

# Wing T Jet Series

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## Play Calling

Jet = Fly Sweep Motion ,

1<sup>st</sup> Number = Formation

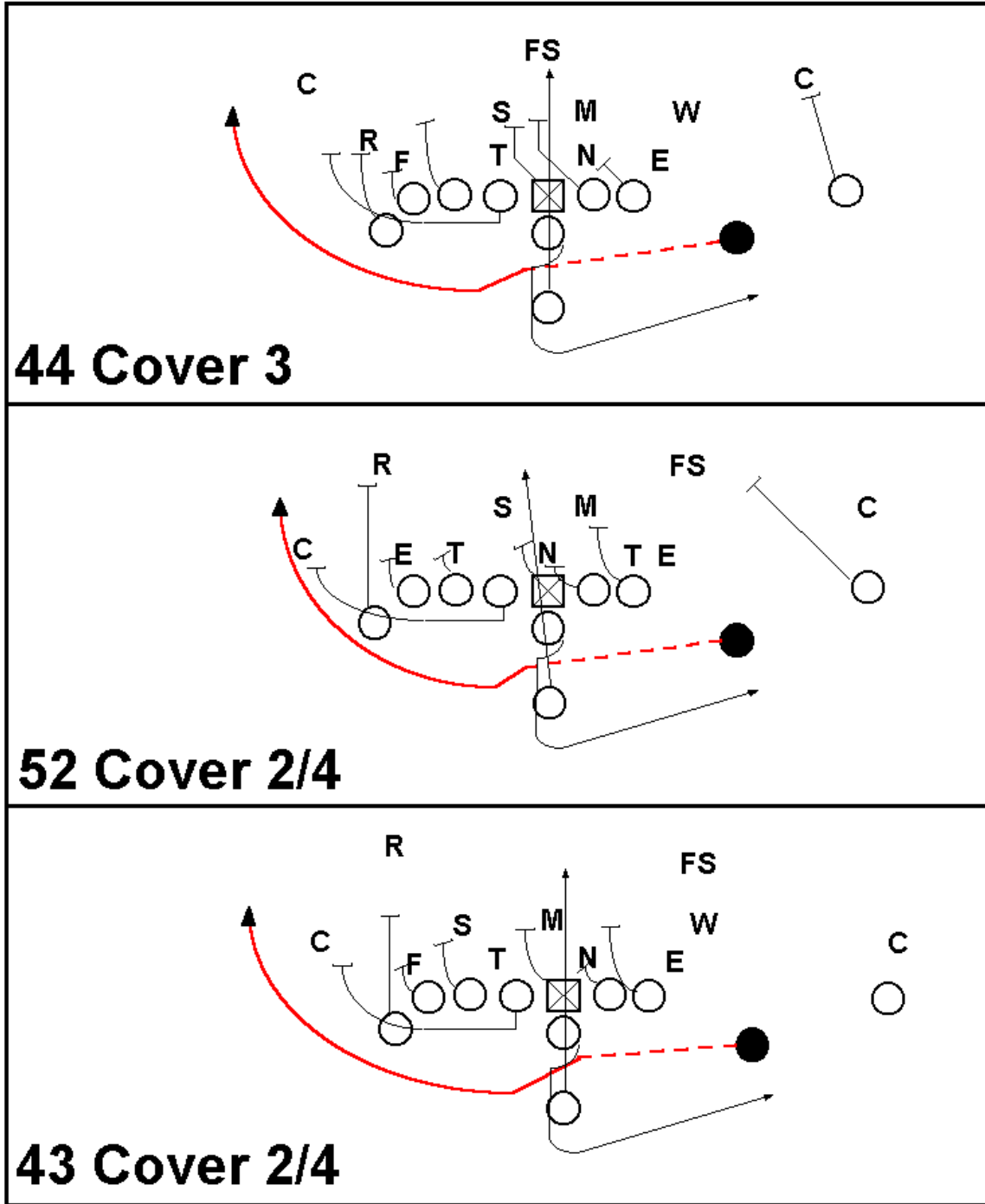
2<sup>nd</sup> Number = Back carrying Ball

3<sup>rd</sup> Number = Hole

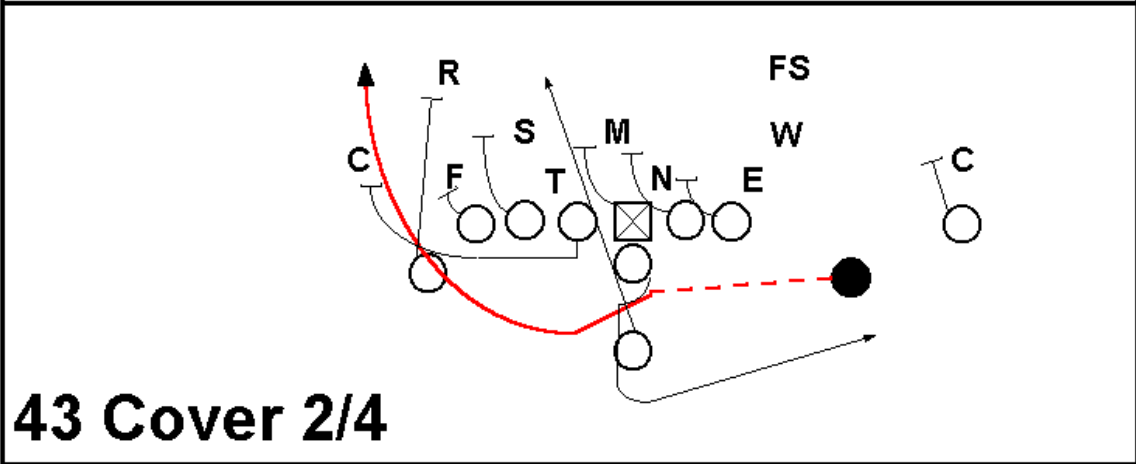
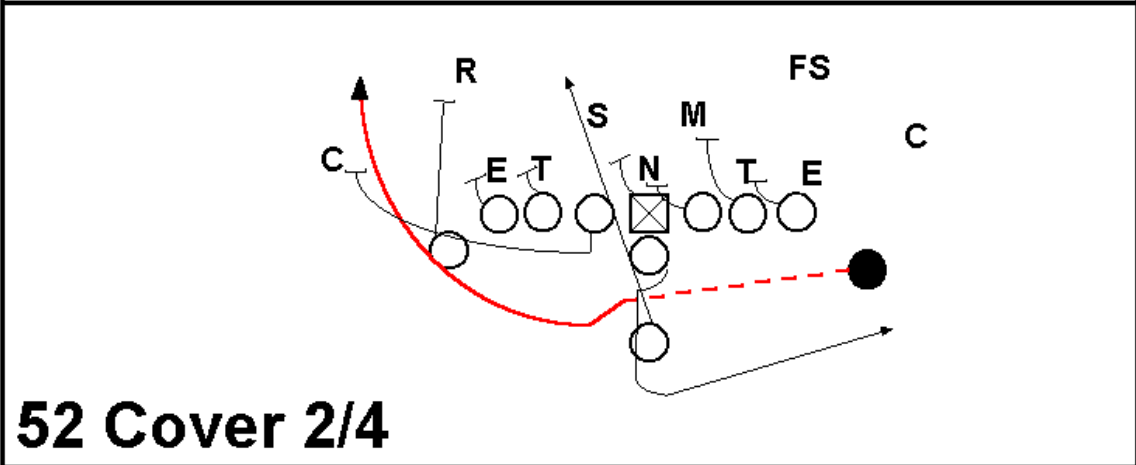
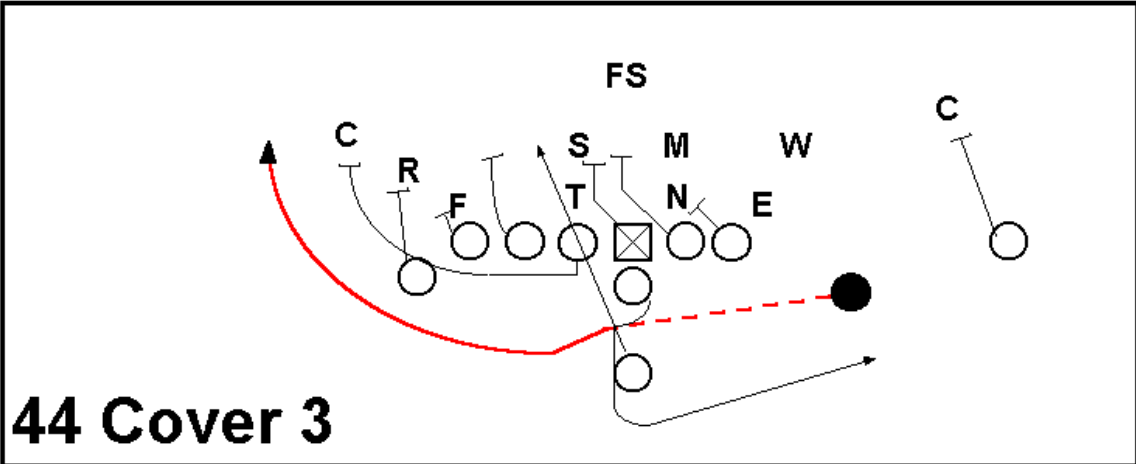
Word = Blocking Scheme

# Strong Side Jet Series

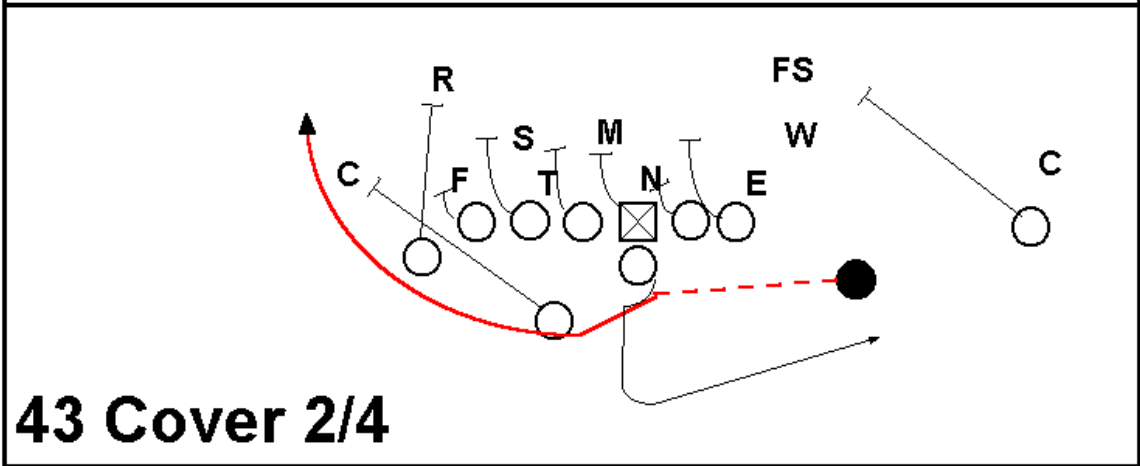
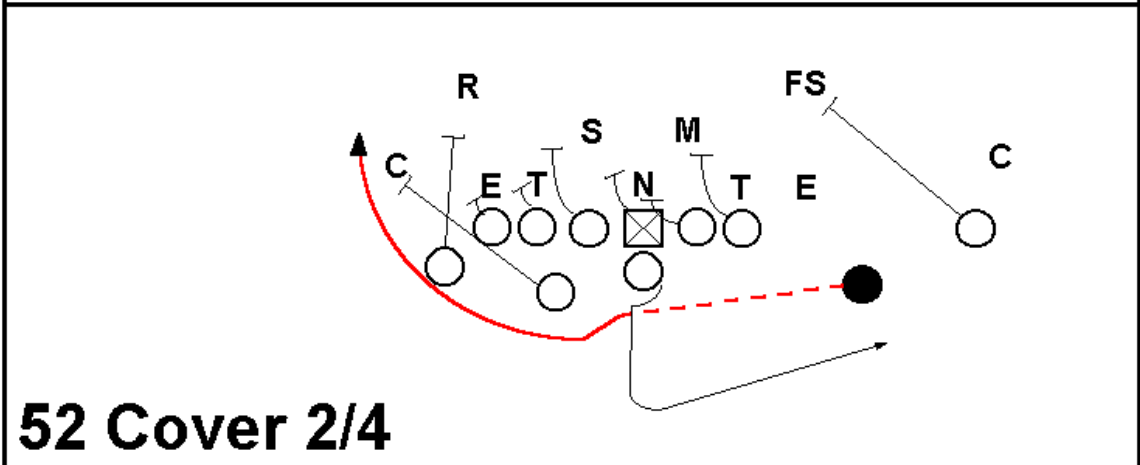
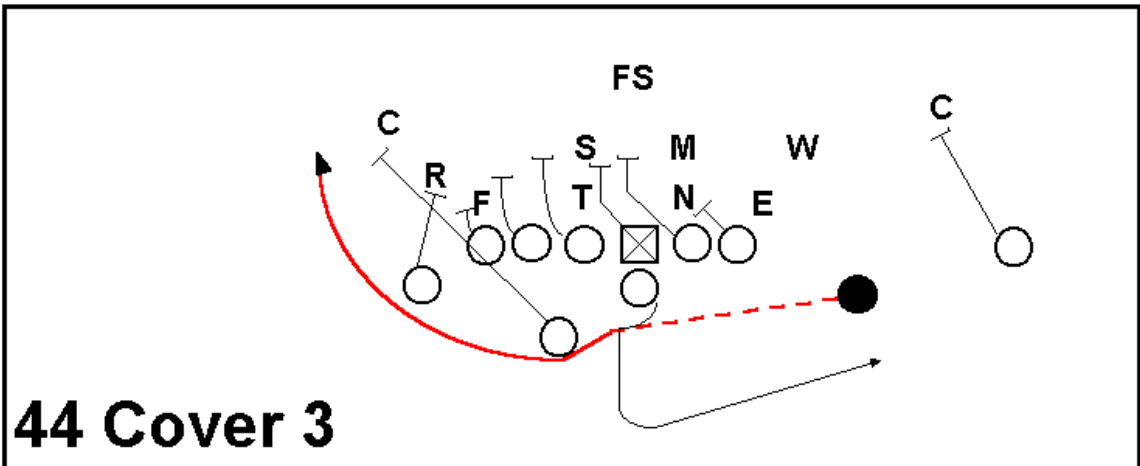
## Jet 448 G



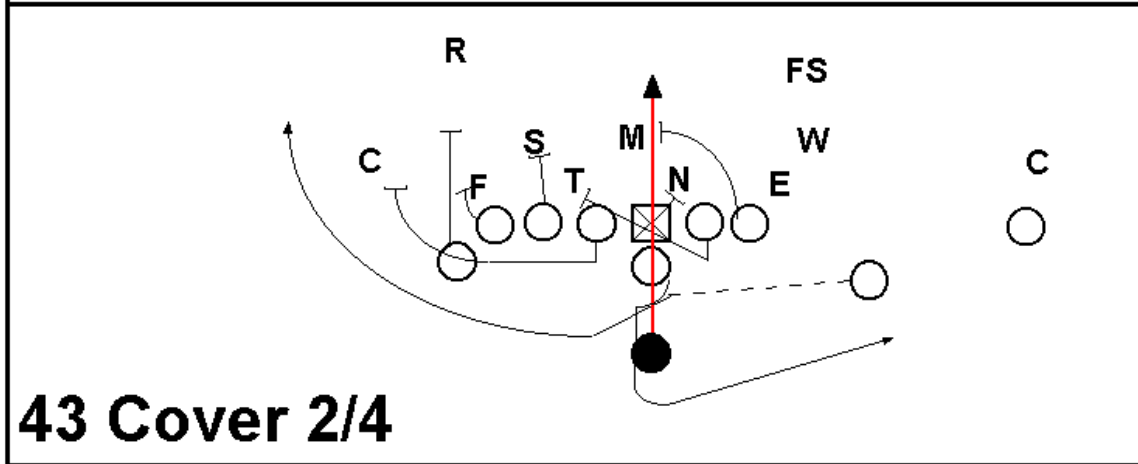
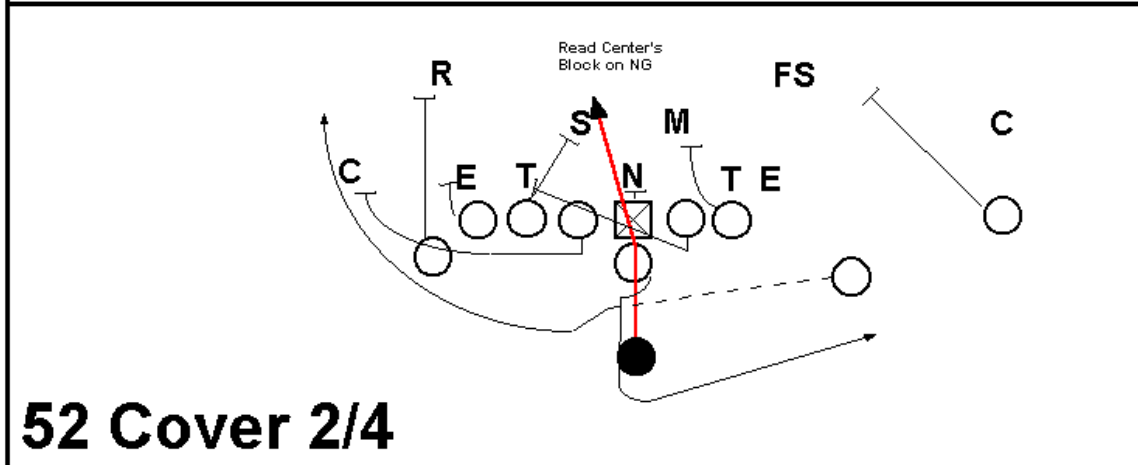
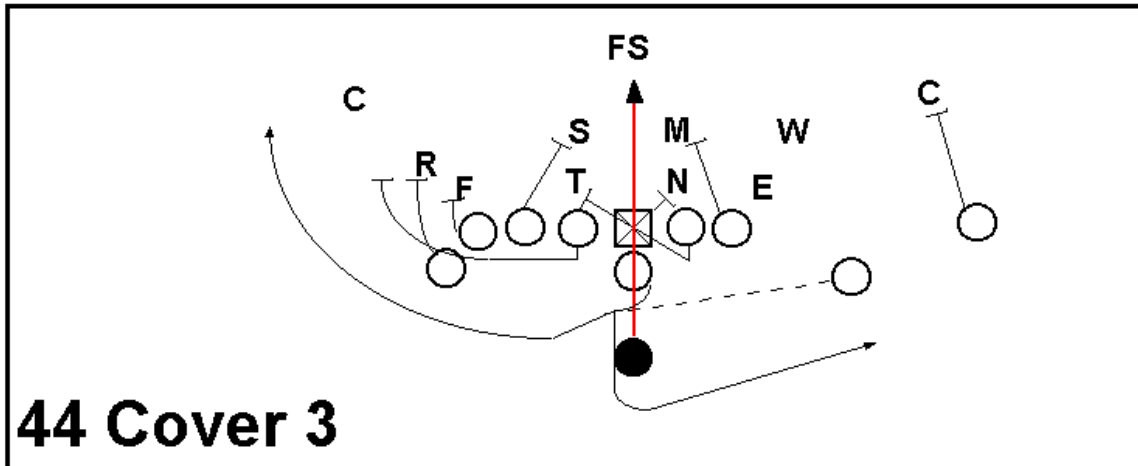
# Jet 448 Fly



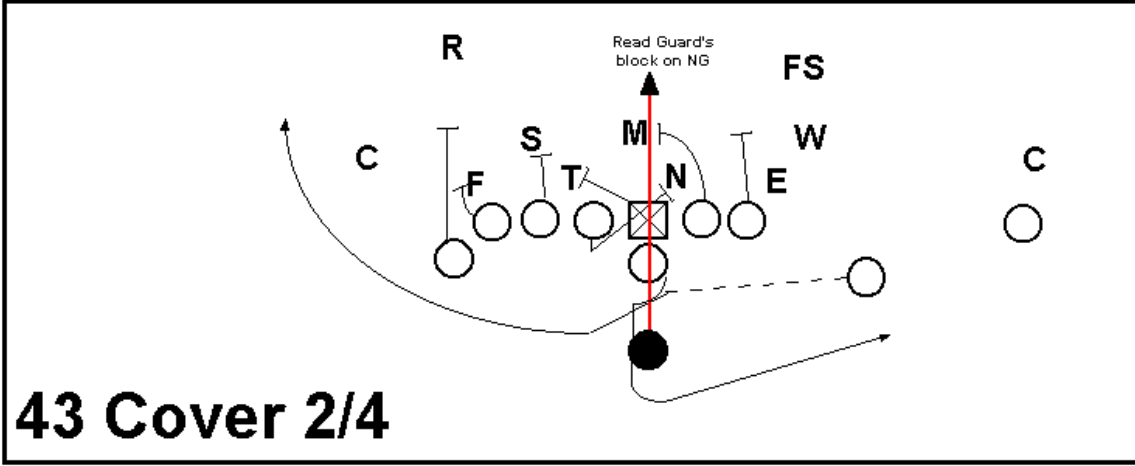
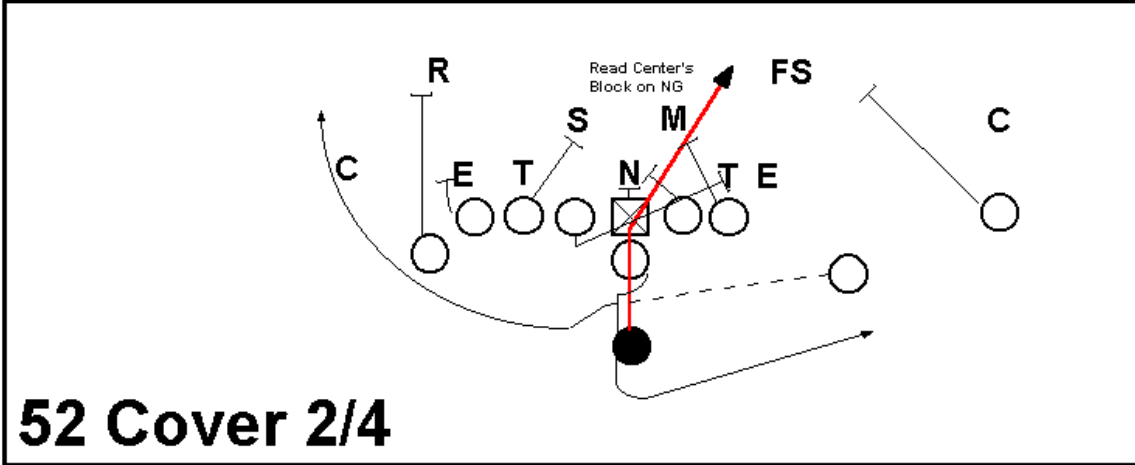
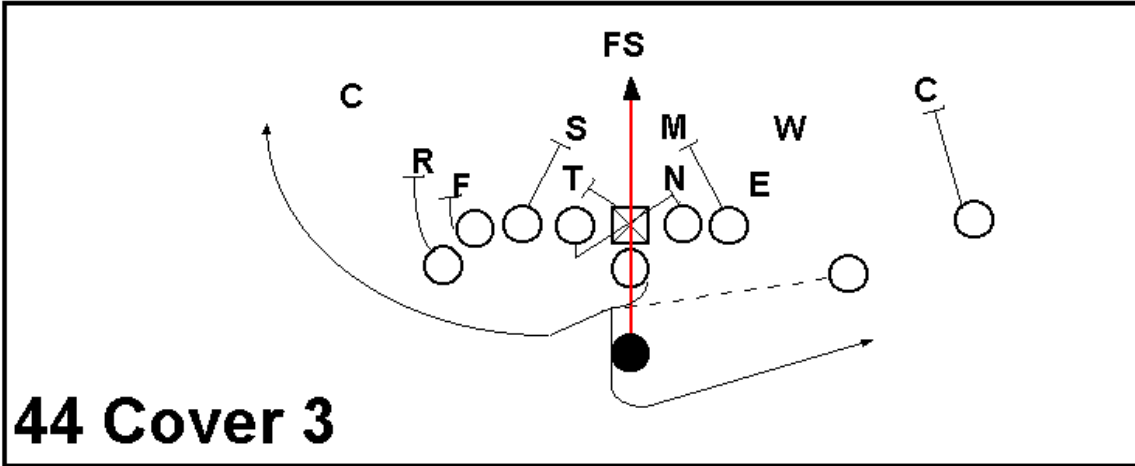
# Jet 448 Kick



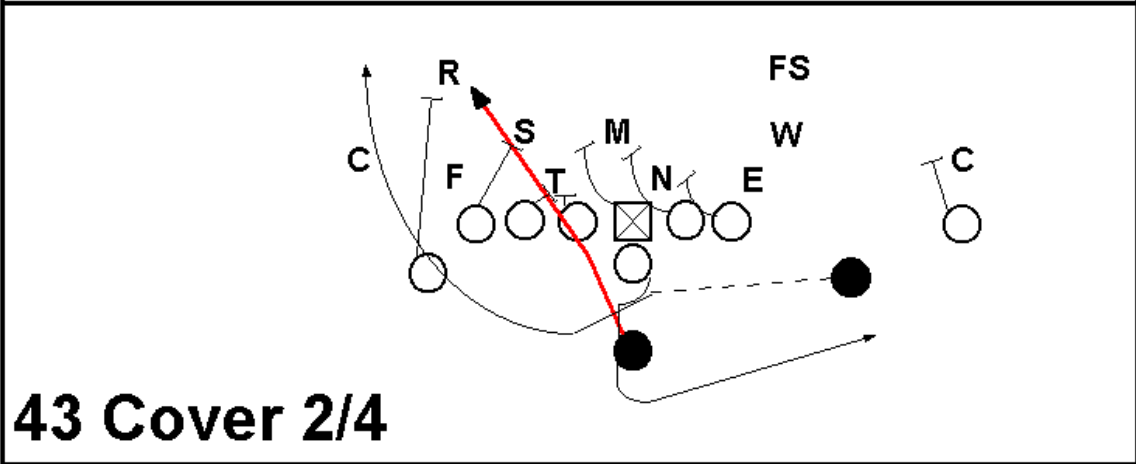
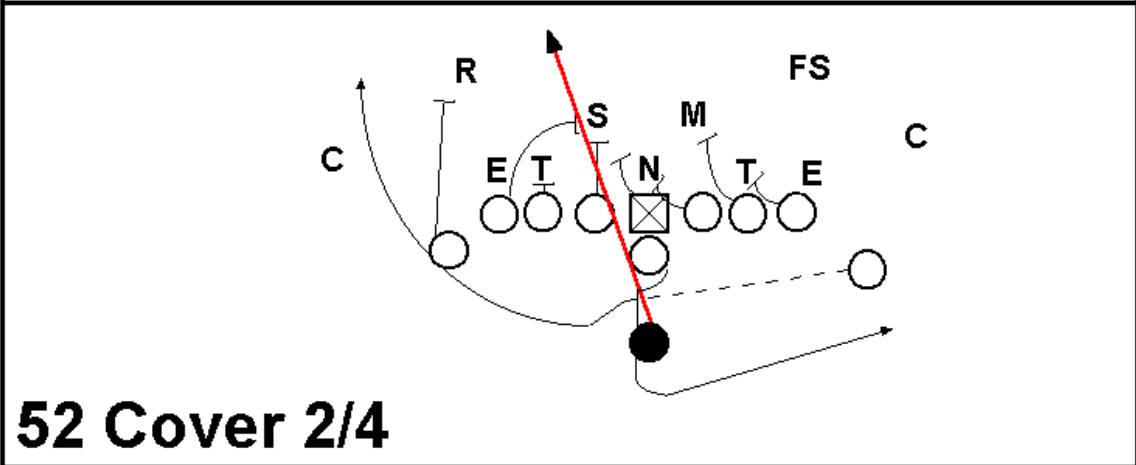
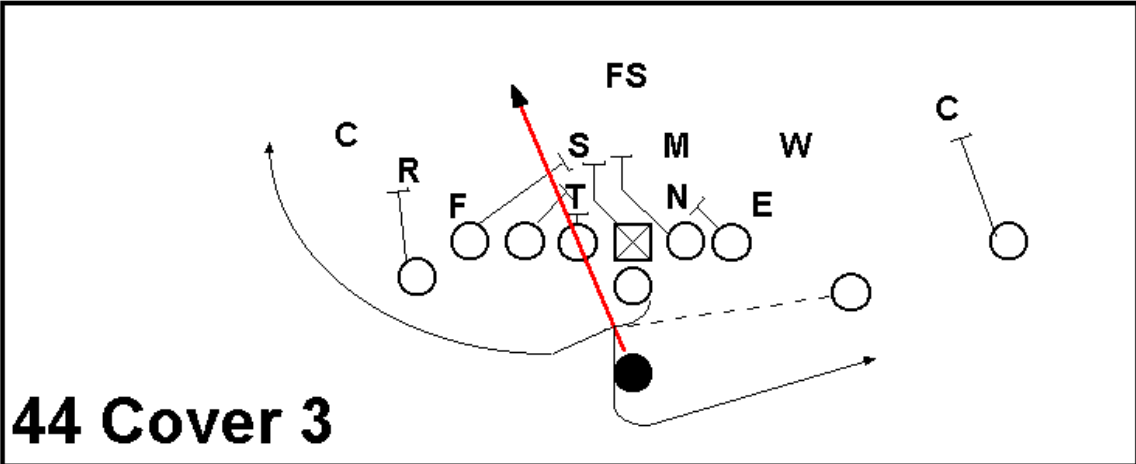
# Jet 431 Trap



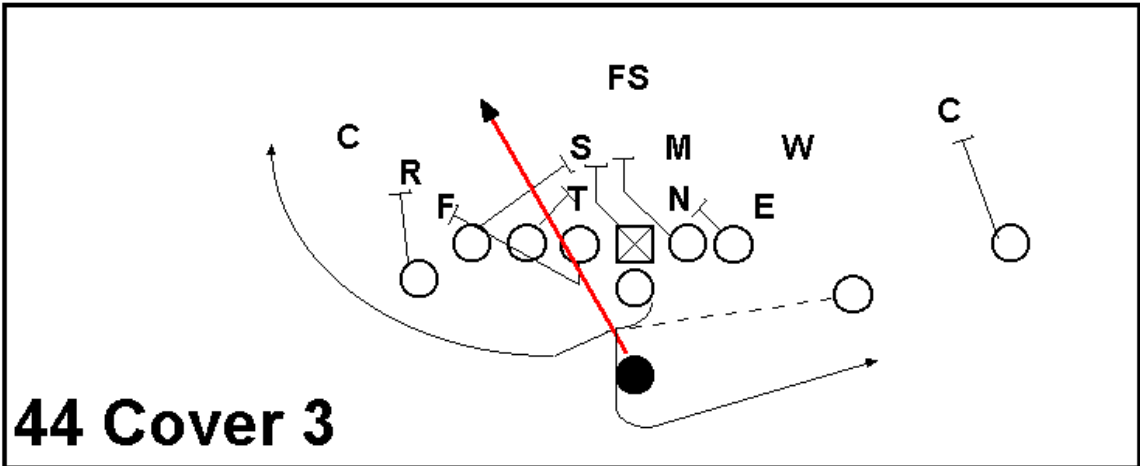
# Jet 432 Trap



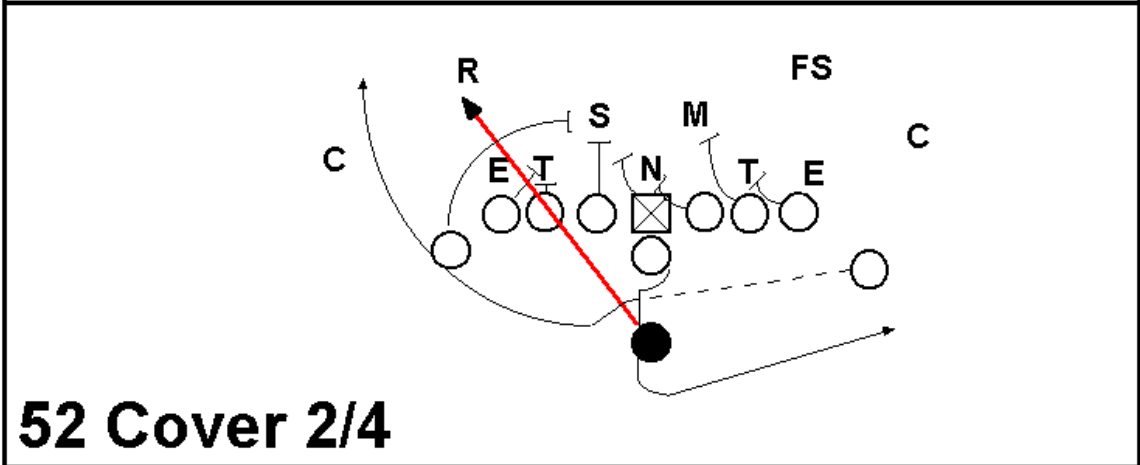
# Jet 433 Dive



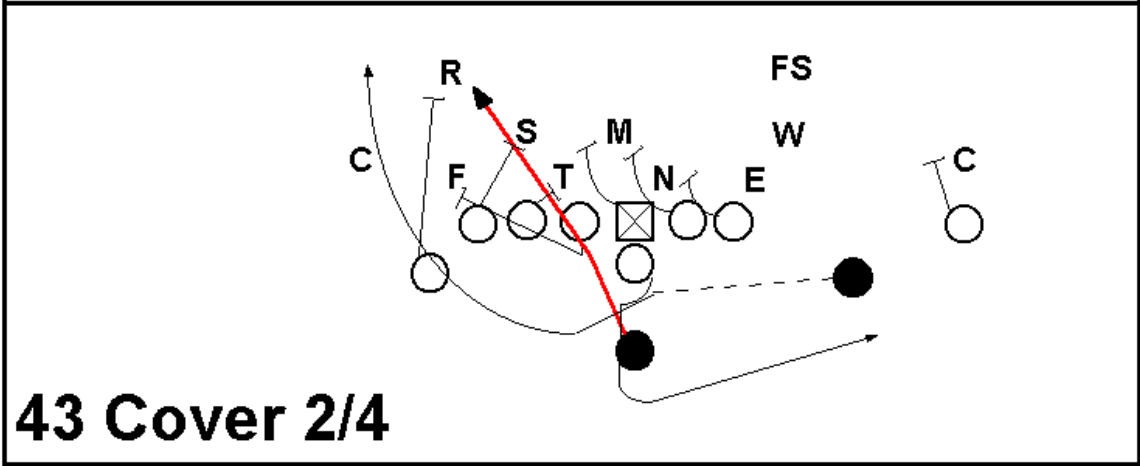
# Jet 435 Down



**44 Cover 3**



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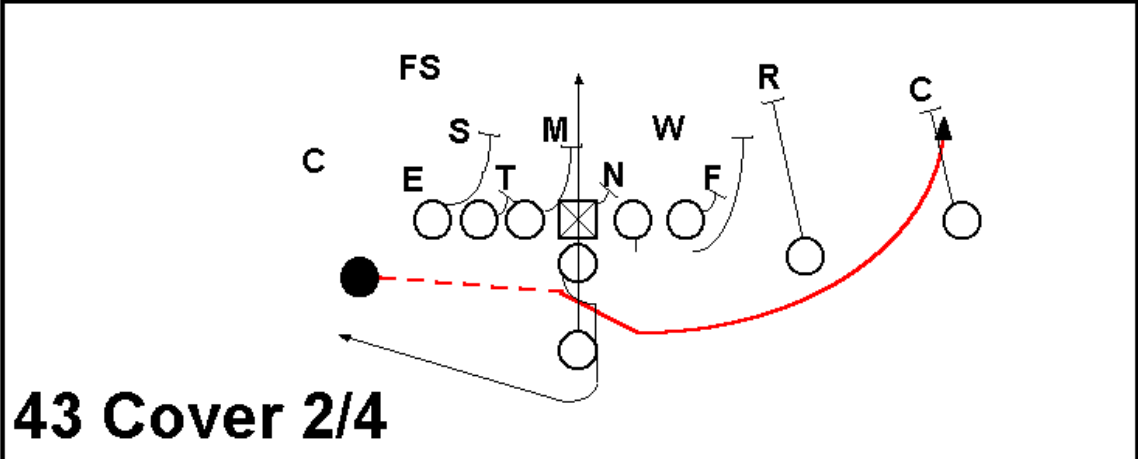
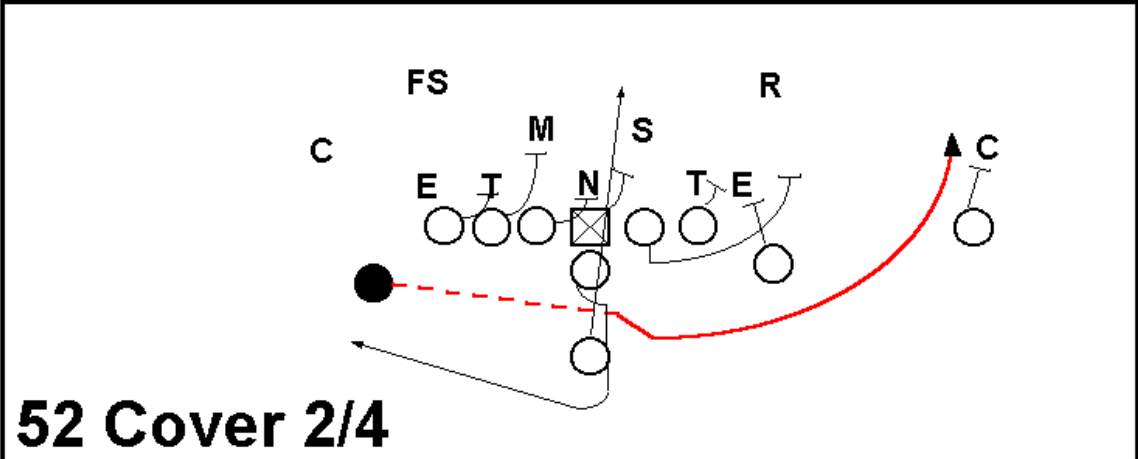
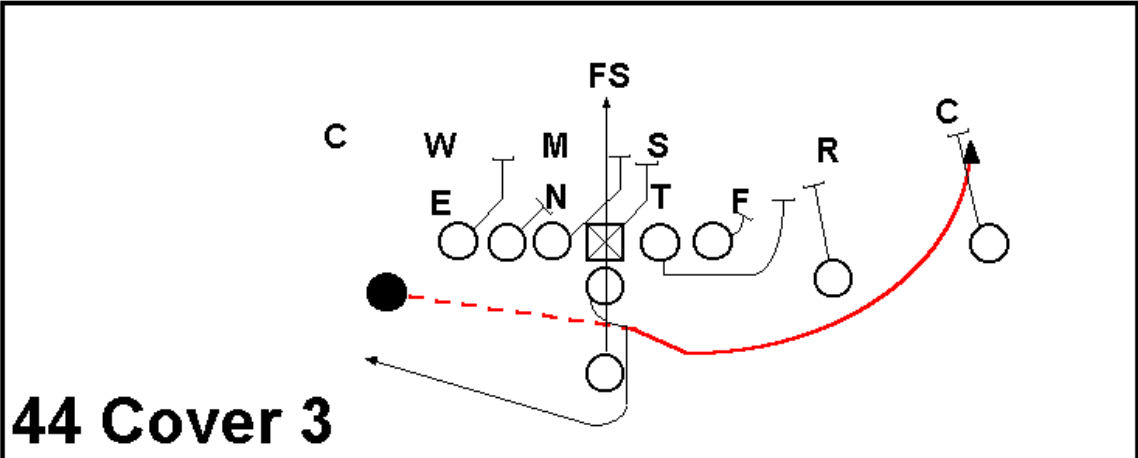


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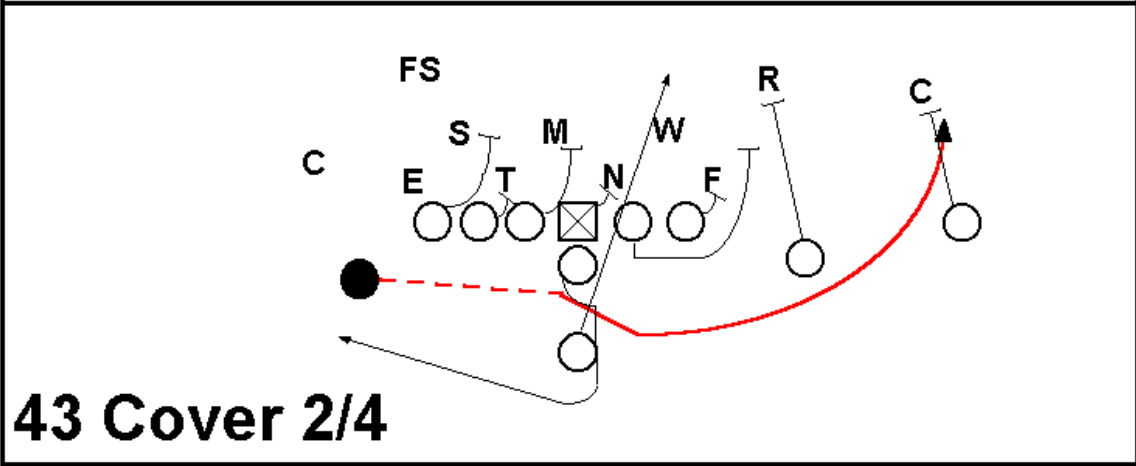
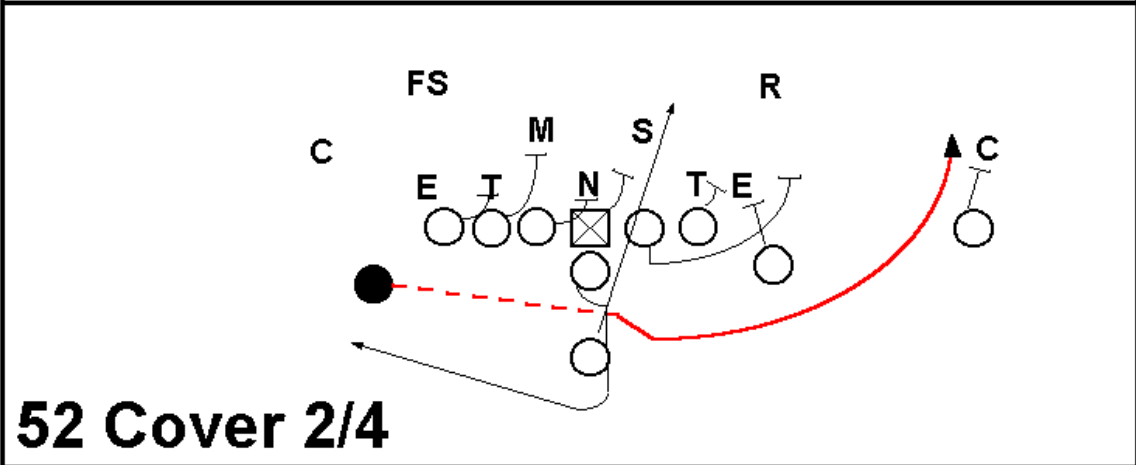
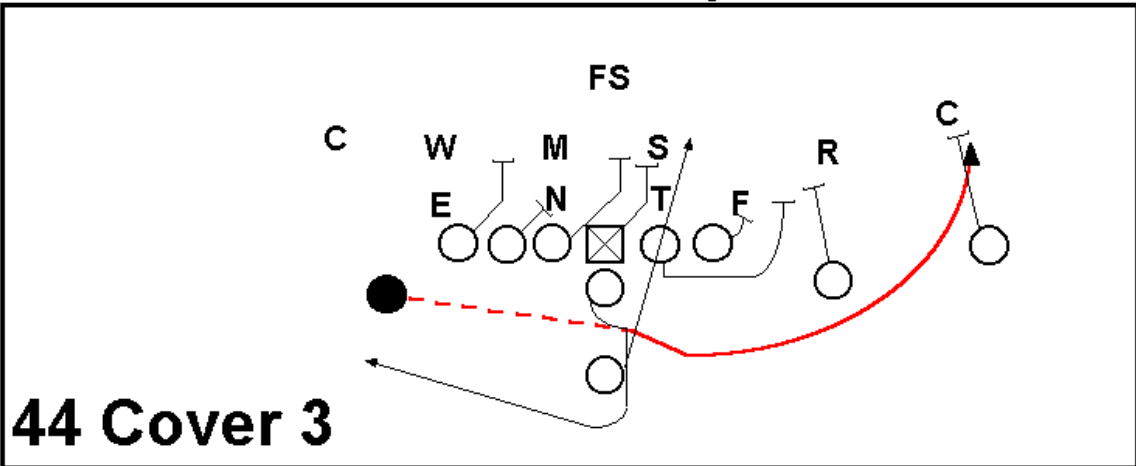


# Weak Side Jet Series

## Jet 648 G

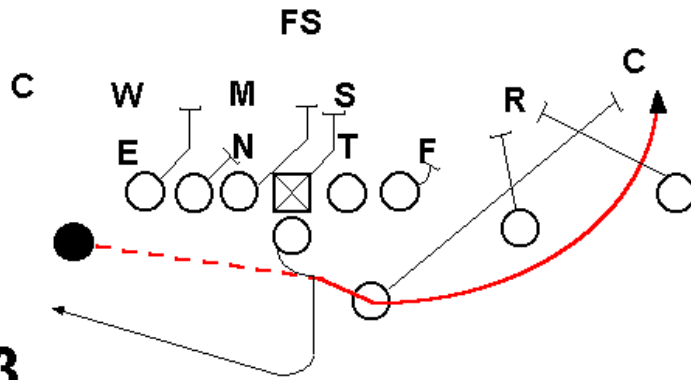


# Jet 648 Fly

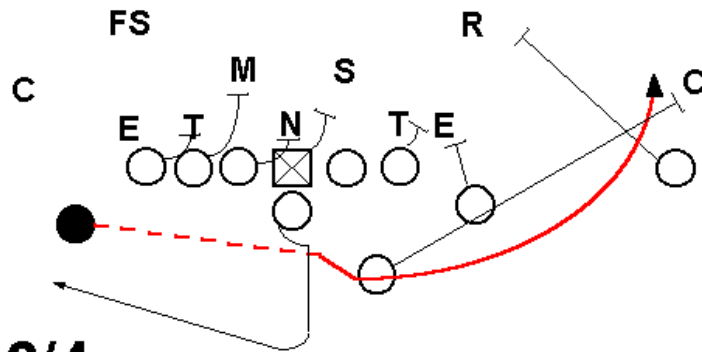


# Jet 648 Kick

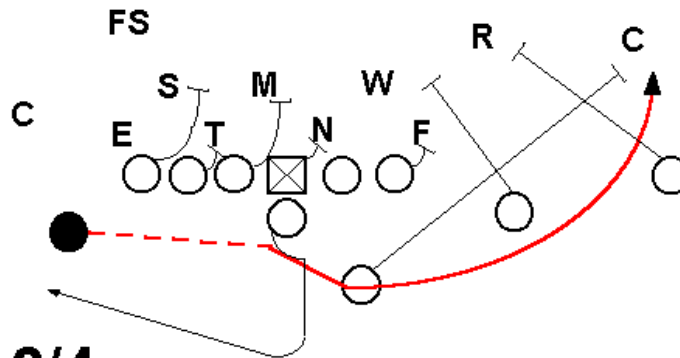
44 Cover 3



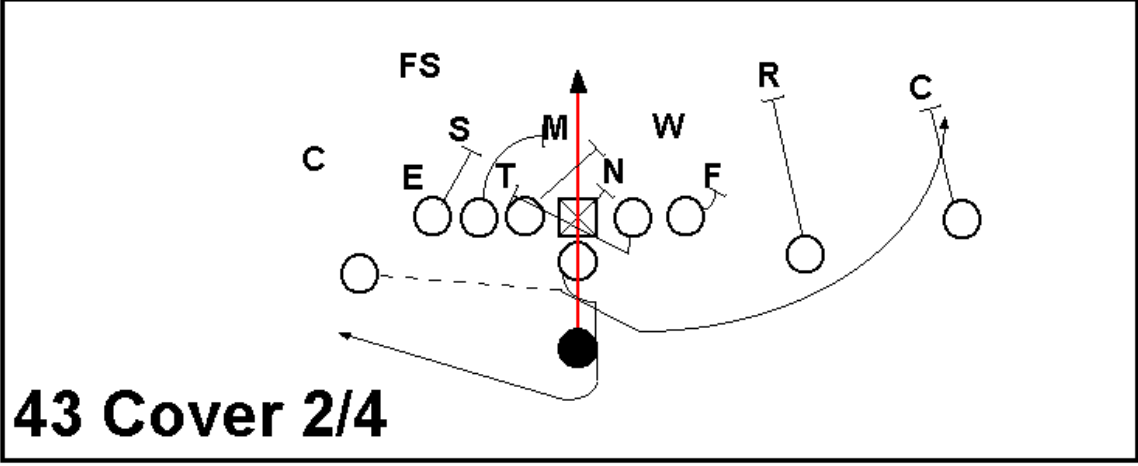
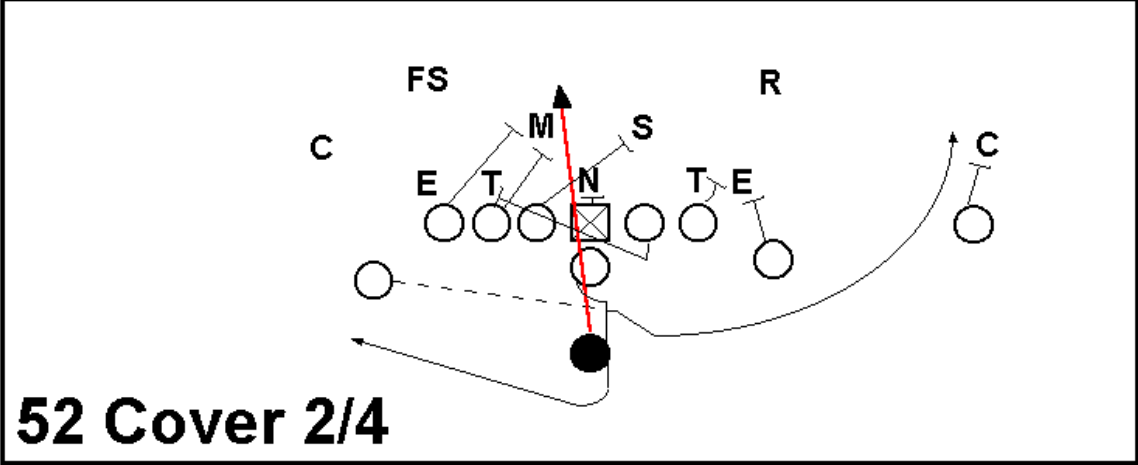
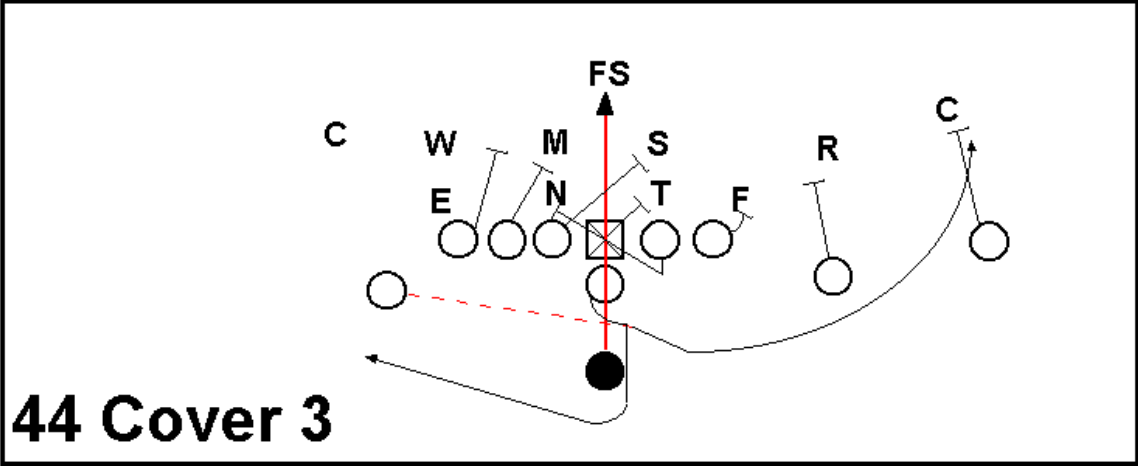
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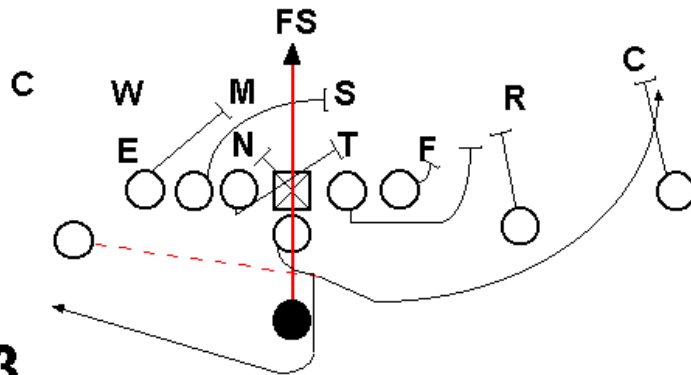


# Jet 631 Trap

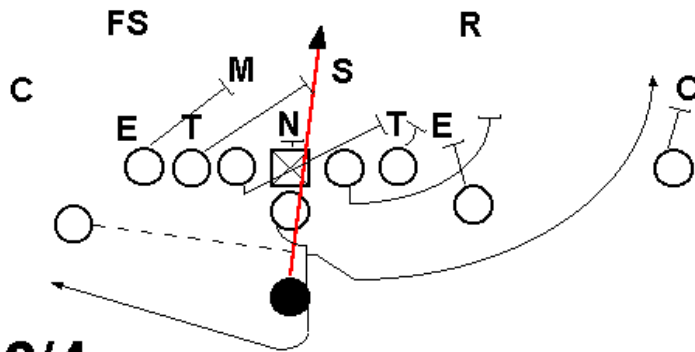


# Jet 632 Trap

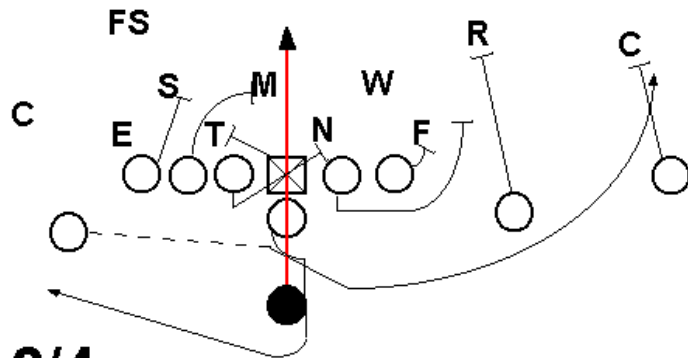
**44 Cover 3**



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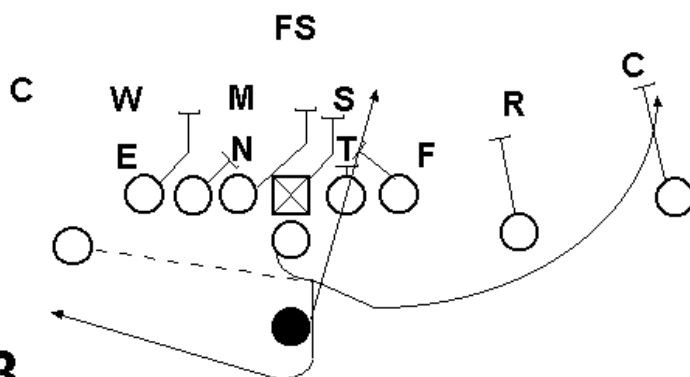


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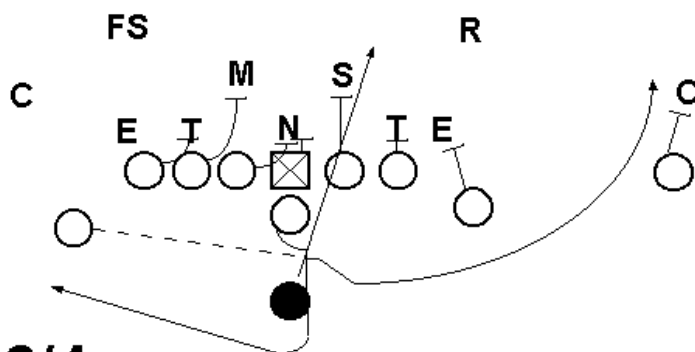


# Jet 634 Dive

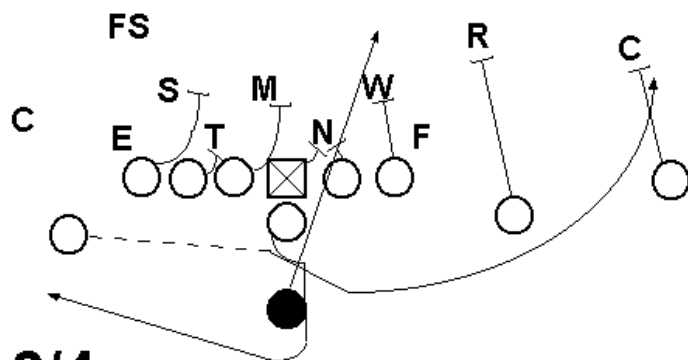
**44 Cover 3**



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# Jet 625 Sally

