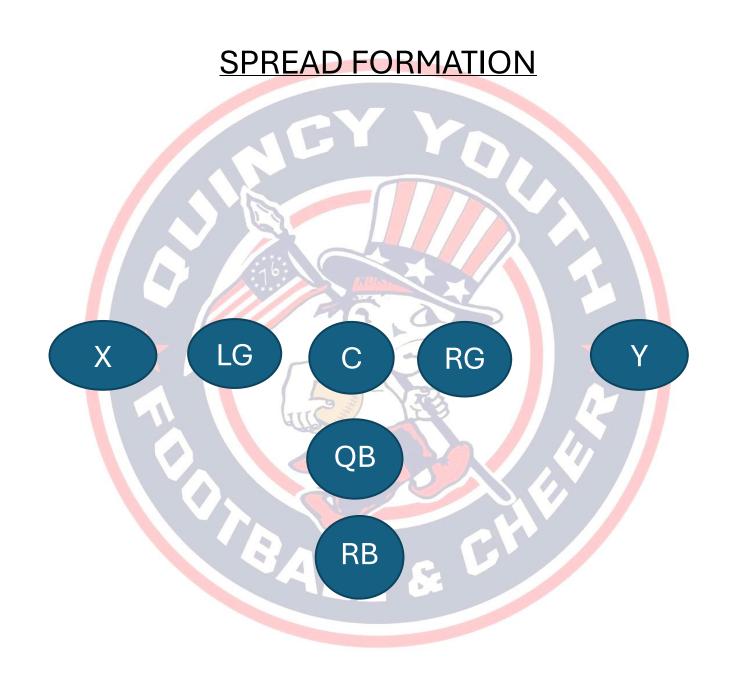
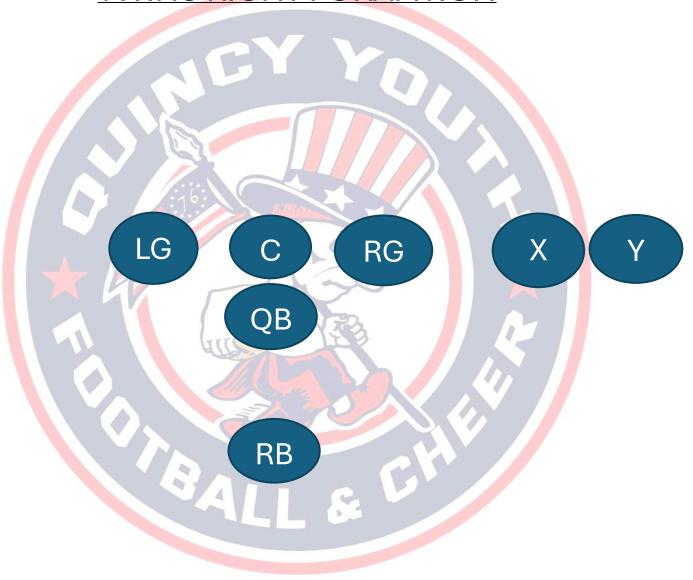
BASIC FLAG PLAYBOOK

Definitions:

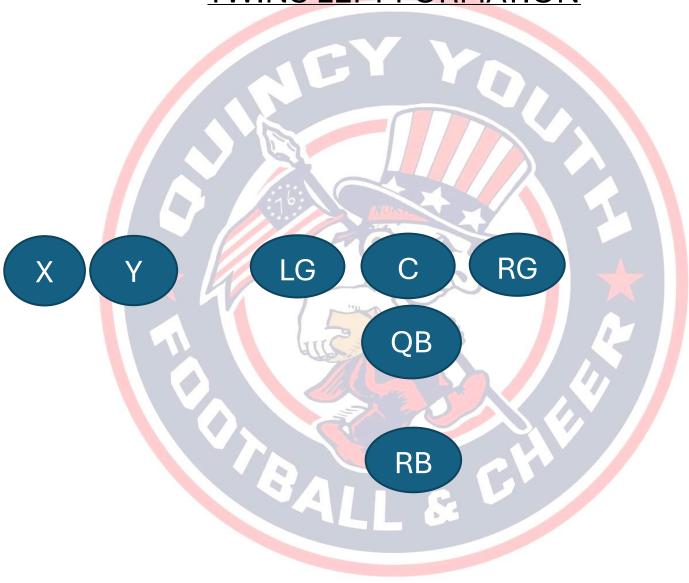
- C = Center Lines up at the ball. The Center snaps the ball to the QB.
- QB = Quarterback The Quarterback is the game manager. S/he will handoff or throw the ball. They are also responsible for ensuring the team is lined up properly.
- RG = Right Guard Lines up on the line of scrimmage to the right of the Center.
- LG = Left Guard Lines up on the line of scrimmage to the left of the Center.
- X = Wide Receiver Will always line up to the left of the Y or on the left side of the field.
- Y = Wide Receiver Will always line up to the right of the X or on the right side of the field.
- RB = Running Back Runs with the ball and will generally line up behind the QB or behind the X and/or Y.



TWINS RIGHT FORAMTION



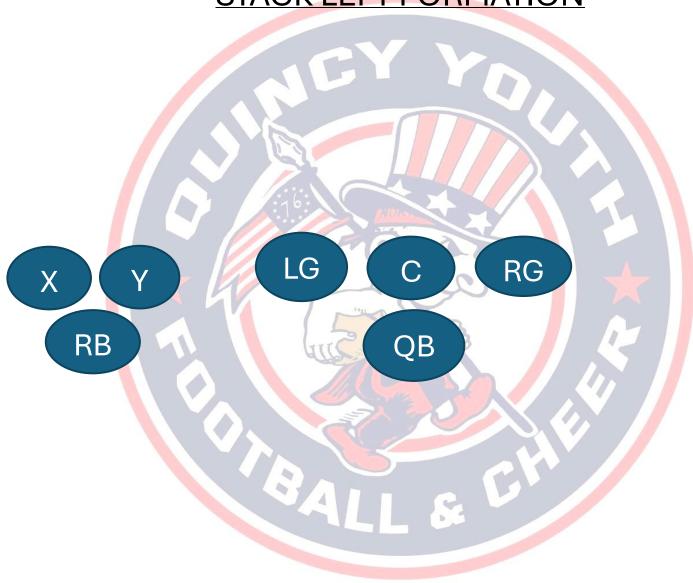
TWINS LEFT FORMATION



STACK RIGHT FORMATION





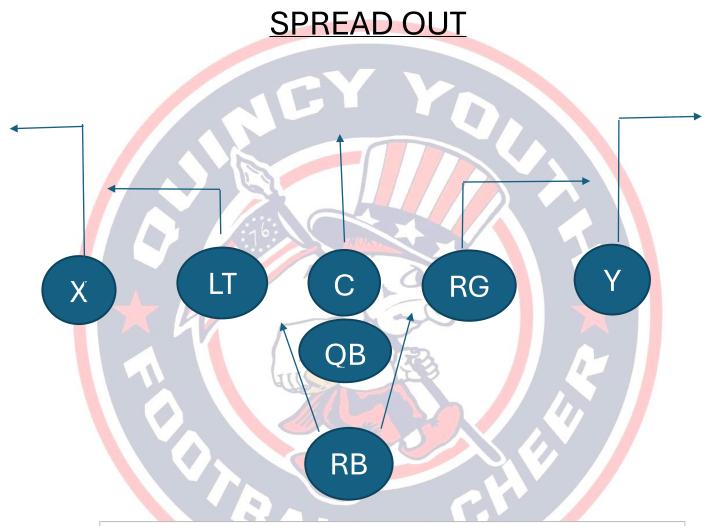


SPREAD CROSS LG RG QB RB

Can be called Spread Cross Throw or Spread Cross Pitch Right or Left to the RB.

Play Call is Spread Cross Throw Fake Run Right or Left OR Spread Cross Pitch R or L

The RB should delay run by 2 seconds when s/he isn't getting the ball. This will freeze some of the defense in thinking its a delayed run.

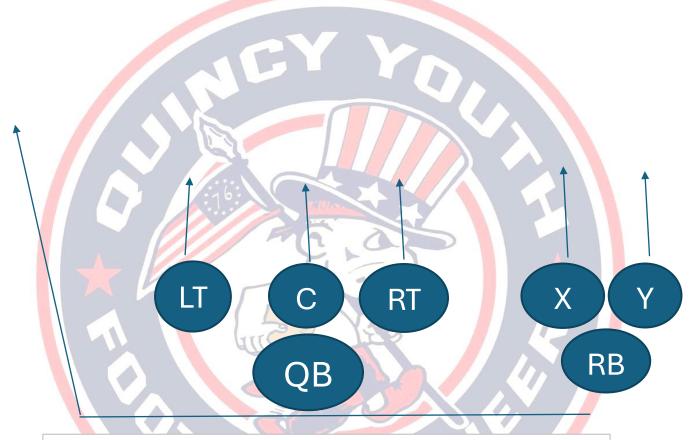


Can be called Spread Out or Spread Out Dive Right or Left.

Play Call is Spread Out Fake Run R or L OR Spread Out Run R or L

The RB should delay run by 2 seconds when s/he isn't getting the ball. This will freeze some of the defense into thinking its a delayed run.

STACK SWEEP RIGHT OR LEFT



Can be flipped to the left side with sweep right

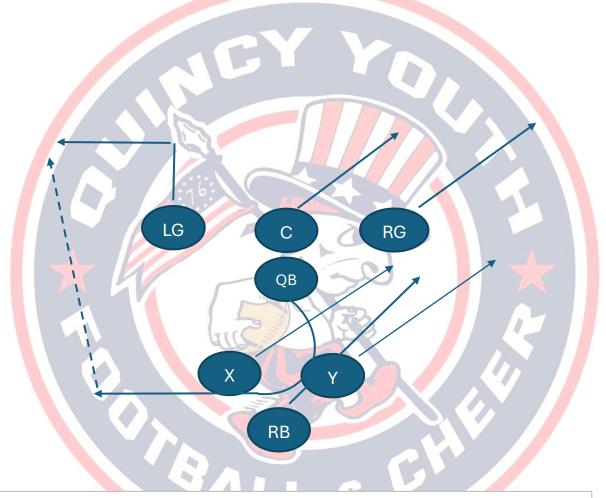
Can be called for fake sweep as well.

The RB should go in motion on SET.

QB calls for snap before RB is to him and then hands off to RB as he passes behind QB.

On the fake sweep the QB fakes the handoff and passes the ball.

GUAR PASS RIGHT OR LEFT



Can be run with the Right or Left Guard

Fake handoff to running back and roll opposite side to pass

Can also be run as a handoff to RB but still roll out to look like pass

RB needs to delay a second for X and Y to release.