

For George

WILKES COLLEGE
Football Scouting

TO THE SCOUT:

Football today with it very multifarious offensive formations and changing, crazy-quilt defensive patterns makes scouting ever more and more important if our team is to make a presentable performance from Saturday to Saturday. The success of the team to an ever increasing extent is dependent upon reliable and detailed scouting information. We hope, therefore, that those who are scouting will go at the job with the sense of responsibility required of each member of the team. We shall be most grateful for extended help on your part. Our success is dependent upon you---our failure also might be the result of inadequate and inaccurate scouting information. Render Wilkes a great service; we on the team will appreciate it.

SCOUTING REPORT

Date 11-11-57

Scout Pietron

Moravian
(Team Scouted)

vs.

Played at: Bethlehem

Upstate
(Team Played)

Who won toss? MORAVIAN

What option taken? Receives

Score:

7	7	7	0	21
0	0	0	6	6

LINE-UP: WGT: NO: SUBSTITUTE: WGT: NO: SUBSTITUTE: WGT: NO:

S. LE: KRATZER 187^{6'} 29
 F LT: KRITIS 205^{5'11"} 49
 Y. LG: Rampone 200^{5'9"} 23
 S. C: Mumie 200^{5'10"} 32
 Y. RG: Plymak 205^{5'11"} 47
 S. RT: ENSTROM 220^{6'} 44
 F RE: OLSON 175^{5'11"} 31
 Y. LB: MATZ 170^{5'8"} 22
 Y. LH: SPROSIS 175^{5'} 18
 S. RH: MILLER 185^{5'9"} 19
 Y. FB: HOLLANDSKY 205^{6'} 42

SLIFRA 30

REMARKS ON INDIVIDUAL PLAYERS:

NO. 42 NAME HOLLANDERSKY POSITION F.B.

Excellent Kick-off - EXTREMELY GOOD PUNTER - AGAINST LYNNING
55-60-65 yds - STRONG OFFENSIVELY TOO

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. Very Good

NO. 19 NAME MILLER POSITION Right Half

GOOD RUNNER - PASS RECEIVER - 2ND KICKER
Comes up well on defense

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. GOOD

NO. 30 NAME SLIFKA POSITION Left Half

DID NOT START EITHER GAME SCOUTED - DID WELL WHEN IN
GOOD MAN IN THE PAST

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. Very Good

NO. 22 NAME MATZ POSITION QB

NOT TOO SHARP - FUMBLER IN BOTH GAMES - DOES NOT RUN THE OPTION
OFTEN - NOT VERY WELL WHEN HE DOES - PASSES FAIRLY WELL - MIXES PLAYS WELL

uses inside belly series
outside

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. Average

NO. 11 NAME CUTTIS POSITION QB

Average Passer - NOT TOO SHARP

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. _____

NO. 23 NAME RAMONA POSITION GUARD

Capt - BEST DEFENSIVE MAN -

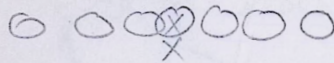
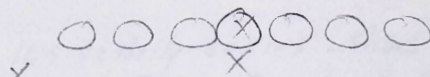
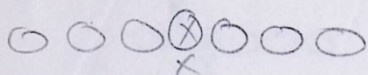
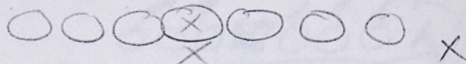
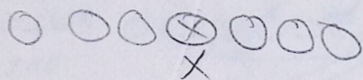
YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. _____

NO. _____ NAME _____ POSITION _____

YOUR ESTIMATE OF THIS MAN IN THEIR OFF. OR DEF. _____

OFFENSIVE FORMATIONS:

All of these are just different flanker set-ups
no give away as to where they
will hit.

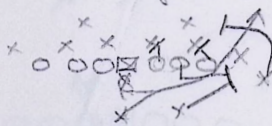


use our punt formation

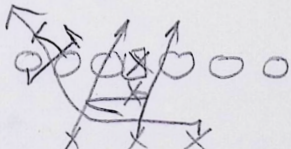
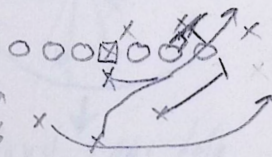
OFFENSIVE PLAYS:

right about 1-2 feet

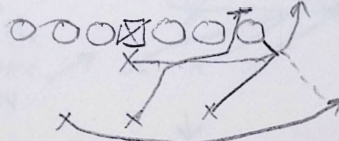
F.B.
OFF
TACKLE



Bully
Series
Double Team
Block
SW TACKLE



CROSS BACK
CROSS BLOCK/CINDY



OPTION
WITH F.B.
RIDE
GIVES OR
PITCHES OUT

He Fumbled 4 times
when hit in 2 games

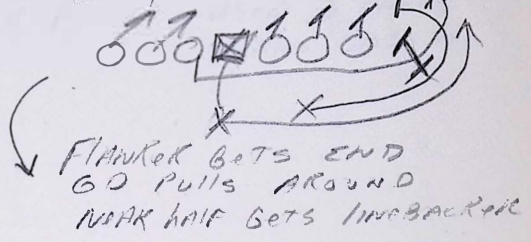
OFFENSIVE PLAYS (continued):

OFF-TACKLE
WITH GDS
PULL D-FLANKER
HITS END



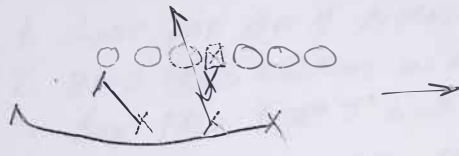
SOMETIMES PULL ON SIDE TACKLE
DEPENDS UPON DEFENSE

When they sweep they do this

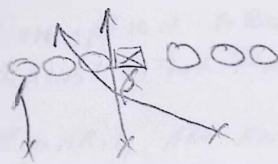


FLANKER GETS END
GD PULLS AROUND
NARROW HALF GETS IN BACK

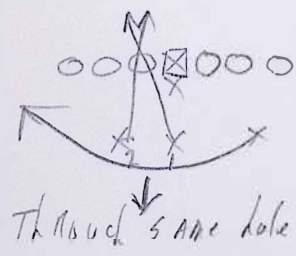
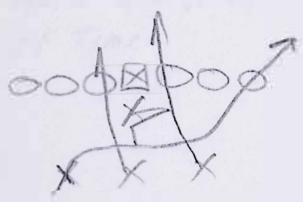
INSIDE BELLY SERIES - SLIDES FROM GO TGD
WITH F.B - GIVES OR PITCHES



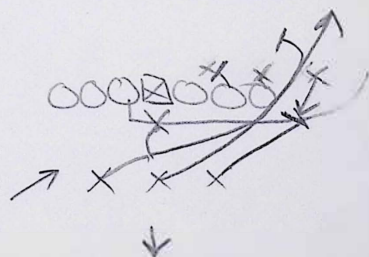
FAKES TO F.B - GROUPS TO RIGHT HALF
THROUGH SAME HOLE



CROSS BUCK - RUN IT ABOUT 3 YARDS
DEEP

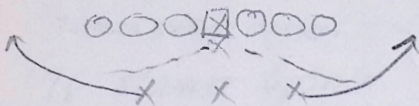


LEFT HALF
OFFTACKLE
RUN
SWEEP THE
SAME
WAY



NEAR HALF GETS END
END GETS TACKLED
F.B. LEADS THROUGH
R.G. " "

OFFENSIVE PLAYS (continued):



QUICK PITCH - USED 3 TIMES
ADMINS UPSALA

GENERAL INFO

1. LINE AND BACK AVERAGE 198
2. USED CROSS BLOCKING IN PRACTICE AND (IN GAMES USED ALL TYPES
1 STRAIGHT BLOCKING
2 CROSS BLOCKING
3 PULLING MAN)
3. RUN FROM TIGHT WITH FLANKERS
4. CROSS BACKS - OFFTACKLE (PULL GO) AND SWEEP
5. RUN OPTION ABOUT 3 YDS DEEP - WERE NOT SUCCESSFUL
AGAINST EITHER TEAM - FUMBLER 3 TIMES - (TEAMS PLAYED Q B)
6. PRIMARILY ARE AN INSIDE TEAM - (TACKLE TO TACKLE) OFFTACKLE IS
THEIR BEST PLAY - SWEEP WELL - BULLY SERIES USED MOST
OF TIME.

Run their passes from Running
Play previously - QB smothered
many times in both games

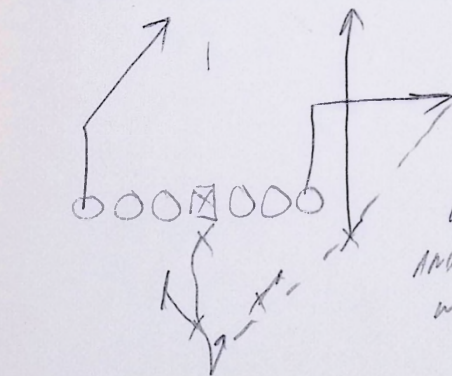
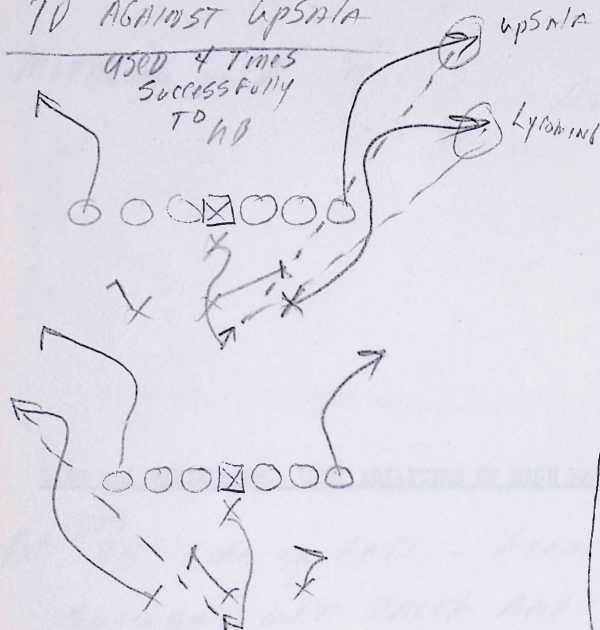
-6-

ASS PLAYS:

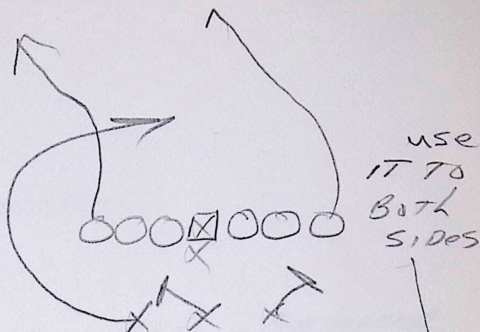
Passers good or average) - AVERAGE

TD AGAINST UPSALA

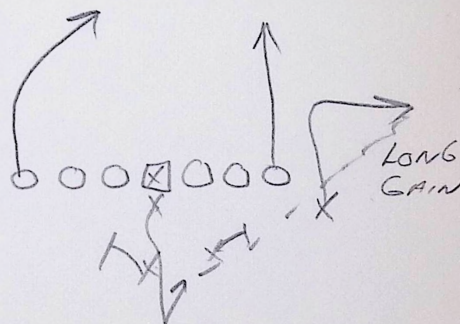
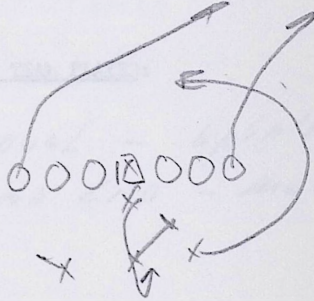
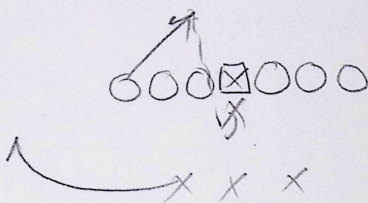
USED 4 TIMES
SUCCESSFULLY
TD NO



USED THIS
AND FOLLOWED
WITH THIS



USE
IT TO
BOTH
SIDES



DEFENSE FORMATIONS:

UpSA/A used

8-3

7-2

McRAVIAN used

7-1-3

7-2-2

AGAINST UpSA/A - BALANCED
LINE
SINGLE WINS

GIVE ALL VARIATIONS. GIVE ABILITIES OF EACH MAN AGAINST TEAM PLAYED:

McRAVIAN
HB's come up FAST - LINE IS TOUGH - UpSA/A HAD
SUCCESS OFF TACKLE AND AROUND END - MUSTY
OVR 4/2.

DEFENSE USED AGAINST TEAM BY OPPONENTS OF THE TEAM SCOUTED:

8-3

- Success Full Too

7-2

- ① MURAVINA SCORED ON PASS
- ② 87 YARD PUNT RETURN TO 6-INCH LINE
- ③ WORKED HARD FOR THIRD - PRIMARILY THROUGH THEIR LINE

OPINION OF THIS DEFENSE USED BY OPPONENT OF THE TEAM BEING SCOUTED

GOOD - HAS POSSIBILITIES FOR US

PERHAPS LYCOMING 6-2 COULD BE GOOD

SOME OPINION OF POSSIBILITIES FROM THE OFFENSIVE FORMATION USED BY TEAM BEING SCOUTED:

OFF TACKLE - Sweeps - were passed
AGAINST Also - Men were open

PASS DEFENSE:

(Try hard to get all details of this:)

PLAY up close BUT COVER MEN DEEP well
SHORT PASSES GO AGAINST THEM

PUNTERS, KIND, DISTANCE, HEIGHT STEPS, DISTANCE:

HolmesdonSKY - excellent - Kicks FAST - two steps
50 - 60 - 65 - 57
2 Games

COULD YOU GET THEIR OFFENSIVE STARTING SIGNALS? IF SO WHAT WAS THE SYSTEM USED?

READY 5-4 - Line says Set - QB Set - 5-4 seems to mean, Normal Defense - they must use Rule Blocking Any different Defense such as 8-3 - QB calls IT OUT -

DID THEY GO QUICKLY AND DID THEY EVER TRY TO CATCH THE DEFENSE OFF GUARD?

Yes ON READY

QB calls no numbers

AFTER the line says set - QB says set and they go

PLACE KICKERS NAMES, DISTANCE, STEPS, ACCURACY, KICK OFF:

Hollendersky - PUNTS - AVER ABOUT 45
EXTRA POINTS - GOOD
KICK-OFFS - END ZONE

MISCELLANEOUS:

(Note tackling and blocking)

1. Method of Returning Punt.

Use Kick Line To Reverse Side - 87 YARDS
ABRINS 4 p 50 m

- a. Who is dangerous man returning punt? Type of man? How best to tackle?
What are his favorite tricks? Which direction does he want to run?

GLIFKA AND Miller Deep - GLIFKA
MOST DANGEROUS

2. How does secondary come up to meet running plays?

FAST

3. Note downs that kicks are made and different positions of the field.

4th

4. Do they use quick kick? What formation and who kicks?

NO

5. Do they use series play?

To some extent

6. What peculiarities are noticeable of any player?

NONE

7. What weaknesses and strength were noticed of team being scouted?

8. Where was the pass defense weakest? Who is good and poor on pass defense?

DOWN AND OUT

9. What is scout's opinion of quarterback generalship, especially taking in all conditions?

FAIR

10. Watch lineman pulling out. ^① Does play always follow man coming out of line? ^② Could line backers use this as a clue? ^③ Do lineman coming out fake before moving?

① YES - ② NOT ALWAYS Pulled ③ NO

11. Offensive end play is important. Try to find out type of block used.

Double Team - Single Block

12. Defensive end play. Do they wait, charge, play square, hand fight, etc?

Come across

13. Is passer good or just a thrower?

good (Average)

14. Who is favorite receiver?

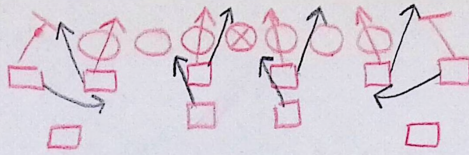
Half Backs From Regular

15. Get statistics on game, especially number of passes thrown and completed; by whom and to whom. This item is most important.

16. Watch for cues on quick kicks (only definite information).

17. Which of their linemen can we trap? Will
18. Can we block punts? If so how best to do it? 650 our PUNT FORM
DAUNT IT
19. Which side of their offensive formation do they run the most? Be specific, give number of times each side and ball hit. Seem To FAVOR Right
20. What defense would you suggest? 6-2 - 7-2 - 8-3
21. Give general characteristics of their defensive line play. SOUND AND TOUCH
22. How do they substitute? LIBERALLY
23. How deep in personnel are they? 3 TEAMS
24. What advice have you for us? TOP SHAPES - HARD CHARGE - HEADS
UP. They ARE NOT AS GOOD AS THEY
HAVE BEEN IN THE PAST - THEY CAN BE
BEATEN IF YOU CHARGE HARD - BE AGGRESSIVE
AND KNOCK 'EM OUT OF THEM FROM THE SIDE

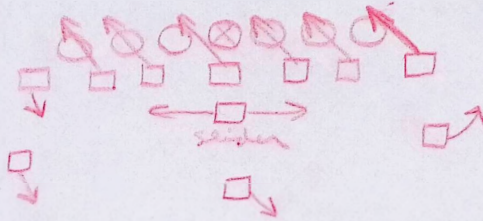
4-4-1
+ stunt



line backs
must not tip off
signal to forward

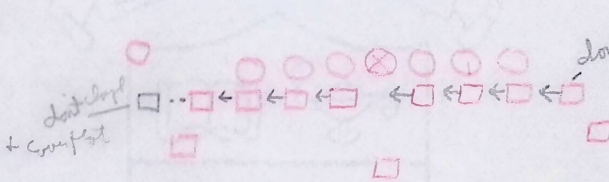
E's get across & play
the ball
I's always go thru
all E's

inner linebackers
are quick to commit
outer line backs
~~conservative~~ + look
for men out of back-
field



7-1-2-1
stunt

8-3



don't close
+ compact

don't close
VS flake shift one
man toward flake
men as E's go thru
their E's

REPORT ON MORAVIAN

This report is based upon two games: Moravian vs. Lycoming, and Moravian vs. Upsala. You can depend upon the information, for Moravian is a well drilled, consistent, and basically very sound team.

Russ scouted the Greyhounds and he says they are as good as any team we have met this season. They lost to Lycoming, but Russ said they looked better than the victors.

Moravian has physical ability, his and fast, plus the fact that they are the best coached athletes we have met.

Our opponents this week are top-flight in all respects.

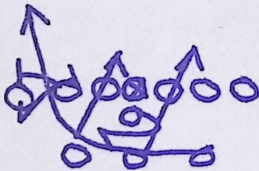
General Information

L.E.	Kratzer	#29	6'	187
L.T.	Kritis	#49	6'1"	205
L.C.	Rampone	#23	5'9"	200
C.	Mumie	#32	5'10"	200
R.G.	Paynek	#47	5'11"	205
R.T.	Enstrom	#44	6'	220
R.E.	Olson	#31	6'1"	175
Q.B.	Matz	#22	5'8"	170
L.H.B.	Episoto	#18	6'	195
R.H.B.	Miller	#19	5'9"	185
F.B.	Hollendersky	#42	6'	205
	Slifka	#30	5'11"	180

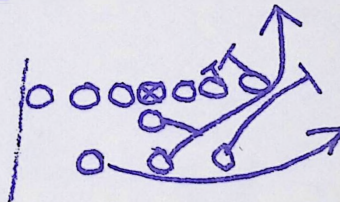
1. A big well balanced team.
2. They block well and run hard, very hard - only good tackling will bring their backs down.
3. Matz is not an exceptionally good passer or ball handler, but he selects plays very well.
4. Hollendersky is a "wild bull" F.B. and a great punter - by far the best we have seen all season. Kicks off into end zone.
5. From T to T they are solid both offensively and defensively.
6. They run from regular T and use a flanker to either side occasionally.
7. Starting signals are normal - Q.B. calls defense, then line says, "Set," Q.B. says, "Set, 1,2,3, etc." Occasionally go on a short count. Q.B. says, "Set," and they go.
8. Basically a running team and they favor hitting from off T to off T.
9. Not a good passing team.

10. Run the option, but not well.
12. They run wild from inside end to inside end.
13. Q.B. Matz has fumbled often when he has been hit hard.
14. Off T is their best play.
15. Use the belly series.
16. They go outside with the Quick pitch to either side.
17. They frame up for punt return - picket line to side of field.
18. Favor H.B.'s as pass receivers.
19. They are in TBF physical condition and they are tough. Of course they have 40 men in uniform.
20. Seam (?) to favor right side of formation. Do not depend upon this.
21. Double team, single, and cross block in line.
22. Do not pull linemen consistently.
23. They use punt formation like ours. Punter is great and gets ball off well. Blocking punts will be difficult.
24. Most of their passes look like runs.

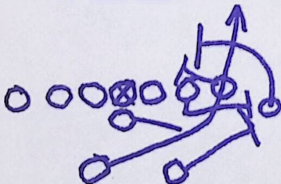
Ground Plays



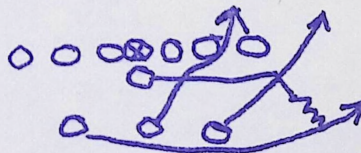
Cross buck and Cross blocking. Q.B. fakes to two men



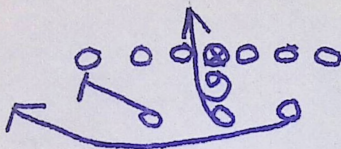
Double team on T. Belly series



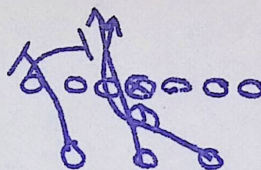
Wing T trap on T.
T trap T and H.B. takes E



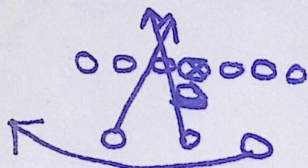
Option with F.B. side



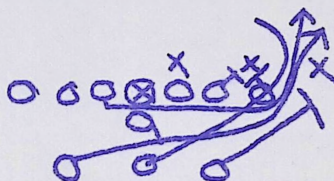
Belly play - gives to FB or pitches out to RH



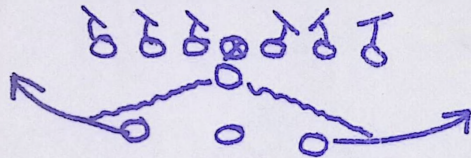
Fakes to F.B. Gives to HB thru same hole.



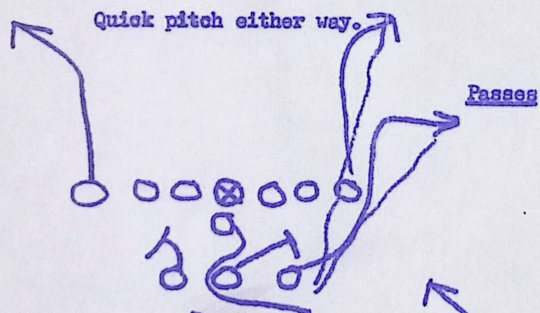
LHB and FB thru same hole.



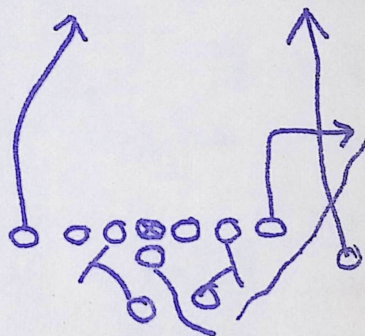
LHB off T. Favorite play.



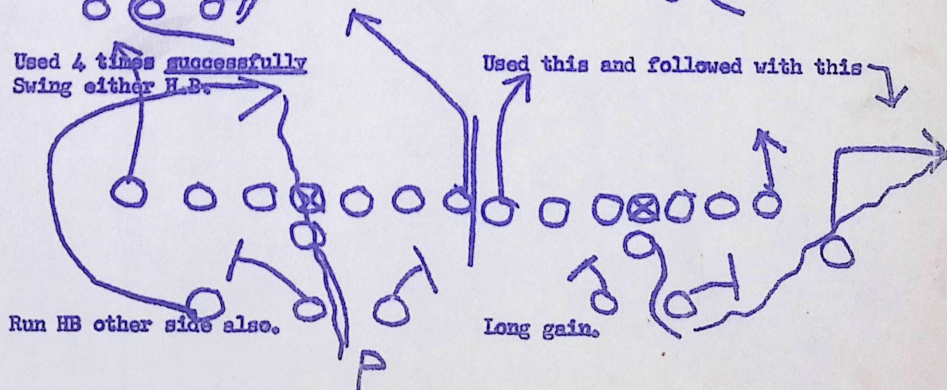
Quick pitch either way.



Passes



Used 4 times successfully
Swing either H.B.



Run HB other side also.

Used this and followed with this

Long gain.

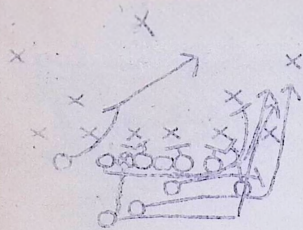
Moravian has always like to throw to the H.B.'s.
Prefer to throw running passes.

Defense

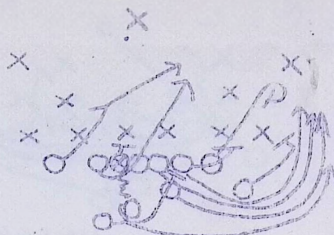
1. They have mostly used 7-1-3 and 7-2-2.
2. E's come across well.
3. H.B.'s come up fast. They play shallow, but can back peddle well.
4. From T to T, they hit and slide.
5. Well balanced defensively.

Advice

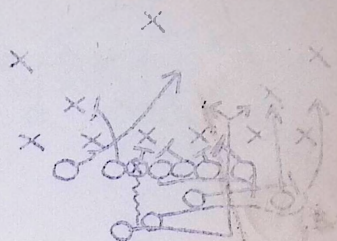
1. Sweeps and off T will go.
2. Short passes (send men deep and throw short).
3. Russ says this team is not as strong as last year, but it is good.
4. Get on top from the first whistle and stay there.



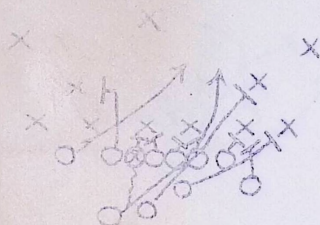
A42 or 142



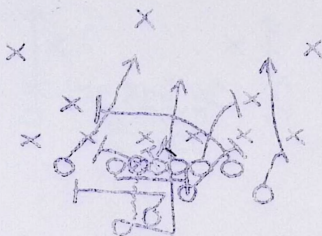
A142-W
(FB must Block Deg. G)



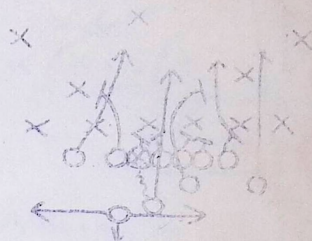
A44-S or 144-S



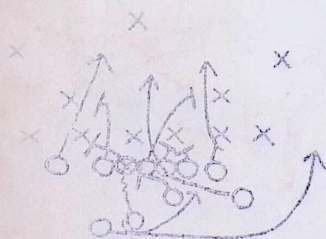
A74



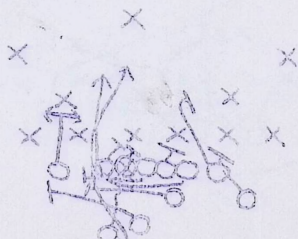
A48-S or 68-S (T.B. takes
142-W)



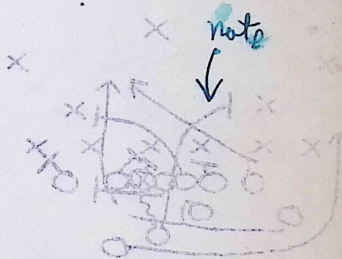
A60 (Run with or without
spin)



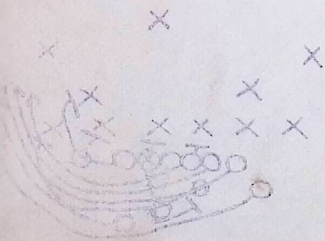
A130-S or 140-S (140-S WB
comes in motion 2 counts early
on Rev. 3rd P-TG takes 142-W)



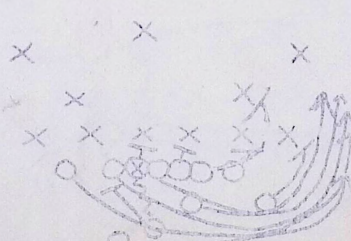
A45-S or 65-S (FB does
1/2 spin-T.B. takes 142-W)



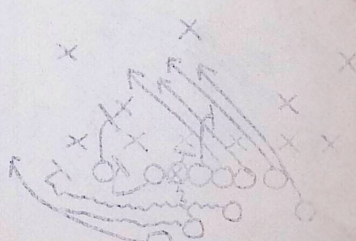
ABuck 115-S



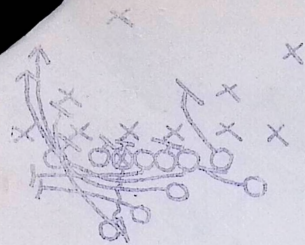
A112-W



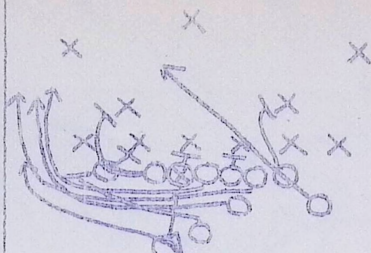
A112-W (E & TB may change)



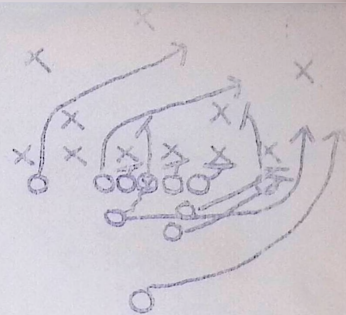
A63-W Pitchout



A43



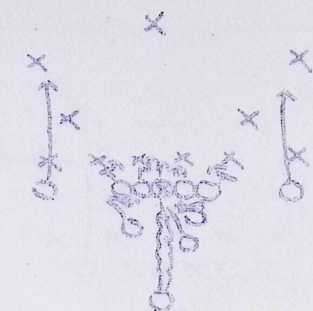
A43-W



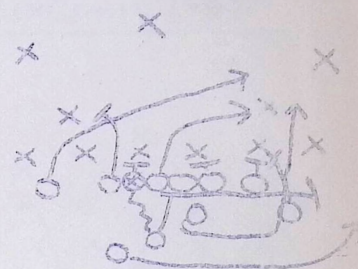
F42-W



Point Pass



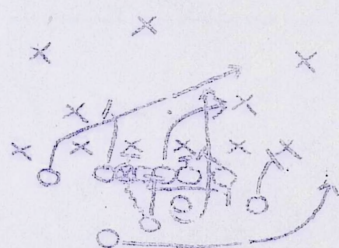
Point Screen



A-Buck 142



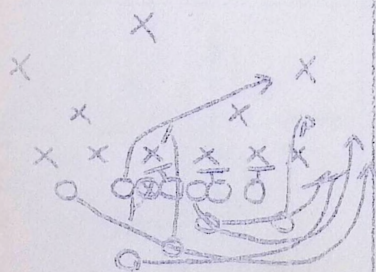
A-Buck 142-W



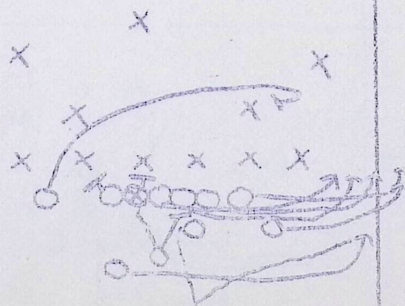
A-Buck 144-S



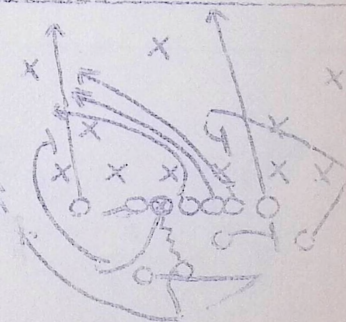
A-Buck 64



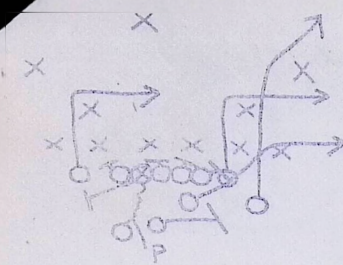
A-Buck 60



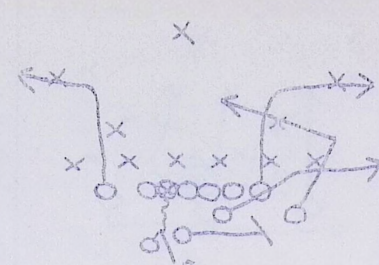
A-Buck 144-S



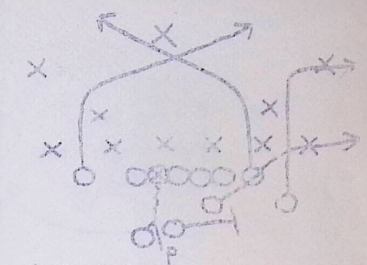
A Spatter Pass



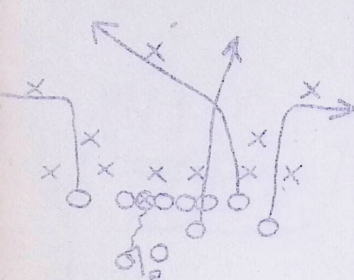
A22



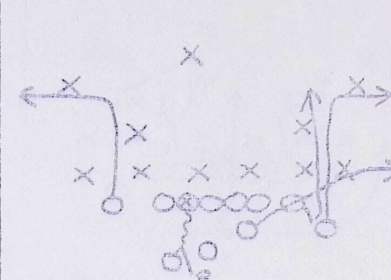
A25



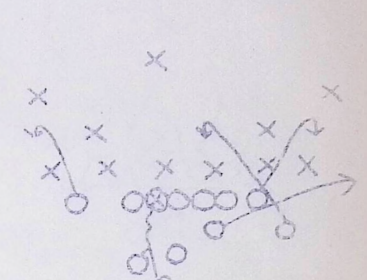
A22-Deep
(RE crosses first)



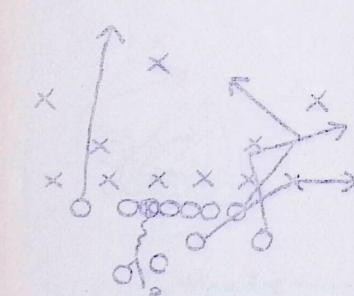
A24



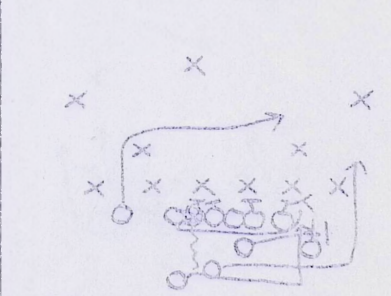
A29 (RE pauses x0 3 counts)



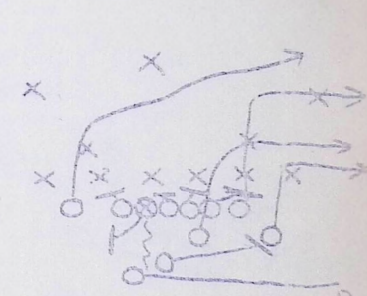
A-Buttonhook



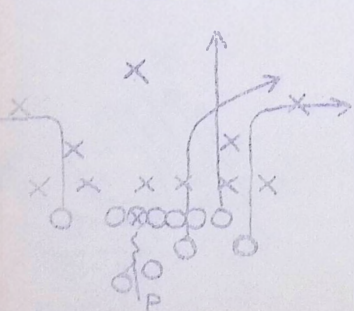
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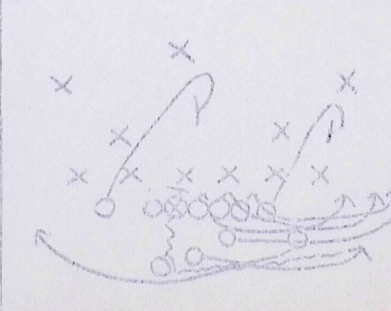
A42 Pass



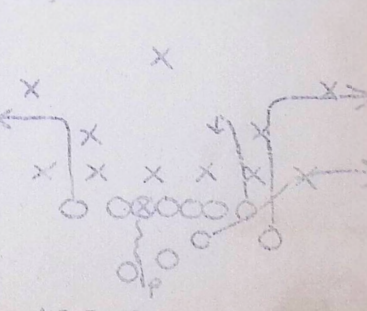
A42-W Pass



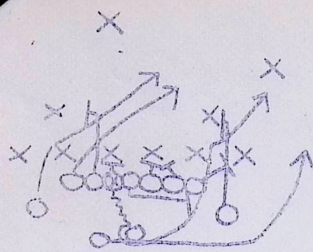
A26



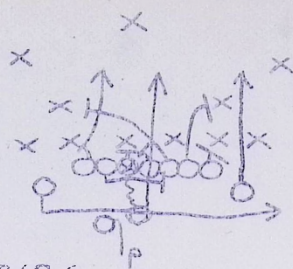
A-Like



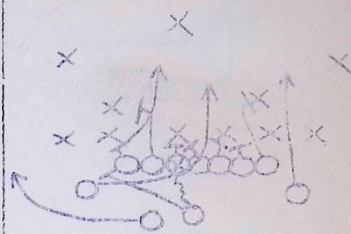
A25-0



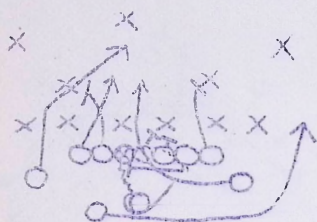
B144-S



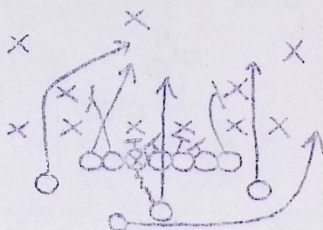
B68-S



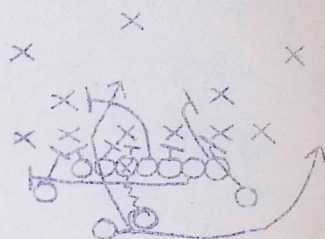
B118



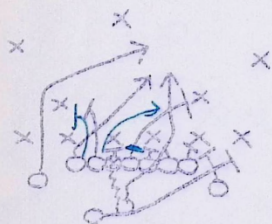
B130-S



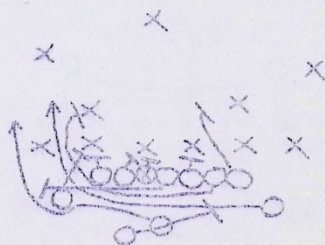
B60



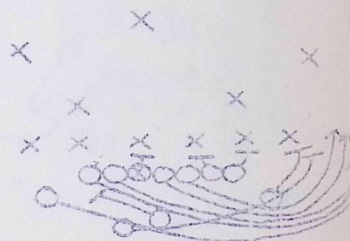
B65



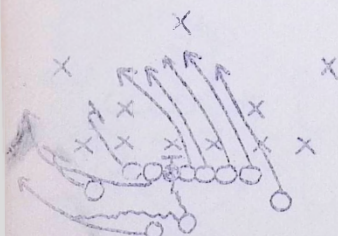
B64 36+th day man
line over RG
LB go to FB+
LB 1st backup



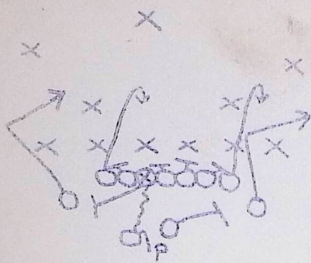
B13



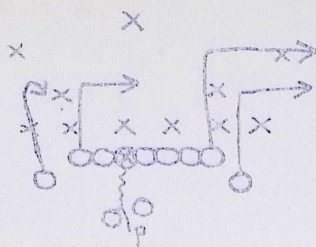
B112-W



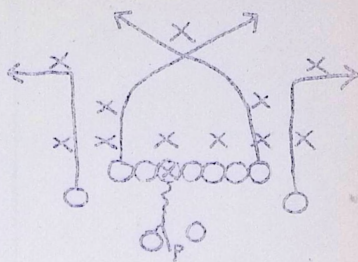
B65-W



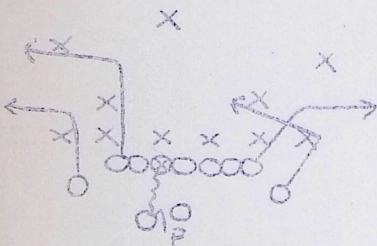
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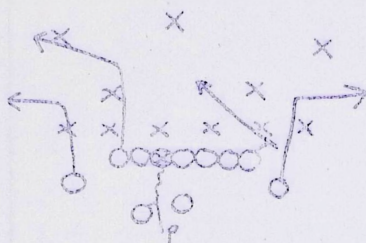
B22



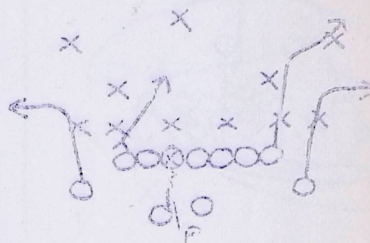
B24 Deep
(HB's + R's can reverse cuts)



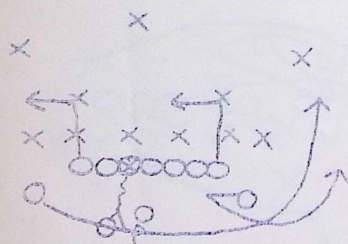
B25



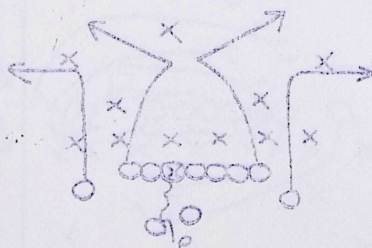
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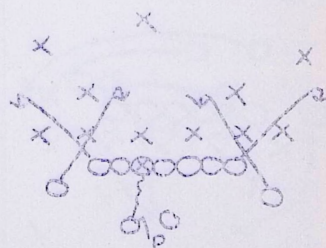
B27



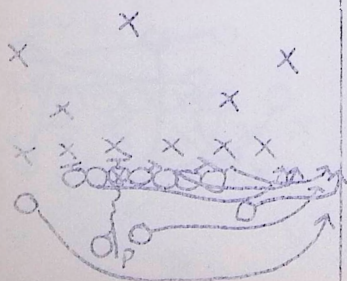
B23
(LHB goes on "Set")



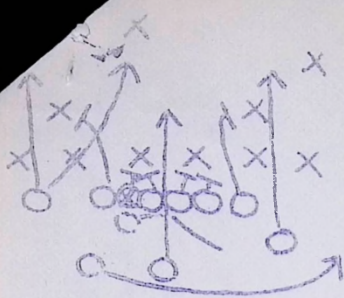
B29



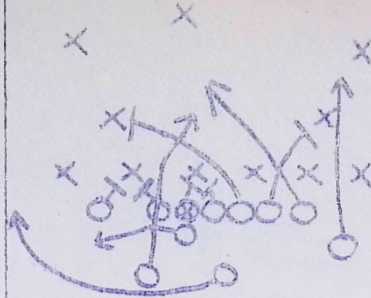
B Buttonhook



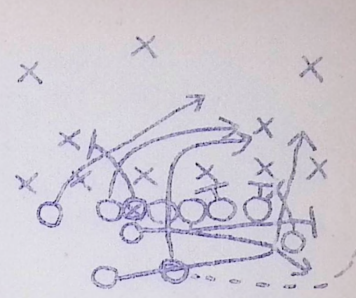
B24 Deep



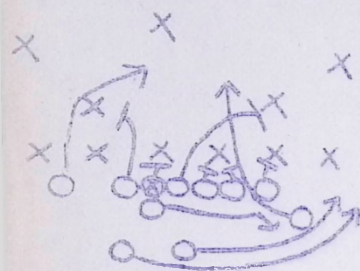
T60



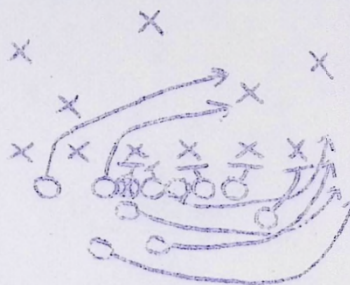
T45



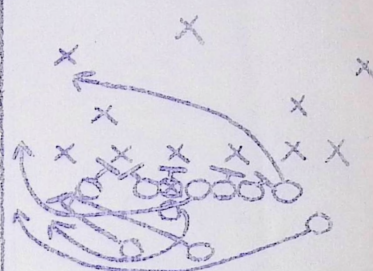
T42



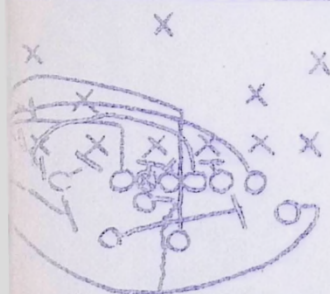
T114



T Sweep RT.



T Sweep Left



T Reverse

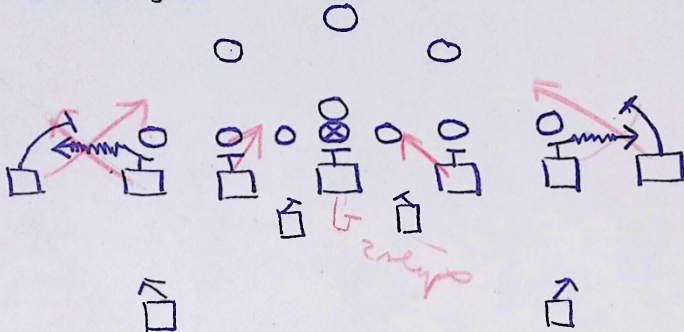
GENERALIZATIONS OF THE SPLIT-T

1. We consider the split-T, primarily, as a running formation. Coaches will vary the splits in the line, but basically the G's will split 18" from the C, there are 24" between the G's and T's, and 36" between the T's and E's. The H.B.'s are 4 yards behind the T's and the F.B. $4\frac{1}{2}$ yards deep. The line is balanced and they hit quickly to either side. They use the splits to spread the defense - not to get angles.
2. In setting up our split-T defenses, we are going to think more about allowing it up than stopping it. Since it is strongest straight ahead, we must design to try to hold gains on the hand-off to three or four yards, attempting to stop a long run or pass. Our reasoning here may be wrong, but we shall play the percentage and try to stall their marches.
3. Since the split-T offense has only the E's in position to get down field quickly for a pass, we feel that any defense should have nine men close to the line of scrimmage. We may permit our H.B.'s to cover the E's man for man.
4. Because the split-T has rule blocking for almost every conceivable defensive alignment and will solve blocking assignments, eventually against any defense, we feel that the defenses must be changed frequently. We feel, too, that we must disguise our defensive alignments. Jump around along the line and only assume position after the offense is finally set to go.
5. We feel that the Q.B. is the great part of the split-T offense, and therefore, we do not want him to wkr down the line unmolested. The split-T calls for deft ball handling and quick thinking on the part of the Q.B. To operate unmolested gives him confidence. Because of the importance of the Q.B. we plan to have an E or T on about every third play crash right into him if he comes this way or tackle him and hard. This may cause him to: first, move slowly and lose confidence; secondly, he may fumble; and third, he may pitch out before he is ready.
6. Defensive backs must diagnose quickly. Practically all passes will be tied up with a running play. Defensive backs must constantly look for running plays that may develop into passes. A favorite trick is to have an end fake a block on a lineman before going down for a pass.
- 7
7. We can't emphasize too much the importance of team defense in meeting the split-T. In defending the split-T, it is just as important to function as a team as it is to work together on offense.
8. We can't have players "playing it by ear". You must know your patterns in the defense and your responsibilities, and carry them out.

DEFENSES

7-2-2

In our book this is a great defense V.S. running split-T. Naturally, we are vulnerable to the long pass. We want to use this defense where a pass is unlikely - near either goal.



NOTE: We do not want any of our linemen to penetrate unless it is a pass. We want you to charge low and hard, and take over the spot held by the offensive lineman. You must then charge laterally along the line. This is the general rule for all these defenses.

INDIVIDUAL ASSIGNMENTS IN THE 7-2-2

The man on the nose of the offensive center must use a forearm shiver and control the offensive center. Never guess and never let the C handle you alone. Sometimes you will play as much as two feet off the line.

In the guard slots, play head on the offense T's. Employ an arm lift, stay low, work from under and never be out-charged. Initially you look for the dive play and be set for it. If the play goes away from you, look for the counter. If the play is wider, pursue the ball carrier via a route that will enable you to intercept him.

T's line-up in the outside shoulder of the E's. Charge straight ahead, but favor the outside. You must never be blocked in. You are the key men on this defense. You are responsible for the Q.B. on the optimum or for its F.B. on the off-T or belly play. You must never penetrate. After your initial charge, if you find the play going wide, change laterally as shown in the diagram. If the E fails to do his job you can get the play if you will not penetrate, move laterally and HUSTLE.

E's protect the outside. The ball carrier must never get outside of you. You are to charge on an angle two or three steps directly toward the F.B. If the play comes your way, get your hands on the F.B. and give enough ground to keep the play inside. Of course you will release your blocker and tackle the carrier as soon as you know who has the ball. It is imperative that you go across at an angle and not straight across. You must make the gap between you and your teammate T as narrow as possible.

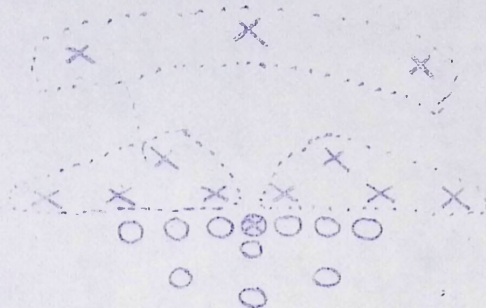
The line backers are the most important cogs. In this defense you are always on the alert for the Q.B. sneaks, for the gap between G's in front of you is great. Play just inside the defensive G and about two yards off the line. Your second responsibility is to stop the hand-off directly in front of you. If the Q.B. fakes a hand-off to the H.B. on either side, tackle him whether or not he has the ball. This is the only way to keep him from getting deep on a pass. The off-side line backer keeps his eye on the F.B. If he fakes his head and shoulder and comes back over the middle on a counter, nail him. If the play develops wide, pursue and beware of releasing blocking.

Halfbacks play eight yards directly in front of the offensive ends. Watch the ends - if they block, come up on the outside as diagramed and meet the play between the defensive E and T. Be alert for false blocks.

INSTRUCTIONS ON THE 6-2-2-1 3-4-2 AND 4-5-2 DEFENSES

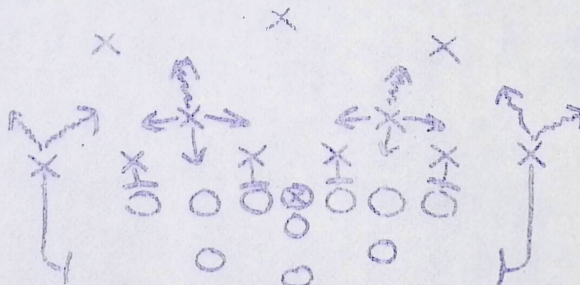
We are writing out the duties and responsibilities involved in these three defenses. We have thought these through and believe the defenses to be sound in every respect. We line up exactly the same in each defense on every play. When the ball is snapped our defensive linemen and linebackers can make different charges which will enable us to have a variety of sound defenses. In no sense do these three new defenses alter our long standing basic defensive principles. These defenses merely involve a change in alignment and individual responsibilities similar to these special defenses.

6-2-2-1 DEFENSE



Our defensive team is divided into three units. These units are the linebacker, guard, tackle and end on the left side. The same group on the opposite side and a third group consisting of safety man and two defensive halfbacks.

The safety man and two halfbacks play the same assignments having no variations of any sort. They are the last line of defense and have only one pattern of play. With only one pattern of play they should make fewer errors and should be able to prevent the "Easy Touch-down". The other two four-man units vary their charges on a signal given by the linebacker on either side. The assignments are as follows:



ENDS: Line up on the line of scrimmage two and a half yards outside the offensive end. If the play comes your way, come across and turn the play in, keeping leverage on the ball. If the play goes away from you, drop back through the secondary. If the play is a pass, drop off and cover the flat.

TACKLES: Line up head on to the offensive end about eighteen inches off the line of scrimmage. Hit the end, control him, react to pressure and go to the ball.

GUARDS: Line up head on the guards about eighteen inches off the line of scrimmage. Hit the guard, control him, react to pressure and go to the ball.

DEFENSIVE HALFBACKS: Line up eight to nine yards deep and about three yards outside the offensive end. You have outside responsibility on all passes never allowing anyone to get behind you.

SAFETY MAN: Line up on the ball about twelve yards deep. Move with the quarterback and react to the ball.

ADJUSTMENTS TO FLANKERS

TACKLES: If your end flankers three yards or more, move inside of him, come straight across maintaining leverage on the ball.

ENDS: If your end flankers three yards or more, play head on to him. If the play comes your way, move across the line and force the play. If the play moves away from you or a pass develops drop back and play the ball.

If the halfback on your side or the fullback is a flanker your way, drop back and play the ball.

If the far halfback crosses to your side play head up on him and play your normal assignment coming across the line if the play starts your way. If anything else happens drop back and play the ball.

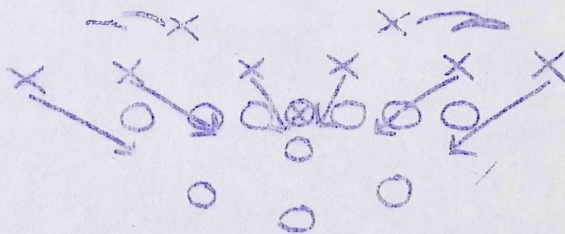
If either halfback or the fullback flankers away from you, play your normal straight formation assignments.

HALFBACKS: Against all flankers widen so that you can cover the deep outside.

SAFETY MAN: Favor slightly the side of the flanker, being sure that you keep field position so that you can always cover down the middle.

In addition to these assignments there are two other variations of defensive charges. These may be called by the linebacker by giving a meaningful signal to the guard, tackle and end on his side. These variations are as follows:

FIRST VARIATION:



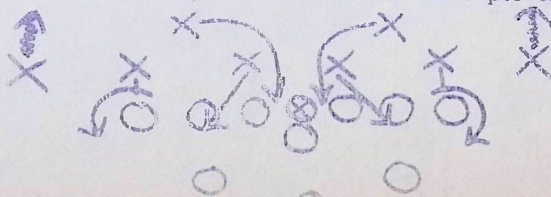
ENDS: Crash hard down the line of scrimmage forcing the play as quickly as possible.

TACKLES: Drive hard across the spot where the offensive tackle was lined up. Close the gap and react to the ball.

GUARDS: Drive hard through the gap between the center and guard. React to the ball.

HALFBACKS: Take two steps to the outside, hit the end if he attempts to go downfield. React to the ball.

SECOND VARIATION:



Common Defensive End Errors

1. Charging too deep on initial charge.
2. Not charging at all.
3. Meeting blockers in upright position.
4. Wrong initial step. Places you in a position where you cannot meet force with your utmost strength because your inside foot will be to the rear.
5. Not enough penetration on initial charge. Particularly on wide plays. Makes it difficult for line backer to come in and tackle.
6. Failure to use hands low on blockers. Results in end being tipped up.
7. Chasing ball carrier in an arc instead of in a straight line. Arc wastes time.
8. Failure to use shoulder and arm on off T play.
9. Disregarding close flankers. They will come in to block.
10. Initial charge too slow. Play already under way.
11. Initial charge too close to line. No room to maneuver.
12. Rushing passes too close inside. You set yourself up for outside run.
13. Momentary hesitation. Fraction of second means failure.
14. Failure to pursue.

Helpful Hints on Pass Defense

1. Never let a receiver get deep or in behind the deep backs.
2. Be ready to block if the pass is intercepted.
3. Rushing is the best pass defense.
4. If you must give up a pass, give them the short ones, never the deep ones.
5. Keep both passes and receivers in view.
6. Never turn your back.
7. Always intercept. Never give them another chance for a T.D.
(Exception - long ones deep in our territory on fourth down.)
8. Go for the ball hard when it is thrown. Fight for it.
9. The closer to your goal line the closer you play the receivers.
10. Protect your own territory first.
11. Know the down, distance, and position on the field.
12. Be alert, talk to each other.
13. Key off the ends. Be alert for fake blocks.
14. Be cautious in running up to a pile-up; a back may roll off and go free.
15. The side line is a defensive assistant.
16. Go for the ball with a proper angle. Don't underestimate.
17. Keep your head up and your eyes open, be quick like a cat. Take over your territory.

CORNER MEN: Line up three and a half yards deep and four yards outside the offensive end. If the play starts toward you, come up being sure that you can keep leverage on the ball. If the play starts away from you or a pass develops drop back and play the ball.

TWO DEEP MEN: Line up on the inside shoulder of the offensive end eight to nine yards deep. React to the play keeping the same relative position that you have as the ball is snapped. You must cover deep on passes. On wide plays you should fill inside the corner man.

ADJUSTMENTS TO FLANKERS

END ON THE ENDS: If the end flankers three yards or more move inside of him, come straight across maintaining leverage on the ball.

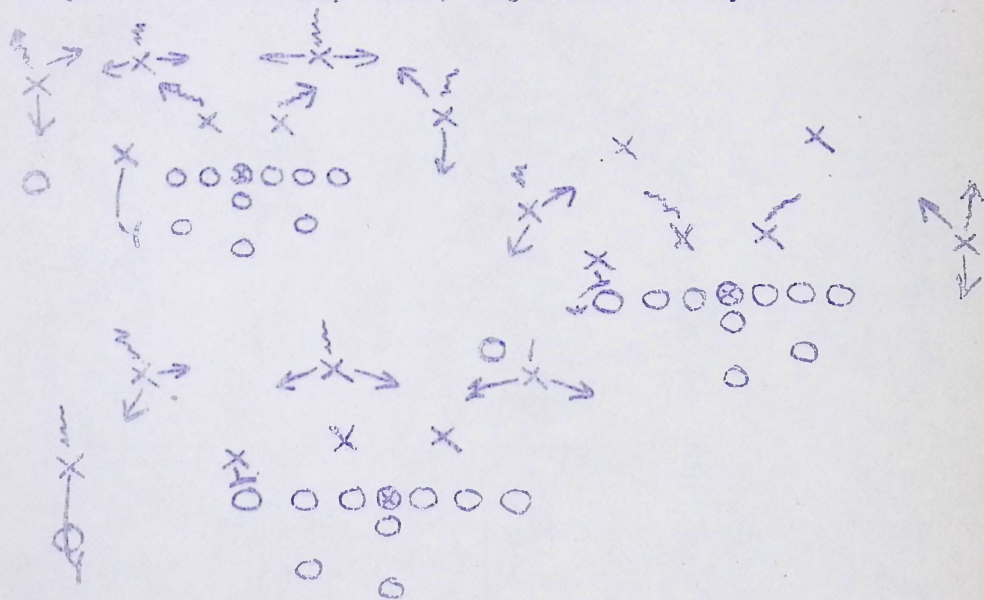
CORNER MEN: If the end on your side or the halfback on your side or the fullback flankers to your side, deepen and widen so that you can cover deep outside in these situations.

If the end away from you or the halfback away from you or the fullback flankers away from you, play your normal assignment.

If the halfback away from you crosses to your side you will rotate up and play head up to him.

Play your normal assignment if the play starts toward you, come across the line of scrimmage, being sure that you can maintain leverage on the ball. If the play starts away from you or a pass develops drop back and play the ball.

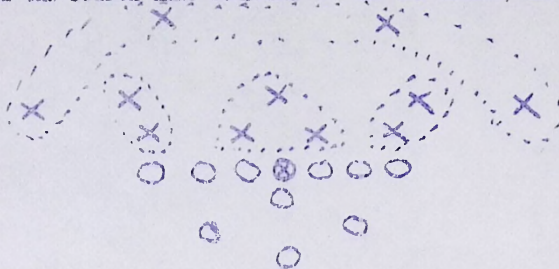
If the halfback on your side flankers away from you, rotate back to a normal halfback position on a three deep defense, being able to cover deep outside.



TWO DEEP MEN: If the ends flanker or the halfbacks flanker to their own side, or the fullback flankers, play your normal assignment. If the halfback on your side crosses away from you rotate towards him and play as safety man on a three deep defense, being able to cover deep down the middle. If the halfback away from you crosses to your side, rotate over to a normal halfback position on a three deep defense, being able to cover deep outside.

5
4-5-2 DEFENSE

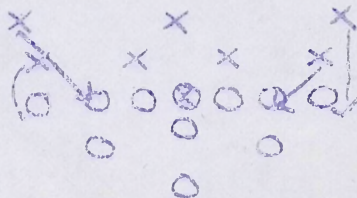
In this alignment our defensive team is divided into four units. These units are the linebacker and tackle on the right side; the linebacker and tackle on the left side; and three men in the middle and the fourth unit consists of the two corner men and the two deep men.



The assignments are as follows:

TACKLES: Line up eighteen inches off the line of scrimmage shading the inside of the offensive end. There are two variations of defensive charges. On a meaningful signal by the linebacker you will either charge hard through the gap between the end and tackle or step around the offensive end; hit him as you step around him. React to the ball.

LINEBACKERS: Line up one yard off the line of scrimmage just outside the offensive end. There are two variations of defensive charges. On your signal to the tackle you will either come straight across the line of scrimmage and play the ball or you will shoot the gap between the end and tackle.



GUARDS: Line up slightly off the line of scrimmage head on to the offensive guards. On a meaningful signal by the middle linebacker you will charge one of three ways:

- (1) Charge hard into the guard, control him, react to pressure and go to the ball.
- (2) Charge hard to the inside between the center and guard. Go to the ball.
- (3) Charge hard to the outside between the guard and tackle. Go to the ball.

MIDDLE LINEBACKER: Line up two yards deep head on to the center. On your signal to the guards you will be ready to react to the movement of the center, cover territory between the guards, or cover territory outside the guards. Go to the Ball.

CORNER MEN: Line up three and a half yards deep and four yards outside the offensive end. If the play starts toward you, come up being sure that you can keep leverage on the ball. If the play starts away from you or a pass develops drop back and play the ball.





Homecoming 2008 Event Staffing

Friday, October 5

Registration

Evelyne

Nancy

Michele Z.

Staff member

2 students per time slot

Primary contact people: Mirko (570/574-4033) / Michelle D. (570/592-4568)

Event/Arrival Time

10 a.m. – 6 p.m.

10:00 – 11:50

11:50 – 2:00

2:00 – 4:00

4:00 – 6:00

Location

Student Center, Bookstore

Golf Tournament

Lauren

Janice

in One

Michelle D.

4 students/volunteers

Primary contact people: Michelle D. (570/592-4568) / Mirko (570/574-4033)

11:00 a.m. – 5:00 p.m.

10:30 – 12; 12 – 4:30

10:30 – 12; 12 – 4:30

10:30 – (Bring box)

Irem Temple

Registration; Hole in One

Registration; Hole

BUJC Ladies Luncheon

Sandra

Angela

Primary contact person: Sandra (570/466-0336)

11:30 a.m. – 1 p.m.

11:00 (Bring Box and Sign)

11:15

President's House

Registration & welcome

Registration & welcome

Roth Dedication

Sandra

Evelyne

Primary contact person: Sandra (570/466-0336)

12:00 – 1:00 p.m.

11:45 (Bring Box)

12:00

Behind Chesapeake Hall

Marts Society – First 20 Years

Angela

Mildred

Primary contact person: Angela

2 – 3 p.m.

1:00

1:00

Weckesser Hall

Alumni College Session I

Students to direct alumni to rooms

3:30 – 4:30 p.m.

SLC and Breiseth

Colonel's Happy Hour

Rebecca VanJura

Anita

Lacey

Christine

*Primary contact person: TBD***5 – 7 p.m.**

4:30 – 7

4:30- 6

6 – 7 p.m.

6 – 7 p.m.

Rodano's on the Square

Registration

Registration

Registration

Registration

75th Celebration Dinner

Janice

2 students

*Primary contact person: Michelle D. (570/592-4568) / Mirko (570/574-4033)***6 – 10 p.m.**

5:30

5:30

Irem Temple Golf Course

Registration

Registration

Class of '58**(Golden Colonel Induction)**

Sandra

Evelyne

*Primary contact person: Sandra (570/466-0336)***6 p.m.**

5 p.m. (Bring box)

5:15 p.m.

Kirby Hall**Saturday, October 6****Registration**

Staff member

Staff member

1 student per time slot

8 a.m. – 12 p.m.

8:00 – 10:00

10:00 – 12:00

Student Center, Bookstore**President's Breakfast**

Janice

Nancy

Evelyn

Sandra

Mirko

*Primary contact person – registration, set-up: Mirko (570/574-4033)**Primary contact person – during event: Sandra (570/466-0336)***8:30 a.m.**

7:45 a.m.

7:45 a.m.

8:10 a.m.

8:00 a.m.

7:45 a.m. (Bring box and sign)

Student Center, Ballroom**5K Ragin' Road Race**

Michelle D.

Rosemary

13 students/volunteers

*Primary contact person: Michelle D. (570/592-4568)***10:00 a.m.**

8:30 (Bring Box)

9:15

Alumni House**75th Parade**

Bridget

Mirko

Lauren

*Primary contact person: Mirko (570/574-4033)***10:30 a.m.**

9:15 a.m.

9:15 a.m.

10:00 a.m.

Facilities lot, Main St.

Tailgate Tent	11:00 a.m. – 3:00 p.m.	Practice Field/Kirby Park
Nancy	11:00 – 1:00	ID'ing
Michele Z.	11:00 – 1:00	ID'ing
Janice	1:00 – 3:00	ID'ing
Lauren	1:00 – 3:00	ID'ing
All students		
Michelle D.	10:30 (Bring box)	
<i>Primary contacts: Michelle (570/592-4568) / Mirko (570/574-4033)</i>		

Tent Festival	4:00 p.m. - ?	Greenway
Lauren	5 – 6	ID'ing
Michelle D.	6 – 7	ID'ing
Mirko	4:15 – 5:15 (bring box)	ID'ing
Staff member	4 – 5	ID'ing
Staff member	5:30 – 6	ID'ing
Staff member	7 – 8	ID'ing
Most students		
<i>Primary contacts: Mirko (570/574-4033) / Michelle (570/592-4568)</i>		

Labyrinth Dedication	5:00 p.m.	Fenner Quadrangle
Sandra	4:30	
<i>Primary contact: Sandra (570/466-0336)</i>		

Class of '58 Reception	6:00 p.m.	Student Center,
Ballroom		
Sandra	5:45 p.m.	
Mirko	5:30 p.m.	
Michele Z.	5:15 p.m. (Bring box)	
<i>Primary contact: Sandra (570/466-0336)</i>		

Kirby Center Reception	7:00 p.m.	Kirby Center
Mirko	6:30 p.m. (Bring Box)	
<i>Primary contact: Mirko (570/574-4033)</i>		

Sunday, October 7

Memorial Bells	9:45 a.m.	Carillon (W. South)
Sandra	9:20	

Flyboys Farewell Breakfast	10:15 a.m.	HSC Dining Room
Sandra	after Bells	

Hall of Fame/Brunch	10:30 a.m.	Marts 214/Ballroom
Michelle	9:30 -	
Mirko	9:30 -	

HANOVERFORD SCOUTING REPORT - 1967

(22) BATZELL
SR.
6-0, 180

(34) MEYERS
FR.
5-8, 175

(21) PORIETTA
SR.
5-8, 160

(20) GLEESON
JR.
5-9, 165

(84) NICKS
SO.
6-2, 180

(74) ALCOCK
SR.
6-1, 190

(62) RITTER
SR.
5-10, 175

(52) BOGGS
SR.
6-0, 170

(60) ROOT
SR.
5-10, 195

(51) SLEEPER
JR.
5-10, 205

(85) FROENLKE
FR.
5-11, 175

(20) GLEESON
JR.
5-9, 165

(25) BATZELL
SR.
6-0, 180

(80) MANG
FR.
6-1, 165

(34) MEYERS
FR.
5-8, 175

(62) RITTER
SR.
5-10, 175

(51) SLEEPER
JR.
5-10, 205

(60) ROOT
SR.
5-10, 195

(85) FROENLKE
FR.
5-11, 175

(65) HIPP
JR.
6-3, 230

(73) HUBBARD
FR.
5-11, 170

(74) ALCOCK
SR.
6-1, 190

GENERAL INFORMATION:

1. THEY USE 7-8 TWO WAY PLAYERS.
2. MANY FORMATIONS - FEW BASIC PLAYS.
3. PLE-STANCE (MAY GO FROM IT ON A QUICK COUNT). BACKFIELD SHIFTS INTO FORMATIONS.
4. MUCH MOTION. FAST. NO TENDENCIES.
5. LINE SPLITS 2-3 FT. G'S ADJUST FOR POSITION. WING/SLOT SPACING VARIES.
6. OFFENSIVE LINE SHOWS THE PLAY QUICKLY.
7. LONG COUNTS USED OFTEN.
8. FB/TB ARE LEARNERS.
9. OFFENSIVE PLAYS ARE RUN IN COMBINATIONS. EX. - 71 THROWBACK, THEN 72 FLOOD
62-7 POWER, " 62-7 BOOTLEG.
SHOVEL TO FB, " FAKE SHOVEL / NO TRAP
34-5 TRAP, " 33-6 CTR.
10. POOR OFFENSIVE CENTER.

OFFENSE:

1. G'S OUT ARE EXCELLENT KEYS.
2. FEATURE WINGS, SLOTS, POWER FORMATIONS.
3. RUNNING GAME: 4-5 TRAPS, INSIDE CTRLS., OFF-TACKLE, QB SWEEPS (SHOWN BY TUCKING BALL).
4. PASSING GAME: TO SERIES - FLOOD, THROWBACKS (A MAN PATTERNS) SHINGI, HOOKS, BREAK-IN/OUT.
5. CHECK DOWN BLOCKING W/ TRAPS. - ALSO OVER BLOCK.
6. GENERALLY RUN-PASS TOWARD SLOTS, WINGS.
7. " " " " POWER.
8. " " " " AWAY FROM POWER-I.

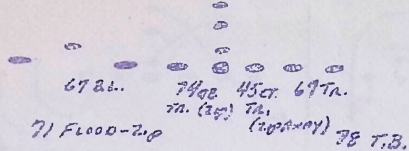
DEFENSE:

1. BASICALLY AN 8 FRONT, 3 DEEP. SPLIT 6, TIGHT 6-2, LOOSE 6-2. STALLS, SLANTS, BLASTS.
2. G'S CLASH IN SPLIT 6 - E'S BOX/FLOAT IN 6-2.
3. LB'S FLOW FAST, SECONDARILY ROTATES THROUGH ZONES. VS. MOVEMENT.
4. LITTLE ADJUSTMENT TO WIDE-OUTS.

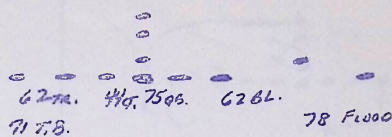
KICKING:

1. POOR CENTER. BAD SNAPS. 4 STEP KICKER.
2. GENERALLY PASS FOR PAT'S.
3. WALL RETURNS FOR KICKOFFS / PUNTS - ALSO WEDGES.

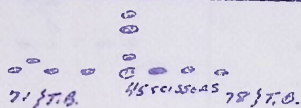
HAVERFORD - OFFENSIVE FORMATIONS & PLAYS.



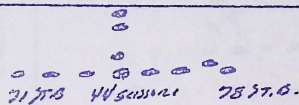
I - SLOT LEFT.



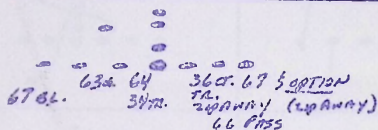
I - SLOT RIGHT.



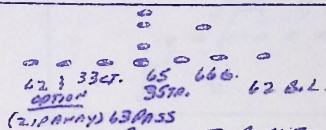
I - TIGHT SLOT LEFT.



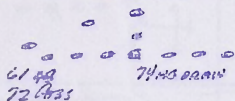
I - TIGHT SLOT RIGHT.



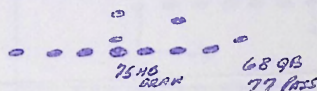
POWER I LEFT



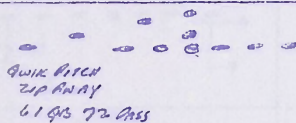
POWER I RIGHT.



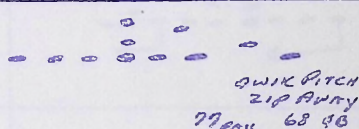
POWER LEFT



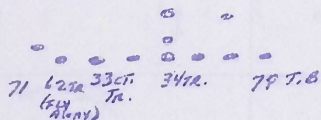
POWER RIGHT



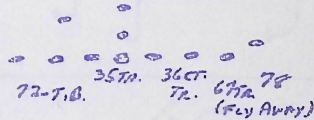
POWER SLOT LEFT



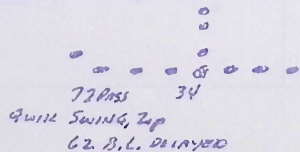
POWER SLOT RIGHT



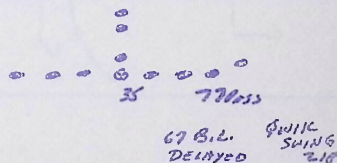
WING LEFT



WING RIGHT.



I. WING LEFT



I WING RT.

REMEMBER - 1. QWIK COUNTS FROM "up" POSITION

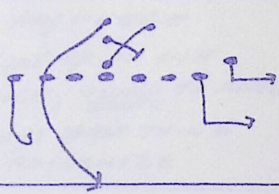
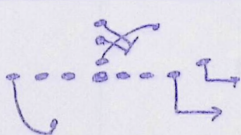
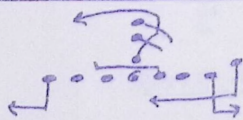
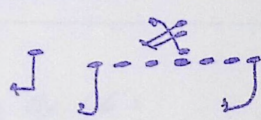
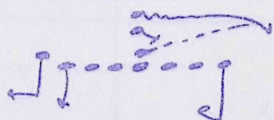
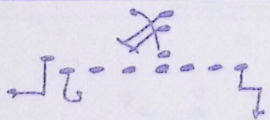
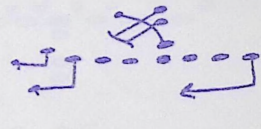
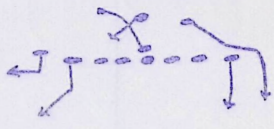
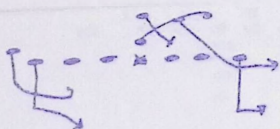
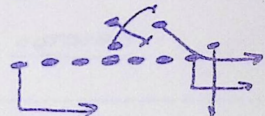
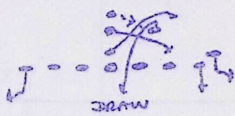
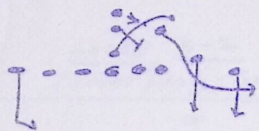
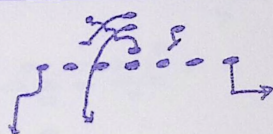
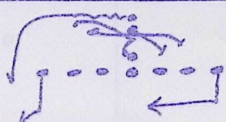
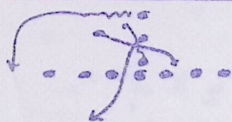
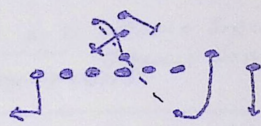
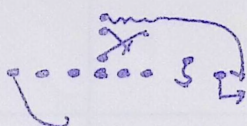
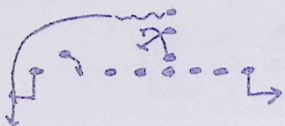
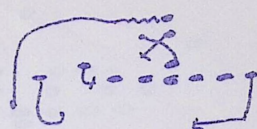
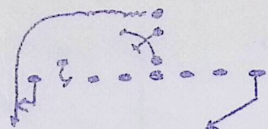
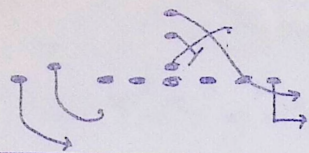
2. LONG COUNTS.

* 3. BACKFIELD SHIFTS FORMATIONS

4. MOTION.

DON'T BE OFFSIDES.

HAVERFORD - FORMATIONS & PASSES



★ BE READY TO USE YOUR 4-3 (R) VS. ANY "SURPRISE" OR "JUNK".

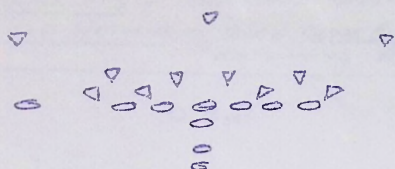
DOWN & DISTANCE

1ST-10 - 75% RUN

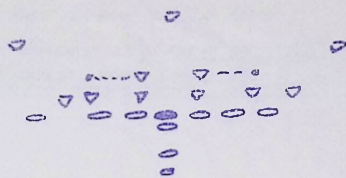
2ND LONG - 75% RUN

3RD LONG - 75% PASS

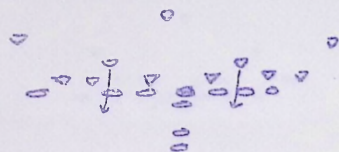
HAVERFORD DEFENSE



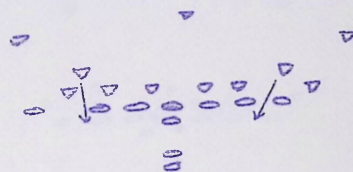
SPLIT 6 - BASIC
E'S CRASH, T'S DOWN
LB'S FIRE & SCRAPE



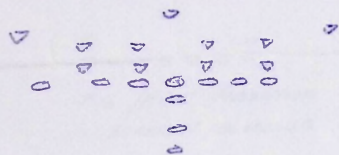
TIGHT 6-2 GUARD STACK
TACKLE STACK
E'S BOX-FLOAT



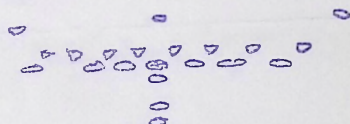
LOOSE 6-2
(SHORT YOGG - GOAL LINE)



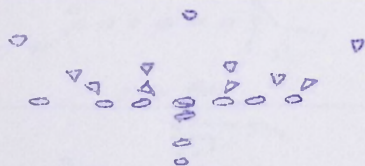
6-2 OUTSIDE



44 STACK



GAP - 8



SPLIT 6 STACK

1. FIRE By LB'S
2. CROSSES BETWEEN LB'S / TACKLES
3. STACKS ANYWHERE.
4. ALSO: LINE UP IN ONE DEFENSE, JUMP TO ANOTHER. BUT ALWAYS SOMETHING YOU'LL RECOGNIZE.

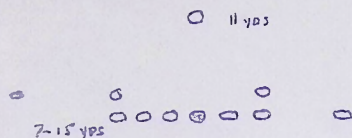
IT IS ALRIGHT TO BE SATISFIED WITH WHAT YOU HAVE —
BUT NEVER BE SATISFIED WITH WHAT YOU ARE.

WORK FOR IMPROVEMENT, DEVELOP TECHNIQUES, EXECUTE FUNDAMENTALS,
ELIMINATE MISTAKES — ASPIRE TOWARD GREATNESS!

HAVERFORD KICKING

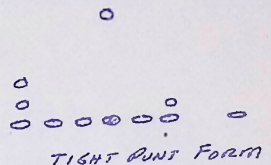
KICKOFFS - STRAIGHT COVERAGE - KICKS ARE LOW - 15 YD LINE

K.O. RETURNS - SAME CROSS BLOCKING FROM FRONT 5, MAN TO MAN FOR OTHERS
RETURNING R-L. ALSO MIDDLE WEDGES. 5-2-2-2 FORMATION

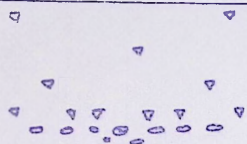


REG. PUNT FORM.

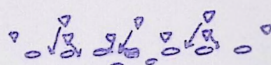
TIGHT LINE



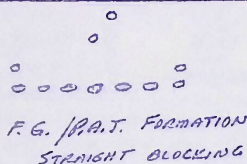
TIGHT PUNT FORM.



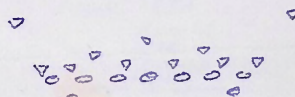
PUNT RETURN FORMATION
6-2-1-2



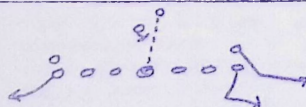
PUNT BLOCKS - STUNTS



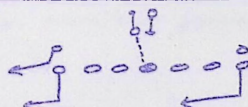
F.G. / P.A.T. FORMATION
STRAIGHT BLOCKING



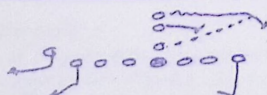
F.G. / P.A.T. DEFENSE 6-2 BLAST
OR GRAB



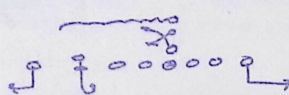
2 Pt. Play



2 Pt. Play



2 Pt. Play



2 Pt. Play

WE HAVE CONTINUALLY HANDICAPPED OURSELVES BY BEING CARELESS THROUGHOUT THE SEASON. THE TENDENCY IS TO SHAUG IT OFF AND THINK, "WE'LL COME BACK." WE MUST NOT DO THIS! TOWARD THE END OF THE SEASON, YOUR OPPONENTS WILL HAVE AND PLENTY OF OPPORTUNITIES TO SCOUT YOU, NOTE YOUR TENDENCIES, AND PLAY TO YOUR WEAKNESSES. YOUR BIGGEST WEAKNESS IS PENALTIES, FOLLOWED BY COSTLY "TURNOVERS." (BUSTS, FUMBLES, INTERCEPTIONS)

DELAWARE VALLEY SCOUTING REPORT - 1967

(24) CO. THOMPSON JR. 5-9, 155	(85) THORNE FR. 6-1, 240	(73) KELLY SR. 6-2, 230	(62) DUBENHAW SR. 6-4, 300	(14) TIMKO SR. 6-2, 185	(77) LENNAN JR. 5-14, 190	(79) VAREO FR. 6-1, 190	(40) FLANNERSILL SR. 5-10, 190
(30) NICE SR. 6-1, 200							
(35) BRANCH JR. 5-9, 175							
(20) THOMPSON JR. 5-9, 175	(11) JOHN JR. 6-0, 175	(63) WILLIAMS SR. 5-10, 185	(68) COWELL JR. 6-2, 230	(75) JANNETT FR. 6-2, 200	(34) CARROLL SR. 5-11, 190	(42) SIMPSON JR. 5-10, 180	(33) DAY JR. 5-4, 175
(81) SPRING SR. 6-2, 175	(70) DUFFY SR. 6-2, 240	(58) MERRICK SR. 6-2, 240					

GENERAL INFORMATION:

1. CAGNAGE: "READY - SET - HIT" -- LINE SPLITS 1-2 FEET.
2. TIGHT END WILL SPLIT 3-4 YOS. T'S MAY SPLIT 1 MD. FOR POSITION.
3. THEY FEATURE POWER SNEEKS, DIVES, OPTIMS, DROP BACK PASSES.
4. DO NOT BE SURPRISED AT ANY OFF. OR DEF. "JUNK" THEY MAY USE.

OFFENSE:

1. BASICALLY A PRO SET R-L WITH A SPLIT BACKFIELD.
2. THEY RUN 61-68 POWER SNEEKS, 23-26 DIVES, 21-25 OPTIMS, AND CROSBUCKS.
3. THEY WILL SNEAK ON SHORT YARDAGE.
4. THEY FEATURE DROP BACK PASSING. POST, STRUT, FLAG, BREAKOUT, DRAGS.
5. ANY FORWARD OUT WILL TAKE YOU TO THE PLAY.
6. LOOK FOR BOOTLES, REVERSES, QB KEEF OFF CROSS BACK, TRAIL PLAYS.

DEFENSE:

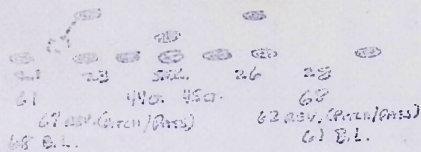
1. BASICALLY 5-4 INVERT. ALSO 5-4 GAP STACKS & MAN STACKS. THEY USE DIVIONS AND FIDES. ALSO, TACKLES WILL PINEW DOWN JELCO'S GO TO OUTSIDE. LOOK FOR LB'S TAPPING TACKLE'S BUTT.
2. E'S BODY; LINE WILL HIT SLIDE; LB'S FLOW FAST; SEC. PLAYS TIGHT.
3. ALTERNATES ARE 6-1, 54 @, 5-3.

KICKING:

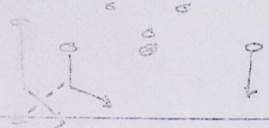
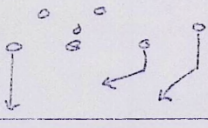
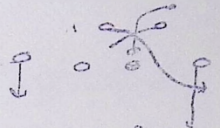
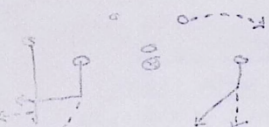
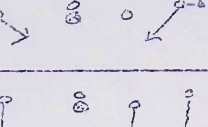
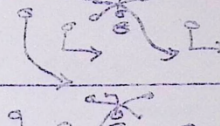
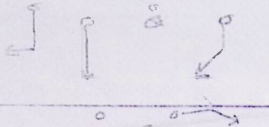
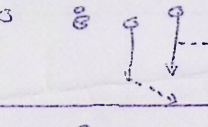
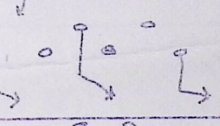
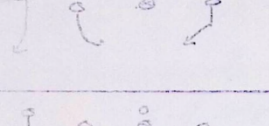
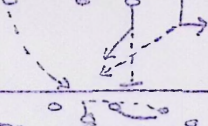
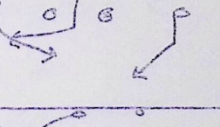
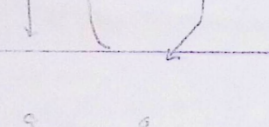
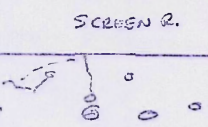
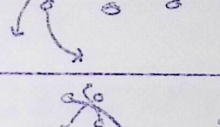
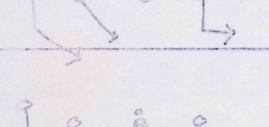
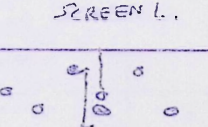
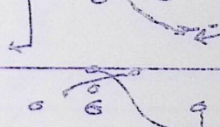
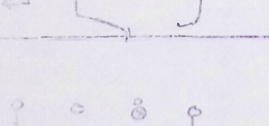
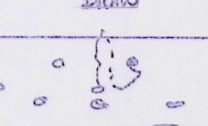
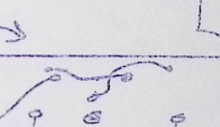
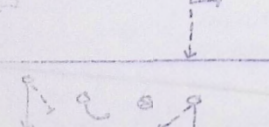
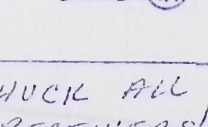
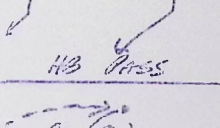
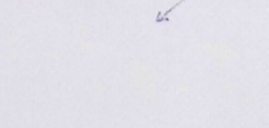
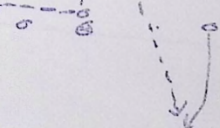
1. LONG PUNTS, FAIR SNAPS / PROTECTION.
2. PUNT DEFENSE ALIGNMENT TELLS YOU WHAT TO DO. (RUSH - RETURN ETC.)
3. THEY COME ON THE KICKING GAME.

LET US WELCOME DEL. VAL. TO OUR PARENT'S DAY WEEKEND!

DEL. VALLEY - OFFENSIVE FORMATIONS/PLAYS



DEL VALLEY FORMATIONS/PASSES

		
		
		
		
		
		
		
		
	1. CHUCK ALL RECEIVERS! 2. OUT/IN CONTAIN QB. 3. HANDS UP. 4. DON'T STOP 'TILL WHISTLE BLOWS.	

SCREEN 2.

SCREEN 1.

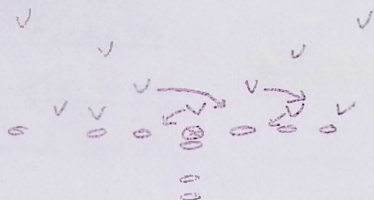
DRAW

SCREEN (AT)

HB PASS

TRIPLE PASS

DEL. VALLEY DEFENSES

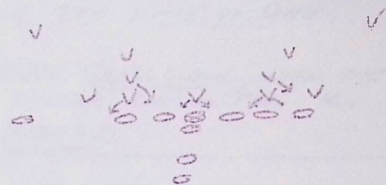


5-4 INVERT (BASIC)

SHORT YOGS, LB'S TIGHTEN (7-2)

DIVIDES - FIRES - CROSSES

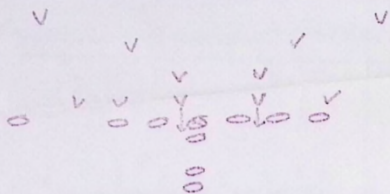
LOOK FOR LB'S TO TAP T'S
ON BUTT - CROSSES IS CN.



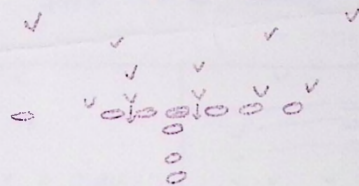
5-4 STACK

MG LOOPS

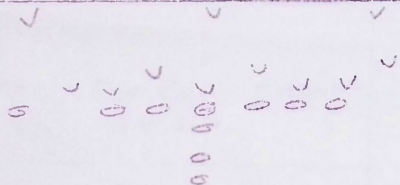
WIDE STACKS - STUNT



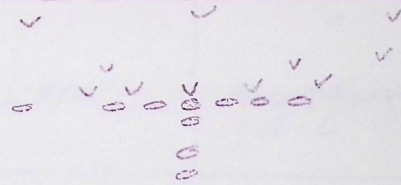
5-4 GAP RT.



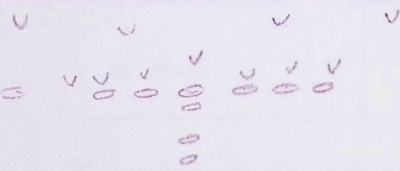
5-4 GAP LEFT



5-4 (11) - PASS SITUATION

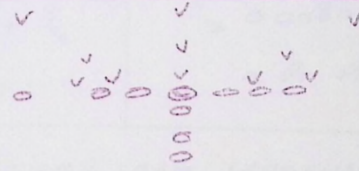


5-2 (11) - PASS SITUATION



6-1 (GOAL LINE)

ALTERNATE



5-3

LINE.

OUR OFFENSE: GO GET THEM!

HEAD UP, EYES OPEN

MOVE OUT ON COUNT

ANTICIPATE THEIR DEF. POSITION.

BACKS

RUN TO DAYLIGHT.

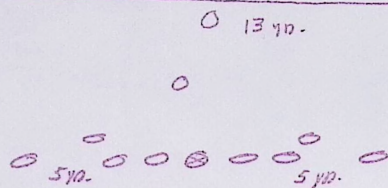
USE YOUR EYES.

DEL. VALLEY KICKING GAME.

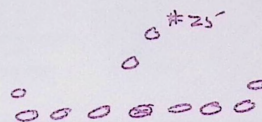
KICKOFFS - STRAIGHT COVERAGE; ABOUT THE 10-15 YD LINE.

K.O. RETURNS - 5-4-2; FRONT FIVE ~~WEDGE~~ CROSS BLOCK, WITH THE CENTER COMING FOR K.

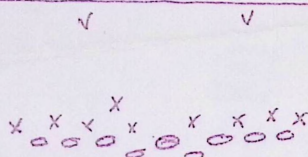
NEXT FOUR: WEDGE



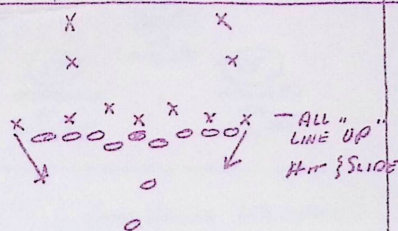
PUNT FORMATION
#25-PIERCE - EXCELLENT PUNTER



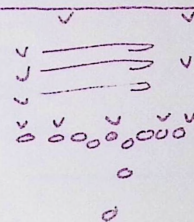
PAT - FG FORMATION



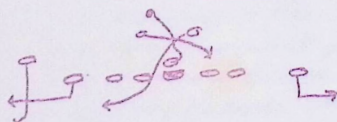
PUNT RUSH - 9 FRONT
GAP 8 + 1



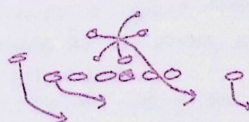
PUNT RETURN R/L



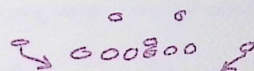
PICKET RETURN
R-L



2 Pt Play



2 Pt Play



2 Pt Play

FIELD POSITION AND GAME STRATEGY ARE LARGELY DECIDED THROUGH THE KICKING GAME. HUSTLE & DESIRE ARE THE KEYS TO A SUCCESSFUL KICKING GAME.

THIS WEEK: ELIMINATE MENTAL ERRORS
PENALTIES
TURNOVERS (FUMBLES, ETC.)

AND PLAY LIKE THE CHAMPIONS YOU ARE!!

SCRANTON REPORT

This report is based upon two games scouted: Scranton vs. Hofstra and Scranton vs. Gettysburg. In both games the opposition dominated the play; consequently the scouts saw more of Scranton defensively than offensively. We feel that the information is reliable.

The Royals are big, strong, and they use power. They do not appear to be fast. They have looked better passing than running.

Scranton operates from the Wing T with a balanced line. The wing man is usually flanked three to five yards. He is really a flanker. The wing will be left or right; 60% of the time right. 80% of the time they run toward the wing. 20% of the time they will run from Straight T.

Probable Starting Line-Up

L.E. #50	Cino 6' - 188	Fast and tough. Favorite receiver.
L.T. #65	Graziano 5'11" - 230	Strong and bouncy. Hard charger. May play def. G. Kicks off high but not deep. He can be trapped. Comes in high.
L.G. #61	Datto 5'7" - 200	Powerful, but cumbersome. He can be moved in all directions.
C. #52	Broodhurst 5'11" - 190	Good man. Plays 60 min. Passes well to punter.
R.G. #46	Tomik 5'10" - 190	We know this man. He is an excellent football player. Was hurt in the Hofstra game and didn't appear against Gettysburg. He will face us. Smart. He will have to be handled.
R.T. #60	Devitt 6'2" - 220	Works high and comes across. Can be handled in or out.
R.E. #41	Kerrling 6' - 185	Flouted in both games. His end was turned in both games. He will use his hands. You must stay on your feet, give him a high target and slip under.
Q.B. #21	Cesare 5'7" - 160	Reported to be their best Q.B. Good passer. Best throwing short. Favors the screen pass. Q.B.'s work with the reverse pivot 90% of time.
R.H. #33	Bellucci 5'8" - 170	Probably their fastest back. They will sweep with him on the quick pitch.
L.H. #32	Perik 5'11" - 190	They have not run him very often. Most often seen carrying on the dive play and cross back.

F.B. #40 Potkul 5'8" - 185

Their work horse. Excellent driver.
Captain. Best def. back.

#57 Ruzile 5'11" - 205

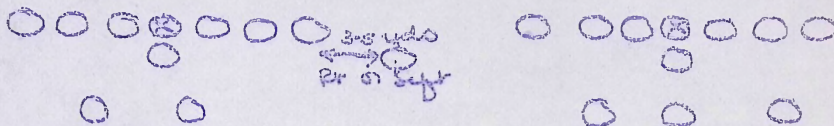
Sub. for Potkul. Pile driver.

#67 Dzwonkowski 6'3" - 230

Sub. at T. May start. Best punter.
Punts high and far, but not too consistent.
Back 12 yds. Adjusts ball before kicking.
Hustle, can block punts. He is a bull on
def. Comes through harder than any other
lineman.

#59 Zielinski 6' - 180

May start at Q.B. They claim he is their
best player.



Their linemen take normal splits of 12" - 18" - 36".

Go on normal cadence. Frequently the Q.B. will go on an automatic quick
snap. (Be ready)

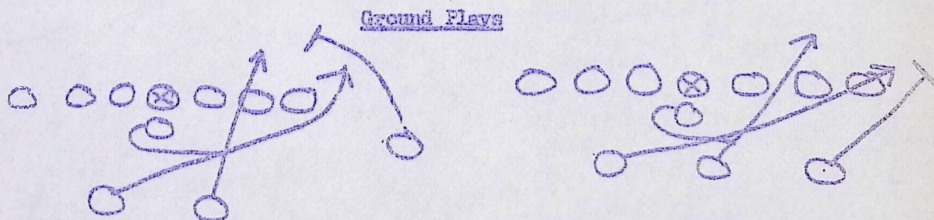
They have hit best inside of end toward the W-B.

The drive series (riding with first man, giving to second) has been their
basic play.

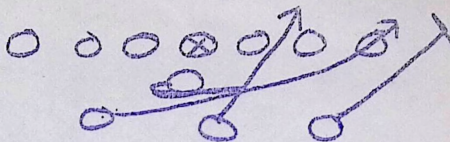
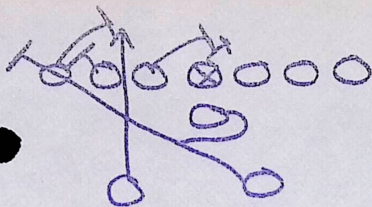
Seem not to have the speed to go outside consistently.

Passing game is the best they have.

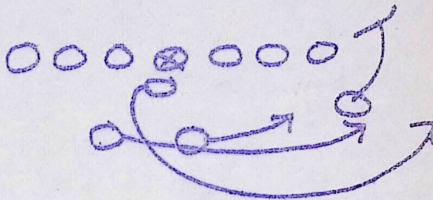
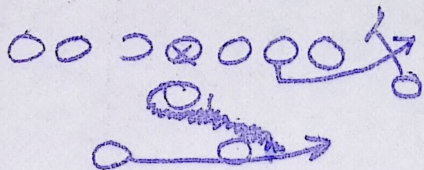
NOTE: Pa heads up for their draw play (delayed buck) and their lateral
screen pass.



Take to first man - give to second

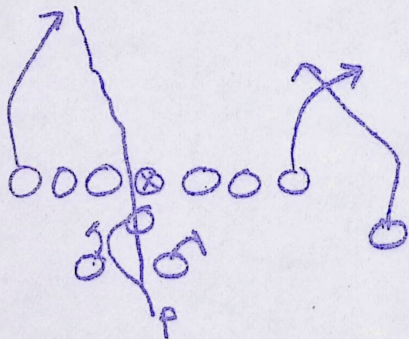
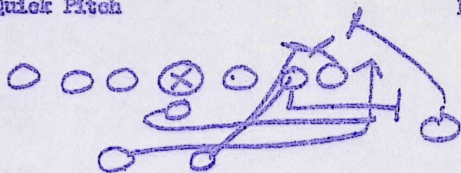


Q.B. carries ball back to F.B.
Draw Play

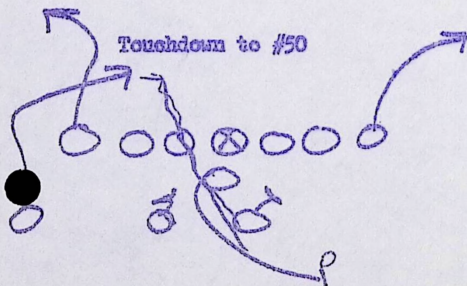
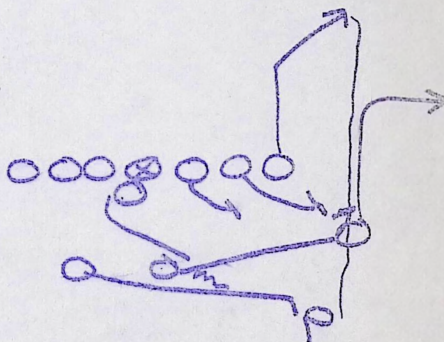


Quick Pitch

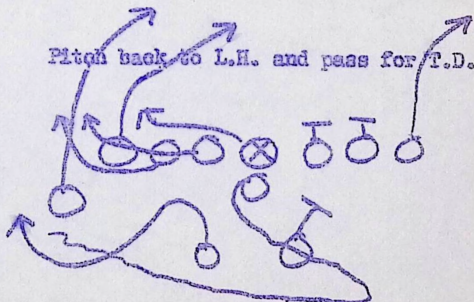
Roll-out Sweep



Passes

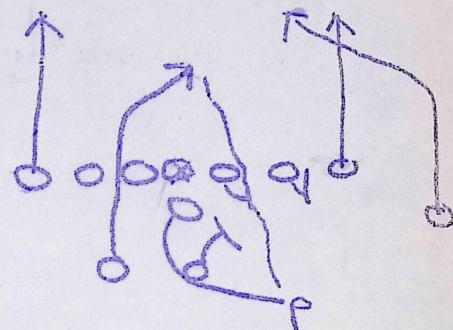
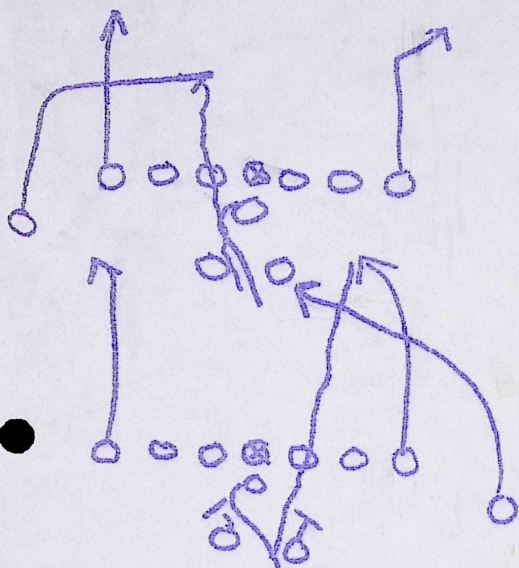
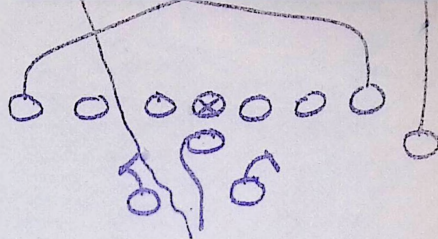
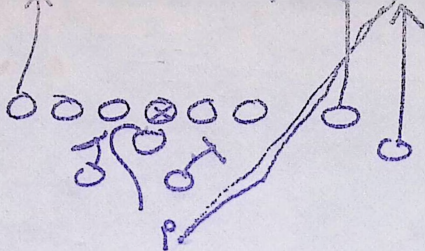


Touchdown to #50

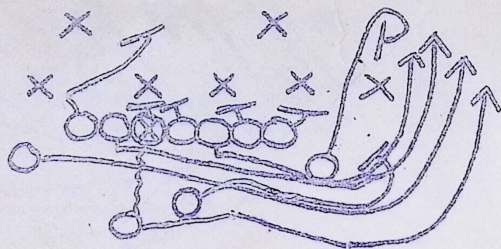


Pitch back to L.H. and pass for T.D.

Internal Screen - Good Gain

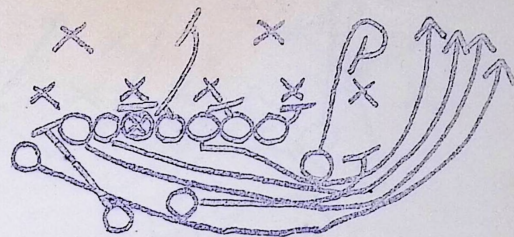


Direct pass in spread form vs. Hofstra -
Trying for score.



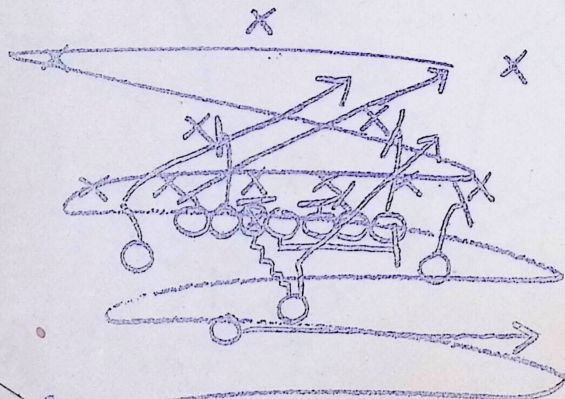
B42-W

(R.B. may pull or go through if C can handle
D & E.)



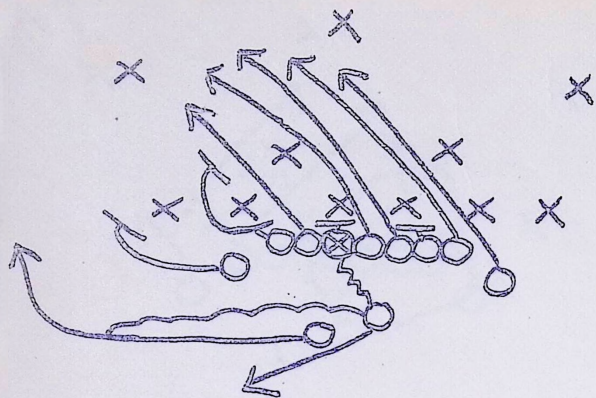
B12-W

(RG may pull too)

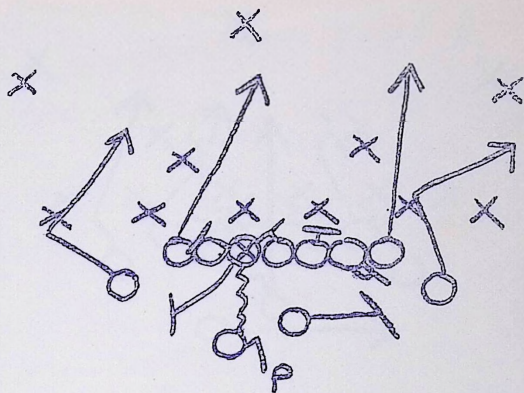


B144

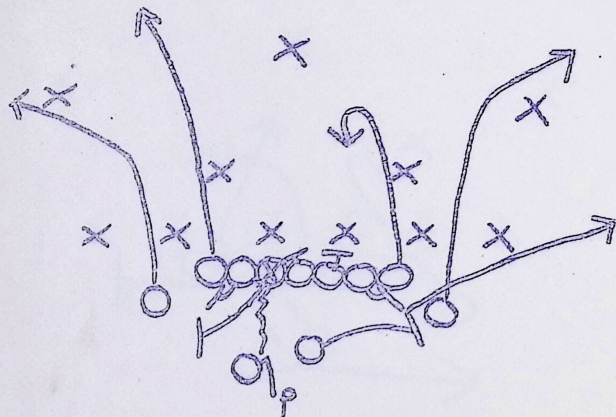
(R.B. may pull or go through if C can handle
D & E.)



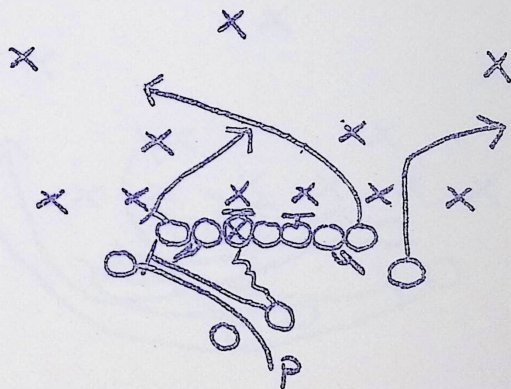
B Pitch out
(L E gets outside Dey. T + gets C)



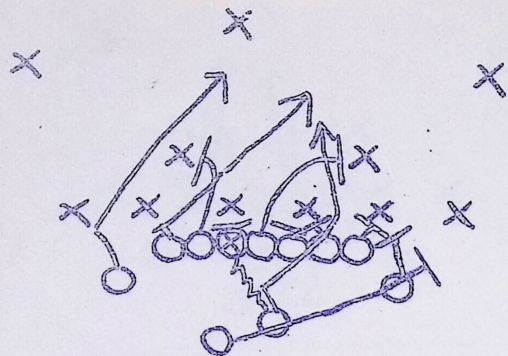
B20



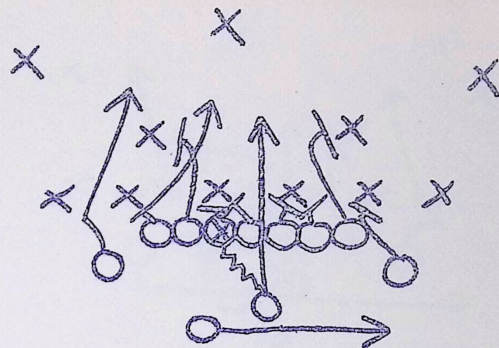
B28
(SB sticks Dey. E. + then goes flat)
(then goes to left field)



B127-X
(LE End to her 3" counts. R.E. and Austin)

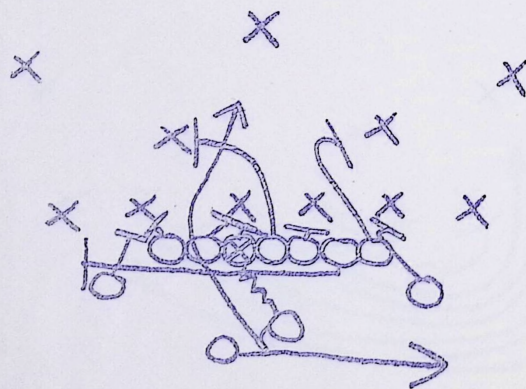


B64

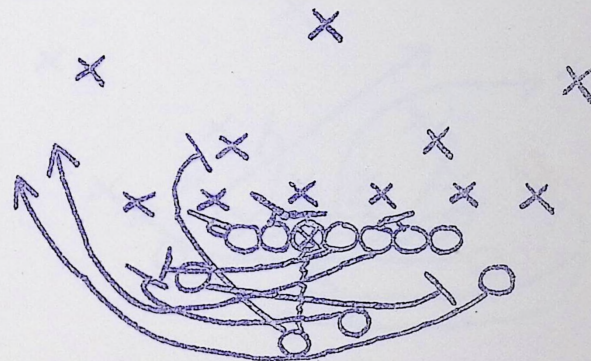


B60

(LH may be pulled through hole & take FB)

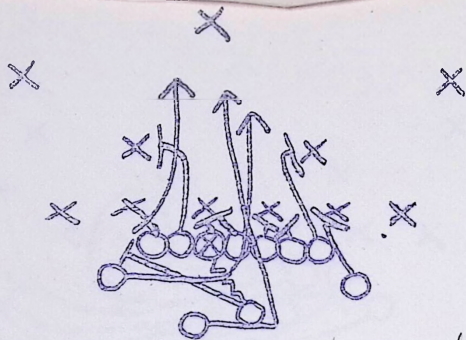


B65



B12-R

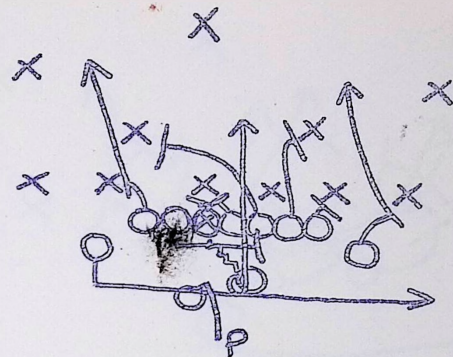
(Inside T may go through)



Should be designated 160

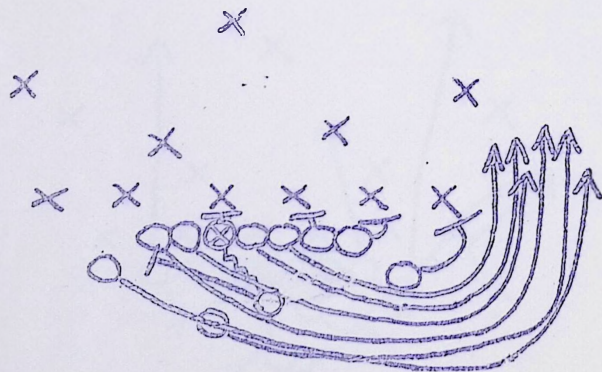
B118

(T.B. may vary his assignment - also, he may go out as a flanker)



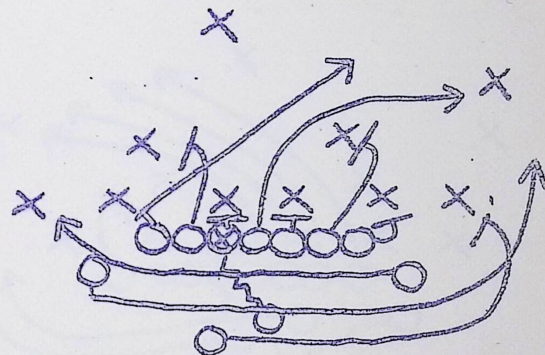
B68-S

(Play called on "3" Left wing goes on "1")
(T.B. may vary his false)



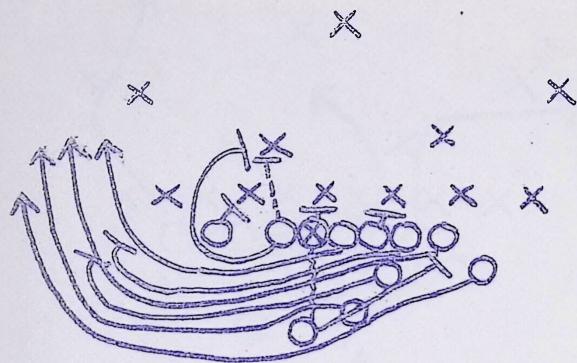
B112-W

(T.B. helps on dry End)

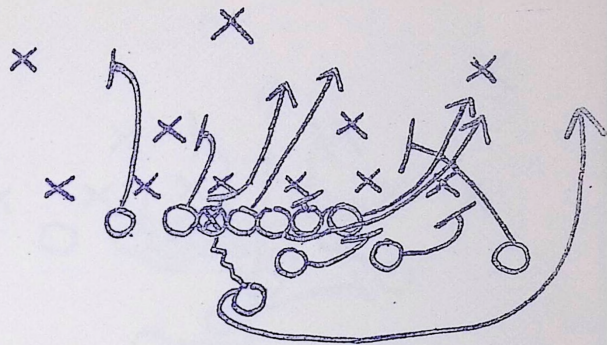


B282-W

(outside T may pull around to get Dry FB)

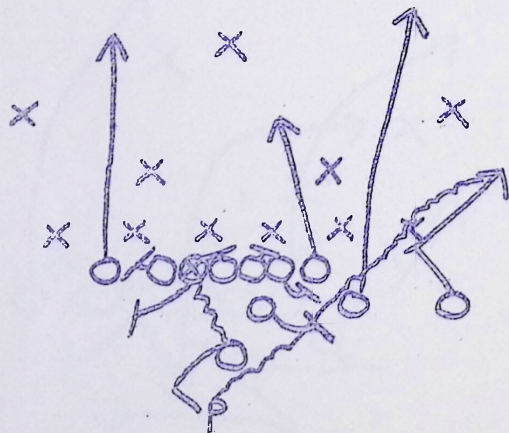


A13-W (2ND Choice)



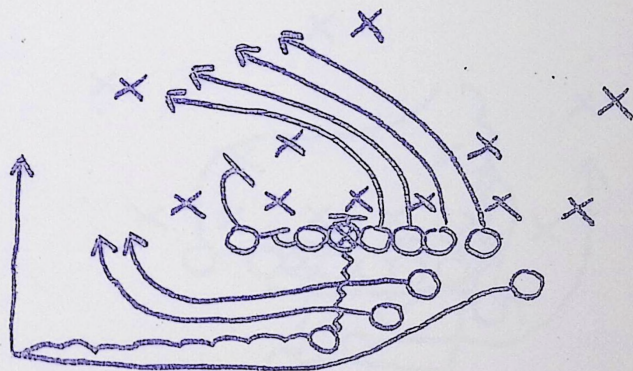
Wing A 142-W

Inside may pull deeper & be a personal integrity
It may go through too.



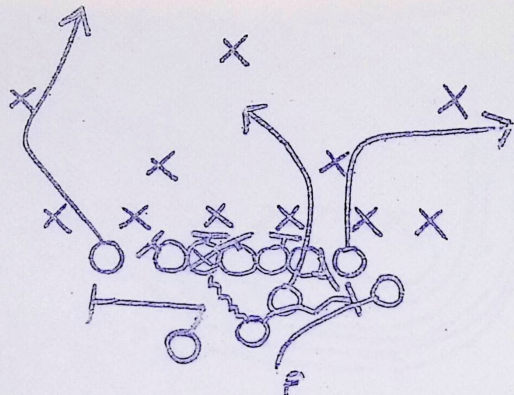
Wing A - Pass to Flanker

Flanker puts a good block on E
then rushes to open.

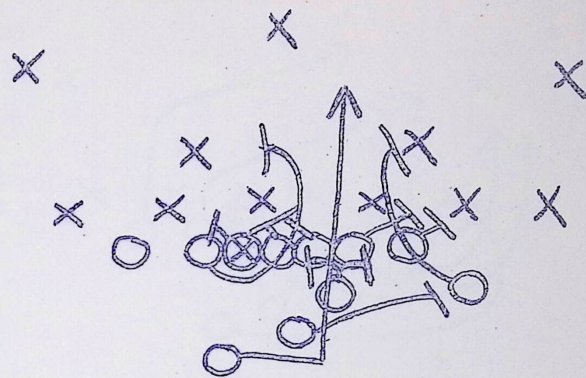


A13-W Internal

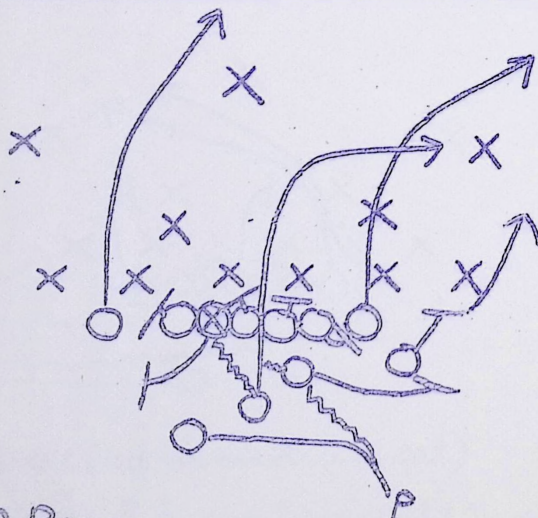
(BB + FB Greenfield on Day E.)
(LE or RG can take Day E.)



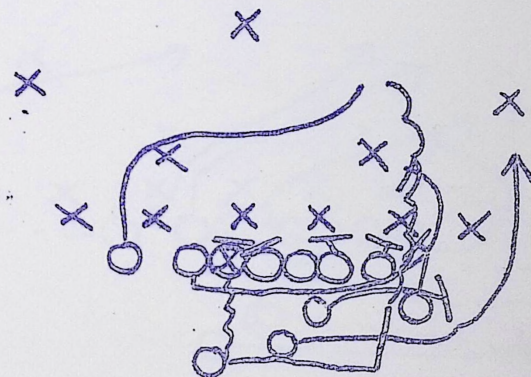
A13-X (BB passes for 3 counts)
(Run from A Left)



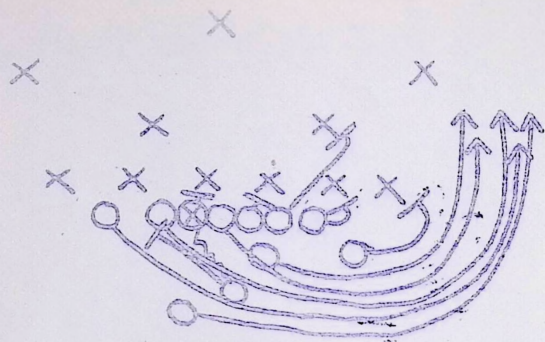
Against Looping Lines



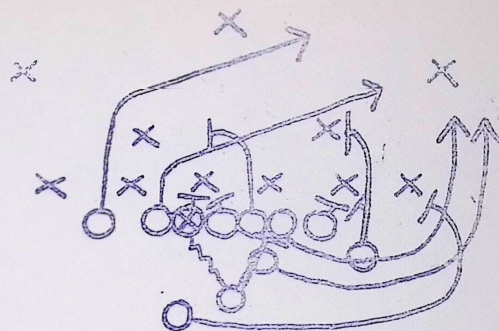
A40 PASS



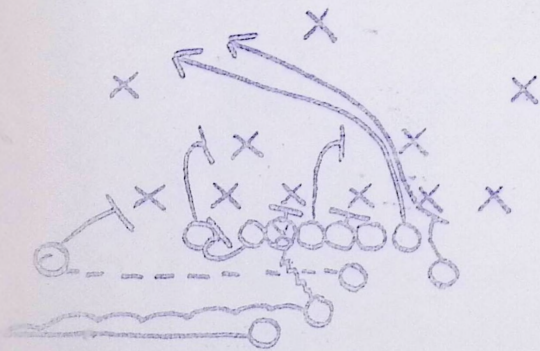
A42 Pass



A112-W

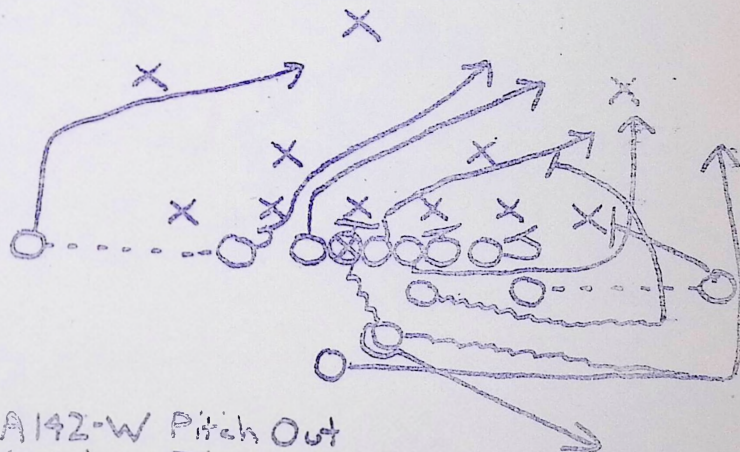


A64-B (QB Ground)
outside T may go through

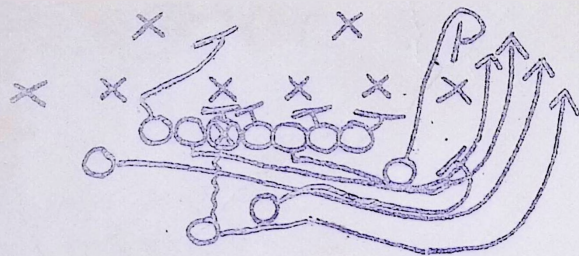


A63-W (BB in motion on set)

Sequence - FB may keep ball & run, TB block

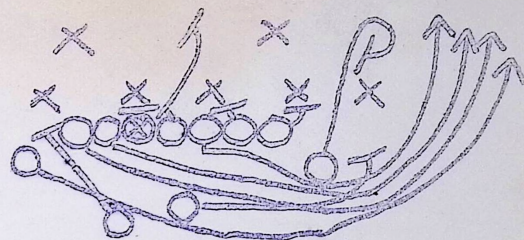


A142-W Pitch Out
(BB in motion on set)
(WB out)
(LE man floods)



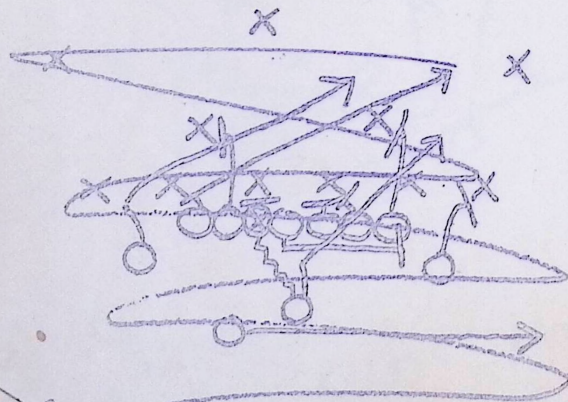
342-W

R.B. may pull or go through Y.C. can handle
D.Y. (S.)



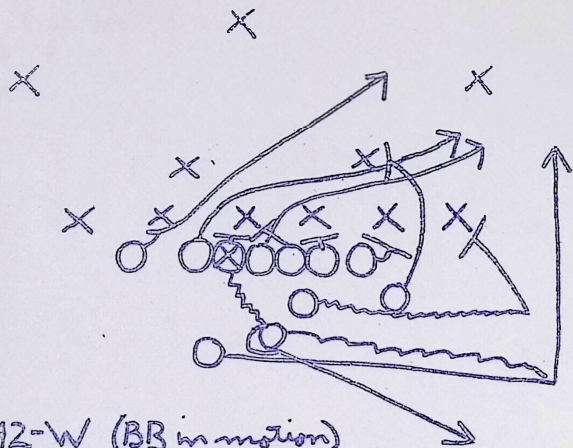
B12-W

(R.G. may pull too)

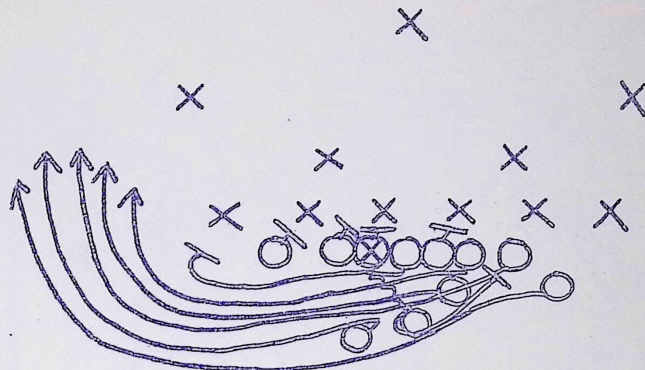


B144

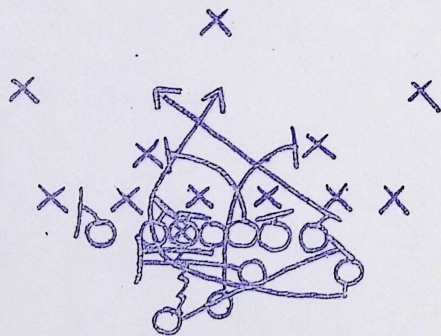
R.G. may pull or go through Y.C. can handle
D.Y. (S.)



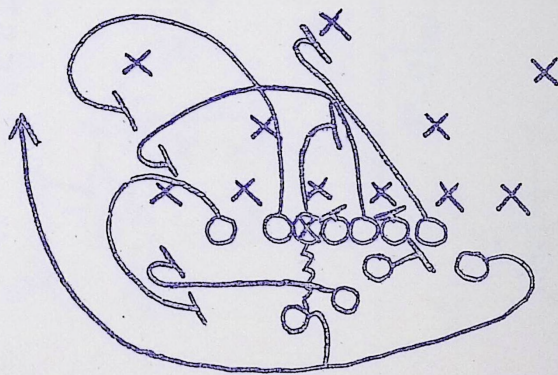
A 142-W (BB in motion)
(WB normal)



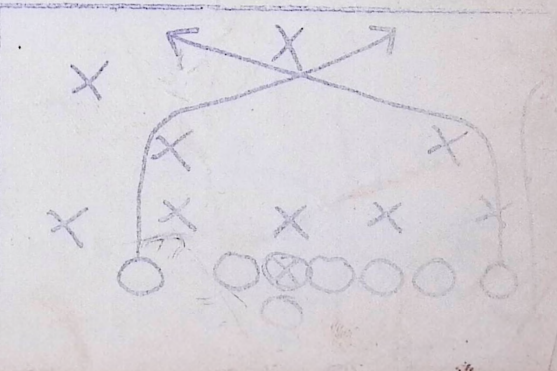
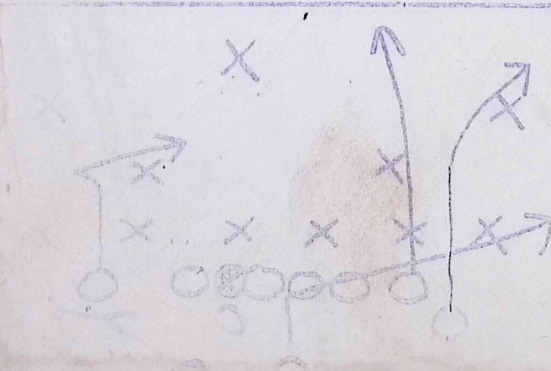
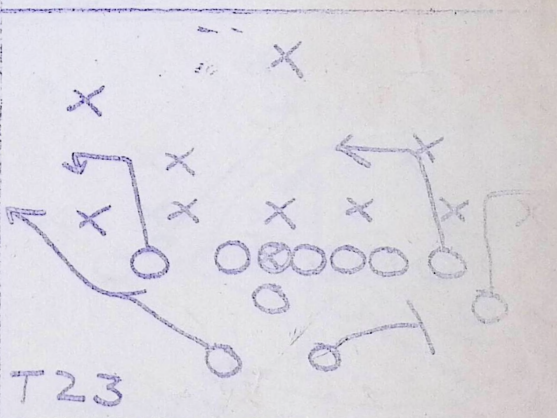
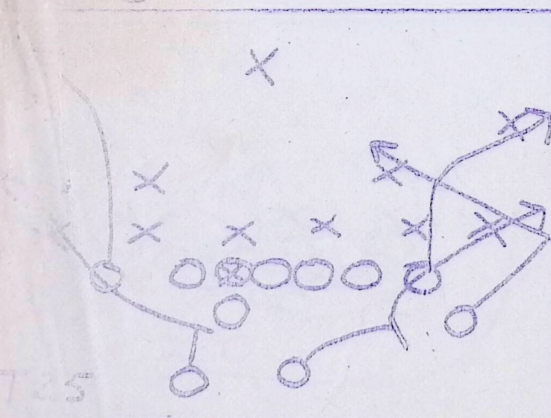
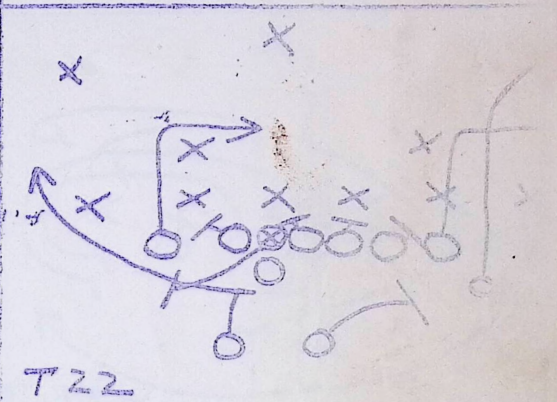
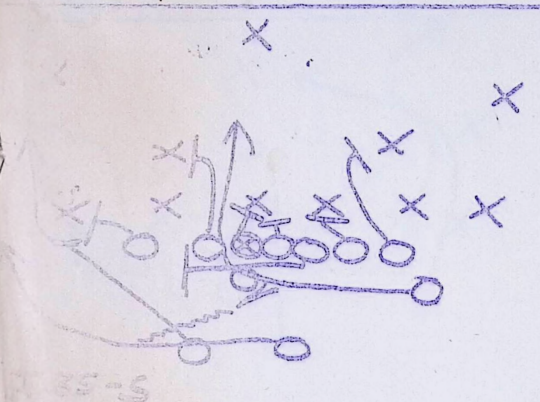
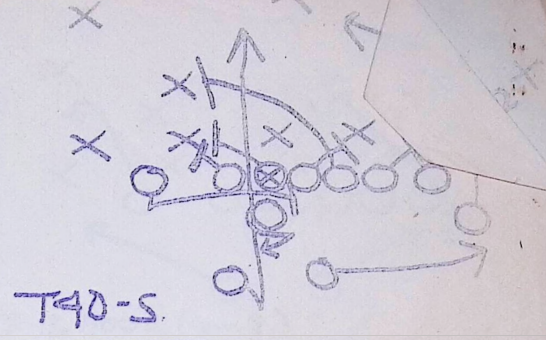
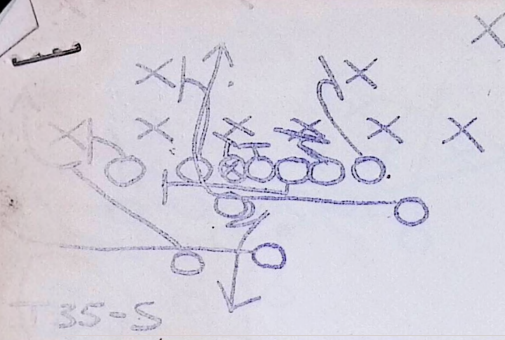
A 113-W End Around

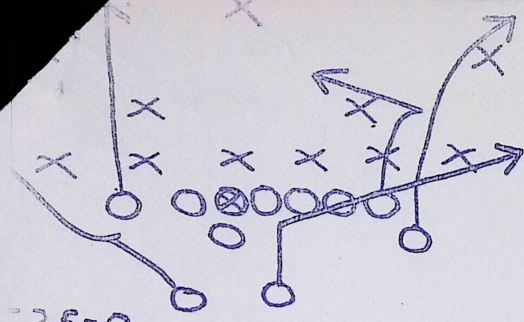


A 15

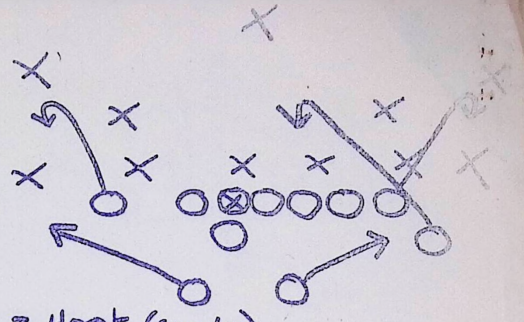


A - Statue of Liberty

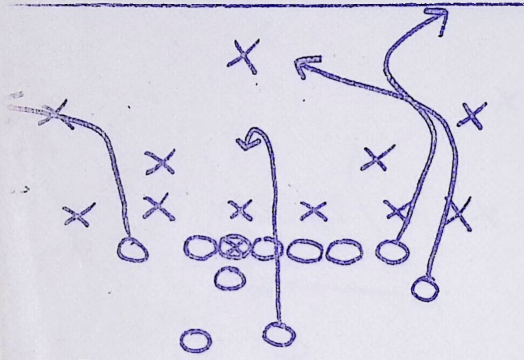




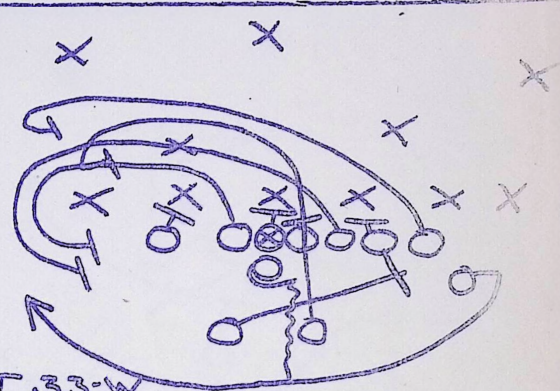
25-0



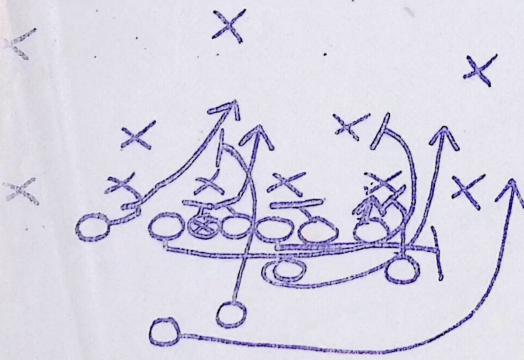
T-3 Hook (cmdr.)



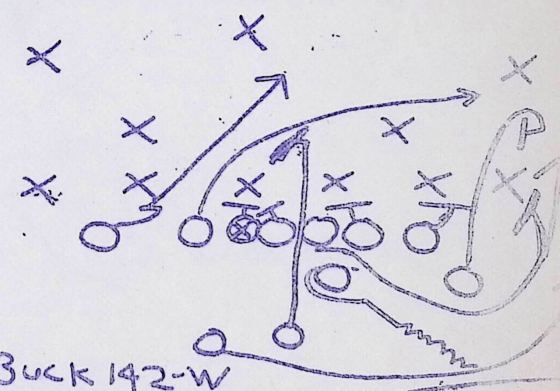
28



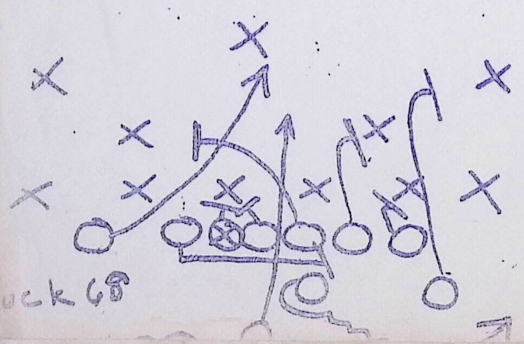
T 33-W



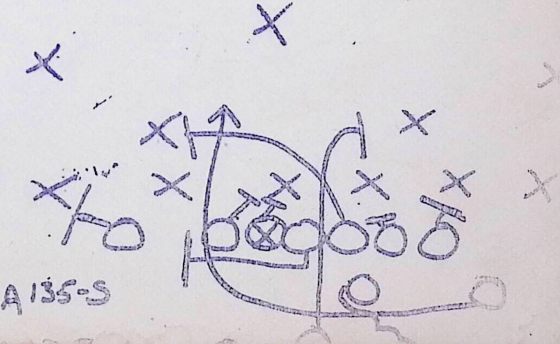
BUCK 142



BUCK 142-W

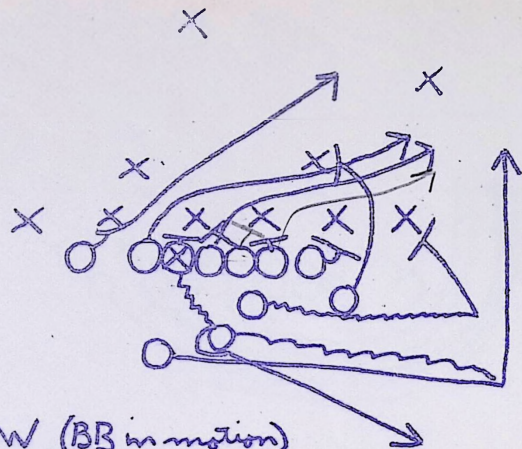


BUCK 68

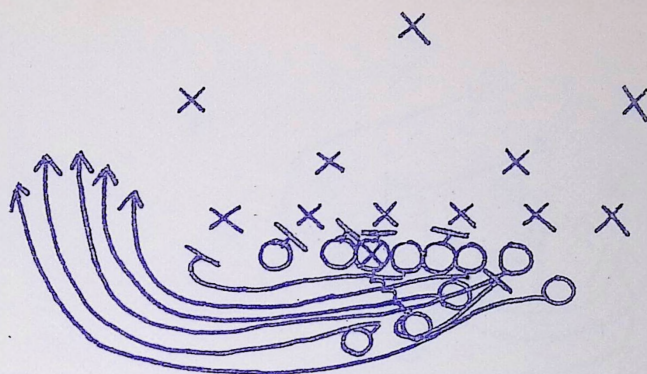


A135-S

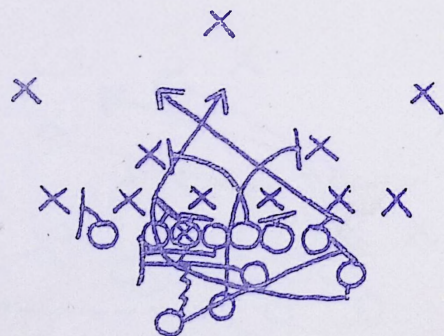
OK



A 142-W (BB in motion)
(WB normal)
or Set BB out

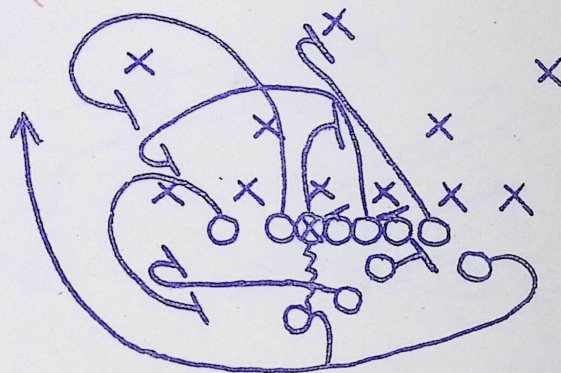


A 113-W End Around

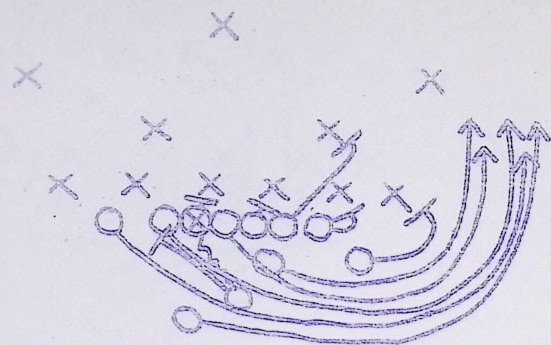


A 15

OK

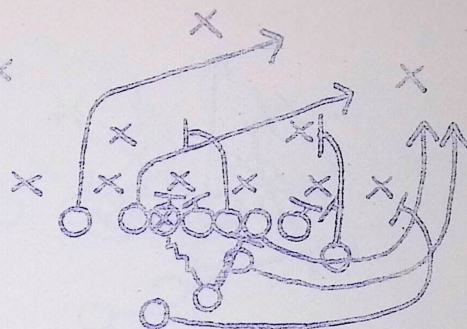


A - Statue of Liberty



A112-W

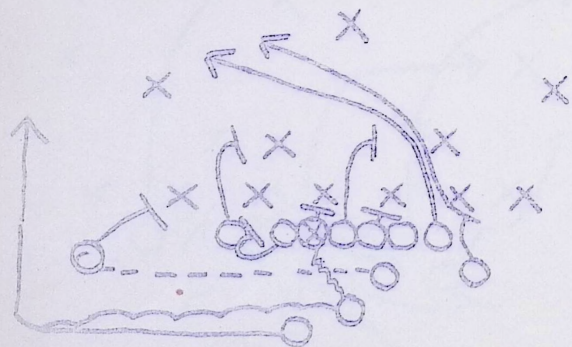
OK



OK

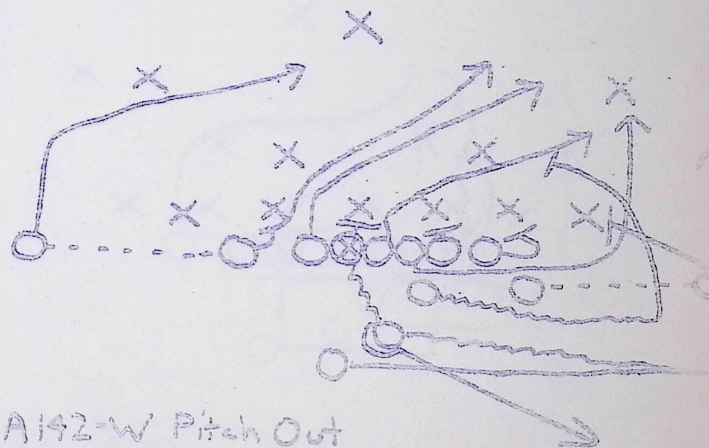
A64-B (QB Around)

outside T may go through



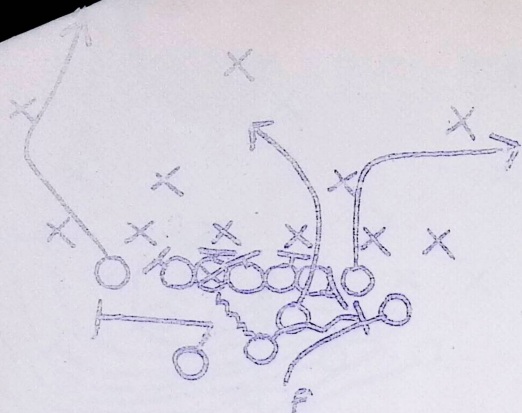
A63-W (BB in motion or set)

(Sequence - FB may keep ball & run, TB block)

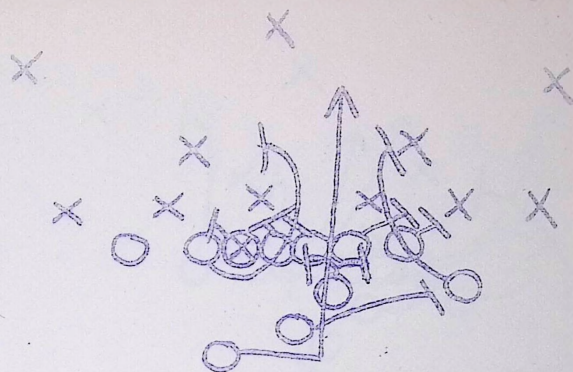


A142-W Pitch Out

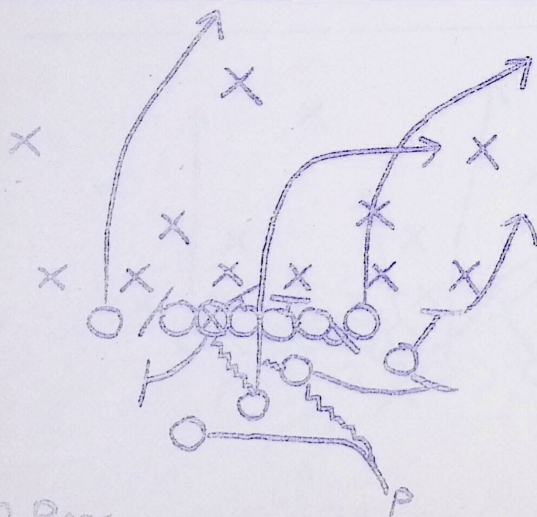
(BB in motion or set)
(WB out)



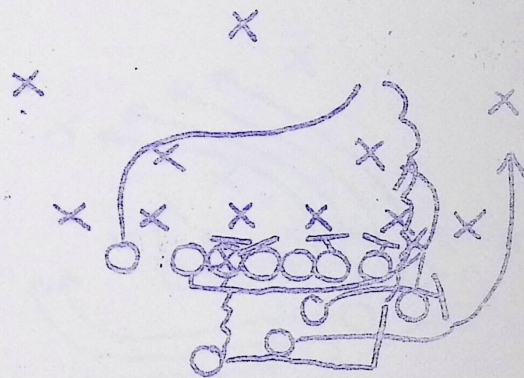
A13-X (BB passes for 3 Counts)
(Run from A Left)



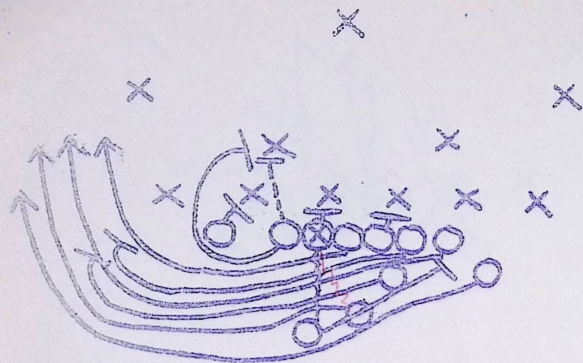
Against Looping Lines



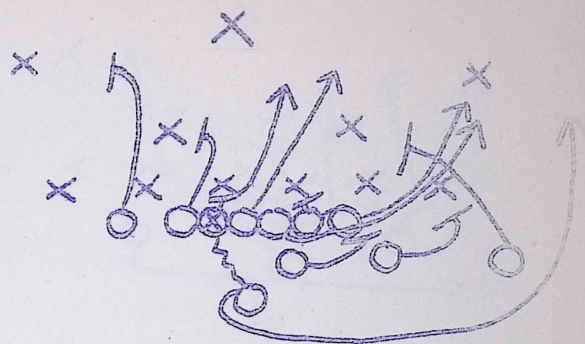
A60 PASS



A42 Pass

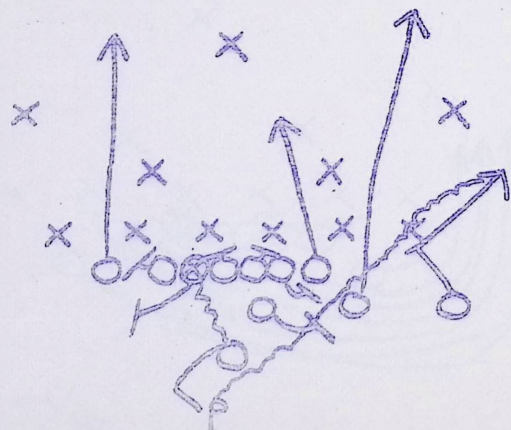


~~A13-W~~ (2nd Choice) OK
 note 4A113-W
~~A113~~

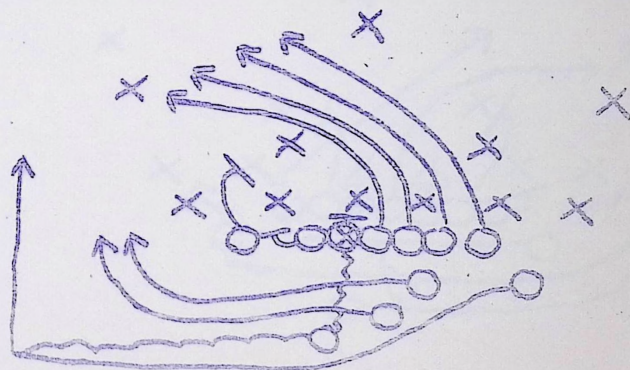


Wing A 142-W

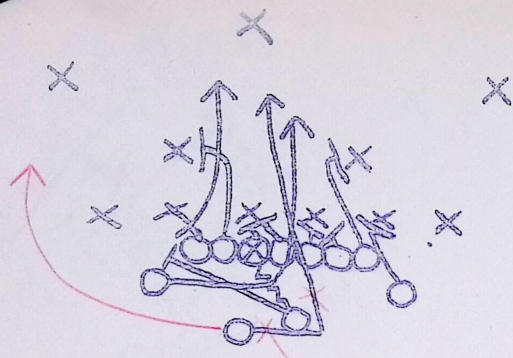
Inside may pull deeper & be a personal inter.
 It may go through too.



Wing A - Pass to Flanker

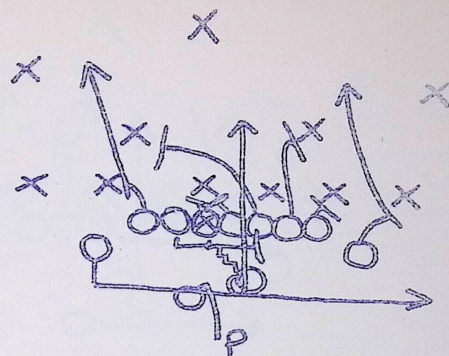


A13-W Lateral
 (BB & FB Concentrated on D.E.)



B118

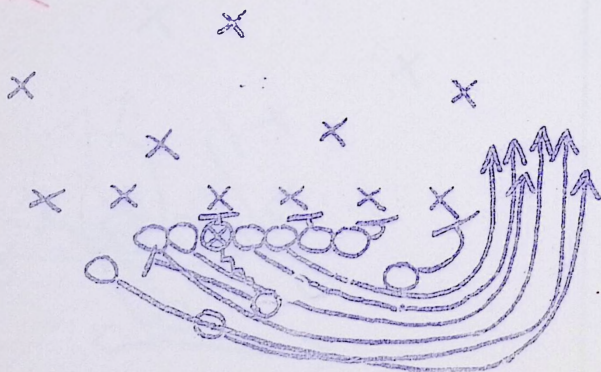
(T.B. may vary his assignment - also, he may go out as a flanker)



B68-S

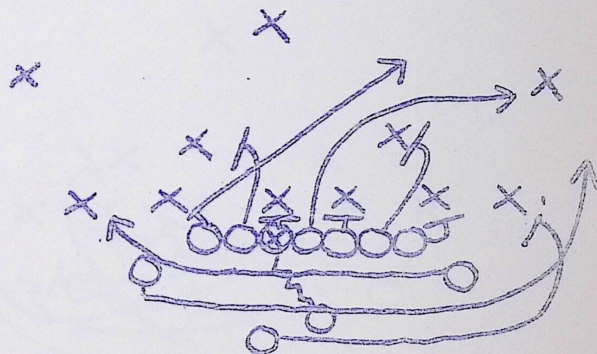
(Play called on '3' Left wing goes on '1')
(T.B. may vary his false)

OK



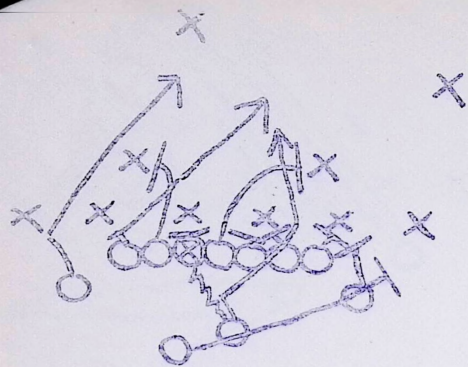
B112-W

(T.B. help on def. End.)



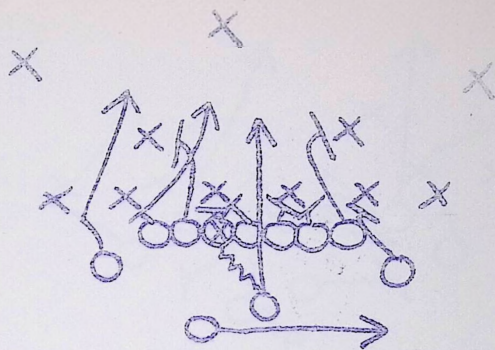
B282-W

(outside T may pull around to get Def. FB)



B64

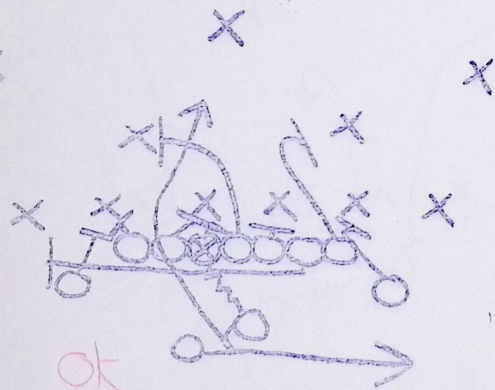
OK



OK

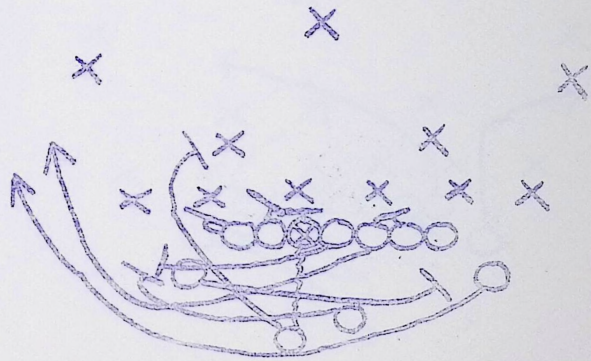
B60

(LH may be pulled through hole + take F)



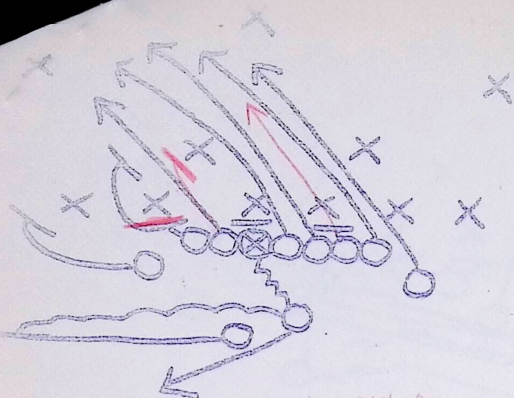
OK

B65



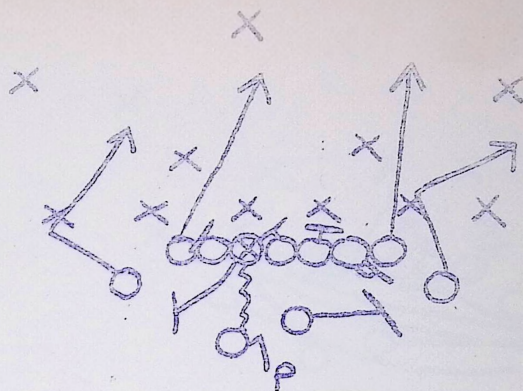
B12-R

(inside T may go through)



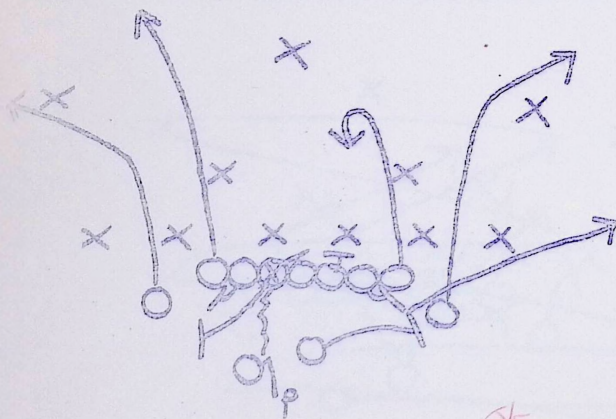
OK w/ changes

B Pitch out
(LE gets outside Day. T + gets C)



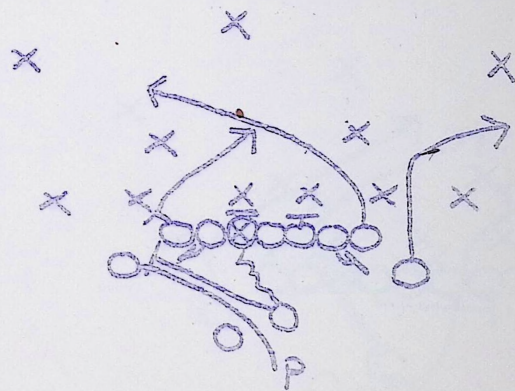
OK

B20



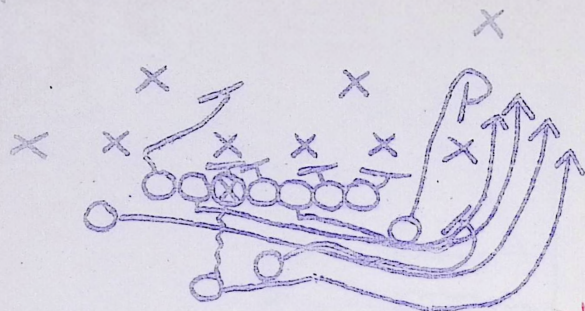
OK

B28
(QB looks Day. E. + then goes flat)
(then to his field)



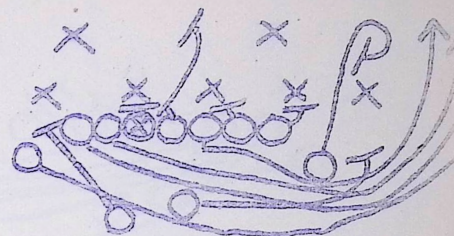
B127-X

(LE End to his 3" counts. RE. end Rustles)



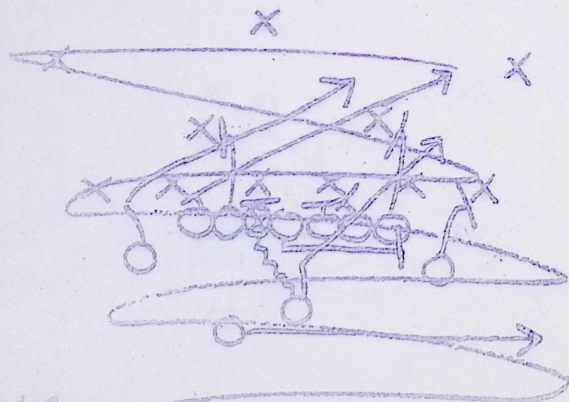
B42-W

(R.B. may pull or go through if C can handle
Dy. Is.)



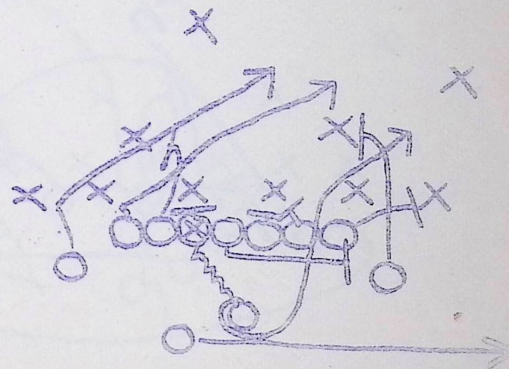
B12-W

(RG may pull too)



B64

(R.H. + R.F. may encompassments)
(and pin by T.B. will help put up to)



B144

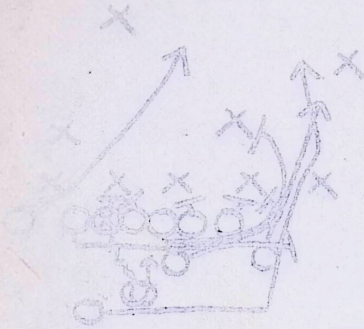
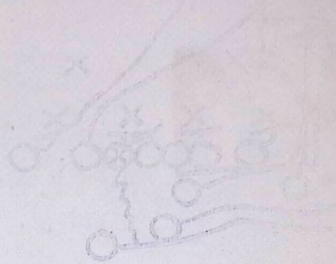


OK

A

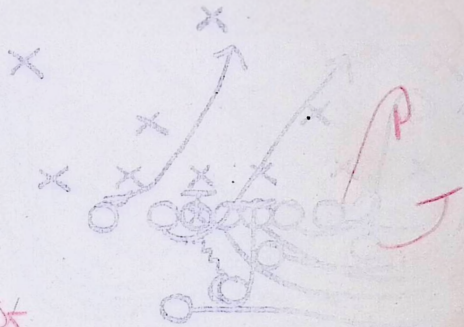
A42-W

OK



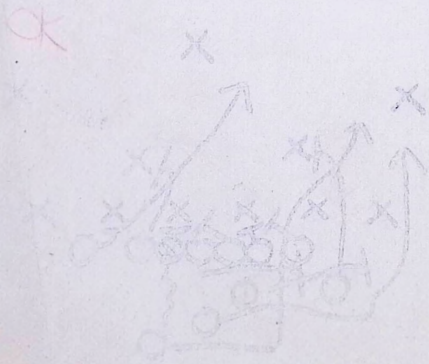
A42

OK



OK

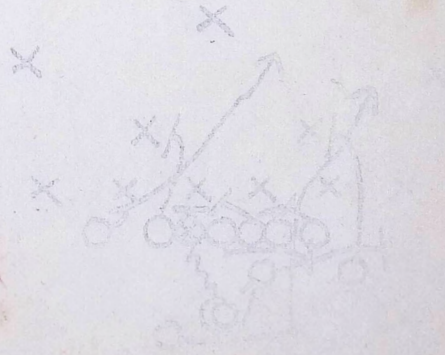
A42-W



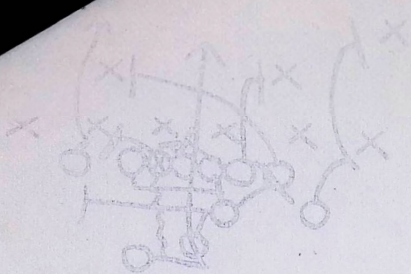
OK

A44

OK

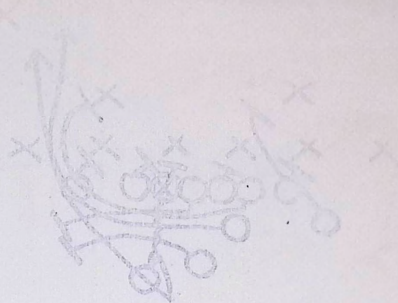


A44



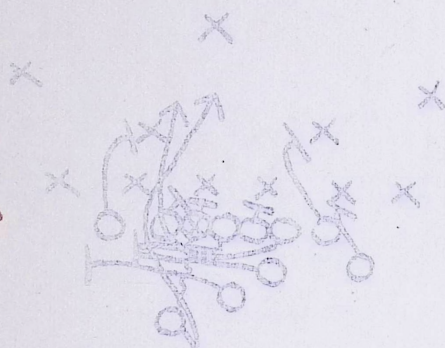
A48-S

OK



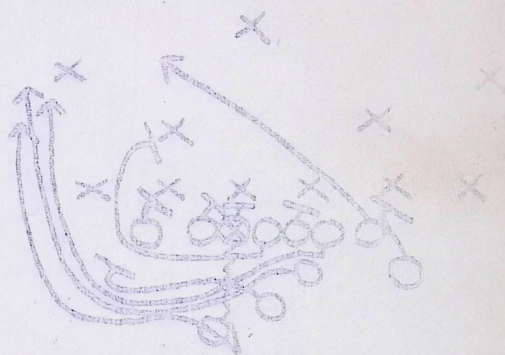
A43

OK



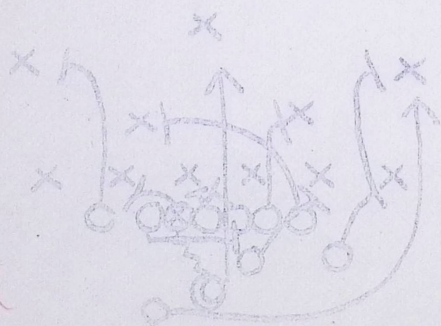
A45

OK



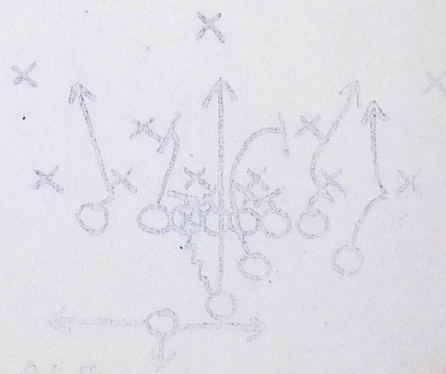
A43-W

OK



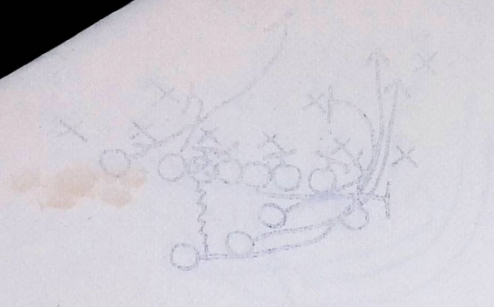
OK

A68-S



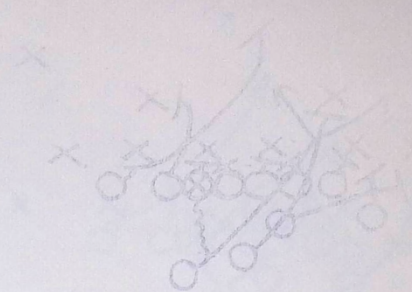
OK

A69



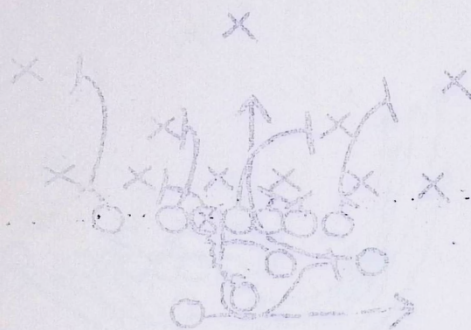
A72

OK



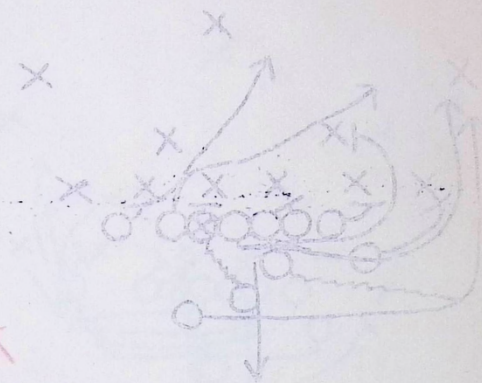
A74

OK



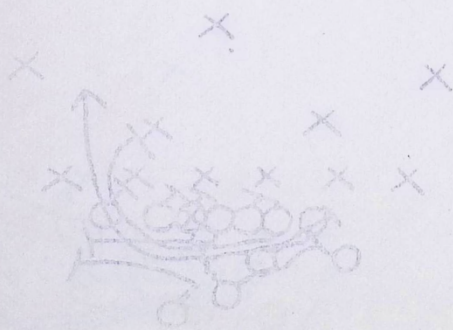
A130-S

OK



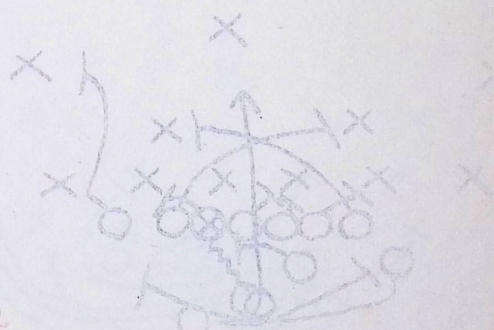
A60 Lateral

OK



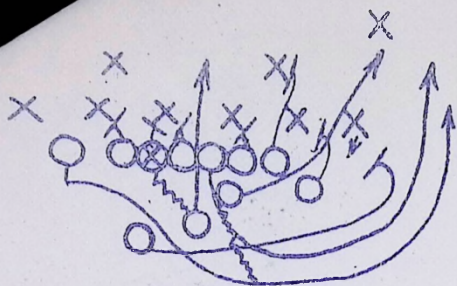
A13

OK

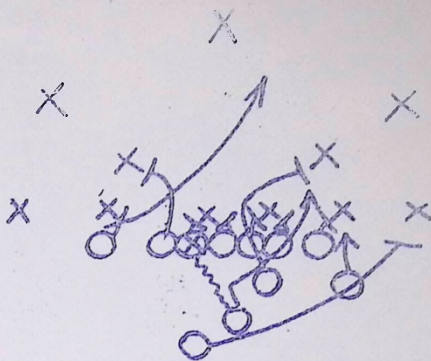


A160-S

OK



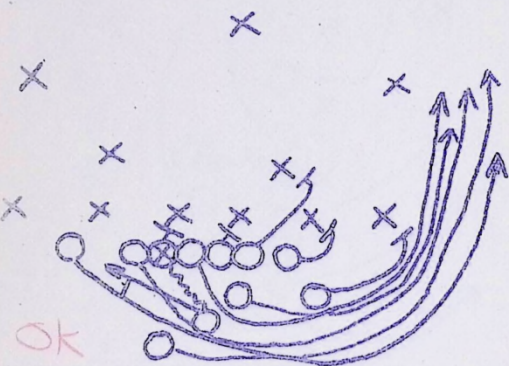
A 64-B



OK

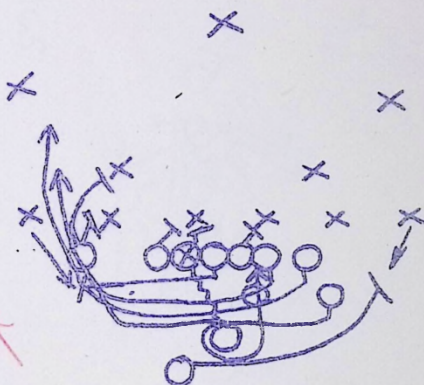
A 64

(B.B. may cut thru the 4 hole)
(C. should help on F.B. or hustle on down field)



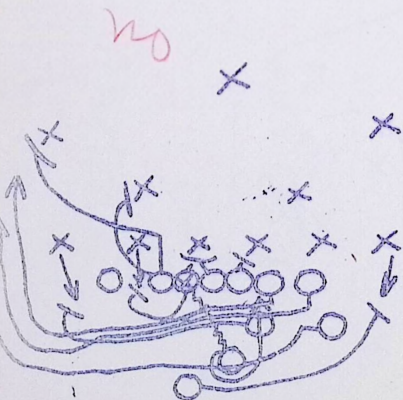
OK

A 112-W



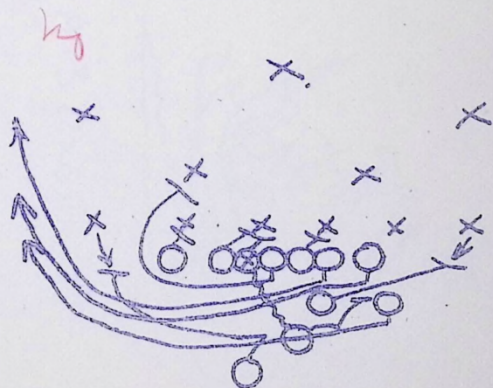
OK

A 113



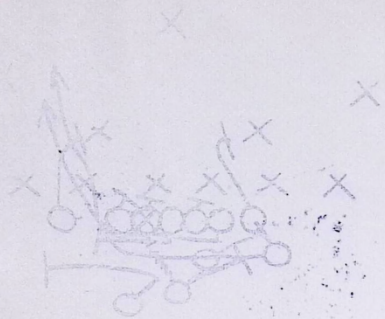
no

A 113-W



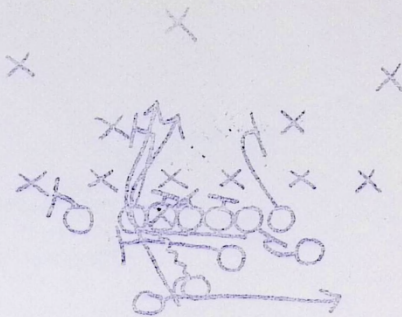
no

A 13W



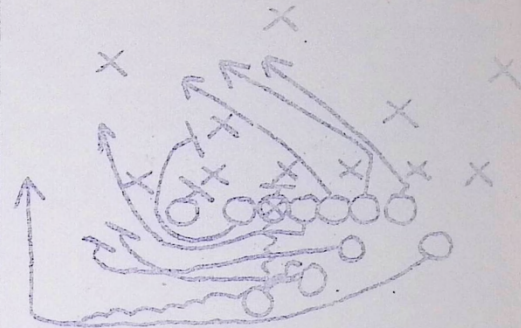
~~A15~~ A115-S

OK



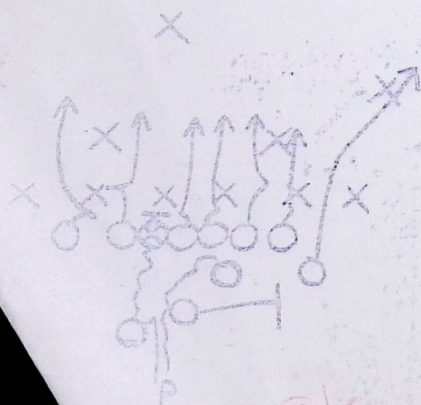
A65

OK



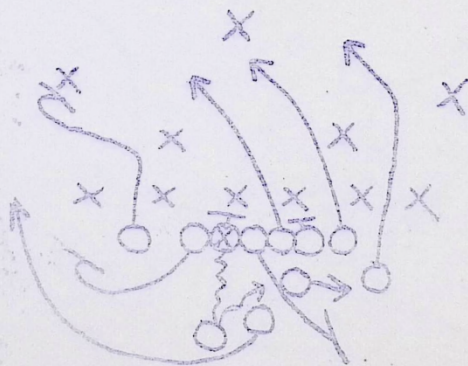
A43 (2nd Choice)

OK

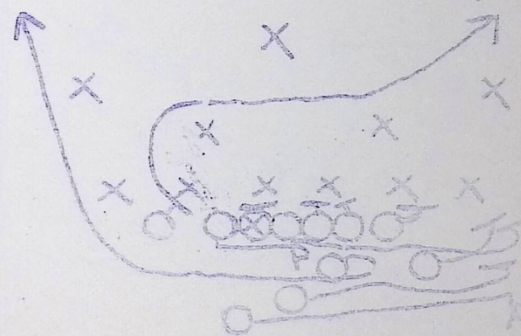


93

OK

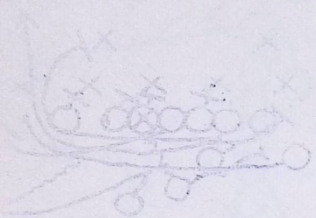


A93 NAKED



A72-Delay

OK

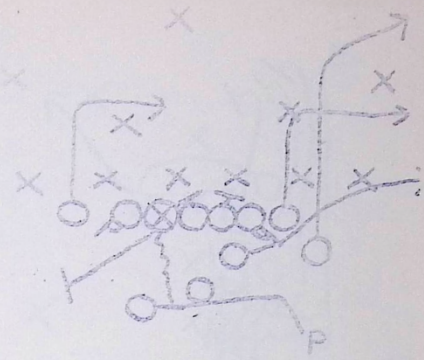


3. Lateral



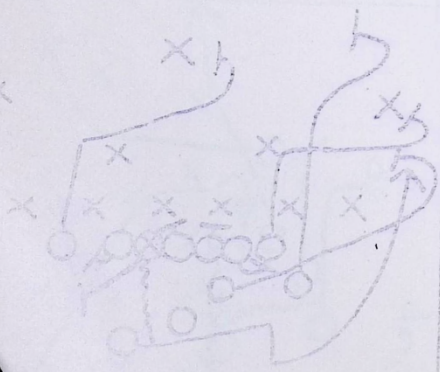
A113-Keep It

OK



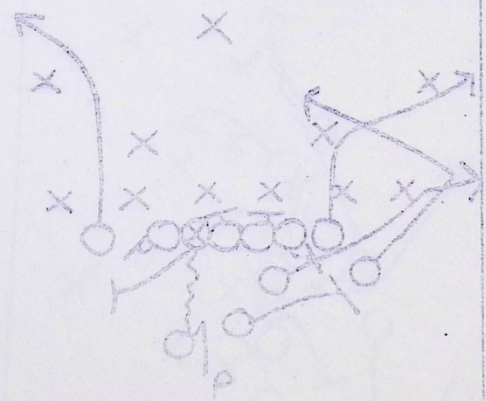
A22

OK



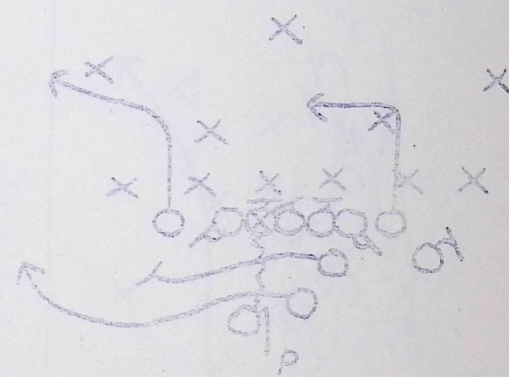
Run

OK



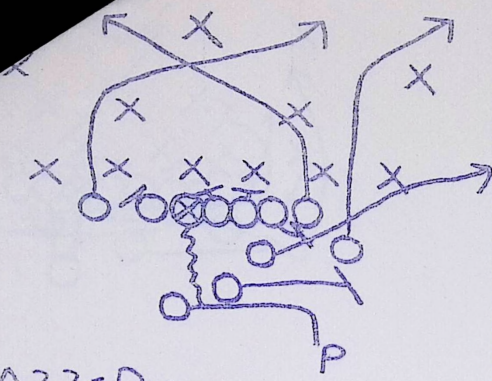
A25

OK



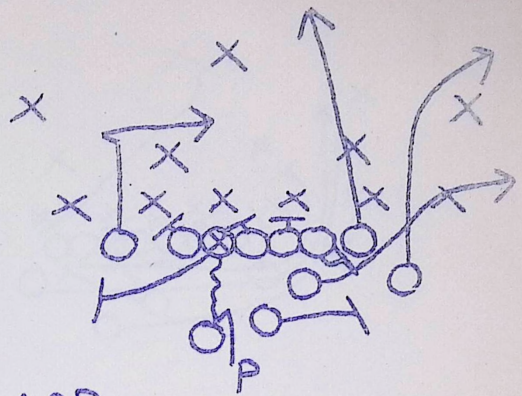
A-23

OK



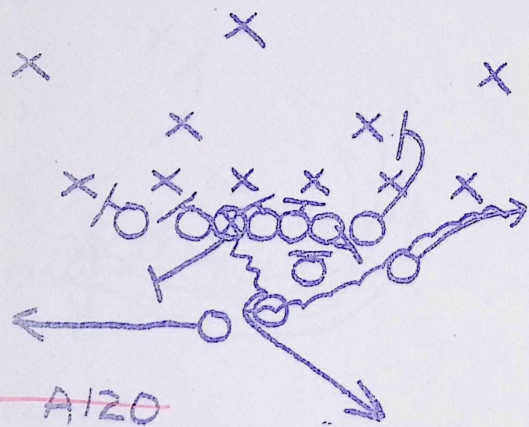
A22-Deep

OK
RE cross post



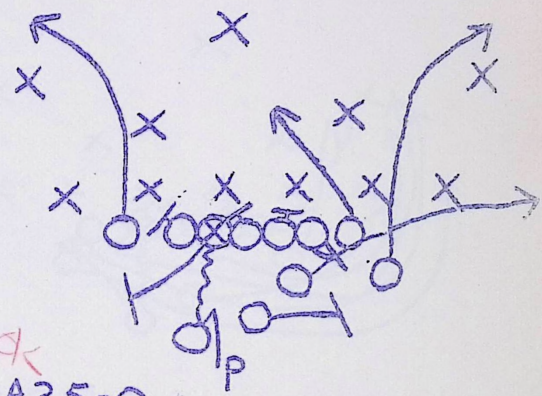
A27

OK



~~A120~~

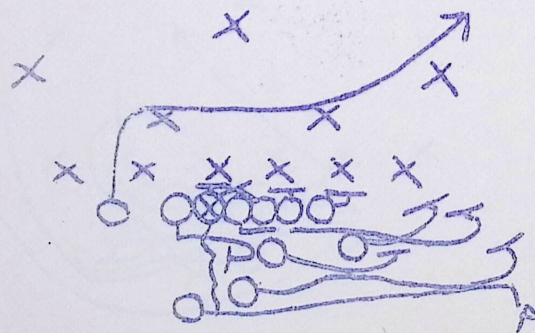
A Flat to RWB



OK

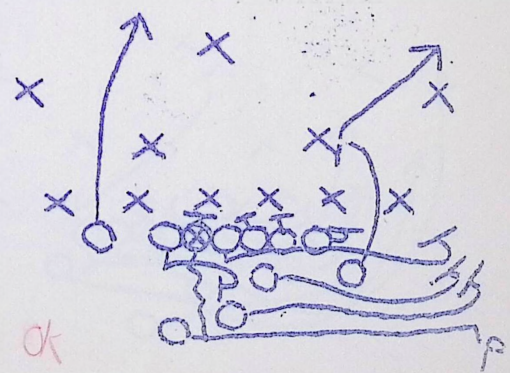
A25-0

(RE may block T then shoot out after FB commits reef)



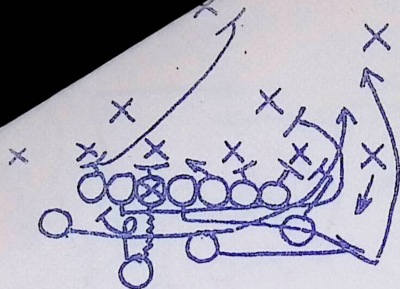
A72-X

OK



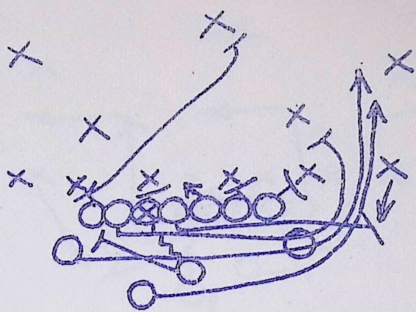
OK

A72-0

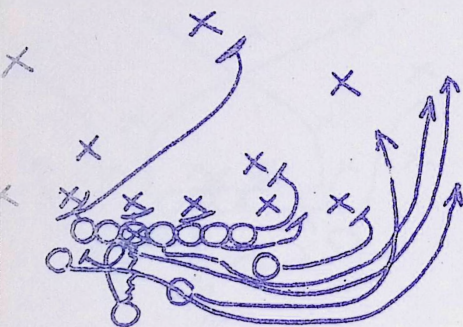


B12

OK

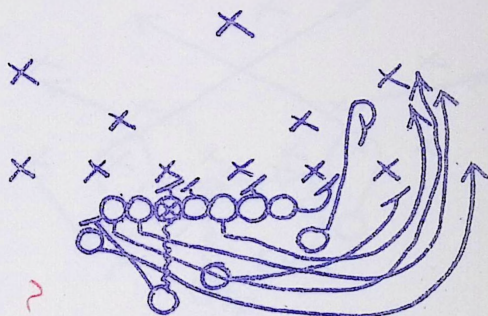


B112

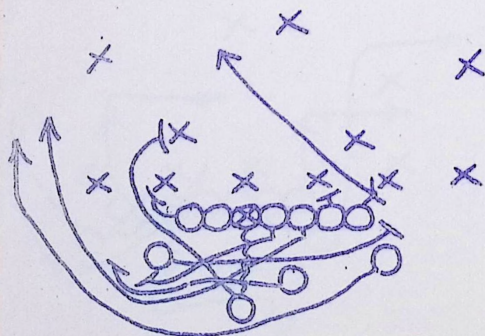


B12-W

?

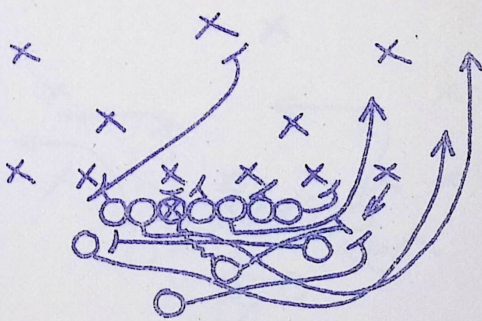


B12-W-2



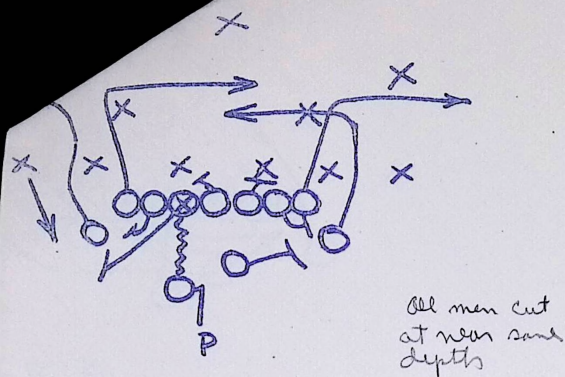
B12-R

?



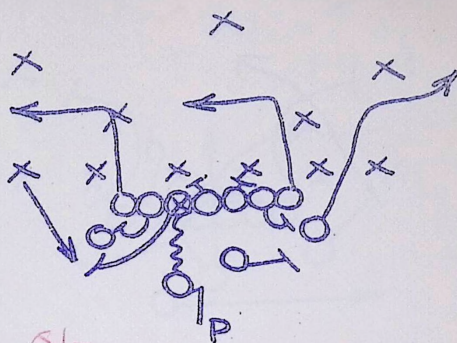
B13-R

?



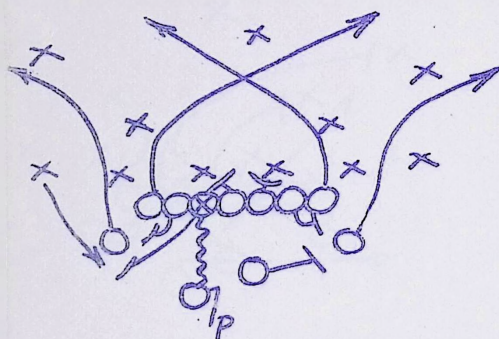
B24

OK



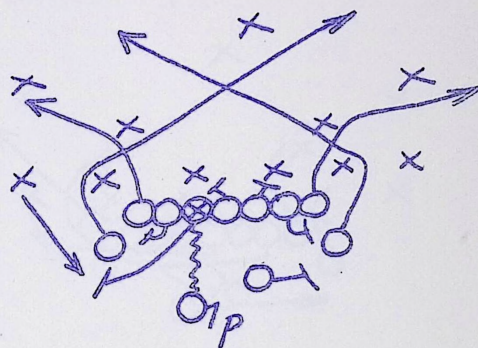
B24 L

OK



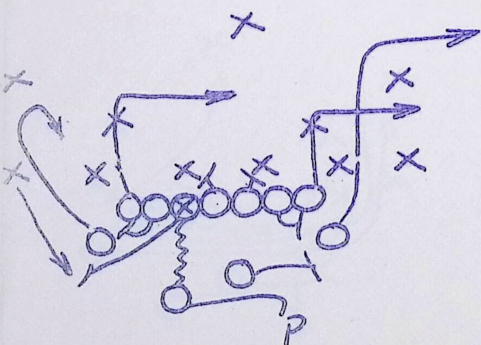
B24-D

OK



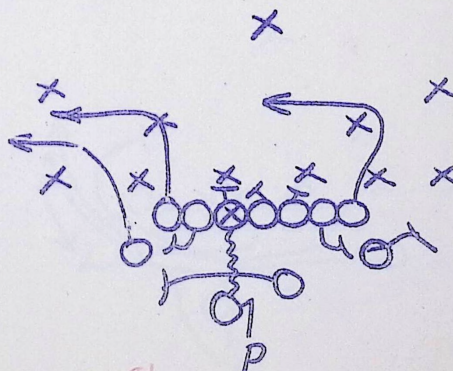
B24-O

OK



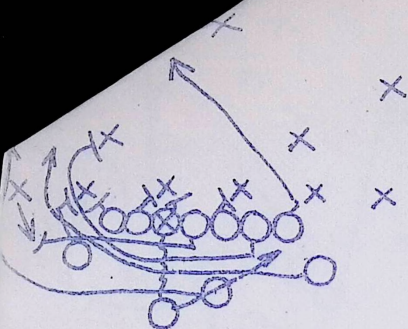
B22

OK



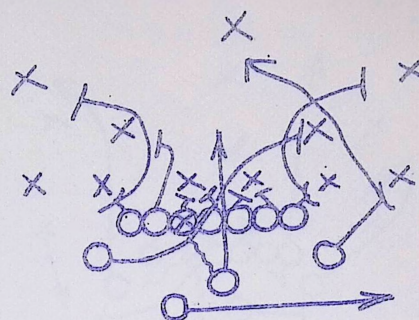
B23

OK



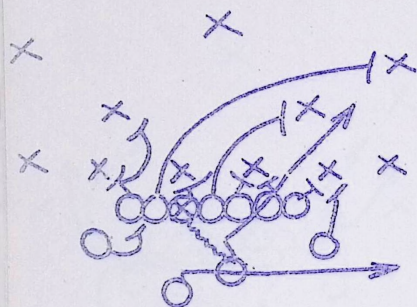
B13

OK



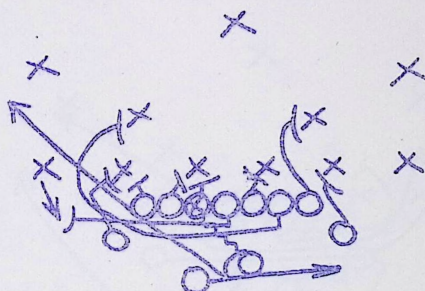
B60

?



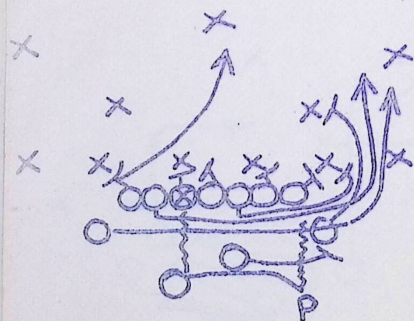
B64

?



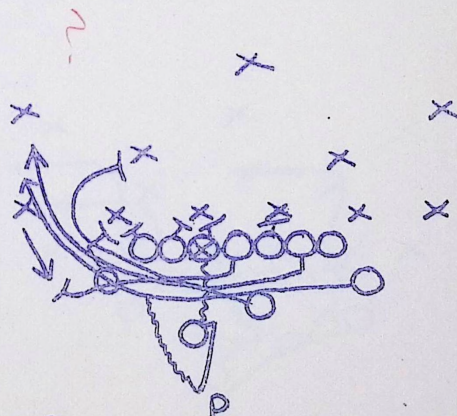
B63

?

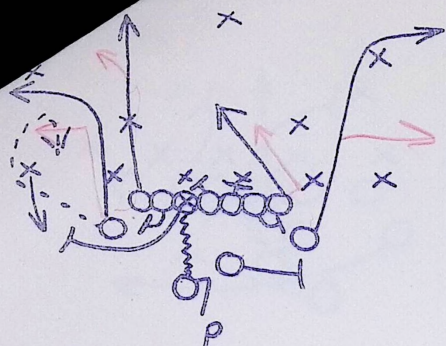


~

B82

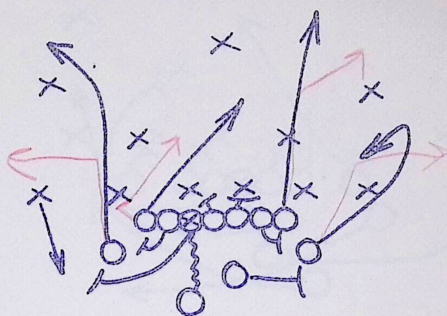


B93



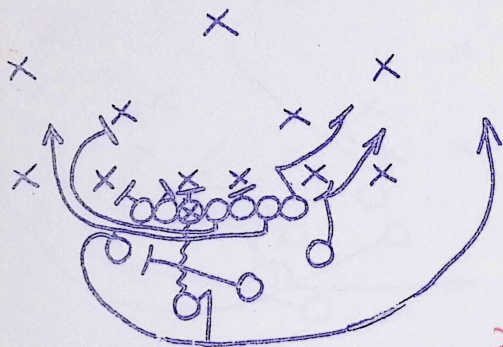
B25-0

OK



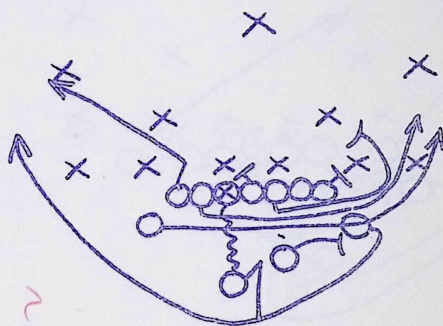
B27

OK



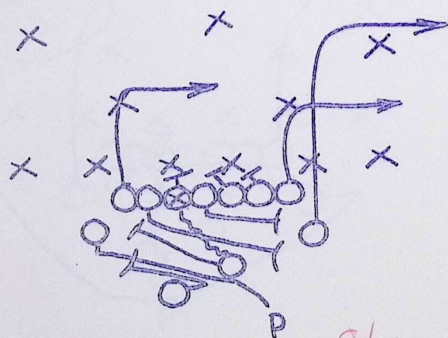
B283

?



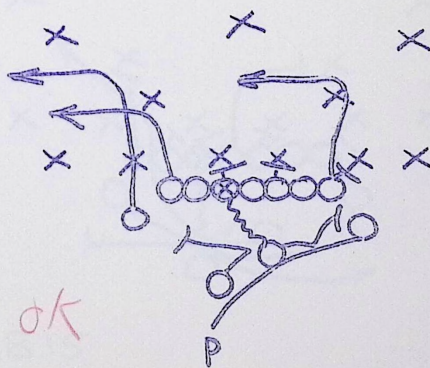
B282

?



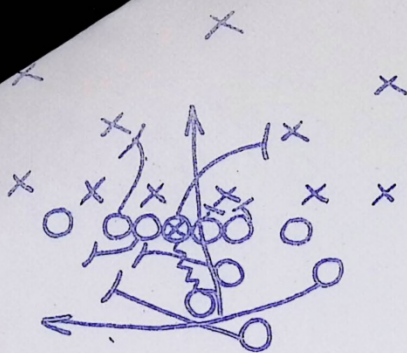
B112-X

OK

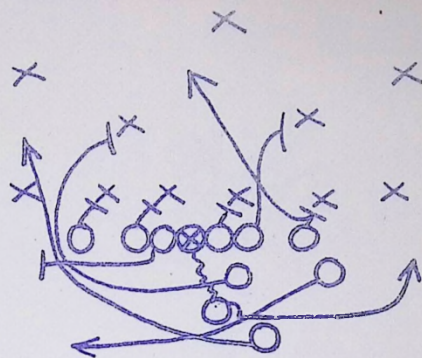


B113-X

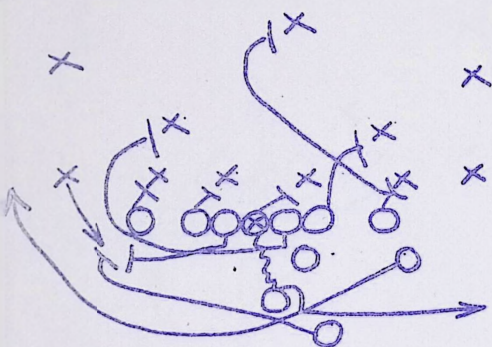
OK



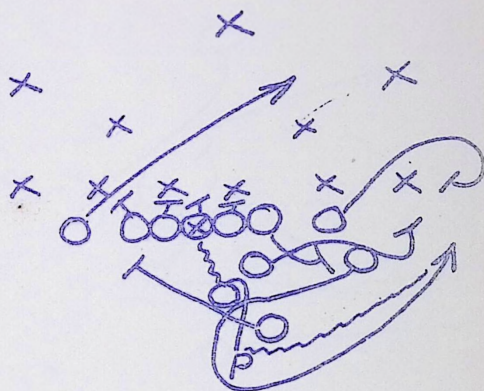
C40-S



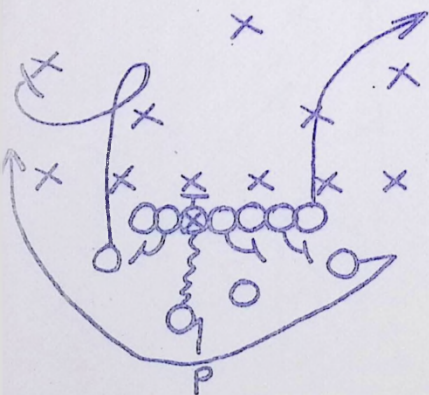
C43



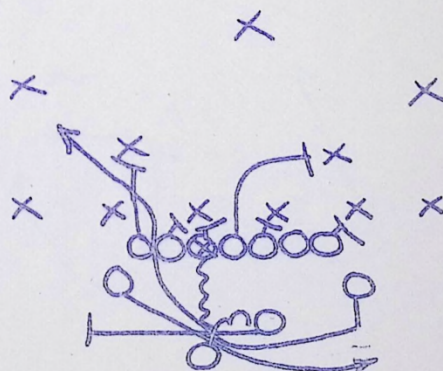
C43-W



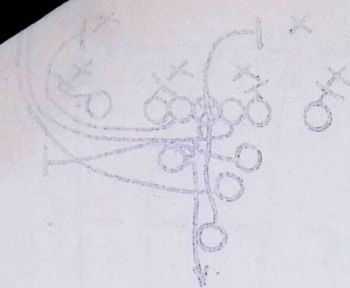
C22



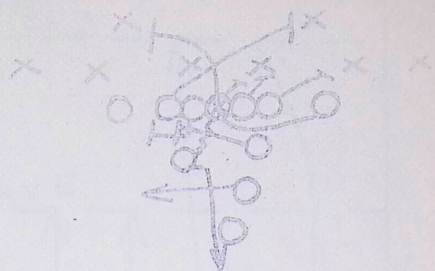
B-SL



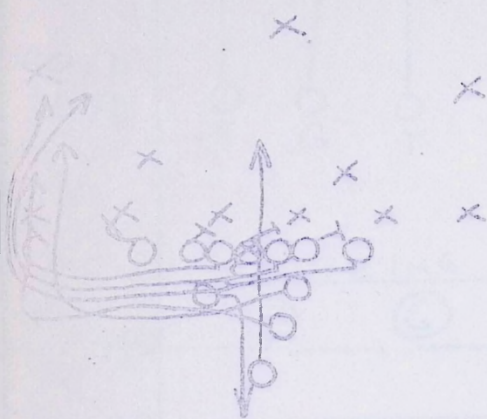
B15



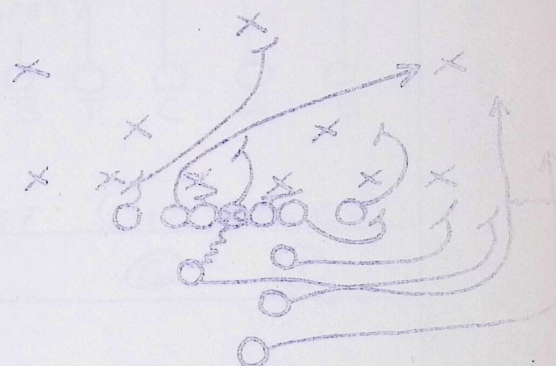
SP 43



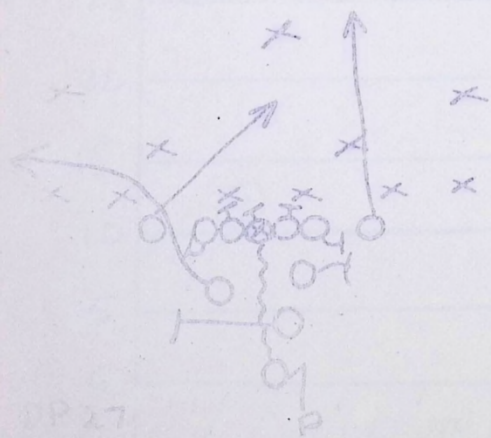
SP 60-S



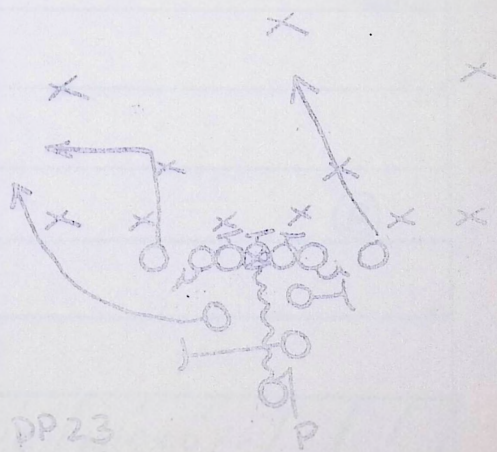
SP 43-W



DP 42-W

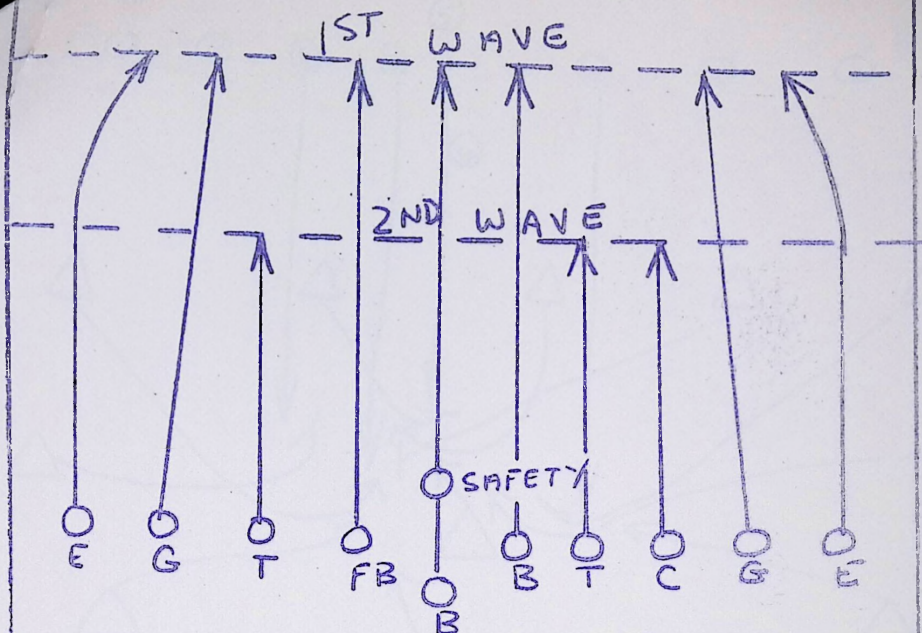


DP 27



DP 23

40 YD
35 YD



COVERING KICKOFF (IN WAVES)

(T) (G) (C) (G) (T)

45

40

30

25

20

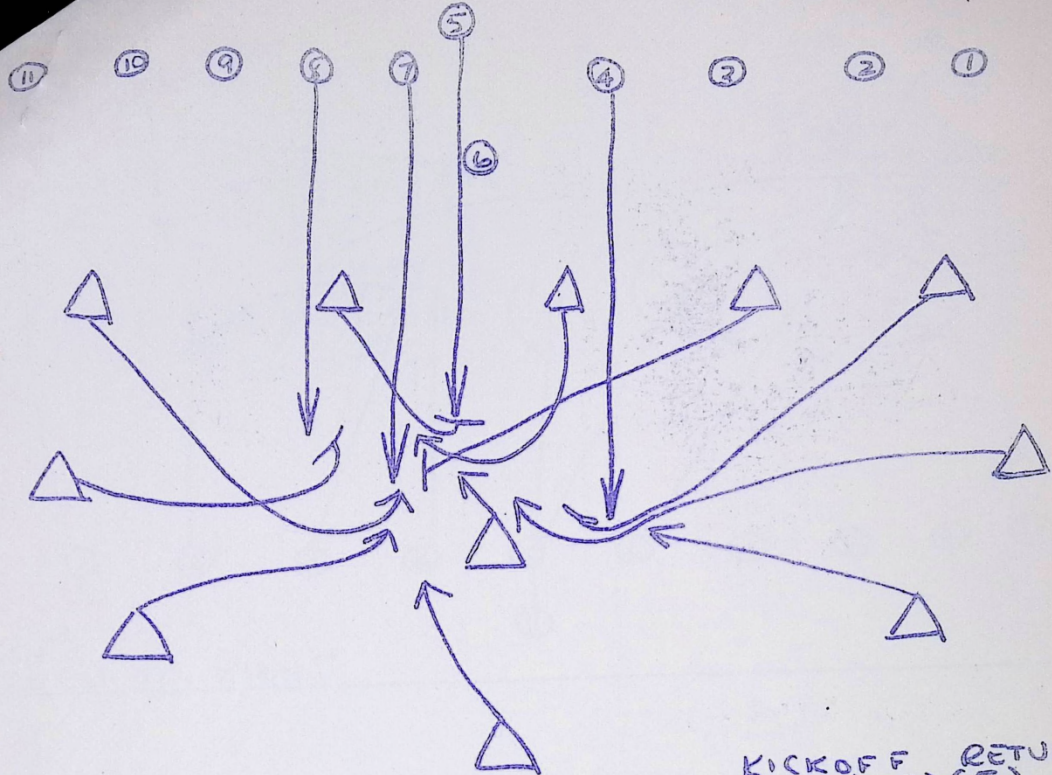
15

10

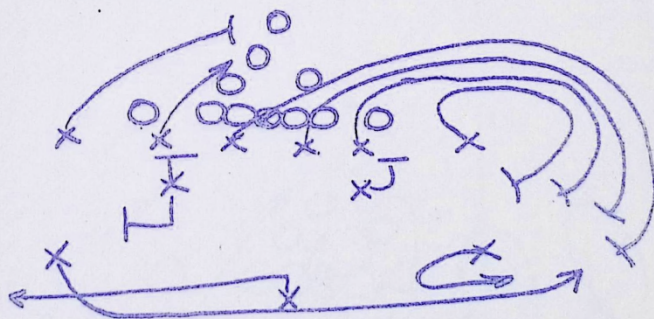
5

0

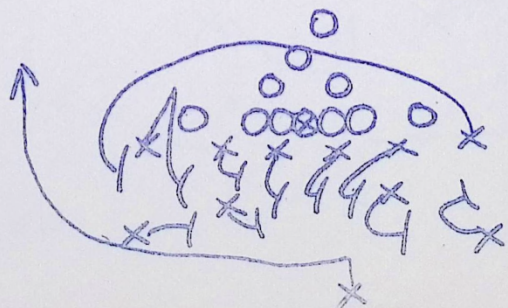
RECEIVING THE KICKOFF

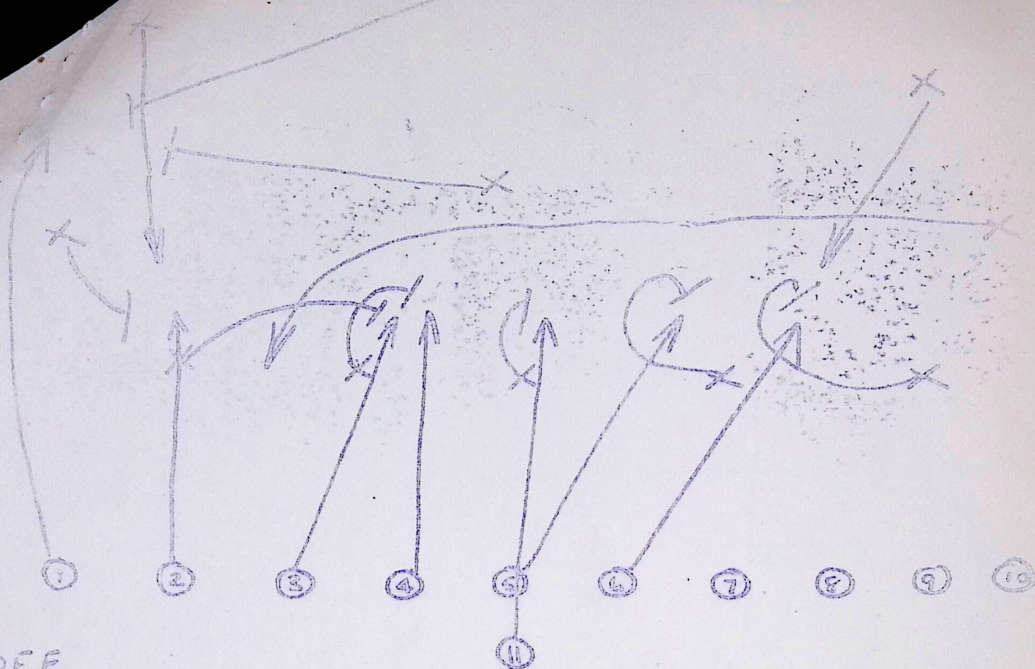


KICKOFF RETURN
(WEDGE)

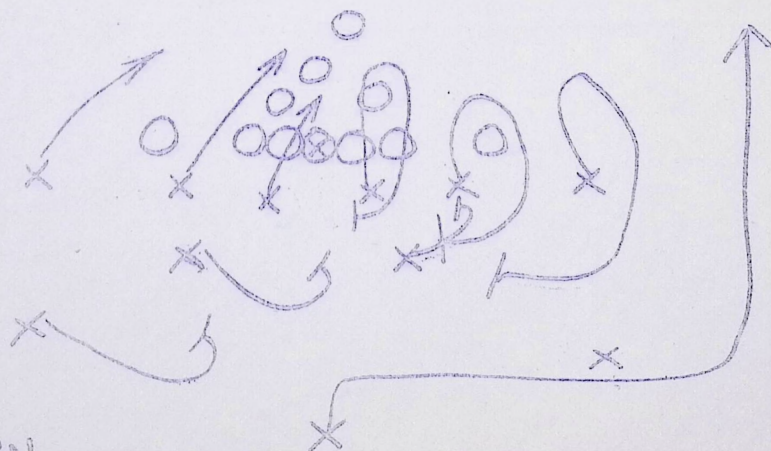


PUNT
RETURNS

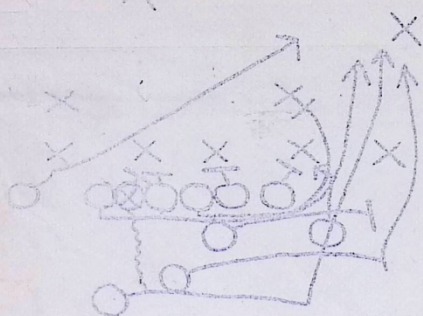




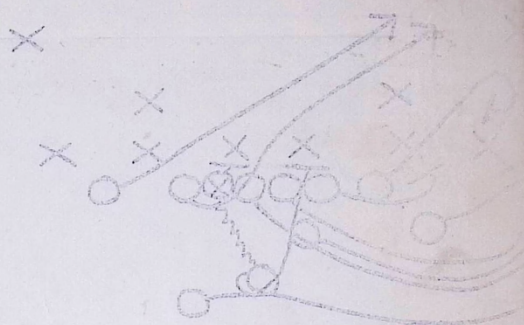
KICKOFF
RETURN TO RIGHT



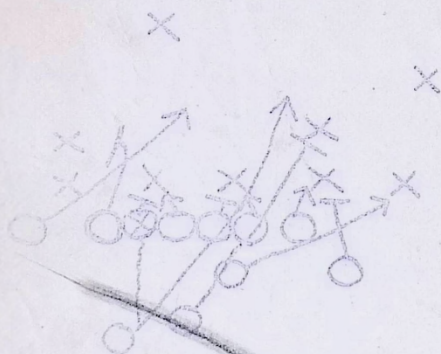
PUNT
RETURN



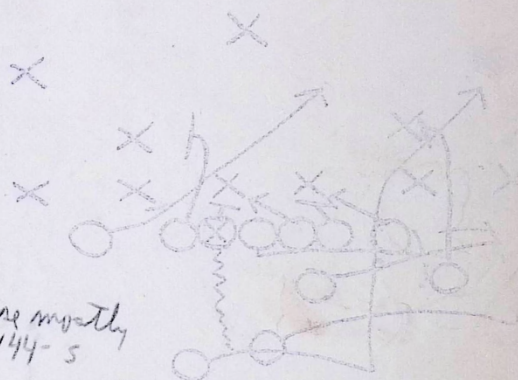
A 92
A 92 is the same - ball goes to FB
(No go thru for def. C.)



A 142-W



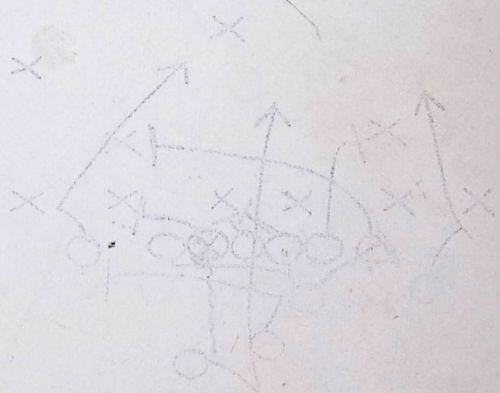
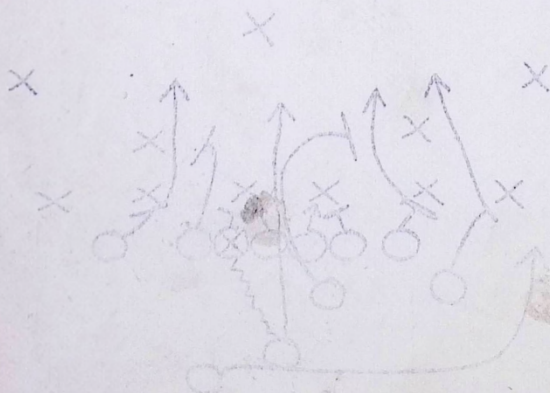
A 74



Use mostly
144-5

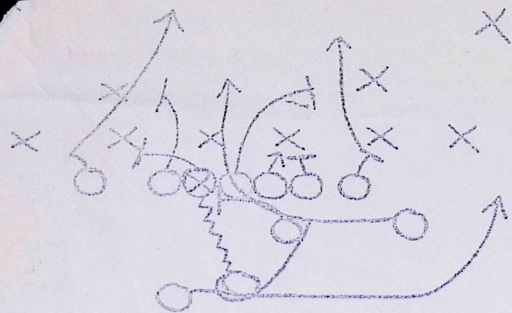
A 44-S

A 144 is the same, at a ball
goes to FB who either hand
off or sweeps.

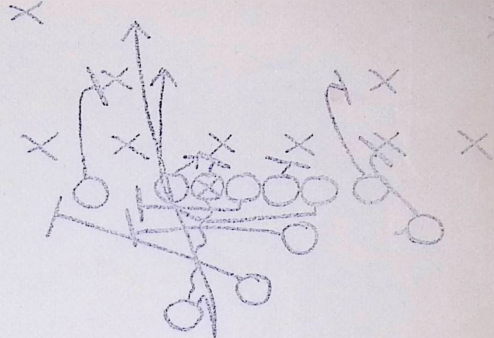


A 144 - Run with off 1/2 swing

48-8

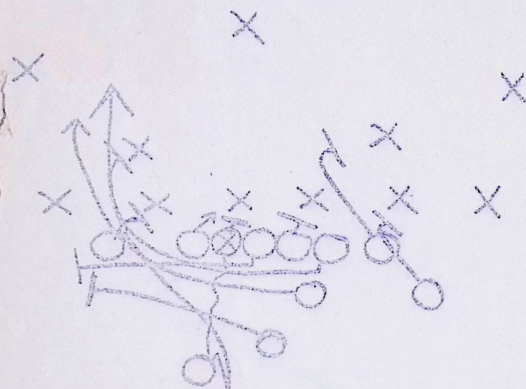


A130-S

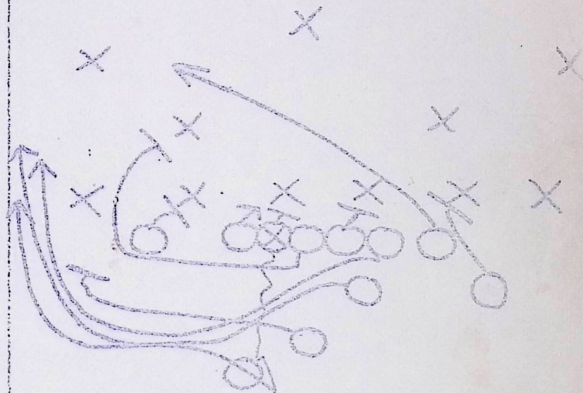


A45-S

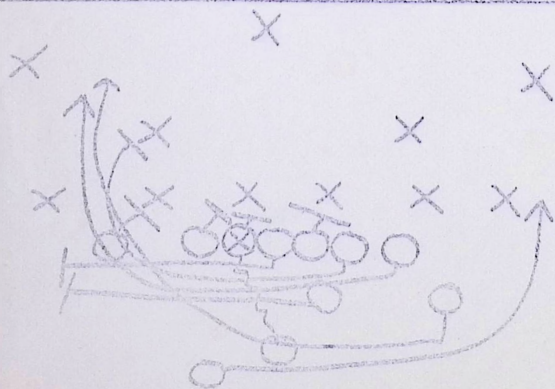
(Ends may cross on line between)



A43



A43-W



A113 (on 3-always)

all OK

A22

A25

Note: 9/10 FB passes (100 passes) TB takes 142 pbs + blocks ends 28
 if 10 a. back pass TB does not come. On first 7 man line C does not
 pull. BB will have to block end to this left. TB on FB block end to
 this right.

A23

A22-Deep

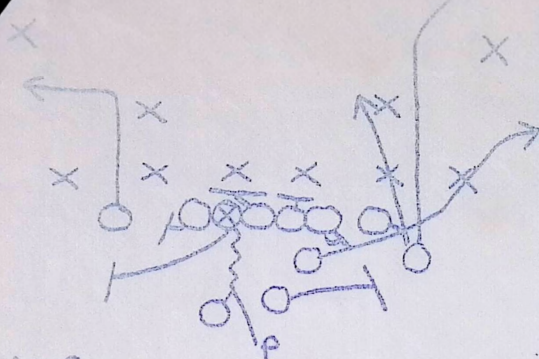
Note: on 23 C does not pull. BB +
 WB block ends.

Note: RE comes first

A27

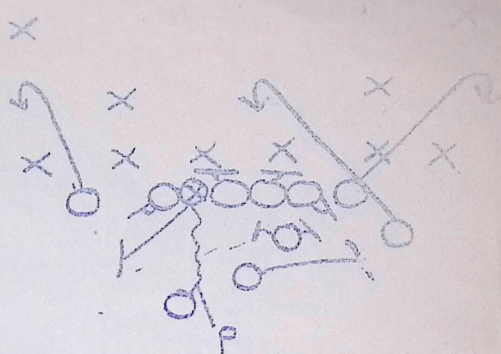
A25-O

Note: RE may drop a step
 out after FB comes



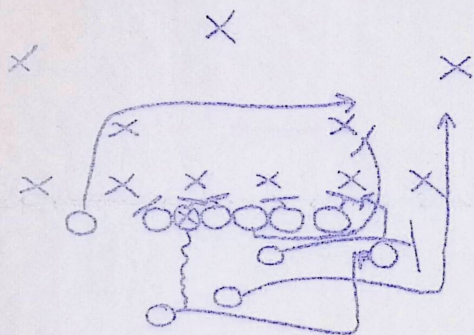
A29

Note: PE passes for 3 yards, fakes block and then goes



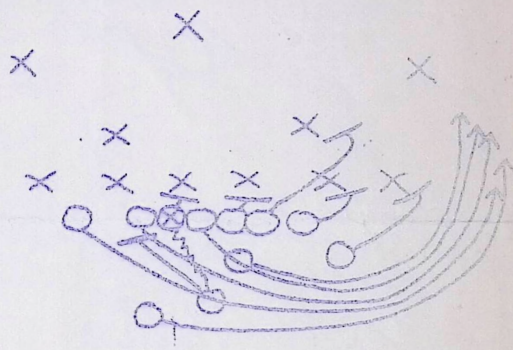
A Buttonhook

Note: E + WB may change assignments



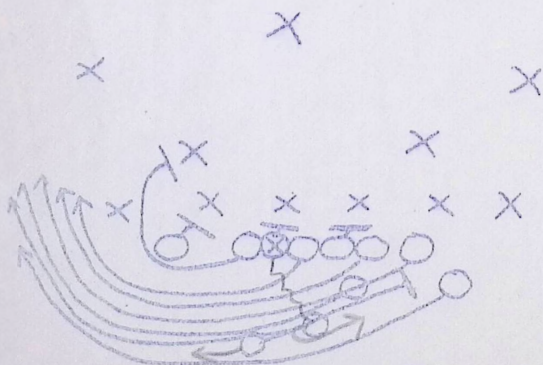
A42 PASS

Note: Run it exactly like 42



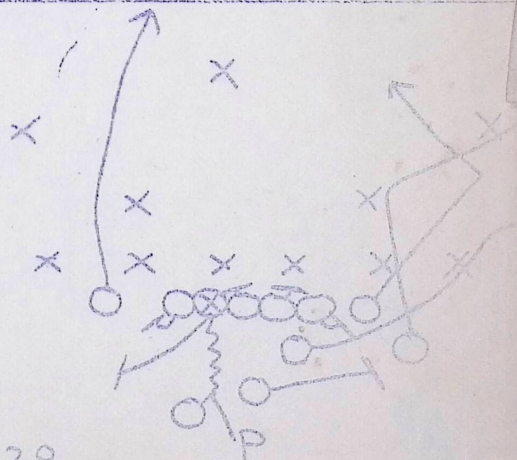
A112-W

Note: outside T may pull around for backer-up.



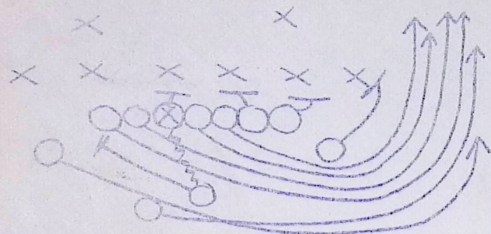
A113-W
113-W

use 113-W (F.B. spins like 42 etc)



A28

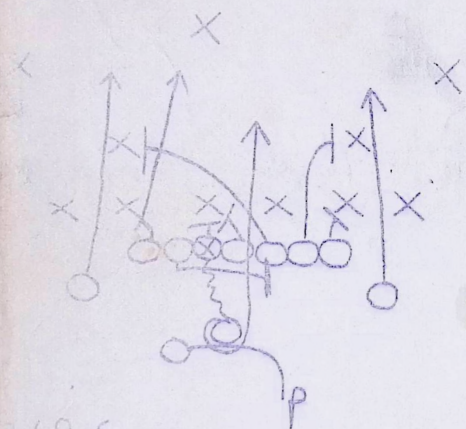
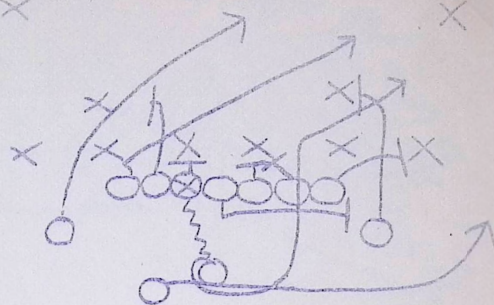
These are all OK



B112-W

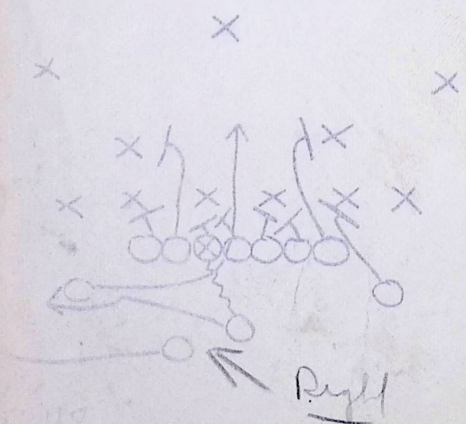
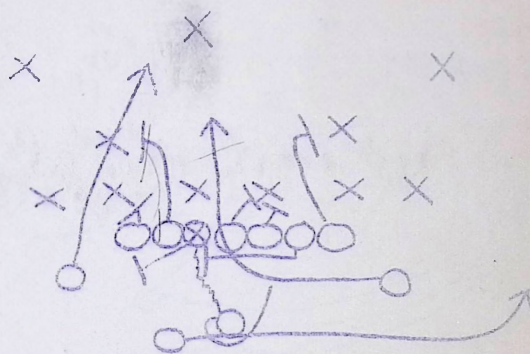
B144-S

TB or LHB may be flanked out



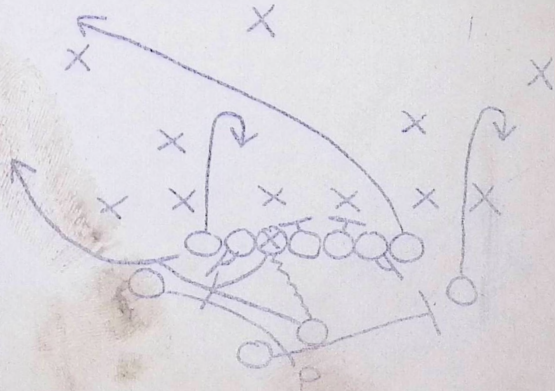
B368-S

B130-S

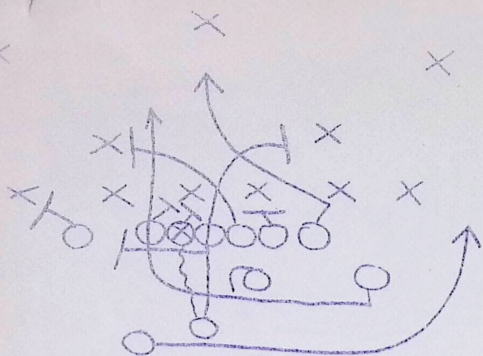


B118

Right

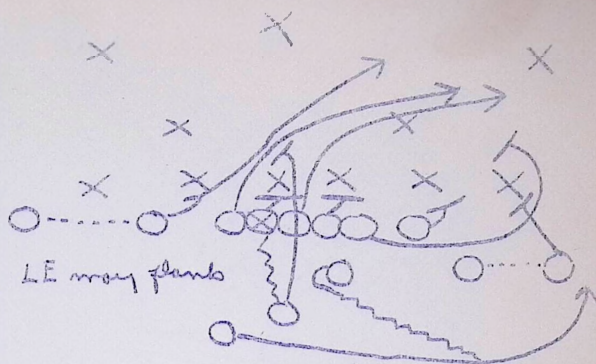


B123



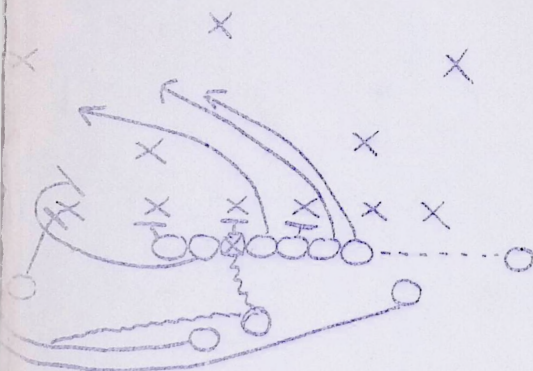
A-Buck 115-S

9/5



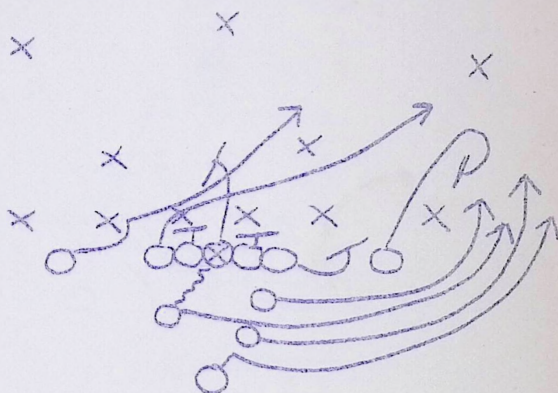
ABuck 142-W Pitch out

T.B. check 1' deeper $\frac{1}{2}$ man over
WB first move out for slight angle on E.

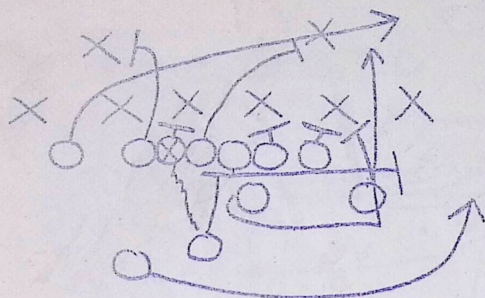


B 100 Pitch out

RE may flunk out - WB would
then move in.



B 42-W First time play is run
it can go to the kicker (Reynolds, etc)
if that is back - just ball to up back

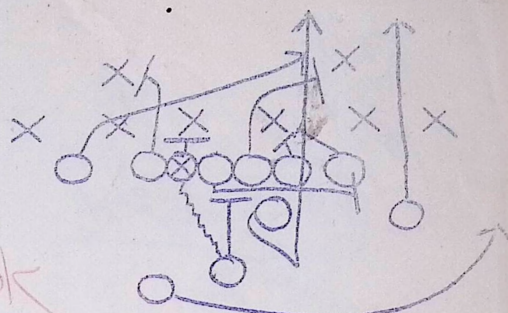


ABuck 142

40

120
60 50
140

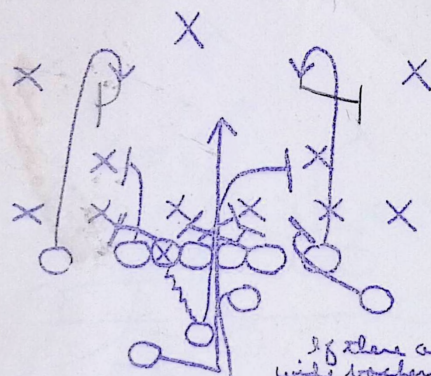
OK



OK

ABuck 144-5

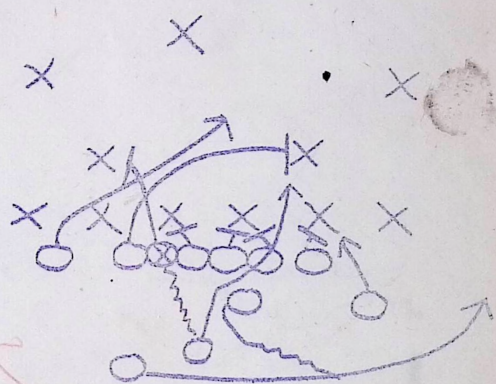
(RE calls block on linebacker)



If there are
wide blockers E's
take them. L's
take blockers in
front of them - little
wrong.

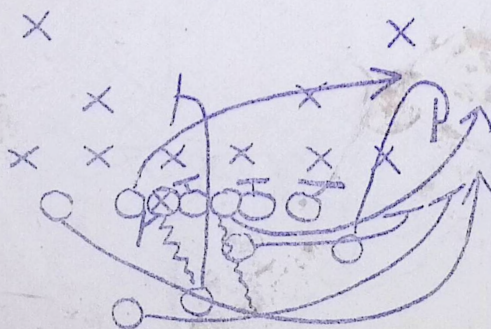
OK

ABuck 148



ABuck 64

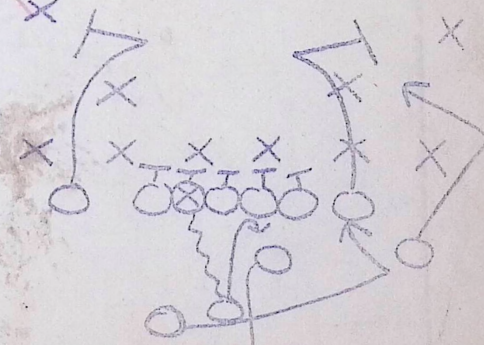
OK NB



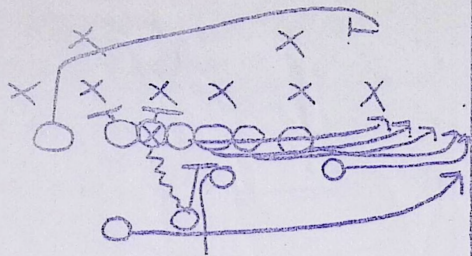
ABuck 160

(LE can cheat
in close)

OK

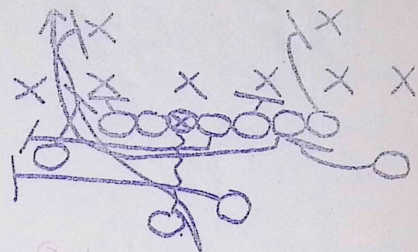


ABuck Screen



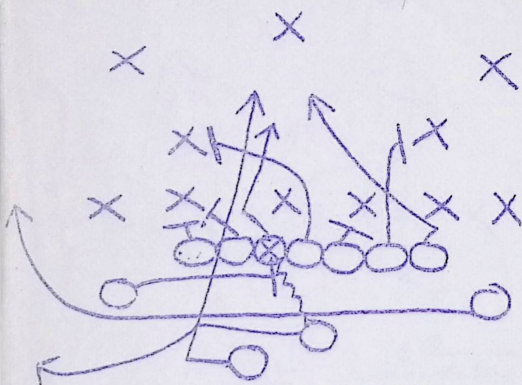
AB-Lateral Screen

OK



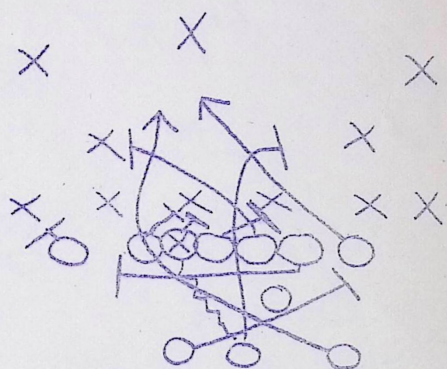
B43

OK

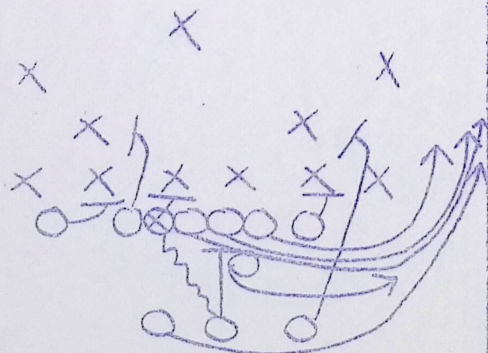


B140-S

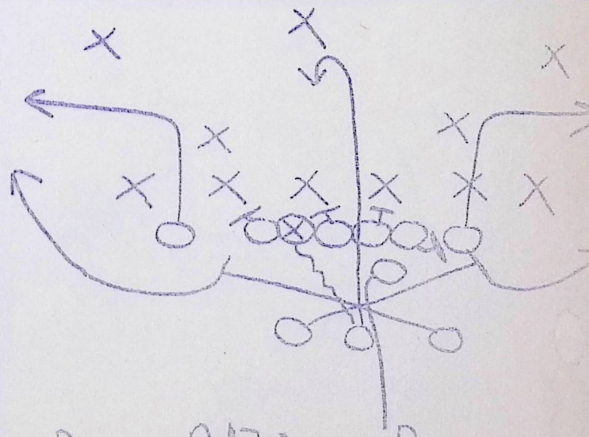
C + RG may change assignments depending on the def. Ls.



Deep A Buck 115-S



Deep A Sweep



Deep A120

P

A22

Note: If FB passes (100 passes) TB fakes 142 play & blocks end. If it is a Buck pass TB does the same. Against 7 man line C does not pull. BB will have to block end to his left. TB or FB block End to this right.

A25

A23

Note: on 23 C does not pull. BB & WB block ends.

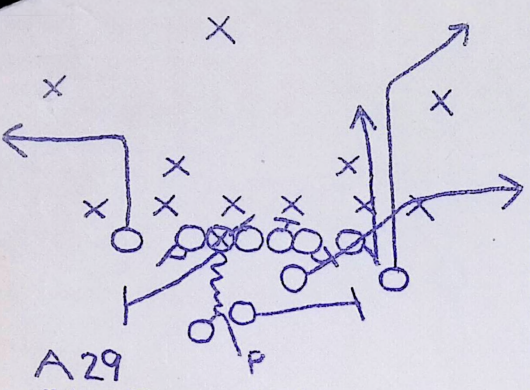
A22 - Deep

Note: RE crosses first

A27

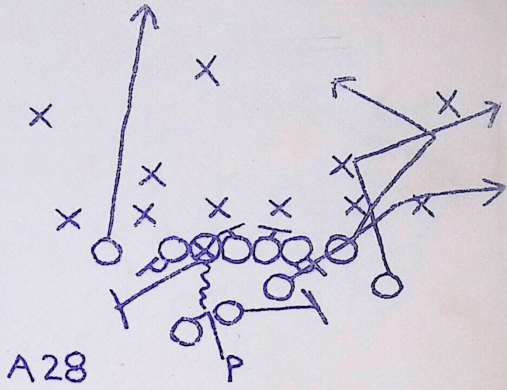
A25-0

Note: RE may drop a step and shoot out after FB commits self.

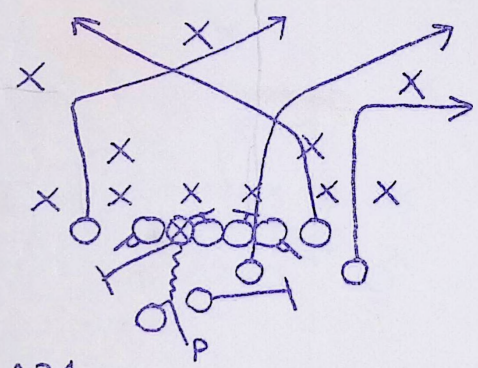


A29

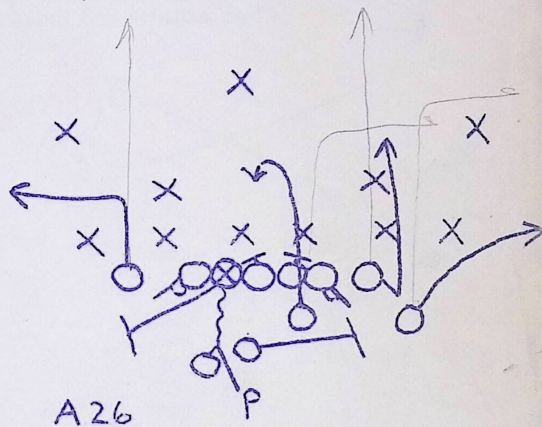
Note: RE pauses for 3 counts, fakes block and then goes



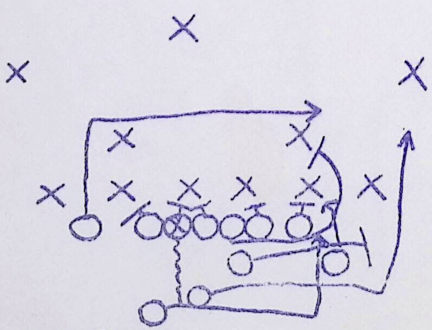
A28



A24

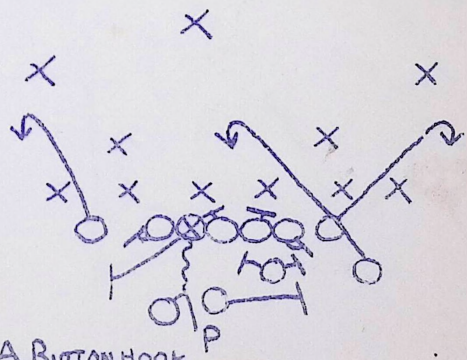


A26



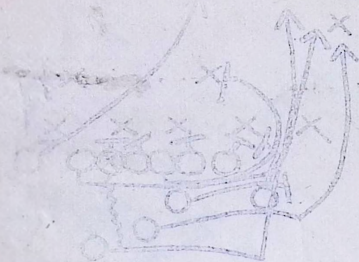
A42 Pass

Note: Run it exactly like 42

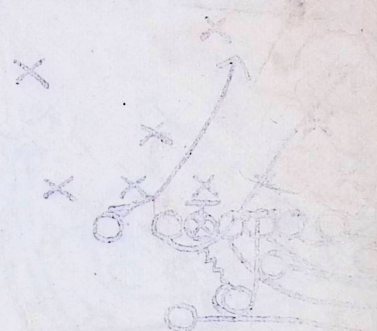
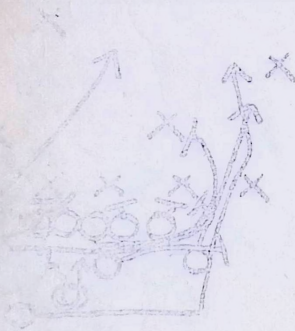


A Button Hook

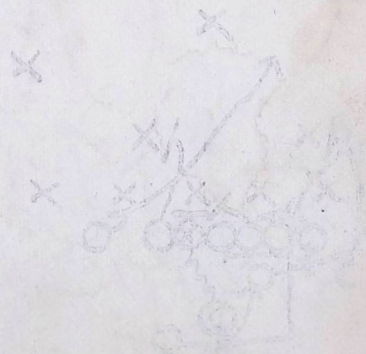
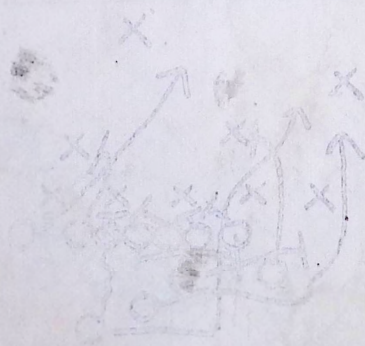
Note: E & WB may change assignments



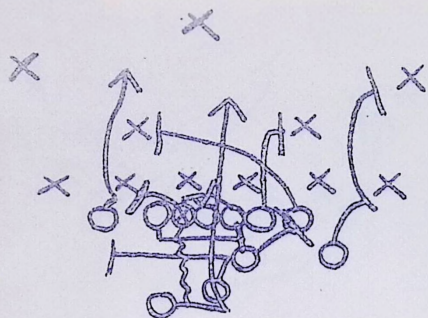
A42-W



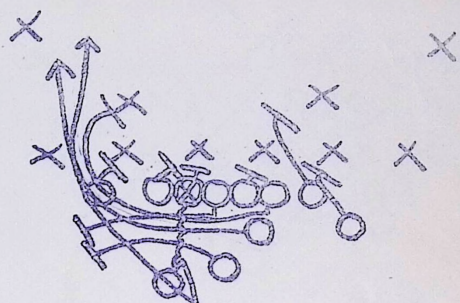
A42-W



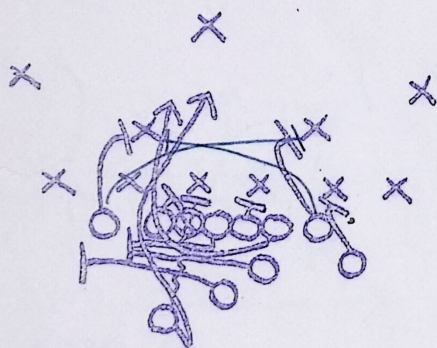
A42-W



A48-S

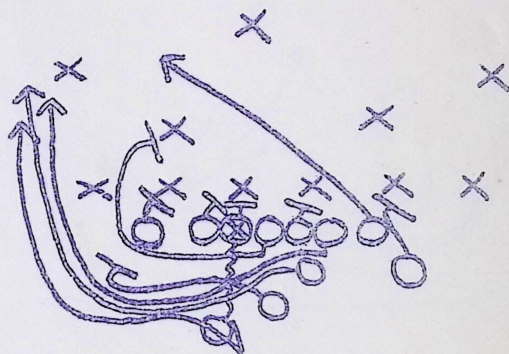


A43

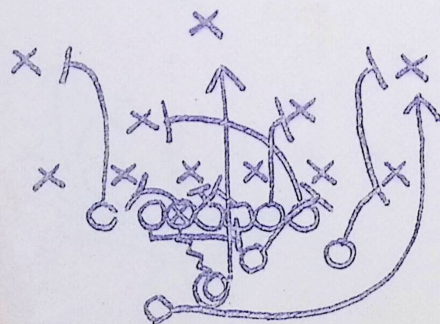


A45

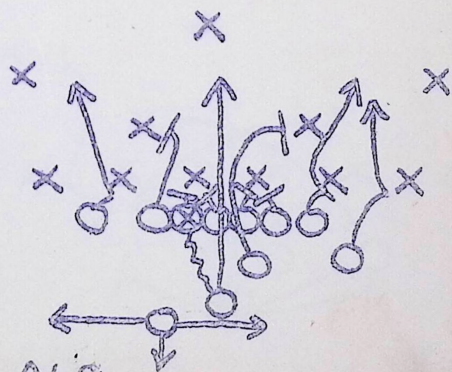
2y ends crossing on
the borders.



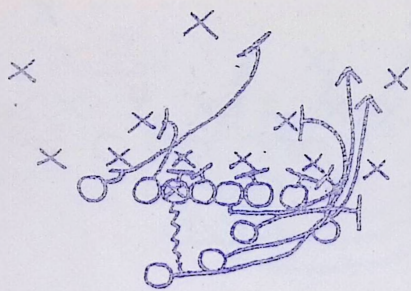
A43-W



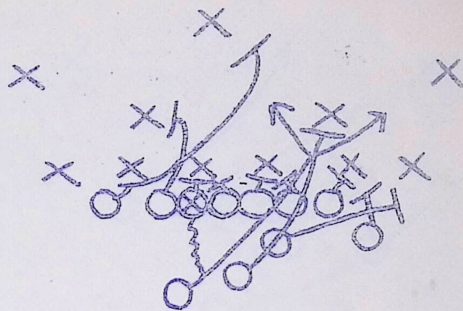
A68-S



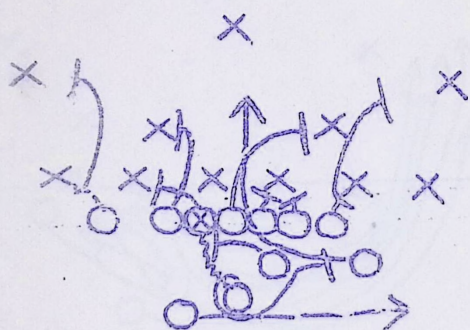
A60



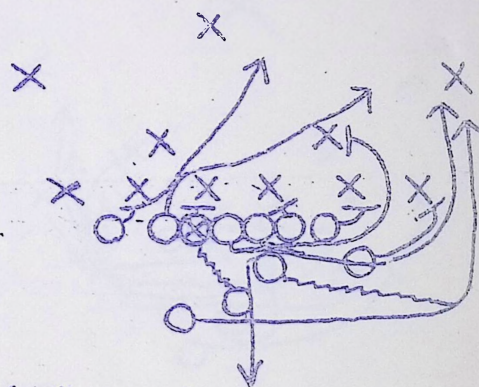
A72



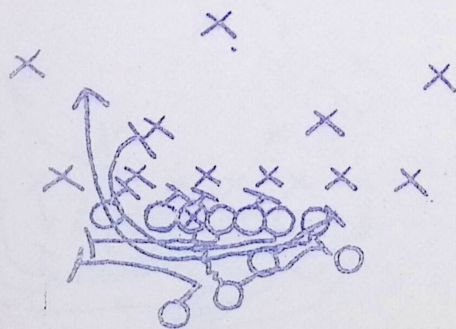
A74



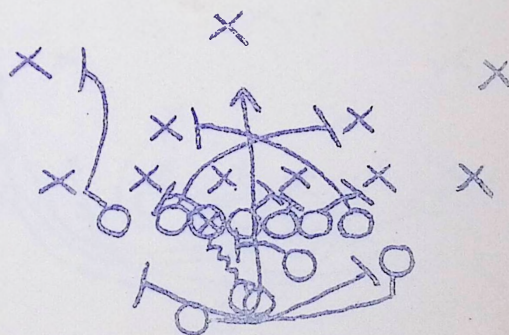
A130-S



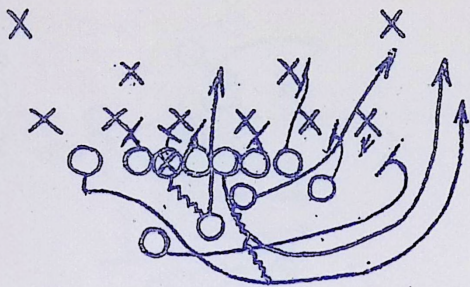
A60 Lateral



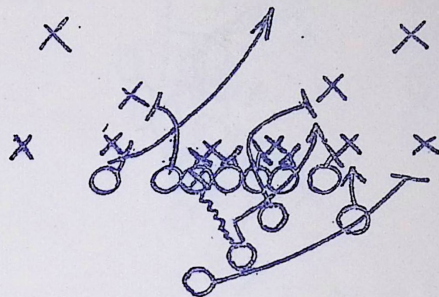
A13



A160-S

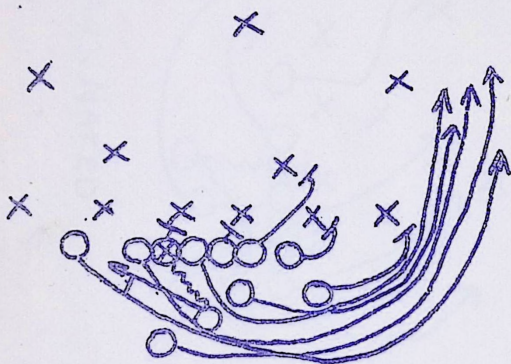


A 64-B

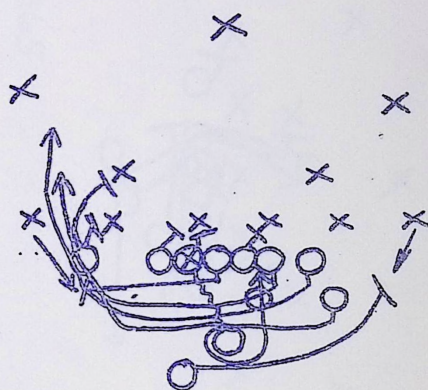


A 64

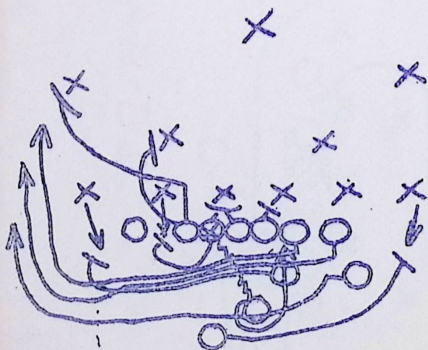
(B.B. may cut thru 7th & hole)
(C. should help on F.B. or bustle on downfield)



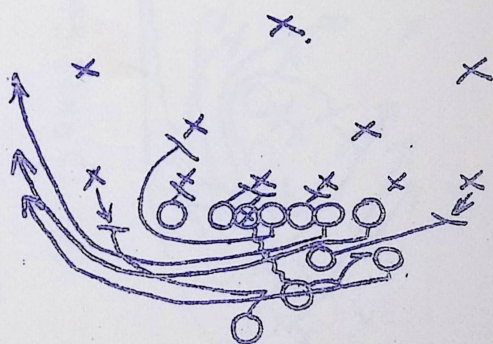
A 112-W



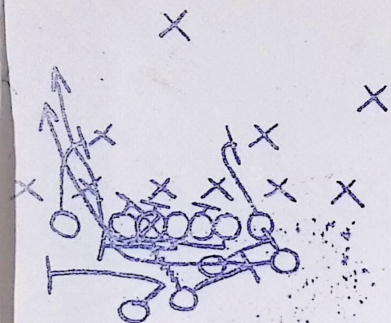
A 113



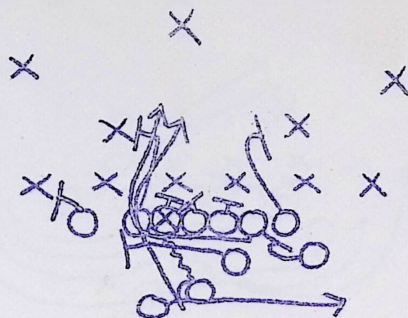
A 113-W



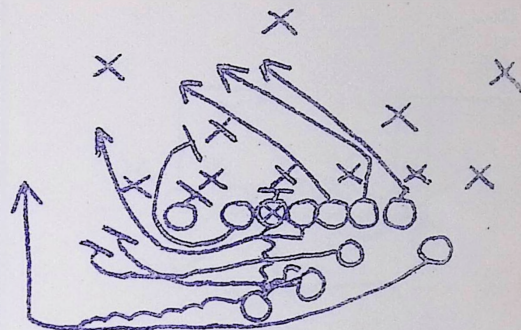
A 13W



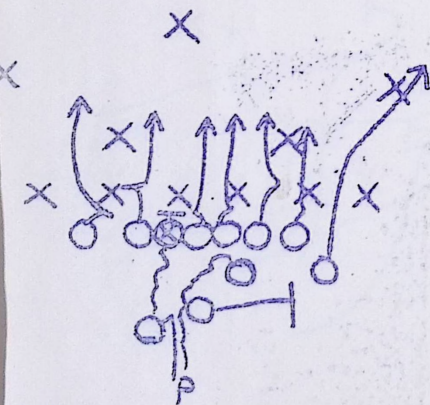
A15



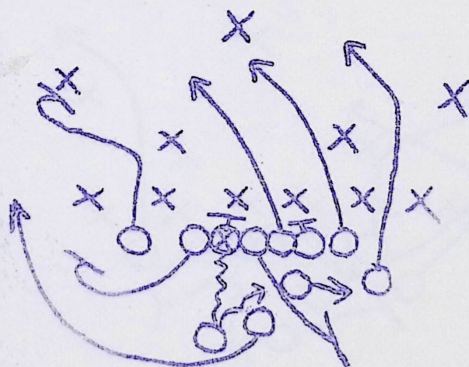
A65



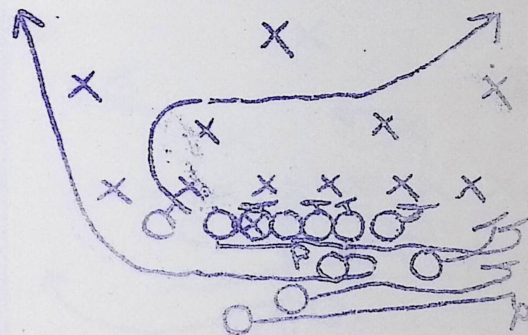
A43 (2nd Choice)



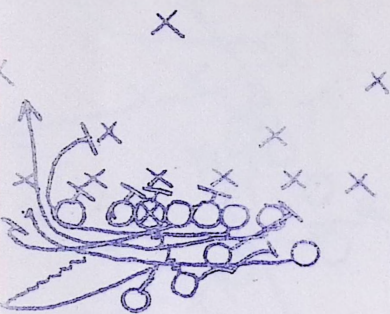
A SCREEN



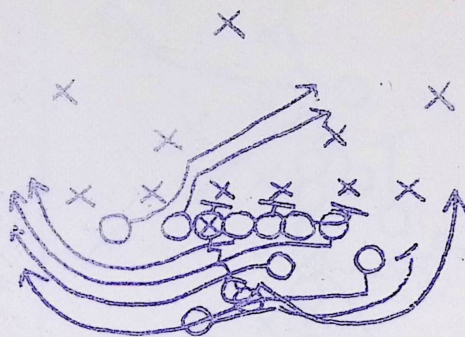
A43 NAKED



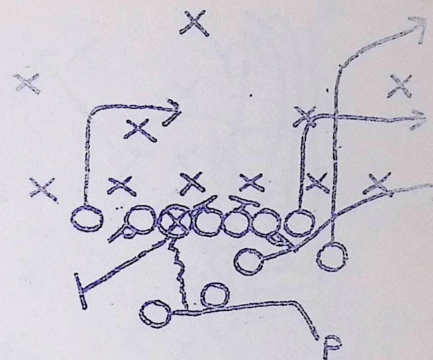
A72-Delay



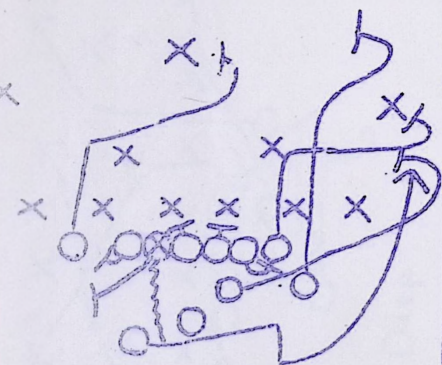
1/3 Lateral



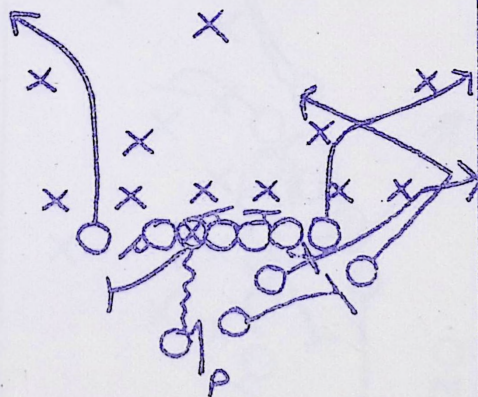
A113-Keep It



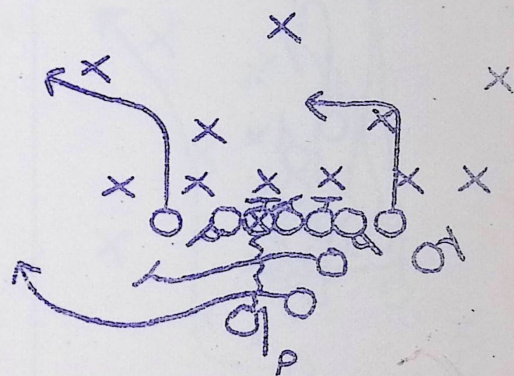
A22

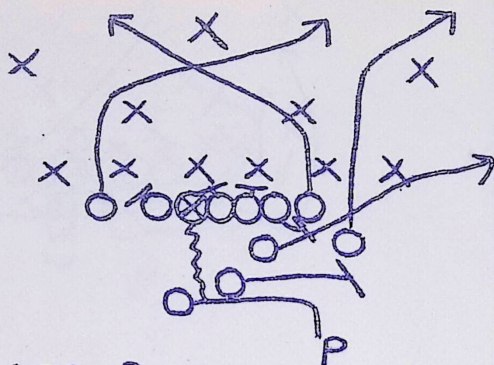


A22 Run

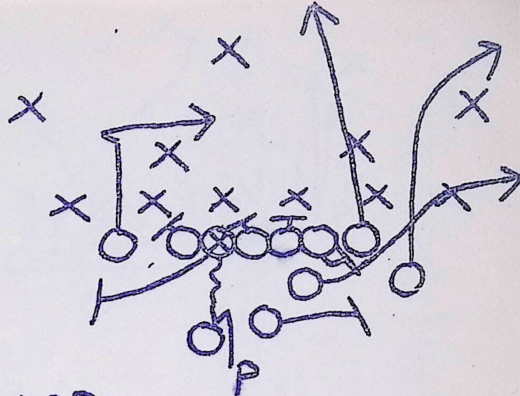


A25

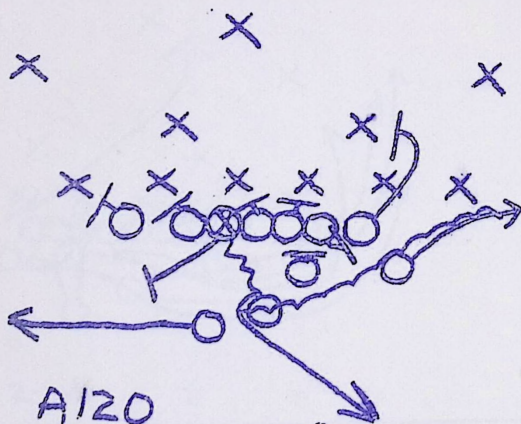




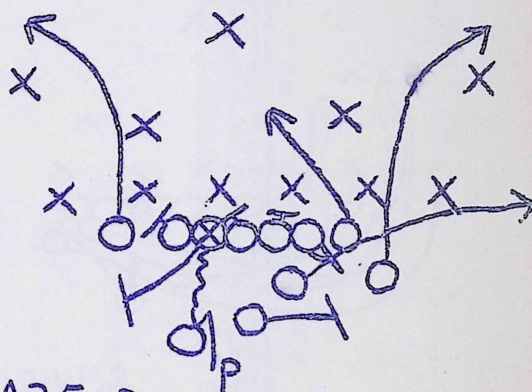
A22-Deep



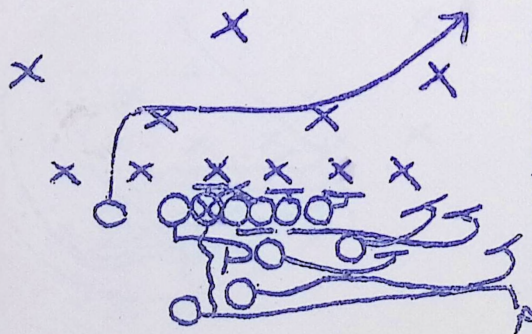
A27



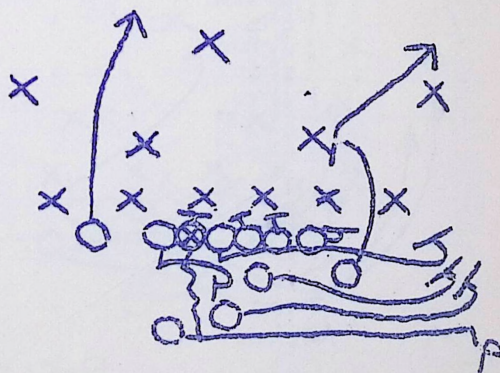
A120



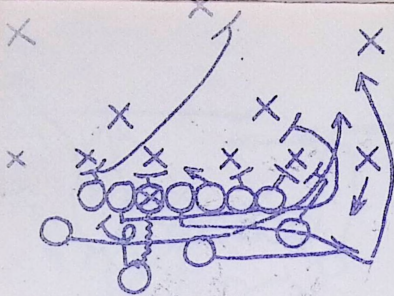
A25-O
(RE may block T then shoot out
after FB commits reef)



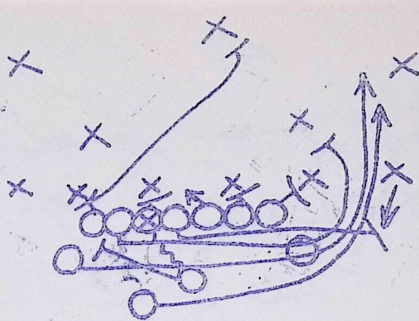
A72-X



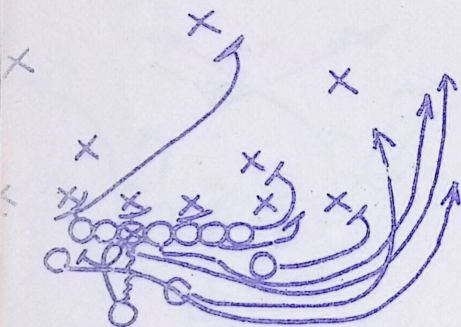
A72-O



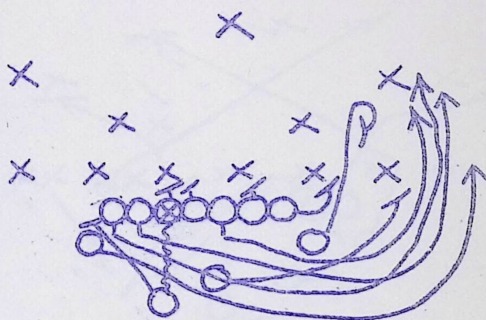
B12



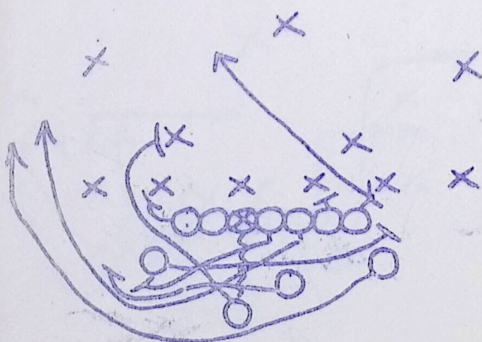
B112



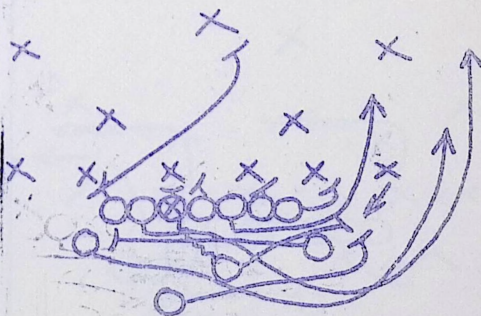
B12-W



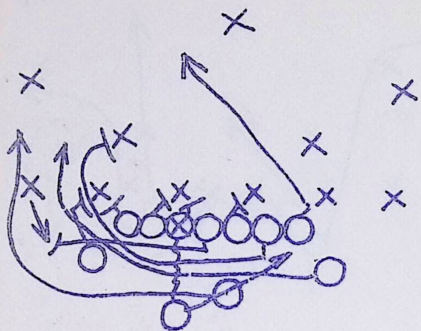
B12-W-2



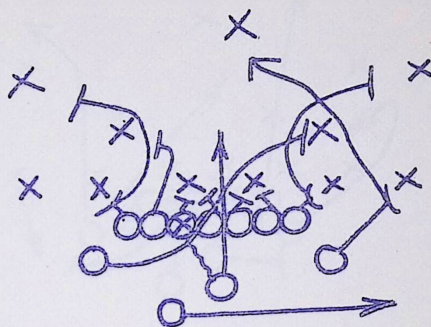
B12-R



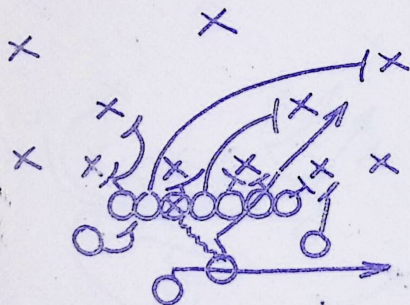
B13-R



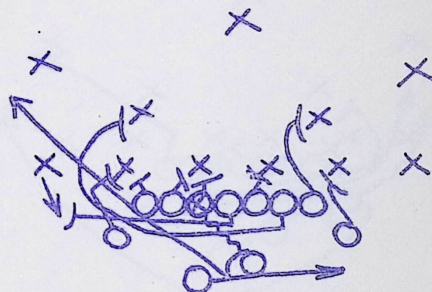
B13



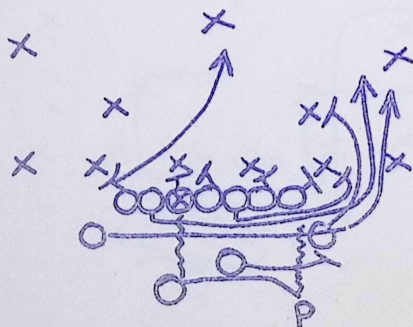
B60



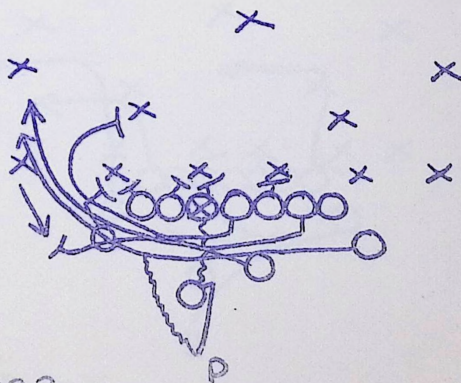
B64



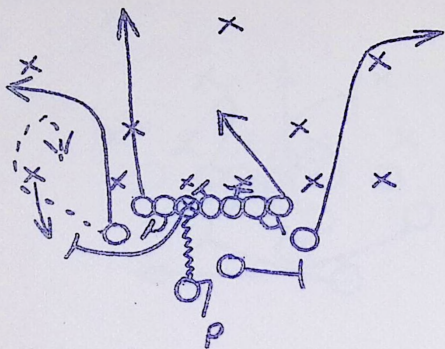
B63



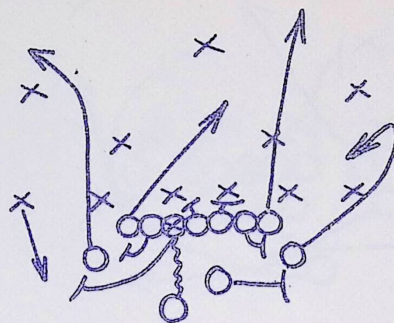
B82



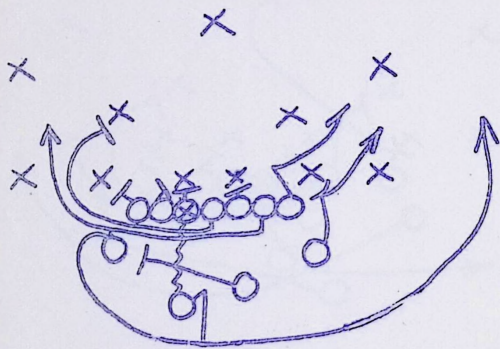
B02



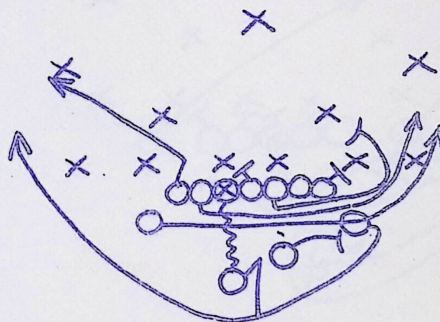
B25-0



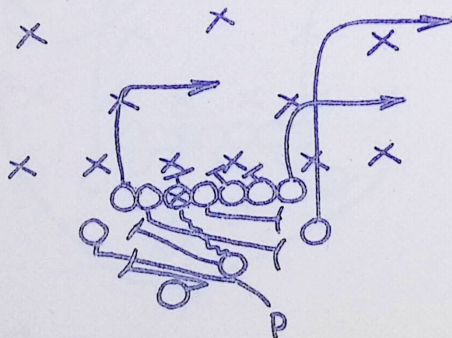
B27



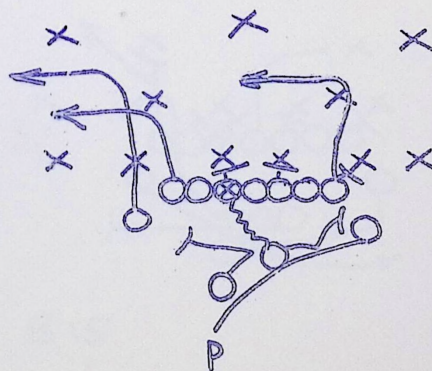
B283



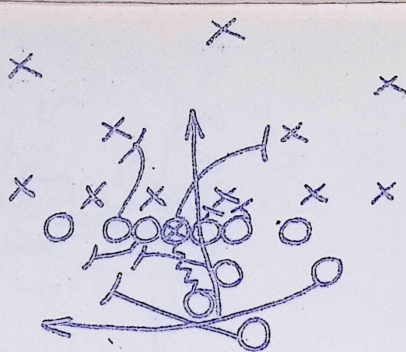
B282



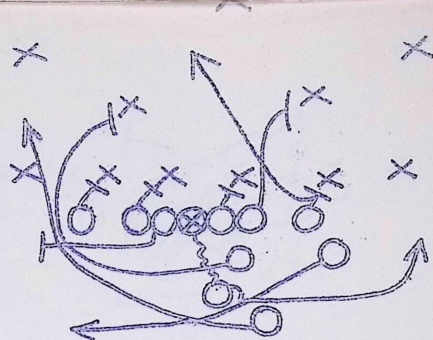
B112-X



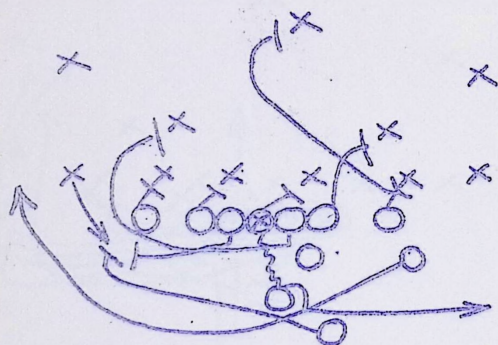
B113-X



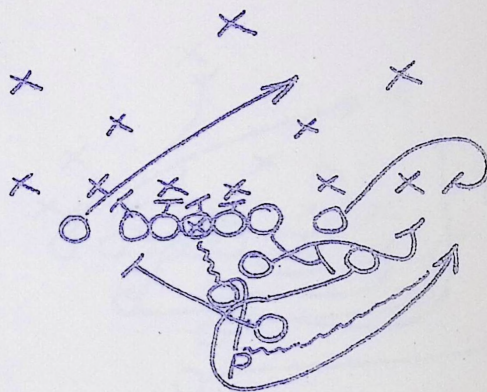
C40-S



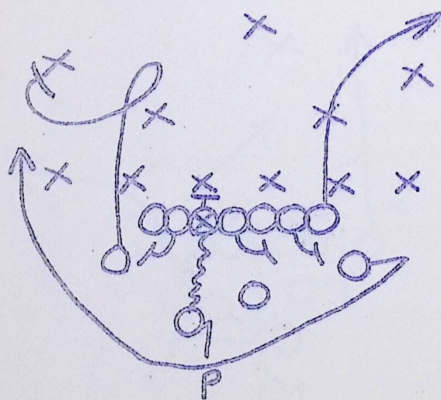
C43



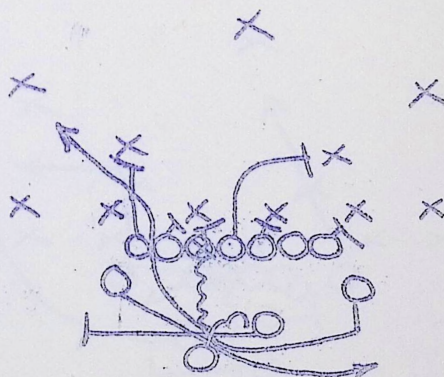
C43-W



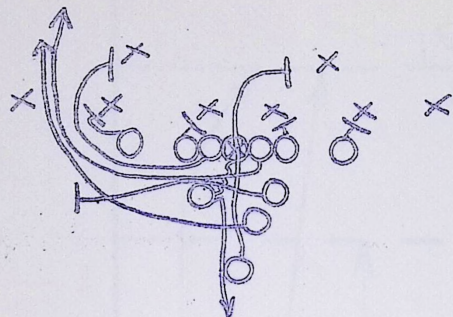
C22



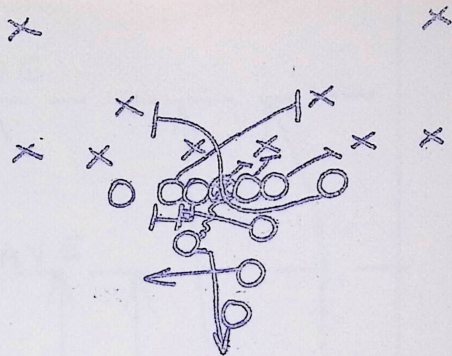
B-SL



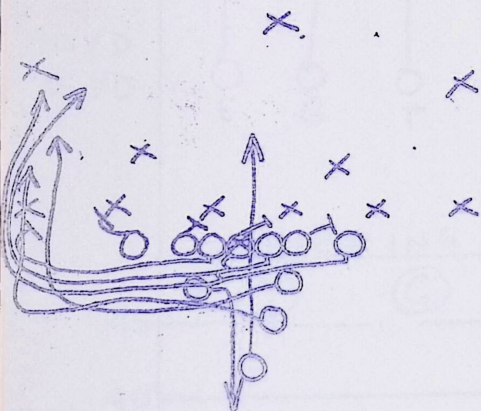
B15



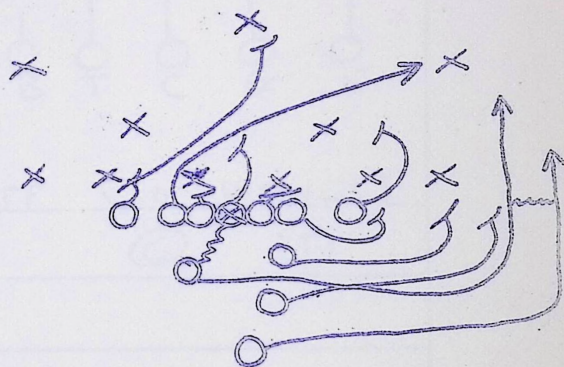
SP 43



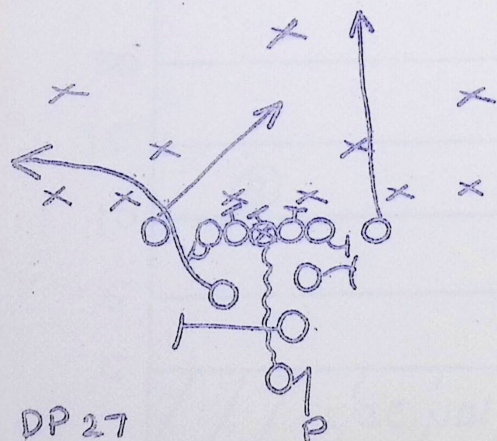
SP 60-S



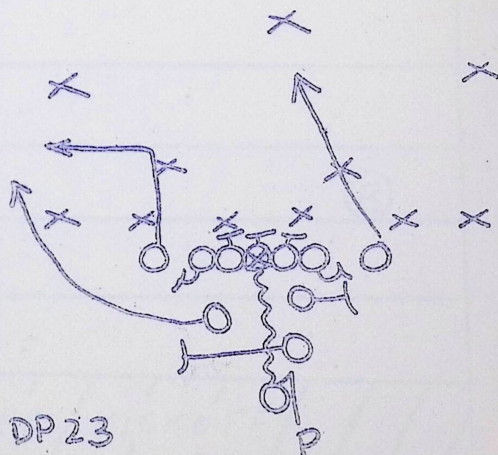
SP 43-W



DP 42-W

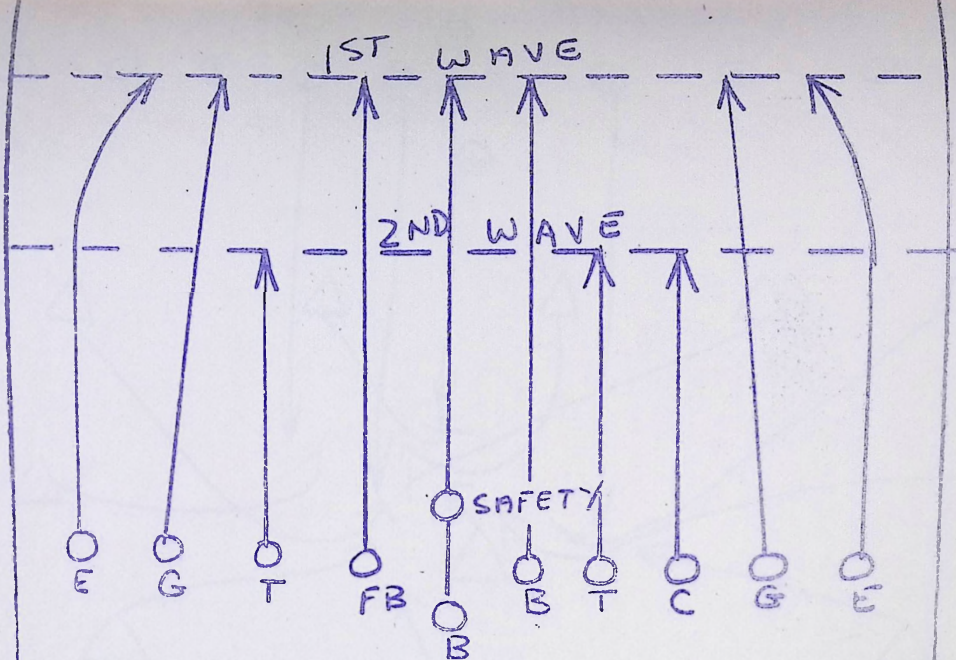


DP 27

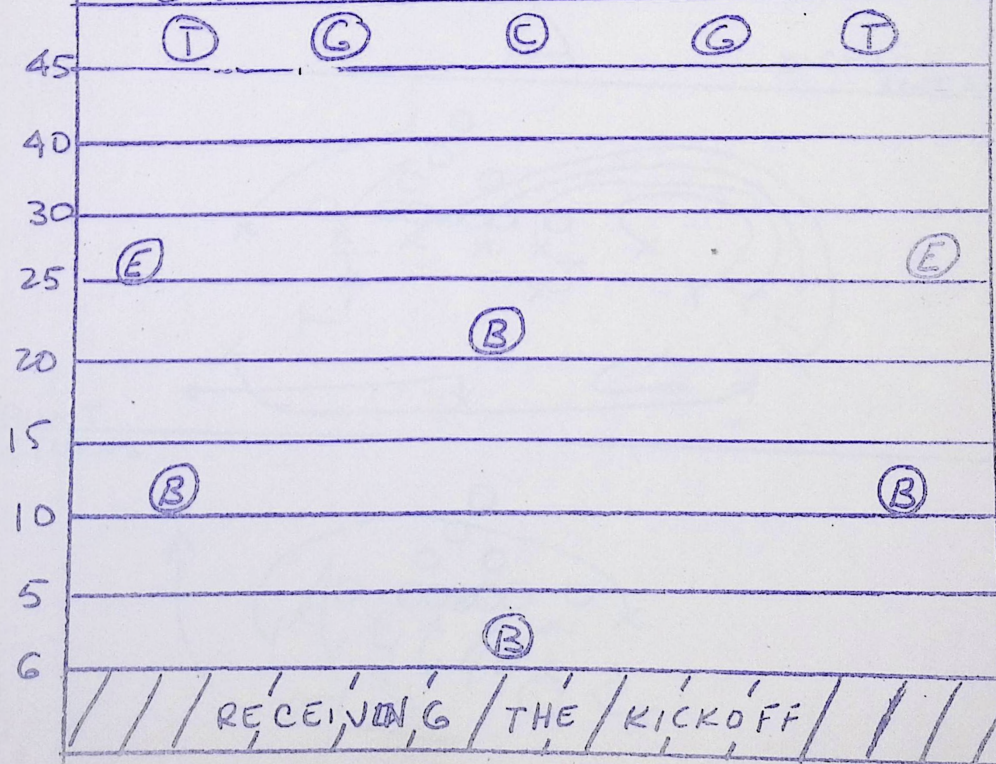


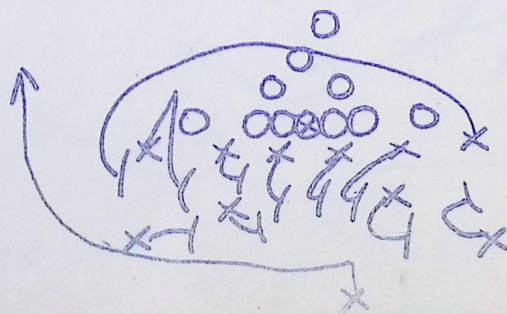
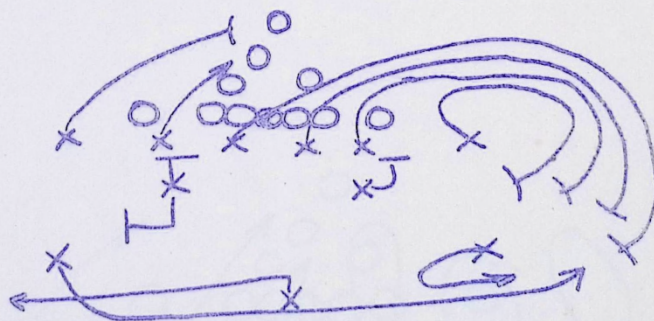
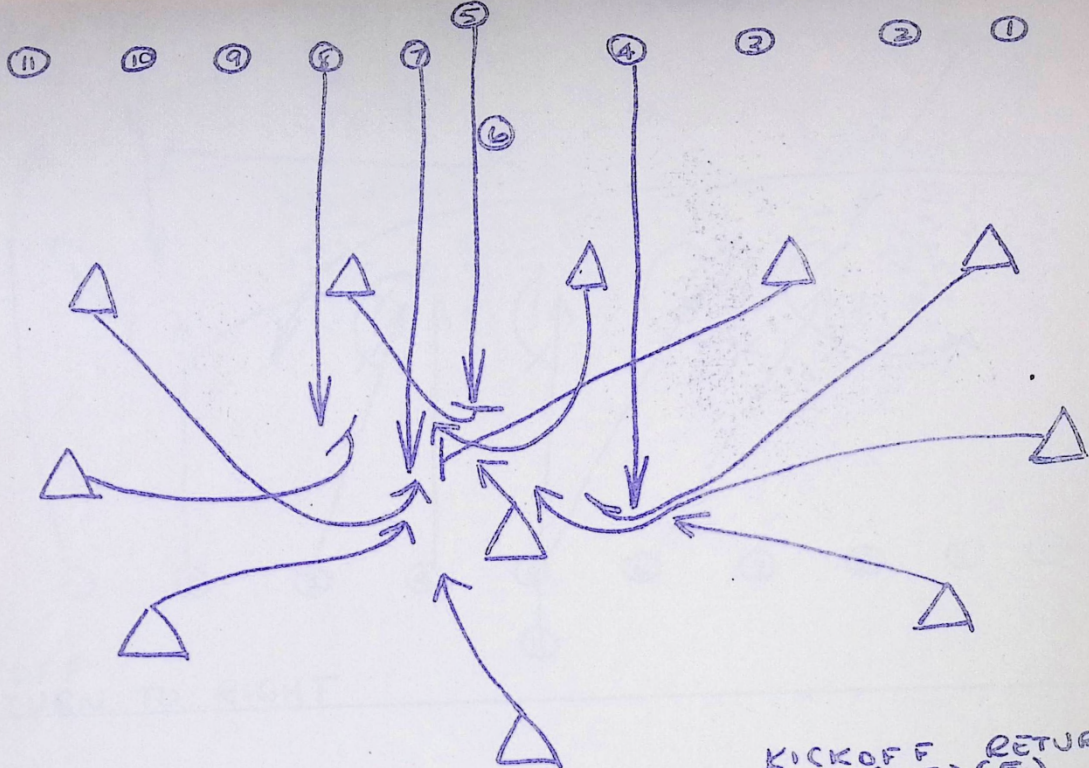
DP 23

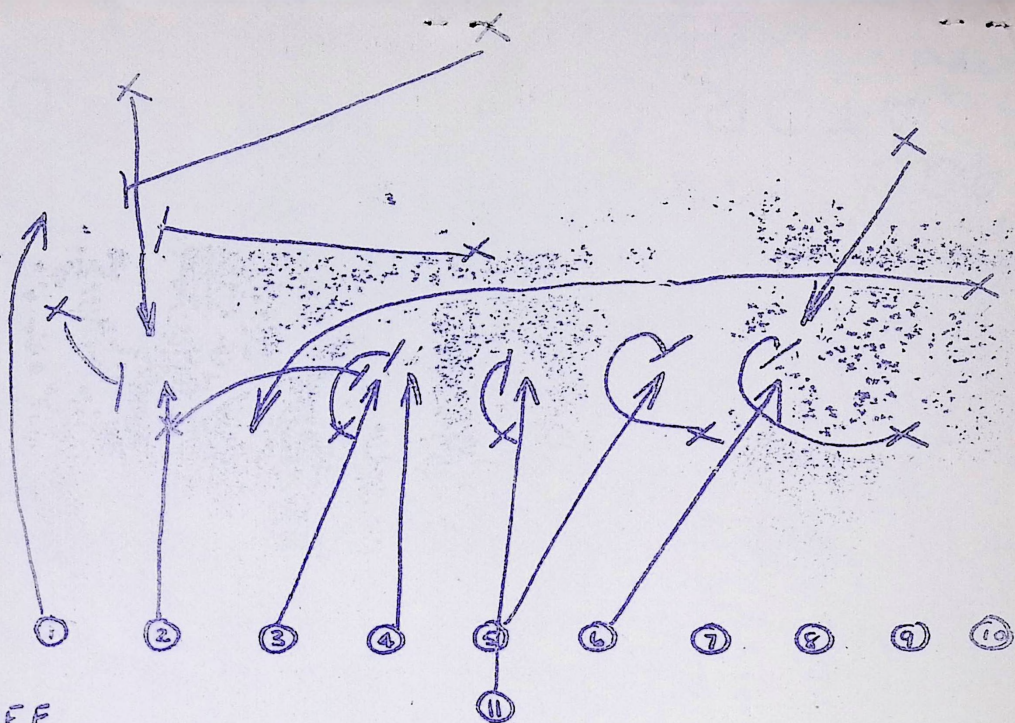
40 YD
35 YD



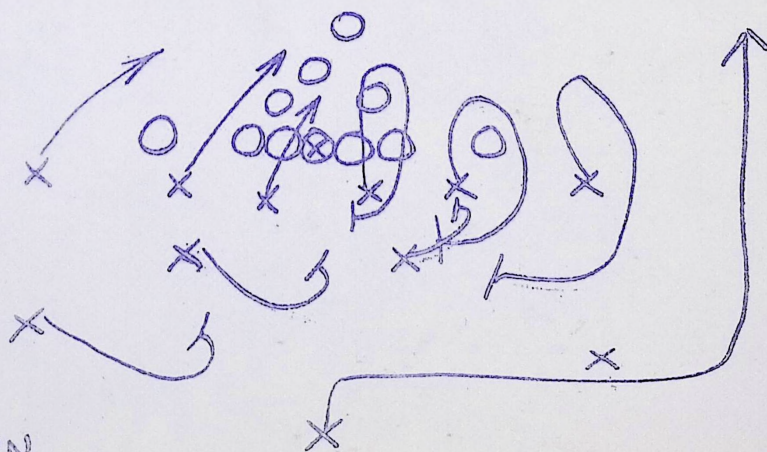
COVERING KICKOFF (IN WAVES)





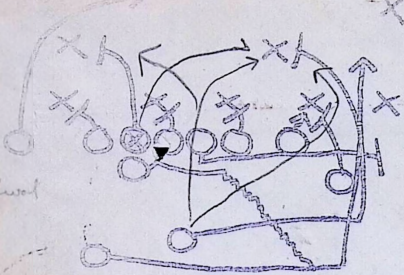


KICKOFF
RETURN TO RIGHT



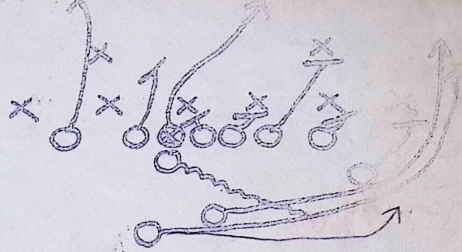
PUNT
RETURN

ccw pivot



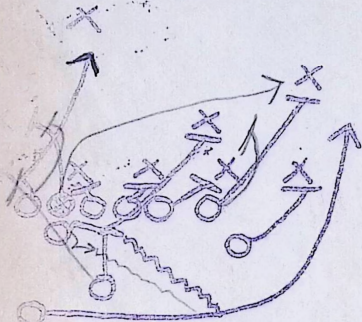
FB may sit straight ahead + fall
back to FB

ccw
obs



T42-W pitch FB + pitch to T.B.
FB runs slant

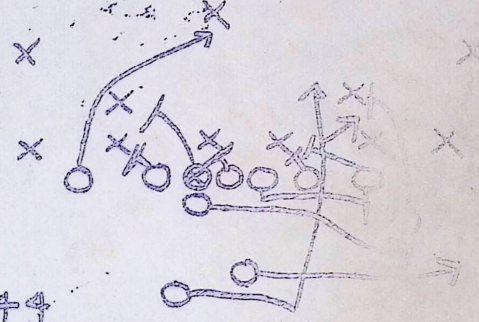
ccw
obs



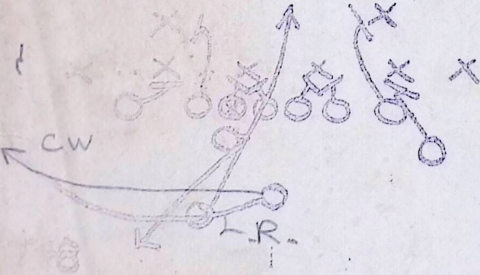
hand off pitch to FB)

T44

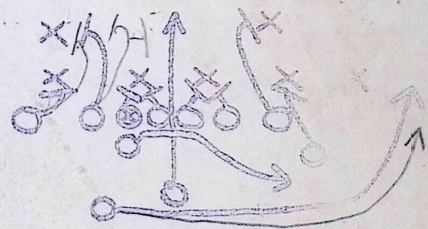
should be obs - check timing



CW

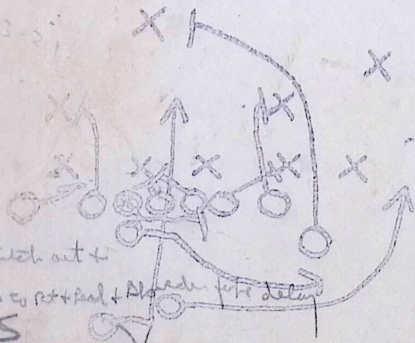


S-3-2



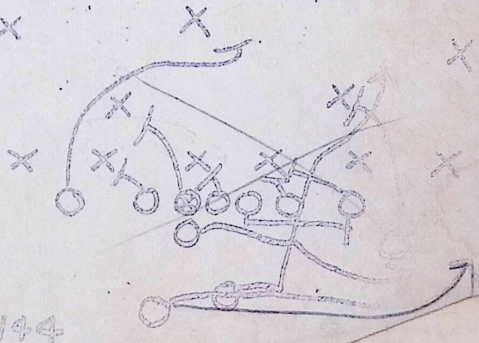
T168 quick opener ccw pivot + fake pitch
out

S-3-2



you pitch out +
obs
rep step to R + lead +
obs
FB - S

X



T144

