



BALTIMORE REGULAR FORMATIONS



REGULAR TOTALS: 74 PASS / 88 RUN 54% RUN

BUFFALO

0 PASS

2 RUN = 100% RUN

TWO BACK SETS

I

43 PASS..... 21- 5 STEP; 16 PLAYACTION (LEAD ACTION, TE STAYS IN TO BLOCK ON 4,
1 LEAD PUMP ACTION); 4- 3 STEP; 2 SCREENS

*****33 of 43 PASS FROM I LEFT**

44 RUN.....17 LEAD WEAK; 1 LEAD DRAW WEAK; 7 LEAD STRONG; 2 LEAD DRAW STRONG;
6 SPLIT DIVE STRONG; 5 SPLIT DIVE WEAK; 3 TOSS (2 WEAK, 1 STRONG); 2
BELLY; 1 PWR LEAD O

I (X OPEN)

8 PASS.....4 PLAYACTION (LEAD ACTION TE STAYS IN TO BLOCK ON 2); 3-5 STEP; 1- 7 STEP

9 RUN..... 5 LEAD (3 WEAK, 2 STRONG); 2 SPLIT DIVE; 2 TOSS WEAK

I FLOP

6 PASS..... 5 PLAYACTION (4 LEAD ACTION, 1 LEAD BOOT); 1- 5 STEP

7 RUN.....7 LEAD (4 WEAK, 3 STRONG)

I FLIP

6 PASS.....4- 5 STEP (3 MAX PRO); 2 PLAYACTION LEAD

10 RUN..... 6 LEAD WEAK; 3 TOSS STRONG; 1 SPLIT DIVE WEAK

I OVER

0 PASS

5 RUN..... 3 LEAD STRONG (1 BOSS); 2 COUNTER O 3 WEAK

I OVER FLOP

0 PASS

2 RUN.....1 LEAD STRONG; 1 SPLIT DIVE WEAK

I UNDER

1 PASS..... 1- 5 STEP

0 RUN

RED

2 PASS.....2- 5 STEP (1 QUICK)

4 RUN..... 1 LEAD STRONG; 1 TRAP; 1 LEAD DRAW STRONG; 1 COUNTER O 3 WEAK

RED SWITCH

8 PASS.....6- 5 STEP, 1 PLAYACTION (TRAP ACTION TE STAYS IN TO BLOCK); 1- 3 STEP

5 RUN..... 4 LEAD DRAW WEAK; 1 TRAP

RED FLOP/ FLIP

0 PASS

2 RUN..... 1 HAND SWEEP WEAK; 1 COUNTER O 3 STRONG

BUFFALO

TWIN OPEN FLOP (SHIFT TO ONE BACK)

0 PASS

2 RUN..... *BUFFALO 1 ZONE DIVE (3 LONG MOTION)

RED

0 PASS

1 RUN..... 1 LEAD WEAK

212 REGULAR NOTES:

****FAVORITE RUNS:**

LEAD WEAK	31	<u>LEAD WEAK</u>	<u>MIDDLE</u>	<u>LEAD STRONG</u>
LEAD DRAW WEAK	5	54	4	32
LEAD STRONG	17			
LEAD DRAW STRONG	3			
SPLIT DIVE	15			
TOSS WEAK	4			
TOSS STRONG	4			
COUNTER	4			
BELLY	2			
TRAP	2			
POWER LEAD O	1			
HAND SWEEP WEAK	1			
ZONE DIVE	1			

<u>BALLS THROWN:</u>	<u>TE = 17</u>	<u>WR = 19</u>	<u>RB = 17</u>
	82 = 17	87 = 11	31 = 12
		83 = 8	32 = 5

#8 = 10 SCRAMBLE

#12 = 5 SCRAMBLE

<u>BALLS CARRIED:</u>	31 = 84	33 = 4	32 = 2
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BALTIMORE ACE FORMATIONS



<u>221 ACE TOTALS:</u>	24 PASS	51% PASS
	23 RUN	

ACE

9 PASS.....5- 5 STEP (TE BLOCKS ON 1); 3-3 STEP; 1 PLAYACTION (TRAP ACTION)
8 RUN..... 8 ZONE DIVE

ACE (2 OFF)

3 PASS..... 2- 3 STEP; 1- 5 STEP
1 RUN.....1 ZONE DIVE

ACE (WING CLOSE)

2 PASS..... 1- 5 STEP (TE & WING BLOCK): 1 PLAYACTION (DIVE BOOT)
3 RUN.....3 ZONE DIVE STRONG

ACE FLOP

2 PASS..... 2- 5 STEP
3 RUN.....3 ZONE DIVE (2 STRONG, 1 WEAK)

TWIN

1 PASS..... 1- 3 STEP (SLIDE PRO)
2 RUN.....2 TRAP

TWIN FLOP

2 PASS.....2- 5 STEP
2 RUN.....2 TOSS STRONG (1 TE FLEX)

TWIN FLIP

1 PASS..... 1- 3 STEP
2 RUN.....2 ZONE DIVE (1 WEAK, 1 STRONG)

TWIN OPEN

2 PASS..... 1- 5 STEP; 1- 3 STEP
2 RUN.....2 ZONE DIVE STRONG

TWIN OPEN FLOP

1 PASS.....1- 5 STEP
0 RUN

WHITE

1 PASS..... 1- 5 STEP
0 RUN

ACE NOTES:

BALLS CARRIED:

31 = 22
33 = 1

BALLS THROWN:

WR = 7
83 = 3
87 = 3
80 = 1

TE = 12
82 = 8
81 = 4

RB = 2
31 = 1
33 = 1



BALTIMORE TANK FORMATIONS



122 TANK TOTALS: 5 PASS / 34 RUN = 87% RUN

TIGHT I

0 PASS

9 RUN..... 5 LEAD WEAK; 2 LEAD STRONG; 2 SPLIT DIVE

TIGHT I (X OPEN)

0 PASS

3 RUN..... 2 LEAD STRONG; 1 SPLIT DIVE

TIGHT I OVER

0 PASS

1 RUN..... 1 LEAD CUTBACK

TIGHT I OVER (X OPEN)

0 PASS

2 RUN..... 1 LEAD STRONG (BOSS) ; 1 LEAD CUTBACK

TIGHT I UNDER

0 PASS

1 RUN..... 1 LEAD WEAK

I BIG WING

0 PASS

2 RUN..... 2 SPLIT DIVE STRONG

I BIG WING (DIVIDE)

1 PASS.....1 PLAYACTION (LEAD PASS TE STAYS IN TO BLOCK)

9 RUN..... 5 LEAD STRONG (1 DIVIDE MOTION); 4 LEAD WEAK

I OVER BIG WING

1 PASS..... 1 PLAYACTION (LEAD BOOT 7)

3 RUN..... 2 LEAD STRONG; 1 COUNTER O 3 WEAK

I OVER BIG WING (DIVIDE)

1 PASS..... 1- 5 STEP (TE STAYS IN TO BLOCK)

1 RUN..... 1 LEAD STRONG (BOSS)

I (X/Y OPEN)

2 PASS..... 1- 5 STEP: 1 SCREEN WEAK

3 RUN.....3 LEAD (1 STRONG, 2 LEAD O UP WEAK)

BALLS THROWN:

TE = 1

WR = 2

RB = 2

81 = 1

87 = 2

31 = 1

32 = 1

BALLS CARRIED:

31 = 29

33 = 5



BALTIMORE POSSE FORMATIONS



311 POSSE TOTALS:

11 PASS

15 RUN

57% RUN

WHITE

5 PASS.....4- 5 STEP (1 MAX PRO WING, TE BACK); 1 PLAYACTION

6 RUN..... 5 ZONE DIVE 1 WEAK); 1 TRAP

WHITE (X OPEN)

0 PASS

1 RUN.....1 ZONE DIVE STRONG

TWIN OPEN

6 PASS..... 3- 3 STEP; 2- 5 STEP; 1 SCREEN WEAK (X OFF)

8 RUN.....6 ZONE DIVE (5 WEAK, 1 STRONG); 1 DRAW WEAK; 1 COUNTER DIVE

POSSE NOTES:

BALLS CARRIED:

31 = 6

33 = 9

BALLS THROWN:

WR = 7

80 = 3

87 = 2

83 = 2

QB = 3

TE = 2

82 = 2

RB = 2

33 = 2

BALTIMORE NOTES:

PLAYS AFTER PENALTY:

AFTER A DEFENSIVE PENALTY - 5 PASS
7 RUN = 58% RUN

AFTER AN OFFENSIVE PENALTY - 14 PASS = 77% PASS (2 SCREENS, 1 BOOT)
4 RUN

LAST REPORT - 19 PASS = 83%
4 RUN

AFTER 1ST & 10 RUN -
2ND & 1 TO 6 19 RUN = 73% RUN
7 PASS

LAST REPORT- 13 RUN = 62%
8 PASS

AFTER 1ST & 10 PASS-
2ND & 1 TO 6 6 RUN = 75%
2 PASS

LAST REPORT - 10 RUN = 91%
1 PASS

10¢/ 5¢/ Ruby/ Tenn Posse 60% 311	Reg/ Cobra & 5¢ Reg/ Ace 22% 212/ 221	10¢/ Ruby Joker 10% 410	5¢/ Ruby/ Tenn Houston 7% 302
Hot 1 Call ____ 1 Rover (Raven) Raven Up C/1 (5¢) 5 6 7 10¢ Sniper Anchor 5¢ Zone Stay Dakota Stay Rainbow F L O R I D A	Hot 1 Call ____ 1 Rover 5 6 7 Zone Stay Dakota Stay Zone Dbl. Cloud (✓ Sky)	Hot, Florida 1 Rover, 1 Call ____ 6 7 5 10¢ Dakota Stay Rainbow F L O R I D A	Hot, Florida 1 Rover, 1 Call ____ 6 7 5 5¢ Zone Stay Dakota Stay Rainbow F L O R I D A
• *Ruby Tent Man 5¢ Tent Screw / Tent Rob Scr Ruby Tent Screw / Tent Rob Scr	Cobra Tent Screw/ Tent Rob Scr Ruby Tent Screw/ Tent Rob Scr	Ruby Tent Screw *NO Robber vs. 4 WR's • Utah 7 Tent Man	5¢ Tent Screw/ Tent Rob Scr • *Tenn Tent Screw/ Tent Rob Scr Ruby Tent Screw/ Tent Rob Scr
PRESSURES	PRESSURES	PRESSURES	PRESSURES
5¢, 10¢ OV SL Spk 40 5¢ SS – Single Wk 5¢ Dbl Gut Pir. P.P. 5¢ Bananas 5¢ Gator Combo Tenn. Sassy Rover Tenn. Delta Wk DD Trade Tenn. Delta Loop C/1 Ruby Hurricane Switch Ruby KC All-Star Ruby Knife Dak, Zn Stay, 77, 5 Ruby Mike Cowboy Dak, Zn Stay, 77, 5 Ruby Mike Middle Dak, Zn Stay, 77, 5 Ruby Pinch SS 77 (Sam) Ruby Mass 77 (Sam) Train	Reg, Cobra / 5¢ OV SL Spk 40 Reg, Blitz Pkg. Reg. 46 Blitz Pkg. • Tenn. Delta Wk DD Trade	10¢ OV SL Spk 40 • 10¢ 46 SS Single • 10¢ Safeties Shoot/ Tornado 10¢ SS ____ Single Str Ruby Hurricane Switch	5¢ 40 5¢ Bananas Tenn. Delta Wk DD Trade Tenn. Delta Spk C/1 Tenn. Delta Strom Flip Ruby K.C. All-Star Ruby Knife Dak, Zn Stay, 77 Ruby Mike Cowboy Dak, Zn Stay, 77 Ruby Pinch SS 77 (Sam) Ruby Mass 77 (Sam) Train

SHOOT NO-BACK

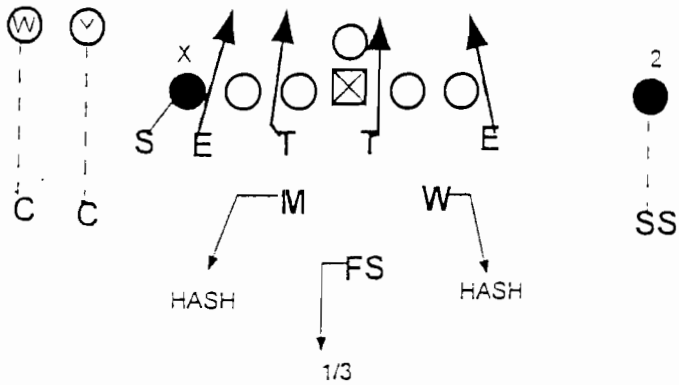
(BTF TO ALIGNED NO-BACK IN REG. NICKEL. DIME, RUBY)

<p style="text-align: right;">REG</p> <p>DC'S, SS, FS, SAM = MATCH & COVER DOWN</p>	<p style="text-align: right;">REG</p> <p>DC'S, SS, FS, SAM = MATCH & COVER DOWN</p>
<p style="text-align: right;">NICKEL DIME</p> <p>* 2 NICKEL LB's WILL SHOOT BLITZ (M,S)</p> <p>* NICKEL, SS, FS, C's COVER DOWN!(MATCH)</p>	
<p style="text-align: right;">RUBY</p> <p>* RUBY ALIGN AS LEFT END; RUBY DE ALIGN RIGHT.</p> <p>* RUBY SAM & MIKE SHOOT BLITZ</p> <p>* NICKEL, SS, FS, C's MATCH & COVER!</p>	

ALIGNED GREEN FORMATIONS

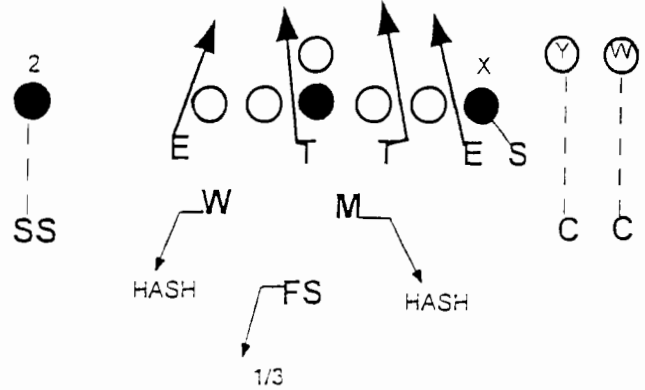
OV (10) 2 SQU.= SS COVER DOWN SQU.
SW (11) SL 2 SQU.= SS COVER DOWN SQU.

③



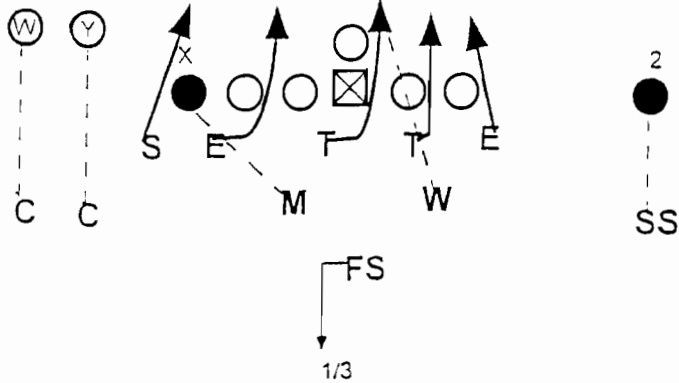
SW (11) SL C1 =SS COVER DOWN SQU.

③

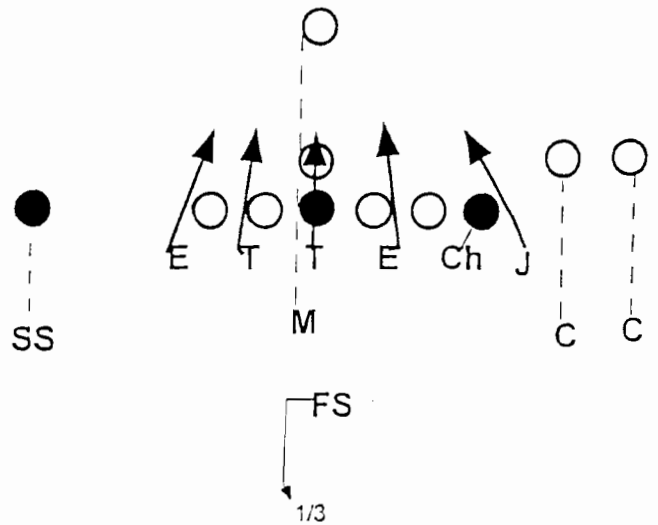


UND. HAM. SAM SIN.= SS COVER DOWN DOG

③

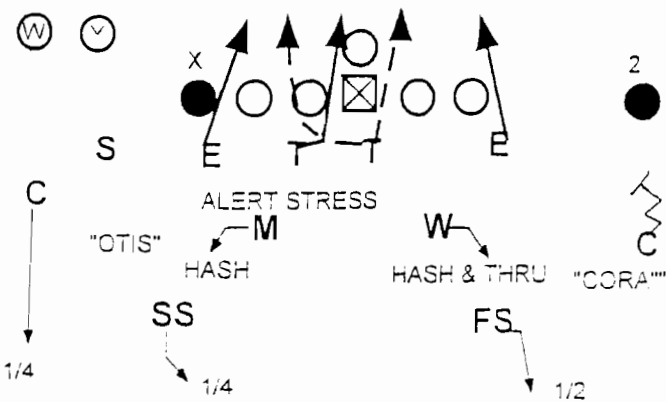


46 SPK. C1 = SS JAYHAWK SINGLE

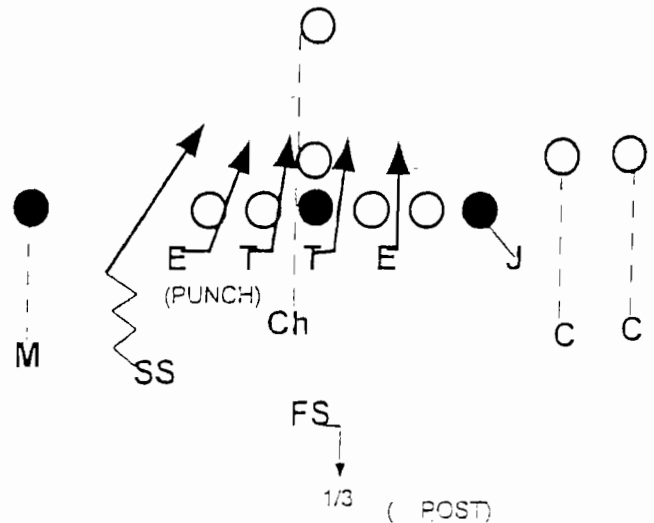


OV SL TAMPA STAY= PLAY ALL STAY CALLS

③

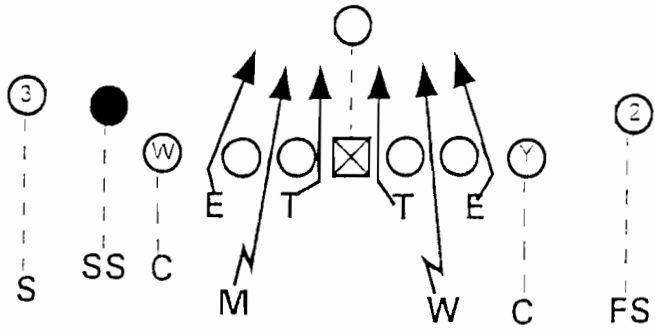


46 SMOKE TRAP= PLAY CALL & FS POST
*ALL SMOKE TRAPS= POST

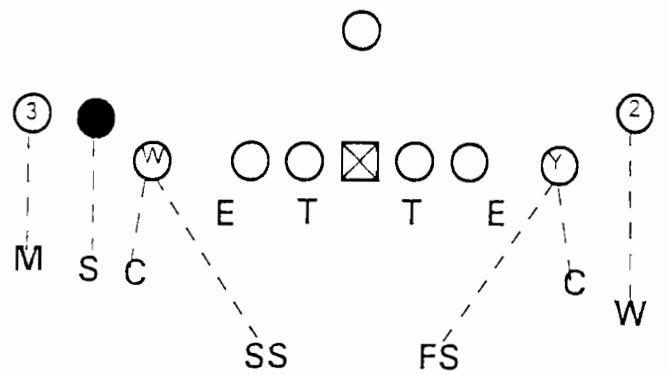


NO BACK CHECKS

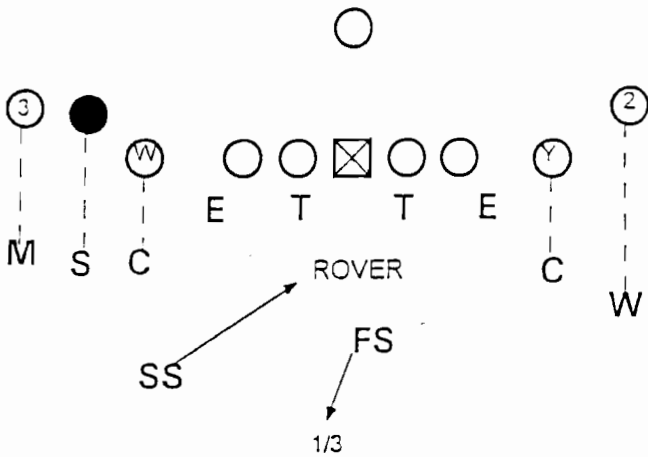
SHOOT



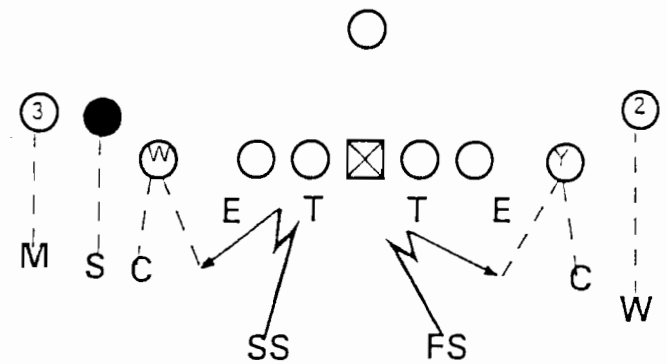
BULL 5



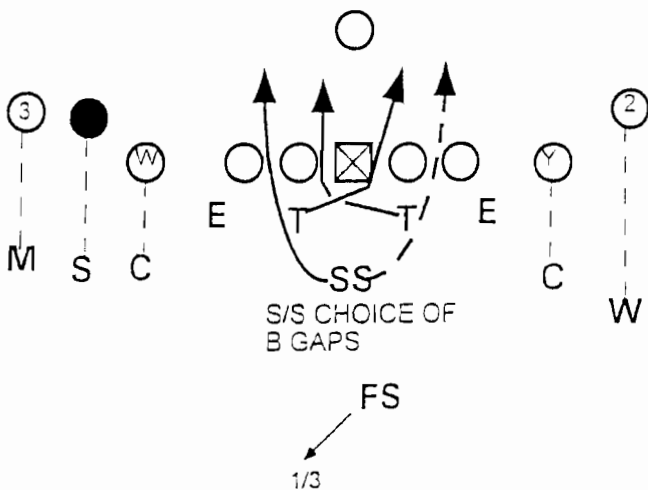
BULL ROVER



BLUFF 5



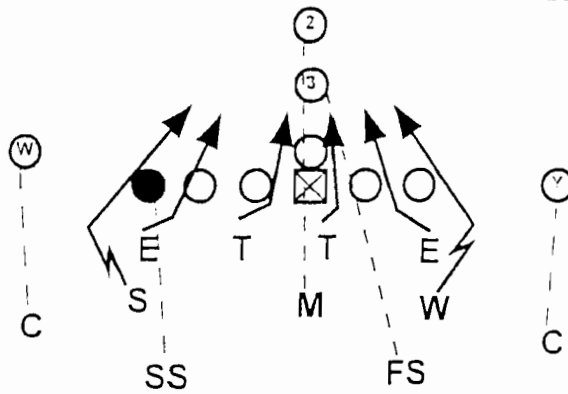
1 S/S MIDDLE



OVER SLIDE SPIKE 40

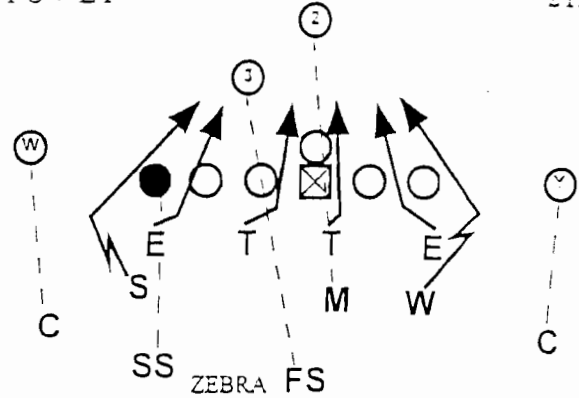
1LT

212



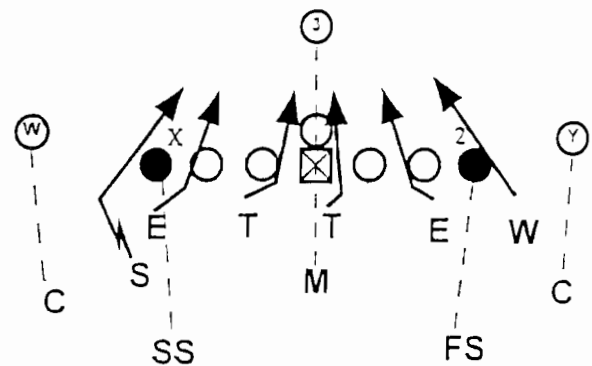
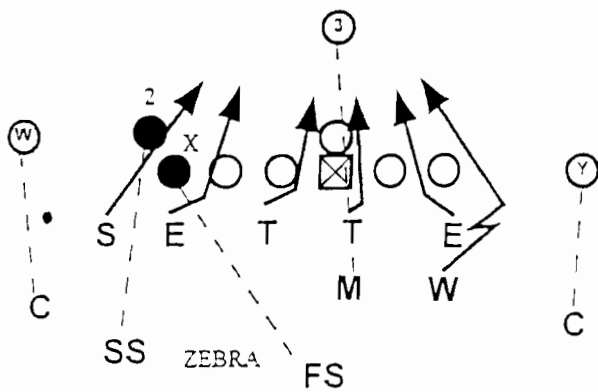
1OV LT

212



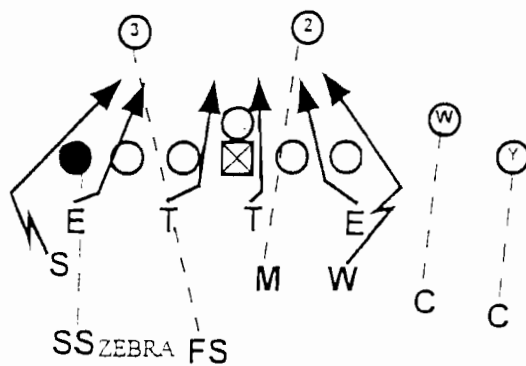
TWIN LT

ACE LT



RED FLOP LEFT

212



RULES:

- * SAM AND WILL STEM FROM OFF LOS IF POSSIBLE
- * FS AND SS ALIGN MAN RULES LIKE DESERT
- * MIKE HAS AT HOME RB (TB IN I)

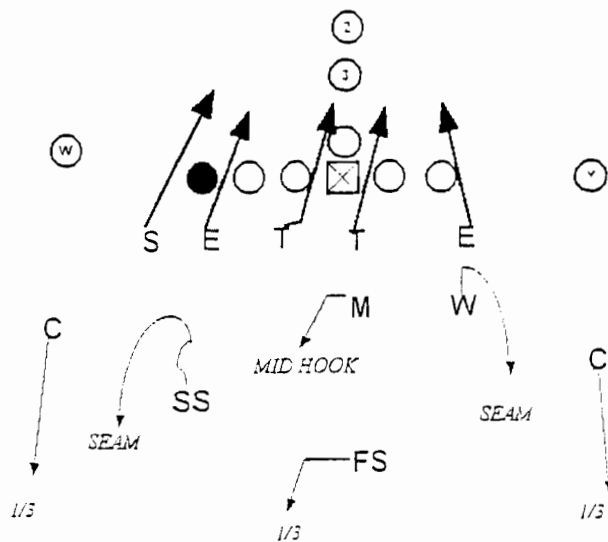
* SS & FS HAVE TE & FB ON FLOOD STRONG; MIKE = TB

* SS & FS HAVE TE & FB ON FLOOD WEAK; MIKE = TB

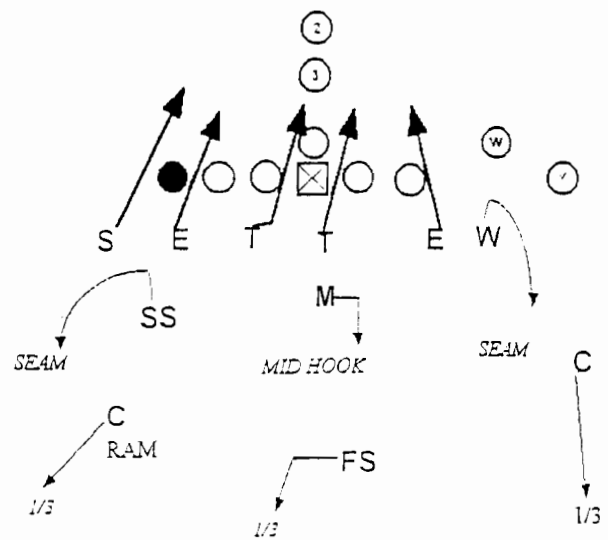
* BACKS DIVIDE = SS & FS HAVE TE AND FB; MIKE = TB

OVER SLIDE SAM (SPEED) TREY TANGO

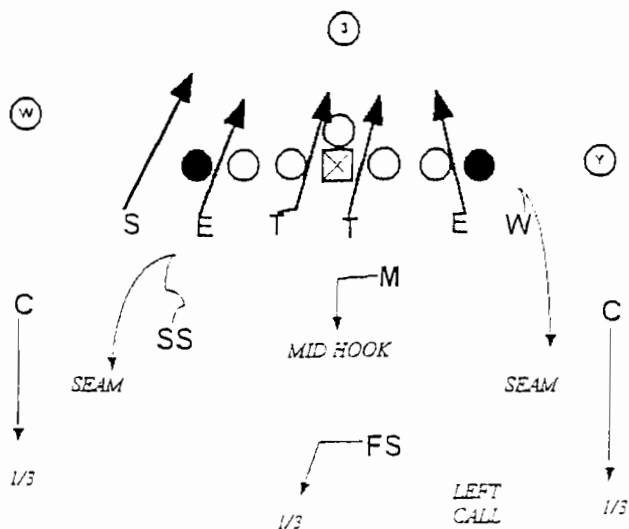
I LEFT



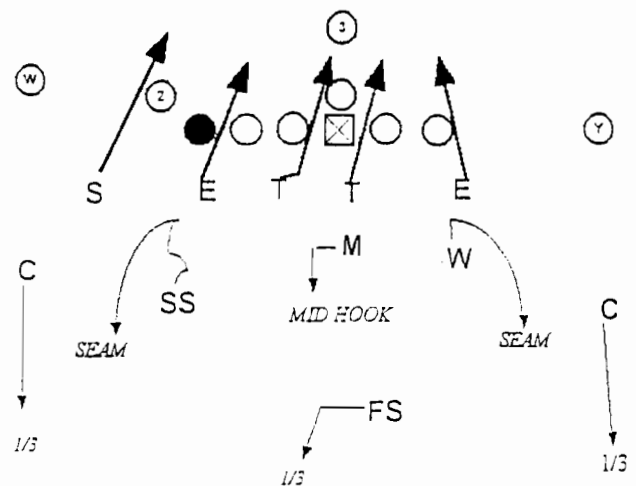
I FLOP LEFT.



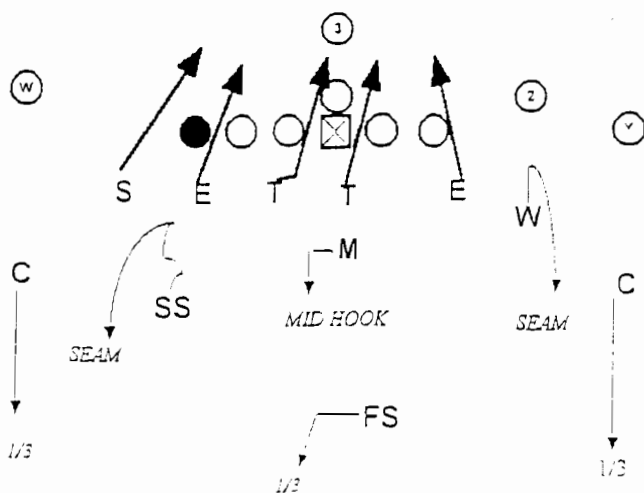
ACE LEFT



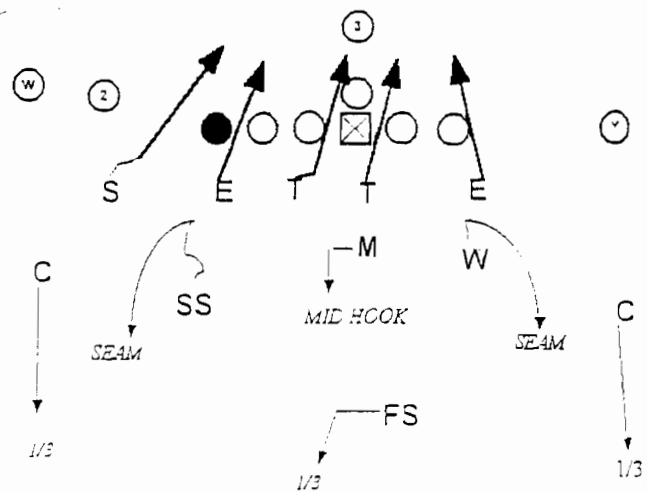
TWIN LEFT



WHITE LEFT

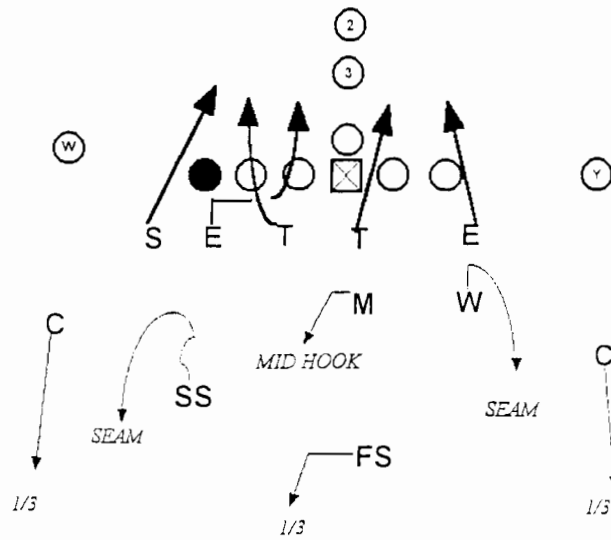


TWIN OPEN LEFT

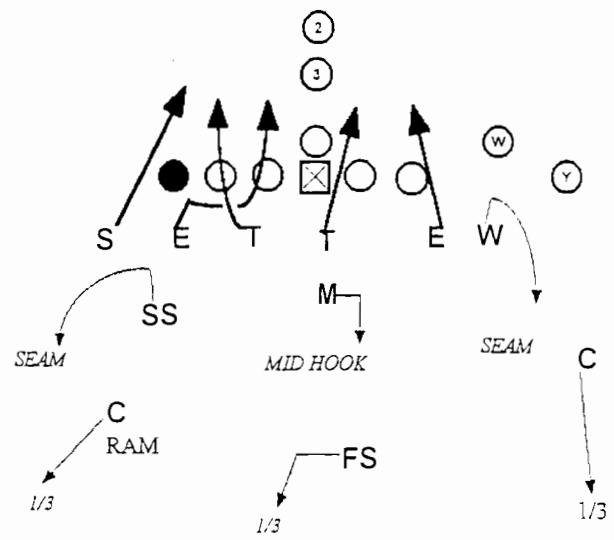


OVER SLIDE SAM (THUMBS) TREY TANGO

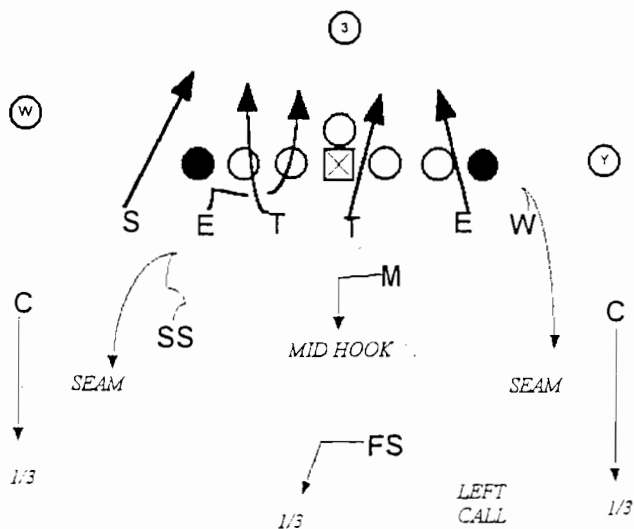
I LEFT



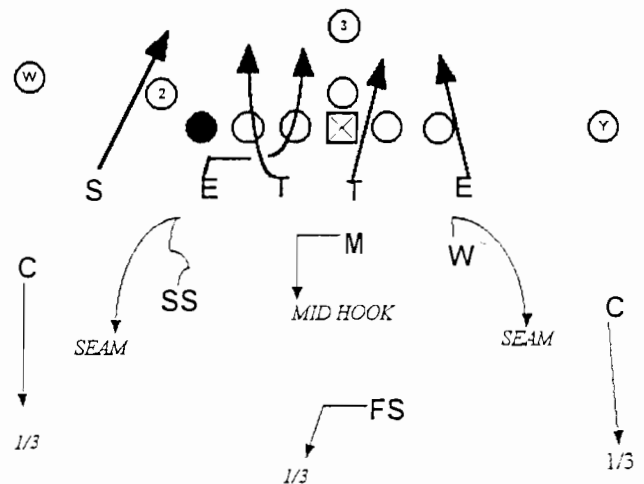
I FLOP LEFT.



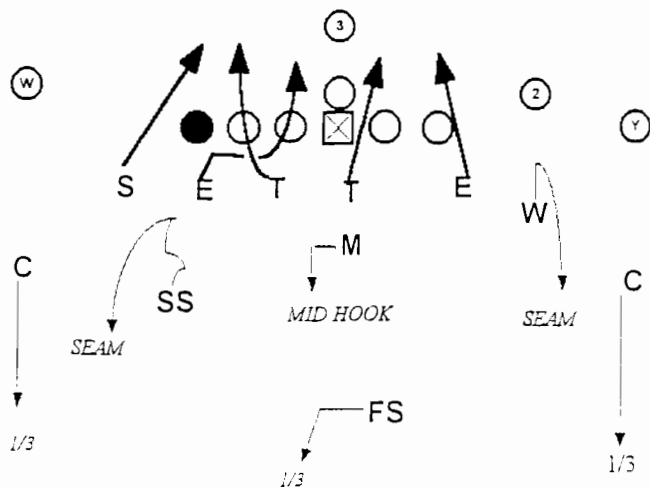
ACE LEFT



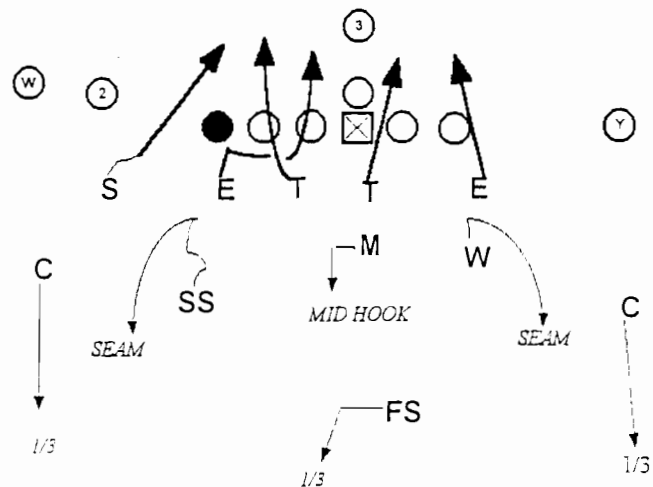
TWIN LEFT



WHITE LEFT

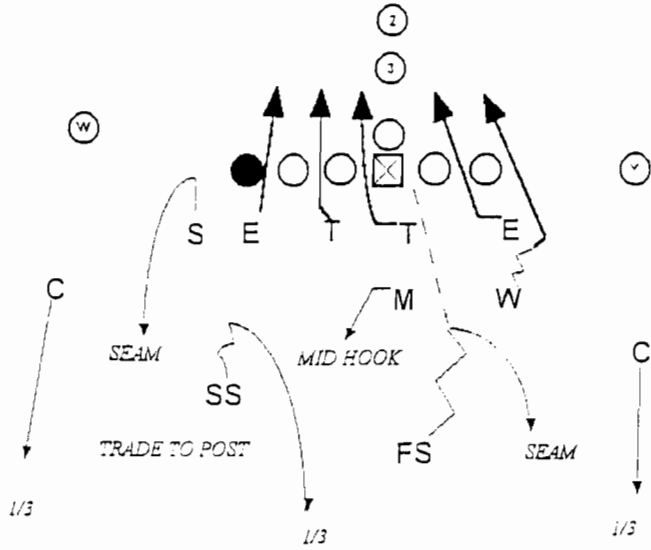


TWIN OPEN LEFT

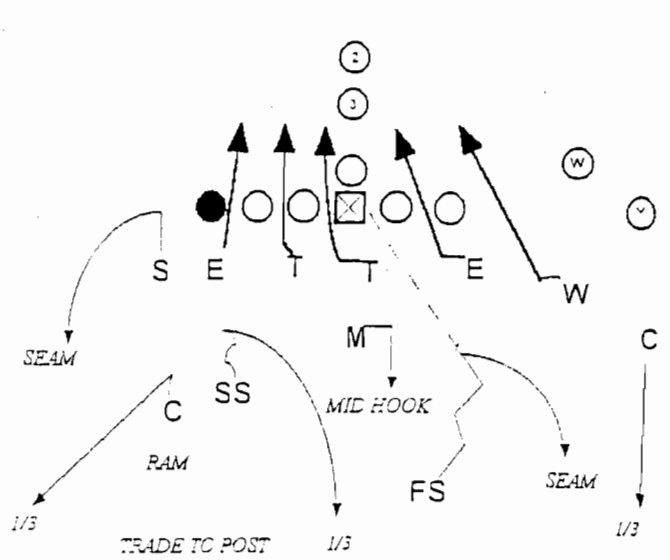


OVER SLIDE WILL(HAMMER) TREY OPEN

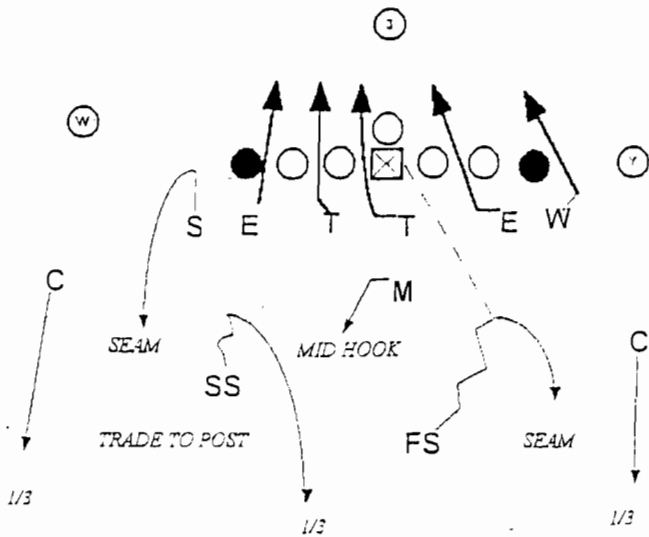
I LEFT



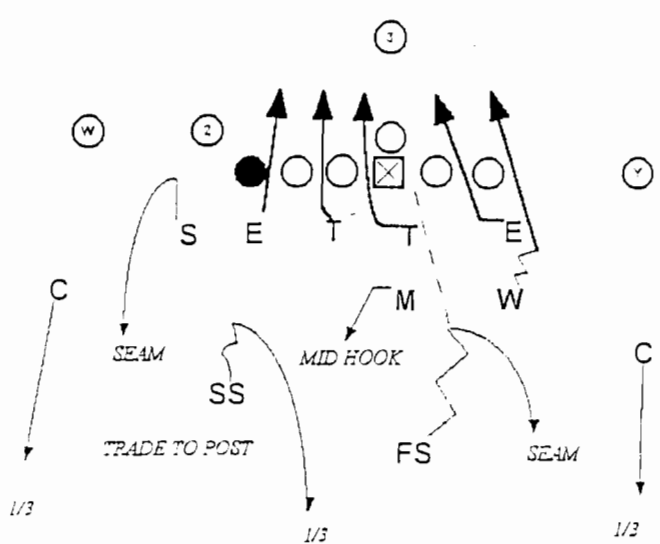
I FLOP LEFT.



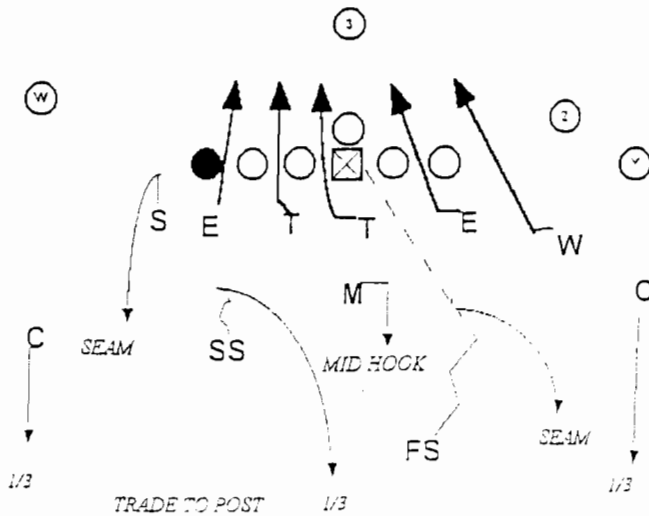
ACE LEFT



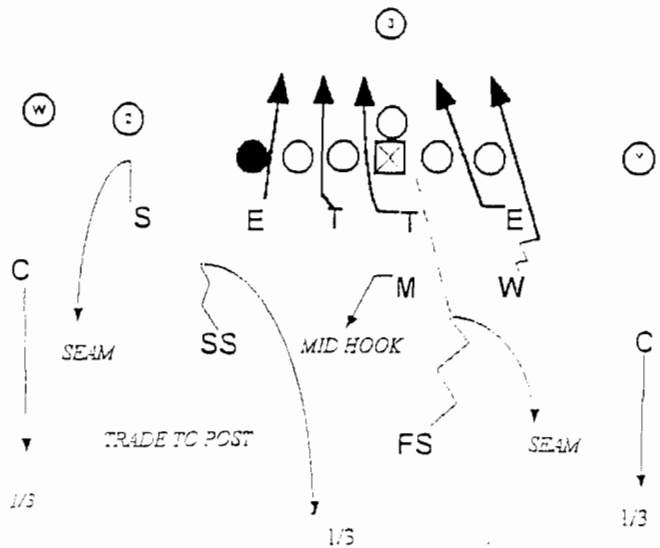
TWIN LEFT



WHITE LEFT



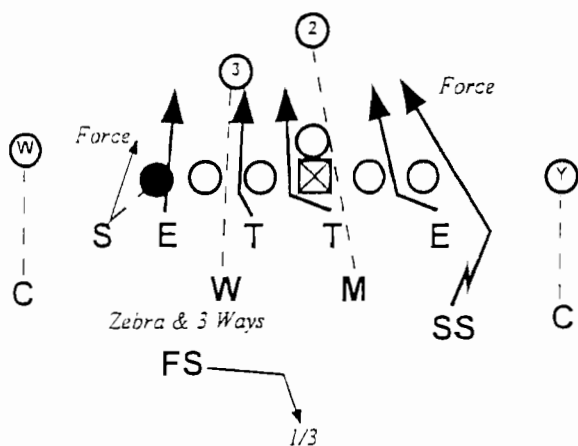
TWIN OPEN LEFT



SWAP (11) SLIDE HAMMER SS SINGLE

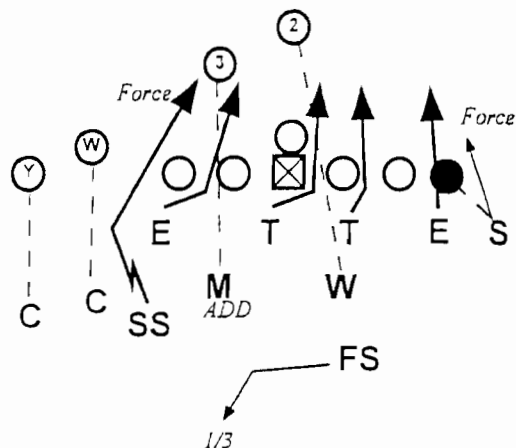
I OVER LEFT

212



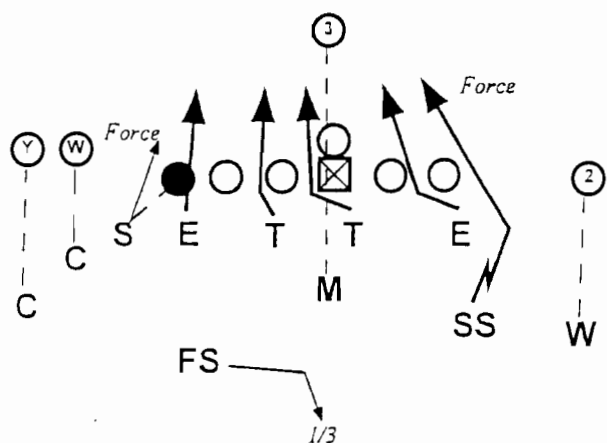
I UNDER FLOP RT

212



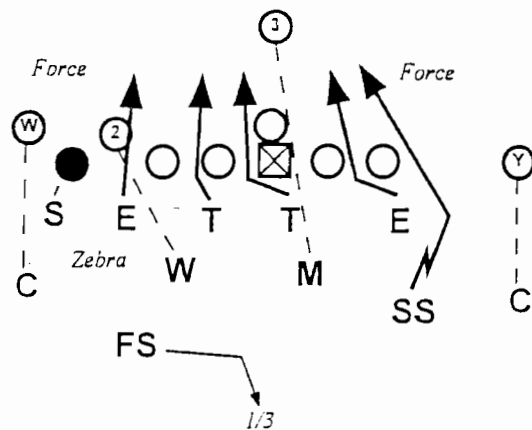
GREEN LEFT

212



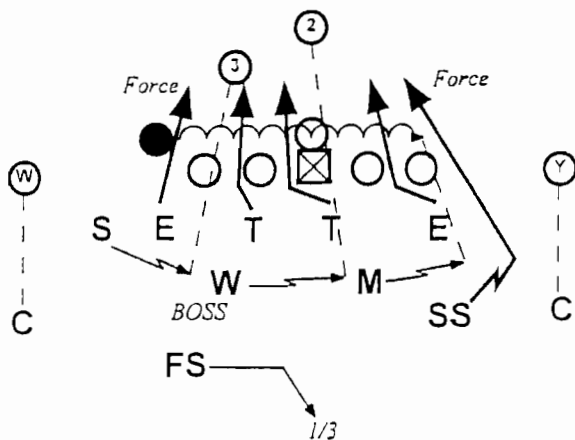
TWIN LEFT CLUSTER

212



I OVER LEFT X-DIVIDE

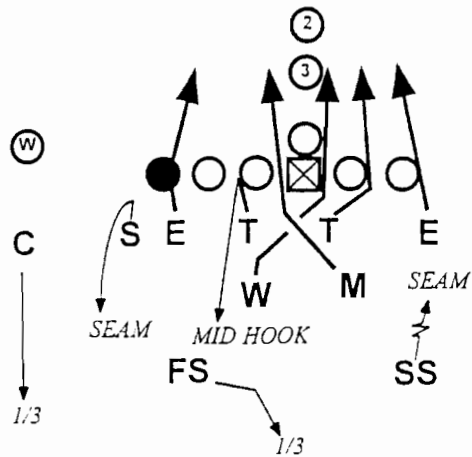
212



SWAP (11) SLIDE WHAM BAIT TREY OPEN

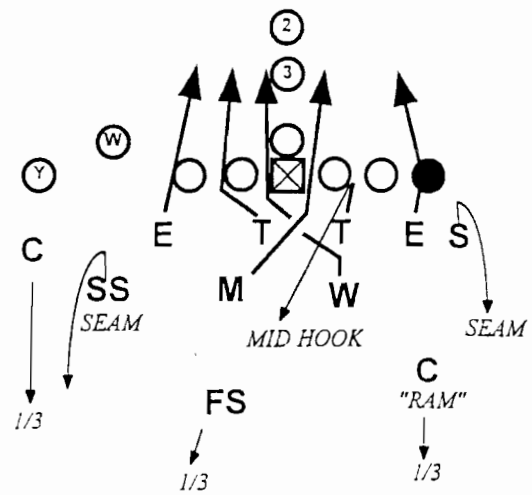
I LEFT

212



I FLOP RT

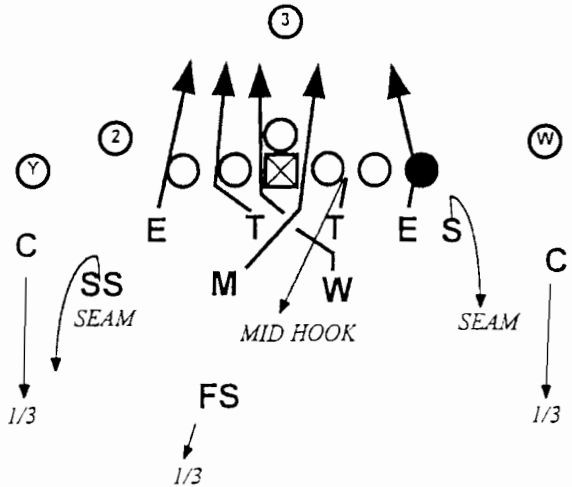
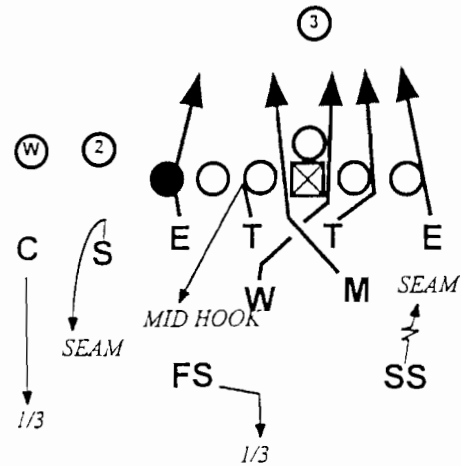
212



TWIN OPEN LT

WHITE RT

212

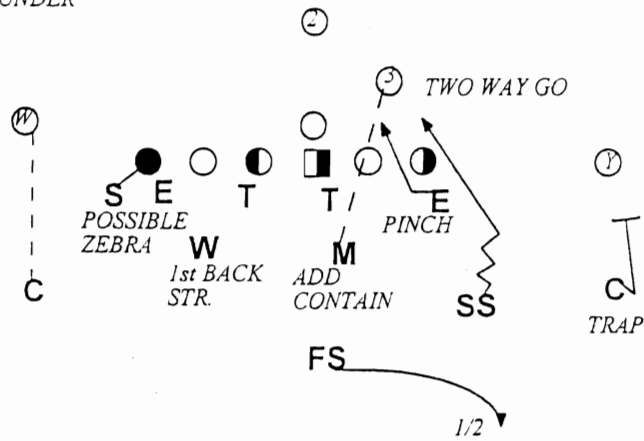


SWAP (11) SL WHAM BAIT TREY OPEN

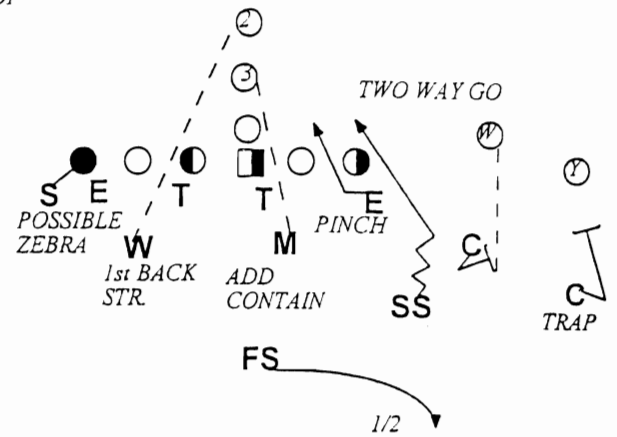
SWAP (11) SL WHAM BAIT TREY OPEN

SWAP (11) SLIDE SMOKE TRAP

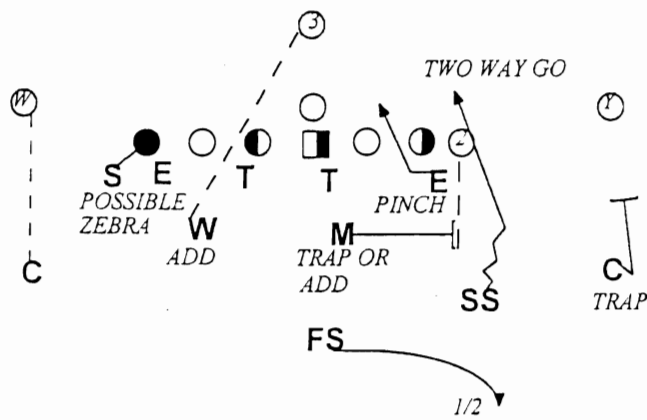
1 UNDER



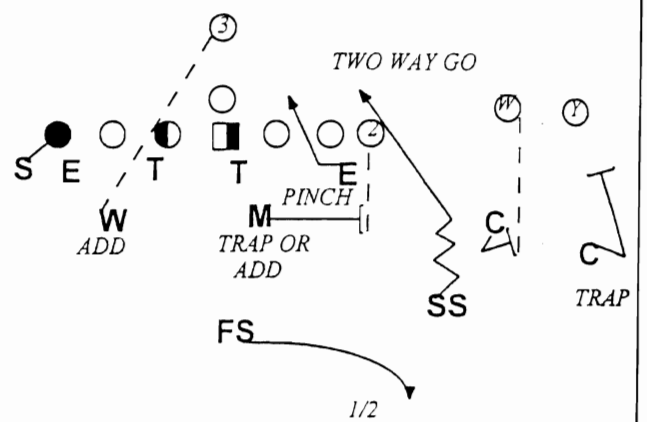
1 FLOP



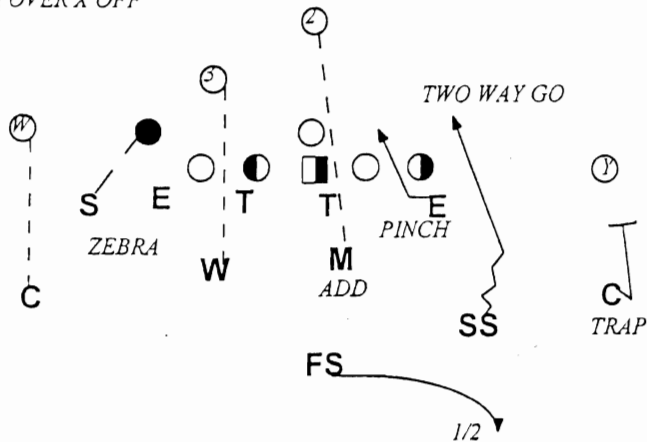
ACE



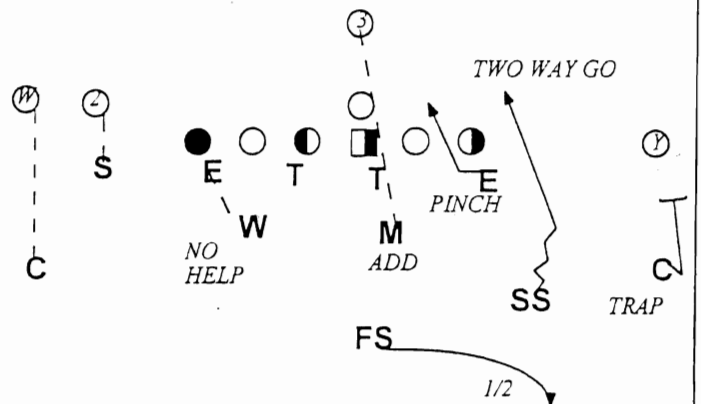
ACE FLOP



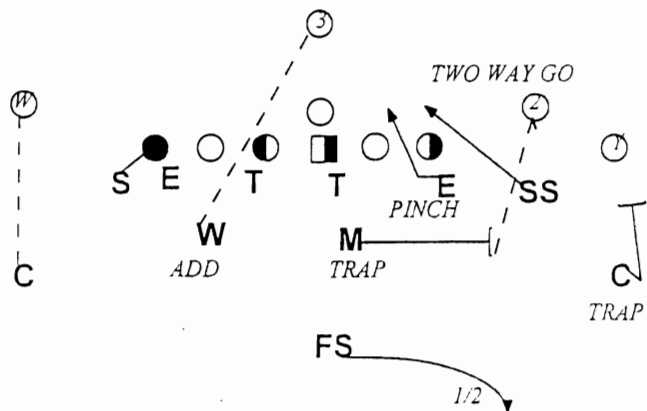
1 OVER X OFF



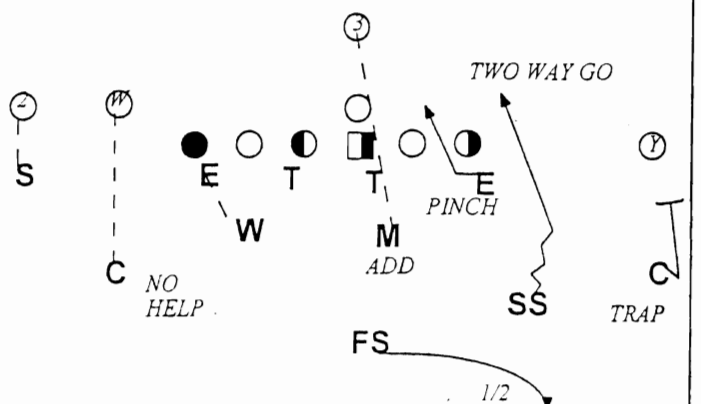
TWIN OPEN



WHITE

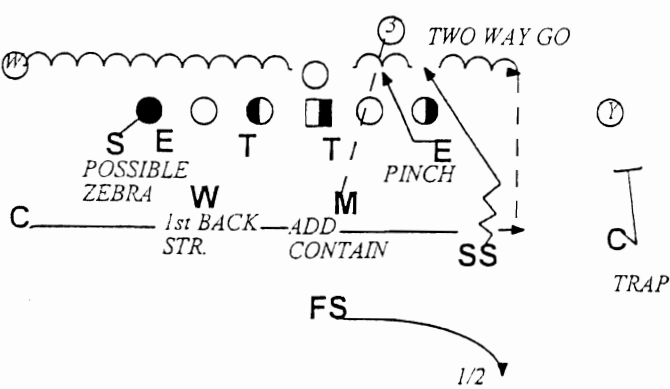


TWIN OPEN EXCHANGE

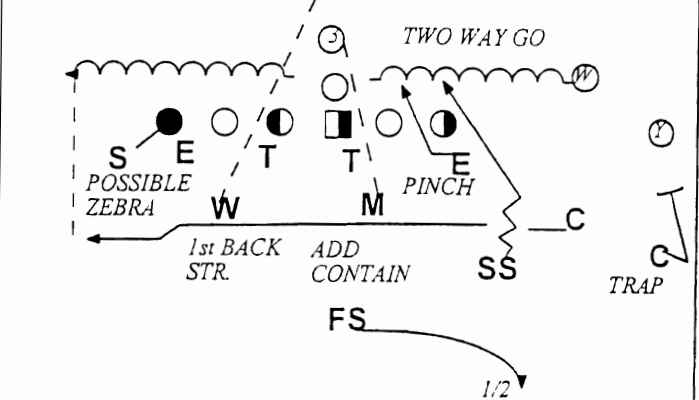


SWAP (11) SLIDE SMOKE TRAP

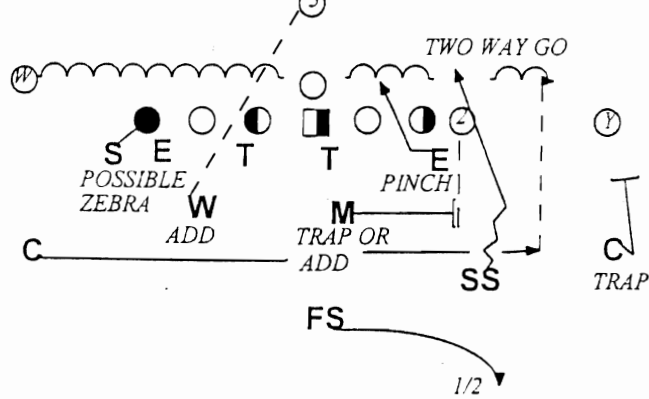
1 UNDER
W DIV.



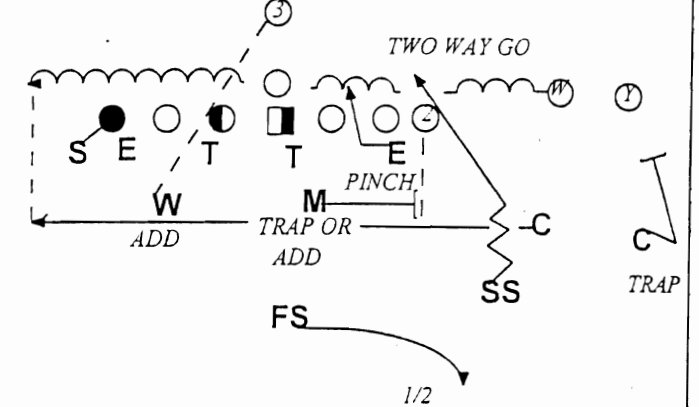
1 FLOP
W MOTION



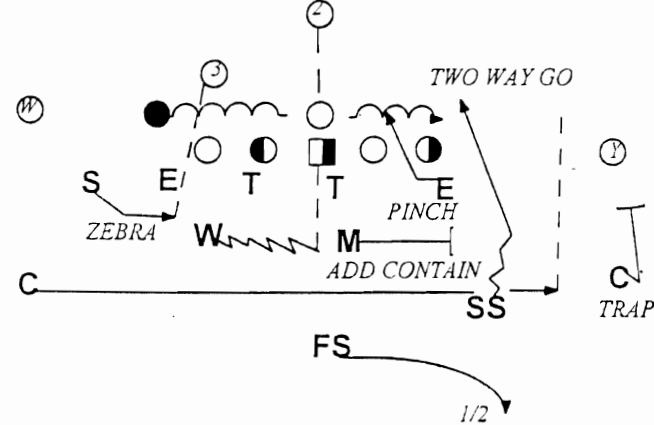
ACE
W DIV.



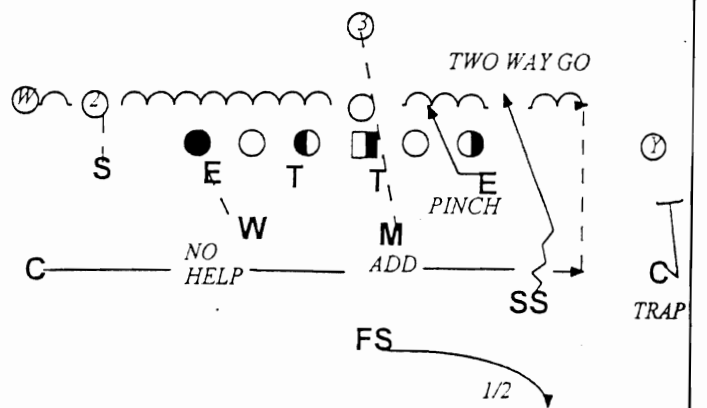
ACE FLOP
W MOTION



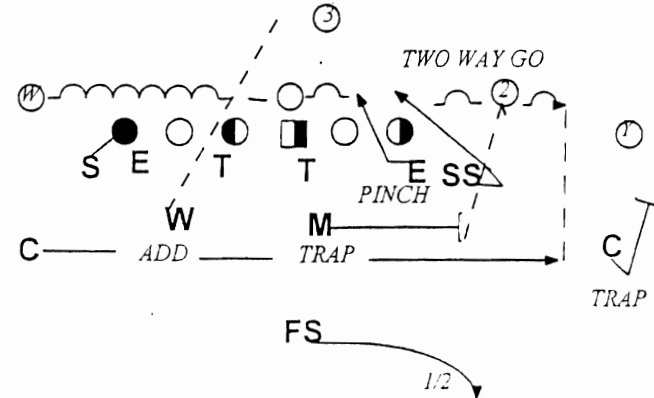
1 OVER X OFF X DIV.



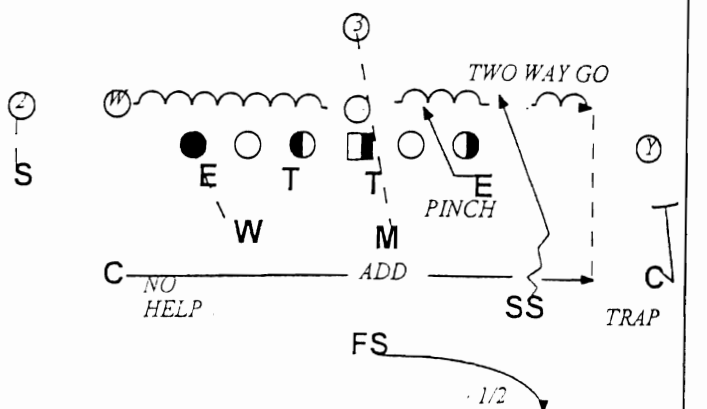
TWIN OPEN
W DIV.



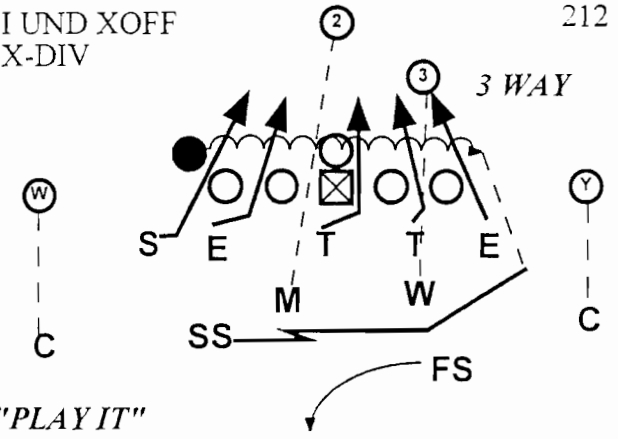
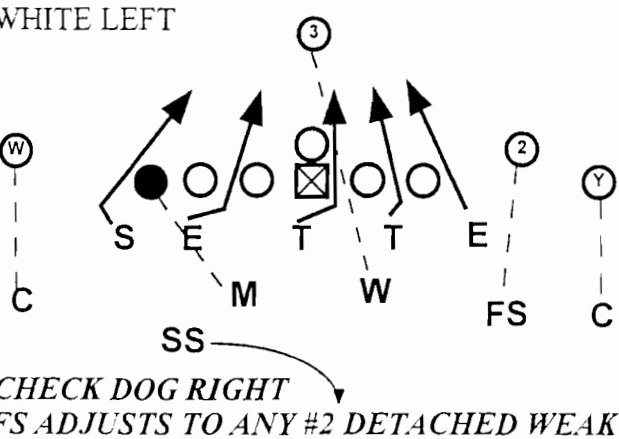
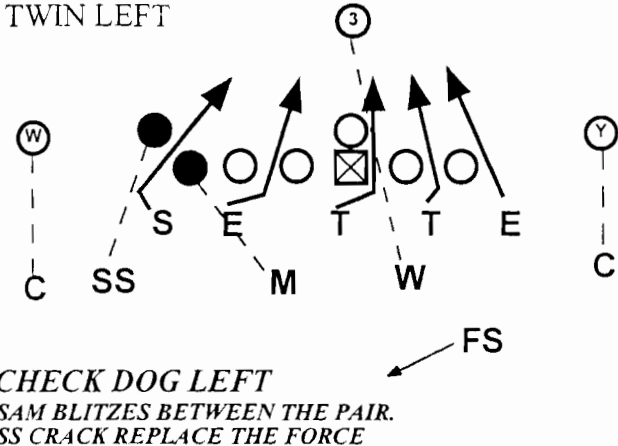
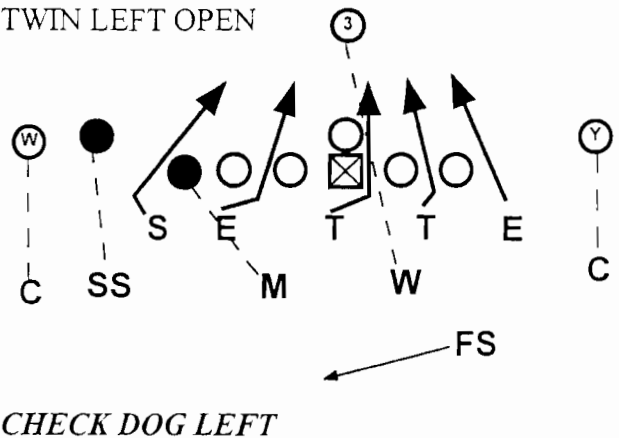
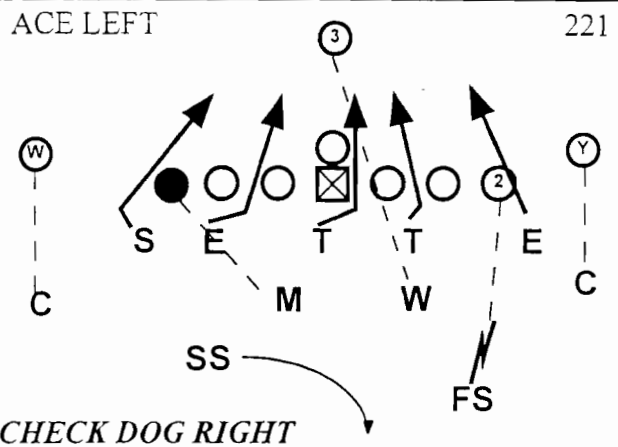
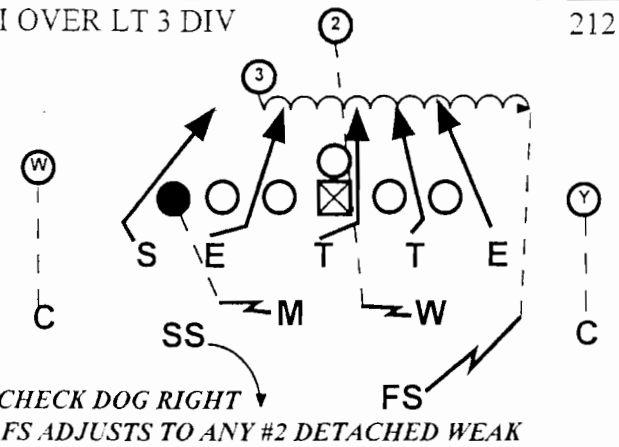
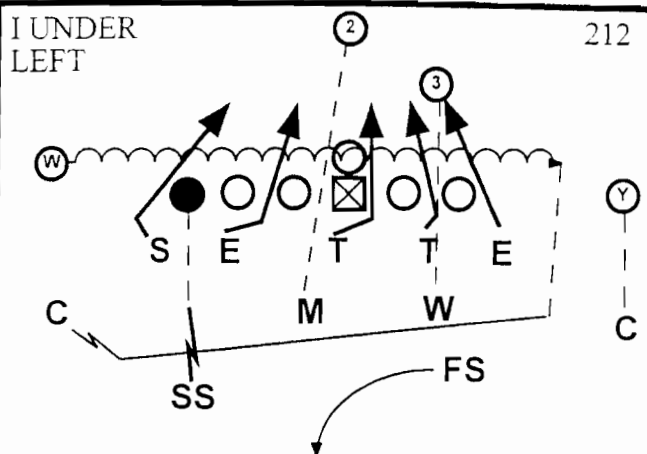
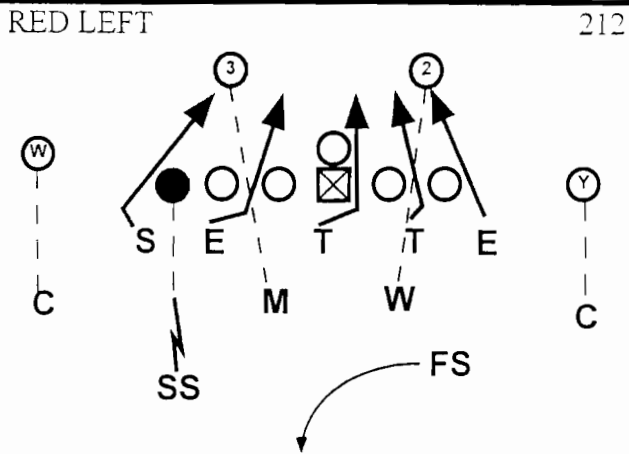
WHITE
W DIV. 2



TWIN OPEN EXCHANGE
W DIV.



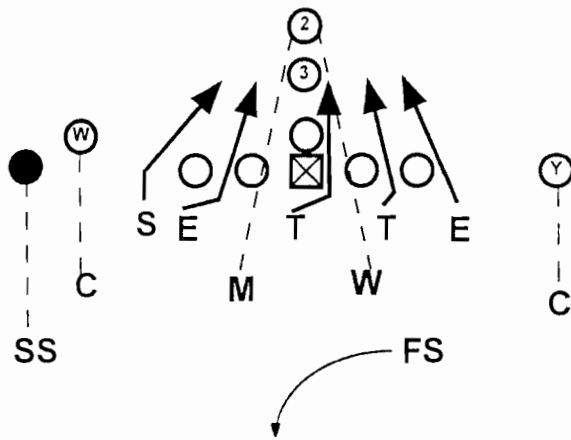
UNDER HAMMER SAM SINGLE (CHECK DOG)



UNDER HAMMER SAM SINGLE

I LEFT X-OPEN

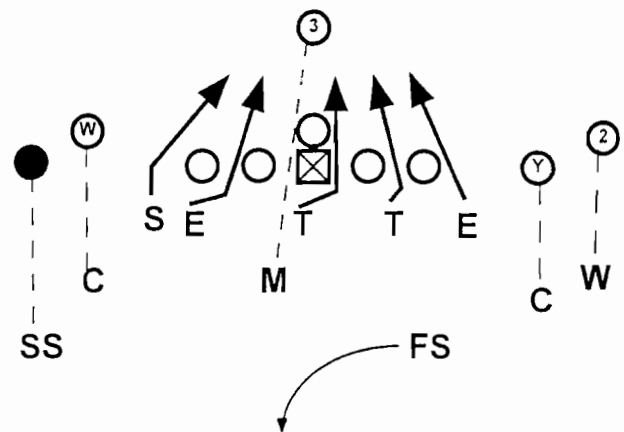
212



X-OPEN RULES

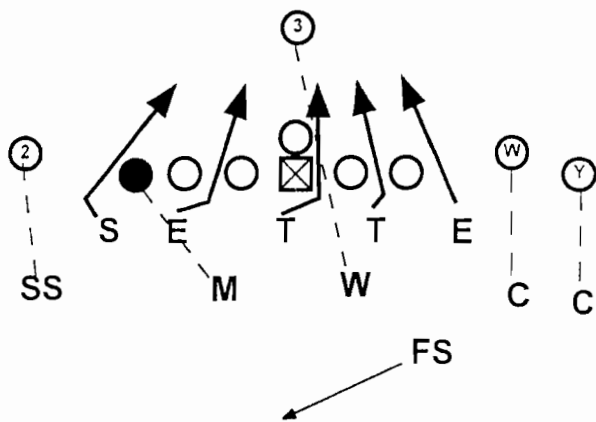
WHITE EXCHANGE

212



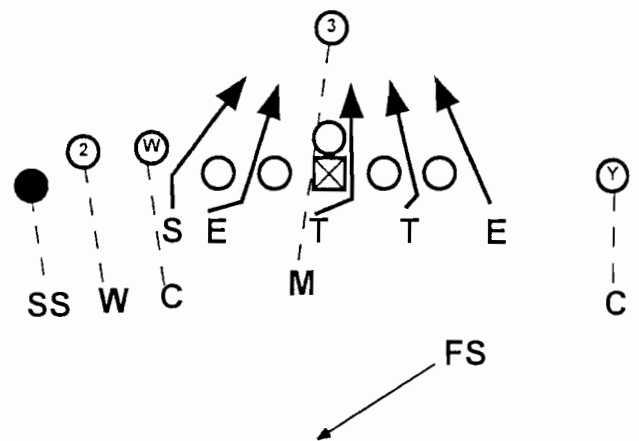
X-OPEN RULES

TWIN OPEN FLOP



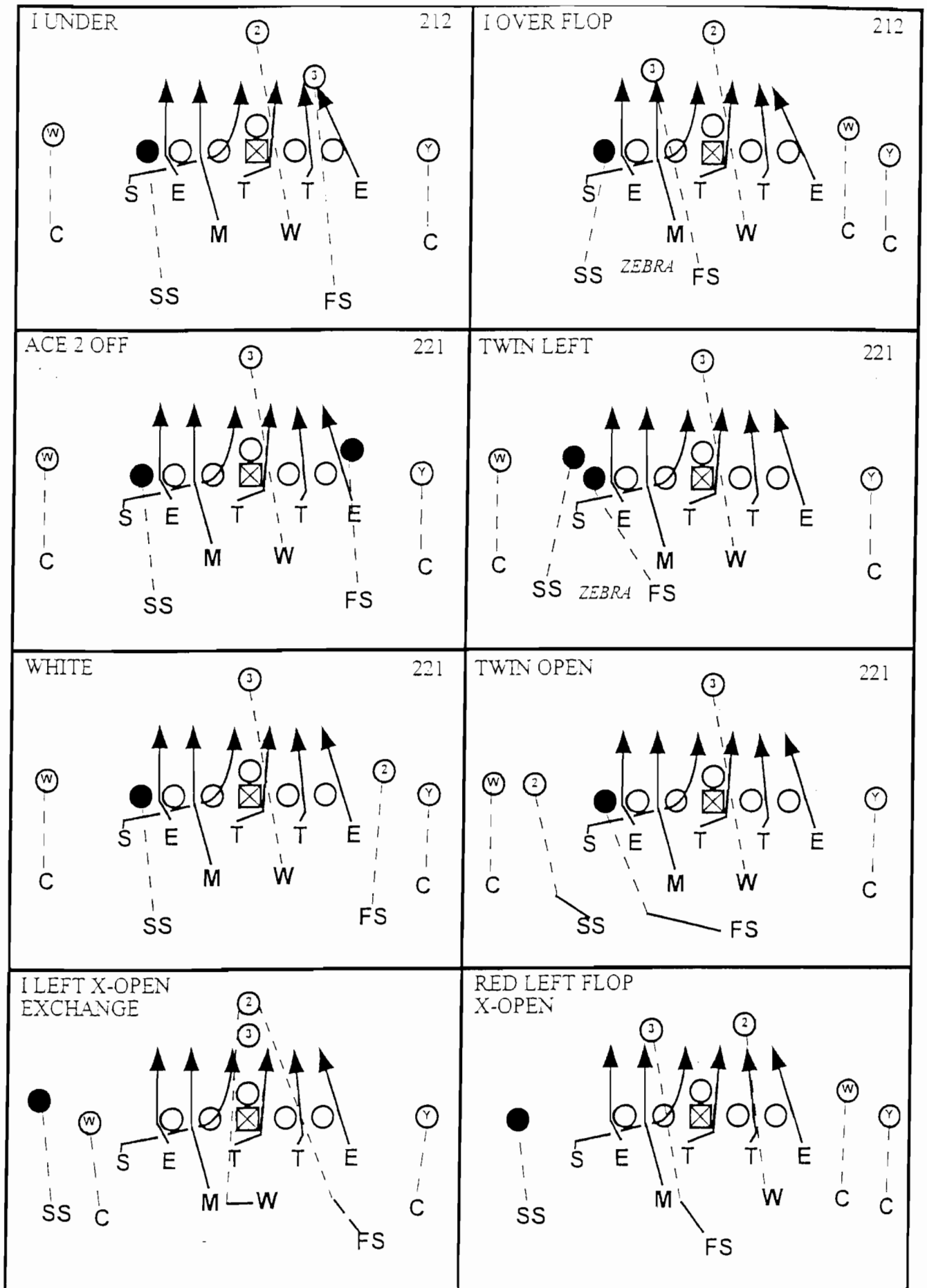
CHECK DOG LEFT

TWIN OPEN EXCHANGE



X-OPEN RULES

UNDER JAGUAR 0



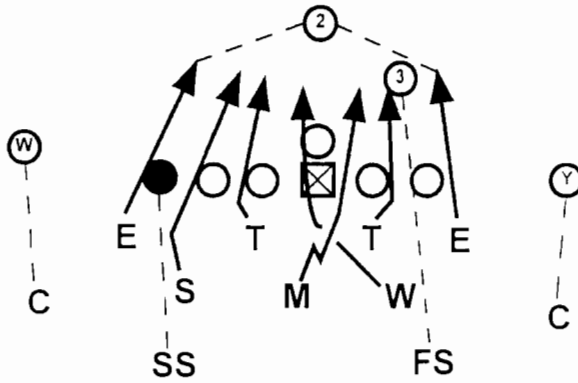
UNDER DOLPHIN 0

<p>I UNDER 212</p>	<p>I OVER FLOP 212</p>
<p>ACE 2 OFF 221</p>	<p>TWIN LEFT 221</p>
<p>WHITE 221</p>	<p>TWIN OPEN 221</p>
<p>I LEFT X-OPEN EXCHANGE</p>	<p>RED LEFT FLOP X-OPEN</p>

SWIM RACE SWARM PEEL

I UND LEFT

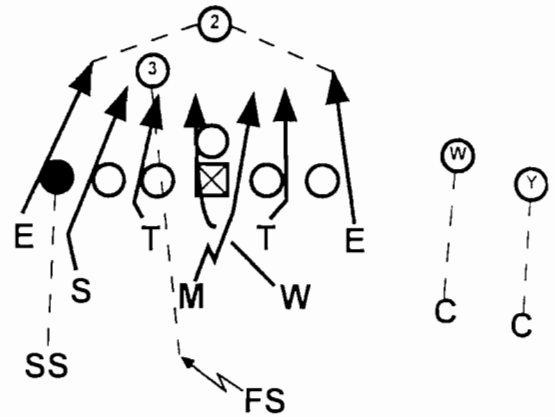
212



RULES: (USE 7 MAN BLITZ PICK UP RULES)
 SAM = BLITZ STRONG C-GAP
 MIKE = BLITZ WEAK A-GAP
 WILL = BLITZ STRONG A-GAP BEHIND MIKE
 DE'S = CONTAIN RUSH WITH PEEL (7 MAN P/U RULES)
 DT'S = B-GAP RUSH
 SECONDARY = 7 MAN BLITZ PICKUP RULES M/M

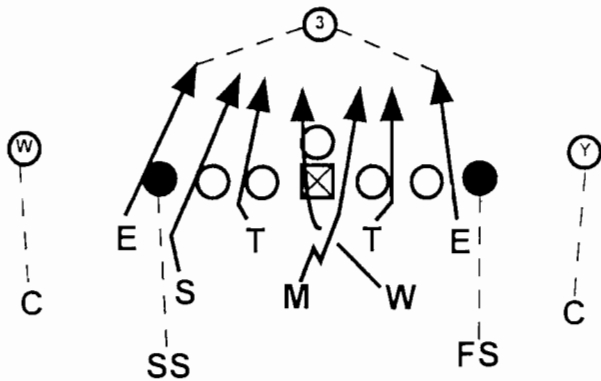
I OVER FLOP

212

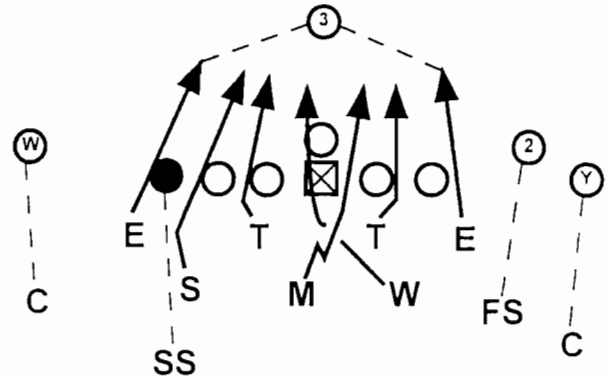


ACE LT

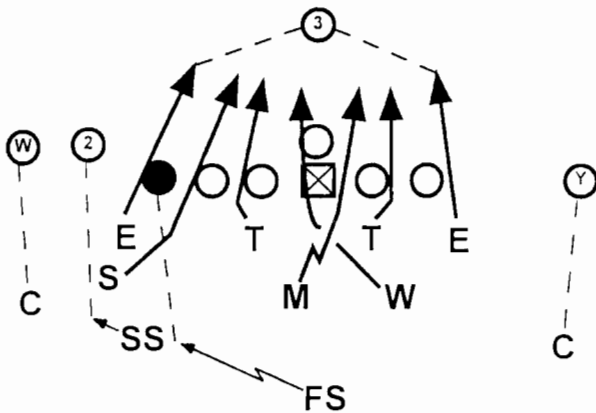
221



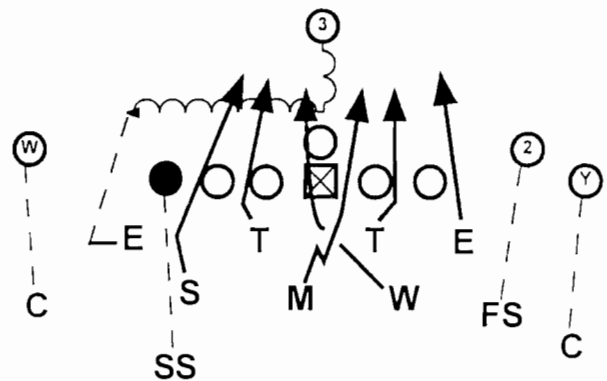
WHITE



TWIN OPEN



WHITE 3M



DE TO SIDE OF MOTION = COVER M/M

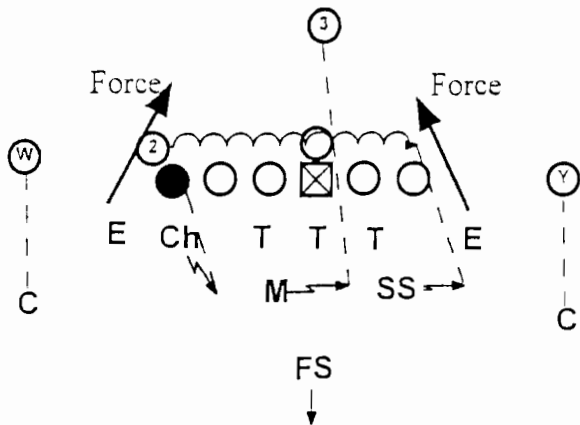
STUNTS = NOSE, SPIKE,
FLEX, TORPEDO

REDSKIN SINGLE P.I.

REDSKIN PKG. = 5 DL
2 LB'S, 4 DB'S.

REDSKIN SINGLE P.I.
*ALERT STUNT

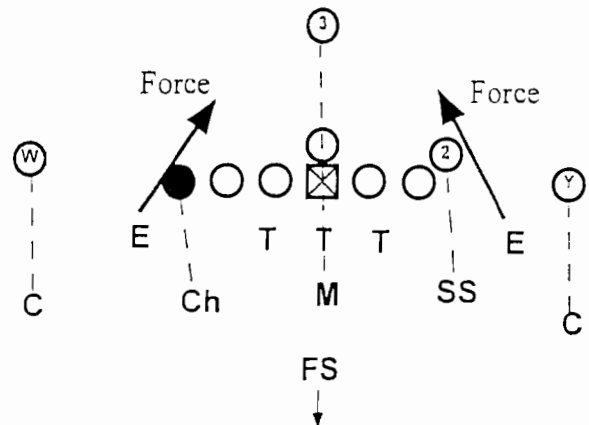
TWIN LT
2DIV



JAYHAWK THE MOTION

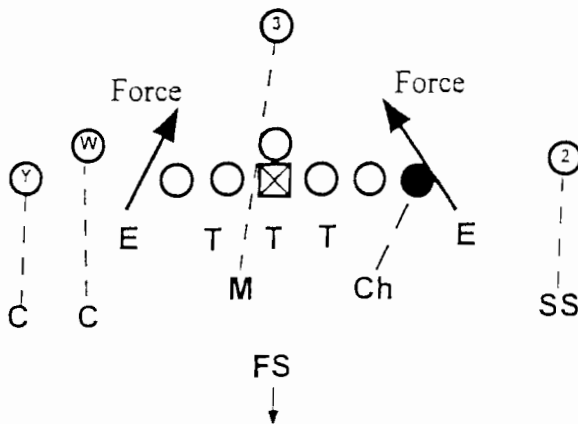
REDSKIN SINGLE P.I.

ACE LT. 20FF



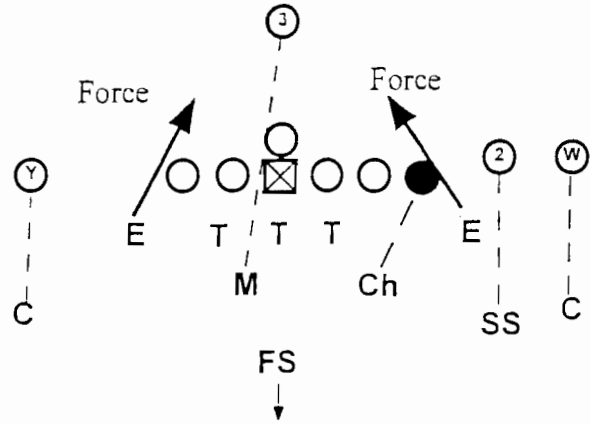
JAYHAWK

REDSKIN SINGLE P.I. TWIN OPEN FLOP RT.



CHECK JAYHAWK!

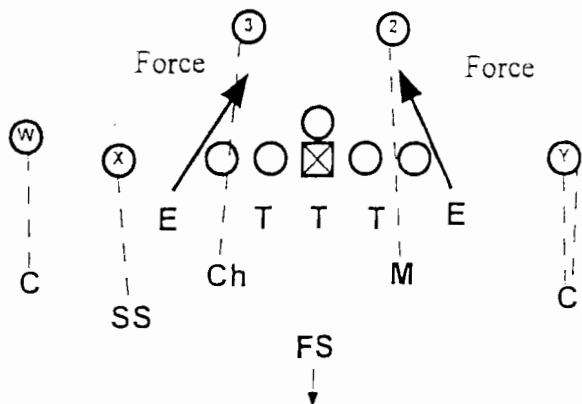
REDSKIN SINGLE P.I. TWIN OPEN RT



CHECK JAYHAWK!

REDSKIN SINGLE P.I.

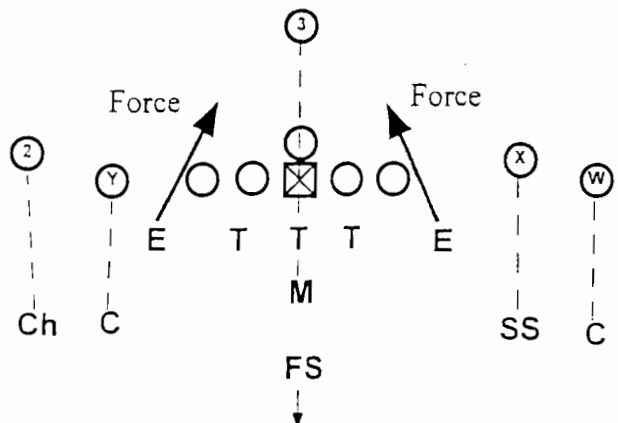
HOUSTON RED



JAYHAWK

REDSKIN SINGLE P.I.

HOUSTON ORANGE



MATCHUP AND PLAY IT

STUNTS = NOSE, SPIKE,
FLEX, TORPEDO

REDSKIN SINGLE P.I.

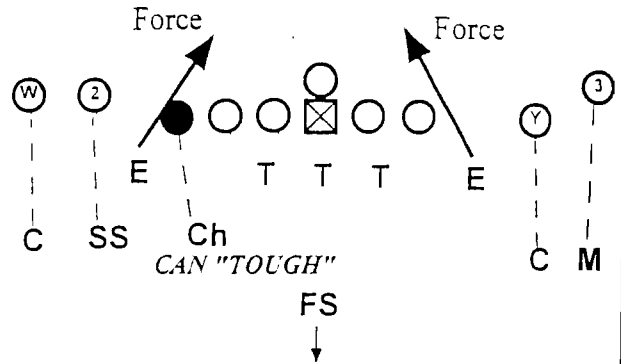
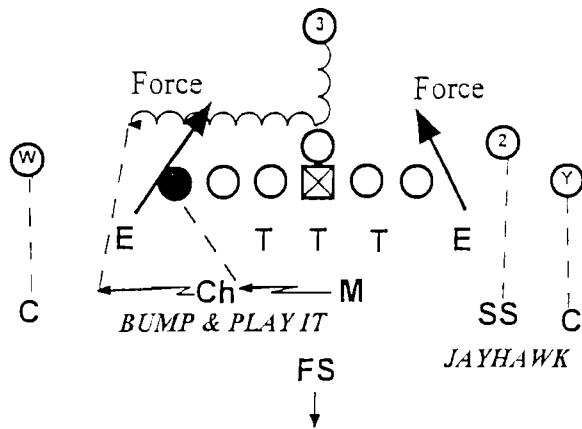
REDSKIN PKG. = 5 DL
2 LB'S, 4 DB'S.

REDSKIN SINGLE P.I

WHITE LT 3M

REDSKIN SINGLE P.I

ALIGNED
NO-BACK



"SINGLE" IS A BLITZ! NO PALMS CHECK!!

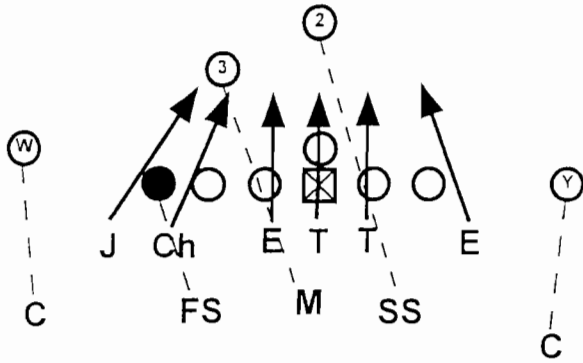
PLAY IT! - NO PALMS CHECK

46 HAMBURGER

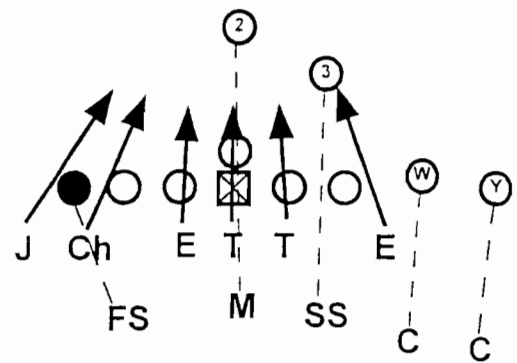
<p>RED</p> <p>LOCK, ZEBRA, OR 3 WAY FS</p>	<p>RED FLOP</p> <p>LOCK, ZEBRA, OR 3 WAY FS</p>
<p>ACE 2-OFF OR BROWN UP</p> <p>LOCK OR ZEBRA FS</p> <p>CHK JAYHAWK</p>	<p>WHITE</p> <p>LOCK OR ZEBRA FS</p> <p>CHK JAYHAWK</p>
<p>TWIN</p> <p>ZEBRA OR 3 WAY FS (NO JAYHAWK VS. TWIN)</p>	<p>TWIN FLOP</p> <p>ZEBRA OR 3 WAY FS (NO JAYHAWK VS. TWIN)</p>
<p>TWIN OPEN</p> <p>LOCK 3-WAY, OR ZEBRA FS</p> <p>CHK JAYHAWK</p>	<p>TWIN OPEN FLOP</p> <p>LOCK 3-WAY, OR ZEBRA FS</p> <p>CHK JAYHAWK</p>

46 GANGSTER

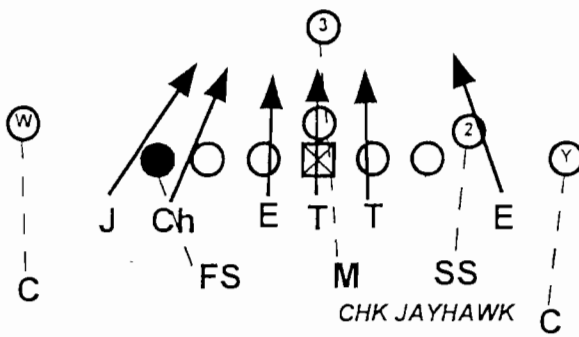
I OVER LT



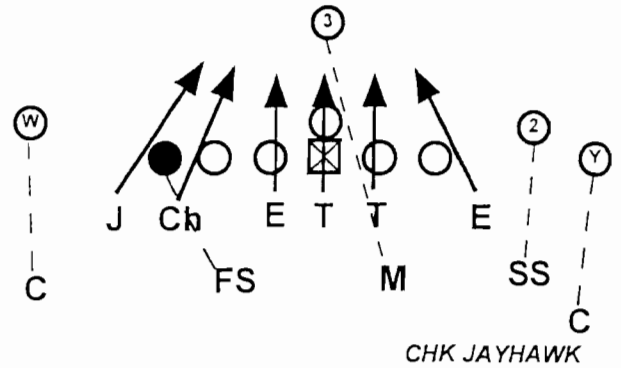
I UNDER FLOP



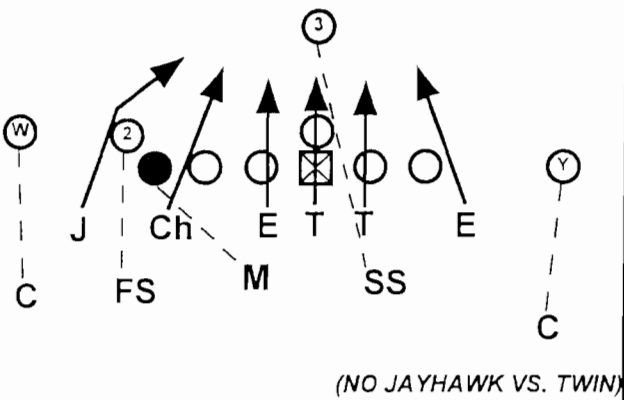
ACE 2-OFF OR BROWN UP



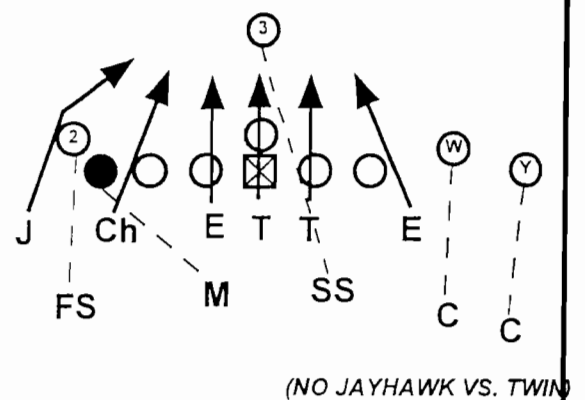
WHITE



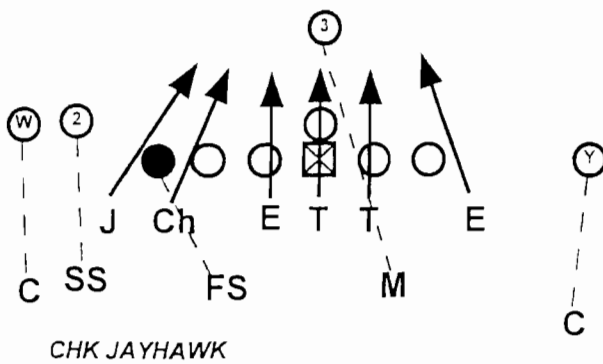
TWIN



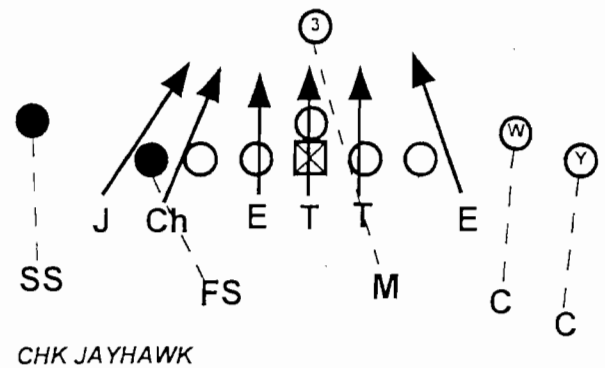
TWIN FLOP



TWIN OPEN

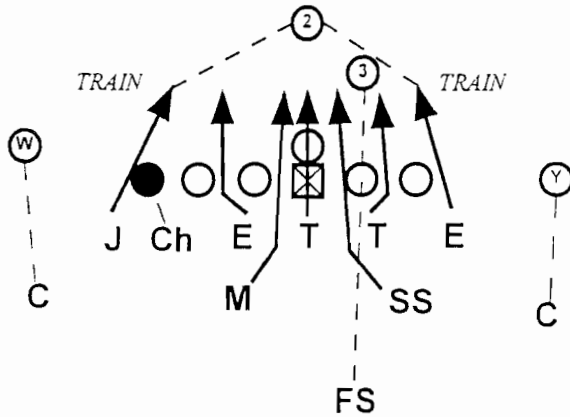


TWIN OPEN FLOP



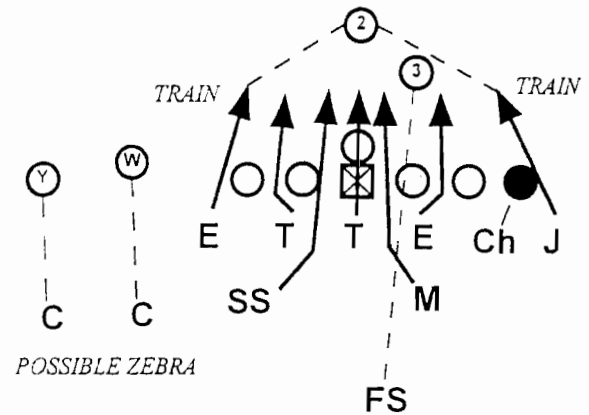
I UND LT

212



I OV RT FLOP

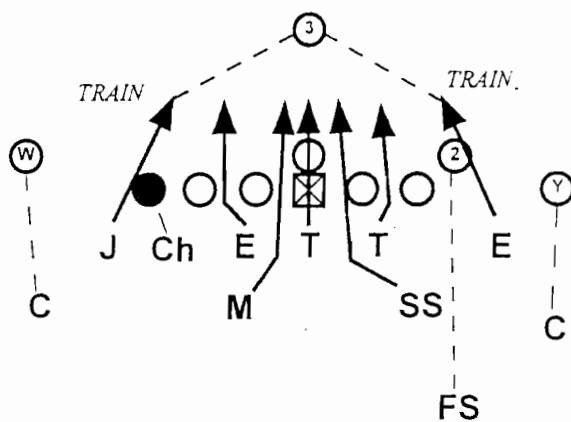
212



POSSIBLE ZEBRA

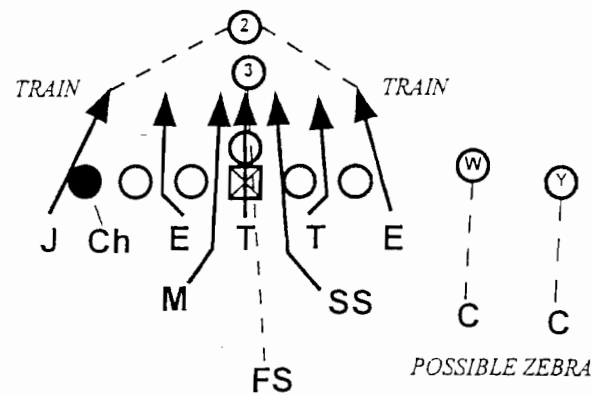
BROWN UP LT

212



I LT FLOP

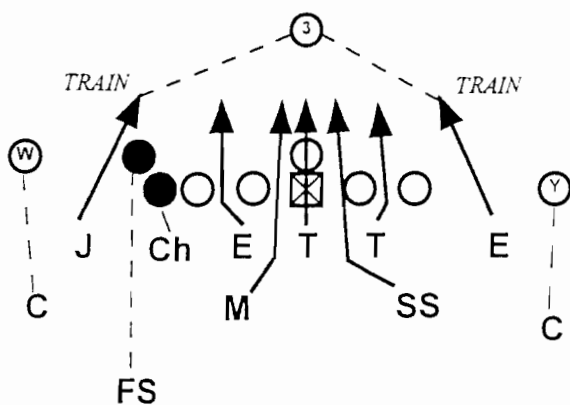
212



POSSIBLE ZEBRA

TWIN LT

212



RULES:

FS ALWAYS COVERS FULLBACK OR 1 BACK BREAK OF FORMATION.

JACK AND WEAK DE = TRAIN AT HOME OR REMAINING BACK IN 1 BACK SET

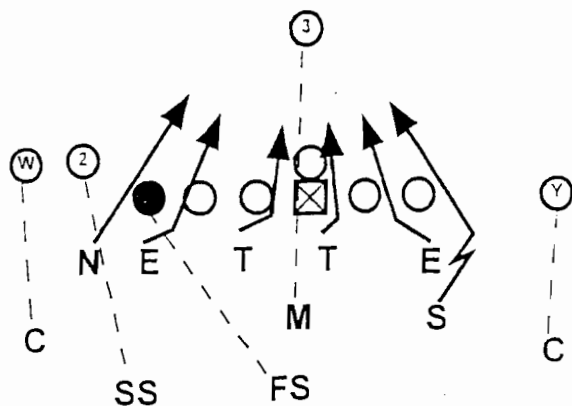
46 - 59 UNDER (STRONG OR WEAK)

<p>RED</p> <p>LOCK, ZEBRA, OR 3 WAY FS</p>	<p>I FLOP</p> <p>1ST BACK STR. 1ST BACK WK. 2ND BACK STR. FS</p>
<p>ACE 2-OFF OR BROWN UP</p> <p>LOCK FS CHK JAYHAWK</p>	<p>WHITE</p> <p>LOCK FS CHK JAYHAWK</p>
<p>TWIN</p> <p>ZEBRA OR 3 WAY FS (NO JAYHAWK VS. TWIN)</p>	<p>TWIN FLOP</p> <p>ZEBRA OR 3 WAY FS (NO JAYHAWK VS. TWIN)</p>
<p>TWIN OPEN</p> <p>LOCK, ZEBRA, 3-WAY FS CHK JAYHAWK</p>	<p>TWIN OPEN FLOP</p> <p>LOCK FS CHK JAYHAWK</p>

NICKEL OV SL SPIKE 40

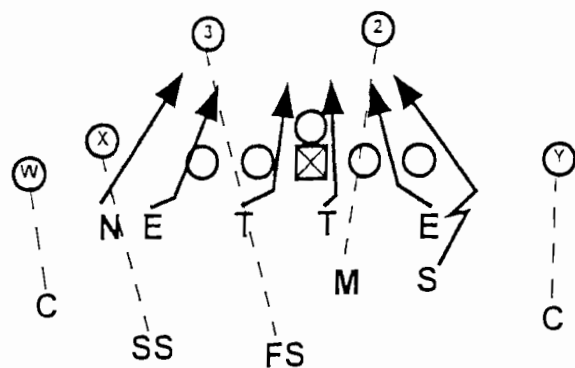
TWIN OPEN

311



HOUSTON RED

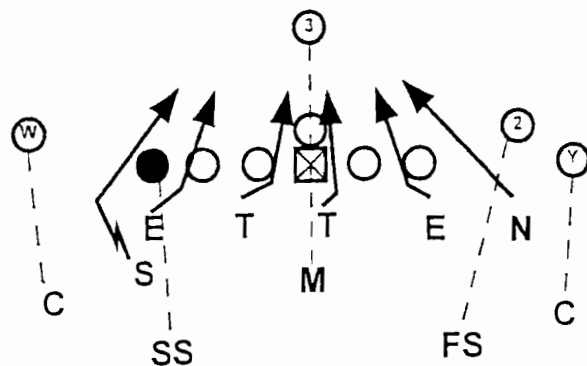
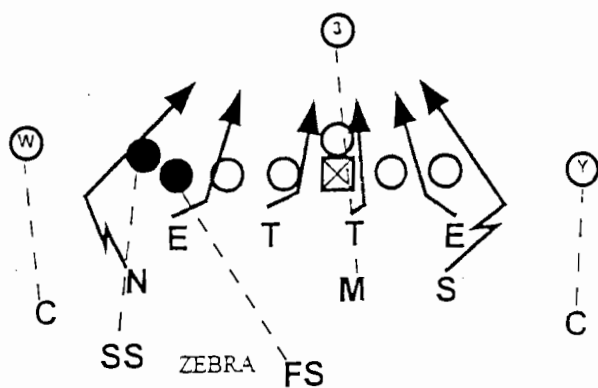
311



TWIN LT

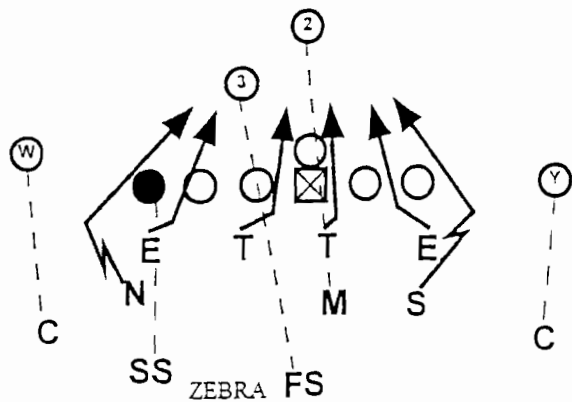
WHITE LEFT

311



IOVLT

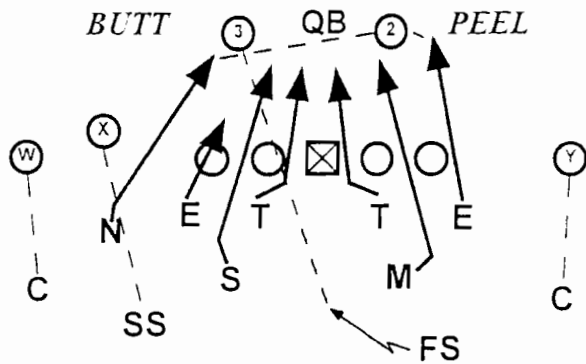
212



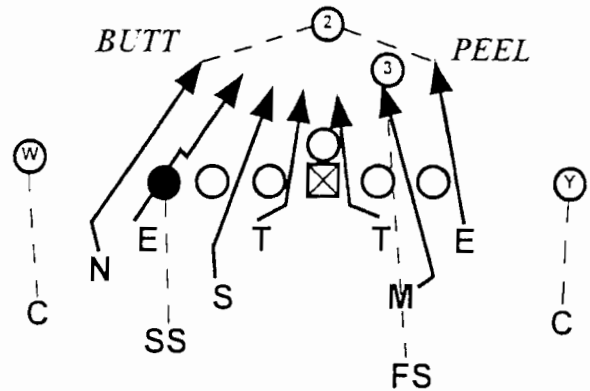
<p>SPREAD HOUSTON RED 302</p> <p>* NICKEL MAKES "ZIPPER" CALL TO HIS DE FOR TRAFFIC CONTROL AND COVERAGE</p>	<p>ORANGE 401/302</p> <p>CHECK GILLIGAN</p> <p>* FS CHECK GILLIGAN VS. 1 BACK * DE'S MUST BE READY TO COVER NO-BACK MOTION</p>
<p>WHITE LEFT 311</p> <p>CHECK GILLIGAN</p> <p>* SAME AS X-OPEN FORMATION</p>	<p>CHECK PALMS 6 VS. ALIGNED NO-BACK!</p>

NICKEL SWIM RACE ALL STAR

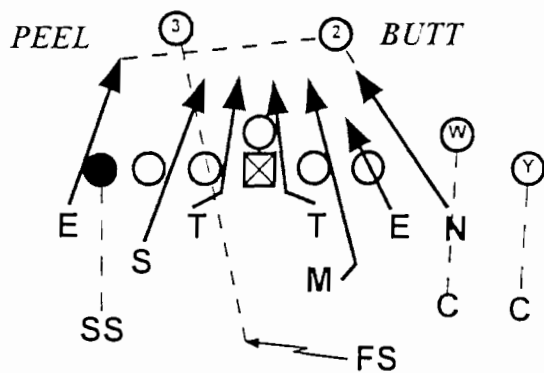
HOUSTON RED



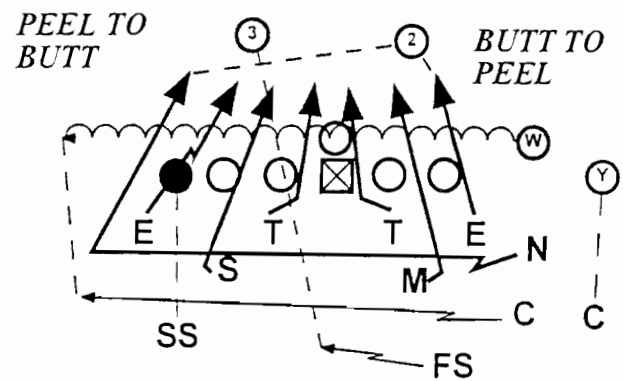
I UNDER



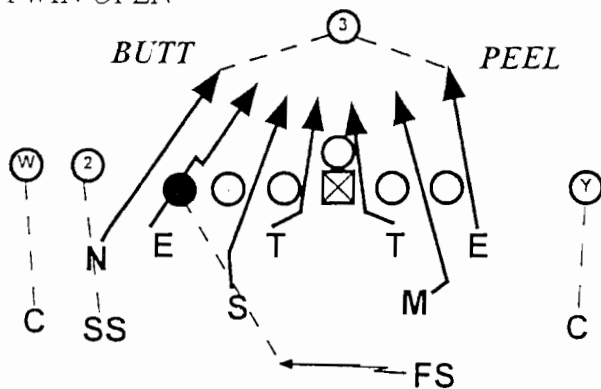
RED FLOP



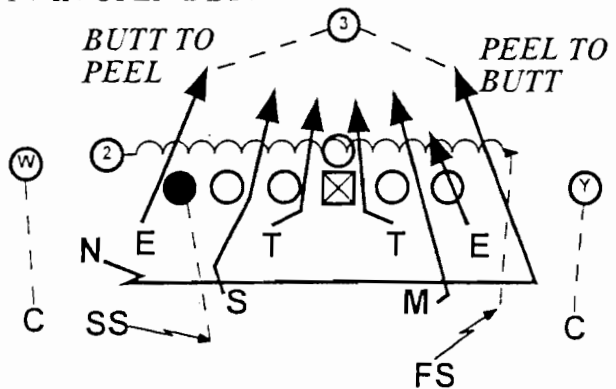
RED FLOP W M



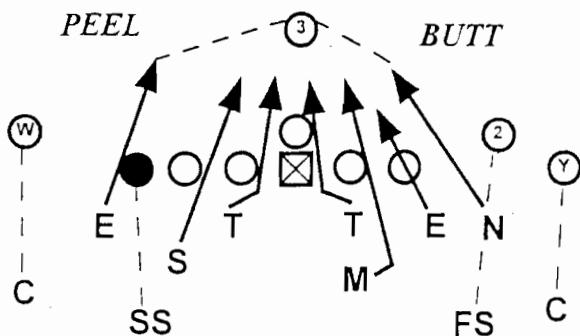
TWIN OPEN



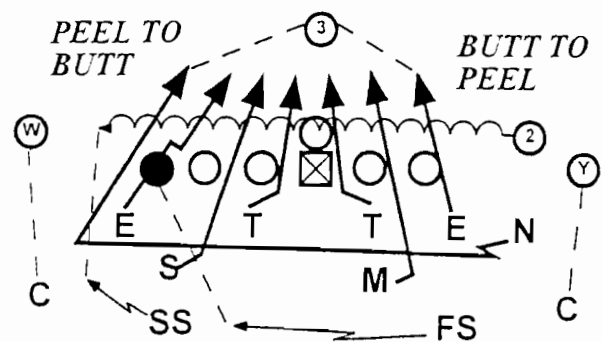
TWIN OPEN 2 DIV



WHITE



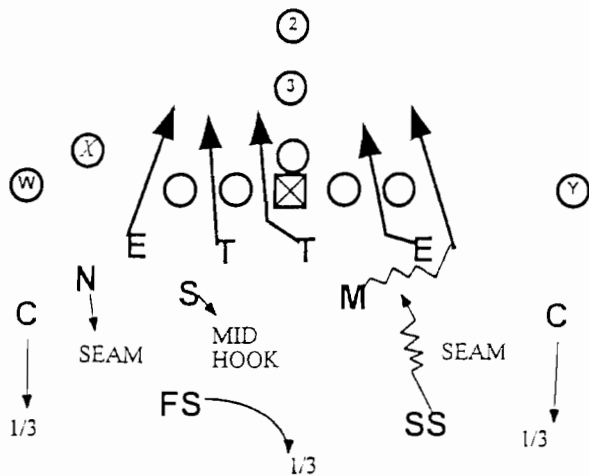
WHITE 2M



NEW HOUSTON PKG. SCHEMES

HOUSTON I

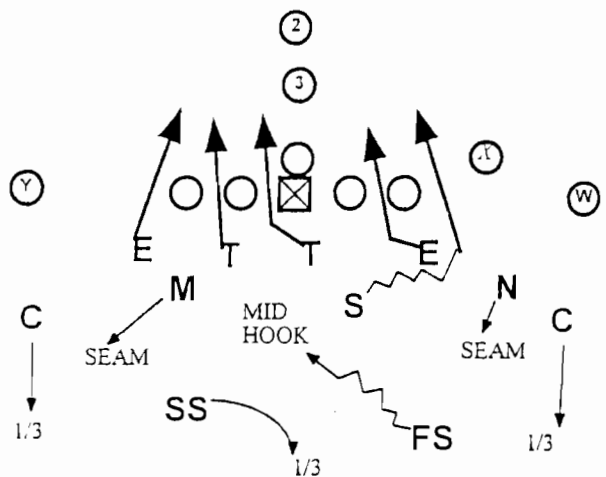
302



5 OV SL MIKE HAMMER TREY OPEN

HOUSTON I

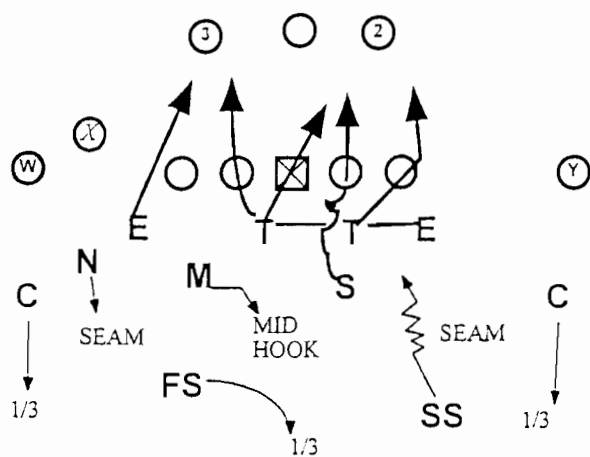
302



5 OV SL SAM PUNCH TREY APEX

HOUSTON SPREAD RED

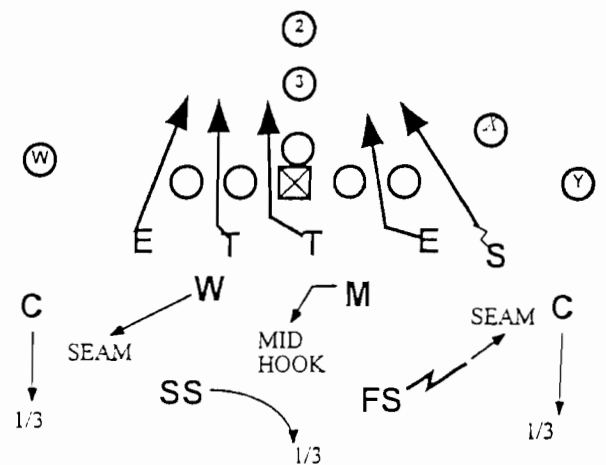
302



5 UNDER VIPER TREY OPEN

HOUSTON I

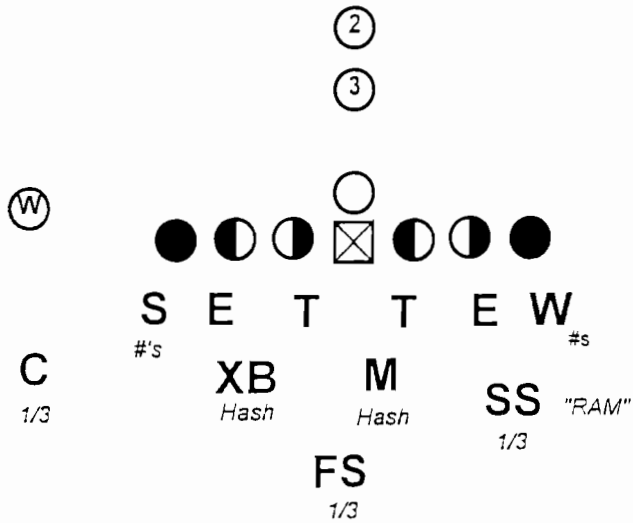
302



REG. UNDER HAMMER SAM TREY TANGO

AF (10) ZONE SCREW

TITE I LEFT



XB & MIKE BOSS AWAY FROM "RAM"

RULES:

TE'S ON BOTH SIDES OF FORMATION = ALIGN 4-3

DT'S = ALIGN "2I"

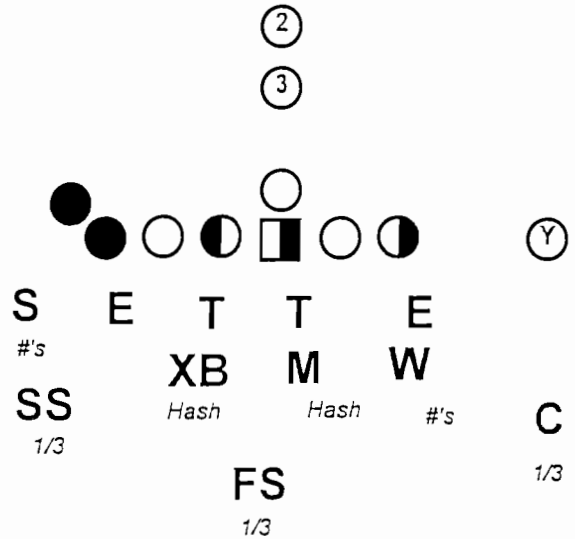
DE'S = ALIGN 5 TECH

XB = TAKE PLACE OF SS IN (10) ALIGNMENT

XB & MIKE = ALIGN B-GAPS (BOSS AWAY FROM "RAM")

SS = TAKE PLACE OF DC ALIGNED OPPOSITE WR.

I LEFT BIG WING



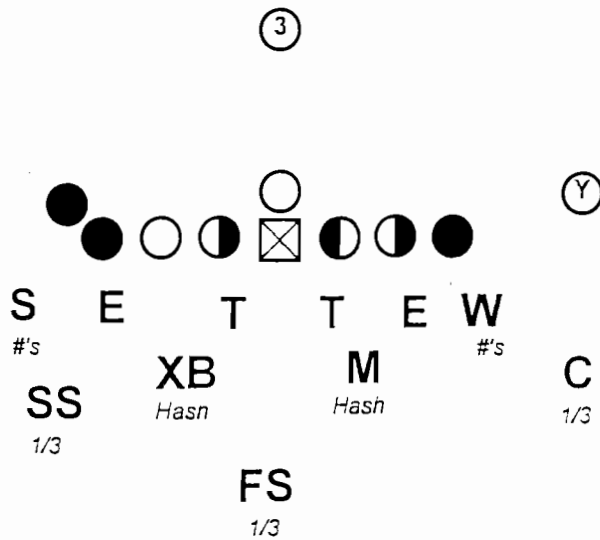
RULES:

TE'S ON ONE SIDE OF FORMATION = ALIGN OV(10)

XB = TAKE PLACE OF SS IN (10) ALIGNMENT

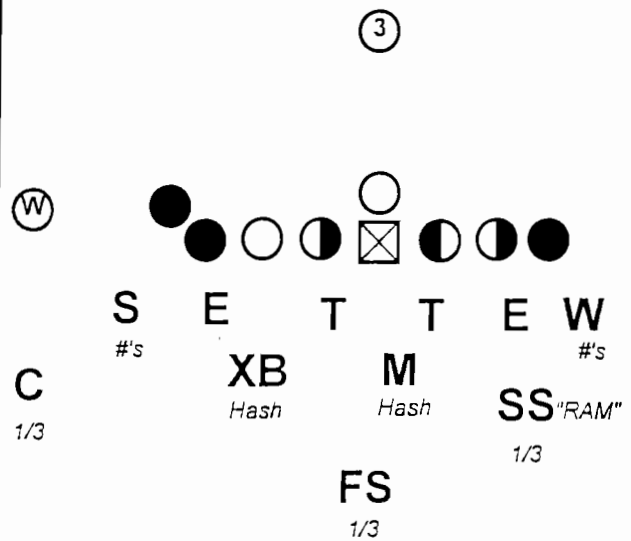
SS = TAKE PLACE OF DC ALIGNED OPPOSITE WR.

ACE LEFT BIG WING



4-3 DE = CHECK TO 7 TECH VS. BIG WING

TITE TWIN LEFT

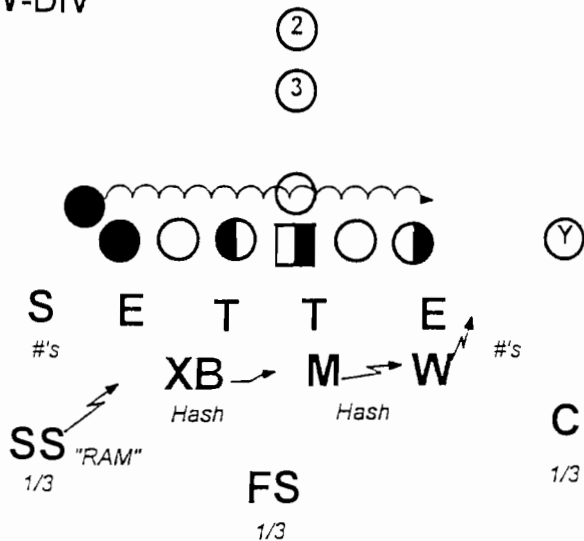


4-3 DE = CHECK TO 7 TECH VS. BIG WING

XB & MIKE BOSS AWAY FROM "RAM"

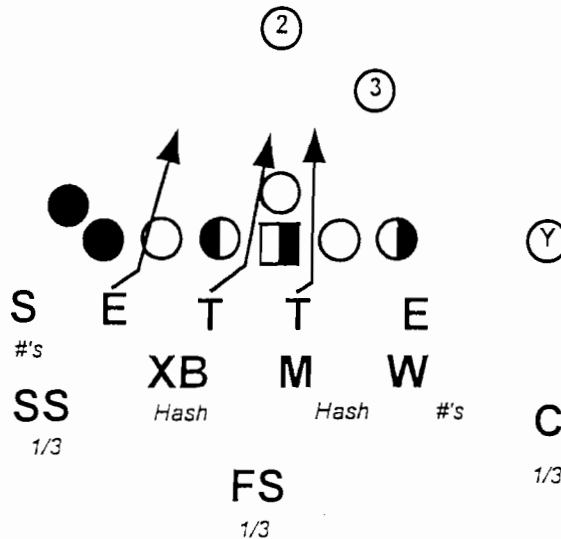
AF (10) ZONE SCREW

I LEFT BIG WING BW-DIV



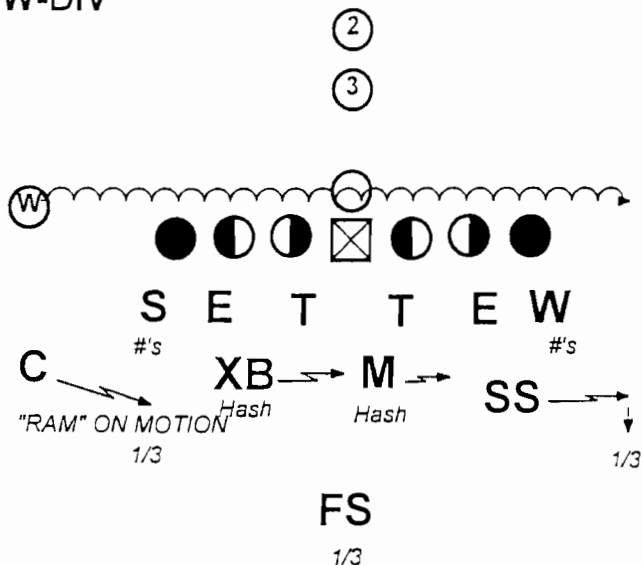
"RAM" CALL ON MOTION (XB & MIKE BOSS)

I UNDER LEFT BIG WING



OV(10) CHECKS SPEED VS. ALIGNED AND MOTION TO I UNDER

TITE I LEFT W-DIV

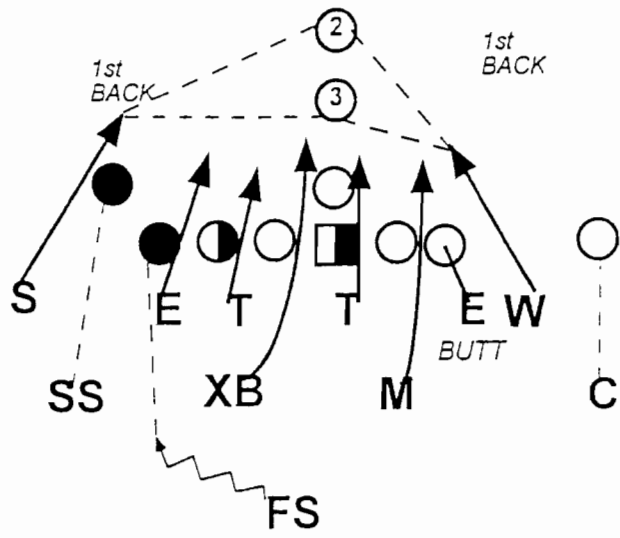


- * CORNER MAKES "RAM" VS. W-DIVIDE
- * SS ADJUST OUT WITH MOTION
- * XB & MIKE BOSS AWAY FROM "RAM" CALL

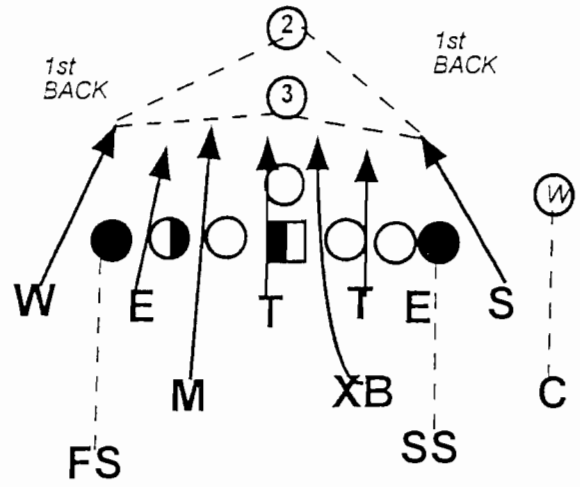
OV (10) CHECKS "PINCH" VS. ALIGNED AND MOTION TO I OVER

XB HUSKY

I LEFT BIG WING

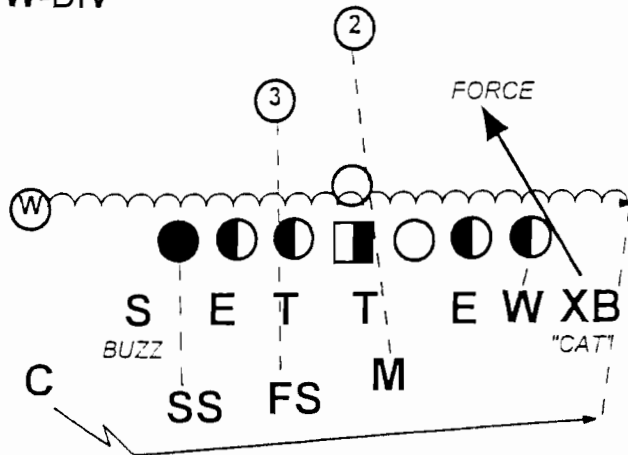


TIGHT I

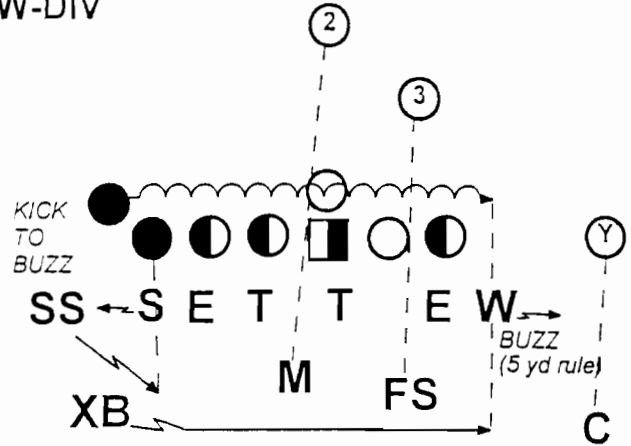


XB DESERT

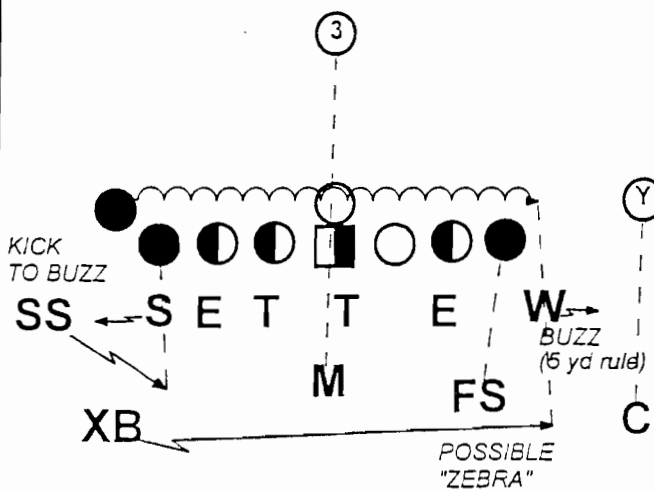
TITE I OVER LEFT
W-DIV



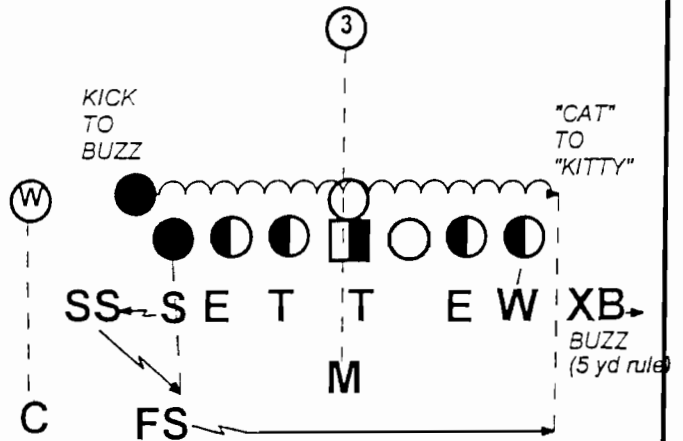
I UND LEFT BIG WING
W-DIV



ACE LEFT BIG WING
BW-DIV

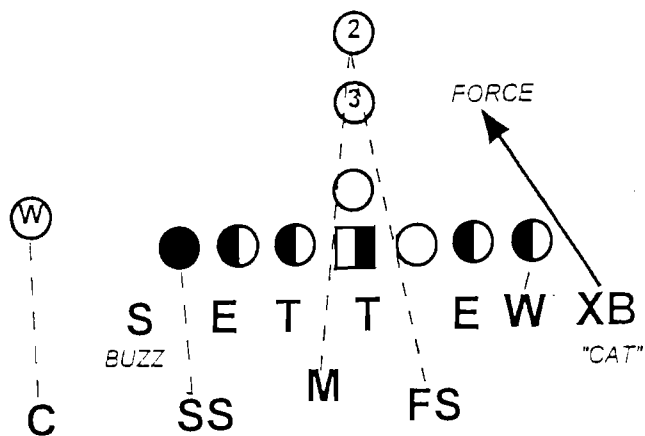


TITE TWIN LEFT
2-DIV

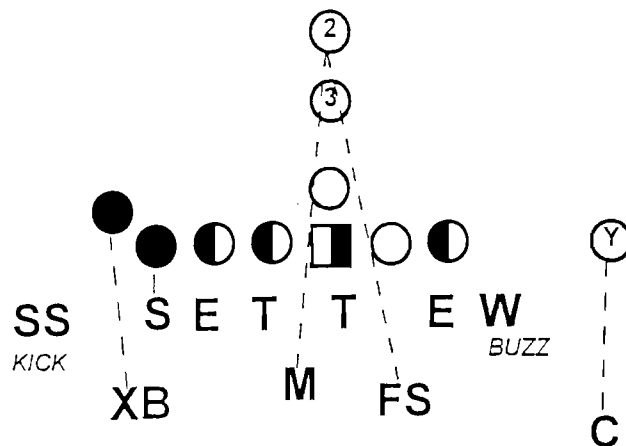


XB DESERT

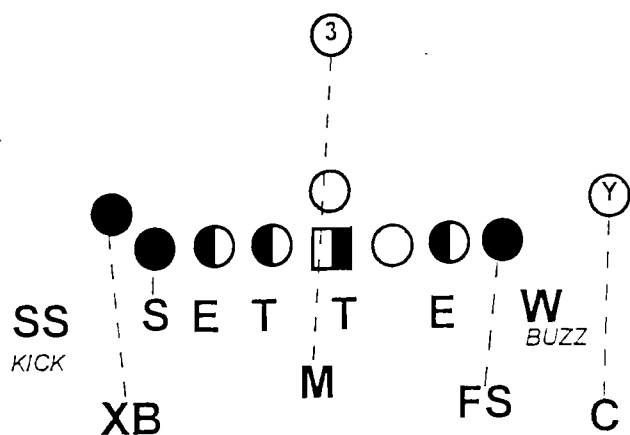
TITE I LEFT



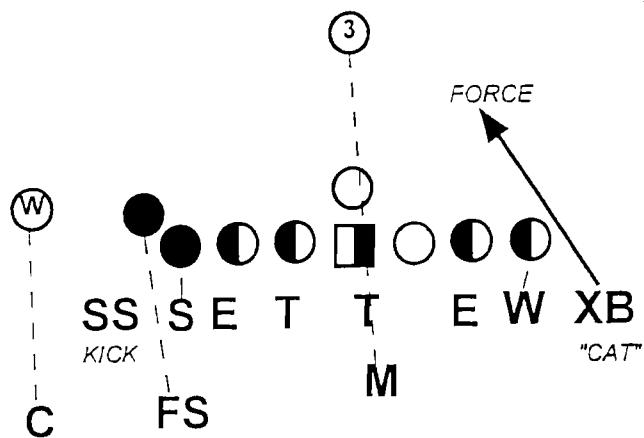
I LEFT BIG WING



ACE LEFT BIG WING

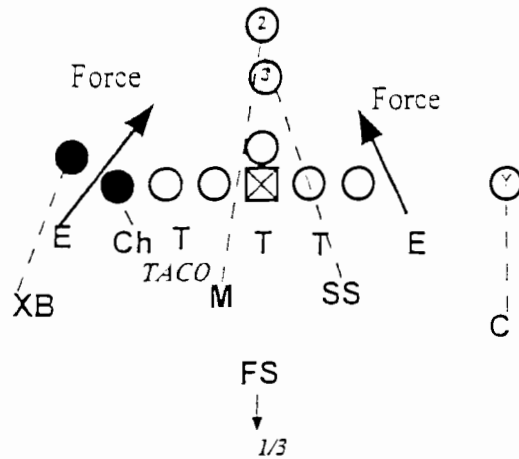


TITE TWIN LEFT



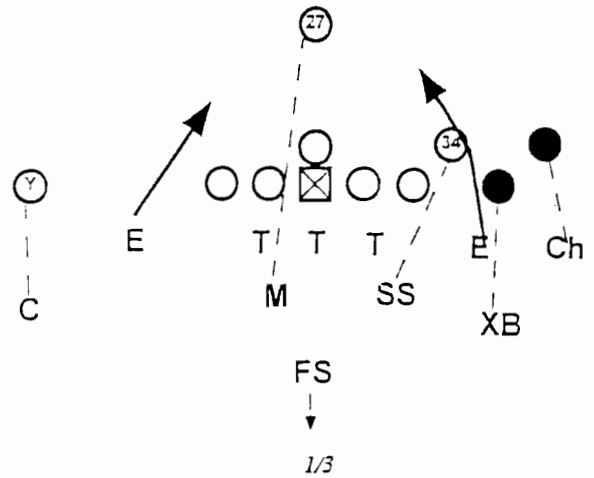
APACHE SINGLE vs TANK.

1 LT BW

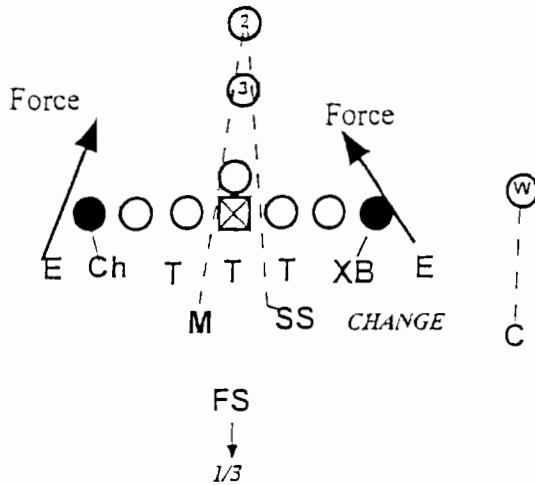


CH. TACO vs. BW *END KNIFE or FORCE

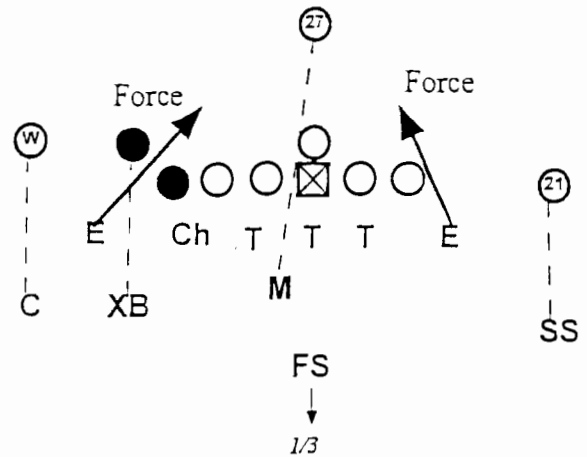
CLUSTER RT.



TITE 1 LT.

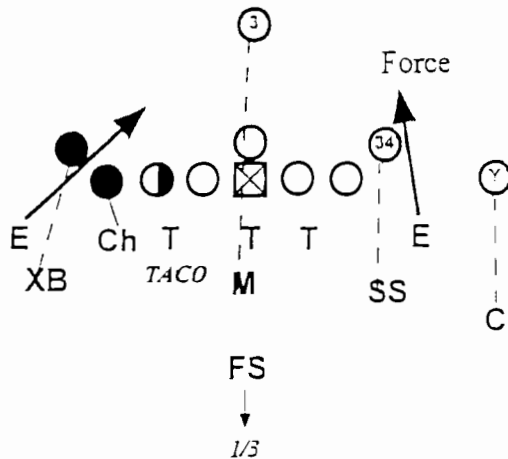


GREEN TWIN LT.

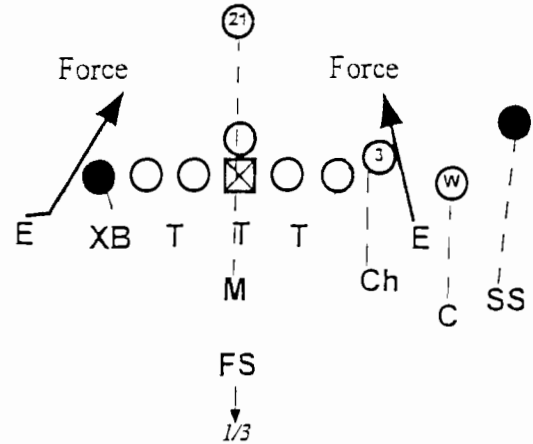


CHECK JAYHAWK W/SS, END KNIFE OR FORCE

ACE BW LT.
2 OFF



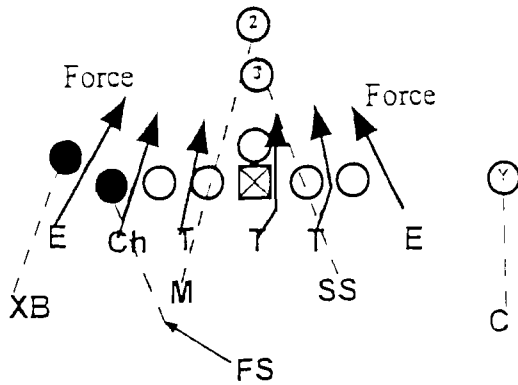
BROWN UP BW
EXCH..



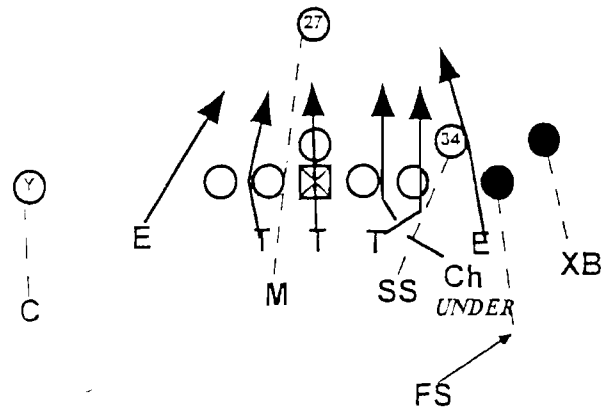
CHECK JAYHAWK W/SS, END KNIFE OR FORCE

APACHE HAMBURGER vs TANK.

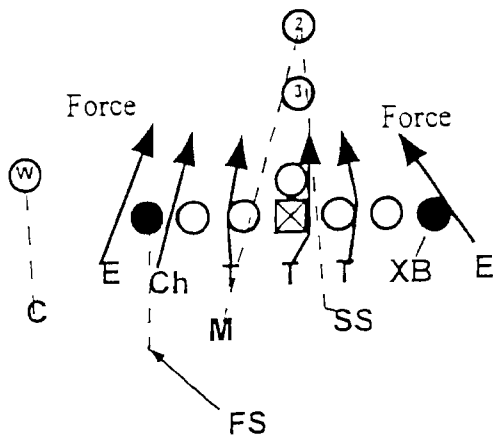
1 LT BW



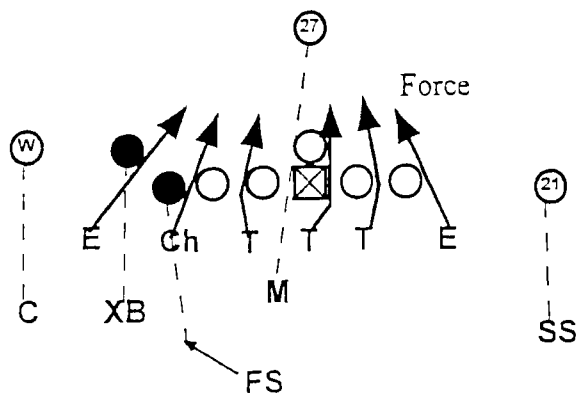
CLUSTER RT.



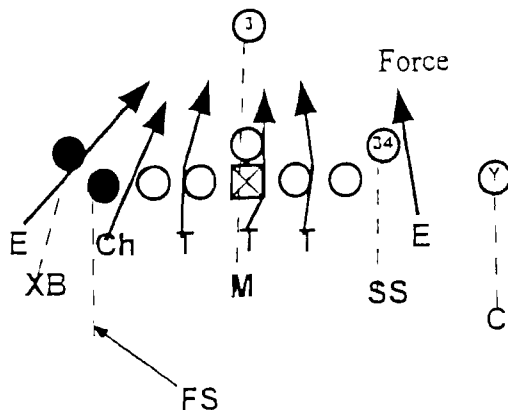
TITE 1 LT.



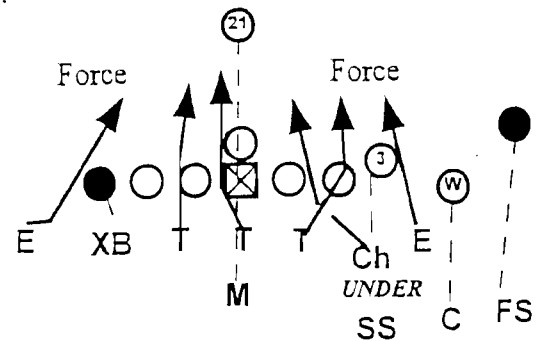
GREEN TWIN LT.



ACE BW LT.
2 OFF

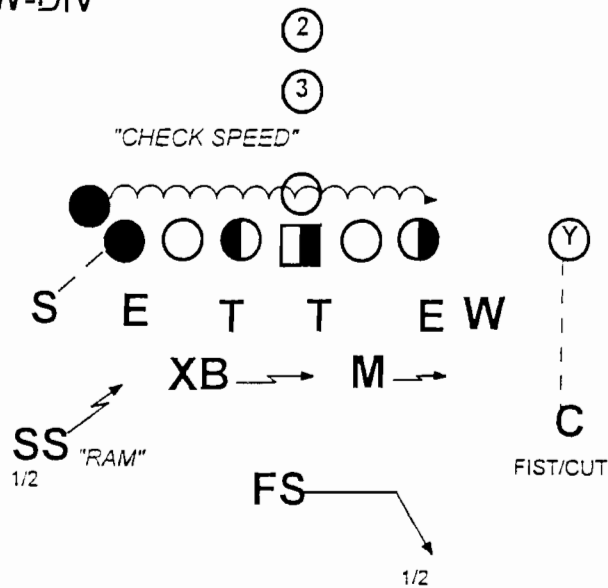


BROWN UP BW
EXCH..



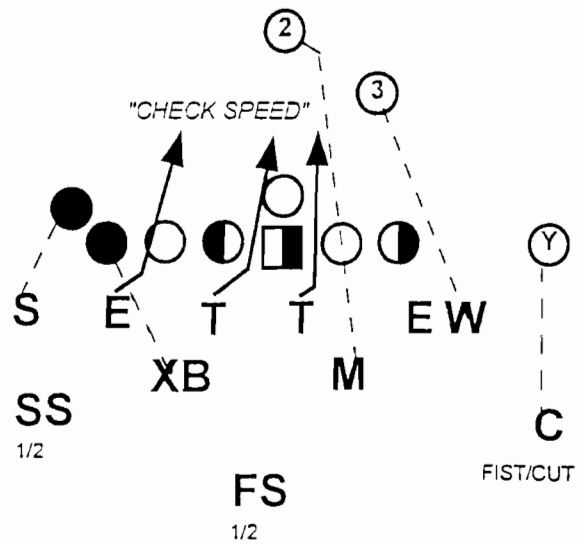
*FS FIND 2nd TE!

I LEFT BIG WING
BW-DIV



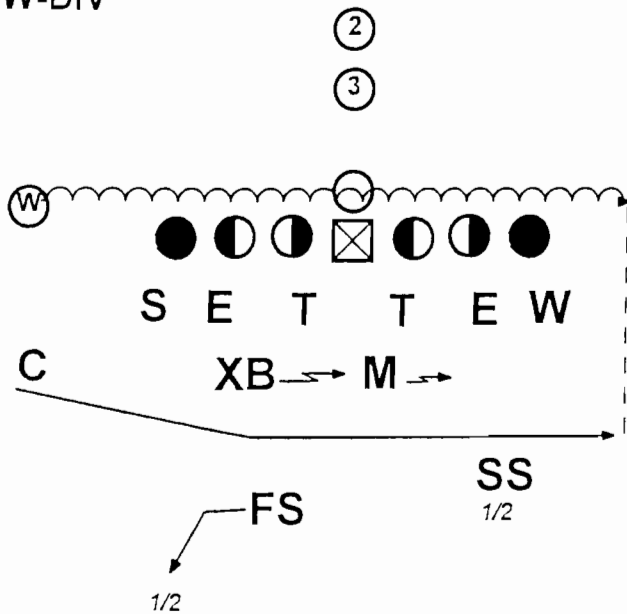
BWD= CK. SPEED
"RAM" CALL ON MOTION (XB & MIKE BOSS)

I UNDER LEFT BIG WING



OV(10)SL CHECKS SPEED VS. ALIGNED AND
MOTION TO I UNDER

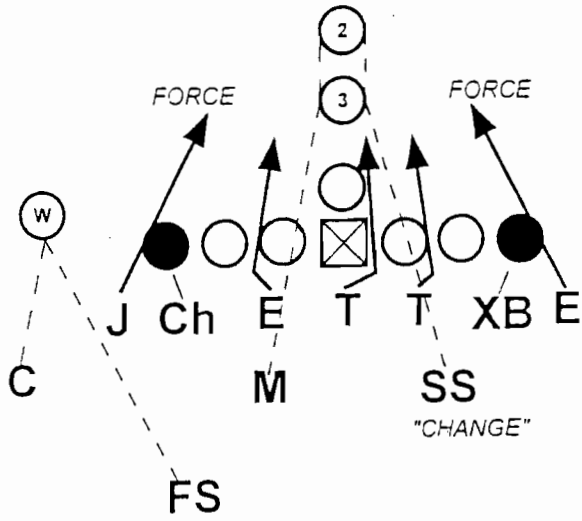
TITE I LEFT
W-DIV



- * SS ADJUST OUT WITH MOTION
- * XB & MIKE BOSS AWAY FROM "RAM" CALL

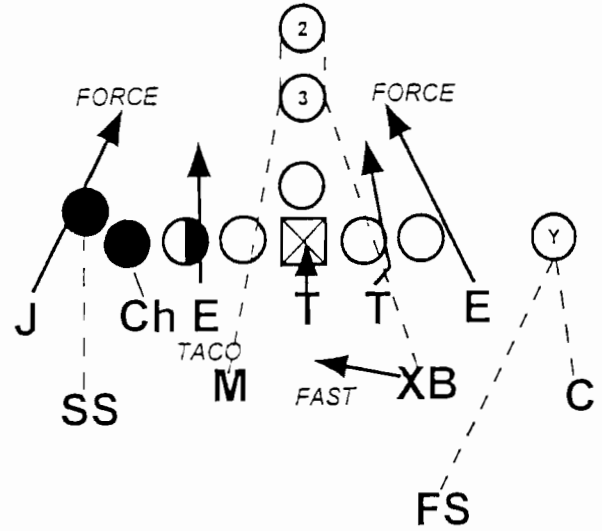
OV (10) CHECKS "PINCH" VS. ALIGNED
AND MOTION TO I OVER

TITE I LEFT

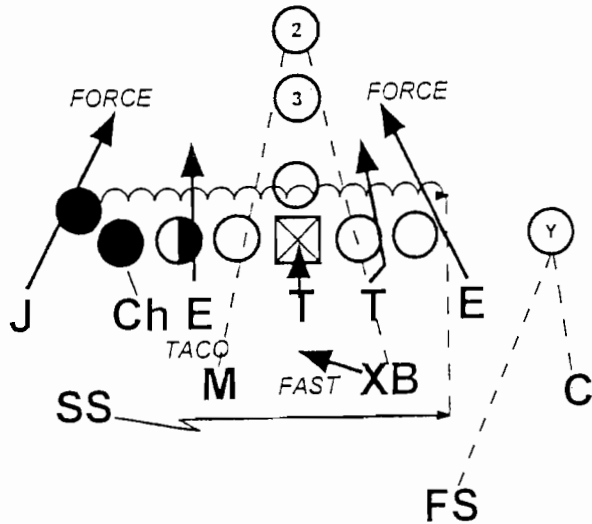


I LEFT BIG WING

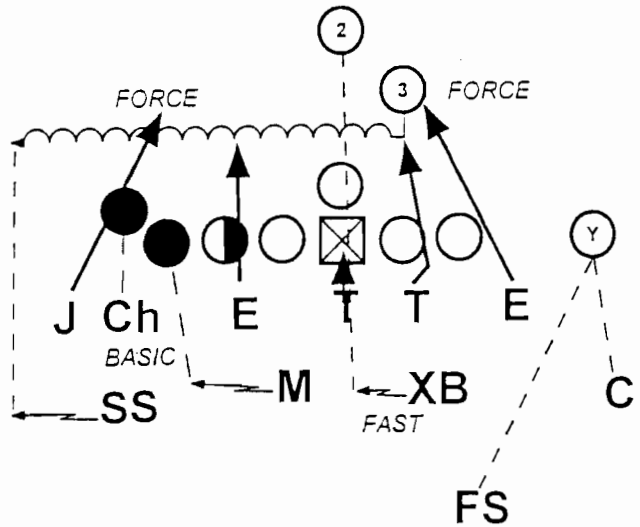
CHECK TACO



I BIG WING (BW DIV)

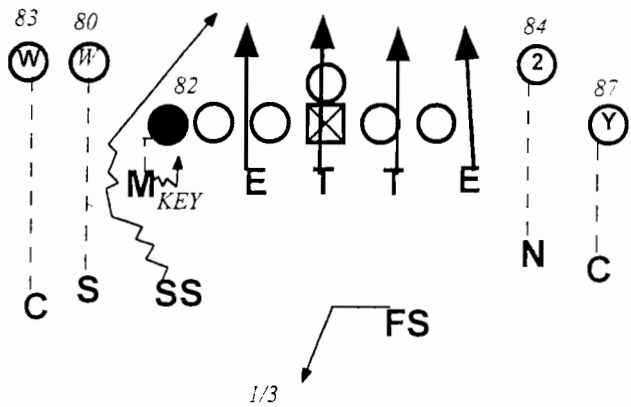


I BIG WING LT (3LM)

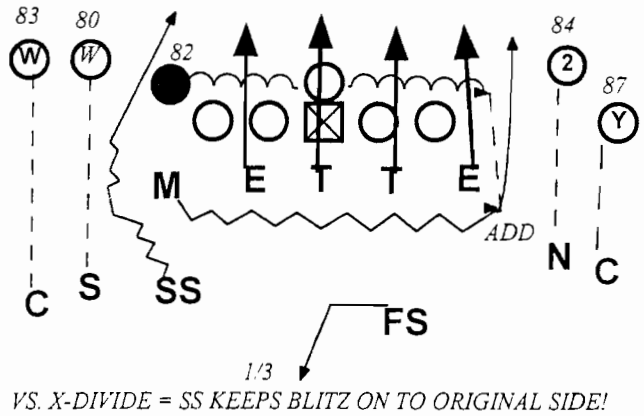


DIME 46 S/S SINGLE

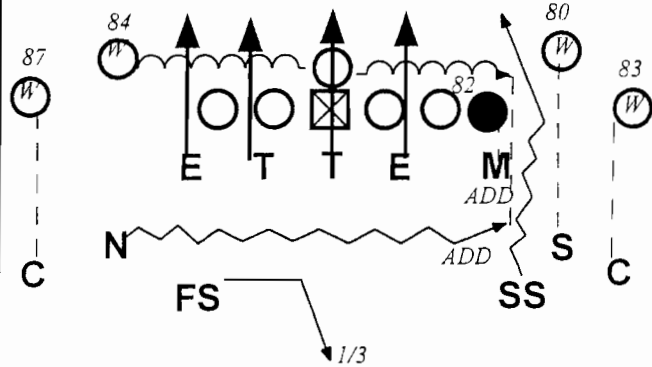
JOKER 410



JOKER 410



JOKER (410)

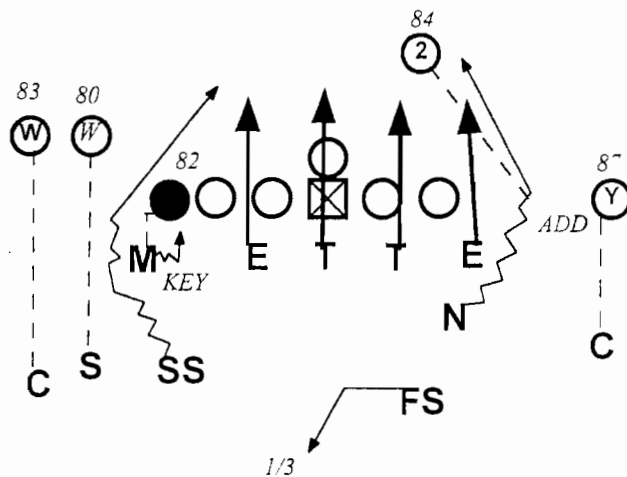


VS. WR. MOTION = DB BE READY TO "ADD" TO BLITZ

RULES:

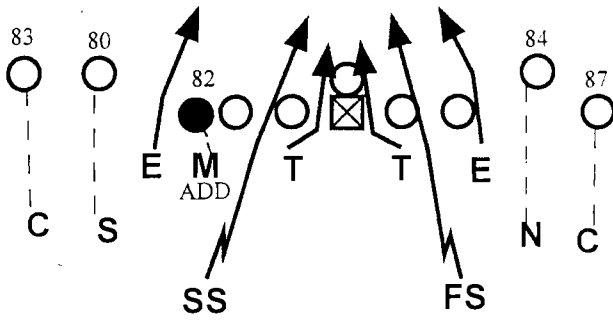
1. SS BLITZ CONTAIN FROM TE SIDE
2. MLB STEM TO HEAD-UP TE & KEY W/SS
3. DL INSIDE RUSH LIKE GRIZZLY
4. DB'S "ADD" TO BLITZ IF YOUR COVERAGE IS INVOLVED IN THE PROTECTION!

JOKER (410)



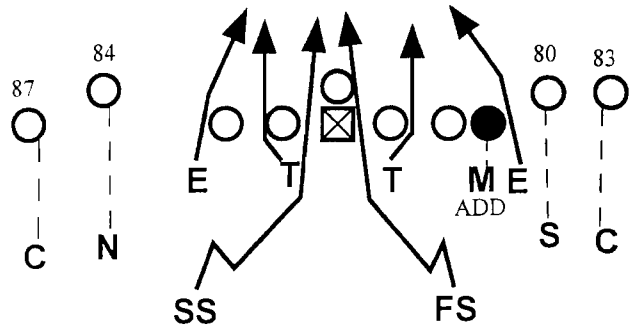
DIME SAFETIES SHOOT/ TORNADO

410 JOKER



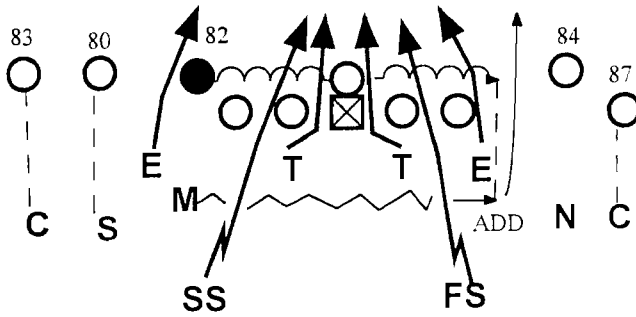
"SHOOT"

410 JOKER



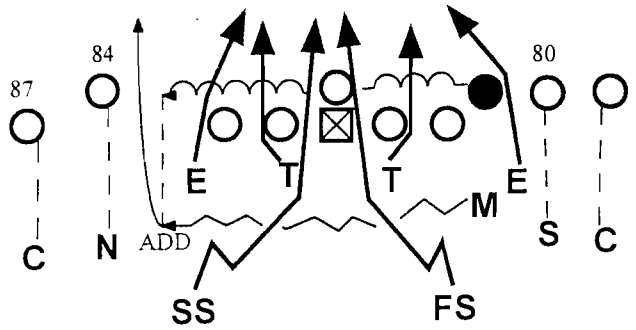
"TORNADO"

410



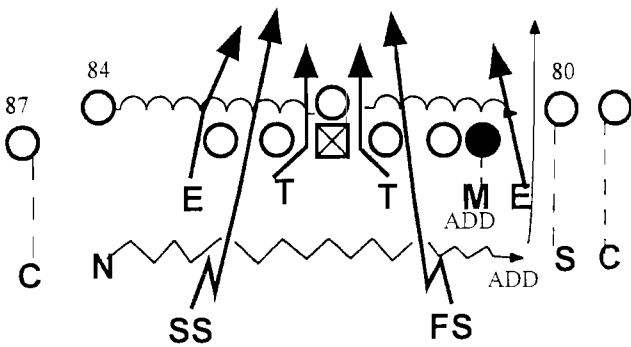
"SHOOT"

410



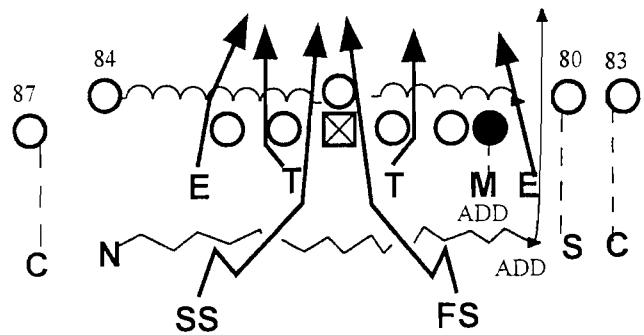
"TORNADO"

410 JOKER



"SHOOT"

410 JOKER

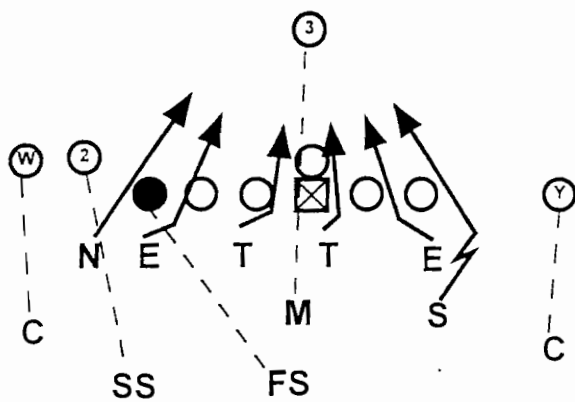


"TORNADO"

NICKEL OV SL SPIKE 40

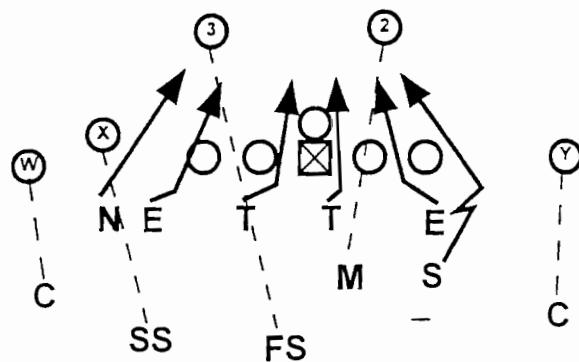
TWIN OPEN

311

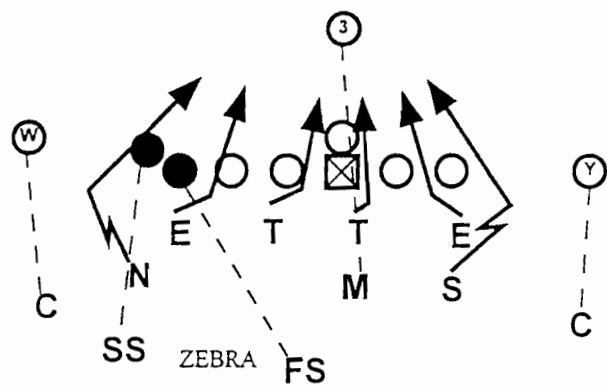


HOUSTON RED

311

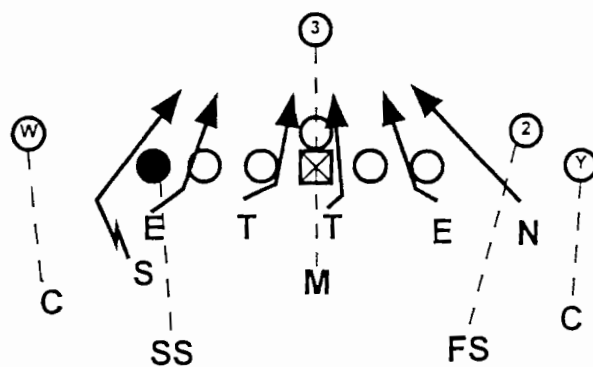


TWIN LT



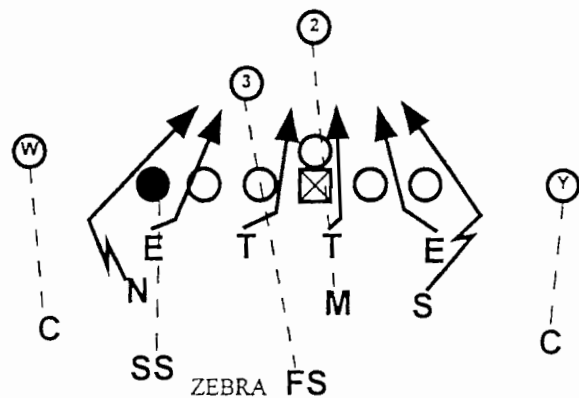
WHITE LEFT

311



IOV LT

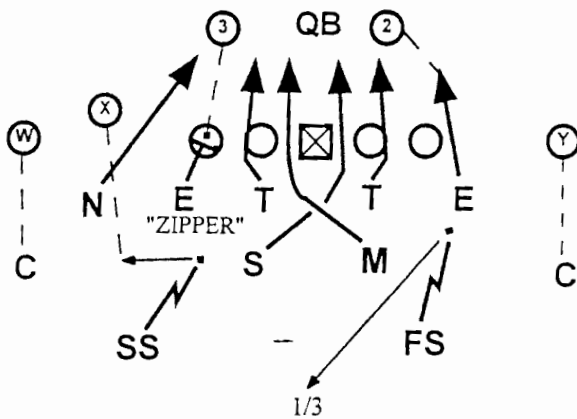
212



N/D DOUBLE GUT PIRATE PEEL POST

SPREAD HOUSTON RED

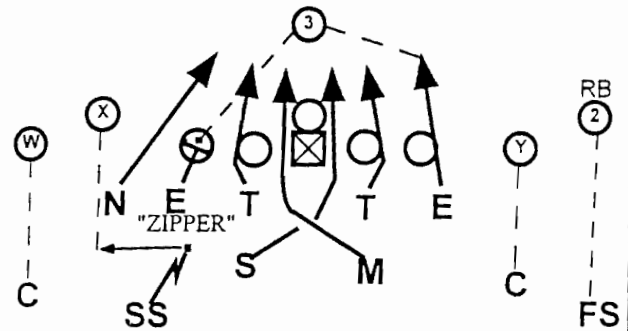
302



* NICKEL MAKES "ZIPPER" CALL TO HIS DE FOR TRAFFIC CONTROL AND COVERAGE

ORANGE

401/302

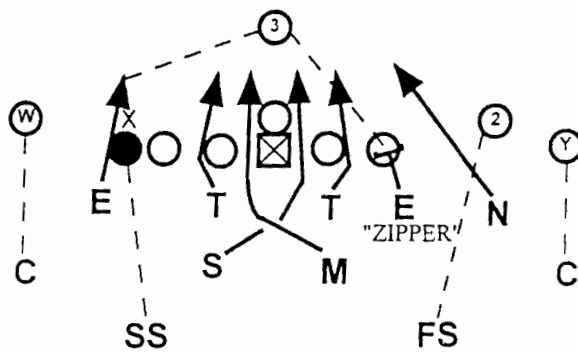


CHECK GILLIGAN

* FS CHECK GILLIGAN VS. 1 BACK
* DE'S MUST BE READY TO COVER NO-BACK MOTION

WHITE LEFT

311

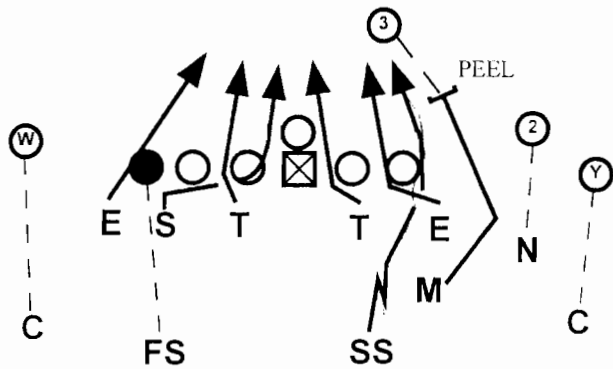


CHECK GILLIGAN

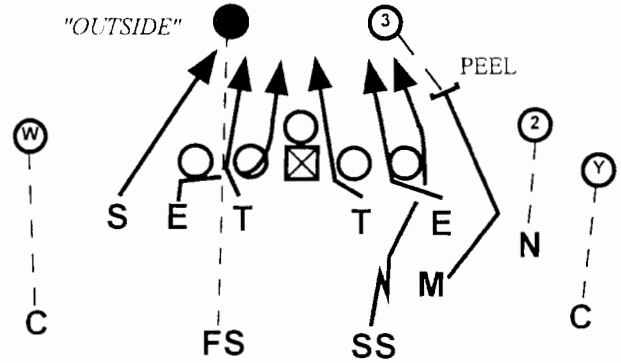
* SAME AS X-OPEN FORMATION

N/D BANANAS

WHITE UND

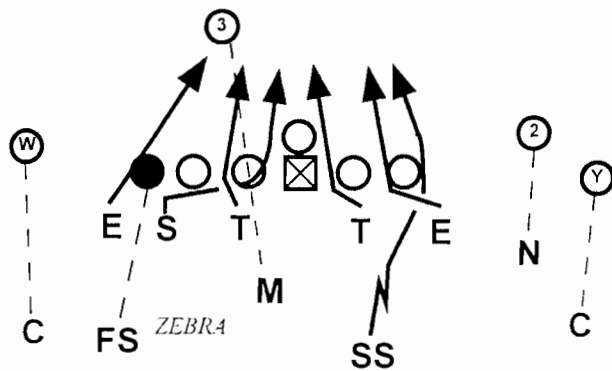


WHITE UND X-IB

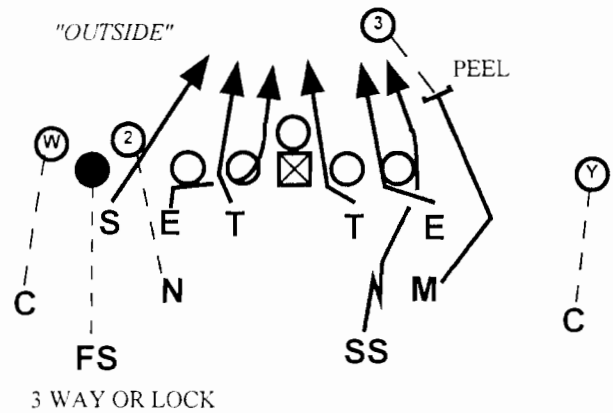


SAM MAKES "OUTSIDE" CALL VS. TE IN BACKFIELD

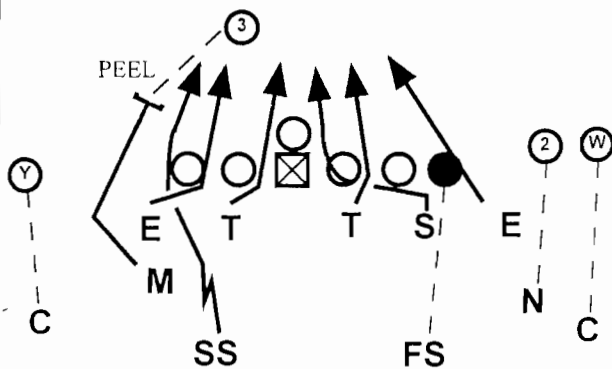
WHITE OVER



TWIN CLUSTER



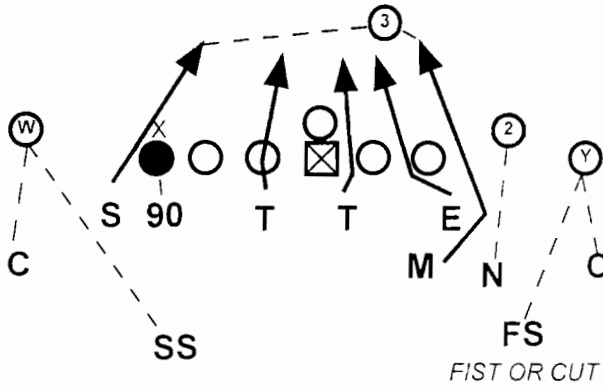
TWIN OPEN UND



GATOR COMBO

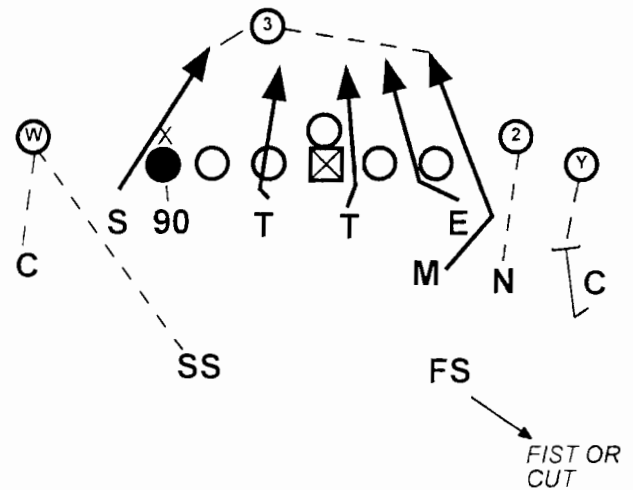
WHITE UND

311

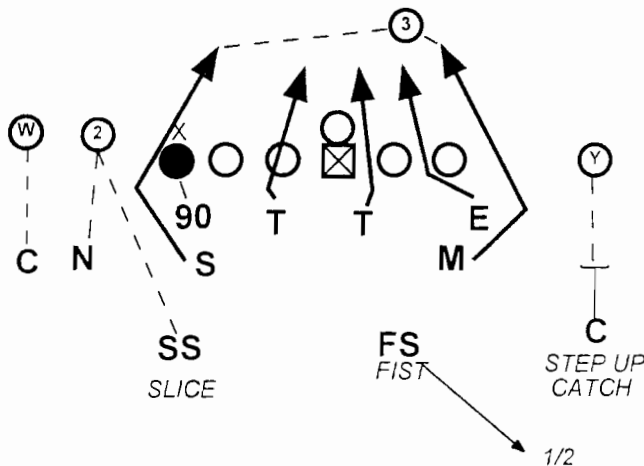


WHITE OVER

311



TWIN OPEN



RULES:

DL = ALIGN OVER SLIDE

#90 ALIGN TO TE AND COVER M/M

SAM AND MIKE = 40 BLITZ CONTAIN WITH PEEL ON RB

WEAK DE = PINCH

WEAK DT = GAP

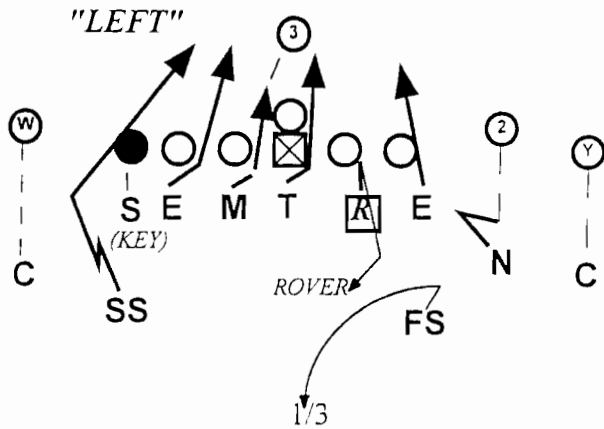
STRONG DT = BULL OG

SECONDARY = PLAY COVERAGE LIKE 5
(NO BOX OR TRIANGLE WITH TE!)

(TENN) SASSY ROVER

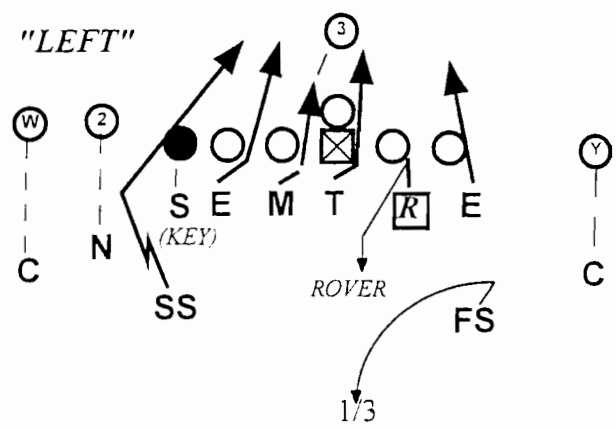
WHITE LEFT

311



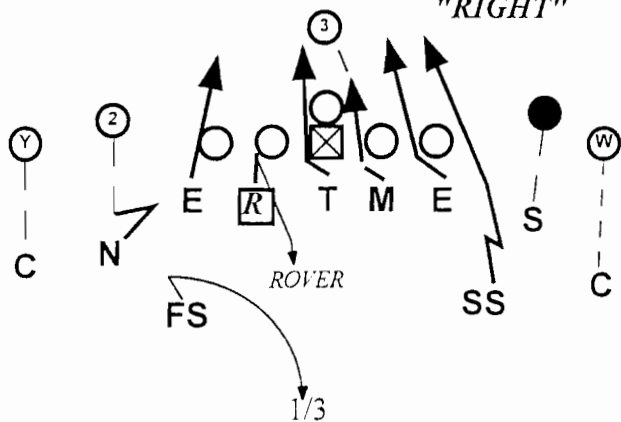
TWIN OPEN LEFT

311



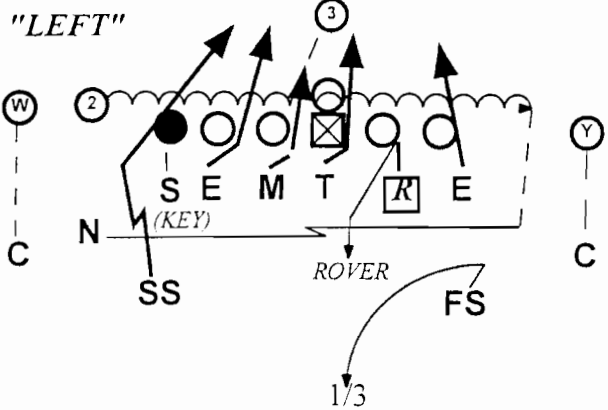
WHITE X - OPEN

"RIGHT"



TWIN OPEN LEFT 2 DIV

311



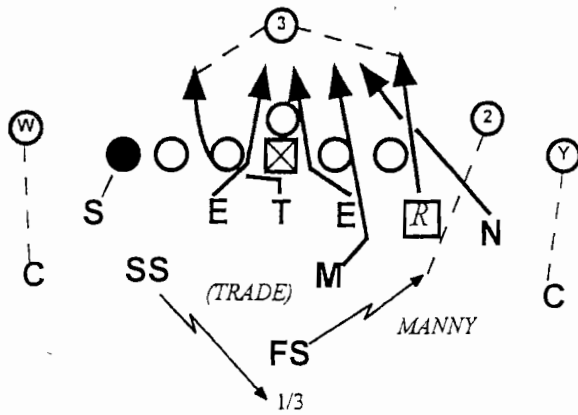
RULES:

- * DIRECTIONAL CALL TO TE SIDE
- * DL STUNTS OPPOSITE THE DIRECTIONAL CALL
- * SAM ALIGNS HEAD UP ON TE & PLAYS M/M
- * SS BLITZES CONTAIN TO TE SIDE
- * SAM AND SS "KEY" VS. TE IN PROTECTION
- * FS SHOW AWAY FROM BLITZ SIDE
(NICKEL ONLY SHOW IF AWAY FROM CALL SIDE)
- * RUBY ALIGNS OVER OPEN SIDE OG AND MUST
MAKE OG RESPECT BLITZ BEFORE DROPPING TO
ROVER RESPONSIBILITY.
- * MIKE ALIGNS ON TE SIDE OG. COVER RB M/M (ADD IF HE
STEPS TO YOUR SIDE)

TENNESSEE DELTA WEAK DBL DOG TRADE

WHITE

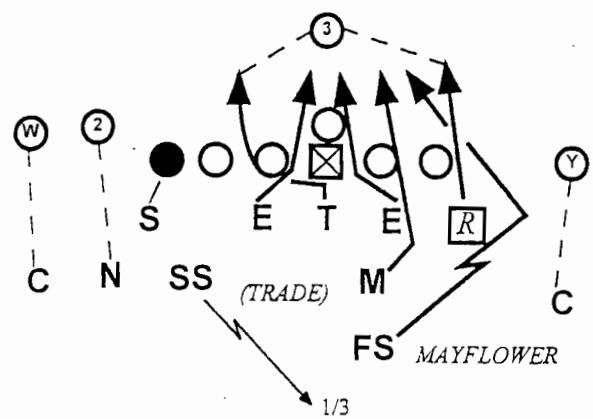
311



"MANNY"
VS. WHITE

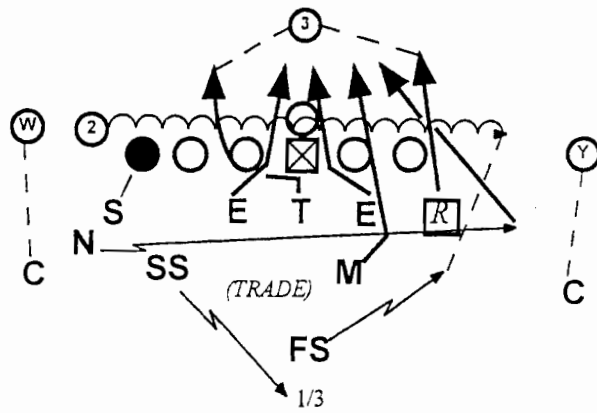
TWIN OPEN

311



"MAYFLOWER" VS. TWIN OPEN

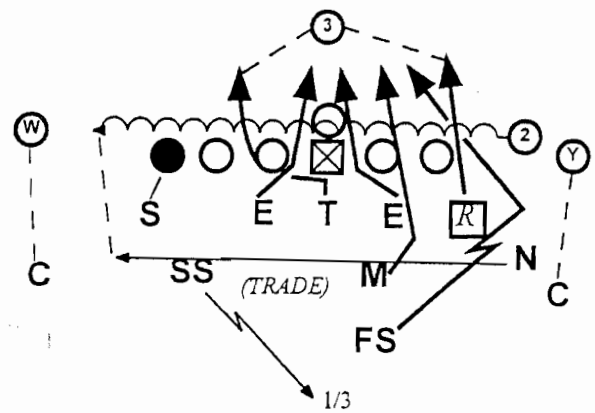
TWIN OPEN 2 DIV



MAYFLOWER
TO MANNY

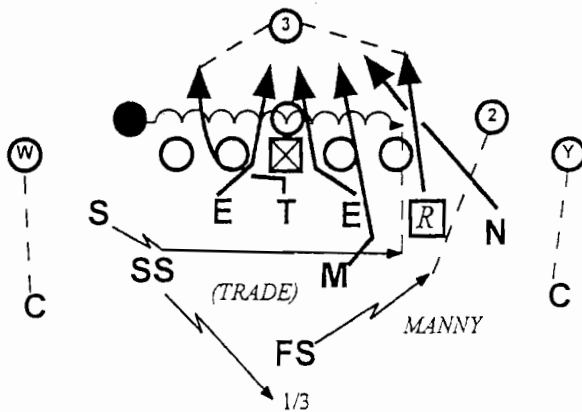
WHITE 2M

311



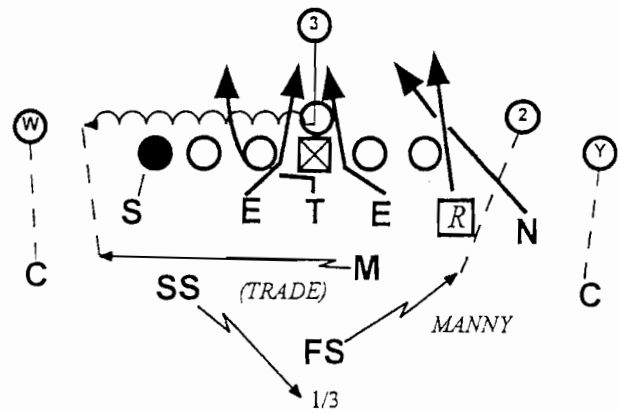
MANNY TO
MAYFLOWER

WHITE XOFF X DIV



SAM RUNS WITH TE MOTION

WHITE

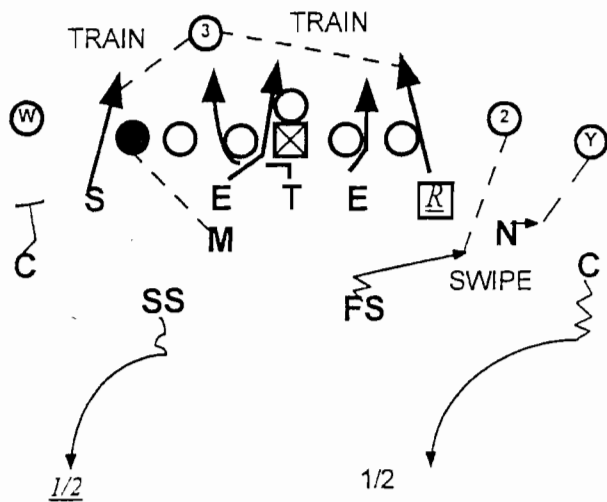


MOTION TO NO-BACK IS MLB'S
COVERAGE. HE LEAVES THE BLITZ!

TENN DELTA SPIKE COMBO 1

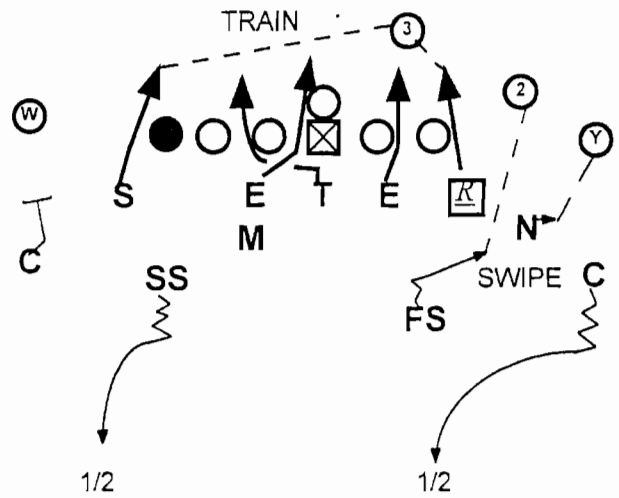
WHITE LEFT

311



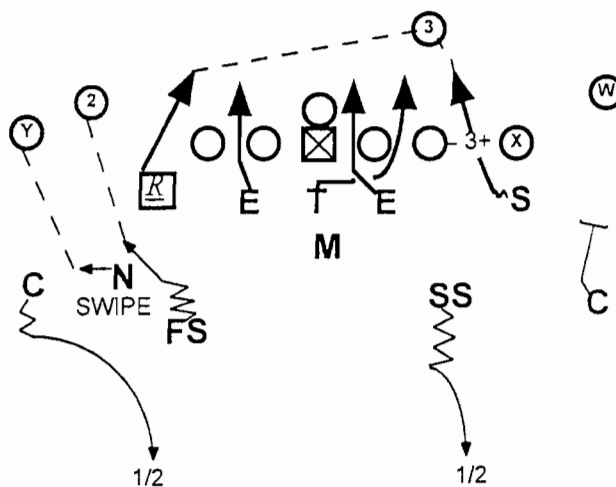
WHITE UNDER

311



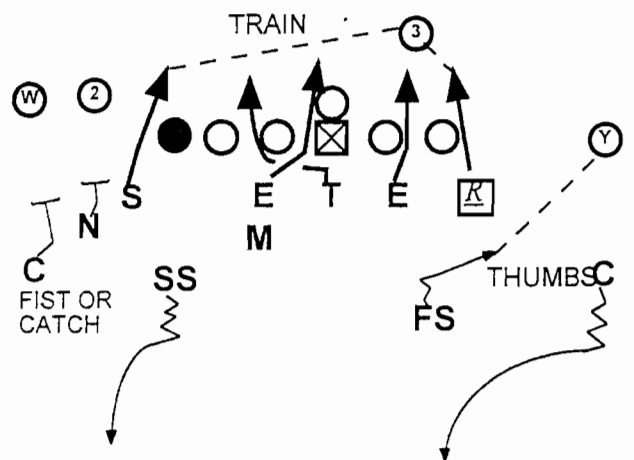
WHITE OVER
X-OPEN

311



TWIN OPEN UNDER

311



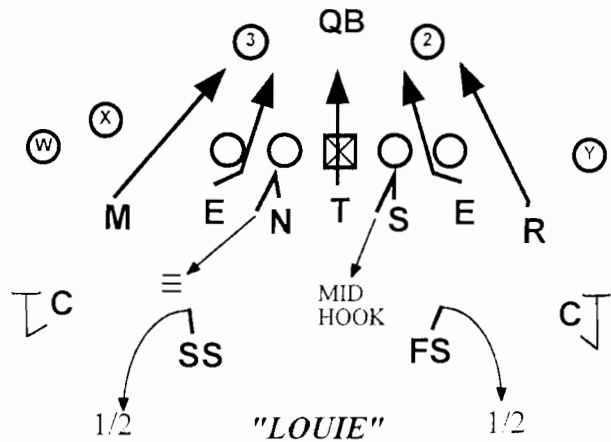
RULES:

1. Stem Front into Delta Front & Execute Spike Stunt
2. Stem Coverage to Bluff Weak Double Dog Trade
3. Sam & Ruby Rush & "Train" RB
4. FS & N "Swipe" vs. White FS "Thumbs" vs. Twin Open
5. SS Show "Trade" Alignment and Stem Out to 1/2 With Catch or Fist Call

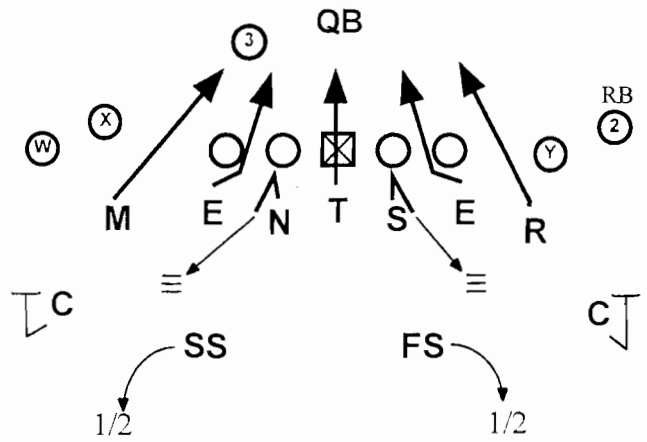
RUBY HURRICANE SWITCH

HOUSTON RED LEFT

302

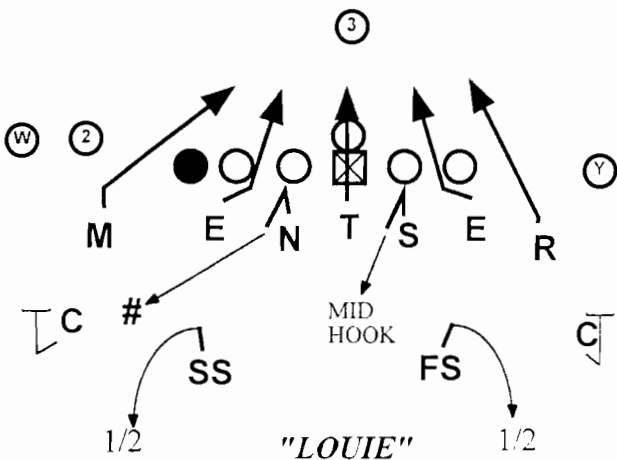


302/401

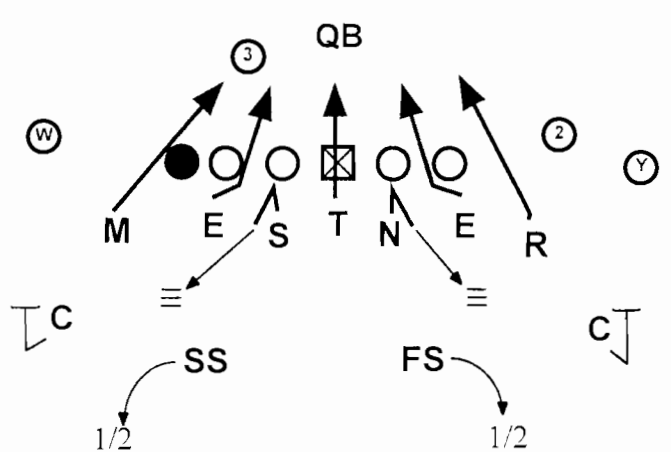


- * M & R SWITCH ALIGNMENTS WITH N & S
M & R BLITZ CONTAIN FROM THE OUTSIDE.
- * N & S BLUFF OVER GUARDS AND DROP
OUT TO #2'S (RICHIE/LOUIE 3 x 1).
- * OUTSIDE CORNERS ROLL UP TO FLATS.
CLEO BACKSIDE 3 x 1.
- * SAFETIES DISGUISE AND DROP TO 1/2's.
- * DE's COWBOY RUSH BOTH SIDES.
- * NT BULLS AND PLAYS SCREEN OR QB
STEP-UP IN POCKET.

311



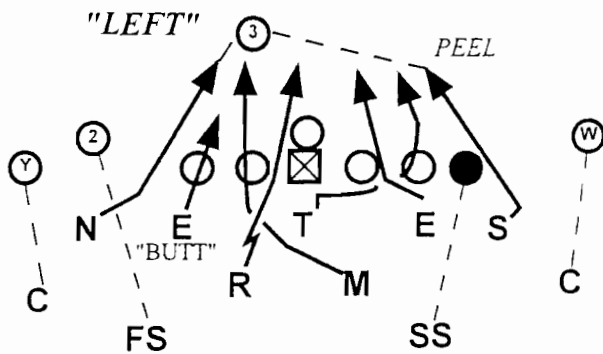
311



(RUBY) KC ALL-STAR

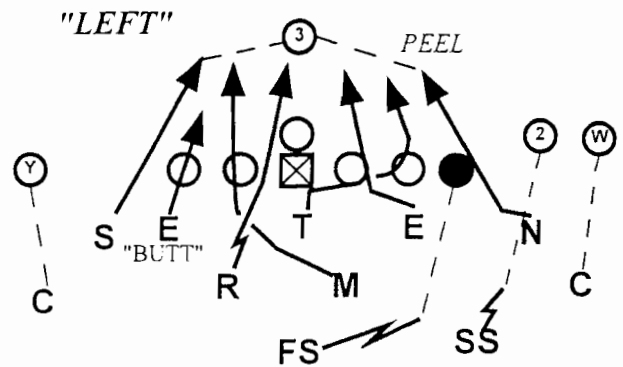
WHITE UND

311



TWIN OPEN RT

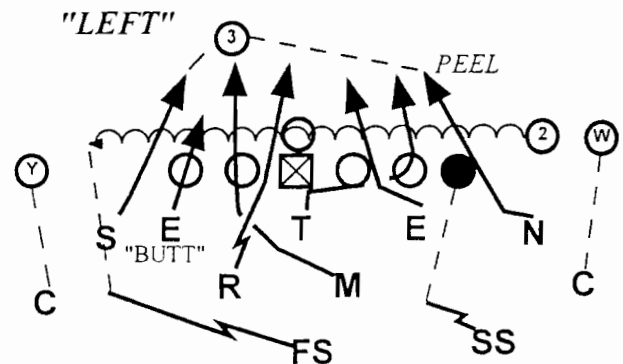
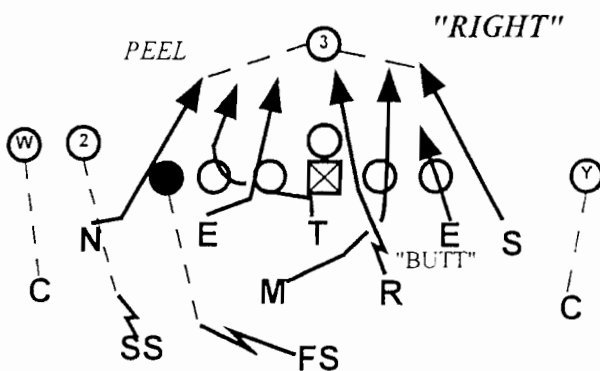
311



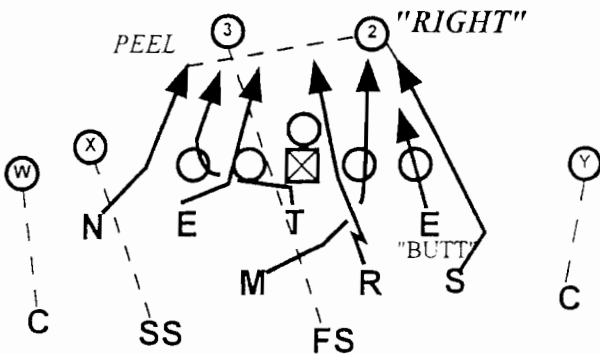
TWIN OPEN LT

TWIN OPEN UND 2 DIV

311



HOUSTON



HOUSTON = WEAK

RULES:

* SAM ALIGNS OPPOSITE OF NICKEL

* DIRECTIONAL CALL MADE :

TO OFFSET RB;

TRIPS = WEAK

2X2 = WEAK (2x2 JET WITH RB AT HOME = LT)

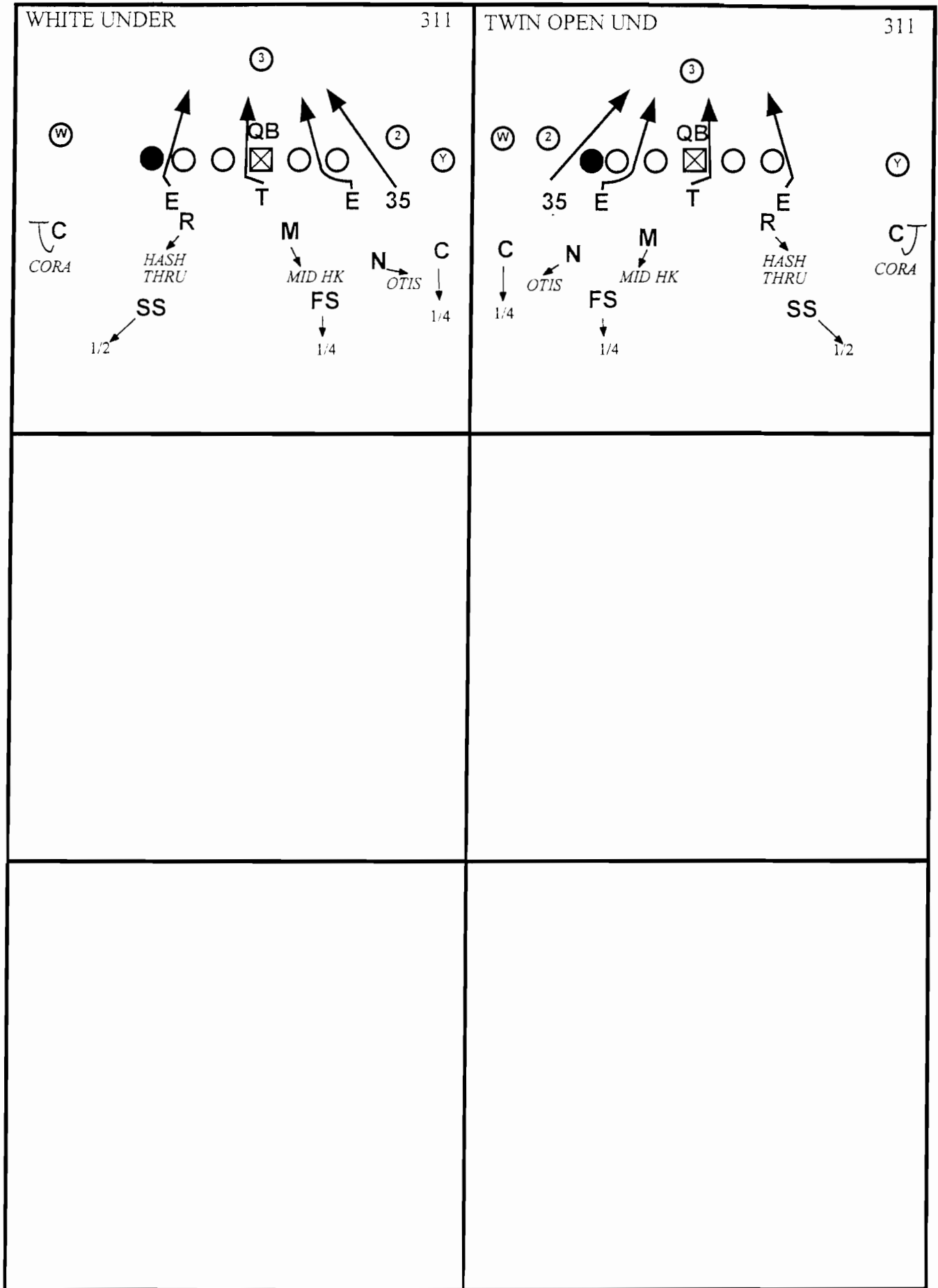
HOUSTON RED = WEAK

* BUTT TO CALL SIDE

* SAFETIES / DC's MAKE ADJUSTMENTS TO MOTION.
NICKEL AND SAM STAY TO
THEIR SIDE ONCE THE BLITZ IS SET.
(SCREW RULES)

* NOSE AND DE AWAY FROM CALL = EARS

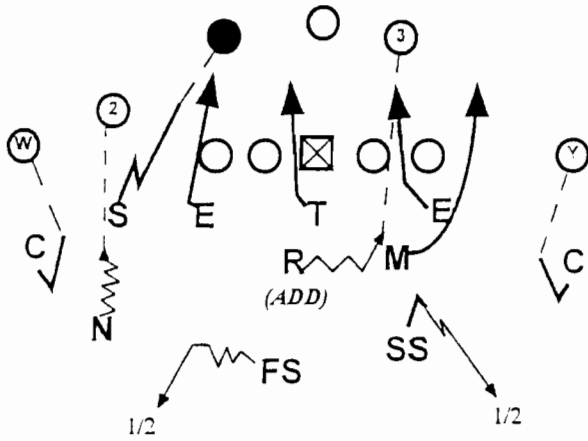
RUBY KNIFE DAKOTA



RUBY MIKE COWBOY DAKOTA & 7

SPREAD TWIN OPEN UNDER LT.
(XIB)

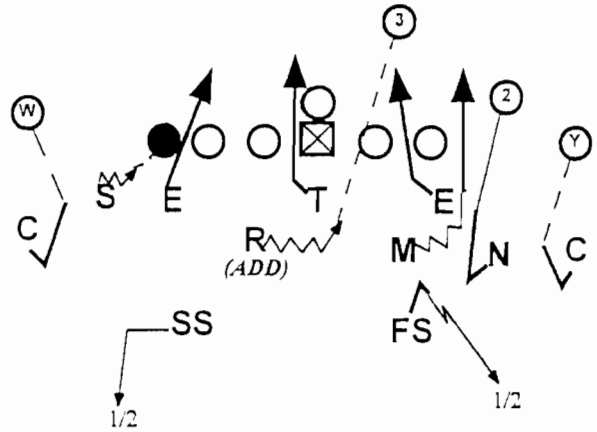
311



**RUBY MIKE COWBOY 7*

WHITE UNDER LT.

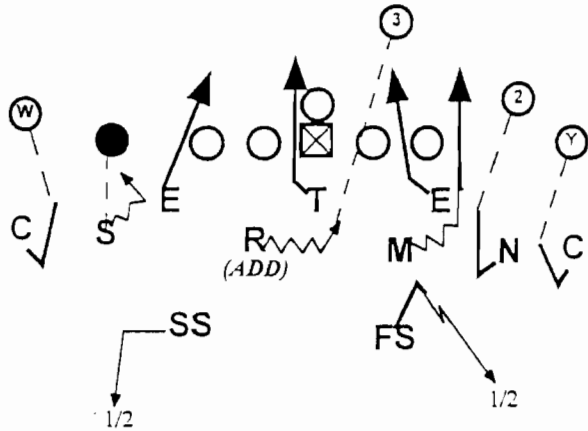
311



**RUBY MIKE COWBOY 7*

**WHITE UNDER
(X FLEX)**

311



**RUBY MIKE COWBOY 7*

RUBY MIKE COWBOY RULES:

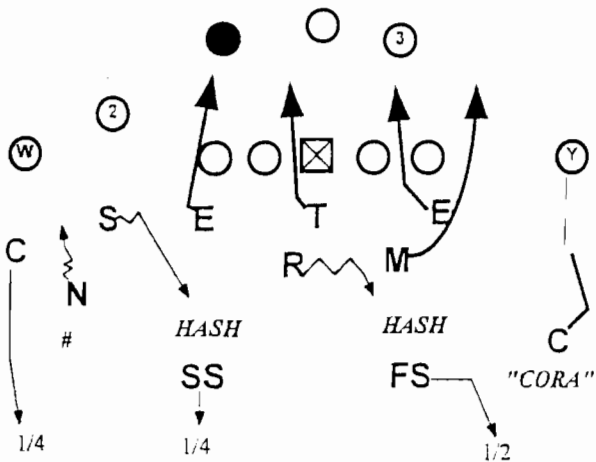
1.) MIKE COWBOY 7 = ALWAYS AWAY FROM TE!

2.) MIKE COWBOY DAKOTA = ALWAYS
FROM "CORA" SIDE!

* DIRECTIONAL CALL IS: STUNT SIDE SO
DL's STUNT/RUSH OPPOSITE!

SPREAD TWIN OPEN UNDER LT.
(XIB)

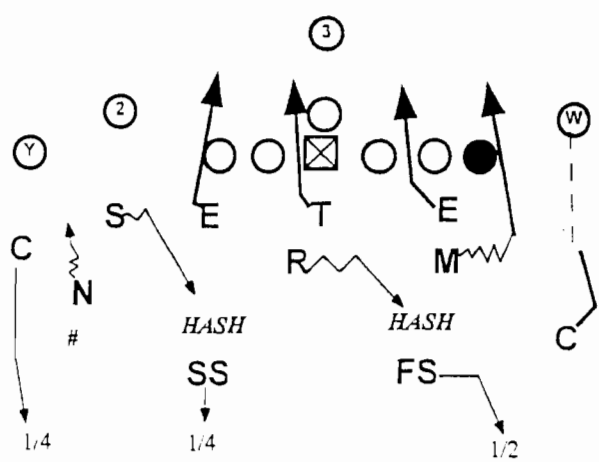
311



**RUBY MIKE COWBOY DAKOTA*

WHITE RIGHT

311



**RUBY MIKE COWBOY DAKOTA*

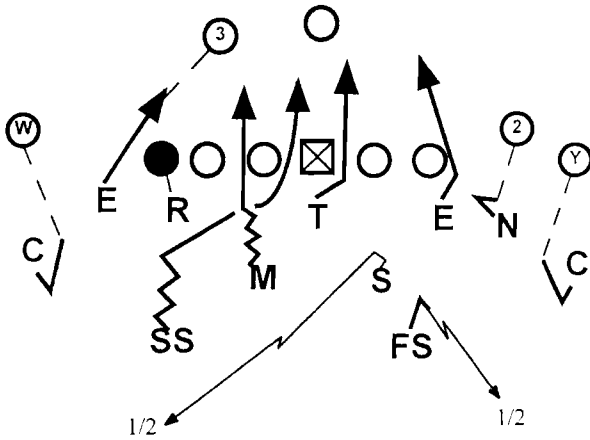
RUBY PINCH SS 77 (SAM)

<p>HOUSTON RED 302</p> <p>"RIGHT"</p>	<p>WHITE 311</p> <p>"RIGHT"</p> <p>"THUMBS"</p> <p>* SAM HAS OPTION TO "THUMBS" HIS SIDE</p>
<p>TWIN OPEN 311</p> <p>"LEFT"</p>	<p>WHITE 2M 311</p> <p>"RIGHT"</p>
<p>WHITE OVER 311</p> <p>MIKE & RUBY "BRONCO" VS. OVER</p> <p>"RIGHT"</p>	<p>RULES:</p> <ul style="list-style-type: none"> * FRONT ALIGNS RUBY * DIRECTIONAL CALL MADE TO OPEN SIDE (WEAK VS. HOUSTON RED) * DL STUNTS OPPOSITE THE CALL * SS BLITZ CONTAIN OPEN SIDE * SAM ALIGNS TO TE SIDE AND STEMS TO 1/2 (SAM HAS OPTION TO "THUMBS" HIS SIDE) * FS STEM TO 1/2 TO OPEN SIDE * BOX AND TRIANGLE RULES APPLY

RUBY MASS 77 (SAM) PEEL

SPR. WHITE OVER

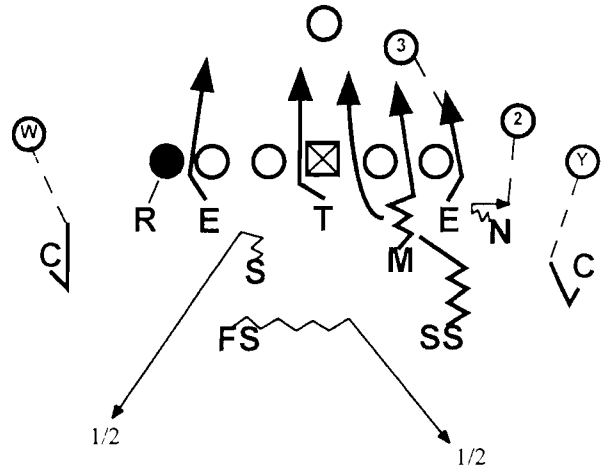
311



***TUFF PEEL ADJ. vs OVER RB !**

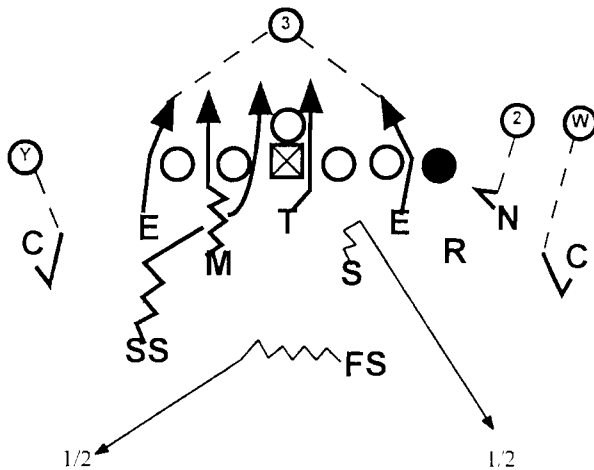
SPR. WHITE UNDER

311



TWIN OPEN

311

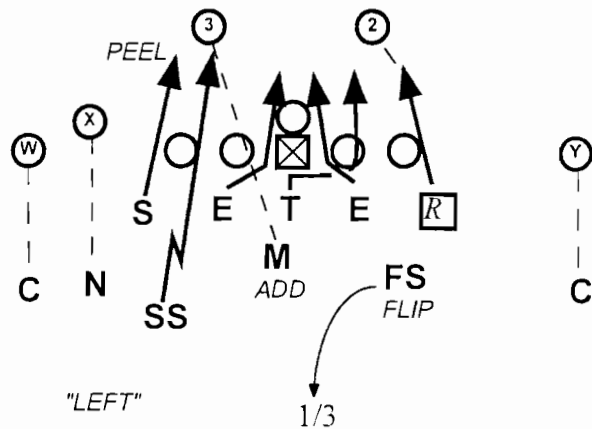


RULES:

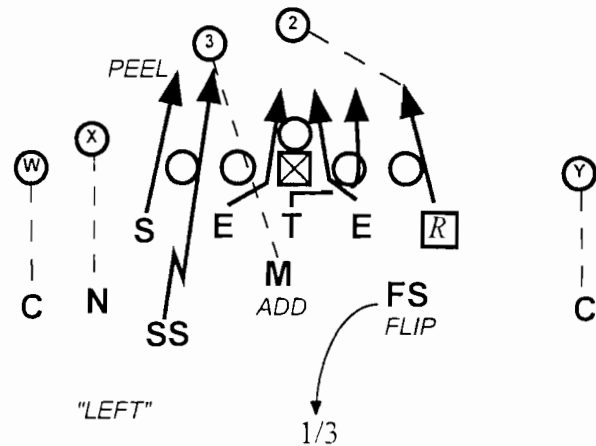
1. Execute M & SS Stunt to the off-set RB - Dolphin Stunt
2. RLB M/M on TE
3. NT Stunts away from "Mass" stunt call side
4. DE to RB side is peel
5. De away has 5 tech. rush
6. Both DE's have peel w/ RB at home!
7. Sam show blitz away from RB & play 1/2 to strongside or TE side
8. FS show opposite & play 1/2 to openside
9. Nickel Bluff & play cover 7 on slot
10. If RB is at home, take stunt to openside

TENN DELTA STORM (FLIP)

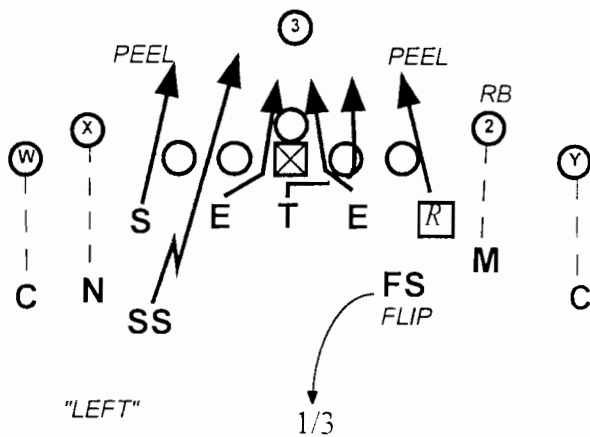
HOUSTON RED



HOUSTON I OVER



302 WHITE



NOTE: VS. I BACK SETS WITH MOTION TO NO-BACK, THE PEELERS (SAM & RUBY) MUST COVER DOWN VS. MOTION TO THEIR SIDE

RULES:

1. ALTERNATE DOG TO COUNTER PROTECTION VS. DELTA DBL. DOG TRADE.
2. THIS DOG CAN BE RUN WITH A (FLIP) OF FS OR WITHOUT THE FLIP.
* FLIP = FS SHOW DOG & ROLL TO POST COVERAGE.
3. MLB WILL PRESSURE RUSH TO HIS COVERAGE.
4. SAM LB TREATS STRONG RB AS TE.
5. PLAY ANY MOTION AS RUN WITH IT TECH.
6. DIRECTIONAL CALL GOES TO SS DOG SIDE.

1

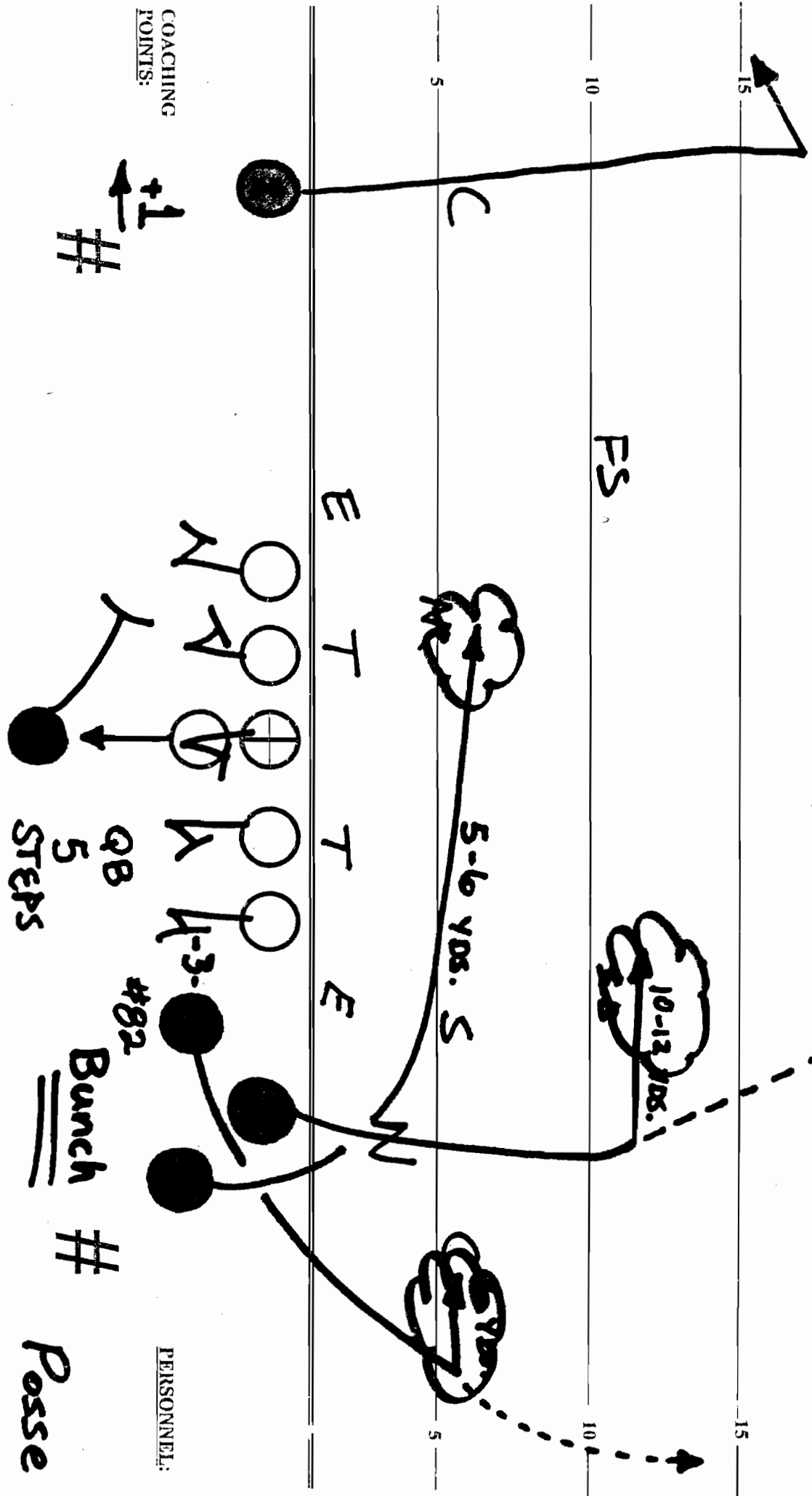
CARD #

OFFENSE Ravens VS. _____ DEFENSE

DEFENSE CALLED: 5¢ "Hot" 7

HASH	DOWN	DIG	YARDLINE
R	3	8	

✓ Calls in Coverage "D"
✓ Rush Design & Execution



COACHING
POINTS:

PERSONNEL:

Posse

2

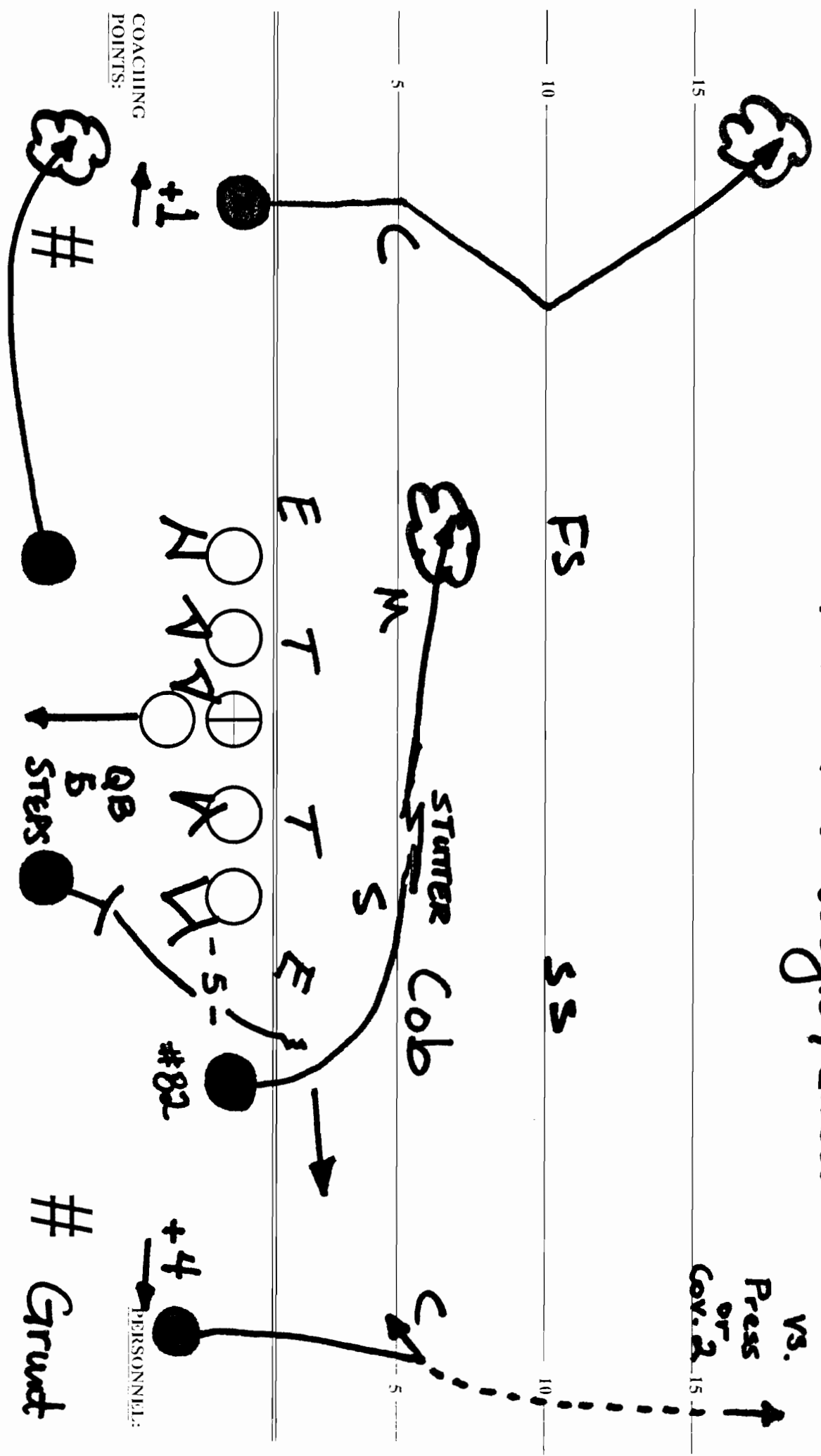
CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: Cobra "Hot" 7

11/21/11	DOWN D...	YARDLINE
R	3 5	

✓ Calls in Coverage
✓ Hot Rush design & Execution



3

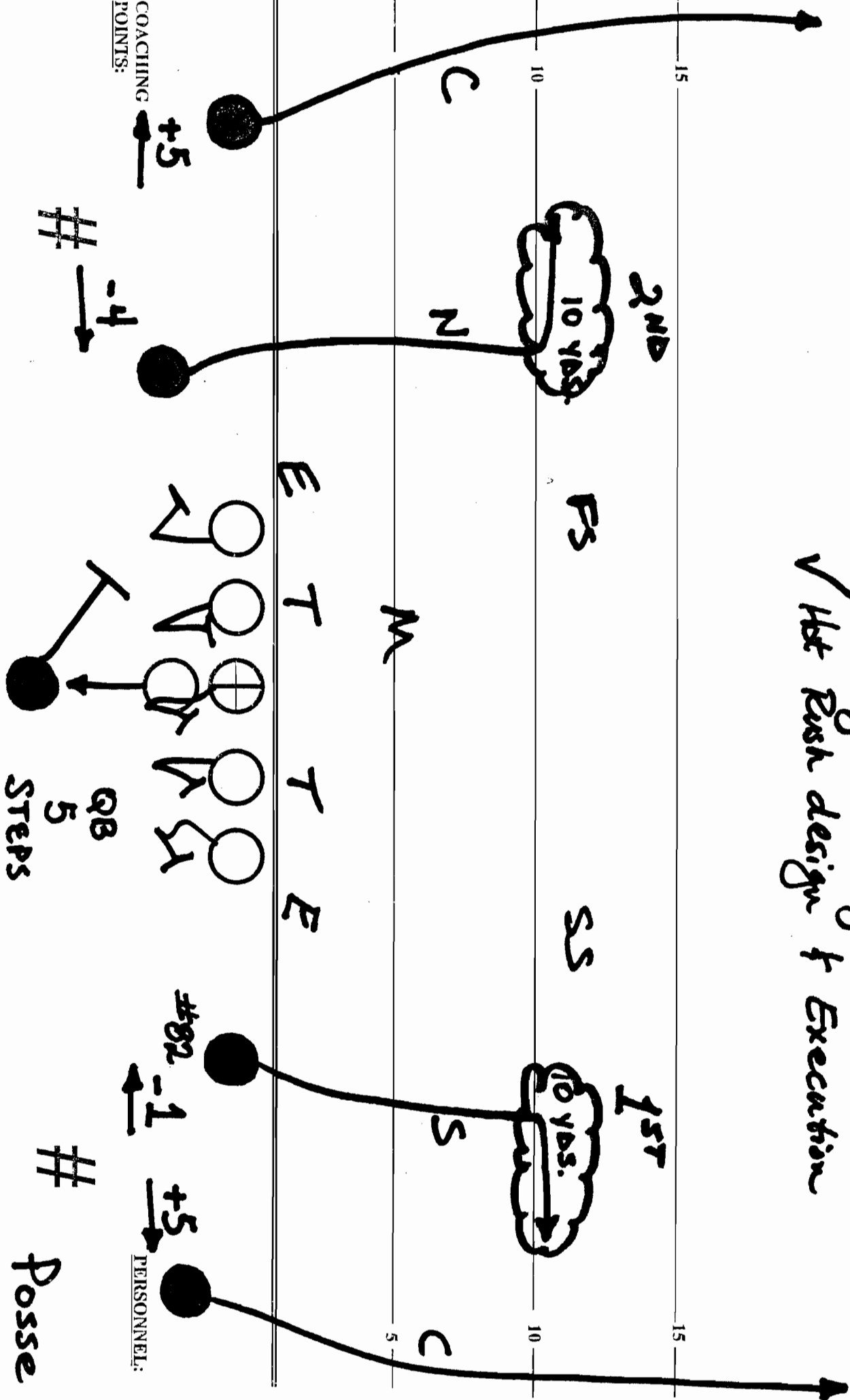
CARD #

OFFENSE Ravens VS. _____ DEFENSE _____

DEFENSE CALLED: 10¢ "Hot" 1 ROVER

HASH	DOWN DI	YARDLINE
L	3 8	

✓ Coverage leverage & Tech.
✓ Ht Rush design & Execution



4

CARD #

OFFENSE

175

DEFENSE

IV. SUMMARY

DOWN IN .

YABDI INF

Ravens

175

DEFENSE


IV. SUMMARY

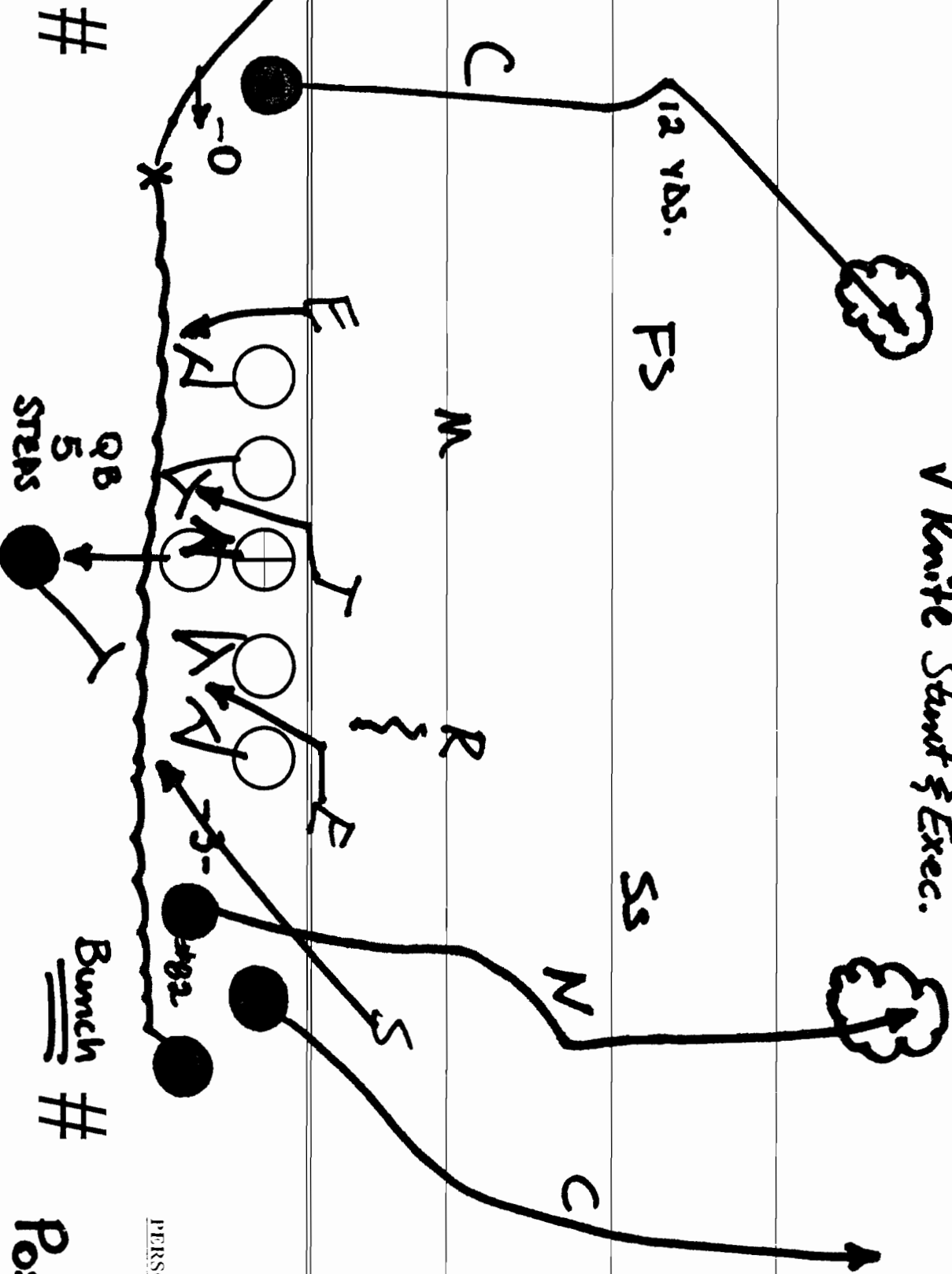
DOWN IN .

YABDI INF

DEFENSE CALLED:

Ruby Knife Dakota

✓ Otis & Corn Adjust to Motion
✓ Knife Start & Exec. 



COACHING POINTS:

PERSONNEL:

Pose

5

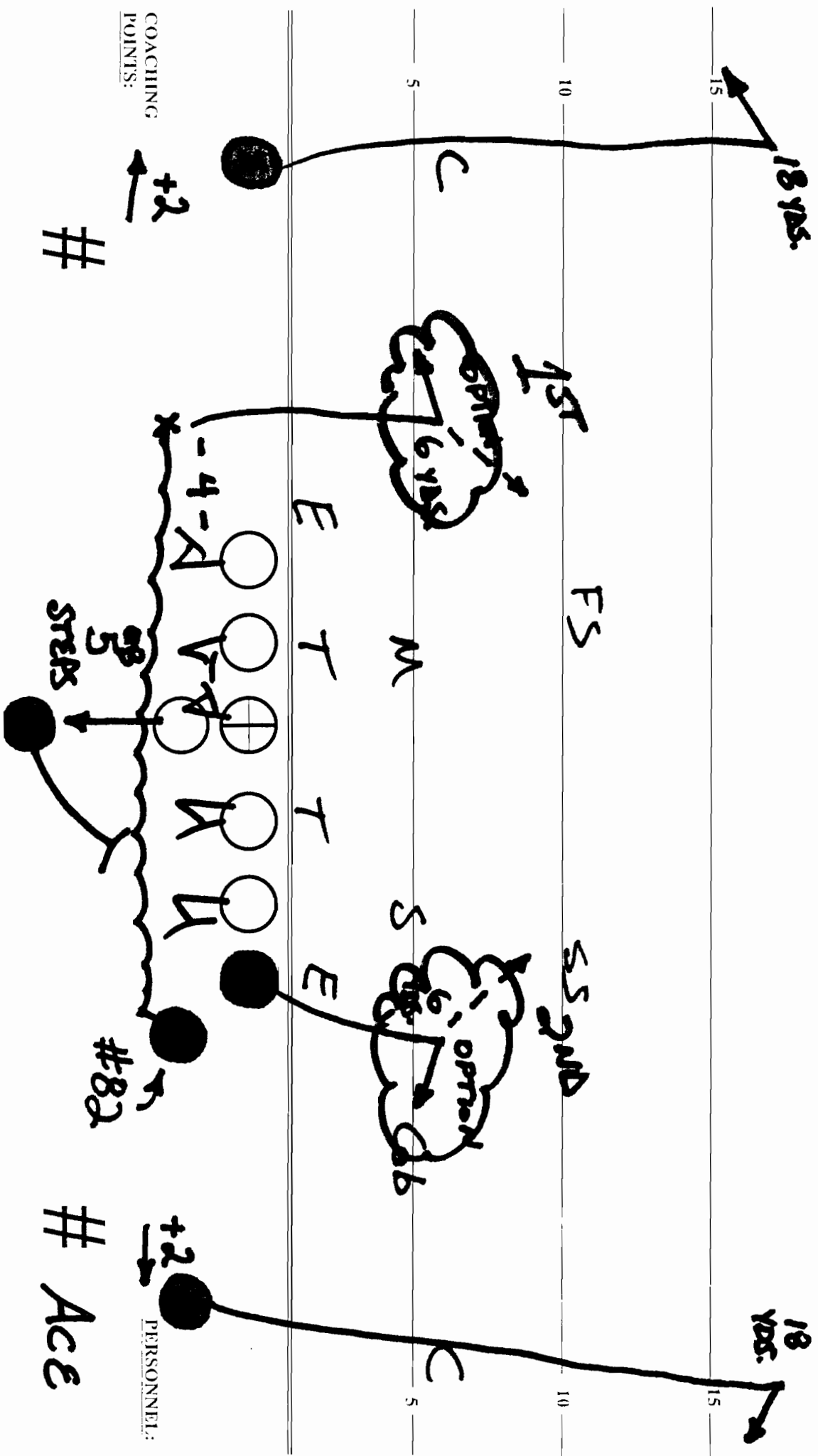
CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: Cobra 'Hot' I Cover

✓ Safety dbl. 82 & SCB on #81

HASH	DOWN D.C.	YARDLINE
M	3	6



6

CARD #

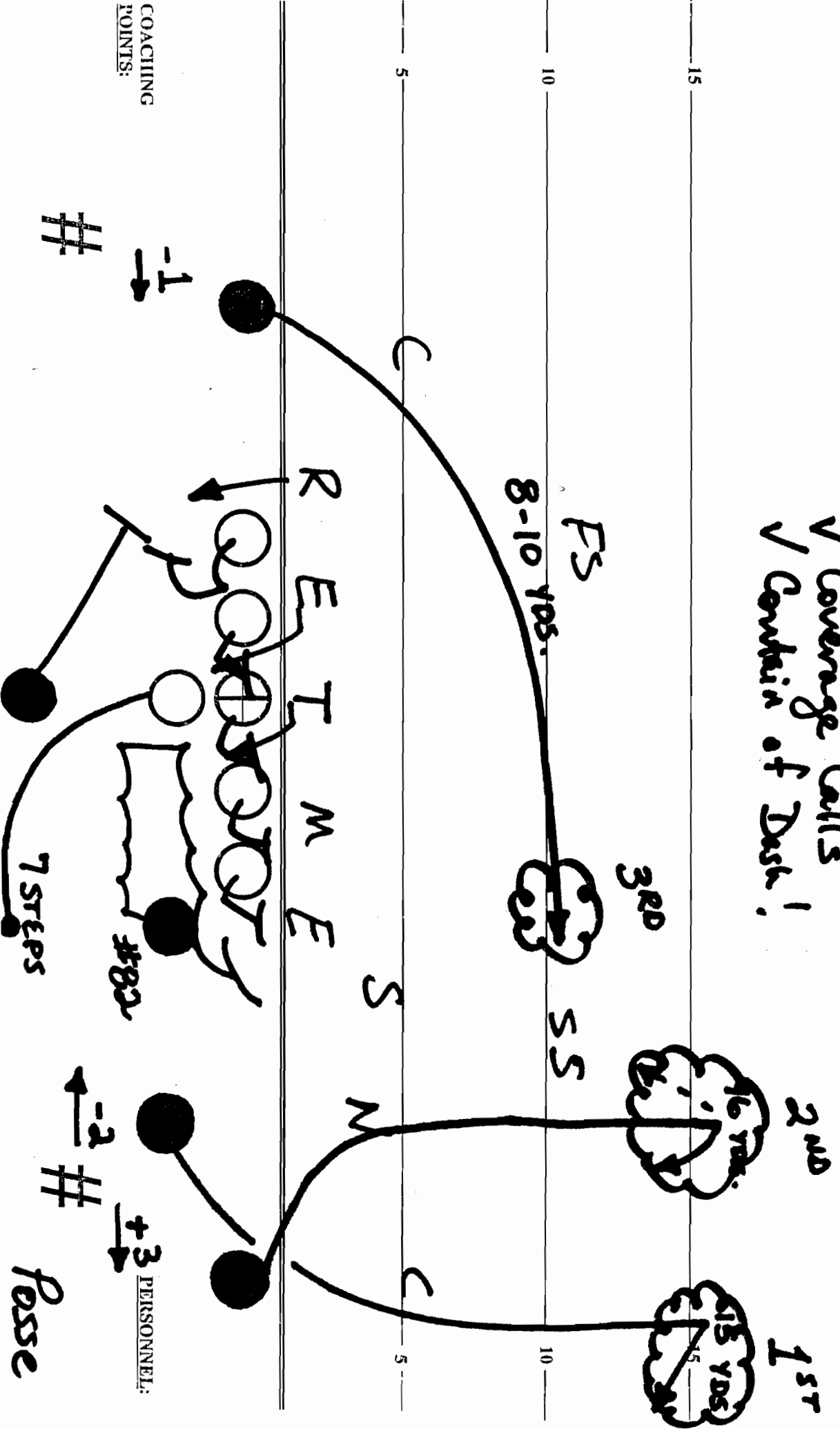
OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: Tenn Mickey 77

FLASH	DOWN	DIE	YARDLINE
R	3	10/	

3 - 11

✓ Directional Call to Start
✓ Coverage Calls
✓ Contain of Task!



COACHING
POINTS:

-1

#

#82

7 steps

-2

#

+3

PERSONNEL:

Pass

②

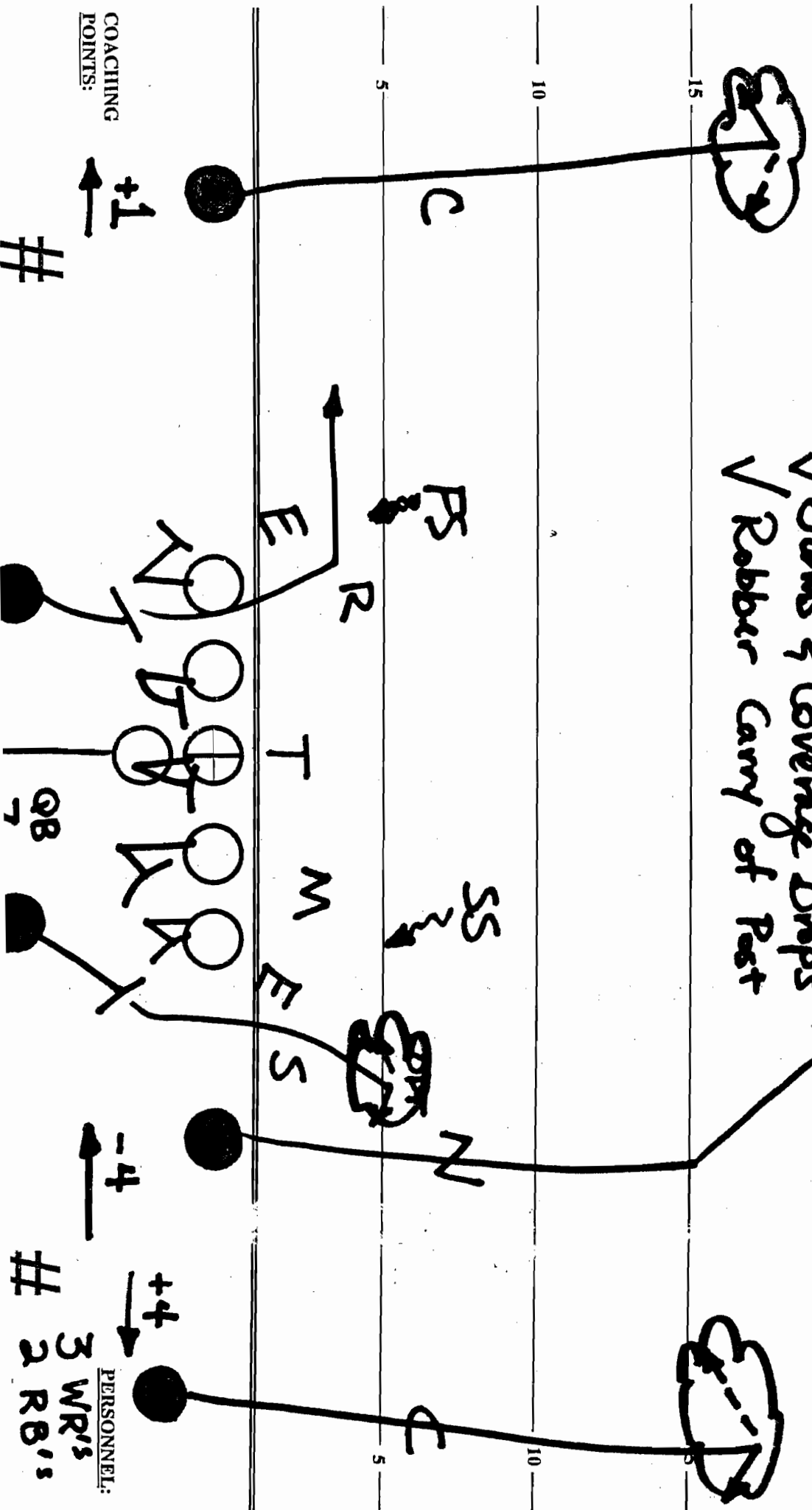
CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: **Tenn Bluff Tent Rob Ser**

HASH	DOWN D	YARDLINE
R	3:11	

- ✓ Bluff Alignments
- ✓ Jams & Coverage Drops
- ✓ Robber Carry of Post



COACHING POINTS:

1+

十

PERSONNEL:

WR's
RB's

8

CARD #

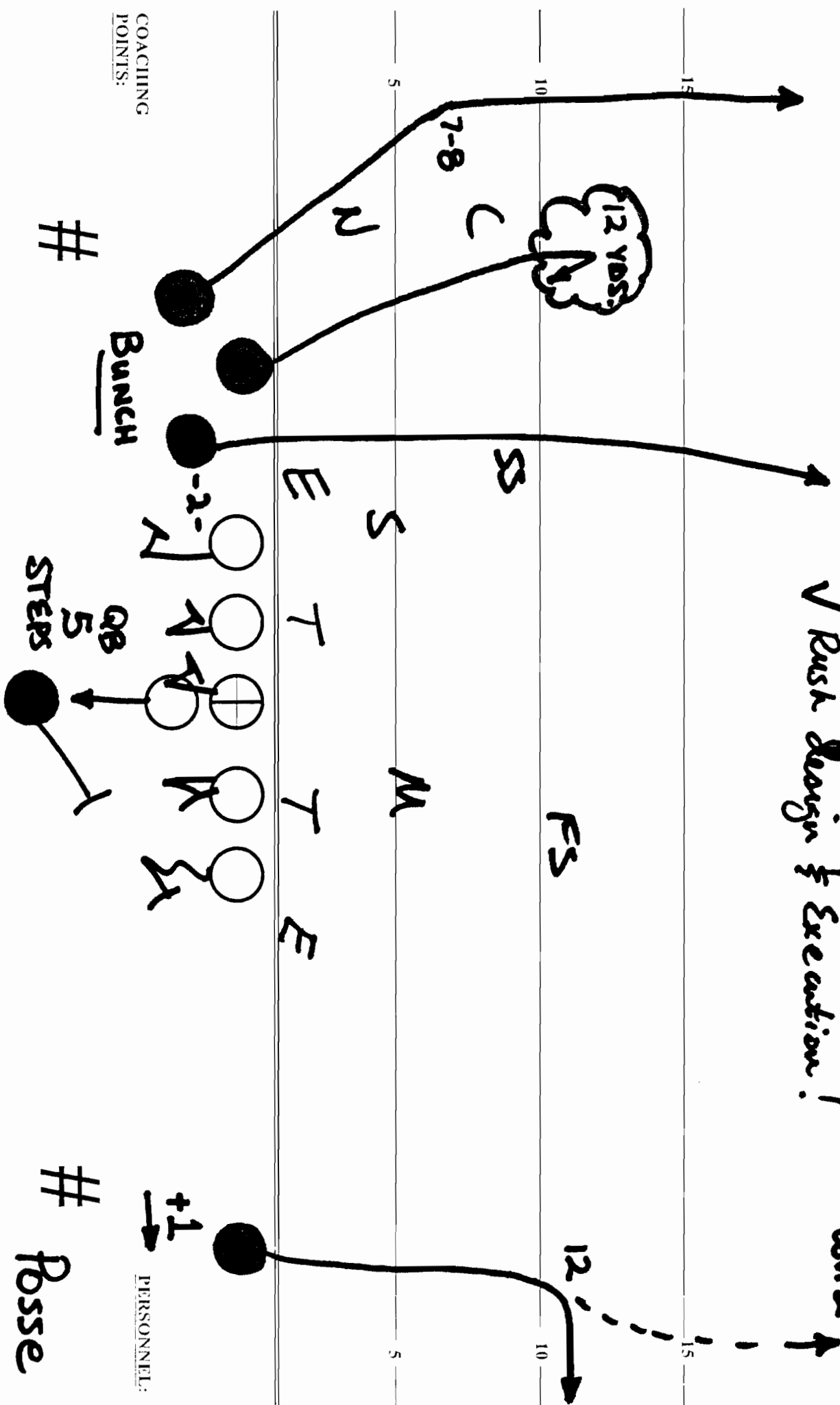
OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: 5¢ 'Hot' 1 ROVER

HASH	DOWN D. C.	YARDLINE
L	3 4	

✓ *Coverage Call to Cluster*
✓ *Rush design & Execution!*

VS. *Cov. 2* ↑



COACHING POINTS:

PERSONNEL:

1

CAIRID #

Team #2
1st #2

RAVENS

DEFENSE CALLED:

UNDER TAGE

\sqrt{SS}, FS in Force & Play

FLASH	DOWN DIST.	YARDLINE
W	1	

Done

15

15

19

10


५

55

١

7

5

#no 

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一

+

וה

1

1

1

C

—

COACHING POINTS:

PERSONNEL:

#00

習

2

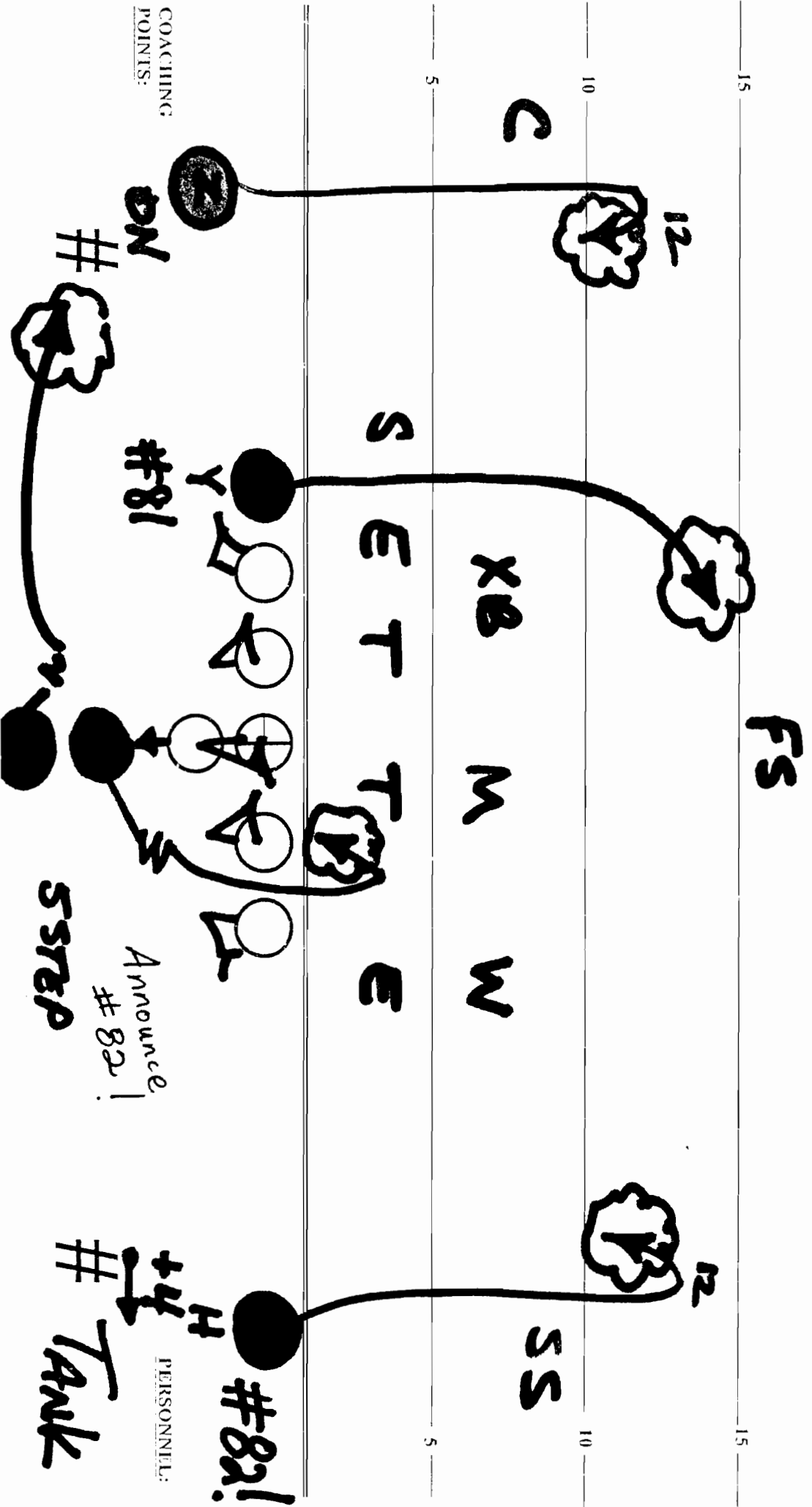
CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: XB AF (10) 2nd. Sca.

*Fourth SQ.
✓ Struck Call on Squeeze TE!*

YARDLINE	DOWN	DIS.	YARDLINE
	1	10	



COACHING POINTS:

PERSONNEL:

W

CARD #

OFFENSE MAYERS VS.

DEFENSE

IIASII

DOWN DISI.

YARIDI, JING

DEFENSE CALLED:

XB AF (C) 24 SECRET

✓ Match Squ. ✓ Attack ✓ Gap Control

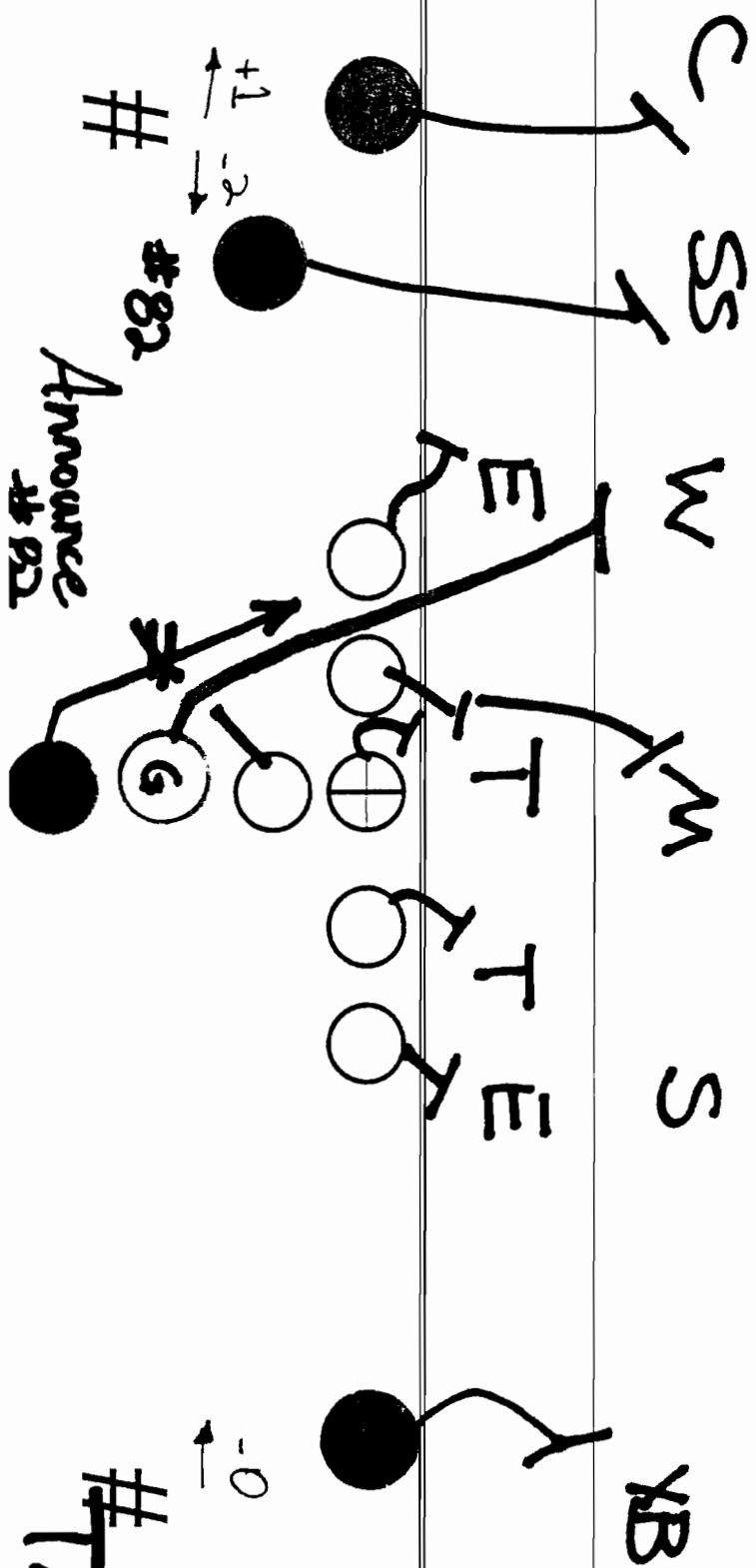
三

10

163

5

5



COACHING POINTS:

PERSONNEL:

Announce
#B2

#TANZ

⑦

CARD #

OFFENSE

Ravens

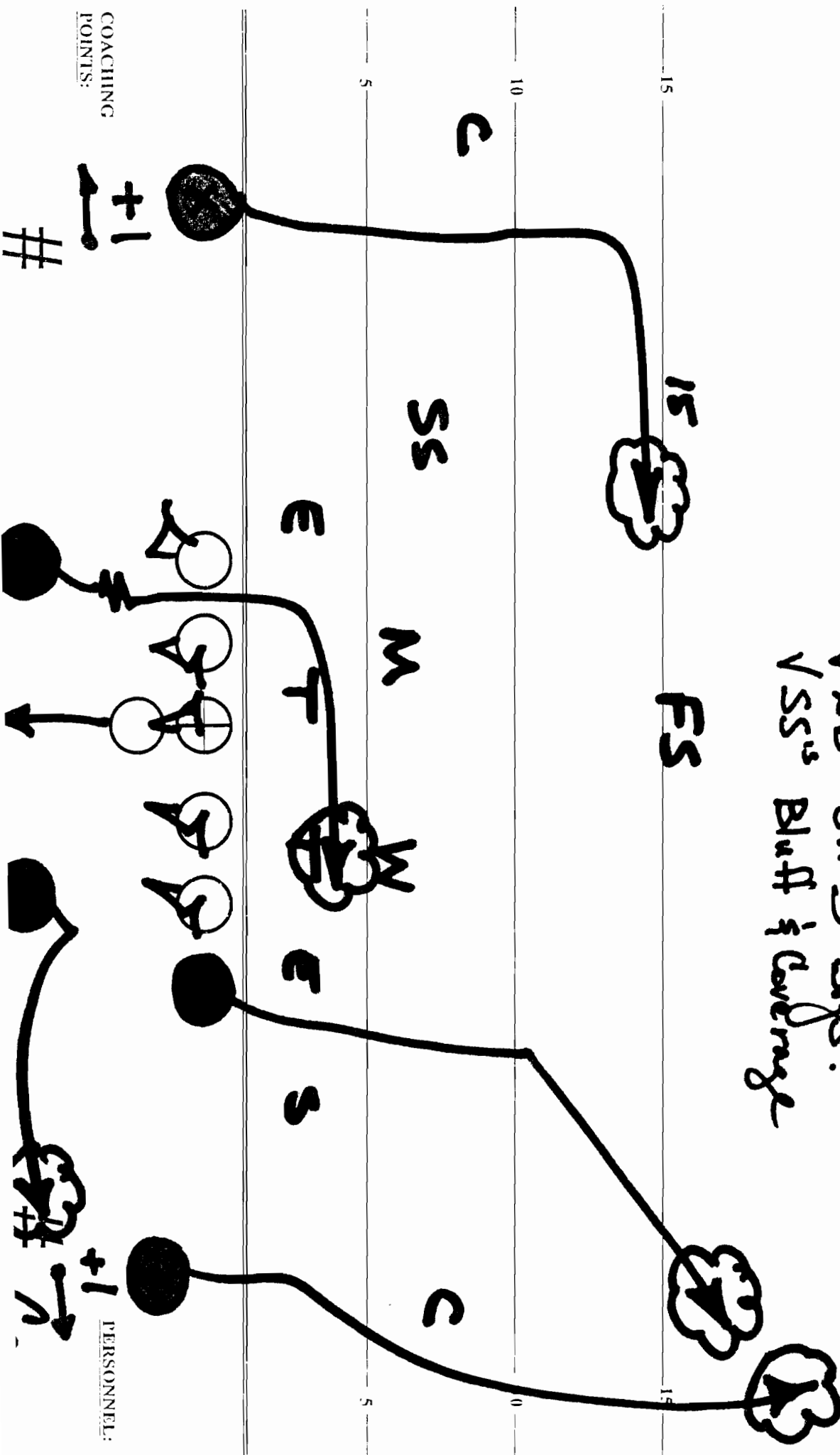
VS.

DEFENSE

DEFENSE CALLED:

S(11)sc I never.

VLB's on 3 Bids!
VSS's Bluff & Coverage



COACHING POINTS:

PERSONNEL:

5

CARD #

OFFENSE

Ravens

VS.

DEFENSE

DEFENSE CALLED:

Move to:
4c Twist SINGLES

✓ Move Mechanics ✓ Twist Stand

HASH	DOWN DIST.	YARDLINE
M		

9-2-06

15

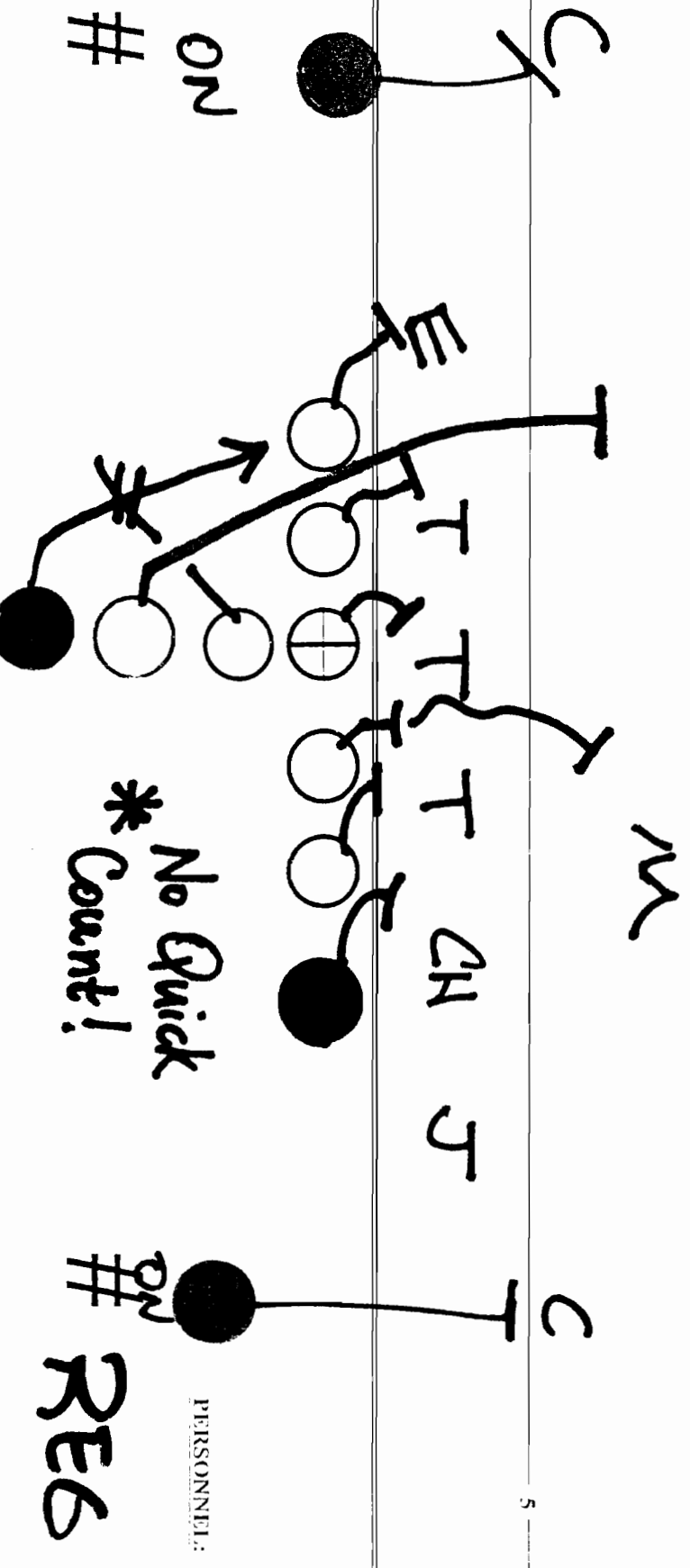
15

FS

SS

10

10



COACHING
POINTS:

PERSONNEL:

6

CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED:

Shisc Smoke Trap

✓ Hammer Stunt
✓ LB's on 3 Bigs

HASH	DOWN DIST.	YARDLINE
M		

FS

1ST

10

5

COACHING
POINTS:

ON

#

SS

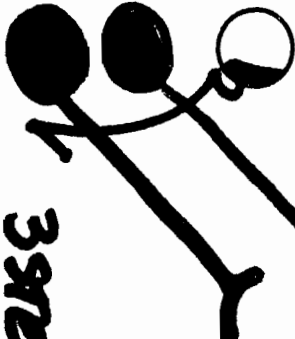
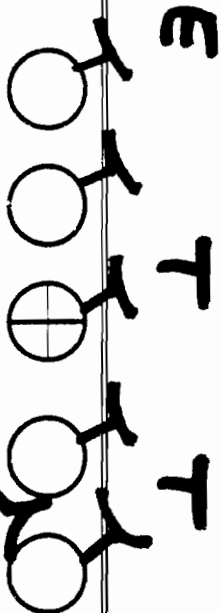
M

W

E

E

S



3step Quick PA

#

ON

PERSONNEL:

Growt

7

CARD #

OFFENSE **RAVENS** VS. DEFENSE

DEFENSE CALLED:

SWAP QDS. 1 REV.

✓ Gap Control

HASH	DOWN DIS.	YARDLINE
M		

swap QDS. 1 REV.

15

15

FS

10

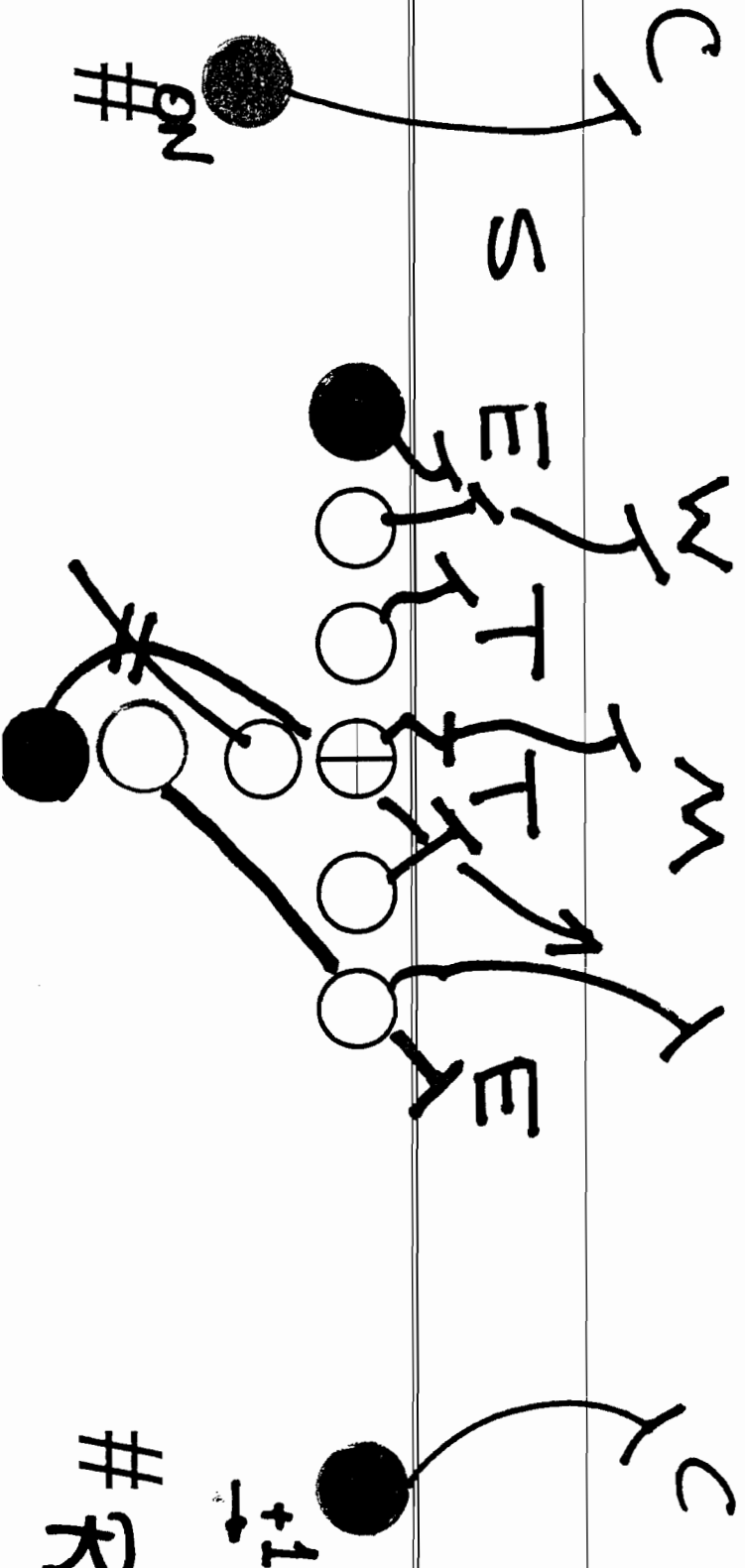
SS

10

5

5

COACHING
POINTS:



PERSONNEL:

8

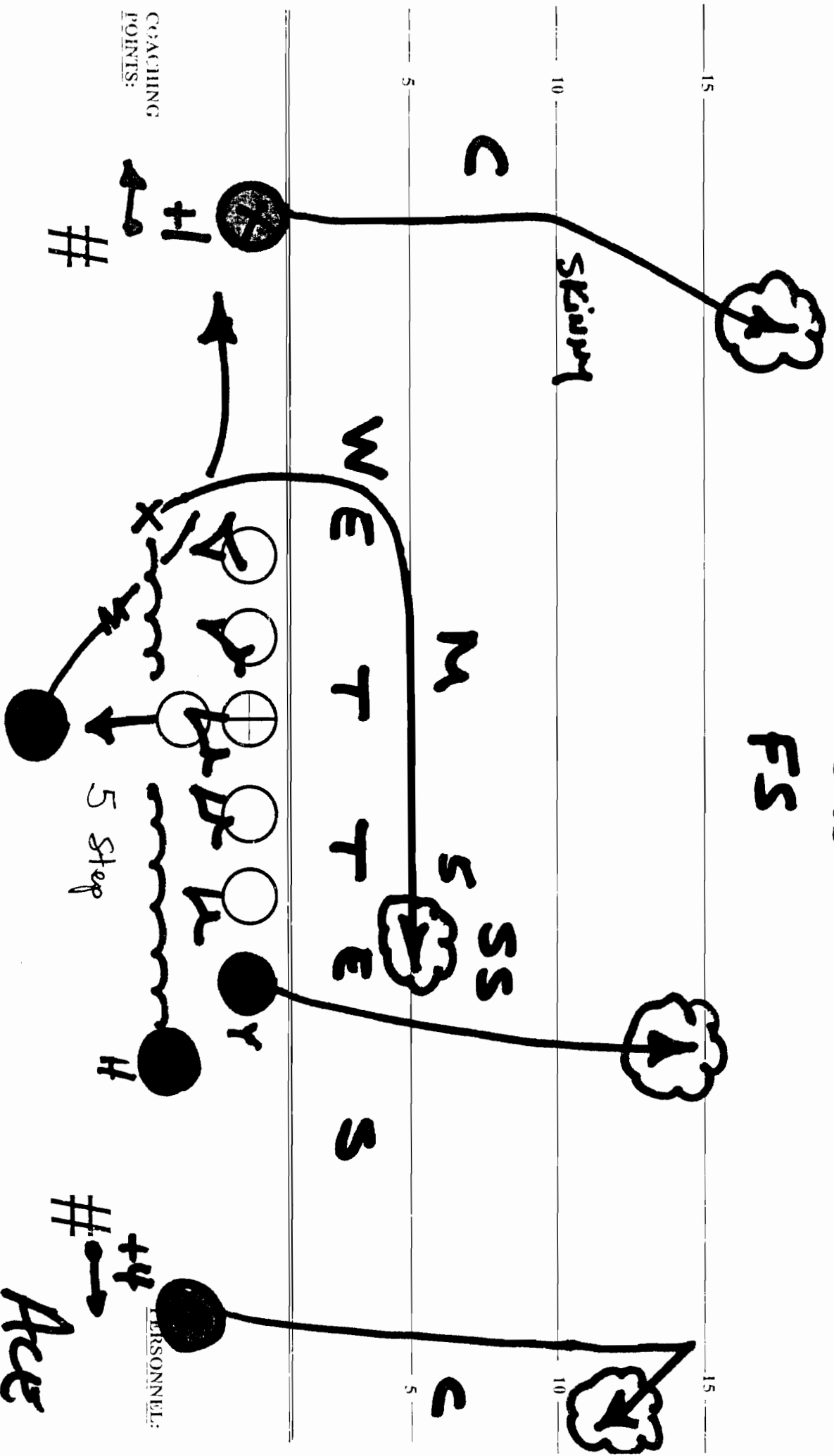
CARD #

OFFENSE Ravens VS. DEFENSE

DEFENSE CALLED: AC(10) 2SQ

✓ Motion Adjustments
✓ Stack Call

FS



COACHING
POINTS:

PERSONNEL:

HASH	DOWN DIST.	YARDLINE
R		