NEW KNIGHTS TERMS

PERS / FORMS	RUNS	QK GAME	DROPBACK	OTHER (SCREENS, MOVES)	TAGS
NONE	NONE	NONE	NONE	NONE	NONE

"AUTO"

Locks us in our formation. "Auto Big Wide" would lock us in "Big Wide" (set to the field like usual) until we "cut" it.

- We can still run motions, and other formation tags (stack, etc.) without "cutting" the Auto.
- We can still run fastballs without "cutting" the Auto.

FASTBALLs

Fastballs tell us the entire formation and play in one word.
- Formation is always strong RIGHT
  - Formations are also Personnel specific.
- Play direction is always HOT unless it is an "L" word quick game.

Todays Fballs: Lockett, Rabbit, Lando, Reno, Romeo, Juliet, Echo.

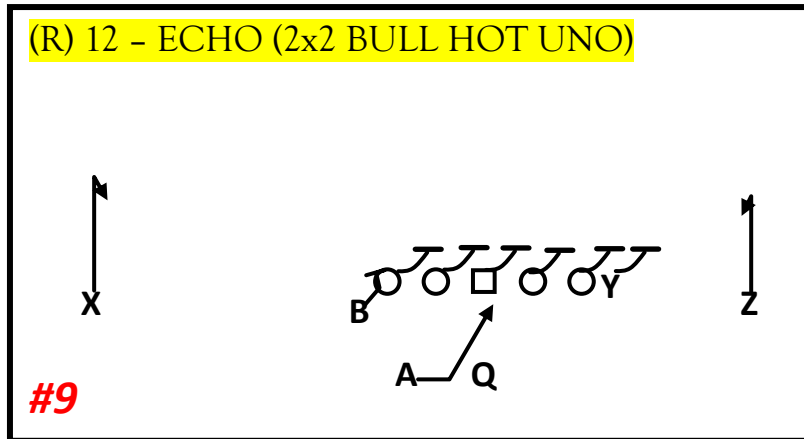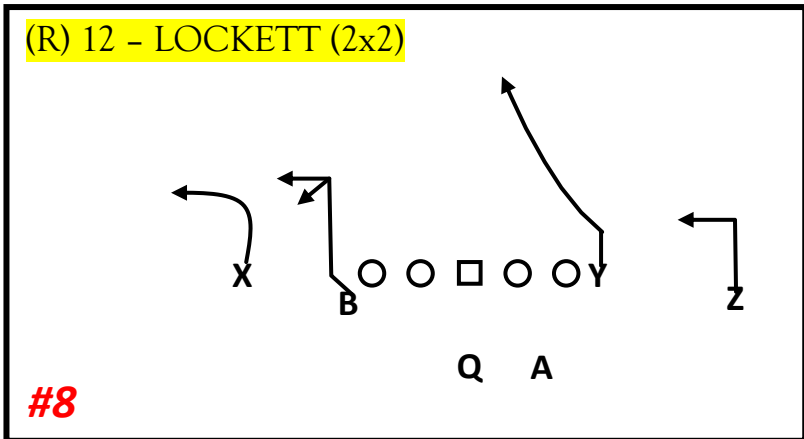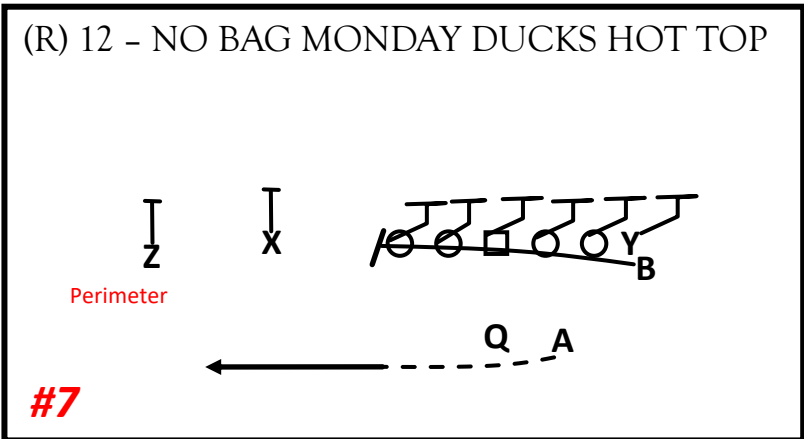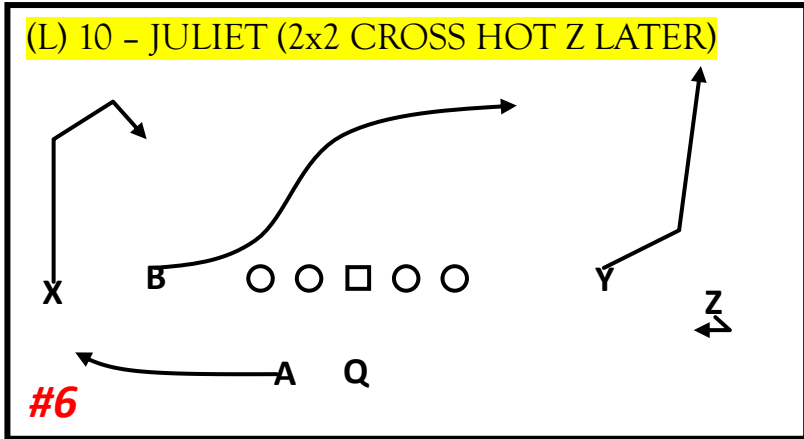**ROMEO [10 PERSONNEL]**

JULIET [10 PERS]

ECHO [10 PERS]

ROMEO [11 PERSONNEL]

JULIET [11 PERS]

ECHO [11 PERS]

ROMEO [12 PERSONNEL]

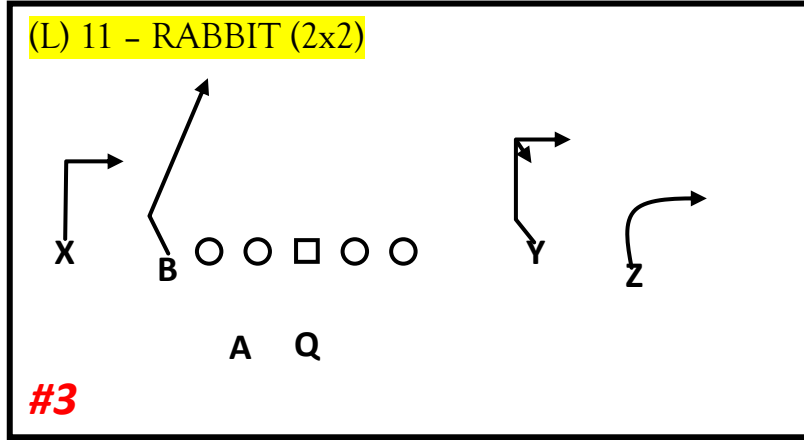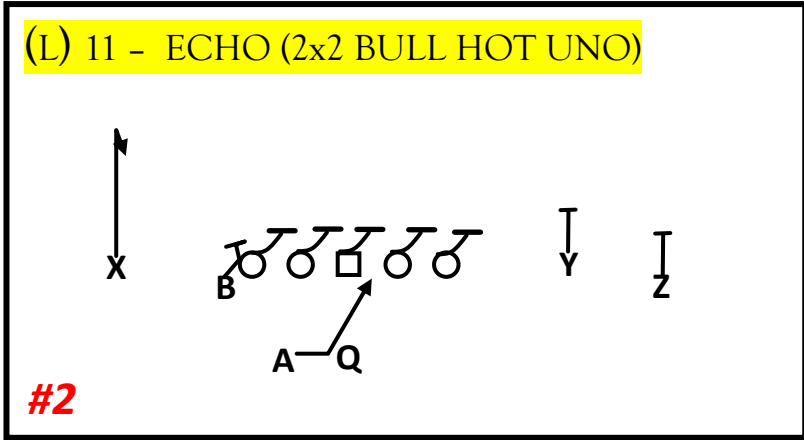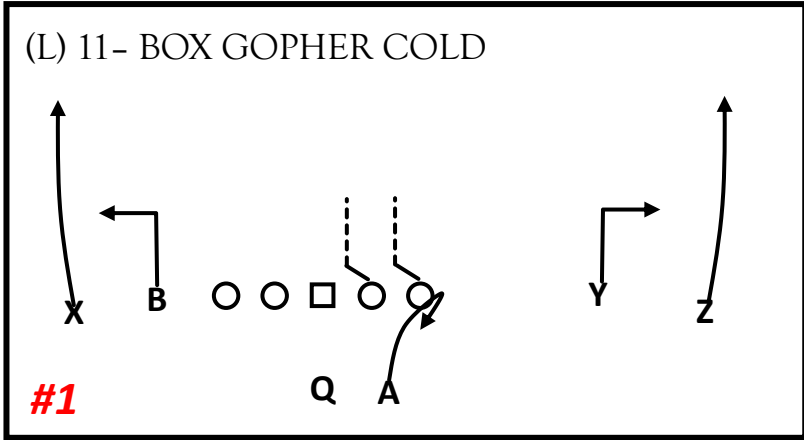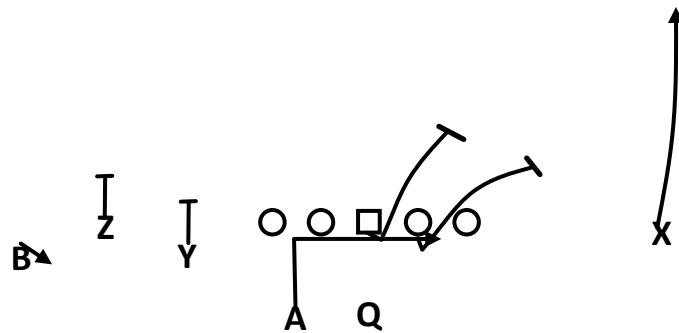**JULIET [12 PERS]**

ECHO [12 PERS]

RUN THRU SCRIPT / DRAWINGS

RUN THRU (TEMPO PERIOD)

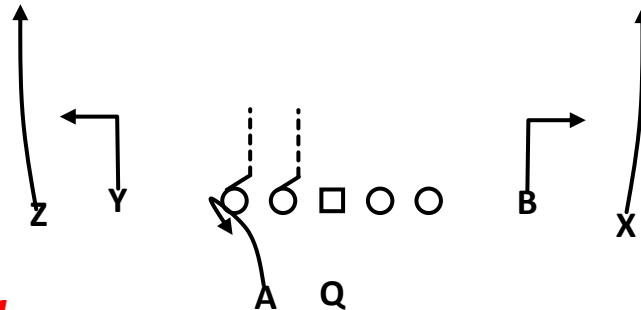| #	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1			L	11		BOX		GOPHER COLD
2			L	11	FB			ECHO
3			L	11	FB			RABBIT
4			L	10		BOSS		PSYCHO HOT TOP
5			L	10	FB			ROMEO
6			L	10	FB			JULIET
7			R	12		NO BAG	MON	DUCKS HOT TOP
8			R	12	FB			LOCKETT
9			R	12	FB			ECHO
10			R	10		BOSS		PSYCHO COLD TOP
11			R	10		BOX		GOPHER HOT
12			R	10	FB			JULIET

#1 (L) 11- BOX GOPHER COLD

#2 (L) 11 – ECHO (2x2 BULL HOT UNO)

#3 (L) 11 – RABBIT (2x2)

#4 (L) 10 –BOSS PSYCHO HOT TOP

#5 (L) 10 – ROMEO (2x2 WIDE RINGO NOW)

#6 (L) 10 – JULIET (2x2 CROSS HOT Z LATER)

#7 (R) 12 – NO BAG MONDAY DUCKS HOT TOP

Perimeter

#8 (R) 12 – LOCKETT (2x2)

#9 (R) 12 – ECHO (2x2 BULL HOT UNO)
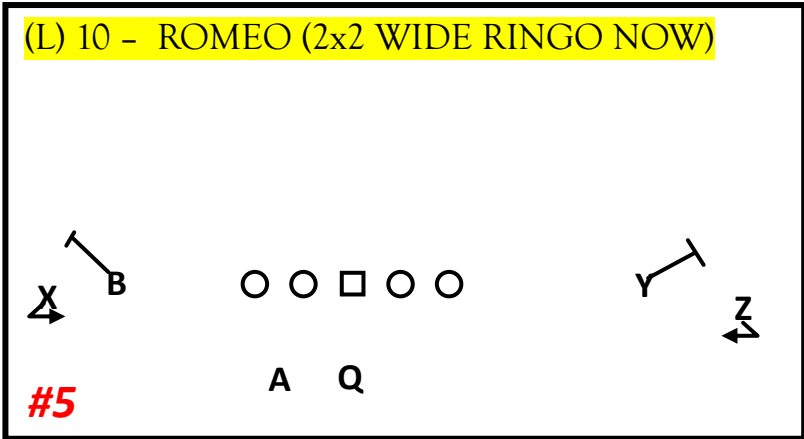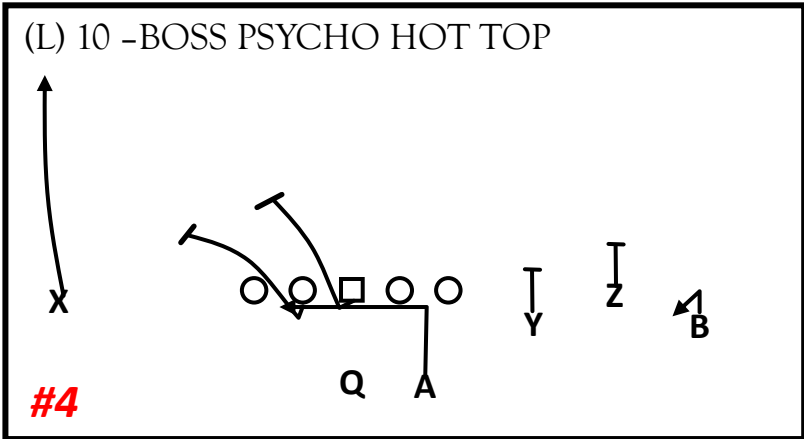
(R) 11 – BOSS PSYCHO COLD TOP

#10

(R) 11 – BOX GOPHER HOT

#11

RUN & PLAY-ACTION PASS SCRIPT / DRAWINGS

DURING CONTACT PERIODS PODS WILL ROTATE EVERY 3 PLAYS.

**RUN / PAP**							
#	GRP	Q	H	PER	TP	FORM	MOT	PLAY

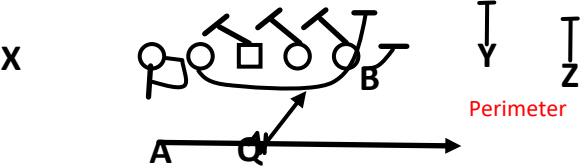| #	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	SG	C	R	12		AUTO NO BIG WIDE		DUCKS HOT YODA DOS
2	SG	C	RM	12			X ZOOM	DUCKS COLD FORCE
3	OH	C	M	12	FB			ECHO
4	AC	C	LM	11		AUTO BIG	Y ZOOM	BULL HOT
5	AC	C	L	11				ROMEO
6	AC	C	LM	11				BULL COLD SABER
7	OH	B	M	12		YES SPLIT		DUCKS COLD DBL BONUS
8	OH	B	RM	12				ECHO
9	SG	B	R	12		NO BOY		SUPERMAN HOT
10	AC	B	RM	11		AUTO BIG		SUPERMAN COLD
11	AC	B	M	11			to BAG	DUCKS COLD BONUS
12	AC	B	LM	11				SUPERMAN HOT

#1 (R) 12 - *AUTO* NO BIG WIDE DUCKS HOT YODA DOS

#2 (RM) 12 - *AUTO* NO BIG WIDE X ZOOM DUCKS COLD FORCE

#3 (M) 12 – ECHO (2x2 BULL HOT UNO)

#4 (LM) 11 – *AUTO* BIG Y ZOOM BULL HOT

#5 (L) 11 – ROMEO (2x2 WIDE RINGO NOW)

#6 (LM) 11 – *AUTO* BIG BULL COLD SABER

#7 (M) 12 – YES SPLIT DUCKS COLD DBL BONUS

PERIMETER RULES

#9 (R) 12 – NO BOY SUPERMAN HOT

#11 (M) 11 - *AUTO* BIG to BAG DUCKS COLD BONUS

PERIMETER RULES

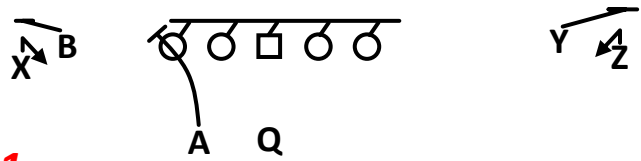(LM) 11 –BIG SUPERMAN HOT

X

Y Z

B

Perimeter

A Q

7 ON 7 SCRIPT / DRAWINGS

Same two-group 7 on 7 format as usual.
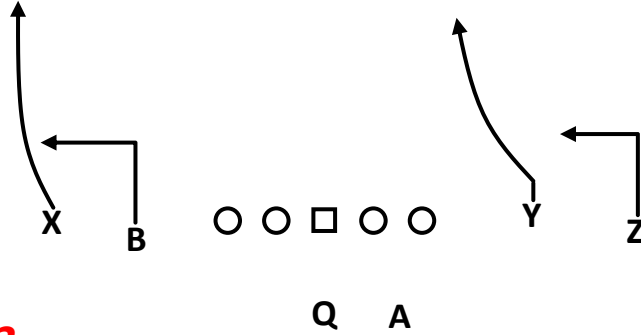
We will throw "NOW" screens during 7 on 7. The defense will react and rally, detached receivers will block them.

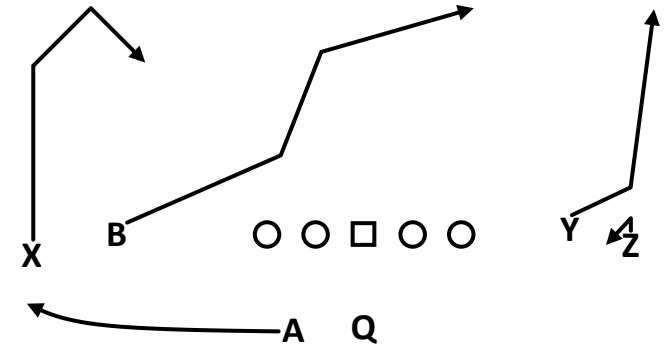| #	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1			L	10	FB			ROMEO
2			LM	10		BOX		JERK HOT
3			M	10	FB			LANDO
4			RM	10	FB			JULIET
5			R	11		BAG		JERK COLD
6			RM	11		BOSS		NOW
7			M	11	FB			JULIET
8			LM	11		BOSS		STORM HOT
9			L	10		BOX		CROSS COLD
10			LM	10		BOY		NOW
11			M	12		YES BAG		CROSS HOT
12			RM	12	FB			LOCKETT

7 ON 7

#1

(M) 10 – LANDO

#3

(RM) 10 – JULIET

#4

(M) 11 – JULIET

#7

(M) 12 – YES BAG CROSS HOT

#11

(RM) 12 – LOCKETT

#12
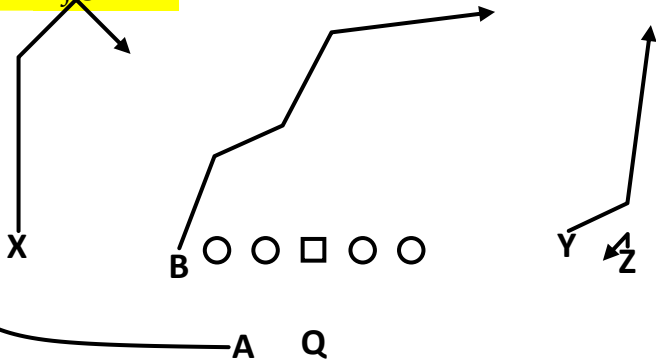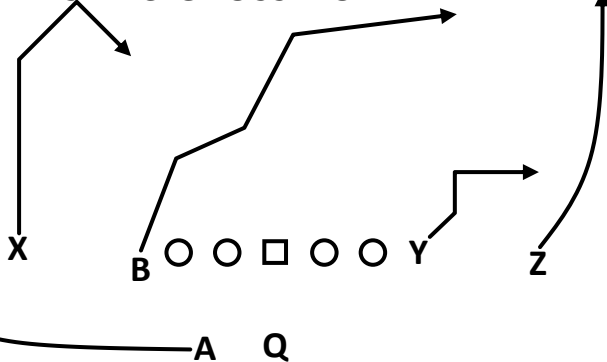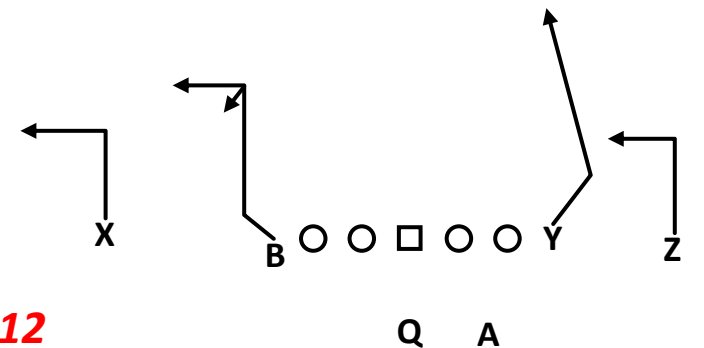
TEAM / DRAWINGS

DURING CONTACT PERIODS PODS WILL ROTATE EVERY 3 PLAYS.

|						TEAM		
#	GRP	Q	H	PER	TP	FORM	MOT	PLAY
1	SG	C	R	11		AUTO BIG WIDE		ADIDAS HOT
2	SG	C	RM	11			to BOX	GOPHER HOT
3	SG	C	M	11				JERK HOT
4	AC	C	LM	11		BAG		GOPHER COLD
5	AC	C	L	11	FB			ROMEO
6	AC	C	LM	11		NO BOW	BDAY	DUCKS COLD YODA
7	SG	C	M	12		YES BAG		BULL COLD FORCE UNO
8	SG	C	RM	12	FB			RABBIT
9	SG	B	R	12		YES SPLIT		BULL HOT DBL BONUS
10	AC	B	RM	11		AUTO NO BOY		SUPERMAN HOT
11	AC	B	M	11			B GHOST	BULL HOT DBL BONUS
12	AC	B	LM	11				SUPERMAN COLD

(RM) 11 – *AUTO BIG WIDE* to BOX GOPHER HOT
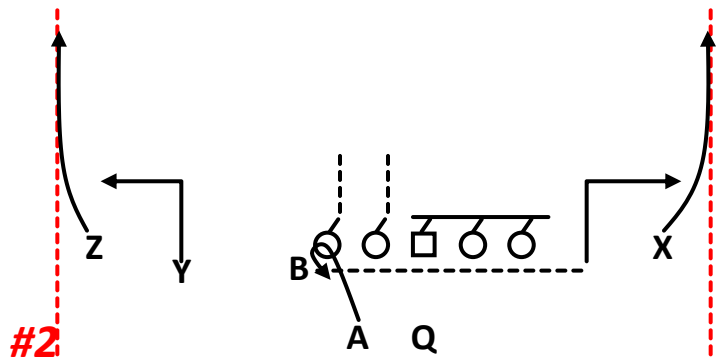
#2

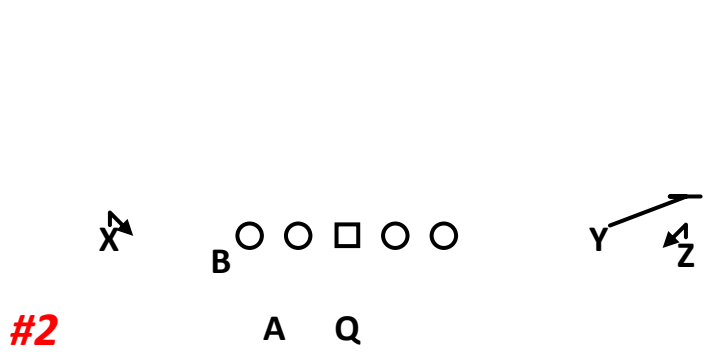## (M) 11 – *AUTO BIG WIDE* JERK HOT
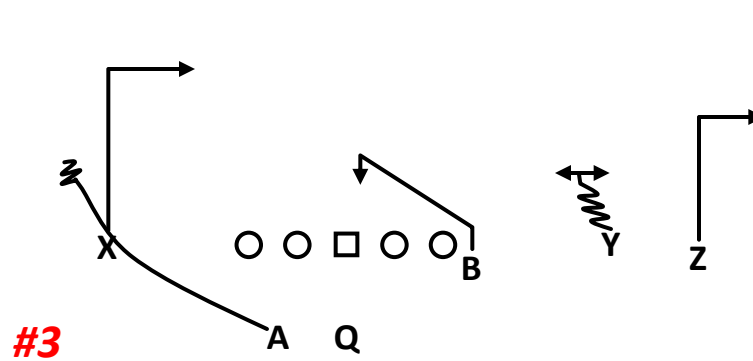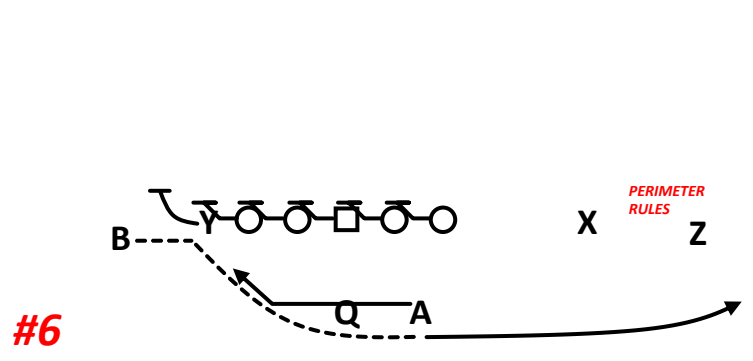
#3

(LM) 11 – BAG GOPHER COLD
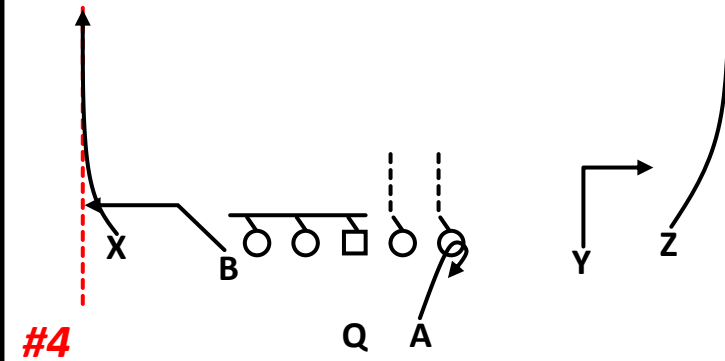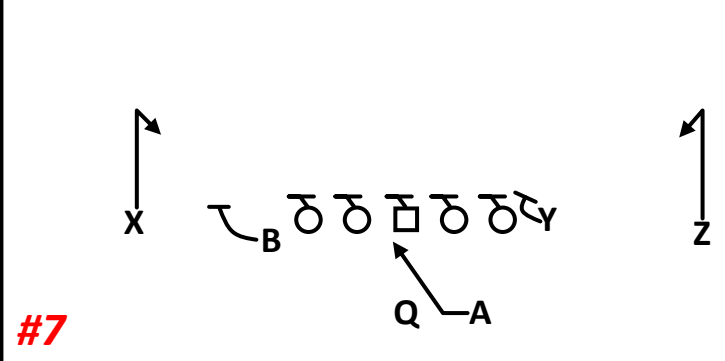
#4

(L) 11 – ROMEO
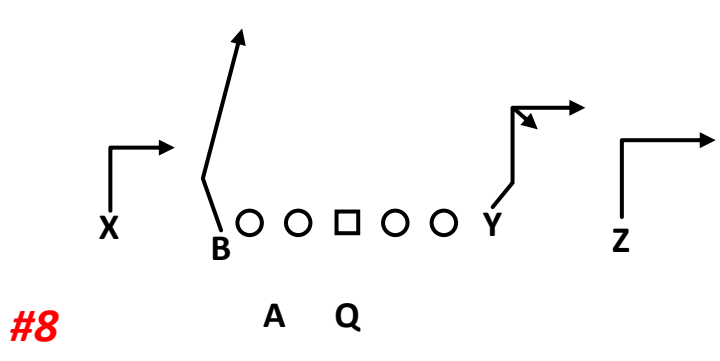
#2

(LM) 11 – NO BOW BDAY DUCKS COLD YODA

PERIMETER RULES

#6

(M) 12 – YES BAG BULL COLD FORCE UNO

#7

(RM) 12 – RABBIT

#8

(R) 12 – YES SPLIT BULL HOT DBL BONUS

PERIMETER RULES
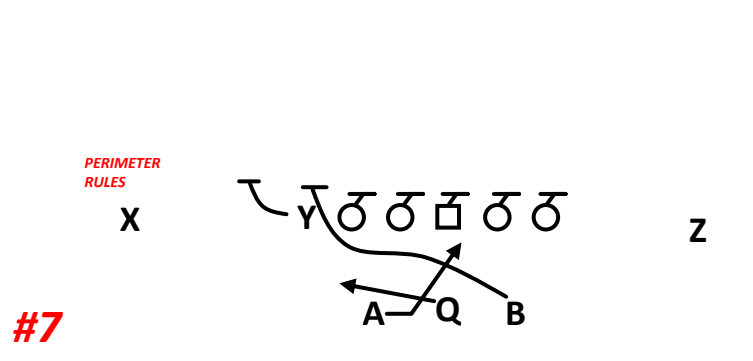
#7

(M) 11 – NO BOY B GHOST BULL HOT DBL BONUS

#11