FORMATIONS & PLAYS

FULL

5-WIDE*

		R	UNNING LA	NES and DE	FENSIVE A	SSIGNMEN	TS		
RCB			FS			SS			LCB
	WLB*[NB]		(RILB)	< M	LB>	(LILB)		SLB[DB]	3
		RDE	RDT *	(N	IT)	LDT	LDE		
SWEEP L	EDGE L	OFF-T L	SLAM L	DIVEL	DIVER	SLAM	OFF-TR	EDGE R	SWEEP R
LWR	2TE 3WR TE*	LT	LG	(RG	RT	TE 4WR	RWR

* In the 3-4 Defensive Alignment when using the Nickel or Dime Package the WLB moves into the place of the RDT and the NT moves left and replaces LDT for assignment purposes *On Edge Left running plays - if there is not a 2nd TE or 3rd WR the TE motions across to block

OFF	ENSIVE	PACKA	GES			DEFENSIVE PACKAGE									
BASE	1 RB	1 FB	1 TE	2 WR									- 1		
ACE	1 RB		2 TE	2 WR	VS	BASE 4-3	4 DL	3 LB	4 DB	BASE 3-4	3 DL	4 LB	4 DB		
ULL HOUSE^	2 RB	1 FB	1 TE	1 WR											
3-WIDE	1 RB		1 TE	3 WR	VS	NICKEL 4	4 DL	2 LB	5 DB	NICKEL 3	3 DL	3 LB	5 DB		
4-WIDE	1 RB			4 WR	V/C	DIME	4.01	110	6.00	DIMES	2.01	210	600		

4 MAN FRONT 3 MAN FRONT

RUN PLAYS

DIVE - C - G

SLAM - G - T

OFF-TACKLE - OUTSIDE OF T

EDGE - OUTSIDE TE

SWEEP - OUTSIDE WR

DELAY - DRAW (NO DIRECTION)

ALL RUN PLAYS BY QB, RB or FB

READ OPTION

SHOT GUN -

QB READS DE OR OLB

- HANDS BALL TO RB FOR DIVE

OR KEEPS FOR EDGE RUN

TRIPLE OPTION

FB/RB DIVE

QB READS DE OR OLB

PITCHES TO RB OR WR SWEEP

PASS PLAYS

5 WR

QUICK PASS - 1 - 10

INTERMEDIATE - 11 - 20

DEEP PASS - 21 - 40

BOMB - 41 -55

directions for each pass

INSIDE - BETWEEN HASH MARKS

SEAM - ALONG HASH

OUTSIDE - OUTSIDE HASH

SCREEN PASSES

MIDDLE SCREEN - FB, RB, TE OR WR

IN MIDDLE WITH BLOCKERS

SWING PASS - FB, RB, TE MOVING

PARALLEL TO LOS

WR BUBBLE SCREEN - WR BREAKING TO

INSIDE OF TE OR WR

SLIP SCREEN - IN 3- OR 4-WIDE TO WR

WHO SLIPS TO OUTSIDE OF OTHER WR

OFFENSIVE COORDINATOR - GOAL LINE TO GOAL-TO-GO

BASE - BALANCED	BASE - RUN HEAVY	BASE - PASS HEAVY	MULTIPLE - BALANCED	MULTIPLE - RUN HEAVY
FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION	FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION	FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION	FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION	FROM OWN GOAL LINE UNTIL IN GOAL TO GO SITUATION
AGGRESSIVE NORMAL CONSERVATIVE	AGGRESSIVE NORMAL CONSERVATIVE	AGGRESSIVE NORMAL CONSERVATIVE	AGGRESSIVE NORMAL CONSERVATIVE	AGGRESSIVE NORMAL CONSERVATIVE
PLAY ACTION 12 PLAY ACTION 14 PLAY ACTION 16	PLAY ACTION 14 PLAY ACTION 16 PLAY ACTION 18	PLAY ACTION 12 PLAY ACTION 14 PLAY ACTION 16	PLAY ACTION 20 PLAY ACTION 20 PLAY ACTION 20	PLAY ACTION 20 PLAY ACTION 20 PLAY ACTION 20
FULL PACKAGE PASS FULL PACKAGE PASS FULL PACKAGE PASS	FULL PACKAGE PASS FULL PACKAGE PASS FULL PACKAGE PASS	FULL PACKAGE PASS FULL PACKAGE PASS FULL PACKAGE PASS	FULL PACKAGE PASS FULL PACKAGE PASS FULL PACKAGE PASS	FULL PACKAGE PASS FULL PACKAGE PASS FULL PACKAGE PASS
FULL-HOUSE FULL-HOUSE 1 FULL-HOUSE	2 FULL-HOUSE 3 FULL-HOUSE 5 FULL-HOUSE	FULL-HOUSE FULL-HOUSE FULL-HOUSE	FULL-HOUSE FULL-HOUSE 2 FULL-HOUSE	1 FULL-HOUSE 2 FULL-HOUSE 3 FULL-HOUSE
12 BASE 4 16 BASE 4 15 BASE 12	14 BASE 10 16 BASE 12 17 BASE 16	12 BASE 2 14 BASE 2 16 BASE 12	1 BASE 4 BASE 1 5 BASE 5	4 BASE 6 BASE 10 BASE 5
18 ACE 18 ACE 6 20 ACE	18 ACE 19 ACE 19 ACE	18 ACE 17 ACE 20 ACE	5 ACE 10 ACE 18 ACE 10	12 ACE 14 ACE 3 20 ACE 10
JUMBO JUMBO JUMBO	JUMBO 20 JUMBO 20 JUMBO	JUMBO JUMBO JUMBO	JUMBO JUMBO JUMBO	JUMBO JUMBO JUMBO
20 3-WIDE 14 20 3-WIDE 16 3-WIDE 18	20 3-WIDE 19 3-WIDE 20 3-WIDE 20	20 3-WIDE 14 20 3-WIDE 16 3-WIDE 18	9 3-WIDE 4 14 3-WIDE 6 19 3-WIDE 14	14 3-WIDE 8 16 3-WIDE 11 3-WIDE 15
4-WIDE 19 4-WIDE 20 4-WIDE 20	4-WIDE 20 4-WIDE 4-WIDE	4-WIDE 19 4-WIDE 20 4-WIDE 20	13 4-WIDE 8 16 4-WIDE 11 4-WIDE 16	4-WIDE 16 4-WIDE 14 4-WIDE 18
5-WIDE 20 5-WIDE 5-WIDE	5-WIDE S-WIDE 5-WIDE	5-WIDE 20 5-WIDE 5-WIDE	15 5-WIDE 12 5-WIDE 14 5-WIDE 17	5-WIDE 17 5-WIDE 16 5-WIDE
3-WIDE 2RB 3-WIDE 2RB 3-WIDE 2RB	3-WIDE 2RB 3-WIDE 2RB 3-WIDE 2RB	3-WIDE 2RB 3-WIDE 2RB 3-WIDE 2RB	17 3-WIDE 2RB 14 18 3-WIDE 2RB 16 20 3-WIDE 2RB 18	18 3-WIDE 2RB 18 18 3-WIDE 2RB 17 3-WIDE 2RB 18
3-WIDE 2TE 3-WIDE 2TE 3-WIDE 2TE	3-WIDE 2TE 3-WIDE 2TE 3-WIDE 2TE	3-WIDE 2TE 3-WIDE 2TE 3-WIDE 2TE	18 3-WIDE 2TE 16 19 3-WIDE 2TE 18 3-WIDE 2TE 19	20 3-WIDE 2TE 19 20 3-WIDE 2TE 18 3-WIDE 2TE 19
4-WIDE 1TE 4-WIDE 1TE 4-WIDE 1TE	4-WIDE 1TE 4-WIDE 1TE 4-WIDE 1TE	4-WIDE 1TE 4-WIDE 1TE 4-WIDE 1TE	20 4-WIDE 1TE 20 20 4-WIDE 1TE 20 4-WIDE 1TE 20	4-WIDE 1TE 20 4-WIDE 1TE 20 4-WIDE 1TE
FULL RUNS PASS FULL RUNS PASS FULL RUNS PASS	FULL RUNS PASS FULL RUNS PASS FULL RUNS PASS	FULL RUNS PASS FULL RUNS PASS FULL RUNS PASS	FULL RUNS PASS FULL RUNS PASS FULL RUNS PASS	FULL RUNS PASS FULL RUNS PASS FULL RUNS PASS
9 DIVE 2 10 DIVE 3 12 DIVE 5	11 DIVE 4 15 DIVE 5 18 DIVE 8	7 DIVE 1 8 DIVE 1 10 DIVE 4	7 DIVE 2 6 DIVE 3 10 DIVE 5	8 DIVE 4 11 DIVE 6 13 DIVE 8
18 SLAM 4 20 SLAM 6 24 SLAM 10	22 SLAM 8 30 SLAM 10 36 SLAM 16	14 SLAM 2 16 SLAM 2 20 SLAM 8	14 SLAM 4 12 SLAM 6 20 SLAM 10	16 SLAM 8 22 SLAM 12 26 SLAM 16
27 OFF-TACKLE 6 30 OFF-TACKLE 9 36 OFF-TACKLE 15	33 OFF-TACKLE 12 45 OFF-TACKLE 15 54 OFF-TACKLE 24	21 OFF-TACKLE 3 24 OFF-TACKLE 3 30 OFF-TACKLE 12	21 OFF-TACKLE 6 18 OFF-TACKLE 9 30 OFF-TACKLE 15	24 OFF-TACKLE 12 33 OFF-TACKLE 18 39 OFF-TACKLE 24
36 EDGE 8 40 EDGE 12 48 EDGE 20	44 EDGE 16 60 EDGE 20 72 EDGE 32	28 EDGE 4 32 EDGE 4 40 EDGE 16	28 EDGE 8 24 EDGE 12 40 EDGE 20	32 EDGE 16 44 EDGE 24 52 EDGE 32
45 SWEEP 10 50 SWEEP 15 60 SWEEP 25	55 SWEEP 20 75 SWEEP 25 90 SWEEP 40	35 SWEEP 5 40 SWEEP 5 50 SWEEP 20	35 SWEEP 10 30 SWEEP 15 50 SWEEP 25	40 SWEEP 20 55 SWEEP 30 65 SWEEP 44
55 DELAY 20 60 DELAY 30 70 DELAY 35	63 DELAY 34 83 DELAY 35 94 DELAY 50	41 DELAY 15 50 DELAY 20 55 DELAY 30	45 DELAY 12 40 DELAY 25 60 DELAY 35	50 DELAY 30 63 DELAY 40 70 DELAY 55
READ OPT READ OPT READ OPT	READ OPT READ OPT READ OPT	READ OPT READ OPT READ OPT	READ OPT 22 READ OPT READ OPT	READ OPT 68 READ OPT READ OPT
TRI OPT TRI OPT TRI OPT	TRI OPT TRI OPT TRI OPT	TRI OPT TRI OPT TRI OPT	TRI OPT TRI OPT TRI OPT	TRI OPT TRI OPT TRI OPT
FULL PASSES PASS FULL PASSES PASS FULL PASSES PASS	FULL PASSES PASS FULL PASSES PASS FULL PASSES PASS	FULL PASSES PASS FULL PASSES PASS FULL PASSES PASS	FULL PASSES PASS FULL PASSES PASS FULL PASSES PASS	FULL PASSES PASS FULL PASSES PASS FULL PASSES PASS
65 QUICK 35 75 QUICK 45 82 QUICK 45	71 QUICK 48 91 QUICK 45 97 QUICK 65	51 QUICK 30 62 QUICK 30 78 QUICK 40	55 QUICK 30 55 QUICK 40 65 QUICK 45	60 QUICK 40 76 QUICK 50 80 QUICK 65
78 INTERMED. 65 88 INTERMED. 75 91 INTERMED. 80	88 INTERMED. 70 94 INTERMED. 73 98 INTERMED. 87	80 INTERMED. 65 74 INTERMED. 75 90 INTERMED. 80	80 INTERMED. 60 75 INTERMED. 70 75 INTERMED. 70	80 INTERMED. 70 80 INTERMED. 70 86 INTERMED. 85
88 DEEP 80 92 DEEP 85 92 DEEP 90	90 DEEP 80 95 DEEP 78 DEEP 90 91 BOMB 82 BOMB BOMB	90 DEEP 80 80 DEEP 90 93 DEEP 90	88 DEEP 80 85 DEEP 85 78 DEEP 75	86 DEEP 82 83 DEEP 78 88 DEEP 90
90 BOMB 84 93 BOMB BOMB	91 BOMB 82 BOMB BOMB FULL SCREENS PASS FULL SCREENS PASS	92 BOMB 84 82 BOMB BOMB	90 BOMB 84 90 BOMB 90 BOMB	88 BOMB 86 84 BOMB 80 BOMB
FULL SCREENS PASS FULL SCREENS PASS FULL SCREENS PASS	95 MIDDLE 90 98 MIDDLE 89 100 MIDDLE 95	FULL SCREENS PASS FULL SCREENS PASS FULL SCREENS PASS	FULL SCREENS PASS FULL SCREENS PASS FULL SCREENS PASS	FULL SCREENS PASS FULL SCREENS PASS FULL SCREENS PASS
95 MIDDLE 90 96 MIDDLE 90 98 MIDDLE 95	98 SWING 94 99 SWING 96 SWING 100	95 MIDDLE 90 87 MIDDLE 95 98 MIDDLE 95	94 MIDDLE 90 94 MIDDLE 94 86 MIDDLE 85	93 MIDDLE 92 90 MIDDLE 88 93 MIDDLE 95
98 SWING 93 99 SWING 94 100 SWING 100		98 SWING 93 90 SWING 100 SWING 100	95 SWING 92 95 SWING 96 88 SWING 88	94 SWING 94 94 SWING 90 95 SWING 96
99 WR BUBBLE 97 WR BUBBLE 97 WR BUBBLE	99 WR BUBBLE 98 100 WR BUBBLE 99 WR BUBBLE WR SLIP 100 WR SLIP 100 WR SLIP	99 WR BUBBLE 97 95 WR BUBBLE 99 WR BUBBLE	96 WR BUBBLE 96 97 WR BUBBLE 98 95 WR BUBBLE 94	97 WR BUBBLE 97 96 WR BUBBLE 95 97 WR BUBBLE 98
WR SLIP 100 WR SLIP 100 WR SLIP	FULL TRICK PLAY PASS FULL TRICK PLAY PASS FULL TRICK PLAY PASS	WR SLIP 100 98 WR SLIP 100 WR SLIP	97 WR SLIP 100 99 WR SLIP 100 98 WR SLIP 100	98 WR SLIP 100 97 WR SLIP 100 99 WR SLIP 100
FULL TRICK PLAY PASS FULL TRICK PLAY PASS FULL TRICK PLAY PASS	100 FLEA-FLICK. FLEA-FLICK. FLEA-FLICK.	FULL TRICK PLAY PASS FULL TRICK PLAY PASS FULL TRICK PLAY PASS	FULL TRICK PLAY PASS FULL TRICK PLAY PASS FULL TRICK PLAY PASS	FULL TRICK PLAY PASS FULL TRICK PLAY PASS FULL TRICK PLAY PASS
100 FLEA-FLICK. 100 FLEA-FLICK. FLEA-FLICK.	WILDCAT R WILDCAT R WILDCAT R	100 FLEA-FLICK. 100 FLEA-FLICK. FLEA-FLICK.	99 FLEA-FLICK. 100 FLEA-FLICK. FLEA-FLICK.	99 FLEA-FLICK. 98 FLEA-FLICK. FLEA-FLICK.
WILDCAT R WILDCAT R WILDCAT R	WILDCAT P WILDCAT P WILDCAT P	WILDCAT R WILDCAT R WILDCAT R	WILDCAT R WILDCAT R 100 WILDCAT R	WILDCAT R 99 WILDCAT R 100 WILDCAT R
WILDCAT P WILDCAT P WILDCAT P	NON OB P NON OB P NON OB P	WILDCAT P WILDCAT P WILDCAT P	WILDCAT P WILDCAT P WILDCAT P	WILDCAT P WILDCAT P
NON QB P NON QB P NON QB P	NON COF NON COF	NON QB P NON QB P NON QB P	100 NON QB P NON QB P NON QB P	100 NON QB P 100 NON QB P NON QB P

	AGGRESSIV			NORMAL		CONSERVATIVE				
PLA	Y ACTION	20	PLA	Y ACTION	20	PLA	Y ACTION	20		
FULL	PACKAGE	PASS	FULL	PACKAGE	PASS	FULL	PACKAGE	PASS		
	FULL-HOUSE			FULL-HOUSE		1	FULL-HOUSE			
	BASE		2	BASE		4	BASE	4		
4	ACE JUMBO		8	ACE JUMBO		16	JUMBO	8		
8	3-WIDE	4	13	3-WIDE	5	18	3-WIDE	12		
13	4-WIDE	8	16	4-WIDE	10	7.5	4-WIDE	16		
15	5-WIDE	12	17	5-WIDE	14		5-WIDE	17		
17	3-WIDE 2RB	14	18	3-WIDE 2RB	16	20	3-WIDE 2RB	18		
18	3-WIDE 2TE	16	19	3-WIDE 2TE	18		3-WIDE 2TE	19		
20	4-WIDE 1TE	20	20	4-WIDE 1TE	20		4-WIDE 1TE	20		
FULL	RUNS	PASS	FULL	RUNS	PASS	FULL	RUNS	PASS		
5	DIVE	1	5	DIVE	2	10	DIVE	4		
10	SLAM	2	10	SLAM	4	20	SLAM	8		
15	OFF-TACKLE	3	15	OFF-TACKLE	6	30	OFF-TACKLE	12		
20	EDGE	4	20	EDGE	8	40	EDGE	16		
25	SWEEP	5	25	SWEEP	10	50	SWEEP	20		
35	DELAY	6	35	DELAY	20	60	DELAY	30		
	READ OPT	16		READ OPT			READ OPT			
	TRI OPT			TRI OPT			TRI OPT			
FULL	PASSES	PASS	FULL	PASSES	PASS	FULL	PASSES	PASS		
50	QUICK	30	55	QUICK	35	65	QUICK	45		
75	INTERMED.	60	75	INTERMED.	65	75	INTERMED.	70		
88	DEEP	80	85	DEEP	85	78	DEEP	75		
90	BOMB	84	90	BOMB	90		BOMB			
FULL	SCREENS	PASS	FULL	SCREENS	PASS	FULL	SCREENS	PASS		
94	MIDDLE	90	94	MIDDLE	94	86	MIDDLE	85		
95	SWING	92	95	SWING	96	88	SWING	88		
96	WR BUBBLE	96	97	WR BUBBLE	98	95	WR BUBBLE	94		
97	WR SUP	100	99	WR SLIP	100	98	WR SLIP	100		
FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS		
99	FLEA-FLICK.		100	FLEA-FLICK.			FLEA-FLICK.			
	WILDCAT R	1		WILDCAT R		100	WILDCAT R			
	WILDCAT P			WILDCAT P			WILDCATP			
100	NON QB P			NON QB P			NON QB P			

MULTIPLE - PASS HEAVY

-	2011 01101			CONTROL INC.		TO 0	CITILATIO	
	AGGRESSIVI		LUNE	NORMAL	OAL		O SITUATIO	
	Y ACTION			Y ACTION	20			20
	PACKAGE	20			20			_
FULL	FULL-HOUSE	C. C. C.	FULL		2733	FULL		
				FULL-HOUSE			FULL-HOUSE	
	BASE			BASE		4	BASE	
	ACE			ACE		4	ACE	
	JUMBO		1	JUMBO			JUMBO	
8	3-WIDE		6	3-WIDE	4	12	3-WIDE	10
12	4-WIDE		14	4-WIDE	12	16	4-WIDE	14
14	5-WIDE		16	5-WIDE	16		5-WIDE	16
17	3-WIDE 2RB		18	3-WIDE 2RB		18	3-WIDE 2RB	18
	3-WIDE 2TE			3-WIDE 2TE	٠.		3-WIDE 2TE	
20	4-WIDE 1TE	-	20		-	20	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	20
FULL		PASS	10000	RUNS	PASS	200,000	RUNS	PASS
2	DIVE	1	2	DIVE	1	5	DIVE	3
4	SLAM	2	4	SLAM	2	10	SLAM	6
6	OFF-TACKLE		6	OFF-TACKLE	3	15	OFF-TACKLE	9
8	EDGE	4	8	EDGE	4	20	EDGE	12
10	SWEEP	5	10	SWEEP	5	25	SWEEP	15
20	DELAY	15	25	DELAY	20	40	DELAY	30
	READ OPT			READ OPT			READ OPT	
	TRI OPT			TRI OPT			TRI OPT	
FULL	PASSES	PASS	FULL	PASSES	PASS	FULL	PASSES	PASS
45	QUICK	20	50	QUICK	40	70	QUICK	40
70	INTERMED.	50	75	INTERMED.	70	85	INTERMED.	70
85	DEEP	75	85	DEEP	85	90	DEEP	85
90	BOMB	80		BOMB			BOMB	
FULL	SCREENS	PASS	FULL	SCREENS	PASS	FULL	SCREENS	PASS
94	MIDDLE	88	90	MIDDLE	90	94	MIDDLE	90
	SWING			SWING		1	SWING	
97	WR BUBBLE	94	95	WR BUBBLE	95	97	WR BUBBLE	95
100	WR SLIP	100	100	WR SLIP	100	100	WR SLIP	100
FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS
	FLEA-FLICK.			FLEA-FLICK.			FLEA-FLICK.	
	WILDCATR		ı	WILDCATR			WILDCATR	
	WILDCAT P		ı	WILDCAT P			WILDCATP	
	NON OB P		ı	NON QB P			NON QB P	

F	ROM OWN	GOA	LINE	UNTILINO	OAL	TO G	O SITUATIO	N
	AGGRESSIVI	E		NORMAL		C	ONSERVATI	/E
PLA	Y ACTION	20	PLA	Y ACTION	20	PLA	Y ACTION	20
FULL	PACKAGE	PASS	FULL	PACKAGE	PASS	FULL	PACKAGE	PASS
	FULL-HOUSE		1	FULL-HOUSE		2	FULL-HOUSE	
2	BASE	1	3	BASE	2	5	BASE	4
4	ACE	2	6	ACE	4	8	ACE	8
	JUMBO		7	JUMBO		9	JUMBO	
8	3-WIDE	7	10	3-WIDE	10	14	3-WIDE	12
12	4-WIDE	14	13	4-WIDE	14	16	4-WIDE	16
13	5-WIDE	16		5-WIDE			5-WIDE	
20	3-WIDE 2RB	20	20	3-WIDE 2RB	20	20	3-WIDE 2RB	20
	3-WIDE 2TE			3-WIDE 2TE			3-WIDE 2TE	
	4-WIDE 1TE			4-WIDE 1TE			4-WIDE 1TE	
FULL	RUNS	PASS	FULL	RUNS	PASS	FULL	RUNS	PASS
3	DIVE	1	4	DIVE	2	6	DIVE	4
6	SLAM	2	8	SLAM	4	12	SLAM	8
9	OFF-TACKLE	3	12	OFF-TACKLE	6	18	OFF-TACKLE	12
12	EDGE	4	16	EDGE	8	24	EDGE	16
15	SWEEP	5	20	SWEEP	10	30	SWEEP	20
25	DELAY	15	30	DELAY	20	40	DELAY	30
50	READ OPT	30	55	READ OPT	35	65	READ OPT	40
55	TRI OPT		60	TRI OPT		70	TRI OPT	
FULL	PASSES	PASS	FULL	PASSES	PASS	FULL	PASSES	PASS
65	QUICK	40	70	QUICK	45	80	QUICK	50
80	INTERMED.	70	80	INTERMED.	75	90	INTERMED.	75
85	DEEP	80	85	DEEP	85	92	DEEP	85
88	BOMB	82	170	BOMB		100	BOMB	87
FULL	SCREENS	PASS	FULL	SCREENS	PASS	FULL	SCREENS	PASS
92	MIDDLE	88	90	MIDDLE	90	96	MIDDLE	94
93	SWING		92	SWING			SWING	
95	WR BUBBLE	94	95	WR BUBBLE	95	98	WR BUBBLE	97
97	WR SLIP	100	98	WR SLIP	100	100	WR SLIP	100
FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS
98	FLEA-FLICK.			FLEA-FLICK.			FLEA-FLICK.	
99	WILDCAT R			WILDCAT R			WILDCAT R	
	WILDCAT P		99	WILDCAT P			WILDCAT P	
100	NON QB P		100	NON QB P			NON QB P	

F	ROM OWN	GOA	LINE	UNTIL IN	OAL	TO G	O SITUATIO	N
	AGGRESSIVI	E		NORMAL		C	ONSERVATI	VE
PLA	Y ACTION	18	PLA	AY ACTION	16	PLA	Y ACTION	14
FULL	PACKAGE	PASS	FULL	PACKAGE	PASS	FULL	PACKAGE	PASS
16	FULL-HOUSE	8	19	FULL-HOUSE	8	20	FULL-HOUSE	10
18	BASE	12		BASE	16		BASE	18
	ACE			ACE			ACE	
	JUMBO			JUMBO			JUMBO	
	3-WIDE	14		3-WIDE			3-WIDE	
	4-WIDE	15		4-WIDE			4-WIDE	
	5-WIDE		u.	5-WIDE			5-WIDE	
20	3-WIDE 2RB	20	20	3-WIDE 2RB	20		3-WIDE 2RB	20
	3-WIDE 2TE			3-WIDE 2TE			3-WIDE 2TE	
	4-WIDE 1TE			4-WIDE 1TE			4-WIDE 1TE	
FULL	RUNS	PASS	FULL	RUNS	PASS	FULL	RUNS	PASS
5	DIVE	3	6	DIVE	5	6	DIVE	7
10	SLAM	6	12	SLAM	10	12	SLAM	14
15	OFF-TACKLE	9	18	OFF-TACKLE	15	18	OFF-TACKLE	21
20	EDGE	12	24	EDGE	20	24	EDGE	28
25	SWEEP	15	30	SWEEP	25	30	SWEEP	35
35	DELAY	30	32	DELAY	35		DELAY	45
45	READ OPT	40	40	READ OPT	45	46	READ OPT	55
65	TRI OPT	55	90	TRI OPT	60	96	TRI OPT	65
FULL	PASSES	PASS	FULL	PASSES	PASS	FULL	PASSES	PASS
80	QUICK	65	93	QUICK	68	100	QUICK	75
90	INTERMED.	85	95	INTERMED.	84		INTERMED.	90
93	DEEP	90	96	DEEP	90	ı	DEEP	95
94	BOMB			BOMB			BOMB	
FULL	SCREENS	PASS	FULL	SCREENS	PASS	FULL	SCREENS	PASS
97	MIDDLE	95	98	MIDDLE	92		MIDDLE	98
	SWING	98		SWING	94		SWING	
	WR BUBBLE			WR BUBBLE			WR BUBBLE	
	WR SLIP	100		WR SLIP	98		WR SLIP	100
FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS	FULL	TRICK PLAY	PASS
98	FLEA-FLICK.			FLEA-FLICK.			FLEA-FLICK.	
	WILDCAT R			WILDCATR		ı	WILDCAT R	
99	WILDCAT P		99	WILDCAT P			WILDCATP	
100	NON QB P		100	NON QB P	100		NON QB P	

O-COORD-GOAL-TO-GO

BASE - BALANCED

					GO	AL TO GO							
	AG	GRESSIVE			N	IORMAL		CONSERVATIVE					
PL	Y ACT	TON 1	13	PLA	Y ACT	TON 1	5	PLA	Y ACT	TION :	7		
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS		
2		FULL-HOUSE		3	1	FULL-HOUSE		2	1	FULL-HOUSE			
15	14	BASE	12	16	15	BASE	15	18	18	BASE	18		
17	16	ACE	16		20	ACE	18	19	20	ACE	19		
20		JUMBO		20		JUMBO		20		JUMBO			
	20	3-WIDE	18			3-WIDE	20			3-WIDE	20		
		4-WIDE	20			4-WIDE				4-WIDE			
		5-WIDE				5-WIDE		l		5-WIDE			
		3-WIDE 2RB				3-WIDE 2RB		l		3-WIDE 2RB			
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE			
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE			
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS		
12	9	DIVE	4	16	12	DIVE	6	15	10	DIVE	5		
24	18	SLAM	8	32	24	SLAM	12	30	20	SLAM	10		
36	27	OFF-TACKLE	12	48	36	OFF-TACKLE	18	45	30	OFF-TACKLE	15		
48	36	EDGE	16	64	48	EDGE	24	60	40	EDGE	20		
60	45	SWEEP	20	80	60	SWEEP	30	75	50	SWEEP	25		
	55	DELAY	30		65	DELAY	40	80	55	DELAY	35		
		READ OPT				READ OPT				READ OPT			
		TRI OPT				TRI OPT				TRI OPT			
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS		
80	70	QUICK	45	86	80	QUICK	55	90	75	QUICK	65		
88	85	INTERMED.	85	90	90	INTERMED.	80	95	90	INTERMED.	85		
		DEEP				DEEP				DEEP			
		BOMB				BOMB				BOMB			
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS		
94	92	MIDDLE	90	94	95	MIDDLE	90	98	99	MIDDLE	95		
98	94	SWING	95	98	99	SWING	100	100	100	SWING	100		
	96	WR BUBBLE	98			WR BUBBLE				WR BUBBLE			
	98	WR SLIP	100			WR SLIP				WR SLIP			
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS		
		FLEA-FLICK.				FLEA-FLICK.				FLEA-FLICK.			
		WILDCAT R		l		WILDCAT R		ı		WILDCAT R			
		WILDCAT P				WILDCAT P				WILDCAT P			
100	100	NON QB P		100	100	NON QB P				NON QB P			

MULTIPLE - BALANCED

					GO	AL TO GO					
	AG	GRESSIVE			N	IORMAL			CON	SERVATIVE	
PLA	Y ACT	TON 2	20	PLA	AY ACT	ION 2	20	PLA	Y ACT	TON 2	20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
		FULL-HOUSE				FULL-HOUSE		2	1	FULL-HOUSE	
6	3	BASE		10	7	BASE	4	12	6	BASE	4
16	10	ACE	5	18	14	ACE	8	18	15	ACE	8
		JUMBO		19		JUMBO		20		JUMBO	
18	12	3-WIDE	10	20	16	3-WIDE	13		18	3-WIDE	12
	14	4-WIDE	14		18	4-WIDE	15			4-WIDE	14
		5-WIDE	16			5-WIDE	16	l		5-WIDE	
20	16	3-WIDE 2RB	18		19	3-WIDE 2RB	18		20	3-WIDE 2RB	16
	18	3-WIDE 2TE	19		20	3-WIDE 2TE	19	l		3-WIDE 2TE	18
	20	4-WIDE 1TE	20			4-WIDE 1TE	20			4-WIDE 1TE	20
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
10	5	DIVE	4	12	10	DIVE	4	17	11	DIVE	5
20	10	SLAM	8	24	20	SLAM	8	34	22	SLAM	10
30	15	OFF-TACKLE	12	36	30	OFF-TACKLE	12	51	33	OFF-TACKLE	15
40	20	EDGE	16	48	40	EDGE	16	68	44	EDGE	20
50	25	SWEEP	20	60	50	SWEEP	20	85	55	SWEEP	25
60	35	DELAY	30	65	60	DELAY	30		65	DELAY	35
		READ OPT				READ OPT	34	ı		READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
85	55	QUICK	50	80	75	QUICK	50	95	77	QUICK	50
90	75	INTERMED.	85	90	90	INTERMED.	85	98	85	INTERMED.	82
		DEEP		100		DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
95	85	MIDDLE	90	94	93	MIDDLE	94	100	90	MIDDLE	88
98	87	SWING	92	95	96	SWING	96		93	SWING	92
99	93	WR BUBBLE	95	96	97	WR BUBBLE	98		96	WR BUBBLE	95
100	99	WR SLIP	98	97	98	WR SLIP	100		99	WR SLIP	98
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.				FLEA-FLICK.				FLEA-FLICK.	
		WILDCAT R		98		WILDCAT R	1	ı		WILDCAT R	
		WILDCAT P	99	99	99	WILDCAT P		l		WILDCAT P	
	100	NON OB P	100	100	100	NON OB P		ı	100	NON OB P	100

BASE - RUN HEAVY

					GO	AL TO GO					
	AG	GRESSIVE			N	IORMAL			CON	SERVATIVE	
PL	Y ACT	TON 1	6	PLA	Y ACT	TON 1	9	PLA	Y ACT	ION 2	20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
4	2	FULL-HOUSE	1	5	4	FULL-HOUSE	2	8	6	FULL-HOUSE	4
17	14	BASE	11	16	15	BASE	16	16	16	BASE	16
	18	ACE	15		20	ACE	18		18	ACE	18
20		JUMBO		20		JUMBO		20	20	JUMBO	
	20	3-WIDE	18			3-WIDE	20			3-WIDE	20
		4-WIDE	20			4-WIDE				4-WIDE	
		5-WIDE				5-WIDE				5-WIDE	
		3-WIDE 2RB				3-WIDE 2RB				3-WIDE 2RB	
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE	
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE	
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
15	12	DIVE	7	17	14	DIVE	9	25	19	DIVE	11
30	24	SLAM	14	34	28	SLAM	18	50	38	SLAM	22
45	36	OFF-TACKLE	21	51	42	OFF-TACKLE	27	75	57	OFF-TACKLE	33
60	48	EDGE	28	68	56	EDGE	36	90	76	EDGE	44
75	60	SWEEP	35	85	70	SWEEP	45	98	95	SWEEP	55
85	70	DELAY	44	88	78	DELAY	54			DELAY	66
		READ OPT				READ OPT				READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
94	84	QUICK	74	96	90	QUICK	85	100	99	QUICK	79
	89	INTERMED.	88		92	INTERMED.	90			INTERMED.	88
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
97	94	MIDDLE	94	98	96	MIDDLE	95			MIDDLE	93
100	98	SWING	97	100	100	SWING	100			SWING	100
	99	WR BUBBLE	98			WR BUBBLE				WR BUBBLE	
	100	WR SLIP	99			WR SLIP		1		WR SLIP	
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.				FLEA-FLICK.				FLEA-FLICK.	
		WILDCAT R		l		WILDCAT R				WILDCAT R	
		WILDCAT P				WILDCAT P				WILDCAT P	
		NON QB P	100			NON QB P			100	NON QB P	

MULTIPLE - RUN HEAVY

					GO	AL TO GO					
	AG	GRESSIVE			N	IORMAL			CON	SERVATIVE	
PLA	Y ACT	TON 2	20	PLA	Y ACT	TON 2	0	PLA	AY ACT	TON 2	20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
4	2	FULL-HOUSE	1	6	4	FULL-HOUSE	2	4	3	FULL-HOUSE	
14	8	BASE	5	14	10	BASE	4	10	6	BASE	5
16	14	ACE	10	18	16	ACE	8	18	18	ACE	10
20		JUMBO		20	18	JUMBO		20	19	JUMBO	
	18	3-WIDE	16			3-WIDE	14			3-WIDE	16
		4-WIDE	18			4-WIDE	16			4-WIDE	18
		5-WIDE				5-WIDE				5-WIDE	
	20	3-WIDE 2RB	20		20	3-WIDE 2RB	20	l	20	3-WIDE 2RB	20
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE	
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE	
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
12	9	DIVE	7	15	13	DIVE	6	15	13	DIVE	6
24	18	SLAM	14	30	26	SLAM	12	30	26	SLAM	12
36	27	OFF-TACKLE	21	45	39	OFF-TACKLE	18	45	39	OFF-TACKLE	18
48	36	EDGE	28	60	52	EDGE	24	60	42	EDGE	24
60	45	SWEEP	35	75	65	SWEEP	30	70	52	SWEEP	30
65	55	DELAY	42	80	70	DELAY	40	80	60	DELAY	40
		READ OPT				READ OPT		1100		READ OPT	
		TRI OPT				TRI OPT		١.,		TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
85	63	QUICK	52	88	85	QUICK	55	95	75	QUICK	65
	85	INTERMED.	85	90	90	INTERMED.	80	98	85	INTERMED.	80
		DEEP				DEEP		1		DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
95	91	MIDDLE	90	94	94	MIDDLE	90	100	90	MIDDLE	88
96	93	SWING	92	95		SWING	92		93	SWING	92
98	95	WR BUBBLE	95	96	95	WR BUBBLE	96		96	WR BUBBLE	95
99	97	WR SLIP	98	97	96	WR SLIP	100		99	WR SLIP	98
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.		Value de la constante de la co		FLEA-FLICK	-	100000		FLEA-FLICK.	
		WILDCATR		98	98	WILDCAT R		ı		WILDCAT R	
100	98	WILDCATP	99	99	99	WILDCAT P		l		WILDCAT P	
	100	NON QB P	100	100	100	NON QB P		ı	100	NON QB P	100

BASE - PASS HEAVY

					60	ALTO GO					
	AG	GRESSIVE			N	IORMAL			CON	SERVATIVE	
PLA	Y ACT	ION :	13	PLA	AY ACT	TON 1	15	PLA	Y ACT	TON	17
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
1		FULL-HOUSE		1		FULL-HOUSE		2	1	FULL-HOUSE	
16	13	BASE	10	16	15	BASE	15	18	18	BASE	18
18	16	ACE	14		20	ACE	18	19	20	ACE	19
19		JUMBO		20		JUMBO		20		JUMBO	
20	19	3-WIDE	18			3-WIDE	20	-		3-WIDE	20
	20	4-WIDE	20			4-WIDE				4-WIDE	
		5-WIDE				5-WIDE				5-WIDE	
		3-WIDE 2RB		l		3-WIDE 2RB				3-WIDE 2RB	3
		3-WIDE 2TE	7	ı		3-WIDE 2TE				3-WIDE 2TE	
		4-WIDE 1TE				4-WIDE 1TE	5			4-WIDE 1TE	
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
10	7	DIVE	3	14	10	DIVE	4	15	10	DIVE	5
20	14	SLAM	6	28	20	SLAM	8	30	20	SLAM	10
30	21	OFF-TACKLE	9	42	30	OFF-TACKLE	12	45	30	OFF-TACKLE	15
40	28	EDGE	12	56	40	EDGE	16	60	40	EDGE	20
50	35	SWEEP	15	70	50	SWEEP	20	75	50	SWEEP	25
60	45	DELAY	25		55	DELAY	30	80	55	DELAY	35
		READ OPT	200			READ OPT	.72			READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
75	55	QUICK	40	84	75	QUICK	50	90	75	QUICK	65
88	85	INTERMED.	80	90	90	INTERMED.	75	95	90	INTERMED.	85
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
94	92	MIDDLE	90	94	95	MIDDLE	90	98	99	MIDDLE	95
98	94	SWING	95	98	99	SWING	100	100	100	SWING	100
	96	WR BUBBLE	98			WR BUBBLE				WR BUBBLE	
	98	WR SLIP	100			WR SLIP				WR SLIP	
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.				FLEA-FLICK.				FLEA-FLICK.	
		WILDCATR		l		WILDCAT R	2			WILDCAT R	
		WILDCAT P				WILDCAT P				WILDCAT P	
100	100	NON QB P		100	100	NON QB P				NON OB P	

					GO	AL TO GO					
	AG	GRESSIVE			N	IORMAL			CON	SERVATIVE	
PLA	Y ACT	TON 2	0	PLA	Y ACT	ION 2	20	PLA	Y ACT	ION 2	20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
		FULL-HOUSE				FULL-HOUSE		1	1	FULL-HOUSE	
5	1	BASE		8	6	BASE	3	10	5	BASE	4
15	8	ACE	4	16	12	ACE	6	18	16	ACE	8
		JUMBO		17		JUMBO		20		JUMBO	
16	13	3-WIDE	10	18	15	3-WIDE	12		18	3-WIDE	12
	15	4-WIDE	14		16	4-WIDE	16			4-WIDE	14
	17	5-WIDE	16			5-WIDE	17			5-WIDE	
18	18	3-WIDE 2RB	18	20	18	3-WIDE 2RB	18		20	3-WIDE 2RB	16
20	19	3-WIDE 2TE	19		19	3-WIDE 2TE	19			3-WIDE 2TE	18
	20	4-WIDE 1TE	20		20	4-WIDE 1TE	20			4-WIDE 1TE	20
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
8	4	DIVE	3	10	8	DIVE	3	15	10	DIVE	6
16	8	SLAM	6	20	16	SLAM	6	30	20	SLAM	12
24	12	OFF-TACKLE	9	30	24	OFF-TACKLE	9	45	30	OFF-TACKLE	18
32	16	EDGE	12	40	32	EDGE	12	60	40	EDGE	24
40	20	SWEEP	15	50	40	SWEEP	15	70	50	SWEEP	30
50	30	DELAY	25	55	50	DELAY	18	80	55	DELAY	40
		READ OPT				READ OPT	28			READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
75	50	QUICK	45	80	65	QUICK	48	95	75	QUICK	55
90	75	INTERMED.	85	90	80	INTERMED.	84	98	85	INTERMED.	82
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
95	85	MIDDLE	90	94	90	MIDDLE	94	100	90	MIDDLE	88
98	87	SWING	92	95	92	SWING	96		93	SWING	92
99	93	WR BUBBLE	95	96	95	WR BUBBLE	98		96	WR BUBBLE	95
100	99	WR SLIP	98	97	98	WR SLIP	100		99	WR SLIP	98
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.				FLEA-FLICK.				FLEA-FLICK.	
		WILDCAT R		98		WILDCAT R		ı		WILDCAT R	
		WILDCAT P	99	99	99	WILDCAT P		l		WILDCAT P	
	100	NON QB P	100	100	100	NON QB P		ı	100	NON QB P	100

O-COORD-GOAL-TO-GO

AIR RAID

					GO	AL TO GO					
	AG	GRESSIVE			N	ORMAL			CON	SERVATIVE	
PLA	AY ACT	TON 2	20	PLA	AY ACT	TON 2	20	PLA	Y ACT	TON 2	20
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
		FULL-HOUSE				FULL-HOUSE				FULL-HOUSE	
		BASE				BASE		1		BASE	
		ACE				ACE		2		ACE	
		JUMBO				JUMBO		3		JUMBO	
10	8	3-WIDE	6	14	10	3-WIDE	12	16	14	3-WIDE	10
14	12	4-WIDE	10	17	16	4-WIDE	18		18	4-WIDE	16
	15	5-WIDE	14			5-WIDE	20			5-WIDE	
18	16	3-WIDE 2RB	16	20	18	3-WIDE 2RB		18	19	3-WIDE 2RB	18
		3-WIDE 2TE				3-WIDE 2TE		20		3-WIDE 2TE	
20	20	4-WIDE 1TE	20		20	4-WIDE 1TE	1-		20	4-WIDE 1TE	20
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
4	2	DIVE	1	6	4	DIVE	2	8	5	DIVE	3
8	4	SLAM	2	12	8	SLAM	4	16	10	SLAM	6
12	6	OFF-TACKLE	3	18	12	OFF-TACKLE	6	24	15	OFF-TACKLE	9
16	8	EDGE	4	24	16	EDGE	8	32	20	EDGE	12
20	10	SWEEP	5	30	20	SWEEP	10	40	25	SWEEP	15
35	25	DELAY	20	40	30	DELAY	25	50	40	DELAY	30
		READ OPT				READ OPT				READ OPT	
		TRI OPT				TRI OPT				TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
65	55	QUICK	45	70	55	QUICK	50	80	75	QUICK	50
75	80	INTERMED.	80	80	80	INTERMED.	75		85	INTERMED.	85
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
90	90	MIDDLE	90	90	90	MIDDLE	85	90	90	MIDDLE	90
95	95	WR BUBBLE	95	94	94	WR BUBBLE	92	95	95	WR BUBBLE	95
100	100	WR SLIP	100	98	98	WR SLIP	99	100	100	WR SLIP	100
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS
		FLEA-FLICK.		-		FLEA-FLICK.	-			FLEA-FLICK.	
		WILDCATR				WILDCAT R		ı		WILDCAT R	
		WILDCATP		99	99	WILDCAT P		l		WILDCAT P	
		NON OB P		100	100	NON QB P	100			NON QB P	

READ OPTION

					GO	AL TO GO					
	AG	GRESSIVE			٨	ORMAL			CON	SERVATIVE	
PLA	Y ACT	ION 2	20	PLA	Y ACT	TION 2	20	PLA	Y ACT	TON 2	0
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PAS
4		FULL-HOUSE		2		FULL-HOUSE		3	1	FULL-HOUSE	
10	3	BASE	2	8	4	BASE	3	10	6	BASE	3
12	6	ACE	4	14	8	ACE	6	14	10	ACE	6
16		JUMBO				JUMBO		16		JUMBO	
20	14	3-WIDE	12	17	12	3-WIDE	12	18	15	3-WIDE	10
	16	4-WIDE	16		16	4-WIDE	16			4-WIDE	14
		5-WIDE				5-WIDE				5-WIDE	16
	20	3-WIDE 2RB	20	20	20	3-WIDE 2RB	20	20	20	3-WIDE 2RB	20
		3-WIDE 2TE				3-WIDE 2TE				3-WIDE 2TE	
		4-WIDE 1TE				4-WIDE 1TE				4-WIDE 1TE	
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PAS
6	4	DIVE	1	8	5	DIVE	2	9	6	DIVE	3
12	8	SLAM	2	16	10	SLAM	4	18	12	SLAM	6
18	12	OFF-TACKLE	3	24	15	OFF-TACKLE	6	27	18	OFF-TACKLE	9
24	16	EDGE	4	32	20	EDGE	8	36	24	EDGE	12
30	20	SWEEP	5	40	25	SWEEP	10	45	30	SWEEP	15
36	30	DELAY	15	50	35	DELAY	20	55	40	DELAY	25
70	50	READ OPT	30	75	60	READ OPT	35	80	65	READ OPT	40
80		TRI OPT		80	65	TRI OPT		85	70	TRI OPT	
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PAS
90	80	QUICK	50	92	80	QUICK	55	90	85	QUICK	55
	90	INTERMED.	85		88	INTERMED.	80		87	INTERMED.	85
		DEEP				DEEP				DEEP	
		BOMB				BOMB				BOMB	
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PAS
96	96	MIDDLE	90	95	91	MIDDLE	90	96	92	MIDDLE	90
		SWING			93	SWING			94	SWING	
98	98	WR BUBBLE	93	98	96	WR BUBBLE	95	97	97	WR BUBBLE	95
100	100	WR SLIP	96	99	99	WR SLIP	100	98	100	WR SLIP	100
RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PASS	RUN	FULL	TRICK PLAY	PAS
		FLEA-FLICK.				FLEA-FLICK.		-		FLEA-FLICK.	
		WILDCAT R		l		WILDCAT R				WILDCAT R	
		WILDCATP				WILDCAT P		99		WILDCAT P	
		NON QB P	100	100	100	NON QB P		100		NON QB P	

TRIPLE OPTION

					GO	AL TO GO					
	AG	GRESSIVE			1	ORMAL			CON	SERVATIVE	
PLA	AY ACT	TON 1	16	PLA	Y ACT	TION 1	4	PLA	Y ACT	TON 1	2
RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS	RUN	FULL	PACKAGE	PASS
20	20	BASE ACE JUMBO	16	16	20	BASE ACE JUMBO	18	15	20	BASE ACE JUMBO	19
		3-WIDE 4-WIDE 5-WIDE	18			3-WIDE 4-WIDE 5-WIDE		72.		3-WIDE 4-WIDE 5-WIDE	
		3-WIDE 2RB 3-WIDE 2TE 4-WIDE 1TE	20			3-WIDE 2RB 3-WIDE 2TE 4-WIDE 1TE	20			3-WIDE 2RB 3-WIDE 2TE 4-WIDE 1TE	20
RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS	RUN	FULL	RUNS	PASS
4	6	DIVE	3	10	6	DIVE	4	8	7	DIVE	4
8	12	SLAM	6	20	12	SLAM	8	16	14	SLAM	8
12	18	OFF-TACKLE	9	30	18	OFF-TACKLE	12	24	21	OFF-TACKLE	12
16	24	EDGE	12	40	24	EDGE	16	32	28	EDGE	16
20	30	SWEEP	15	50	30	SWEEP	20	40	35	SWEEP	20
35	35	DELAY	30		32	DELAY	30			DELAY	30
50	40	READ OPT	35	60	40	READ OPT	45	45	45	READ OPT	40
90	80	TRI OPT	55	98	92	TRI OPT	60	99	98	TRI OPT	75
RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS	RUN	FULL	PASSES	PASS
95 98	90 95	QUICK INTERMED. DEEP BOMB	95 95	100	95	QUICK INTERMED. DEEP BOMB	75 90	100	100	QUICK INTERMED. DEEP BOMB	95 95
RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS	RUN	FULL	SCREENS	PASS
		MIDDLE SWING	98			MIDDLE SWING	94 95			MIDDLE SWING	98
	98 99	WR BUBBLE WR SLIP	100			WR BUBBLE WR SLIP	96 97			WR BUBBLE WR SLIP	
RUN	FULL	FLEA-FLICK. WILDCAT R WILDCAT P	PASS	RUN	FULL	FLEA-FLICK. WILDCAT R WILDCAT P	PASS	RUN	FULL	FLEA-FLICK. WILDCAT R WILDCAT P	PASS
100	100	NON QB P		l	100	NON QB P	100			NON QB P	100

D-COORDINATORS

VERY LOW RISK

OW RISK RUNNING	QB
	QB
BOX	1
MAN	4
ZONE	9
SPY	10
BOX MAN	4
ZONE	9
SPY	10
31.	
BOX	3
	7
	9
	9
	9
	10
BLITZ 3	
	MAN ZONE SPY BLITZ 1 BLITZ 2

LOW RISK

LC	COORDINATOW RISK		LO	COORDINA W RISK EAVY OFFEN		LO	COORDINA W RISK HEAVY OFFEN		LO	COORDINAT W RISK E/RUNNING	
VS. BALA			VS. KUN H			VS. PASS F	THE PARTY OF THE P	-	A2" MORIT	A COLUMN TO SERVICE	_
RUN	MAN ZONE BLITZ 1	15 55 97 100	RUN	MAN ZONE	50 75 100	RUN	MAN ZONE BLITZ 1 BLITZ 2	5 40 95 98 100	RUN	BOX MAN ZONE SPY BLITZ 1 BUTTZ 2	15 45 80 95 98 100
FULL	BOX MAN ZONE BUTZ 1 BLITZ 2	10 50 90 97 100	FULL	BOX MAN ZONE BLITZ 1 BLITZ 2	30 60 95 98 100	FULL	BOX MAN ZONE BLITZ 1 BLITZ 2	5 40 90 97 100	FULL	BOX MAN ZONE SPY BLITZ 1 BLITZ 2	10 35 70 95 98 100
PASS	BOX MAN ZONE BUTZ 1 BUTZ 2 BUTZ 3 BUTZ 4	40 80 88 94 98 100	PASS	BOX MAN ZONE BLITZ 1 BLITZ 2	10 50 90 97 100	PASS	BOX MAN ZONE BLITZ 1 BLITZ 2 BLITZ 3 BLITZ 4	40 80 88 94 98	PASS	BOX MAN ZONE SPY BLITZ 1 BLITZ 2	30 60 80 92

BASIC

	COORDINA	TOR		COORDINA	TOR		COORDINA	TOR		COORDINA	TOR
	NCED OFFENS	E		EAVY OFFEN	SE		HEAVY OFFEN	SE		E/RUNNING	OB
	BOX	25	3,000	BOX	65		BOX	10		BOX	20
	MAN	60		MAN	80		MAN	50		MAN	50
	ZONE	95		ZONE	100		ZONE	90		ZONE	80
	BUTZ 1	99		Lone	200		BLITZ 1	97		SPY	90
RUN	BUTZ 2	100	RUN			RUN	BLITZ 2	100	RUN	BUTZ 1	9
	OUILL	100					OLITEZ	100		BUTZ 2	10
	вох	15		BOX	40		вох	5		вох	15
	MAN	50		MAN	65		MAN	45		MAN	4
	ZONE	85		ZONE	90		ZONE	85		ZONE	7
20.2	BUTZ 1	93	20.00	BLITZ 1	97	C	BLITZ 1	91	-	SPY	9
FULL	BUTZ 2	97	FULL	BLITZ 2	100	FULL	BUTZ 2	96	FULL	BUTZ 1	9
	BUTZ 3	100					BLITZ 3	100		BLITZ 2	10
	вох			вох	20		вох			вох	
	MAN	35		MAN	50		MAN	35		MAN	2
	ZONE	70		ZONE	80		ZONE	70		ZONE	5
	BUTZ 1	82		BLITZ 1	89	2	BLITZ 1	82	2044	SPY	7
PASS	BUTZ 2	90	PASS	BLITZ 2	96	PASS	BLITZ 2	90	PASS	BUTZ 1	9
	BUTZ 3	96		BLITZ 3	100		BLITZ 3	96		BUTZ 2	10
	BUTZ 4	100					BLITZ 4	100			

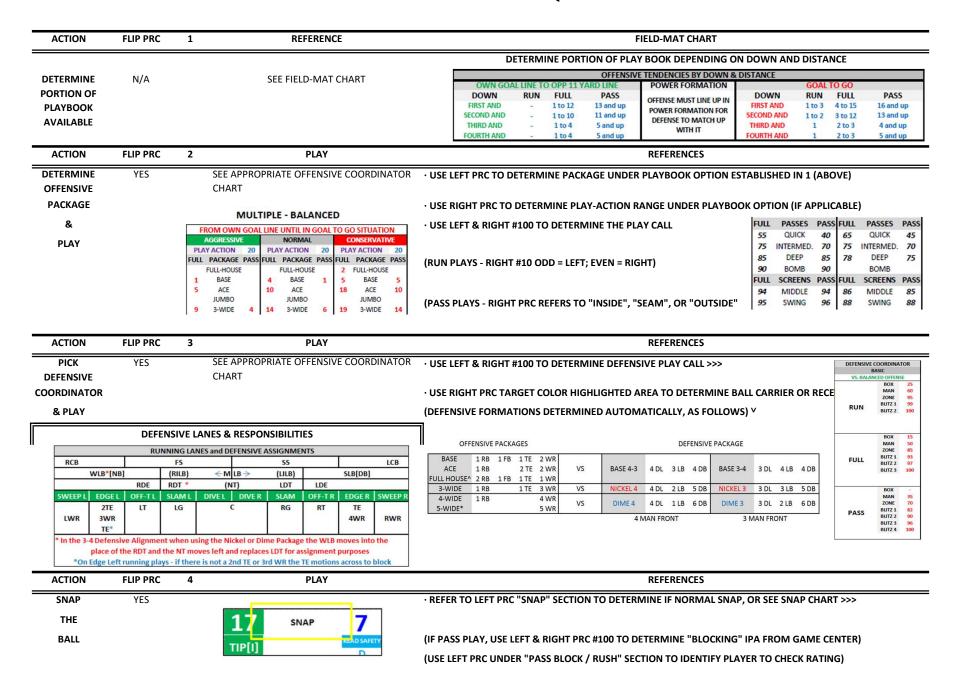
AGGRESSIVE

VERY AGGRESSIVE

	COORDINA	TOR		COORDINA	TOR		COORDINA	TOR		COORDINA	TOR
	SRESSIVE			RESSIVE			SRESSIVE			RESSIVE	
VS. BALA	NCED OFFENS	***	VS. RUN H	EAVY OFFEN		VS. PASS I	HEAVY OFFEN	-	VS. MOBIL	E/RUNNING	
	BOX	35		BOX	75		BOX	15		BOX	40
	MAN	65		MAN	85		MAN	50		MAN	50
	ZONE	90		ZONE	95		ZONE	85		ZONE	70
RUN	BUTZ 1	97	RUN	BLITZ 1	98	RUN	BLITZ 1	92	RUN	SPY	8
KON	BUTZ 2	100	KON	BLITZ 2	100	KON	BLITZ 2	97	KON	BLITZ 1	9
							BLITZ 3	100		BUTZ 2	10
	BOX	25	_	BOX	50		BOX	10		BOX	3
	MAN	50		MAN	70		MAN	40		MAN	4
	ZONE	75		ZONE	90		ZONE	75		ZONE	7
FULL	BUTZ 1	87	FULL	BLITZ 1	97	FULL	BLITZ 1	88	FULL	SPY	8
FULL	BUTZ 2	95	FULL	BLITZ 2	100	FULL	BLITZ 2	95	FULL	BLITZ 1	9
	BUTZ 3	100					BLITZ 3	98		BLITZ 2	10
							BLITZ 4	100			
	BOX			BOX	10		вох			BOX	- 1
	MAN	30		MAN	40		MAN	40		MAN	2
	ZONE	60		ZONE	70		ZONE	60		ZONE	4
PASS	BUTZ 1	75	PASS	BLITZ 1	82	PASS	BLITZ 1	76	PASS	SPY	7
FA33	BUTZ 2	87	PASS	BLITZ 2	90	FASS	BLITZ 2	87	PASS	BLITZ 1	8
	BUTZ 3	95		BLITZ 3	96		BLITZ 3	95		BLITZ 2	9
	BUTZ 4	100		BLITZ 4	100		BLITZ 4	100		BLITZ 3	10

DEFENSIVE	COORDINA	TOR	DEFENSIVE	COORDINA	TOR	DEFENSIVE	COORDINA	TOR	DEFENSIVE	COORDINA	TOR
VERY /	AGGRESSIVE		VERY /	AGGRESSIVE		VERY /	AGGRESSIVE		VERY A	GGRESSIVE	
VS. BALA	NCED OFFENS	E 3	VS. RUN H	EAVY OFFEN	SE	VS. PASS I	HEAVY OFFEN	ISE	VS. MOBIL	E/RUNNING	QB
	BOX	45		BOX	80		BOX	20		BOX	50
	MAN	65		MAN	~		MAN	50		MAN	55
	ZONE	85		ZONE	=		ZONE	70		ZONE	60
RUN	BUTZ 1	92	RUN	BLITZ 1	88	RUN	BLITZ 1	84	RUN	SPY	80
KUN	BUTZ 2	97	KUN	BLITZ 2	95	KUN	BLITZ 2	95	KUN	BLITZ 1	92
	BLITZ 3	100		BLITZ 3	100		BLITZ 3	100		BLITZ 2	10
	BOX	35		BOX	60		BOX	15		BOX	40
	MAN	50		MAN	70		MAN	50		MAN	45
	ZONE	65		ZONE	80		ZONE	65		ZONE	55
FULL	BUTZ 1	80	FULL	BLITZ 1	87	FULL	BLITZ 1	78	FULL	SPY	75
FULL	BUTZ 2	90	FULL	BLITZ 2	95	FULL	BLITZ 2	87	FULL	BLITZ 1	88
	BUTZ 3	95		BLITZ 3	97		BLITZ 3	94		BLITZ 2	96
	BUTZ 4	100		BLITZ 4	100		BLITZ 4	100		BLITZ 3	10
	BOX	-		BOX	15		BOX	(- -		BOX	-
	MAN	25		MAN	45		MAN	30		MAN	15
	ZONE	50		ZONE	60		ZONE	50		ZONE	30
PASS	BUTZ 1	70	PASS	BLITZ 1	74	PASS	BLITZ 1	70	PASS	SPY	60
F M33	BUTZ 2	85	FASS	BLITZ 2	86	F A33	BLITZ 2	85	F ASS	BLITZ 1	75
	BLITZ 3	95		BLITZ 3	94		BLITZ 3	95		BLITZ 2	88
	BUTZ 4	100		BLITZ 4	100		BLITZ 4	100		BLITZ 3	96
										BLITZ 4	100

GENERAL PLAY-CALLING SEQUENCE



SNAP OCCURENCES

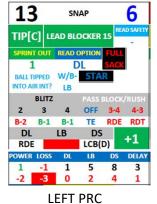
OFFENSIVE PLAY	POSSIBLE	(4)				SI	NAP ACTION RESUL	TS			
OTTENSIVETER	SEQUENCE										
						SNAP ACTIONS					
SNAP	FALSE START	OFFSIDES	DRAW OFFSIDES	DRAW FALSE	ILLEGAL SNAP	FORMATION	FUMBLE SNAP	<u>FUMBLE</u>	INJURY	BURN TIMEOUT	POST PLAY
			<u>QB</u>	<u>START</u>	<u>QB</u>	PENALTY		EXCHANGE			PENALTY
PLAYER	OFFENSIVE	DEFENSIVE	QB	DE	QB	QB	QB	QB			_
	POSITION	POSITION	QВ	- DE	QB		QB	QB			
REFERENCE	R-PRC #20	R-PRC #20	R-PRC #20	R-PRC #20	R-PRC #20	NEW R-PRC #20	R-PRC #10**	R-PRC #10**	INJURY CHART	R-PRC #20	R-PRC #20
RATING:	PENALTY	PENALTY	QB	PRESSURE	PENALTY	QB	LOWER FUM	LOWER FUM			GAMECENTER
IN RANGE:	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY	ASSESS PENALTY*	TURNOVER CHART	TURNOVER CHART		EVEN: OFF	
OUT RANGE:	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES	PLAY RESUMES		ODD: DEF	_
		IF R-PRC #20 = 20	IF R-PRC #20 = 1-5			AFTER PLAY				IPA SWITCH	
		PLAY RESUMES	PLAY RESUMES			IS OVER				TO DEF	
		OFF. CHOOSES	OFF. CHOOSES			*CHECK PENALTY				IF OFF OUT	
		PLAY OR PENALTY	PLAY OR PENALTY			CHART				OF TIMEOUTS	
										& VICE VERSA	

	W	dsha	Brad	erry	Te
PIT 1979	5	LEAD	В	14	QB
INT		DEEP			
18	11	8	12	15	18
16	7	4	8	11	15
FUN	P-A	PEN	H-R	SCR	PKT
6	6	1	2	1	18
-	LB	DL	NG	BRK	RUN
16 16	16	10	5	1 H	10

Wil	lie Parker	
	С	BUF
-	_	1973
		14
		0
RUN	PENALTY	POWER
14	3	15
PASS	PENALTY	SCREEN
14	3	13









RIGHT PRC

RUN PLAYS

OFFENSIVE PLAY	7 5				IPA	s*			
				L-R #1	LOO TO DETERMINE II	PA FROM GAME CENTER			
RUN	REFERENCE	STUFF RUN/ SET EDGE	<u>PURSUE LB</u>	SUPPORT DB	RUN BLOCK	RB READ HOLE	IN GAME BLOCKING MATCHUP	LOWER SHOULDER, SPIN, STIFF ARM, JUKE	TACKLE SOLID-, BIG-, HUGE HIT
FLIP CARD	CODE	[-/0]	[-/0]	[-/0]	[-/0/+]	[-/0/+]	[-/0/+]	[0/+]	[-/0]
YES	RATING(S) USED:	DEF. LINEMAN PLAY RUN	LB PLAY RUN	DB PLAY RUN	OL, FB, RB, TE OR WR RUN BLOCK	READ HOLE	O RUN BLOCK VS. D PLAY RUN**	YAC	TACKLE RATING
	IN RANGE:	L-PRC: RED	L-PRC: RED	L-PRC: RED	L-PRC: BLACK	L-PRC: BLACK	L-PRC: BLACK**	ADD BLACK + YDS	L-PRC: RED
	OUT RANGE:	L-PRC: BLACK	L-PRC: BLACK	L-PRC: BLACK	L-PRC: RED	L-PRC: RED	L-PRC: RED**	L-PRC: BLACK	L-PRC: BLACK
					(IF L:PRC#20 = 1-5)	(IF L-PRC#20 WITHIN BREAK RATING)	(IF L:PRC#20 = 1-5)		(IF WITHING D FUM RATING
					ADD BLACK + YDS	ADD BLACK + YDS	ADD BLACK+YDS		CHECK FUMBLE INSTRUCTIONS
* "STOPPER" DEF	EATS ALL IPAS	Willie Parker C 1973 RUN PENALTY POWER 14 3 15 PASS PENALTY SCREEN 14 3 13	O.J. Simps RB READ 20 BI NO GAIN DEF LI 2 7 YAC BREA 19 2 REC YAC BRK I 10 17 1 RUN BLOCK PASS F 13 3 15	REAK 6 BUF 1973 INE LINEBACKER 13 AK DISTANCE A DIS CTH DRP H 1 3	REFERENCE CODE RATING(S) USED: IN RANGE:	(IF L-PRC#20 WITHIN BREAKAWAY) CONSULT LONG GAIN CHART TACKLE LEVEL [-/0] D TACKLE RATING L-PRC: RED	**NEW RATING: 10+(O-D)		
					OUT RANGE:	L-PRC: BLACK	_		
		IPA CODES FOR RUNNING PLAY	YS			APPLYING IPA (CODES TO "NG" AN	D "DS" LEVELS	
[-/0]	DEFENSIVE IPA	[-] DEFENDER MAKES PLAY	RED # UNDER LEV	/EL	NG	[0]	NO GAIN, 0 YDS		
[-/0/+]	OFFENSIVE IPA	[0] DEFENDER DOES NOT MAKE PLAY [-] BLOCKER NOT SUCCESSFUL OR RB DOES NOT READ HOLE	BLACK # UNDER L			[-] [+]	USE HIGHER # UND		
		[0] BLOCKER SUCCESSFUL OR RB READS HOLE	BLACK # UNDER L	.EVEL	DS		ADD BLACK #S UN	DER "DL" & "LB" PLU:	S +YDS ON RIGHT PRC
	BALLCARRIER	[+] IF BLOCKER MAKES BIG HOLE OR RB BREAKS THROUGH LEVEL	BLACK # UNDER L +# ON R-PRC	EVEL PLUS GREEN		CB F: WLB*[NB] (RII	LB) ←M LB→	SS (LILB) SLB[D	LCB B]
[0/+]	ABILITY TO MAKE EXTRA YAC	EXTRA EXECUTE YAC MOVE		EVEL		RDE RDT EEPL EDGEL OFF-TL SLA 2TE LT LC VR 3WR	ML DIVEL DIVER	LDT LDE SLAM OFF-TR EDGE RG RT TE 4WF	
		[+] BALL CARRIER FAILS TO EXECUTE YAC MOVE	BLACK # UNDER L +# ON R-PRC	EVEL PLUS GREEN		TE* he 3-4 Defensive Alignment when	moves left and replaces LD	ckage the WLB moves into th	e

SPECIAL DESIGNATIONS & FUMBLES

SPECIAL DESIGNATIONS	STOPPER	STAR DEFENDER	LEAD BLOCKER	PUSH PILE
OVERRIDES	ALL OTHER IPAs	ALL OFFENSIVE IPAS & LEAD BLOCKER	ALL DEF. IPAs - BUT NOT STAR DEF.	
READ	R-PRC #20	L-PRC #20	LEAD BLOCKER#	L-PRC #20
RATING	TACKLE RATING	TACKLE RATING	RUN BLOCK	RB YAC; DEF. TACKLE RATING
IN RANGE:	[-]*	[-]*	IF DEF IPA & SUCCESS THEN TO DESIG. LEVEL	10+(YAC-TACKLE); [0/+]*
OUT RANGE:	PROCEED W/PLAY	PROCEED W/PLAY	PROCEED W/PLAY	[0]

* IF DEF. WINS BATTLE AND STOPPER ON PLAY, USE LOWER LOSS # * IF R-PRC #20 WITHIN FUM RANGE CHECK BELOW *N/A IN 3- OR 4-WIDE PACKAGE

* NO BREAKAWAY

LB

4

7 6 2

*FLIP BEFORE NEW RATING CHECK

**IF WITHIN BREAKAWAY SEE LONG GAIN

CHART

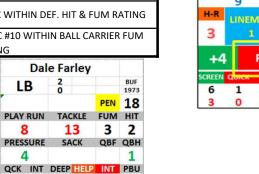
-		_									- 11	4.0	_		ORCE -		_
20) _	SN	IAP		2	1		SN	AP		8	12	_	SN	AP		6
В-Н	IT	STO	PPER	REA	D SAFETY	DE	F LI	EAD BL	OCKER	12 RE	AD SAFETY	PBU	J	PUSH T	HE PIL	E RE	AD SAFETY
SPRIN	т оит	READ (OPTION	SPLIT		SPRIN	τ ουτ	READ (OPTION	SPLIT	SUB	SPRIN	T OUT	READ	OPTION	SPLIT	
1	2	0)L	SACK		5	5	L	В	SACK	LINE	3	3)L	SACK	
BALL I	IR INT?	W/B-		В	ОМВ	BATTED TO THE G		NT(L DT)	STA	R		TO THE G		LDE		II	NTER.
	BLITZ		PASS E	SLOCK	/RUSH		BLITZ	Z	PASS	BLOCK	/RUSH		BLITZ	0			/RUSH
2	3	4	OFF	3-4	4-3	2	3	4	OFF	3-4	4-3	2	3	4	OFF	3-4	4-3
B-1	B-1	B-1	LG	LDE	RDE	B-1	B-2	B-3	FB	RDE	LDE	B-2	B-1	B-4	FB	LDE	RDT
RD		LB	DS FS		+6	DL	_	LB ILB [R]	DS		+4	LDE		LB SLB	DS		+6
POWER	LOSS	DL	LB	DS	DELAY	POWER	LOSS	DL	LB	DS	DELAY	POWER	LOSS	DL	LB	DS	DELAY
1	-2	3	7	9	4	4	-1	2	7	13	9	4	-1	3	4	9	12
-2	-5	1	3	4	1	0	-6	1	3	6	2	-1	-3	1	2	4	3

LEFT PRC's



FUMBLES

	1. FUMBLE CHECKS FROM R-PRC	2. FORCED FUMBLES	3. FORCED FUMBLE COINCIDING WITH HIT
READ	DURING SNAP	L-PRC #20 FOR DEFENDER IPA CHECK	L-PRC FOR DEFENDER HIT CHECK
	FLIP FOR IPA & FUM CHK		
RATING:	LOWER FUM RATING OF BALL CARRIER	DEF. FUM RATING	DEFENDER FUMBLE RATING
FUMBLE IF:	L-PRC#20 & R-FUM#10 BOTH ODD OR EVEN	L-PRC#20 & R-FUM#10 BOTH ODD OR EVEN	L-PRC WITHIN DEF. HIT & FUM RATING
			R-PRC #10 WITHIN BALL CARRIER FUM RATING



1



MIDDLE SCREEN, SWING PASS, BUBBLE SCREEN & SLIP SCREEN

OFFENSIVE	TO WHOM	5	BLOCKI	NG CHECK			IPAs				
PLAY											
						L-R #100 TO DE	TERMINE IPA FRO	M GAME CENTER			
MIDDLE	MANUALLY	GAME	SCREEN/BLOCK	BLOW UP SCREEN	IPA SCREEN BLOCK	IPA SCREEN BLOCK [R]	IPA SCREEN	IPA BLOW UP	IPA BLOW UP SCREEN [R]	Willie F	Parker
SCREEN	CHOSEN	CENTER	ASSIGNMENTS	ASSIGNMENTS			BLOCK MATCHUP	<u>SCREEN</u>		С	BUF 1973
							,	 			14
SWING					COMPARE W/ L-	COMPARE W/ L-PRC	1	COMPARE W/ L-PRC	COMPARE W/ L-PRC	RUN PE	NALTY POWER
PASS			DETERMINED BY:	DETERMINED BY:	<i>PRC</i> RATING:	RATING:	<i>PRC</i> RATING:	RATING:	RATING:	14	3 15
										I TO THE REAL PROPERTY OF THE PARTY OF THE P	NALTY SCREEN
BUBBLE				"PASS BLOCK" /	OL: SCREEN BLOCK	OL: SCREEN BLOCK	O:BLOCK RTG	D: PRESSURE	D: PRESSURE		3 13
SCREEN			RUSH"	RUSH"	RB, TE, WR: PASS	RB, TE, WR: PASS BLOCK	D: PRESSURE			14	3 13
					BLOCK	RB, TE, WK. FA33 BLOCK	D. FRESSORE				
SLIP					BEOCK		RTG: 10 - (O-D)			O.J. Sim	
SCREEN										RB READ 20	BREAK 6 BUF 1973
	•				IN: BLACK R-PRC	IN: BLACK R-PRC	IN: BLACK R-PRC	IN: RED R-PRC	IN: RED R-PRC		7 13
					OUT: RED R-PRC	OUT: DETERMINE	OUT: RED R-PRC	OUT: BLACK R-PRC	IF L-PRC WITHIN SACK		REAK DISTANCE
						DEFENDER W/L-PRC			RATING, THEN SACK!	19	2 A C DIS CTH DRP
						"PASS BLOCK / RUSH"			(CHECK FOR FUMBLE)	10 17 1	
						FLIP: IN RANGE: SACK			SACK YD: RED "DEEP"		S FUM WORK 14
						SACK YD: RED "DEEP"			OUT: BLACK R-PRC	13 13	3 A 14
										1	
SCREEN	то wном	6	THROWIN	G THE PASS		FOL	 LOW PASS PROCED	<u> </u> DURES			
SCREEN SCREEN	то whom			G THE PASS		FOL	LOW PASS PROCED	DURES			
	то wнom		PURSUIT / A		IPA TACKLE / SOLID	FOL			IPA BREAK THROUGH	YAC_	
			PURSUIT / A	ADD YARDAGE	IPA TACKLE / SOLID HIT		IPAs		IPA BREAK THROUGH DEFENSE	YAC MATCHUP*	
SCREEN 2 s B-1 B-2 DL	TO WHOM 4 OFF 3- B-3 2/E LL LB DS	7 -4 4-3 RDE	PURSUIT / A	ADD YARDAGE			IPAs IPA TACKLE HUGE HIT				/
SCREEN 2 5 B-1 B-2 DL LDE N	TO WHOM 4 OFF 3- B-3 2/E LL LB DS	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20	DD YARDAGE E D PURSUER 1-6:DL	HIT COMPARE W/ L- PRC	IPA TACKLE / BIG HIT COMPARE W/ L-PRC	IPAs IPA TACKLE HUGE HIT COMPARE W/L- PRC	TACKLE COMPARE W/ L-PRC	DEFENSE COMPARE W/ L-PRC	MATCHUP* COMPARE W, L-PRC	
SCREEN 2 5 B-1 B-2 DL LDE N	TO WHOM 4 OFF 3- B-3 2TE LL LB DS MLB [L]	7 RDE +5	PURSUIT / A	ADD YARDAGE E D PURSUER	HIT COMPARE W/ L-	IPA TACKLE / BIG HIT	IPAs IPA TACKLE HUGE HIT COMPARE W/ L-	<u>TACKLE</u>	DEFENSE	MATCHUP* COMPARE W, L-PRC O: RECEIVER	D: TACKLE
SCREEN 2 5 B-1 B-2 DL LDE N	TO WHOM 4 OFF 3- B-3 2TE LL LB DS MLB [L]	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20	E D PURSUER 1-6:DL 7-14:LB	HIT COMPARE W/ L- PRC D RATING:	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING:	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING:	TACKLE COMPARE W/ L-PRC D RATING:	DEFENSE COMPARE W/ L-PRC RECEIVER RATING:	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC	D: TACKLE
SCREEN 2 5 B-1 B-2 DL LDE N	TO WHOM 4 OFF 3- B-3 2TE LL LB DS MLB [L]	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20	DD YARDAGE E D PURSUER 1-6:DL	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT	IPA TACKLE / BIG HIT COMPARE W/ L-PRC	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT	TACKLE COMPARE W/ L-PRC	DEFENSE COMPARE W/ L-PRC	MATCHUP* COMPARE W, L-PRC O: RECEIVER	D: TACKLE
SCREEN 2 5 B-1 B-2 DL LDE N POWER LOSS	TO WHOM 4 OFF 3 B-3 2IE LL LB DS WILB [L]	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20	E D PURSUER 1-6:DL 7-14:LB	HIT COMPARE W/ L- PRC D RATING:	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING:	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING:	TACKLE COMPARE W/ L-PRC D RATING:	DEFENSE COMPARE W/ L-PRC RECEIVER RATING:	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC	D: TACKLE
SCREEN 2 5 B-1 B-2 DL LDE N	TO WHOM 4 OFF 3 B-3 2IE LL LB DS WILB [L]	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 R-PRC #20	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D	D: TACKLE
SCREEN Z 5 B-1 B-2 DL LDE N COWER LOSS *CYCLE RIG	TO WHOM 4 UFF 3 B-3 2IE LL LB DS WILB [L]	7 RDE +5	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 R-PRC #20	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D	D: TACKLE
SCREEN Z S B-1 B-2 DL LDE N COWER LOSS *CYCLE RIG	TO WHOM 4 OFF S B-S 21E LL LB DS WLB [L] S DL IB D	7 4-3 7 RDE +5 DELAY	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 R-PRC #20 COLOR	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS	D: TACKLE
SCREEN Z 5 B-1 B-2 DL LDE N COWER LOSS *CYCLE RIG	TO WHOM 4 UPF 3- B-3 2IE UL LB DS WILB [L] CONTROL B DI HT	7	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 COLOR VS. BOX	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO	MATCHUP* COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK)	D: TACKLE
CYCLE RIG	TO WHOM 4 UFF 3- B-3 2IE LL LB DS WLB [L] S DL 18 D SHT	7	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 R-PRC #20 COLOR	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL JSE A FUMBLE)	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL (CHK FUM RATING)	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS (CHK BREAK) RATING	MATCHUP COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK) RATING	D: TACKLE
CYCLE RIG	TO WHOM 4 OFF S B-3 21E LL LB DS WLB [L] S DL IB D HT HT PEN TACKLE FUM	7 4-3 7 RDE +5 DELAY	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 COLOR VS. BOX	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL (CHECK IF D FUN	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL IBLE OR HIT RATINGS CALL OUT: ADD LEVEL TO	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL JSE A FUMBLE) OUT: ADD LEVEL	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL (CHK FUM RATING) OUT: ADD LEVEL TO	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN	MATCHUP COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(O-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO	D: TACKLE
CYCLE RIG	TO WHOM 4 OFF 5 B-3 21E LL LB DS MLB [L] S DL IB D HT TACKLE FUM 13 3	7 4-3 7 RDE +5 DELAY	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 COLOR VS. BOX	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL USE A FUMBLE) OUT: ADD LEVEL TO BLACK OR	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL (CHK FUM RATING)	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS (CHK BREAK) RATING	MATCHUP COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN	D: TACKLE
CYCLE RIG	TO WHOM 4 OFF S B-3 ZIE LL LB DS MLB [L] S DL IB D HT TACKLE FUM 13 3 SACK QBF	7 4-3 7 RDE +5 S DELAY BUF 1973 18 HIT 2 QBH 1	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 COLOR VS. BOX	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL (CHECK IF D FUN	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL IBLE OR HIT RATINGS CALL OUT: ADD LEVEL TO	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL JSE A FUMBLE) OUT: ADD LEVEL	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL (CHK FUM RATING) OUT: ADD LEVEL TO	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN	MATCHUP COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN YARDS OR	D: TACKLE
CYCLE RIG	TO WHOM 4 OFF 5 B-3 ZIE LL LB DS MLB [L] DI IB D HT TACKLE FUM 13 3 SACK QBF	7 4-3 7 RDE +5 S DELAY BUF 1973 18 HIT 2 QBH 1	PURSUIT / A DETERMINI R-PRC #20 R-PRC #20 COLOR VS. BOX	DD YARDAGE E D PURSUER 1-6:DL 7-14:LB 15-20:DS STOPPER	HIT COMPARE W/ L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL (CHECK IF D FUN	IPA TACKLE / BIG HIT COMPARE W/ L-PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL IBLE OR HIT RATINGS CALL OUT: ADD LEVEL TO	IPAS IPA TACKLE HUGE HIT COMPARE W/L- PRC D RATING: TACKLE & HIT RATINGS IN: NO CHANGE IN YARDS OR LEVEL USE A FUMBLE) OUT: ADD LEVEL TO BLACK OR	TACKLE COMPARE W/ L-PRC D RATING: TACKLE RATING IN: NO CHANGE IN YARDS OR LEVEL (CHK FUM RATING) OUT: ADD LEVEL TO	DEFENSE COMPARE W/ L-PRC RECEIVER RATING: YAC IN: ADD LEVEL TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN	MATCHUP COMPARE W, L-PRC O: RECEIVER YAC RTG: 10-(0-D IN: ADD LEVE TO BLACK OR +YDS (CHK BREAK) RATING OUT: NO CHANGE IN	D: TACKLE