

NEW



TERMS

PERS / FORMS

ZEESAW

RUNS

XMEN

QK GAME

DROPPACK

OTHER
(SCREENS, MOVES)

SPIDERS

FBALL: NOVEMBER

TAGS

BANJO

OPERATION: *To better help communicate the strength of our formations, the play signaler will signal where the field is immediately after the previous play ends.*

- *One hand out to the side = Field Left*
- *Two hands out, one to each side = Field Right*

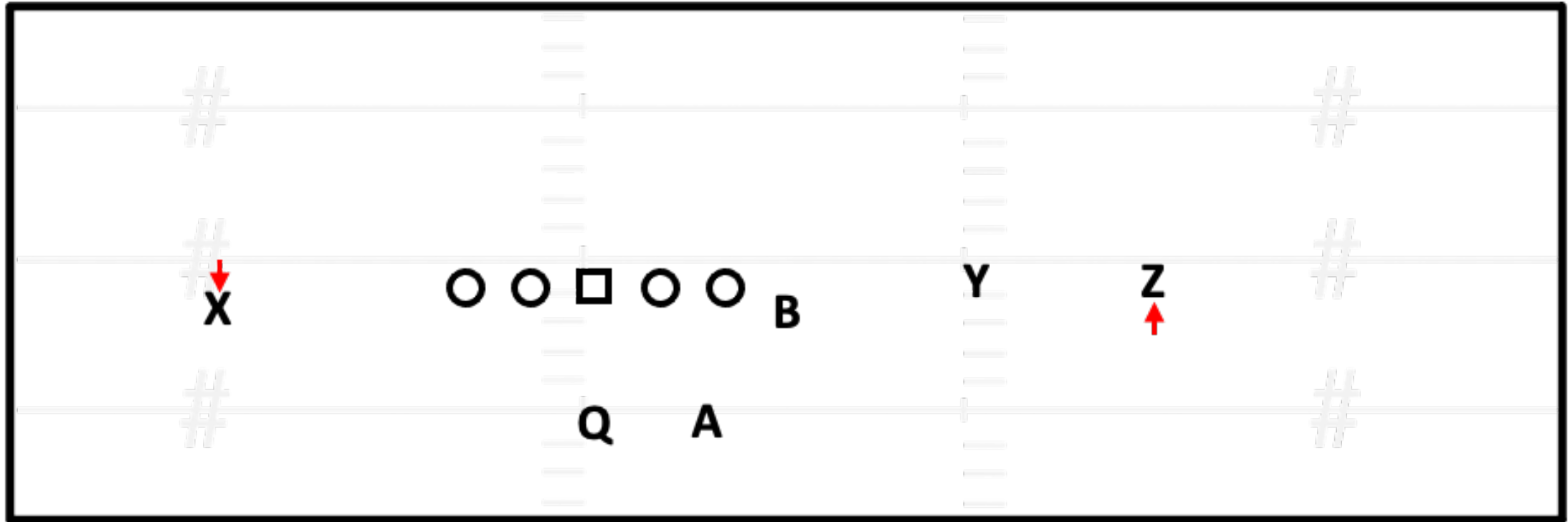
As an alert that a FASTBALL is being sent in, the RICKY BOBBY picture on our formation board will be held up as the FASTBALL is being yelled from the sideline.

FORMATION



ADJUSTMENTS

ZEESAW – Seesaws the “Z” and “X”. Moves “Z” on the ball and “X” off the ball so that he can motion.



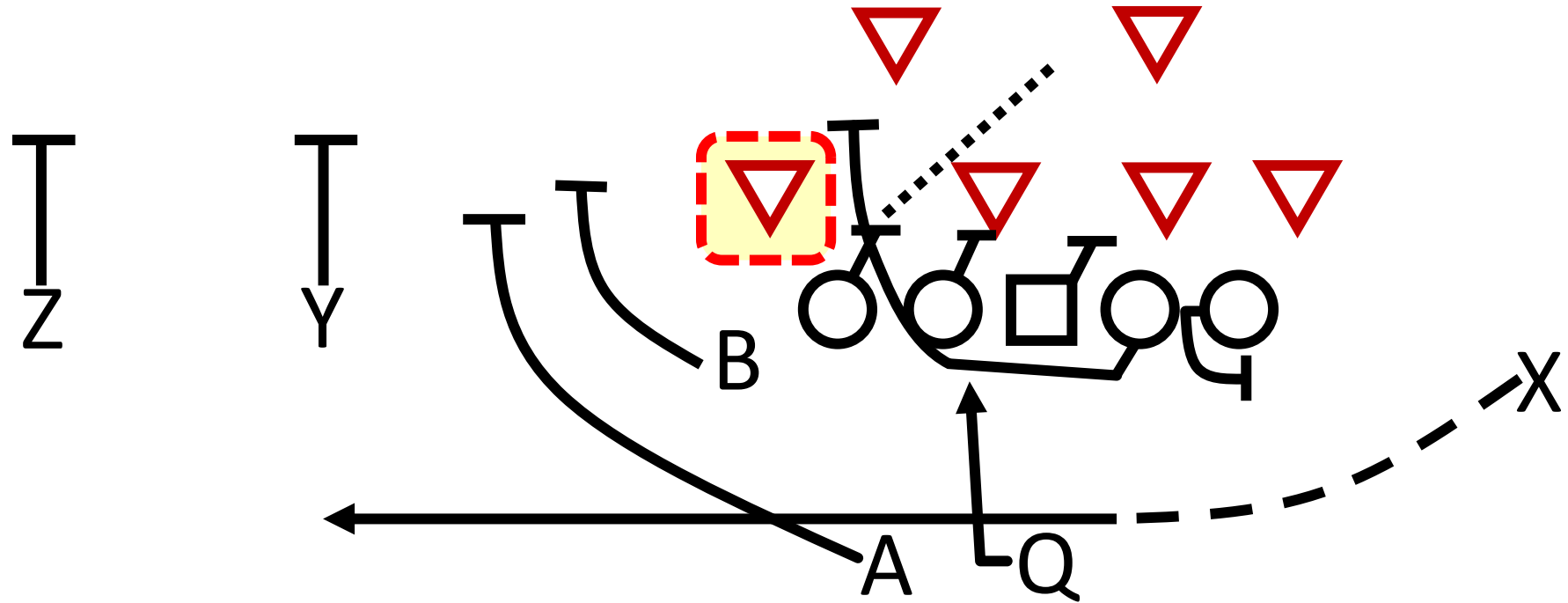
POWER

SCHEME



SCHEME

BIG ZEESAW
XMEN COLD TOP



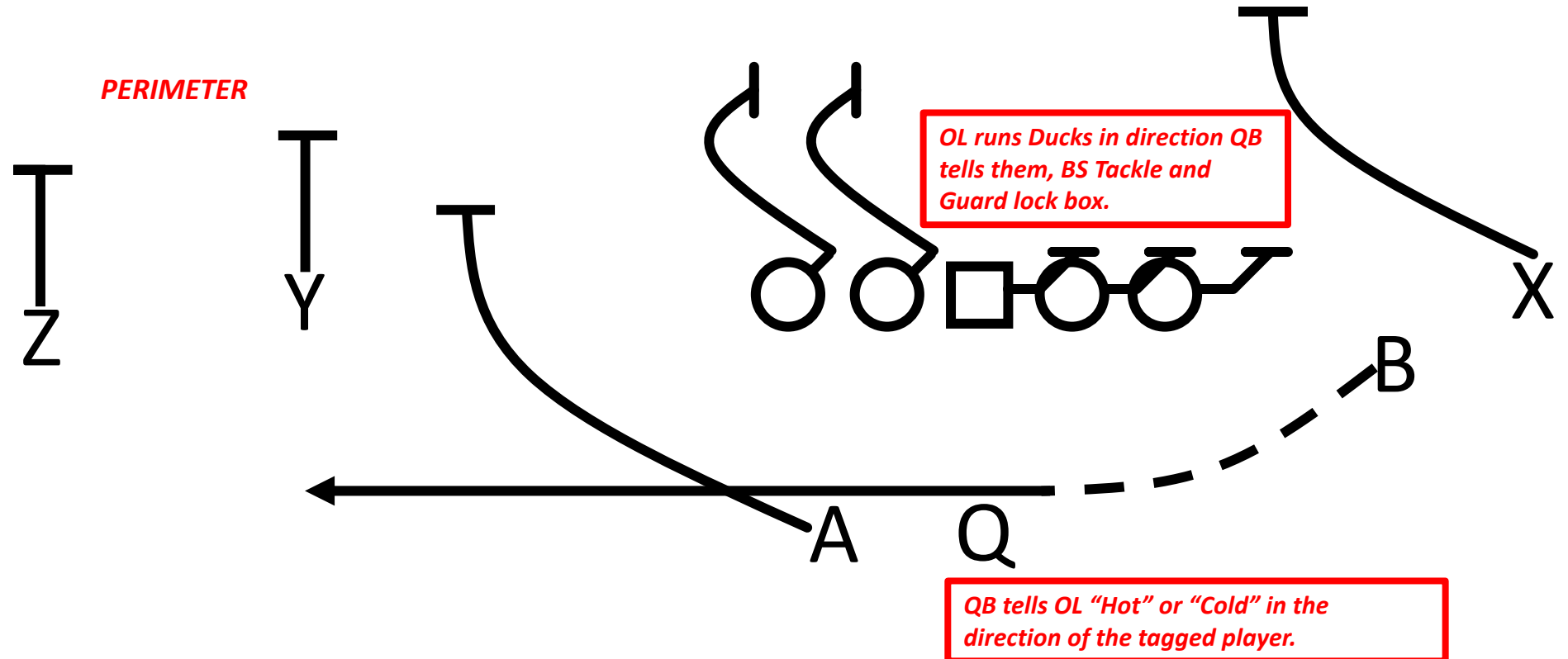
SUPERMAN but to the “X”

SPEED



SWEEP

BOX B SPIDERS





NOVEMBER is 3x1 “No Play”.
QB use Purple cadence.

If DL jumps, OL should stand and
point at them frantically.

NOVEMBER (10 Personnel)

X ○ ○ □ ○ ○ B Y Z
 A Q

NOVEMBER (11 Personnel)

X ○ ○ □ ○ ○ B Y Z
 A Q

NOVEMBER (12 Personnel)

X ○ ○ □ ○ ○ Y B Z
 A Q

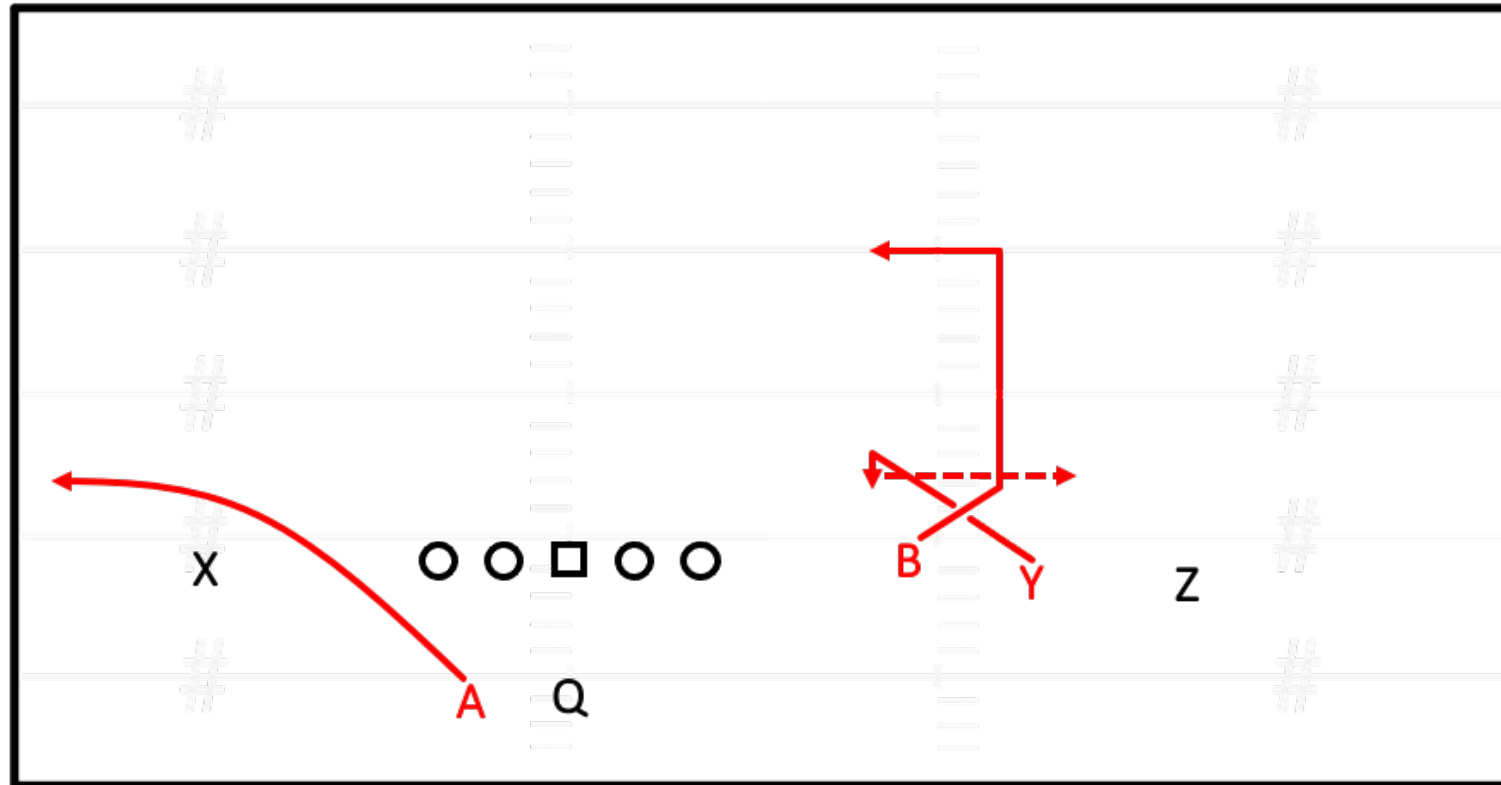
PASS



TAGS

Banjo – Tagged player runs a Banjo. Next player I/S the Banjo switch releases and runs a Dig. **A Shoots Opposite**

Y BANJO



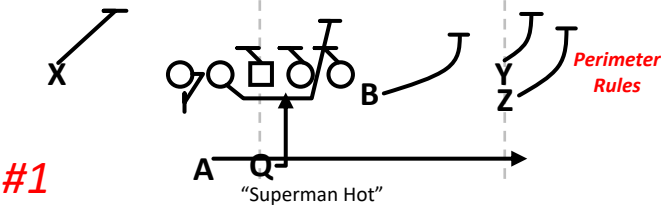


RUN THRU SCRIPT / DRAWINGS

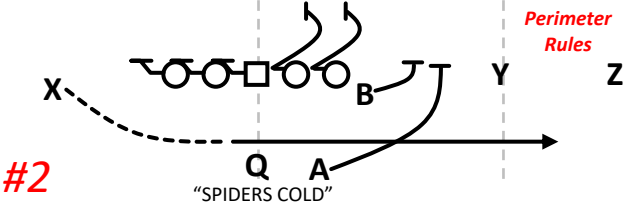
RUN THRU

#	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	SG	C	L	11		BIG STK		SUPERMAN HOT
2	SG	C	LM	11		BIG ZSAW		X SPIDERS
3	SG	C	M	11	FB			ECHO
4	SG	C	RM	10		BOY ZSAW		XMEN COLD TOP SW
5	SG	C	R	12		YES BAG		DUCKS HOT FORCE
6	AC	J	R	10		BOW	B IN	BULL HOT BACK
7	AC	J	RM	10	FB			JULIET
8	AC	J	M	10		BOX		B SPIDERS
9	AC	J	LM	11		NO BOW		JERK HOT
10	AC	J	L	10		BOY		STORM HOT Y BANJO

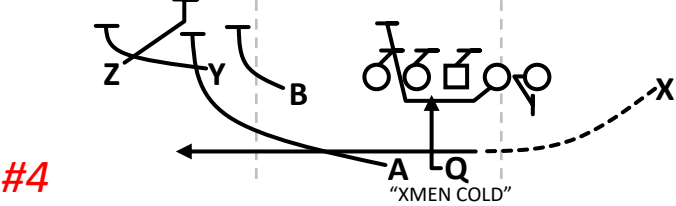
(L) 11 - BIG STK SUPERMAN HOT



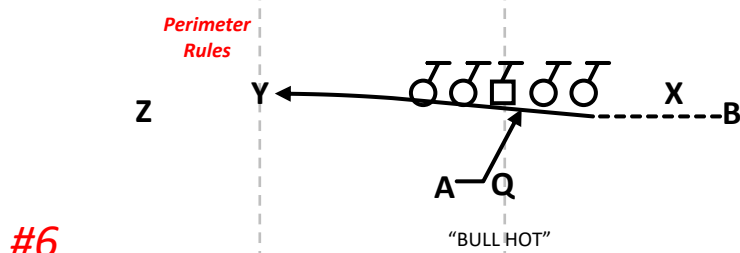
(LM) 11 - BIG ZSAW X SPIDERS



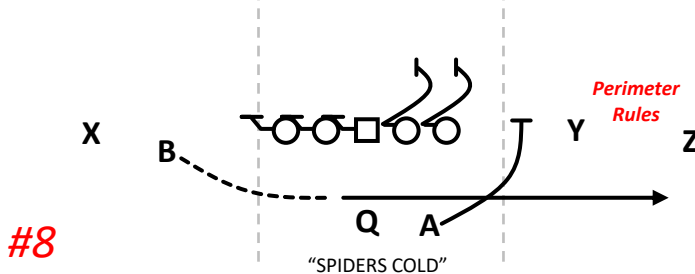
(RM) 10 - BOY ZSAW XMEN COLD TOP SWITCH



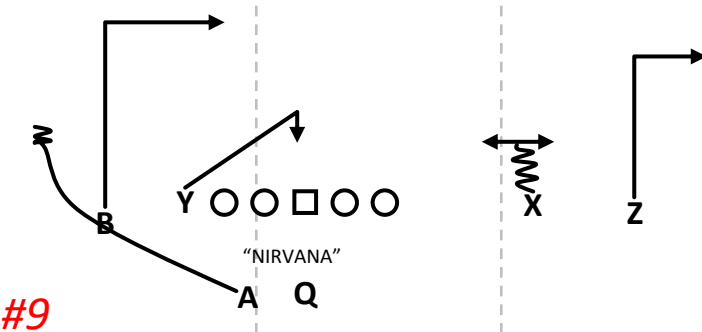
(R) 10 - BOW B IN BULL HOT BACK



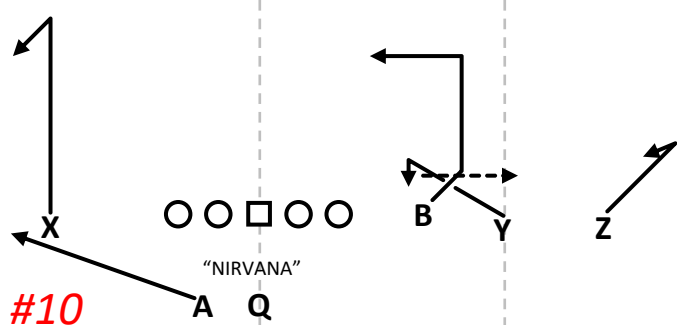
(M) 10 - BOX B SPIDERS



(LM) 11 - NO BOW JERK HOT



(L) 10 - BOY STORM HOT Y BANJO



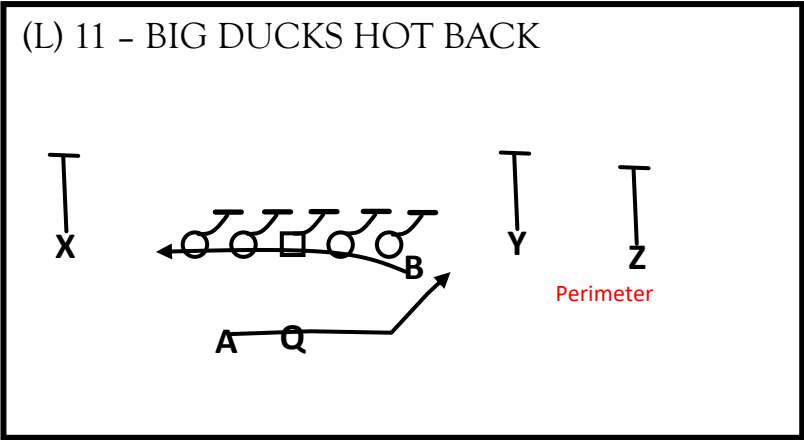


RUN & PLAY-ACTION PASS SCRIPT / DRAWINGS

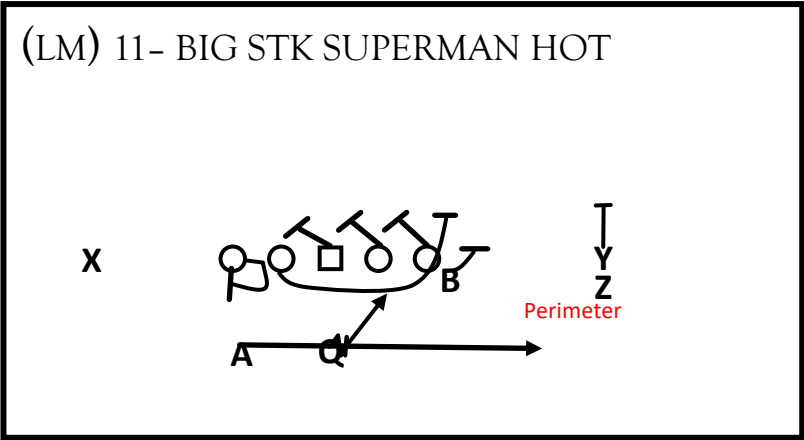
RUN / PAP

#	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	SG	C	L	11		<i>AUTO</i> BIG		DUCKS HOT BACK
2	SG	C	LM	11				STK SUPERMAN HOT
3	SG	C	M	11	FB			ECHO
4	AC	C	RM	10		BOW		B SPIDERS
5	AC	J	R	10		BOY	MON	COWBOY HOT
6	AC	J	RM	10	FB			ROMEO
7	SG	J	M	11		BIG	Y ZOOM	BULL HOT
8	SG	J	LM	11		BIG		DUCKS COLD
9	SG	B	L	11		BIG ZSAW		XMEN HOT TOP SW
10	AC	B	LM	10		BOX	B IN	DUCKS COLD BACK
11	AC	B	M	10	FB			ECHO
12	AC	B	RM	10		BOY ZSAW		XMEN COLD TOP SW

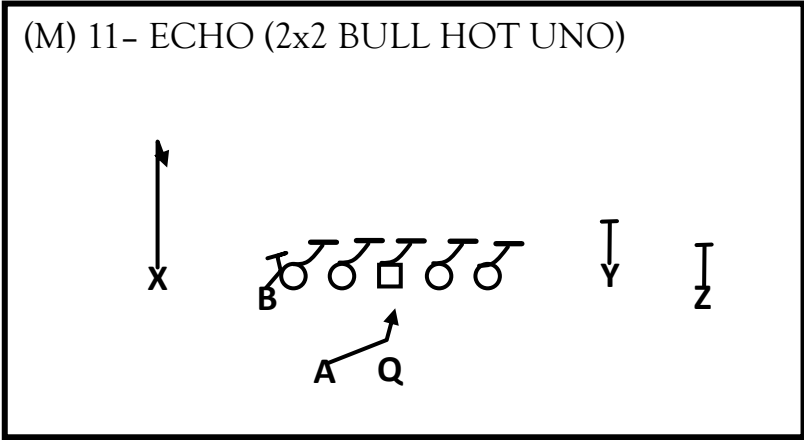
(L) 11 - BIG DUCKS HOT BACK



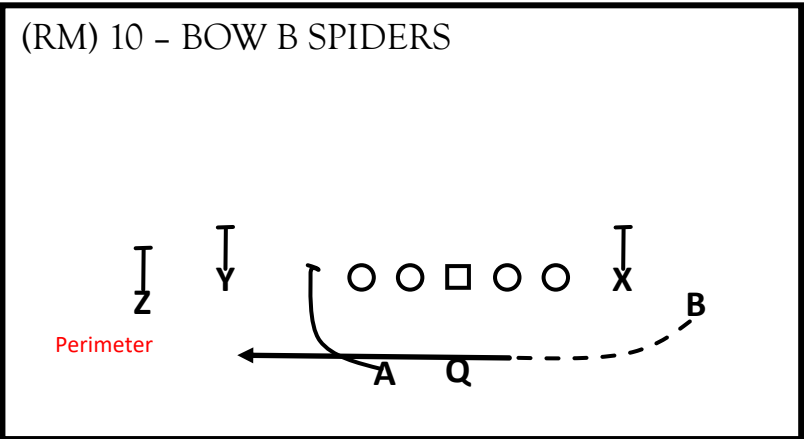
(LM) 11- BIG STK SUPERMAN HOT



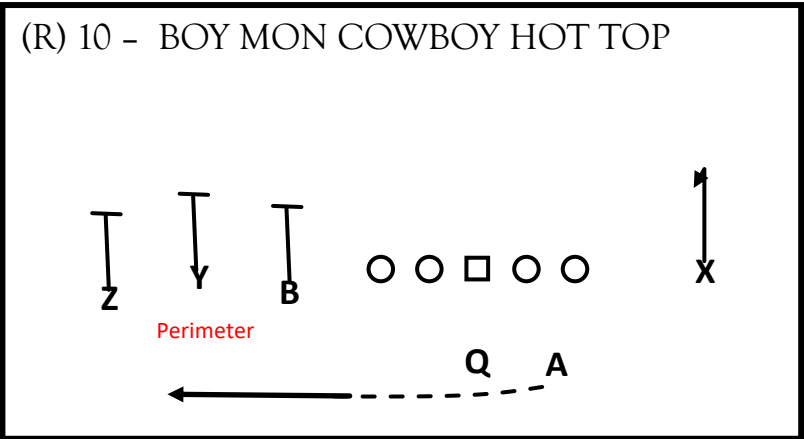
(M) 11- ECHO (2x2 BULL HOT UNO)



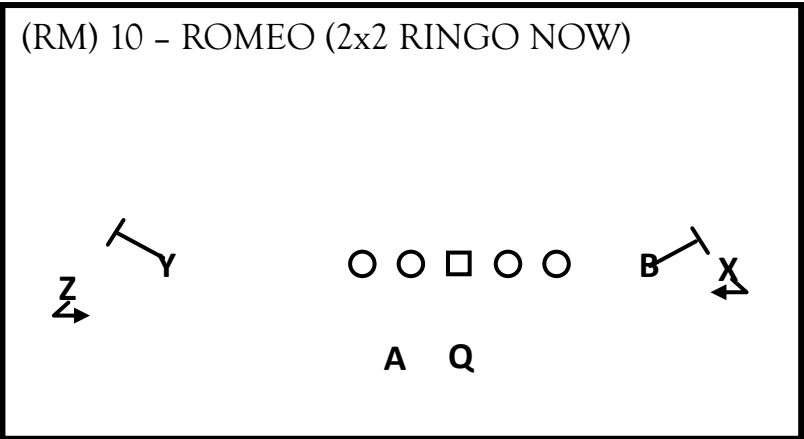
(RM) 10 - BOW B SPIDERS



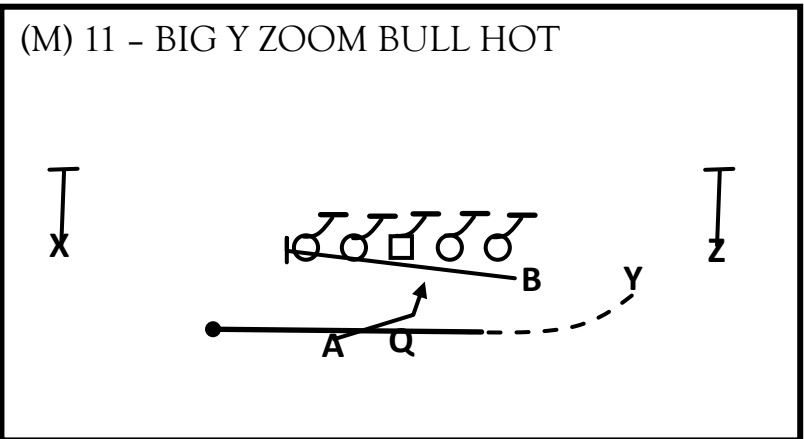
(R) 10 - BOY MON COWBOY HOT TOP



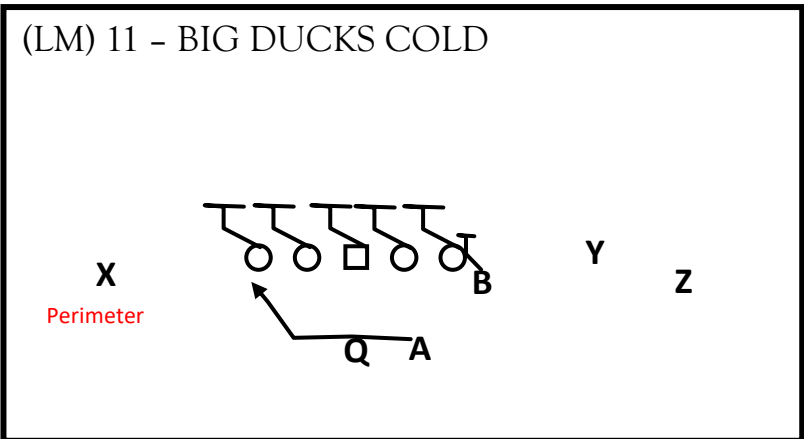
(RM) 10 - ROMEO (2x2 RINGO NOW)



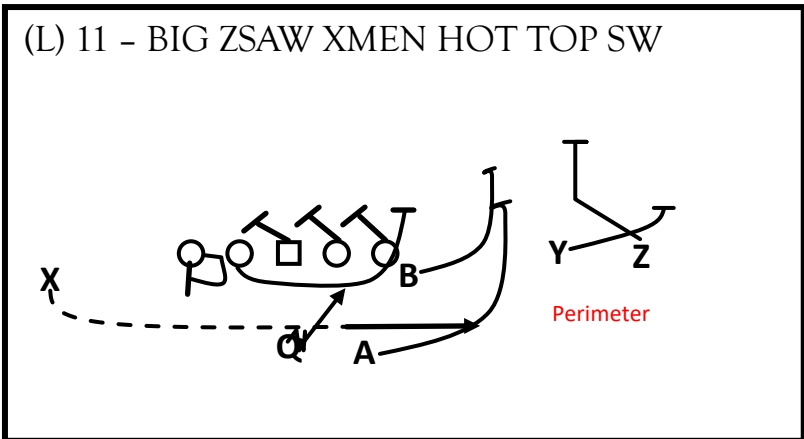
(M) 11 - BIG Y ZOOM BULL HOT



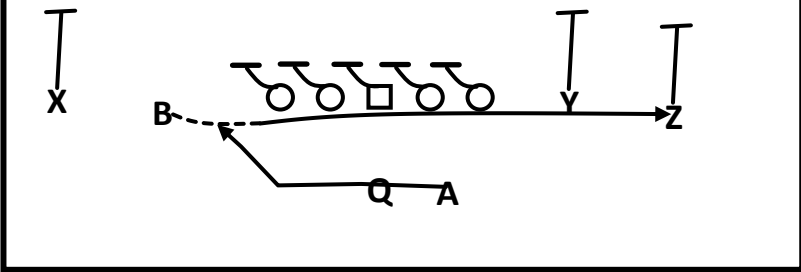
(LM) 11 - BIG DUCKS COLD



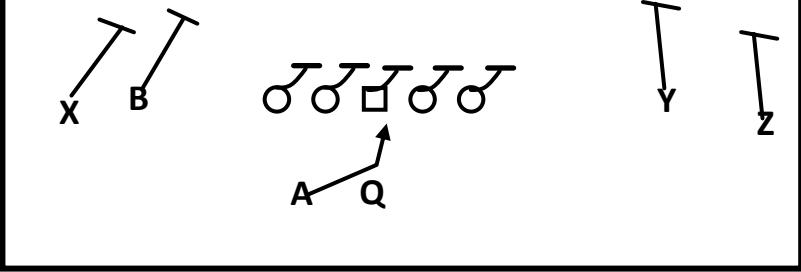
(L) 11 - BIG ZSAW XMEN HOT TOP SW



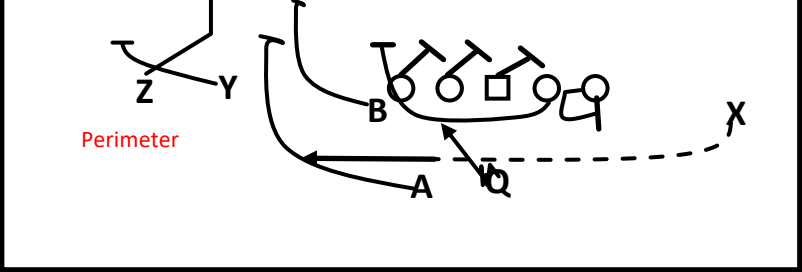
(LM) 10 - BOX B IN DUCKS COLD BACK



(M) 10 - ECHO (2x2 BULL HOT)



(RM) 10 - BOY ZSAW XMEN COLD TOP SW





7 ON 7 SCRIPT / DRAWINGS

7 ON 7

#	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	AC	C	L	11		BAG		JERK HOT
2	AC	C	LM	11		NO BOW		CROSS COLD
3	AC	C	M	11		NO SPLIT		LOCKETT SW
4	SG	J	RM	10		BOY	to BOX	CROSS HOT
5	SG	J	R	10	FB			LOCKETT
6	SG	J	RM	10		BOY		STORM COLD
7	AC	C	M	10		BOY		STORM HOT Y BANJO
8	AC	C	LM	10		BOW	B IN	JERK HOT
9	AC	C	L	10		BOY	to BOX	LANDO
10	SG	J	LM	11		BIG		ADIDAS COLD
11	SG	J	M	11	FB			ROMEO
12	SG	J	RM	11		BAG		CROSS HOT
13	AC	C	R	11		BOSS		STORM COLD Z BANJO
14	AC	C	RM	11	FB			JULIET
15	AC	C	M	11		YES BOX		LANDO
16	SG	J	LM	10		BOX		JERK HOT
17	SG	J	L	10		BOX	to BOY	STORM HOT Y BANJO
18	SG	J	LM	10		BOX		CROSS COLD

(LM) 11 - NO BOW CROSS COLD

The diagram illustrates a sequence of points B, Y, X, and Z connected by arrows. A red dashed line and the label "#2" are on the left. Below the points, the word "PEARL" is written, with "Q" and "A" below it. A horizontal arrow points from "A" to the right.

(M) 11 - NO SPLIT LOCKETT SWITCH

#3

(R) 11 - BOSS STORM COLD Z BANJO

#13

#15



TEAM / DRAWINGS

TEAM								
#	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	SG	C	L	11		BAG		GOPHER COLD
2	SG	C	LM	11		BIG		STORM HOT Y BANJO
3	SG	C	M	11	FB			LOCKETT
4	AC	C	RM	10		BOW	B IN	BULL HOT BACK
5	AC	C	R	10	FB			JULIET
6	AC	C	RM	10		BOW	B ZOOM	DUCKS COLD
7	SG	J	M	10		BOX		RABBIT
8	SG	J	LM	10		BOW		B SPIDERS
9	SG	J	L	10	FB			LANDO
10	AC	J	LM	11		BIG		ADIDAS COLD
11	AC	J	M	11	FB			ECHO
12	AC	J	RM	11		BIG	to BAG	CROSS HOT

