OFFENSIVE PERSONNEL

X	Y	Z	A	B
WK Side Wideout	STR Side Slot	STR Side Wideout	Tailback	Adjustor

PERSONNEL GROUPINGS

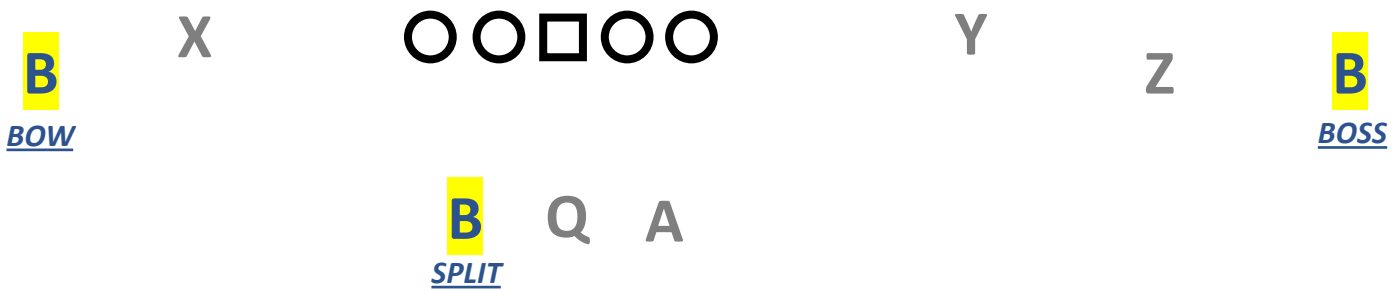
12 – 1 RB, 2 TE's

A – RB; B – TE

Y – TE

OFFENSIVE FORMATIONS

Set strength to the field…



- BOW – #1 WR WK
- BOSS – #1 WR STR
- SPLIT –Backfield (PS unless "TOP")

OFFENSIVE FORMATIONS

*Strength is set to the field by default

** “A” aligns play specific

BOW: B #1 WK

B X ○○□○○ Y Z

BOSS: B #1 STR

X ○○□○○ Y Z B

SPLIT: B in BACKFIELD (PS UNLESS “TOP”)

X ○○□○○ Y Z

B Q A

YES: Makes Y the EMLOS.

YES BIG

Z B Y ○○□○○ X

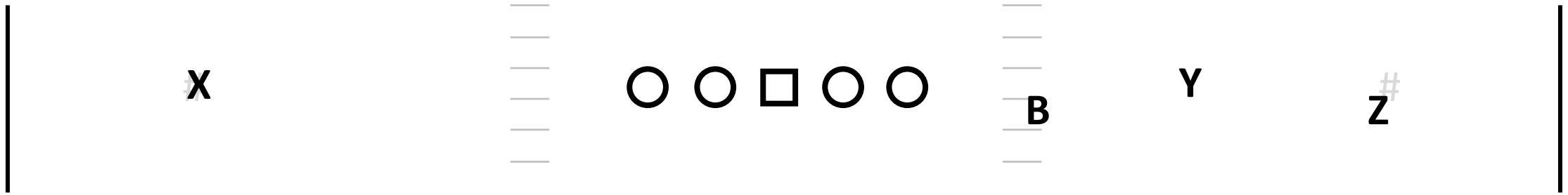
Q A

OFFENSIVE FORMATIONS

BALL IN MOF...

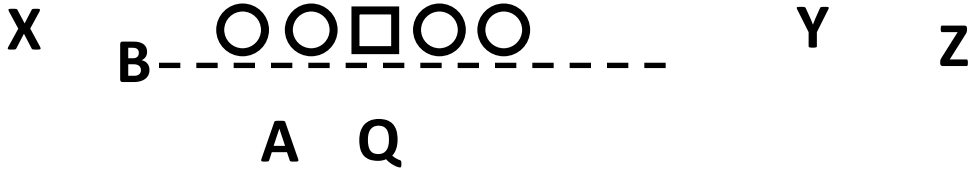
#1 on the numbers; #2 (on ball) Logo

#3 Split Difference (Roughly Hash)

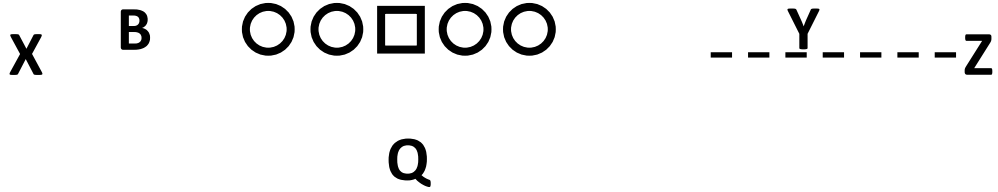


OFFENSIVE MOTIONS

BOX to BOY QK: (QK tells any motion guy to hit it on the run.)



BOX Z-IN: Tagged player motions in, past alignment of next player

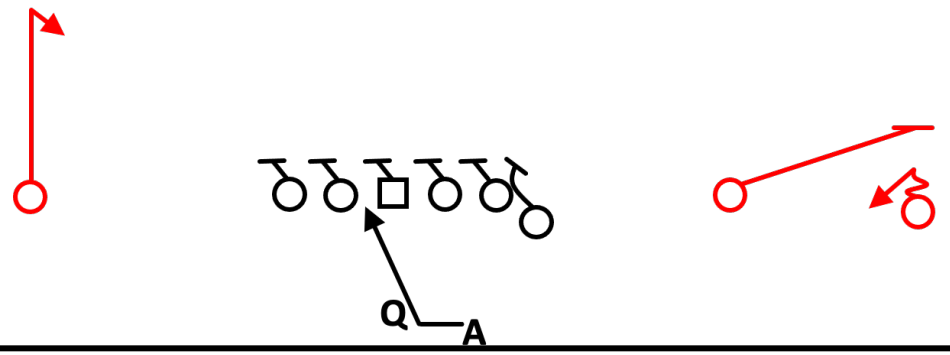


RUN TAGS

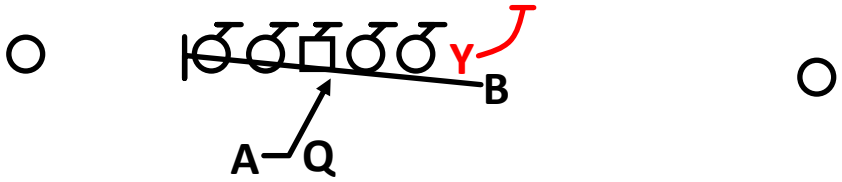
BOX CONTROL TAGS

- Saber – Box Control RPO. Single receiver runs “Hitch Unless”. Multiple receivers run NOW screen.
- Uno – Box Control RPO. Single receiver side runs “Hitch Unless”.
- Monday – Qk motion Swing by “A”; if defense doesn’t adjust, throw it to him.
- Yoda – Y blocks PS D-Gap; cancels any “Push” calls by OL

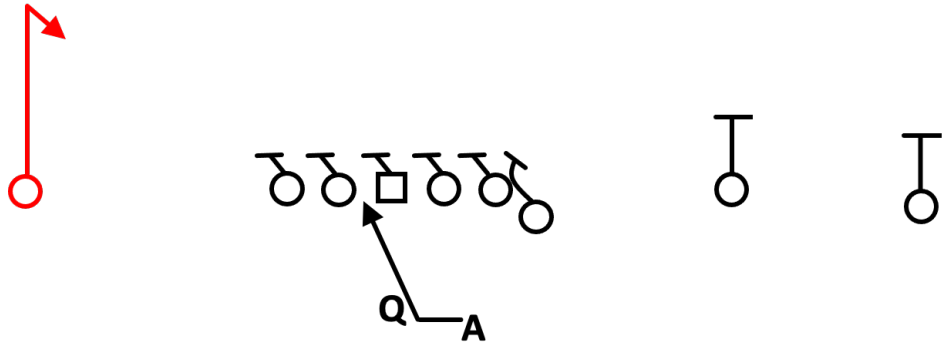
BULL COLD SABER



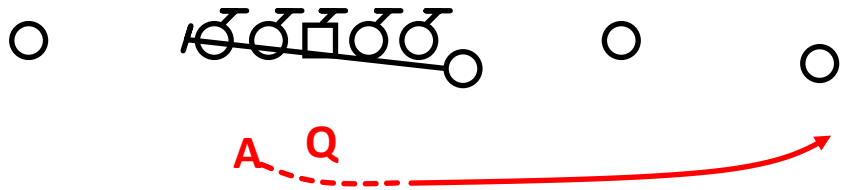
BULL HOT YODA



BULL COLD UNO



BULL HOT MONDAY

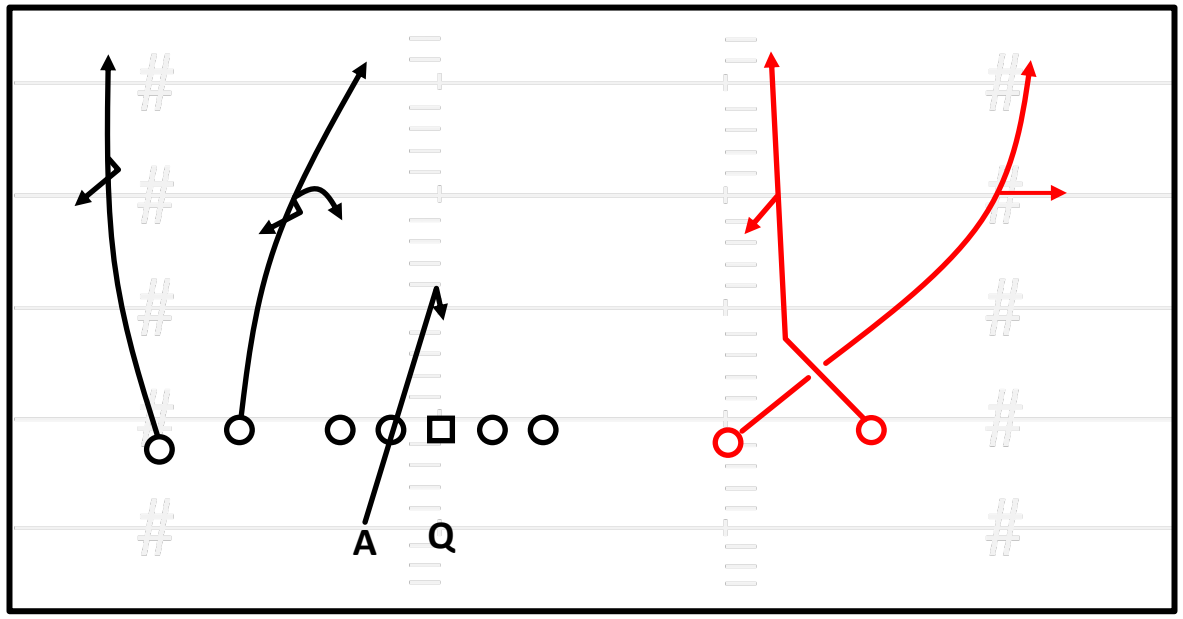


PASS TAGS

SWITCH TAGS (HU Leverage Vertical Routes and/or Man Coverage):

- Switch – #1 & #2 PS exchange.

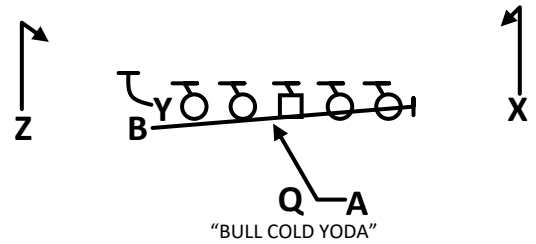
VERTS HOT SWITCH



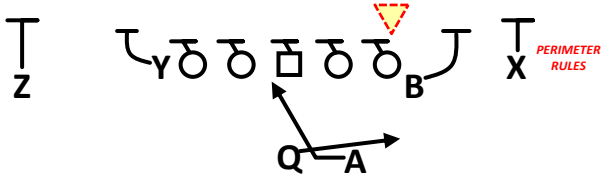
LINEUPS SCRIPT / DRAWINGS

LINE-UPS									
#	GRP	Q	H	PER	TP	FORM	MOT	PLAY	DEF / NOTE
1			R	12B		YES BIG		BULL COLD YODA UNO	
2			R	12B		YES BAG		BULL COLD YODA BONUS	
3			R	12B		BOSS	MON	COWBOY HOT	
4			M	10		BOW	B IN	CROSS HOT	
5			M	10		BOW		GOPHER COLD	
6			M	10		BOX	Z IN	RABBIT SW	
7			M	10		BOW		GOPHER HOT	
8			R	11		BIG		BULL COLD SABER	
9			R	11		BOY	to BAG QK	RABBIT SW	
10			R	11		BAG		BULL COLD SABER	
11			L	12		YES BAG	to BIG	BULL HOT YODA UNO	
12			L	12		YES BIG	MON	BULL COLD	

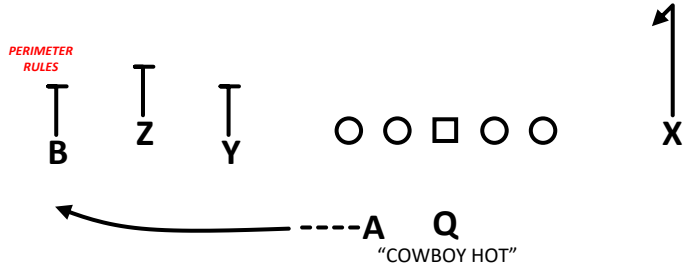
(RH) 12 – YES BIG BULL COLD YODA UNO



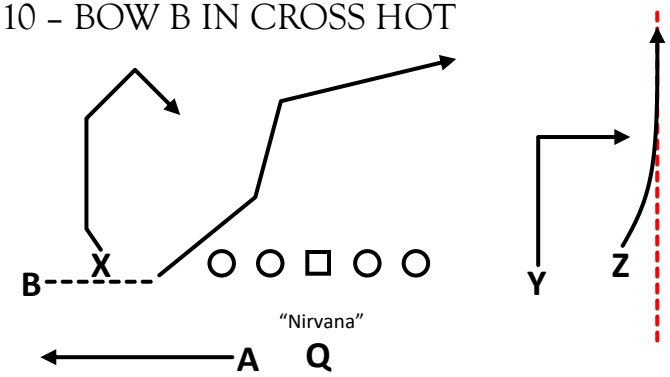
(RH) 12 – YES BAG BULL COLD YODA BONUS



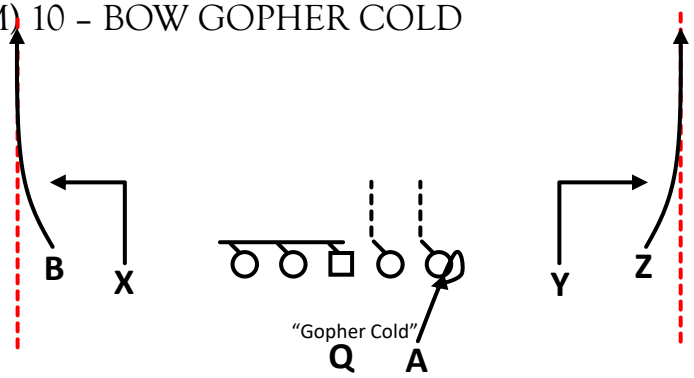
(RH) 12– BOSS MONDAY COWBOY HOT



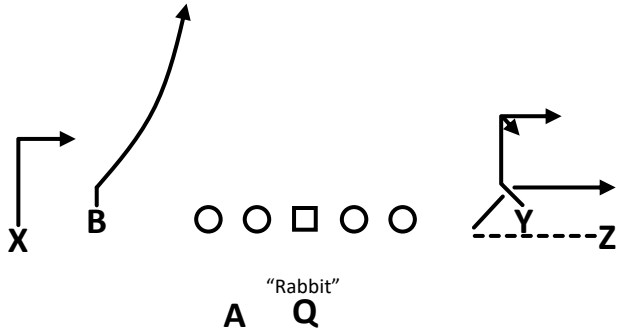
(M) 10 – BOW B IN CROSS HOT



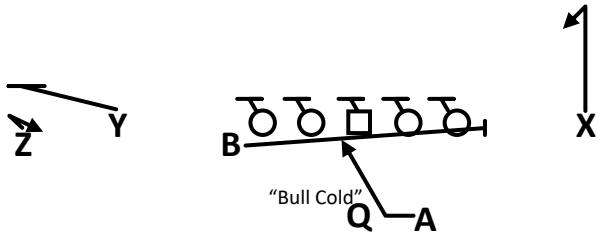
(M) 10 – BOW GOPHER COLD



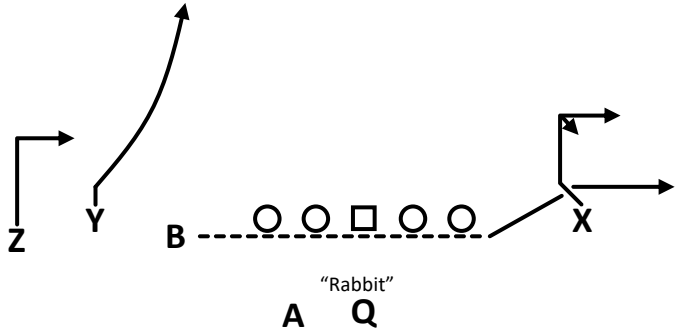
(M) 10 – BOX Z IN RABBIT SWITCH



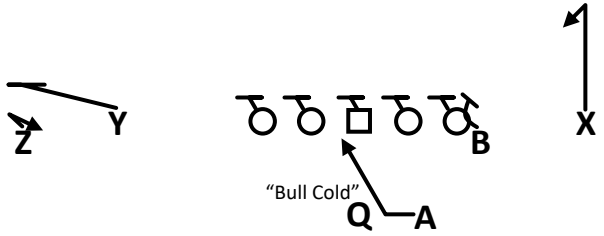
(RH) 11 – BIG BULL COLD SABER



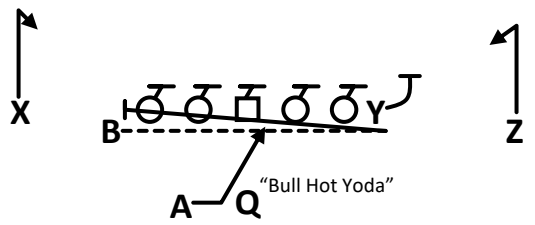
(RH) 11 – BOY to BAG QK RABBIT SWITCH



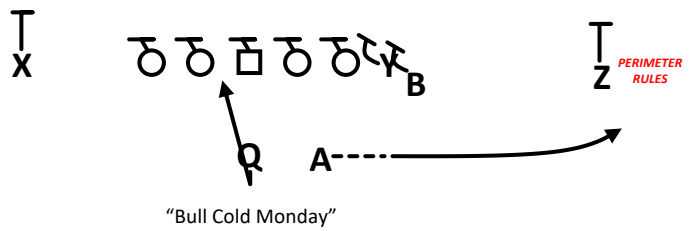
(RH) 11 – BAG BULL COLD SABER



(LH) 12 – YES BAG to BIG BULL HOT YODA UNO



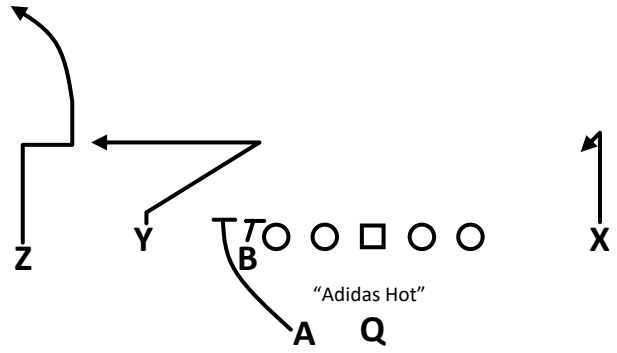
(LH) 12 – YES BIG MONDAY BULL COLD



7 ON 7 SCRIPT / DRAWINGS

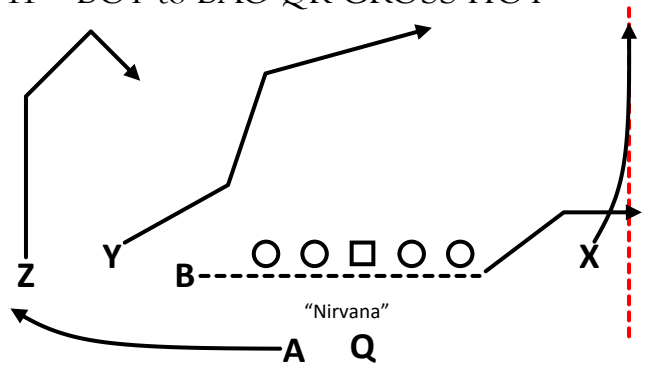
7 ON 7									
#	GRP	Q	H	PER	TP	FORM	MOT	PLAY	DEF / NOTE
1			R	11		BIG		ADIDAS HOT	
2			R	11		BOY	to BAG QK	CROSS HOT	
3			R	11		BAG		RABBIT	
4			R	11		BIG		ADIDAS HOT	
5			M	10		BOX	Z IN	RABBIT SW	
6			M	10		BOW	B IN	CROSS HOT	
7			M	10		BOSS		COWBOY COLD	
8			M	10		BOX		RABBIT	
9			L	12B		YES BAG		CROSS HOT	
10			L	12B		YES BIG		RABBIT	
11			R	10		BOX	X IN	RABBIT SW	
12			R	10		SPLIT		CROSS HOT	
13			R	10		SPLIT	to BOSS	COWBOY HOT	
14			R	10		BOW	B IN	CROSS COLD	
15			R	11		BIG		ADIDAS HOT	
16			M	11		BOSS		COWBOY COLD	
17			M	11		YES BOX		RABBIT	
18			M	11		YES BOW	B IN	CROSS HOT	
19			R	12B		YES BIG		LOCKETT	
20			R	12B		YES BAG		CROSS COLD	
21			R	10		SPLIT		CROSS HOT	
22			R	11		BIG		ADIDAS HOT	
23			L	11		BAG	Z IN	RABBIT SW	
24			L	11		BIG		LOCKETT	

(RH) 11 – BIG ADIDAS HOT



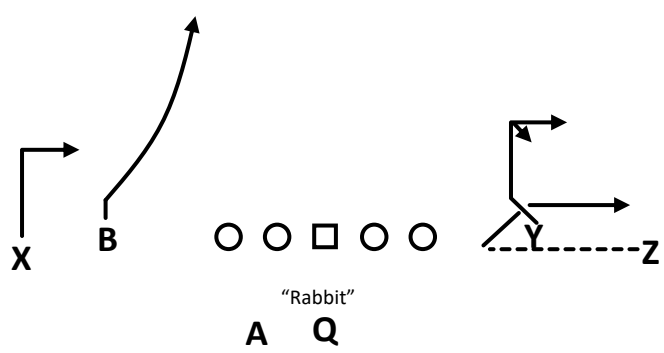
#1

(RH) 11 – BOY to BAG QK CROSS HOT



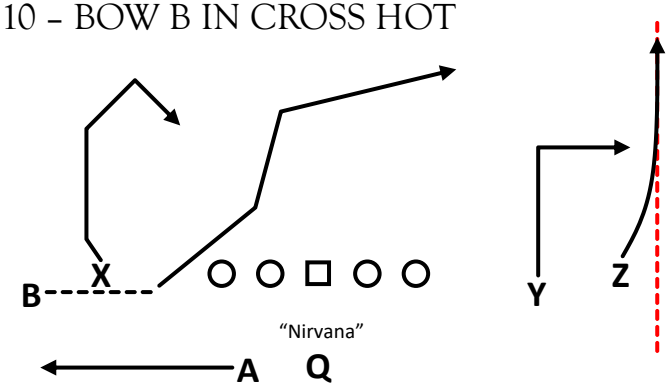
#2

(M) 10 – BOX Z IN RABBIT SW



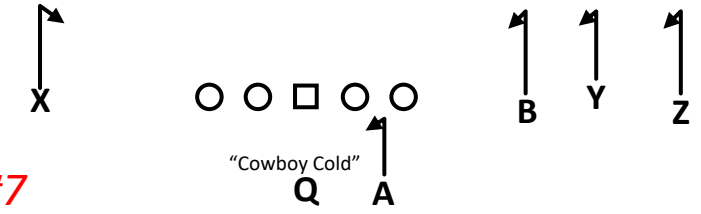
#5

(M) 10 – BOW B IN CROSS HOT



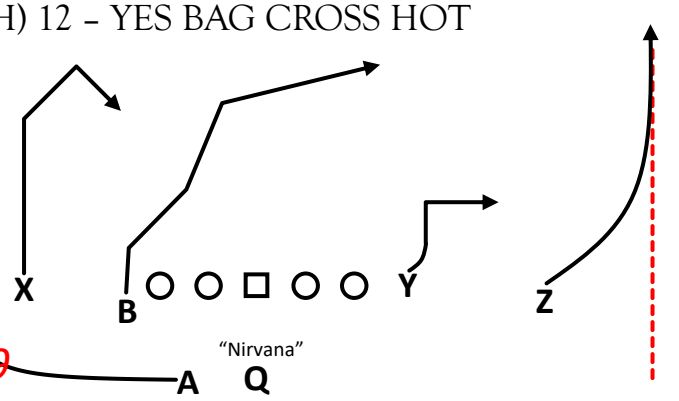
#6

(M) 10 – BOSS COWBOY COLD



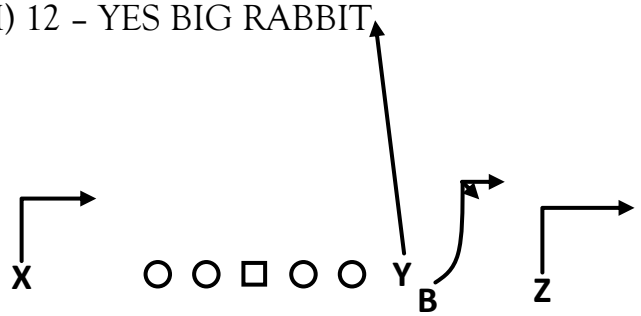
#7

(LH) 12 – YES BAG CROSS HOT



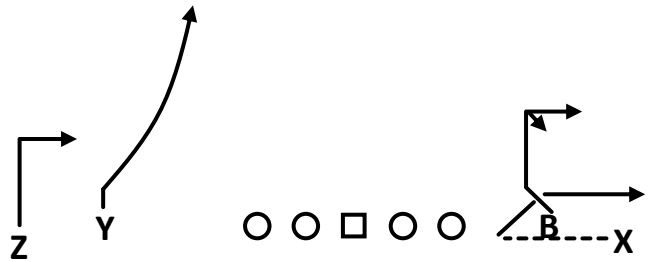
#9

(LH) 12 – YES BIG RABBIT



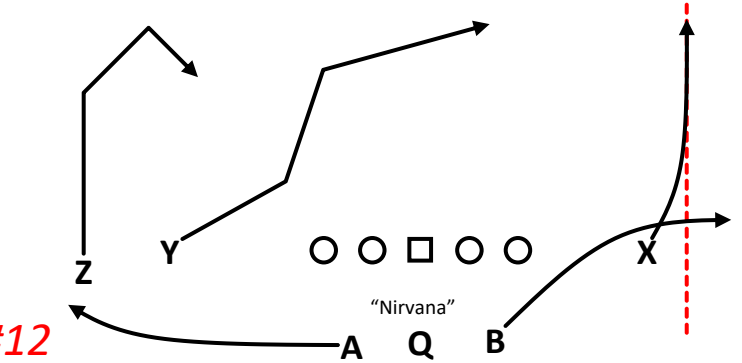
#10

(RH) 10 – BOX X IN RABBIT SW



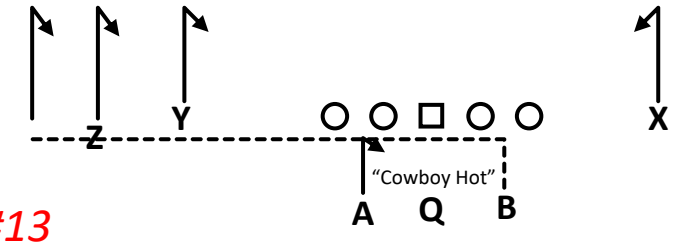
#11

(RH) 10 – SPLIT CROSS HOT



#12

(RH) 10 – SPLIT to BOSS COWBOY HOT



#13