

1992 FALL

CALL SHEET

FRONTS

SPLIT
 S-RIP
 S-DBL. UNDER
 S-DBL. UNDER ANGLE
 S-EAGLE
 S-EAGLE UNDER
 S-EAGLE WIDE
 S-EAGLE GO
 S-EAGLE ANGLE
 S-EAGLE IN
 S-EAGLE LOOSE
 S-TIGER
 S-TIGER WIDE
 FIELD - "O"
 FIELD DBL. UNDER
 FIELD EAGLE FLIP

STUNTS

S-EARS
 S-THUMBS
 S-EAGLE EARS
 S-EAGLE THUMBS
 S-EAGLE WIDE THUMBS
 S-EAGLE TWIST
 S-EAGLE ST. TWIST
 S-EAGLE IN
 S-EAGLE NOSE
 BRONCO ST./WK. TWIST

GOALLINE

MD - ZONE
 MD - SLANT ZONE
 MD - FIRE - 3 DOG
 MD - GAPS - 3 DOG

COVERAGE

4/3
 4/3 DIG
 4/3 BUMP
 5/3
 5/3 TITE
 9/3
 8/3
 8/3 SKY
 4/6 STAY
 5/6 STAY
 1-STAY
 1-COMBO
 1-LOCK
 0
 3 FIELD
 3 CLOUD FIELD

PRESSURE

BRONCO - 1 STAY
 BRONCO - 1 COMBO
 BRONCO SAM BLITZ 0
 BRONCO OUT - 33 BUZZ
 S-EAGLE DBL. PLUG - 0
 S-EAGLE ZAP - 0
 FD. BLOOD - 0
 S-EAGLE "GO" BLUFF 4/3 BUMP
 S-DBL. UNDER "GO" 1-ALERT
 FD. CRASH FIRE - 3 DOG

SHORT YARDS

DBL. CRASH 9/3 (3 ROLL)
 MD - 66

MUSTANG

T-40
 T-20
 T-40 WK. THUMBS
 T-20 TWIST
 T-40 "ET"
 T-50

MUSTANG PRESSURE

T-40 BLUFF - 5
 T-40 DBL. ARROW - 0
 T-40 DBL. BULLET - 0
 F-40 FIRE - 9

MUSTANG COVERAGE

5 ZONE
 5-MAN
 5-RADAR
 4-FIELD
 MINI - 5
 9
 0

Oklahoma state

SITUATIONAL DEFENSE

RED ZONE

GOAL LINE

SHORT YARDAGE

NICKEL

BACKED - UP

NO HUDDLE

2 - MINUTE

MUST SCORE

PREVENT

SUBSTITUTION

PUNT SAFE

FG SAFE

FG BLOCK

SUDDEN CHANGE

1992 FALL INSTALLATION

<u>FRONTS</u>	<u>COVERAGE</u>	<u>MUSTANG</u>	<u>STUNTS</u>	<u>PRESSURE</u>	<u>GOALLINE</u>	<u>SHORT YDS.</u>
<u>AUGUST 12</u> 3PLIT 3-RIP 3-EAGLE 3-TIGER(Omaha) 3-EAGLE(Loose) "STAY" & "STAY"	4/3 & (BUMP) 5/3 9/3 1-STAY 8/3 SKY	T-40 5 T-20 5-MAN 4-FIELD	S-EARS S-THUMBS S-EAGLE NOSE S-EAGLE TWIST	BRONCO(1-Stay) (1-Combo) BRONCO ST/WK. TWIST S-EAGLE DBL. PLUG-0	MD - ZONE MD SLANT-ZONE	
<u>AUGUST 13</u> 3-DBL.UNDER & "STAY" 3-EAGLE UNDER 3-DBL. UNDER ANGLE 3-EAGLE WIDE 3-EAGLE "GO"	8/3 6 SKY 6 0	T-40 "ET" T-20 "TWIST" F-40 FIRE - 9 S-40 ZAP - 9 5-RADAR MINI-5	S-EAGLE EARS S-EAGLE THUMBS S-EAGLE WIDE THUMBS S-EAGLE IN	S-EAGLE ZAP-0 S-DBL. UNDER "GO" (1-Alert)	MD-FIRE-0	DBL. CRASH (3 Roll) (9/3)
<u>AUGUST 14</u> FIELD "O" FD. DBL. UNDER 3D. EAGLE ROCK FD. EAGLE FLIP	3 FIELD 3 CLOUD FIELD	T-50 WK.&ST. THUMBS T-40 DBL. ARROW-0 DBL. BULLET-0	S-EAGLE ANGLE S-EAGLE ST. TWIST	FD. CRASH FIRE-0 BRONCO OUT-33 BUST FIELD BLOOD - 0	MD-GAPS-0	DBL. EAGLE (3 Roll) (9/3) MD-66 MD-0

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FIELD DBL. UNDER
FIELD EAGLE FLIP

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BRONCO ST./WK. TWIST

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MD - FIRE - 3 DOG
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4/3
4/3 DIG
4/3 BUMP
5/3
5/3 TITE
9/3
8/3
8/3 SKY
4/6 STAY
5/6 STAY
1-STAY
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3 FIELD
3 CLOUD FIELD

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BRONCO OUT - 33 BUZZ
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FD. BLOOD - O
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MUSTANG PRESSURE

T-40 BLUFF - 5
T-40 DBL. ARROW - O
T-40 DBL. BULLET - O
F-40 FIRE - 9

MUSTANG COVERAGE

5 ZONE
5-MAN
5-RADAR
4-FIELD
MINI - 5
9
0

FALL CAMP
1992
DEFENSIVE CHECKS

1. Indian & Stretch vs. Back Motion
2. 3 Wides Check 5 to 4
3. M/M Bump Rule to "TE"
4. Wing or Zin Motion 4-8-9 Check to 5
5. Balance Set Rule: Split Rt. (Middle)
Split Into (Hash)
6. TE-Walk = Recall Front and Coverage
7. TE - Slot & Zoom = Check 2nd Digit (Rocket)
8. Twin Mo Pro = Check 1st Digit
9. Formation Into (Dual Calls) = Check 5
10. 1-Back Shifts = Normal 1-Back Checks
11. Off Set I-Backs = Alert & Loosen 9 Tech. & Slide LBers
12. 22 or 32 Wing Check = 5 (Motion) = 3
13. Loose Check to Ace = (7 Tech)
14. Omaha All (Dual Calls) vs. 1-Back
15. Omaha = Tiger/Go - 4 Double Width
3 Single Width
16. Omaha - Twin Trips (Mo) Doubles = Check 5
17. S-Eagle Dbl. Plug-O Check Tiger vs. 1-Back
18. Field Calls are "Stay" Calls
19. Field 3 Cloud vs. Twin = Check Sky
20. Field Crash Fire vs. 1-Back = Check 3
21. Field Eagle Flip (Dual Call Rules)
22. Bd. Eagle Rock is a Field Call
23. ILB gives a Tite Call (Bronco)
24. ILB gives 1-Back Call SS & Sam Adjust (Bronco)
25. Bronco 1-Stay Corners Flop vs. Single Width
26. Bronco Out 33 Buzz is a stay call
27. Alert Coverage = Check O vs. 1-Back - FS Adjusts
28. Alert coverage ILB "Ram" or "Lion" call to NG
29. 5 Man, 5 Radar = Combo Call vs. Split Backs
30. 5, 5-Man, 5-Radar = Match Rules

SUNDAY

- Staff Grade Tape together at noon.
- Staff Review Tape Coach Gibbs 2:30 P.M.
- Begin next opponent evaluation.
- Meet with Team and View Tape.
- Squad Lift & Run

- 1. Hayes - Defensive Overview
- 2. Barr - Pressure Defenses
 - Trick Plays
 - Run Block Schemes
 - 2nd 7&
 - 3rd 4-5 3rd 6&
- 3. Selmon - Offensive Line
 - S.Y./G.L. Personnel & Groupings
- 4. Blake - All Personnel Groupings & Substitutions
 - Red Area
 - Coming Out 0-10
 - 2 Pt. Plays
- 5. Gibbs, D. - Computer
 - Cards/Staff Room
 - Pass Routes - P/A - Dropback
 - Deep Throws
- 6. Hardwick - Cut-ups

MONDAY

- 7:30 Meet
- Continue Film evaluation as a Staff
- Meet with Coach Gibbs as Staff 10:45 A.M.
- Plan Practice and Draw Cards
- Meet Players and Review Previous Game (Team) or (Ind.)
- Squad Meeting
- Team Defensive Meeting
- Ind. Meeting
- Practice
- Staff Meet after dinner (Game Plan)

TUESDAY

- 7:30 Meet
- Evaluate Monday Tape
- Formulate Pressure and Nickel Plan
- Plan and Script Practice
- Meet after dinner - review practice tape
- Continue Game Plan

WEDNESDAY

- 8:00 Meet
- Formulate Goal Line and Short Yardage Plan
- Prepare Scouting Report Segments
- GA's gather all information for Scouting Reports
- Plan and Script Practice
- Give out Scouting Reports to Players

THURSDAY

- 8:30 Meet
- Evaluate Wednesday Tape
- Finalize Game plan
- Formulate Prevent Plan
- Review all adjustments
- Plan & Script Practice
- Team Defensive Meeting

FRIDAY

- 1:00 Office or Travel
- Plan Script Practice
- Cover all Substitutions
- Team Defensive Film Session (Calls)
- Tip Sheets by Positions

GAME RESPONSIBILITIES - 1992

HAYES

- (Sideline)
- Defensive Calls and Signals
- Defensive Substitutions
- Phone to Barr and Staff

BARR

- (Press Box)
- Watch Overall and Front
- Down and Distance and Substitutions
- Get critical plays & adjustments to sideline and halftime
- Phone to Hayes and Sideline

SELMON

- (Sideline)
- Watch Defensive Line
- Phone to Hayes and Box

BLAKE

- (Press Box)
- Watch Outside Linebackers and Blocking
- Phone to Hayes and Sideline

GIBBS,D.

- (Press Box)
- Press Box/Warm-Ups
- Help with Computer Scouting
- Watch Secondary

DEFENSIVE GA IN-SEASON WEEKLY DUTIES

SUNDAY

- 1) Breakdown last(Saturday)game of next opponent, error check the report.
- 2) Prepare and run computer report, for all coaches of next opponent.
- 3) Do calculations for special teams and defensive goal sheets.
- 4) Leave copies of goal-sheets and tackle charts on secretary's desk to be typed 1st thing Monday morning.
- 5) Get hit chart cards finished and posted.
- 6) Personnel Chart Posted.

MONDAY

- 1) Get tackle sheets and goal sheets posted.
- 2) Give list of scout jersey numbers corresponding to opponent offensive numbers to equipment managers.
- 3) Make pass route card (based on film study-most common routes).
- 4) Coordinate cut-ups with Defensive Staff.

TUESDAY

- 1) Make sure self scout is in computer, run self scout for each coach.
- 2) Prepare copies of hit charts, and down/distance and Run/Pass summary sheets for secretary to type for scouting report.

WEDNESDAY

- 1) Get blocking scheme, pass route, and personnel pages of scouting reports to secretary's.
- 2) Have scouting reports ready by post practice meetings with name labels for all appropriate players.
- 3) Break down at least one next opponent film.

THURSDAY

- 1) Finish breaking all (3 or 4 total) opponent films, of next opponent.

FRIDAY

- 1) Pack for the game.
 - Tapes
 - Yellow pads
 - Pencils
 - Ask each coach what he wants
 - Half Time Scouting Equipment

SATURDAY

- 1) GAME!
 - Ask coaches what they want you to do.
 - Collect scouting reports at bus boarding.

DAILY

- 1) Prepare for practice
 - Get scripts and schedules typed and copied
 - Find out where scouts are needed, when
- 2) Watch practice and opponent film with scouts - explain opponent offensive scheme to them.
- 3) Make sure defensive film room is ship-shape
- 4) Maintain supplies - yellow pads, dry markers, etc.

OFF-SEASON

- 1) Self scout cut-ups
- 2) Non-conference opponent cut-ups

OKLAHOMA SOONERS

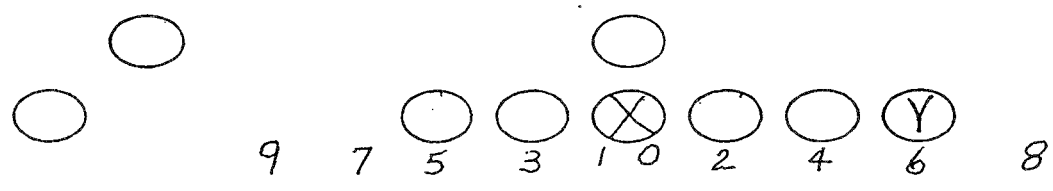
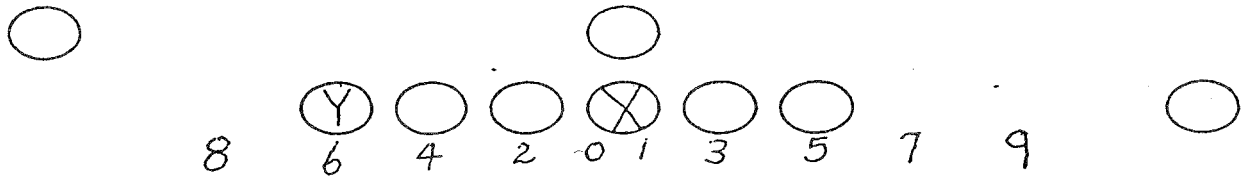
DEFENSIVE

SCOUTING

TERMINOLOGY

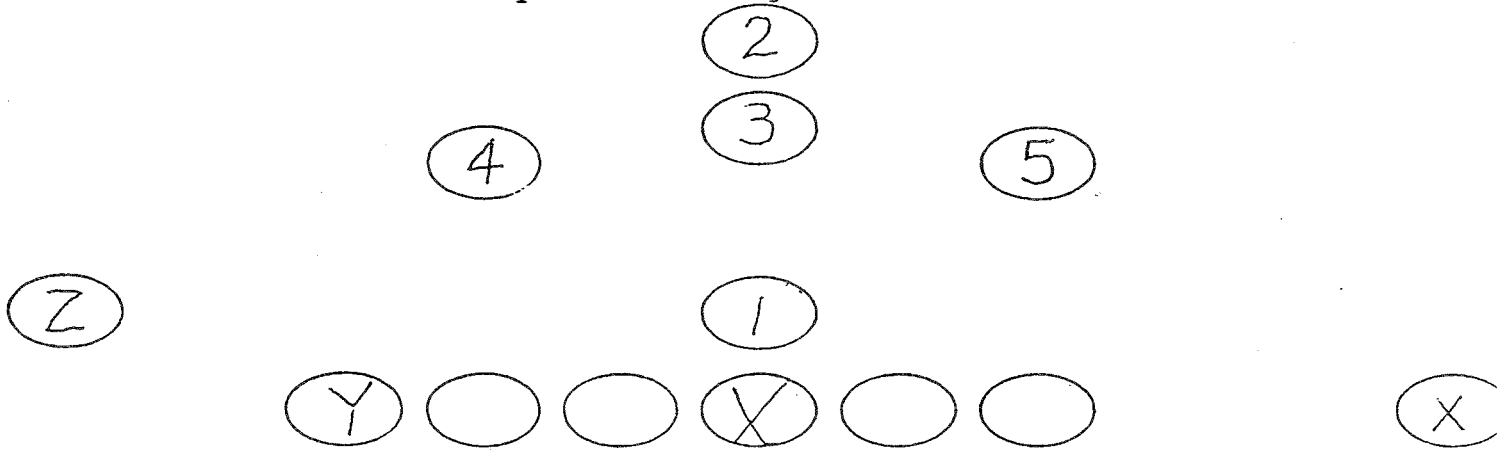
HOLE NUMBERING and BACK DESIGNATION

I. The hole numbering is determined by the strength of the running formation.

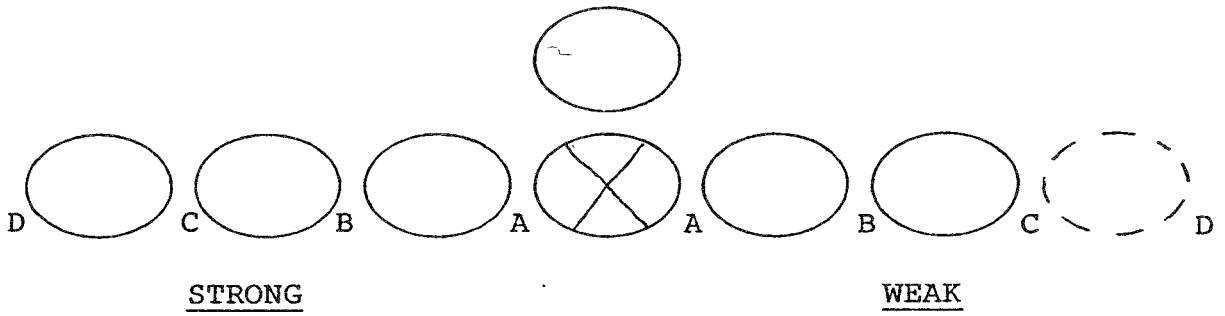


II. The back designation is determined by the use of numbers one through five.

The 4 Back sets to the Tight End.
 The 5 Back sets away from the Tight End.

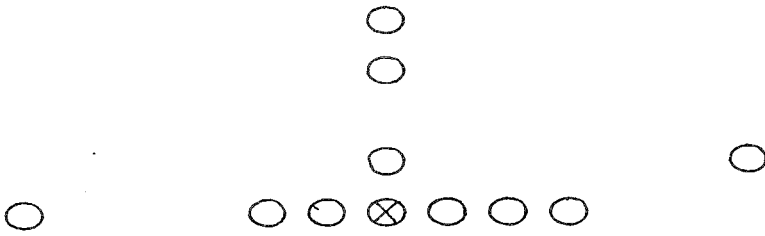


DEFENSIVE GAPS

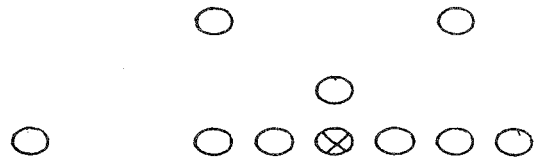


BACKFIELD SETS

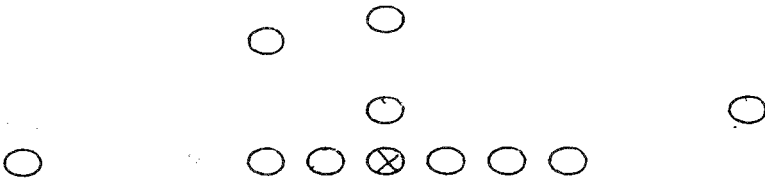
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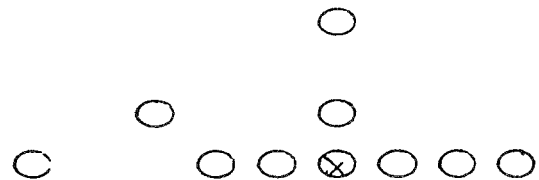
SPLIT



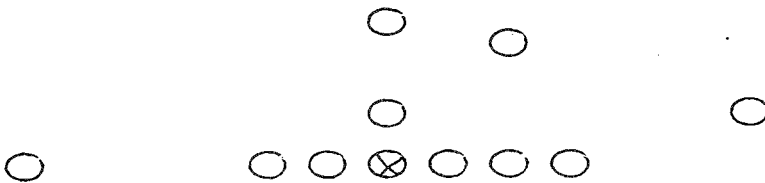
WEAK



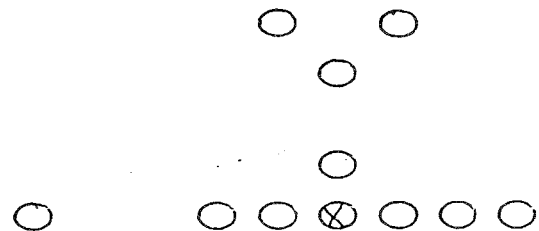
SINGLE



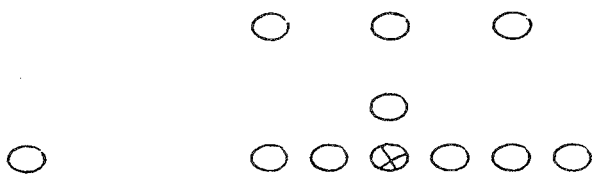
STRONG



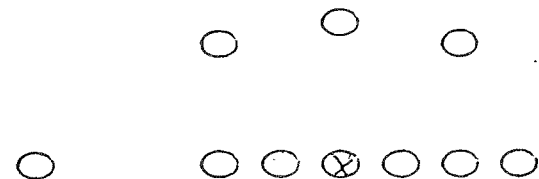
BONE



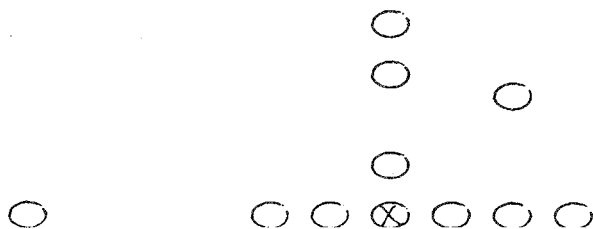
FULL



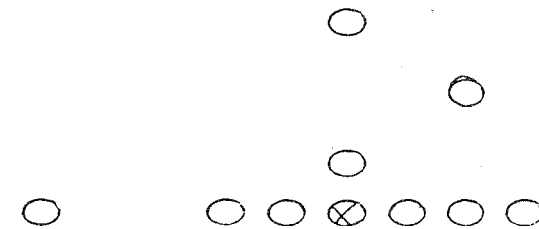
SHOTGUN



POWER I

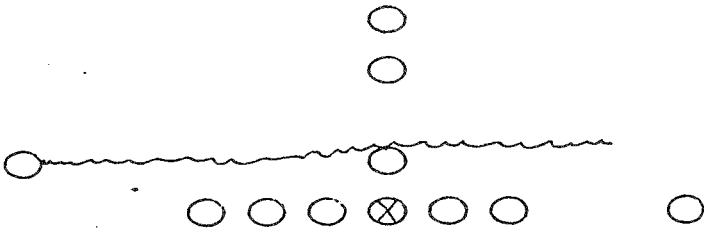


STRONG I

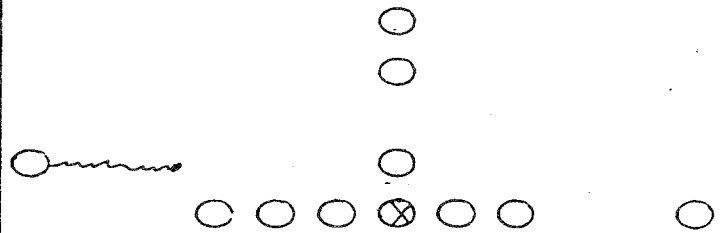


FLANKER MOTION

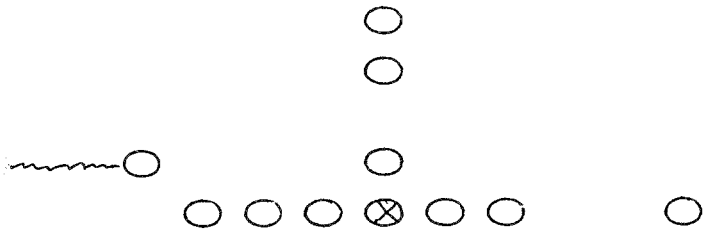
ZOOM



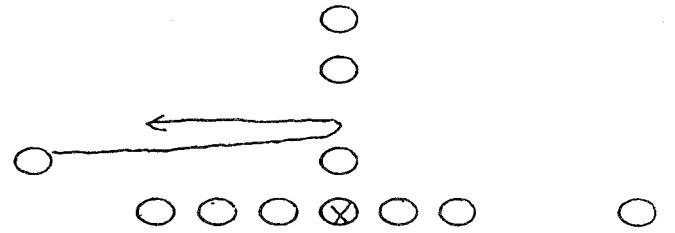
ZIN



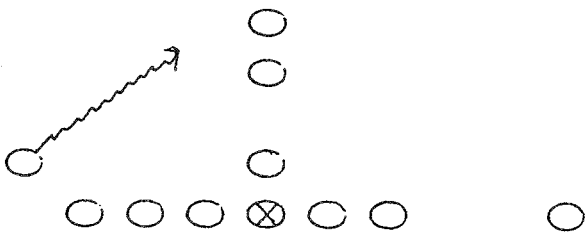
ZOUT



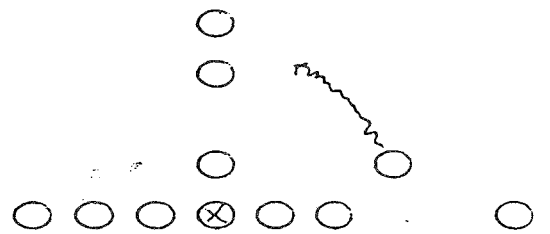
RETURN



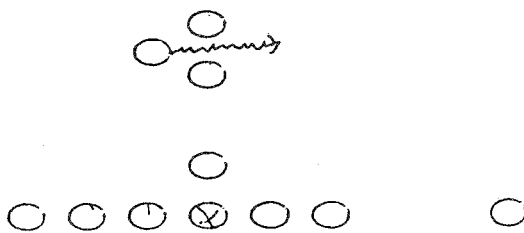
ZING



ZOT

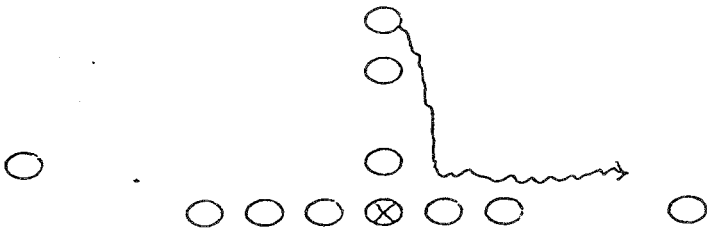


SAIL

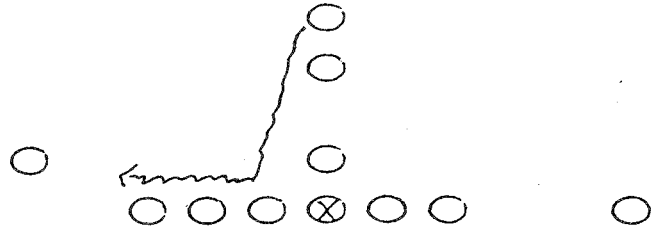


TAILBACK FULLBACK MOTION & SHIFTS

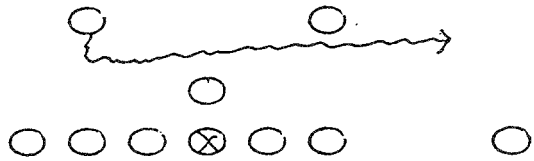
TB - MOTION - X



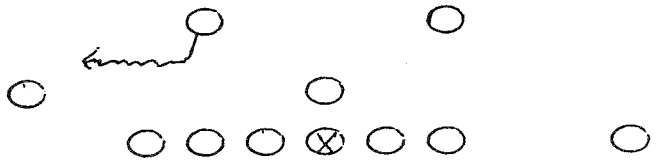
TB - MOTION - Y



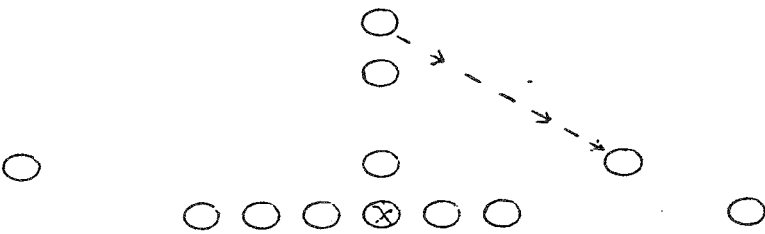
FB - MOTION - X



FB - MOTION - Y

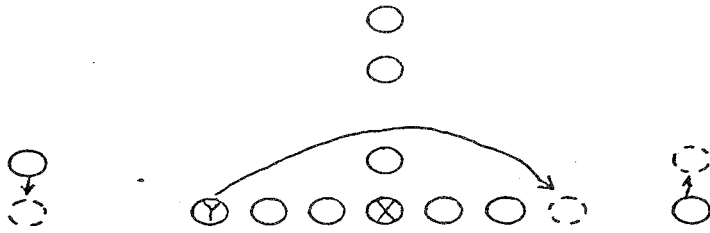


I LEFT (SHIFT) DOUBLES

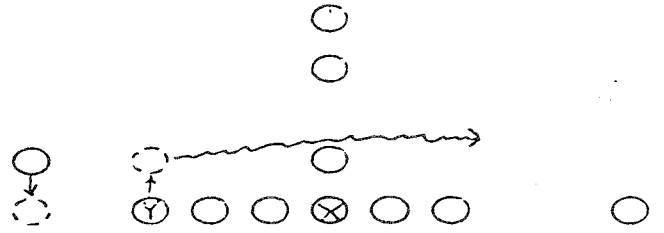


TIGHT END (Y) MOTION

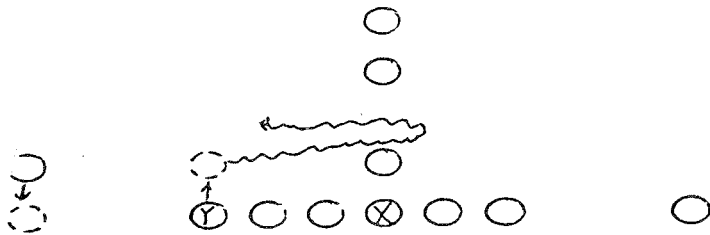
WALK



ZOOM

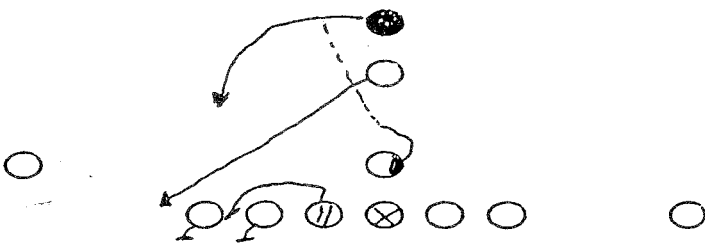


RETURN

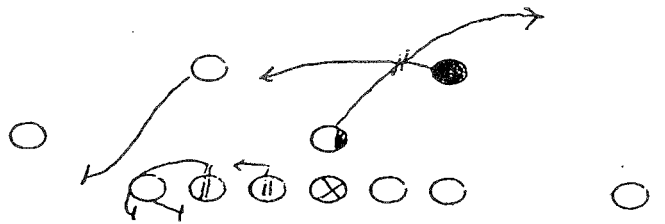


RUN PLAYS

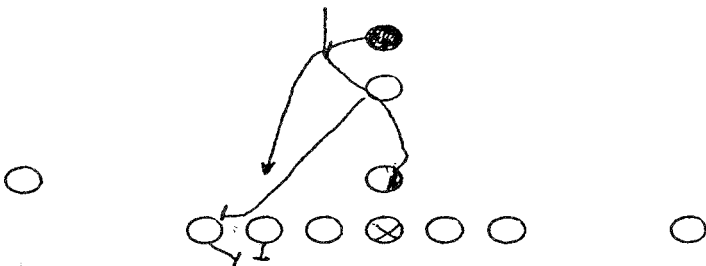
TOSS



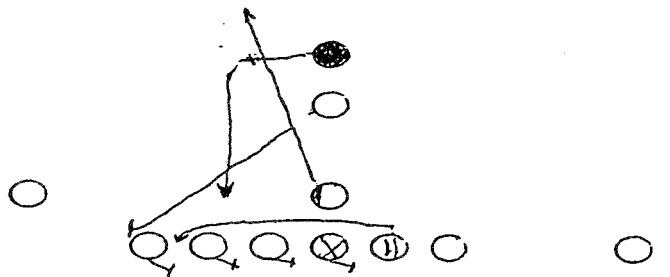
SWEEP



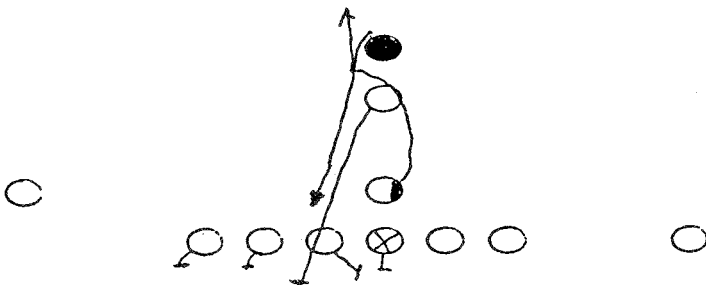
POWER



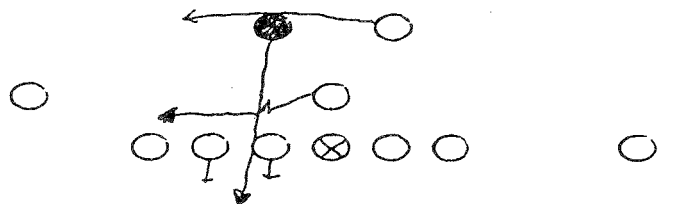
SPRINT DRAW



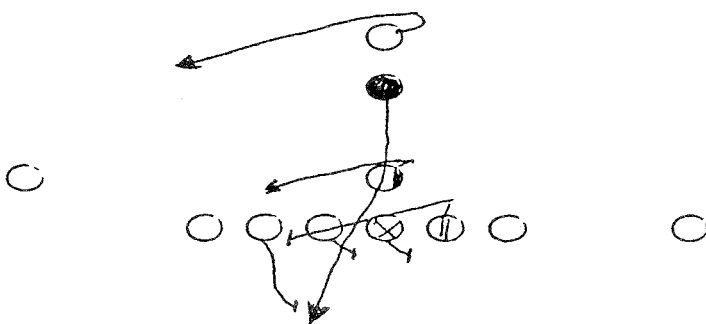
ISO



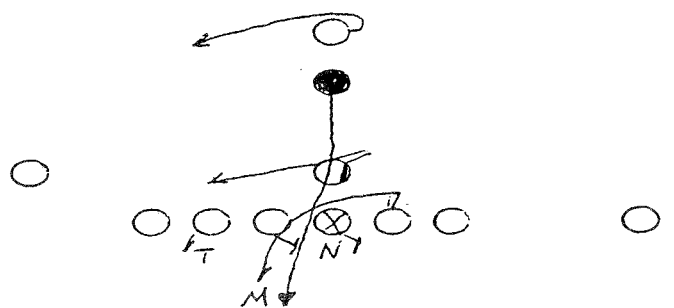
DIVE



TRAP

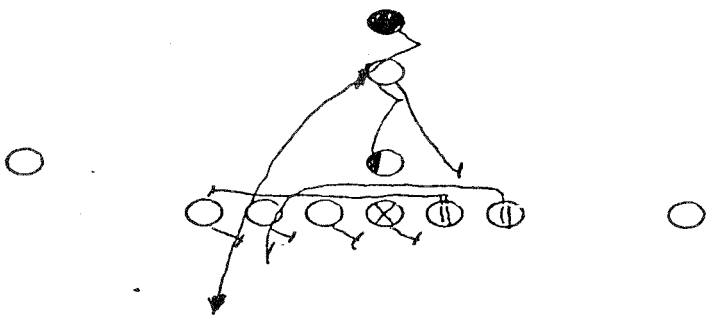


LB TRAP

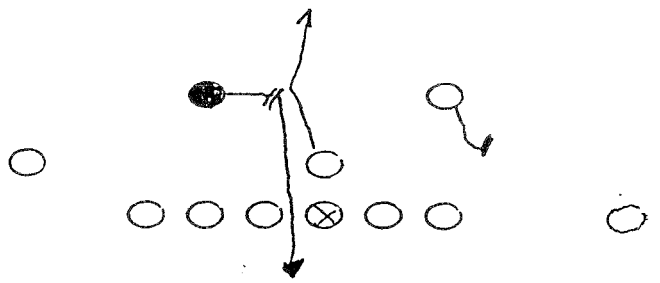


RUN PLAYS

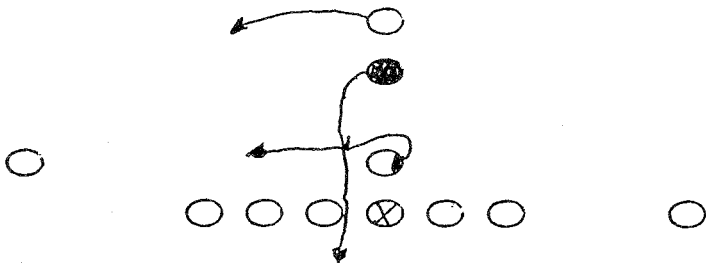
COUNTER



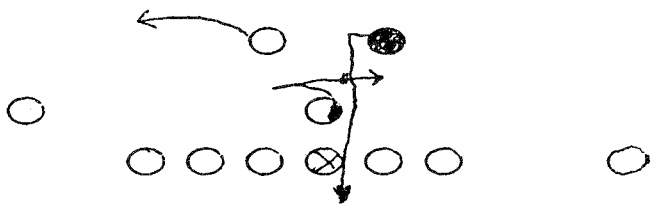
DRAW



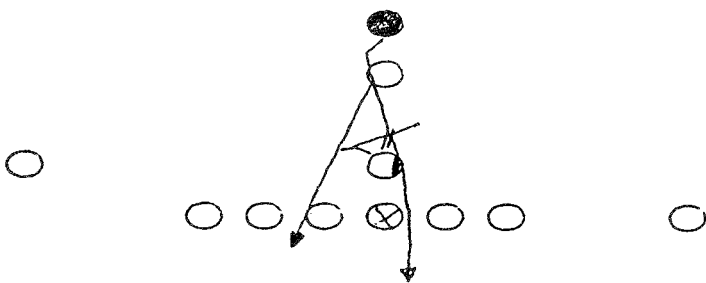
BELLY



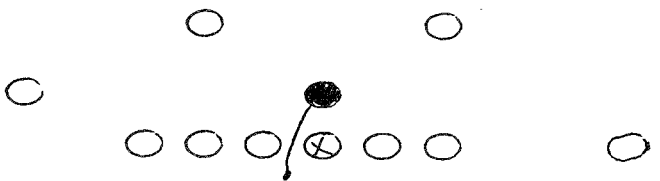
HANDBACK



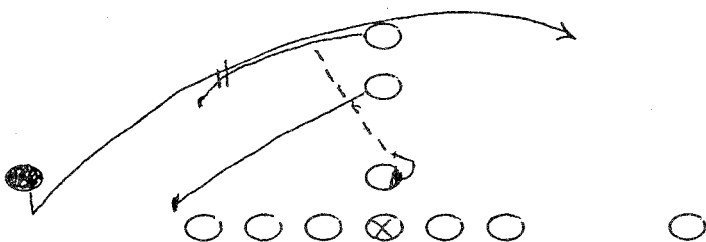
DOUBLE DIVE



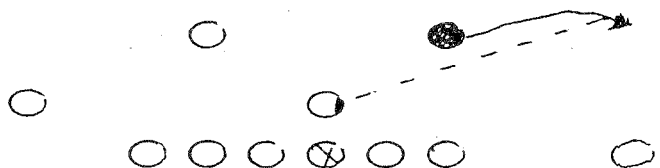
SNEAK



Z REVERSE

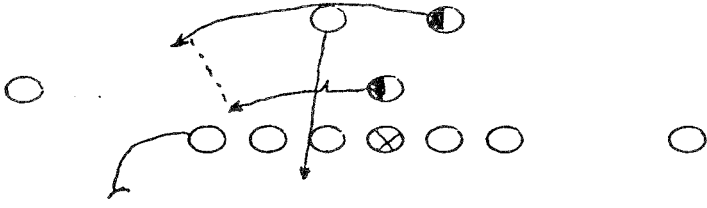


QUICK TOSS

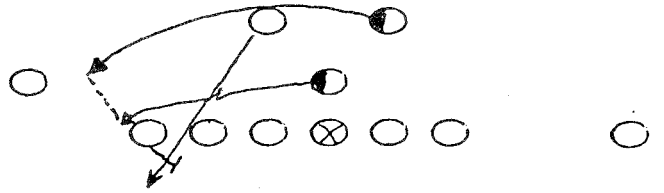


OPTION PLAYS

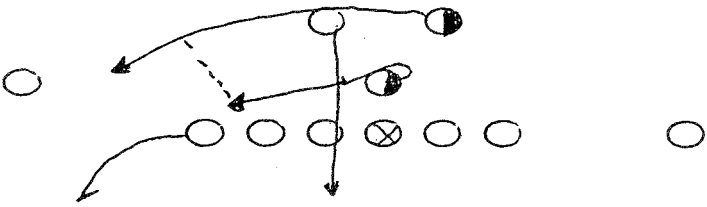
VEER OPTION



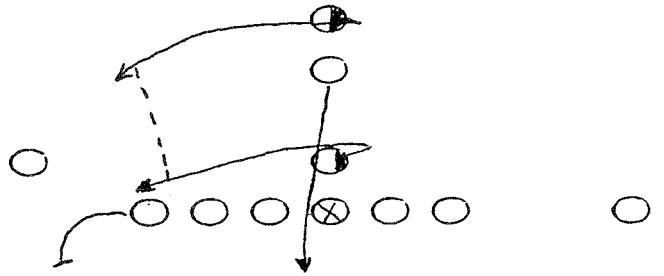
OUTSIDE VEER OPTION



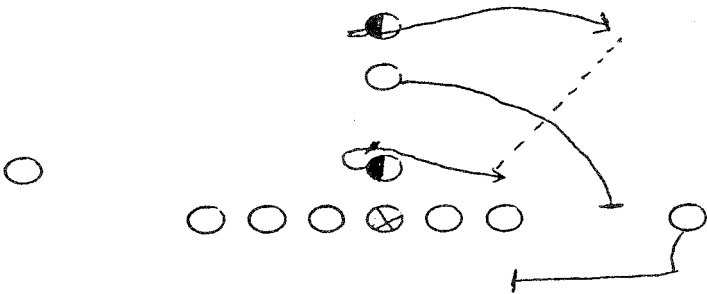
COUNTER OPTION



TRAP OPTION



SPEED OPTION



RECEIVERS

B
FB

A
TB

Z

QB

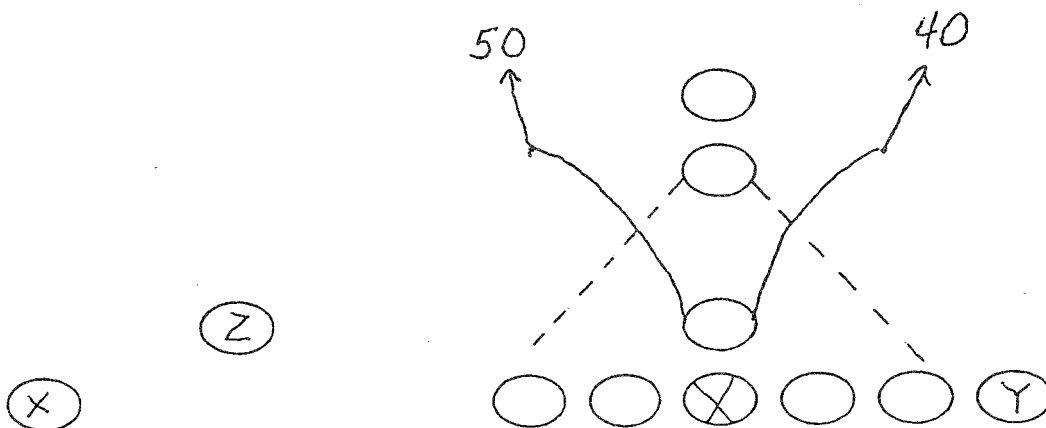
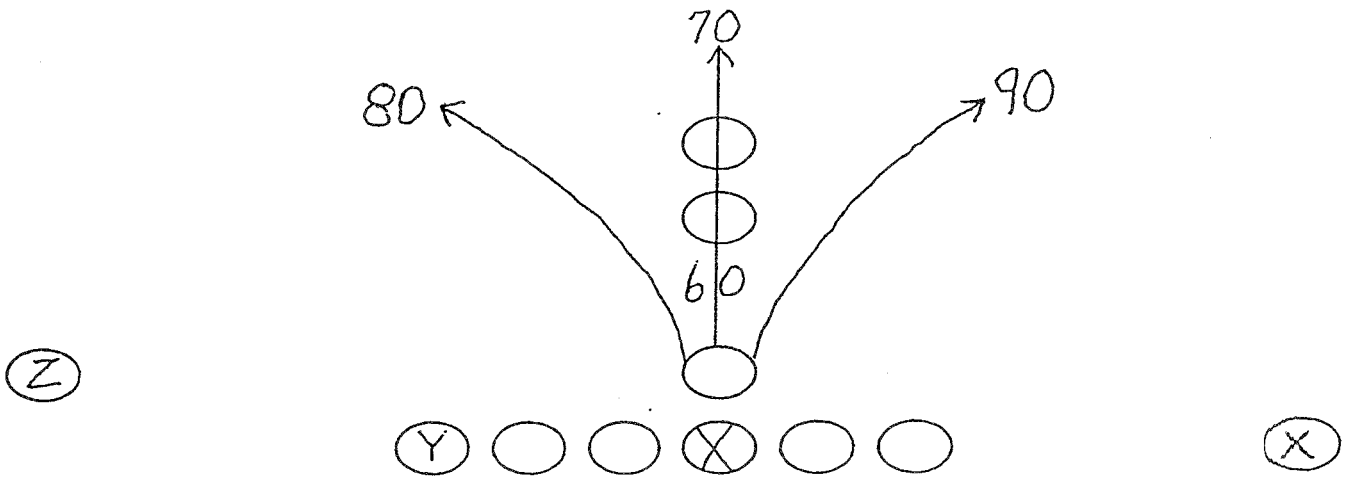
Y

—

X

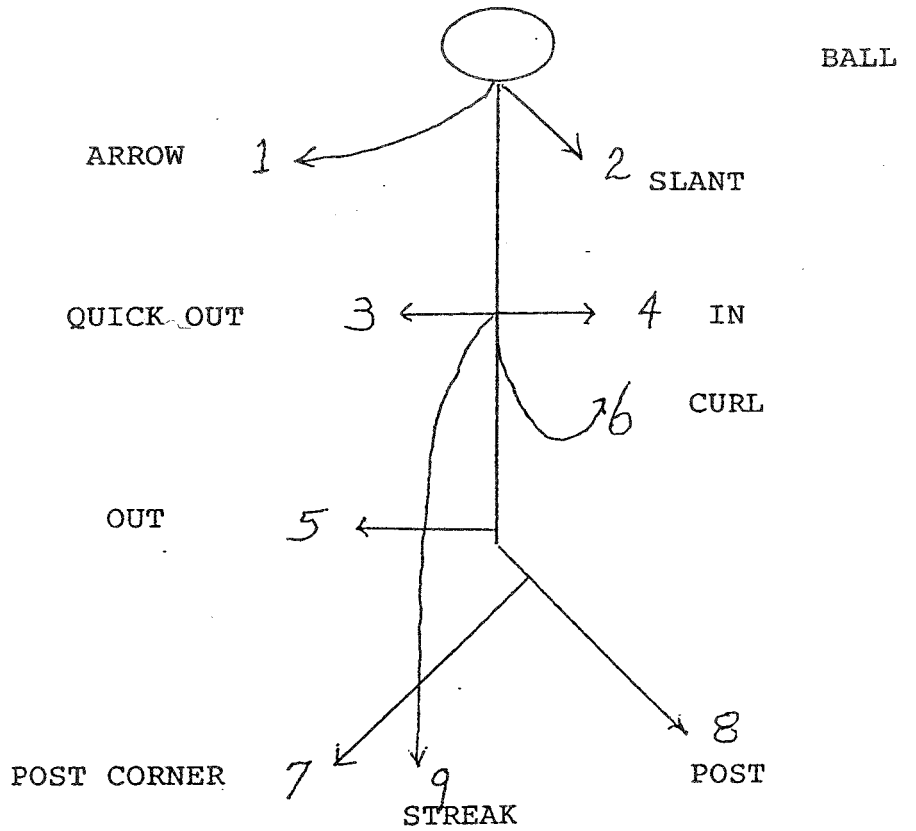
PASS ACTION

1. QUICK (60) - 3 Step
2. DROPBACK (70) - 5 or 7 Step
3. ACTION EX (26A) - Play Action in conjunction with the appropriate run play
4. SCREEN (SC) - Screen Play
5. BOOTLET (BT) - QB opposite the Backs
6. SPRINT (80-90) - QB rolls behind both Backs.
7. HALF ROLL (40-50) - QB sets up inside Tackles.



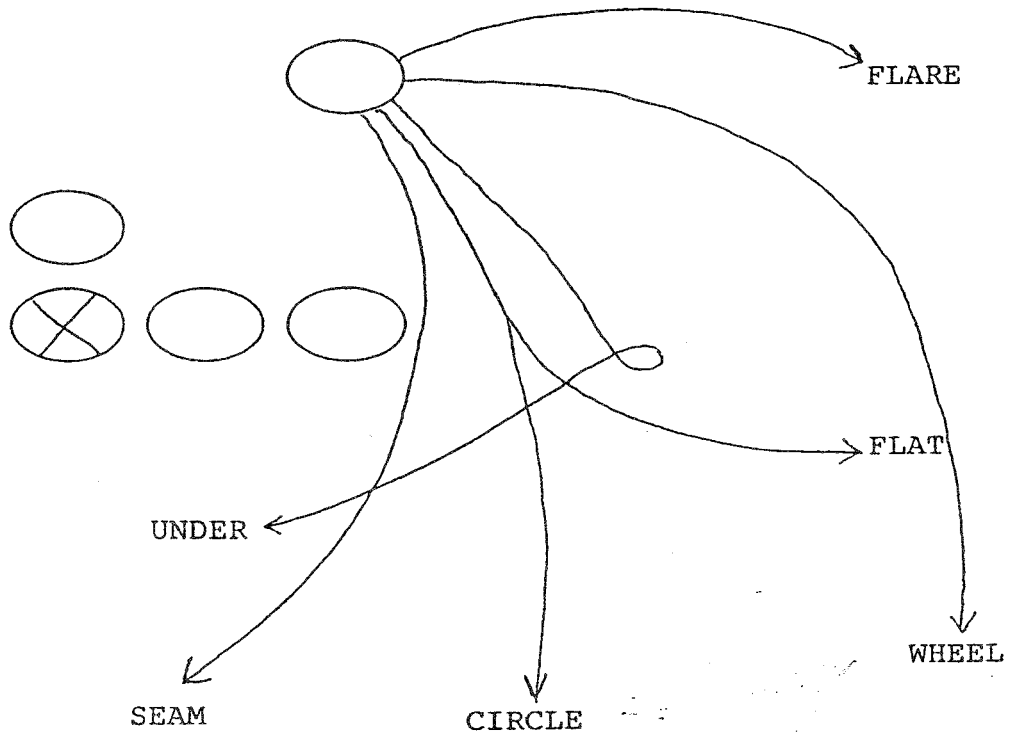
PASS ROUTE LABELING SYSTEM

Routes are labeled from passing weak side to passing strength side, and from receivers to backs.




TAILBACK - FULLBACK TREE

FB - HB TREE



PASS ZONE CHART

FLARE						FLARE	
OUT	CURL	HOOK	HOOK	CURL	OUT		
DEEP 1/3		DEEP 1/3		DEEP 1/3			

OFFENSIVE PERSONNEL

10 1 - BACK - 4 WIDE RECEIVERS

11 1 - BACK - 1 TE - 3 WIDE RECEIVERS

12 1 - BACK - 2 TE's - 2 WIDE RECEIVERS

13 1 - BACK - 3 TE's - 1 WIDE RECEIVER

20 2 - BACKS - 3 WIDE RECEIVERS

21 2 - BACKS - 1 TE - 2 WIDE RECEIVERS

22 2 - BACKS - 2 TE's - 1 WIDE RECEIVER

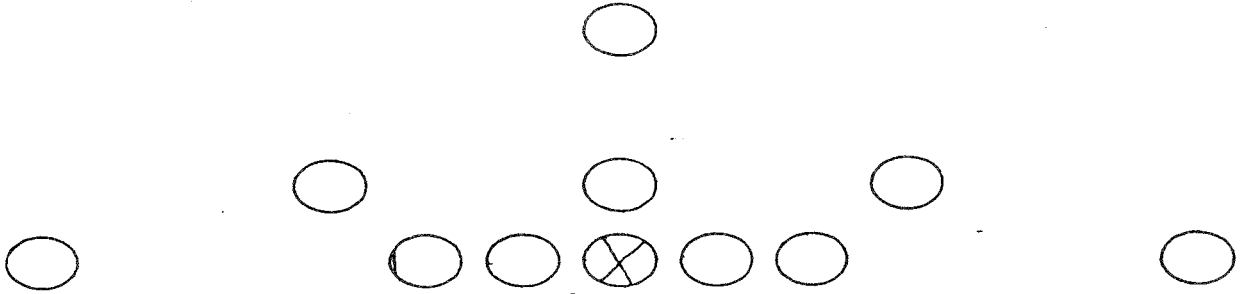
23 2 - BACKS - 3 TE's

30 3 - BACKS - 2 TE's

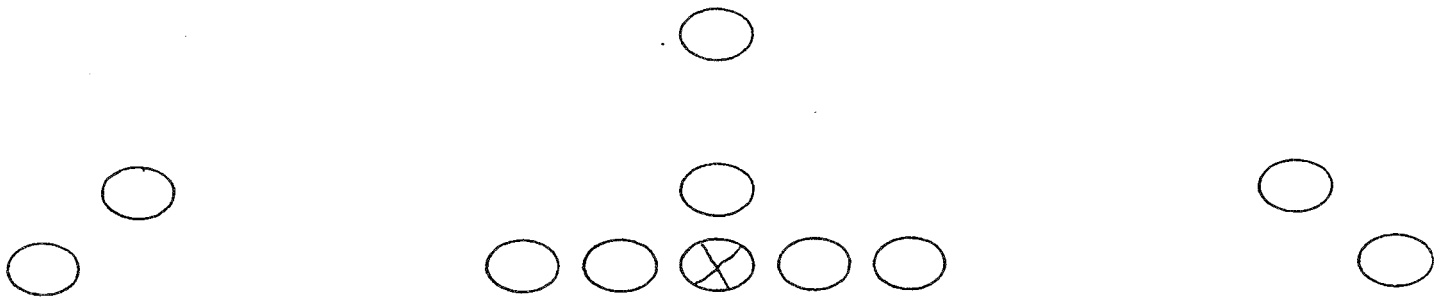
31 3 - BACKS - 1 TE

32 3 - BACKS - 2 TE's

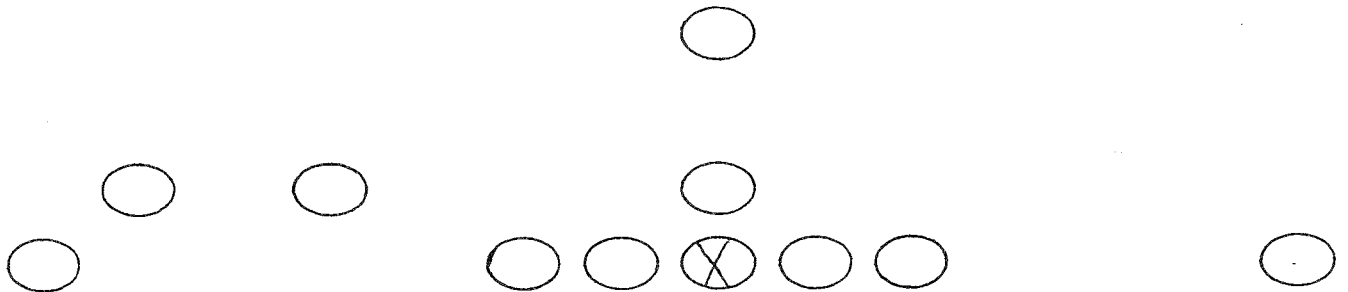
DUECE



DUECE WIDE

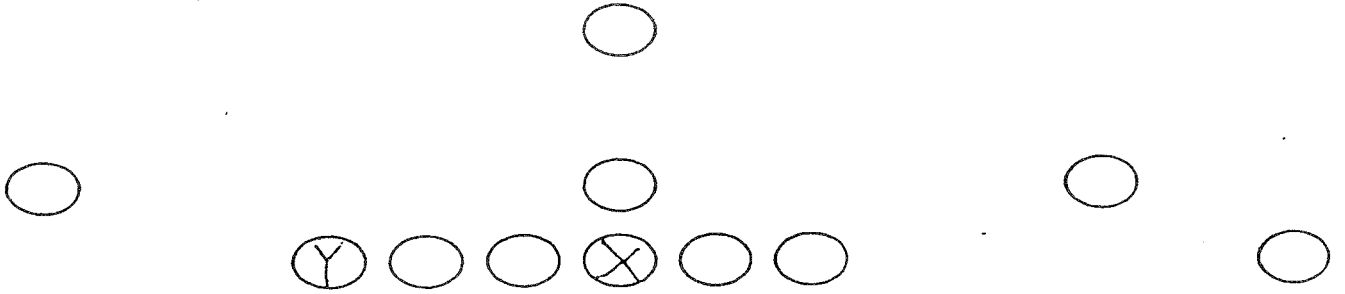


TRIPS

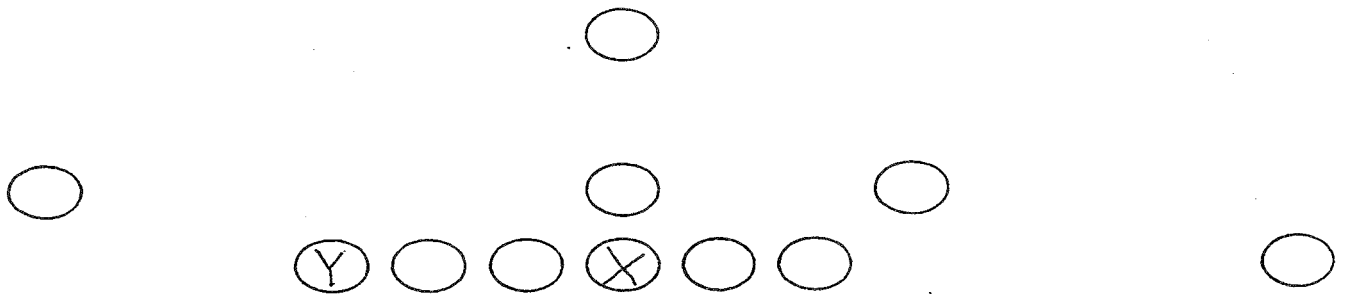


11 PERSONNEL

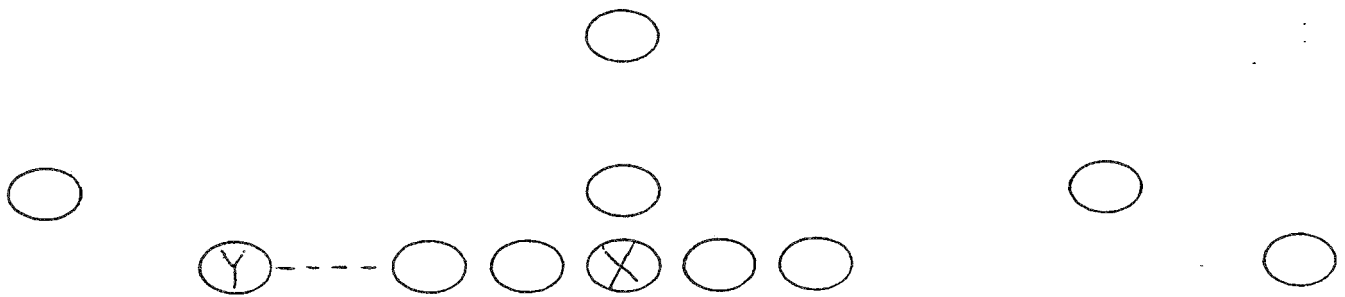
DOUBLES



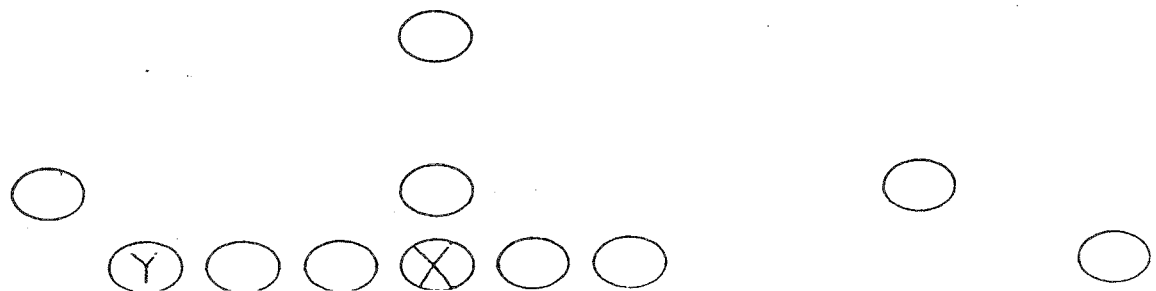
DOUBLES SLOT



DOUBLES FLEX

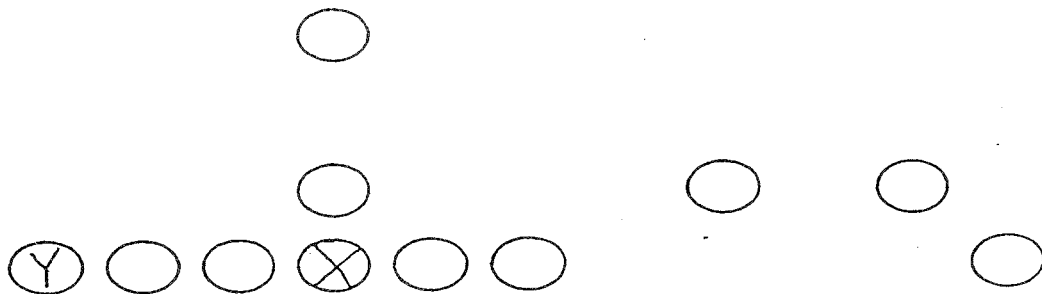


DOUBLES WING

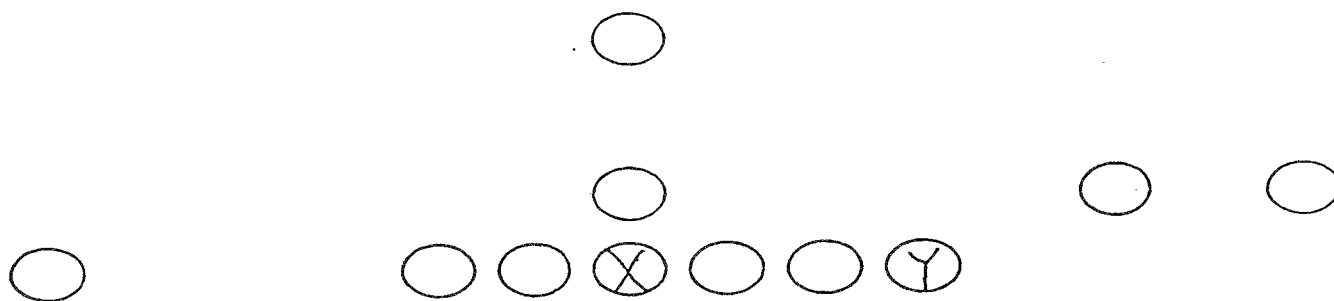


11 PERSONNEL

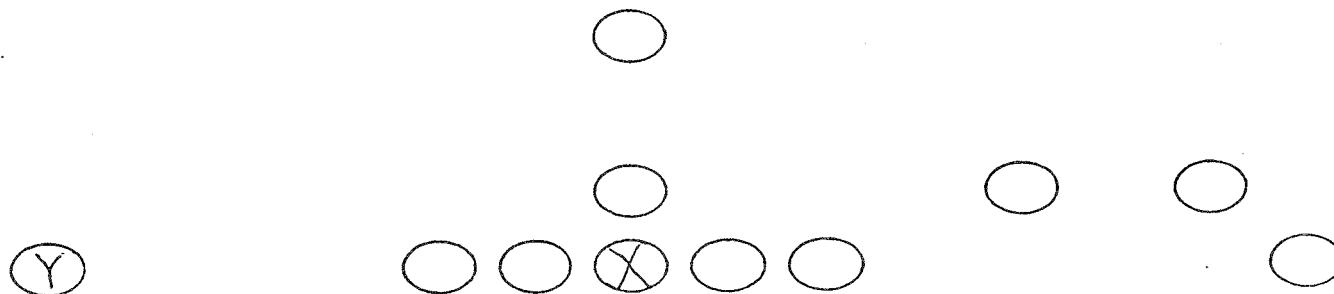
TWIN TRIPS



PRO TRIPS

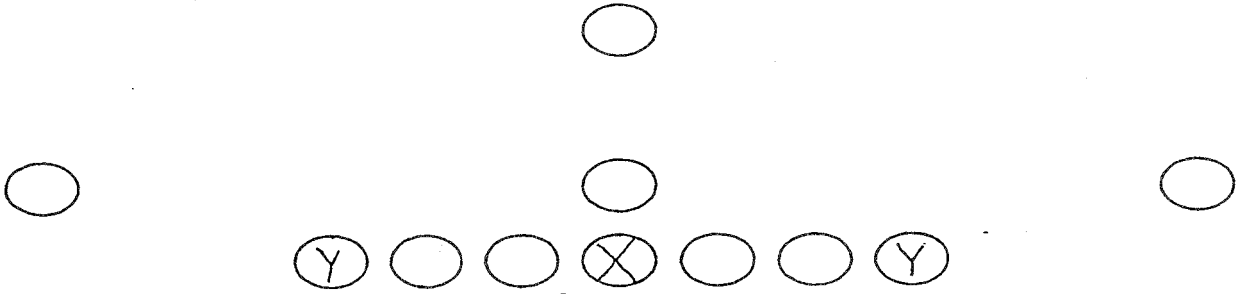


TWIN TRIPS OPEN

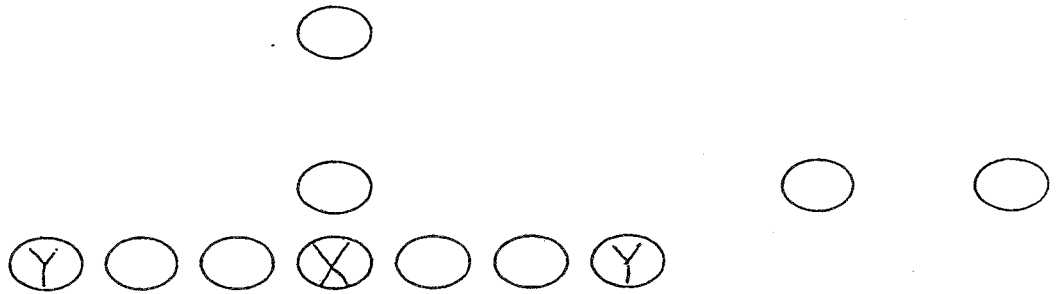


12 PERSONNEL

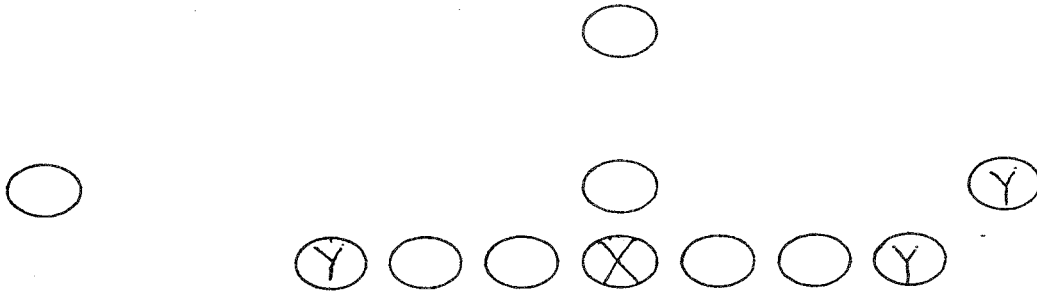
ACE



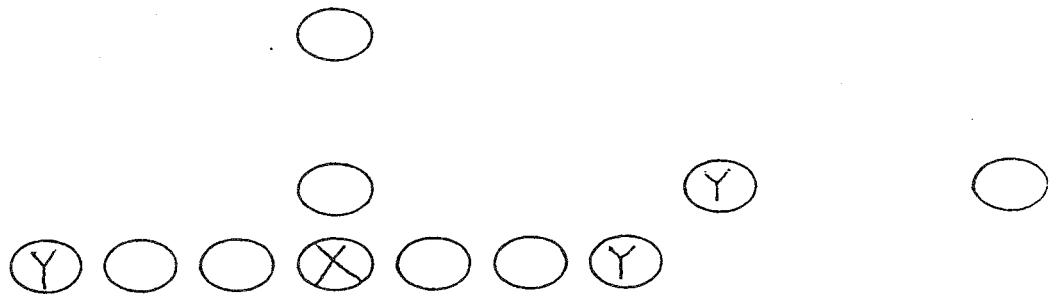
ACE TRIPS



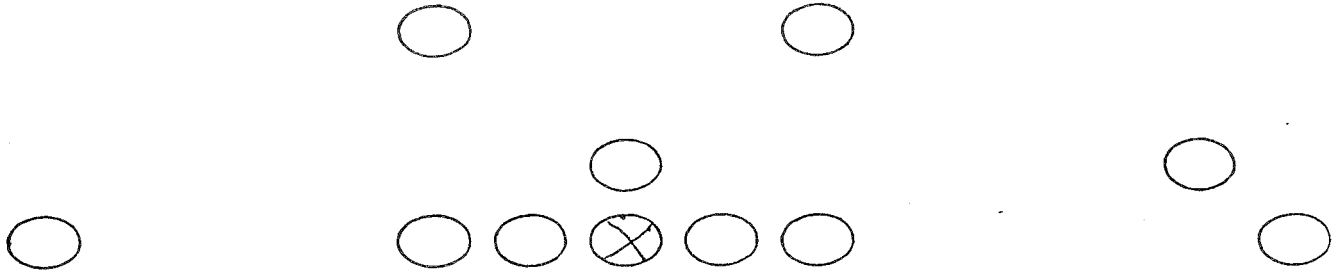
ACE WING



ACE TRIPS WING

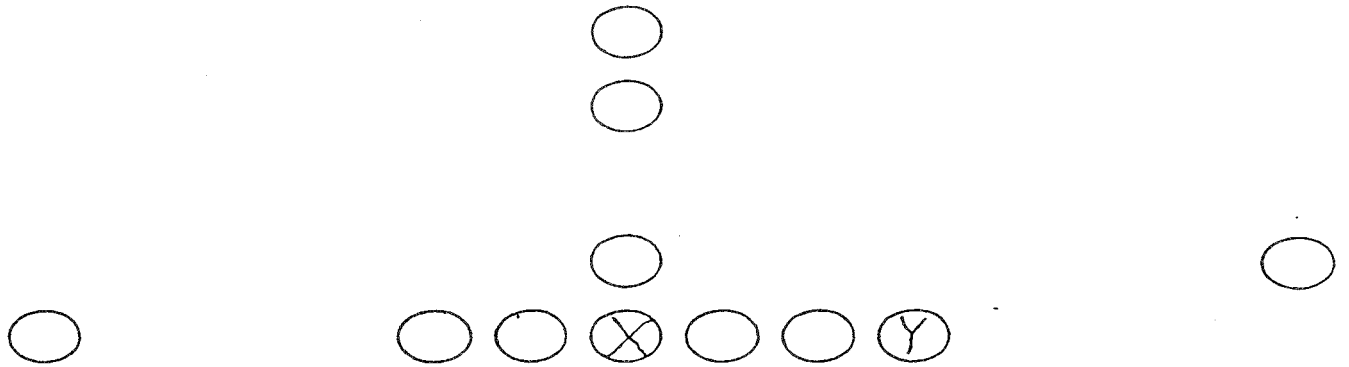


3 WIDES

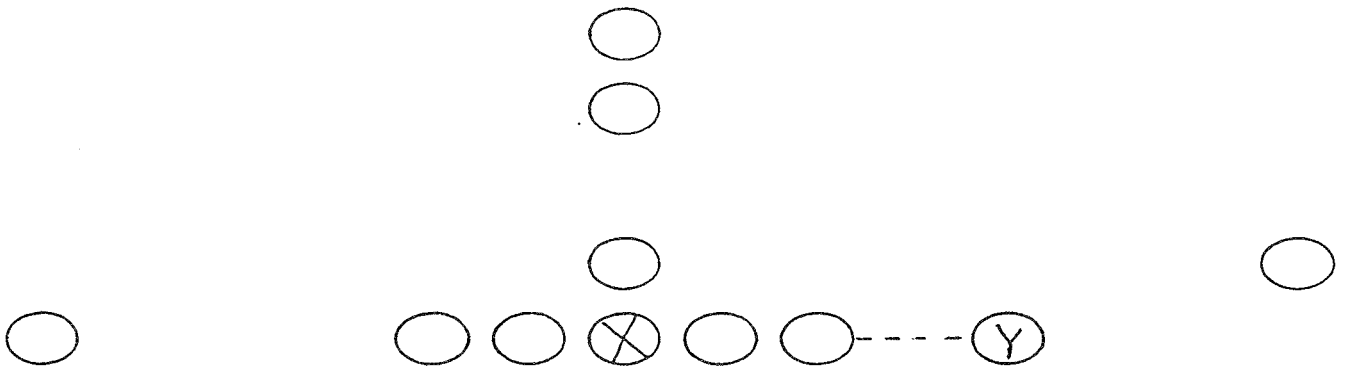


21 PERSONNEL

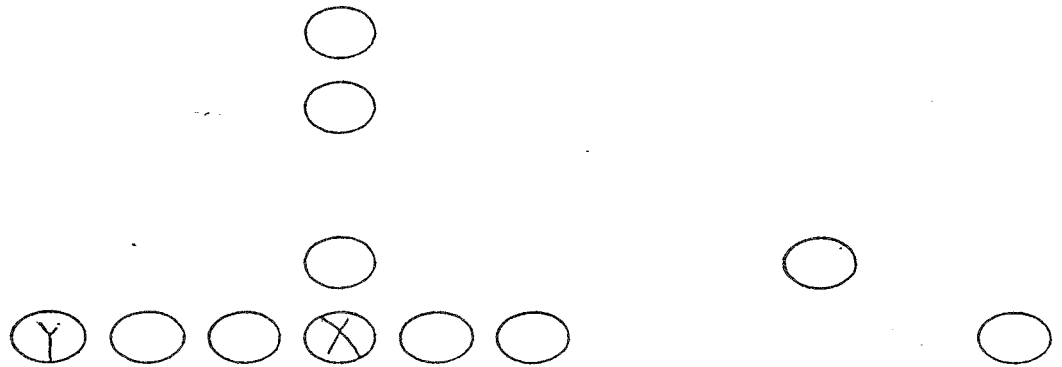
PRO



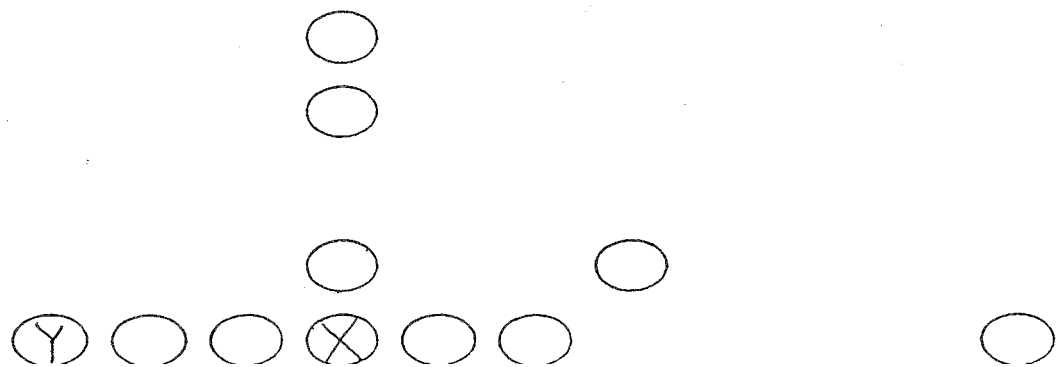
PRO FLEX



TWINS

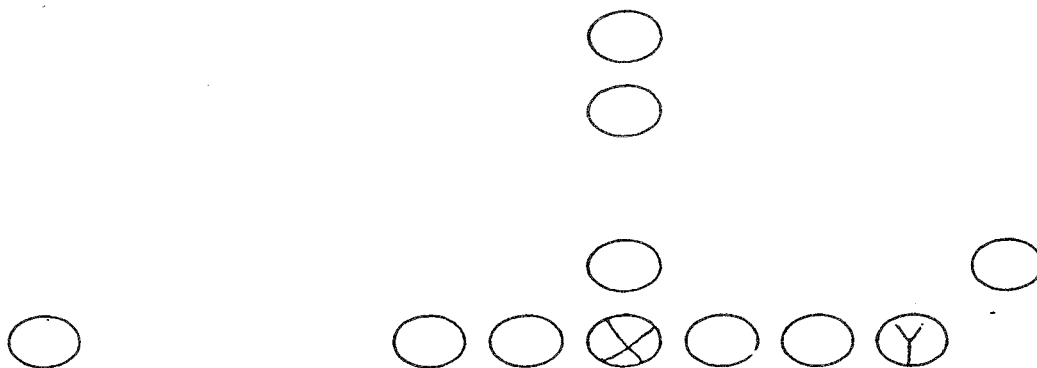


SLOT



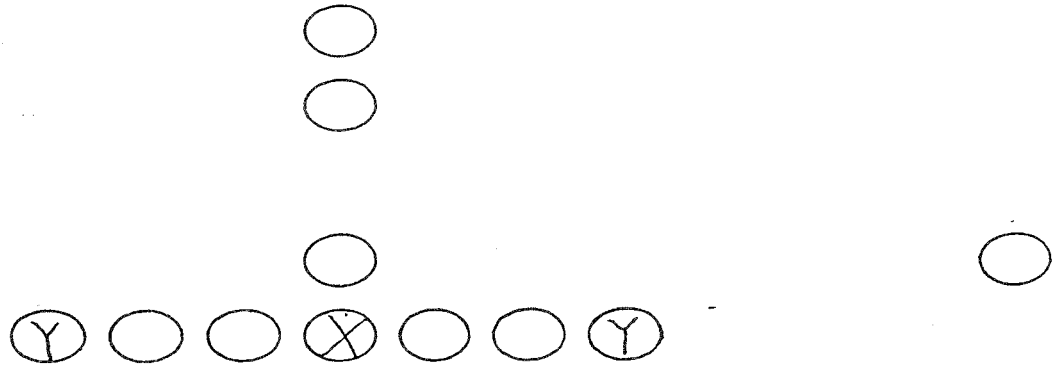
21 PERSONNEL

WING

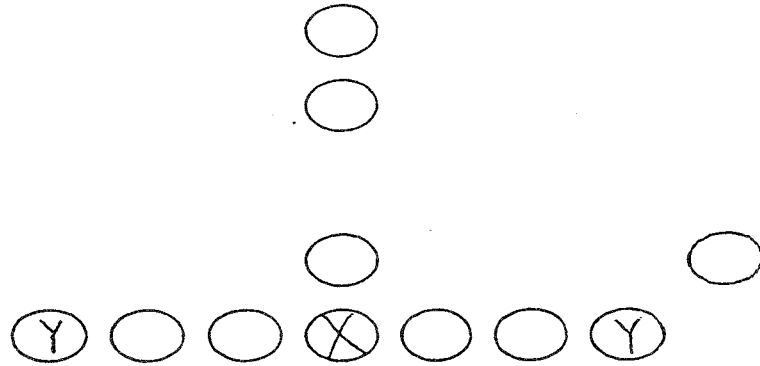


22 PERSONNEL

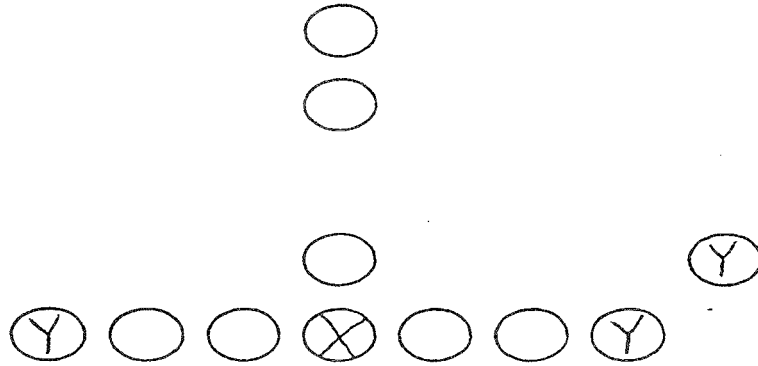
2 - TITE



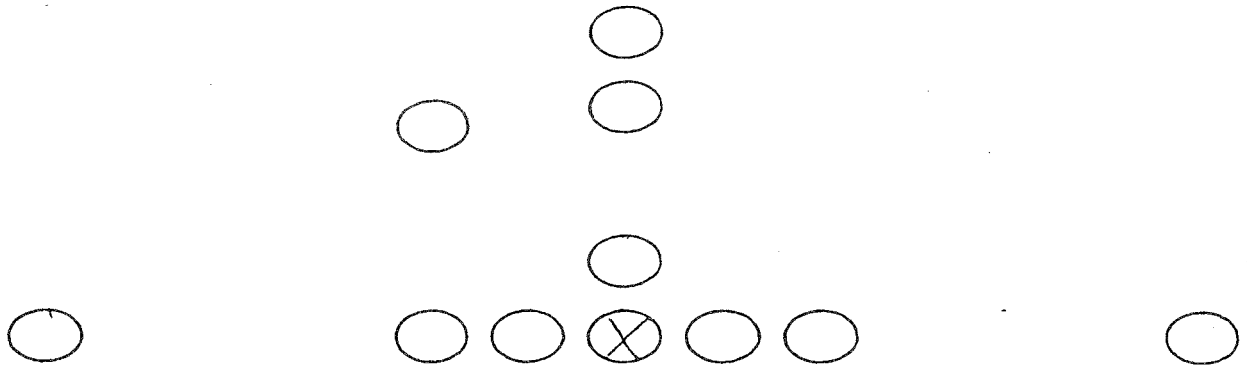
2 - TITE WING



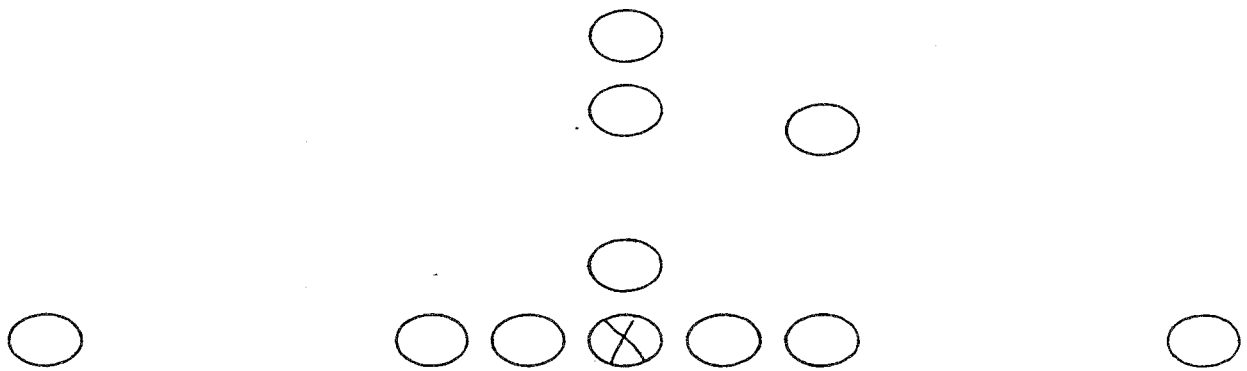
2-TITE WING



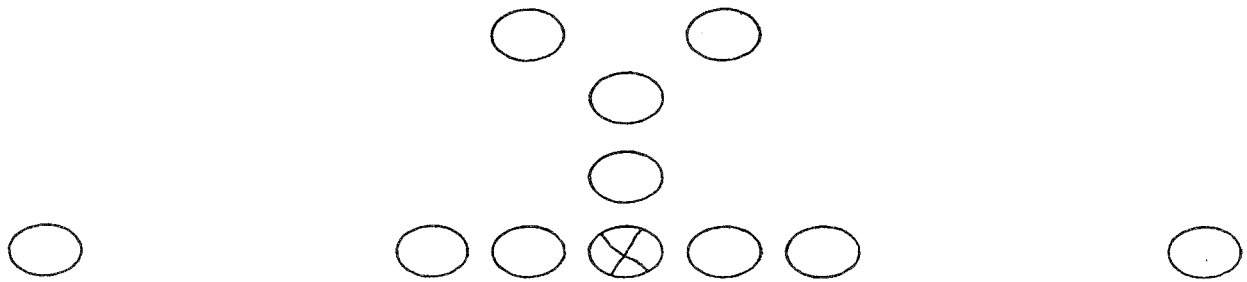
POWER I OPEN LT



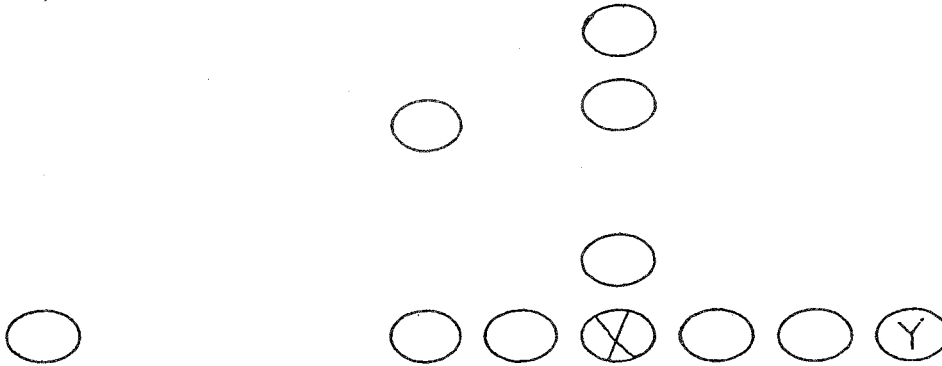
POWER I OPEN RT



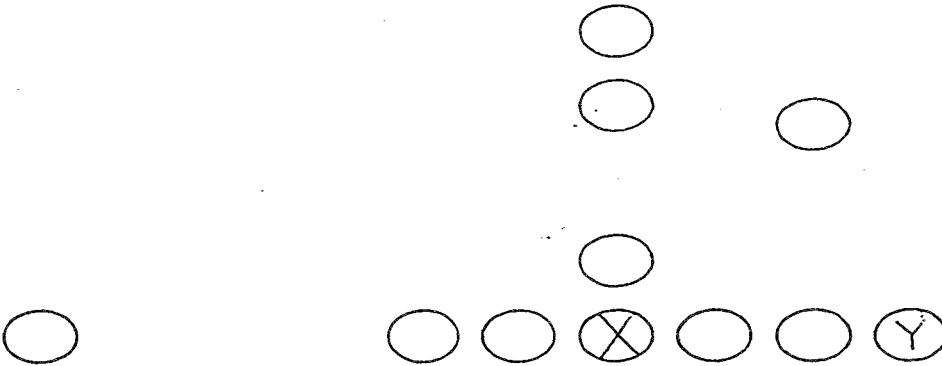
BONE OPEN



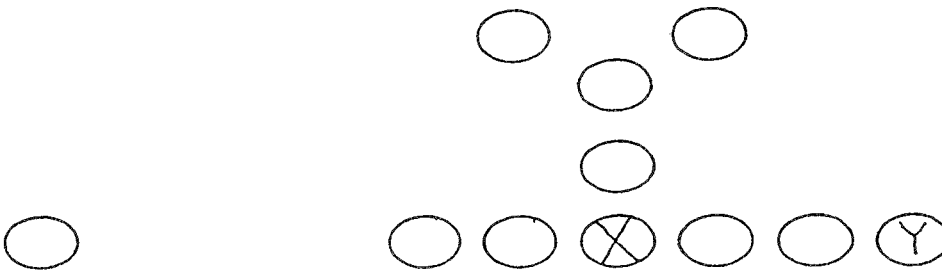
POWER I X



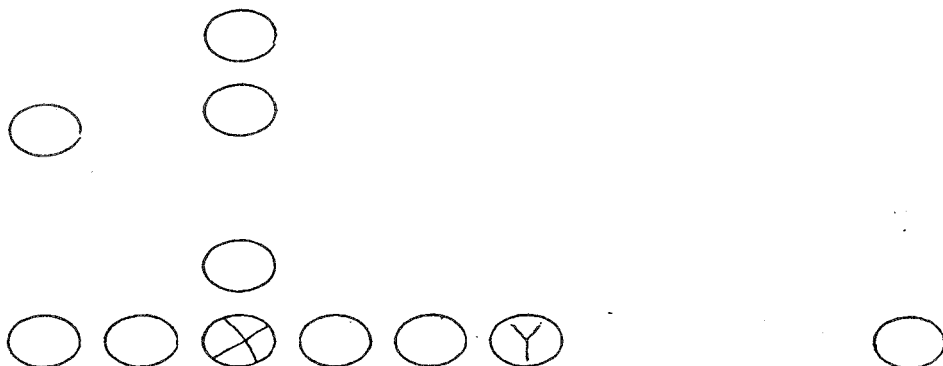
POWER I Y



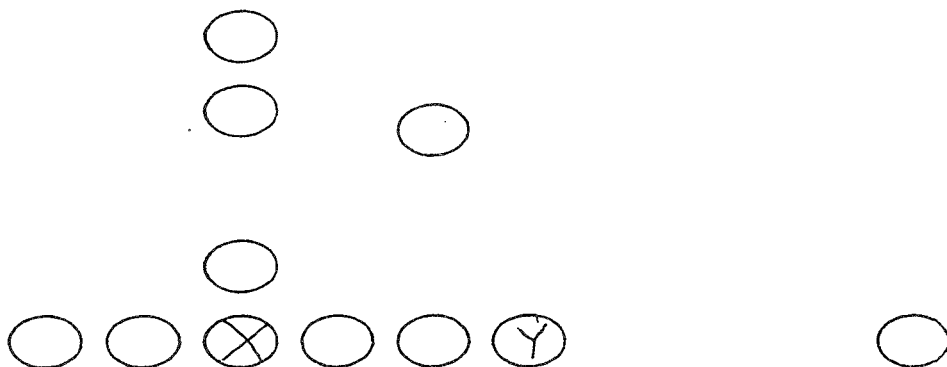
BONE



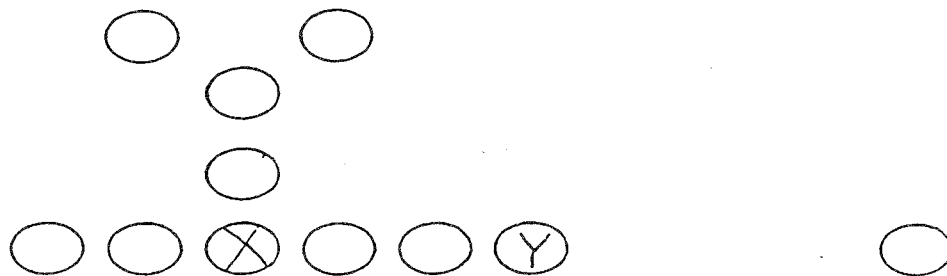
POWER I X UNBALANCED



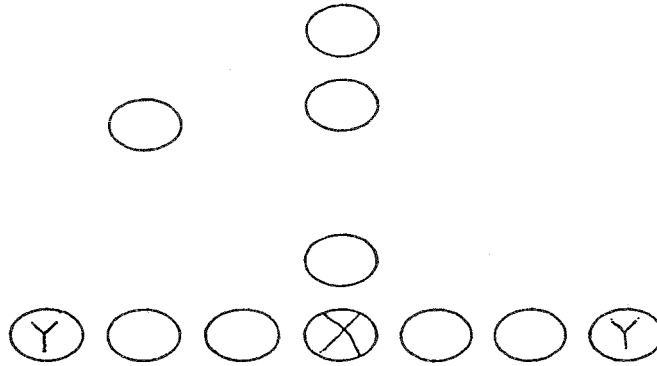
POWER I Y UNBALANCED



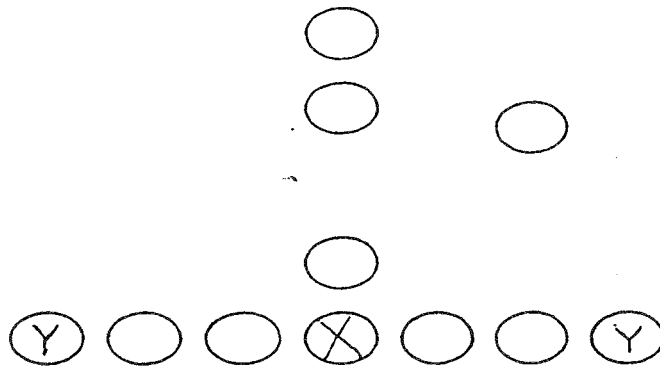
BONE UNBALANCED



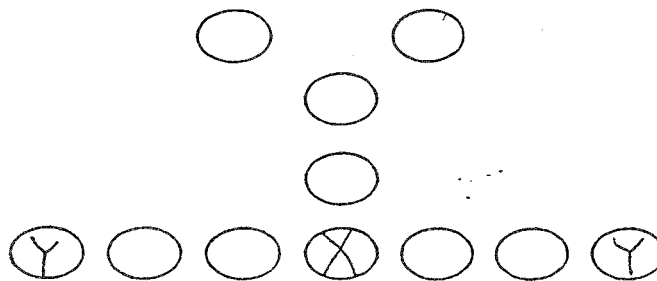
POWER I TITE LEFT



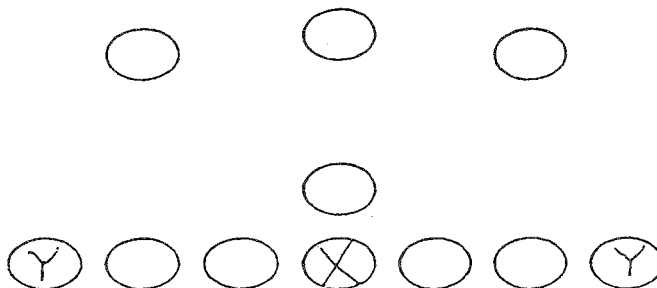
POWER I TITE RIGHT



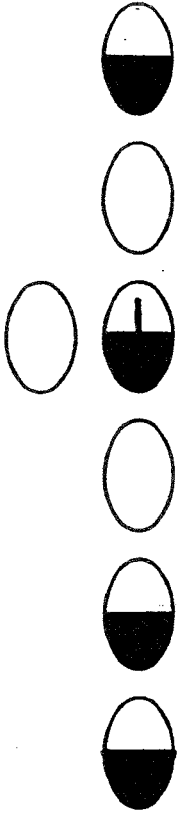
BONE TITE



"T" TITE



SPLIT

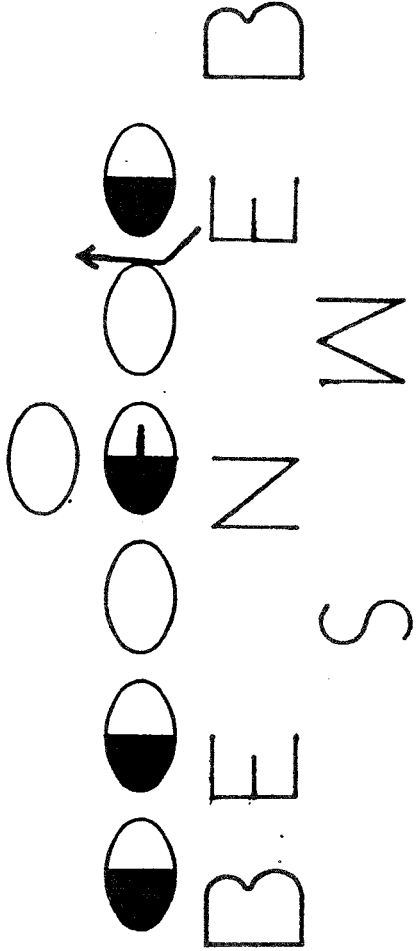


B E N E B

S W

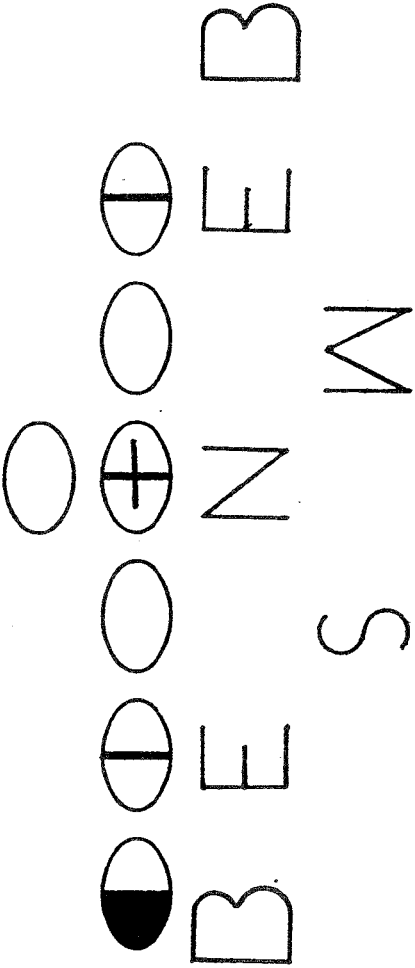
	RUN CATEGORY				PASS CATEGORY		
	ALIGNMENT SHADE AWAY from call SIDE	KEY CENTER	FLOW TO SHADED A-GAP	FLOW AWAY SHADED A-GAP	FLOW TO SHADED	DROP BACK SAME	FLOW AWAY SAME
NOSE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP
LE	4-EYE	TACKLE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP
RE	GO	BALL	C-GAP	CHASE	GO	GO	GO
ROLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
LOLB	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
SAM	HEAD UP to INSIDE of CHARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP
WILLIE							

SPLIT RIP



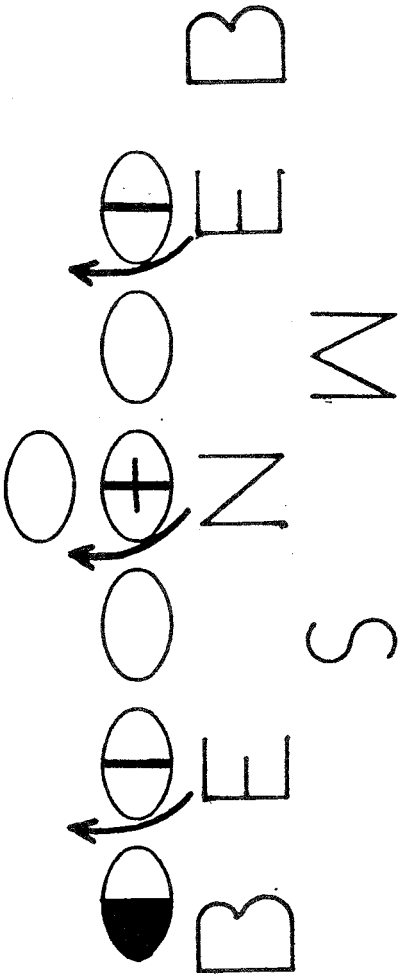
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT SHADE AWAY from CALL SIDE	KEY CENTER	FLOW TO SHADED A-GAP	FLOW AWAY SHADED A-GAP	FLOW TO SHADES A-GAP	DROP BACK SHADED A-GAP	FLOW AWAY SHADED A-GAP	
NOSE								
LE	5 TECH	TACKLE	C - GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	C-GAP
RE	4 EYE	CALL SIDE GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH	FREE RUSH
ROLB	GO	BALL	C-GAP	CHASE	GO	GO	GO	GO
LOLB	9-TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP

SPLIT DOUBLE UNDER



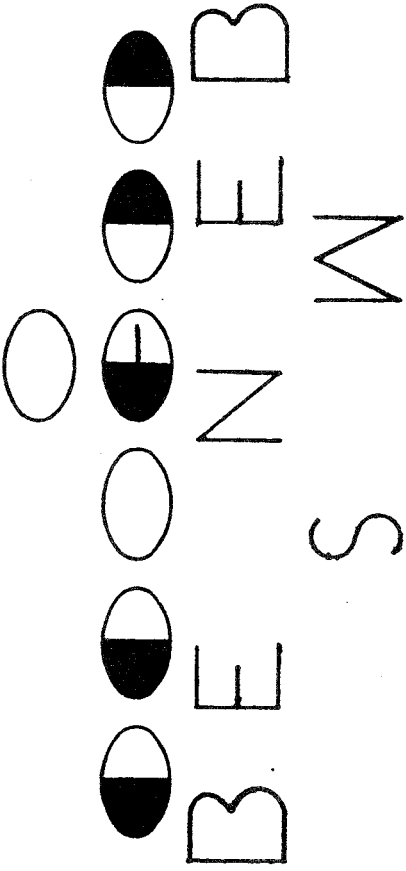
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
NOSE	O-TECH	CENTER	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP	
LE	4 TECH	TACKLE	B-GAP	B-GAP	C-GAP	C-GAP	C-GAP	
RE	4 TECH	TACKLE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP	
ROLB	GO	BALL	C-GAP	CHASE	GO	GO	GO	
LOLB	9-TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"C" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

SPLIT DOUBLE UNDER ANGLE



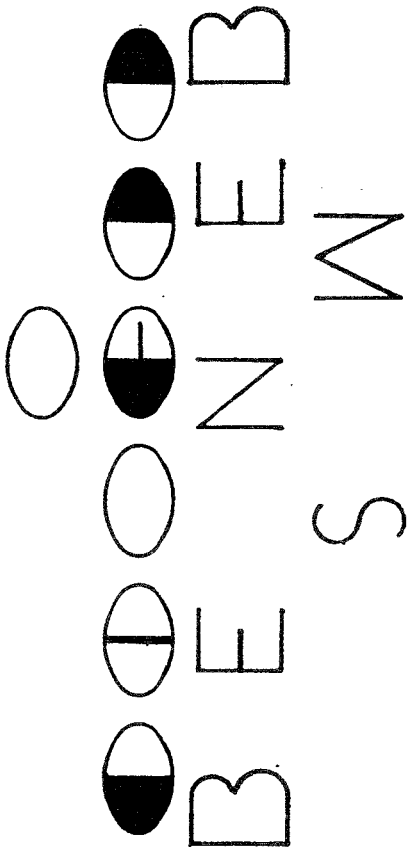
	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>		
	<u>ALIGNMENT</u>	<u>KEY</u>	<u>FLOW TO</u> BACKSIDE A-GAP	<u>FLOW AWAY</u> BACKSIDE A-GAP	<u>FLOW TO</u> BACKSIDE A-GAP	<u>DROP BACK</u> BACKSIDE A-GAP	<u>FLOW AWAY</u> BACKSIDE A-GAP
NOSE	0 TECH	CENTER	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP	BACKSIDE A-GAP
LE	4 TECH	TACKLE	C-GAP	C-GAP	C-GAP	C-GAP	C-GAP
RE	4 TECH	TACKLE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP
ROLB	GO	BALL	C-GAP	CHASE	GO	GO	GO
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP

SPLIT EAGLE



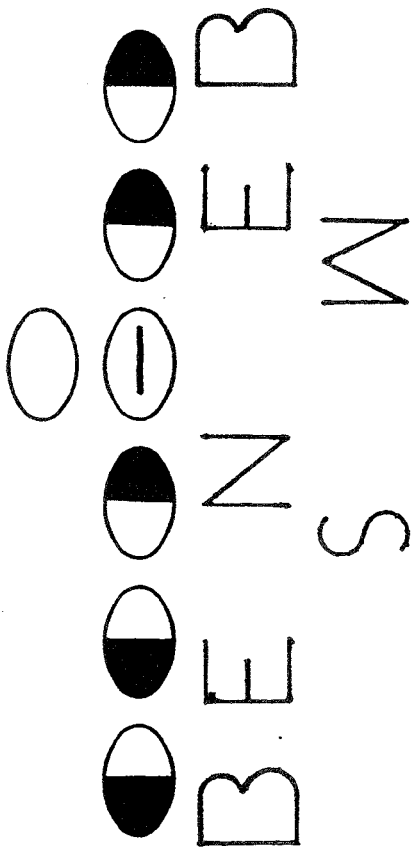
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
NOSE	SHADED A-GAP	CENTER	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	
LE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	
RE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH	
ROLB	5 TECH	TACKLE	C-GAP	CHASE	C-GAP	C-GAP	C-GAP	
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FROM	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE	#2 to COVERAGE	TE to COVERAGE	

SPLIT EAGLE UNDER



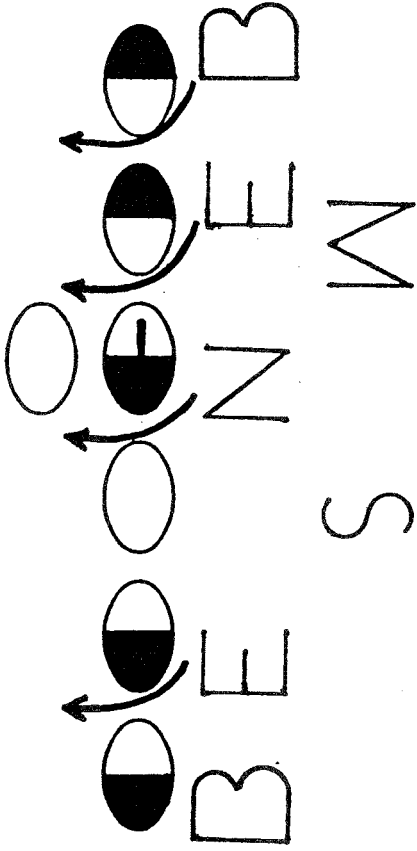
	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>		
	<u>ALIGNMENT</u>	<u>KEY</u>	<u>FLOW TO</u>	<u>FLOW AWAY</u>	<u>FLOW TO</u>	<u>DROP BACK</u>	<u>FLOW AWAY</u>
NOSE	SHADED A-GAP	CENTER	SHADED A-GAP	SAME	SAME	SAME	SAME
LE	4 TECH	TACKLE	B-GAP	B-GAP	C-GAP	C-GAP	C-GAP
RE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH
ROLB	5 TECH	TACKLE	C-GAP	CHASE	C-GAP	C-GAP	C-GAP
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"C" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP

SPLIT EAGLE "G"



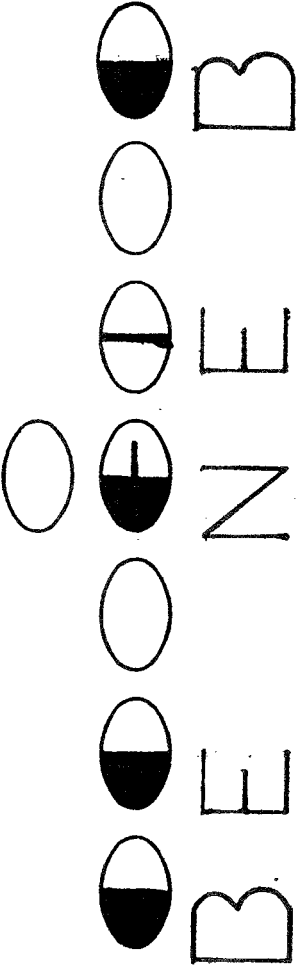
	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>			
	<u>ALIGNMENT</u>	<u>KEY</u>	<u>FLOW TO</u>	<u>FLOW AWAY</u>	<u>FLOW TO</u>	<u>DROP BACK</u>	<u>FLOW AWAY</u>	
NOSE	2 EYE TECH	GUARD	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP	
LE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	
RE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH	
ROLB	5 TECH	TACKLE	C-GAP	CHASE	C-GAP	C-GAP	C-GAP	
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP TO BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

SPLIT EAGLE ANGLE



	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
NOSE	SHADED A-GAP	CENTER	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	SHADED A-GAP	
LE	5 TECH	TACKLE	C-GAP	C-GAP	C-GAP	C-GAP	C-GAP	
RE	3 TECH	GUARD	A-GAP	A-GAP	A-GAP	A-GAP	A-Gap	
ROLB	5 TECH	TACKLE	B-GAP	B-GAP	RUSH B-GAP	B-GAP	B-GAP	
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	SLOW, "B" GAP ONSIDE to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"C" GAP to BALL	SLOW, to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

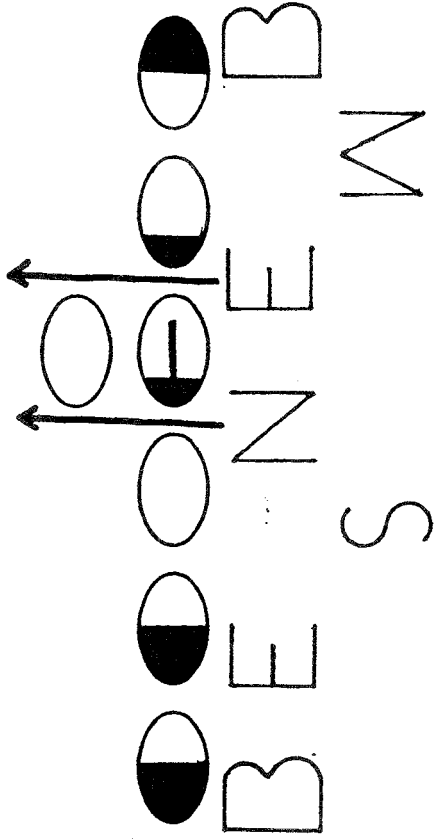
SPLIT EAGLE LOOSE



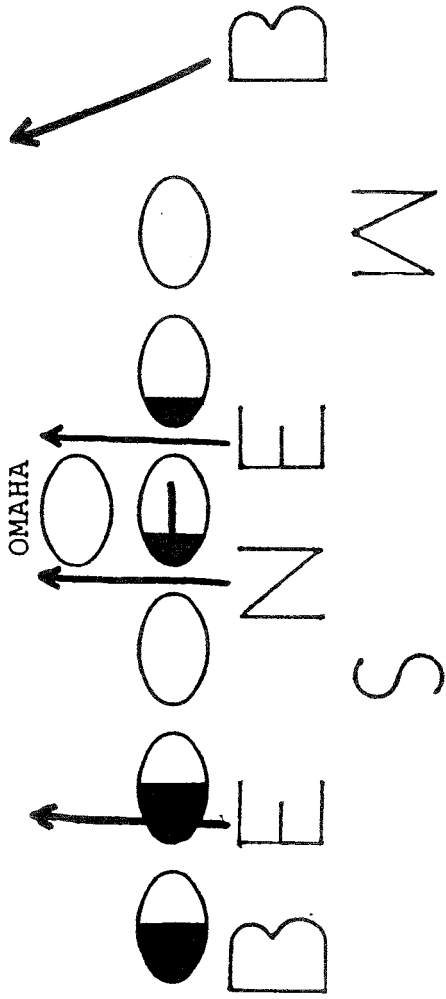
S W

	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT SHADED A-GAP	KEY CENTER	FLOW TO SHADED A-GAP	FLOW AWAY SHADED A-GAP	FLOW TO SHADED A-GAP	FLOW AWAY SHADED A-GAP	DROP BACK SHADED A-GAP	FLOW AWAY SHADED A-GAP
NOSE								
LE	5 TECH	TACKLE	C-GAP	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP
RE	2 TECH	GUARD	B-GAP	A-GAP	FREE RUSH	FREE RUSH	A-GAP	A-GAP
ROLB	7 TECH	TACKLE to TE	C-GAP	C-GAP	C-GAP	C-GAP	C-GAP	C-GAP
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP on TACKLE	FB to BACKFIELD FLOW	SLOW "D" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP

SPLIT TIGER

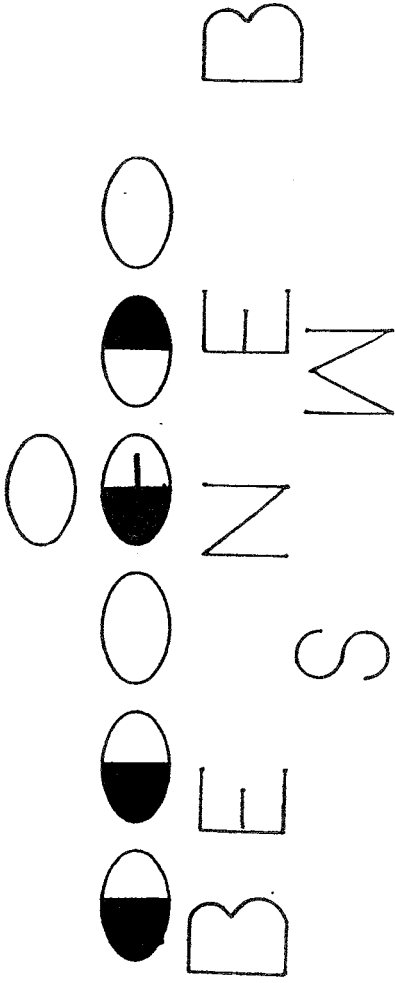


	RUN CATEGORY				PASS CATEGORY		
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
NOSE	A-GAP	CENTER	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
LE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP
RE	A-GAP	GUARD	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
ROLB	5 TECH	TACKLE	C-GAP	CHASE	C-GAP	C-GAP	C-GAP
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	SLOW, "B" GAP ONSIDE to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	OURTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	SLOW, "B" GAP ONSIDE	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP



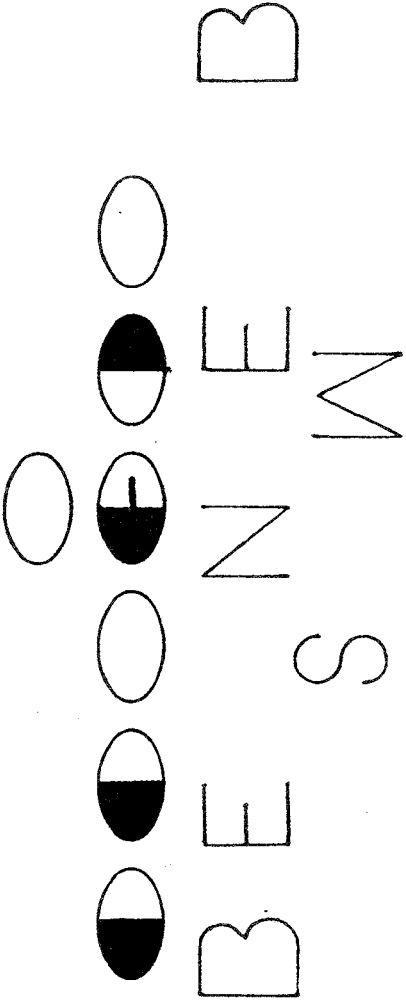
	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>		
	<u>ALIGNMENT</u>	<u>KEY</u>	<u>FLOW TO</u>	<u>FLOW AWAY</u>	<u>FLOW TO</u>	<u>DROP BACK</u>	<u>FLOW AWAY</u>
NOSE	A-GAP	CENTER	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
LE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP
RE	A-GAP	GUARD	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
ROLB	GO	BALL	GO	CHASE	GO	GO	GO
LOLB	9 TECH	TE	D-GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	SLOW, "B" GAP ONSIDE to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP on TACKLE	FB to BACKFIELD FLOW	"B" GAP to BALL	SLOW "B" GAP ONSIDE to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP

SPLIT EAGLE WIDE



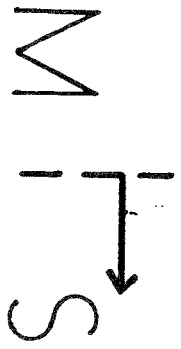
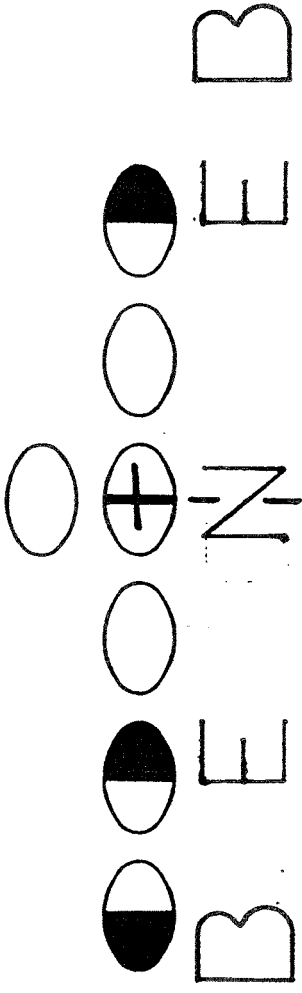
NOSE	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
LE	SHADED A GAP	CENTER	SHADED A GAP	SHADED A GAP	SHADED A GAP	SHADED A GAP	SHADED A GAP	
RE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	
ROLB	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH	
LOLB	GO	BALL	C-GAP	CHASE	GO	GO	GO	
SAM	9 TECH	TE	D-GAP	FOLD	C-DROP	C-DROP	C-DROP	
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

SPLIT EAGLE GO



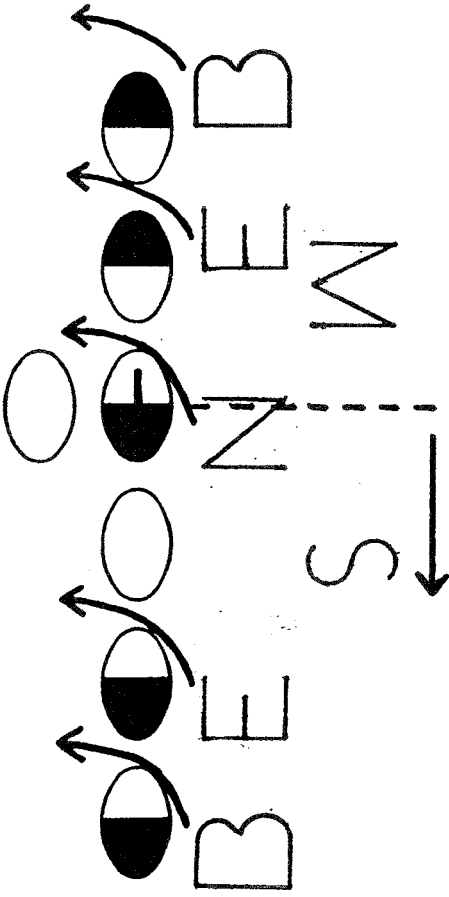
NOSE	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
LE	SHADED A GAP	CENTER	SHADED A GAP	SHADED A GAP	SHADED A GAP	SHADED A GAP	SHADED A GAP	
RE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	
ROLB	3 TECH	GUARD	B GAP	B GAP	B GAP	FREE RUSH	FREE RUSH	
LOLB	GO	BALL	C-GAP	CHASE	GO	GO	GO	
SAM	9 TECH	TE	D-GAP	FOLD	COV-DROP	COV-DROP	COV-DROP	
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP TO BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

FIELD "O"



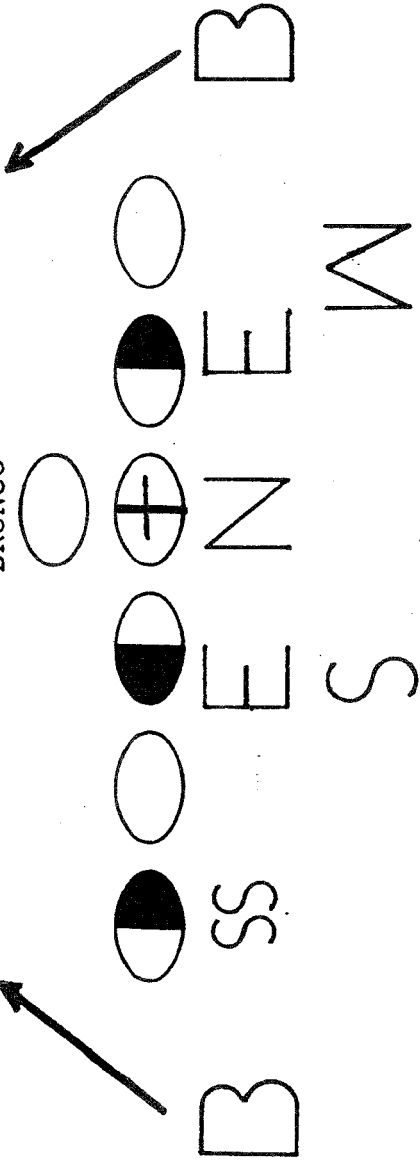
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
NOSE	0 TECH	CENTER	BACKSIDE A-GAP	BACKSIDE A-GAP	BOUNDRY A-GAP	BOUNDRY A-GAP	BOUNDRY A-GAP	
LE	4 EYE TECH	TACKLE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP	
RE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	
ROLB	BLUFF ALIGNMENT	BALL	GAP	FOLD	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	
LOLB	9 TECH	TE	C-GAP	CHASE	RUSH	RUSH	RUSH	
SAM	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

BOUNDARY EAGLE ROCK



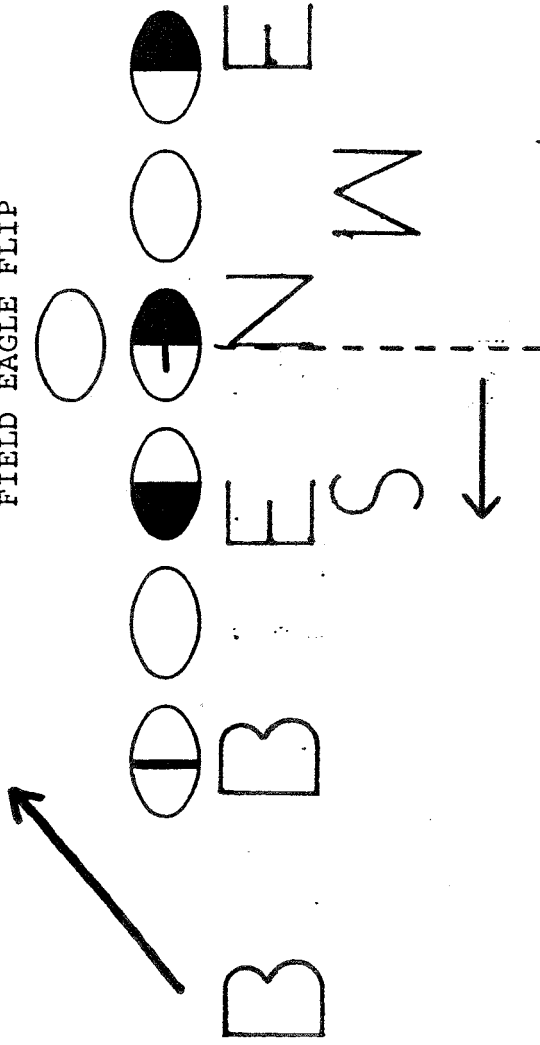
	RUN CATEGORY				PASS CATEGORY		
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
NOSE	SHADED FIELD A-GAP	CENTER	CALLSIDE A-GAP	CALLSIDE A-GAP	CALLSIDE A-GAP	CALLSIDE A-GAP	CALLSIDE A-GAP
LE	TIGHT 5 TECH	TACKLE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP
RE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP
ROLB	5 TECH	BALL	C-GAP	CHASE	C-GAP	C-GAP	C-GAP
LOLB	9 TECH	BALL	C-GAP	C-GAP	C-RUSH	C-RUSH	C-RUSH
SAM	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	SLOW, to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	#2 to COVERAGE DROP

BRONCO



	RUN CATEGORY				PASS CATEGORY		
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY
NOSE	O TECH	CENTER	BOTH A - GAPS	A-GAP	B-GAP	FREE RUSH	to FLOW B-GAP
LE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	B-GAP	FREE RUSH
RE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	B-GAP	FREE RUSH
ROLB	GO	BALL	C-GAP	CHASE	GO	GO	GO
LOLB	GO	BALL	D-GAP	CHASE	GO	GO	GO
SAM	HEAD UP to INSIDE OF GUARD	FB to BACKFIELD FLOW	"A" GAP TO BALL	OFFSIDE "A" GAP TO BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to INSIDE OF	FB to BACKFIELD	SLOW "A" GAP to	ONSIDE "A" GAP to	#2 to COVERAGE	#2 to COVERAGE	TE to COVERAGE

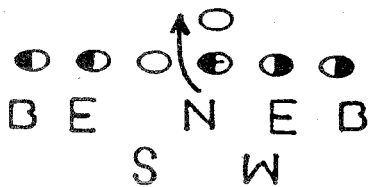
FIELD EAGLE FLIP



NOSE	ALIGNMENT	RUN CATEGORY				PASS CATEGORY			
		KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY		
	SHADED A-GAP	CENTER	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
LE	3 TECH	GUARD	B-GAP	B-GAP	B-GAP	FREE RUSH	FREE RUSH	FREE RUSH	FREE RUSH
RE	5 TECH	TACKLE	C-GAP	C-GAP CHASE	C-GAP	C-GAP	C-GAP	C-GAP	C-GAP
ROLB	GO to FIELD	BALL	RUSH	RUSH	D-GAP	D-GAP	D-GAP	D-GAP	D-GAP
LOLB	6 TECH	TE	C-GAP	C-GAP	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP	COVERAGE DROP
SAM	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to OUTSIDE	ONSIDE "A" GAP to ball	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FROM	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE	#2 to COVERAGE	#2 to COVERAGE	#2 to COVERAGE	TE to COVERAGE

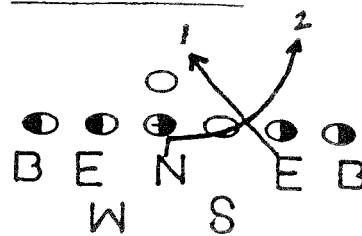
SPLIT EAGLE STUNTS

SPLIT EAGLE NOSE



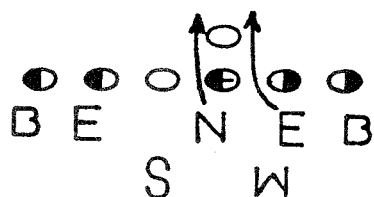
COACHING POINTS:

SPLIT EAGLE STRONG TWIST



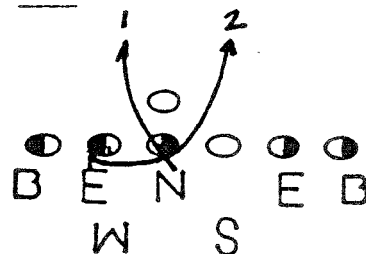
COACHING POINTS:

SPLIT EAGLE IN



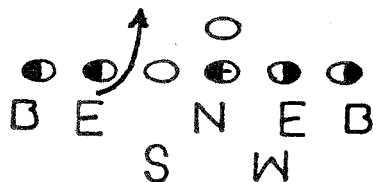
COACHING POINTS:

SPLIT EAGLE NED



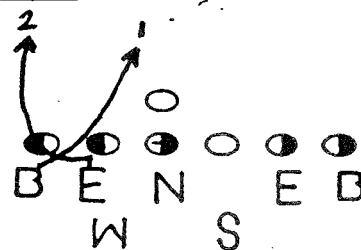
COACHING POINTS:

SPLIT EAGLE SINK



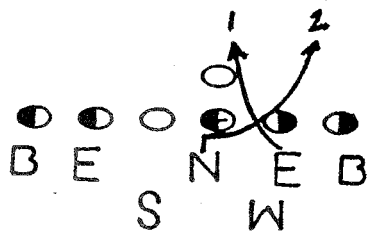
COACHING POINTS:

SPLIT EAGLE EARS



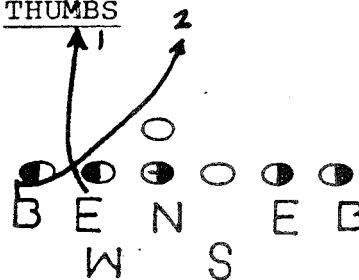
COACHING POINTS:

SPLIT EAGLE TWIST



COACHING POINTS:

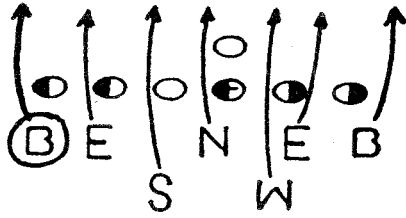
SPLIT EAGLE THUMBS



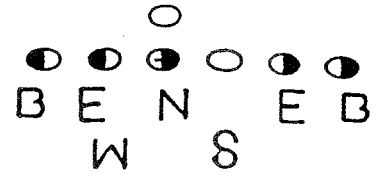
COACHING POINTS:

SPLIT EAGLE STUNTS

SPLIT EAGLE DOUBLE PLUG - "O"

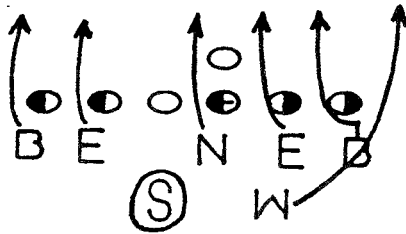


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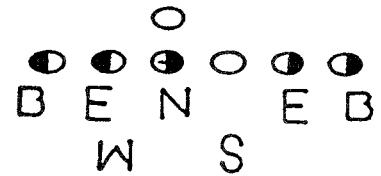


COACHING POINTS:

SPLIT EAGLE ZAP - "O"

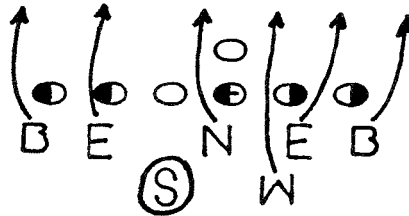


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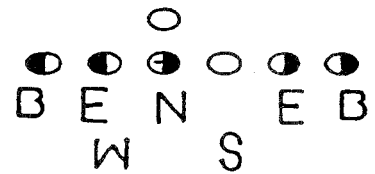


COACHING POINTS:

SPLIT EAGLE WILLIE BLITZ - "O"

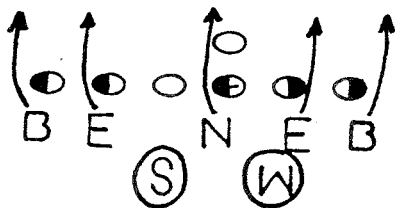


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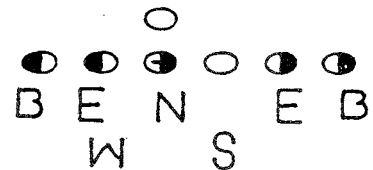


COACHING POINTS:

SPLIT EAGLE - 9/3



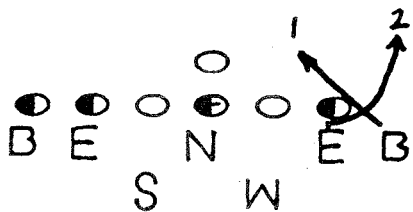
COACHING POINTS:



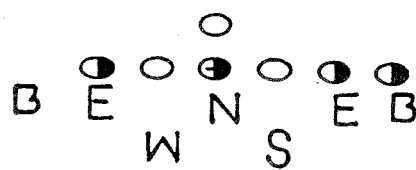
COACHING POINTS:

SPLIT STUNTS

SPLIT EARS

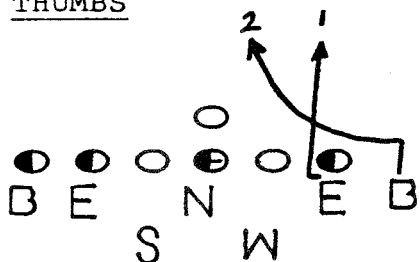


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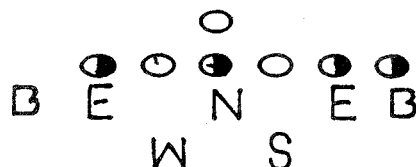


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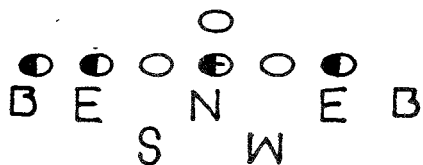
SPLIT THUMBS



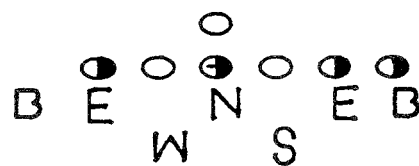
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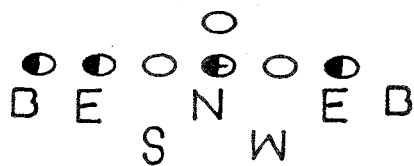
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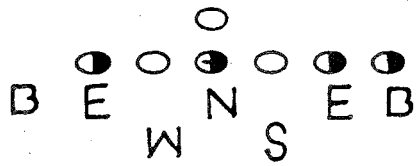
COACHING POINTS:



COACHING POINTS:

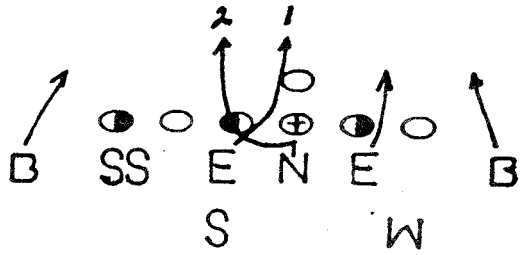


COACHING POINTS:



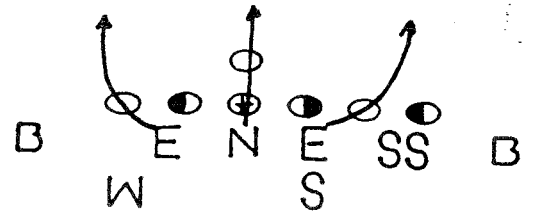
COACHING POINTS:

BRONCO STRONG TWIST



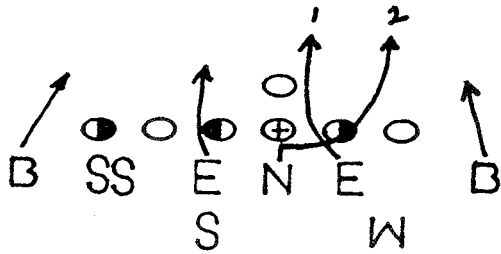
COACHING POINTS:

BRONCO OUT - 33 BUZZ

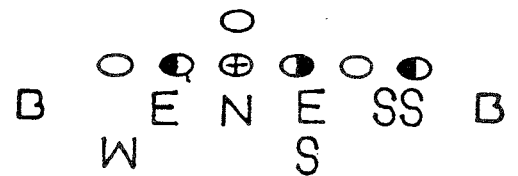


COACHING POINTS:

BRONCO WEAK TWIST

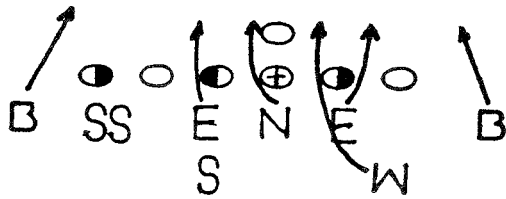


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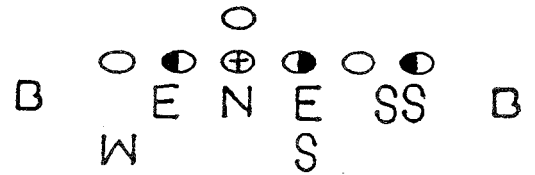


COACHING POINTS:

BRONCO WILLIE BLITZ

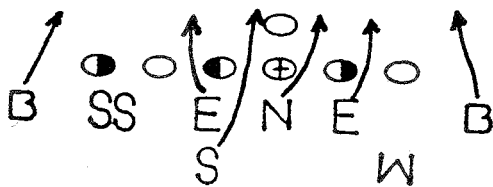


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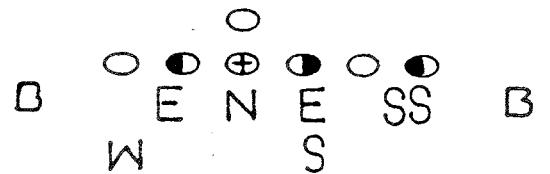


COACHING POINTS:

BRONCO SAM BLITZ



COACHING POINTS:

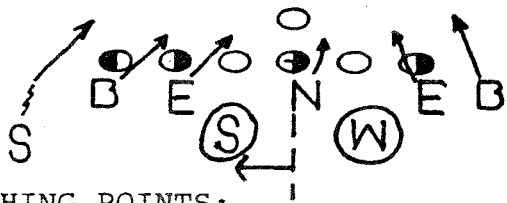


COACHING POINTS:

FIELD BLITZES

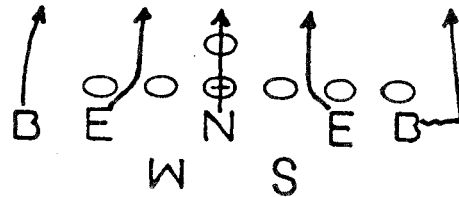
DOUBLE UNDER

FIELD CRASH FIRE - "O"



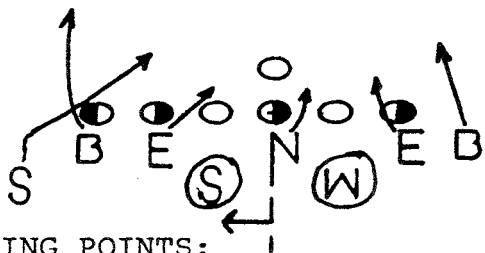
COACHING POINTS:

DOUBLE UNDER GO - 1



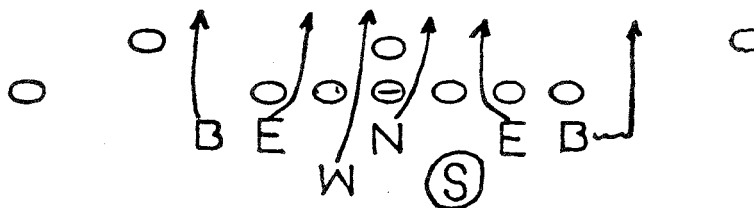
COACHING POINTS:

FIELD CRASH LIGHTNING - "O"



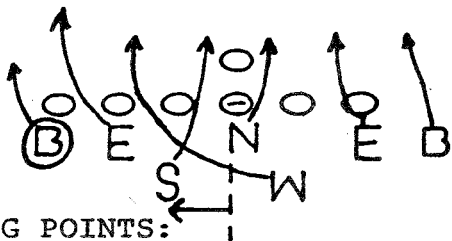
COACHING POINTS:

DOUBLE UNDER GO - ALERT

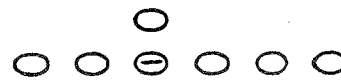


COACHING POINTS:

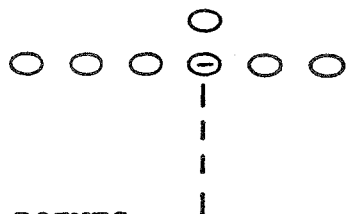
FIELD BLOOD - "O"



COACHING POINTS:



COACHING POINTS:

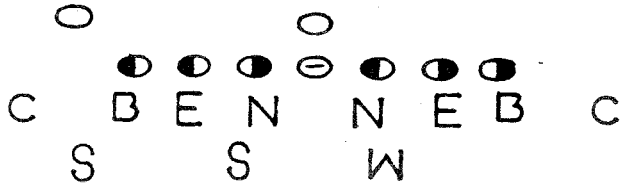


COACHING POINTS:



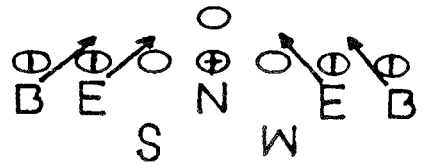
COACHING POINTS:

MADDOG - ZONE



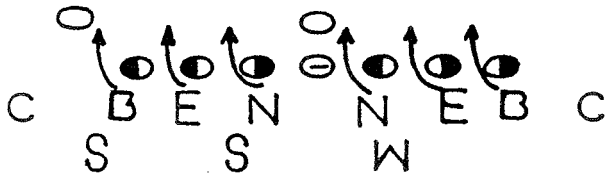
COACHING POINTS:

DOUBLE CRASH



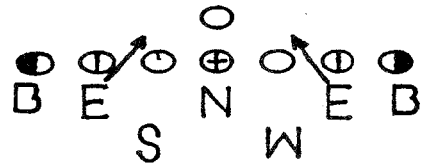
COACHING POINTS:

MADDOG SLANT - ZONE



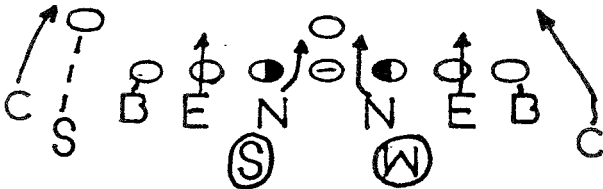
COACHING POINTS:

DOUBLE RIP



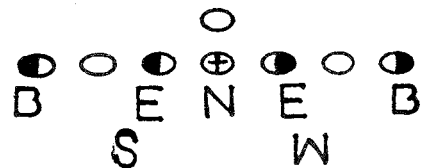
COACHING POINTS:

MADDOG FIRE - "O"



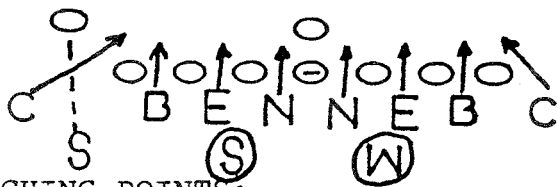
COACHING POINTS:

DOUBLE EAGLE



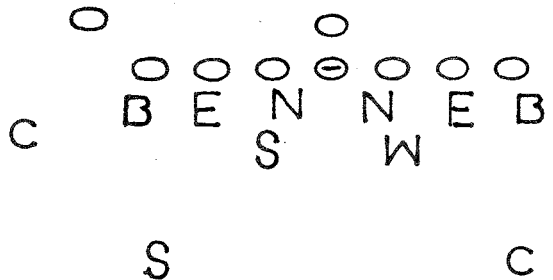
COACHING POINTS:

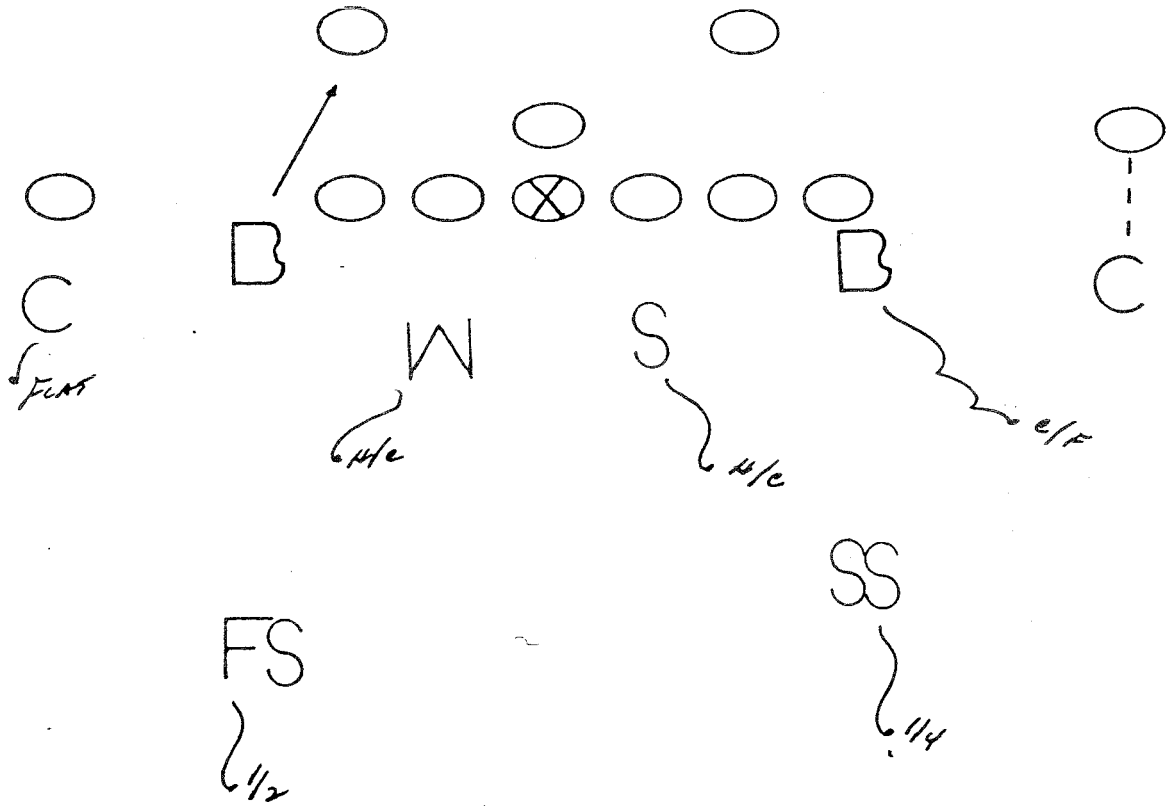
MADDOG GAPS - "O"



CHING POINTS:

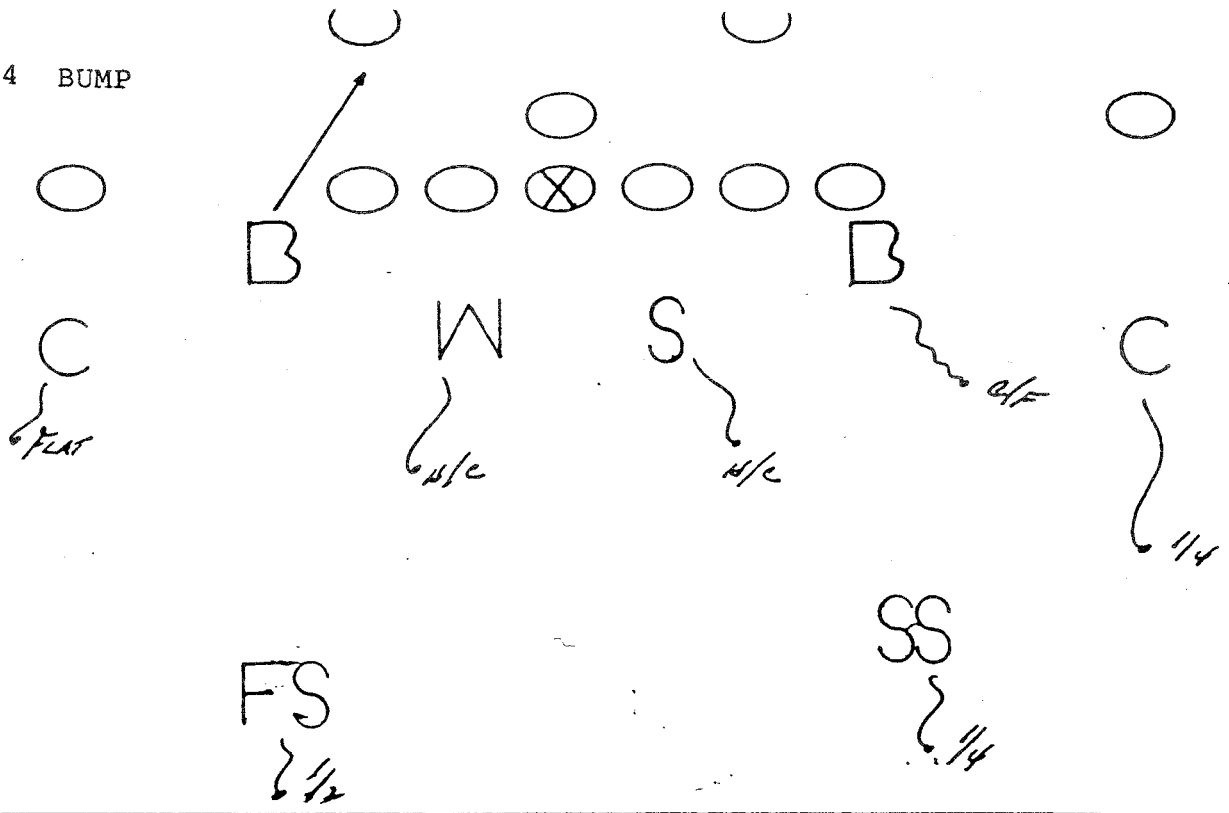
MADDOG - 66





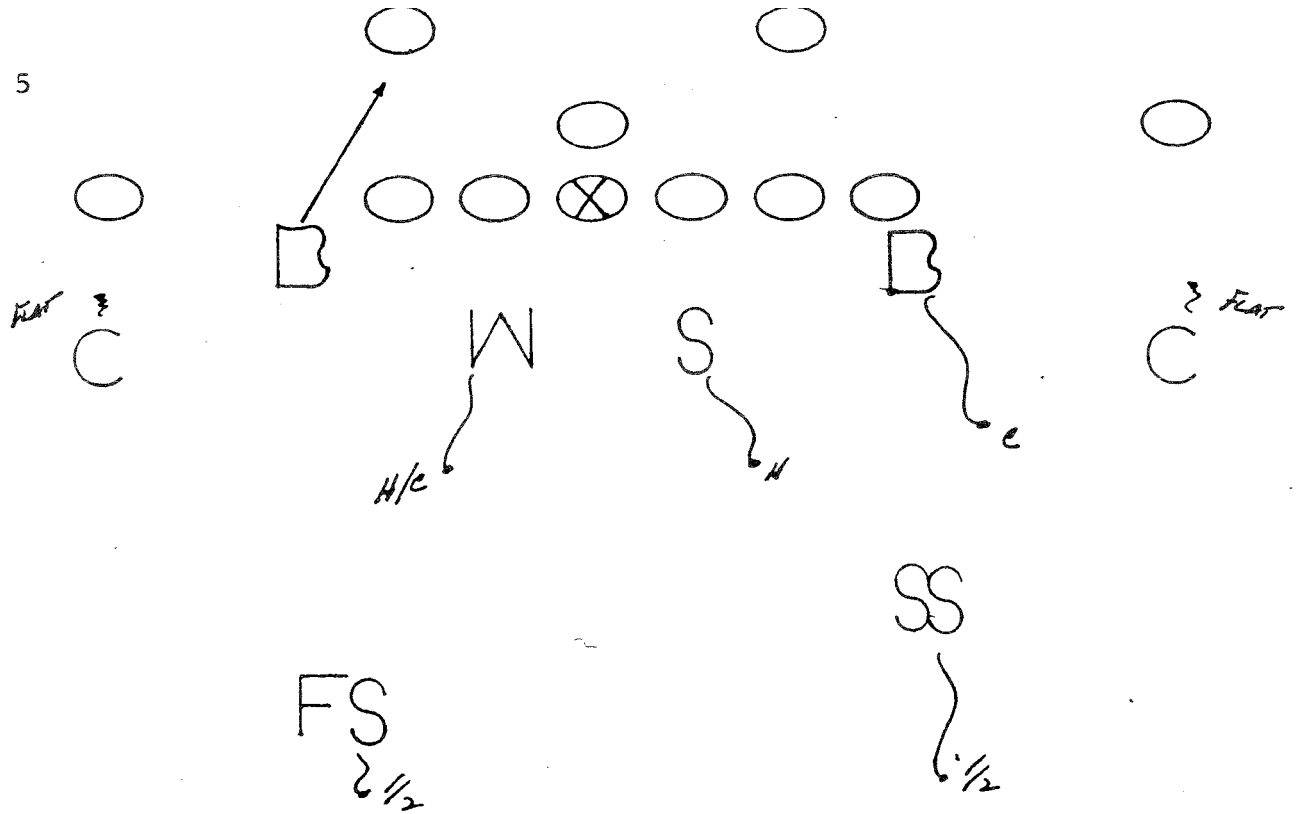
	Alignment	Pass Responsibility	Run To	Run Away
LC	5 Yd. & OUTSIDE	FLAT	CLOUD - FORCE	CUTBACK
RC	5 Yd. & OUTSIDE	DEEP 1/4	2nd CONTAIN	CUTBACK
SS	10 Yd. - (1 to 4 Yd)	DEEP 1/4	READ FORCE	ALLEY
FS	12 Yd. - HASH AREA	DEEP 1/2	2nd CONTAIN	ALLEY
S	HEAD UP to OUTSIDE of GUARD, 3 1/2 YARDS DEEP	HOOK to CURL, KEY TE	"B" GAP TO BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD, 3 1/2	HOOK to CURL, KEY #2	"A" GAP to BALL	ONSIDE "A" GAP to BALL
ROLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9-TECH	CURL to FLAT BASE on RELEASE of 2 or 3	D - GAP	FOLD

COVER 4 BUMP

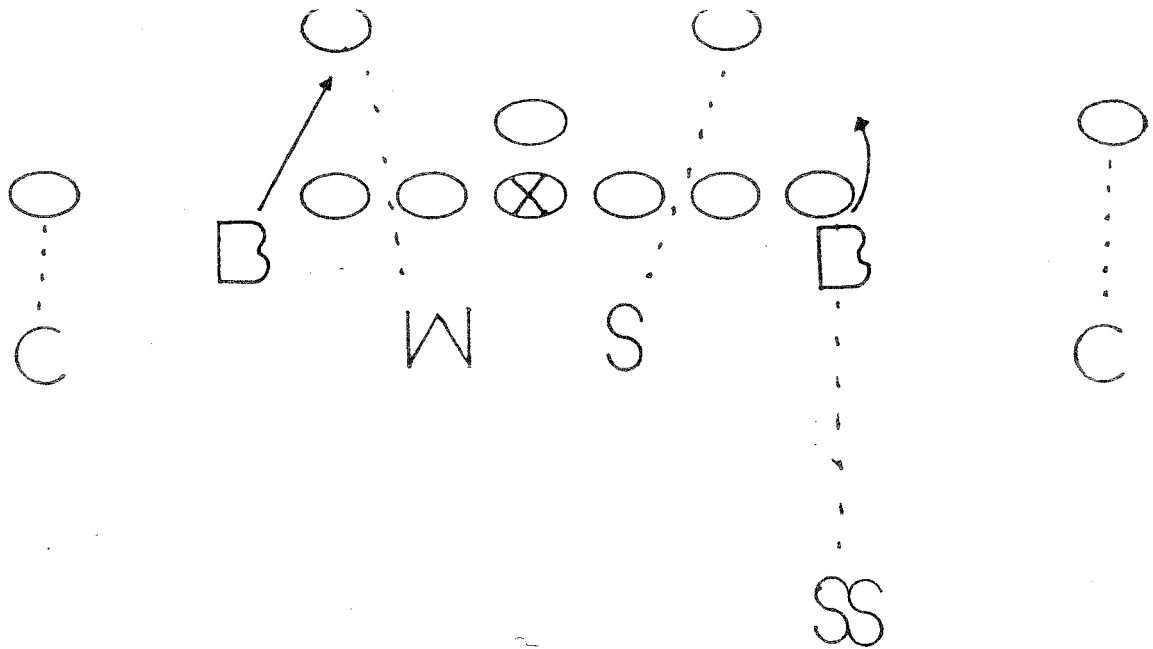


	Alignment	Pass Responsibility	Run To	Run Away
LC	TITE or BUMP	Same as 4 COVERAGE	→	→
RC	BUMP	OUTSIDE-M/M	N/A	N/A
SS	Same as 4 COVERAGE	→	→	→
FS	Same as 4 COVERAGE	→	→	→
S	Same as 4 COVERAGE			
W	Same as 4 COVERAGE	→	→	→
OLB	GO	GO-RUSH	C-GAP	CHASE
COLB	9 - TECH	CURL to FLAT BASED on RELEASE of 2 or 3	D - GAP	FOLD

COVER 5

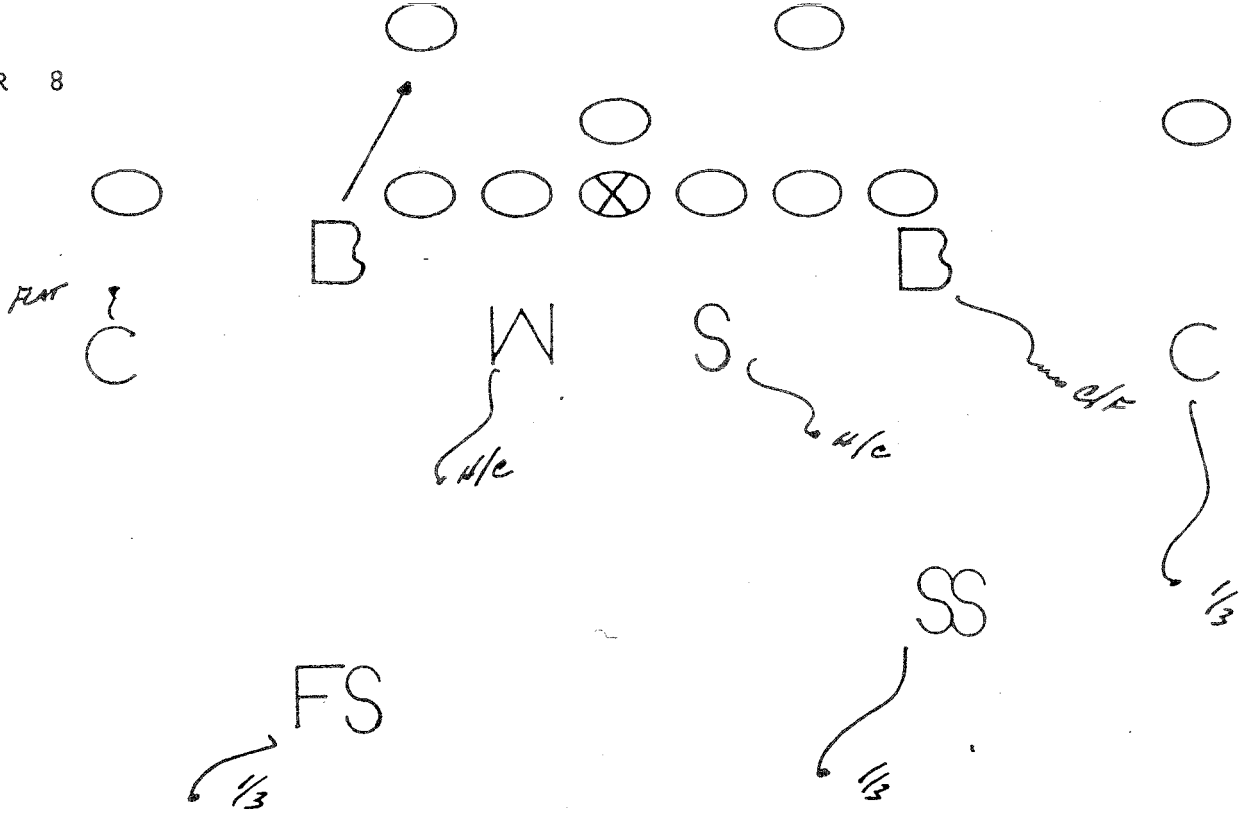


	Alignment	Pass Responsibility	Run To	Run Away
LC	5 Yd. OUTSIDE	FLAT	CLOUD - FORCE	CUTBACK
RC	5 Yd. OUTSIDE	FLAT	CLOUD - FREE	CUTBACK
SS	10 Yd. - (1 to 4 Yd.)	DEEP 1/2	2nd CONTAIN	ALLEY
FS	12 Yd. - HASH AREA	DEEP 1/2	2nd CONTAIN	ALLEY
S	HEAD UP to OUTSIDE of GUARD, 3 1/2 YARDS DEEP	HOOK, KEY TE	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD, 3 1/2 YARDS DEEP	HOOK to CURL, KEY #2	"A" GAP to BALL	ONSIDE "A" GAP
ROLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9 - TECH	CURL CARRY #2 VERTICAL on OUTSIDE RELEASE	D - GAP	FOLD



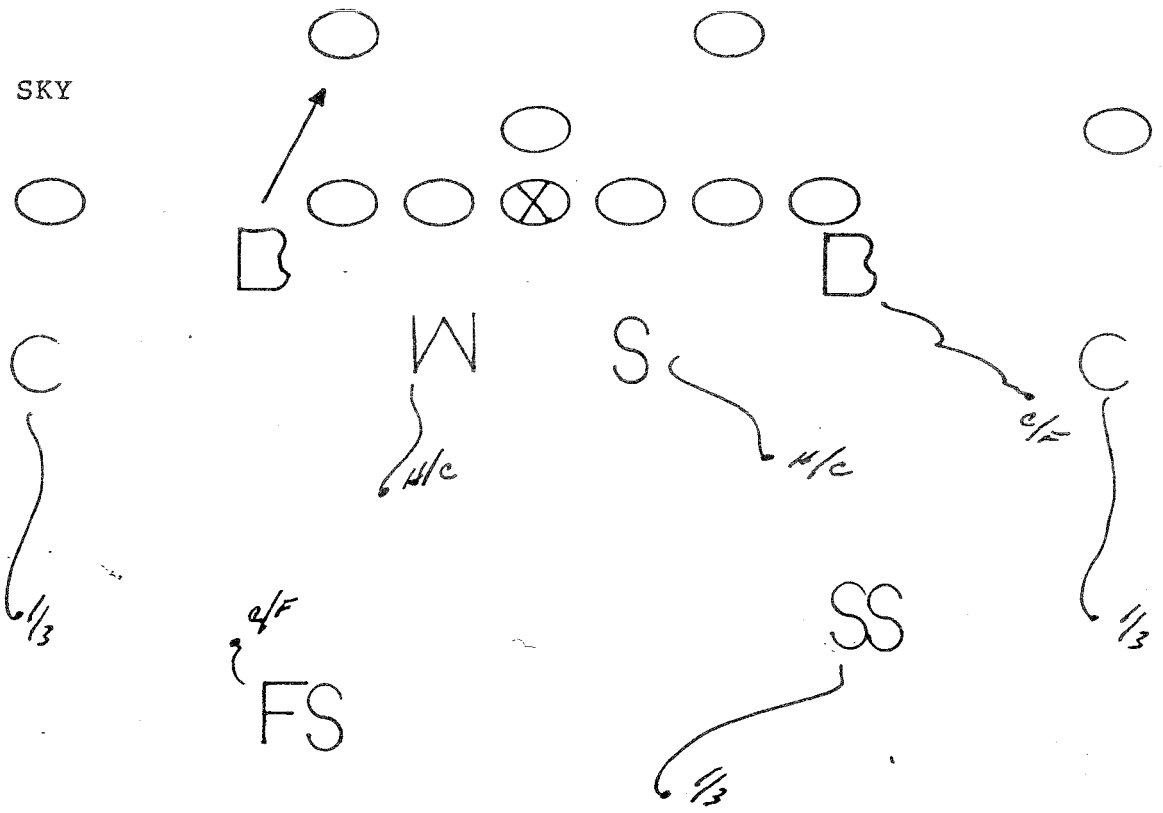
FS → FREE

	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE or TITE	M/M UNDERNEATH	CLOUD - FORCE	CUTBACK
RC	BASE or TITE	O-TECH #1	N/A	N/A
SS	BASE or TITE	o-TECH #2	READ - FORCE	ALLEY
FS	12 Yd. - HASH AREA	FREE-MIDDLE 1/2	2nd CONTAIN	ALLEY
S	HEAD UP to OUTSIDE of GUARD, 3 1/2 YARDS DEEP	MAN/MAN on RB to your SIDE	"B" GAP TO BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD, 3 1/2 YARDS DEEP	MAN/MAN on RB to your SIDE	"A" GAP to BALL	ONSIDE "A" GAP to BALL
LOLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9 - TECH	READ RUSH	D - GAP	FOLD

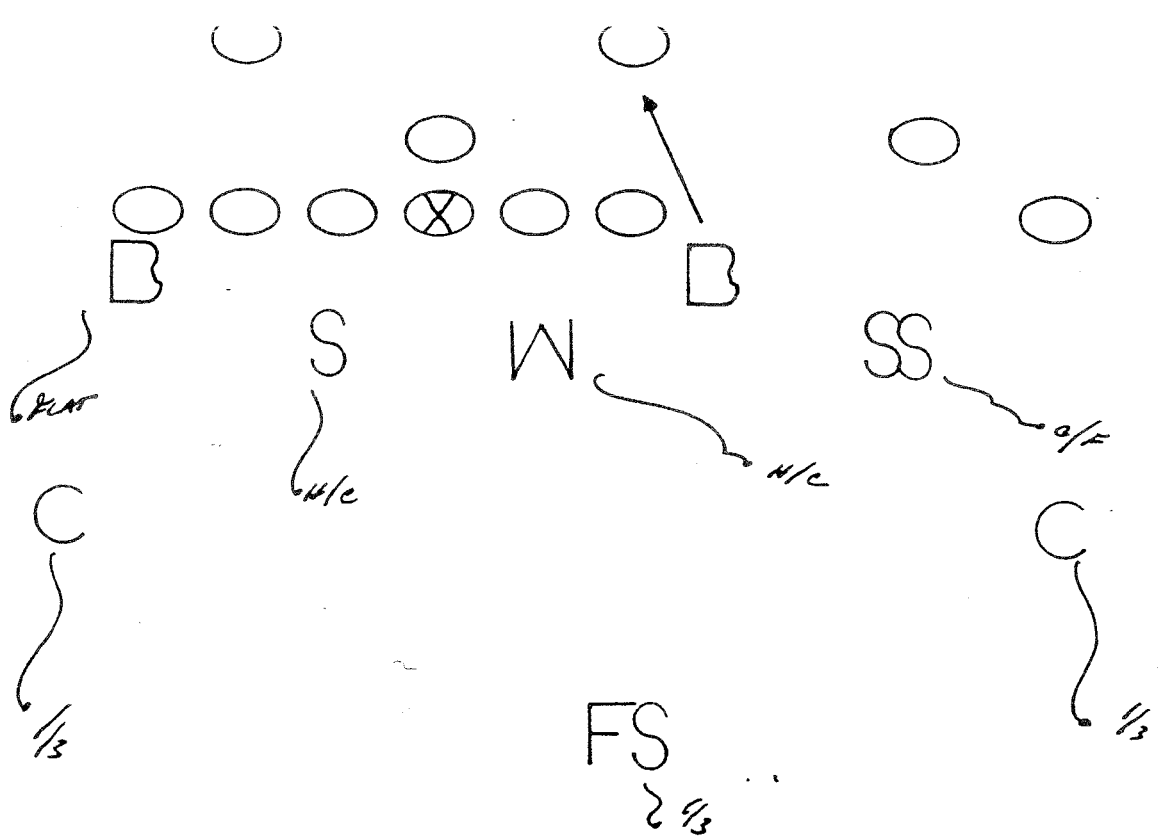


	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE	FLAT	CLOUD - FORCE	CUTBACK
RC	BASE	DEEP 1/3	2nd CONTAIN	CUTBACK
SS	BASE	DEEP 1/3	READ - FORCE	ALLEY
FS	BASE	DEEP 1/3	2nd CONTAIN	ALLEY
S	Same as 4 COVERAGE	—————→		
W	Same as 4 COVERAGE	—————→		
T.O.L.B	GO	GO - RUSH	C - GAP	CHASE
R.O.L.B	9 - TECH	CURL - FLAT	D - GAP	FOLD

COVER 8 SKY

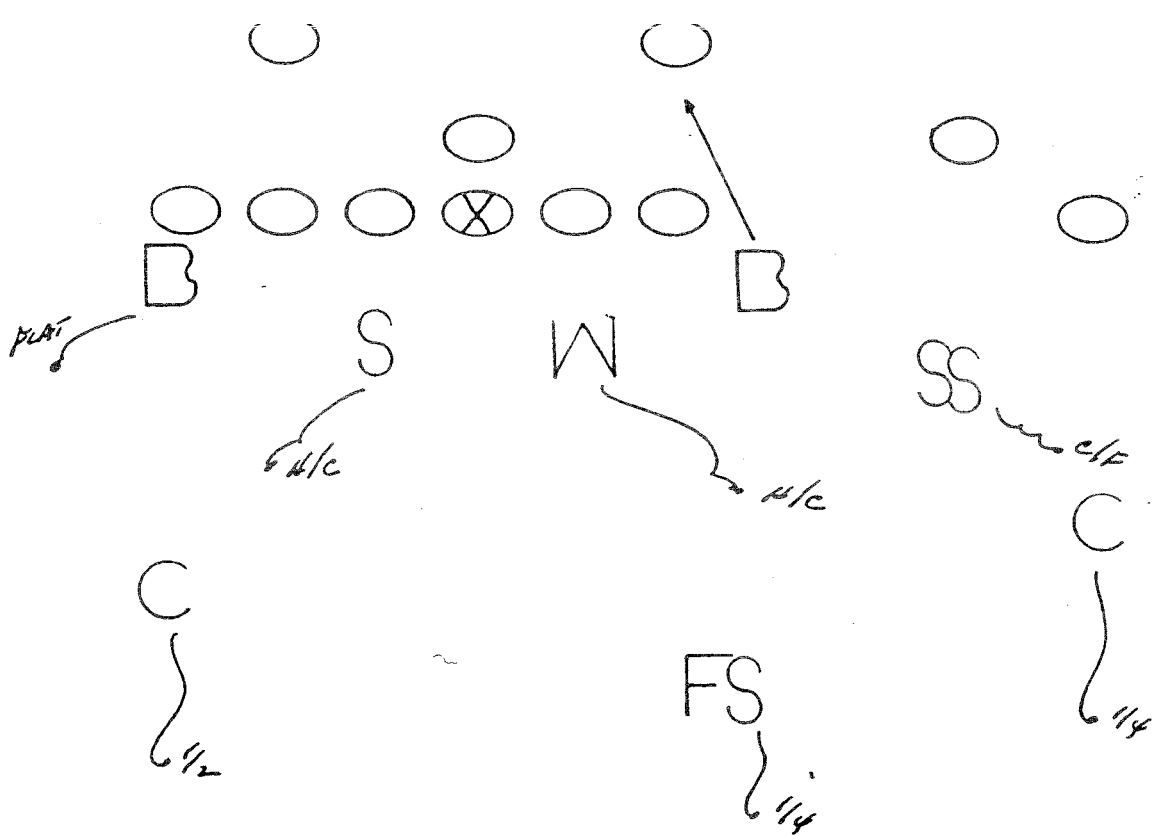


	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE	KICK OUT - 1/3	2nd CONTAIN	CUTBACK
RC	BASE	KICK OUT - 1/3	2nd CONTAIN	CUTBACK
SS	BASE	DEEP - 1/3	READ - FORCE	ALLEY
FS	BASE	CURL/FLAT	SKY - FORCE	ALLEY
S	Same as 4 COVERAGE			→
W	Same as 4 COVERAGE			→
OLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9 - TECH	CURL - FLAT	D - GAP	FOLD

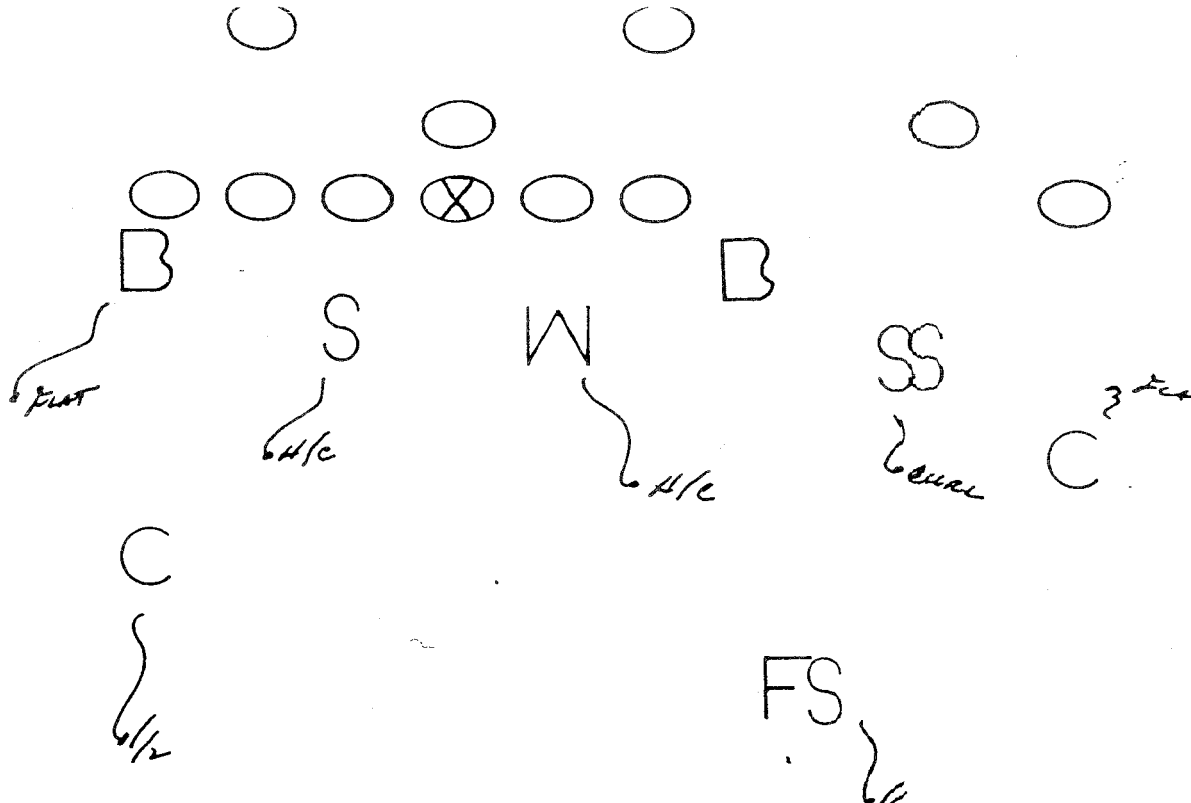


	Alignment	Pass Responsibility	Run To	Run Away
LC	7 x 1 OUTSIDE	DEEP 1/3	READ - FORCE	CUTBACK
RC	7 x 1 OUTSIDE	DEEP 1/3	2nd CONTAIN	CUTBACK
SS	4 x 1 IN/OUT	CURL/FLAT	SKY - FORCE	ALLEY
FS	12 YDS. - TACKLE AREA.	DEEP 1/3	ALLEY	ALLEY
S	HEAD UP to OUTSIDE OF GUARD, 3 1/2 YARDS DEEP	HOOK to CURL, KEY TE	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD, 3 1/2 YARDS DEEP	HOOK to CURL, KEY #2	"A" GAP to BALL	ONside "A" GAP to BALL
ROLB	9 - TECH	FLAT	D - GAP	FOLD
ROLB	GO	GO - RUSH	C - GAP	CHASE

COVER 6 SKY

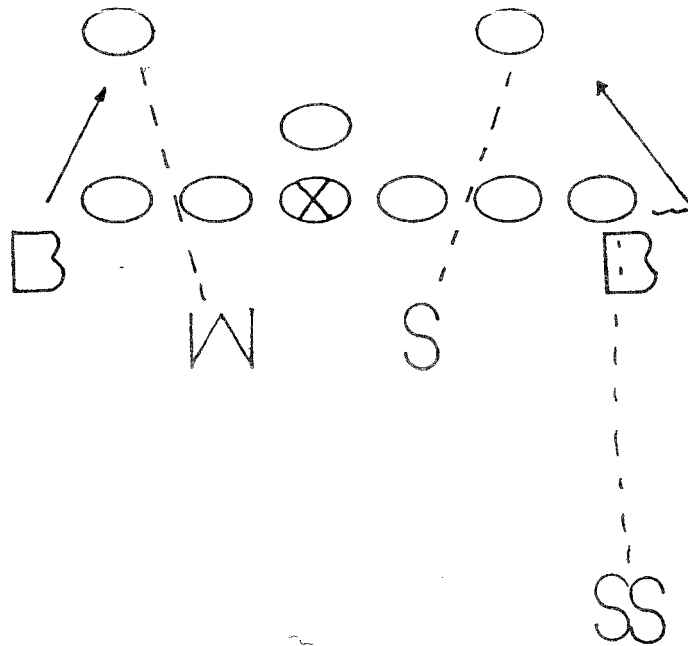


	Alignment	Pass Responsibility	Run To	Run Away
LC	10 Yd. HEADS on TE	DEEP 1/2	READ - FORCE	CUTBACK
RC	7 x 1 OUTSIDE	DEEP 1/4	2nd CONTAIN	CUTBACK
SS	4 x 1 IN/OUT	CURL - FLAT	SKY FORCE	ALLEY
FS	12 Yd. TACKLE AREA	DEEP 1/4	ALLEY	ALLEY
S	Same as 3 COVERAGE			→
W	Same as 3 COVERAGE			→
ROLB	9 - TECH	FLAT - Carry 2 VERICAL if OUTSIDE RELEASE	D - GAP	FOLD
ROLB	GO	GO RUSH	C - GAP	CHASE



	Alignment	Pass Responsibility	Run To	Run Away
LC	10 YD. HEADS on TE	DEEP - 1/2	READ - FORCE	CUTBACK
RC	7 x 1 OUTSIDE	FLAT	CLOUD - FORCE	CUTBACK
SS	4 x 1 IN/OUT	CURL	ALLEY	ALLEY
FS	12 Yd. OVER #2	DEEP - 1/2	2nd CONTAIN	ALLEY
S	HEAD UP to OUTSIDE of GUARD	HOOK to CURL, KEY TE	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD	MIDDLE to HOOK	"A" GAP to BALL	ONside "A" GAP to BALL
ROLB	9 - TECH	FLAT - carry 2 VERTICAL if OUTSIDE RELEASE	D - GAP	FOLD
ROLB	GO	GO RUSH	C - GAP	CHASE

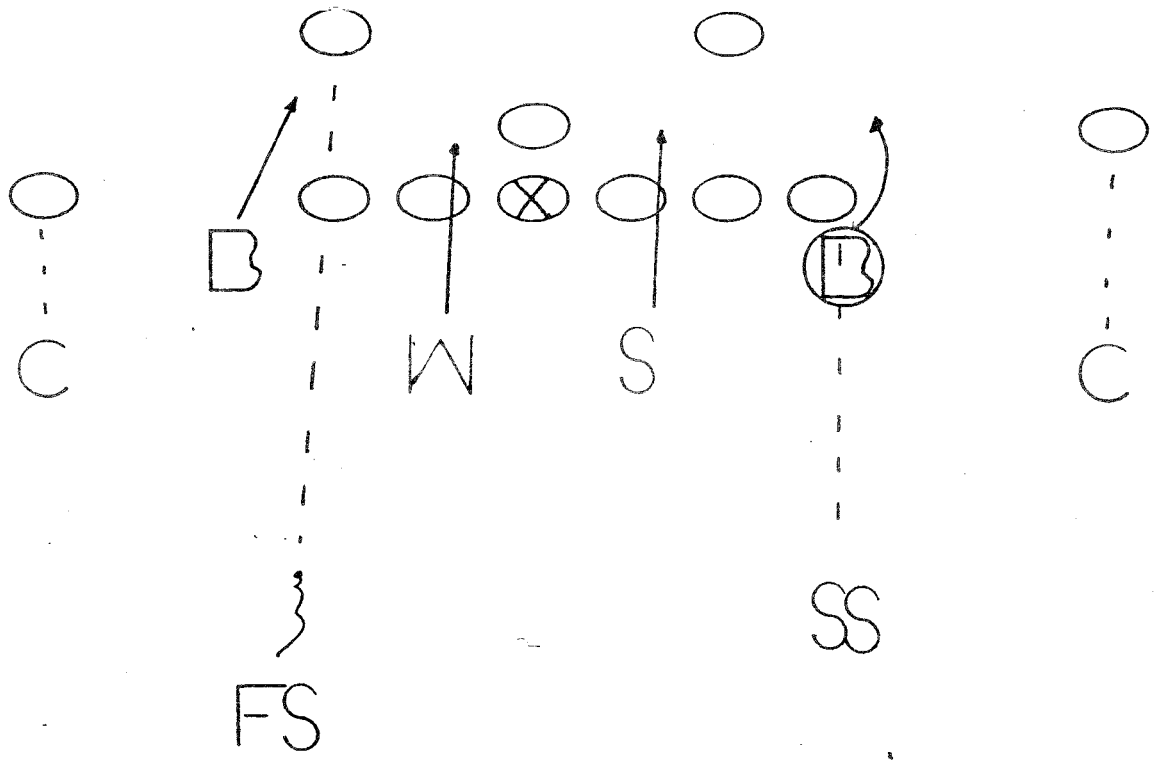
COVER 1-STAY



FS → FACE

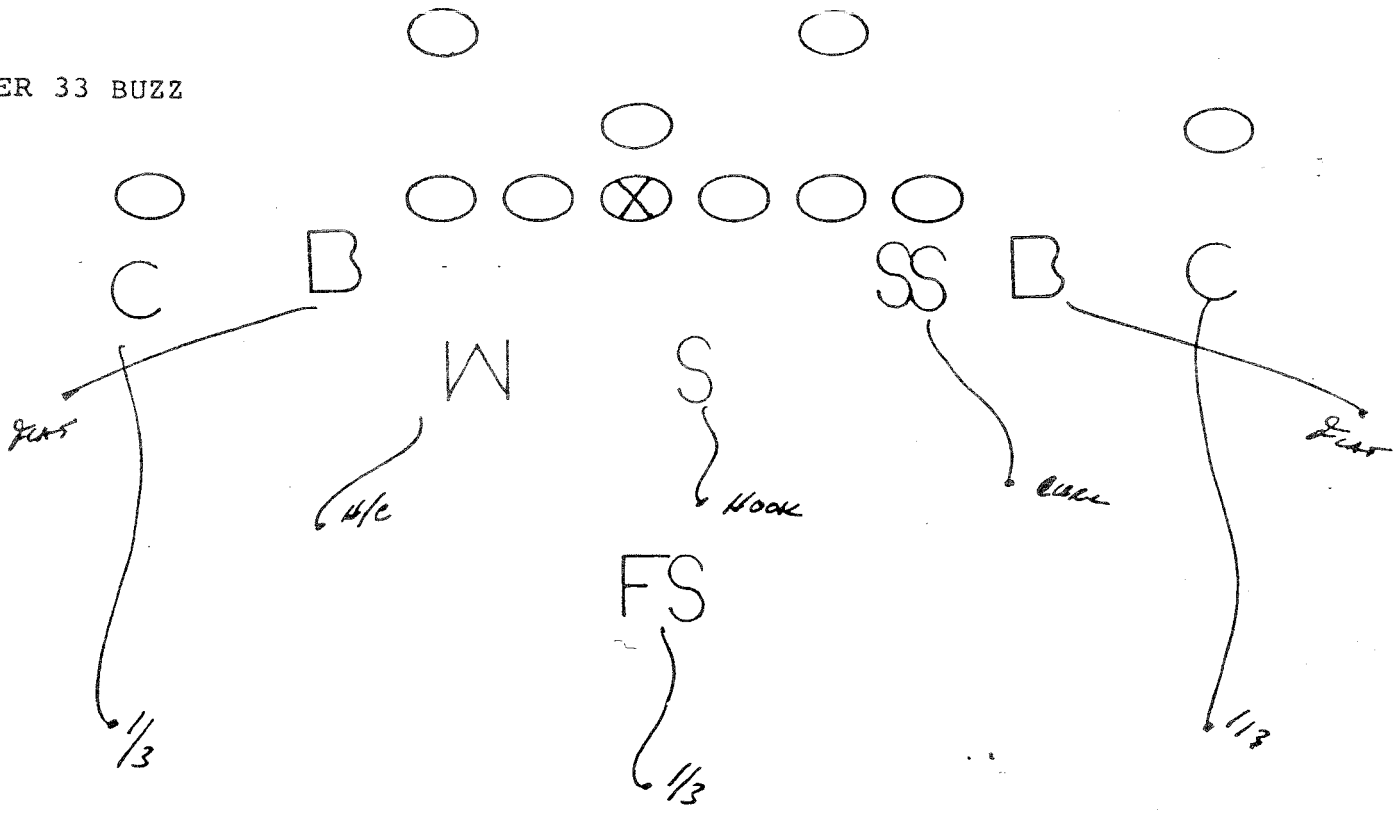
	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE or BUMP	INSIDE M/M #1	2nd CONTAIN	CUTBACK
RC	BASE or BUMP	INSIDE M/M #1	2nd CONTAIN	CUTBACK
SS	BASE or TITE	OUTSIDE M/M #2	ALLEY	ALLEY
FS	BASE	FREE	ALLEY	ALLEY
S	HEAD UP to OUTSIDE of GUARD, 3 1/2 YARDS DEEP	MAN/MAN on RB to your SIDE	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
W	HEAD UP to INSIDE of GUARD, 3 1/2 YARDS DEEP	MAN/MAN on RB to your SIDE	"A" GAP to BALL	ONSIDE "A" GAP to BALL
LOLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9 - TECH WIDEN LATE	GO - RUSH	D - GAP	FOLD

COVER O



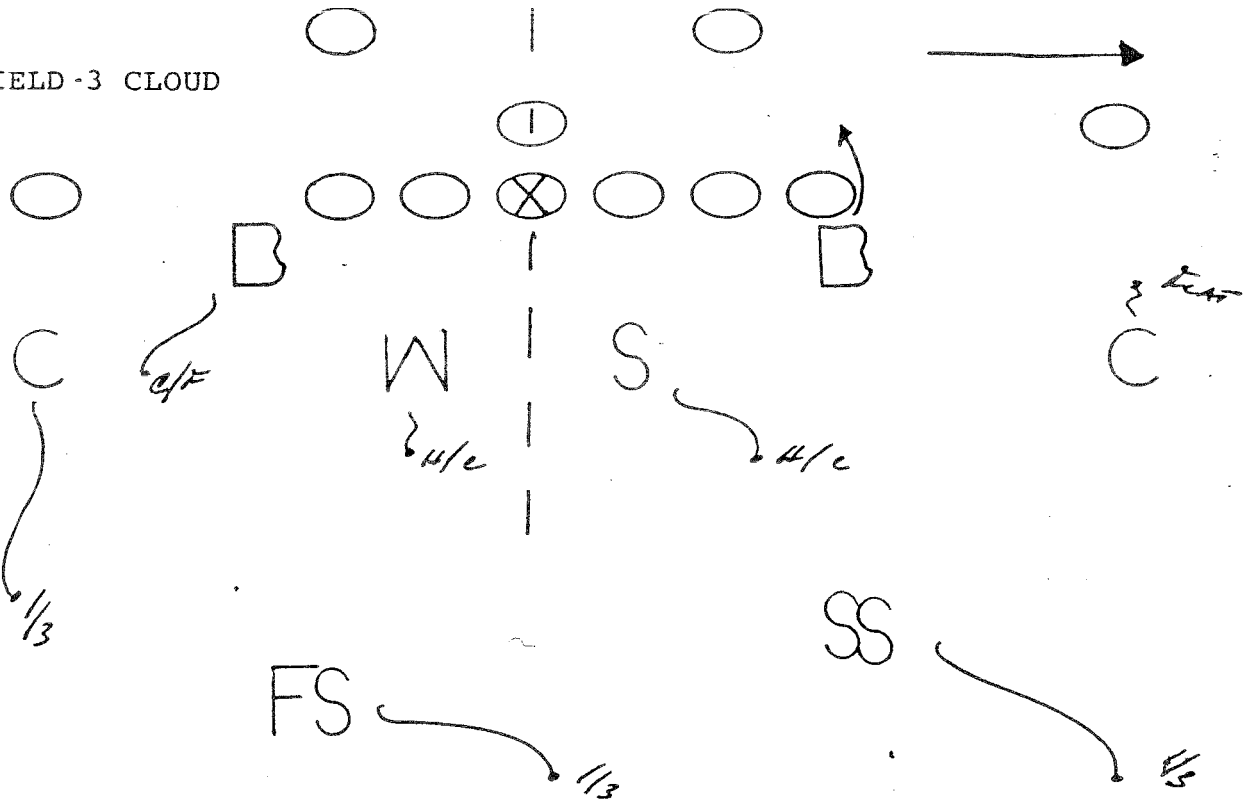
	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE or BUMP	O - TECH #1	2nd CONTAIN	CUTBACK
RC	BASE or BUMP	O - TECH #1	2nd CONTAIN	CUTBACK
SS	BASE or TITE	O - TECH #2	ALLEY	ALLEY
FS	BASE	O - TECH #2 (SE)	ALLEY	ALLEY
S	HEAD UP on GUARD	BLITZ APPROPRIATE GAP	GAP you are BLITZING to BALL	GAP you are BLITZING to BALL
W	HEAD UP on GUARD	BLITZ APPROPRIATE GAP	GAP you are BLITZING to BALL	GAP you are BLITZING to BALL
LOLB	GO	GO - RUSH	C - GAP	CHASE
ROLB	9 - TECH	READ RUSH & CONTAIN 1st BACK TE - SIDE	D - GAP	FOLD

COVER 33 BUZZ



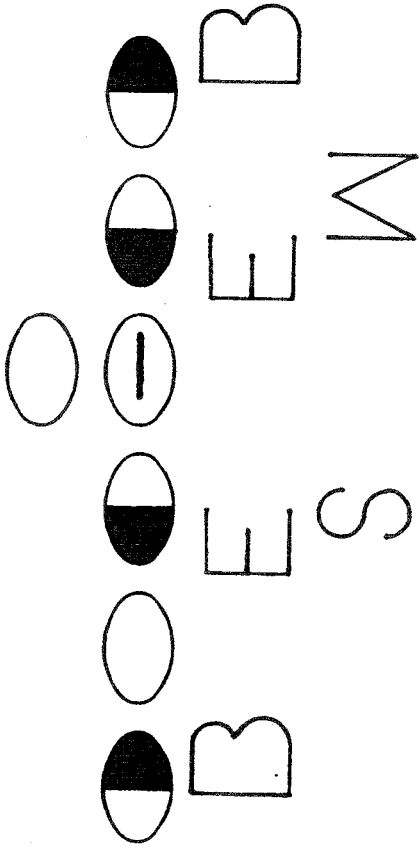
	Alignment	Pass Responsibility	Run To	Run Away
LC	BUMP	KICK OUT - 1/3	2nd CONTAIN	CUTBACK
RC	BUMP	KICK OUT - 1/3	2nd CONTAIN	CUTBACK
SS	ANCHOR	KICK OUT - CURL	ALLEY	FOLD
FS	11 Yd. GUARD ST.	DEEP 1/3	ALLEY	ALLEY
S	INSIDE of GUARD	HOOK, KEY TE	"A" GAP to BALL	OFFSIDE "A" GAP to BALL
W	INSIDE to HEAD UP on TACKLE	HOOK to CURL, KEY #2	"C" GAP to BALL	"A" GAP to BALL
TOLB	GO	FLAT	C - GAP	CHASE
ROLB	GO	FLAT	D - GAP	CHASE

FIELD -3 CLOUD



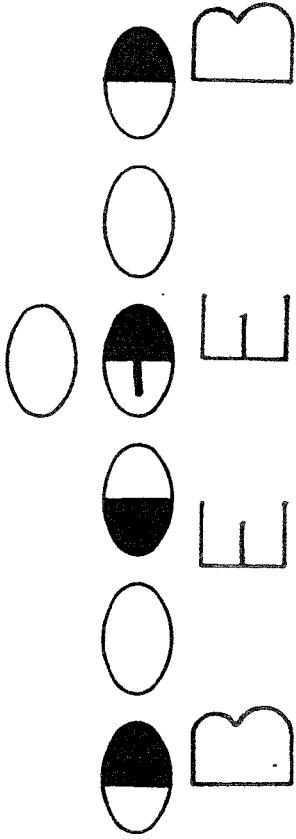
	Alignment	Pass Responsibility	Run To	Run Away
LC	BASE	KICK OUT - 1/3	2nd CONTAIN	CUTBACK
RC	BASE	FLAT	CLOUD - FORCE	CUTBACK
SS	BASE	DEEP 1/3	2nd CONTAIN	ALLEY
FS	BASE	DEEP 1/3	ALLEY	ALLEY
S	Same as 3 COVERAGE			
W	Same as 3 COVERAGE			
TOLB	GO	CURL - FLAT	C - GAP	FOLD
ROLB	9 - TECH	READ RUSH	D - GAP	CHASE

TITE 40



	<u>ALIGNMENT</u>	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>			
		<u>KEY</u>	<u>FLOW TO</u>	<u>FLOW AWAY</u>	<u>FLOW TO</u>	<u>DROP BACK</u>	<u>FLOW AWAY</u>	<u>DROP</u>	<u>FLOW AWAY</u>
LE	3 TECH	BALL GUARD	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP	B-GAP	B-GAP
RE	2 EYE	BALL GUARD	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP	A-GAP	A-GAP
ROLB	5 TECH	BALL	C-GAP	CHASE	C-GAP	CHASE	GO	GO	GO
LOLB	7 TECH GO	BALL	C-GAP	CHASE	C-GAP	CHASE	C-GAP	C-GAP	C-GAP
SAM	HEAD UP on GUARD	FB to BACKFIELD FLOW	"A" GAP to OUTSIDE to BALL	ONSIDE "A" GAP to BALL	"A" GAP to OUTSIDE to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to OUTSIDE to BALL	OFFSIDE "A" GAP to BALL	"B" GAP to OUTSIDE to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP

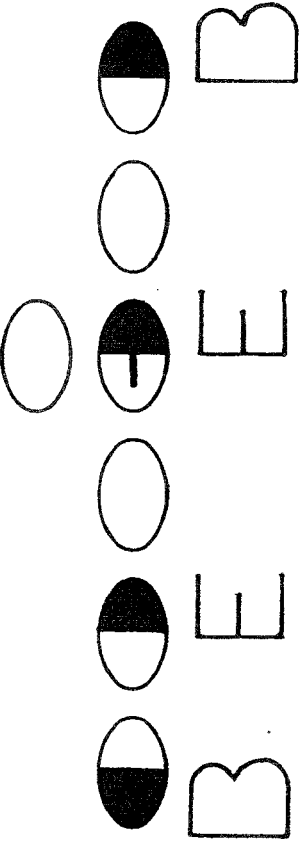
TITE 20



S W

	<u>RUN CATEGORY</u>				<u>PASS CATEGORY</u>		
	<u>ALIGNMENT</u>	<u>KEY</u>	<u>FLOW TO</u>	<u>FLOW AWAY</u>	<u>FLOW TO</u>	<u>DROP BACK</u>	<u>FLOW AWAY</u>
LE	3 TECH	BALL GUARD	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP
RE	SHADE BACKSIDE A-GAP	BALL CENTER	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP
ROLB	5 TECH GO	BALL	C-GAP	CHASE	GO	GO	GO
LOLB	7 TECH GO	BALL	C-GAP	CHASE	C-GAP	C-GAP	C-GAP
SAM	HEAD UP on GUARD	FB to BACKFIELD FLOW	"A" GAP to OUTSIDE to BALL	ONSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP

TITE 50

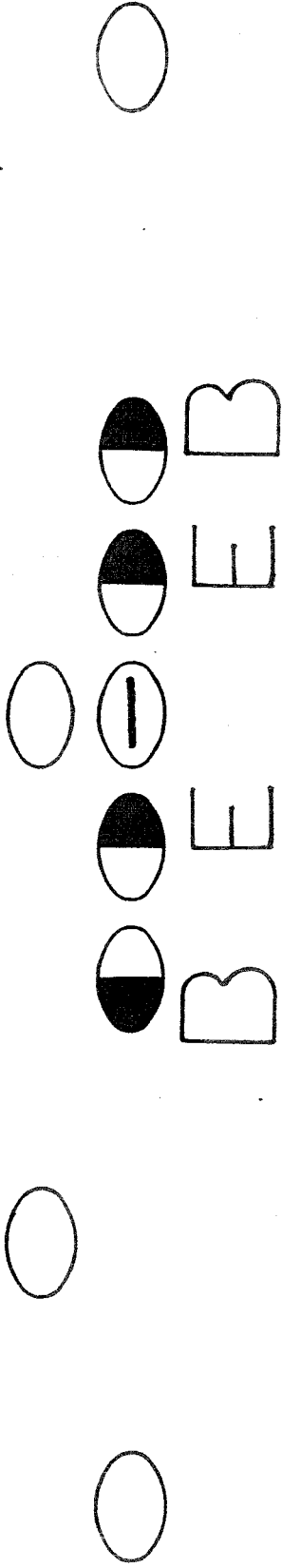


B E E B

S W

	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
LE	4 EYE	BALL TACKLE	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP	
RE	SHADE BACKSIDE A-GAP	BALL CENTER	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP	
ROLB	5 TECH GO	BALL	C-GAP	CHASE	C-GAP RUSH	C-GAP RUSH	C-GAP RUSH	
LOLB	GO 9 TECH	ROLL	D-GAP	CHASE	D-GAP RUSH	D-GAP RUSH	D-GAP RUSH	
SAM	HEAD UP on GUARD	FB to COVERAGE DROP	"A" GAP to BALL	ONSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to OUTSIDE of GUARD	FB to COVERAGE DROP	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

SPLIT 40

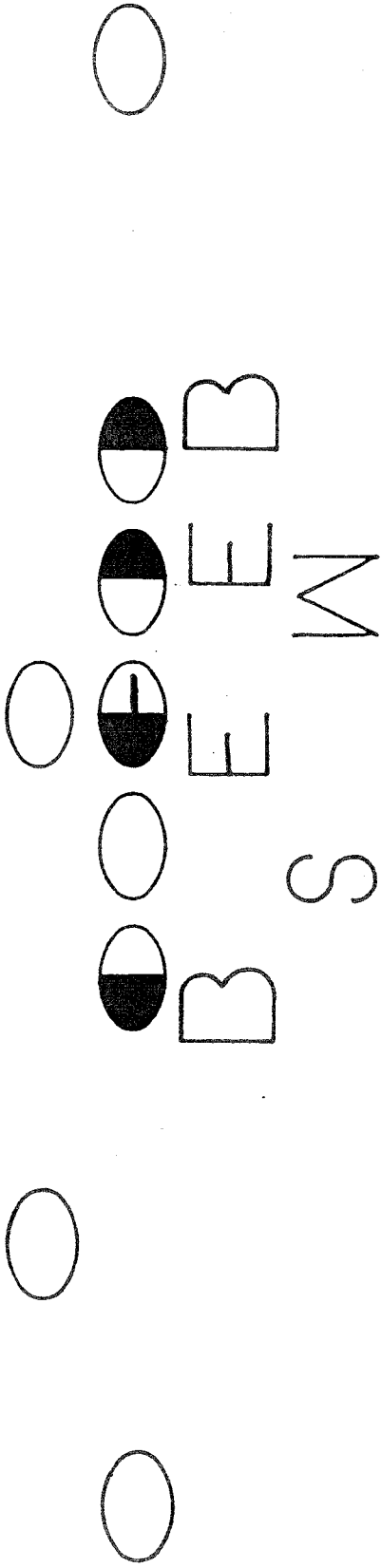


B E E B

S W

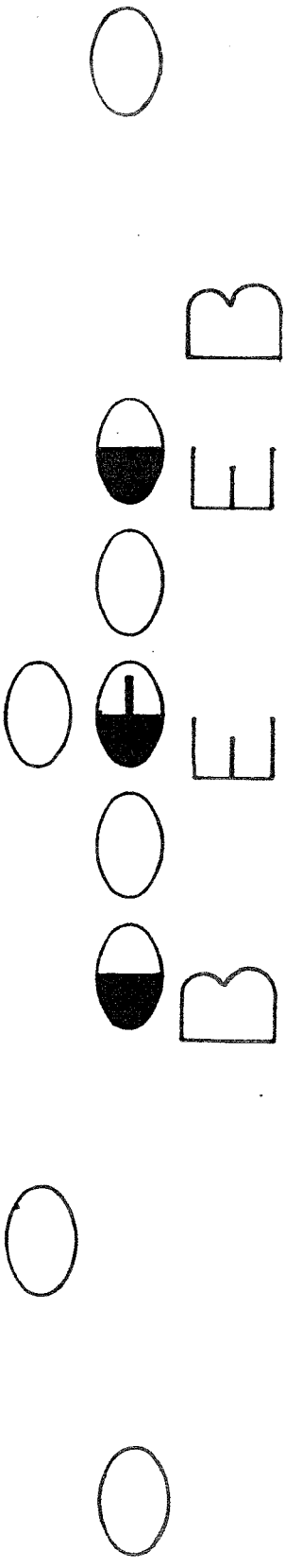
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
LE	2 EYE	BALL GUARD	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP CHASE	
RE	3 TECH	BALL GUARD	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP CHASE	
ROLB	5 TECH GO	BALL	C-GAP	CHASE	GO	GO	GO	
LOLB	5 TECH GO	BALL	C-GAP	CHASE	GO	GO	GO	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

SPLIT 20



	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	DROP
LE	SHADE BACKSIDE A-GAP	BALL CENTER	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP CHASE	A-GAP CHASE
RE	3 TECH	BALL GUARD	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP CHASE	B-GAP CHASE
ROLB	5 TECH GO	BALL	C-GAP	C-CHASE	GO	GO	GO	GO
LOLB	5 TECH	BALL	C-GAP	C-CHASE	GO	GO	GO	GO
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP to BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BA00	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP

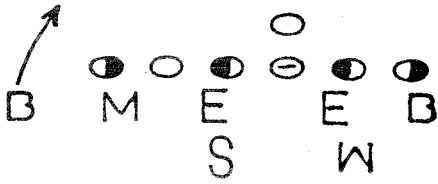
SPLIT 50



S S W

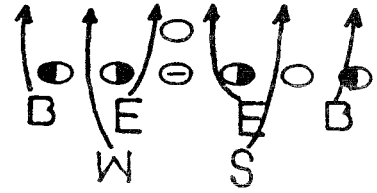
	RUN CATEGORY				PASS CATEGORY			
	ALIGNMENT	KEY	FLOW TO	FLOW AWAY	FLOW TO	DROP BACK	FLOW AWAY	
LE	SHADED BACKSIDE A-GAP	BALL CENTER	A-GAP	A-GAP CHASE	A-GAP	A-GAP	A-GAP CHASE	
RE	4 EYE	BALL TACKLE	B-GAP	B-GAP CHASE	B-GAP	B-GAP	B-GAP CHASE	
ROLB	5 TECH GO	BALL	C-GAP	CHASE	GO	GO	GO	
LOLB	5 TECH GO	BALL	C-GAP	CHASE	GO	GO	GO	
SAM	HEAD UP to OUTSIDE of GUARD	FB to BACKFIELD FLOW	"B" GAP TO BALL	OFFSIDE "A" GAP to BALL	TE to COVERAGE DROP	TE to COVERAGE DROP	TE to COVERAGE DROP	
WILLIE	HEAD UP to INSIDE of GUARD	FB to BACKFIELD FLOW	"A" GAP to BALL	ONSIDE "A" GAP to BALL	#2 to COVERAGE DROP	#2 to COVERAGE DROP	TE to COVERAGE DROP	

TITE 40 ANCHOR



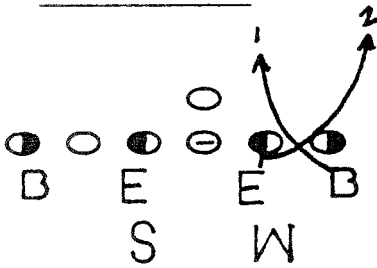
COACHING POINTS:

TITE 40 DOUBLE BULLETS

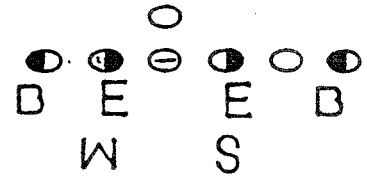


COACHING POINTS:

TITE 40 WEAK THUMBS

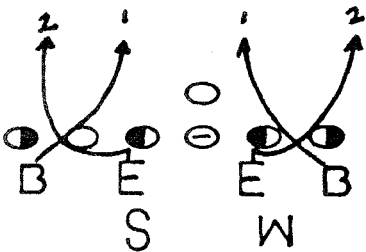


COACHING POINTS:

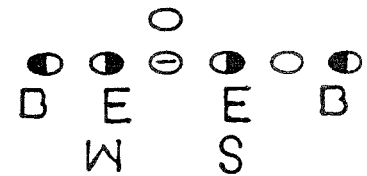


COACHING POINTS:

TITE 40 "ET"

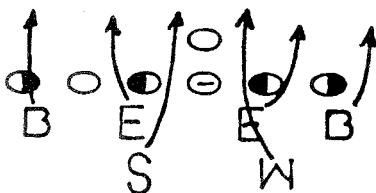


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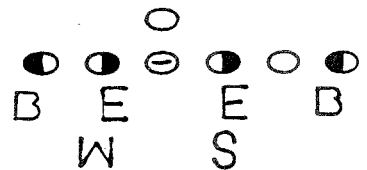


COACHING POINTS:

TITE 40 DOUBLE ARROW



COACHING POINTS:

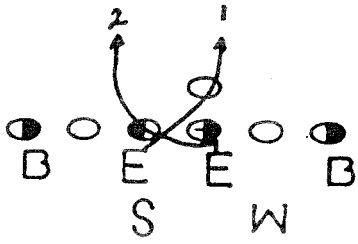


COACHING POINTS:

TITE 20 STUNTS

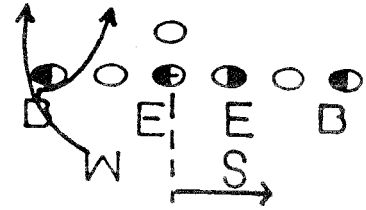
FIELD 20 STUNTS

TITE 20 TWIST

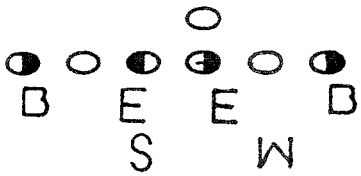


COACHING POINTS:

FIELD 20 ZAP - 9

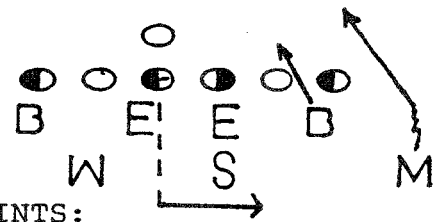


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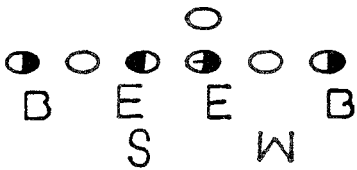


COACHING POINTS:

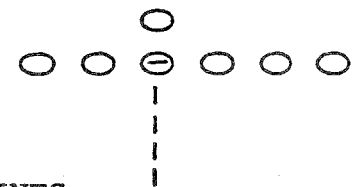
FIELD 20 FIRE - 9



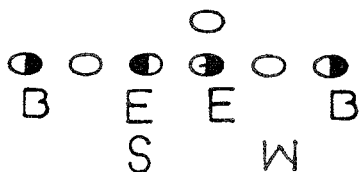
COACHING POINTS:



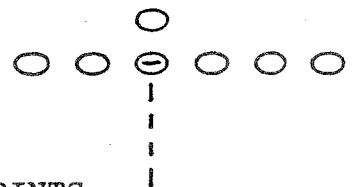
COACHING POINTS:



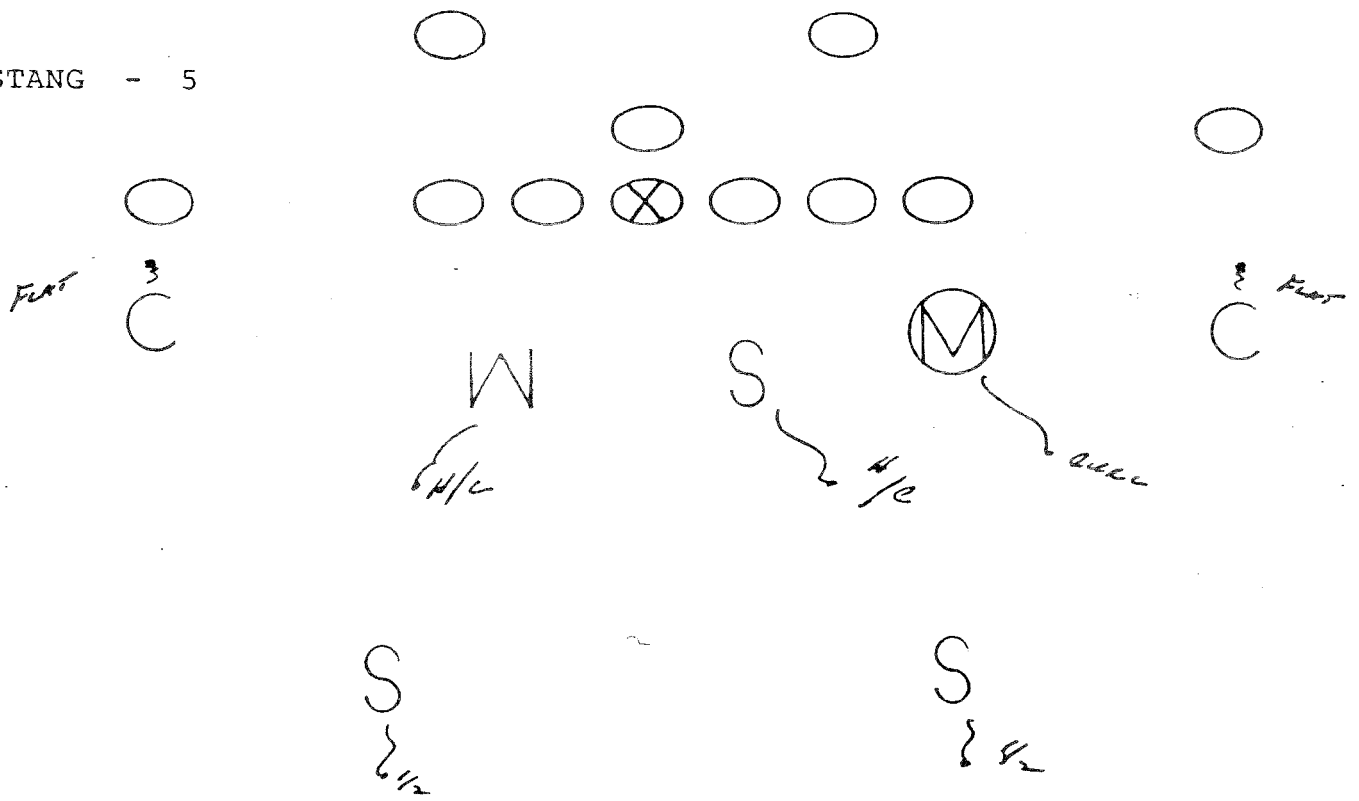
COACHING POINTS:



ACHING POINTS:

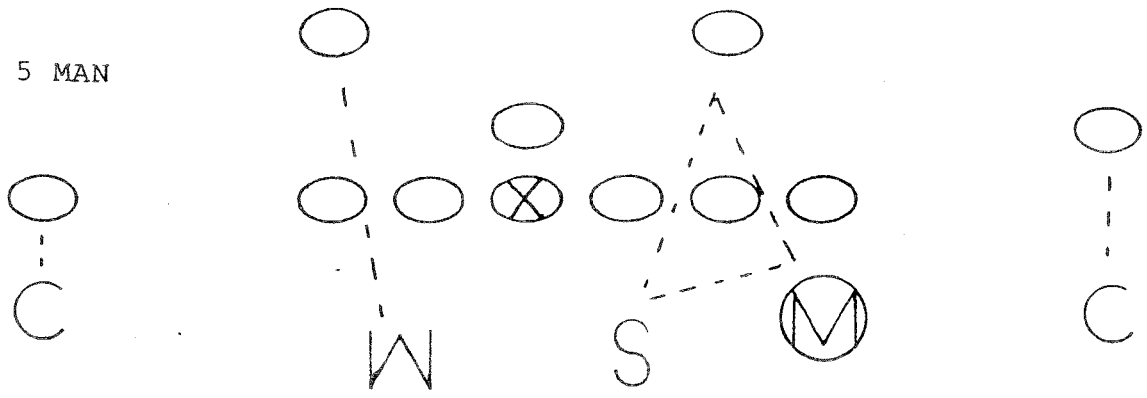


COACHING POINTS:



	Alignment	Pass Responsibility	Run To	Run Away
LC	TITE & OUTLINE	FLAT	CLOUD FORCE	CUTBACK
RC	TITE & OUTLINE	FLAT	CLOUD FORCE	CUTBACK
SS	12 YDs. HASH AREA	DEEP 1/2	2nd CONTAIN	ALLEY
FS	12 YDs. HASH AREA	DEEP 1/2	2nd CONTAIN	ALLEY
S	HEAD UP on GUARD	HOOK-CURL, KEY TE	"A" GAP to BALL	ONSIDE "A" GAP to BALL
W	HEAD UP to OUTSIDE of GUARD	HOOK-CURL, KEY #2	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
OLB				
(M)	TITE on TE	CURL	ALLEY	FOLD

MUSTANG - 5 MAN

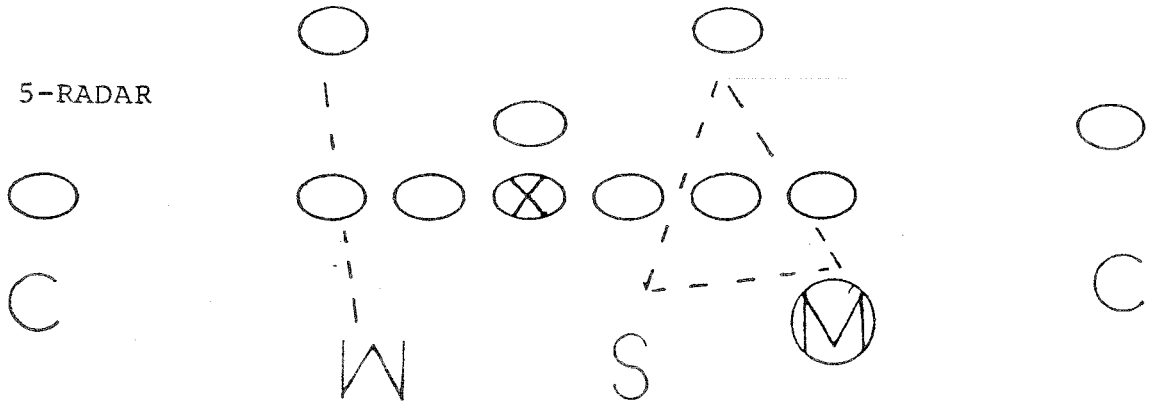


S
~
~
1/2

S
~
~
1/2

	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	M/M - #1	CLOUD - FORCE	CUTBACK
RC		M/M - #1	CLOUD - FORCE	CUTBACK
SS		DEEP 1/2	2nd CONTAIN	ALLEY
FS		DEEP 1/2	2nd CONTAIN	ALLEY
S	HEAD UP on GUARD	SPLIT BACKS- COMBO TE & RB with MUSTANG MAN, "I" BACKS MAN/MAN on RB your side.	"A" GAP to BALL	ONSIDE "A" GAP to BALL
W	HEAD UP to OUTSIDE of GUARD	MAN/MAN ON RB your side.	"B" GAP TO BALL	OFFSIDE "A" GAP to BALL
OLB				
(M)	SAME AS 5	M/M - #2 Possible COMBO	ALLEY	FOLD

MUSTANG 5-RADAR



IN/out

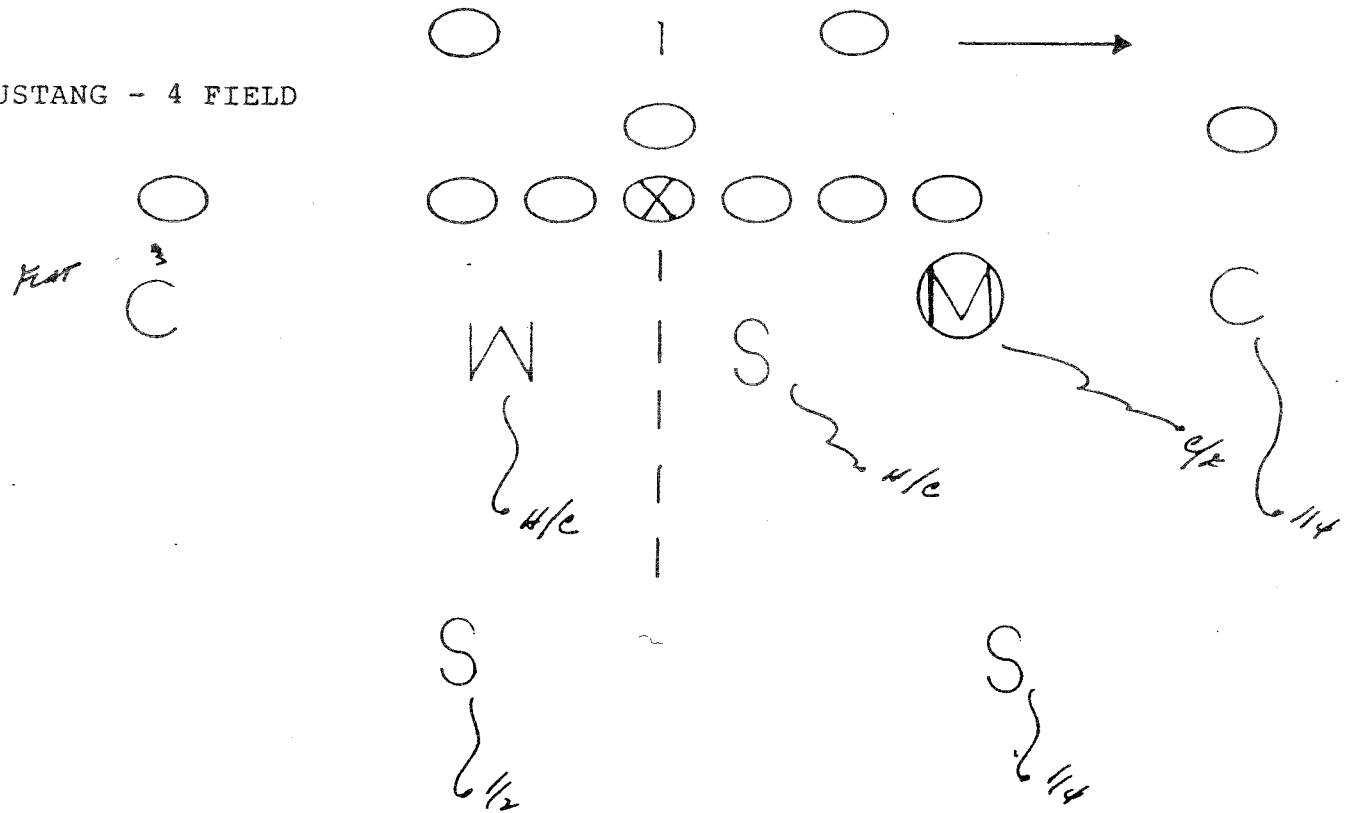
IN/out

S
?

S
?

	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	IN/OUT #1	CLOUD - FORCE	CUTBACK
RC		IN/OUT #1	CLOUD - FORCE	CUTBACK
SS		IN/OUT #1	2nd CONTAIN	ALLEY
FS		IN/OUT #1	2nd CONTAIN	ALLEY
S	SAME as 5 MAN			→
W	SAME as 5 MAN			→
COLB				
(M)	SAME as 5	M/M #2 Possible - COMBO	ALLEY	FOLD

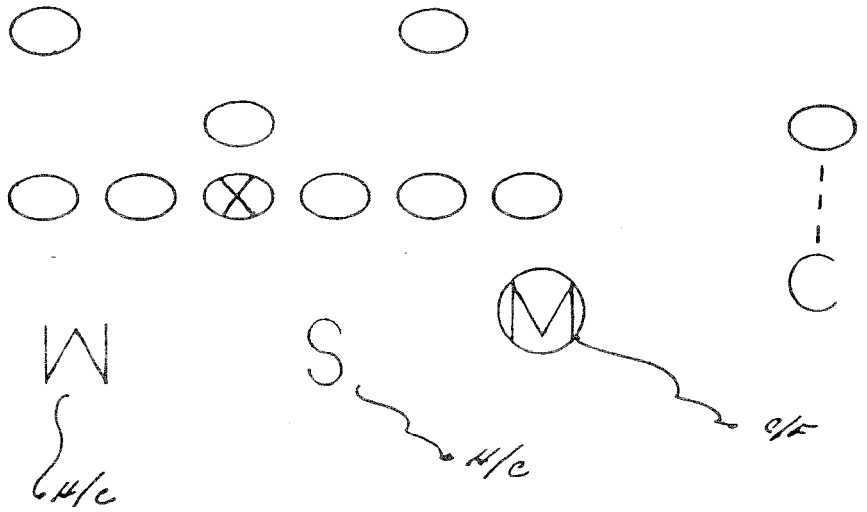
MUSTANG - 4 FIELD



	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as COVER 4			→
RC	↓			
SS				
FS	↓			
S	HEAD UP on GUARD	HOOK - CURL OFF TE	"A" GAP to BALL	ON-SIDE "A" GAP to BALL
W	HEAD UP to OUTSIDE of GUARD	HOOK - CURL OFF #2	"B" GAP to BALL	OFF-SIDE "A" GAP to BALL
LOLB				
Ⓜ	SAME as 5	CURL/FLAT	FORCE	FOLD

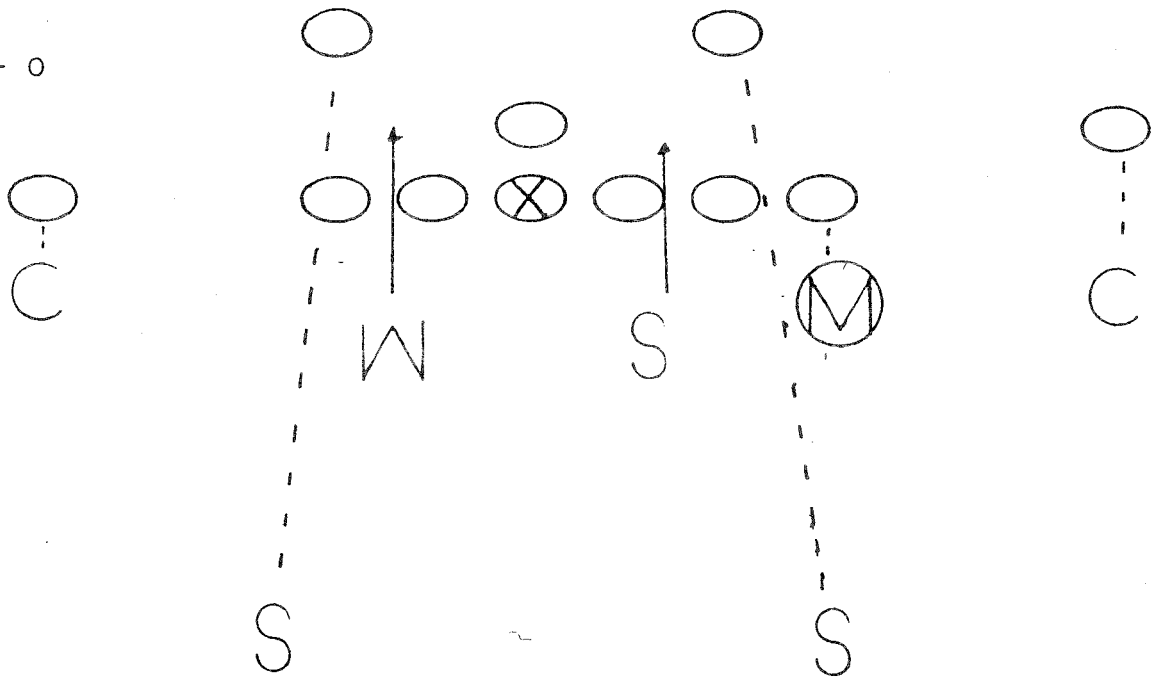
MUSTANG - MINI-5

Flat

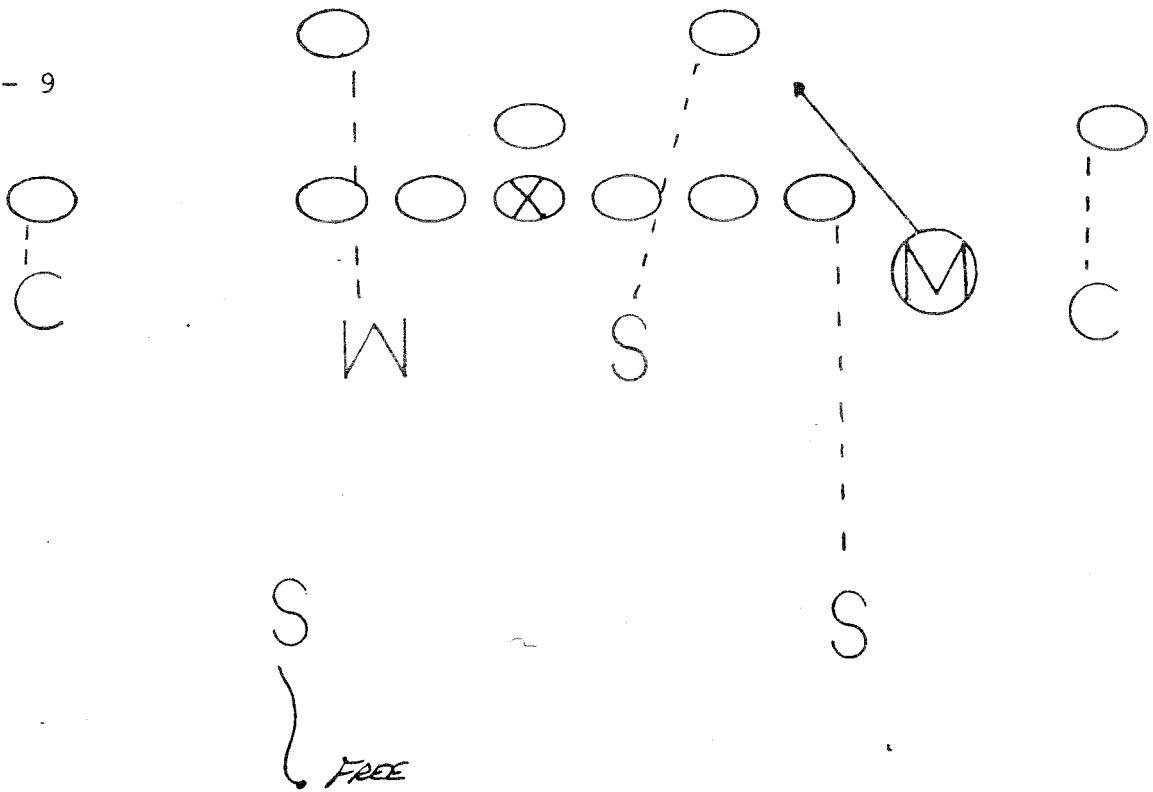


	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5			→
RC		M/M OUTSIDE	2nd CONTAIN	CUTBACK
SS		DEEP 1/4 - 1/2	ALLEY	ALLEY
FS	↓	DEEP 1/2	2nd CONTAIN	ALLEY
S	SAME as 4 COVERAGE			→
W	SAME as 4 COVERAGE			→
COLB				
(M)	SAME as 5	CURL/FLAT	FORCE	FOLD

MUSTANG - 0

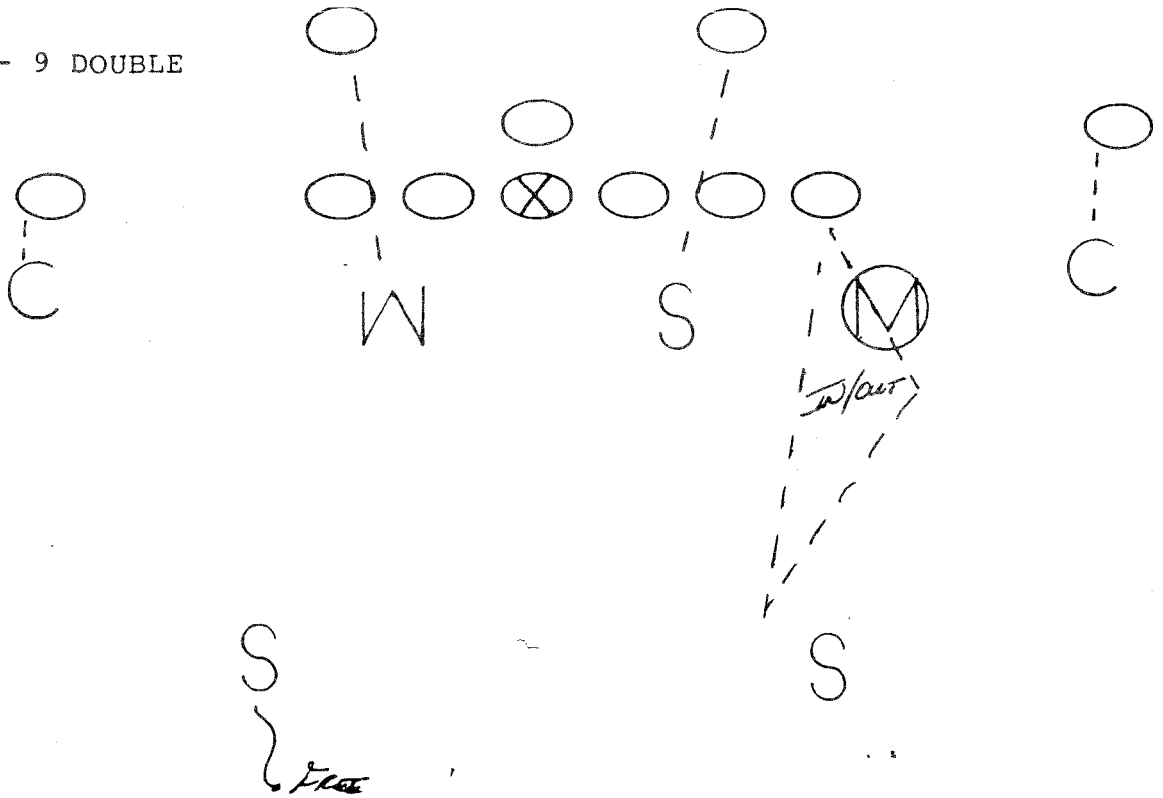


	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	M/M - INSIDE #1	2nd CONTAIN	CUTBACK
RC		M/M - INSIDE #1	2nd CONTAIN	CUTBACK
SS		BACK - YOUR SIDE	FORCE	ALLEY
FS	↓	BACK - YOUR SIDE	FORCE	ALLEY
S	HEAD UP on GUARD	BLITZ APPROPRIATE GAP to BALL	GAP YOU are BLITZING to BALL	GAP YOU are BLITZING to BALL
W	HEAD UP on GUARD	BLITZ APPROPRIATE GAP to BALL	GAP you are BLITZING to BALL	GAP you are BLITZING to BALL
OLB				
(M)	SAME as 5	#2	FORCE	FOLD



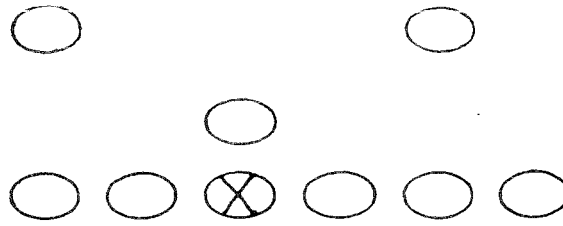
	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	M/M - #1	CLOUD -. FORCE	CUTBACK
RC	↓	M/M INSIDE #1	2nd CONTAIN	CUTBACK
SS		M/M #2	FORCE	ALLEY
FS		FREE-MIDDLE HALF	2nd CONTAIN	ALLEY
S		HEAD UP on GUARD	MAN/MAN on RB YOUR SIDE	"A" GAP to BALL
W	HEAD UP on GUARD	MAN/MAN on RB YOUR SIDE	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
TOLB				
(M)	TE - AREA	Possible - BLITZ	FORCE	CUTBACK

MUSTANG - 9 DOUBLE



	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	IN/OUT #1	CLOUD - FORCE	CUTBACK
RC	↓	M/M - INSIDE	2nd CONTAIN	CUTBACK
SS		IN/OUT #2	ALLEY	ALLEY
FS		SAME as 9 COVERAGE		
S	SAME as 9 COVERAGE			→
W				
LOLB	TE - AREA	IN/OUT #2	FORCE	FOLD
(M)				

FLAT

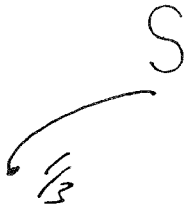


W

S



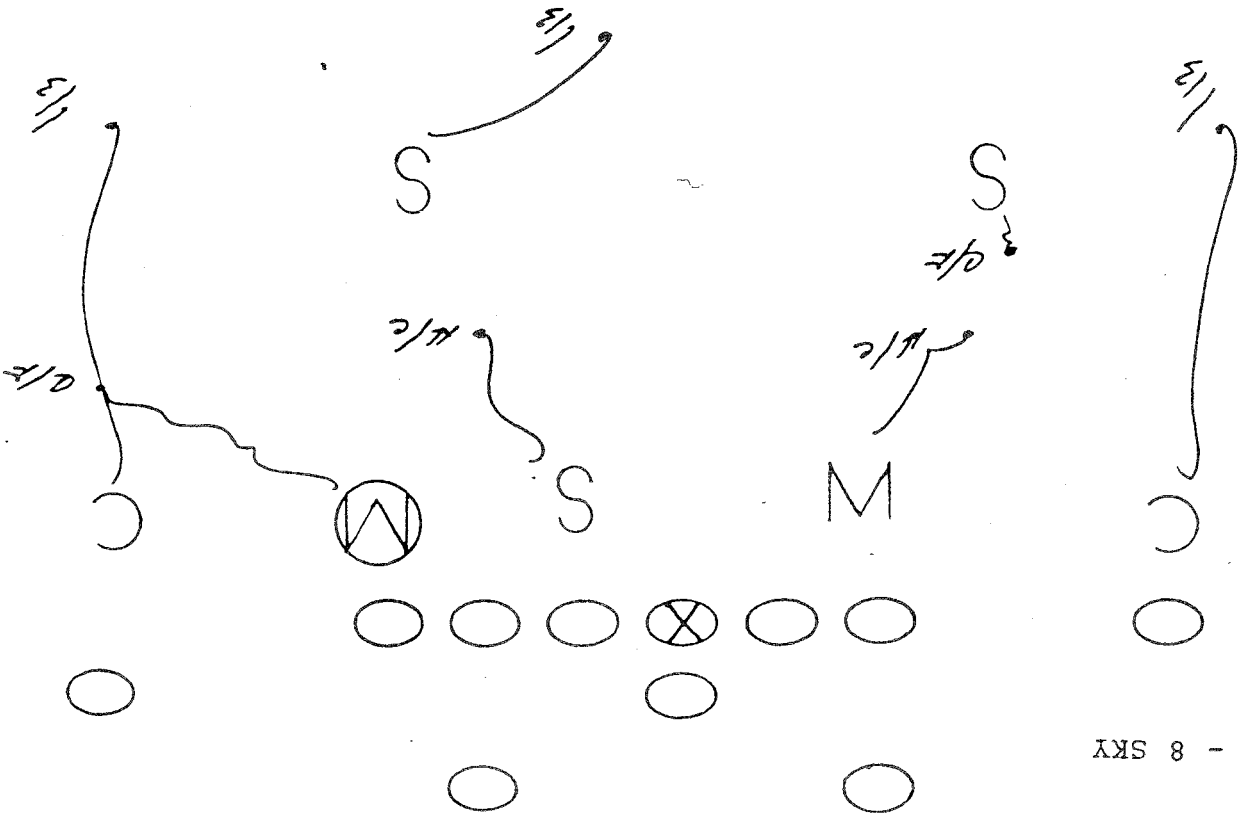
4/F



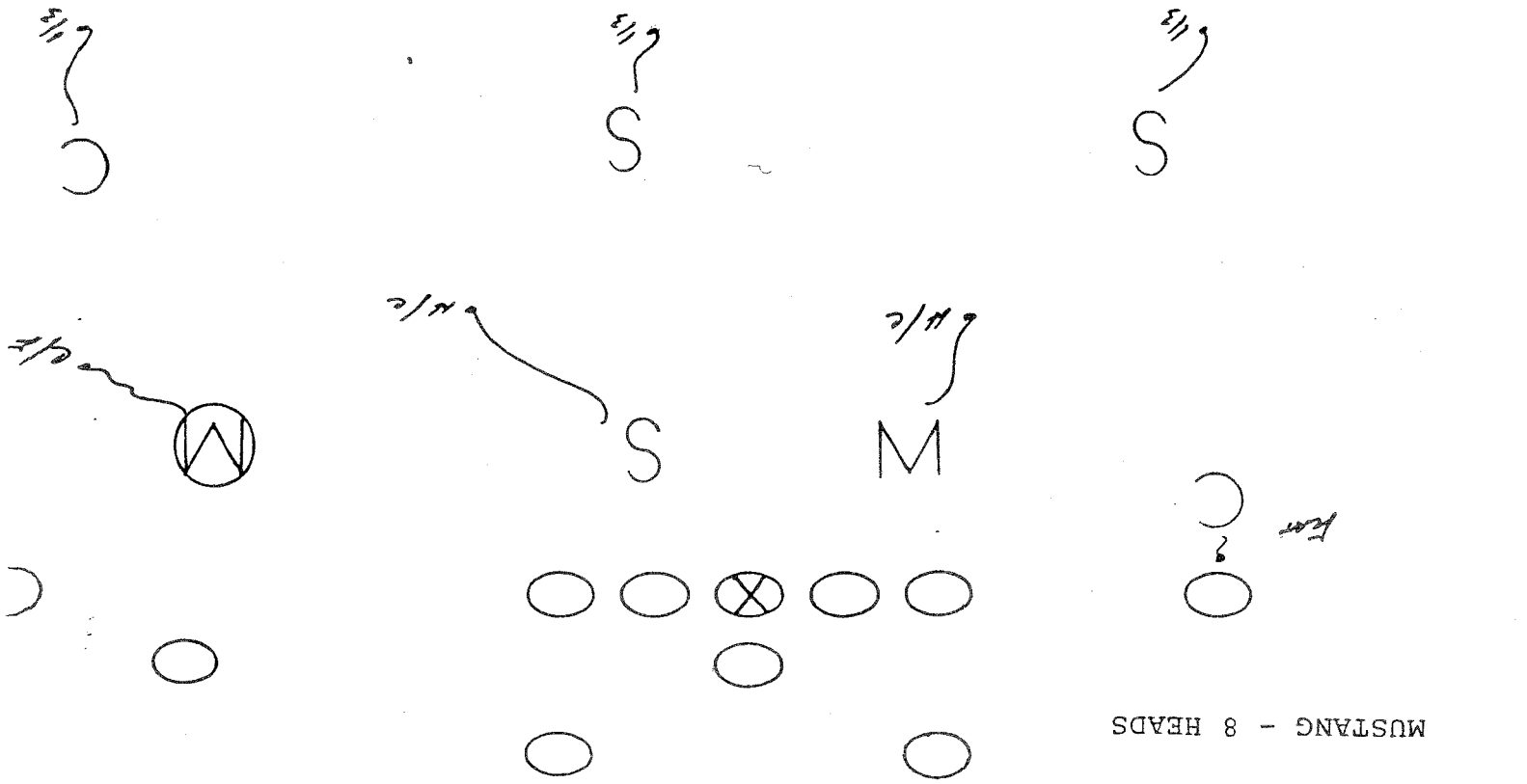
1/3

	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5	FLAT	FORCE	CUTBACK
RC		DEEP - 1/3	2nd CONTAIN	CUTBACK
SS		DEEP - 1/3	ALLEY	ALLEY
FS	↓	DEEP - 1/3	2nd CONTAIN	ALLEY
S	SAME as 4 COVERAGE			→
W	SAME as 4 COVERAGE			→
LOLB				
(M)	SAME as 4			→

Run Away	Run To	Pass Responsibility	Alignment	
			SAME as 5	LC
CUTBACK	2nd CONTAIN	DEEP - 1/3	↑	RC
ALLEY	ALLEY	DEEP - 1/3		SS
ALLEY	SKY - FORCE	CURL/FLAT		FS
			SAME as 4	S
			SAME as 4	M
			SAME as 4	①



	Alignment	Pass Responsibility	Run To	Run Away
LC	SAME as 5			←
RC		DEEP - 1/3	2nd CONTAIN	CUTBACK
SS		DEEP - 1/3	ALLEY	ALLEY
FS		DEEP - 1/3	2nd CONTAIN	ALLEY
S	SAME as 4 COVERAGE			→
M	SAME as 4 COVERAGE			→
PLB				
(M)	SAME as 4			←



MUSTANG - 8 HEADS

	Alignment	Pass Responsibility	Run To	Run Away
LC	7 x 1 OUTSIDE	DEEP - 1/3	2nd CONTAIN	CUTBACK
RC	7 x 1 OUTSIDE	DEEP - 1/3	2nd CONTAIN	CUTBACK
SS	WK. - T AREA	CURL/FLAT	FORCE	FOLD
FS	12 YD. ST. GUARD	DEEP - 1/3	ALLEY	ALLEY
S	HEAD UP on GUARD	HOOK - CURL, KEY TE	"A" GAP to BALL	ONSIDE "A" GAP to BALL
M	HEAD UP on GUARD	HOOK - CURL, KEY #2	"B" GAP to BALL	OFFSIDE "A" GAP to BALL
TOLE				
(M)	TE - AREA	CURL/FLAT	SKY FORCE	FOLD

