85

Denver Gold

Mouse Davis

1. THE LINE WILL TAKE A THREE POINT STANCE
2. X, Z, Y AND H WILL TAKE A TWO POINT STANCE. X IZ INSIDE FOOT
3. QB WILL CALL:

	EXAMPLE
1. COLOR	BLUE
2. DUMMY PLAY	24 ZONE
3. REPEAT PLAY	24 ZONE
4. GO	GO (MOTION)
5. GO	GO
6. GO	GO

ALL MOTION IS ON 1ST GO

SNAP COUNT

1. WE CAN GO ON 1ST SOUND WHICH IS COLOR
2. WE CAN GO ON 2ND OR 3RD GO

WE WILL NOT GO ON 1ST GO

AUDIBLE SYSTEM

TO CALL AUDIBLES - FOR CHANGING THE PLAY AT THE LINE OF SCRIMMAGE - WE WILL DESIGNATE A LIVE COLOR. IF THE LIVE COLOR IS CALLED, THE FOLLOWING PLAY BECOMES THE PLAY WE WILL RUN.

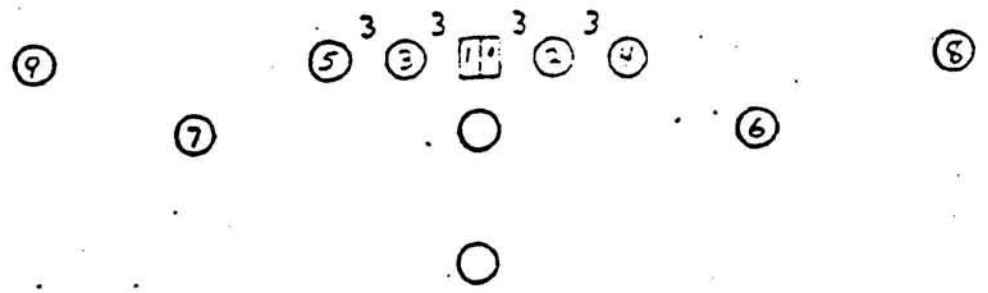
WHEN AN AUDIBLE IS CALLED THE SNAP COUNT IS ALWAYS ON THE 2ND GO

MECHANICS:

IF THE PLAY CALLED IN THE HUDDLE WAS 24 AND THE QB WANTED TO CHANGE THE PLAY TO ~~AND RED WAS THE LIVE COLOR HE WOULD SAY~~

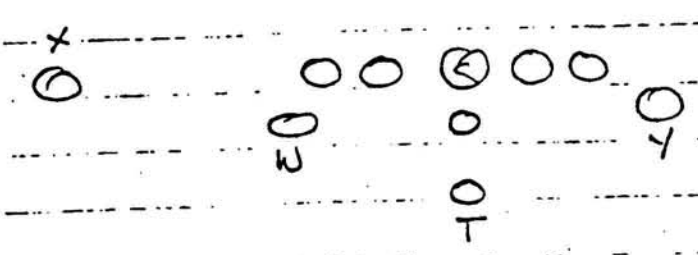
"RED 25 ZONE, 25 ZONE, GO, GO"

NUMBERING SYSTEM AND SPACING



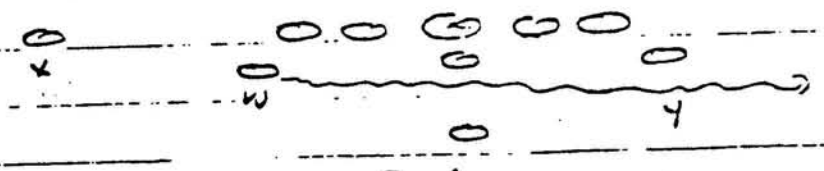
1. W.R. Take maximum split.
2. Wing and Y can take a yd. to 3-yd. split, depending upon play.
3. T.B. toes at yds. from ball.

FORMATIONS AND MOTIONS

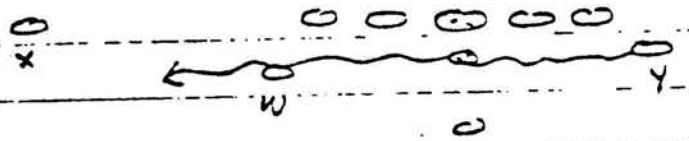


THIS IS OUR BASE FORMATION X-W-Y-Z ARE ALWAYS ON THE SAME SIDE. THEY DO NOT CHANGE S:

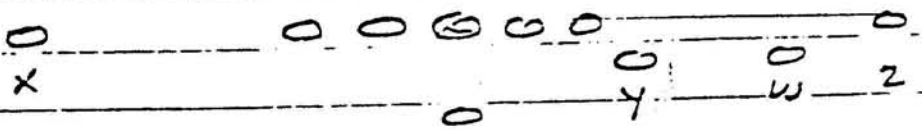
MOTIONS DICTATE FORMATIONS



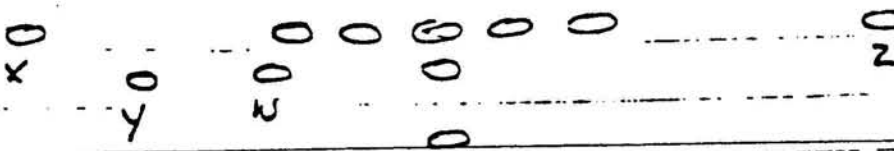
RIP



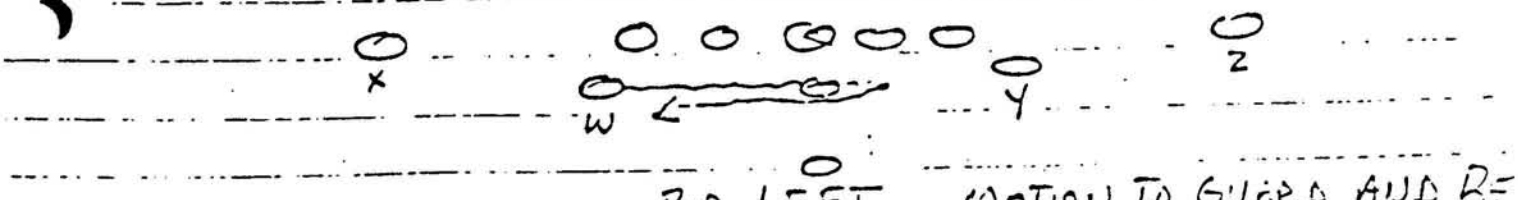
LIZ



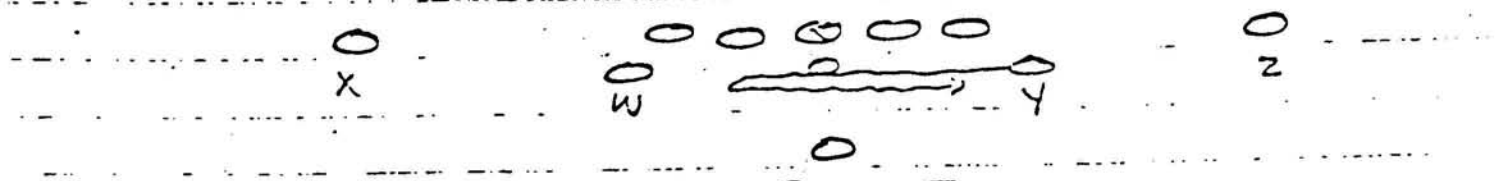
EARLY RIP



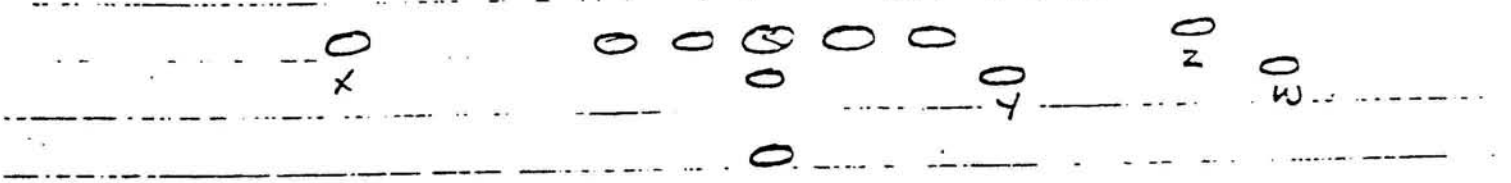
EARLY LIZ



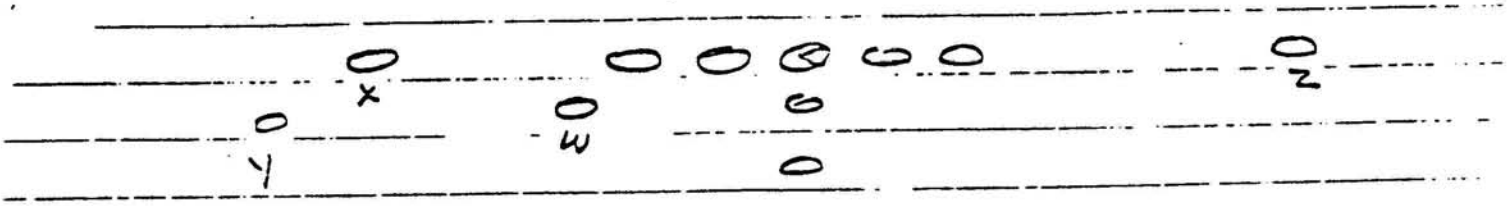
RIP LEFT MOTION TO GUARD AND RE



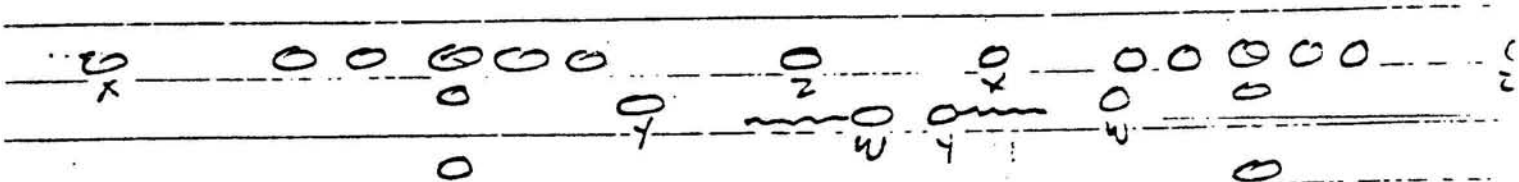
LIZ RIGHT



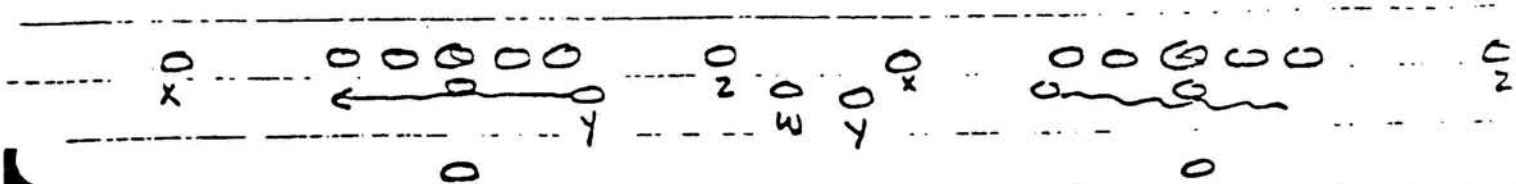
RIP WIDE



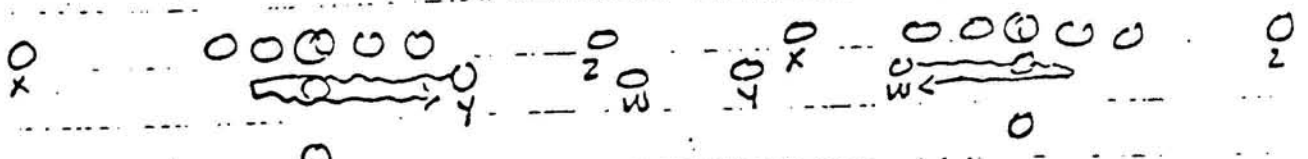
LIZ WIDE



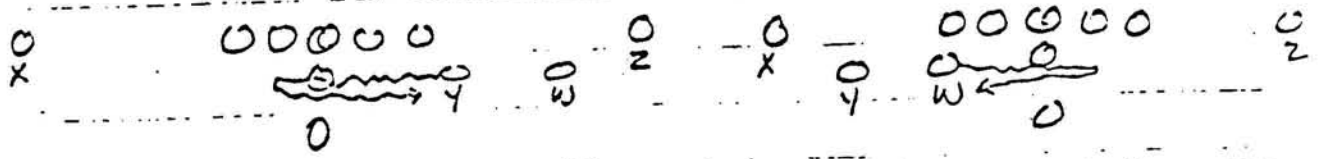
RIP WIDE LEFT LIZ WIDE RIGHT



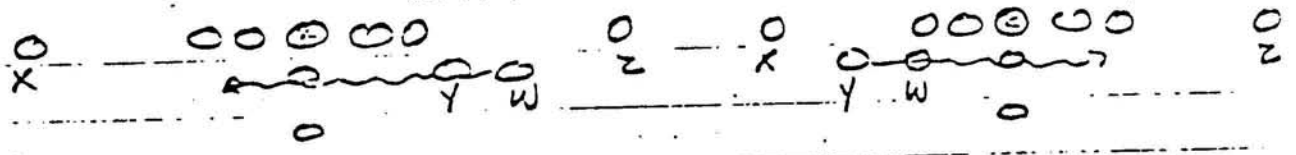
RIP WIDE LIZ LIZ WIDE RIP



RIP WIDE LIZ RIGHT LIZ WIDE RIP LEFT



EARLY RIP LIZ RIGHT EARLY LIZ RIP LEFT



EARLY RIP LEFT EARLY LIZ RIGHT

PASS OFFENSE

OUR PASS OFFENSE WILL CONSIST OF FOUR BASIC PATTERNS. THE PATTERNS WONT CHANGE BUT WITH THE MOTIONS USED, IT WILL GIVE THE IMPRESSION OF MANY PATTERNS. THESE FOUR PATTERNS WILL BE DIAGRAMMED BELOW, AND THE SPECIFIC DETAILS OF EACH PATTERN WILL BE DETAILED ON FOLLOWING PAGES

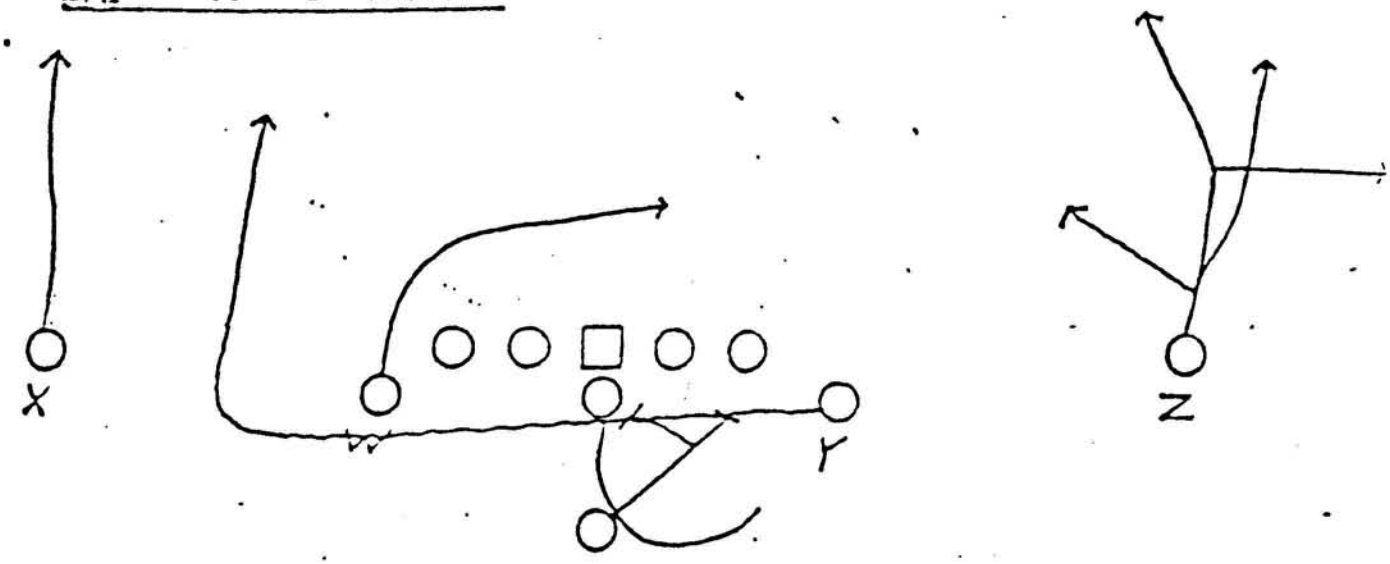
ALL RECIEVERS SHOULD EXPECT THE BALL AT ALL TIMES. YOU MUST READ THE COVERAGE AND A. YOUR ROUTE. STUDY THE DETAILS AND YOU'LL BE RIGHT

THE QB WILL THROW QUICKLY AND TO THE OPE RECIEVER

~~ALL CURRENT 90 SERIES PASSES~~ WILL BE USED AS WELL AS THESE FOUR.

1. RIP 61 X CHOICE

LIZ 60 Z CHOICE



QB:

Pre-Snap Reads = Safeties

Movement Key = Corner Over Z

Primary Receiver = Z

Progression = Z - Y - W. Blitz Z - W - Y

Assignment:

A. Going to right, you will throw off the 5th step. Going to left, you will throw off the 6th step.

B. If you cannot throw to W.R., gather yourself by shuffling your feet properly, and turning your body to throw backside.

Z: (X on 61)

Split = MAX

Pre-Snap Read = Safety to Corner

Movement Key = Corner

Assignment:

A. Corner off of you from five to seven yards

(1) You will run either a seven-step speed cut out, or a seven-step post seam.

(2) Run at outside shoulder of D.B.

(3) If the corner maintains a five-yard cushion, run an out.

(4) If the corner breaks the cushion, but his hips are turned in, still run an out.

(5) Basically, if the corner breaks the cushion, you will run a post seam.

B. Corner Up Playing Two Man

(1) Run a streak - Always try to get outside release.

C. Corner Up Playing Two Zone

(1) Run Fade Streak

(EXAMPLE)

QB will hit you in void behind corner.

D. All Out Man Blitz

(1) Run three-step slant and look for ball.

Y: (Wing on 61)

Pre-Snap Read = Safeties

Movement Key = Safety to the side

You are running the route.

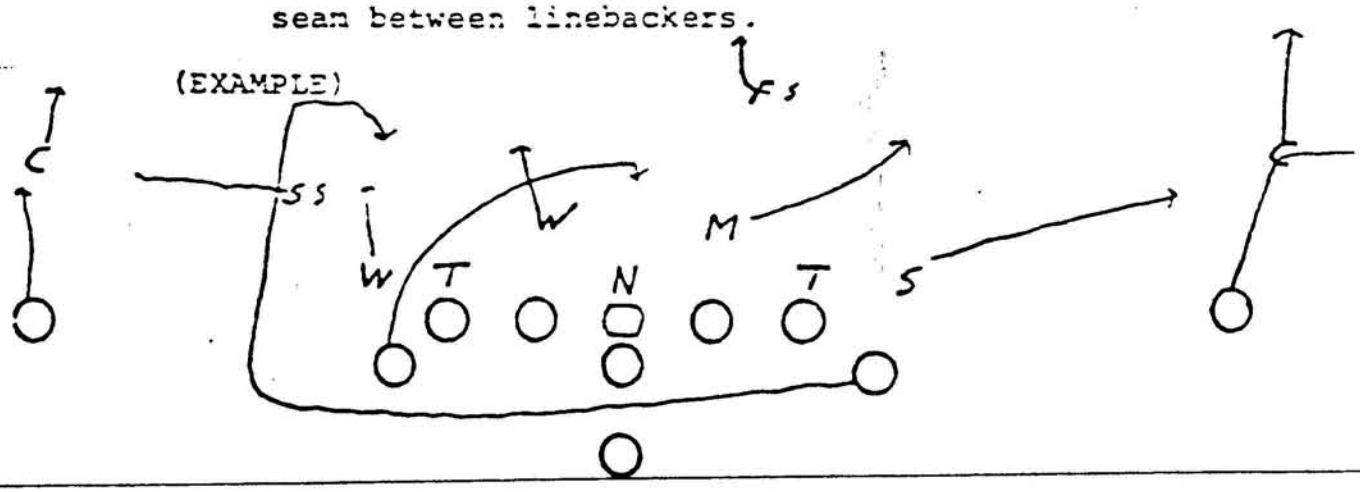
Assignment: Run a Seam Route.

Pattern will depend upon how Safety plays. Always sprint through undercover area.

A. Free Safety deep in the middle of the field, and stays deep.

(1) You will throw up your outside arm and curl in seam between linebackers.

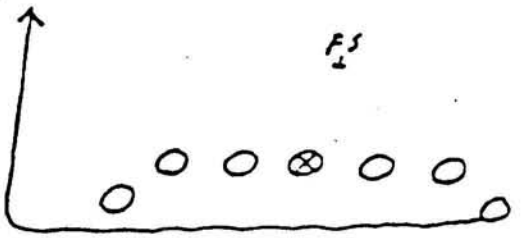
(EXAMPLE)



B. F.S. in middle, but shallow.

(1) Take it up seam.

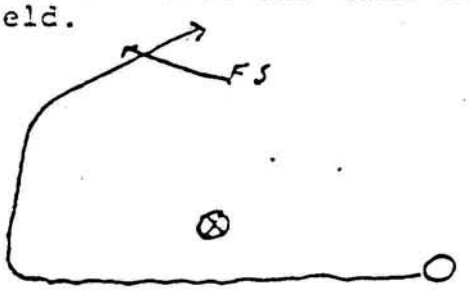
(EXAMPLE)



C. F.S. in middle, but comes to you.

(1) Break across his face and take it up the middle of the field.

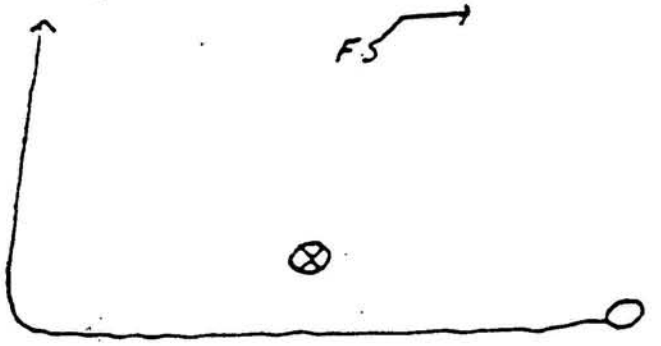
(EXAMPLE)



D. F.S. goes away.

(1) Take it up the seam.

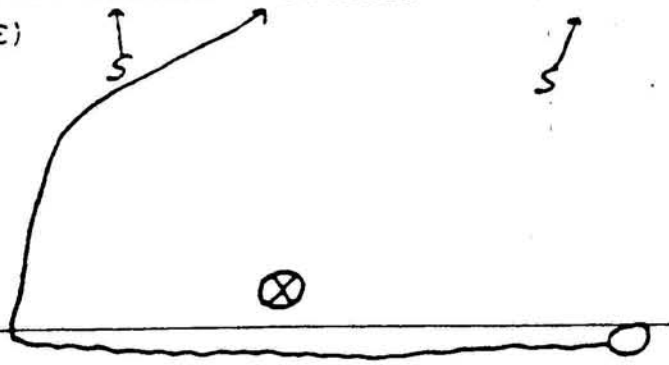
(EXAMPLE)



E. Safeties playing two deep zone.

(1) Run at Safety on your side, then break it up the middle between Safeties.

(EXAMPLE)

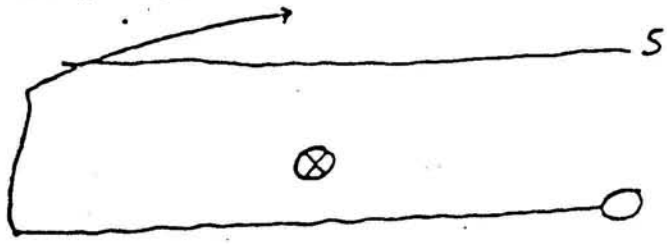


F. Any type of MAN.

(1) Stick him and break across the field.

Stick him means to make a quick fake to the way the defender is going, then break across his face.

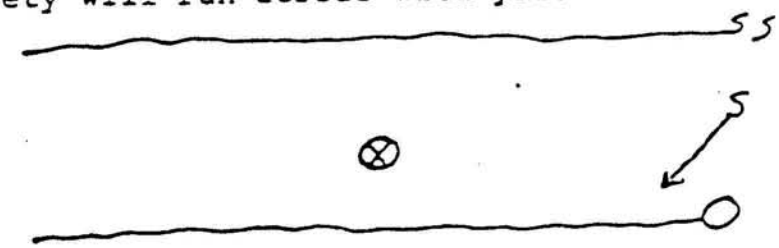
(EXAMPLE)



(2) Two types of MAN.

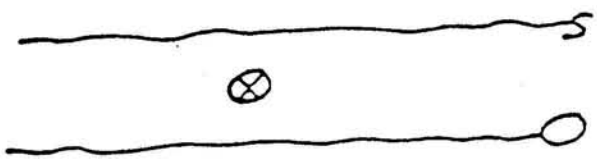
(EXAMPLES)

Safety will run across with you.



Or

Linebacker will run across with you.



Wing: (Y on 61)

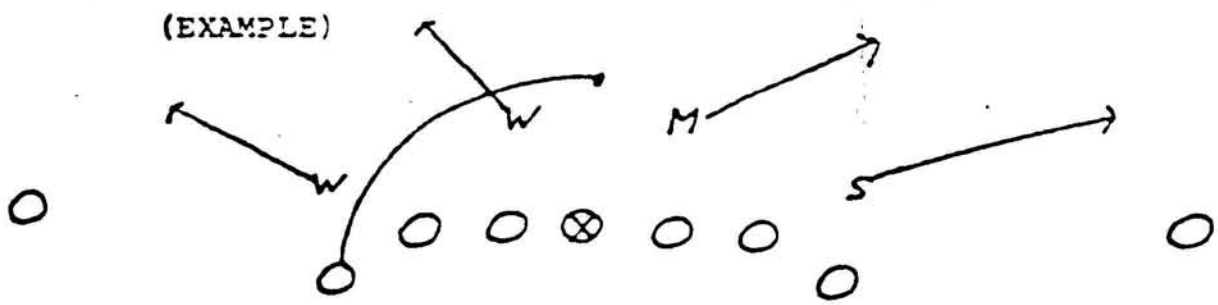
Pre-Snap Read = Safeties

Movement Key = Linebacker playing over you.

Assignment: Run a five to seven yard crossing route. The type of route will depend upon MAN or ZONE coverage.

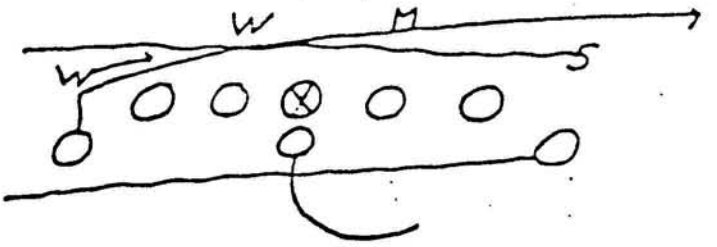
A. ZONE - Settle between linebackers.

(EXAMPLE)



B. MAN - Keep running across.

(EXAMPLE)



C. If we call RIP 60 Z Choice Special, Y and Wing will switch assignments.

X: (Z on 61)

Split = MAX

Pre-Snap Read = Safety to Corner

Movement Key = Corner

Assignment:

A. Always release outside and run a streak.

B. If corner off and going deep, and you cannot catch up with him, you have the option to throw up outside arm and curl up in front of corner.

T.B.

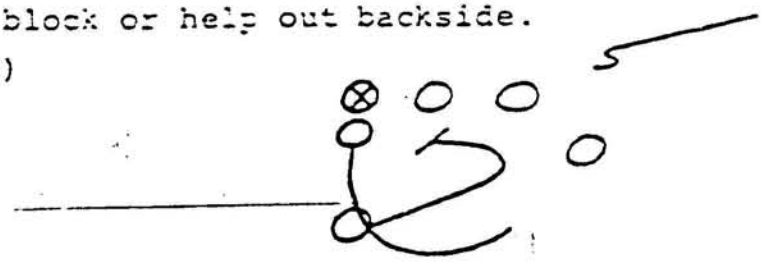
Alignment = Hand at 5 yds. from ball.

Key = Outside linebacker to side of QB sprint.

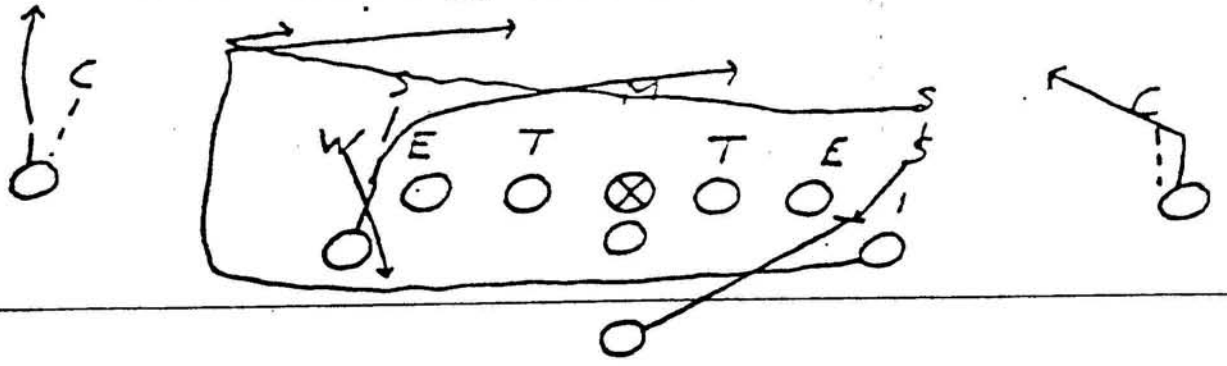
Assignment:

A. Always block outside linebacker, if he comes, otherwise look to block or help out backside.

(EXAMPLE)

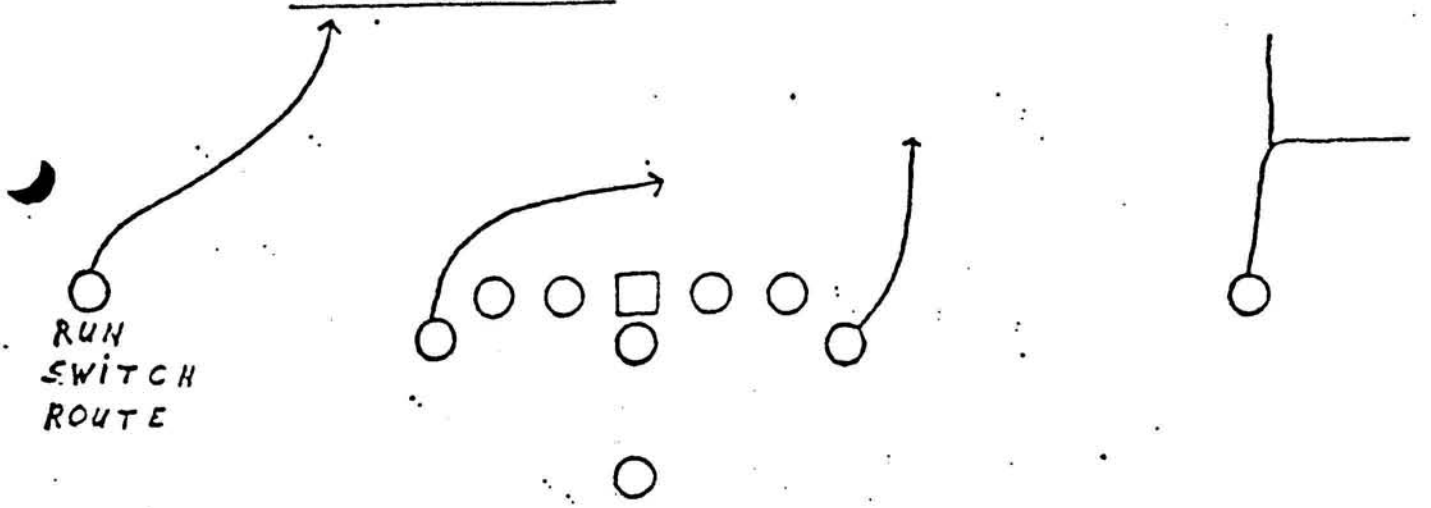


Load 60 Z Choice VS MAN Blitz



Z runs a 3-step slant. If cannot get inside, run a streak.

60 % Choice Even



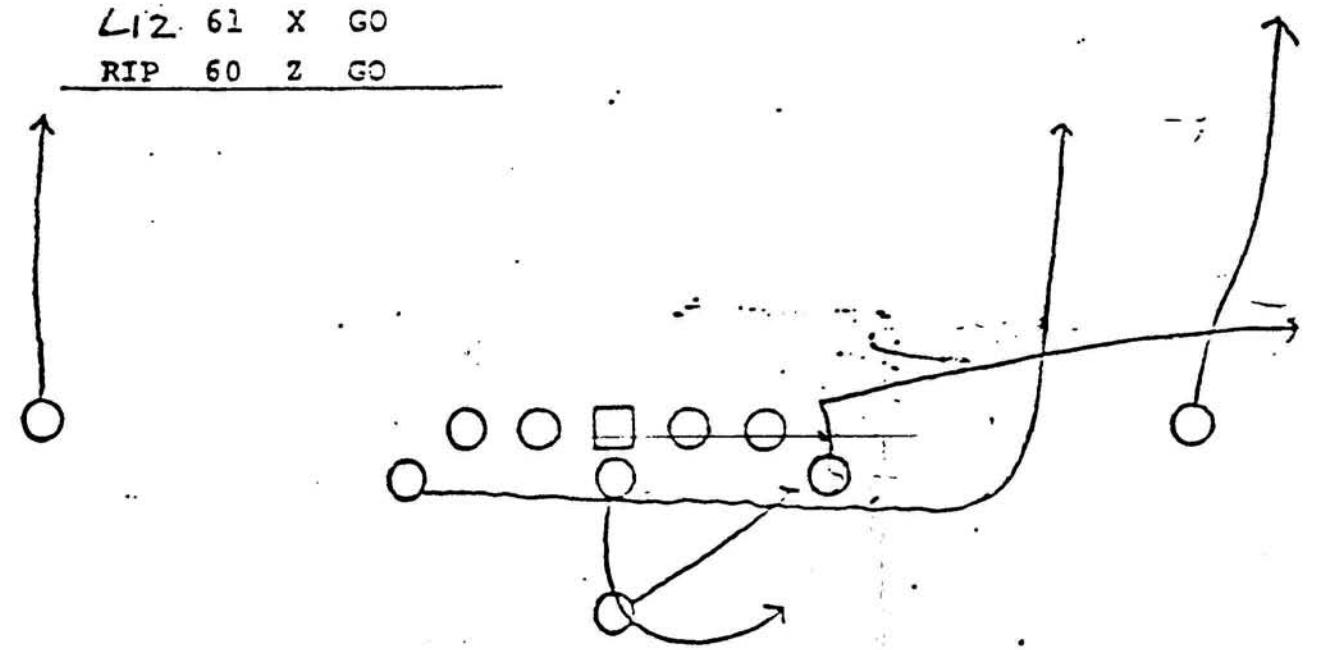
Reason for running route.
If outside linebackers or S/S are racing out to get under W.R., we feel like another receiver to Choice side will prevent them from doing so. Would like to run this away from S/S in a three-deep.

Q.B.

A. If OLB races out to W.R., hit Y.

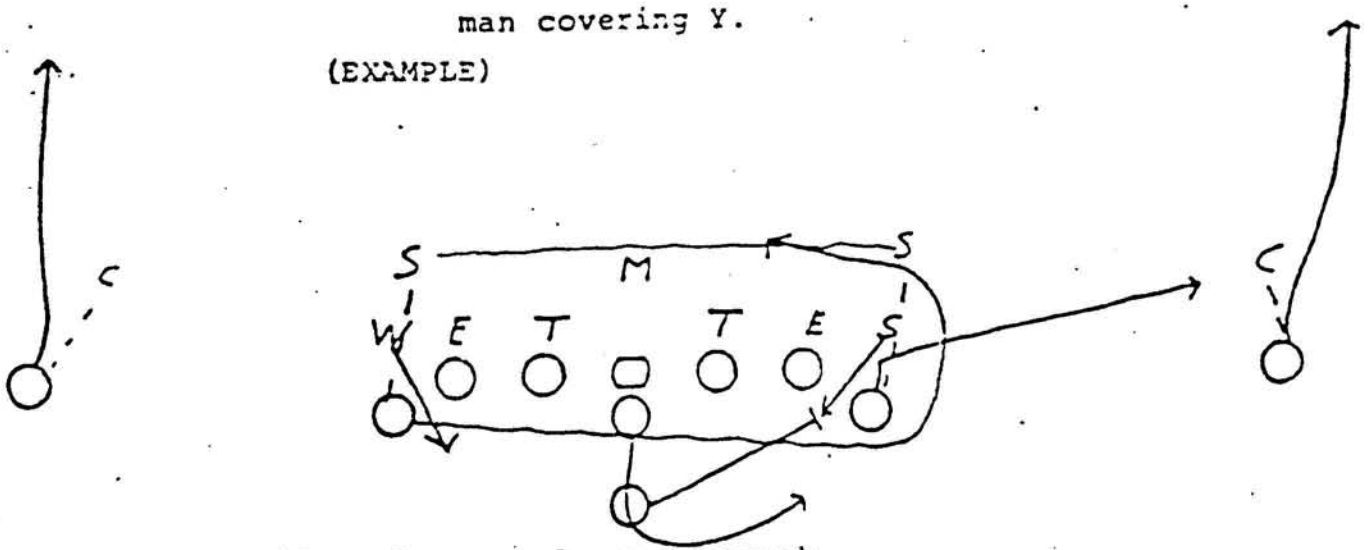
B. Progression is - Z,Y,Wing

LIZ 61 X GO
RIP 60 Z GO



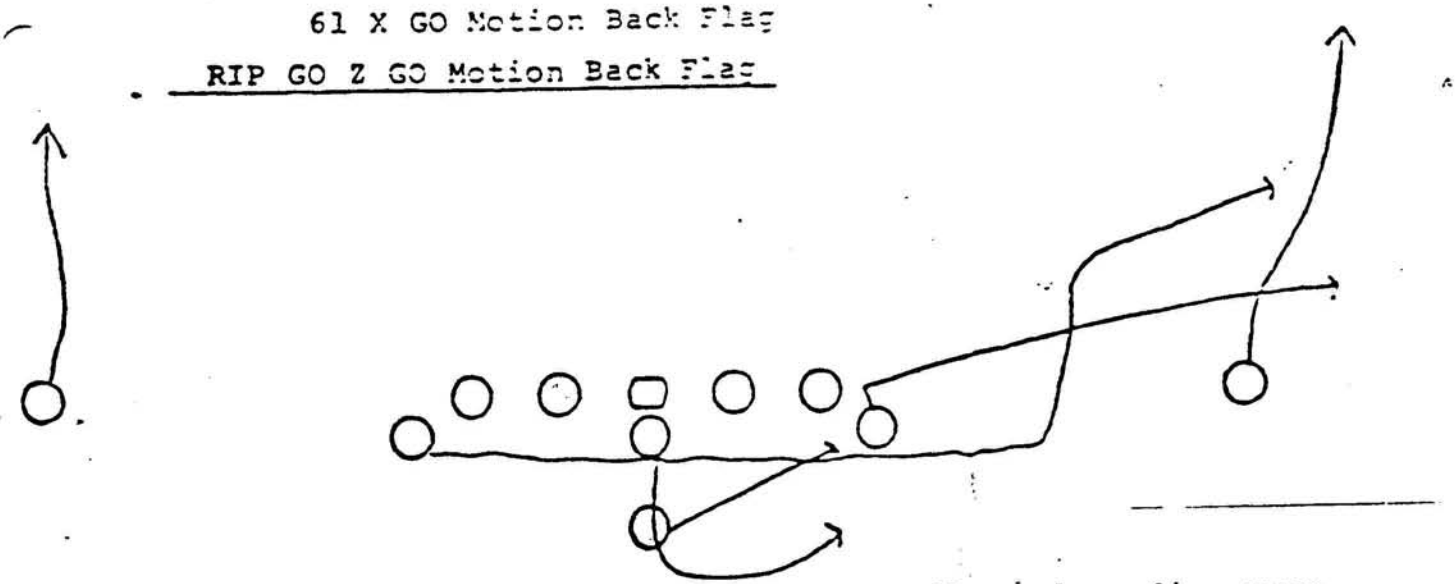
B. MAN - You must be aware of Safety or Linebacker running across with you. QB will motion you 1 to 3 yds. past Y. Make a move on man covering you and come as close as you can to man covering Y.

(EXAMPLE)



X: Outside release and run a streak.
(Z on 61)

61 X GO Motion Back Flag
RIP GO Z GO Motion Back Flag



1. 3 - 1 key S/S hit either flat or flag, depending upon what S/S does.
2. MAN: Can hit either flat or flag.
3. 2 ZONE - Hit either Z on streak or Wing on flag.
4. MOTION MAN: Snap ball when motion 3 yds. outside Y. MOTION MAN cuts at 10 and works to 15

Q.B.

Pre-Snap Read = Safeties

Movement Key = MAN responsible for curl area

A. 3 deep = S/S #4

B. 2 deep = O.L.B. #3

Progression = Will depend upon coverage.

A. ZONE - Can be Y-W-Z or W-Y-Z

B. MAN - Y-W-Z

Assignment:

A. Look to curl area - If ZONE and defender who has curl area stays deep, hit Y in flat. If defender goes to flat, hit W down seam.

B. 2 ZONE and no one goes out on motion man - hit him right away.

C. If MAN - Usually can tell MAN if someone runs across with motion or people play tighter.

(1) Look Y to W to Z.

Z: (X on 61)

Split = MAX

Pre-Snap Read = Safety to Corner

Movement Key = Corner

Assignment:

A. Always release outside and run streak.

Y: (Wing on 61)

Pre-Snap Read = Safeties

Movement Key = O.L.B.

Assignment:

A. Run to flat, building it up to 5 yds.

WING: (Y on 61)

Pre-Snap Read = Safeties

Movement Key:

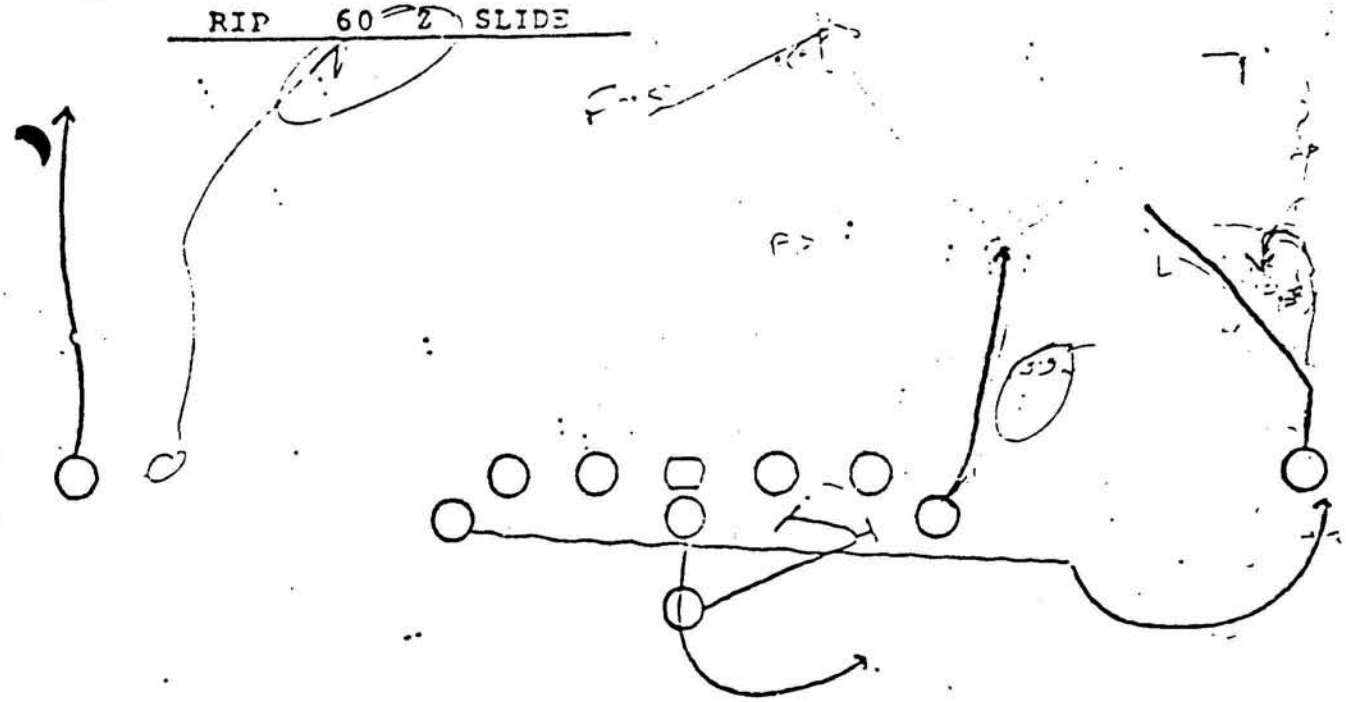
A. ZONE = Safety to side you are going.

B. MAN = Safety or LBer who has you.

Assignment:

A. ZONE - QB will motion you 3 to 5 yds. outside Y. You have same assignment as the motion man has in Choice Route. If no one goes out with you, QB may hit you on snap of ball.

3. LIZ 61 X SLIDE
RIP 60 Z SLIDE

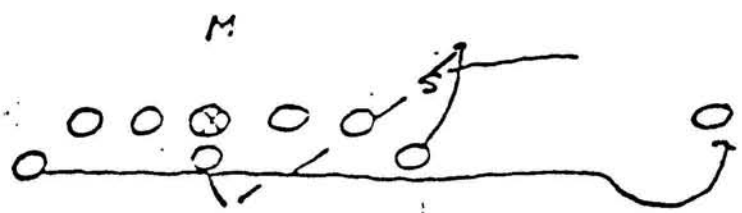


QB:

Pre-Snap Read = Safeties
Movement Key = #4
Progression = Y - Z - W
Assignment:

A. Look to see if you can hit Y right away.
If OLBer bumps out on motion, he may be open quickly.

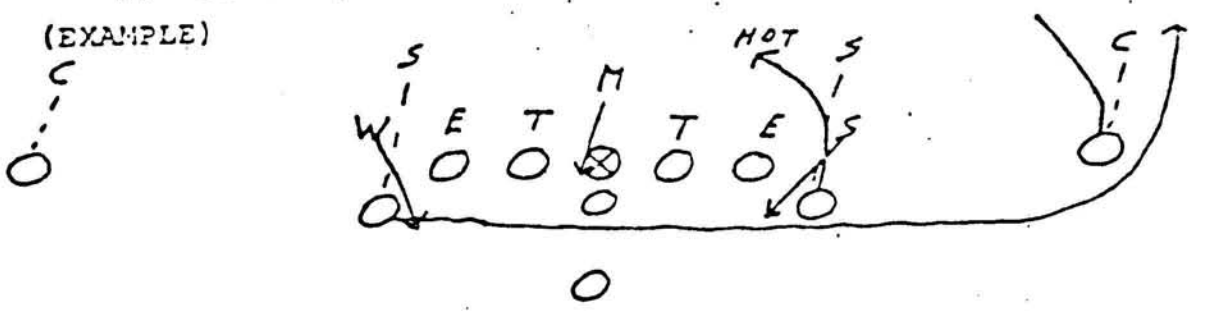
(EXAMPLE)



Before middle-backer can get there.

B. If MAN Blitz, would like to hit Y in a hot route.

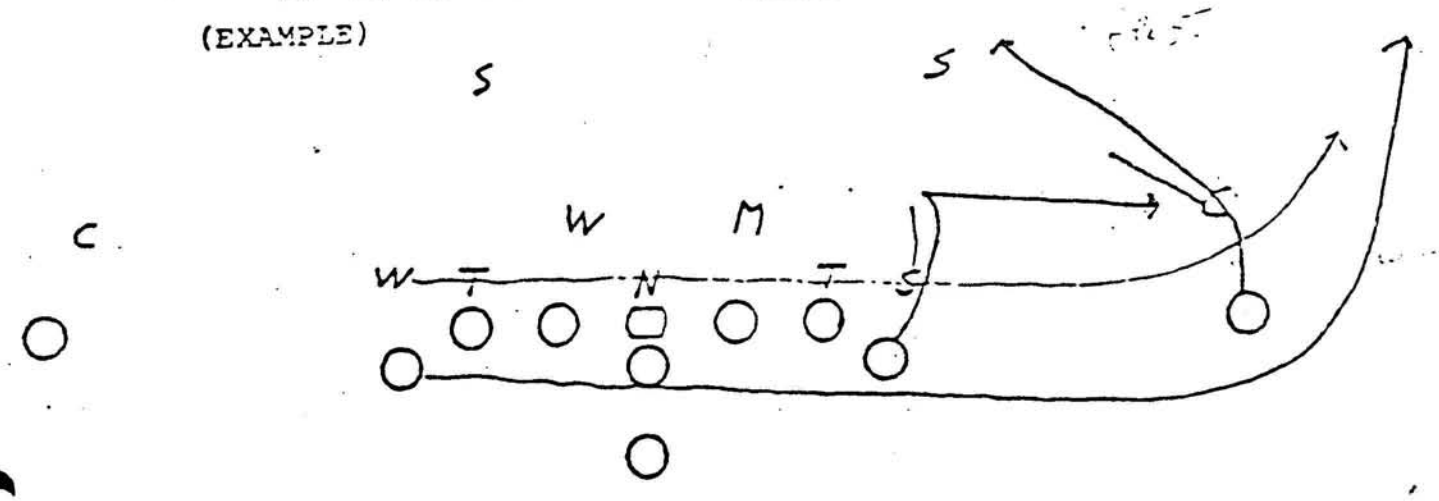
(EXAMPLE)



C. If nothing there for Y, we will look to Z, then Wing.

D. If motion man calls UNDER, the route will change.

(EXAMPLE)



Primary: Now is Y

Progression: is Wing to Y

Z: (X on 61)

Split = MAX

Pre-Snap Read = Safety to Corner

Movement Key =

A. 3-deep Zone = C to S/S to OLB

B. 2-deep Zone = C to OLB

Assignment:

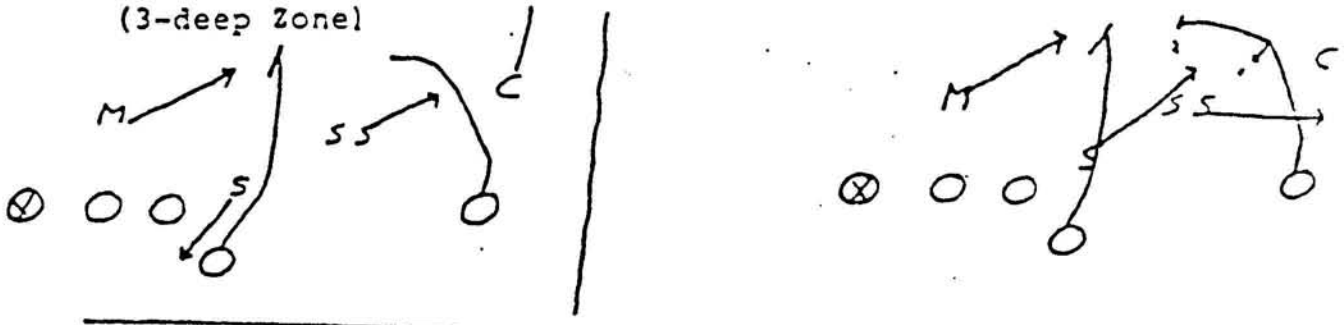
A. 3 steps straight upfield. angle in and find open seam and throttle down. Route will be in the 10 to 12 yd. range.

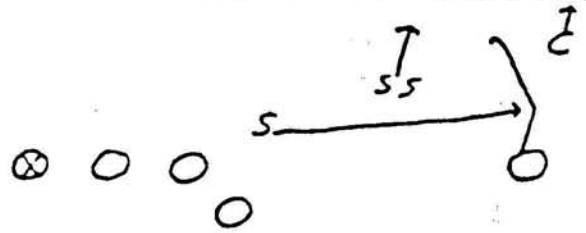
(EXAMPLES)

(SEE NEXT PAGE FOR EXAMPLES)

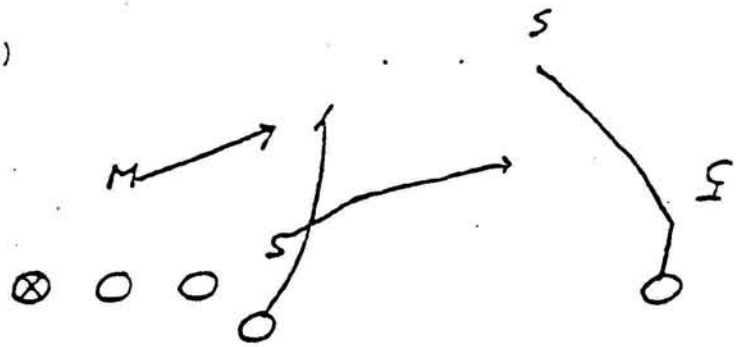
(EXAMPLES) of where you should be on different coverages:

(3-deep Zone)

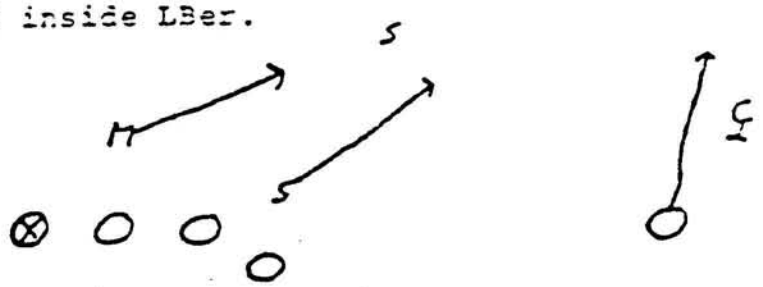




(2-deep Zone)



Two choices, if OLB comes out wide, settle in seam between OLB and inside LBer.



If OLB stays inside, settle outside behind Corner.

(MAN)

Run your MAN through Safety. Should have UNDER call.

Y: (Wing on 61)

Pre-Snap Read = Safeties to inside LBer.

Movement Key = Inside Lber to Safety.

Assignment:

A. Inside LBer blitzes, run hot route and yell HOT.

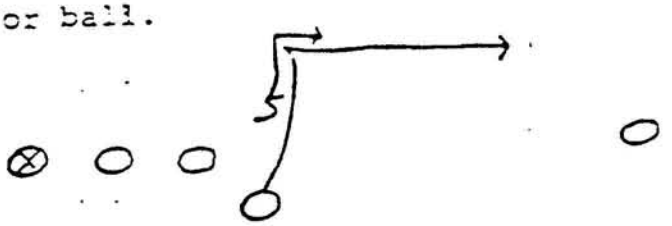
(EXAMPLE)

B. Widen slightly on release, look for ball, screen off inside LBer. Run seam route, depending upon what Safety does. Refer to motion man on Choice Route.

C. UNDER Call:

Fight your way upfield 8 to 10 yds. Press hard on defender if he is playing you to inside, burst to sideline and look for ball.

(EXAMPLE)



You are primary receiver.

WING: Y on 61

Pre-Snap Read = Safeties

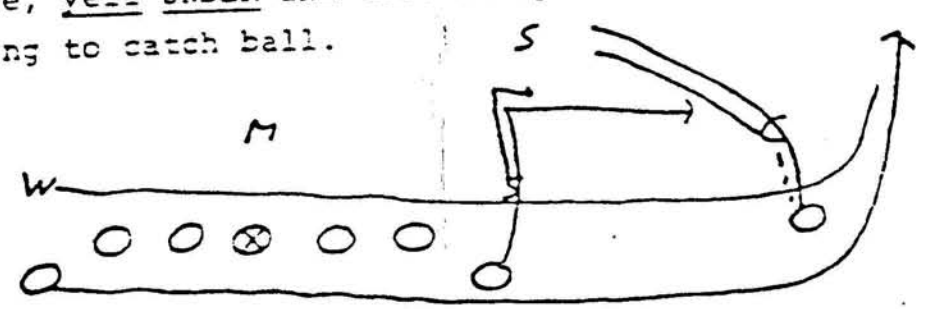
Movement Key = Safety to OLB.

Assignment:

A. Go in motion and run bubble route.

B. If Safety or OLBer runs across with you in MAN coverage, yell UNDER and take it up the sideline expecting to catch ball.

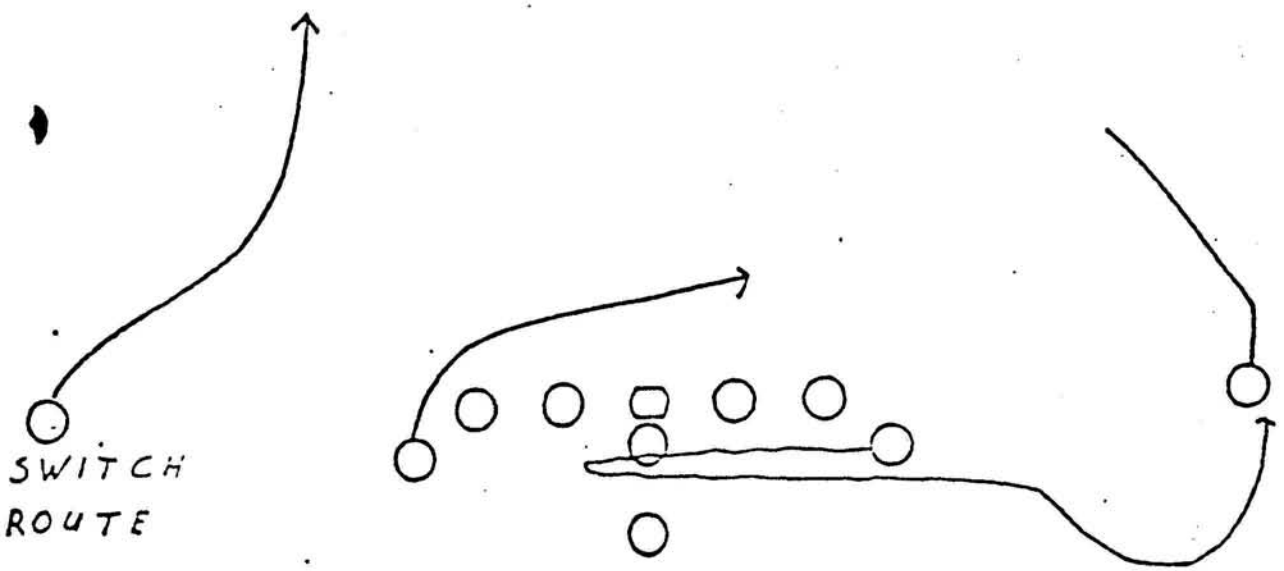
(EXAMPLE)



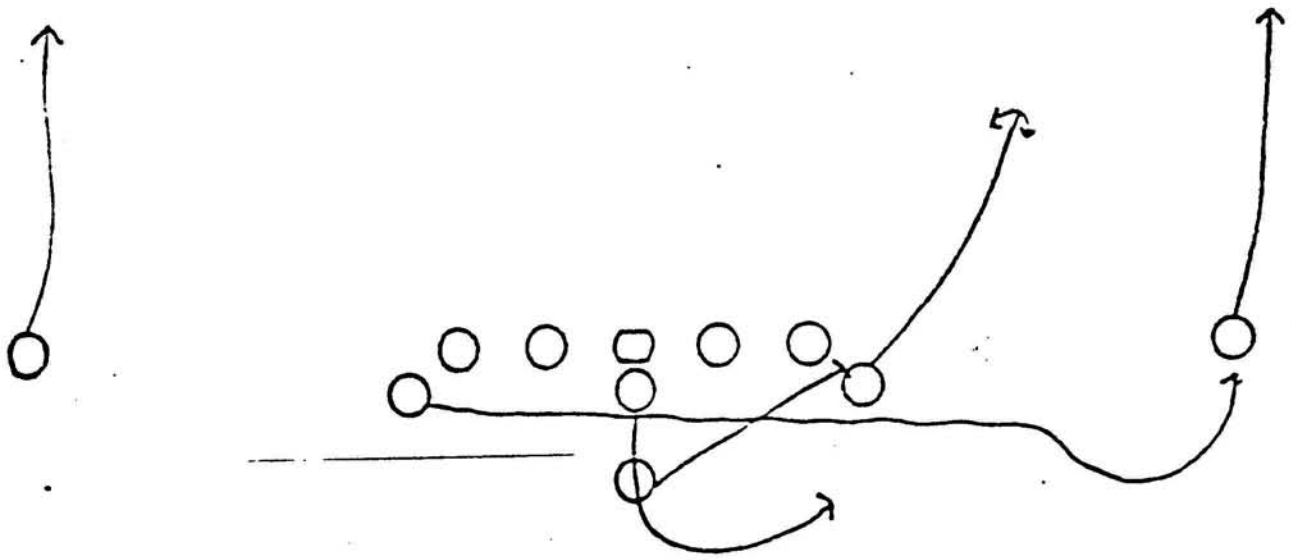
X: (Z if 61)

A. Run outside release streak.

60 Z SLIDE EVEN

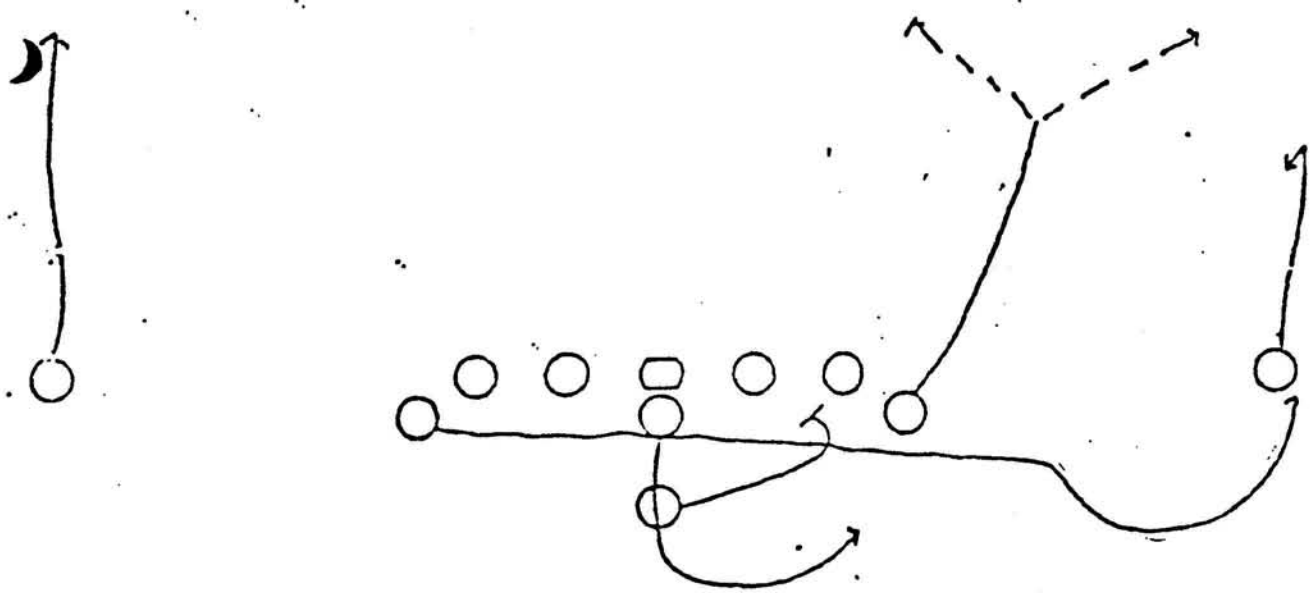


60 Z SLIDE Y HOOK



LIZ 61 X SLIDE WING POST OR FLAG

RIP 60 Z SLIDE Y POST OR FLAG



QB:

Pre-Snap Read = Safeties

Movement Key = Safety to Corner

Progression = Y - Z - Wing

Assignment:

A. Safety play, will tell you if Y is going to run post or flag. If Y runs flag and corner stays deep, come back to Z or Bubble.

Z: (X on 61)

Assignment:

A. Give appearance of running slide route, but keep it outside to a depth of 8 yds.

Y: (Wing on 61)

Assignment:

A. Widen a little bit as you come off the ball, but stay inside outside LBer.

B. Read Safety for post or flag.

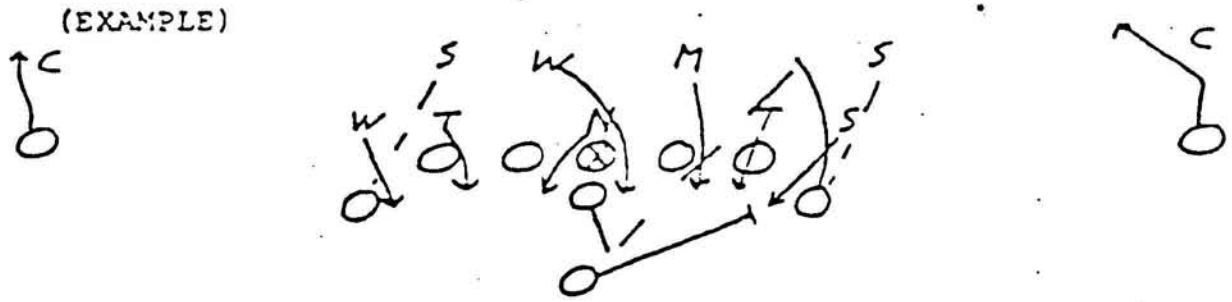
C. Go to depth of Corner before making your break.

D. If 3-deep and F.S. comes running to you with hips toward sideline, cut back on post.

E. 2-deep, run between Safeties.

F. MAN blitz - Will try and hit you quick - Look HOT.

(EXAMPLE)



WING: (Y on 61)

Assignment: Will always run Bobble route.

X: (Z on 61)

Assignment:

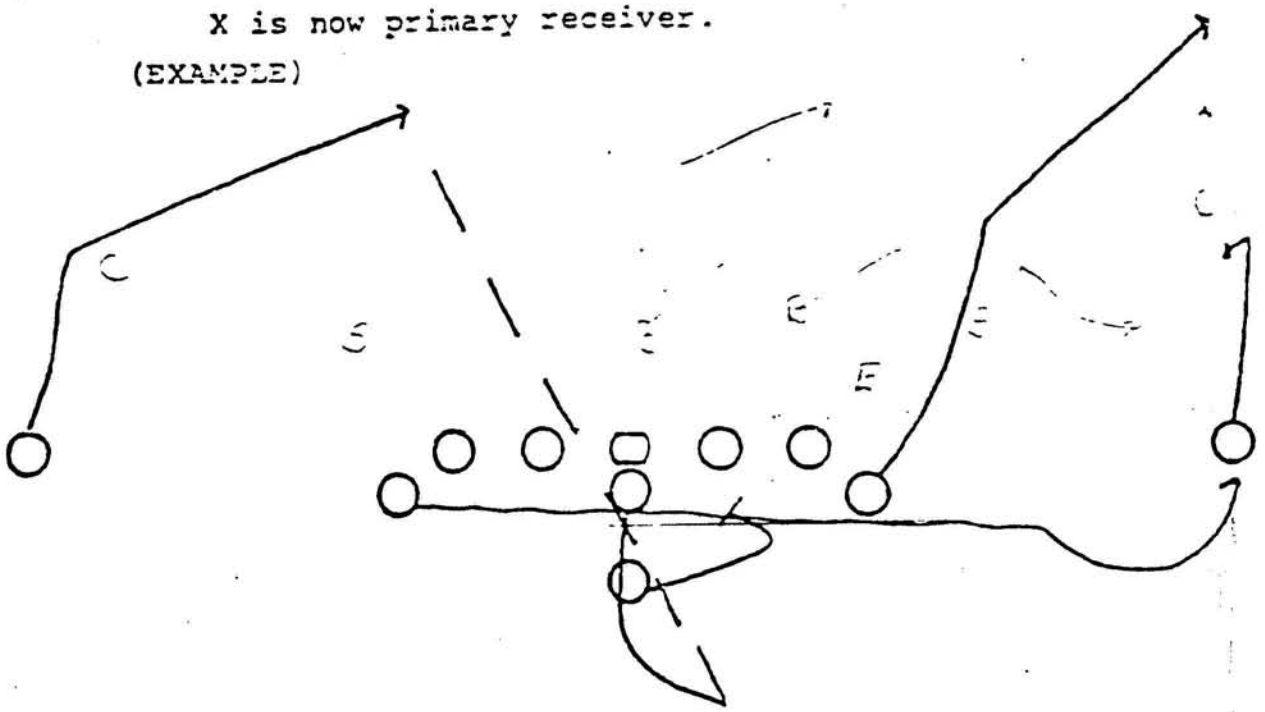
A. Always outside release and keep corner outside.

If we find F/S cheating, we will call:

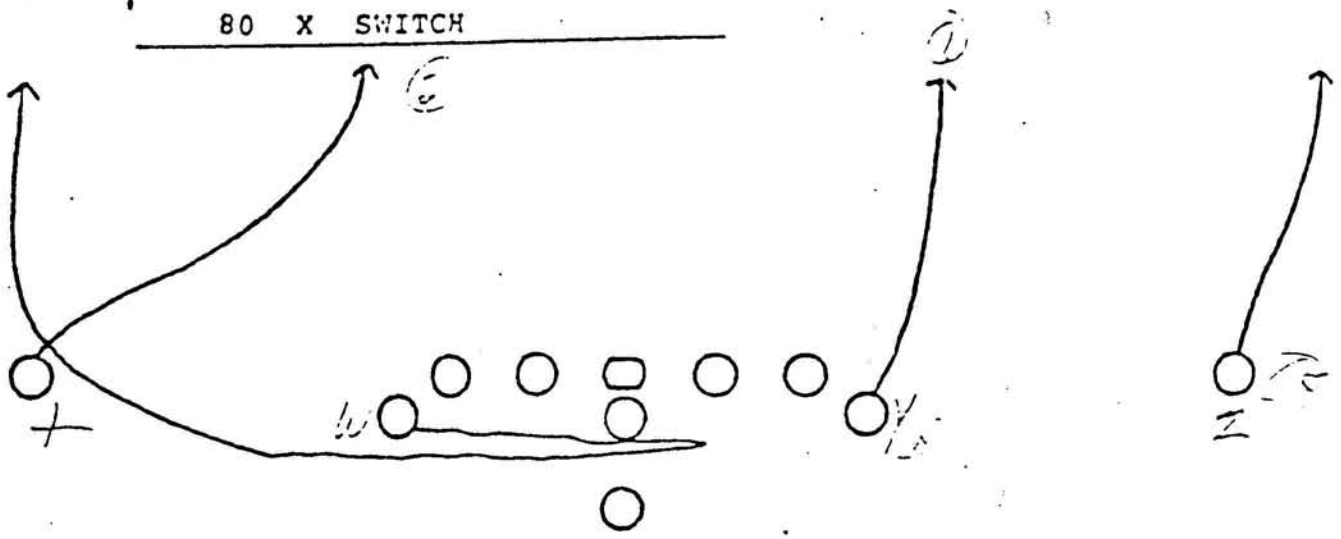
RIP 60 Z SLIDE Y FLAG X POST.

X is now primary receiver.

(EXAMPLE)



4. 81 Z SWITCH
80 X SWITCH



QB:

Pre-Snap Read = Safeties
Movement Key = Safety
Progression = Y - X
Assignment:

A. You will set up 5 steps behind guard.

B. Look to hit Y; if not open, come back to X.

Z: (X on 81)

Assignment:

A. Always release outside and run streak.

Y. (WING on 81)

Assignment:

A. Sprint up hash and look for ball. You are HOT receiver on MAN blitz.

WING: (Y on 81)

Assignment:

A. Run at butt of X, and get upfield reading outside 3rd of coverage.

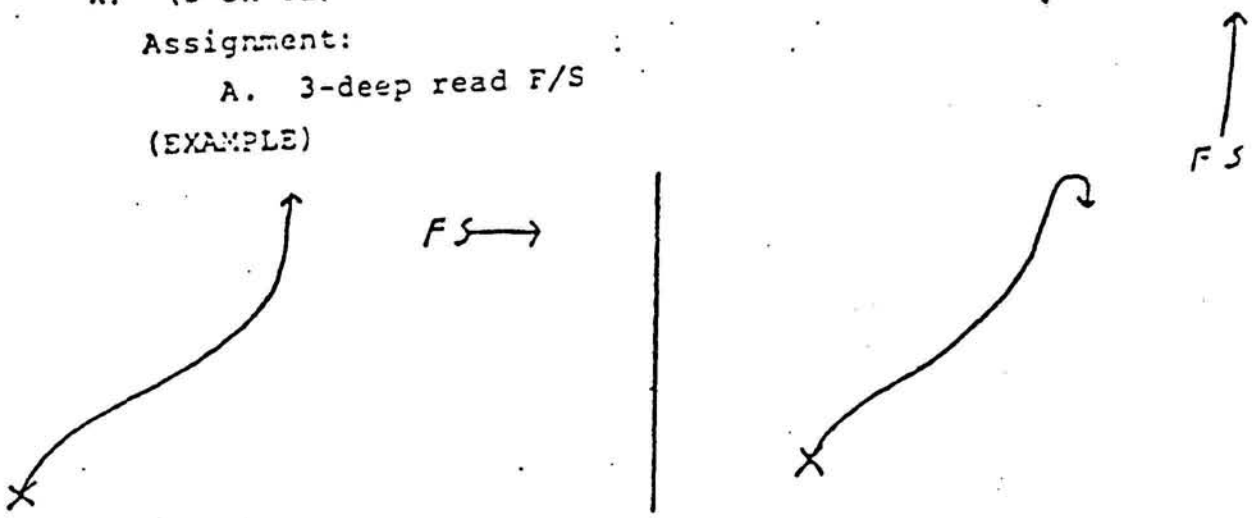
B. If you get tight coverage, take it up sideline. If loose 3-deep, put up outside arm and curl. Stay outside.

X: (Z on 81)

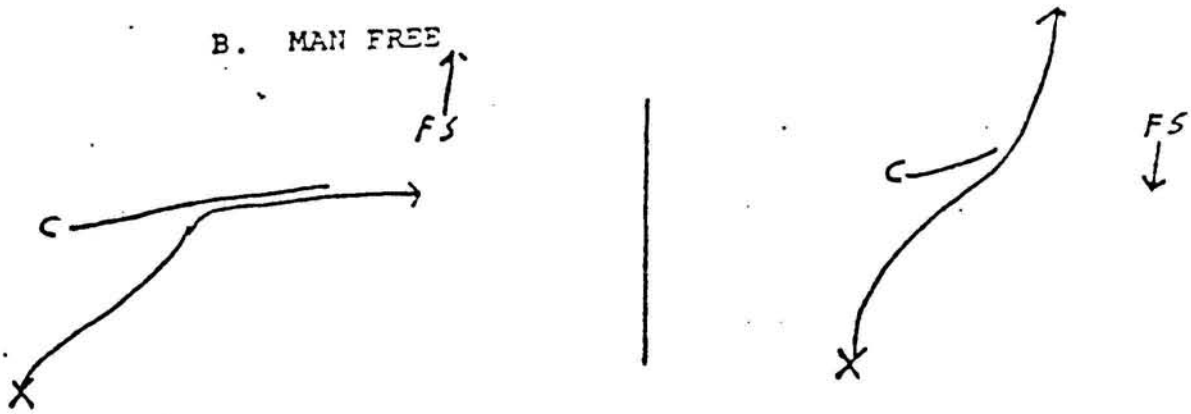
Assignment:

A. 3-deep read F/S

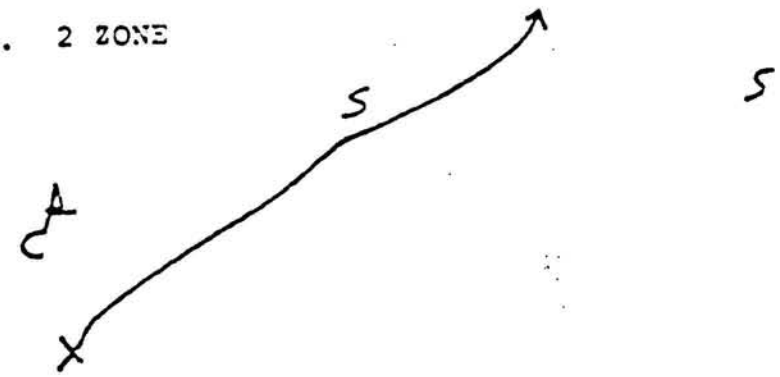
(EXAMPLE)



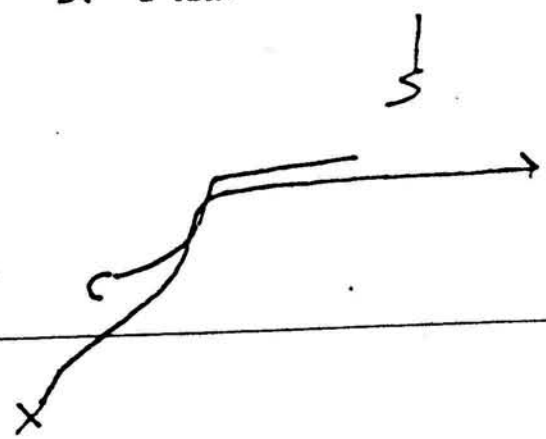
B. MAN FREE



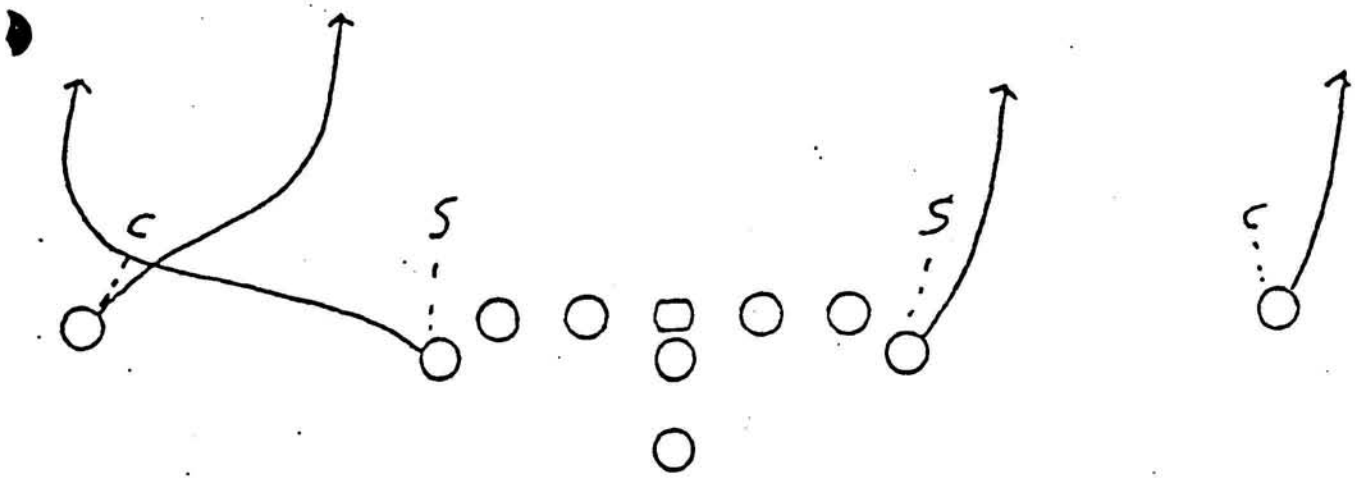
C. 2 ZONE



D. 2 MAN



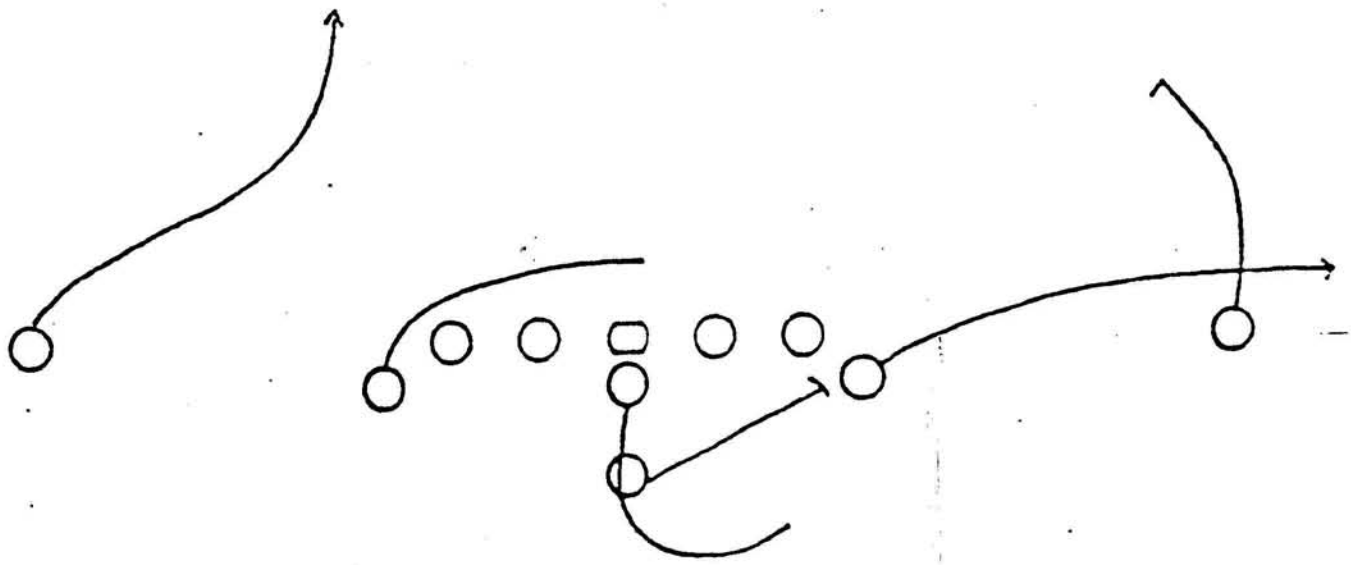
80 SWITCH VS MAN BLITZ



QB: Try to hit Y or Z quick on top.

60 and 61 Z & X READ

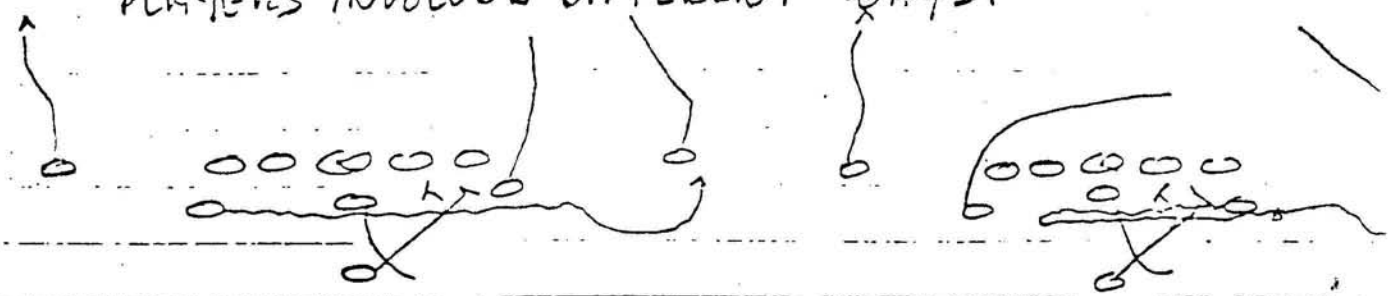
GOOD VS BLITZ



THE FOLLOWING PAGES SHOW THESE FOUR BASIC PATTERNS WITH DIFFERENT SETS AND MOTIONS. THE BASIC STRUCTURE OF THE PLAY REMAINS SAME BUT ASSIGNMENTS MAY CHANGE. THEREFORE YOU WILL NEED TO STUDY THE BASIC STRUCTURE IF YOU ARE INVOLVED IN THE CHANGES.

FOR EXAMPLE:

THIS IS THE SLIDE PATTERN -- THE SAME PATTERN SHOWN TWO DIFFERENT WAYS - DIFFERENT PLAYERS INVOLVED DIFFERENT WAYS.



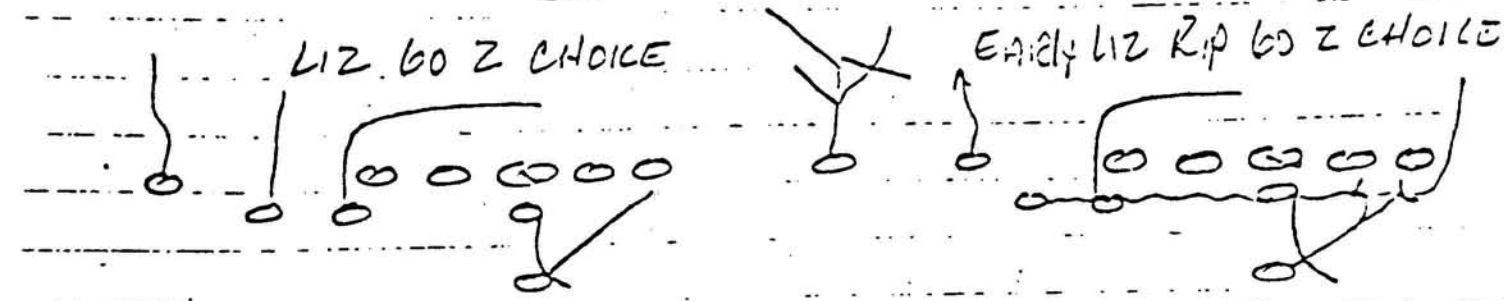
CALL: RIP 60Z SLIDE

CALL 42 RIGHT 60Z SLIDE

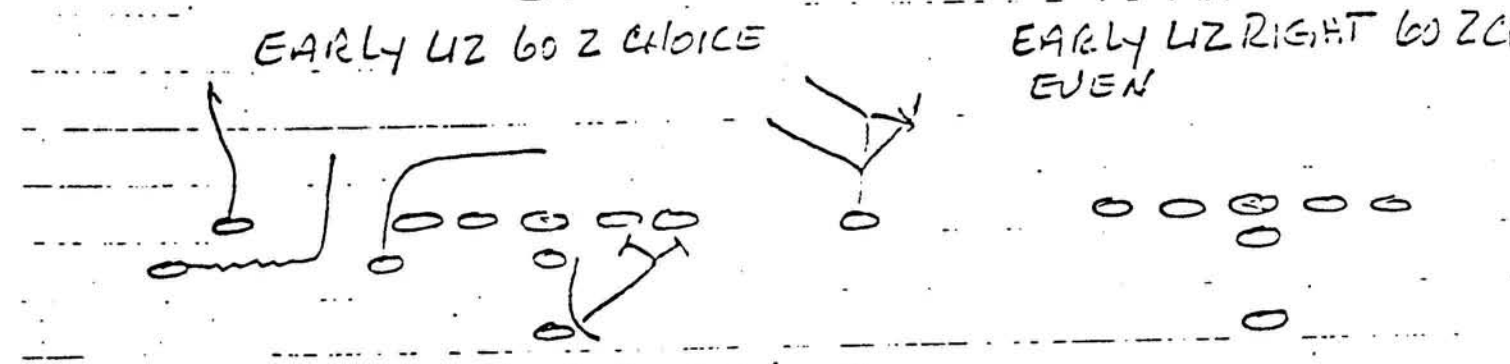
THIS IS THE SAME PATTERN CALL BUT PLAYERS HAVE DIFFERENT ASSIGNMENTS.

* IMPORTANT NOTE: IF YOU HAVE DIFFERENT ASSIGNMENTS ON THESE PLAYS REFER TO THE DETAILS OF THE PLAY SHOWN EARLIER. BE PREPARED AND ALERT.

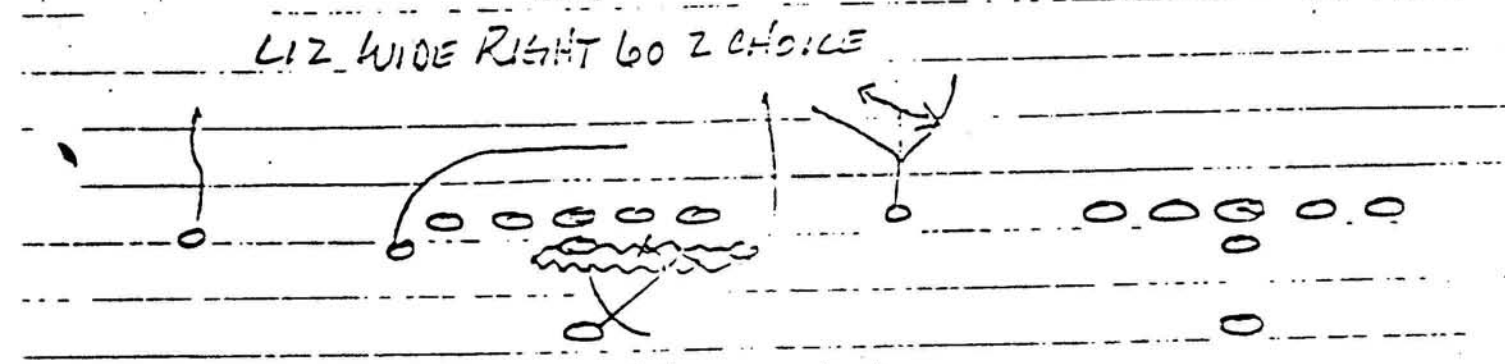
LIZ GO Z CHOICE



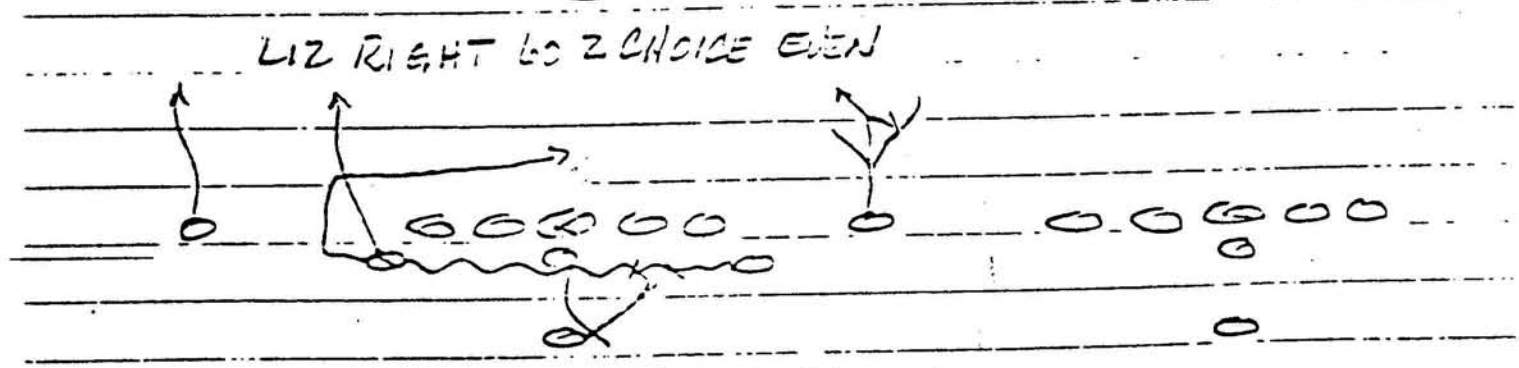
EARLY LIZ RIP GO Z CHOICE



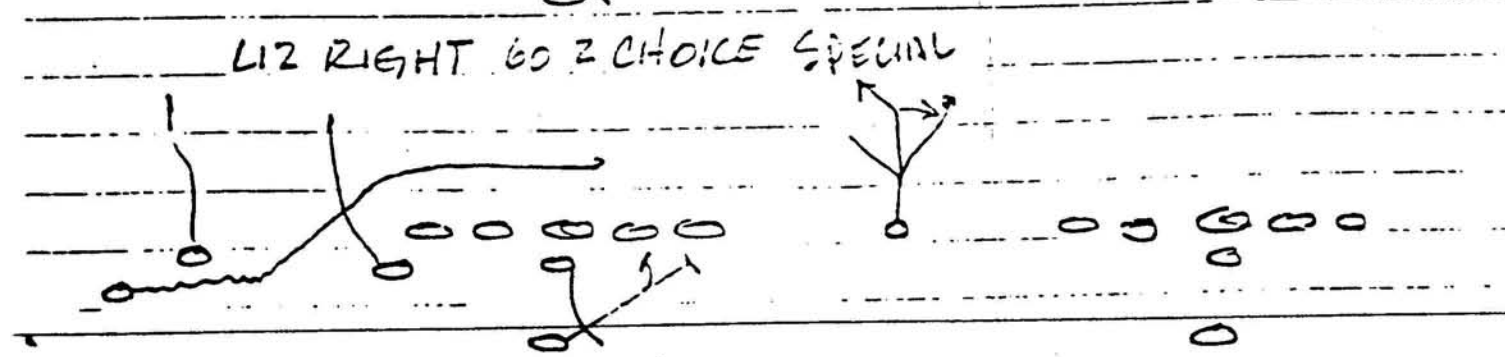
EARLY LIZ GO Z CHOICE



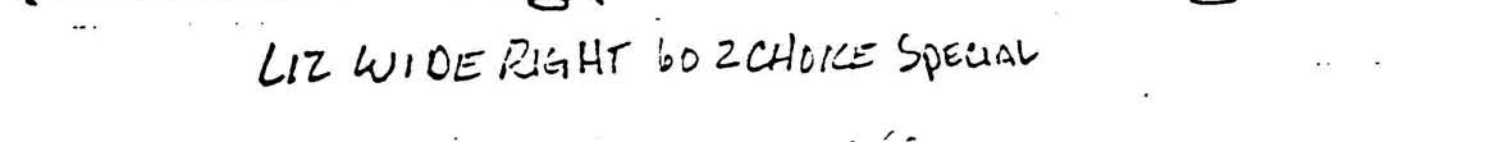
EARLY LIZ RIGHT GO Z CHOICE EVEN



LIZ WIDE RIGHT GO Z CHOICE



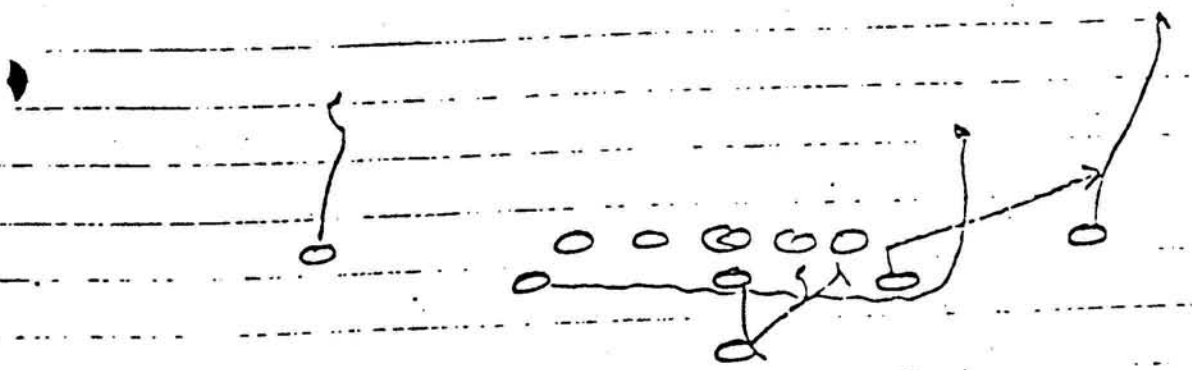
LIZ RIGHT GO Z CHOICE EVEN



LIZ RIGHT GO Z CHOICE SPECIAL

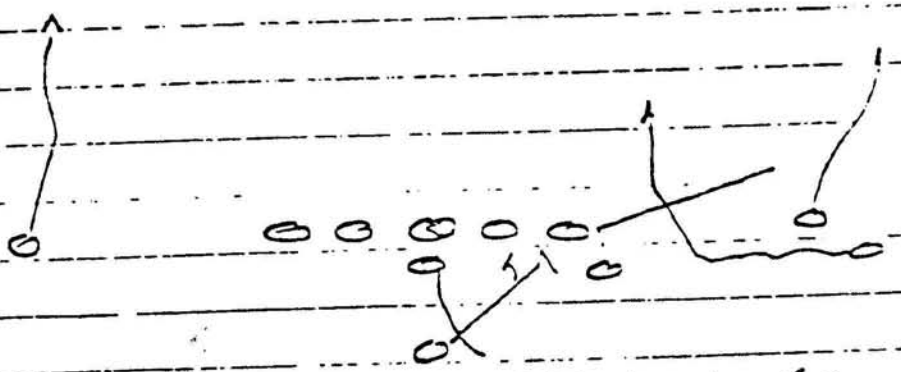
LIZ WIDE RIGHT GO Z CHOICE SPECIAL

GO

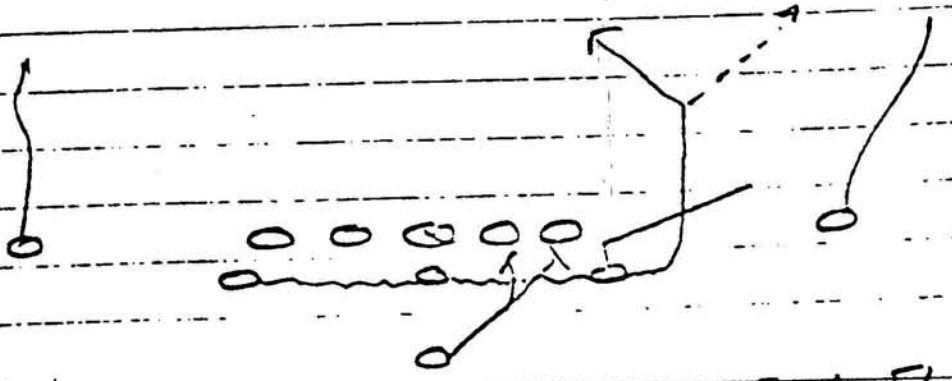


RIP 60 Z GO

EARLY RIP LIZ RIGHT 60 Z GO

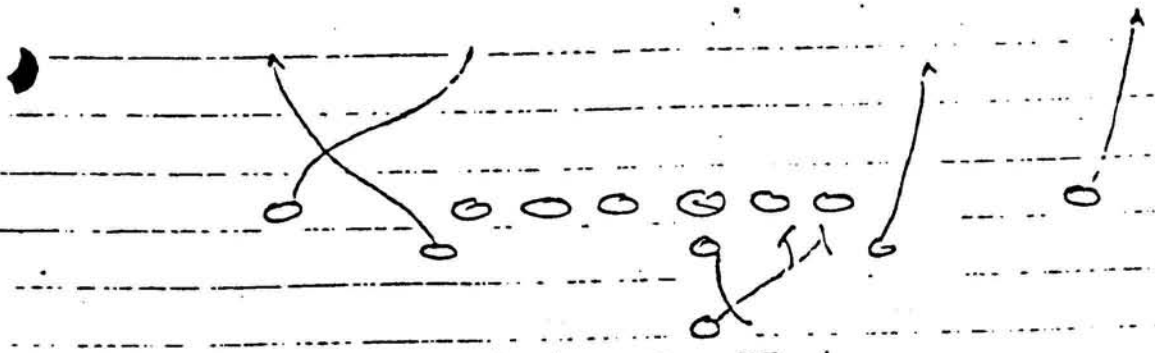


RIP WIDE LEFT 60 Z GO

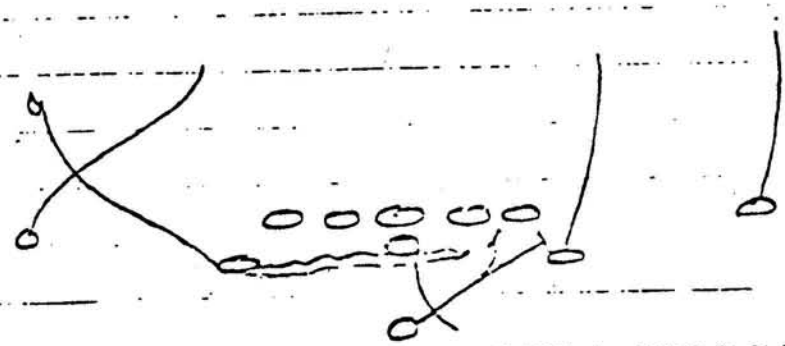


RIP 60 Z CHOICE MOTION BACK FLAG OR POST
(2 DIFFERENT PLAYS EITHER POST OR FLAG)

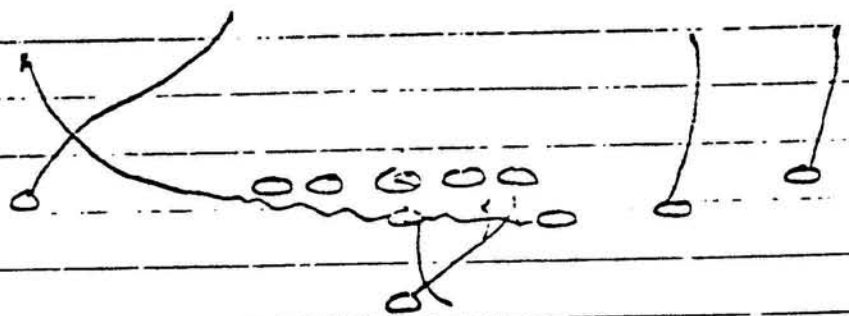
SWITCH



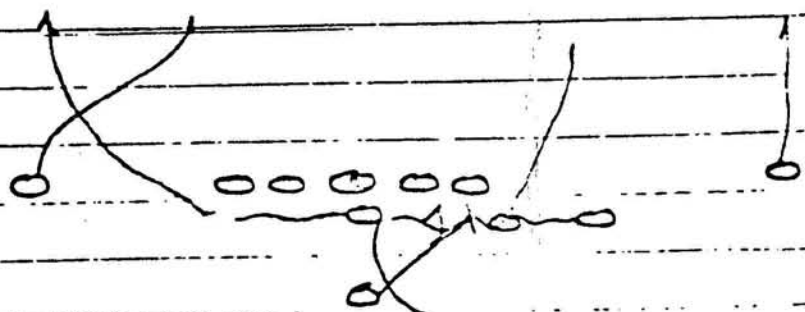
80 Z SWITCH



RIP LEFT 80 Z SWITCH

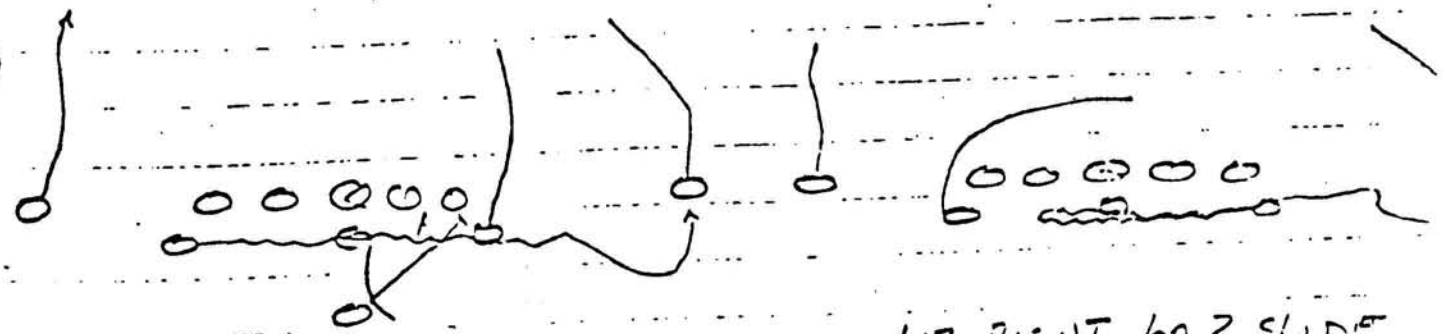


EARLY RIP LIZ 80 Z SWITCH



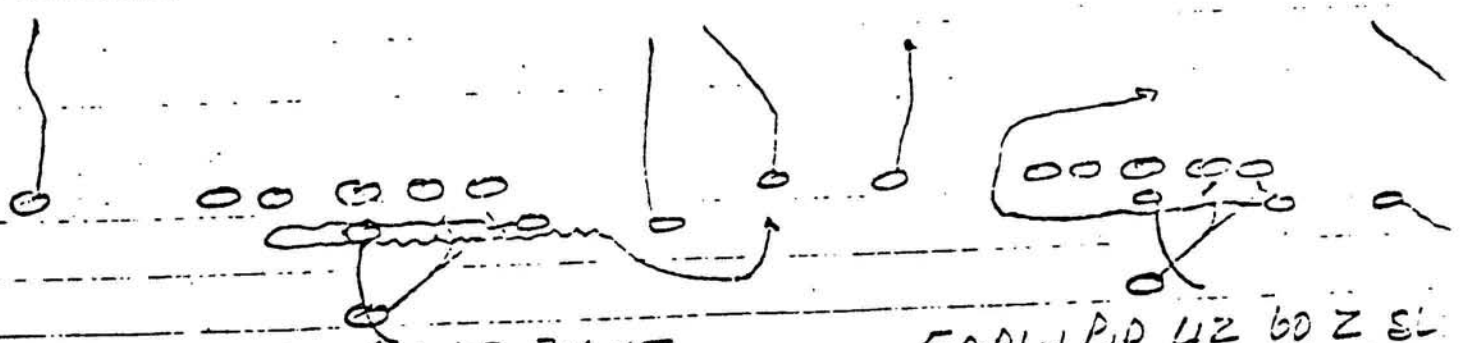
EARLY RIP LEFT 80 Z SWITCH

SLIDE



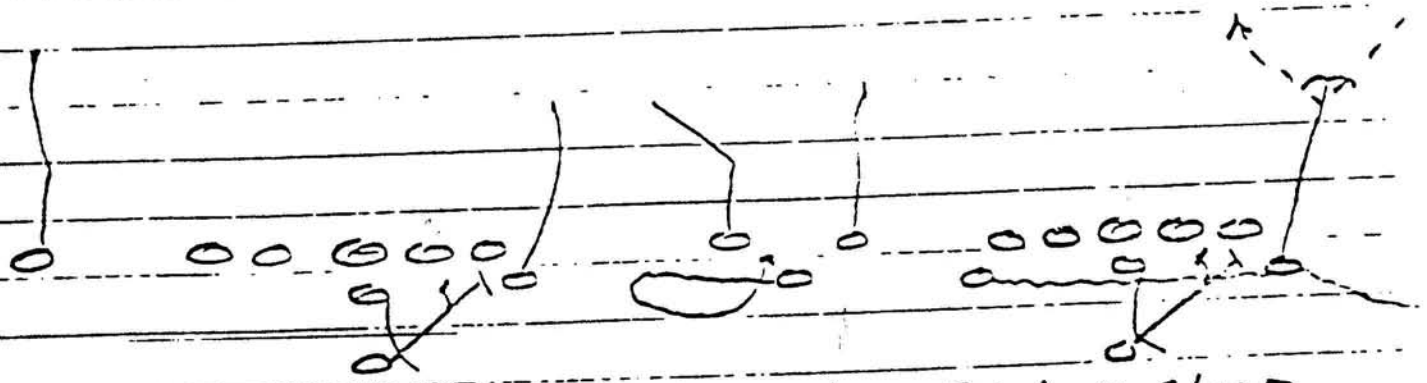
RIP 60 Z SLIDE

LIZ RIGHT 60 Z SLIDE



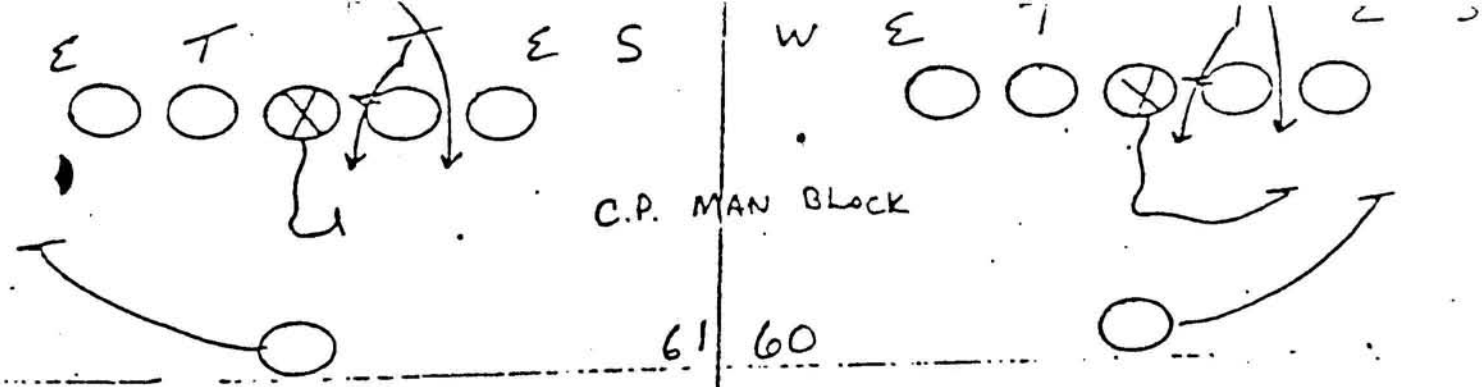
EARLY RIP LIZ RIGHT 60 Z SLIDE

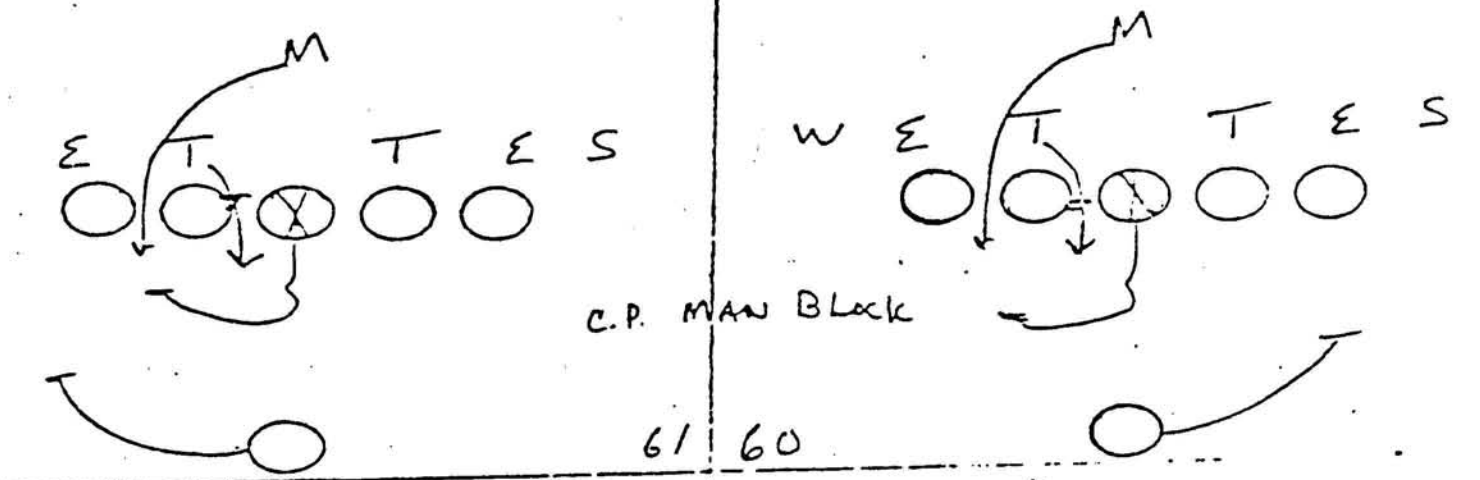
EARLY RIP LIZ 60 Z SL

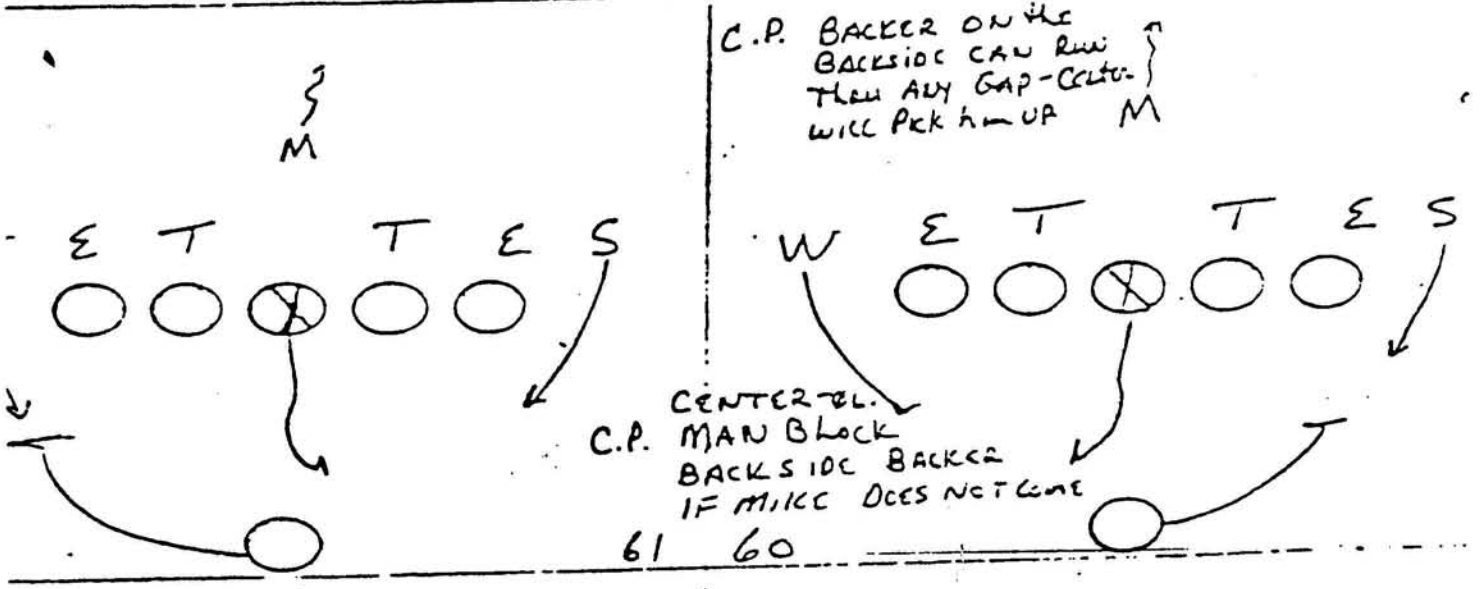


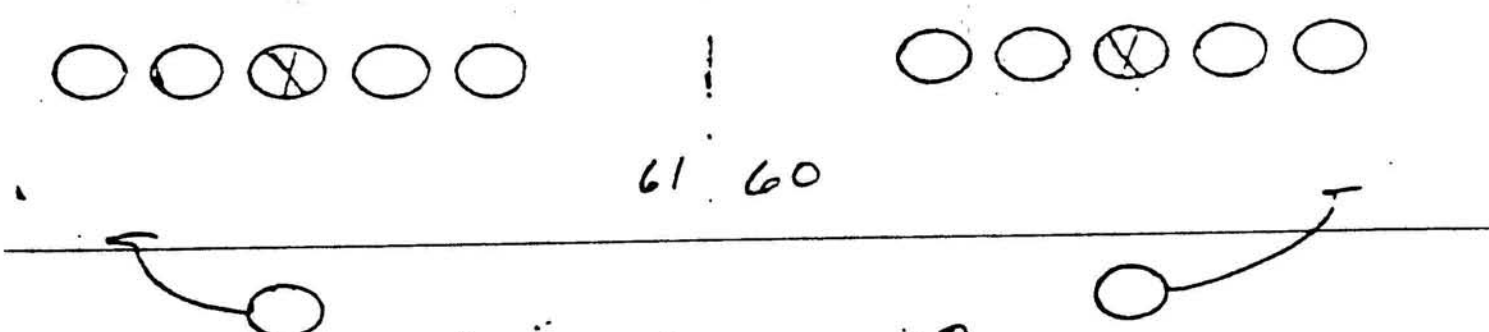
RIP WIDE LEFT 60 Z SLIDE

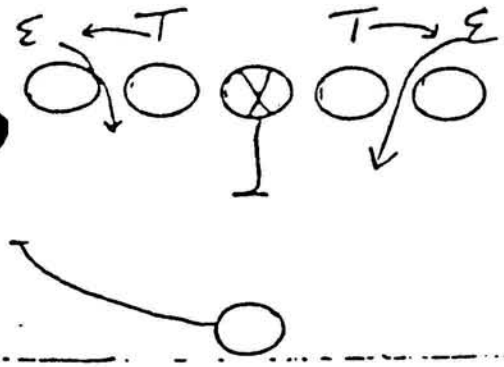
RIP 60 Z SLIDE
Y HOOK
Y POST
Y FLAG
(3 PATTERNS - 3 PLAYS


E T T E S
W E T T E S
C.P. MAN BLOCK
61 60


M
E T T E S
W E T T E S
C.P. MAN BLOCK
61 60


C.P. BACKER ON THE BACKSIDE CAN RUN THRU ANY GAP - CENTER WILL PICK HIM UP
M
M
E T T E S
W E T T E S
CENTER TO C.P. MAN BLOCK BACKSIDE BACKER IF MIKE DOES NOT COME
61 60


61 60



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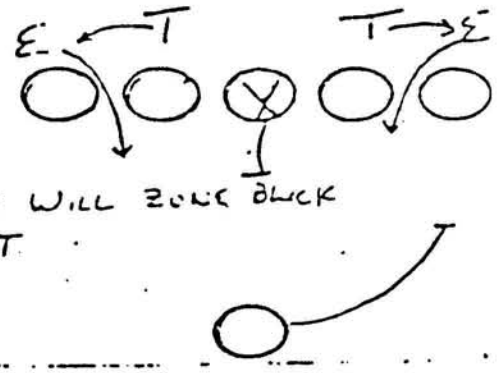
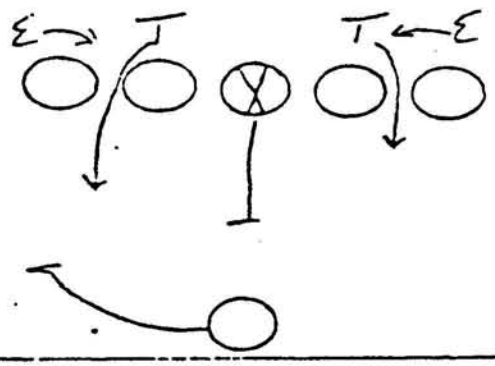


C P WE WILL ZONE BLOCK E.T

60



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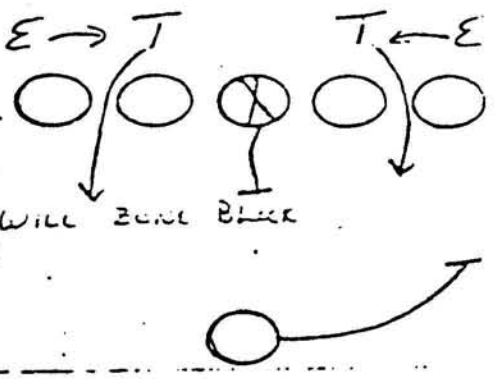
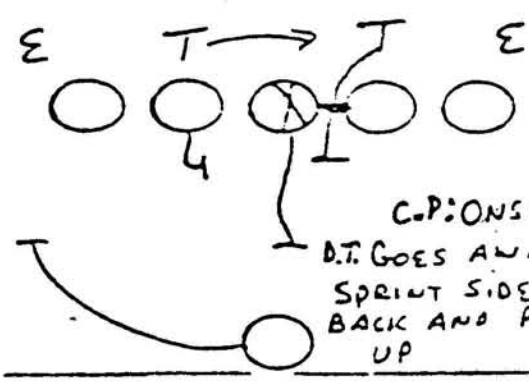


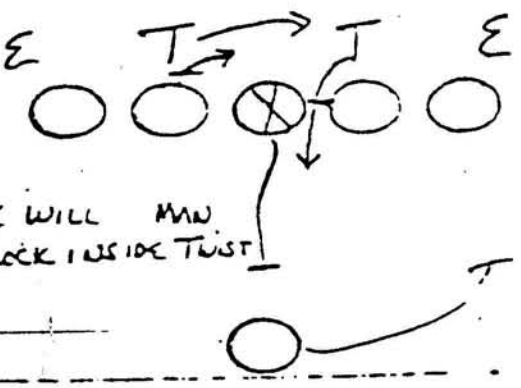
C.P. WE WILL ZONE BLOCK T.E

60



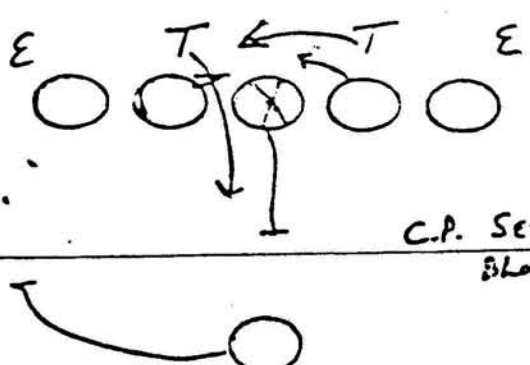
C.P: ONSIDE GUARD D.T. GOES AWAY FROM SPRINT SIDE DROP-BACK AND PICK him UP

61



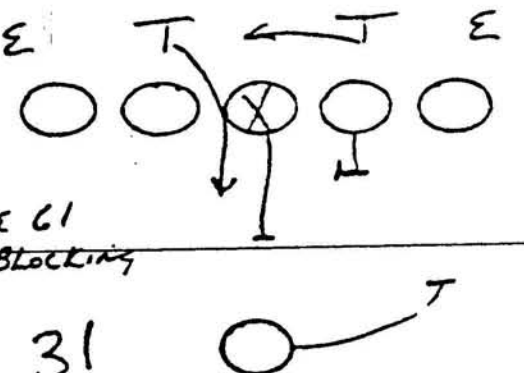
C.P. WE WILL MAN BLOCK INSIDE TWIST

60



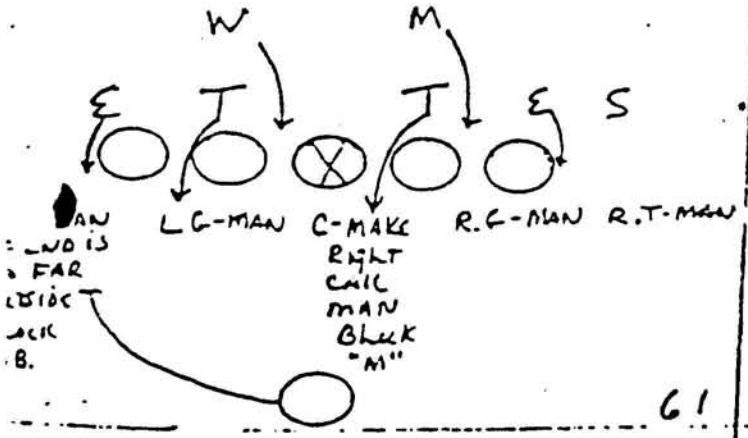
C.P. SEE 60 Blocking

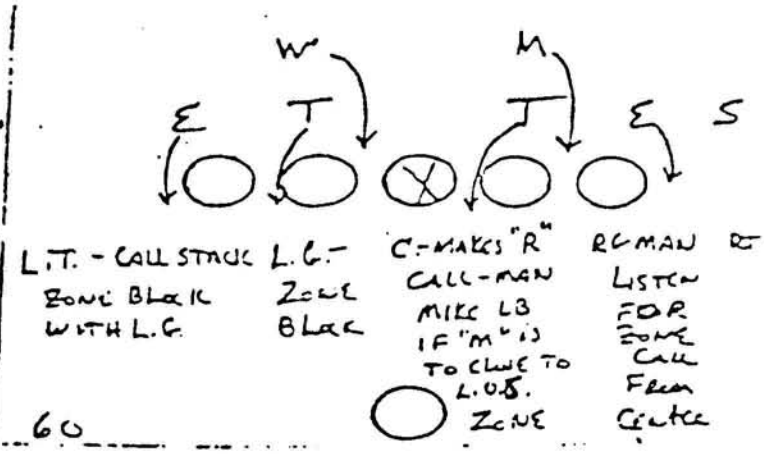
61

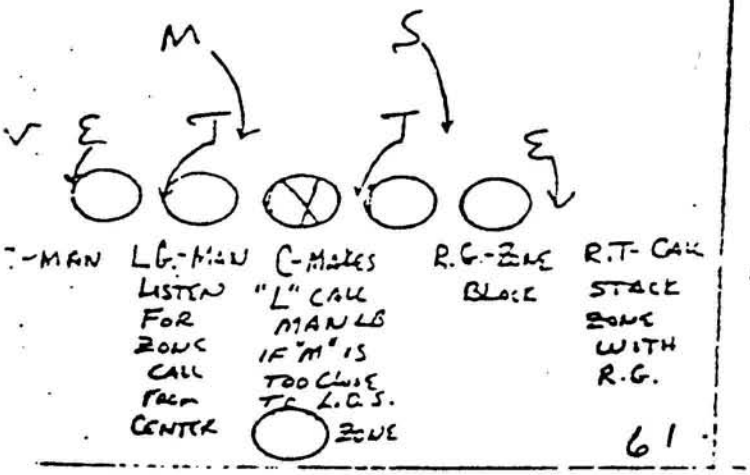


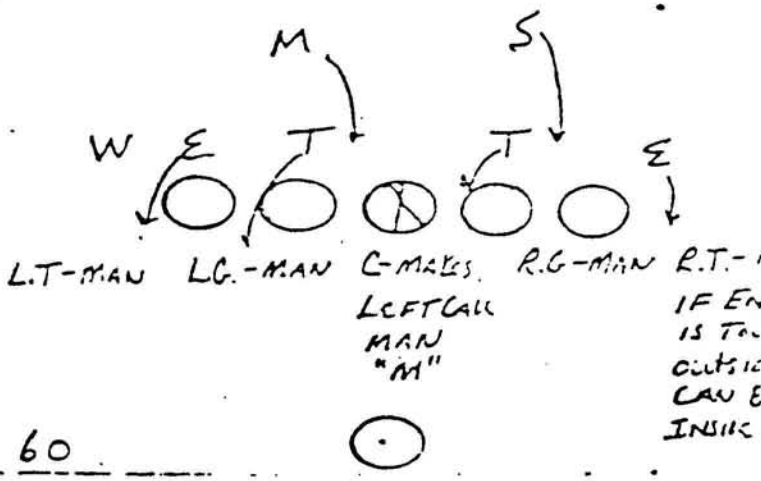
C.P. SEE 61 Blocking

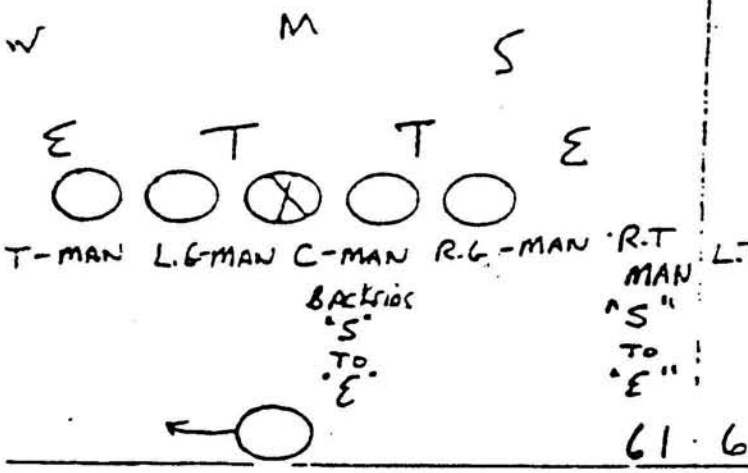
60

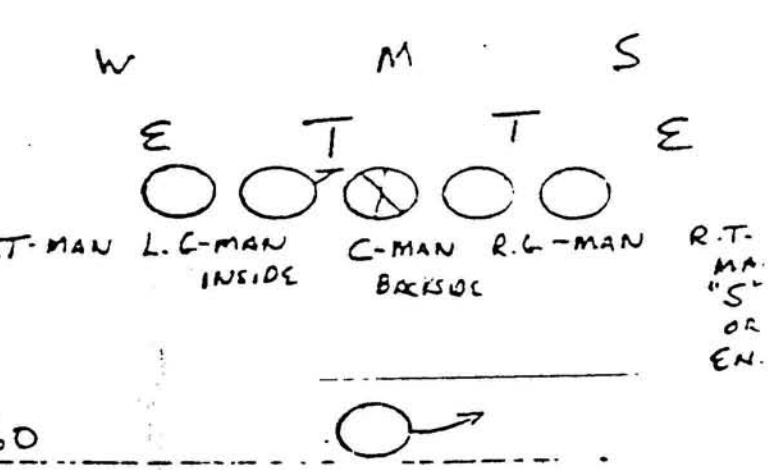

W
M
E
T
T
E
S
AN
END IS
FAR
INSIDE
BACK
B.
L.G-MAN
C-MAKE
RIGHT
CALL
MAN
BLOCK
"M"
R.G-MAN
R.T-MAN
61

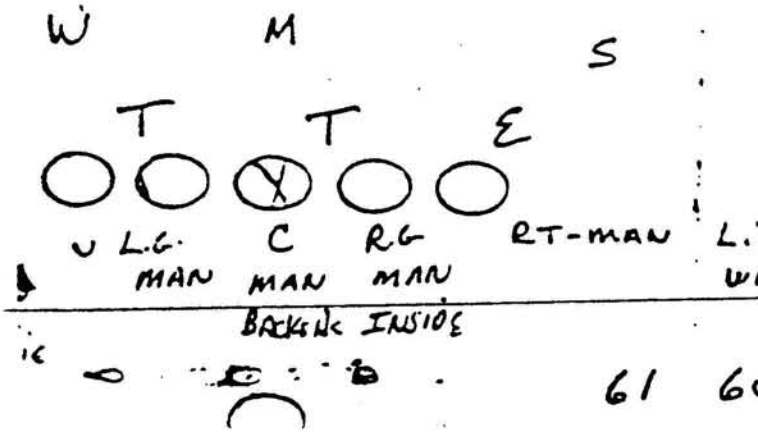

W
M
E
T
T
E
S
L.T. - CALL STACK
ZONE BLOCK
WITH L.G.
L.G.-
ZONE
BLOCK
C-MAKES "R"
CALL-MAN
MIKE LB
IF "M" IS
TO CLOSE TO
L.O.S.
ZONE
RG MAN
LISTEN
FOR
ZONE
CALL
FROM
CENTER
RT
60

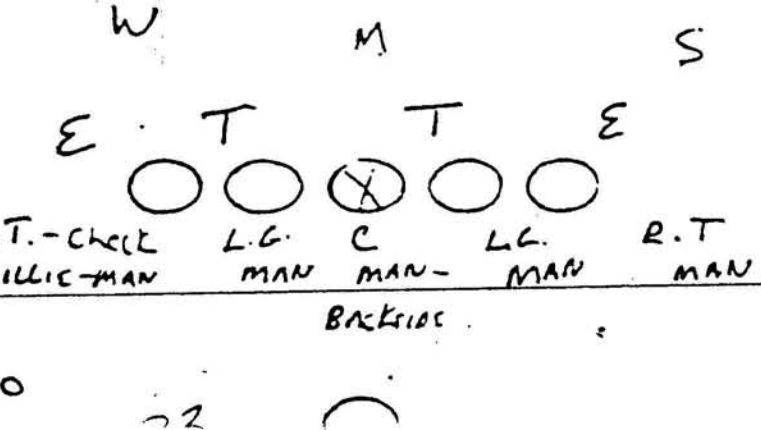

M
S
E
T
T
E
T-MAN
LG-MAN
LISTEN
FOR
ZONE
CALL
FROM
CENTER
C-MAKES
"L" CALL
MAN LB
IF "M" IS
TOO CLOSE
TO L.O.S.
ZONE
R.G-ZONE
BLOCK
R.T- CALL
STACK
ZONE
WITH
R.G.
61


M
S
W
E
T
T
E
L.T-MAN
LG.-MAN
C-MAKES
LEFT CALL
MAN
"M"
R.G-MAN
R.T.-
IF EN
IS TO
OUTSIDE
CAN E.
INSIDE
60

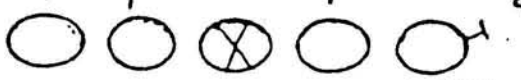

W
M
S
E
T
T
E
T-MAN
L.G-MAN
C-MAN
BACKSIDE
"S"
TO
"E"
R.G-MAN
R.T
MAN
"S"
TO
"E"
61


W
M
S
E
T
T
E
L.T-MAN
L.G-MAN
INSIDE
C-MAN
BACKSIDE
R.G-MAN
R.T-
MA
"S"
OR
EN.
60


W
M
S
T
T
E
L.G.
MAN
C
MAN
RG
MAN
RT-MAN
BACKING INSIDE
61


W
M
S
E
T
T
E
L.T.-CHECK
WILLIE-MAN
L.G.
MAN
C
MAN-
LG.
MAN
R.T
MAN
BACKSIDE
60

T T E



AN L.C MAN C-MAKES R.G-MAN R.T-MAN
END U Right CALL
FAR BLOCK
SIDE- "M" MAN;
CK INSIDE BACKSIDE
CKER

61

E T T E

L.T-MAN R.G.-MAN C-MAKES R.G-MAN R.T-
LEFT CALL IF E
BLOCKS IS T
"M" MAN; OUT
BACKSIDE BLO
INSI
BA

60

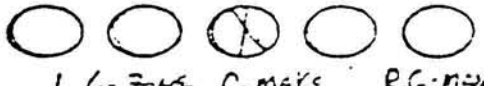
W M

T T S E

MAN; L.C MAN C-MAKES R.C-MAN R.T-MAN
NO IS 'Right' CALL
AR BLOCKS "M"
IDE ELSE MAN;
E BACKER BACKSIDE

61

E T T S E

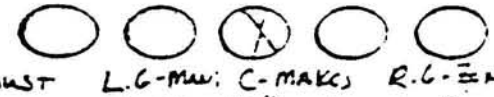


L.T-MAKE L.G-ZONE C-MAKE R.G-MAN; RT-
STACK CALL WITH "R" LISTEN MA
ZONE BLOCK L.T. CALL MAN FOR BL
WITH L.C. BLOCK "M" ZONE SA
IF "M" IS TOO CALL
CLOSE ZONE FROM
WITH CENTER
R.C.

60

M W

T T E



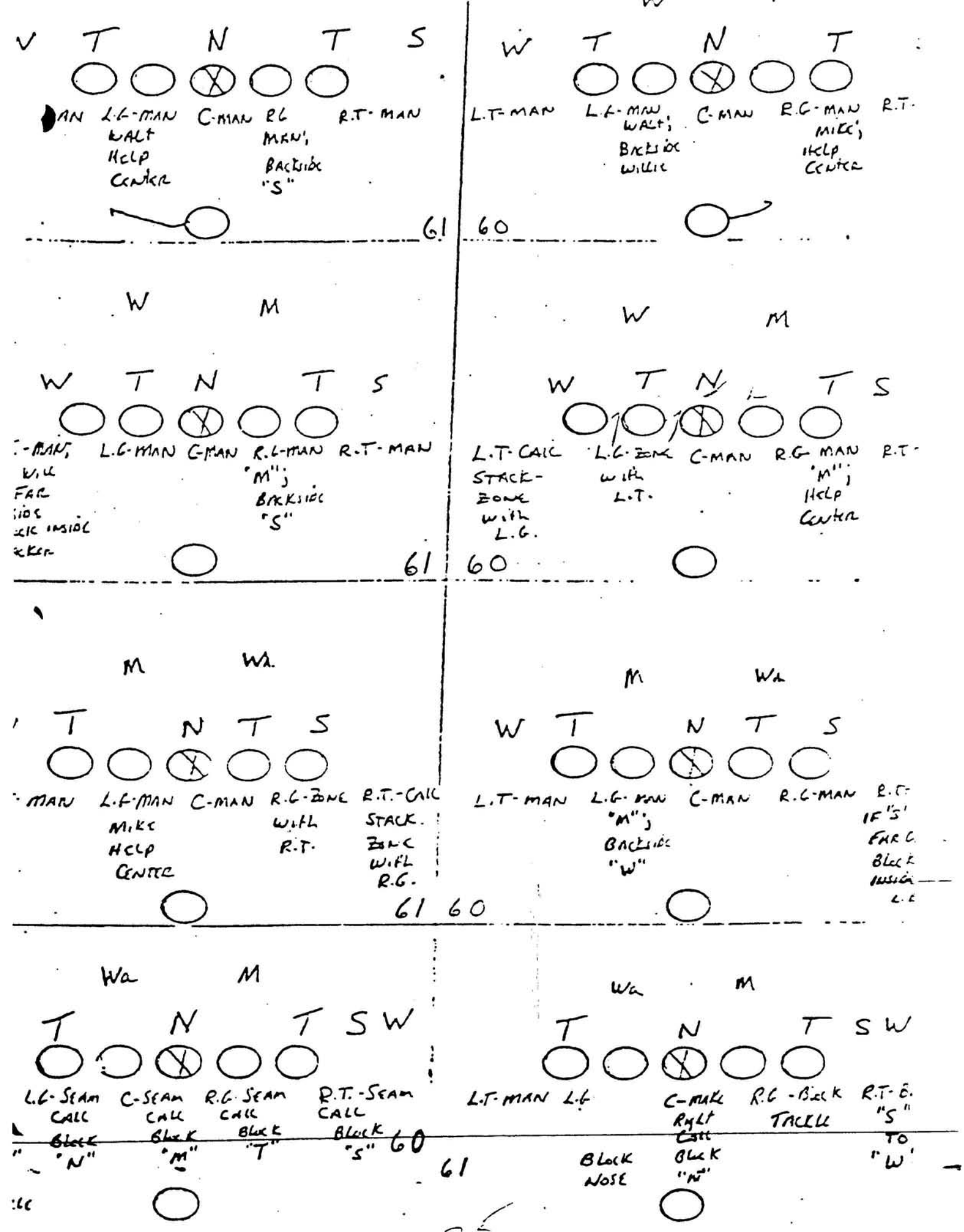
MUST L.G-MAN; C-MAKES R.G-ZONE R.T-STACK
, LISTEN "L" CALL WITH CALL
E-WALL FOR MAN R.T ZONE
ZONE CALL BLOCKS WITH
FROM "M" R.G.
CENTER TOO CLOSE
CALL
ZONE

61

E W T T E

L.T-MAN L.G-MAN C-MAKE R.G MAN R.T-M
BLOCK LEFT IF ENC
1ST MAN CALL FAR C
TOO SET MAN CAN B
TO YOU BLOCK "M"

60



V T N T S

AN L.G-MAN WALT HELP CENTER | C-MAN | RG MAN; BACKSIDE "S" | R.T-MAN

61

W T N T

L.T-MAN | L.G-MAN WALT; BACKSIDE WILLIE | C-MAN | R.G-MAN MIKE; HELP CENTER | R.T.

60

W M

W T N T S

-MAN; WILL FAR SIDE ...CK INSIDE ...CKER | L.G-MAN | C-MAN | R.G-MAN "M"; BACKSIDE "S" | R.T-MAN

61

W M

W T N T S

L.T-CALL STACK-ZONE WITH L.G. | L.G-ZONE WITH L.T. | C-MAN | R.G-MAN "M"; HELP CENTER | R.T-

60

M Wa

T N T S

-MAN | L.G-MAN MIKE HELP CENTER | C-MAN | R.G-ZONE WITH R.T. | R.T.-CALL STACK. ZONE WITH R.G.

61

M Wa

W T N T S

L.T-MAN | L.G-MAN "M"; BACKSIDE "W" | C-MAN | R.G-MAN | R.T- IF "S" FAR G. BLOCK INSIDE L.G

60

Wa M

T N T S W

L.G-SEAM CALL BLOCK "N" | C-SEAM CALL BLOCK "M" | R.G-SEAM CALL BLOCK "T" | R.T.-SEAM CALL BLOCK "S"

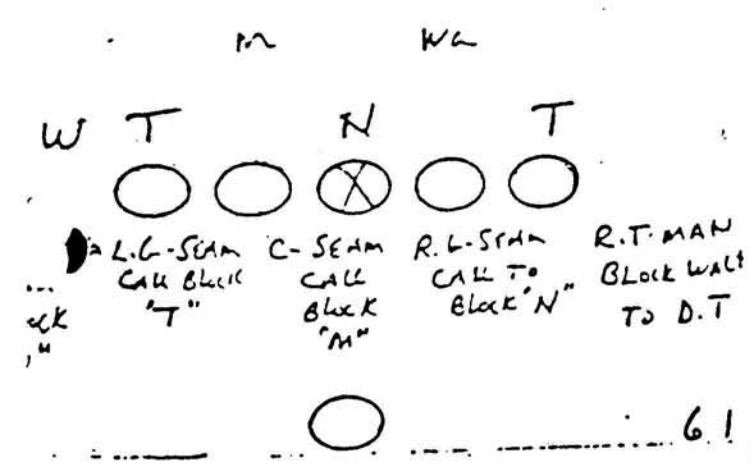
60

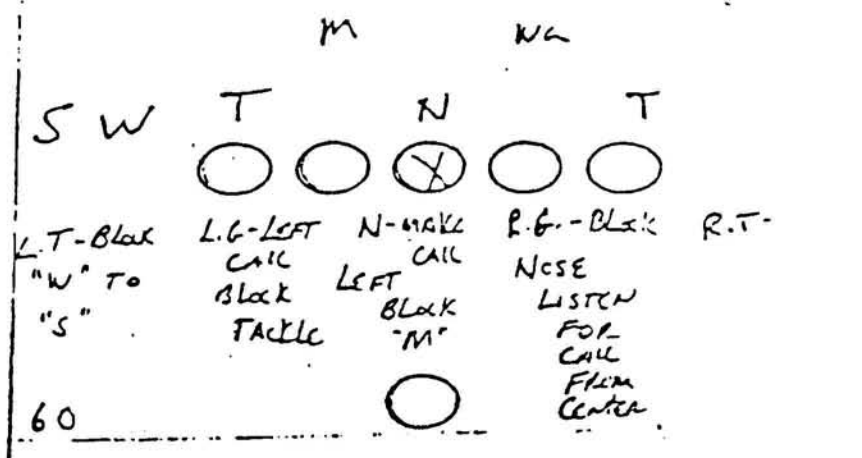
61

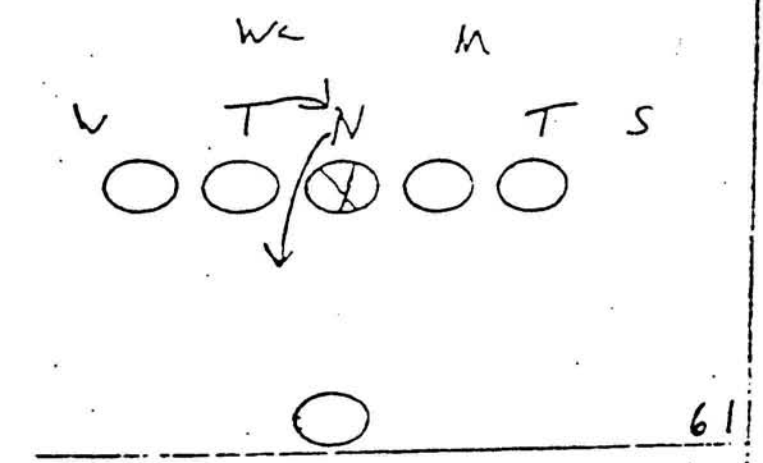
Wa M

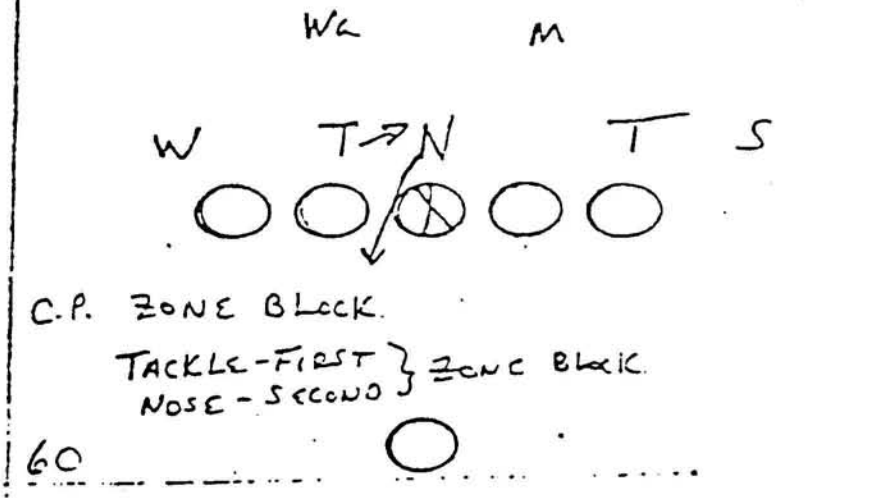
T N T S W

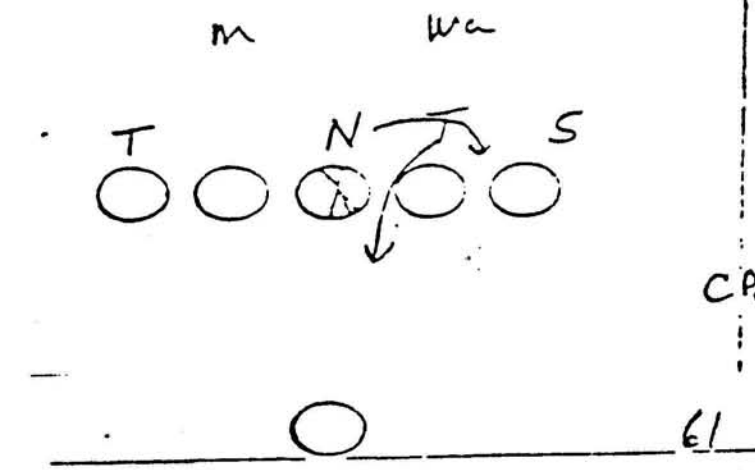
L.T-MAN | L.G BLOCK NOSE | C-MAKE RIGHT CALL BLOCK "N" | R.G-BLOCK TACKLE | R.T-B. "S" TO "W"

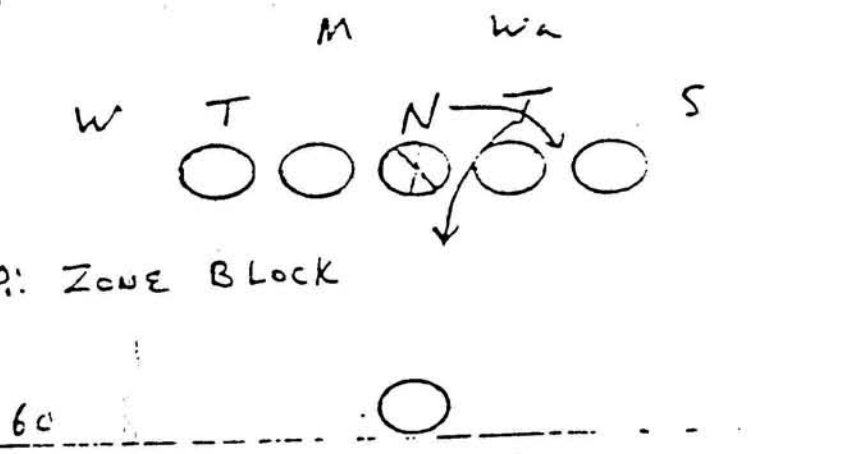

M
Wa
W T N T
L.G-SEAM CALL BLOCK "T"
C-SEAM CALL BLOCK "M"
R.L-SEAM CALL TO BLOCK "N"
R.T. MAN BLOCK WALT TO D.T
61

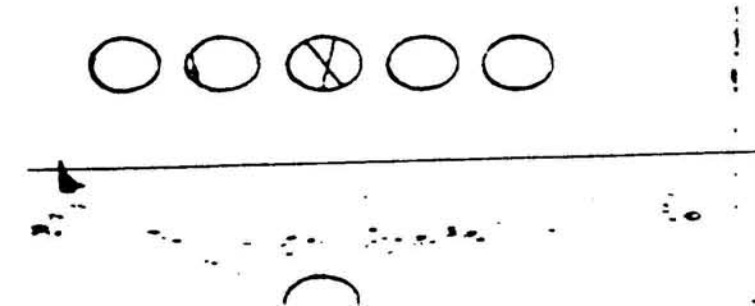

M
Wa
S W T N T
L.T-BLOCK "W" TO "S"
L.G-LEFT CALL BLOCK TACKLE
N-MAKE CALL LEFT BLOCK "M"
R.G.-BLOCK NOSE LISTEN FOR CALL FROM CENTER
R.T-
60

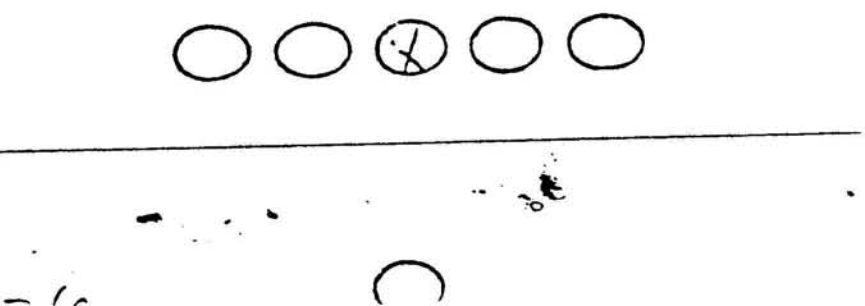

Wa
M
W T N T S
61


Wa
M
W T N T S
C.P. ZONE BLOCK.
TACKLE-FIRST } ZONE BLOCK.
NOSE-SECOND
60


M
Wa
T N S
61


M
Wa
W T N S
C.P. ZONE BLOCK
60





W M S

E T N T E

MAN L.C-MAN C-MAN R.C-MAN R.T-MAN
"T" "M"; "T" "S"
HOLD TO
CENTER "E"

61

W M S

E T N T E

L.T-Block L.G-Block C-MAN R.G-Block R-
WILL TO "T" "M" E
END MAN HOLD "-
CENTER

60

W M S

T T E

MAN L.G-MAN C-MAN R.G-MAN R.T-MAN
"M"; S-BLITZ;
BACKSIDE TO
"S" TO BACKSIDE
END END

61

W M S

E T T E

L.T-MAN L.G-MAN C-MAN R.G-MAN R.T-M
WILLIE BLITZ; "M"; E
BLOCK END BACKSIDE C
"W" OR S
"E" Co

60

Wa M

W T N T S

-MAN L.C-MAN C-RIGHT L.G-MAN L.T-
"WA"; CALL "M"; MAN
SIDE BACKSIDE MAN BACKSIDE "T"
"S" "N" "S"

61

Wa M

W T N T S

LT-STACK LG-STACK C-"R" R.G-"R" R.T-M
CALL CALL CALL CALL
BLOCK BLOCK BLOCK STOP
"T" "WA" "N" "N"
TO TO LOOK
WILL "T" FOR
"M"

60

Wa M

T N T S

MAN L.C-"L" C-"L" R.G-STACK R.T-STACK
CALL CALL CALL CALL
STOP BLOCK ZONE ZONE
"N" "N" "M" "T"
LOOK TO TO
FOR "-" "S".
WALT

61

Wa M

W T N T S

L.T-MAN L.G-LEFT C-LEFT R.G-MAN R.T-M
"T" CALL CALL "M"; T
BLOCK BLOCK
"WALL"; N
BACKSIDE
WILL

60

BACKSIDE

M Wa

W T N T

L.G-SEAM CALL BLOCK "T" | C-SEAM CALL BLOCK "M" | R.L-SEAM CALL TO BLOCK "N" | R.T-MAN BLOCK WALK TO D.T

61

M Wa

S W T N T

L.T-BLOCK "W" TO "S" | L.G-LEFT CALL BLOCK TACKLE | N-MAKE CALL LEFT BLOCK "M" | R.G.-BLOCK NOSE LISTEN FOR CALL FROM CENTER | R.T-

60

Wa M

W T N T S

61

Wa M

W T N T S

C.P. ZONE BLOCK.

TACKLE-FIRST } ZONE BLOCK.
NOSE-SECOND }

60

M Wa

T N S

61 60

M Wa

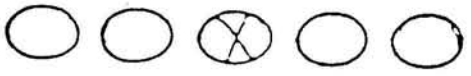
W T N S

C.P. ZONE BLOCK

61 60

W M S

E T N T E



L.C-MAN "M"; HELP CENTER

C-MAN

R.L-MAN "T"

R.T-MAN "S" TO "E"

61

W M S

E T N T E

L.T-Black WILL TO END

L.G-Black "T" MAN

C-MAN

R.G-Black "M" HELP CENTER

R- E "-

60

W M S

T T E

L.G-MAN C-MAN "M"; BACKSIDE "S" TO END

R.G MAN

R.T-MAN S-BLITZ; TO BACKSIDE END

61

W M S

E T T E

L.T-MAN WILLIE BLITZ; Black END

L.G-MAN

C-MAN "M"; BACKSIDE "W" OR "E"

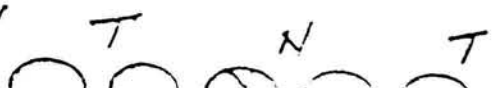
R.G MAN

R.T- M E C

60

Wa M

W T N T S



L.C-MAN "WA"; BACKSIDE "S"

C- RIGHT CALL MAN "N"

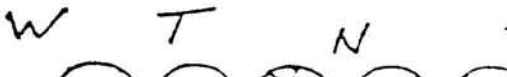
L.G-MAN "M"; BACKSIDE "S"

L.T. MAN "T"

61

Wa M

W T N T S



LT-STACK CALL Black "T" TO WILL

LG-STACK CALL Black "WA" TO "T"

C-"R" CALL Black "N"

R.G-"R" CALL STOP "N" LOOK FOR "M"

R.T-M

60

Wa M

T N T S

L.C-"L" CALL STOP "N" LOOK FOR WALT

C-"L" CALL Black "N"

R.G-STACK CALL ZONE "M" TO

R.T-STACK CALL ZONE "T" TO "S".

61

Wa M

W T N T S

L.T-MAN "T"

L.G-LEFT CALL Block "WALK"; BACKSIDE

C-Left CALL Block N

R.G-MAN "M"; BACKSIDE WILL

R.T-M T

60