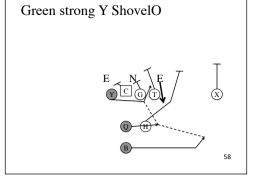
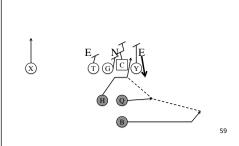
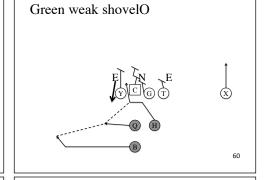


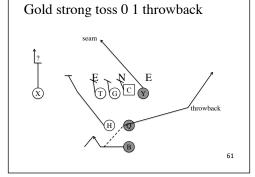
Gold strong Y ShovelO

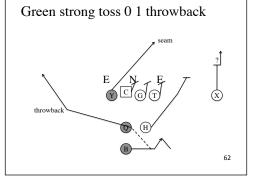


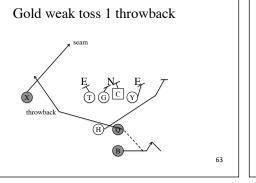


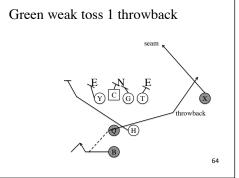
Gold weak shovelO

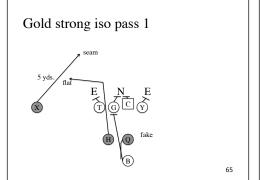


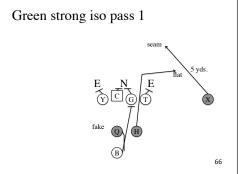


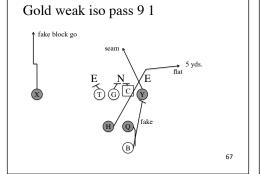


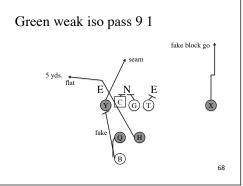


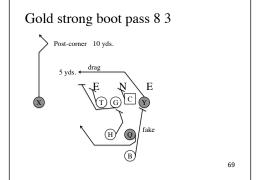


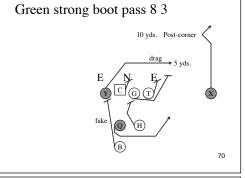


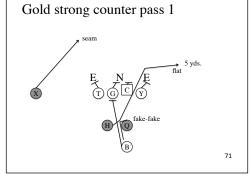


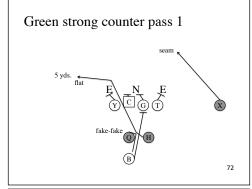


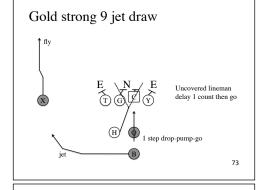


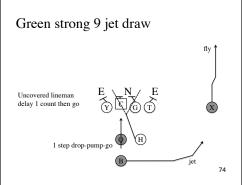


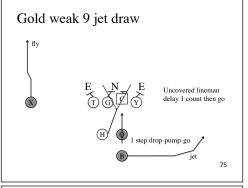


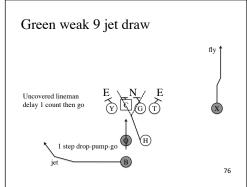


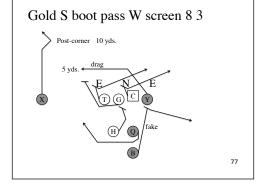


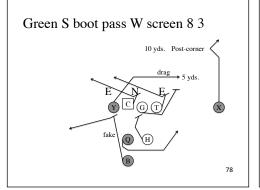


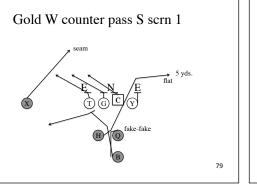


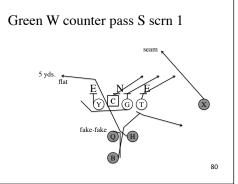


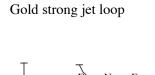


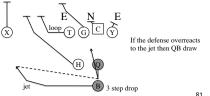




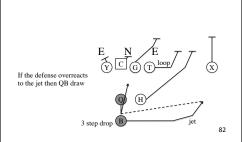




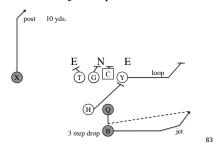




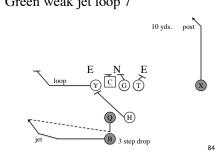
## Green strong jet loop



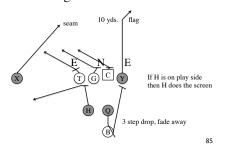
#### Gold weak jet loop 7



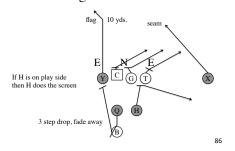
# Green weak jet loop 7



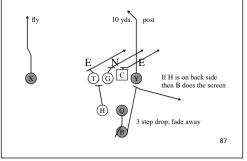
#### Gold strong screen 18



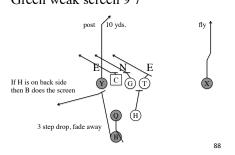
#### Green strong screen 18



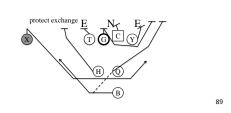
Gold weak screen 97



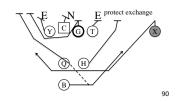
Green weak screen 97



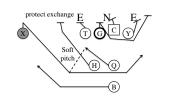
#### Gold strong toss weak reverse



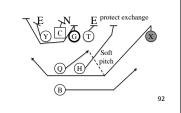
Green strong toss weak reverse



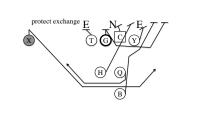
Gold strong speedO weak reverse



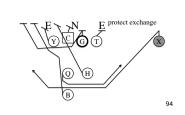
Green strong speedO weak reverse



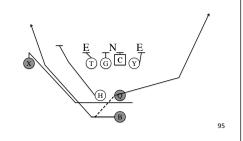
#### Gold strong boot weak reverse



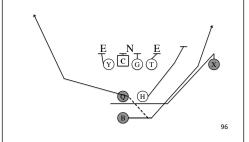
Green strong boot weak reverse

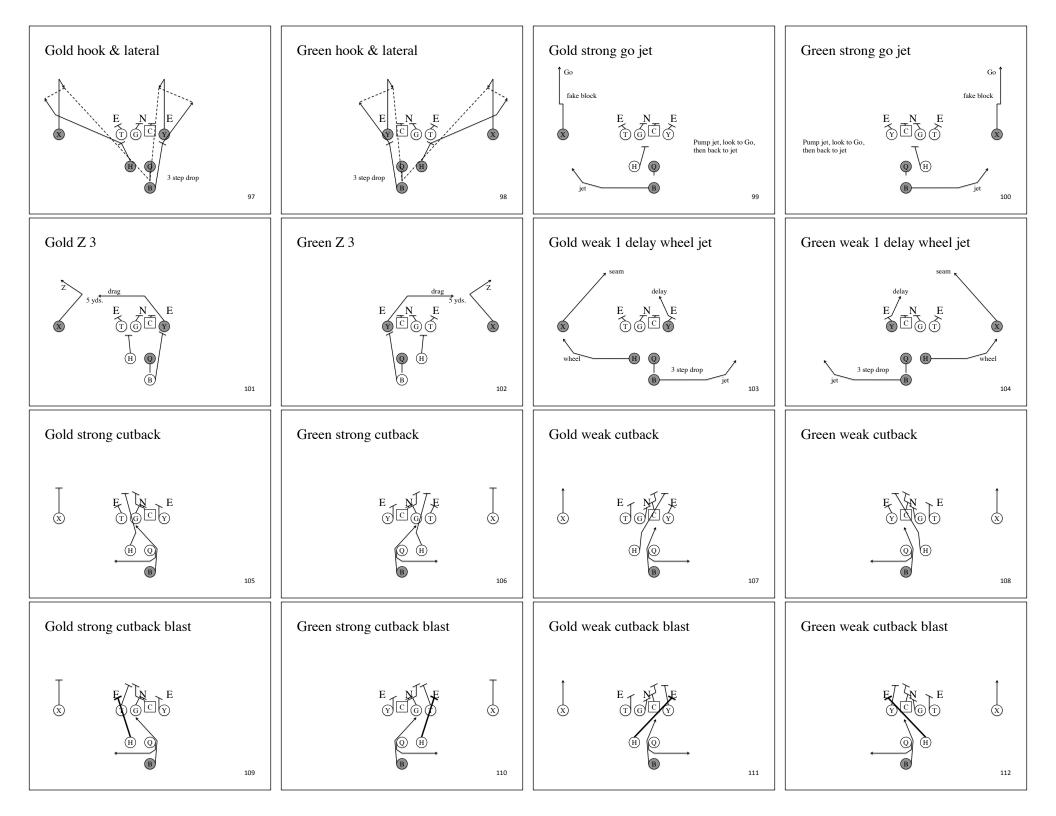


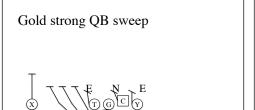
Gold strong toss weak reverse pass

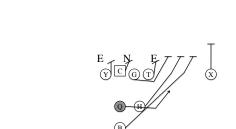


Green strong toss weak reverse pass

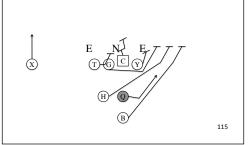




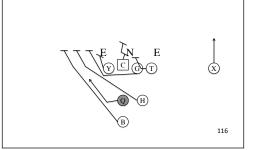


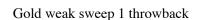


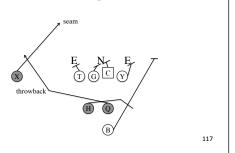
Green strong QB sweep

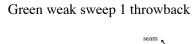


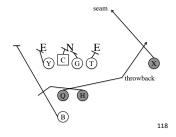
Gold weak QB sweep











iso is for B
blast is for B
tioss is for B
dive is for H
counter is for B
sweep is for H
counter boot is for Q
tripleO is for B, Q & H
speedO is for Q & B
invertO is for H & Q
follow is for Q
QB counter is for Q
keep is for Q
boot is for Q
reverse is for X
cutback is for B

G pull on sweep, toss, & boot - delay pull on reverse

119

1st route is for the split end X 2nd route is for the tight end Y 3rd route is for the H back 4th route is for the B back

Green weak QB sweep

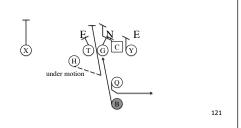
0=zero=BLOCK

"Jet" is only for B
"Wheel" is only for H
"Quick" is only for X or H (flanker)
"Go" is fake block then fly
"Delay" is for Y or H (wing)

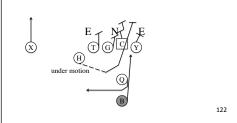
Playaction, iso, counter & counter boot, first back (H) through goes to flat Playaction, just boot, both backs block

120

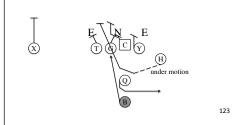
#### Gold slot u strong iso



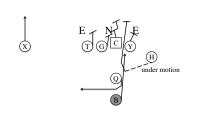
Gold slot u weak iso



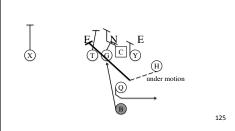
Gold wing u strong iso



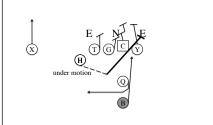
Gold wing u weak iso



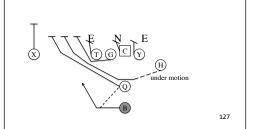
### Gold wing u strong blast



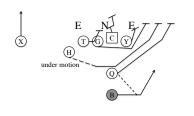
Gold slot u weak blast



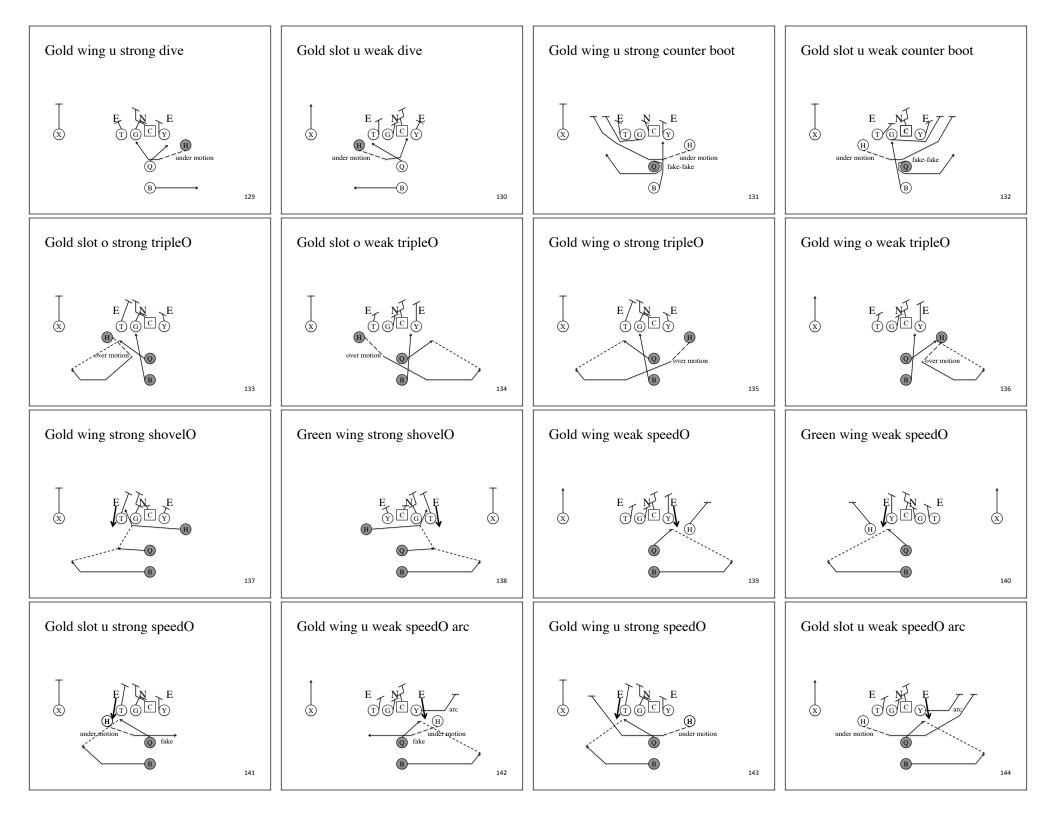
Gold wing u strong toss

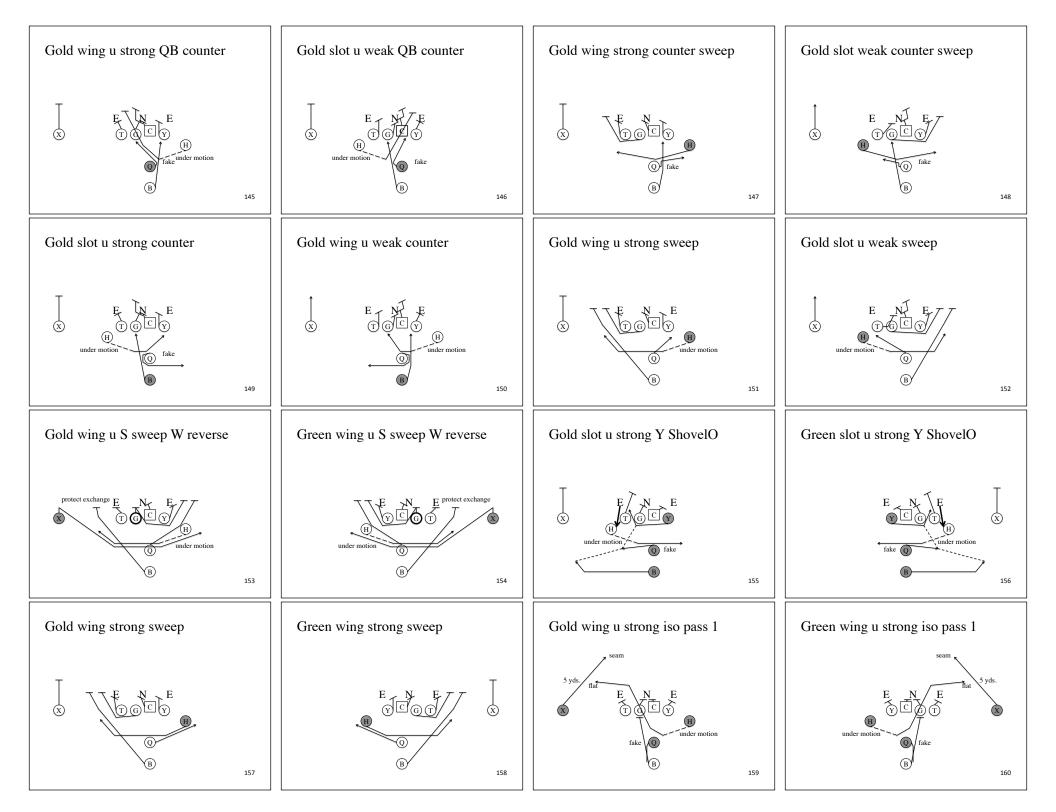


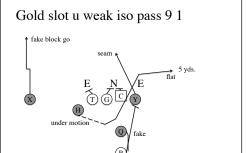
Gold slot u weak toss

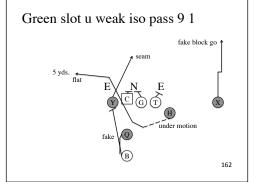


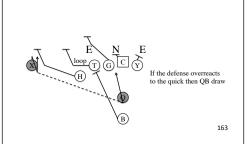
128



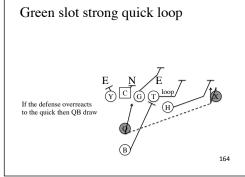


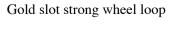




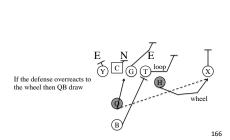


Gold slot strong quick loop

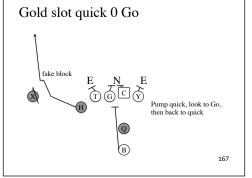


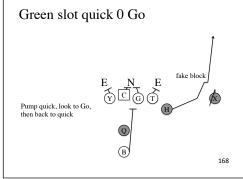




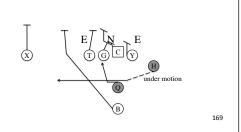


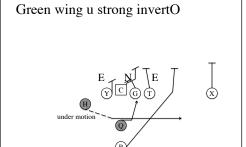
Green slot strong wheel loop

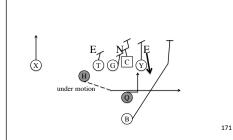




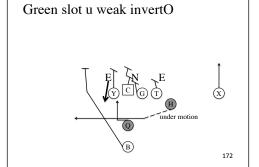
Gold wing u strong invertO



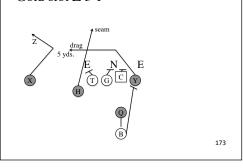


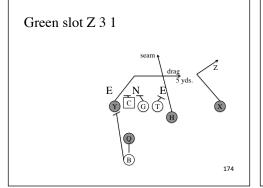


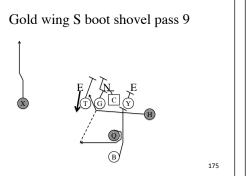
Gold slot u weak invertO

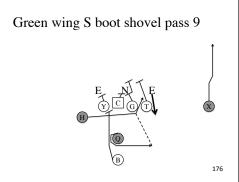


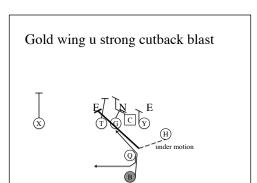
Gold slot Z 3 1

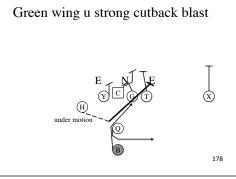


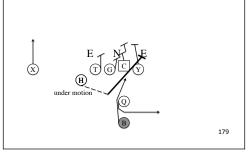




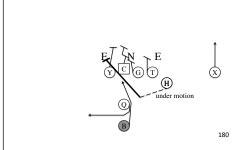




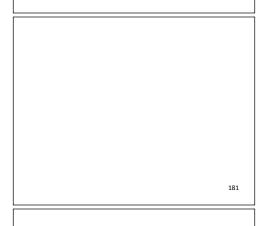


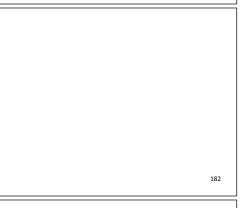


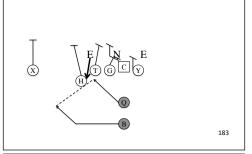
Gold slot u weak cutback blast



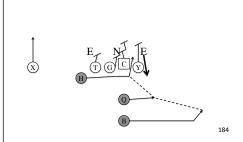
Green slot u weak cutback blast



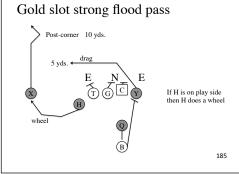


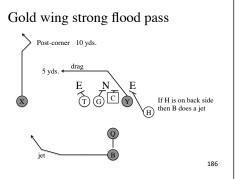


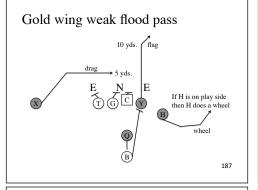
Gold slot strong speedO

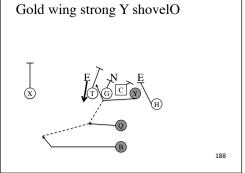


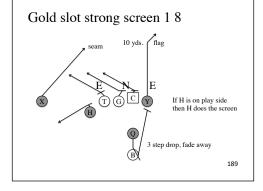
Gold slot weak shovelO

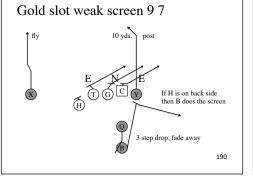


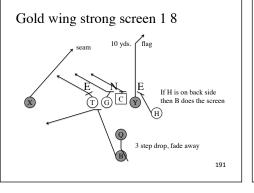


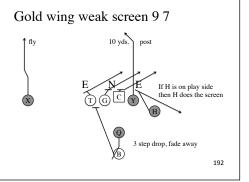


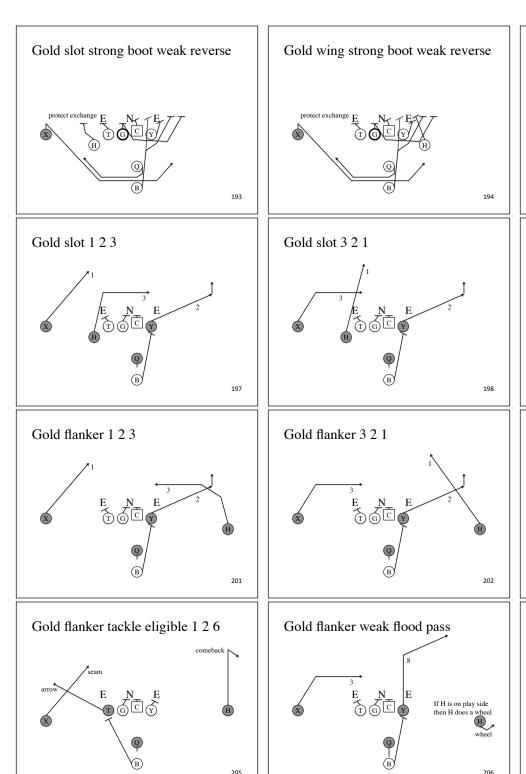


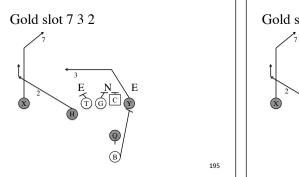












Gold slot

T G C Y

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