

	21/29 Jet to TE	21/29 Rocket	83/87 Belly to TE	82/88 Down (always to TE)	24/26 Trap to TE	43/47 Counter	22/28 Cross	23/27 Cutback	41/49 Truck
Backside									
BSG	Release to 2nd level	Reach and run	Reach PS	Reach playside	Trap 1st man	Pull, trap	Pull, trap	Pull, trap	Pull, GUT
BST	Release to 2nd level	Reach and run	Reach PS	Reach playside	Reach playside	Pull, "GUT" (leading	Pull, "GUT" (leading thru)	Pull, "GUT" (leading	Reach to cut off
Y	Release to 2nd level	Reach and run							
BSWB	Jet motion	Motion thru TB	Jet motion	Motion	Jet action to	Drop step, take	Quick motion, o/s h/o	Quick motion i/s	Thru TB, Outside
C	Reach playside	Reach and run	Reach PS	Reach playside	Condition post, gap	Away	Away	Away	Reach, on, away
Playside									
PSG	Pull, lead	Reach and run	Down, cross,	Trap 1st man on PSTE	Gap, lead, LB	Gap, down, LB	Gap, down, LB	Gap, down, LB	Pull, read TE's block:
PST	Fire, on, backer	Reach and run	Down, cross,	Gap, Down, LB	1st LB from 5	Gap, down, LB	Gap, down, LB	Gap, down, LB	Gap, down, on
Y	Fire, on, backer.	Reach and run	Arc on 4. Backside:	Down, LB (influence a 7 tech)	Safety	Arc on 4, BS: Safety	Gap, down	Arc on 4	Gap, down, on/BS:
PSWB	#1	Reach and run	Lead thru hole for	1st LB inside	Corner	Motion (jet, rocket)	Influence in, block out	Influence in, block	(Counter) Jet
TB	On midline	TB to 3.5 yds	Open, cross, roll	Attach inside inside foot PST	On midline	Fill backside B gap	Fill backside	Fill backside	Work w/ C A to A
X	Stalk	Stalk	Stalk	Stalk	Stalk	Stalk	Stalk	Stalk	Stalk
Q	Jet action down line	Wide toss, boot out	Reverse out, get	Open 180 like Jet	Open to 6 o'clock	Jet fake, inside	Open to ball carrier,	Open to ball carrier,	Open to ball carrier,