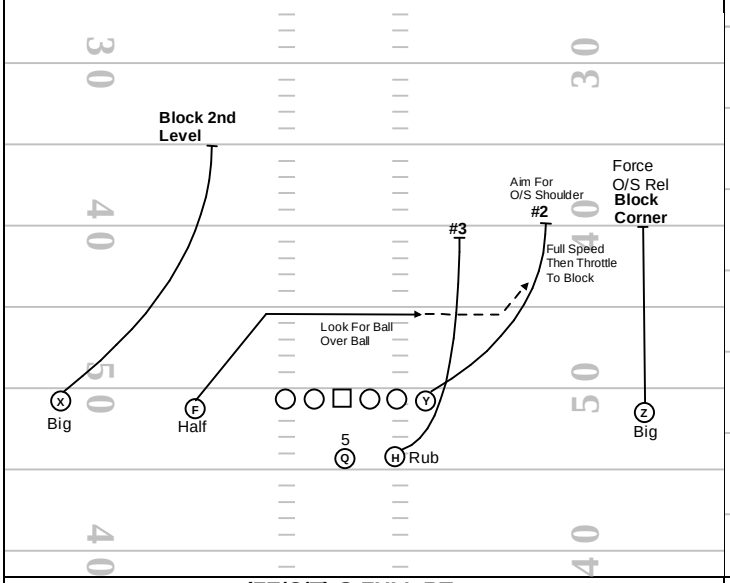
(ZE/C/T) G TAZ RT
3SCAT Z BLAZE A-LEO X DRAGON



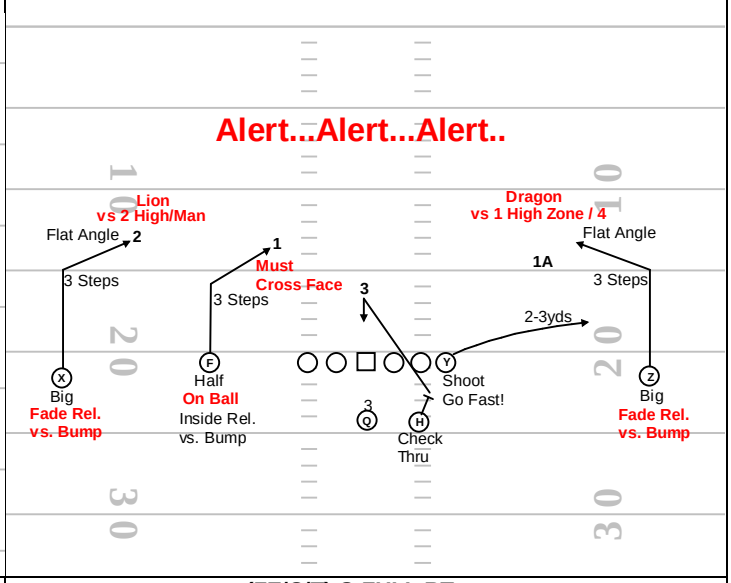
(R/T/ZE) G TAZ RT
3SCAT F BLAZE A-LEO H DRAGON



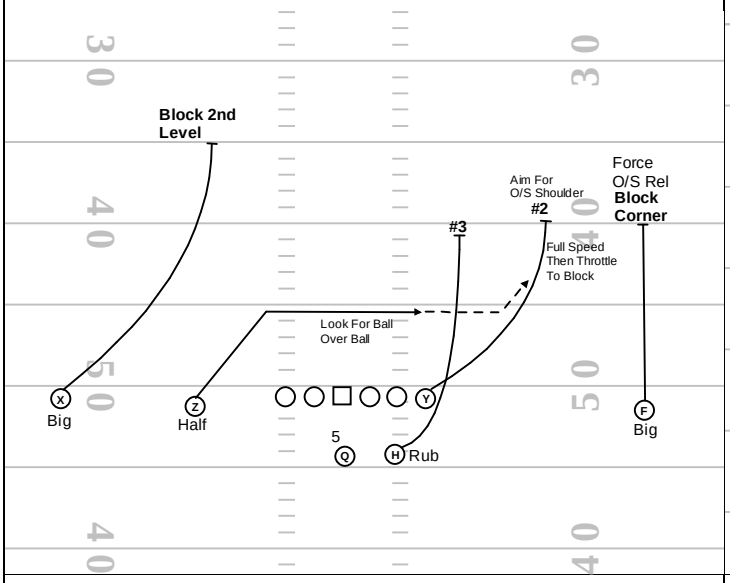
(ZE/C/T) G DOUBLE RT
2 SCAT F BLAZE A-200J DETROIT



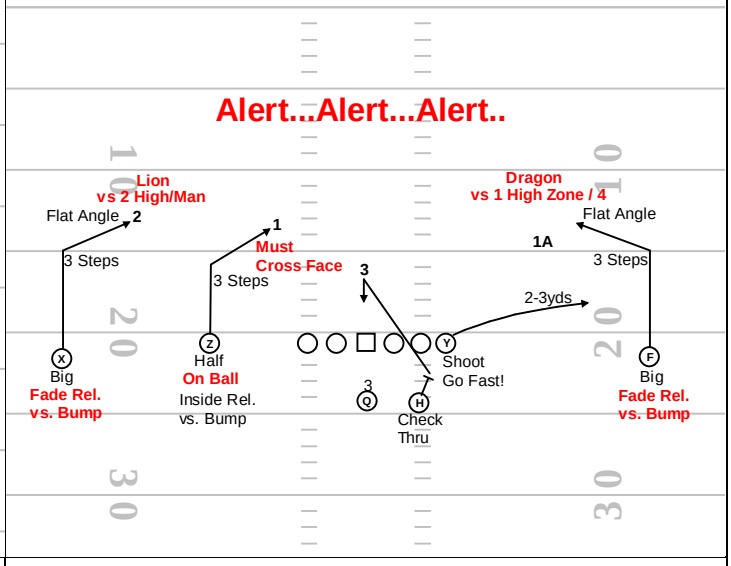
(ZE/C/T) G DOUBLE RT
200J DETROIT



(ZE/C/T) G FULL RT
2 SCAT Z BLAZE A-200J DETROIT



(ZE/C/T) G FULL RT
200J DETROIT



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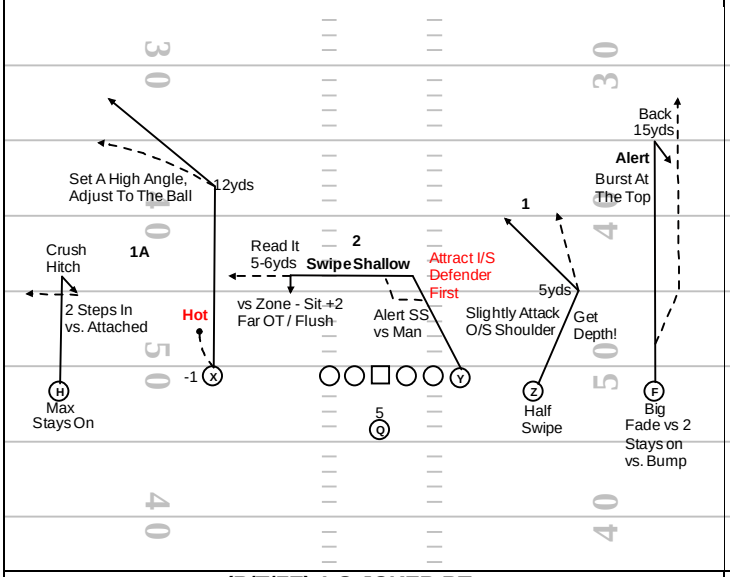
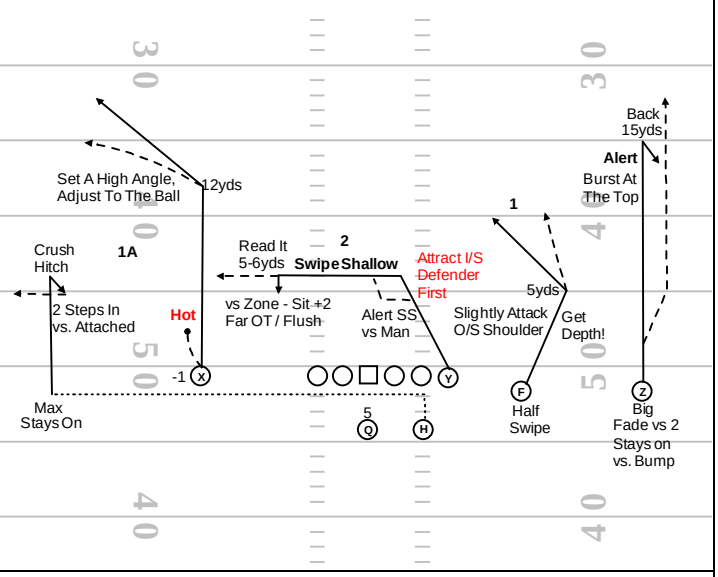
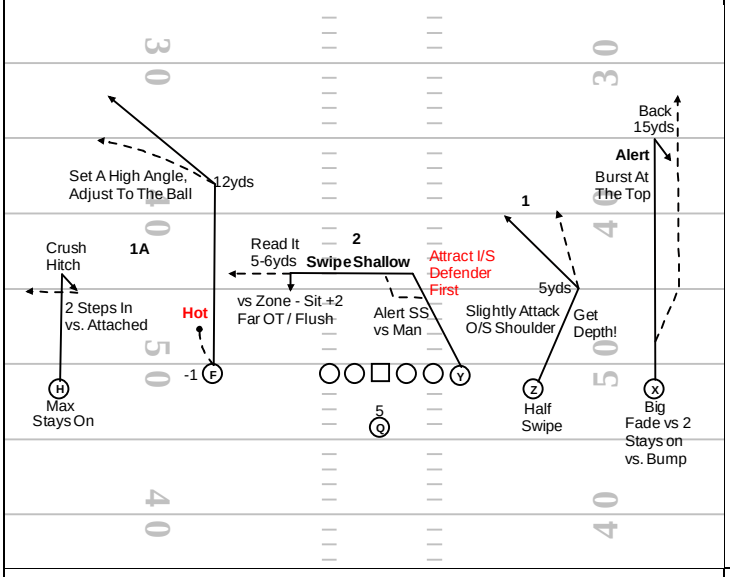
(R/T/ZE) 1 G TAZ RT
2SCAT Z SWIPE H CRUSH



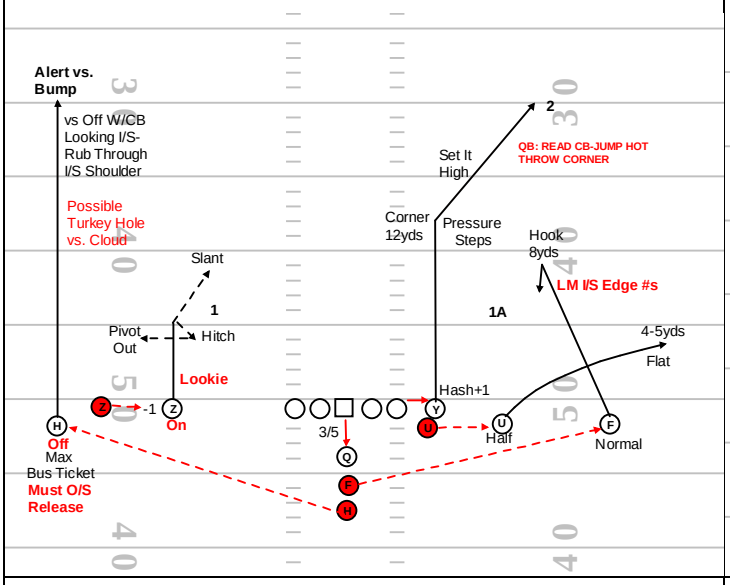
(R/T/ZE) G TRIPS RT TITE H LT O
2SCAT F SWIPE H CRUSH



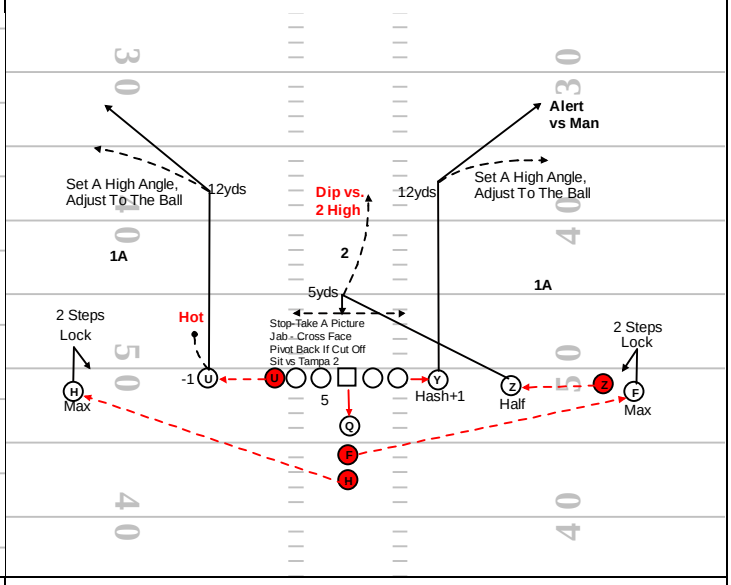
(R/T/ZE) 1 G JOKER RT
2SCAT Z SWIPE H CRUSH



(U/Y) WING SHIFT 1 G TAZ RT LEX
200SCAT Z LOOKIE F CHUCK

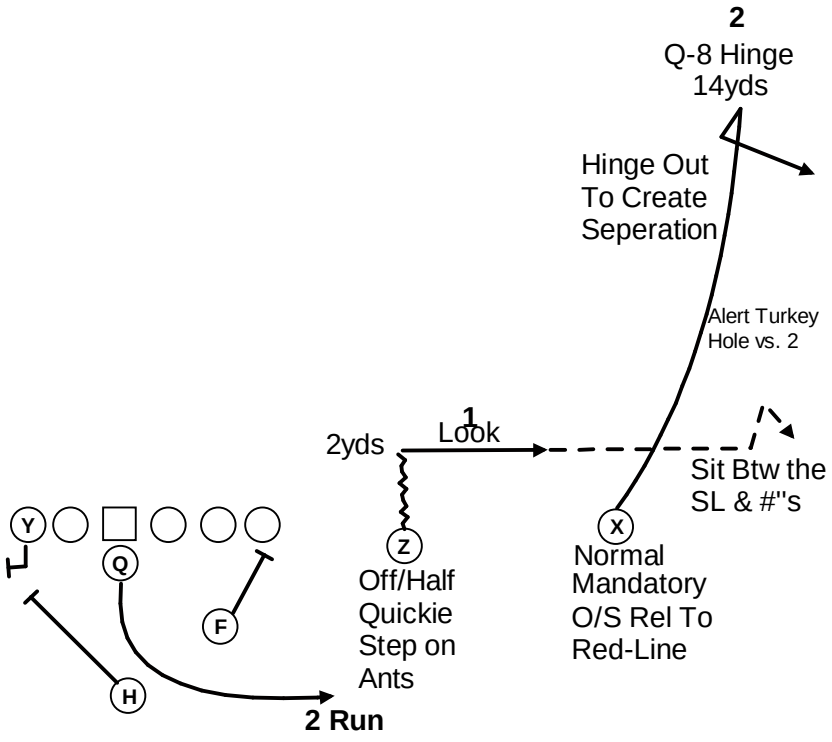


(U/Y) COZY SHIFT Q G TAZ RT LEX
2SCAT CLAP Z OPTION (DIP)



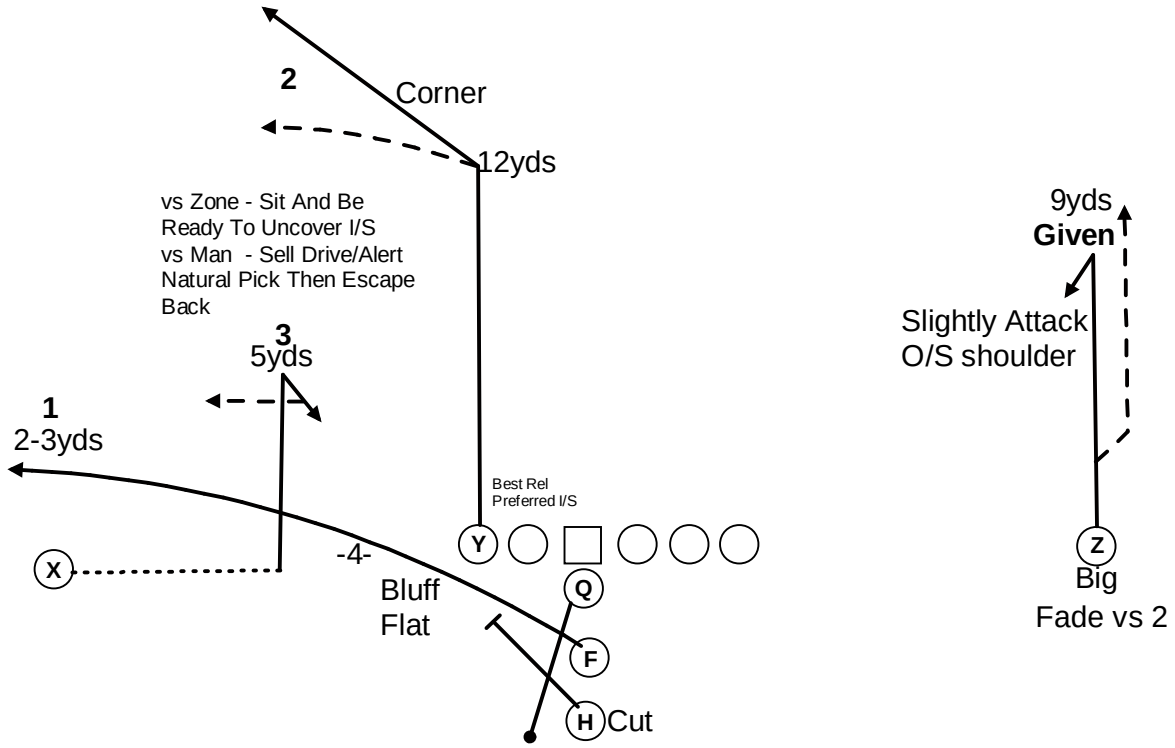
(R/T) (LASSO) STRONG RAY HEAVY

Q-8

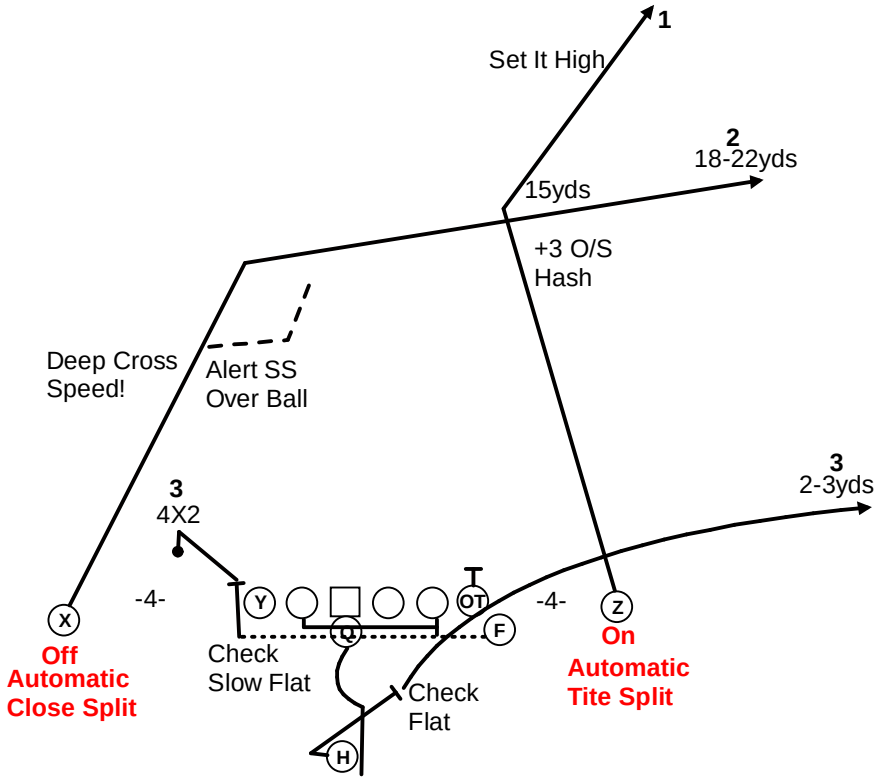


(R/T) (LAVA SHIFT) GREEN RT HEAVY Z ON X SHORT

WEB 3 X SNAG

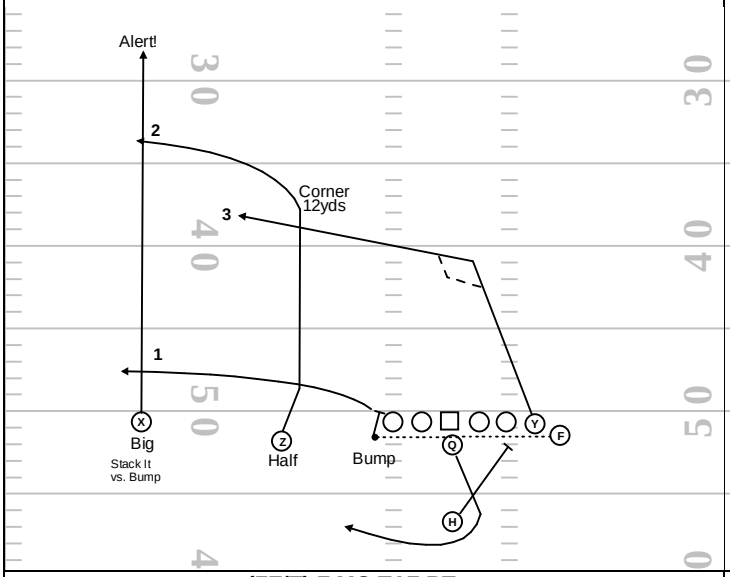


(R/T) (LAVA SHIFT) TANK RT HEAVY Z ON F LT CADILLAC Z ANGLE X DEEP CROSS

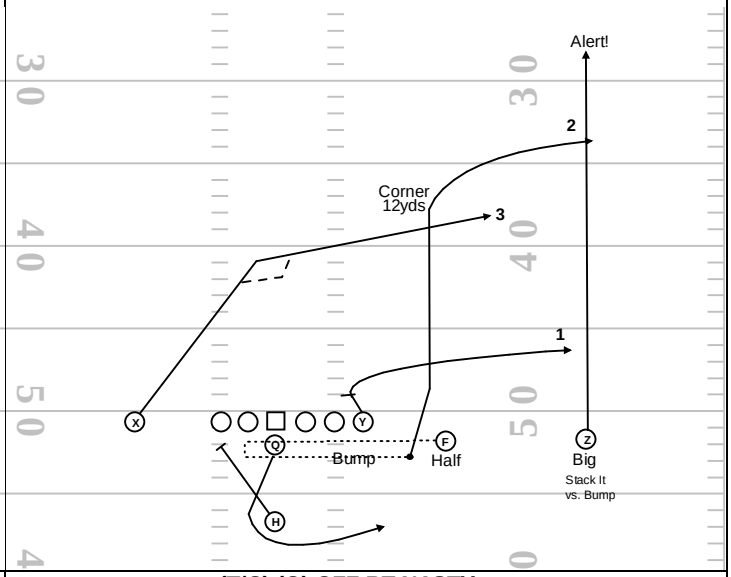


MOVEMENT

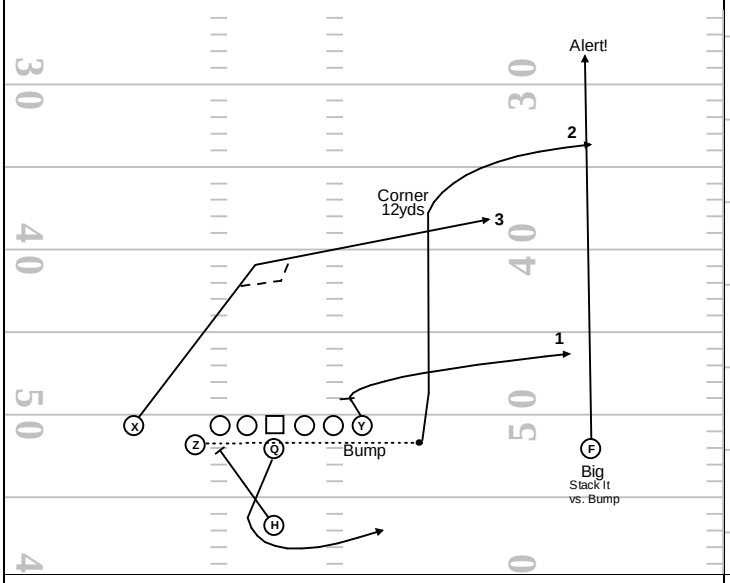
(T/C) FLANK RT F LT
KP96 LT Z SAIL F BUMP



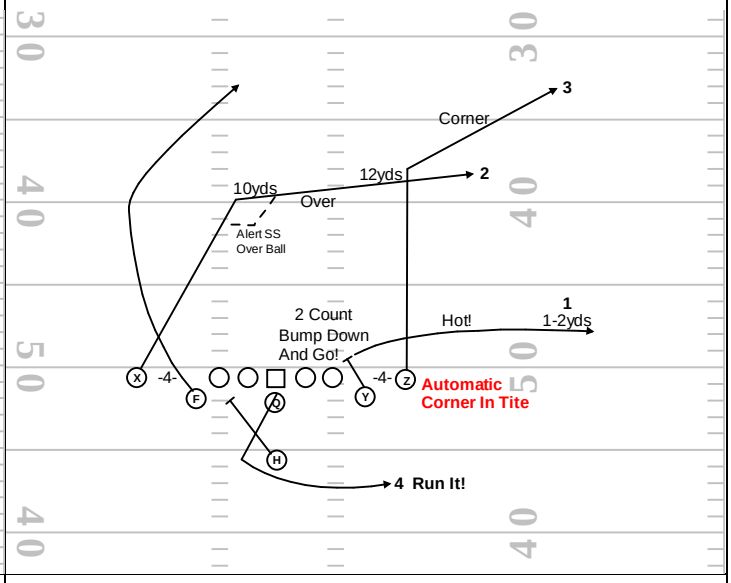
(ZE/T) TRIPS RT FCTR
KP97 RT F SAIL Y BUMP



(ZE/T) Z MO TAZ RT
KP97 RT Z SAIL Y BUMP

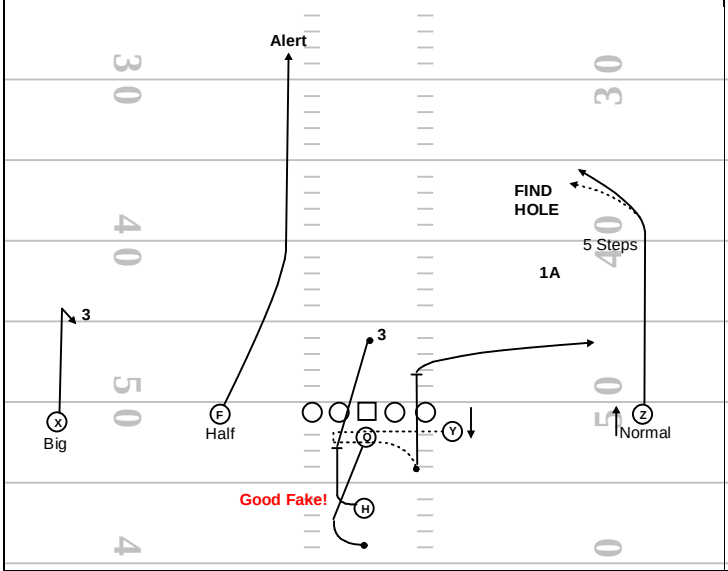


(T/C) (Q) OFF RT NASTY
KEEP97 RT Y BUMP X OVER

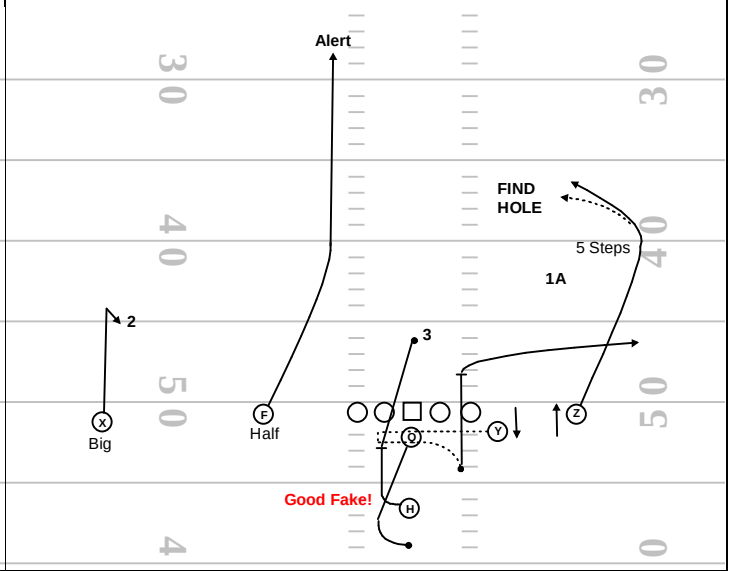


PLAY PASS

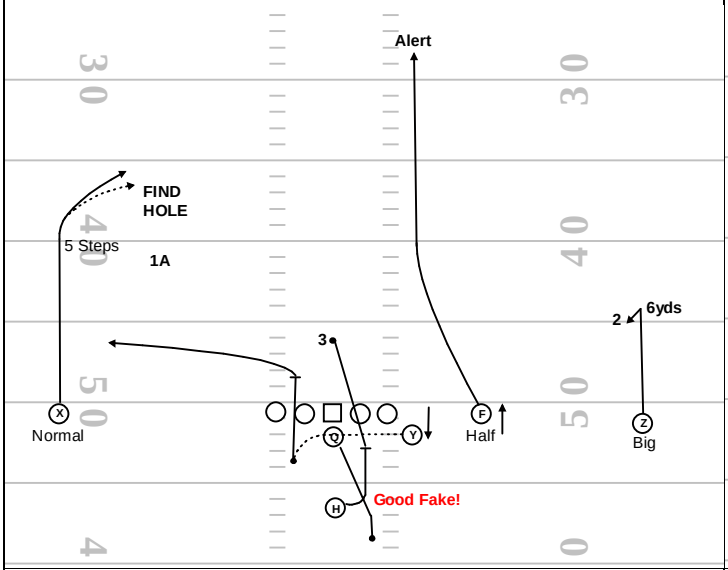
(ZE/C) DOUBLE RT Y CTR
P93-BIG Z BENGAL G GETAWAY



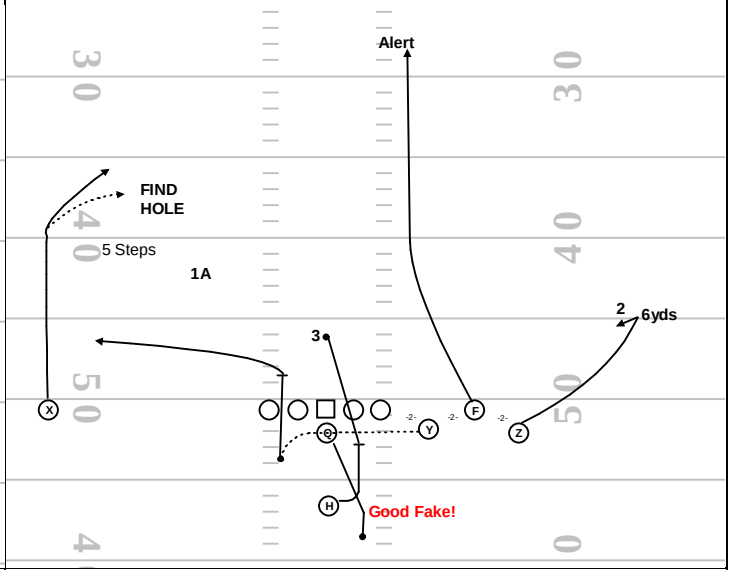
(ZE/C) Y STEP DOUBLE RT CLOSE Y CTR
P93-BIG Z BENGAL G GETAWAY



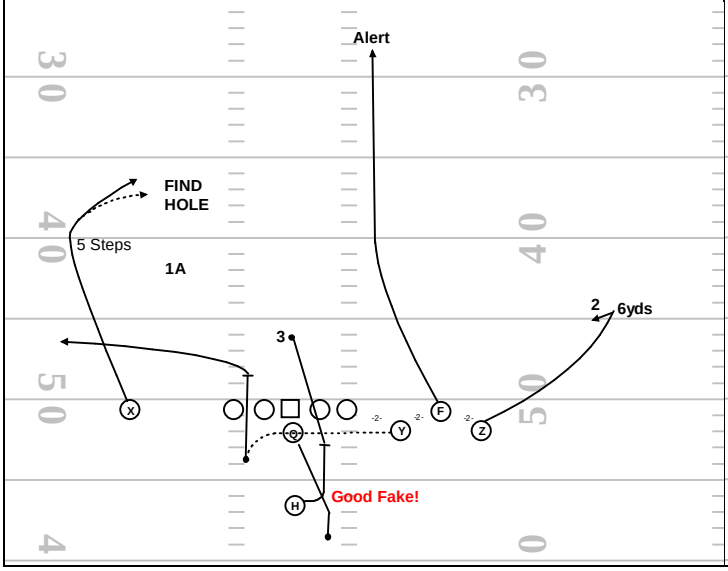
(ZE/C) Y STEP TRIPS RT Y LT
P92-BIG X BENGAL F GETAWAY



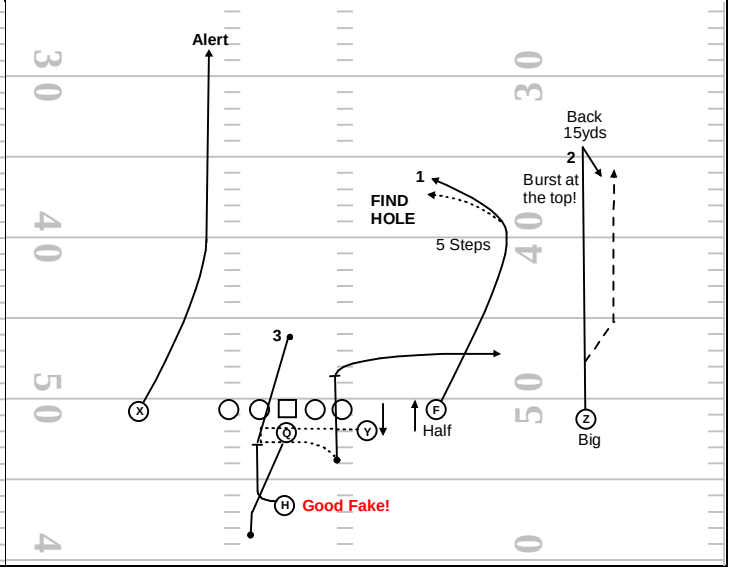
(ZE/C) CRUNCH RT Y BACK
P92-BIG X BENGAL F GETAWAY



(ZE/C) CRUNCH RT TITE Y BACK
P92-BIG X BENGAL F GETAWAY



(ZE/C) Y STEP TRIPS RT Y CTR
P93-BIG F BENGAL X GETAWAY



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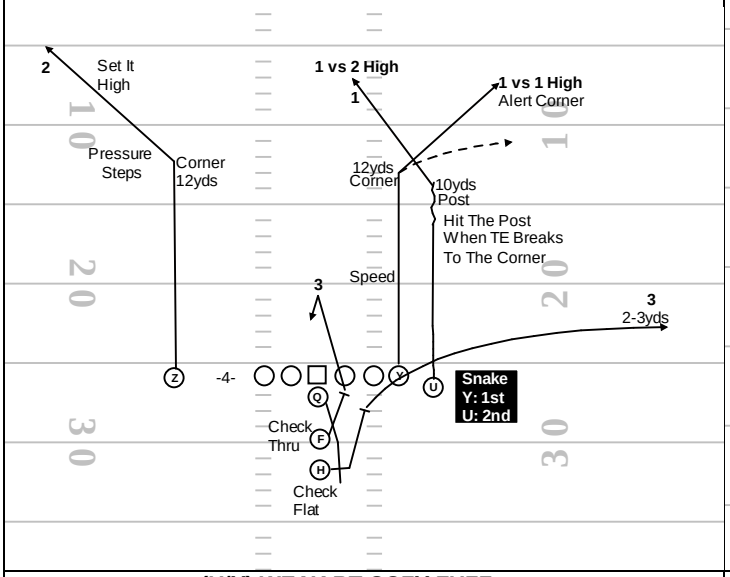
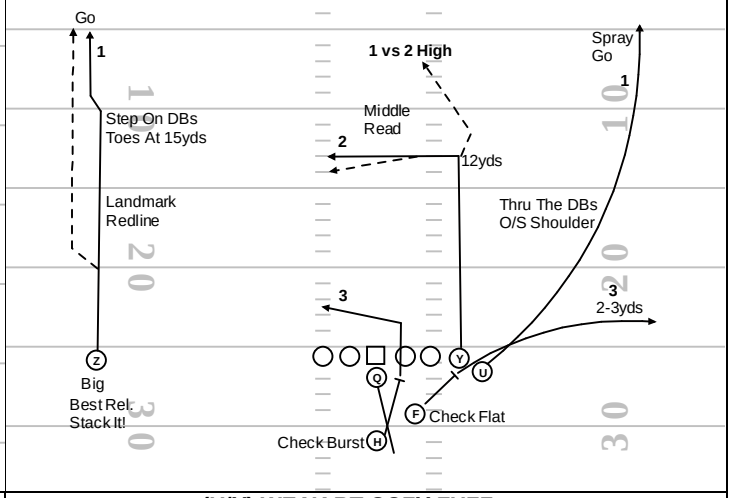
(Y) GREEN RT WING TITE
FOX2 U SNAKE Z CORNER A-HND200 RAIN

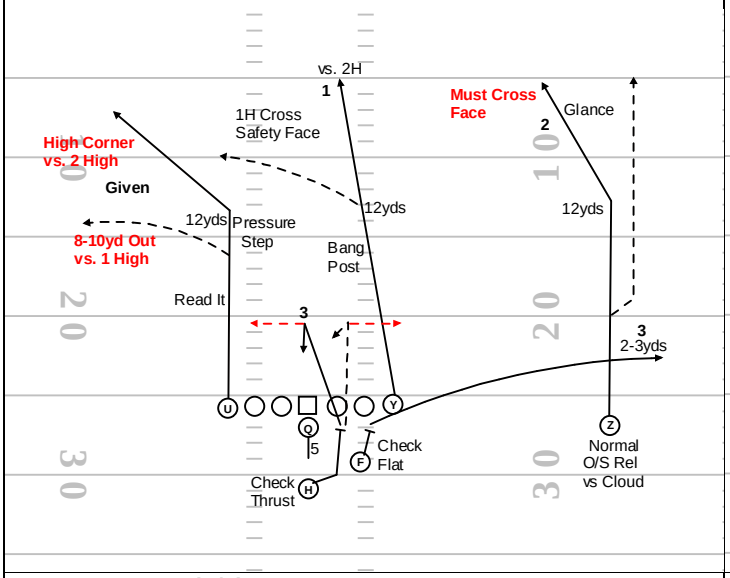


(Y) GREEN RT WING TITE
FOX2 U SNAKE Z CORNER A-HND200 RAIN

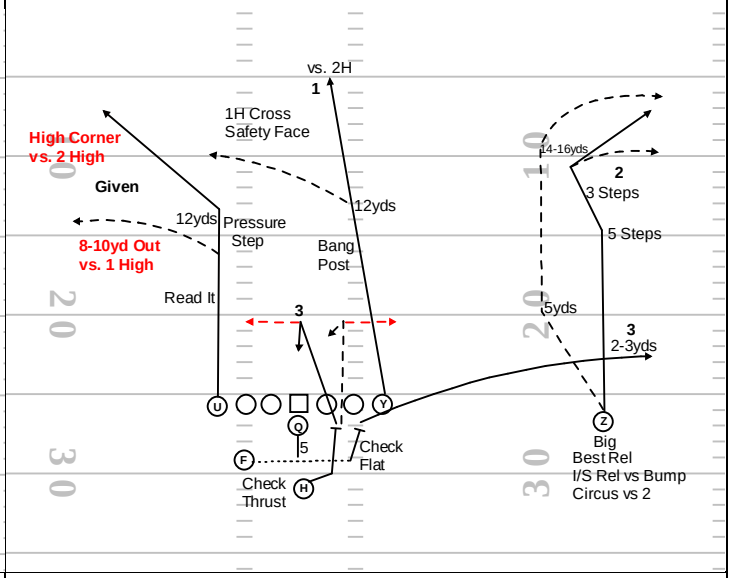
Alert...Alert...Alert



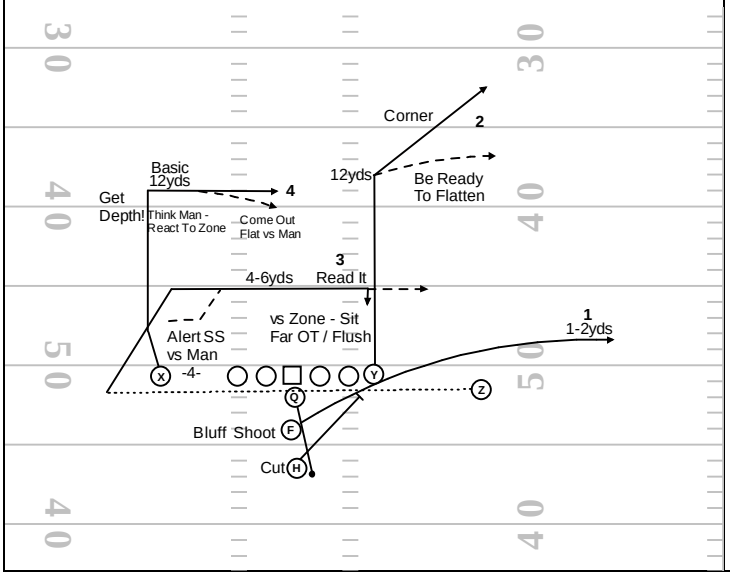
(U/Y) WEAK RT COZY FUZZ
HD2 Z BANG U BOW THRUST



(U/Y) WEAK RT COZY FUZZ
HD2 Z SHAKE U BOW THRUST



(R/T) GREEN RT TITE Z LT O
SPIDER 2 Y BANANA Z DRIVE



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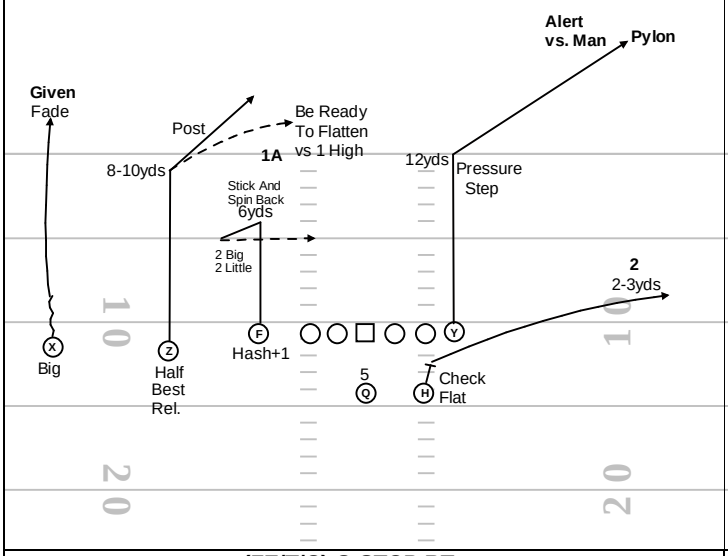
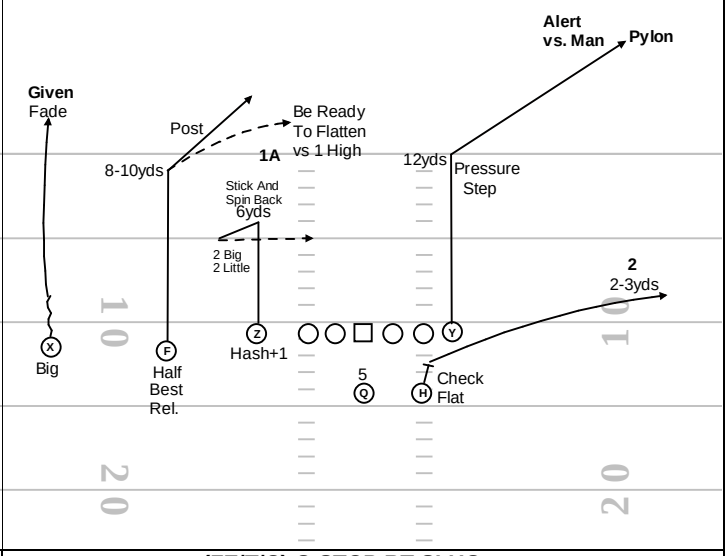
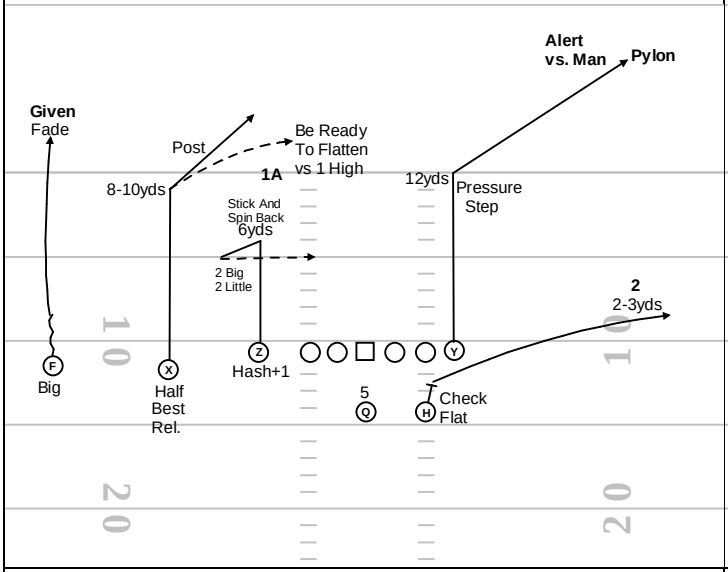
(ZE/T/C) G STINT RT
2J F SPIN FADE Y CORNER SHOOT A-58



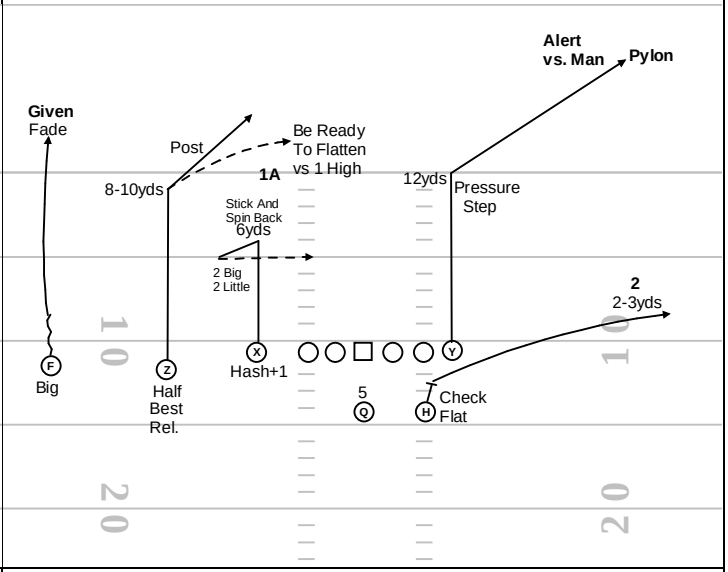
(ZE/T/C) G STEM RT
2J Z SPIN FADE Y CORNER SHOOT A-58



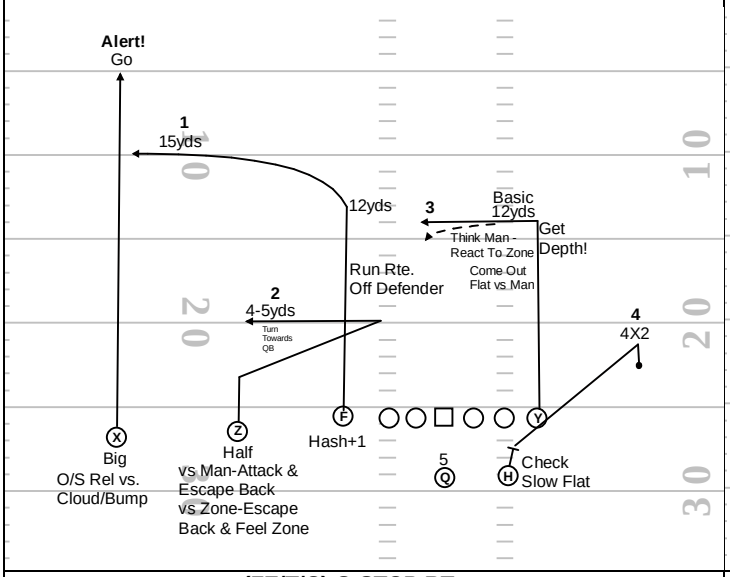
(ZE/T/C) G STOP RT
2J Z SPIN FADE Y CORNER SHOOT A-58



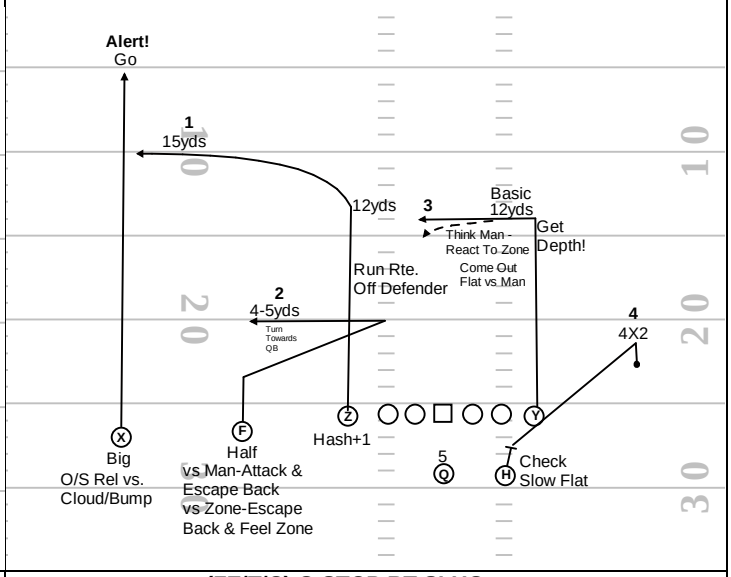
(ZE/T/C) G STOP RT SLUG
2J X SPIN FADE Y CORNER SHOOT A-58



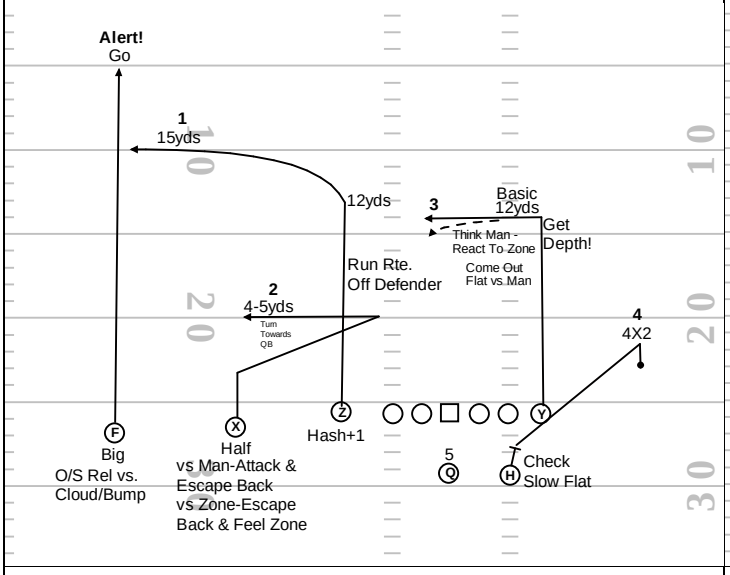
(ZE/T/C) G STINT RT
2J F SAIL Z ESCAPE A-58



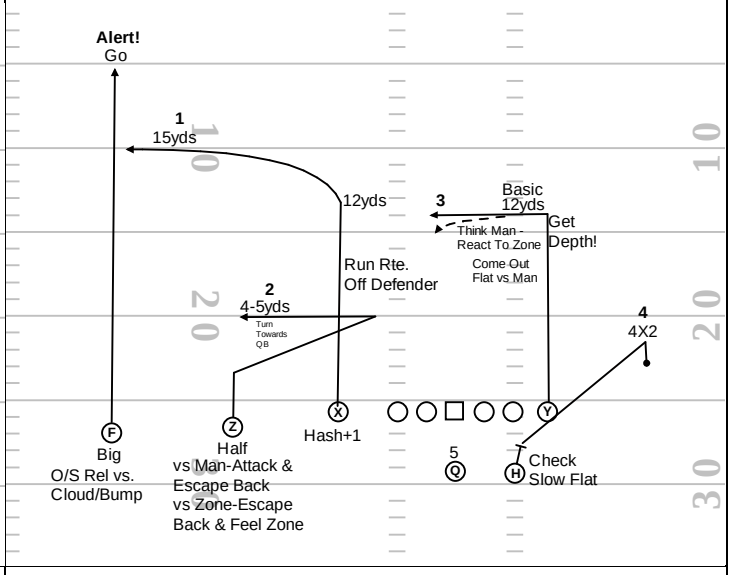
(ZE/T/C) G STEM RT
2J Z SAIL F ESCAPE A-58



(ZE/T/C) G STOP RT
2J Z SAIL X ESCAPE A-58



(ZE/T/C) G STOP RT SLUG
2J X SAIL Z ESCAPE A-58



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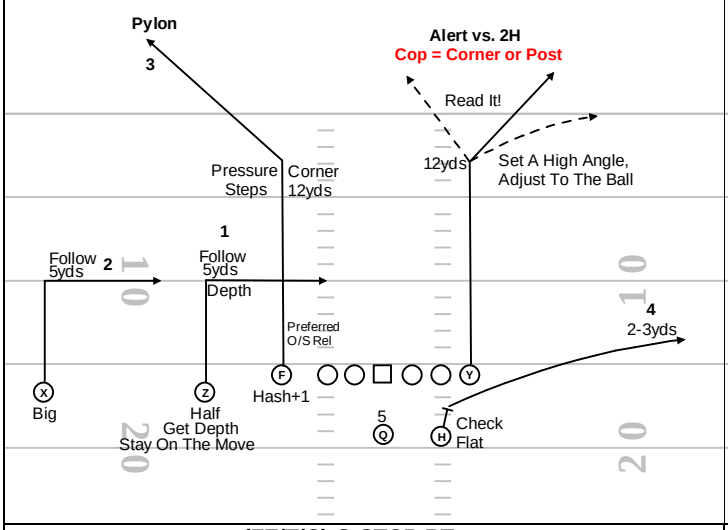
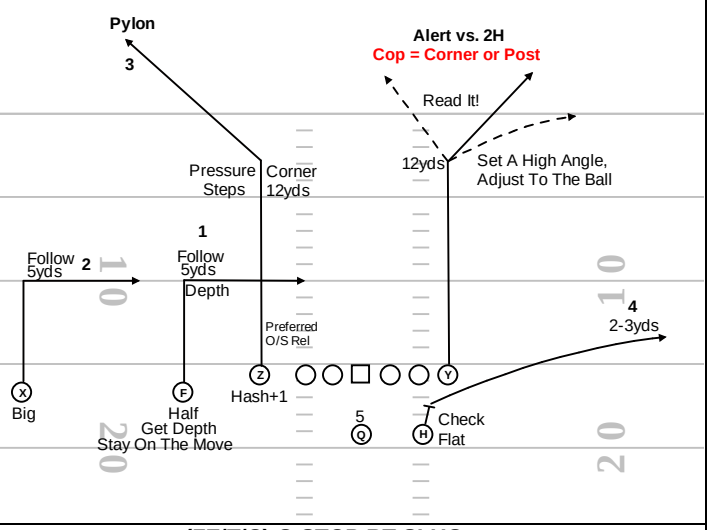
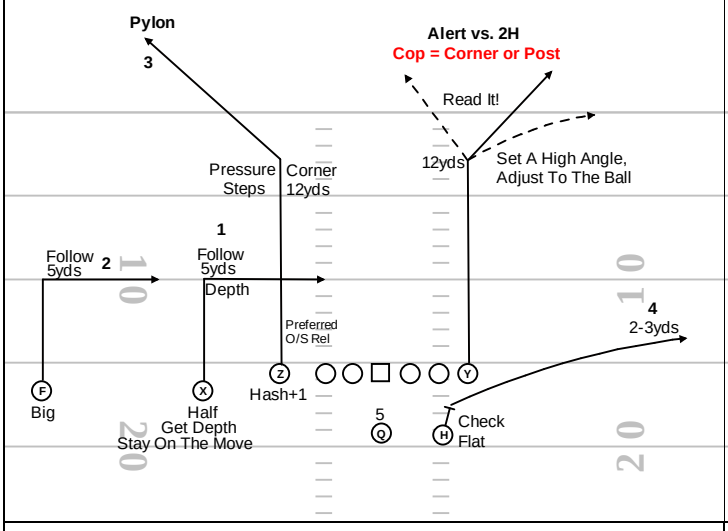
(ZE/T/C) G STINT RT
2J CHAMP F CORNER Y COP SHOOT A-58



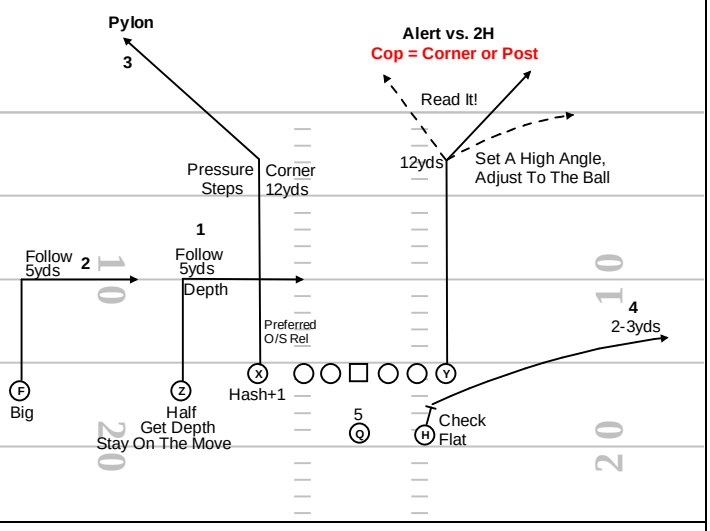
(ZE/T/C) G STEM RT
2J CHAMP Z CORNER Y COP SHOOT A-58



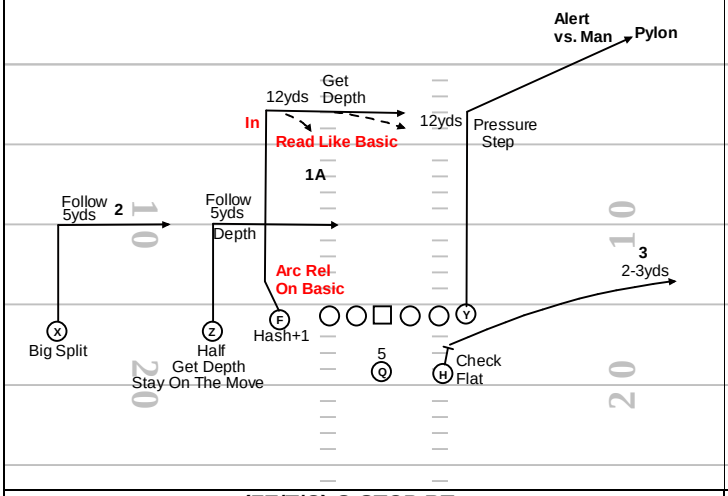
(ZE/T/C) G STOP RT
2J CHAMP Z CORNER Y COP SHOOT A-58



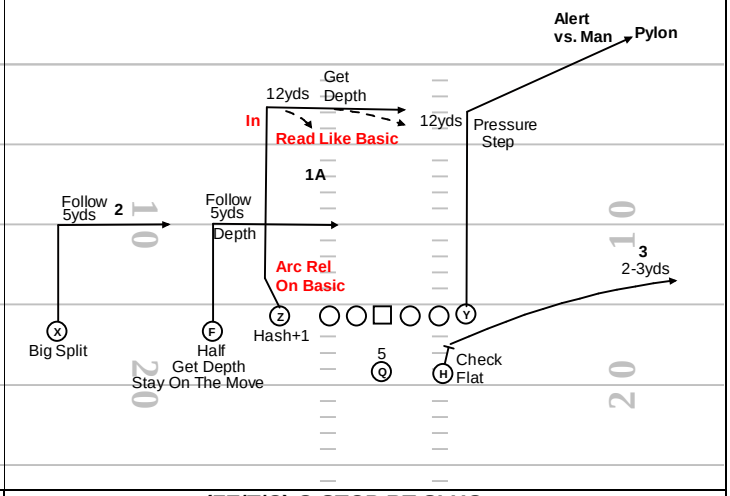
(ZE/T/C) G STOP RT SLUG
2J CHAMP X CORNER Y COP SHOOT A-58



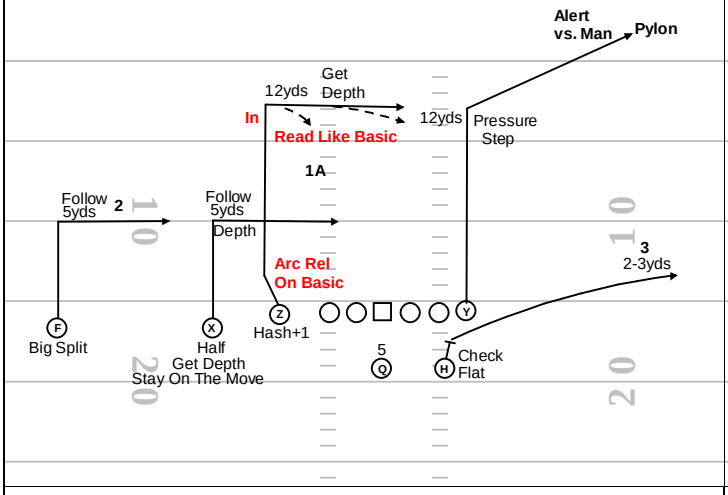
(ZE/T/C) G STINT RT
2J CHAMP F IN Y CORNER SHOOT A-58



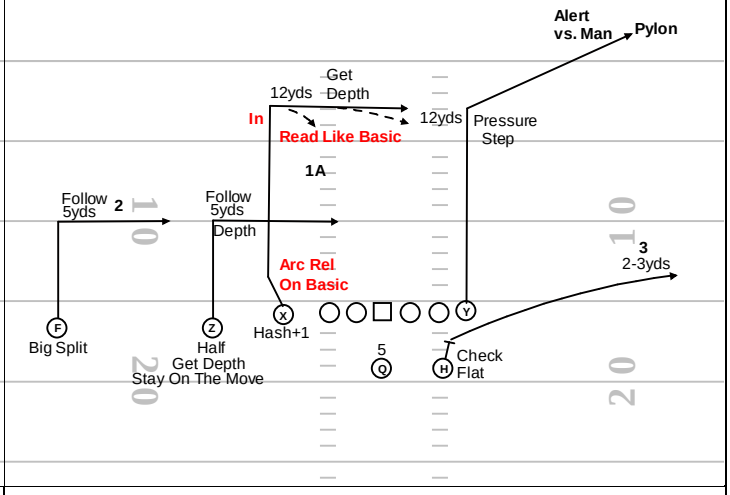
(ZE/T/C) G STEM RT
2J CHAMP Z IN Y CORNER SHOOT A-58



(ZE/T/C) G STOP RT
2J CHAMP Z IN Y CORNER SHOOT A-58



(ZE/T/C) G STOP RT SLUG
2J CHAMP X IN Y CORNER SHOOT A-58



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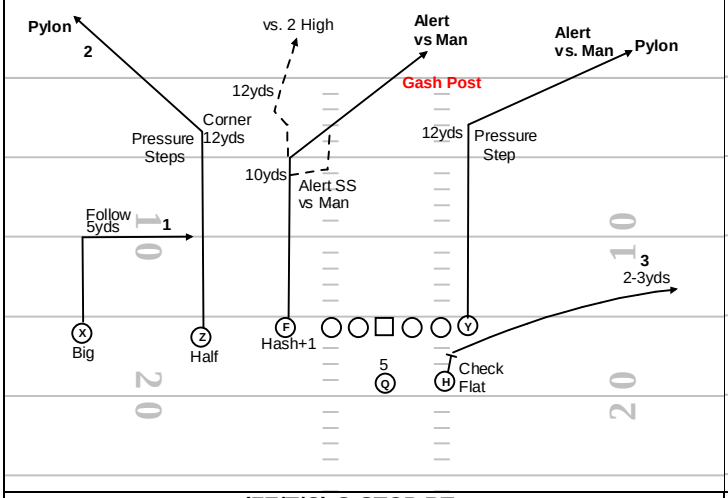
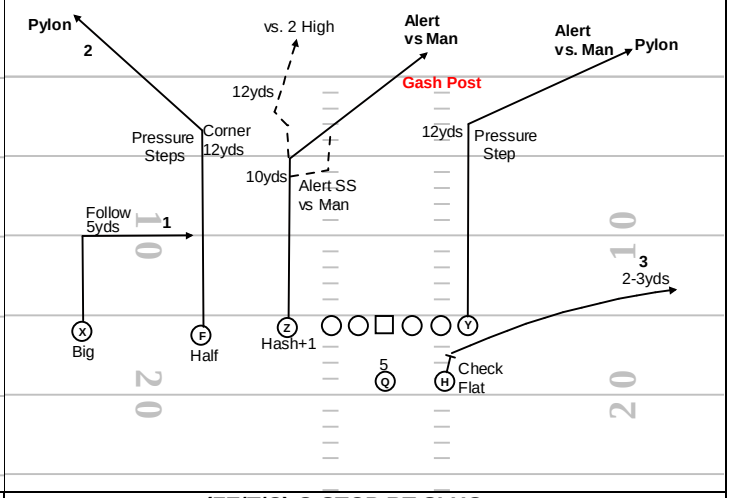
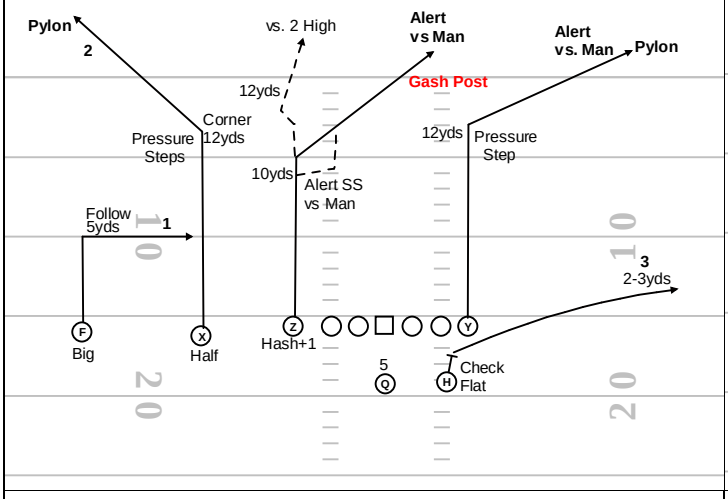
(ZE/T/C) G STINT RT
2J CHAMP X SMASH Y CORNER SHOOT A-58



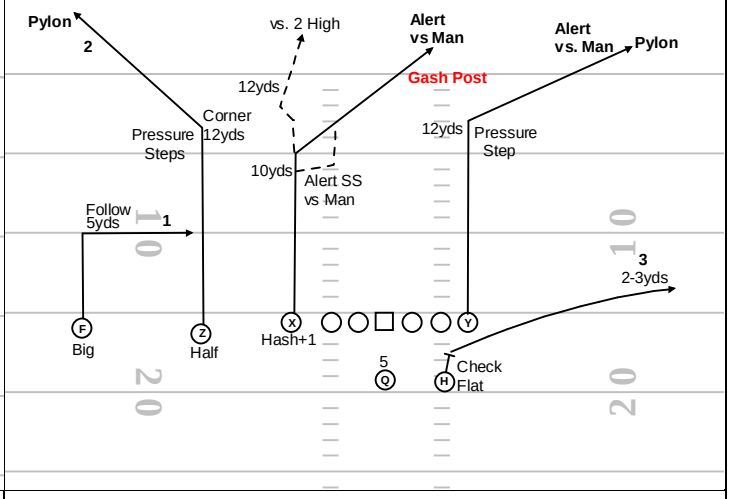
(ZE/T/C) G STEM RT
2J CHAMP X SMASH Y CORNER SHOOT A-58



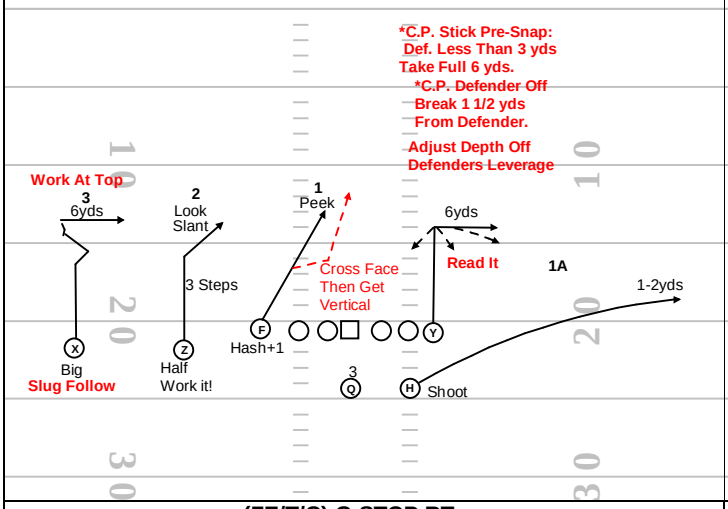
(ZE/T/C) G STOP RT
2J CHAMP F SMASH Y CORNER SHOOT A-58



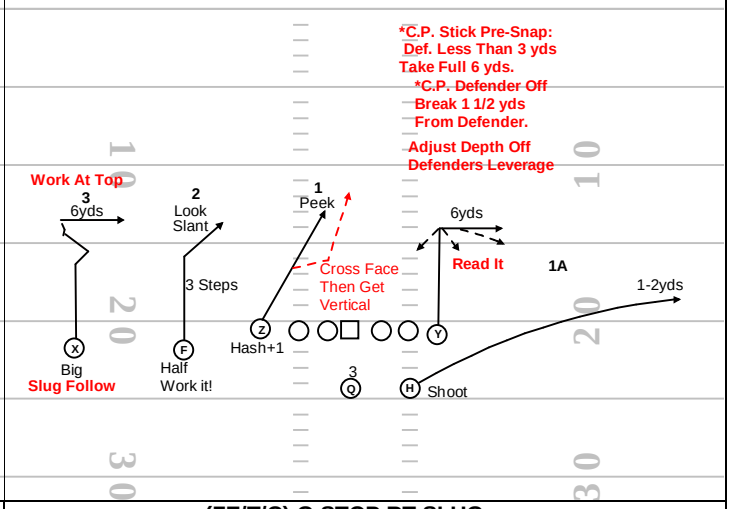
(ZE/T/C) G STOP RT SLUG
2J CHAMP F SMASH Y CORNER SHOOT A-58



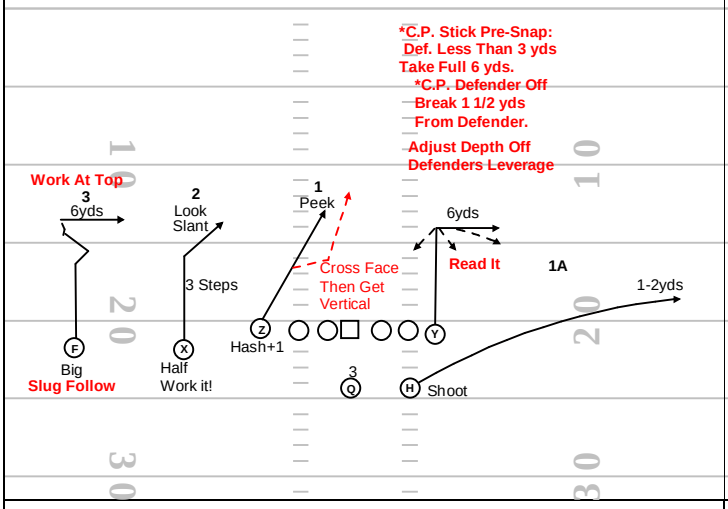
(ZE/T/C) G STINT RT
200SCAT LEO Y STICK



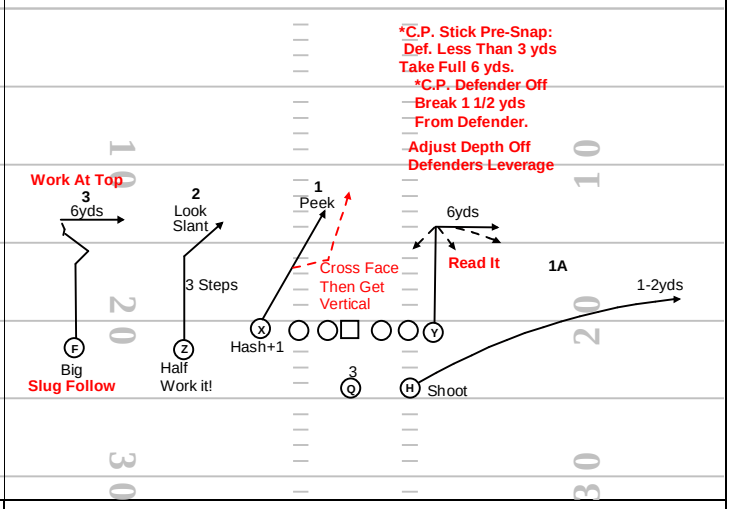
(ZE/T/C) G STEM RT
200SCAT LEO Y STICK



(ZE/T/C) G STOP RT
200SCAT LEO Y STICK



(ZE/T/C) G STOP RT SLUG
200SCAT LEO Y STICK



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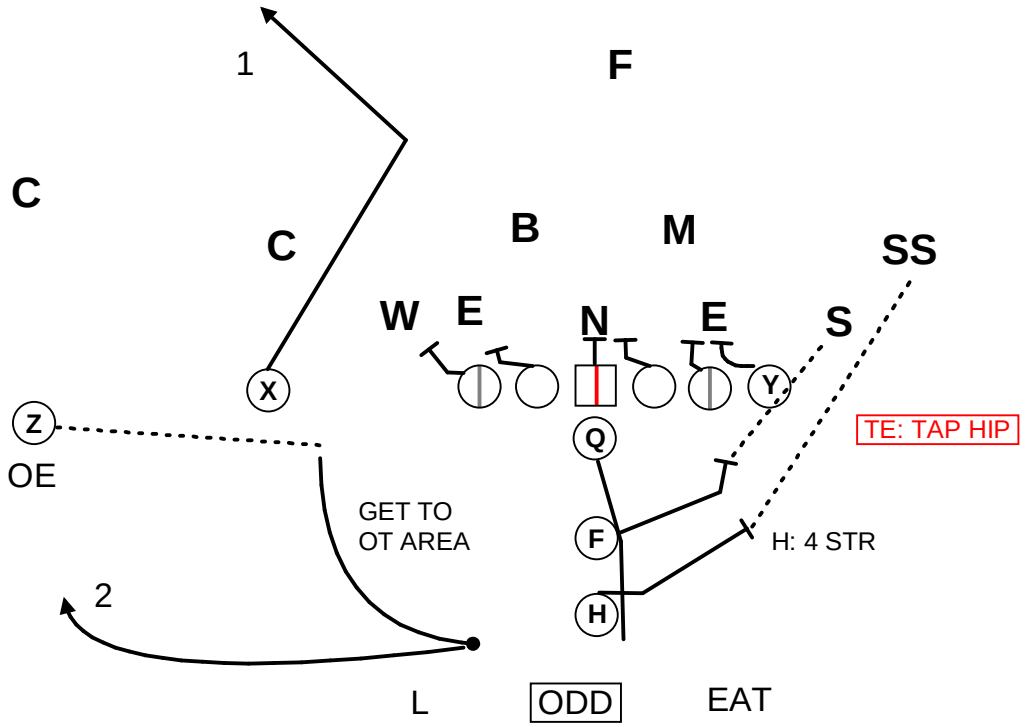
(R/T) GREEN RT SLUG Z GHOST RETURN
P58MAX X PYLON



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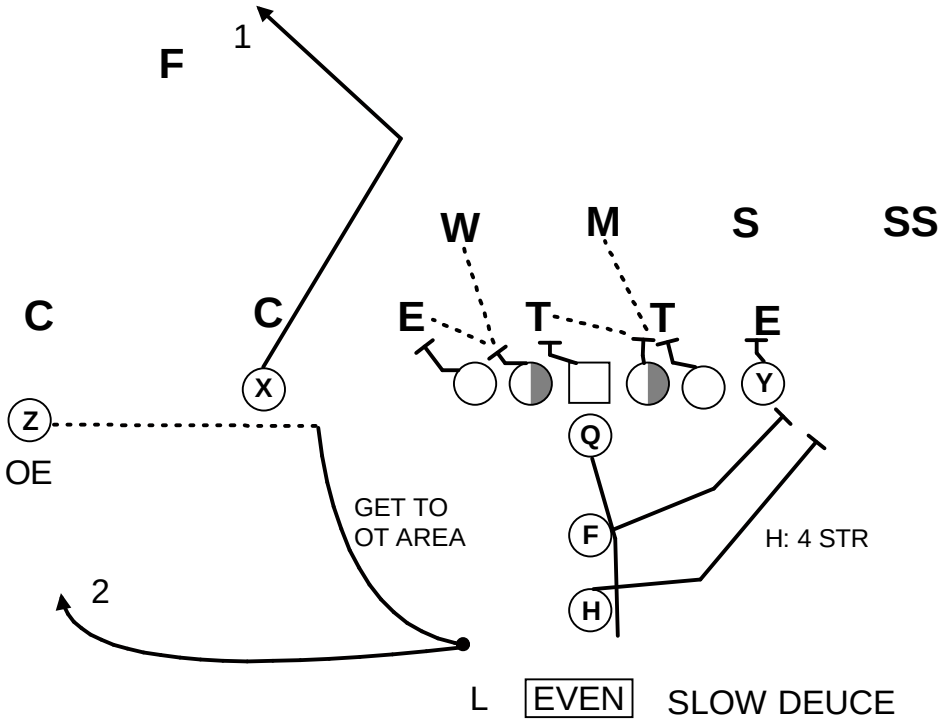
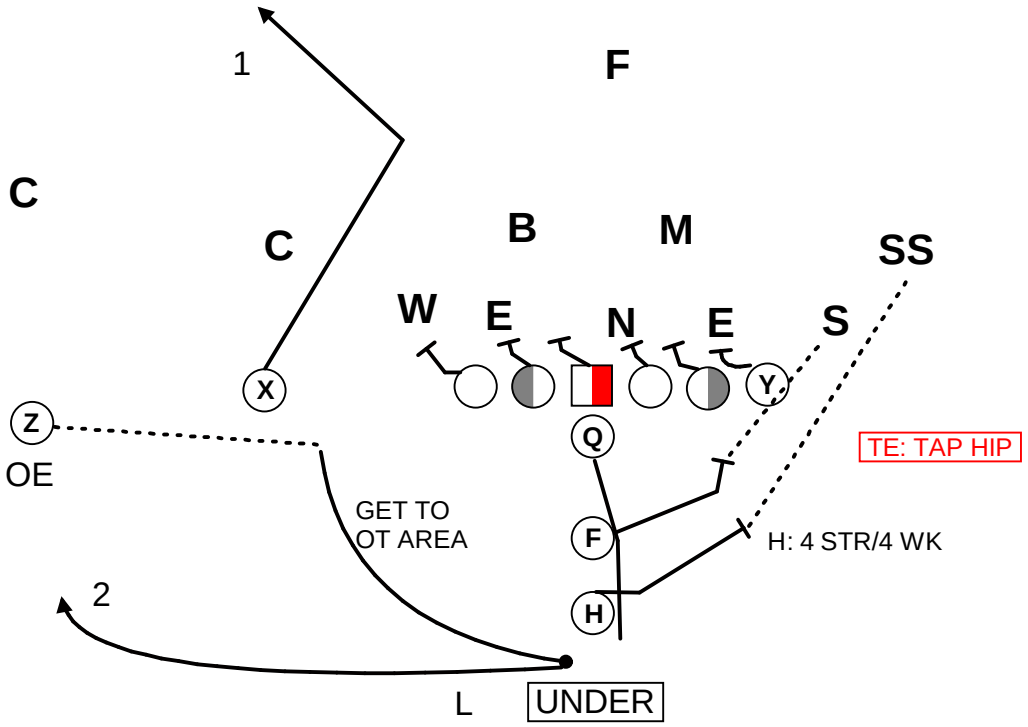
(R/T) GREEN RT SLUG Z GHOST RETURN
P58MAX X PYLON



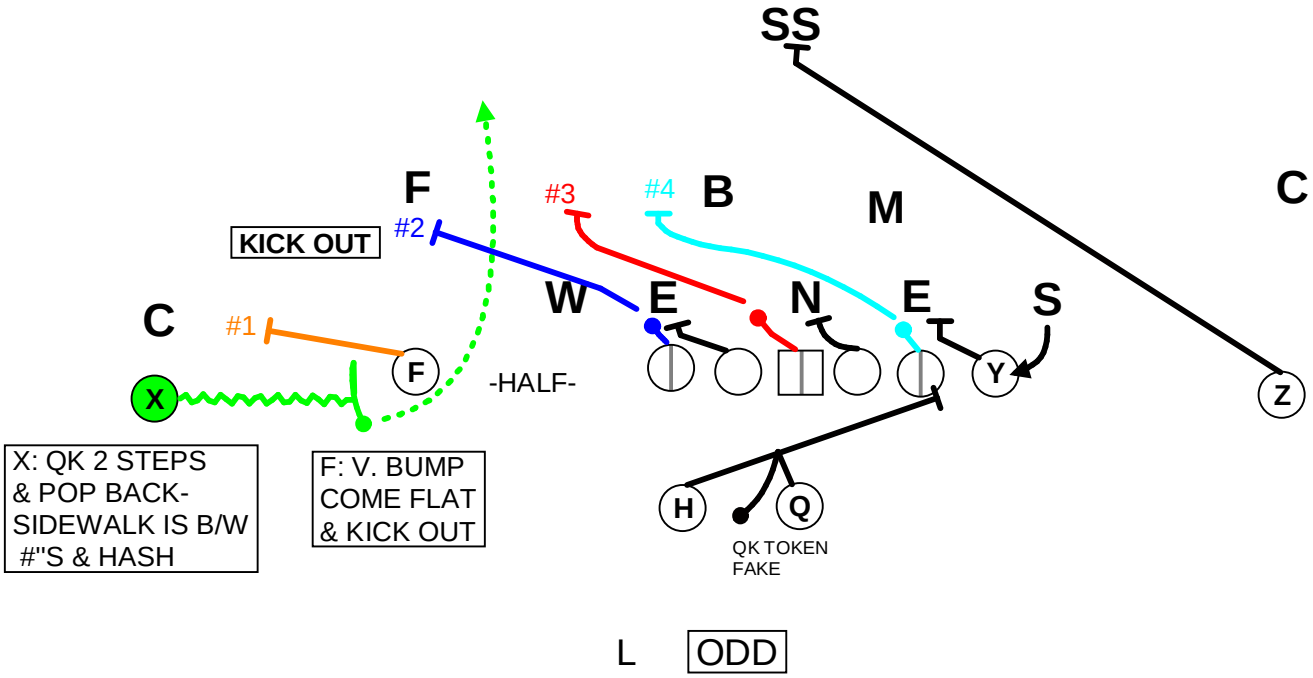
49 SUP

(R/T) GREEN RT SLUG Z GHOST RETURN
P58MAX X PYLON



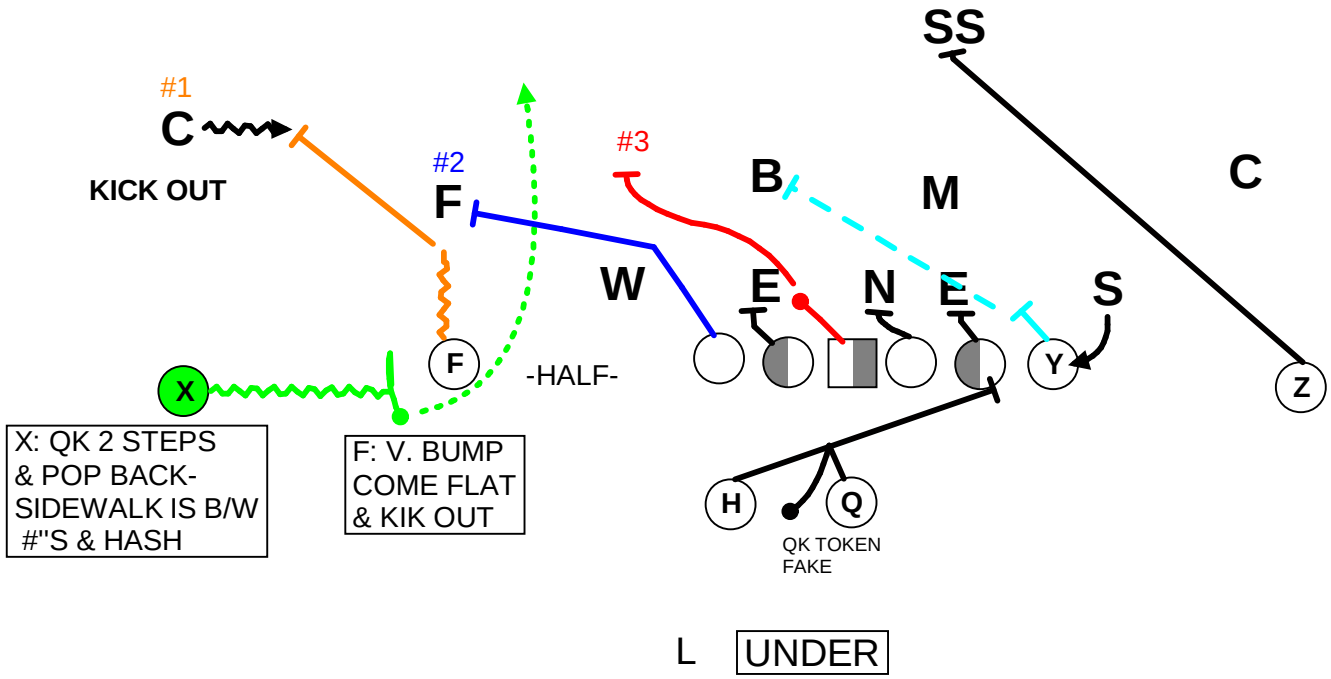
35

(ZE/T/CUB) G DBL/DART/FULL RT "A" X (F) SHORT TOKEN X (F/Z) TRIGGER LT



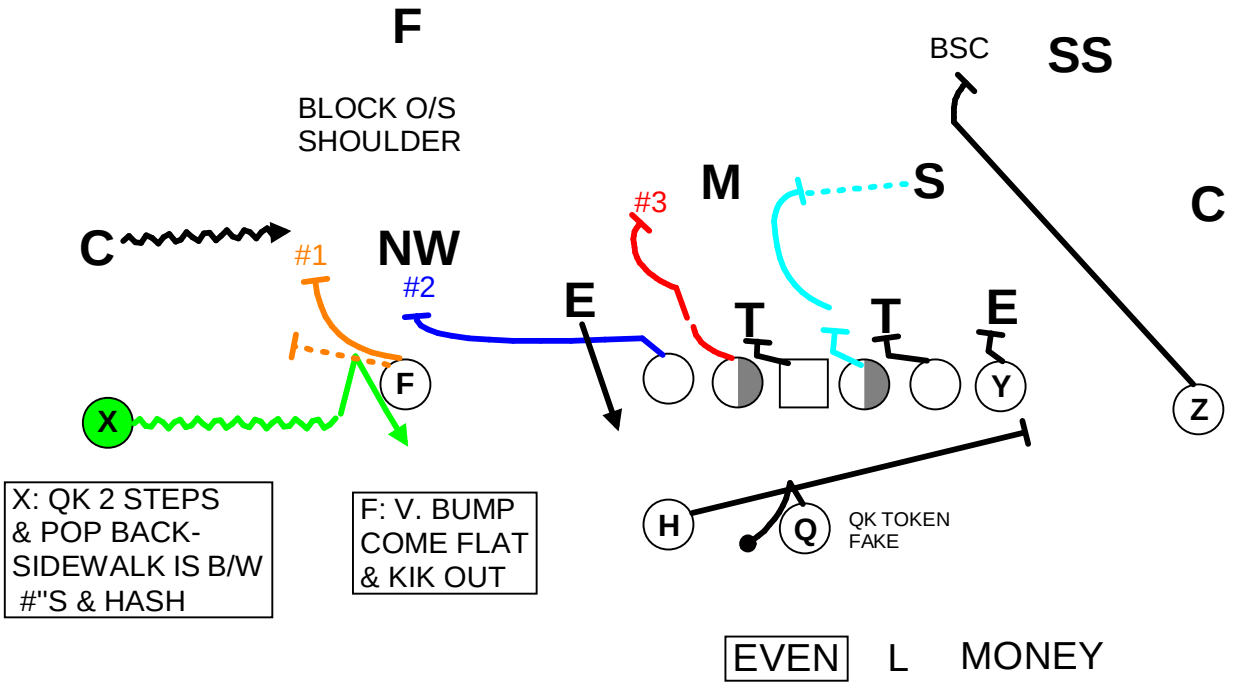
34

(ZE/T/CUB) G DBL/DART/FULL RT "A" X (F) SHORT TOKEN X (F/Z) TRIGGER LT



35

(ZE/T/CUB) G DBL/DART/FULL RT "A" X (F) SHORT TOKEN X (F/Z)TRIGGER LT



N42 EVEN