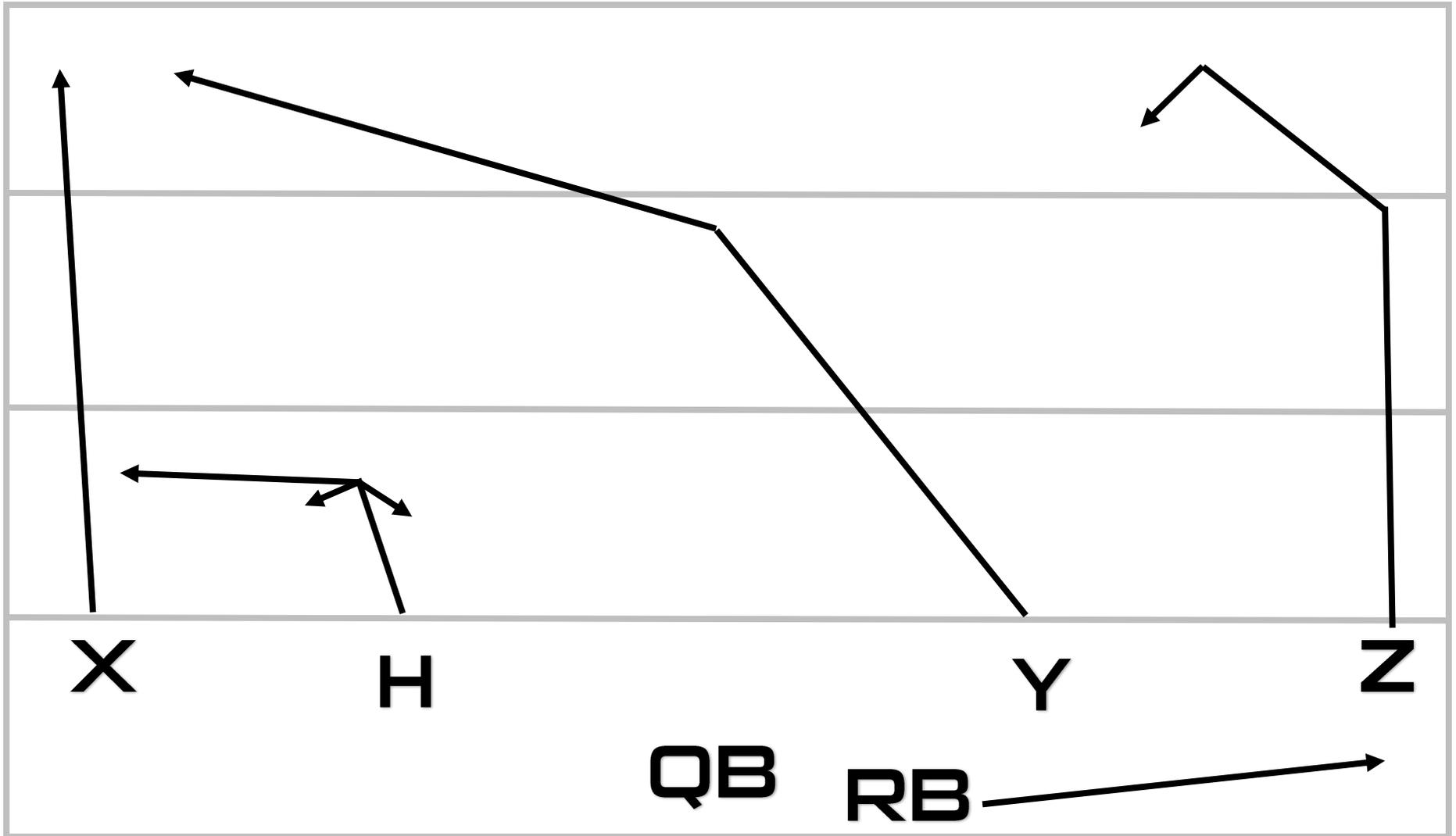


THUNDER

7 ON 7 PLAYBOOK

CROSS

QB PROGRESSION: FADE, QUICK OUT, CROSS, POST DIG, SWING



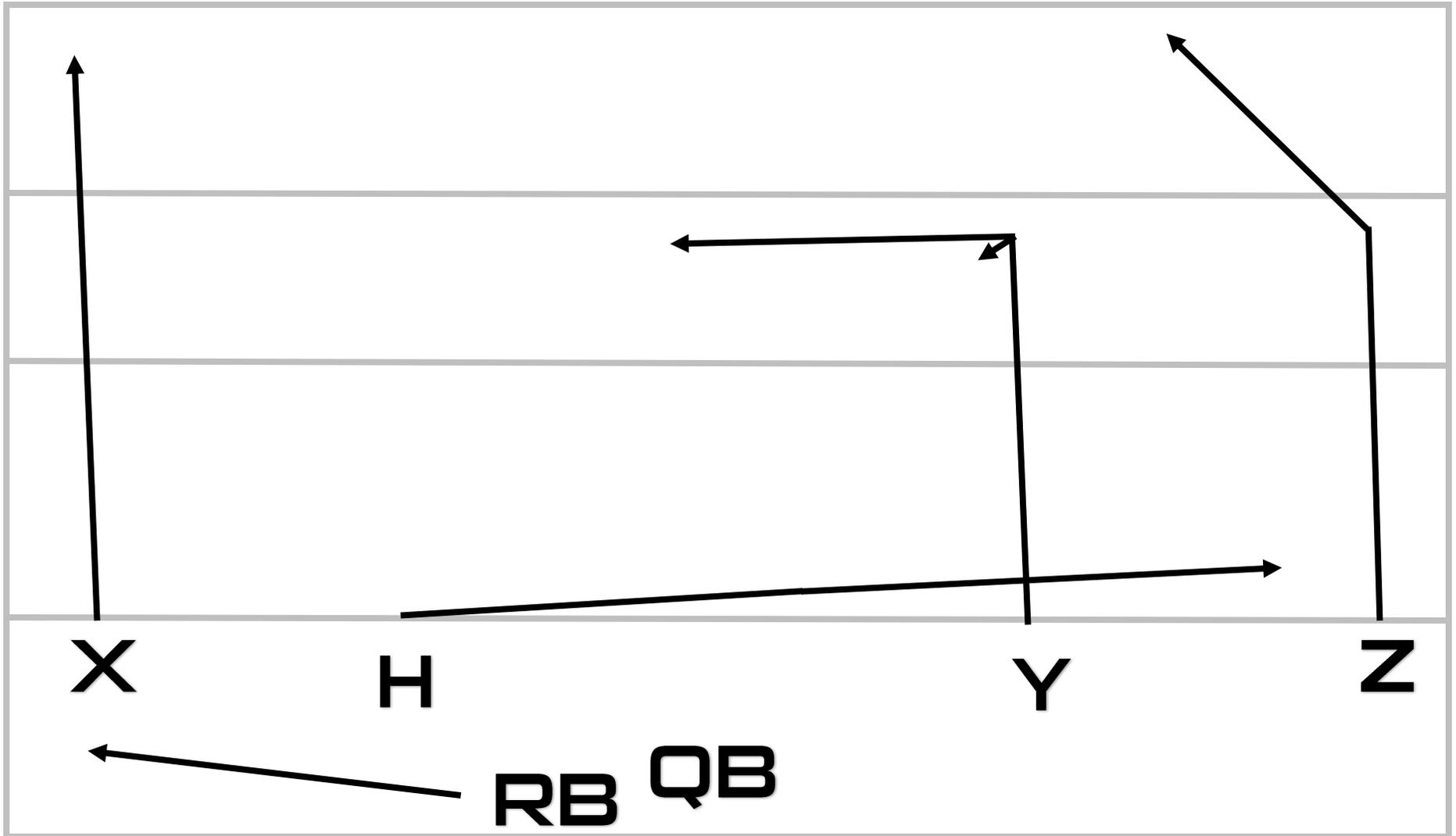
CROSS FLIP

QB PROGRESSION: FADE, QUICK OUT, CROSS, POST DIG, SWING



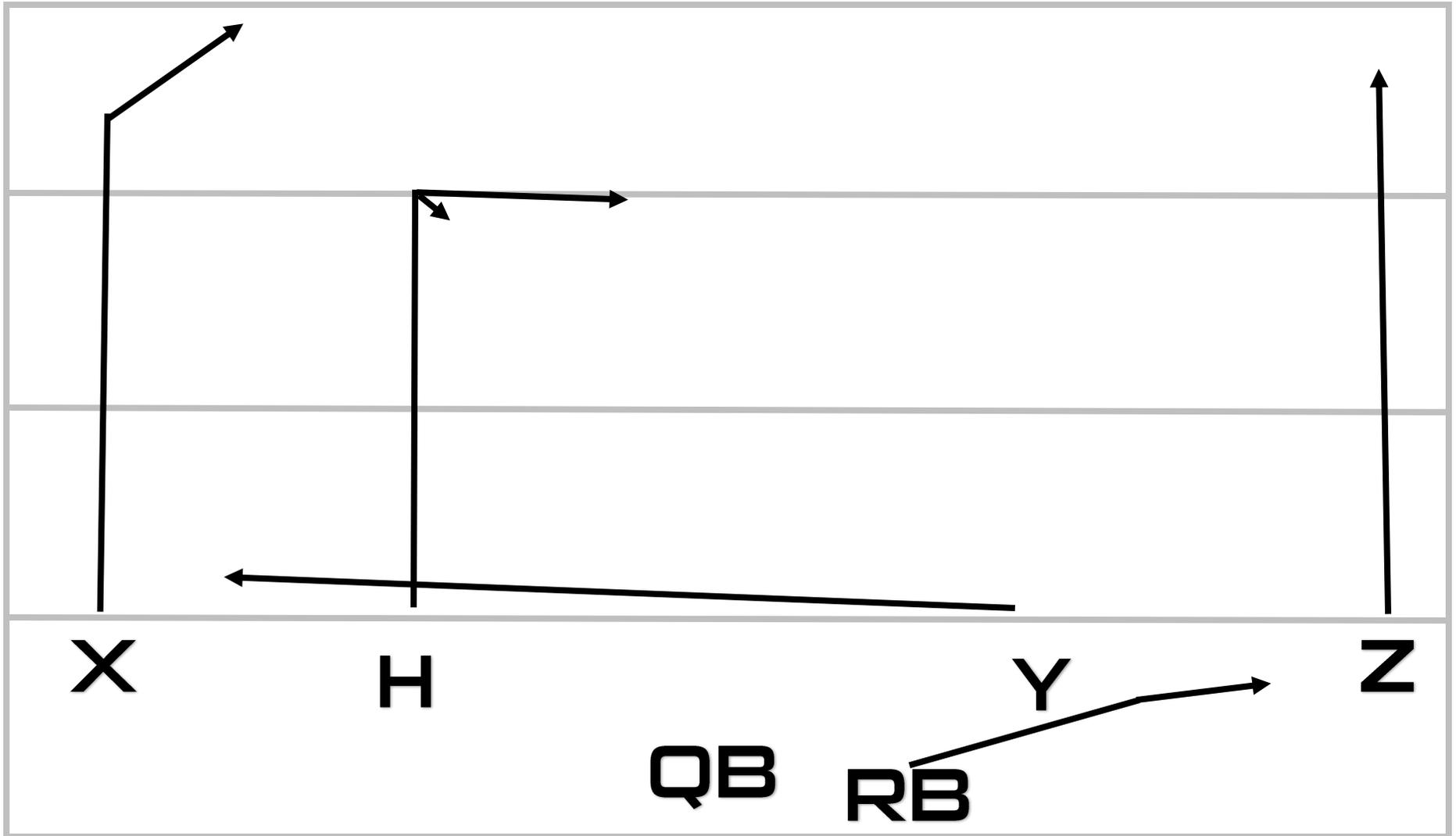
BOX

QB PROGRESSION: HIGH LOW (POST, DIG, SHALLOW) LOW HIGH (SHALLOW, DIG, SWING)



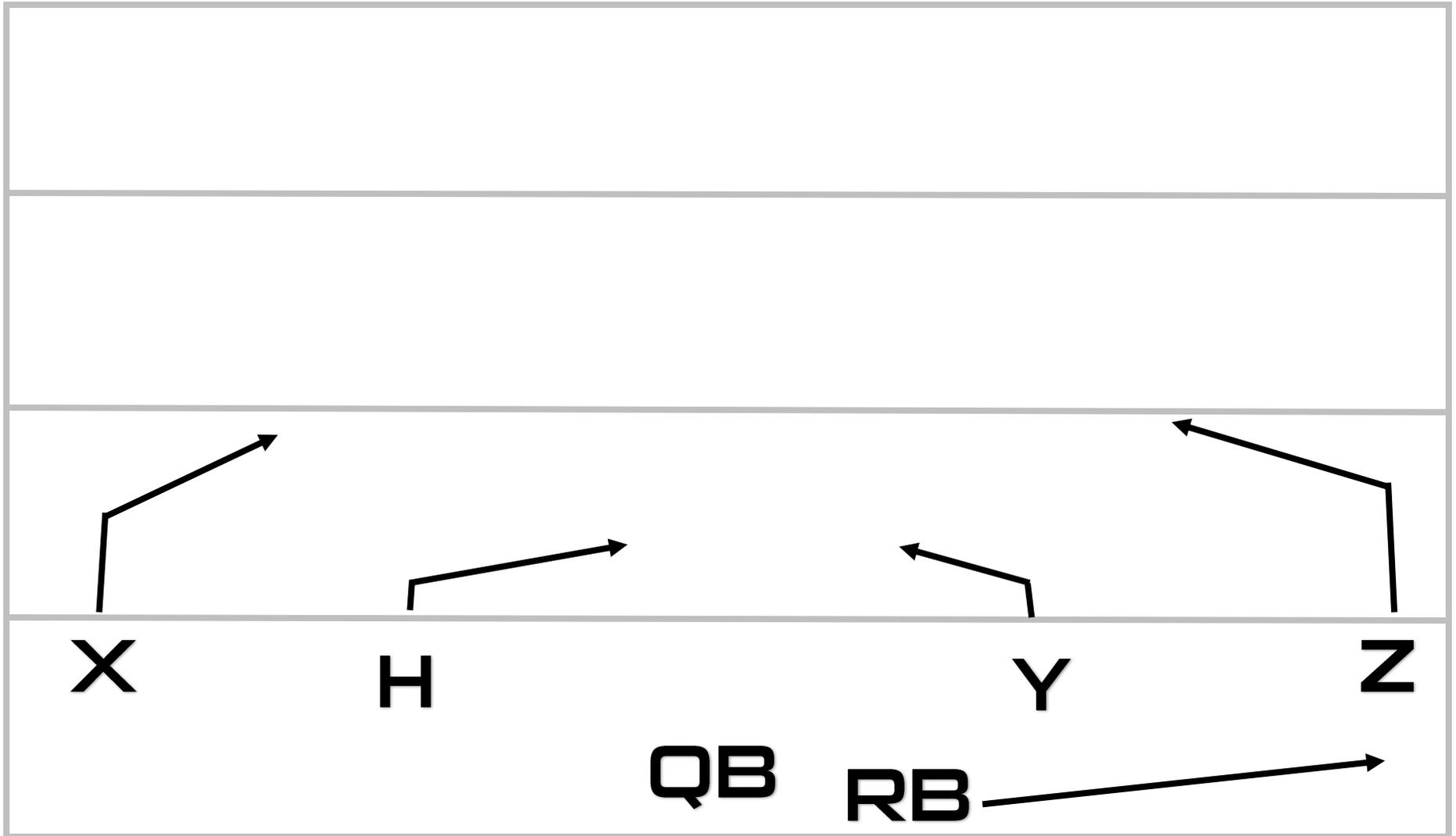
BOX FLIP

QB PROGRESSION: HIGH LOW (POST, DIG, SHALLOW) LOW HIGH (SHALLOW, DIG, SWING)



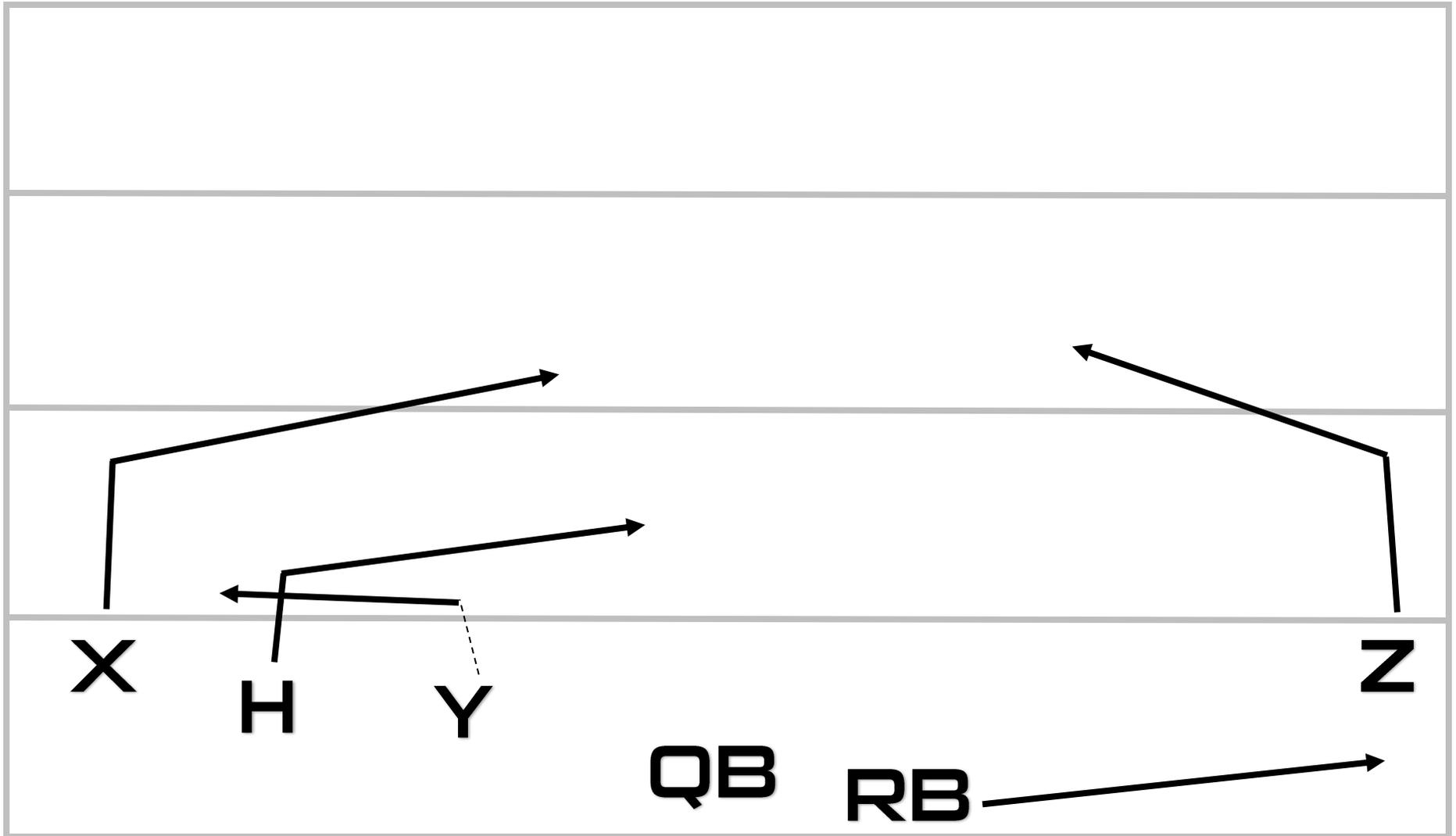
SLANTS

QB PROGRESSION: INSIDE SLANT TO OUTSIDE SLANT TO SWING



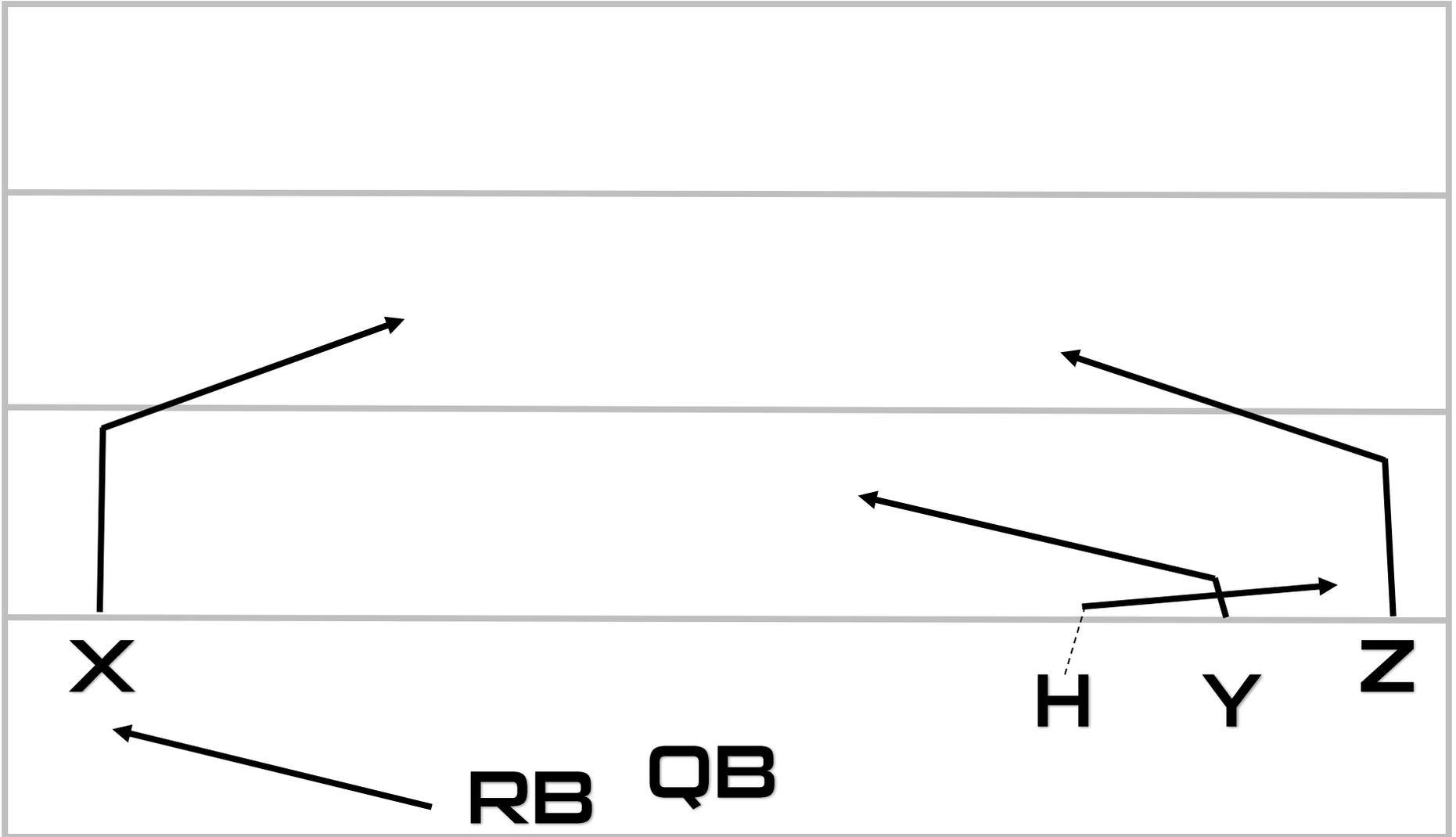
TRIPS LEFT DELAY

QB PROGRESSION: PUMP SLANTS AND LOOK DELAY TO SWING



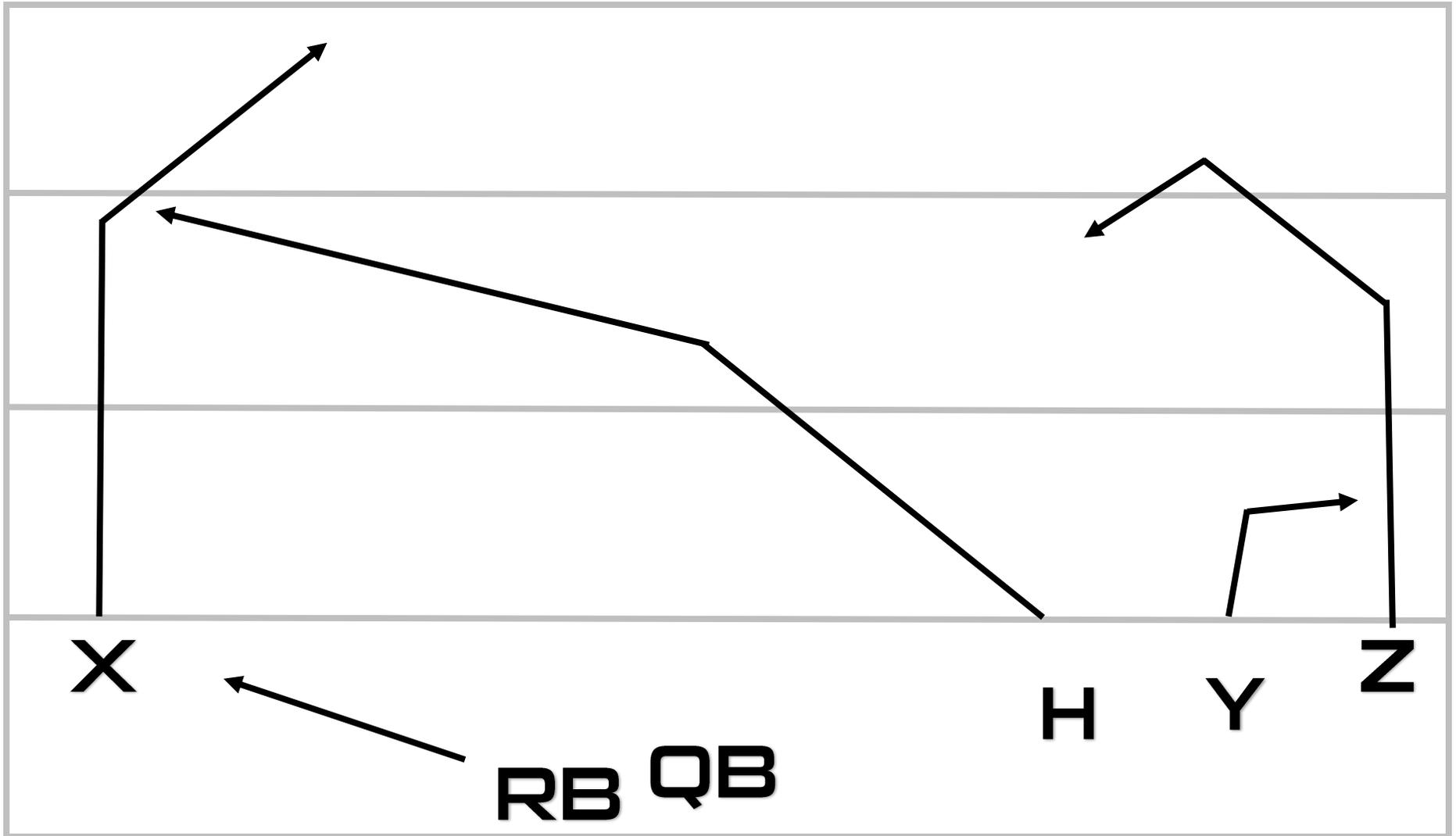
TRIPS RIGHT DELAY

QB PROGRESSION: PUMP SLANTS AND LOOK DELAY TO SWING



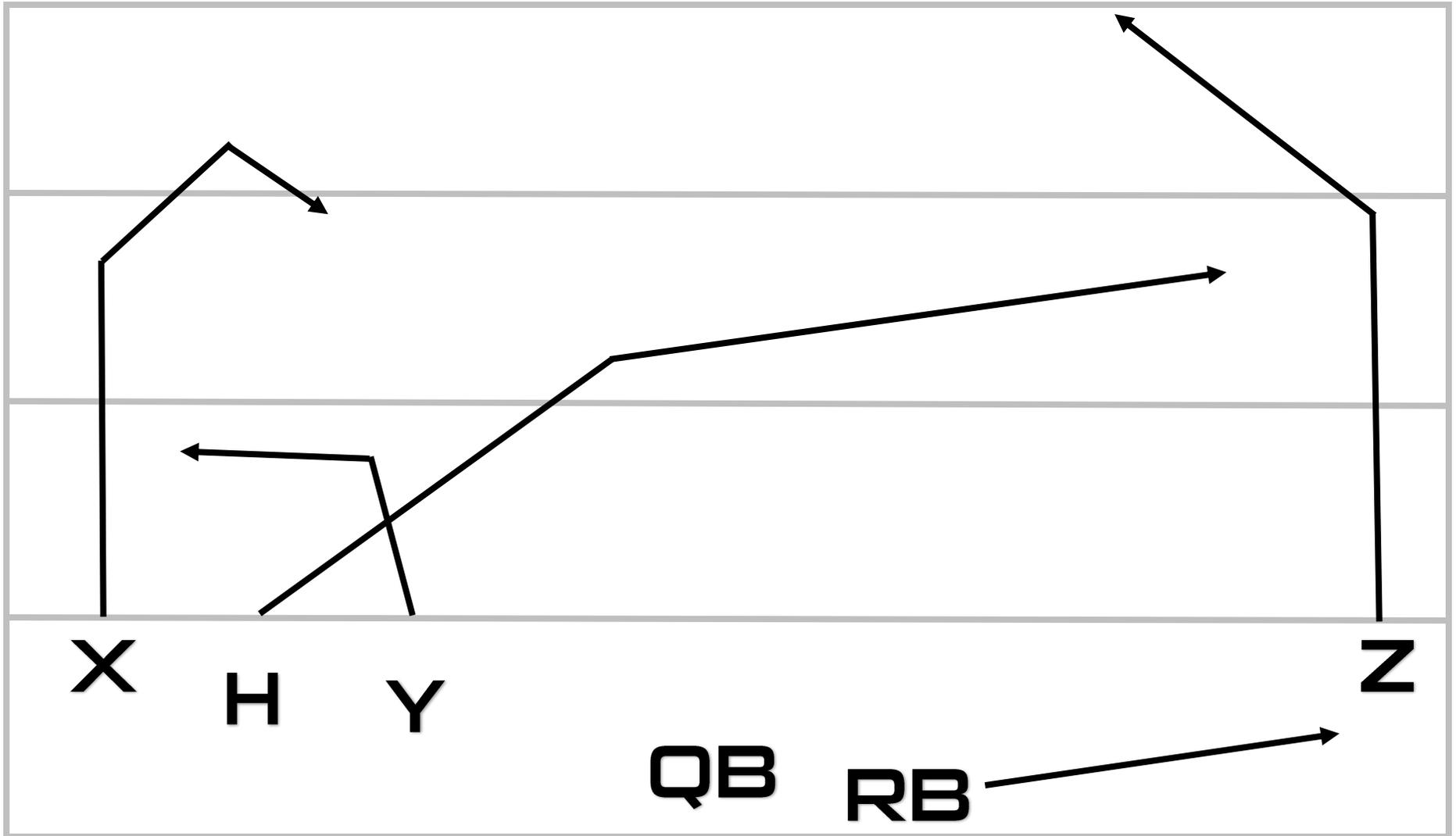
TRIPS RIGHT CROSS

QB PROGRESSION: PEEK POST, SWING, CROSS, POST CURL, SPEED OUT



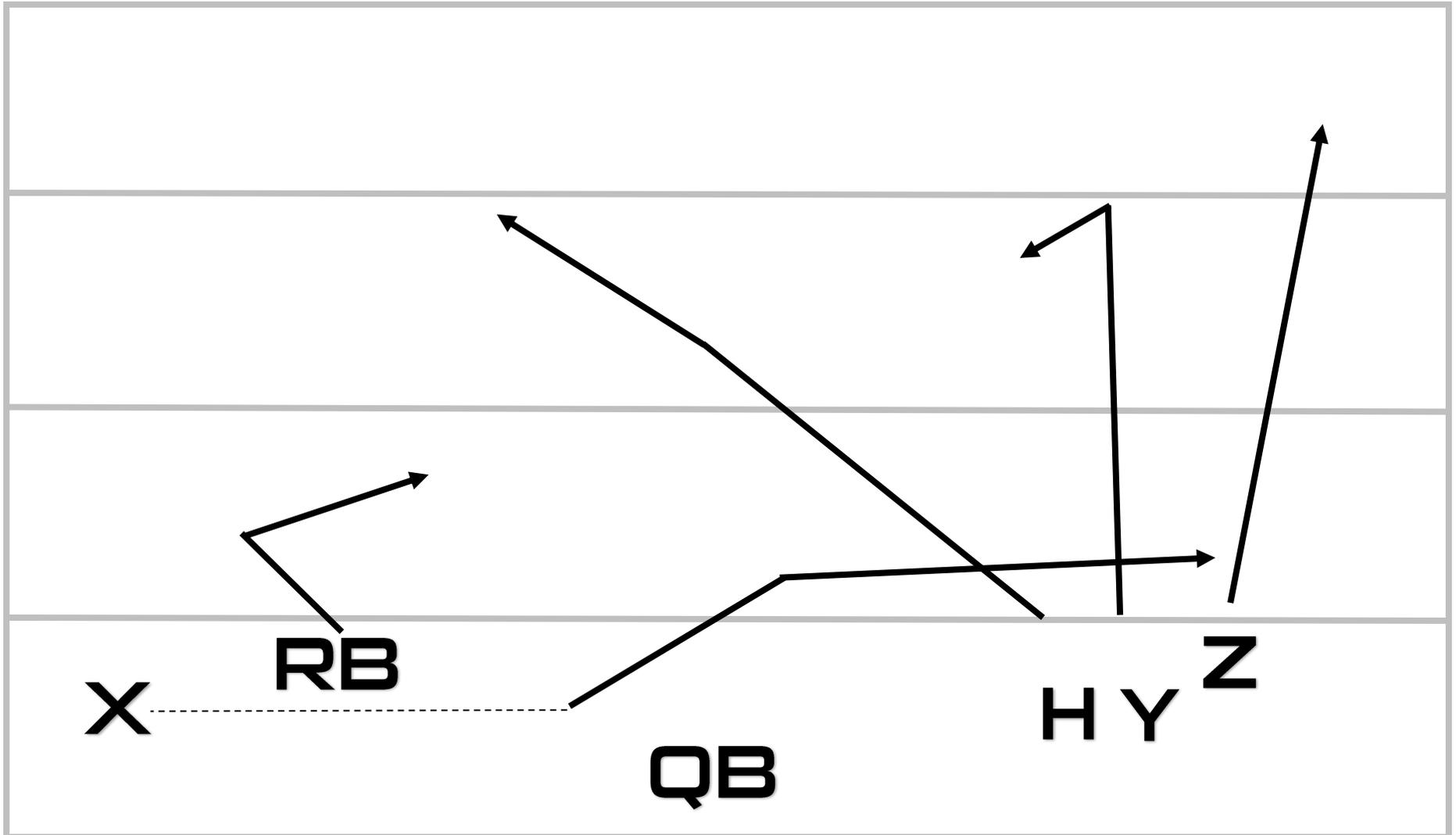
TRIPS LEFT CROSS

QB PROGRESSION: PEEK POST, SWING, CROSS, POST CURL, SPEED OUT



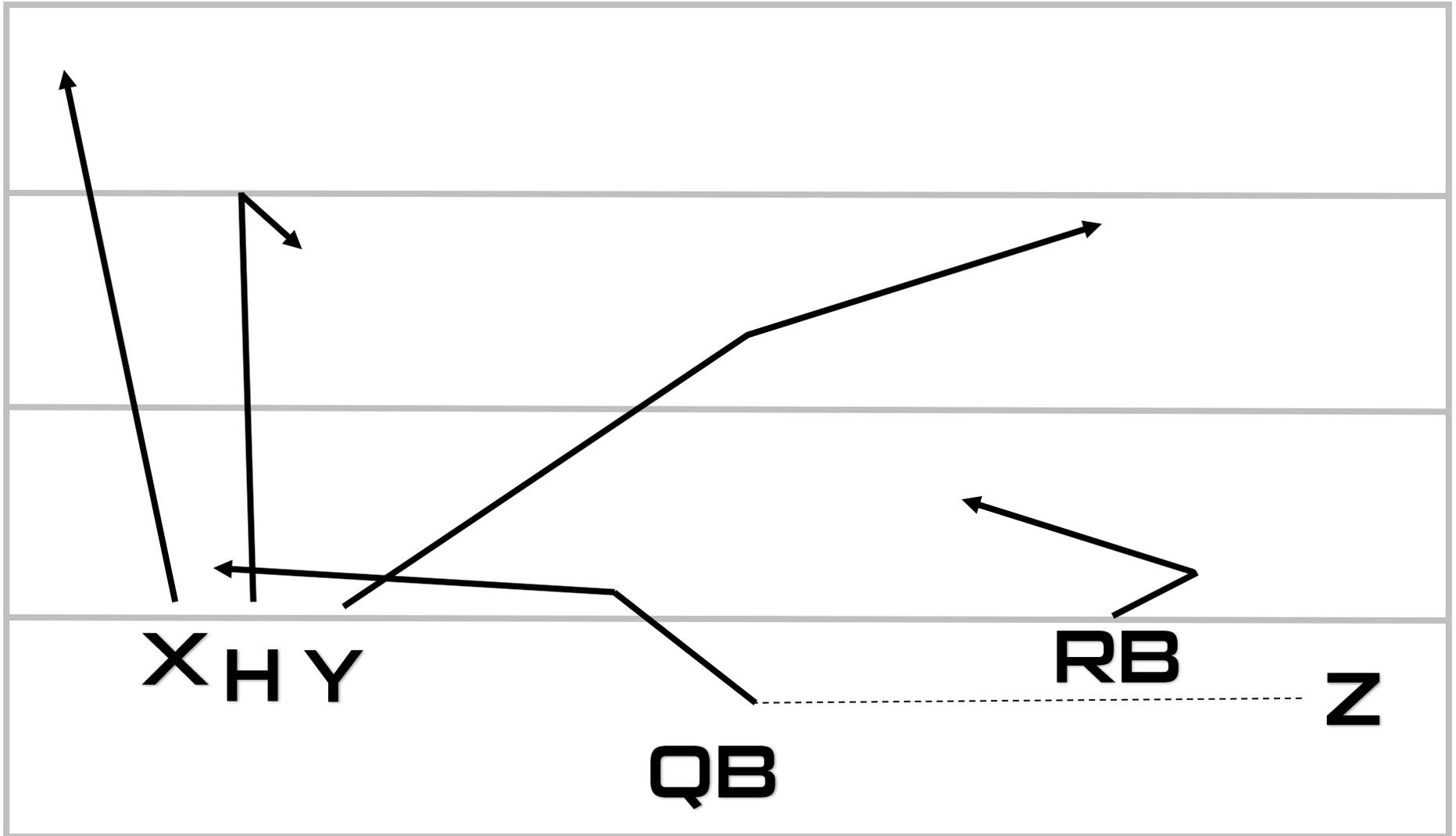
TRIPS RIGHT BUNCH

QB PROGRESSION: SHALLOW, CROSS, CURL, RB



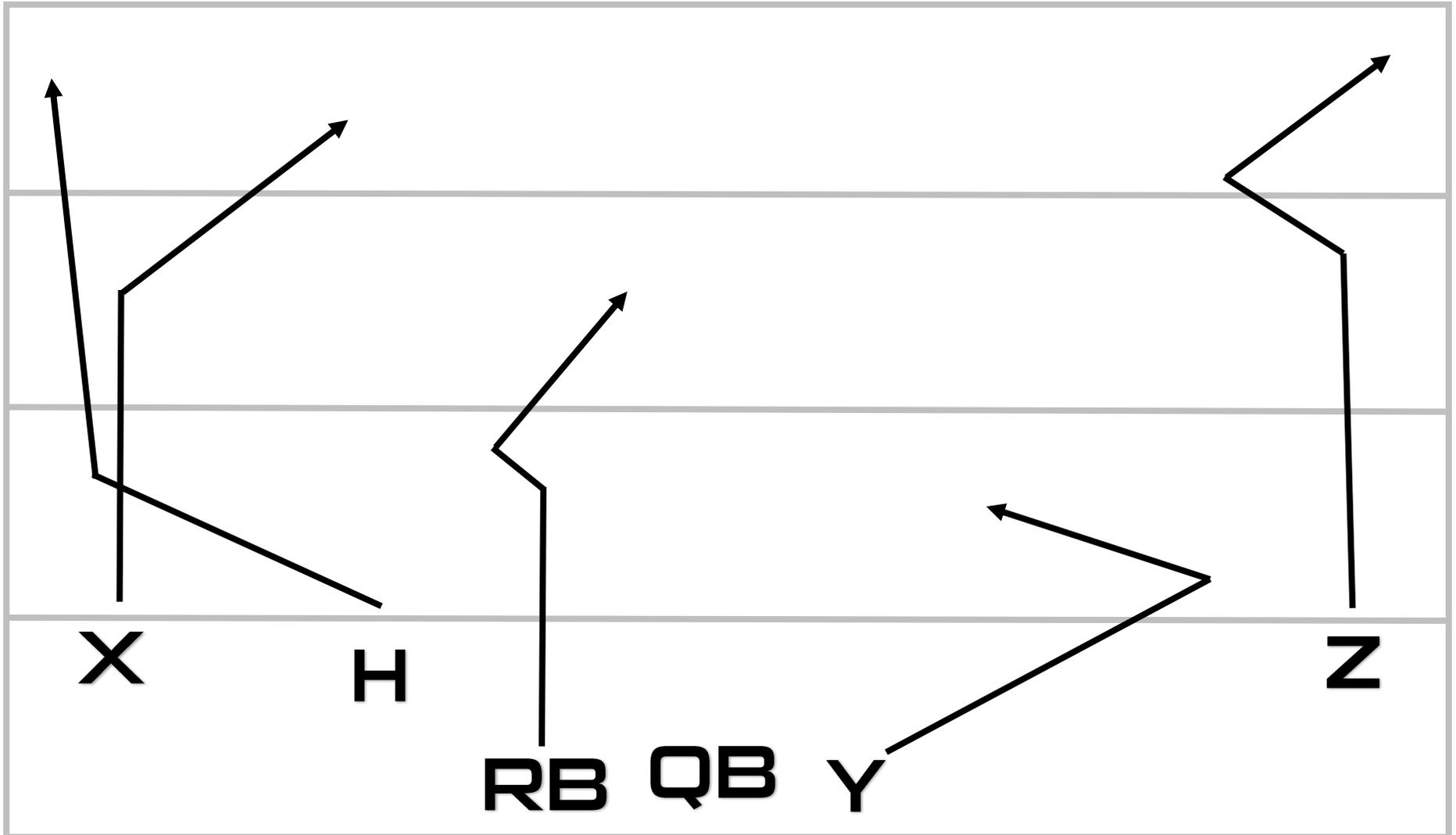
TRIPS LEFT BUNCH

QB PROGRESSION: SHALLOW, CROSS, CURL, RB



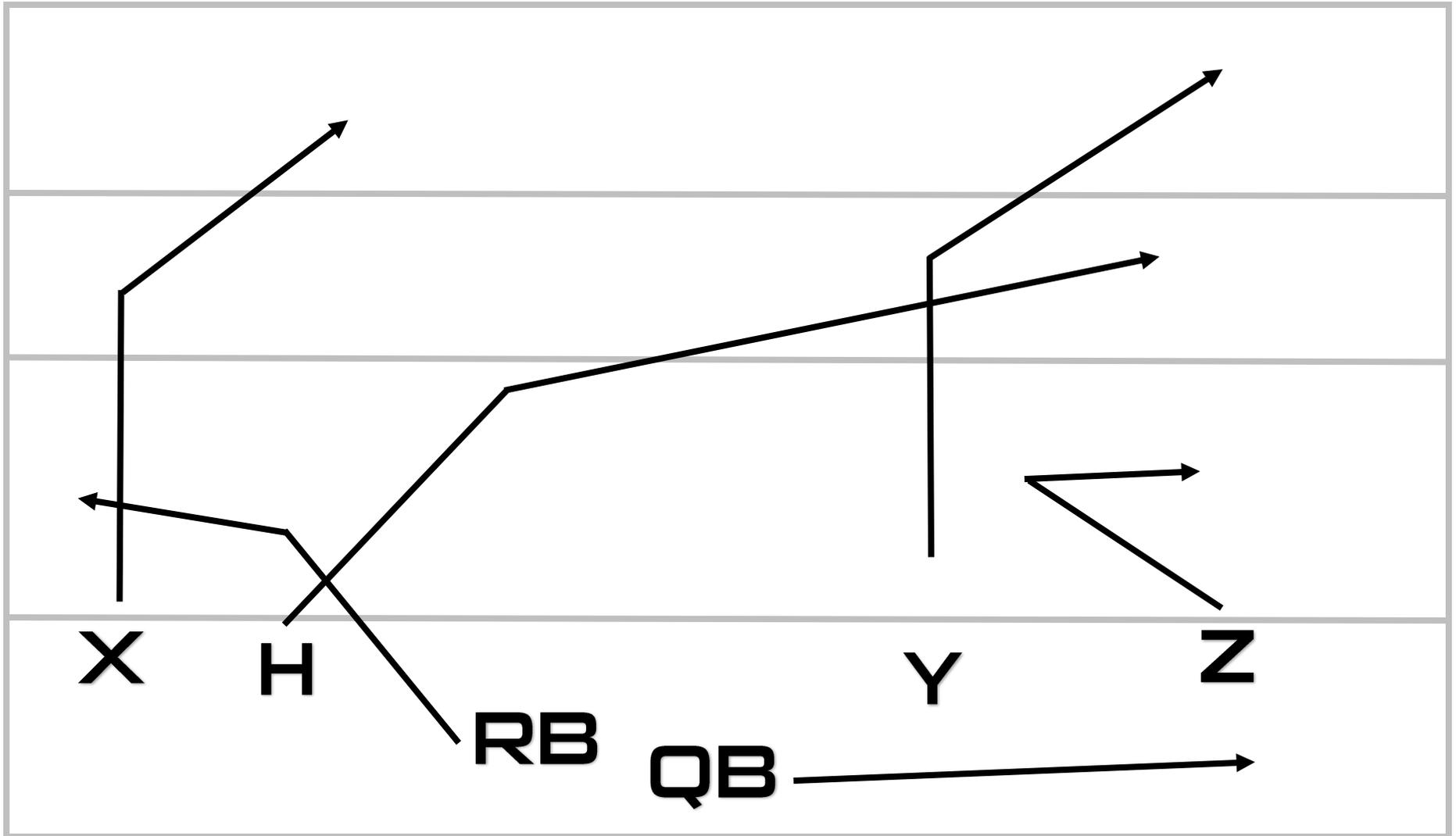
FLEX SWITCH

QB PROGRESSION: LEFT TO RIGHT (H, X, RB, Y, Z)



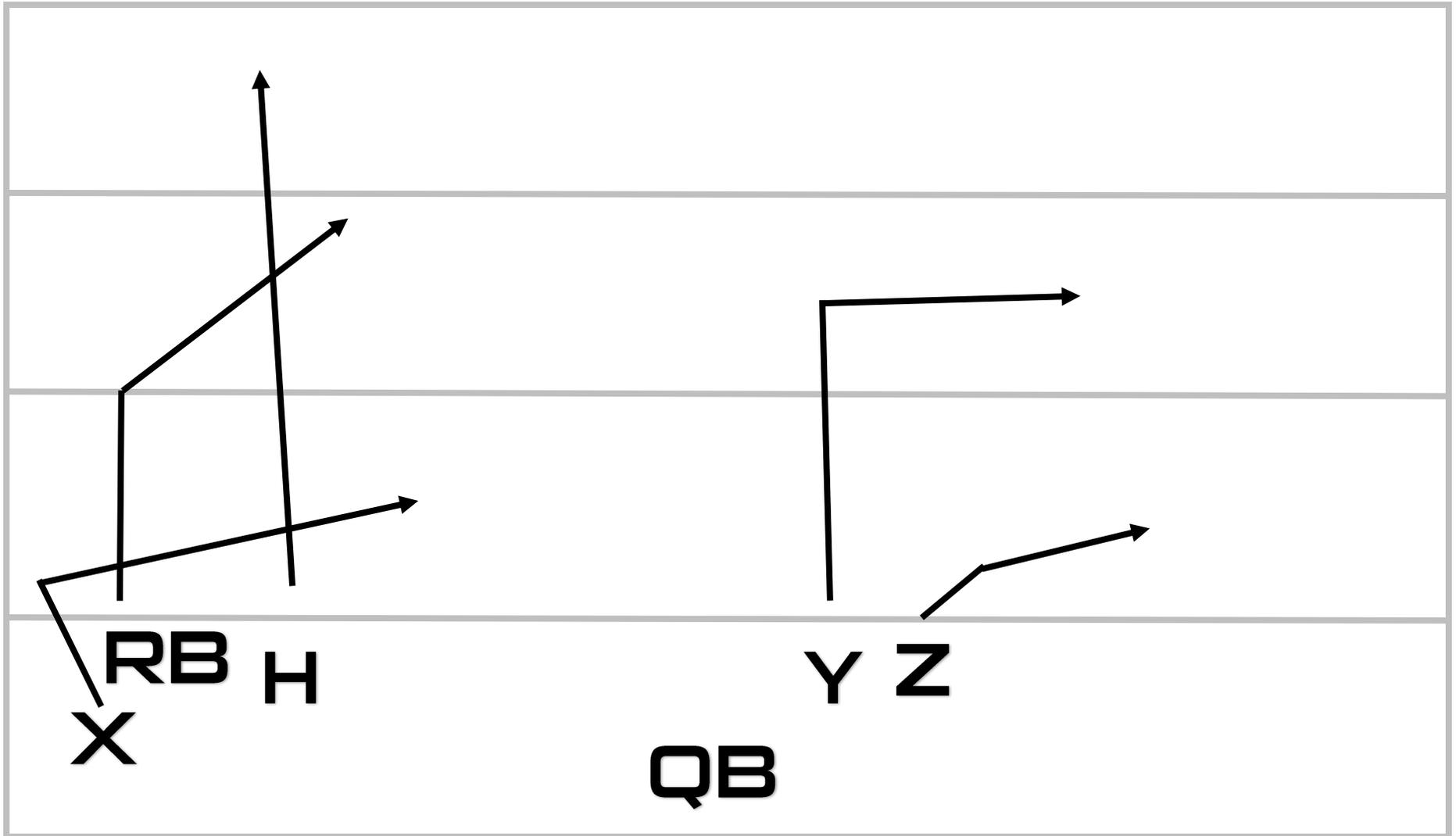
FLOW

QB PROGRESSION: Y CORNER, Z ZIG, BACKSIDE X POST)



STACK

QB PROGRESSION: X UNDERNEATH (WIDE OPEN EVERY TIME) Y TO THE OUT



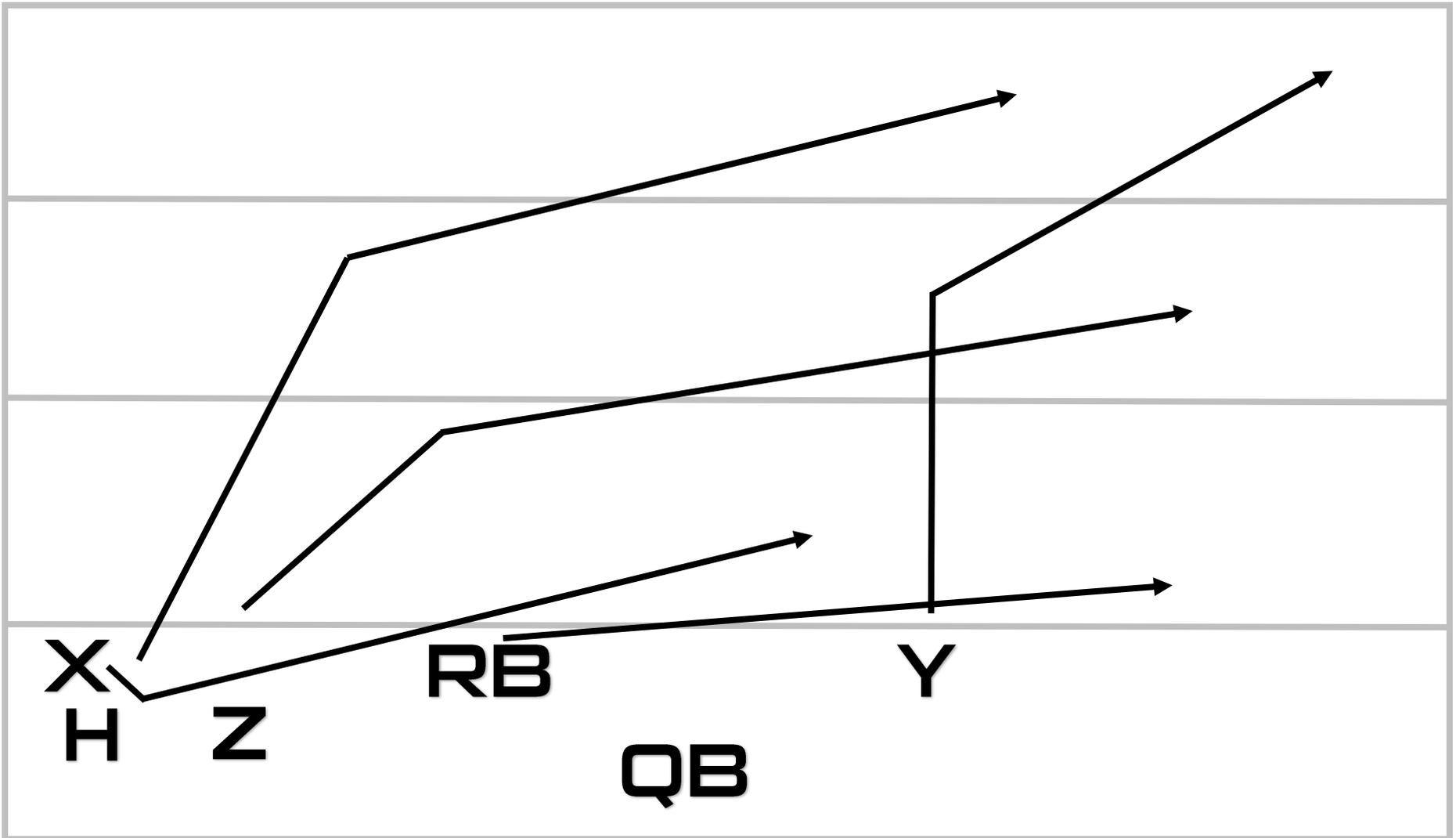
QUADS

QB PROGRESSION: LOOK AT X, STRAIGHT TO THE Z



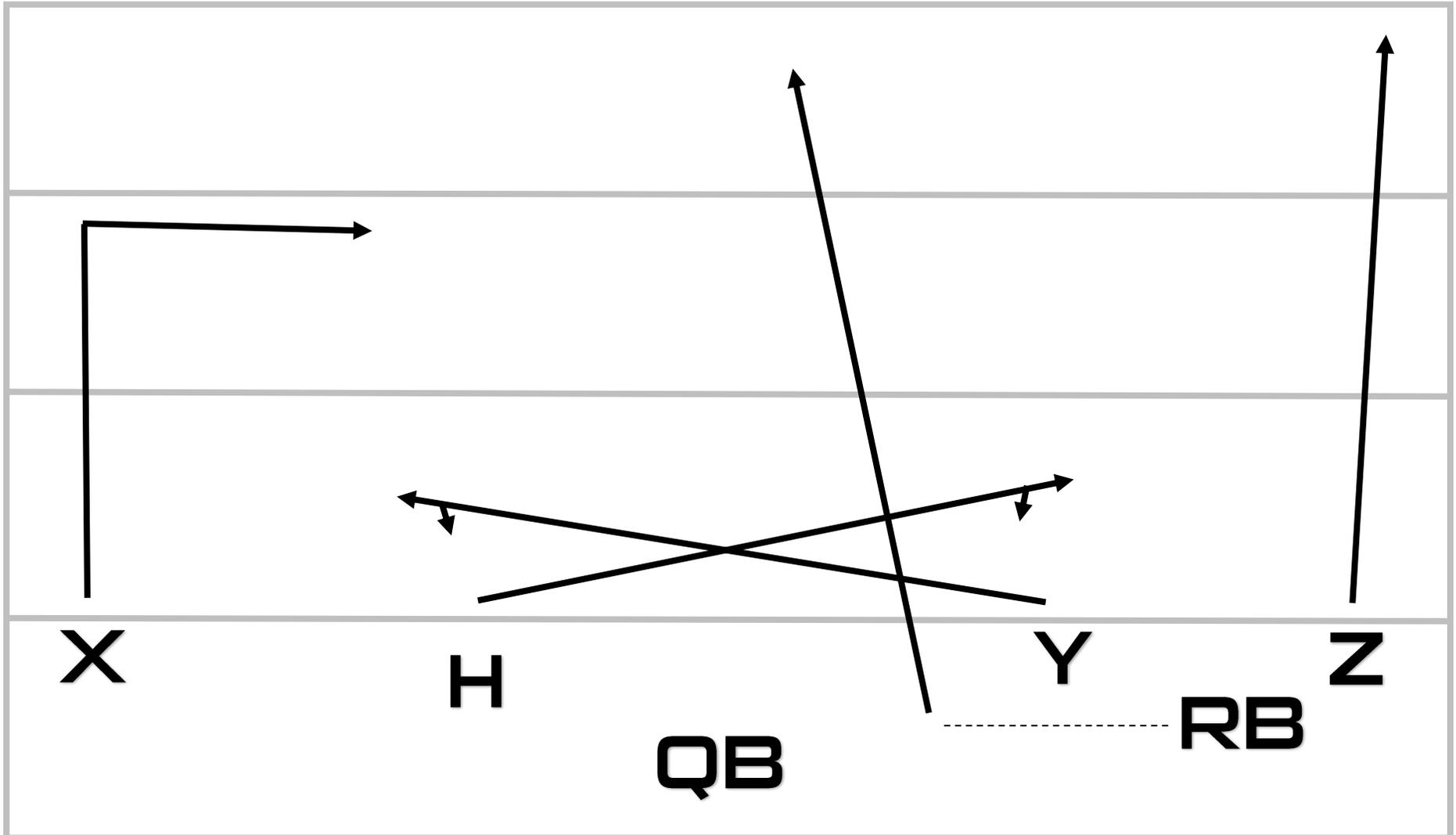
UNDERNEATH

QB PROGRESSION: X UNDERNEATH, Y TO RUNNING BACK



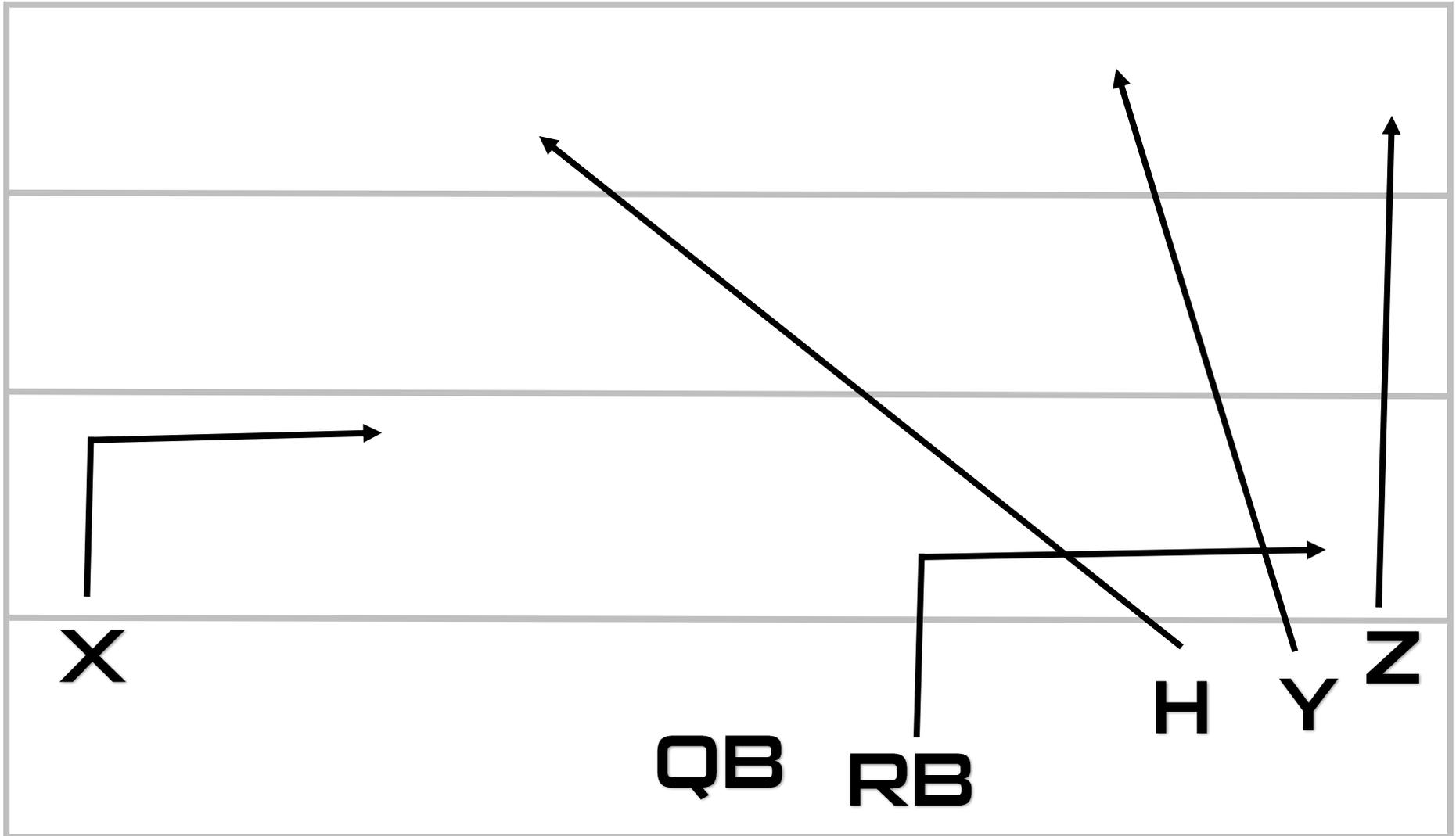
MESH

QB PROGRESSION: LOOK Y TO H, PEAK RB, X FINAL READ



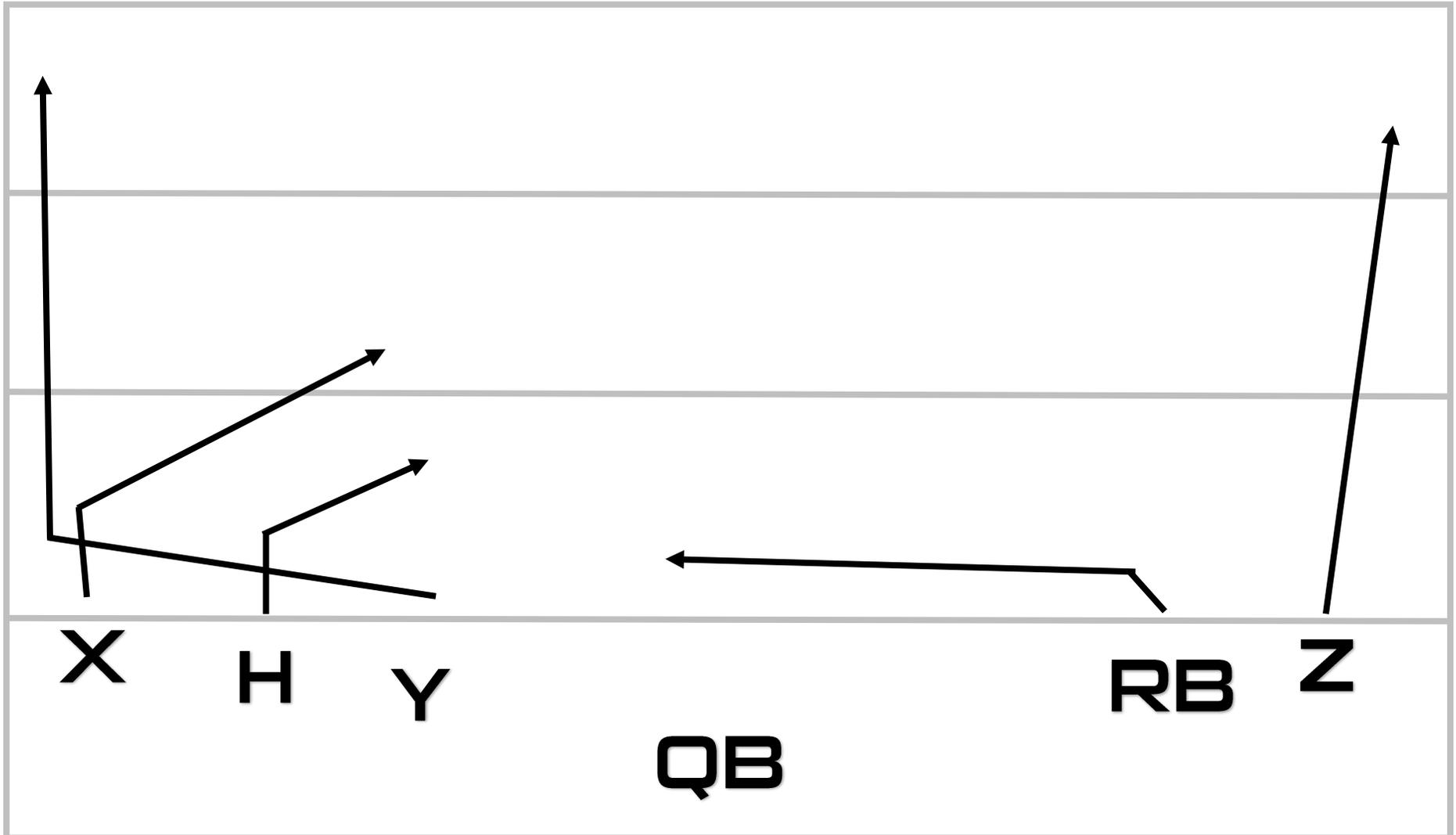
RB UNDER

QB PROGRESSION: LOOK FOR RB TO X UNDERNEATH



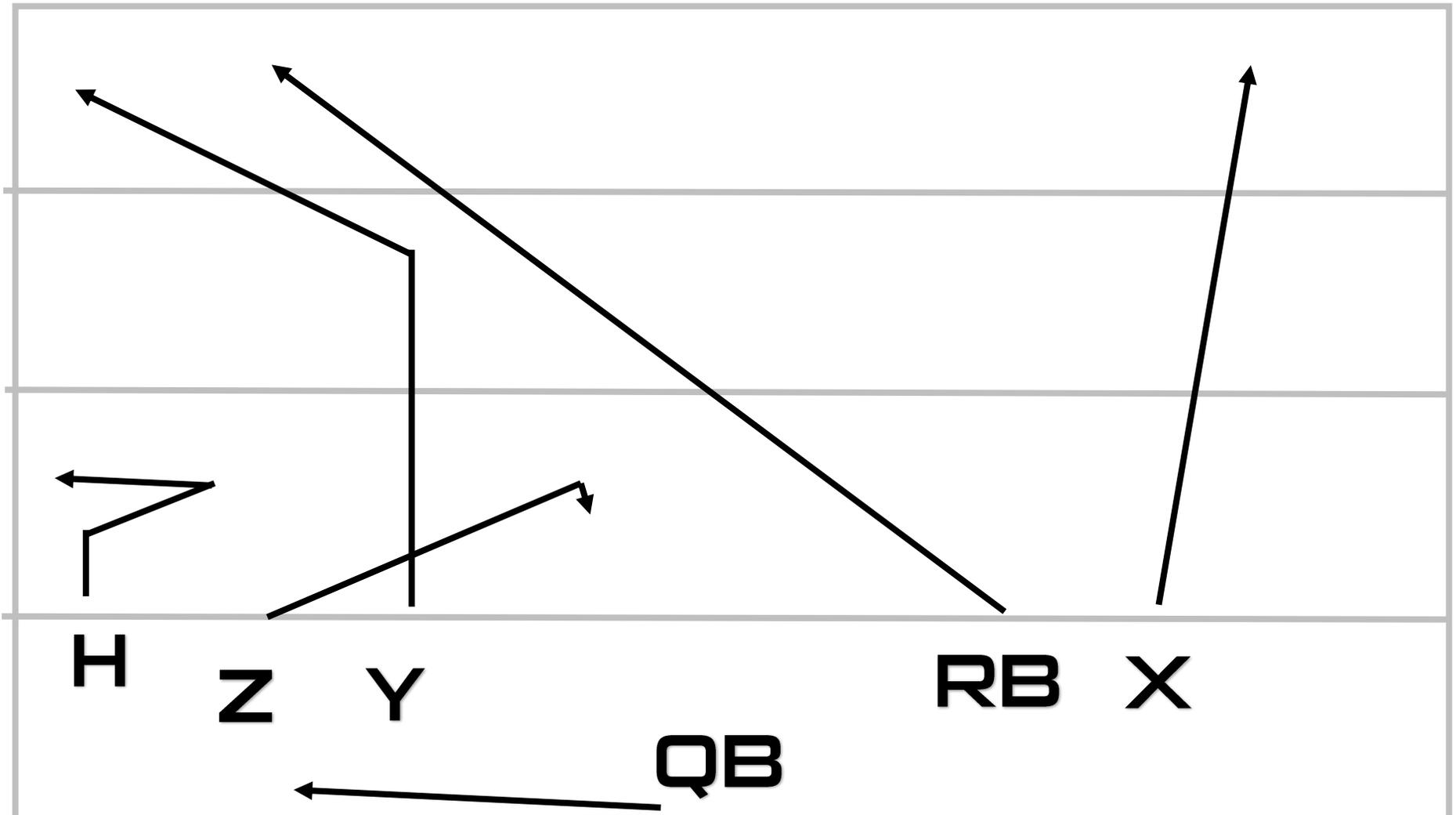
WHEEL

QB PROGRESSION: LOOK FOR Y, CHECKDOWN TO RB



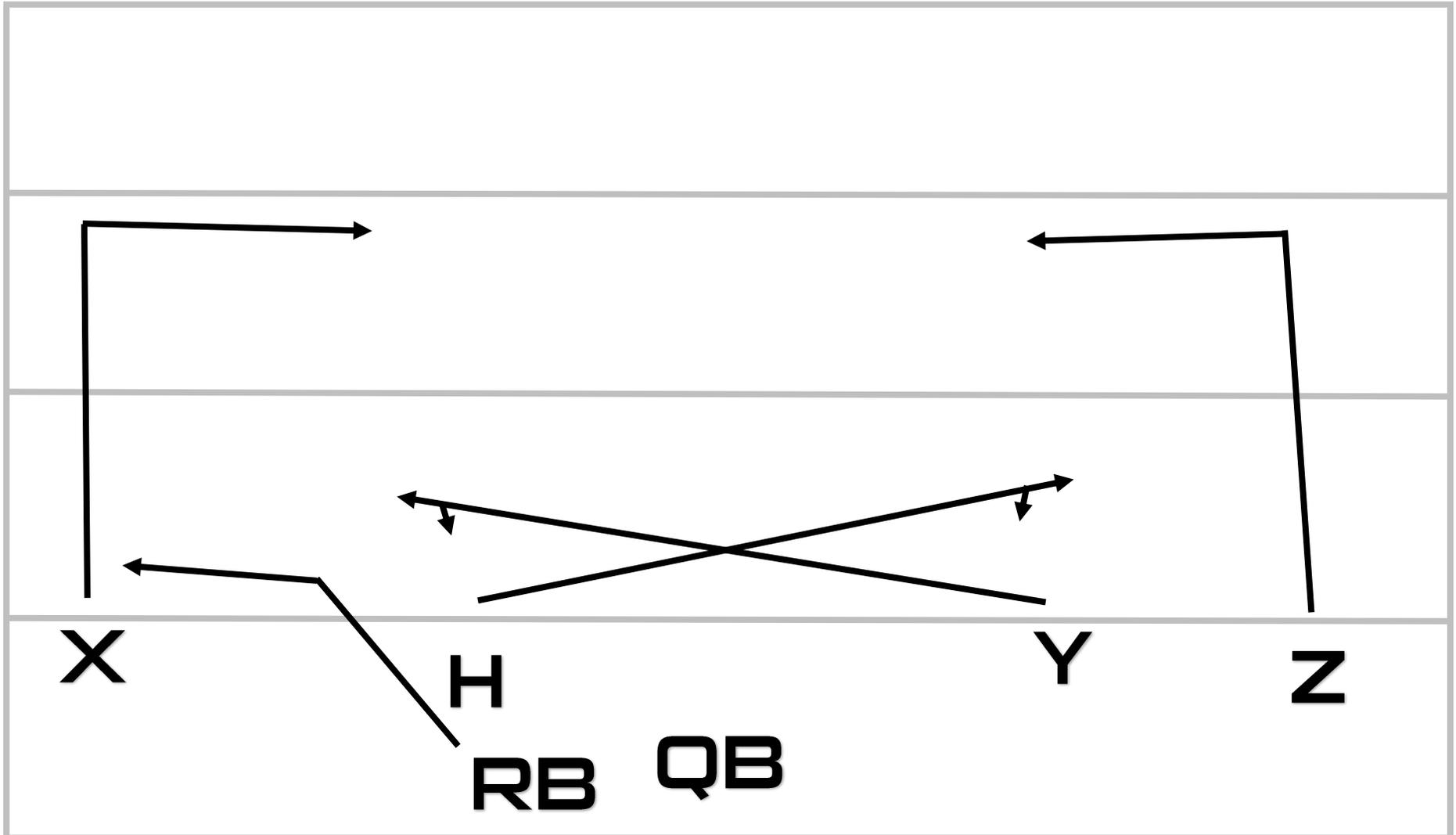
FLOW LEFT

QB PROGRESSION: ROLL OUT LEFT AND READ LOW TO HIGH



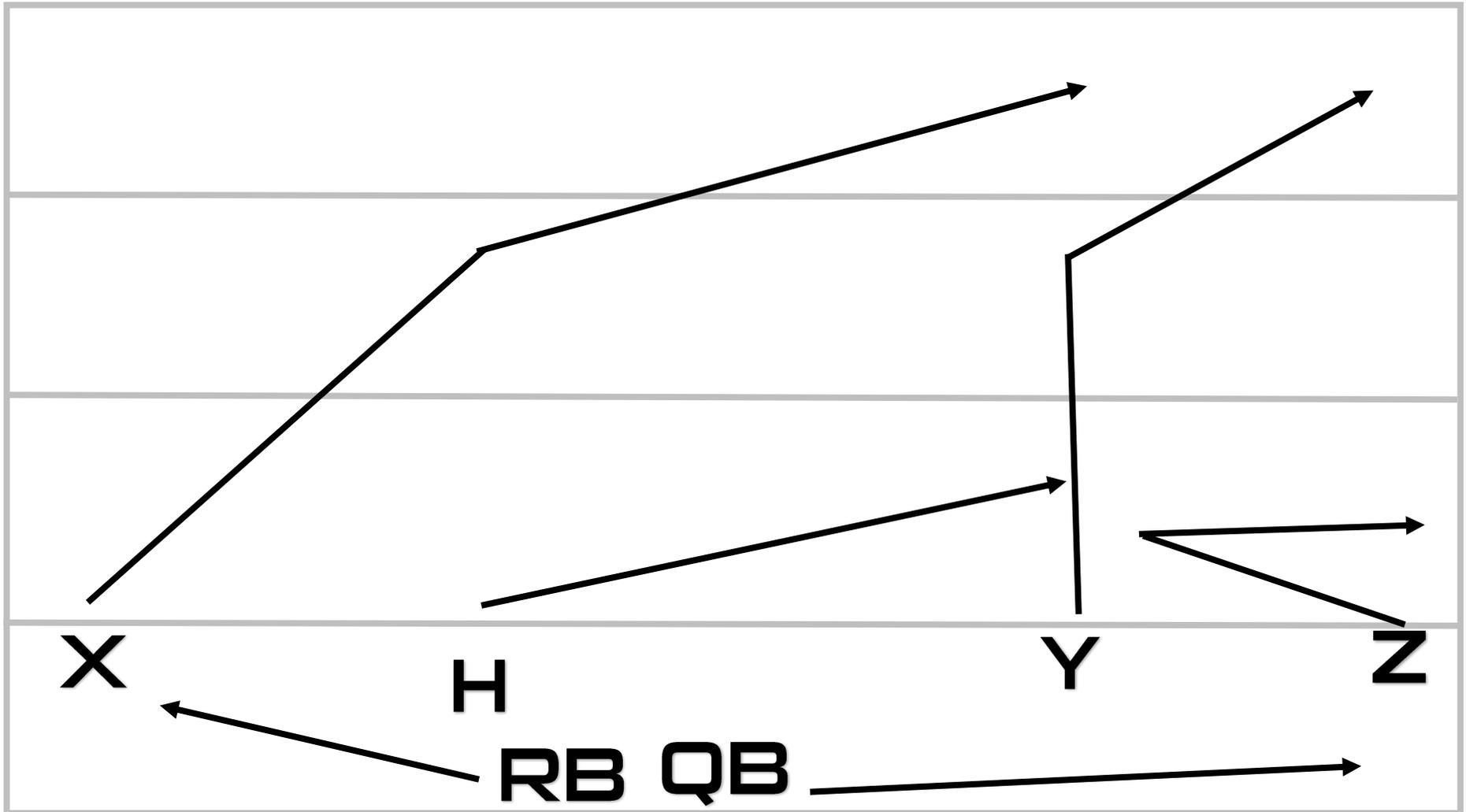
GOALLINE

QB PROGRESSION: LOOK FOR RB IN FLATS, THEN X TO Y



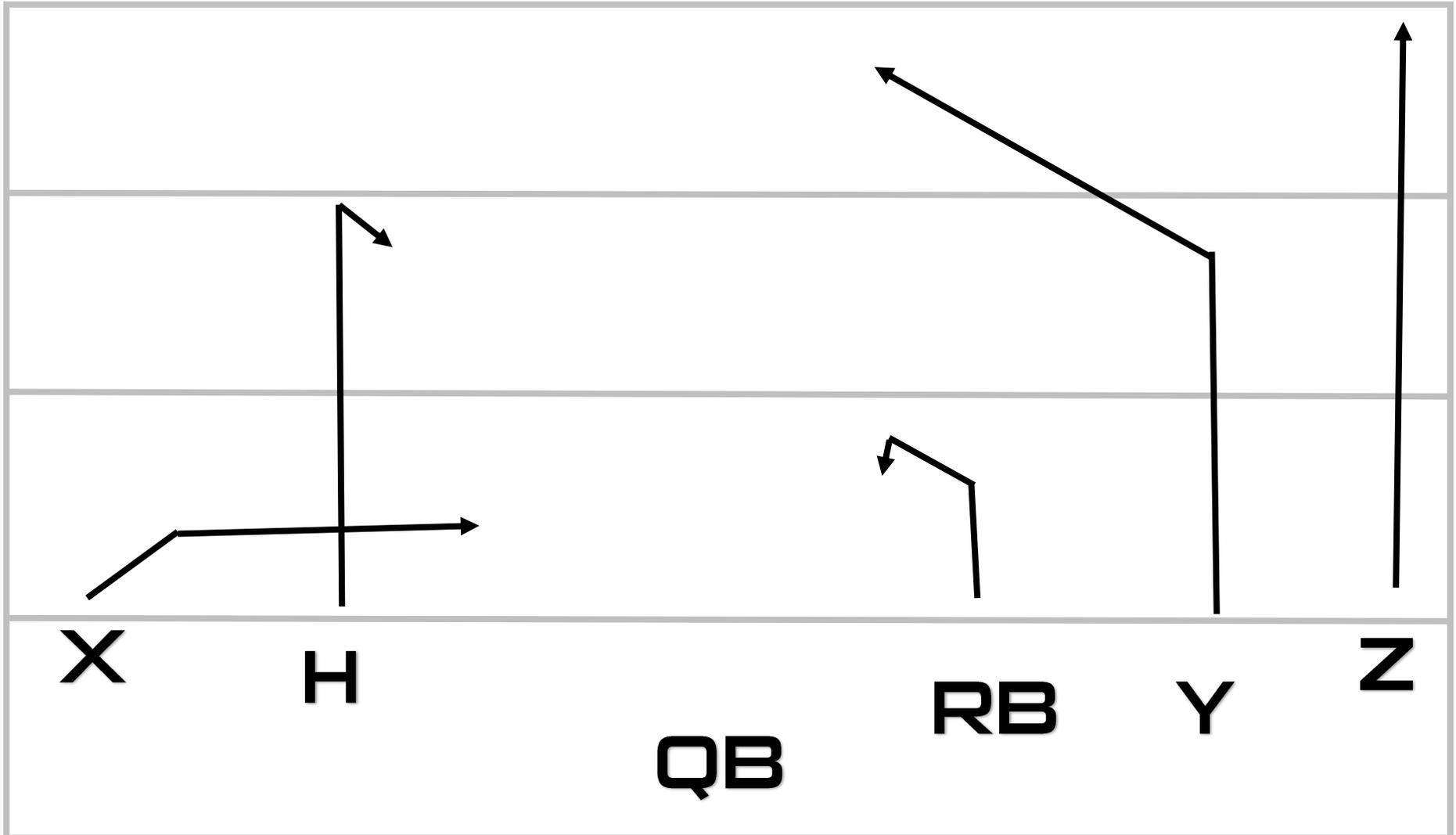
FLOW RIGHT

QB PROGRESSION: ROLL RIGHT AND READ LOW TO HIGH



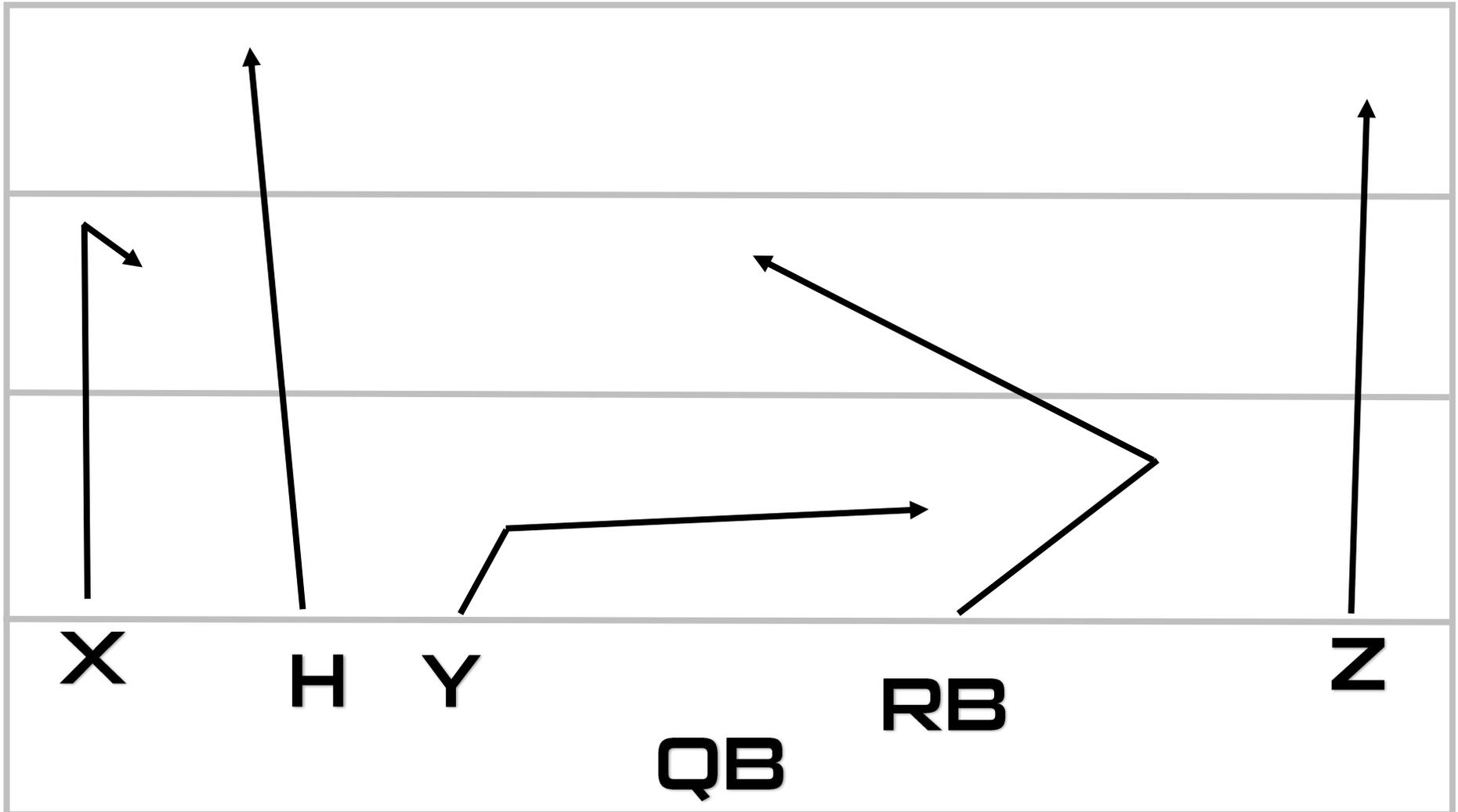
POST

QB PROGRESSION: READ Y POST TO RB TO H CURL, CHECK DOWN TO X

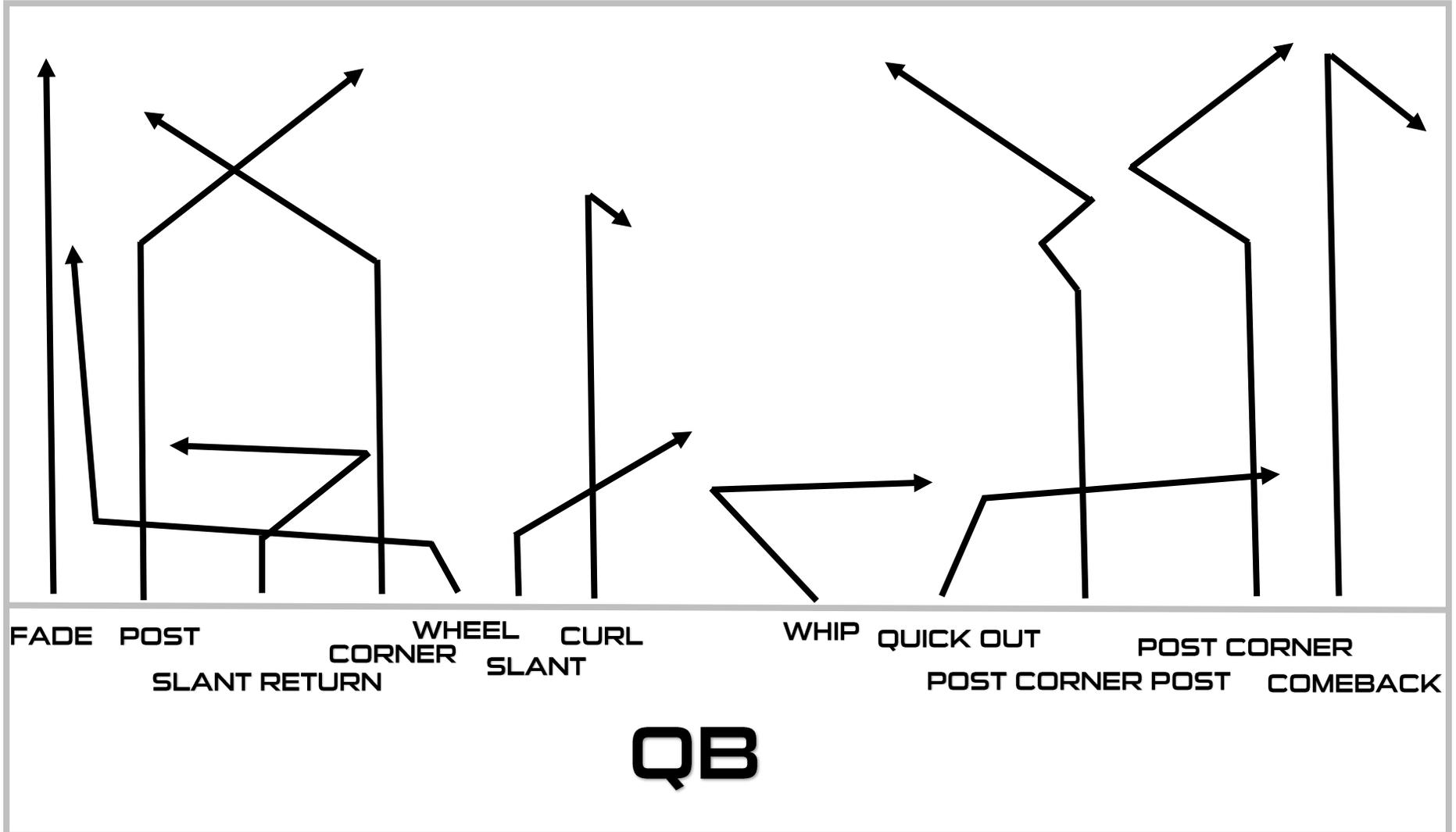


ANGLE

QB PROGRESSION: LOOK RB FIRST TO Y TO X



TAGGED ROUTES



SCRIPT

OPEN PLAYS

CROSS (1)
SMASH (3)
BOX (4)
TRIPS LT CROSS (10)
WHEEL (21)
CROSS (1) / CROSS FLIP
MESH (19) Z OR X OUT /
BACKSIDE DIG
CROSS X POST (1)
SMASH (3) *PIPE

SHORT YARDAGE PLAYS

TRIPS RIGHT DELAY (ROLL) (8)
GOALLINE (23)
MESH (Z SLANT RETURN) (19)
BOX ROLL (Z POST CORNER - Y
FIND)
RB UNDER (20)
BOX ROLL H RETURN BACK

3RD & LONG PLAYS

SMASH (Y CORNER POST) (3)
TRIPS LEFT CROSS Z POST (10)
TRIPS RIGHT CROSS X POST (10)
WHEEL (21)
CHOICE (2)

COVER 3 PLAYS

CHOICE (4 VERTS)
BOX X OR Z COMEBACK
MESH Z OR X OUT

R = REPEAT PLAY

F = FREESTYLE

C = CROSS

B = BOX

S = SMASH

STRIKE = 5 YARD STOP

COVERAGES

COVER 4

ROLL (COVER 3 WITH A ROVER)
SUPERMAN (COVER 2 MAN)
ROLL MAN (COVER 1 MAN FREE
WITH A ROVER)