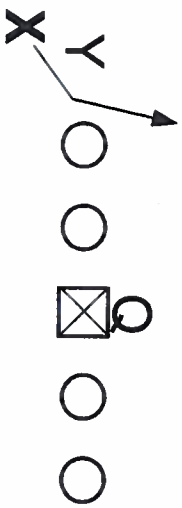


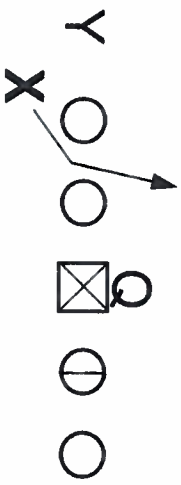
SINGLE MOVEMENTS

VEER



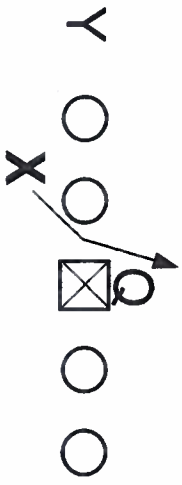
SINGLE MOVEMENT TO THE C GAP
ACROSS THE FACE OF THE TE FROM
OUTSIDE IN.

PINCH



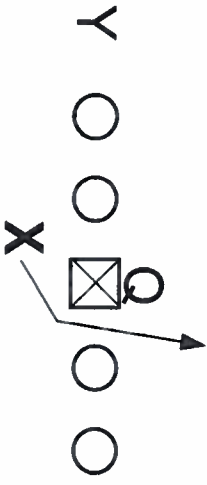
SINGLE MOVEMENT TO THE B GAP
ACROSS THE FACE OF THE OT FROM
OUTSIDE IN.

TAG



SINGLE MOVEMENT TO THE A GAP
ACROSS THE FACE OF THE OG FROM
OUTSIDE IN.

SPARK



SINGLE MOVEMENT TO THE
OPPOSITE A GAP ACROSS THE FACE
OF THE CENTER.

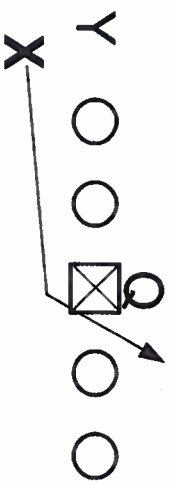
LONG STICK



SINGLE MOVEMENT TO THE A GAP
FROM THE C GAP DEFENDER.

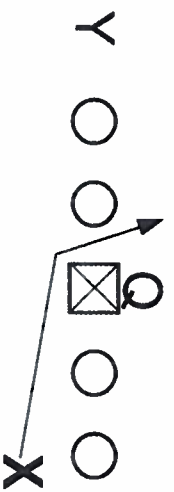
SINGLE MOVEMENTS

BIG TRIP



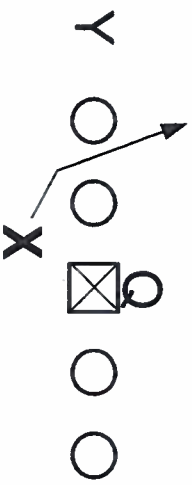
A MOVEMENT WHERE WE TRAVEL 3 GAPS.

BIG TRIP



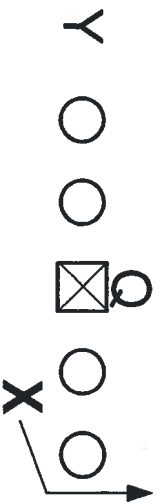
A MOVEMENT WHERE WE TRAVEL 3 GAPS.

LOOP



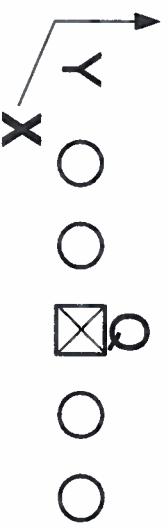
SINGLE MOVEMENT TO THE B GAP ACROSS THE FACE OF THE OG FROM INSIDE OUT.

LAT/3-4-5



A MOVEMENT WHERE WE MOVE FROM A B GAP DEFENDER TO A C GAP DEFENDER.

SLIDE



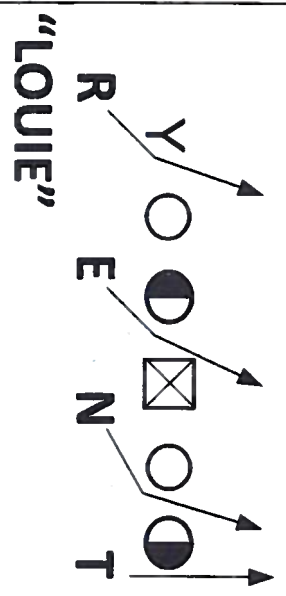
A MOVEMENT WHERE WE MOVE FROM A C GAP DEFENDER TO A D GAP DEFENDER.

ODD STUNTS

<p>SLAM</p> <p>FIELD ↓</p>	
<p>RIP</p> <p>FIELD ↓</p> <p>"LEE"</p>	<p>GAP EXCHANGE TWO MAN MOVEMENT WITH THE RUSH AND THE TACKLE TO A TWO MAN SURFACE. *VS. A 3 MAN SURFACE THE COMMUNICATION WILL BE: "RIP OFF"</p>
<p>RIP</p> <p>FIELD ↓</p> <p>"ROY"</p>	<p>GAP EXCHANGE TWO MAN MOVEMENT WITH THE RUSH AND THE TACKLE TO A TWO MAN SURFACE. *VS. A 3 MAN SURFACE THE COMMUNICATION WILL BE: "RIP OFF"</p>

STUNTS - OVER

OVER "SLANT"



FULL LINE MOVEMENT AWAY FROM THE "LOUIE"/"ROGER" CALL.

STUNTS WITH PRESSURE

<p>"TEX" (WITH TIGER)</p>	<p>TWO MAN MOVEMENT USED ON THE BACKSIDE OF LION OR TIGER.</p>
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<p>"TEX" (WITH LION)</p>	<p>TWO MAN MOVEMENT USED ON THE BACKSIDE OF LION OR TIGER.</p>
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<p>"COVER" (WITH TIGER)</p>	<p>CALL MADE TO ADD A DEFENSIVE LINEMAN TO THE UNDERNEATH COVERAGE IN TIGER OR LION. DROPPING DL CAN "RAT OFF" AND LOOK FOR LOW HOLE CROSSERS.</p>
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<p>"COVER" (WITH LION)</p>	<p>CALL MADE TO ADD A DEFENSIVE LINEMAN TO THE UNDERNEATH COVERAGE IN TIGER OR LION. DROPPING DL CAN "RAT OFF" AND LOOK FOR LOW HOLE CROSSERS.</p>
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<p>"DROP" (WITH FOX)</p>	<p>CALL MADE TO TURN FOX INTO A 3 MAN PRESSURE AND ADD TWO DEFENSIVE LINEMAN TO THE UNDERNEATH COVERAGE.</p>
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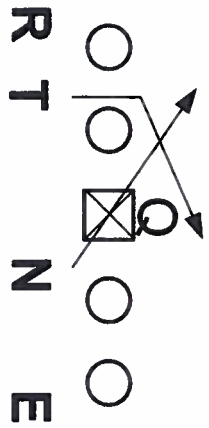
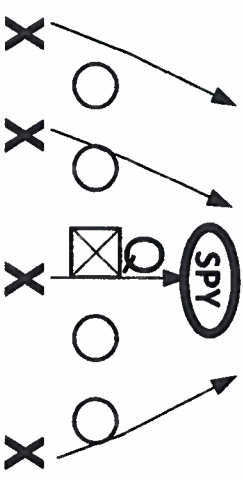
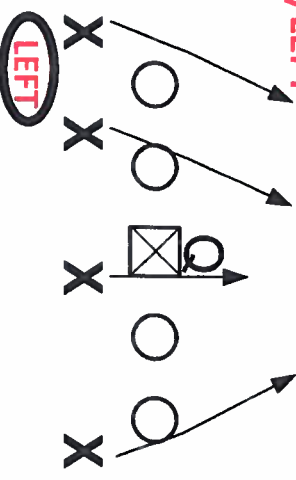
STUNTS WITH PRESSURE

<p>“NAT”</p> <p style="text-align: center;">Y ○ ○ ● □ S M E N T R</p> <p style="text-align: center;">“ME”</p>	<p>TWO MAN MOVEMENT WITH THE NOSE AS THE PENETRATOR AND THE DESIGNATED 3 TECHNIQUE AS THE LOOPER. COMMUNICATION IS CONTROLLED BY THE NOSE.</p>
<p>“TAN”</p> <p style="text-align: center;">Y ○ ○ ● □ S M E N T R</p> <p style="text-align: center;">“YOU”</p>	<p>TWO MAN MOVEMENT WITH THE DESIGNATED 3 TECHNIQUE AS THE PENETRATOR AND THE NOSE AS THE LOOPER. COMMUNICATION IS CONTROLLED BY THE NOSE.</p>
<p>“TWIST”</p> <p style="text-align: center;">Y ○ ○ ● □ S M E N T R</p> <p style="text-align: center;">“US”</p>	<p>THREE MAN MOVEMENT TO THE DESIGNATED DIRECTION WITH THE DESIGNATED 3 TECHNIQUE AS THE LOOPER. COMMUNICATION IS CONTROLLED BY THE NOSE.</p>

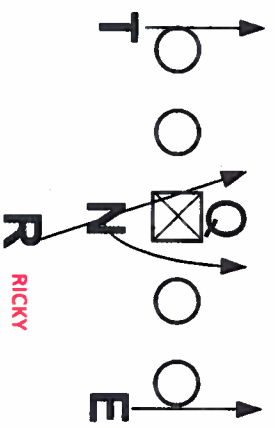
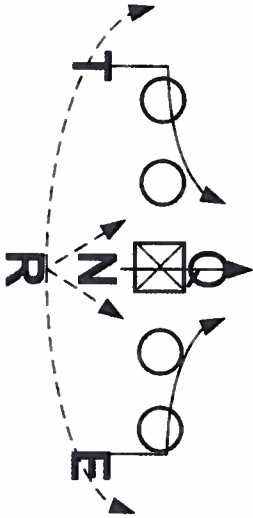
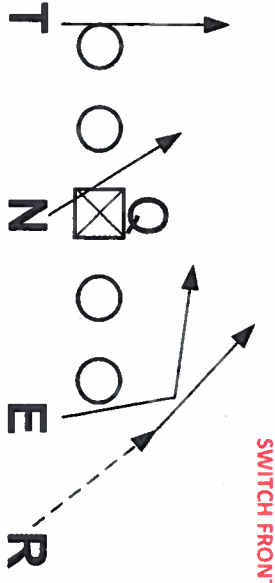
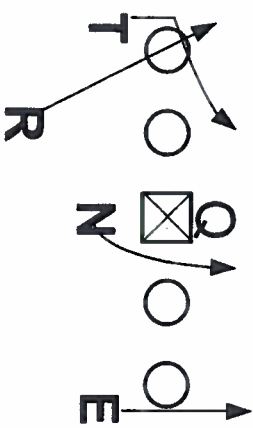
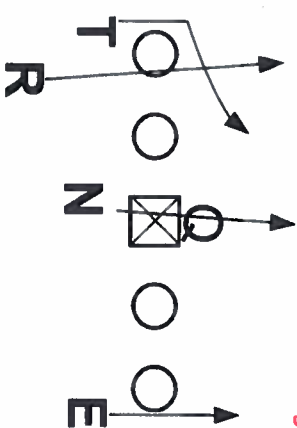
EVEN GAMES

TUFF		<p>TWO MAN PASS RUSH GAME WITH THE 3 TECHNIQUE AS THE PENETRATOR AND 5 TECHNIQUE AS THE LOOPER. "ME/YOU" COMMUNICATION. THE 3 TECHNIQUE NEEDS TO GET TWO HANDS TO THE BACK OF THE OT WHILE THE END CAN GIVE A 2 STEP CHA CHA.</p>
EZ		<p>TWO MAN PASS RUSH GAME WITH THE 5 TECHNIQUE AS THE PENETRATOR AND THE A GAP RUSHER AS THE LOOPER. "ME/YOU" COMMUNICATION.</p>
MIXER		<p>FULL LINE PASS RUSH GAME COMBINING "TUFF" AND "EZ". "ME/YOU" COMMUNICATION ON BOTH SIDES.</p>
TANK		<p>TWO MAN MOVEMENT WITH THE TACKLE "TAGGING" TO THE A GAP THROUGH THE CENTER'S NEAR TRAP. THE NOSE WILL PRESS THE INSIDE OF THE GUARD THROUGH HIS NEAR TRAP AND THEN SPARK ACROSS THE CENTER.</p>

EVEN GAMES

<p>KNOCK</p> <p style="text-align: center;"><small>BENCH FRONT</small></p>  <p style="text-align: center;">R T N E</p>	<p>TWO MAN GAME WITH THE NOSE AND TACKLE. THE NOSE WILL SPARK and PENETRATE THROUGH the CENTER'S OPPOSITE TRAP and THE TACKLE WILL BE THE LOOPER OFF THE NOSE. NOSE IS TRYING TO GET TO INSIDE AND BACK HIP OF OPPOSITE OG.</p>
<p>SPY</p> 	<p>ONE MAN MOVEMENT BY THE NOSE DESIGNED TO USE UP THE PROTECTION AND SPY THE BACK FOR SCREEN.</p>
<p>RIGHT/LEFT</p> 	<p>4 MAN GAME USED TO DESIGNATE TWO SHADE RUSHERS TO A PARTICULAR SIDE TO TAKE ADVANTAGE OF A WEAKNESS IN PROTECTION.</p>

ODD GAMES

<p>PICK</p>  <p style="text-align: right; color: red; font-size: small;">SWITCH FRONT</p>	<p>TWO MAN GAME RUN BETWEEN THE NOSE AND THE RUSH AND THE NOSE. THE RUSH WILL "RICKY/LUCY" THE NOSE THE DIRECTION HE WANTS HIM TO GO. THE RUSH WILL THEN TIME UP THE SNAP AND RUN THROUGH THE EARHOLE OF THE CENTER AWAY FROM WHERE THE NOSE IS GOING.</p>
<p>MIRROR</p>  <p style="text-align: right; color: red; font-size: small;">SWITCH FRONT</p>	<p>FOUR MAN GAME WITH THE NOSE TWO GAPPING AND PLAYING POON CHOON ON THE CENTER. THE END AND TACKLE WILL USE SOME MAGIC UP AND UNDER ON THE OFFENSIVE TACKLES AND THE RUSH WILL "MIRROR" RUSH/TRACK THE QB.</p>
<p>WIDE</p>  <p style="text-align: right; color: red; font-size: small;">SWITCH FRONT</p>	<p>FOUR MAN GAME WITH THE RUSH STARTING REMOVED IN THE APEX OF THE TACKLE AND THE NEAREST DETACHED RECEIVER. THE RUSH WILL TIME UP THE SNAP AND HIT THE C GAP AREA OFF THE EDGE BEATING THE PROTECTION OF THE OFFENSIVE TACKLE OR NEAR BACK. THE END (OR TACKLE) WILL PLAY A WIDE 5 THROUGH THE OUTSIDE OF THE OT AND THEN INSIDE PINCH HARD AND LATE. THE NOSE WILL SPARK AND THE TACKLE WILL HIGH AND WIDE RUSH.</p>
<p>BULLET</p>  <p style="text-align: right; color: red; font-size: small;">SWITCH FRONT</p>	<p>TWO MAN GAME RUN BETWEEN THE RUSH AND THE TACKLE. THE RUSH WILL TIME UP THE SNAP AND RUN THROUGH THE INSIDE EARHOLE OF THE OFFENSIVE TACKLE TO THE BOUNDARY. THE TACKLE WILL THEN LOOP UNDERNEATH THE RUSH AND WORK THE B GAP AREA WHILE BEATING THE PROTECTION OF THE GUARD. *CAN BE DONE TO FIELD TOO*</p>
<p>GO</p>  <p style="text-align: right; color: red; font-size: small;">SWITCH FRONT</p>	<p>THREE MAN GAME WITH THE RUSH, NOSE, and END or TACKLE. THE RUSH WILL "GO" and PUNCH a HOLE in the PROTECTION by GETTING TO THE OT'S BACK and INSIDE HIP. THE T or E WILL work off of the RUSH and be the LOOPER. THE NOSE will USE UP THE CENTER to the SIDE of the GO GAME and then balance out the RUSH LANES late.</p>