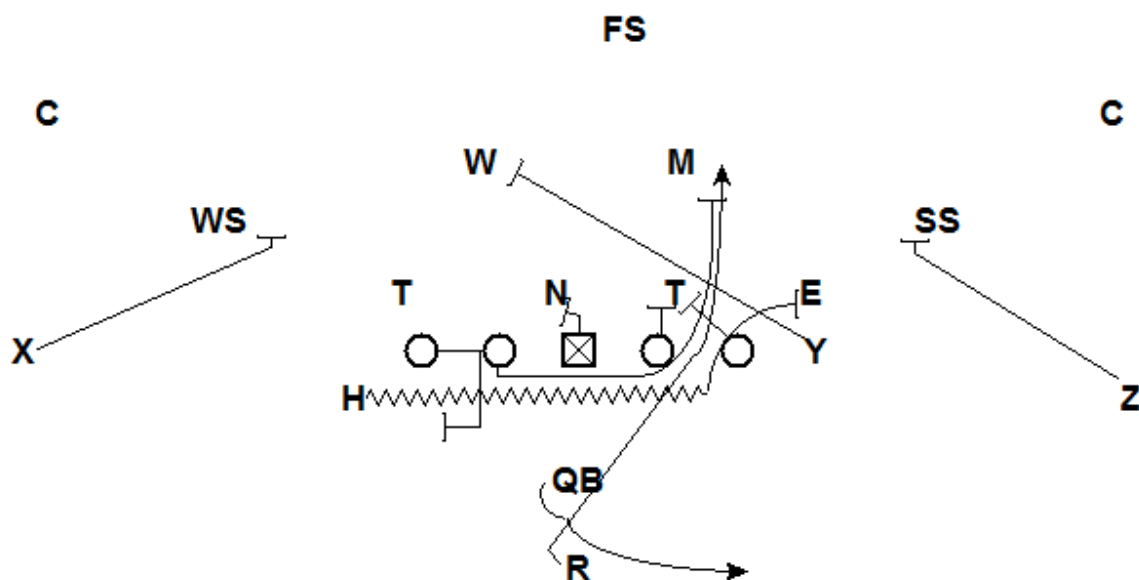


FORMATIONS

<div>Pro</div> <div><div>X</div><div>H</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>Y</div><div>Z</div><div>QB</div><div>R</div></div>	<div>Plow</div> <div><div>Z</div><div>Y</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>H</div><div>X</div><div>QB</div><div>R</div></div>
<div>Trick</div> <div><div>H</div><div>Y</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>Z</div><div>X</div><div>QB</div><div>R</div></div>	<div>Tilt</div> <div><div>X</div><div>Z</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>Y</div><div>H</div><div>QB</div><div>R</div></div>
<div>Denver</div> <div><div>X</div><div>H</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>Y</div><div>Z</div><div>QB</div><div>R</div></div>	<div>Dallas</div> <div><div>Z</div><div>Y</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>H</div><div>X</div><div>QB</div><div>R</div></div>
<div>H-Back Alignments</div> <div><div>1</div><div>2</div><div><div><div></div><div></div><div>⊠</div><div></div><div></div></div></div><div>3</div><div>4</div></div>	

Power



Ham Pro 3 Power Right

Player	Assignment
PST	If PSG covered, drive man on down lineman covering PSG. If C covered, post man on down lineman covering you. If PSG and C covered, down block.
PSG	If PSG covered, post man on down lineman covering you. If C covered, down block. If PSG and C covered, down block.
C	Block first down lineman back side
BSG	Skip pull and wrap to PSLB inside number
BST	Hinge
Y	Track to next ILB after the PSLB
H	Kick out EMOLS, first down lineman or OLB past double team
R	Counter step for timing, take handoff and get downhill following wrapper
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Reverse pivot, inside hand off to R, carry out power pass path

[illegible]

Power Right vs. Even Front

The diagram illustrates a complex network of nodes and connections. The nodes are labeled as follows:

- X**: A node on the far left, connected to **WS** by a straight line.
- WS**: A node connected to **X** and **E** by a straight line.
- E**: A node connected to **WS** and **N** by a straight line.
- N**: A node connected to **E** and **T** by a straight line.
- T**: A node connected to **N** and **H** by a straight line.
- H**: A node connected to **T** and **Y** by a straight line.
- Y**: A node connected to **H** and **M** by a straight line.
- M**: A node connected to **Y** and **W** by a straight line.
- W**: A node connected to **M** and **FS** by a straight line.
- FS**: A node at the top center, connected to **W** and **SS** by a straight line.
- SS**: A node connected to **FS** and **Z** by a straight line.
- Z**: A node on the far right, connected to **SS** by a straight line.
- QB**: A node connected to **R** and **H** by a curved line.
- R**: A node at the bottom, connected to **QB** and **H** by a curved line.
- C**: Two nodes, one on the left and one on the right, both connected to **WS** and **SS** by straight lines.

The connections are represented by straight lines, curved lines, and arrows, indicating a flow or relationship between the nodes.

Power Right vs. Under Front

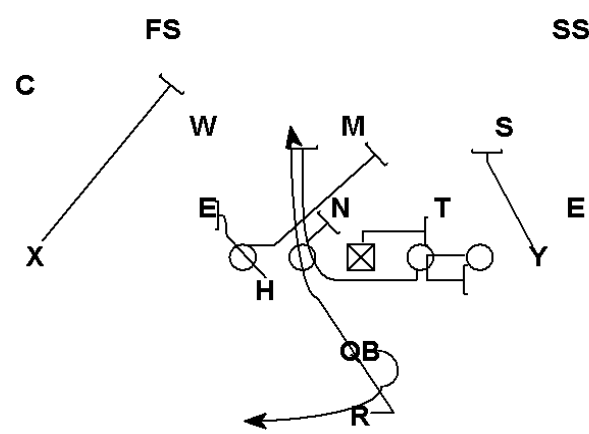
The diagram illustrates a network of points and paths. Key points include C, FS, SS, W, M, E, N, T, S, X, Z, H, Y, QB, and R. The paths are as follows:

- A line from X to FS.
- A line from Z to SS.
- A line from C to FS.
- A line from C to SS.
- A line from E to N.
- A line from N to T.
- A line from T to E.
- A line from E to H.
- A line from H to Y.
- A line from Y to S.
- A line from S to H.
- A line from H to QB.
- A line from QB to R.
- A line from R to Y.

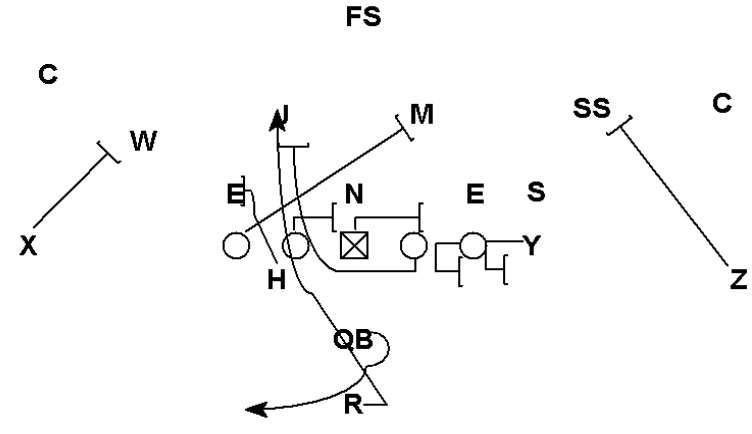
There are also several curved paths and arrows, including a large curved arrow from R to Y, and a curved arrow from Y to S.

[illegible]

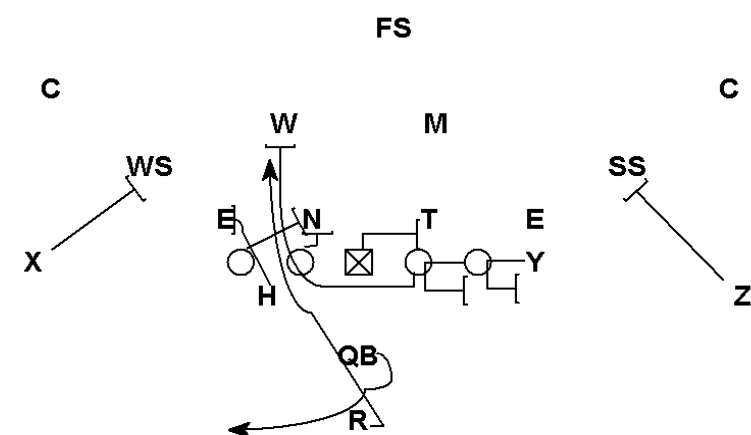
Power Left vs. Over Front



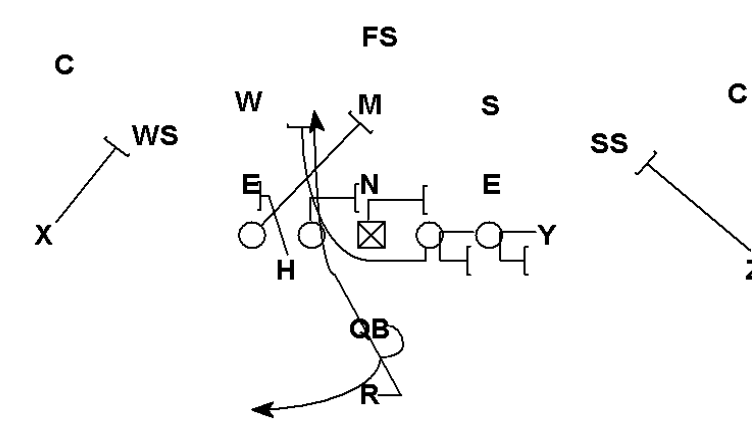
Power Left vs. Odd Front



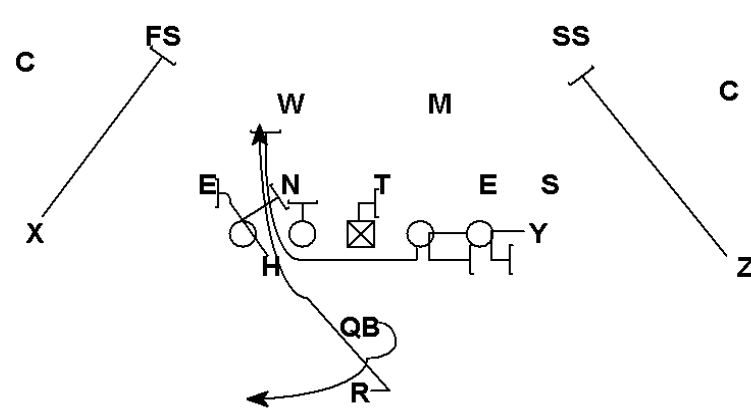
Power Left vs. Even Front



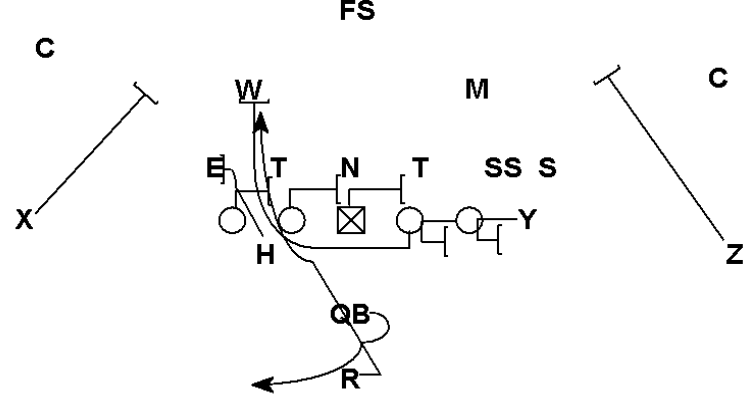
Power Left vs. Stack Front



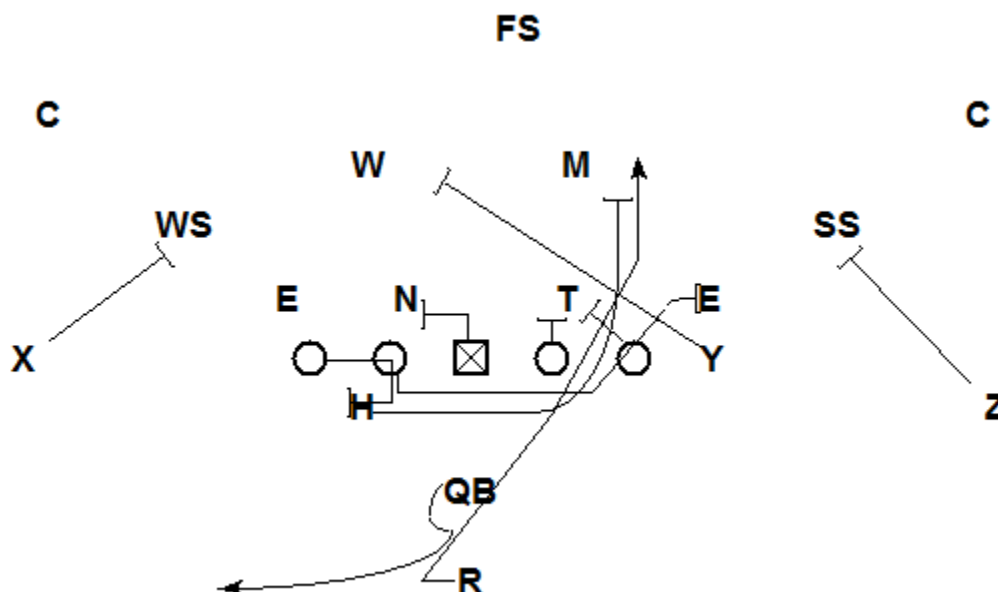
Power Left vs. Under Front



Power Left vs. Bear Front



Counter



Pro 2 Counter Right

Player	Assignment
PST	If PSG covered, drive man on down lineman covering PSG. If C covered, post man on down lineman covering you. If PSG and C covered, down block.
PSG	If PSG covered, post man on down lineman covering you. If C covered, down block. If PSG and C covered, down block.
C	Block first down lineman back side
BSG	Pull and kick EMOLS, 1st down lineman / OLB past double team
BST	Hinge
Y	Track to next ILB after the PSLB
H	Wrap to play side Linebacker's inside number
R	Counter step for timing, take handoff and get downhill following wrapper
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Reverse pivot, inside hand off to R, carry out power pass path

The diagram illustrates a road intersection. On the left, a road labeled 'Counter Right' has points C, X, W, E, H, and QB. On the right, a road labeled 'Over Front' has points C, Z, Y, T, M, AS, and R. A central intersection area contains points N, T, and E. A curved arrow indicates a path from QB through R and AS towards the top right.

Counter Right vs. Odd Front

The diagram illustrates a layout with various labeled points and lines. Key elements include:

- Top Labels:** C, W, X, J, M, E, N, H, S, Y, SS, Z, QB, R.
- Central Feature:** A square with an 'X' inside, labeled 'N', connected to other points by lines.
- Curved Line:** A line starting from the bottom left, curving upwards and to the right, ending near the central square.
- Arrow:** A vertical arrow pointing upwards from the central square area.
- Note:** "** Wrap to 1st Daylight, could be inside Double"

Counter Right vs. Even Front

The diagram illustrates a quantum circuit with several components and gates:

- Qubits:** Represented by circles and squares. Labels include **E**, **N**, **T**, **H**, **Q**, **B**, **R**, **S**, **X**, **Y**, and **Z**.
- Gates and Controls:**
 - W** and **M** are controls for a gate acting on **E** and **N**.
 - C** is a control for a gate acting on **X** and **Y**.
 - SS** is a control for a gate acting on **Z**.
 - FS** is a control for a gate acting on **Q** and **B**.
 - QB** is a control for a gate acting on **R**.
- Connections:** Lines connect the qubits and gates, indicating the flow of the circuit. Some lines are labeled with letters like **E**, **N**, **T**, **H**, **Q**, **B**, **R**, **S**, **X**, **Y**, and **Z**.

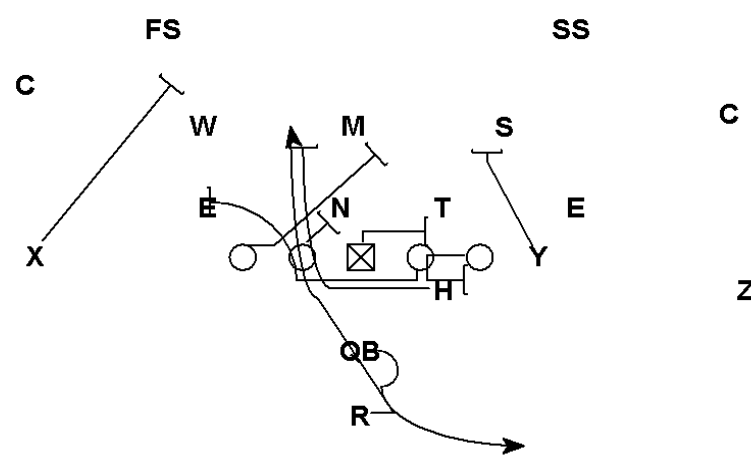
[illegible]

The diagram, titled "Counter Right vs. Under Front", illustrates a complex layout with various labeled points and connecting lines. The points are distributed as follows:

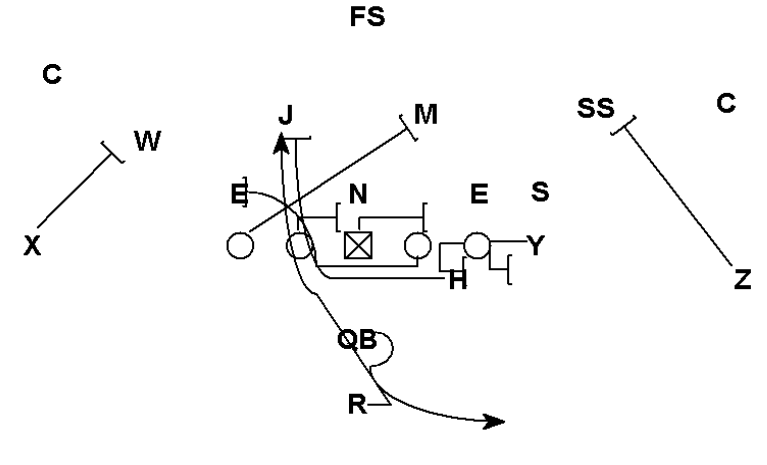
- Top Left:** Points C, FS, and X are connected by a line.
- Top Right:** Points SS, C, and Z are connected by a line.
- Center:** Points W and M are positioned above a horizontal line. Below this line, from left to right, are points E, N, T, H, E, and S. A line connects N and T, and another connects T and H. A square with an 'X' is located between N and T. A curved line with an arrow points from the bottom towards the center, passing near points E, S, and Y.
- Bottom:** Points QB and R are connected by a line. A curved arrow points from the bottom left towards the center, passing near points QB and R.

The diagram shows a counter right position (labeled 'C' on the left) and a bear front position (labeled 'C' on the right). The counter right position is characterized by a wide stance with the right foot (FS) forward and the left foot (FB) back. The bear front position is characterized by a narrow stance with the right foot (FS) forward and the left foot (FB) back. The diagram includes labels for the feet (FS, FB), the counter (C), the bear (B), and the front (F). It also shows the relative positions of the feet and the body, with the counter right foot (FS) being further forward than the bear front foot (FS). The diagram is a line drawing showing the relative positions of the feet and the body. The counter right foot (FS) is further forward than the bear front foot (FS). The counter right foot (FS) is further forward than the bear front foot (FS). The counter right foot (FS) is further forward than the bear front foot (FS).

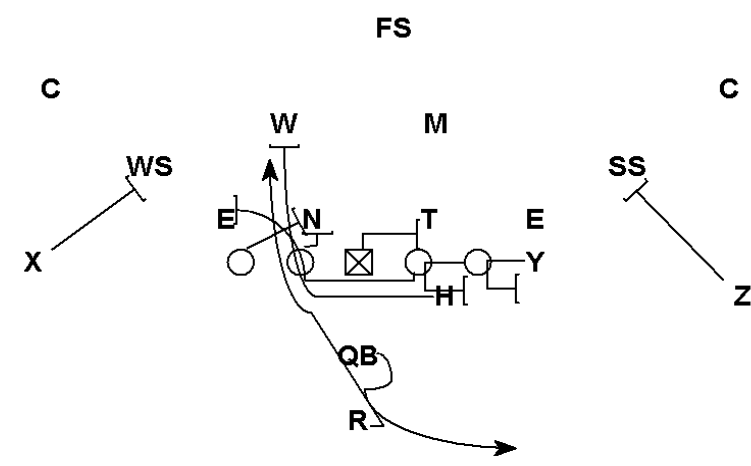
Counter Left vs. Over Front



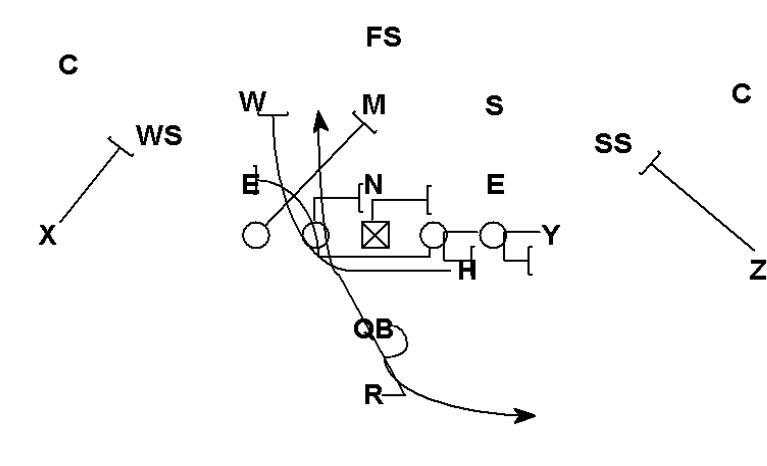
Counter Left vs. Odd Front



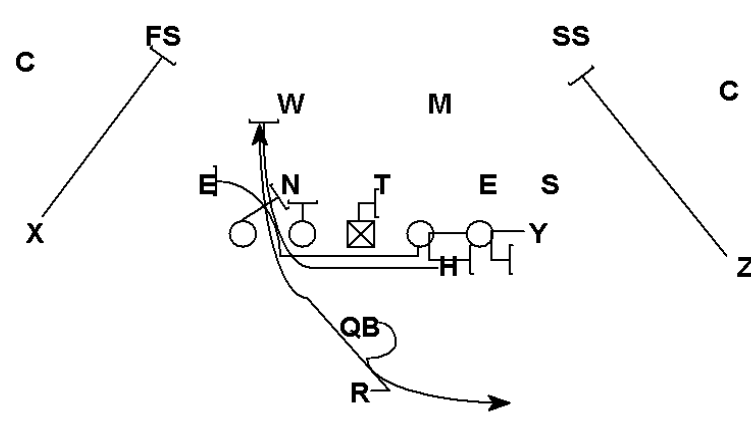
Counter Left vs. Even Front



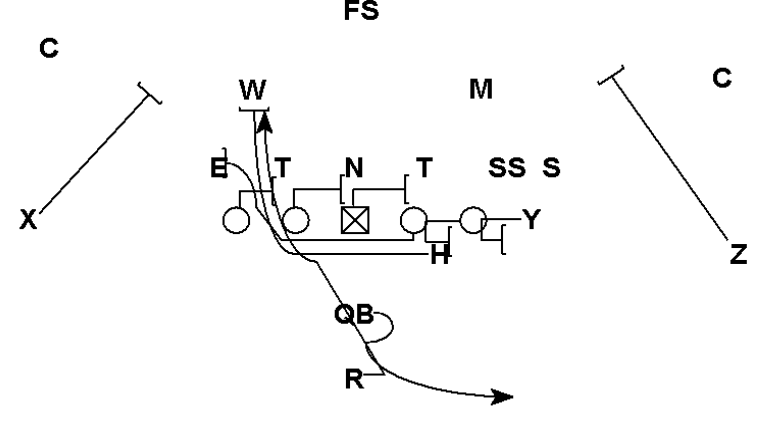
Counter Left vs. Stack Front



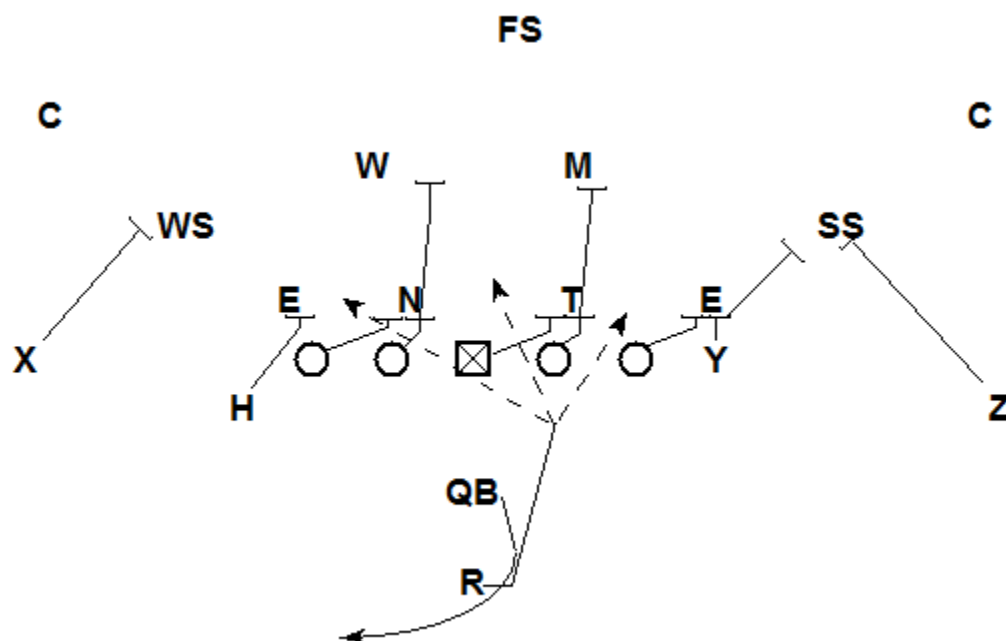
Counter Left vs. Under Front



Counter Left vs. Bear Front



Zone



Pro 2 Zone Right

Player	Assignment
PST	Block play side number of 2
PSG	Block play side number of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Block play side number of 0
BSG	Block play side number of 1
BST	Block play side number of 2
Y	Block play side number of 3
H	Block play side number of 3 (or block 4 if on same side as Y)
R	Open, cross over, attack outside leg of PSG and read first DLM covering the Guard, out
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Open play side to 5/7, depth on 2 nd step and push ball for deep hand off on 3 rd step, fake naked away

The diagram shows a 1D lattice with sites labeled X, C, Z, and C from left to right. A central site is labeled FS. Other sites include W, H, J, M, SS, and C. Transitions are indicated by arrows: a double-headed arrow between W and H; a single-headed arrow from H to J; a double-headed arrow between J and M; a single-headed arrow from M to SS; and a single-headed arrow from SS to C. A curved arrow labeled QB points from the J-M transition region towards the left. A curved arrow labeled R points from the M-SS transition region towards the right. A site labeled N is located between J and M, and a site labeled S is located between M and SS. A site labeled E is located between W and H, and a site labeled Y is located between SS and C. A site labeled Z is located between C and Z.

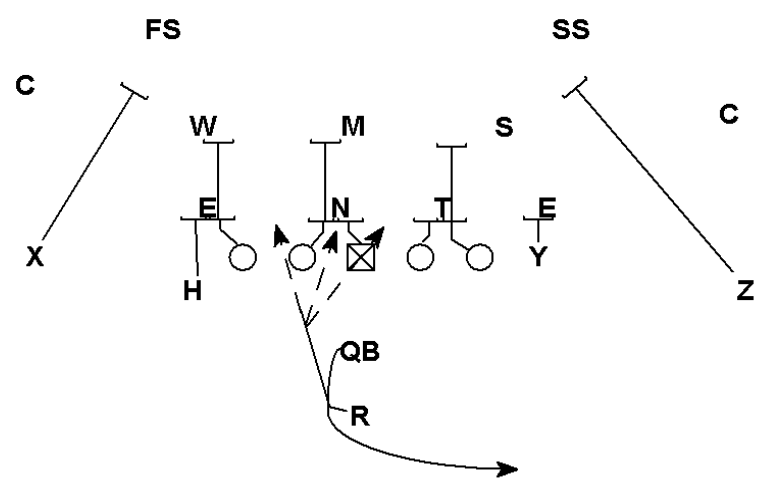
The diagram illustrates a 'Zone Right vs. Even Front' formation. At the top, the text 'Zone Right vs. Even Front' is written. Below it, the formation is shown with various labels: 'C' at the top left and top right, 'FS' in the center, 'W' and 'M' above the main line, 'WS' and 'SS' on the sides, 'X' and 'Z' at the ends, 'H', 'E', 'N', 'T', 'Y' along the main line, and 'QB' and 'R' at the bottom. Arrows indicate movement or direction, including a large curved arrow at the bottom pointing left.

The diagram shows a football field with the following player positions and movements:

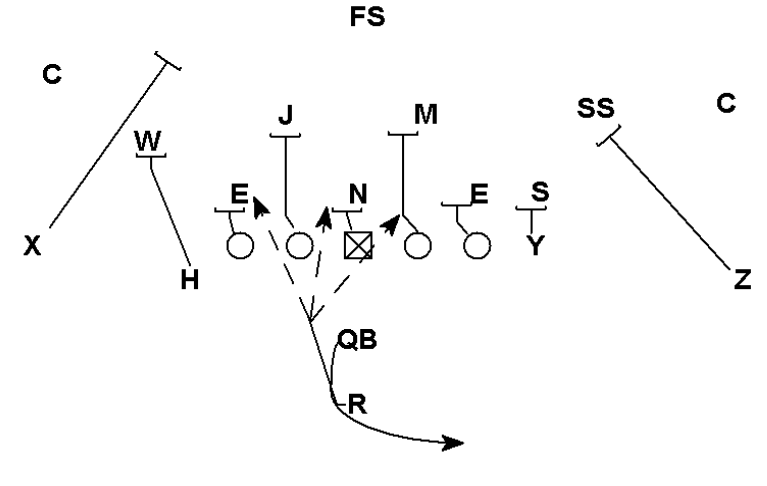
- FS** (Fullback) is at the top left, with an arrow pointing to **X**.
- SS** (Second Striker) is at the top right, with an arrow pointing to **Z**.
- W** (Winger) is in the center, with an arrow pointing to **N**.
- M** (Midfielder) is in the center, with an arrow pointing to **T**.
- E** (Edge) is on the left, with an arrow pointing to **H**.
- N** (Narrow) is in the center, with an arrow pointing to **T**.
- T** (Target) is in the center, with an arrow pointing to **E**.
- S** (Striker) is on the right, with an arrow pointing to **Y**.
- QB** (Quarterback) is at the bottom, with an arrow pointing to **R**.
- R** (Running Back) is at the bottom, with an arrow pointing to **Y**.

The diagram illustrates a 'Zone Right vs. Bear Front' position. A central figure is shown from the waist up, facing right. The figure's right arm is extended forward, with the hand open and fingers spread. The left arm is bent at the elbow, with the hand near the chest. The figure's legs are spread apart, with the right leg forward and the left leg back. The figure is wearing a dark shirt and light-colored pants. The background is white. The text 'Zone Right vs. Bear Front' is written at the top of the diagram.

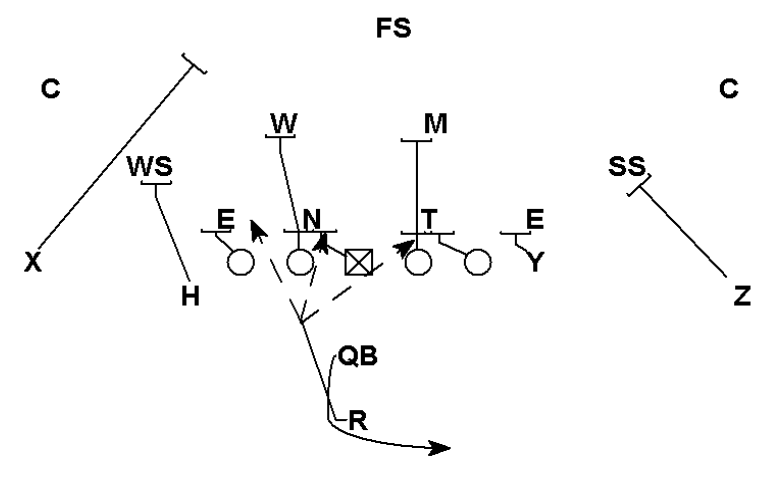
Zone Left vs. Over Front



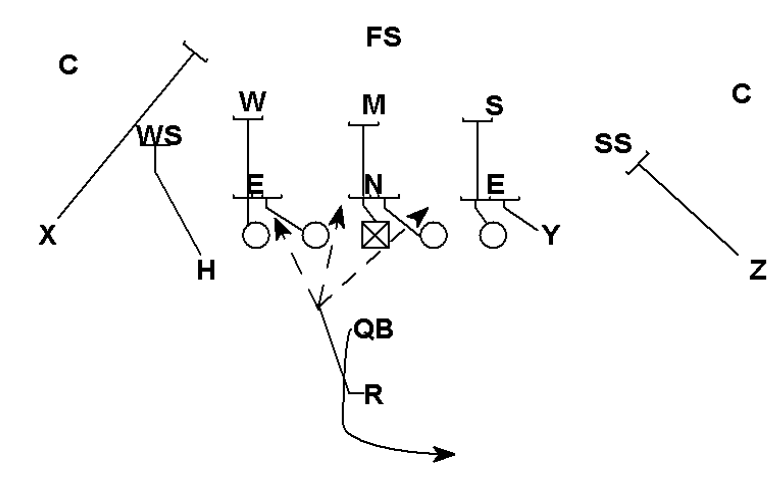
Zone Left vs. Odd Front



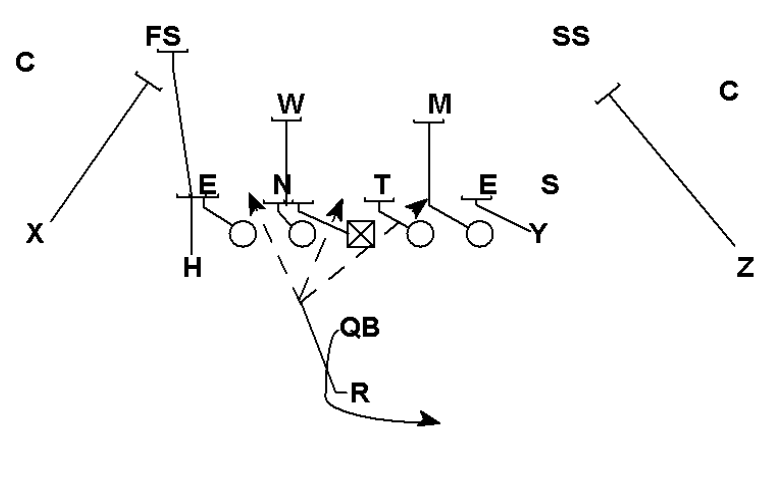
Zone Left vs. Even Front



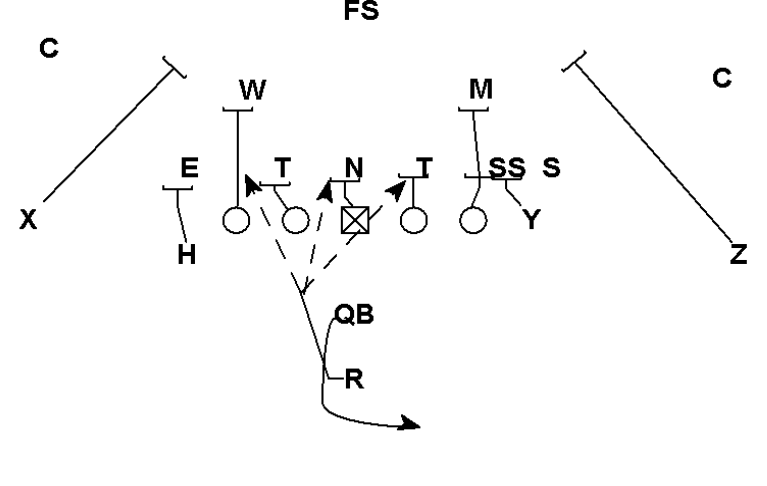
Zone Left vs. Stack Front



Zone Left vs. Under Front

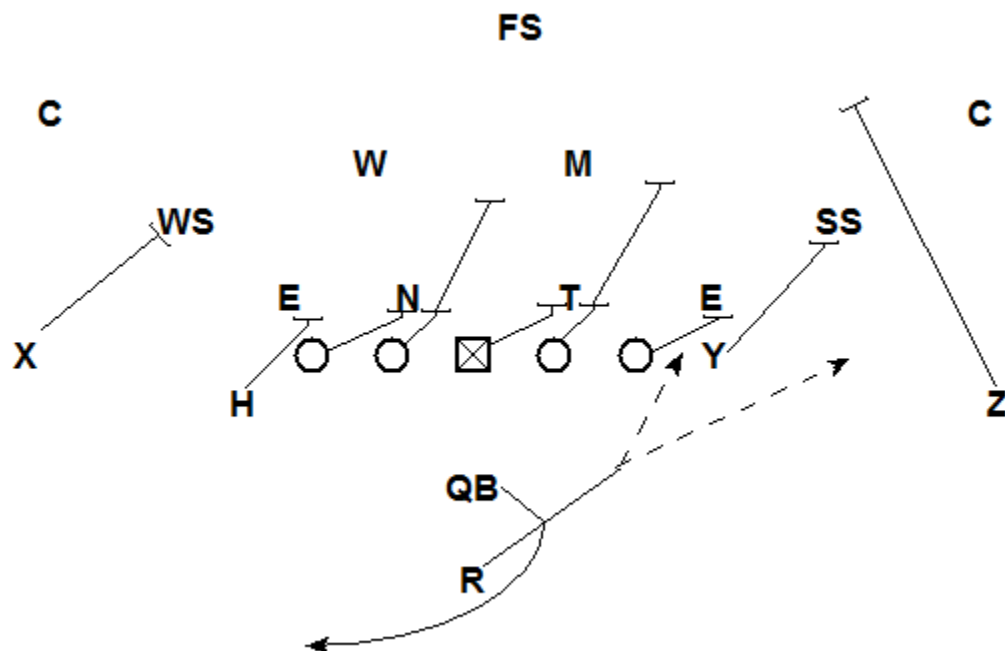


Zone Left vs. Bear Front



0

Stretch



Pro 2 Stretch Right

Player	Assignment
PST	Block play side armpit of 2
PSG	Block play side armpit of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Block play side armpit of 0
BSG	Block play side armpit of 1
BST	Block play side armpit of 2
Y	Block play side armpit of 3
H	Block play side armpit of 3 (or block 4 if on same side as Y)
R	Open with PS foot to attack butt of TE and read Defensive End
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Open to 4/8 for width, 2 nd step for more width, 3 rd step extend handoff, carry out naked fake

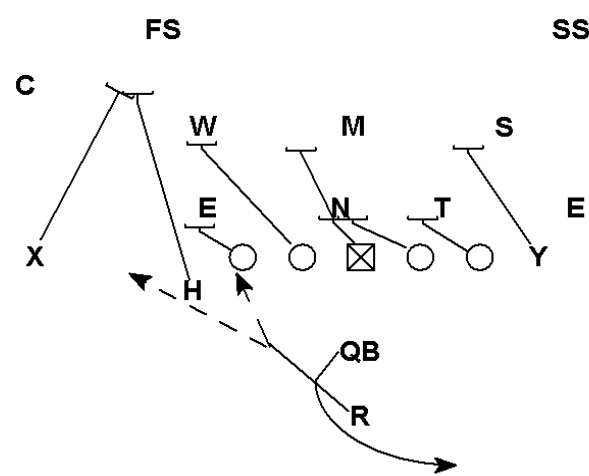
The diagram illustrates the 'Stretch Right vs. Over Front' concept. It features a series of points and lines representing a path or structure. The points are labeled X, W, M, S, and Z. The lines are labeled FS, SS, and C. A dashed line with arrows indicates a direction of movement or flow, labeled QB and R. The diagram shows a sequence of points (X, W, M, S, Z) and lines (FS, SS, C) representing a path or structure. A dashed line with arrows indicates a direction of movement or flow, labeled QB and R.

[illegible]

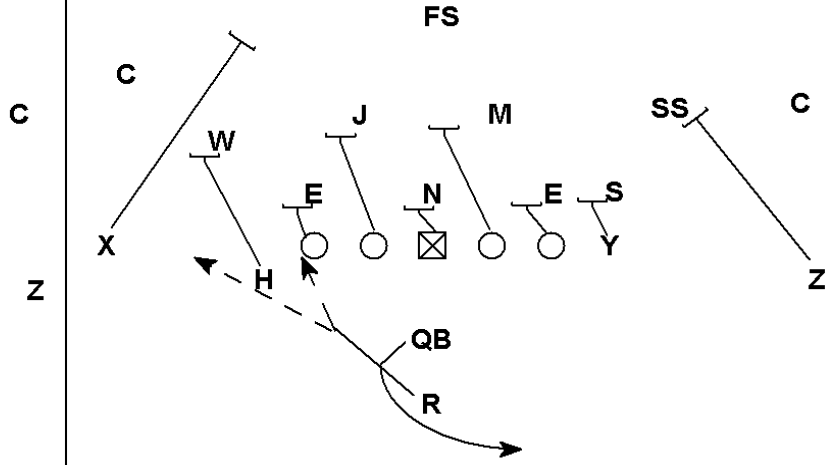
Stretch Right vs. Bear Front

The diagram illustrates a sequence of letters and symbols arranged in a path. The letters are: W, M, E, T, N, T, S, S, S. The path starts at 'H' (a circle) and ends at 'Z' (a circle). A dashed arrow points from 'Y' (a circle) to 'Z'. A solid arrow points from 'Y' to 'QB' (a circle). A curved arrow points from 'QB' to 'R' (a circle). The letters are connected by lines, and some are marked with 'X' or 'C'.

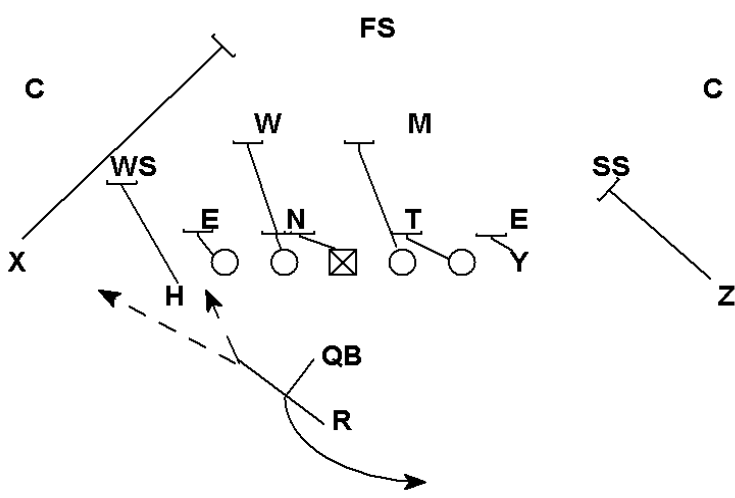
Stretch Left vs. Over Front



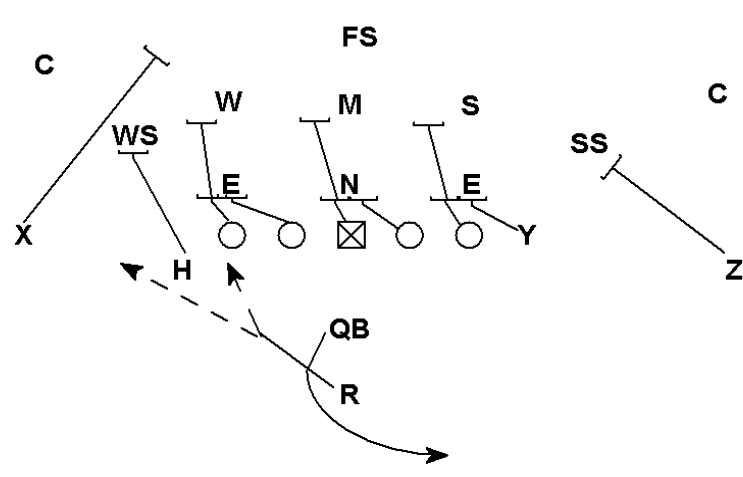
Stretch Left vs. Odd Front



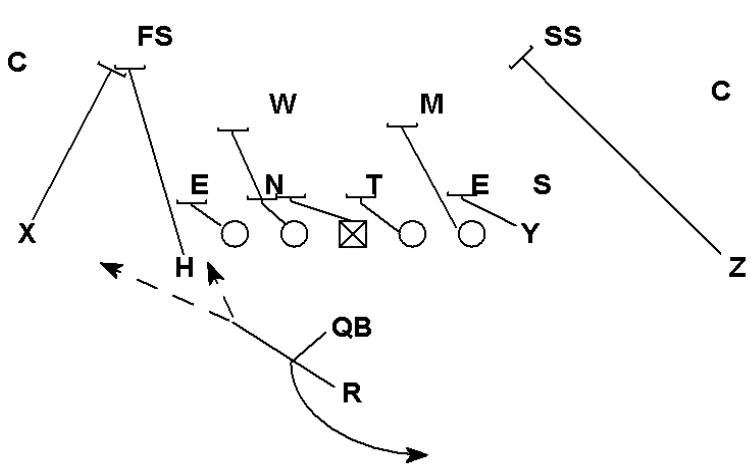
Stretch Left vs. Even Front



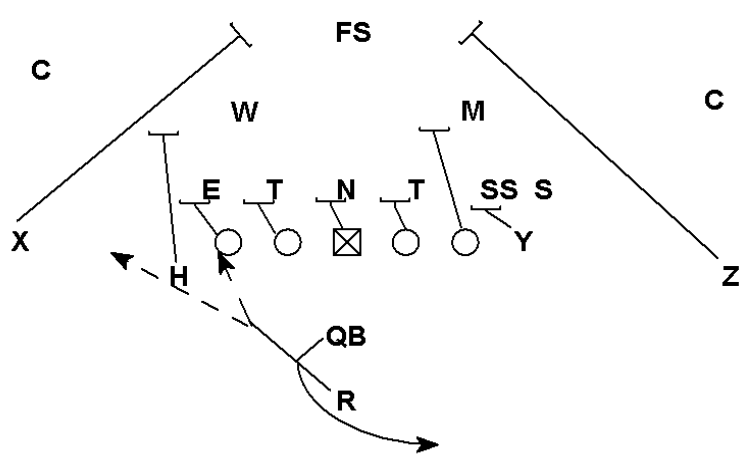
Stretch Left vs. Stack Front



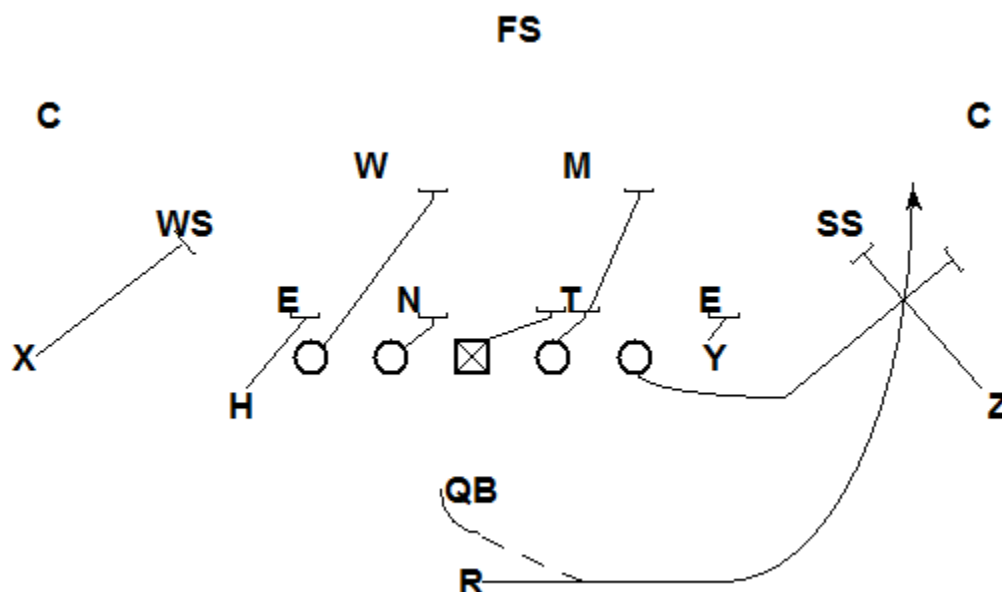
Stretch Left vs. Under Front



Stretch Left vs. Bear Front



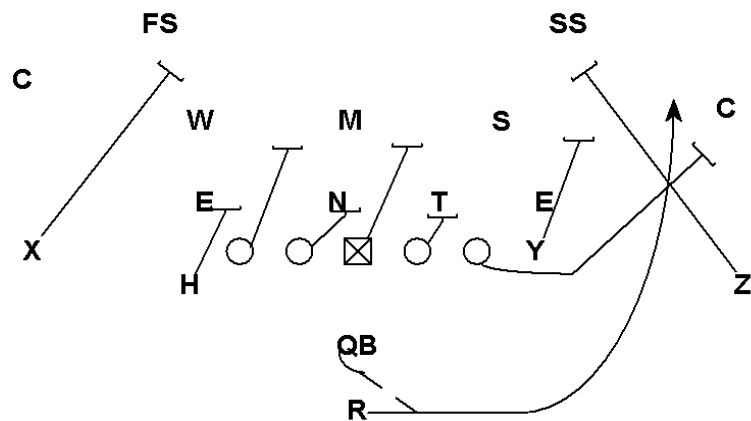
Truck Toss



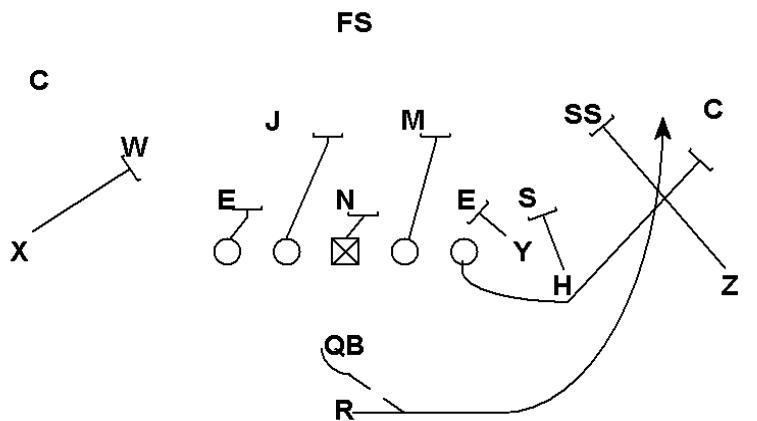
Pro 2 Truck Right

Player	Assignment
PST	Pull and kick out defender closest to sideline (Corner)
PSG	Block play side armpit of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Block play side armpit of 0
BSG	Block play side armpit of 1
BST	Block play side armpit of 2
Y	Play side seal 2, back side block play side armpit of 3
H	Play side seal 2, back side block play side armpit of 3
R	Open, lateral, catch pitch and find daylight
X	Crack OLB or Safety
Z	Crack OLB or Safety
QB	Dead pitch to R

Truck Right vs. Over Front

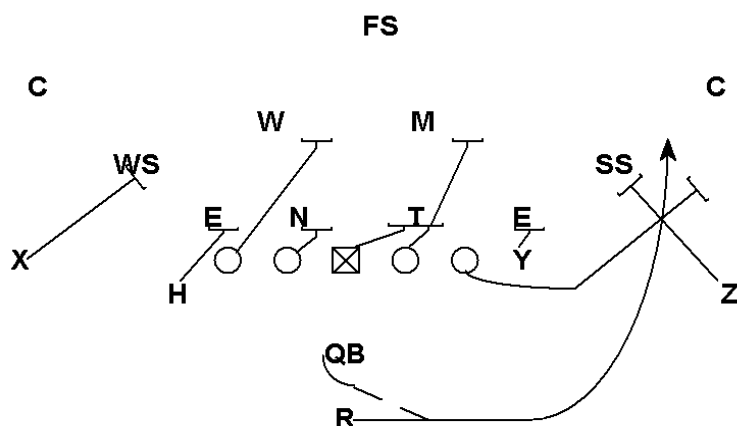


Truck Right vs. Odd Front

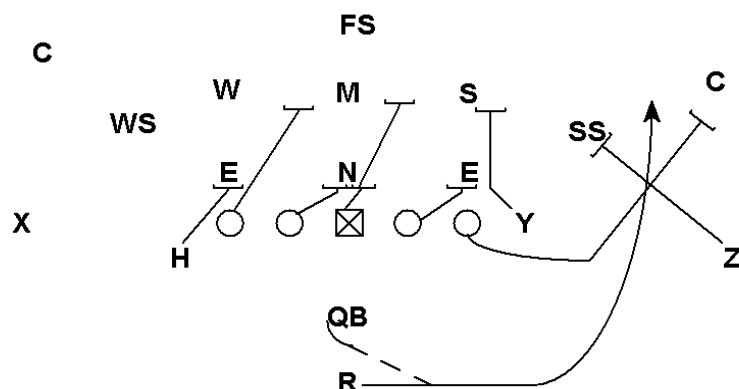


****If H and Y on same side, H blocks #3**

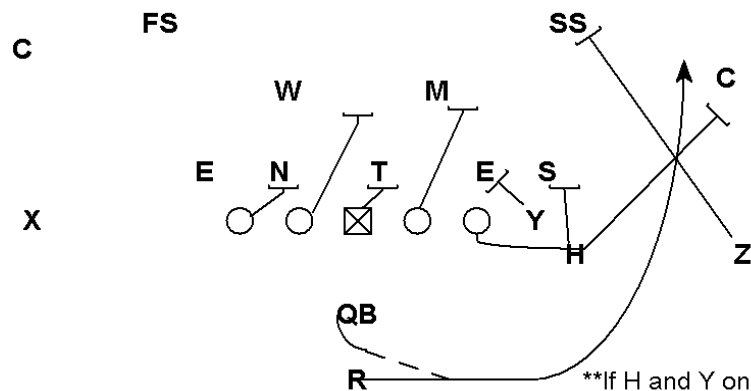
Truck Right vs. Even Front



Truck Right vs. Stack Front

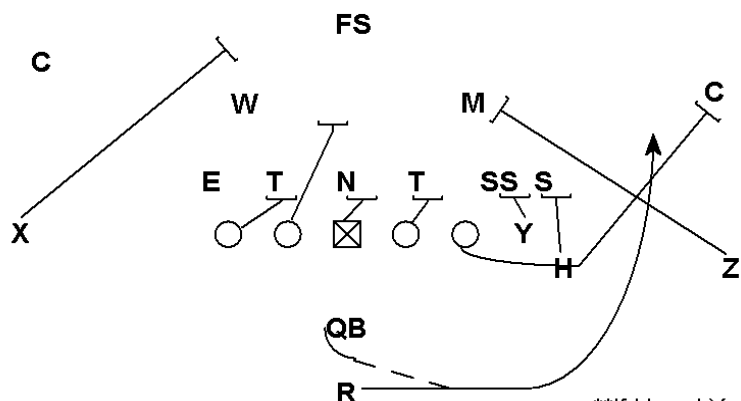


Truck Right vs. Under Front



****If H and Y on same side, H blocks #3**

Truck Right vs. Bear Front



****If H and Y on same side, H blocks #3**

The diagram illustrates a truck left turn collision scenario. A truck, represented by a rectangle with a circle inside, is shown in the process of turning left from a straight-ahead position. The truck's path is indicated by a curved arrow. A car, represented by a circle, is positioned in the truck's path. The collision point is marked with an 'X'. Various points of interest are labeled: 'C' for the center of the truck, 'W' for the wheel, 'J' for the joint, 'E' for the engine, 'N' for the nose, 'M' for the mirror, 'S' for the side, 'Y' for the yard, 'Z' for the zone, 'SS' for the side skirt, 'QB' for the quarter body, and 'R' for the rear. The truck is labeled 'FS' (Front Side) and the car is labeled 'C' (Car).

The diagram illustrates a truck chassis layout with various components labeled with letters. The layout is as follows:

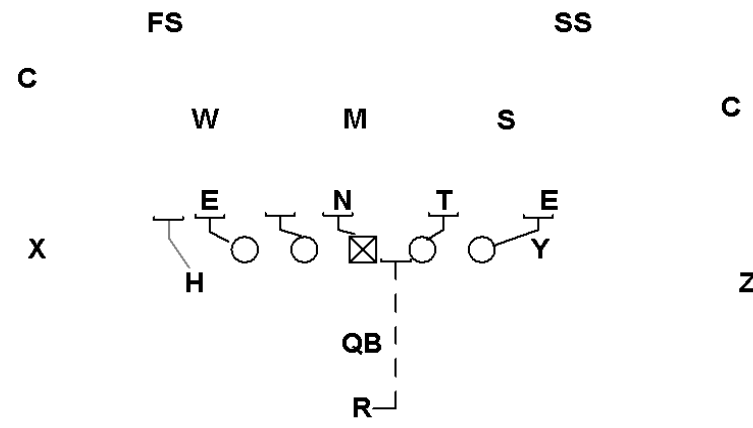
- Front Section:** Labeled with C, X, WS, W, M, FS, SS, and Z. A curved line connects the front and rear sections.
- Middle Section:** Labeled with E, N, T, and Y. A straight line connects the middle and rear sections.
- Rear Section:** Labeled with H, QB, and R.

The diagram illustrates a truck's path during a left turn from a front view. A curved line represents the truck's trajectory, starting from the bottom right and turning left towards the top left. Key points and labels include:

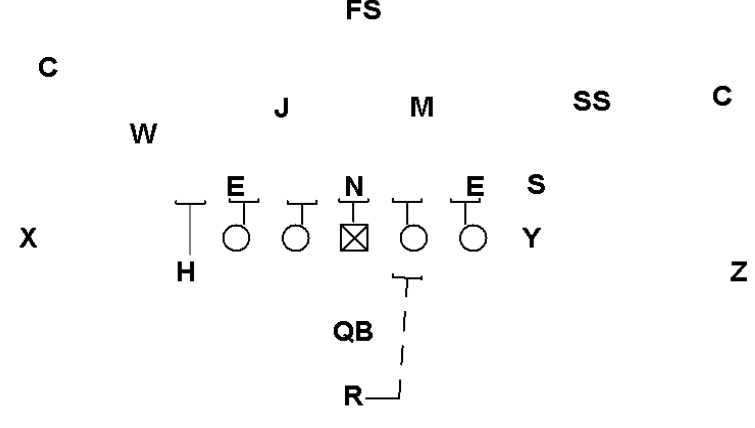
- C**: A point at the top left, connected to the turn path by a line labeled **X**.
- WS**: A label near the top of the turn path.
- W**: A label above a horizontal line segment.
- E**: A label below the horizontal line segment **W**.
- H**: A label at the end of a curved line segment extending from the main path.
- FS**: A label at the top center, connected to the path by a line labeled **M**.
- N**: A label below a horizontal line segment.
- S**: A label to the right of the path.
- E**: A label below the path.
- Y**: A label to the right of the path.
- SS**: A label to the right of the path.
- QB**: A label at the bottom right, connected to the start of the path by a line labeled **R**.
- Z**: A label at the bottom right, connected to the path by a line labeled **C**.

 The diagram uses various symbols: circles, squares, and lines to represent different components or states of the truck during the turn.

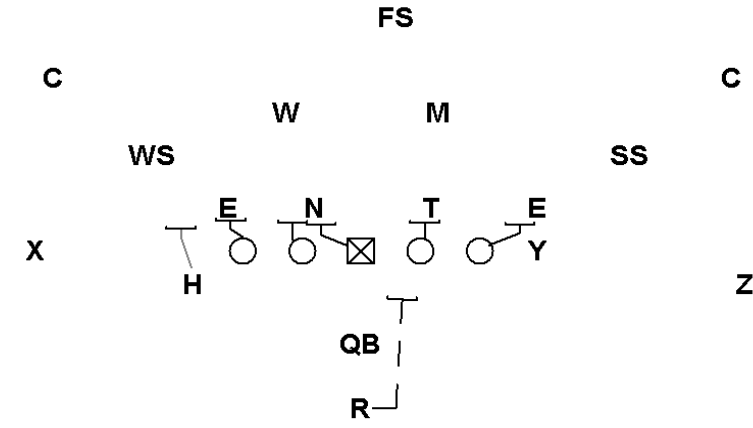
North vs. Over Front



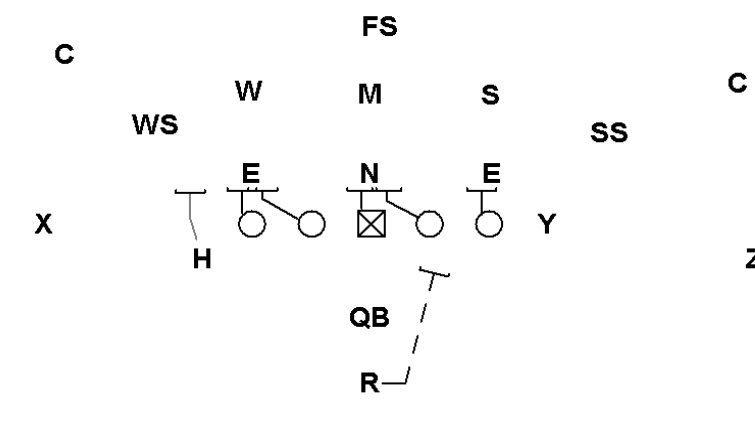
North vs. Odd Front



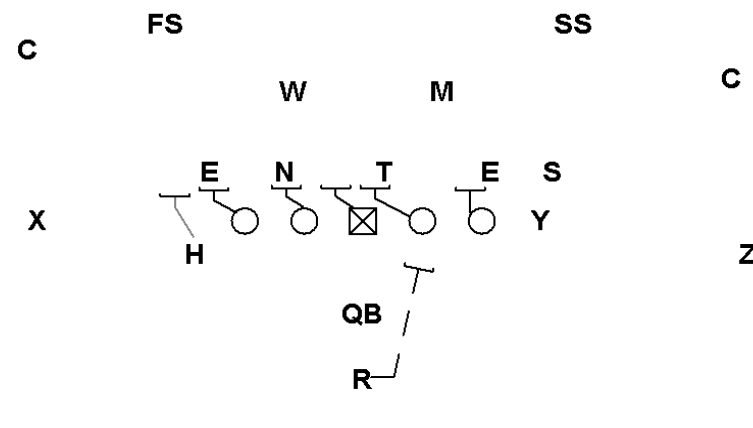
North vs. Even Front



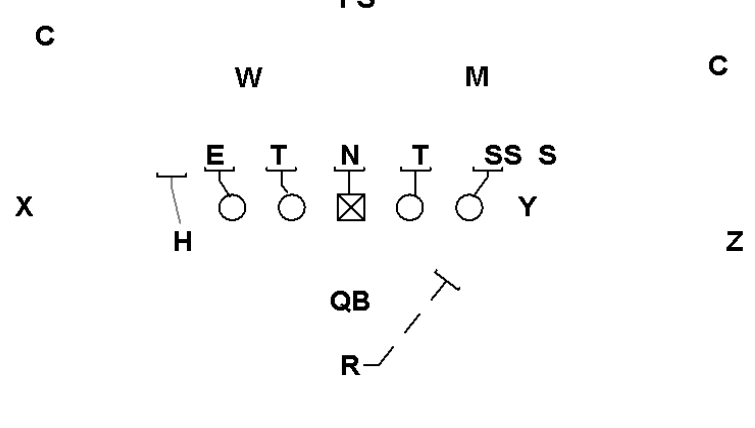
North vs. Stack Front



North vs. Under Front



North vs. Bear Front



The diagram illustrates a genetic map with several loci arranged in rows. The top row consists of labels C, W, J, M, SS, and C. The second row contains E, N, E, and S. The third row includes X, H, Y, and Z. The fourth row shows QB and R. Lines connect the loci, representing recombination events or inheritance paths. A red vertical line is positioned beneath the S locus.

South vs. Even Front

The diagram shows a 3D coordinate system with three axes: X (horizontal, pointing left), Y (horizontal, pointing right), and Z (vertical, pointing down). Various letters are placed at different coordinates:

- C** is at the top of the Z-axis.
- FS** is in the center of the diagram.
- W** and **M** are below **FS**.
- WS** and **SS** are below **W** and **M** respectively.
- H** is below **WS**.
- N** is below **H**.
- T** is below **N**.
- E** is below **T**.
- Y** is below **E**, connected by a red line.
- A box with an **X** is located between **N** and **T**.
- A line connects the **Z**-axis to a **T**, which then connects to **QB** and **R**.

South vs. Stack Front

The diagram illustrates a neural network architecture with the following components and connections:

- Layers:** WS, W, M, S, SS.
- Nodes:**
 - WS layer: Node E (circle).
 - W layer: Node N (circle).
 - M layer: Node E (circle).
 - S layer: Node E (circle).
 - SS layer: Node Y (circle).
- Connections:**
 - Node E (WS) is connected to Node N (W) by a red line.
 - Node N (W) is connected to Node E (M) by a red line.
 - Node E (M) is connected to Node E (S) by a red line.
 - Node E (S) is connected to Node Y (SS) by a red line.
- Other Labels:**
 - C:** Located at the top and right of the diagram.
 - X:** Located on the left side.
 - Z:** Located on the right side.
 - H, QB, R:** Located at the bottom of the diagram.

South vs. Under Front

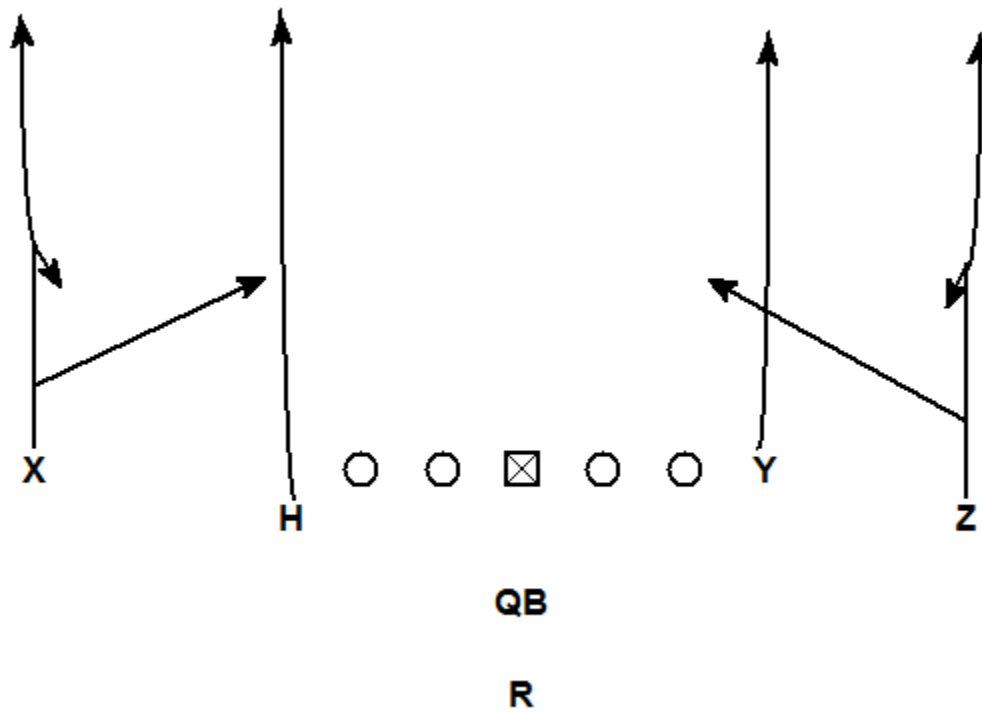
C FS SS C

W M

X H E N T E S Y Z

QB R

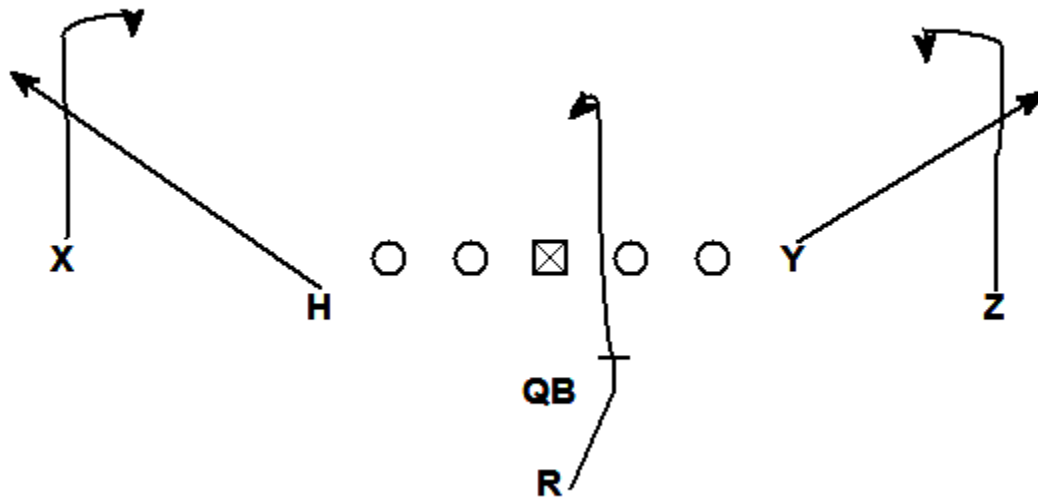
Quick



Pro 2 Quick

Player	Assignment
OL	Protection Call
Y	Seam
H	Seam
R	Check-Release
X	Hitch if corner is off; Fade if corner is up and inside; Slant if corner is up and outside
Z	Hitch if corner is off; Fade if corner is up and inside; Slant if corner is up and outside
QB	See a hitch, throw it; Trigger safety, read seam to fade

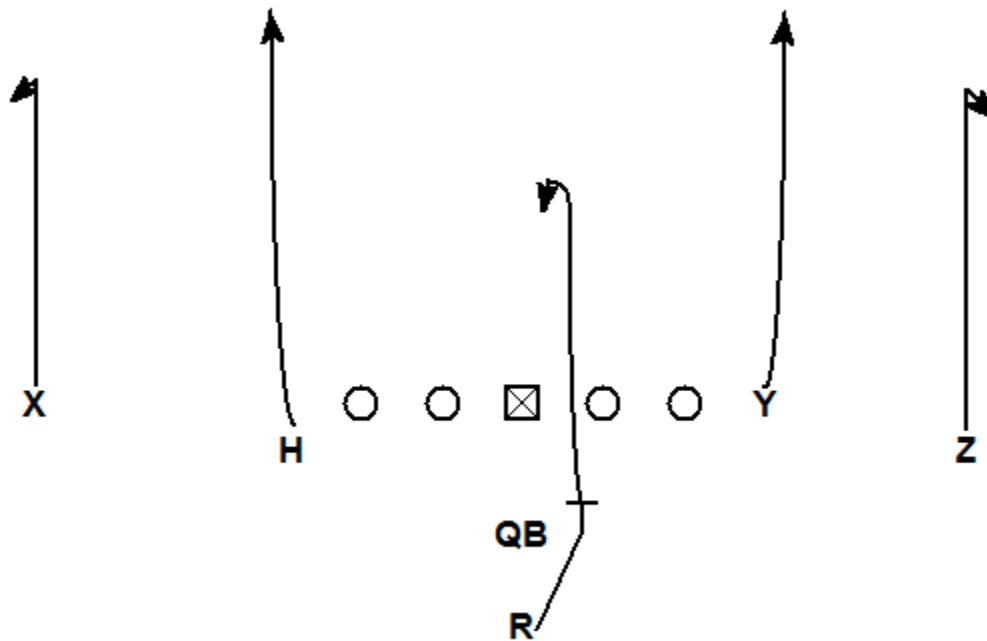
Curl



Pro 2 Curl

Player	Assignment
OL	Protection Call
Y	8 yard shoot
H	8 yard shoot
R	Check-Release to sit route
X	Press fade 10-12 yards, plant on outside foot to drive inside and find the window
Z	Press fade 10-12 yards, plant on outside foot to drive inside and find the window
QB	5 step drop, trigger away side backer, read sit to curl to flat

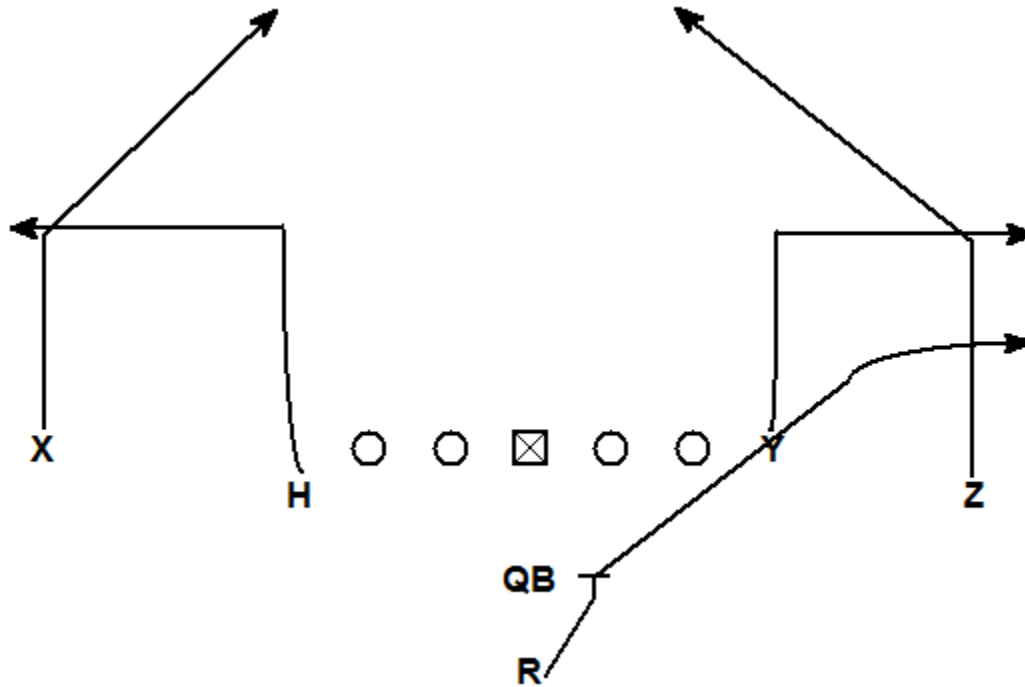
Deep Out / Short Out



Pro 2 Deep Out / Short Out

Player	Assignment
OL	Protection Call
Y	Seam
H	Seam
R	Check-Release to sit route
X	Deep Out: vertical release 12 yards, break outside and work back Short Out: vertical release 6 yards, break outside (speed out)
Z	Deep Out: vertical release 12 yards, break outside and work back Short Out: vertical release 6 yards, break outside (speed out)
QB	5 step drop, trigger away side backer, read out to seam

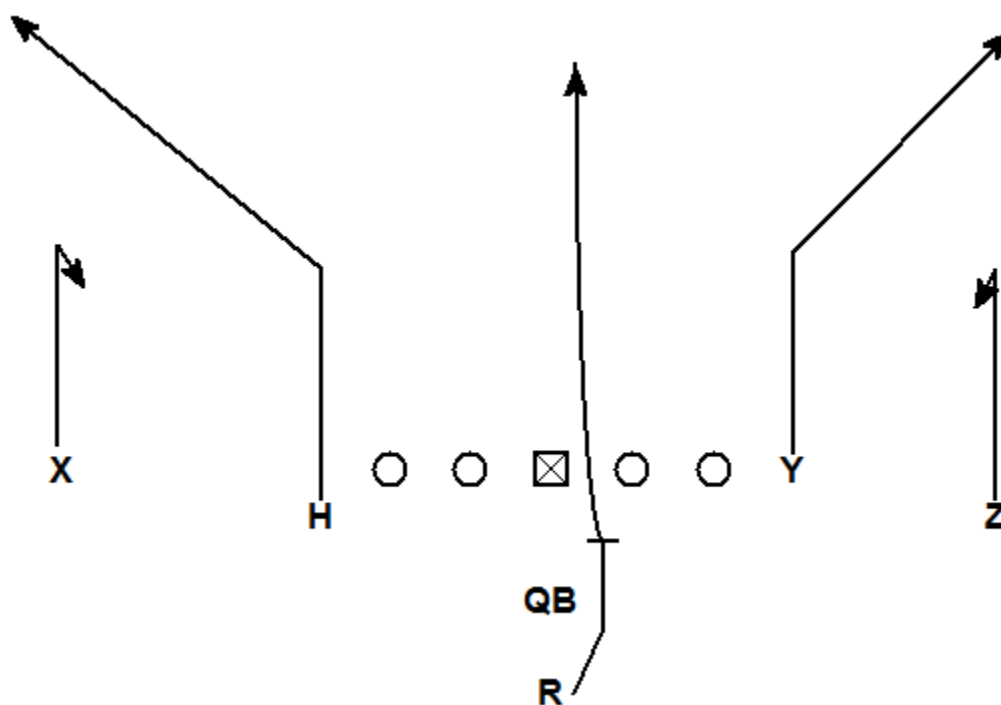
Post



Pro 2 Post

Player	Assignment
OL	Protection Call
Y	Call side runs 10 yard Out. Back side Check-Release, block #3. Release to Out.
H	Call side runs 10 yard Out. Back side Check-Release, block #3. Release to Out.
R	Check-Release to 4 yard shoot route
X	Post – push 10 yards vertical, then break to near upright. If back side, do not cross hash. Run up it when you get there.
Z	Post – push 10 yards vertical, then break to near upright. If back side, do not cross hash. Run up it when you get there.
QB	5 step drop, trigger Safety. Read post to out to shoot.

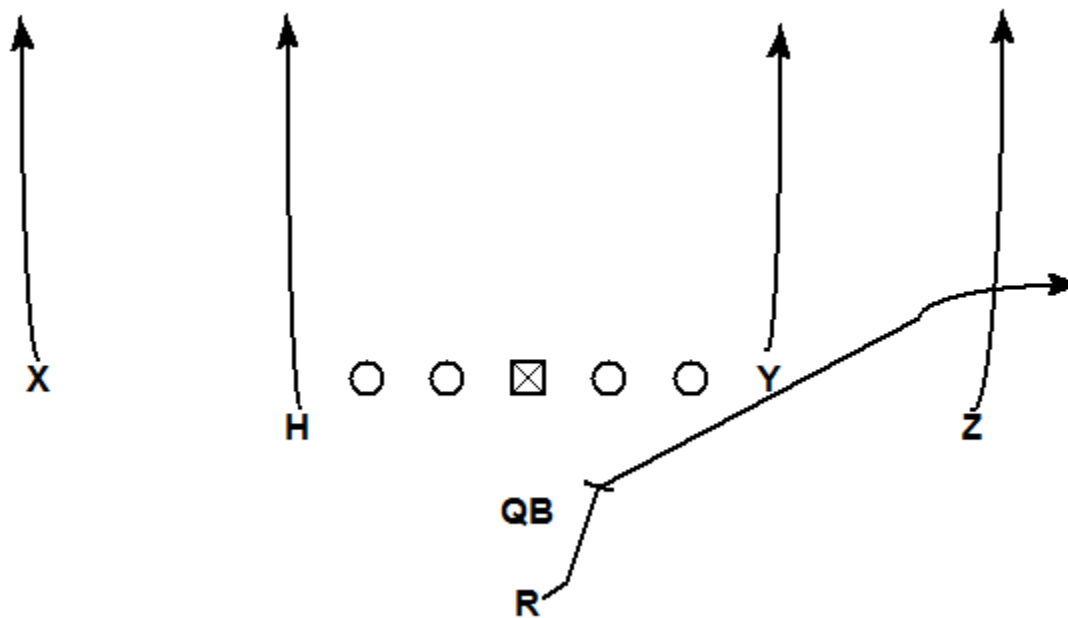
Smash



Pro 2 Smash

Player	Assignment
OL	Protection Call
Y	Corner - Release 10 yards vertical, break to front pylon (back pylon inside 20). Back side check-release to corner
H	Corner - Release 10 yards vertical, break to front pylon (back pylon inside 20). Back side check-release to corner
R	Check-Release to MOF vertical release
X	6 yard hitch
Z	6 yard hitch
QB	5 step drop, trigger Safety. Read corner to hitch to MOF

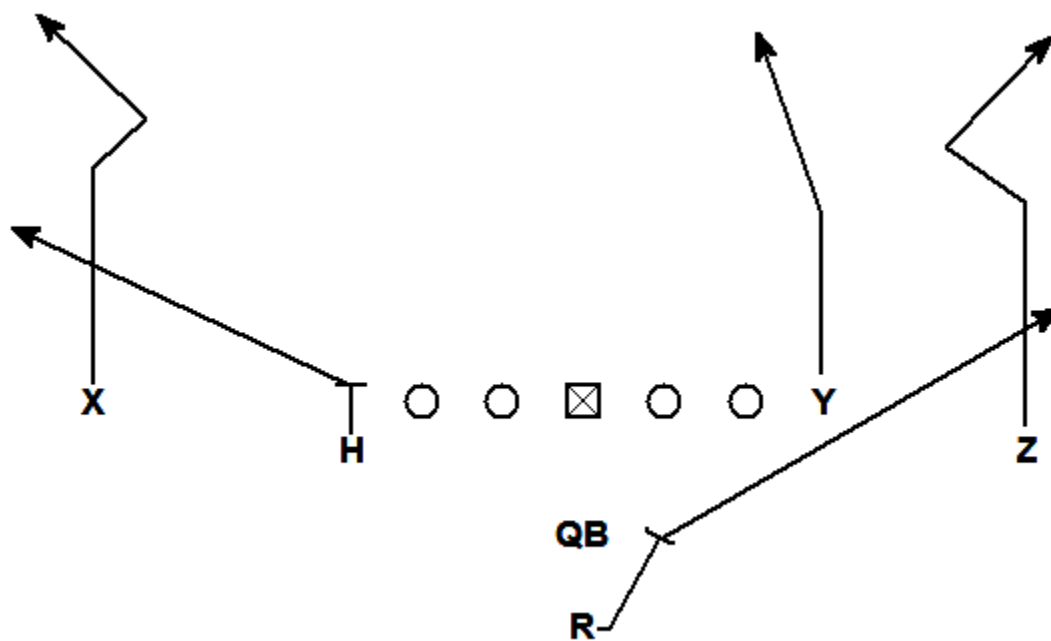
Verts



Pro 2 Verts

Player	Assignment
OL	Protection Call
Y	Seam
H	Seam
R	Check Release to Shoot
X	Fade
Z	Fade
QB	5 step drop, trigger safety, read seam to fade to flat

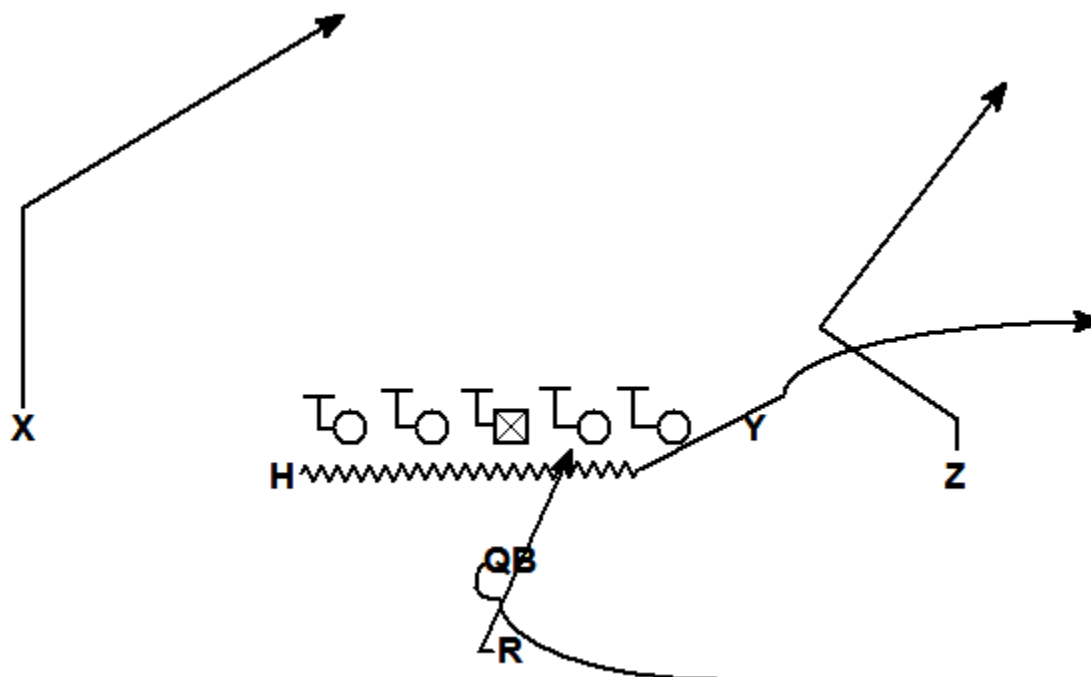
POCO



Pro 2 POCO

Player	Assignment
OL	Protection Call
Y	To call side, run Post at near upright. Back side, check-release to shoot
H	To call side, run Post at near upright. Back side, check-release to shoot
R	Check release to Shoot
X	Post-Corner – Push fade release to 10 yards, drive 3 steps to Post, on 3 rd step plant the inside foot and drive to the front pylon (back pylon inside the 20)
Z	Post-Corner – Push fade release to 10 yards, drive 3 steps to Post, on 3 rd step plant the inside foot and drive to the front pylon (back pylon inside the 20)
QB	5 step drop, trigger safety, read Post to Poco to Flat

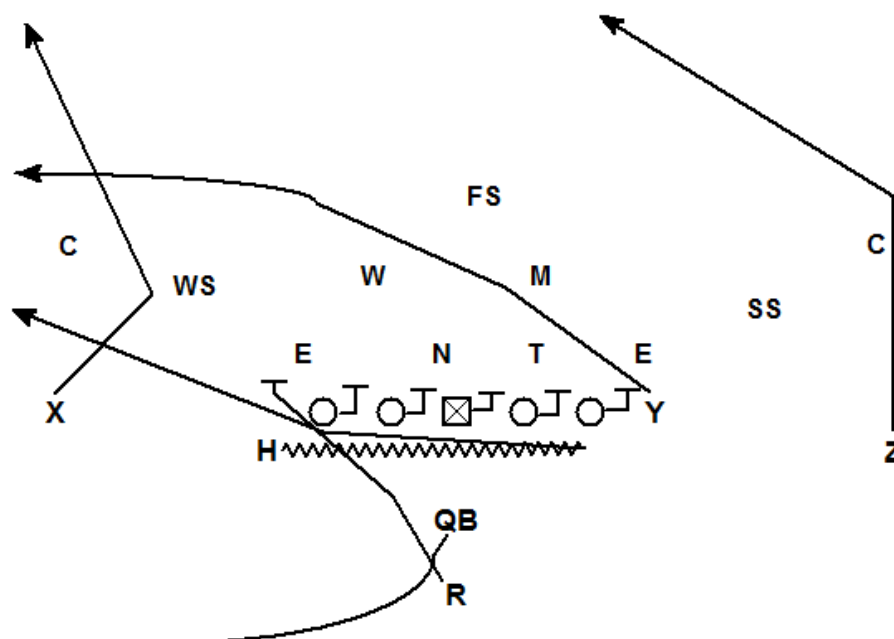
Power Pass



Ham Pro 3 Power Pass Right

Player	Assignment
OL	Slide Left
Y	Slide Left
H	Chip EMOLS and release to 4 yard shoot
R	Fake Power run
X	Back side Post
Z	Crack Corner – sell the crack block on the outside safety or linebacker for 3-5 steps, plant inside foot and drive to front pylon (back pylon inside 20 yard line)
QB	Fake power, push for depth after handoff fake and read corner to shoot.

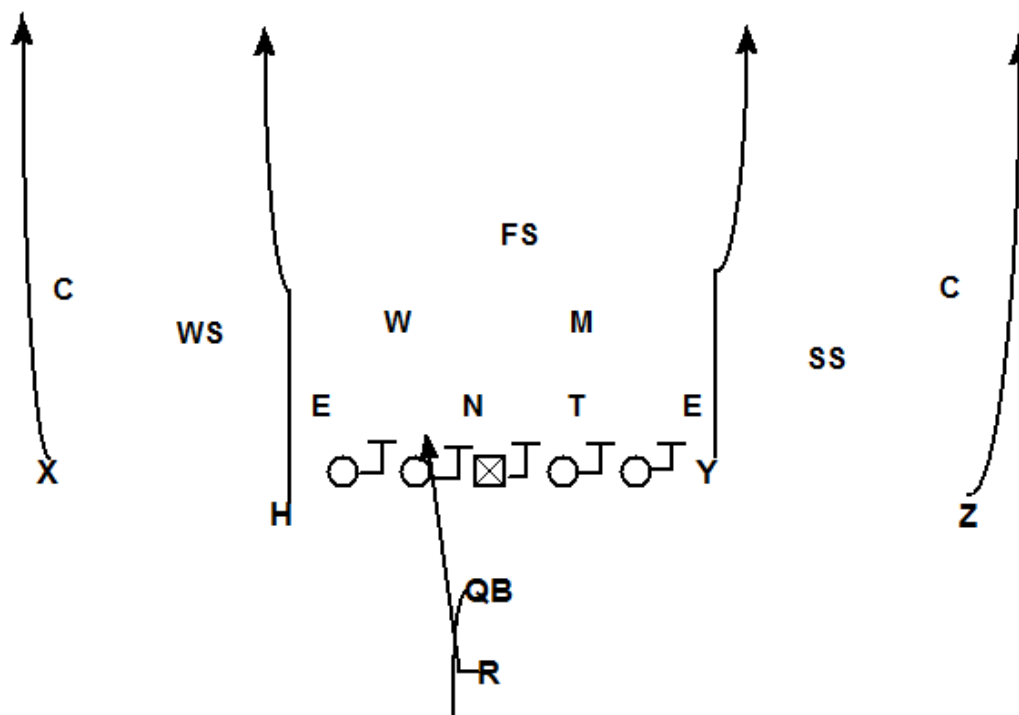
Counter Pass



Ham Pro 3 Counter Pass Left

Player	Assignment
OL	Slide Right
Y	12 yard drag route – easiest release, under first Linebacker, over second Linebacker to a point on the far sideline 12 yards depth
H	Run back across formation to 4 yard shoot
R	Fake Power run
X	Back side Post
Z	Crack Corner – sell the crack block on the outside safety or linebacker for 3-5 steps, plant inside foot and drive to front pylon (back pylon inside 20 yard line)
QB	Fake counter, push for depth after handoff fake and read corner to drag to shoot.

Zone Pass



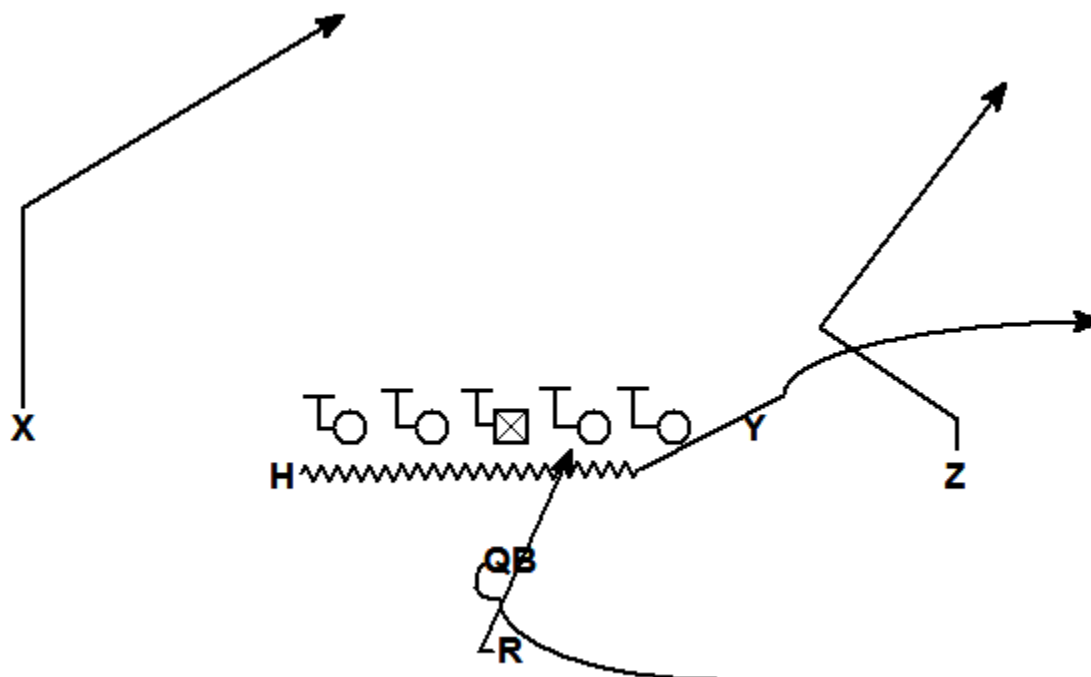
Pro 2 Zone Pass Left

Player	Assignment
OL	Slide Right
Y	Seam
H	Seam
R	Fake Zone Run
X	Fade
Z	Fade
QB	Fake Zone, take eyes to Safety trigger immediately off the zone fake. Trigger off the safety for the open seam route to the fade (run the same as Verts)

Pro 2 Stretch Pass Right

Player	Assignment
OL	Slide Left
Y	12 yard drag route – easiest release, under first Linebacker, over second Linebacker to a point on the far sideline 12 yards depth
H	Check-Release for edge pressure to 4 yard shoot
R	Fake Stretch run
X	Back side Post
Z	Crack Corner – sell the crack block on the outside safety or linebacker for 3-5 steps, plant inside foot and drive to front pylon (back pylon inside 20 yard line)
QB	Fake stretch, drive head around to look for corner route off the fake and push for depth. Read corner to drag to shoot.

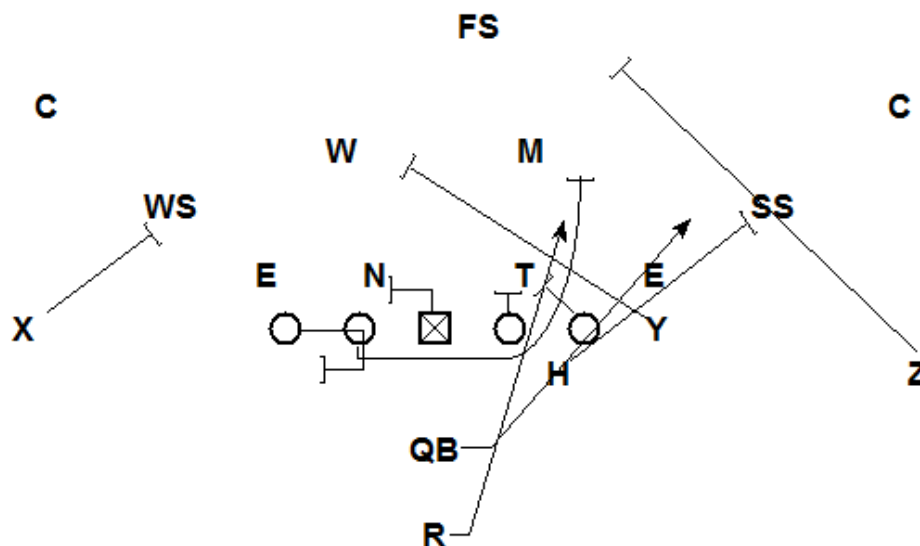
Power Pass



Ham Pro 3 Power Pass Right

Player	Assignment
OL	Slide Left
Y	Slide Left
H	Chip EMOLS and release to 4 yard shoot
R	Fake Power run
X	Back side Post
Z	Crack Corner – sell the crack block on the outside safety or linebacker for 3-5 steps, plant inside foot and drive to front pylon (back pylon inside 20 yard line)
QB	Fake power, push for depth after handoff fake and read corner to shoot.

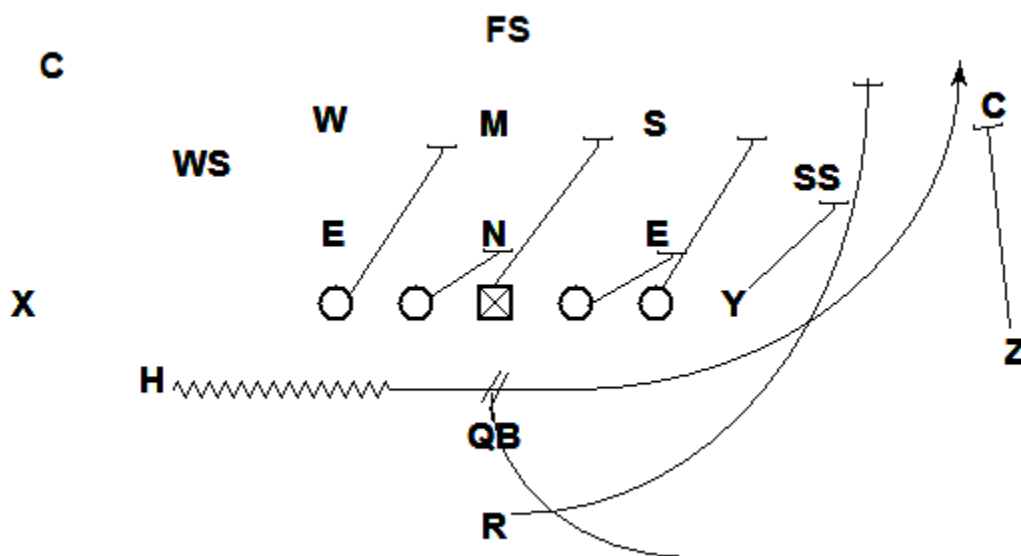
Power Read



Ham Pro 3 Power Read Right

Player	Assignment
PST	If PSG covered, drive man on down lineman covering PSG. If C covered, post man on down lineman covering you. If PSG and C covered, down block.
PSG	If PSG covered, post man on down lineman covering you. If C covered, down block. If PSG and C covered, down block.
C	Block first down lineman back side
BSG	Skip pull and wrap to PSLB inside number
BST	Hinge
Y	Track to next ILB after the PSLB
H	Miss the EMOLS, attack the outside number of the #3. If he widens, drive him out.
R	Zone step, take handoff and get downhill following wrapper
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Open to read EMOLS and seat ball for R. If he sits, give. If he squeezes, pull the ball and replace him.

Jet Stretch

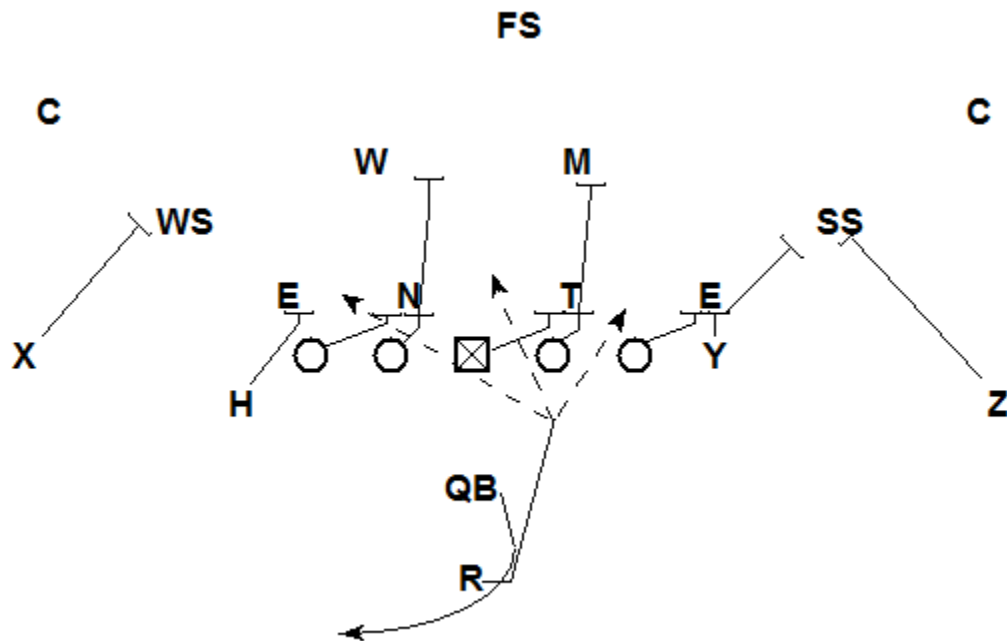


Pro 1 Jet Stretch Right

Player	Assignment
PST	Block play side armpit of 2
PSG	Block play side armpit of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Block play side armpit of 0
BSG	Block play side armpit of 1
BST	Block play side armpit of 2
Y	Block play side armpit of 3
H	Motion full speed to take hand-off from the QB. Attack the edge.
R	Block Alley Player (Free Safety)
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Handoff to H and then carry out Jet Pass fake (Power Pass)

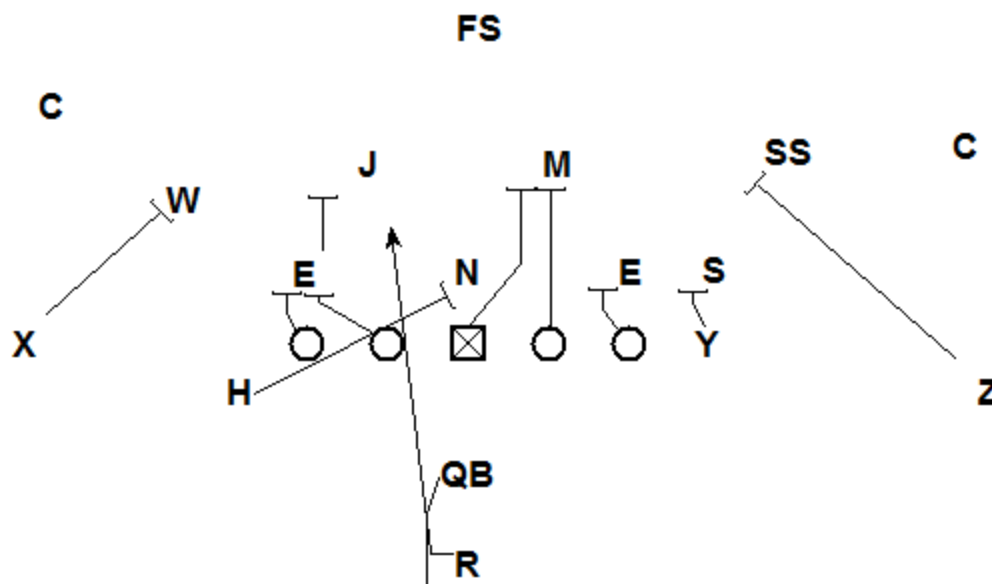
Player	Assignment
PST	Block Power
PSG	Block Power
C	Block Power
BSG	Block Power
BST	Block Power
Y	Block Power
H	Motion full speed to take hand-off from the QB. QB will seat and read. Once you pass his hip the ball is yours. Attack the edge.
R	Block Alley Player (Free Safety)
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Seat ball for H Back and shuffle two steps reading EMOLS. If he widens, pull and run Power path. If he squeezes, give to H Back.

Zone Read



Player	Assignment
PST	Block play side number of 2
PSG	Block play side number of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Block play side number of 0
BSG	Block play side number of 1
BST	Do Not Block EMOLS. Release inside and avoid contact. Look for backer or climb to safety.
Y	Block play side number of 3
H	Block play side number of 3 (or block 4 if on same side as Y)
R	Open, cross over, attack outside leg of PSG and read first DLM covering the Guard, out
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Drop step with back side foot and read EMOLS. If he sits, give to R. If he squeezes, pull and replace.

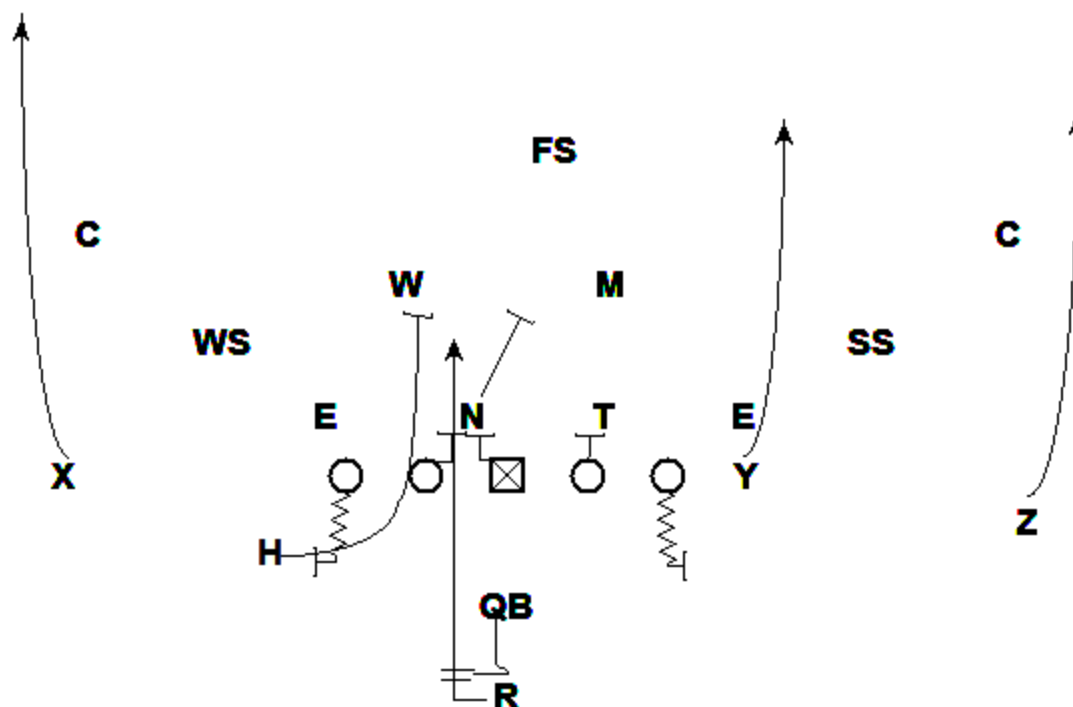
Wham Left



Pro 2 Wham Left

Player	Assignment
PST	Block play side number of 2
PSG	Block play side number of 1
C	Declare the Mike as 1 st defender head up to play side pre-snap. He is 0 in the count. Do Not Block The Nose (DL closest to Center), avoid contact and release to 2 nd level
BSG	Block play side number of 1
BST	Block play side number of 2
Y	Block play side number of 3
H	Pull inside and kick the Nose on up field shoulder.
R	Open, cross over, attack outside leg of PSG and read first DLM covering the Guard, out
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	Open play side to 5/7, depth on 2 nd step and push ball for deep hand off on 3 rd step, push for depth to fake Zone Pass.

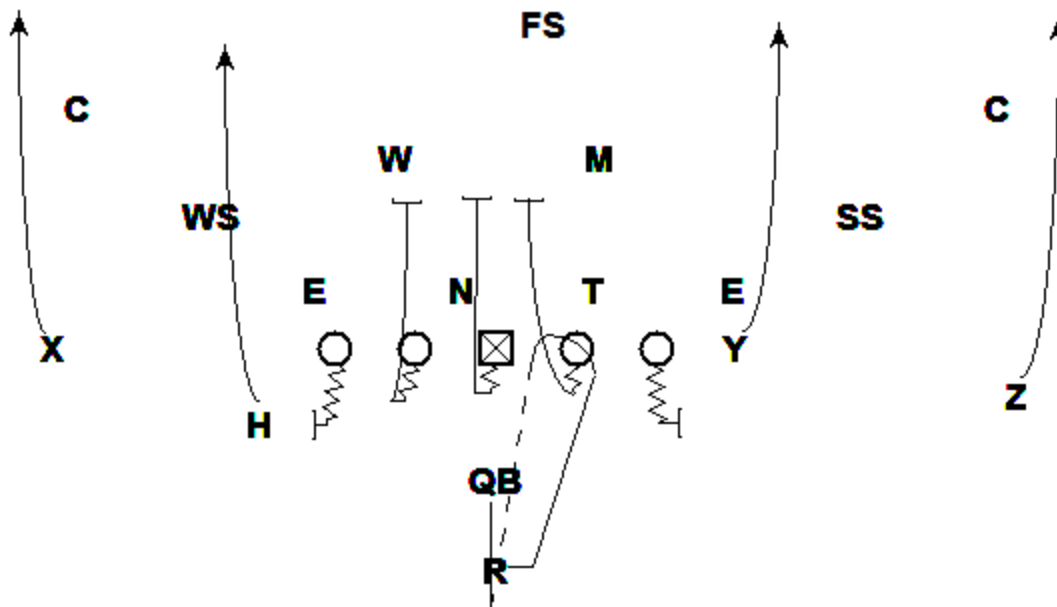
Draw



Pro 2 Draw Left

Player	Assignment
PST	Invite an outside rush by the Defensive End
PSG	Double the Nose to backer
C	Double the Nose to backer
BSG	Base block first down lineman on your side
BST	Set the Defensive End and invite an outside rush
Y	Pass release
H	Wrap inside to PSLB
R	Counter step for timing, take handoff and get downhill following wrapper
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	5 step drop (3 from pistol) with eyes on safety to sell the pass. At the top of your drop, open and hand off to R back.

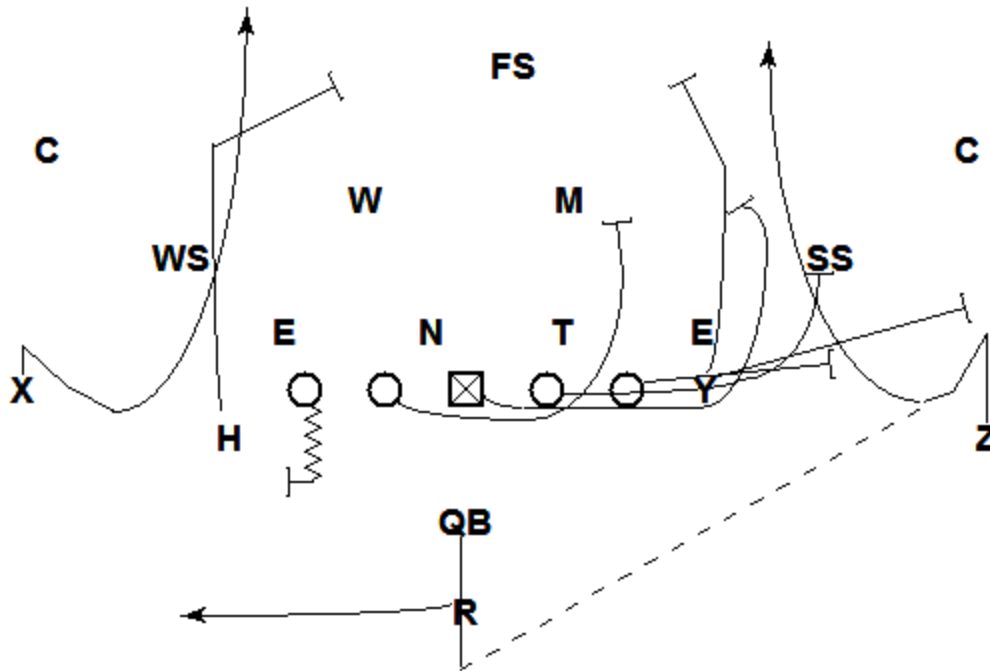
Middle Screen



Pro 2 Middle Screen

Player	Assignment
PST	Pass set #2 and invite outside rush
PSG	Pass set for 1 count, release to Linebacker
C	Pass set for 1 count, release to Linebacker
BSG	Pass set for 1 count, release to Linebacker
BST	Pass set #2 and invite outside rush
Y	Pass release
H	Pass release
R	Open and drive to fake pass protection, let pass rushers go by and turn inside behind. Find an opening.
X	Cut off OLB or Safety
Z	Cut off OLB or Safety
QB	5 step drop (3 from pistol), hold ball high and Get Big. Let pass rushers pass R, then flip the ball over their head to him.

Alley Screen



Pro 2 Alley Right

Player	Assignment
PST	Pull and Kick the Corner
PSG	Pull and look Out – Up – In
C	Pull and look Out – Up – In
BSG	Pull and look Out – Up – In
BST	Set the Defensive End, invite outside rush and turn him out.
Y	Seam to seal the Free Safety
H	Seam to seal the Free Safety
R	Flare opposite the call
X	Alley – Drive vertical two steps, push back behind LOS and show numbers to Quarterback. Catch the ball and turn inside for open space
Z	Alley – Drive vertical two steps, push back behind LOS and show numbers to Quarterback. Catch the ball and turn inside for open space
QB	5 step drop (3 from pistol) with eyes on Safety. At top of drop, open and throw to receiver running the Alley.