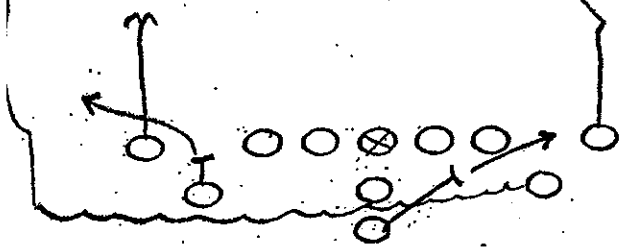
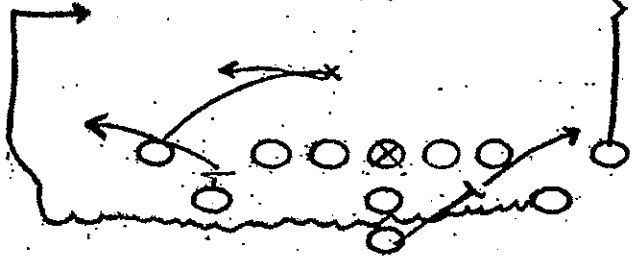


DOUBLE WING 4 FLOOD MOTION DRIVE RIGHT

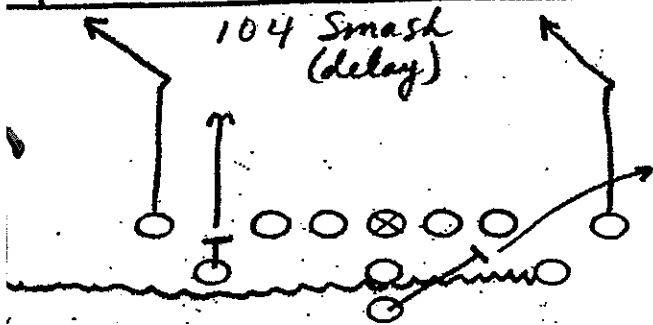
100 delay



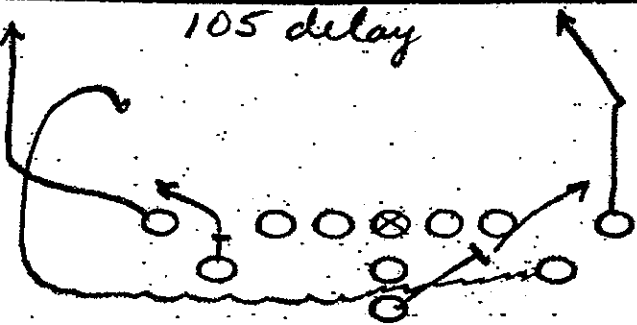
103 delay



104 Smash (delay)

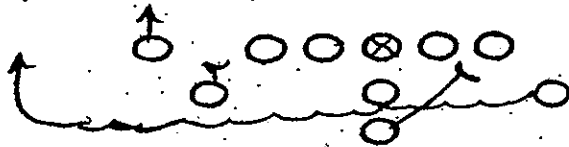
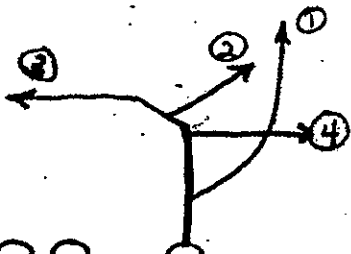


105 delay



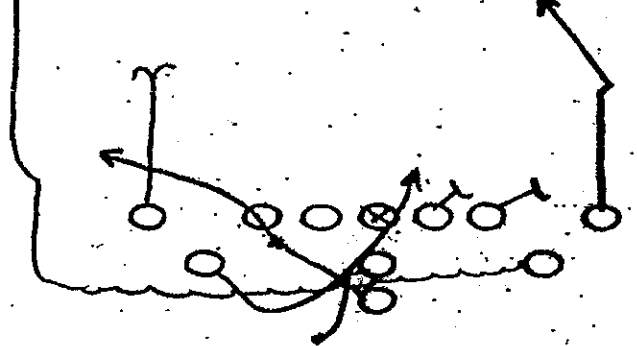
BACKSIDE ROUTES

1. FADE
2. Z
3. BOX
4. OUT

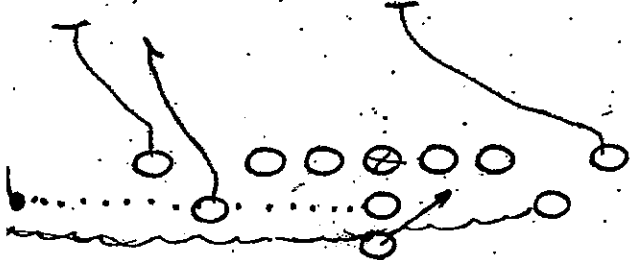


100 BACKSIDE

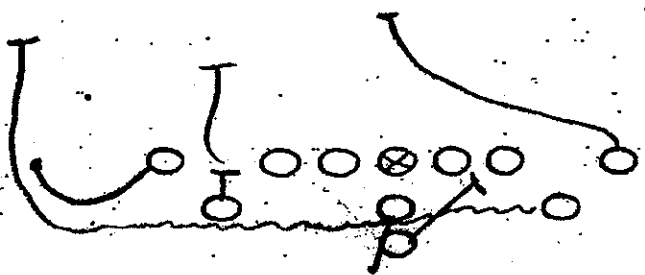
FAKE 21C - 100 FB



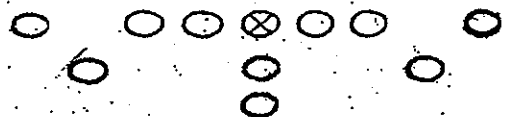
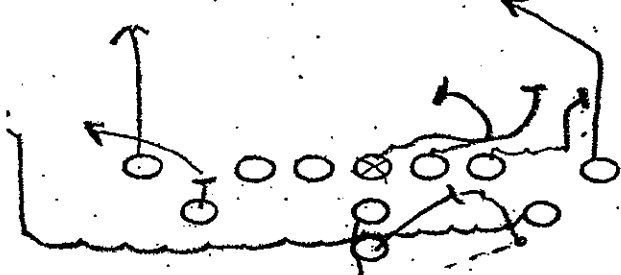
48 QUICK SCREEN



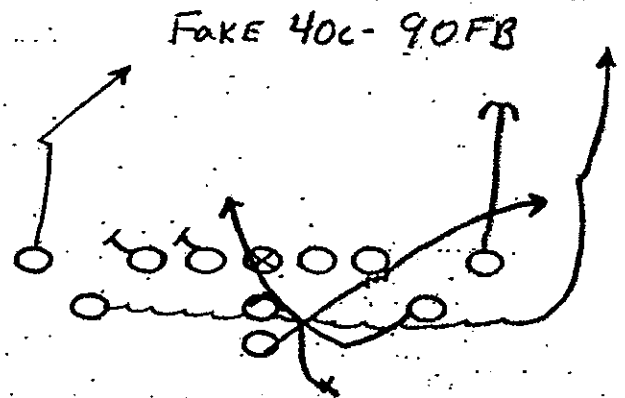
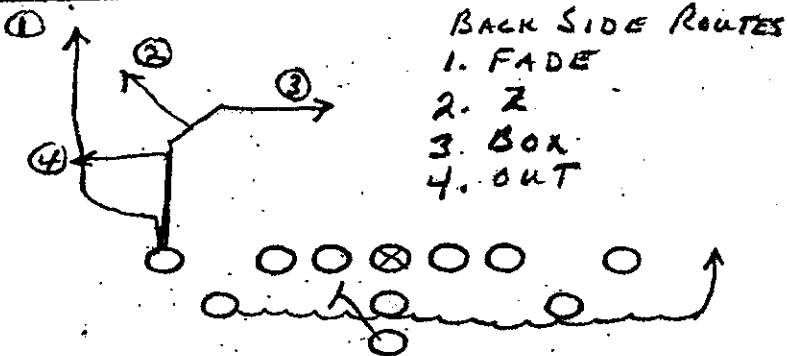
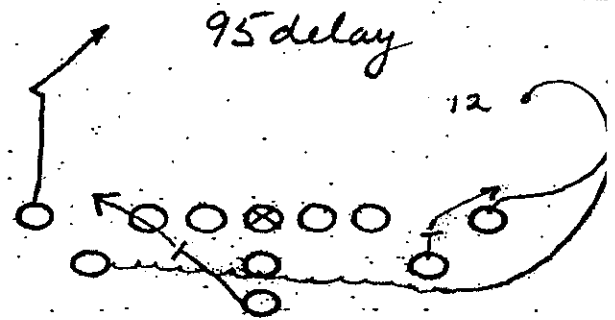
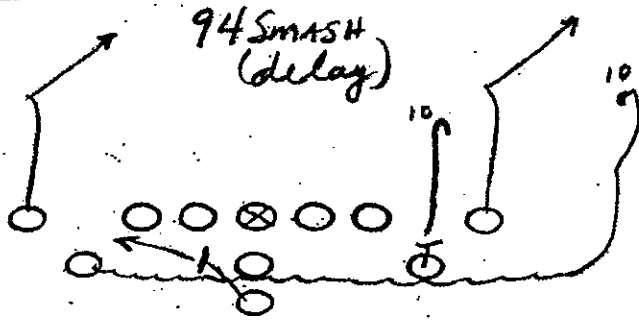
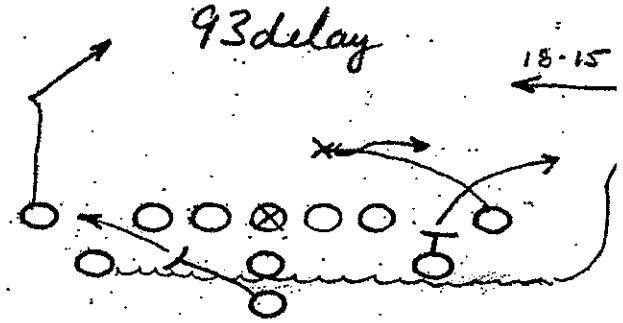
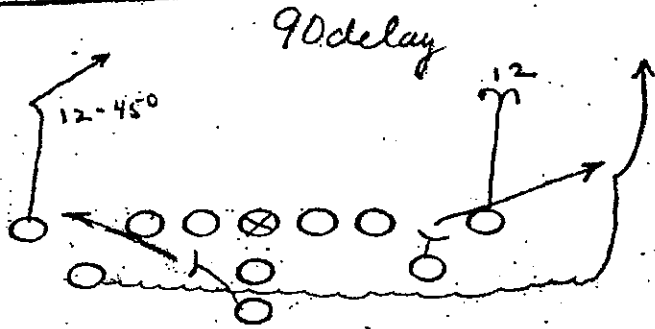
88 BUBBLE



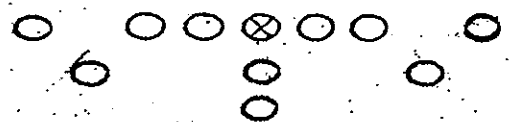
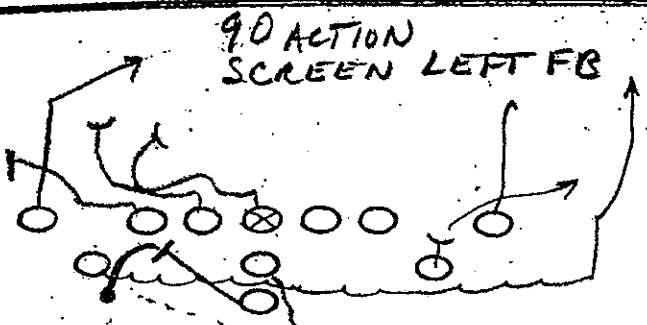
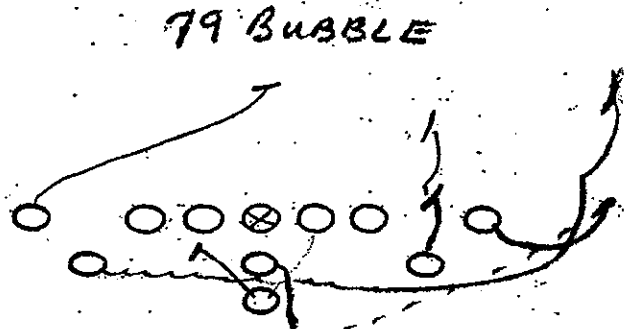
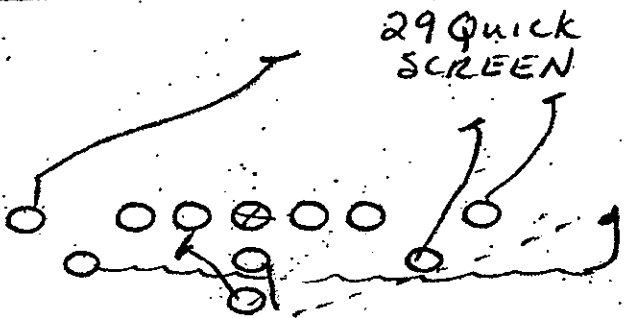
100 ACTION SCREEN. RIGHT FB



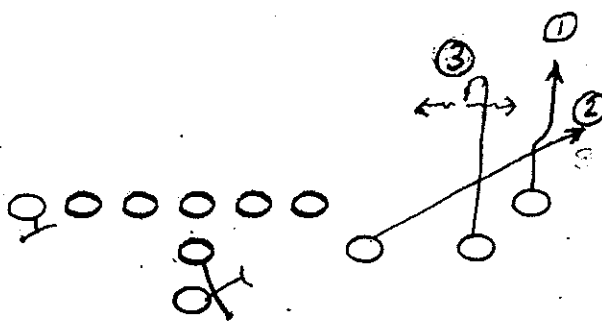
DOUBLE WING 2 FLOOD MOTION DRIVE LEFT



90-BACKSIDE ----- 90 BACKSIDE

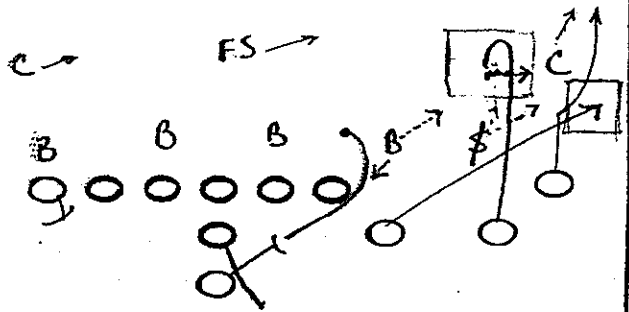


TRIPS RIGHT DRIVE RIGHT 90 PASS.

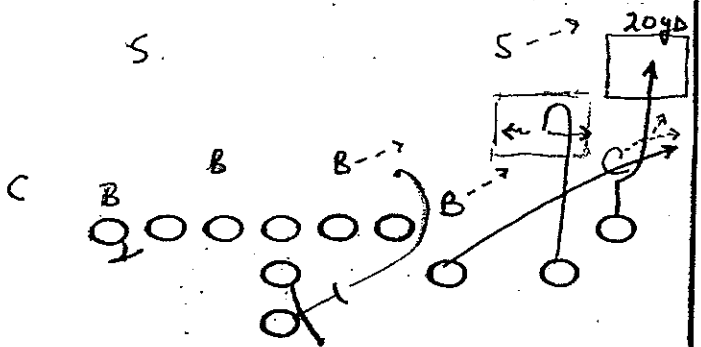


#1 REC. - FADE
 #2 REC. - CURL 12yds (CHOICE IN OR OUT)
 #3 REC. - FLASH 8yds (TO #3 - NO THROW THEN WHEEL)

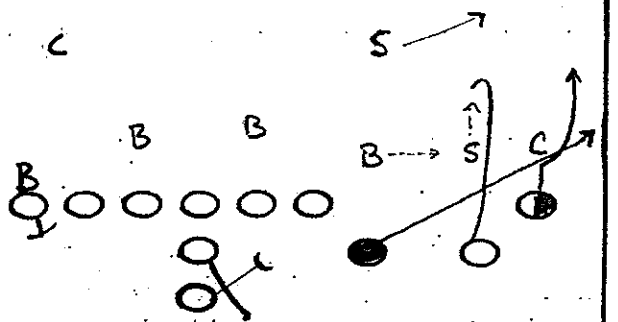
READS: ① FADE
 ② FLASH
 ③ CURL



90 VS COV. 3 $\frac{1}{4}$, $\frac{1}{4}$, $\frac{1}{2}$
 CORNER DEEP - QUICK READ & DROP
 QB READ: FLASH TO CURL



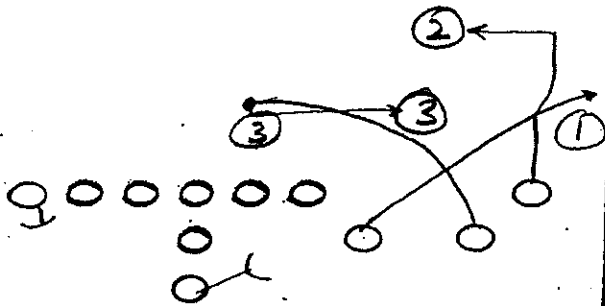
90 VS COV 2
 QUICK DROP READ SAFTY LOOK TO FADE 1ST. SLOT REC MUST RUN HIS STEM HARD TO FREEZE SAFTY (LOOK LIKE SEAM RT.) THEN CURL WORK TO OPEN AREA.
 QB READ: FADE TO CURL.



90 VS MAN TO MAN UNDER
 QB READS ① QUICK FADE
 ② FLASH - (SIMILAR TO A PICK PLAY)



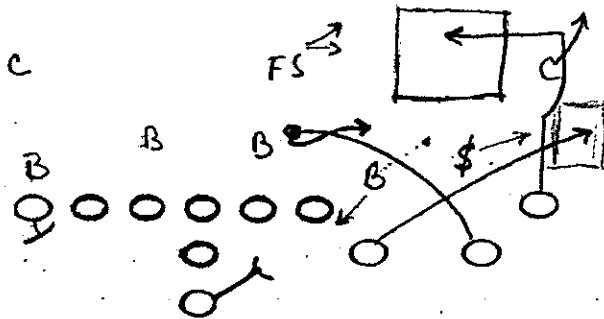
TRIPS RIGHT DRIVE RIGHT 93



#1 REC. DIG 15 yds (LOOK FOR BALL EARLY ON BREAK. IF NO THROW CONT. ON SQUARE IN)

#2 REC. 6 yd TO MID. LB SIT IF OPEN WINDOW - DELAY ARROW RT. TO HOOK - CURL AREA IF NO OPENING INSIDE.

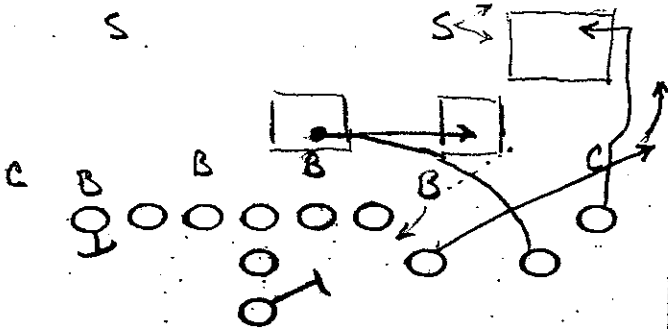
#3 FLASH 8 yds TO #'S - THEN WHEEL.



93 vs Cov. 3 $\frac{1}{4}$, $\frac{1}{4}$, $\frac{1}{2}$

QB READS: ① FLASH - READ \$
② DIG - READ \$
③ ARROW - READ \$ - ILB

THE FLASH and ARROW SHOULD OPEN WINDOW FOR DIG



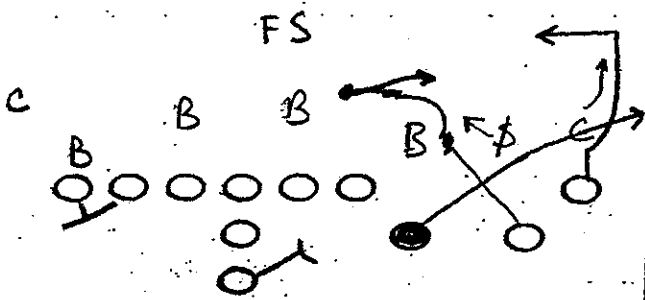
93 vs Cov 2

QB READS: ① DIG EARLY.

② ARROW -

③ FLASH - WHEEL* - COV. 2

READ THE SAFTY IS TRYING TO GET ON TOP OF REC #1 (FADE LOOK BEFORE DIG)



93 vs MAN-MAN.

QB READS ① FLASH (PICK PLAY)

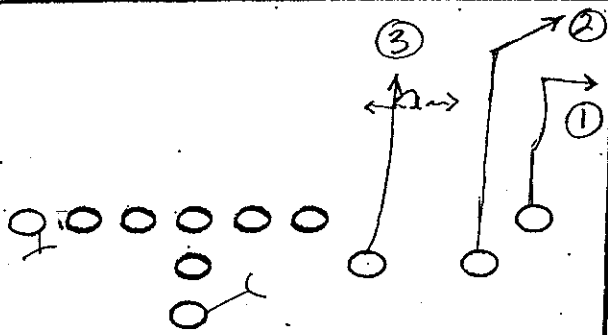
② DIG (INSIDE POSITION)

③ ARROW (PIVOT OFF ILB)

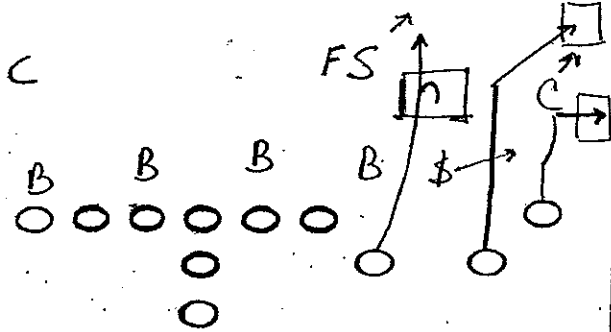
#2 REC. RUB DEFENDER ON #3 REC. TO OPEN FLASH



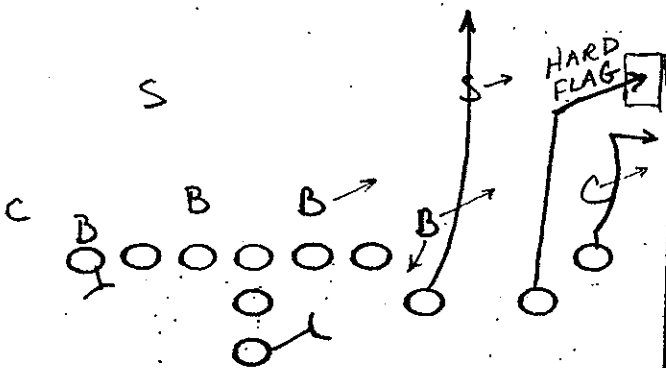
TRIPS RIGHT DRIVE RIGHT 94



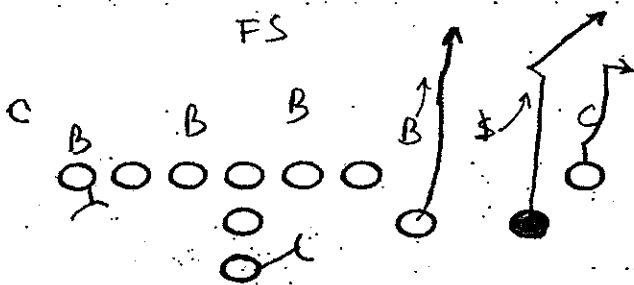
#1 REC 12 TO 10 yd OUT (FADE LOOK)
 #2 REC 12 TO 15 yd FLAG
 #3 REC SEAM (94 CURL) #3 REC RUNS A 15 yd CURL



94 VS COV 3 $\frac{1}{4}$, $\frac{1}{4}$, $\frac{1}{2}$
 BRACKET CORNER
 QB READ ① OUT - READ $\$$
 ② FLAG - READ C
 94 CURL READ $\$$ and OLB
 (ONLY RUN 94 CURL VS 3 DEEP ZONE)



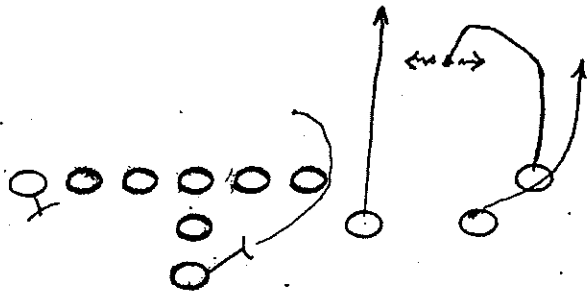
94 VS COV 2
 QB READ - ① SAFTY - FLAG SHOULD BE OPEN.
 ② SAFTY - HIT SEAM IF SAFTY CHEATS TO FLAG



94 VS MAN TO MAN
 QB READ ① FLAG (#2 REC SHOULD MAKE A POST-CORNER MOVE VS M-M)



TRIPS RIGHT DRIVE RIGHT 95

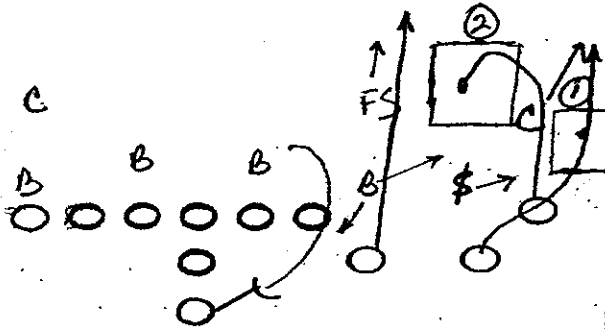


#1 REC. 12yd - BREAK TO POST - 15yd
CURL BACK TO 12yd. WORK
IN OR OUT READ COVERAGE

#2 REC. WHEEL

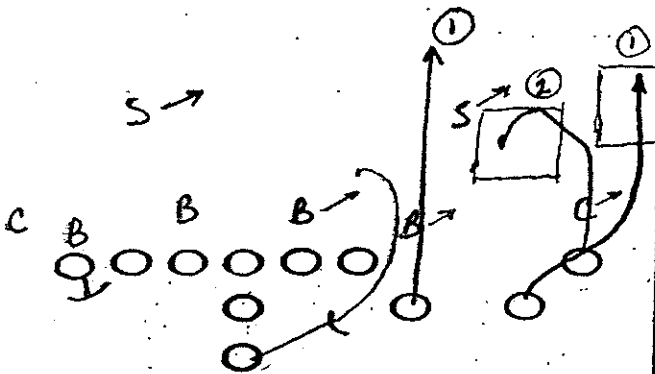
#3 REC SEAM

READS: ① WHEEL ② CURL
③ SEAM.



95 vs COV. 3 $\frac{1}{4}, \frac{1}{4}, \frac{1}{2}$

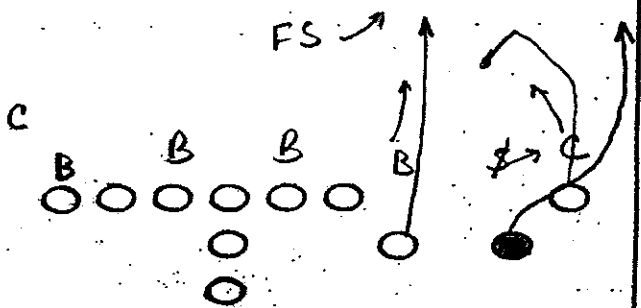
READ \$: ① QUICK WHEEL. ② IF \$
GETS TO 1. DROP THEN CURL



95 vs COV 2.

① READ SAFTY 2 VERTICALS WHEEL &
SEAM

② SAFTY BAILS DEEP - READ WINDOW
FOR CURL.

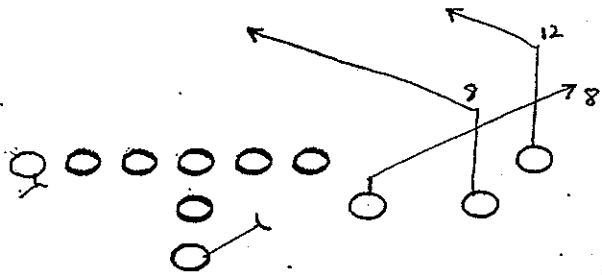


95 vs MAN TO MAN

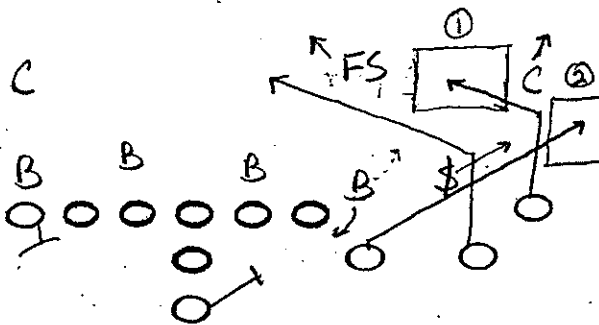
HIT WHEEL EARLY.



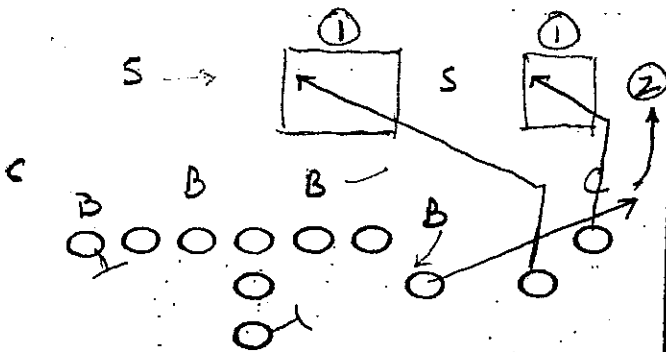
TRIPS RIGHT DRIVE RIGHT 98



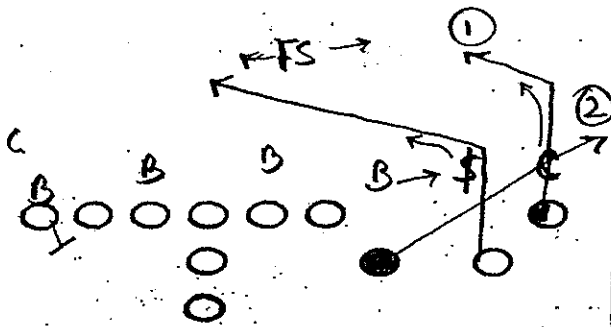
- #1 REC. - 12yd HARD POST (45°)
- #2 REC. - 8yd HARD POST (45°)
- #3 REC. - 8yd FLASH (DELAY 1 COUNT)



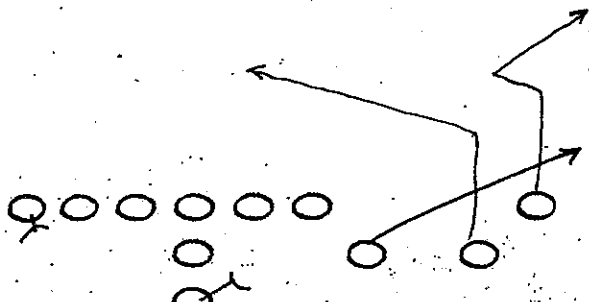
- 98 VS COV 3 $\frac{1}{4}$, $\frac{1}{4}$, $\frac{1}{2}$
- READ \$ and CORNER
IF CORNER GETS DEPTH - READ \$
GOING 1 DROP OPEN WINDOW FOR
#1 REC HARD POST. \$ IN 2 DROP
HIT FLASH



- 98 VS COV 2
- READ STRONG SIDE SAFETY:
- ① EARLY WINDOWS ON BOTH HARD POSTS
 - ② FLASH - WHEEL VS COV. 2
#REC IF BALL NOT THROW WHEEL
JUST BEFORE YOU REACH NUMBERS



- QUICK READ POST TO FLASH
(FLASH ROUTE LIKE A PICK)



- 98 Z - GOOD ROUTE VS COV 2 and
Man to Man
- #1 REC. - 12yd to POST 3 STEPS THEN
FLAG.
 - #2 REC. - SAME HARD POST 8yd 45°
 - #3 REC. - SAME FLASH ROUTE 8yd