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| **OPE N** | **1. T-Counter \_\_Block**  **2. H Jet Rt \_\_Slant**  **3. H Shallow \_\_5yd Hitch**  **4. Roger \_\_Slant**  **5. Larry \_\_Larry** | **EARLY** | **6. Sweep Rt \_\_Slant**  **7. T-Counter Rt \_\_Slant**  **8. Y Stick \_\_Post**  **9. Y Corner \_\_Slant**  **10. Roger - Slant** |
| **ACE** | **11. T-Counter Lt \_\_Block**  **12. Jet Lt \_\_Block Inside**  **13. Y Corner \_\_5yd Slant**  **14. Y Shallow \_\_Post** | **LATE** | **15. Counter Lt \_\_Block**  **16. Sweep Lt \_\_Block**  **17. Y Stick \_\_Fade**  **18. Y Corner \_\_Snag**  **19. Larry \_\_Larry** |

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| **BEAS T - L** | **20. Jet Lt \_\_Block**  **21. Jet QB Sweep \_ Block**  **22. Toss Lt \_\_Block**  **23. L Counter Rt \_\_Run Rt**  **24. Jet L Cross \_\_Cross**  **25. PA Y Corner \_\_Post** | **BEAS T - R** | **26. Jet Rt \_\_Block**  **27. Jet QB Sweep \_\_Block**  **28. Toss Rt \_\_Block**  **29. R Counter Lt \_\_Block Left**  **30. Jet R Cross \_\_5yd Out**  **31. PA Y Corner \_\_5yd Out** |
| **BLUE** | **32. T CounterL \_Slant Block**  **33. T Sweep Lt \_\_Block Out**  **34. Y Corner \_\_Snag**  **35. Mesh \_\_10yd Deep Out** | **GRE EN** | **36. H Counter R \_\_Slant**  **37. H Sweep R \_\_Drag**  **38. Y Corner \_\_Slant**  **39. Mesh \_\_Shallow Drag** |

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| **OPE N** | **1. T-Counter \_Block Down**  **2. H Jet Rt \_\_Handoff**  **3.H Shallow \_Shallow**  **4. Roger \_\_1yd Hitch**  **5. Larry \_\_Larry Block** | **EARLY** | **6. Sweep Rt \_BlockDown**  **7.T-Counter Rt \_BlockDown**  **8. Y Stick \_\_3yd Out**  **9. Y Corner \_\_3yd Out**  **10. Roger - Block** |
| **ACE** | **11.T-Counter L\_BlockDow**  **12. Jet Lt \_\_Block Down**  **13. Y Corner \_\_3yd Slant**  **14. Y Shallow \_\_6yd Stick** | **LATE** | **15. Counter Lt\_BlockDown**  **16. Sweep Lt \_\_BlockDown**  **17. Y Stick \_\_3yd Out**  **18. Y Corner \_\_3yd Out**  **19. Larry \_\_Block** |

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| **BEAS T - L** |  | **BEAS T - R** |  |
| **BLUE** | **32. T CounterL \_Fake Sweep Rt**  **33. T Sweep Lt \_\_Lead Block Lt**  **34. Y Corner \_\_Speed Out**  **35. Mesh \_\_Fade to Seam** | **GRE EN** | **36. H Counter R \_\_JAB Run**  **37. H Sweep R \_\_Run Rt**  **38. Y Corner \_\_Fake Sweep**  **39. Mesh \_\_Fake Sweep Block** |

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| **OPE N** | **1. T-Counter \_Roger**  **2. H Jet Rt \_\_Block**  **3.H Shallow \_10yd Snag**  **4. Roger \_\_Roger Block**  **5. Larry \_\_1yd Hitch** | **EARLY** | **6. Sweep Rt \_DoubleTeam**  **7.T-Counter Rt \_DbleTeam**  **8. Y Stick \_\_10yd Stick**  **9. Y Corner \_\_6yd Corner**  **10. Roger - Block** |
| **ACE** | **11.T-Counter L\_Block**  **12. Jet Lt \_\_1yd Hitch**  **13. Y Corner \_\_6yd Corner**  **14. Y Shallow \_\_Drag** | **LATE** | **15. Counter Lt\_DbleTeam**  **16. Sweep Lt \_DoubleTeam**  **17. Y Stick \_\_7yd Stick**  **18. Y Corner \_\_6yd Corner**  **19. Larry \_\_Block** |

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| **BEAS T - L** | **20. Jet Lt \_\_Block**  **21. Jet QB Sweep \_ Block**  **22. Toss Lt \_\_Block**  **23. L Counter Rt \_\_Block**  **24. Jet L Cross \_\_5yd Out**  **25. PA Y Corner \_\_6yd Corner** | **BEAS T - R** | **26. Jet Rt \_\_Block**  **27. Jet QB Sweep \_\_Block**  **28. Toss Rt \_\_Block**  **29. R Counter Lt \_\_Block**  **30. Jet R Cross \_\_5yd Out**  **31. PA Y Corner \_\_6yd Corner** |
| **BLUE** | **32. T CounterL \_Down Block**  **33. T Sweep Lt \_\_Down Block**  **34. Y Corner \_\_6yd Corner**  **35. Mesh \_\_Shallow Mesh** | **GRE EN** | **36. H Counter R \_\_Down Block**  **37. H Sweep R \_\_Down Block**  **38. Y Corner \_\_6yd Corner**  **39. Mesh \_\_Deep Mesh** |

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| **OPE N** | **1. T-Counter \_Roger**  **2. H Jet Rt \_\_Block**  **3.H Shallow \_Post**  **4. Roger \_\_Roger**  **5. Larry \_\_Slant** | **EARLY** | **6. Sweep Rt \_Block**  **7.T-Counter Rt \_Block**  **8. Y Stick \_\_Fade**  **9. Y Corner \_\_Snag**  **10. Roger - Roger** |
| **ACE** | **11.T-Counter L\_Roger**  **12. Jet Lt \_\_Motion Run**  **13. Y Corner \_\_Post**  **14. Y Shallow \_\_Stick** | **LATE** | **15. Counter Lt\_Slant**  **16. Sweep Lt \_Slant**  **17. Y Stick \_\_Slant**  **18. Y Corner \_\_Slant**  **19. Larry \_\_Slant** |

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| **BEAS T - L** | **20. Jet Lt \_\_Block**  **21. Jet QB Sweep \_ Block**  **22. Toss Lt \_\_Block**  **23. L Counter Rt \_\_Lead Block R**  **24. Jet L Cross \_\_Fade to Seam**  **25. PA Y Corner \_\_5yd Out** | **BEAS T - R** | **26. Jet Rt \_\_Block**  **27. Jet QB Sweep \_\_Block**  **28. Toss Rt \_\_Block**  **29. R Counter Lt \_\_Run Lt**  **30. Jet R Cross \_\_Cross**  **31. PA Y Corner \_\_Post** |
| **BLUE** | **32. T CounterL \_Drag**  **33. T Sweep Lt \_\_Drag**  **34. Y Corner \_\_Slant**  **35. Mesh \_\_Deep Mesh** | **GRE EN** | **36. H Counter R \_\_Slant Block**  **37. H Sweep R \_\_Block Out**  **38. Y Corner \_\_Snag**  **39. Mesh \_\_10yd Deep Out** |

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| **OPE N** | **1. T-Counter \_Block Down**  **2. H Jet Rt \_\_Handoff**  **3.H Shallow \_Shallow**  **4. Roger \_\_1yd Hitch**  **5. Larry \_\_Larry Block** | **EARLY** | **6. Sweep Rt \_BlockDown**  **7.T-Counter Rt \_BlockDown**  **8. Y Stick \_\_3yd Out**  **9. Y Corner \_\_3yd Out**  **10. Roger - Block** |
| **ACE** | **11.T-Counter L\_BlockDow**  **12. Jet Lt \_\_Block Down**  **13. Y Corner \_\_3yd Slant**  **14. Y Shallow \_\_6yd Stick** | **LATE** | **15. Counter Lt\_BlockDown**  **16. Sweep Lt \_\_BlockDown**  **17. Y Stick \_\_3yd Out**  **18. Y Corner \_\_3yd Out**  **19. Larry \_\_Block** |

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| **BEAS T - L** | **20. Jet Lt \_\_Block**  **21. Jet QB Sweep \_ Block**  **22. Toss Lt \_\_Block**  **23. L Counter Rt \_\_Lead Block R**  **24. Jet L Cross \_\_Fade to Seam**  **25. PA Y Corner \_\_5yd Out** | **BEAS T - R** | **26. Jet Rt \_\_Block**  **27. Jet QB Sweep \_\_Block**  **28. Toss Rt \_\_Block**  **29. R Counter Lt \_\_Run Lt**  **30. Jet R Cross \_\_Cross**  **31. PA Y Corner \_\_Post** |
| **BLUE** | **32. T CounterL \_Fake Sweep Rt**  **33. T Sweep Lt \_\_Lead Block Lt**  **34. Y Corner \_\_Speed Out**  **35. Mesh \_\_Fade to Seam** | **GRE EN** | **36. H Counter R \_\_JAB Run**  **37. H Sweep R \_\_Run Rt**  **38. Y Corner \_\_Fake Sweep**  **39. Mesh \_\_Fake Sweep Block** |

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