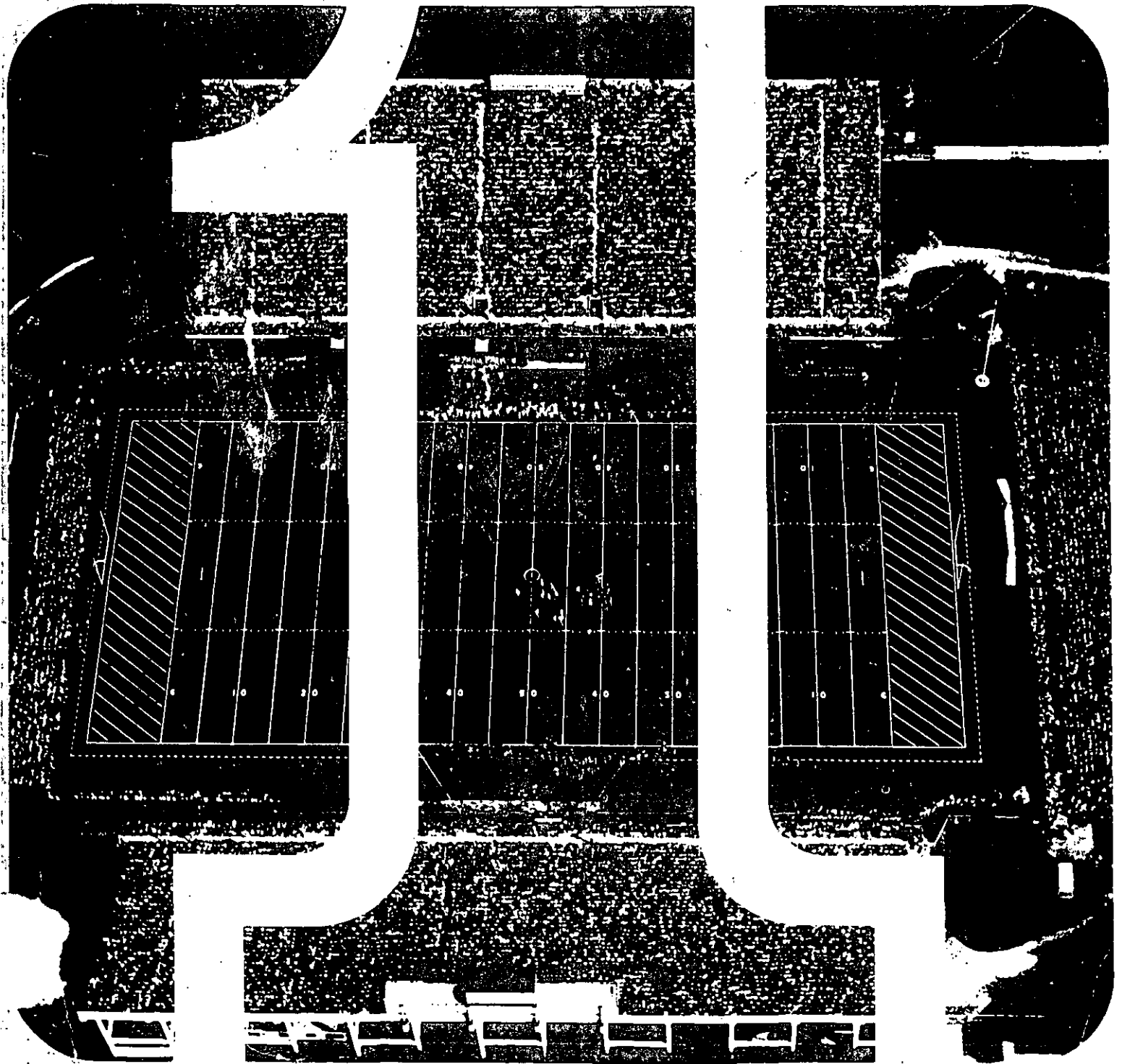


1975 PLAY UNIVERSITY OF DELAWARE MANUAL FOOTBALL FIGHTIN' BLUE HENS



"You're in Blue Hen Football Country"

RESOLUTION · INTENSITY · HARDNESS

UNIVERSITY OF DELAWARE
ATHLETIC DEPARTMENT

The contents of this book do not emanate from a single source. The original concept of rule blocking probably originated with Fritz Crisler's single wing at the University of Michigan in the 40's and 50's. These ideas evolved into the Delaware Wing-T under Dave Nelson and his fine staff during the 50's and 60's. Please understand that the Wing-T is more than a formation. It is a philosophy of proven principles.

The present staff of the University of Delaware, which I feel is the finest in the country, have each contributed to the development of the Wing-T and the completion of this play book. The development of 6 consecutive Lambert Cups, 4 Bowl games and 2 National Championship teams has been largely their doing.

The defense is the result of the necessity of meeting current problems and adjusting to what had to be stopped.

I hope you find this play book informative and enlightening. If you have any questions concerning Delaware football, please join us during our Spring practice or do not hesitate to write.

Sincerely,



Harold R. Raymond
Head Football Coach

HRR:cas

THE UNIVERSITY OF DELAWARE'S COACHING STAFF

Coach Paul Billy
Coach Ted Gregory
Coach Jim Grube
Coach Ted Kempinski
Coach Ed Maley
Coach Ron Rogerson
Coach Irv Wisniewski
Coach Jim Flynn

DELAWARE FOOTBALL -- A RICH HERITAGE

Delaware and the Fightin' Blue Hens have always been synonymous with winning in collegiate football circles.

In the early 50's Dave Nelson began one of the nation's outstanding football dynasties. It was under Nelson that Delaware first gained national recognition as a football power. The "Admiral" directed teams to a win in the Refrigerator Bowl, three Middle Atlantic Conference Championships, three Lambert Cups, and 1963 laurels as the nation's top "small college" team. Nelson retired in 1966 and handed the reins to assistant Tubby Raymond.

From 1966 through 1974 Delaware teams have won three Middle Atlantic Championships, seven Lambert Cups, and five Eastern Championships with wins in the Boardwalk Bowl in 1968, 1969, 1970, and 1971. Using an updated version of Nelson's famed Wing-T the 1968, 1970, and 1971 teams led the nation in rushing offense while the 1969 and 1971 teams were the total offense leaders. Since 1968 Delaware squads have been ranked in the nation's Top 10 College Division teams. The 1971 and 1972 teams were the unanimous choice as National Champions. The 1973 and 1974 teams participated in the National Championship Playoffs with the 1974 team playing in the finals for the National Championship.

Delaware football teams have become known as much for their spirit and determination as they are for faultless execution and technique. The combination has produced a winning tradition and a rich football heritage which is now being entrusted to you.

the quality of effort while hardness implies both a physical and mental state of preparation for a contest. No group effort could ever be successful without discipline. It is only through discipline that football is played with precision and is an absolute must. It is a prerequisite for accomplishment of any kind. It is for these reasons that the intangible qualities of Delaware football have been included in our motto: Resolution, Intensity, Hardness.

It is our sincere hope that you will extend yourself to your fullest capacity in an effort to make your football team an exceptional one and it is our hope that this manual will assist you in becoming a better prepared football player.

TABLE OF CONTENTS (cont.)

L.	40 Defense	49
M.	40 Pro, 40 Off Defense	50
N.	59 Defense	51
O.	51 Defense	52
P.	53 Defense, 53-57 Pro, 57 Defense	53
Q.	55 Defense	54
R.	50 Defense	55
S.	Stack 45 Defense	56
T.	Stunts	57-58
III.	Offense	59-
A.	Offense at Delaware	59
B.	The First Digit	60
C.	Spread of Ends	61
D.	Unbalanced Formations	61
E.	Shifting of Formations	62
F.	Extended Motion	63
G.	The Second Digit	63
H.	The Third Digit	64
I.	Huddle	65
J.	Cadence	66
K.	Offensive Summary	67
	1. The Outside Game	67
	2. Off Tackle Game	68
	3. Middle Plays	69
	4. Passing Game	70
L.	Shoulder Block	72
M.	Offensive Glossary	73-74
N.	Plays	
	1. One and Nine	75-88
	a. 121, 929	75-76
	b. 131, 939	77-78
	c. 181 Option, 989 Option	79-80
	d. Slot 181 Pitch, Slot 989 Pitch	81-82
	e. No Mo Spr 981 Pitch, No Mo Spr 189 Pitch	83-84
	f. Spr 141 Option, Spr 949 Option	85-86
	g. Spr 991 Option, Spr 199 Option	87-88
	2. Two and Eight	89-98
	a. 132, 938	89-90
	b. Spr 982, Spr 188	91-92
	c. 182 Down, 988 Down	93-94
	d. 122, 928	95-96
	e. Spr 932 CT XX, Spr 138 CT XX	97-98
	3. Three and Seven	99-112
	a. 983, 187	99-100
	b. 983 XBL, 187 XBL	101-102
	c. 983 Gut, 187 Gut	103-104
	d. No Mo Slot 983 Wham, No Mo Slot 187 Wham	105-106
	e. 187 QB at 3, 983 QB at 7	107-108
	f. Spr 143 ON, Spr 947 ON	109-110
	g. SP 933 CT XX, SP 137 CT XX	111-112

KICKING

THE KICKING GAME

There are three phases of football, each with its specific contribution to the success of your team. They are the kicking game, offense and defense. It is impossible to determine which phase is most important because all three are interdependent and have similar objectives in that they all involve control of the football. You attempt to control the ball offensively and defensively and those two efforts are tied together with the kicking game -- a planned exchange of possession.

There is a great deal of attention given the yardage your team makes offensively and the limit of yardage your team is able to accomplish defensively, but the kicking game yardage is hidden and consequently often taken lightly. Yet there are more games won or lost with the kicking game than either of the other phases. In summary, the importance of the kicking game is demonstrated by the following:

1. The kicking game is used more than is apparent. We will punt the ball more times than we run any other single play.
2. The coverage of the kicking game determines the amount of hidden yardage during the exchange of possession. The amount of return yardage should be subtracted from the amount of yardage the offensive team is able to make.
3. The punt and kick off return have exceptional scoring potential and generate field position.
4. The manner in which a change of possession is made has a profound effect upon team momentum.

It is possible that your opponent may be over-powering defensively and offensively on a particular day, but there is no excuse for lack of perfection in your kicking game. If you cannot do anything else, your kicking game should be perfect and as such becomes the first thing we will do as a team.

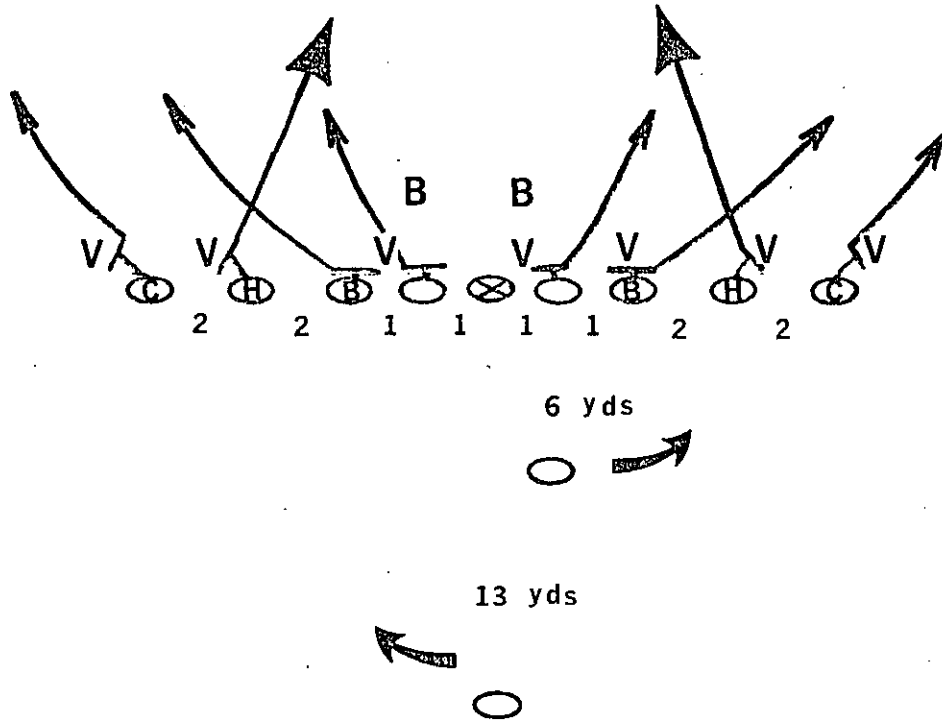
THE OFFENSIVE KICKING GAME

The elements of a successful offensive kicking game are in order of their occurrence:

1. The quick accurate snap from center.
2. The kicker's ability to catch the ball and kick it under 2 seconds.
3. The protection of the kicker.
4. The coverage of the kick.

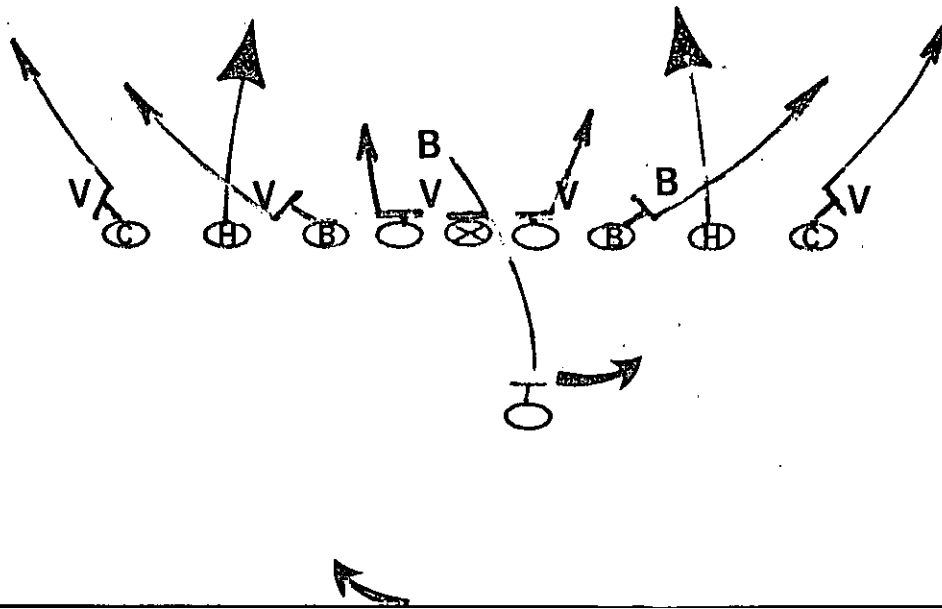
NORMAL PUNT PROTECTION

Guards and backers are blocking GAP - ON while hot men and corner men are blocking outside before covering.



OUTSIDE CALL

There are only three Defensive men from backers gap to backers gap and the fullback makes "outside" call. Backers now block outside before covering.



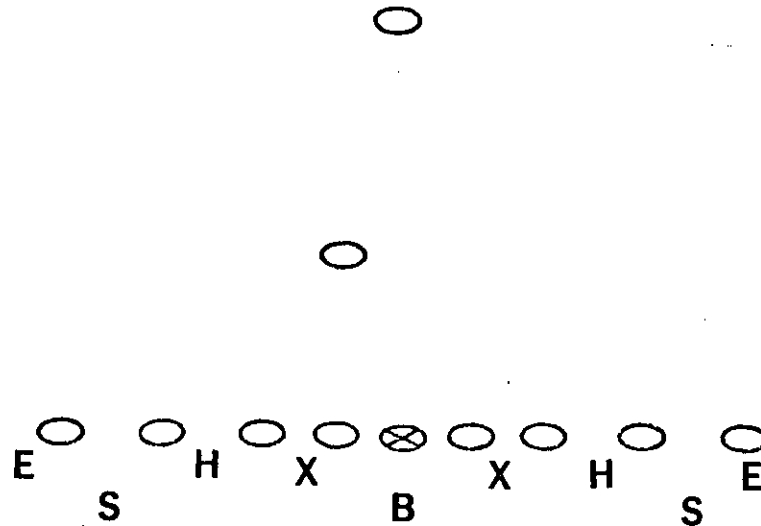
RETURNING THE BALL

We will use two punt returns which compliment each other. "Return at the Ball" which essentially goes up the middle and a "Double Return" which allows the safety to run outside at the most convenient flank. It is important to recognize that 3 things usually take place before a successful return is made. The kick must be far enough and not hang up too long for a return, at least one crucial block must be made, and the ball carrier must run out of at least one tackle.

THE RETURN AT THE BALL

The Safeties threaten their respective gaps, then circle back giving the impression they are creating a blocking angle from the outside. The Safety, to the wide side or right, crosses and sets up the return and blocks out on the first man near the ball. All other blocks are adjusted to his positioning. The Safety to the sideline, or left, delays the man to his outside, then comes back and crosses to block out on the first man.

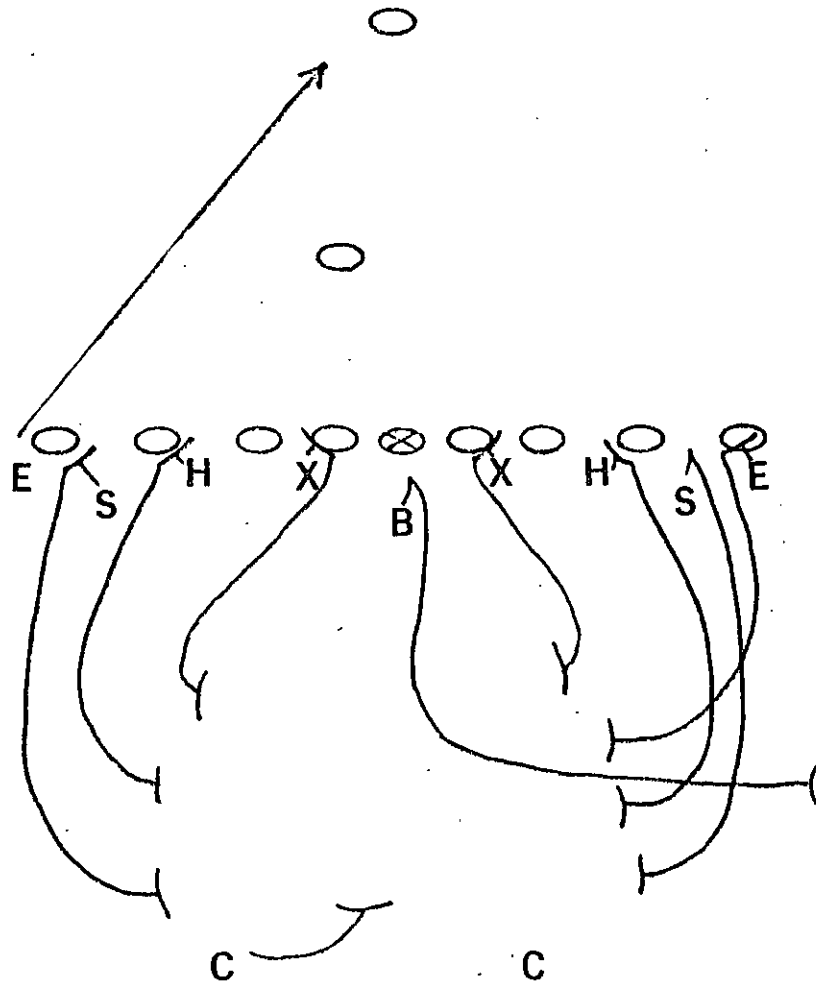
The End to the wide side, or right, will force and delay his man to the outside as long as possible while watching the kicker, then come back and block out on the third man. The End to the sideline, or left, will force the kick. The Hawks will force their respective man to the outside, give ground, read the wide or right Safety's block and block out on the second man. The two internal men (x) will delay their respective men, give ground and block out on the third man. The Backer gives ground and blocks the first man down in the middle while the Cornerback who is not receiving the ball protects the receiver and then blocks the first man that shows in the middle.



DOUBLE RETURN

The Double Return is designed to look like the Return at the Ball or at both flanks and can confuse the coverage. Both Safeties again threaten their respective gaps, then give ground to establish an outside angle and block in on the first man covering their respective flank. The Safety to the sideline, or left, will first delay the man to his outside.

The End to the wide side, or right, will force and delay his man to the outside as long as possible while watching the kicker, then circle back and block in on the third man. The End to the sideline, or left, will force the kick. The Hawks will delay their respective men, then circle back and block in on the second man. The two internal men (x) will delay their respective men, circle back and block in. The Backer gives ground, then sprints to the flank where the ball has been kicked and blocks out on the first man outside the Safety's block. The Cornerback not receiving the ball protects the receiver and will block the first man down in the middle. The ball carrier may elect to use the blocking at either flank.



KICKING THE P.A.T. AND FIELD GOAL

The P.A.T. and Field Goal attempts are blocked gap from an upright position as when protecting for the punt. Here again, the pass from center

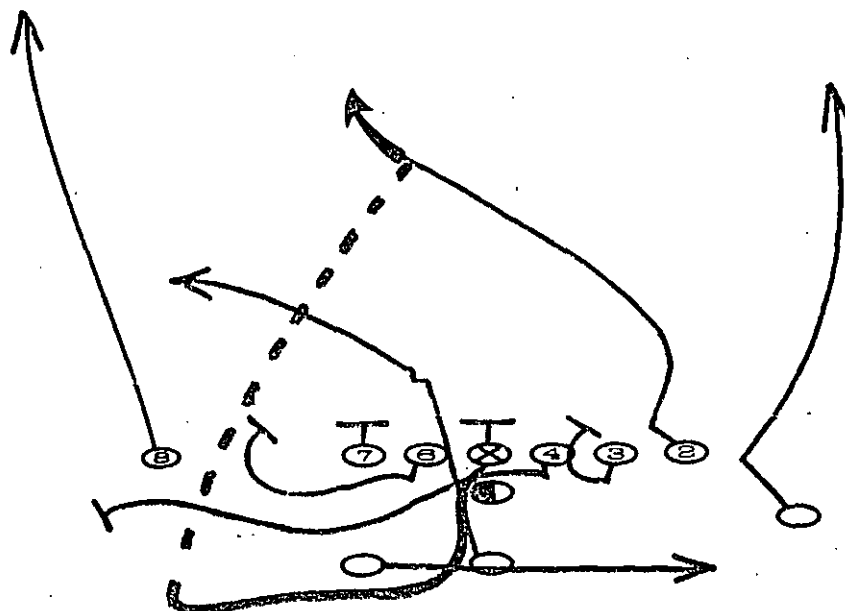
OFFENSE

OFFENSE AT DELAWARE

The advantage of offense over defense is knowing from what formation, how, where the play will attack, and when the ball will be put in play. This, of course, requires a numbering system which clearly communicates an entire play simply and quickly.

The signal system used by the "Delaware Wing-T" to communicate the information necessary for a play to be executed is combined into a three digit numbering scheme. These three digit play numbers may be preceded by a term altering the formation or suffixed by a term modifying the blocking of the play. The first number indicates the formation, the second number indicates the backfield series and techniques, while the third number indicates the point of attack. The following is an example of this three digit system.

<u>Alteration of Formation</u>	<u>Formation</u>	<u>Technique</u>	<u>Point of Attack</u>	<u>Modification of Play</u>
SPLIT	1	2	1	WAGGLE

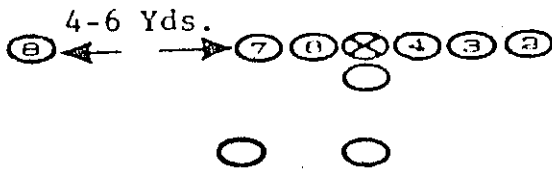


SPREAD OF ENDS

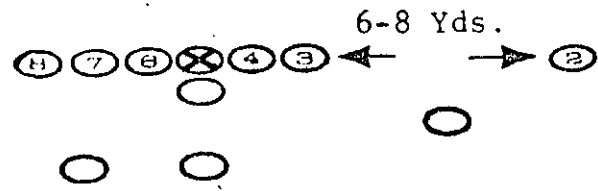
A word or letter preceding the formation number modifies the formation. The term "split" brings the spread end between 4 and 6 yards away from the wing. The term "slot" brings the spread end to a position of between 6 and 8 yards to the side of the wing. The term "spread" brings the spread end to the wing back side where he applies the spread end rule. The term "tight" preceding the formation brings both ends tight. Naturally, these are mirrored with the 900 formation as well, and are interchangeable with the I.



SPREAD 100



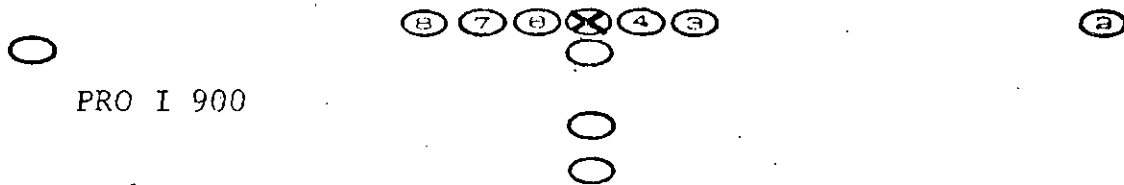
SPLIT 100



SLOT 100

PRO FORMATION

The term "pro" preceding the formation moves the wing of any basic formation to the width of the spread end rule. The example shows Pro I 900 but the term pro may be used with any formation to flank the wing.



PRO I 900

UNBALANCED FORMATIONS

The term "right" forms an unbalanced front by bringing the spread end to the right side. "Tackles Right" brings the 7 man to the right side.

A "Z" preceding the formation tells the halfback not carrying the ball to go in the opposite direction of the call.

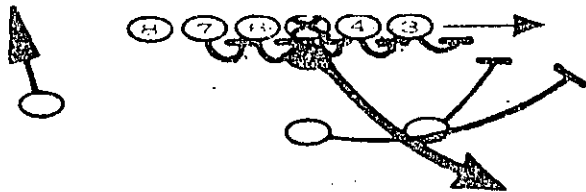
EXTENDED MOTION

While we are committed to a three back attack with a wing, it will be advantageous at times to spread the secondary by placing one of our backs in a wide alignment. This can best be accomplished through the use of motion and will be called "run to" a particular formation as described in the shifting of formations.

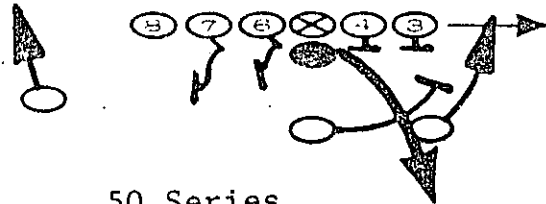
THE SECOND DIGIT

BACKFIELD SERIES

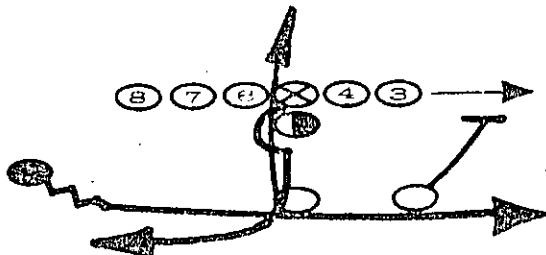
The second digit indicates the pattern of the backs, which in turn assigns the ball carrier, and the type of blocking. All of these series may be run with or without motion, i.e., to or away from the wing. The backfield actions are as follows:



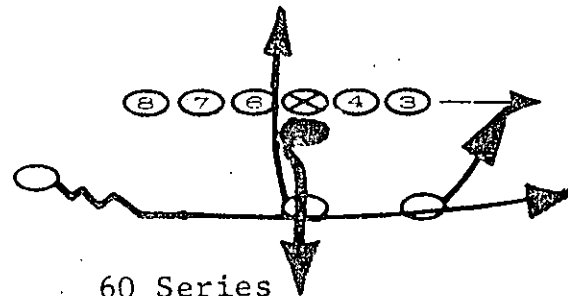
Teen Series



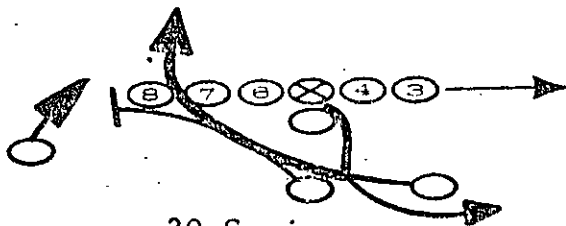
50 Series



20 Series



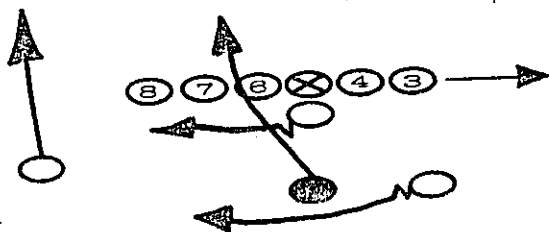
60 Series



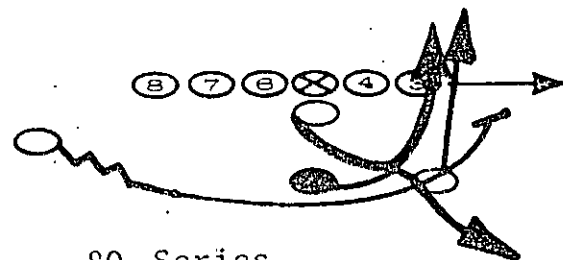
30 Series



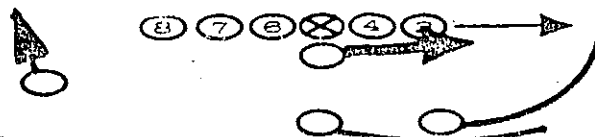
70 Series



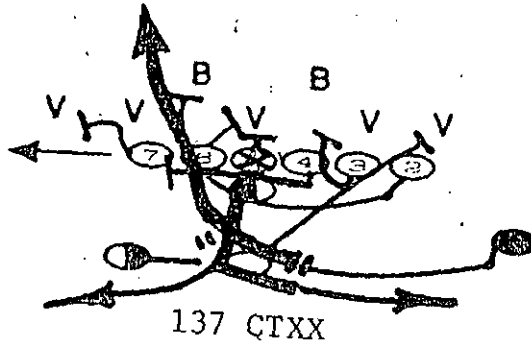
40 Series



80 Series

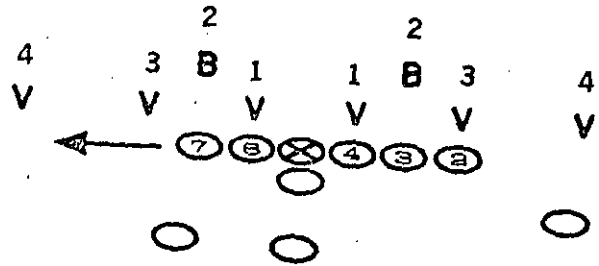
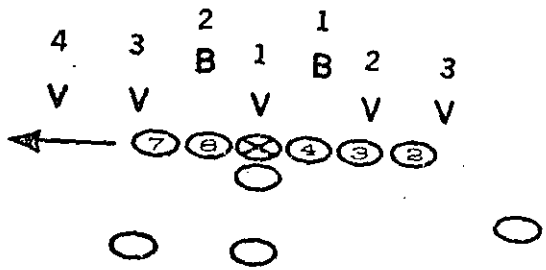


Normally the flow of the backs is toward the last digit. When the word "counter" is added to a play number, all backs but the ball carrier run away from the direction of the point of attack. 137 CT XX is an example. All the backs are running toward 1 except the RH who is the carrier.



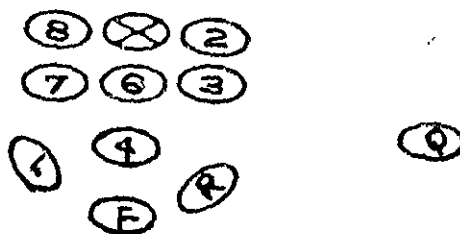
NUMBERING DEFENSIVE PERSONNEL

Although we use rule blocking, it is conducive to number the personnel defensively for teaching theory and communication. The numbering system we employ originates at the attack side guard, center seam and extends through the flank. The backside originates on 5 and extends backward.



HUDDLE

The use of a numbering system requires that the team be given the information in an organized manner that will prevent the opposition from hearing signals. This requires a huddle. The following is the huddle we will use.



OFFENSIVE SUMMARY

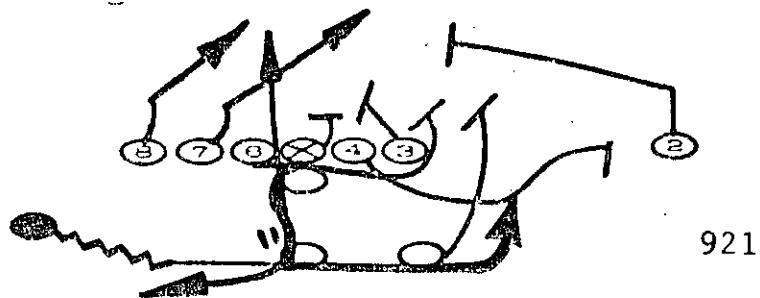
We have made an effort to simplify your offense yet still confront the defense with multiple problems. This is accomplished by the execution of a relative few basic plays which we will refer to as primary. The use of several formations multiplies the problem for the defense with no change of assignments.

In spite of the fact that we have nine points of attack numbered, there are really only three attack areas: outside, off tackle, and up the middle. These may be either hit directly or by countering.

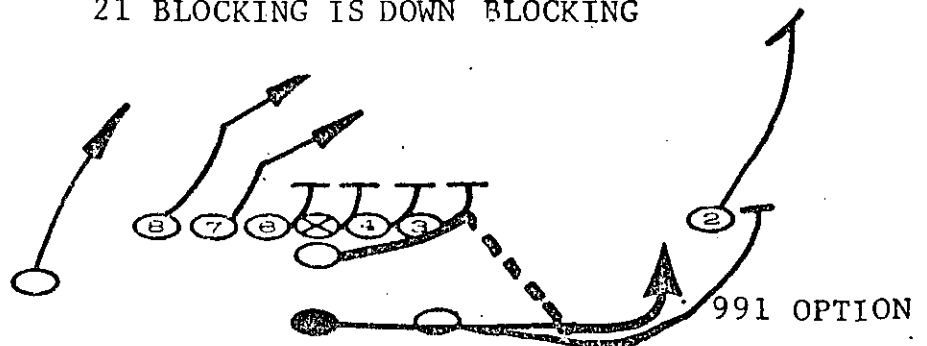
Most every play in our offense is established by blocks in at the hole and out at the hole creating a running alley. The last digit of the play number indicates not only the point of attack, but the player who blocks down if the spacing permits. If the spacing does not permit this block, the play moves inside one man via your rule assignments. Following are examples of these primary plays diagrammed one way. Each may be mirrored and may be run to the wing as well as away from the wing, away from a spread end as well as to it.

THE OUTSIDE GAME

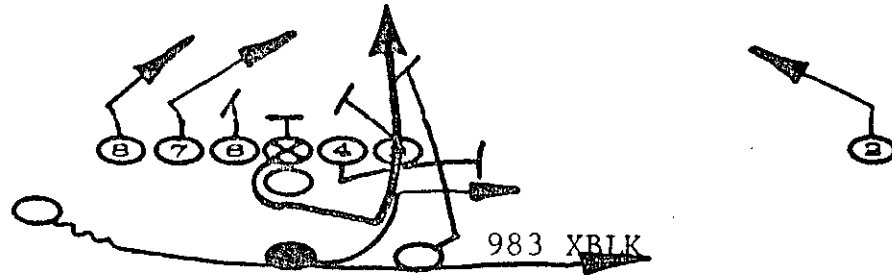
The outside game, in most cases, will have the end and the halfback blocking in at the flank while the near guard, or the fullback will block out. When running an option at the flank, the halfback or the end will block out. Here are four primary plays at the flank. While these plays use motion and are run to the spread end, they are used without motion and to a tight end as well.



21 BLOCKING IS DOWN BLOCKING



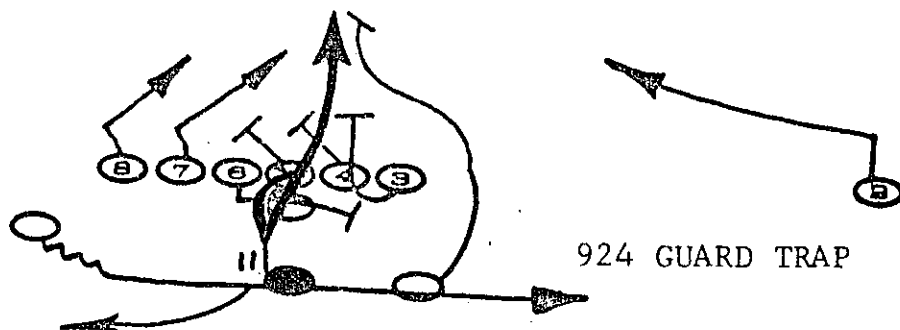
OPTION BLOCKING IS FIRE BLOCKING



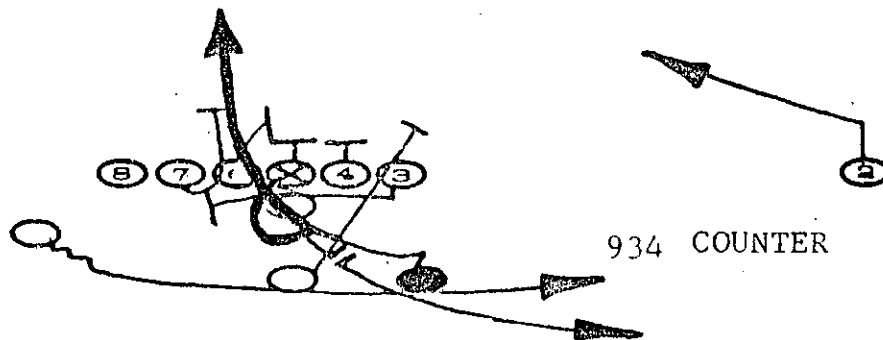
CROSS BLOCK IS AN EXAMPLE OF ONE ON ONE BLOCKING

MIDDLE PLAYS

The plays up the middle include both direct shots and counter plays. The counters are all opened by post lead inside out blocking unless modified by the term "gut". All direct plays use one on one blocking, most of which are called following the number of the plays; such as "X BLOCK, ON, GUT, TRAP".



GUARD TRAP IS ONE ON ONE BLOCKING - MAY ALSO BE USED AS GUT AS 6 MAN STEPS THROUGH THE HOLE



THIS COUNTER MAY ALSO BE USED AS GUT AND IS A GOOD PLAY FROM THE I

Although the patterns are diagrammed and the depths defined, it is necessary to describe in detail the basic cuts because of various coverages.

A. OUT

1. vs. SWITCH

Release with quick width, getting on outside shoulder of 5. While the depth will depend on the backfield action, it is imperative that the cut be made back to the line of scrimmage. If the ball is not thrown by the second step or you reach the sideline, loop in and adjust to the QB.

2. vs. SPLIT

Release with quick width. As 5 becomes 4, avoid him. Weave back to outside and adjust to open spot. The depth will be determined by the backfield action and the amount of delay in release.

3. vs. BUMP AND RUN

Place inside pressure on DB by releasing inside and deliver a blow with shoulder, if necessary. As DB becomes threatened or makes contact, break to outside quickly. Because of anticipated delay, the depth should be shortened accordingly.

B. CURL

1. vs. SWITCH

Release with quick width, then work way directly upfield. Curl to inside at a depth of 14 yards. Locate the linebacker as you turn in and adjust curl accordingly.

2. vs. SPLIT

Release with quick width. As 5 becomes 4 and threatens you or makes contact, loop in. Locate the linebacker and adjust accordingly, getting to open spot at a depth of 10 to 13 yards.

3. vs. BUMP AND RUN

Release outside with quick width, giving DB the impression that you are running away from him. As he compensates to stay with you, loop in. Your depth will depend on the reaction of the DB.

C. READ

1. vs. SWITCH

Release with width reading 4. As 4 inverts, curl at a depth of 14 yards. Locate the LB and adjust to open spot.

2. vs. SPLIT

Release with width reading 4. If 4 becomes 5, avoid contact and run out pattern. Adjust depth according to delay caused by DB.

3. vs. BUMP AND RUN

Release outside with quick width, giving a DB the impression that you are running away from him. As he compensates to stay with you, loop in. Your depth will depend on the variation of DB.

OFFENSIVE GLOSSARY

AREA BLOCK --	Blocking an area after taking one step forward.
AWAY BLOCK --	Block seam away from the point of attack.
BACKER --	A defensive man positioned off the line of scrimmage in a two point stance.
BOOTLEG --	QB keeps ball in the opposite direction of offensive call and executes run or pass option.
CHECK BLOCK --	Fill for pulling man and protect that zone.
COUNTER --	Backs run opposite to the called play with exception of the ball carrier, who runs to the point of attack.
CUT OFF BLOCK --	Block downfield at closest point where you will intercept the defender's path to the ball carrier.
DOWN BLOCK --	Block man on or over adjacent man to your inside.
DRAG --	A delayed pass cut into an open area.
FIRE BLOCK --	Aggressively block attack side gap -- may not exchange assignments with adjacent man.
GAP BLOCK --	Block man in your inside seam.
GUT BLOCK --	Step around tail of adjacent lineman -- wall off.
INSIDE-OUT-BLOCK --	Pulling lineman blocks out on 1st free man at point of attack.
KEEP PASS --	QB keeps the ball in the direction of the offensive call and executes run or pass option.
LEAD --	The block that establishes an opening as in post-lead but may be an adjustment to option blocking where the blocks at the flank are reduced by one.
LOG BLOCK --	Pull toward point of attack with depth, attempting to get head outside and hook defensive man. If man opens up, kick him out.
ODD BLOCK --	Backside adjustment of on block for odd defense where guard blocks outside and tackle guts inside.

ON BLOCK-- Block man on line of scrimmage from a head up to a nose to knee alignment with you.

OPTION-- QB executes option of one of two alternatives, keep or pitch.

POST-LEAD BLOCK-- Block where defensive man is moved laterally by two offensive men.

REACH BLOCK-- Step laterally toward point of attack, then block as assigned. May exchange assignments with adjacent man on call.

READ DOWN-- Step to block down, if defensive man on adjacent man stunts away, block backer.

SEAM-- Zone between two adjacent offensive linemen.

SHADOW-- Adjustment to reach blocking vs. odd defense, where tackle blocks, gap, on. Guard steps laterally to read backer and blocks him. Pull if he scrapes, block on if he fills.

TIGHT MAN-- Last man on line of scrimmage of a formation.

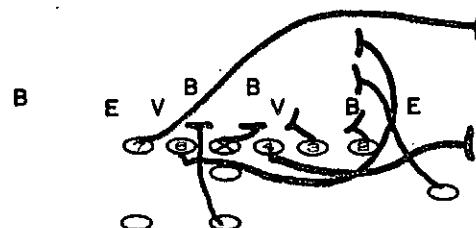
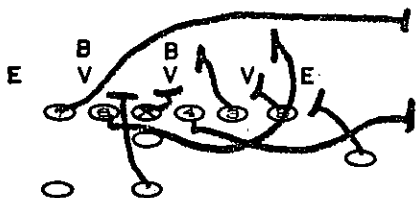
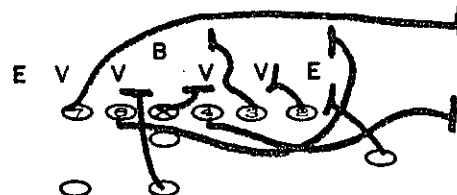
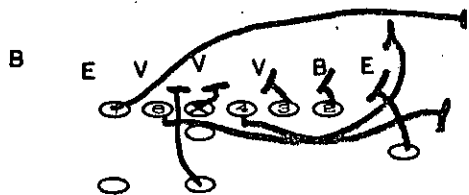
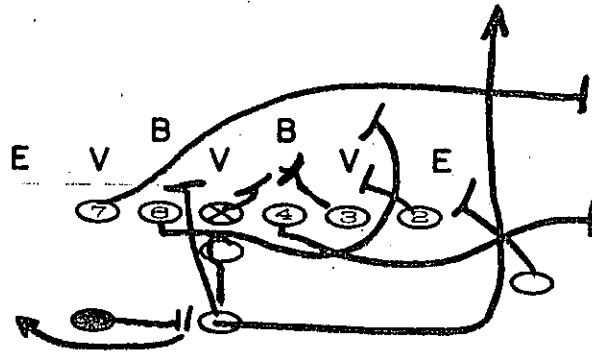
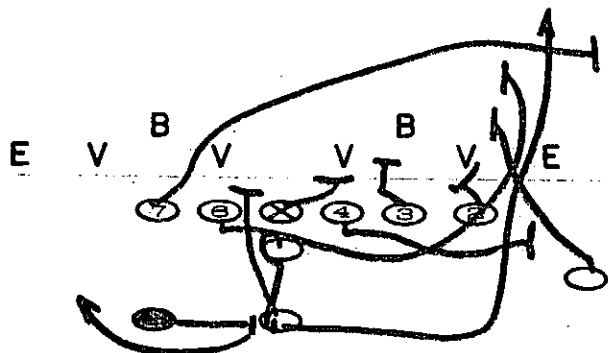
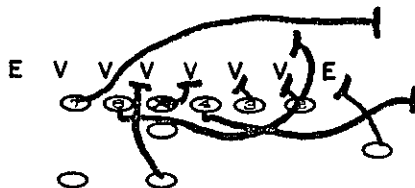
WAGGLE-- Bootleg play with guard or guards pulling opposite the offensive call, protecting QB.

WALL OFF BLOCK-- Block defensive pursuit at a point immediately beyond line of scrimmage.

WEAVE-- End's release, moving with width after 4 yards of depth, reading defense.

DATE FALL 1975

PLAY 121
 VARIATIONS _____



- *2 - SPREAD: 1ST MAN INSIDE OFF LINE OF SCRIMMAGE (WALL OFF)
- SPLIT: 1ST MAN INSIDE ON LINE OF SCRIMMAGE (WALL OFF)
- TIGHT: GAP - READ DOWN

QB - REVERSE PIVOT, FOLLOW MID-LINE, HAND OFF TO LH, BOOTLEG AT 9

3 - GAP - READ DOWN

*LH - CARRIER, RECEIVE HAND OFF

- *4 - PULL, BLOCK OUT ON 1ST MAN OUTSIDE OF RH'S BLOCK (SPLIT: 1ST MAN OUTSIDE OF END'S BLOCK)

*RH - GO FOR POINT 1½ YARDS OUTSIDE OF TIGHT MAN, ATTACK 1ST FREE MAN INSIDE.

5 - REACH - RIGHT

*FB - DIVE FOR LEFT FOOT OF 5, BLOCK AREA.

6 - PULL, WALL OFF

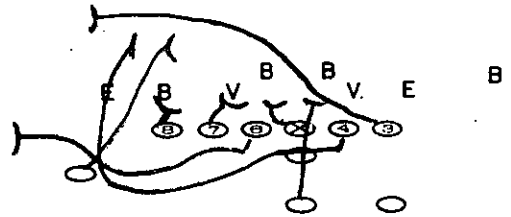
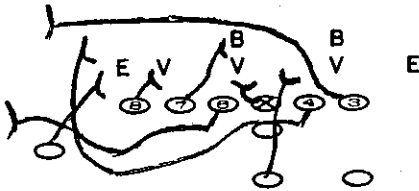
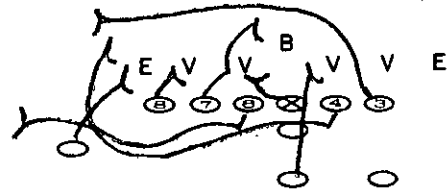
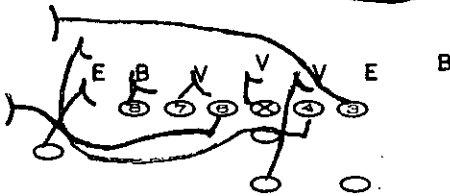
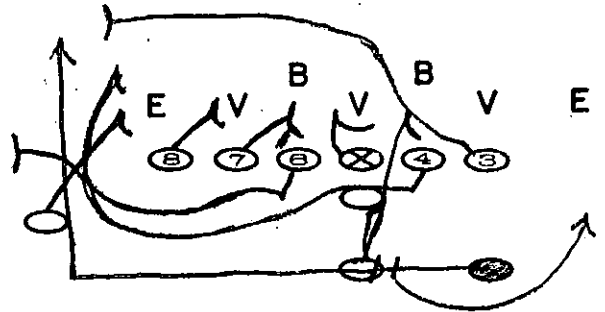
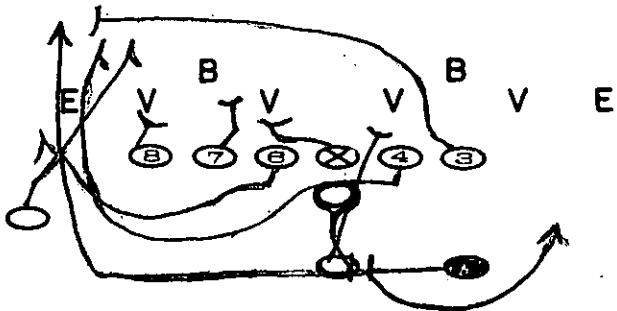
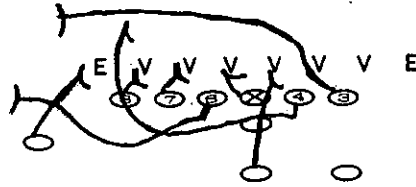
(OVER FOR VARIATIONS)

7 - CUT OFF

8 - CUT OFF

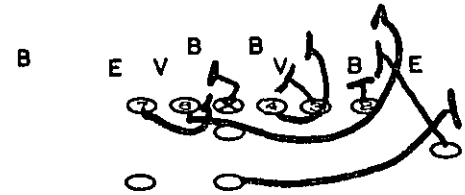
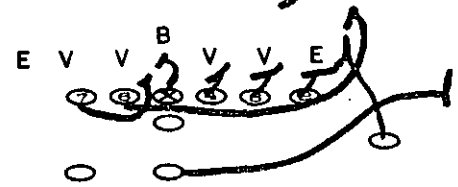
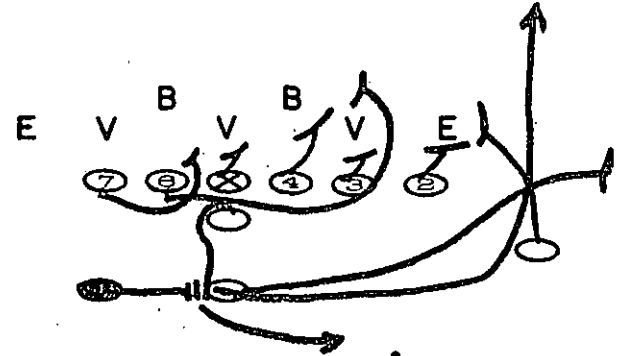
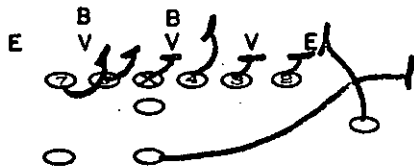
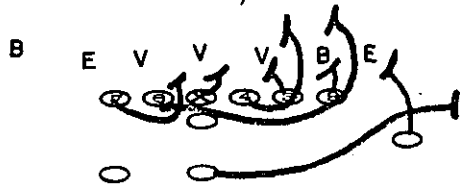
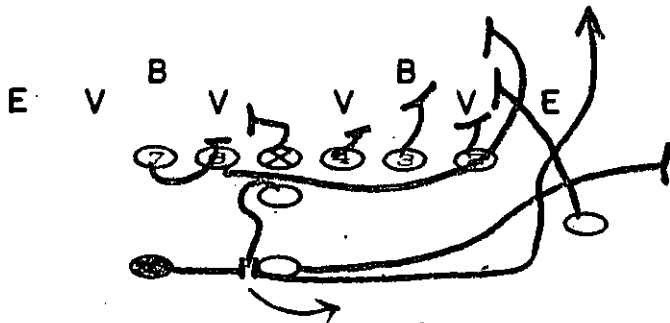
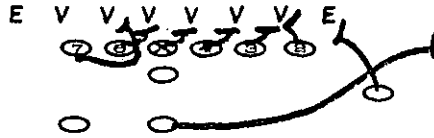
DATE FALL 1975

PLAY 929
 VARIATIONS _____



- 2 - CUT OFF
- 3 - CUT OFF
- 4 - PULL, WALL OFF
- 5 - REACH - LEFT
- *6 - PULL, BLOCK OUT ON 1ST MAN OUTSIDE OF LH'S BLOCK
 (SPLIT: 1ST MAN OUTSIDE OF END'S BLOCK)
- 7 - GAP - READ DOWN
- *8 - SPREAD: 1ST MAN INSIDE OFF LINE OF SCRIMMAGE (WALL OFF)
 SPLIT: 1ST MAN INSIDE ON LINE OF SCRIMMAGE (WALL OFF)
 TIGHT: GAP - READ DOWN

- QB - REVERSE PIVOT, FOLLOW MID-LINE, HAND OFF TO RH, BOOTLEG AT 1
- *LH - GO FOR POINT 1½ YARDS OUTSIDE OF TIGHT MAN. ATTACK 1ST FREE MAN INSIDE.
- *RH - CARRIER - RECEIVE HAND OFF
- *FB - DIVE FOR RIGHT FOOT OF 5, BLOCK AREA

DATE FALL 1975PLAY 131
VARIATIONS _____

- *2 - SPREAD: 1ST MAN INSIDE OFF
LINE OF SCRIMMAGE (WALL OFF)
SPLIT: 1ST MAN INSIDE ON
LINE OF SCRIMMAGE (WALL OFF)
TIGHT: GAP - FIRE - READ DOWN

3 - FIRE (4 GUT 3 SINGLE GAP)

4 - FIRE (4 GUT 3 SINGLE GAP)

*5 - FIRE - AREA - LEFT

*6 - FIRE - PULL (WITH 5 AREA - ON)

*7 - PULL

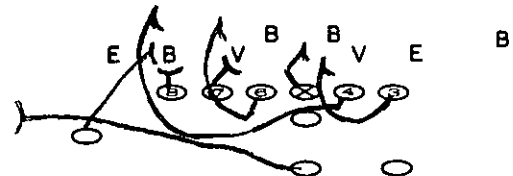
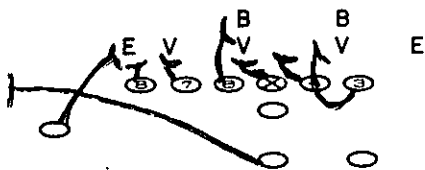
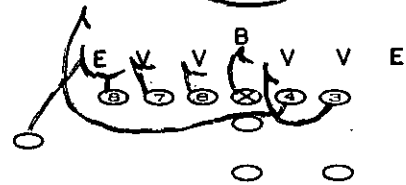
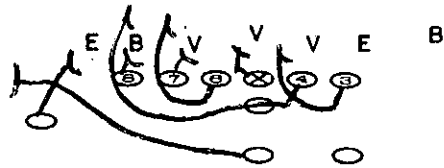
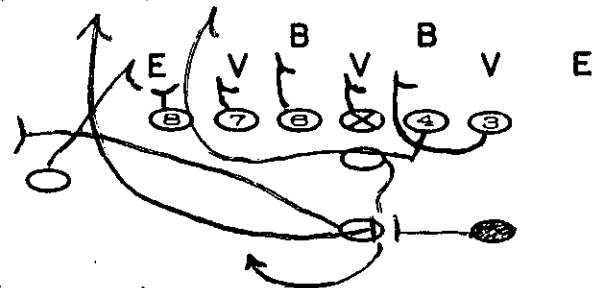
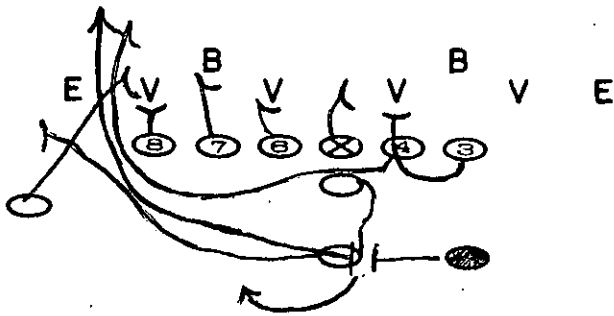
8 - CUT OFF (SHORT YARDAGE OR
GOAL LINE, BLOCK 3)

QB - REVERSE PIVOT, FOLLOW
MID-LINE, HAND OFF TO
LH, FAKE KEEP PASS

*LH - CARRIER

*RH - GO FOR A POINT $1\frac{1}{2}$ YARDS
OUTSIDE OF TIGHT MAN,
BLOCK 1ST FREE MAN INSIDE.
SLOT: BLOCK 1ST MAN OUT-
SIDE 3

*FB - TAKE LATERAL STEP, BLOCK
1ST MAN OUTSIDE OF RH'S
BLOCK EITHER WAY

DATE FALL 1975PLAY 939
VARIATIONS 

- 2 - CUT OFF (SHORT YARDAGE OR GOAL LINE, BLOCK 3)
- *3 - PULL
- *4 - FIRE - PULL (WITH 5 AREA - ON)
- *5 - FIRE - AREA - RIGHT
- 6 - FIRE (6 GUT 7 SINGLE GAP)
- 7 - FIRE (6 GUT 7 SINGLE GAP)
- *8 - SPREAD: 1ST MAN INSIDE OFF LINE OF SCRIMMAGE (WALL OFF)
SPLIT: 1ST MAN INSIDE ON LINE OF SCRIMMAGE (WALL OFF)
TIGHT: GAP - FIRE - READ DOWN

QB - REVERSE PIVOT, FOLLOW MID-LINE, HAND OFF TO RH, FAKE KEEP PASS

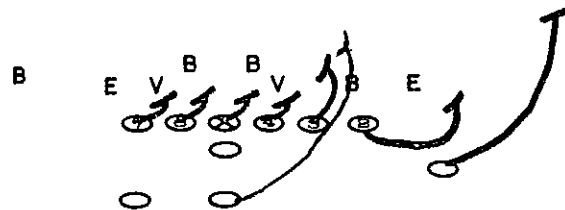
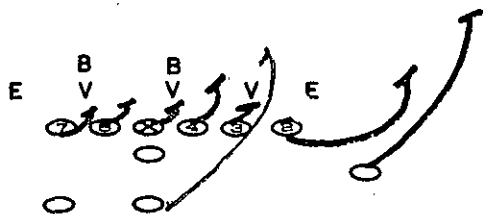
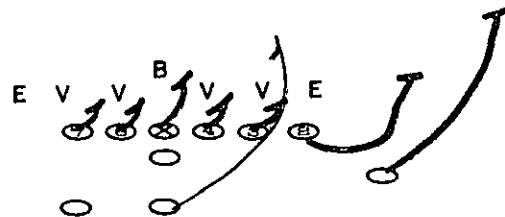
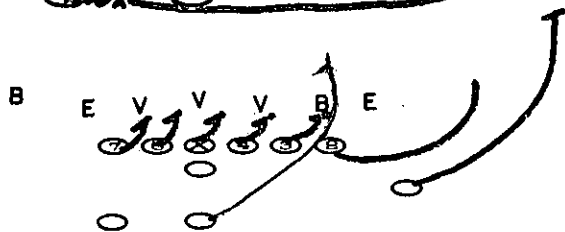
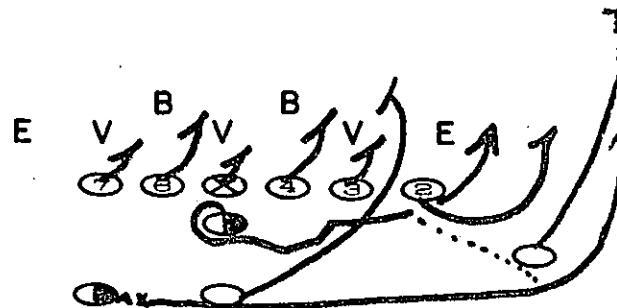
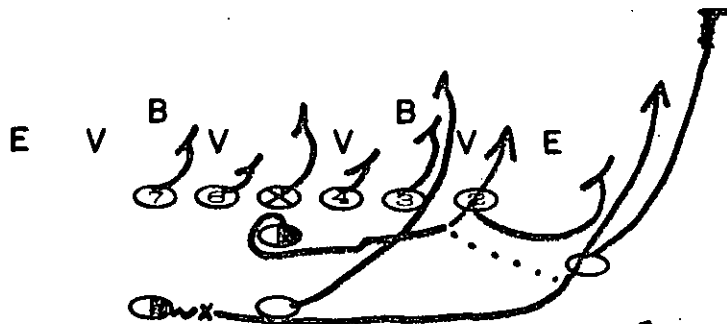
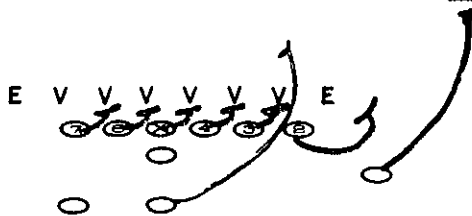
*LH - GO FOR A POINT $1\frac{1}{2}$ YARDS OUTSIDE OF TIGHT MAN, BLOCK 1ST FREE MAN INSIDE. SLOT: BLOCK 1ST MAN OUTSIDE 7

*RH - CARRIER

*FB - TAKE LATERAL STEP, BLOCK 1ST MAN OUTSIDE OF LH'S BLOCK EITHER WAY

DATE FALL 1975

PLAY 181 OPTION
 VARIATIONS _____



*2 - TIGHT: WITH WING, BLOCK 4TH MAN AT FLANK
 WITHOUT WING: RELEASE THROUGH 5TH MAN AT FLANK
 SPREAD OR SPLIT: RELEASE THROUGH 5TH MAN AT FLANK

QB - REVERSE PIVOT, RIDE BALL SHARPLY TO FB, EXECUTE OPTION

*3 - FIRE - ON - BACKER

LH - LEAVE IN ONE STEP MOTION - BE IN POSITION TO RECEIVE PITCH

4 - FIRE - ON - BACKER
 (GUT WITH 4 CALL)
 (SHADOW OKLA.)

*RH - WING: RELEASE OUTSIDE OF END MAN, BLOCK THROUGH 5TH MAN AT FLANK
 DEEP BACK: FLARE BLOCK 4TH MAN AT FLANK

5 - FIRE - ON - BACKER

6 - FIRE - ON - BACKER

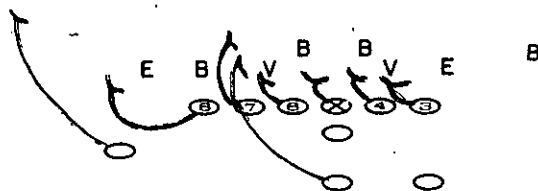
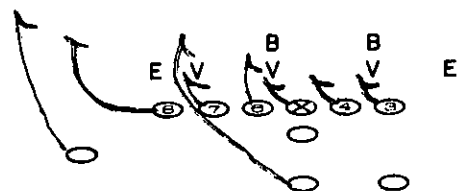
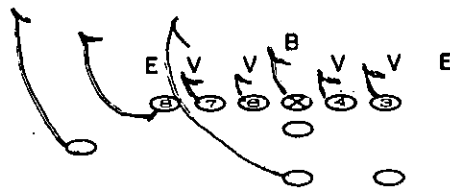
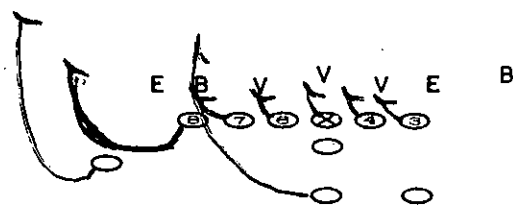
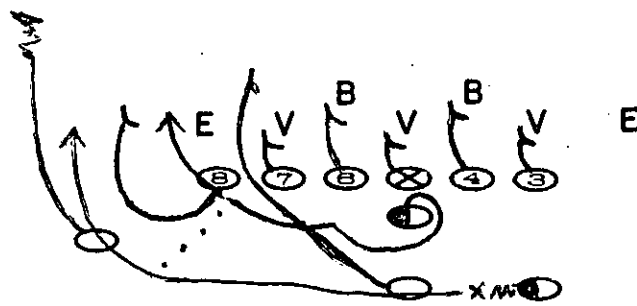
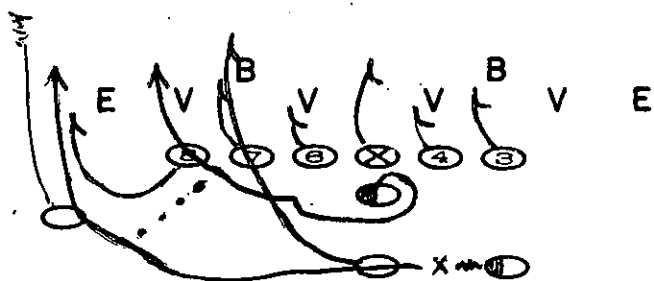
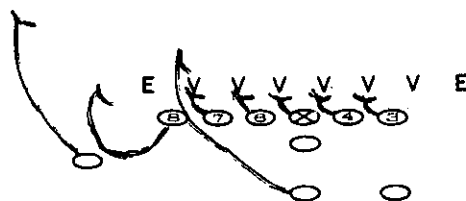
FB - DRIVE FOR INSIDE LEG OF #2 TURN UP AND BLOCK PURSUIT

7 - FIRE - ON - BACKER

8 - CUT OFF

DATE FALL 1975

PLAY 989 OPTION
 VARIATIONS _____

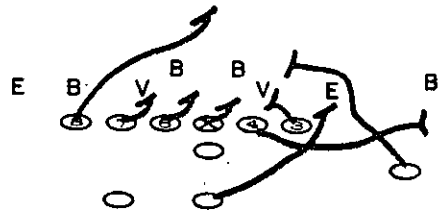
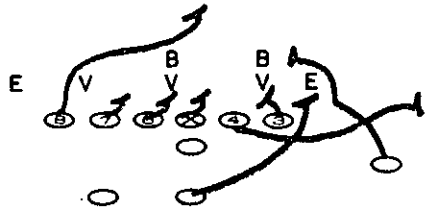
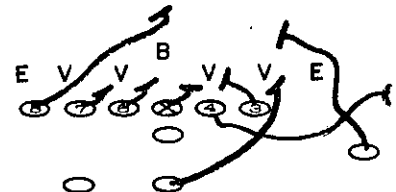
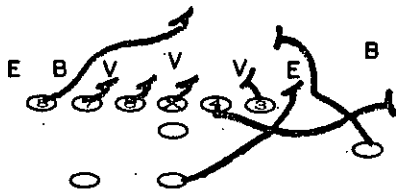
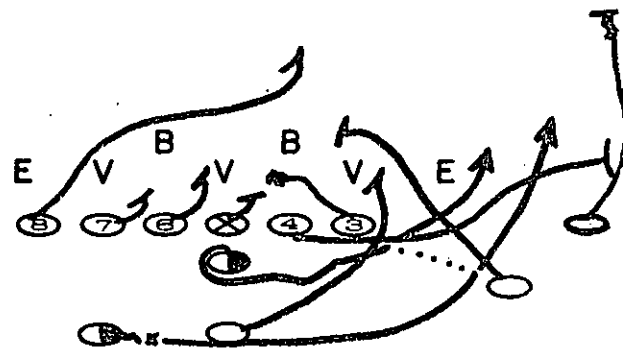
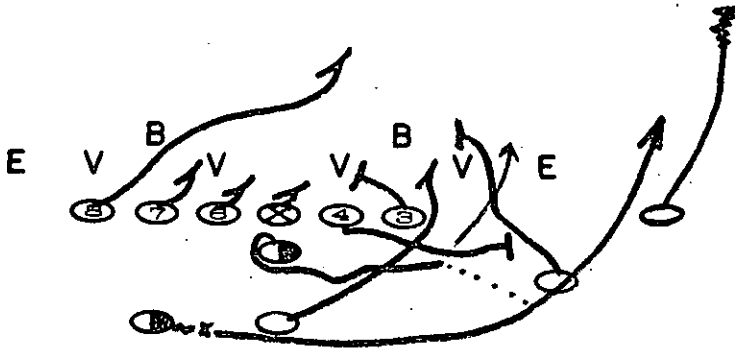
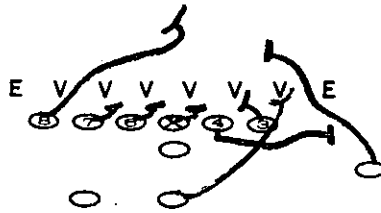


- 2 - CUT OFF
- 3 - FIRE - ON - BACKER
- 4 - FIRE - ON - BACKER
- 5 - FIRE - ON - BACKER
- 6 - FIRE - ON - BACKER
- 7 - FIRE - ON - BACKER
- 8 - TIGHT: WITH WING, BLOCK 4TH MAN AT FLANK
 WITHOUT WING - RELEASE THRU 5TH MAN AT FLANK
 SPREAD OR SPLIT: RELEASE THRU 5TH MAN AT FLANK

- QB - REVERSE PIVOT, RIDE BALL SHARPLY TO FB, EXECUTE OPTION
- LH - WING: RELEASE OUTSIDE OF END MAN, BLOCK THRU 5TH MAN AT FLANK
 DEEP BACK: FLARE BLOCK 4TH MAN AT FLANK
- RH - LEAVE IN ONE STEP MOTION - BE IN POSITION TO RECEIVE PITCH
- FB - DRIVE FOR INSIDE LEG OF 8, TURN UP AND BLOCK PURSUIT

DATE FALL 1975

PLAY SLOT 181 PITCH
 VARIATIONS SLOT 141 PITCH

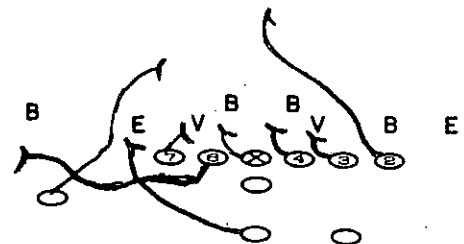
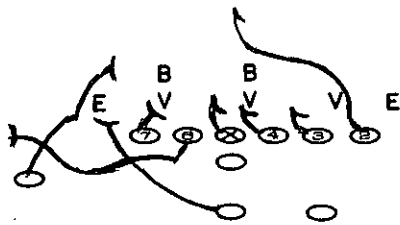
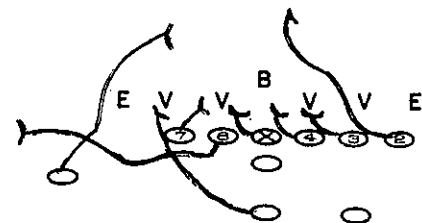
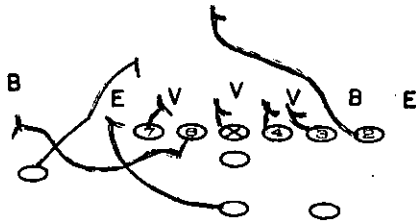
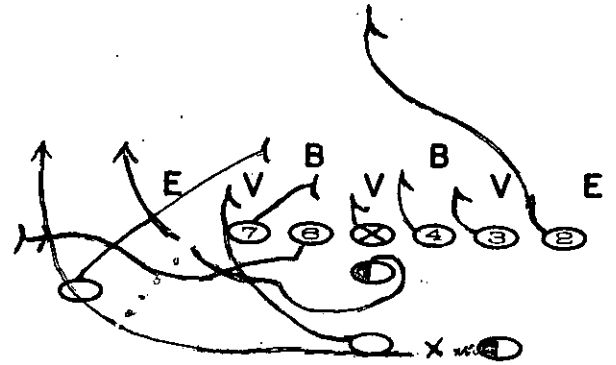
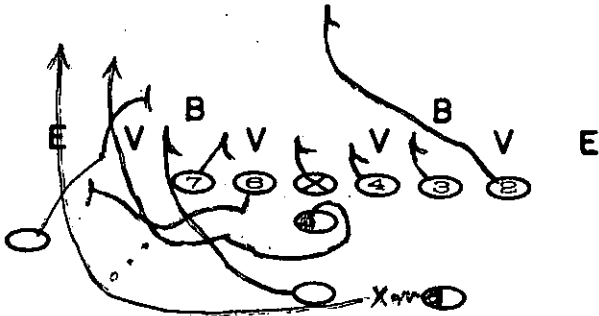
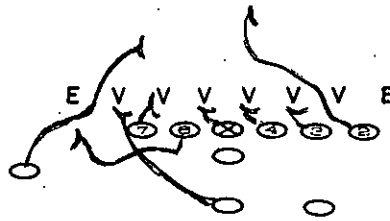


2 - TIGHT: GAP - READ DOWN
 SPREAD: 1ST MAN INSIDE OFF
 LINE OF SCRIMMAGE (WALL OFF)
 SPLIT: 1ST MAN INSIDE ON
 LINE OF SCRIMMAGE (WALL OFF)

QB - REVERSE PIVOT, FAKE TO FB, OPTION KEEP OR PITCH
 LH - LEAVE IN ONE STEP MOTION - BE IN POSITION TO RECEIVE PITCH

3 - GAP - READ DOWN
 4 - PULL - BLOCK OUT
 5 - REACH - ON - BACKER
 6 - REACH - ON - BACKER
 7 - REACH - ON - BACKER
 8 - CUT OFF

RH - INFLUENCE - WALL OFF
 FB - DRIVE FOR INSIDE LEG OF 2 - TURN UP AND BLOCK PURSUIT

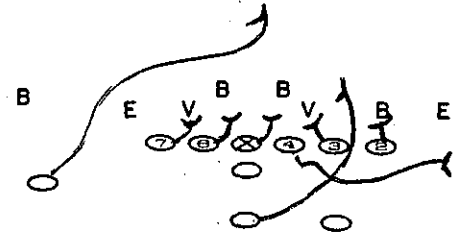
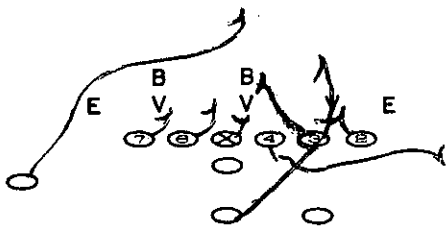
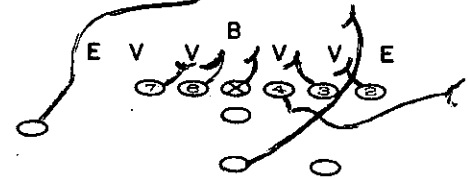
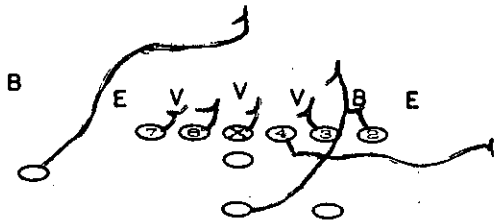
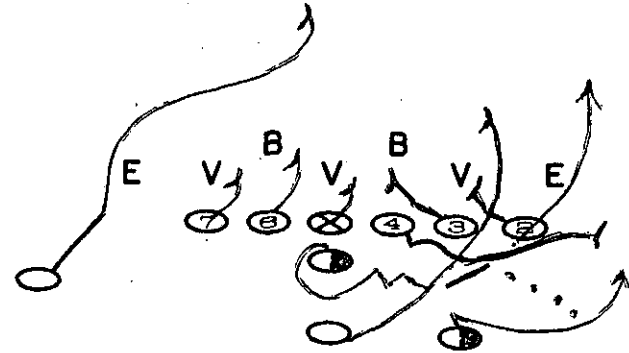
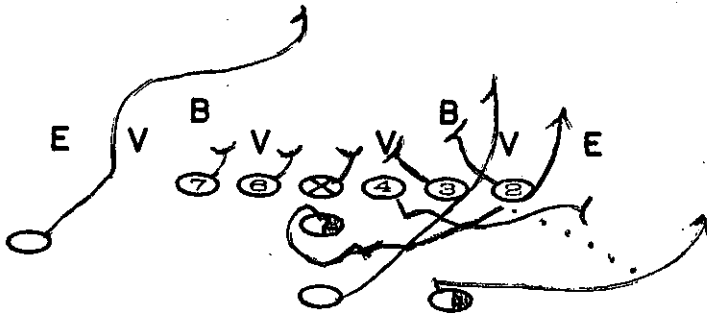
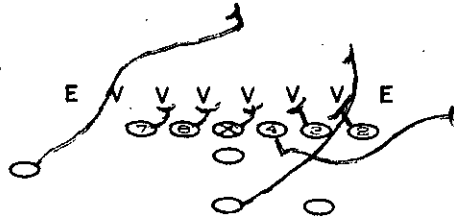
DATE FALL 1975PLAY _____ SLOTT 989 PITCH
VARIATIONS _____ SLOTT 949 PITCH

- 2 - CUT OFF
- 3 - REACH - ON - BACKER
- 4 - REACH - ON - BACKER
- 5 - REACH - ON - BACKER
- 6 - PULL - BLOCK OUT
- 7 - GAP - READ DOWN
- 8 - TIGHT: GAP - READ DOWN
SPREAD: RELEASE
SPLIT: RELEASE

- QB - REVERSE PIVOT - FAKE TO FB, OPTION KEEP OR PITCH
- LH - INFLUENCE - WALL OFF
- RH - LEAVE IN ONE STEP MOTION - BE IN POSITION TO RECEIVE PITCH
- FB - DRIVE FOR INSIDE LEG OF 8 - TURN UP AND BLOCK PURSUIT

DATE FALL 1975

PLAY NO MO SPR 981 PITCH
 VARIATIONS



- 2 - TIGHT: GAP - READ DOWN
- SPREAD: 1ST MAN INSIDE OFF
- LINE OF SCRIMMAGE (WALL OFF)
- SPLIT: 1ST MAN INSIDE ON
- LINE OF SCRIMMAGE (WALL OFF)

- 3 - GAP - READ DOWN
- 4 - PULL - BLOCK OUT
- 5 - REACH - ON - BACKER
- 6 - REACH - ON - BACKER
- 7 - REACH - ON - BACKER
- 8 - CUT OFF

QB - REVERSE PIVOT - FAKE TO FB, OPTION KEEP OR PITCH

LH - CUT OFF

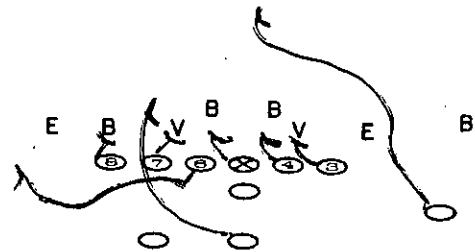
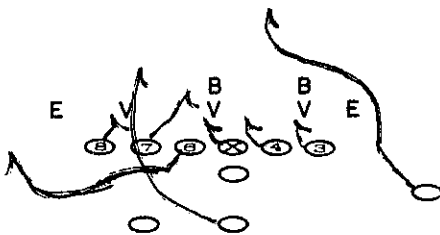
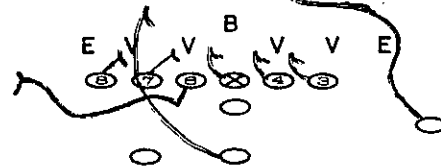
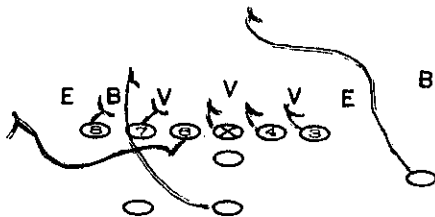
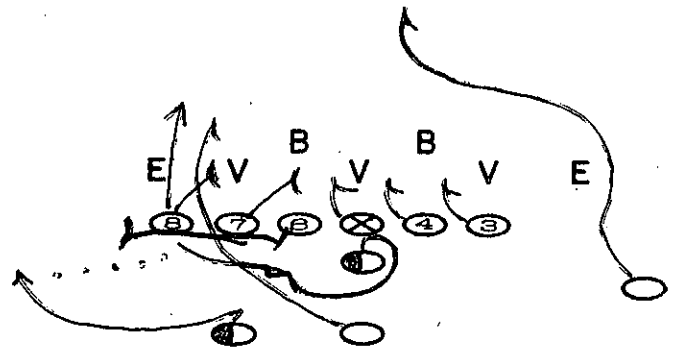
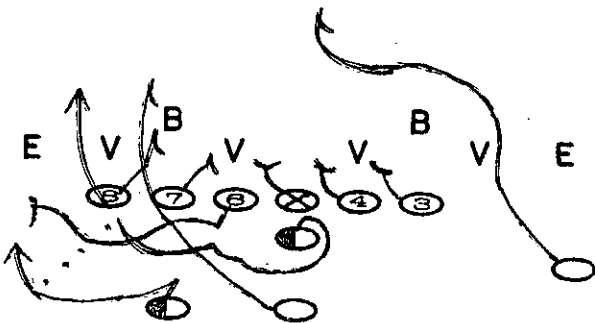
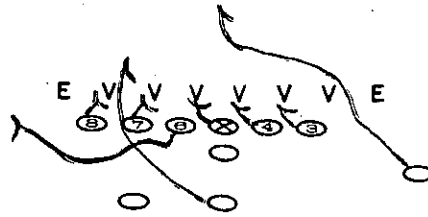
RH - TAKE ONE STEP UP
 FLARE FOR PITCH (USE 36 CT TECH)

FB - DRIVE FOR INSIDE LEG OF 2 -
 TURN UP & BLOCK PURSUIT

*When wing motion or to a spread, the lead back will block the first man outside of the tight man.

DATE FALL 1975

PLAY NO MO SPR 189 PITCH
 VARIATIONS _____

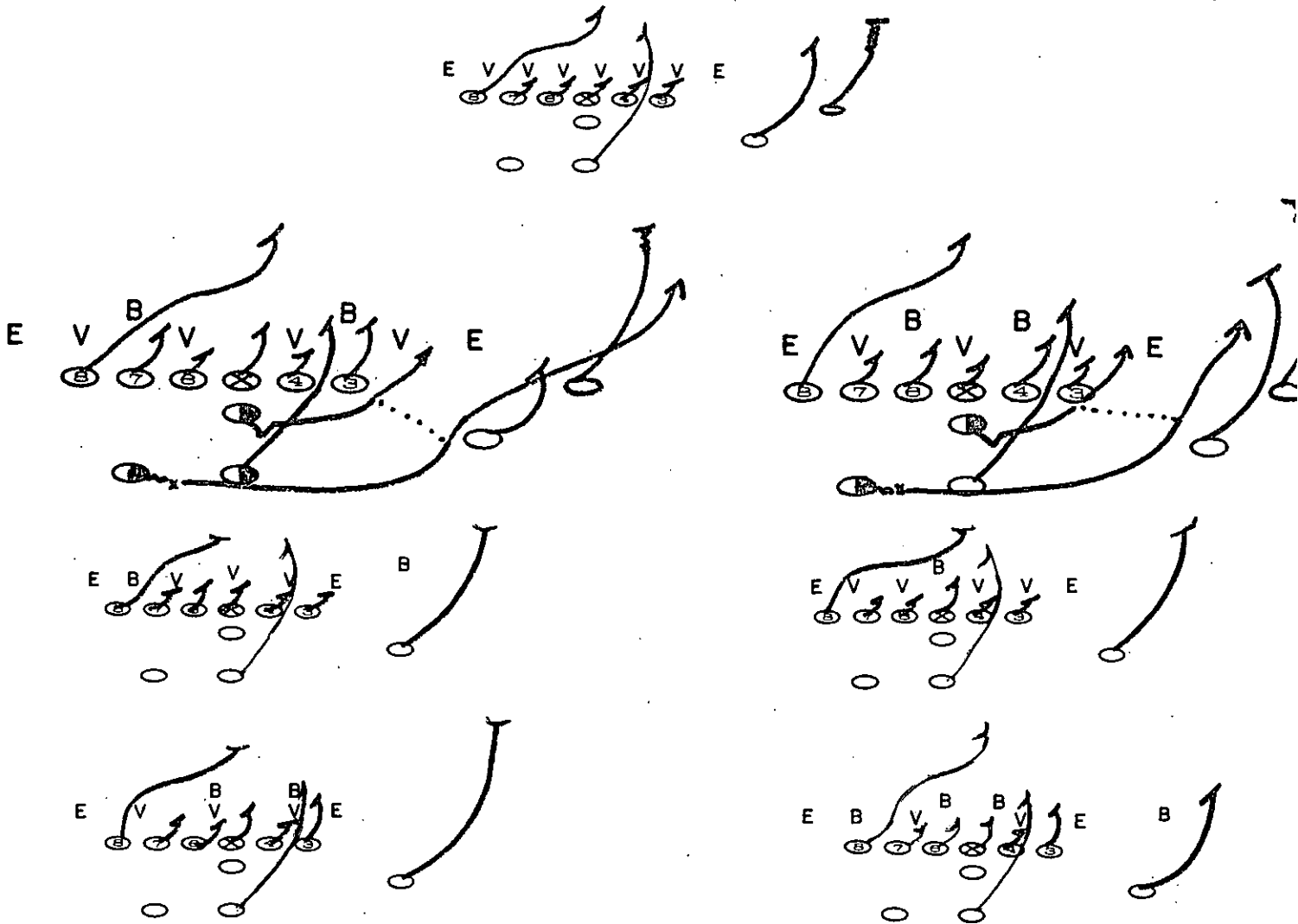


- 2 - CUT OFF
- 3 - REACH - ON - BACKER
- 4 - REACH - ON - BACKER
- 5 - REACH - ON - BACKER
- 6 - PULL - BLOCK OUT
- 7 - GAP - READ DOWN
- 8 - TIGHT: GAP - READ DOWN
 SPREAD: 1ST MAN INSIDE OFF
 LINE OF SCRIMMAGE (WALL OFF)
 SPLIT: 1ST MAN INSIDE ON
 LINE OF SCRIMMAGE (WALL OFF)

- QB - REVERSE PIVOT - FAKE TO FB,
 OPTION KEEP OR PITCH
- LH - TAKE ONE STEP UP FLARE
 FOR PITCH (USE 34 CT TECH)
- RH - CUT OFF
- FB - BELLY FOR INSIDE LEG
 OF 8 - TURN UP &
 BLOCK PURSUIT

DATE FALL 1975

PLAY SPR 141 OPTION
 VARIATIONS 921 OPTION



2 - OUTSIDE RELEASE - BLOCK 4

3 - FIRE - ON - BACKER

4 - FIRE - ON - BACKER

5 - FIRE - ON - BACKER

6 - FIRE - ON - BACKER

7 - FIRE - ON - BACKER

8 - CUT OFF

QB - STEP OUT 45°, FAKE BALL TO FB. OPTION 3

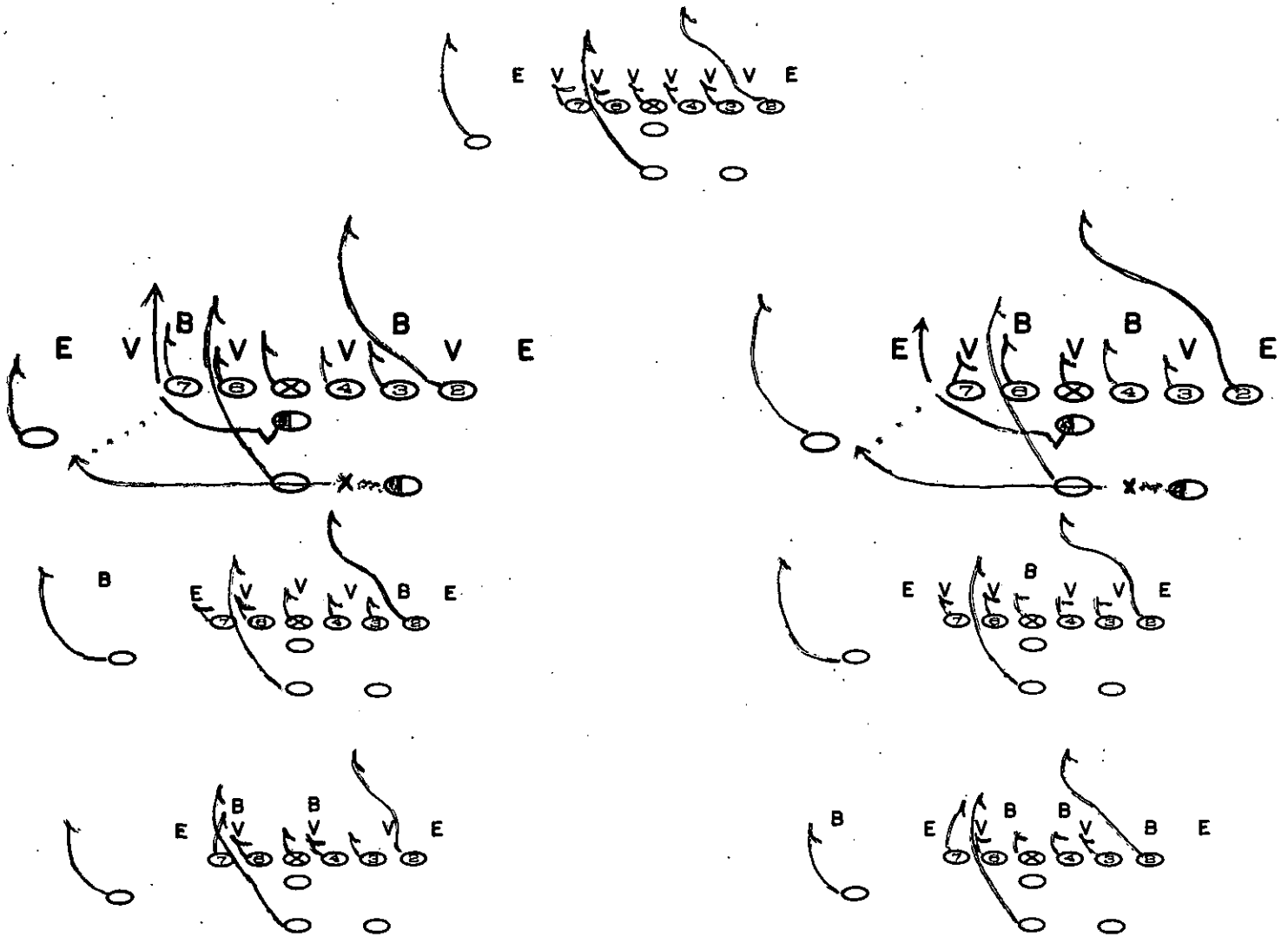
LH - ONE STEP MOTION, RUN OPTION PATH, LOOK FOR PITCH

RH - RELEASE OUTSIDE, BLOCK 5

FB - DIVE FOR OUTSIDE LEG OF 4 FAKE THROUGH HOLE, BLOCK BACKER

DATE FALL 1975

PLAY SPR 949 OPTION
 VARIATIONS _____

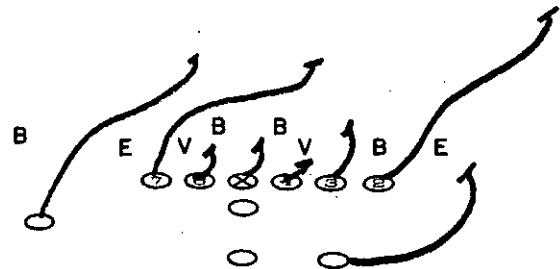
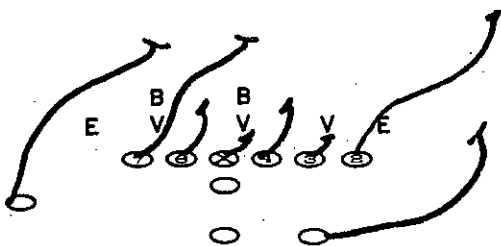
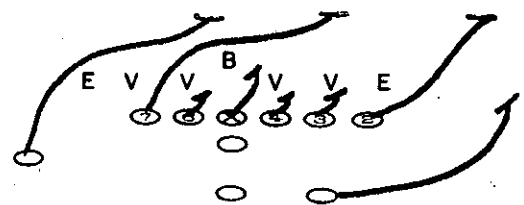
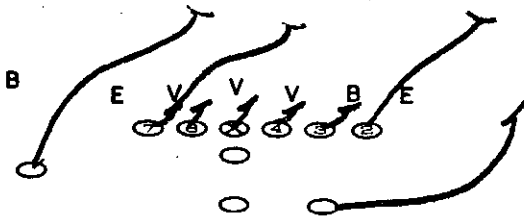
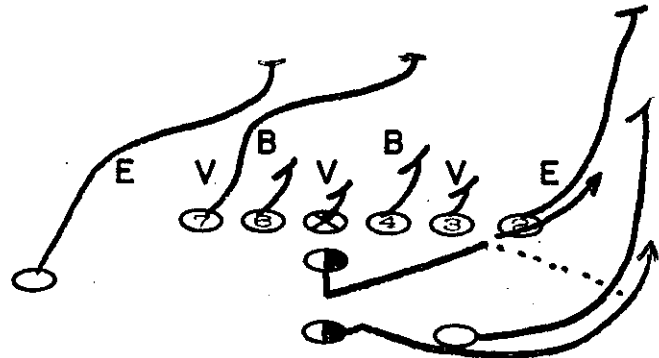
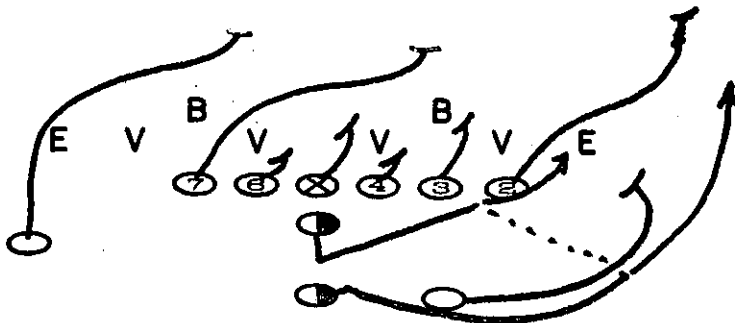
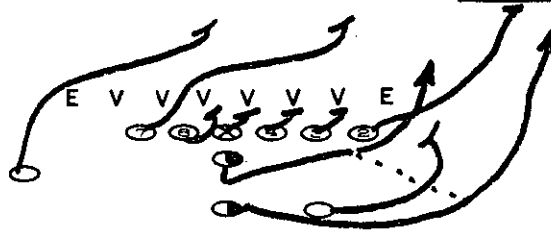


- 2 - CUT OFF
- 3 - FIRE - ON - BACKER
- 4 - FIRE - ON - BACKER
- 5 - FIRE - ON - BACKER
- 6 - FIRE - ON - BACKER
- 7 - FIRE - ON - BACKER
- 8 - OUTSIDE RELEASE
BLOCK 4

- QB - STEP OUT 45°, FAKE BALL TO FB. OPTION 3
- LH - RELEASE OUTSIDE, BLOCK 5
- RH - ONE STEP MOTION, RUN. OPTION PATH, LOOK FOR PITCH
- FB - DIVE FOR OUTSIDE LEG OF 6, FAKE THROUGH HOLE, BLOCK BACKER

DATE FALL 1975

PLAY SPREAD 991 OPTION
 VARIATIONS RUN TO "Z" SPR 991 OPT



*2 - SPREAD OR SPLIT: RELEASE THROUGH
 5TH MAN AT FLANK
 TIGHT: RELEASE - BLOCK 5TH MAN
 AT FLANK

QB - TAKE TWO STEPS BACK,
 SPRINT AT 1 - PITCH TO FB

3 - FIRE - ON - BACKER

LH - CUT OFF

4 - FIRE - ON - BACKER

*RH - FLARE - BLOCK 4TH MAN
 AT FLANK

5 - FIRE - ON - BACKER

*FB - CARRIER: CONTROLLED
 SPRINT AT 1 - RECEIVE
 PITCH

6 - REACH - ON - BACKER

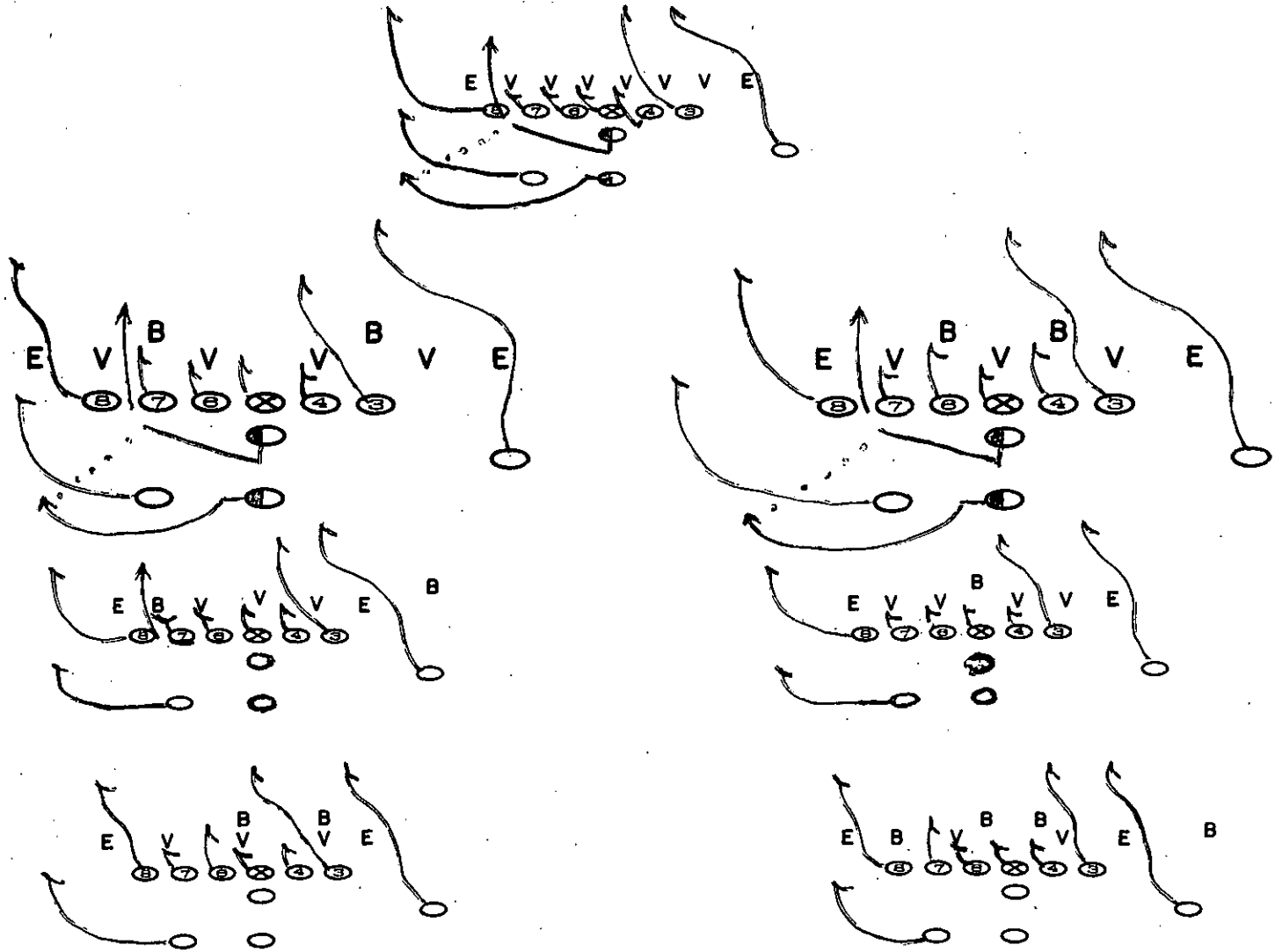
7 - CUT OFF

8 - CUT OFF

*MAY BE RUN OPTION LEAD

DATE FALL 1975

PLAY SPREAD 199 OPTION
 VARIATIONS _____



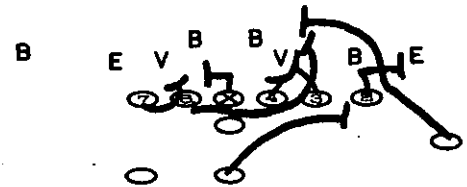
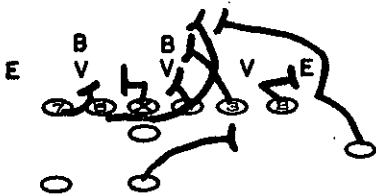
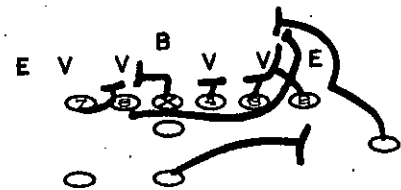
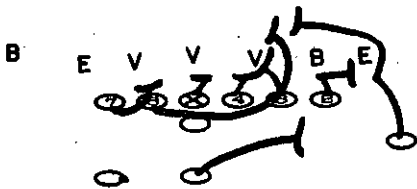
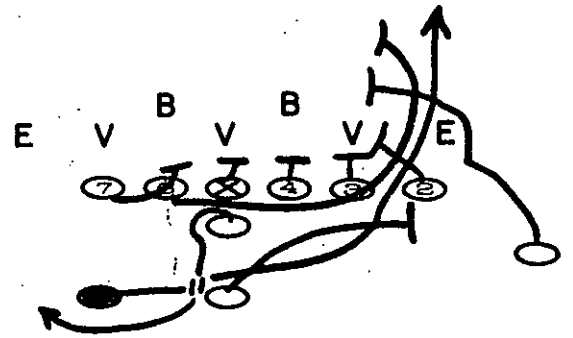
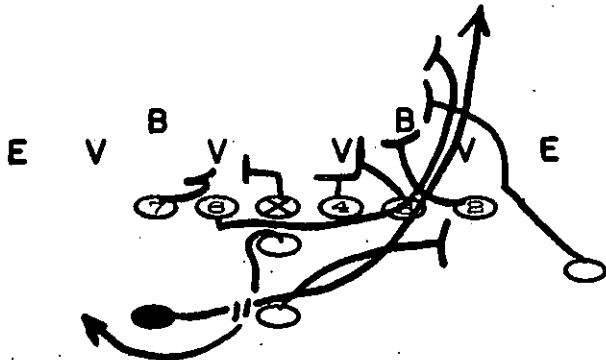
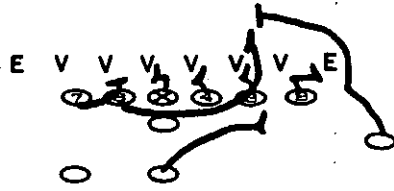
- 2 - CUT OFF
- 3 - CUT OFF
- 4 - REACH - ON - BACKER
- 5 - FIRE - ON - BACKER
- 6 - FIRE - ON - BACKER
- 7 - FIRE - ON - BACKER
- *8 - SPREAD OR SPLIT: RELEASE THROUGH 5TH MAN AT FLANK
 TIGHT: RELEASE - BLOCK 5TH MAN AT FLANK

- QB - SPRINT AT 9 - PITCH TO FB
- *LH - FLARE - BLOCK 4TH MAN AT FLANK
- RH - CUT OFF
- *FB - CARRIER: SPRINT AT 9 - RECEIVE PITCH

*MAY BE RUN OPTION LEAD

DATE FALL 1975

PLAY 132
 VARIATIONS _____



2 - LEAD - BACKER - INFLUENCE
 BLOCK RIGHT

*3 - GAP - POST - LEAD
 (3 WILL CALL ON, SHORT,
 OR GAP)

*4 - GAP - AREA - POST

*5 - ON - AREA - LEFT

*6 - PULL, WALL OFF

7 - BLOCK 2 (PULL)

8 - CUT OFF

QB - REVERSE PIVOT -
 HAND OFF - FAKE KEEP
 PASS OR BOOTLEG

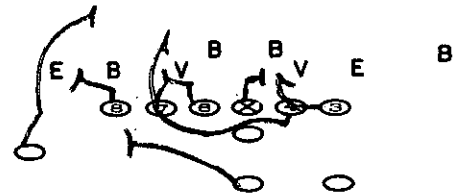
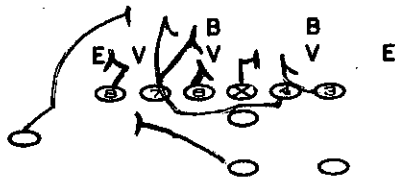
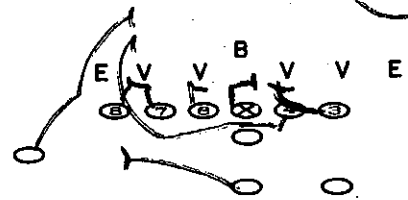
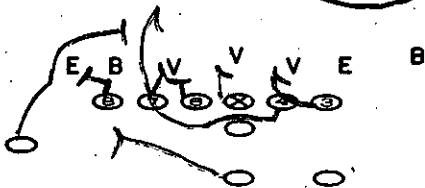
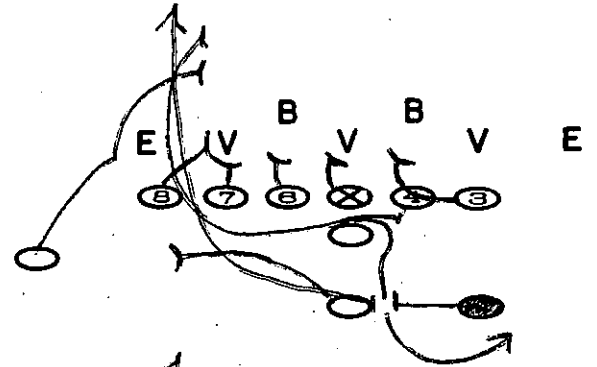
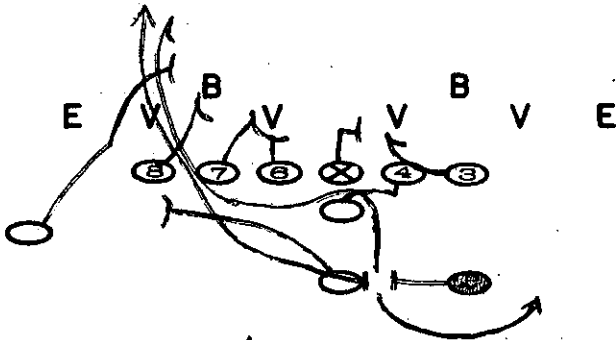
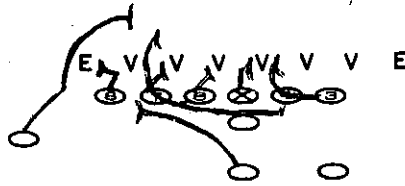
LH - CARRIER: RUN DIRECTLY
 FOR HOLE

RH - INFLUENCE 1ST MAN ON
 OR OUTSIDE OF 2, WALL
 OFF

FB - HEAD FOR TAIL OF 3,
 BLOCK 1ST MAN OUTSIDE
 OF 3

DATE FALL 1975

PLAY 938
 VARIATIONS _____

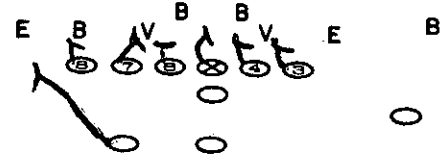
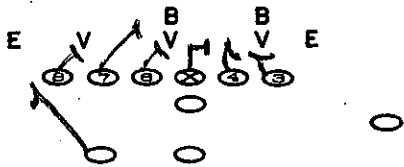
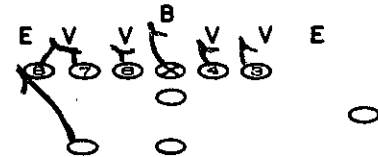
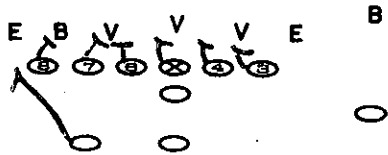
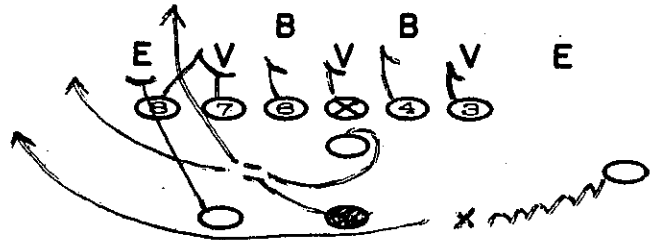
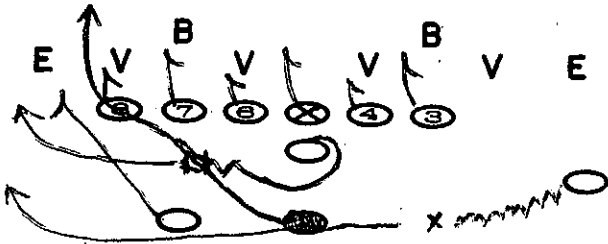
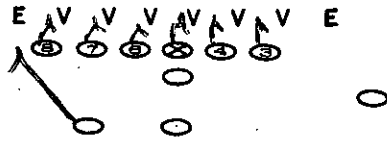


- 2 - CUT OFF
- 3 - BLOCK 2 (PULL)
- 4 - PULL - WALL OFF
- *5 - ON - AREA - RIGHT
- *6 - GAP - AREA - POST
- *7 - GAP - POST - LEAD
 (7 WILL CALL ON, SHORT OR GAP)
- 8 - LEAD - BACKER - INFLUENCE
 BLOCK LEFT

- QB - REVERSE PIVOT -
 HAND OFF - FAKE KEEP
 PASS OR BOOTLEG
- LH - INFLUENCE 1ST MAN ON
 OR OUTSIDE OF 8, WALL
 OFF
- RH - CARRIER: RUN DIRECTLY
 FOR HOLE
- FB - HEAD FOR TAIL OF 7, BLOCK
 1ST MAN OUTSIDE OF 7

DATE FALL 1975

PLAY SPR 188
 VARIATIONS _____



2 - CUT OFF

3 - ON - BACKER - AWAY

4 - ON - BACKER - AWAY

5 - ON - BACKER - AWAY

6 - GAP - ON - BACKER

7 - GAP - POST - BACKER
 (GAP STACK - BACKER)

8 - GAP - LEAD - BACKER

QB - REVERSE PIVOT - HAND OFF
 TO FB FAKE OPTION

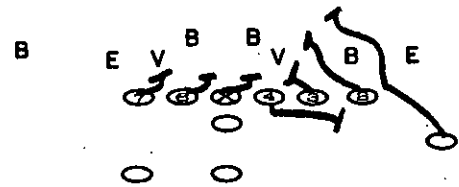
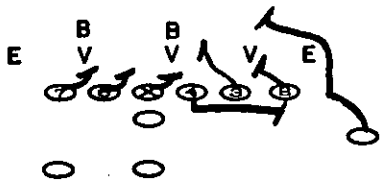
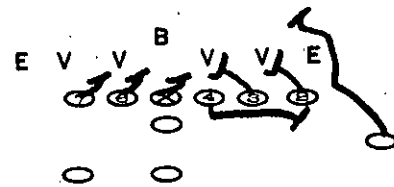
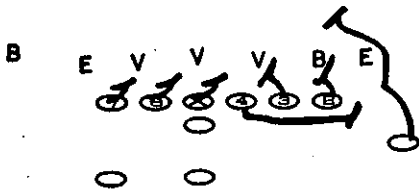
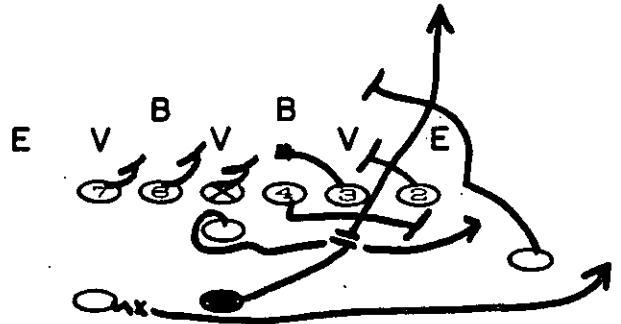
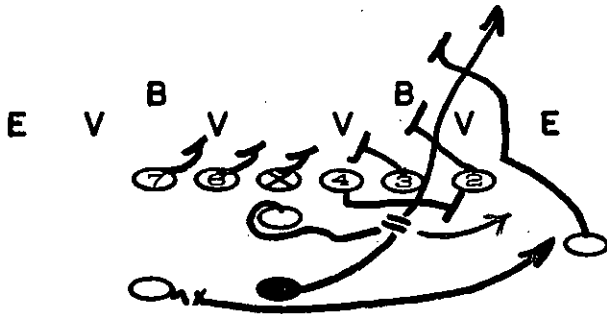
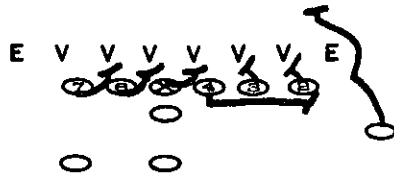
LH - GO FOR A POINT 1 YARD
 OUTSIDE TE, ATTACK 1ST
 FREE MAN

RH - LEAVE IN EARLY MOTION.
 SPRINT AT 9

FB - CARRIER: RUN FOR INSIDE
 LEG OF 8

DATE FALL 1975

PLAY 182 DOWN
 VARIATIONS _____



2 - GAP - DOWN - BACKER

3 - GAP - DOWN - BACKER

4 - PULL - BLOCK OUT

5 - REACH - ON - BACKER

6 - REACH - ON - BACKER

7 - REACH - ON - BACKER

8 - CUT OFF

*MAY GUT WITH 4 PULLING THROUGH

*MAY J-GUT

QB - REVERSE PIVOT -
 HAND OFF TO FB
 FAKE OPTION

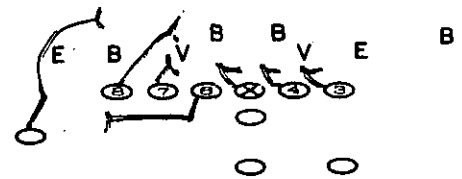
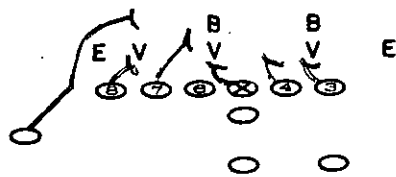
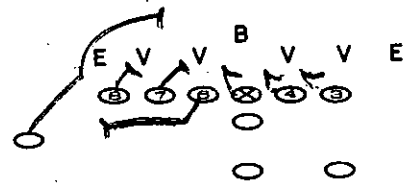
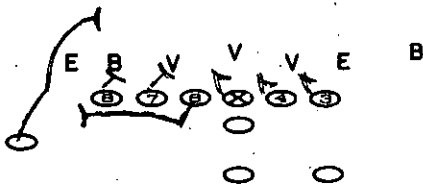
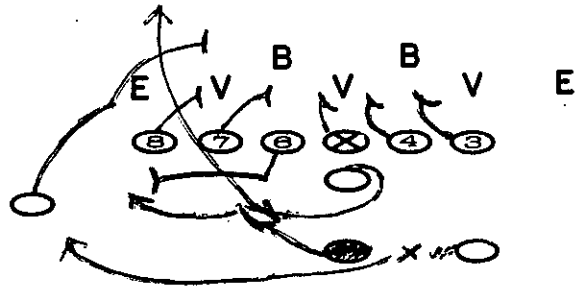
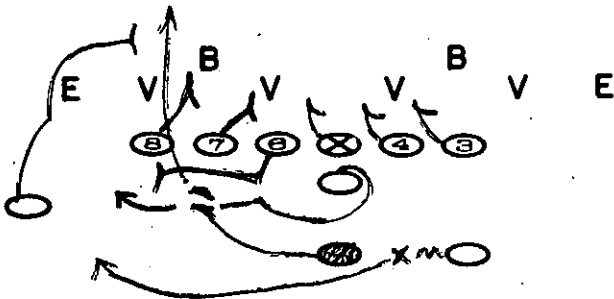
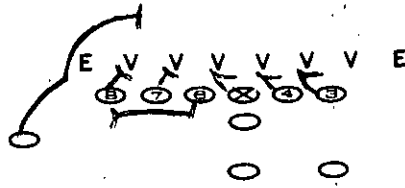
LH - LEAVE IN ONE STEP
 MOTION - FAKE PITCH
 AT 1

RH - INFLUENCE 1ST MAN ON
 OR OUTSIDE OF 2 - BLOCK
 AREA

FB - CARRIER: RUN FOR INSIDE
 LEG OF 2

DATE FALL 1975

PLAY 988 DOWN
 VARIATIONS _____



2 - CUT OFF

3 - REACH - ON - BACKER

4 - REACH - ON - BACKER

5 - REACH - ON - BACKER

6 - PULL - BLOCK OUT

7 - GAP - DOWN - BACKER

8 - GAP - DOWN - BACKER

* MAY GUT WITH 6 PULLING THROUGH

* MAY J-GUT

QB - REVERSE PIVOT -
 HAND OFF TO FB
 FAKE OPTION

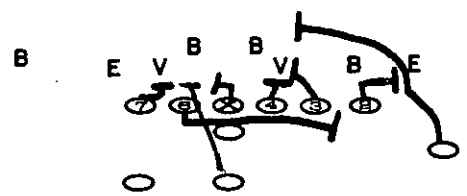
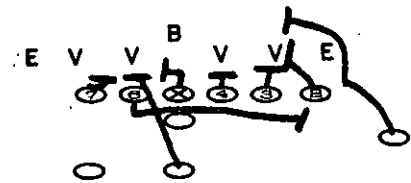
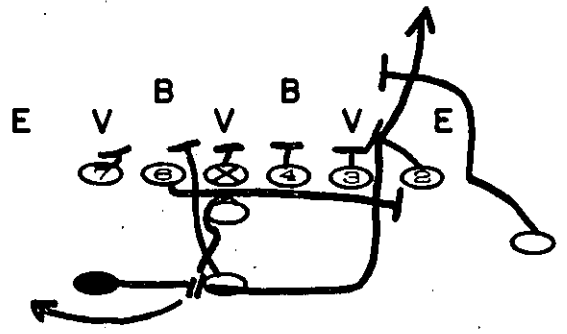
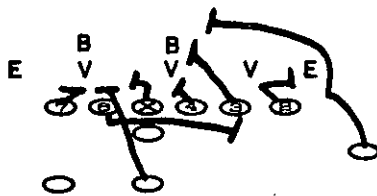
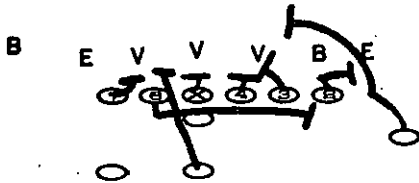
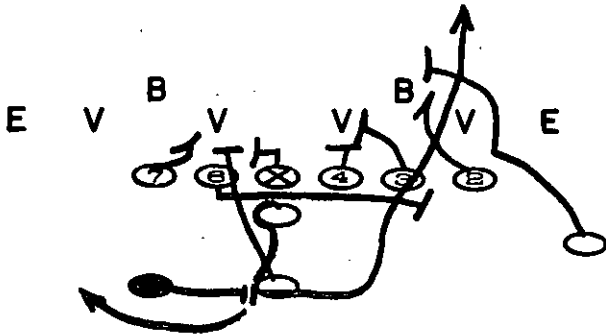
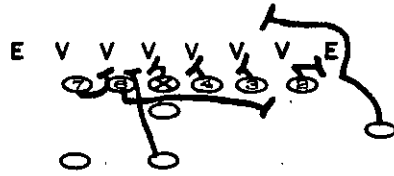
LH - INFLUENCE FIRST MAN
 ON OR OUTSIDE OF 8 -
 B OCK AREA

RH - LEAVE IN ONE STEP
 MOTION - SPRINT AT 9

FB - CARRIER: RUN FOR
 INSIDE LEG OF 8

DATE FALL 1975

PLAY 122
 VARIATIONS _____



- 2 - LEAD - BACKER - INFLUENCE
BLOCK RIGHT
- 3 - GAP - POST - LEAD
- 4 - GAP - AREA - POST
- 5 - ON - AREA - LEFT
- 6 - PULL - BLOCK INSIDE OUT
- 7 - BLOCK 2
- 8 - CUT OFF

QB - REVERSE PIVOT - HAND
OFF TO LH, FAKE
BOOTLEG

LH - CARRIER: RECEIVE BALL,
FAKE 21, CUT INSIDE OF
6'S BLOCK

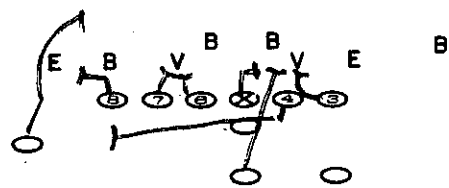
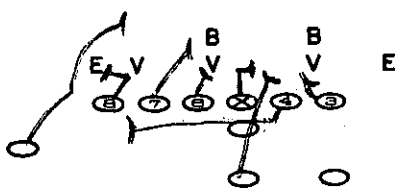
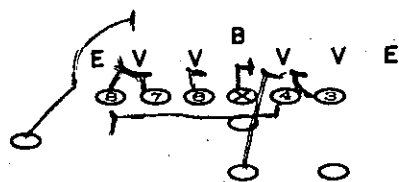
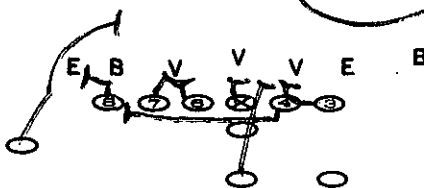
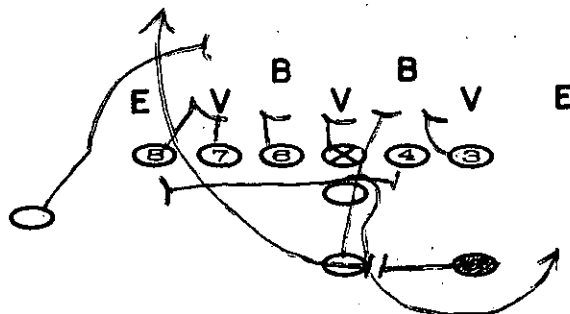
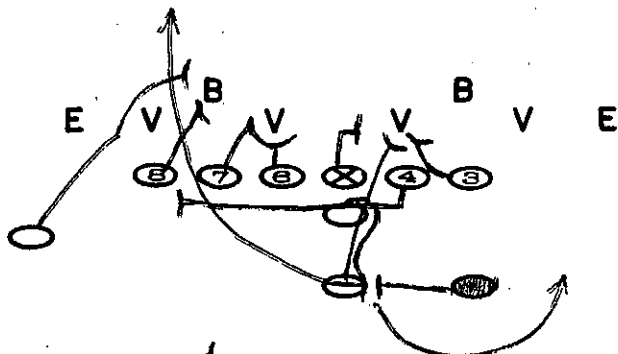
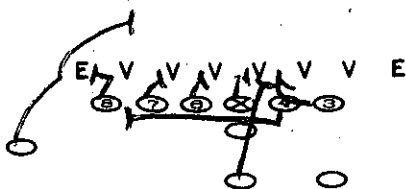
RH - FAKE 21 BLOCK, WALL OFF

FB - FAKE 21

* AUTOMATIC TO 21 VS EVEN FRONT

DATE FALL 1975

PLAY 928
 VARIATIONS _____



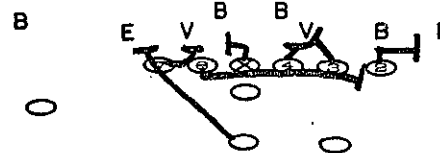
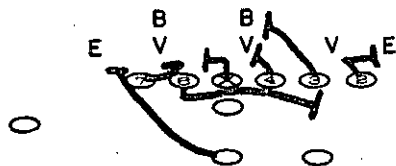
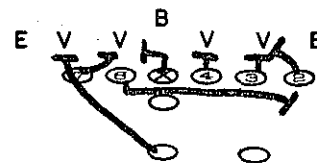
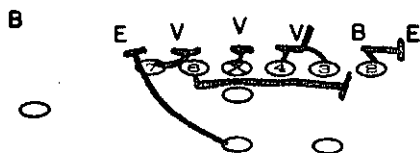
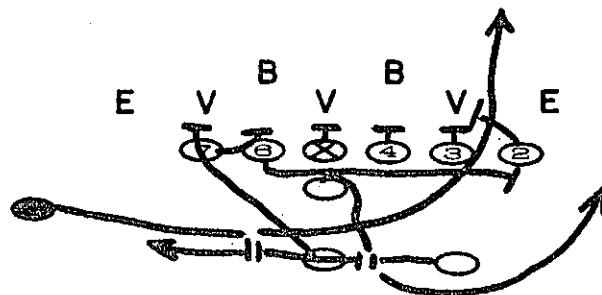
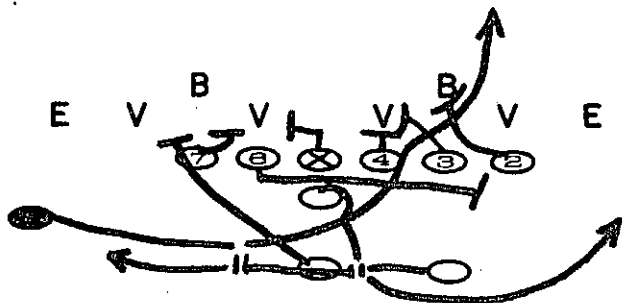
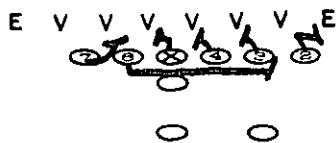
- 2 - CUT OFF
- 3 - BLOCK 2
- 4 - PULL - BLOCK INSIDE OUT
- 5 - ON - AREA - RIGHT
- 6 - GAP - AREA - POST
- 7 - GAP - POST - LEAD
- 8 - LEAD - BACKER - INFLUENCE
BLOCK LEFT

- QB - REVERSE PIVOT - HAND
OFF TO RH, FAKE BOOTLEG
- LH - FAKE 29 BLOCK, WALL OFF
- RH - CARRIER: RECEIVE BALL,
FAKE 29, CUT INSIDE OF
4'S BLOCK
- FB - FAKE 29

* AUTOMATIC TO 29 VS. EVEN FRONT

DATE FALL 1975

PLAY SPR 932 CT XX
 VARIATIONS _____

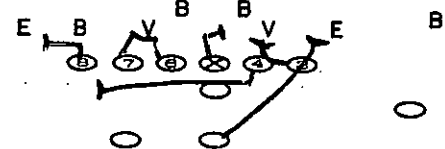
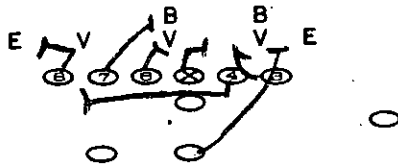
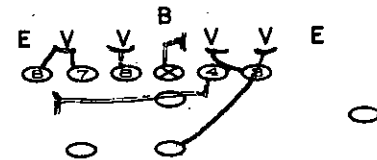
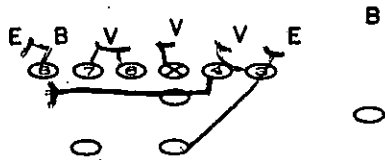
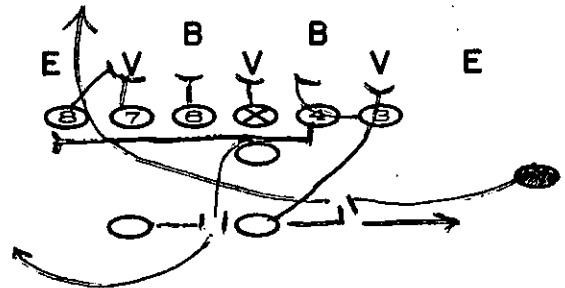
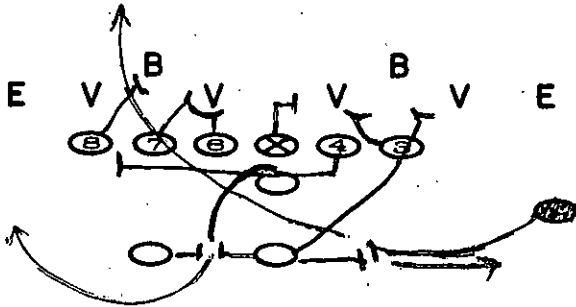
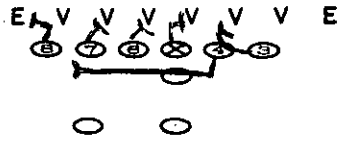


- 2 - LEAD - BACKER - INFLUENCE - BLOCK RIGHT
- 3 - GAP - POST - LEAD
- 4 - GAP - AREA - POST
- 5 - ON - AREA - LEFT
- *6 - PULL - INSIDE - OUT
- 7 - 2ND MAN
- 8 - TIGHT: PULL - WALL OFF
 SPREAD OR SLOT: CUT OFF

- QB - REVERSE PIVOT - HAND OFF TO RH, FAKE BOOTLEG AT 1
- LH - CARRIER: RECEIVE HAND OFF FROM RH - HEAD FOR TAIL OF 3
- RH - RECEIVE HAND OFF FROM QB - GIVE BALL INSIDE TO LH - FAKE AT 9
- *FB - DIVE FOR OUTSIDE LEG OF 7, BLOCK 1ST MAN OFF 8'S TAIL

DATE FALL 1975

PLAY SPR 138 CT XX
 VARIATIONS _____



2 - TIGHT: PULL - WALL OFF
 SPREAD OR SLOT: CUT OFF

3 - 2ND MAN

*4 - PULL - INSIDE OUT

5 - ON - AREA - RIGHT

6 - GAP - AREA - POST

7 - GAP - POST - LEAD

8 - LEAD - BACKER - INFLUENCE -
 BLOCK LEFT

QB - REVERSE PIVOT - HAND
 OFF TO LH, FAKE BOOTLEG
 AT 9

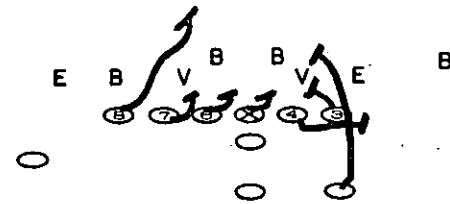
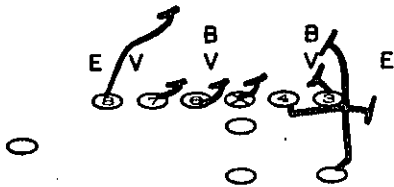
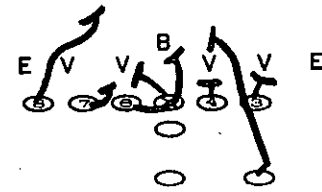
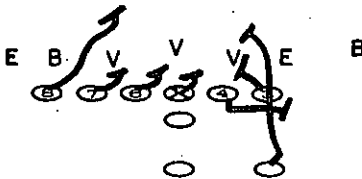
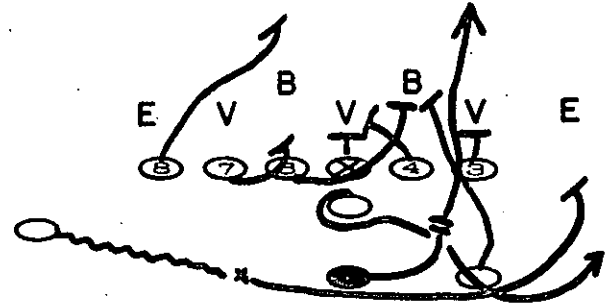
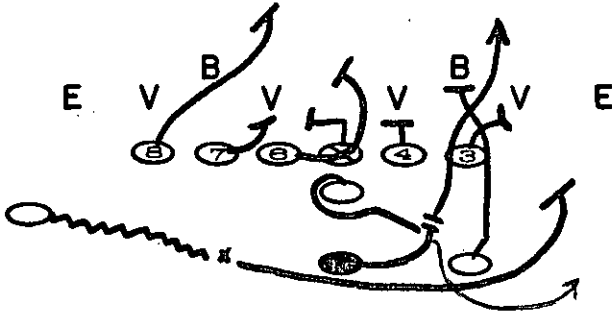
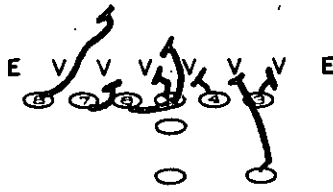
LH - RECEIVE HAND OFF FROM QB
 GIVE BALL INSIDE TO RH
 FAKE AT 1

RH - CARRIER: RECEIVE HAND
 OFF FROM LH - HEAD FOR
 TAIL OF 7

*FB - DIVE FOR OUTSIDE LEG
 OF 3, BLOCK 1ST MAN OFF
 2'S TAIL

DATE FALL 1975

PLAY 983
 VARIATIONS _____



*2 - TIGHT: ON - OUTSIDE - BACKER
 SPLIT: FAKE CRACKBACK, BACKER
 SPREAD: CUT OFF

QB - REVERSE PIVOT, RIDE
 BALL OF FB, FAKE 81
 KEEP PASS

3 - ON - OUTSIDE GAP - BACKER

LH - LEAVE IN EARLY MOTION,
 FAKE 81 KEEP PASS

4 - GAP - ON - LEAD

*RH - STEP OUT - READ TACKLE,
 BLOCK 1ST BACKER FROM 5
 (DOUBLE GAP - BLOCK 3-4
 SEAM)

5 - ON - LEFT

6 - PULL - WALL OFF TAIL OF 5

7 - REACH - BACKER - AWAY

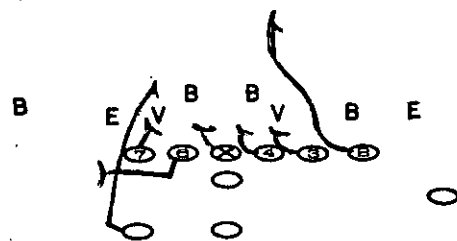
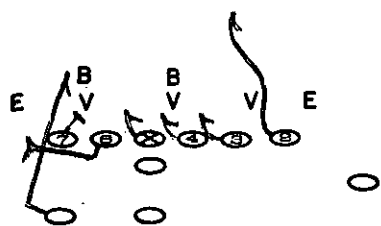
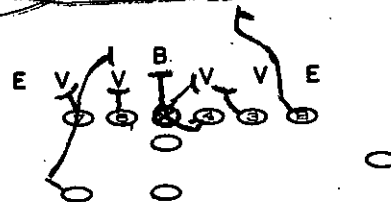
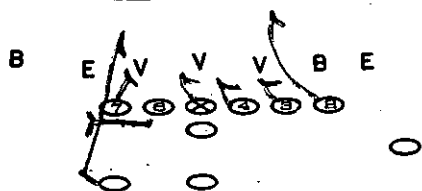
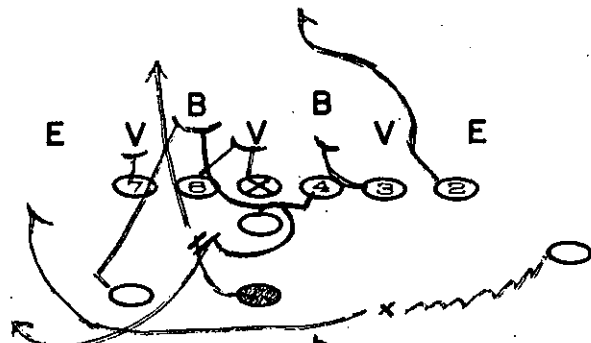
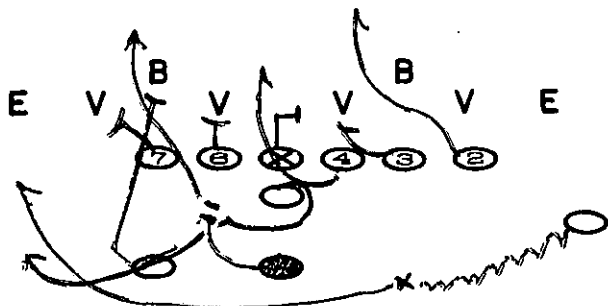
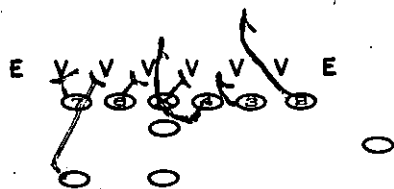
*FB - CARRIER: LEAD STEP,
 BEND PATH FOR INSIDE
 FOOT OF 3. READ
 DEFENSIVE TACKLE, SELECT
 OPENING.

8 - CUT OFF

(XBL VS. SINGLE GAP)

DATE FALL 1975

PLAY 187
 VARIATIONS _____



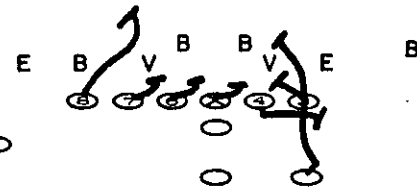
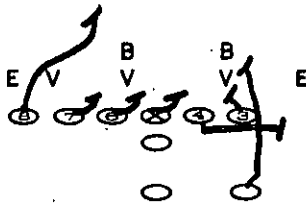
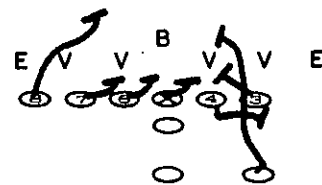
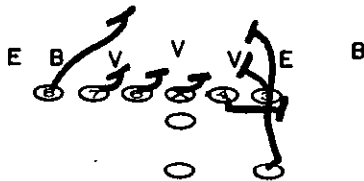
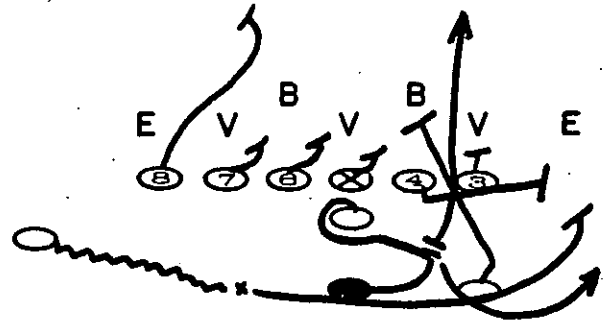
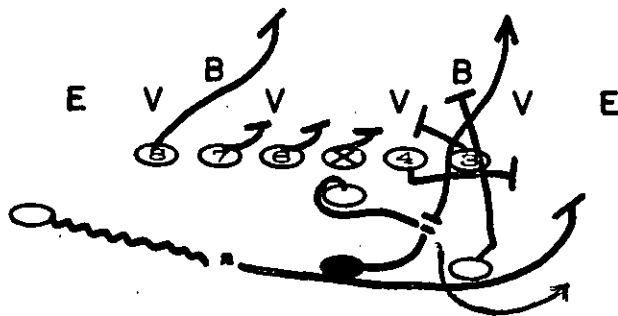
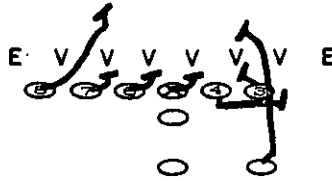
- 2 - CUT OFF
- 3 - REACH - BACKER - AWAY
- 4 - PULL - WALL OFF TAIL OF 5
- 5 - ON - RIGHT
- 6 - GAP - ON - LEAD
- 7 - ON - OUTSIDE GAP - BACKER
- *8 - TIGHT: ON - OUTSIDE - BACKER
 SPLIT: FAKE CRACKBACK, BACKER
 SPREAD: CUT OFF

- QB - REVERSE PIVOT, RIDE BALL TO FB, FAKE 89 KEEP PASS
- *LH - STEP OUT - READ TACKLE, BLOCK 1ST BACKER FROM 5 (DOUBLE GAP - BLOCK 6-7 SEAM)
- RH - LEAVE IN EARLY MOTION FAKE 89 KEEP PASS
- *FB - CARRIER: LEAD STEP BEND PATH FOR INSIDE FOOT OF 7. READ DEFENSIVE TACKLE, SELECT OPENING.

(XBL VS. SINGLE GAP)

DATE FALL 1975

PLAY 983 XBL
 VARIATIONS _____



- *2 - TIGHT: BACKER
- SPLIT: FAKE CRACKBACK,
- BACKER
- SPREAD: CUT OFF

3 - GAP - DOWN - ON

4 - PULL, BLOCK OUT

5 - REACH - ON - BACKER

6 - REACH - ON - BACKER

7 - REACH - ON - BACKER

8 - CUT OFF

QB - REVERSE PIVOT, RIDE
 BALL TO FB, FAKE 81
 KEEP PASS

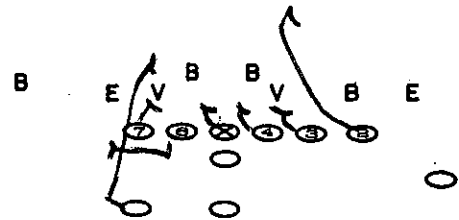
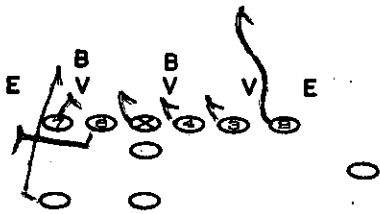
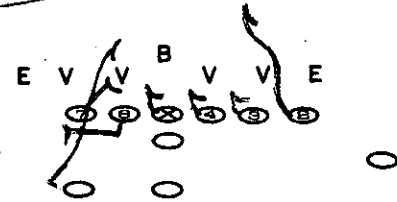
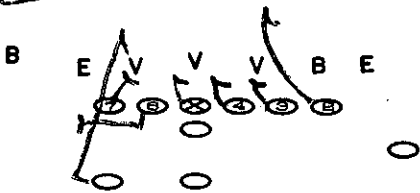
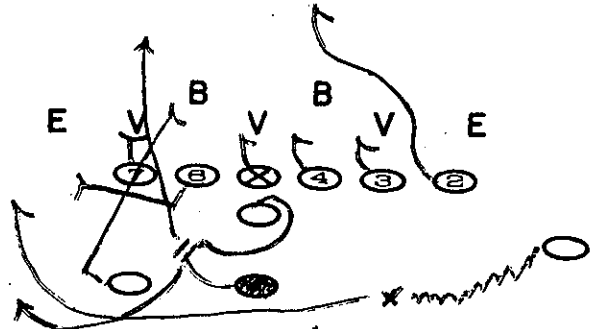
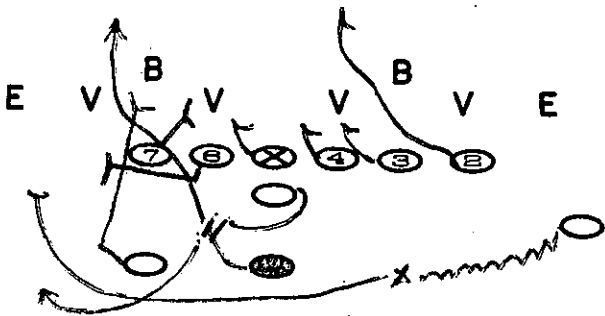
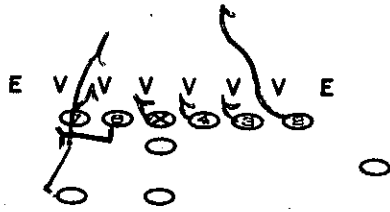
LH - LEAVE IN EARLY MOTION,
 FAKE 81 KEEP PASS

*RH - STEP OUT - DIVE FOR 3'S
 TAIL, BLOCK 1ST BACKER
 FROM 5

*FB - CARRIER: LEAD STEP,
 BEND PATH FOR INSIDE FOOT
 OF 3. READ DEFENSIVE
 TACKLE, SELECT OPENING.

DATE FALL 1975

PLAY 187 XBL
 VARIATIONS _____



2 - CUT OFF

3 - REACH - ON - BACKER

4 - REACH - ON - BACKER

5 - REACH - ON - BACKER

6 - PULL, BLOCK OUT

7 - GAP - DOWN - ON

*8 - TIGHT: BACKER
 SPLIT: FAKE CRACKBACK,
 BACKER
 SPREAD: CUT OFF

QB - REVERSE PIVOT - RIDE BALL
 TO FB, FAKE 89 KEEP PASS

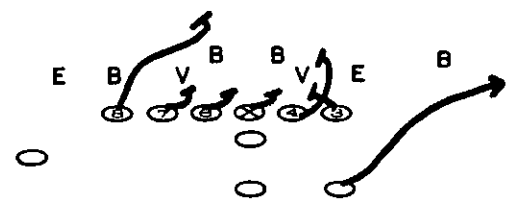
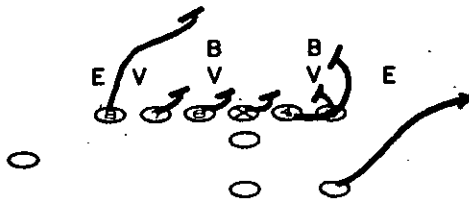
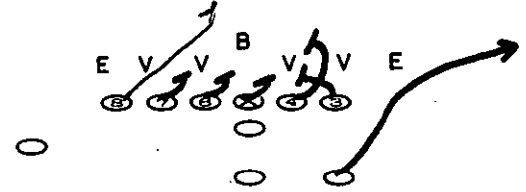
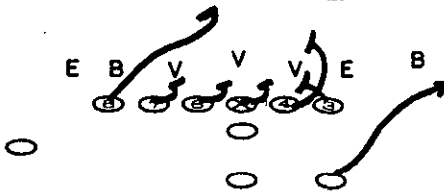
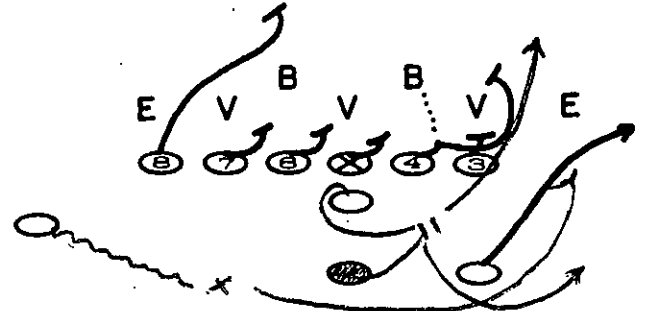
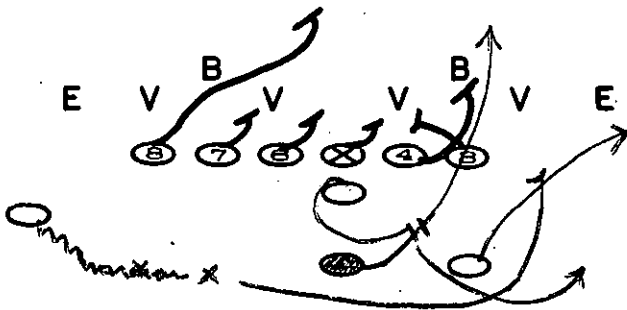
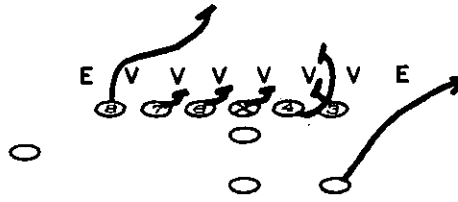
*LH - STEP OUT, DIVE FOR 7'S
 TAIL, BLOCK 1ST BACKER
 FROM 5

RH - LEAVE IN EARLY MOTION,
 FAKE 89 KEEP PASS

*FB - CARRIER: LEAD STEP,
 BEND PATH FOR INSIDE
 FOOT OF 7. READ DEFENSIVE
 TACKLE, SELECT OPENING.

DATE FALL 1975

PLAY 983 GUT
 VARIATIONS _____

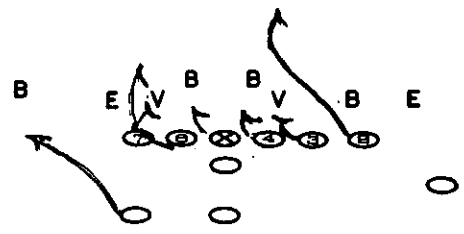
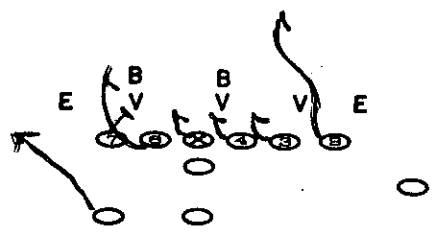
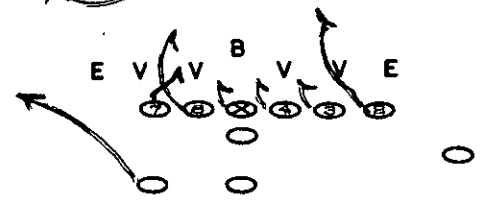
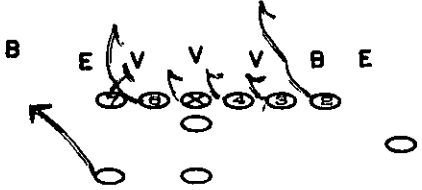
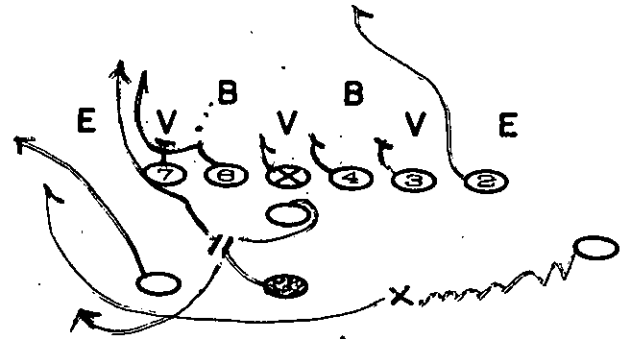
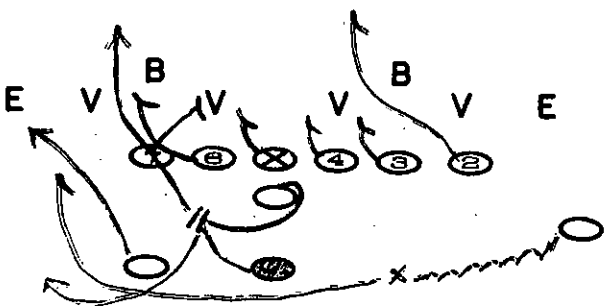
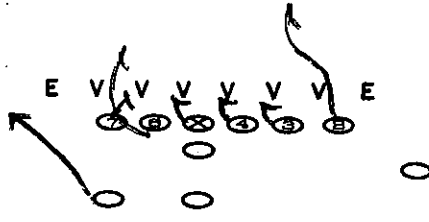


- 2 - TIGHT: ON - OUTSIDE
 SPLIT: WALL OFF
 SPREAD: CUT OFF
- 3 - GAP - DOWN (REACH WITH MAN ON)
 (SHADOW VS. OKLA.)
- 4 - GUT (REACH WITH MAN ON #3)
 (SHADOW VS. OKLA.)
- 5 - REACH - ON - BACKER
- 6 - REACH - ON - BACKER
- 7 - REACH - ON - BACKER
- 8 - CUT OFF

- QB - REVERSE PIVOT - RIDE BALL
 TO FB, FAKE 81 KEEP PASS
- LH - LEAVE IN EARLY MOTION,
 FAKE 81 KEEP PASS
- *RH - RELEASE OUTSIDE - RUN
 1 PATTERN IN FLAT
- FB - CARRIER: LEAD STEP, BEND
 PATH FOR INSIDE FOOT OF 3 -
 READ TACKLE

DATE FALL 1975

PLAY 187 GUT
 VARIATIONS _____

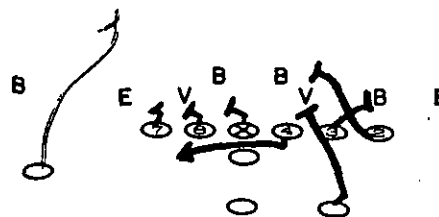
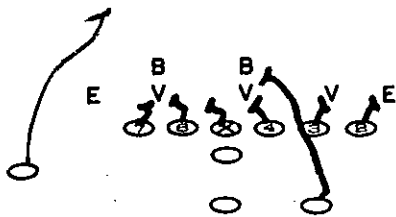
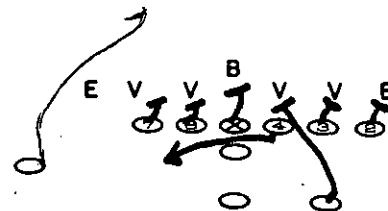
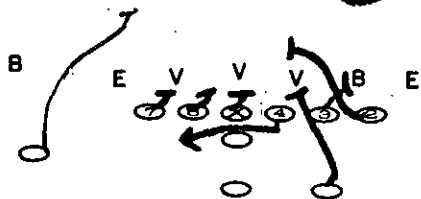
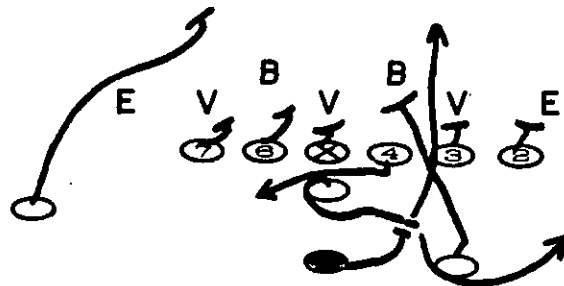
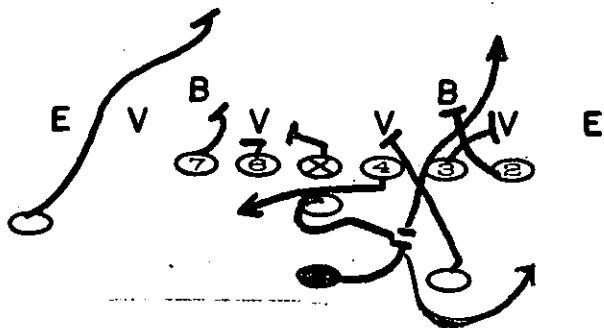
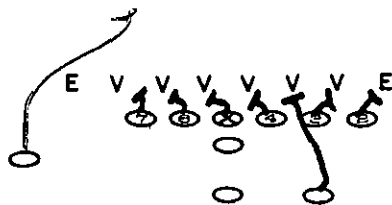


- 2 - CUT OFF
- 3 - REACH - ON - BACKER
- 4 - REACH - ON - BACKER
- 5 - REACH - ON - BACKER
- 6 - GUT (REACH WITH MAN ON #7)
(SHADOW VS. OKLA.)
- 7 - GAP - DOWN (REACH WITH MAN ON)
(SHADOW VS. OKLA.)
- 8 - TIGHT: ON - OUTSIDE
 SPLIT: WALL OFF
 SPREAD: CUT OFF

- QB - REVERSE PIVOT - RIDE BALL TO FB, FAKE KEEP PASS
- *LH - RELEASE OUTSIDE - RUN 9 PATTERN IN FLAT
- RH - LEAVE IN EARLY MOTION, FAKE 89 KEEP PASS
- FB - CARRIER: LEAD STEP, BEND PATH FOR INSIDE FOOT OF 7 - READ TACKLE

DATE FALL 1975

PLAY NO MO SLOT 983 WHAM
 VARIATIONS _____

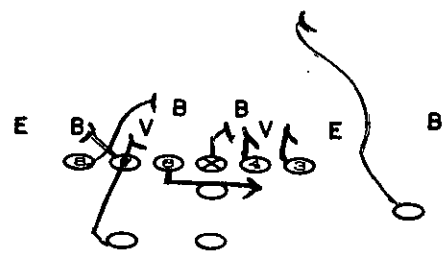
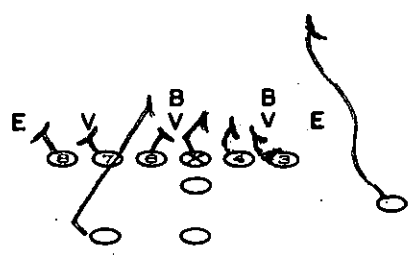
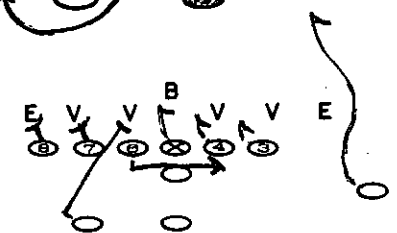
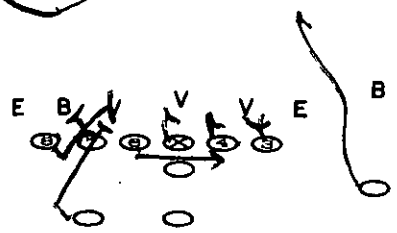
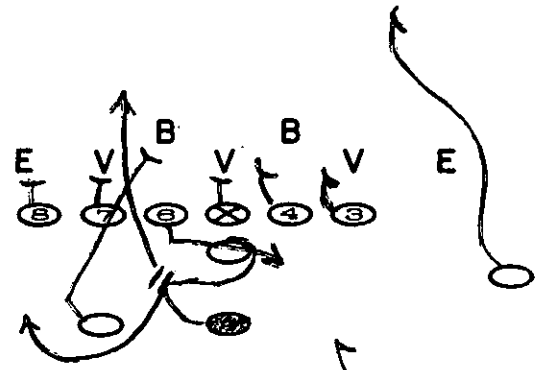
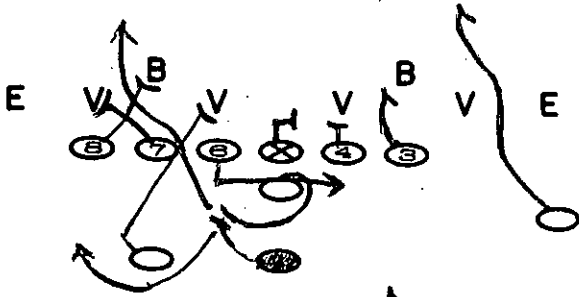
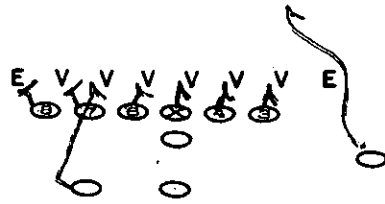


- *2 - ON - BACKER - OUTSIDE
- 3 - ON - BACKER - OUTSIDE
- 4 - GAP - PULL LEFT
- 5 - ON - BACKER - LEFT
- 6 - ON - BACKER - LEFT
- 7 - ON - BACKER
- 8 - CUT OFF

- QB - REVERSE PIVOT - RIDE BALL TO FB - FAKE 81 WAGGLE
- LH - CUT OFF
- RH - DIVE FOR 3, 4 SEAM - BLOCK GAP, ON, BACKER
- *FB - CARRIER: LEAD STEP, BEND PATH FOR INSIDE FOOT OF 3 - READ AREA

DATE FALL 1975

PLAY NO MO SLOT 187 WHAM
 VARIATIONS _____

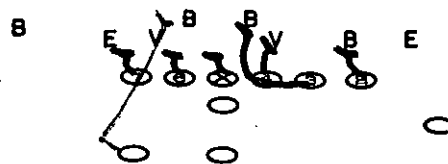
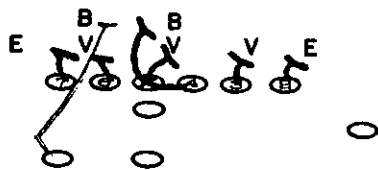
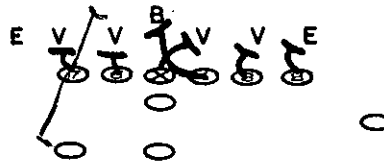
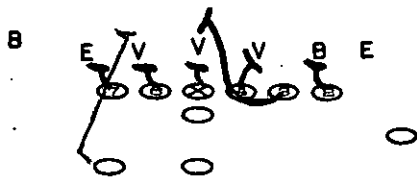
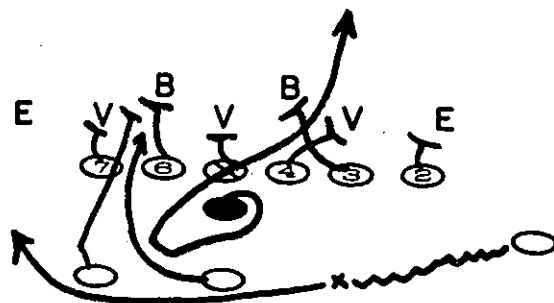
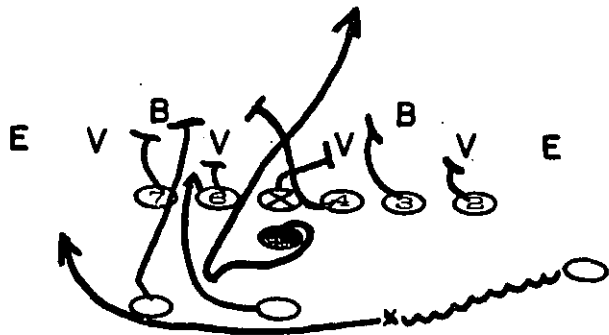
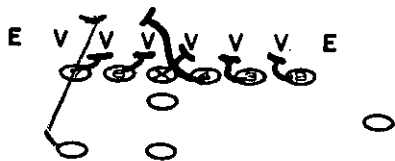


- 2 - CUT OFF
- 3 - ON - BACKER
- 4 - ON - BACKER - RIGHT
- 5 - ON - BACKER - RIGHT
- 6 - GAP - PULL RIGHT
- 7 - ON - BACKER - OUTSIDE
- *8 - ON - BACKER - OUTSIDE

- QB - REVERSE PIVOT - RIDE BALL TO FB - FAKE 89 WAGGLE
- LH - DIVE FOR 6, 7 SEAM - BLOCK GAP, ON, BACKER
- RH - CUT OFF
- *FB - CARRIER: LEAD STEP, BEND PATH FOR INSIDE FOOT OF 7 - READ AREA

DATE FALL 1975

PLAY 187 QB AT 3
 VARIATIONS _____



2 - GAP - ON - BACKER

3 - GAP - ON - ODD

4 - GUT - ODD

5 - ON - RIGHT

6 - GAP - ON - BACKER

7 - GAP - ON - BACKER

8 - GAP - ON - BACKER

QB - CARRIER: REVERSE PIVOT
 2 STEPS, FAKE TO FB. GO
 FOR TAIL OF 4, READ
 OPENING.

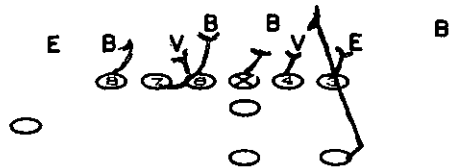
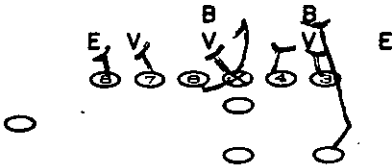
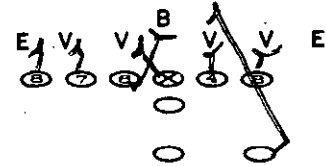
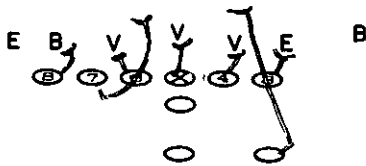
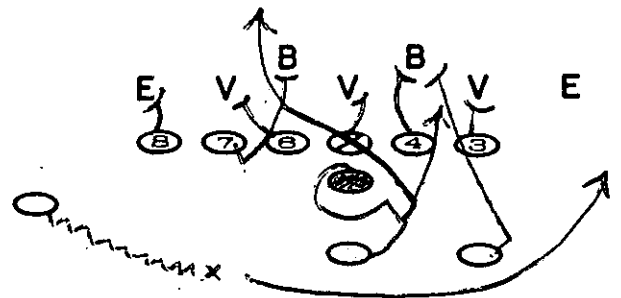
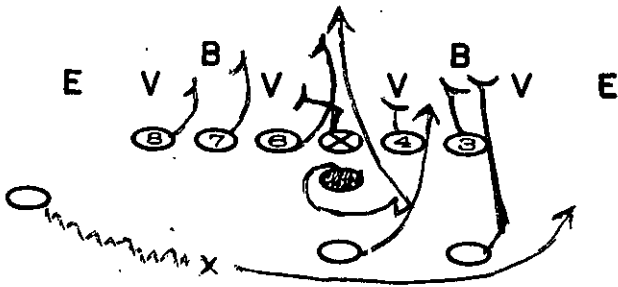
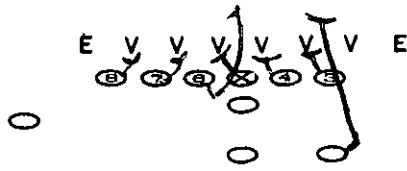
LH - FAKE 87

RH - FAKE 87

FB - FAKE 87

DATE FALL 1975

PLAY 983 QB AT 7
 VARIATIONS _____

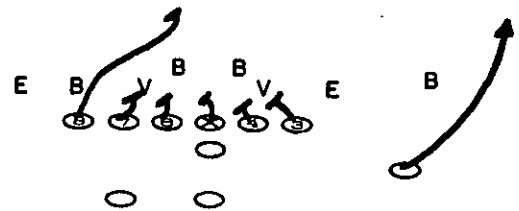
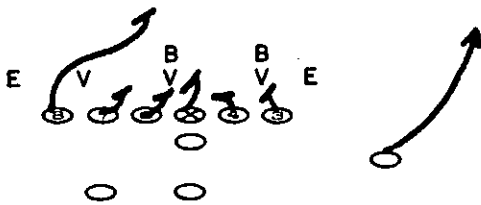
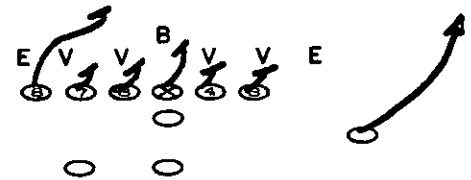
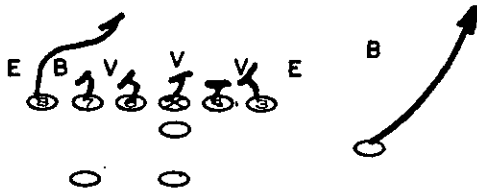
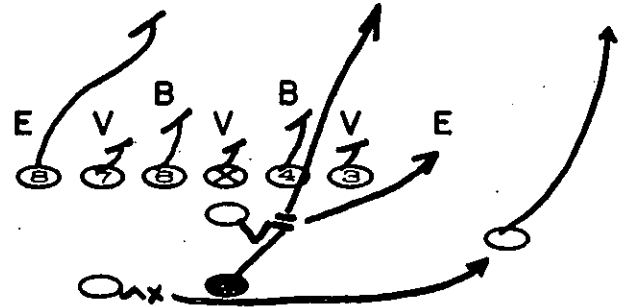
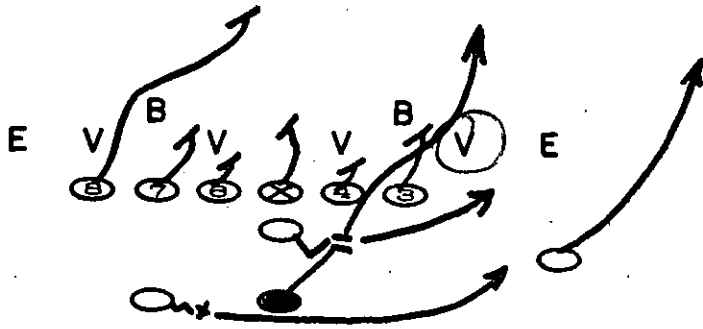
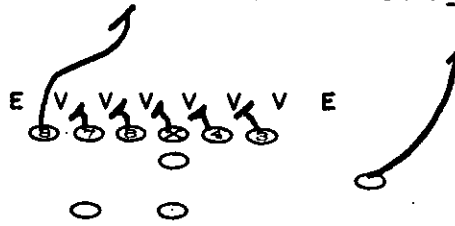


- 2 - GAP - ON - BACKER
- 3 - GAP - ON - BACKER
- 4 - GAP - ON - BACKER
- 5 - ON - LEFT
- 6 - GUT - ODD
- 7 - GAP - ON - ODD
- 8 - GAP - ON - BACKER

- QB - CARRIER: REVERSE PIVOT
2 STEPS, FAKE TO FB. GO
FOR TAIL OF 6, READ
OPENING
- LH - FAKE 83
- RH - FAKE 83
- FB - FAKE 83

DATE FALL 1975

PLAY SPR 143 ON
 VARIATIONS _____

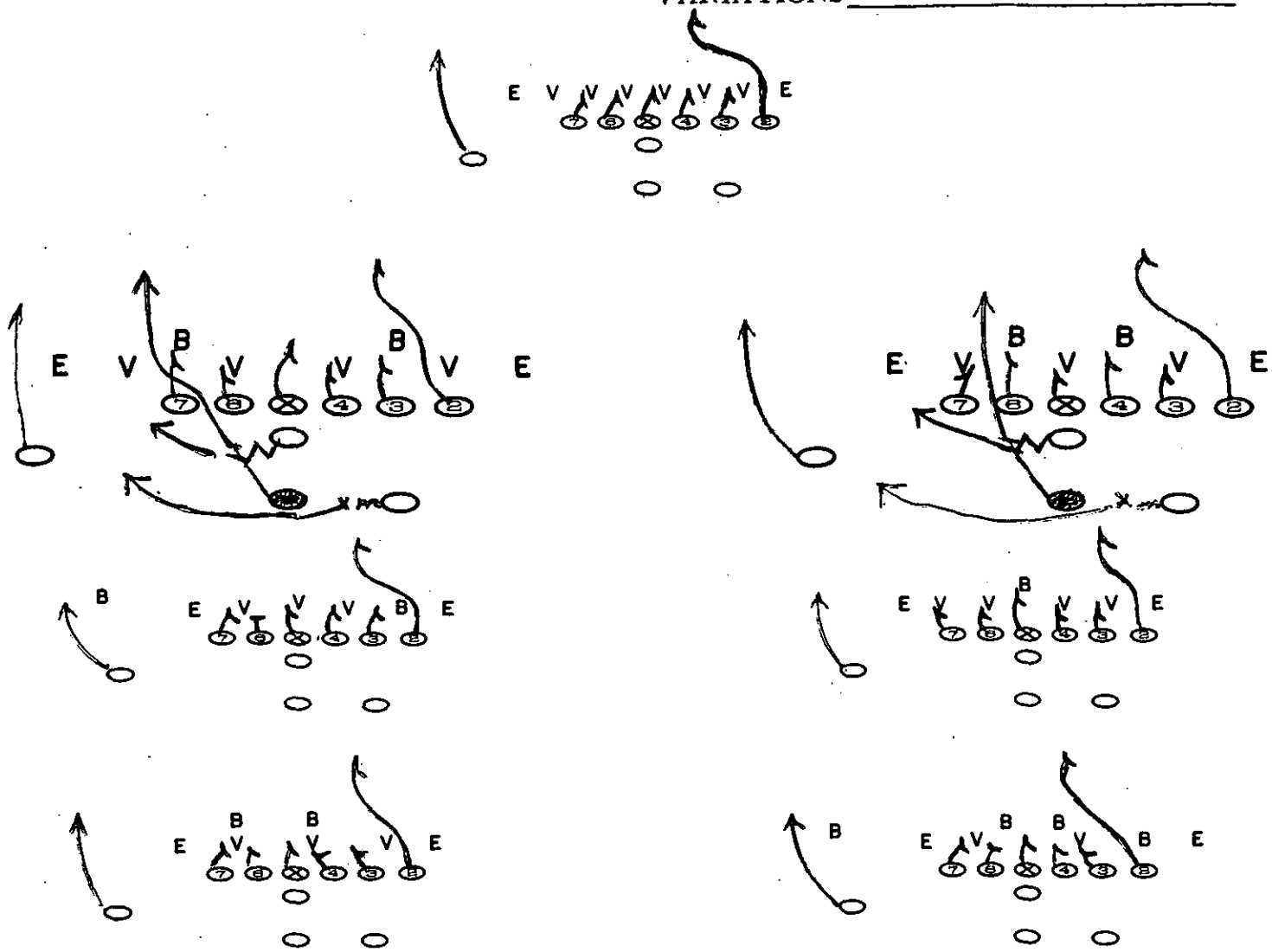


- 2 - TIGHT: GAP - ON - BACKER
 SPREAD: BLOCK 5
- 3 - GAP - ON - BACKER
- 4 - GAP - ON - BACKER
- 5 - ON - BACKER - AWAY
- 6 - ON - BACKER - AWAY
- 7 - ON - BACKER - AWAY
- 8 - CUT OFF

- QB - STEP OUT 45°, REACH BALL TO FB FOR ONE STEP RIDE: FAKE OPTION AT ONE.
- LH - ONE STEP MOTION, RUN OPTION PATH, LOOK FOR PITCH
- RH - RELEASE OUTSIDE, BLOCK 4
- FB - CARRIER - DIVE FOR OUTSIDE FOOT OF 4, RECEIVE HAND OFF

DATE FALL 1975

PLAY SPR 947 ON
 VARIATIONS



2 - CUT OFF

3 - ON - BACKER - AWAY

4 - ON - BACKER - AWAY

5 - ON - BACKER - AWAY

6 - GAP - ON - AREA

7 - GAP - ON - AREA

8 - TIGHT: GAP - ON - BACKER
 SPREAD: BLOCK 5

QB - STEP OUT 45°, REACH BALL TO FB FOR ONE STEP RIDE. FAKE OPTION AT ONE NINE

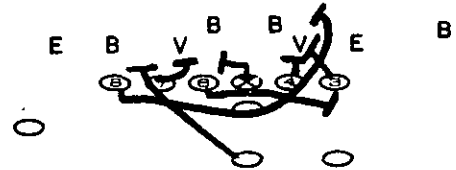
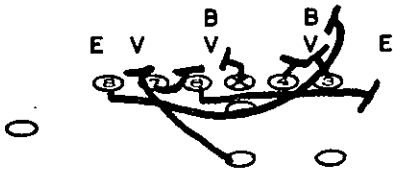
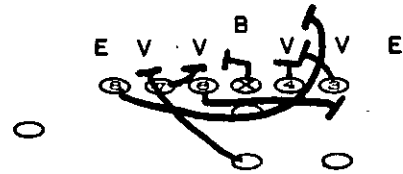
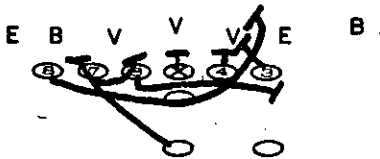
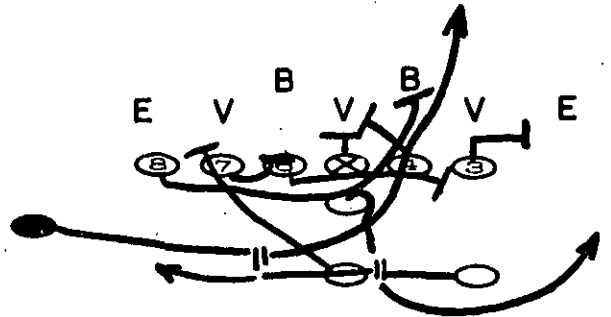
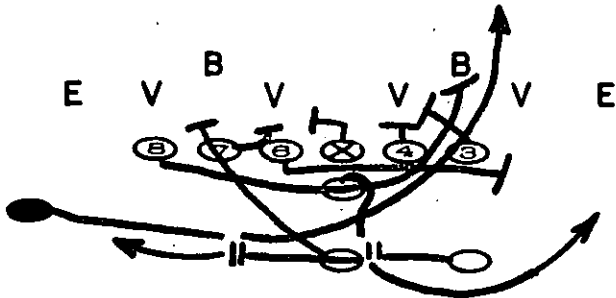
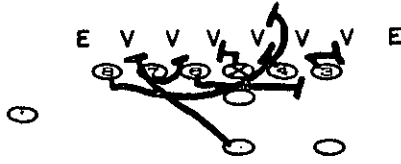
QH - ONE STEP MOTION, RUN OPTION PATH, LOOK FOR PITCH

LH - RELEASE OUTSIDE, BLOCK 4

FB - CARRIER: DIVE FOR OUTSIDE FOOT OF 6, RECEIVE HAND OFF

DATE FALL 1975

PLAY SPLIT 933 CT XX
 VARIATIONS _____



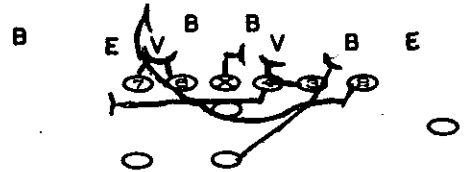
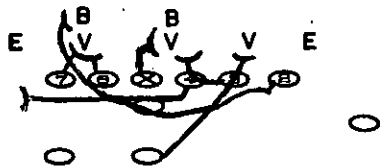
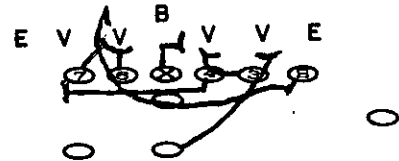
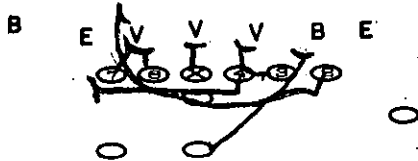
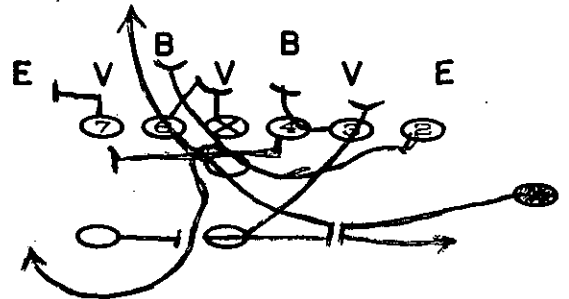
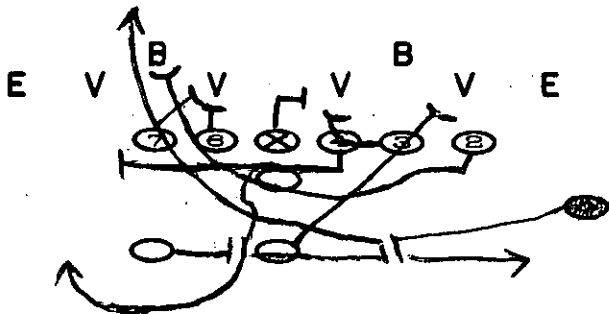
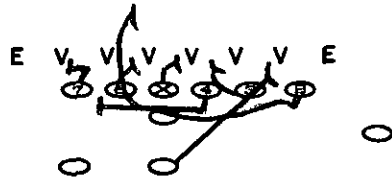
- 2 - SPLIT: WALL OFF
SPREAD: CUT OFF
- 3 - LEAD - INFLUENCE, BLOCK
RIGHT (GAP STACK - BACKER)
- 4 - GAP - POST - LEAD
- *5 - POST - AREA - LEFT
- 6 - PULL - BLOCK INSIDE OUT
- *7 - BLOCK 2
- 8 - PULL - BLOCK THROUGH HOLE -
WALL OFF

- QB - REVERSE PIVOT - HAND
OFF TO RH, FAKE BOOTLEG
AT 1
- LH - CARRIER: RECEIVE HAND
OFF FROM RH - HEAD FOR
TAIL OF 4
- RH - RECEIVE HAND OFF FROM QB
GIVE BALL INSIDE TO LH
FAKE AT 9
- FB - DIVE FOR OUTSIDE LEG OF
7, BLOCK 1ST MAN OFF 8'S
TAIL

*COULD ALSO BE RUN AS 83 CT

DATE FALL 1975

PLAY SPLIT 137 CT XX
 VARIATIONS _____



2 - PULL - BLOCK THROUGH HOLE - WALL OFF

QB - REVERSE PIVOT - HAND OFF TO LH - FAKE BOOTLEG AT 9

*3 - BLOCK 2

LH - RECEIVE HAND OFF FROM QB - GIVE BALL INSIDE TO RH - FAKE AT 1

4 - PULL - BLOCK INSIDE OUT

*5 - POST - AREA - RIGHT

RH - CARRIER: RECEIVE HAND OFF FROM LH - HEAD FOR TAIL OF 6

6 - GAP - POST - LEAD

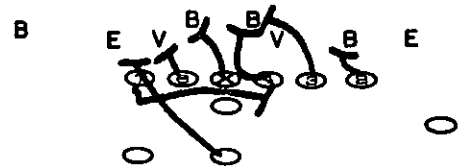
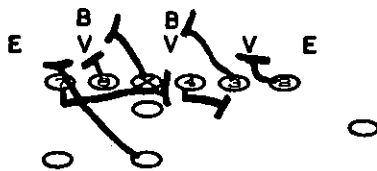
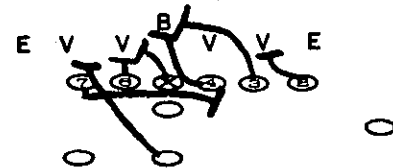
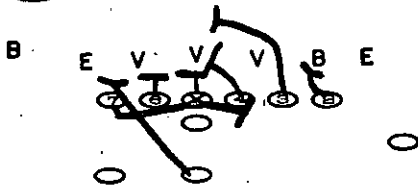
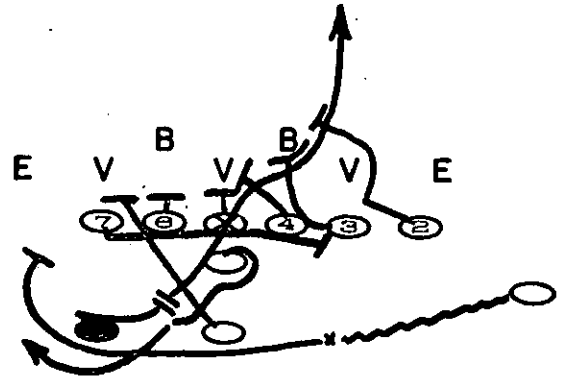
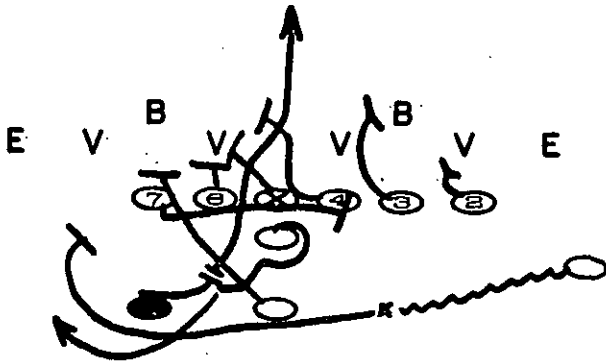
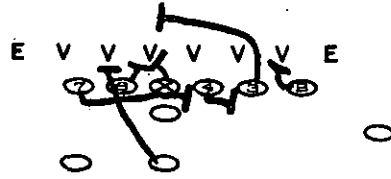
7 - LEAD - INFLUENCE, BLOCK LEFT

FB - DIVE FOR OUTSIDE LEG OF 3 - BLOCK 1ST MAN OFF 2'S TAIL

8 - SPLIT: WALL OFF
 SPREAD: CUT OFF

DATE FALL 1975

PLAY 134 CT
 VARIATIONS _____

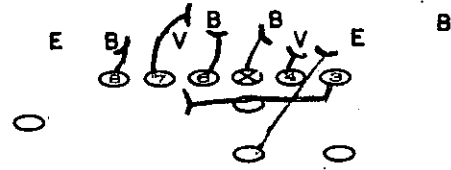
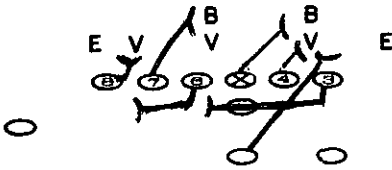
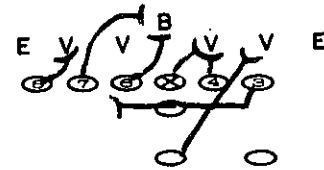
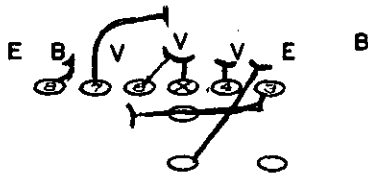
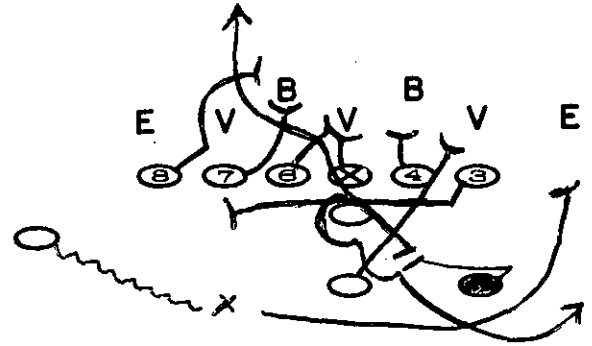
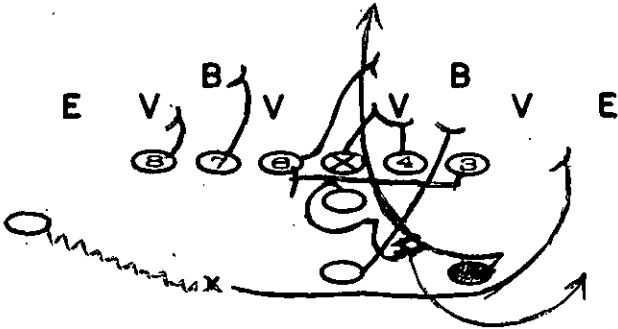
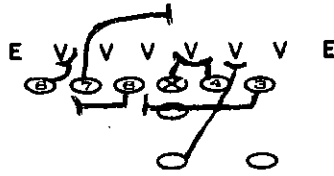


- *2 - GAP - ON - BACKER
- *3 - 1ST BACKER FROM 5 - BLOCK SAFETY
- *4 - LEAD - BACKER (MAN IN GAP, BLOCK RIGHT)
- 5 - POST - LEAD - BACKER
- *6 - AREA - POST
- 7 - PULL, INSIDE OUT
- 8 - CUT OFF (GO INSIDE OF 3)

- QB - REVERSE PIVOT, HAND BALL OFF TO LH, FAKE BOOTLEG AT 9
- *LH - CARRIER: ROCK WEIGHT ON LEFT FOOT, RECEIVE INSIDE HAND OFF
- *RH - LEAVE IN EARLY MOTION, BLOCK 1ST MAN OUTSIDE OF 8
- FB - DRIVE FOR 6-7 SEAM, BLOCK 1ST MAN IN AREA

DATE FALL 1975

PLAY 936 CT
 VARIATIONS _____



2 - CUT OFF (GO INSIDE OF 3)

3 - PULL, INSIDE OUT

*4 - AREA - POST

5 - POST - LEAD - BACKER

*6 - LEAD - BACKER
 (MAN IN GAP, BLOCK LEFT)

*7 - 1ST BACKER FROM 5 -
 BLOCK SAFETY

*8 - GAP - ON - BACKER

QB - REVERSE PIVOT, HAND BALL
 OFF TO RH, FAKE BOOTLEG
 AT 1

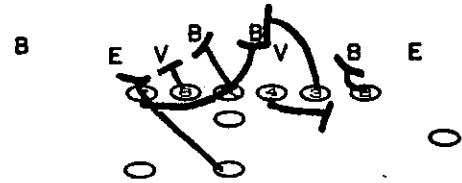
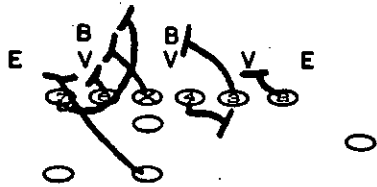
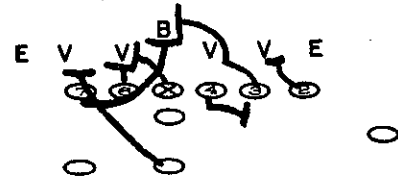
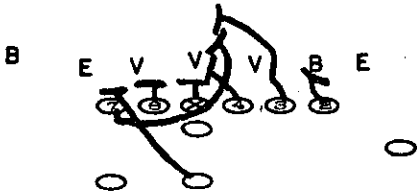
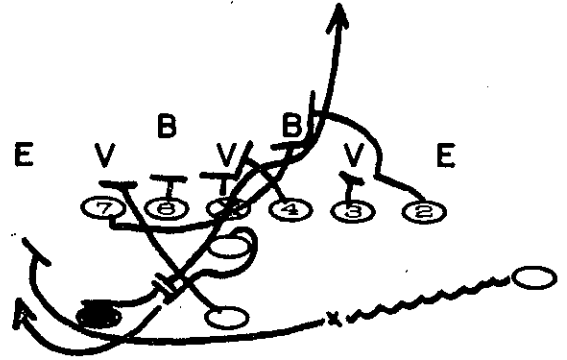
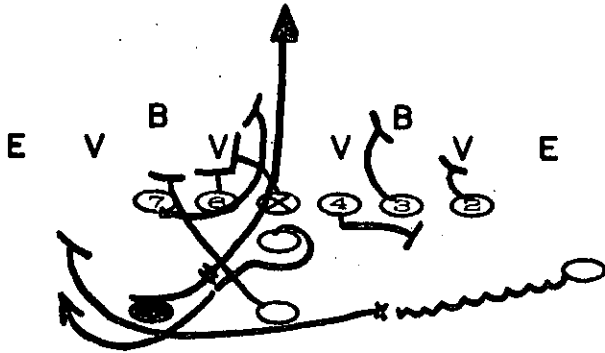
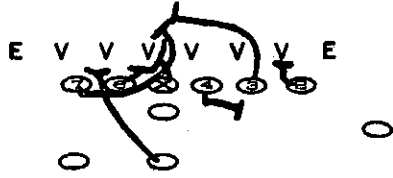
LH - LEAVE IN EARLY MOTION,
 BLOCK FIRST MAN OUTSIDE
 OF 2

*RH - CARRIER: ROCK WEIGHT
 ON RIGHT FOOT, RECEIVE
 INSIDE HAND OFF

FB - DIVE FOR 3-4 SEAM,
 BLOCK FIRST MAN IN AREA

DATE FALL 1975

PLAY 134 CT GUT
 VARIATIONS _____



*2 - GAP - ON - BACKER

*3 - ON - BACKER

*4 - LEAD - GAP STACK BACKER -
 PULL AWAY

5 - POST - LEAD - BACKER

*6 - AREA - POST

7 - PULL THROUGH HOLE

8 - CUTOFF (GO INSIDE OF 3)

QB - REVERSE PIVOT, HAND BALL
 OFF TO LH, FAKE BOOTLEG
 AT 9

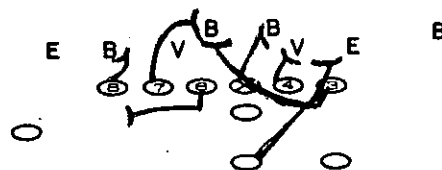
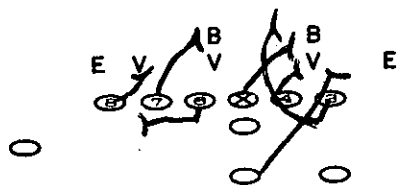
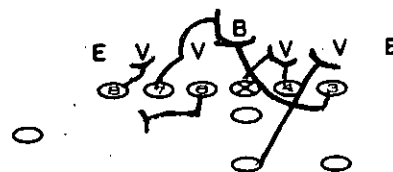
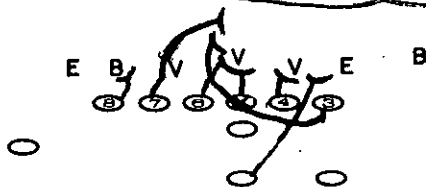
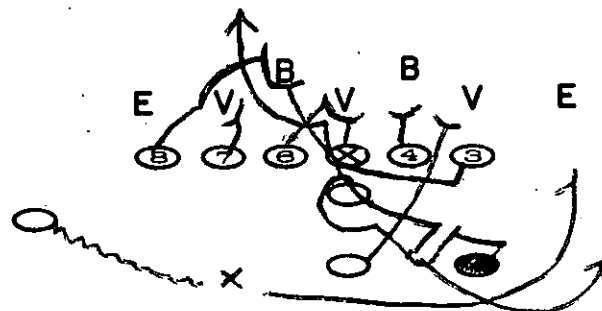
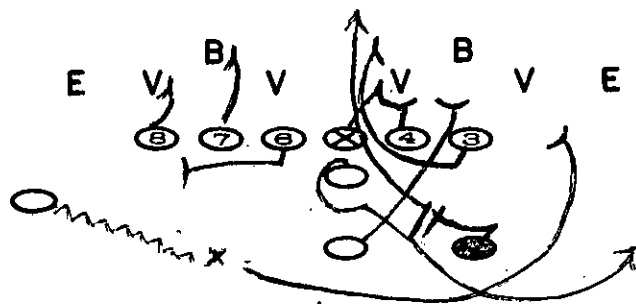
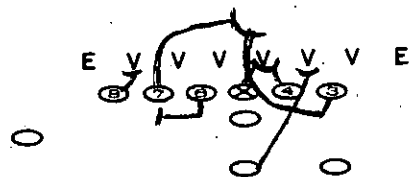
*LH - CARRIER: ROCK WEIGHT
 ON LEFT FOOT, RECEIVE
 INSIDE HAND OFF

*RH - LEAVE IN EARLY MOTION,
 BLOCK 1ST MAN OUTSIDE
 OF 8

FB - DRIVE FOR 6-7 SEAM,
 BLOCK FIRST MAN IN AREA

DATE FALL 1975

PLAY 936 CT GUT
 VARIATIONS _____

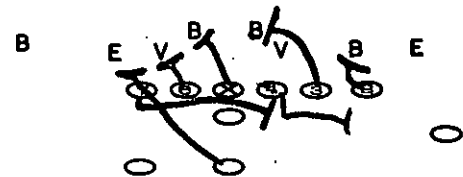
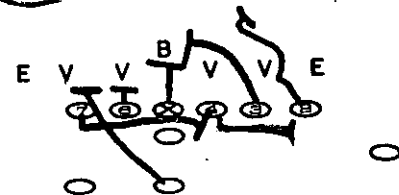
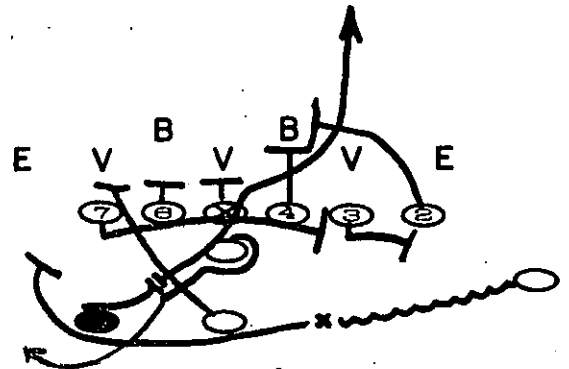
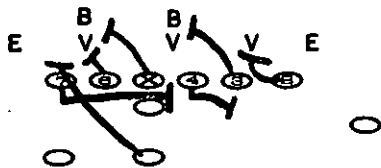
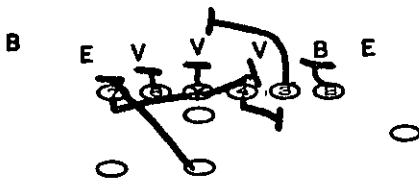
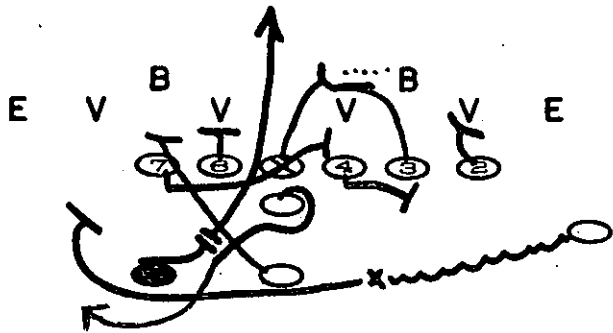
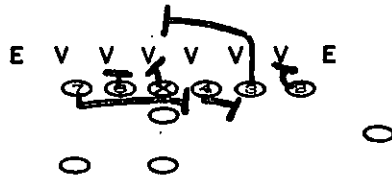


- 2 - CUT OFF (GO INSIDE OF 7)
- 3 - PULL THROUGH HOLE
- *4 - AREA - POST
- 5 - POST - LEAD - BACKER
- *6 - LEAD - GAP STACK BACKER
- *7 - ON - BACKER
- *8 - GAP - ON - BACKER

- QB - REVERSE PIVOT, HAND BALL OFF TO RH, FAKE BOOTLEG AT ONE
- *LH - LEAVE IN EARLY MOTION BLOCK FIRST MAN OUTSIDE OF TWO
- *RH - CARRIER: ROCK WEIGHT ON RIGHT FOOT, RECEIVE INSIDE HAND OFF
- FB - DRIVE FOR 3-4 SEAM, BLOCK FIRST MAN IN AREA

DATE FALL 1975

PLAY 134 CT SPECIAL
 VARIATIONS _____

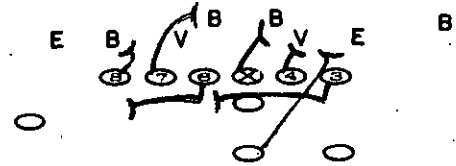
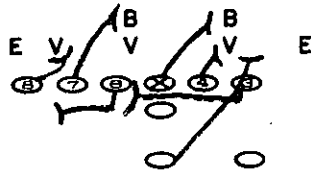
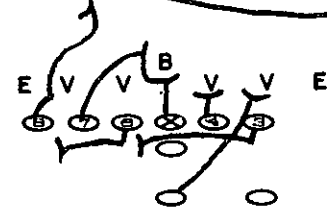
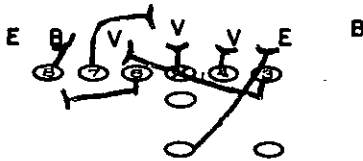
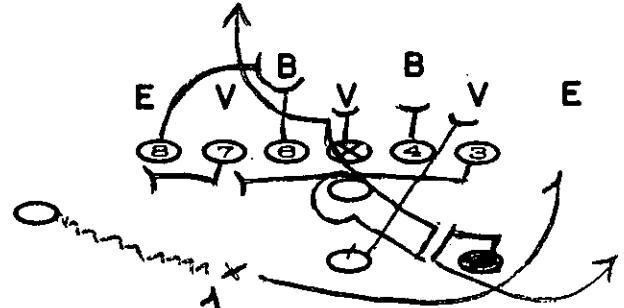
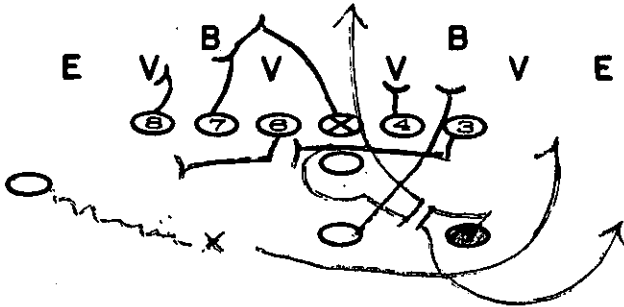
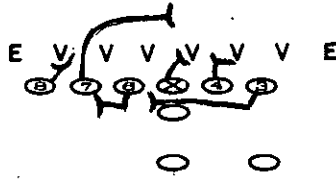


- *2 - GAP - ON - BACKER
- 3 - PULL WITH MAN ON - BACKER
- 4 - PULL WITH MAN ON - BACKER
- 5 - ON - BACKER
- 6 - AREA - POST
- 7 - PULL, INSIDE OUT
- 8 - CUTOFF (GO INSIDE OF 3)

- QB - REVERSE PIVOT, HAND BALL OFF TO LH, FAKE BOOTLEG AT 9
- *LH - CARRIER: ROCK WEIGHT ON LEFT FOOT, RECEIVE INSIDE HANDOFF
- *RH - LEAVE IN EARLY MOTION, BLOCK FIRST MAN OUTSIDE OF 8
- FB - DRIVE FOR 6-7 SEAM, BLOCK FIRST MAN IN AREA

DATE FALL 1975

PLAY 936 CT SPECIAL
 VARIATIONS _____



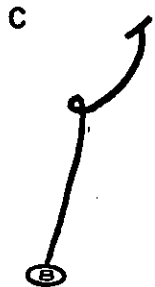
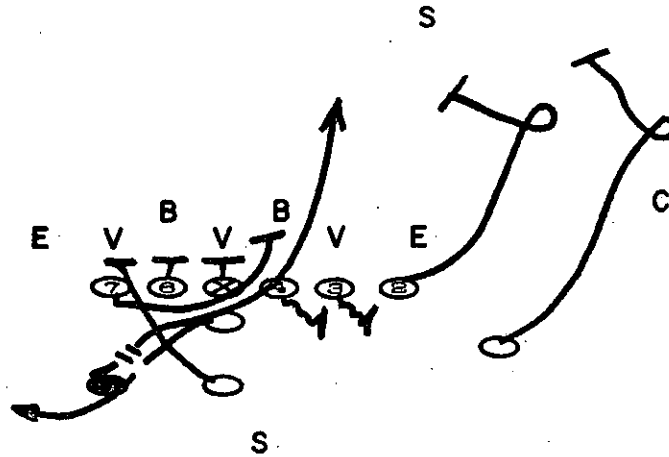
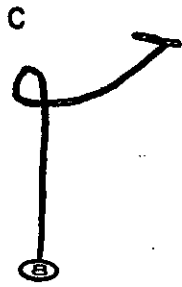
- 2 - CUTOFF (GO INSIDE OF 7)
- 3 - PULL, INSIDE OUT
- 4 - AREA - POST
- 5 - ON - BACKER
- 6 - PULL WITH MAN ON - BACKER
- 7 - PULL WITH MAN ON - BACKER
- *8 - GAP - ON - BACKER

- QB - REVERSE PIVOT, HAND BALL OFF TO RH, FAKE BOOTLEG AT ONE
- *LH - LEAVE IN EARLY MOTION, BLOCK FIRST MAN OUTSIDE OF 2
- *RH - CARRIER: ROCK WEIGHT ON RIGHT FOOT, RECEIVE INSIDE HAND OFF
- FB - DRIVE FOR 3-4 SEAM, BLOCK FIRST MAN IN AREA

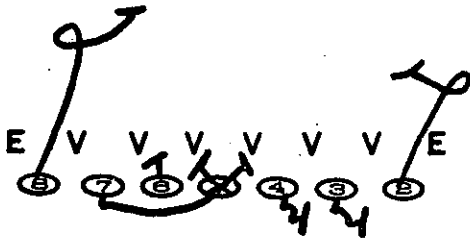
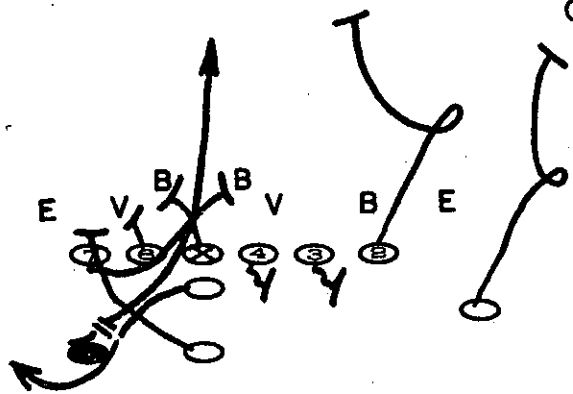
DATE FALL 1975

PLAY 154 CT-DRAW
 VARIATIONS 134 CT DRAW

S



B



2 - RELEASE - BLOCK DOWNFIELD

*3 - OUTSIDE

*4 - OUTSIDE

*5 - LEFT GAP - ON - AWAY

6 - GAP - ON - AREA - BACKER

7 - PULL - WALL OFF TAIL OF 5

8 - RELEASE - BLOCK DOWNFIELD

QB - SPRINT - FAKE 59.
 HANDOFF TO LH

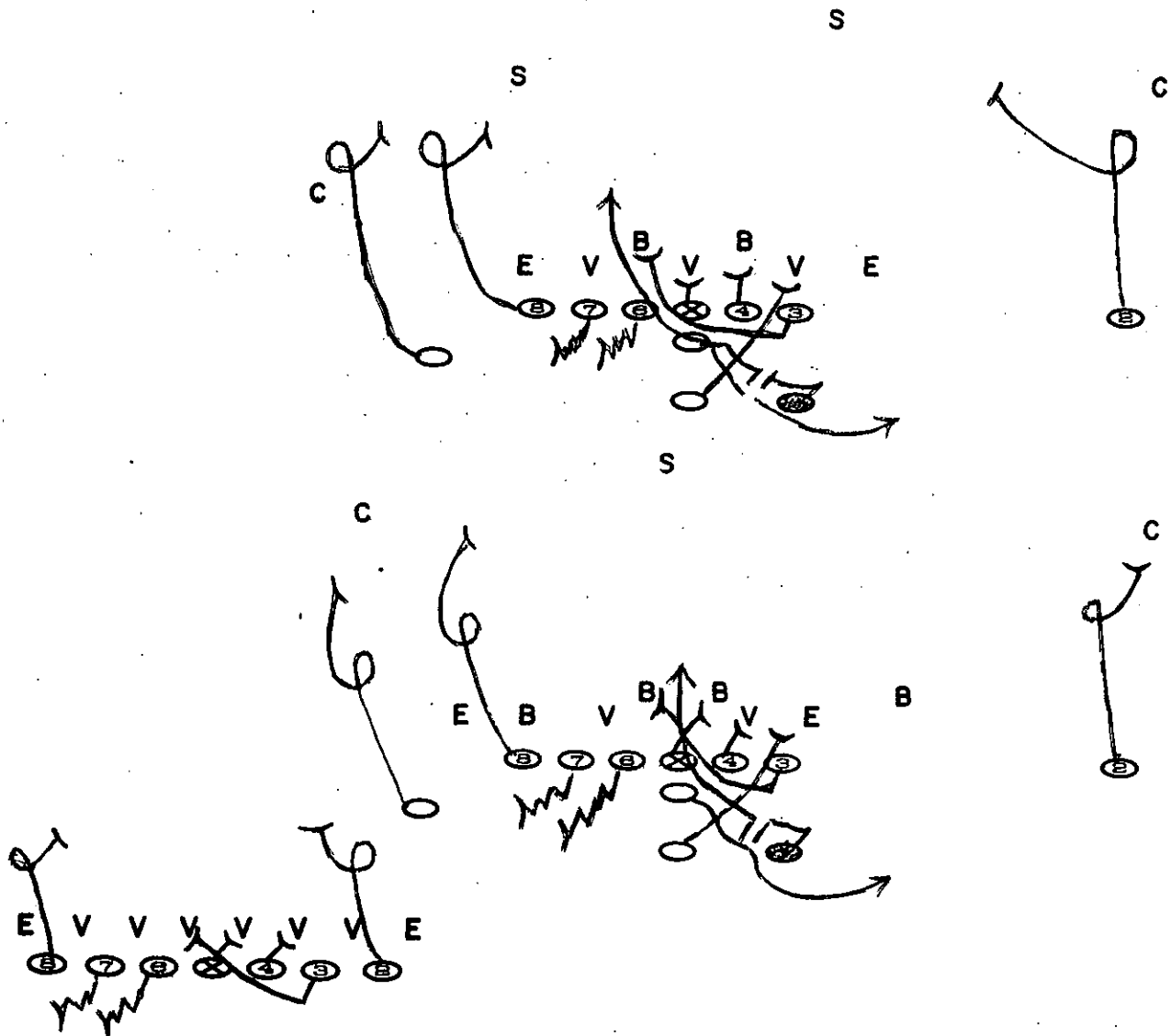
*LH - CARRIER: DELAY 34
 CT TECH

RH - RELEASE - BLOCK DOWN-
 FIELD

FB - DIVE FOR 6 - 7 SEAM,
 BLOCK 1ST MAN IN AREA

DATE FALL 1975

PLAY 956 CT DRAW
 VARIATIONS 936 CT DRAW

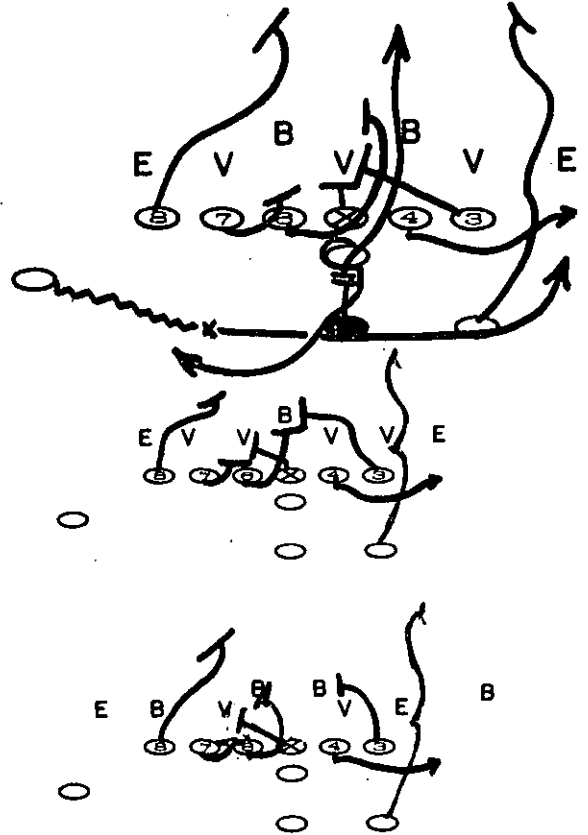
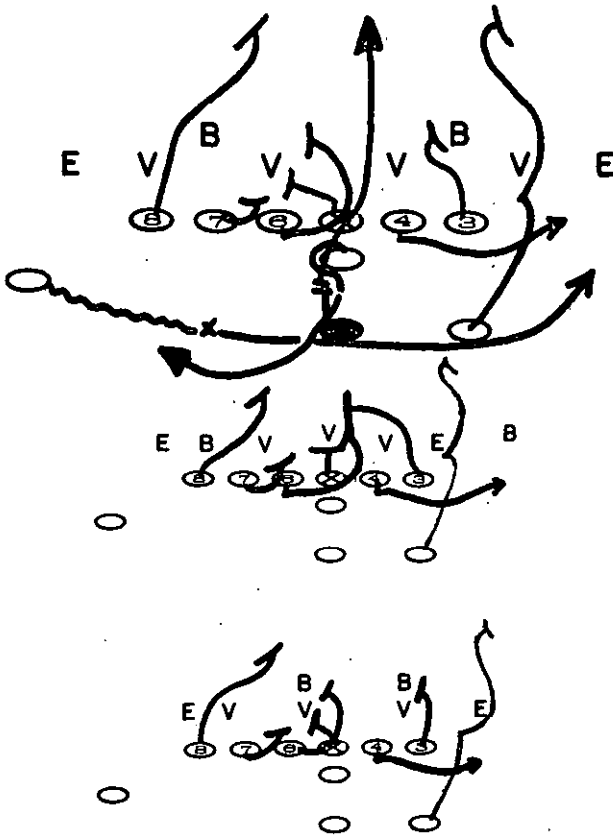
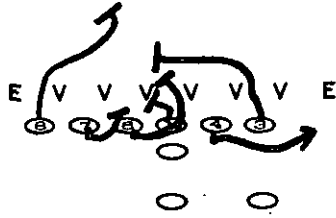


- 2 - RELEASE - BLOCK DOWNFIELD
- 3 - PULL - WALL OFF TAIL OF 5
- 4 - GAP - ON - AREA - BACKER
- 5 - RIGHT GAP - ON - AWAY
- 6 - OUTSIDE
- 7 - OUTSIDE
- 8 - RELEASE - BLOCK DOWNFIELD

- QB - FAKE 51 - HAND OFF TO RH
- LH - RELEASE - BLOCK DOWNFIELD
- RH - CARRIER - DELAY 36 CT TECH
- FB - DIVE FOR 3-4 SEAM, BLOCK AREA

DATE FALL 1975

PLAY 924 GUT
 VARIATIONS _____

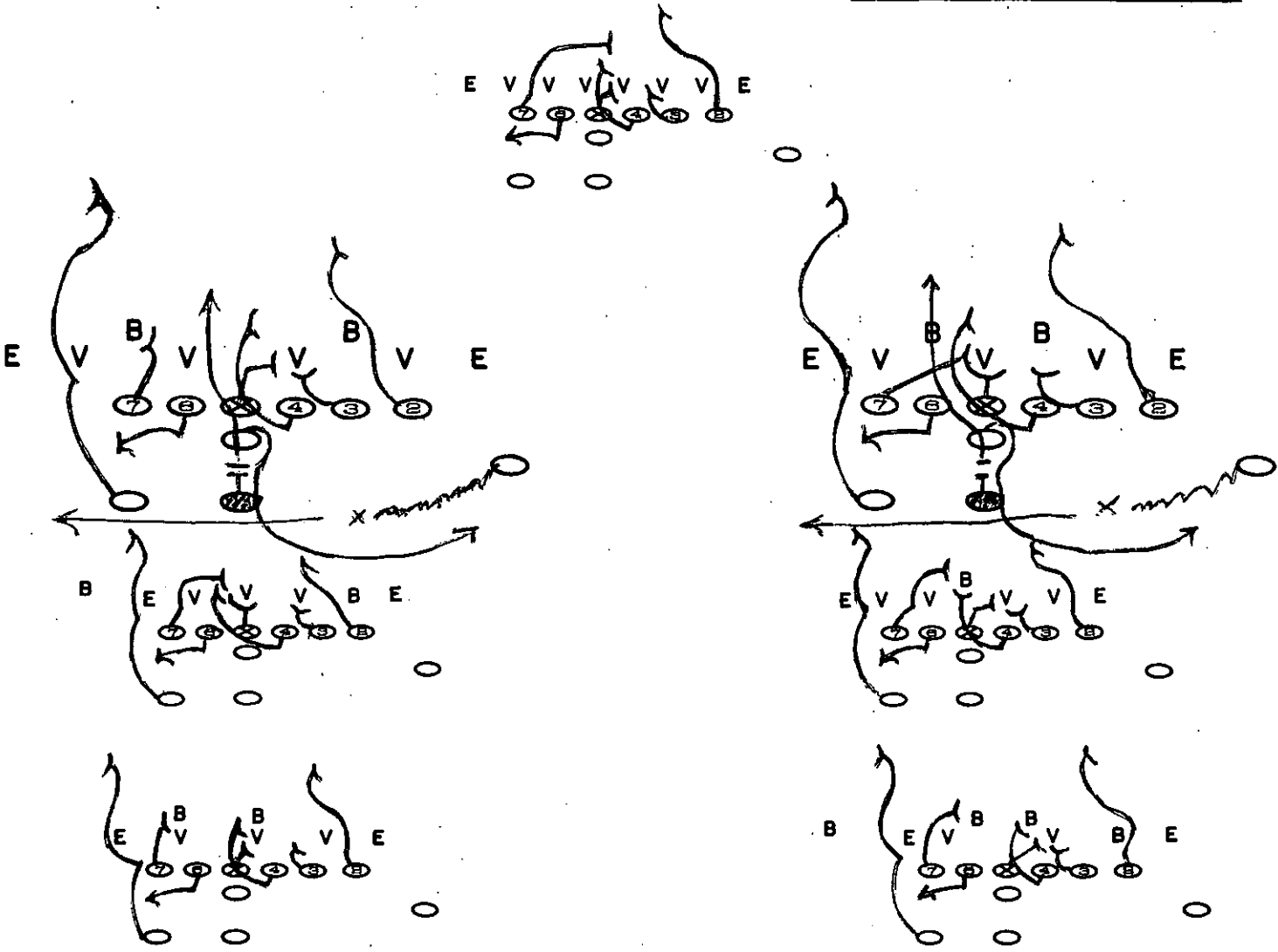


- 2 - BACKER
- 3 - BACKER (DOWN TO NOSE VS. OKLA.)
- 4 - PULL, FAKE 21
- 5 - GAP - DOWN - POST
- 6 - PULL, STEP THROUGH HOLE
- 7 - PULL - BLOCK 2
- 8 - CUT OFF

- QB - REVERSE PIVOT, HAND OFF TO FB, BOOTLEG AT 9
- LH - FAKE 21
- RH - FAKE 21, CUT OFF
- FB - CARRIER: DIVE FOR LEFT FOOT OF 5

DATE FALL 1973

PLAY 126 GUT
 VARIATIONS _____

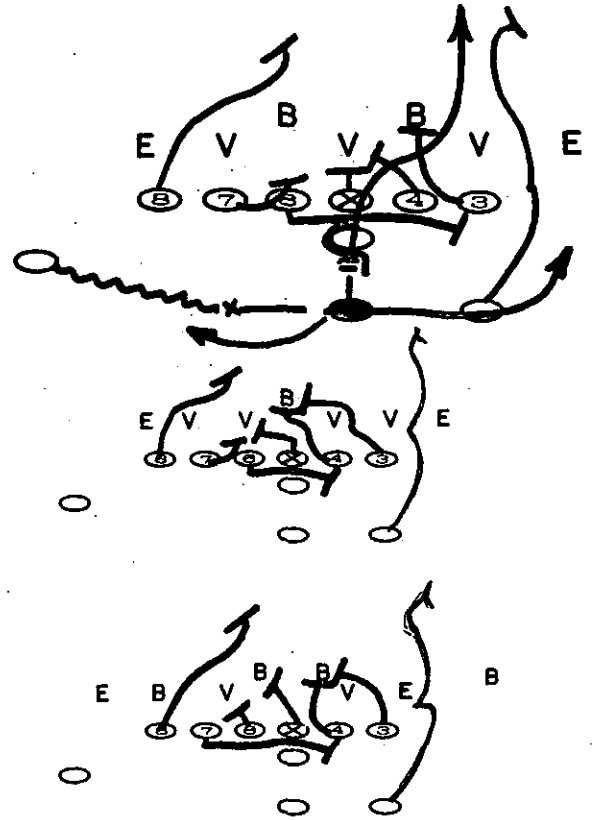
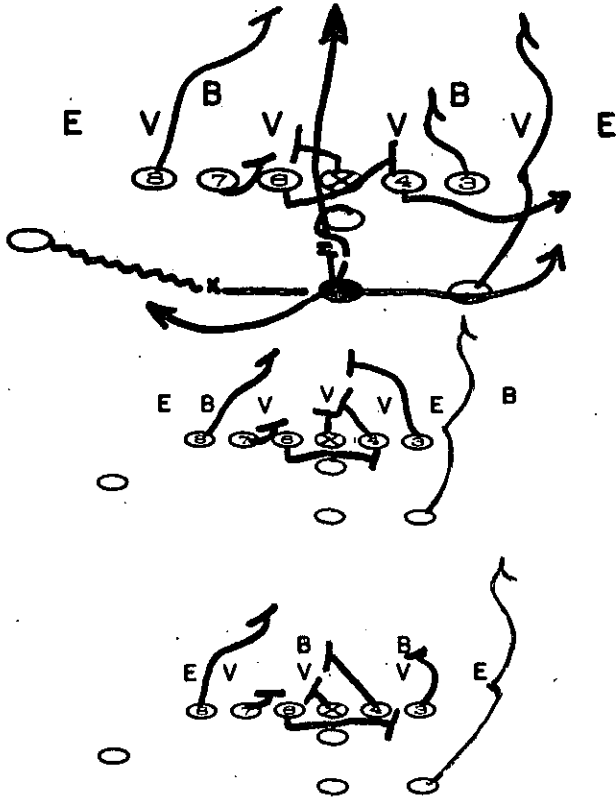
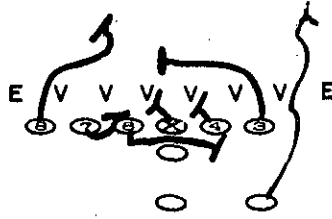


- 2 - CUT OFF
- 3 - PULL - BLOCK 2
- 4 - PULL, STEP THROUGH HOLE
- 5 - GAP - DOWN - POST
- 6 - LEAD - PULL FAKE 29
- 7 - BACKER (DOWN TO NOSE VS. OKLA.)
- 8 - BACKER

- QB - REVERSE PIVOT, HAND OFF TO FB, BOOTLEG AT 1
- LH - FAKE 29, CUT OFF
- RH - FAKE 29
- FB - CARRIER: DIVE FOR RIGHT FOOT OF 5

DATE FALL 1975

PLAY 924 GT
 VARIATIONS _____



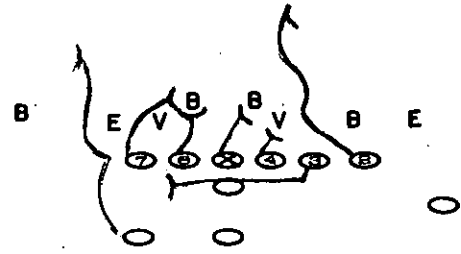
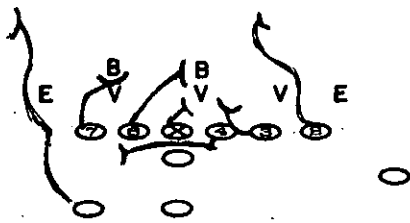
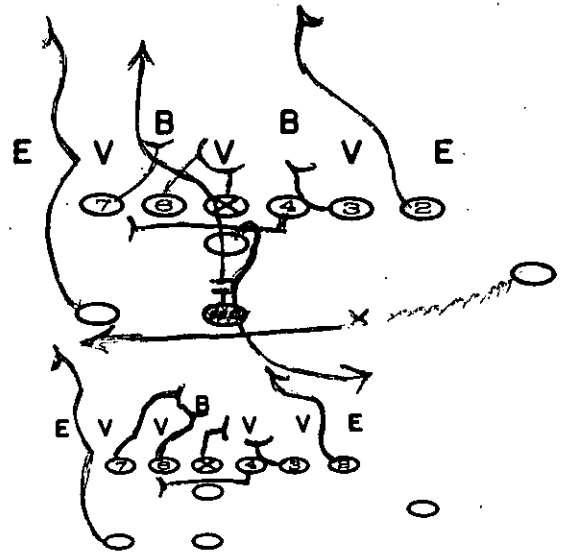
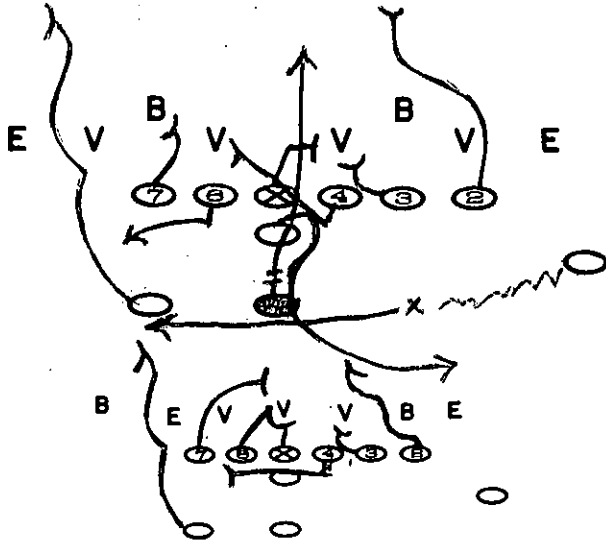
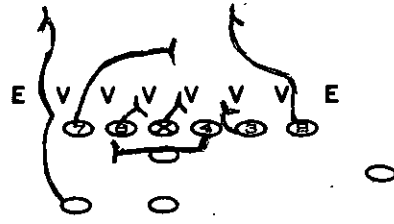
- 2 - BACKER
- *3 - 1ST BACKER FROM 5
- *4 - GAP - LEAD - BACKER - PULL, FAKE 21
- 5 - GAP - DOWN - POST
- 6 - PULL, INSIDE OUT
- *7 - PULL, - BLOCK 2
- 8 - CUT OFF

- QB - REVERSE PIVOT, HAND OFF TO FB, BOOTLEG AT 9
- LH - FAKE 21
- *RH - FAKE 21, CUT OFF
- *FB - CARRIER: DIVE FOR LEFT FOOT OF 5

OVER FOR VARIATIONS

DATE FALL 1975

PLAY 126 GT
 VARIATIONS _____

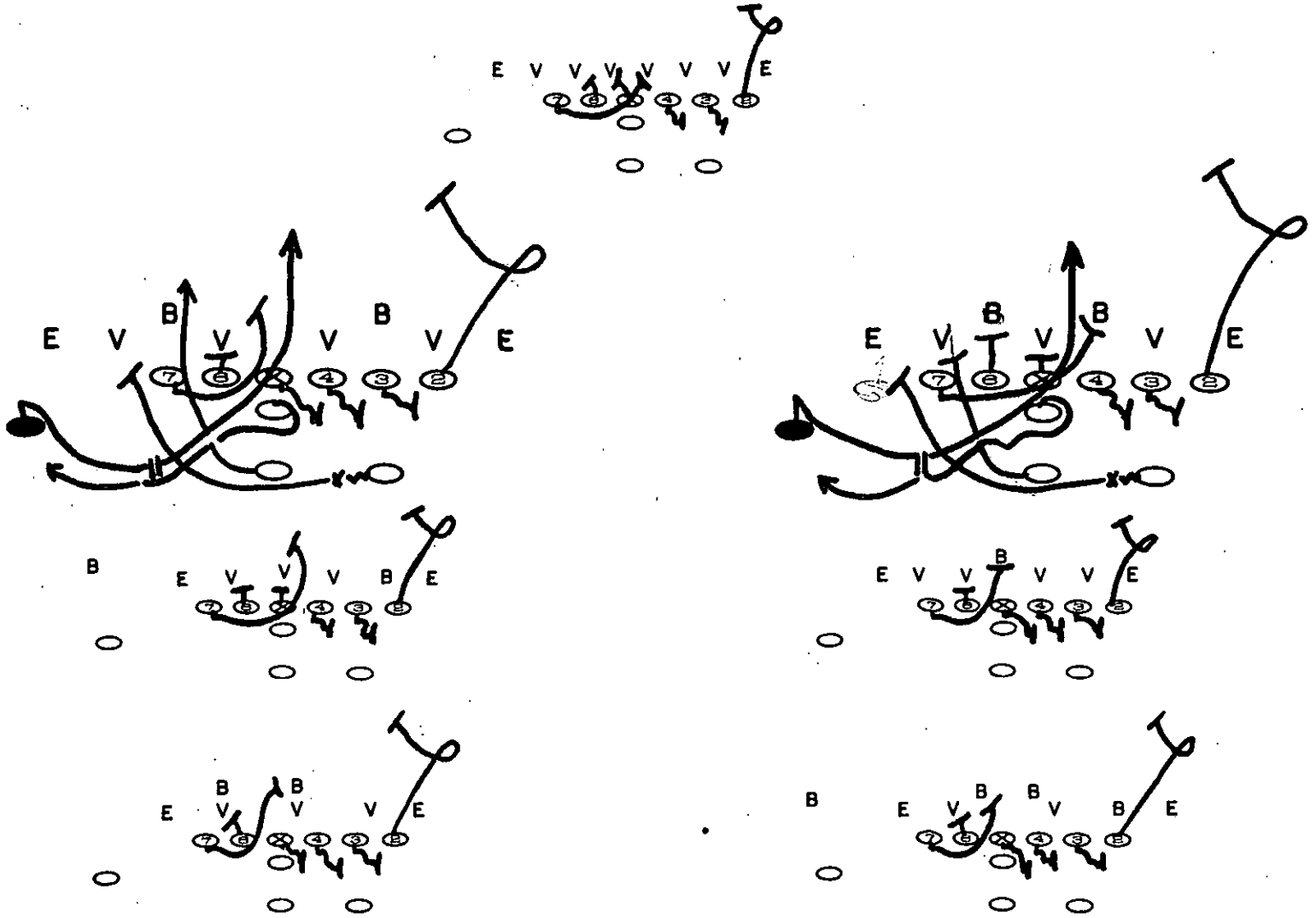


- 2 - CUT OFF
- *3 - PULL - BLOCK 2
- 4 - PULL, INSIDE OUT
- 5 - GAP - DOWN - POST
- *6 - LEAD - BACKER - PULL
FAKE 29 (GAP STACK: BACKER)
- *7 - 1ST BACKER FROM 5
- 8 - BACKER

- QB - REVERSE PIVOT, HAND OFF TO FB, BOOTLEG AT 1
- *LH - FAKE 29, CUT OFF
- RH - FAKE 29
- *FB - CARRIER: DIVE FOR RIGHT FOOT OF 5

DATE FALL 1975

PLAY SL 989 SAL AT 4
 VARIATIONS _____



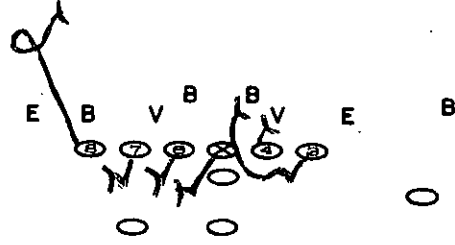
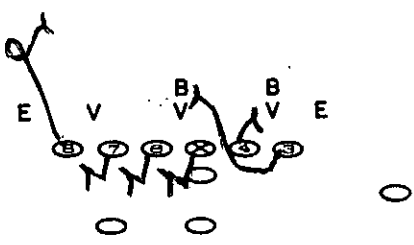
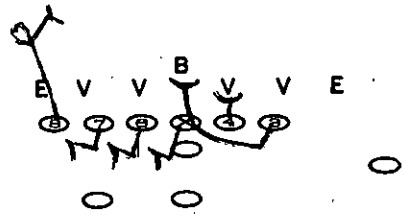
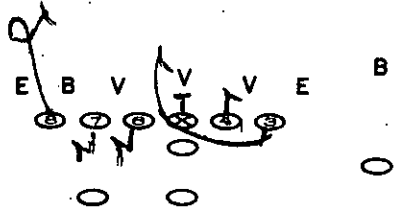
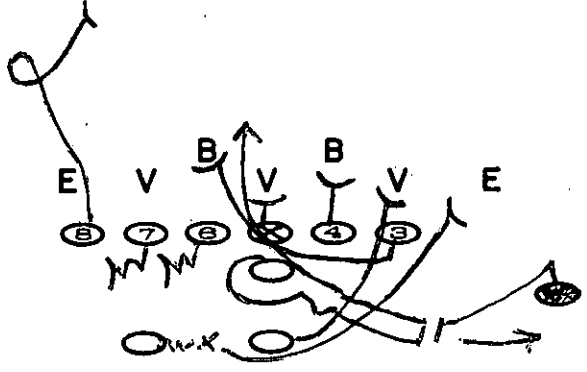
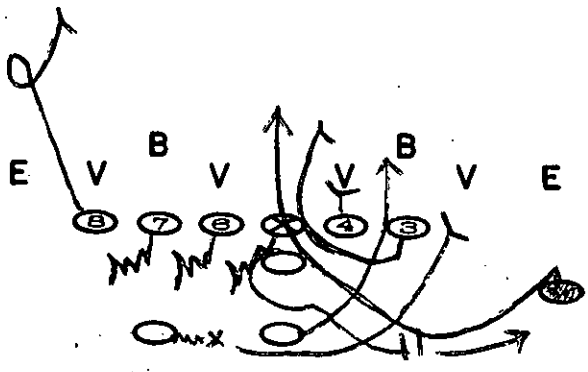
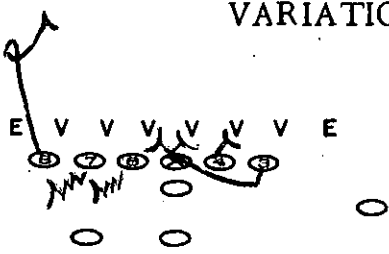
- 2 - RELEASE - BLOCK DOWNFIELD
- *3 - OUTSIDE
- *4 - OUTSIDE
- *5 - LEFT GAP - ON - AWAY
- 6 - GAP - ON - AREA - BACKER
- 7 - PULL - WALL OFF TAIL OF 5
- 8 - RELEASE - BLOCK DOWNFIELD

*From
BLOCK*

- *QB - REVERSE PIVOT - FAKE
89 KEEP PASS - HAND
OFF TO LH INSIDE
- *LH - FAKE ONE STEP RELEASE,
RECEIVE INSIDE HAND OFF,
FIND OPENING
- RH - ONE STEP MOTION, BLOCK
1ST MAN OUTSIDE OF FB
- FB - BEND PATH FOR INSIDE LEG
OF 7, FAKE THROUGH HOLE

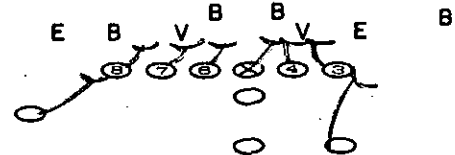
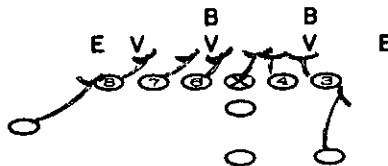
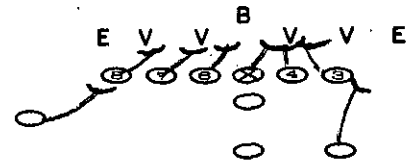
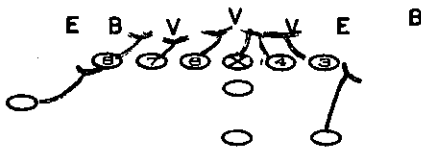
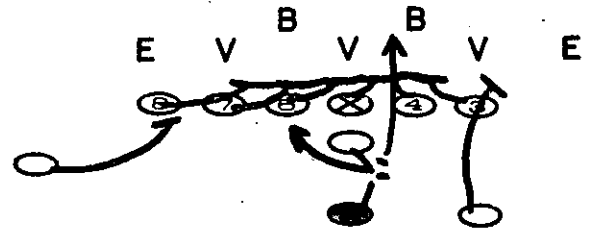
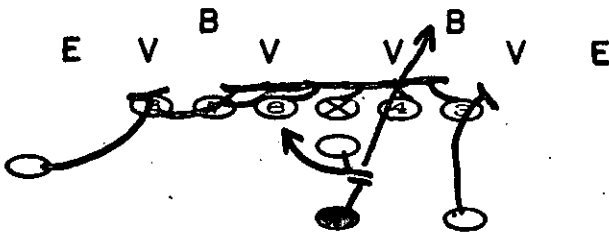
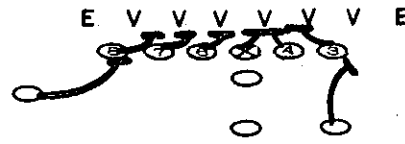
DATE FALL 1975

PLAY SL 181 SAL AT 6
 VARIATIONS _____



- 2 - RELEASE - BLOCK DOWNFIELD
- 3 - PULL - WALL OFF TAIL OF 5
- 4 - GAP - ON - AREA - BACKER
- *5 - RIGHT GAP - ON - AWAY
- *6 - OUTSIDE
- *7 - OUTSIDE
- 8 - RELEASE - BLOCK DOWNFIELD

- QB - REVERSE PIVOT - FAKE 81
KEEP PASS - HAND OFF TO
RH INSIDE
- LH - ONE STEP MOTION, BLOCK
1ST MAN OUTSIDE OF FB
- *RH - FAKE ONE STEP RELEASE,
RECEIVE INSIDE HAND OFF,
FIND OPENING
- FB - BEND PATH FOR INSIDE LEG
OF 3, FAKE THROUGH HOLE

DATE FALL 1975PLAY 944 WEDGE
VARIATIONS _____

- 2 - CLOSE WITH LEFT FOOT WEDGING AREA FROM 3'S SHOULDER
- 3 - CLOSE WITH LEFT FOOT WEDGING AREA FROM 4'S SHOULDER
- 4 - WEDGE YOUR LEFT SHOULDER - BLOCK AREA NOT MAN
- 5 - WEDGE YOUR RIGHT SHOULDER BLOCKING AREA
- 6 - CLOSE WITH RIGHT FOOT WEDGING AREA WITH 5'S SHOULDER
- 7 - CLOSE WITH RIGHT FOOT WEDGING AREA FROM 6'S SHOULDER
- 8 - CLOSE WITH RIGHT FOOT WEDGING AREA FROM 7'S SHOULDER

QB - OPEN TO FB - BRING BALL TO HIM QUICKLY

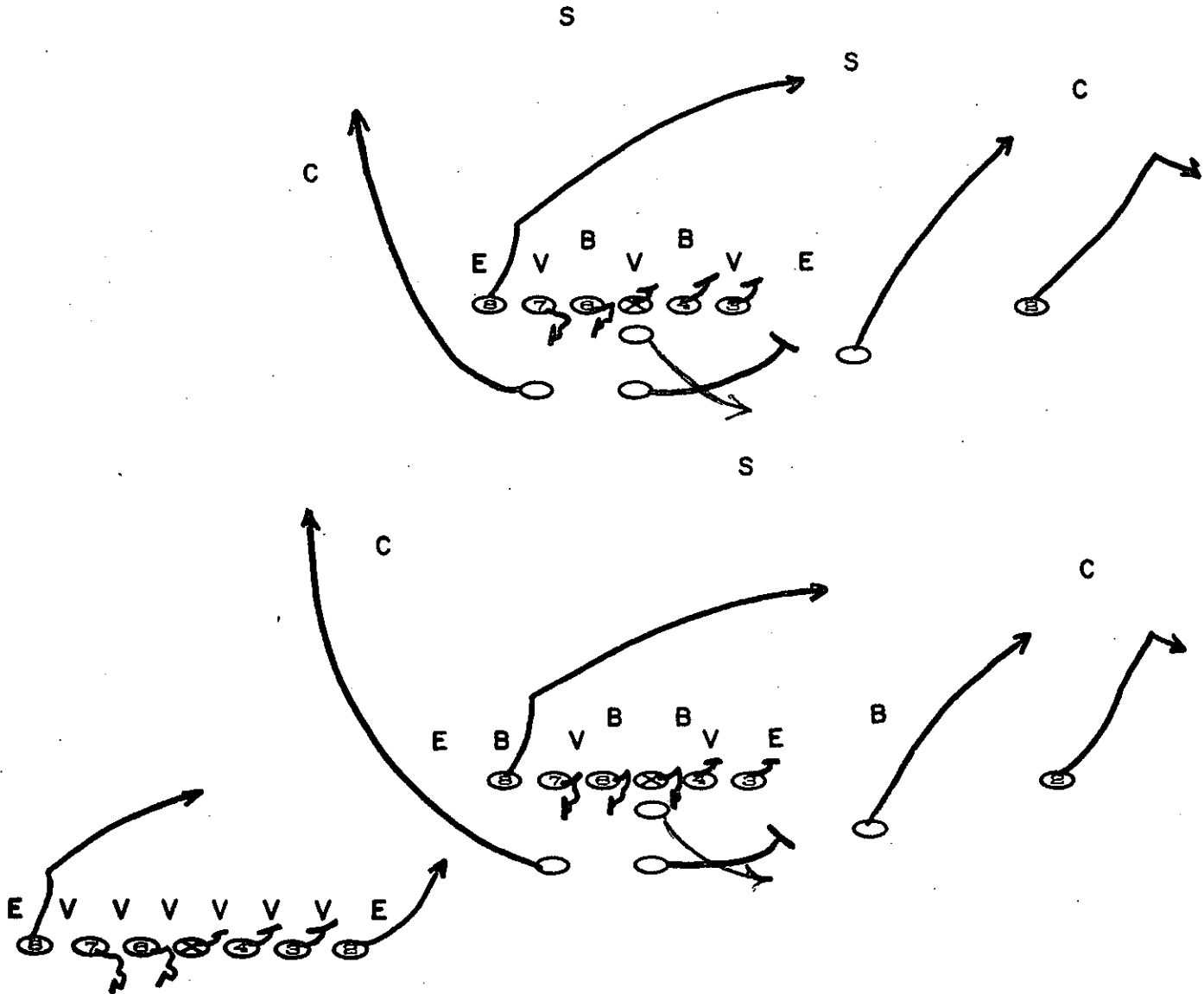
LH - SHORTEN - BLOCK FIRST MAN OUTSIDE OF 8'S WEDGE

RH - DIVE FOR TAIL OF 3, BLOCK FIRST MAN OUTSIDE OF 2'S WEDGE

FB - CARRIER - RECEIVE BALL QUICKLY RUN TO LINE, DIVE OR SLIDE TO OPENING FOR YARDAGE.

DATE FALL 1975

PLAY SPR 111 SWITCH
 VARIATIONS _____



2 - RUN "OUT" PATTERN AT 8
 YDS - IF COVERED, FLY

3 - FIRE - ON - AREA

4 - FIRE - ON - AREA

5 - STEP AND CUP

6 - STEP AND CUP

7 - STEP AND CUP

8 - CROSSING PATTERN

QB - SPRINT OUT RIGHT
 OPTION RUN OR PASS

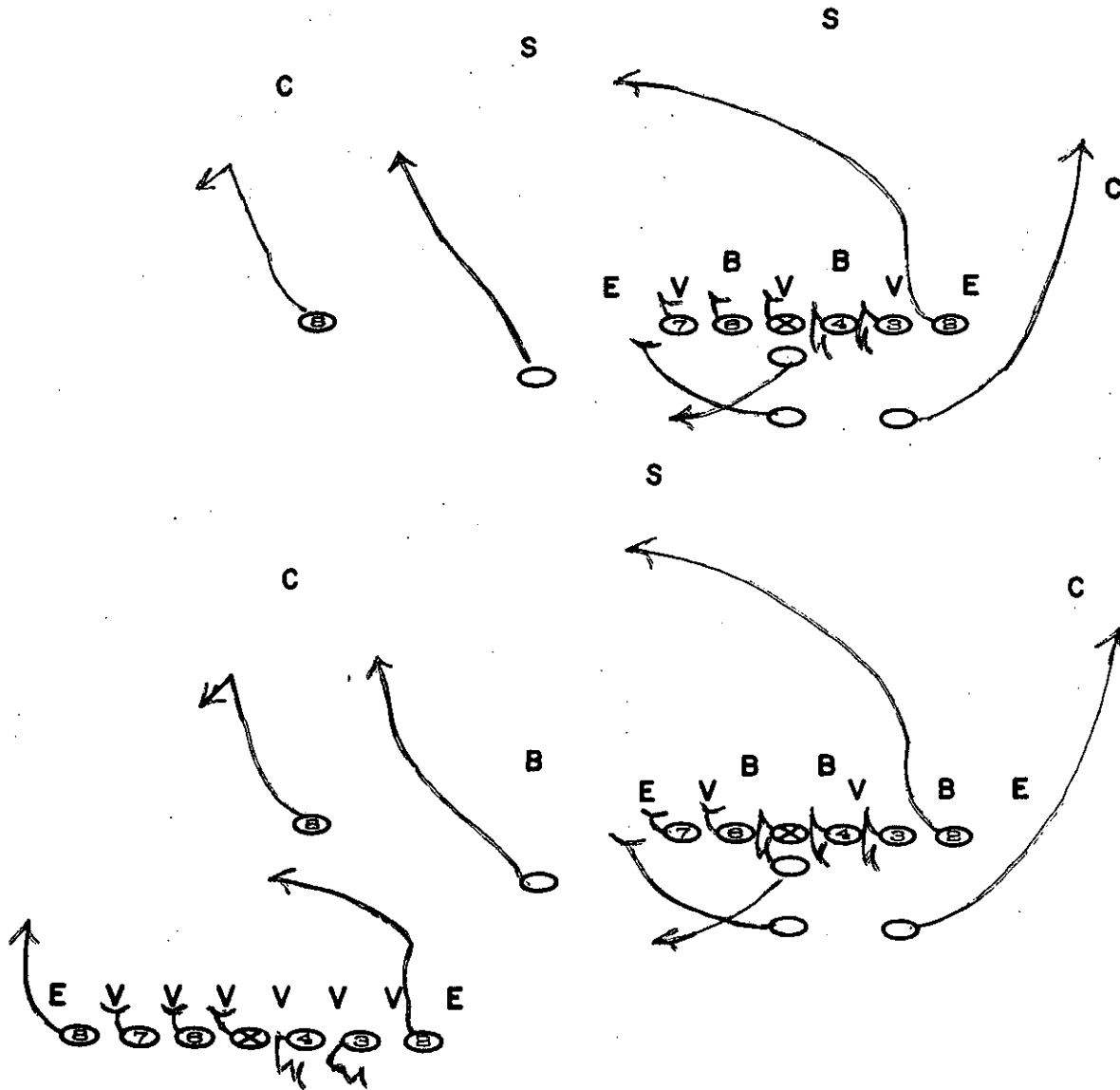
LH - FLARE, FLY

*RH - AGGRESSIVELY BLOCK 1ST
 MAN OUTSIDE OF 3. RUN
 COMPANION ROUTE IF PATTERN
 IS CALLED. (SEAM FOR
 SWITCH)

FB - TAKE LEAD STEP RIGHT,
 BLOCK 1ST FREE MAN

DATE FALL 1975

PLAY SPR 919 SWITCH
 VARIATIONS _____

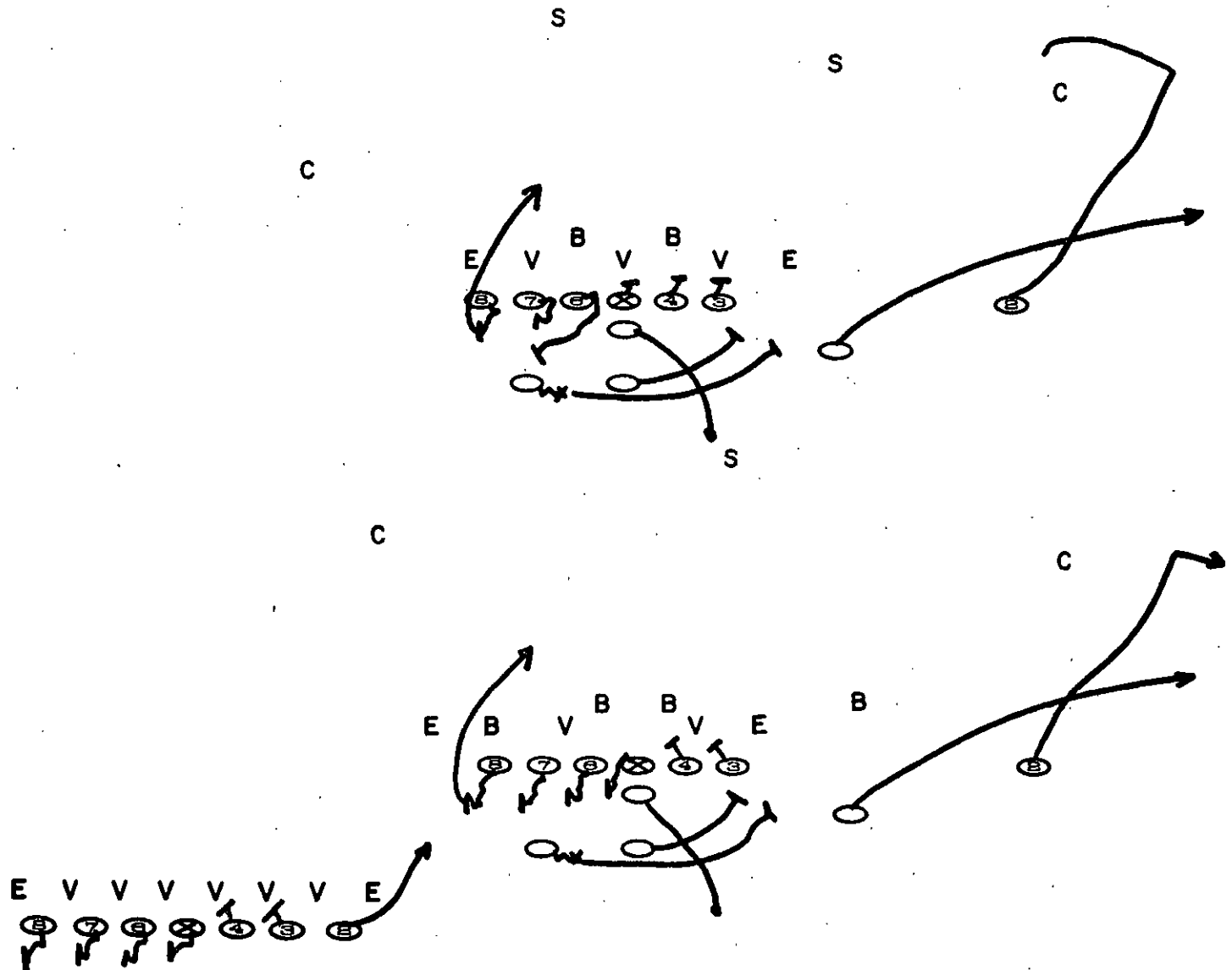


- 2 - CROSSING PATTERN
- 3 - STEP AND CUP
- 4 - STEP AND CUP
- 5 - STEP AND CUP
- 6 - FIRE - ON - AREA
- 7 - FIRE - ON - AREA
- 8 - RUN "OUT" PATTERN AT 8 YDS. IF COVERED, FLY

- QB - SPRINT OUT LEFT, OPTION RUN OR PASS
- *LH - AGGRESSIVELY BLOCK 1ST MAN OUTSIDE OF 7. RUN COMPANION ROUTE IF PATTERN IS CALLED. (SEAM FOR SWITCH)
- RH - FLARE, FLY
- FB - TAKE LEAD STEP LEFT, BLOCK 1ST FREE MAN.

DATE FALL 1975

PLAY SPR I 151
 VARIATIONS _____



2 - SPREAD AND SPLIT: WEAVE OUTSIDE
 READ COVERAGE. CURL IF INVERT,
 SIDELINE AT 15 YDS. IF "UP" OR
 ZONE.

TIGHT: SEAM, SIDELINE IF "UP"

3 - GAP - ON - AREA - OUTSIDE

4 - GAP - ON - AREA - OUTSIDE

5 - STEP AND CUP (UNCOVERED MAN
 BLOCK OUT)

6 - STEP AND CUP (UNCOVERED MAN
 BLOCK OUT)

7 - STEP AND CUP

8 - STEP AND CUP - DRAG

QB - SPRINT TO 8 YDS.
 BEHIND 3 - THROW TO
 RH OR 2

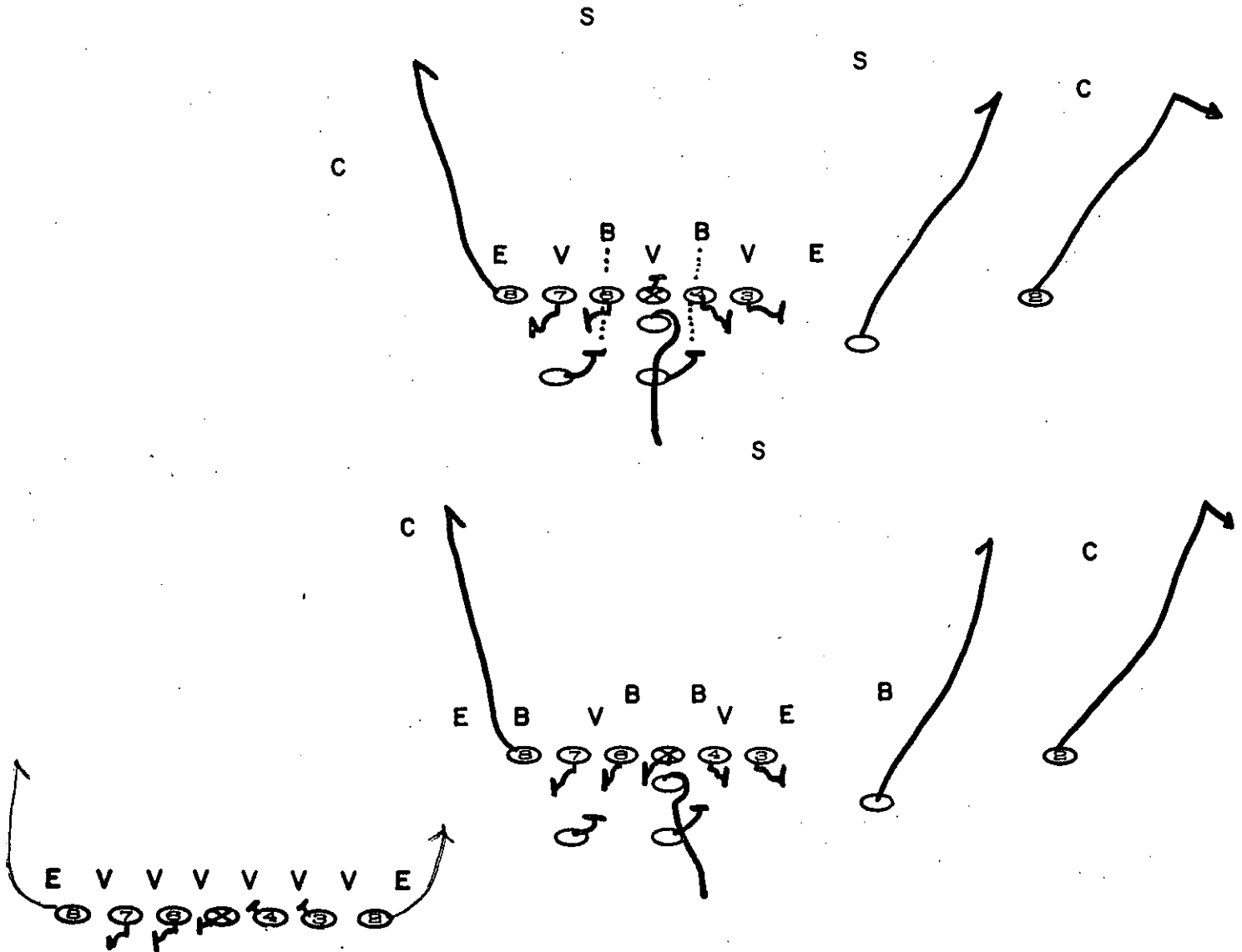
LH - BLOCK 1ST MAN OUTSIDE
 FB'S BLOCK

*RH - SPRINT - ANGLE OUT
 (LOOK IMMEDIATELY)

FB - BLOCK 1ST MAN OUTSIDE
 OF 3'S BLOCK

DATE FALL 1975

PLAY SPR 171
 VARIATIONS _____

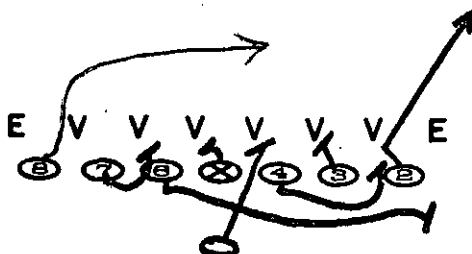
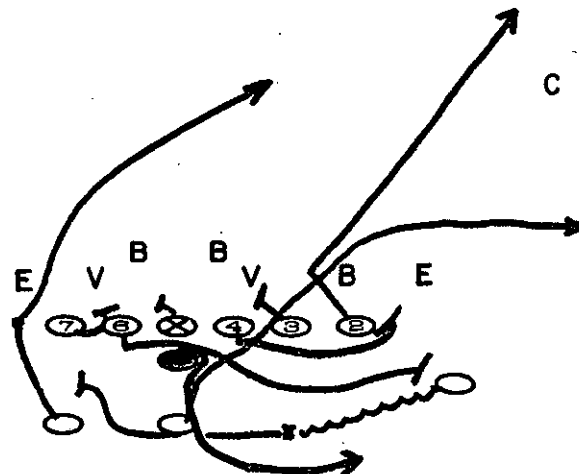
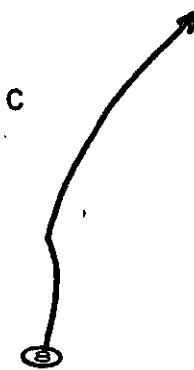
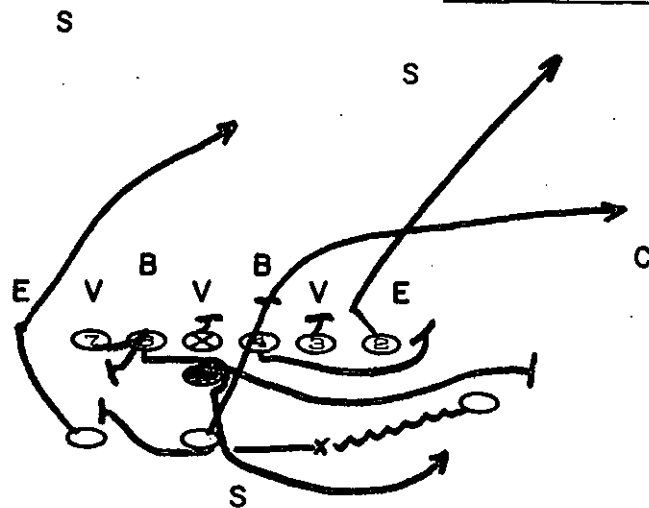
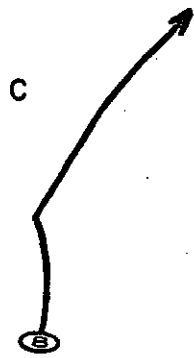


- 2 - SPREAD AND SPLIT: RUN "OUT" PATTERN AT 12 YDS.
TIGHT: SEAM, SIDELINE IF UP.
- 3 - BLOCK 2ND DOWN MAN FROM 4-5 SEAM
- 4 - BLOCK 1ST DOWN MAN FROM 4-5 SEAM
- 5 - ON - AREA - LEFT (BACKER OR GAP)
- 6 - ON - LEFT
- 7 - BLOCK 2ND DOWN MAN FROM 6
- 8 - HOOK AT 14 YDS.

- QB - SET UP TO THROW AT 8 YDS. BEHIND 4 MAN
- LH - STEP UP, BLOCK 1ST BACKER FROM 6
- RH - HOOK AT 12 YDS.
- FB - STEP UP, BLOCK BACKER RUN COMPANION ROUTE IF BACKER DOESN'T RUSH

DATE FALL 1975

PLAY 129 WAGGLE
 VARIATIONS _____

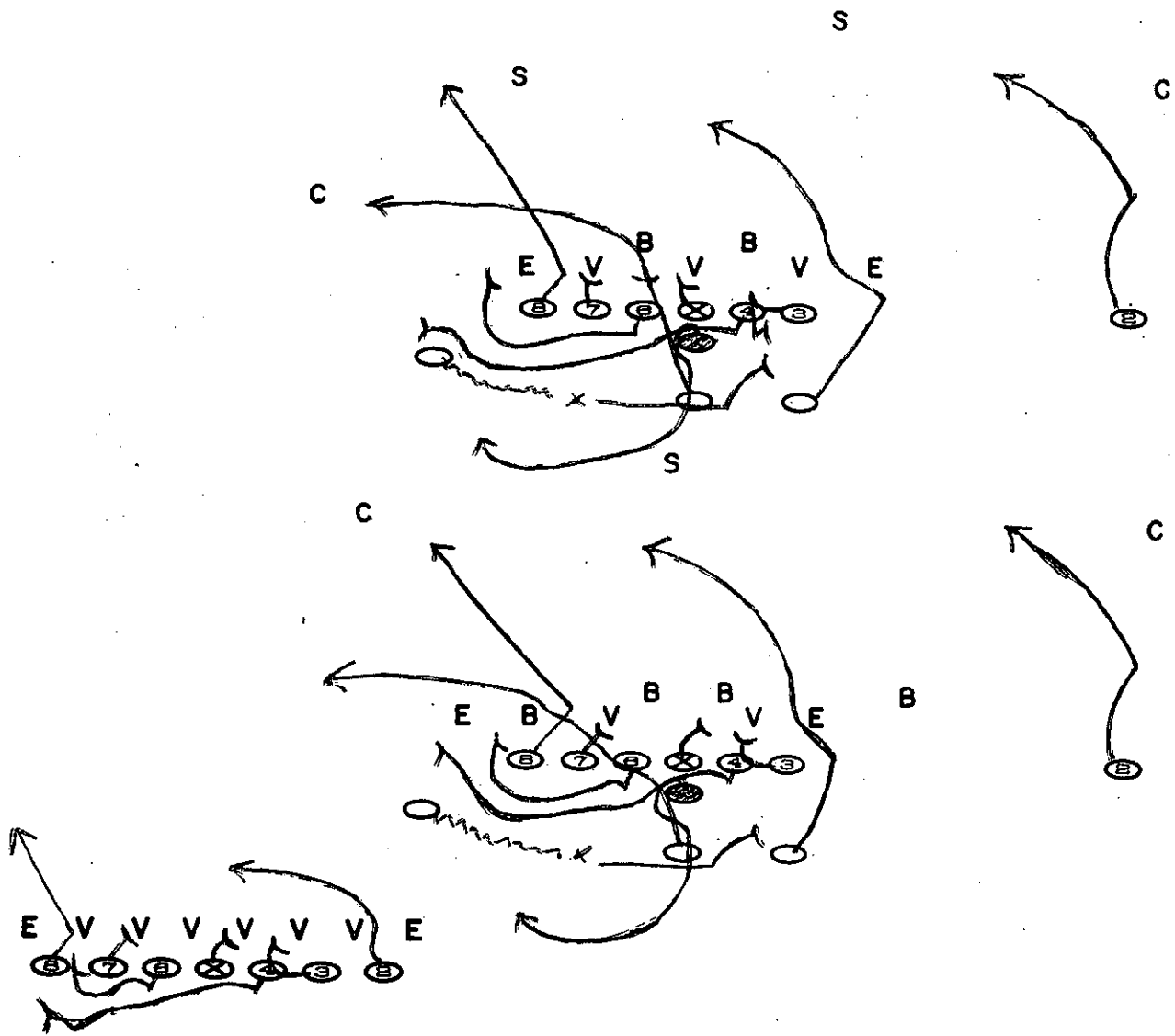


- 2 - WAGGLE PATTERN
- 3 - GAP - ON - AREA - DOWN
- 4 - PULL - HOOK 1ST MAN OUTSIDE OF TE'S POSITION
- 5 - BLOCK 1 - CUP
- 6 - PULL - READ 4'S BLOCK, BLOCK OUT
- 7 - BLOCK 2
- 8 - TIGHT: CROSSING PATTERN
 SPREAD: POST PATTERN

- QB - REVERSE PIVOT - FAKE TO RH - OPTION RUN OR PASS
- LH - FAKE 129 - RUN CROSSING PATTERN
- RH - START IN MOTION, BLOCK 1ST MAN. OUTSIDE OF 7'S BLOCK
- FB - DIVE FOR INSIDE LEG OF 4 - BLOCK 4'S AREA - SLIDE DELAYED INTO FLAT

DATE FALL 1975

PLAY 921 WAGGLE
 VARIATIONS _____

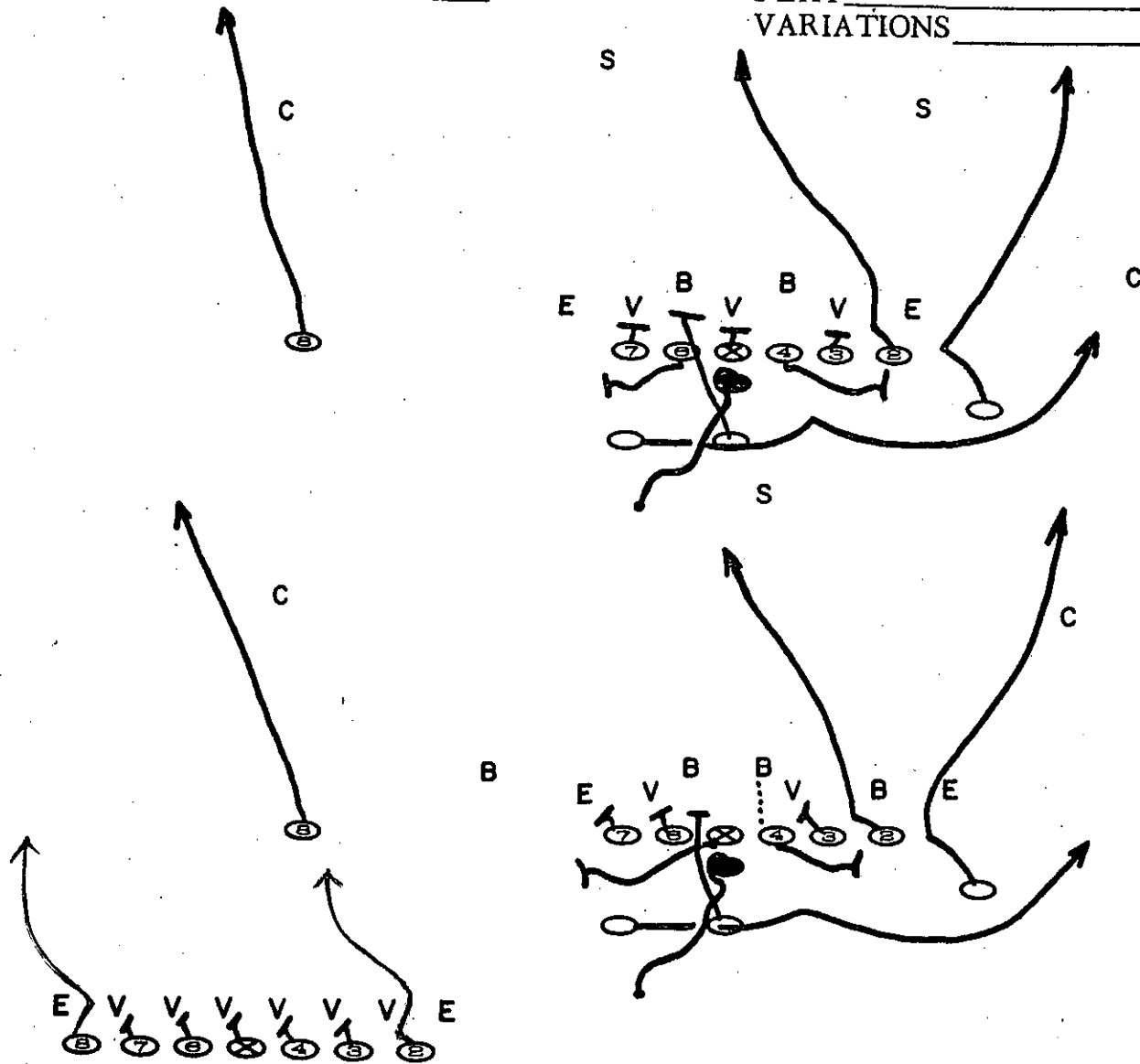


- 2 - TIGHT: CROSSING PATTERN
 SPREAD: POST PATTERN
- 3 - BLOCK 2
- *4 - PULL - READ 6'S BLOCK,
 BLOCK OUT
- 5 - BLOCK 1 - CUP
- 6 - PULL - HOOK 1ST MAN
 OUTSIDE OF TE'S POSITION
- 7 - GAP - ON - AREA - DOWN
- 8 - WAGGLE PATTERN

- QB - REVERSE PIVOT -
 FAKE TO LH - OPTION
 RUN OR PASS
- LH - START IN MOTION
 BLOCK 1ST MAN OUTSIDE
 OF 3'S BLOCK
- RH - FAKE 921 - RUN CROSSING
 PATTERN
- FB - DIVE FOR INSIDE LEG OF
 6 - BLOCK 6'S AREA -
 SLIDE DELAYED INTO FLAT

DATE FALL 1975

PLAY 121 WAG SOLID
 VARIATIONS

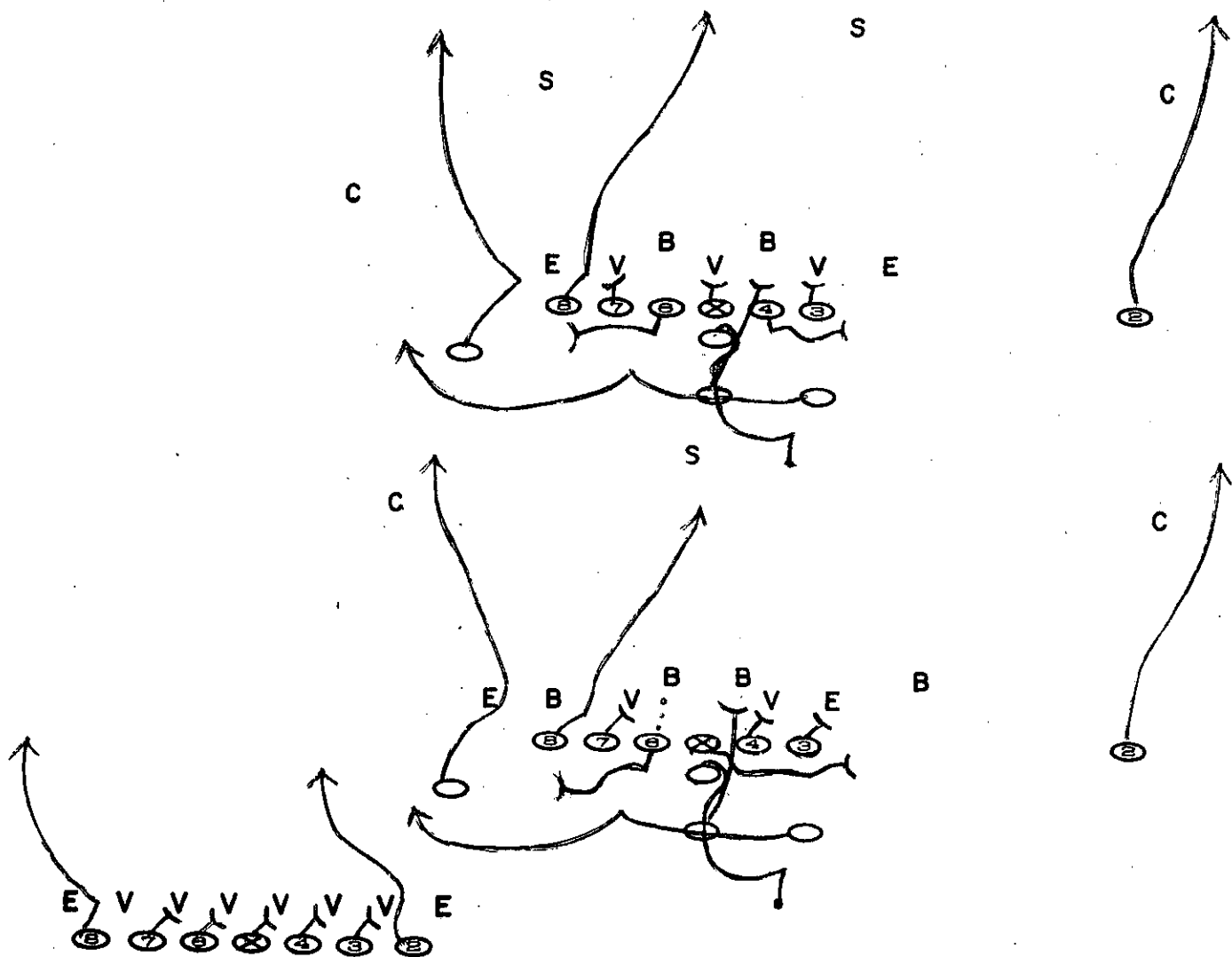


- 2 - RUN DEEP CROSSING PATTERN
- 3 - GAP - ON - AREA - DROP
- 4 - GAP - ON - AREA - DROP
- 5 - ON - LEFT GAP - PULL
- 6 - ON - OUTSIDE GAP - PULL
- 7 - ON - OUTSIDE
- 8 - WAGGLE PATTERN

- *QB - REVERSE PIVOT - FAKE TO LH - BEGIN WAGGLE PATH, SET UP ON INSIDE FOOT OF 7 AT A DEPTH OF 7 YDS.
- LH - FAKE 21, BLOCK 3RD MAN - FLARE
- RH - FAKE 21 - RUN FLY PATTERN
- *FB - DIVE FOR LEFT FOOT OF 5, BLOCK BACKER

DATE FALL 1975

PLAY 929 WAG SOLID
 VARIATIONS _____

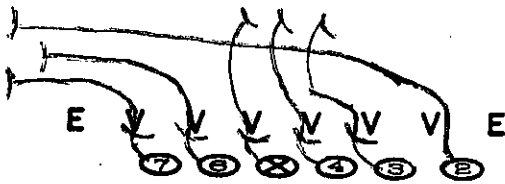
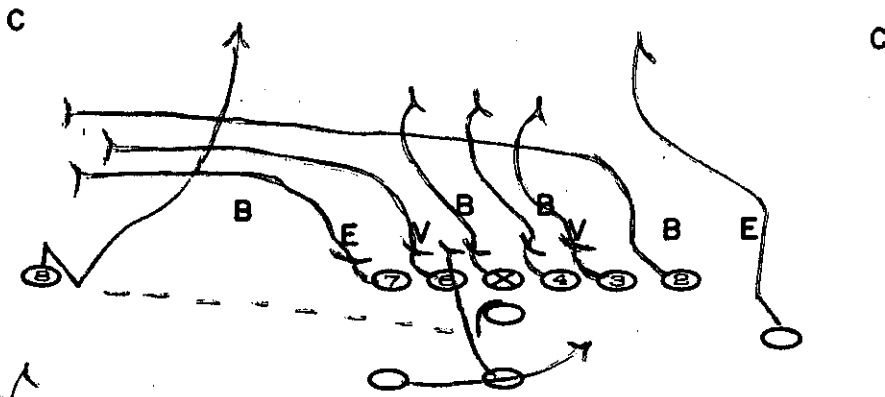
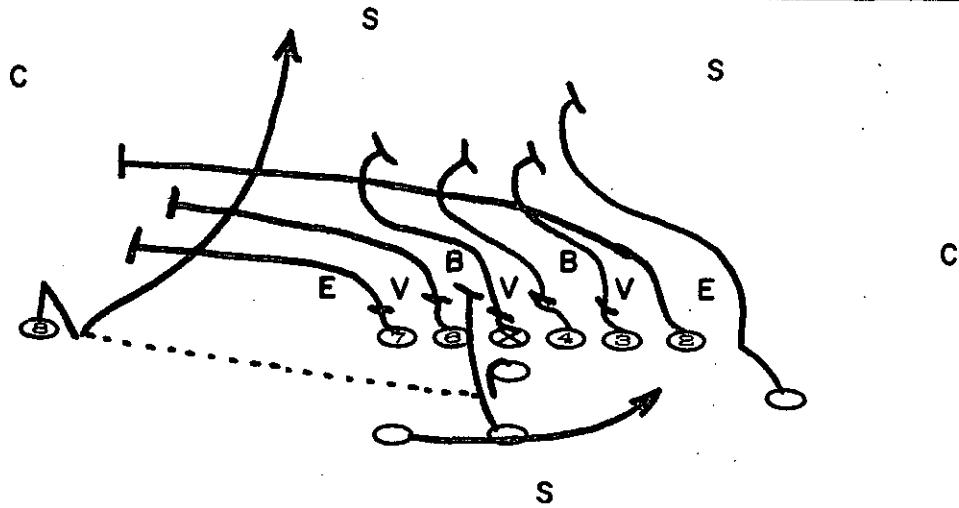


- 2 - WAGGLE PATTERN
- 3 - ON - OUTSIDE
- 4 - ON - OUTSIDE GAP - PULL
- 5 - ON - RIGHT GAP - PULL
- 6 - GAP - ON - AREA - DROP
- 7 - GAP - ON - AREA - DROP
- 8 - RUN DEEP CROSSING PATTERN

- *QB - REVERSE PIVOT - FAKE TO RH - BEGIN WAGGLE PATH, SET UP ON INSIDE FOOT OF 3 AT A DEPTH OF 7 YARDS
- LH - FAKE 29 - RUN FLY PATTERN
- RH - FAKE 29 - BLOCK 3RD MAN - FLARE
- *FB - DIVE FOR RIGHT FOOT OF 5, BLOCK BACKER

DATE FALL 1975

PLAY 121 WAG HITCH
 VARIATIONS _____



2 - CROSSING PATTERN -
 BLOCK OUT

3 - REACH - CUT OFF

4 - REACH - CUT OFF

5 - FIRE - CUT OFF

6 - FIRE - BLOCK OUT

7 - FIRE - BLOCK OUT

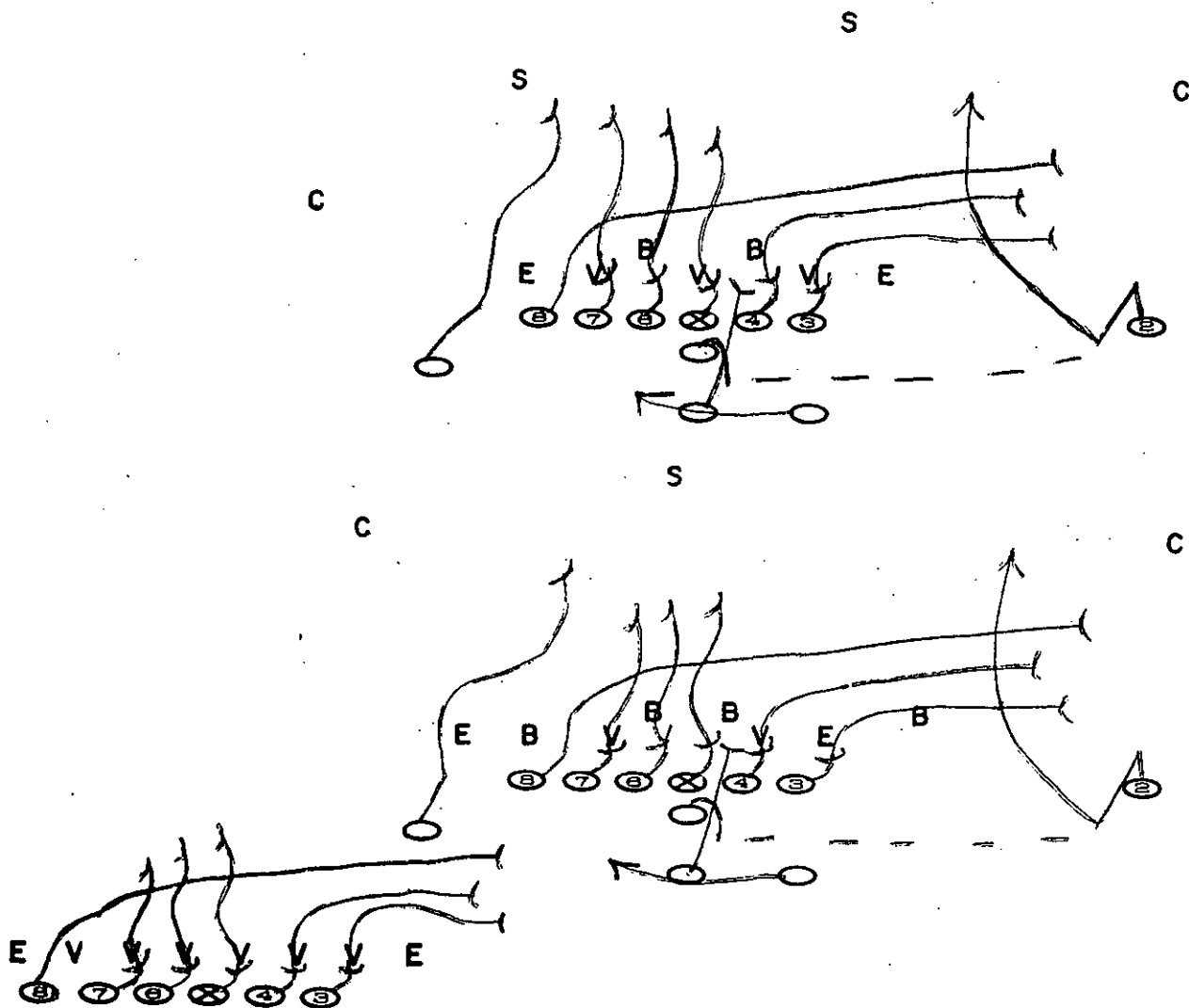
8 - SPREAD - RUN HITCH PATTERN
 RECEIVE BALL, CUT OFF 6 & 7

QB - REVERSE PIVOT - ONE
 STEP - PASS TO 8

LH - FAKE 121

RH - CROSSING PATTERN
 CUT OFF

FB - DIVE FOR INSIDE LEG
 OF 6

DATE FALL 1975PLAY 929 WAG HITCH
VARIATIONS _____

2 - SPREAD - RUN HITCH PATTERN -
RECEIVE BALL, CUT OFF 3 & 4

3 - FIRE - BLOCK OUT

4 - FIRE - BLOCK OUT

5 - FIRE - CUT OFF

6 - REACH - CUT OFF

7 - REACH - CUT OFF

8 - CROSSING PATTERN -
BLOCK OUT

QB - REVERSE PIVOT -
ONE STEP - PASS TO 2

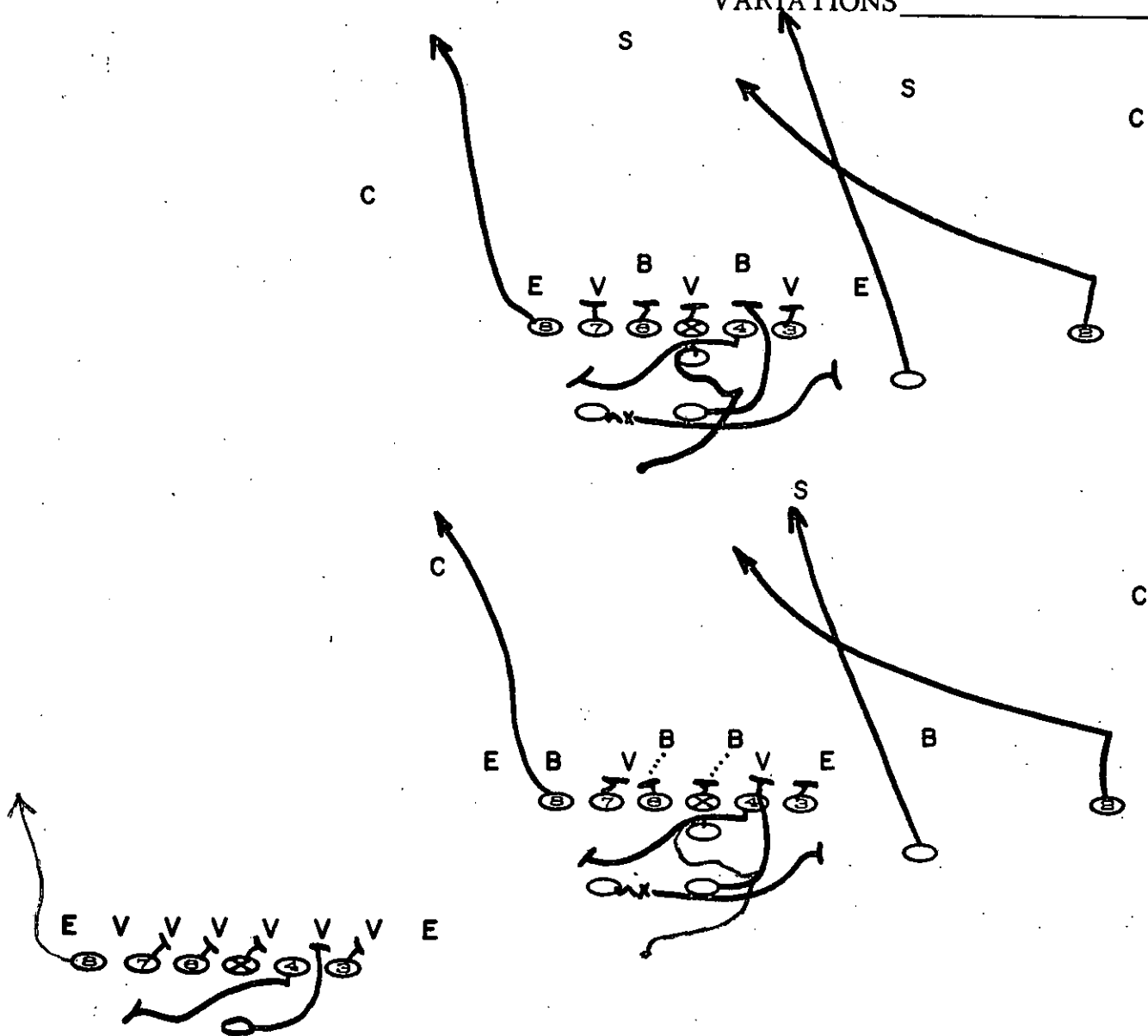
LH - CROSSING PATTERN
CUT OFF

RH - FAKE 929

FB - DIVE FOR INSIDE LEG
OF 4

DATE FALL 1974

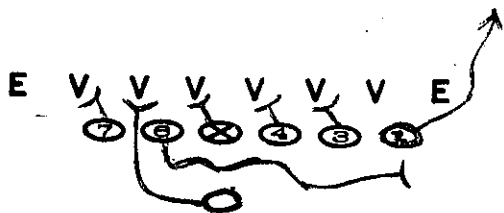
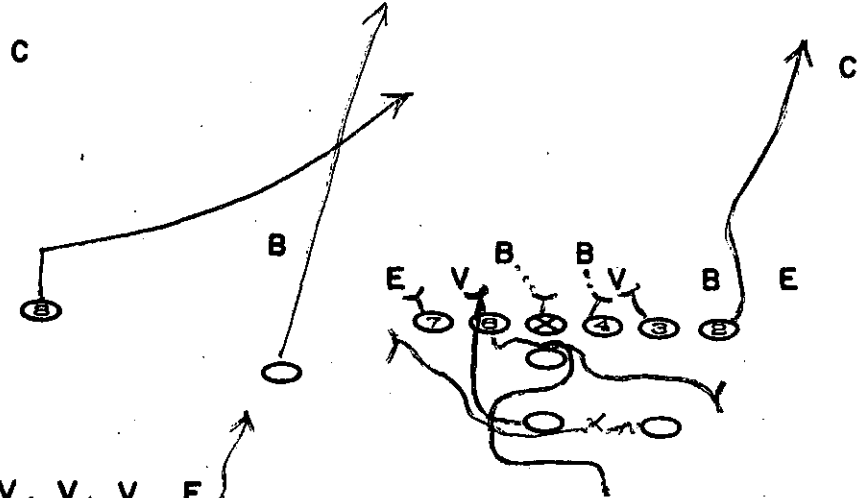
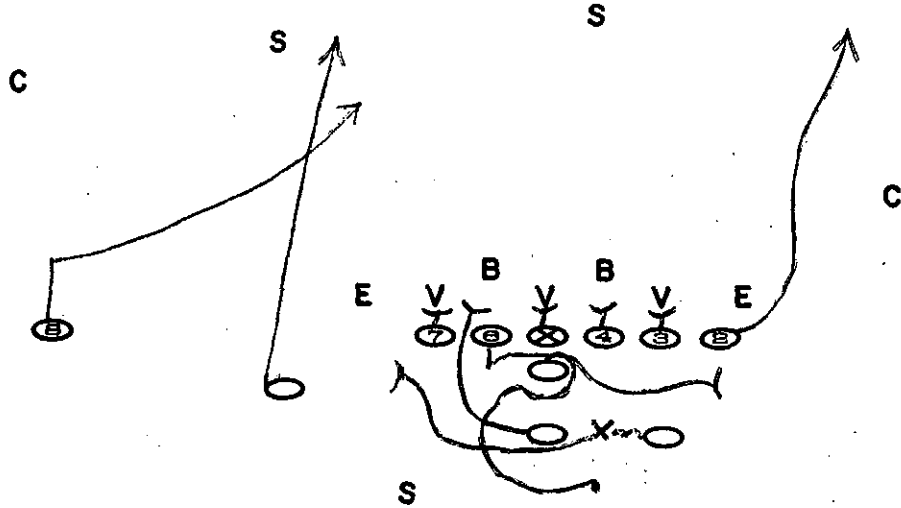
PLAY SLOT 181 WAGGLE
 VARIATIONS _____



- 2 - RUN AT 5
- 3 - 3RD MAN ON OR OUTSIDE OF 5
- *4 - PULL (GET DEPTH)
BLOCK 1ST MAN OUTSIDE 7'S
BLOCK
- 5 - ON - AREA - RIGHT
- 6 - GAP - ON - AREA - OUTSIDE
- 7 - GAP - ON - AREA - OUTSIDE
- 8 - SPREAD: OUT CUT
TIGHT: FLAG CUT
- QB - REVERSE PIVOT - ON
MIDLINE - PLACE BALL
ON HIP, GET DEPTH BUT
DO NOT THREATEN FLANK
- LH - ONE STEP MOTION - BLOCK
1ST MAN OUTSIDE OF 3'S
BLOCK
- RH - RUN AT 5
- FB - TAKE ONE LATERAL STEP
RIGHT, BEND PATH TO
PROJECT 4-5 SEAM

DATE FALL 1975

PLAY SLOT 989 WAGGLE
 VARIATIONS _____



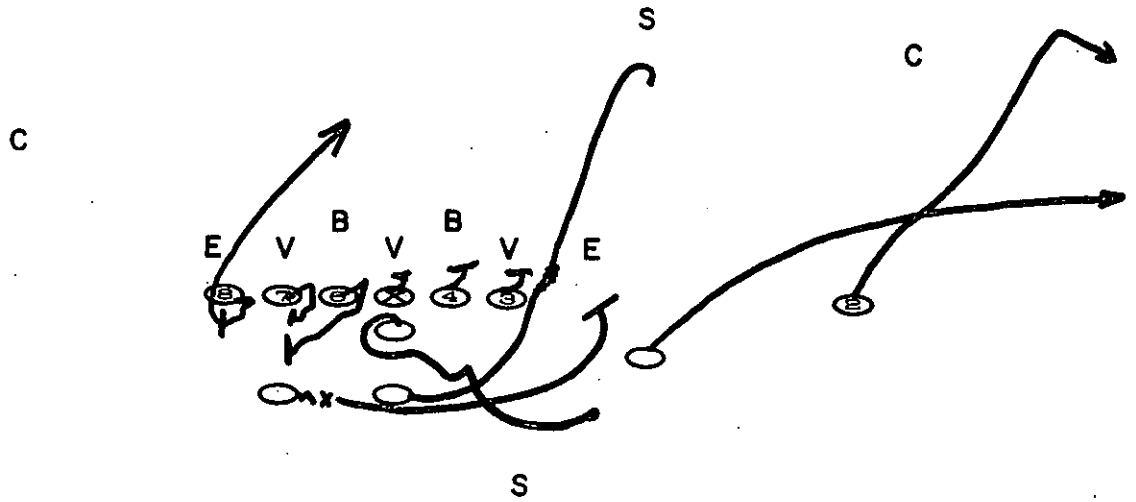
- 2 - SPREAD: OUT CUT
TIGHT: FLAT CUT
- 3 - GAP - ON - AREA - OUTSIDE
- 4 - GAP - ON - AREA - OUTSIDE
- 5 - ON - AREA - LEFT
- 6 - PULL (GET DEPTH)
BLOCK 1ST MAN OUTSIDE
3'S BLOCK
- 7 - 3RD MAN ON OR OUTSIDE OF 5
- 8 - RUN AT 5

- QB - REVERSE PIVOT - ON
MIDLINE - PLACE BALL
ON HIP, GET DEPTH BUT
DO NOT THREATEN FLANK
- LH - RUN AT 5
- RH - ONE STEP MOTION - BLOCK
1ST MAN OUTSIDE OF 7'S
BLOCK
- FB - TAKE ONE LATERAL STEP
LEFT, BEND PATH TO
PROTECT 4-5 SEAM

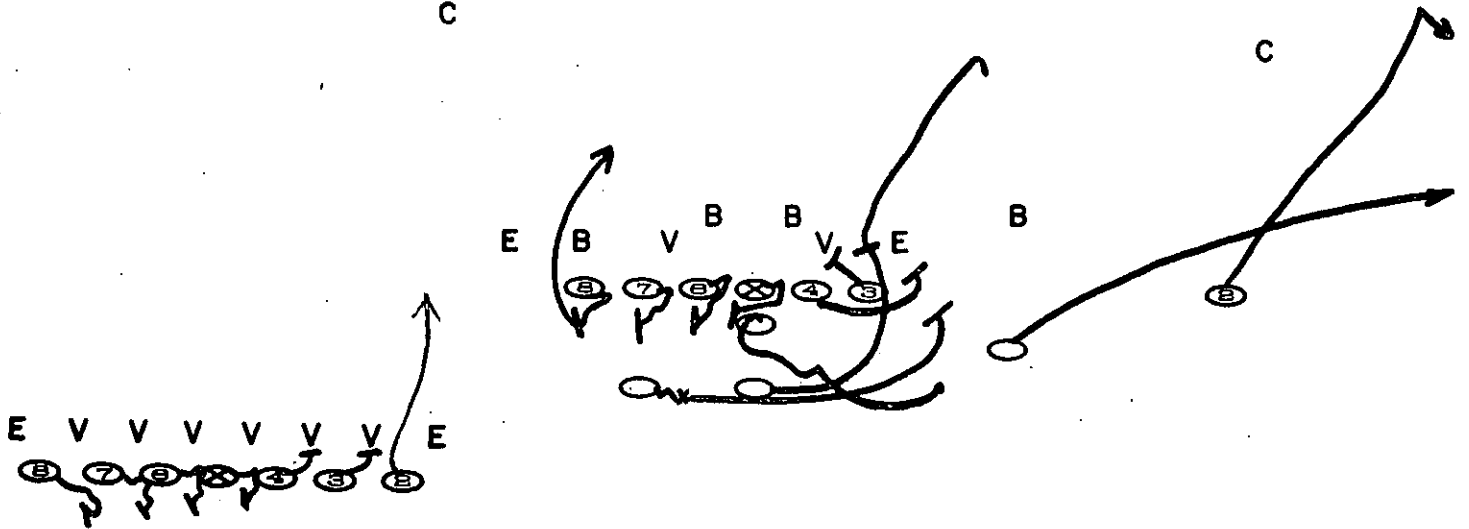
DATE FALL 1975

PLAY SPR 181 KEEP PASS
 VARIATIONS _____

S



C



2 - SPREAD OR SPLIT: RUN OUT
 AT 12 YDS.
 TIGHT: SEAM

3 - REACH - ON - AREA (GUT
 EVEN SPACING)

4 - REACH - ON - AREA (GUT
 EVEN SPACING)

5 - STEP AND CUP - ("STREAK"
 UNCOVERED MAN BLOCK OUT)

6 - STEP AND CUP - ("STREAK"
 UNCOVERED MAN BLOCK OUT)

7 - STEP AND CUP

8 - STEP AND CUP - DRAG
 "STREAK" - RELEASE

QB - REVERSE PIVOT - RIDE
 BALL TO FB, OPTION
 RUN OR PASS

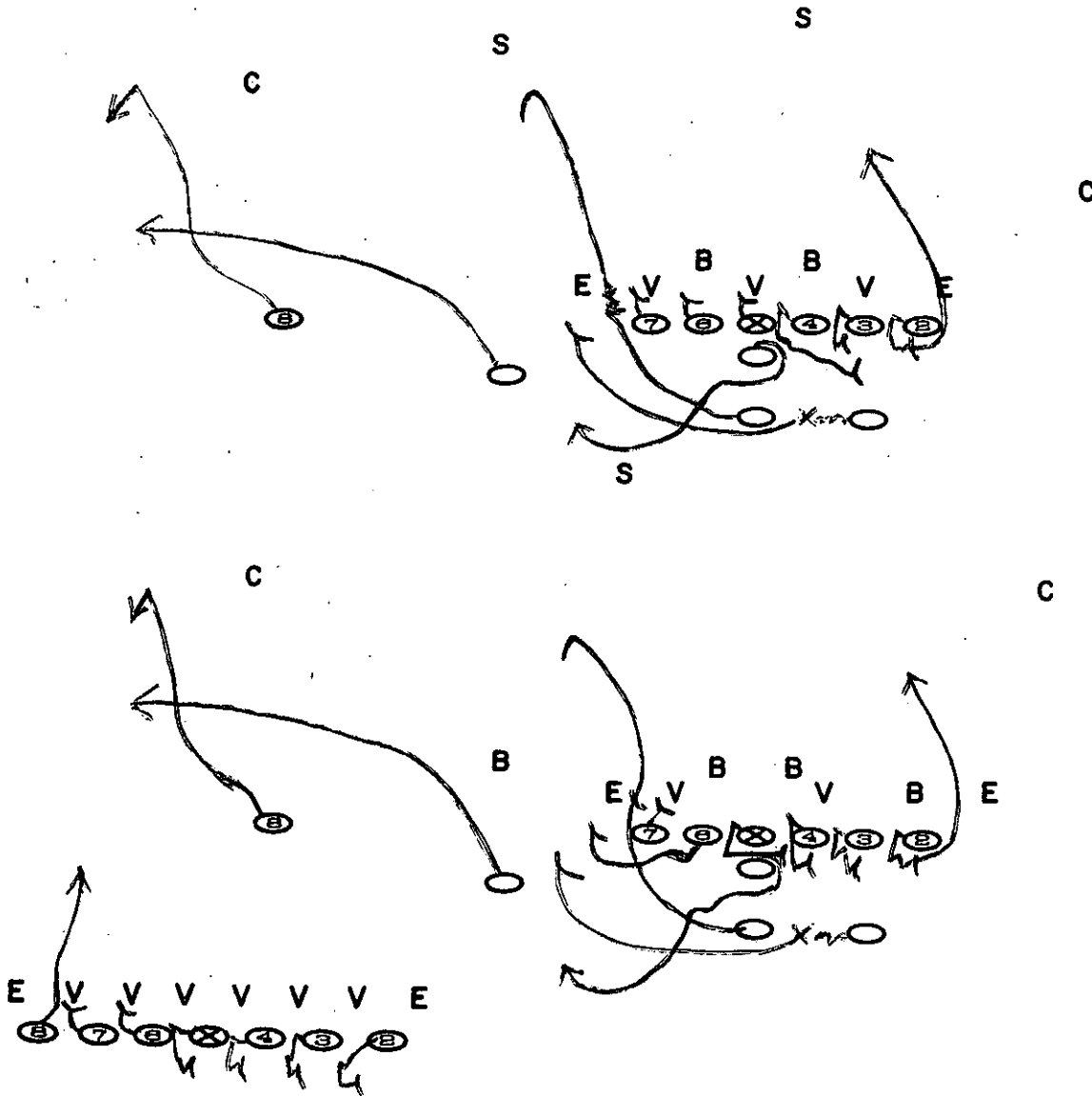
LH - ONE STEP MOTION - GET
 IN FRONT OF QB, BLOCK
 1ST MAN OFF CORNER

*RH - SPRINT - ANGLE OUT
 (LOOK IMMEDIATELY)

FB - STRAIGHTEN PATH FOR
 OUTSIDE LEG OF 3.
 TURN IN, DRIFT TO
 OPEN SPOT

DATE FALL 1975

PLAY SPR 989 KEEP PASS
 VARIATIONS _____

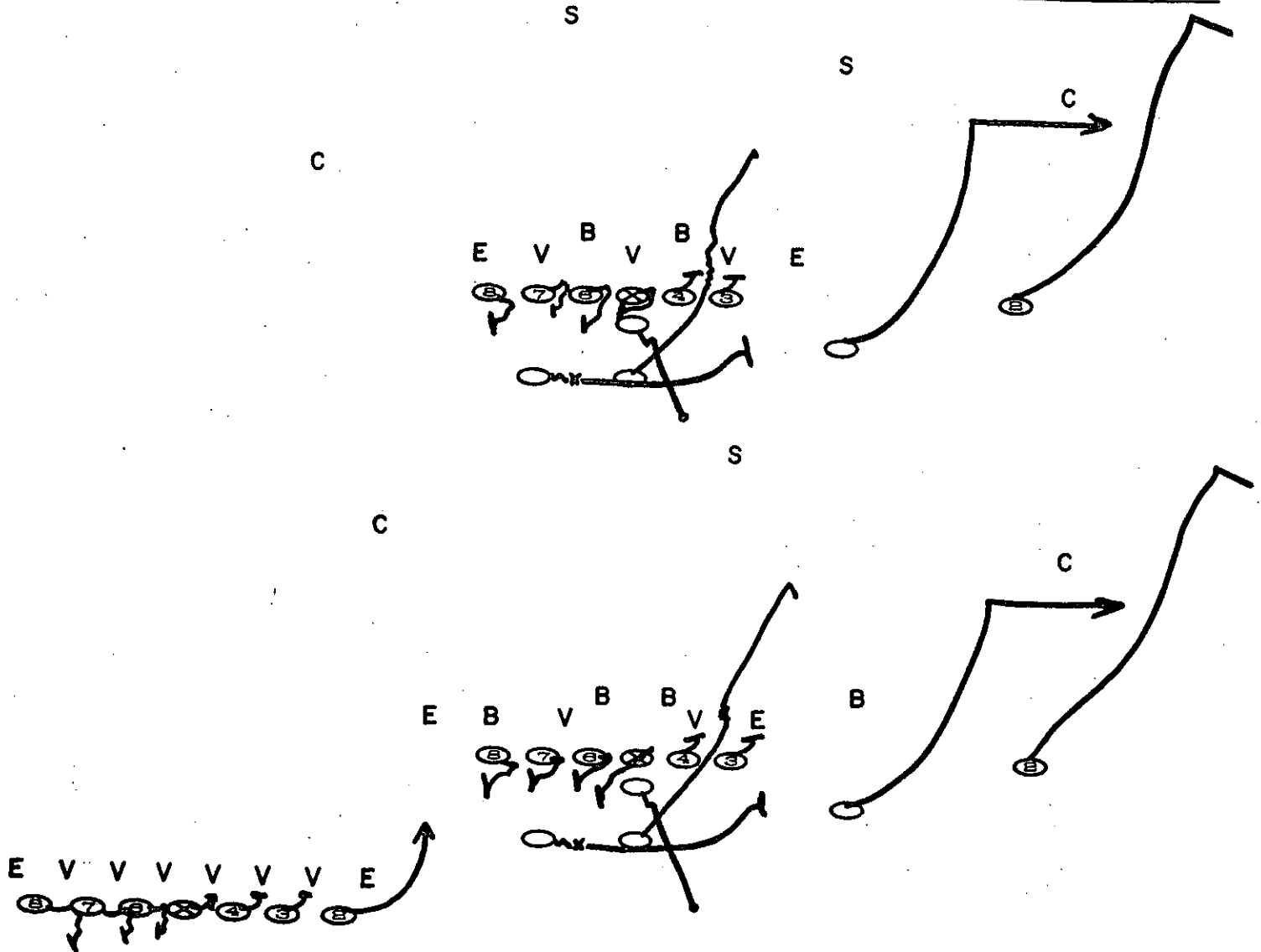


- 2 - STEP AND CUP - DRAG
- 3 - STEP AND CUP
- 4 - STEP AND CUP ("STREAK" UNCOVERED MAN, BLOCK OUT)
- 5 - STEP AND CUP ("STREAK" UNCOVERED MAN, BLOCK OUT)
- 6 - REACH - ON - AREA (GUT EVEN SPACING)
- 7 - REACH - ON - AREA (GUT EVEN SPACING)
- 8 - SPREAD OR SPLIT: RUN OUT AT 12 YDS.
TIGHT: SEAM

- QB - REVERSE PIVOT, RIDE BALL TO FB, OPTION RUN OR PASS
- *LH - SPRINT - ANGLE OUT (LOOK IMMEDIATELY)
- RH - ONE STEP MOTION - GET IN FRONT OF QB, BLOCK 1ST MAN OFF CORNER
- FB - STRAIGHTEN PATH FOR OUTSIDE LEG OF 7 - TURN IN, DRIFT TO OPEN SPOT

DATE FALL 1975

PLAY SPREAD 141 KP JET (STREAK)
 VARIATIONS _____

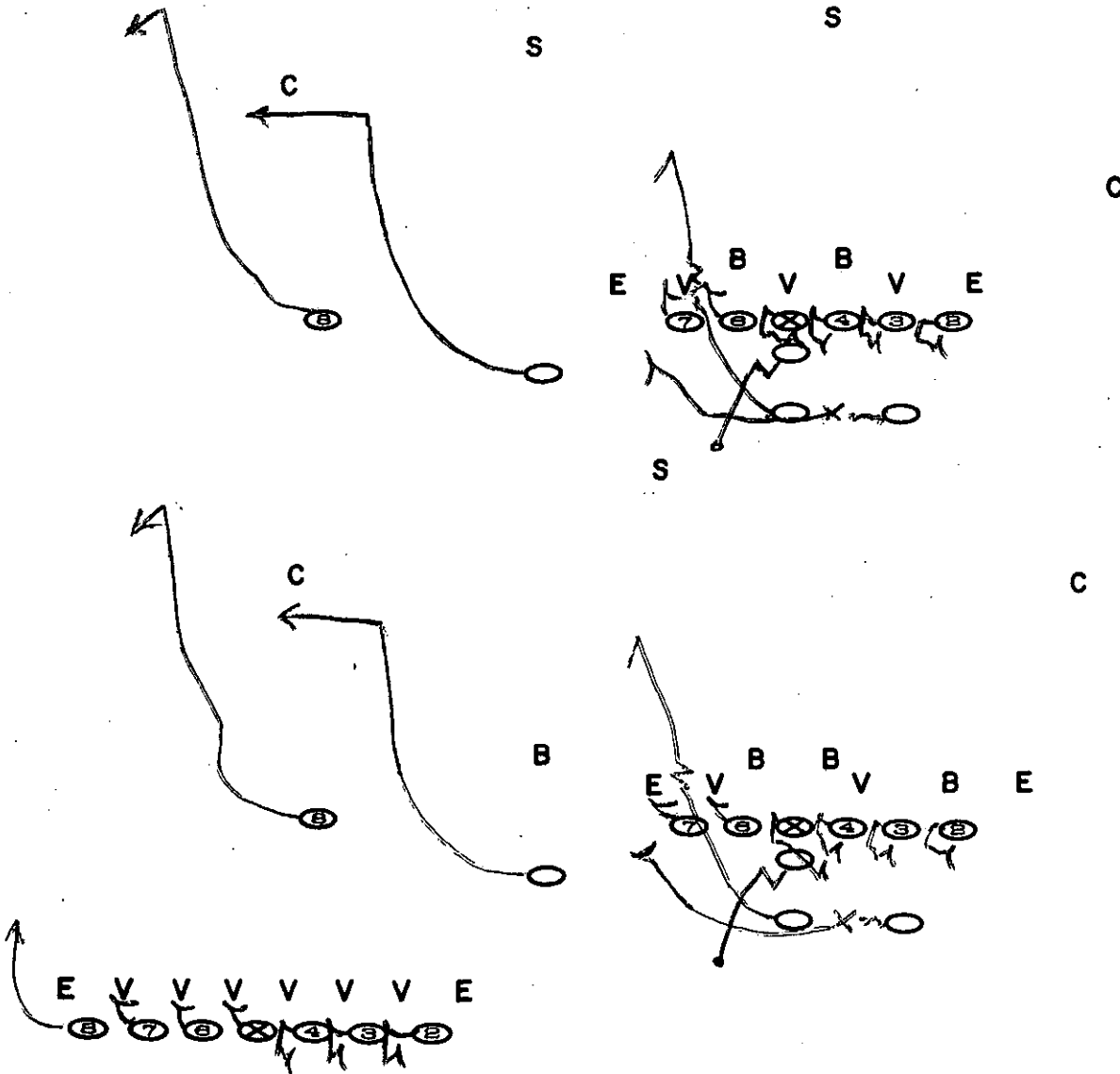


- 2 - OUTSIDE RELEASE
20 YD. OUT
- 3 - FIRE - ON - AREA
- 4 - FIRE - ON - AREA
- 5 - STEP AND CUP
("STREAK" UNCOVERED MAN
BLOCK OUT)
- 6 - STEP AND CUP
("STREAK" UNCOVERED MAN
BLOCK OUT)
- 7 - STEP AND CUP
- 8 - "JET" FIRE AND CUP
("STREAK" RELEASE)

- QB - STEP OUT 45°, FAKE TO FB,
READ DEFENSE PASS TO
OPEN RECEIVER
- RH - OUTSIDE RELEASE 10
YD OUT
- LH - ONE STEP MOTION, BLOCK
1ST MAN OUTSIDE 3
- FB - DIVE FOR OUTSIDE LEG
OF FOUR

DATE FALL 1975

PLAY SPREAD 949 KP JET (STREAK)
 VARIATIONS _____

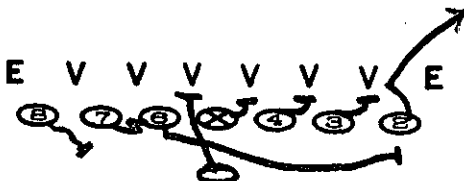
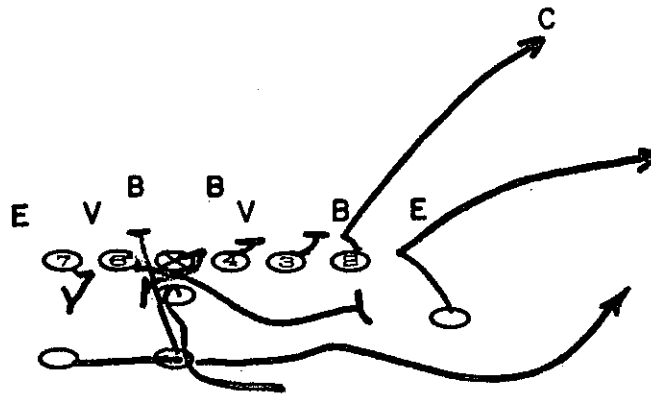
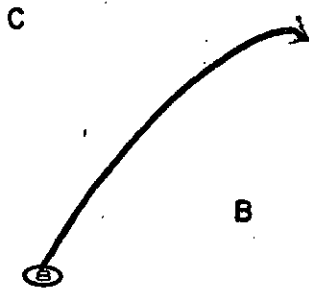
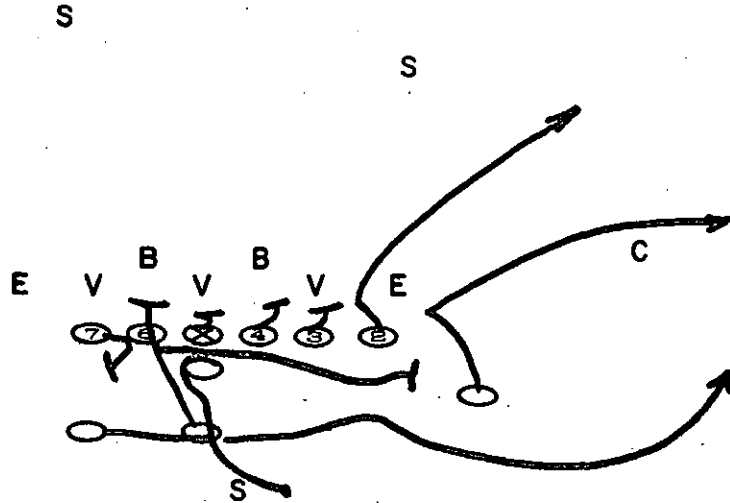
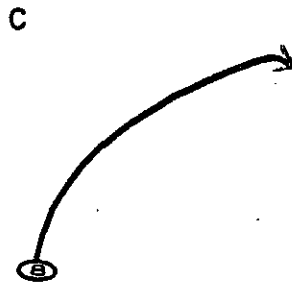


- 2 - "JET" STEP AND CUP
"STREAK" RELEASE
- 3 - STEP AND CUP
- 4 - STEP AND CUP
("STREAK" UNCOVERED MAN
BLOCK OUT)
- 5 - STEP AND CUP
("STREAK" UNCOVERED MAN
BLOCK OUT)
- 6 - REACH - ON - AREA
- 7 - REACH - ON - AREA
- 8 - OUTSIDE RELEASE
20 YDS. OUT

- QB - STEP OUT 45°, FAKE TO FB,
READ DEFENSE, SET UP TO
PASS AT 7 YDS. BEHIND
6 MAN
- LH - OUTSIDE RELEASE 10 YD.
OUT
- RH - ONE STEP MOTION, BLOCK
1ST MAN OUTSIDE 3
- FB - DIVE FOR OUTSIDE LEG
OF 4

DATE FALL 1975

PLAY 121 KEEP PASS
 VARIATIONS FLOOD



2 - TIGHT AND SPLIT: FAKE 21 - SEAM
 SPREAD: WEAVE OUTSIDE, OUT AT 15 YDS.

3 - REACH - ON - AREA

4 - REACH - ON - AREA

5 - STEP AND CUP

6 - PULL - BLOCK 1ST MAN OUTSIDE 3

7 - STEP AND CUP

8 - STEP AND CUP - DRAG

QB - REVERSE PIVOT, FAKE TO LH, KEEP BALL AND ROLL BEHIND 3 - HIT OPEN MAN

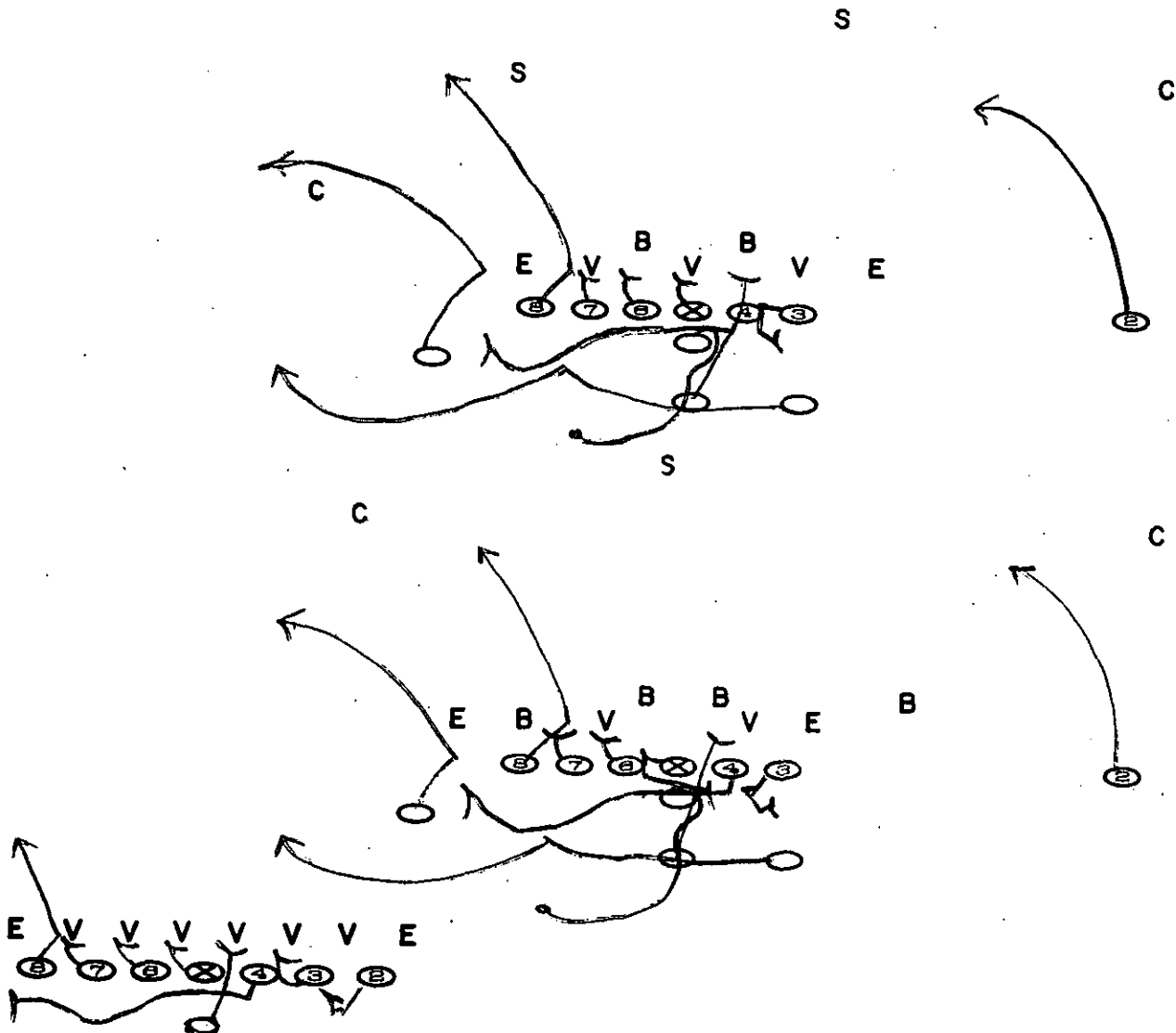
LH - FAKE 21, FLARE

RH - FAKE 21 BLOCK, RUN FLAT

FB - FAKE 21, BLOCK 2ND MAN ON OR OUTSIDE OF 5

DATE FALL 1975

PLAY 929 KEEP PASS
 VARIATIONS FLOOD

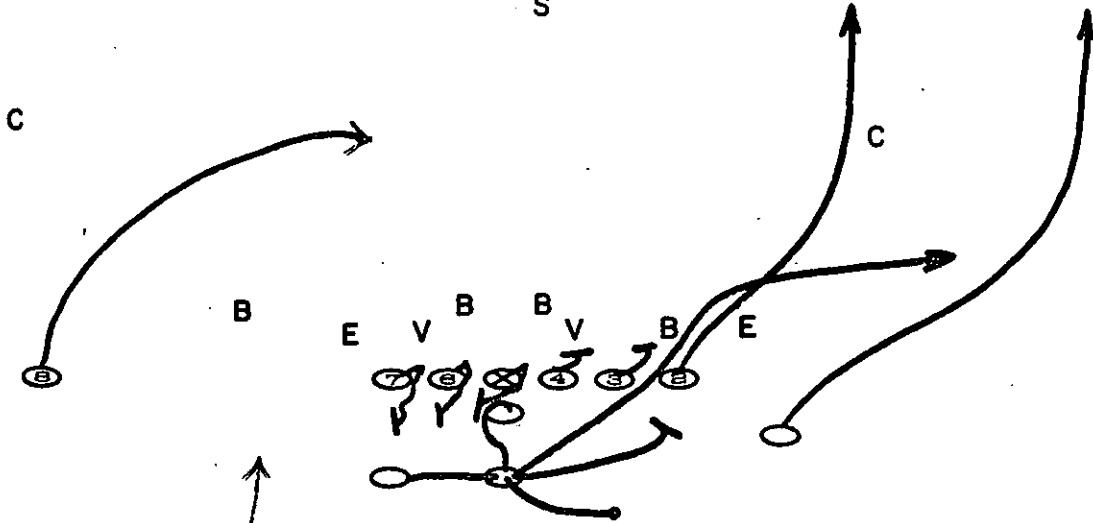
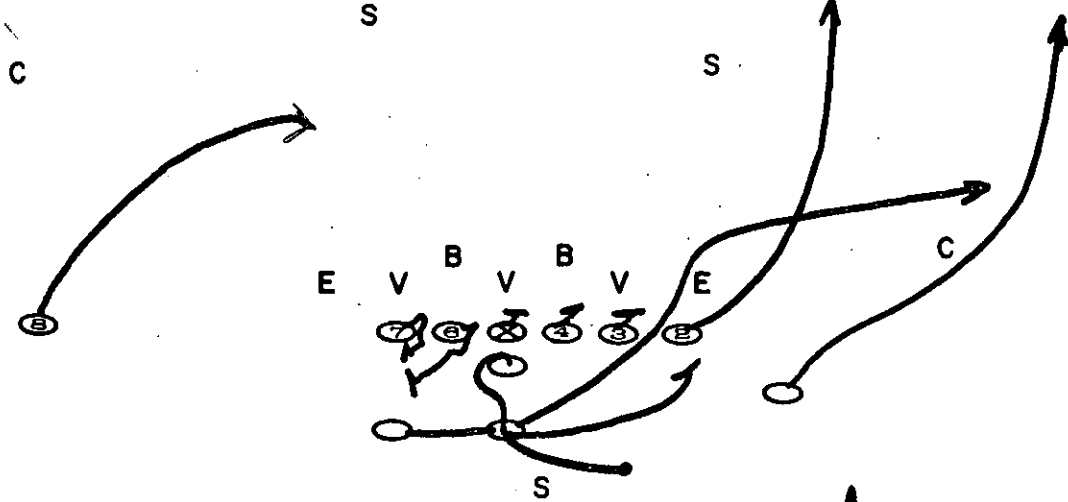


- 2 - STEP AND CUP
- 3 - STEP AND CUP
- 4 - PULL - BLOCK 1ST MAN OUTSIDE 7
- 5 - REACH - CUP
- 6 - REACH - ON - AREA
- 7 - REACH - ON - AREA
- 8 - TIGHT AND SPLIT: FAKE 21 - SEAM
 SPREAD: WEAWE OUTSIDE, OUT AT 15 YDS.

- QB - REVERSE PIVOT, FAKE TO RH, KEEP BALL AND ROLL BEHIND 7 - HIT OPEN MAN
- LH - FAKE 29 BLOCK, RUN FLAT
- RH - FAKE 29, FLARE
- FB - FAKE 29, BLOCK 2ND MAN ON OR OUTSIDE OF 5

DATE FALL 1975

PLAY 131 KP FLOOD
 VARIATIONS _____

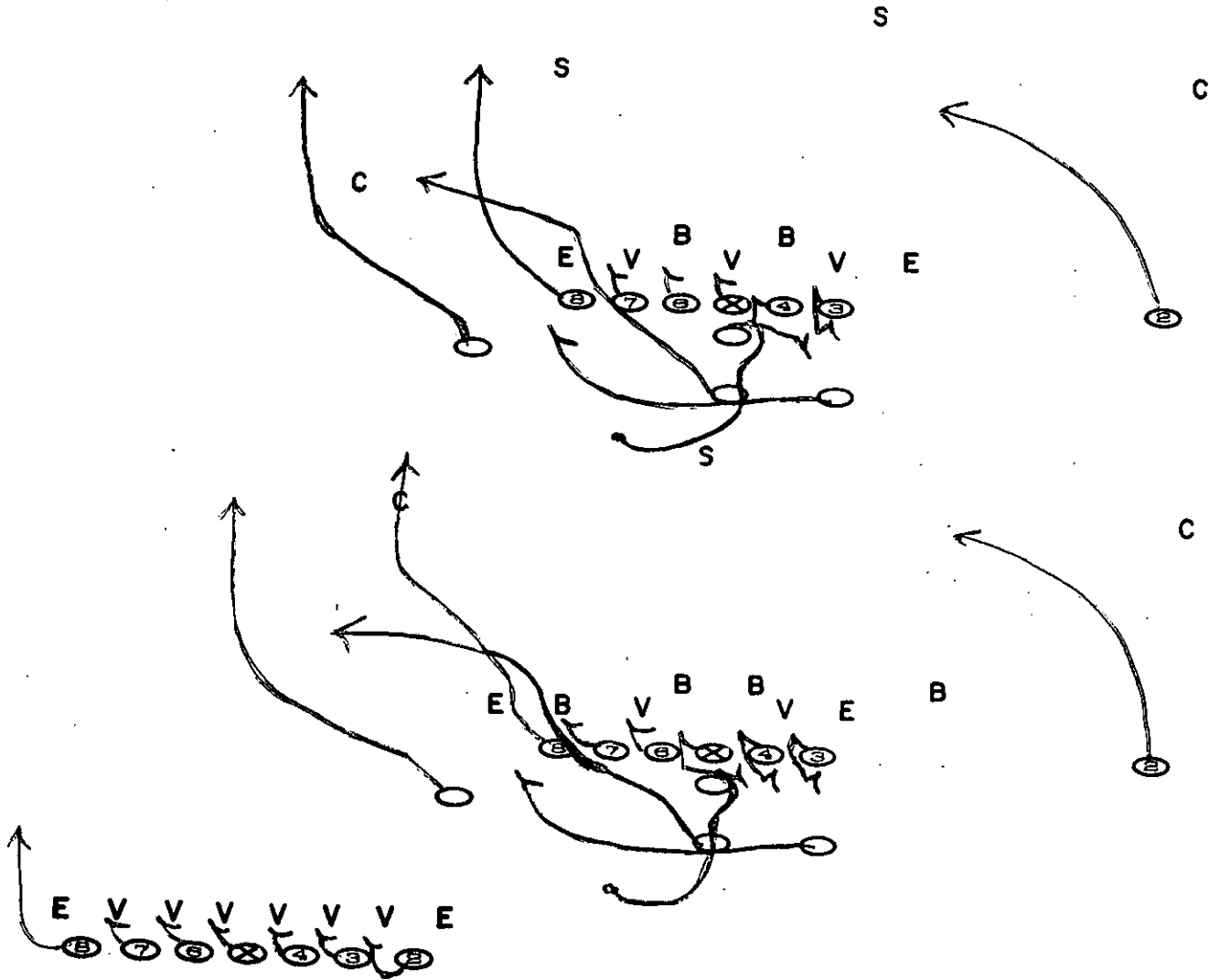


- 2 - SPREAD OR SPLIT: FLY
TIGHT: CLEAR
- 3 - REACH - ON - AREA
- 4 - REACH - ON - AREA
- 5 - STEP AND CUP (UNCOVERED MAN
BLOCK OUT)
- 6 - STEP AND CUP (UNCOVERED MAN.
BLOCK OUT)
- 7 - STEP AND CUP
- 8 - STEP AND CUP - DRAG

- QB - REVERSE PIVOT - FAKE TO LH,
SET UP BEHIND 3 MAN TO
THROW.
- LH - FAKE 31, BLOCK 1ST MAN
OUTSIDE OF 3 MAN
- RH - FLY
- FB - DIVE FOR INSIDE LEG OF 2,
RELEASE INTO FLAT

DATE FALL 1975

PLAY 939 KP FLOOD
 VARIATIONS _____

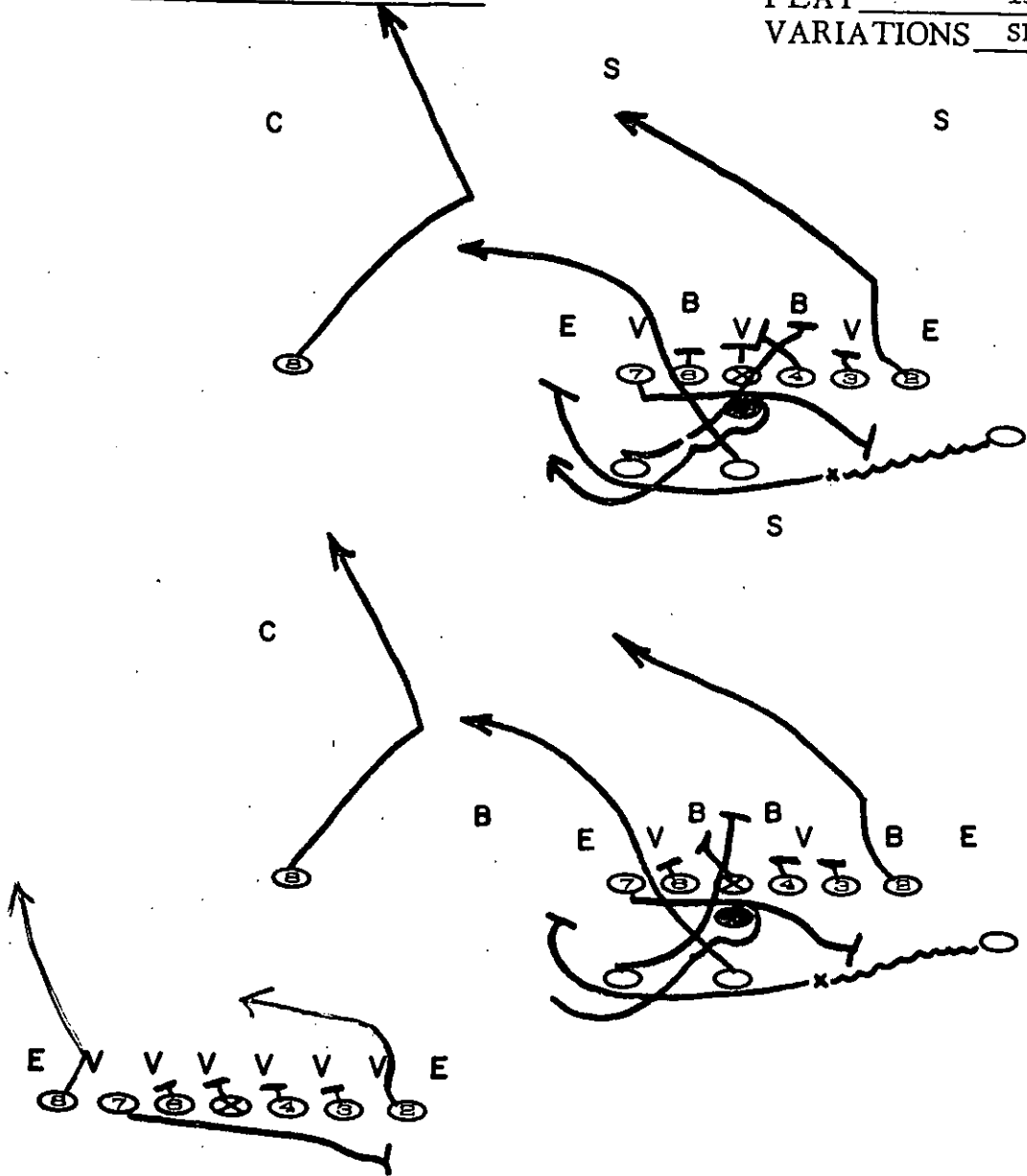


- 2 - STEP AND CUP - DRAG
- 3 - STEP AND CUP
- 4 - STEP AND CUP (UNCOVERED MAN BLOCK OUT)
- 5 - STEP AND CUP (UNCOVERED MAN BLOCK OUT)
- 6 - REACH - ON - AREA
- 7 - REACH - ON - AREA
- 8 - SPREAD OR SPLIT: FLY
TIGHT: CLEAR

- QB - REVERSE PIVOT - FAKE TO RH, SET UP BEHIND 7 MAN TO THROW
- LH - FLY
- RH - FAKE 39, BLOCK 1ST MAN OUTSIDE OF 3 MAN
- FB - DIVE FOR INSIDE LEG OF 8, RELEASE INTO FLAT

DATE FALL 1975

PLAY 134 CT BOOTLEG PASS
 VARIATIONS SPR 134 CT B/L OPPOSITE

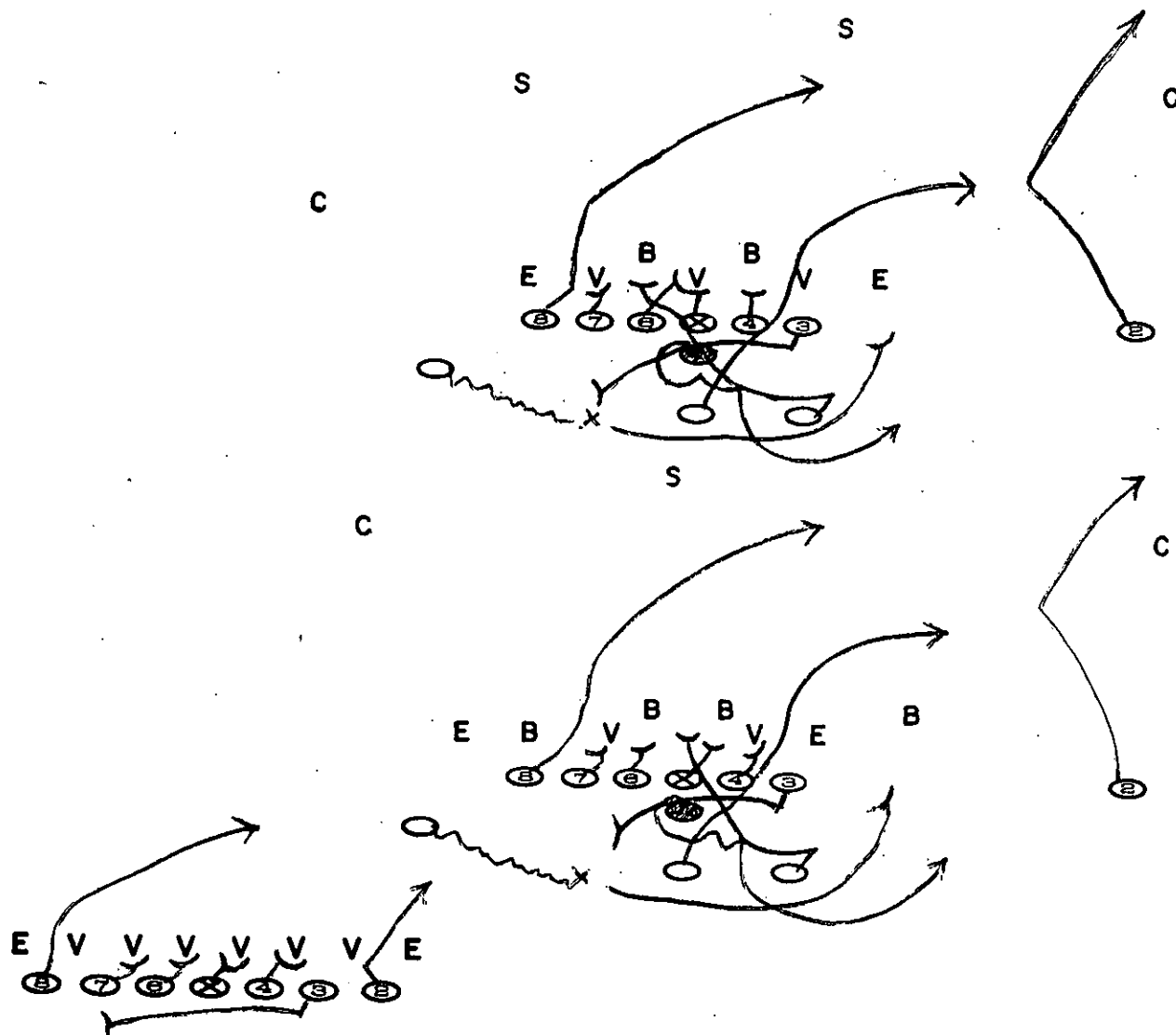


- 2 - TIGHT: CROSSING PATTERN
SPREAD: POST
- 3 - GAP - ON - AREA
- 4 - GAP - LEAD - ON
- 5 - POST - LEAD
- 6 - AREA - POST
- 7 - PULL, BLOCK CHASE
- 8 - ANGLE FLAG PATTERN - IF
COVERED SIDELINE AT NO
LESS THAN 15 YDS.

- QB - REVERSE PIVOT - FAKE
34 CT, BOOTLEG AT 9 -
RUN OR PASS OPTION
- LH - FAKE 34 CT
- RH - LEAVE IN EARLY MOTION -
BLOCK 1ST FREE MAN OFF
CORNER
- FB - RUN 34 CT - RUN INTO
FLAT AT 5 YDS.
- *FB - BLOCK 1ST MAN OUTSIDE 6
WHEN OPPOSITE IS CALLED

DATE FALL 1975

PLAY 936 CT BOOTLEG PASS
 VARIATIONS SPR 936 CT B/L OPPOSITE



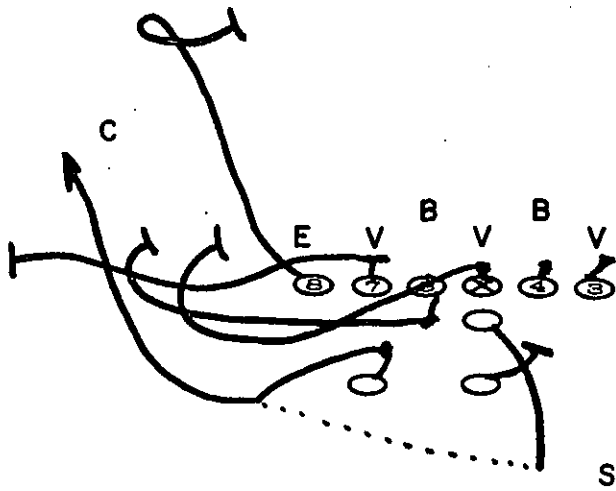
- 2 - ANGLE FLAG PATTERN - IF COVERED SIDELINE AT NO LESS THAN 15 YDS.
- 3 - PULL, BLOCK CHASE
- 4 - AREA - POST
- 5 - POST - LEAD
- 6 - GAP - LEAD - ON
- 7 - GAP - ON - AREA
- 8 - TIGHT: CROSSING PATTERN
SPREAD: POST

- QB - REVERSE PIVOT - FAKE . 36 CT, BOOTLEG AT 1 - RUN OR PASS OPTION
- LH - LEAVE IN EARLY MOTION - BLOCK 1ST FREE MAN OFF CORNER
- RH - FAKE 36 CT
- FB - RUN 36 CT - RUN INTO FLAT AT 5 YDS.
- *FB - BLOCK 1ST MAN OUTSIDE 4 WHEN OPPOSITE IS CALLED

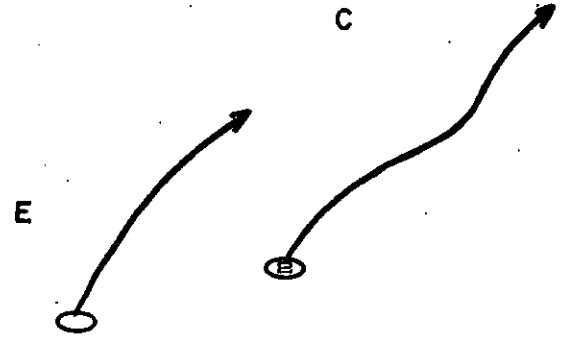
DATE FALL 1975

PLAY SPR 151 SCR LH LEFT
 VARIATIONS _____

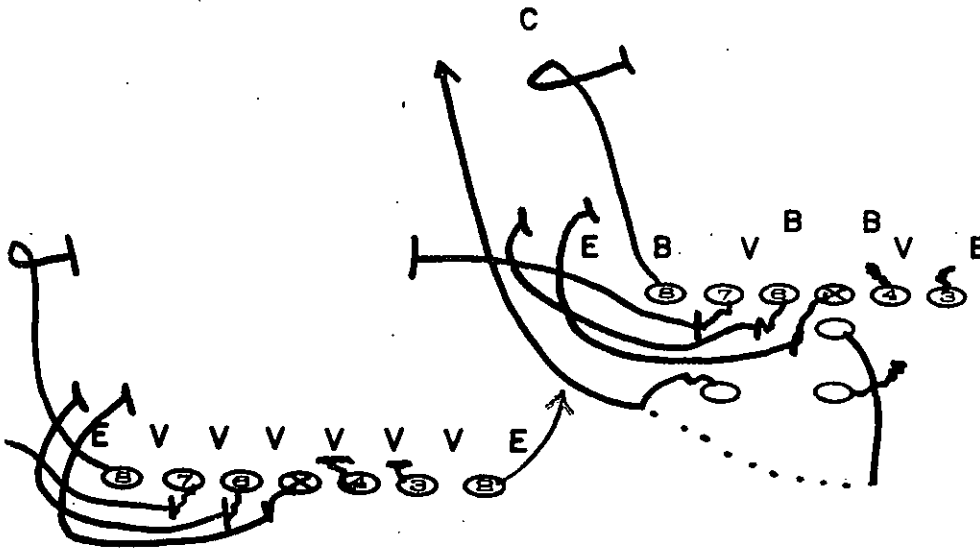
S



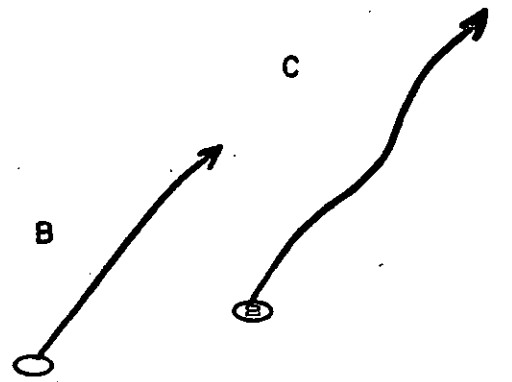
S



C



C

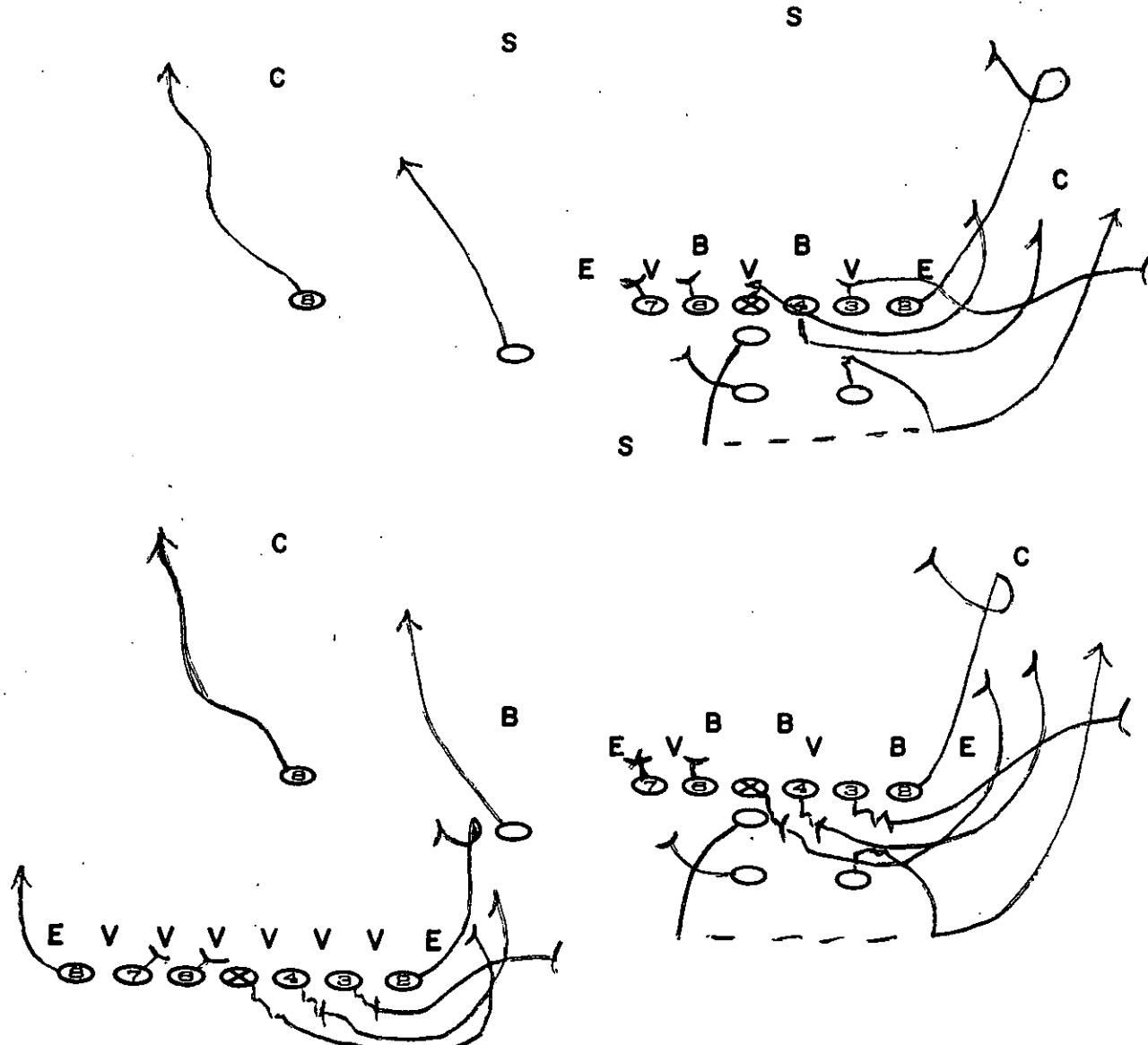


- 2 - WEAWE
- 3 - GAP - ON - AREA - CUT OFF
- 4 - GAP - ON - AREA - CUT OFF
- 5 - ON - AREA - LEFT 3 COUNTS
RELEASE LEFT ONE YARD FROM
LINE, TURN IN
- 6 - BLOCK 2 (CUP) 3 COUNTS -
RELEASE LEFT ONE YARD
FROM LINE, TURN IN
- 7 - BLOCK 3 (CUP) - 3 COUNTS -
RELEASE LEFT 1 YD. FROM LINE,
BLOCK OUT
- 8 - TIGHT - SEAM - LOOP IN, BLOCK IN

- QB - SPRINT RIGHT - GET
DEPTH - PASS TO LH
- LH - STEP UP - BLOCK 1ST MAN
OUTSIDE OF 7 - RELEASE
AND RECEIVE PASS
- RH - SEAM
- FB - STEP UP, BLOCK BACKER

DATE FALL 1975

PLAY SPR 959 SCR RH RT
 VARIATIONS _____



2 - TIGHT: SEAM - LOOP IN, BLOCK IN

3 - BLOCK 3 (CUP) 3 COUNTS -
 RELEASE RIGHT 1 YD. FROM
 LINE, BLOCK OUT

4 - BLOCK 2 (CUP) 3 COUNTS -
 RELEASE RIGHT 1 YD. FROM
 LINE, TURN IN

5 - ON - AREA - RIGHT 3 COUNTS -
 RELEASE RIGHT 1 YD. FROM
 LINE, TURN IN

6 - GAP - ON - AREA - CUT OFF

7 - GAP - ON - AREA - CUT OFF

8 - WEAVE

QB - SPRINT LEFT - GET
 DEPTH, PASS TO RH

LH - SEAM

RH - STEP UP - BLOCK 1ST MAN
 OUTSIDE OF 3 - RELEASE
 AND RECEIVE PASS

FB - STEP UP, BLOCK BACKER

FOOTBALL RULES FOR PLAYERS

It is unnecessary for the football player to know the rules in depth as an official must know them, but the following rules will help you to play the game intelligently and use them to advantage. These rules are included here as a phase of your assignments, and should become part of your football instinct. All of these rules will be demonstrated for you and will be reviewed in scrimmage situations.

THE TOSS

Three minutes before the game is to start, your captain will meet with your opponent's captain and the officials for the toss. The winner of this toss will elect one of two options: which team will kick off or which goal his team will defend. The loser of the toss elects the remaining option. These options will be reversed at the beginning of the second half.

THE KICK OFF

The game begins with a free kick from the kicking team's 40 yard line. If your team is to kick off, no one on your team may cross that line until the ball is kicked, or run out of bounds while covering the kick. You may not touch the ball until it has gone ten yards or touches one of your opponents. You must allow your opponents an opportunity to catch the ball. After traveling ten yards the ball is free, and while you can not advance it, you may recover it. No player may bat or kick a free ball forward. This foul carries the severe penalty of awarding the ball to the offended team at the spot of foul. It is a disastrous penalty if it occurs in the end zone.

If your kickoff goes out of bounds, your opponents may elect to take the ball at the inbounds spot where it went out of bounds or elect to have your team kick off again from the 35 yard line.

If your team is to receive the kickoff, your restraining line is the 50 yard line and five of your teammates must be within five yards of that line. If, after the ball has gone ten yards, you touch the ball and it goes out of bounds, the ball belongs to you, to be put in play at the inbounds spot where it went out of bounds. You cannot block below the waist in setting up your return. Remember, the kickoff is a free ball until it goes untouched by you into your end zone where a touchback is declared.

If you fail to have your mouth guard in position during play it will cost your team a time out.

TIMING OF THE GAME

The clock begins when the ball is legally touched after it has been kicked off. Following the kickoff return the clock will again stop, allowing your team free substitution. The clock will start again with the snap of your first scrimmage play. Following this play the referee will signal

If your opponent should fumble you may, of course, recover it; but you cannot advance it if it has touched the ground. You may, however, advance a fumble which has not touched the ground (a stolen ball), or a lateral pass whether or not it has touched the ground. You must, however, land with both feet inbounds when intercepting a lateral or a fumble which has not touched the ground.

DEFENDING A FORWARD PASS

If you would like to hold up or deter an eligible pass receiving route, you may use your hands on him before the ball is thrown as any other offensive player who is about to block him (hand in contact with chest from front), but you may not use your hands on him if he is not between you and the ball.

Once the ball is in the air the only contact you may have with an eligible receiver is that which occurs as you make an effort to go for the ball and such contact is made simultaneously with the ball. If you use your hands on a pass receiver who is not between you and the ball or cause contact with a receiver while the ball is in flight the penalty will be a first down for your opponents.

WHEN YOU ARE ON OFFENSE

As mentioned earlier, you must put the ball in play from scrimmage within 25 seconds from the time the ball was declared ready for play by the referee.

You and your teammates must have seven men on the line of scrimmage. These seven are limited by the neutral zone (the width of the ball) and must be within one foot of the ball. The center may have his head in the neutral zone. At least five of these men must have numbers from 50 through 79, and once these men have moved into position with their hand on or near the ground they may not move again until the ball is snapped.

Other offensive players may shift positions provided you met the requirements of seven men on the line but all players on your team must be set for a second before any one moves prior to the snap. Following this second, one man may be in motion provided he is not moving toward your opponent's goal line. When running, the ball becomes dead when your forward momentum is stopped or your knee touches the ground. Any player who is wider than five yards from the clipping zone must make initial blocking contact above the waist.

FORWARD PASS OFFENSIVELY

When your team is throwing a forward pass all of your opponents are eligible receivers; the men in your backfield (one yard from the ball) and the men on the ends of your line, provided they are wearing numbers other than 50 through 79, are also eligible. Once a forward pass is touched by

When the ball becomes dead out of bounds behind your goal line or becomes dead in the end zone in your possession it is a touchback or safety. If it becomes dead on, over, or behind your goal line (except an incompleated forward pass) when your opponents are responsible for the impetus on the ball it is a touchback.

For Example: A ball punted by your opponents rolls dead in your end zone or out of it, or you intercept a ball in your end zone; both are touchbacks.

If you are responsible for the ball becoming dead in your end zone it is a safety.

For Example: If you punt from your end zone and the punt is blocked and the ball goes out of bounds, or if you throw a lateral pass or fumble in your end zone and the ball rolls out of bounds, or if you run into your end zone from the field of play; all three situations are safeties.

If a safety is scored against you (2 points), your team must kick off from your own 20 yard line. Your opponents' restraining line would be your 30. If a touchback is called when you are defending a goal, you will put the ball in play from your 20 yard line.

A try is an opportunity to score one or two additional points following a touchdown. You may kick the ball as a field goal for one or execute a scrimmage play for two points. The try opportunity ends if your opponents gain possession or if a penalty is called against you results in a loss of down.