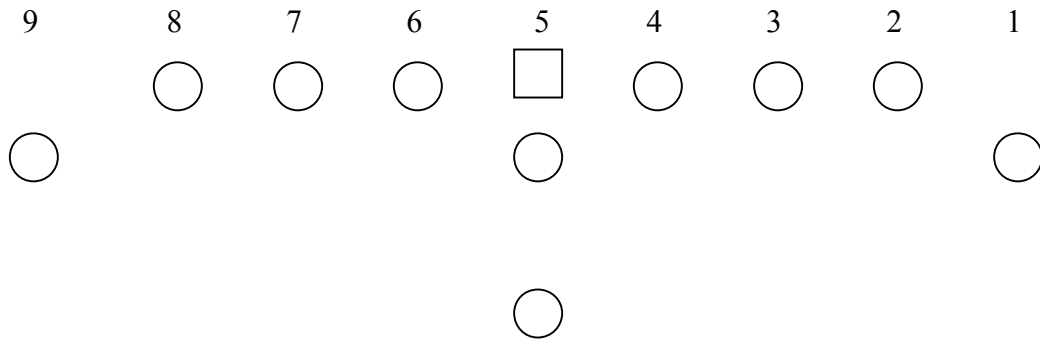
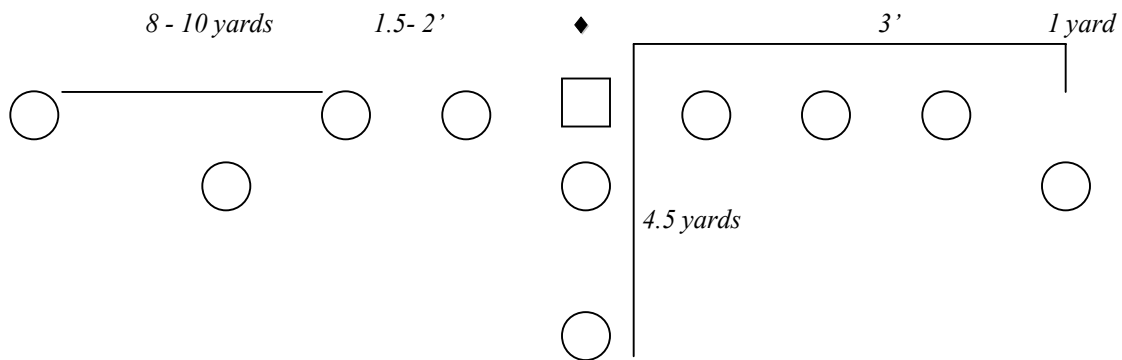


Offensive Playbook

Point of Attack:



Line Splits:



Play Calls:

The first word given (prefix) will modify the formation (“Loose” = TE moves out to SE). The second word given is the formation (“Red” = Red formation). The first number is the play series (“20” = buck sweep series). The second number represents the point of attack (“1” = attack point 1). The final word represents the blocking scheme (“trap”).

Red 24 Trap

“Red formation, buck sweep series, point of attack 4, with trap blocking”

Huddle:

RHB FB LHB SE
TE T G C G T
QB

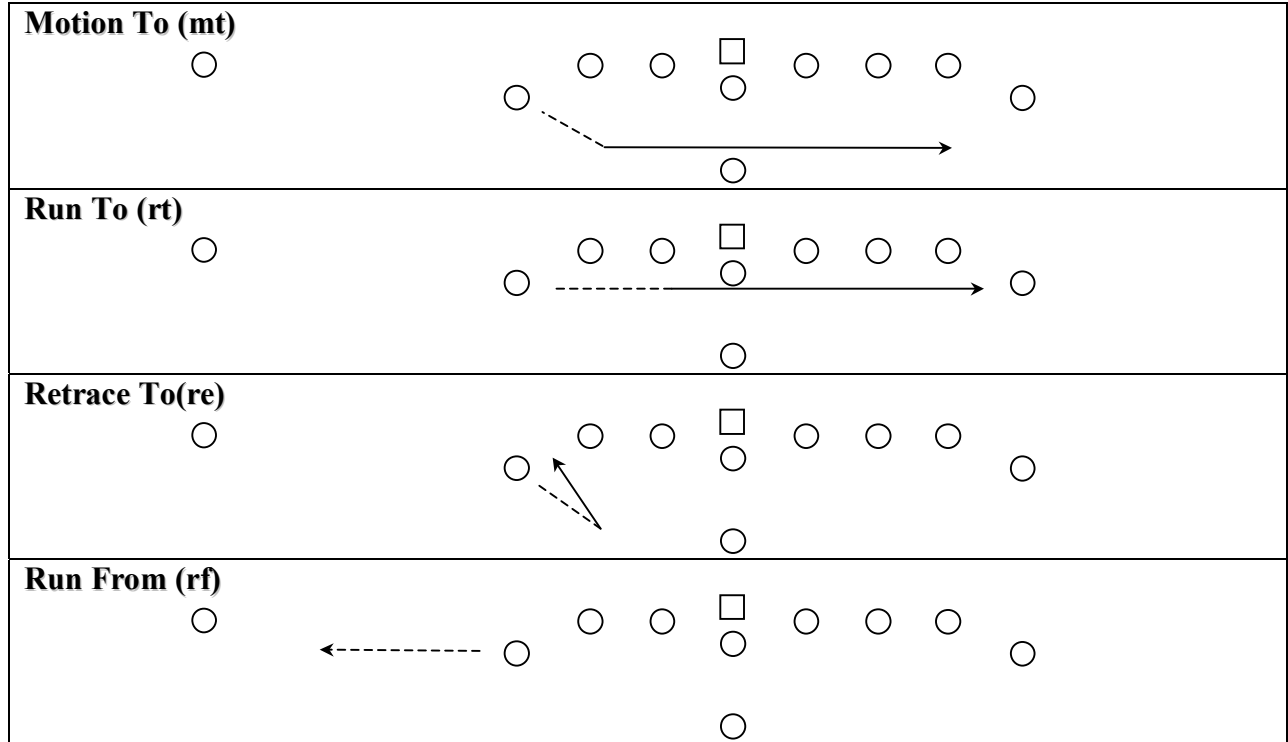
Cadence:

Huddle	Line	Snap
“on sound”	“set”	“set”
“on one”	“even – set”	“set”
“check cadence”	“go – set – ## – check – even – set”	“set”
“on the ball”	“124 – 124 – check – even – set”	“set”

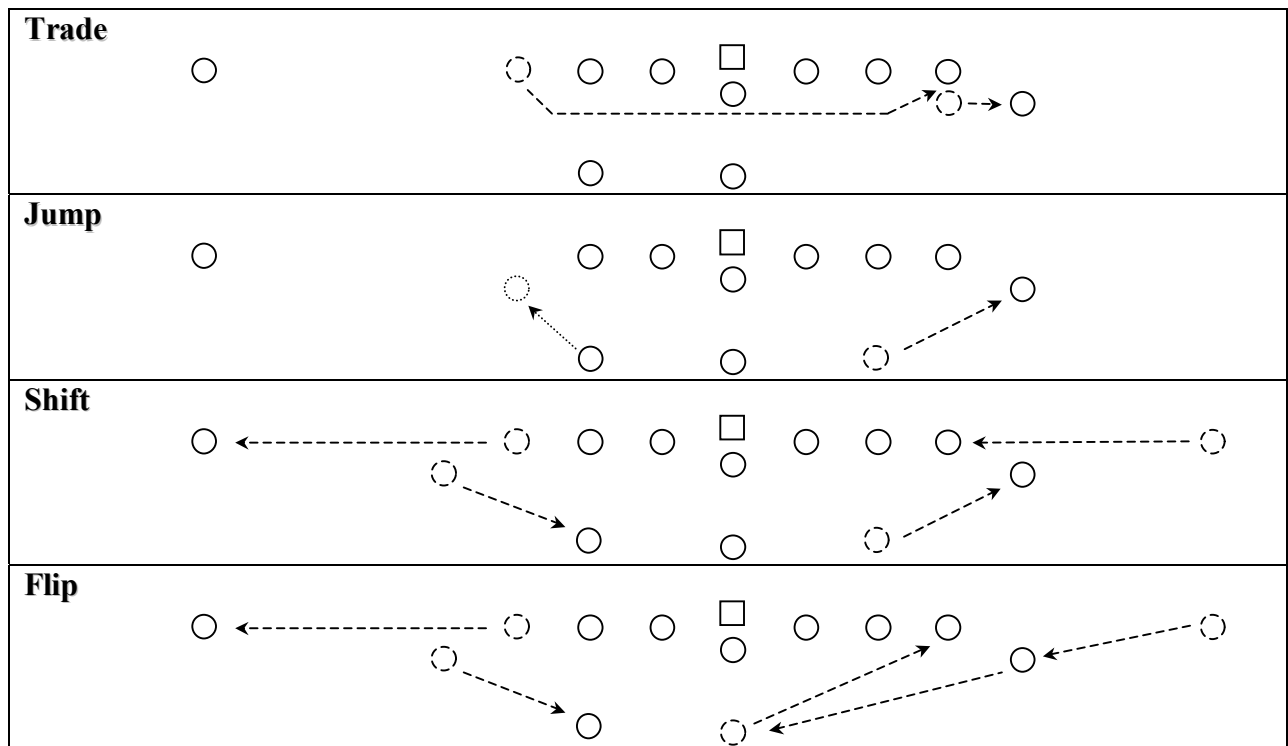
Formations:

<p>Red</p>
<p>Blue</p>
<p>Split</p>
<p>Pro</p>
<p>Spread</p>
<p>Loose</p>
<p>Tight</p>
<p>Closed</p>

Motion:

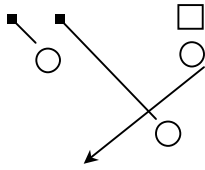


Shifting:



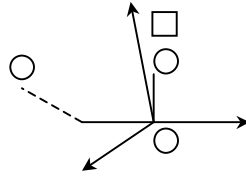
Play Series:

10 - Sprint Out:



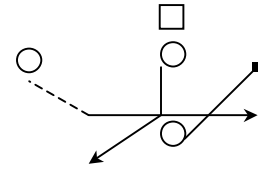
Keep (p.9)
Sprint Out (p.13)
Screen (p.17)
Cutback (p.21)

20 - Buck Sweep:



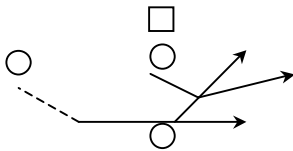
Trap (p.26)
Sweep (p.30)
Gut (p.34)
Waggle (p.38)

30 - Power:



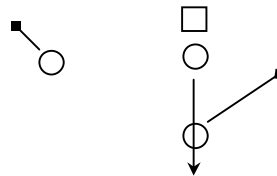
Sweep (p.43)
Power (p.45)
CXX (p.47)
Bootleg (p.49)

40 - Veer Option:



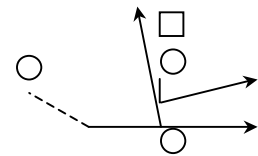
On (p.52)
Option (p.56)
Sally (p.60)
Pass (p.64)

50 - Three Step:



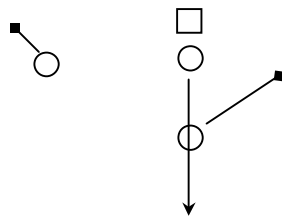
Out (p.69)
Fade (p.71)
Flag (p.73)
Slant (p.75)
Screen (p.77)

60 - Trap Option:



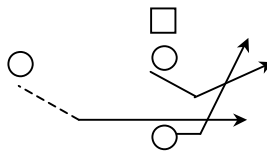
Trap (p.80)
Option (p.82)
Pass (p.84)

70 - Five Step:



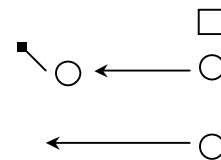
Go (p.87)
In (p.89)
Dig (p.91)
Post (p.93)
Draw (p.95)

80 - Belly Option:



Down (p.98)
XB (p.100)
Option (p.102)
Sally (p.106)
Keep Pass (p.110)

90 - Speed Option:

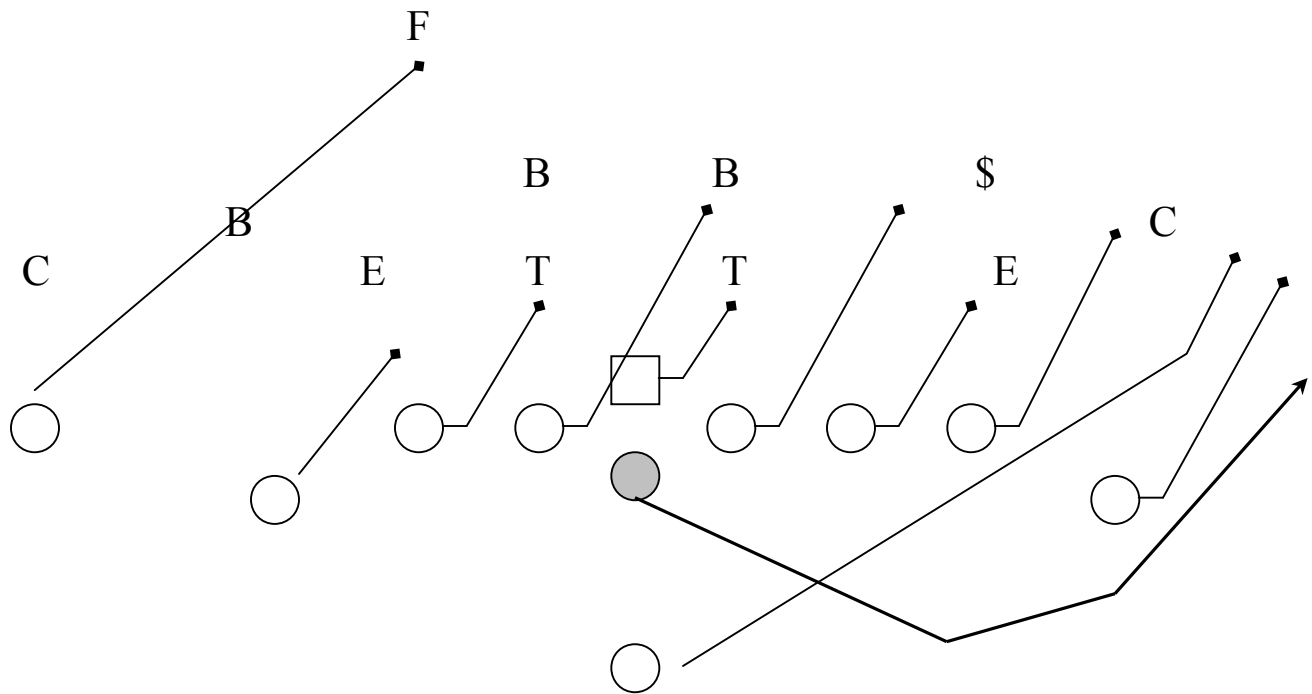


Speed (p.115)
Option (p.119)
Pass (p.123)

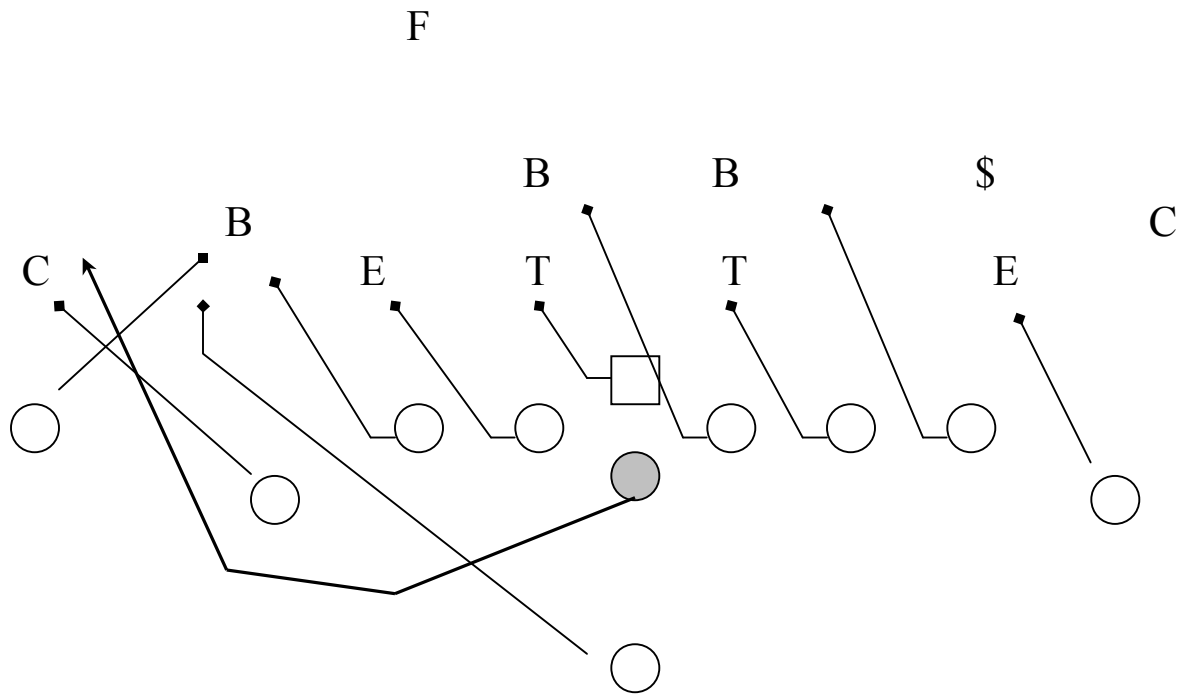
10

Sprint Out

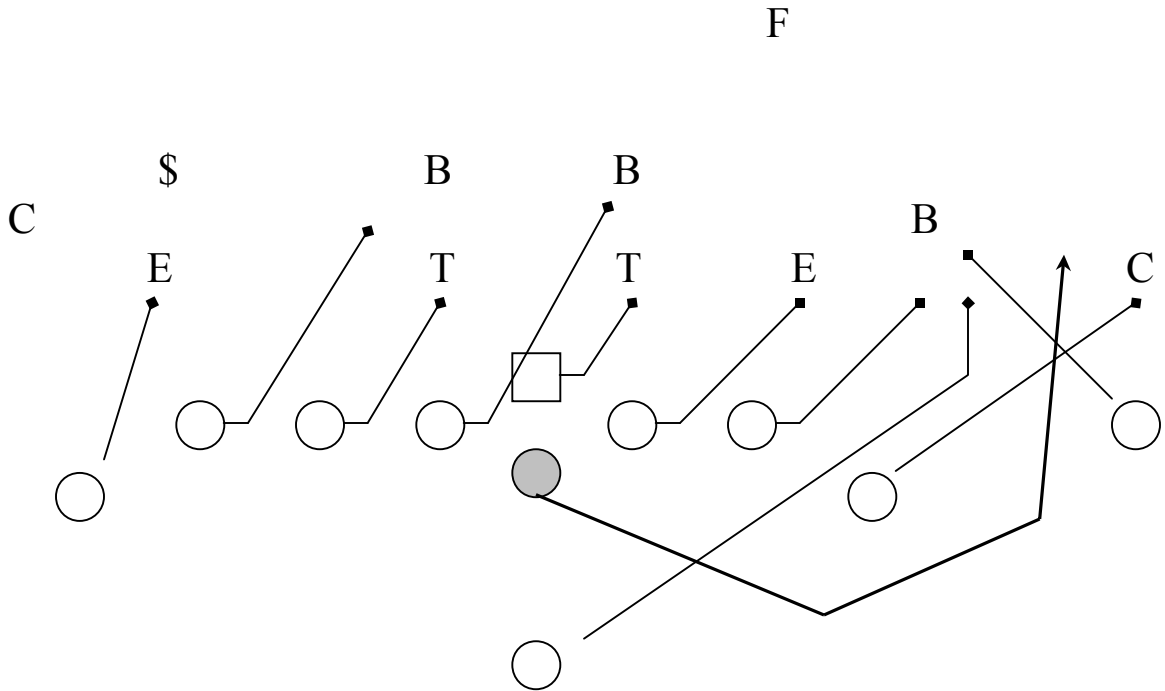
Red 11 Keep	
TE – <i>fire* - on - backer</i>	LHB – <i>first free man inside</i>
RT – <i>fire* - on - backer</i>	FB – <i>lead</i>
RG – <i>fire* - on - backer</i>	RHB – <i>first free man outside</i>
C – <i>fire* - on - backer</i>	QB – <i>keep at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer</i>	



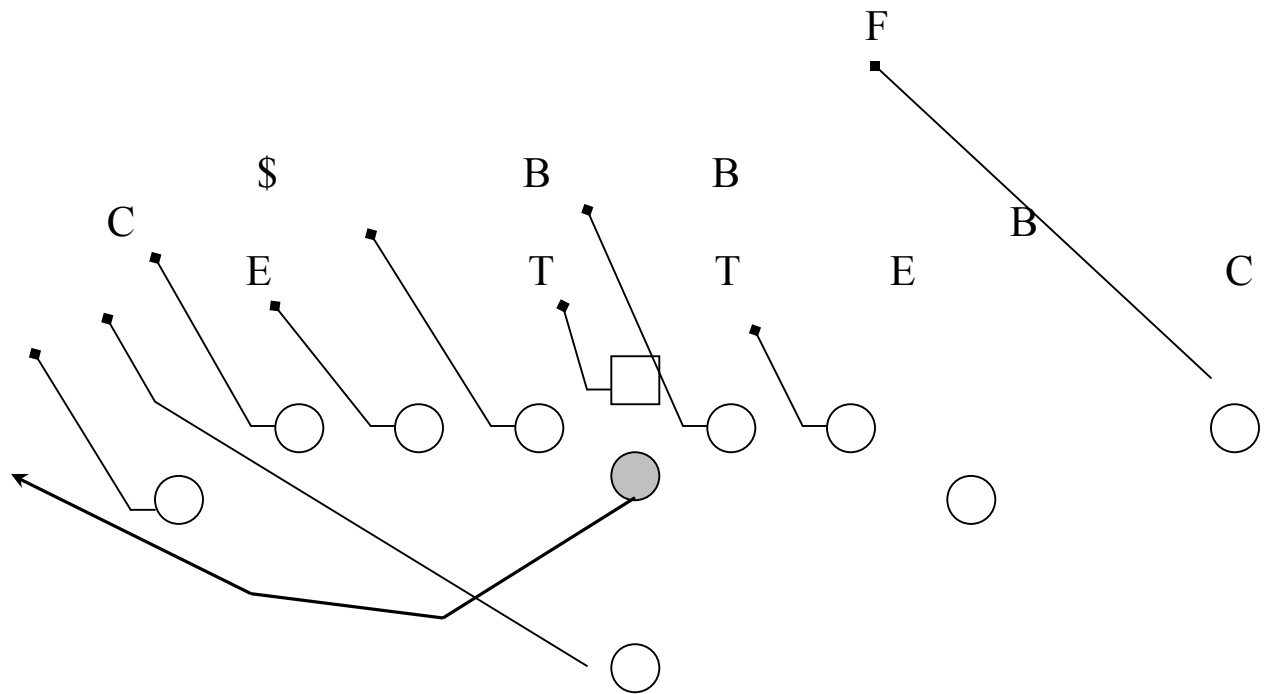
Red 19 Keep	
TE – <i>fire* - on - backer</i>	LHB – <i>check - stalk</i>
RT – <i>fire* - on - backer</i>	FB – <i>lead</i>
RG – <i>fire* - on - backer</i>	RHB – <i>first free man inside</i>
C – <i>fire* - on - backer</i>	QB – <i>keep at 9</i>
LG – <i>fire* - on - backer</i>	SE – <i>crack - stalk</i>
LT – <i>fire* - on - backer</i>	



Blue 11 Keep	
TE – <i>fire* - on - backer</i>	LHB – <i>first free man inside</i>
RT – <i>fire* - on - backer</i>	FB – <i>lead</i>
RG – <i>fire* - on - backer</i>	RHB – <i>check - stalk</i>
C – <i>fire* - on - backer</i>	QB – <i>keep at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>crack - stalk</i>
LT – <i>fire* - on - backer</i>	

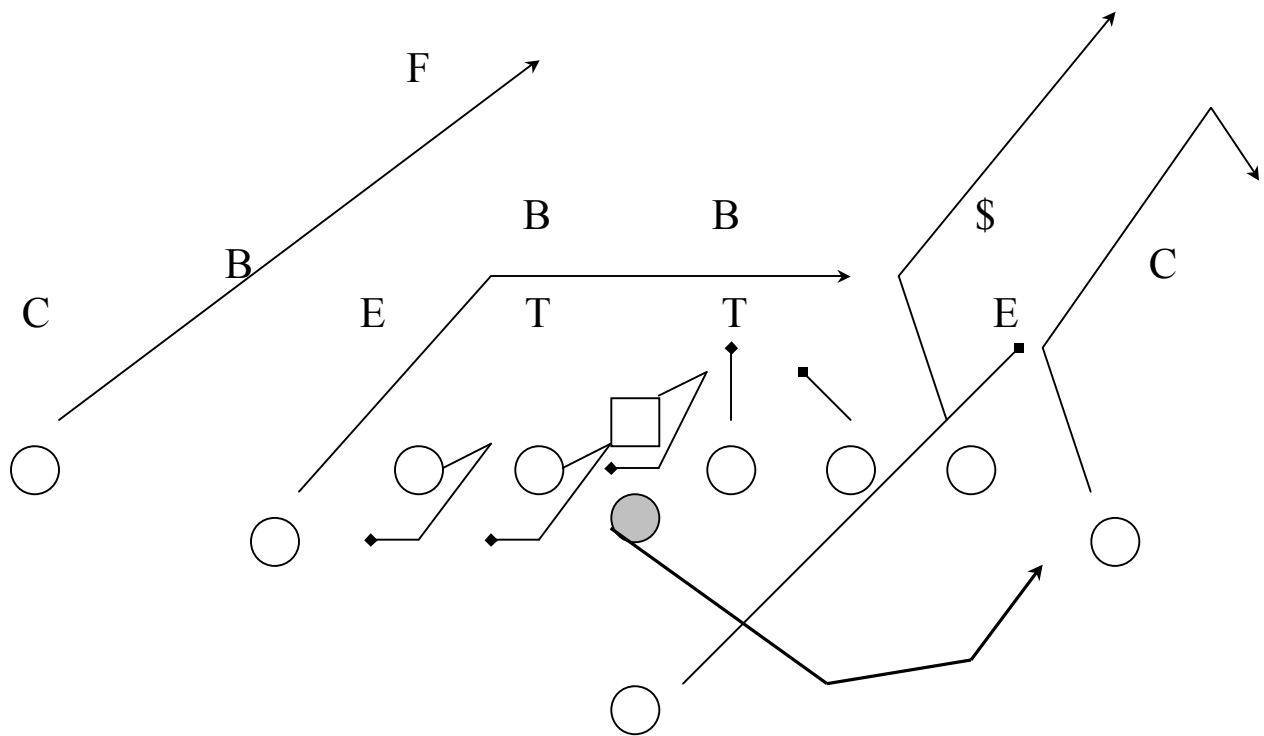


Blue 19 Keep	
TE – <i>fire* - on - backer</i>	LHB – <i>first free man outside</i>
RT – <i>fire* - on - backer</i>	FB – <i>lead</i>
RG – <i>fire* - on - backer</i>	RHB – <i>first free man inside</i>
C – <i>fire* - on - backer</i>	QB – <i>keep at 9</i>
LG – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer</i>	

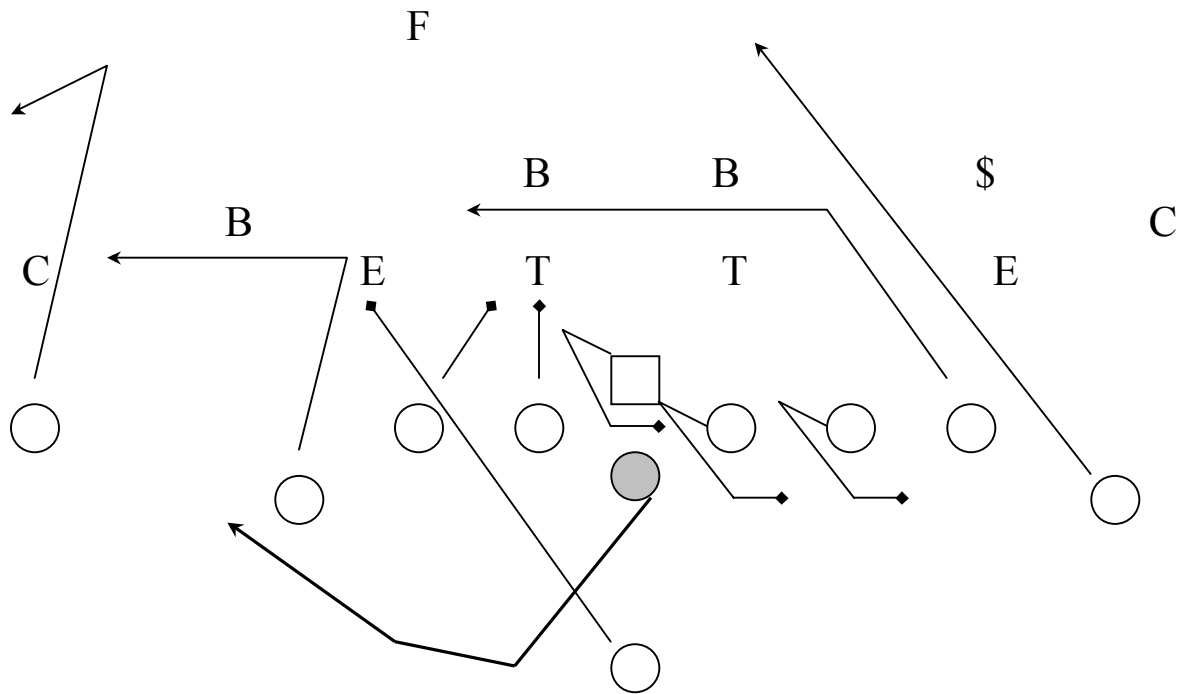


Red 12 Sprint Out

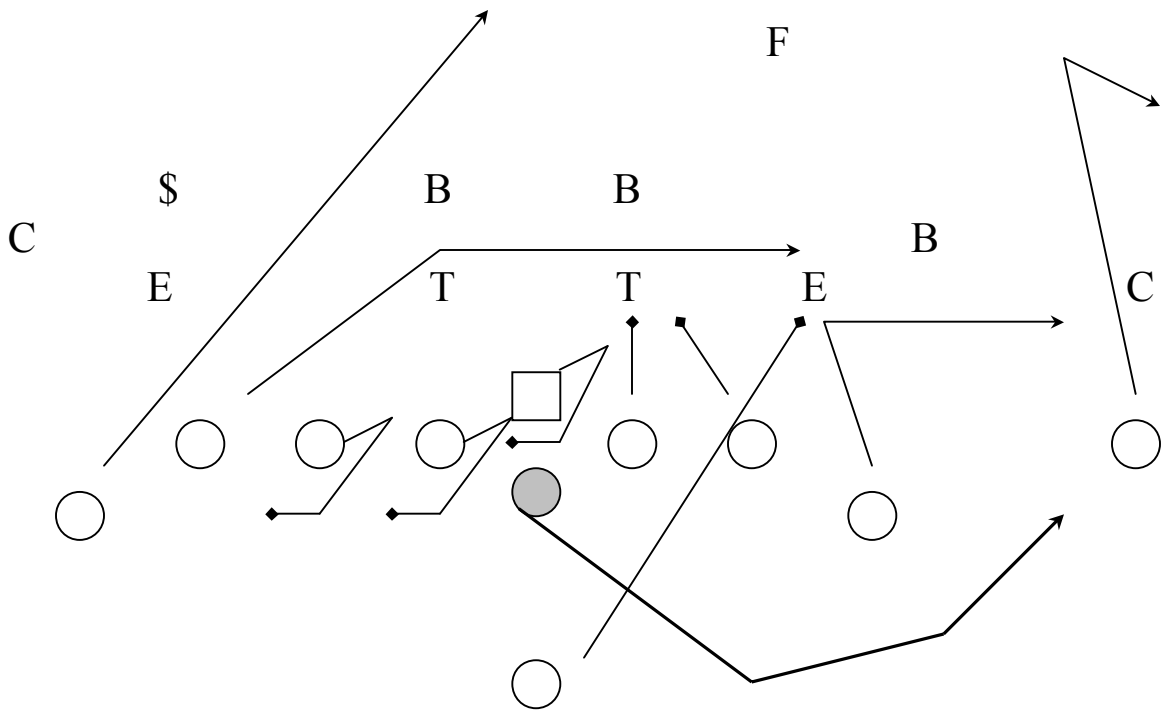
TE – <i>flag</i>	LHB – <i>crossing</i>
RT – <i>gap - on - down</i>	FB – <i>load</i>
RG – <i>gap - on - down</i>	RHB – <i>fake sweep, hook</i>
C – <i>step and cup</i>	QB – <i>sprint out at 1</i>
LG – <i>step and cup</i>	SE – <i>soft crossing</i>
LT – <i>step and cup</i>	



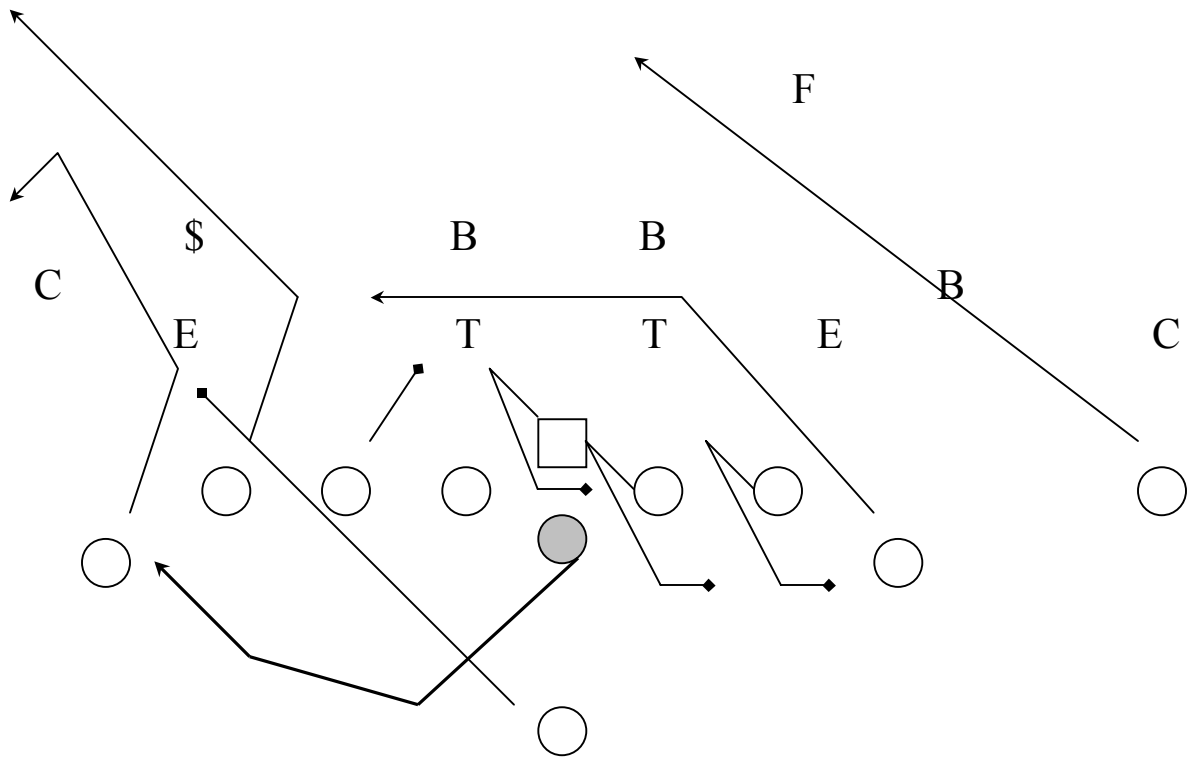
Red 18 Sprint Out	
TE – <i>crossing</i>	LHB – <i>flat</i>
RT – <i>step and cup</i>	FB – <i>load</i>
RG – <i>step and cup</i>	RHB – <i>soft crossing</i>
C – <i>step and cup</i>	QB – <i>sprint out at 9</i>
LG – <i>gap - on - down</i>	SE – <i>deep out</i>
LT – <i>gap - on - down</i>	



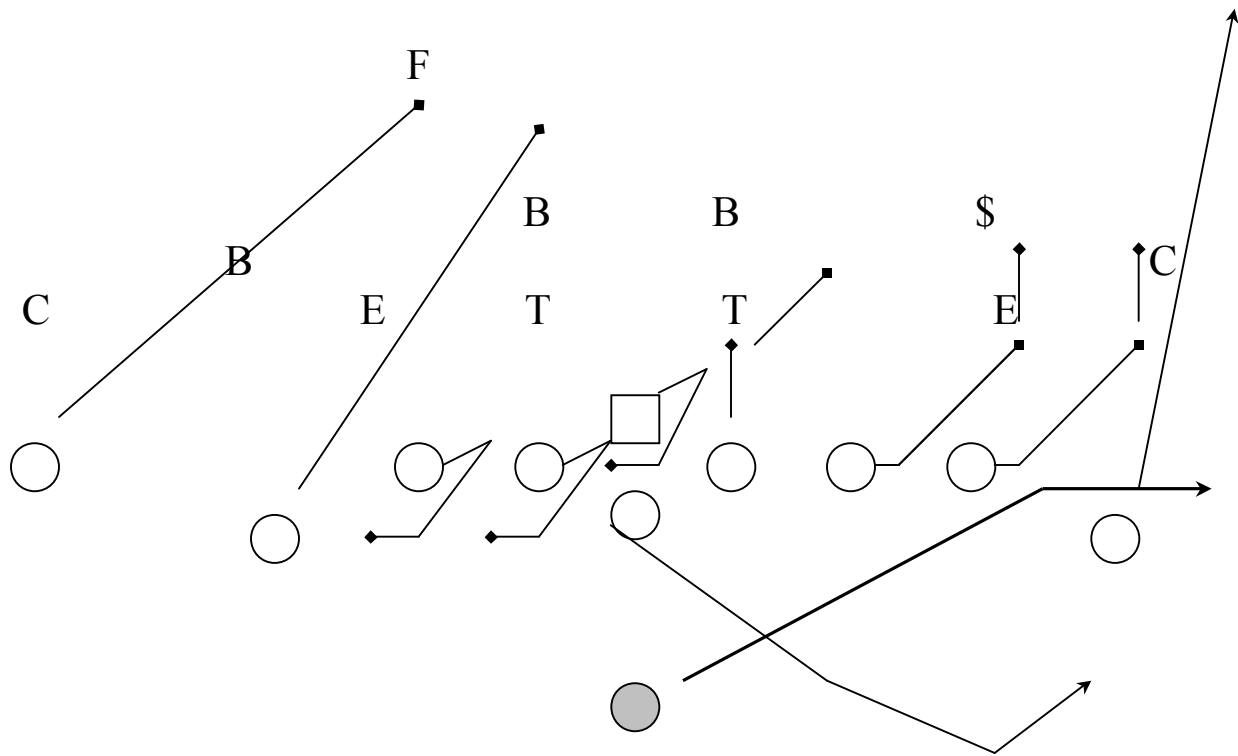
Blue 12 Sprint Out	
TE – <i>crossing</i>	LHB – <i>soft crossing</i>
RT – <i>gap - on - down</i>	FB – <i>load</i>
RG – <i>gap - on - down</i>	RHB – <i>flat</i>
C – <i>step and cup</i>	QB – <i>sprint out at 1</i>
LG – <i>step and cup</i>	SE – <i>deep out</i>
LT – <i>step and cup</i>	



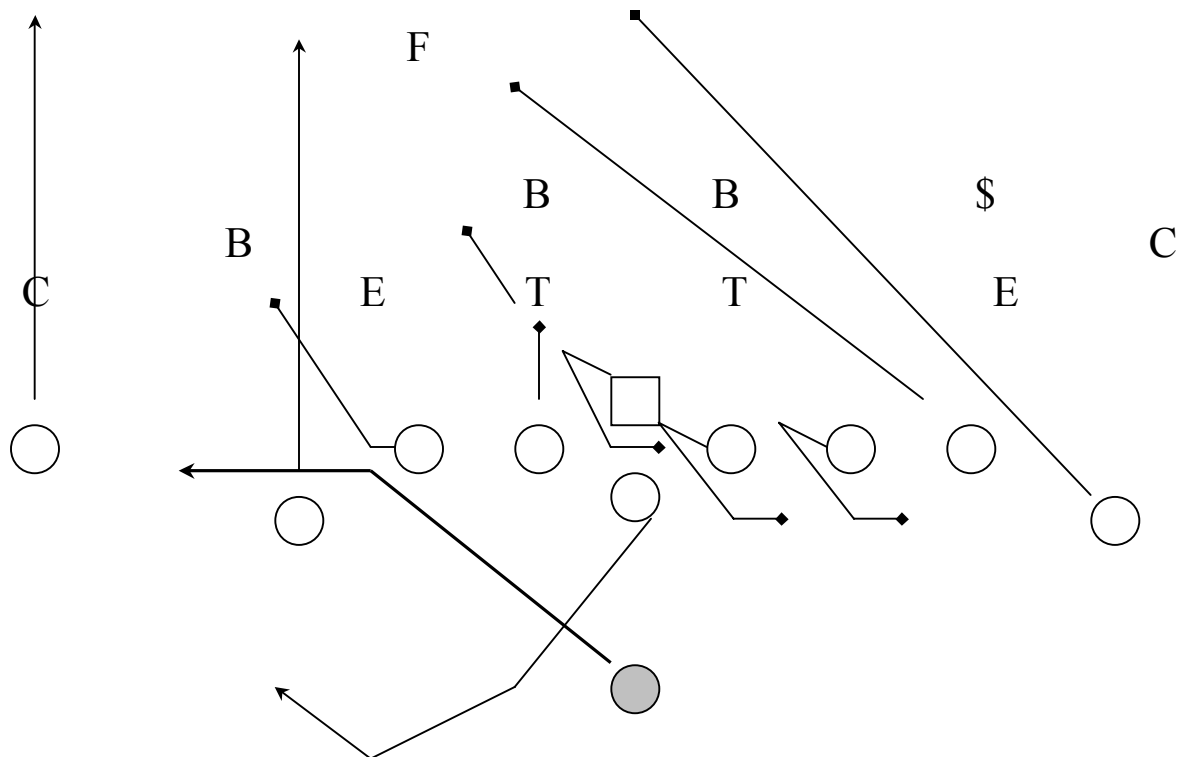
Blue 18 Sprint Out	
TE – <i>flag</i>	LHB – <i>fake sweep, hook</i>
RT – <i>step and cup</i>	FB – <i>load</i>
RG – <i>step and cup</i>	RHB – <i>crossing</i>
C – <i>step and cup</i>	QB – <i>sprint out at 9</i>
LG – <i>gap - on - down</i>	SE – <i>soft crossing</i>
LT – <i>gap - on - down</i>	



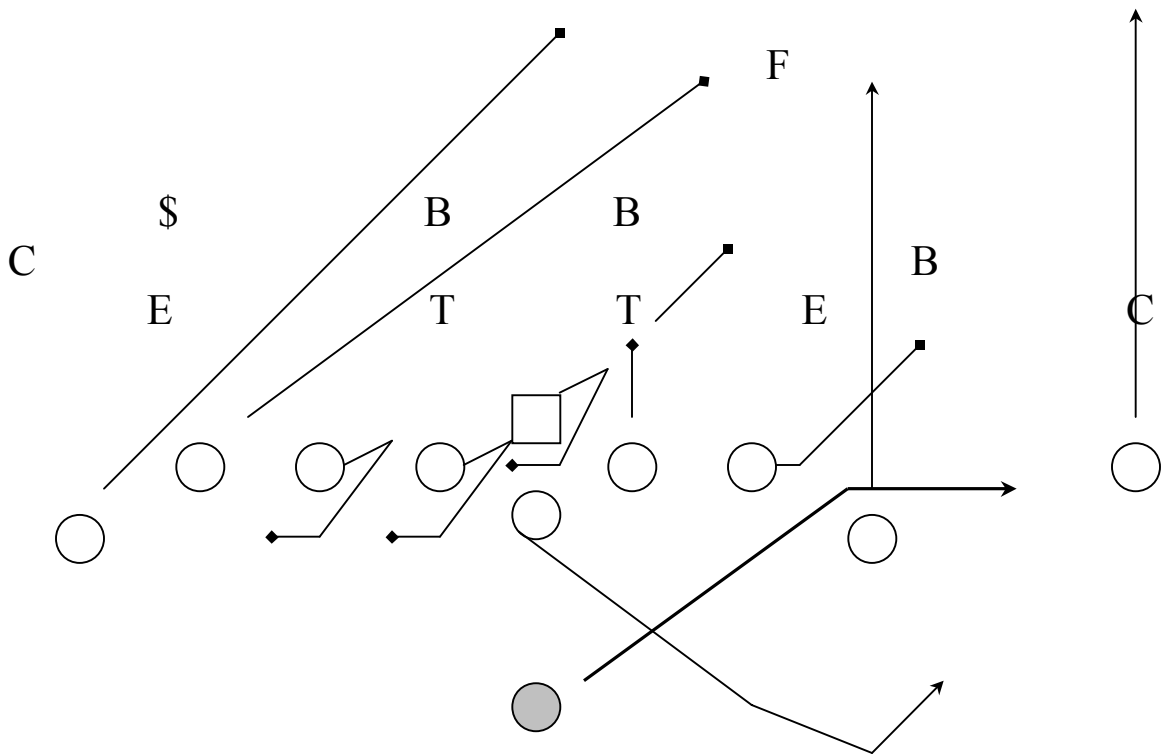
Red 13 Screen	
TE – <i>fire* - on – backer, release</i>	LHB – <i>cutoff</i>
RT – <i>fire* - on – backer, release</i>	FB – <i>bench</i>
RG – <i>fire* - on – backer, release</i>	RHB – <i>go</i>
C – <i>step and cup</i>	QB – <i>sprint out at 1</i>
LG – <i>step and cup</i>	SE – <i>cutoff</i>
LT – <i>step and cup</i>	



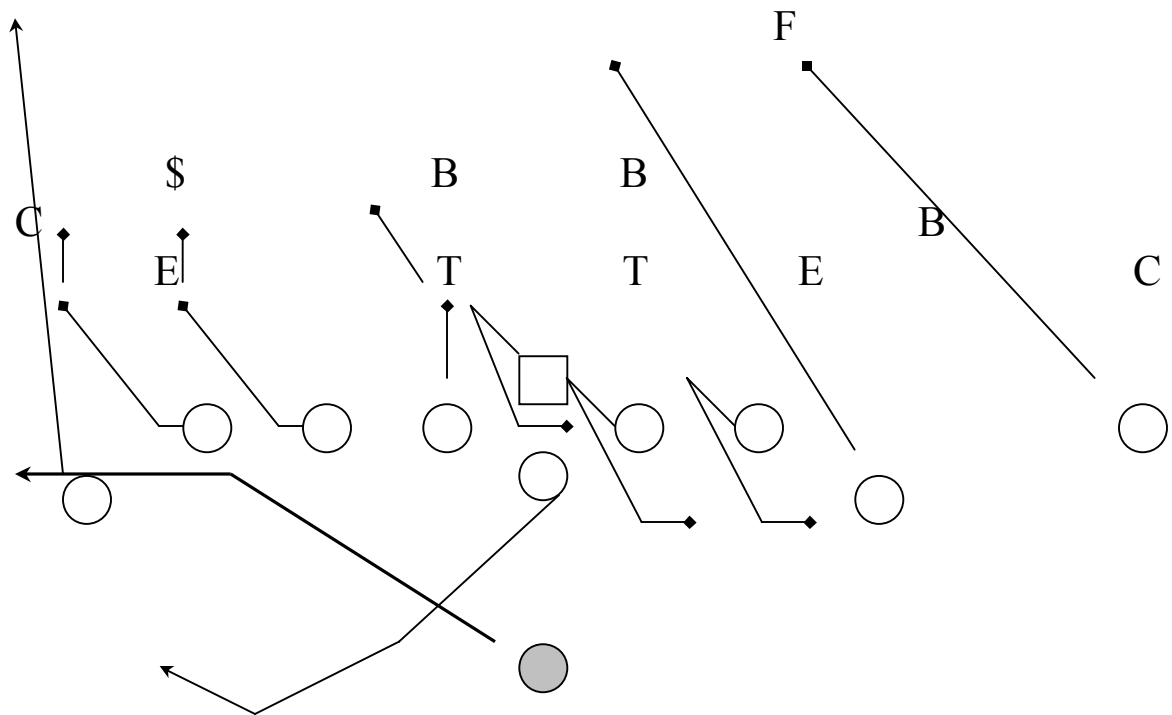
Red 17 Screen	
TE – <i>cutoff</i>	LHB – <i>go</i>
RT – <i>step and cup</i>	FB – <i>bench</i>
RG – <i>step and cup</i>	RHB – <i>cutoff</i>
C – <i>step and cup</i>	QB – <i>sprint out at 9</i>
LG – <i>fire* - on - backer, release</i>	SE – <i>go</i>
LT – <i>fire* - on - backer, release</i>	



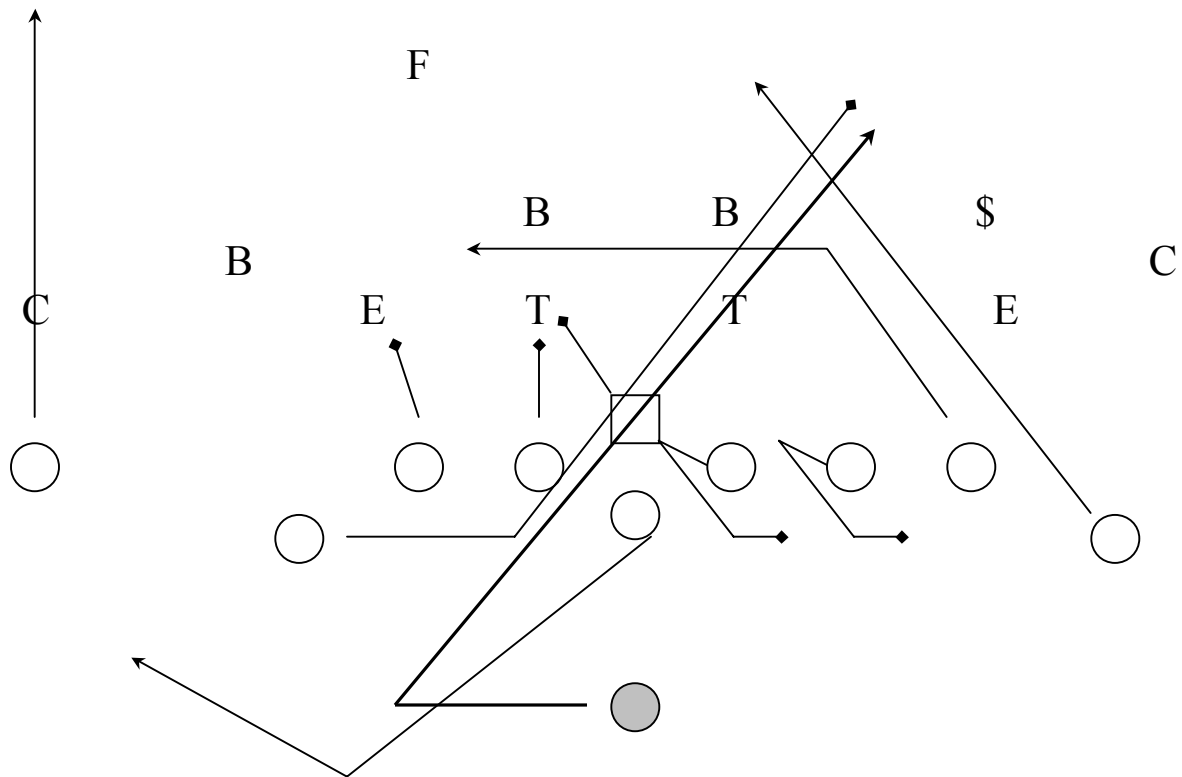
Blue 13 Screen	
TE – <i>cutoff</i>	LHB – <i>cutoff</i>
RT – <i>fire* - on – backer, release</i>	FB – <i>bench</i>
RG – <i>fire* - on – backer, release</i>	RHB – <i>go</i>
C – <i>step and cup</i>	QB – <i>sprint out at 1</i>
LG – <i>step and cup</i>	SE – <i>go</i>
LT – <i>step and cup</i>	



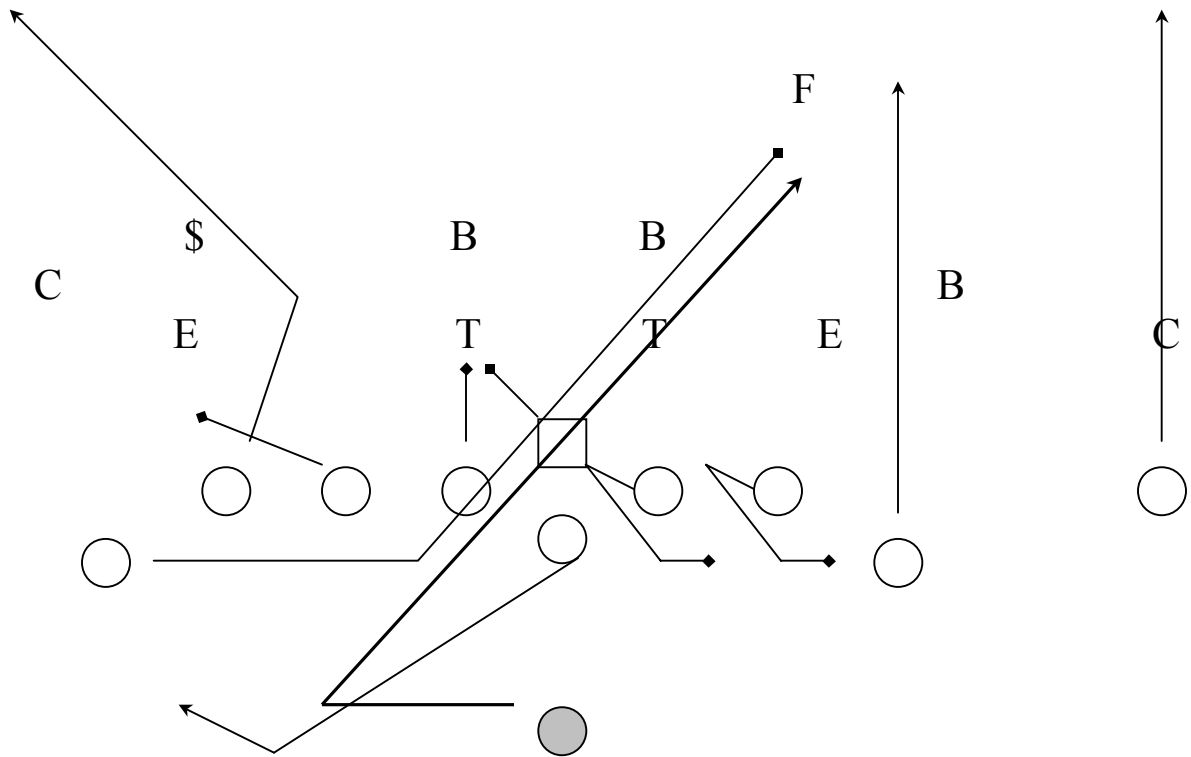
Blue 17 Screen	
TE – <i>fire* - on - backer, release</i>	LHB – <i>go</i>
RT – <i>step and cup</i>	FB – <i>bench</i>
RG – <i>step and cup</i>	RHB – <i>cutoff</i>
C – <i>step and cup</i>	QB – <i>sprint out at 9</i>
LG – <i>fire* - on - backer, release</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer, release</i>	



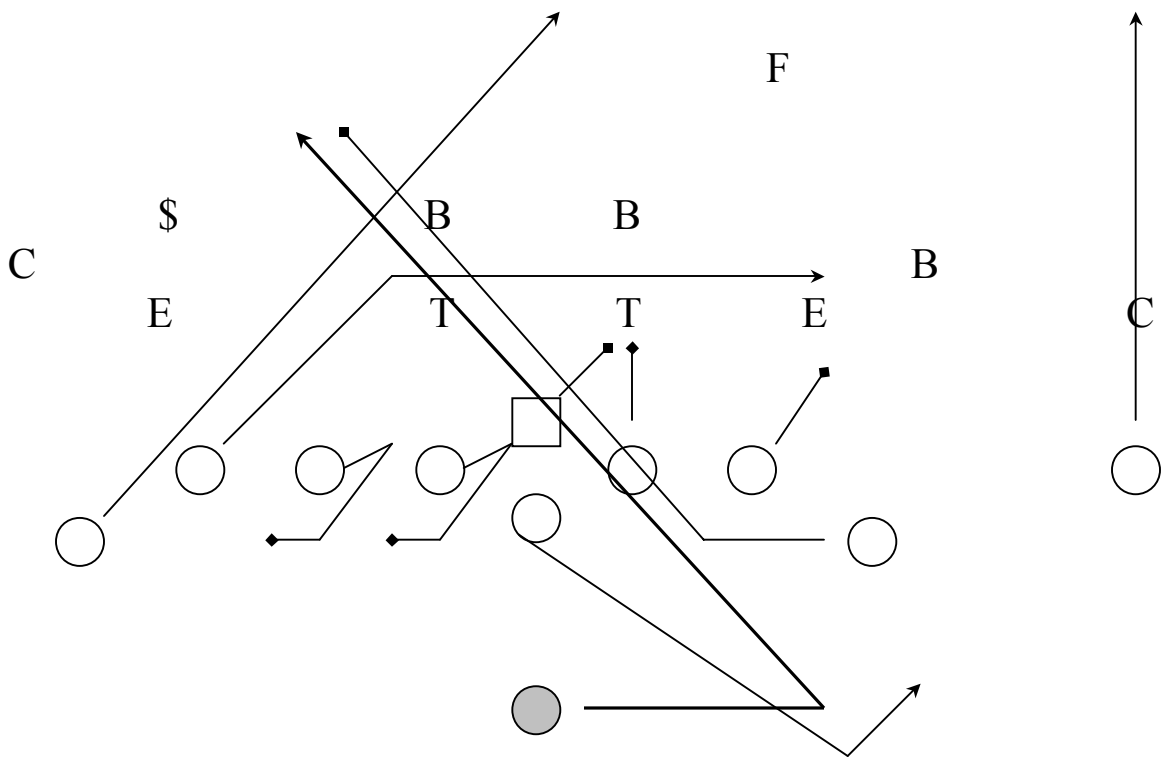
Red 14 Cutback	
TE – <i>crossing</i>	LHB – <i>pull, lead</i>
RT – <i>step and cup</i>	FB – <i>attack 4</i>
RG – <i>step and cup</i>	RHB – <i>soft crossing</i>
C – <i>post - away</i>	QB – <i>sprint out at 9</i>
LG – <i>post - away</i>	SE – <i>go</i>
LT – <i>post - away</i>	



Blue 14 Cutback	
TE – <i>flag</i>	LHB – <i>pull, lead</i>
RT – <i>step and cup</i>	FB – <i>attack 4</i>
RG – <i>step and cup</i>	RHB – <i>go</i>
C – <i>post - away</i>	QB – <i>sprint out at 9</i>
LG – <i>post - away</i>	SE – <i>go</i>
LT – <i>post - away</i>	



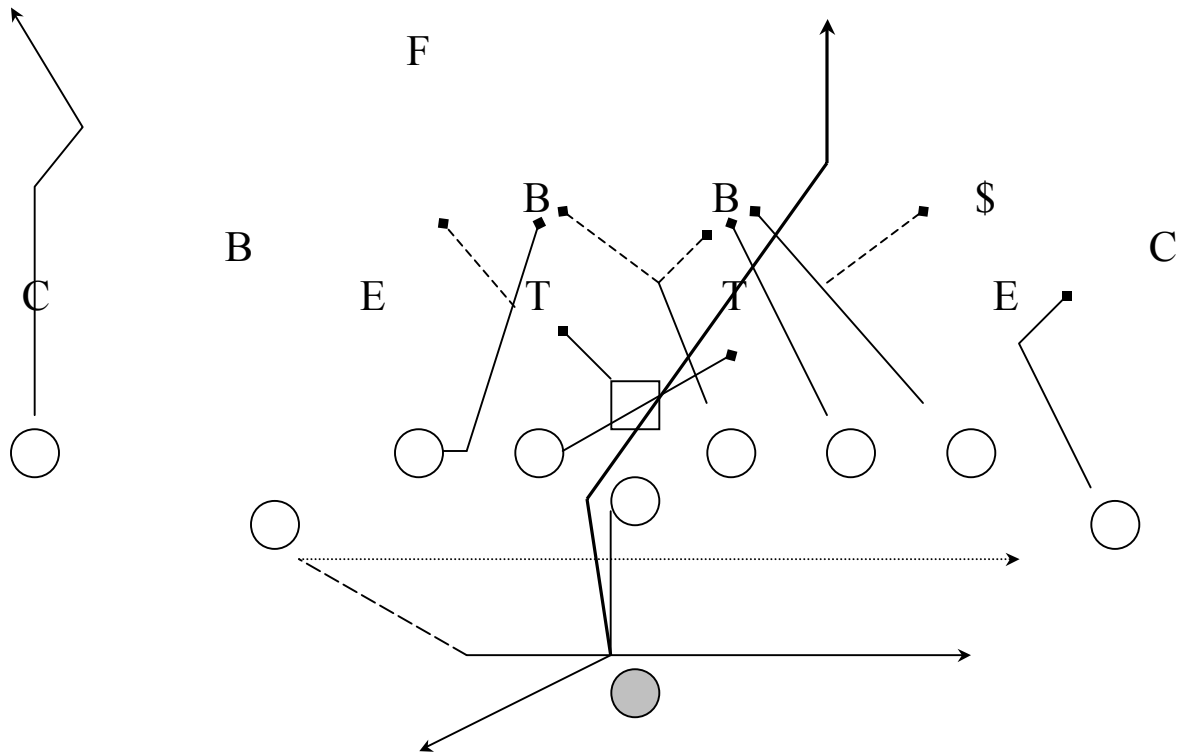
Blue 16 Cutback	
TE – <i>crossing</i>	LHB – <i>soft cross</i>
RT – <i>post - away</i>	FB – <i>attack 6</i>
RG – <i>post - away</i>	RHB – <i>pull, lead</i>
C – <i>post - away</i>	QB – <i>sprint out at 1</i>
LG – <i>step and cup</i>	SE – <i>go</i>
LT – <i>step and cup</i>	



20

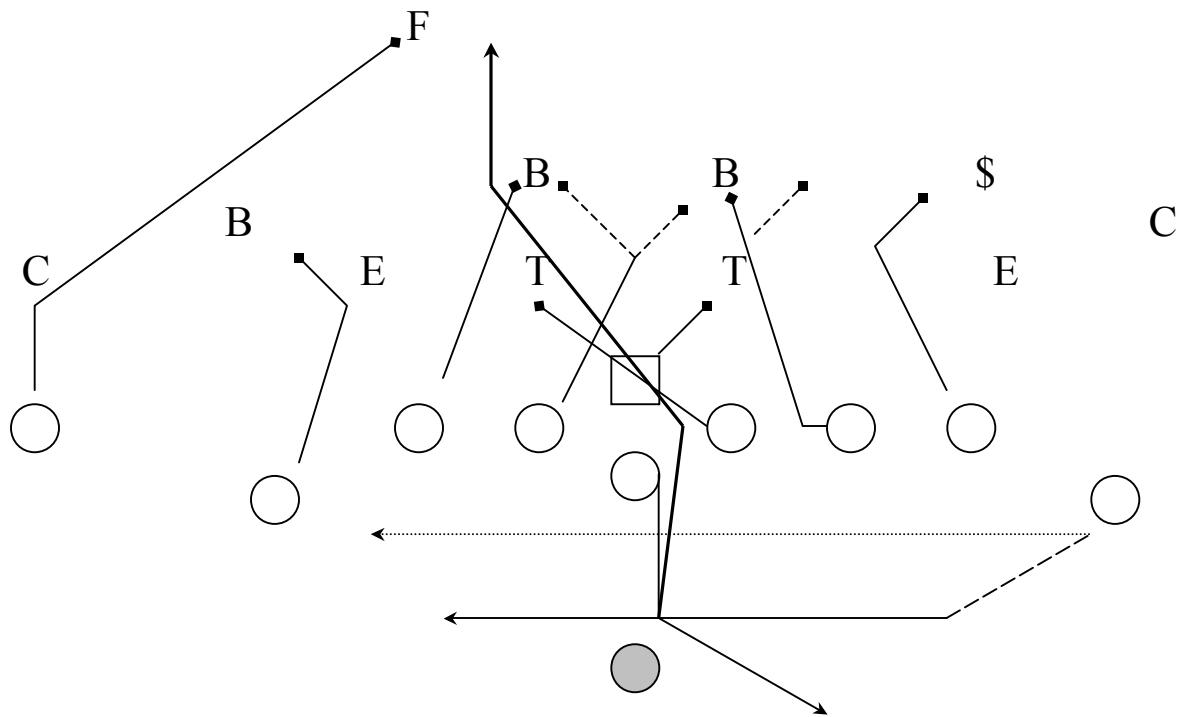
Buck Sweep

(mt) Red 24 Trap	
TE – <i>backer - cutoff</i>	LHB – <i>fake sweep (speed)</i>
RT – <i>backer</i>	FB – <i>attack 4</i>
RG – <i>lead - backer</i>	RHB – <i>fake sweep, cutoff</i>
C – <i>post - gap - down - backer</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, trap on or outside RG</i>	SE – <i>post corner</i>
LT – <i>fire* - on - backer</i>	



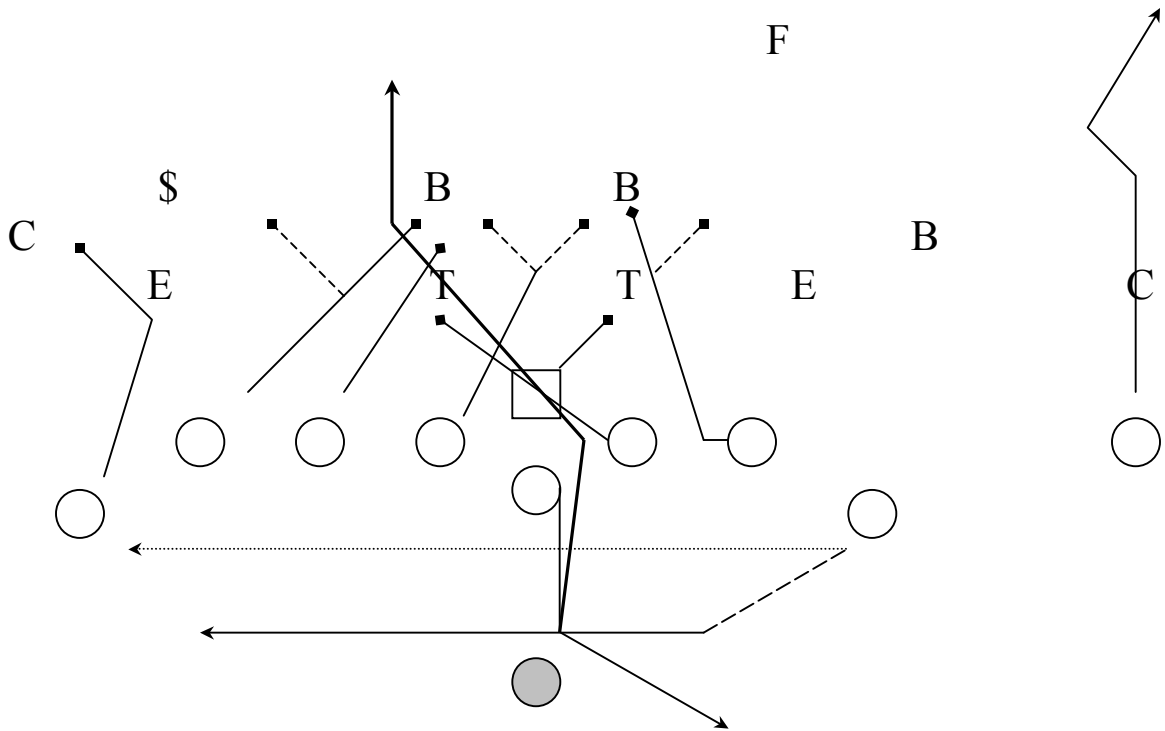
.....(rt) Red 24 Trap

(mt) Red 26 Trap	
TE – <i>backer - cutoff</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 6</i>
RG – <i>pull, trap on or outside LG</i>	RHB – <i>fake sweep (speed)</i>
C – <i>post - gap - down - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>lead - backer</i>	SE – <i>cutoff</i>
LT – <i>backer</i>	



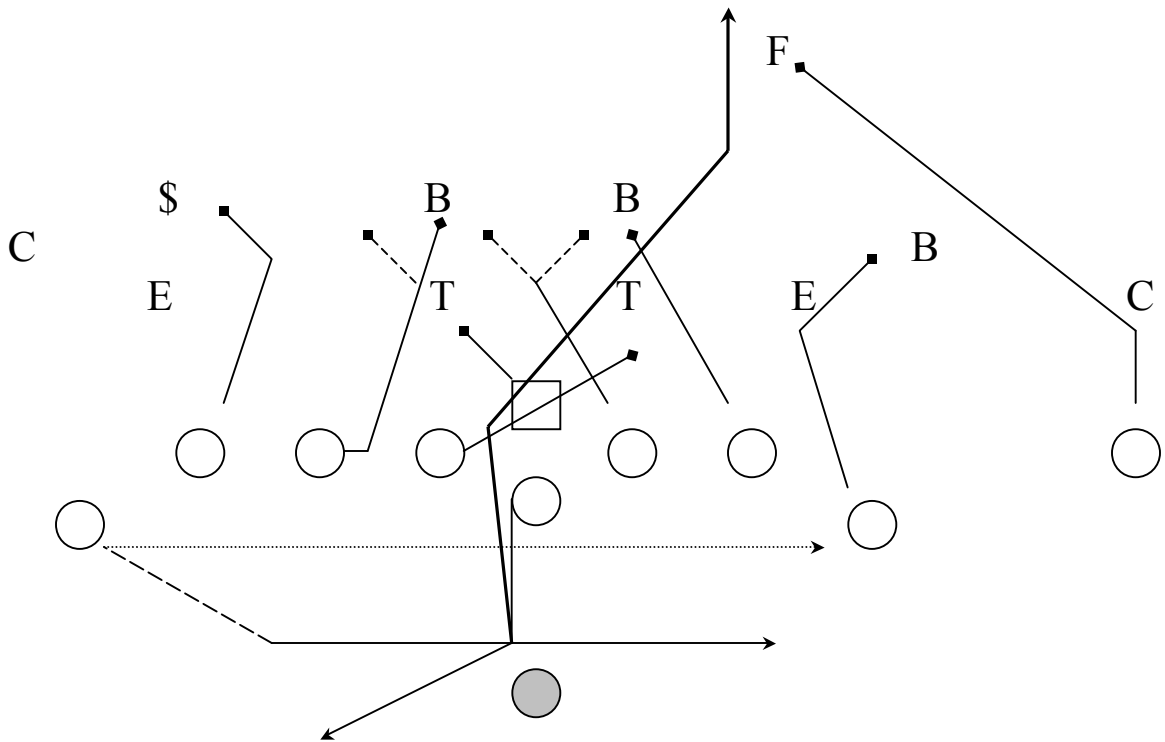
.....(rt) Red 26 Trap

(mt) Blue 26 Trap	
TE – <i>backer - cutoff</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 6</i>
RG – <i>pull, trap on or outside LG</i>	RHB – <i>fake sweep (speed)</i>
C – <i>post - gap - down - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>lead - backer</i>	SE – <i>post corner</i>
LT – <i>backer</i>	



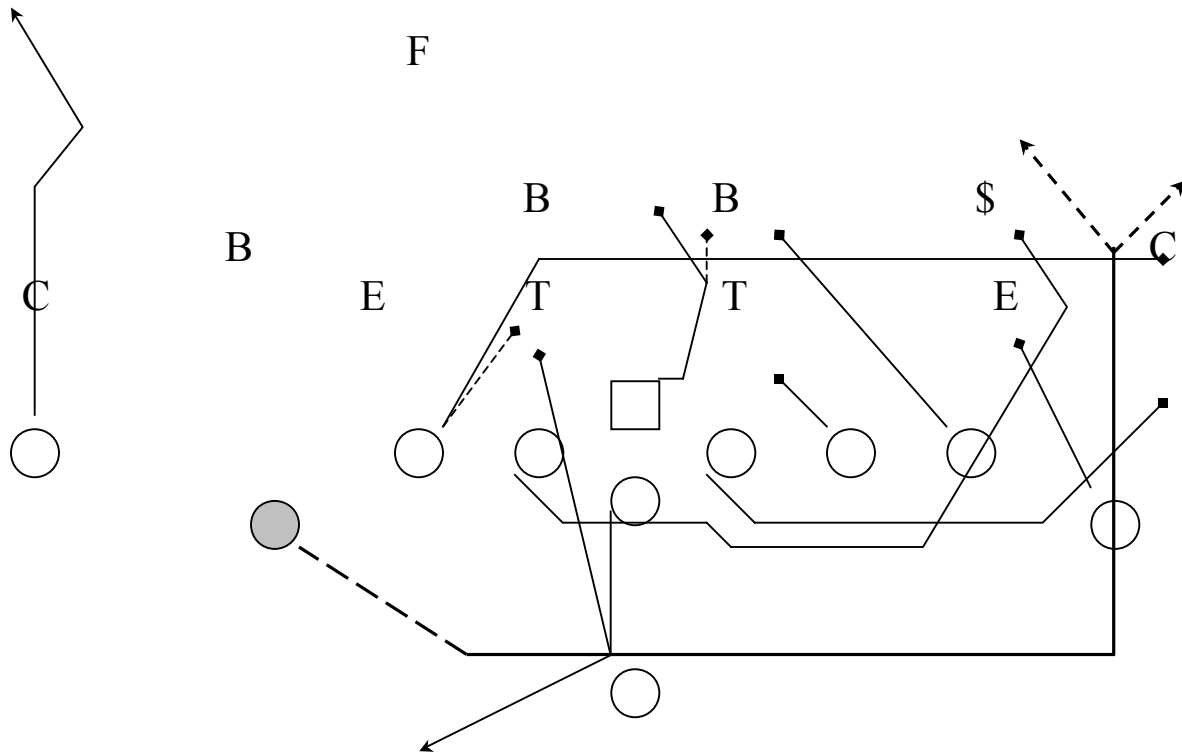
..... (rt) Blue 26 Trap

(mt) Blue 24 Trap	
TE – <i>backer - cutoff</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>backer</i>	FB – <i>attack 6</i>
RG – <i>lead - backer</i>	RHB – <i>fake sweep (speed)</i>
C – <i>post - gap - down - backer</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, trap on or outside RG</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer</i>	

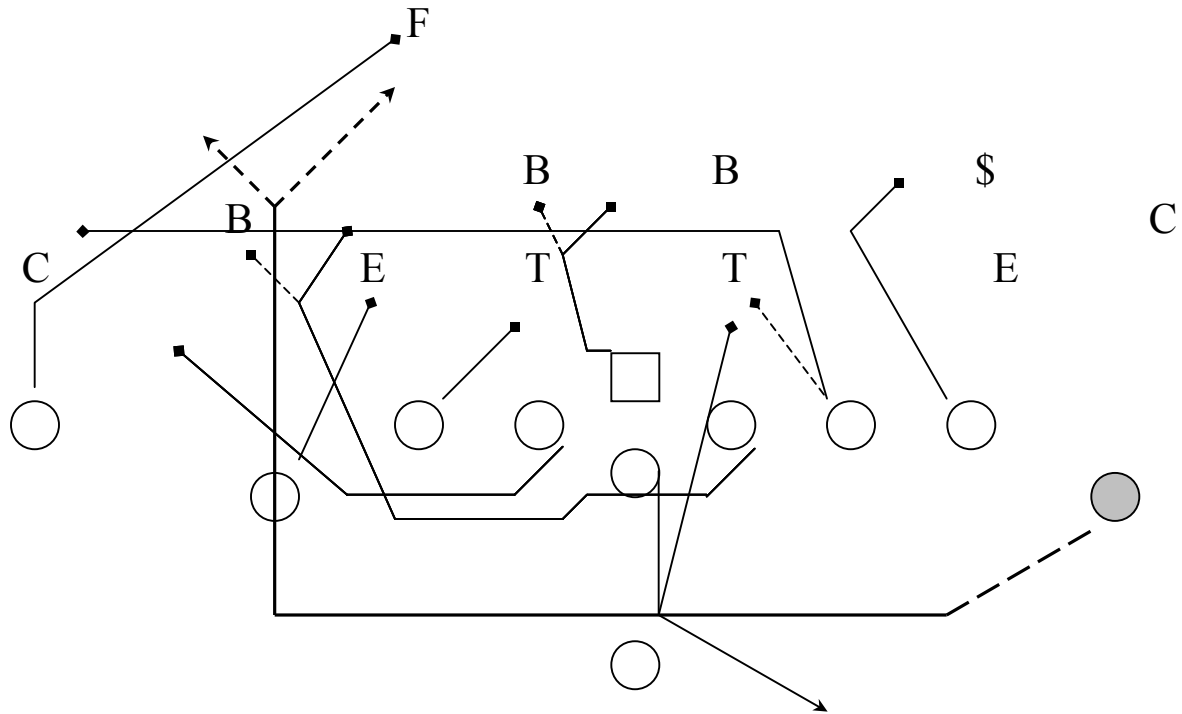


.....(rt) Blue 24 Trap

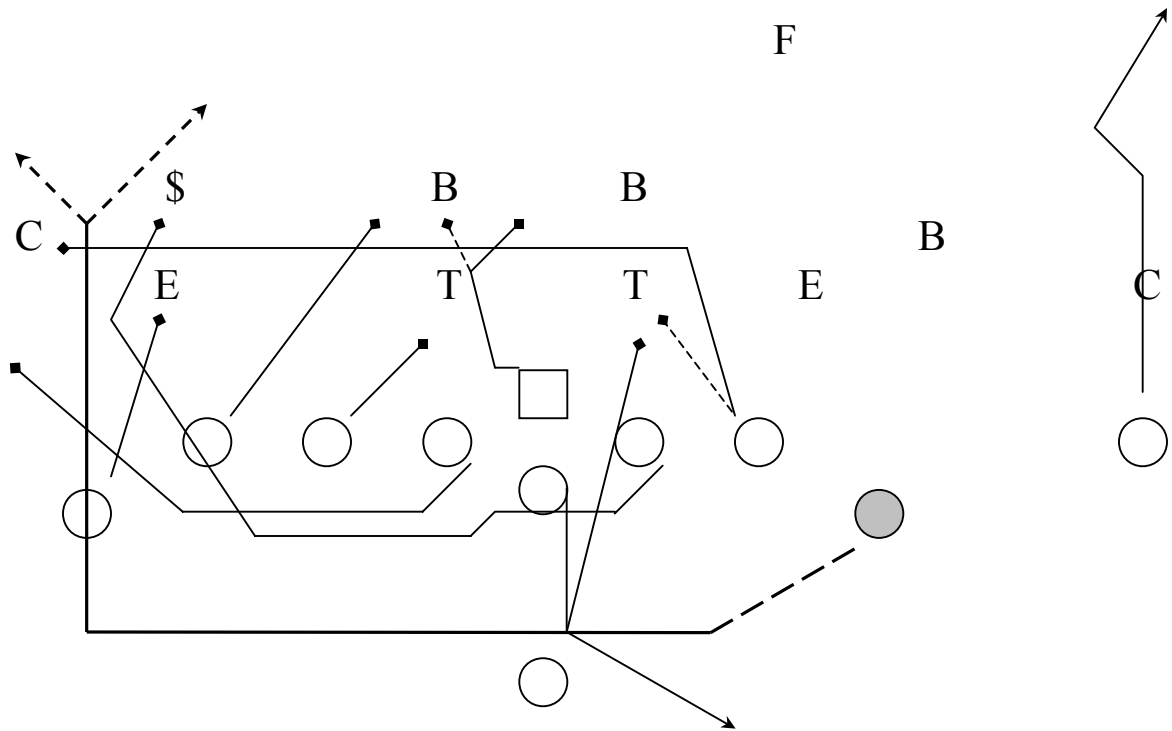
(mt) Red 21 Sweep	
TE – gap - down - backer	LHB – attack 1
RT – gap - down - backer	FB – fake trap, fill
RG – pull, kick out	RHB – first free man inside
C – fire* - on - backer	QB – bootleg at 9
LG – pull, wall off	SE – post corner
LT – gap - cutoff	



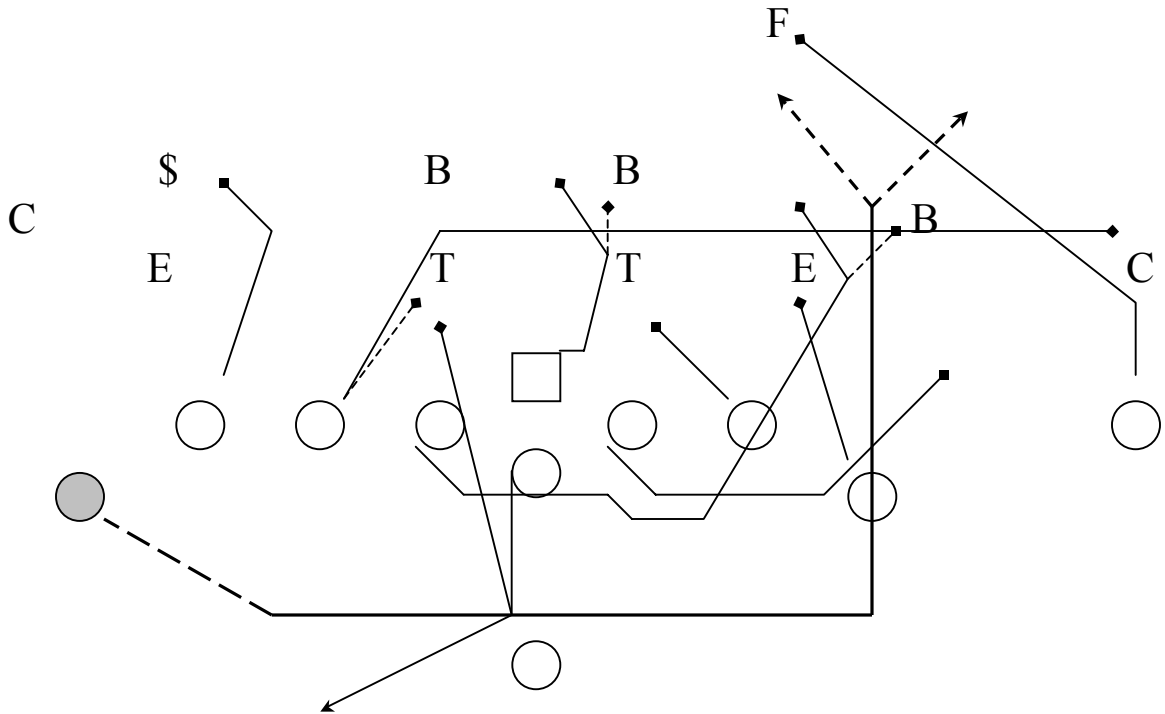
(mt) Red 29 Sweep	
TE – <i>cutoff</i>	LHB – <i>first free man inside</i>
RT – <i>gap - cutoff</i>	FB – <i>fake trap, fill</i>
RG – <i>pull, wall off</i>	RHB – <i>attack 9</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, kick out</i>	SE – <i>cutoff</i>
LT – <i>gap - down - backer</i>	



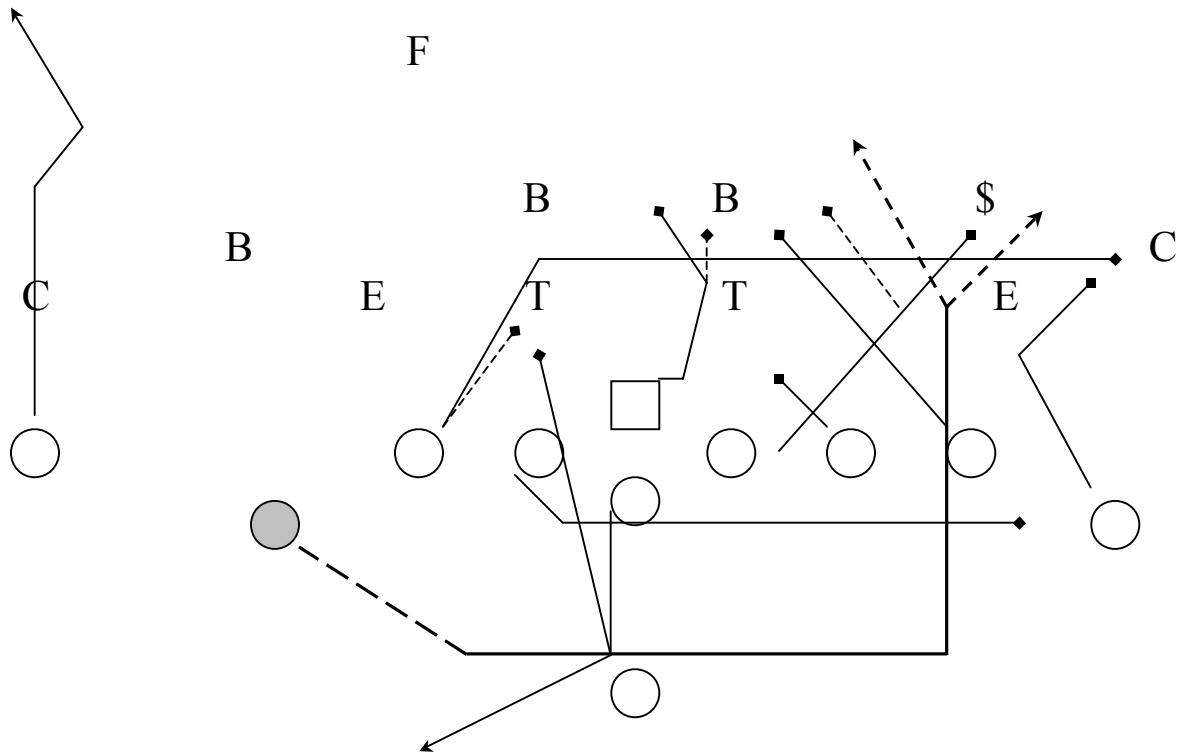
(mt) Blue 29 Sweep	
TE – gap - down - backer	LHB – first free man inside
RT – gap - cutoff	FB – fake trap, fill
RG – pull, wall off	RHB – attack 9
C – fire* - on - backer	QB – bootleg at 1
LG – pull, kick out	SE – post corner
LT – gap - down - backer	



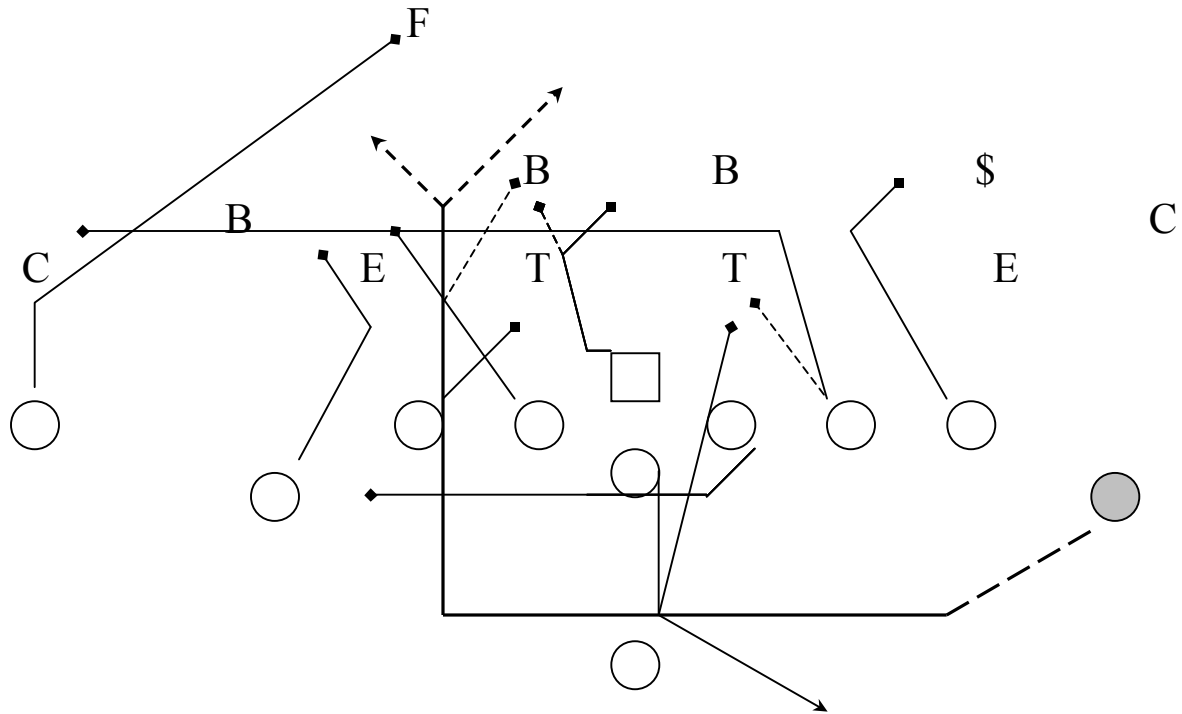
(mt) Blue 21 Sweep	
TE – cutoff	LHB – attack 1
RT – gap - down - backer	FB – fake trap, fill
RG – pull, kick out	RHB – first free man inside
C – fire* - on - backer	QB – bootleg at 9
LG – pull, wall off	SE – cutoff
LT – gap - cutoff	



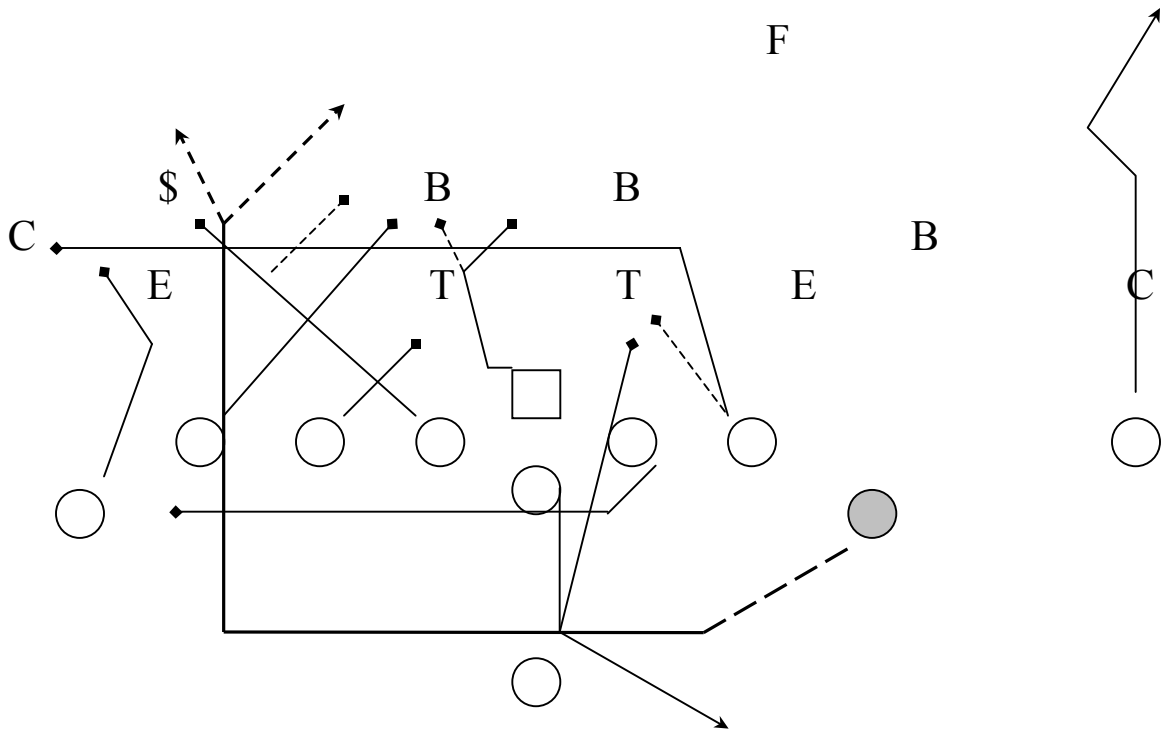
(mt) Red 22 Gut	
TE – gap - down - backer	LHB – attack 2
RT – gap - down - backer	FB – fake trap, fill
RG – pull, gut	RHB – fake sweep, cutoff
C – fire* - on - backer	QB – bootleg at 9
LG – pull, kick out	SE – post corner
LT – gap - cutoff	



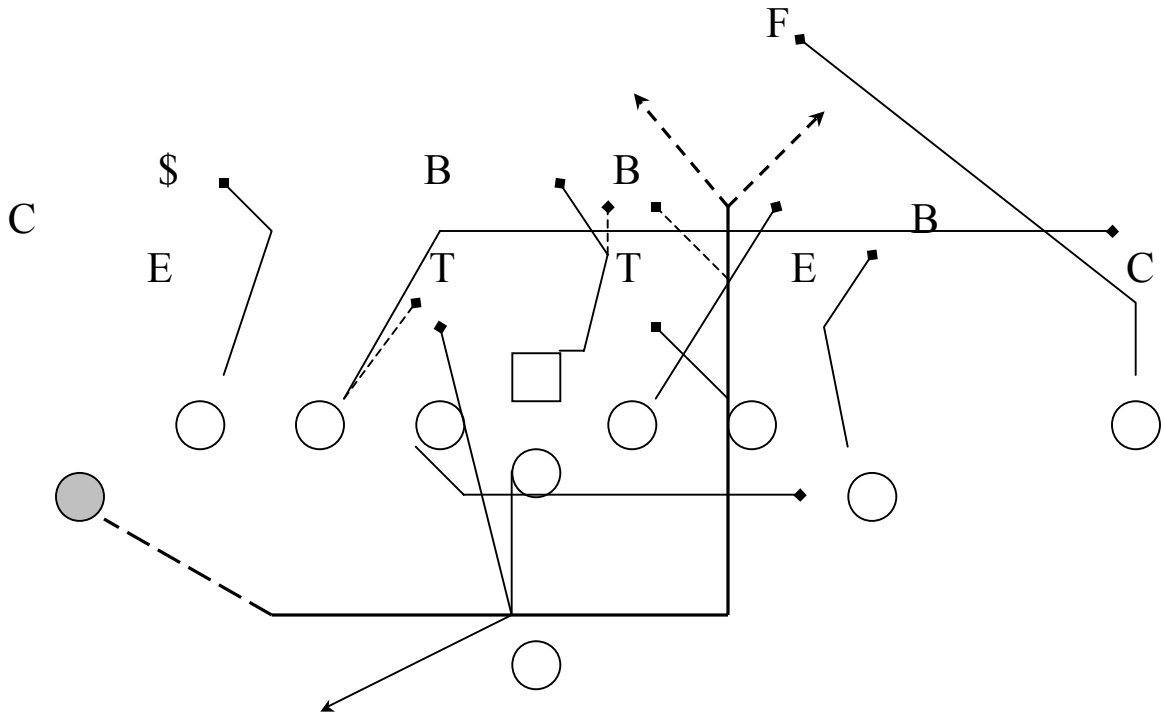
(mt) Red 28 Gut	
TE – <i>cutoff</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>gap - cutoff</i>	FB – <i>fake trap, fill</i>
RG – <i>pull, kick out</i>	RHB – <i>attack 8</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, gut</i>	SE – <i>cutoff</i>
LT – <i>gap - down - backer</i>	



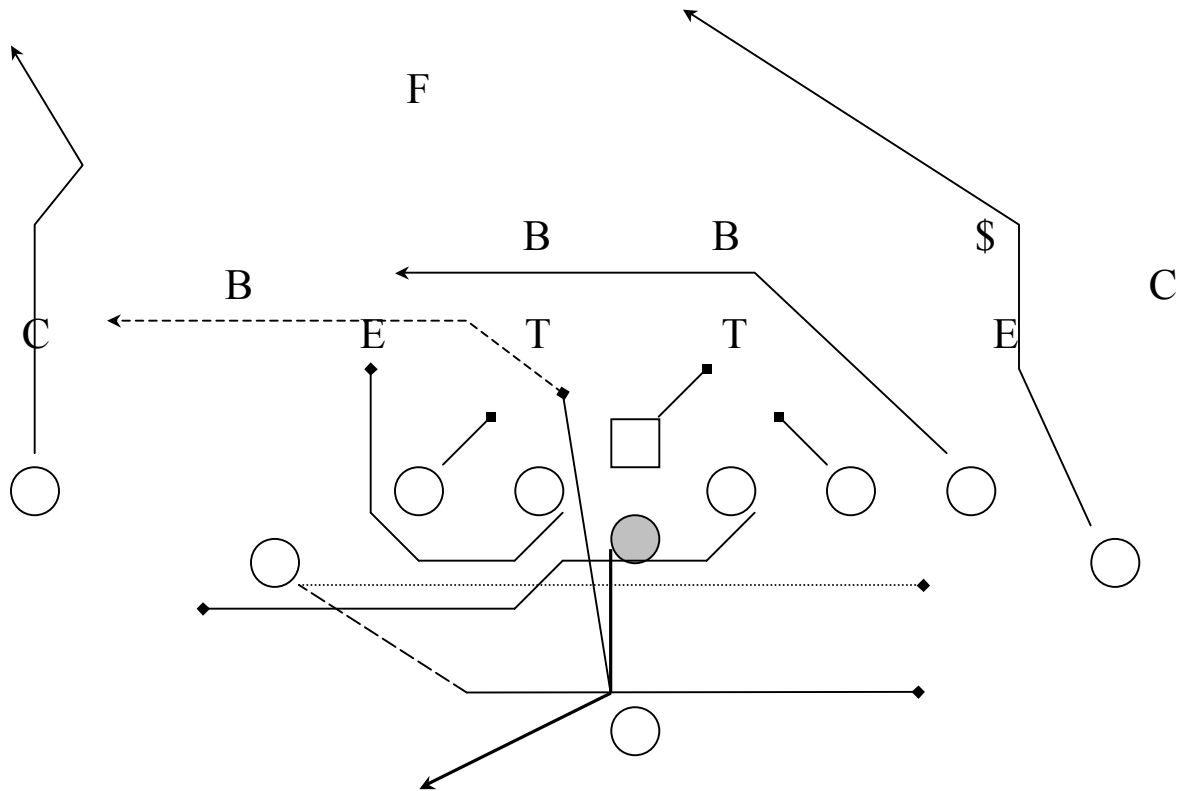
(mt) Blue 28 Gut	
TE – gap - down - backer	LHB – fake sweep, cutoff
RT – pull check	FB – fake trap, fill
RG – pull, kick out	RHB – attack 8
C – fire* - on - backer	QB – bootleg at 1
LG – pull, gut	SE – post corner
LT – gap - down - backer	



(mt) Blue 22 Gut	
TE – <i>cutoff</i>	LHB – <i>attack 2</i>
RT – <i>gap - down - backer</i>	FB – <i>fake trap, fill</i>
RG – <i>pull, gut</i>	RHB – <i>fake sweep, cutoff</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, kick out</i>	SE – <i>cutoff</i>
LT – <i>gap - cutoff</i>	

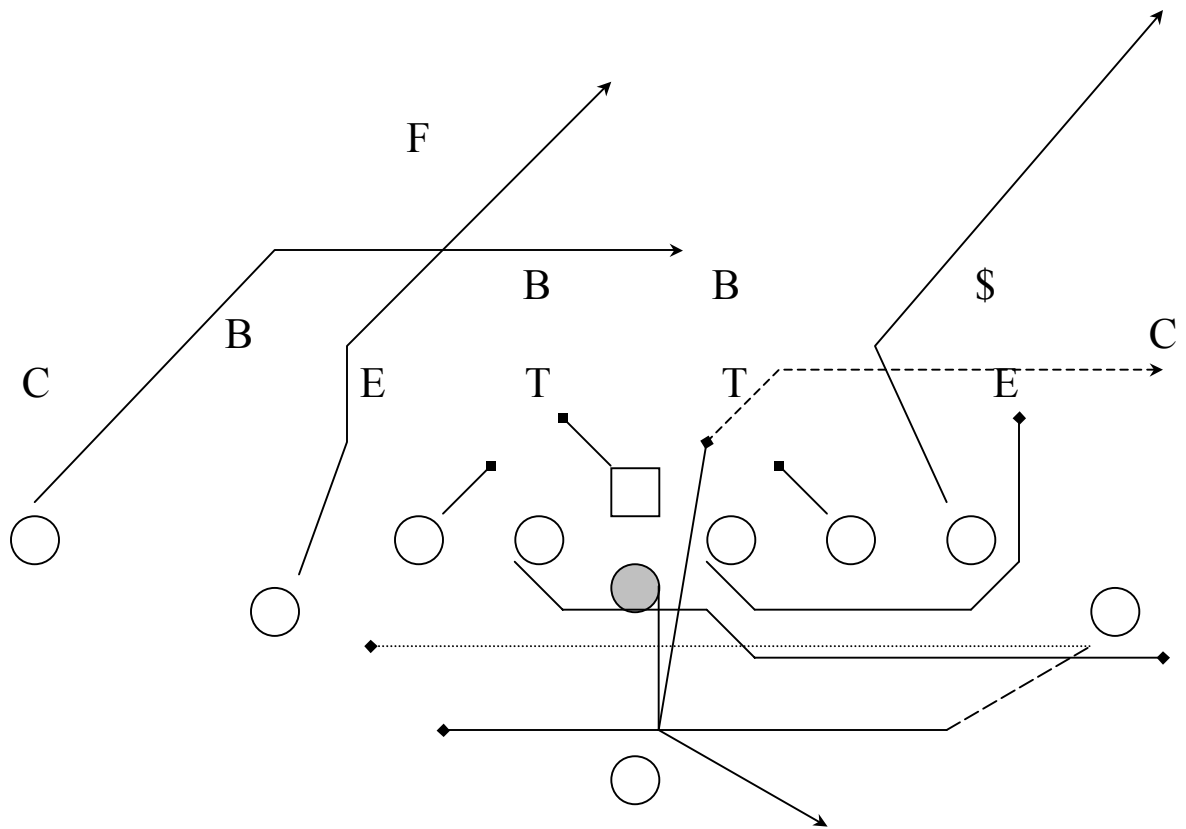


(mt) Red 21 Waggle	
TE – <i>drag, settle</i>	LHB – <i>fake sweep (speed), backside</i>
RT – <i>gap - down</i>	FB – <i>fake trap, fill - flat</i>
RG – <i>pull, kick out</i>	RHB – <i>fake sweep, post</i>
C – <i>gap - down - on</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, log on or outside LT</i>	SE – <i>post corner</i>
LT – <i>gap - down</i>	



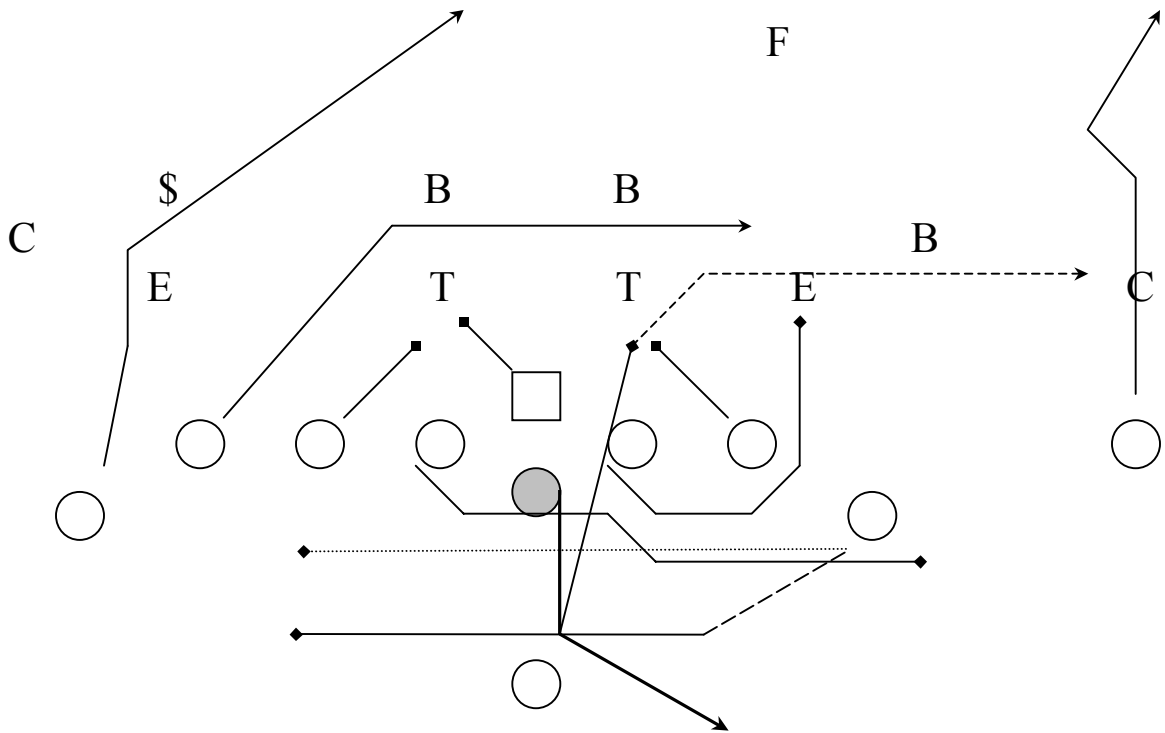
..... (rt) Red 21 Waggle

(mt) Red 29 Waggle	
TE – <i>flag</i>	LHB – <i>fake sweep, post</i>
RT – <i>gap - down</i>	FB – <i>fake trap, fill - flat</i>
RG – <i>pull, log on or outside RT</i>	RHB – <i>fake sweep (speed), backside</i>
C – <i>gap - down - on</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, kick out</i>	SE – <i>crossing</i>
LT – <i>gap - down</i>	



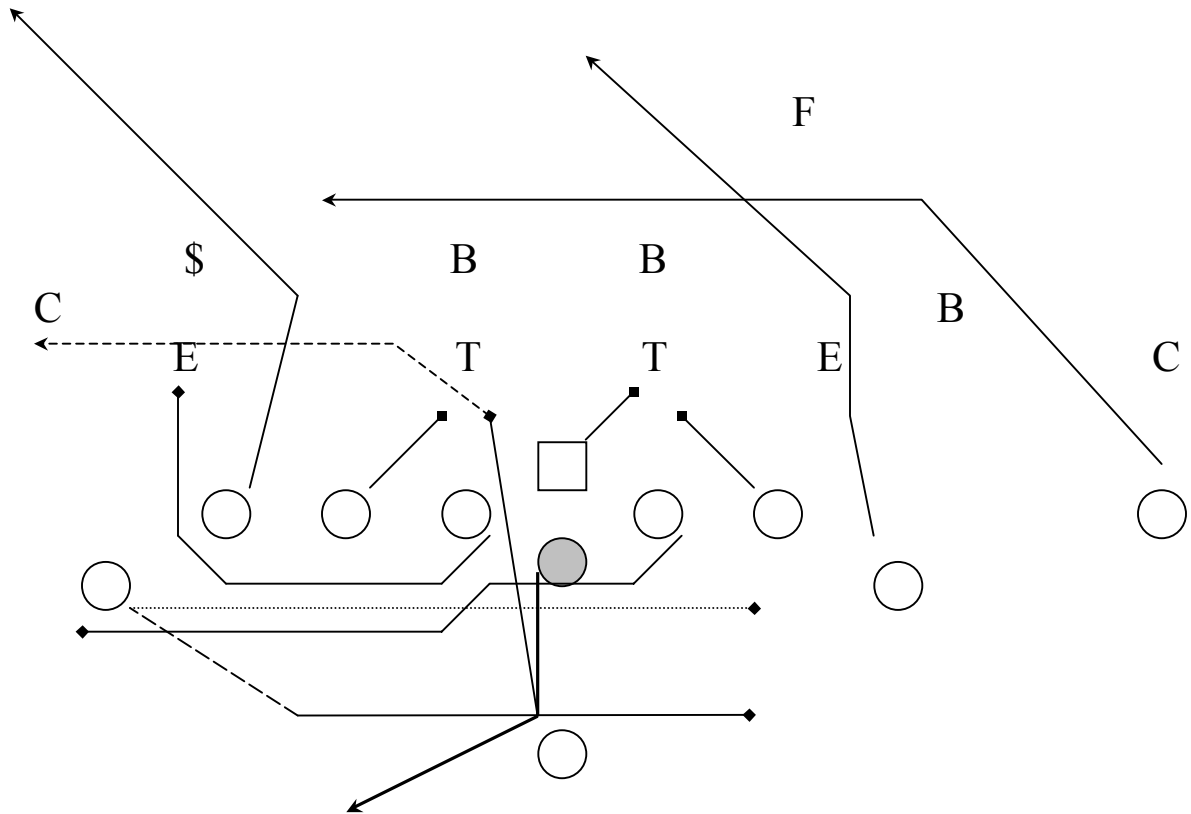
..... (rt) Red 29 Waggle

(mt) Blue 29 Waggle	
TE – <i>drag, settle</i>	LHB – <i>fake sweep, post</i>
RT – <i>gap - down</i>	FB – <i>fake trap, fill - flat</i>
RG – <i>pull, log on or outside RT</i>	RHB – <i>fake sweep (speed), backside</i>
C – <i>gap - down - on</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, kick out</i>	SE – <i>post corner</i>
LT – <i>gap - down</i>	



.....(rt) Blue 29 Waggle

(mt) Blue 21 Waggle	
TE – <i>flag</i>	LHB – <i>fake sweep (speed), backside</i>
RT – <i>gap - down</i>	FB – <i>fake trap, fill - flat</i>
RG – <i>pull, kick out</i>	RHB – <i>fake sweep, post</i>
C – <i>gap - down - on</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, log on or outside RT</i>	SE – <i>crossing</i>
LT – <i>gap - down</i>	

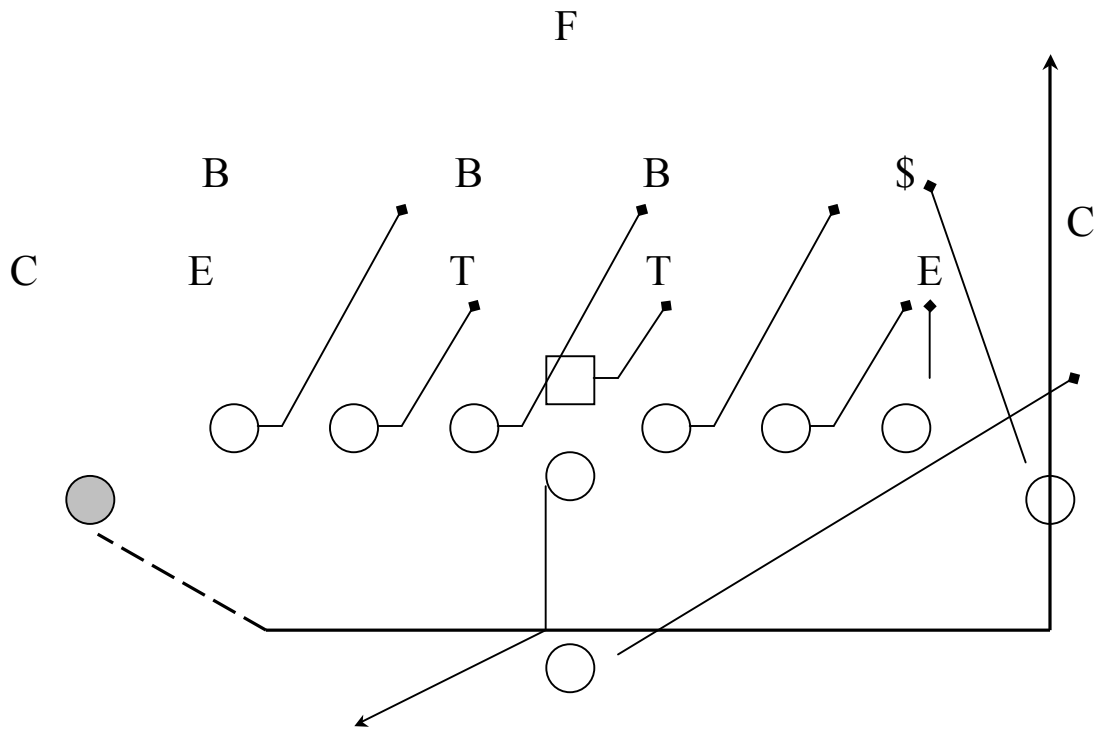


.....(rt) Blue 21 Waggle

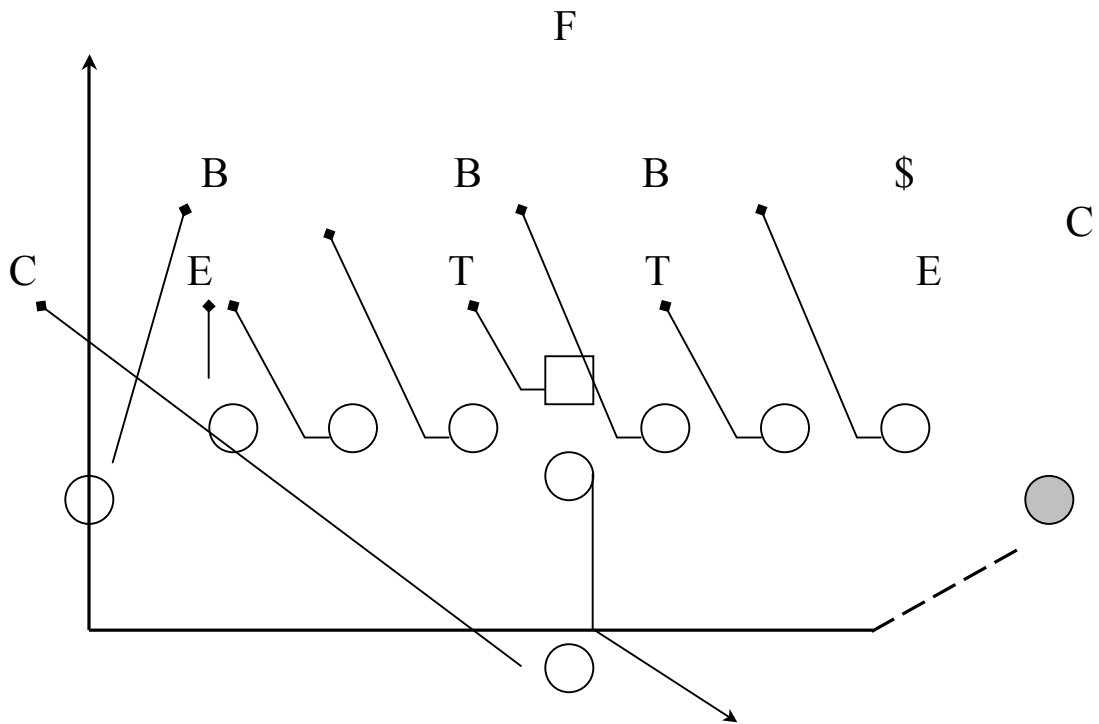
30

Power

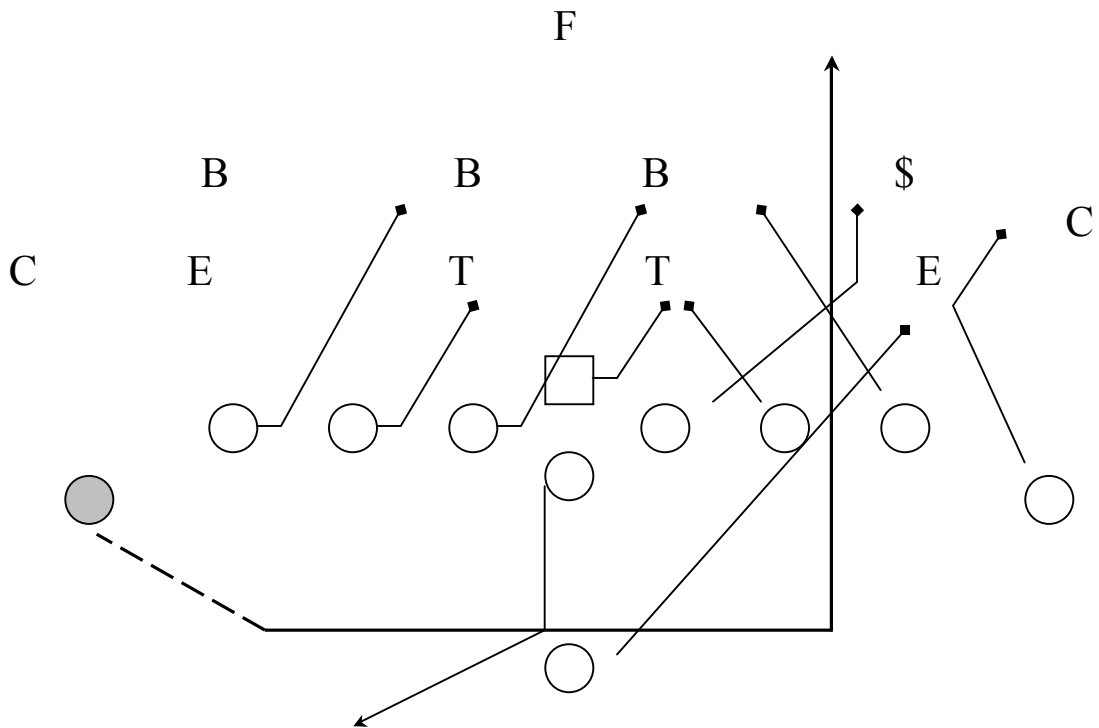
Tight 31 Sweep	
TE – <i>fire* - on - backer</i>	LHB – <i>attack 1</i>
RT – <i>fire* - on - backer</i>	FB – <i>kick out force</i>
RG – <i>fire* - on - backer</i>	RHB – <i>first LB inside</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 9</i>
LG – <i>fire* - on - backer</i>	YE – <i>fire* - on - backer</i>
LT – <i>fire* - on - backer</i>	



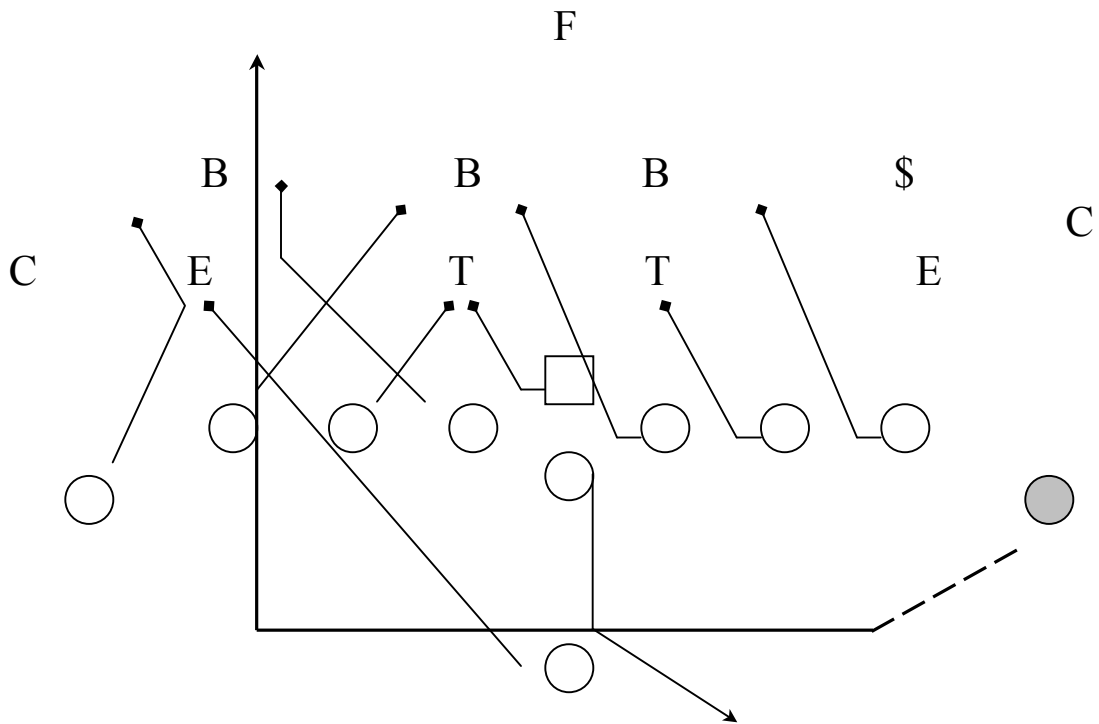
Tight 39 Sweep	
TE – <i>fire* - on - backer</i>	LHB – <i>first LB inside</i>
RT – <i>fire* - on - backer</i>	FB – <i>kick out force</i>
RG – <i>fire* - on - backer</i>	RHB – <i>attack 9</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>fire* - on - backer</i>	YE – <i>fire* - on - backer</i>
LT – <i>fire* - on - backer</i>	



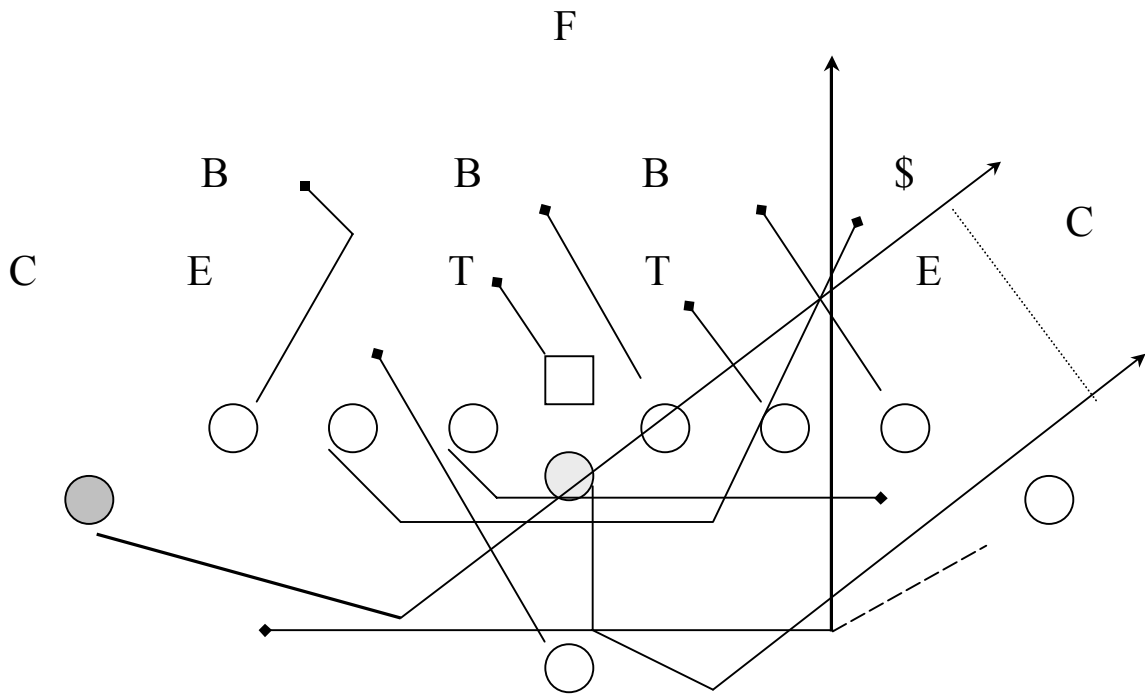
Tight 32 Power	
TE – gap - down - backer	LHB – attack 2
RT – gap - down - backer	FB – load
RG – pull, gut	RHB – fake sweep, cutoff
C – fire* - on - backer	QB – bootleg at 9
LG – fire* - on - backer	YE – fire* - on - backer
LT – fire* - on - backer	



Tight 38 Power	
TE – <i>fire* - on - backer</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>fire* - on - backer</i>	FB – <i>load</i>
RG – <i>fire* - on - backer</i>	RHB – <i>attack 8</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, gut</i>	YE – <i>gap - down - backer</i>
LT – <i>gap - down - backer</i>	

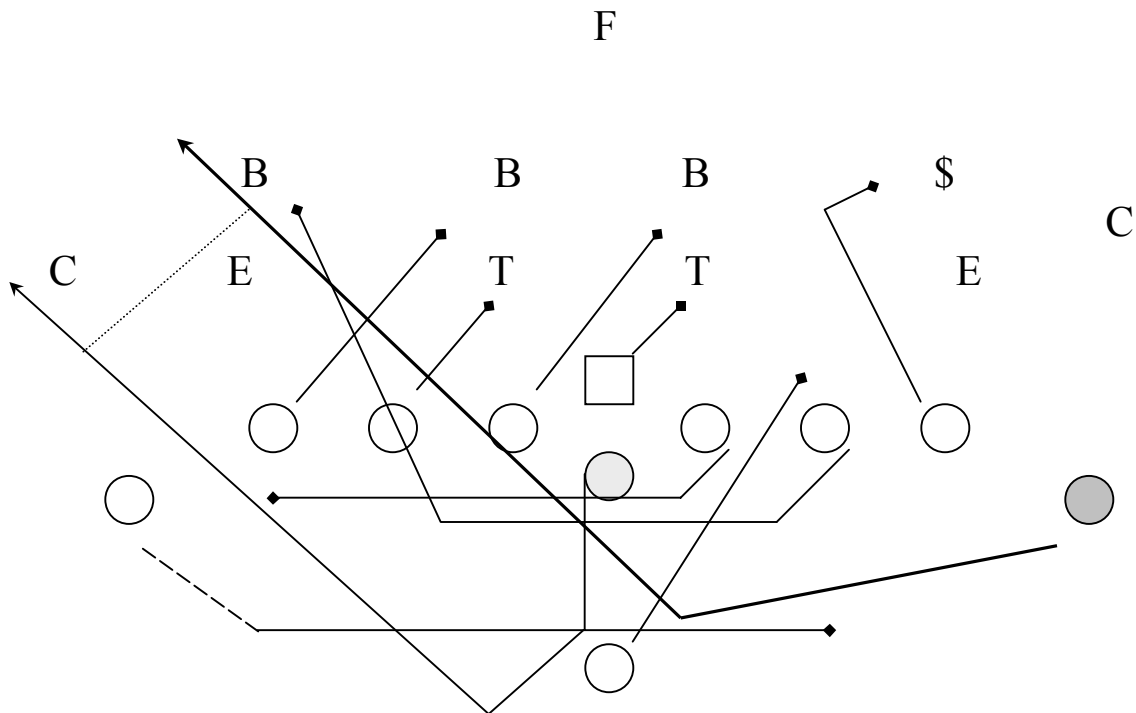


Tight 33 CXX	
TE – gap - down - backer	LHB – attack 3, option
RT – gap - down - backer	FB – fill
RG – gap - down - backer	RHB – fake sweep, hand off
C – gap - down - backer	QB – bootleg at 1, pitch
LG – pull, kick out	YE – gap - cutoff
LT – pull, gut	

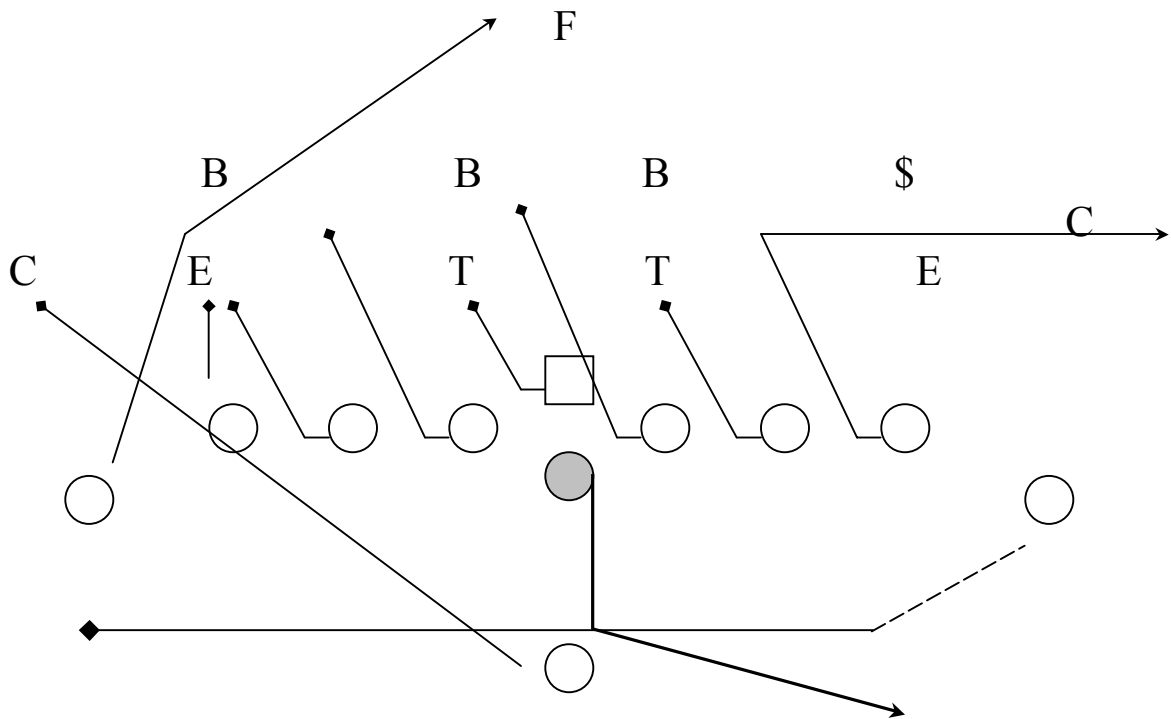


Tight 37 CXX

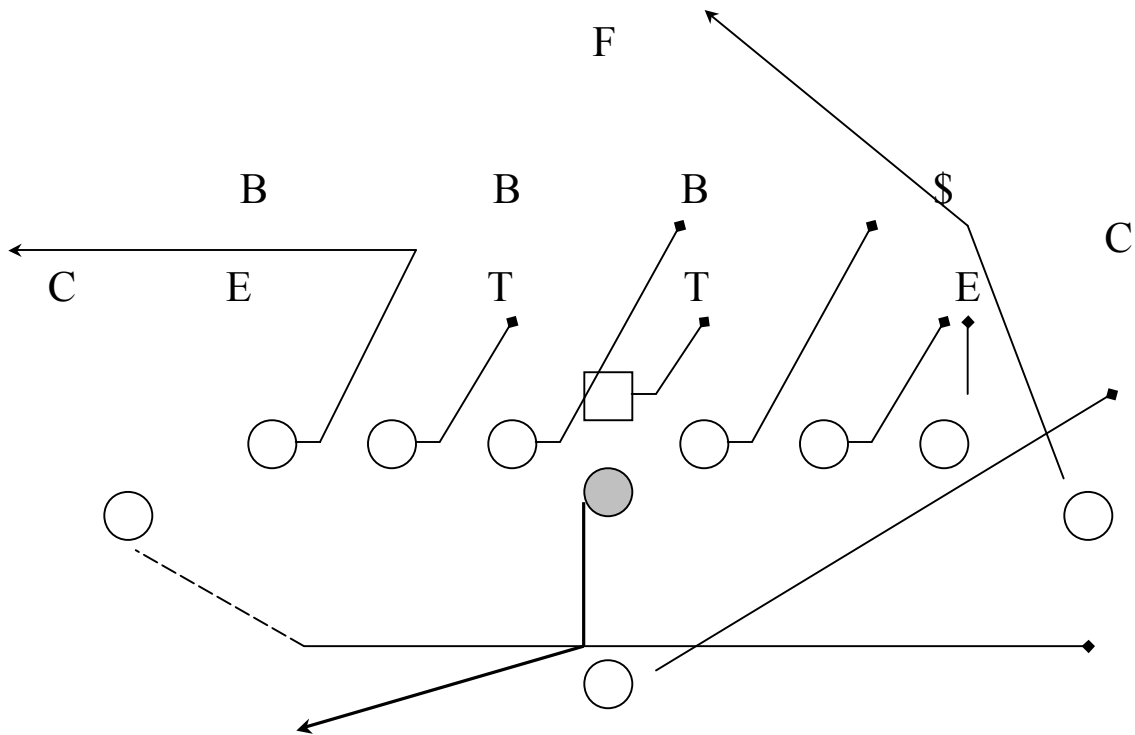
TE – gap - cutoff	LHB – fake sweep, hand off
RT – pull, gut	FB – fill
RG – pull, kick out	RHB – attack 7, option
C – gap - down - backer	QB – bootleg at 9, pitch
LG – gap - down - backer	YE – gap - down - backer
LT – gap - down - backer	



Tight 31 Bootleg	
TE – <i>fire* - on - backer, release, out</i>	LHB – <i>fake sweep, post</i>
RT – <i>fire* - on - backer</i>	FB – <i>kick out force</i>
RG – <i>fire* - on - backer</i>	RHB – <i>fake sweep</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 1</i>
LG – <i>fire* - on - backer</i>	YE – <i>fire* - on - backer</i>
LT – <i>fire* - on - backer</i>	



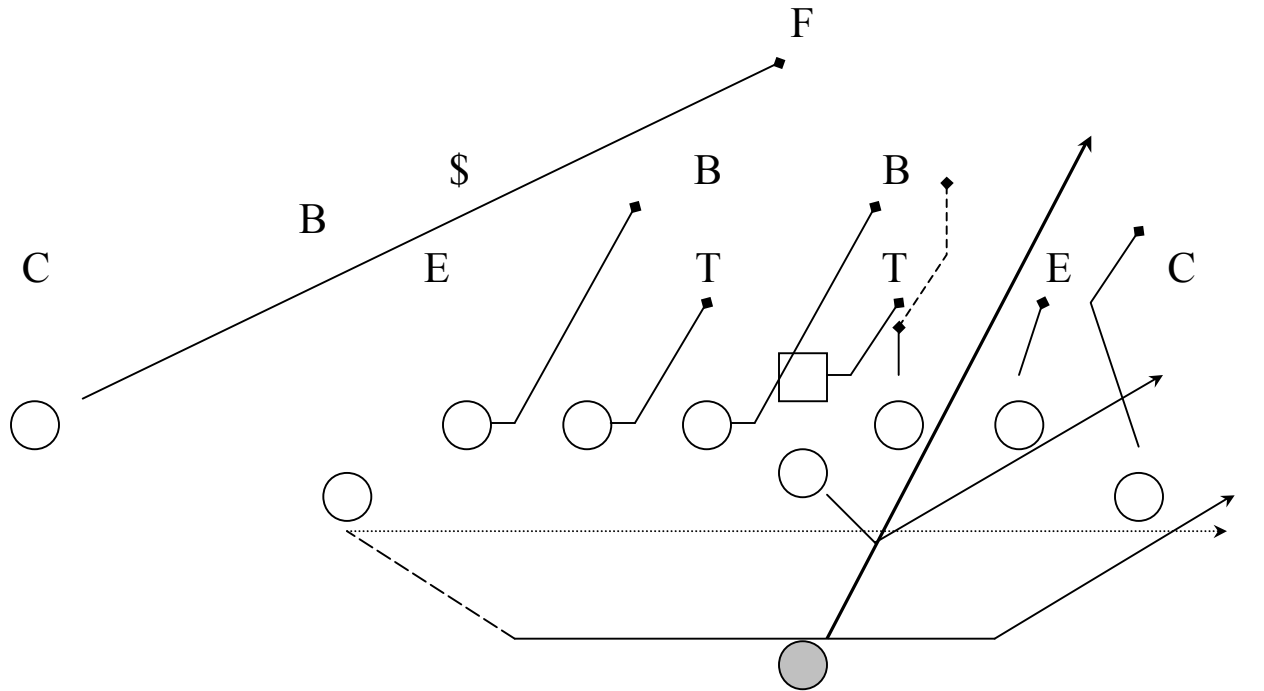
Tight 39 Bootleg	
TE – <i>fire* - on - backer</i>	LHB – <i>fake sweep</i>
RT – <i>fire* - on - backer</i>	FB – <i>kick out force</i>
RG – <i>fire* - on - backer</i>	RHB – <i>fake sweep, post</i>
C – <i>fire* - on - backer</i>	QB – <i>bootleg at 9</i>
LG – <i>fire* - on - backer</i>	YE – <i>fire* - on - backer, release, out</i>
LT – <i>fire* - on - backer</i>	



40

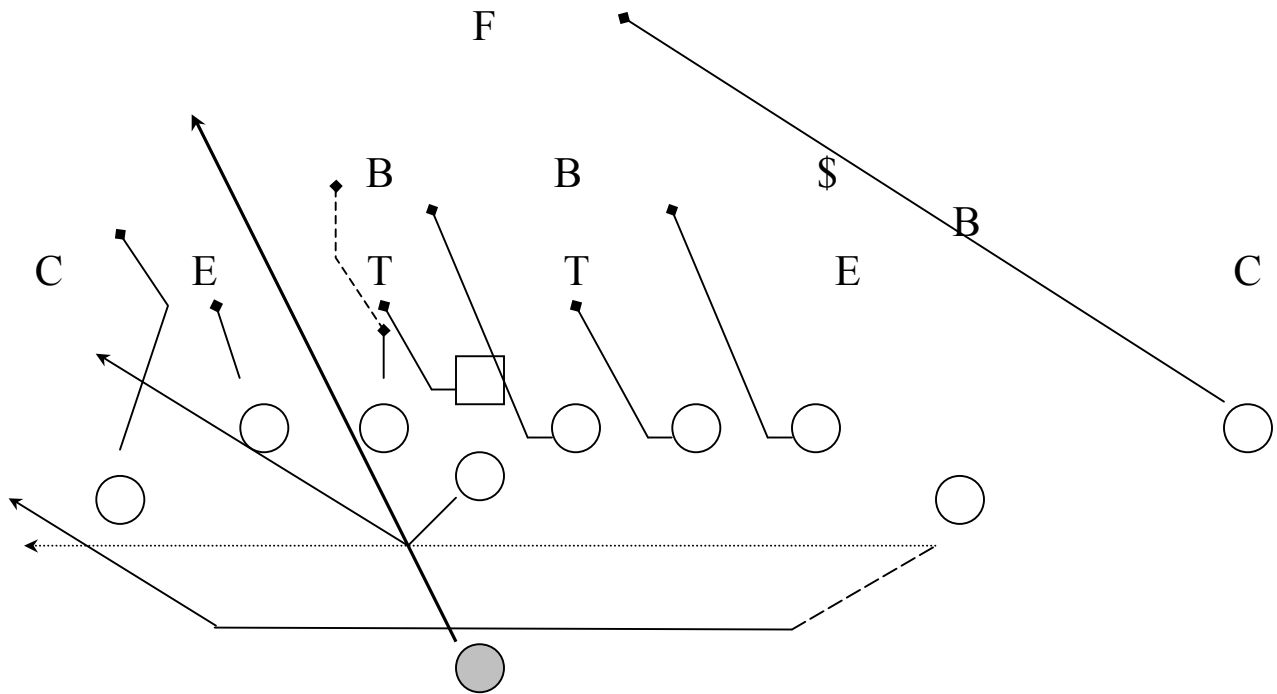
Veer Option

(mt) Over Blue 43 On	
TE – <i>fire* - on - backer</i>	LHB – <i>fake option (speed)</i>
RT – <i>gap - on - backer</i>	FB – <i>attack 3</i>
RG – <i>post - lead - gap - on - backer</i>	RHB – <i>fake sweep, cutoff</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer</i>	



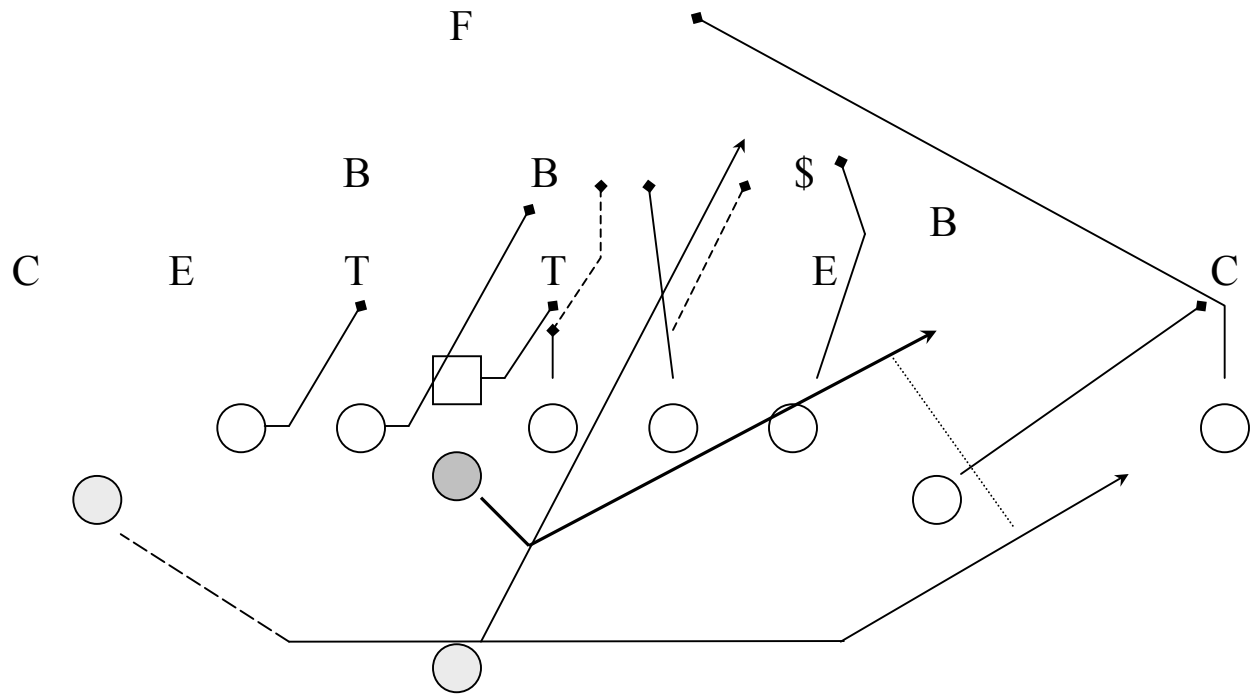
..... (rt) Over Blue 43 On

(mt) Over Red 47 On	
TE – <i>fire* - on - backer</i>	LHB – <i>fake sweep, cutoff</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 7</i>
RG – <i>fire* - on - backer</i>	RHB – <i>fake option (speed)</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LG – <i>post - lead - gap - on - backer</i>	SE – <i>cutoff</i>
LT – <i>gap - on - backer</i>	

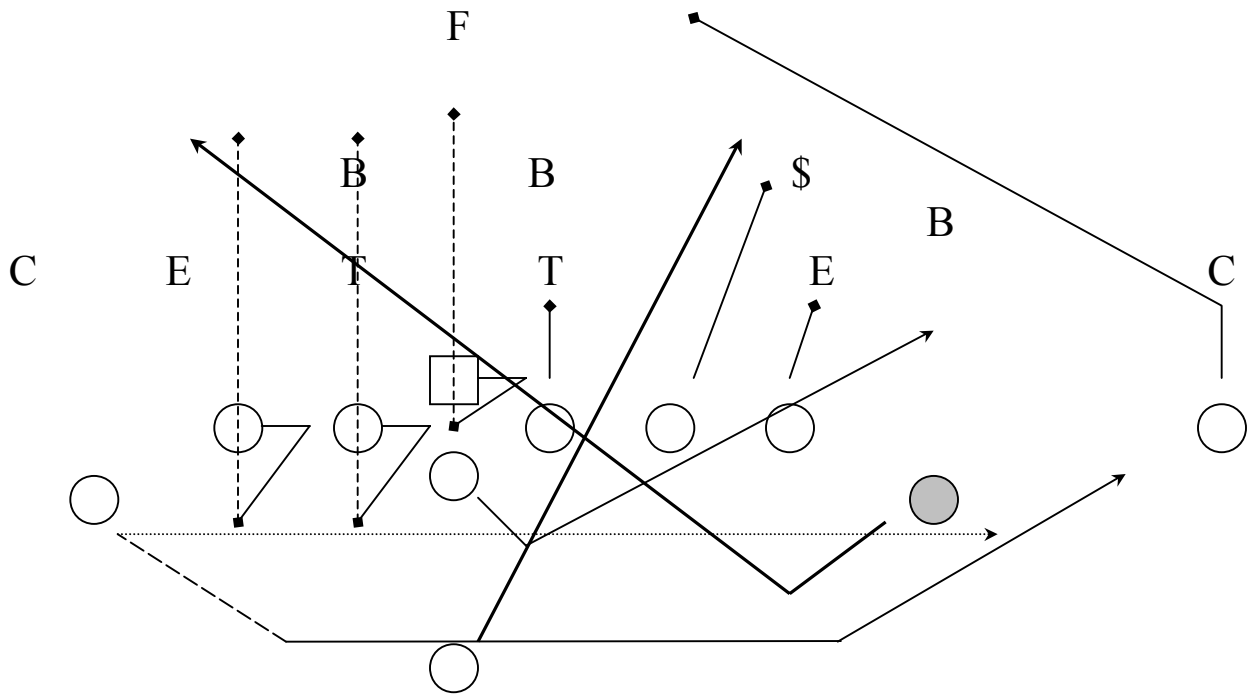


..... (rt) Over Red 47 On

(mt) Over Red 41 Option	
TE – <i>fire* - backer</i>	LHB – <i>attack 1</i>
RT – <i>post - lead - gap - on - backer</i>	FB – <i>attack 3</i>
RG – <i>post - lead - gap - on - backer</i>	RHB – <i>check - stalk</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>push point</i>
LT – <i>fire* - on - backer</i>	

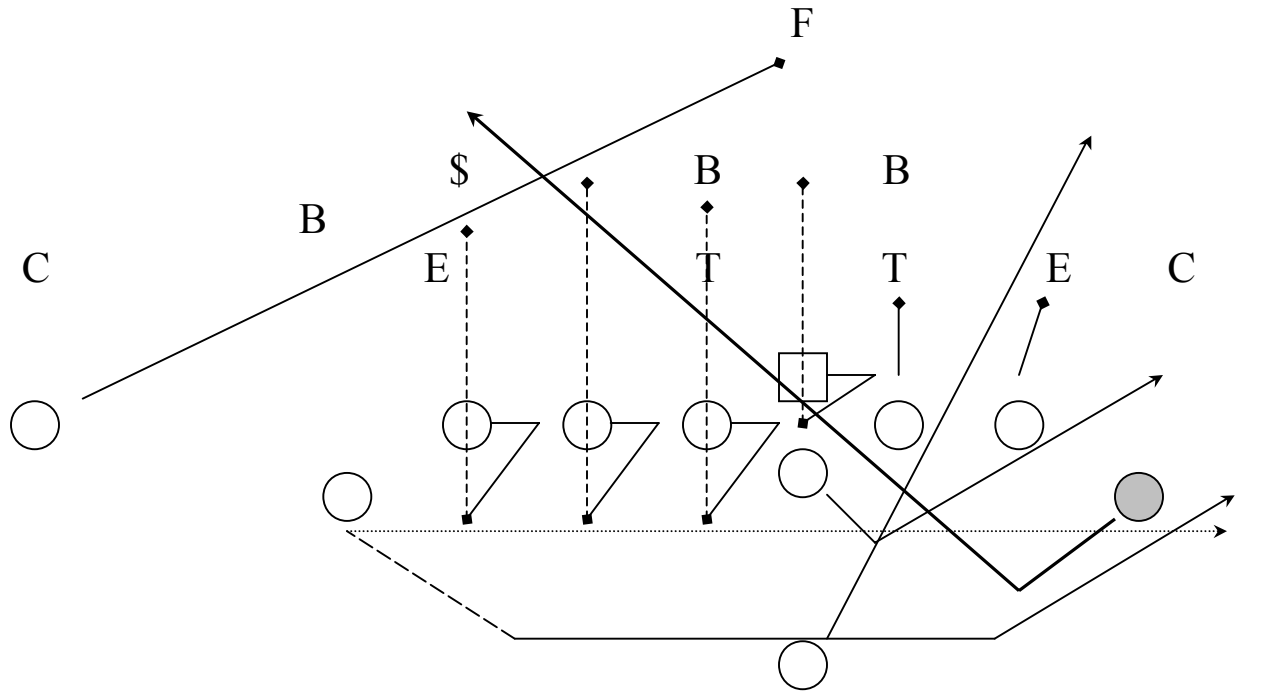


(mt) Over Red 46 Sally	
TE – gap - on - backer	LHB – fake option (speed)
RT – gap - on - backer	FB – fake on
RG – gap - on - backer	RHB – attack 6
C – step and cup, delay, backer	QB – option at 1
LG – step and cup, delay, backer	SE – push point
LT – step and cup, delay, backer	



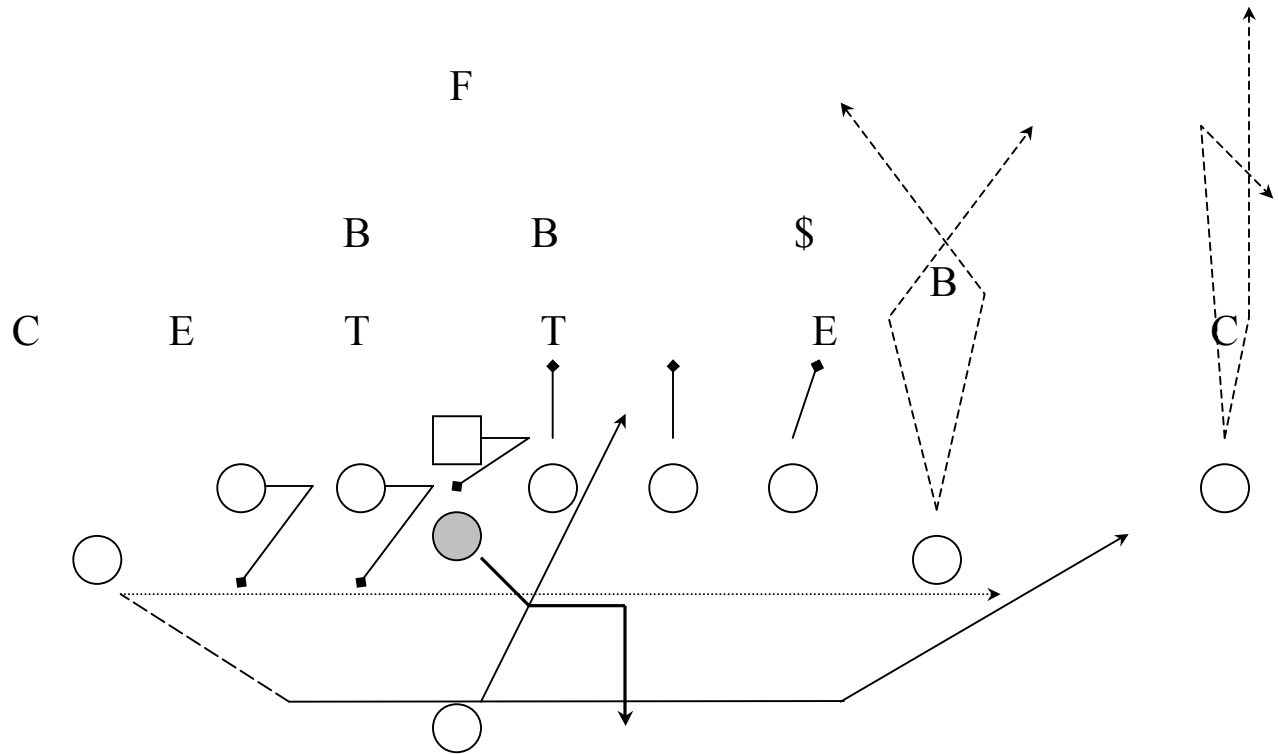
..... (rt) Over Red 46 Sally

(mt) Over Blue 46 Sally	
TE – <i>step and cup, delay, backer</i>	LHB – <i>fake option (speed)</i>
RT – <i>gap - on - backer</i>	FB – <i>fake on</i>
RG – <i>gap - on - backer</i>	RHB – <i>attack 6</i>
C – <i>step and cup, delay, backer</i>	QB – <i>option at 1</i>
LG – <i>step and cup, delay, backer</i>	SE – <i>cutoff</i>
LT – <i>step and cup, delay, backer</i>	



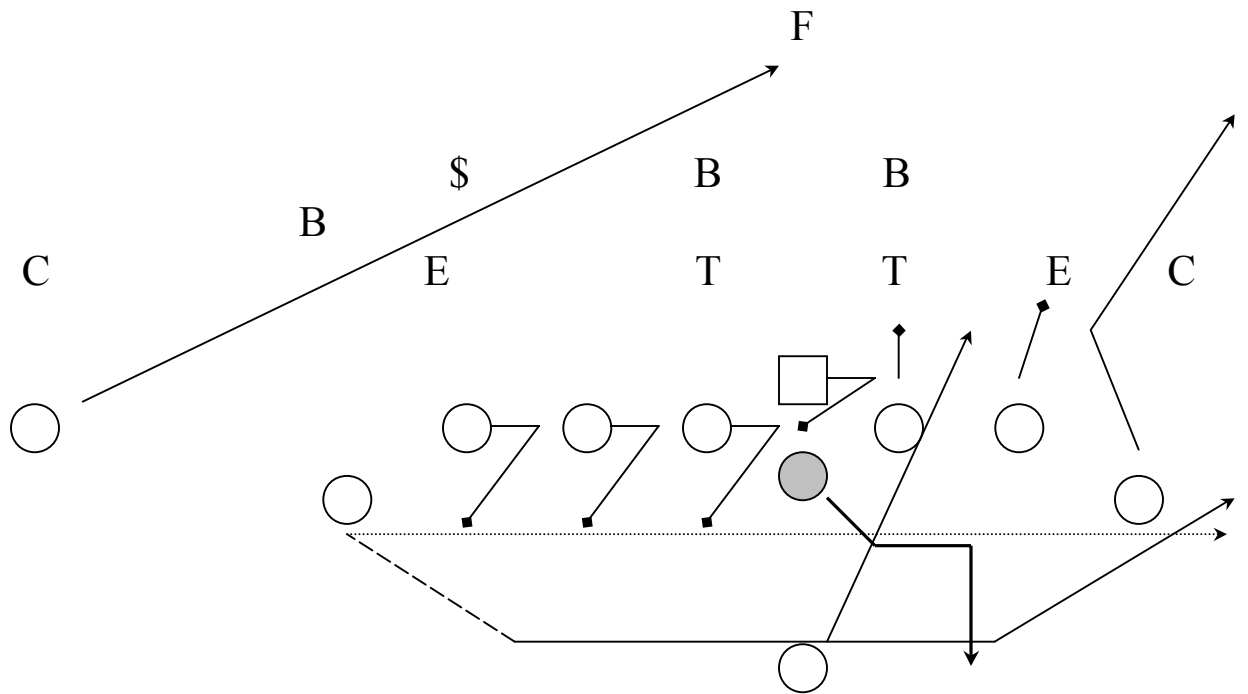
..... (rt) Over Blue 46 Sally

(mt) Over Red 42 Pass	
TE – gap - on	LHB – fake option (speed)
RT – gap - on	FB – fake on
RG – gap - on	RHB – look in (out)
C – step and cup	QB – option at 1
LG – step and cup	SE – fade - out
LT – step and cup	



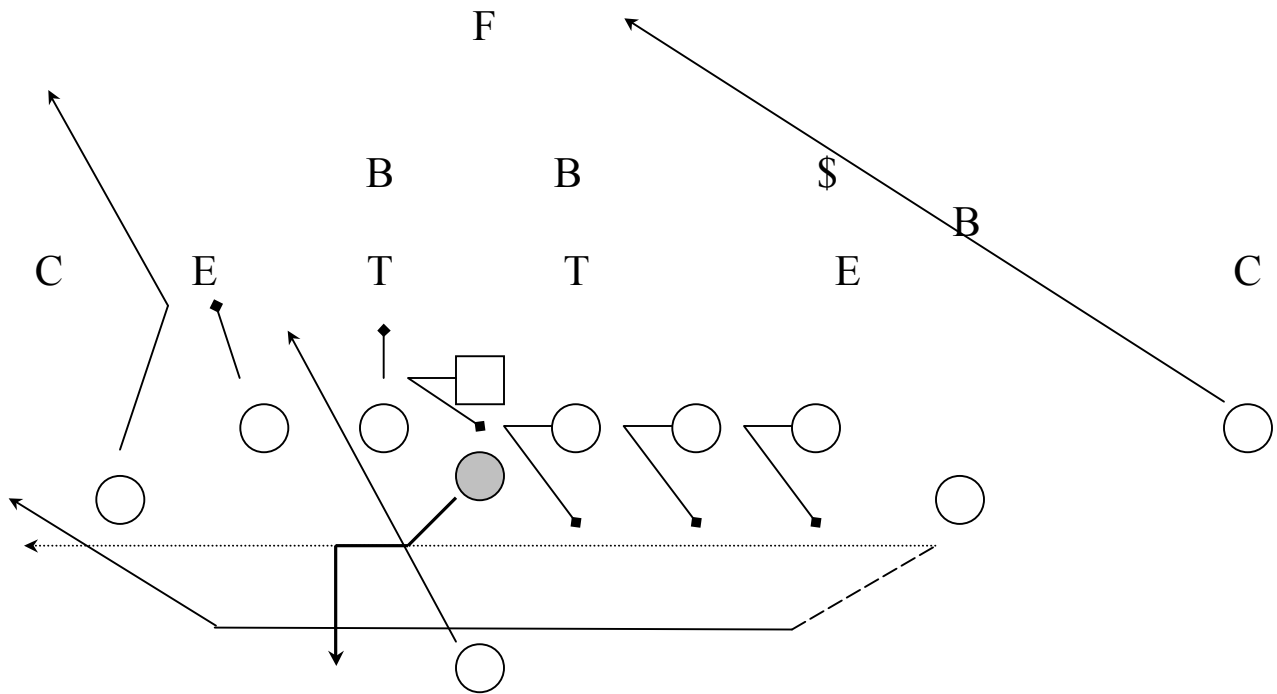
..... (rt) Over Red 42 Pass

(mt) Over Blue 42 Pass	
TE – <i>step and cup</i>	LHB – <i>fake option (speed)</i>
RT – <i>gap - on</i>	FB – <i>fake on</i>
RG – <i>gap - on</i>	RHB – <i>fake sweep, arrow</i>
C – <i>step and cup</i>	QB – <i>option at 1</i>
LG – <i>step and cup</i>	SE – <i>crossing</i>
LT – <i>step and cup</i>	



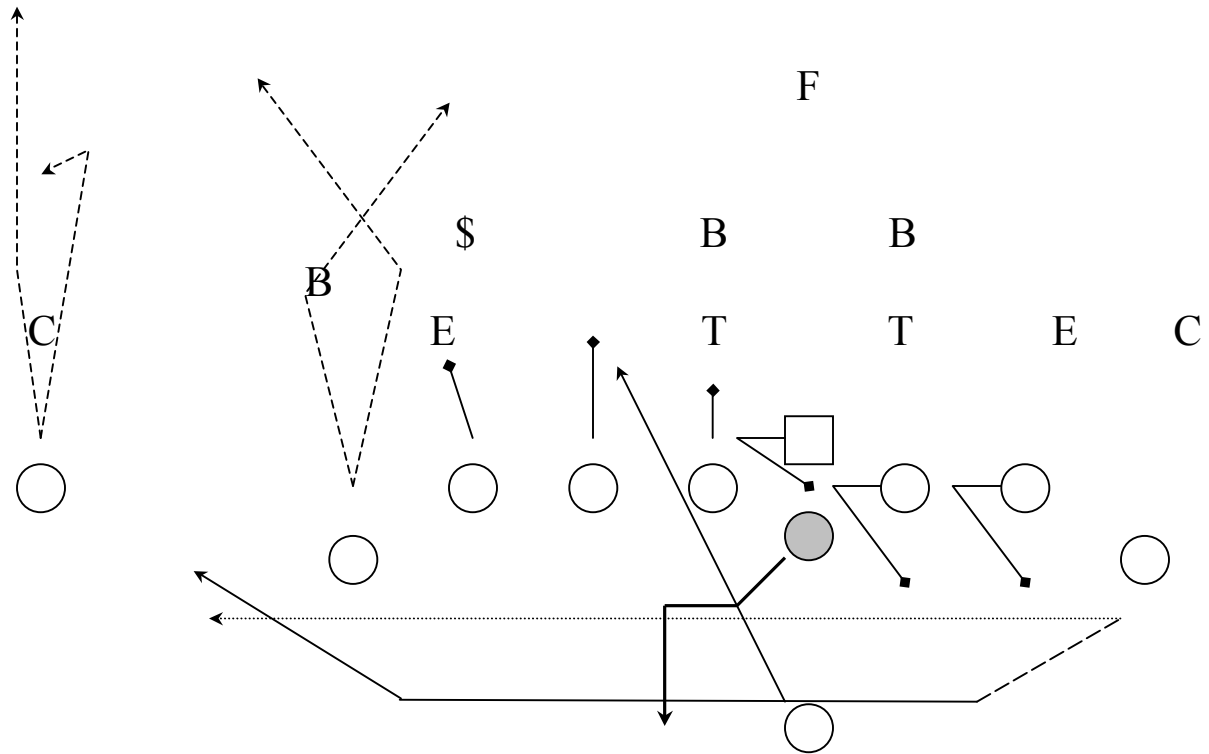
.....(rt) Over Blue 42 Pass

(mt) Over Red 48 pass	
TE – <i>step and cup</i>	LHB – <i>fake sweep, arrow</i>
RT – <i>step and cup</i>	FB – <i>fake on</i>
RG – <i>step and cup</i>	RHB – <i>fake option (speed)</i>
C – <i>step and cup</i>	QB – <i>option at 9</i>
LG – <i>gap - on</i>	SE – <i>crossing</i>
LT – <i>gap - on</i>	



..... (rt) Over Red 48 Pass

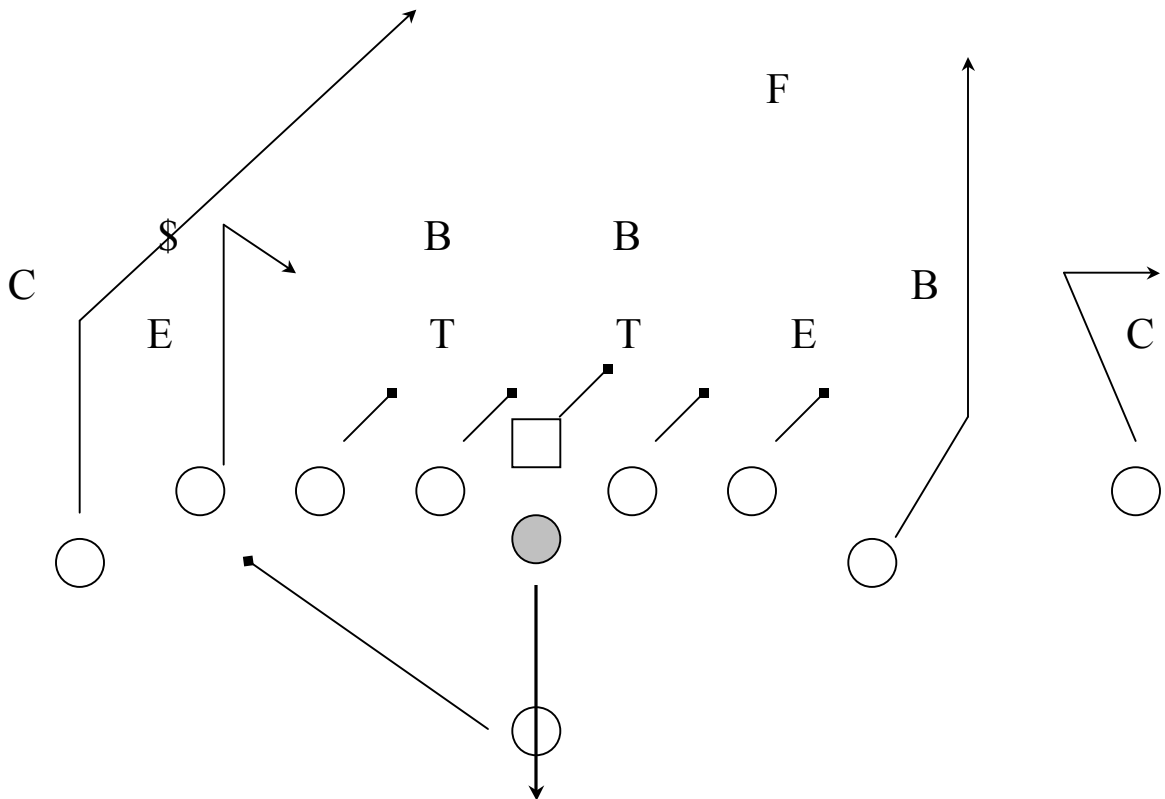
(mt) Over Blue 48 Pass	
TE – <i>gap - on</i>	LHB – <i>look in (out)</i>
RT – <i>step and cup</i>	FB – <i>fake on</i>
RG – <i>step and cup</i>	RHB – <i>fake option (speed)</i>
C – <i>step and cup</i>	QB – <i>option at 9</i>
LG – <i>gap - on</i>	SE – <i>fade - out</i>
LT – <i>gap - on</i>	



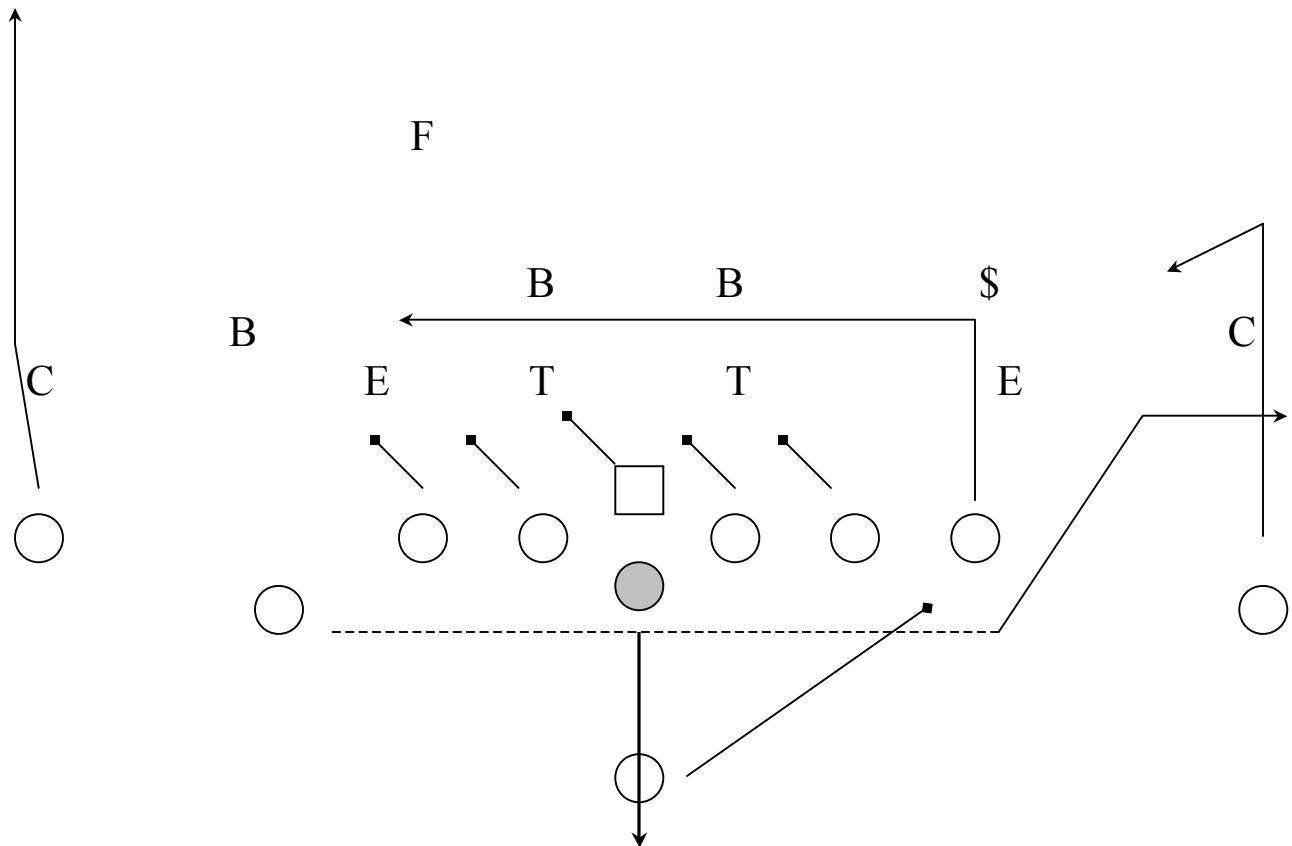
.....(rt) Over Blue 48 Pass

50
Three Step

Blue 51 Pass	
TE – curl	LHB – post
RT – zone cut	FB – protect outside
RG – zone cut	RHB – seam
C – zone cut	QB – three step drop
LG – zone cut	SE – loop out
LT – zone cut	

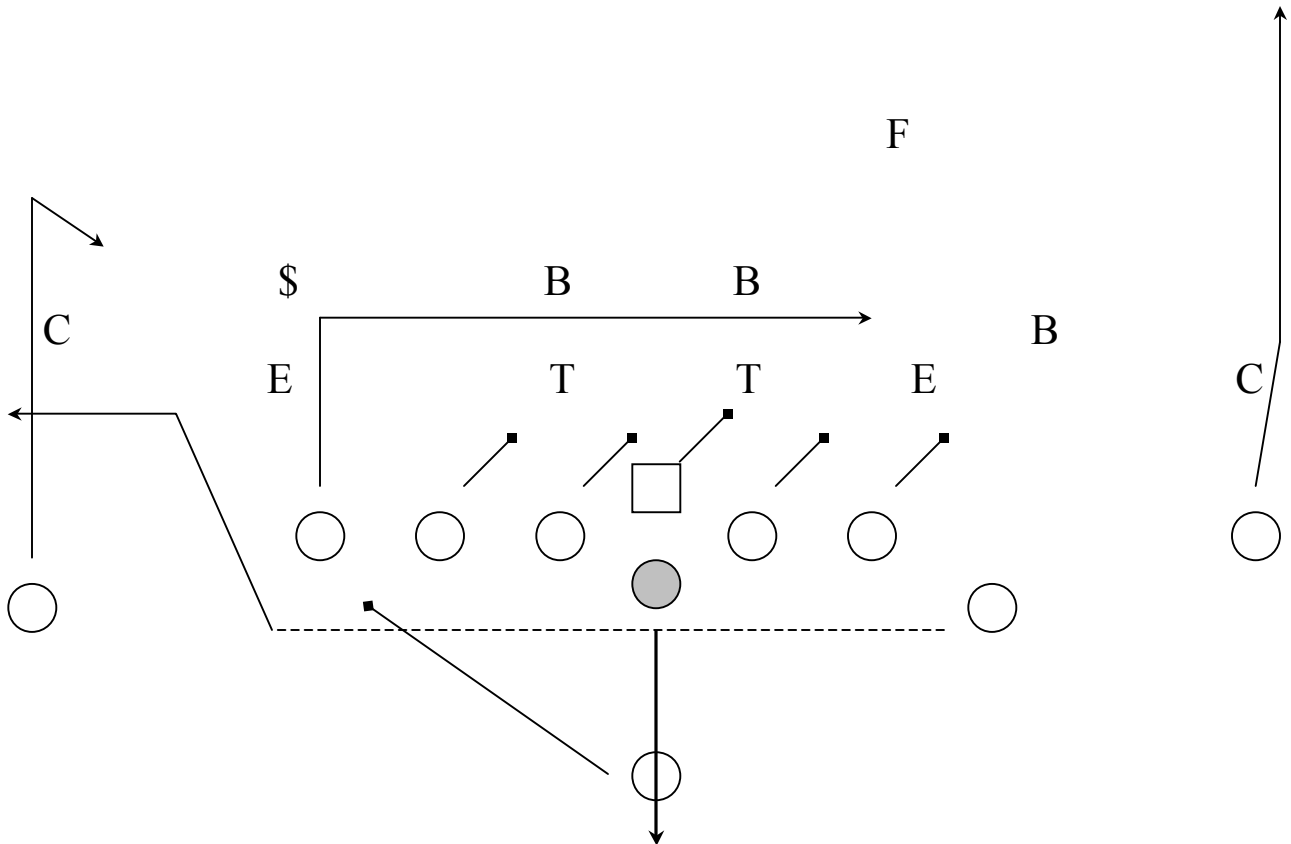


(rt) Trey Red 52 Pass	
TE – <i>drag</i>	ZE – <i>out</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	XE – <i>curl</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>fade</i>
LT – <i>zone cut</i>	

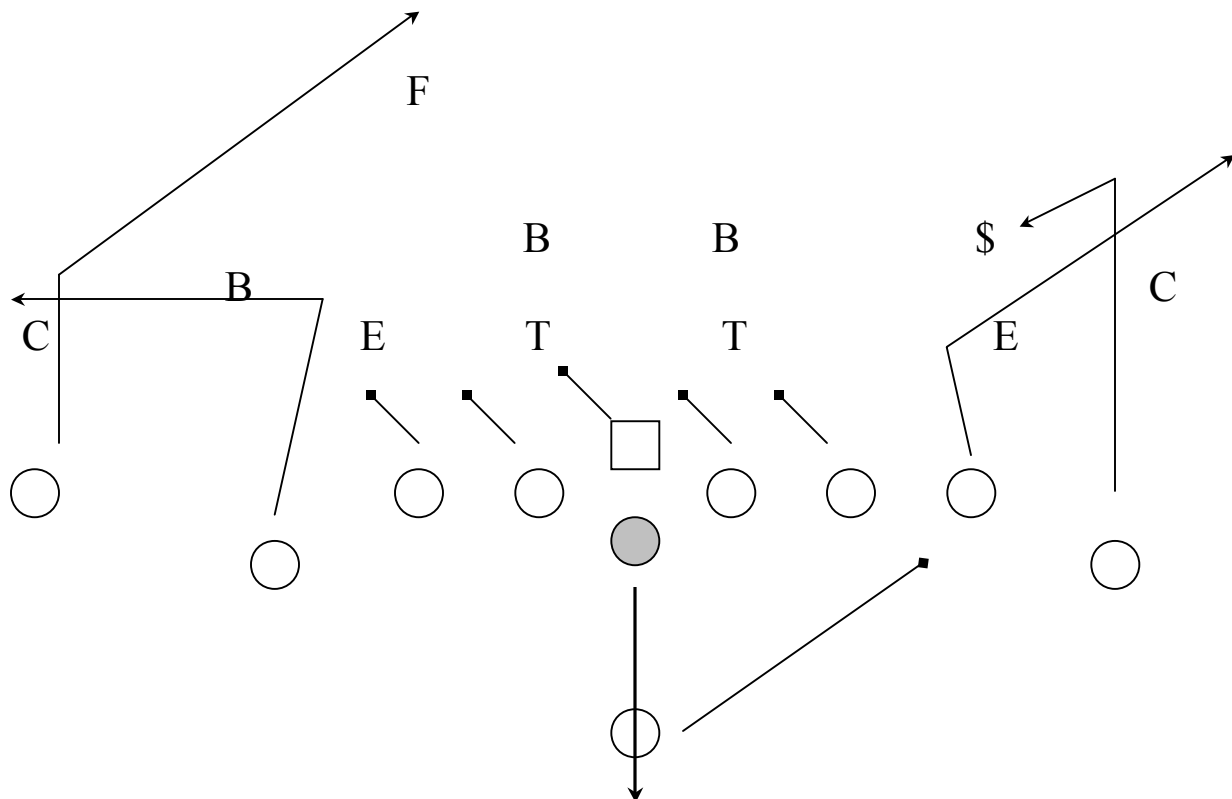


(rt) Trey Blue 58 Pass

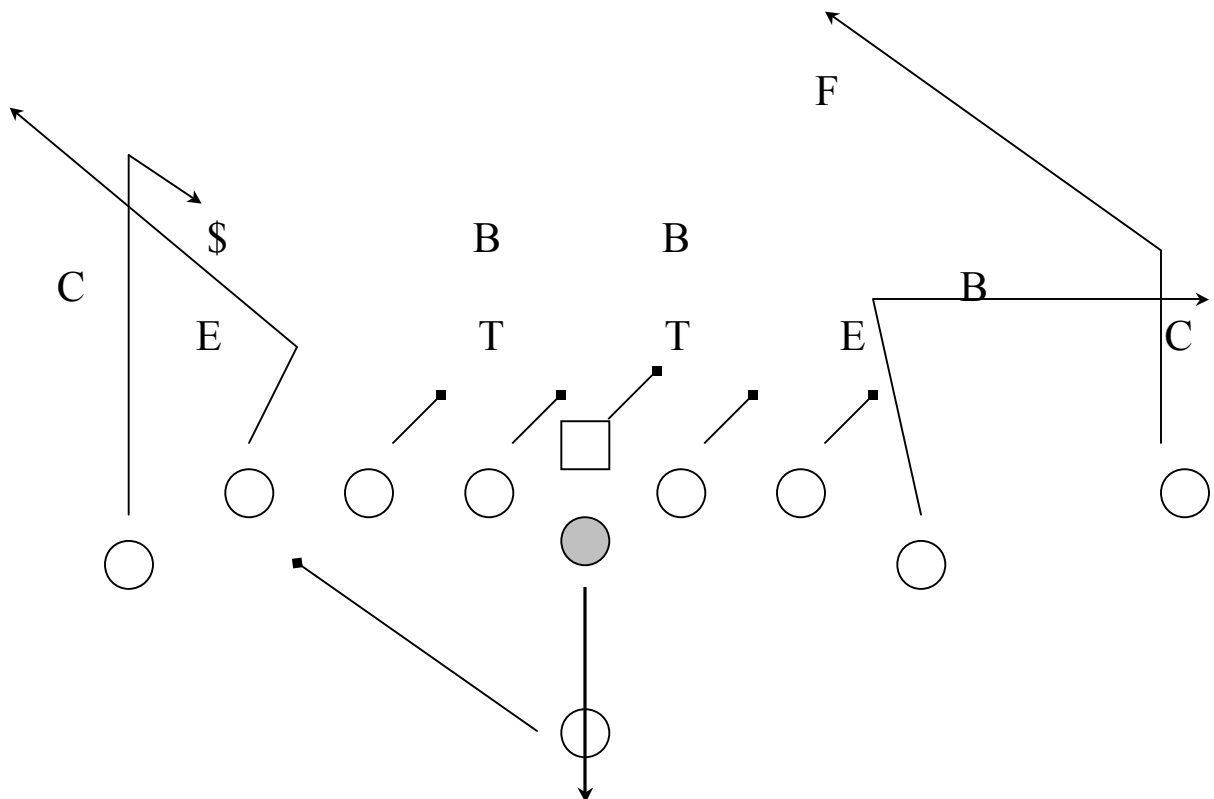
TE – <i>drag</i>	XE – <i>curl</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	ZE – <i>out</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>fade</i>
LT – <i>zone cut</i>	



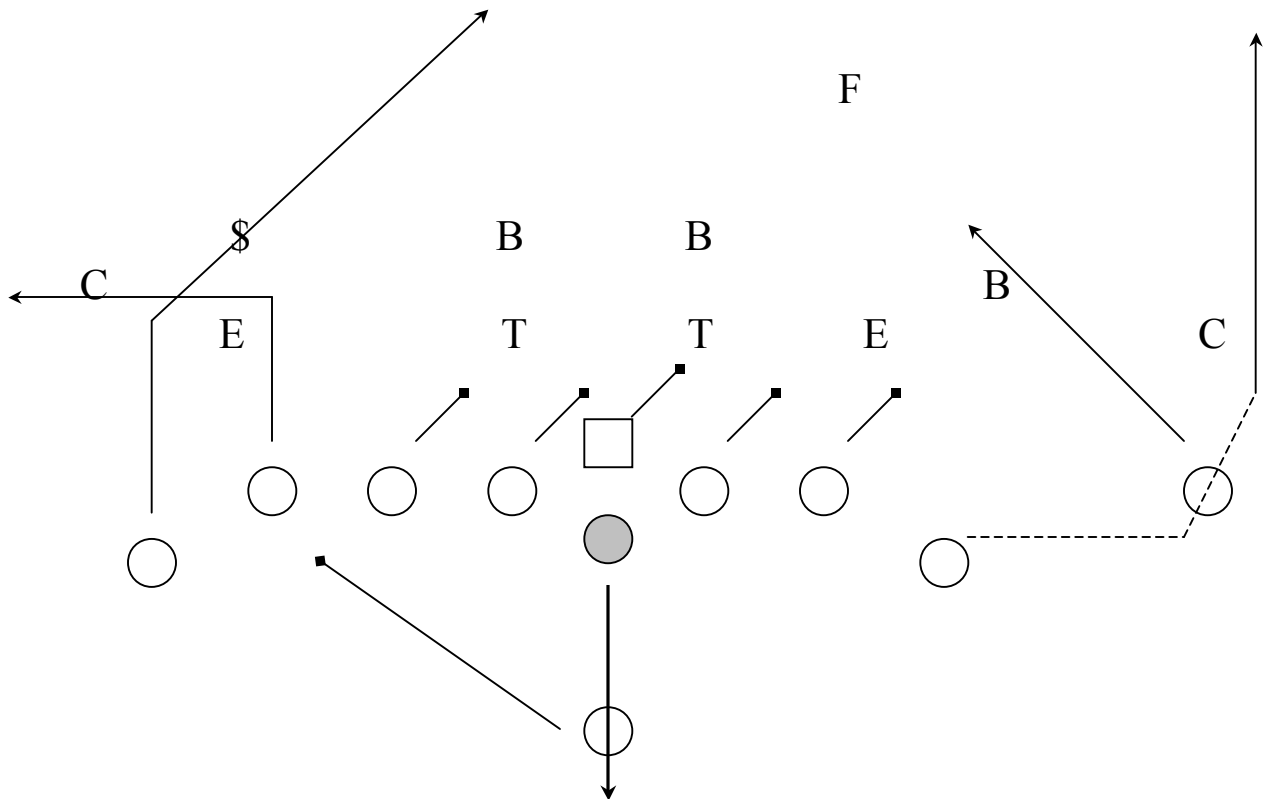
Red 53 Pass	
TE – <i>arrow</i>	LHB – <i>loop out</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	RHB – <i>curl</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>post</i>
LT – <i>zone cut</i>	



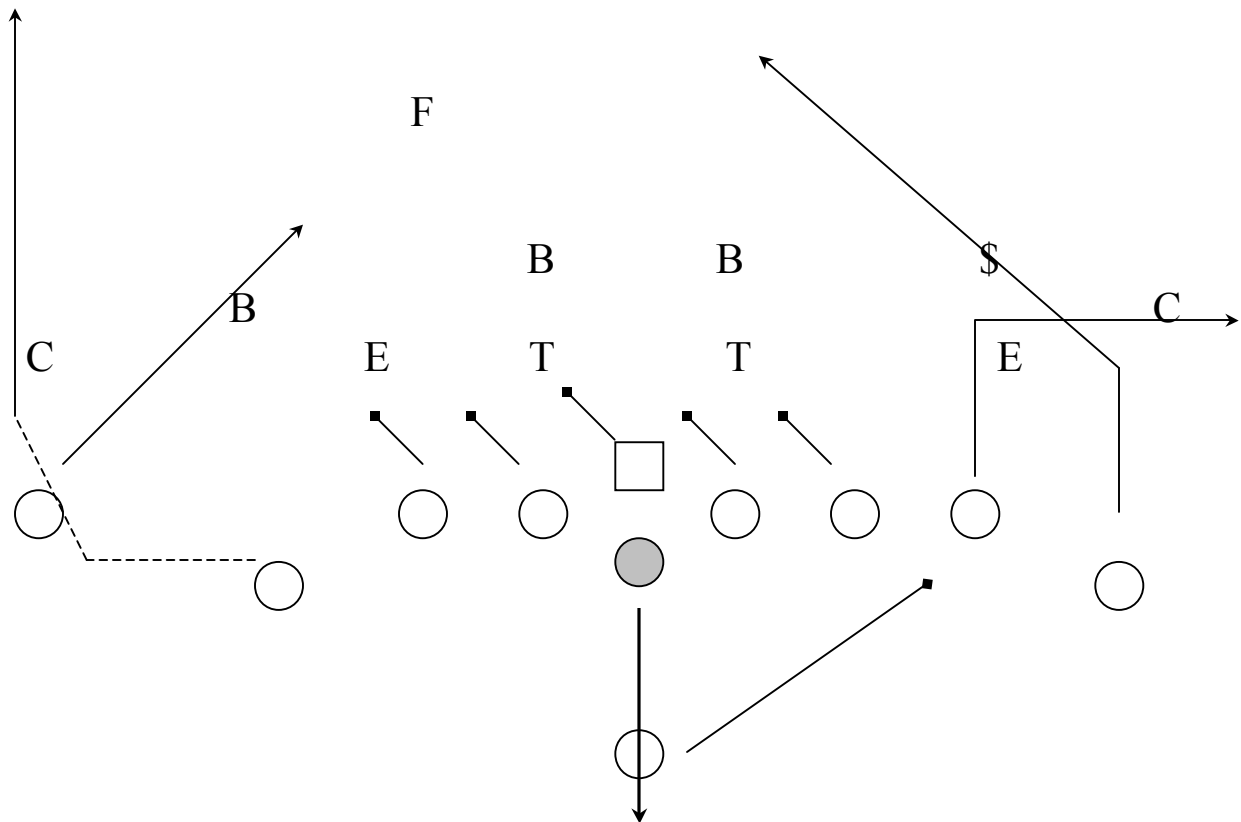
Blue 57 Pass	
TE – <i>arrow</i>	LHB – <i>curl</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	RHB – <i>out</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>post</i>
LT – <i>zone cut</i>	



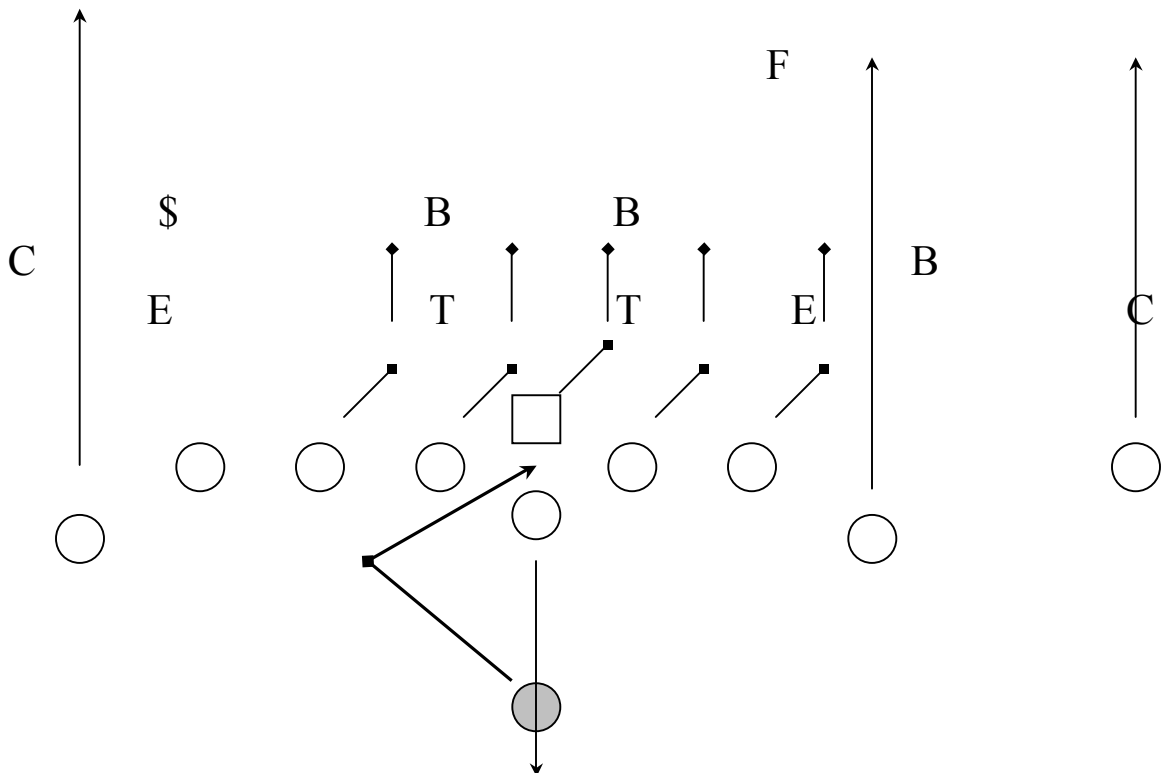
(rf) Blue 54 Pass	
TE – <i>out</i>	LHB – <i>post</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	RHB – <i>wheel</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>slant</i>
LT – <i>zone cut</i>	



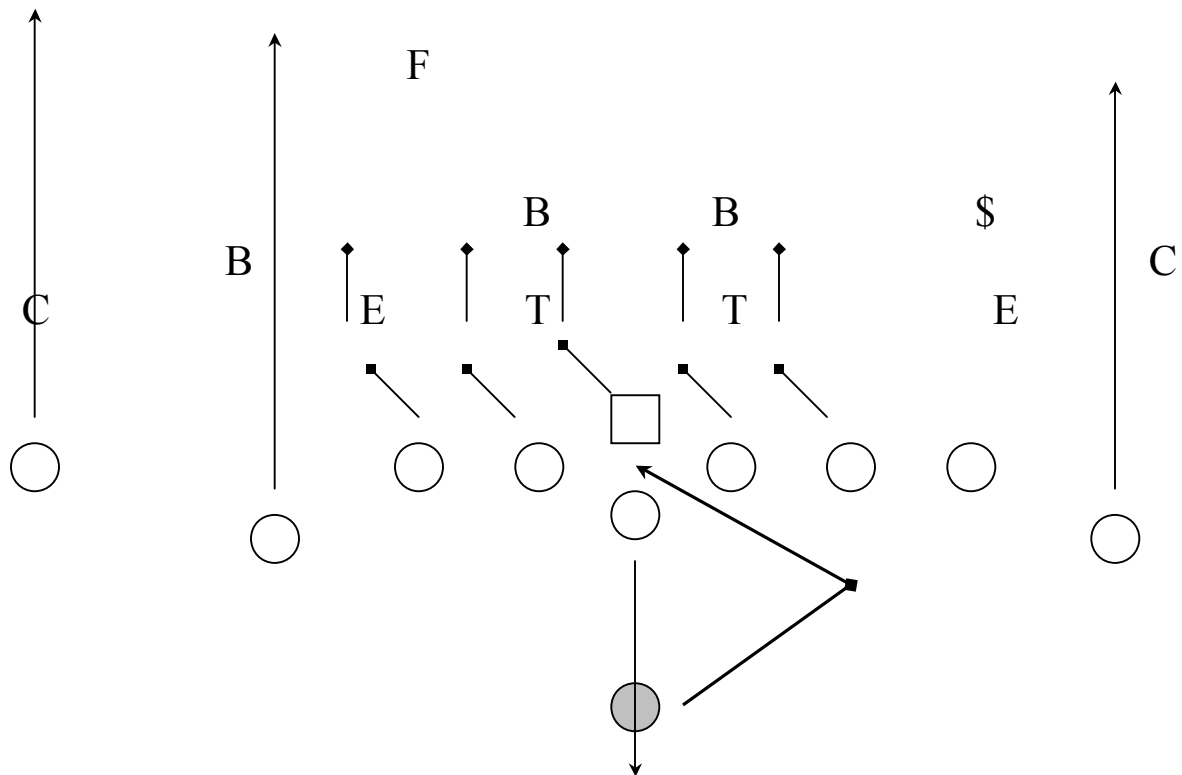
(rf) Red 56 Pass	
TE – <i>out</i>	LHB – <i>wheel</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	RHB – <i>post</i>
C – <i>zone cut</i>	QB – <i>three step drop</i>
LG – <i>zone cut</i>	SE – <i>slant</i>
LT – <i>zone cut</i>	



Blue 55 Screen	
TE – zone release	LHB – go
RT – zone release	FB – attack 5
RG – zone release	RHB – go
C – zone release	QB – three (five) step drop, screen
LG – zone release	SE – go
LT – zone release	



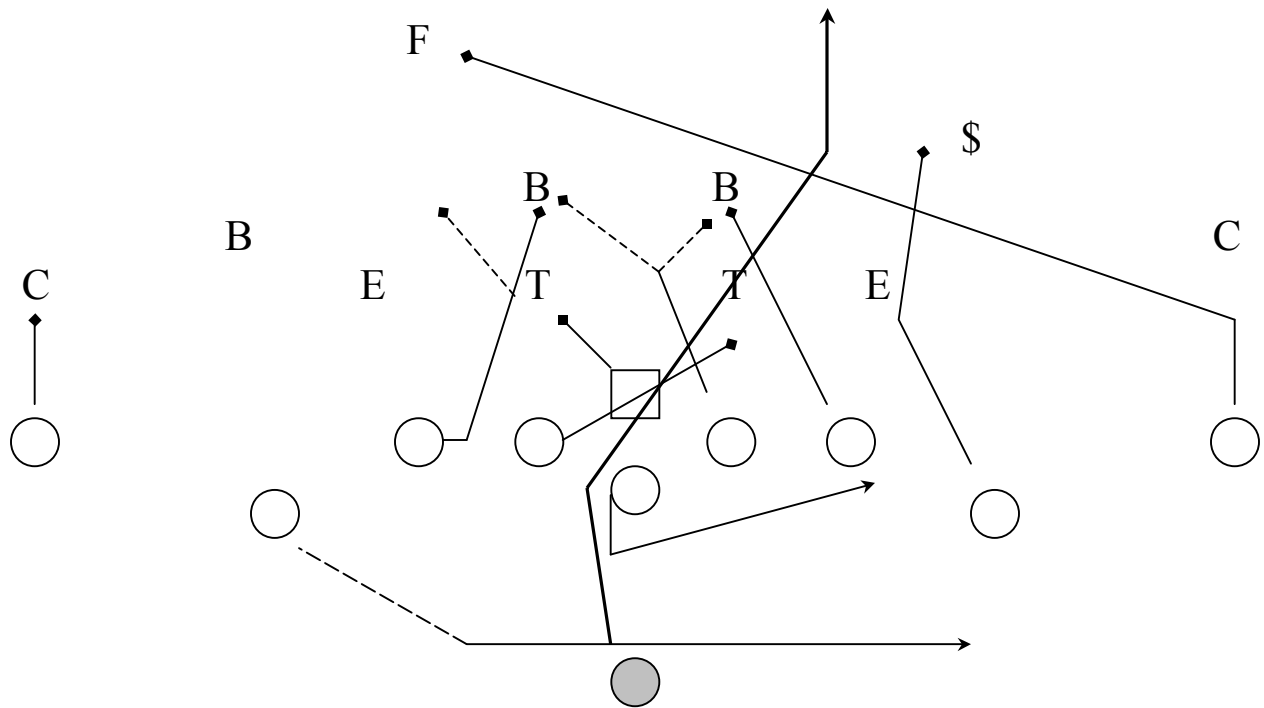
Red 55 Screen	
TE – zone release	LHB – go
RT – zone release	FB – attack 5
RG – zone release	RHB – go
C – zone release	QB – three (five) step drop, screen
LG – zone release	SE – go
LT – zone release	



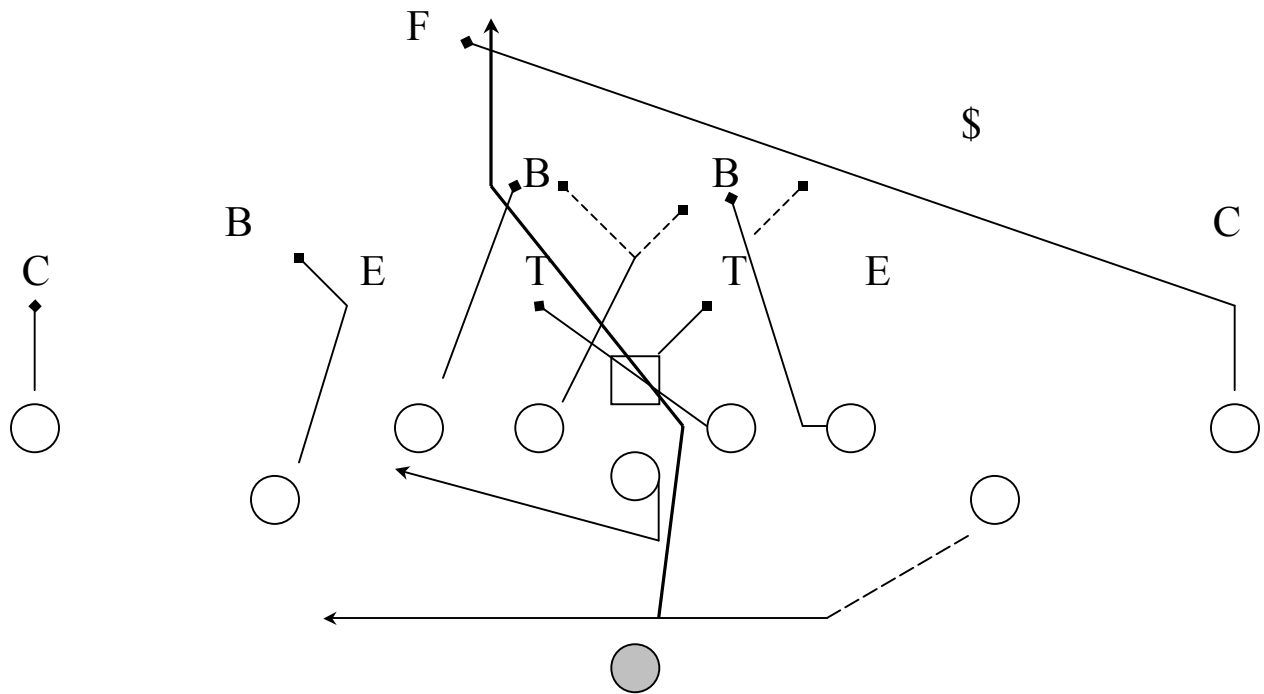
60

Trap Option

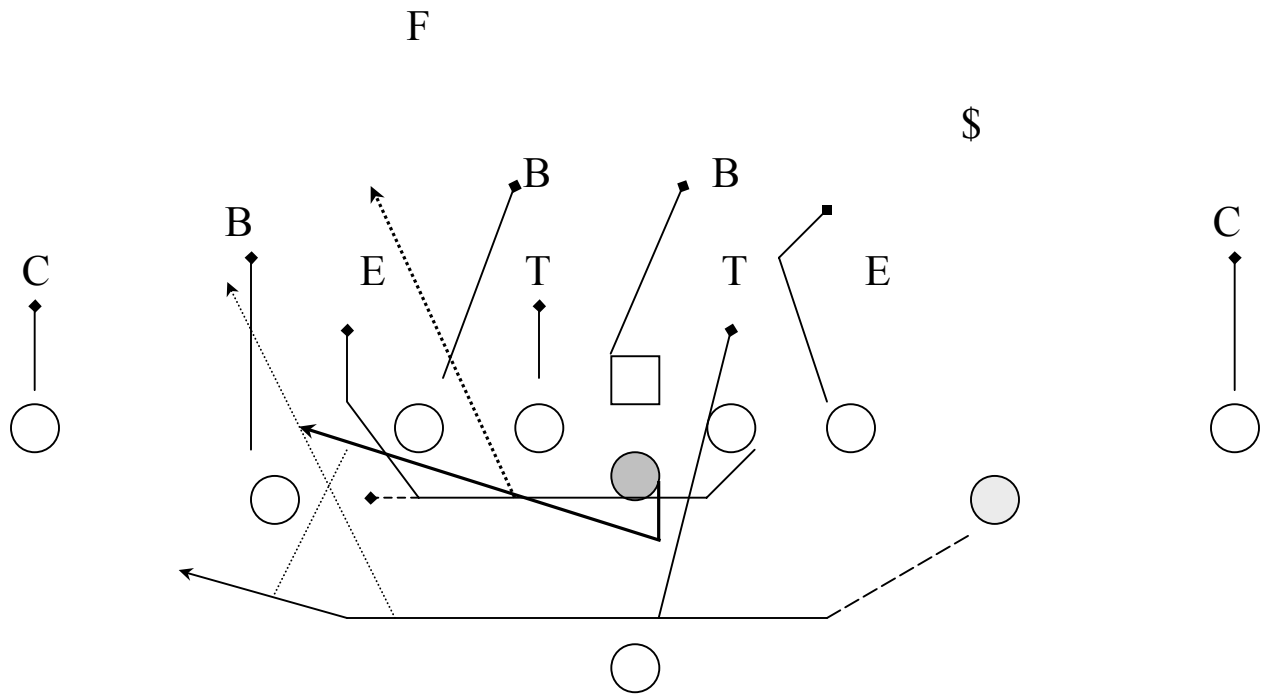
(mt) Loose 64 Trap	
RT – <i>backer</i>	LHB – <i>fake option</i>
RG – <i>lead - backer</i>	FB – <i>attack 4</i>
C – <i>post - gap - down - backer</i>	RHB – <i>fake sweep, cutoff</i>
LG – <i>pull, trap on or outside RG</i>	QB – <i>option at 1</i>
LT – <i>fire* - on - backer</i>	SE – <i>stalk</i>
	XE – <i>cutoff</i>



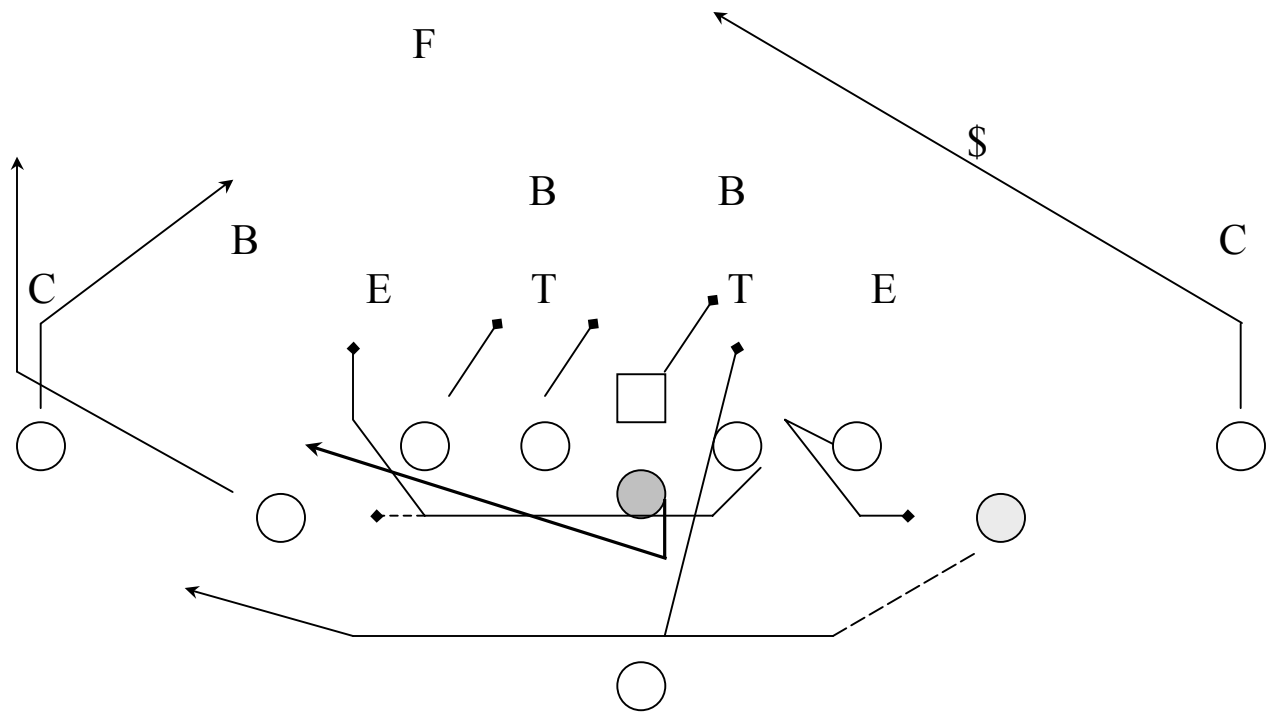
(mt) Loose 66 Trap	
RT – <i>fire* - on - backer</i>	LHB – <i>fake sweep, cutoff</i>
RG – <i>pull, trap on or outside LG</i>	FB – <i>attack 6</i>
C – <i>post - gap - down - backer</i>	RHB – <i>fake option</i>
LG – <i>lead - backer</i>	QB – <i>option at 9</i>
LT – <i>backer</i>	SE – <i>stalk</i>
	XE – <i>cutoff</i>



(mt) Loose 67 Option	
RT – <i>gap - cutoff</i>	LHB – <i>check - stalk</i>
RG – <i>pull, log (trap) on or outside LT</i>	FB – <i>fake trap, fill</i>
C – <i>post - backer</i>	RHB – <i>attack 9</i>
LG – <i>gap - on - backer</i>	QB – <i>option at 9</i>
LT – <i>gap - down - backer</i>	SE – <i>crack - stalk</i>
	XE – <i>stalk</i>

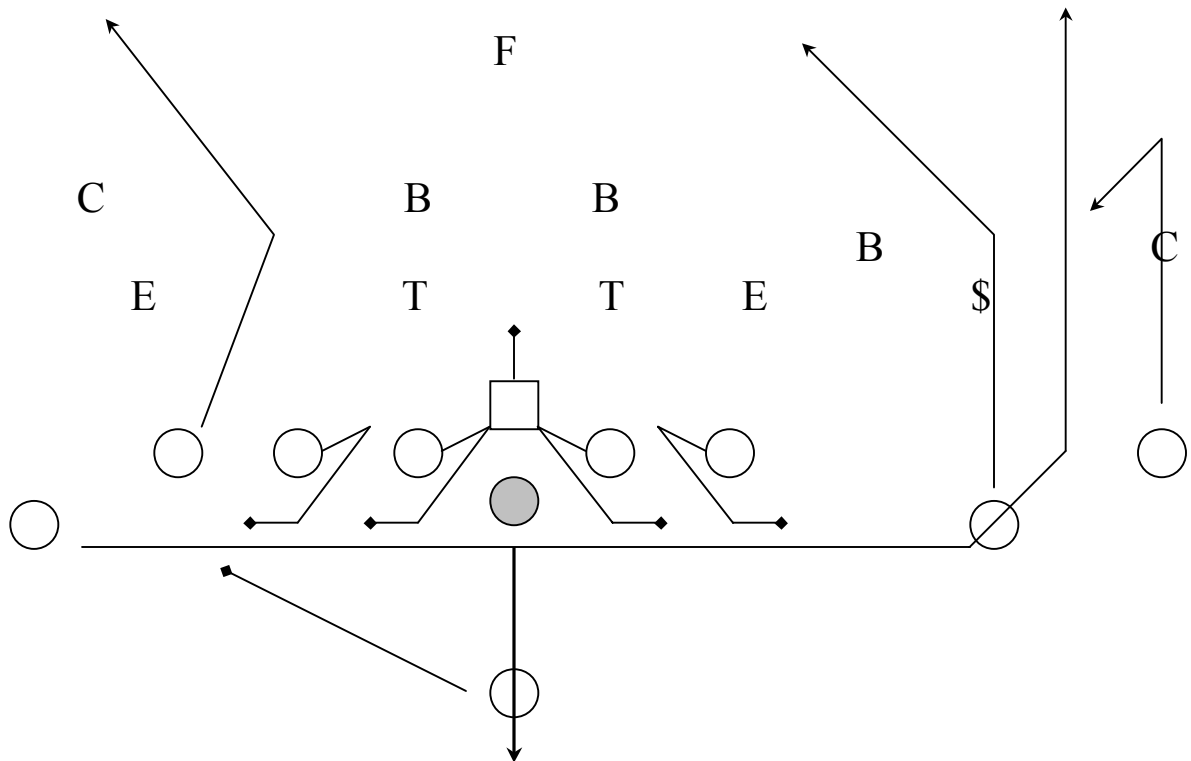


(mt) Loose 69 Pass	
RT – <i>pull check</i>	LHB – <i>wheel</i>
RG – <i>pull, log (trap) on or outside LT</i>	FB – <i>fake trap, fill</i>
C – <i>gap - down</i>	RHB – <i>attack 9</i>
LG – <i>gap - down</i>	QB – <i>pass (option) at 9</i>
LT – <i>gap - down</i>	SE – <i>slant</i>
	XE – <i>post</i>

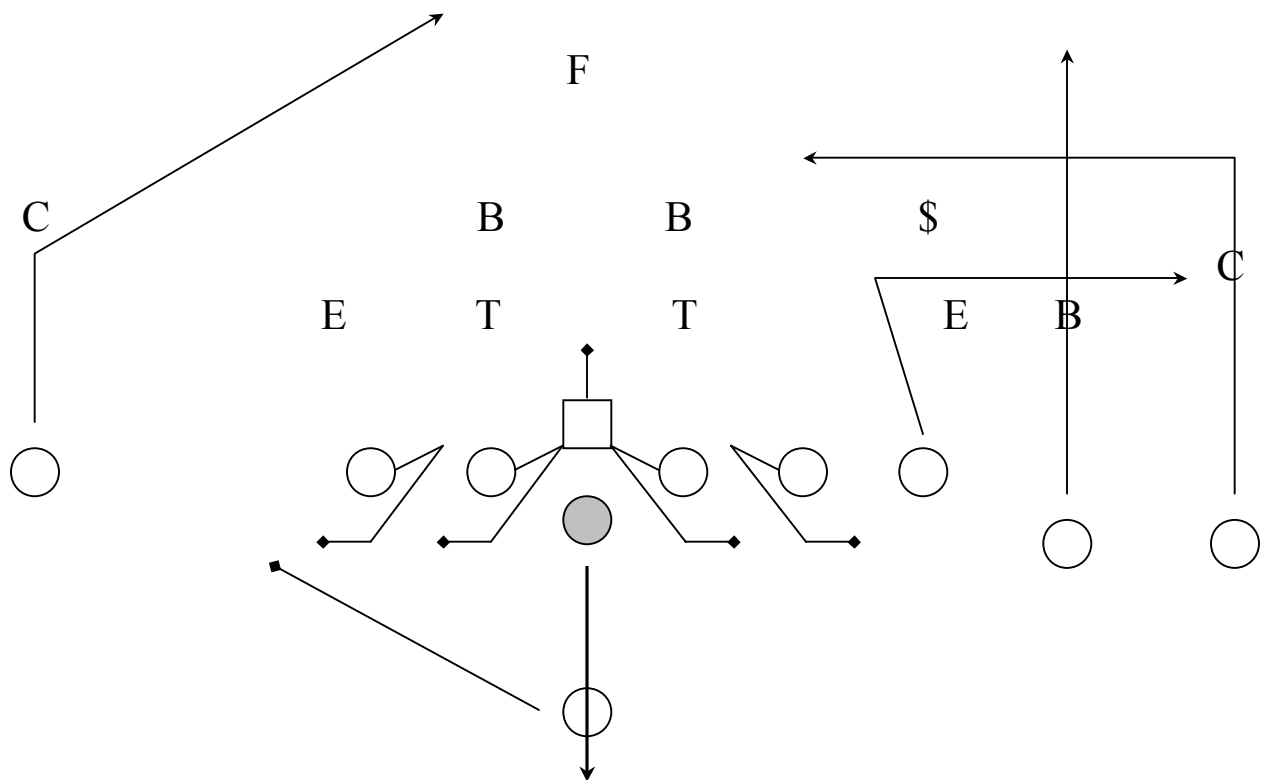


70
Five Step

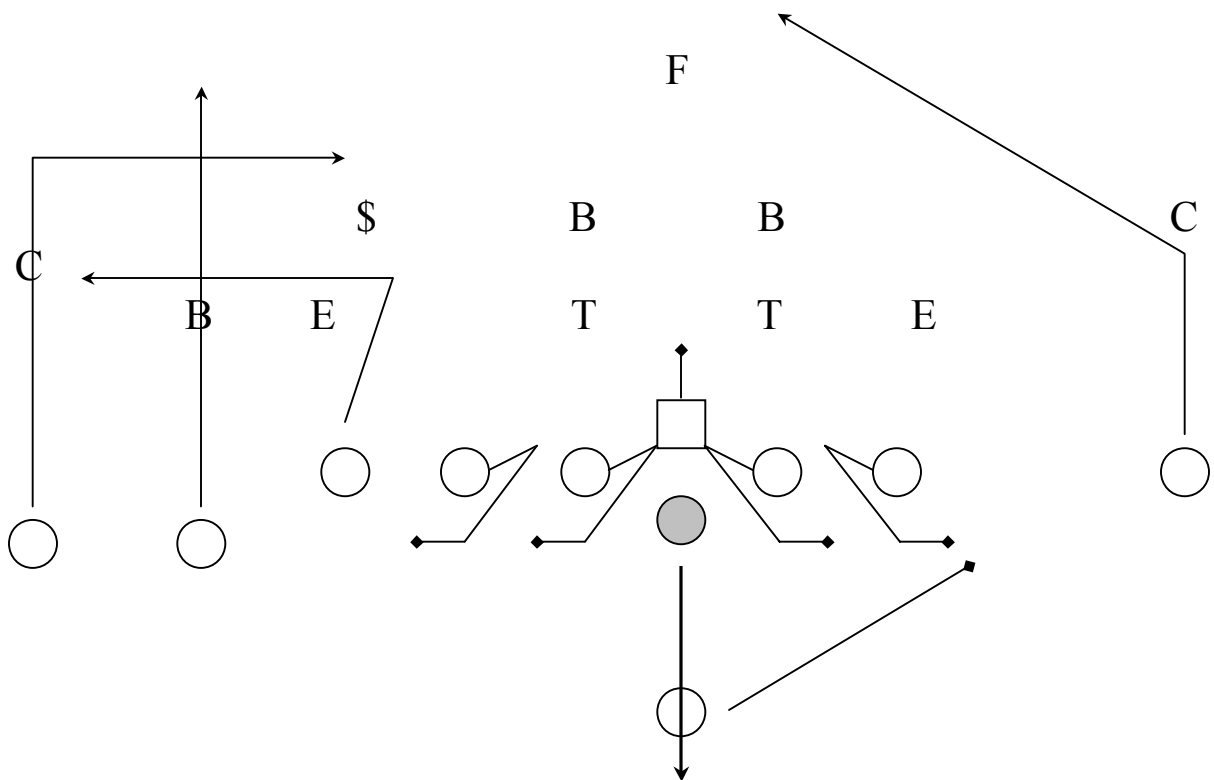
(rt) Trips Blue 71 Pass	
TE – <i>flag</i>	XE – <i>go</i>
RT – <i>step and cup</i>	FB – <i>protect outside</i>
RG – <i>step and cup</i>	ZE – <i>post</i>
C – <i>area</i>	QB – <i>five step drop, read RCB</i>
LG – <i>step and cup</i>	SE – <i>curl</i>
LT – <i>step and cup</i>	



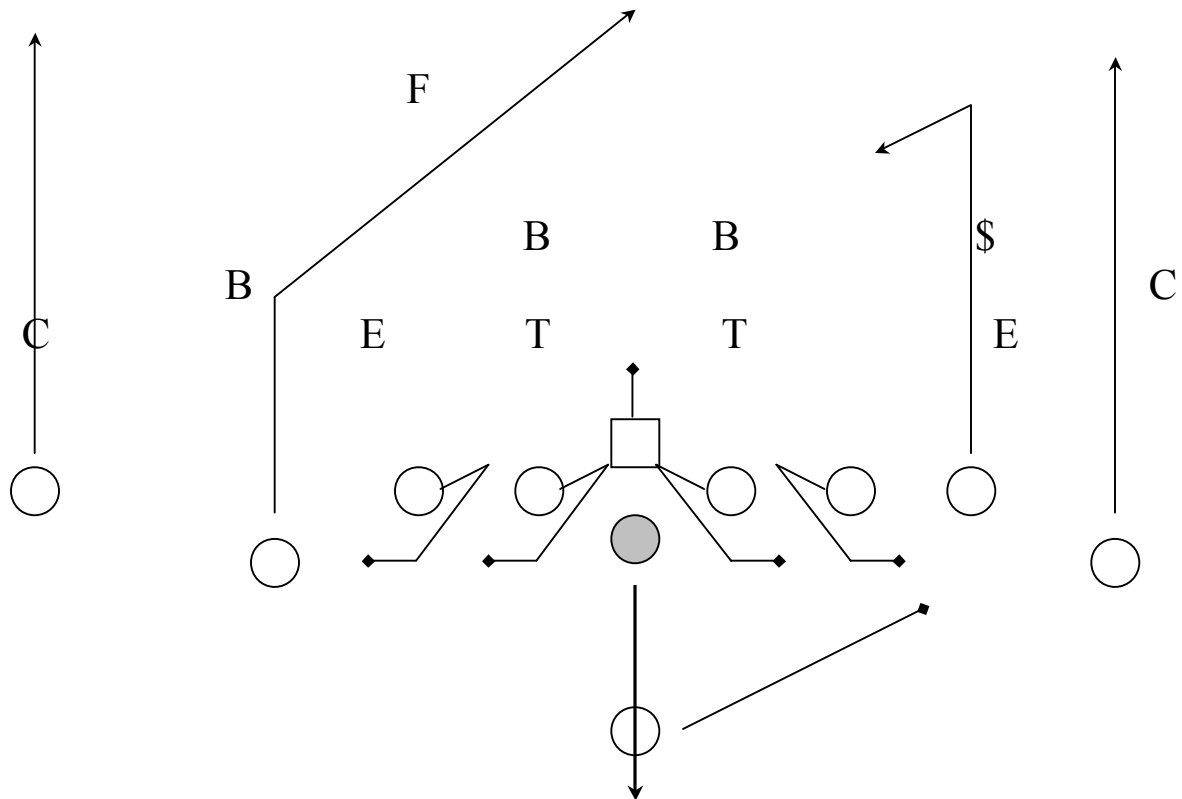
Trey Red 72 Pass	
TE – <i>loop out</i>	FB – <i>protect outside</i>
RT – <i>step and cup</i>	ZE – <i>go</i>
RG – <i>step and cup</i>	QB – <i>five step drop, read SS</i>
C – <i>area</i>	SE – <i>post</i>
LG – <i>step and cup</i>	XE – <i>deep in</i>
LT – <i>step and cup</i>	



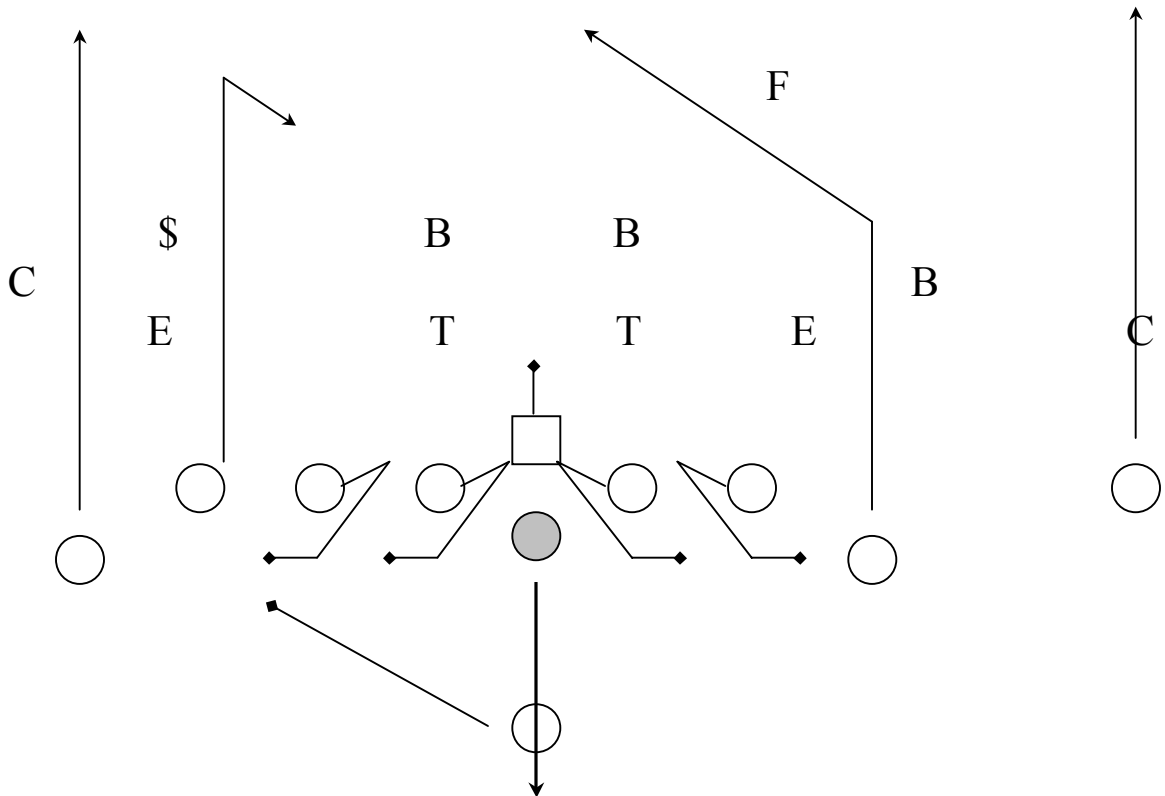
Trey Blue 78 Pass	
TE – <i>loop out</i>	FB – <i>protect outside</i>
RT – <i>step and cup</i>	ZE – <i>go</i>
RG – <i>step and cup</i>	QB – <i>five step drop, read SS</i>
C – <i>area</i>	SE – <i>post</i>
LG – <i>step and cup</i>	XE – <i>deep in</i>
LT – <i>step and cup</i>	



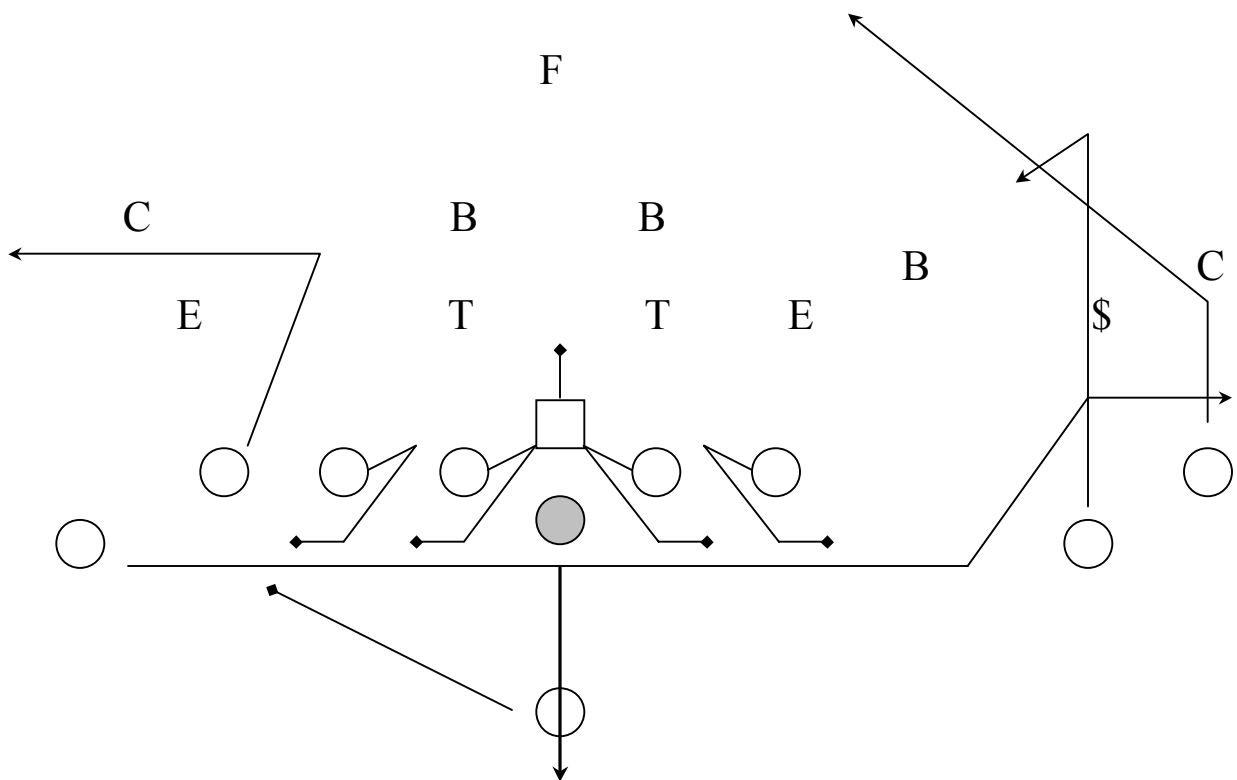
Red 73 Pass	
TE – <i>dig</i>	LHB – <i>post</i>
RT – <i>step and cup</i>	FB – <i>protect outside</i>
RG – <i>step and cup</i>	RHB – <i>go</i>
C – <i>area</i>	QB – <i>five step drop, read FS</i>
LG – <i>step and cup</i>	SE – <i>go</i>
LT – <i>step and cup</i>	



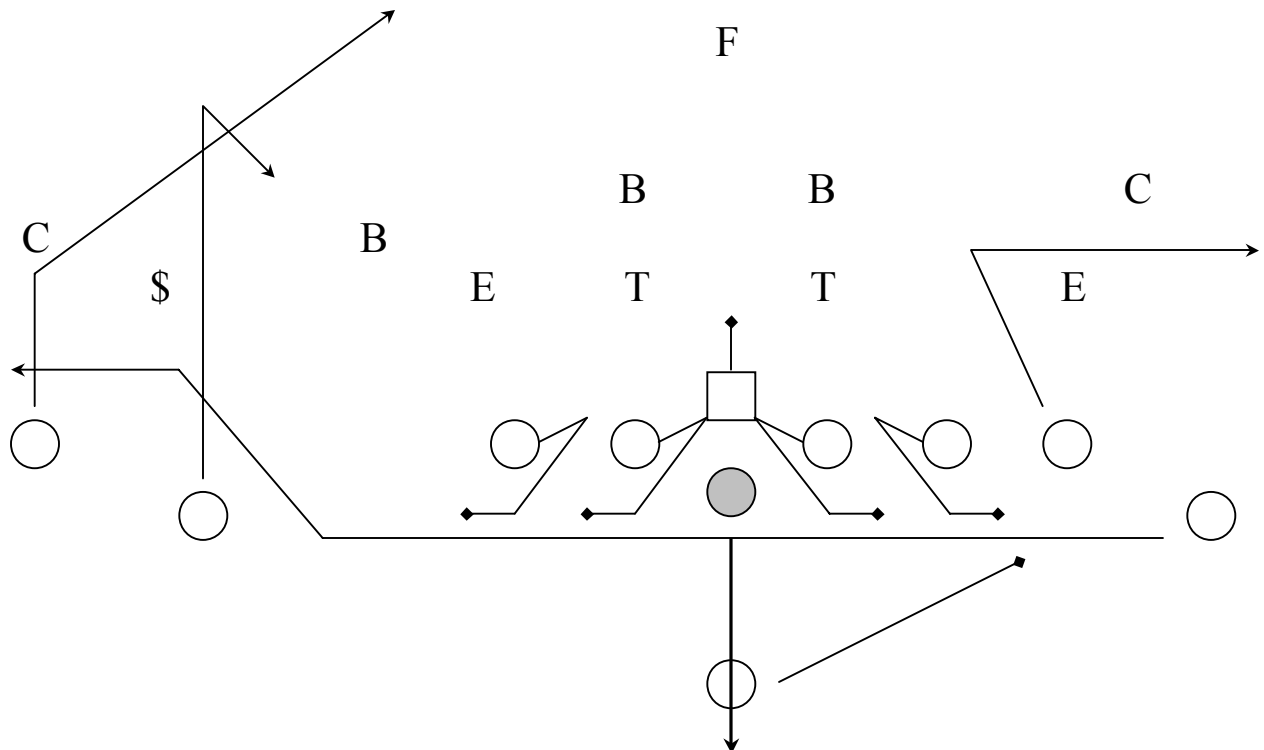
Blue 77 Pass	
TE – <i>dig</i>	LHB – <i>go</i>
RT – <i>step and cup</i>	FB – <i>protect outside</i>
RG – <i>step and cup</i>	RHB – <i>post</i>
C – <i>area</i>	QB – <i>five step drop, read FS</i>
LG – <i>step and cup</i>	SE – <i>go</i>
LT – <i>step and cup</i>	



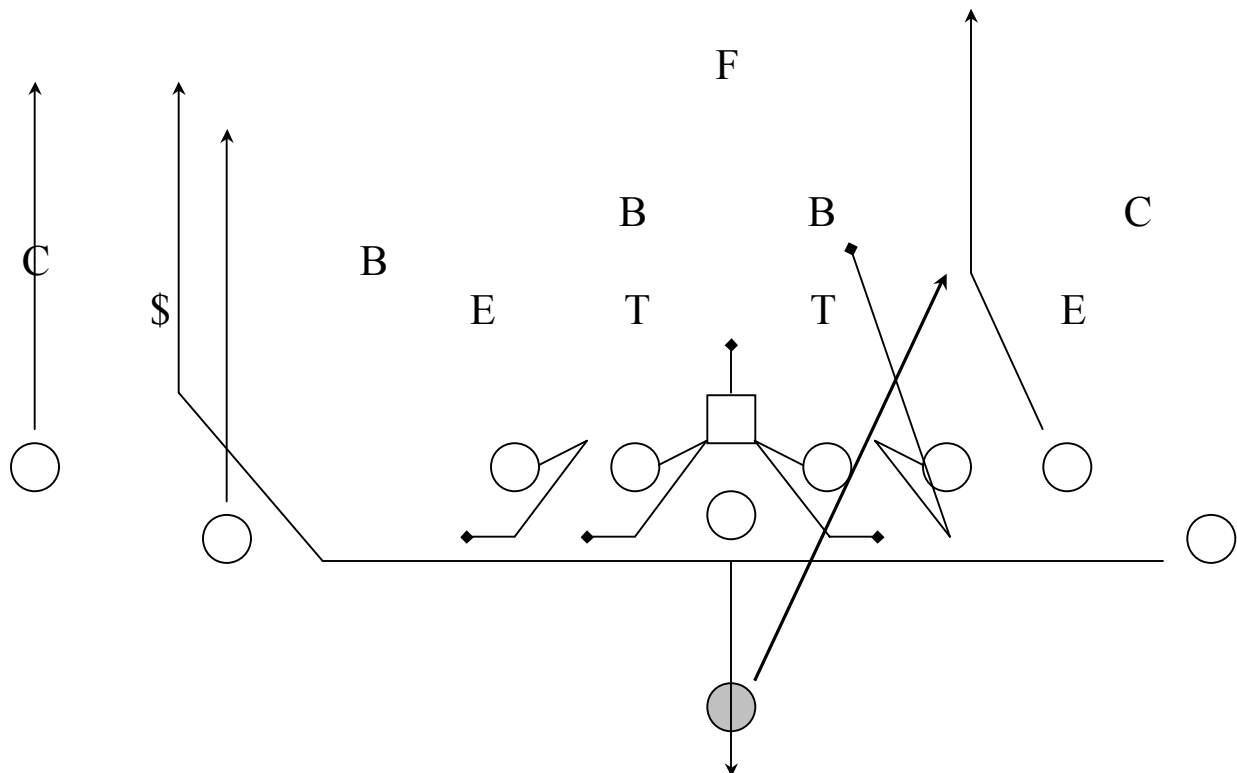
(rt) Trips Blue 74 Pass	
TE – loop out	XE – out
RT – step and cup	FB – protect outside
RG – step and cup	ZE – dig
C – area	QB – five step drop, read FS
LG – step and cup	SE – post
LT – step and cup	



(rt) Trips Red 76 Pass	
TE – loop out	XE – dig
RT – step and cup	FB – protect outside
RG – step and cup	ZE – out
C – area	QB – five step drop, read FS
LG – step and cup	SE – post
LT – step and cup	



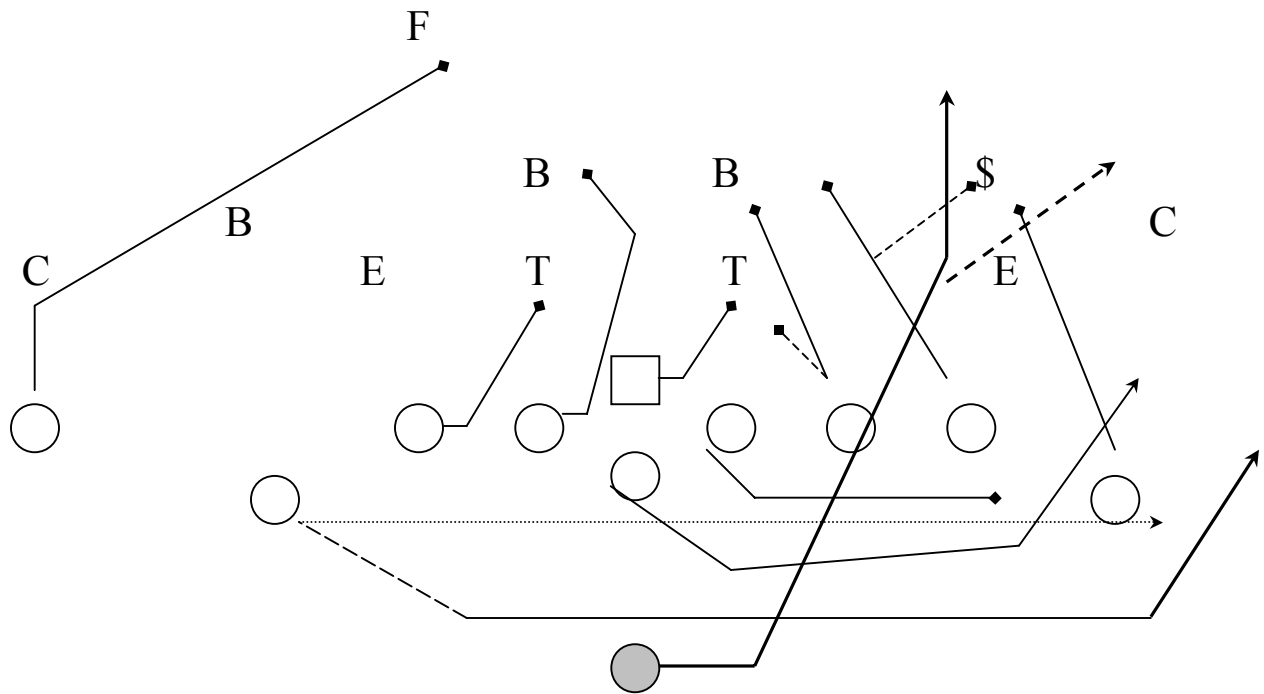
(rt) Trips Red 75 Draw	
TE – go	ZE – go
RT – step and cup, backer	FB – attack 5
RG – step and cup, backer	XE – go
C – area	QB – five step drop, draw
LG – step and cup, backer	SE – go
LT – step and cup, backer	



80

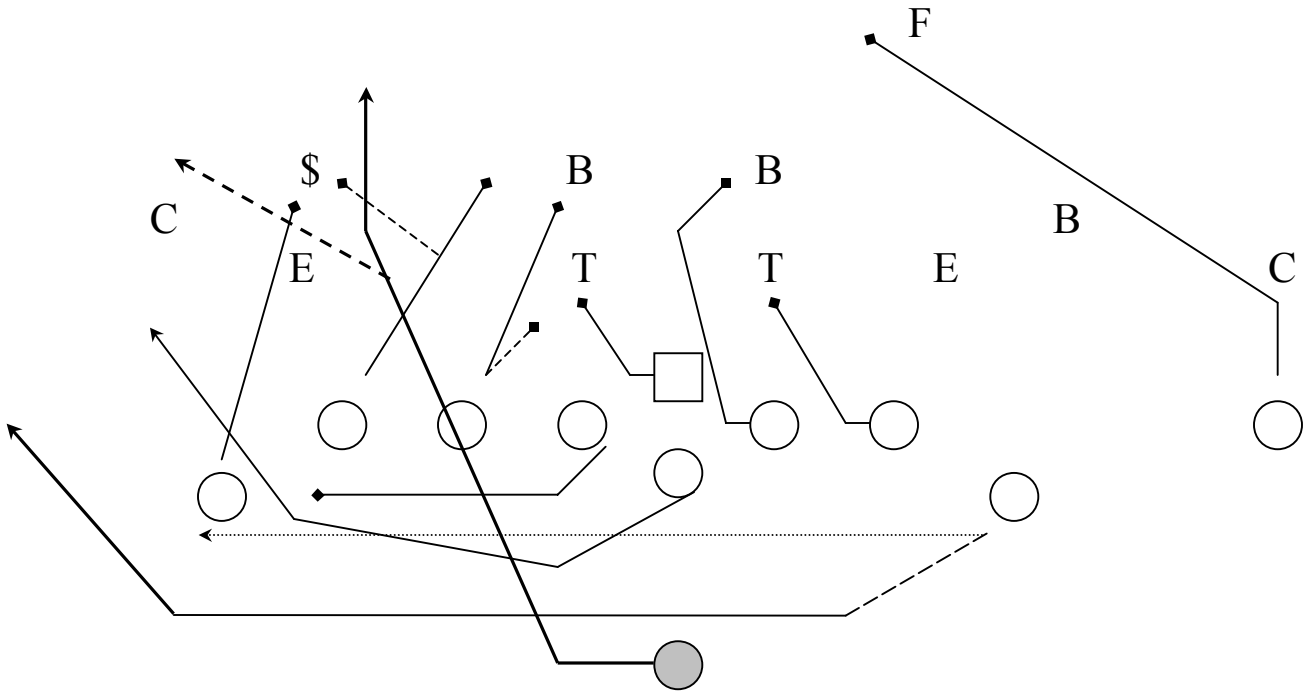
Belly Option

(mt) Red 82 Down	
TE – <i>gap - down - cutoff</i>	LHB – <i>fake option</i>
RT – <i>gap - down - backer</i>	FB – <i>attack 2</i>
RG – <i>pull, trap on or outside TE</i>	RHB – <i>first LB inside</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
LT – <i>fire* - on - backer</i>	



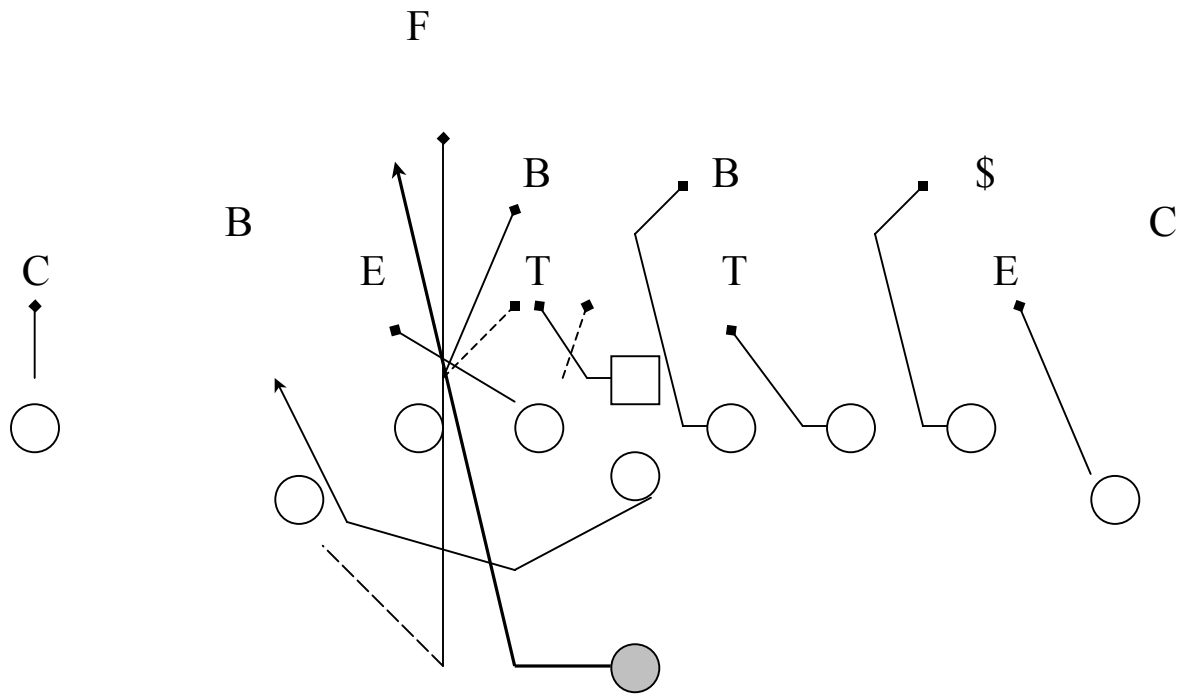
.....(rt) Red 82 Down

(mt) Blue 88 Down	
TE – gap - down - cutoff	LHB – first LB inside
RT – fire* - on - backer	FB – attack 8
RG – fire* - on - backer	RHB – fake option
C – fire* - on - backer	QB – option at 9
LG – pull, trap on or outside TE	SE – cutoff
LT – gap - down - backer	

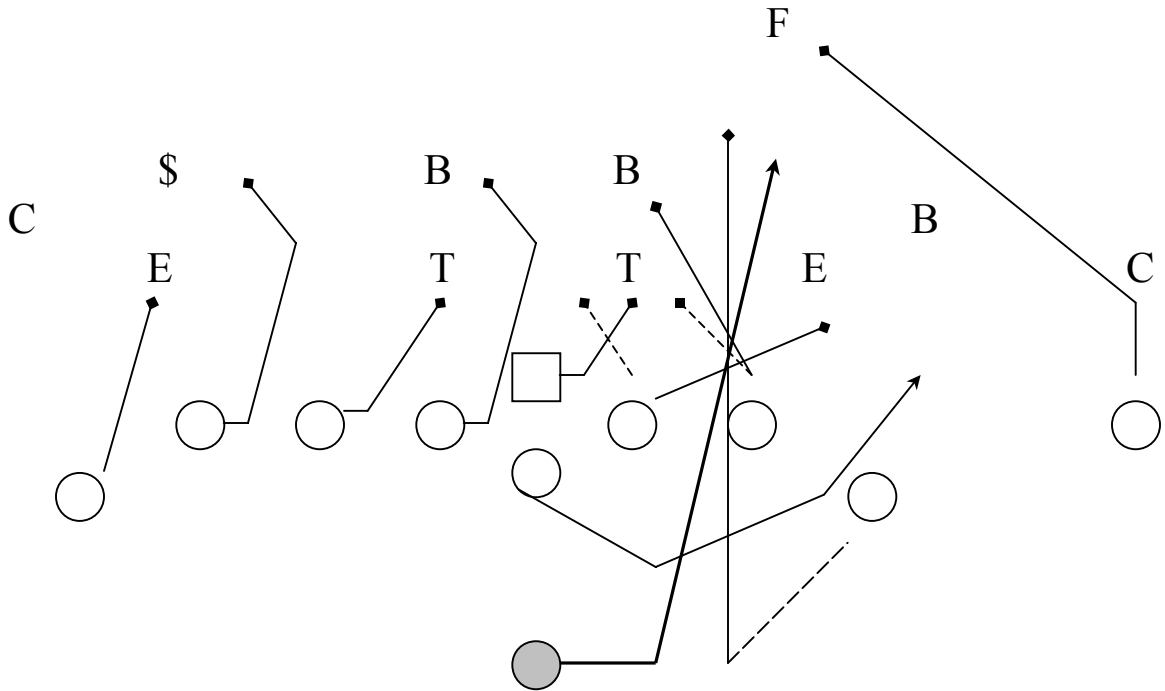


..... (rt) Blue 88 Down

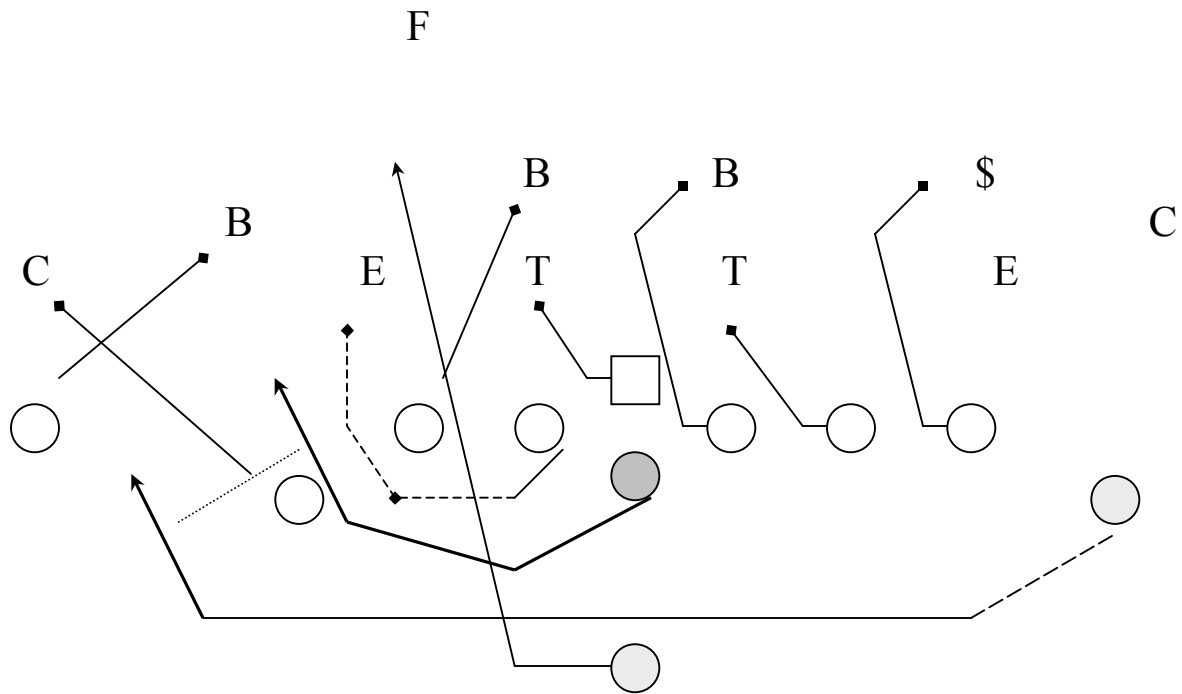
(mt) Red 87 XB	
TE – <i>fire* - on - backer</i>	LHB – <i>lead</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 7</i>
RG – <i>fire* - on - backer</i>	RHB – <i>first free man inside</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LG – <i>pull, trap on or outside LT</i>	SE – <i>stalk - cutoff</i>
LT – <i>gap - down - backer</i>	



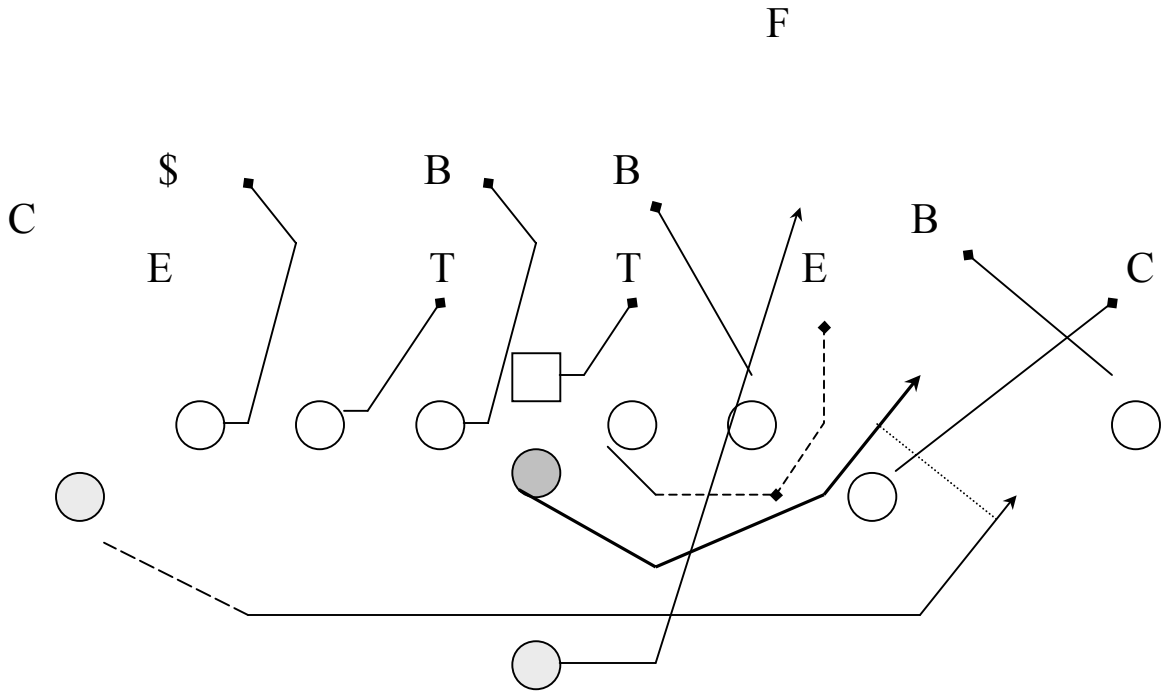
(mt) Blue 83 XB	
TE – <i>fire* - on - backer</i>	LHB – <i>first free man inside</i>
RT – <i>gap - down - backer</i>	FB – <i>attack 3</i>
RG – <i>pull, trap on or outside RT</i>	RHB – <i>lead</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LG – <i>fire* - on - backer</i>	SE – <i>stalk - cutoff</i>
LT – <i>fire* - on - backer</i>	



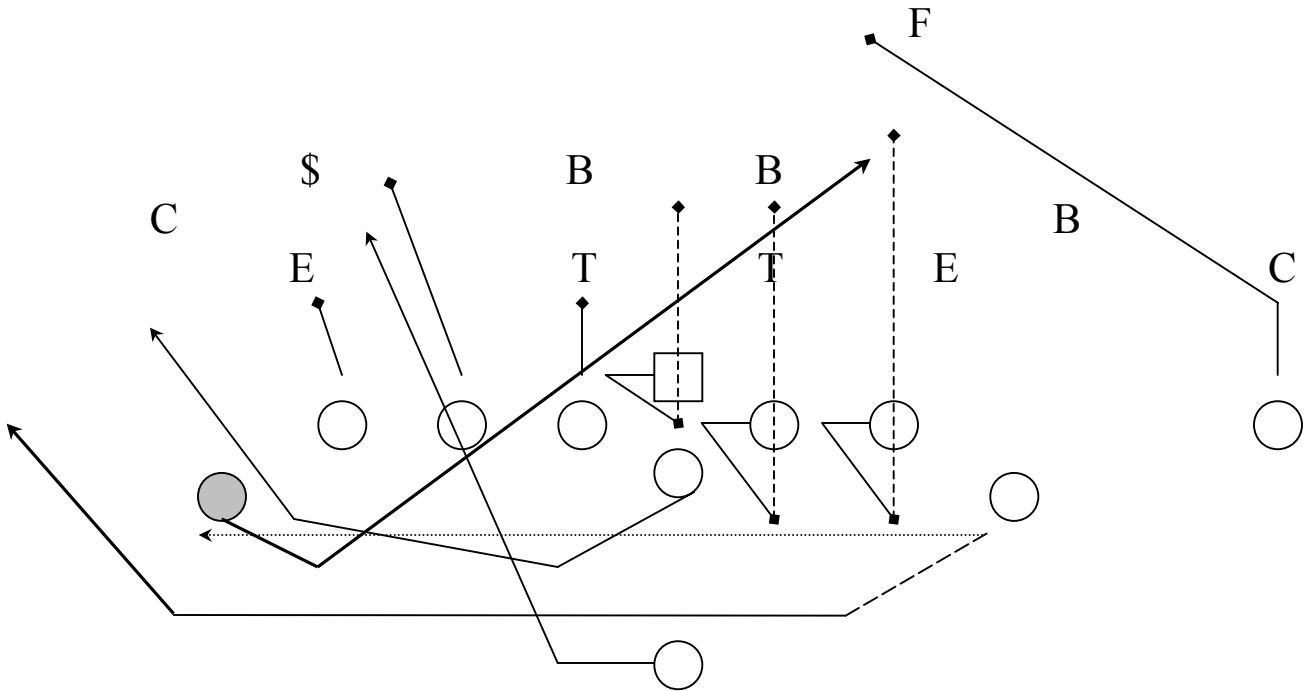
(mt) Red 87 Option	
TE – <i>fire* - on - backer</i>	LHB – <i>check - stalk</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 7</i>
RG – <i>fire* - on - backer</i>	RHB – <i>attack 9</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LG – <i>pull, log (trap) on or outside LT</i>	SE – <i>crack - stalk</i>
LT – <i>gap - backer</i>	



(mt) Blue 83 Option	
TE – <i>fire* - on - backer</i>	LHB – <i>attack 1</i>
RT – <i>fire* - on - backer</i>	FB – <i>attack 3</i>
RG – <i>fire* - on - backer</i>	RHB – <i>check - stalk</i>
C – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LG – <i>pull, log (trap) on or outside TE</i>	SE – <i>crack - stalk</i>
LT – <i>gap - backer</i>	

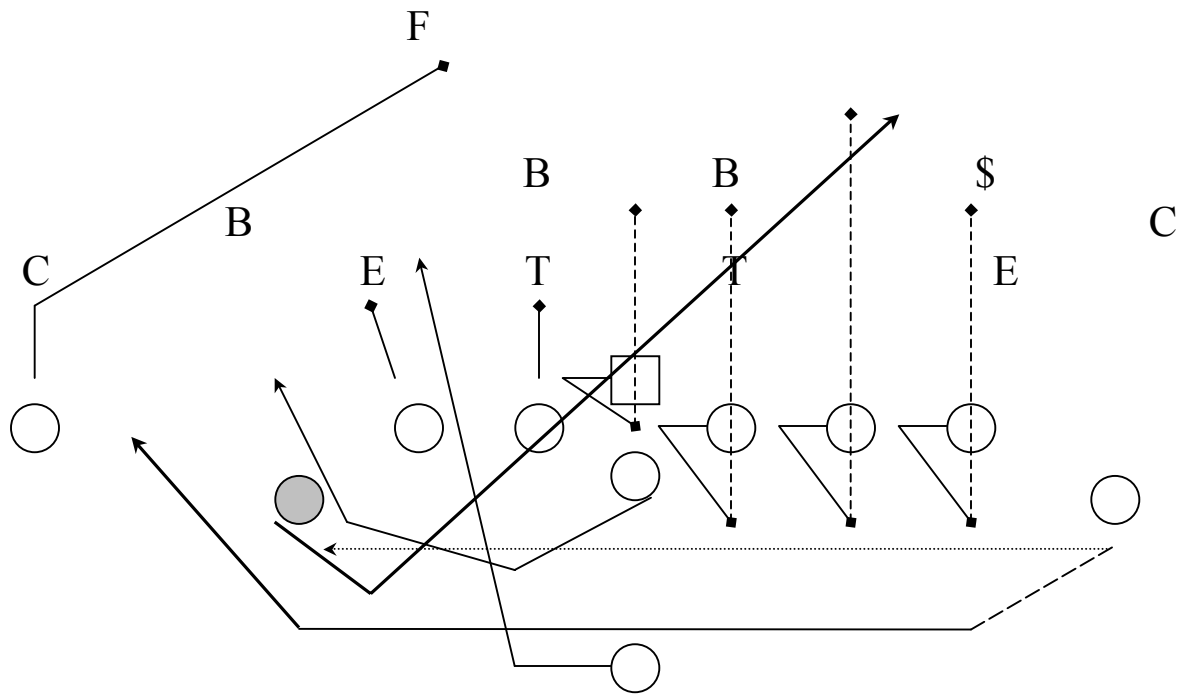


(mt) Blue 84 Sally	
TE – gap - on - backer	LHB – attack 4
RT – step and cup, delay, backer	FB – fake down
RG – step and cup, delay, backer	RHB – fake option (speed)
C – step and cup, delay, backer	QB – option at 9
LG – gap - on - backer	SE – cutoff
LT – gap - on - backer	



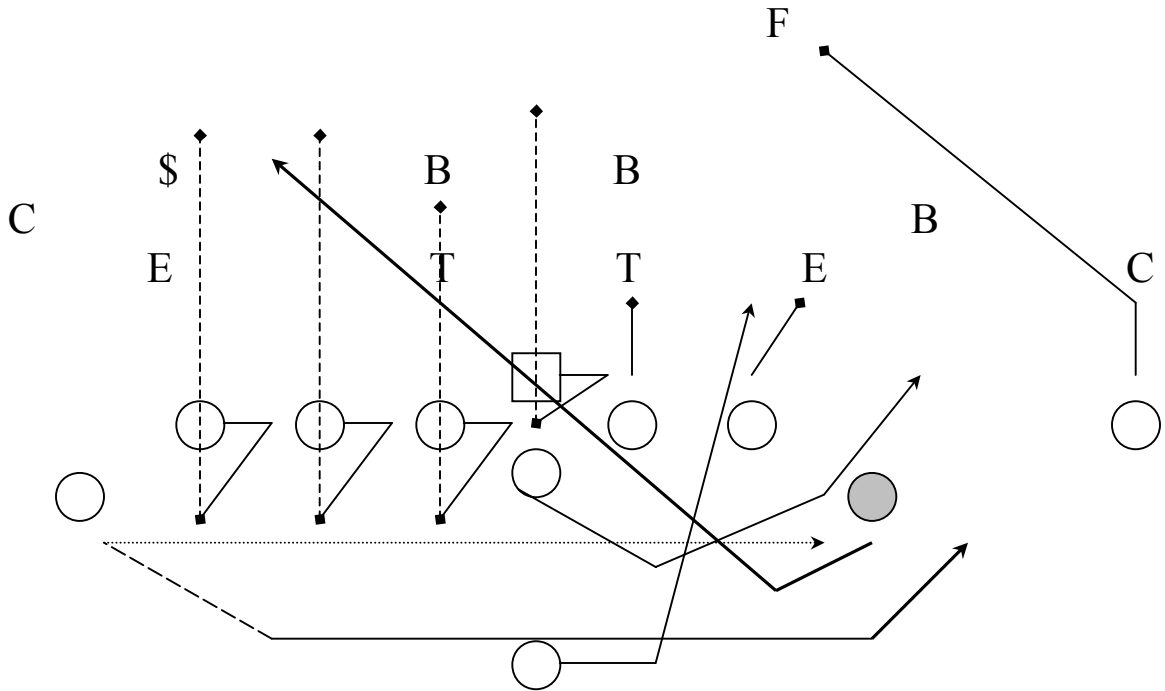
..... (rt) Blue 84 Sally

(mt) Red 84 Sally	
TE – <i>step and cup, delay, backer</i>	LHB – <i>attack 4</i>
RT – <i>step and cup, delay, backer</i>	FB – <i>XB</i>
RG – <i>step and cup, delay, backer</i>	RHB – <i>fake option (speed)</i>
C – <i>step and cup, delay, backer</i>	QB – <i>option at 9</i>
LG – <i>gap - on - backer</i>	SE – <i>cutoff</i>
LT – <i>gap - on - backer</i>	



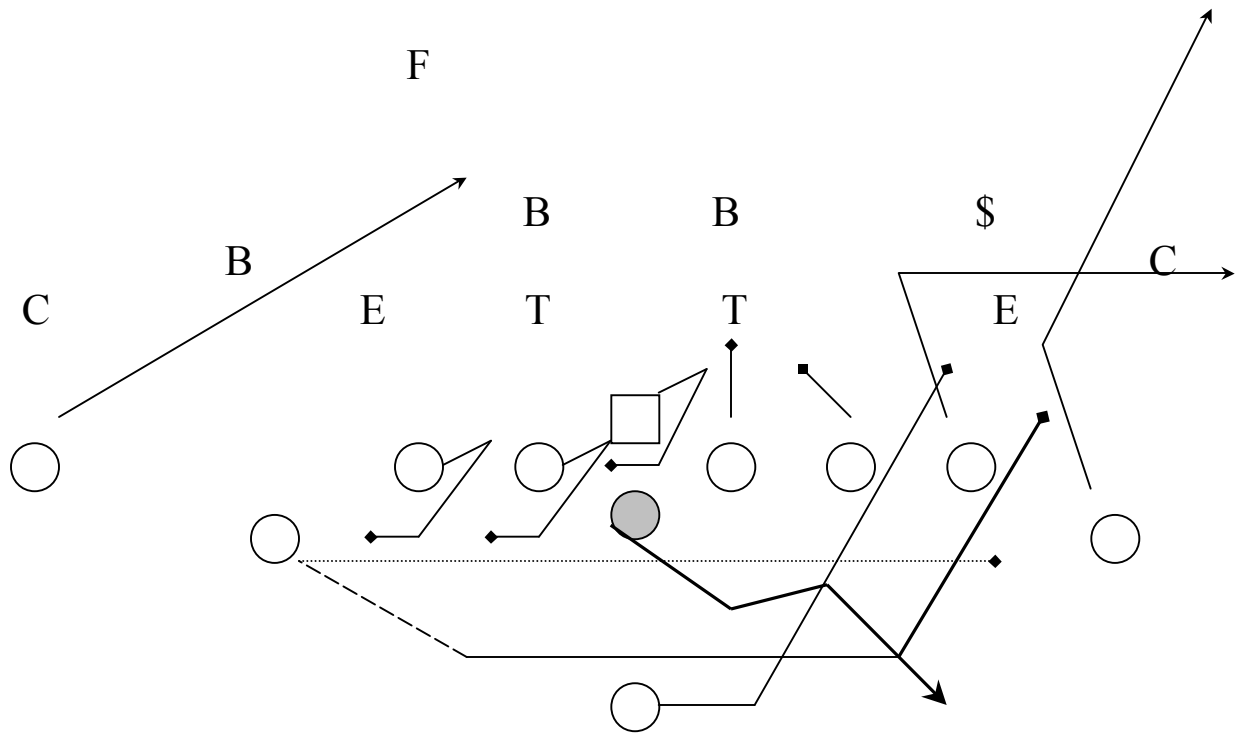
..... (rt) Red 84 Sally

(mt) Blue 86 Sally	
TE – <i>step and cup, delay, backer</i>	LHB – <i>fake option (speed)</i>
RT – <i>gap - on - backer</i>	FB – <i>fake XB</i>
RG – <i>gap - on - backer</i>	RHB – <i>attack 6</i>
C – <i>step and cup, delay, backer</i>	QB – <i>option at 1</i>
LG – <i>step and cup, delay, backer</i>	SE – <i>cutoff</i>
LT – <i>step and cup, delay, backer</i>	



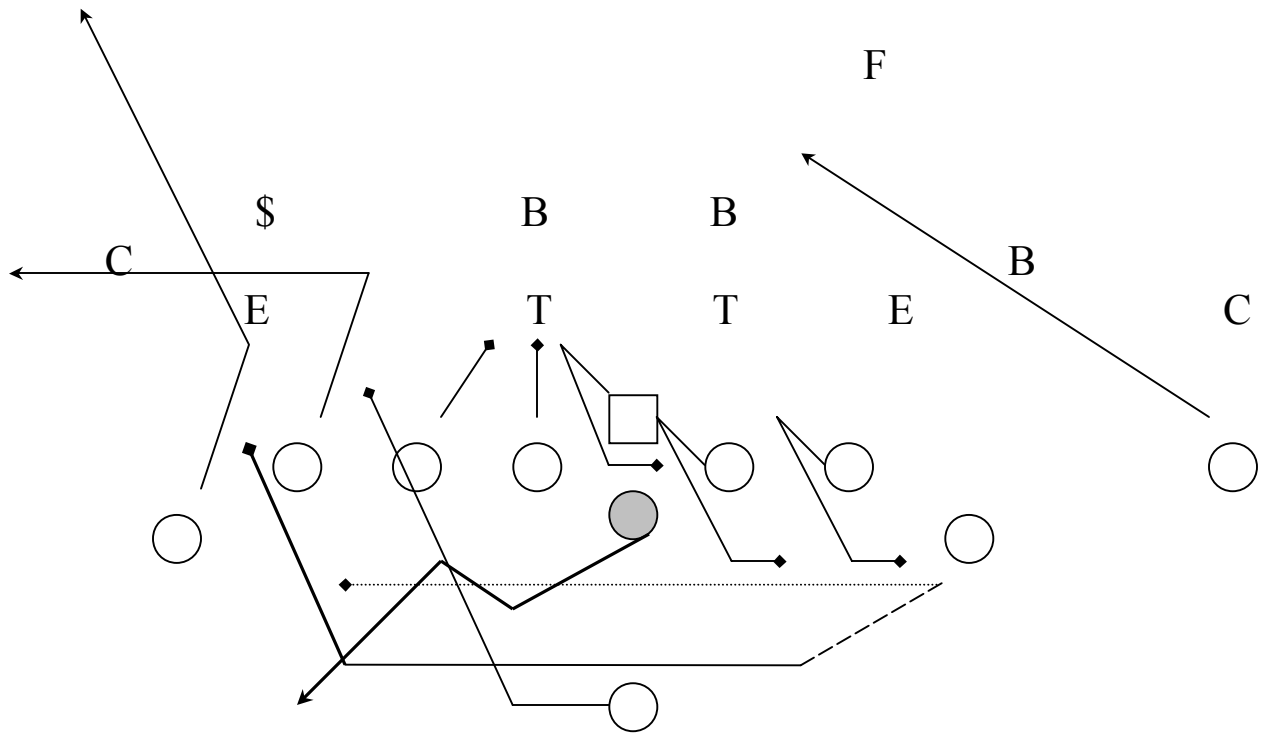
..... (rt) Blue 86 Sally

(mt) Red 81 Keep Pass	
TE – <i>down, out</i>	LHB – <i>load</i>
RT – <i>gap - on - down</i>	FB – <i>load</i>
RG – <i>gap - on - down</i>	RHB – <i>fake sweep, flag</i>
C – <i>step and cup</i>	QB – <i>keep pass at 1</i>
LG – <i>step and cup</i>	SE – <i>crossing</i>
LT – <i>step and cup</i>	



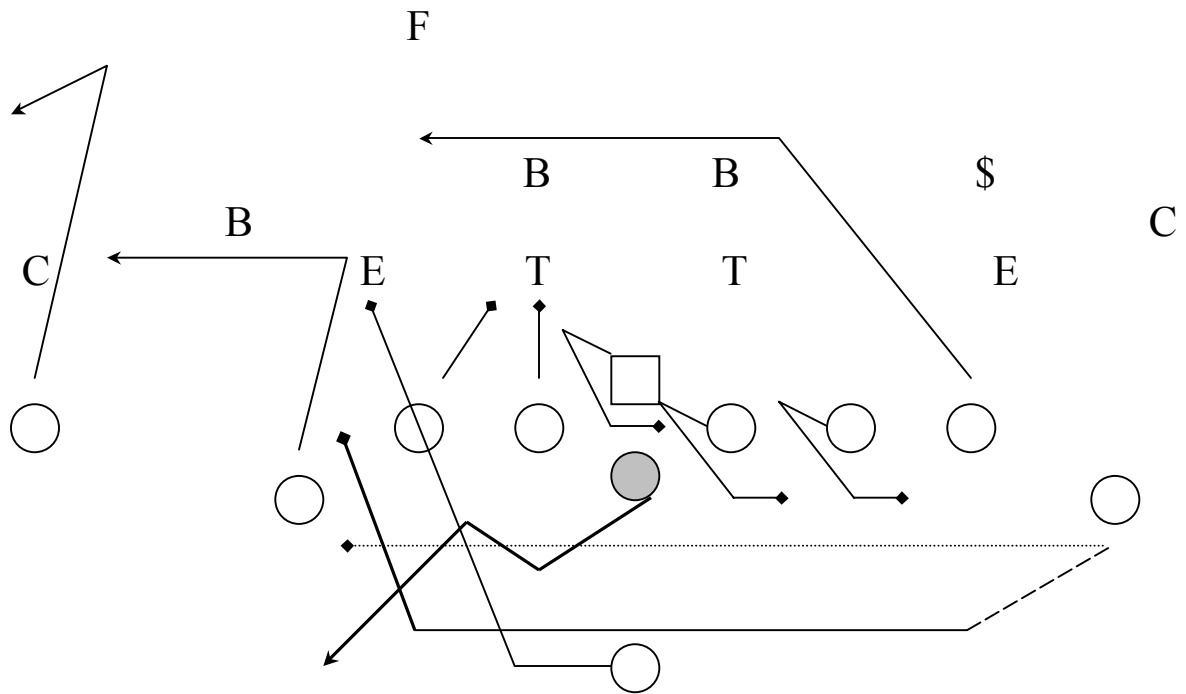
..... (rt) Red 81 Keep Pass

(mt) Blue 89 Keep Pass	
TE – <i>down, out</i>	LHB – <i>fake sweep, flag</i>
RT – <i>step and cup</i>	FB – <i>load</i>
RG – <i>step and cup</i>	RHB – <i>load</i>
C – <i>step and cup</i>	QB – <i>keep pass at 9</i>
LG – <i>gap - on - down</i>	SE – <i>crossing</i>
LT – <i>gap - on - down</i>	



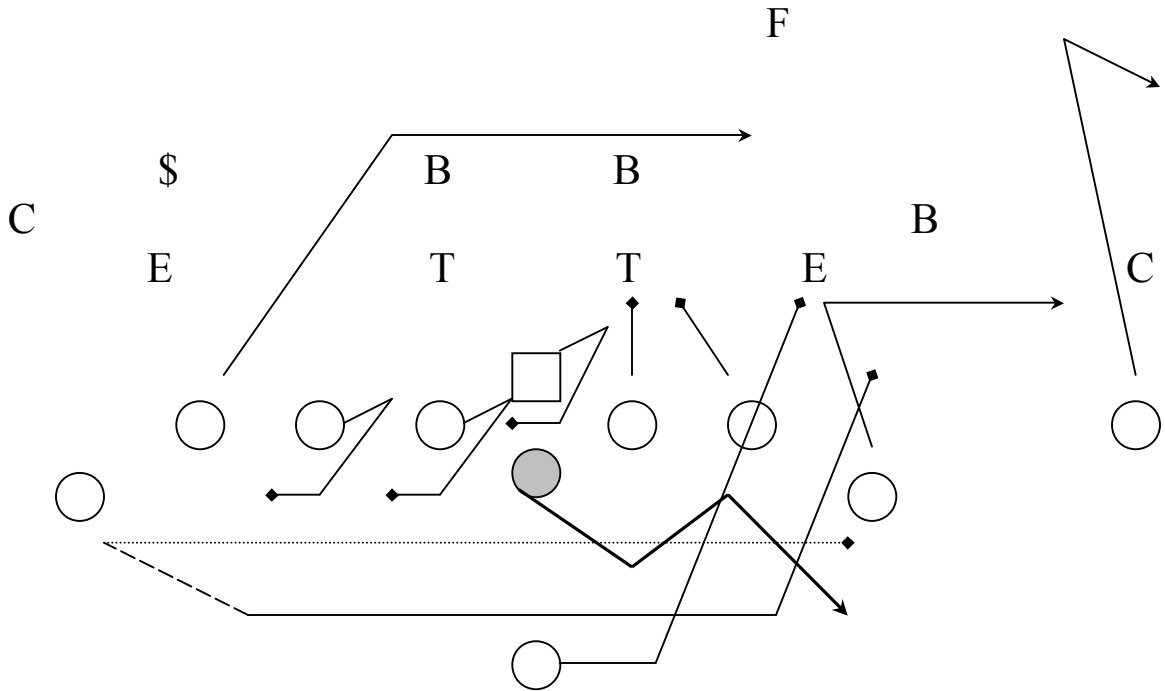
.....(rt) Blue 89 Keep Pass

(mt) Red 89 Keep Pass	
TE – <i>drag, settle</i>	LHB – <i>fake sweep, out</i>
RT – <i>step and cup</i>	FB – <i>load</i>
RG – <i>step and cup</i>	RHB – <i>load</i>
C – <i>step and cup</i>	QB – <i>keep pass at 9</i>
LG – <i>gap - on - down</i>	SE – <i>deep out</i>
LT – <i>gap - on - down</i>	



..... (rt) Red 89 Keep Pass

(mt) Blue 81 Keep Pass	
TE – <i>drag, settle</i>	LHB – <i>load</i>
RT – <i>gap - on - down</i>	FB – <i>load</i>
RG – <i>gap - on - down</i>	RHB – <i>fake sweep, out</i>
C – <i>step and cup</i>	QB – <i>keep pass at 1</i>
LG – <i>step and cup</i>	SE – <i>deep out</i>
LT – <i>step and cup</i>	

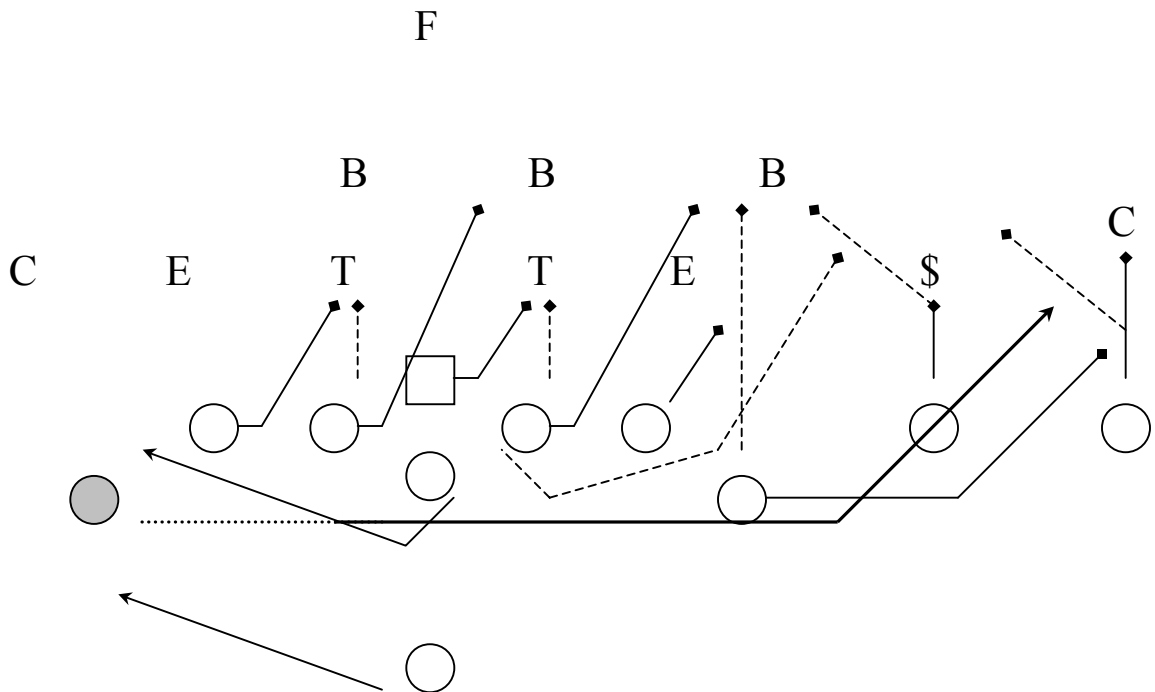


.....(rt) Blue 81 Keep Pass

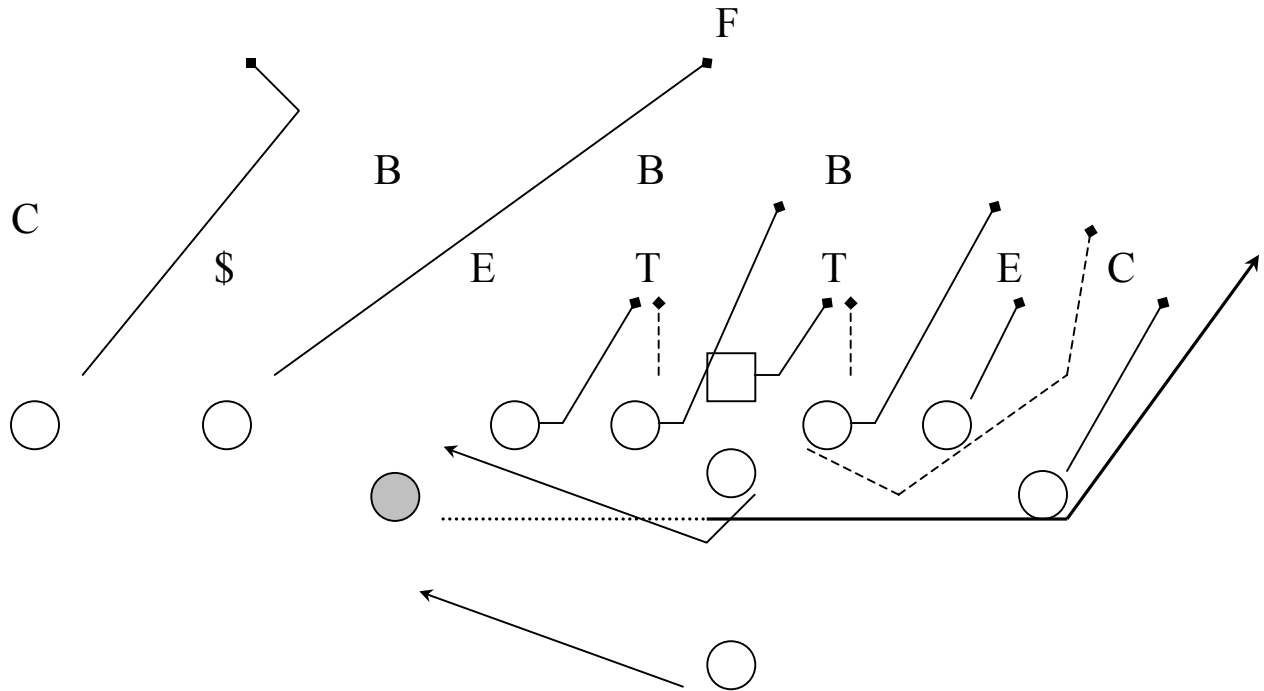
90

Speed Option

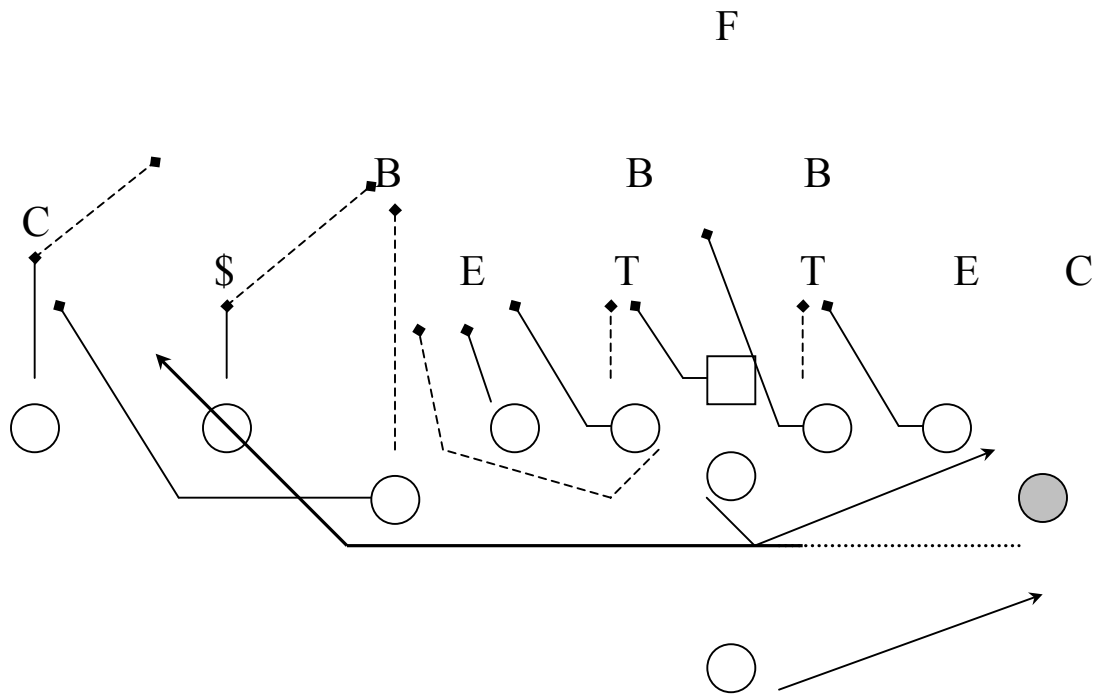
(rt) Right 91 Speed	
RT – <i>fire* - on - backer</i>	LHB – <i>attack 1</i>
RG – <i>fire* - on - backer, pull, lead</i>	FB – <i>fake option</i>
C – <i>fire* - on - backer</i>	RHB – <i>check - stalk</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LT – <i>fire* - on - backer</i>	SE – <i>crack - stalk</i>
	XE – <i>crack - stalk</i>



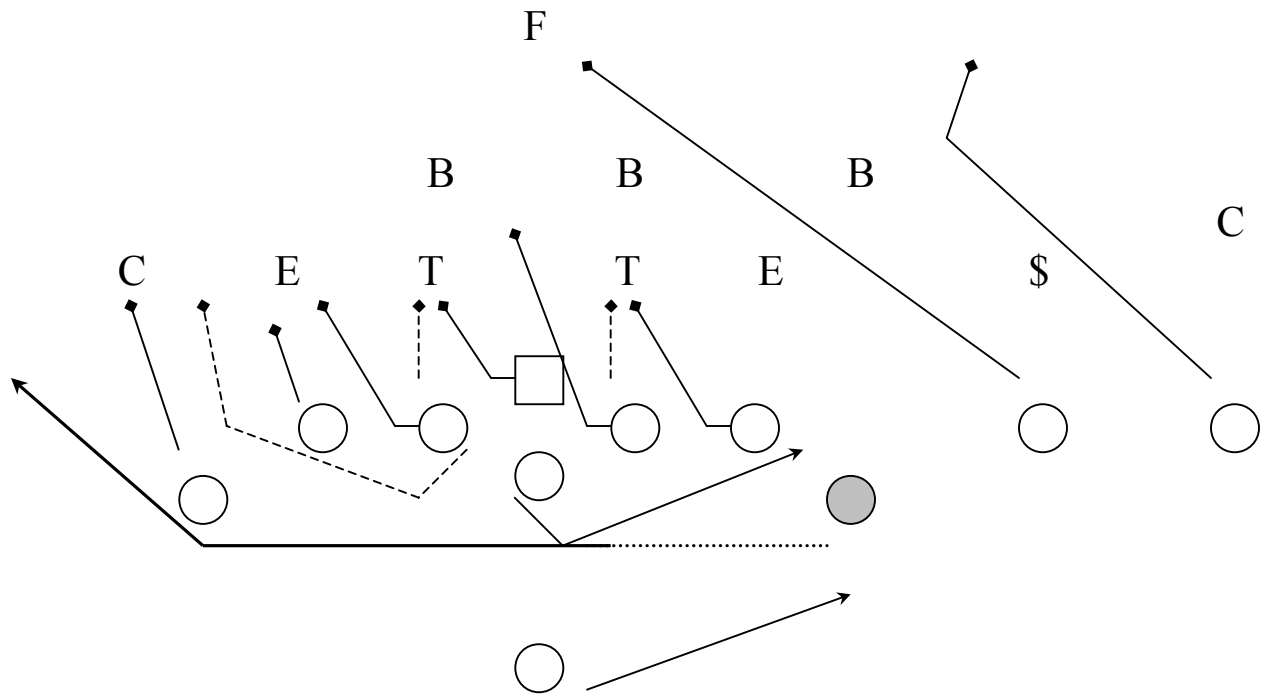
(rt) Left 91 Speed	
RT – <i>fire* - on - backer</i>	LHB – <i>attack 1</i>
RG – <i>fire* - on - backer, pull, lead</i>	FB – <i>fake option</i>
C – <i>fire* - on - backer</i>	RHB – <i>first free man outside</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LT – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
	XE – <i>cutoff</i>



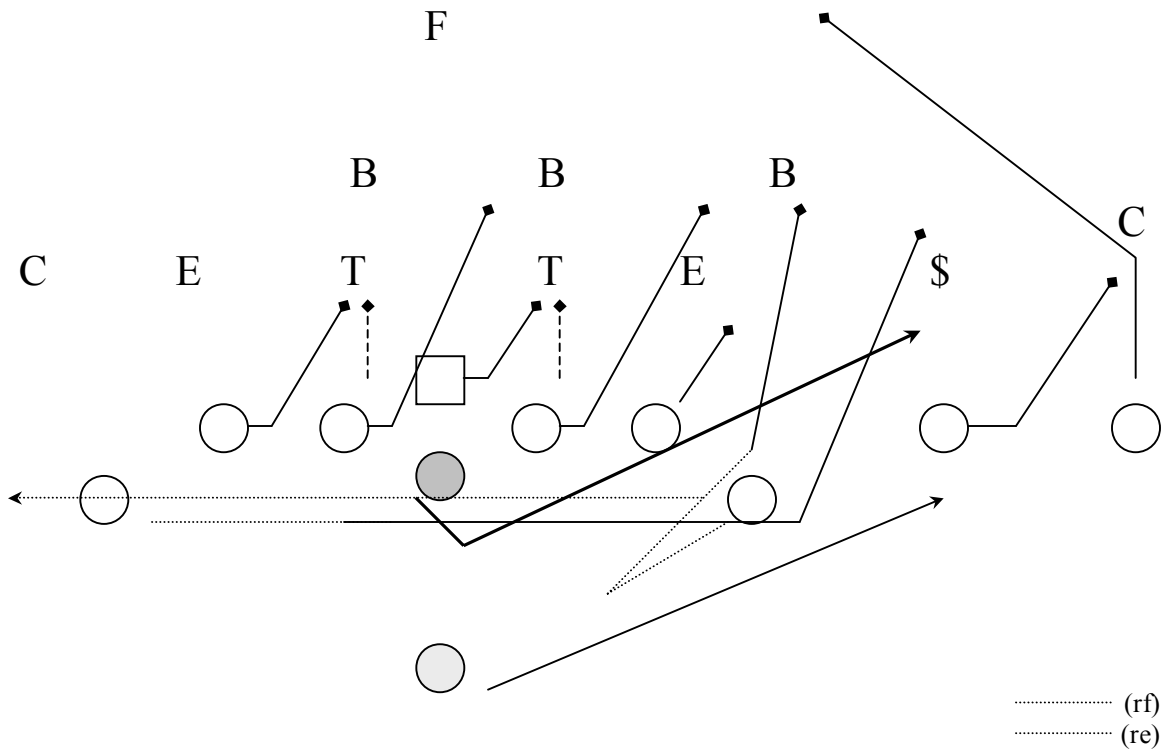
(rt) Left 99 Speed	
RT – <i>fire* - on - backer</i>	LHB – <i>check - stalk</i>
RG – <i>fire* - on - backer</i>	FB – <i>fake option</i>
C – <i>fire* - on - backer</i>	RHB – <i>attack 9</i>
LG – <i>fire* - on - backer, pull, lead</i>	QB – <i>option at 1</i>
LT – <i>fire* - on - backer</i>	SE – <i>crack - stalk</i>
	XE – <i>crack - stalk</i>



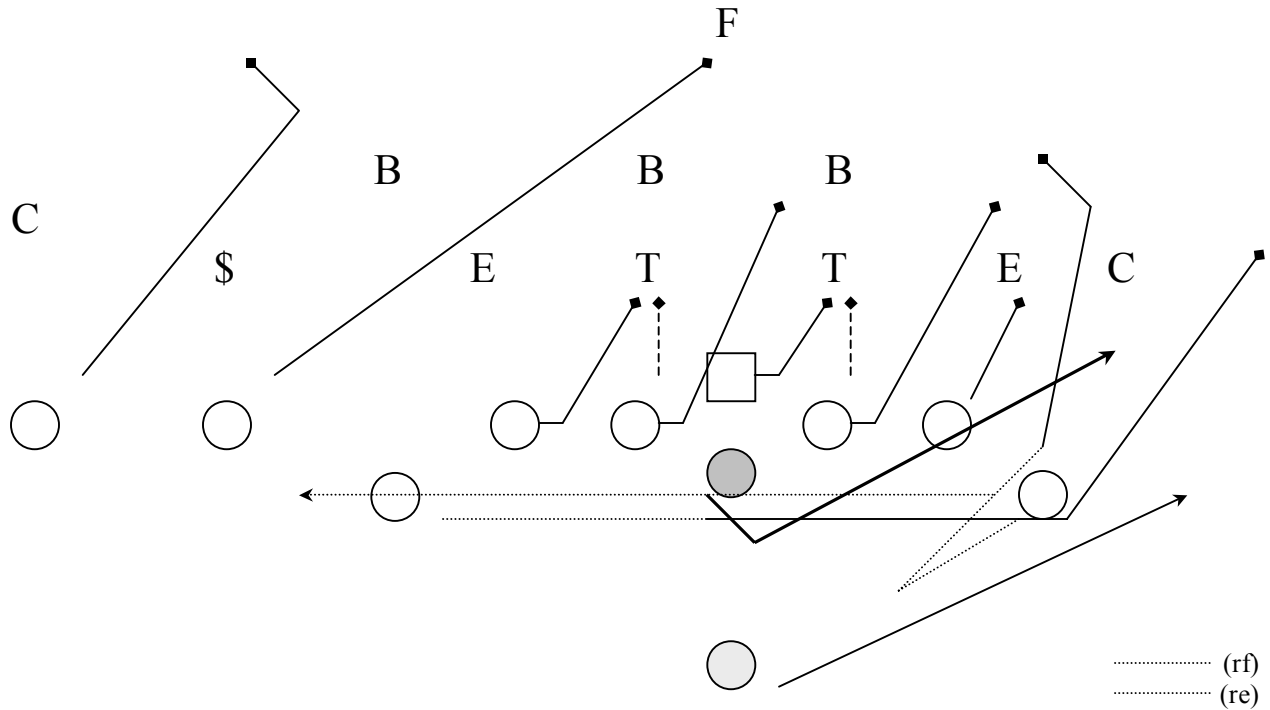
(rt) Right 99 Speed	
RT – <i>fire* - on - backer</i>	LHB – <i>first free man outside</i>
RG – <i>fire* - on - backer</i>	FB – <i>fake option</i>
C – <i>fire* - on - backer</i>	RHB – <i>attack 9</i>
LG – <i>fire* - on - backer, pull, lead</i>	QB – <i>option at 1</i>
LT – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
	XE – <i>cutoff</i>



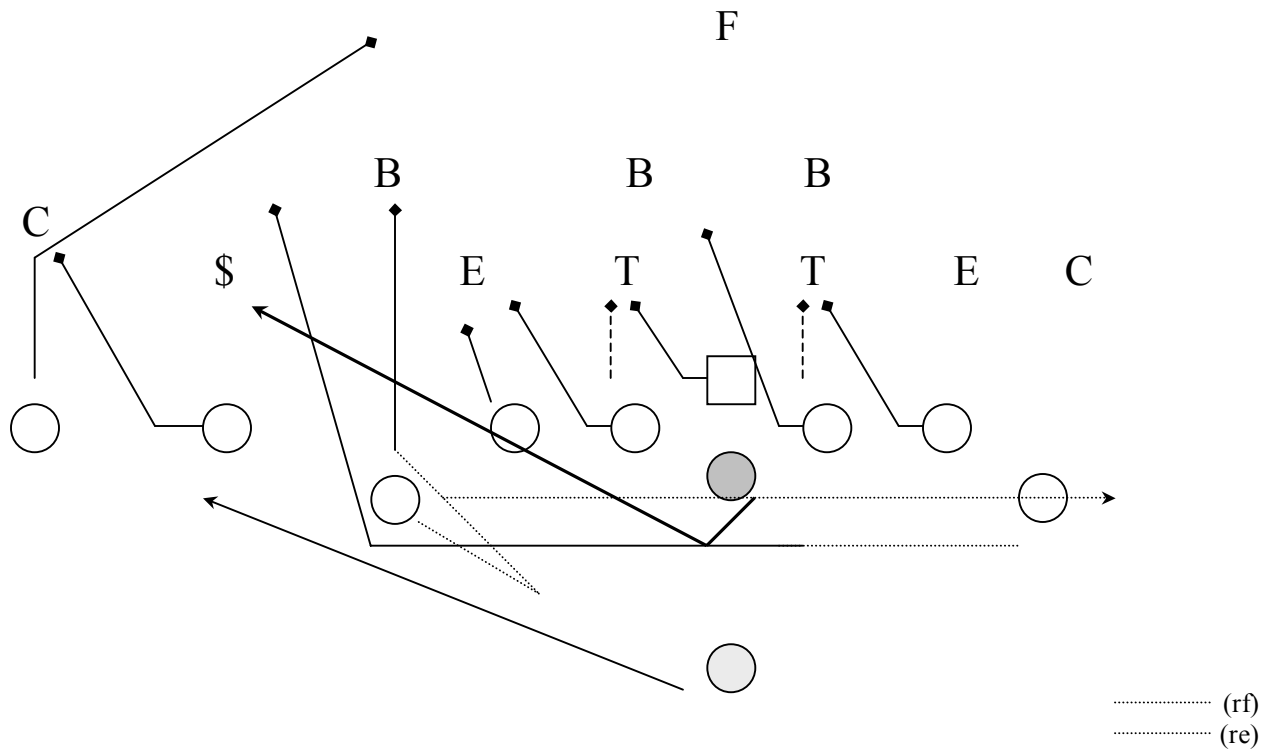
(rt) Right 91 Option	
RT – <i>fire* - on - backer</i>	LHB – <i>fake speed, lead</i>
RG – <i>fire* - on - backer</i>	FB – <i>attack 1</i>
C – <i>fire* - on - backer</i>	RHB – <i>stalk</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LT – <i>fire* - on - backer</i>	SE – <i>push point</i>
	XE – <i>check - stalk</i>



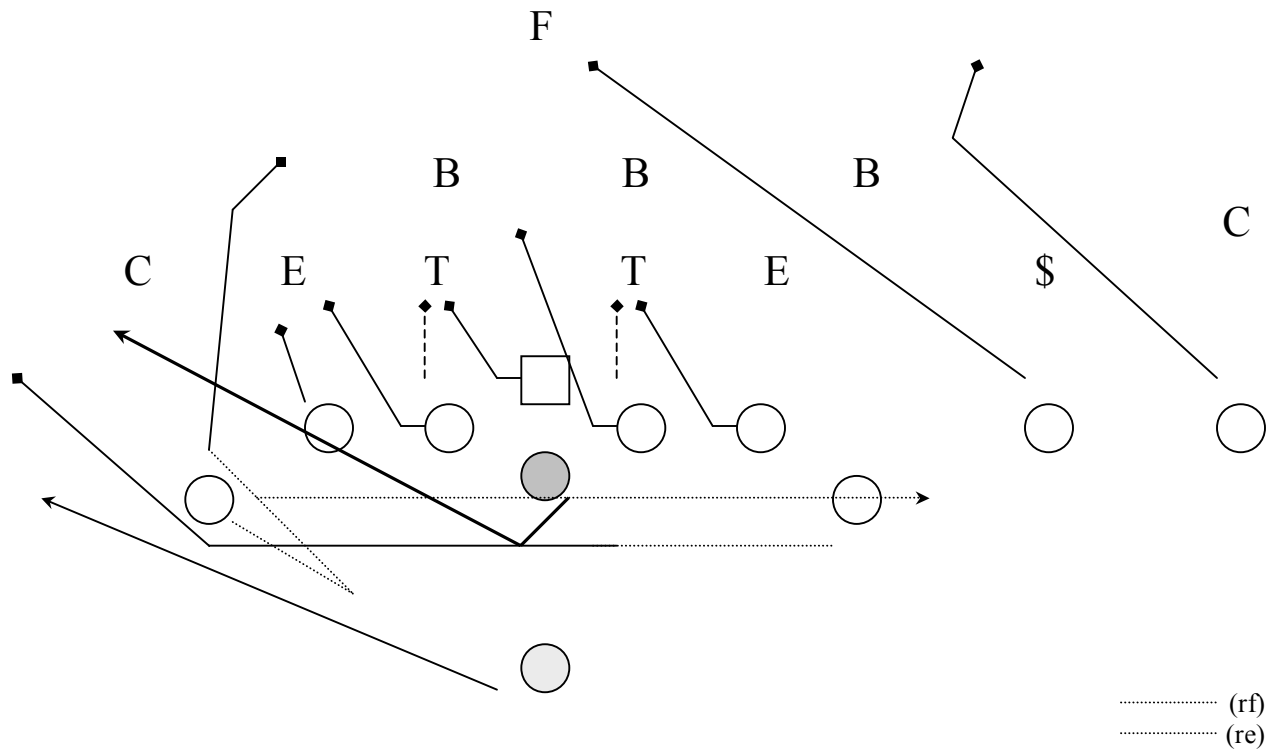
(rt) Left 91 Option	
RT – <i>fire* - on - backer</i>	LHB – <i>fake speed, lead</i>
RG – <i>fire* - on - backer</i>	FB – <i>attack 1</i>
C – <i>fire* - on - backer</i>	RHB – <i>first LB inside</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 1</i>
LT – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
	XE – <i>cutoff</i>



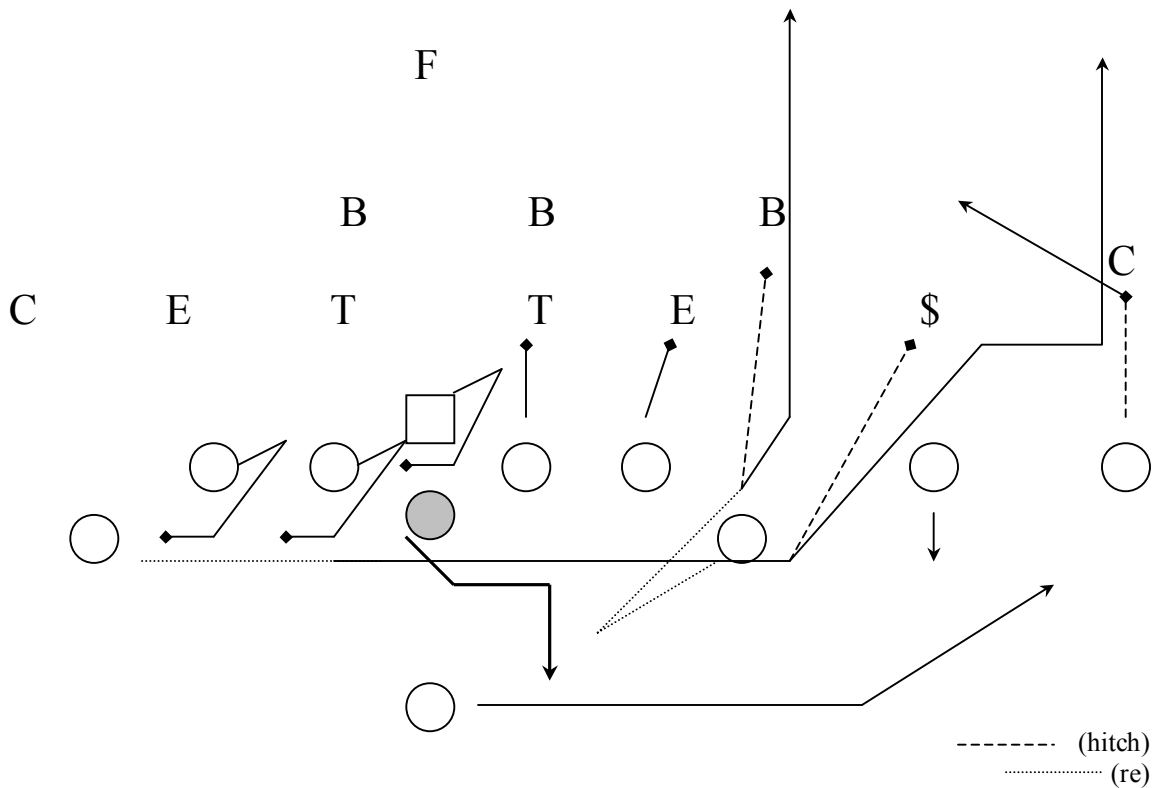
(rt) Left 99 Option	
RT – <i>fire* - on - backer</i>	LHB – <i>stalk</i>
RG – <i>fire* - on - backer</i>	FB – <i>attack 9</i>
C – <i>fire* - on - backer</i>	RHB – <i>fake speed, lead</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LT – <i>fire* - on - backer</i>	SE – <i>push point</i>
	XE – <i>check - stalk</i>



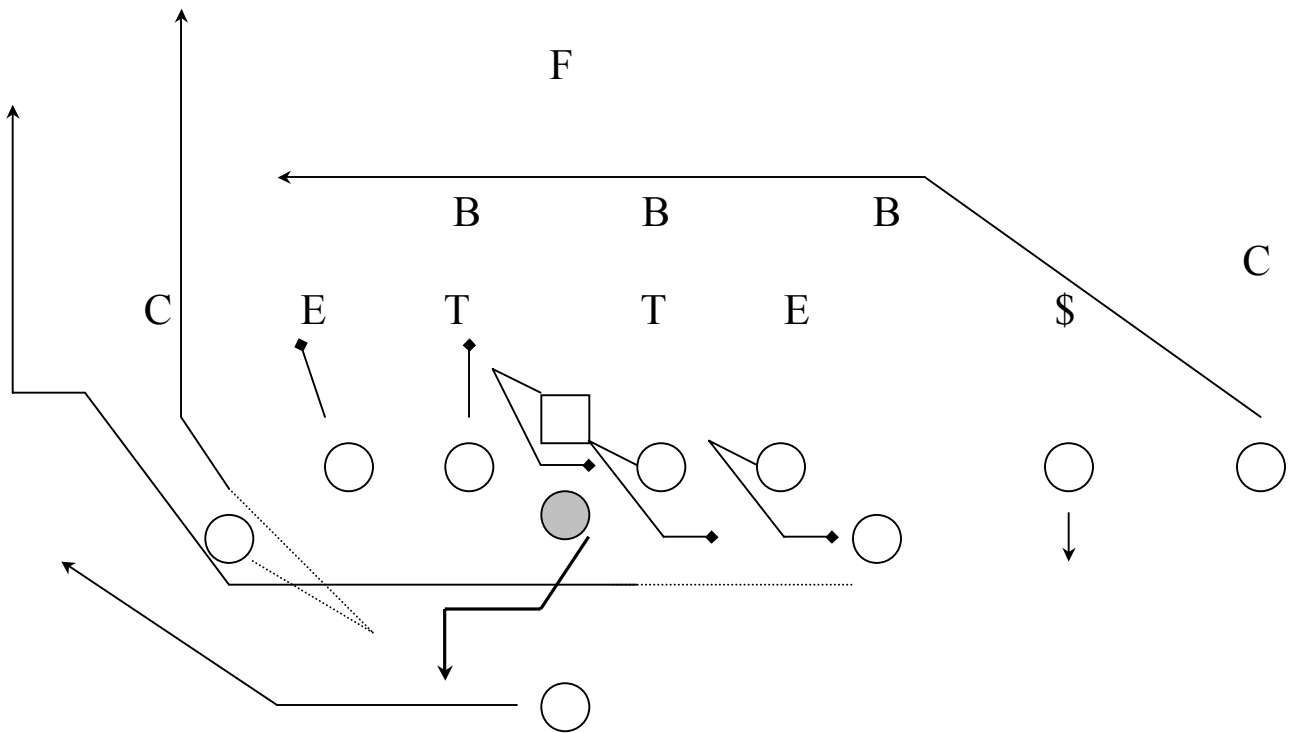
(rt) Right 99 Option	
RT – <i>fire* - on - backer</i>	LHB – <i>first LB inside</i>
RG – <i>fire* - on - backer</i>	FB – <i>attack 9</i>
C – <i>fire* - on - backer</i>	RHB – <i>fake speed, lead</i>
LG – <i>fire* - on - backer</i>	QB – <i>option at 9</i>
LT – <i>fire* - on - backer</i>	SE – <i>cutoff</i>
	XE – <i>cutoff</i>



(rt) Right 91 Pass	
RT – <i>gap - on</i>	LHB – <i>fake speed, wheel</i>
RG – <i>gap - on</i>	FB – <i>swing</i>
C – <i>step and cup</i>	RHB – <i>seam</i>
LG – <i>step and cup</i>	QB – <i>option, drop</i>
LT – <i>step and cup</i>	SE – <i>slant</i>
	XE – <i>hitch</i>

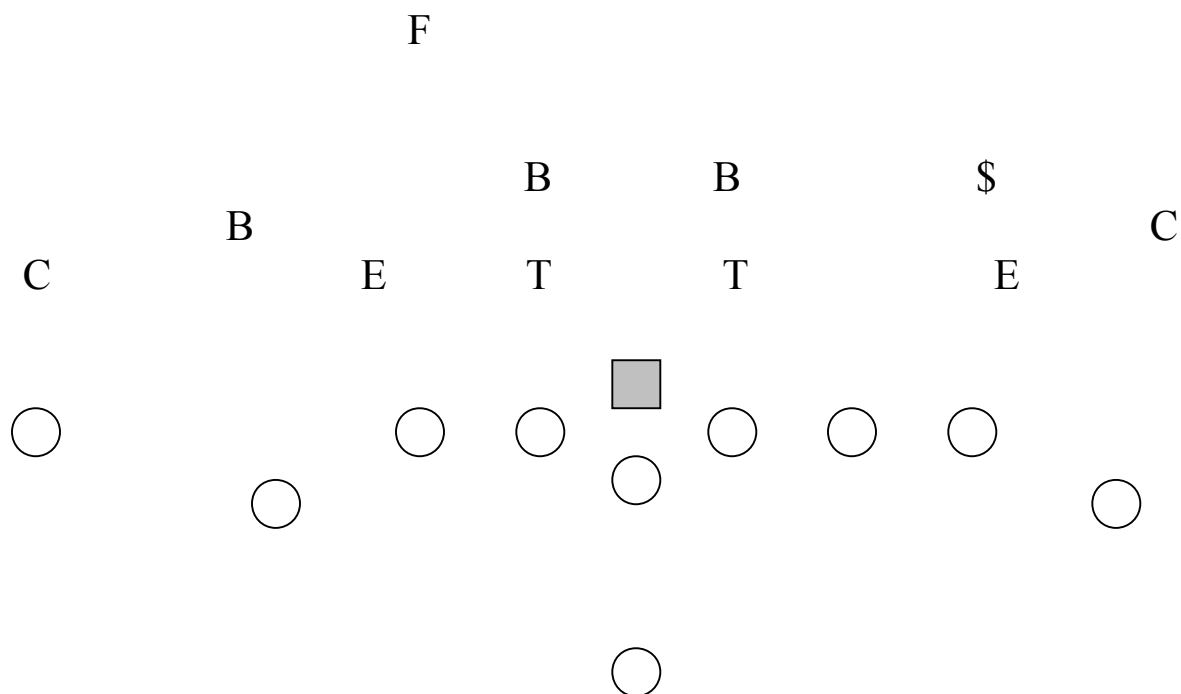


(rt) Right 99 Pass	
RT – <i>step and cup</i>	LHB – <i>seam</i>
RG – <i>step and cup</i>	FB – <i>swing</i>
C – <i>step and cup</i>	RHB – <i>fake speed, wheel</i>
LG – <i>gap - on</i>	QB – <i>option, drop</i>
LT – <i>gap - on</i>	SE – <i>crossing</i>
	XE – <i>hitch</i>

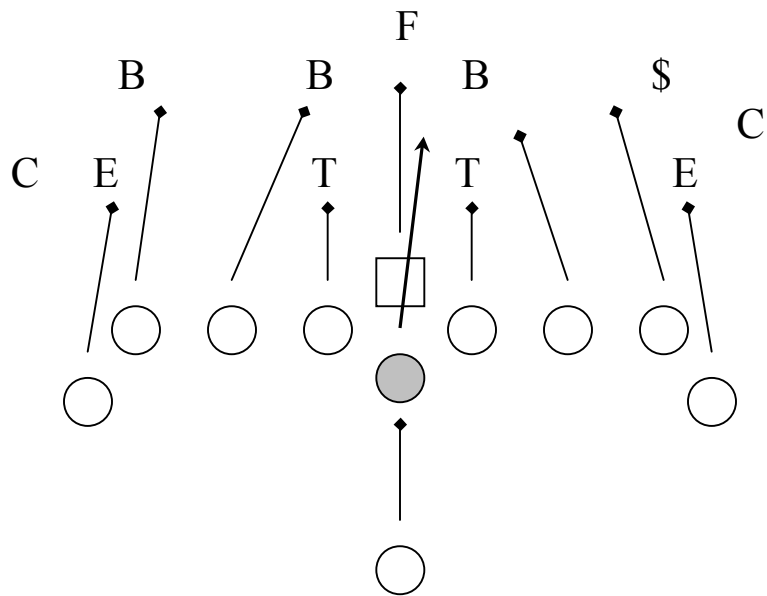


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Special

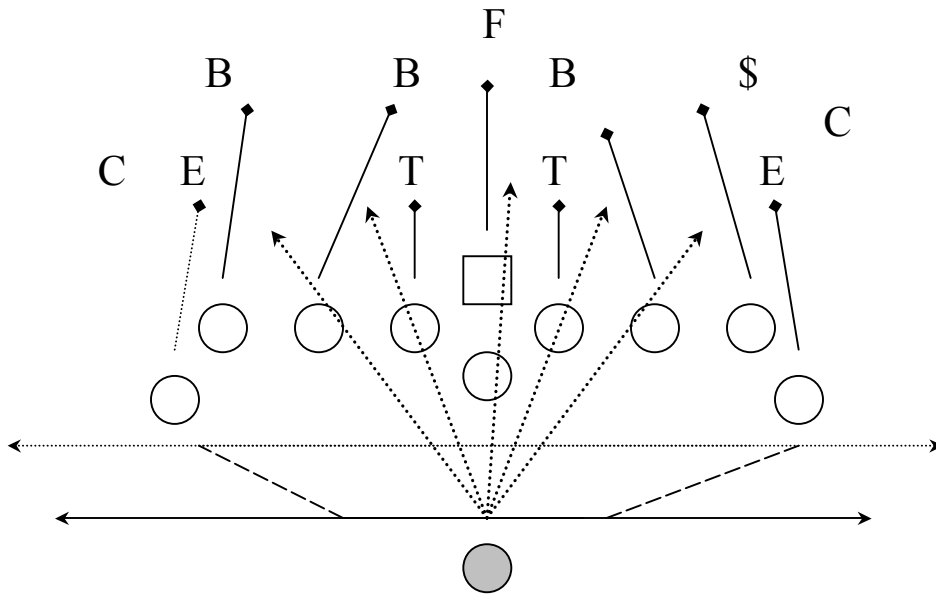
Dead Man	
TE – <i>stay</i>	LHB – <i>stay</i>
RT – <i>stay</i>	FB – <i>stay</i>
RG – <i>stay</i>	RHB – <i>stay</i>
C – <i>snap on neutral zone infraction</i>	QB – <i>hard count - time out</i>
LG – <i>stay</i>	SE – <i>stay</i>
LT – <i>stay</i>	



(closed) Sneak	
TE – gap - on - backer	LHB – gap - on - backer
RT – gap - on - backer	FB – drive to 5
RG – gap - on - backer	RHB – gap - on - backer
C – gap - on - backer	QB – attack 5
LG – gap - on - backer	YE – gap - on - backer
LT – gap - on - backer	

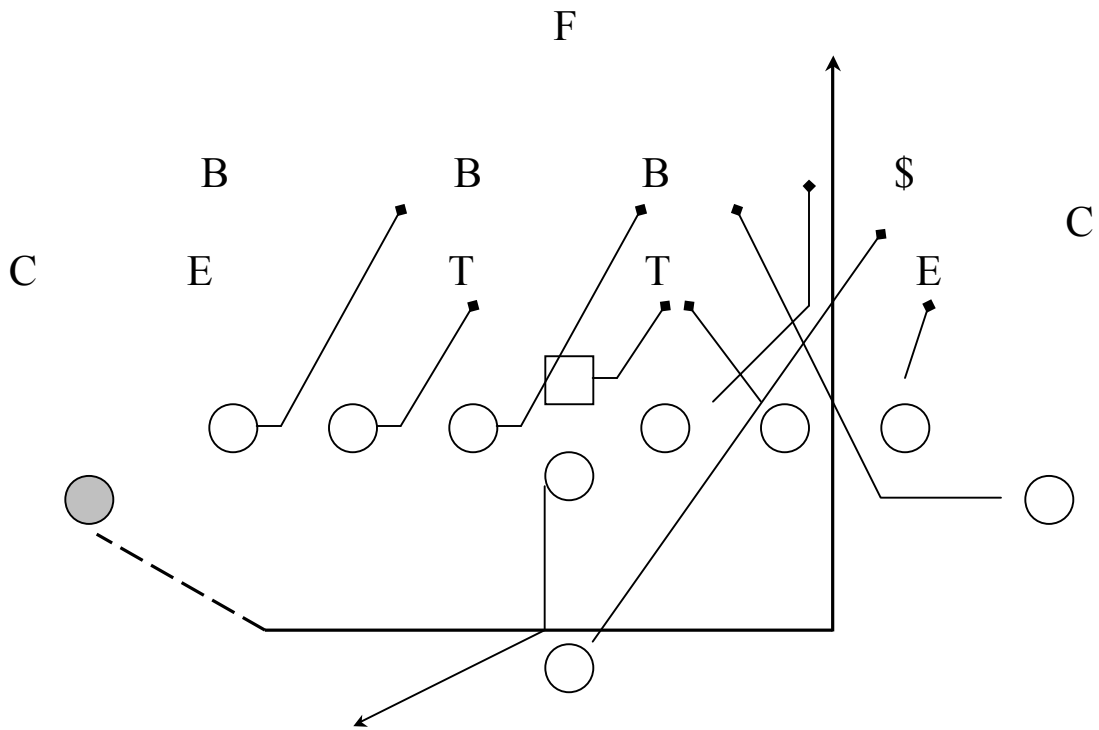


(mt) Closed (##) Wedge	
TE – gap - on - backer	LHB – gap - on - backer, fake
RT – gap - on - backer	FB – attack (#)
RG – gap - on - backer	RHB – gap - on - backer, fake
C – gap - on - backer	QB – step series (##)
LG – gap - on - backer	YE – gap - on - backer
LT – gap - on - backer	

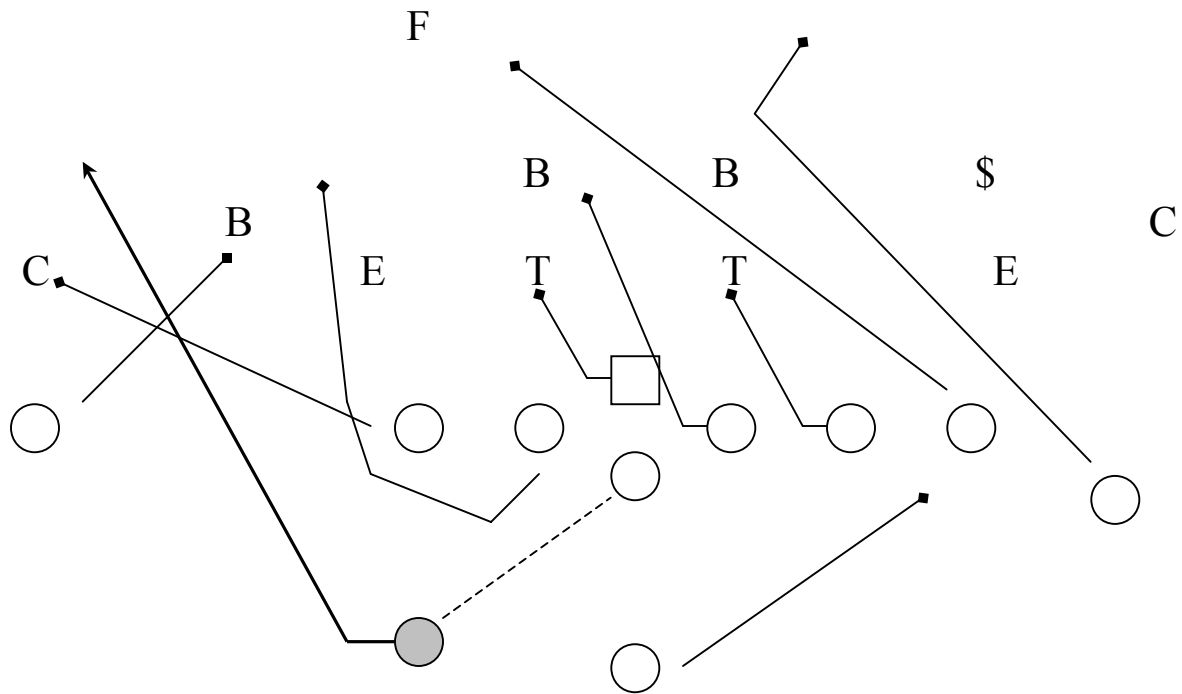


.....(rt) Closed (##) Wedge

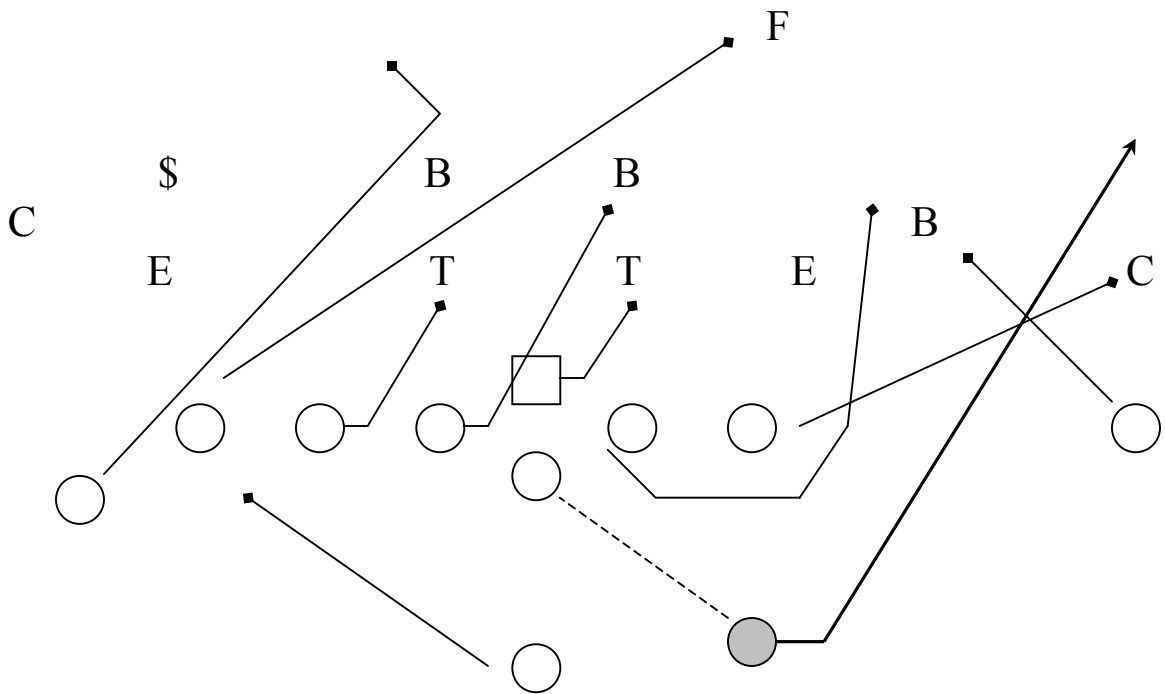
Tight Red 33 Wam	
TE – gap - on - backer	LHB – attack 3
RT – gap - down - backer	FB – lead
RG – pull, gut	RHB – pull, gut
C – zone cut	QB – bootleg at 9
LG – zone cut	YE – zone cut
LT – zone cut	



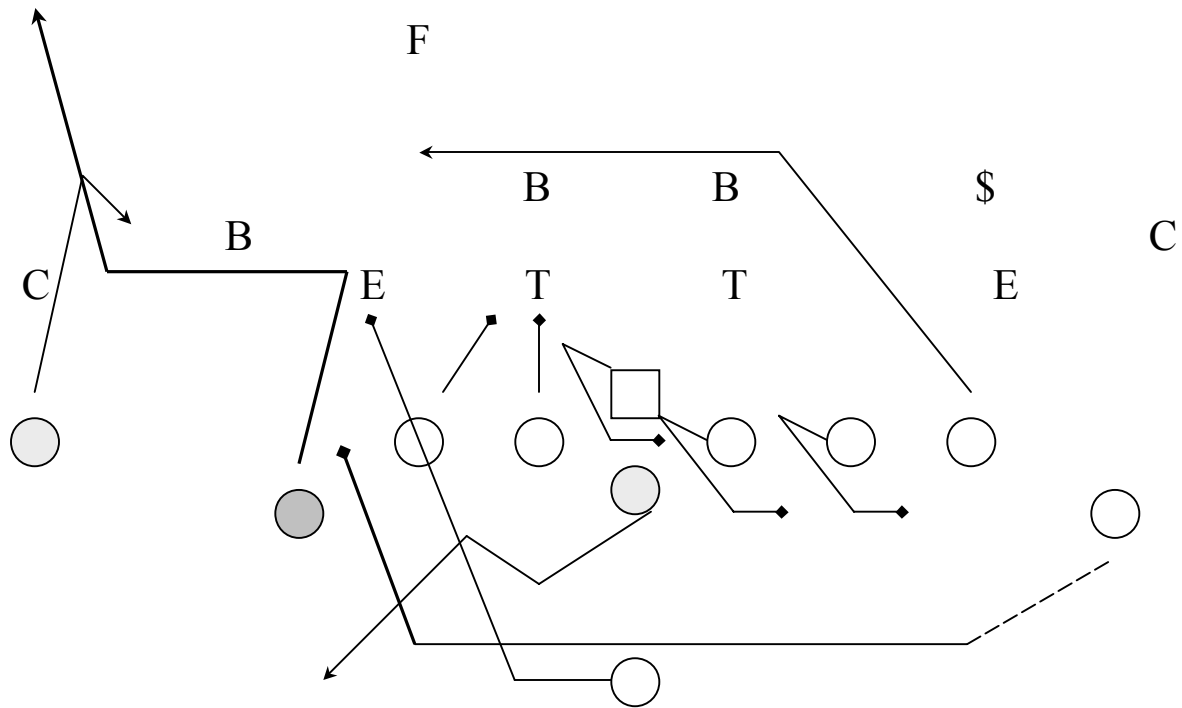
159 Quick Pitch	
TE – <i>cutoff</i>	LHB – <i>attack 9</i>
RT – <i>fire* - on - backer</i>	FB – <i>protect outside</i>
RG – <i>fire* - on - backer</i>	RHB – <i>cutoff</i>
C – <i>fire* - on - backer</i>	QB – <i>quick pitch</i>
LG – <i>pull, wall off</i>	SE – <i>crack</i>
LT – <i>pull, kick out</i>	



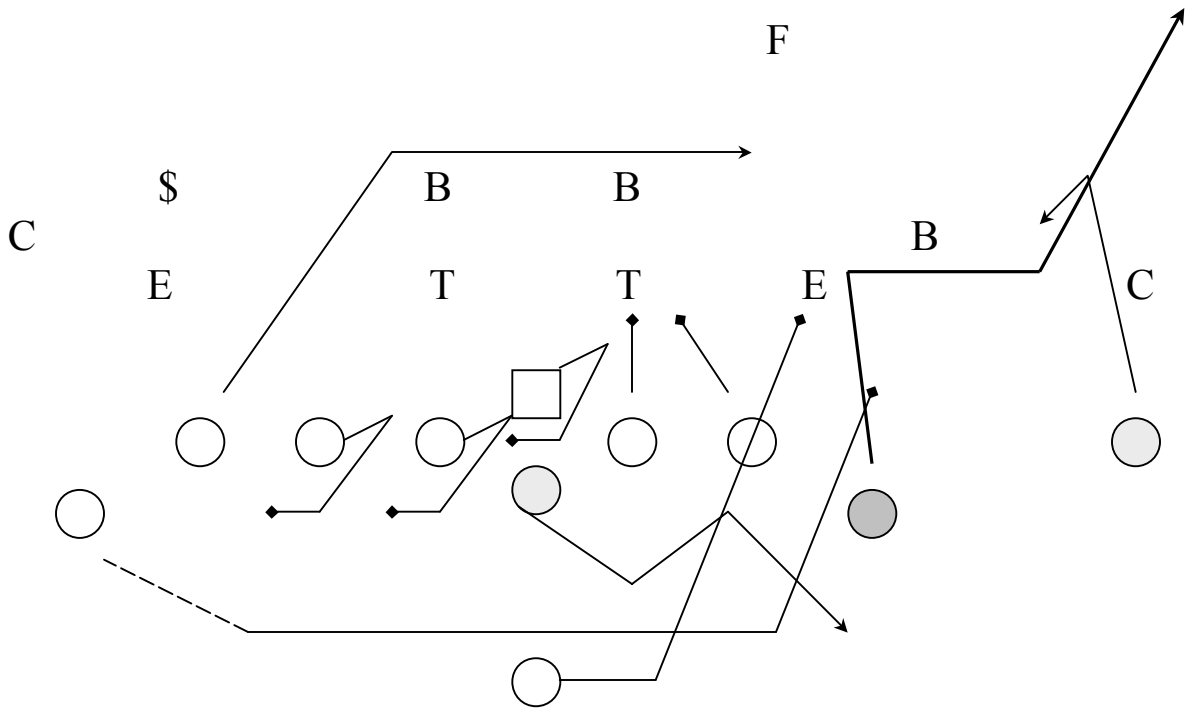
951 Quick Pitch	
TE – <i>cutoff</i>	LHB – <i>cutoff</i>
RT – <i>zone cut</i>	FB – <i>protect outside</i>
RG – <i>zone cut</i>	RHB – <i>attack 1</i>
C – <i>fire* - on - backer</i>	QB – <i>quick pitch</i>
LG – <i>fire* - on - backer</i>	SE – <i>crack</i>
LT – <i>fire* - on - backer</i>	



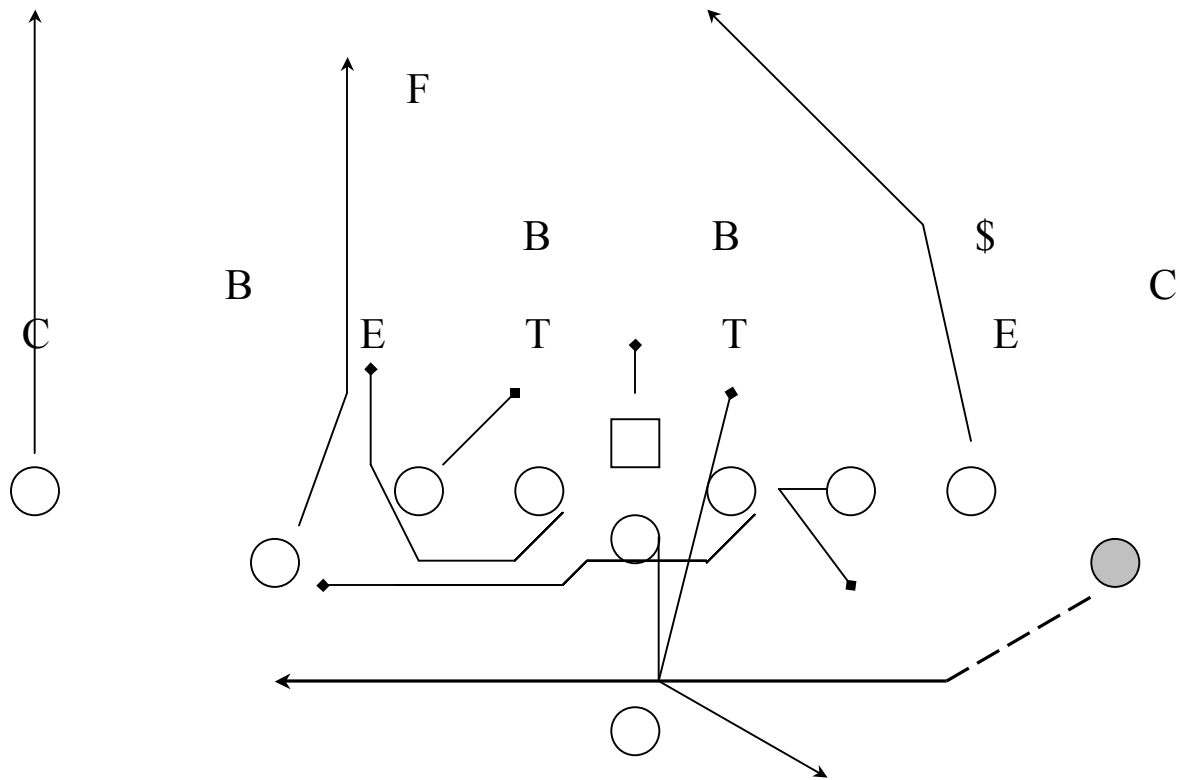
(mt) Red 89 HL	
TE – <i>drag, settle</i>	LHB – <i>fake sweep, ladder</i>
RT – <i>step and cup</i>	FB – <i>load</i>
RG – <i>step and cup</i>	RHB – <i>load</i>
C – <i>step and cup</i>	QB – <i>keep pass at 9</i>
LG – <i>gap - on - down</i>	SE – <i>hook</i>
LT – <i>gap - on - down</i>	



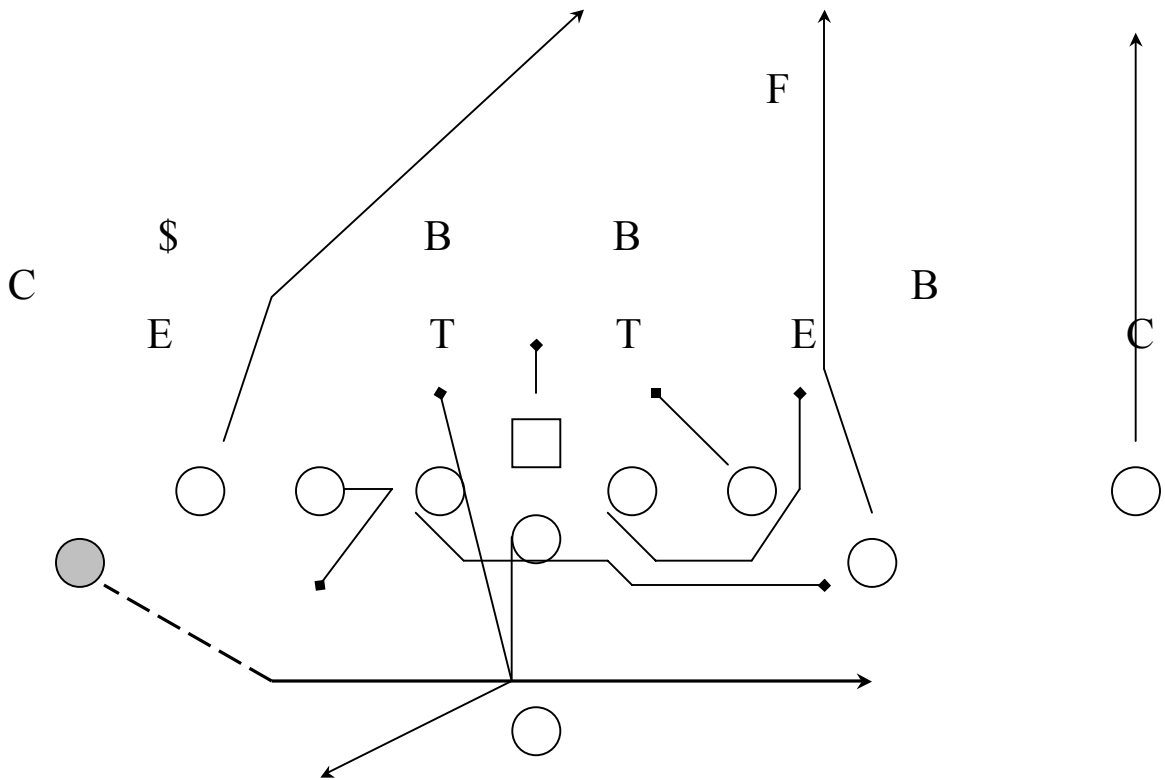
(mt) Blue 81 HL	
TE – <i>drag, settle</i>	LHB – <i>load</i>
RT – <i>gap - on - down</i>	FB – <i>load</i>
RG – <i>gap - on - down</i>	RHB – <i>fake sweep, ladder</i>
C – <i>step and cup</i>	QB – <i>keep pass at 1</i>
LG – <i>step and cup</i>	SE – <i>hook</i>
LT – <i>step and cup</i>	



(mt) Red 29 HBP	
TE – <i>post</i>	LHB – <i>fake sweep, go</i>
RT – <i>pull - check</i>	FB – <i>fake trap, fill</i>
RG – <i>pull, kick out</i>	RHB – <i>attack 9, run - pass</i>
C – <i>area</i>	QB – <i>bootleg at 1</i>
LG – <i>pull, log on or outside LT</i>	SE – <i>go</i>
LT – <i>gap - down</i>	



(mt) Blue 21 HBP	
TE – <i>post</i>	LHB – <i>attack 1, run - pass</i>
RT – <i>gap - down</i>	FB – <i>fake trap, fill</i>
RG – <i>pull, log on or outside RT</i>	RHB – <i>fake sweep, go</i>
C – <i>area</i>	QB – <i>bootleg at 9</i>
LG – <i>pull, kick out</i>	SE – <i>go</i>
LT – <i>pull - check</i>	



Hot Routes:

<p>Switch - <i>SE/FB</i></p>	
<p>Trade - <i>TE/HB</i></p>	
<p>Jet - <i>all</i></p>	
<p>Curl - <i>SE</i></p>	
<p>Out - <i>SE</i></p>	