

91

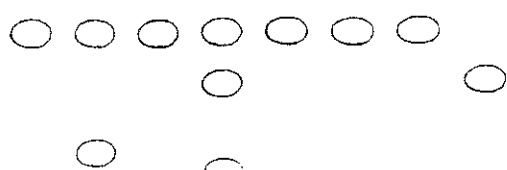
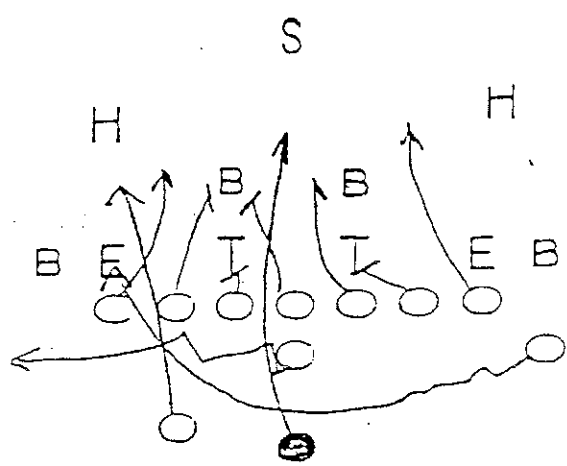
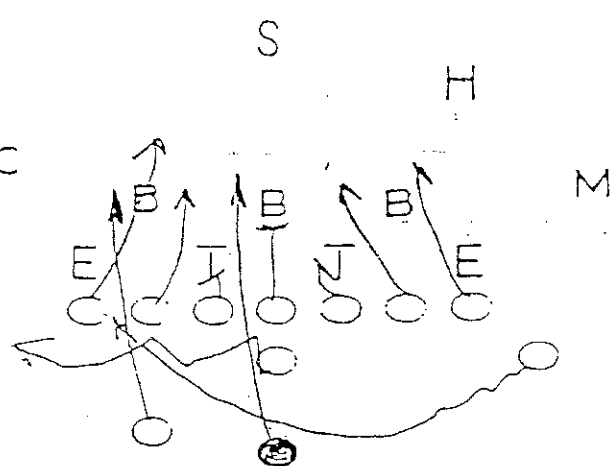
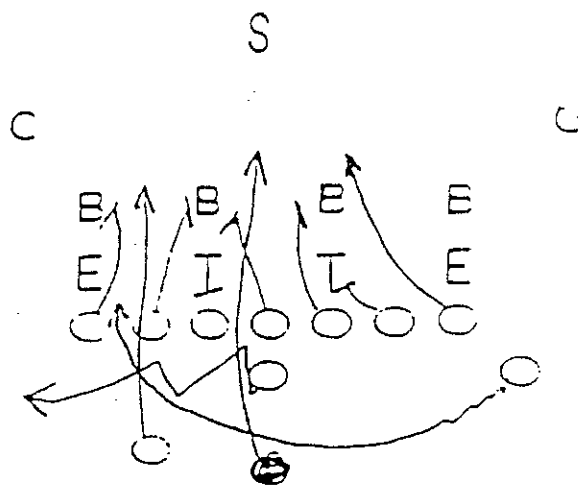
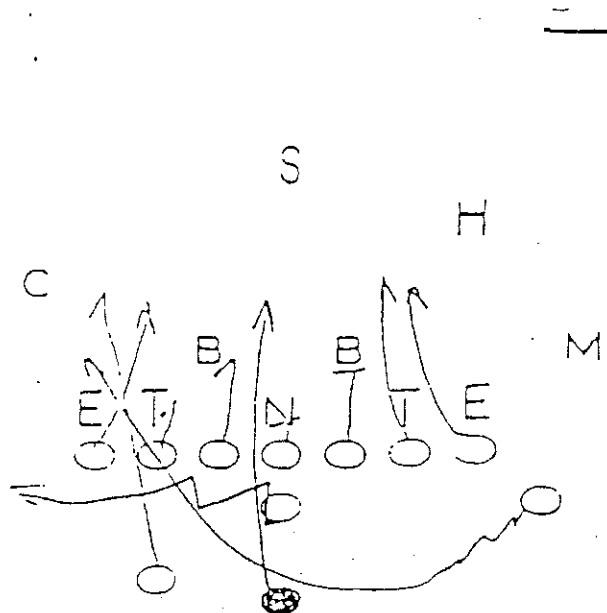
Augustana

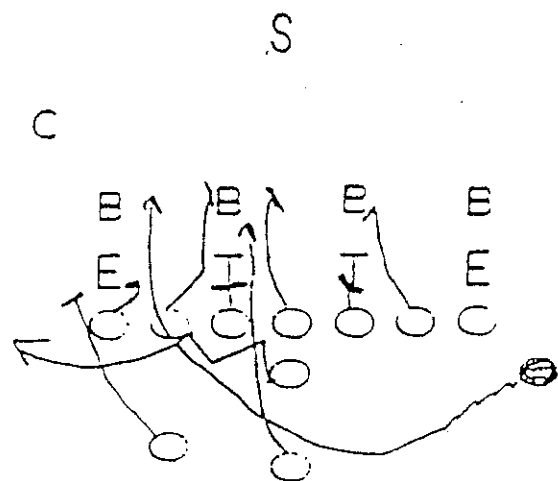
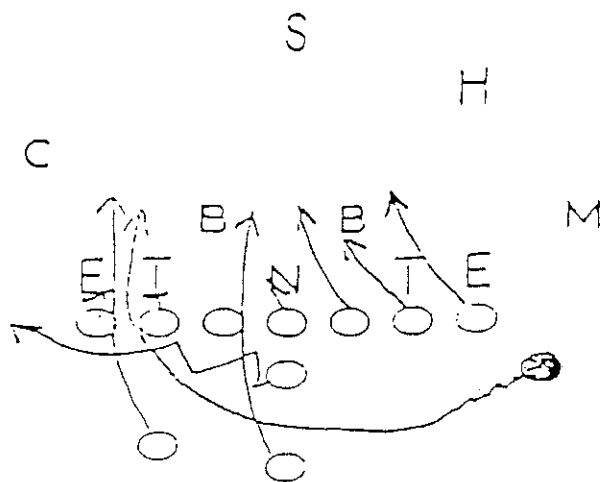
Wing T

INSIDE

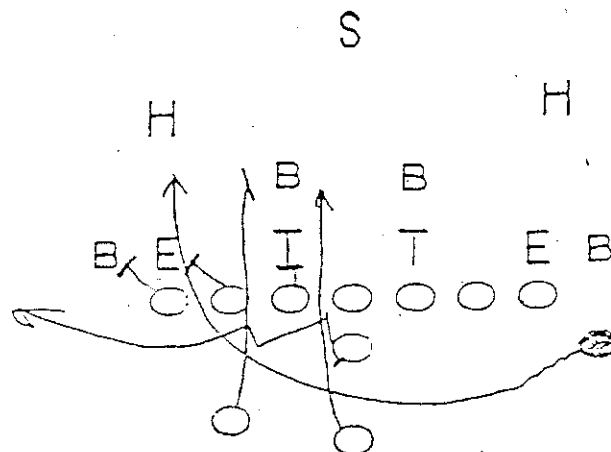
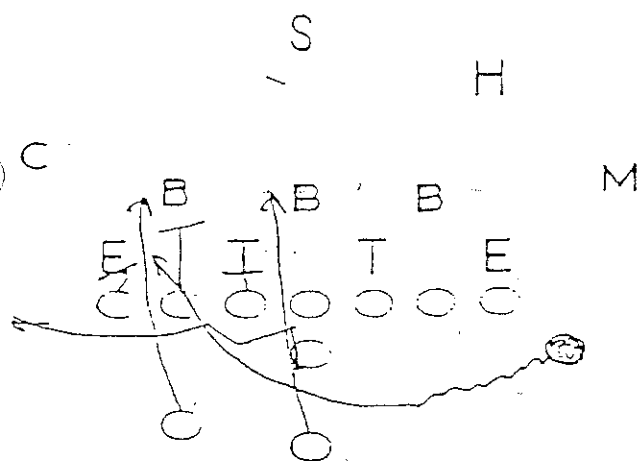
BELLY

SERIES





STACK BLOCK



* E+T RESPONSIBLE FOR #1 + #2

SCHEMES- CROSS BLOCK
STACK

DOUBLE INSIDE
DOUBLE OUTSIDE (ON BACK)

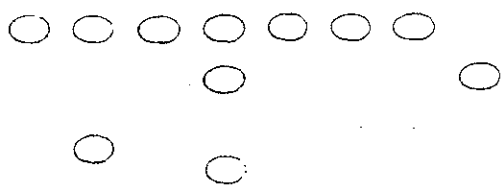
GUARD PULL

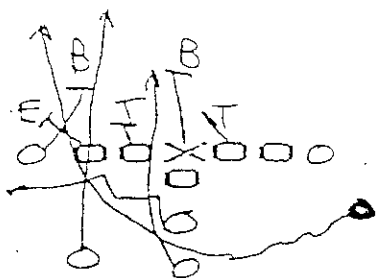
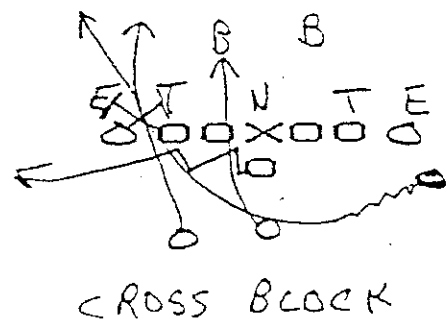
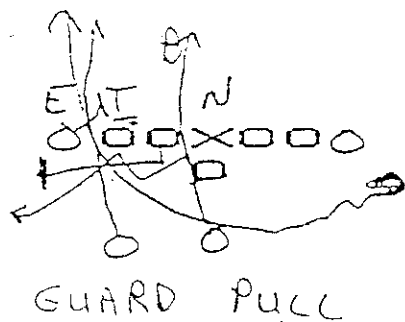
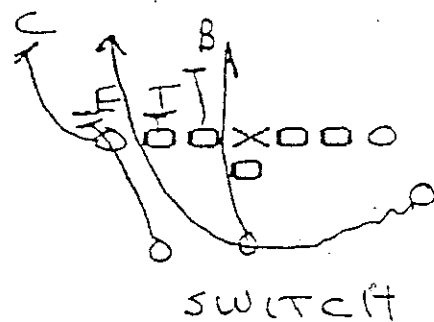
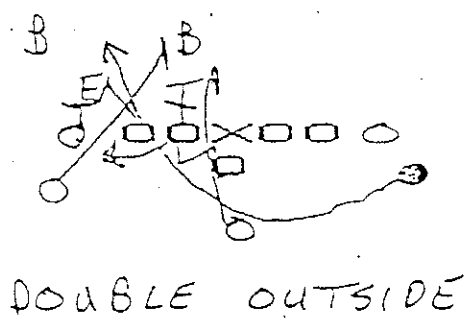
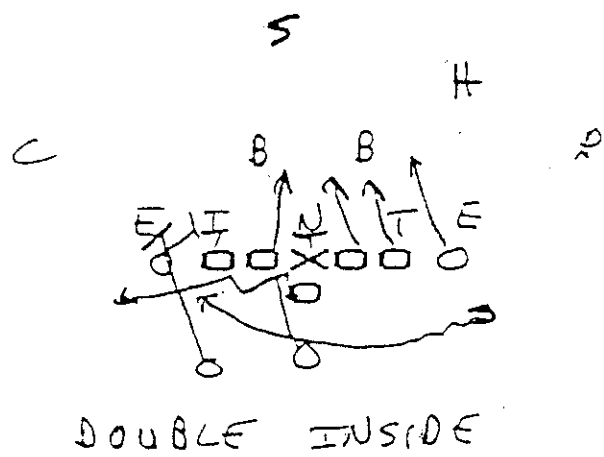
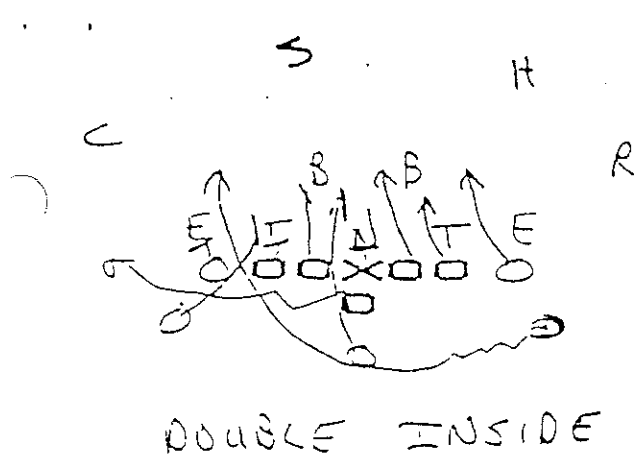
SWITCH

REGULAR

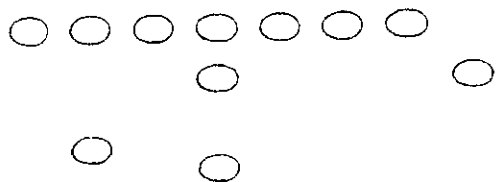
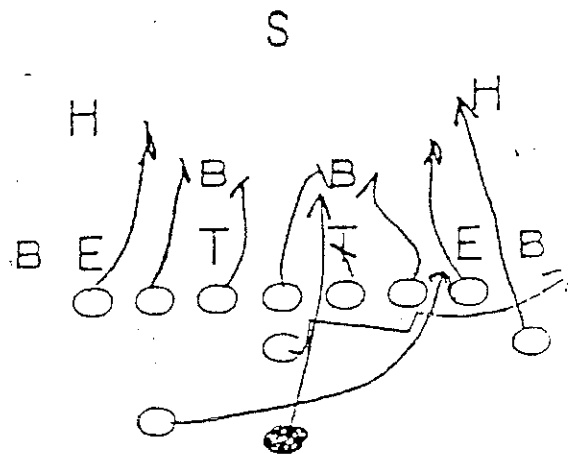
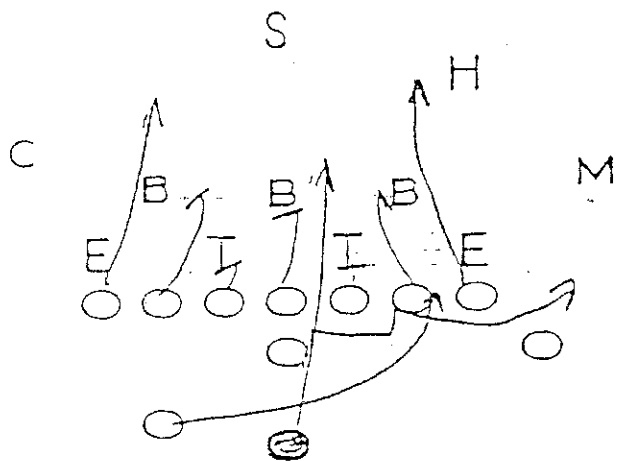
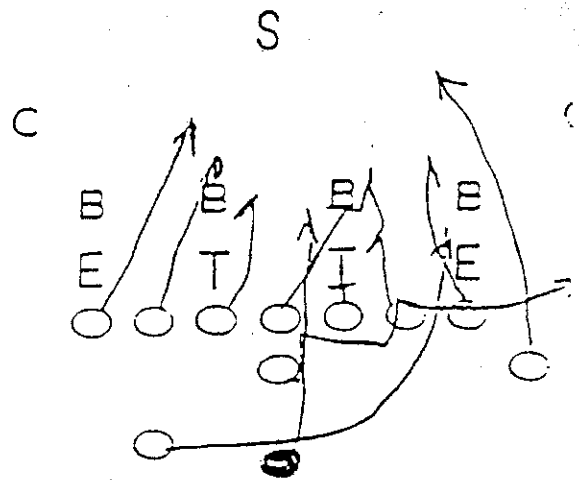
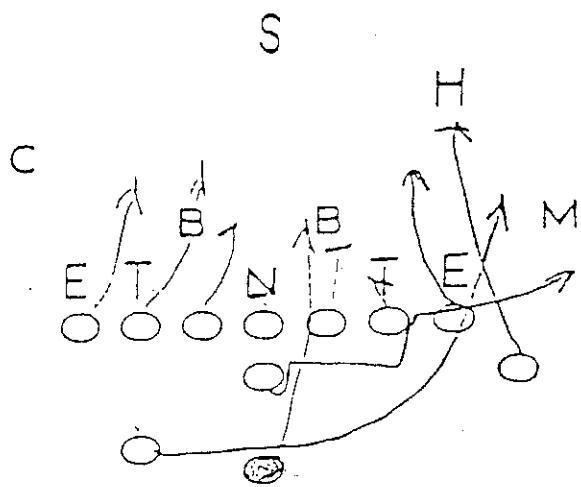
FOLD

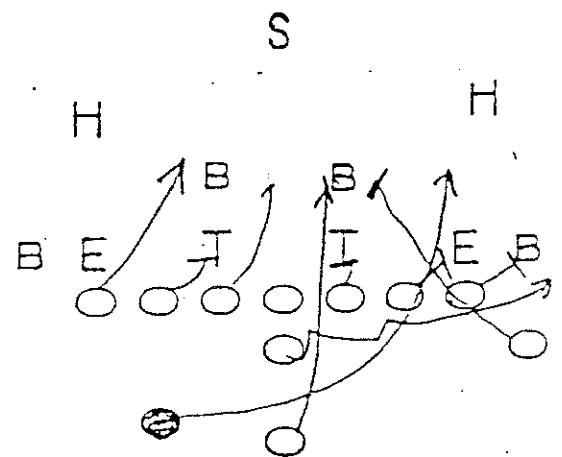
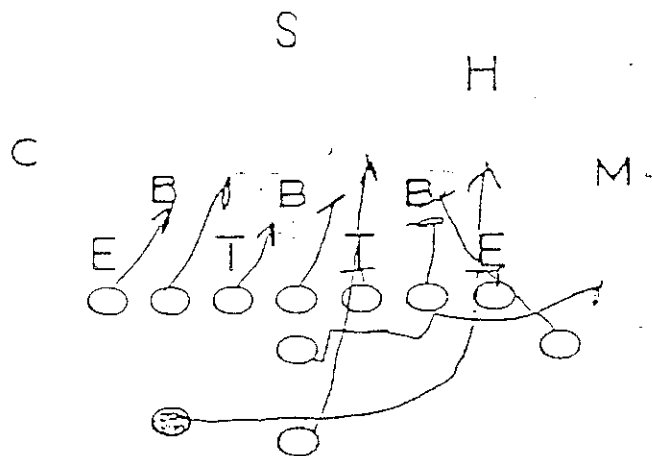
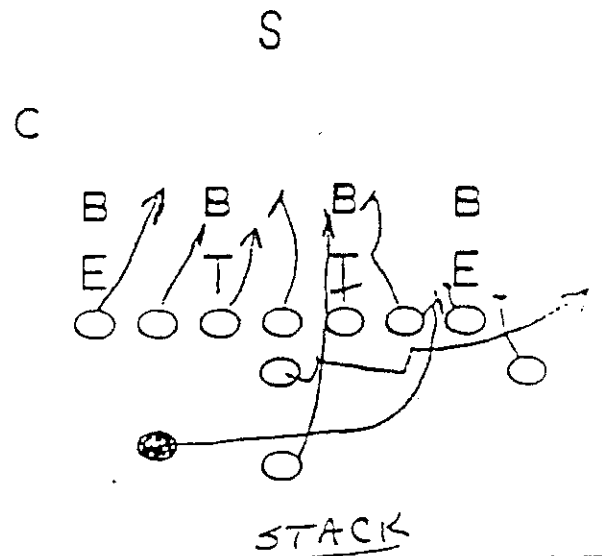
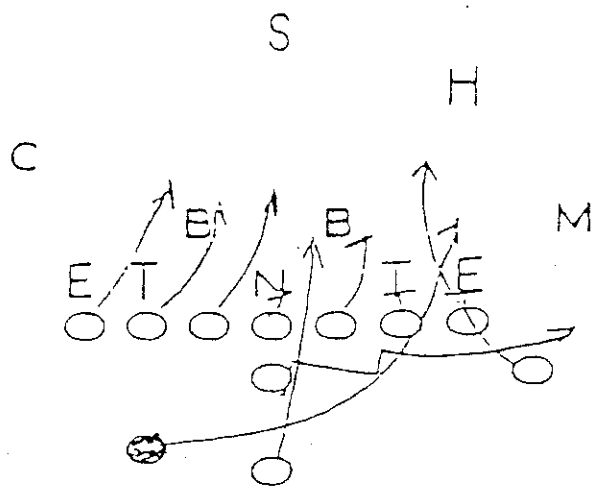
19 KEEP IS IDENTICAL TO THIS
PLAY ONLY QB KEEPS





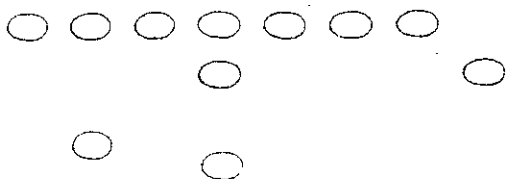
00X00
0

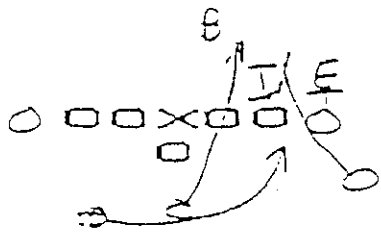




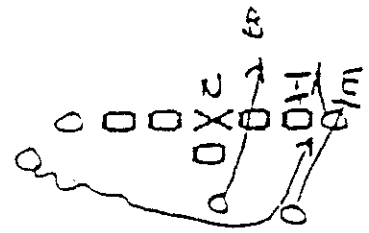
E+T RESPONSIBLE FOR #1+#2

SCHEMES CROSS BLOCK
STACK
DOUBLE INSIDE
DOUBLE OUTSIDE (ON BAC)
GUARD PULL
SWITCH
REGULAR
FOLD
IF KEEP IS IDENTICAL TO THIS
PLAY ONLY QB KEEPS

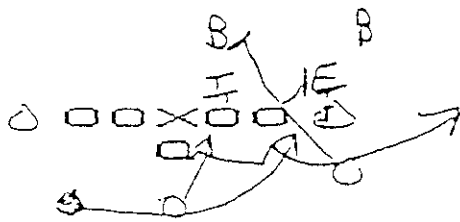




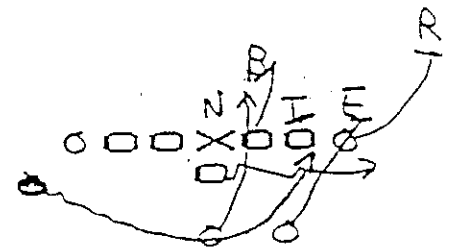
DOUBLE INSIDE



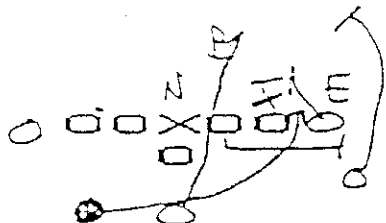
DOUBLE INSIDE



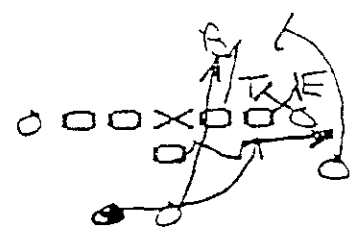
DOUBLE OUTSIDE



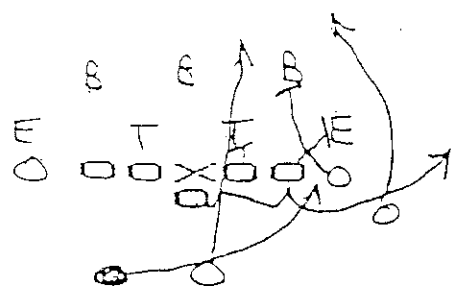
SWITCH



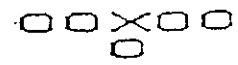
GUARD PULL



CROSS BLOCK



GUARD PULL

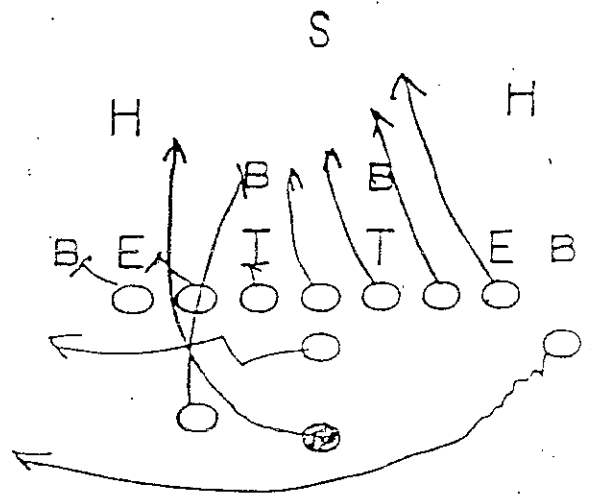
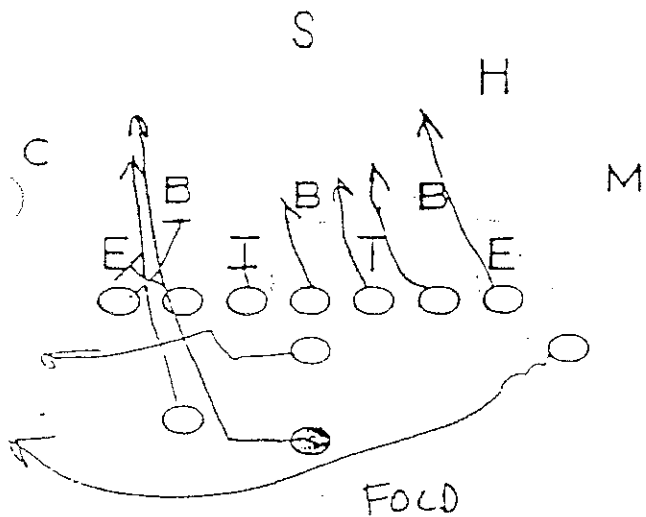
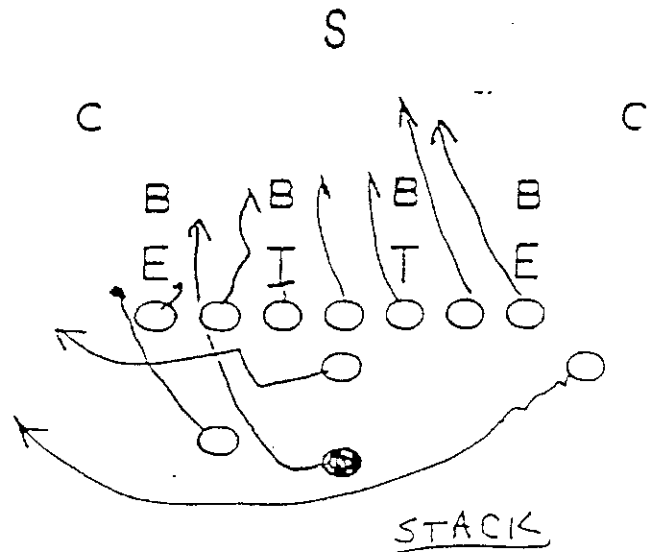
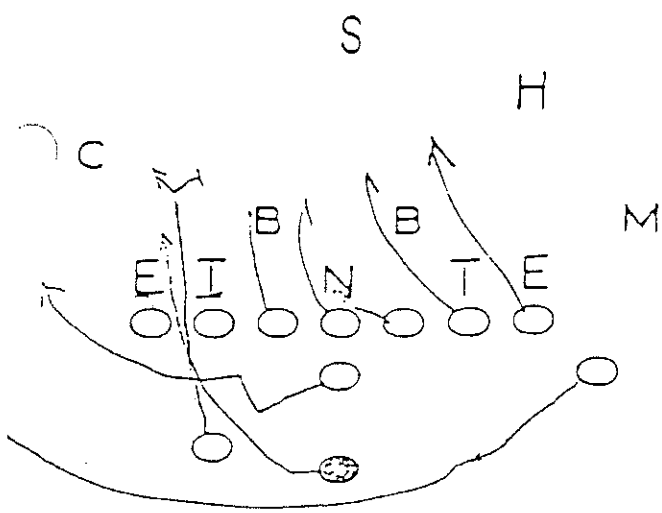


CROSS BLOCK

OUTSIDE

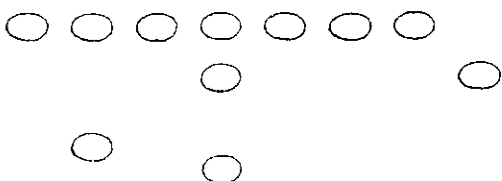
BELLY

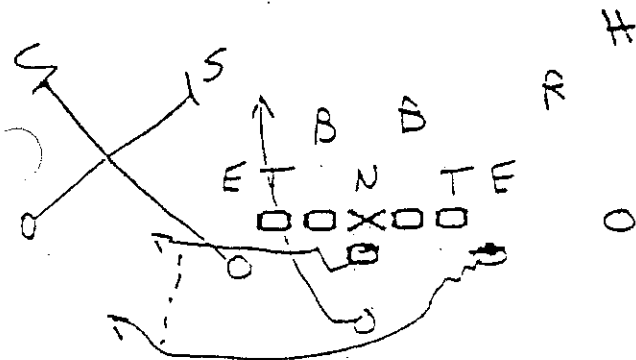
SERIES



THE HOLE ON BELLY 38 CAN
BE BLOCKED THE SAME AS
THE HOLE ON BELLY 48
CROSS BLOCK
STACK
DOUBLE INSIDE
DOUBLE OUTSIDE
GUARD PULL
SWITCH
REGULAR
FOLD

SEE 48





SPREAD FORMATION.

00X00
0

00X00
0

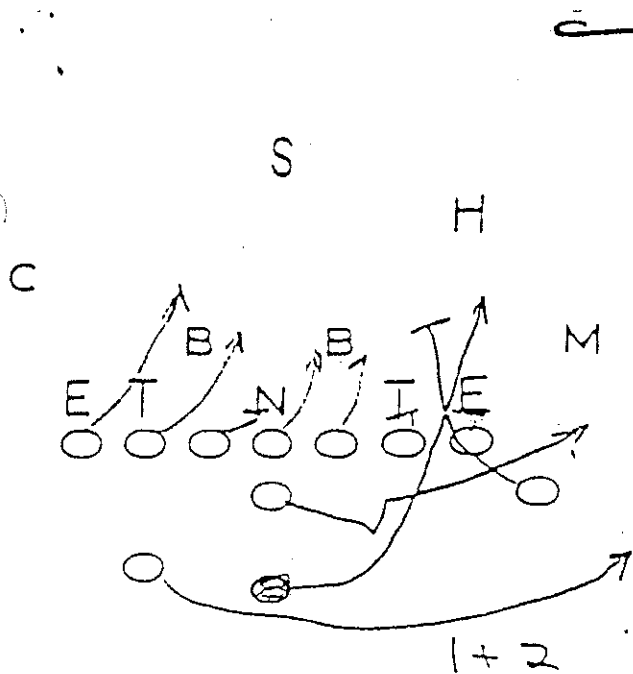
00X00
0

00X00
0

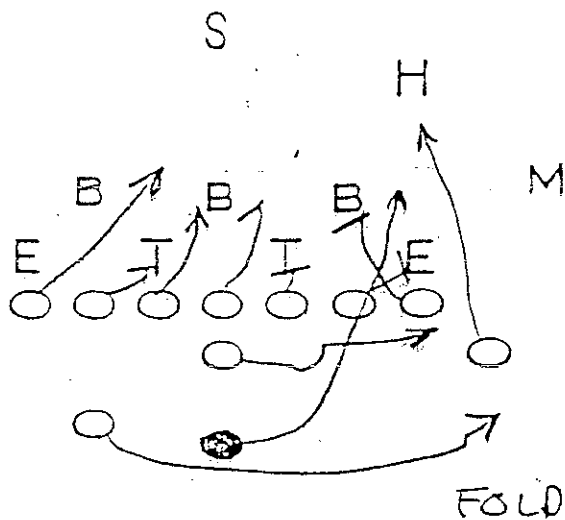
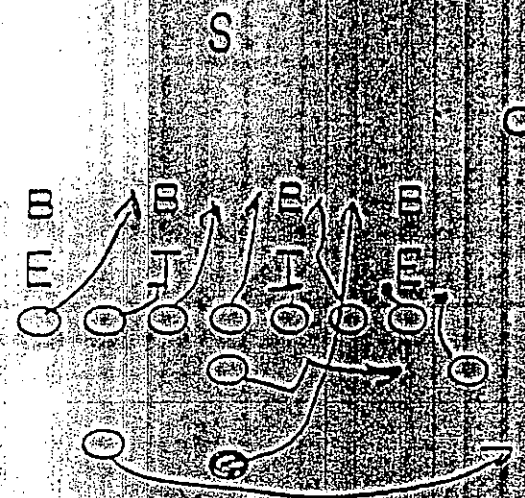
00X00
0

00X00
0

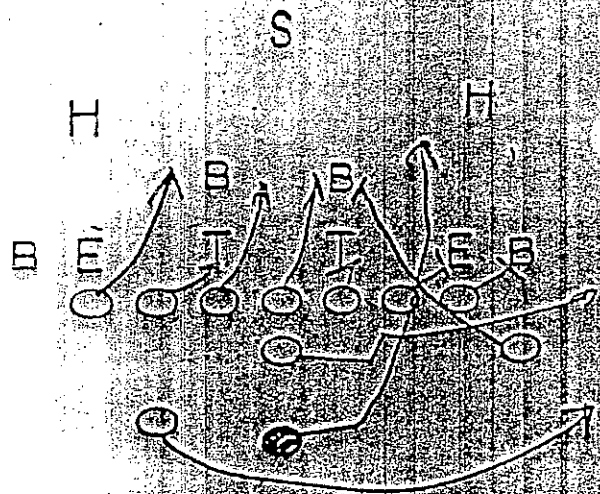
00X00
0



STACK

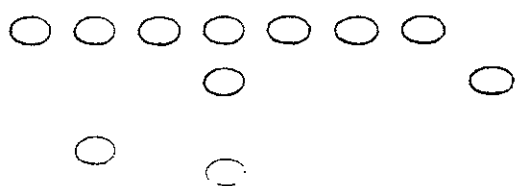


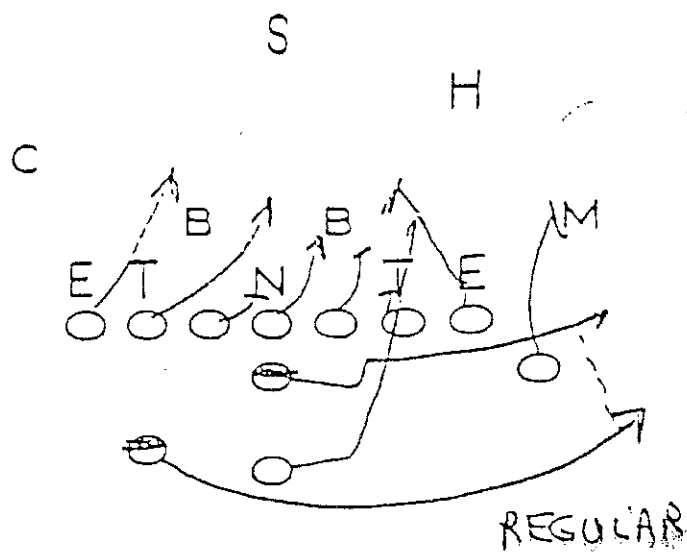
1+2



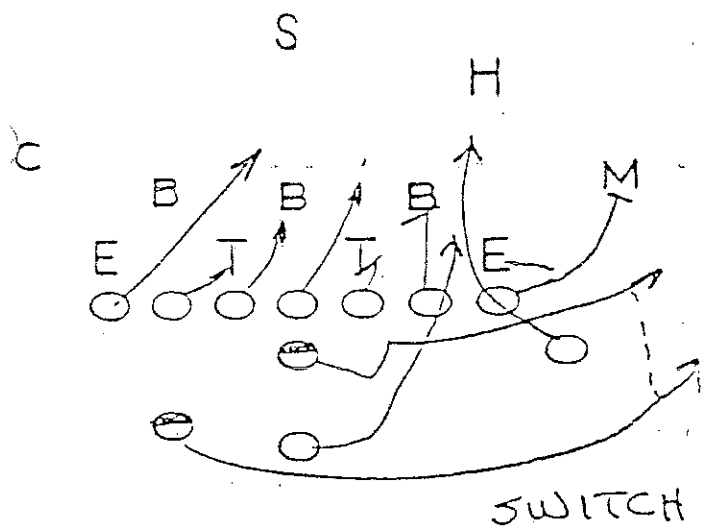
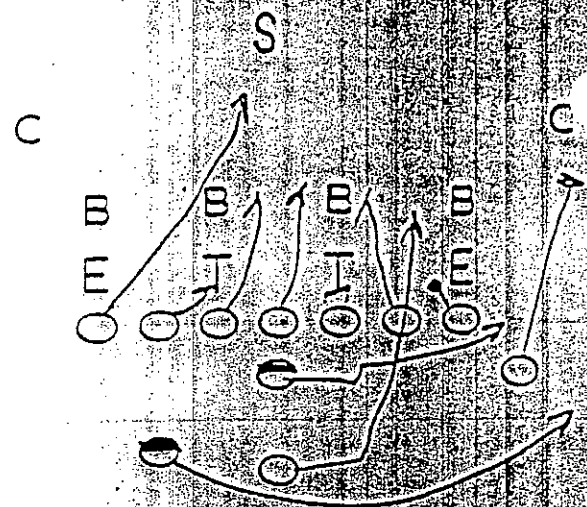
THE 2 HOLE ON BELLY 32 CAN
BE BLOCKED THE SAME AS
THE 2 HOLE ON FAKE 34-22
CROSS BLOCK
STACK
DOUBLE INSIDE
DOUBLE OUTSIDE
GUARD PULL
SWITCH
FOLD

SEE
FAKE 34-22

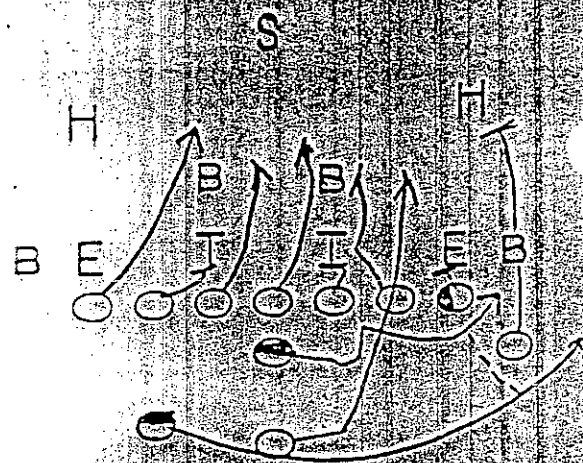




STACK

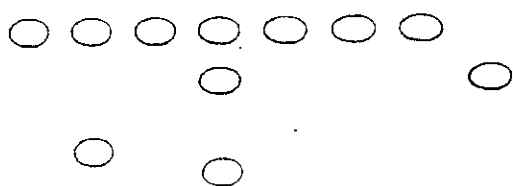


BLOCK THE END



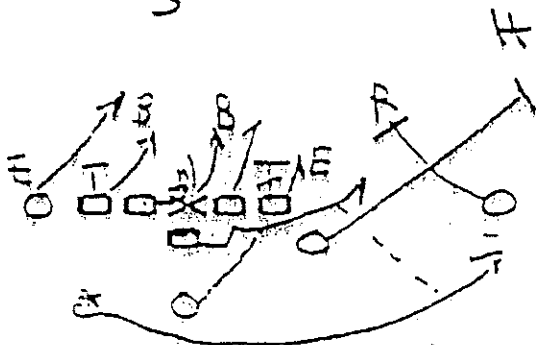
1+9 HOLE SCHEMES

- 1) REGULAR - SLAM RELEASE
- 2) SWITCH
- 3) BLOCK THE END
- 4) CRACK BACK OUT OF SPREAD FOR FLEX FOR



S

C



00X00
0

00X00
0

00X00
0

00X00
0

00X00
0

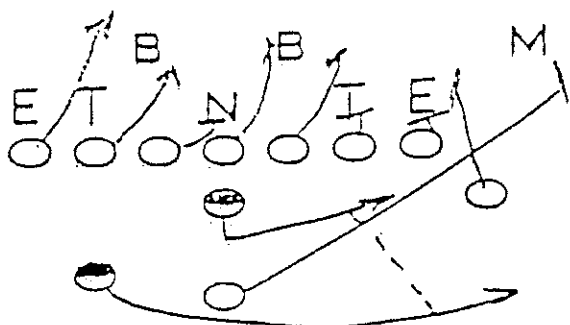
00X00
0

00X00
0

C

S

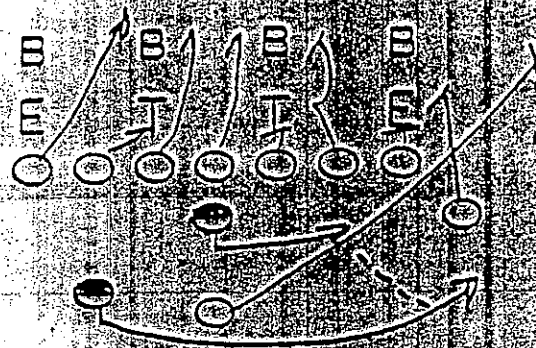
H



C

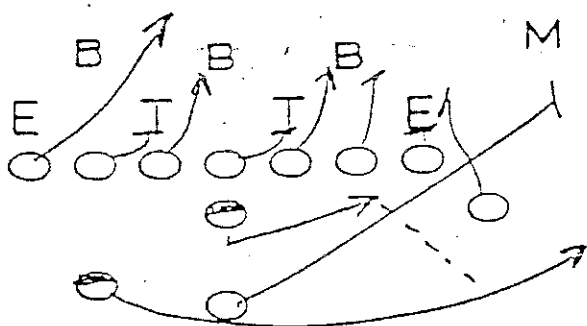
S

C



S

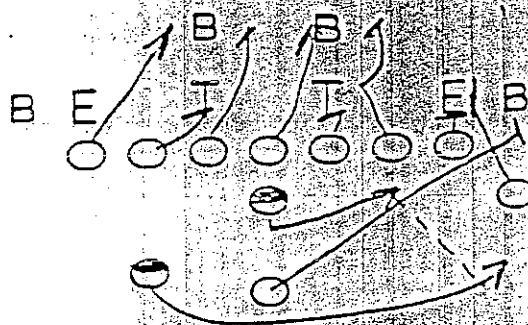
H



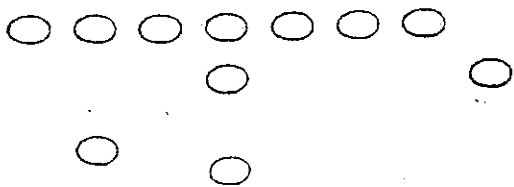
H

S

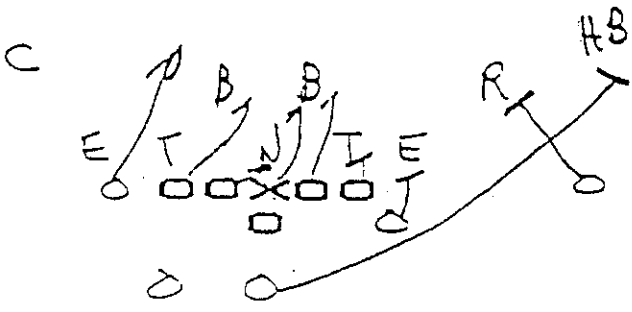
H



SPEED OPTIONS ARE BLOCKED
 IDENTICAL TO 21 + 49 SWEEPS
 THEY ARE LOADED OPTIONS
 IN SPREAD FORMATION - CRACK BAC
 FLEX FORMATION



5



FLEX FORMATION

00X00
0

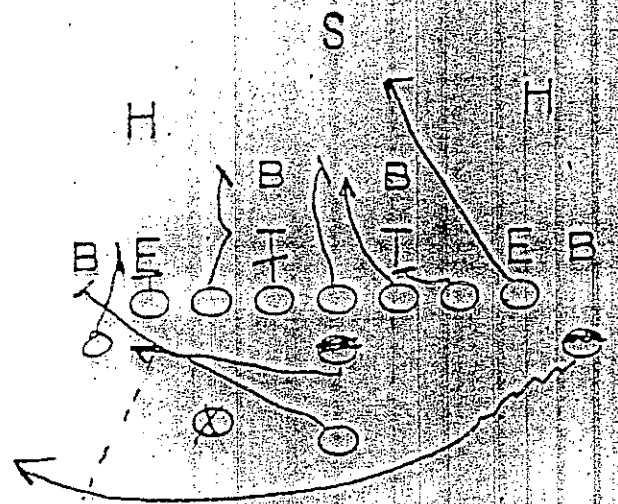
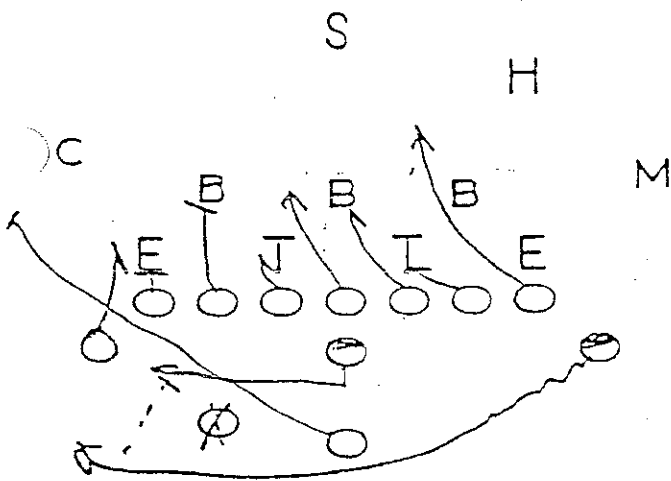
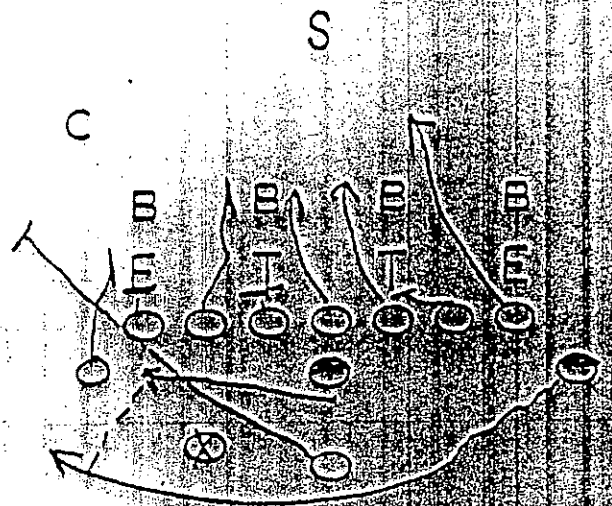
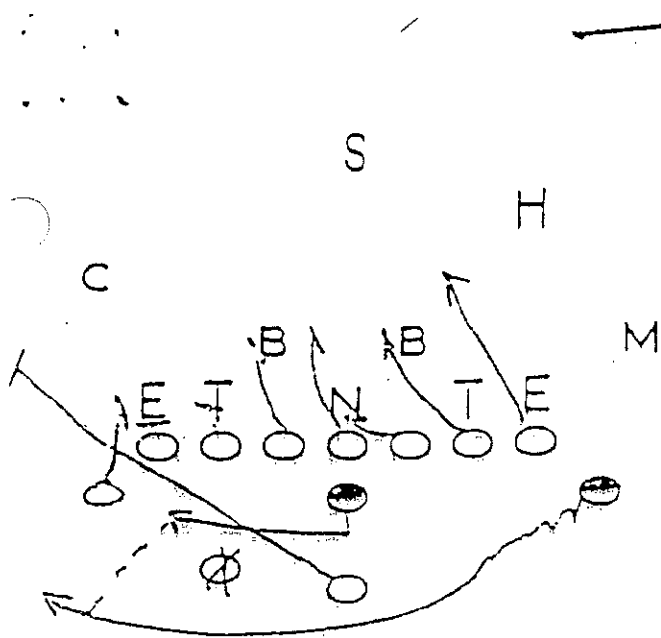
00X00
0

00X00
0

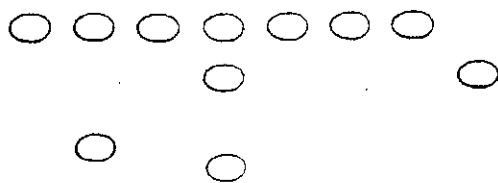
00X00
0

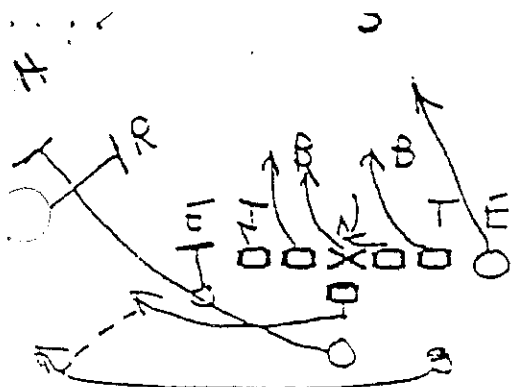
00X00
0

00X00
0



SPEED OPTIONS ARE BLOCKED
IDENTICAL TO 21 AND 49 SWEE
THEY ARE LOADED OPTIONS
IN SPLIT + SPREAD FORM - CRACK &





SPLIT LT. FORMATION

00X00
0

00X00
0

00X00
0

00X00
0

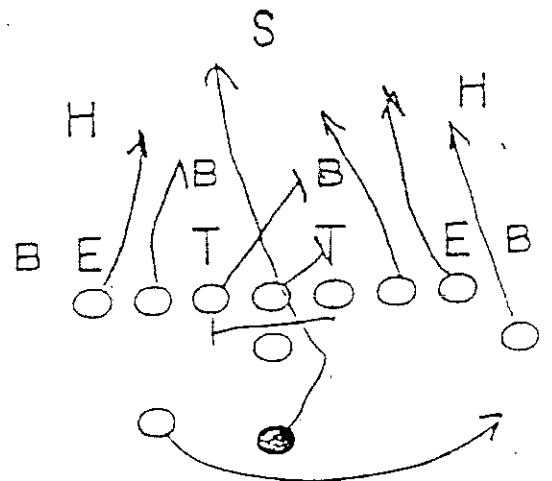
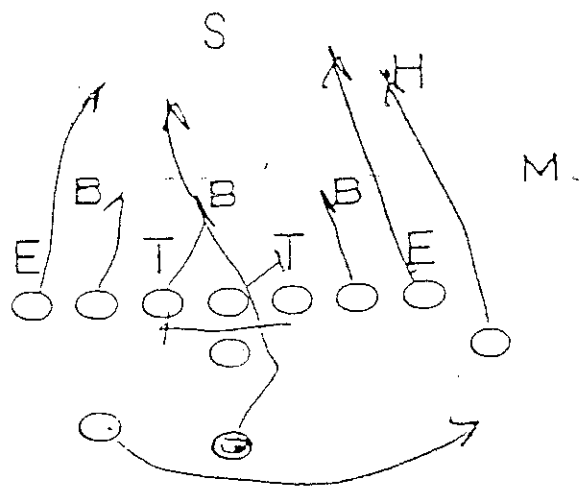
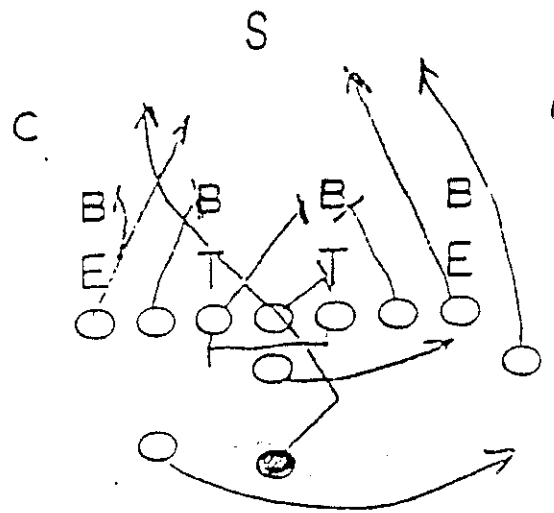
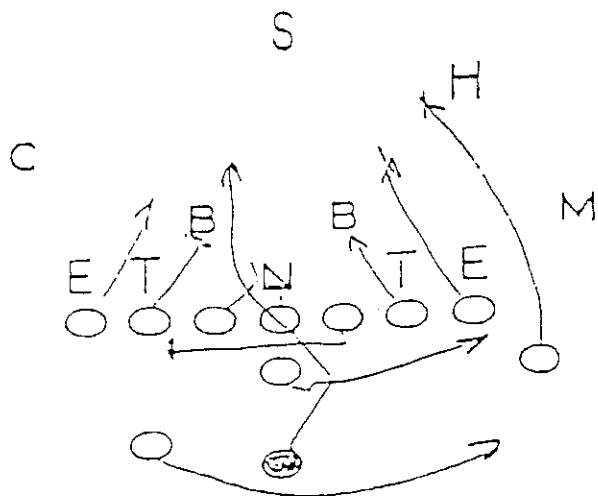
00X00
0

00X00
0

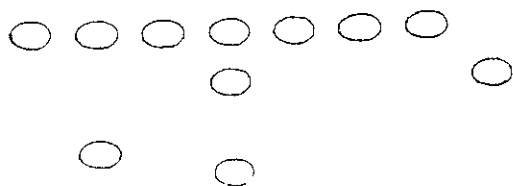
00X00
0

TRAP

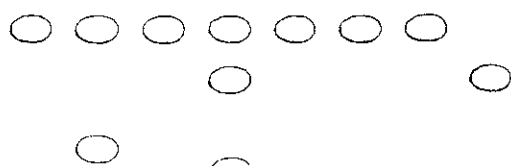
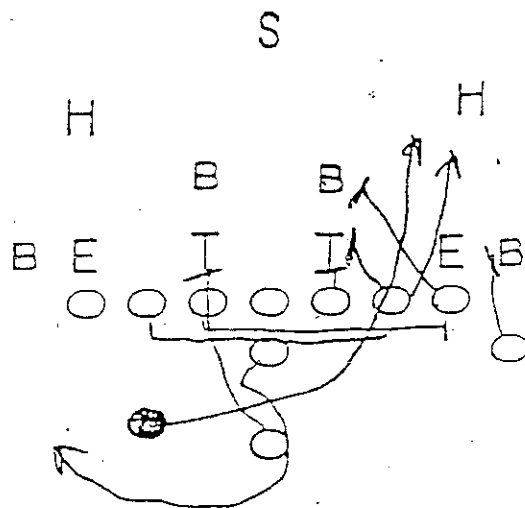
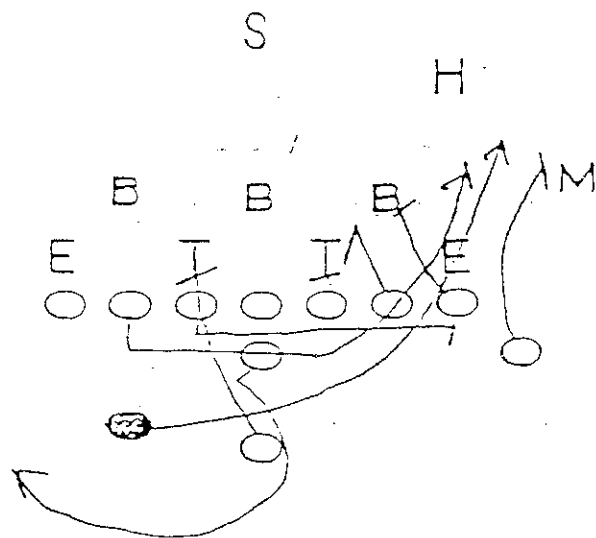
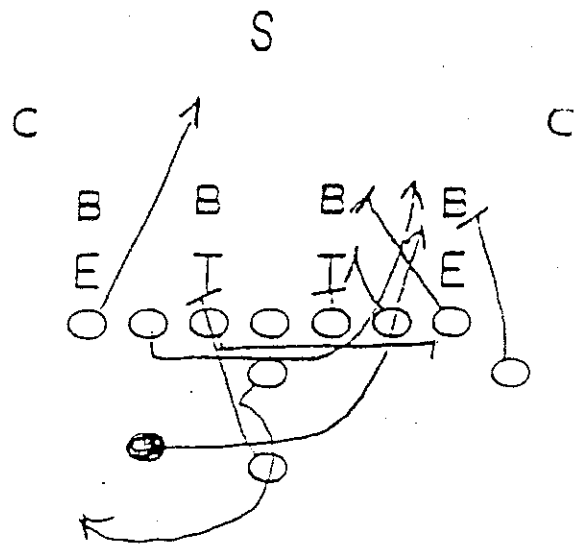
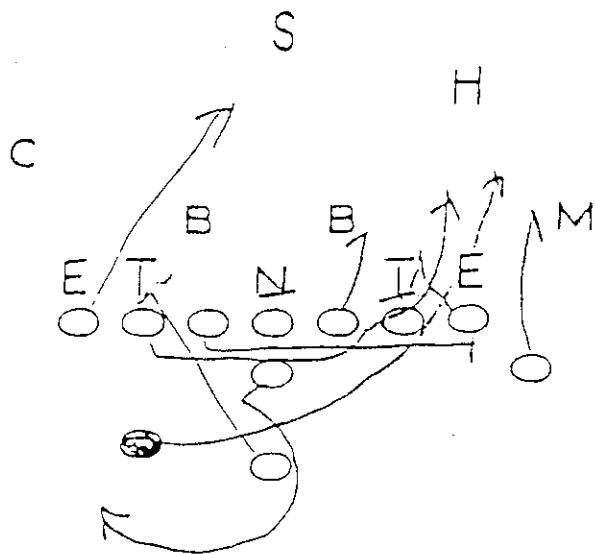
SERIES



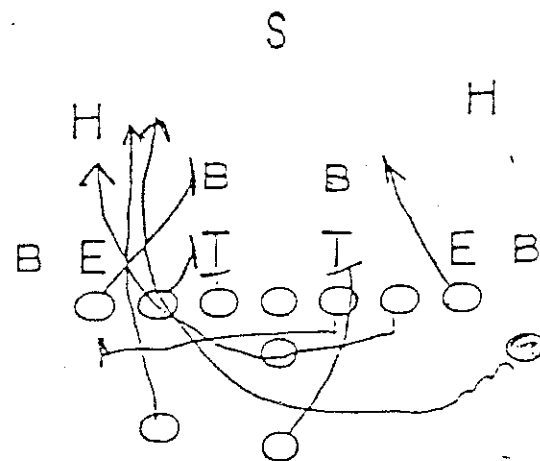
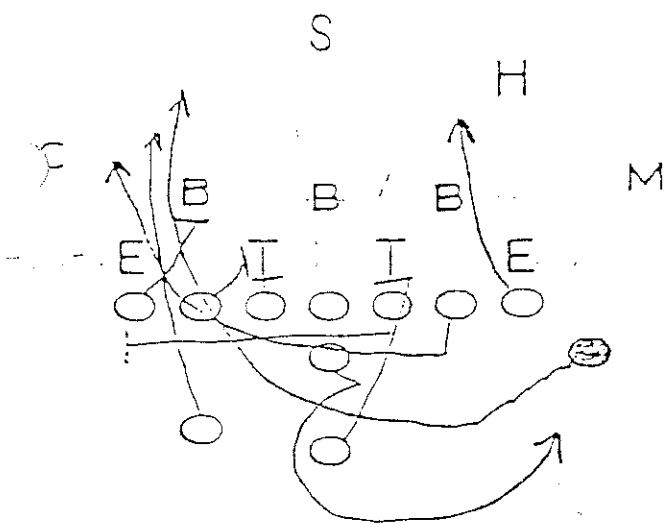
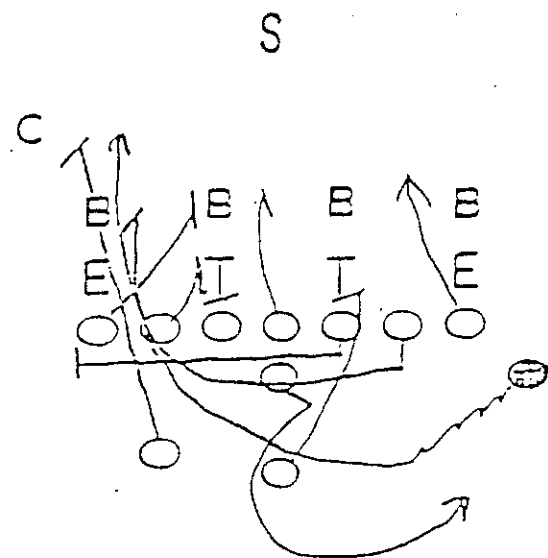
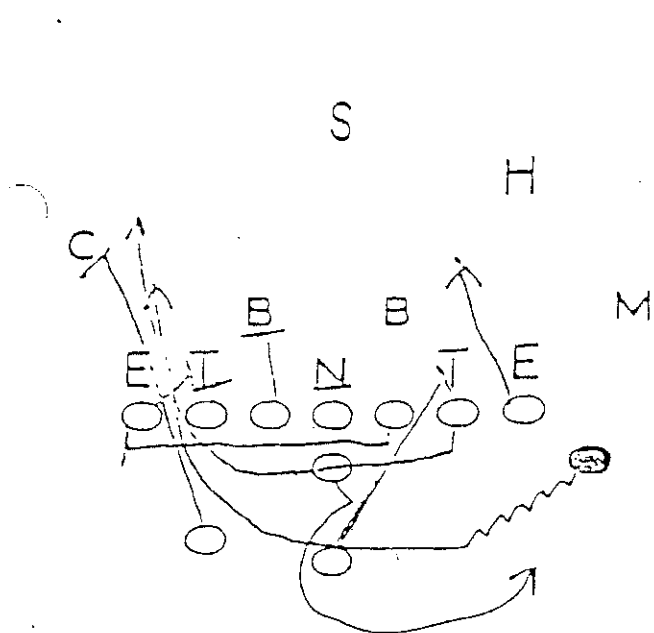
GREAT PLAY IS. EVEN FRONTS



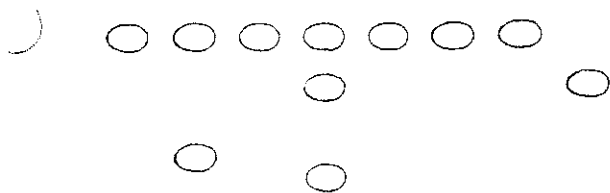
FINISH - 10

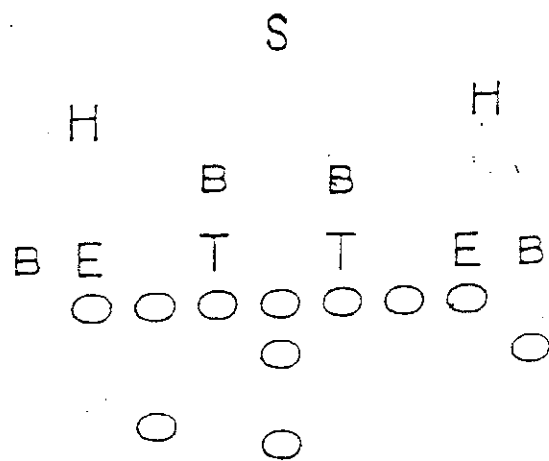
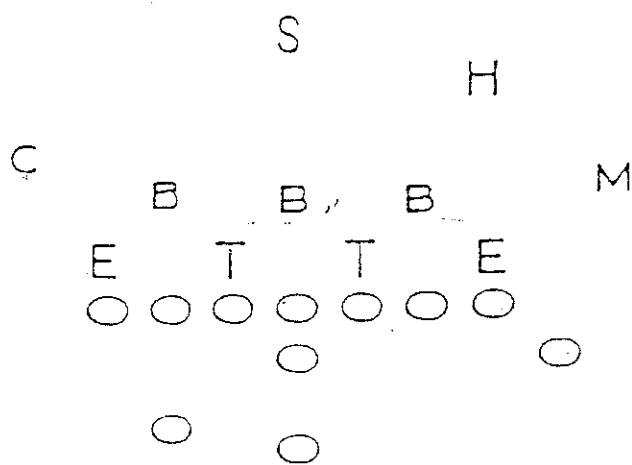
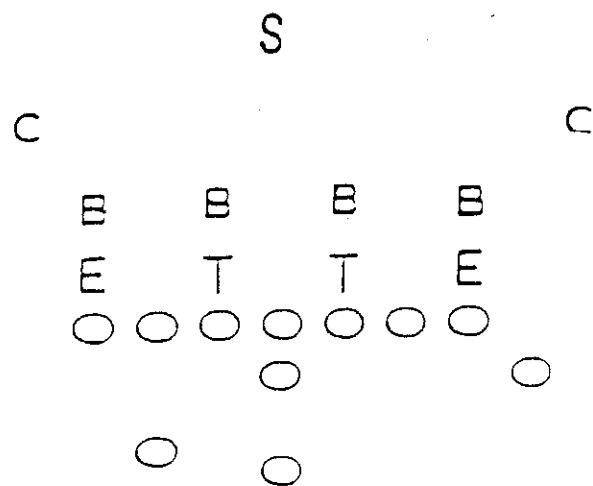
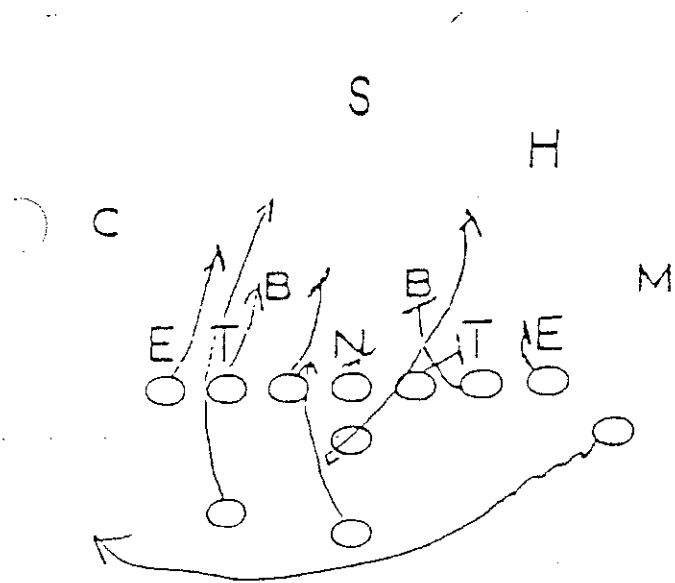


- * WE CAN RUN THIS PLAY WITH NORMAL 2 HOLE BLOCKING RULE
- * WE CAN ALSO GIVE THE BALL TO THE FB - (36-22) - MAN BLOCKING
- * FAKE 36-22 IS BLOCKED JUST LIKE BELLY 22 ON THE PLAYS!
- * CAN BE RUN OUT OF A WING SE

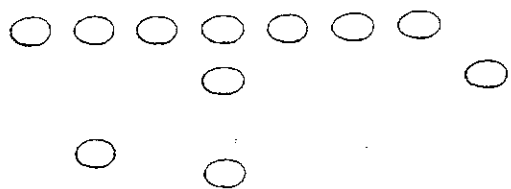


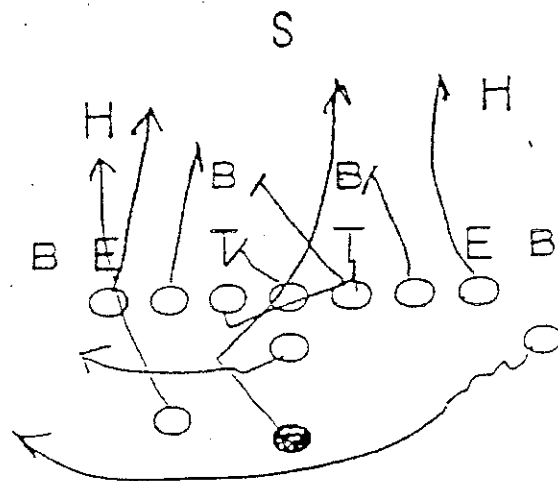
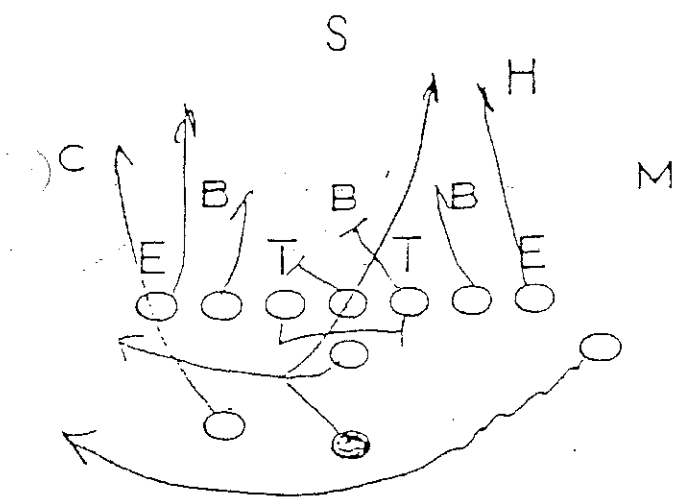
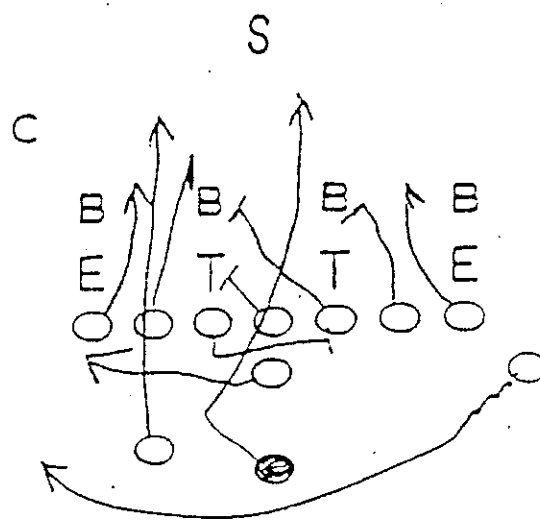
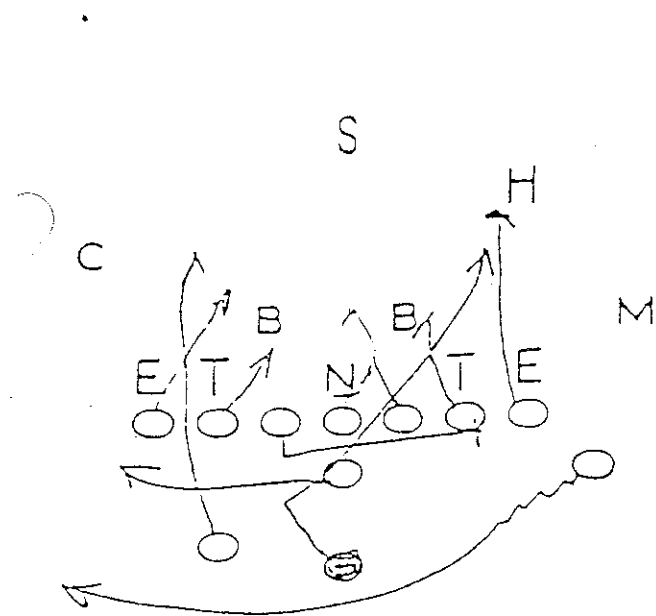
- * WE CAN RUN THIS PLAY WITH NORMAL 8 HOLE BLOCKING RULE:
- * WE CAN ALSO GIVE THE BALL TO THE FB (34-45) - MAN BLOCKING
- * CAN BE RUN OUT OF A REG. SET



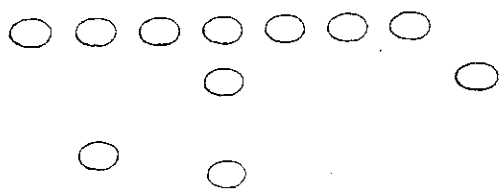


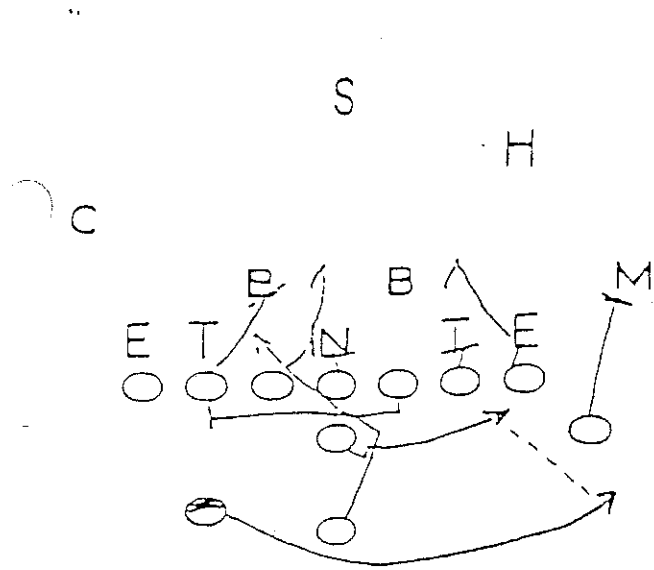
* USED ONLY VS. ODD FRONTS



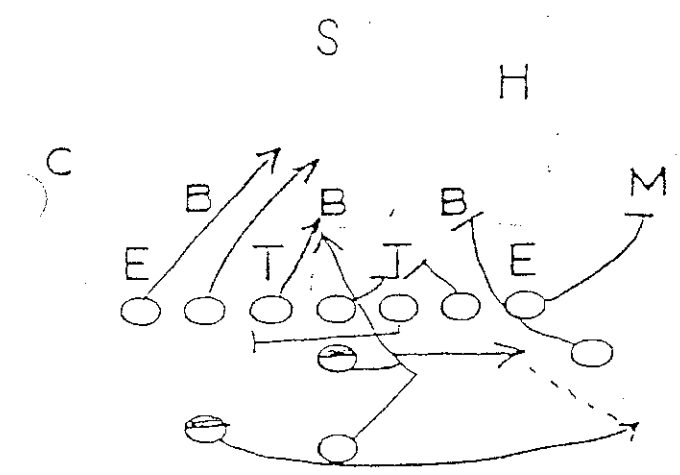


GREAT PLAY VS EVEN FRONTS

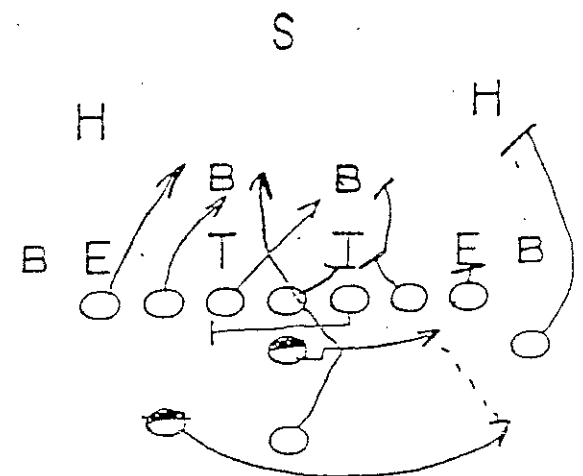




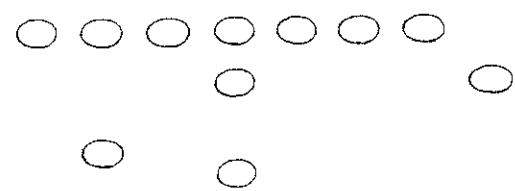
STACK



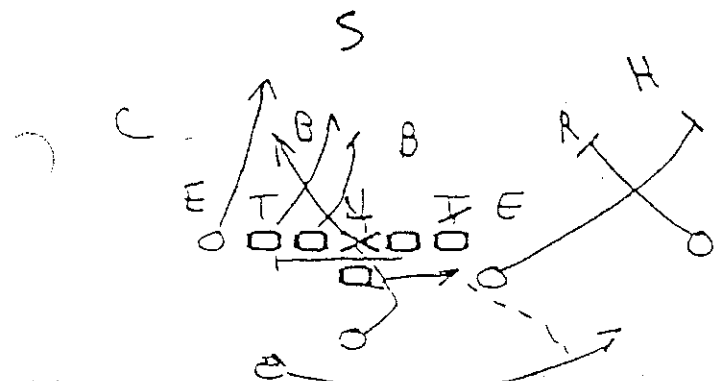
SWITCH



BLOCK THE END



- * CAN USE ANY OF THE 1+9 HOLE OPTION RULES ON THE DE SLAM RELEASE- REGULAR SWITCH BLOCK THE END
- * CAN ALSO BE RUN OUT OF WING.
- * ALSO CRACK OUT OF FLEX CI SPREAD FORMATION.



CRACK OUT OF FLEX RT.

00X00
0

00X00
0

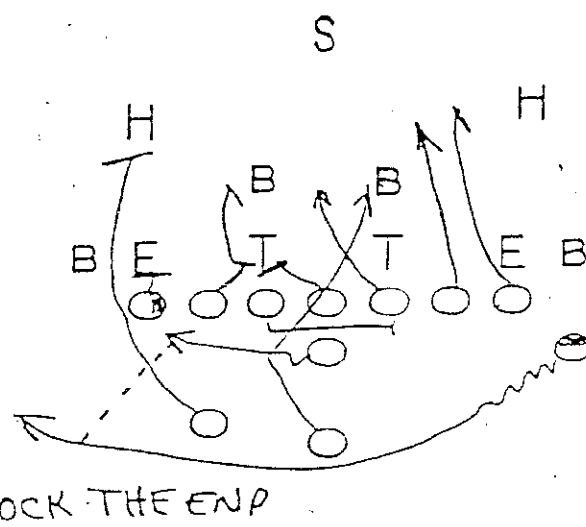
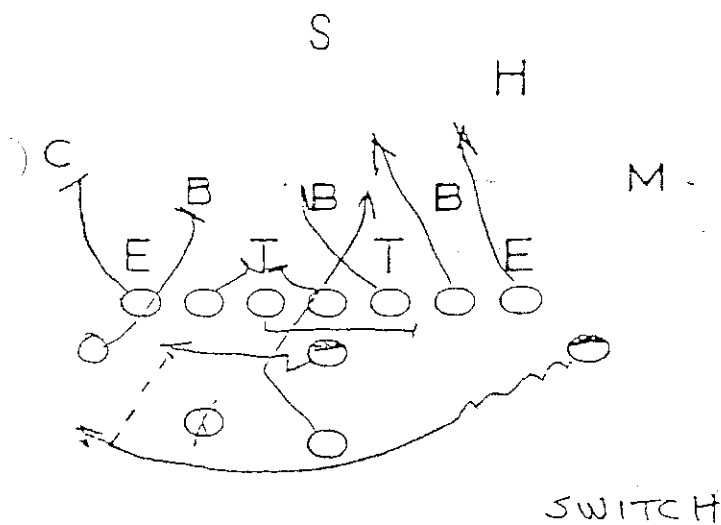
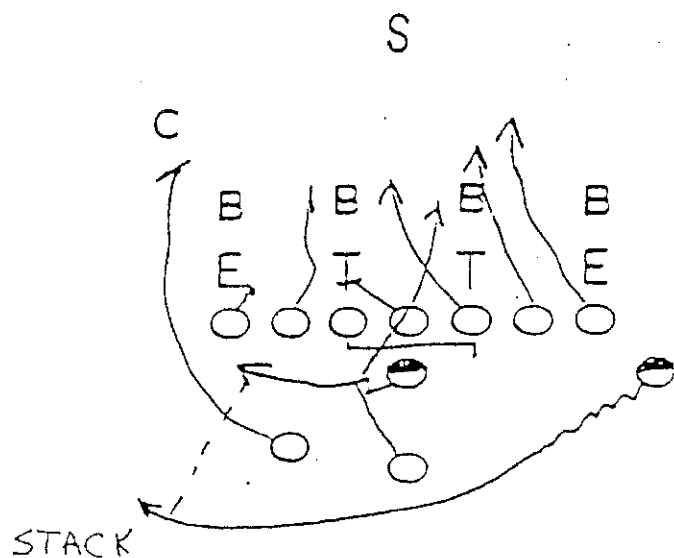
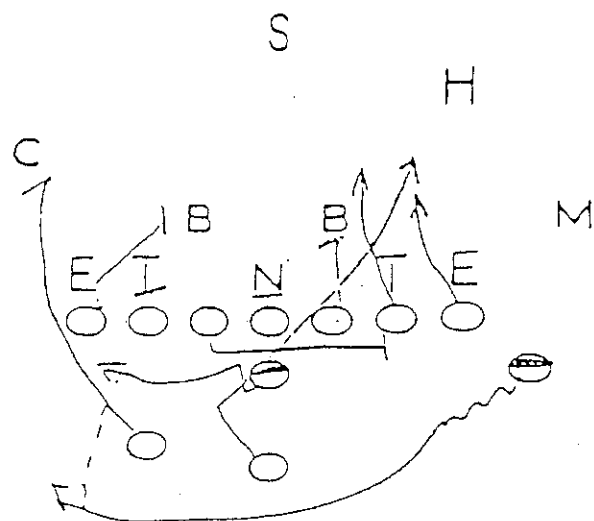
00X00
0

00X00
0

00X00
0

00X00
0

00X00
0



* CAN USE ANY OF THE 1+9 HOLE
OPTION RULES ON THE DE

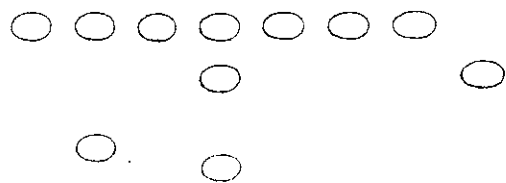
1) SLAM RELEASE - REGULAR

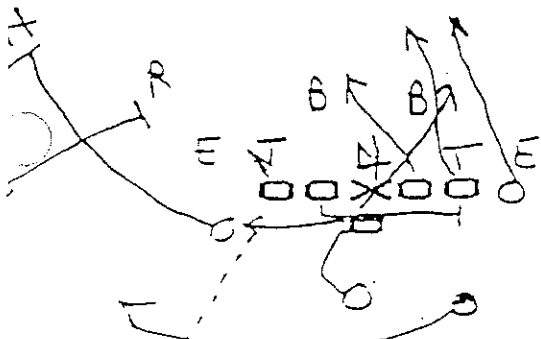
2) SWITCH

3) BLOCK THE END

* CAN ALSO BE RUN OUT OF REG SE-

* ALSO CRACK OUT OF SPLIT OR
SPREAD FORMATION





00X00
0

00X00
0

00X00
0

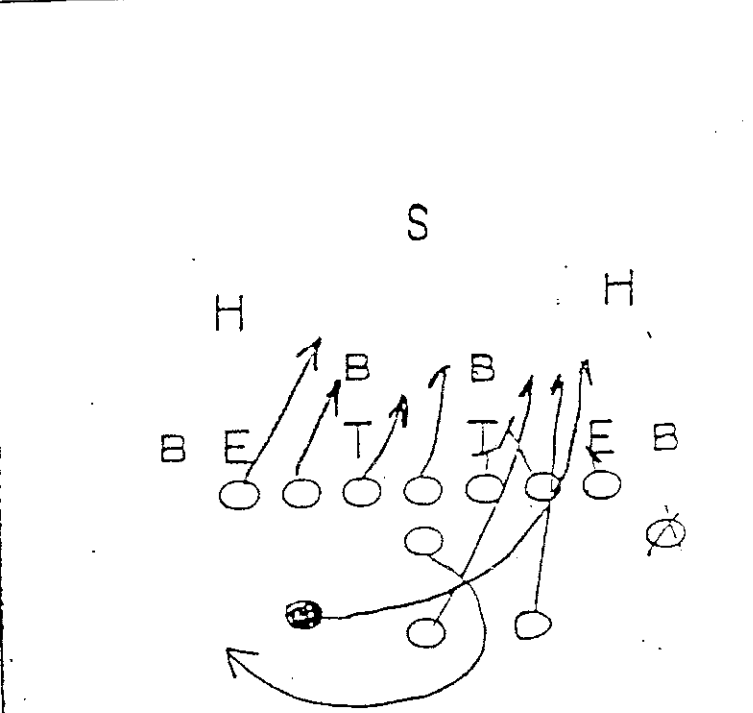
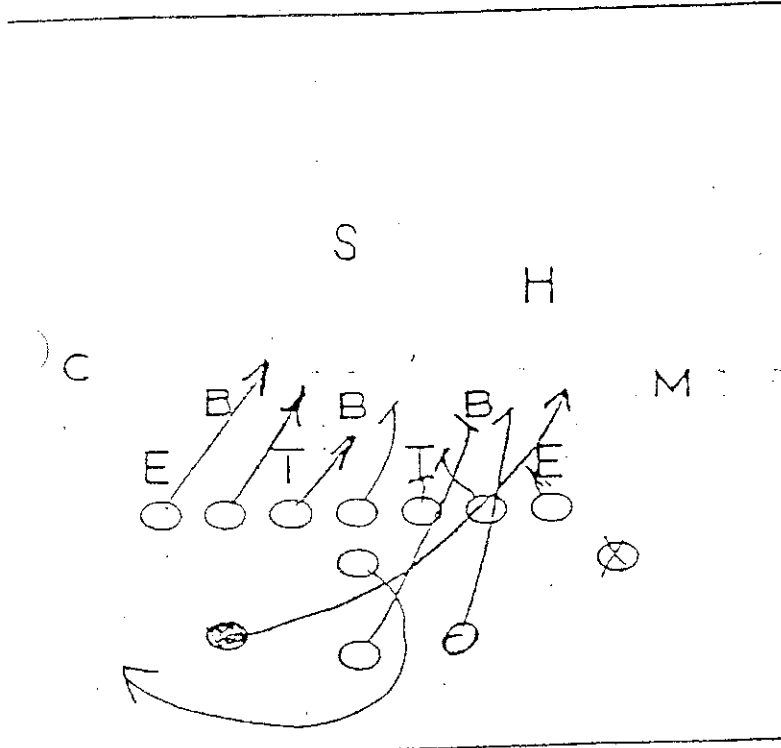
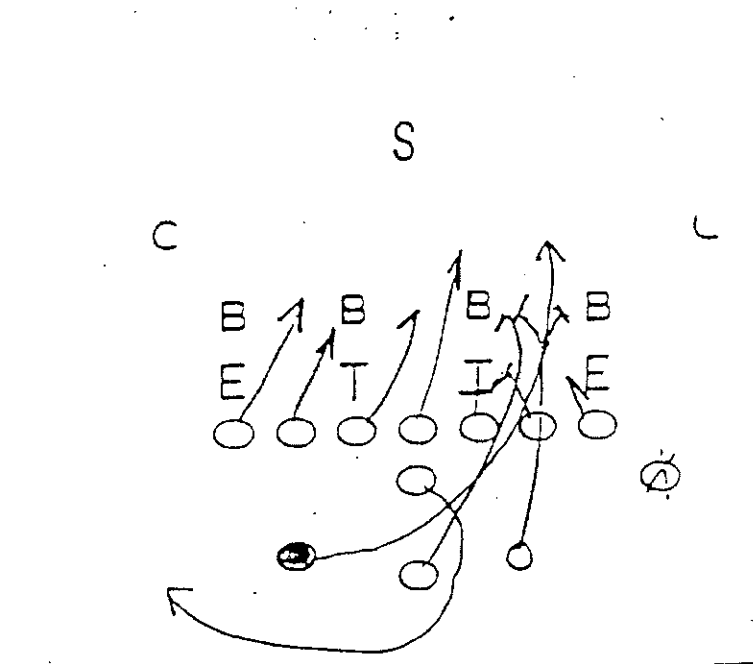
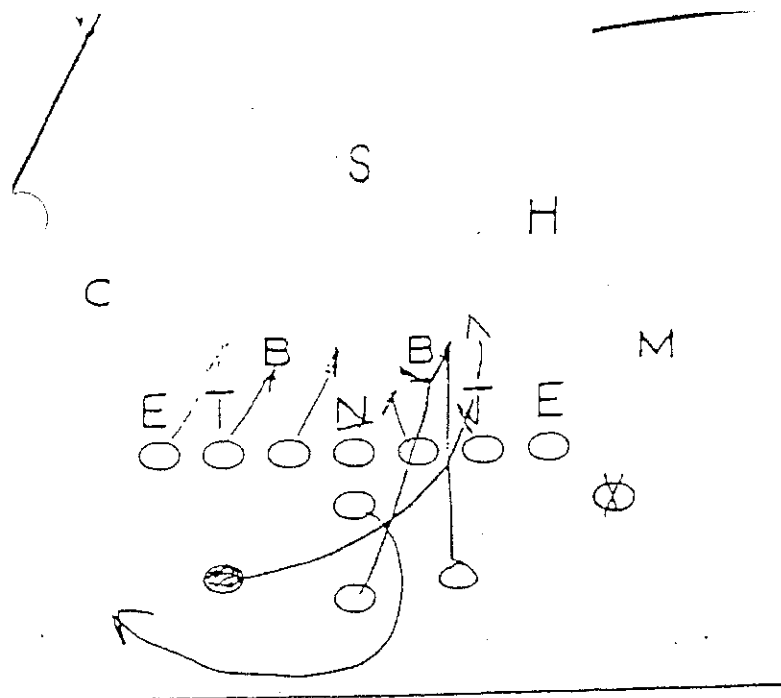
00X00
0

00X00
0

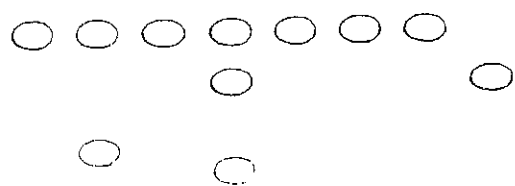
00X00
0

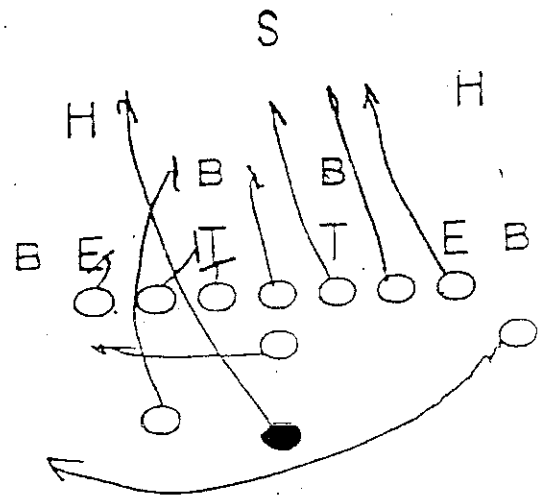
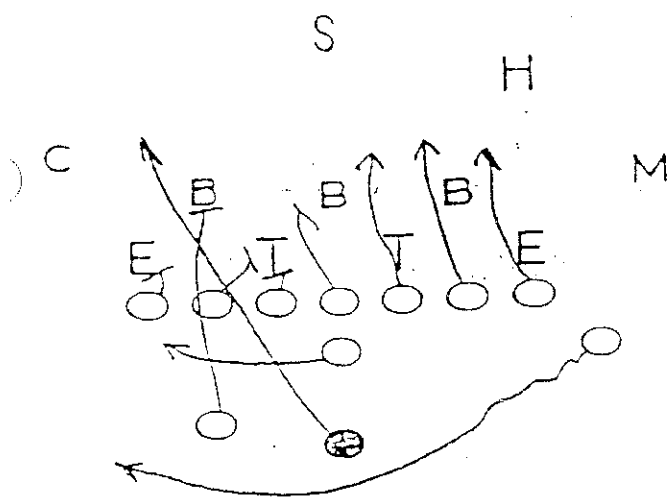
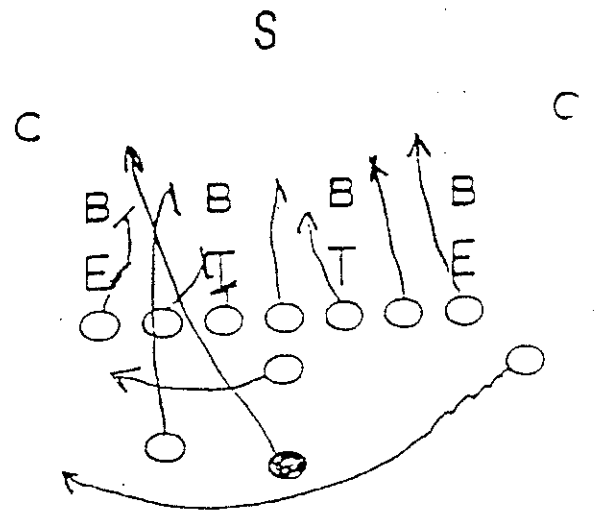
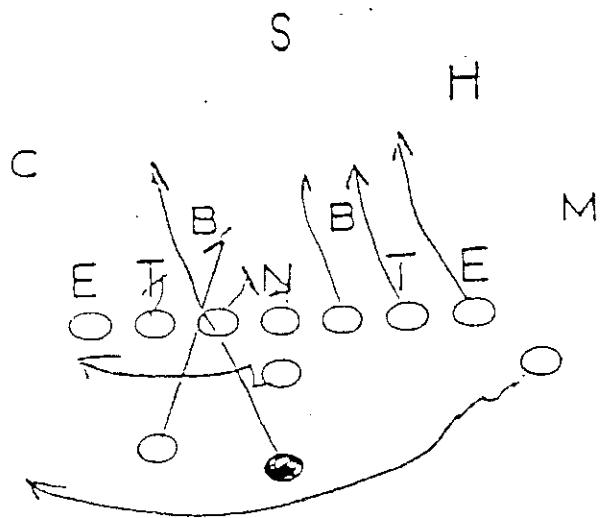
00X00
0

POWER SERIES

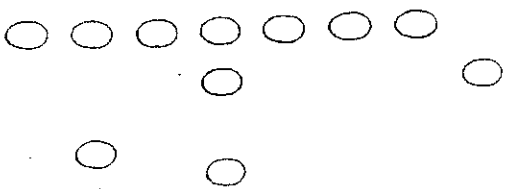


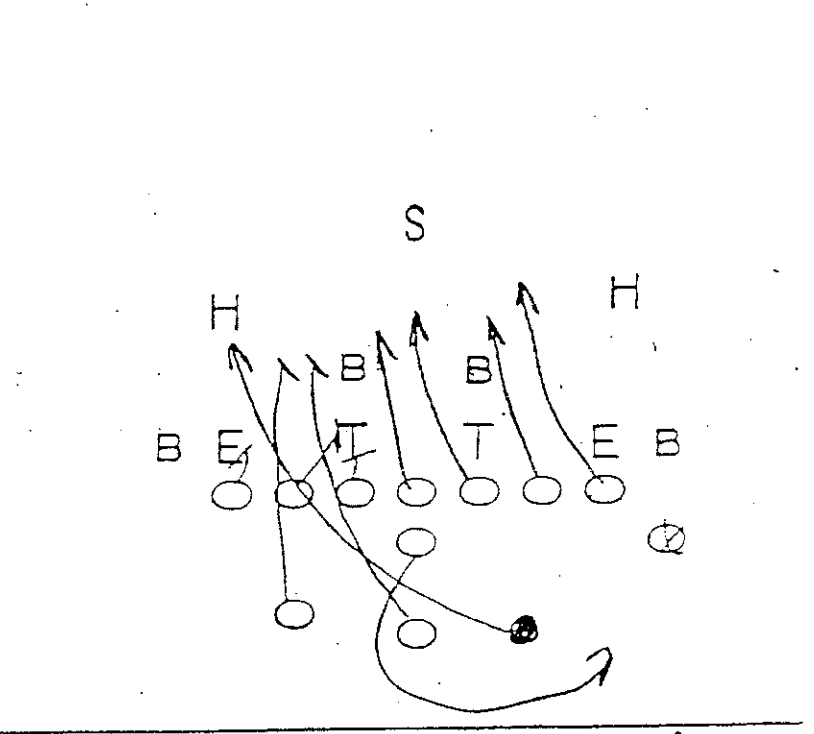
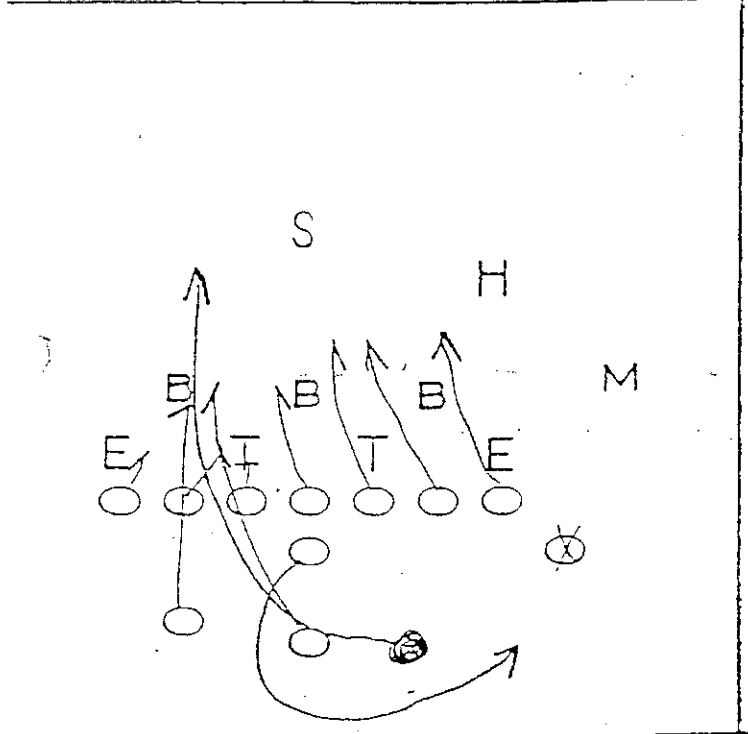
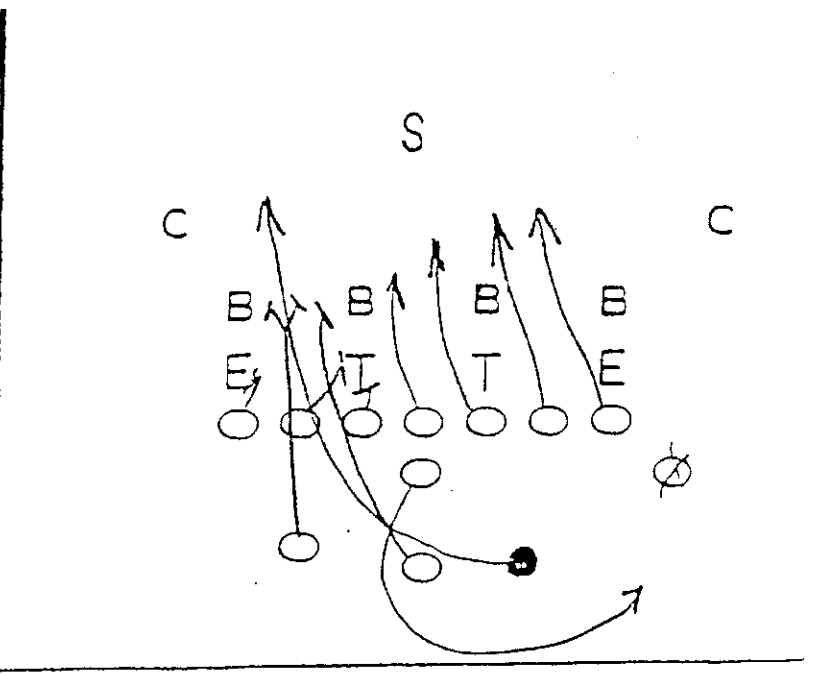
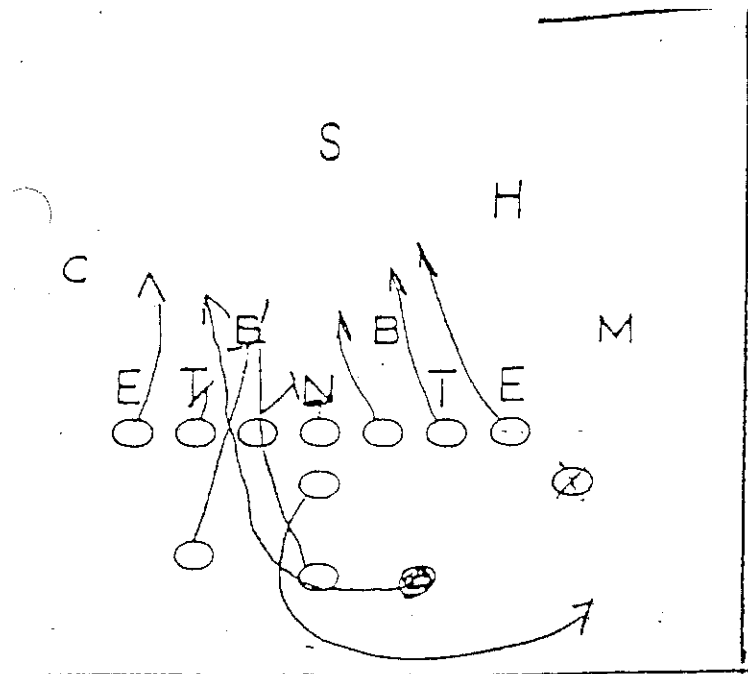
- * POWER - BACKS LEAD ON LB ALWAYS A DOUBLE TEAM AT THE HOLE
- * RUN THIS OUT OF WISHBONE
- * START OUT DOUBLING INSIDE
- * RUN POWER KEEPS OFF THIS.





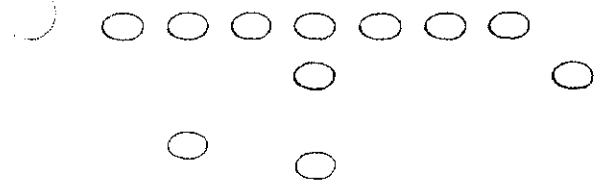
- * POWER - BACKS LEAD ON LB
ALWAYS A DOUBLE TEAM F
THE HOLE
- * RUN THIS OUT OF WISHBONE
MUCH OF THE TIME.
- * ALWAYS START OUT DOUBLING
INSIDE

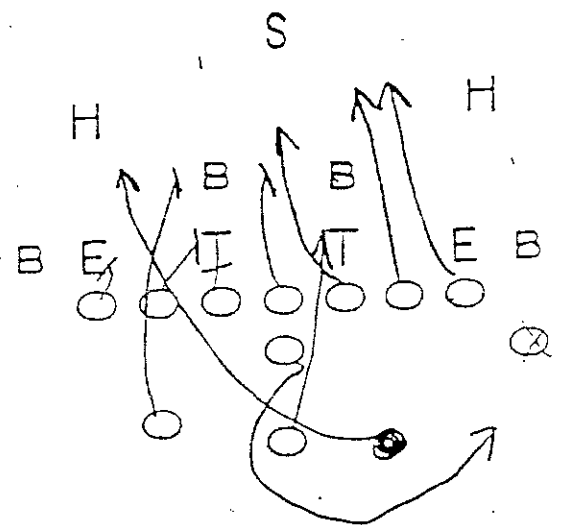
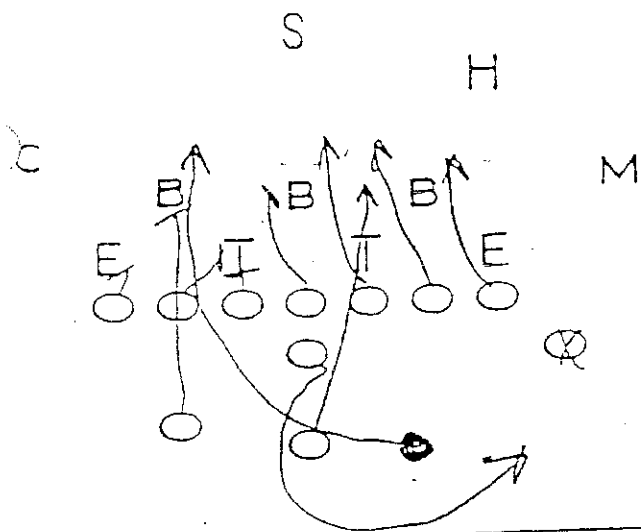
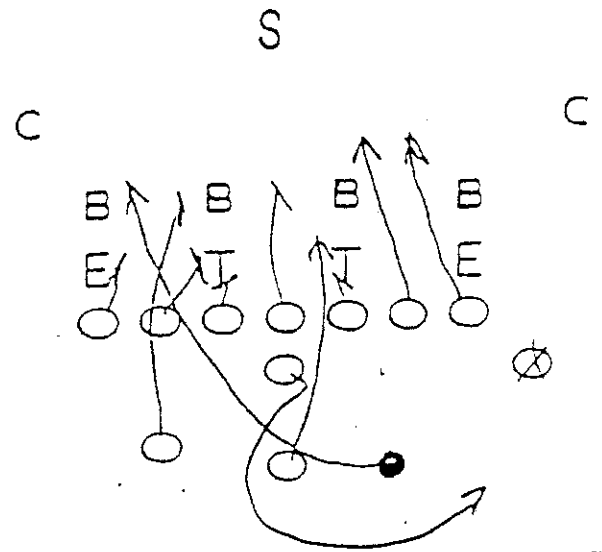
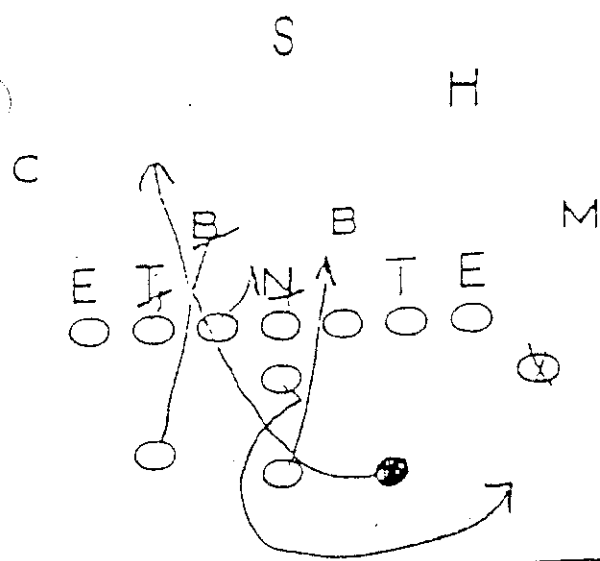




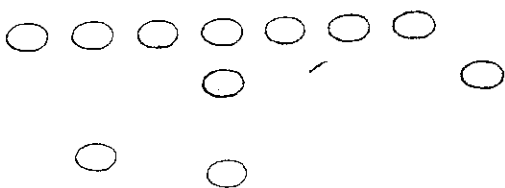
* POWER - BACKS LEAD ON LB
ALWAYS A DOUBLE TEAM
AT THE HOLE

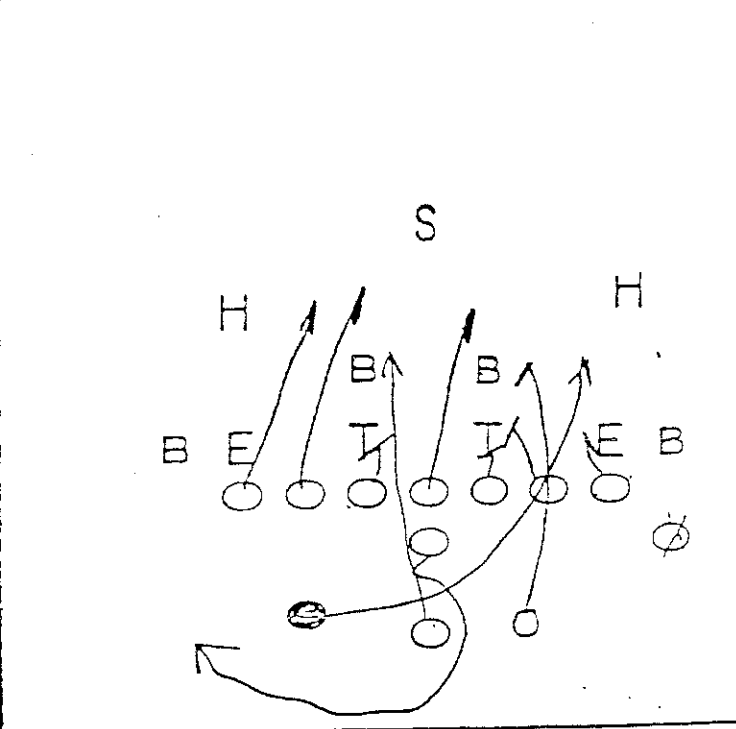
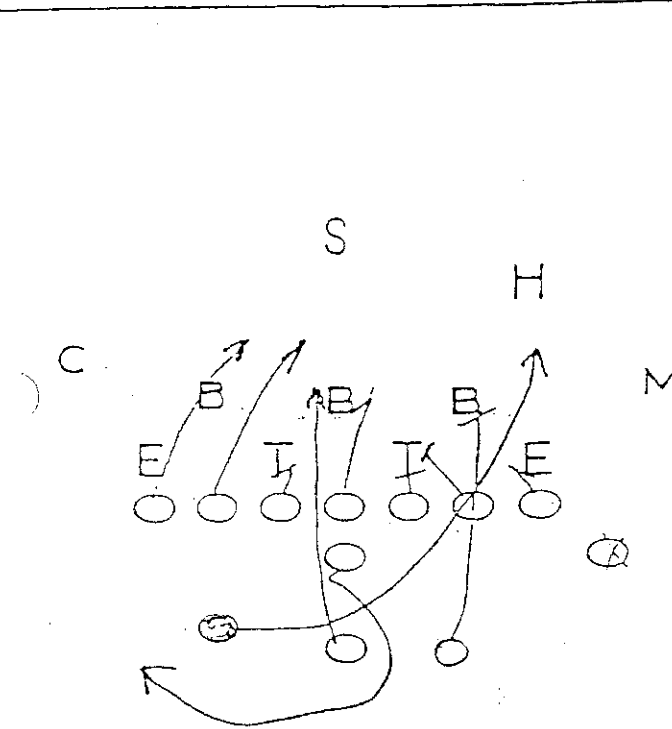
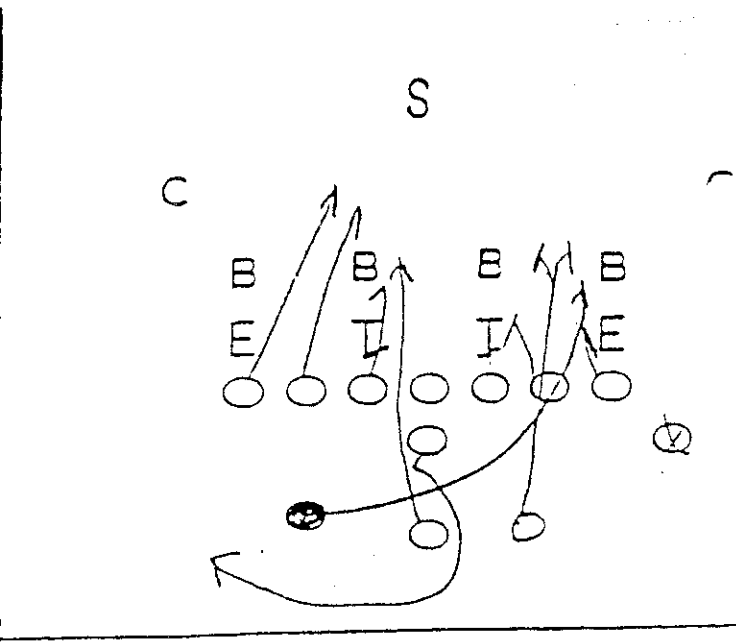
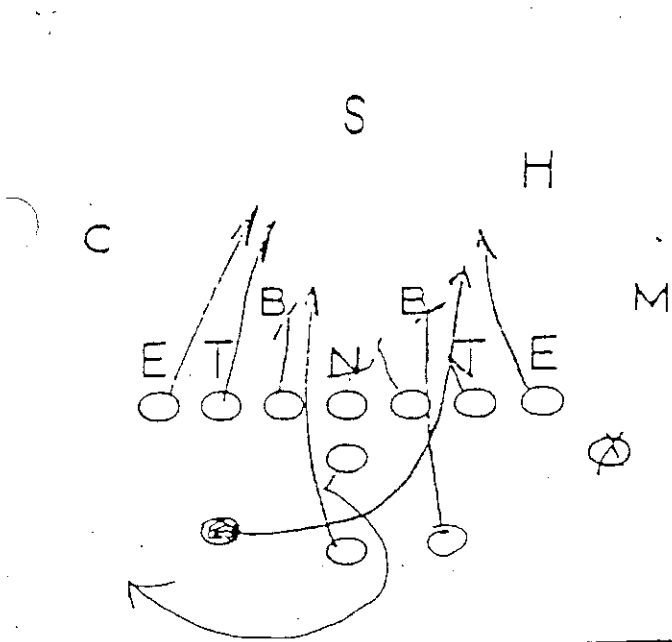
* RUN THIS OUT OF WISHBONE
* START OUT DOUBLING INSIDE
* RUN POWER KEEPS OFF THIS





- * POWER-BACKS LEAD ON LB
ALWAYS A DOUBLE TEAM
AT THE HOLE
- * RUN THIS OUT OF WISH BONE
- * START OUT DOUBLING INSIDE
- * CAN RUN POWER KEEPS



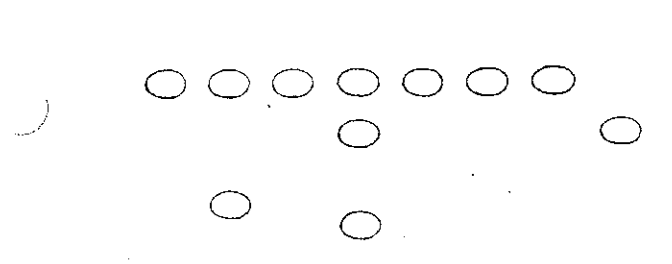


* POWER- BACKS LEAD ON LB
ALWAYS A DOUBLE TEI
AT THE HOLE

* RUN THIS OUT OF WISHBONE

* START OUT DOUBLING INSIDE

* CAN RUN POWER KEEPS.



WING

SERIES

WE SHOULD BE ABLE TO RUN ALL OF THIS OUT OF RT + LT, SPREAD + DOUBLE WING

(playaction passing)	(3 step)	(921 291 1/2 719)
(38)(32)(38-1sc)(32-9sc)	(9hitch-to)	(flag-post-roll)
(46count)(48bootleg)	(9slant)	(curl-flag-up-post)
(fk36-22boot)(fk34-48boot)	(2hitch-to)	(out-fling-drag)
(st dn pass)(fb draw)	(2slant)	(out-flag-backside pos)
(1 + 9 pass)(lightning)	(4hitch-to)	(pick-flag-drag)
(2 + 4 shuttle pass)	(4slant)	(R + 4 back flair)
		(21 & 49 sweep pass)

WING T	INSIDE BELLY	OUTSIDE BELLY	MISPERECTIONS	POWER
33.	36	38	34X	37pow
22.	*48	49	36X	23pow
21s	34-22	32	fk36-22tr	43pow
46c	*fk34-22	fk33-21	fk34-48tr	fk34-47po
24c	48-19Keep	21SpOpt	34x opt	fk36-23pow
49s.	34-22Keep	49SpOpt	36x opt	Power Keep
			fk36-14f	

DIVE SERIES

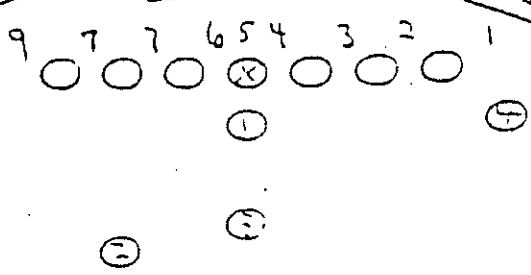
27
43
26
44
35

ASO RES.
2+8 HOLE
SCHEMES

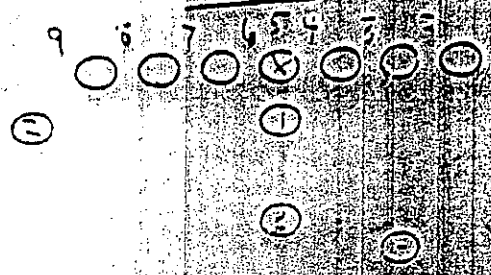
FEED SIDE

RIGHT

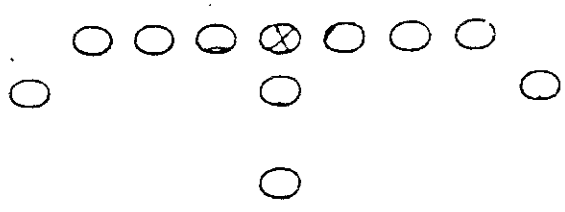
STRONG SIDE



LEFT



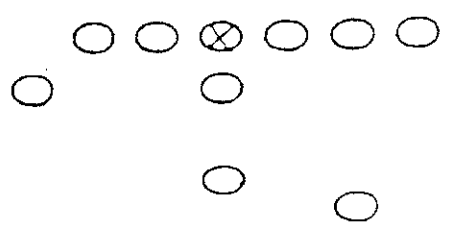
DOUBLE WING



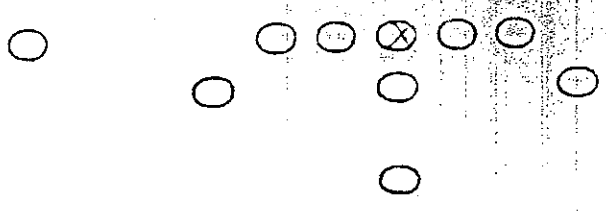
FLEX



SPLIT

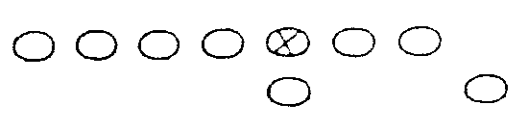


SPREAD

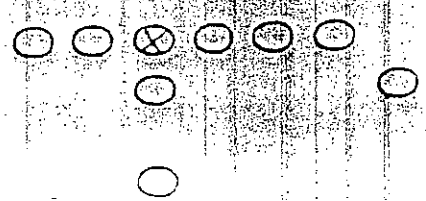


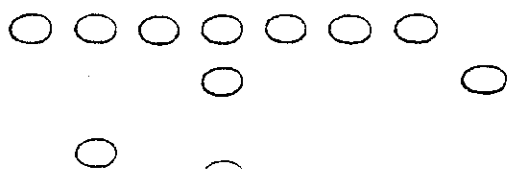
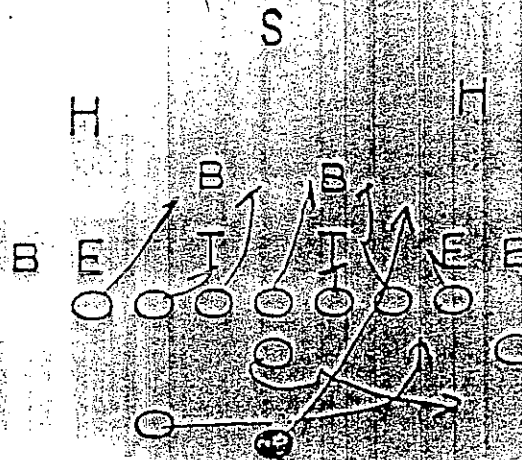
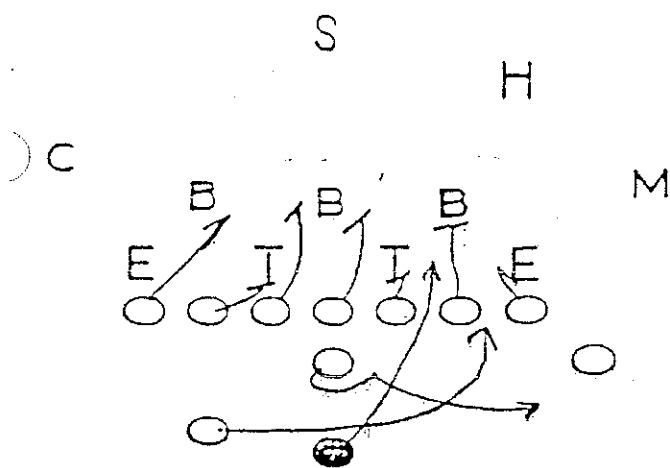
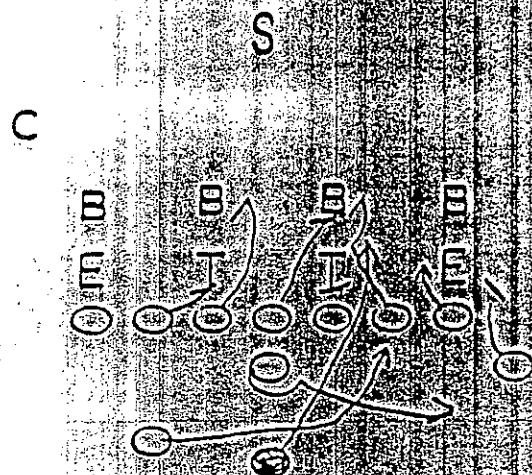
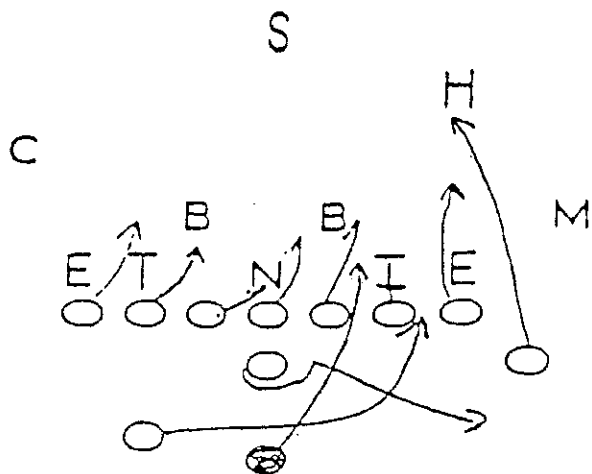
FEED TACKLE RIGHT
-RONG TACKLE

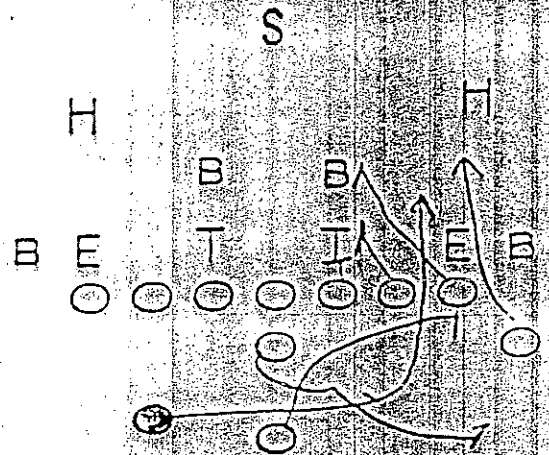
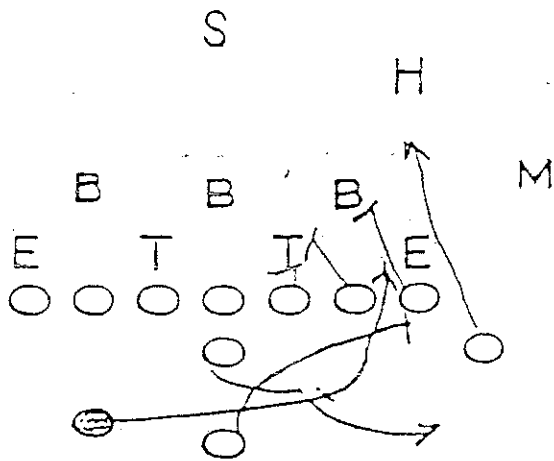
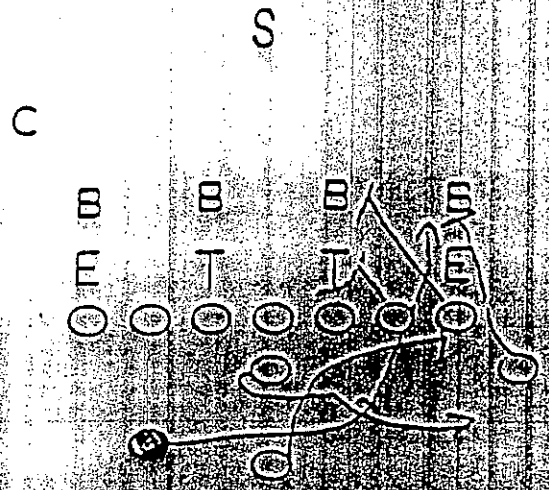
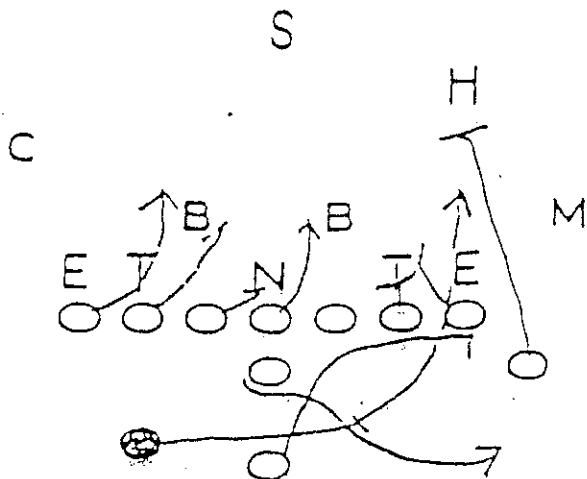
TACKLE UNBALANCE



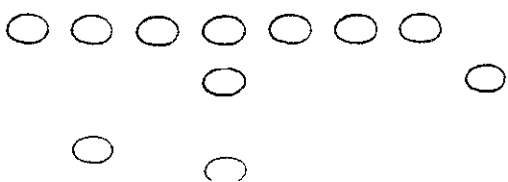
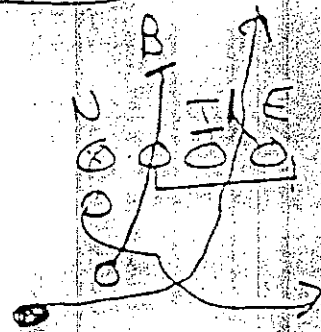
END UNBALANCE

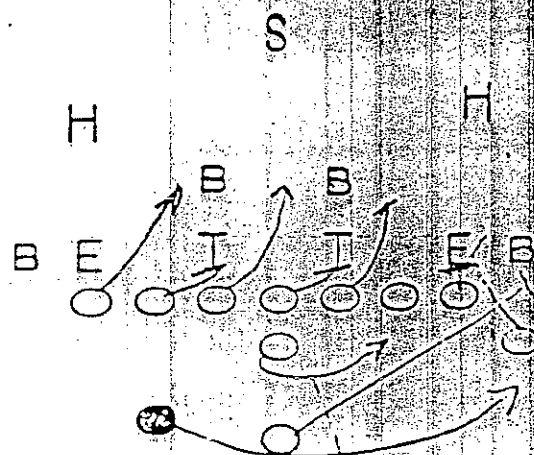
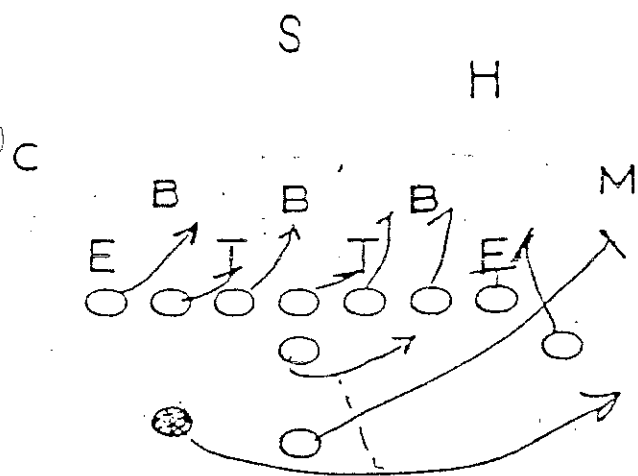
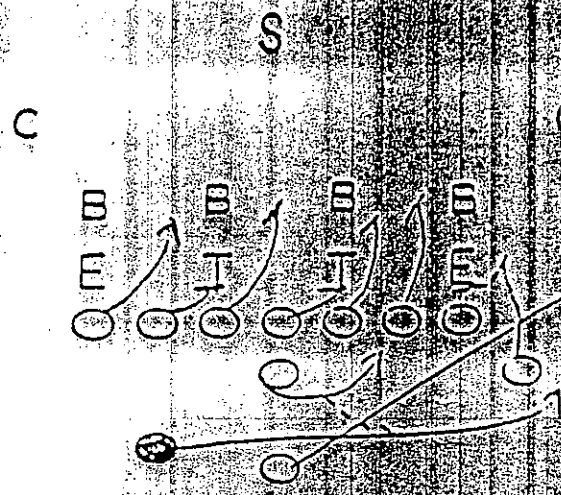
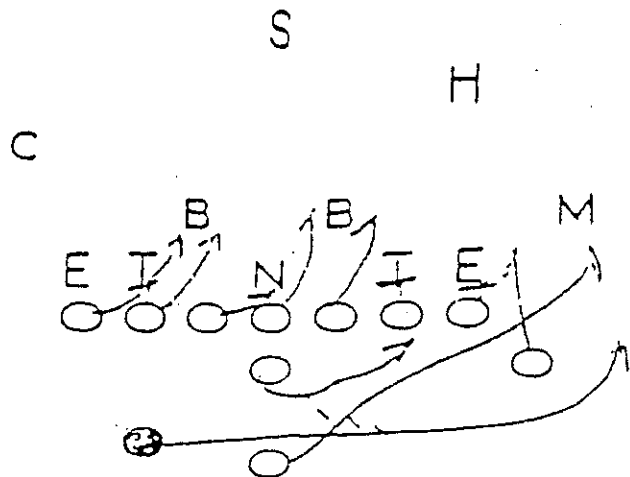




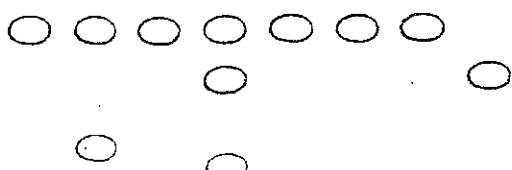
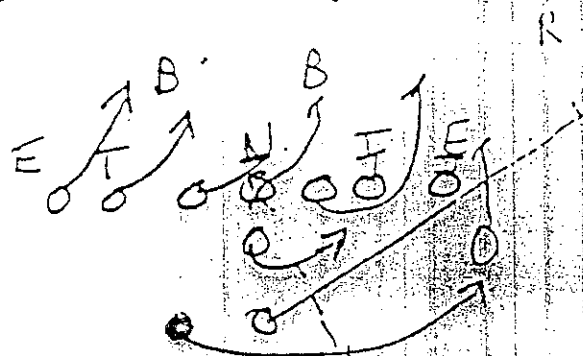


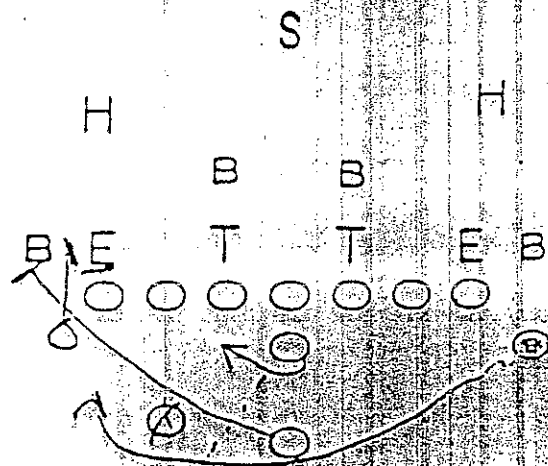
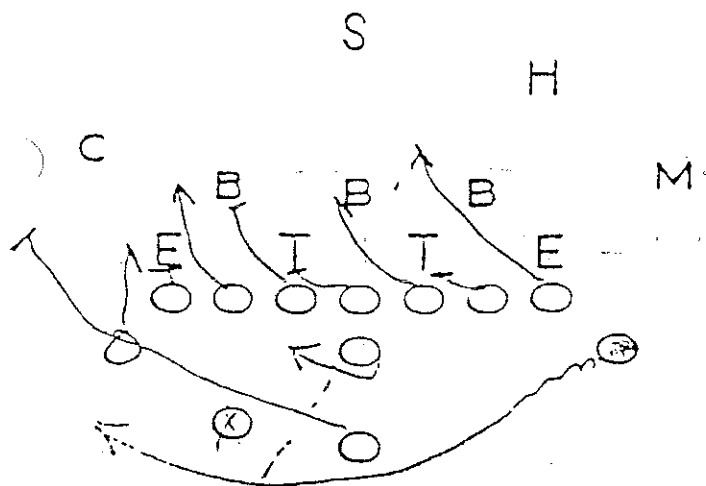
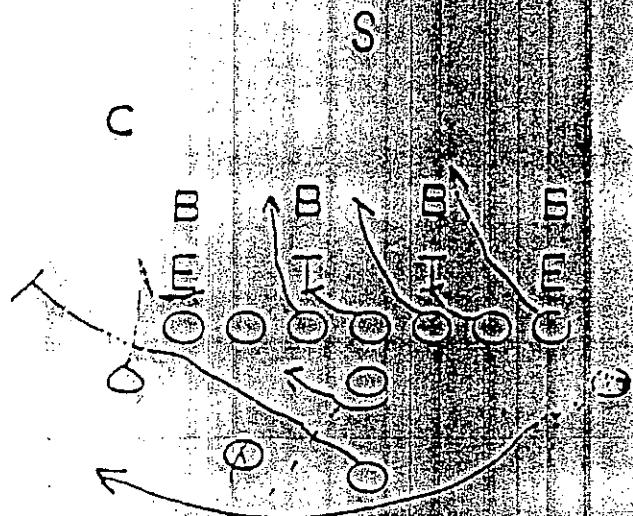
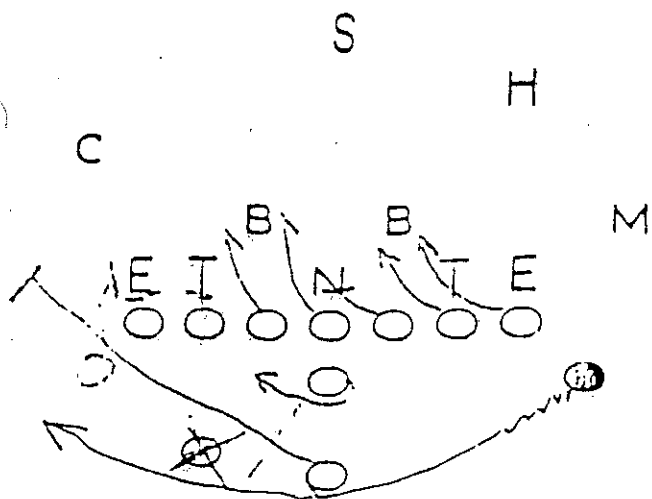
GUARD PULL



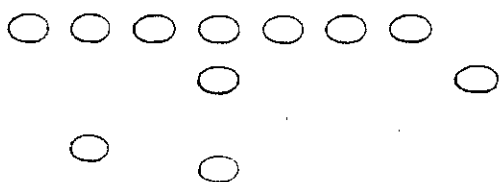
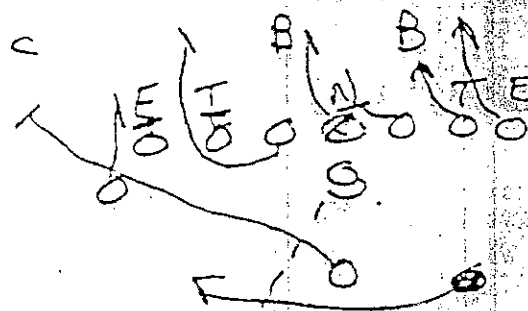


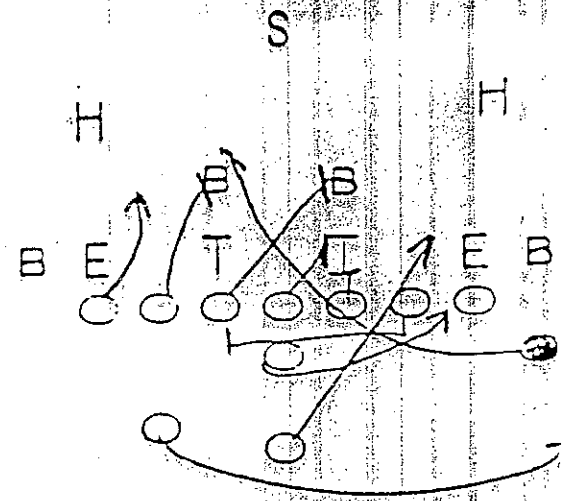
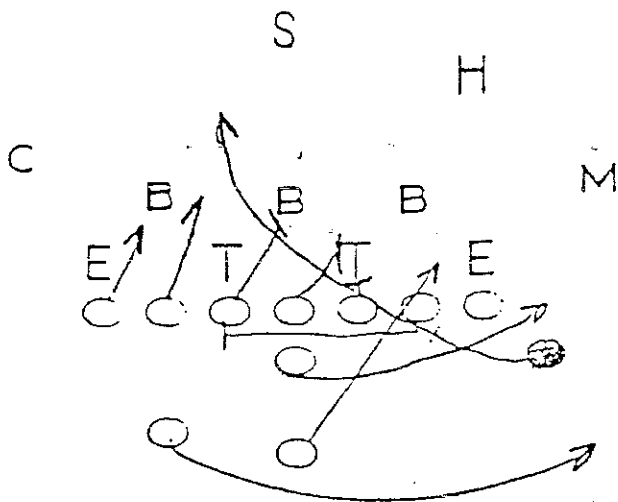
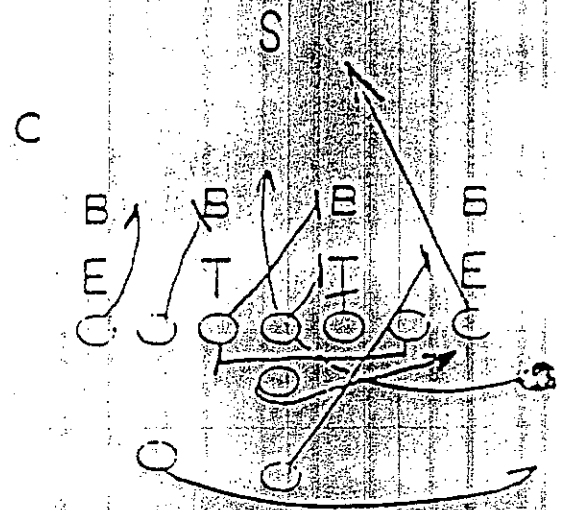
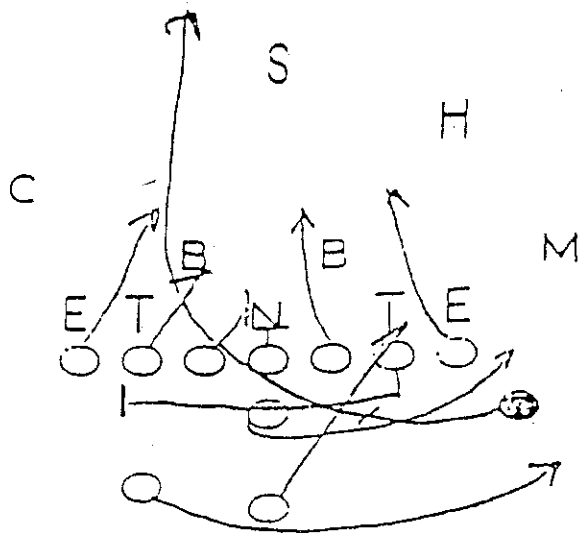
WILL ALSO PULL FRONT
SIDE GUARD AT TIMES



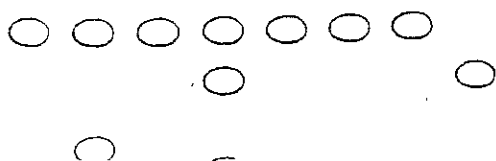


ALSO WILL PULL FRONT SIDE
GUARD AT TIMES





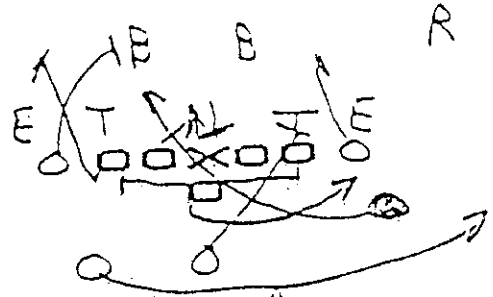
- * TRAP 1ST MAN PAST THE CE
- * CAN BE RUN OUT OF REG. SE WITH A JAB STEP
- * ALSO HAVE RUN 45, 47, AND 48
- * END TAKE LB SCHEME (ON BACK)
- * INFLUENCE SCHEME



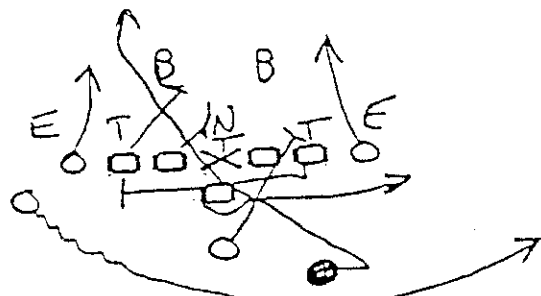
S

H

C



END TAKE LA

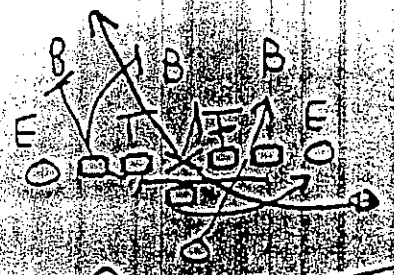


REGULAR SET

00X00
0

00X00
0

C



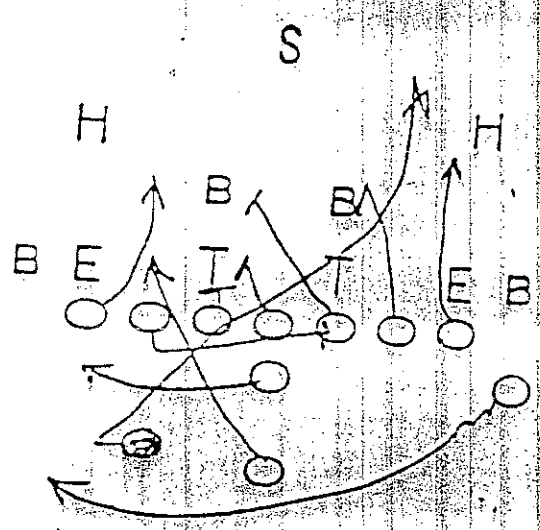
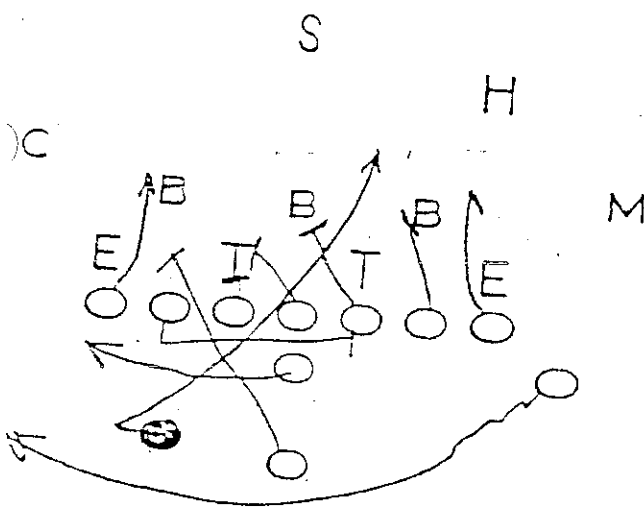
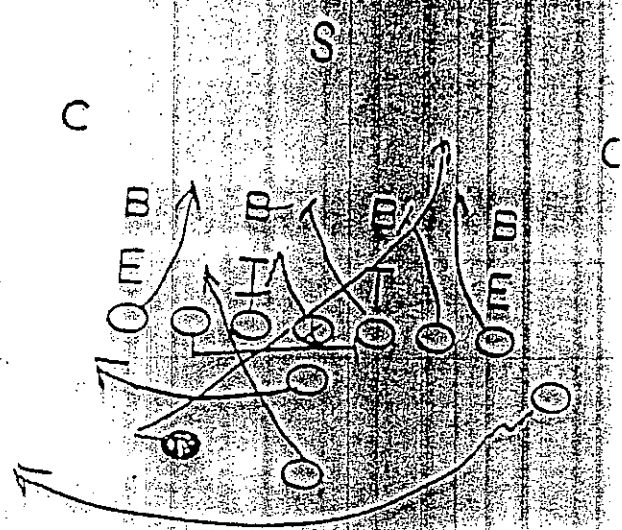
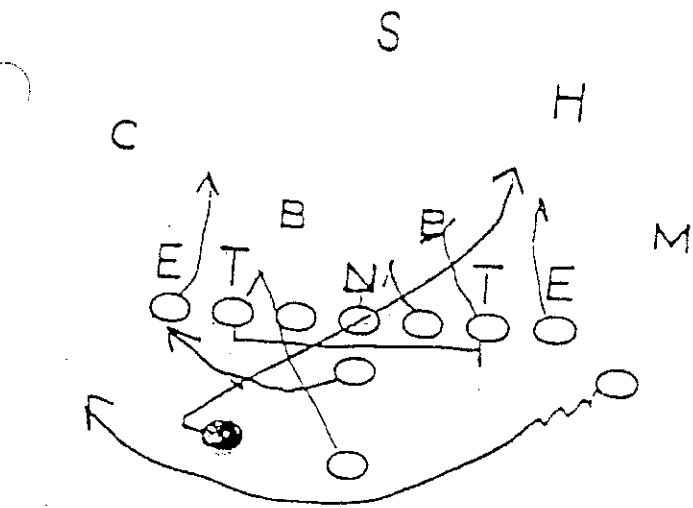
INFLUENCE

00X00
0

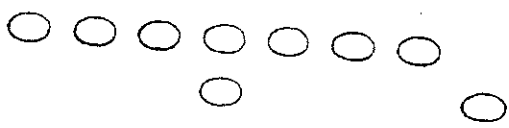
00X00
0

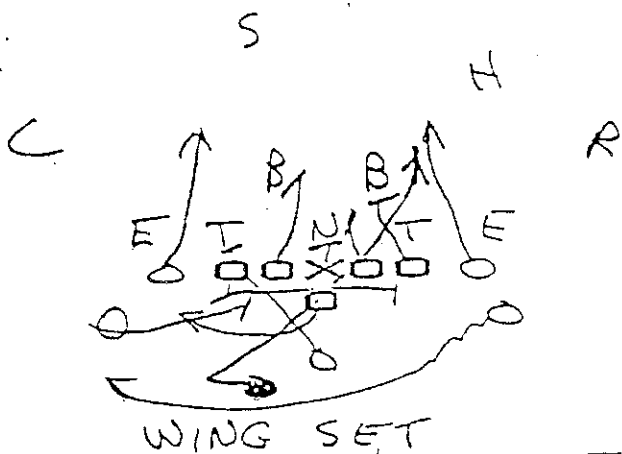
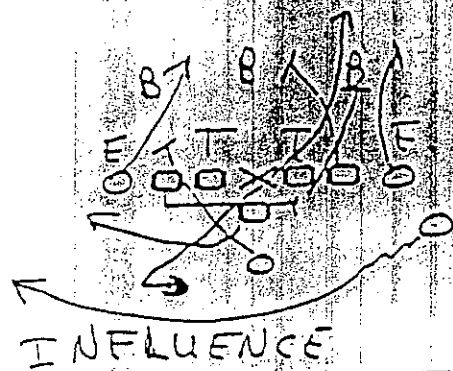
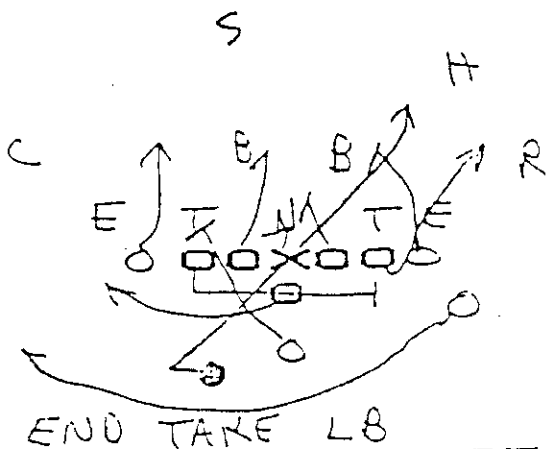
00X00
0

21 - 100 YARDS



- * TRAP 1ST MAN PAST THE CENTER
- * CAN RUN OUT OF WING SET (ON BACK)
- * ALSO HAVE RUN 25, 23 AND 22 COUNT
- * END TAKE LB SCHEME
- * INFLUENCE SCHEME (ON BACK)





00X00
0

00X00
0

00X00
0

00X00
0

00X00
0

3 STEP

DROP

PICU UNIT

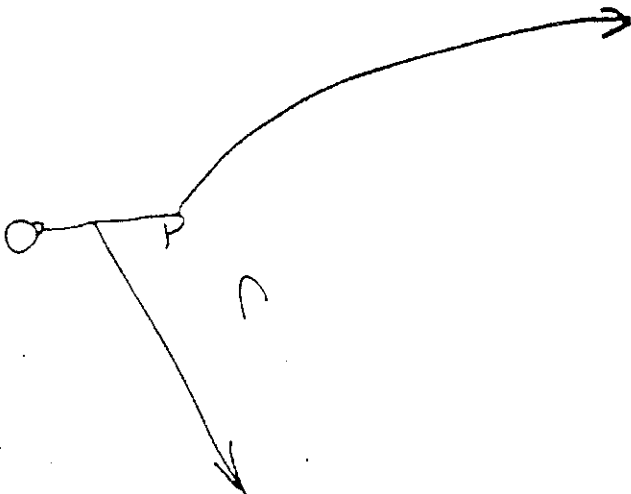
ITCH -

- DEEPER THAN 6

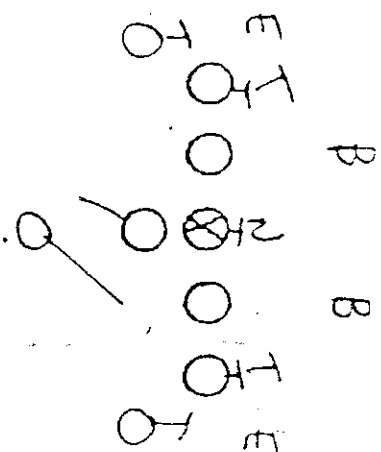
ARE OFF - WHILE 5 YDS OR LESS

WICK OUT - PAINT - HEAVY INSIDE ALIGNMENT

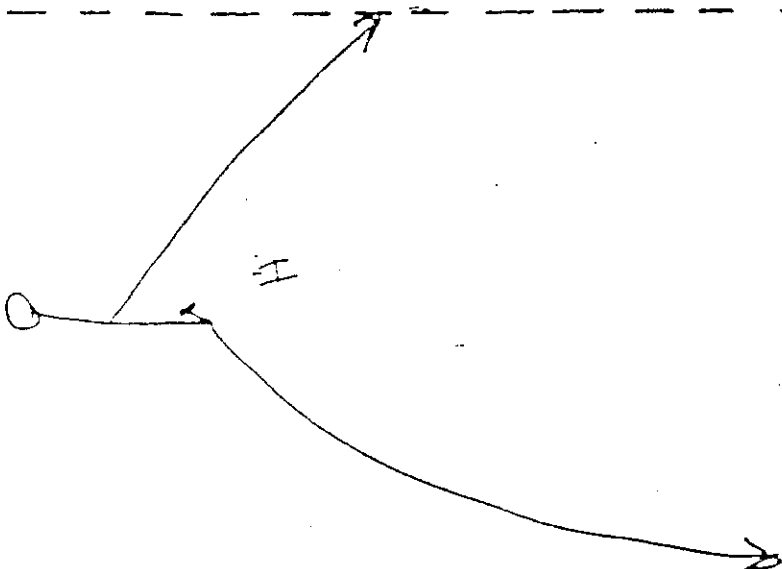
LAINT - R/P - HEAD UP TO OUTSIDE ALIGNMENT
AND NO STRONG SAFETY

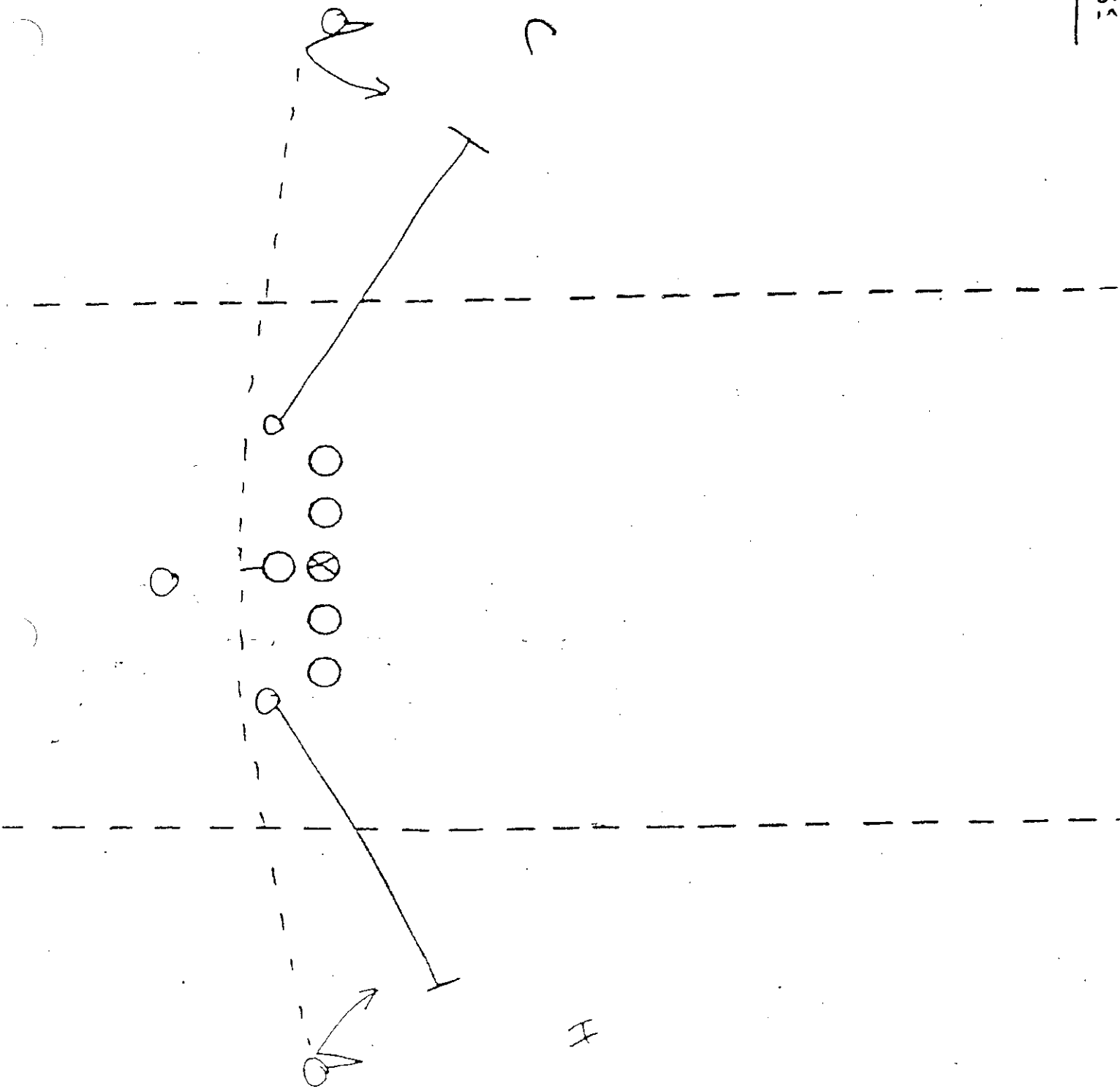


S



R

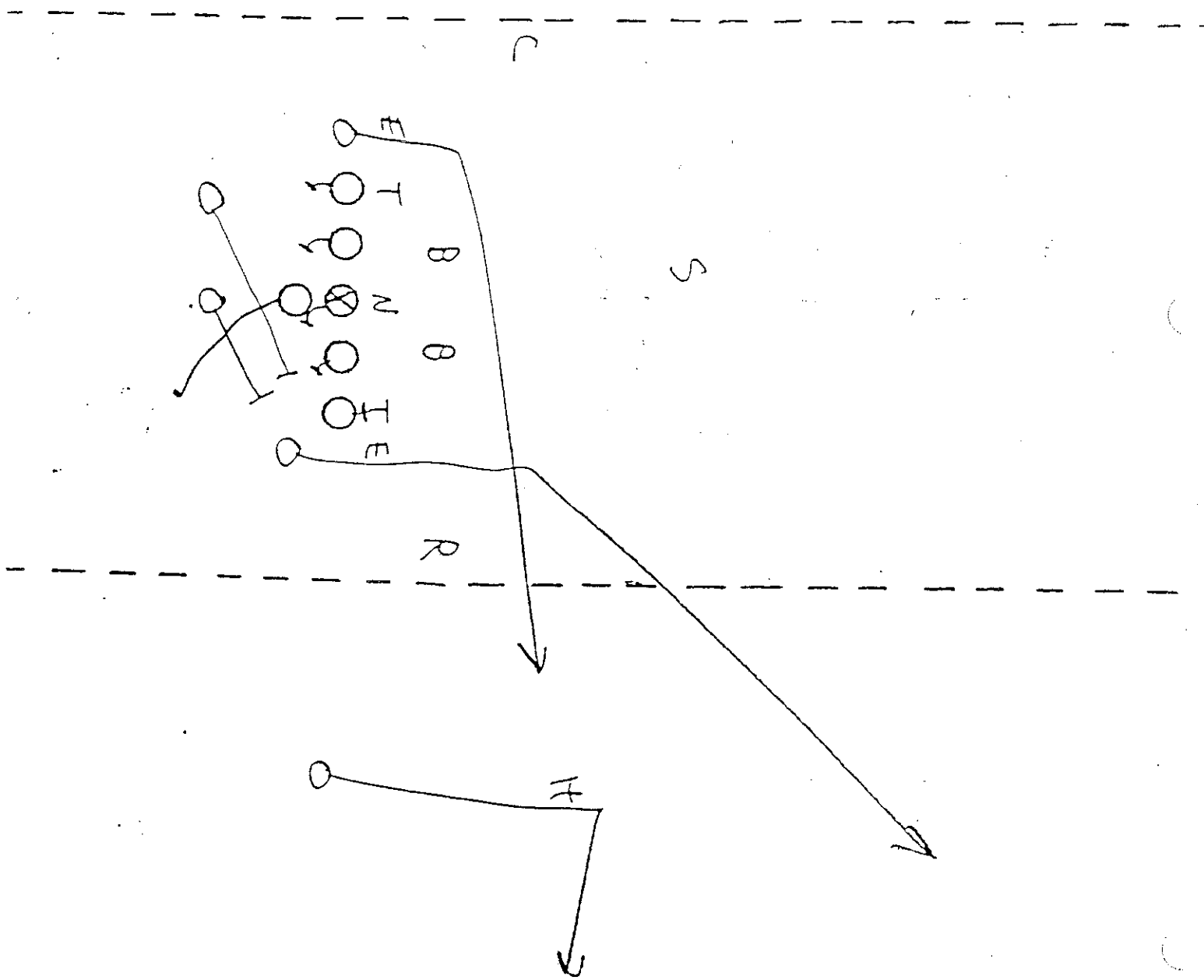




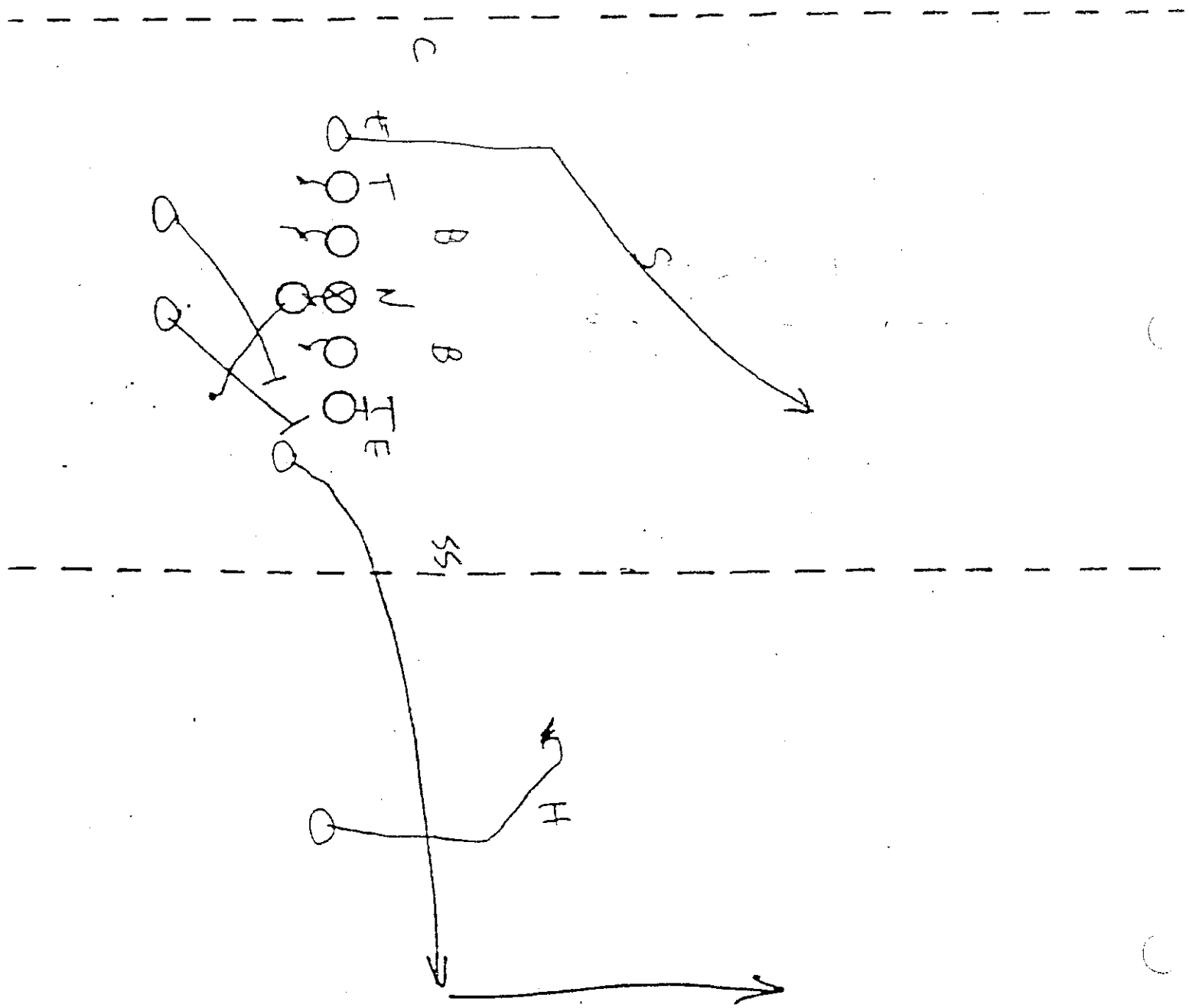
SPRINT

OUT

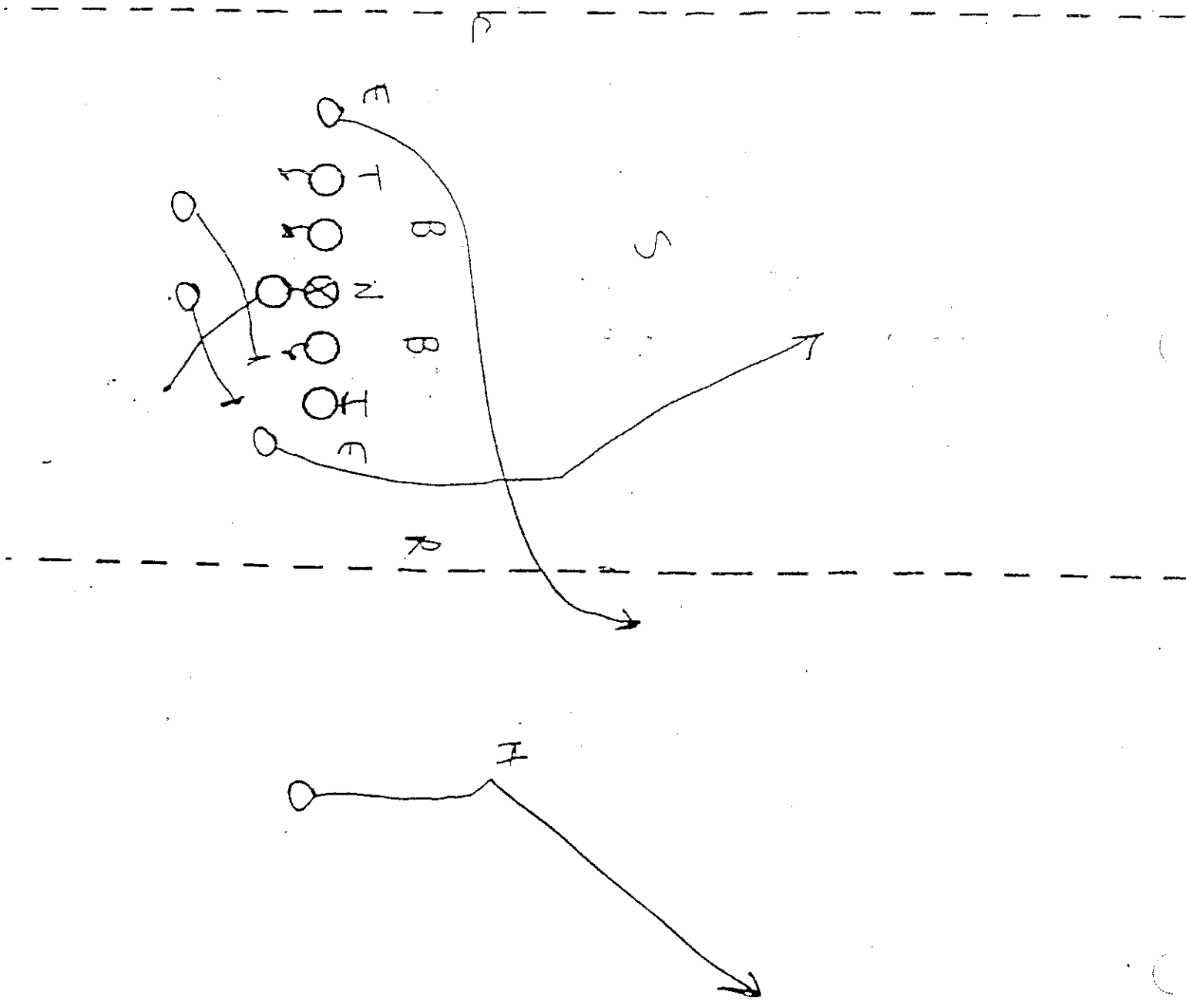
out FLAG DRAG



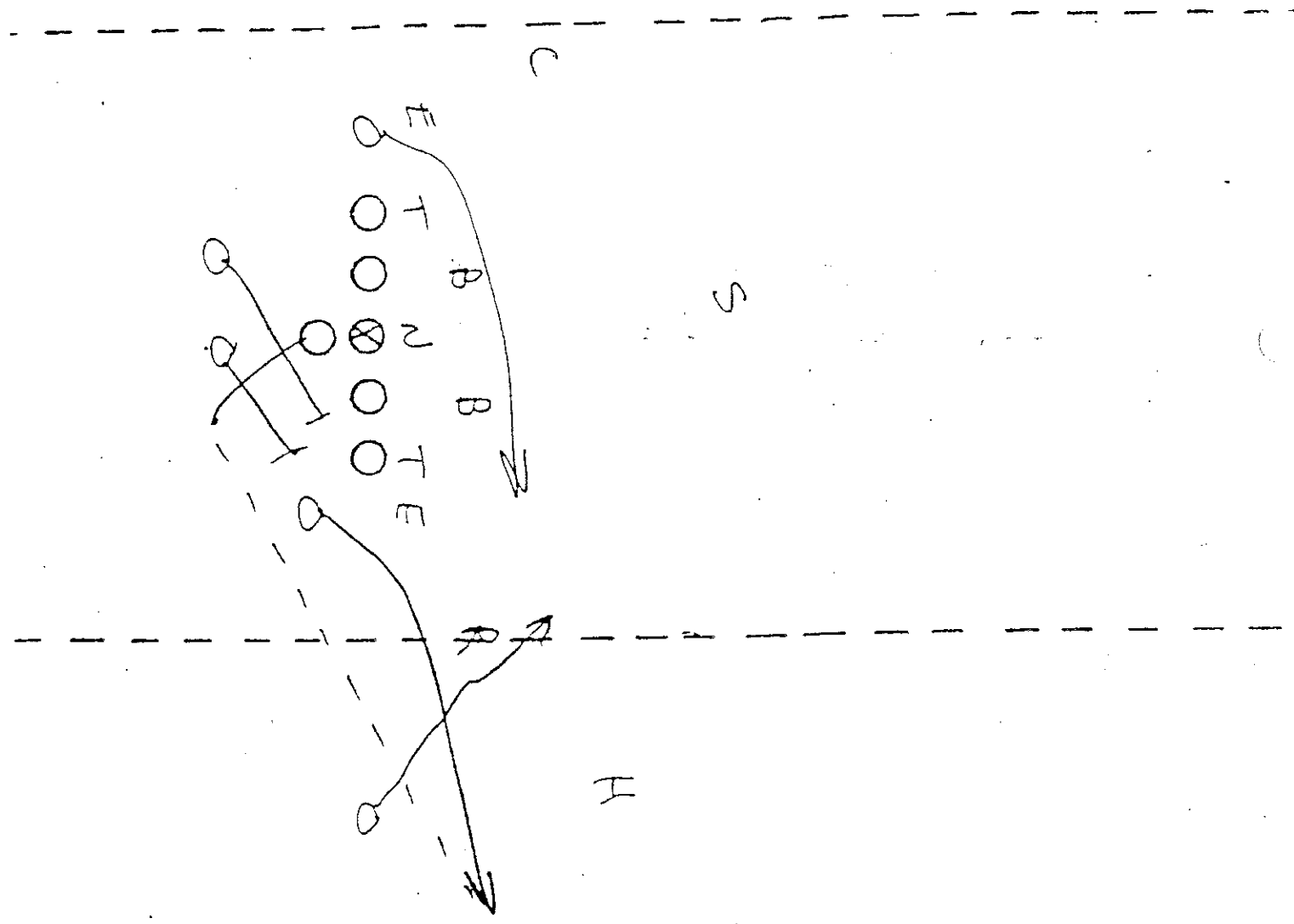
RL-FLAT(u⁰)-POST



10/11/21
AG-POST-ALLEY

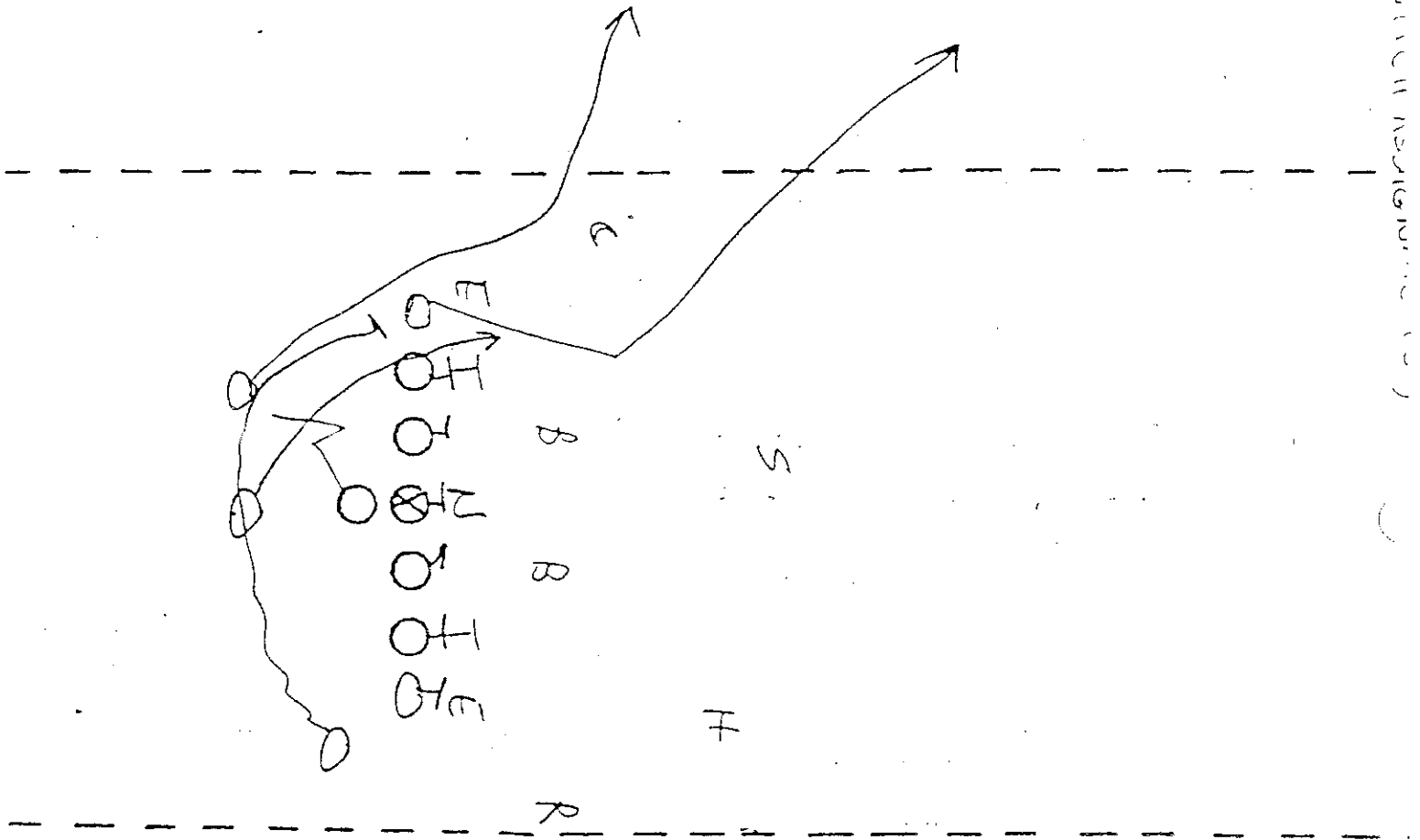


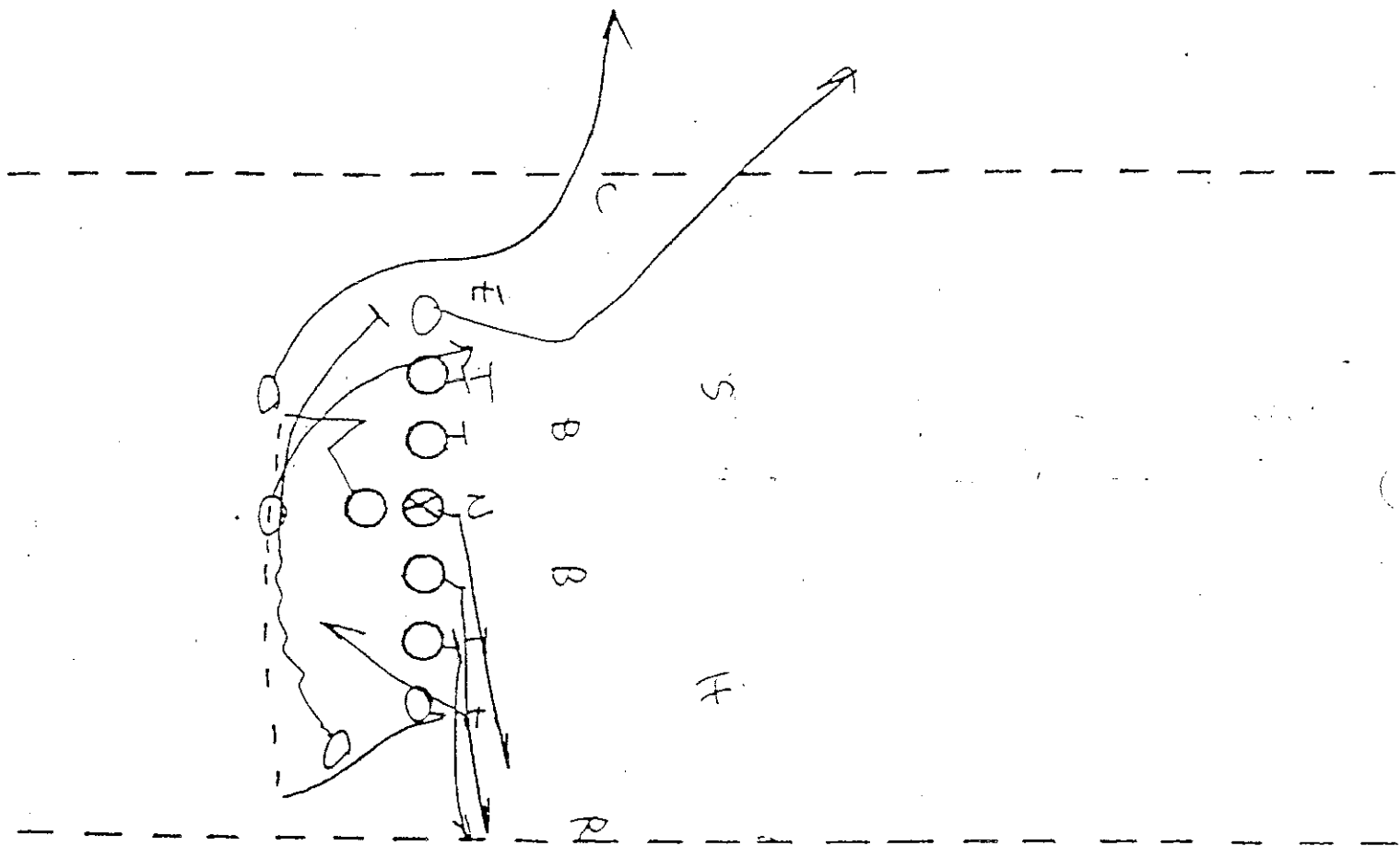
CR FLAT DRAG

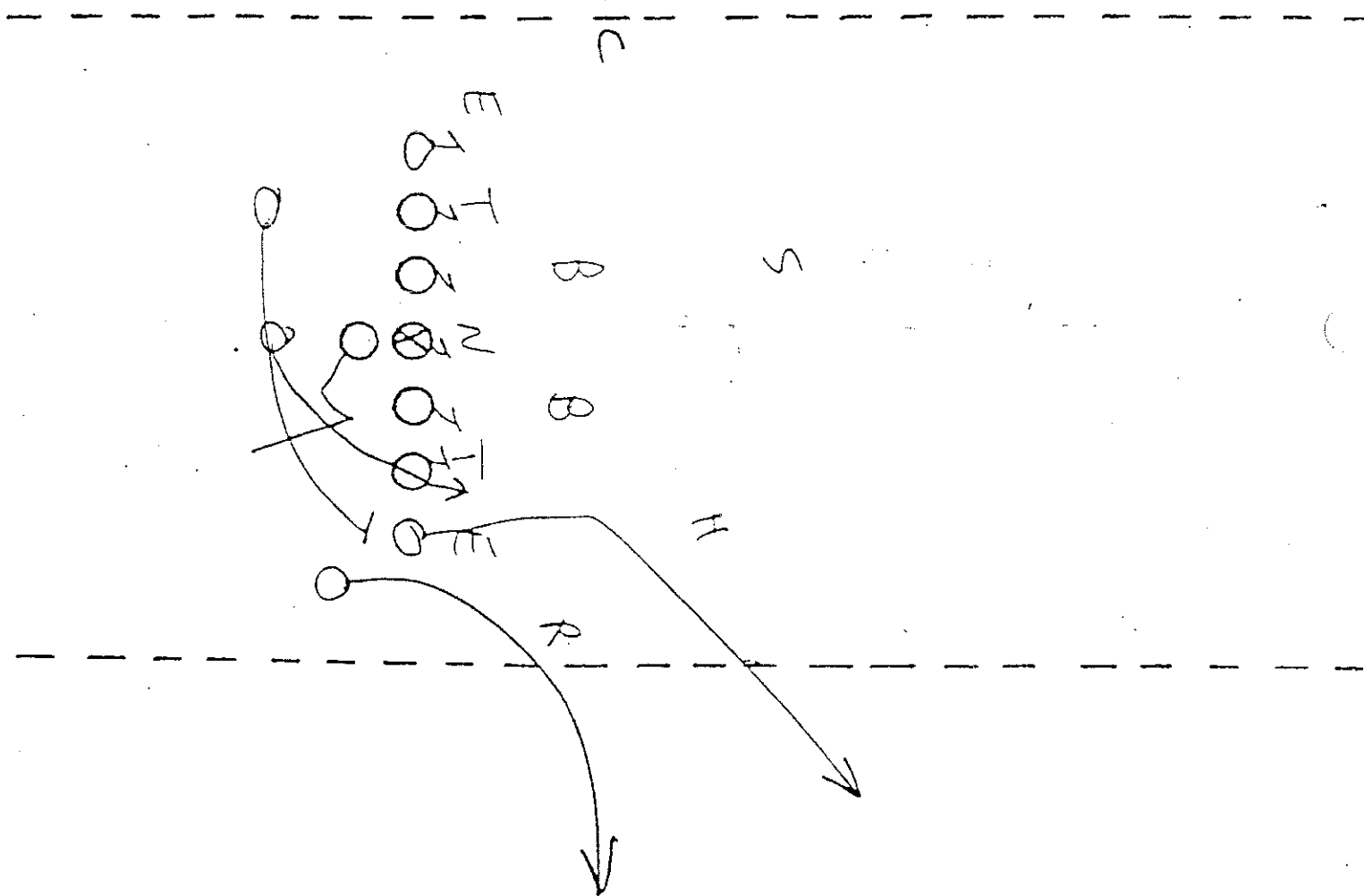


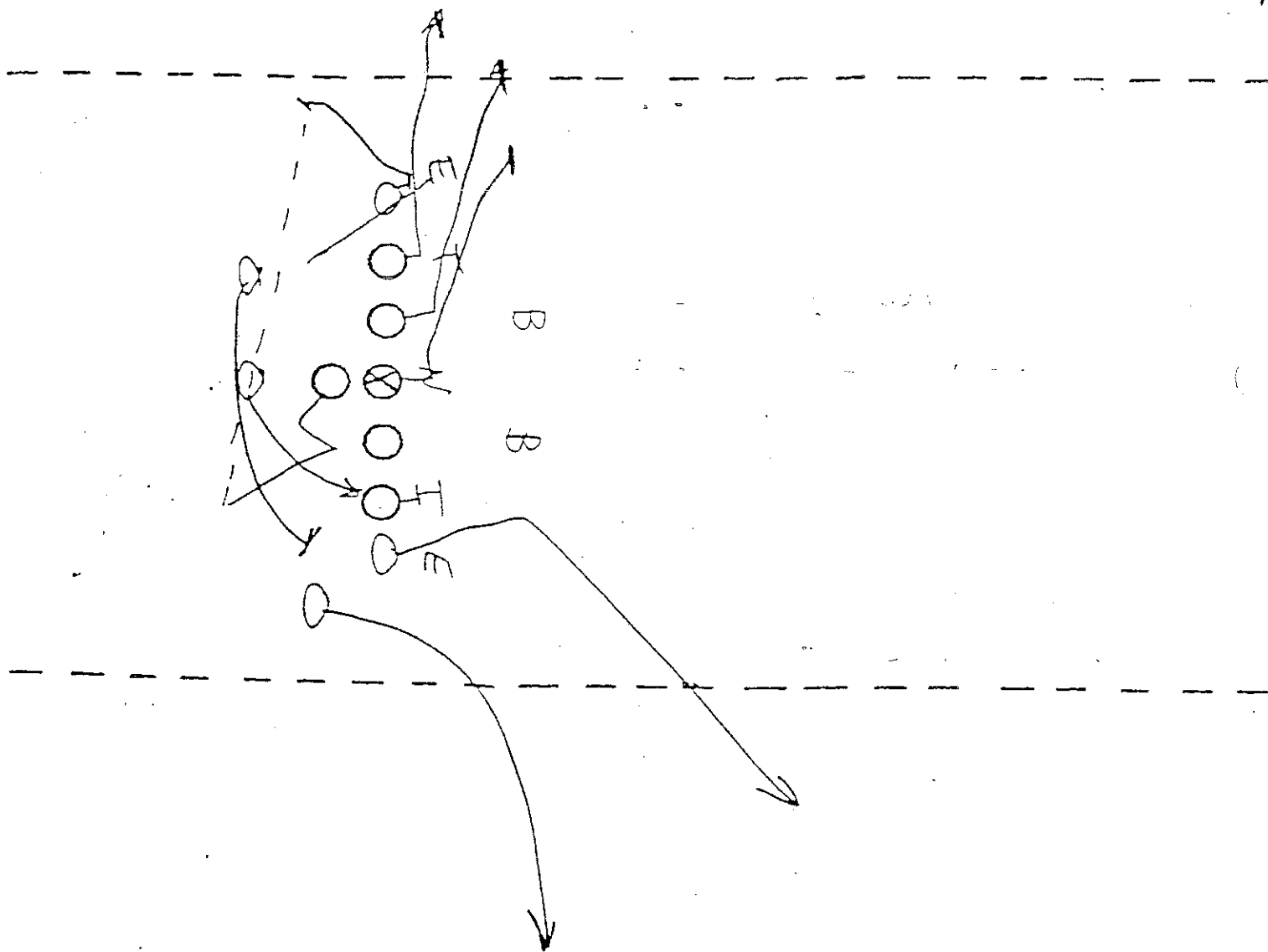
PLAY

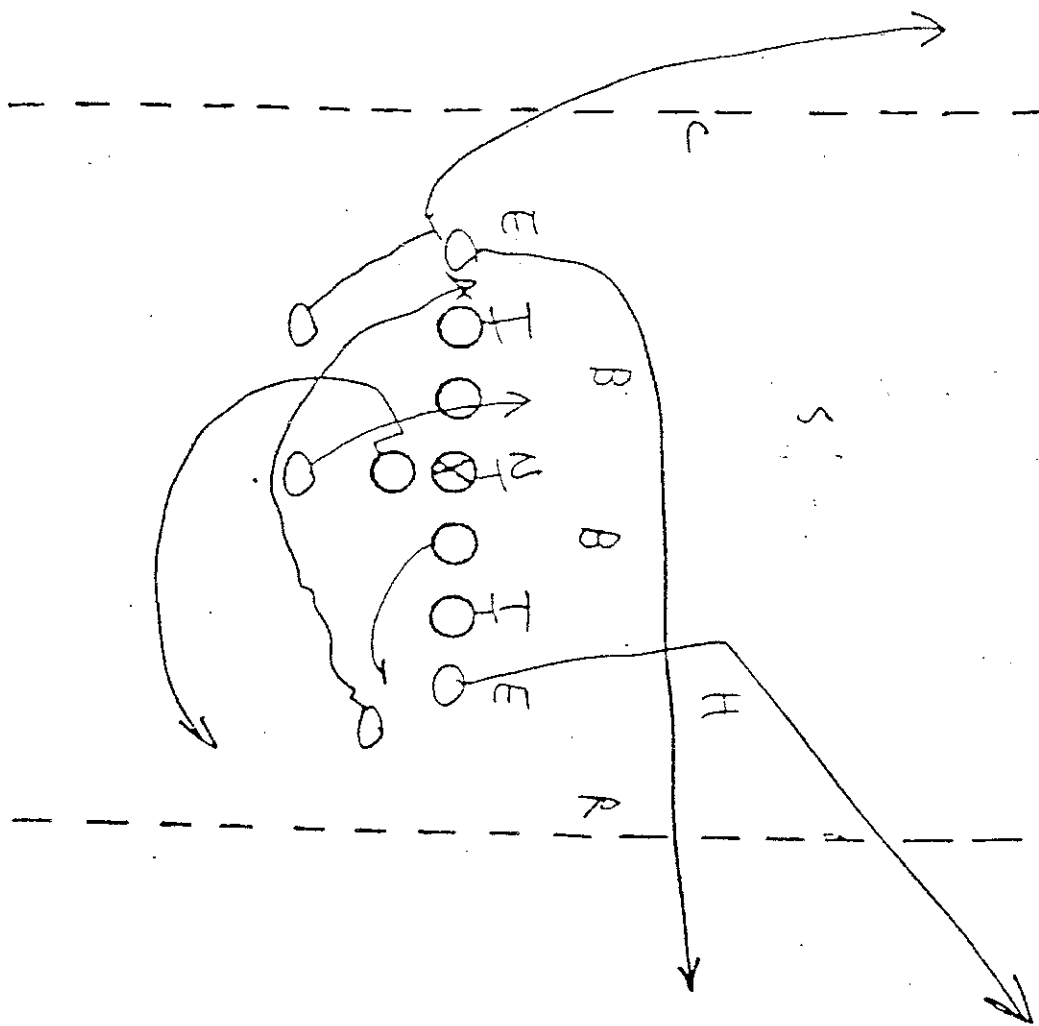
ACTION

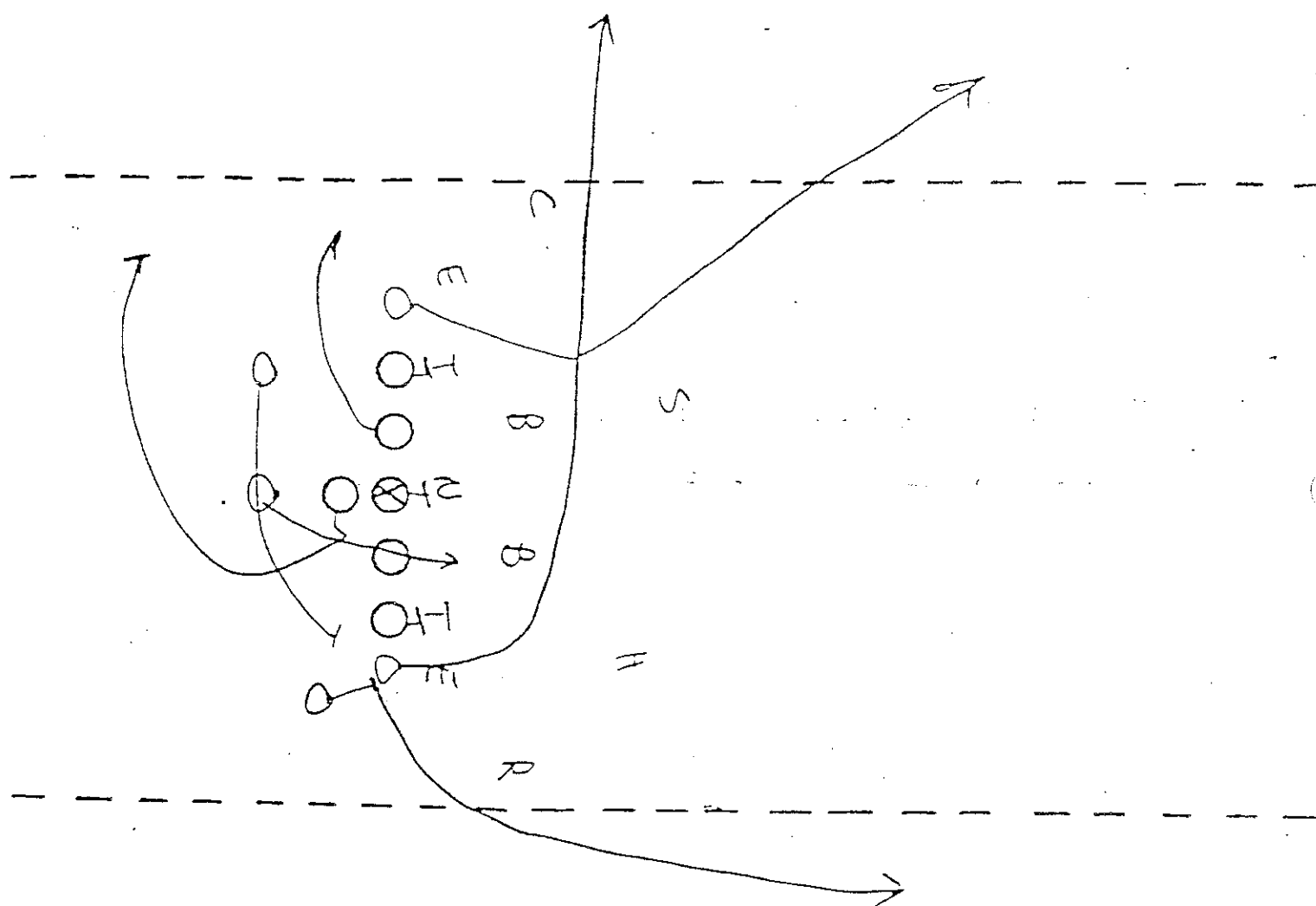


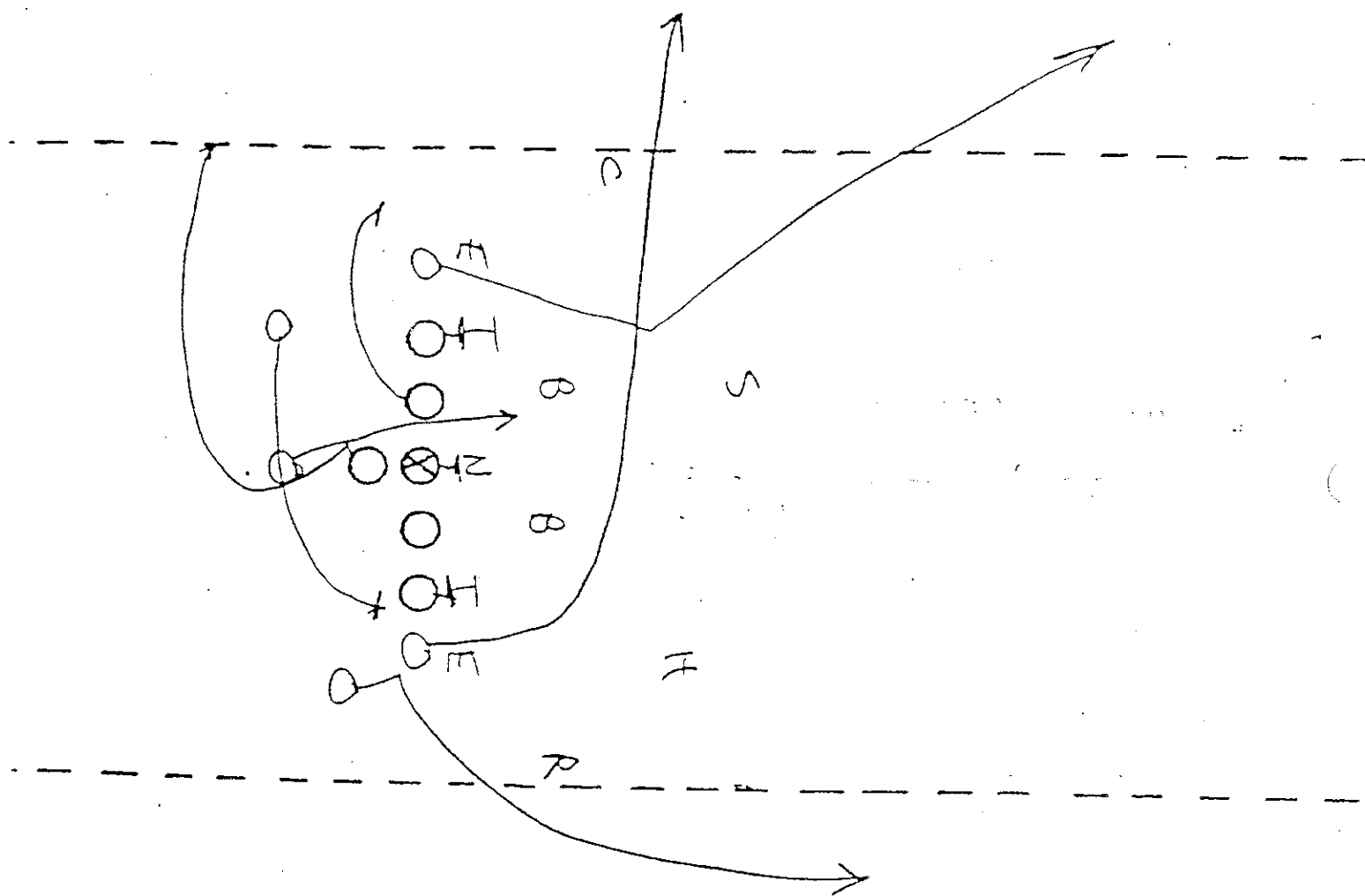


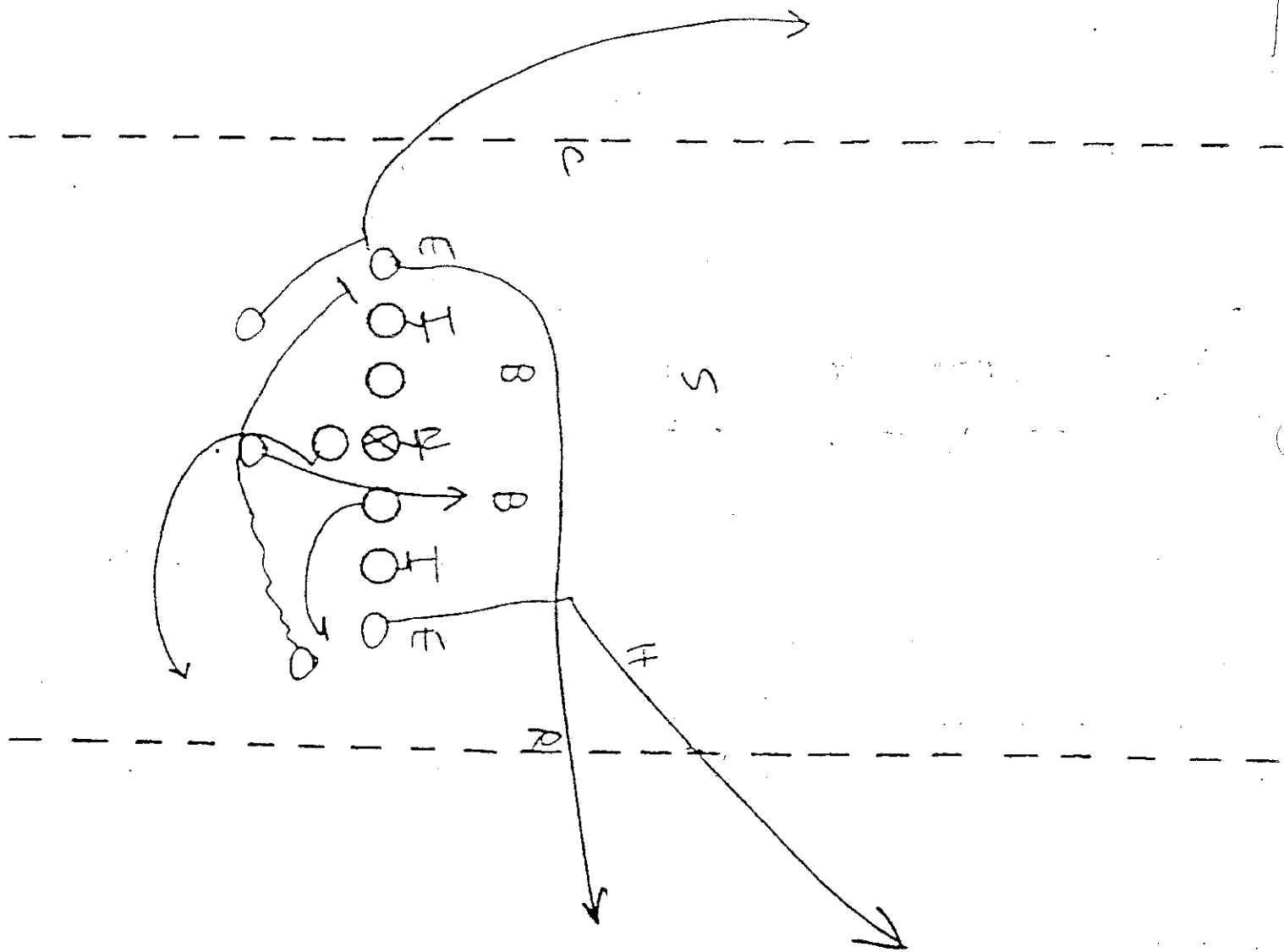


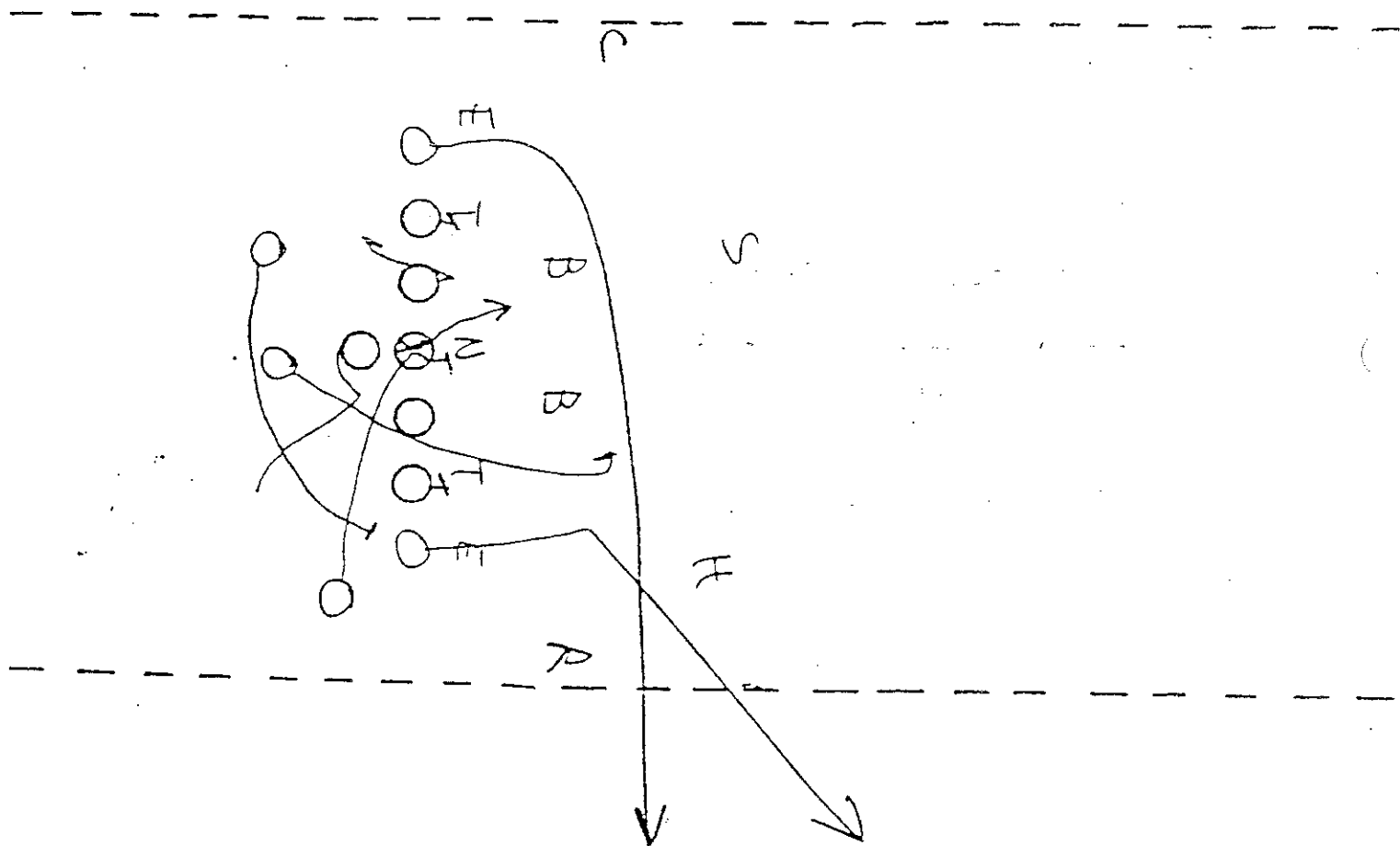


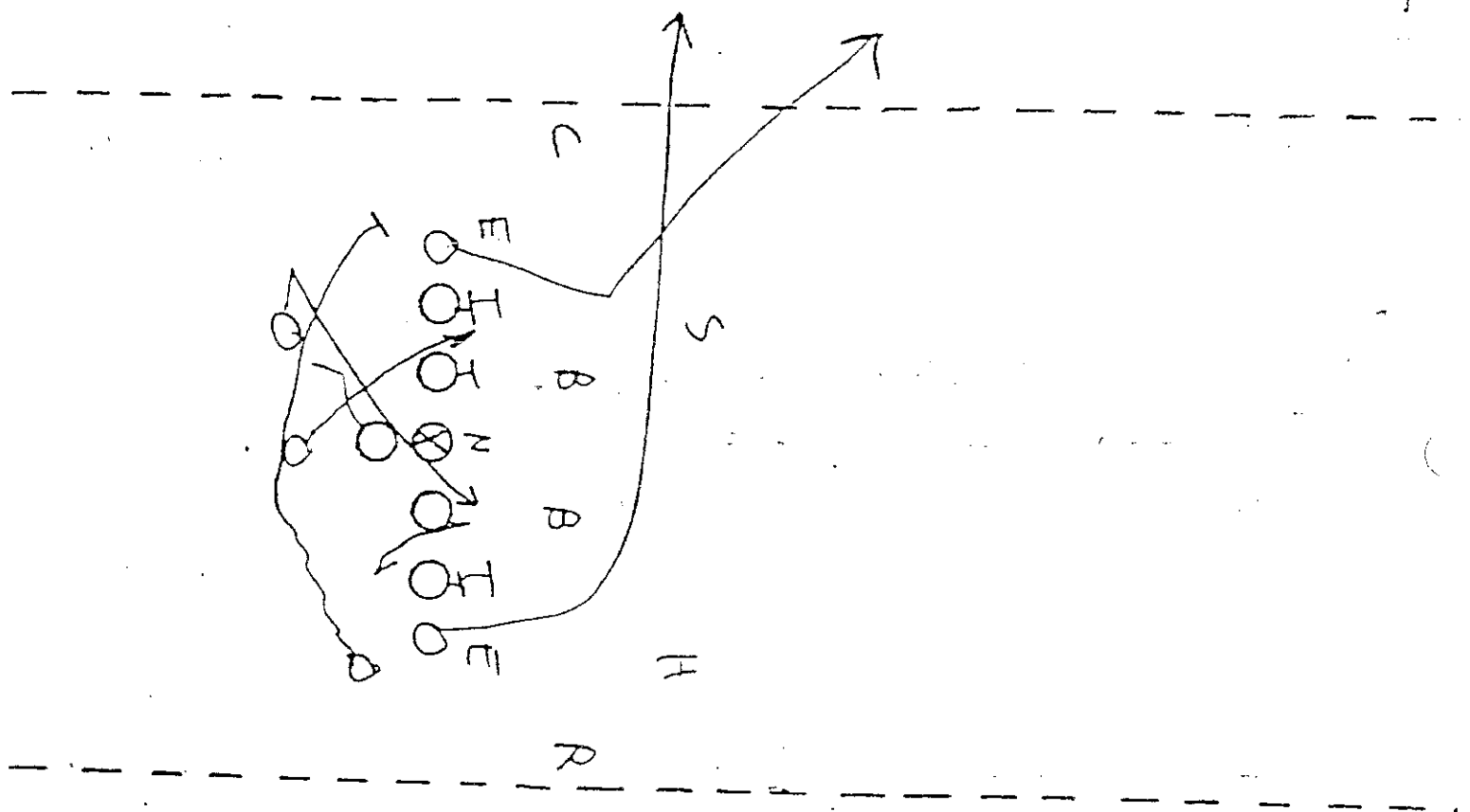


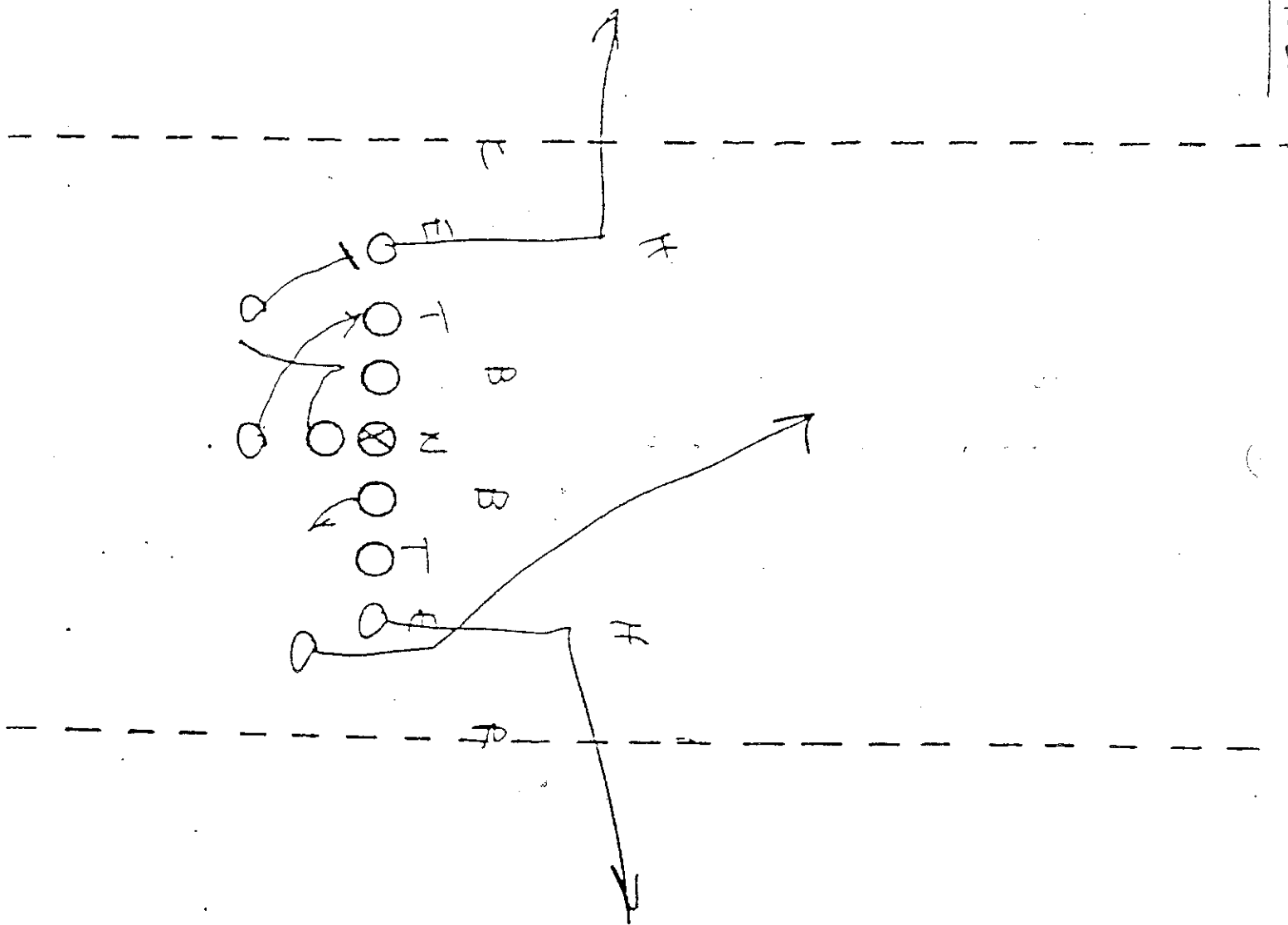












Handwritten text at the top of the page, possibly a title or header, which is mostly illegible due to blurring and orientation.

