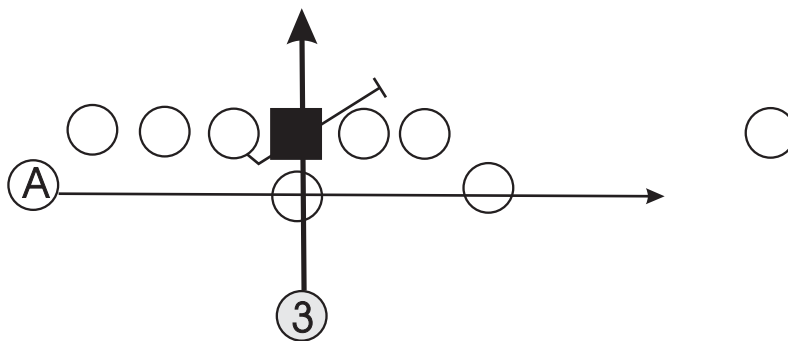


# TERM CHANGES FOR 2009

1.) "NEW" motion term (\*note - old term; new meaning). I am changing the use of **JOKER**

2.) "**JOKER**" is the same as "JET", but you are only faking; you will **NOT GET** the ball!!

3.) Example to the right is FB trap under a "**JOKER/JET**" fake.

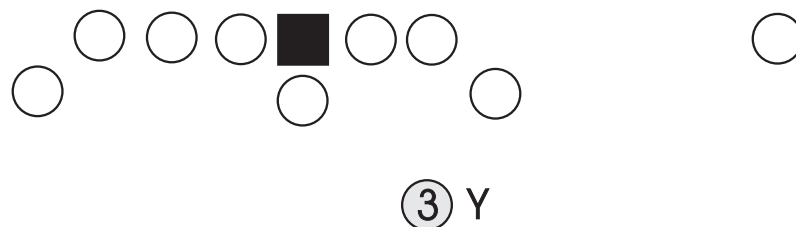


PLAY: A Joker 30 X

1.) Fullback will retain the #3 regardless of his alignment

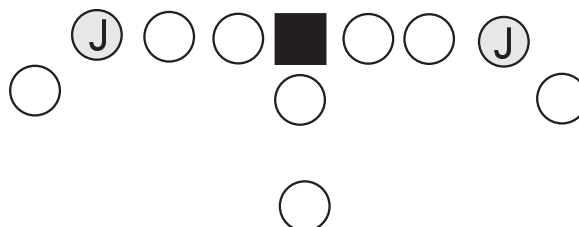
2.) Fullback will retain the block letter **Y** regardless of his alignment

3.) Wingbacks will be #2 (wing) and #4 (set HB).....no change!



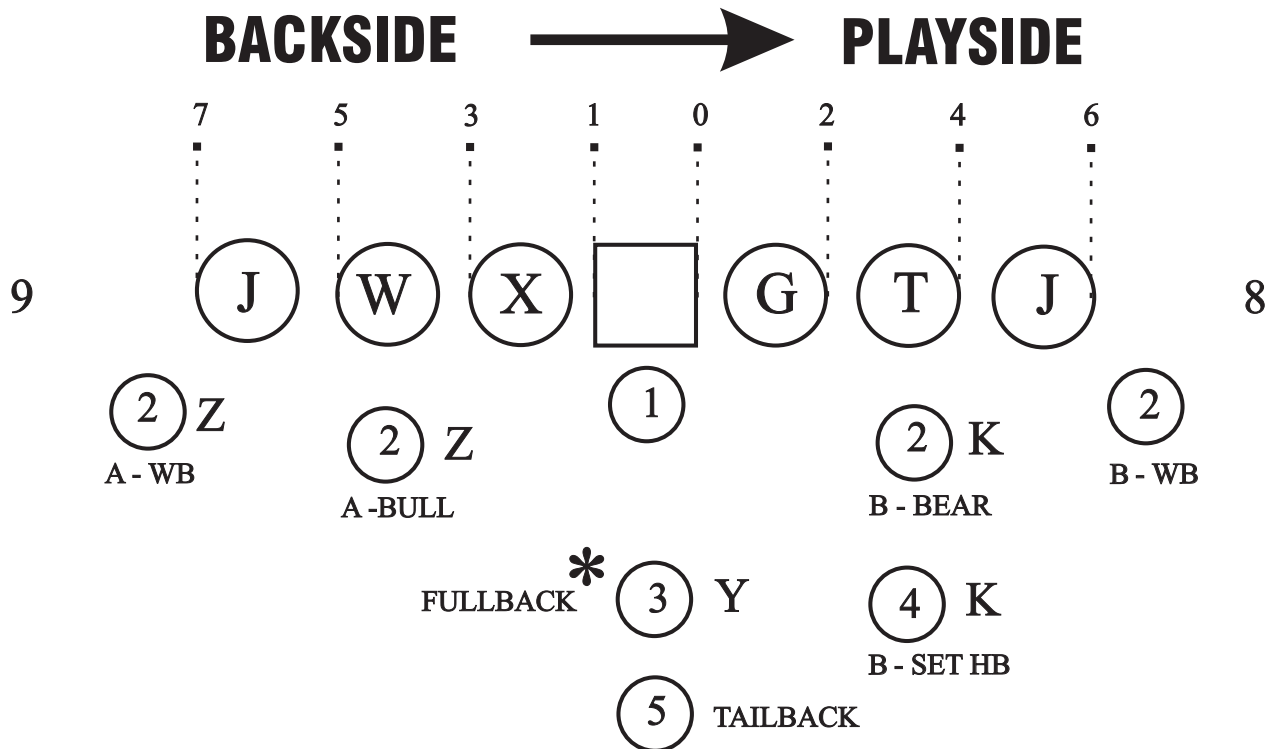
SET: Blue (-)

1.) Tight End is letter **J** on playside and backside!

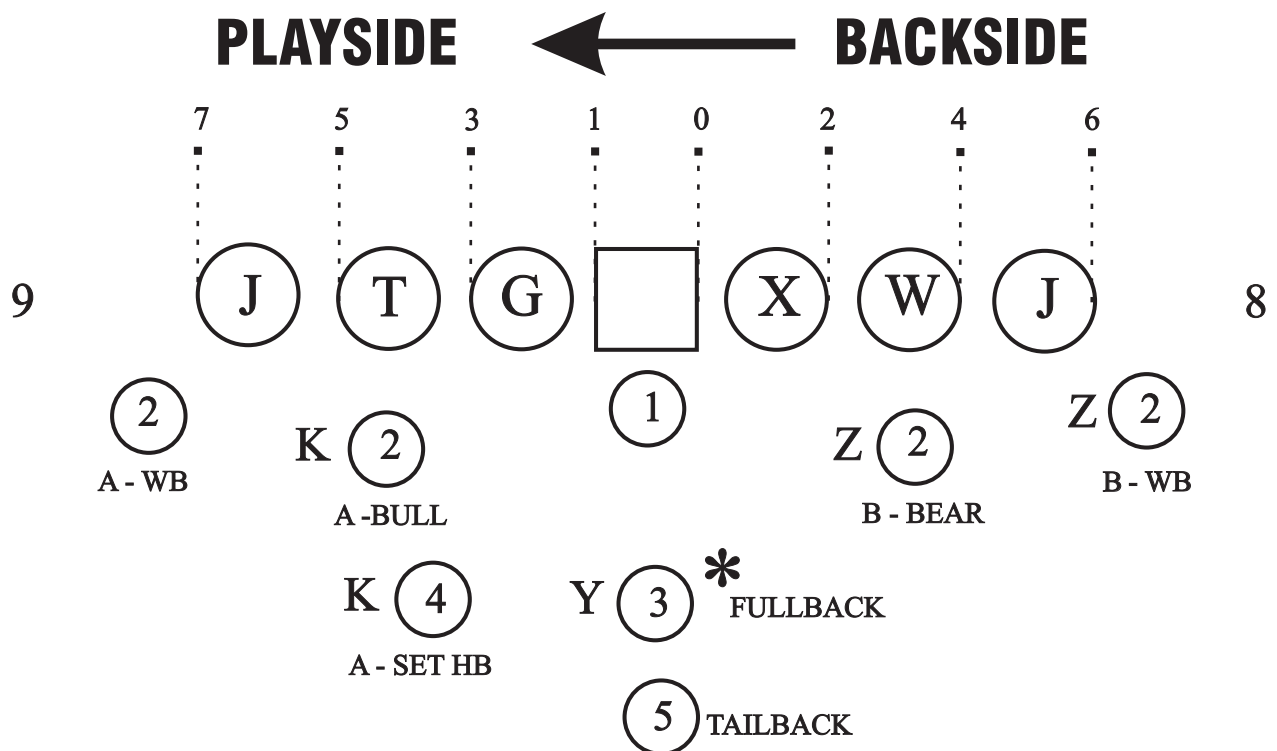


# OFFENSIVE LINE & BACK TERMS

“edge” numbers, block letters, and back numbers



\* FB is the ONLY BACK that keeps # (3) and letter (Y) wherever he aligns



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# E.M.O.L.

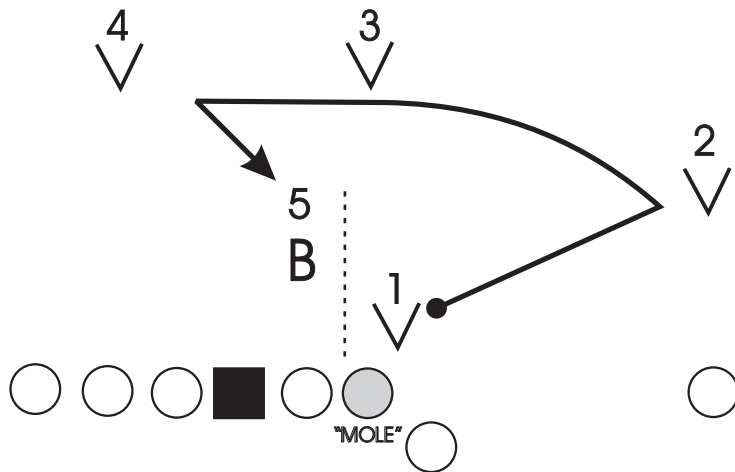
Means End Man On Line

Or

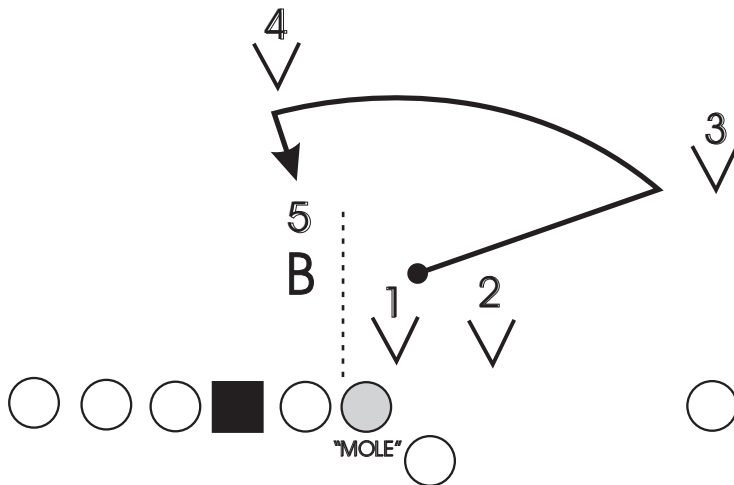
# “MOLE”

# OFFENSIVE OUTSIDE COUNT

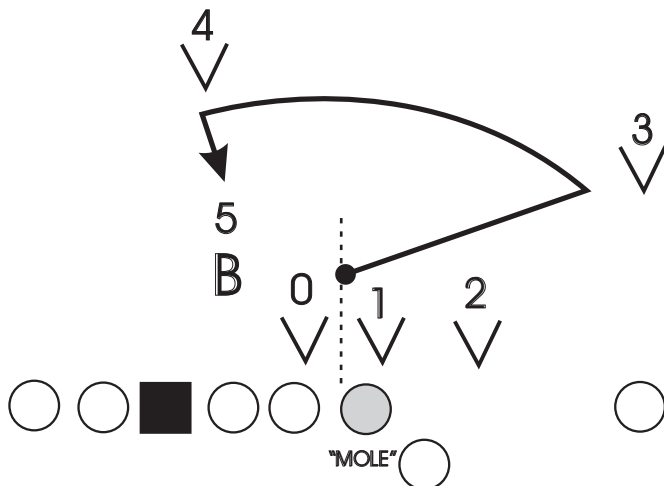
( WHY? You never know how they will line up! )



- 1.) The count always starts from the inside "edge" of your widest offensive lineman EMOL or "MOLE"
- 2.) Count is a "rollover" count back to the play side Lber.
- 3.) The "count" Lber is always #5.



- 1.) If #2 aligns over or outside you directly on the LOS; he is called a "hot 2". He must be blocked by the WB.
- 2.) Do not get fancy.....a Lber (#5) is a Lber .....is a Lber. Regardless of how much he widens



- 1.) When you have **(3) offensive lineman**. \* IMPORTANT!
- 2.) If you have a 4i, 4, or 5 technique; he is given the number "ZERO"
- 3.) Only applies IF you have 3 offensive lineman