

2002

Oklahoma  
Defense

Bob Stoops



DEFENSIVE INSERITON  
FALL 2002

PRACTICE #1

FRESHMAN

AUGUST 5, 2002

Monday, Am.

A. EAGLE DEFENSE (CALLS): 43, Brown, Cloud/Sky, Silver, 3

1. Variations: G, Cheat.
2. Movements/Twist: Nose, Tam, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
3. Blitzes: Smack, Slam, Mug, Will, Fire (lock)

B. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open.

TOP PLAYS OUT OF 2 BACK:

1. Toss
2. Power
3. ISO/Lead Draw
4. Counter
5. Options (Lead, Abort, Mid-line)
6. Zone
7. Boot Pass
8. Play Action Pass

TOP PLAYS VS. 1 BACK:

1. Zone
2. Option
3. Draw
4. Counter
5. Boot
6. DB Pass
7. PA Pass
8. Screens

C. MOTION/ALIGNMENT ADJUSTMENTS:

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. vs. Twins          |                         |

D. ACE CHECKS: vs. Far sets and all 1-Back formations.

E. FITS: vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone, Zone, Toss, Draw.

F. 1. PA Passes  
2. Boots

G. DIME: 5, 3, Brown.

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #2

FRESHMAN

AUGUST 5, 2002

Monday, Pm.

- A. EAGLE<WEAK: 43, BROWN, SILVER
  - 1. Variations: G, Cheat, Field, Weak
  - 2. Movements: Nose, Opposite, Tam, Blood, Rip, Pirate, Ex, Tex, Ton, Not
  - 3. Blitzes: Will, Whip. (FS of the Edge), Wolf.
  - 4. Review All Field Blitzes
- B. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open
- C. MOTION/ALIGNMENT ADJUSTMENTS:
  - 1. 2 to 1 Back Motion
  - 2. Empty
  - 3. Short Motion
  - 4. vs. Twins
  - 5. All Receiver Motions
  - 6. Motion to Endover
  - 7. Trades
- D. FITS: vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone, Zone, Toss, Draw.
- E. 1. PA Passes  
2. Boots
- F. DIME:
  - 1. Coverage: 5, 3, Brown, 3 Cloud, 4 Open
  - 2. Blitzes: Wide Blitz, Boundary Blitz, Wide Blood, Boundary Opposite.

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #3

FRESHMAN

AUGUST 6, 2002

Tuesday, Am.

- A. OVER/OVER DIME: 3, Brown, 5, Silver.  
1. Variations: G, Cheat, Weak  
2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam Nose, Pirate, Ex, Tex, Ton, Not  
3. Blitzes: Hammer Lock, Smack, Slam, (Strong), Out Fire, Field Blitz, G Nose Fire-Lock, Opposite Open Blitz.
- B. FOCUS ON OFFSET BACKS: 1, Far, Near, Split.
- C. FORMATIONS: Pro, Twins, Dbl. Flanker, Flanker Trips, All 1 Back
- D. MOTION/ALIGNMENT ADJUSTMENTS:  
1. 2 to 1 Back Motion      5. All Receiver Motions  
2. Empty                    6. Motion to Endover  
3. Short Motion            7. Trades  
4. vs. Twins
- E. TOP PLAYS OUT OF 2 BACKS:  
1. Toss  
2. Lead Option  
3. Power (Influence)  
4. Counter (Influence)  
5. ISO/Lead Draw  
6. Zone (Split)  
7. Boot  
8. Sprint
- F. DIME:  
1. Coverage: 5, 3, Brown, 3 Cloud, 4 Open  
2. Blitzes: Wide Blitz, Boundary Blitz, Wide Blood, Boundary Opposite

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #4

FRESHMAN

AUGUST 6, 2002

Tuesday, Pm

A. DIME:

1. Coverage: 5, 3, Brown, 3 Cloud, 4 Open
2. Blitzes: Wide Blitz, Boundary Blitz, Wide Blood, Boundary Opposite
3. Field Blitzes
4. Weak
5. All Movements / Twists

B. EAGLE DEFENSE (CALLS): 43, Brown, Cloud/Sky, Silver

1. Variations: G, Cheat.
2. Movements/Twist: Nose, Tam, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
3. Blitzes: Smack, Slam, Mug, Will, Wolf, Whip, Field Blitzes

C. FORMATIONS: Pro, Twin, Twin-Open, Double Flanker, Flanker Trips, Pro-Trips Spread, Twin Trips, Empty, Flanker I

D. GOALLINE:

1. Tiger G/Eagle
2. Rip/Out
4. Hammer Lock
5. Guts
6. Tight

TOP PLAYS:

1. ISO
2. Option
3. Toss
4. Boot
5. QB Sneak
6. PA Pass

E. MOTION/ALIGNMENT ADJUSTMENTS:

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. vs. Twins          |                         |

REVIEW ALL FRONTS & DIME

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #1

VARSITY

AUGUST 9, 2002

Friday, Pm.

- A. EAGLE DEFENSE (FIELD/STRONG CALLS): 43, Brown, Silver, Purple, 43 Cloud

1. Variations: G, Cheat, Field, Strong
2. Movements/Twist: Nose, Tam, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
3. Blitzes: Smack, Slam, Mug, Fire
4. Field Blitzes: Rip Dogs, Slam Dogs, Stone Dogs, Angle, Straight Dogs, Crossfire (3/5), (All Eddie Calls)

- B. DIME (6 PACK): 3, Brown, 5, 3 Cloud, 4 Open, Purple, Silver

1. Variations: Field/Strong Dime / Weak
2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Will (Plug), Jet, Double Tex Purple

- C. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty

TOP PLAYS OUT OF 2 BACK:

1. Toss
2. Power
3. ISO/Lead Draw
4. Counter
5. Options (Lead, Abort, Mid-line)
6. Zone
7. Boot Pass
8. Play Action Pass

TOP PLAYS VS. 1 BACK:

1. Zone
2. Option
3. Draw
4. Counter
5. Boot
6. DB Pass
7. PA Pass
8. Screens

- D. MOTION/ALIGNMENT ADJUSTMENTS:

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |

- E. ACE CHECKS: vs. Far sets and all 1-Back formations.

- F. FITS: vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone, Zone, Toss, Draw.

- G. 1. PA Passes  
2. Boots

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #3

VARSITY

AUGUST 10, 2002

Saturday, Pm.

- A. **DIME (6 PACK):** 3, Brown, 5, 3 Cloud, 4 Open, Blue, Purple, Silver  
1. Variations: Field/Strong Dime / Weak  
2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy  
3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs,  
Wide Blitz, Boundary Blitz, Will, Jet Double Tex Purple
- B. **OVER/ OVERDIME (WEAK)** 3, Brown, 5, Silver  
1. Variations: G, Cheat, Weak  
2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam, Nose, Pirate, Ex, Tex, Ton,  
Not  
3. Blitzes: Hammer Lock, Smack/Slam (Strong), Out Fire, Field Blitz Silver, G Nose  
Fire-Lock, Open Blitz
- C. **FORMATIONS:** Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips,  
Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open

TOP PLAYS OUT OF 2 BACK:

1. Toss
2. Power
3. ISO/Lead Draw
4. Counter
5. Options (Lead, Abort, Mid-line)
6. Zone
7. Boot Pass
8. Play Action Pass

TOP PLAYS VS. 1 BACK:

1. Zone
2. Option
3. Draw
4. Counter
5. Boot
6. DB Pass
7. PA Pass
8. Screens

D. **MOTION/ALIGNMENT ADJUSTMENTS:**

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |

E. **ACE CHECKS:** vs. Far sets and all 1-Back formations.

F. **FITS:** vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone,  
Zone, Toss, Draw.

G. 1. PA Passes  
2. Boots

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #2

VARSITY

AUGUST 10, 2002

Saturday, Am.

- A. EAGLE<WEAK: 43, Brown, Silver, 3
  - 1. Variations: G, Cheat
  - 2. Movements: Nose, Opposite, Tam, Blood, Rip, Pirate, Ex, Tex, Ton, Not
  - 3. Man Blitzes: Will, Whip, Wolf
  - 4. Review All Field Blitzes
  
- B. DIME (6 PACK): 3, Brown, 3 Cloud, S, 4 Open, Purple, Silver
  - 1. Variations: Field/Strong Dime / Weak
  - 2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
  - 3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Jet Double Tex Purple
  
- E. OVER/OVERDIME: 2 BK Run Game
  
- C. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty

TOP PLAYS OUT OF 2 BACK:

- 1. Toss
- 2. Power
- 3. ISO/Lead Draw
- 4. Counter
- 5. Options (Lead, Abort, Mid-line)
- 6. Zone
- 7. Boot Pass
- 8. Play Action Pass

TOP PLAYS VS. 1 BACK:

- 1. Zone
- 2. Option
- 3. Draw
- 4. Counter
- 5. Boot
- 6. DB Pass
- 7. PA Pass
- 8. Screens

D. MOTION/ALIGNMENT ADJUSTMENTS:

- 1. 2 to 1 Back Motion
- 2. Empty
- 3. Short Motion
- 4. Pro to Twins
- 5. All Receiver Motions
- 6. Motion to Endover
- 7. Trades
- 8. Offset

E. ACE CHECKS: vs. Far sets and all 1-Back formations.

F. FITS: vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone, Zone, Toss, Draw.

G.

- 1. PA Passes
- 2. Boots

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #4

VARSITY

AUGUST 11, 2002  
Sunday, Pm.

- A. EAGLE DEFENSE (FIELD/STRONG CALLS): 43, Brown, Silver, Purple,  
43 Cloud
1. Variations: G, Cheat, Field, Strong
  2. Movements/Twist: Nose, Tam, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
  3. Blitzes: Smack, Slam, Mug, Fire
  4. Field Blitzes: Rip Dogs, Slam Dogs, Stone Dogs, Angle, Straight Dogs, Crossfire (3/5), (All Eddie Calls)
- B. EAGLE<WEAK: 43, BROWN, SILVER, 3 Roll
1. Variations: G, Cheat, Weak
  2. Movements: Nose, Opposite, Tam, Blood, Rip, Pirate
  3. Blitzes: Will, Whip, Wolf
- C. BASE DEFENSE: 3 Cloud, 5 Short, Purple, 35, Silver
1. Twist: Lucky, Ringo
  2. Blitzes: Inside Fire, Outside Fire, Sugar, Spice, Water, Whiskey, Outside 35, 6 Blitz 5, Mad Dog
- D. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty
- E. MOTION/ALIGNMENT ADJUSTMENTS:
- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |
- F. REVIEW ENTIRE DIME PACKAGE
- DIME (6 PACK): 3, Brown, 5, 3 Cloud, 4 Open, Blue, Black, Purple, Silver
1. Variations: Field / Strong, Dime / Weak
  2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
  3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Will, Horns- Silver, Horns-Plug-Purple, Jet Double Tex Purple, Raider Purple, Raider Red, (vs. Twin Open)

DEFENSIVE INSERITON  
FALL 2002

<u>PRACTICE #6</u>	<u>VARSITY</u>	<u>AUGUST 12, 2002</u> Monday, Pm
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- A. OVER/ OVERDIME DEFENSE (WEAK) 3, Brown, 5, Silver  
 1. Variations: G, Cheat, Weak  
 2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam, Nose, Pirate  
 3. Blitzes: Hammer Lock, Smack/Slam (Strong), Out Fire, Field Blitz Silver, G  
 Nose Fire-Lock, Open Blitz, Inside Fire Spy Purple, (1 Back)

- B. BASE DEFENSE: 3 Cloud, Silver, Purple, 35, 5 Short  
 1. Twist: Lucky, Ringo  
 2. Blitzes: Outside, Inside Fire, Outside Fire, Purple, 6 Blitz, Crossfire, Sugar, Spice, Whiskey, Water, Back Blitz, Mad Dog

- D. GOALLINE: TOP PLAYS  
 1. Tiger G/Eagle  
 2. Rip/Out  
 3. Hammer Lock  
 4. Guts  
 5. Tight 1. ISO  
 2. Option  
 3. Toss  
 4. Boot  
 5. QB Sneak  
 6. PA Pass

- E. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty

- |                                    |                              |
|------------------------------------|------------------------------|
| <u>TOP PLAYS OUT OF 2 BACK:</u>    | <u>TOP PLAYS VS. 1 BACK:</u> |
| 1. Toss                            | 1. Zone                      |
| 2. Power                           | 2. Option                    |
| 3. ISO/Lead Draw                   | 3. Draw                      |
| 4. Counter                         | 4. Counter                   |
| 5. Options (Lead, Abort, Mid-line) | 5. Boot                      |
| 6. Zone                            | 6. DB Pass                   |
| 7. Boot Pass                       | 7. PA Pass                   |
| 8. Play Action Pass                | 8. Screens                   |

- F. MOTION/ALIGNMENT ADJUSTMENTS:  
 1. 2 to 1 Back Motion      5. All Receiver Motions  
 2. Empty      6. Motion to Endover  
 3. Short Motion      7. Trades  
 4. Pro to Twins      8. Offset

REVIEW ENTIRE DIME PACKAGE

- G. DIME (6 PACK): 3, Brown, 5, 3 Cloud, 4 Open, Blue, Black, Purple, Silver  
 1. Variations: Field/Strong Dime / Weak  
 2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy  
 3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Will, Mug, Horns- Silver, Horns-Plug-Purple, Jet Double Tex Purple

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #7

VARSITY

AUGUST 13, 2002

Tuesday, Am.

A. TOTAL REVIEW

1. Eagle Defense (Field/Strong Calls)
2. Eagle<Weak
3. Dime (6 Pack)
4. Base Defense
5. Over/Dime

B. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty

C. MOTION/ALIGNMENT ADJUSTMENTS:

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |

D. ACE CHECKS: vs. Far sets and all 1-Back formations

E. FITS

DEFENSIVE INSERTION  
FALL 2002

PRACTICE #8

VARSITY

AUGUST 13, 2002

Tuesday, Pm.

- A. OVER/ OVERDIME DEFENSE (WEAK) 3, Brown, 5, Silver
1. Variations: G, Cheat, Weak
  2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam, Nose, Pirate
  3. Blitzes: Hammer Lock, Smack/Slam (Strong), Out Fire, Field Blitz Silver, G Nose Fire-Lock, Open Blitz
- B. BASE DEFENSE: 3 Cloud, 5 Short, Black, Red, Purple, 35
1. Twist: Lucky, Ringo
  2. Blitzes: Outside Fire, Inside Fire, Outside, Sugar, Spice, Water, Whiskey, Crossfire, 6 Blitz, Mad Dog
- C. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open

TOP PLAYS OUT OF 2 BACK:

1. Toss
2. Power
3. ISO/Lead Draw
4. Counter
5. Options (Lead, Abort, Mid-line)
6. Zone
7. Boot Pass
8. Play Action Pass

TOP PLAYS VS. 1 BACK:

1. Zone
2. Option
3. Draw
4. Counter
5. Boot
6. DB Pass
7. PA Pass
8. Screens

D. MOTION/ALIGNMENT ADJUSTMENTS:

- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |

REVIEW ENTIRE DIME PACKAGE

- E. DIME (6 PACK): 3, Brown, 5, 3 Cloud, 4 Open, Blue, Black, Purple, Silver
1. Variations: Field/Strong Dime / Weak
  2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
  3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Will, Mug, Horns- Silver, Horns-Plug-Purple, Jet Double Tex Purple

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #9

VARSITY

AUGUST 14, 2002  
Wednesday

## SCRIMMAGE

- BE PREPARED FOR EVERYTHING!
- NO EXCUSE FOR YOU NOT TO KNOW WHAT TO DO!
- STUDY / ASK QUESTIONS IF YOU WANT ON THE FIELD –  
DON'T BE THE WEAK LINK!

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #10

VARSITY

AUGUST 15, 2002

Thursday, Am.

TOTAL FRONT REVIEW:

- A. EAGLE DEFENSE (FIELD/STRONG CALLS): 43, Brown, Silver, Purple, 43 Cloud
1. Variations: G, Cheat, Field, Strong
  2. Movements/Twist: Nose, Tain, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
  3. Blitzes: Smack, Slam, Mug, Fire
  4. Field Blitzes: Rip Dogs, Slam Dogs, Stone Dogs, Angle, Straight Dogs, Crossfire (3/5), (All Eddie Calls)
- B. OVER/ OVERDIME DEFENSE (WEAK) 3, Brown, 5, Silver
1. Variations: G, Cheat, Weak
  2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam. Nose, Pirate, Ex, Tex, Ton, Not
  3. Blitzes: Hammer Lock, Smack/Slam (Strong), Out Fire, Field Blitz Silver, G Nose Fire-Lock, Open Blitz
- C. BASE DEFENSE: 3 Cloud, 5 Short, Black, Red, Purple, 35
1. Twist: Lucky, Ringo
  2. Blitzes: Outside, Inside Fire, Outside Fire, Sugar, Spice, Water, Whiskey, Crossfire, 6 Blitz, Mad Dog, Back Blitz
- D. DIME (6 PACK): 3, Brown, 3 Cloud, 5, 4 Open, Blue, Black, Purple, Silver
1. Variations: Field/Strong Dime / Weak
  2. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
  3. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Boundary Blitz, Will, Mug, Horns- Silver, Horns-Plug-Purple, Jet Double Tex Purple
- E. MOTION/ALIGNMENT ADJUSTMENTS:
- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 4. Pro to Twins       | 8. Offset               |
- F. GOALLINE:
- |                  |                  |
|------------------|------------------|
| 1. Tiger G/Eagle | <u>TOP PLAYS</u> |
| 2. Rip/Out       | 1. ISO           |
| 3. Hammer Lock   | 2. Option        |
| 4. Guts          | 3. Toss          |
| 5. Tight         | 4. Boot          |

DEFENSIVE INSERITON  
FALL 2002

PRACTICE #11

VARSITY

AUGUST 15, 2002

Thursday, Pm.

TOTAL FRONT REVIEW:

- A. EAGLE DEFENSE (FIELD/STRONG CALLS): 43, Brown, Silver, Purple, 43 Cloud
1. Variations: G, Cheat, Field, Strong
  2. Movements/Twist: Nose, Tam, Blood, Opposite, Rip, Pirate, Ton, Not, Ex, Tex, Easy
  3. Blitzes: Smack, Slam, Mug, Fire
  4. Field Blitzes: Rip Dogs, Slam Dogs, Stone Dogs, Angle, Straight Dogs, Crossfire (3/5), (All Eddie Calls)
- B. BASE DEFENSE vs. 1 Back: 3 Cloud, 5 Short, Black, Red, Purple, 35
1. Twist: Lucky, Ringo
  2. Blitzes: Outside, Inside Fire, Outside Fire, Purple, Sugar, Spice, Water, Whiskey, Crossfire, Back Blitz, 6 Blitz, Mad Dog
- C. DIME (6 PACK) vs. 1 Back: 3, Brown, 5, 3 Cloud, 4 Open, Blue, Black, Purple, Silver
3. Variations: Field/Strong Dime / Weak
  4. Movements/Twist: Blood, Ex, Tex, Ton, Not, Opposite, Pirate, Easy
  5. Blitzes: \* All Field defensive Calls, i.e., Rip Dogs, Wide Blitz, Wide Mike, Boundary, Will, Mug, Horns- Silver, Horns-Plug-Purple, Jet Double Tex Purple
- D. OVER/ OVERDIME DEFENSE (WEAK) vs. 1 Back: 3, Brown, 5, Silver
1. Variations: G, Cheat, Weak
  2. Movements/Twist: G Blood, Knife, In, Out, Switch, Tam, Nose, Pirate
  3. Blitzes: Hammer Lock, Smack/Slam (Strong), Out Fire, Field Blitz Silver, G Nose Fire-Lock, Open Blitz
- E. FORMATIONS: Pro, Twins, Twin-Open, Flanker, Double-Flanker, Flanker Trips, Pro-Trips, Twin Trips, Spread, Double Slot, Trips Open, Empty
- F. MOTION/ALIGNMENT ADJUSTMENTS:
- |                       |                         |
|-----------------------|-------------------------|
| 1. 2 to 1 Back Motion | 5. All Receiver Motions |
| 2. Empty              | 6. Motion to Endover    |
| 3. Short Motion       | 7. Trades               |
| 6. Pro to Twins       | 8. Offset               |
- F. FITS: vs. 1 & 2 Backs, Leads, Counters, Power, Options, Traps, Split Zone, Zone, Toss, Draw.

# TEAM COMMANDMENTS

1. BE TRUSTWORTHY -- Trust each other in all you do.
2. CARE FOR THE TEAM -- more than yourself.
3. BE COMMITTED -- Committed to the TEAM and to excellence in all you do.
4. HELP EACH OTHER SUCCEED -- Take pride in helping each other.
5. EXPECT SUCCESS -- Your body will find a way to achieve what the mind expects of it.
6. BE POSITIVE -- Maintain a positive mental attitude in all circumstances.
7. TAKE RESPONSIBILITY FOR WINNING AND LOSING -- Act with courage as if it all depends on you.
8. BE DEPENDABLE AND ACCOUNTABLE -- to your teammates and to the program.
9. BE FAITHFUL -- Desire is the great compellor; worry and fear are the great inhibitors. Let go of worry and fear and hold onto DESIRE.
10. SHOW ENTHUSIASM -- and have fun -- it's contagious.

## PHILOSOPHY

1. Stop the offense immediately; - Dictate to the offense & make them react to us. We play to set our offense up with good field position. We want average 4.5 snaps per possession for the season, 50% of those should be 3 and out.
2. Dominate the run- We always want to outnumber the offense on the run with the number of people we commit to the run. We must never allow an offense to have balance of Run & Pass in their attack.
3. Force the offense to throw the ball, when they do we want to put pressure on the QB. We do this with a variety of base blitzes and by using bump and run techniques in all our man coverage's. The QB should feel heat all day.
4. Take away the offenses strengths by playing percentages on formations, down/distance, and by keying on top personnel. Know and understand your opponents' personality.
5. Be great in critical situations (i.e. third downs, red zone, goalline), these areas are practiced everyday and emphasized routinely. On third-short we want to be 50% successful, and third-long 75% successful for the year. Everyone must rise up & be aware of critical situations & make the play.

## WINNERS VS. LOSERS

When a winner makes a mistake, he says, "I was wrong;"  
When a loser makes a mistake, he says, "It wasn't my fault."

A winner works harder than a loser and has more time;  
A loser is always "too busy" to do what is necessary.

A winner goes through a problem;  
A loser goes around it, and never gets past it.

A winner makes commitments;  
A loser makes promises.

A winner says, "I'm good, but not as good as I ought to be;"  
A loser says, "I'm not as bad as a lot of other people."

A winner listens;  
A loser just waits until it's his turn to talk.

A winner respects those who are superior to him and tries to learn something from them;  
A loser resents those who are superior to him and tries to find chinks in their armor.

A winner feels responsible for more than his job;  
A loser says, "I only work here."

A winner says, "There ought to be a better way to do it;"  
A loser says, "That's the way it's always been done here."

# AN AGENDA TO LIVE BY

## 1. CHARACTER

Honesty – Loyalty – Respect – Unselfishness  
Self Understanding and Evaluation  
Stand for Something – Have the Courage of your Convictions  
Class

## 2. SET GOALS

Desire – Determination – Dedication  
Enthusiasm – Love your Sport  
Commitment to Excellence  
Courage to Succeed

## 3. PREPARATION

Hard Work – Sacrifice  
Discipline – Organization – Consistency  
Change your Weakness into your Power  
Practice it the Right Way

## 4. PRE-GAME

Faith  
Positive Mental Attitude  
Confidence  
Inner Arrogance  
Have Fun

## 5. THE GAME

Don't Apologize for Trying to Win  
Don't be Afraid to Fail  
Leadership – Teamwork  
Concentration – Poise  
GO FOR IT  
Extra Effort  
Welcome Competition – Challenge yourself

## 6. OVERTIME

Conditioning  
Thrive on Pressure  
Mental Toughness  
Never Quit  
Pride

## 7. POST GAME

Are you Strong Enough to Handle Success?  
Are you Strong Enough to Handle Critics?  
Are you Strong Enough to Handle Adversity?  
Accept Responsibility – Don't Make Excuses  
Perseverance – Persistence

## 8. THE GAME OF LIFE

Leave Something Behind  
Get an Education of the Mind  
Use Common Sense  
The Same Principles of Football Apply to Life  
The Challenge Never Ends

## 2002 KEYS TO WINNING

1. ELIMINATE ALL ATTITUDE PROBLEMS.
2. TEAM – UNSELFISHNESS.
3. TAKE NOTHING FOR GRANTED.
4. GREAT LEADERSHIP.
5. GREAT DISCIPLINE.
6. COMPLIANCE WITHOUT COMPLAINT (TEAM RULES AND REGULATIONS).
7. ACCEPT THE RESPONSIBILITY FOR WINING AND LOSING.
8. MAKE WINNING IMPORTANT AND LOSING INTOLERABLE.
9. GREAT CONDITIONING.
10. IMPROVE FUNDAMENTALS.
11. PRACTICE TO WIN THE FOURTH QUARTER.
12. PRACTICE LIKE YOU MUST PLAY TO WIN:  
WITH GREAT EMOTION – EFFORT – EXECUTION.
13. PRACTICE DAILY TO BEAT OSU & TEXAS.
14. HONESTY/TRUSTWORTHY – OUR WORTH AS A HUMAN BEING IS BASED ON THESE TWO THINGS. AM I AN HONEST PERSON? CAN MY TEAMMATES TRUST ME?
15. ACCOUNTABILITY – I WILL HOLD MYSELF AND MY TEAMMATES ACCOUNTABLE TO THIS TEAM.

## **DEFENSIVE TEAM GOALS FOR 2002**

### **"TAKE THE NEXT STEP"**

- 1. LEAD THE LEAGUE IN TOTAL DEFENSE.**
- 2. WIN THE 4<sup>TH</sup> QUARTER.**
- 3. BEAT OSU & TEXAS!!**
- 4. WIN THE BIG 12 – SOUTH DIVISION.**
- 5. WIN THE BIG 12 CHAMPIONSHIP!!!**
- 6. WIN A BOWL GAME.**

### **HOW?**

- 1. FUNDAMENTALS AND TECHNIQUES.**
- 2. BIG PLAYS – WE NEED PLAYMAKERS AT EVERY POSITION.**
- 3. AGGRESSIVE PLAY.**
- 4. DEPENDABILITY (NO EXCUSES)!**
- 5. CONSISTENCY (CONCENTRATE ON EVERY PLAY.)**
- 6. LOVE YOUR TEAMMATES.**
- 7. HAVE FUN!**

## **UNIVERSITY OF OKLAHOMA DEFENSIVE GOALS FOR THE FALL OF 2002**

1. Hold opponents to 14 points or less.
2. Hold opponents to 275 total yards or less.
3. No plays over 25 yards.
4. Must make 14 big plays.
5. Score or set up a score (inside the 40 yard line).
6. Stop third and short (40%).
7. Stop third and long (70%).
8. Great Goal Line Defense (80%).
9. Sack QB 1 of 10 passes.
10. Intercept 1 of 15 passes.
11. WIN 4<sup>th</sup> Quarter.
12. Totals.

## LINEBACKER PLAN TO ACHIEVE GOALS

### FALL 2002

<u>SMART</u>	SPECIFIC:	Clean-cut; What is it that you want to accomplish?
	MEASURABLE:	Are you a #1? Did you miss any tackles? Any mental mistakes?
	ATTAINABLE:	Are you capable of reaching goal?
	REALISTIC:	Set no limitations, but be reasonable; Can you visualize goal?
	TIMELY:	Must be prepared to seize the opportunity when it presents itself.

### WANT TO ACTUALLY ACCOMPLISH YOUR GOALS? YOU MUST VALUE THE THREE "D'S

1. DESIRE: The essence of learning. It establishes exactly what you want.
2. DEDICATION: The price you have to pay to get what you want.
3. DETERMINATION: If desire is what we want and dedication is the price we pay to get what we want, then determination is what keeps us there.

## LINEBACKER GOALS FALL 2002

1. Play with an ATTITUDE - BELIEVE YOU ARE THE BEST - ENVISION GREATNESS.
2. LOVE YOUR TEAMMATES - We are all in this together.
3. Practice, Play, and Lead Unselfishly - We will only go as far as you take us.
4. Develop a quality 2 deep at each position. Be prepared to battle and go to war every day!
5. Play Tough! Increase level of physical and mental toughness, discipline and consistency.
6. Develop solid leadership from group as a whole. (Character, Work Ethic, Pride)
7. We must be the surest tacklers on the field - No Missed Tackles!
8. Play Hard! We must be RELENTLESS on pursuing the football - NO LOAFS!
9. Play Smart! Mental mistakes will cost us a game - No Mental Mistakes!
10. No more than 2 blocks per game. Use face, hands, separation - Stay on Your Feet.
11. Playmakers will be on the field - at least 10 tackles per game. If you can't make plays, you won't play!
12. MUST BE VISCIOUS HITTERS!!! - You must enjoy contact. All great LB's have a Mean Streak.
13. We must be great in our underneath help in the passing game (Quick Slants / Digs).
14. We must be great in our defense of the option game - Alley players must get to the alley!!
15. Be a Difference Maker - 3 big plays per game.  
(Timely Blitzes / Beating a Blocker / Relentless Attitude)  
a. Crucial 3<sup>rd</sup>/4<sup>th</sup> down stop                          d. Batted Ball  
b. QB Sack    e. Caused Fumble  
c. Interception
16. Improve our SAM LB Tech. Vs TE. (Reach, Down, Boot, Scoop, Base, Release)
17. Run Downhill: Attack Mode.
18. Play with great Punch & Pad level. Stay Square.
19. Must prepare mentally to play 75 snaps every game for 14 games.
20. We must be a "strength" not a "liability". We must earn everyone's respect -  
Right now, we have None!
22. Be the Leaders of the "Most Feared Defense" in the Country.
23. Give it all you've got every Rep / every Practice / every Game!

GATA!!!

## DB GOALS – FALL 2002

1. Have total commitment & accountability to this team.
2. We must play with more attitude and confidence.
3. Be great leaders. Lead by work ethic and attitude.
4. Develop a Big-12 2-deep at all positions.
5. We must disguise all our looks.
6. Improve our m/m techniques.
7. Improve our tackling. This helped win a National Championship!
8. Communicate every snap. No mental busts. (Eliminate mistakes.)
9. Improve our run support with corners off crack splits and crack motion.
10. Eliminate big plays. Great communication, run support, technique, hustle and tackling.
11. Corners must read WR splits every snap!!!
12. Must have total knowledge of the Defense, Zone Blitzes, M/M Blitzes, Ace Checks, Dime Coverages and adjustments.
13. Improve our Dime Packages. We must be great on 3<sup>rd</sup> down.
14. We have to be physically and mentally tougher. NO EXCUSES.

## UNIVERSITY OF OKLAHOMA DEFENSIVE END GOALS – FALL 2002

1. Become strong leaders for our defense on and off the field.
2. KNOW your JOB and DO your JOB!
3. Become physically and mentally tougher. We MUST be tougher than ALL our opponents.
4. Develop a tougher – more determined attitude on the road.
5. Become great TEAM PLAYERS. The team is more important than anyone. Be willing to sacrifice for the good of the TEAM.
6. Jump the ball!! Get off on the snap!!
7. Play with “reckless abandon”. Be intense and aggressive on every snap. Play each play like it is your last.
8. CHASE THE BALL!! Pursue with passion! You may save a touchdown with great pursuit effort.
9. Always know “the call”. Execute perfectly.
10. Play with hat and hands – never “catch” blocks. Attack the LOS.
11. Attack the blocker. Attack and “go through” the blockers – especially Running Backs and pulling linemen.
12. Always keep leverage – do not lose contain.
13. No missed tackles – We must be great tacklers.
14. Pressure the QB – We must be great pass rushers – If we do not sack the QB we must collapse the pocket and stay “in the window”.
15. We must master our zone blitzes. Know your assignment and know your adjustments. We must execute perfectly!!
16. Improve our pass rush techniques. We must become better at club & rip and club & arm over. We must learn to “open” our hips toward the QB.
17. Improve our “Rip” stunts. We must get more penetration and always protect ourselves from getting “washed down”.
18. Know your opponent – study him during the week – know his strengths and his weaknesses. Know his likes and his dislikes.

## GOALS OF THE DEFENSIVE TACKLE – FALL 2002

- 1) A great defensive line sets the tempo of the game.
- 2) A great defensive line is the foundation of a great defensive team.
- 3) A great defensive line will out-tough, out-hit the opponent and enable us to win in the fourth quarter.
- 4) A great defensive line will improve our run technique with the use of hands and foot work.
- 5) A great defensive line plays every play like it's the last and most important one of the game (100% effort).
- 6) A great defensive line will improve own *Pass Rush Techniques* from the spring.
- 7) A great defensive line knows the assignments for the nose and tackle positions.
- 8) A great defensive line knows the defense and does the assignments on the way to the ball. MOVE - RUN - MOVE - RUN
- 9) A great defensive line does practice drills as hard as possible.
- 10) A great defensive line maintains reckless pursuit and is never denied getting in on the play.
- 11) A great defensive line plays together, enabling us to play great team defense.
- 12) A great defensive line executes stunts, games, and blitzes properly, which may free a teammate to make a big play. (TEAM)
- 13) A great defensive line communicates the backfield sets and line splits.
- 14) A great defensive line provides a violent pass rush and never gives the QB an unmolested passing lane.
- 15) A great defensive line uses proper tackling techniques and never misses. (Don't waste your effort.)
- 16) A great defensive line has superb take-off on every snap.
- 17) A great defensive line knows their opponent through diligent film study.
- 18) A great defensive line maintains good practice habits. Concentration, awareness, and a good enthusiastic tempo helps us to improve.

## **SIX FUNDAMENTAL MUSTS FOR DEFENSIVE LINE, ENDS, AND INSIDE LINEBACKERS**

These six fundamentals are the basics of being a good, sound defensive football team. These must not be violated.

1. Shoulders square.
2. Gapside arm and leg free.
3. Pads out over your toes.
4. Keep a base.
5. Penetrate, jump the ball with low pad level.
6. Hit with your hat, hands, and shoulders.

**THESE SIX FUNDAMENTALS WILL IMPROVE US 100%**

## DEFENSE PRACTICE POLICIES

These are rules to follow while on the practice field. These are all important to having a good practice and acquiring winning habits. Remember – you play like you practice.

1. When defensive teams are interchanging, jog all the way to the sideline or the yard mark designated by the coach. Same goes for team coming in.
2. Nothing is dummy. If not live, form tackle and wrap up. Everybody comes to the ball full speed. The key phrase is high and hard.
3. Always wear all equipment, mouth pieces must be in place when play is in.
4. If injured and can't practice you are still expected to be at every meeting.
5. No fighting or hassling when going against our offense. We are all one team.
6. No player gets on another player if he makes a mistake. That is what coaches are for.
7. Our offensive scout team will give us a good picture and we will demand a lot out of them. Consequently, show them respect as they are helping make us a better defense.
8. Holler "OSKIE" whenever ball is intercepted and team breaks to get in front of ball carrier.
9. Holler "BALL" whenever the ball is fumbles and break for the ball. Recover it.
10. Take a knee. Do not sit or lay on ground.
11. Button chin strap whenever in any football related drill.
12. Take pride in being on the practice field. We cannot get better with people missing practice. You owe it to your teammates to be there even when it's tough. This kind of attitude will make us great.
13. Come each day to get better. Control your mind. We must improve every day! We cannot have a bad practice. Encourage your teammates and challenge each other to practice to be great.
14. Play each play in practice as if it were the only play. Then play on the next one the same way. One play at a time.

## TIPS TO BECOME CHAMPIONS

Never complain to officials; you will lose concentration and it will affect our play.

Realize the difference of winning and losing often lies in the failure to do the little extra things.

The "dissenters" i.e., whisperer, moaner, second guesser, etc., are the biggest detriments to a team. They hurt the overall performance of a team and can hurt the cohesiveness of a team. "Dissenters are losers!" Loyalty is of paramount importance to our team's success.

Any defense can stop an opponent who must drive 80 yards! The attitude we approach turnovers with will determine success. Look at them as an opportunity to demonstrate how good we are.

Movement to the ball at full speed is the secret to making plays (great effort).

Communication prior to the snap and after the snap are a must to succeed!

Dumb penalties are committed by "dumb" players.

Do not expect to do well in a game if you do not practice hard – you will not improve without hard practice. You will play like you practice!

The weight room will make you stronger to perform better and limit injuries. It is an advantage in season that must be achieved if you expect to improve.

The kicking game determines at least three games a year. It makes a player a complete football player! Take pride in your contribution to the kicking game.

Explosive hitting is a must to be a champion!

Mental errors are not excusable.

Effort and knowing your assignment do not take physical skill.

The desire to be great and win comes from within. Do not expect anyone to motivate you.

Fourth quarter determines victory; you must be prepared to play it.

Think about making big plays; i.e., sacks, interceptions, fumble recoveries.

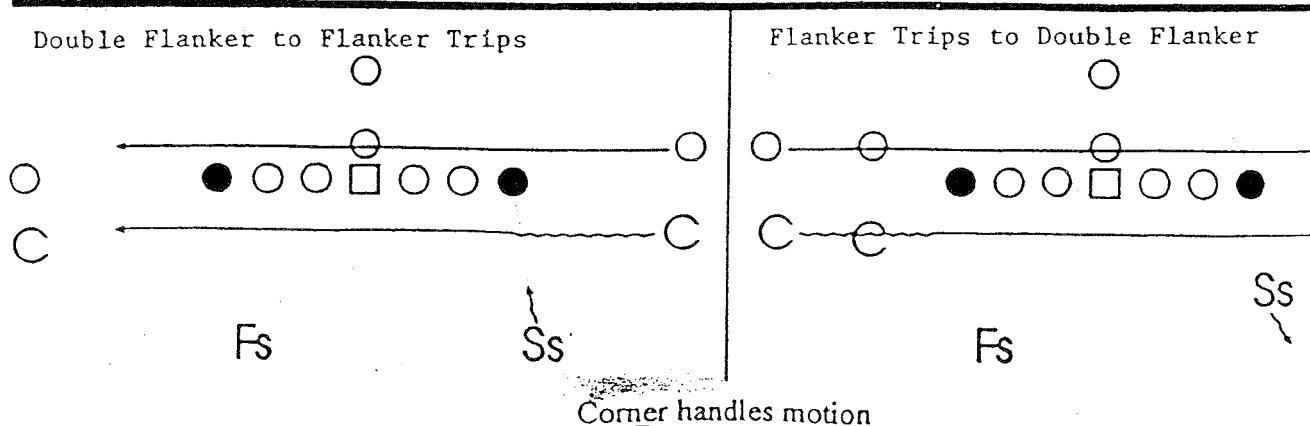
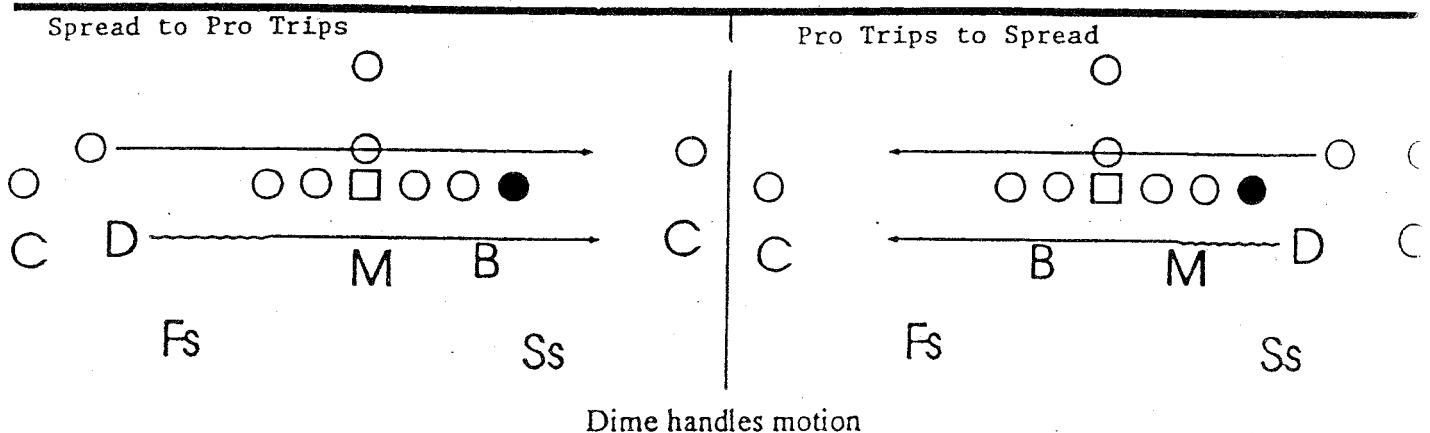
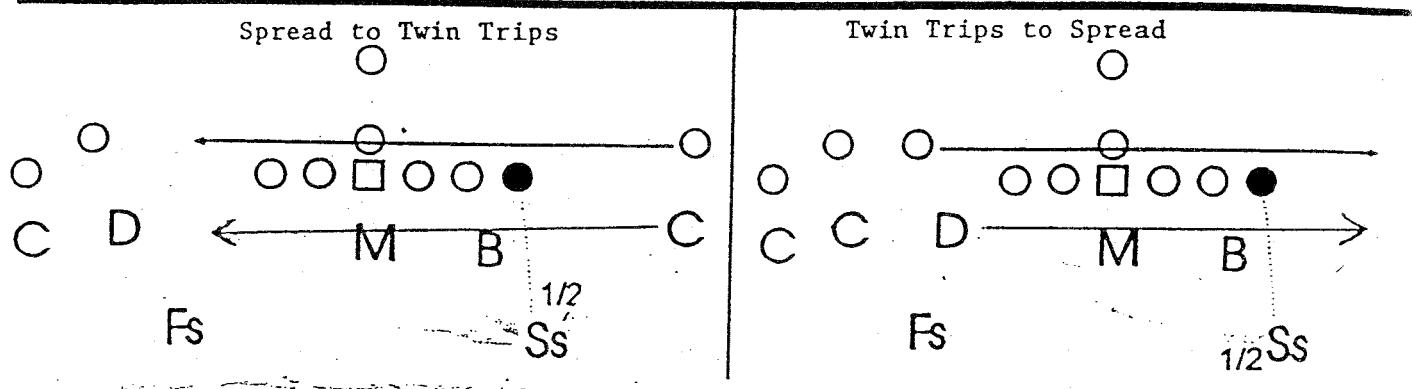
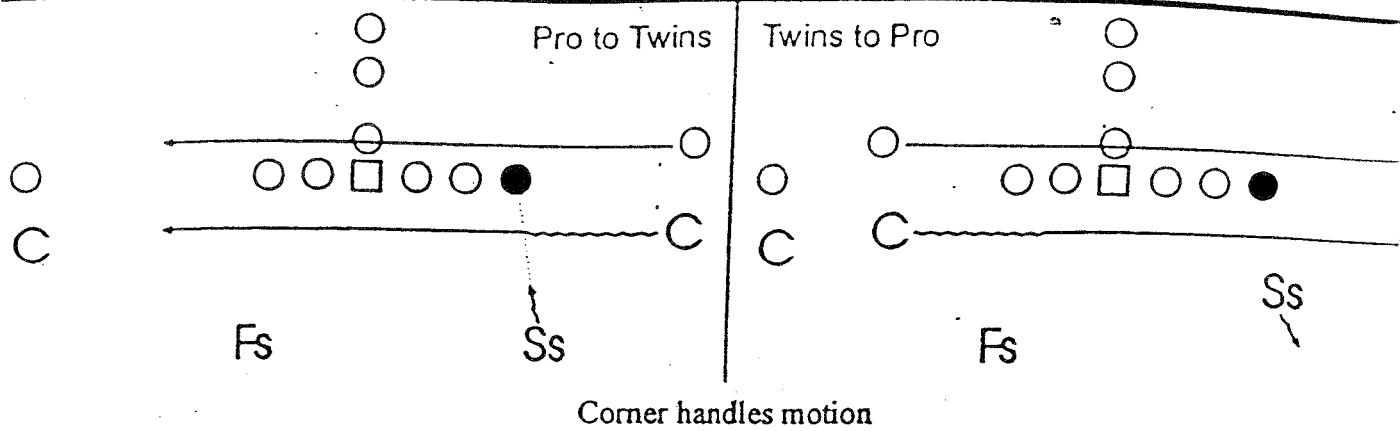
Missed tackles and "slips" are mental; if a player desires to make tackles and not slip, he will make the play. If he allows himself to fall down, it is a reflection upon his determination to win.

Be sure your equipment is functional – you never know the play in the game when you will be needed.

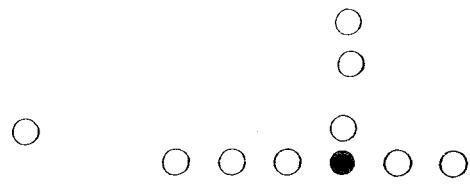
Do not abuse your body. Drugs, alcohol and smoking are your worst enemies and will force you out of football in time.

Defense and kicking have control over the outcome of any game (not offense). We are responsible for these phases of the game. There can be no excuse for a defeat. It rests on us.

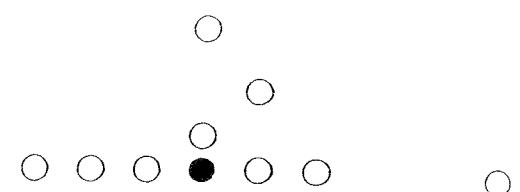
## Motion Adjustments from 1/2 Field Alignment



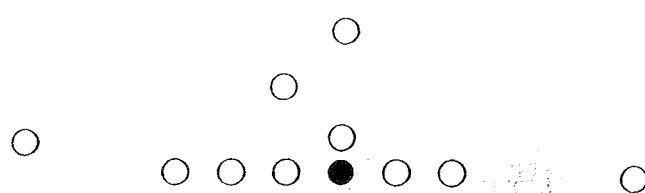
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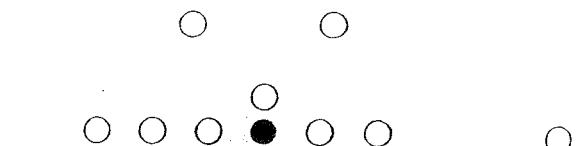
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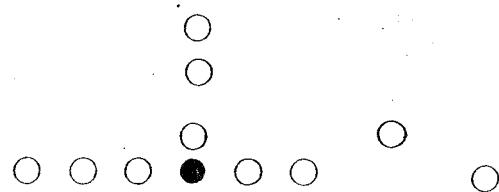
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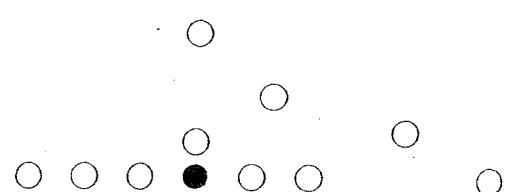
PRO NEAR



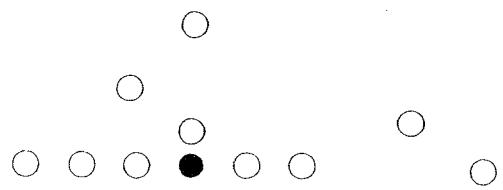
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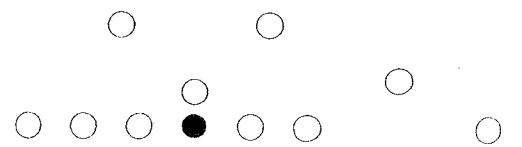
TWIN I



TWIN FAR

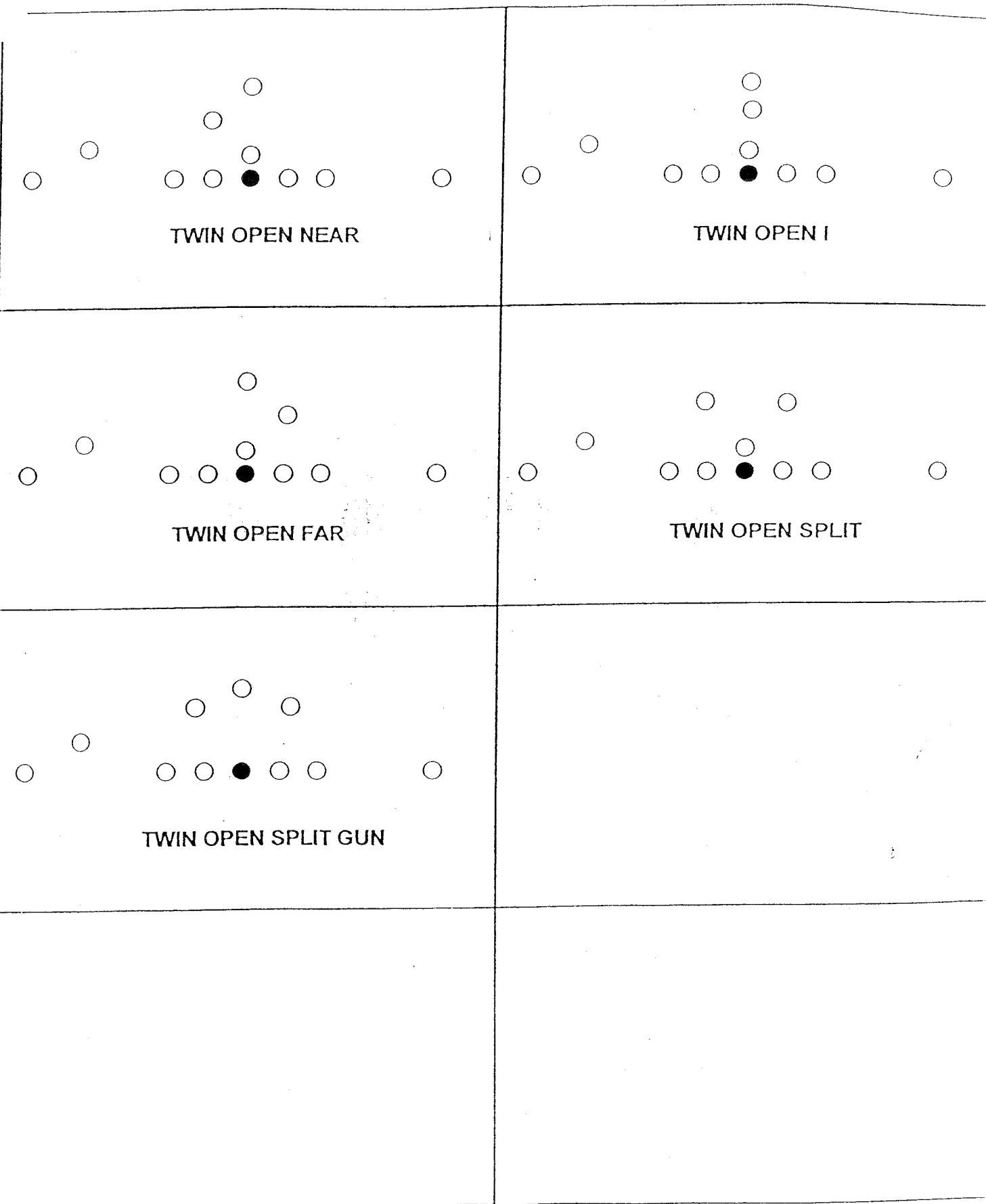


TWIN NEAR

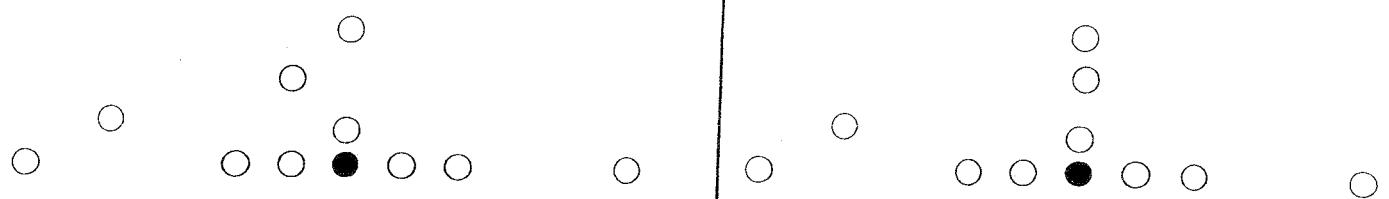


TWIN SPLIT

# 2BK 1TE 2WR

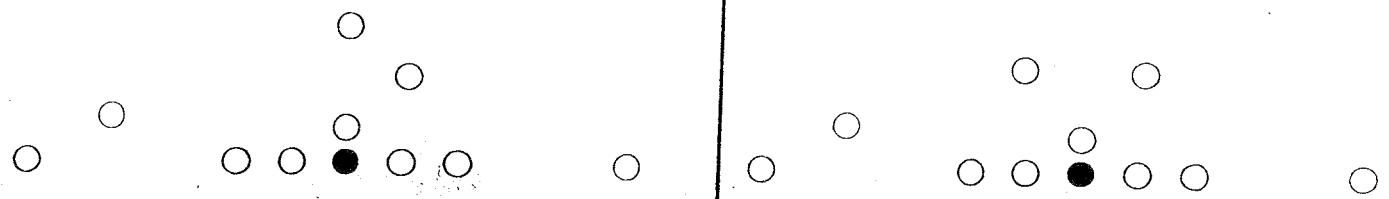


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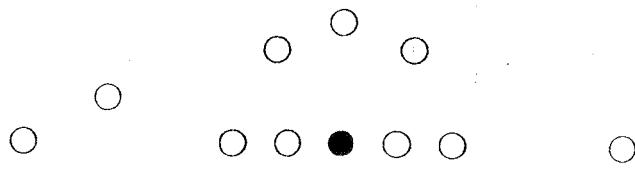
TWIN OPEN NEAR

TWIN OPEN I



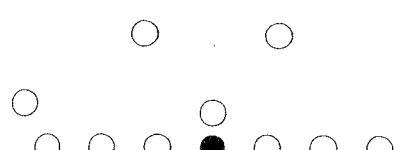
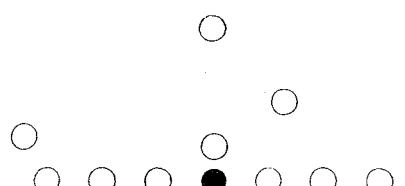
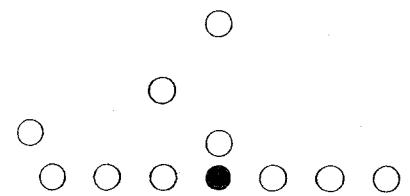
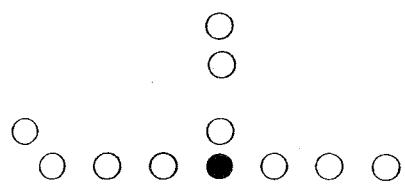
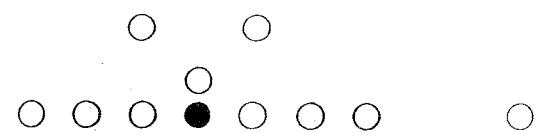
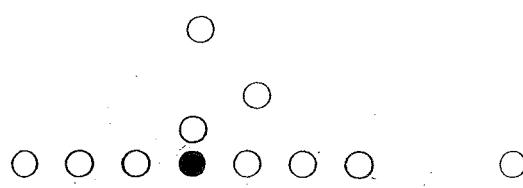
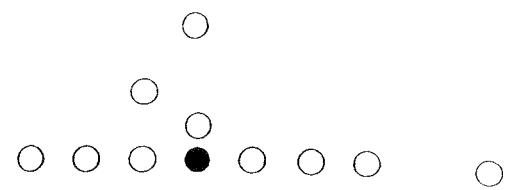
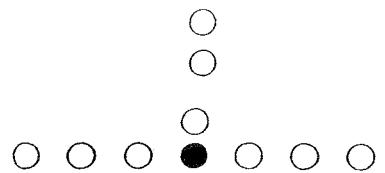
TWIN OPEN FAR

TWIN OPEN SPLIT

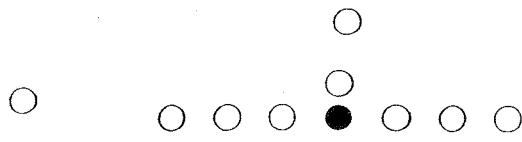


TWIN OPEN SPLIT GUN

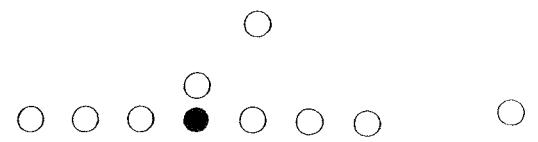
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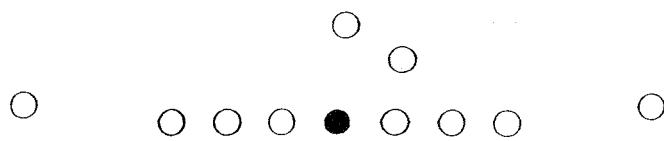
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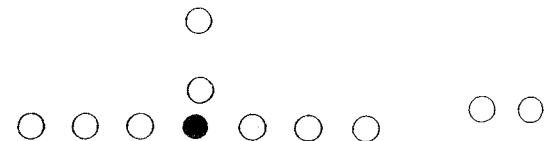
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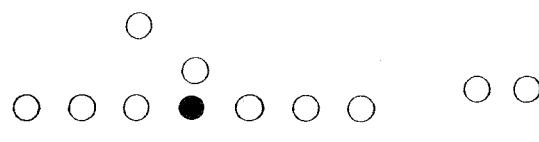
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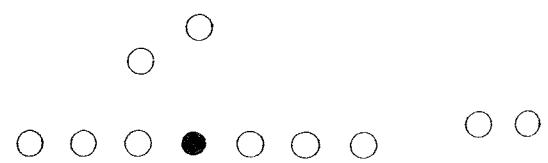
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FLANKER TRIPS

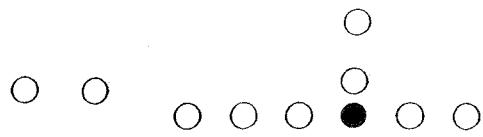


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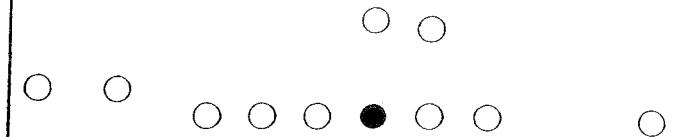


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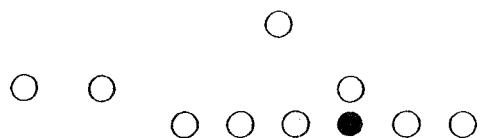
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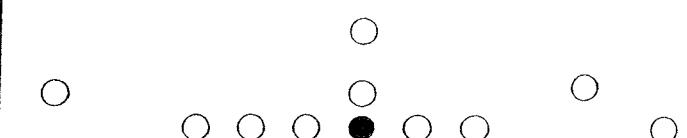
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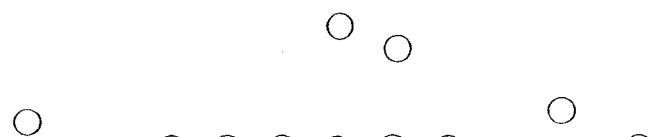
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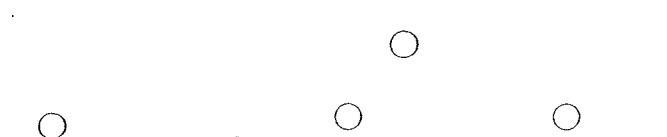
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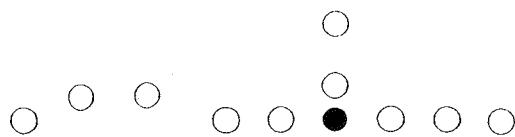
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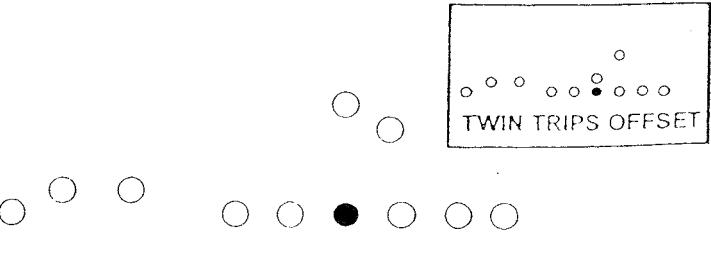
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SPREAD OFFSET

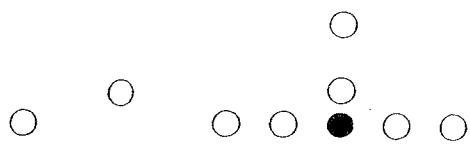


TWIN TRIPS

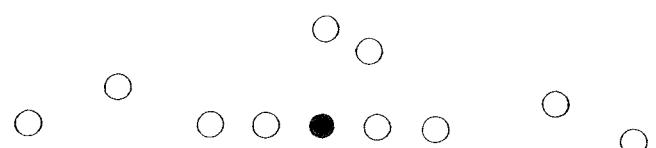


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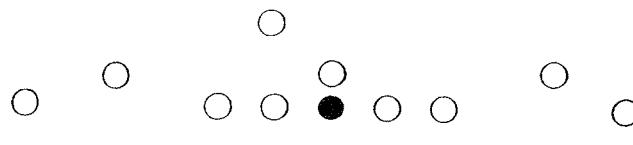
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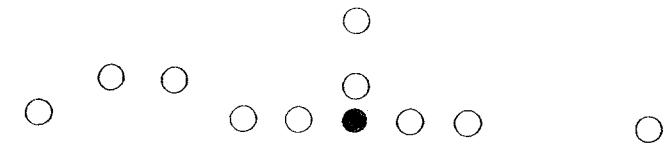
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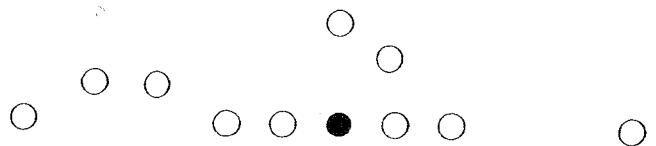
DOUBLE SLOT GUN



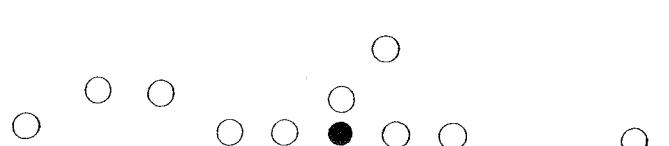
DOUBLE SLOT OFFSET



TWIN TRIP OPEN

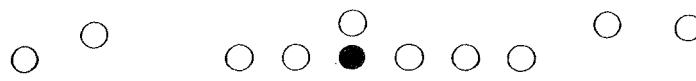


TWIN TRIP OPEN GUN

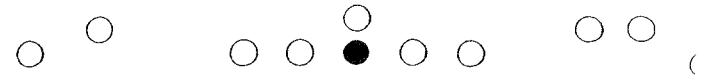


TWIN TRIP OPEN OFFSET

**EMPTY**



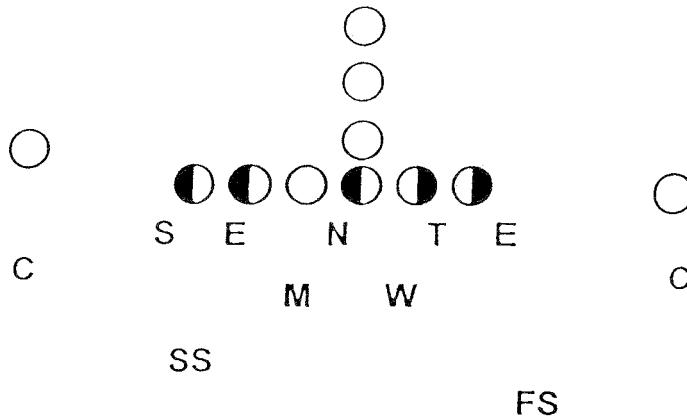
**EMPTY W/TE**



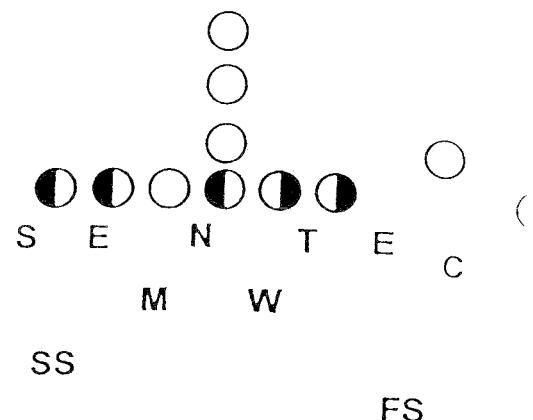
**EMPTY**

# EAGLE 43, 5, 3, BROWN, SILVER, PURPLE

## PRO I



## TWIN I



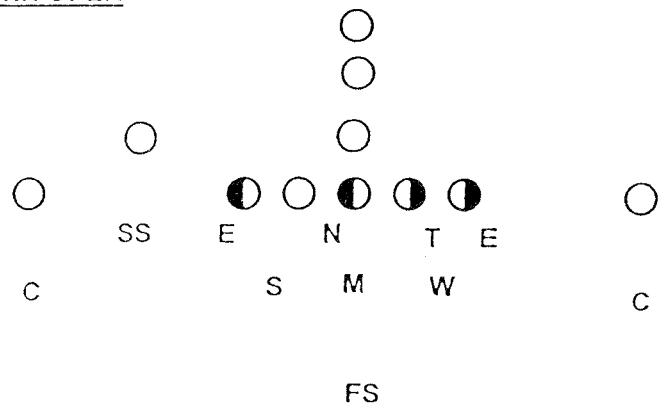
VARIATIONS: G, CHEAT, TIGER, LOCK, SPY, FIELD, STRONG

MOVEMENTS/TWISTS: NOSE, TAM, BLOOD, RIP, OPPOSITE, RIP, CRASH, PIRATE, TON, NOT, ECCO, TOUGH, TED, EX, TEX, EASY

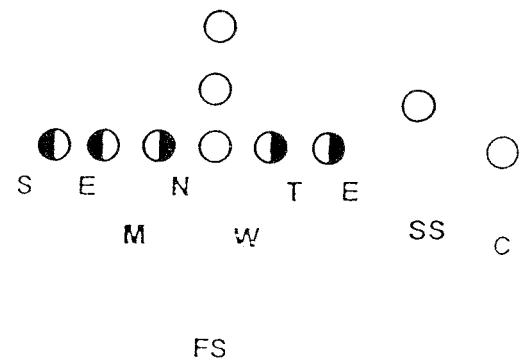
MAN BLITZES: SMACK, SLAM, WILL, FIRE, MUG

FIELD BLITZES: RIP DOGS, SLAM DOGS, STONE DOGS, ANGLE, FS BLITZ, G BLOOD WILL, G BLOOD CRASH, GROWL, CROSSFIRE (3/5).

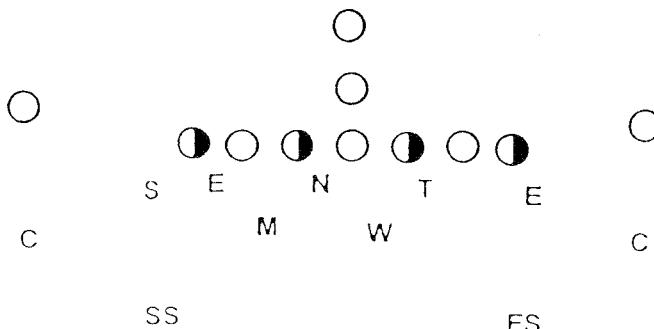
## TWIN OPEN



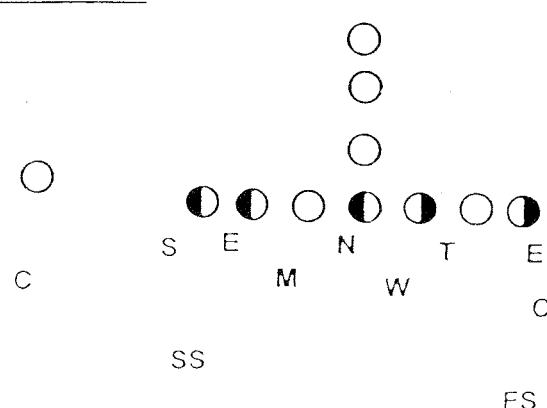
## SPREAD



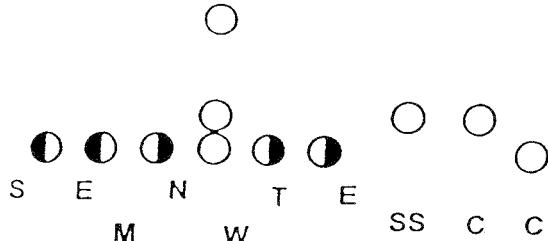
## DOUBLE FLANKER



## FLANKER I

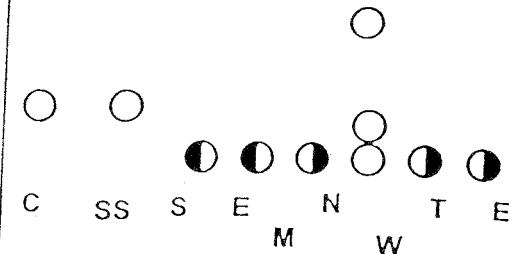


TWIN TRIPS

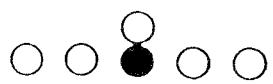
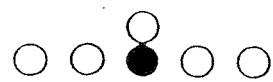
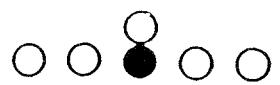
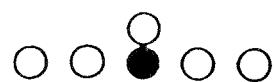
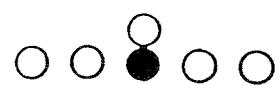
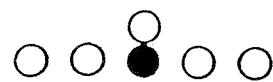


FS

PRO TRIPS



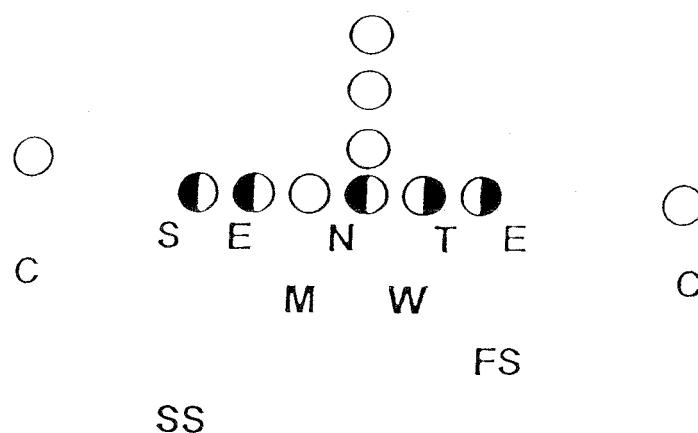
FS



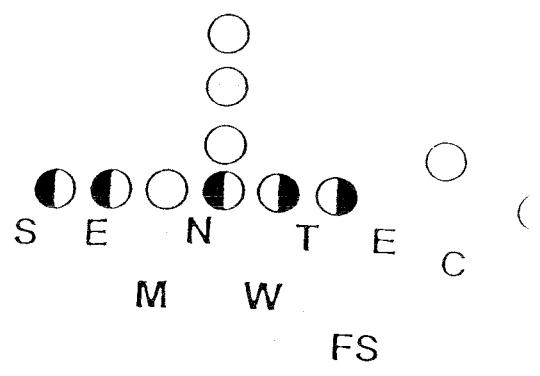


# EAGLE (WEAK) BROWN, 43

## PRO I



## TWIN I

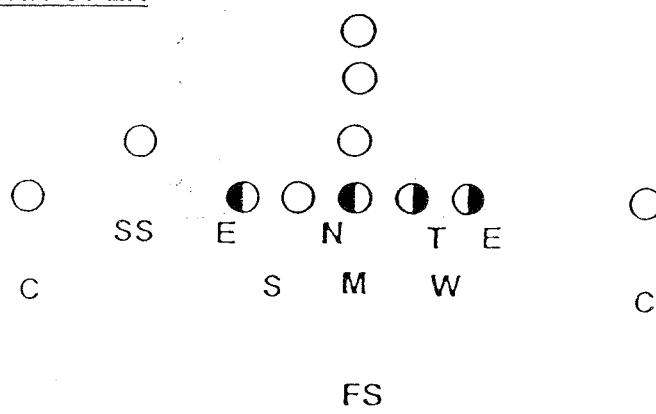


### VARIATIONS:

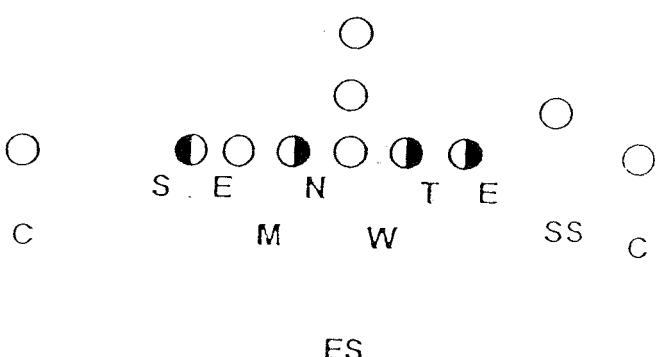
### MOVEMENTS:

### BLITZES:

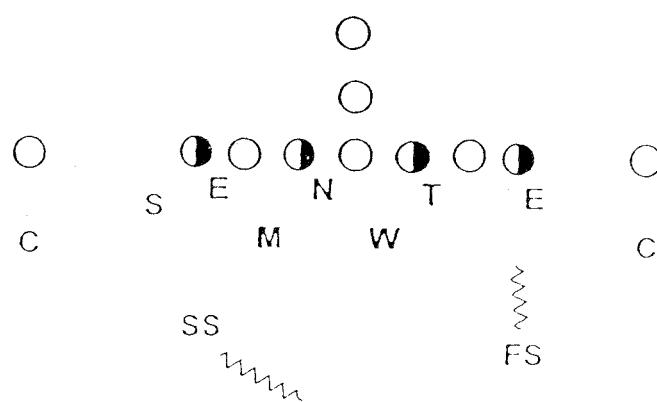
## TWIN OPEN



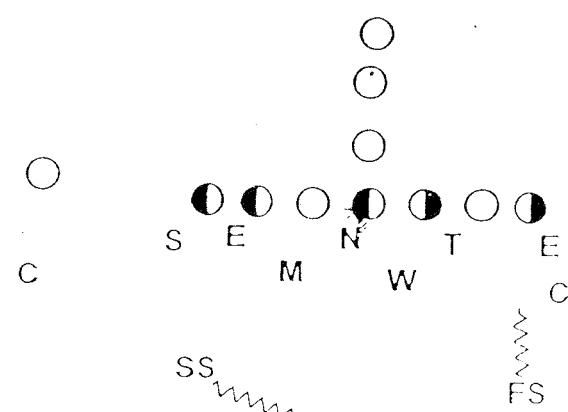
## SPREAD



## DOUBLE FLANKER

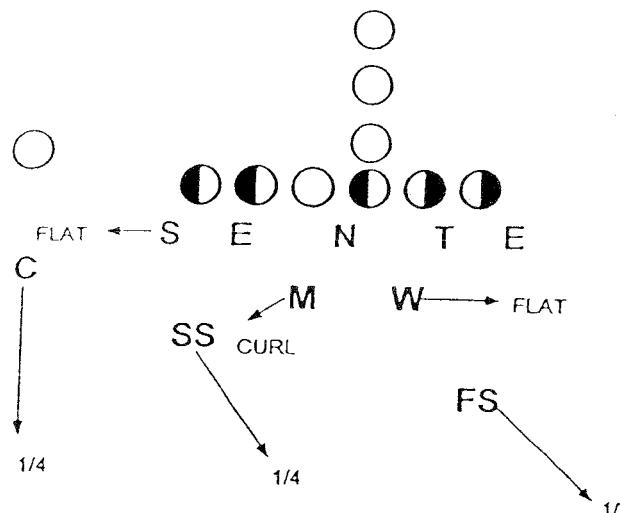


## FLANKER I

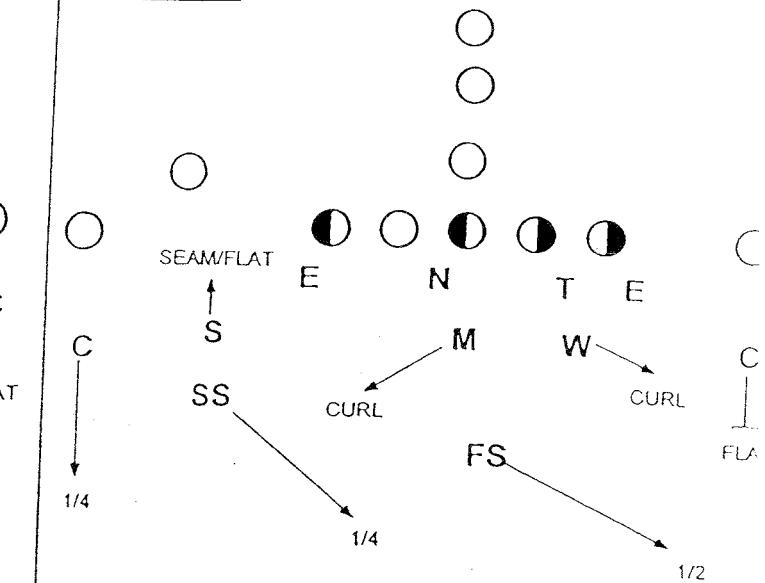


# EAGLE 43 CLOUD

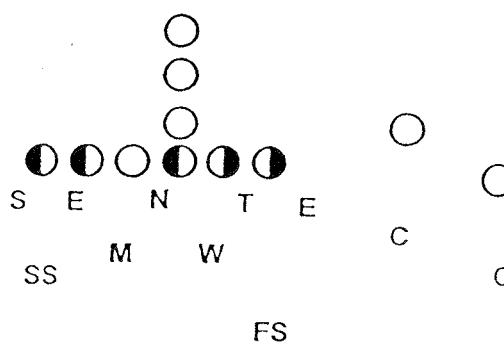
PRO I



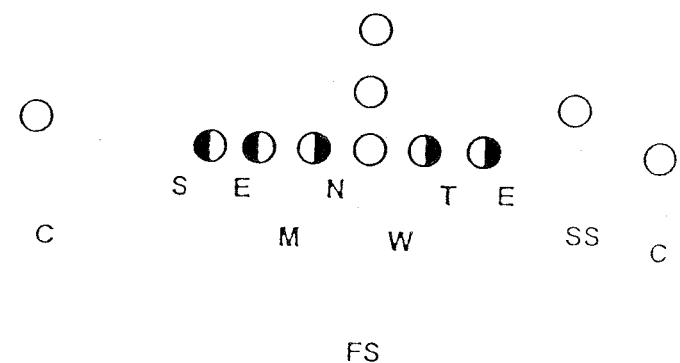
TWIN OPEN



TWIN I

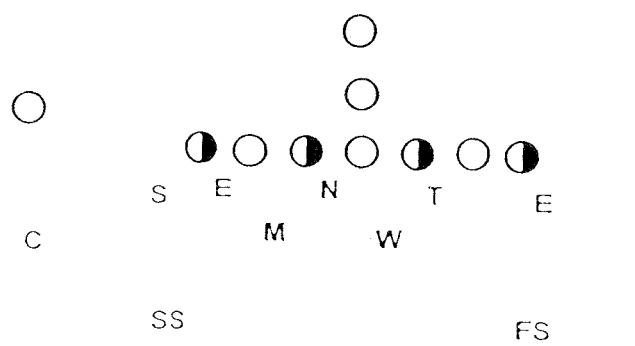


SPREAD

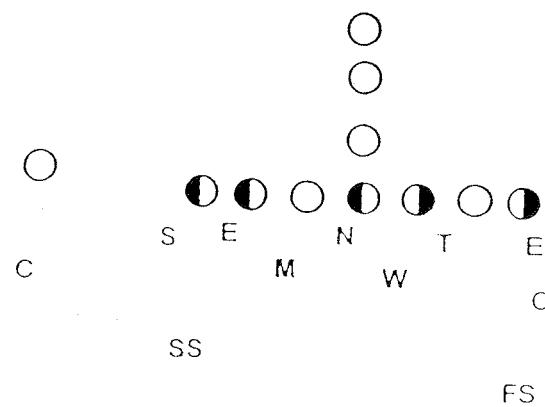


\*\*CHECK COVER 3

DOUBLE FLANKER



FLANKER I

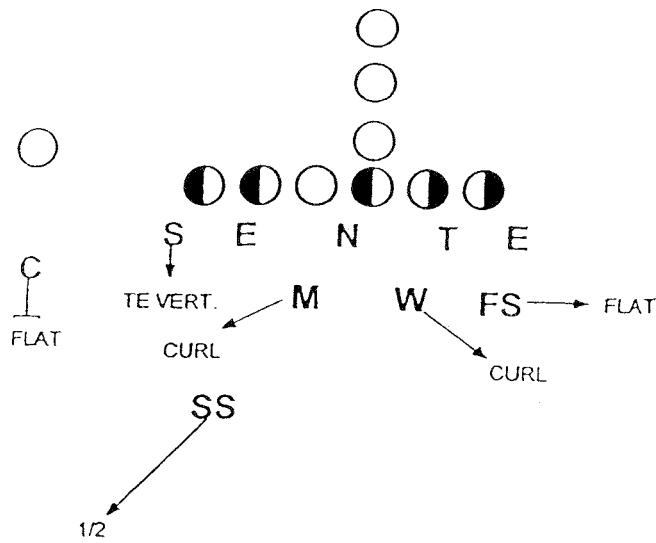


\*\*CHECK COVER 3

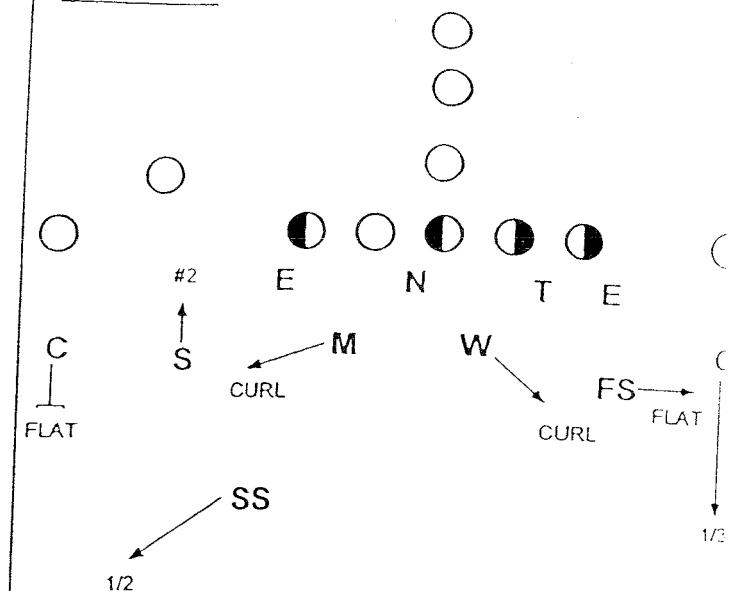
\*\*CHECK COVER 3

# EAGLE WEAK 43 ROLL

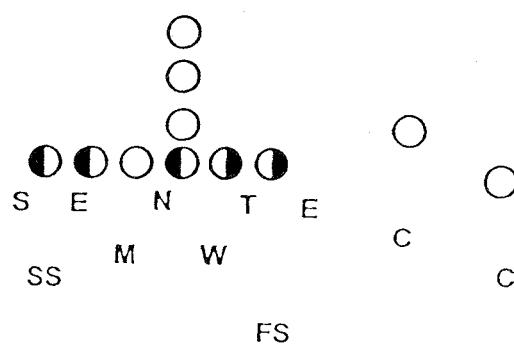
PRO I



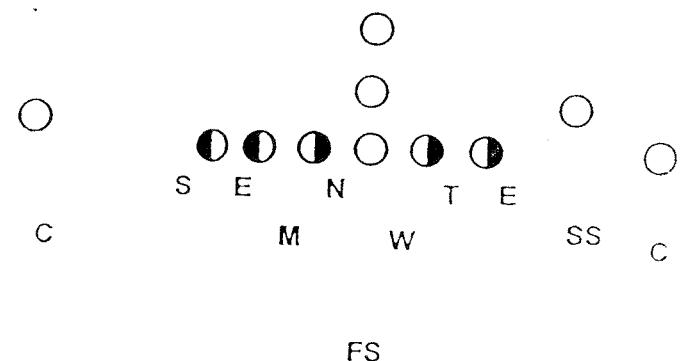
TWIN OPEN



TWIN I

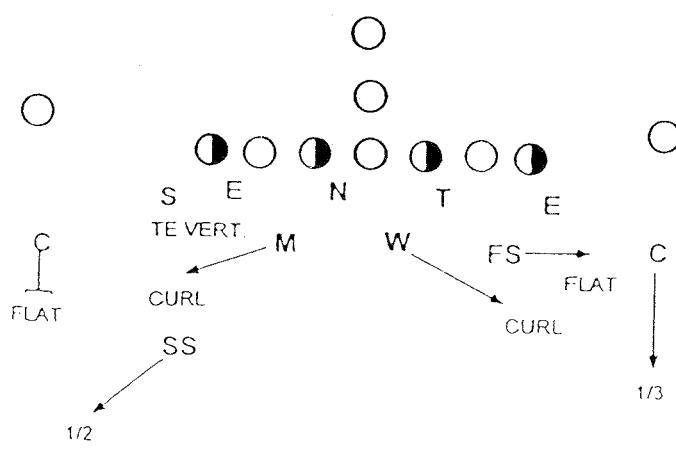


SPREAD

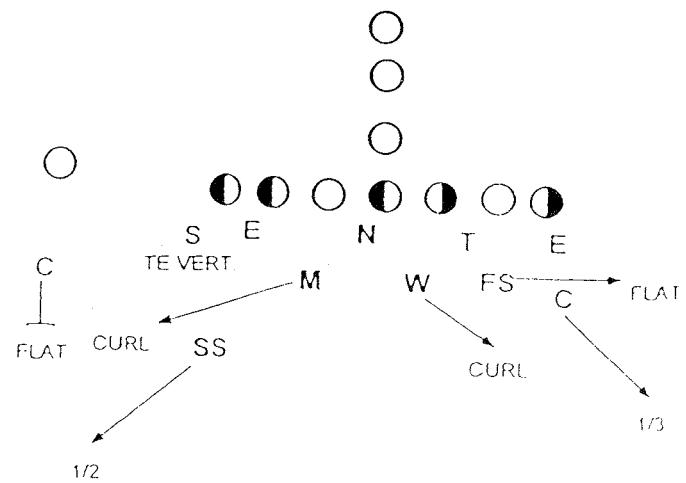


\*\*CHECK COVER 3

DOUBLE FLANKER

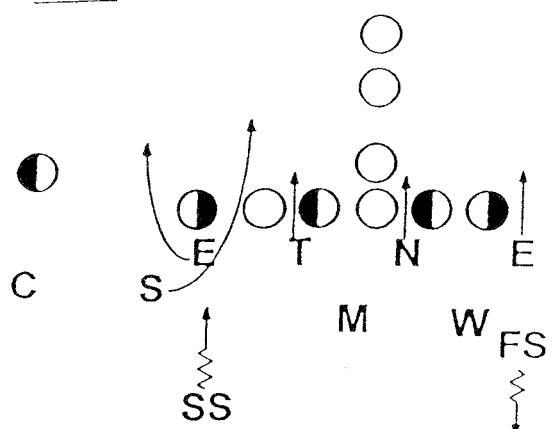


FLANKER I

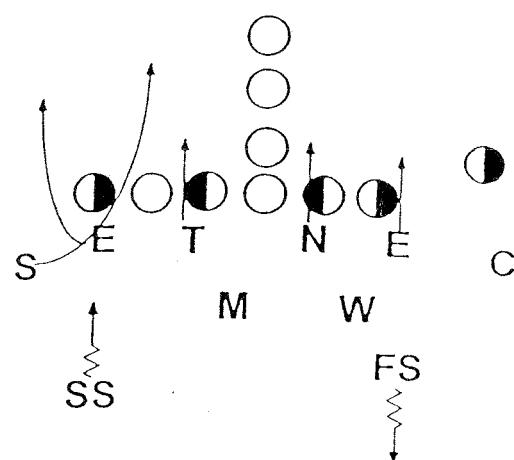


# OVER SWITCH STRONG (43, BROWN)

## PRO I



## TWIN I

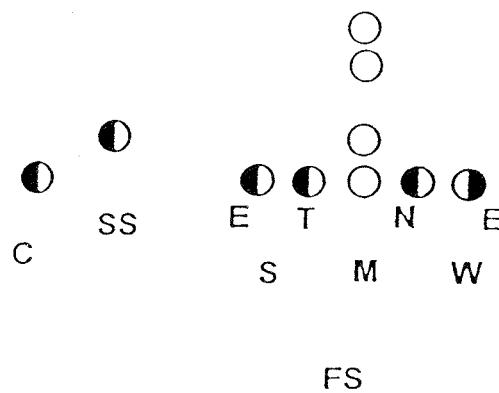


VARIATIONS:

MOVEMENTS:

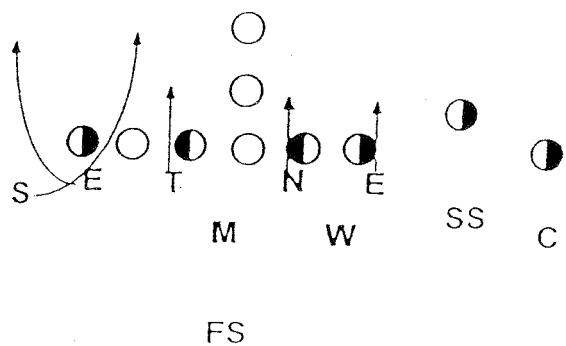
BLITZES:

## TWIN OPEN



\*\*\*WILL NOT RUN

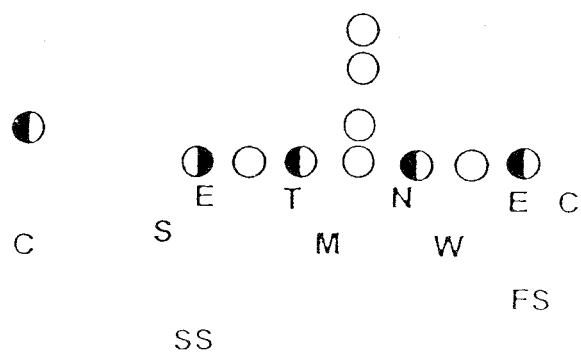
## SPREAD



FS

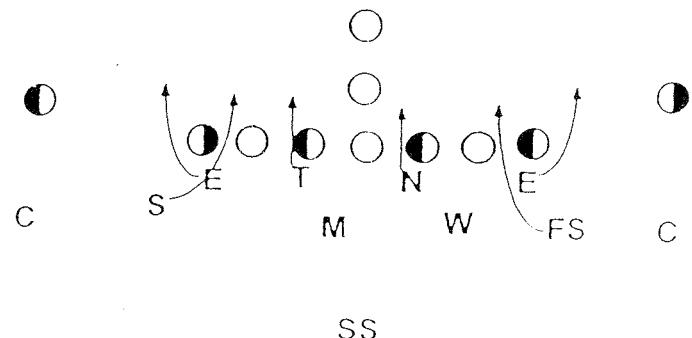
FS

## FLANKER I



\*\*\*WILL NOT RUN

## DOUBLE FLANKER



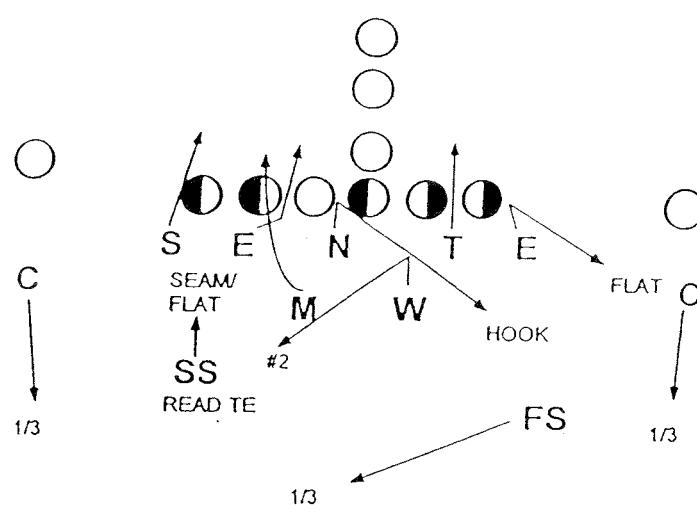
FS

SS

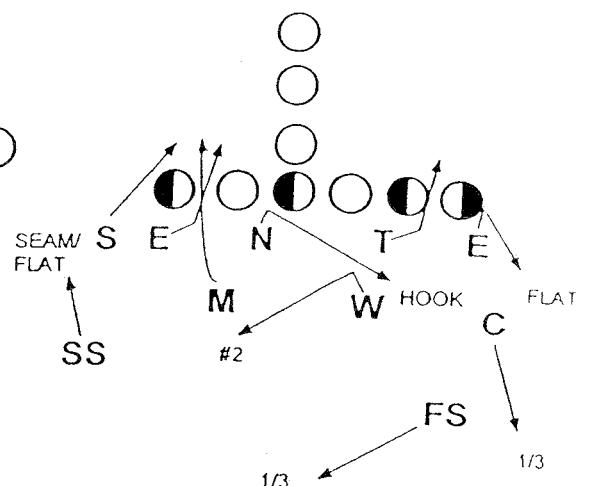
SS

# FIELD RIP DOGS 3 (CALL TO FIELD)

PRO I

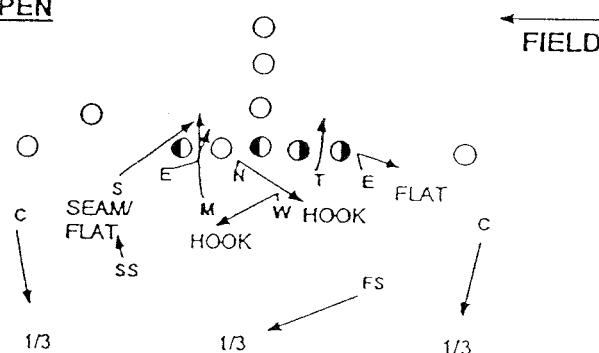


TWIN I

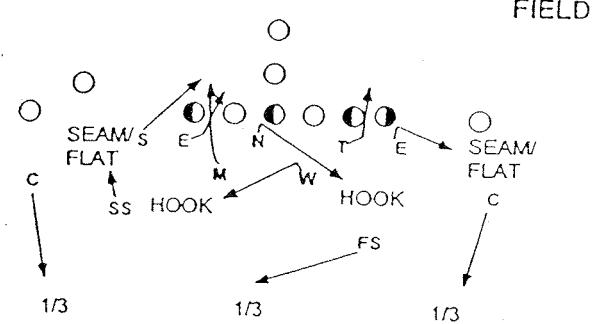


VARIATIONS: OPPOSITE; NG GOES OPPOSITE "A" AND DOES NOT DROP; GOOD VS THE RUN

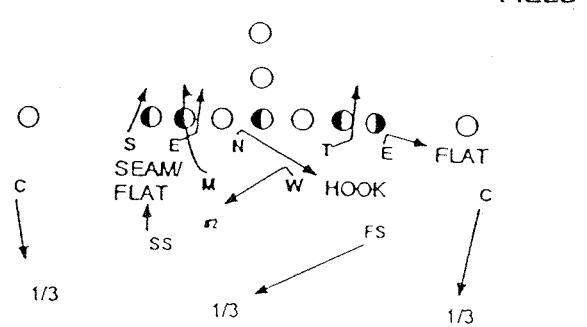
TWIN OPEN



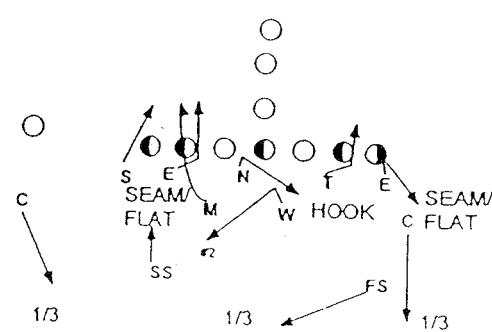
SPREAD



DOUBLE FLANKER

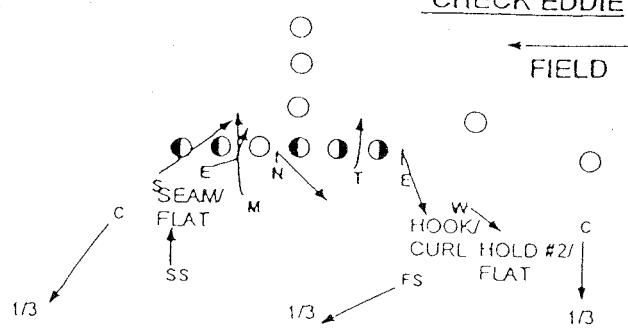


FLANKER I

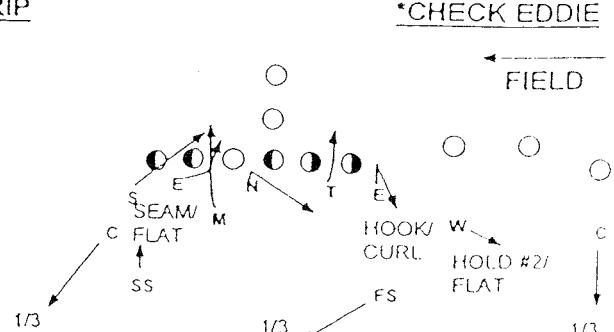


TWIN I

\*CHECK EDDIE



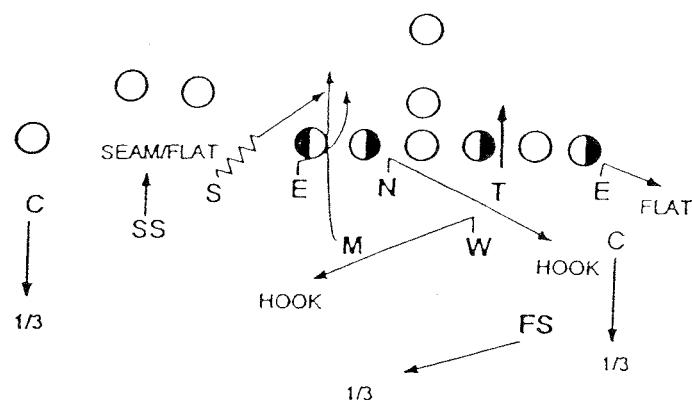
TWIN TRIP



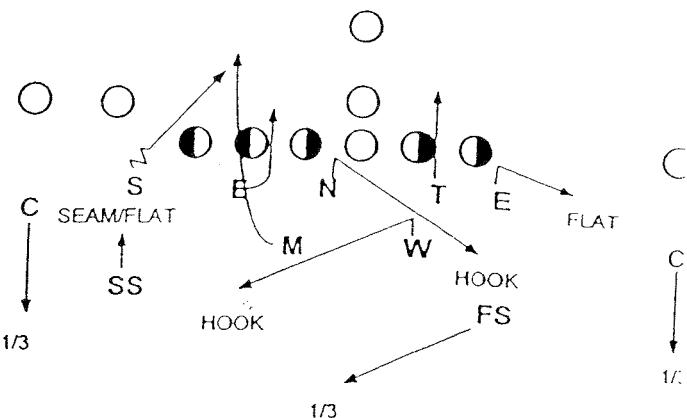
\*CHECK EDDIE

TWIN TRIPS

FIELD

PRO TRIPS

FIELD



# FIELD SLAM DOGS 3

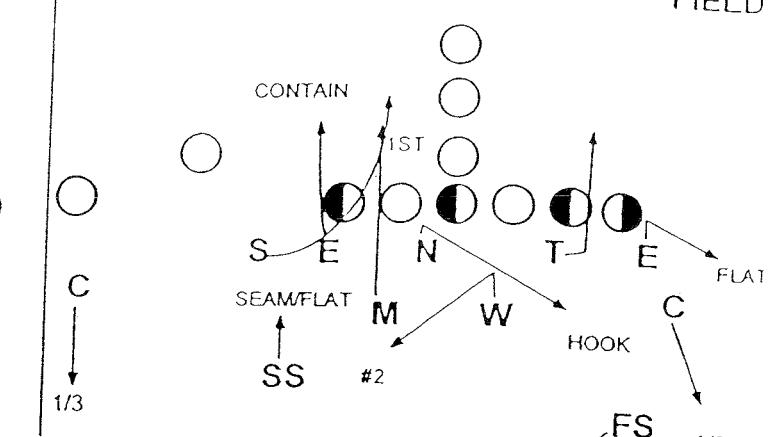
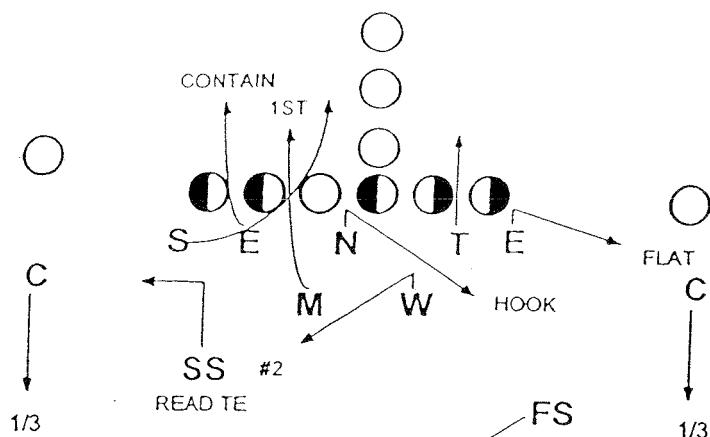
(CALL TO FIELD)

PRO I

FIELD

TWIN I

FIELD



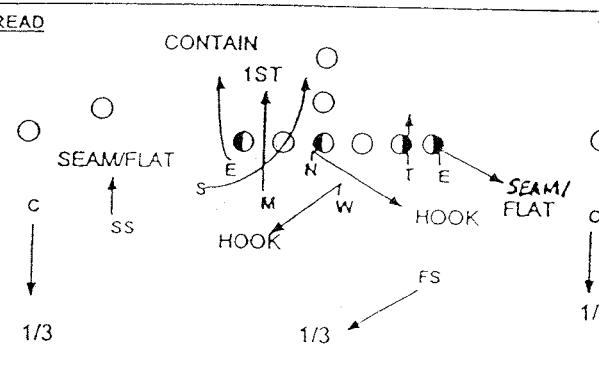
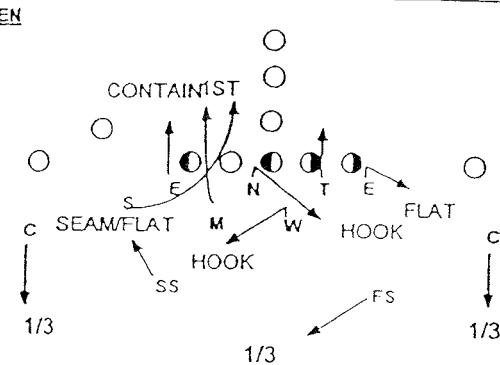
VARIATIONS: OPPOSITE; NG GOES OPPOSITE "A" AND DOES NOT DROP; GOOD VS THE RUN

TWIN OPEN

FIELD

SPREAD

FIELD

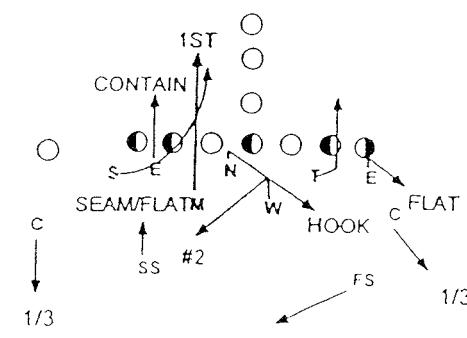
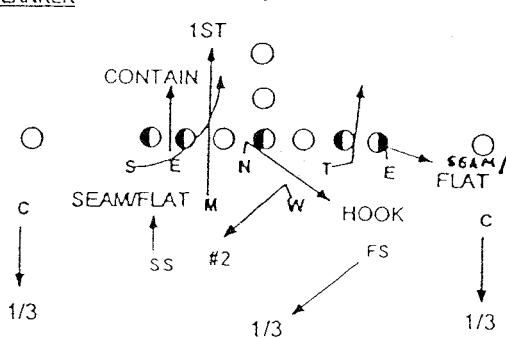


DOUBLE FLANKER

FIELD

FLANKER I

FIELD

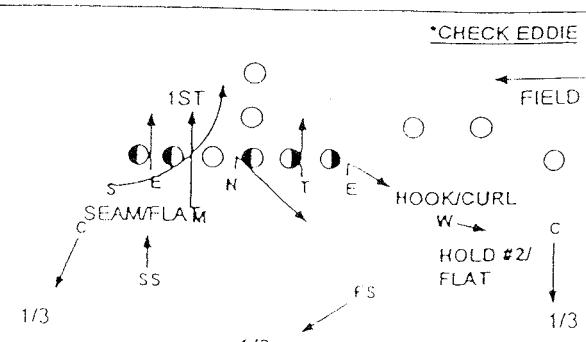
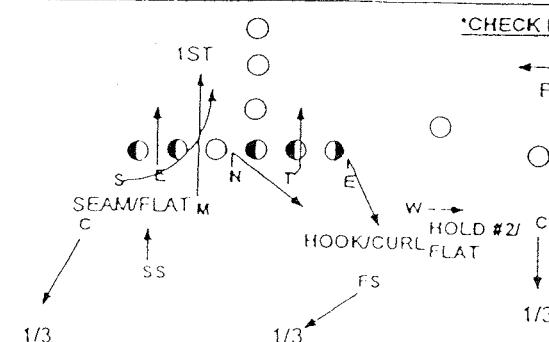


TWIN I

\*CHECK EDDIE

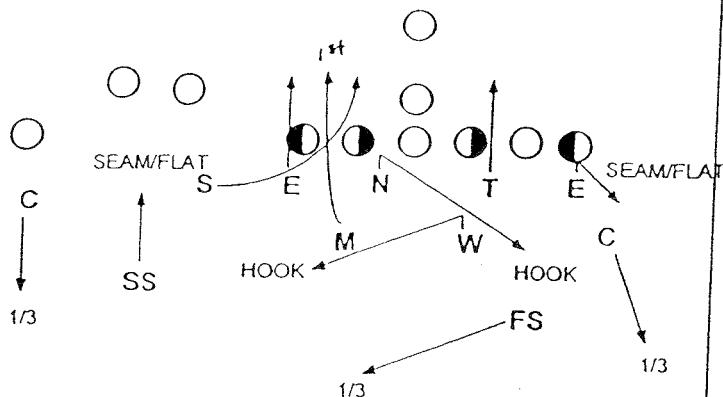
TWIN TRIP

\*CHECK EDDIE

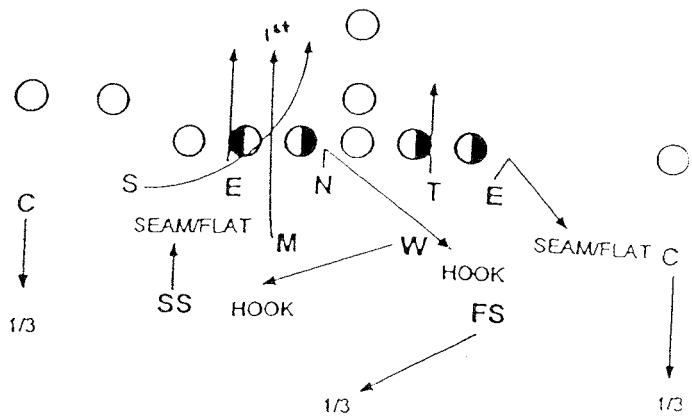


TWIN TRIPS

FIELD

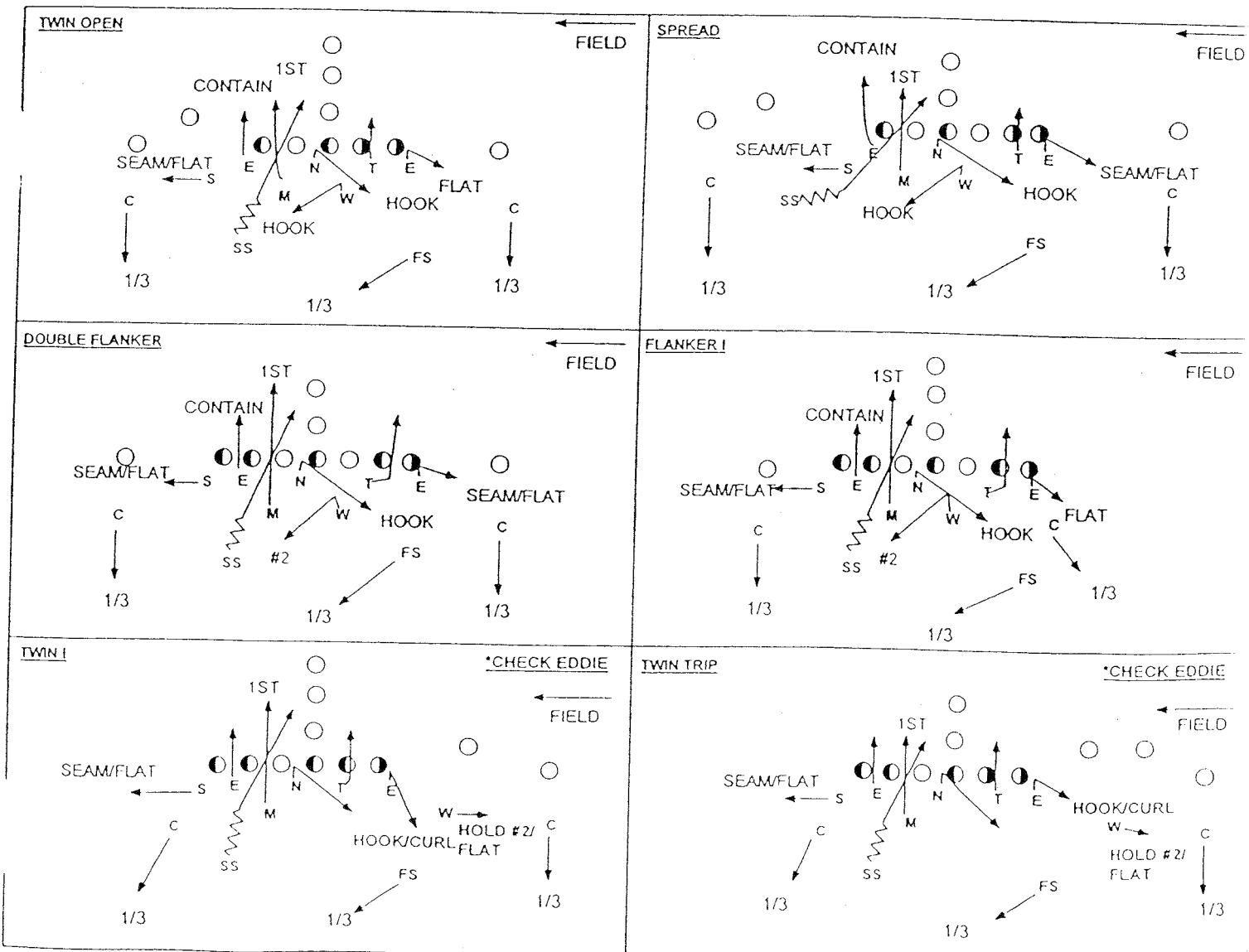
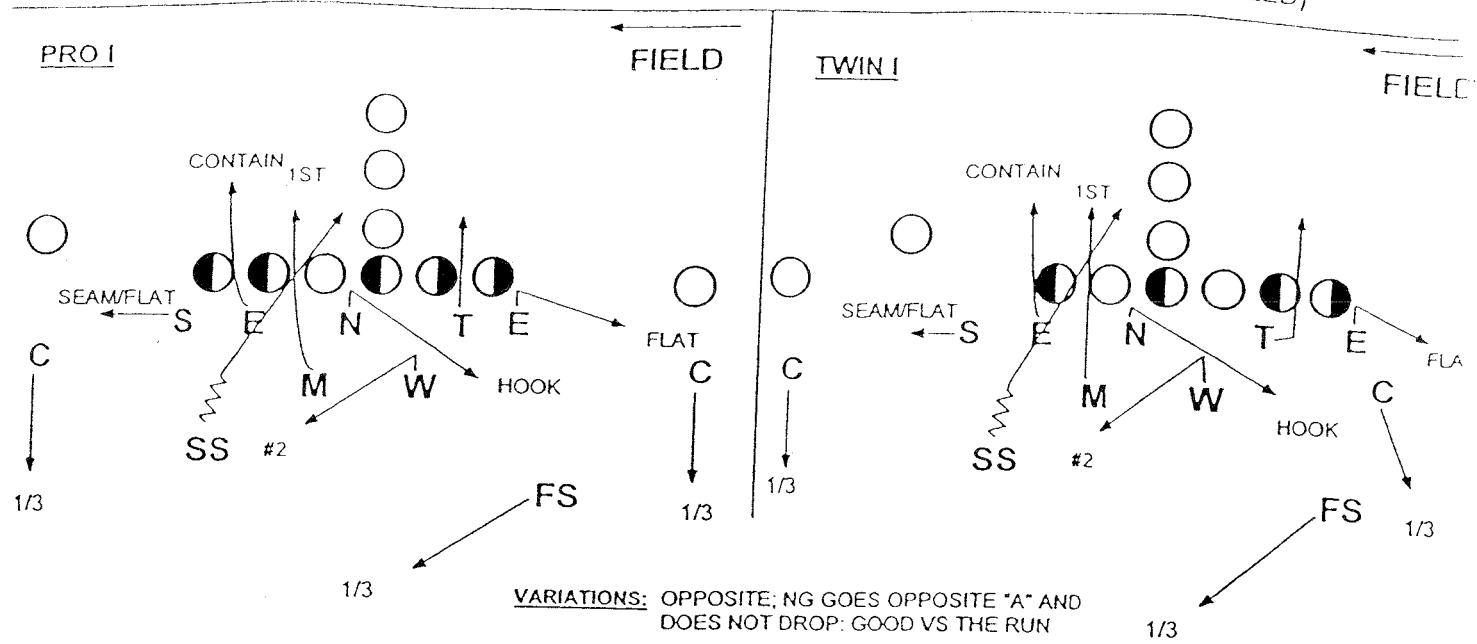
PRO TRIPS

FIELD



# FIELD STONE DOGS 3

(CALL TO FIELD)

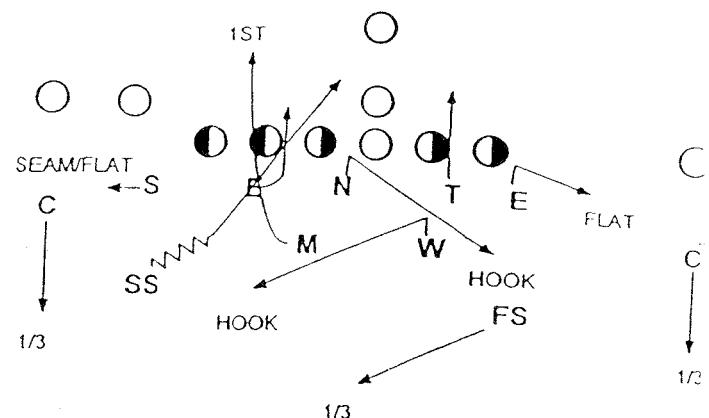
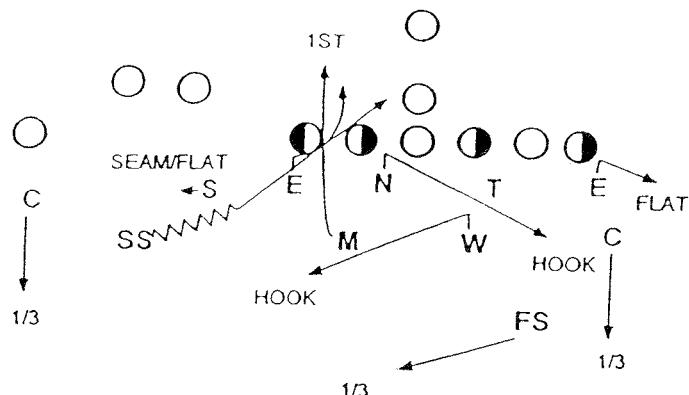


TWIN TRIPS

FIELD

PRO TRIPS

FIELD

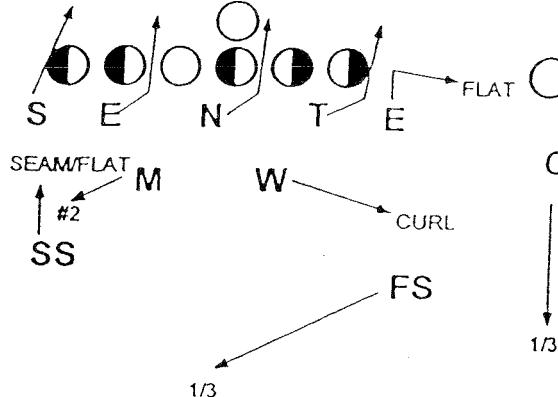


# FIELD ANGLE 3

(CALL TO FIELD)

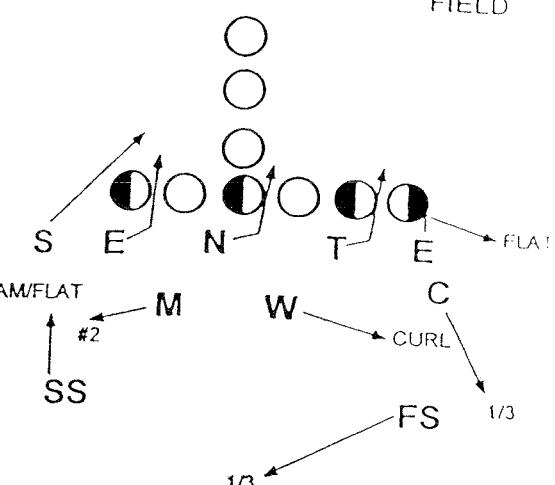
PRO I

O  
C  
↓  
1/3

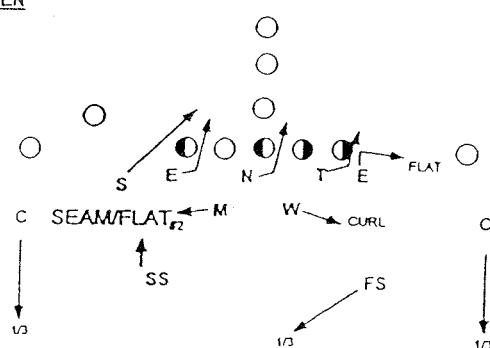


TWIN I

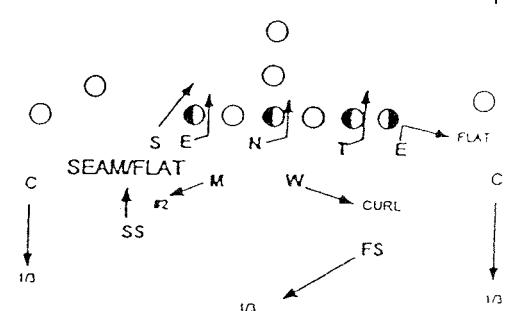
C  
↓  
1/3



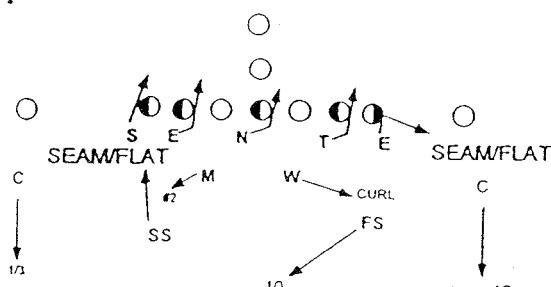
TWIN OPEN



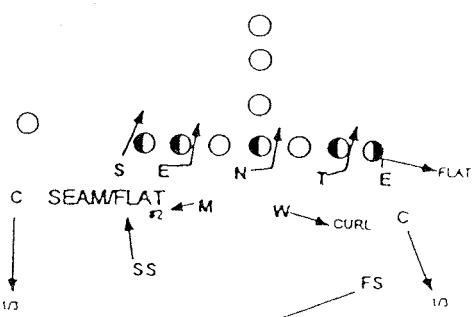
SPREAD



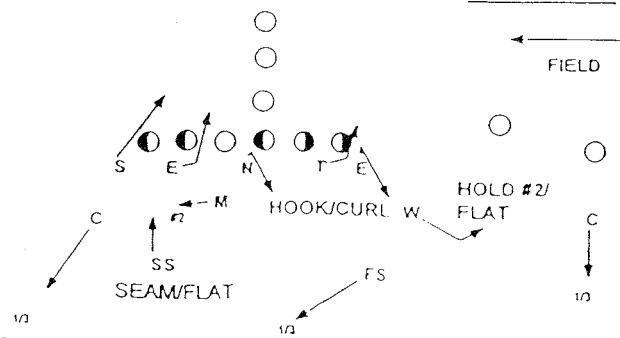
DOUBLE FLANKER



FLANKER I



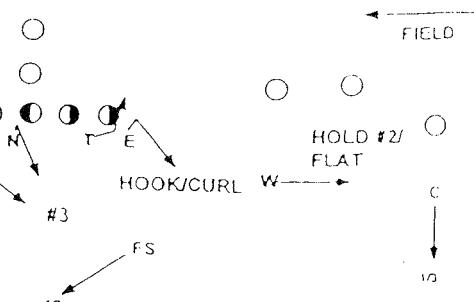
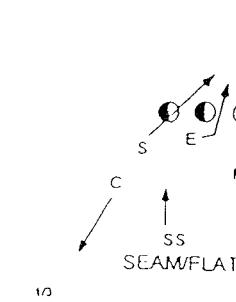
TWIN I

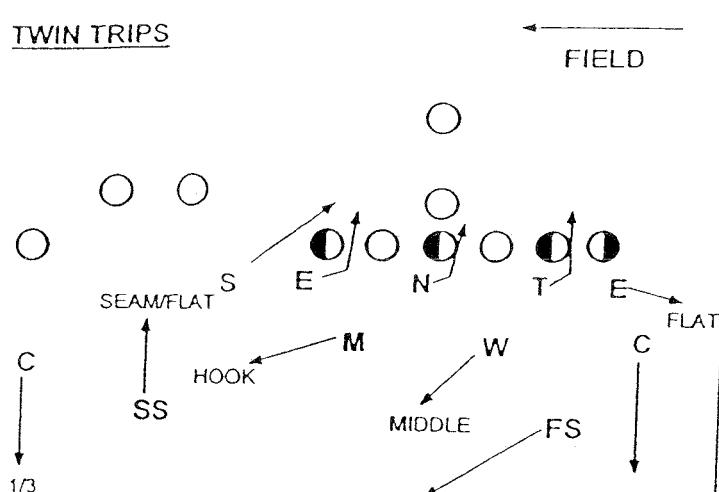
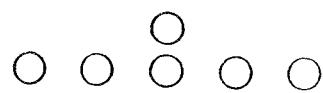
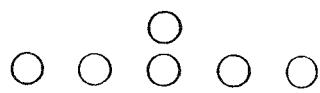
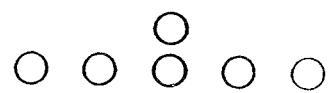
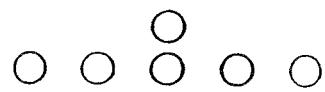
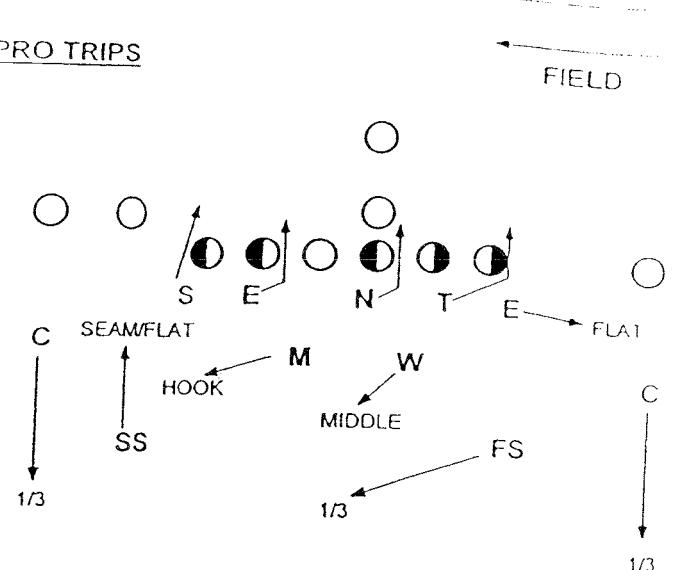


\*CHECK EDDIE

TWIN TRIP

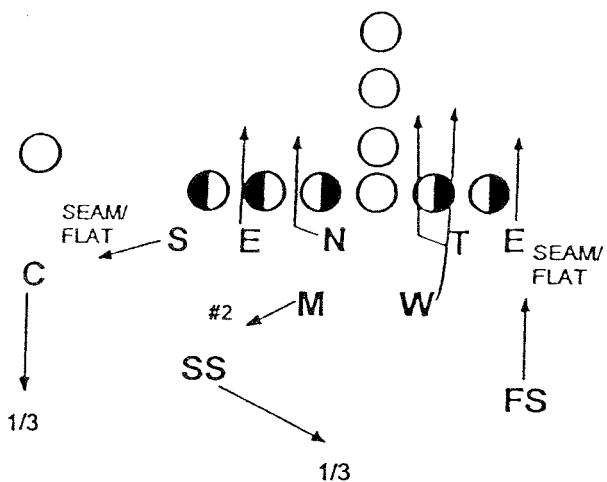
\*CHECK EDDIE



TWIN TRIPSPRO TRIPS

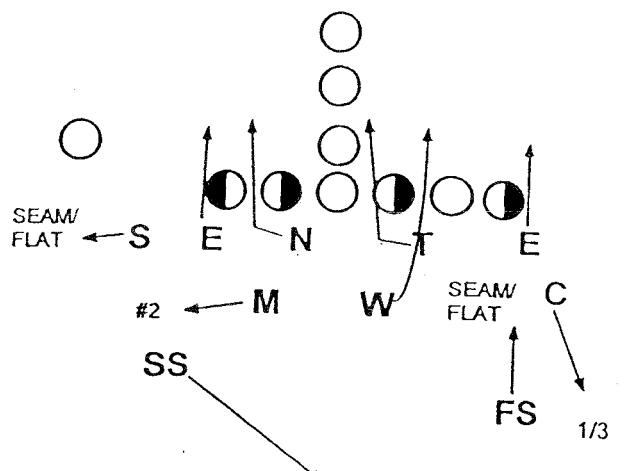
# FIELD G BLOOD WILL 3 (CALL TO FIELD)

PRO I



FIELD

TWIN I

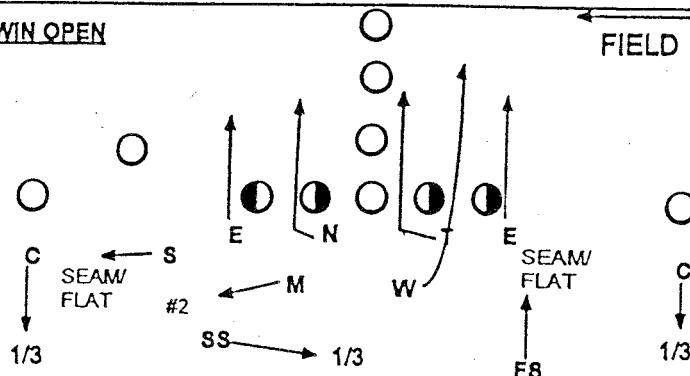


FIELD

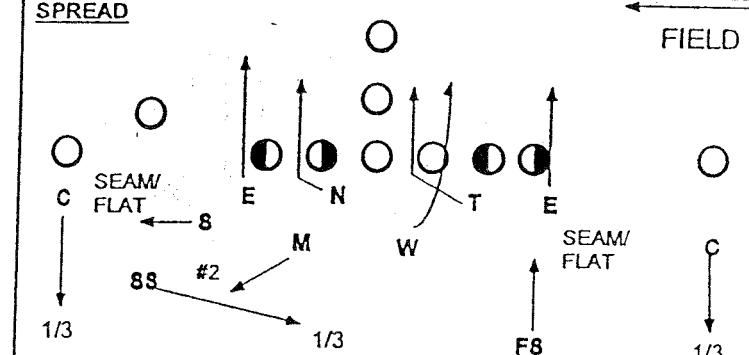
VARIATIONS:

1/3

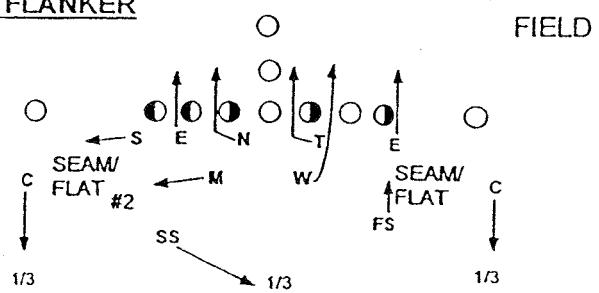
TWIN OPEN



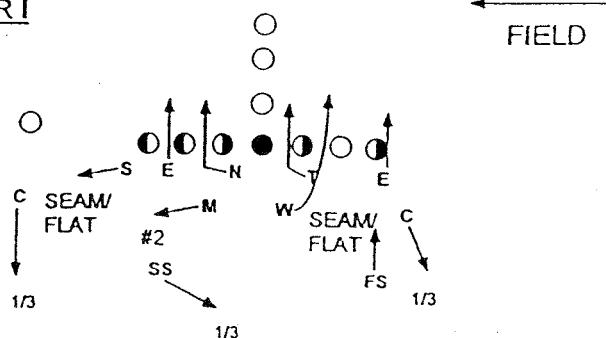
SPREAD



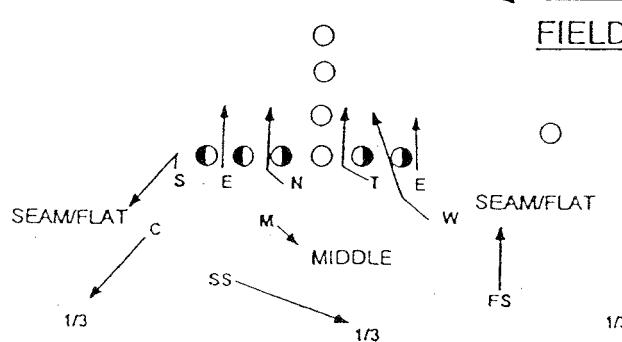
DOUBLE FLANKER



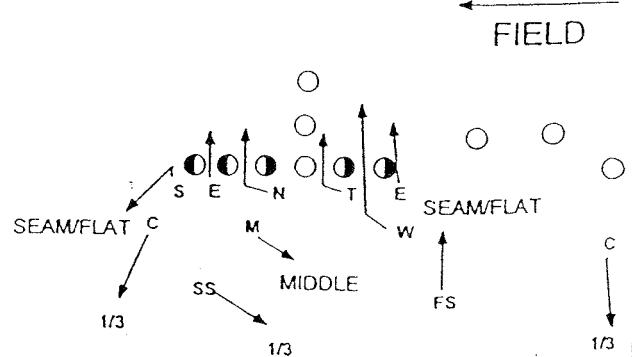
FLANKER I



TWIN I

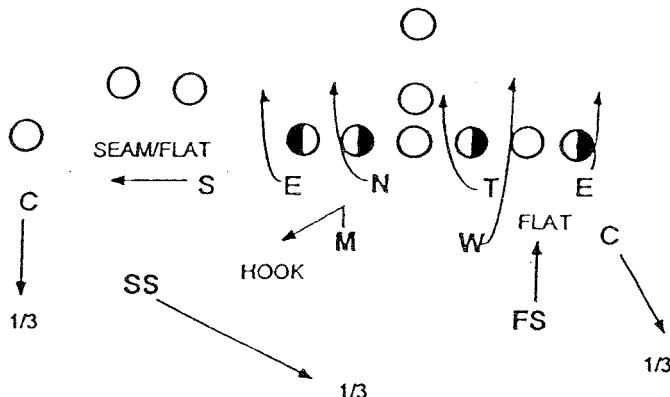


TWIN TRIP

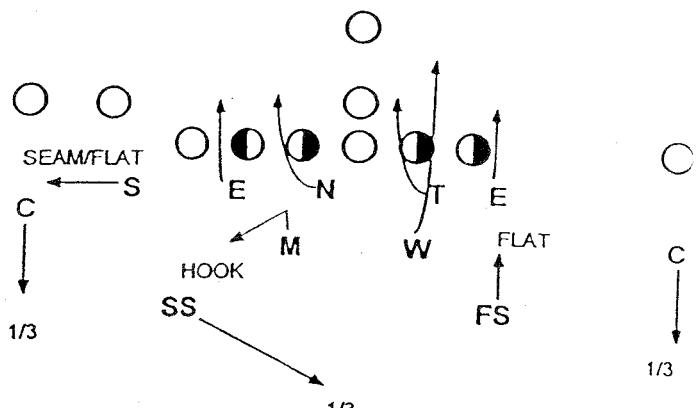


TWIN TRIPS

FIELD

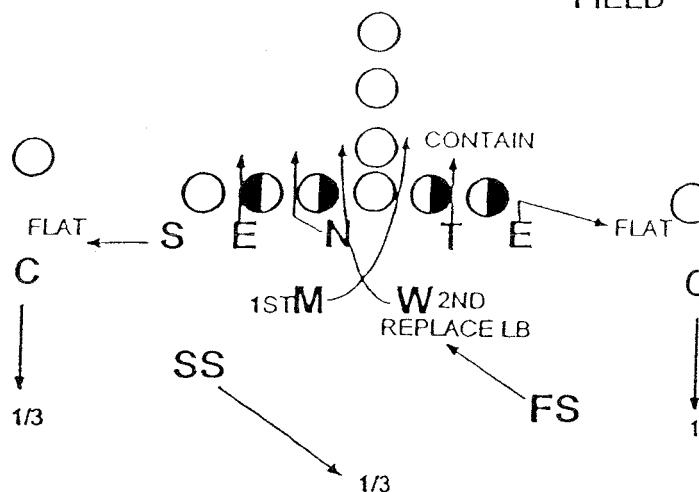
PRO TRIPS

FIELD

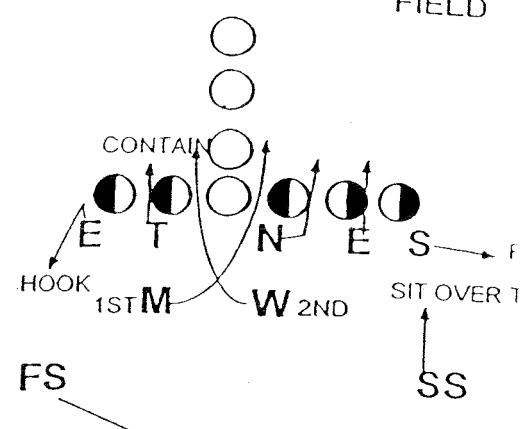


# EAGLE CROSSFIRE 3

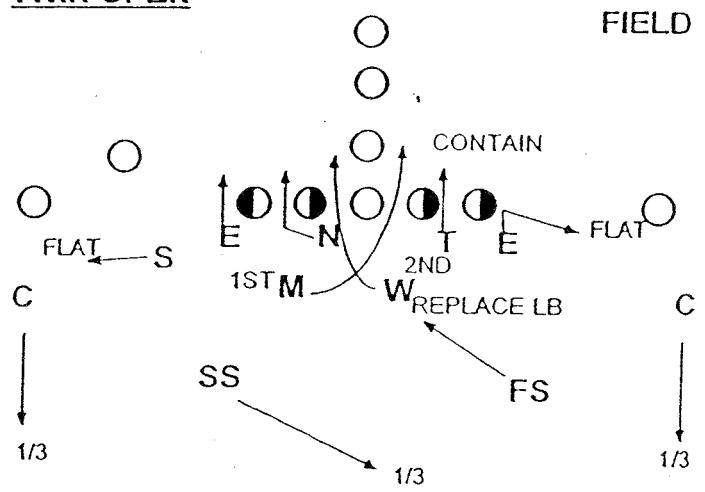
PRO I



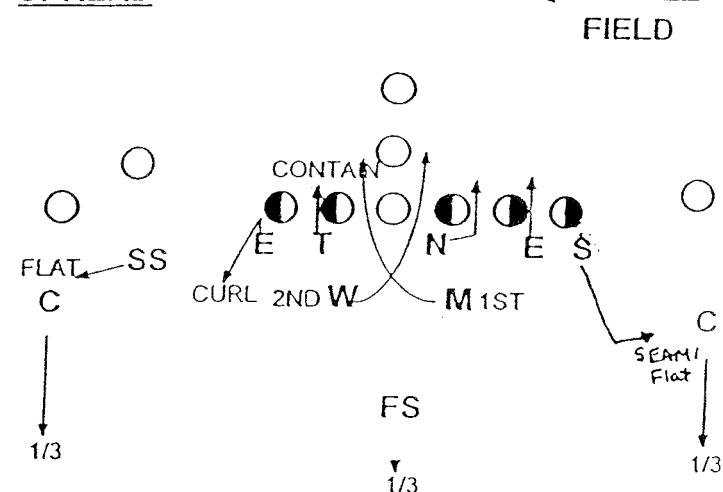
TWIN I



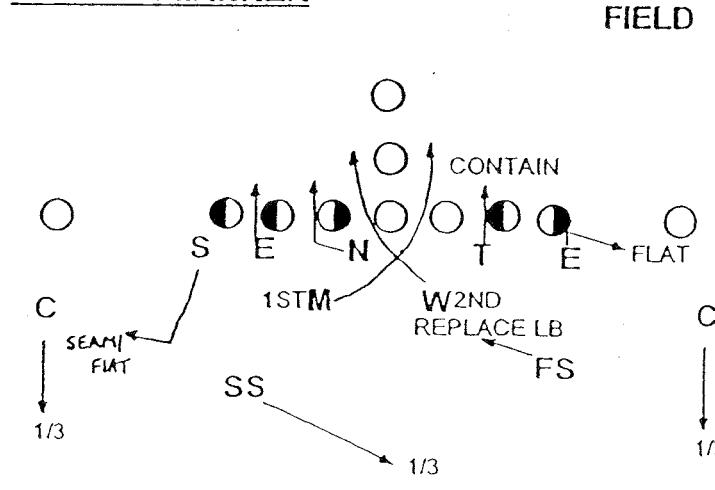
TWIN OPEN



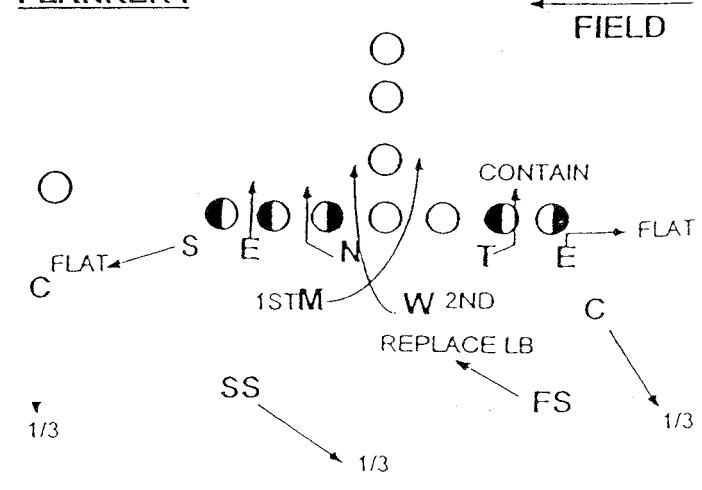
SPREAD



DOUBLE FLANKER

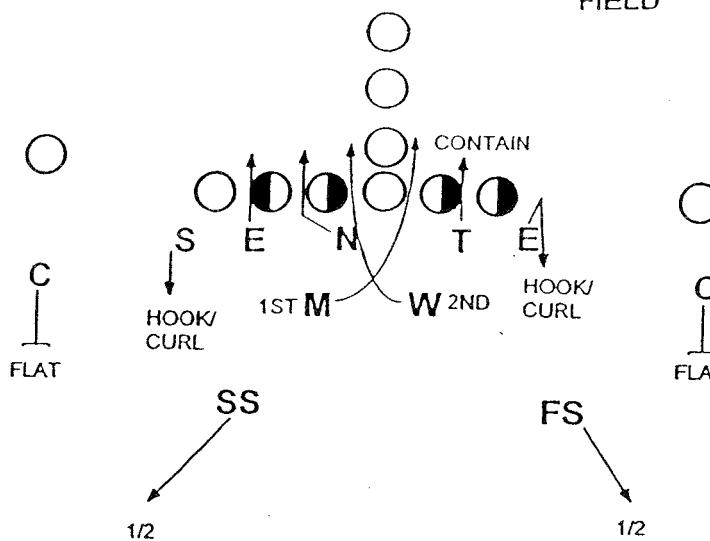


FLANKER I

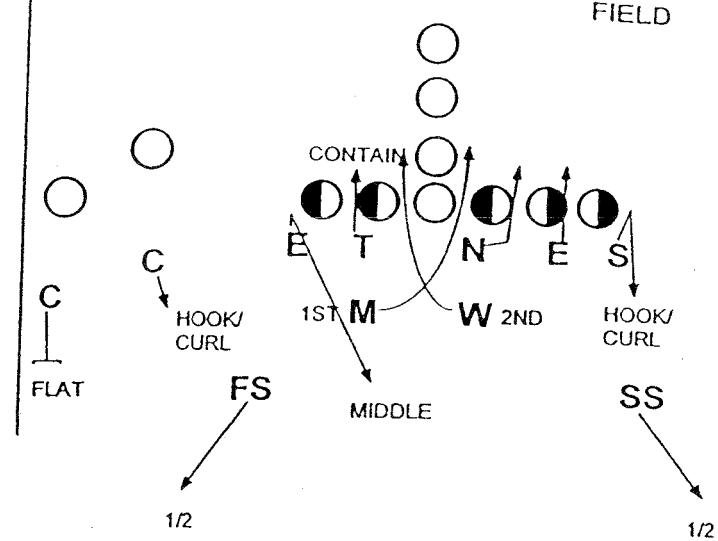


# EAGLE CROSSFIRE 5

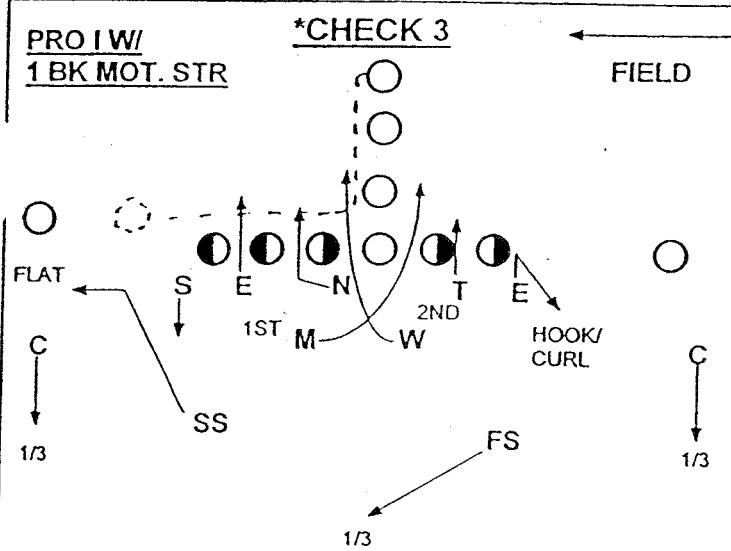
PRO I



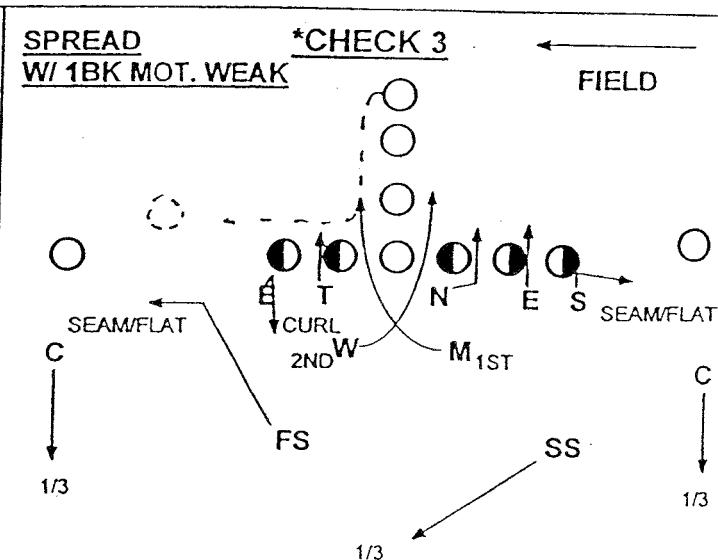
TWIN I



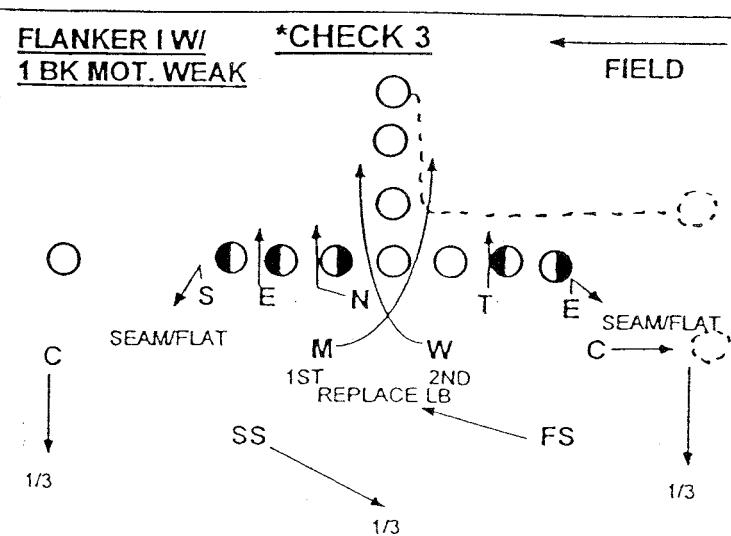
PRO I W/ 1 BK MOT. STR



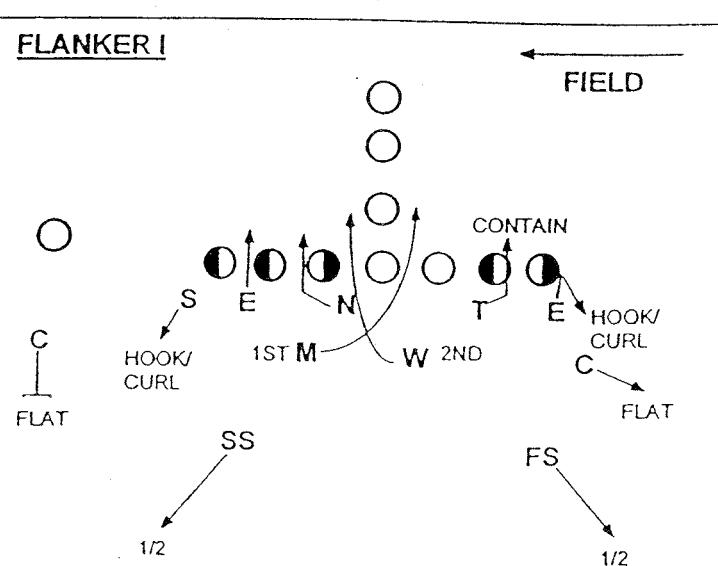
SPREAD W/ 1BK MOT. WEAK



FLANKER I W/ 1BK MOT. WEAK

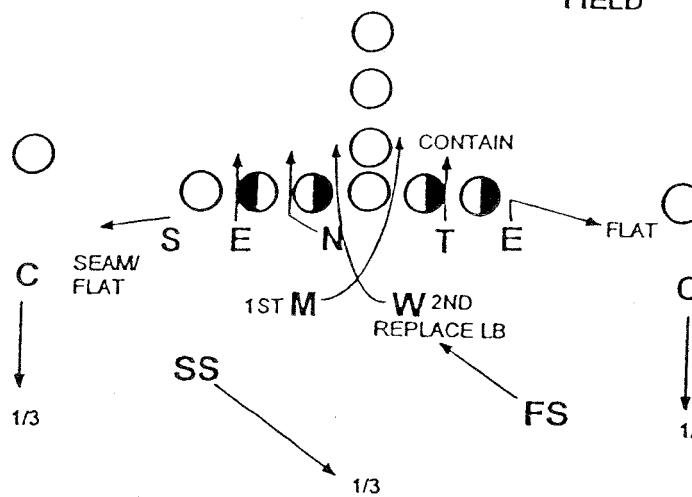


FLANKER I

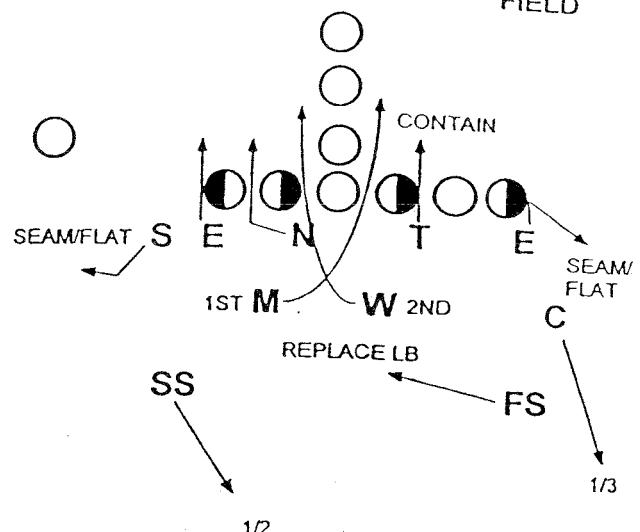


# FIELD CROSSFIRE 3

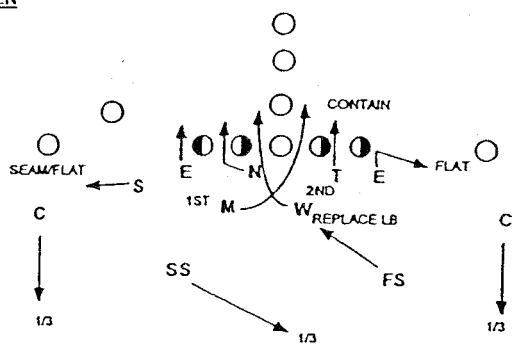
PRO I



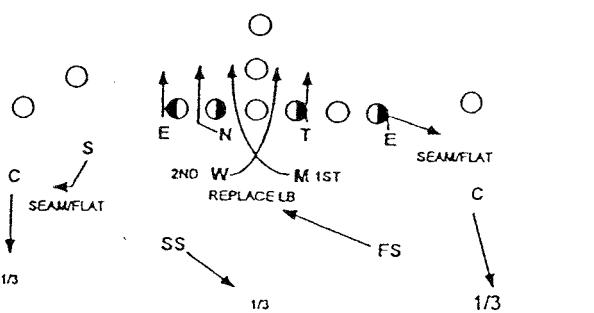
TWIN I



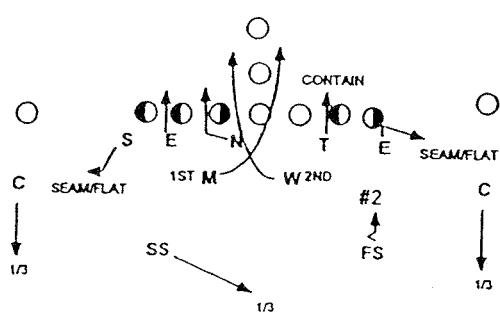
TWIN OPEN



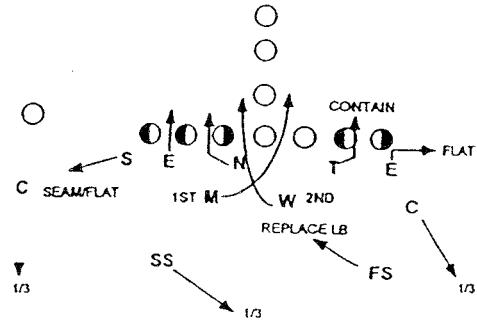
SPREAD



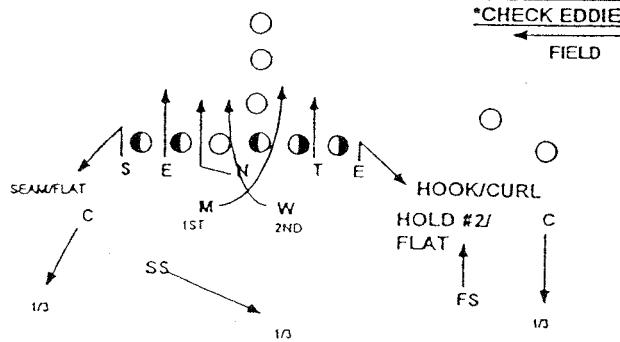
DOUBLE FLANKER



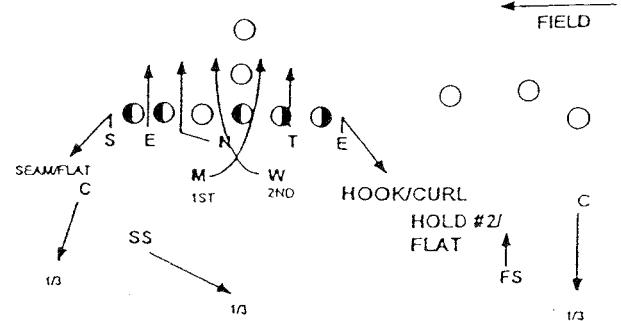
FLANKER I



TWIN I

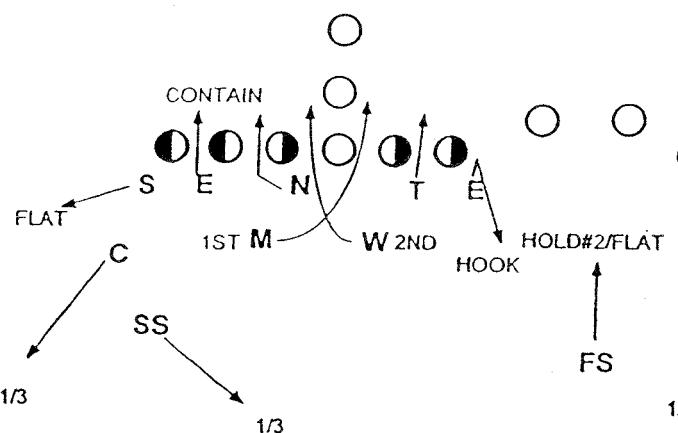


TWIN TRIP

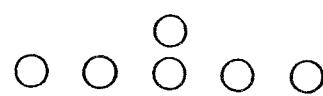
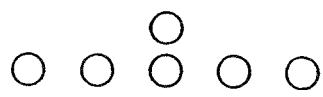
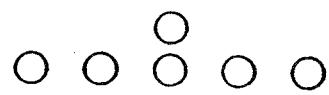
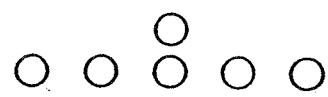
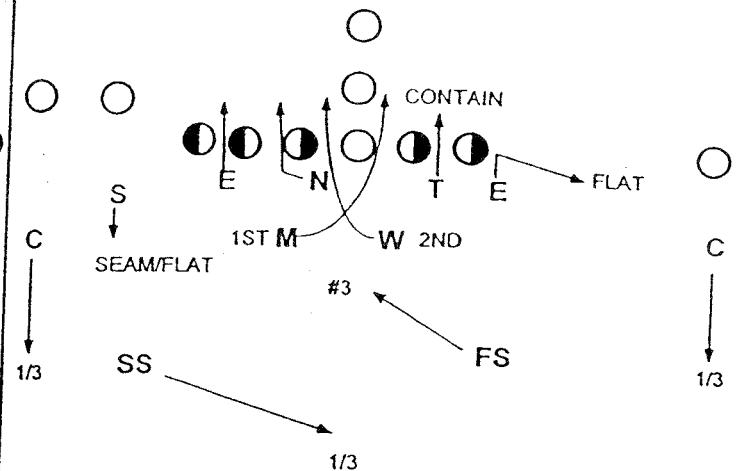


\*CHECK EDDIE

FIELD



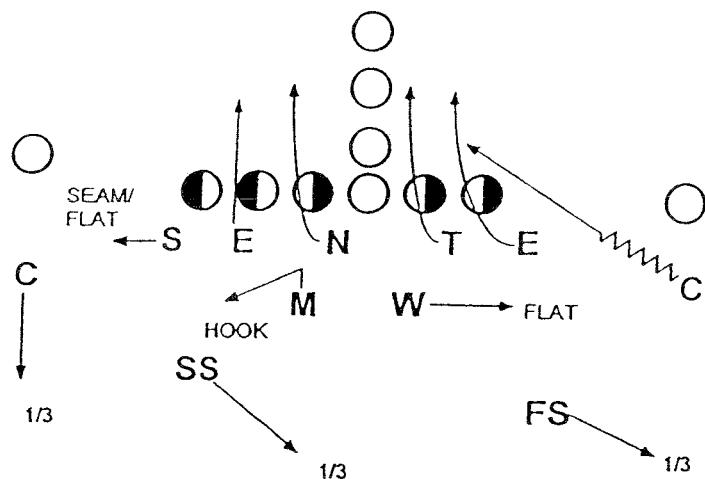
FIELD



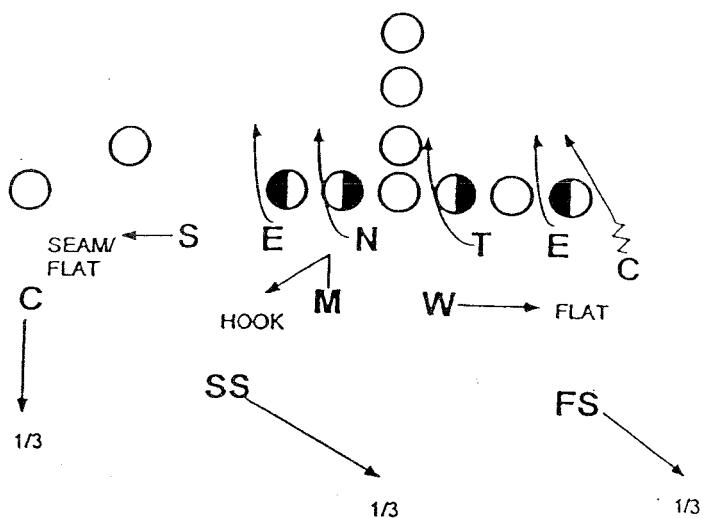
\*CHECK EDDIE

# FIELD G BLOOD CRASH 3 (CALL TO FIELD)

PRO I

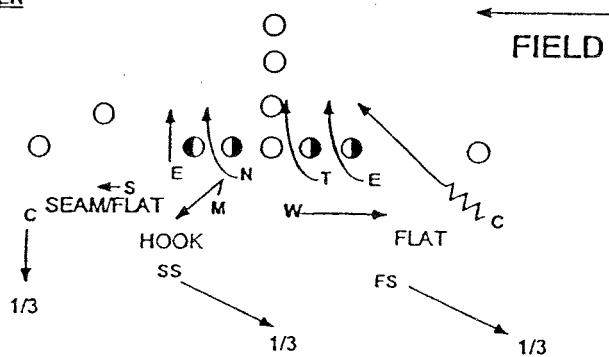


TWIN I

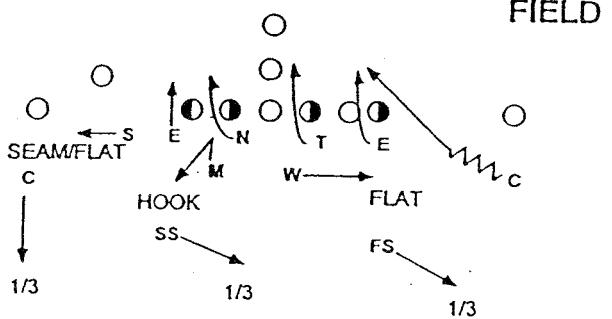


VARIATIONS:

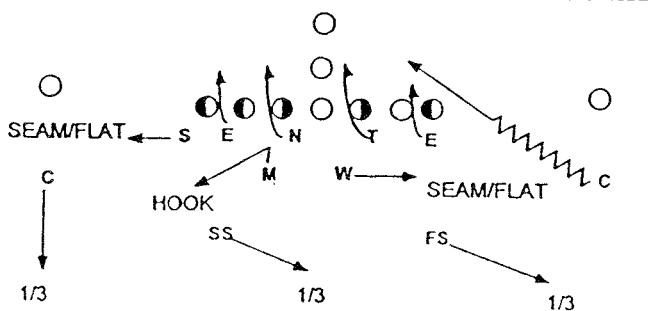
TWIN OPEN



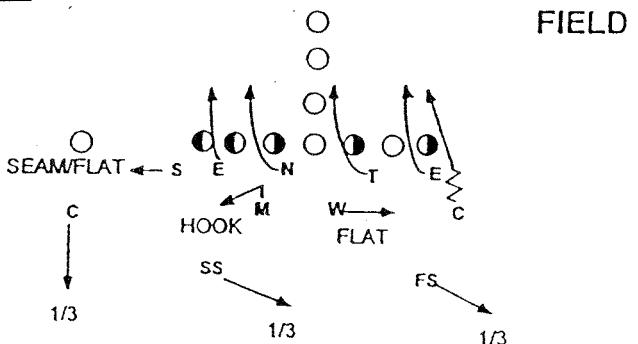
SPREAD



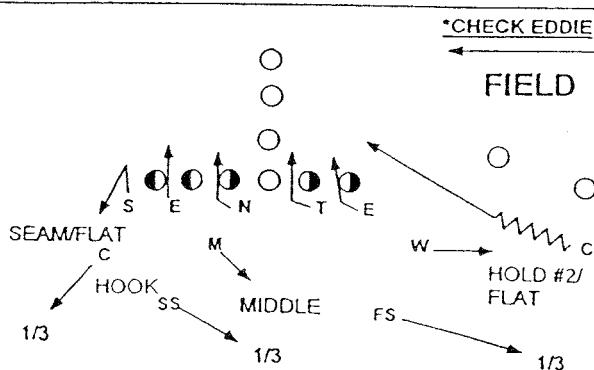
DOUBLE FLANKER



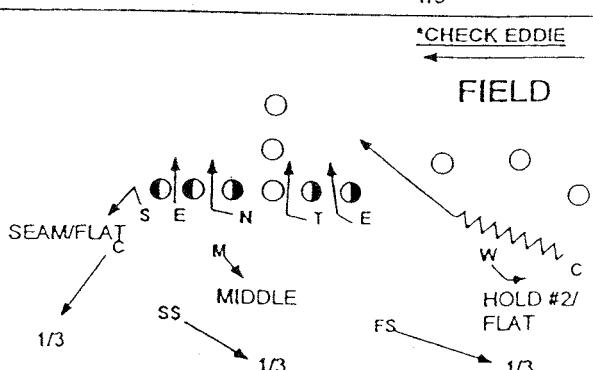
FLANKER I



TWIN I

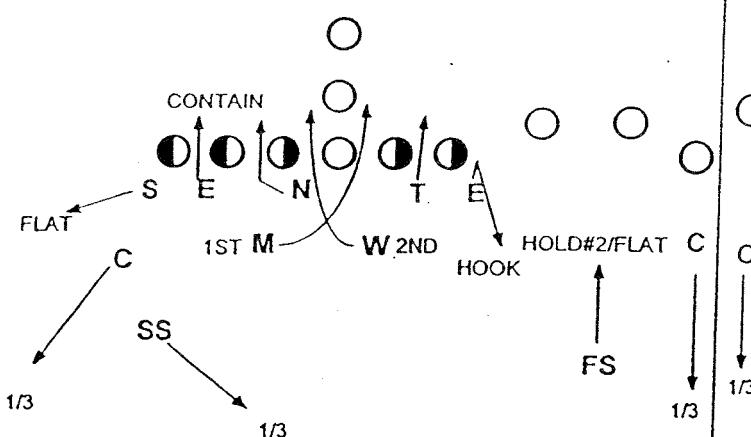


TWIN TRIP

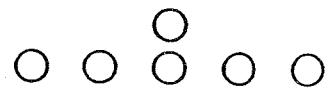
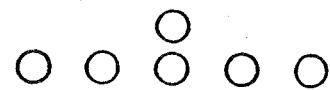
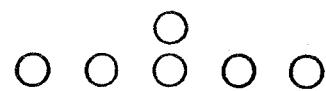
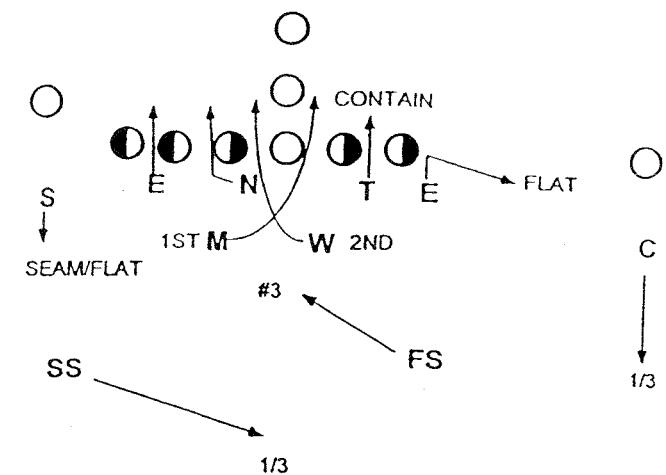


\*CHECK EDDIE

FIELD

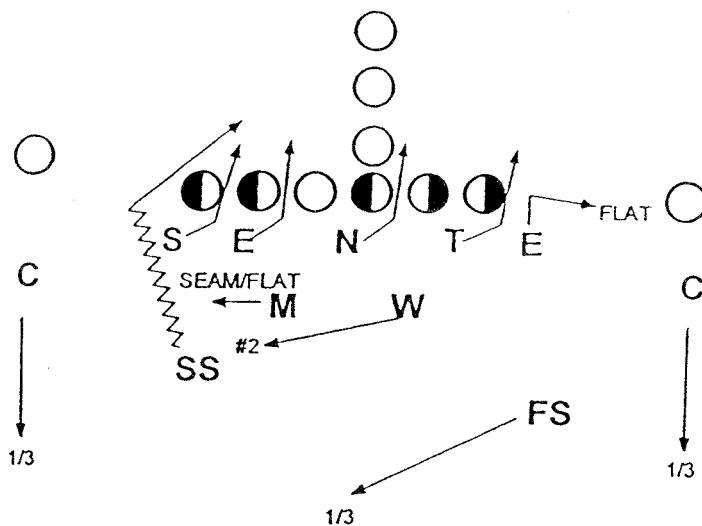


FIELD

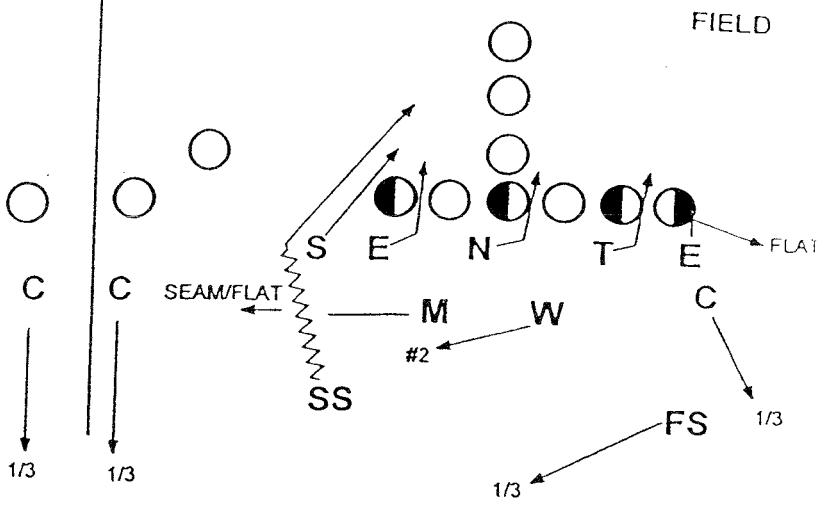


# FIELD ANGLE STRIKE 3 (CALL TO FIELD)

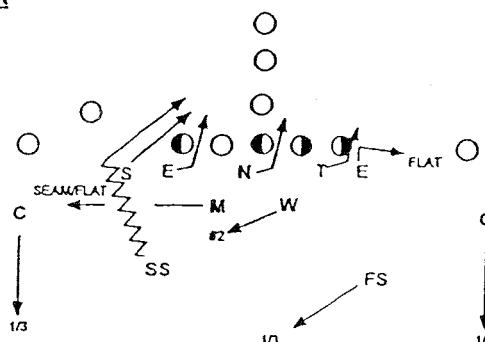
PRO I



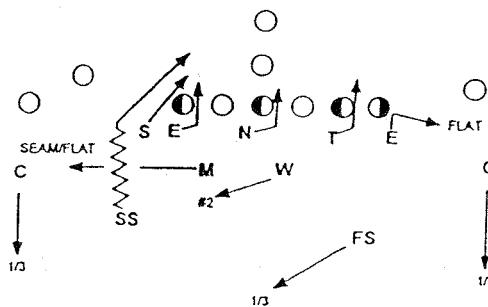
TWIN I



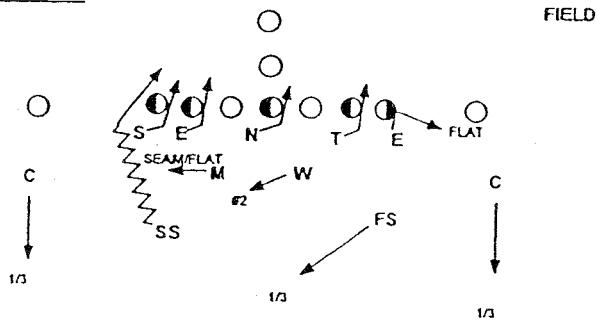
TWIN OPEN



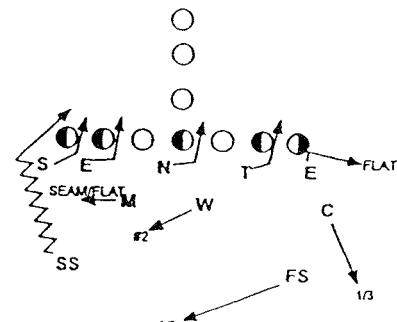
SPREAD



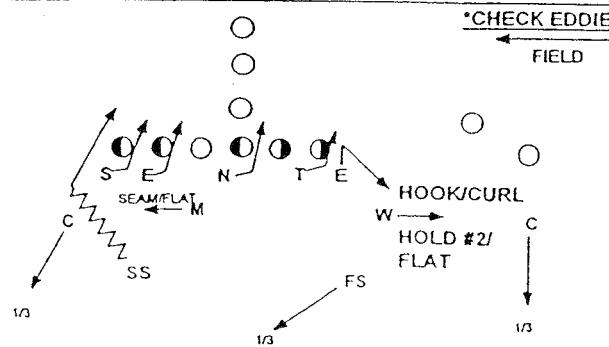
DOUBLE FLANKER



FLANKER I

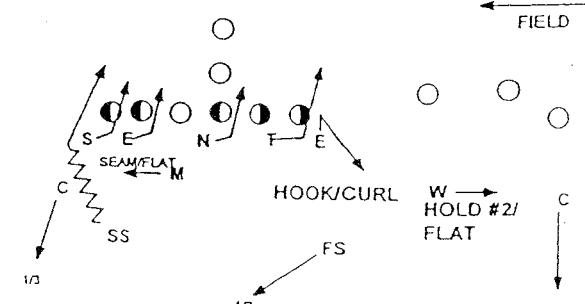


TWIN 1



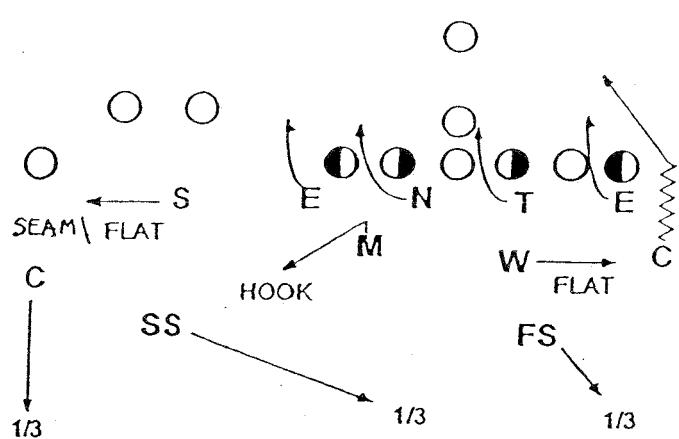
\*CHECK EDDIE  
FIELD

TWIN TRIP

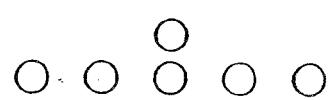
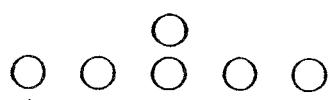
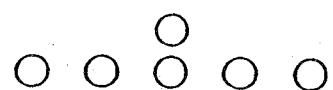
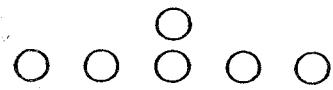
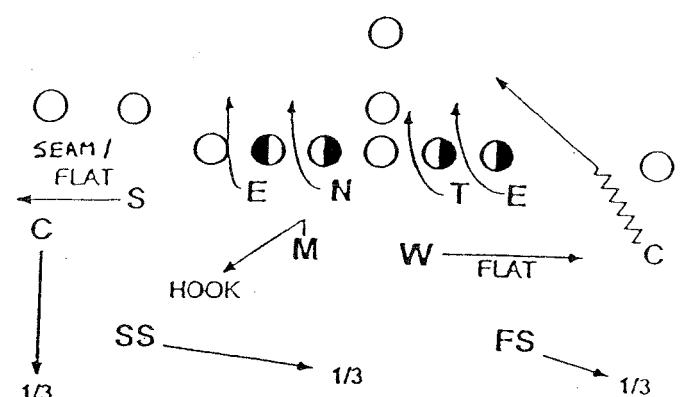


\*CHECK EDDIE  
FIELD

TWIN TRIPS

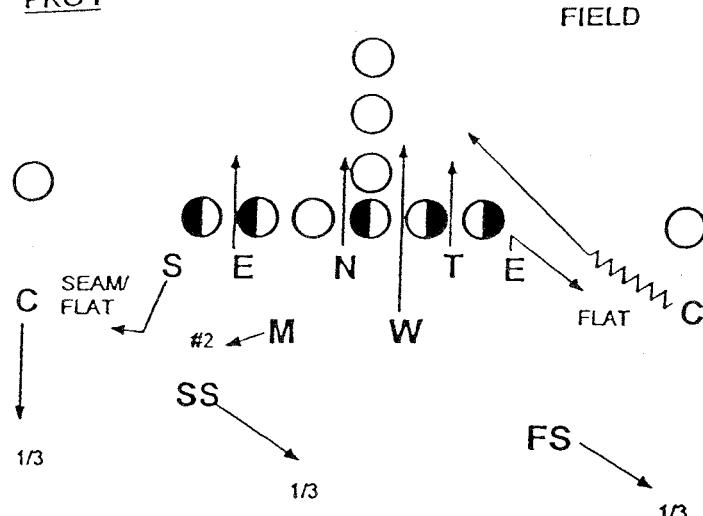


PRO TRIPS

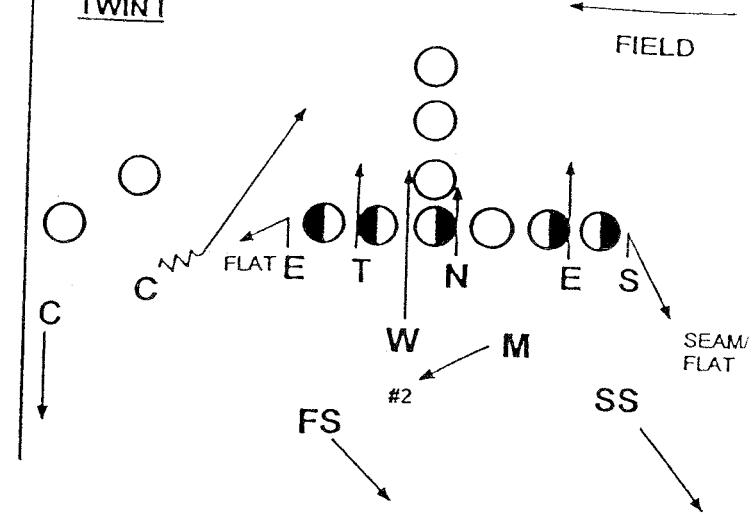


# EAGLE GROWL 3

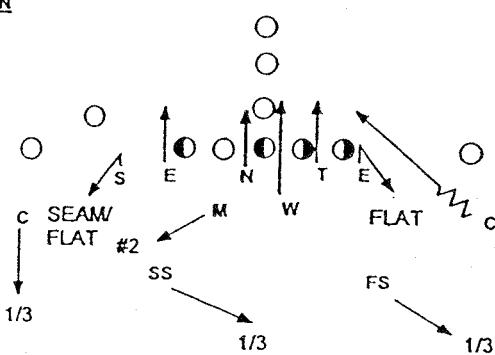
PRO I



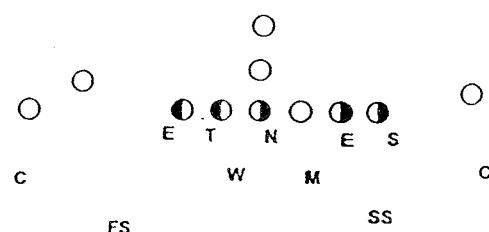
TWIN I



TWIN OPEN

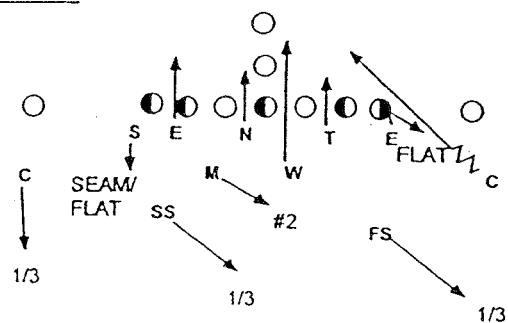


SPREAD

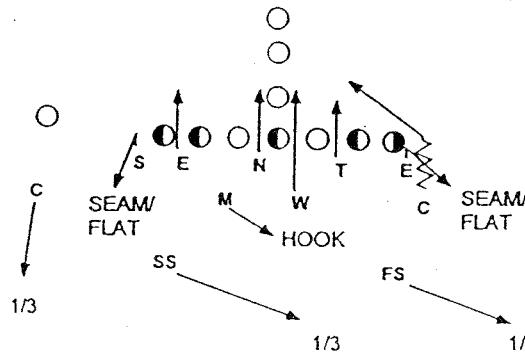


OFF!!! CHECK 3

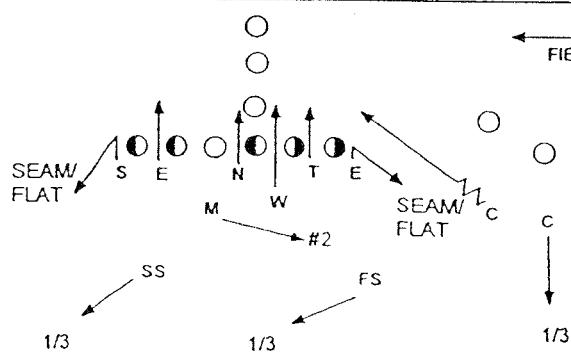
DOUBLE FLANKER



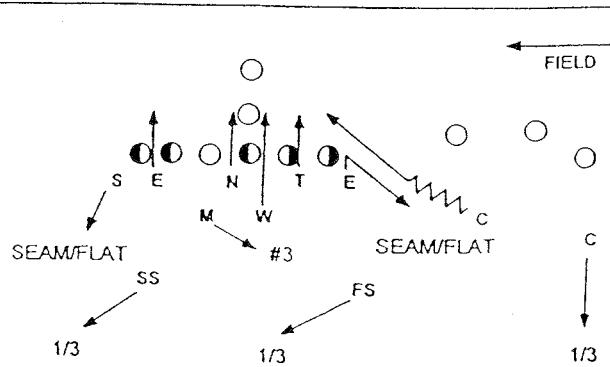
FLANKER I



TWIN I

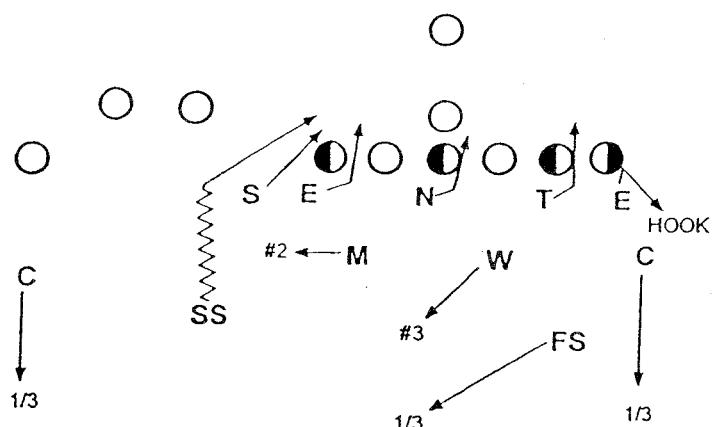


TWIN TRIP



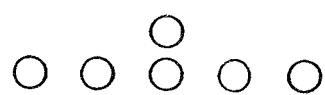
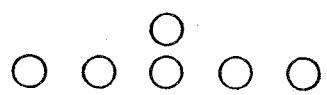
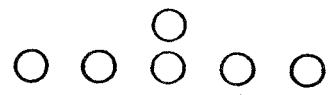
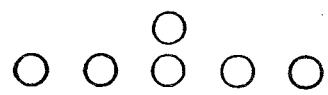
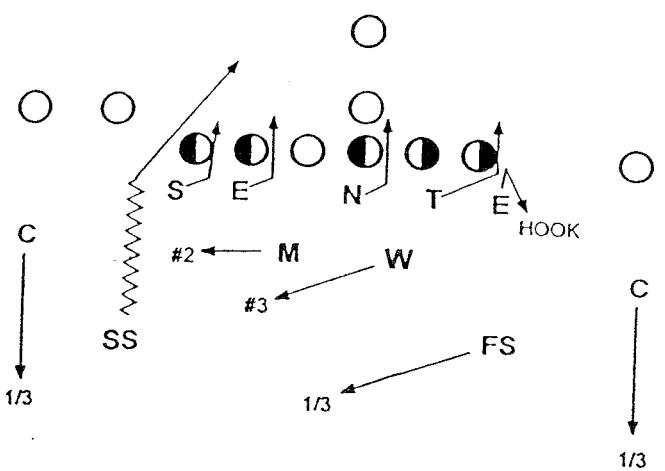
TWIN TRIPS

← FIELD



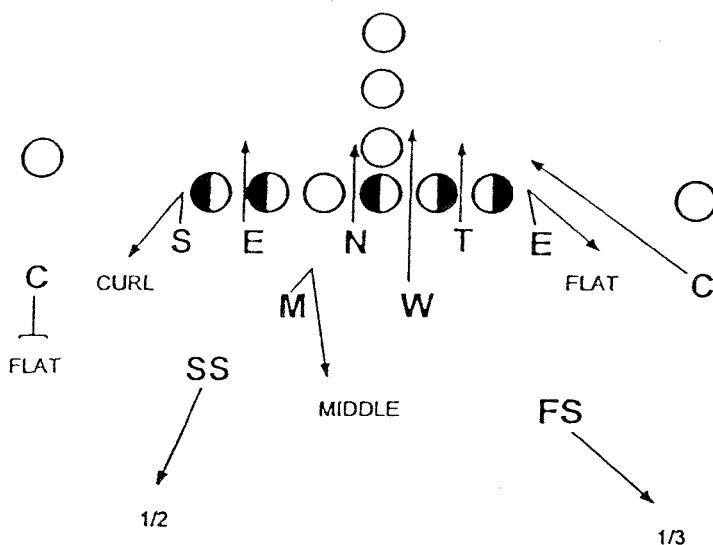
PRO TRIPS

← FIELD

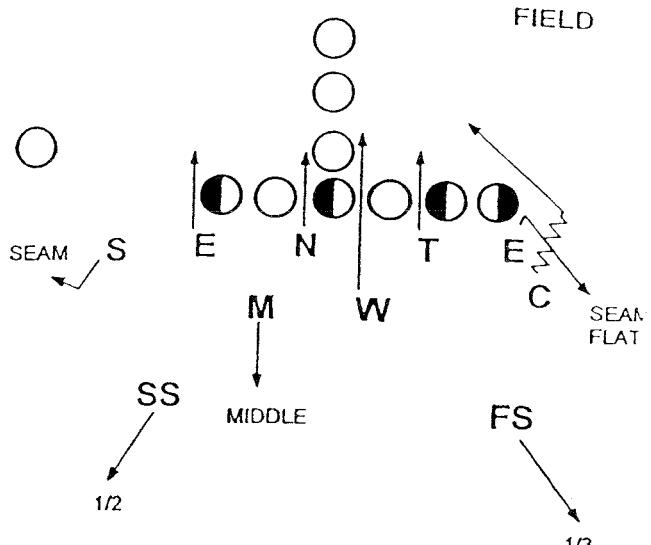


# FIELD GROWL 5 OPEN (CALL TO FIELD)

PRO I

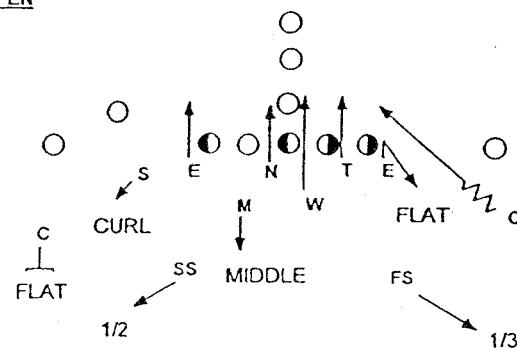


TWIN I

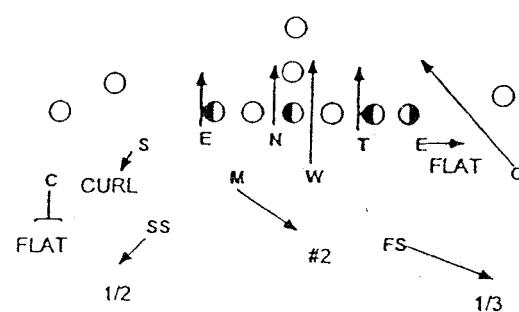


\* RULE: ANY SPEED RECIEVER INTO BOUNDARY- OFF CHECK 3

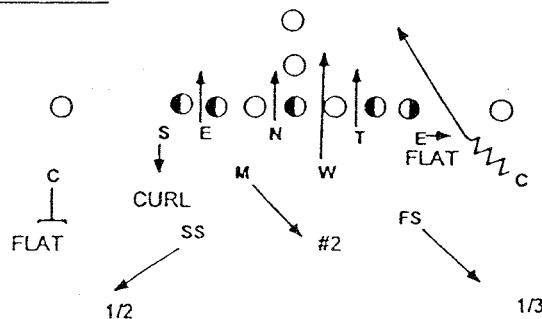
TWIN OPEN



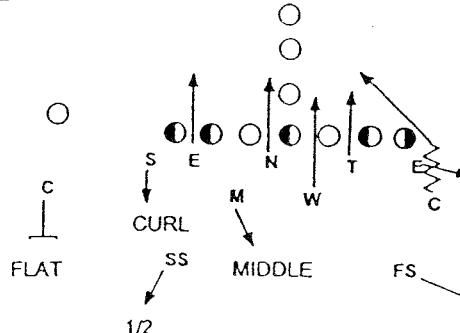
SPREAD



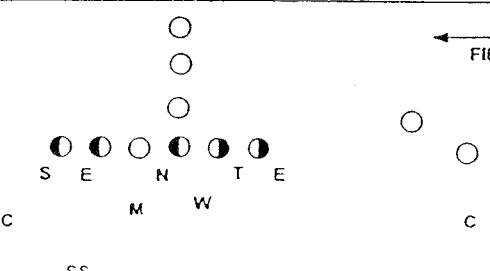
DOUBLE FLANKER



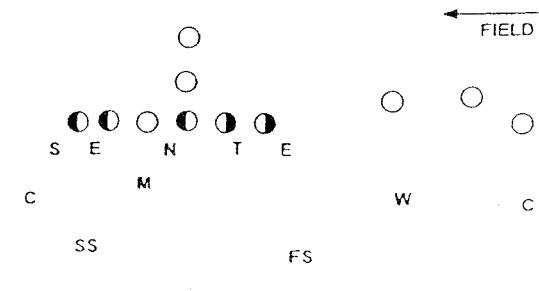
FLANKER I



TWIN I



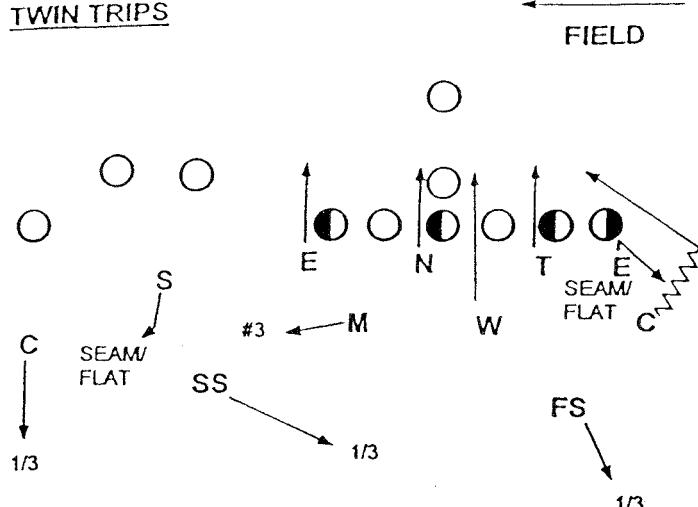
TWIN TRIP



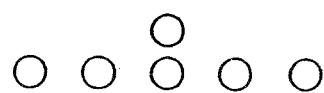
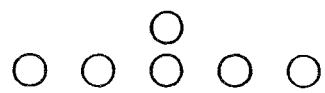
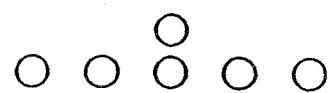
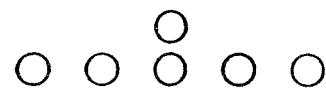
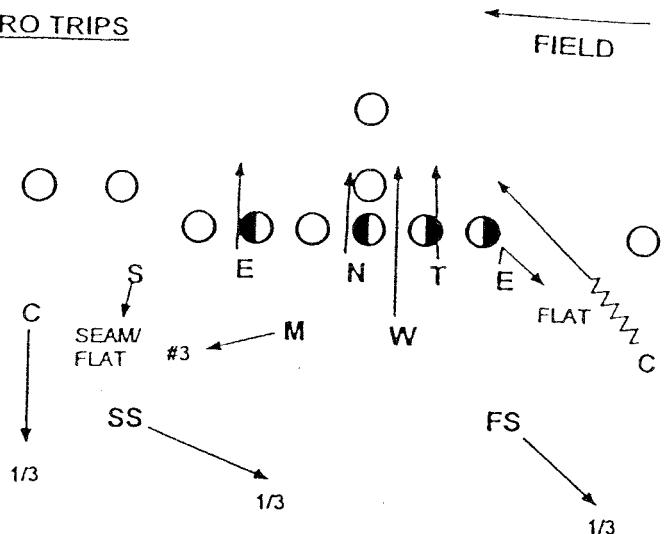
OFF!!! CHECK 3

OFF!!! CHECK 3

TWIN TRIPS



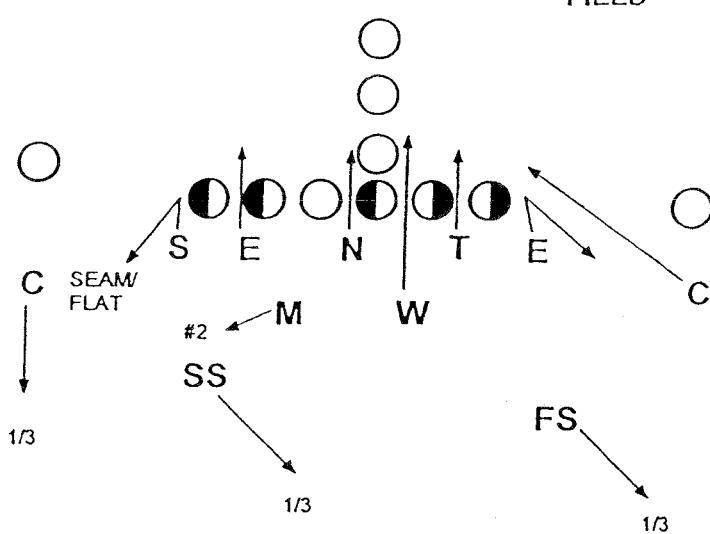
PRO TRIPS



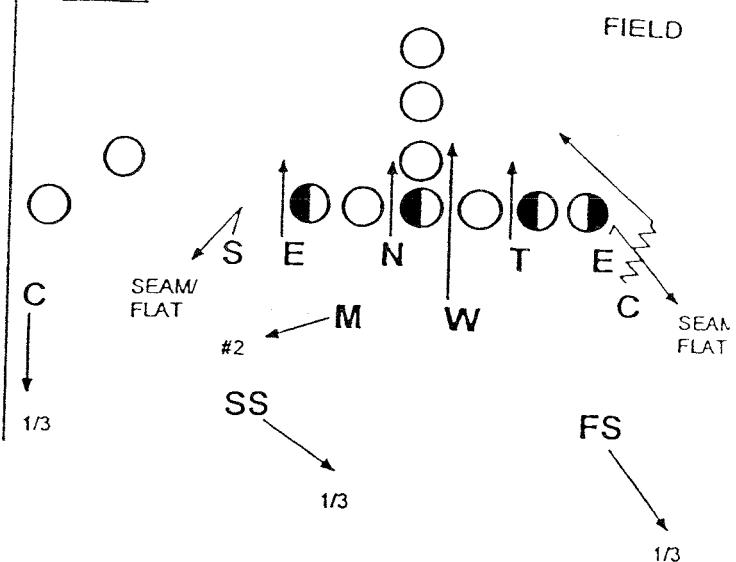
# FIELD GROWL 3

(CALL TO FIELD)

PRO I

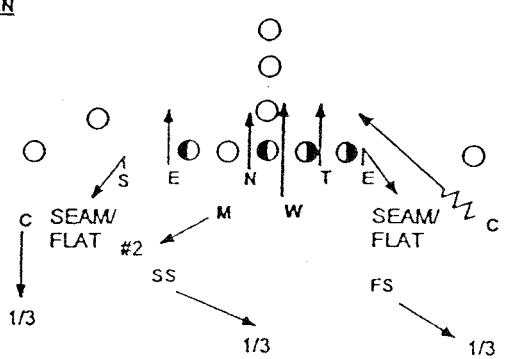


TWIN I

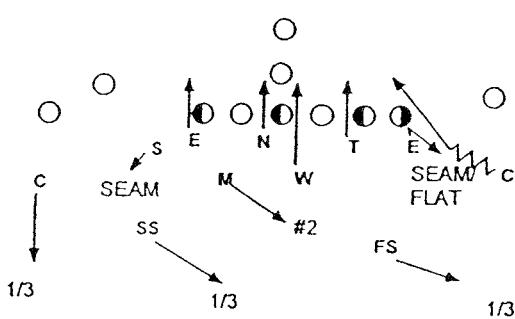


\* RULE: ANY SPEED RECIEVER INTO BOUNDARY-OFF CHECK 3

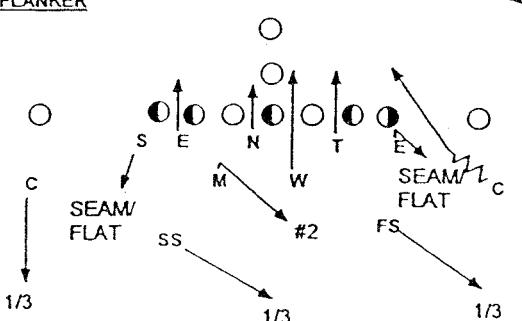
TWIN OPEN



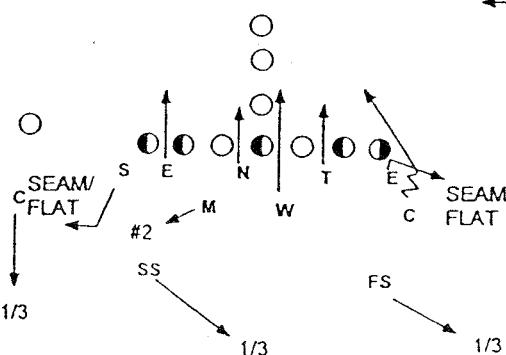
SPREAD



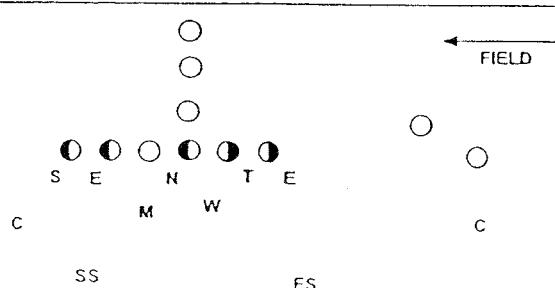
DOUBLE FLANKER



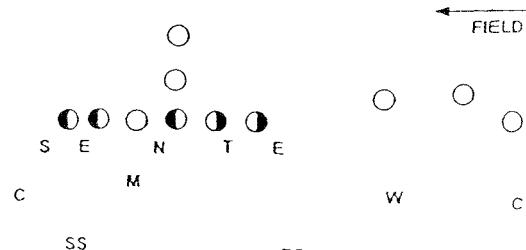
FLANKER I



TWIN I



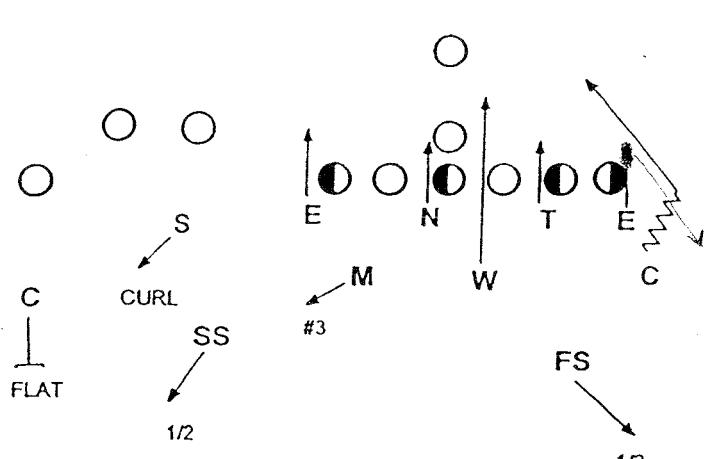
TWIN TRIP



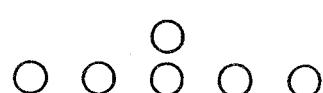
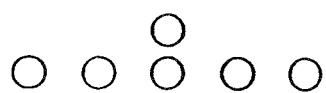
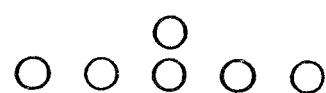
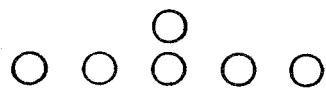
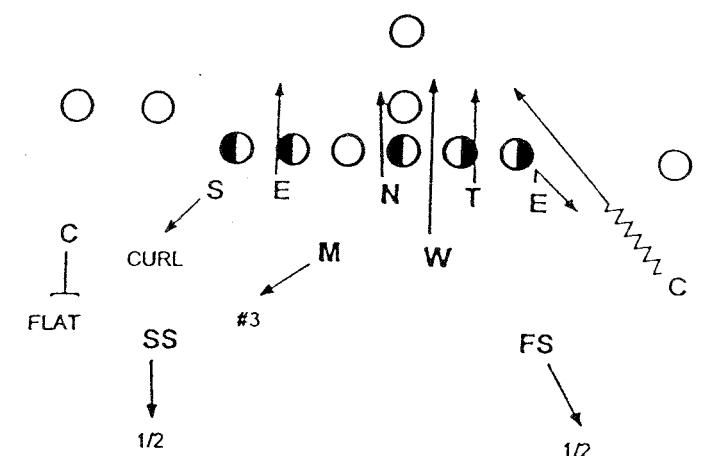
OFF!!! CHECK 3

OFF!!! CHECK 3

TWIN TRIPS



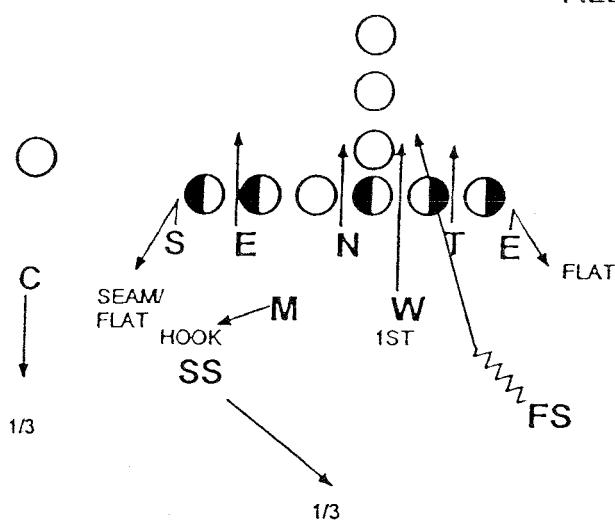
PRO TRIPS



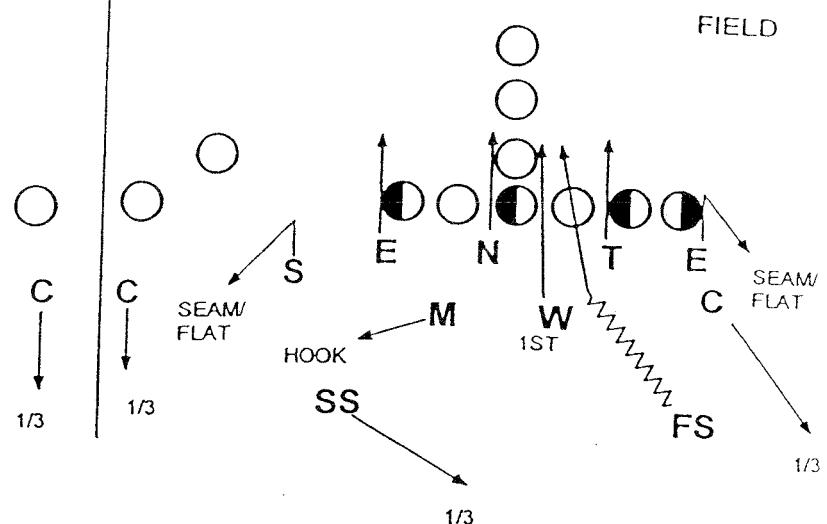
# FIELD FS BLITZ 3

(CALL TO FIELD)

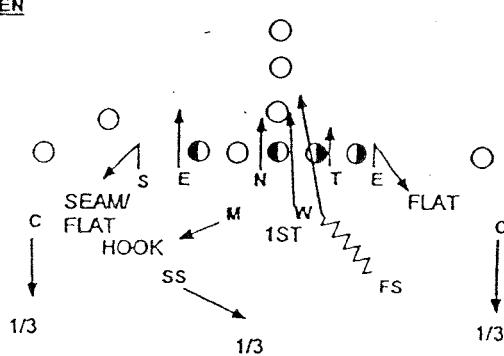
PRO I



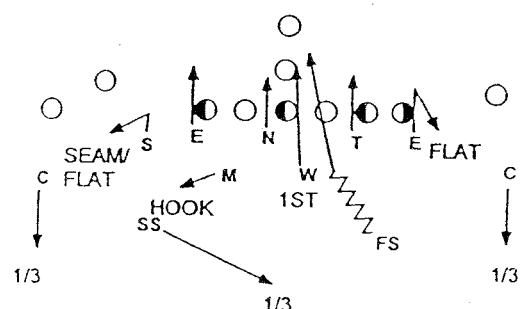
TWIN I



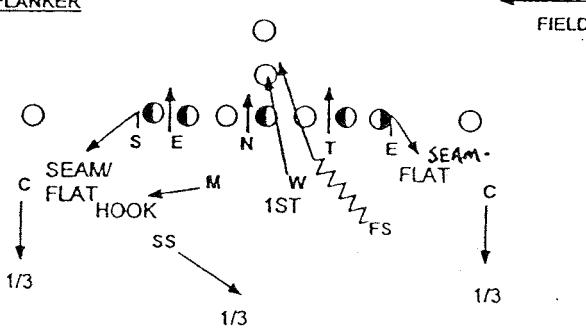
TWIN OPEN



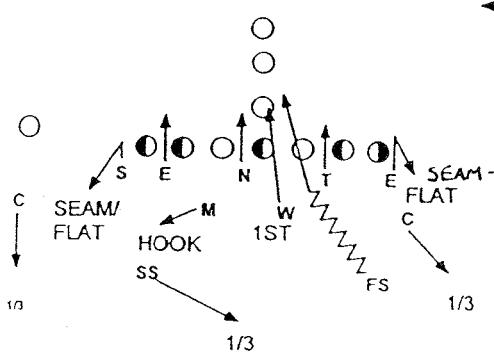
SPREAD



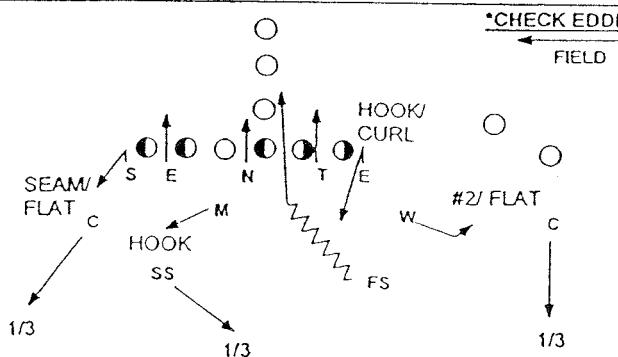
DOUBLE FLANKER



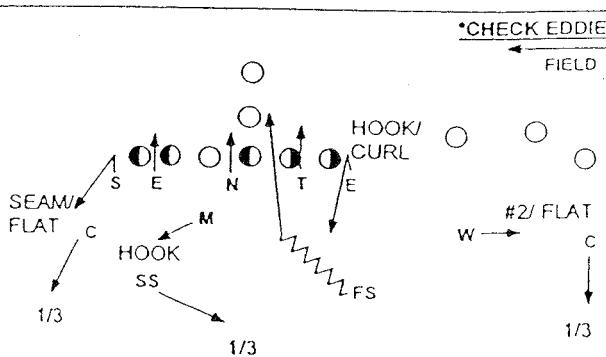
FLANKER I



TWIN I

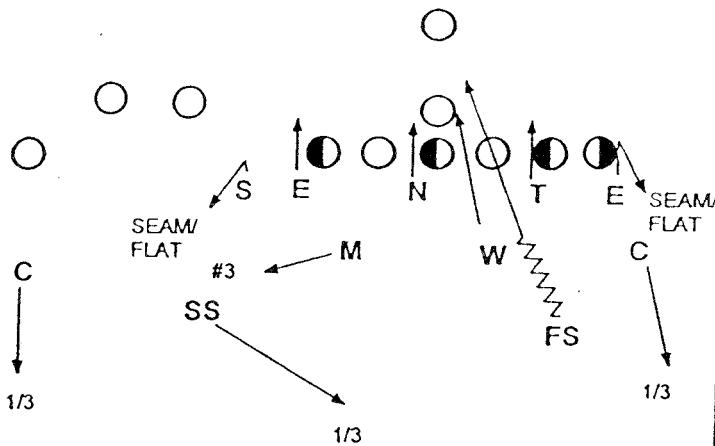


TWIN TRIP



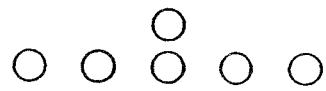
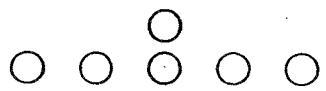
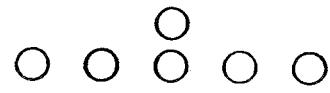
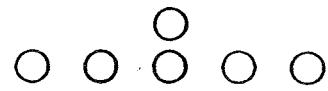
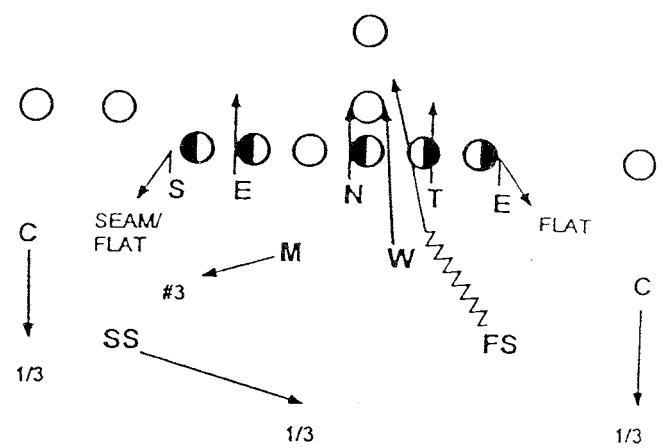
TWIN TRIPS

FIELD



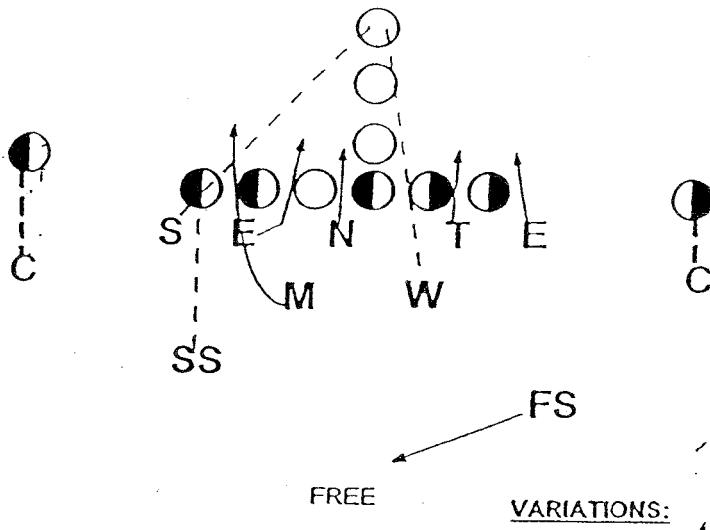
PRO TRIPS

FIELD

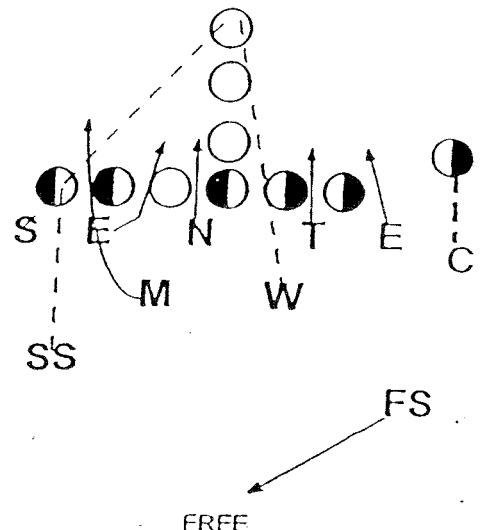


# EAGLE RIP MUG SILVER

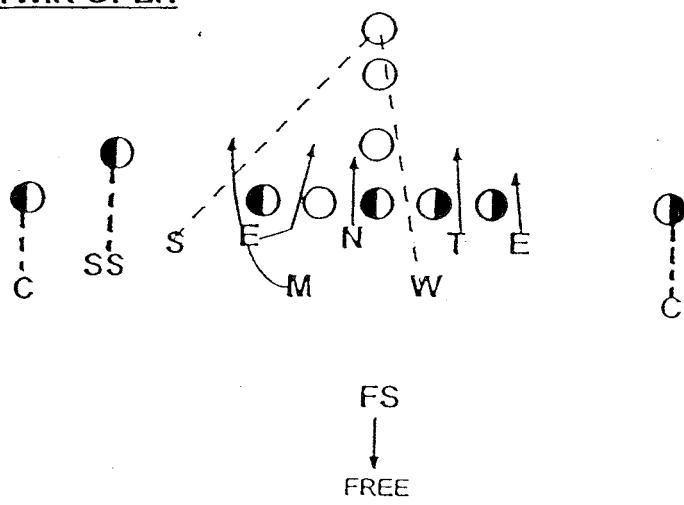
## PRO I



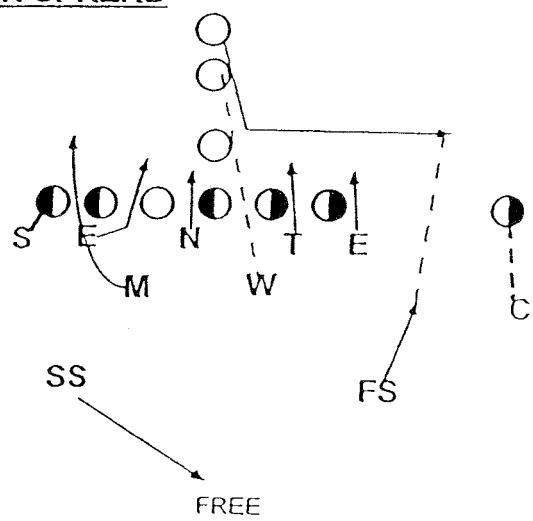
## TWIN I



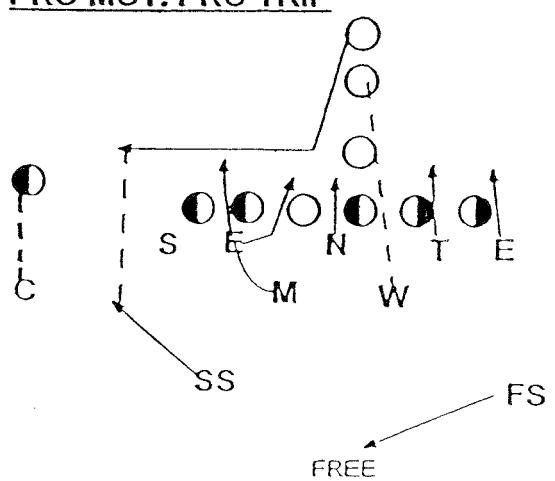
## TWIN OPEN



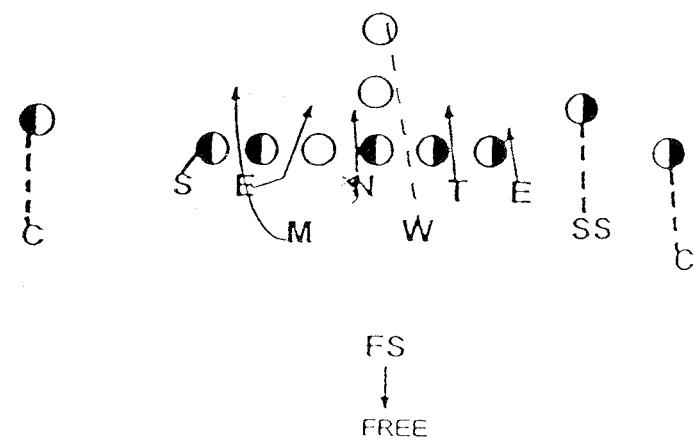
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

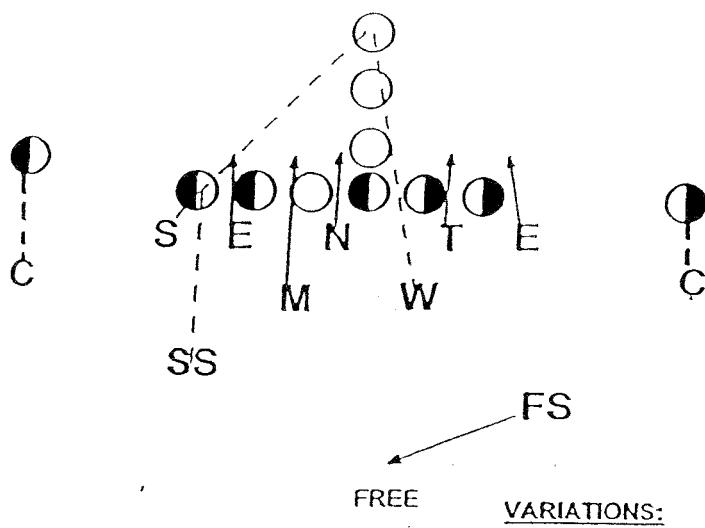


## SPREAD

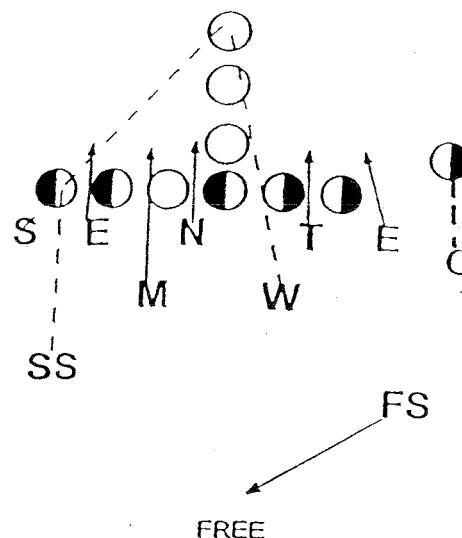


# EAGLE MUG SILVER

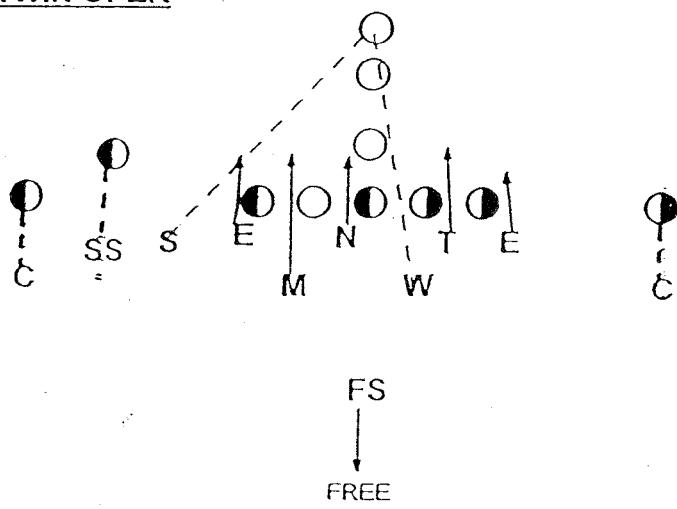
PRO I



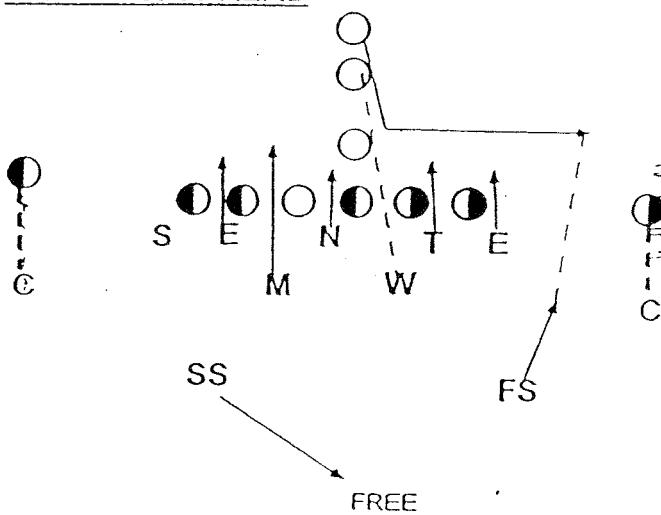
TWIN I



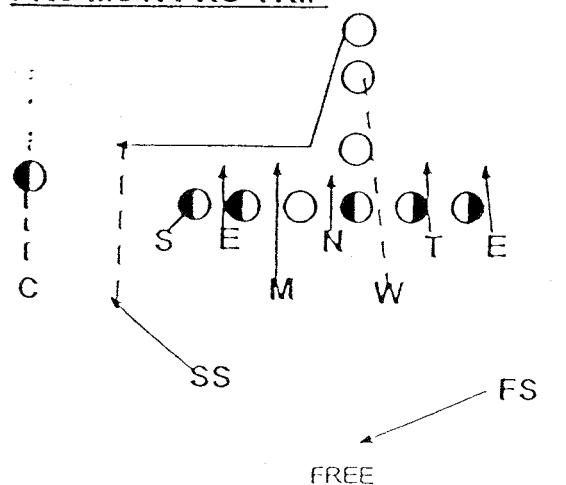
TWIN OPEN



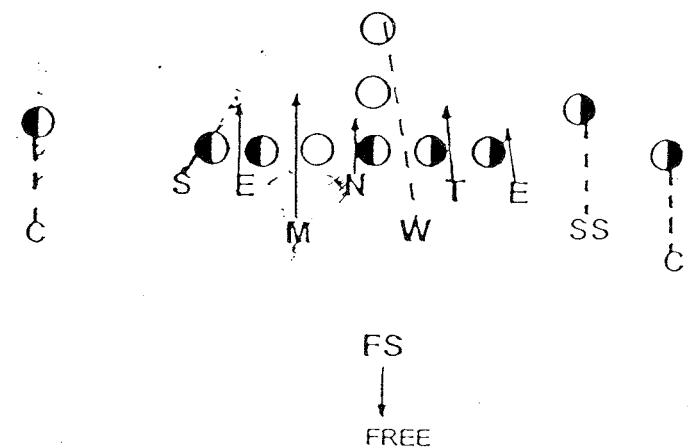
PRO MOT. SPREAD



PRO MOT. PRO TRIP

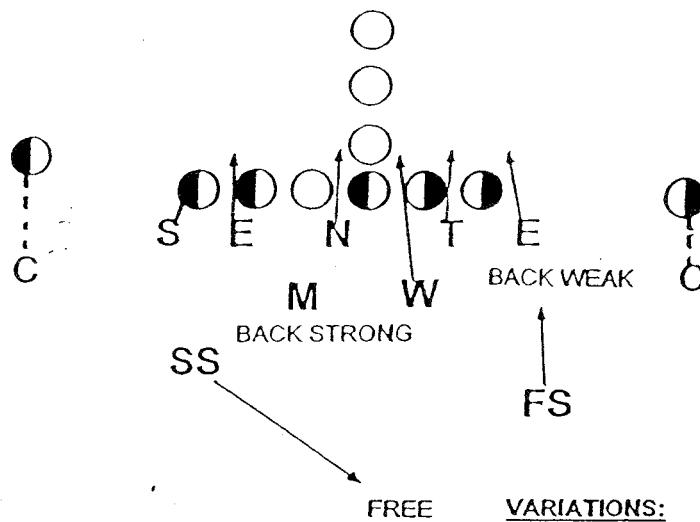


SPREAD

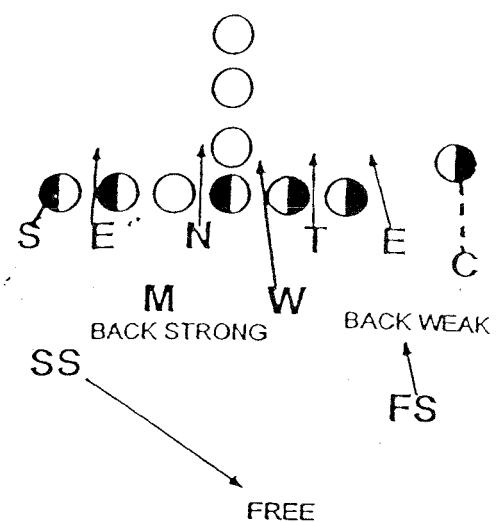


# EAGLE WILL SILVER

PRO I

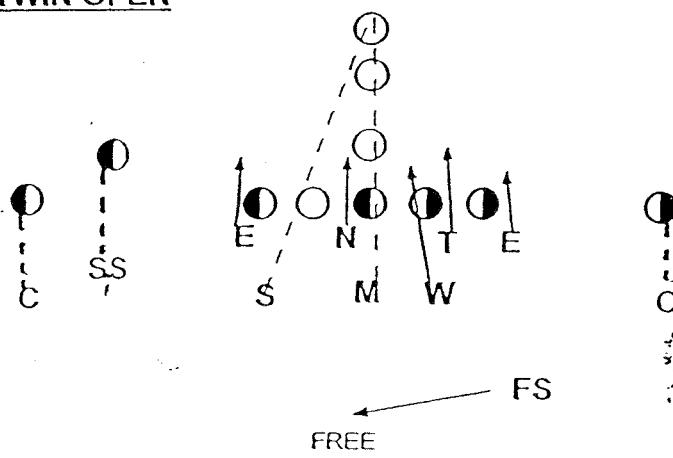


TWIN I

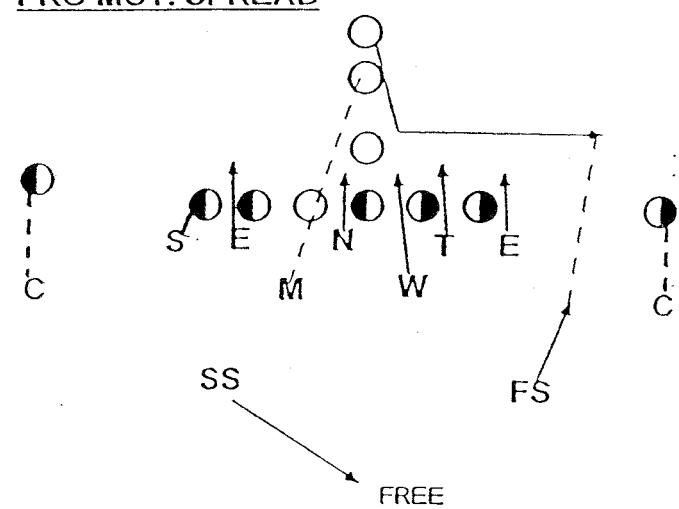


VARIATIONS:

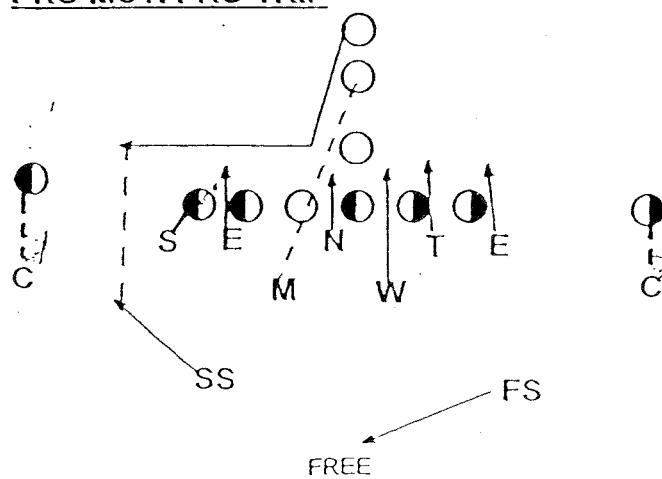
TWIN OPEN



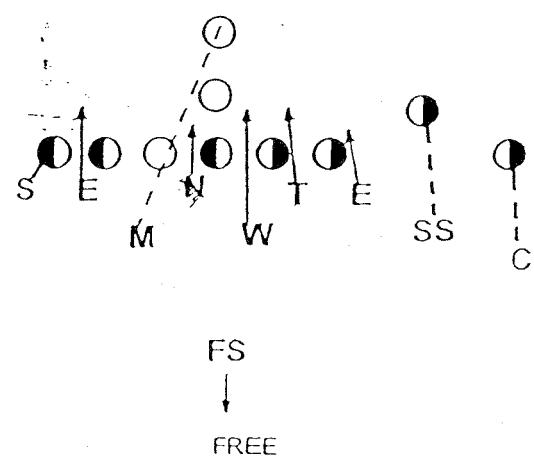
PRO MOT. SPREAD



PRO MOT. PRO TRIP

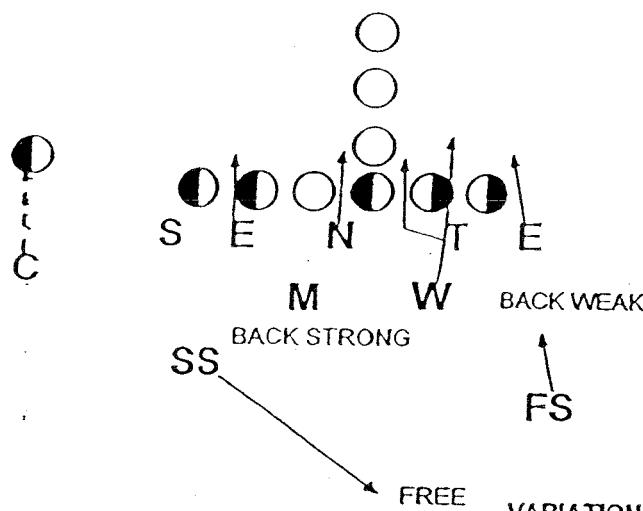


SPREAD

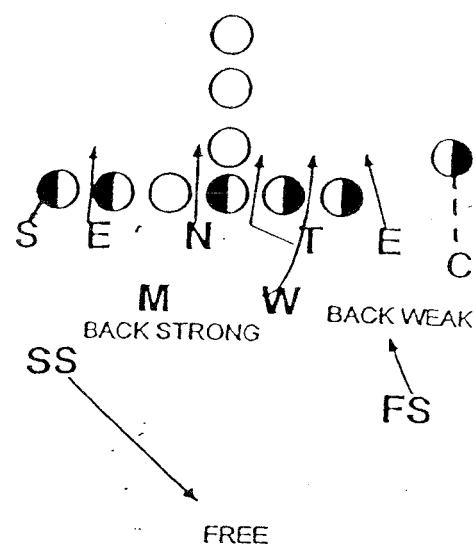


# EAGLE TAM WILL SILVER

## PRO I

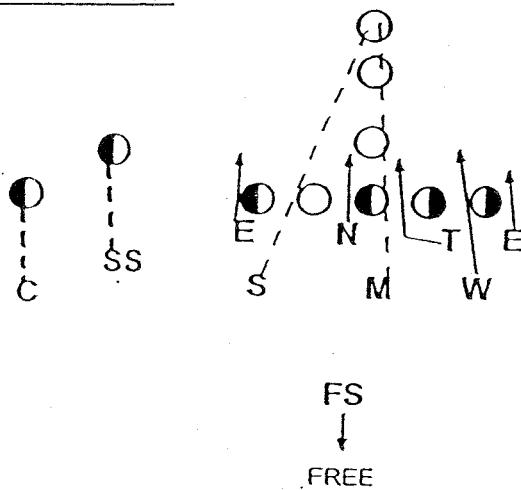


## TWIN I

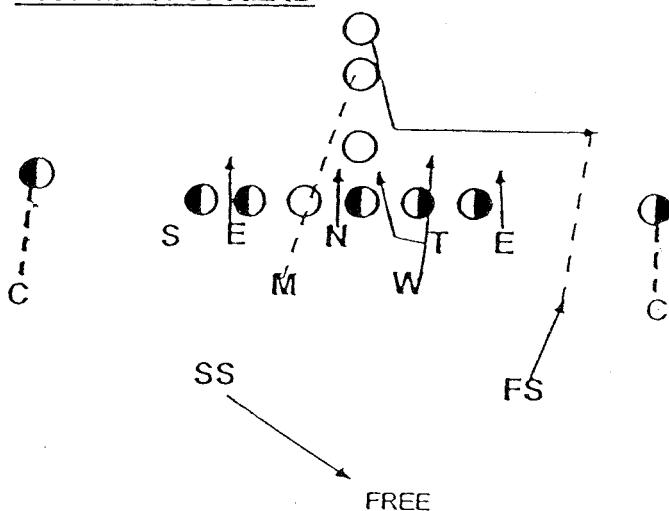


## VARIATIONS:

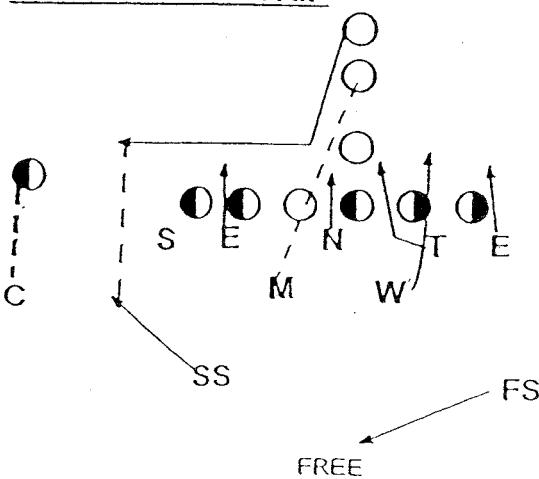
## TWIN OPEN



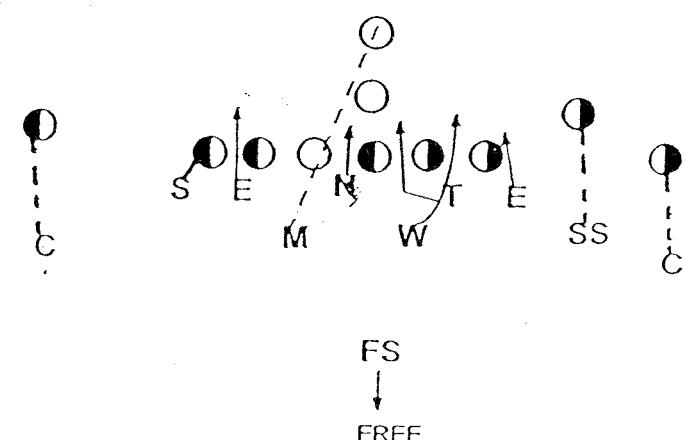
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

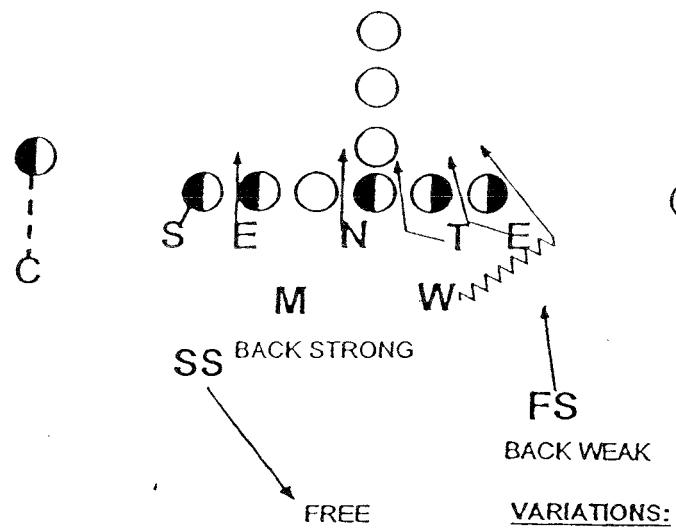


## SPREAD

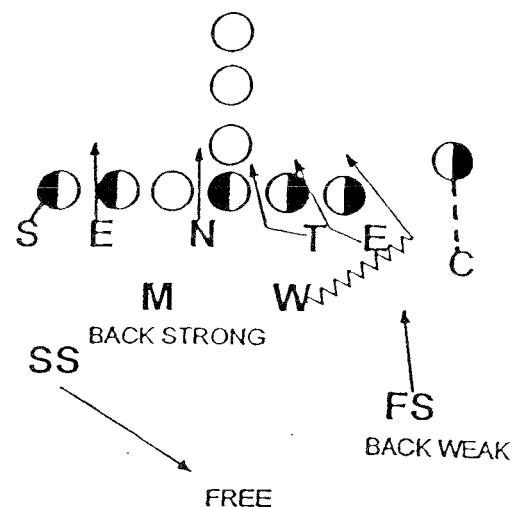


# EAGLE WHIP SILVER

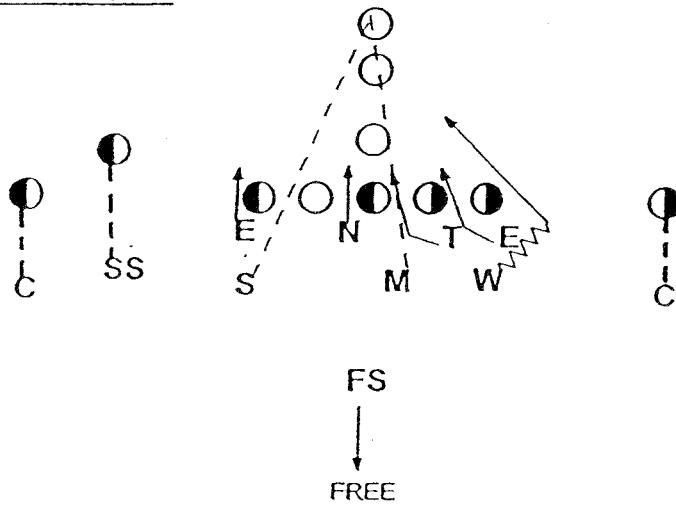
## PRO I



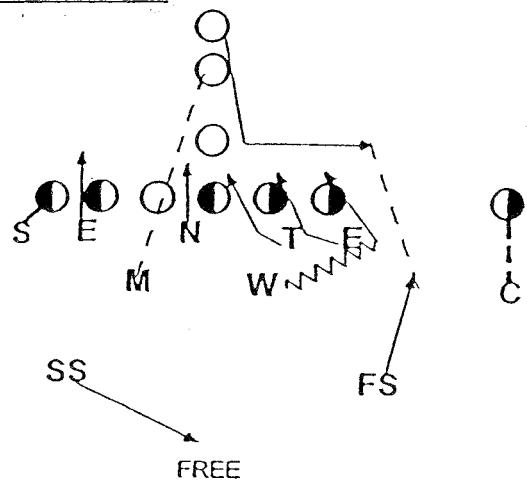
## TWIN I



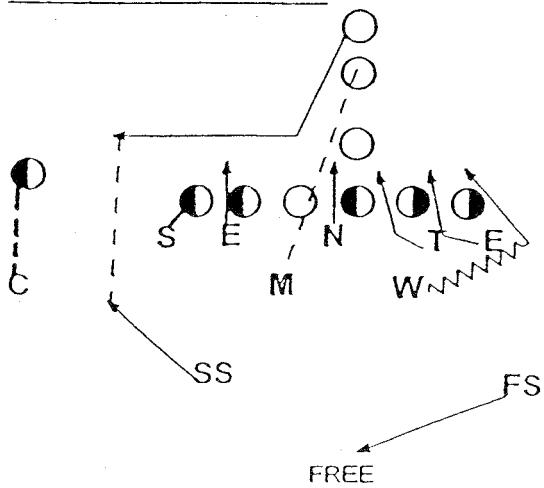
## TWIN OPEN



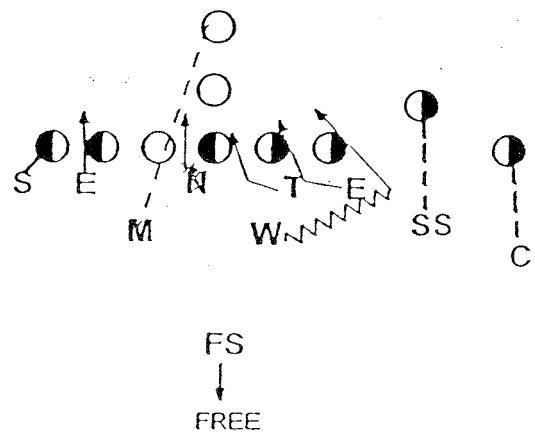
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

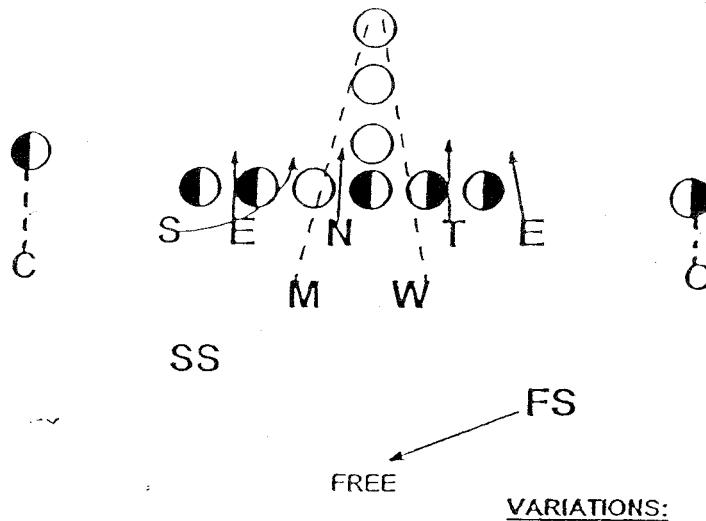


## SPREAD

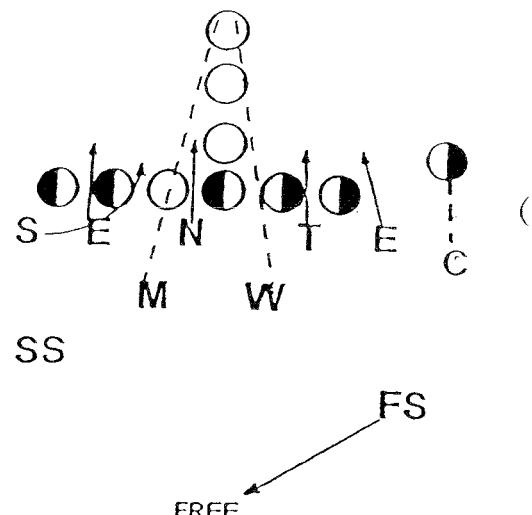


# EAGLE SLAM SILVER

PRO I

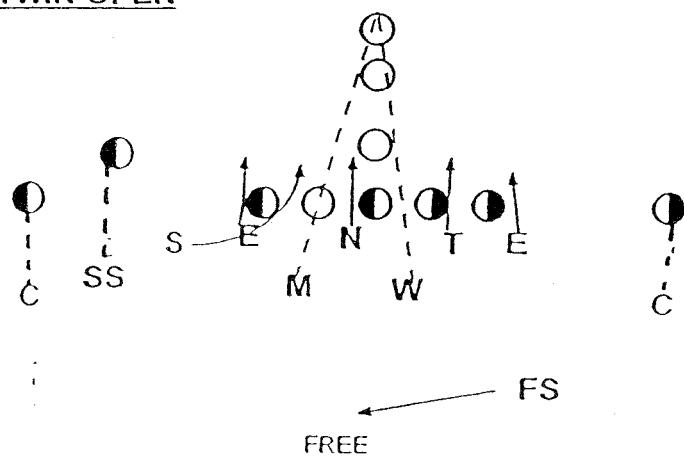


TWIN I

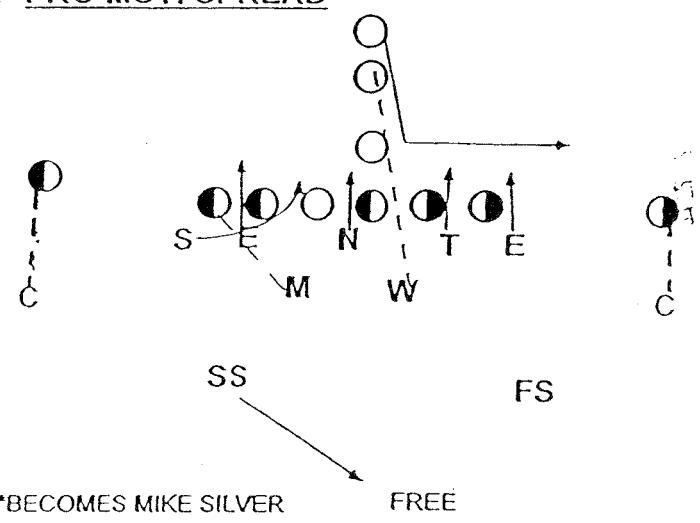


VARIATIONS:

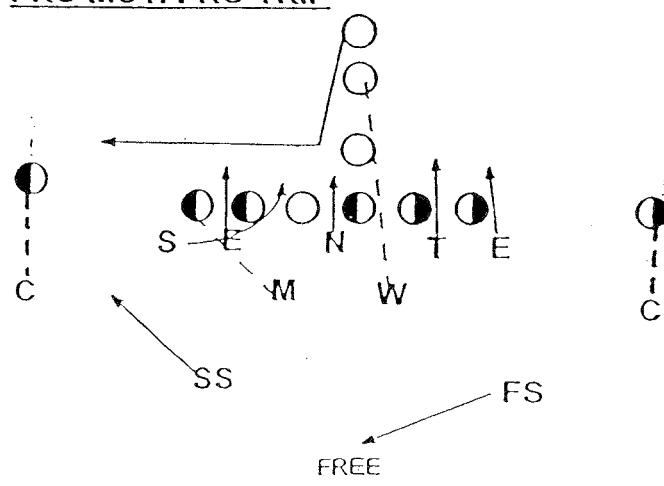
TWIN OPEN



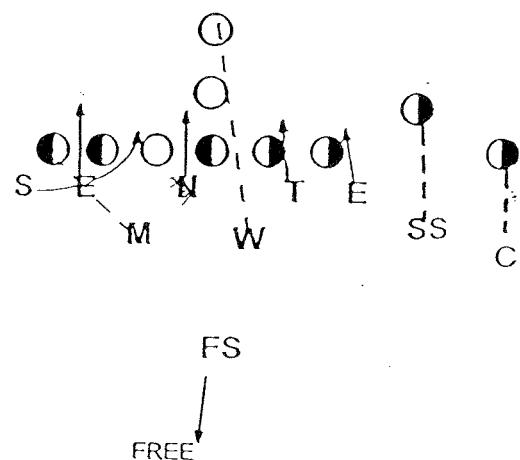
PRO MOT. SPREAD



PRO MOT. PRO TRIP

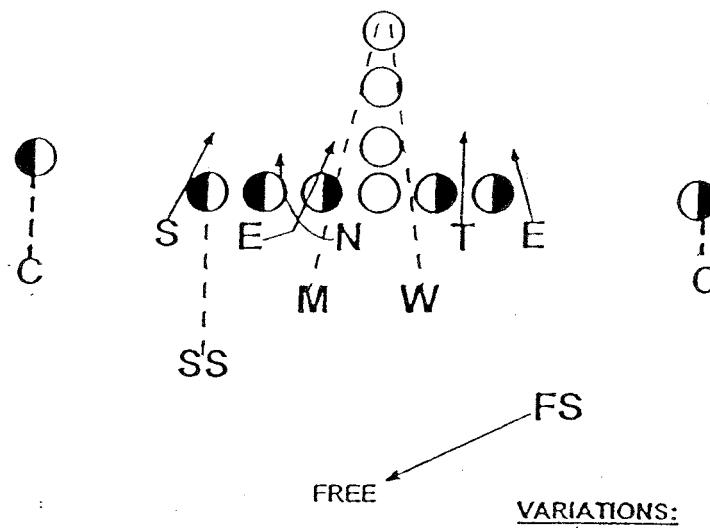


SPREAD

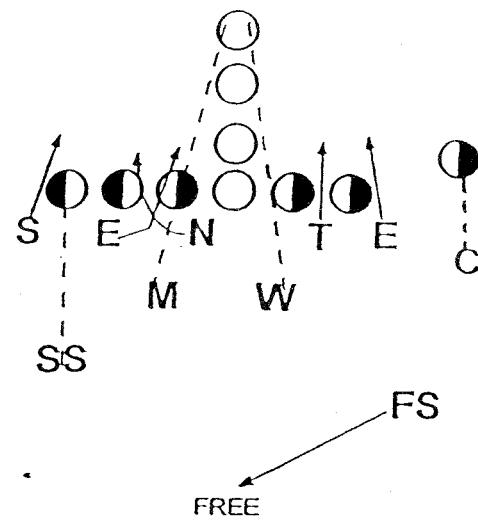


# EAGLE SMACK (EX) SILVER

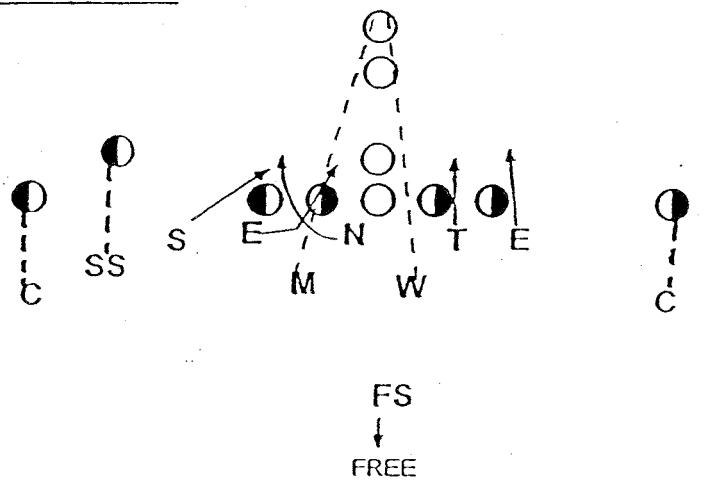
PRO I



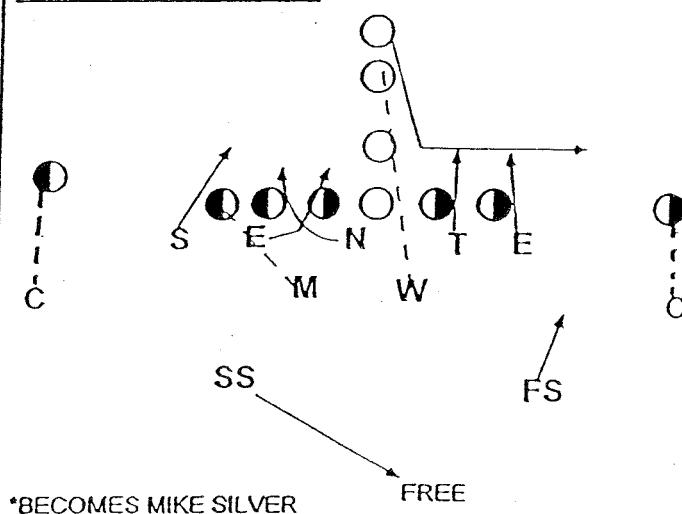
TWIN I



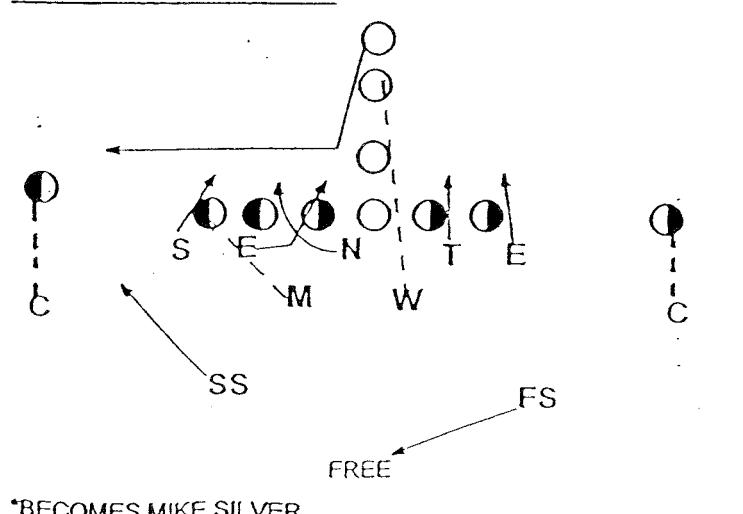
TWIN OPEN



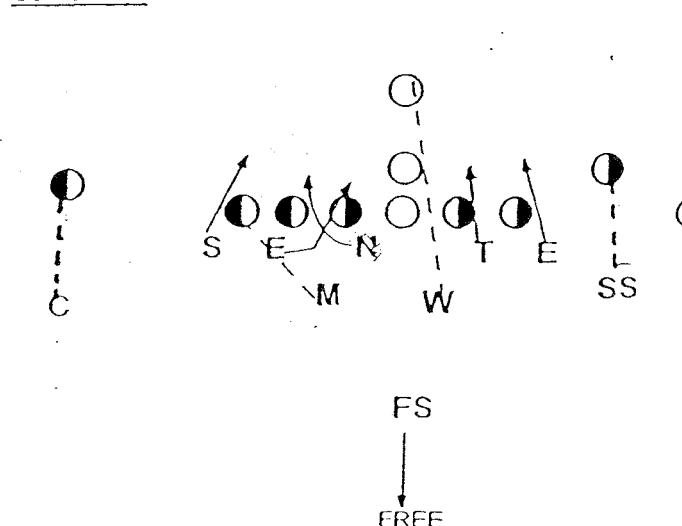
PRO MOT. SPREAD



PRO MOT. PRO TRIP



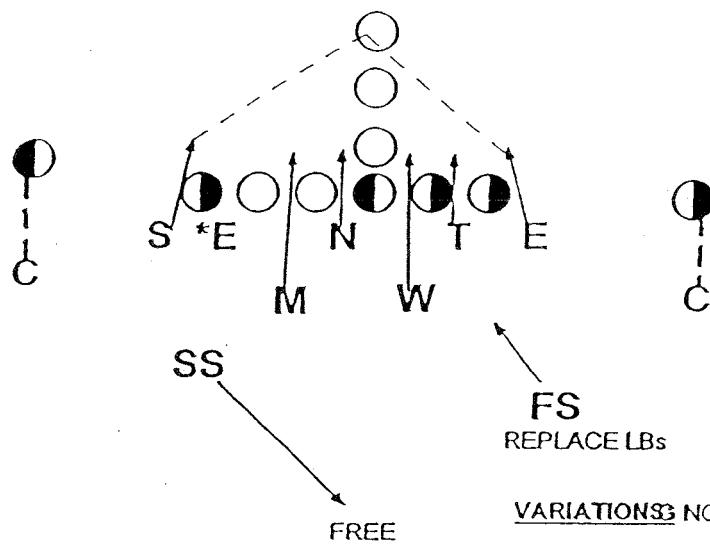
SPREAD



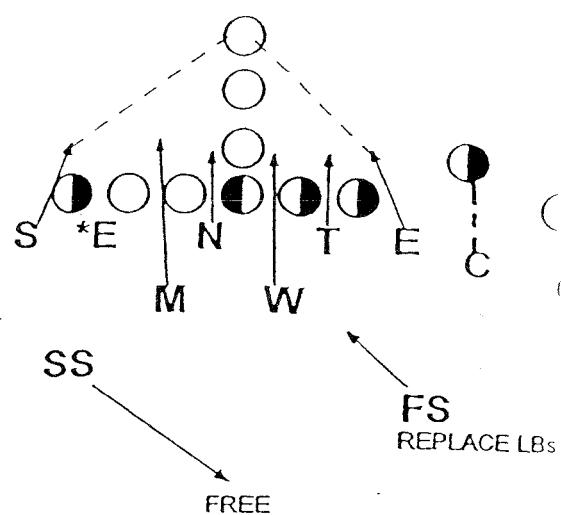
\*BECOMES MIKE SILVER

# EAGLE FIRE LOCK SILVER

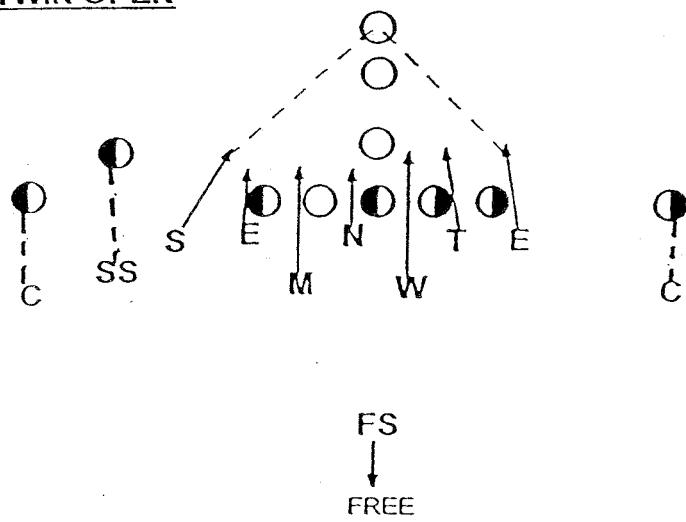
## PRO I



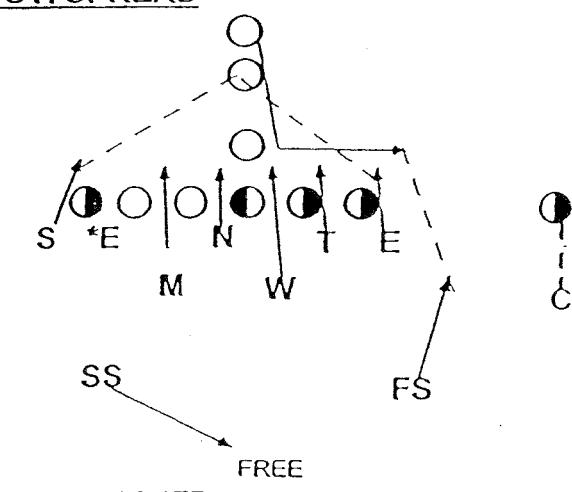
## TWIN I



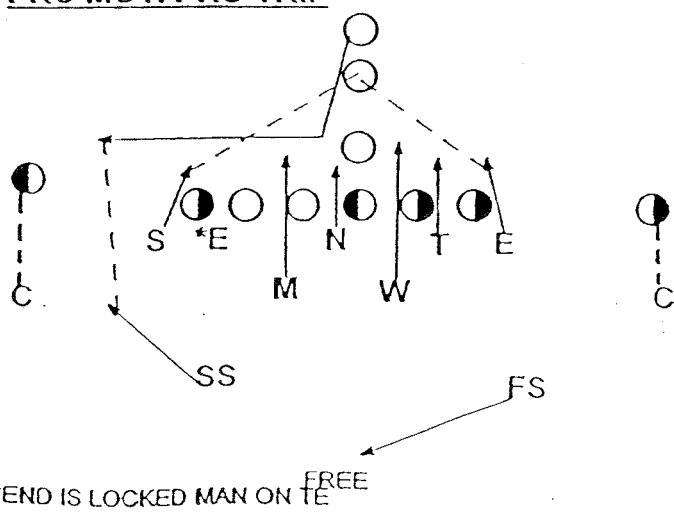
## TWIN OPEN



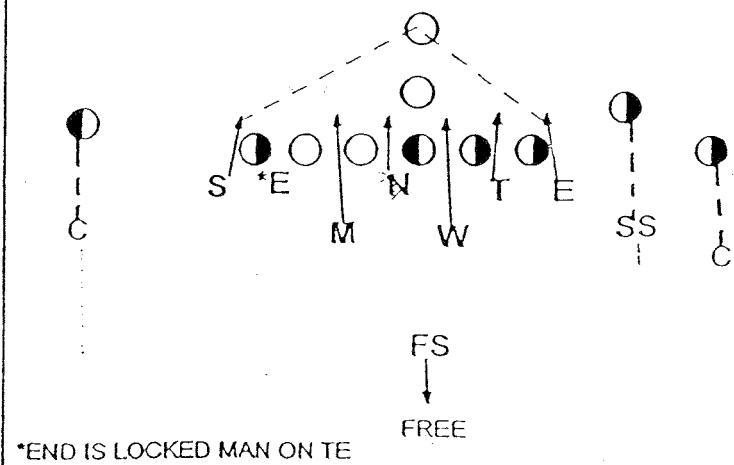
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

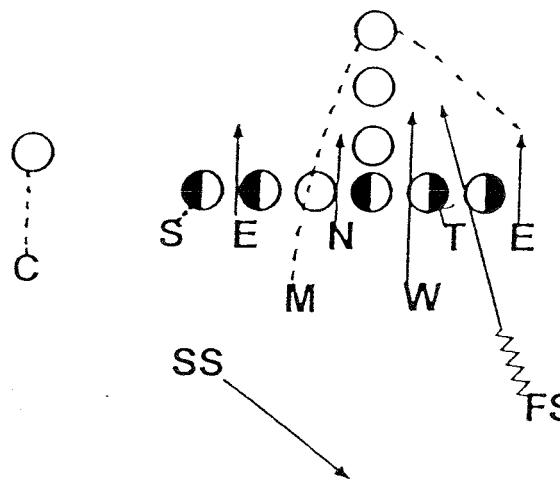


## SPREAD

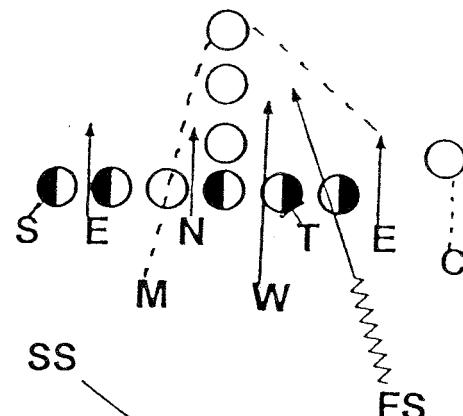


# EAGLE WOLF SILVER

## PRO I

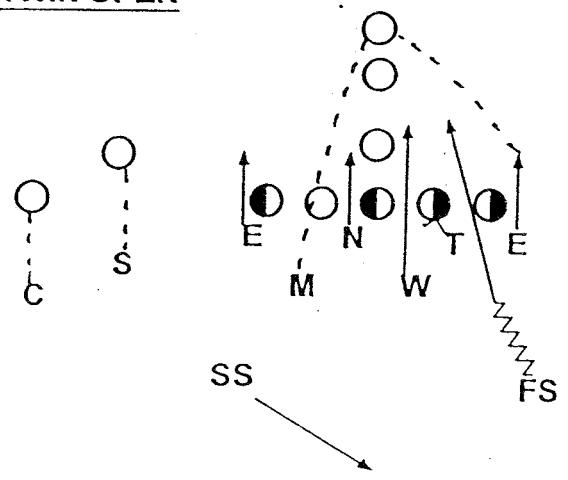


## TWIN I

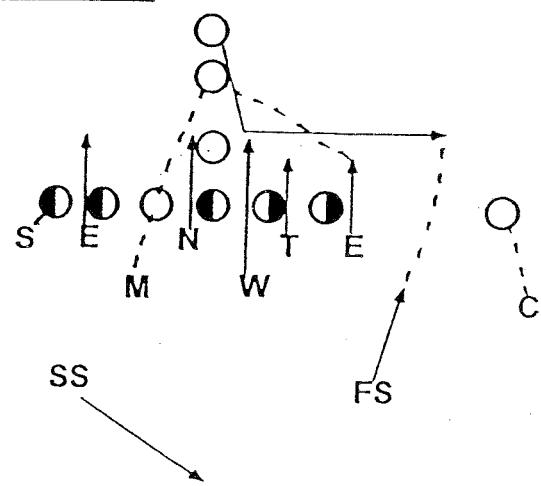


VARIATIONS:

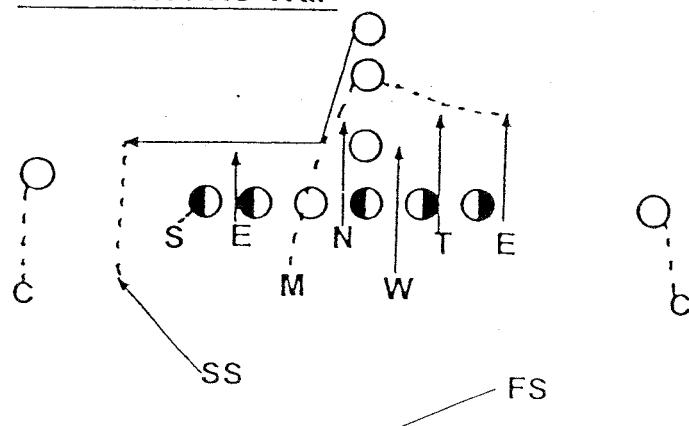
## TWIN OPEN



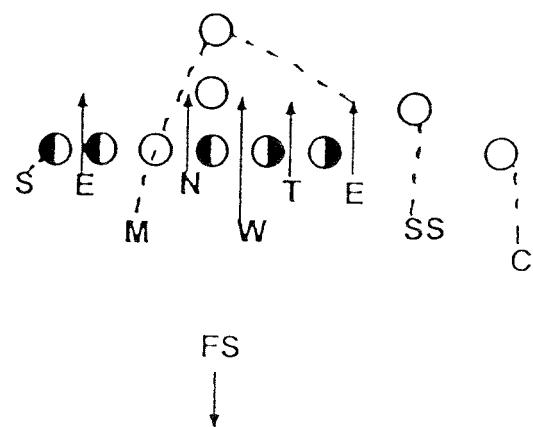
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

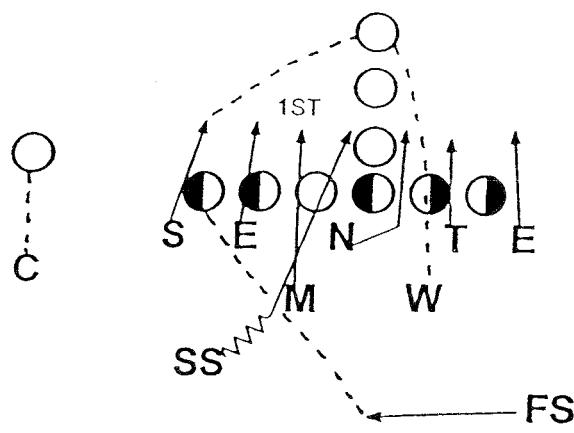


## SPREAD

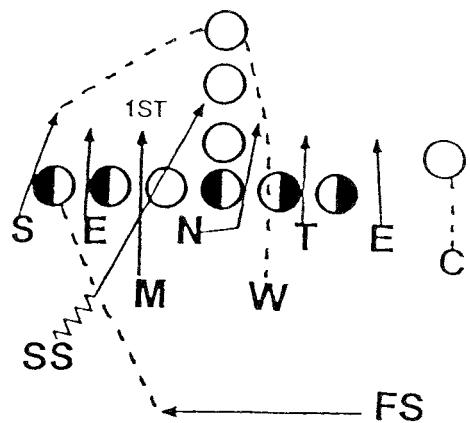


# EAGLE STONE OPPOSITE PURPLE

PRO I

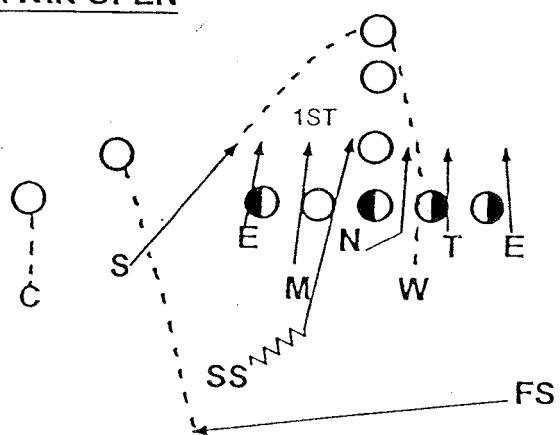


TWIN I

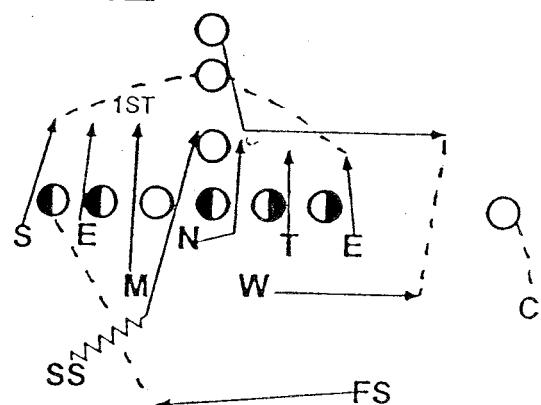


VARIATIONS:

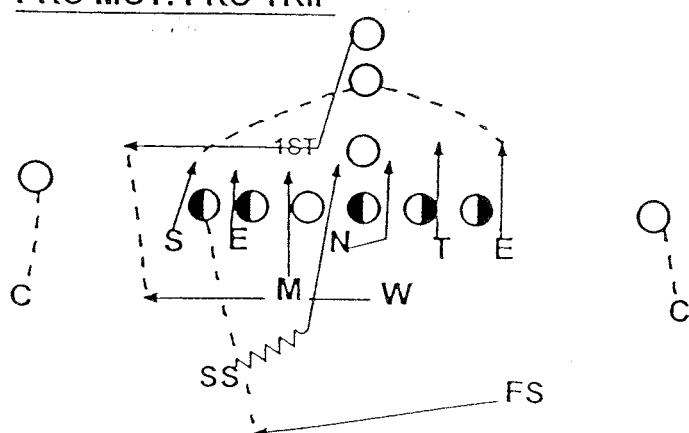
TWIN OPEN



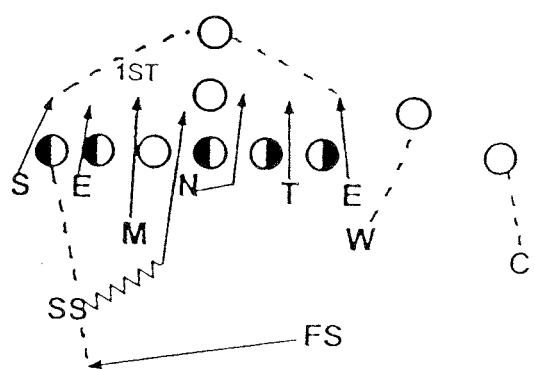
PRO MOT. SPREAD



PRO MOT. PRO TRIP

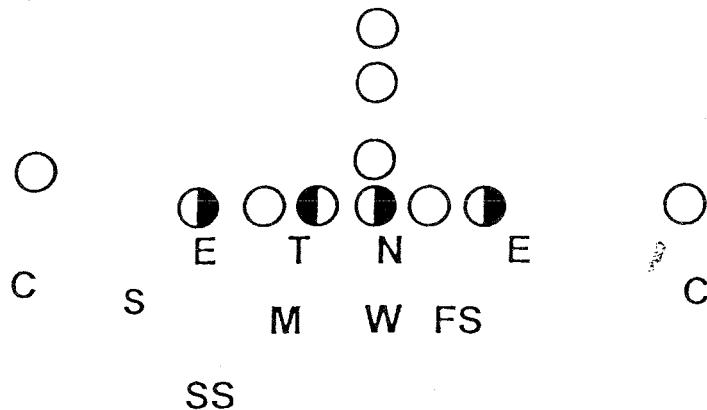


SPREAD

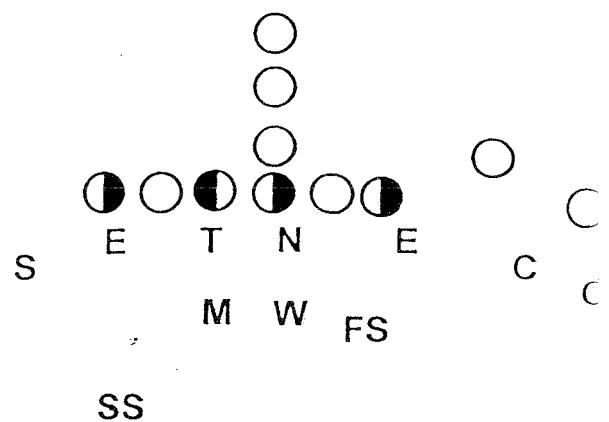


# OVER 3, BROWN

PRO I

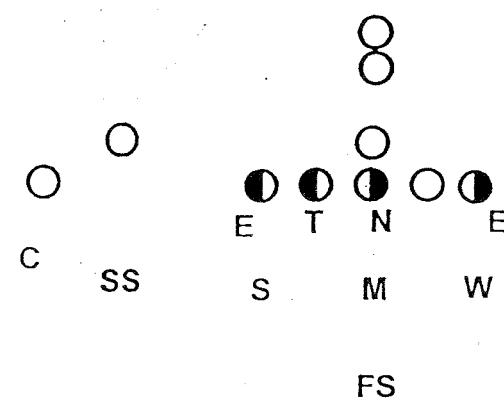


TWIN I



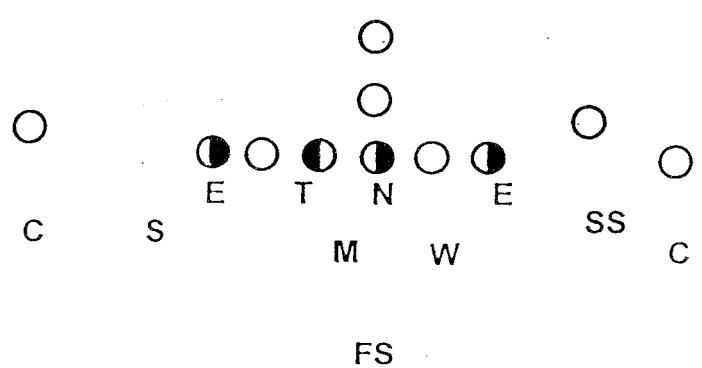
TWIN OPEN

(3, BROWN)



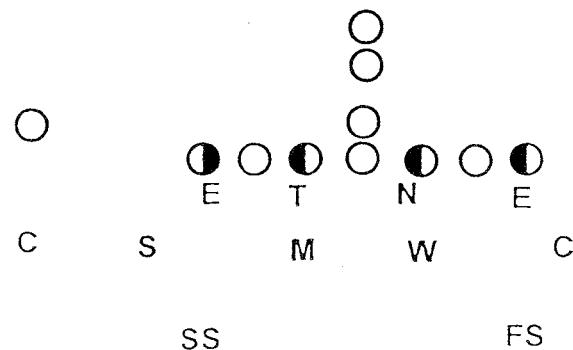
SPREAD

(3, BROWN)



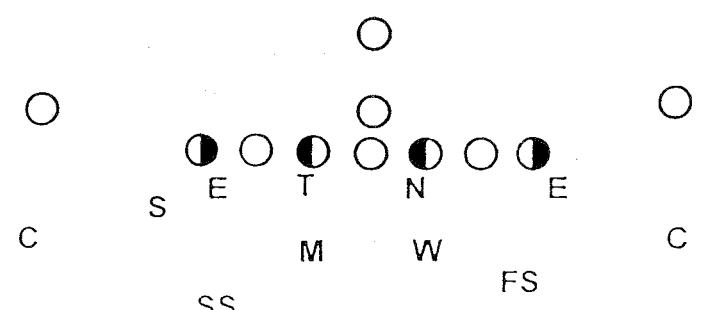
FLANKER I

(4, BROWN)



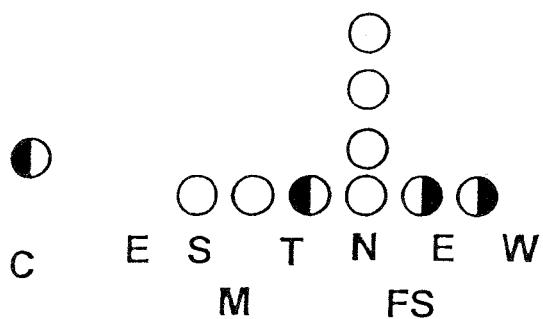
DOUBLE FLANKER

(3, BROWN)



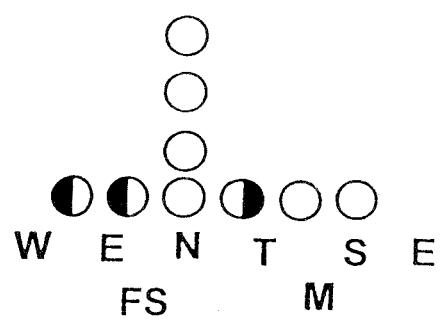
# HAWK SILVER

## PRO I



SS  
→  
FREE

## TWIN I



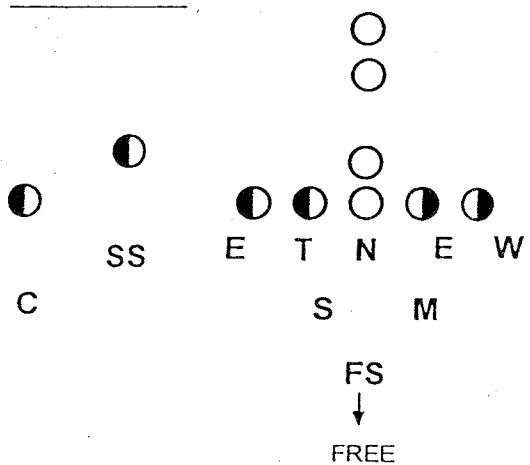
SS  
↓  
FREE

VARIATIONS: CHEAT

MOVEMENTS: TON, NOT, EX, NET, TEX

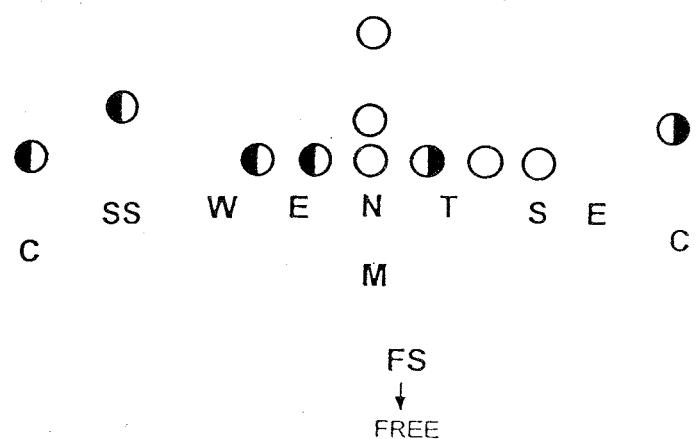
BLITZES: BLITZ CHECK

## TWIN OPEN



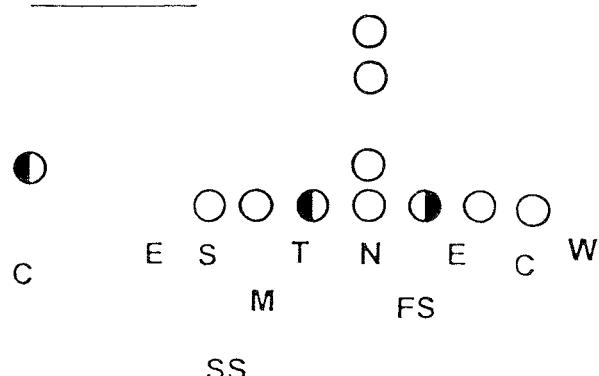
FS  
↓  
FREE

## SPREAD



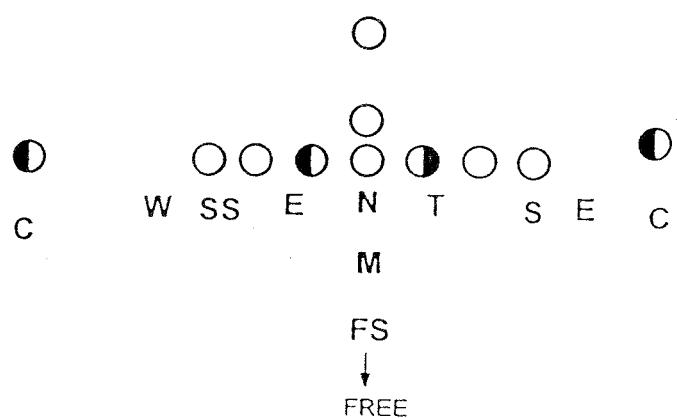
FS  
↓  
FREE

## FLANKER I



SS

## DOUBLE FLANKER

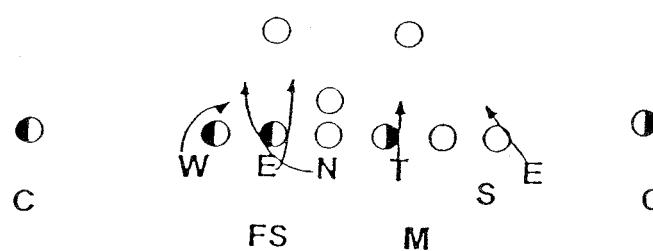


FS  
↓  
FREE

SC--GET INTO FACE ALIGNMENT TO THE CALL  
FS--DROP DOWN INTO LB POSITION

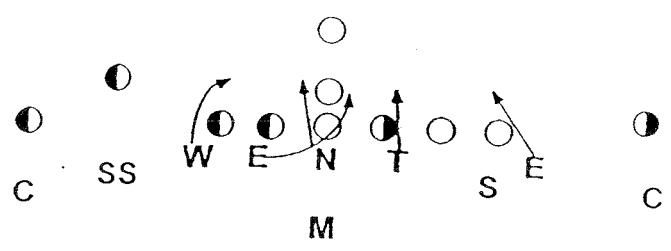
# HAWK SERIES

## PRO SPLIT



HAWK EX SILVER

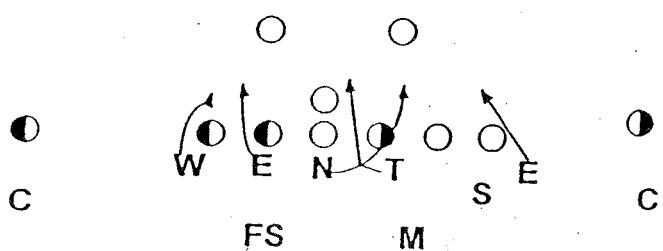
## SPREAD



FS

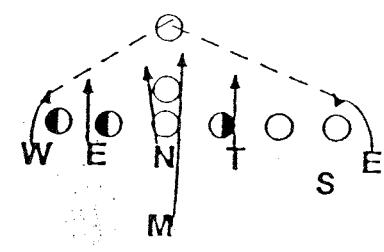
HAWK NET SILVER

## PRO SPLIT



HAWK TON (NOT) SILVER

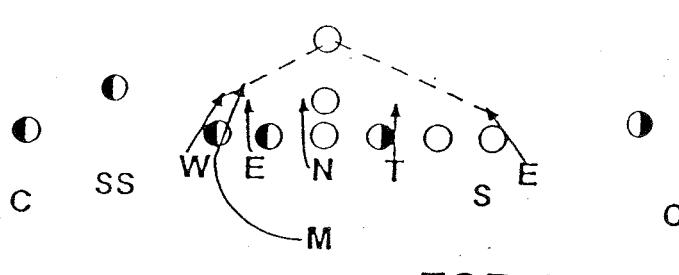
## SPREAD



FS

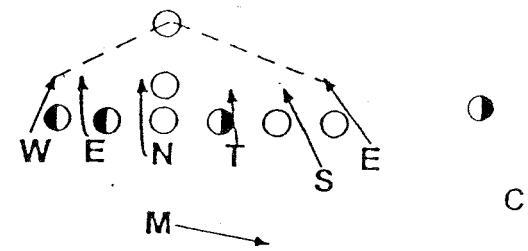
HAWK BLITZ (CHECK) SILVER

## SPREAD



HAWK (CHECK) SILVER

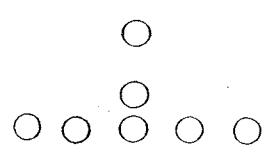
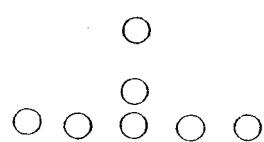
## SPREAD



FS

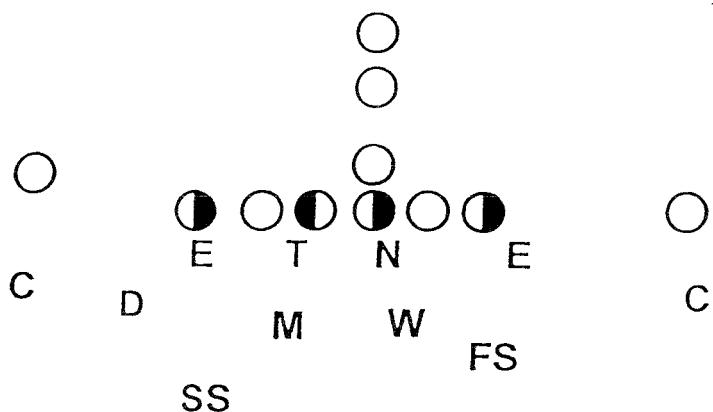
HAWK SMOKE MIKE (CHECK) SILVER

FOR SLIDE PROTECTION

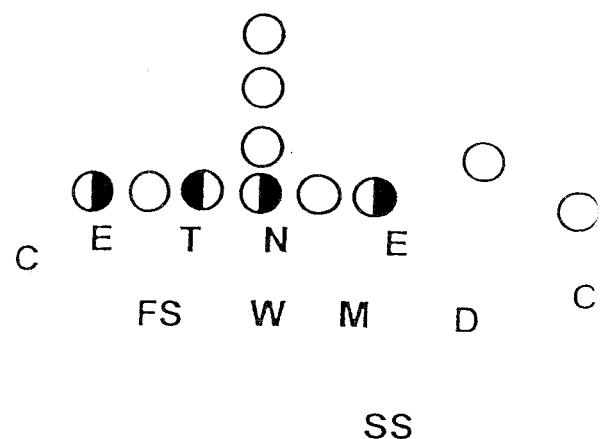


# OVERDIME 5,3, BROWN

## PRO I



## TWIN I

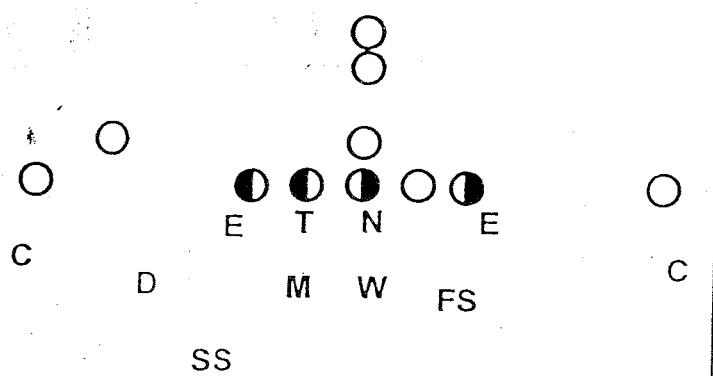


\* Check Weak  
Vs. Two Backs

\* Check Weak  
Vs. Two Backs

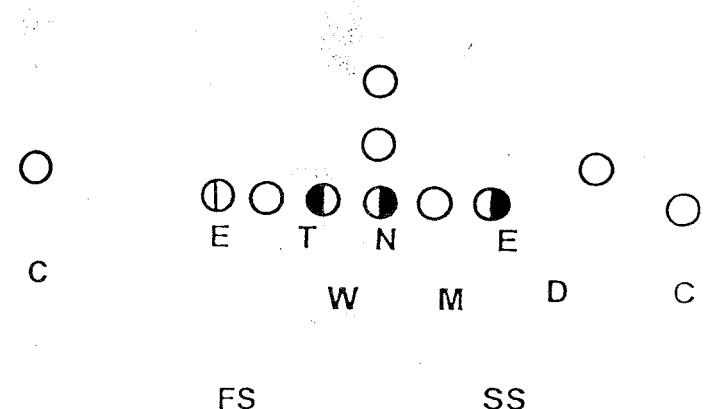
## TWIN OPEN

(3, BROWN)



## SPREAD

(3, BROWN)

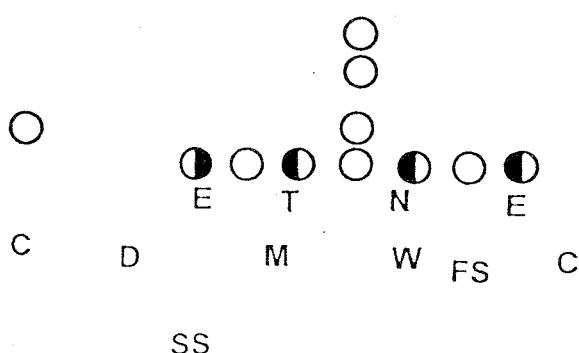


\* Check Weak  
Vs. Two Backs

(Dime-Check End Into A 6)

## FLANKER I

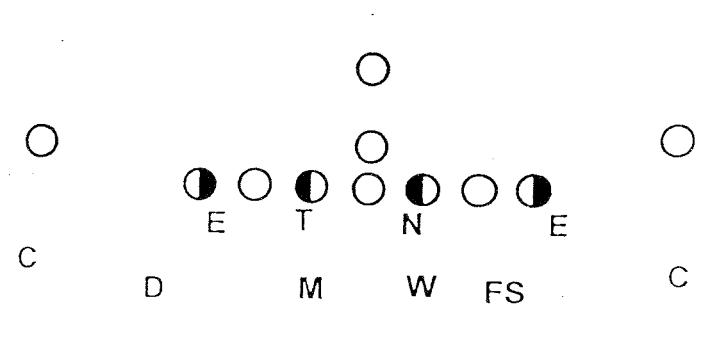
(4, BROWN)



\* Check Weak  
Vs. Two Backs

## DOUBLE FLANKER

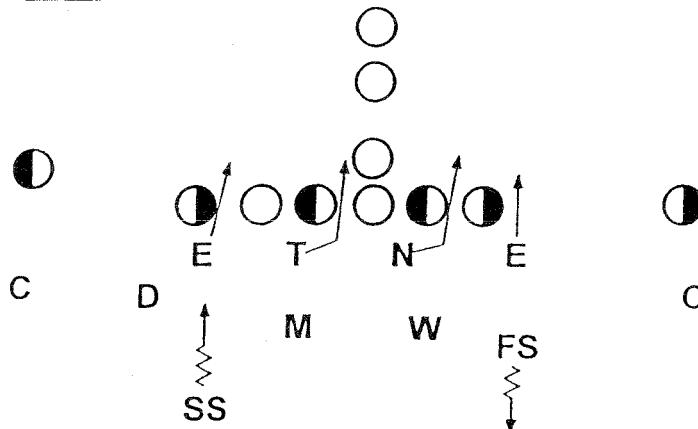
(3, BROWN)



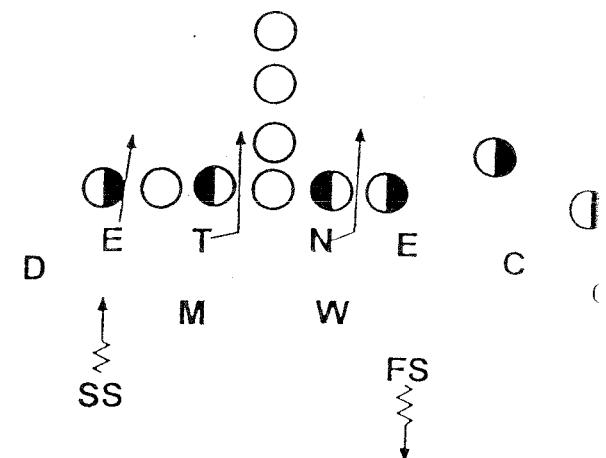
Like To Check N to A G Alignment

# OVER G BLOOD KNIFE STRONG

PRO I



TWIN I

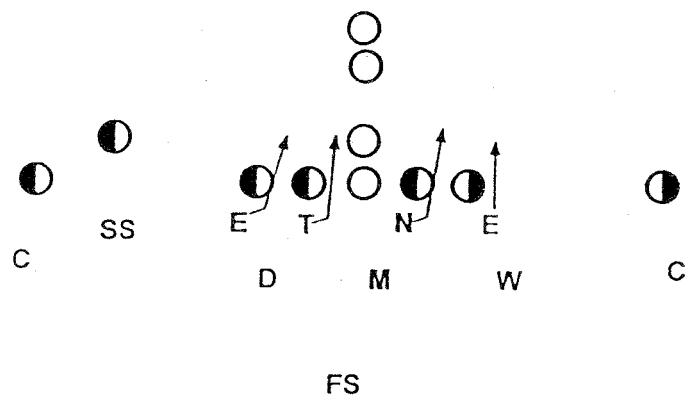


VARIATIONS:

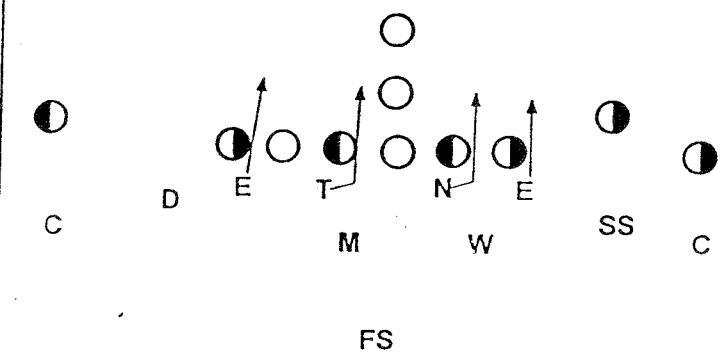
MOVEMENTS:

BLITZES:

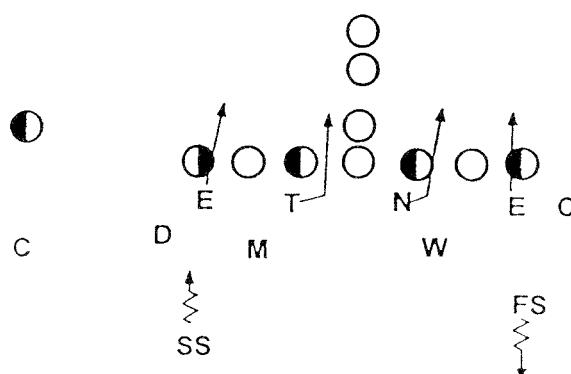
TWIN OPEN



SPREAD

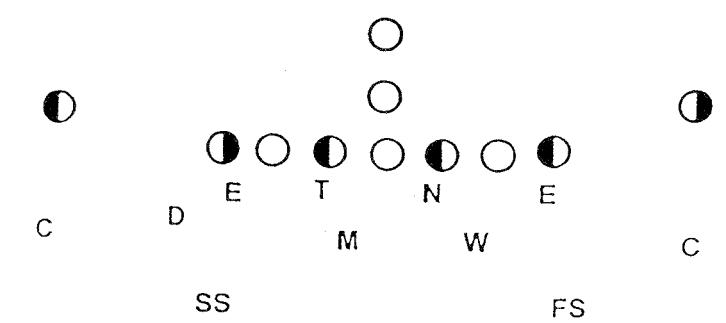


FLANKER I

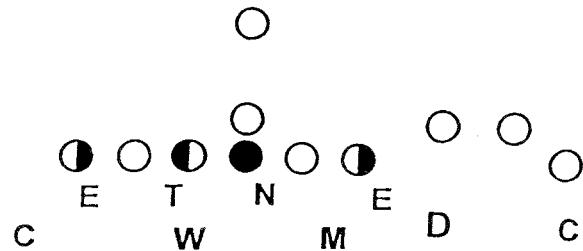


DOUBLE FLANKER

\*\*\*WILL NOT RUN



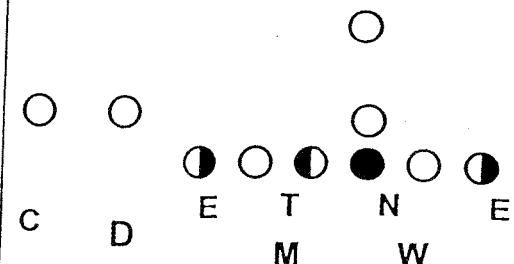
TWIN TRIPS



FS

SS

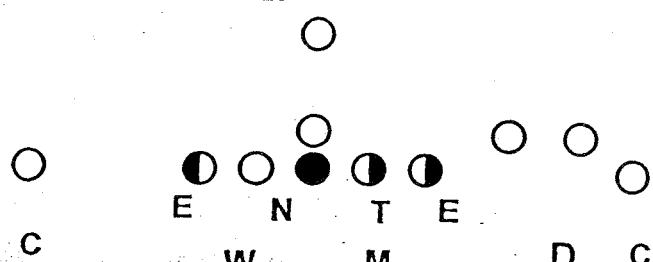
PRO TRIPS



SS

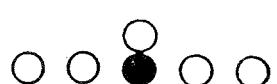
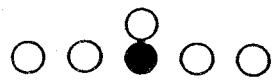
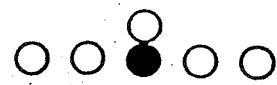
FS

TWIN TRIP OPEN



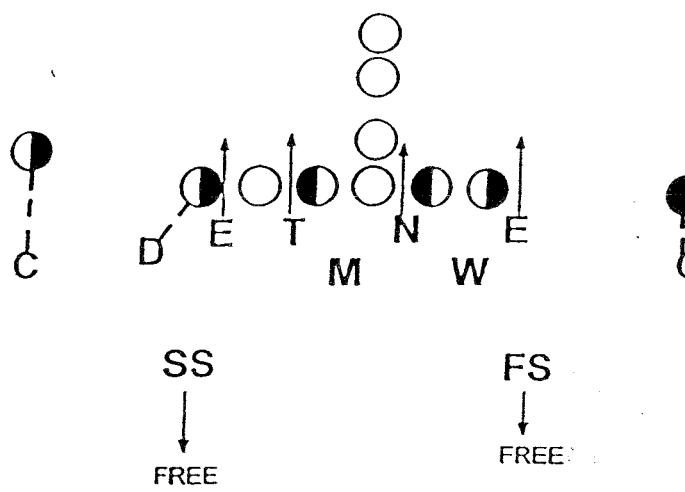
FS

SS

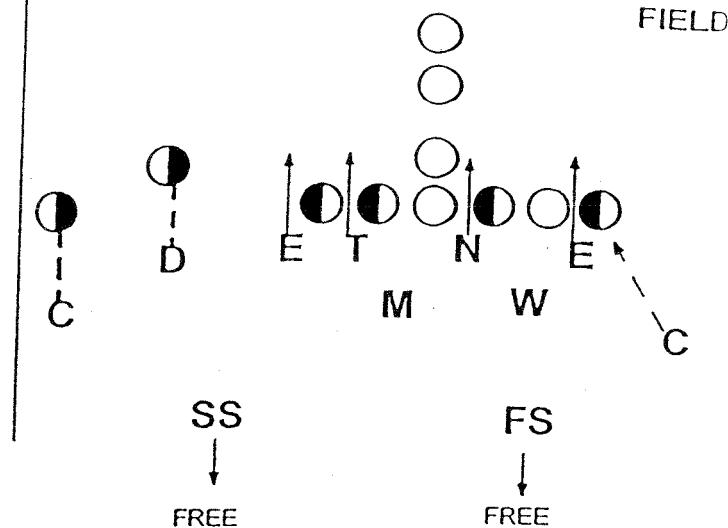


# DIME BLACK

PRO I

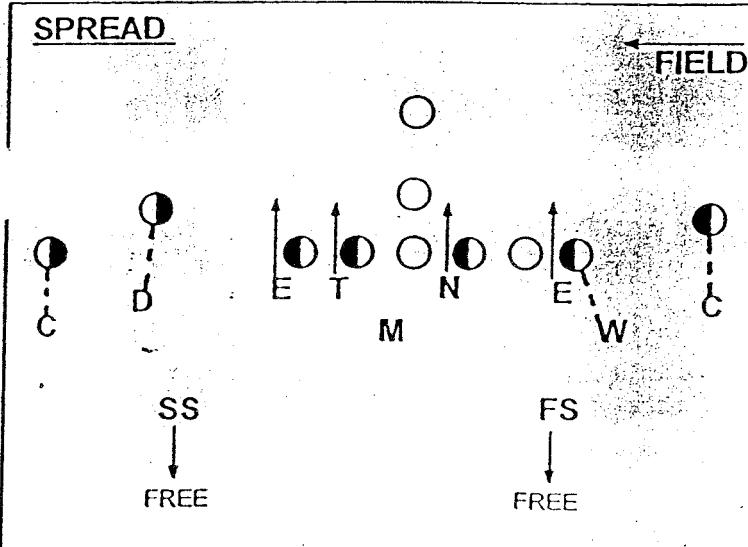


TWIN I

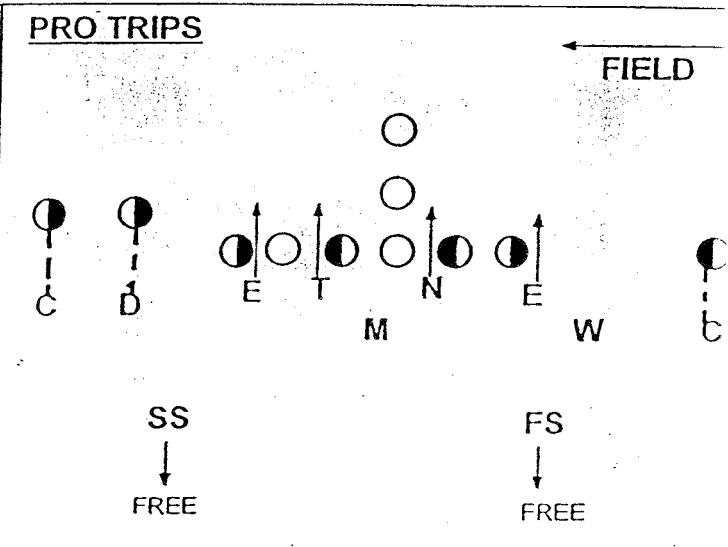


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

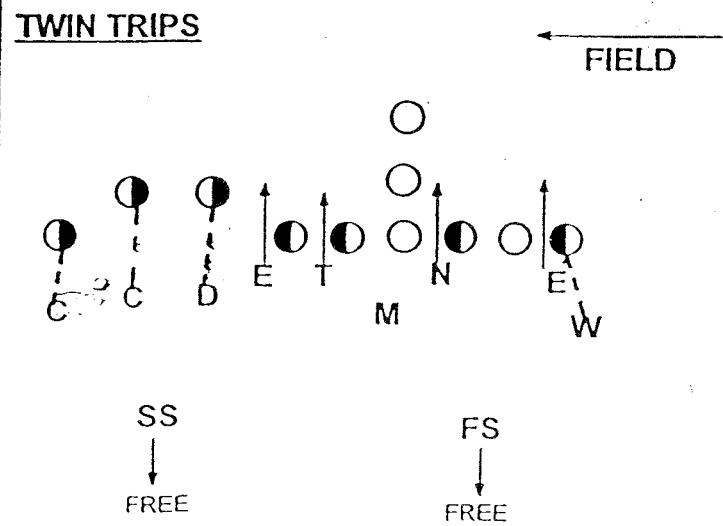
SPREAD



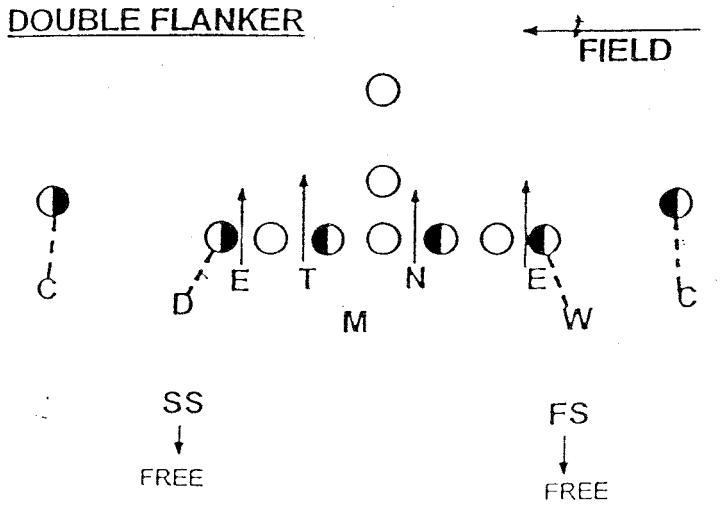
PRO TRIPS



TWIN TRIPS

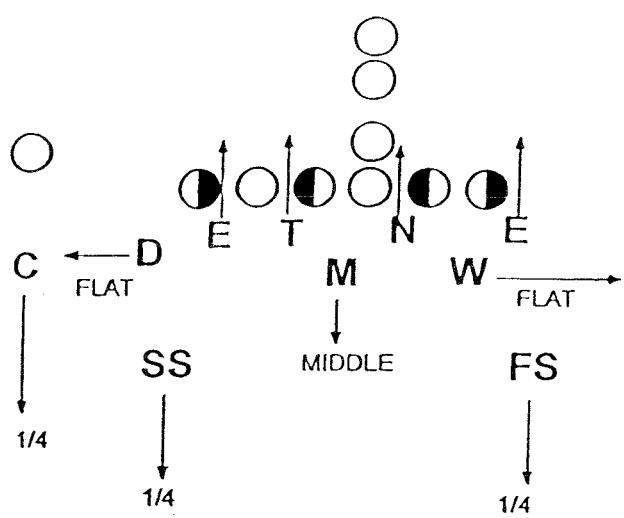


DOUBLE FLANKER

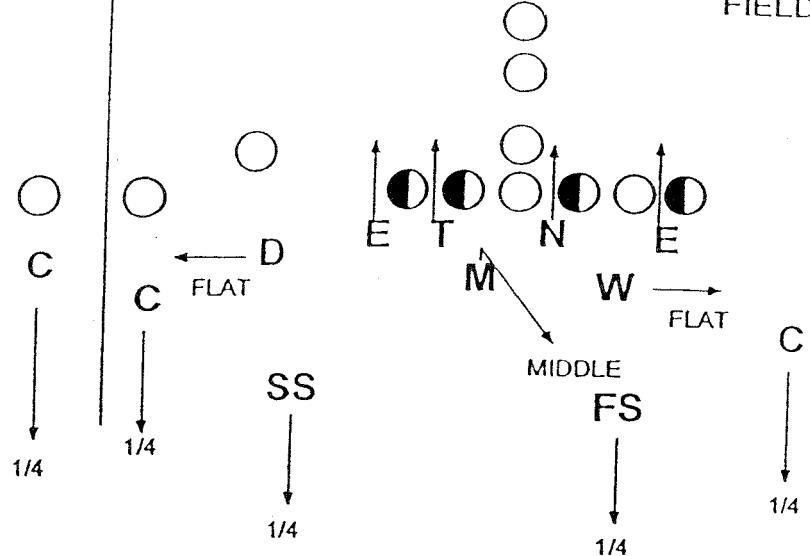


# DIME 4 OPEN

## PRO I

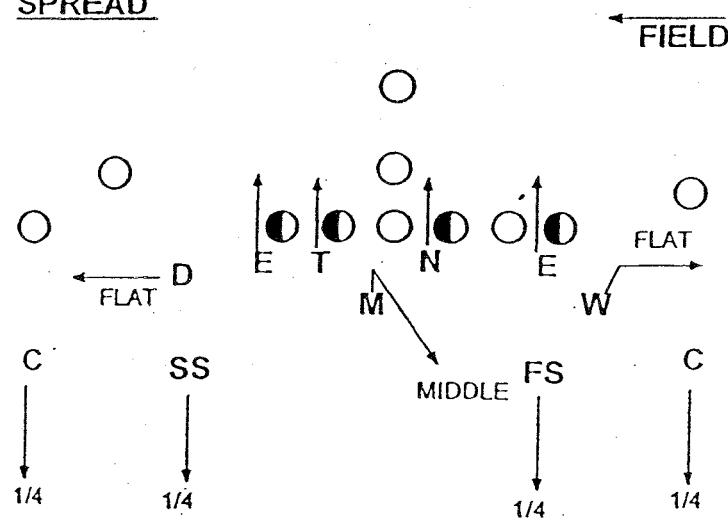


## TWIN I

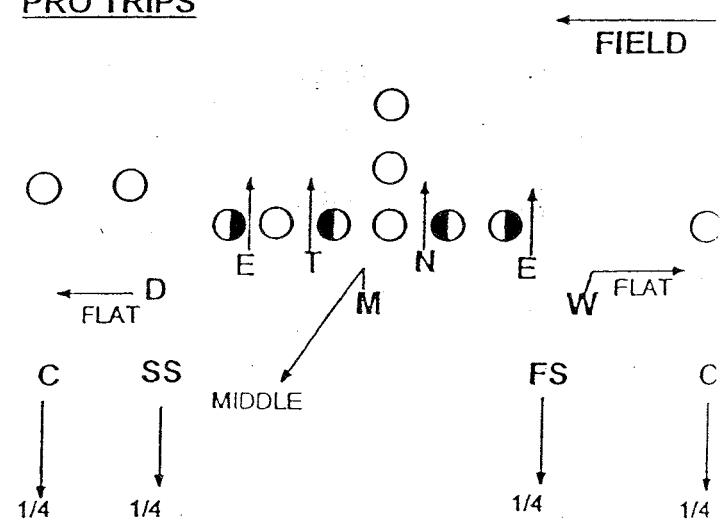


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

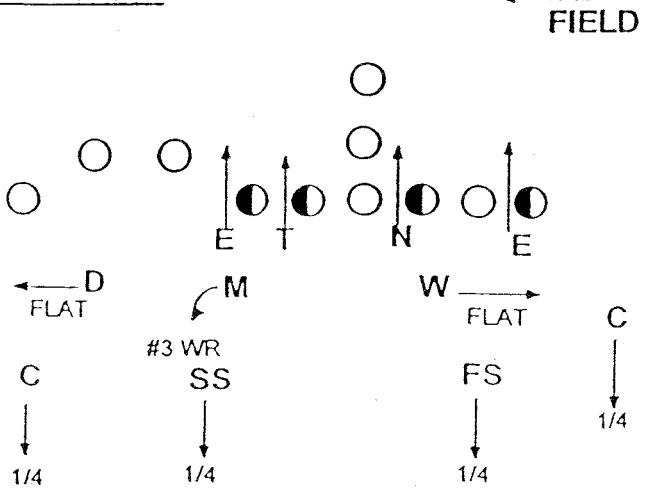
## SPREAD



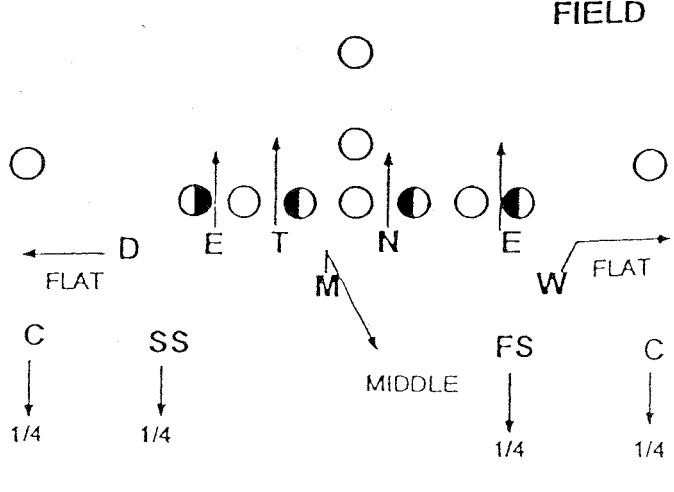
## PRO TRIPS



## TWIN TRIPS

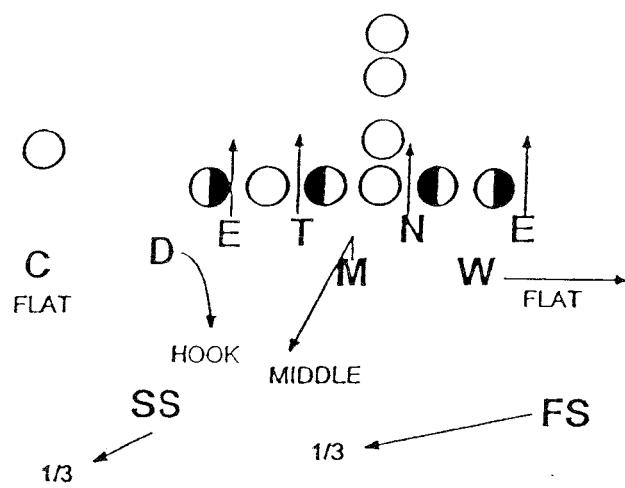


## DOUBLE FLANKER

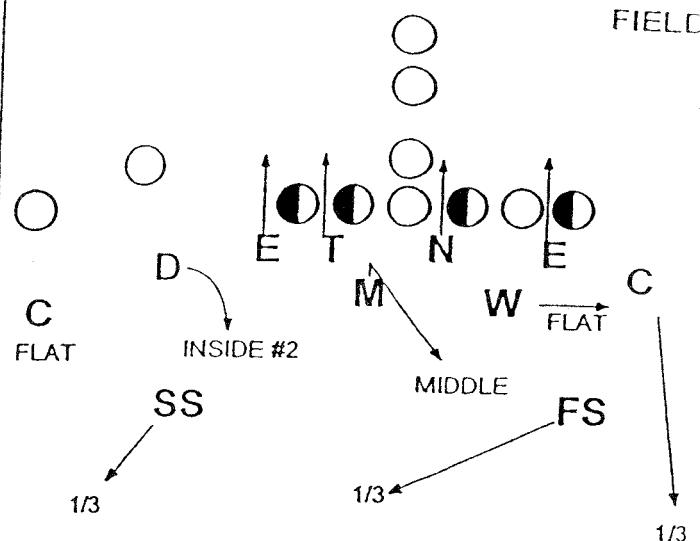


# DIME 3 CLOUD

## PRO I

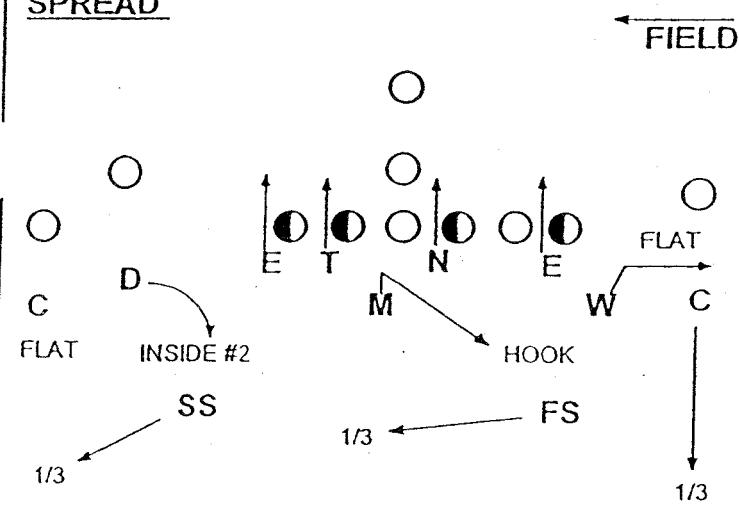


## TWIN I

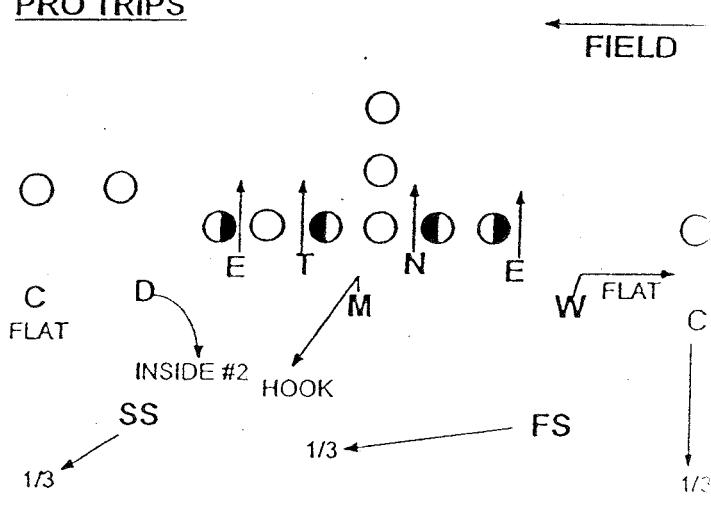


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

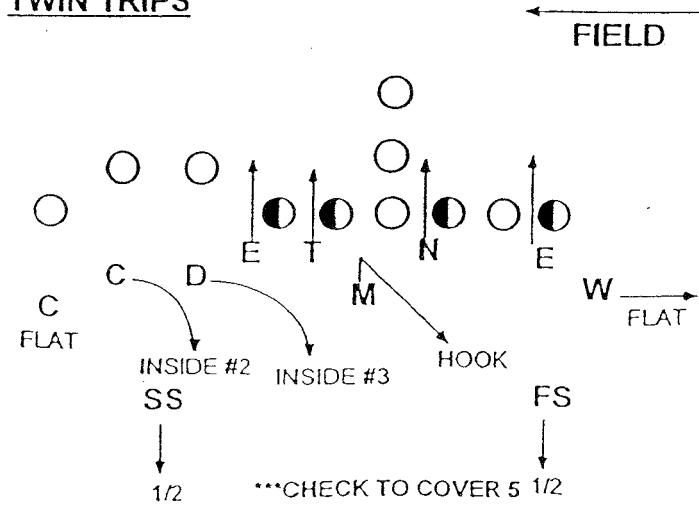
## SPREAD



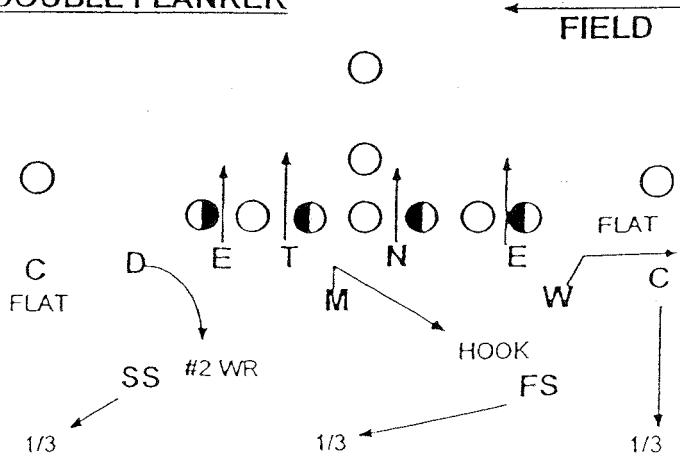
## PRO TRIPS



## TWIN TRIPS

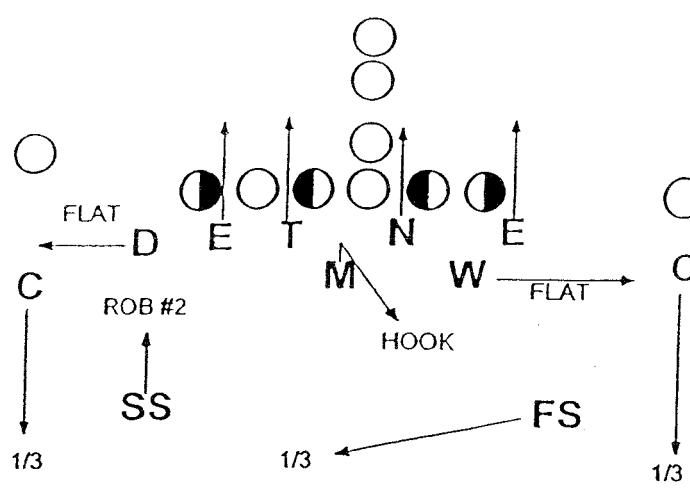


## DOUBLE FLANKER

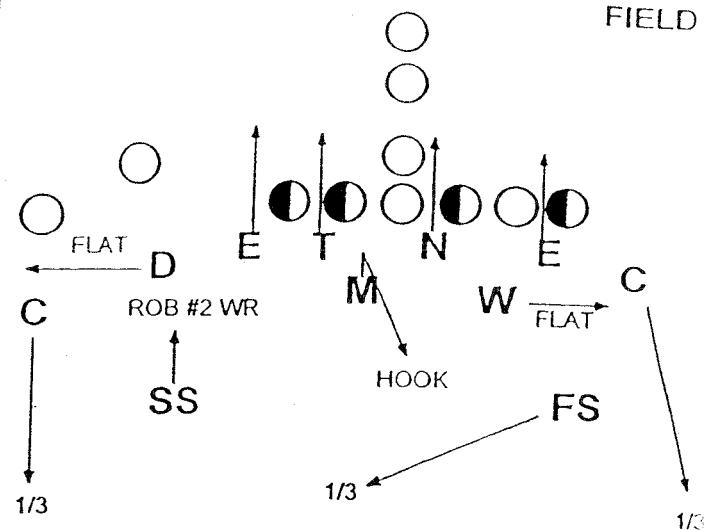


# DIME GANGSTER 3

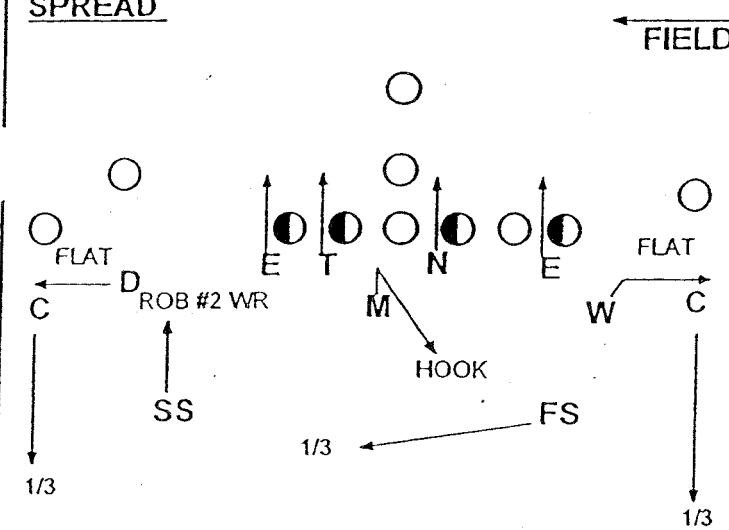
PRO I



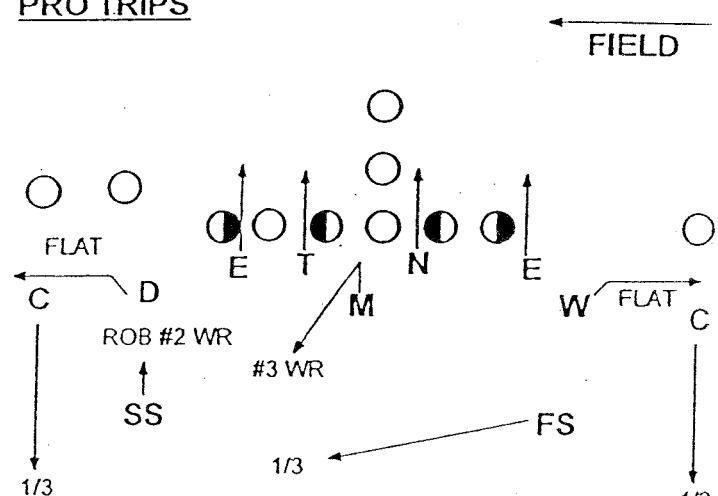
TWIN I



SPREAD

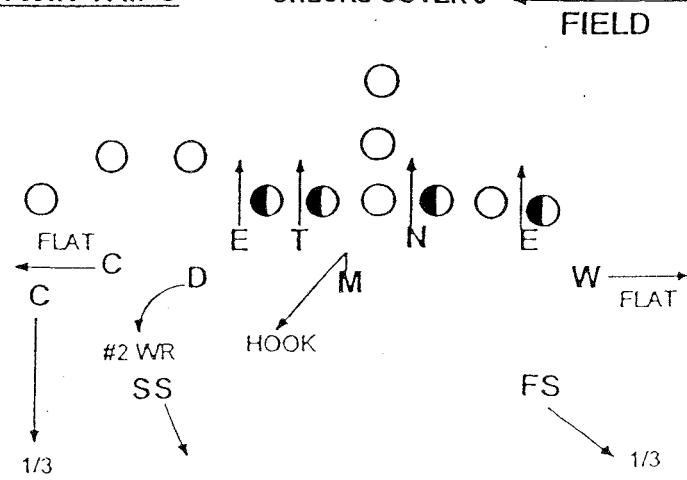


PRO TRIPS

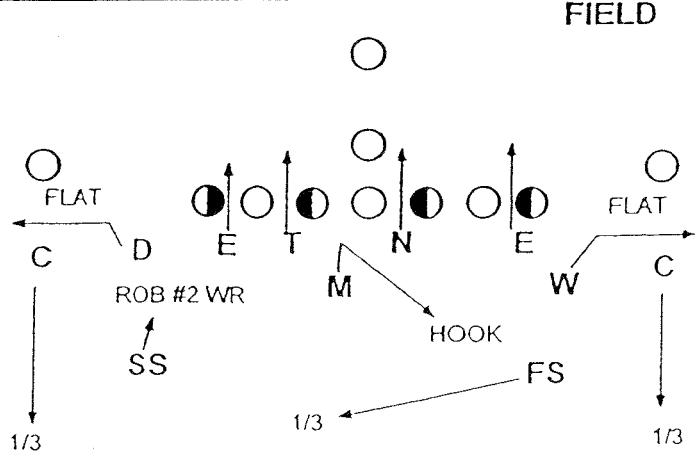


TWIN TRIPS

\*\*\*CHECKS COVER 3

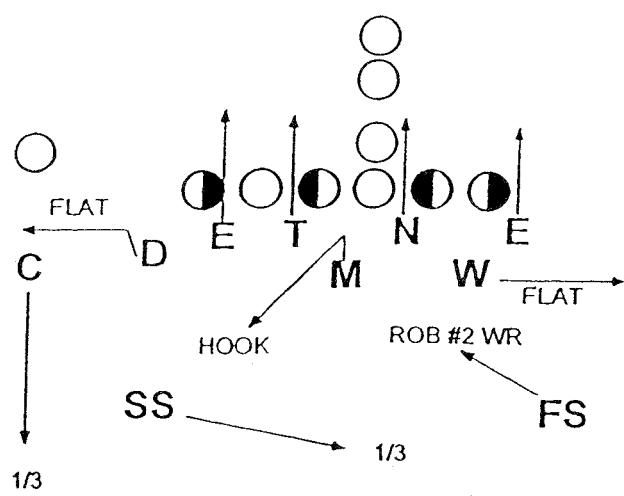


DOUBLE FLANKER

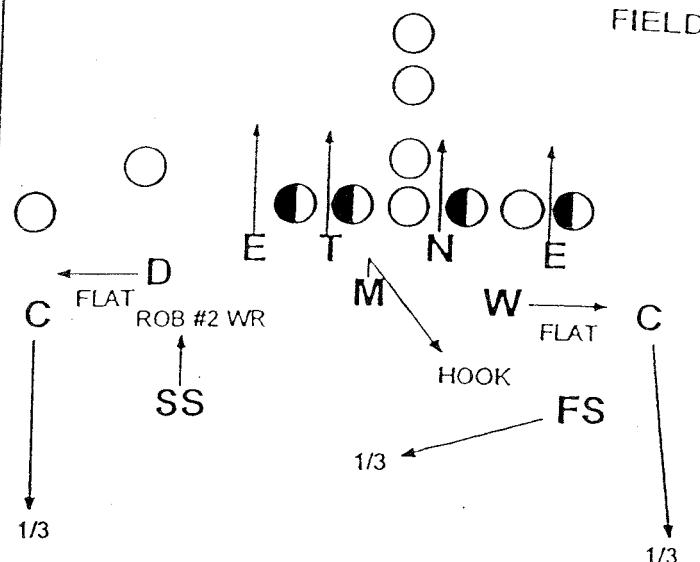


# DIME 3 ROBBER

PRO I

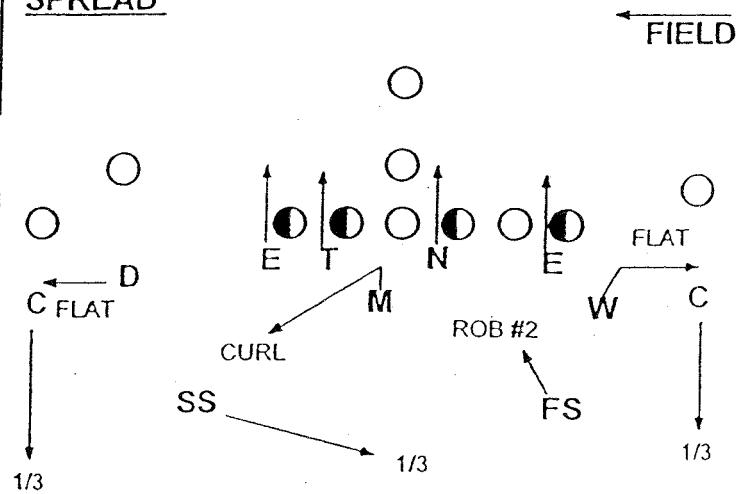


TWIN I \*\*\*CHECKS GANGSTER

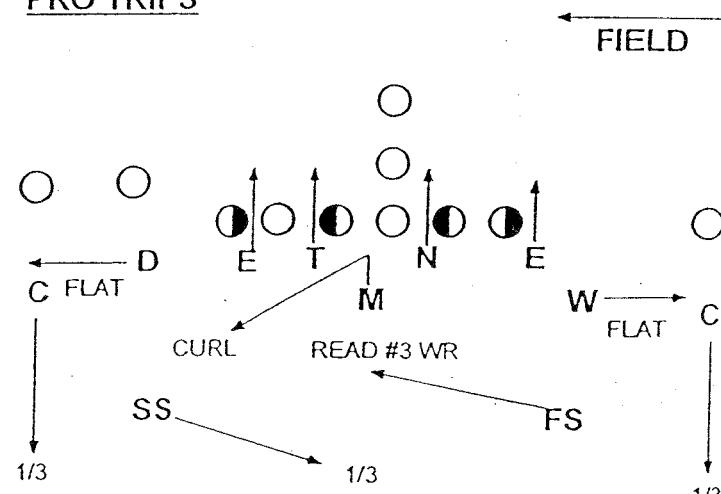


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

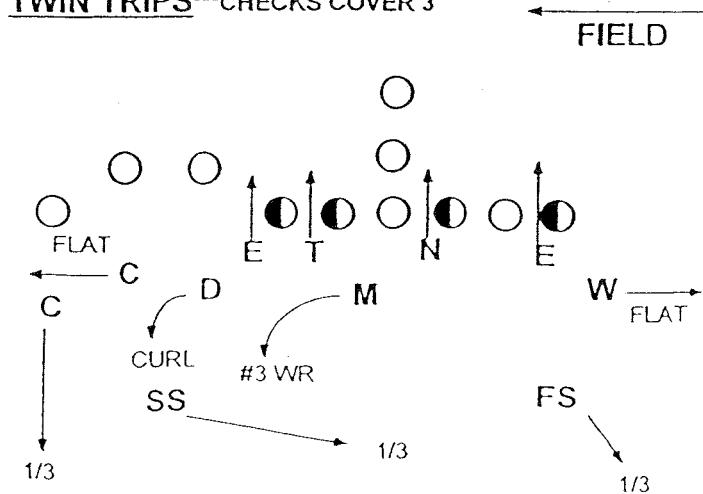
SPREAD



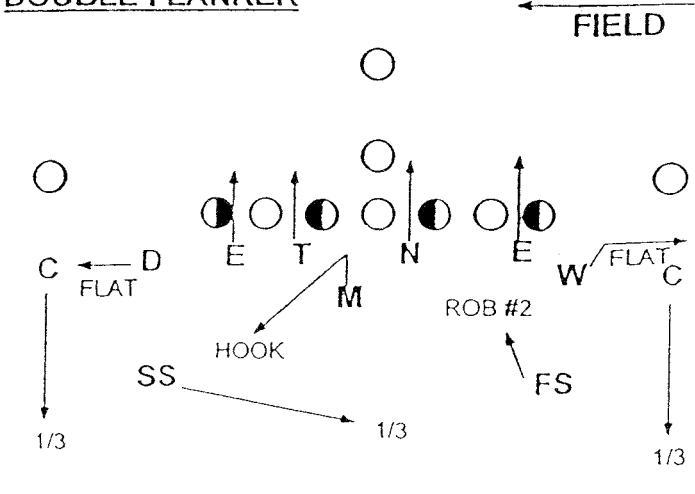
PRO TRIPS



TWIN TRIPS \*\*\*CHECKS COVER 3

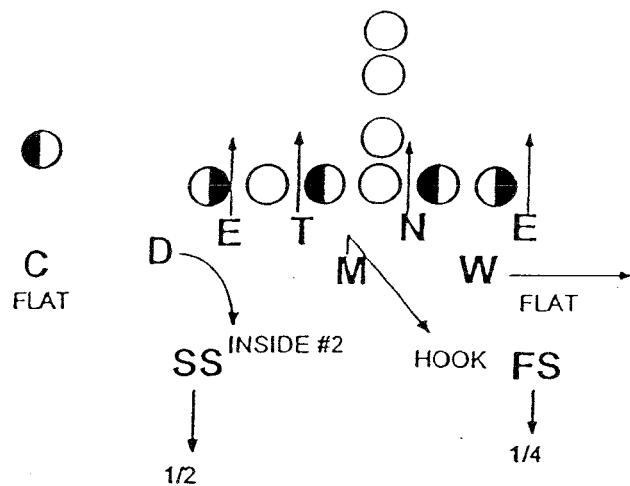


DOUBLE FLANKER

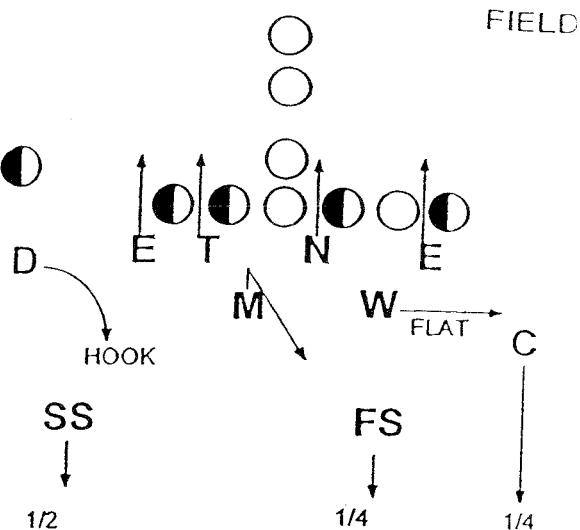


# DIME 5 OPEN

PRO I

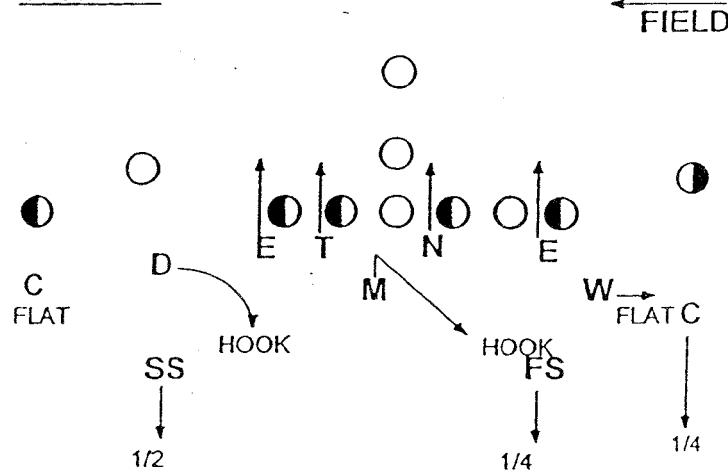


TWIN I

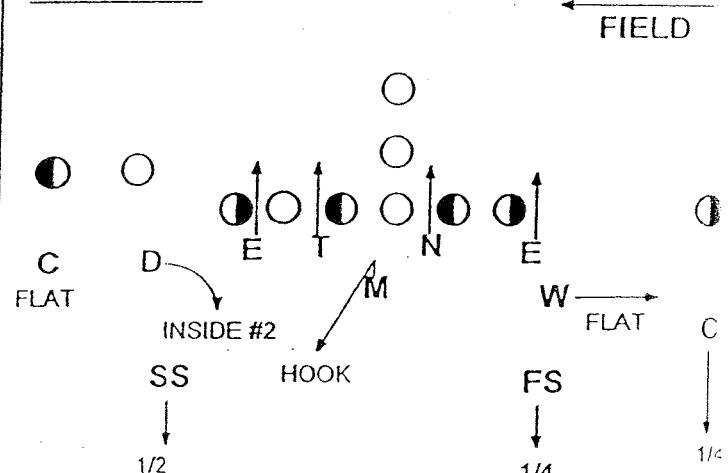


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

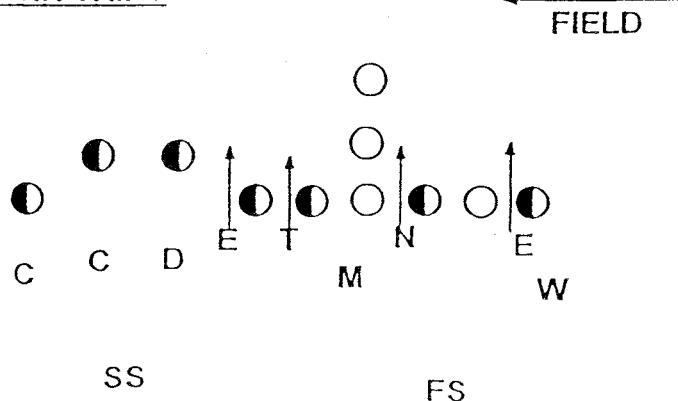
SPREAD



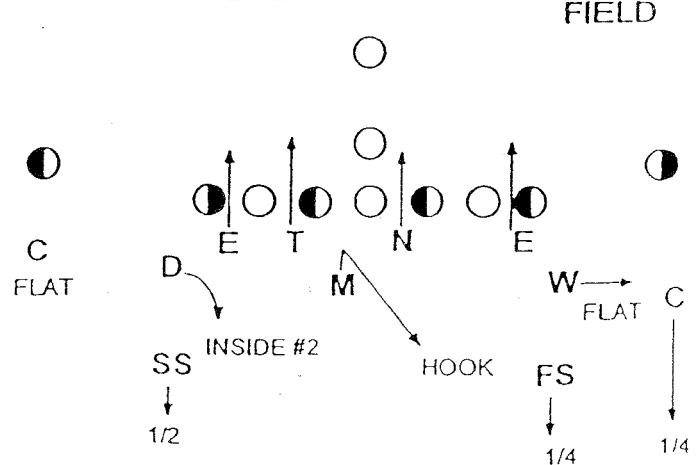
PRO TRIPS



TWIN TRIPS

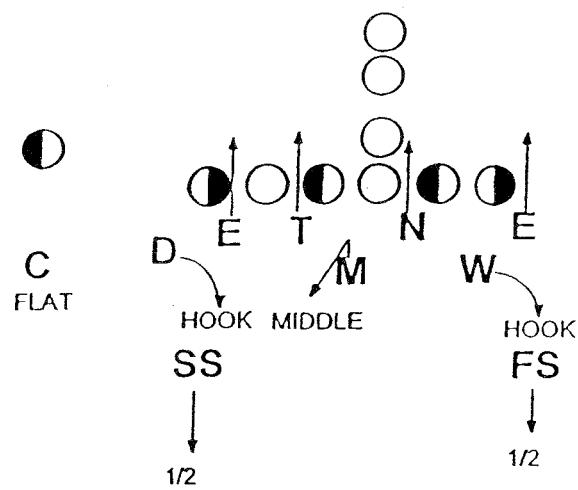


DOUBLE FLANKER

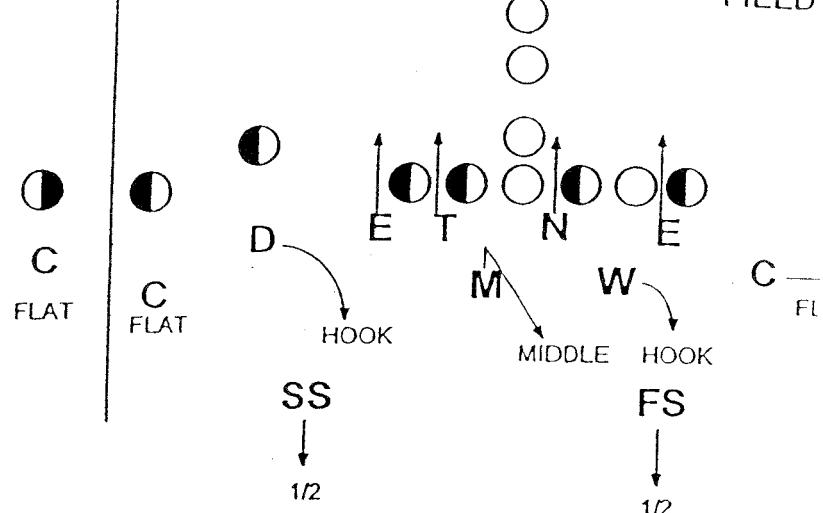


# DIME 5

## PRO I

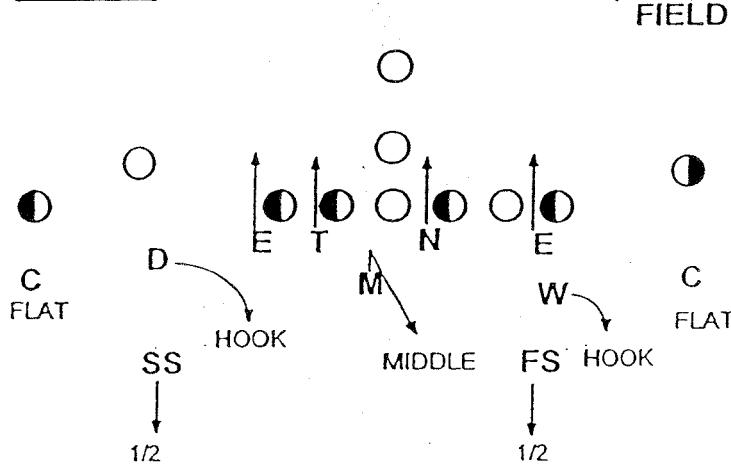


## TWIN I

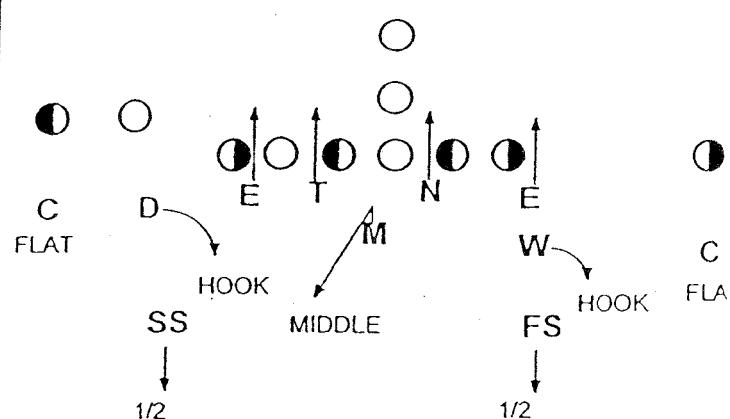


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

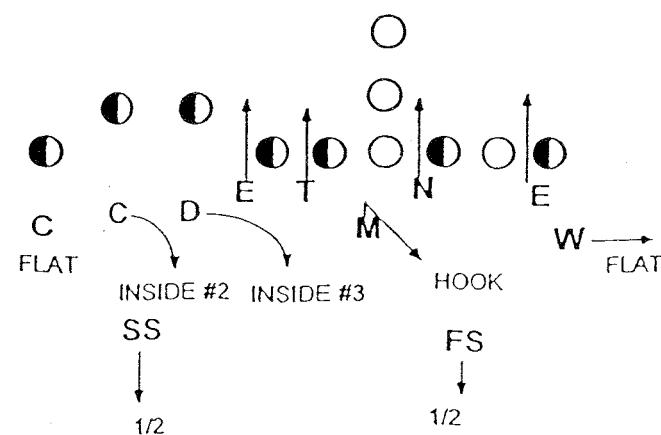
## SPREAD



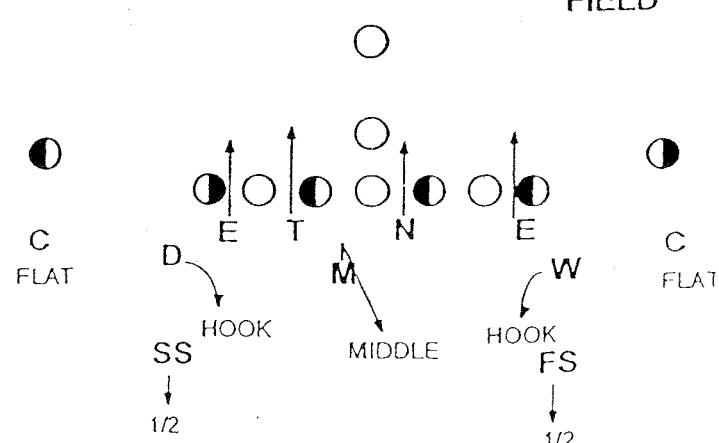
## PRO TRIPS



## TWIN TRIPS

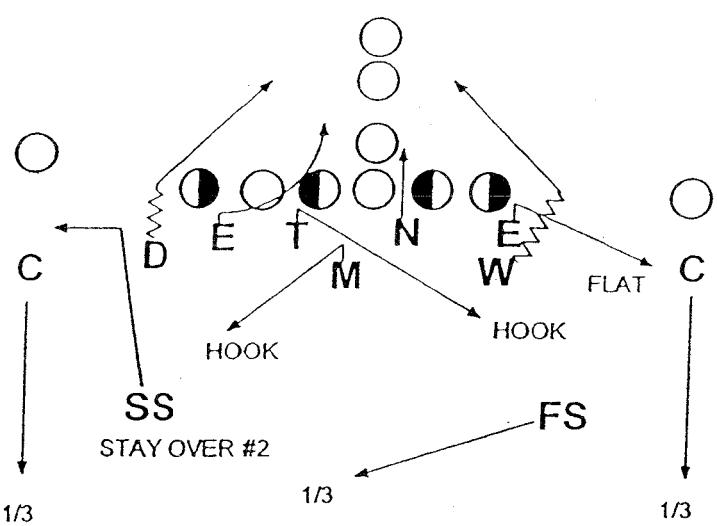


## DOUBLE FLANKER

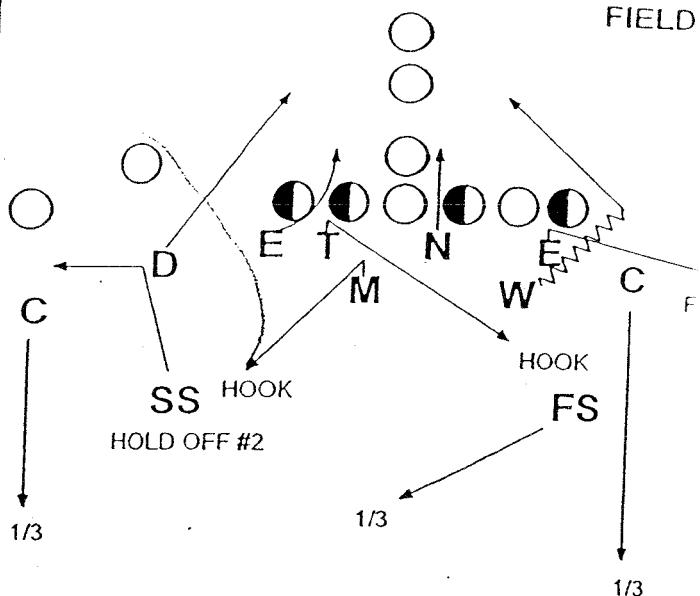


# DIME WIDE BLITZ 3

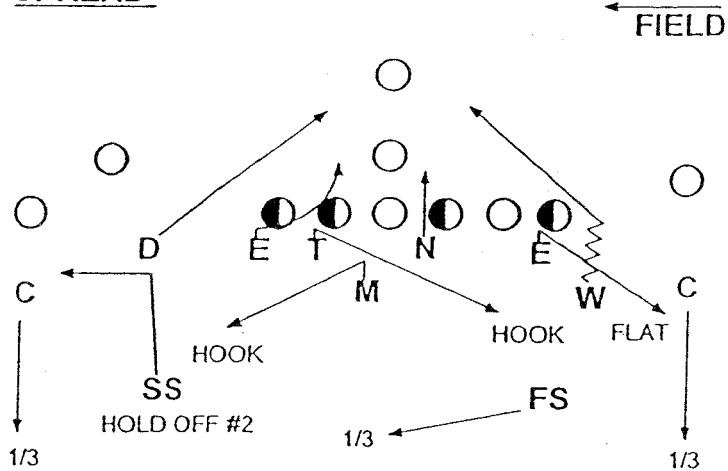
PRO I



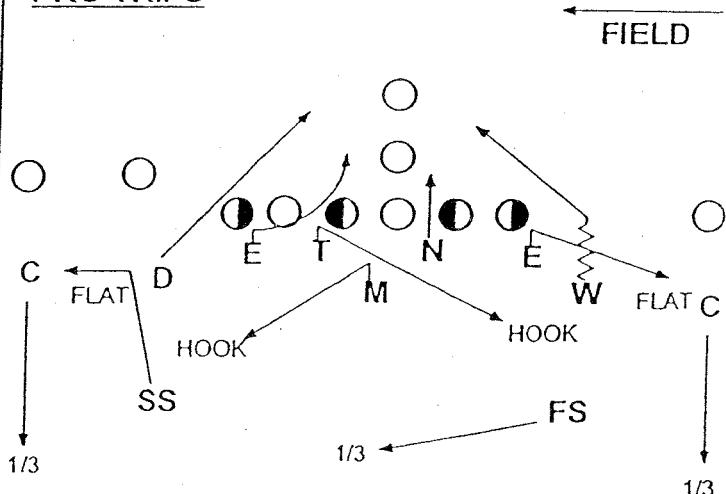
TWIN I



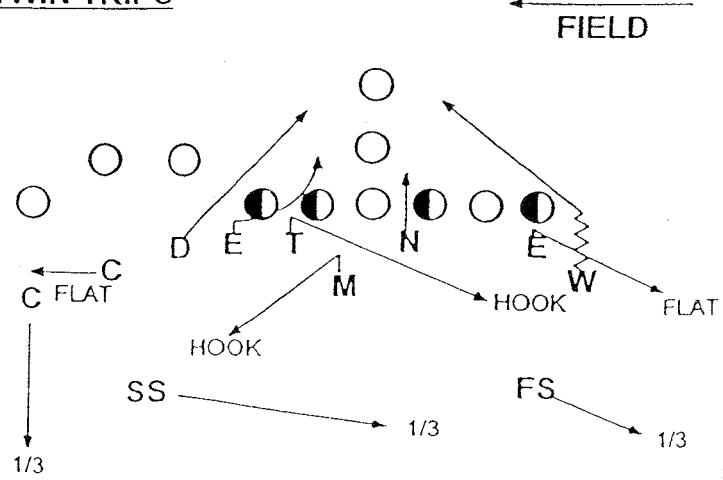
SPREAD



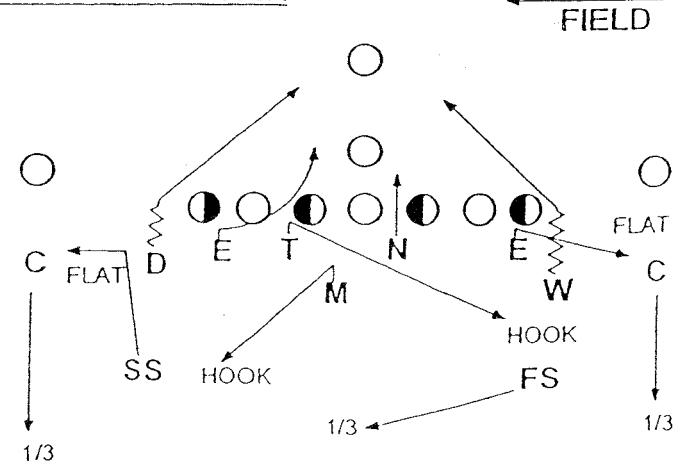
PRO TRIPS



TWIN TRIPS



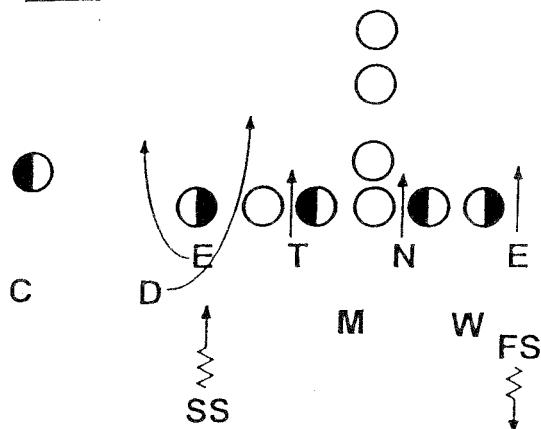
DOUBLE FLANKER



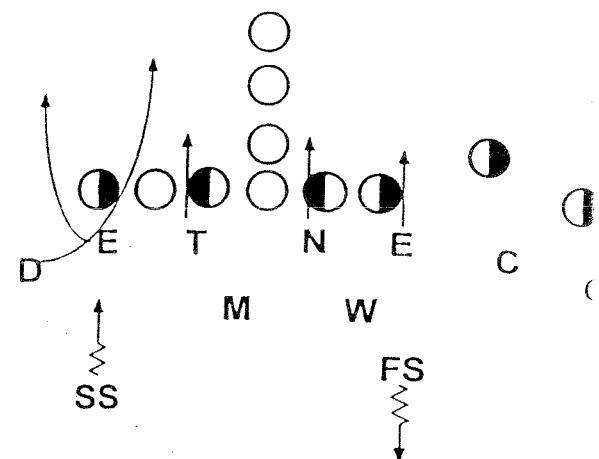
\* NO ROTATION

# OVER SWITCH STRONG (43, BROWN)

PRO I



TWIN I



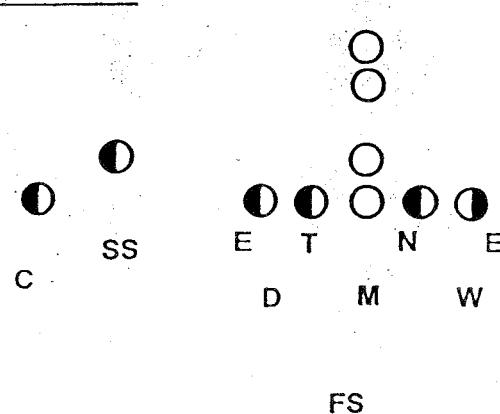
VARIATIONS:

MOVEMENTS:

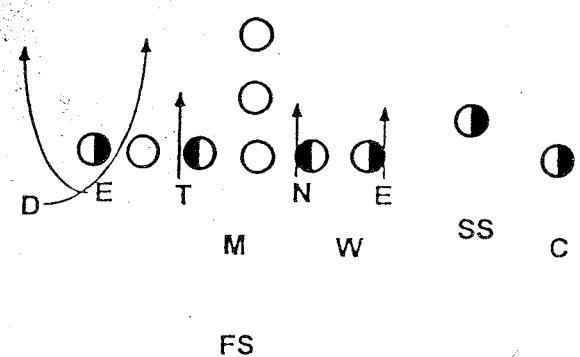
BLITZES:

TWIN OPEN

\*\*\*WILL NOT RUN

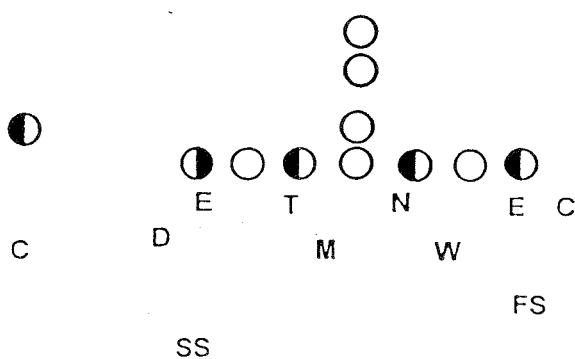


SPREAD

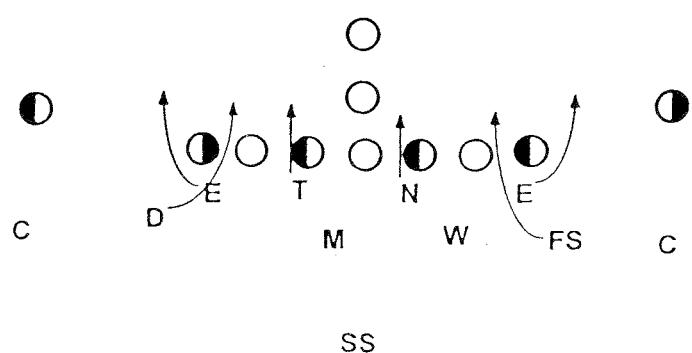


FLANKER I

\*\*\*WILL NOT RUN

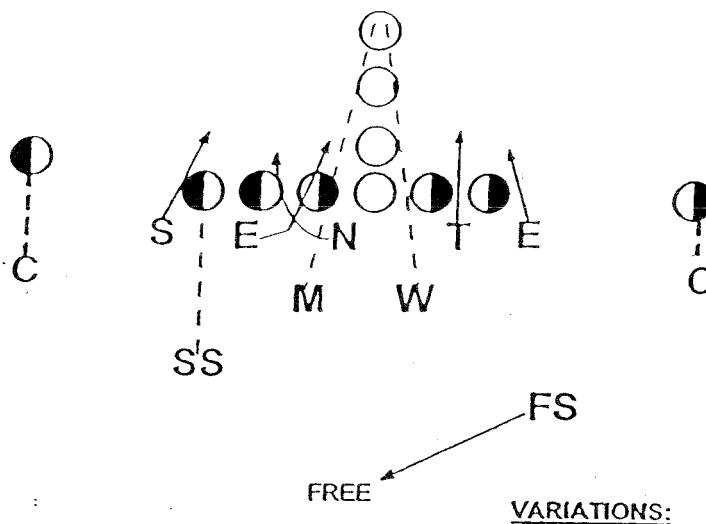


DOUBLE FLANKER

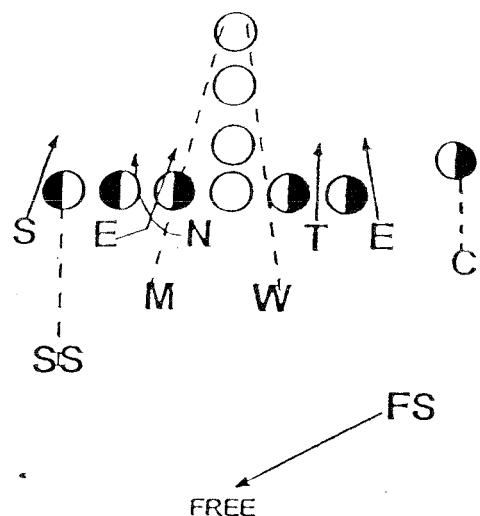


# EAGLE SMACK (EX) SILVER

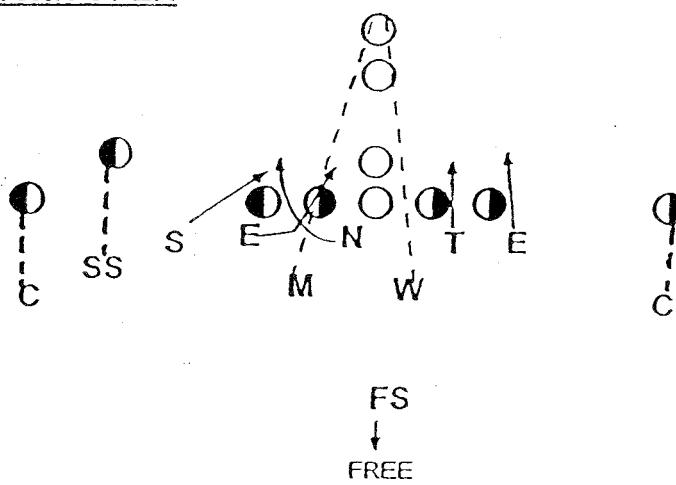
## PRO I



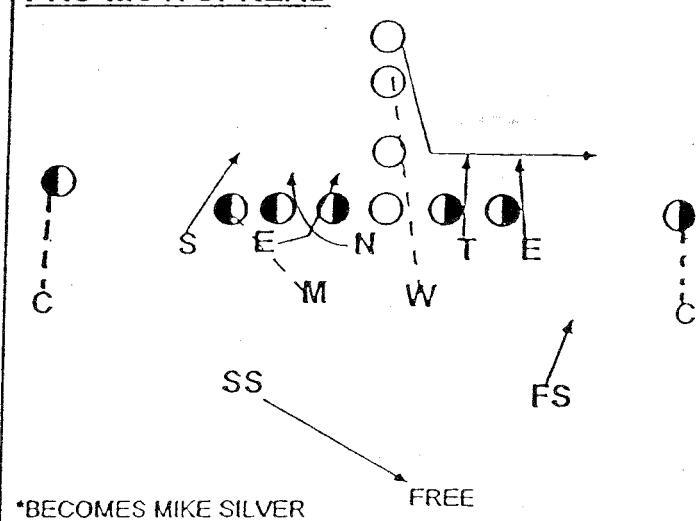
## TWIN I



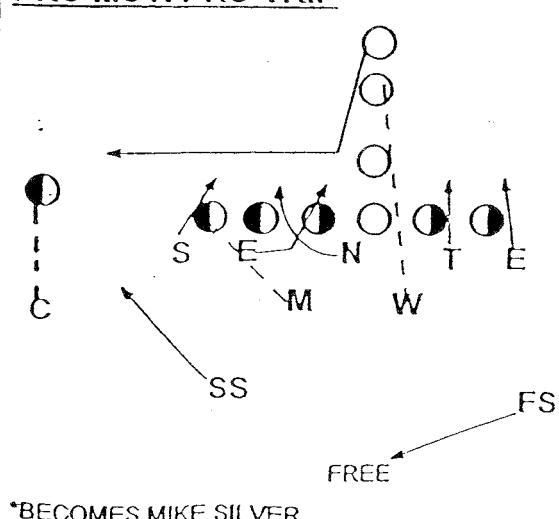
## TWIN OPEN



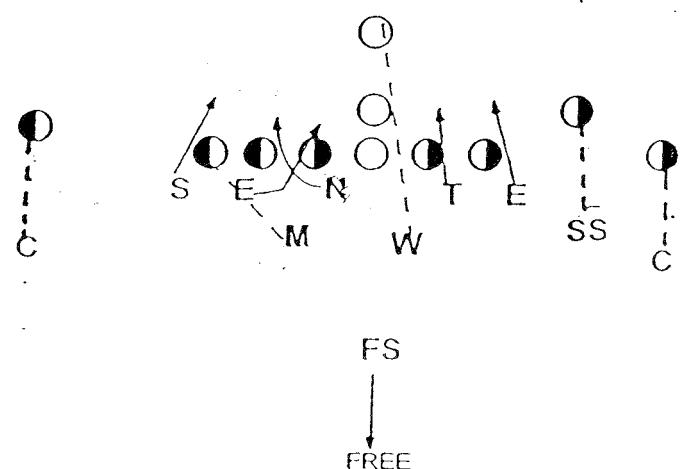
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

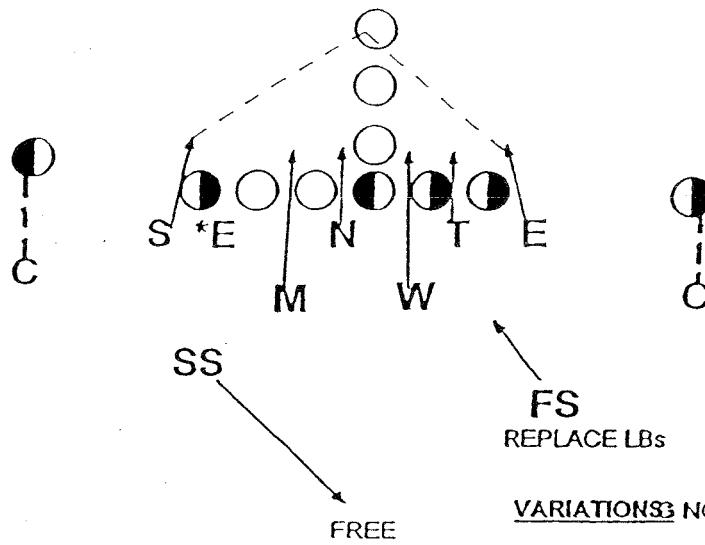


## SPREAD

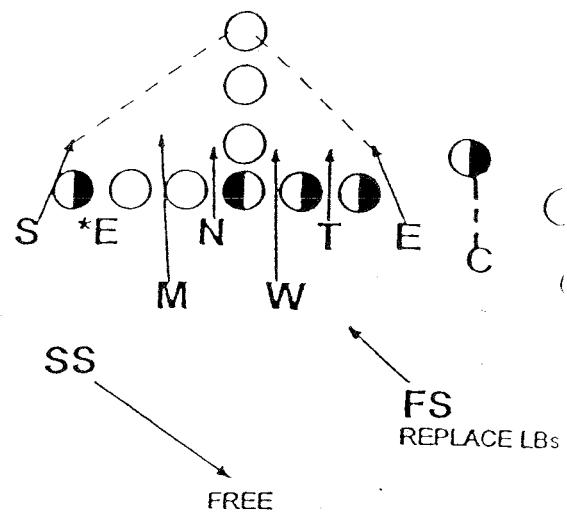


# EAGLE FIRE LOCK SILVER

## PRO I



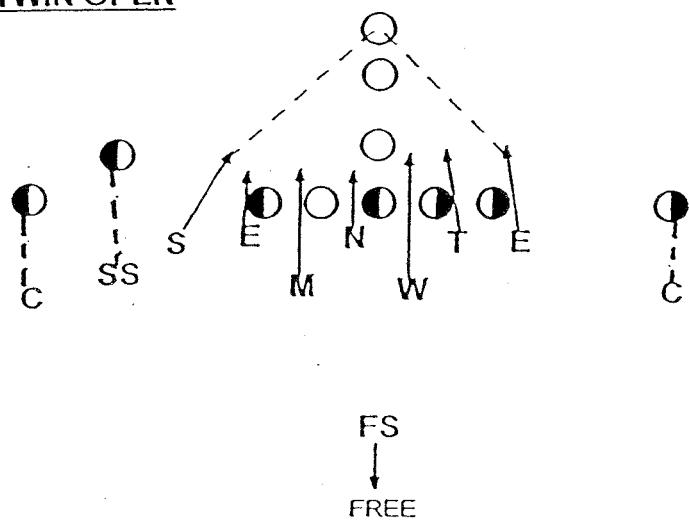
## TWIN I



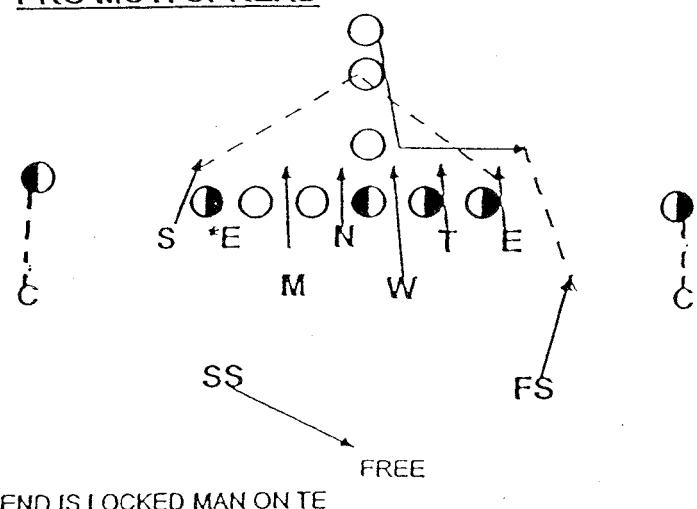
\*END IS LOCKED MAN ON TE

\*END IS LOCKED MAN ON TE

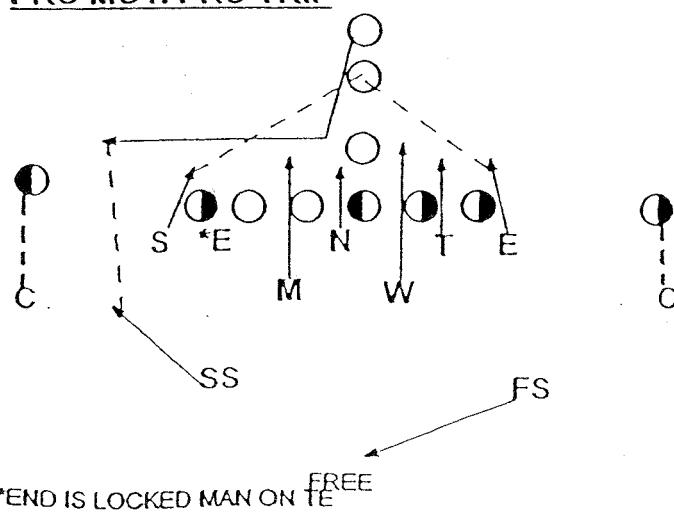
## TWIN OPEN



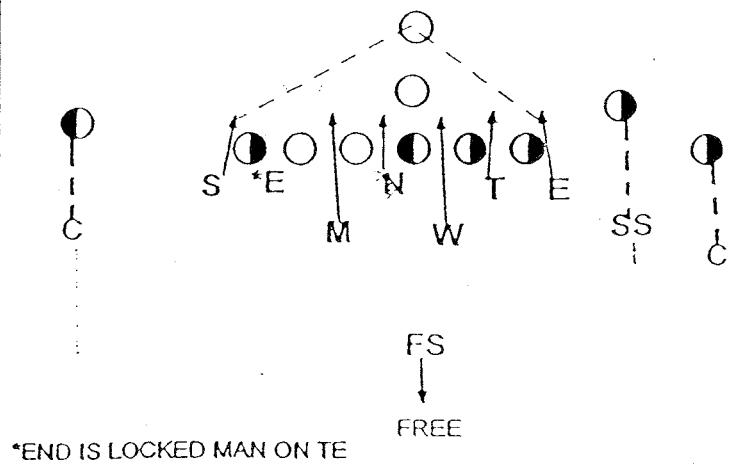
## PRO MOT. SPREAD



## PRO MOT. PRO TRIP

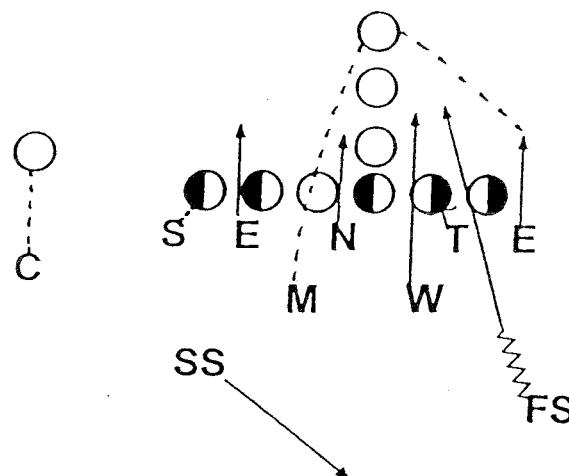


## SPREAD

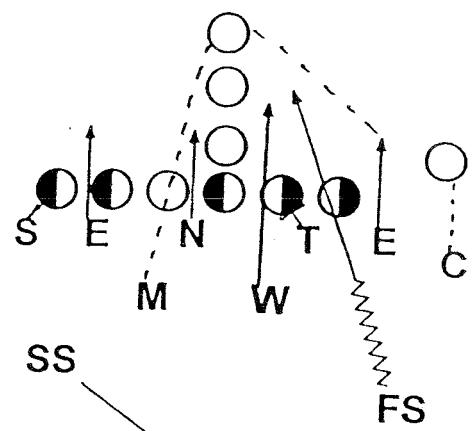


# EAGLE WOLF SILVER

PRO I

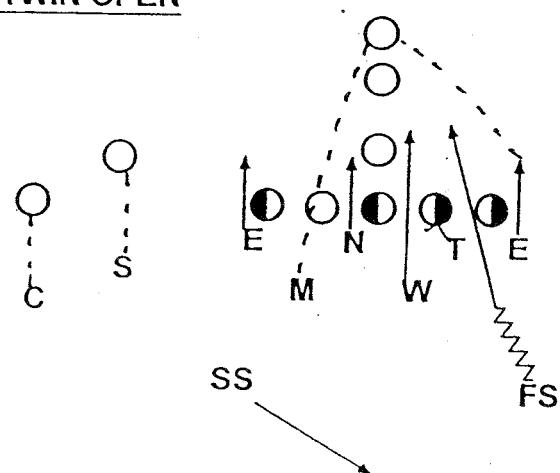


TWIN I

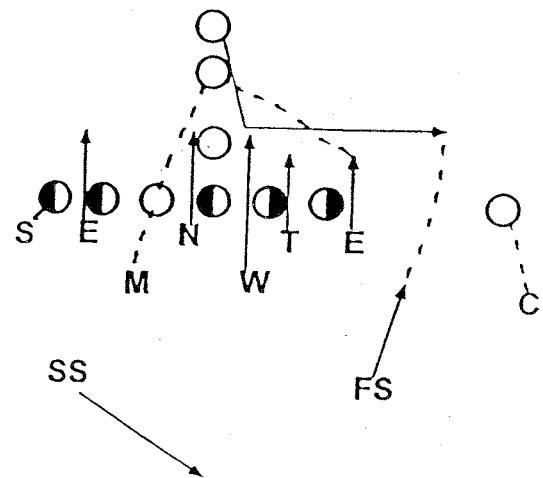


VARIATIONS:

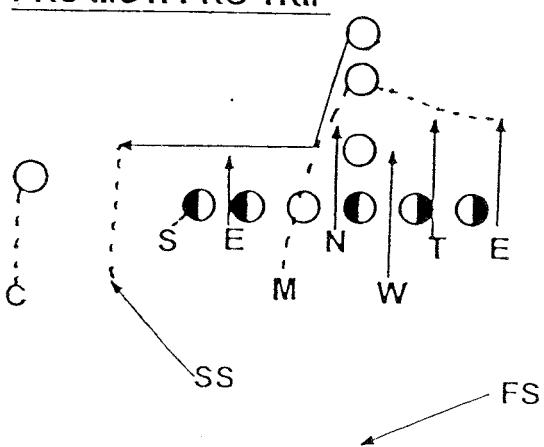
TWIN OPEN



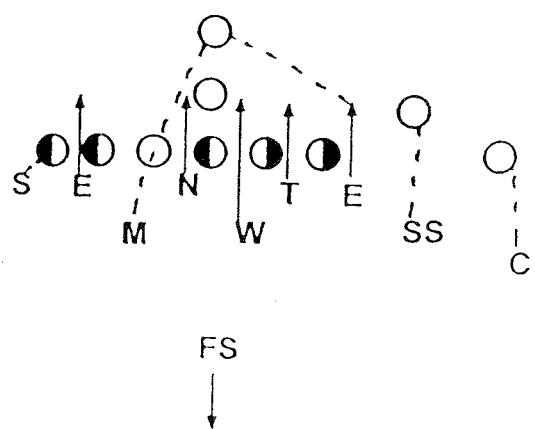
PRO MOT. SPREAD



PRO MOT. PRO TRIP

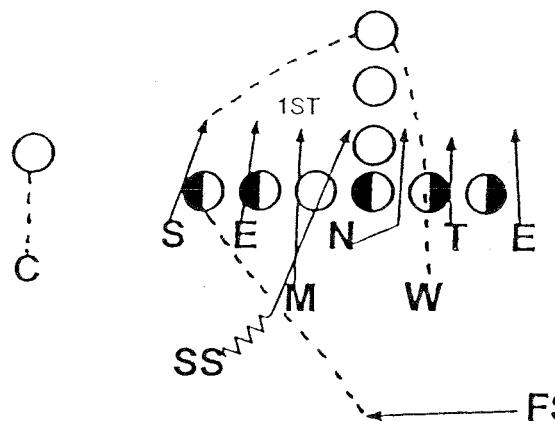


SPREAD

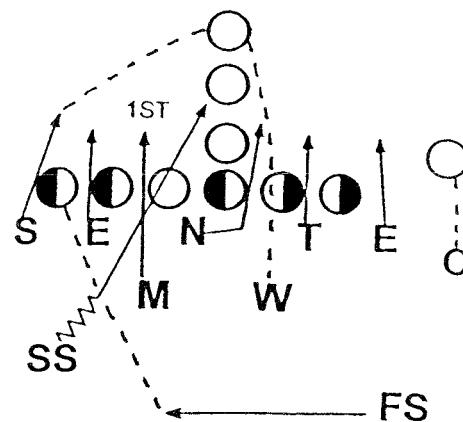


# EAGLE STONE OPPOSITE PURPLE

PRO I

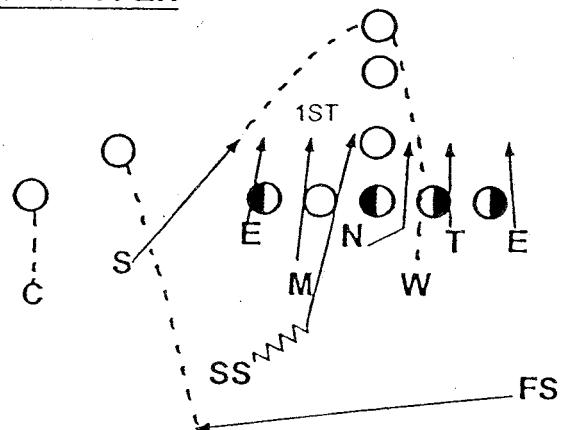


TWIN I

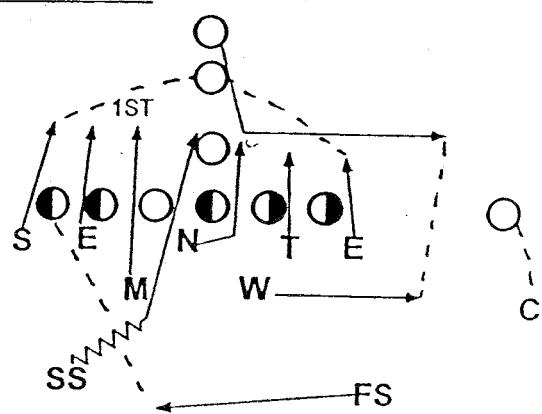


VARIATIONS:

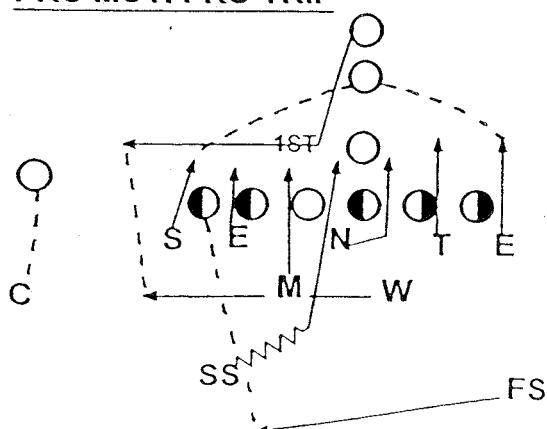
TWIN OPEN



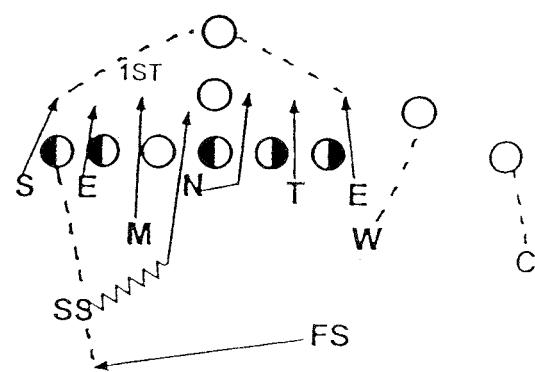
PRO MOT. SPREAD



PRO MOT. PRO TRIP

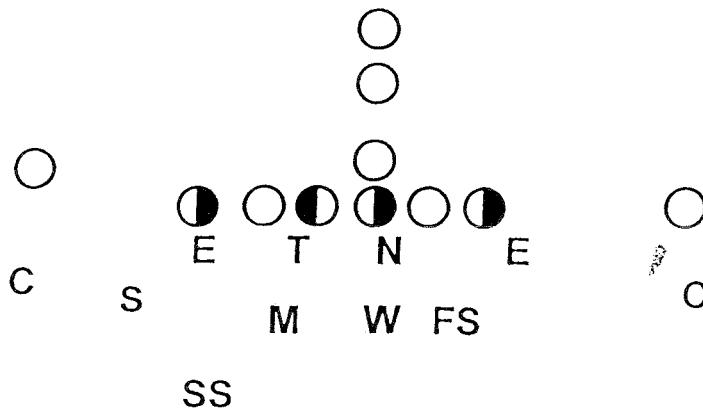


SPREAD

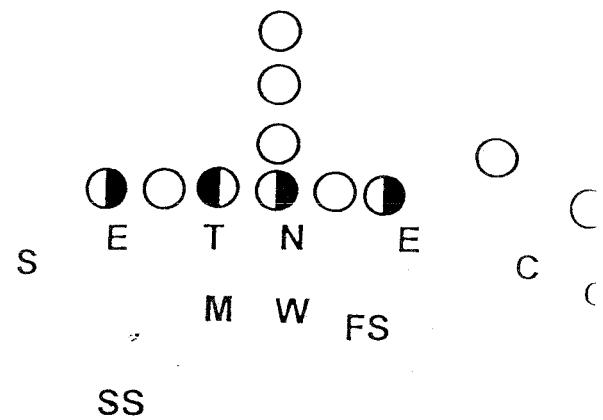


# OVER 3, BROWN

PRO I

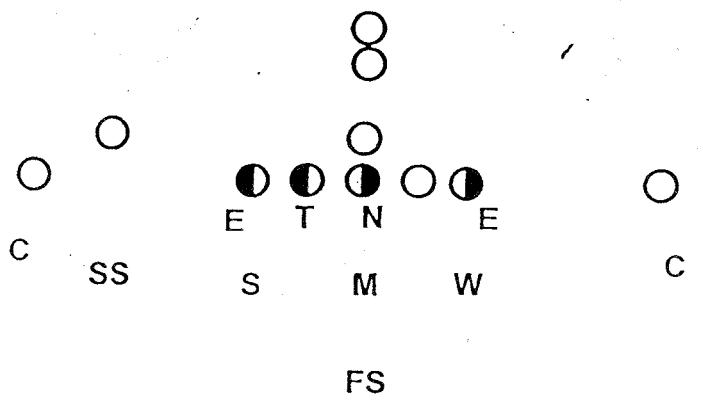


TWIN I



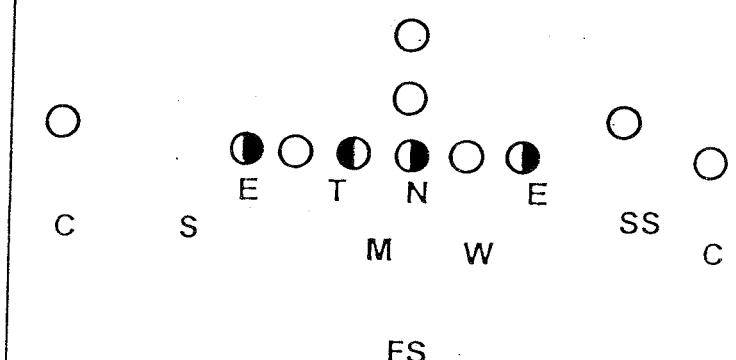
TWIN OPEN

(3, BROWN)



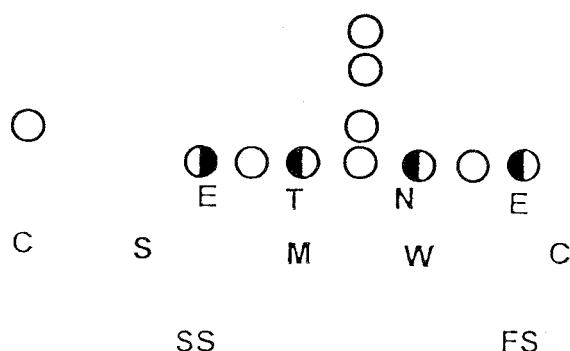
SPREAD

(3, BROWN)



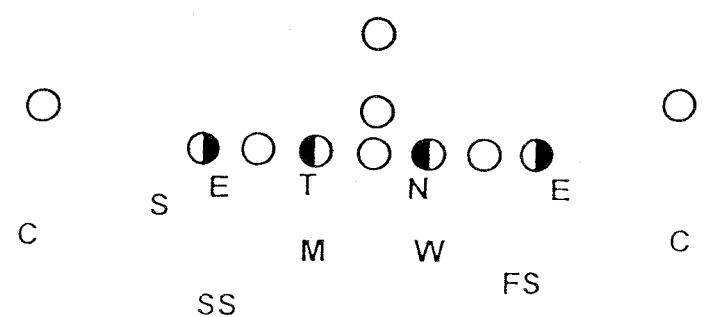
FLANKER I

(4, BROWN)



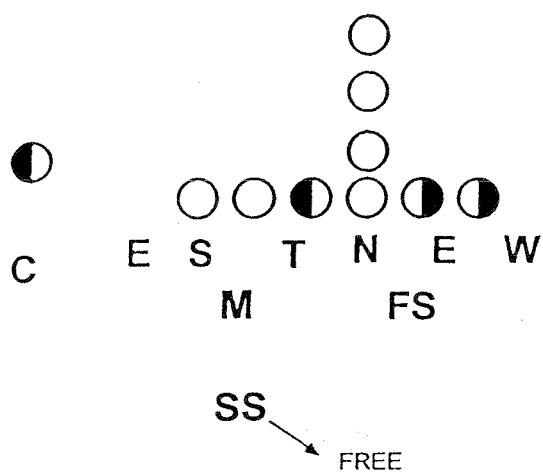
DOUBLE FLANKER

(3, BROWN)

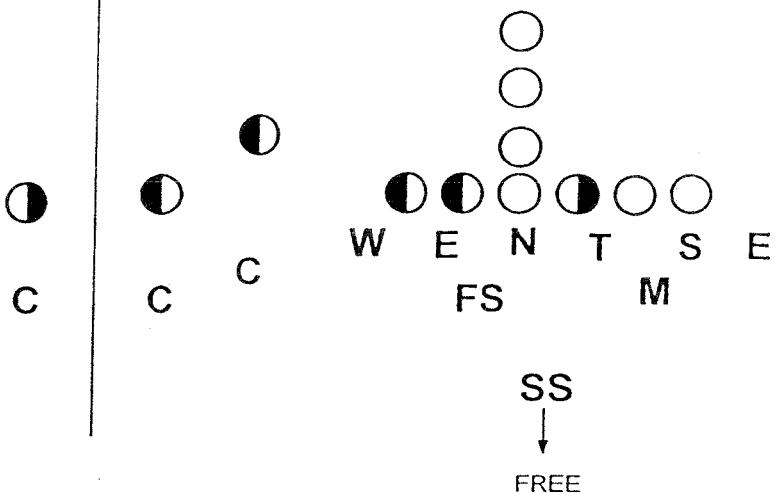


# HAWK SILVER

## PRO I



## TWIN I

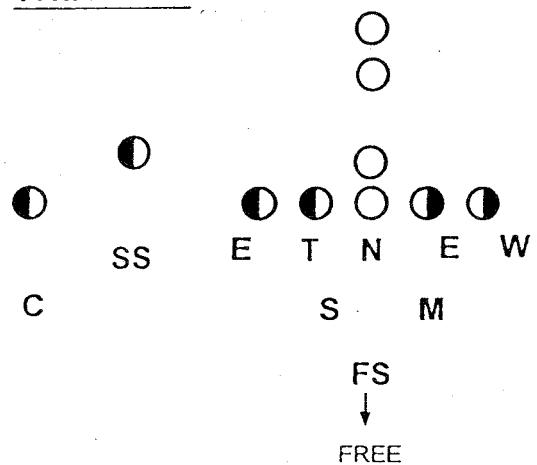


VARIATIONS: CHEAT

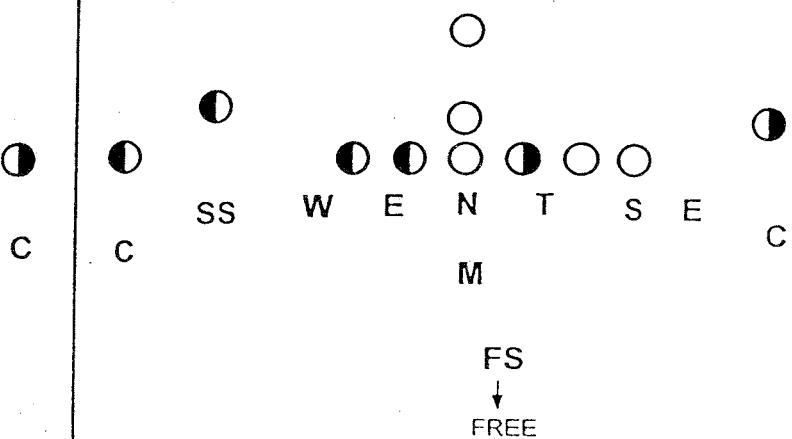
MOVEMENTS: TON, NOT, EX, NET, TEX

BLITZES: BLITZ CHECK

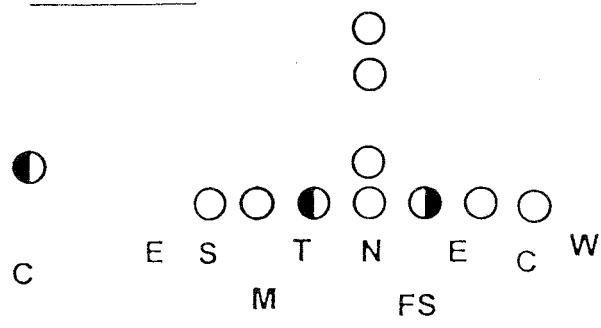
## TWIN OPEN



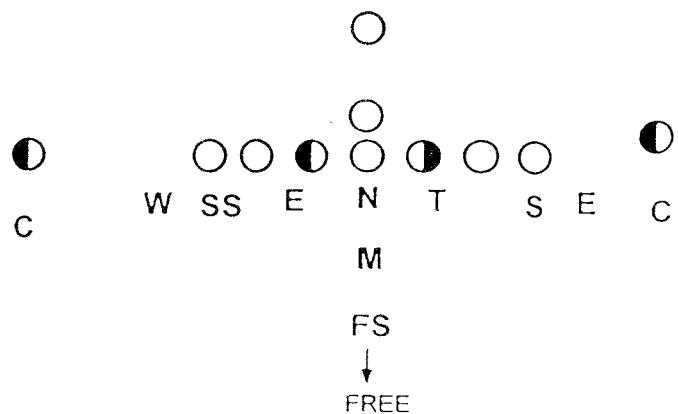
## SPREAD



## FLANKER I



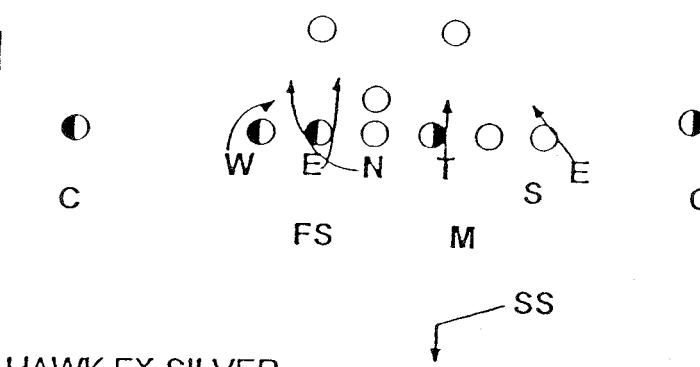
## DOUBLE FLANKER



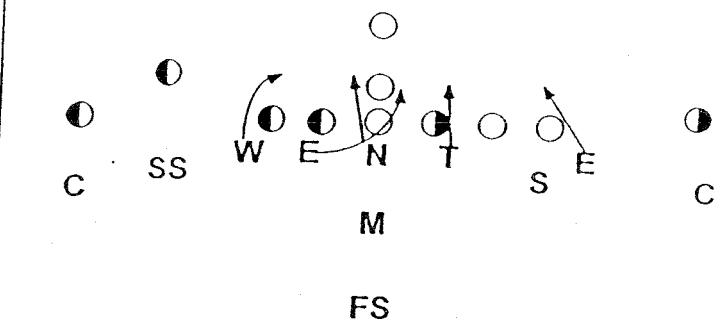
SC--GET INTO FACE ALIGNMENT TO THE CALL  
FS--DROP DOWN INTO LB POSITION

# HAWK SERIES

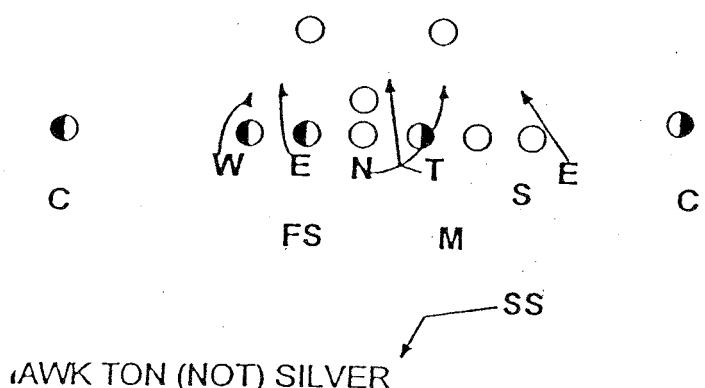
## PRO SPLIT



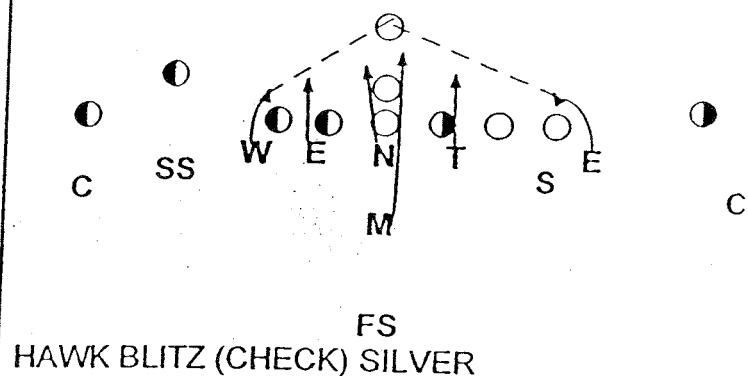
## SPREAD



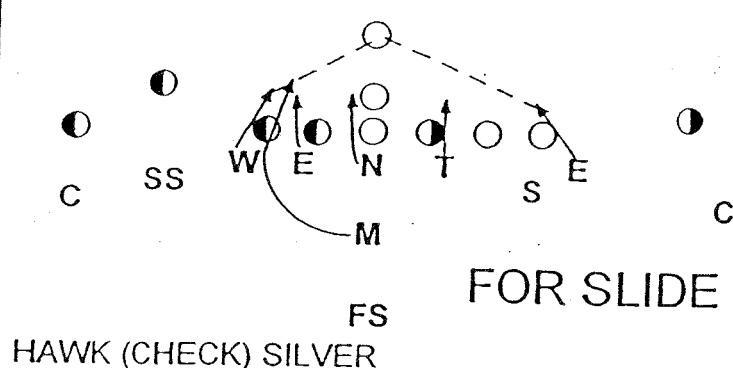
## PRO SPLIT



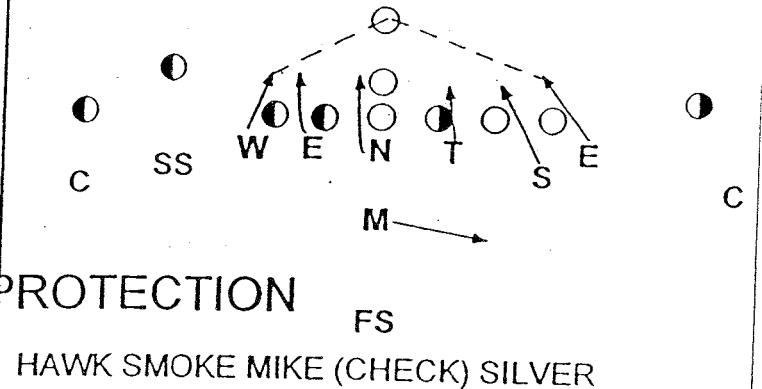
## SPREAD



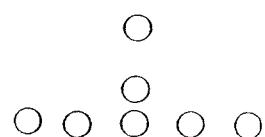
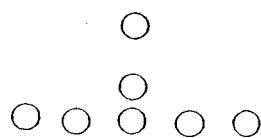
## SPREAD



## SPREAD

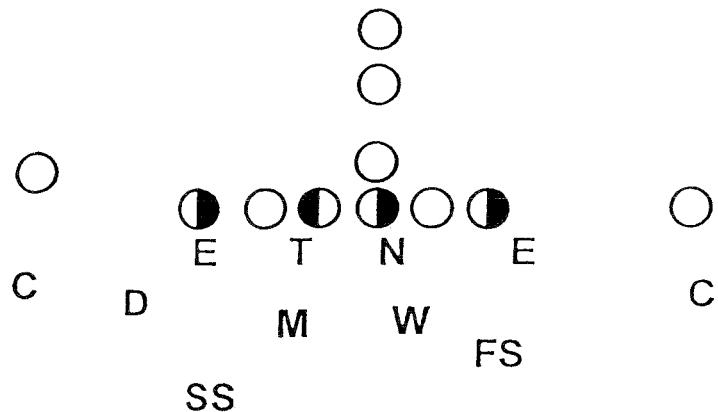


FOR SLIDE PROTECTION

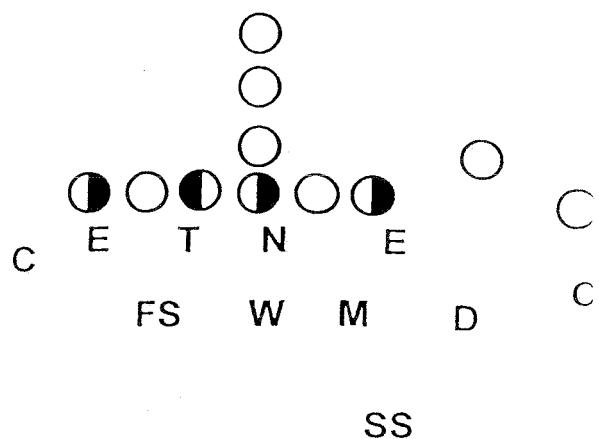


# OVERDIME 5,3, BROWN

## PRO I



## TWIN I

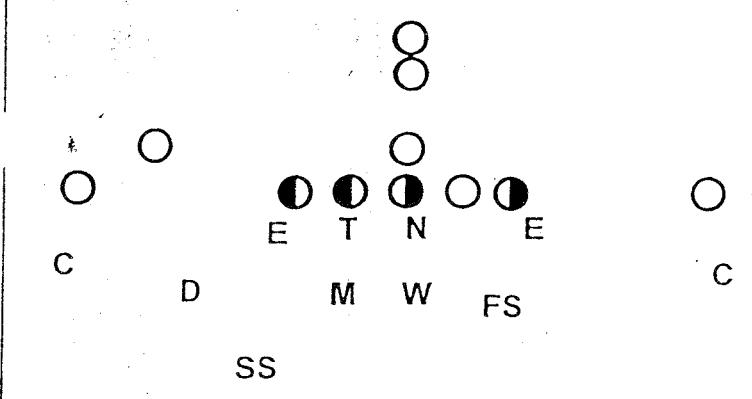


\* Check Weak  
Vs. Two Backs

\* Check Weak  
Vs. Two Backs

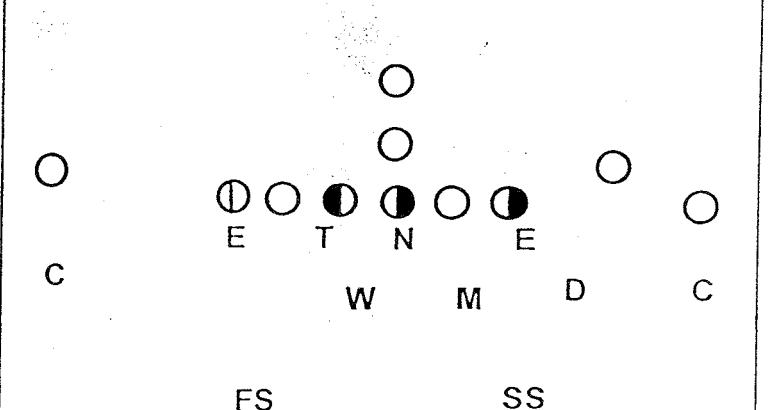
## TWIN OPEN

(3, BROWN)



## SPREAD

(3, BROWN)



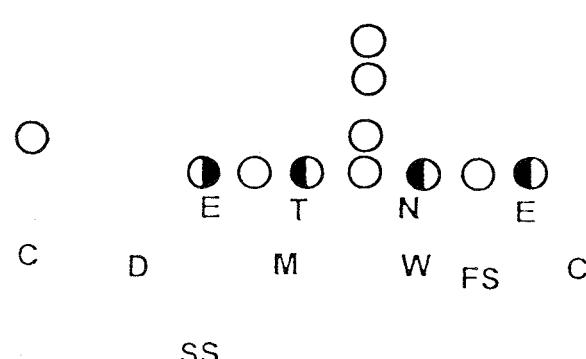
Mike/Will-Kick Weak Away From FS

\* Check Weak  
Vs. Two Backs

(Dime-Check End Into A 6)

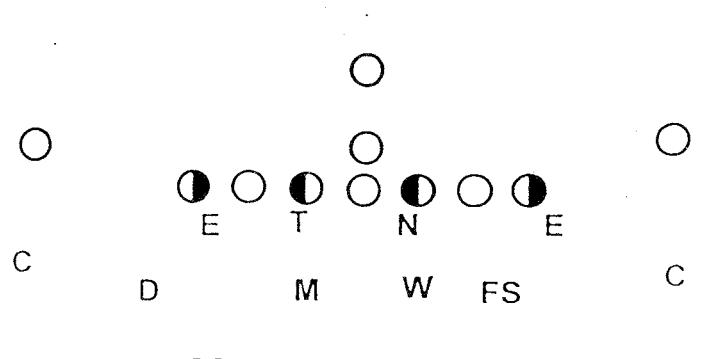
## FLANKER I

(4, BROWN)



## DOUBLE FLANKER

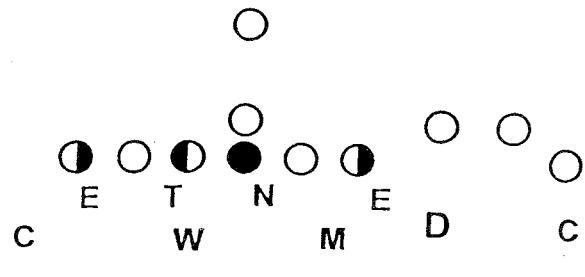
(3, BROWN)



\* Check Weak  
Vs. Two Backs

Like To Check N to A G Alignment

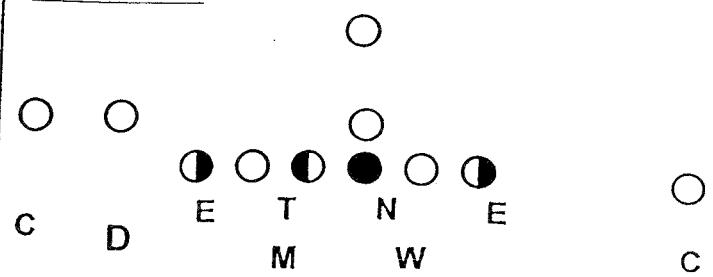
TWIN TRIPS



FS

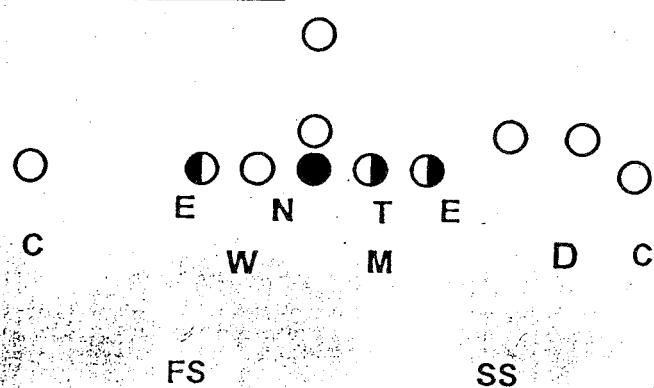
SS

PRO TRIPS



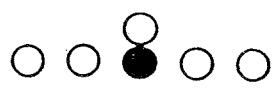
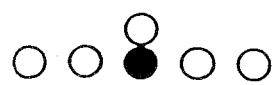
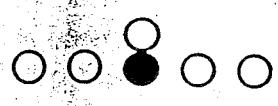
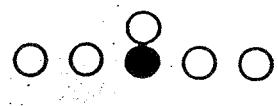
FS

TWIN TRIP OPEN



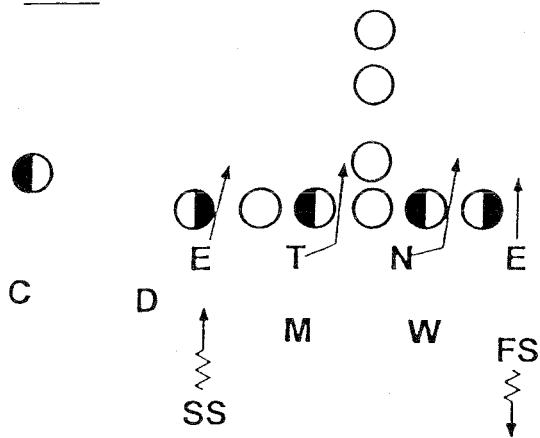
FS

SS

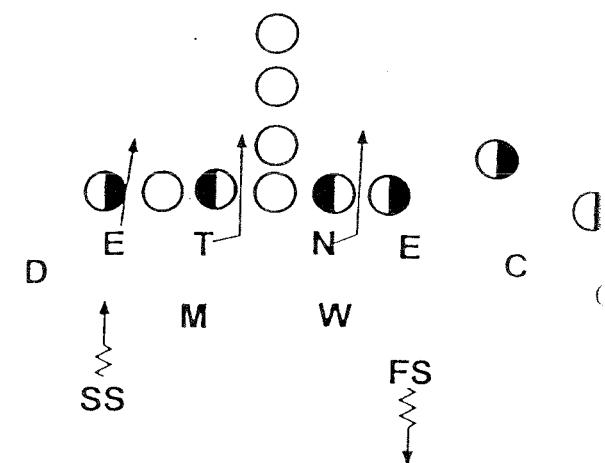


# OVER G BLOOD KNIFE STRONG

PRO I



TWIN I

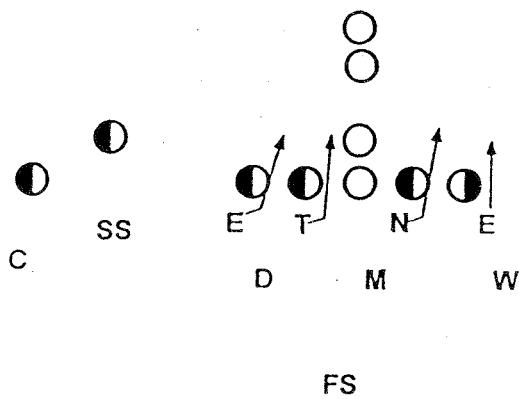


VARIATIONS:

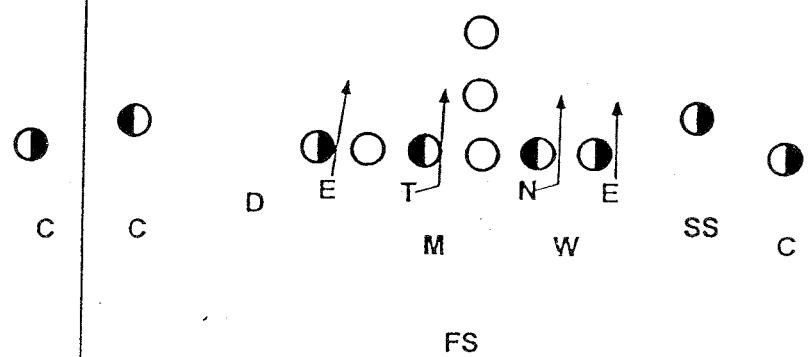
MOVEMENTS:

BLITZES:

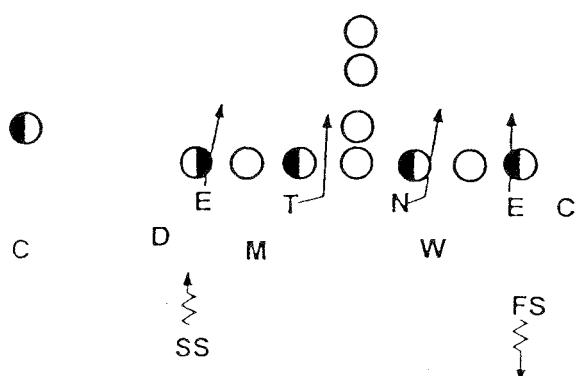
TWIN OPEN



SPREAD

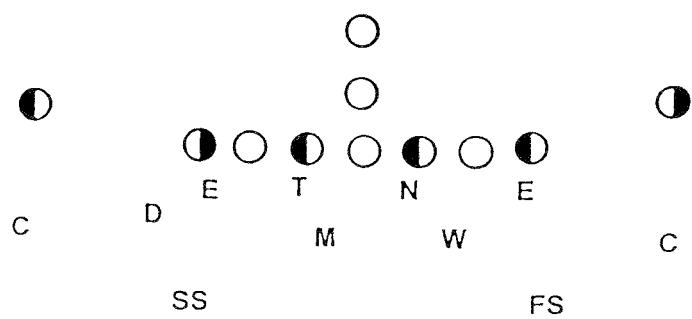


FLANKER I



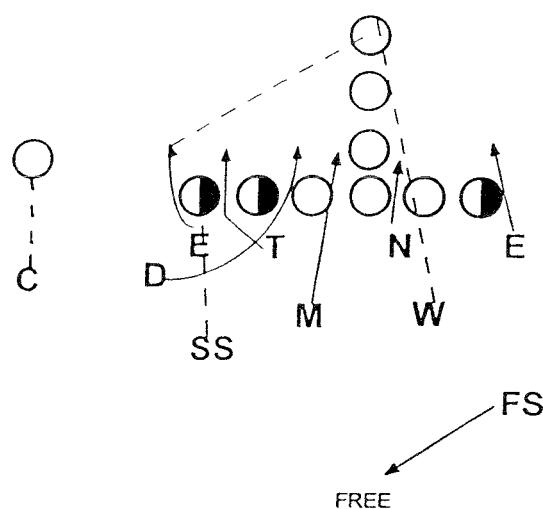
DOUBLE FLANKER

\*\*\*WILL NOT RUN

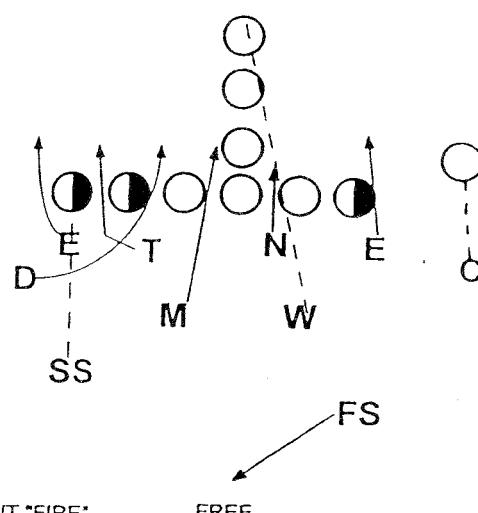


# OVER OUT STRONG FIRE SILVER

## PRO I

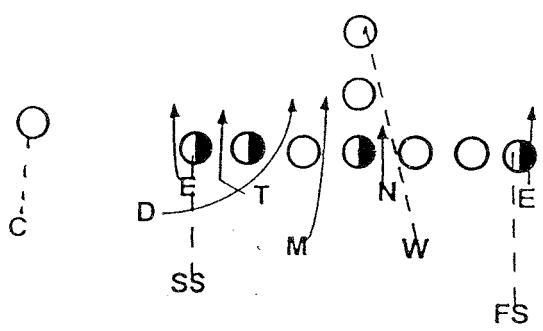


## TWIN I



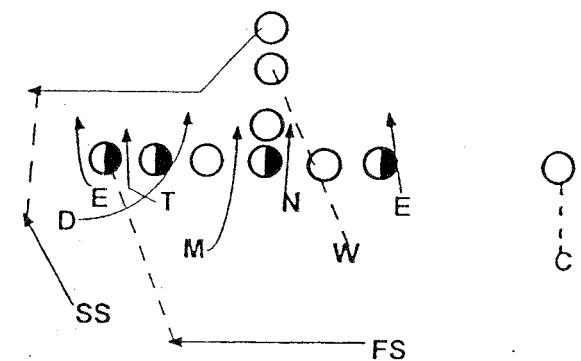
VARIATIONS: MAY RUN "OUT" WITHOUT "FIRE"

## DOUBLE FLANKER



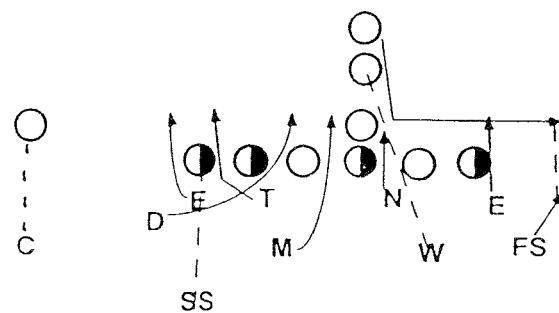
\* CHECK PURPLE V. 1BK

## PRO MOT. PRO TRIPS



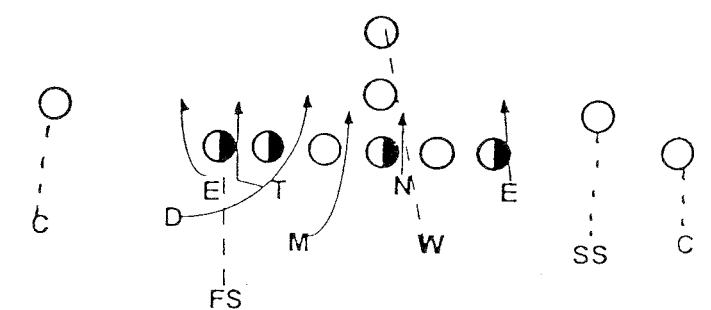
\* CHECK PURPLE V. 1BK

## PRO MOT. SPREAD



\* CHECK PURPLE V. 1BK

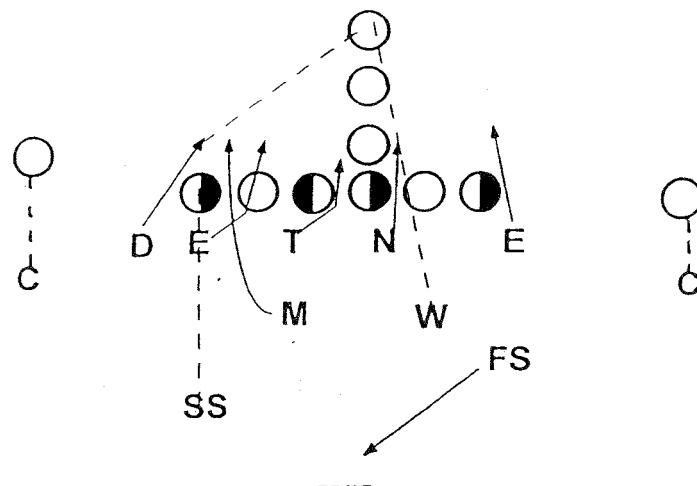
## SPREAD



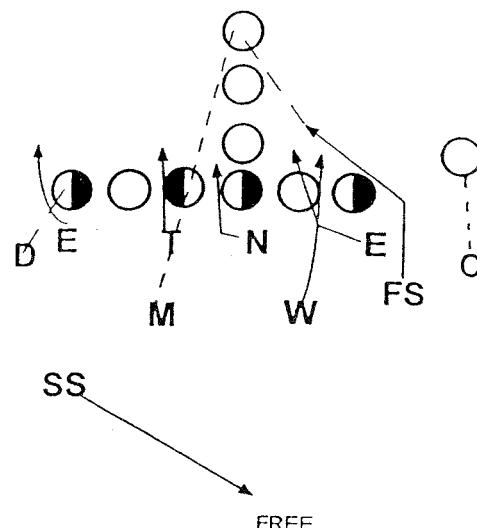
\* CHECK PURPLE V. 1BK

# OVER FIELD BLITZ SILVER

PRO I



TWIN I

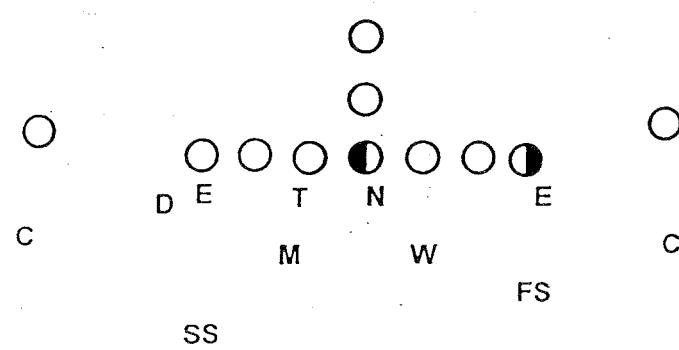


VARIATIONS:

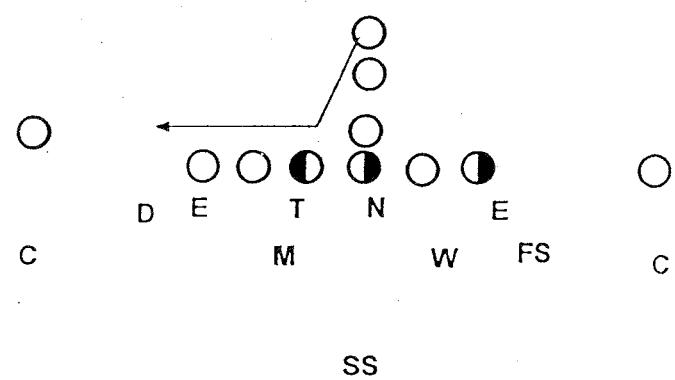
MOVEMENTS:

BLITZES:

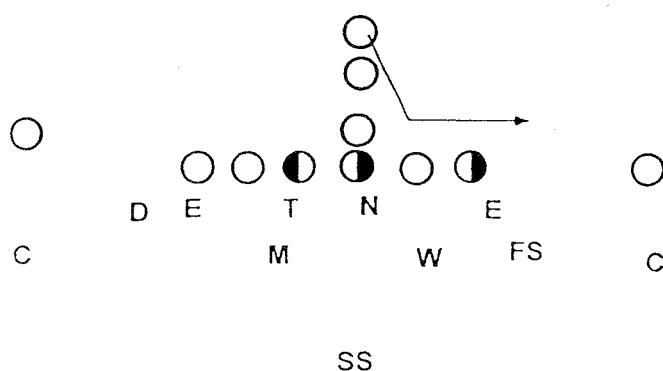
DOUBLE FLANKER



PRO MOT. PRO TRIPS

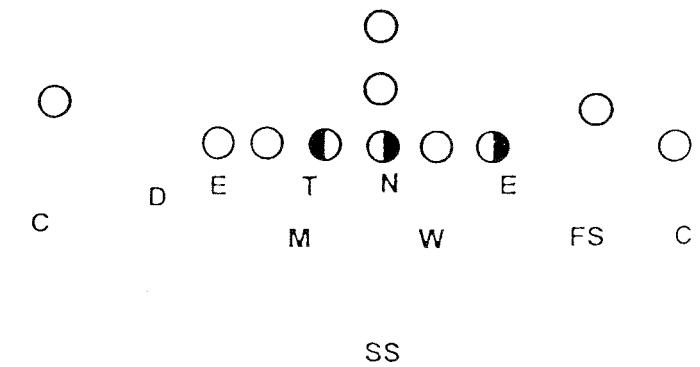


WILL NOT RUN V. 1BK



WILLNOT RUN V. 1BK MOTION

SPREAD

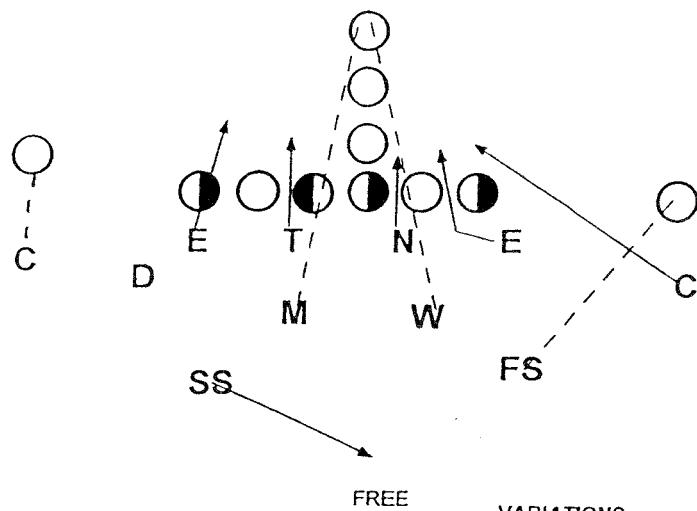


WILLNOT RUN V. 1BK MOTION

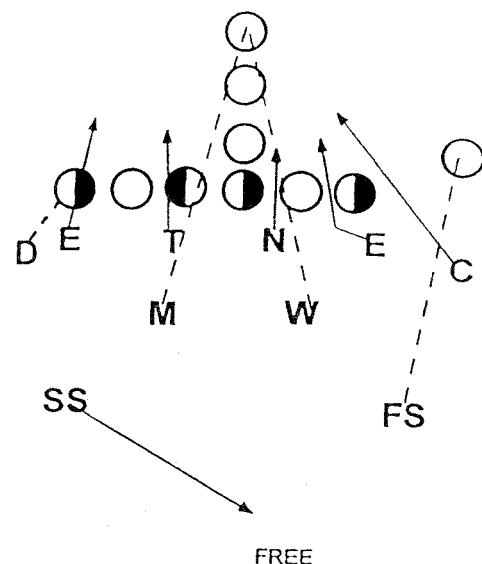
WILL NOT RUN V. 1BK

# OVER LIGHTNING SILVER

PRO I

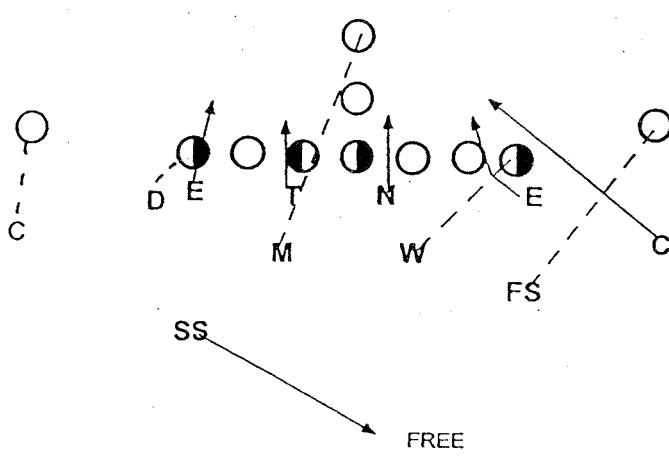


TWIN I

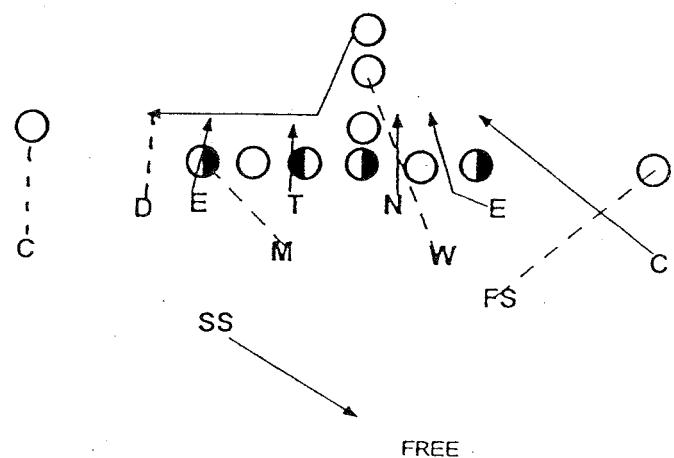


VARIATIONS:  
MOVEMENTS:  
BLITZES:

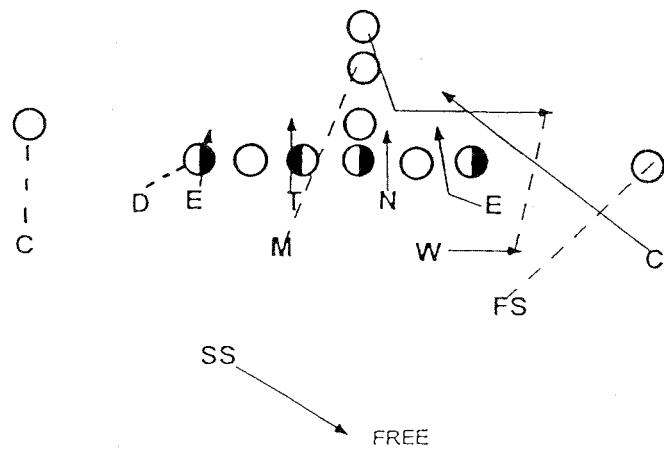
DOUBLE FLANKER



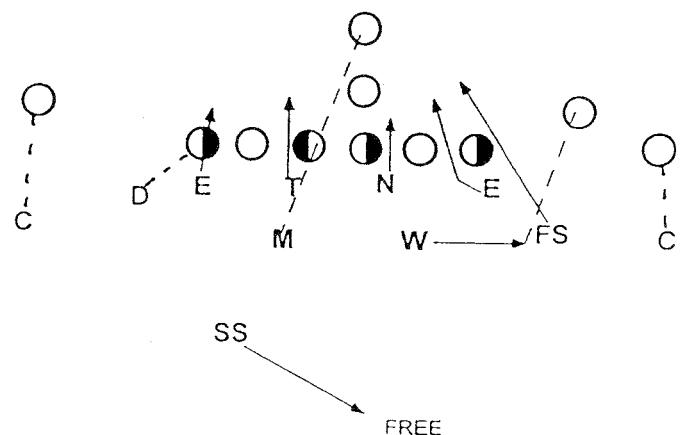
PRO MOT. PRO TRIPS



PRO MOT. SPREAD

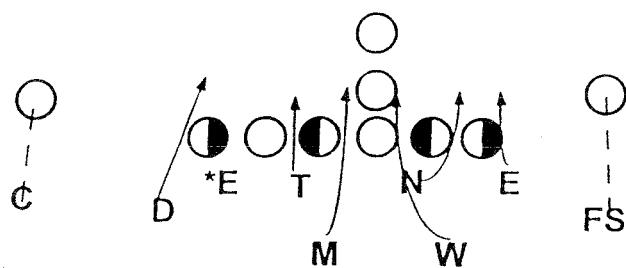


SPREAD



# OVER G NOSE FIRE LOCK SILVER

## SPREAD



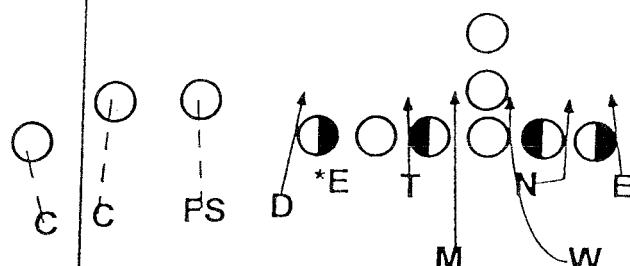
\*END LOCKED MAN ON TE

SS  
↓

FREE

VARIATIONS:  
MOVEMENTS:  
BLITZES:

## PRO TRIPS

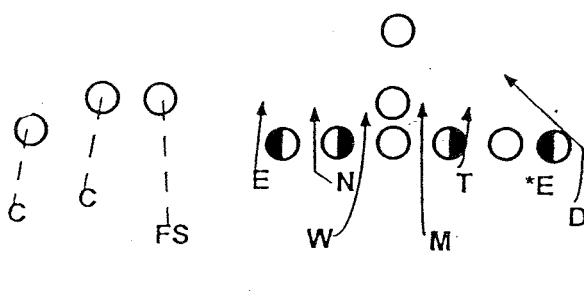


\*END LOCKED MAN ON TE

SS  
↓

FREE

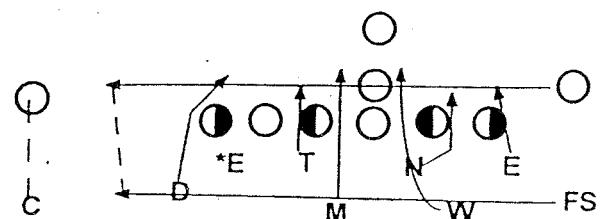
## TWIN TRIPS



\*END LOCKED MAN ON TE

SS  
↓  
FREE

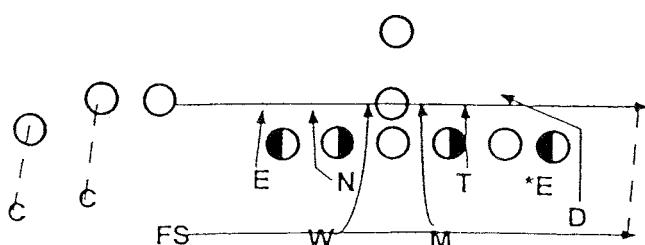
## SPREAD MOT. PRO TRIPS



\*END LOCKED MAN ON TE

SS  
↓  
FREE

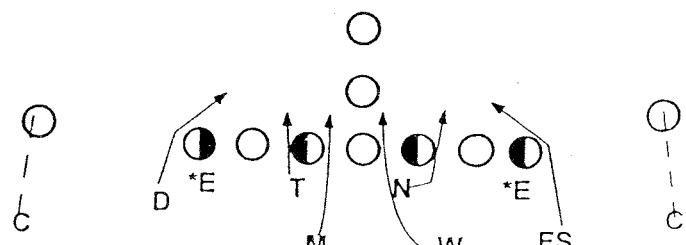
## TWIN TRIPS MOT. SPREAD



\*END LOCKED MAN ON TE

SS  
↓  
FREE

## DOUBLE FLANKER

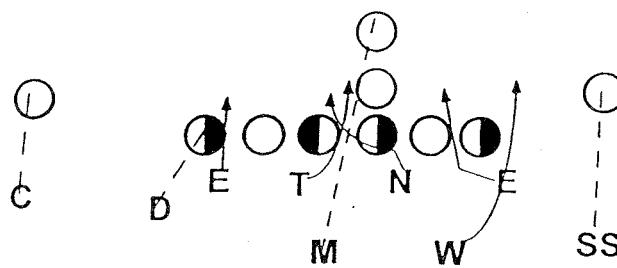


\*END LOCKED MAN ON TE

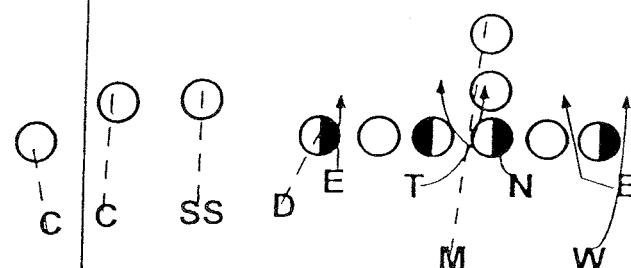
SS  
↓  
FREE

# OVER REBEL SILVER

## SPREAD



## PRO TRIPS



FS

FREE

VARIATIONS:

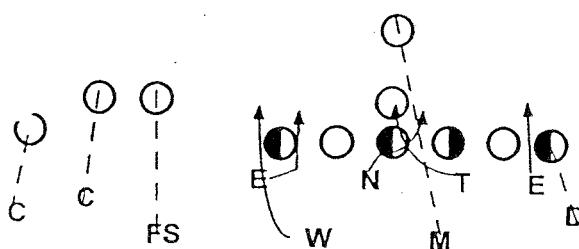
MOVEMENTS:

BLITZES:

FS

FREE

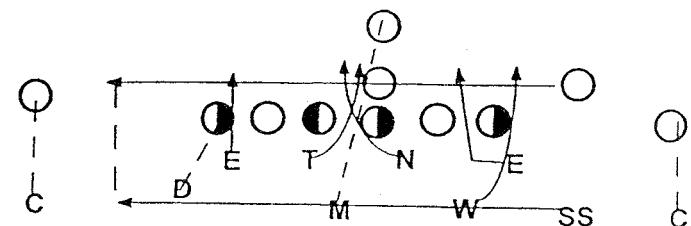
## TWIN TRIPS



SS

FREE

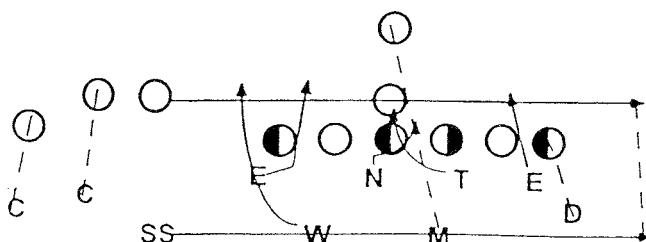
## SPREAD MOT. PRO TRIPS



FS

FREE

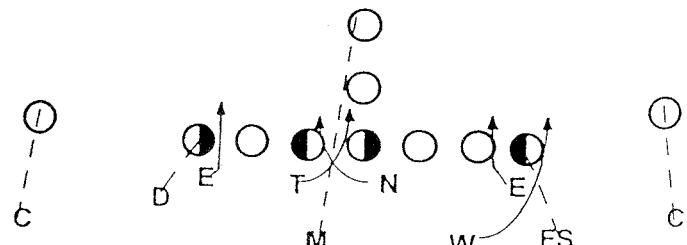
## TWIN TRIPS MOT. SPREAD



FS

FREE

## DOUBLE FLANKER

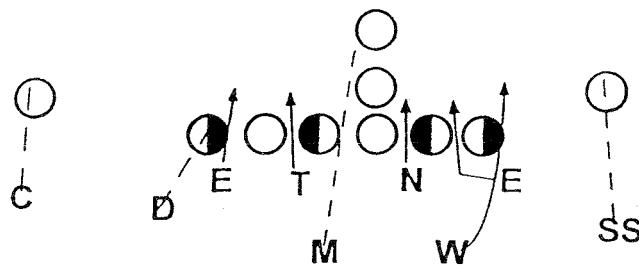


SS

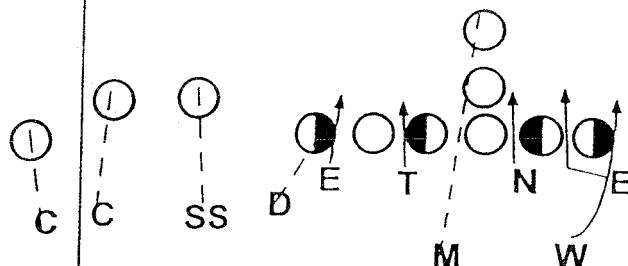
FREE

# OVER BULLETS SILVER

## SPREAD



## PRO TRIPS

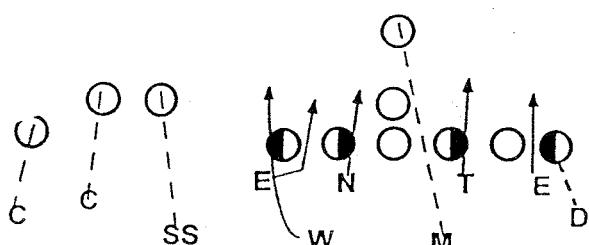


FS  
↓  
FREE

VARIATIONS:  
MOVEMENTS:  
BLITZES:

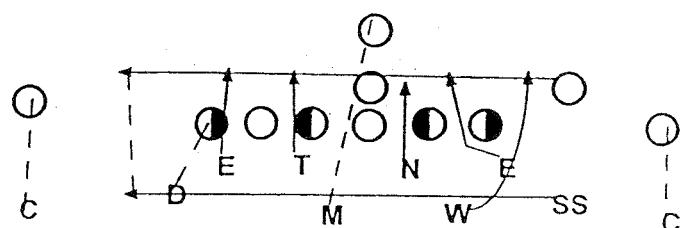
FS  
↓  
FREE

## TWIN TRIPS



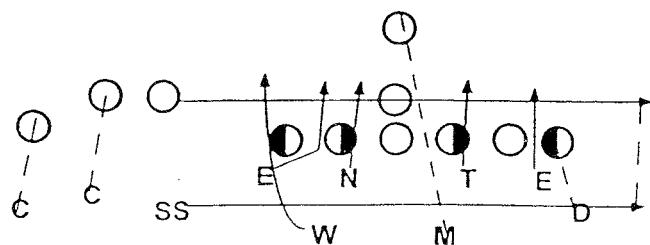
FS  
↓  
FREE

## SPREAD MOT. PRO TRIPS



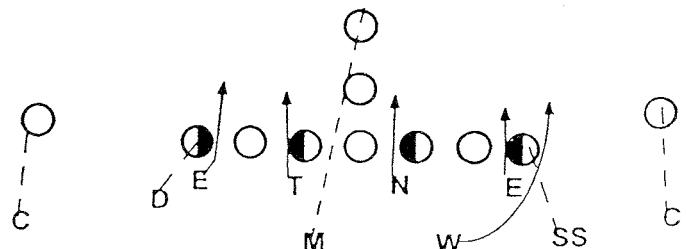
FS  
↓  
FREE

## TWIN TRIPS MOT. SPREAD



FS  
↓  
FREE

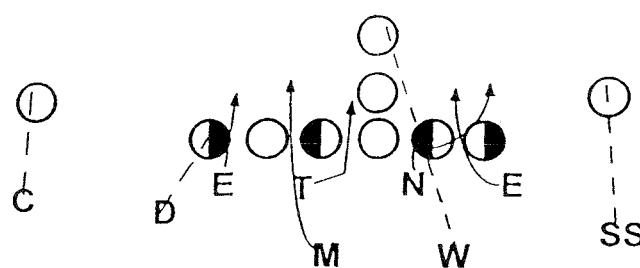
## DOUBLE FLANKER



FS  
↓  
FREE

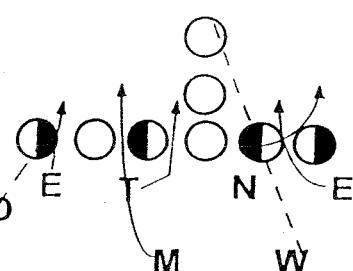
# OVER MAT EX SILVER

## SPREAD



FS

## PRO TRIPS



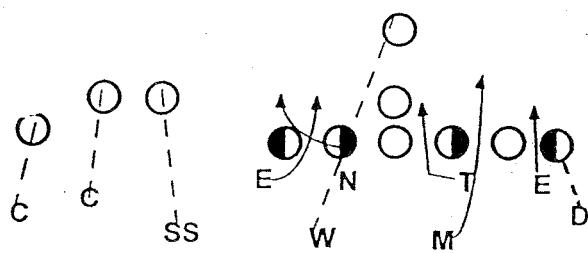
FS

VARIATIONS:

MOVEMENTS:

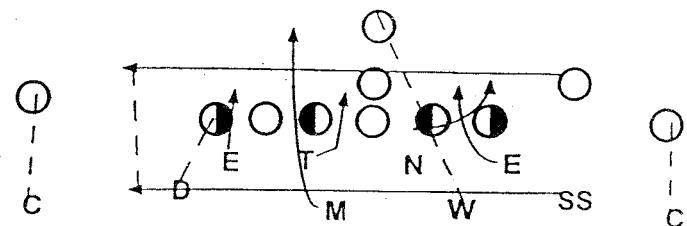
BLITZES:

## TWIN TRIPS



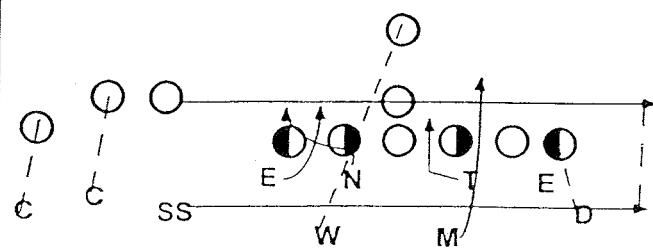
FS

## SPREAD MOT. PRO TRIPS



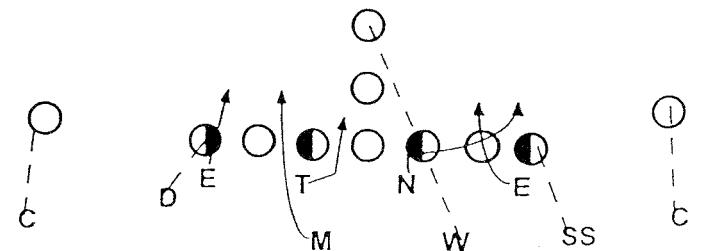
FS

## TWIN TRIPS MOT. SPREAD



FS

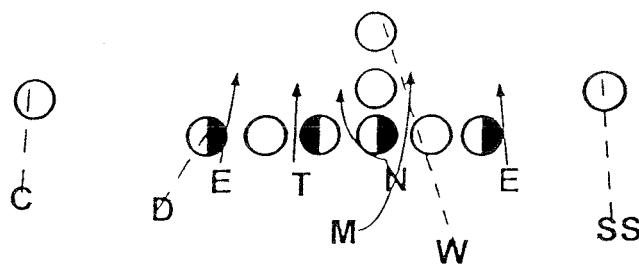
## DOUBLE FLANKER



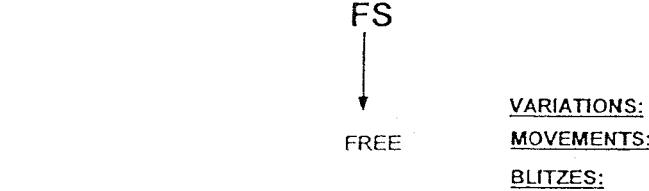
FS

# OVER MAN TEX SILVER

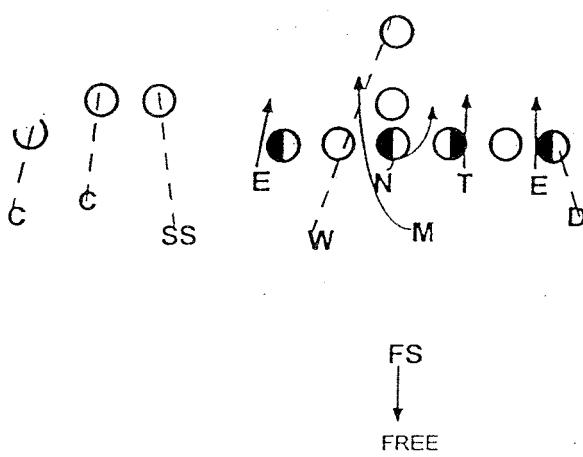
## SPREAD



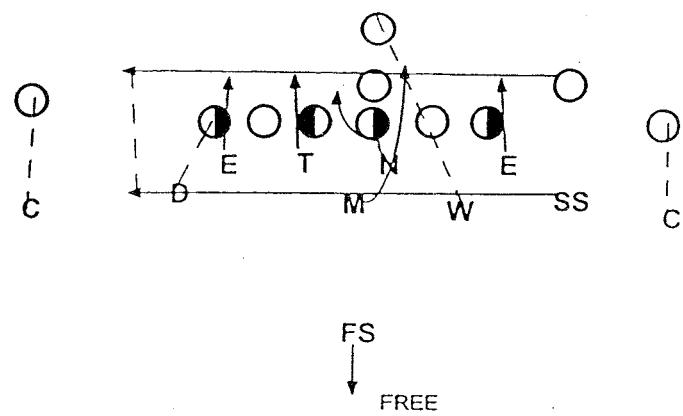
## PRO TRIPS



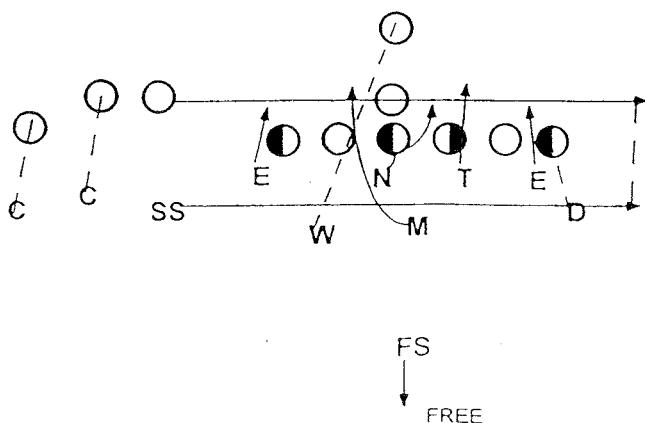
## TWIN TRIPS



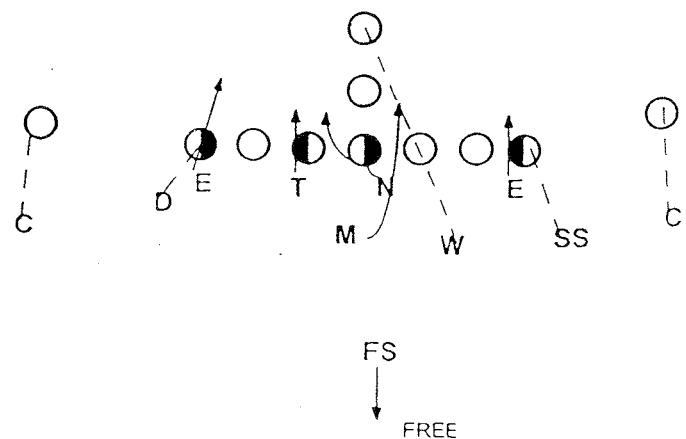
## SPREAD MOT. PRO TRIPS



## TWIN TRIPS MOT. SPREAD

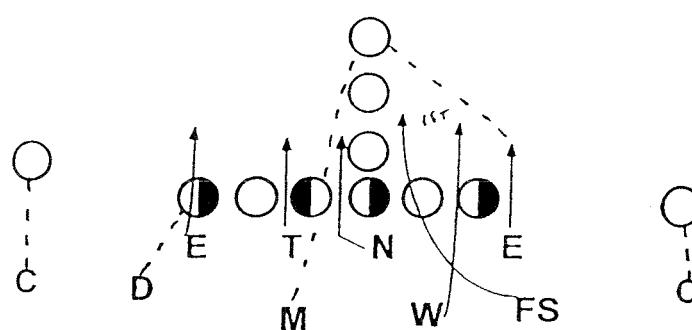


## DOUBLE FLANKER

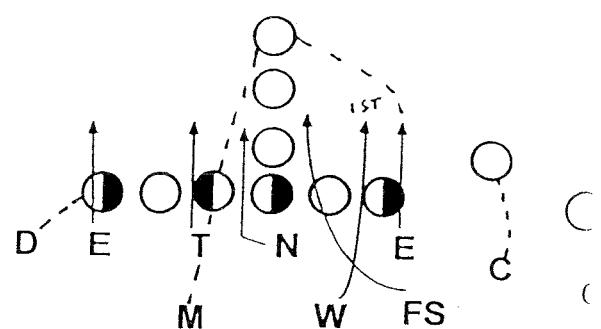


# OVER OPPOSITE CROSSBARREL SILVER

PRO I



TWIN I

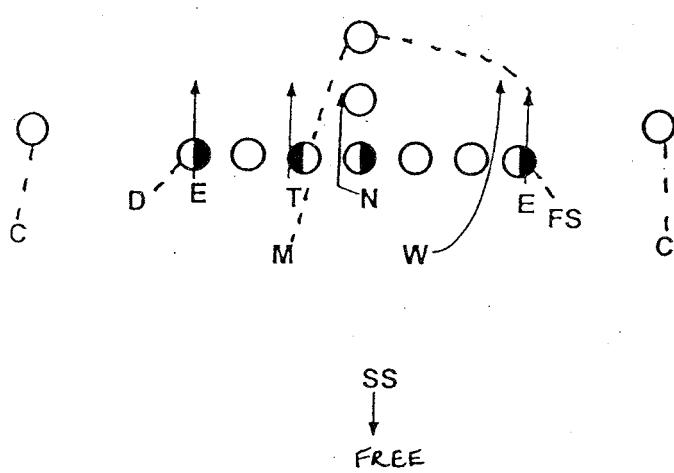


SS  
↓  
FREE

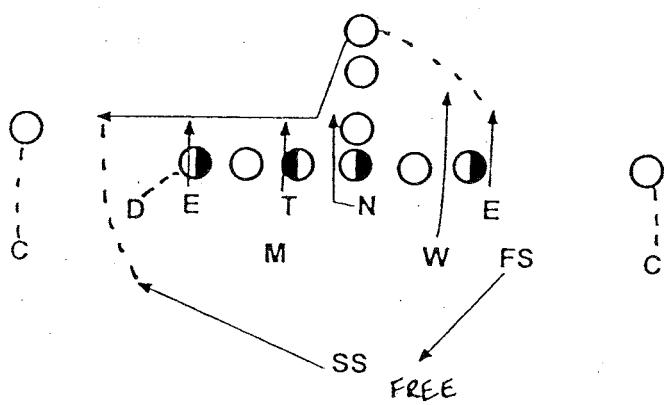
VARIATIONS:  
MOVEMENTS:  
BLITZES:

SS  
↓  
FREE

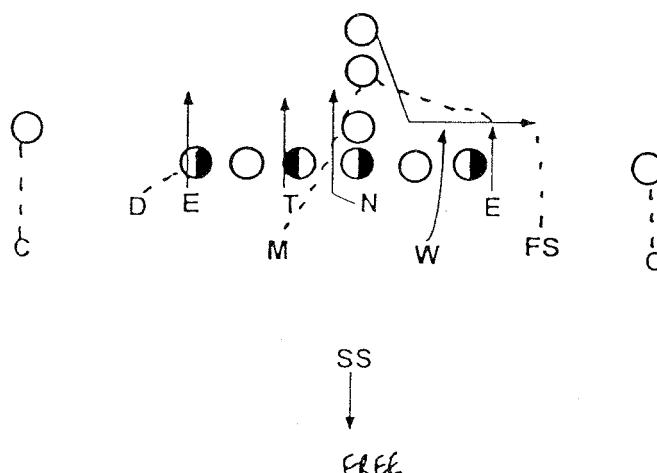
DOUBLE FLANKER



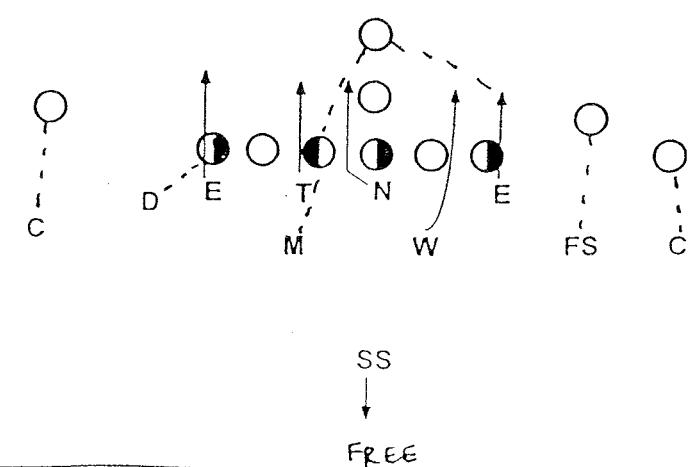
PRO MOT. PRO TRIPS



PRO MOT. SPREAD

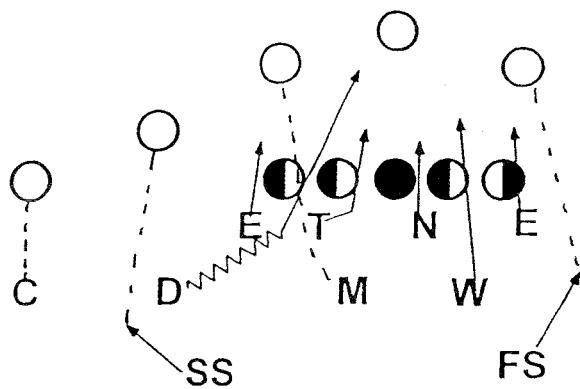


SPREAD

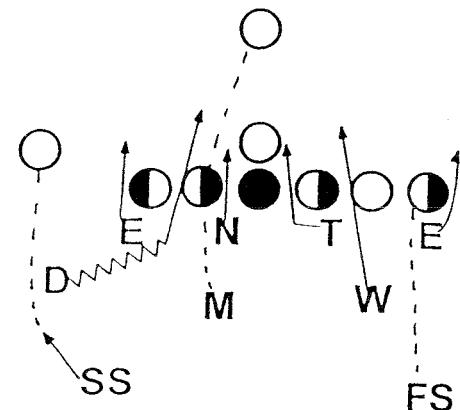


# OVER DIME THUNDER PURPLE

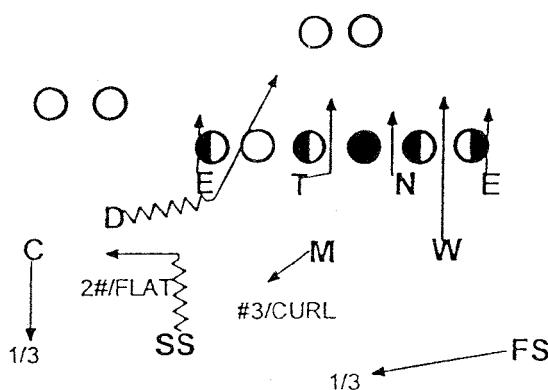
## TWIN OPEN



## SPREAD

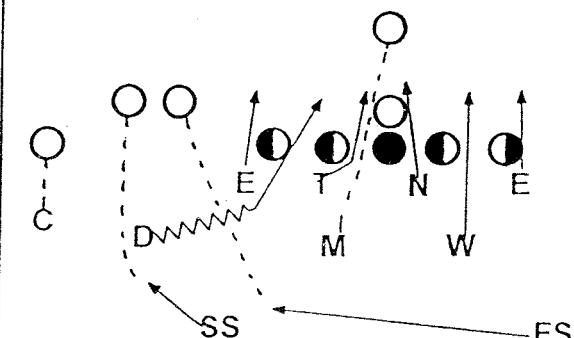


## PRO TRIP G STR.



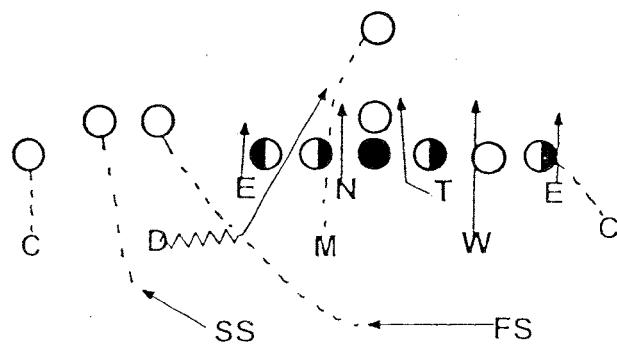
\*CHECK BOX VS. 4X1 (BK. SET STR.)

## TWIN TRIP OPEN G WK.



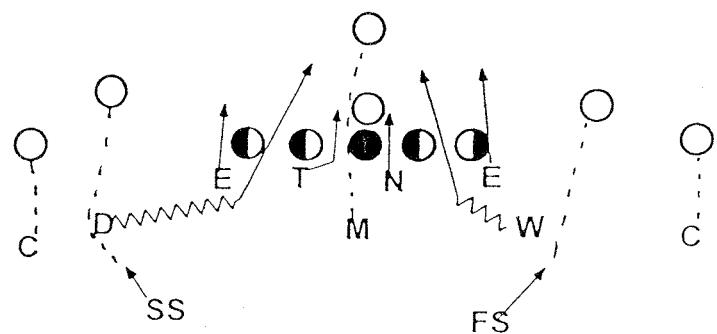
\*VS. 3X1 (BK SET WK.) KEEP MAN/MAN COV.)

## TWN TRIP



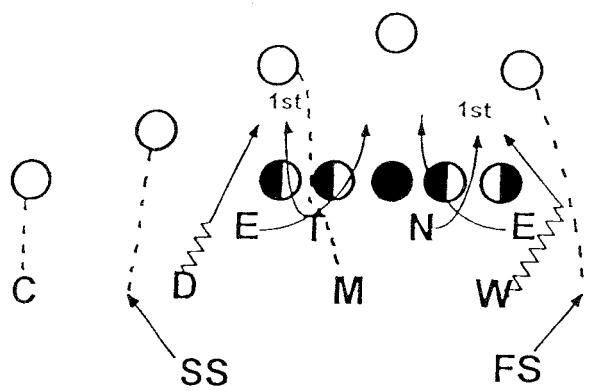
\* VS. 3X1 (BK HOME SET) KEEP MAN/MAN COV.)

## DOUBLE SLOT

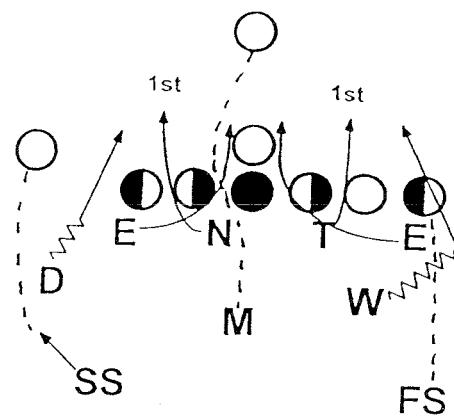


# OVER DIME DOUBLE TEX JET PURPLE

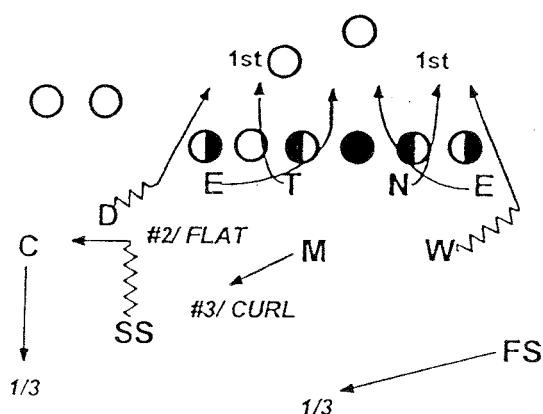
## TWIN OPEN



## SPREAD

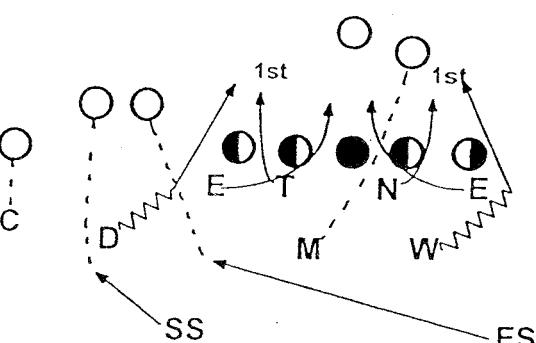


## PRO TRIP G STR.



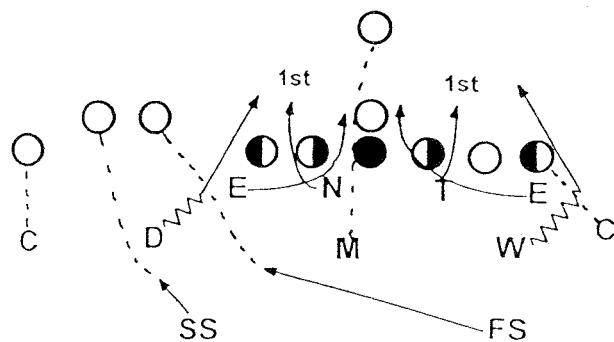
\*CHECK BOX VS. 4X1 (BK. SET STR.)

## TWIN TRIP OPEN G WK.



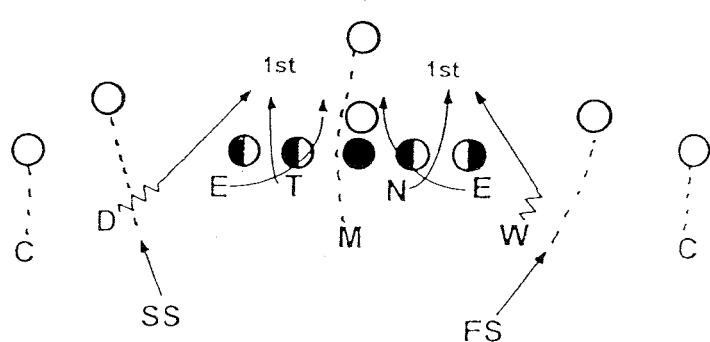
\* VS. 3X1 (BK. SET WK.) KEEP MAN/MAN COV.

## TWN TRIP



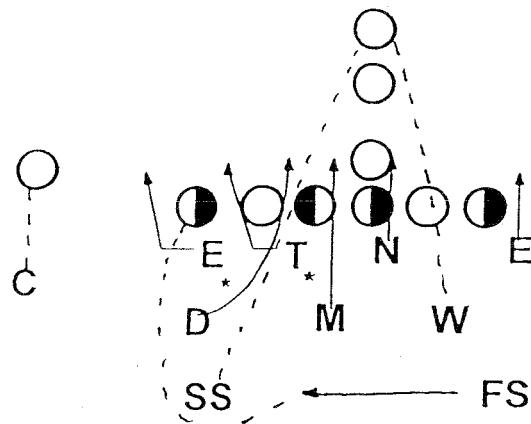
\* VS. 3X1 (BK. HOME SET) KEEP MAN/MAN COV.

## DOUBLE SLOT

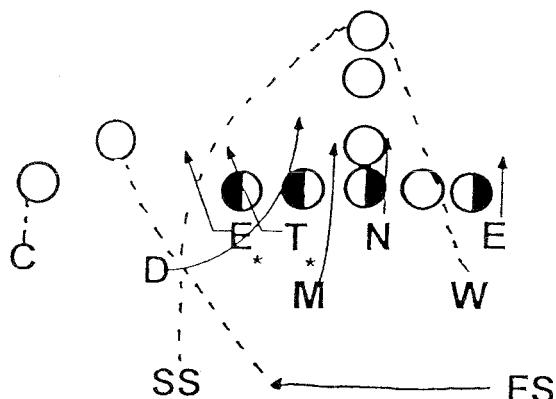


# OVER DIME OUT FIRE PURPLE

## PRO I



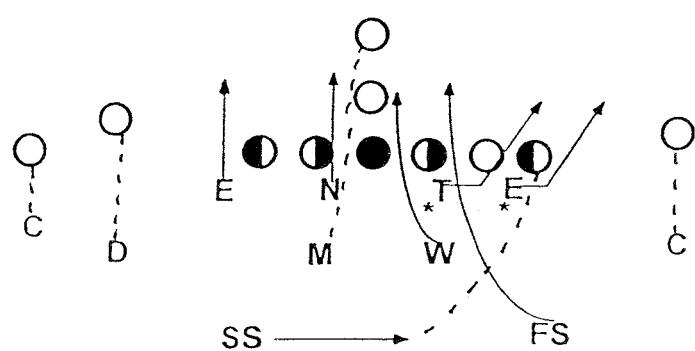
## TWIN OPEN



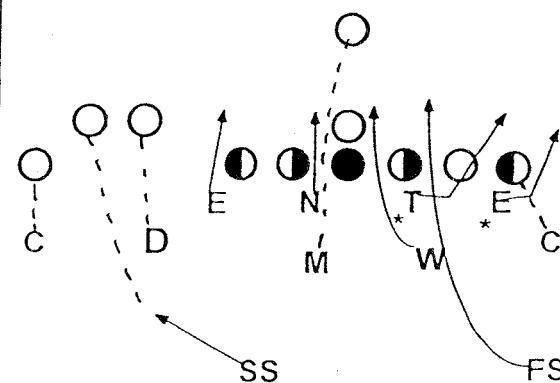
- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

## SPREAD



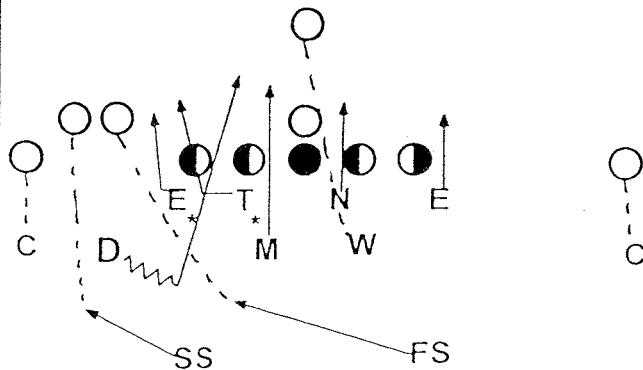
## TWIN TRIPS



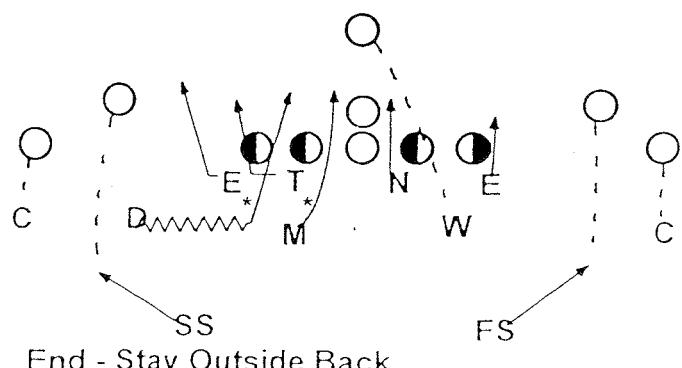
- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

## TWIN TRIP OPEN



## DBL SLOT

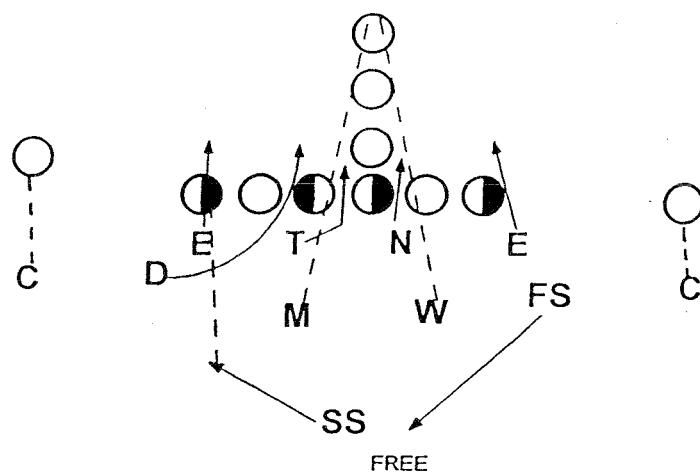


- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

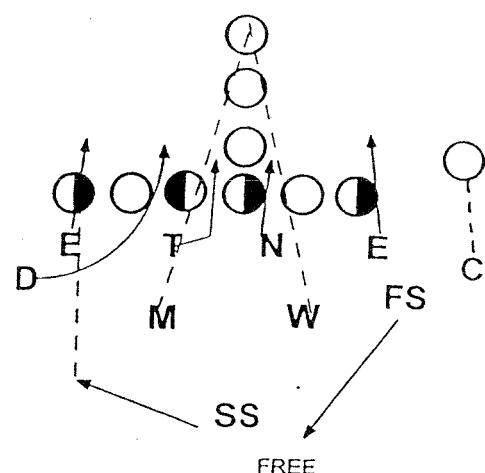
- \* End - Stay Outside Back
- \* Tackle - Stay Underneath Back

# OVER SLAM TAM STRONG SILVER

## PRO I



## TWIN I

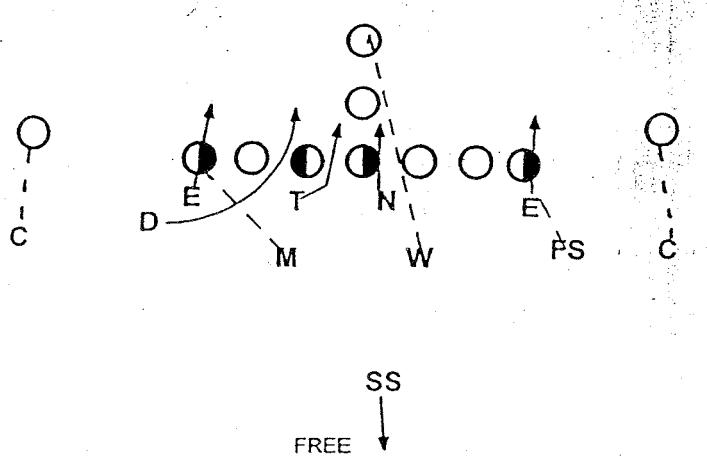


VARIATIONS:

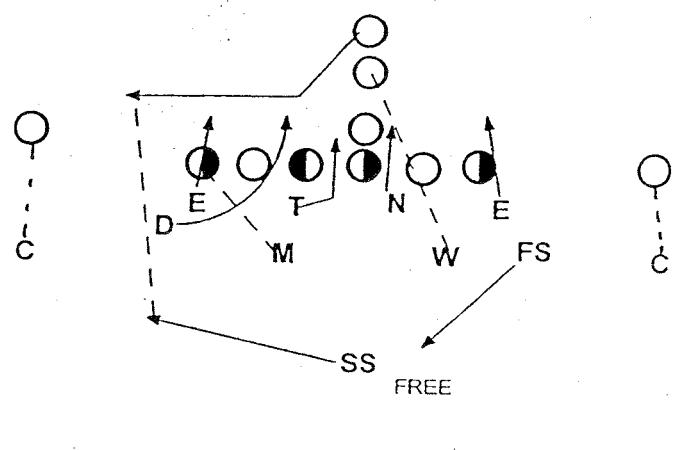
MOVEMENTS:

BLITZES:

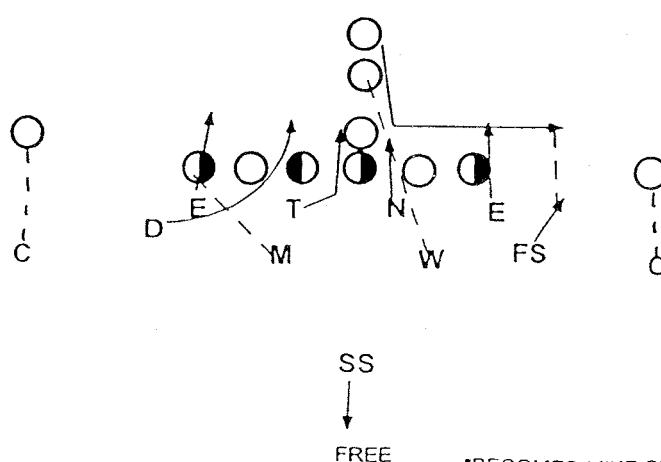
## DOUBLE FLANKER



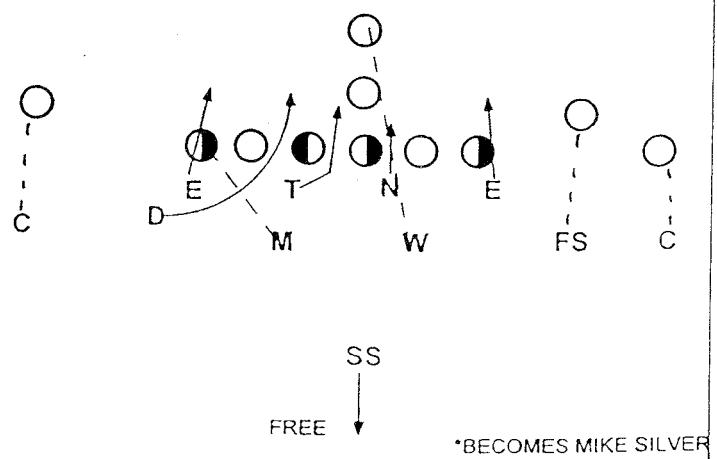
## PRO MOT. PRO TRIPS



## PRO MOT. SPREAD



## SPREAD

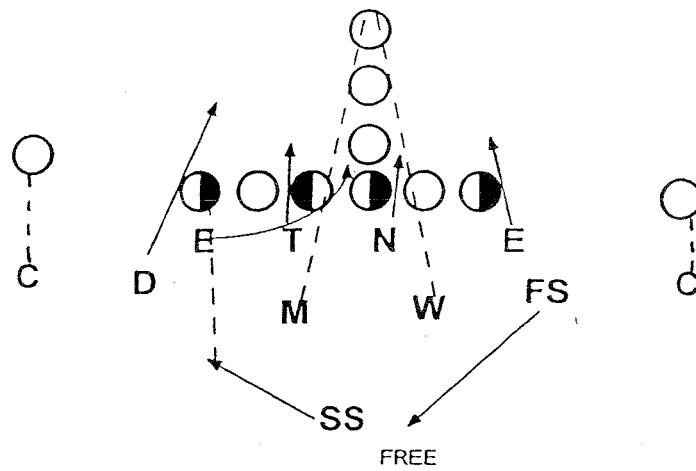


\*BECOMES MIKE SILVER

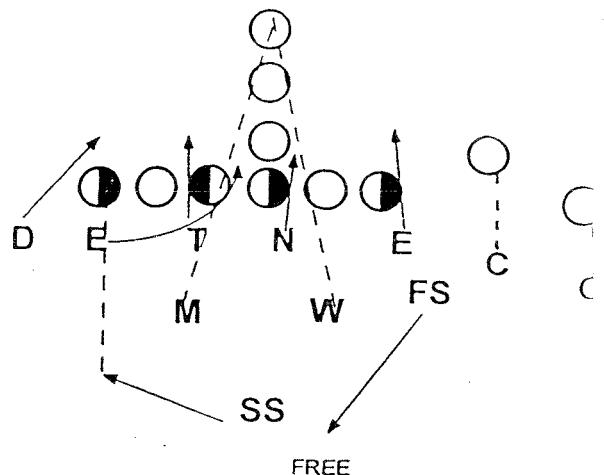
\*BECOMES MIKE SILVER

# OVER SMACK TEX STRONG SILVER

## PRO I



## TWIN I

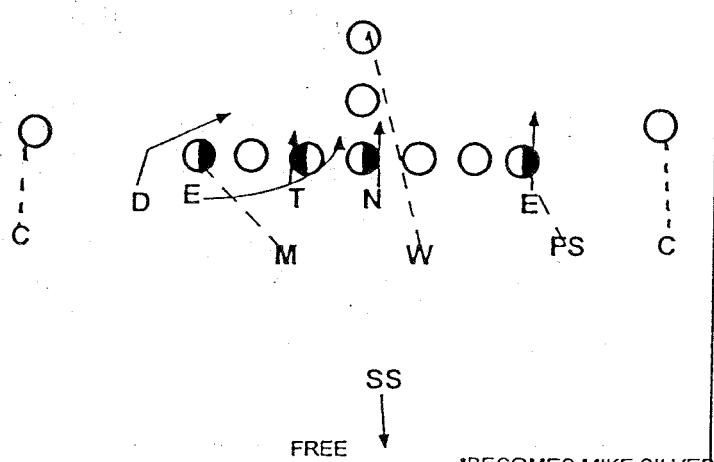


VARIATIONS:

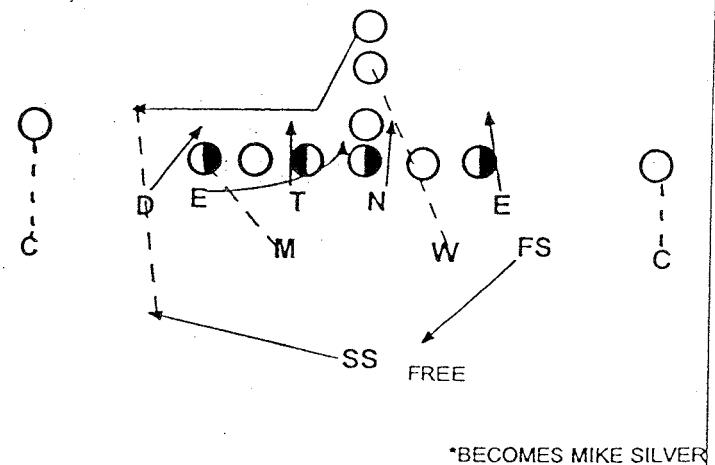
MOVEMENTS:

BLITZES:

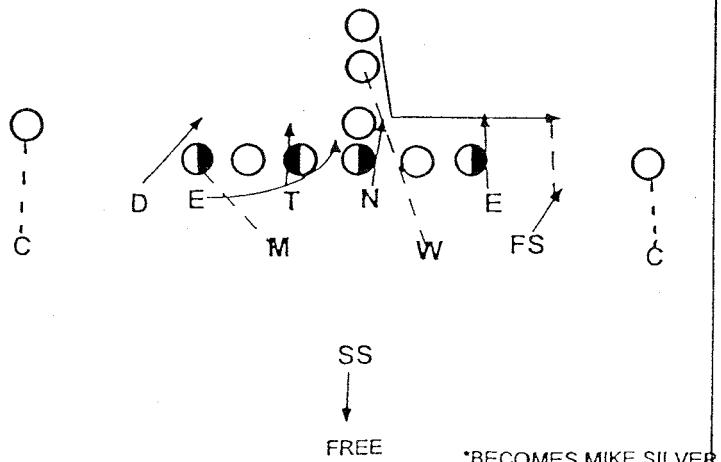
## DOUBLE FLANKER



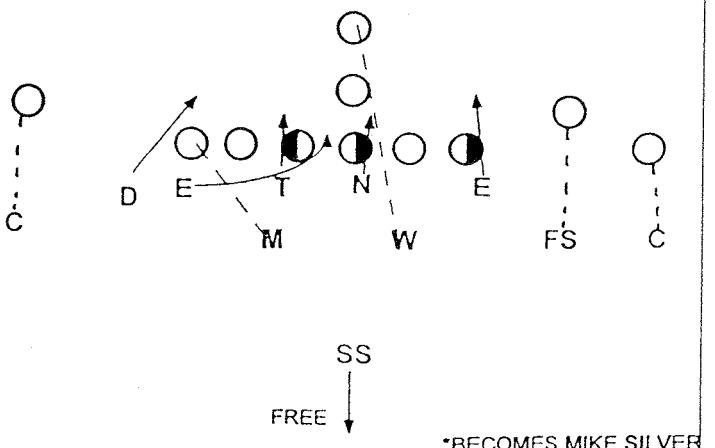
## PRO MOT. PRO TRIPS



## PRO MOT. SPREAD

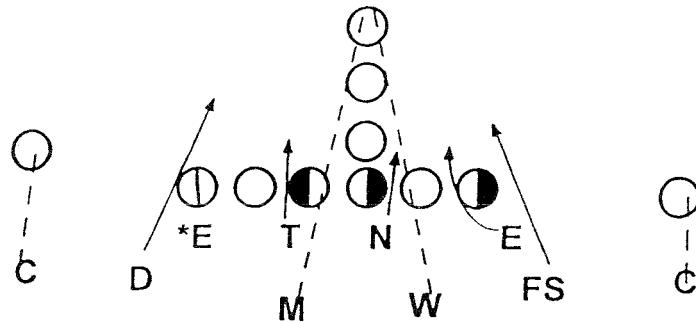


## SPREAD

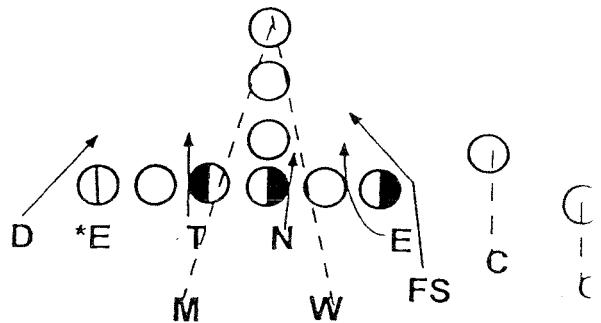


# OVER HAMMER LOCK SILVER

## PRO I



## TWIN I



\*END IS LOCKED MAN  
ON THE TE

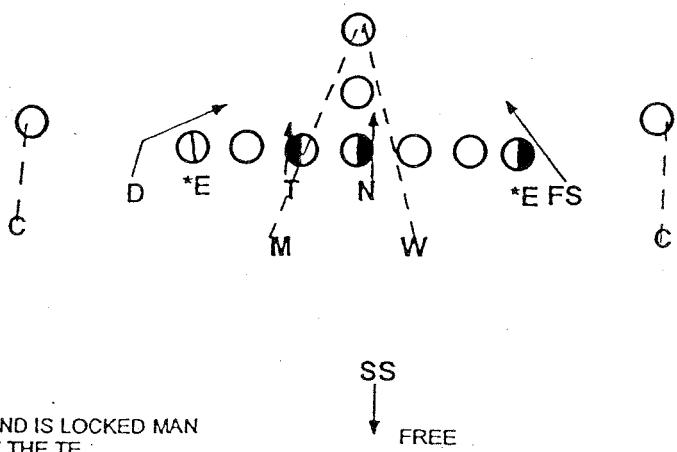
SS  
↓

VARIATIONS:  
MOVEMENTS:  
BLITZES:

\*END IS LOCKED MAN  
ON THE TE

SS  
↓

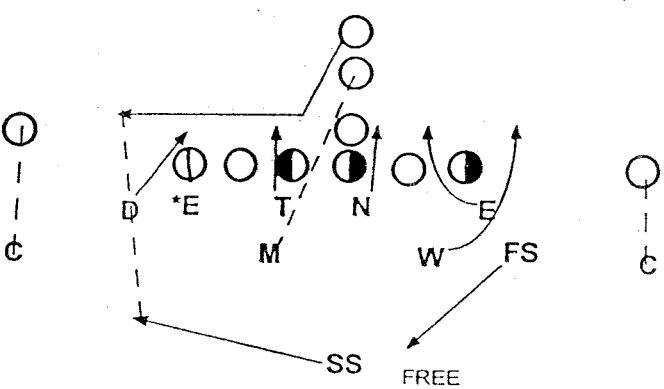
## DOUBLE FLANKER



\*END IS LOCKED MAN  
ON THE TE

SS  
↓  
FREE

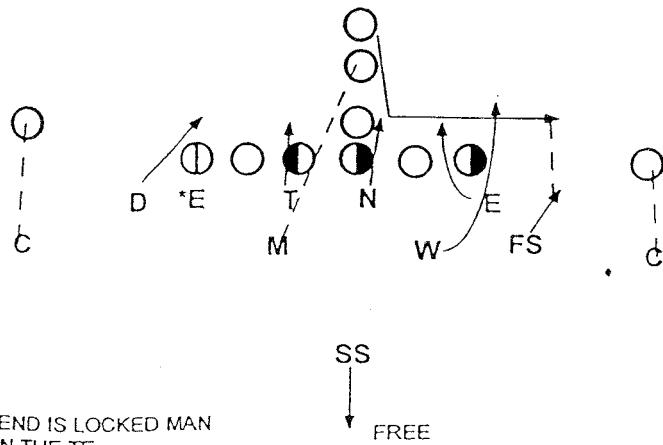
## PRO MOT. PRO TRIPS



\*END IS LOCKED MAN  
ON THE TE

SS  
FREE

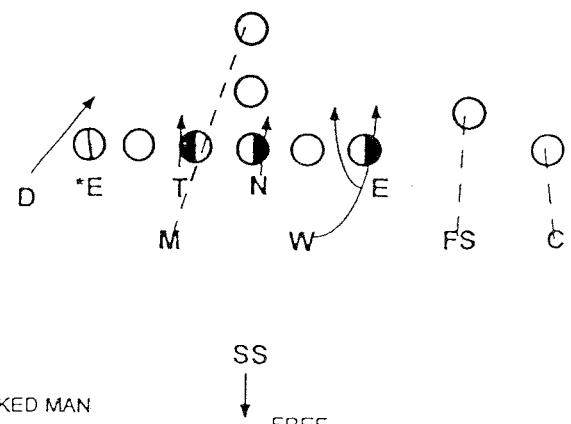
## PRO MOT. SPREAD



\*END IS LOCKED MAN  
ON THE TE

SS  
↓  
FREE

## SPREAD

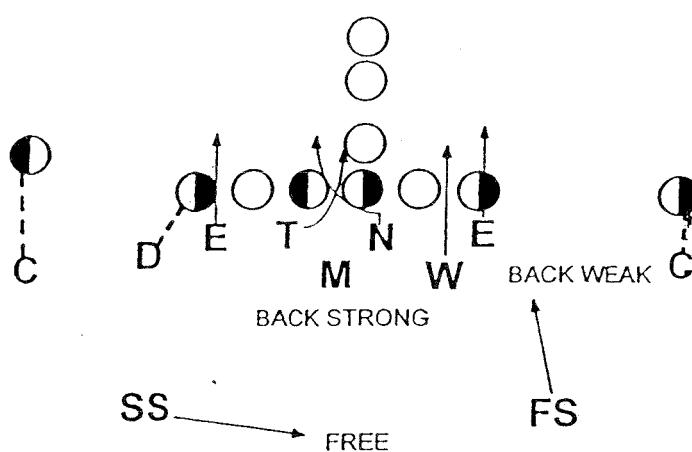


\*END IS LOCKED MAN  
ON THE TE

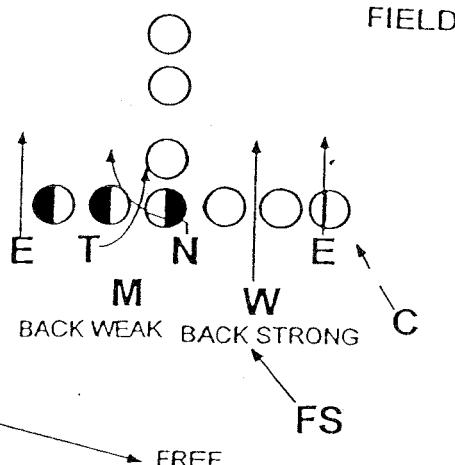
SS  
↓  
FREE

# DIME PLUG TON SILVER,5

PRO I

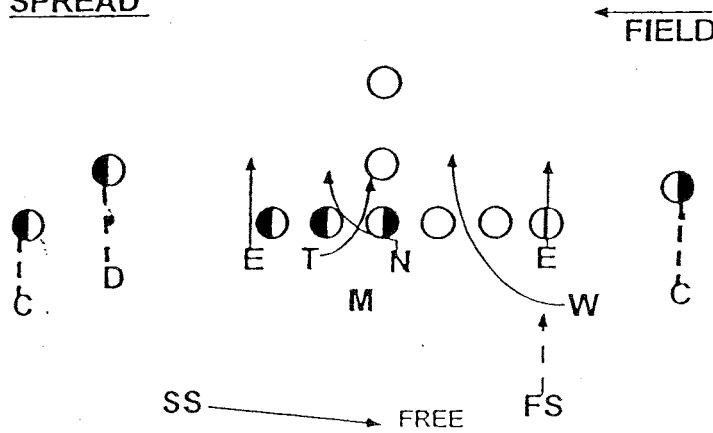


TWIN I

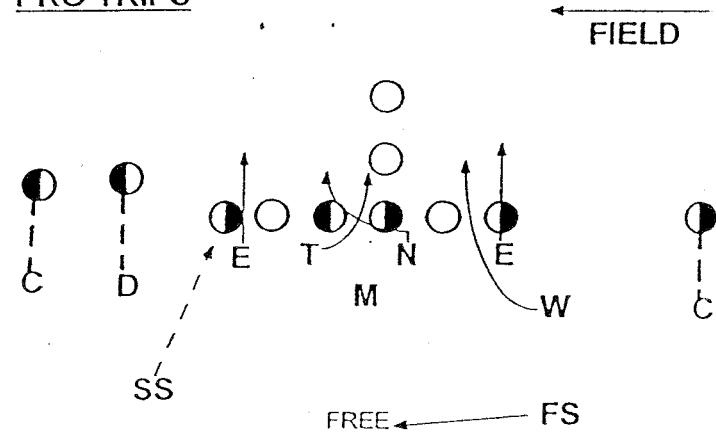


NOTE:

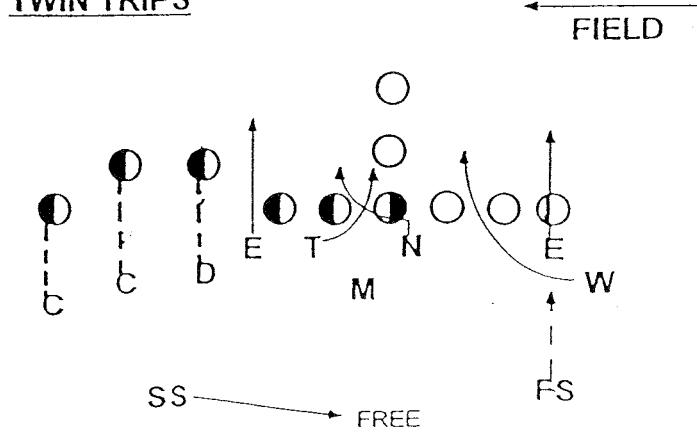
SPREAD



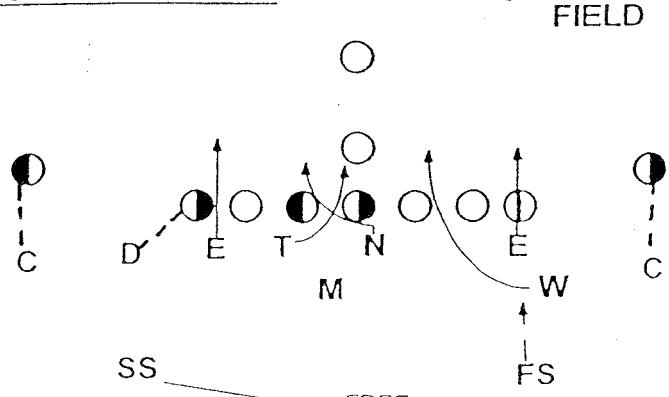
PRO TRIPS



TWIN TRIPS

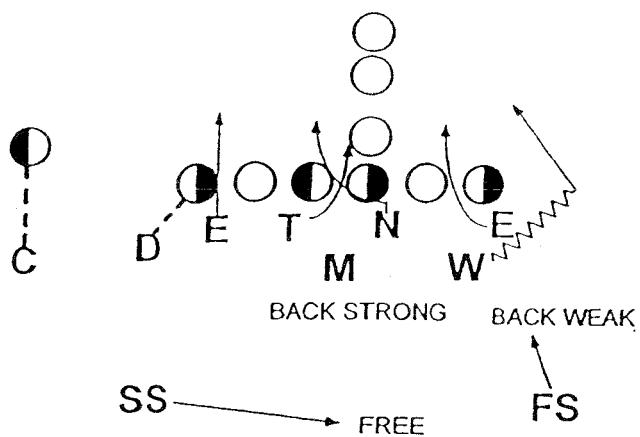


DOUBLE FLANKER

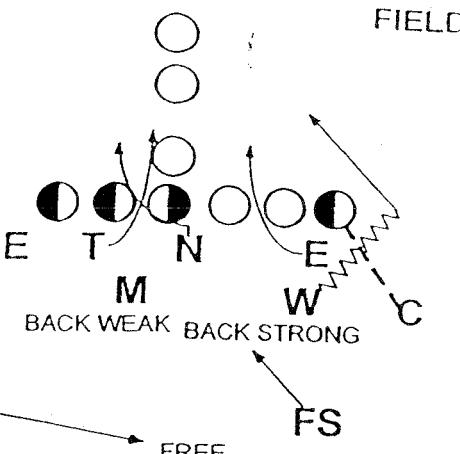


# DIME BULLETS TON SILVER, 5

PRO I

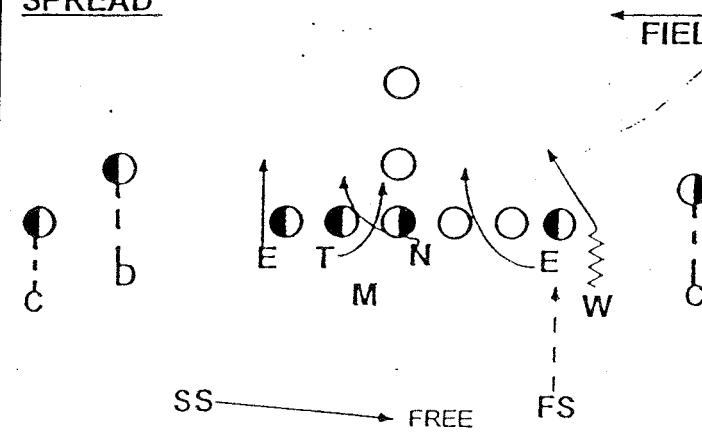


TWIN I

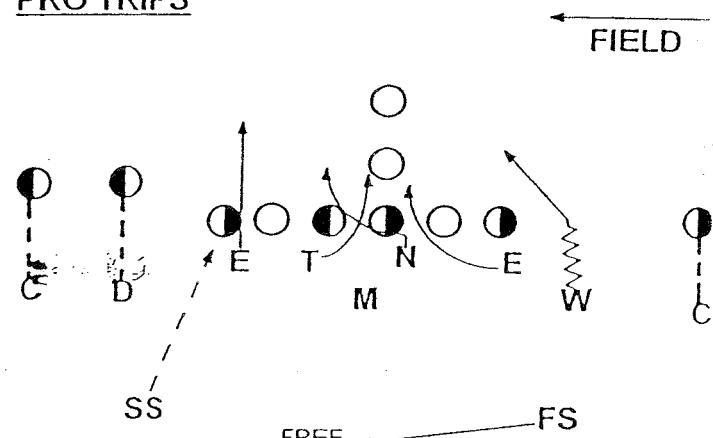


TWISTS:

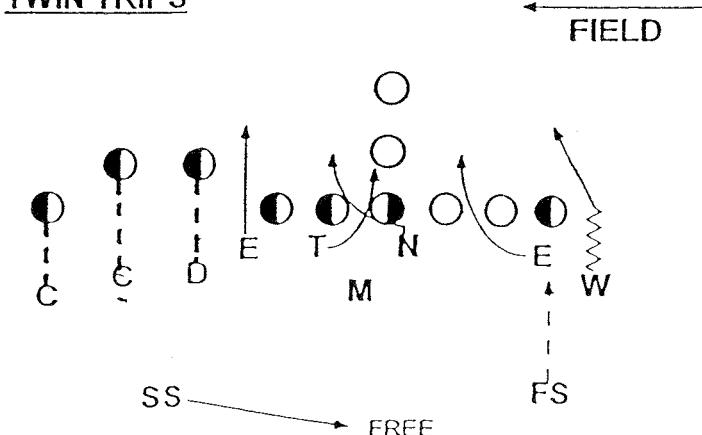
SPREAD



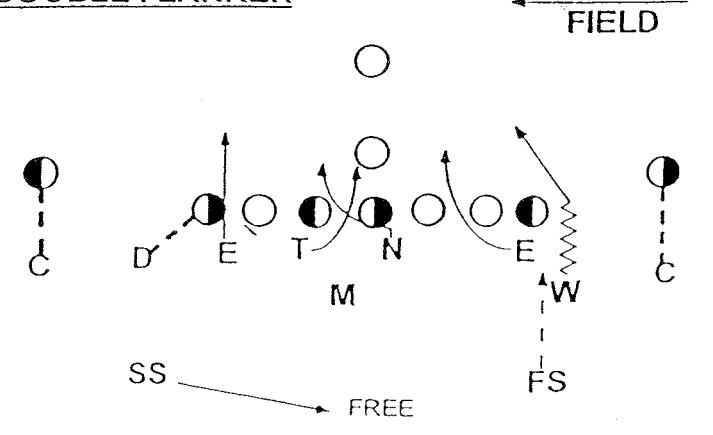
PRO TRIPS



TWIN TRIPS

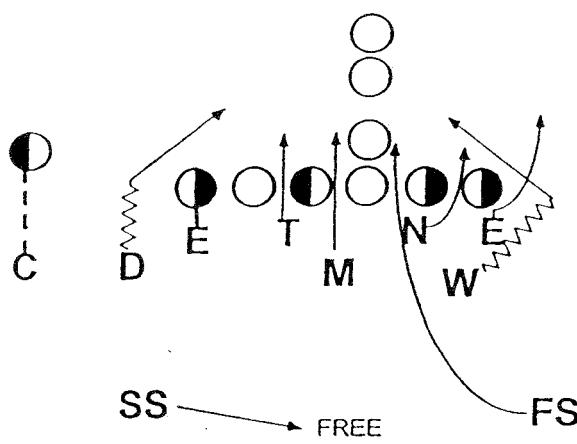


DOUBLE FLANKER

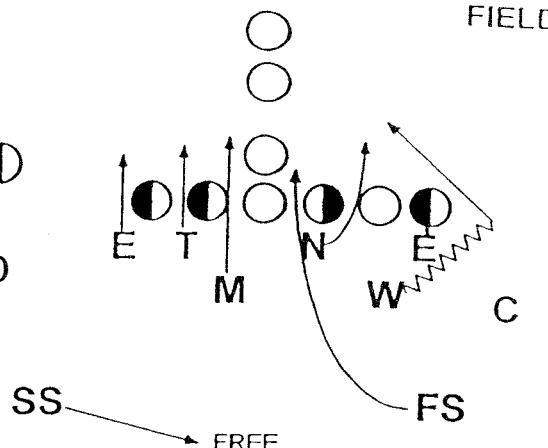


# DIME FS BLITZ LOCK SILVER

PRO I

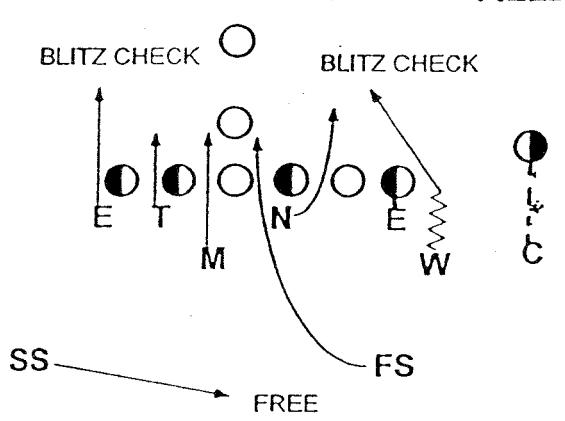


TWIN I

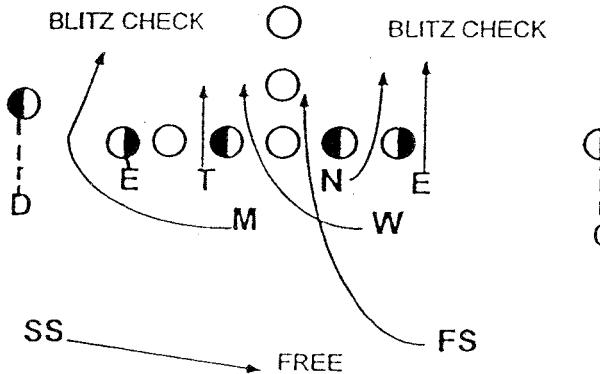


VARIATION: TAM MIKE

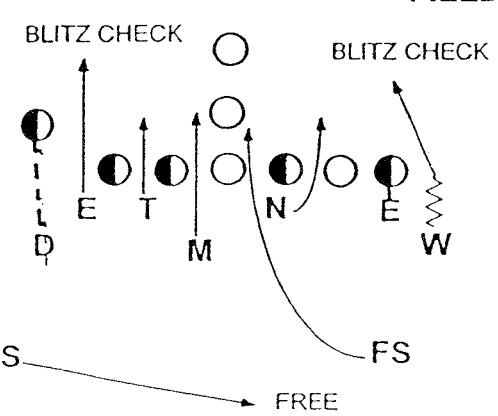
SPREAD



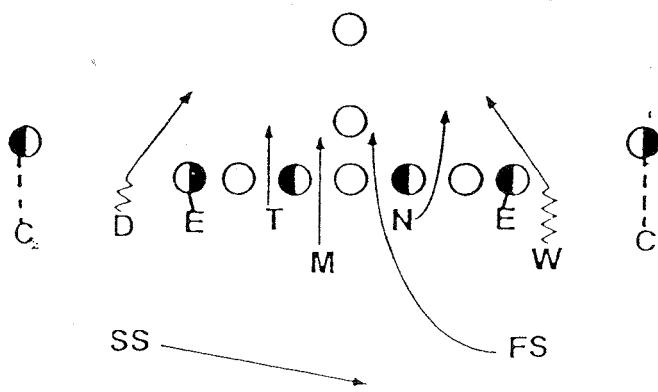
PRO TRIPS.....



TWIN TRIPS

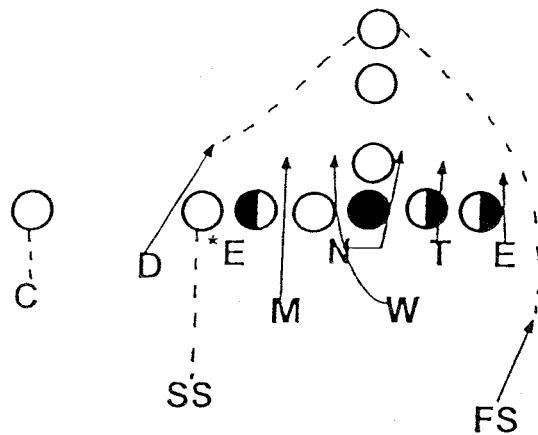


DOUBLE FLANKER



# FIELD DIME OPP. FIRE PURPLE (E Opp. Fire Purple)

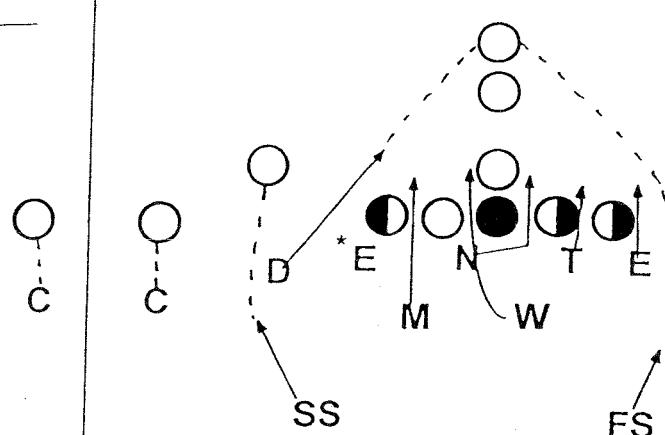
PRO I



\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

FIELD

TWIN OPEN



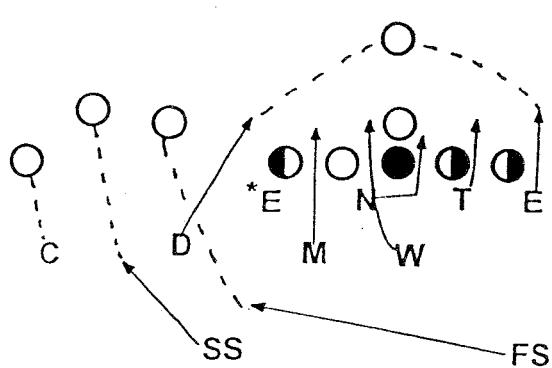
\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

TWIN TRIP OPEN

FIELD

SPREAD

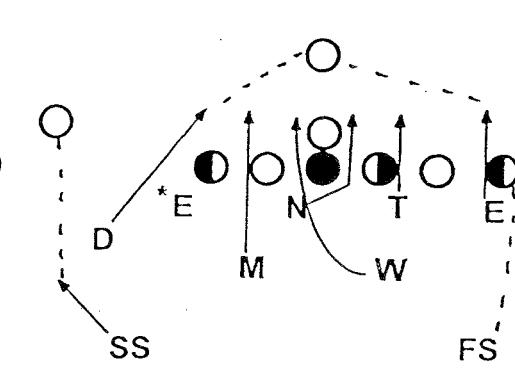
FIELD



\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

C

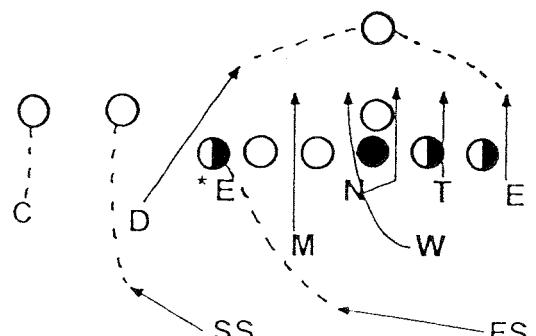
C



\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

PRO TRIP

FIELD

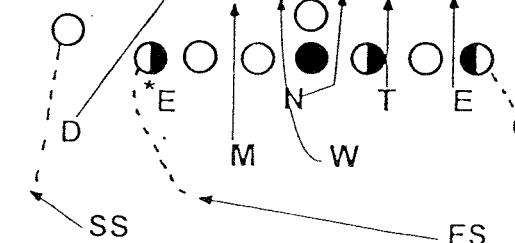


\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

FLANKER-TRIPS

FIELD

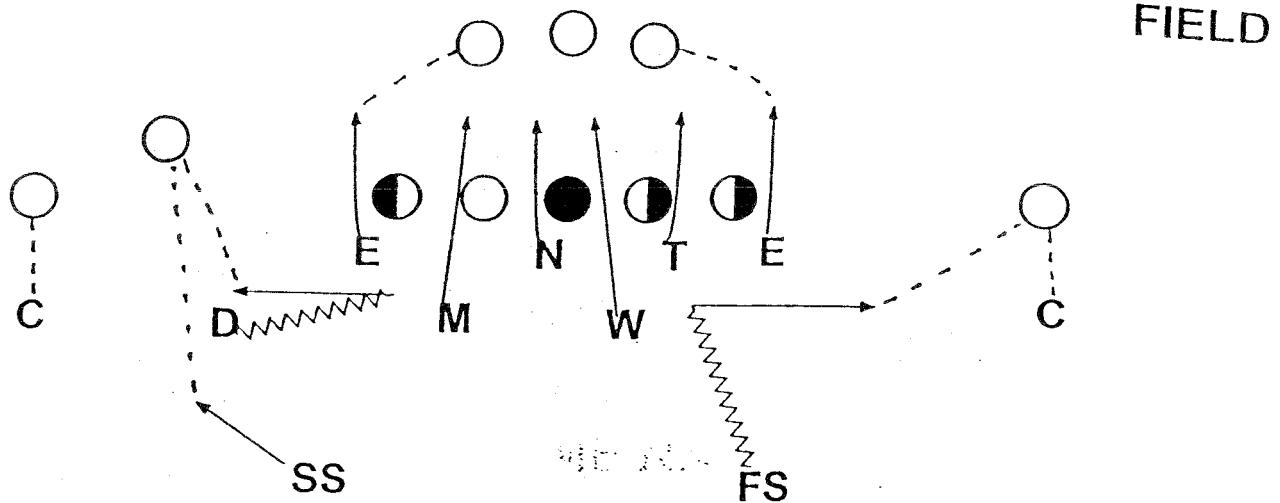
C



\* END WILL BULL RUSH  
TACKLE THEN FALL OFF-LOOK  
FOR SCREEN

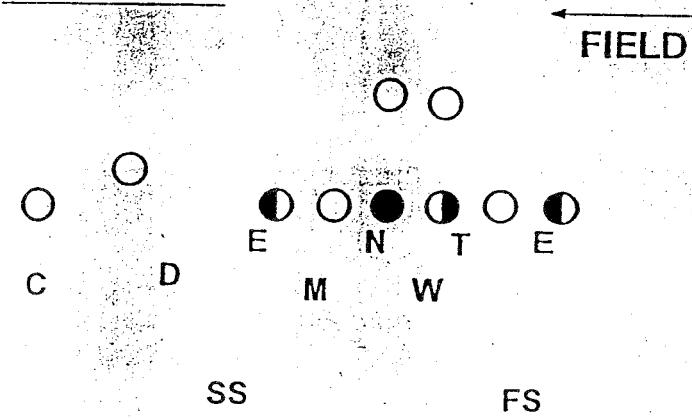
# (FIELD) DIME RAIDER RED

## TWIN OPEN SPLIT GUN



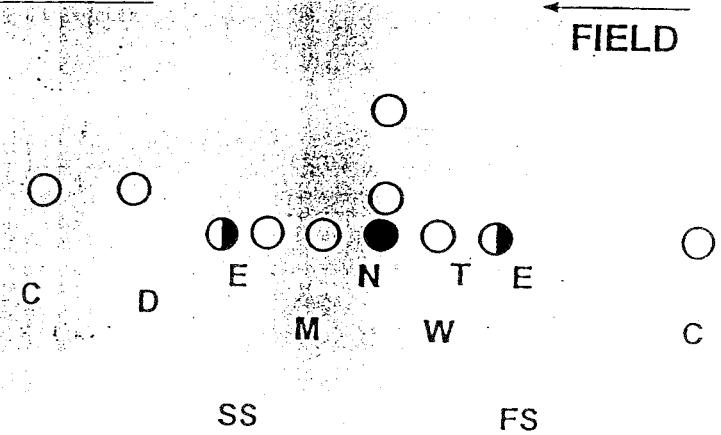
TWISTS:

### SPREAD GUN



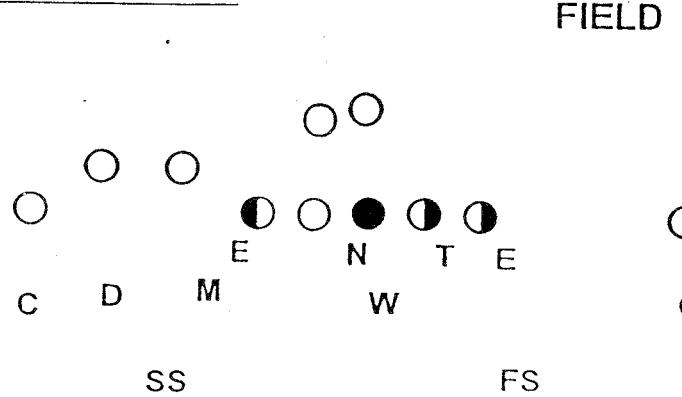
WILL NOT RUN VS. 1BK 3WR

### PRO TRIP



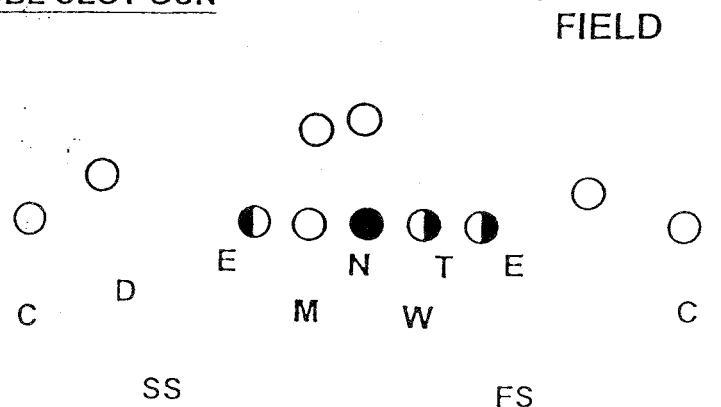
WILL NOT RUN VS. 1BK 3WR

### TWIN TRIP OPEN



WILL NOT RUN VS. 1BK 4WR

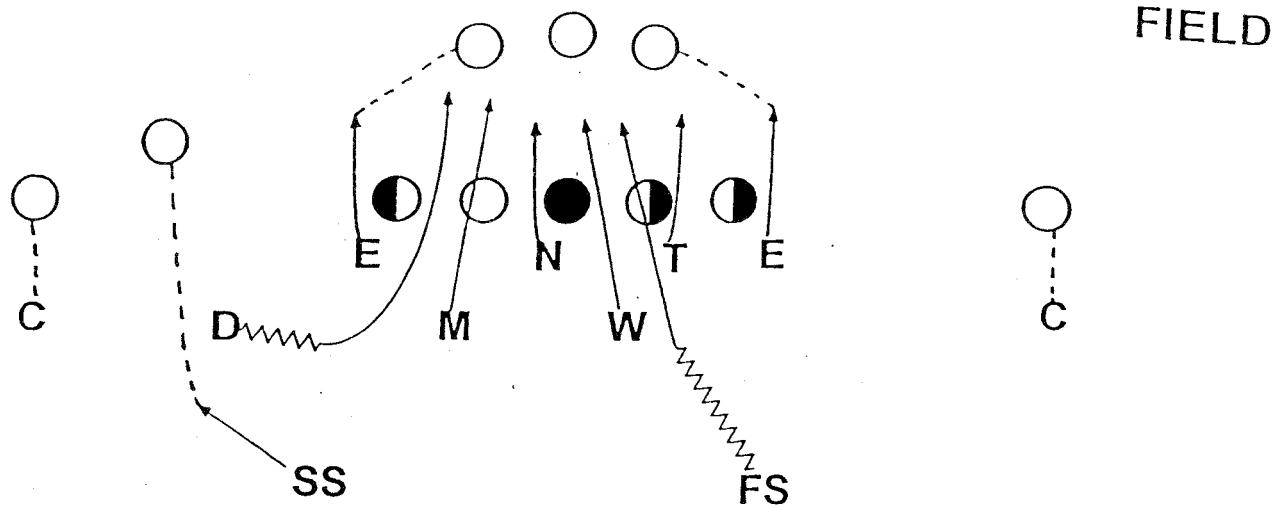
### DBL SLOT GUN



WILL NOT RUN VS. 1BK 4WR

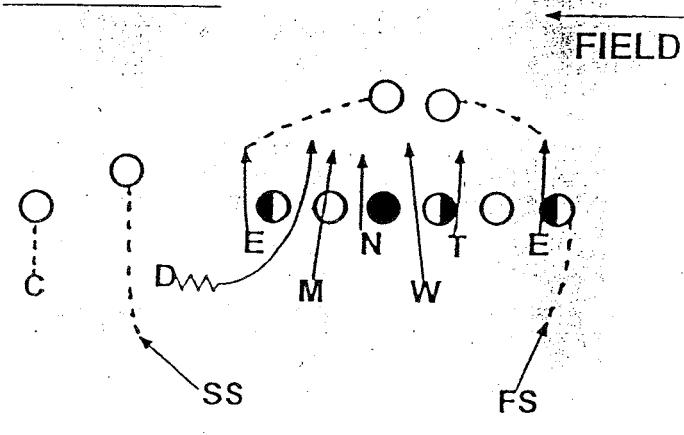
# (FIELD) DIME RAIDER PURPLE

## TWIN OPEN SPLIT GUN

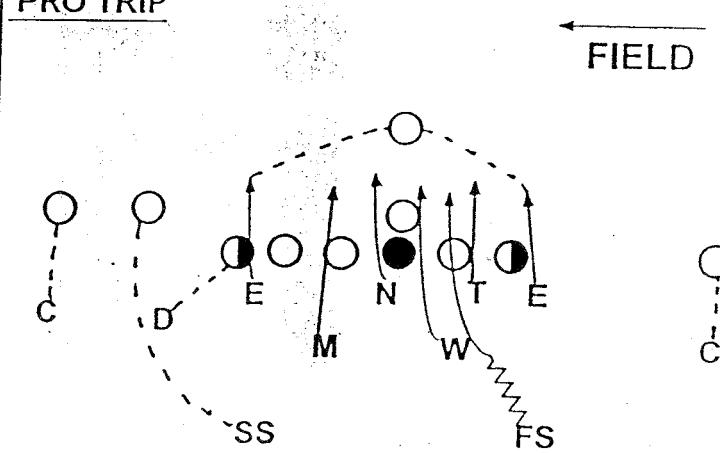


TWISTS:

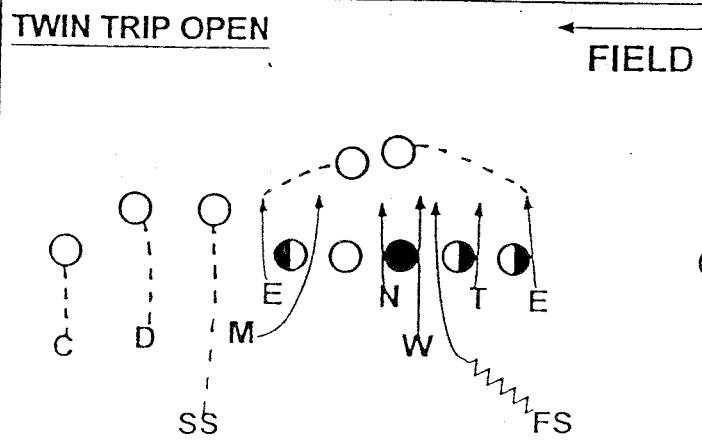
## SPREAD GUN



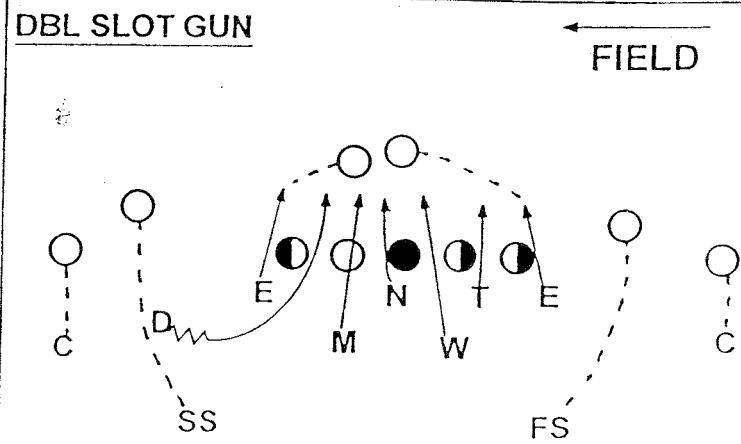
## PRO TRIP



## TWIN TRIP OPEN

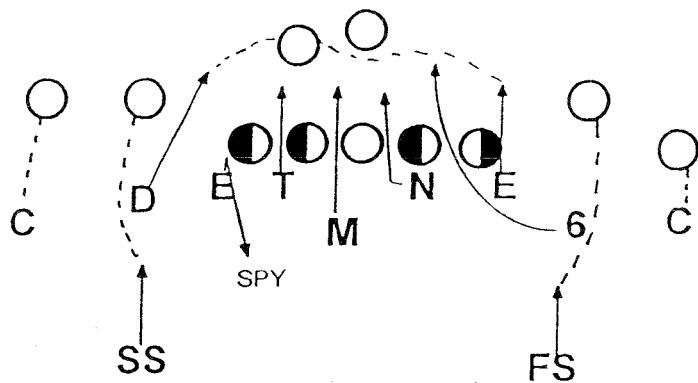


## DBL SLOT GUN

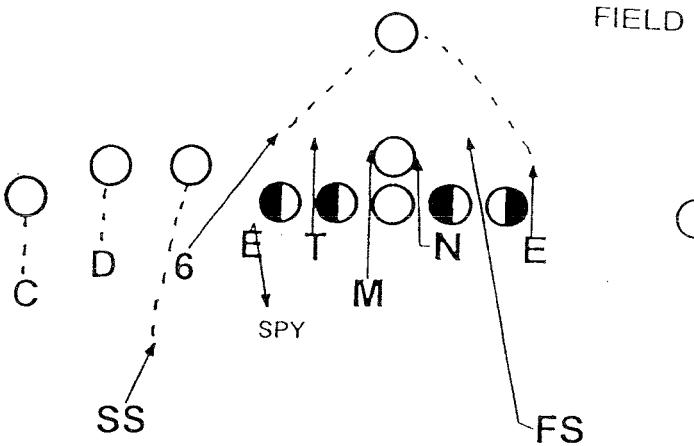


# DIME (6 PACK) HORNS PLUG PURPLE

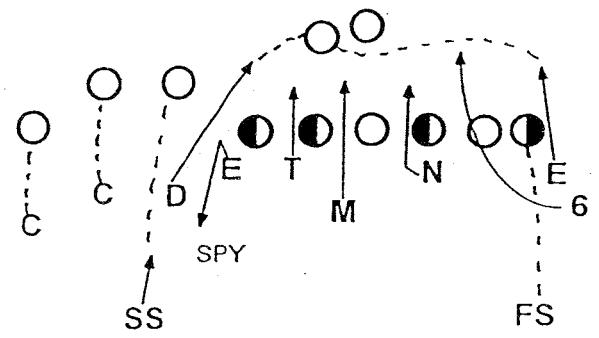
## DOUBLE SLOT GUN



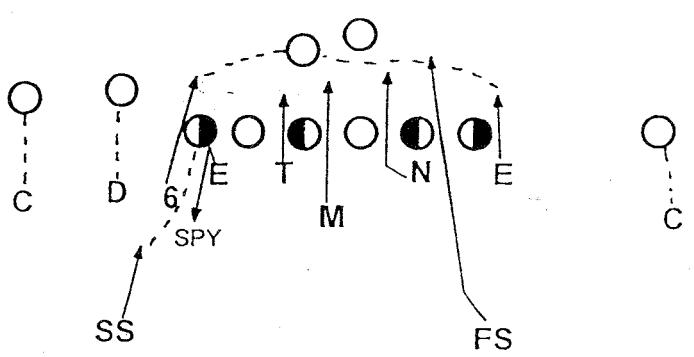
## TWIN TRIP OPEN



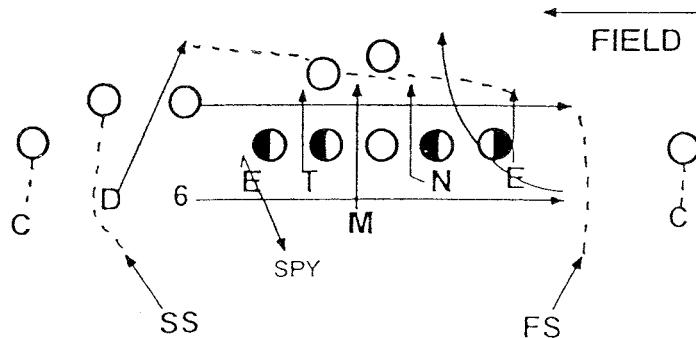
## TWIN TRIPS GUN



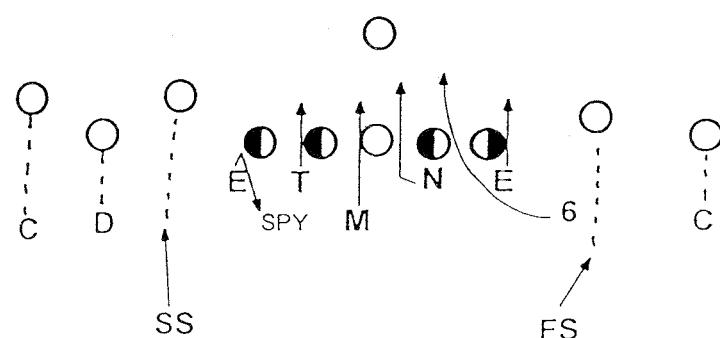
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

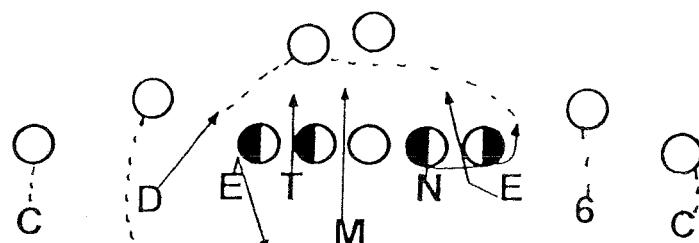


## EMPTY



# DIME (6 PACK) HORNS EX SILVER

## DOUBLE SLOT GUN



FIELD

SS

FS

FREE

TWIN TRIP OPEN

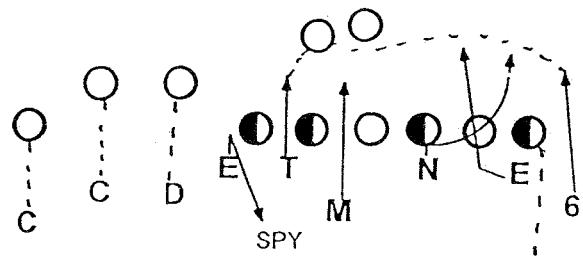
FIELD

SS

FS

FREE

## TWIN TRIPS GUN

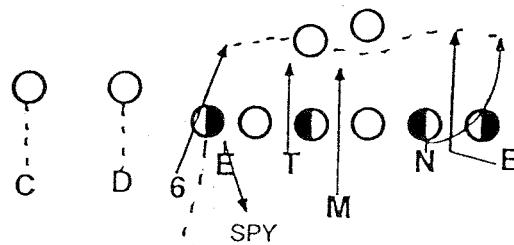


FIELD

SS

FREE

## PRO TRIP GUN



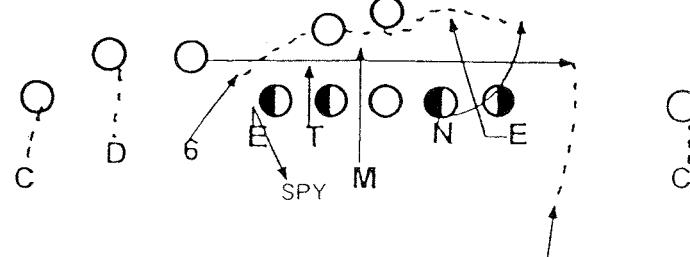
FIELD

SS

FS

FREE

## TWIN TRIP OPEN MOT. DOUBLE SLOT



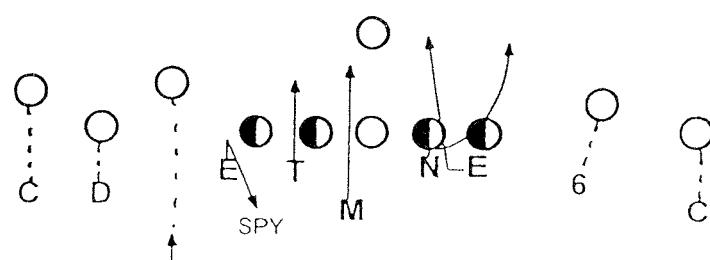
FIELD

SS

FREE

## EMPTY

FIELD



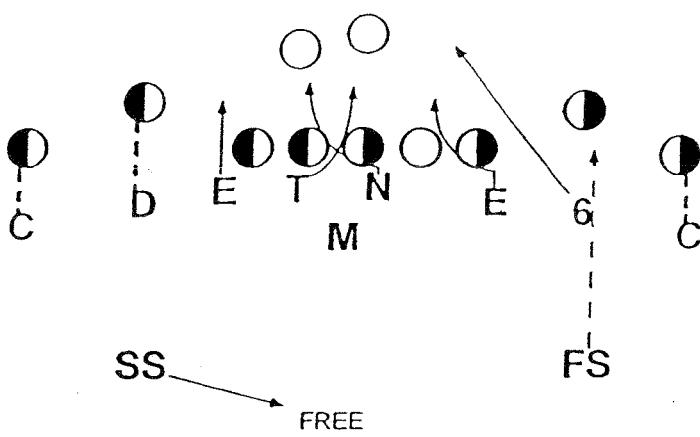
SS

FREE

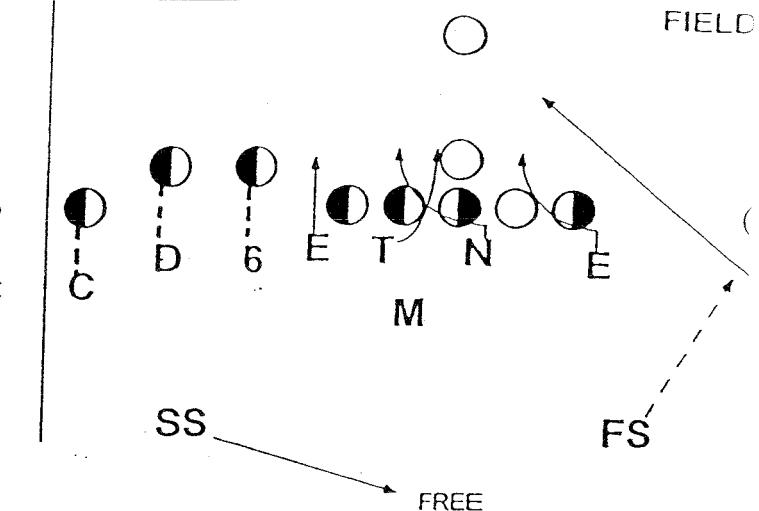
FS

# DIME (6 PACK) BULLETS TON SILVER

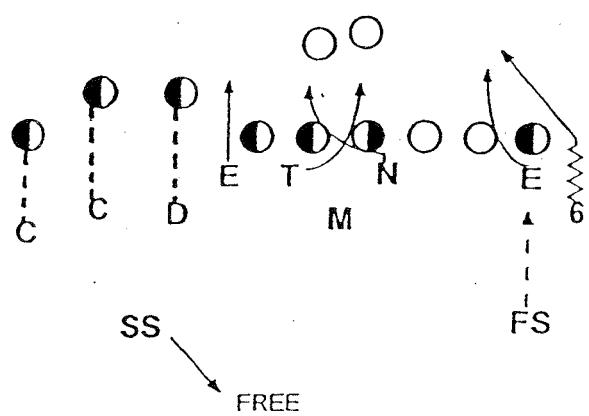
## DOUBLE SLOT GUN



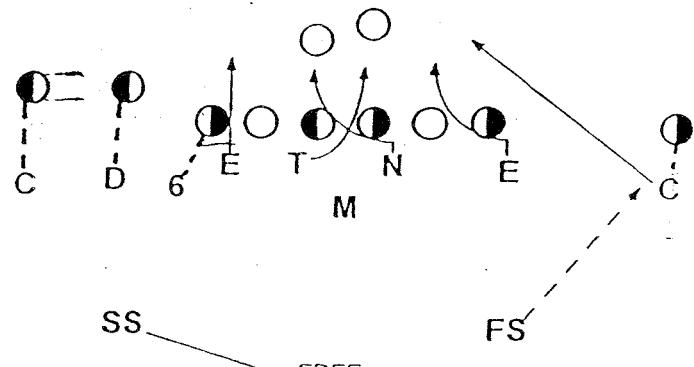
## TWIN TRIP OPEN



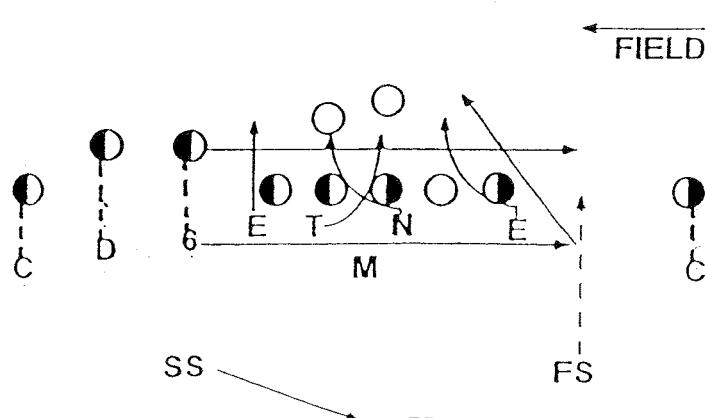
## TWIN TRIPS GUN



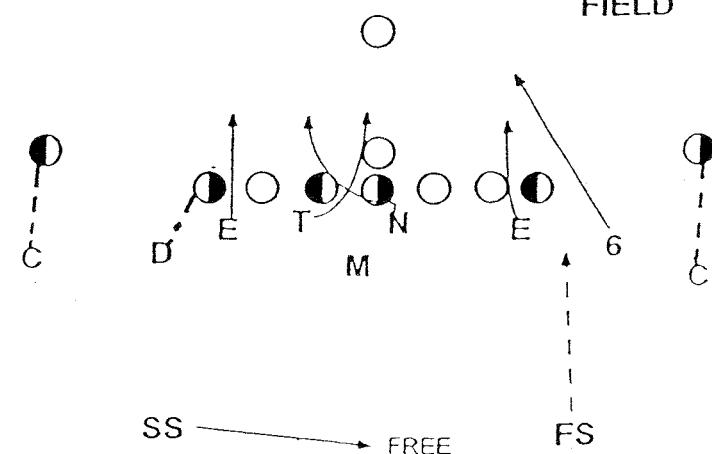
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

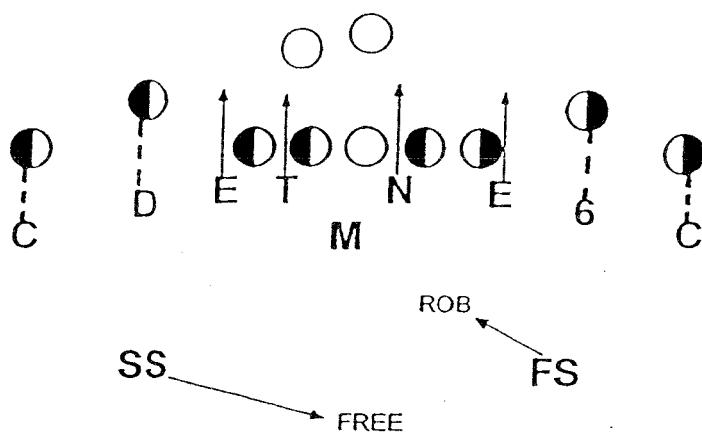


## DOUBLE FLANKER

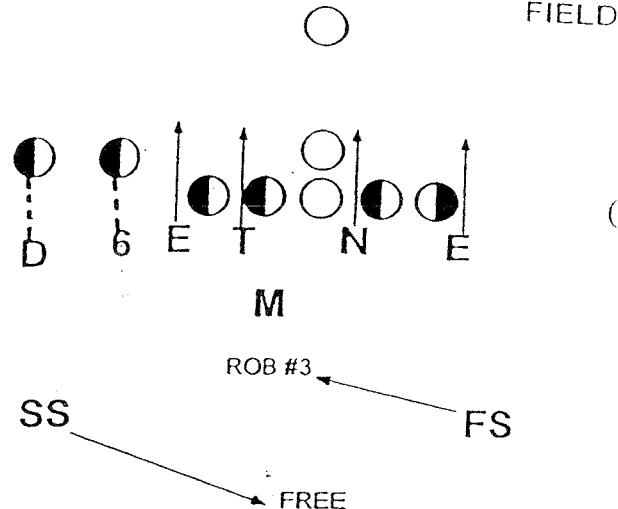


# DIME (6 PACK) BLUE

## DOUBLE SLOT GUN

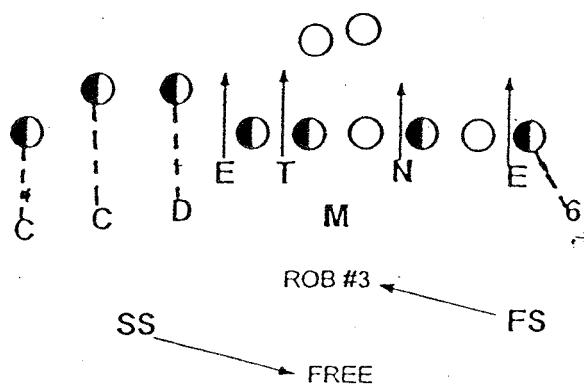


## TWIN TRIP OPEN

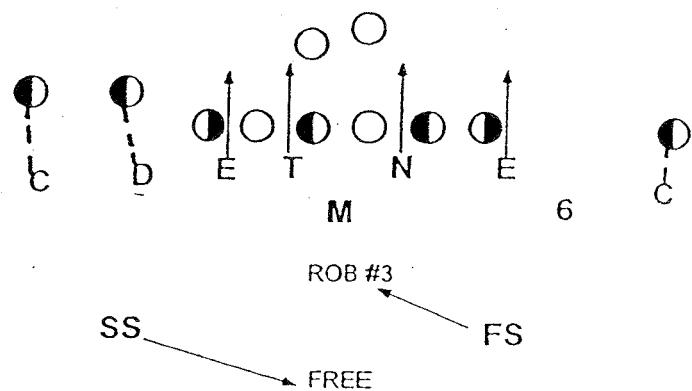


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

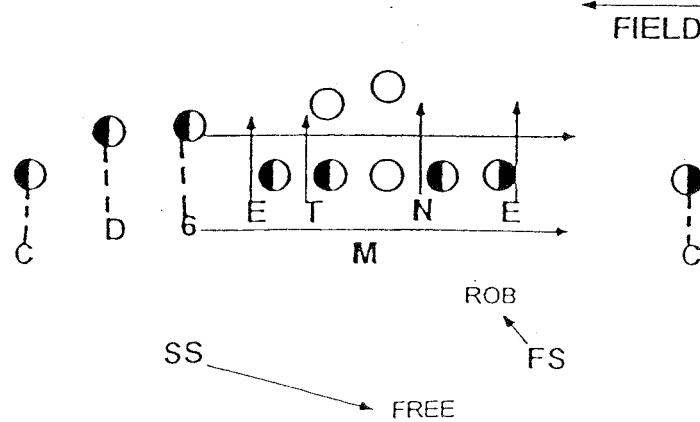
## TWIN TRIPS GUN



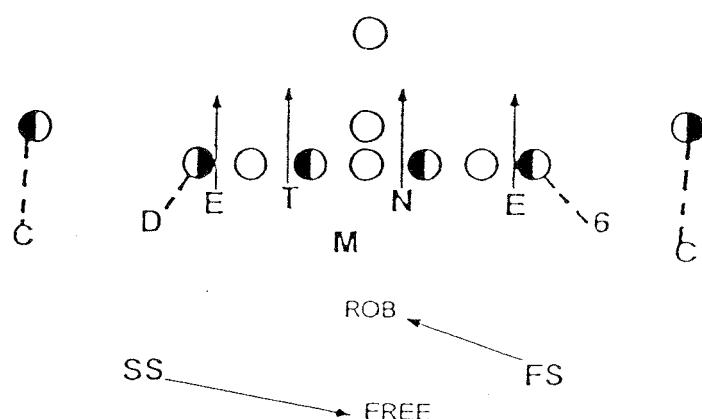
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

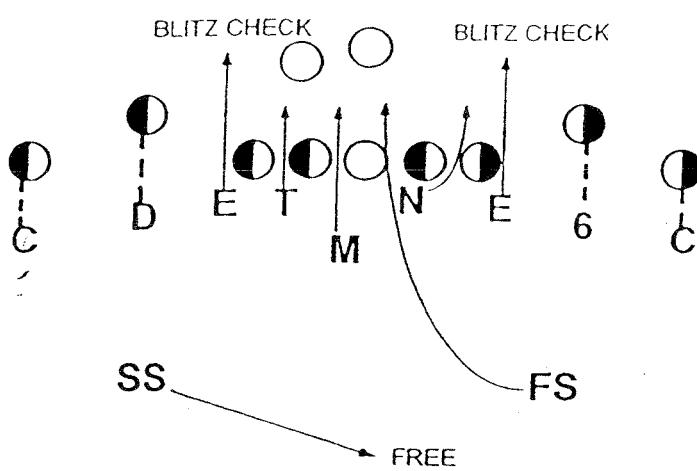


## DOUBLE FLANKER

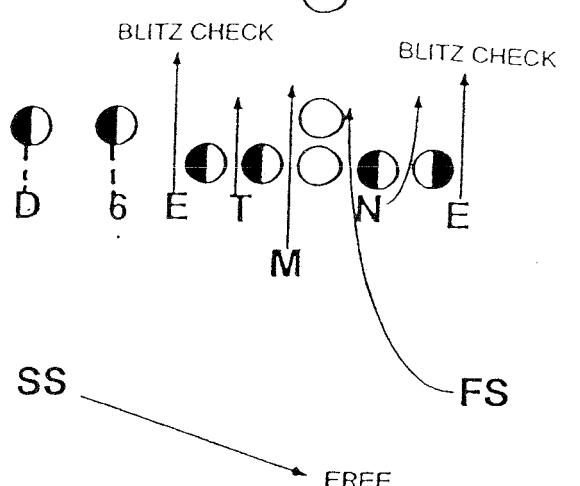


# DIME (6 PACK) FS BLITZ LOCK SILVER

## DOUBLE SLOT GUN



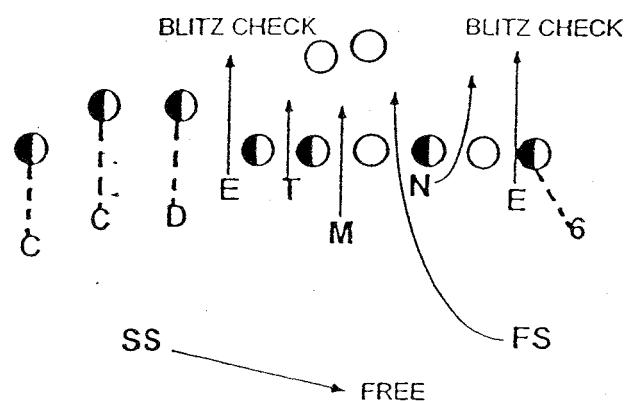
## TWIN TRIP OPEN



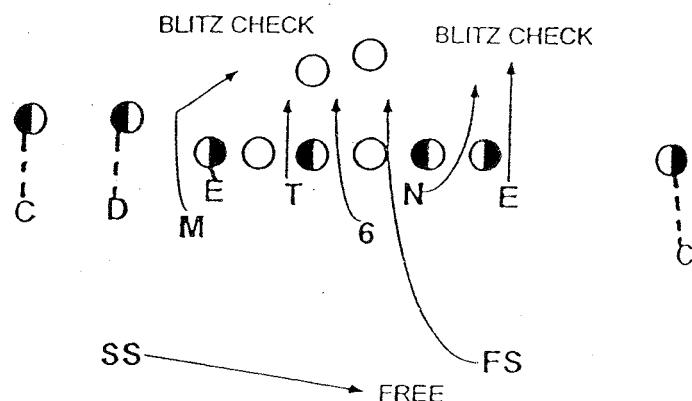
## VARIATIONS:

AUTOMATIC G NOSE, TAM MIKE

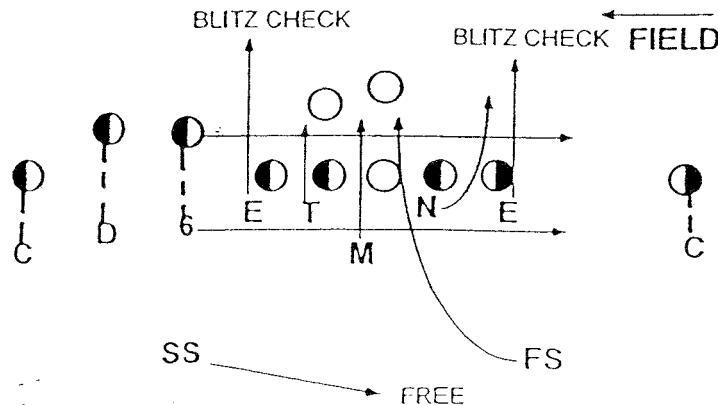
## TWIN TRIPS GUN



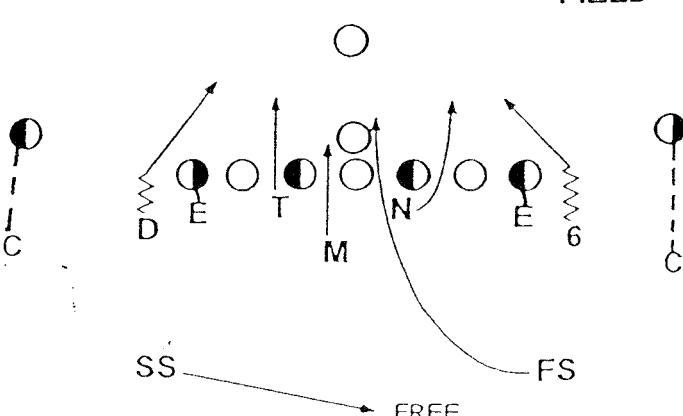
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

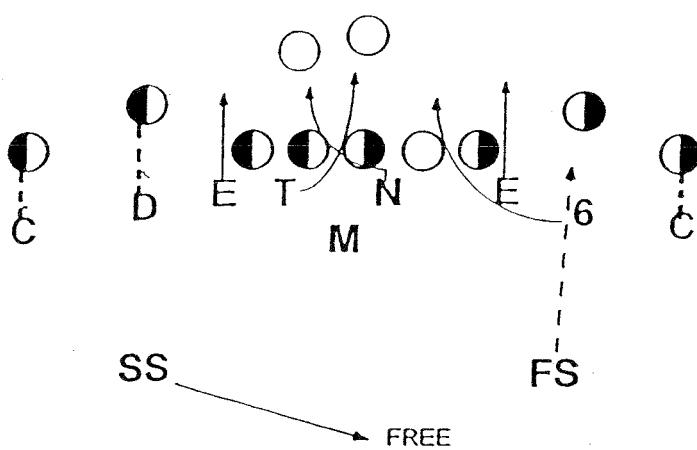


## DOUBLE FLANKER

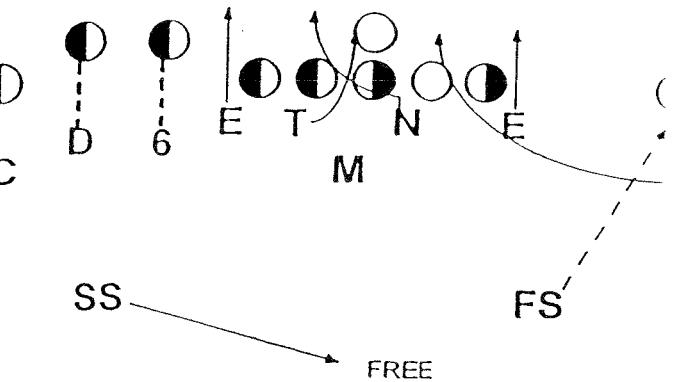


# DIME (6 PACK) PLUG TON SILVER

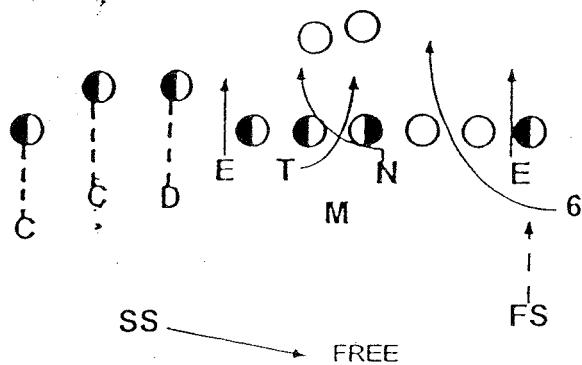
## DOUBLE SLOT GUN



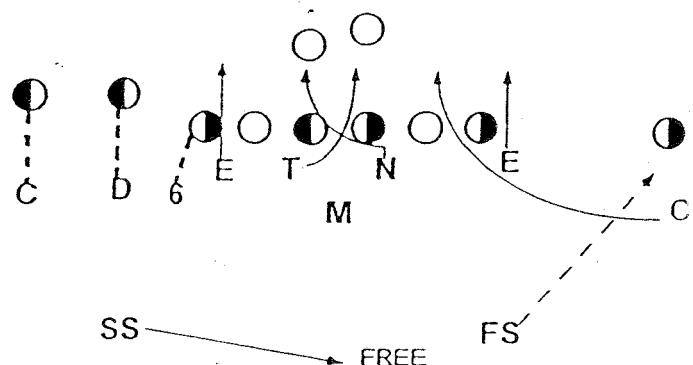
## TWIN TRIP OPEN



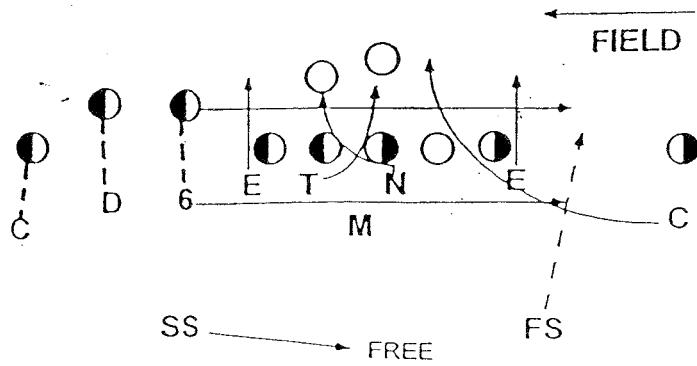
## TWIN TRIPS GUN



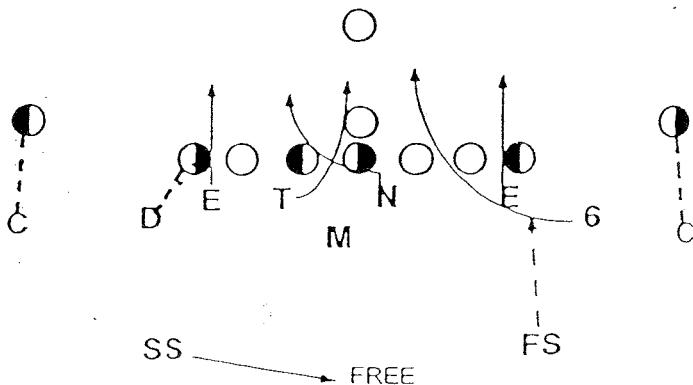
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

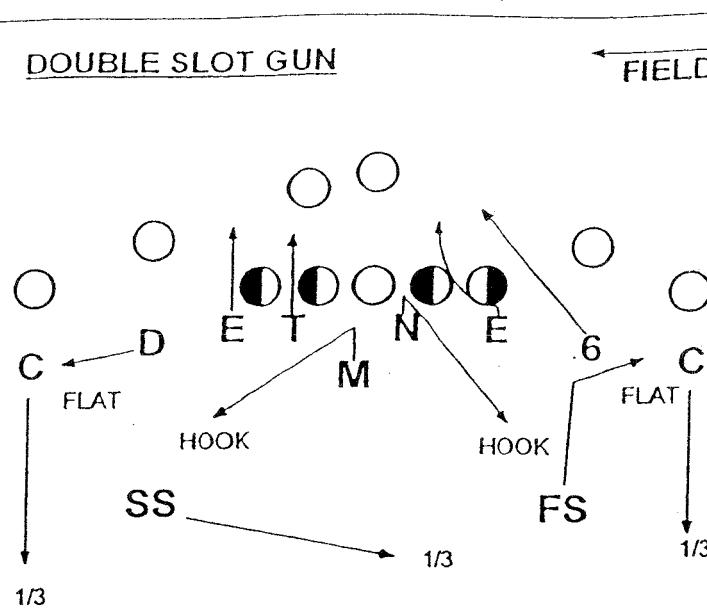


## DOUBLE FLANKER

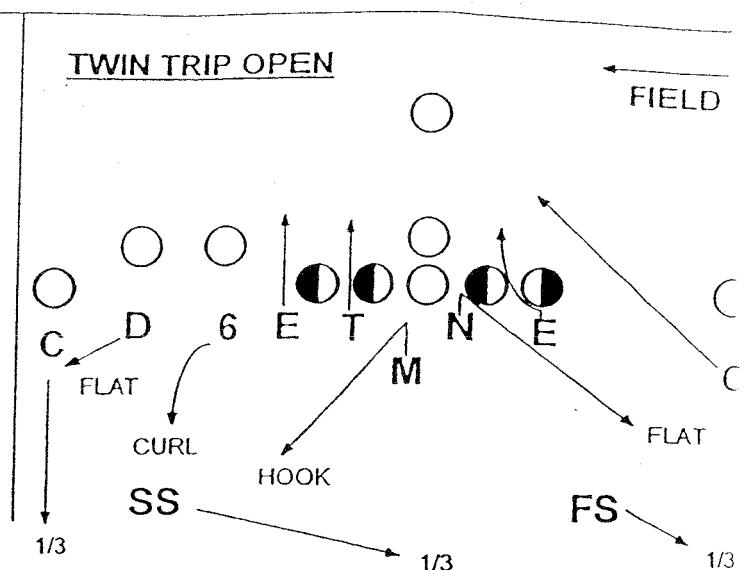


# DIME (6 PACK) BOUNDARY BLITZ 3

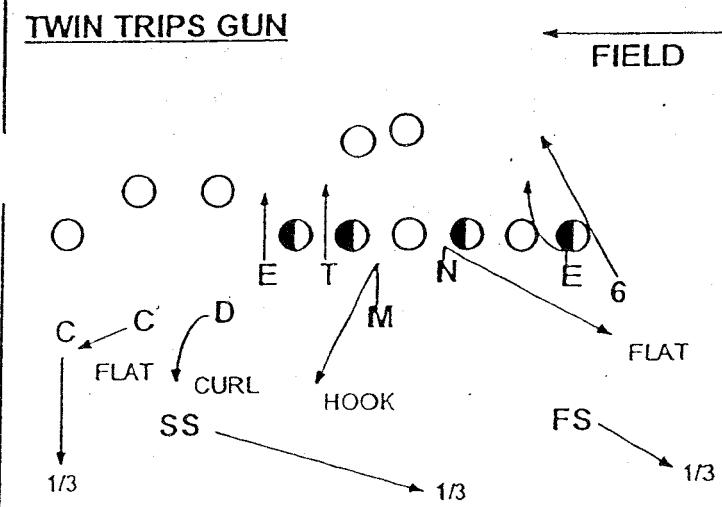
## DOUBLE SLOT GUN



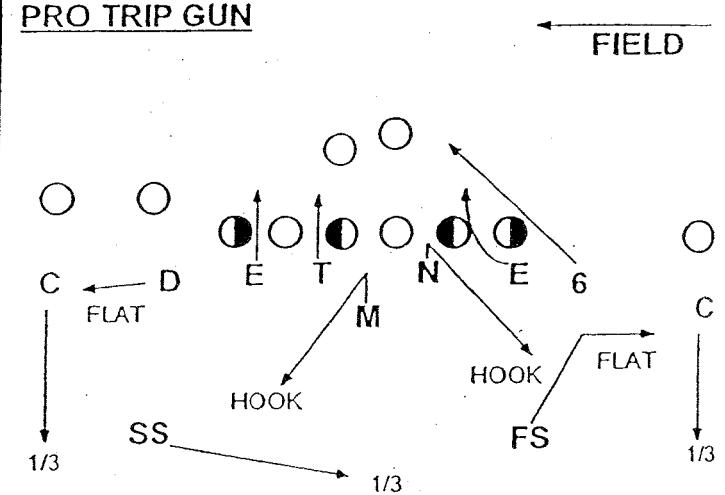
## TWIN TRIP OPEN



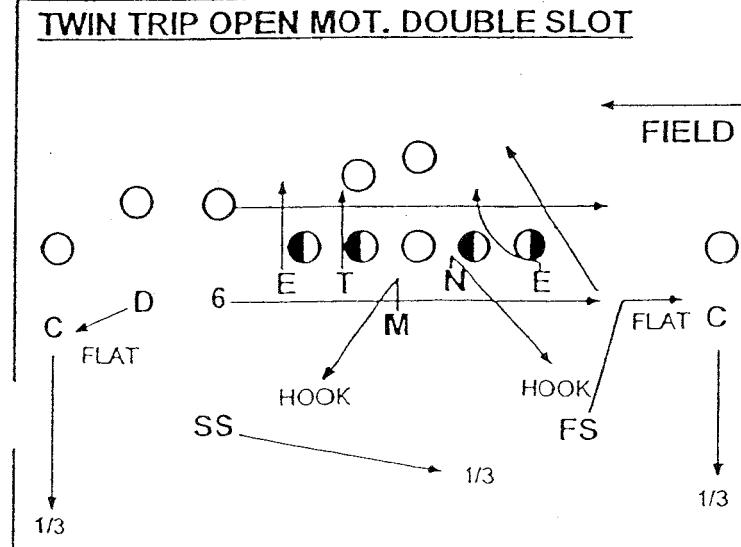
## TWIN TRIPS GUN



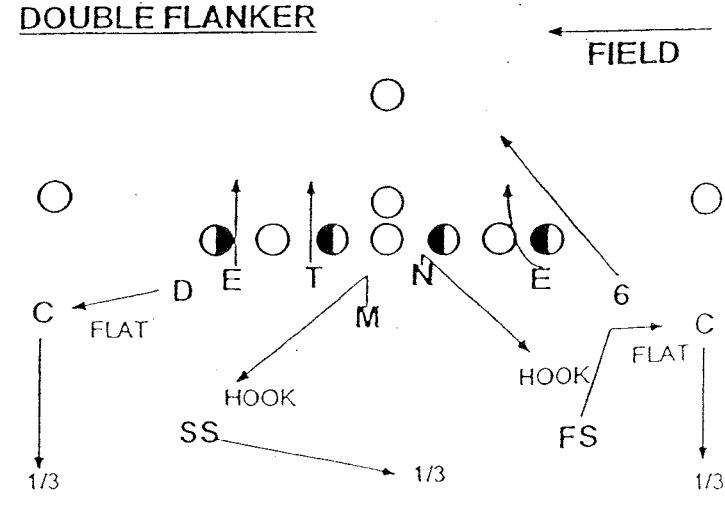
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

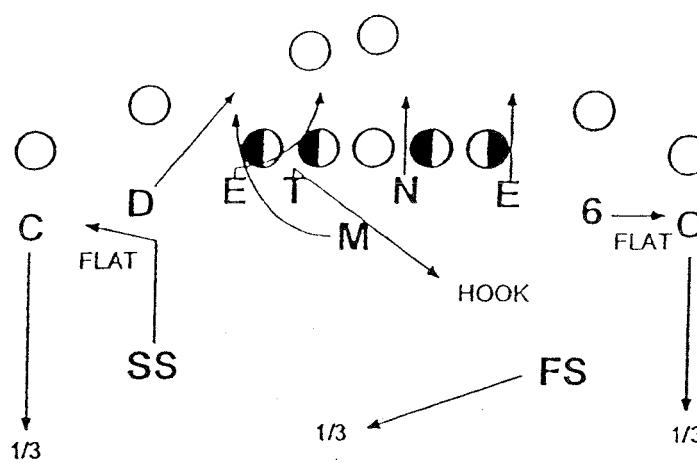


## DOUBLE FLANKER

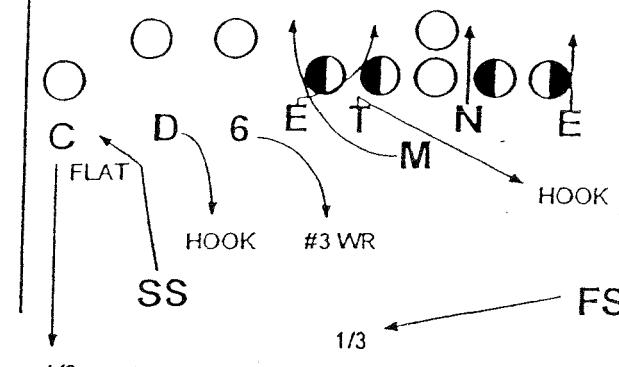


# DIME (6 PACK) WIDE BLITZ MIKE 3

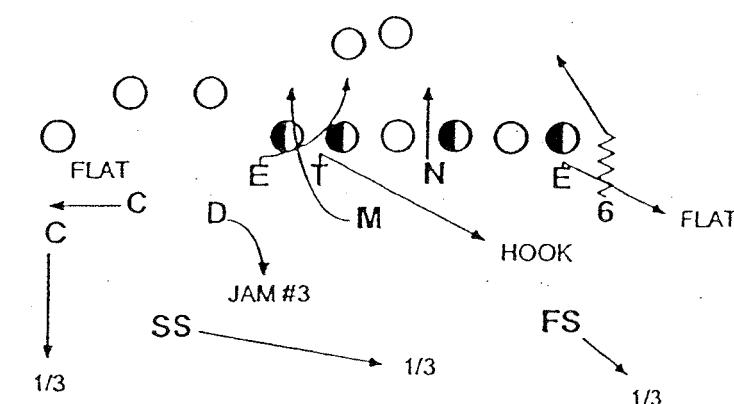
## DOUBLE SLOT GUN



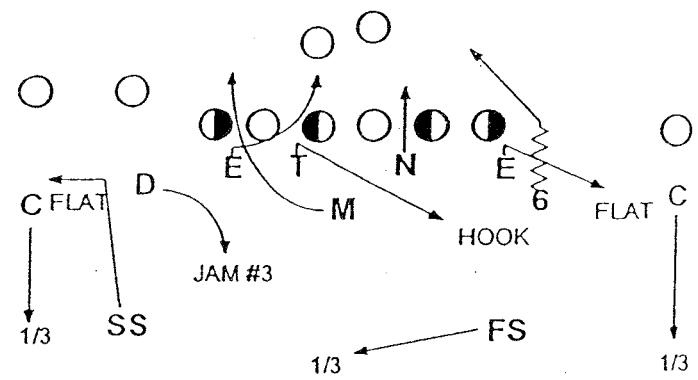
## TWIN TRIP OPEN



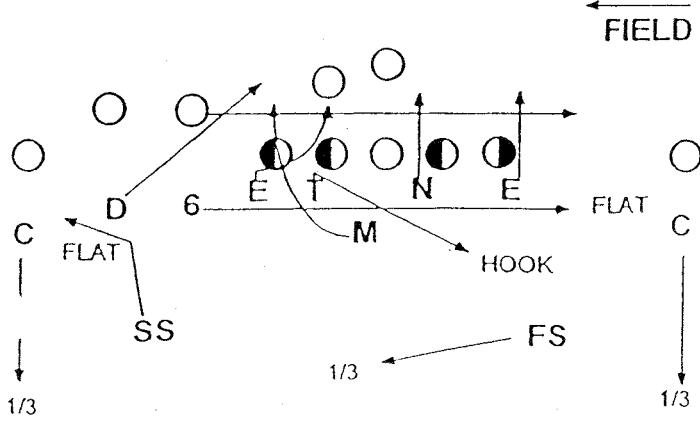
## TWIN TRIPS GUN



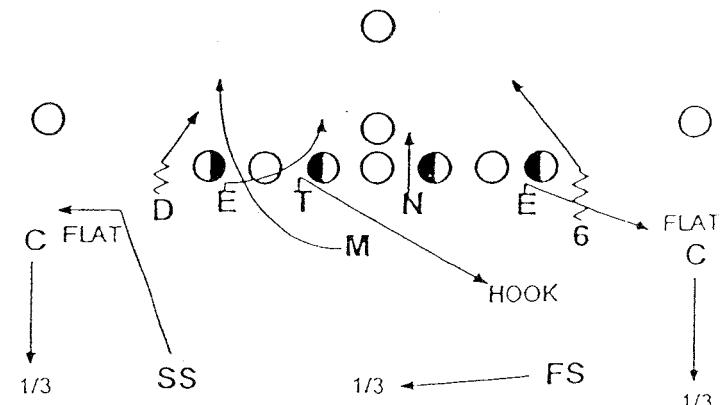
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

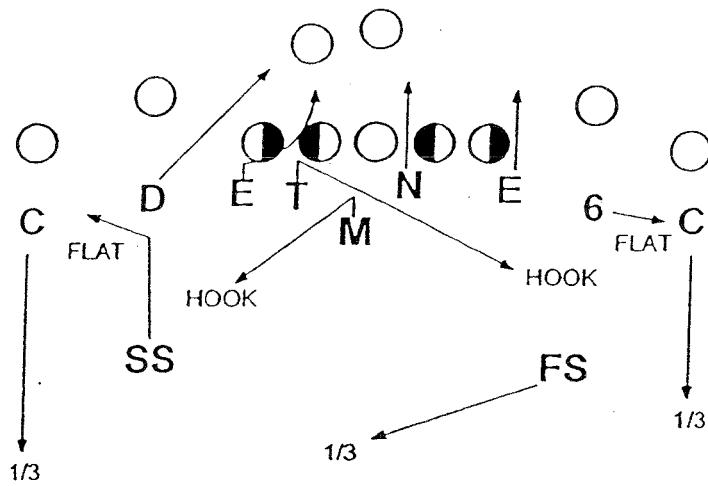


## DOUBLE FLANKER

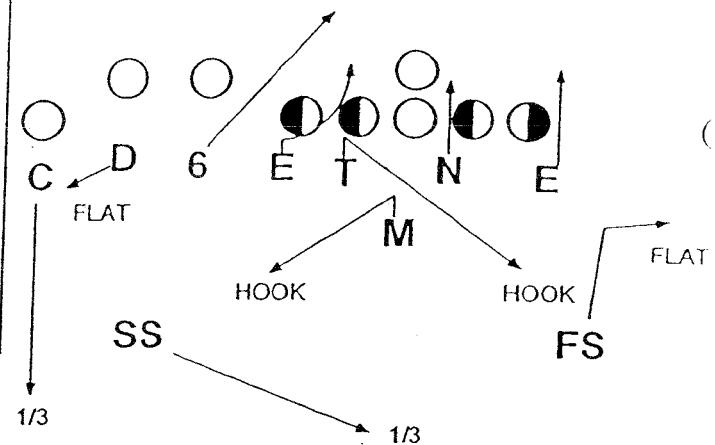


# DIME (6 PACK) WIDE BLITZ 3

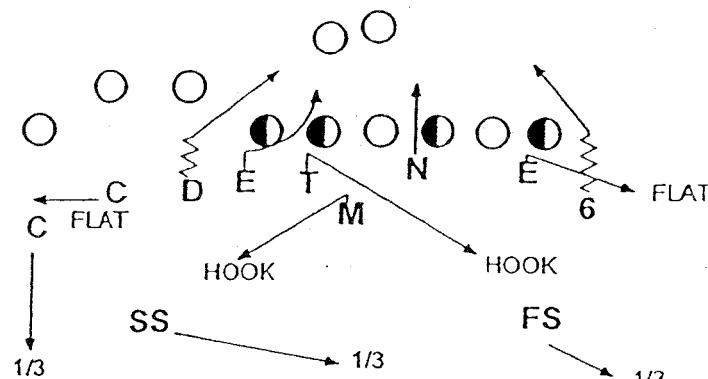
## DOUBLE SLOT GUN



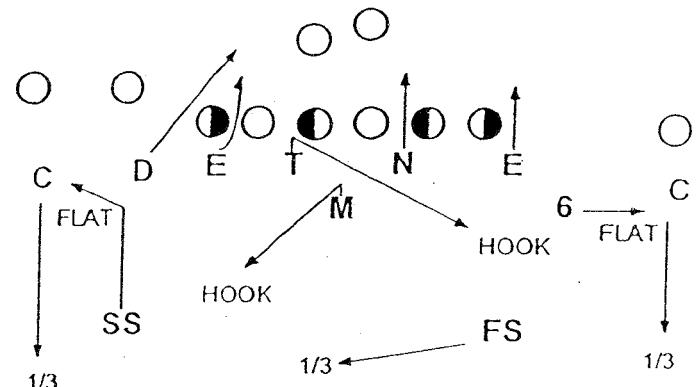
## TWIN TRIP OPEN



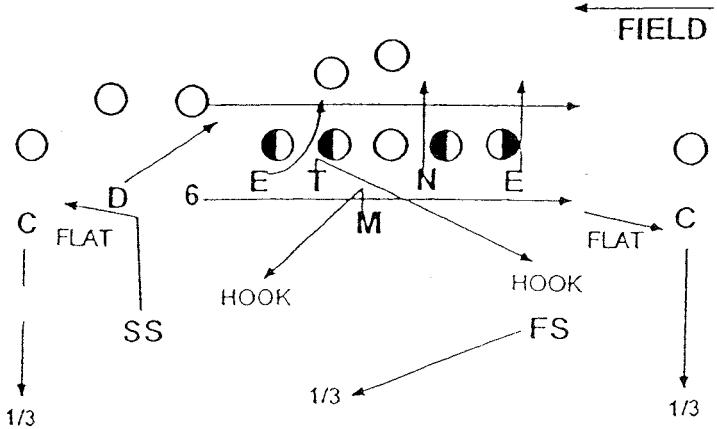
## TWIN TRIPS GUN



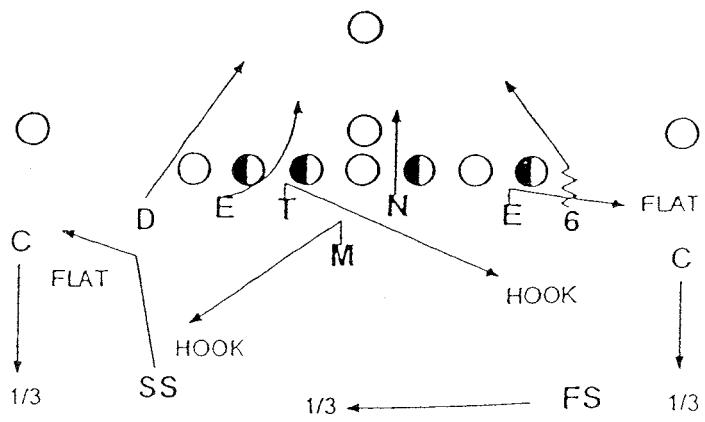
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

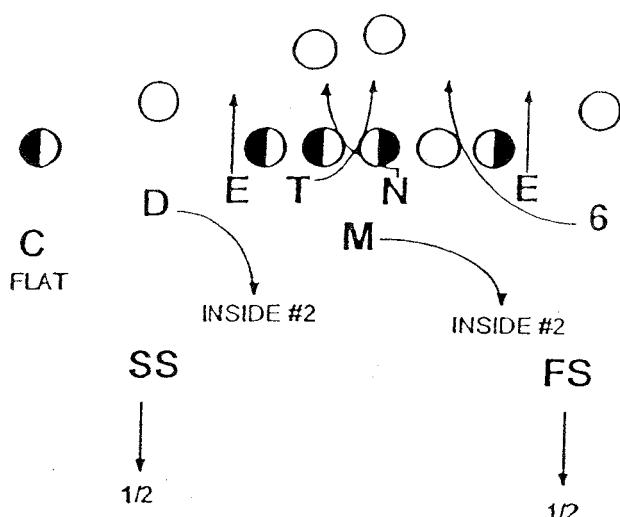


## DOUBLE FLANKER



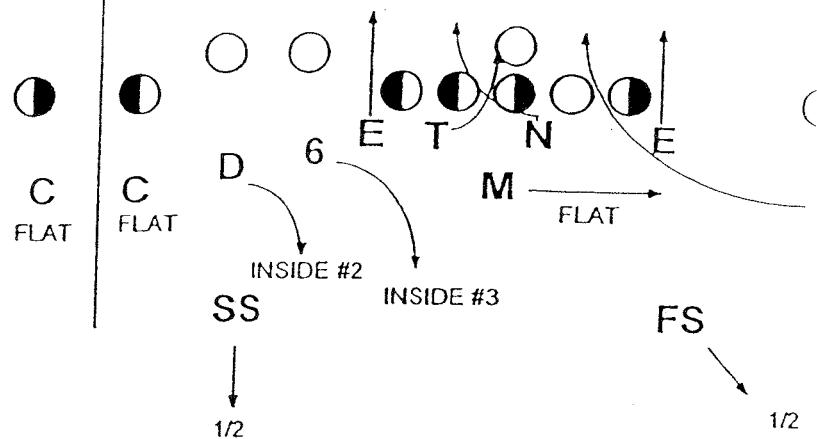
# DIME (6 PACK) PLUG TON 5

## DOUBLE SLOT GUN



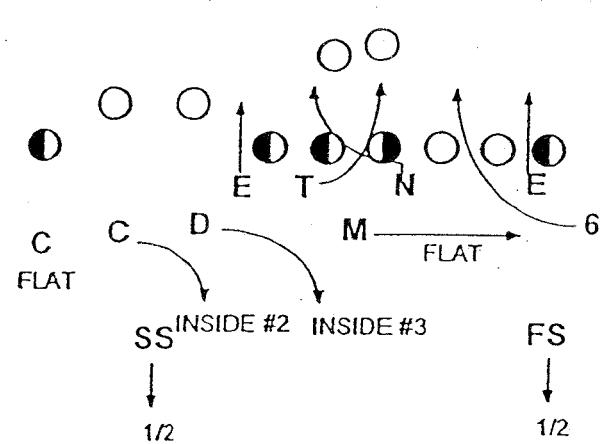
FIELD

## TWIN TRIP OPEN



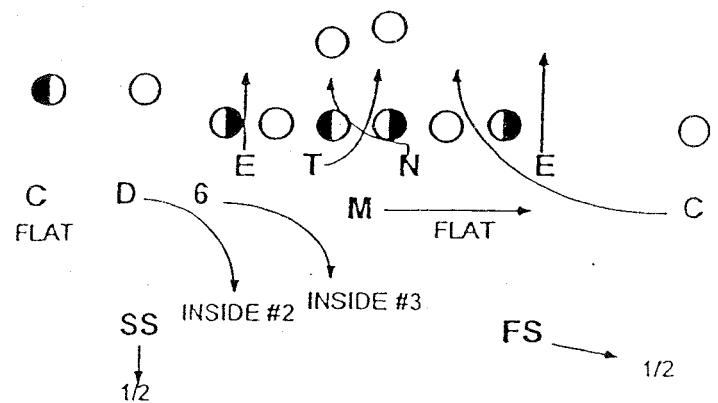
FIELD

## TWIN TRIPS GUN



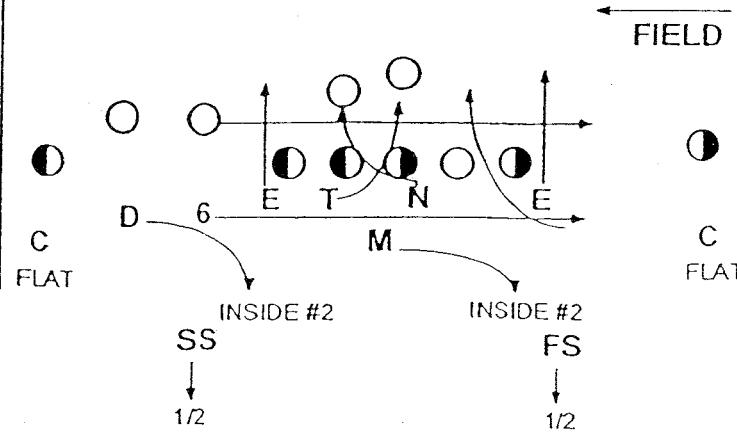
FIELD

## PRO TRIP GUN



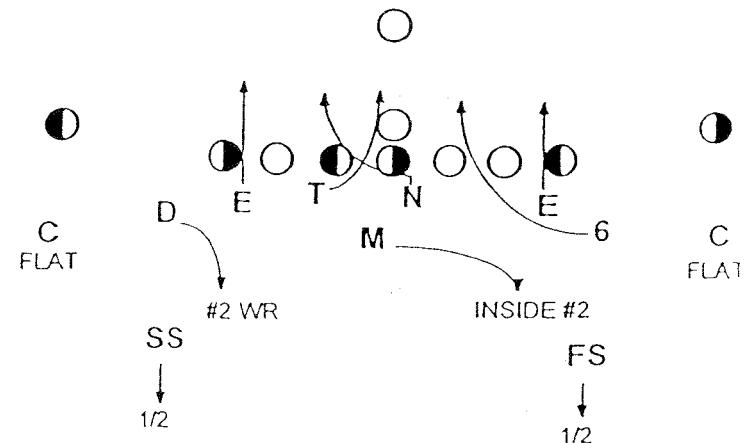
FIELD

## TWIN TRIP OPEN MOT. DOUBLE SLOT



FIELD

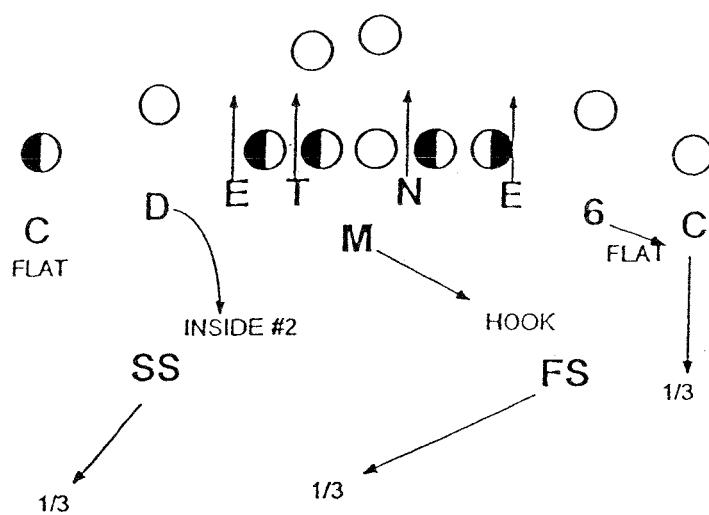
## DOUBLE FLANKER



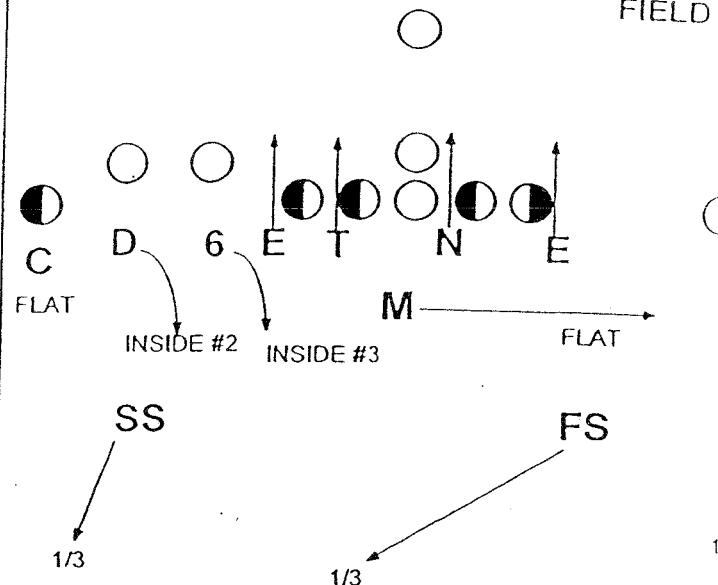
FIELD

# DIME (6 PACK) 3 CLOUD

## DOUBLE SLOT GUN

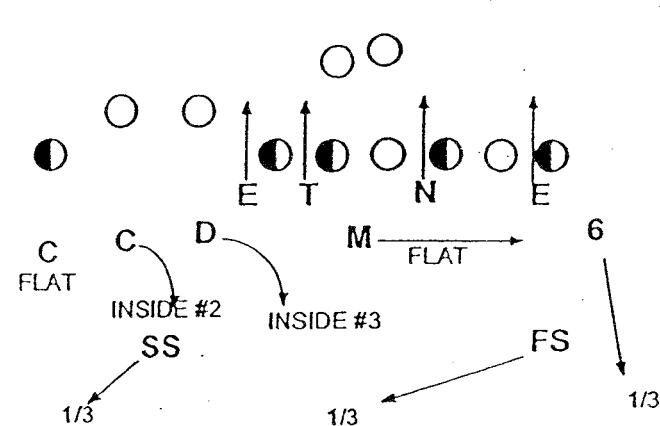


## TWIN TRIP OPEN

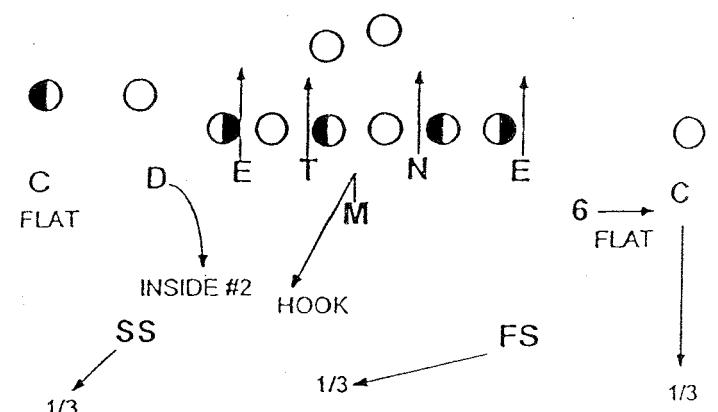


TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

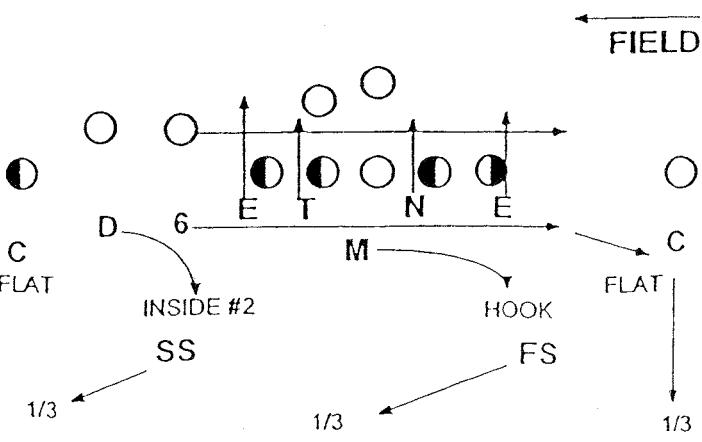
## TWIN TRIPS GUN



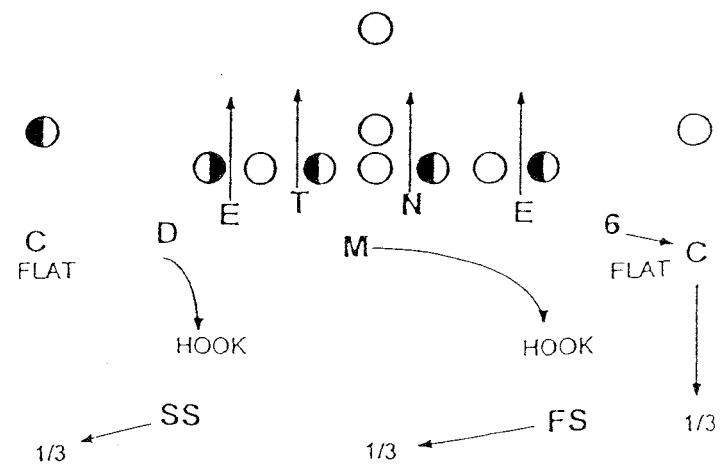
## PRO TRIP GUN



## TWIN TRIP OPEN MOT. DOUBLE SLOT

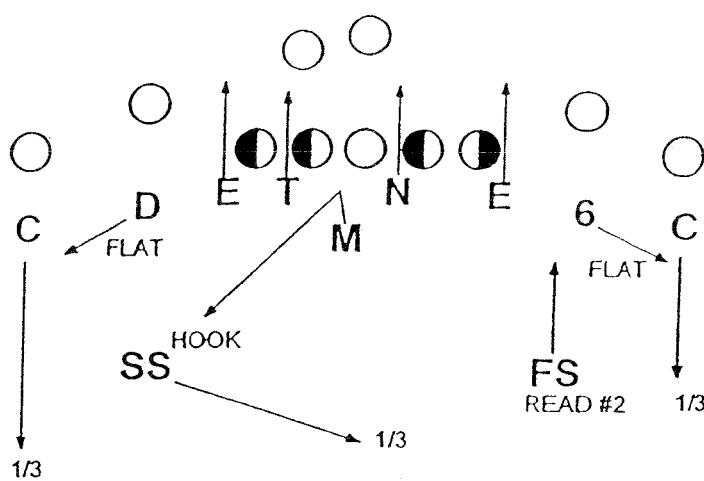


## DOUBLE FLANKER



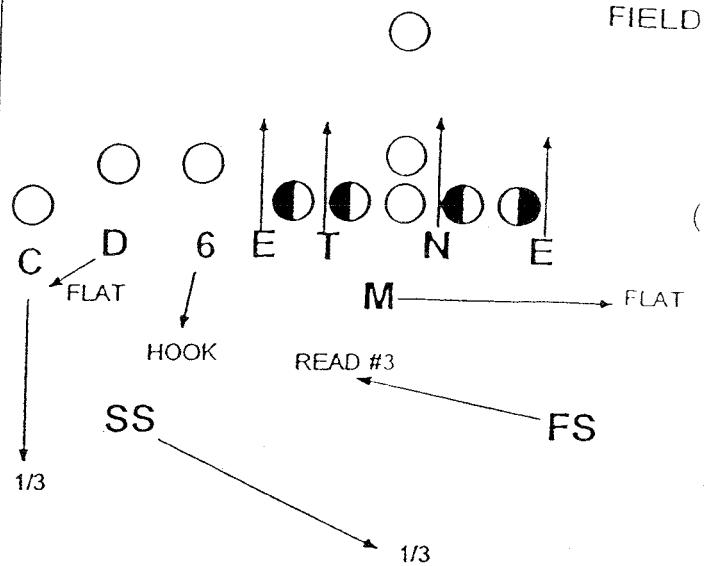
# DIME (6 PACK) 3 ROBBER

## DOUBLE SLOT GUN



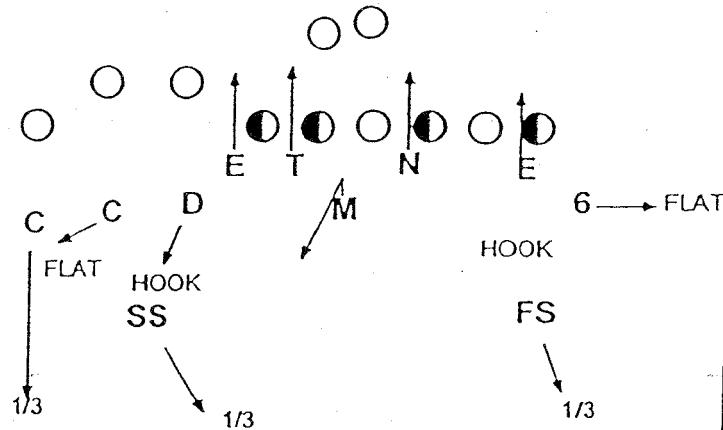
FIELD

## TWIN TRIP OPEN



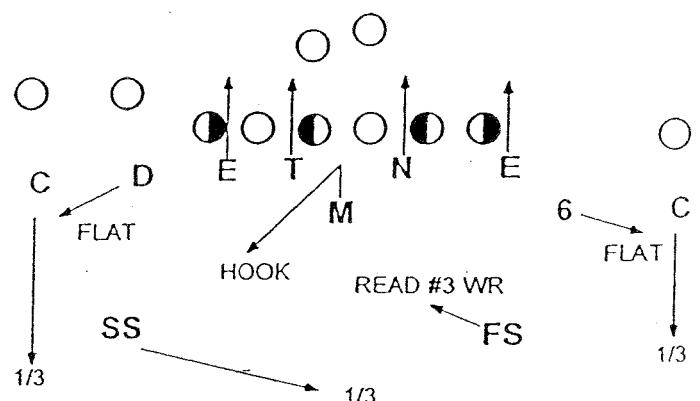
FIELD

## TWIN TRIPS GUN



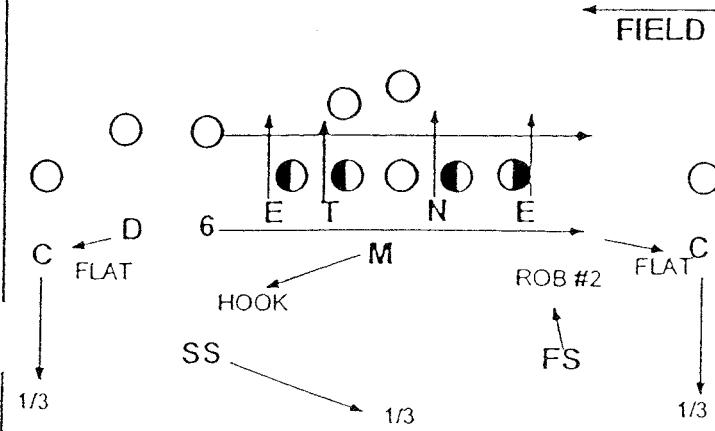
FIELD

## PRO TRIP GUN



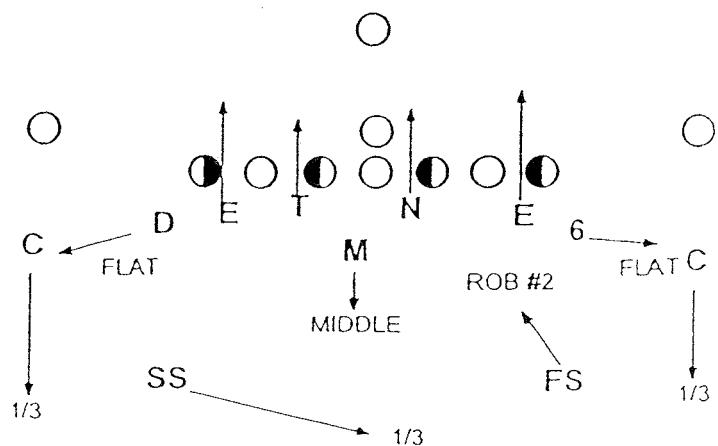
FIELD

## TWIN TRIP OPEN MOT. DOUBLE SLOT



FIELD

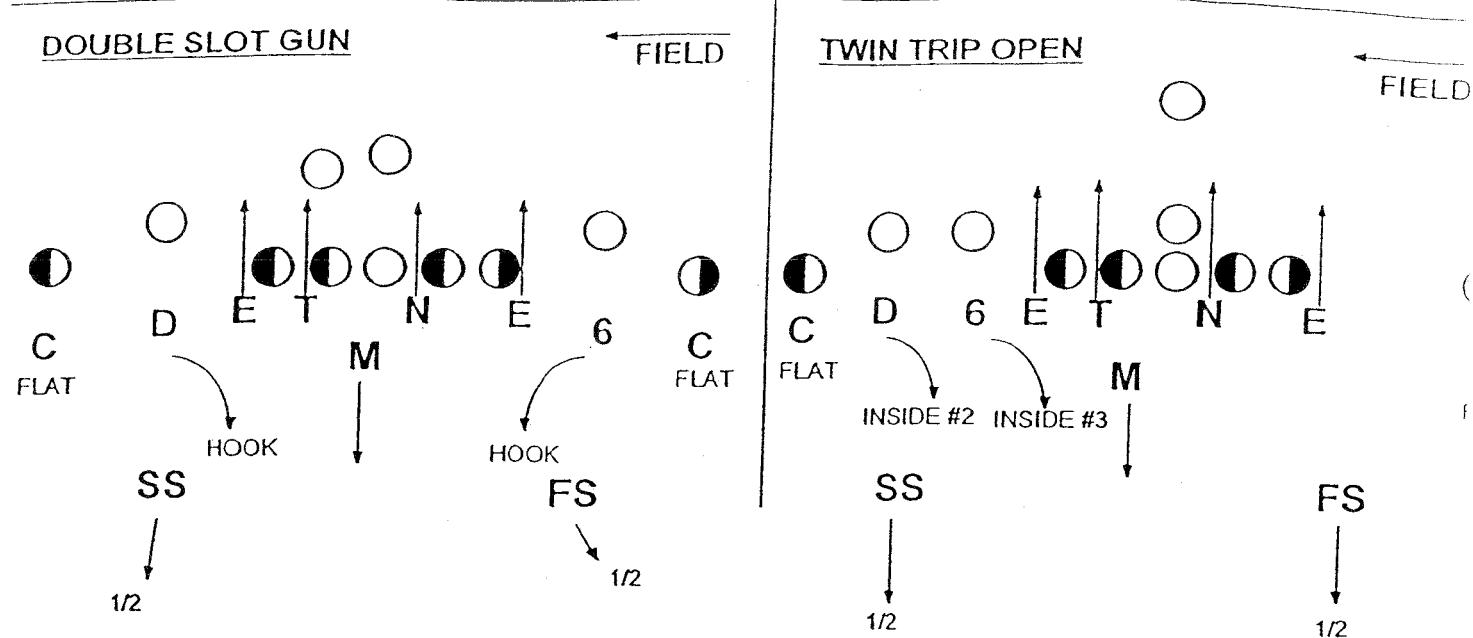
## DOUBLE FLANKER



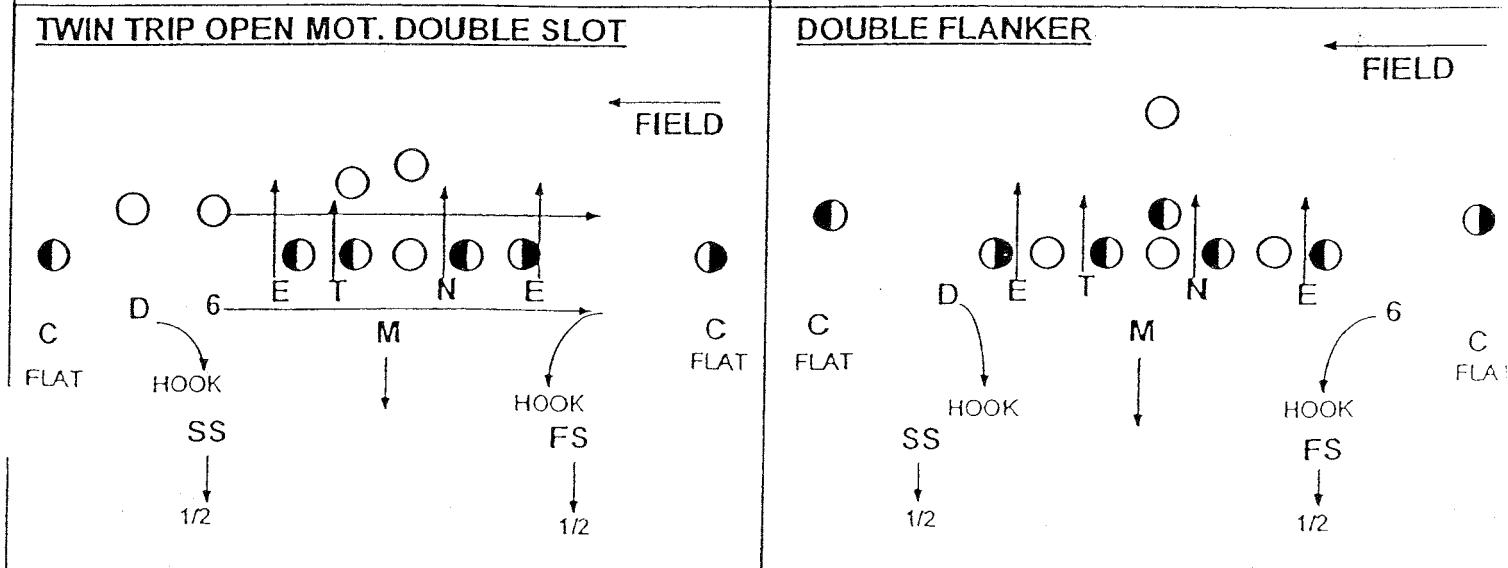
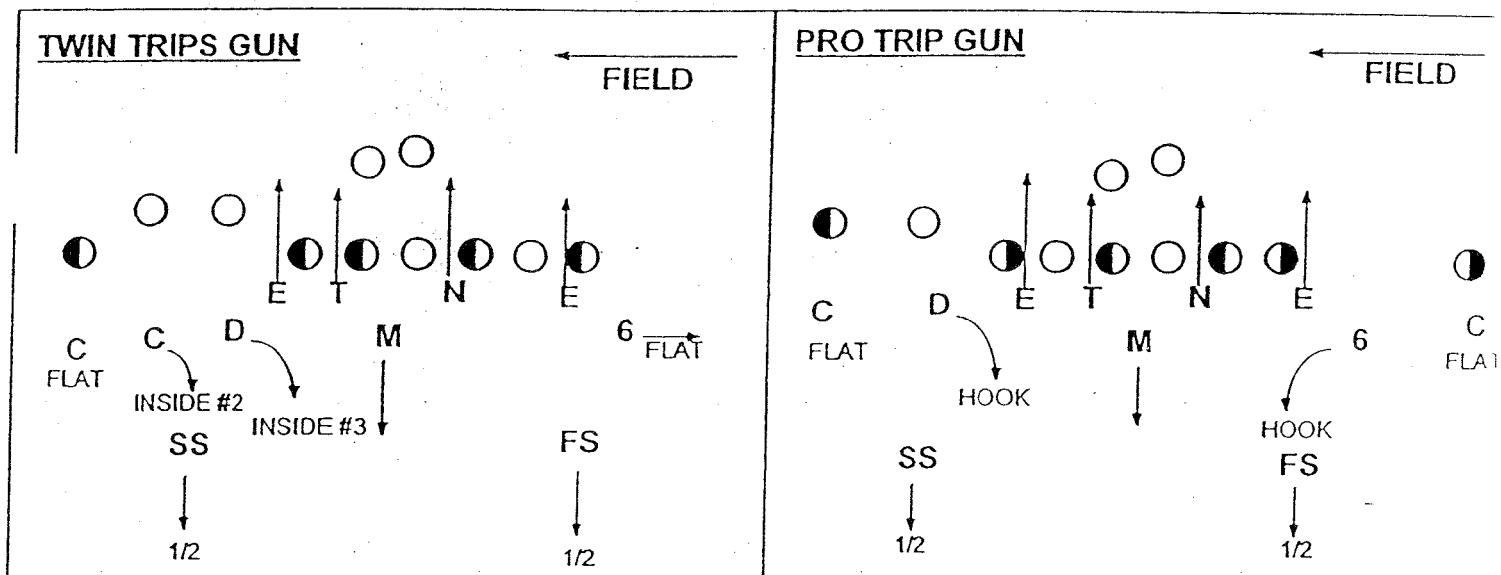
FIELD

TWISTS: EX, TEX, TON, NOT, ED, TED, SOONER

# DIME (6 PACK) 5

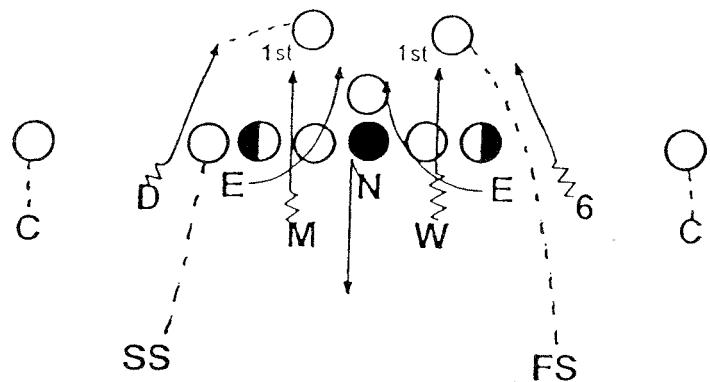


**TWISTS:** EX, TEX, TON, NOT, ED, TED, SOONER



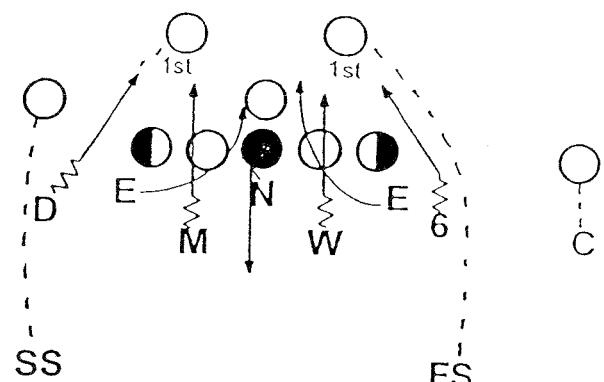
# BASE OUTSIDE FIRE PURPLE

PRO SPLIT



\* GREEN DOG BK

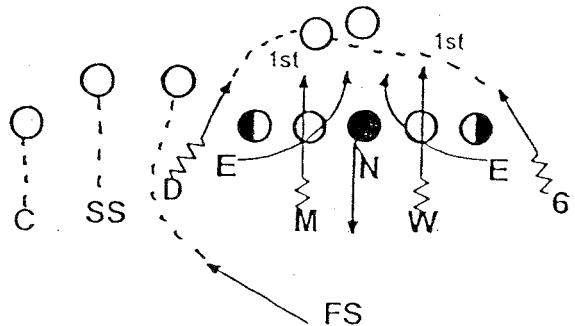
TWIN OPEN SPLIT



\* GREEN DOG BK

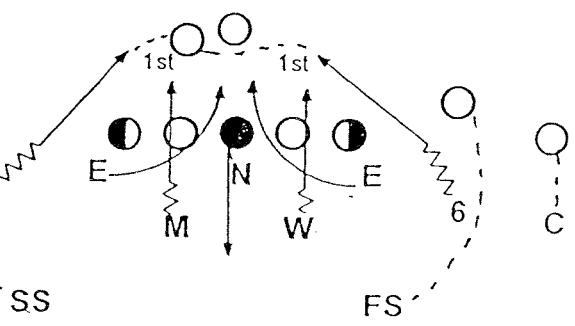
TWISTS:

TWIN TRIP OPEN



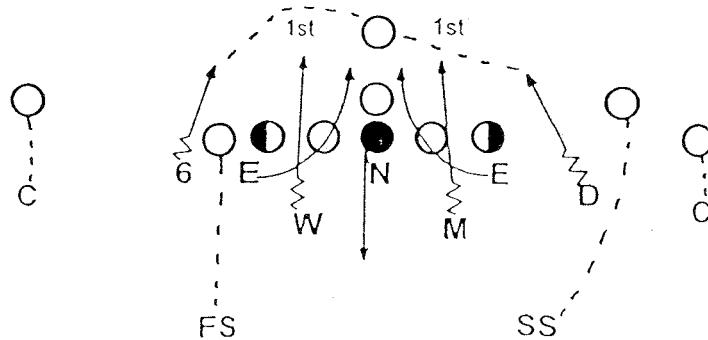
\* GREEN DOG BK

DBL SLOT GUN



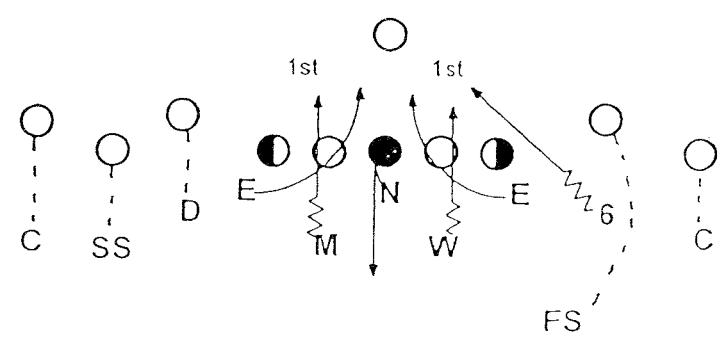
\* GREEN DOG BK

SPREAD



\* GREEN DOG BK

EMPTY

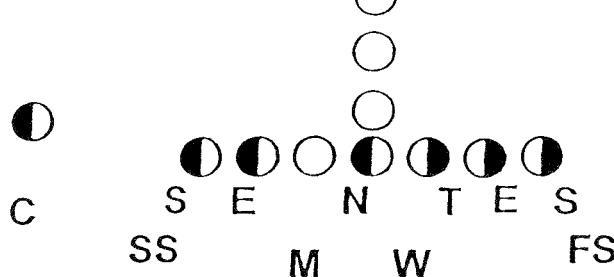


# GOALLINE SERIES

(SUBSTITUTE ADDITIONAL SAM FOR COF)

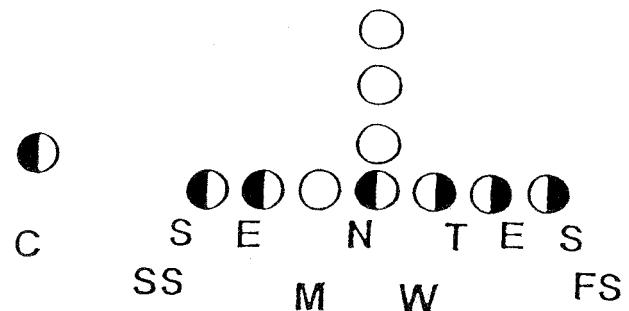
## GOALLINE EAGLE ZONE

FLANKER I



## GOALLINE EAGLE ZONE

FLANKER



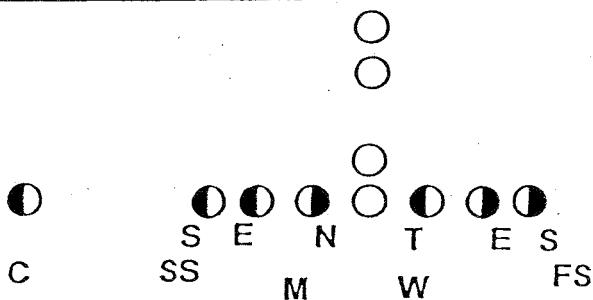
SS & FS IN READ ALIGNMENT, HALF THE DISTANCE TO GL  
SAM IN 9 TECH, PROTECT FLAT VS. PASS

G PUTS NOSE OVER GUARD  
MOVEMENTS- RIP, IN

## VARIATIONS:

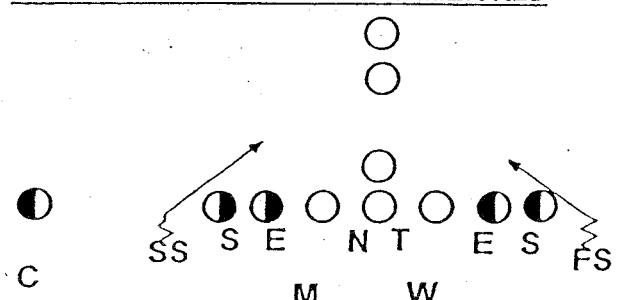
## GOALLINE TIGER G ZONE

FLANKER I



## GOALLINE TIGER G TIGHT HAMMER RED

FLANKER



TIGER PUTS TACKLE INSIDE GUARD (1 TECH)  
SS & FS IN READ ALIGNMENT, HALF THE DISTANCE TO GL  
SAM IN 9 TECH, PROTECT FLAT VS. PASS

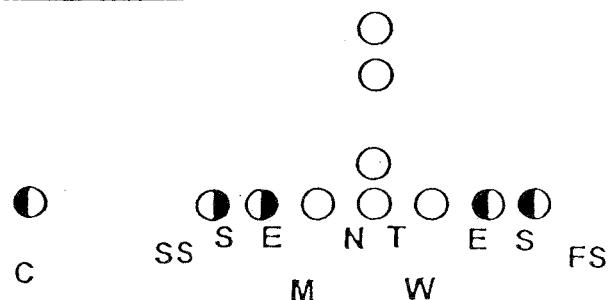
G PUTS NOSE OVER GUARD  
IN CALL- TACKLE & END AWAY FROM CALL KNIFE INSIDE  
MOVEMENTS- DOUBLE RIP, TAM, IN

SHIFT TO THIS (SHIFT CALL)

FRONT LINE PENETRATES LOS  
SS & FS HAMMER STUNT  
SAMURAI INSIDE 7 TECH, COVER TE  
M & W COVER BACKS

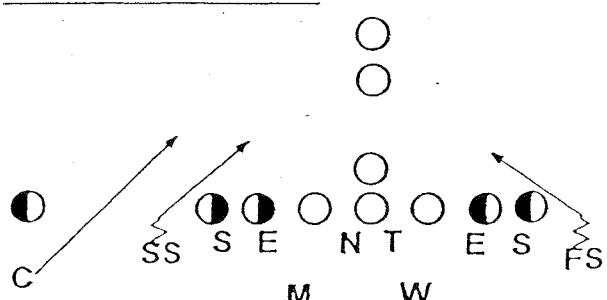
## GOALLINE TIGER G TIGHT RED

FLANKER I



## GOALLINE TIGER G GUT

FLANKER I



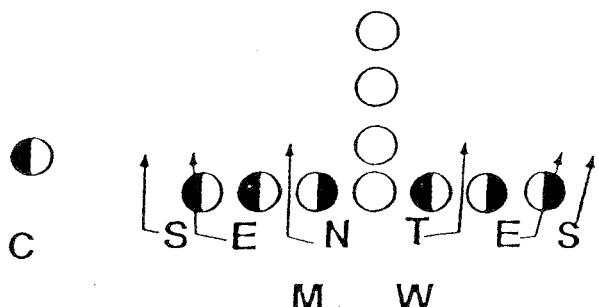
SHIFT TO THIS (SHIFT CALL)

SAMURAI PENETRATE- DO NOT COVER TE  
CORNER ALIGNS ON WR THEN COME- DO NOT  
COVER WR

N&T ALIGN ON CENTER, PENETRATE FOR SNEAK  
ENDS ALIGN INSIDE (4 EYE), PENETRATE  
SS & FS TIGHTEN ALIGNMENT, STILL READ TEs  
SAMURAI INSIDE 7 TECH, PENETRATE- LOOK FOR BACKS TO FLAT

GOALLINE TIGER G OUT ZONE

FLANKER I

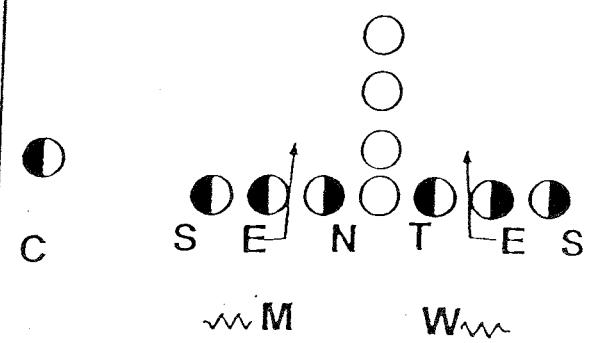


SS

FS

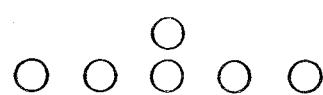
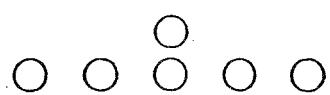
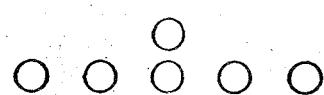
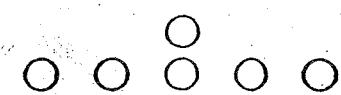
GOALLINE TIGER G RIP ZONE

FLANKER



SS

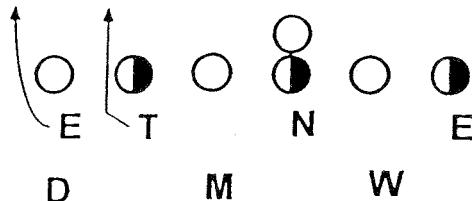
FS



# MOVEMENTS (LINE)

**"OUT"**  
(OVER DIME)

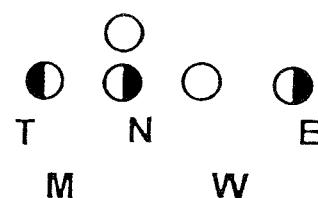
\* WILL RUN WITH STRONG CALL



\*3 TECH MOVES TO 4I TECH, STUNTS TO OUTSIDE GAP. END WORKS TO CONTAIN. (DIME-BGAP/ MIKE A-GAP)

**"SWITCH"**  
(OVER DIME)

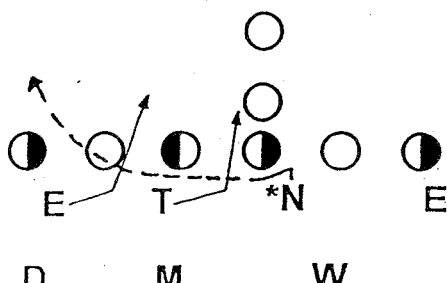
\* WILL RUN WITH STRONG CALL



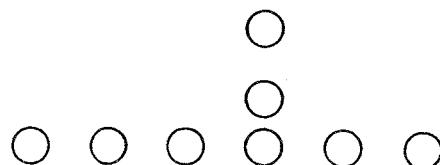
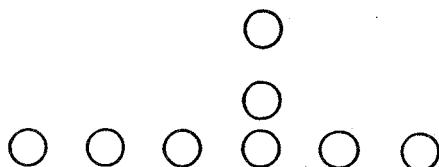
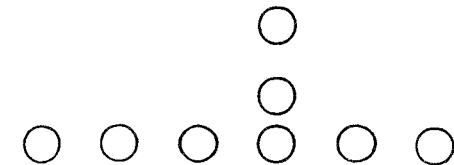
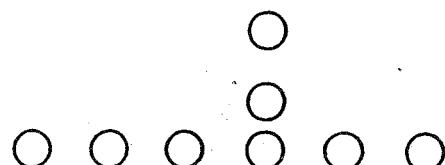
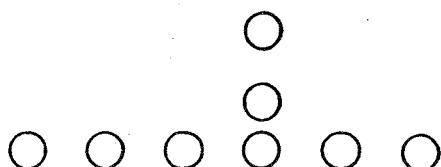
\* END WORKS EITHER CONTAIN OR PICKS UP TE OR BACK TO FLAT- DIME REPLACES END RESPONSIBILITIES.

**"PIRATE"**  
(OVER DIME, EAGLE WEAK)

\*NG HAS CONTAIN VS.  
PASS



\*6 TECH MOVES TO 5 TECH, STUNTS TO B GAP, 3 TECH STUNTS TO A GAP. DIME FITS TIGHT OFF 5 TECH ON RUN STRONG.



# MOVEMENTS (LINE)

<p><b>"BLOOD"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>Nose and Tackle slant to call.</p>	<p><b>"G NOSE"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>Run from a G alignment, nose stunts B gap to call.</p>
<p><b>"CHEAT"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>3 Tech widens to a 41 Tech.</p>	<p><b>"TAM"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>3 Tech tackle stunts A gap.</p>
<p><b>"CUT"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>Run from a shade alignment nose stunts a gap to the call side.</p>	<p><b>"RIP"</b></p> <p>OUTSIDE MOVEMENTS (DEFENSIVE ENDS)</p> <p>An inside move by the end. Using a cheat alignment, take a 4 degree step attacking to inside gap, then dip &amp; rip.</p>
<p><b>"KNIFE"</b></p> <p>OUTSIDE MOVEMENTS (DEFENSIVE ENDS)</p> <p>Penetration stunt into C gap, cut blow stay C gap.</p>	<p><b>"OPPOSITE"</b></p> <p>INSIDE MOVEMENTS (NOSE &amp; TACKLE)</p> <p>Nose stunts to a gap away from call.</p>

# MOVEMENTS (LINE)

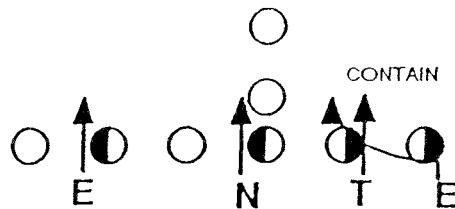
<p><b>"OUT"</b> (OVER)</p> <p>* WILL RUN WITH STRONG CALL</p> <p>• 3 TECH MOVES TO 4I TECH, STUNTS TO OUTSIDE GAP. END WORKS TO CONTAIN. (SAM-BGAP/ MIKE A-GAP)</p>	<p><b>"SWITCH"</b> (OVER)</p> <p>* WILL RUN WITH STRONG CALL</p> <p>• END WORKS EITHER CONTAIN OR PICKS UP TE OR BACK TO FLAT. SAM REPLACES END RESPONSIBILITIES.</p>

# TWISTS (LINE)

\* FRONTS WE WILL RUN TWIST WITH / ( ALL 3 MAN TWIST MAYBE RUN WITH 2 TECH) AS WELL AS NICKEL & DIME TWISTS.

**"TEX"**

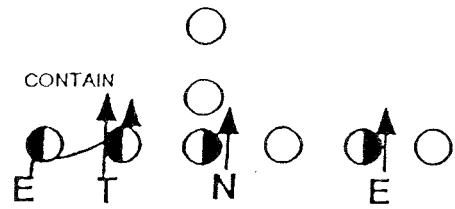
\* EAGLE/ OVER/ NICKEL/ DIME



TACKLE- RIP B-GAP GET PENETRATION UPFIELD  
NOSE- RUSH A-GAP TO CALL, STAY IN YOUR LANE  
END- RUSH B-GAP, STAY IN YOUR LANE

**"TEX"**

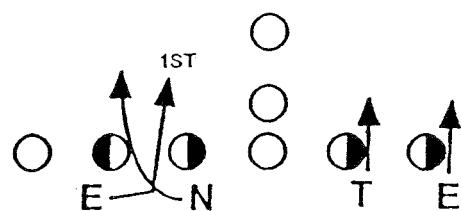
\* EAGLE/ OVER/ NICKEL/ DIME



TACKLE- RIP B-GAP GET PENETRATION UPFIELD  
NOSE- RUSH A-GAP TO CALL, STAY IN YOUR LANE  
END- RUSH B-GAP, STAY IN YOUR LANE

**"EX"**

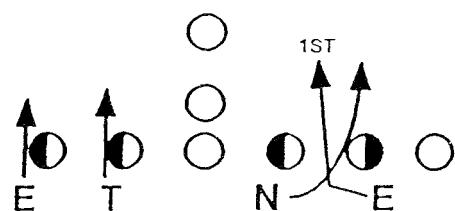
\* EAGLE/ OVER/ NICKEL/ DIME



TACKLE- PASS RUSH B-GAP, STAY IN YOUR LANE  
NOSE- ENGAGE, DON'T DRIFT-COME OFF TO CALL, RUSH  
END- RIP A-GAP

**"EX"**

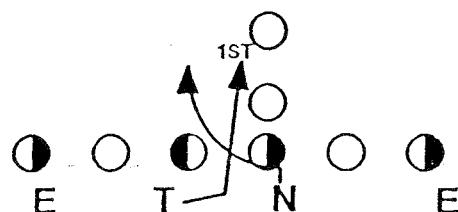
\* EAGLE/ OVER/ NICKEL/ DIME



TACKLE- PASS RUSH B-GAP, STAY IN YOUR LANE  
NOSE- ENGAGE, DON'T DRIFT-COME OFF TO CALL, RUSH  
END- RIP A-GAP

**"TON"**

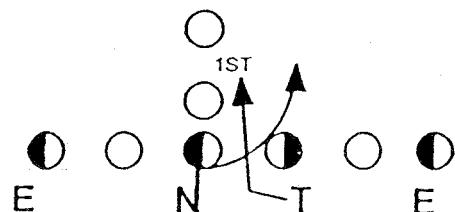
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- TAM A-GAP  
NOSE- ENGAGE TO CALL, THEN GO AWAY ON PASS RUSH  
END- PASS RUSH OVER GUARD, STAY IN YOUR LANE

**"TON"**

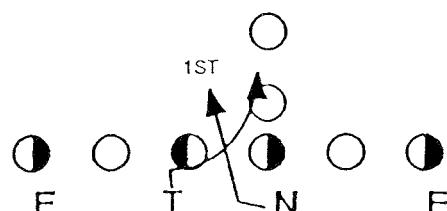
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- TAM A-GAP  
NOSE- ENGAGE TO CALL, THEN GO AWAY ON PASS RUSH  
END- PASS RUSH OVER GUARD, STAY IN YOUR LANE

**"NOT"**

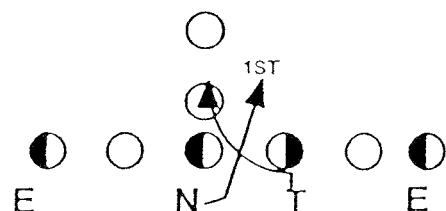
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- ENGAGE TO CALL-DON'T DRIFT, COME ACROSS  
NOSE- RIP AWAY FROM CALL TO A-GAP  
END- PASS RUSH STAY IN YOUR LANE

**"NOT"**

\* OVER/ NICKEL/ DIME/ CAT



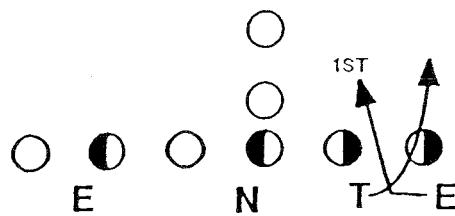
TACKLE- ENGAGE TO CALL-DON'T DRIFT, COME ACROSS  
NOSE- RIP AWAY FROM CALL TO A-GAP  
END- PASS RUSH STAY IN YOUR LANE

# TWISTS (LINE)

\* FRONTS WE WILL RUN TWIST WITH / ( ALL 3 MAN TWIST MAYBE RUN WITH 2 TECH) AS WELL AS NICKEL & DIME TWISTS.

**"EASY"**

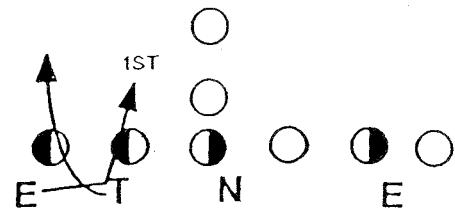
\* EAGLE



END- AWAY FROM CALL RUN A KNIFE  
TACKLE- LOOP OFF END, & REPLACE ENDS RESPONSIBILITIES

**"EASY"**

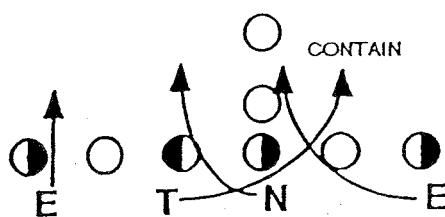
\* EAGLE



END- AWAY FROM CALL RUN A KNIFE  
TACKLE- LOOP OFF END, & REPLACE ENDS RESPONSIBILITIES

**"ED"**

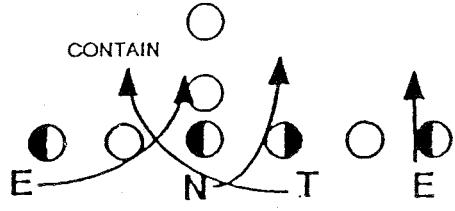
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- ENGAGE COME AROUND TO CALL  
NOSE- RIP A-GAP AWAY FROM CALL  
END- CALLSIDE END RIP A-GAP TO CALL

**"ED"**

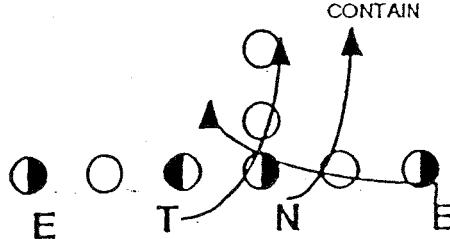
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- ENGAGE COME AROUND TO CALL  
NOSE- RIP A-GAP AWAY FROM CALL  
END- CALLSIDE END RIP A-GAP TO CALL

**"TED"**

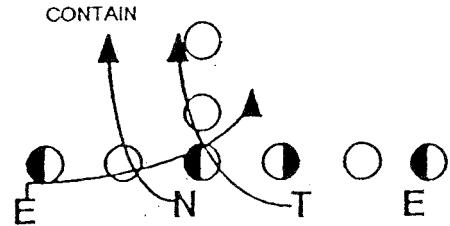
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- RIP A-GAP TO CALL  
NOSE- RIP A-GAP TO CALL  
END- ENGAGE COME AROUND AWAY FROM CALL

**"TED"**

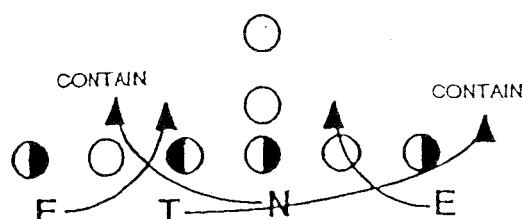
\* OVER/ NICKEL/ DIME/ CAT



TACKLE- RIP A-GAP TO CALL  
NOSE- RIP A-GAP TO CALL  
END- ENGAGE COME AROUND AWAY FROM CALL

**"SOONER"**

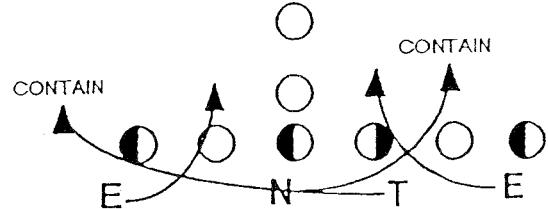
\* NICKEL/ DIME



NOSE- LOOP AWAY FROM CALL, CONTAIN  
TACKLE- LOOP TO CALL, CONTAIN  
BOTH ENDS- RIP INSIDE B-GAP TO A-GAP STAY INSIDE

**"SOONER"**

\* NICKEL/ DIME

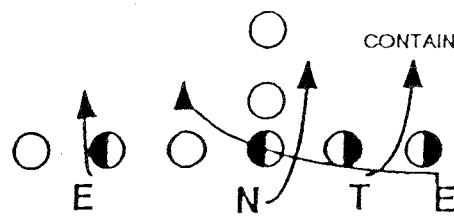


NOSE- LOOP AWAY FROM CALL, CONTAIN  
TACKLE- LOOP TO CALL, CONTAIN  
BOTH ENDS- RIP INSIDE B-GAP TO A-GAP STAY INSIDE

# TWISTS (LINE)

\*FRONTS WE WILL RUN TWIST WITH / ( ALL 3 MAN TWIST MAYBE RUN WITH 2 TECH) AS WELL AS NICKEL & DIME TWISTS.

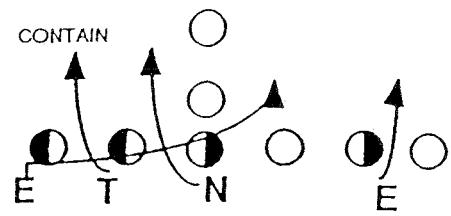
"TANGO"



NOSE- BLOOD STUNT AWAY FROM CALL  
TACKLE- RUN TEX STUNT CONTAIN  
CALLSIDE END- CONTAIN RUSH  
AWAY FROM CALL END- LOOP TO CALL  
BACKSIDE A-GAP

\*EAGLE

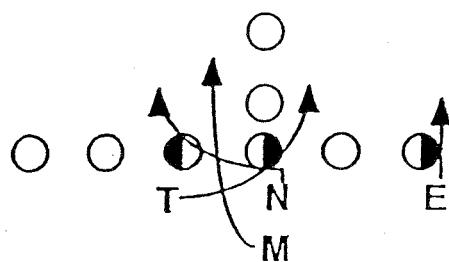
"TANGO"



NOSE- BLOOD STUNT AWAY FROM CALL  
TACKLE- RUN TEX STUNT CONTAIN  
CALLSIDE END- CONTAIN RUSH  
AWAY FROM CALL END- LOOP TO CALL  
BACKSIDE A-GAP

"CYCLONE"

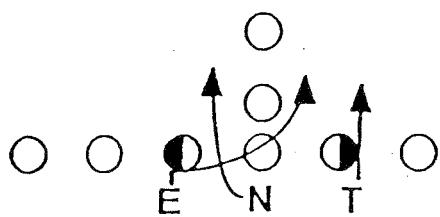
\*NICKEL/ DIME/ OVER



SE- OPPOSITE STUNT-3RD  
TACKLE- ENGAGE- THEN OFF MIKE  
MIKE- GOES 1ST

"NET"

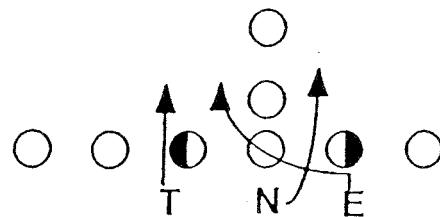
\*CAT



TACKLE- RIP B-GAP, PENETRATION UPFIELD  
NOSE- RIP A-GAP TO CALL  
END- ENGAGE, GO AWAY FROM CALL ON PASS RUSH

"NET"

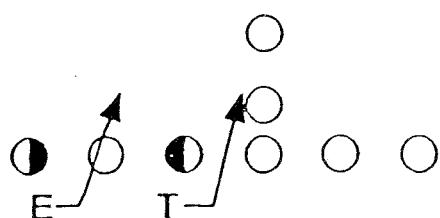
\*CAT



TACKLE- RIP B-GAP, PENETRATION UPFIELD  
NOSE- RIP A-GAP TO CALL  
END- ENGAGE, GO AWAY FROM CALL ON PASS RUSH

"IN"

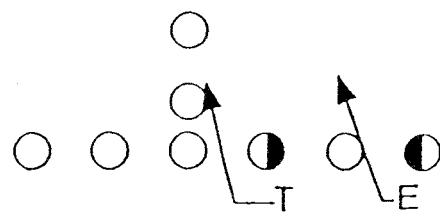
\*OVER



END- END RUNS KNIFE STUNT  
TACKLE- TACKLE RUNS TAM STUNT

"IN"

\*OVER

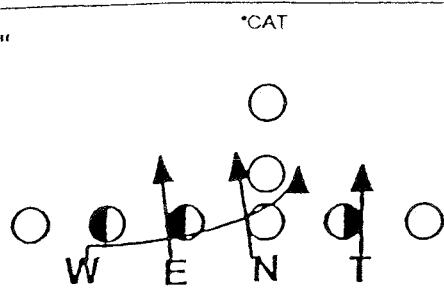


END- END RUNS KNIFE STUNT  
TACKLE- TACKLE RUNS TAM STUNT

## TWISTS (LINE)

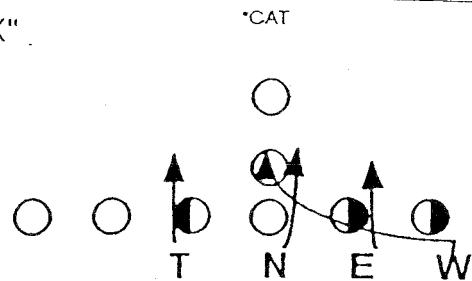
\* FRONTS WE WILL RUN TWIST WITH / ( ALL 3 MAN TWIST MAYBE RUN WITH 2 TECH) AS WELL AS NICKEL & DIME TWISTS.

"WAX"

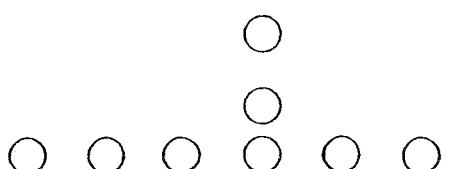
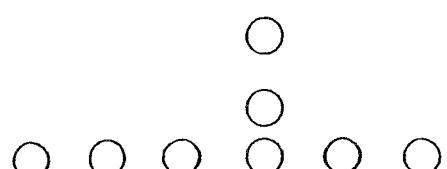
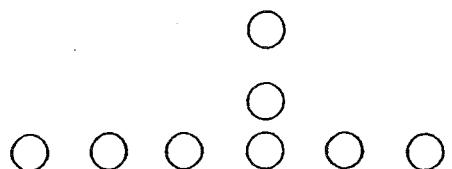
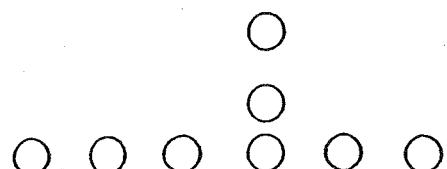
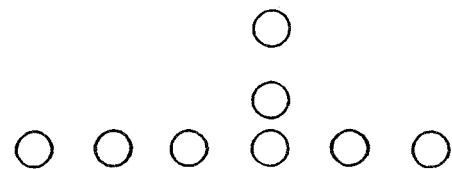
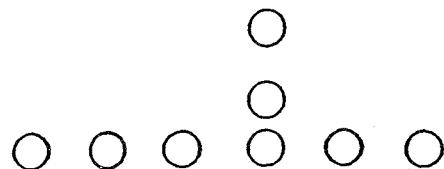


WILL- ENGAGE COME AROUND AWAY FROM CALL  
 TACKLE- PASS RUSH B-GAP  
 NOSE- RIP CALLSIDE A-GAP  
 END- RIP B-GAP TO OUTSIDE CONTAIN

"WAX"



WILL- ENGAGE COME AROUND AWAY FROM CALL  
 TACKLE- PASS RUSH B-GAP  
 NOSE- RIP CALLSIDE A-GAP  
 END- RIP B-GAP TO OUTSIDE CONTAIN



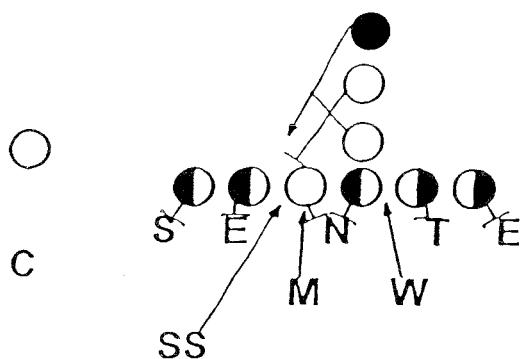
# EAGLE "FITS" VS. RUN GAME

PRO I

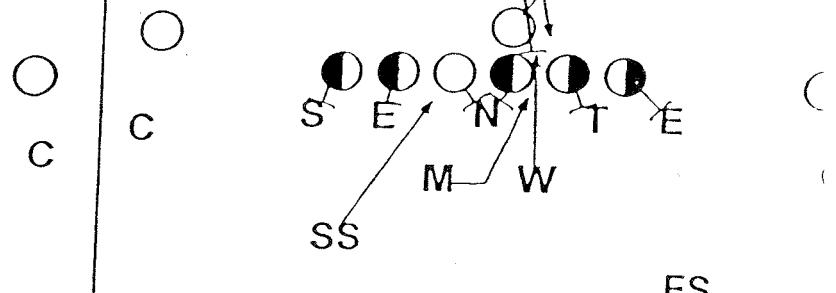
(VS. ISO)  
STRONG

PRO I

(VS. ISC)  
WEAK



FS



FS

SAM: B-B-R

MIKE: 'BOUNCE' TO SS (DESTORY FB)

WILL: SLOW FLOW-A GAP

SS: 'BOUNCE' PLAYER

SAM: B-B-R

MIKE: FAST FLOW- WEAK A GAP

WILL: DESTROY FB

SS: "SPILL" PLAYER / BENDBACK

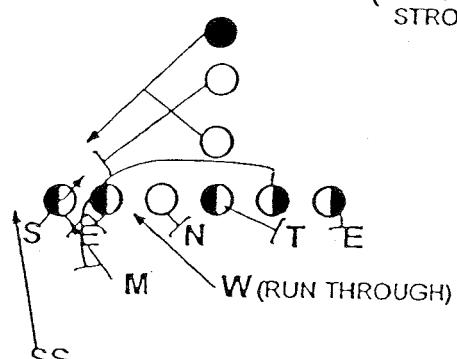
PRO I

(POWER)  
STRONG

PRO I

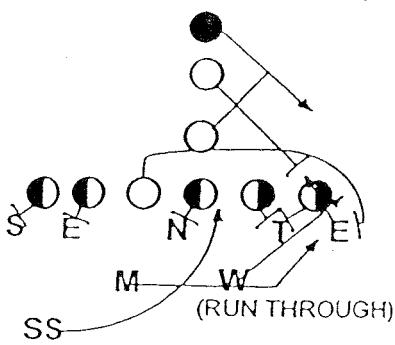
(POWER)  
WEAK

O  
C  
SS



FS

O  
C

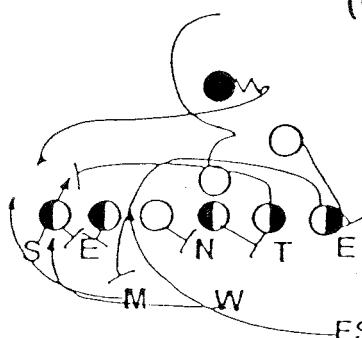


FS

PRO FAR

(COUNTER)  
STRONG

O  
C  
SS



FS

SAM: DESTROY 2

MIKE: FITOFF SAM/KEEP  
OUTSIDE ARM FREE  
WILL: OVER TOP

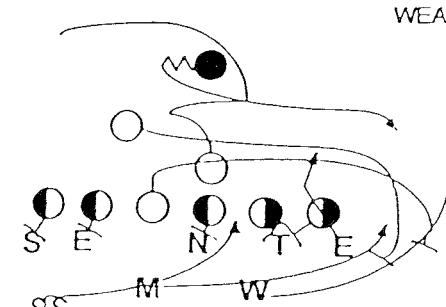
\*\*CHECK ACE

FS- RUN THROUGH

PRO NEAR

(COUNTER)  
WEAK

O  
C  
SS



FS

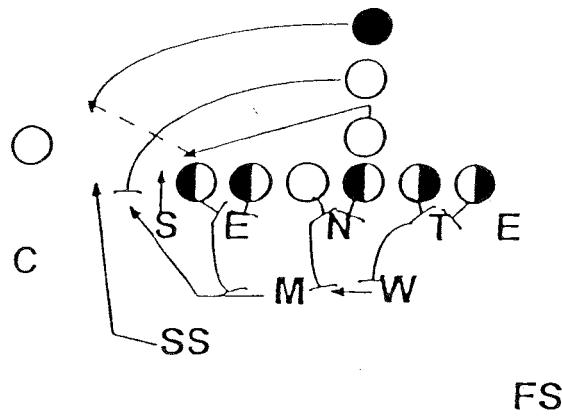
END-CLOSE/ DESTORY  
THROUGH OUTSIDE KNEE  
SS: RUN THROUGH

WILL: KEEP OUTSIDE ARM FREE

# EAGLE "FITS" VS. RUN GAME (OPTION)

PRO I

(LEAD OPTION)



SAM: OUTSIDE 1/2 OF QB TO PITCH

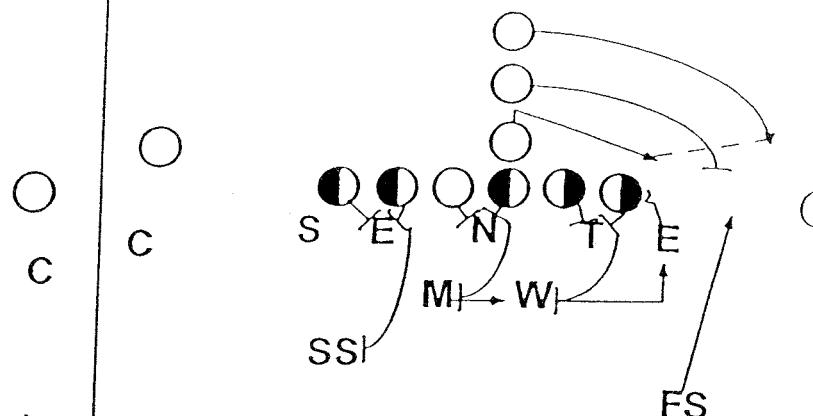
MIKE: INSIDE 1/2 OF QB TO ALLEY

WILL: GET FRONTSIDE LIKE FOR CUTBACK

SS: PITCH

PRO I

(LEAD OPTION)



END: QB TO ALLEY

SAM: BENDBACK, BOOT, REVERSE

MIKE: GET FRONTSIDE & LOOK FOR CUTBACK

WILL: INSIDE 1/2 OF QB TO ALLEY

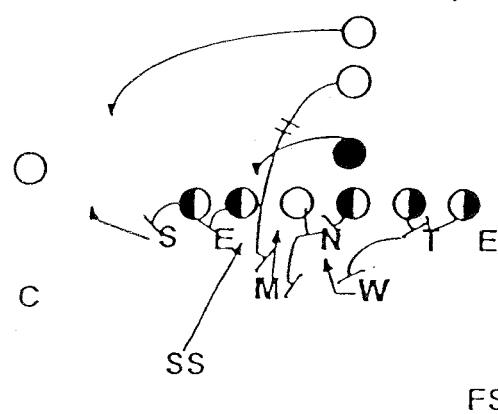
FS: PITCH / END: OUTSIDE 1/2 OF QB TO PITCH

PRO I

(MIDLINE OPTION)

PRO I

(MIDLINE OPTION)



SAM: PITCH

MIKE: INSIDE 1/2 OF QB ON  
INSIDE OF FULLBACK

SS: OUTSIDE 1/2 OF QB ON  
OUTSIDE OF FULLBACK

WILL: GET FRONTSIDE & LOOK  
FOR CUTBCK

END: PITCH

WILL: INSIDE 1/2 OF QB ON INSIDE  
OF FULLBACK

FS: OUTSIDE 1/2 OF QB ON  
OUTSIDE OF FULLBACK

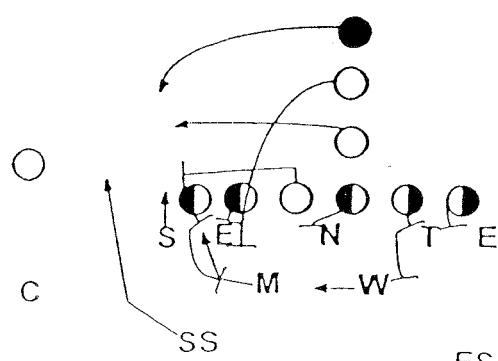
MIKE: GET FRONTSIDE & LOOK  
FOR CUTBACK

PRO I

(ABORT OPTION)

PRO I

(ABORT OPTION)



SAM: SLAM GUARD SQUEEZE AIR  
HAVE QB (STAY SQUARE)

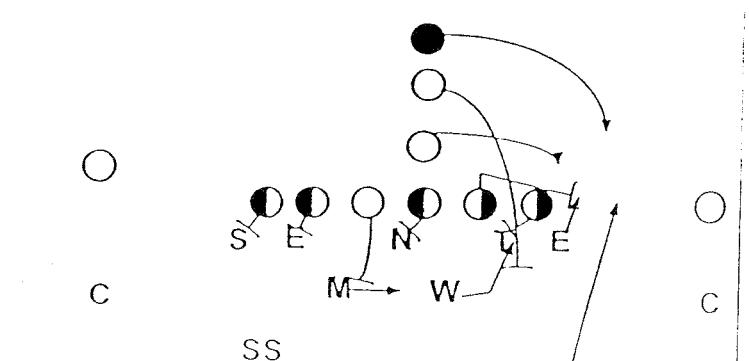
MIKE: RIP INSIDE & YOU HAVE  
FULLBACK BELLY

SS: PITCH

WILL: GET FRONTSIDE &  
LOOK FOR CUTBACK

PRO I

(ABORT OPTION)



END: SLAM GUARD, QB

WILL: FB (BELLY)

MIKE: GET FRONTSIDE

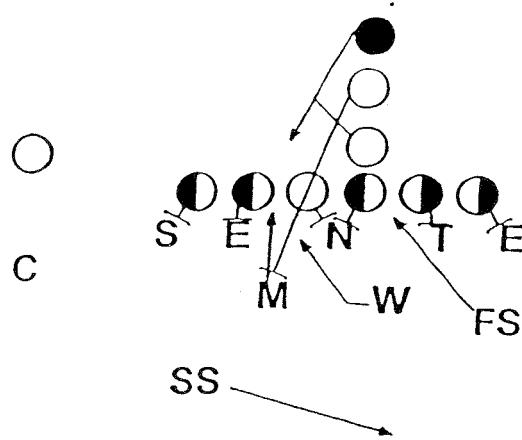
FS: PITCH

FS

# EAGLE (WEAK) "FITS" VS. RUN GAME

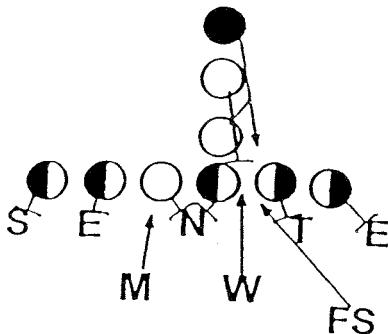
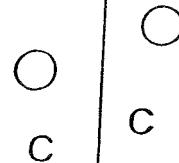
PRO I

(VS. ISO)  
STRONG



PRO I

(VS. IS)  
WEAK



SAM: B-B-R

MIKE: DESTROY FB

WILL: FAST FLOW

SS: "SPILL" PLAYER / BENDBACK

SAM: B-B-R

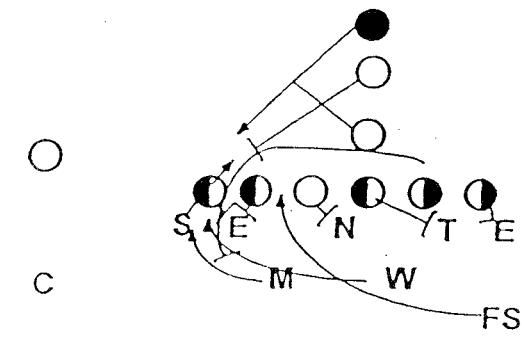
MIKE: SLOW FLOW

WILL: 'BOUNCE' TO FS (DESTROY FB)

SS: "SPILL" PLAYER / BENDBACK

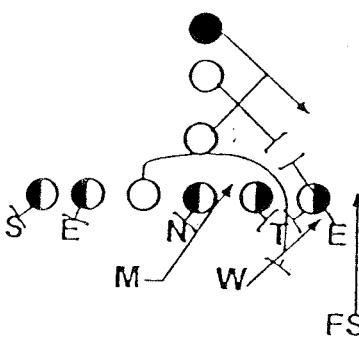
PRO I

(POWER)  
STRONG



PRO I

(POWER)  
WEAK



SS

SAM- DESTROY 2 FOR 1

MIKE- TURN BALL INSIDE FIT  
OFF SAM

WILL- OVER TOP

FS- RUN THROUGH  
(B-GAP)

SAM- B-B-R

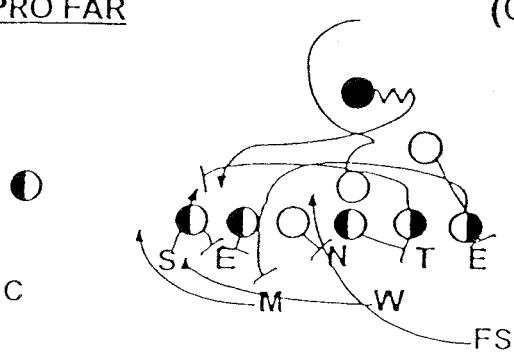
MIKE- RUN THROUGH

WILL- FIT OFF END (TURNSIDE)

FS- SPILL PLAYER

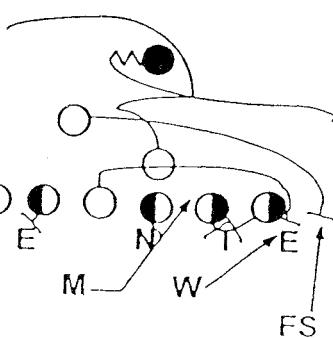
PRO FAR

(COUNTER)  
STRONG



PRO NEAR

(COUNTER)  
WEAK



SS

SAM- DESTROY 2 FOR 1

MIKE- TURN BALL INSIDE FIT  
OFF SAM

WILL- OVER TOP

FS- RUN THROUGH (B-GAP)

SAM- B-B-R

MIKE- RUN THROUGH

WILL- FIT OFF END (TURNSIDE)

FS- SPILL PLAYER

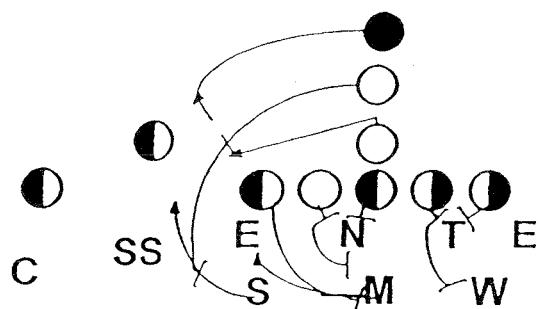
# EAGLE RUN "FITS" VS. TWIN OPEN

TWIN OPEN

(LEAD OPTION)  
STRONG

TWIN OPEN

(LEAD OPTION)  
WEAK



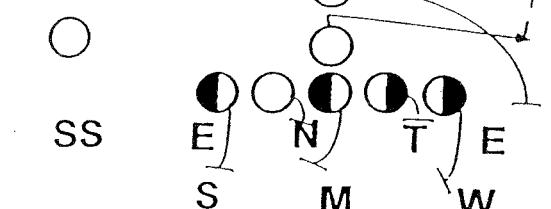
FS

SAM: PITCH

MIKE: ALLEY

END: QB

FS: ALLEY



FS

SAM: PITCH

MIKE: ALLEY

WILL: QB

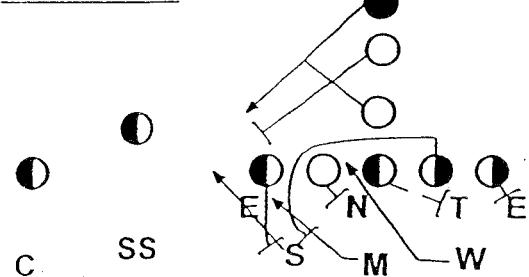
FS: ALLEY

TWIN OPEN

(POWER)  
STRONG

TWIN OPEN

(POWER)  
WEAK



FS



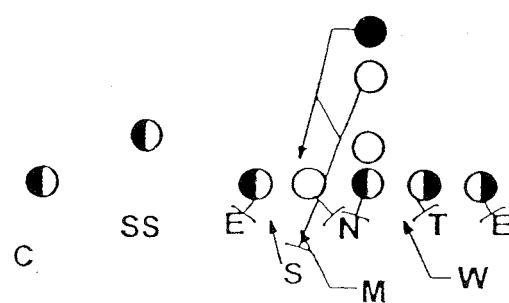
FS

TWIN OPEN

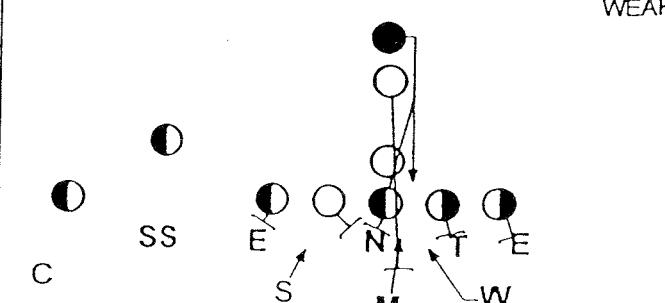
(ISO)  
STRONG

TWIN OPEN

(ISO)  
WEAK



FS

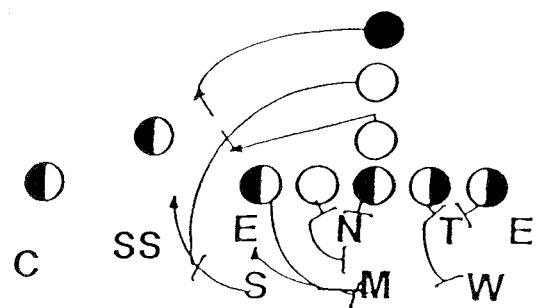


FS

# EAGLE RUN "FITS" VS. TWIN OPEN

TWIN OPEN

(LEAD OPTION)  
STRONG



FS

SAM: PITCH

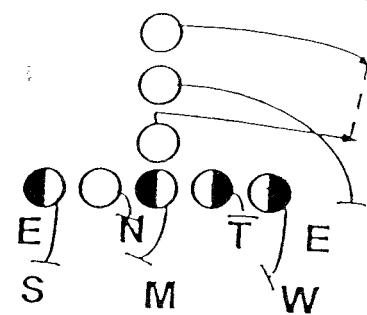
MIKE: ALLEY

END: QB

FS: ALLEY

TWIN OPEN

(LEAD OPTION)  
WEAK



FS

SAM: PITCH

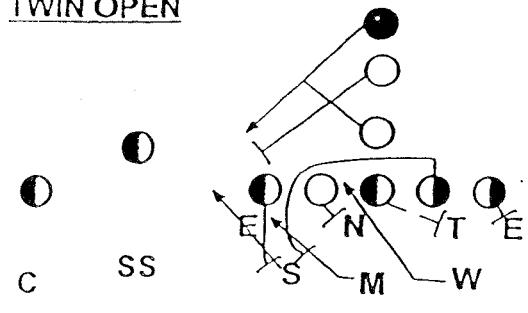
MIKE: ALLEY

WILL: QB

FS: ALLEY

TWIN OPEN

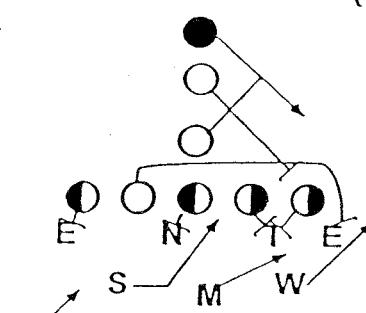
(POWER)  
STRONG



FS

TWIN OPEN

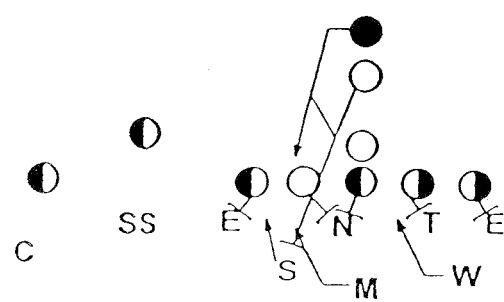
(POWER)  
WEAK



FS

TWIN OPEN

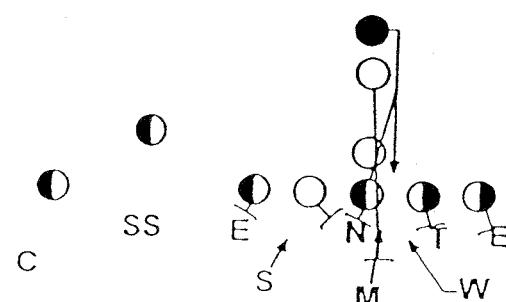
(ISO)  
STRONG



FS

TWIN OPEN

(ISO)  
WEAK



FS

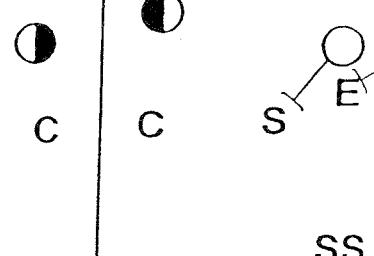
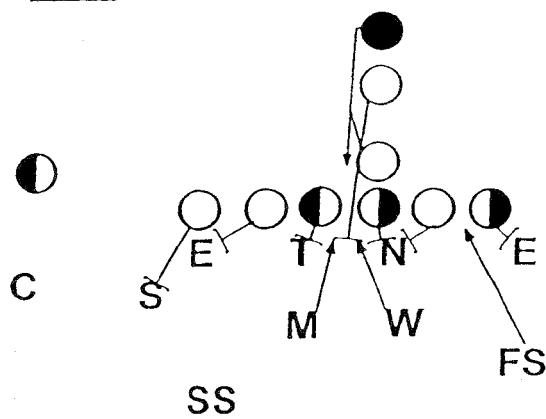
# OVER "FITS" VS. RUN GAME

PRO I

(VS. ISO)  
STRONG

PRO I

(VS. ISO)  
WEAK



SAM: B-B-R

MIKE: DESTROY FB

WILL: FAST FLOW

FS: "SPILL" PLAYER / BENDBACK

VARIATIONS:

MOVEMENTS:

BLITZES:

SAM: B-B-R

MIKE: SLOW FLOW

WILL: 'BOUNCE' TO FS (DESTROY FB)

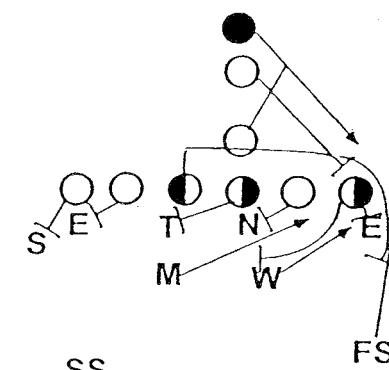
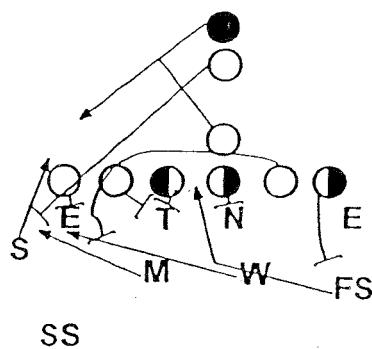
SS: "SPILL" PLAYER / BENDBACK

PRO I

(POWER)  
STRONG

PRO I

(POWER)  
WEAK



SAM- DESTROY 2 FOR 1

WILL- OVER TOP

MIKE- TURN BALL INSIDE FIT  
OFF SAM

FS- RUN THROUGH (A-GAP)

PRO FAR

(COUNTER)  
STRONG

PRO NEAR

(COUNTER)  
WEAK

O

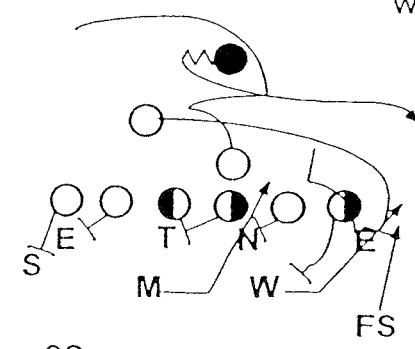
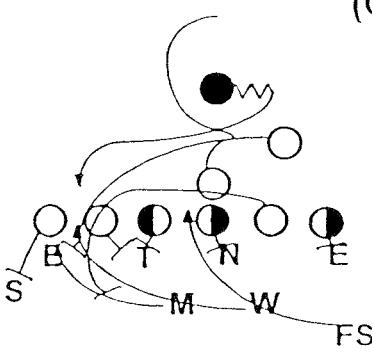
O

O

C

C

C



SAM- STONE TE & KEEP OUTSIDE WILL OVER TOP

ARM FREE

MIKE- FIT OFF 6 & TURN IT BACK FS- RUN THROUGH (B-GAP)  
INSIDE

6TECH DESTROY 2

SAM- B-B-R SS

WILL- FIT OFF END (TURN SIDE)

MIKE- RUN THROUGH

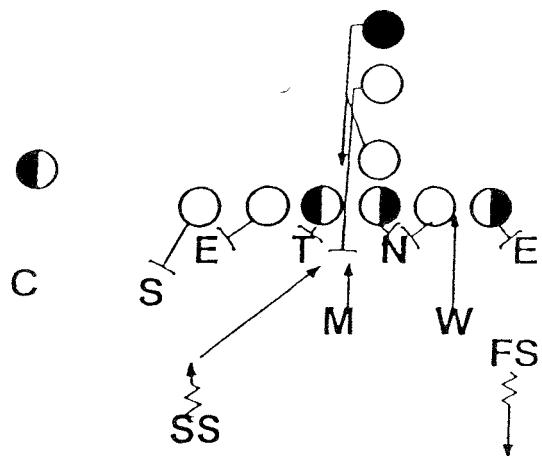
FS- KEEP OUTSIDE ARM

END- CLOSE/DESTROY THROUGH

OUTSIDE KNEE

# OVER STRONG "FITS" VS. RUN GAME

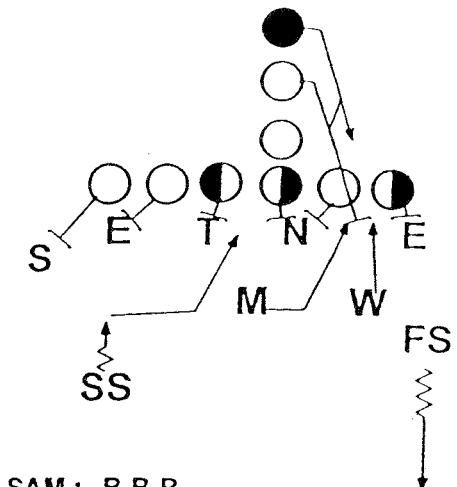
PRO I



SAM: B-B-R  
MIKE: FAST FLOW  
WILL: SLOW FLOW  
SS: 'BOUNCE' PLAYER

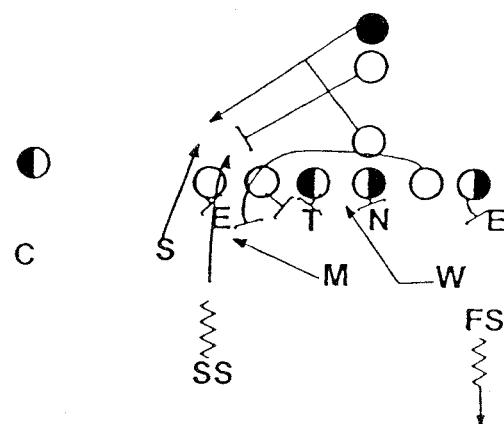
(VS. ISO)  
STRONG

PRO I



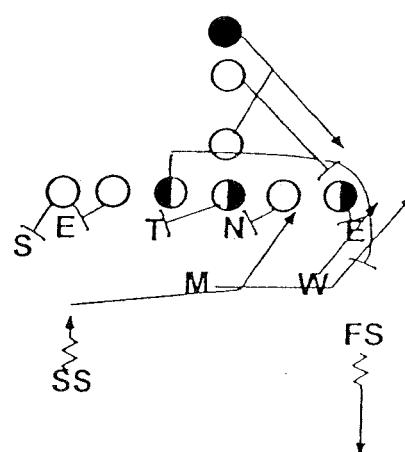
SAM: B-B-R  
MIKE: FAST FLOW  
WILL: SLOW FLOW  
SS: "SPILL" PLAYER / BENDBACK

PRO I



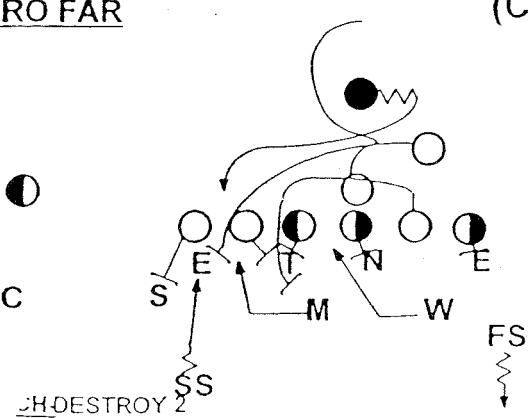
(POWER)  
STRONG

PRO I



(POWER)  
WEAK

PRO FAR



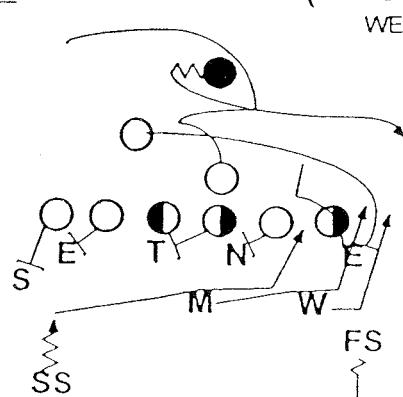
(COUNTER)  
STRONG

SAM: 'STONE' TE & KEEP OUTSIDE  
ARM FREE  
MIKE-KEEP INSIDE ARM FREE

WILL-RUN THROUGH

SS- 'BOUNCE' PLAYER

PRO NEAR



(COUNTER)  
WEAK

SAM-B-B-R

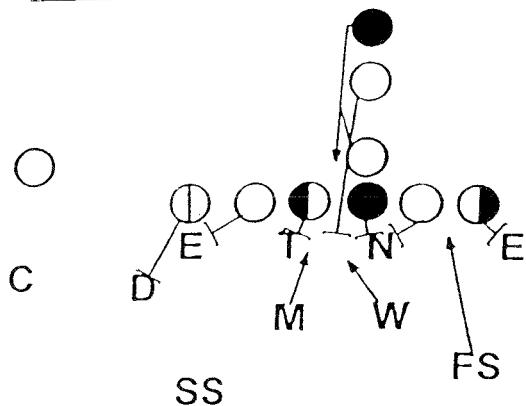
MIKE-OVERTOP

WILL-KEEP OUTSIDE ARM  
FREE  
SS- RUN THROUGH

# OVER DIME WEAK 3 "FITS" VS. RUN GAME

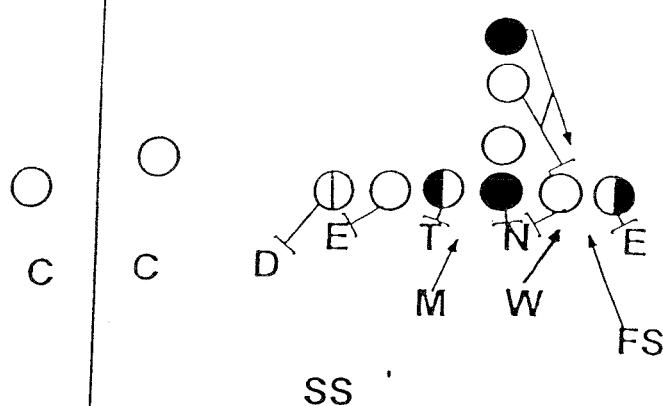
PRO I

(VS. ISO)  
STRONG



PRO I

(VS. ISO)  
WEAK



MIKE : Destroy FB/ Outside Arm Free

WILL : Fast Flow

FS : Bendback Player

VARIATIONS:  
MOVEMENTS:

BLITZES:

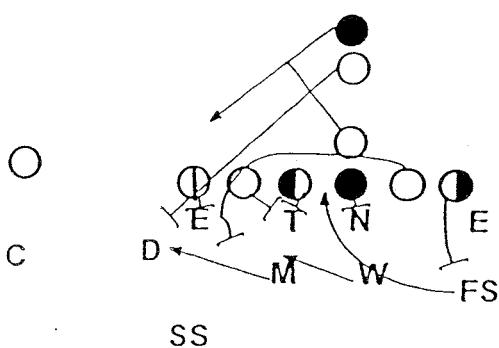
MIKE : Slow Flow

WILL : Bounce to FS ( Destroy FB)

FS : Spill Player "Outside Arm Free"

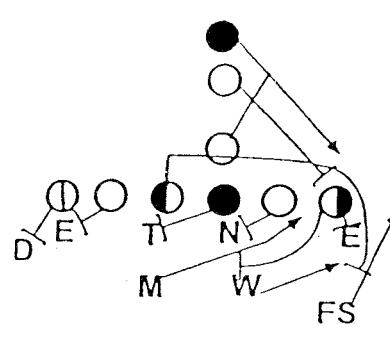
PRO I

(POWER)  
STRONG



PRO I

(POWER)  
WEAK



DIME: Destroy FB

MIKE- Turn Ball Inside  
Fit Off Dime

WILL- Fast Flow Over The Top

FS- Run Through (A-Gap)

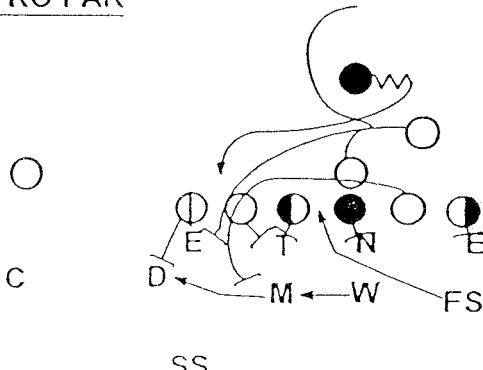
MIKE- Run Through

WILL- Fit Off End

FS- Spill Player

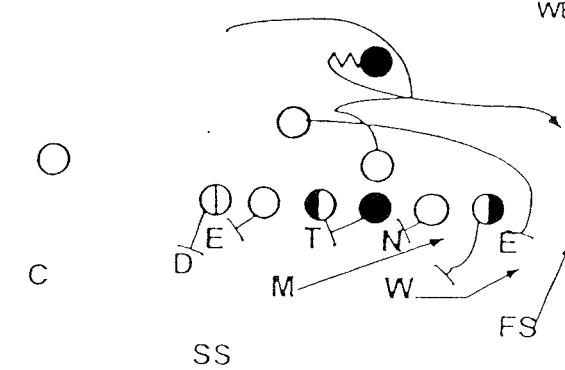
PRO FAR

(COUNTER)  
STRONG



PRO NEAR

(COUNTER)  
WEAK



MIKE- Keep Outside Arm Free

MIKE- Turn Ball Inside Fit Off Dime

WILL- Over The Top (Fast Flow)

FS- Run Through (A-Gap)

MIKE- Run Through (B-Gap)

END- Destroy FB

WILL- Fit Off End

FS- Outside Arm Free

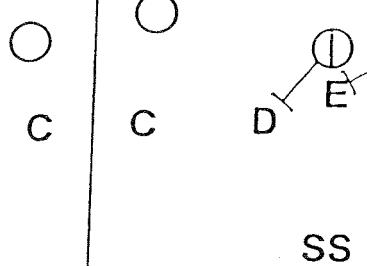
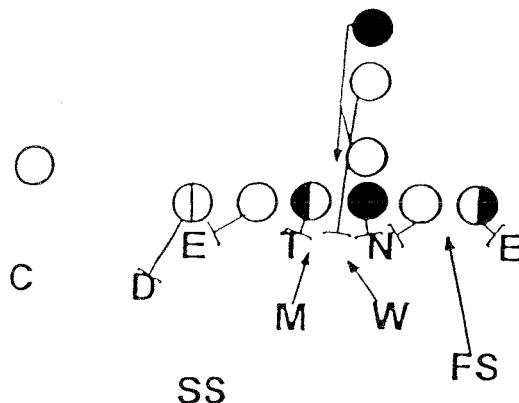
# OVER DIME WEAK 3 "FITS" VS. RUN GAME

PRO I

(VS. ISO)  
STRONG

PRO I

(VS. IS)  
WEAK



MIKE : Destroy FB/ Outside Arm Free

WILL : Fast Flow

FS : Bendback Player

VARIATIONS:  
MOVEMENTS:

BLITZES:

MIKE : Slow Flow

WILL : Bounce to FS (Destroy FB)

FS : Spill Player "Outside Arm Free"

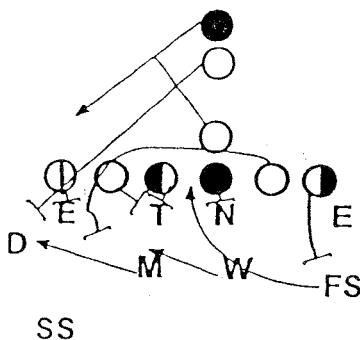
PRO I

(POWER)  
STRONG

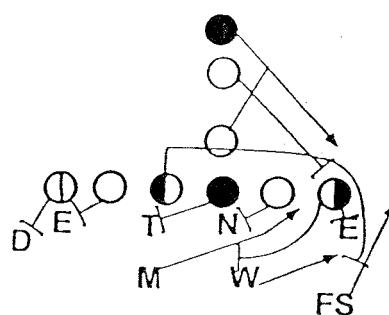
PRO I

(POWER)  
WEAK

O  
C



O  
C



DIME: Destroy FB

MIKE- Turn Ball Inside  
Fit Off Dime

WILL- Fast Flow Over The Top

FS- Run Through (A-Gap)

SS

WILL- Fit Off End

FS- Spill Player

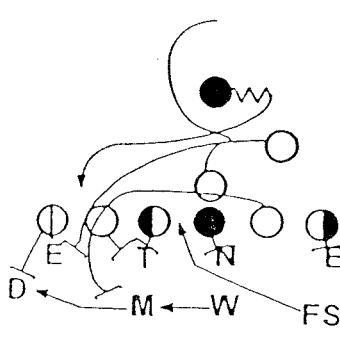
PRO FAR

(COUNTER)  
STRONG

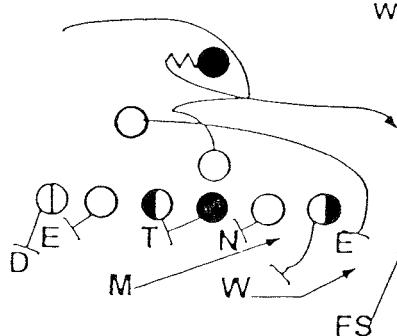
PRO NEAR

(COUNTER)  
WEAK

O  
C



O  
C



DIME- Keep Outside Arm Free

MIKE- Turn Ball Inside Fit Off Dime

WILL- Over The Top (Fast Flow)

FS- Run Through (A-Gap)

MIKE- Run Through (B-Gap)

END- Destroy FB

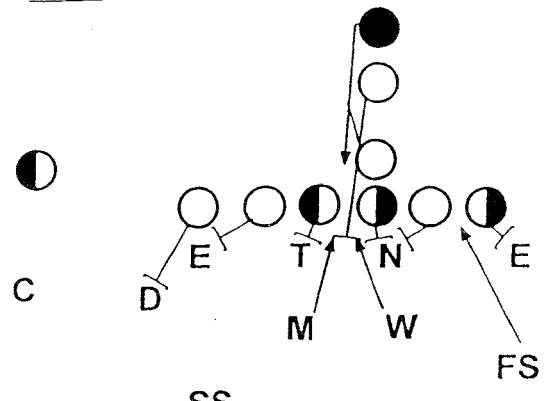
WILL- Fit Off End

FS- Outside Arm Free

# OVER "FITS" VS. RUN GAME

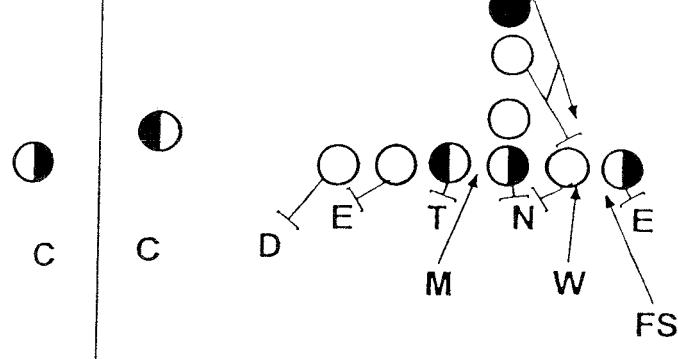
PRO I

(VS. ISO)  
STRONG



PRO I

(VS. ISO)  
WEAK



DIME: B-B-R

MIKE: DESTROY FB

WILL: FAST FLOW

FS: "SPILL" PLAYER / BENDBACK

VARIATIONS:

MOVEMENTS:

BLITZES:

DIME: B-B-R

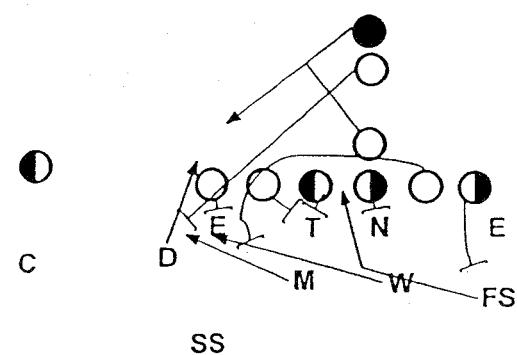
MIKE: SLOW FLOW

WILL: 'BOUNCE' TO FS (DESTROY FB)

FS: "SPILL" PLAYER / BENDBACK

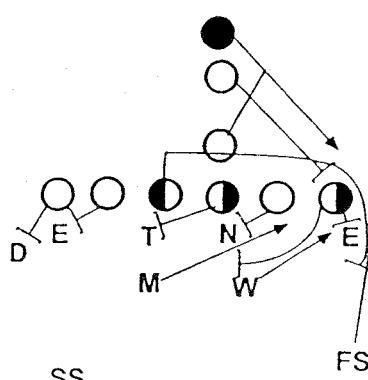
PRO I

(POWER)  
STRONG



PRO I

(POWER)  
WEAK



DIME: DESTROY 2 FOR 1

WILL: OVER TOP

MIKE: TURN BALL INSIDE FIT  
OFF DIME

FS: RUN THROUGH (A-GAP)

DIME: B-B-R

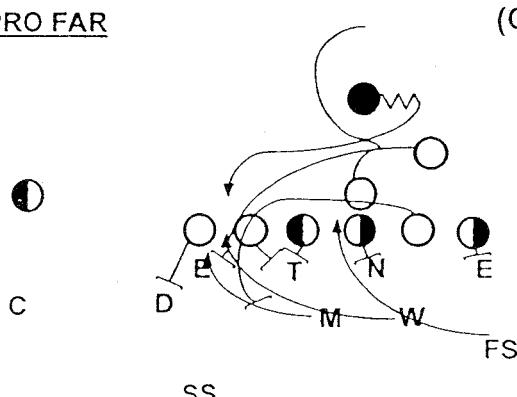
WILL: FIT OFF END  
(TURN SIDE)

MIKE: RUN THROUGH (UNDERTACKLE)

FS: FIT OFF WILL

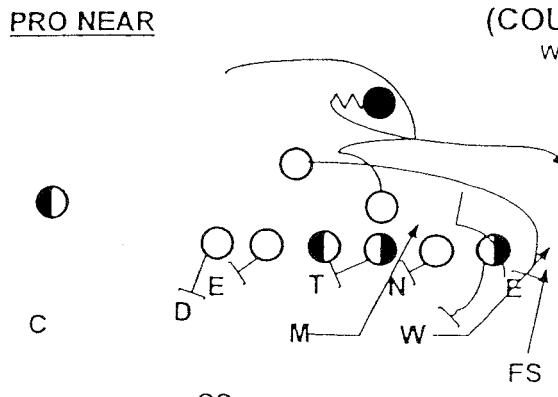
PRO FAR

(COUNTER)  
STRONG



PRO NEAR

(COUNTER)  
WEAK



DIME: STONE TE & KEEP OUTSIDE  
ARM FREE

MIKE: FIT OFF 6 & TURN IT BACK  
INSIDE

WILL: OVER TOP

FS: RUN THROUGH (B-GAP)

6TECH: DESTORY 2

DIME: B-B-R

SS

WILL: FIT OFF END (TURN SIDE)

MIKE: RUN THROUGH

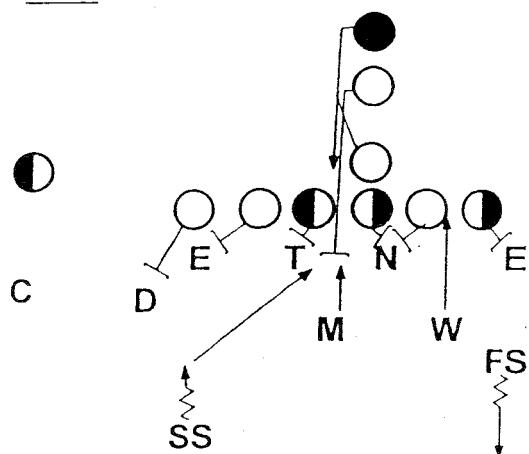
FS: KEEP OUTSIDE ARM  
FREE

END: CLOSE/DESTORY THROUGH  
OUTSIDE KNEE

# OVER STRONG "FITS" VS. RUN GAME

PRO I

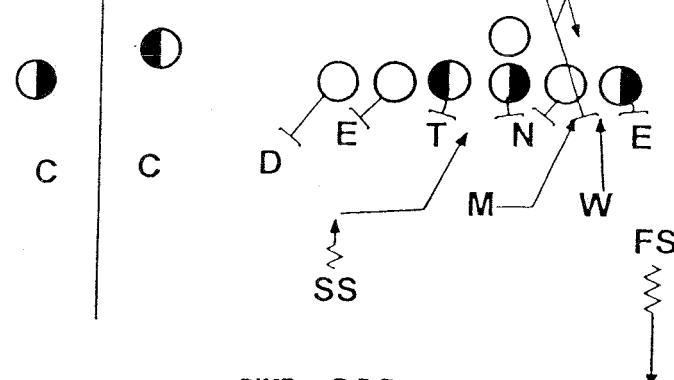
(VS. ISO)  
STRONG



DIME: B-B-R  
MIKE: FAST FLOW  
WILL: SLOW FLOW  
SS: 'BOUNCE' PLAYER

PRO I

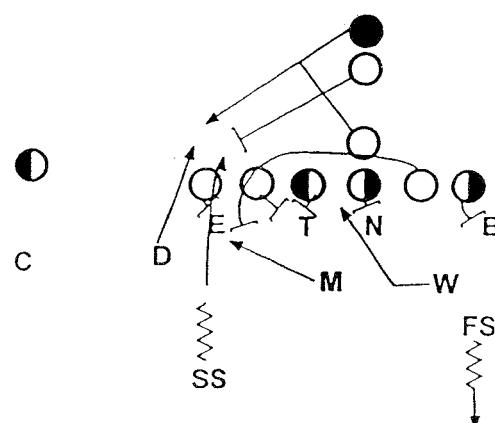
(VS. ISO)  
WEAK



DIME: B-B-R  
MIKE: FAST FLOW  
WILL: SLOW FLOW  
SS: "SPILL" PLAYER / BENDBACK

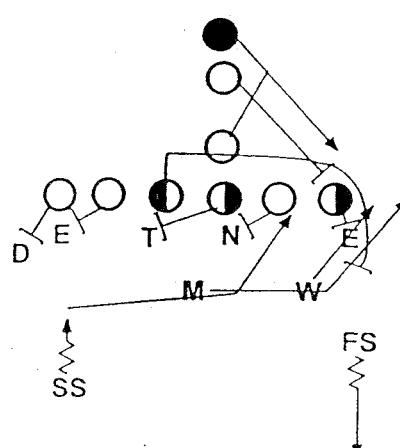
PRO I

(POWER)  
STRONG



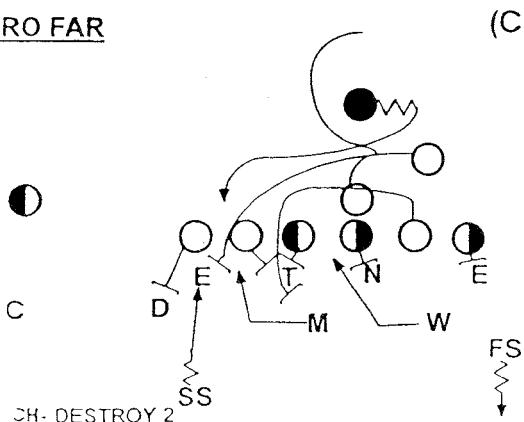
PRO I

(POWER)  
WEAK



PRO FAR

(COUNTER)  
STRONG

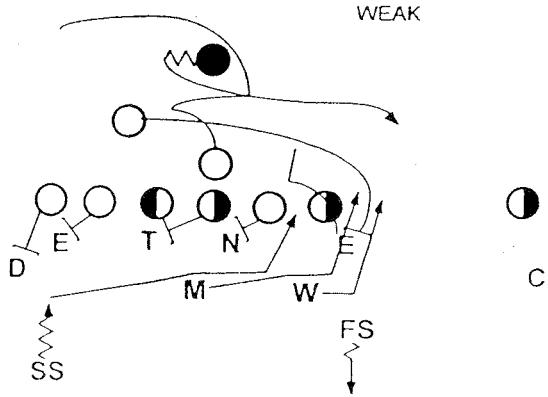


DIME: 'STONE' TE & KEEP OUTSIDE  
ARM FREE  
MIKE: KEEP INSIDE ARM FREE

WILL: RUN THROUGH  
SS: 'BOUNCE' PLAYER

PRO NEAR

(COUNTER)  
WEAK



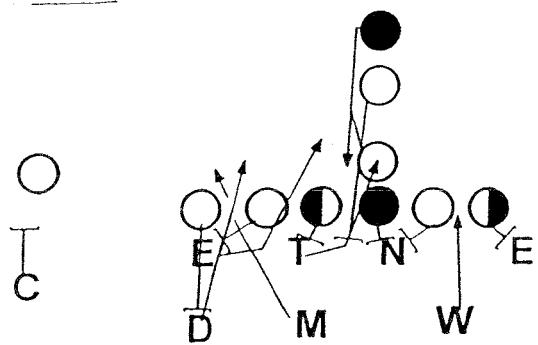
DIME: B-B-R  
MIKE: OVERTOP

WILL: KEEP OUTSIDE  
ARM FREE  
SS: RUN THROUGH

# OVER DIME PIRATE 5 "FITS" VS. RUN GAME

PRO I

(VS. ISO)  
STRONG

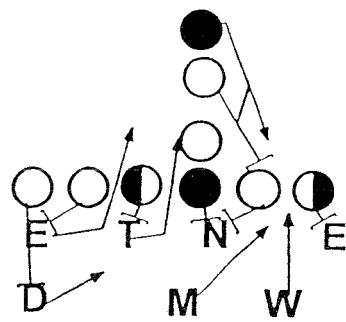


SS

FS

PRO I

(VS. ISC)  
WEAK



SS

FS

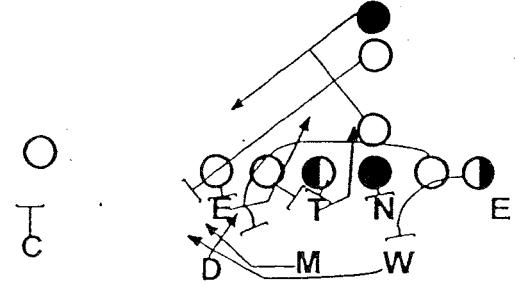
VARIATIONS:

MOVEMENTS:

BLITZES:

PRO I

(POWER)  
STRONG



SS

FS

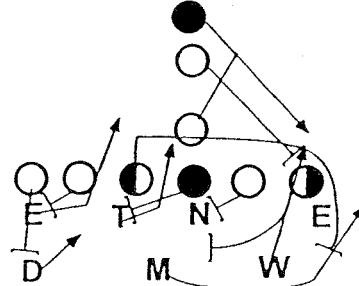
DIME: Tight off of pirate/ bounce

WILL- Over the Top

MIKE- Tight off Dime/ Bounce

PRO I

(POWER)  
WEAK



SS

FS

DIME: Boot

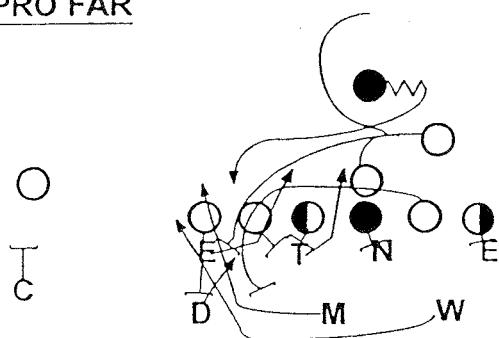
END: Cause Wreck / Bounce

MIKE- Tight off Will/ Bounce

WILL- Tight off DE/  
Bounce

PRO FAR

(COUNTER)  
STRONG



SS

FS

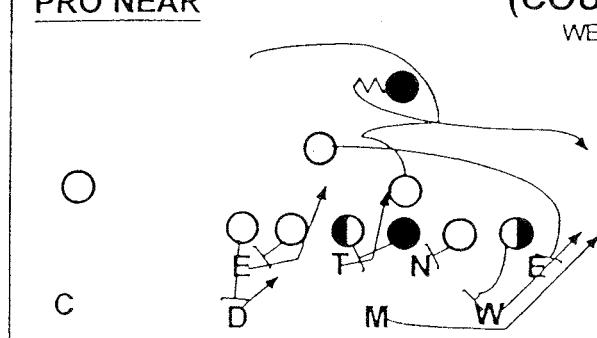
WILL- Tight Off of Pirate

WILL- Over the Top

MIKE- Tight off of Dime

PRO NEAR

(COUNTER)  
WEAK



SS

FS

DIME: Boot

MIKE: Tight off of Will/ Bounce

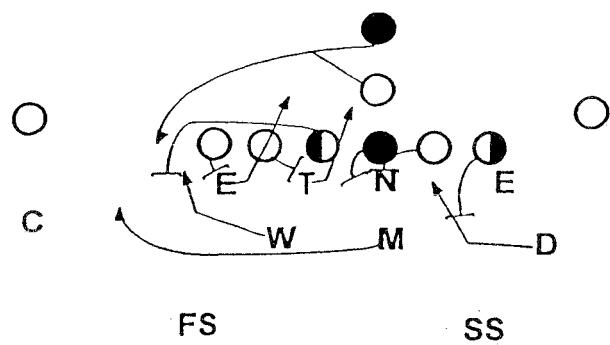
END- Cause Wreck / Bounce

WILL- Tight off Of DE / Bounce

OVER DIME PIRATE 5 RUN FITS VS. 1BK

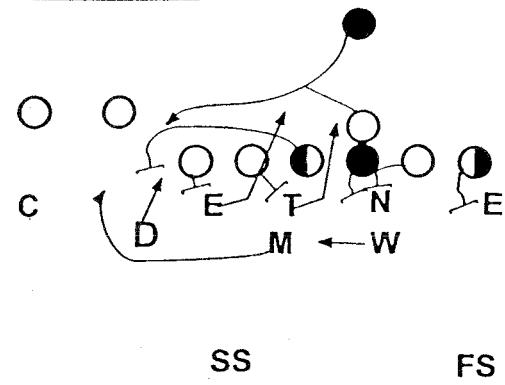
SPREAD

\*\*WITH PIRATE CALL (VS. ZONE)  
STRONG



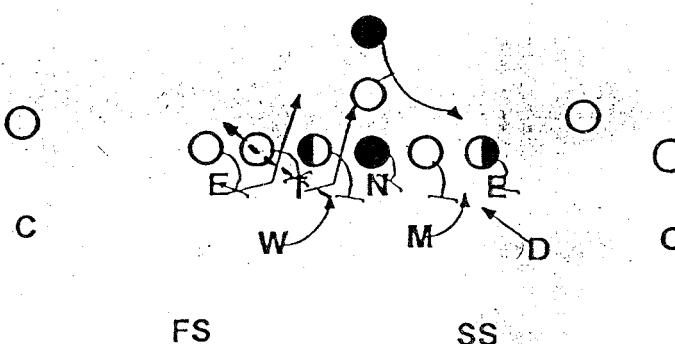
PRO TRIPS

\*\*WITH PIRATE CALL (VS. ZONE)  
STRONG



SPREAD

\*\*WITH PIRATE CALL (VS. ZONE)  
WEAK



PRO TRIPS

\*\*WITH PIRATE CALL (VS. ZONE)  
WEAK

