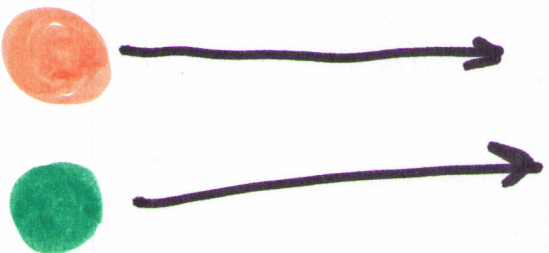
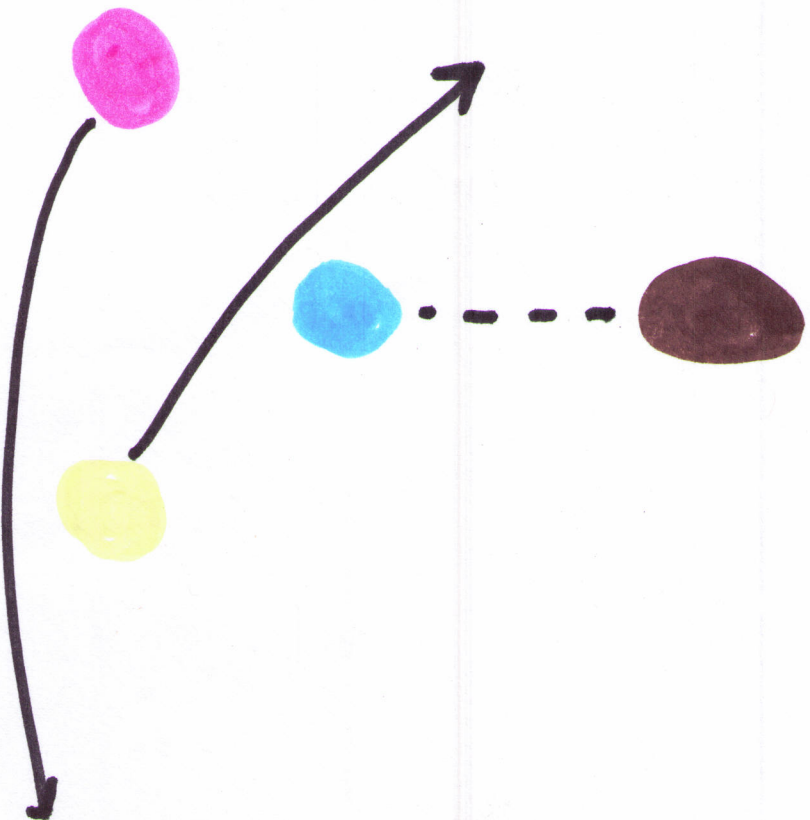


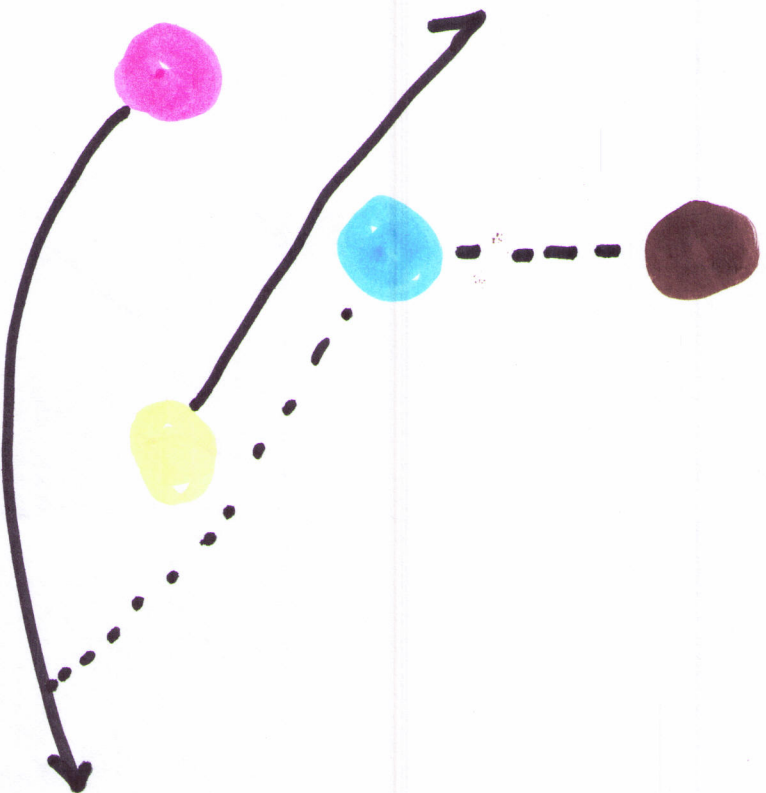
PLAY 1



QUICK DIVE HAND OFF



PLAY 2



FAKE HANDOFF PITCH

YOU CAN MOVE ONE RECEIVER
OVER TO CUSHAN DEFENSE

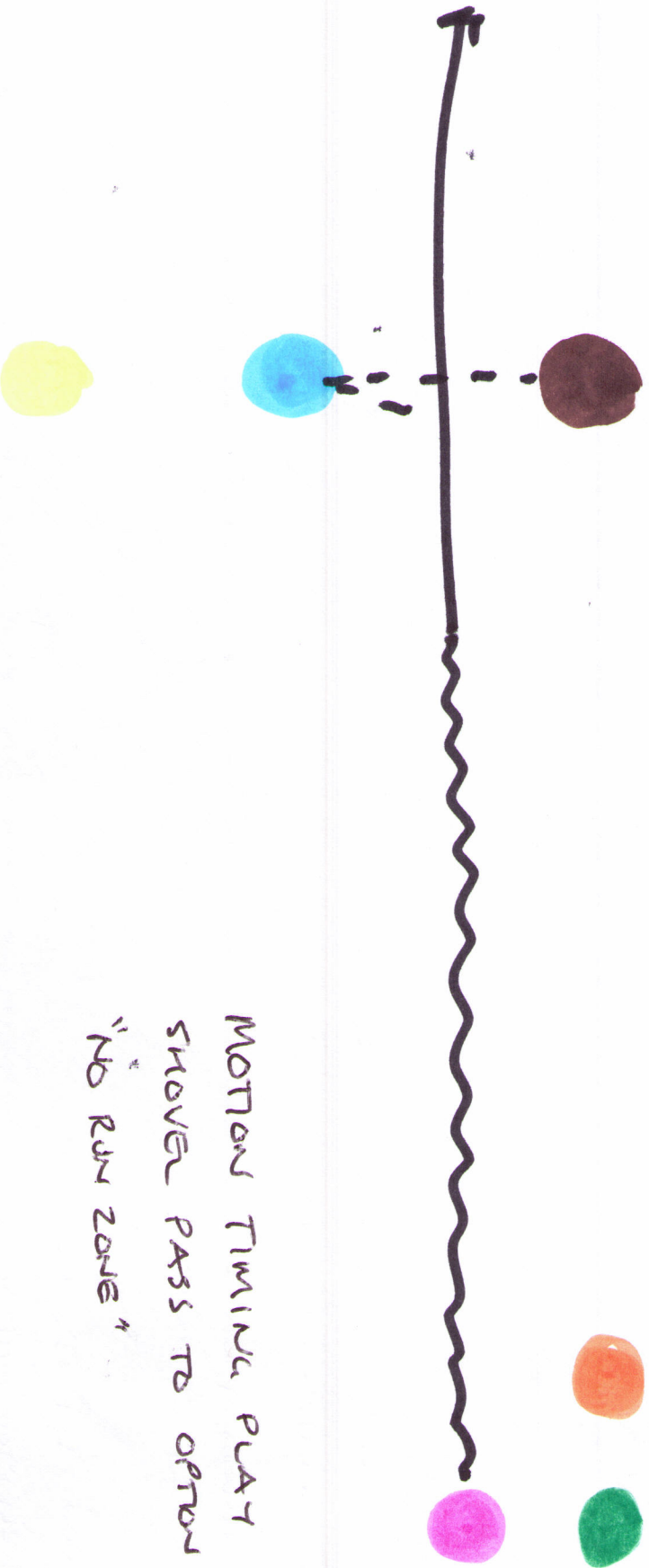
A hand-drawn diagram on a white background. It features several colored circles and connecting lines with arrows. At the bottom left is a green circle. A line starts from it, goes up and to the right, then down and to the right, and finally up and to the right to a purple circle at the top left. A red circle is located on the left side, between the green and purple circles. A blue circle is at the top left, above the purple circle. A curved arrow points from the blue circle to the purple circle.

PITCH ORTON PASS

GENERALITY CENTER ON
CONSUMER IS BEHAVIOR
DEFENSE

DEFENSE
RUN PLAY 2 TWO-3 TIMES
AND THIS OPENS UP

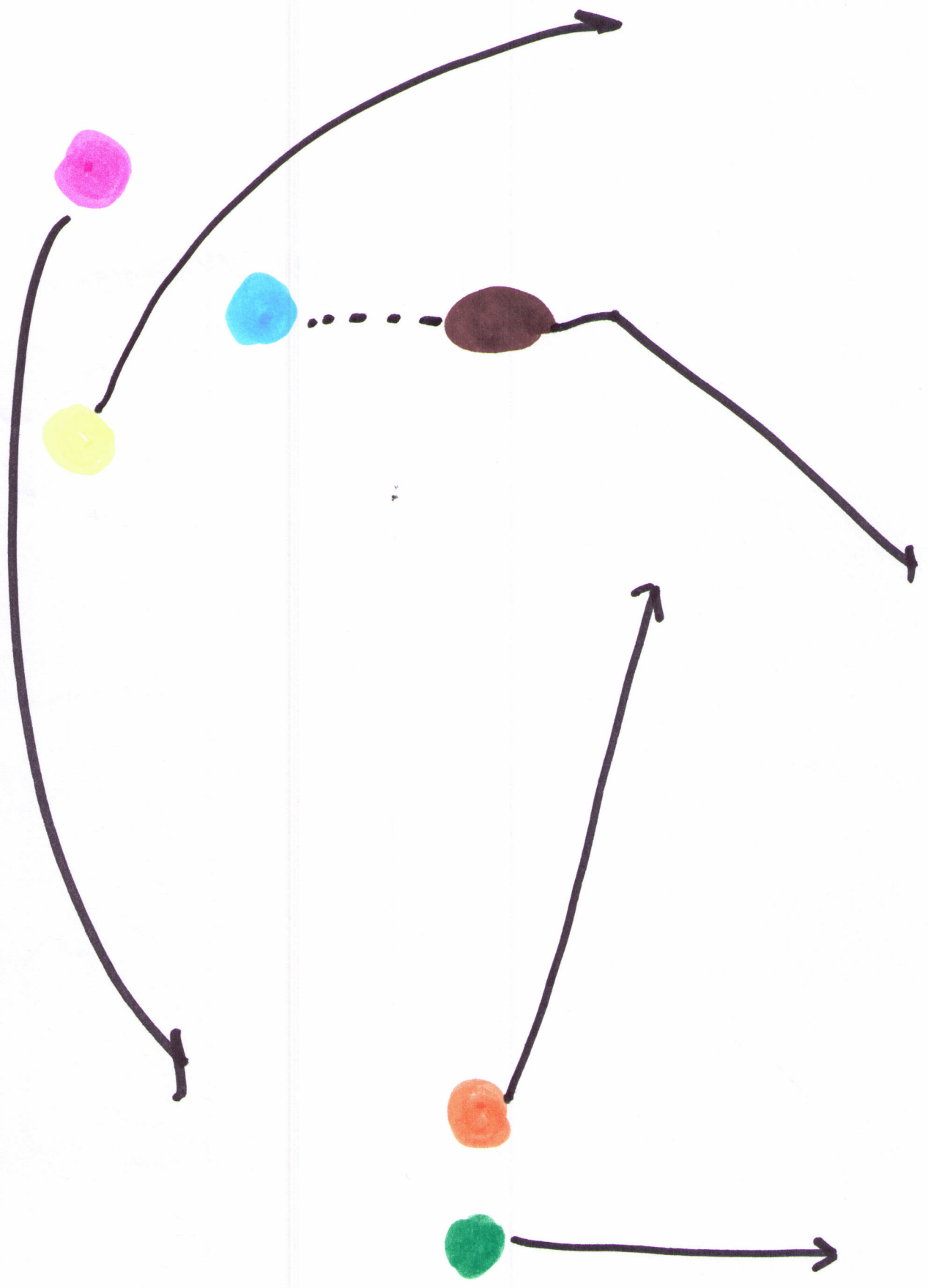
PLAY 4



MOTION TIMING PLAY
SHOVEL PASS TO OPEN MAN
"NO RUN ZONE"

PLAY 5

PASS

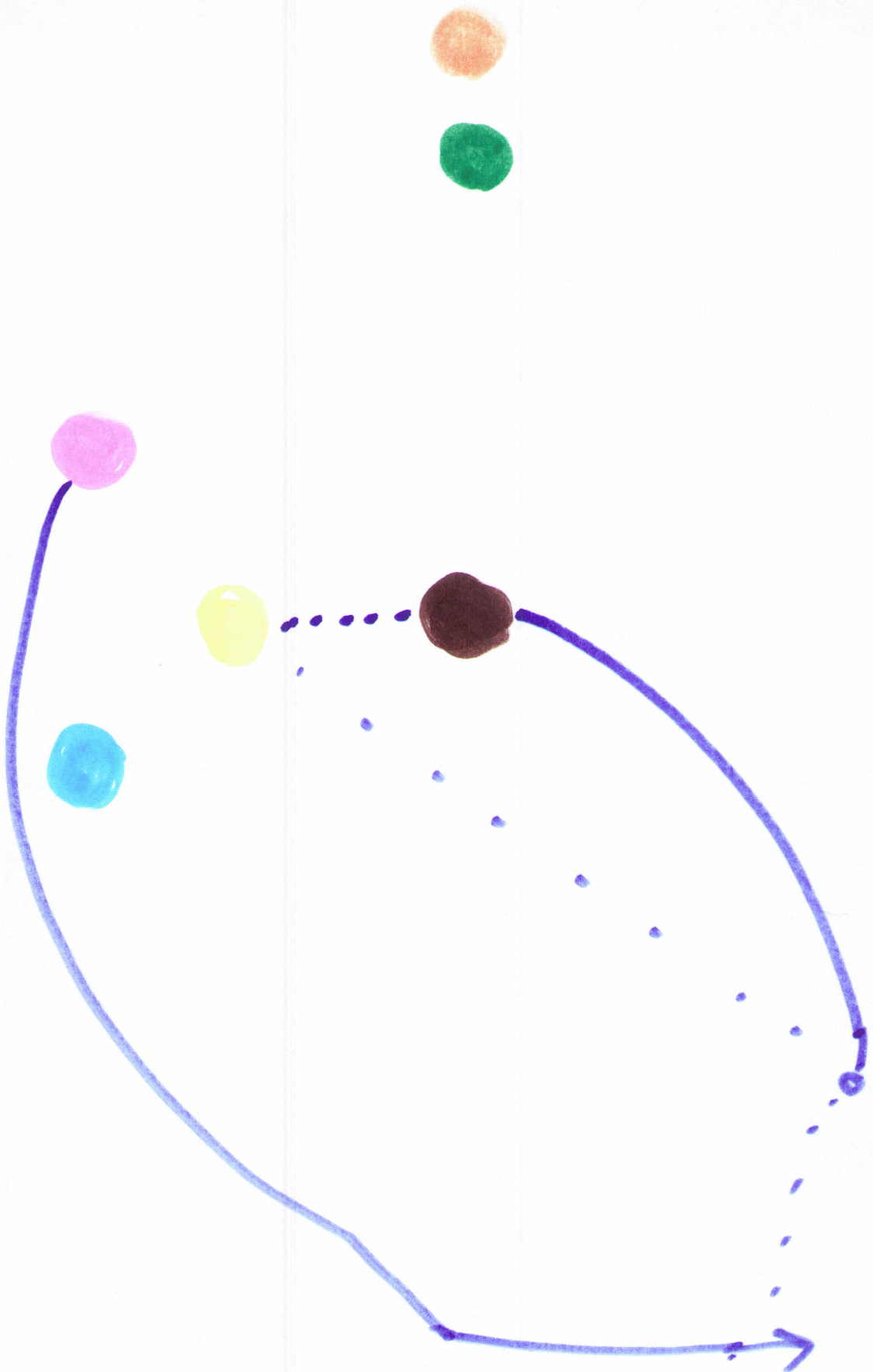


PLAY 6
REVERSE



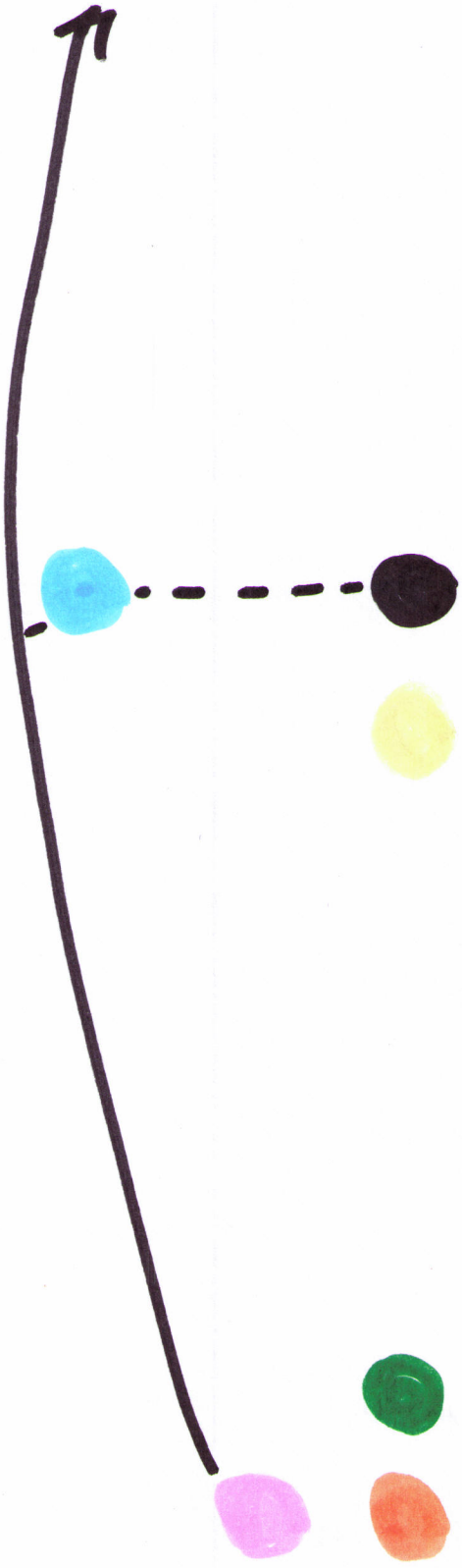
PLAY 7

How + Ladder

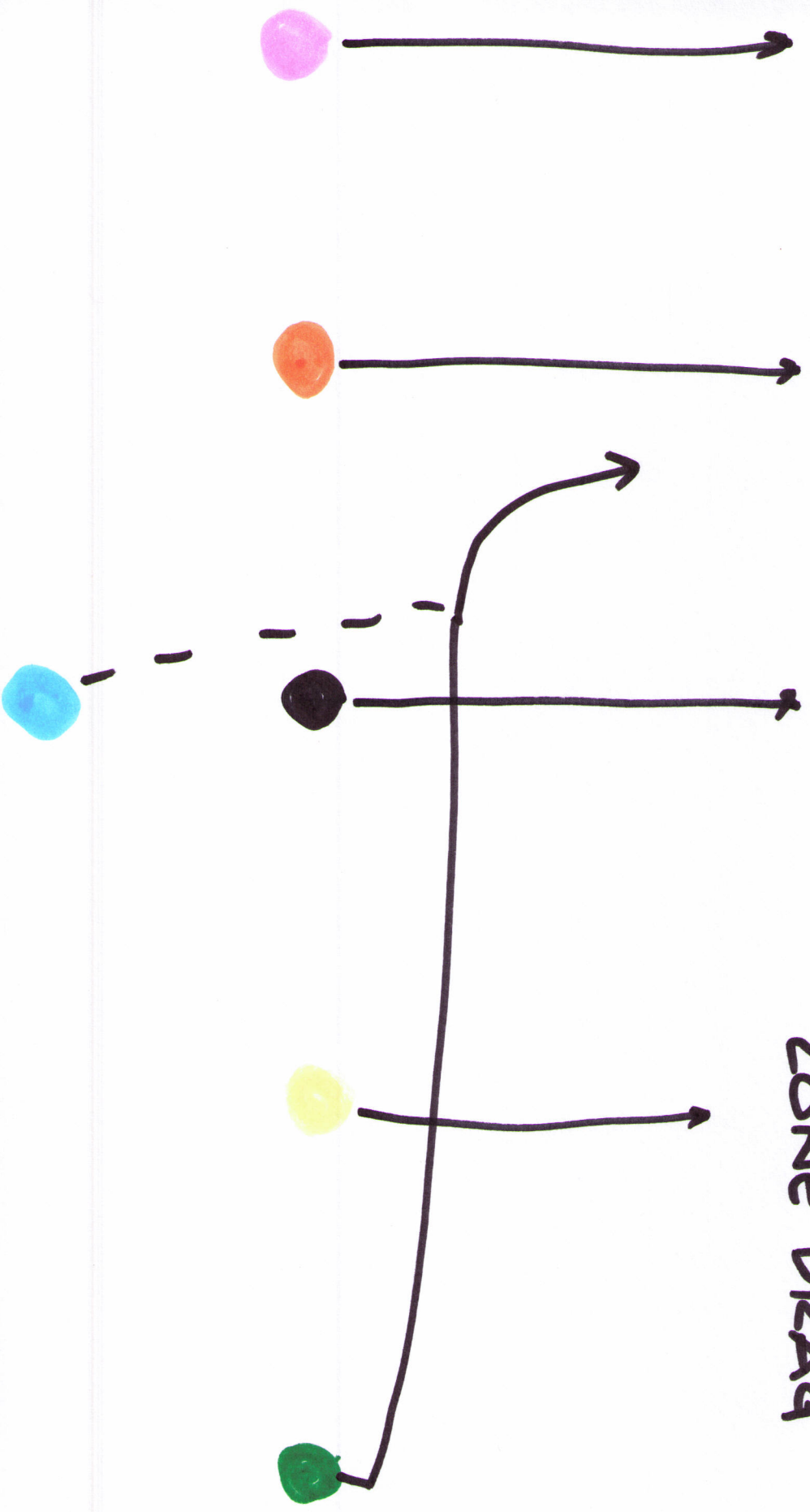


PLAY 8

STATE OF LIBERTY

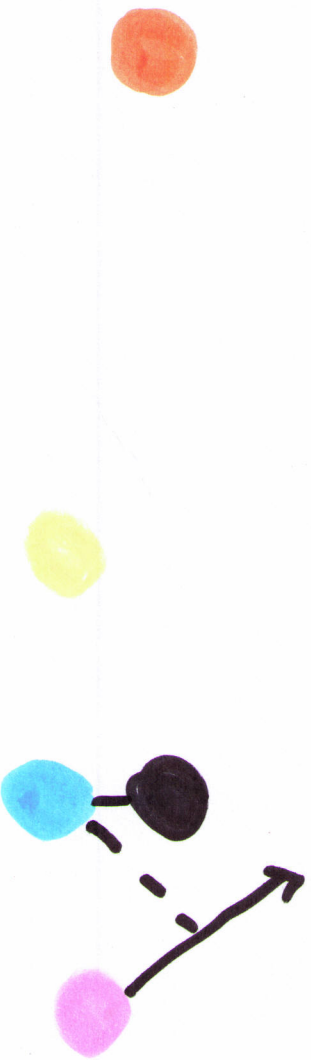


PLAY A ZONE DRAG



EVERYONE CLEANS
RECEIVER HESITATES
THEN DRAGS AFTER
YELLOW CLEANS

RAY 10 SHOVEL



QUICK STRIKE SHOVEL
"NO RUN ZONE"