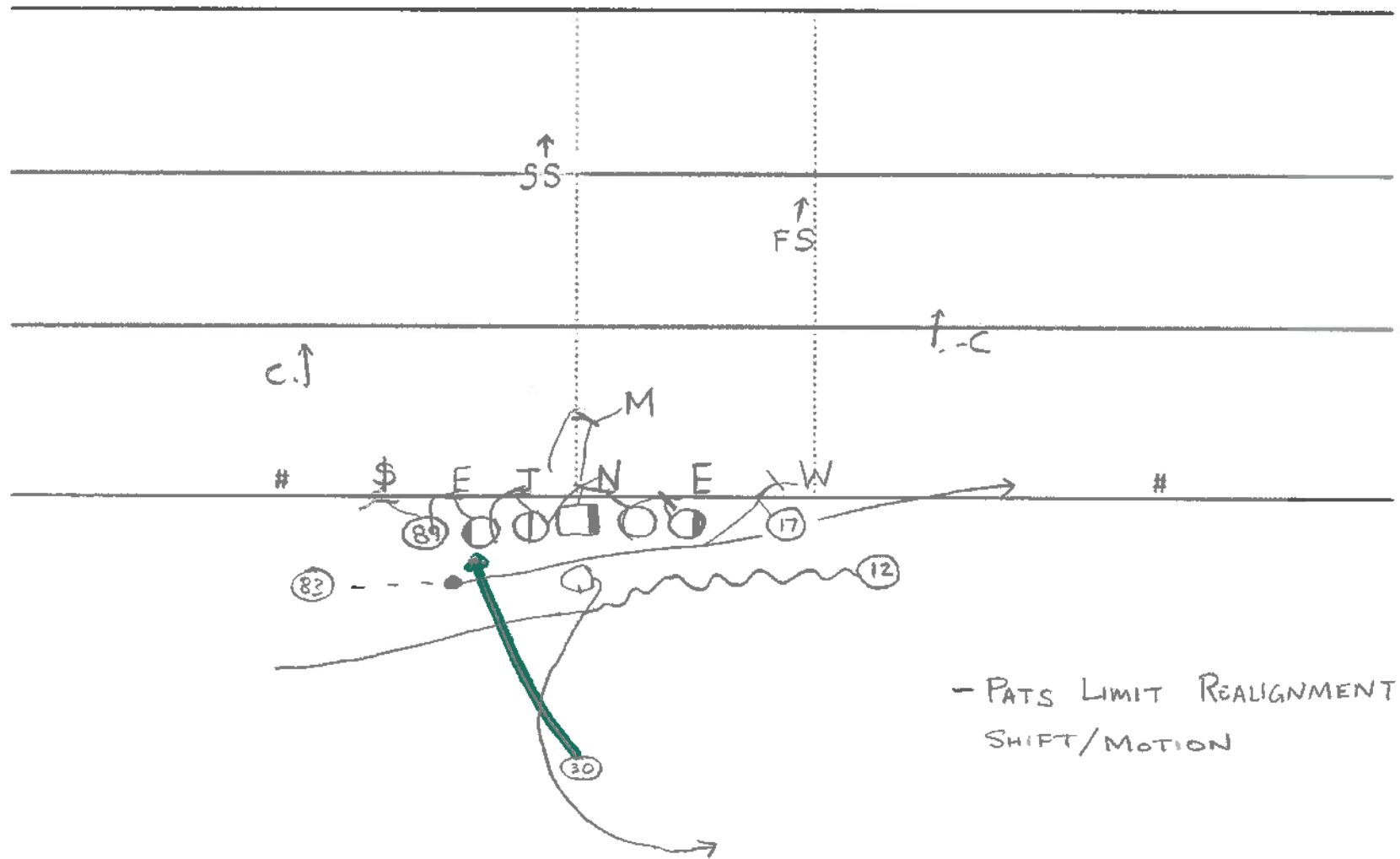
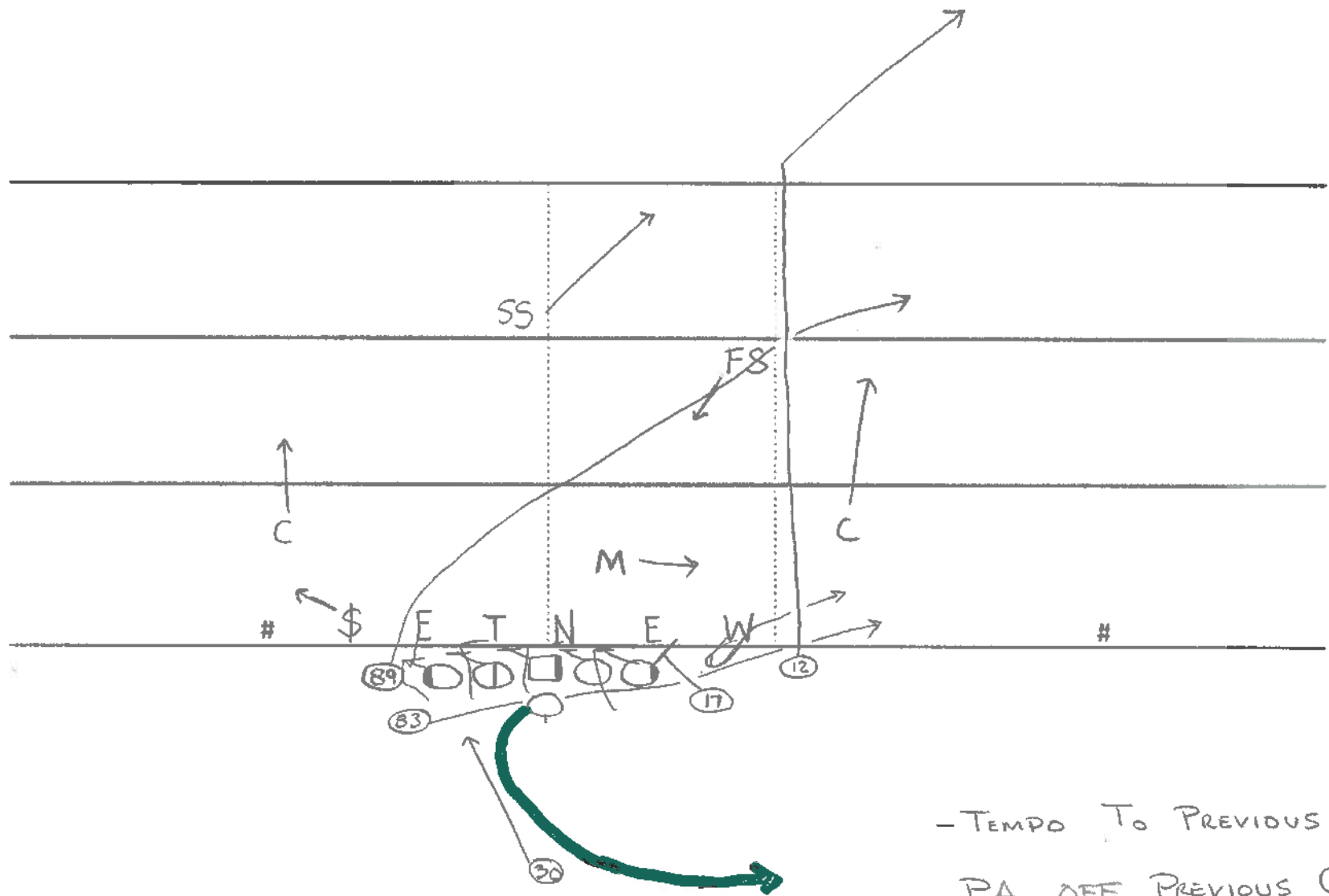


PLAY #: 1 SERIES #: 1 SERIES PLAY #: 1 D&D: 1 +10 FPOS: -27 +/- +2 PERSONNEL: 11

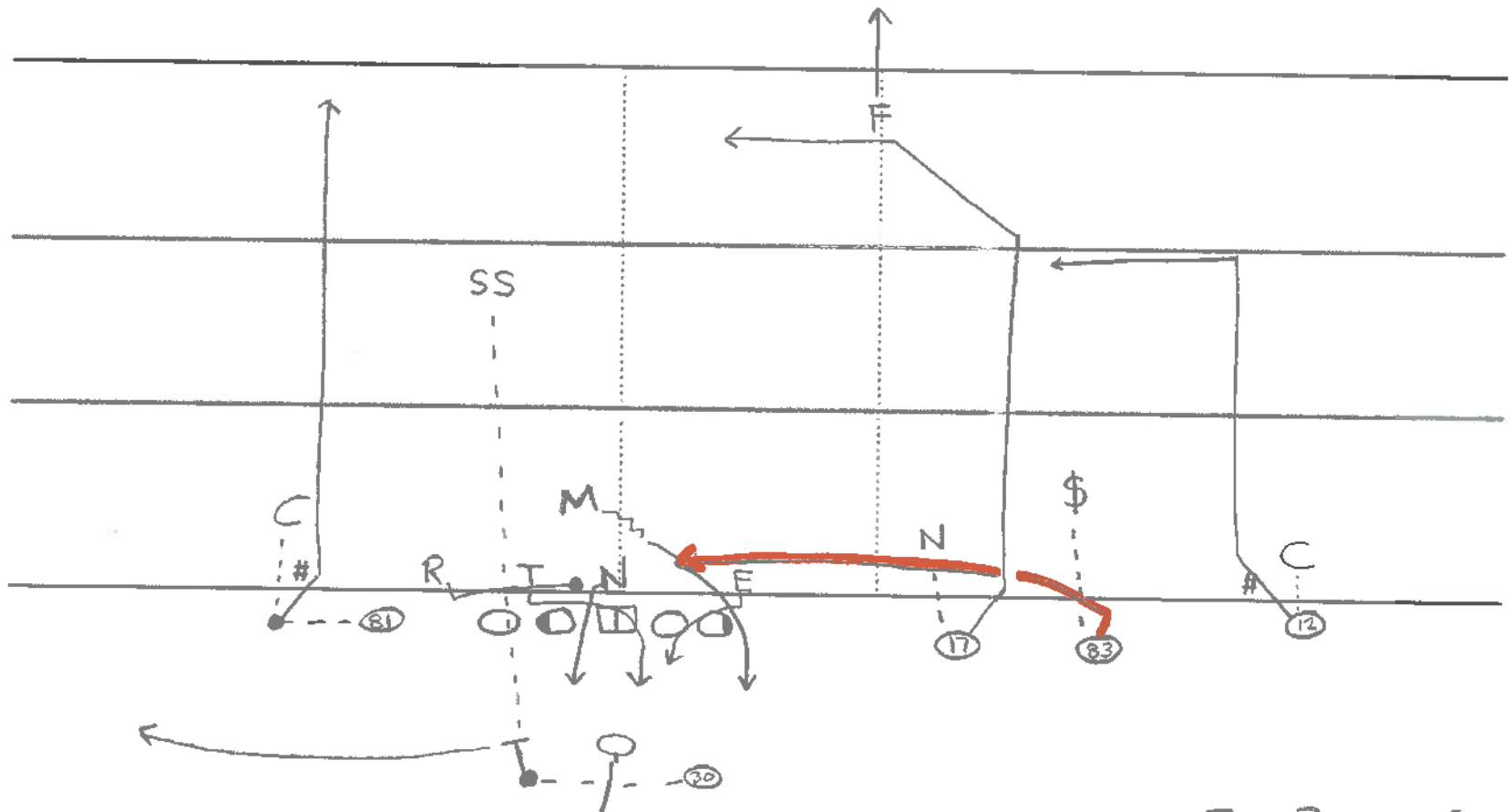


PLAY #: 2 SERIES #: 1 SERIES PLAY #: 2 D&D: 2+8 FPOS: -29 +/-: 0 PERSONNEL: 11



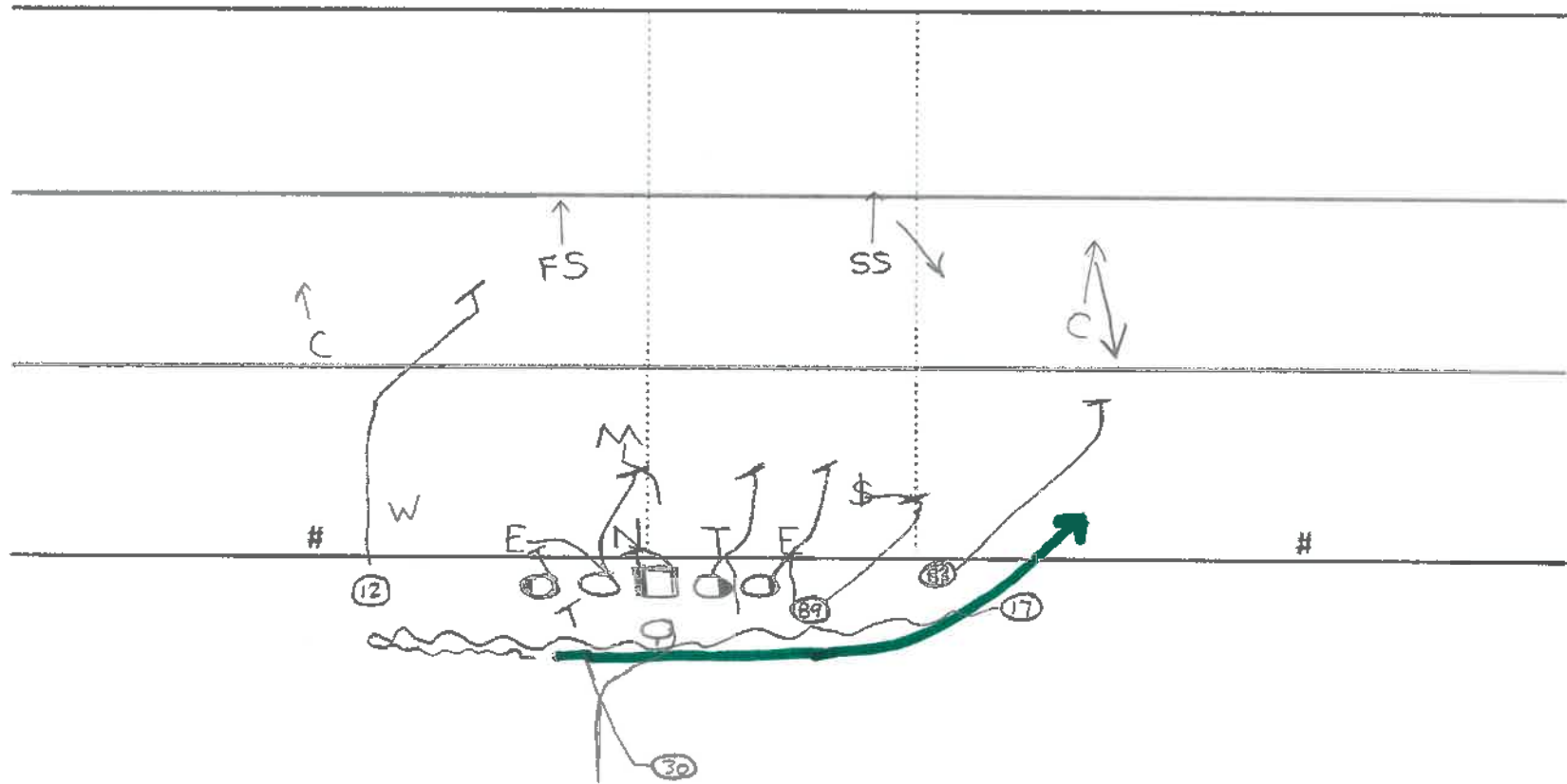
- TEMPO TO PREVIOUS FORMATION
- PA OFF PREVIOUS CALL
- WILL COLLIDES W/ #83

PLAY #: 3 SERIES #: 1 SERIES PLAY #: 3 D&D: 3x8 FPOS: -29 +/- 0 PERSONNEL: 11

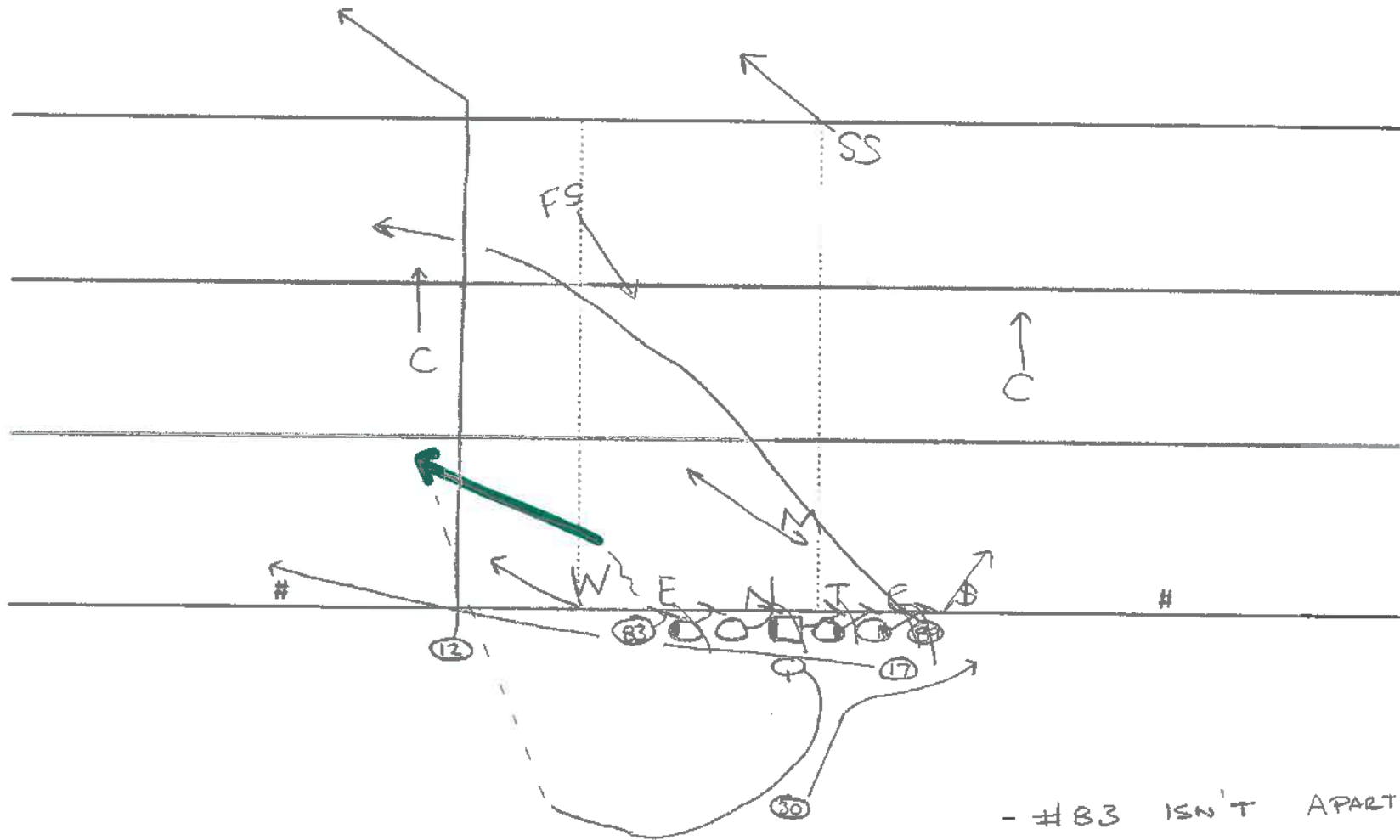


- AUDIBLE FOR PRESSURE
- RUB FOR #83
- 5 MAN PRESSURE CREATES HURRY (3 TECH)

PLAY #: 4 SERIES #: 2 SERIES PLAY #: | D&D: | +10 FPOS: -36 +/- +5 PERSONNEL: 11

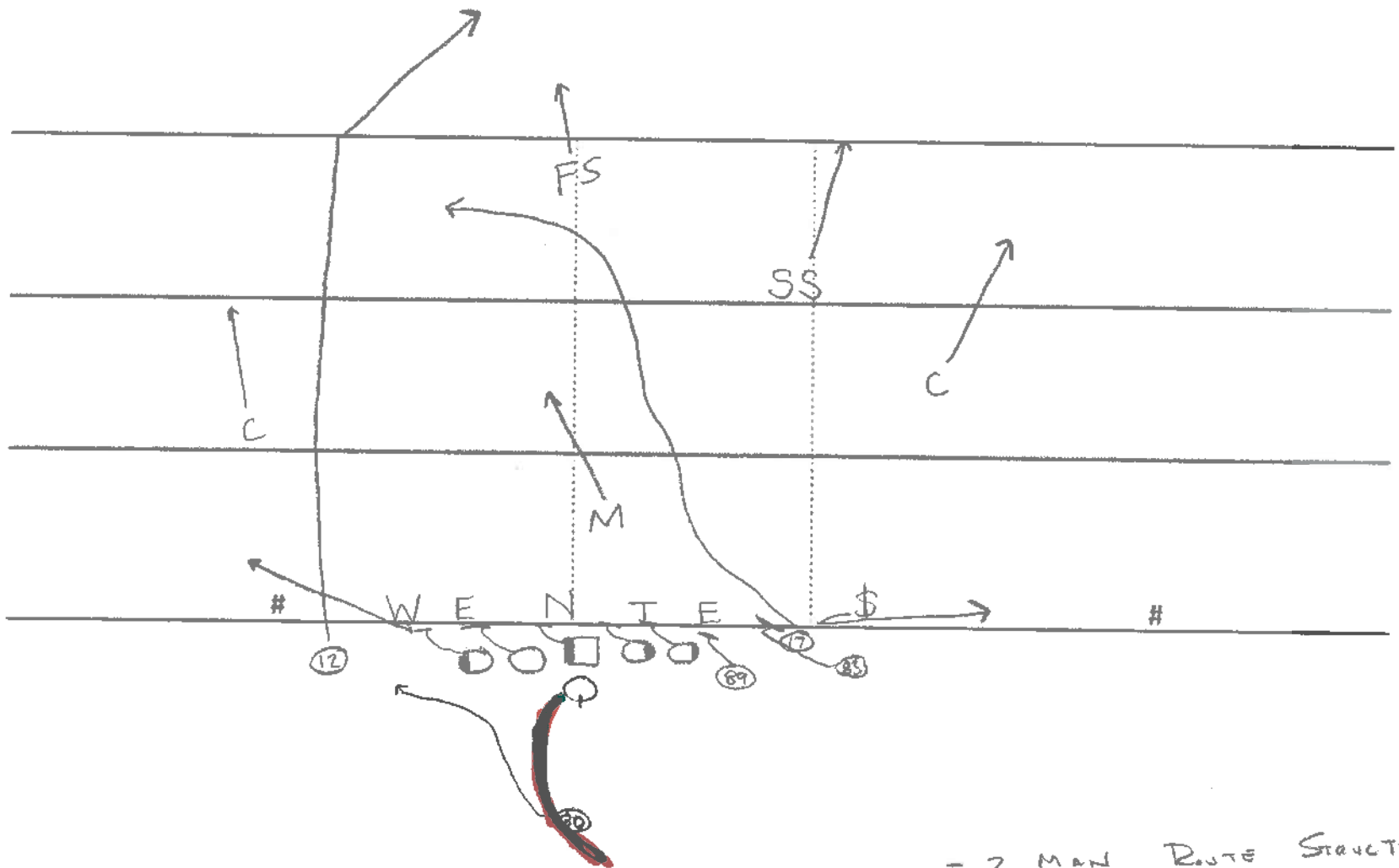


PLAY #: 5 SERIES #: 2 SERIES PLAY #: 2 D&D: 2+5 FPOS: -41 +/-: 10 PERSONNEL: 11



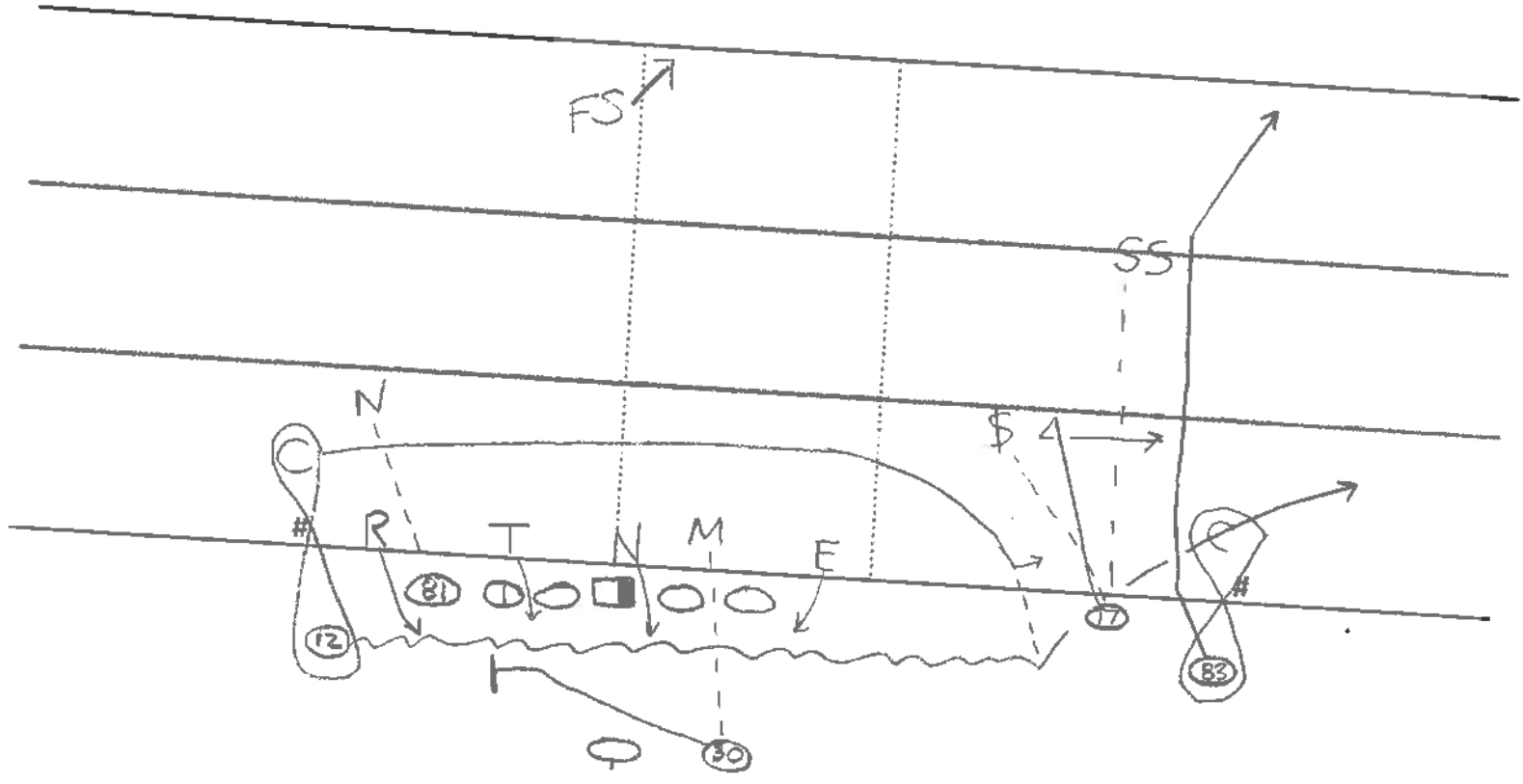
- #B3 ISN'T APART OF THE ROUTE STRUCTURE
- 3RD TIME RUNNING THIS ON BASE PLAY W 5 PLAYS!

PLAY #: 6 SERIES #: 2 SERIES PLAY #: 3 D&D: 1+10 FPOS: +49 +/-: 0 PERSONNEL: 11



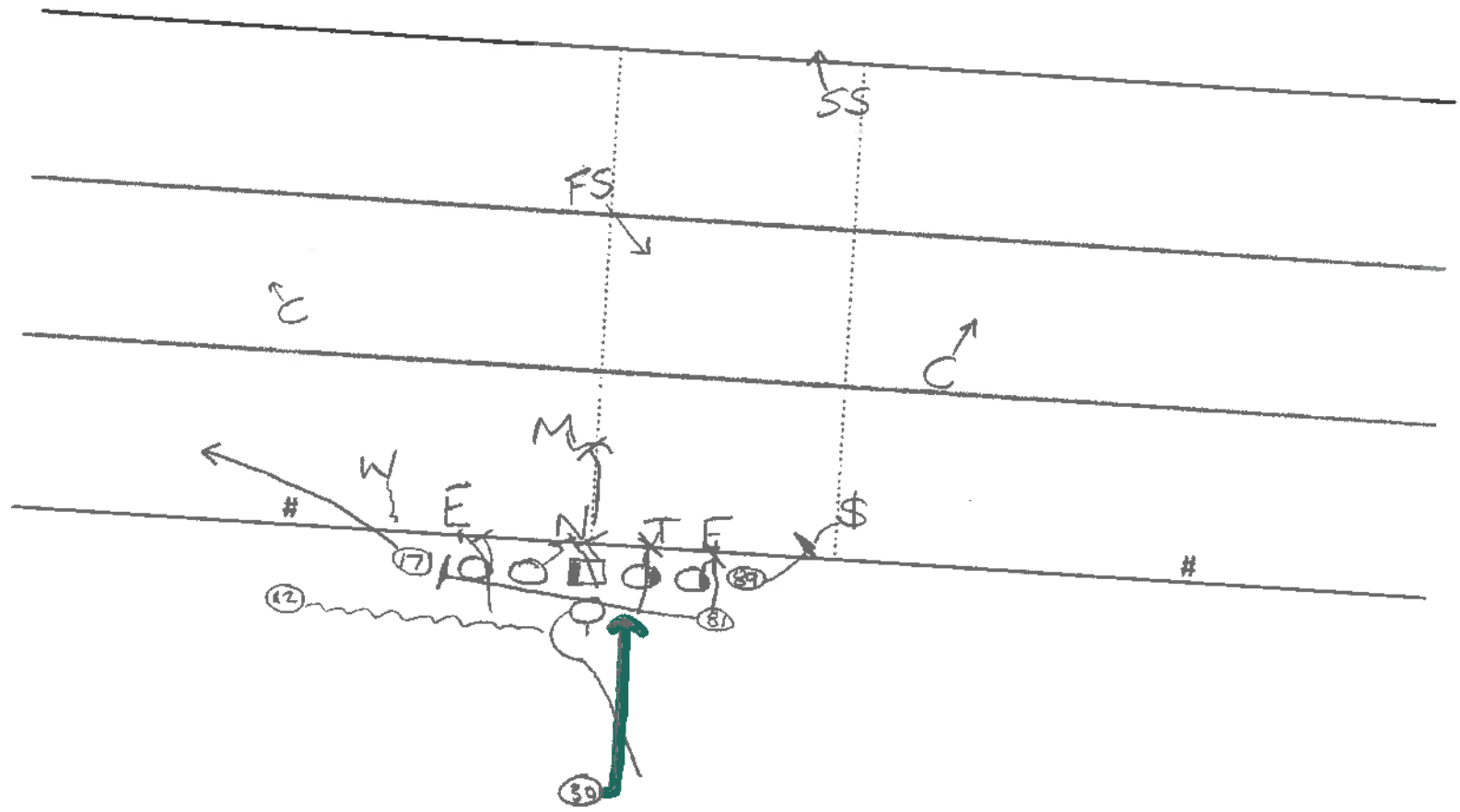
- 2 MAN ROUTE STRUCTURE
- COULON'S HOLD 4 MAN RUSH W/ 7 MAN PROTECTION

PLAY #: 8 SERIES #: 2 SERIES PLAY #: 5 D&D: 3+3 FPOS: +42+1-: 0 PERSONNEL: 11

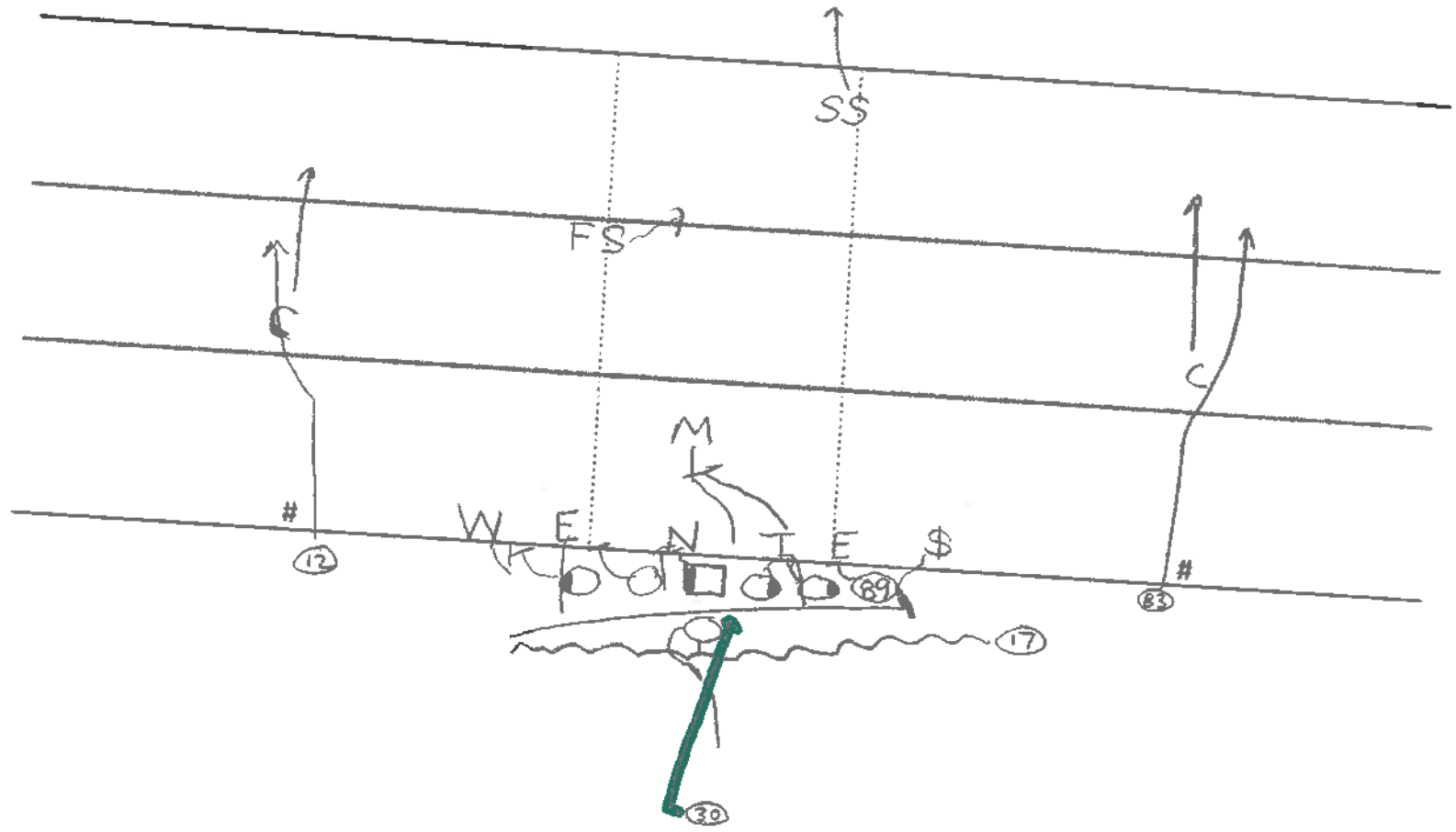


- Good Run For #12
QB MISSES THIS!

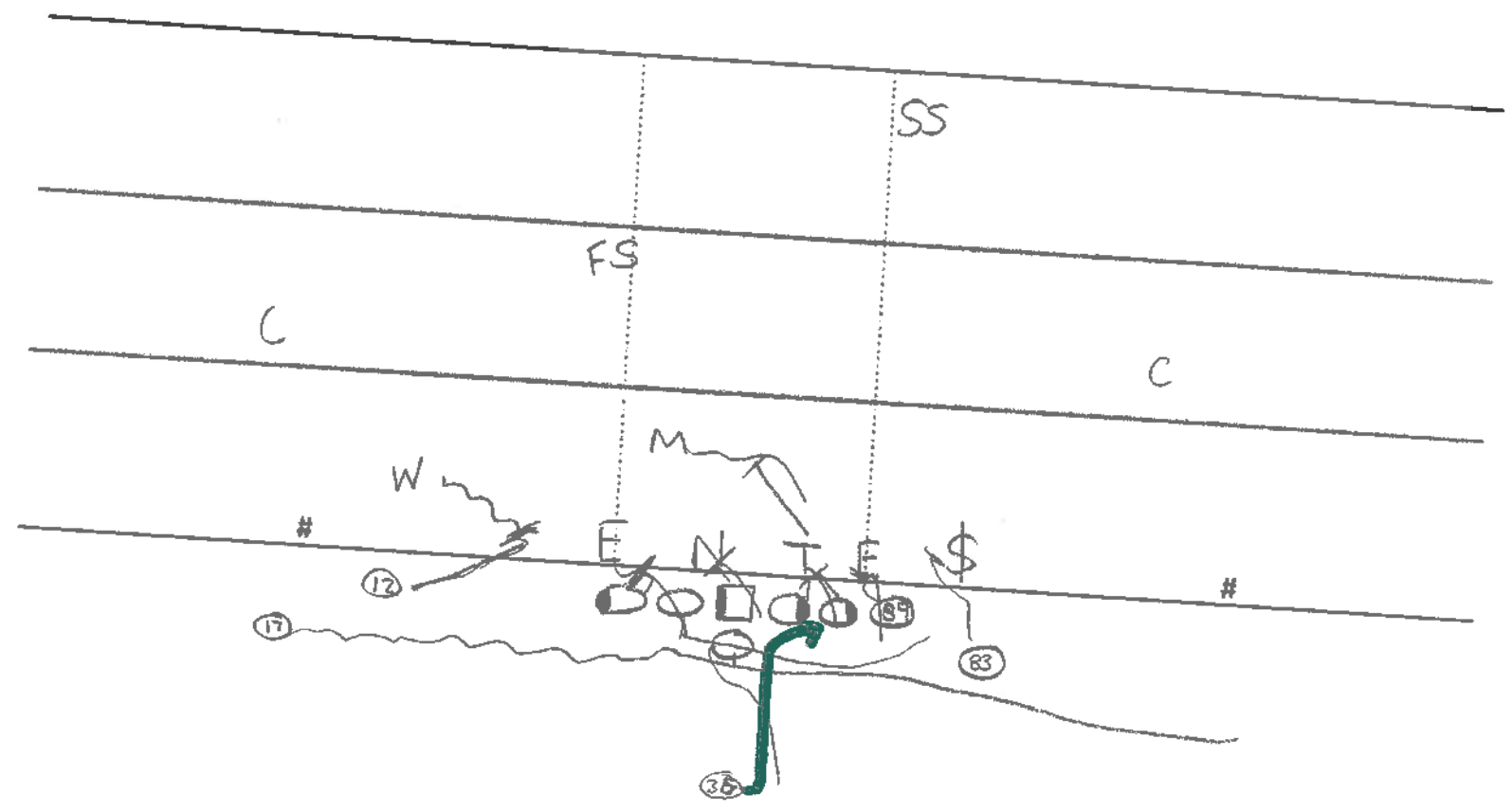
PLAY #: 9 SERIES #: 3 SERIES PLAY #: 1 D&D: 1+10 FPOS: -6+1-:+5 PERSONNEL: 12



PLAY #: 10 SERIES #: 3 SERIES PLAY #: 2 D&D: 2+5 FPOS: -11 +/- PEN PERSONNEL: 11
-5

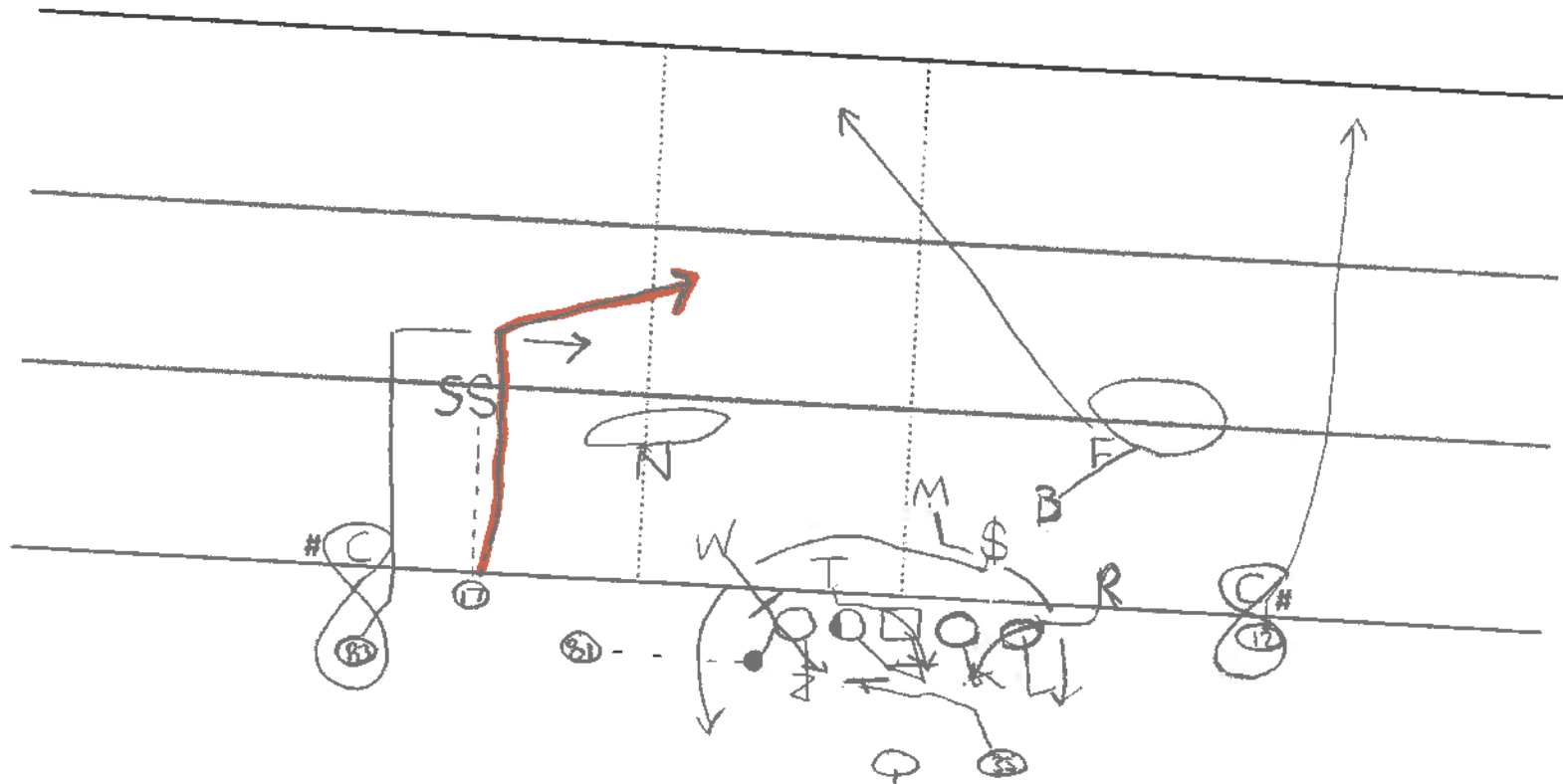


PLAY #: 11 SERIES #: 3 SERIES PLAY #: 3 D&D: 2410 FPOS: -6 +/- +3 PERSONNEL: 11



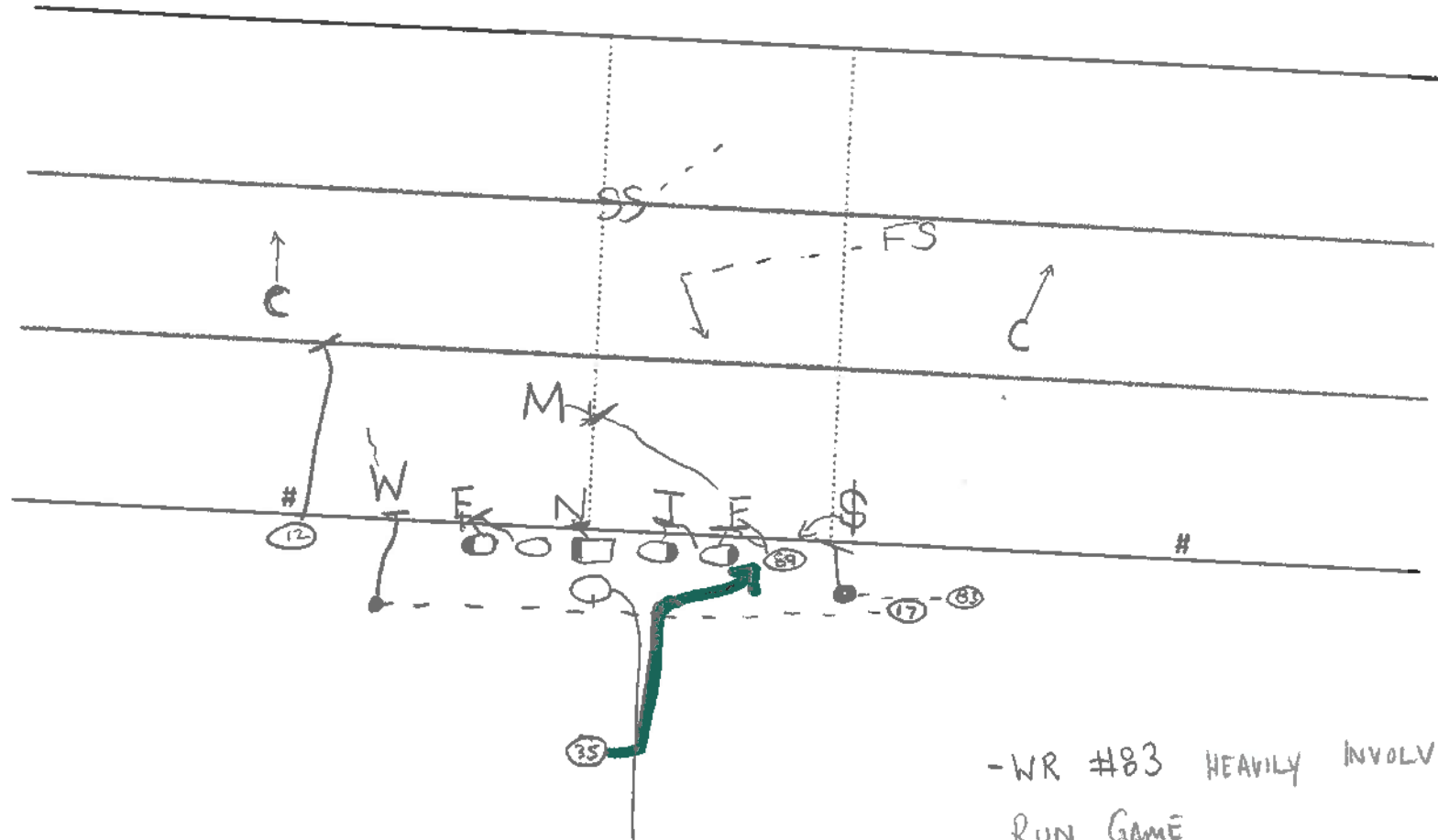
- LG (PULLER) DOESN'T BLOCK ANYONE

PLAY #: 12 SERIES #: 3 SERIES PLAY #: 4 D&D: 3 > 7 FPOS: -9 +1-: 0 PERSONNEL: 11



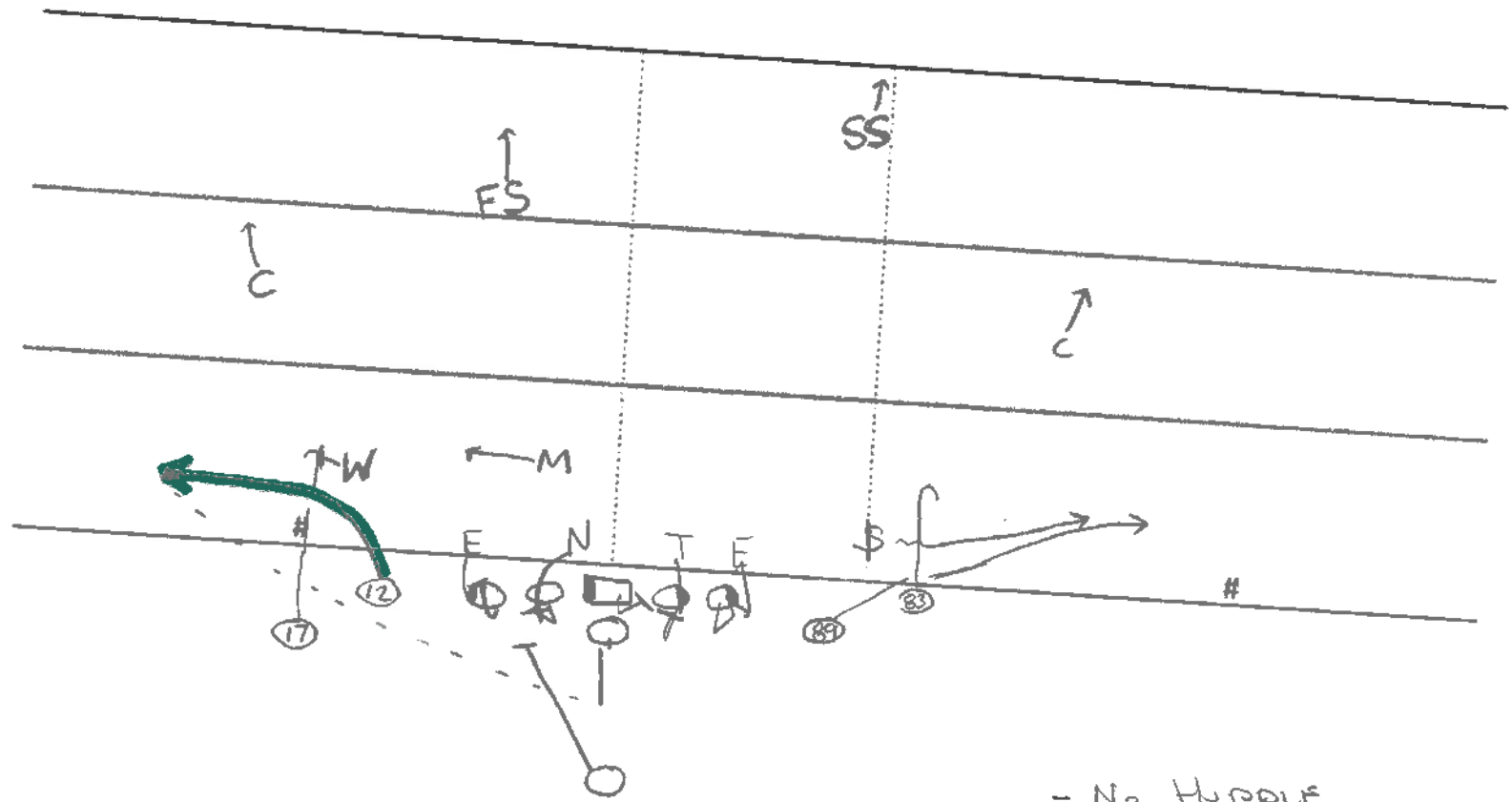
- MAJOR CONFUSION W/ STAND
UP GAMES

PLAY #: 13 SERIES #: 4 SERIES PLAY #: 1 D&D: 1710 FPOS: -28 +/-: +5 PERSONNEL: 11



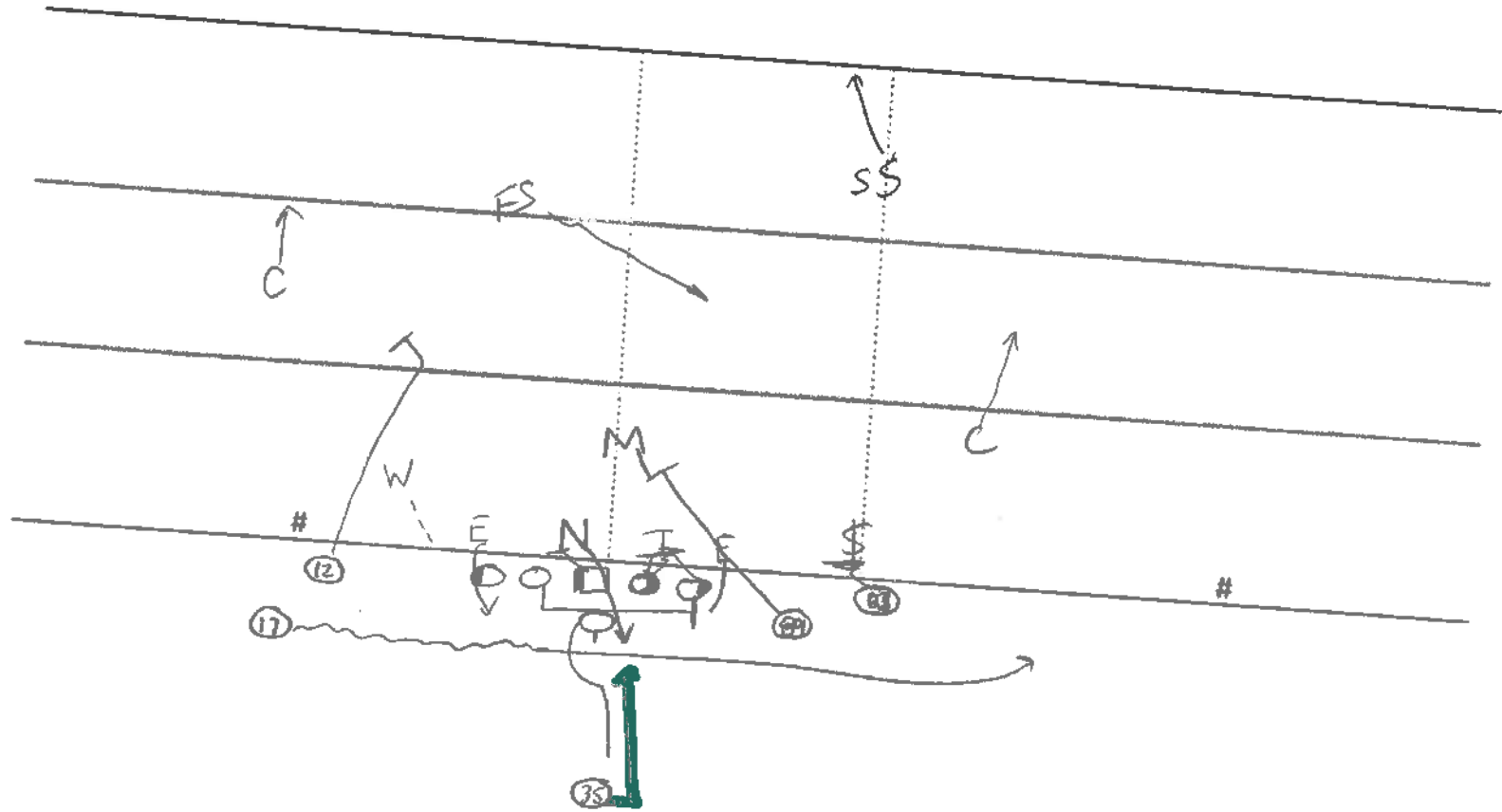
-WR #83 HEAVILY INVOLVED IN RUN GAME

PLAY #: 15 SERIES #: 4 SERIES PLAY #: 3 D&D: 1710 FPOS: +49 +/-: +3 PERSONNEL: 11



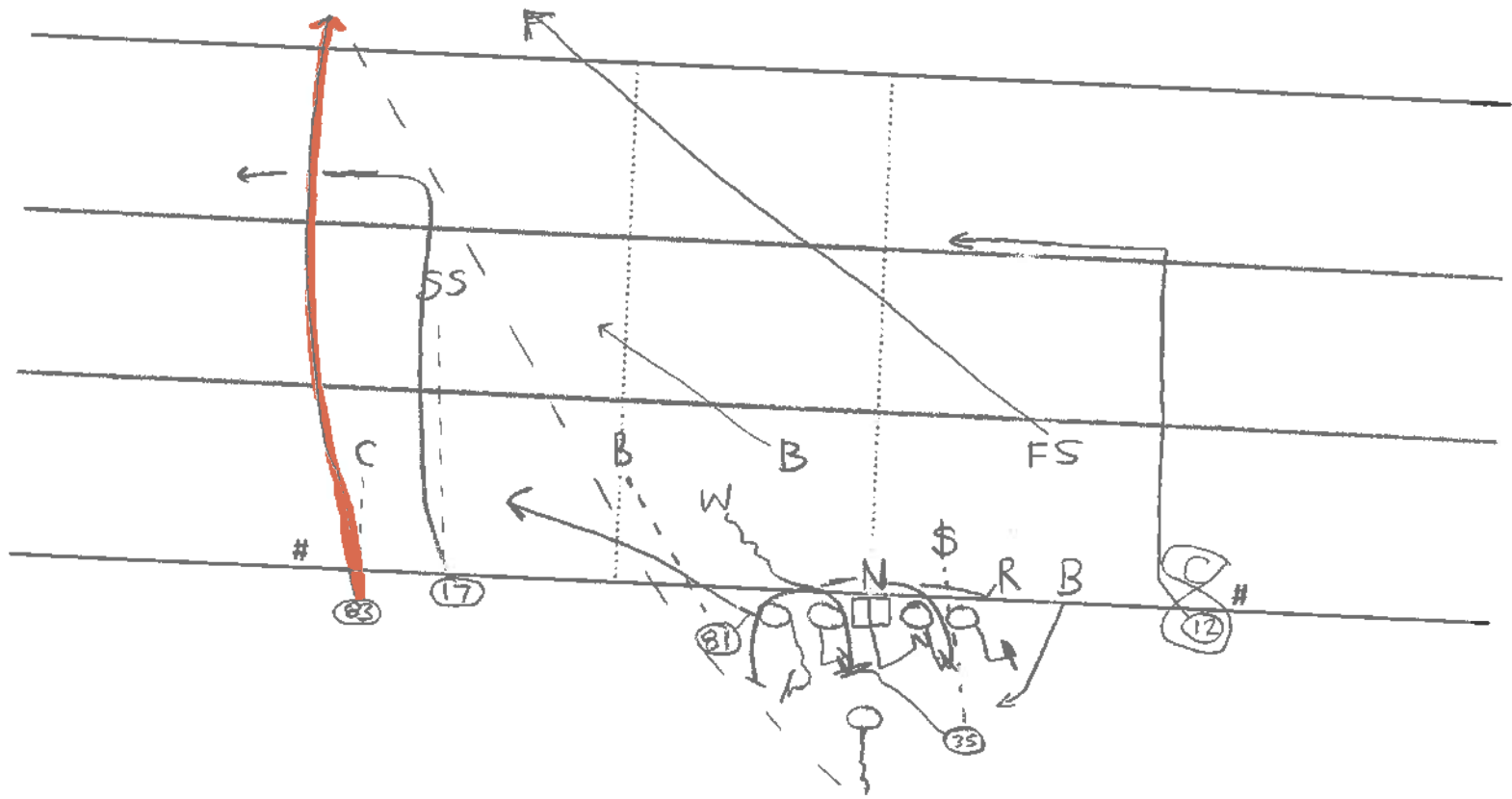
- No Hurdle
- FT OK
- FLD STICK!

PLAY #: 16 SERIES #: 4 SERIES PLAY #: 4 D&D: 277 FPOS: +46 +/- -3 PERSONNEL: 11

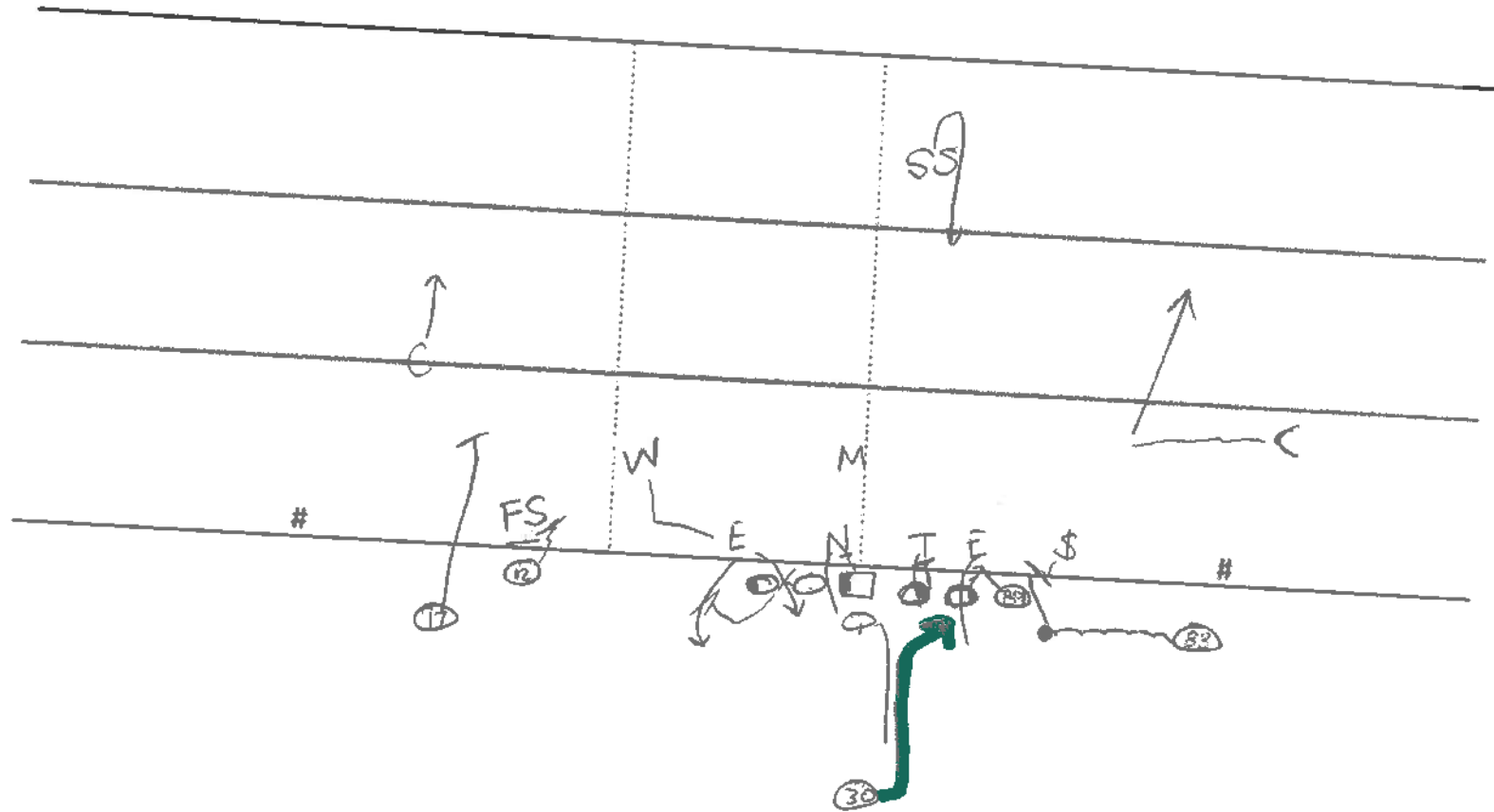


- Same Formation
- CENTER WHIFFED!

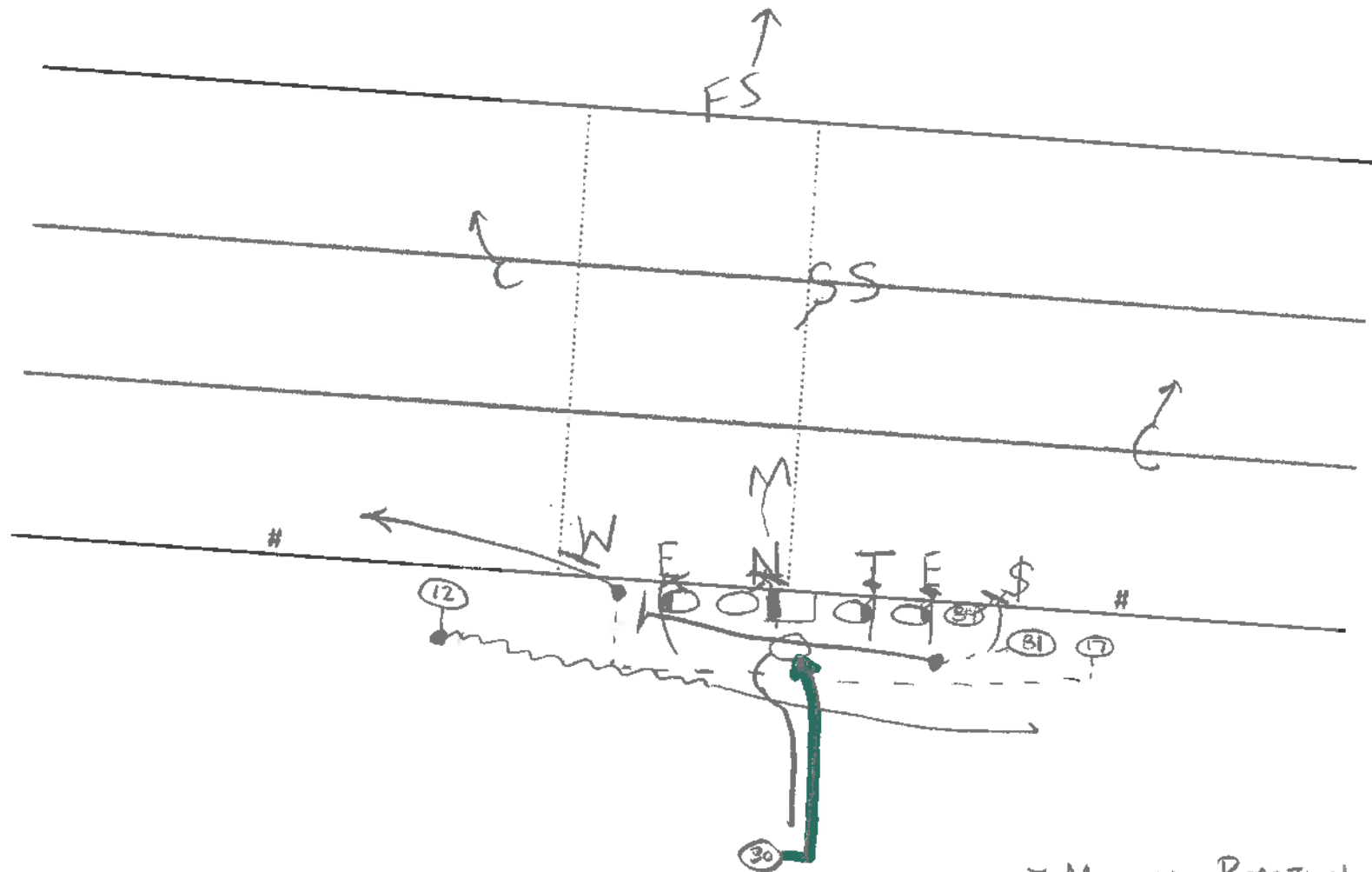
PLAY #: 17 SERIES #: 4 SERIES PLAY #: 5 D&D: 3+10 FPOS: +49 +/- 0 PERSONNEL: 11



PLAY #: 18 SERIES #: 5 SERIES PLAY #: 1 D&D: 1+10 FPOS: -4S+/-+5 PERSONNEL: 11

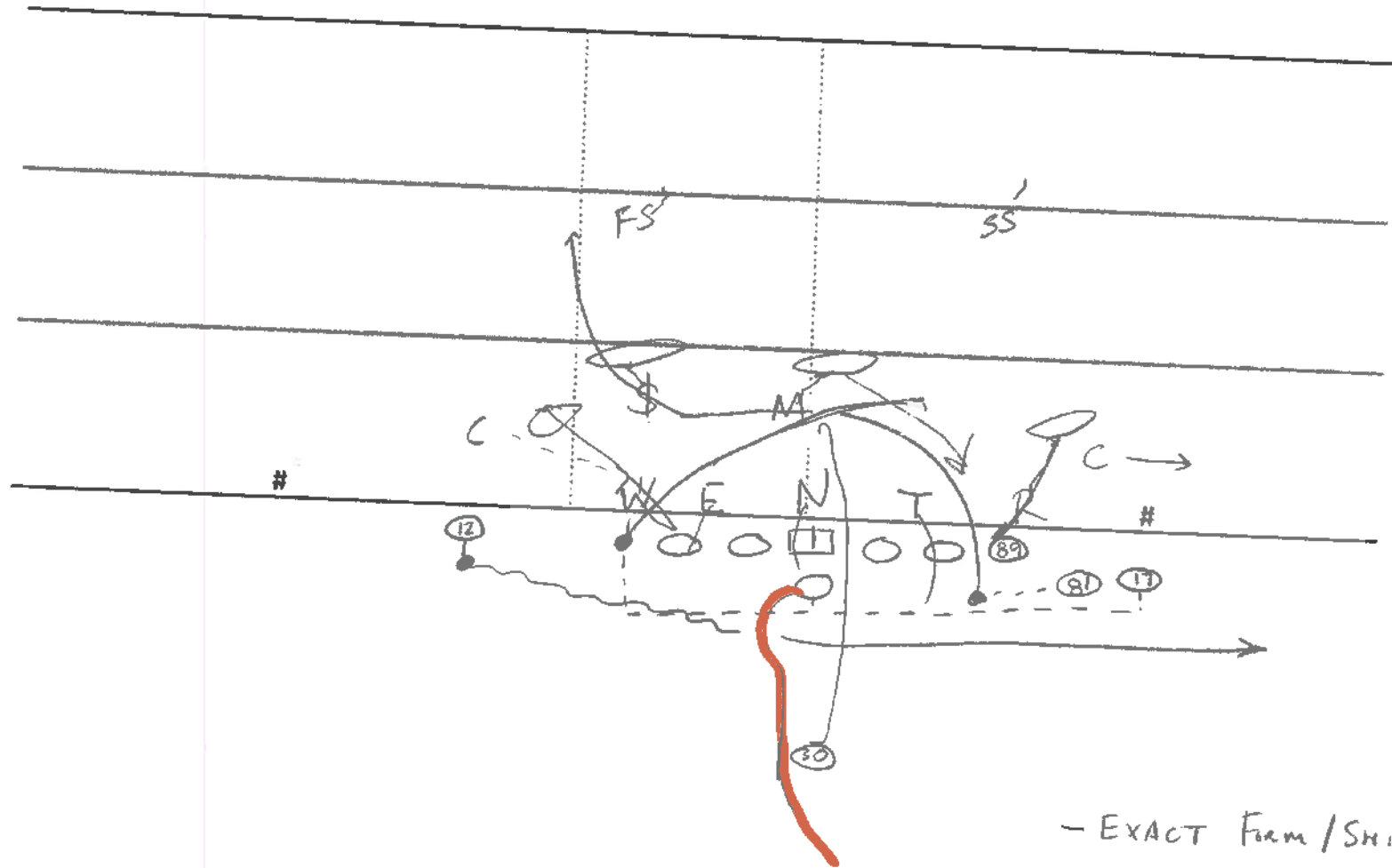


PLAY #: 19 SERIES #: 5 SERIES PLAY #: 2 D&D: 2+5 FPOS: 50+/-: +3 PERSONNEL: 12



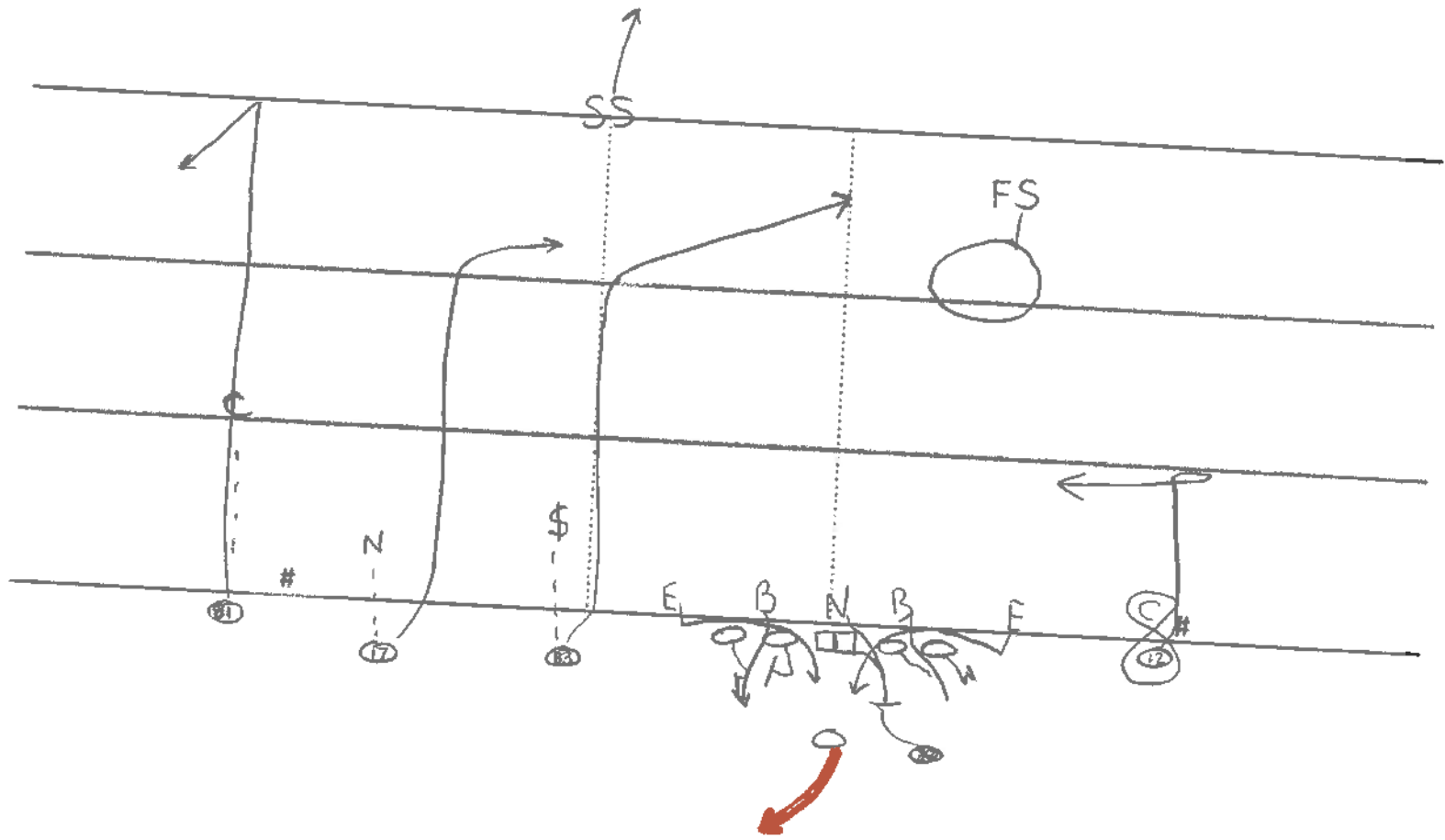
- MINIMAL REACTION TO SHIFTS
+ MOTIONS

PLAY #: 20 SERIES #: 5 SERIES PLAY #: 3 D&D: 3+2 FPOS: +47 +1-: -14 PERSONNEL: 12



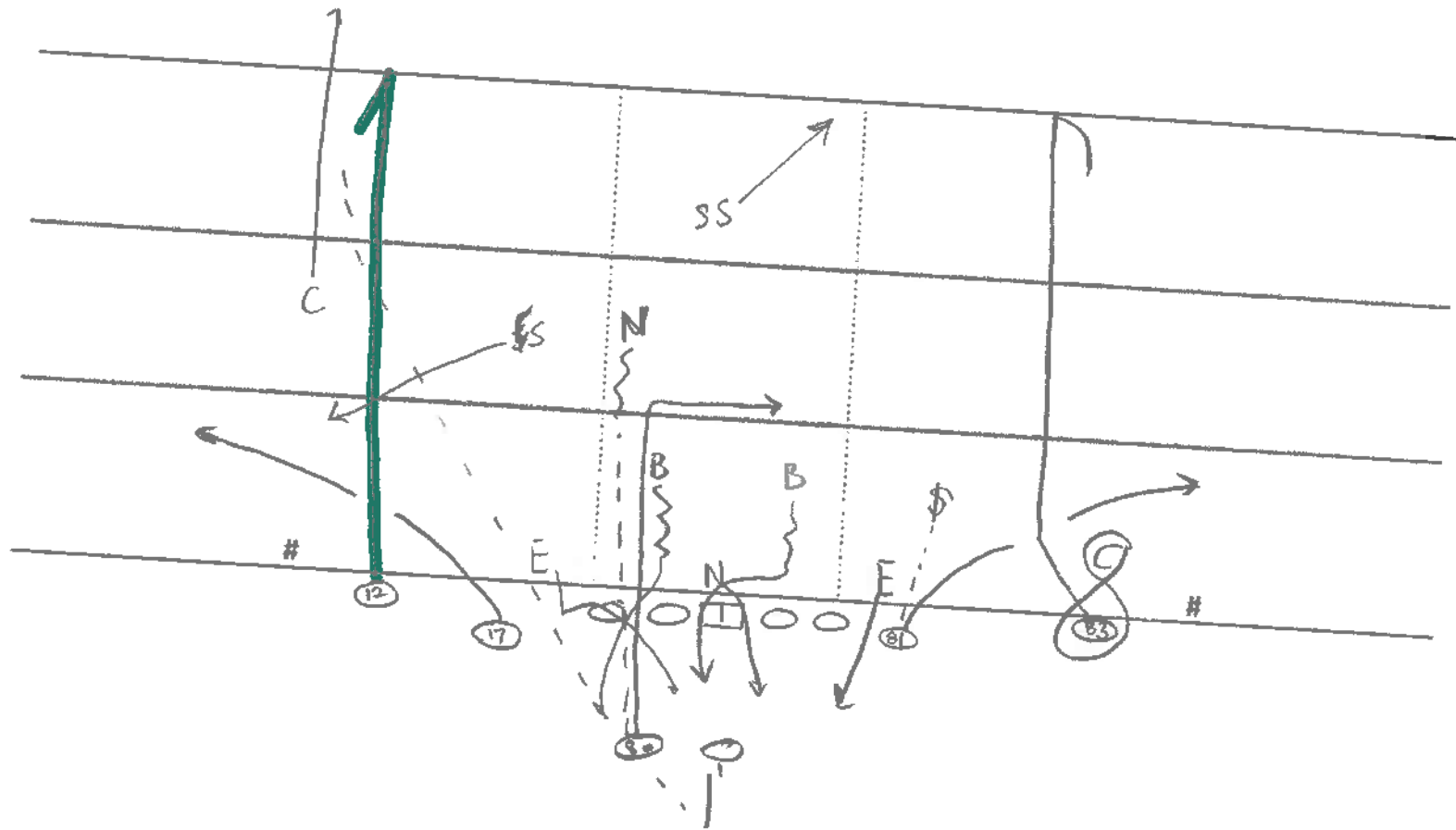
- EXACT Form / SHIFT / MOTION
- SPY BACKER ON SACK
- 3 MAN RUSH vs 7 MAN PRO

PLAY #: 21 SERIES #: 6 SERIES PLAY #: 1 D&D: 10|0 FPOS: -32 +/-: -6 PERSONNEL: 11



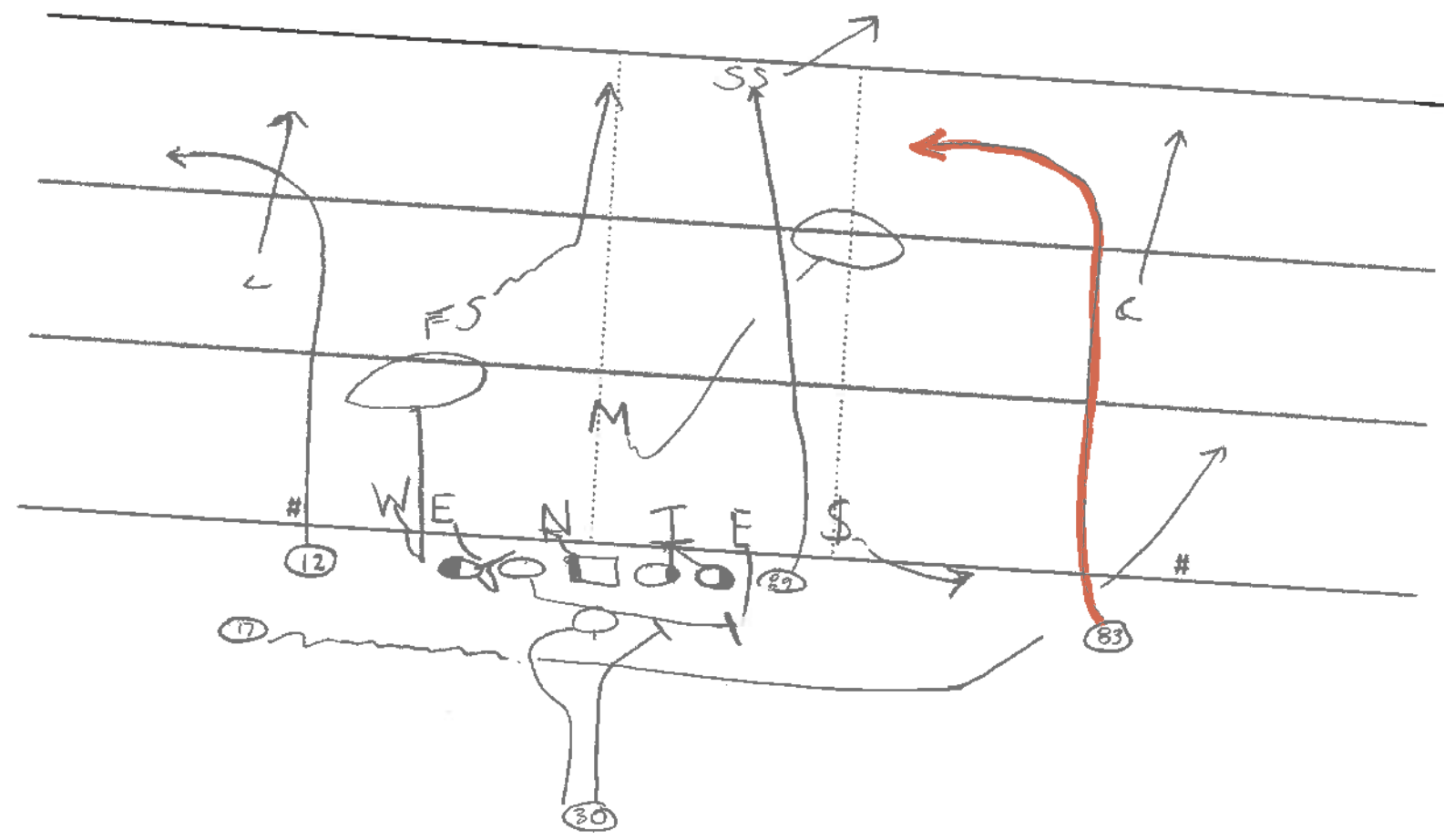
- GAMES W/ 5 MAN
RUSH US 6 MAN
Tro

PLAY #: 22 SERIES #: 6 SERIES PLAY #: 2 D&D: 2+16 FPOS: -26 +/-: +14 PERSONNEL: 11

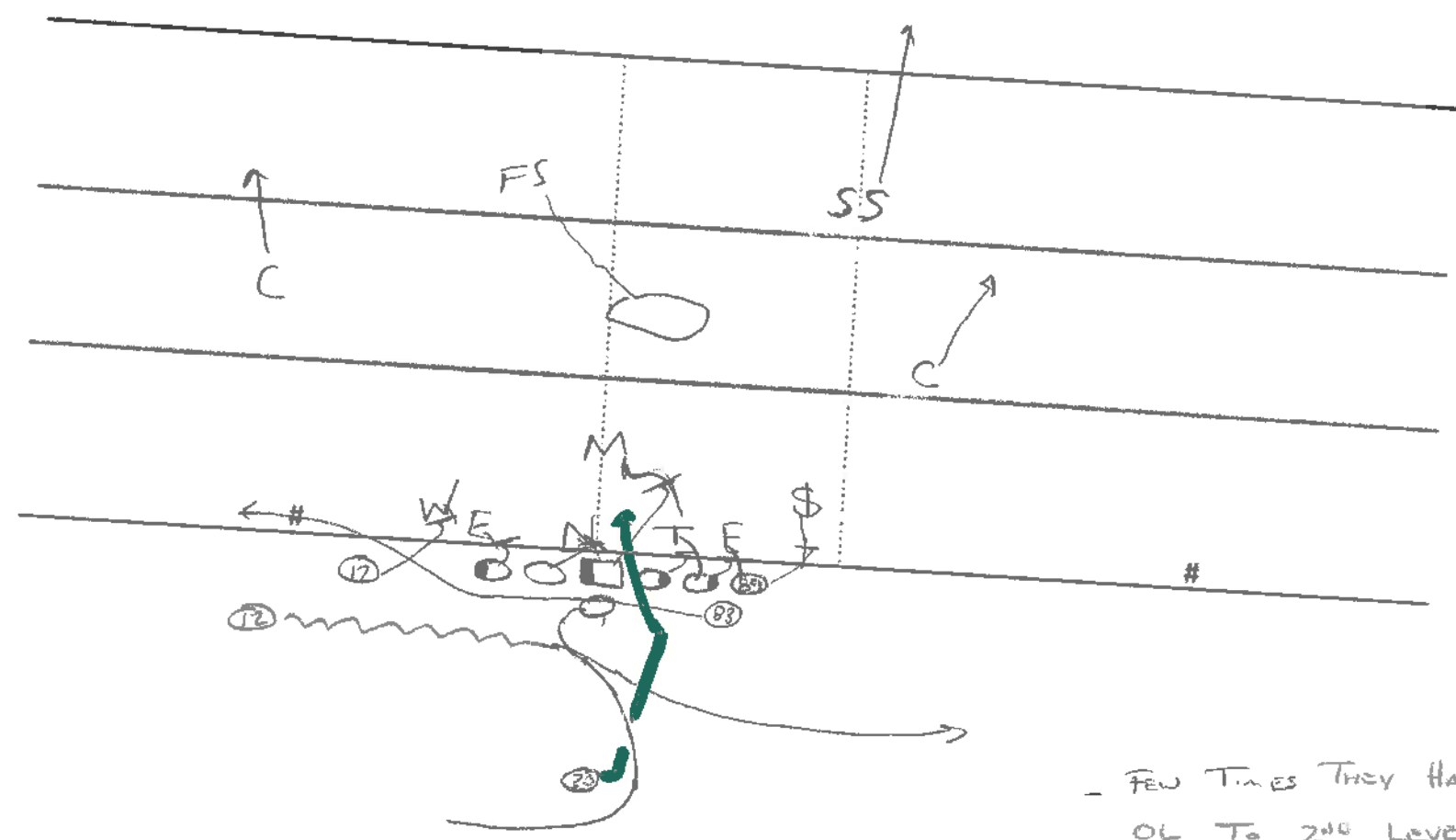


- No Huddle (2 Min)

PLAY #: 24 SERIES #: 7 SERIES PLAY #: 1 D&D: 17 10 FPOS: -25 +/- 0 PERSONNEL: 11

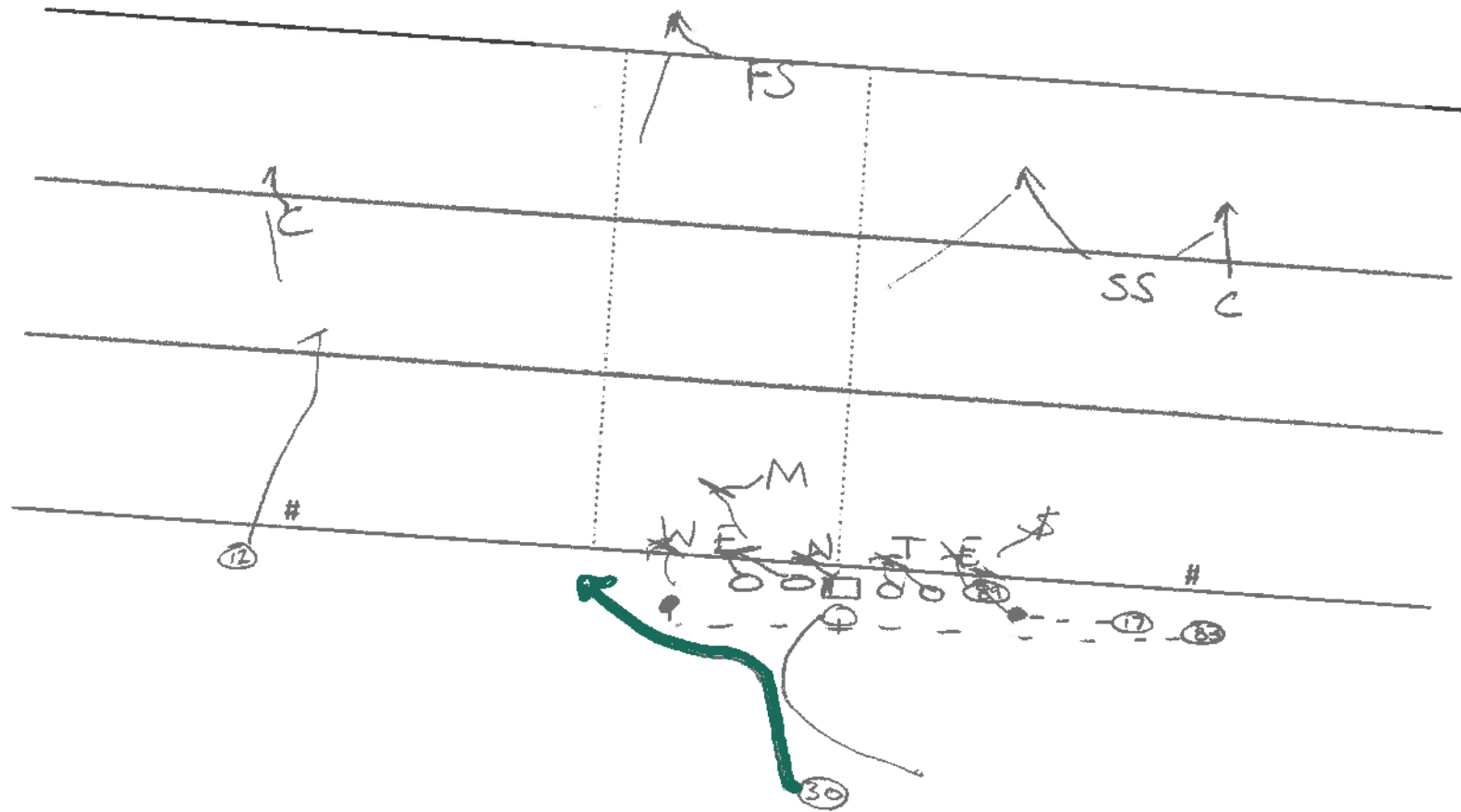


PLAY #: 25 SERIES #: 7 SERIES PLAY #: 2 D&D: 2+10 FPOS: -25+/-: +16 PERSONNEL: 11



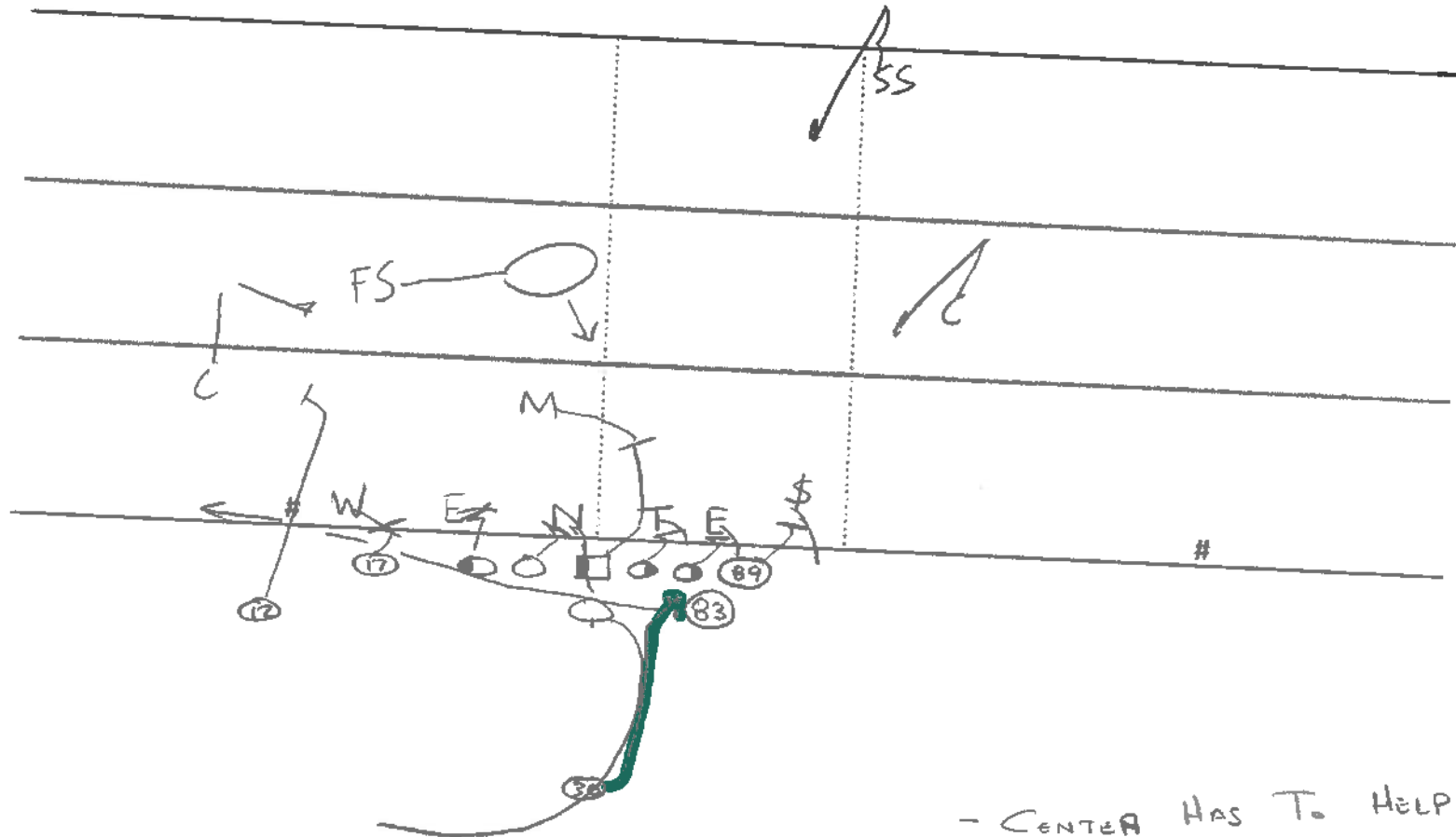
- FEW TIMES THEY HAVE GOTTEN OL TO 200 LEVEL
- OZ CUT PACE

PLAY #: 26 SERIES #: 7 SERIES PLAY #: 3 D&D: 17/10 FPOS: -4/+5 PERSONNEL: 11



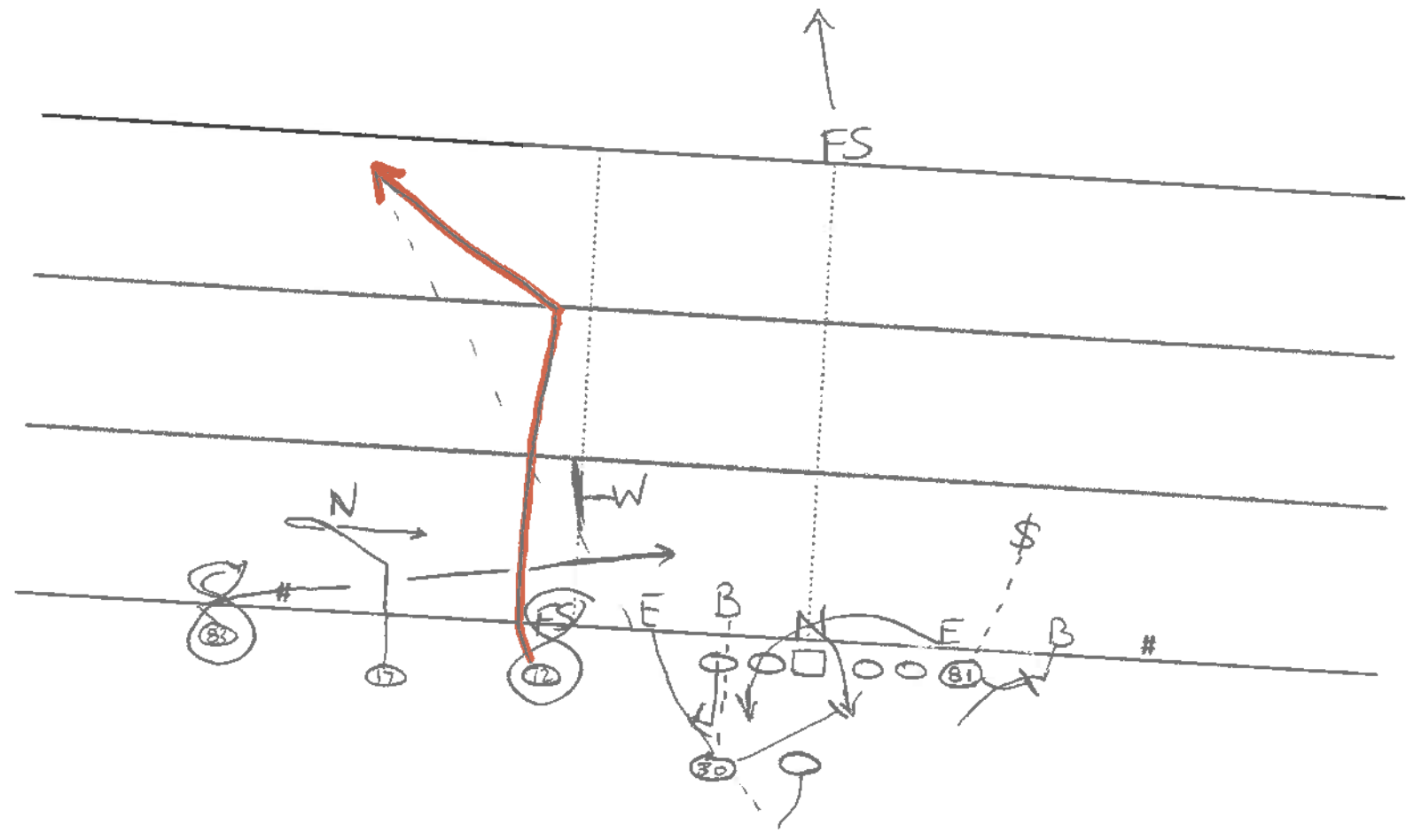
- NICE FRONT SIDE B GAP
SEAM BEFORE RB BOUNCES

PLAY #: 27 SERIES #: 7 SERIES PLAY #: 4 D&D: 275 FPOS: -46 +/- 0 PERSONNEL: 11



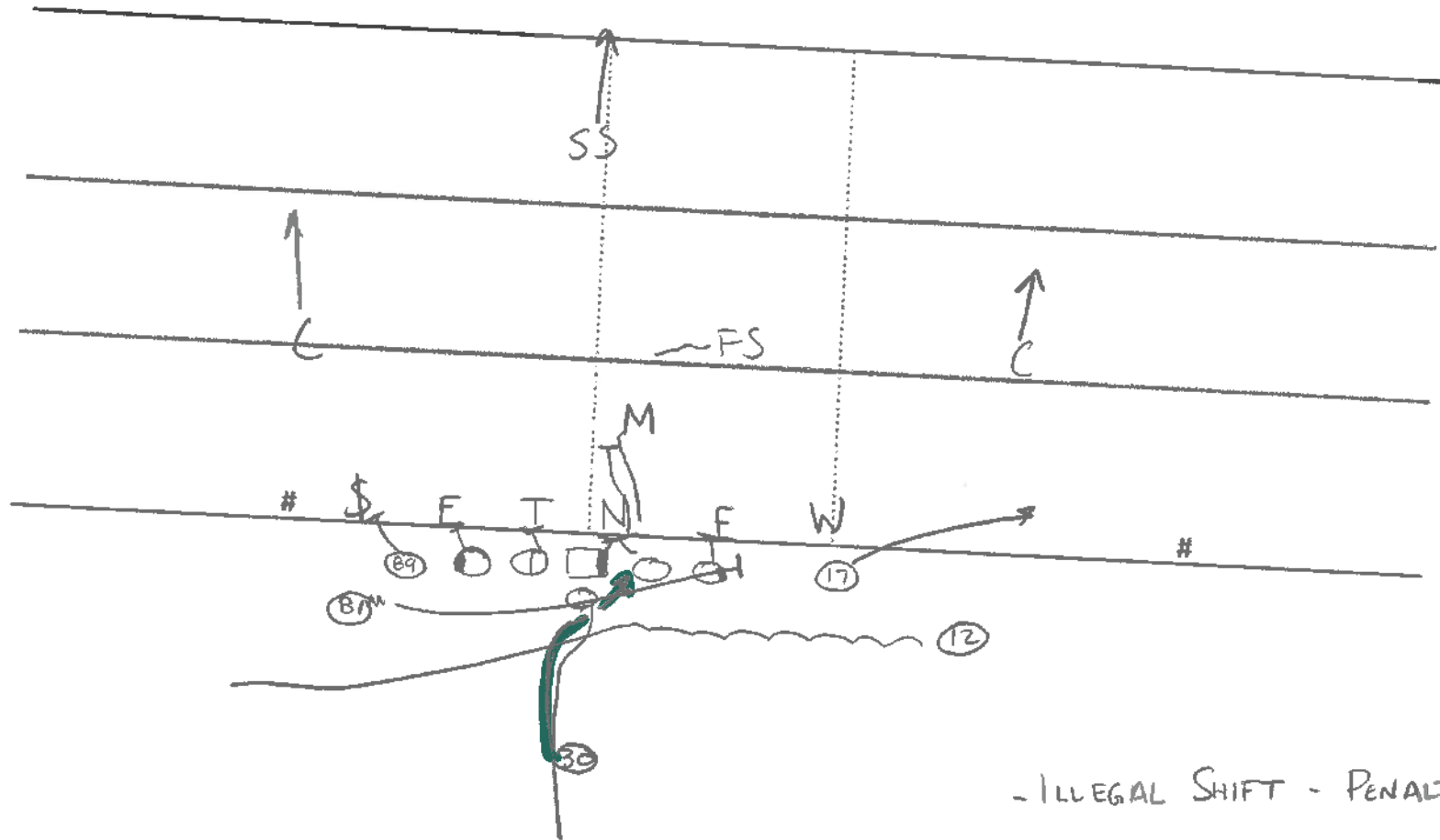
- CENTER HAS TO HELP ON TBS
SHADE!

PLAY #: 28 SERIES #: 7 SERIES PLAY #: 5 D&D: 375 FPOS: -46 +/- 0 PERSONNEL: 11



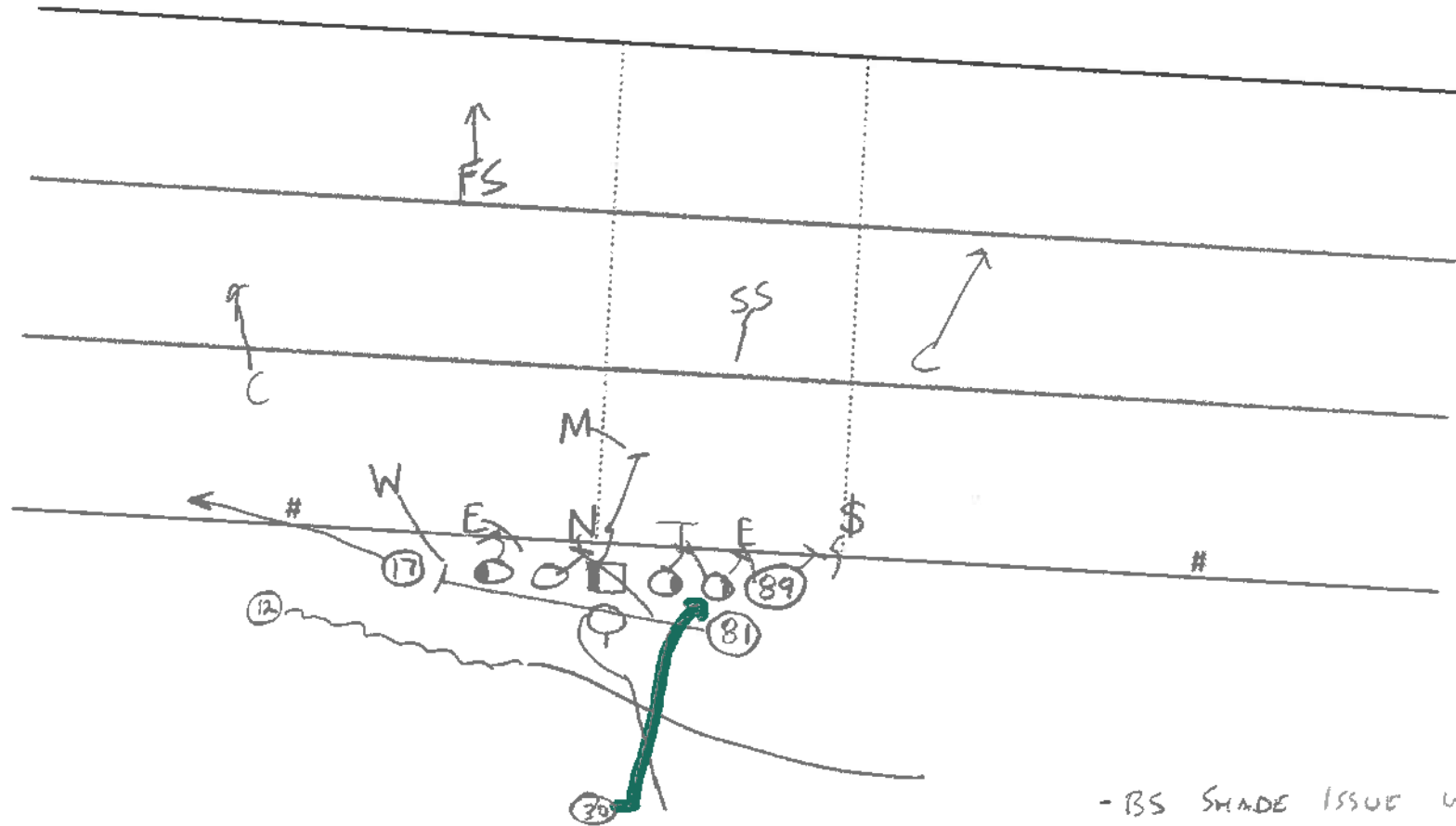
- FIELD SHALLOW OPEN FOR D.D.
- 7 MAN PRO VS 4 MAN RUSH

PLAY #: 29 SERIES #: 8 SERIES PLAY #: 1 D&D: 1-10 FPOS: -2 +/- +2 PERSONNEL: 12



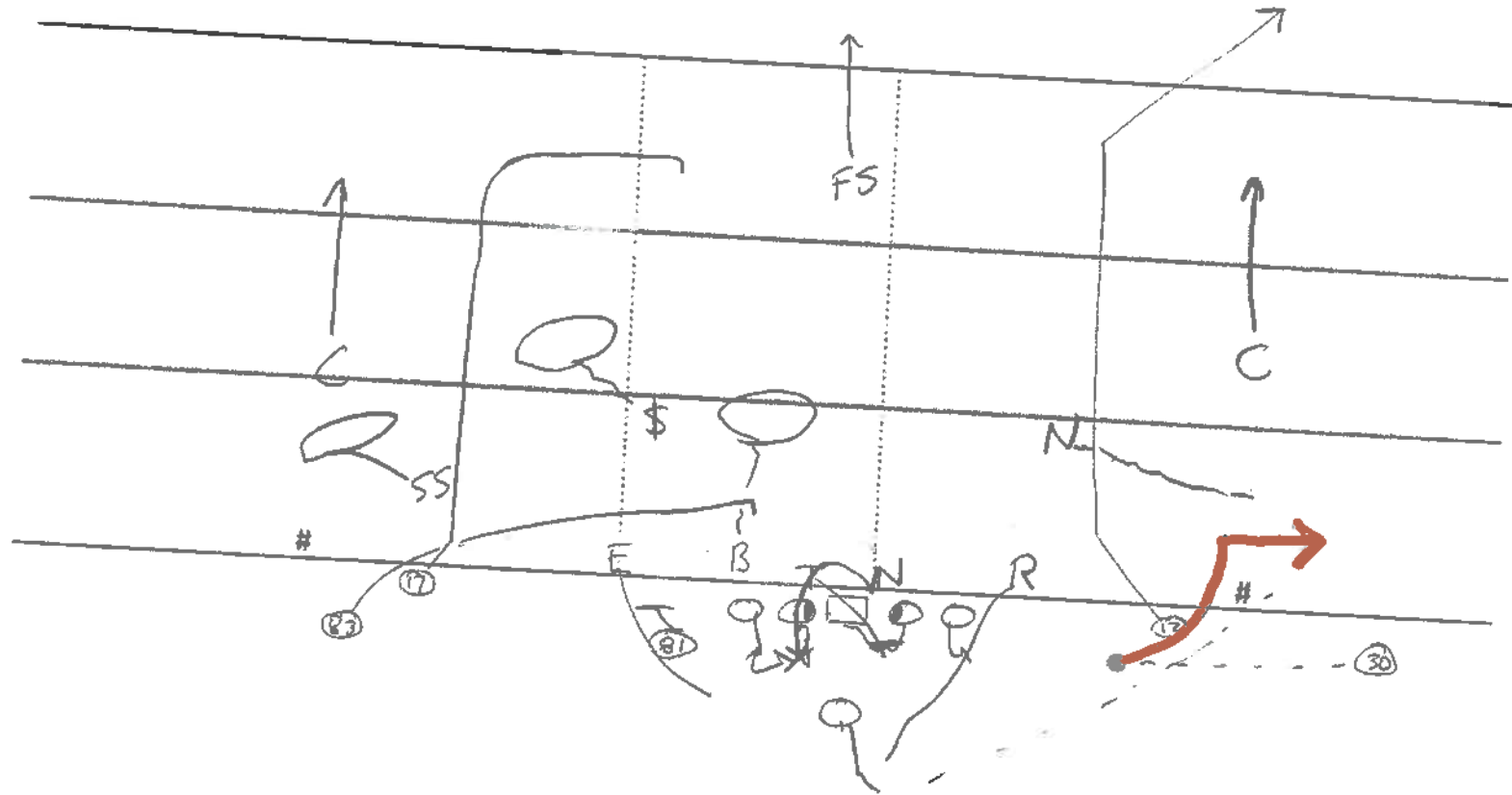
- ILLEGAL SHIFT - PENALTY DECLINED

PLAY #: 30 SERIES #: 8 SERIES PLAY #: 2 D&D: 2v8 FPOS: -4 +/-: +2 PERSONNEL: 12



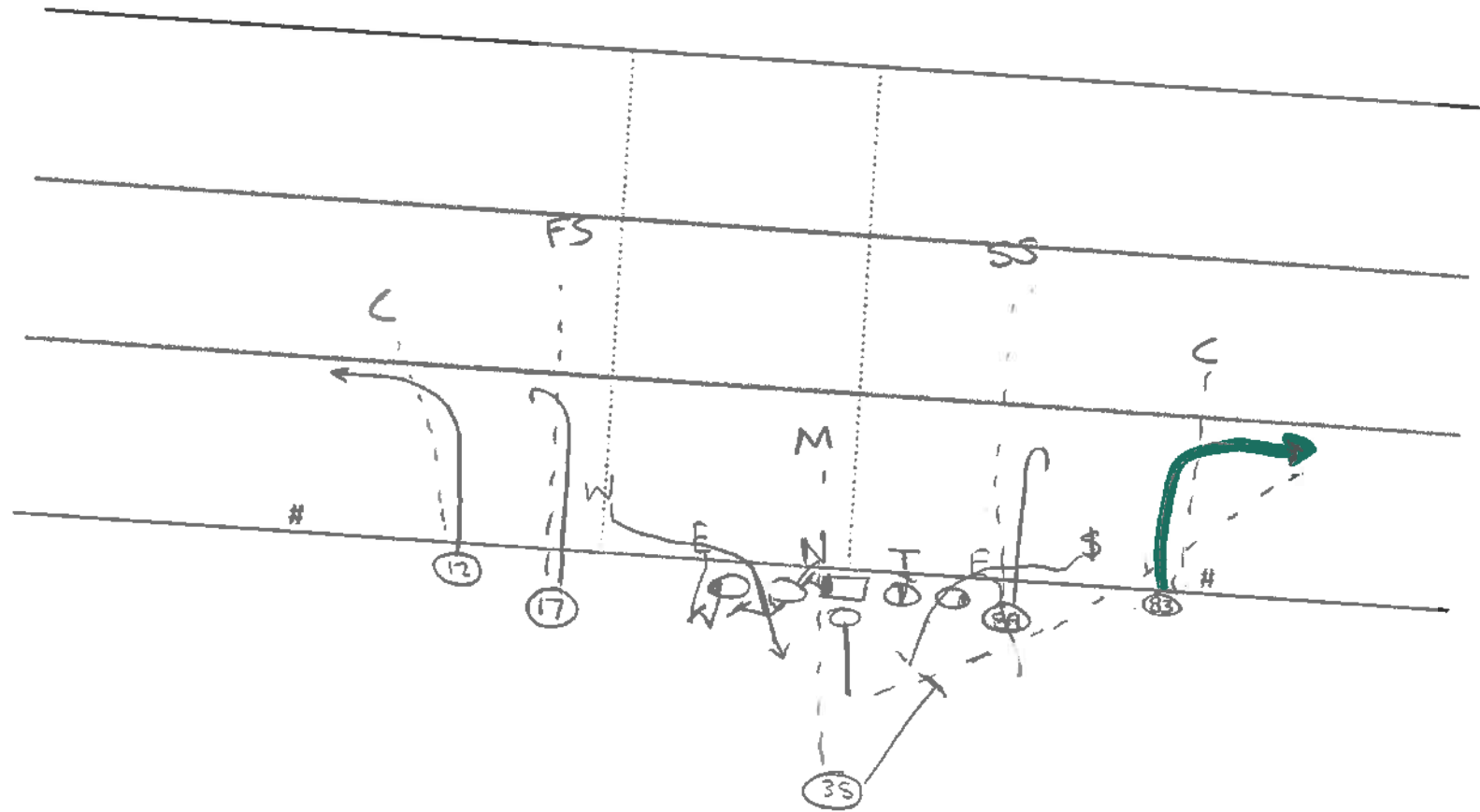
- BS SHADE ISSUE W/ ZONE @
3 TECH

PLAY #: 31 SERIES #: 8 SERIES PLAY #: 3 D&D: 3-6 FPOS: -6 +/-: 0 PERSONNEL: 11



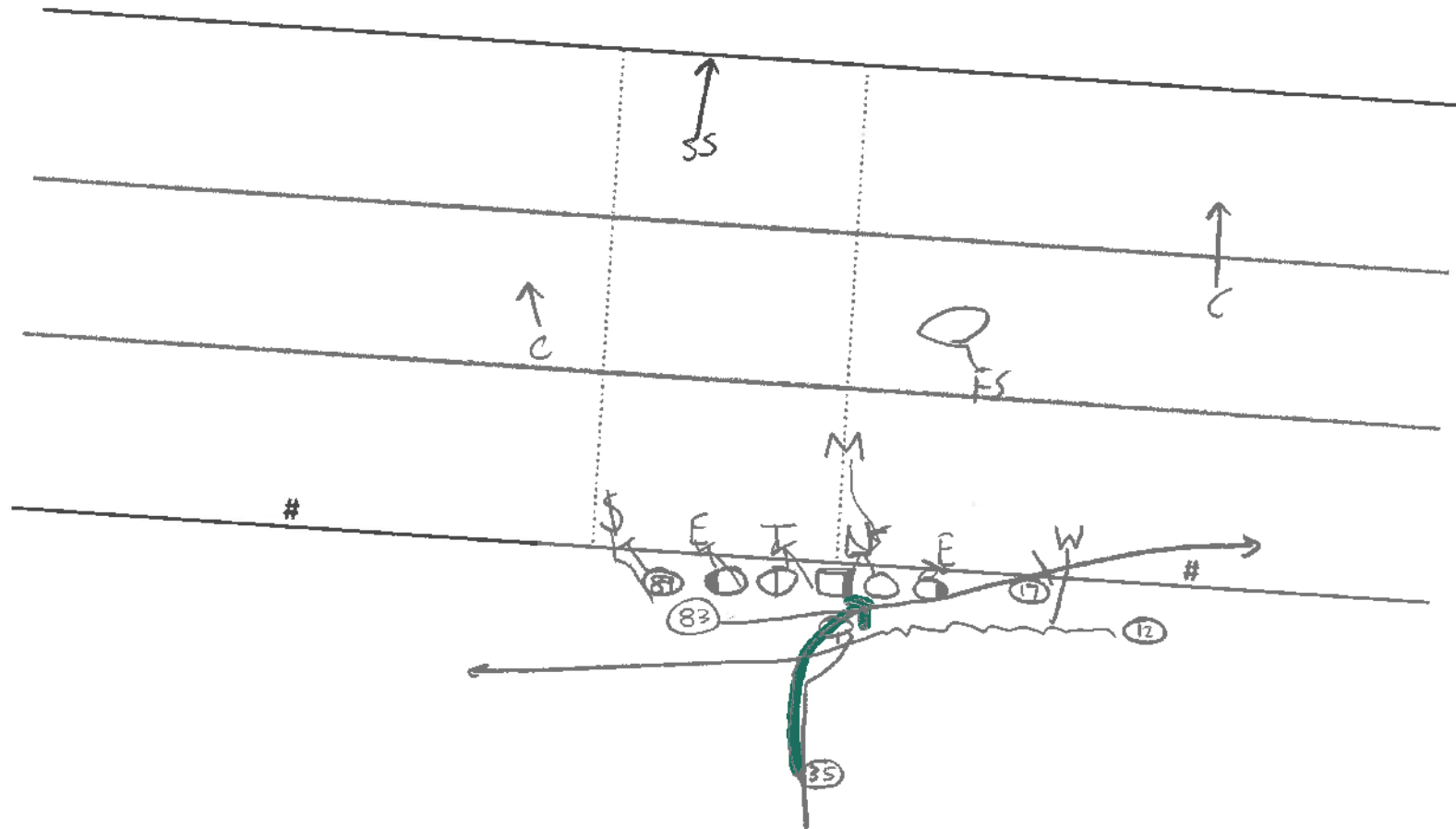
- 4 MAN RUSH HURRY

PLAY #: 32 SERIES #: 9 SERIES PLAY #: 1 D&D: 17/10 FPOS: -23 +/-: +7 PERSONNEL: 11

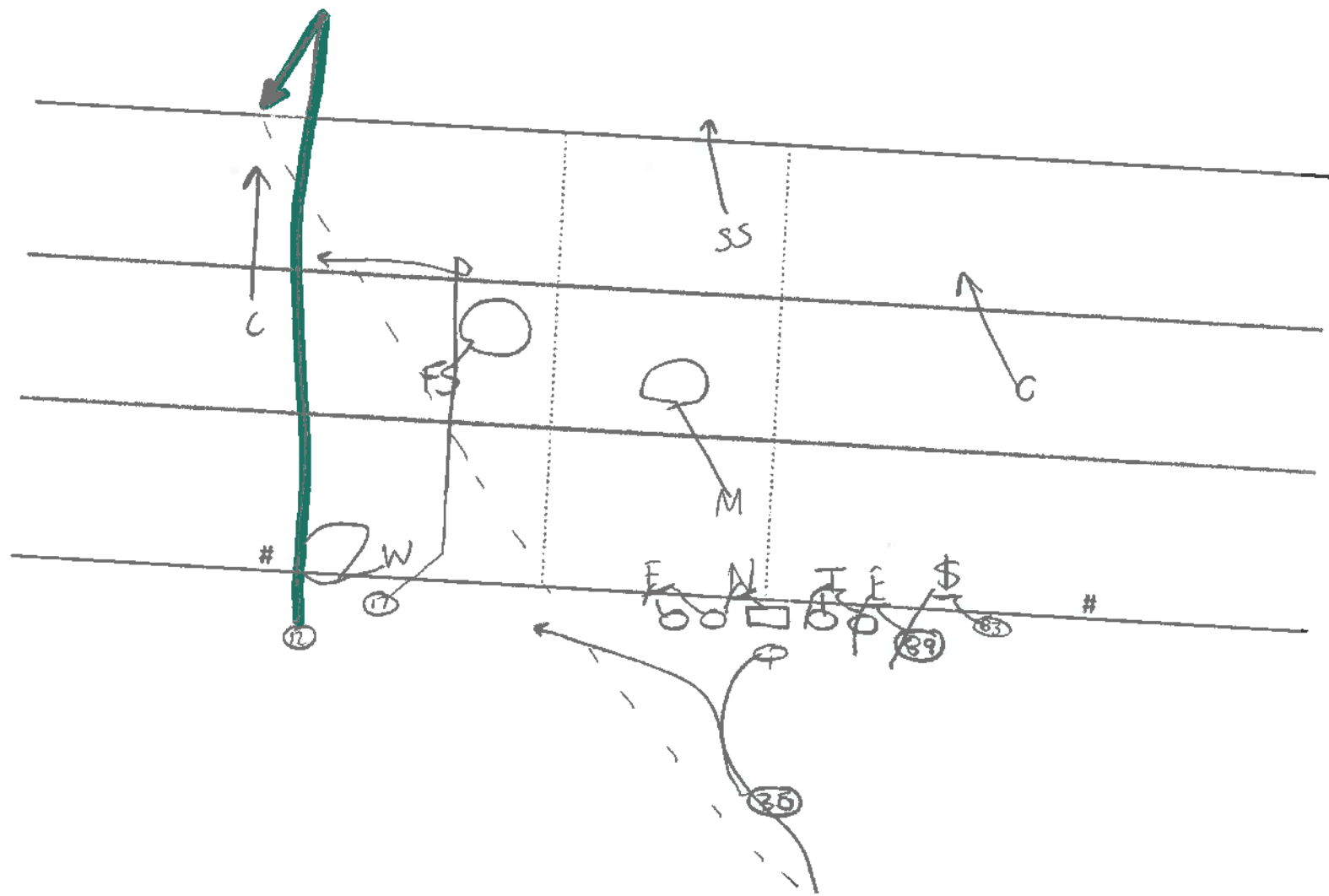


- QK GAME

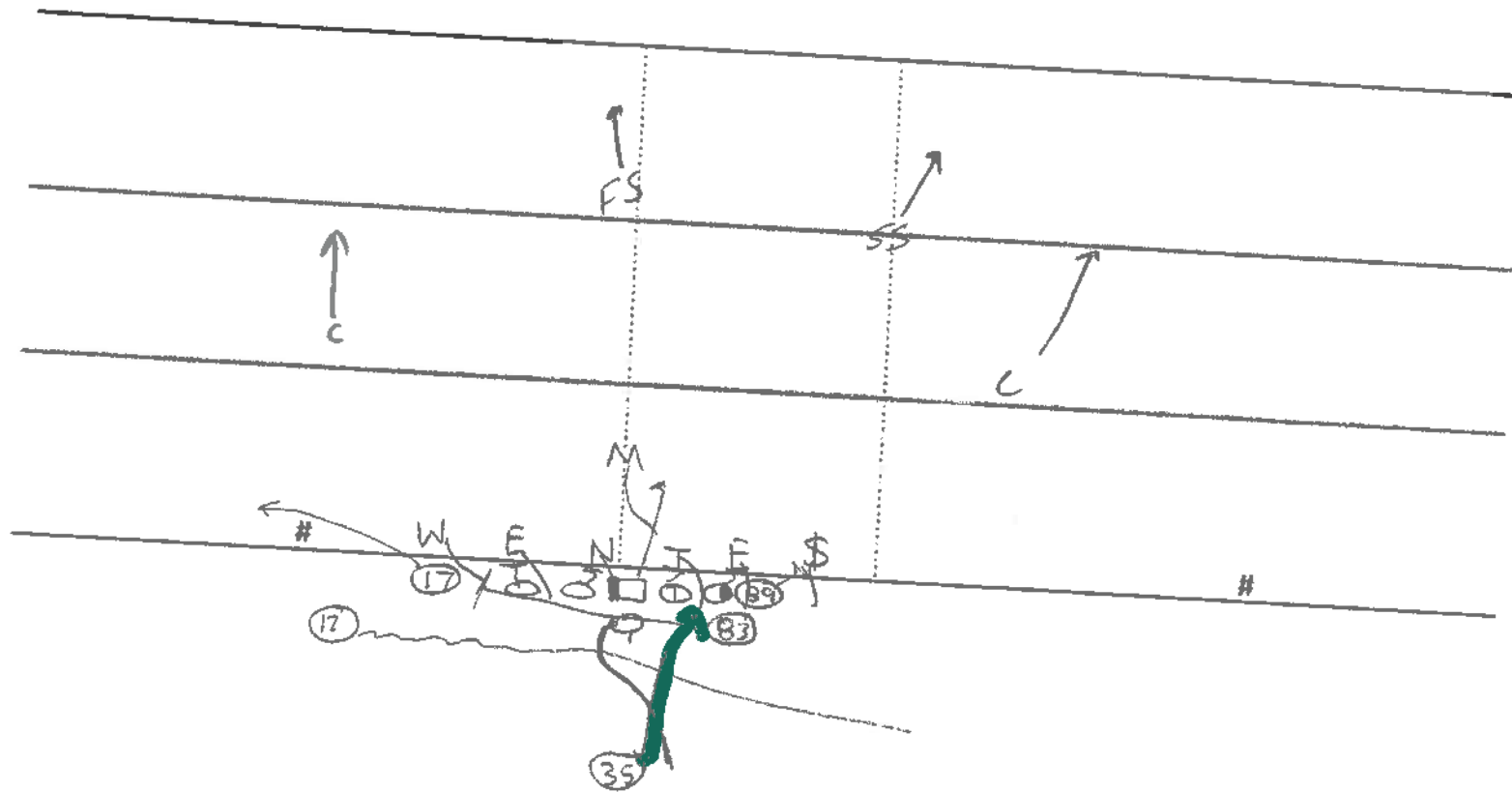
PLAY #: 33 SERIES #: 9 SERIES PLAY #: 2 D&D: 2+3 FPOS: -30 +/- +4 PERSONNEL: 11



PLAY #: 34 SERIES #: 9 SERIES PLAY #: 3 D&D: 16/0 FPOS: -34 +/-: +15 PERSONNEL: 11

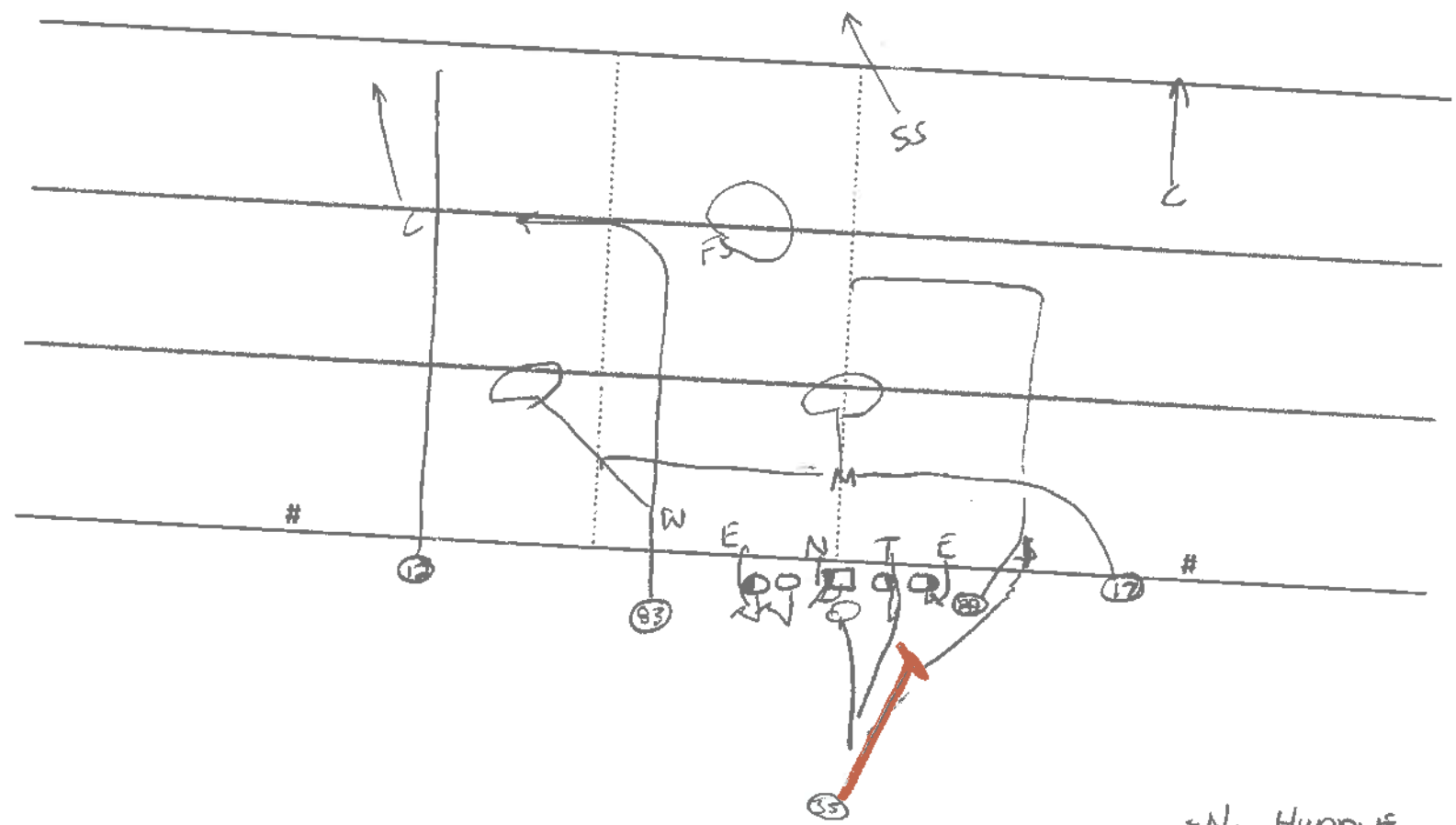


PLAY #: 35 SERIES #: 9 SERIES PLAY #: 4 D&D: 1010 FPOS: -49 +/-: +4 PERSONNEL: 11



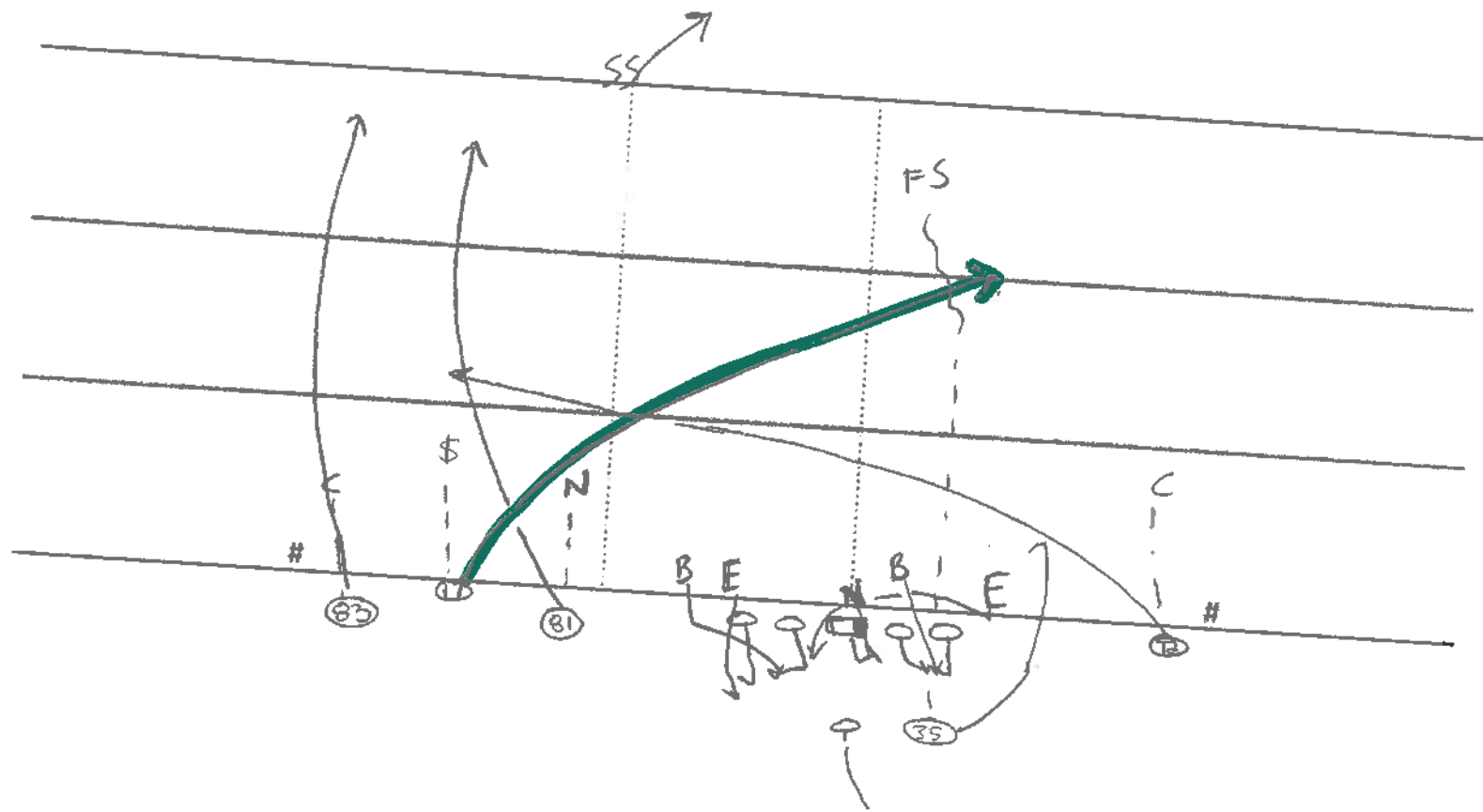
27

PLAY #: 36 SERIES #: 9 SERIES PLAY #: 5 D&D: 2+6 FPOS: +47+1-: 0 PERSONNEL: 11

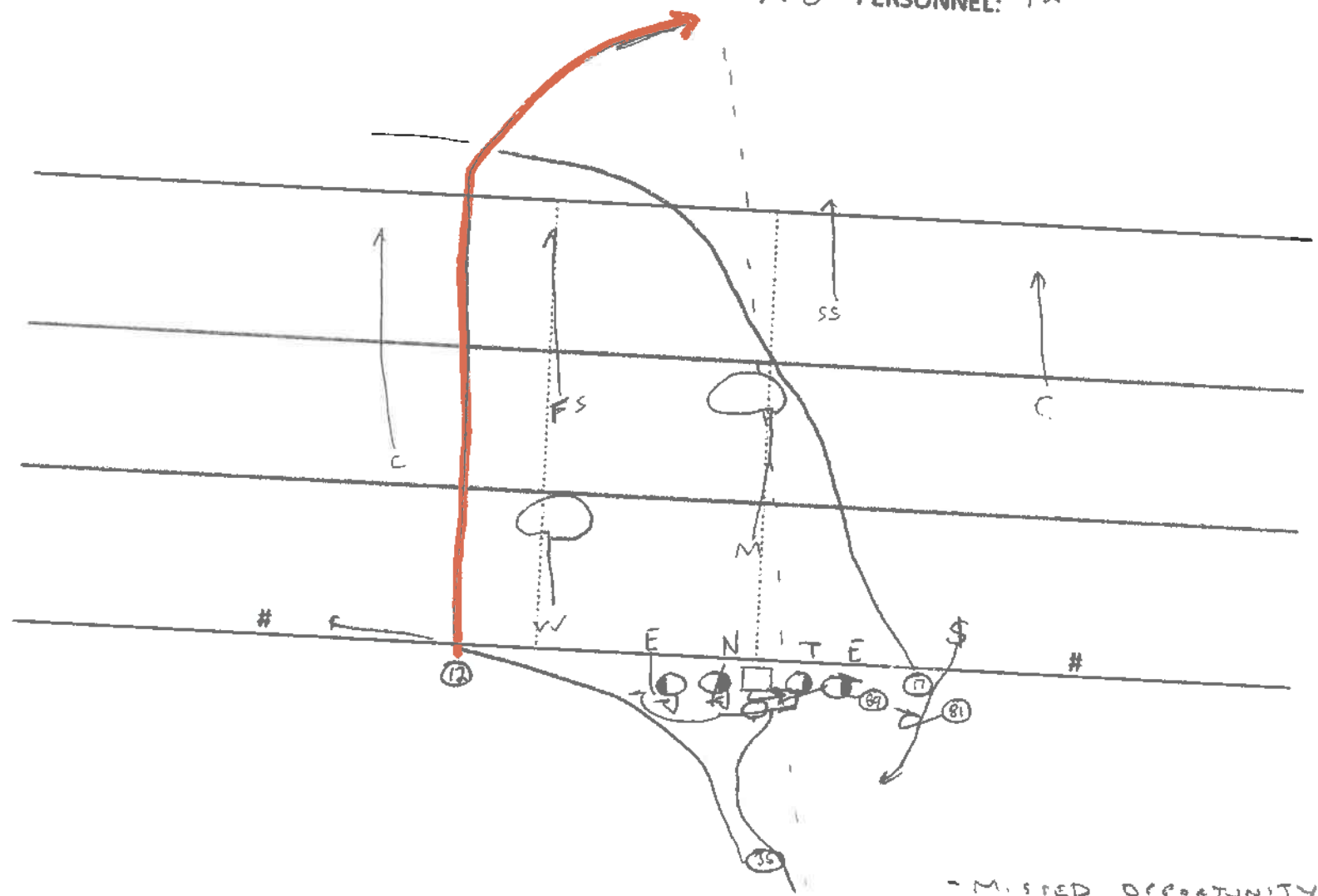


- NO HUDDLE
- 3 TECH HURRY

PLAY #: 37 SERIES #: 9 SERIES PLAY #: 6 D&D: 3+6 FPOS: +47 +/-: +18 PERSONNEL: 11

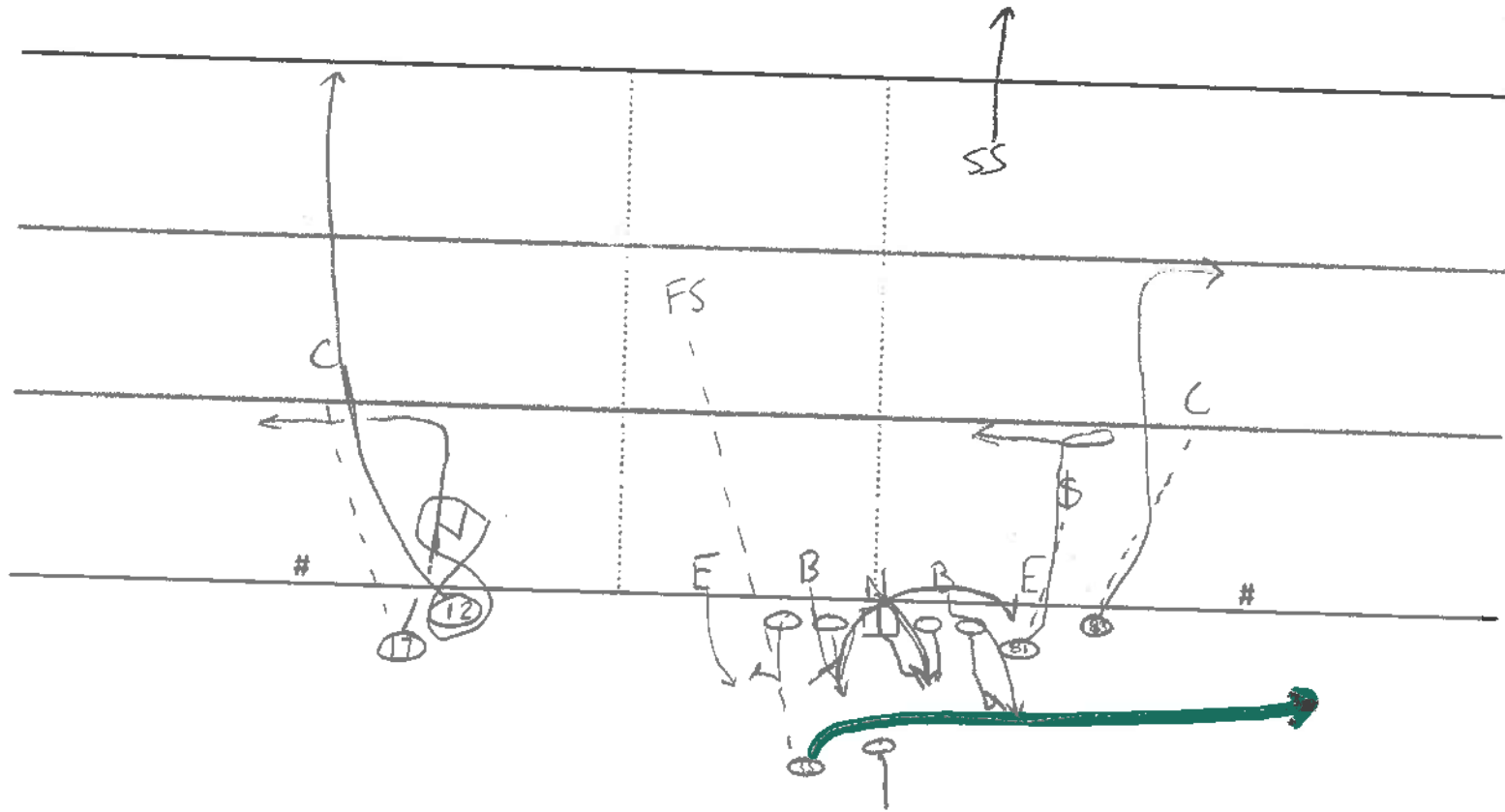


PLAY #: 38 SERIES #: 9 SERIES PLAY #: 7 D&D: 1+10 FPOS: +29 +/- 0 PERSONNEL: 12

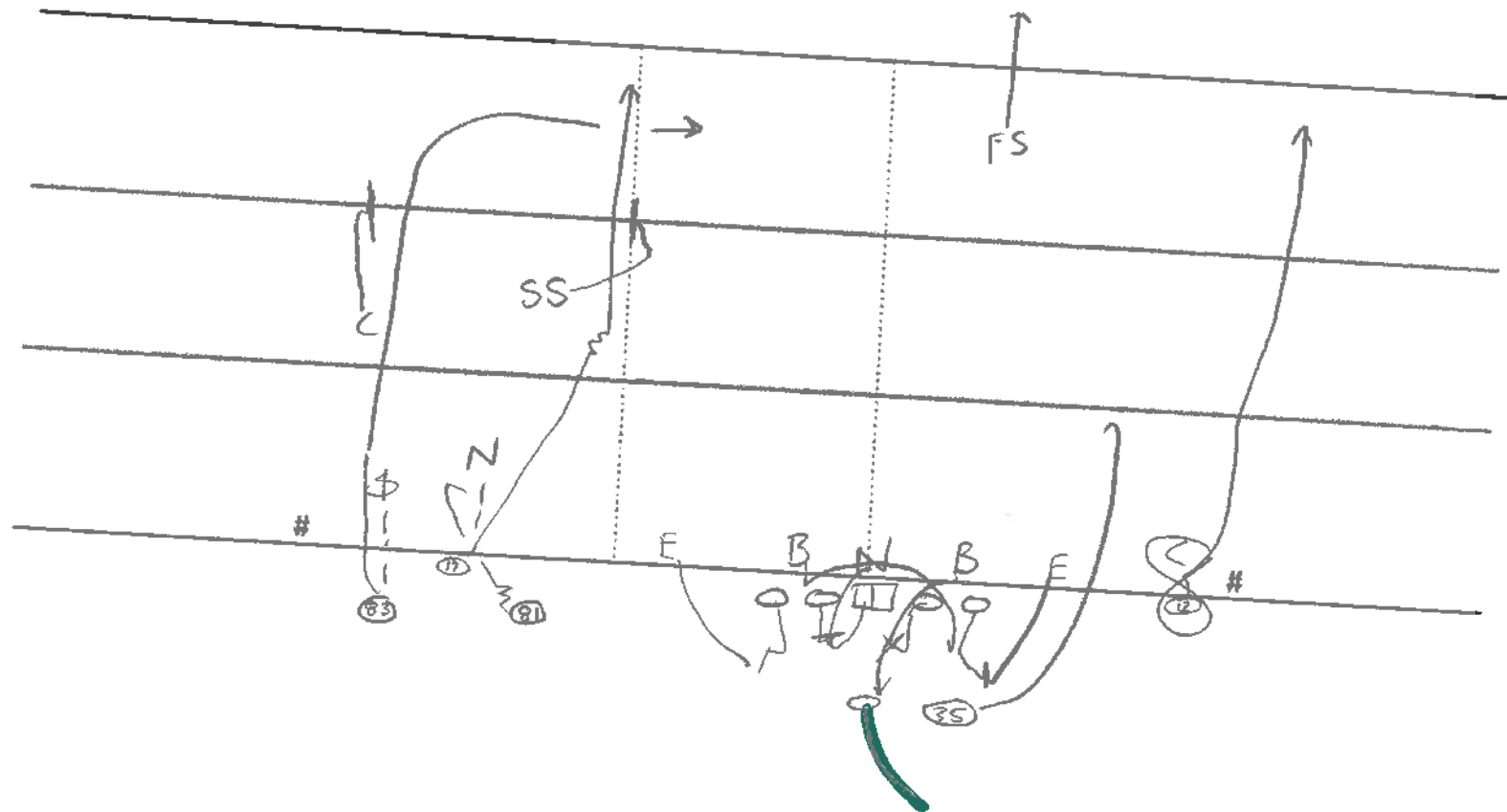


- MISSED OPPORTUNITY VS BUSTED COVERAGE

PLAY #: 39 SERIES #: 9 SERIES PLAY #: 8 D&D: 2+10 FPOS: +29 +/-: +3 PERSONNEL: 11

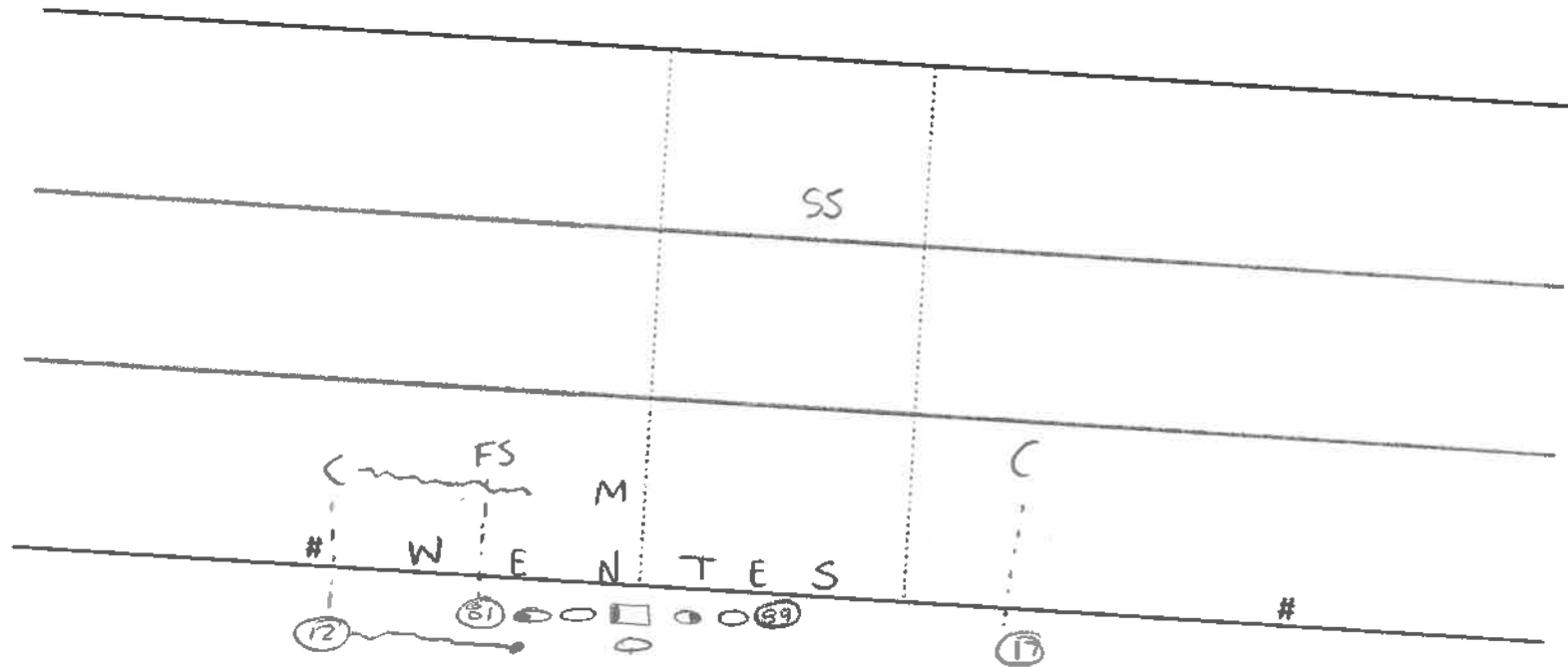


PLAY #: 40 SERIES #: 9 SERIES PLAY #: 9 D&D: 3+7 FPOS: +26 +/-: -9 PERSONNEL: 11



- BACK UNCOVERED
- SACK VS 5 MAN RUSH

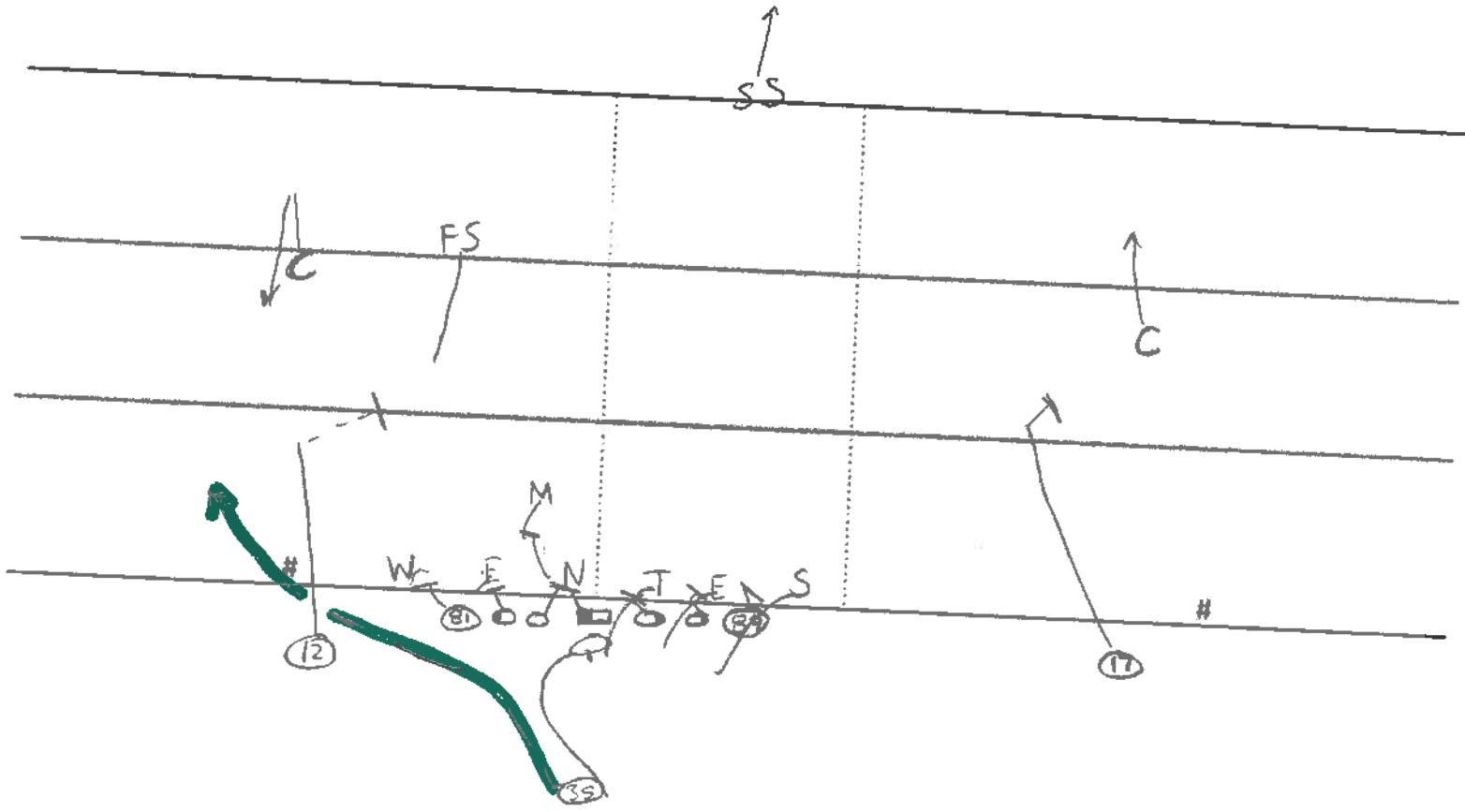
PLAY #: 41 SERIES #: 10 SERIES PLAY #: 2 D&D: 261 FPOS: --16 +/- -5 PERSONNEL: 12
PEN



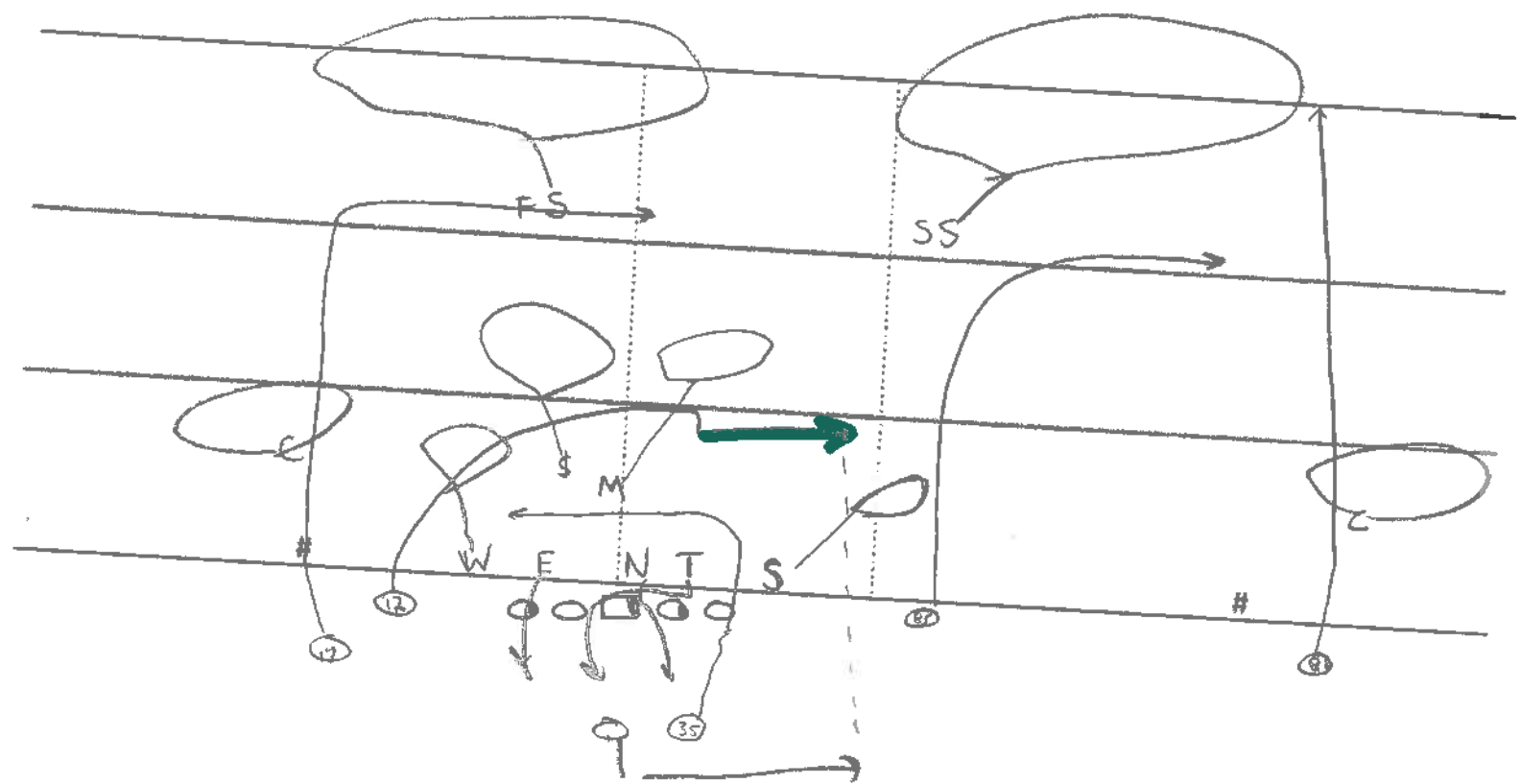
35

- FALSE START
- NO PLAY

PLAY #: 42 SERIES #: 10 SERIES PLAY #: 3 D&D: 2+6 FPOS: -1 | +1 : +4 PERSONNEL: 12

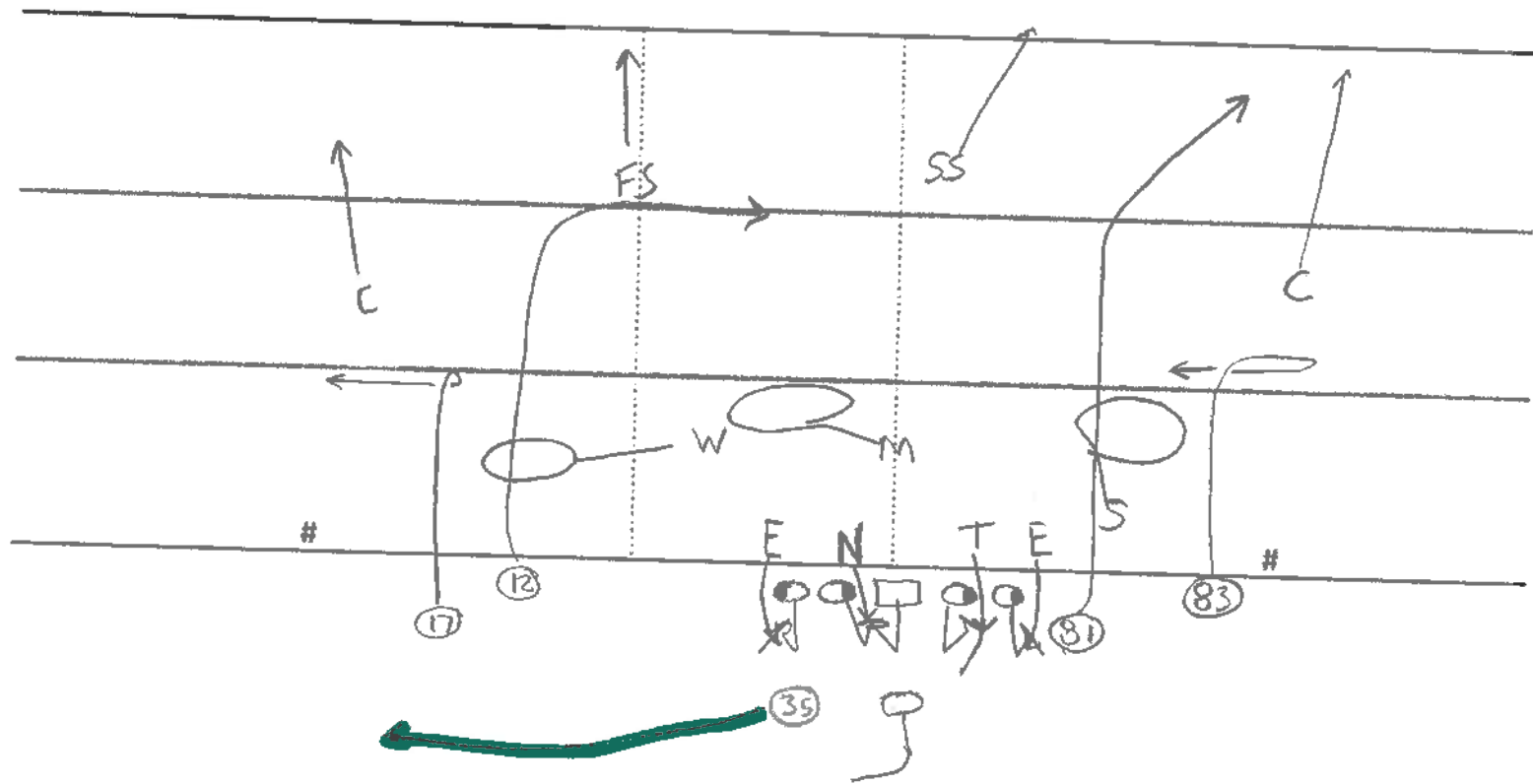


PLAY #: 43 SERIES #: 10 SERIES PLAY #: 4 D&D: 3+2 FPOS: 15 +/-: +8 PERSONNEL: 11

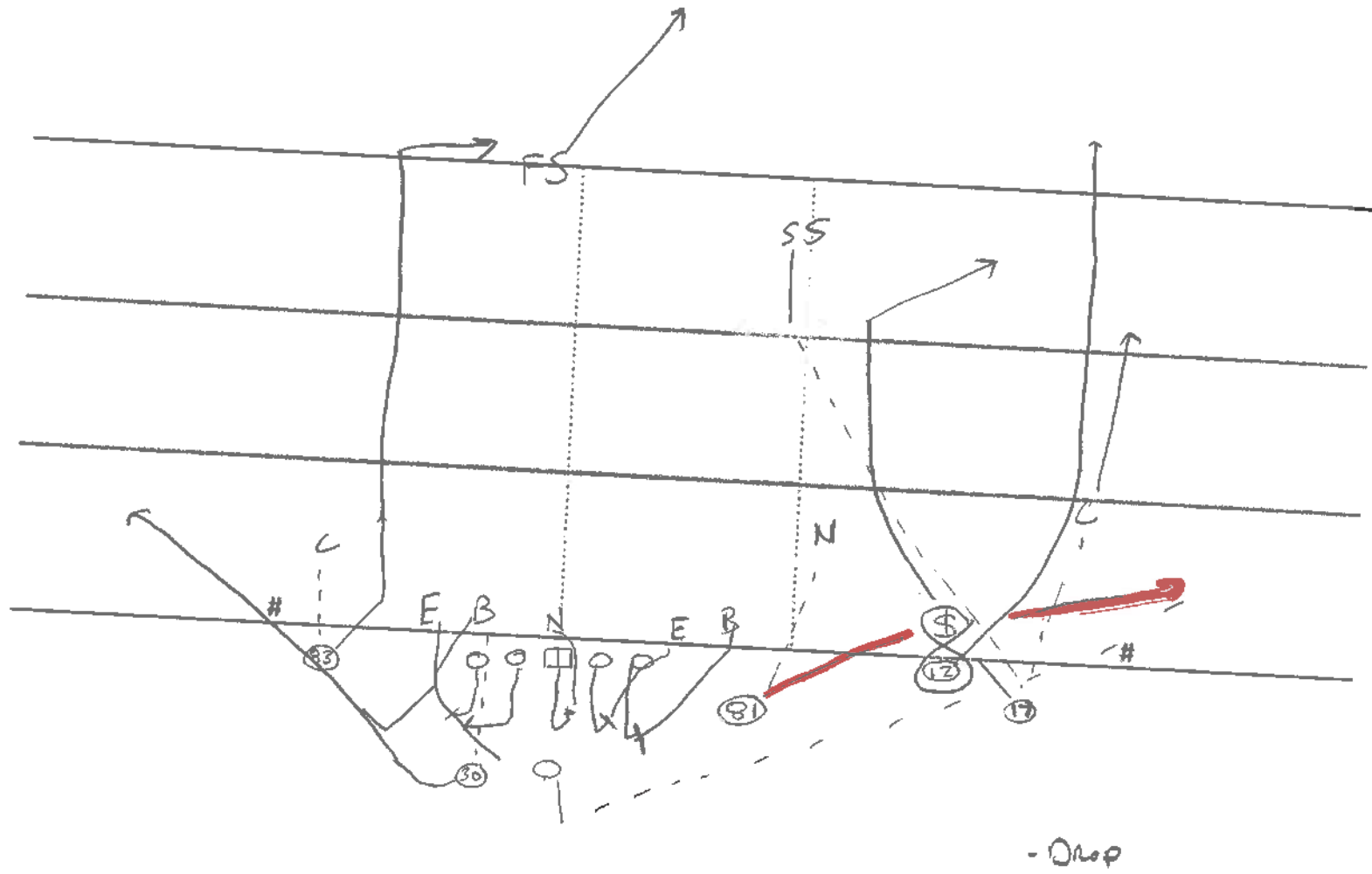


- CONFUSION DEFENSIVELY

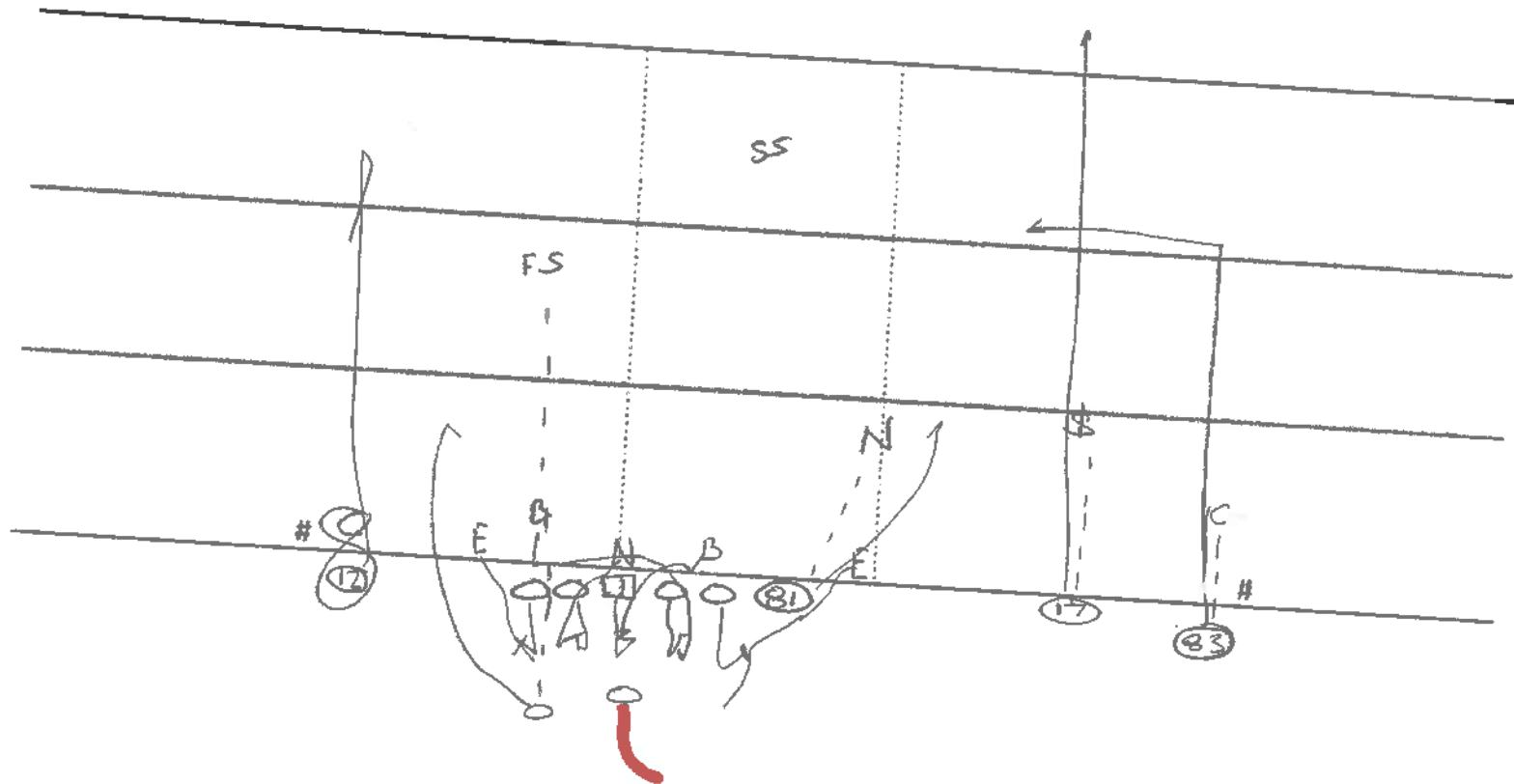
PLAY #: 44 SERIES #: 10 SERIES PLAY #: 5 D&D: 1+10 FPOS: -23 +/- -1 PERSONNEL: 11



PLAY #: 45 SERIES #: 10 SERIES PLAY #: 6 D&D: 2+11 FPOS: -22+/-: 0 PERSONNEL: 11

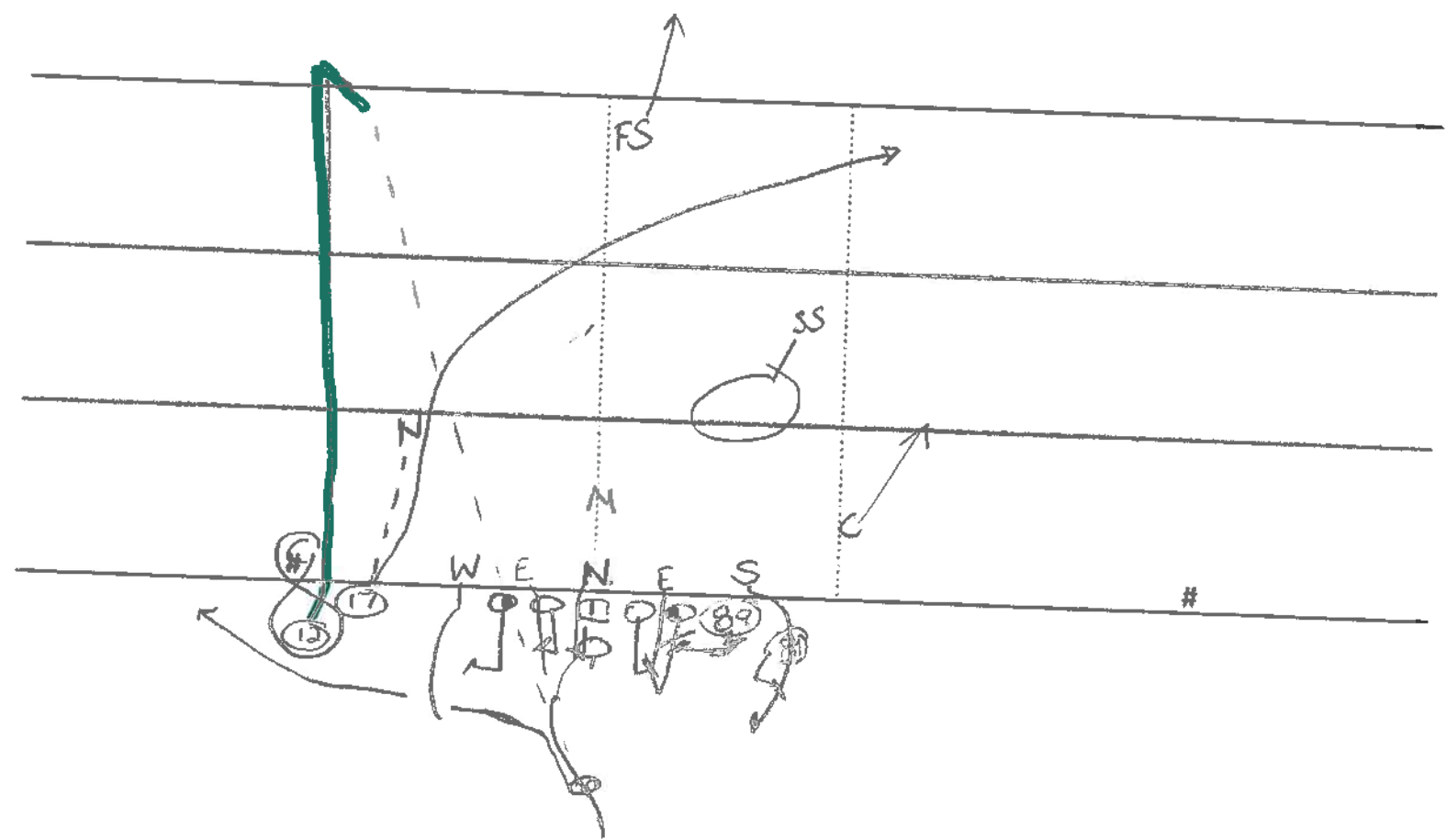


PLAY #: 46 SERIES #: 10 SERIES PLAY #: 7 D&D: 3011 FPOS: -22+/-: 0 PERSONNEL: 11
PEN

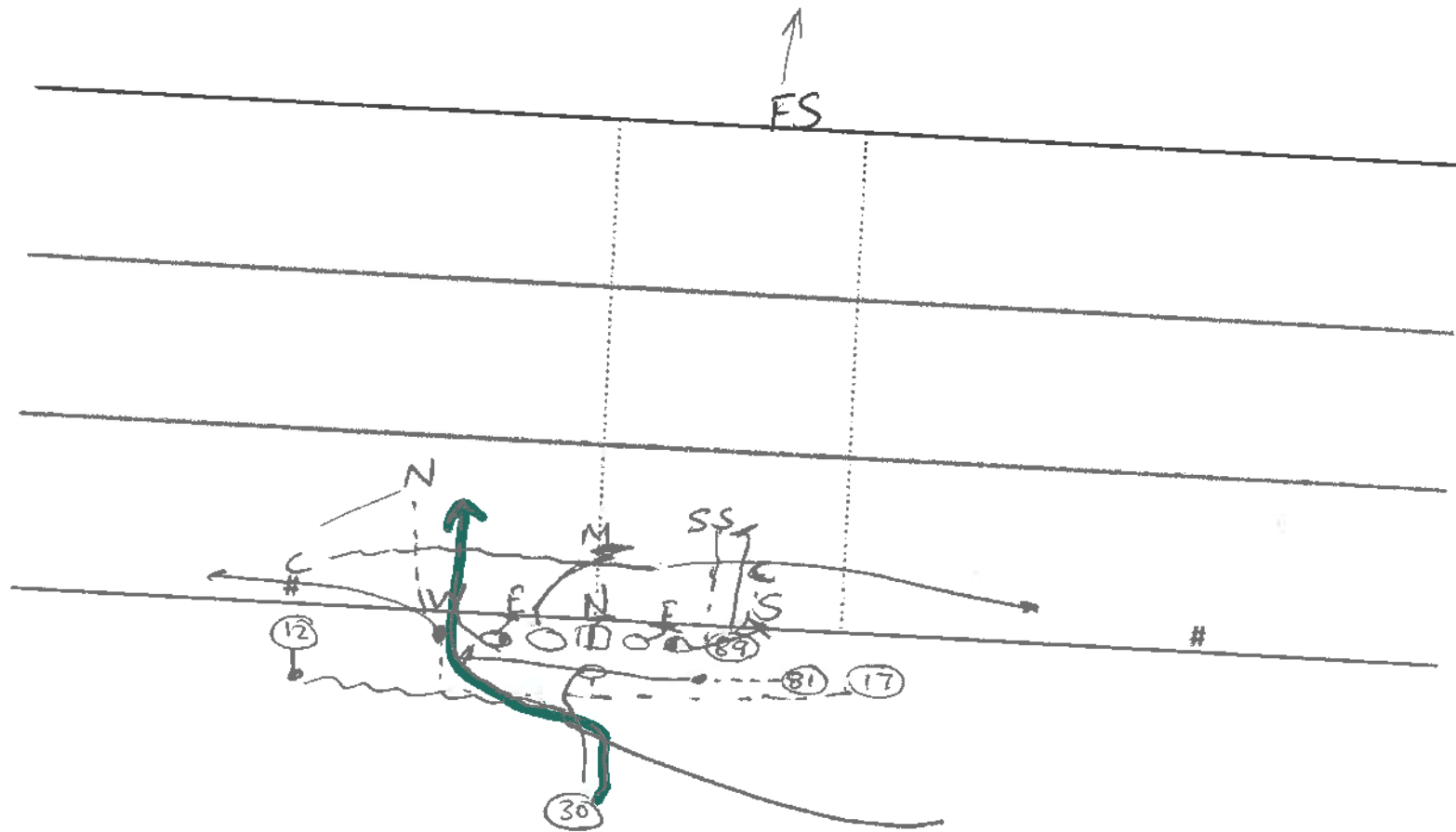


- Hokeny
- DEFENSE HOLDING

PLAY #: 46 SERIES #: 10 SERIES PLAY #: 8 D&D: 1710 FPOS: -27 +/- +16 PERSONNEL: 12

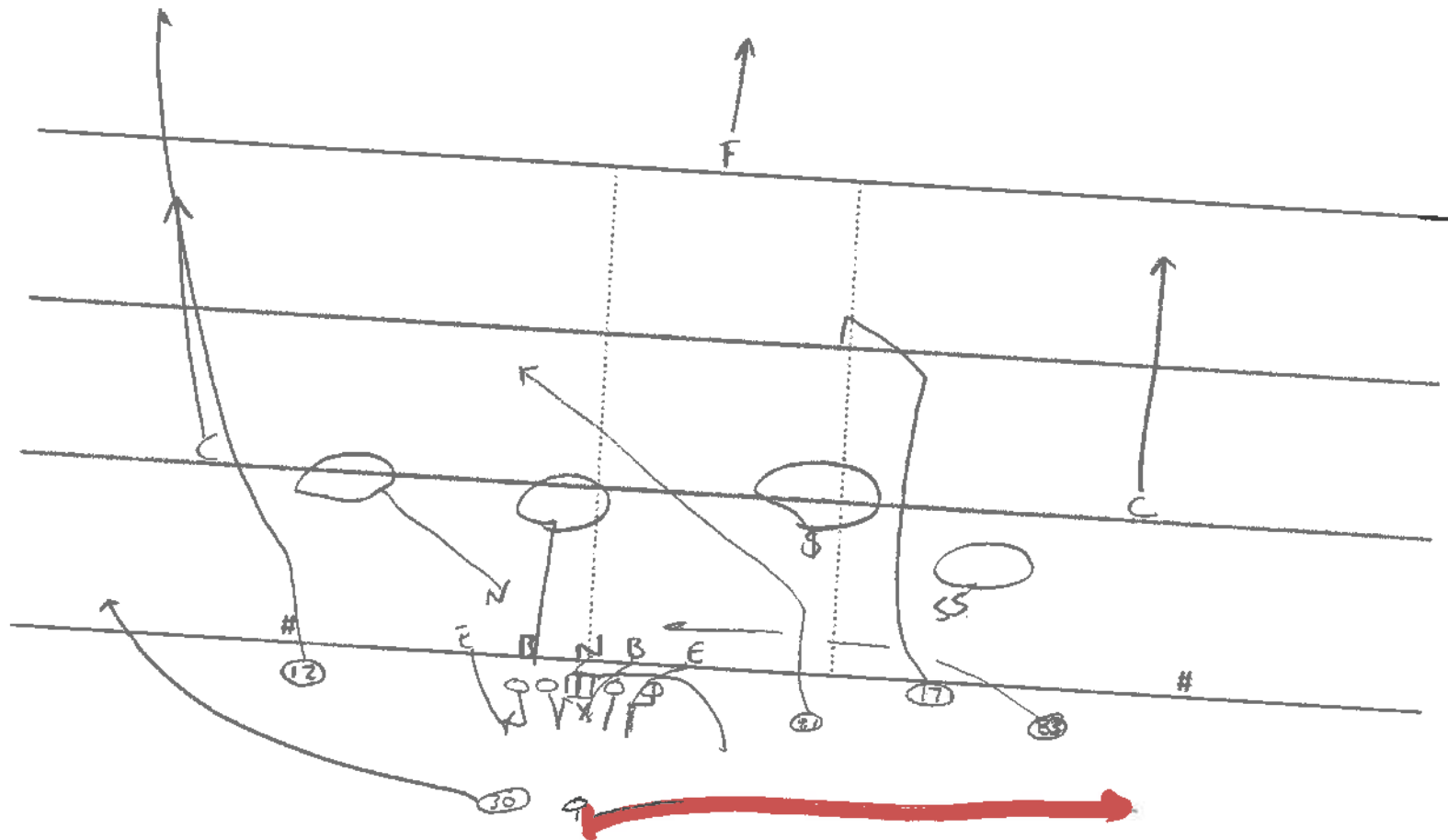


PLAY #: 47 SERIES #: 10 SERIES PLAY #: 9 D&D: 1/10 FPOS: 43 +/- 43 PERSONNEL: 12
PEN



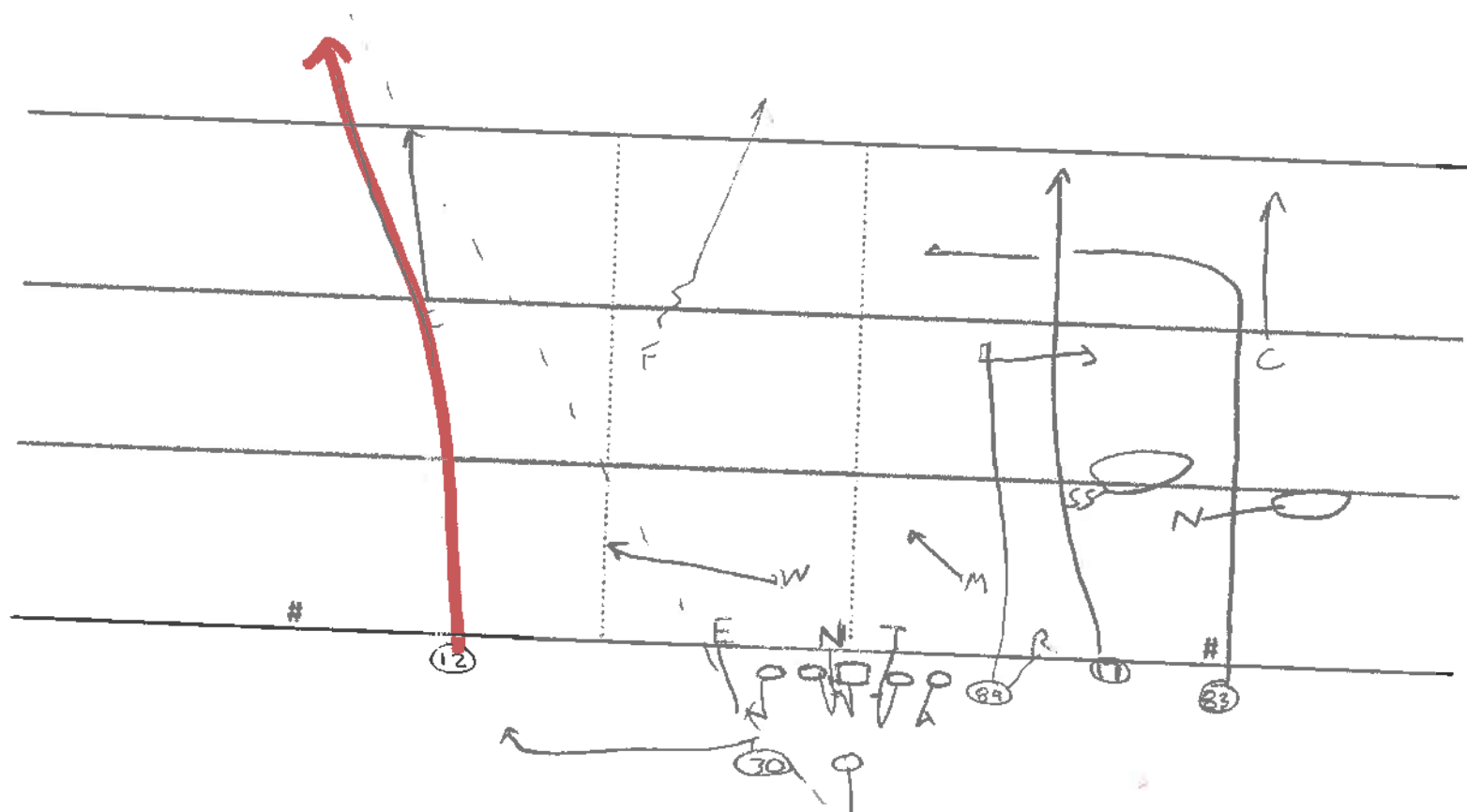
- W WARE AREA
- HOLDING OFF

PLAY #: 50 SERIES #: 10 SERIES PLAY #: 10 D&D: 1720 FPOS: -33 +/-: -2 PERSONNEL: 11

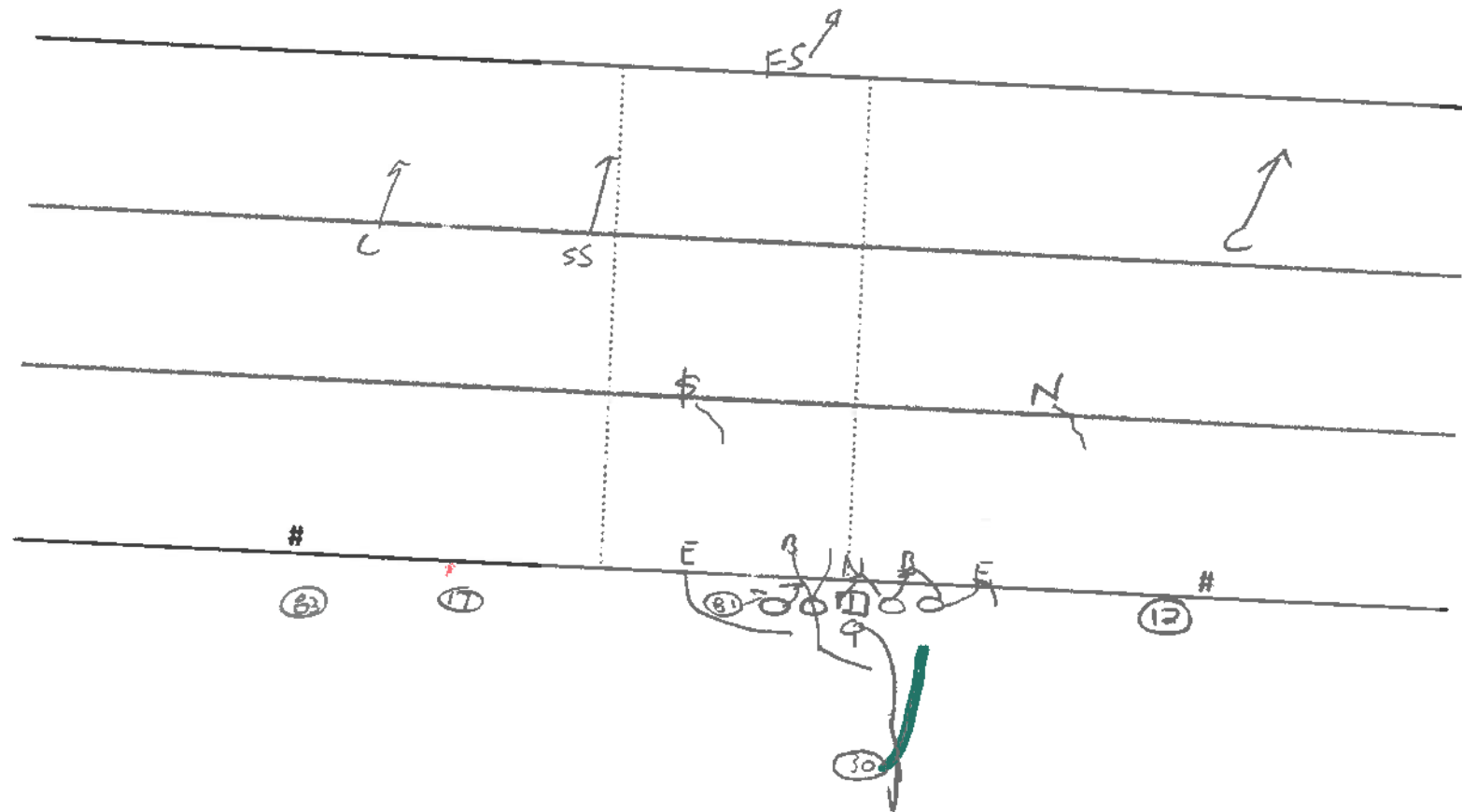


-4 Man Rush
- SACK

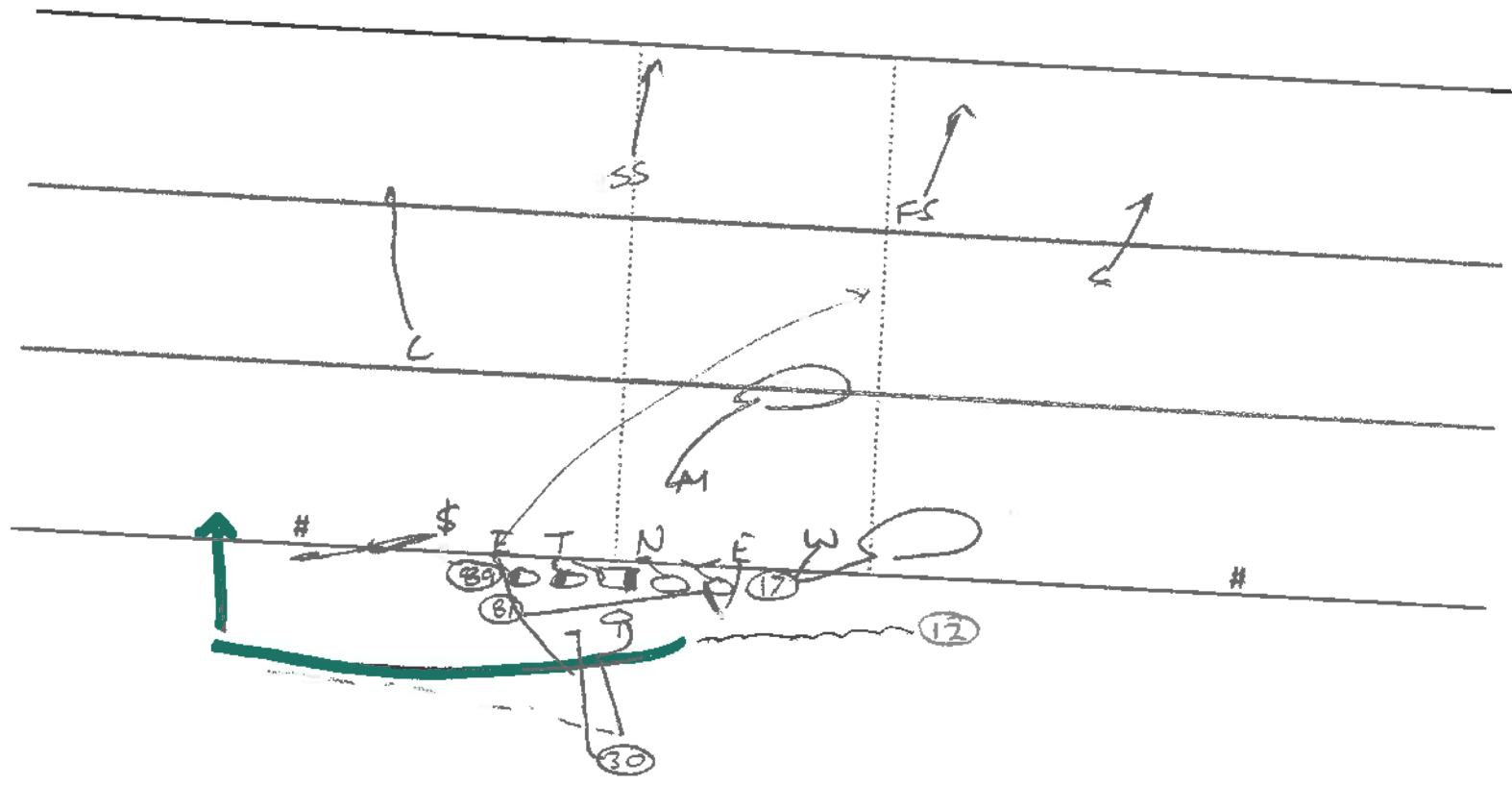
PLAY #: 51 SERIES #: 10 SERIES PLAY #: 11 D&D: 2722 FPOS: -31 +/- 0 PERSONNEL: 11



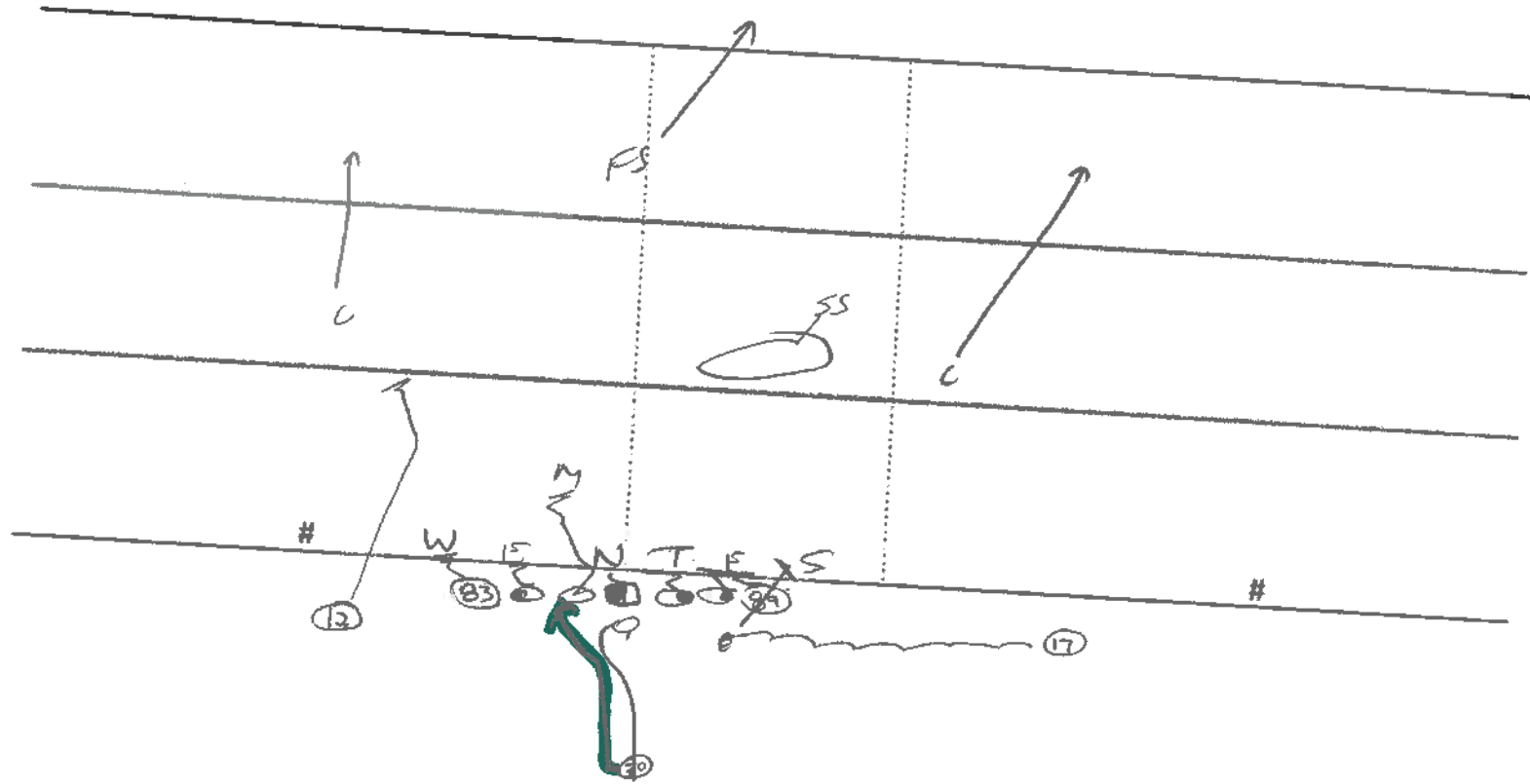
PLAY #: 52 SERIES #: 10 SERIES PLAY #: 12 D&D: 3+22 FPOS: -31+/-: -1 PERSONNEL: 11



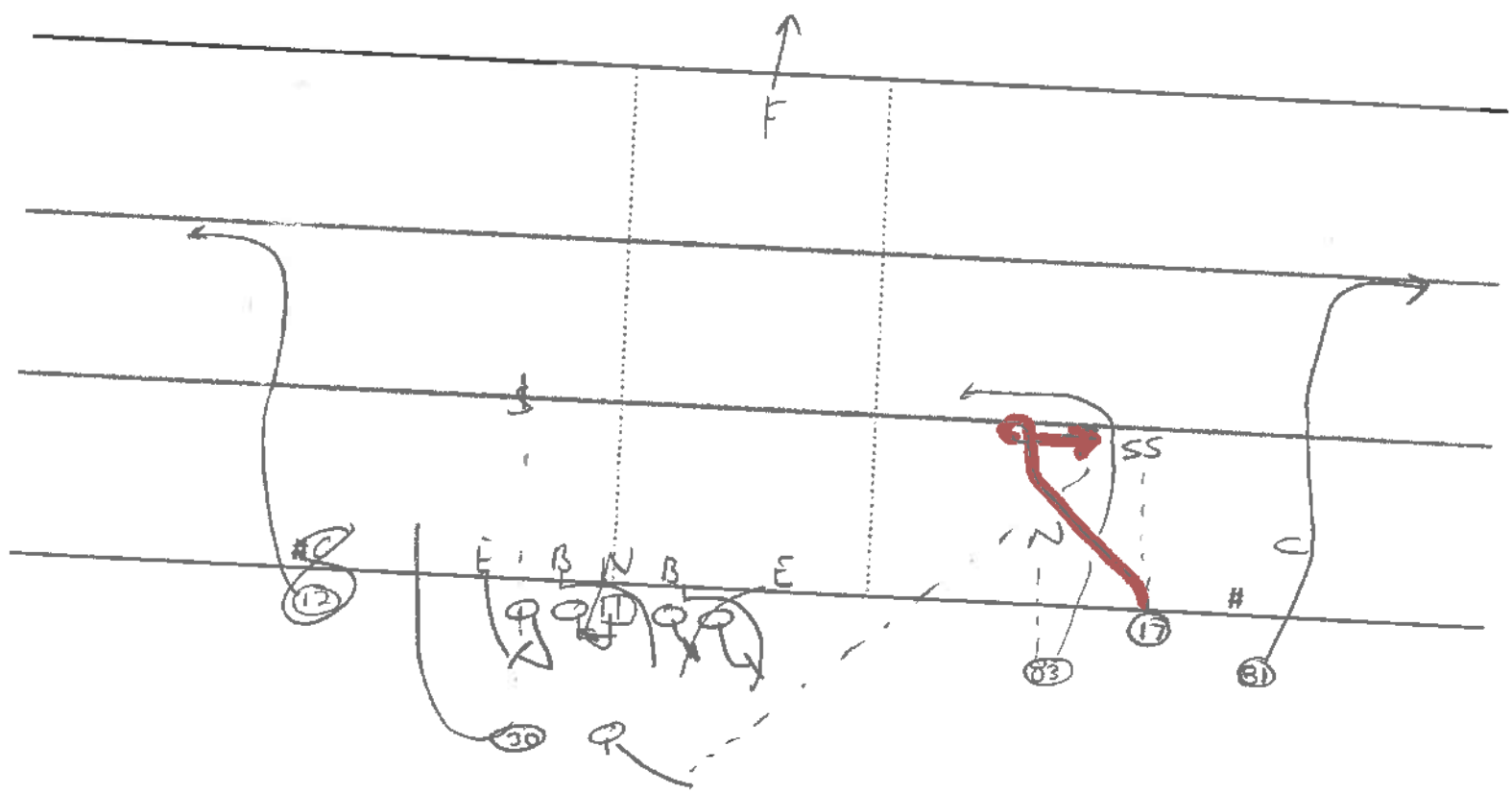
PLAY #: 53 SERIES #: 11 SERIES PLAY #: 1 D&D: 1-6/10 FPOS: -25 +/- +19 PERSONNEL: 12



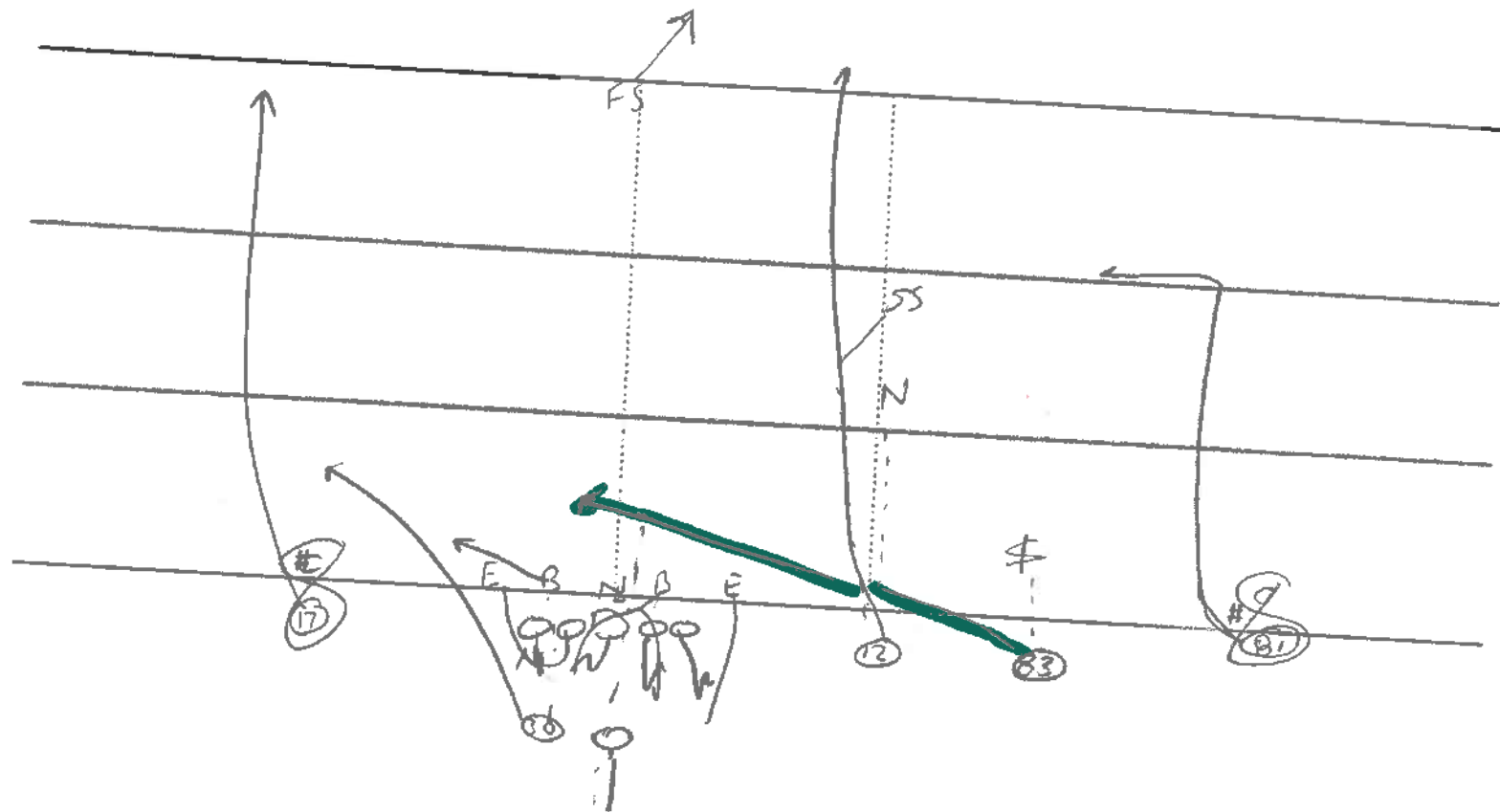
PLAY #: 54 SERIES #: 11 SERIES PLAY #: 2 D&D: 10/0 FPOS: -44 +/- +1 PERSONNEL: 12



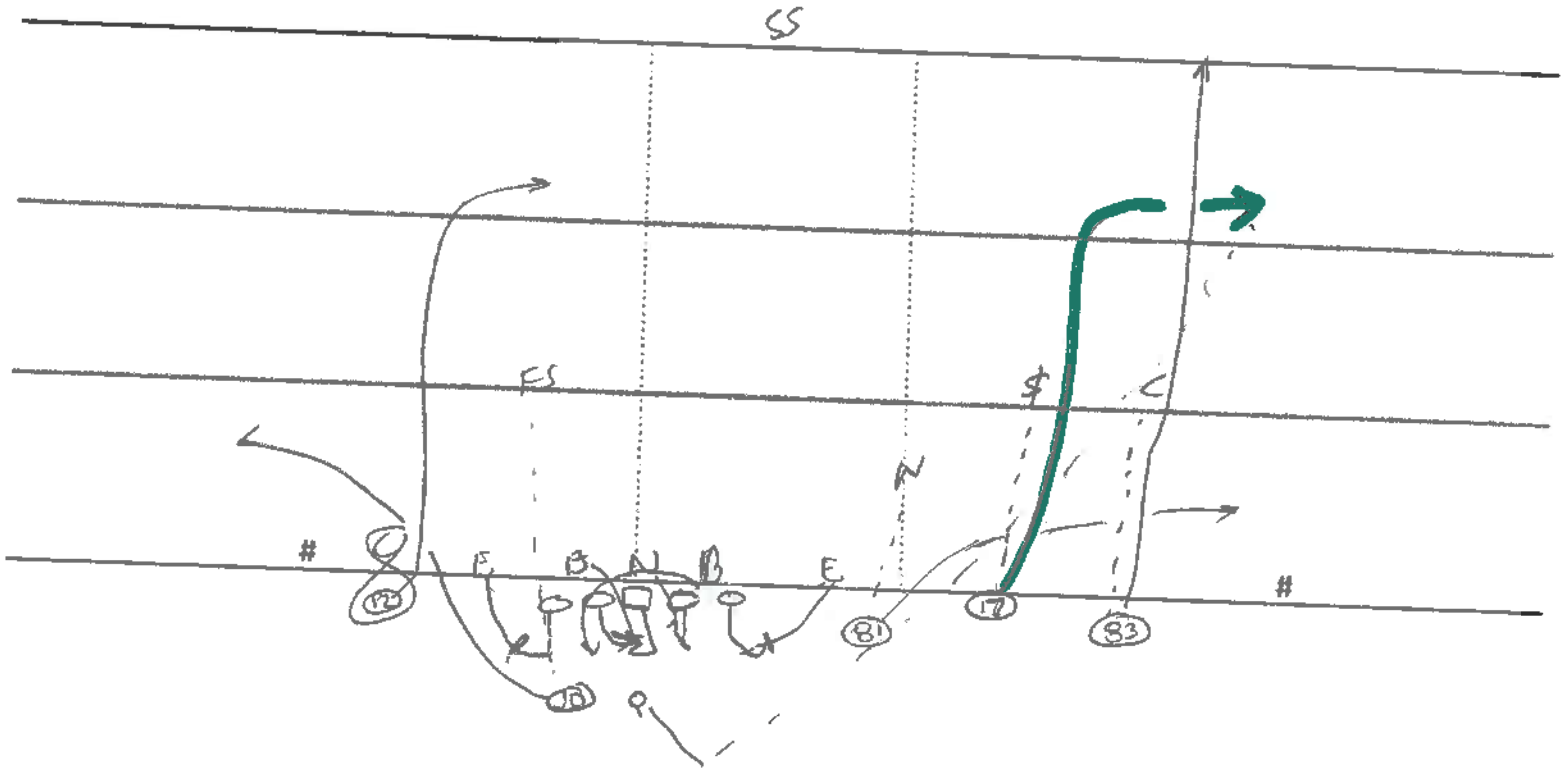
PLAY #: 55 SERIES #: 11 SERIES PLAY #: 3 D&D: 249 FPOS: 45 +/- 0 PERSONNEL: 11



PLAY #: 56 SERIES #: 11 SERIES PLAY #: 4 D&D: 379 FPOS: -45+1-: +11 PERSONNEL: 11

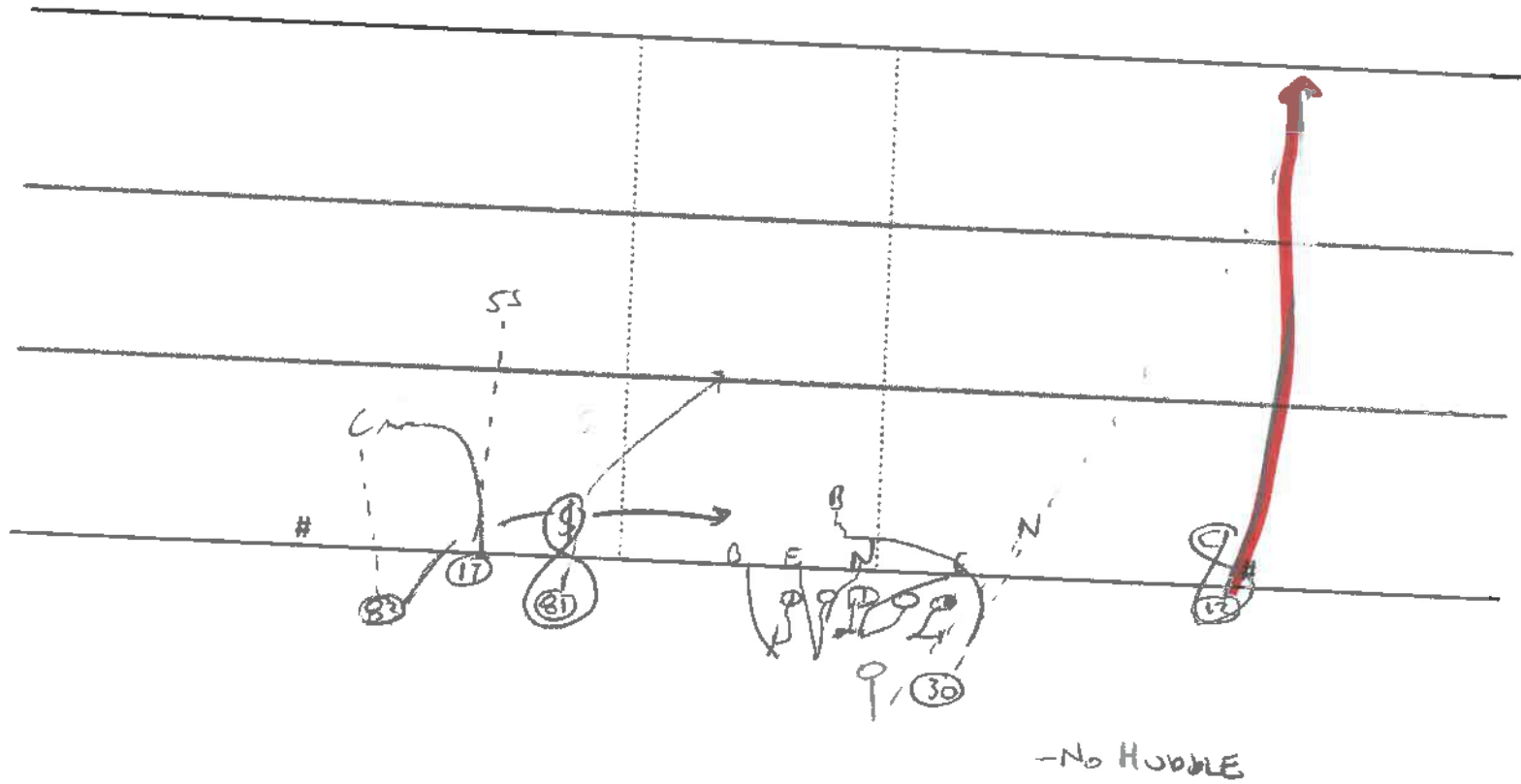


PLAY #: 57 SERIES #: 11 SERIES PLAY #: 5 D&D: 1/10 FPOS: -44 +/-: +17 PERSONNEL: 11

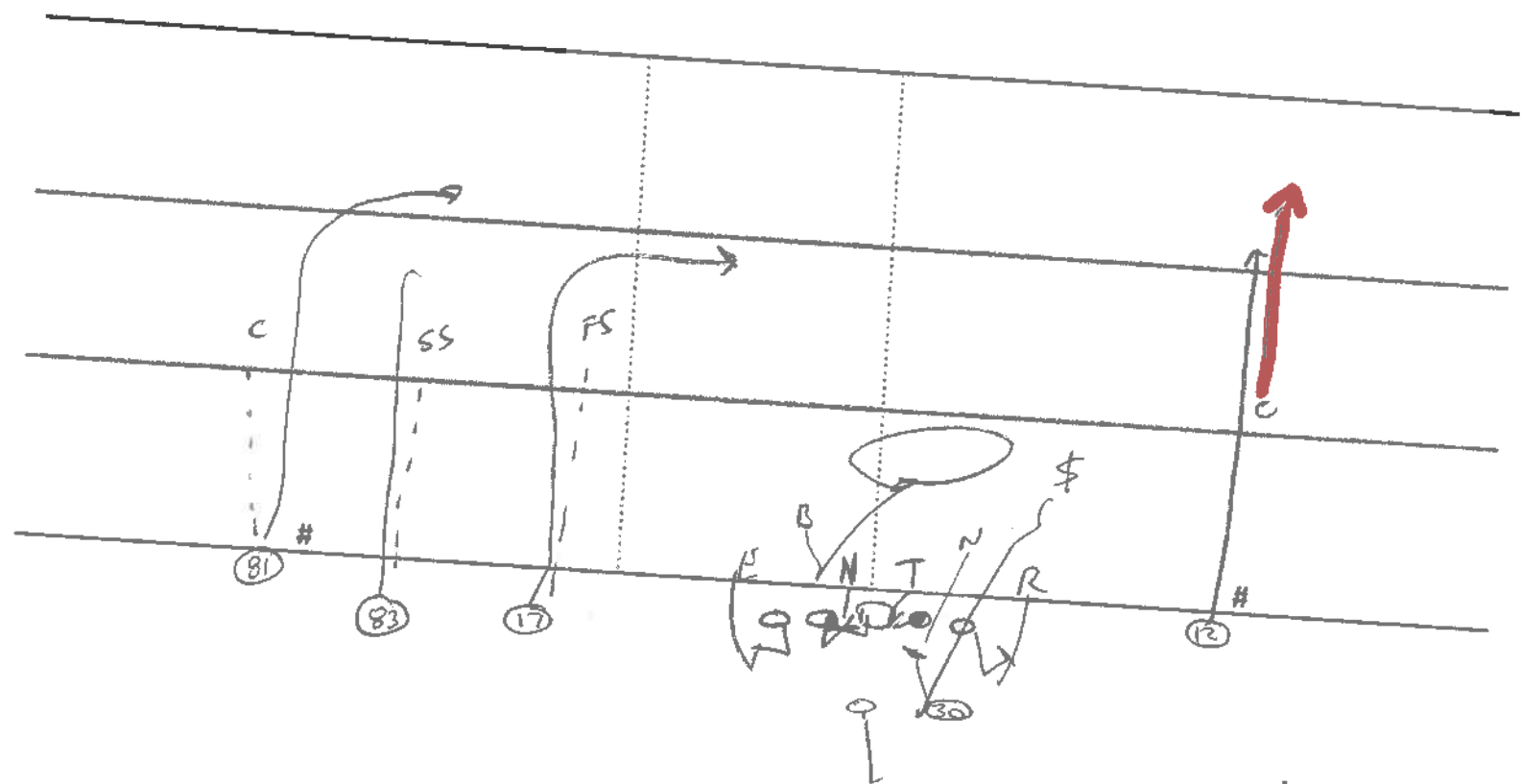


- No Huddle

PLAY #: 58 SERIES #: 11 SERIES PLAY #: 6 D&D: 17:10 FPOS: 7 27+/-: 0 PERSONNEL: 11



PLAY #: 59 SERIES #: 11 SERIES PLAY #: 7 D&D: 240 FPOS: +21 +/-: INT PERSONNEL: 11

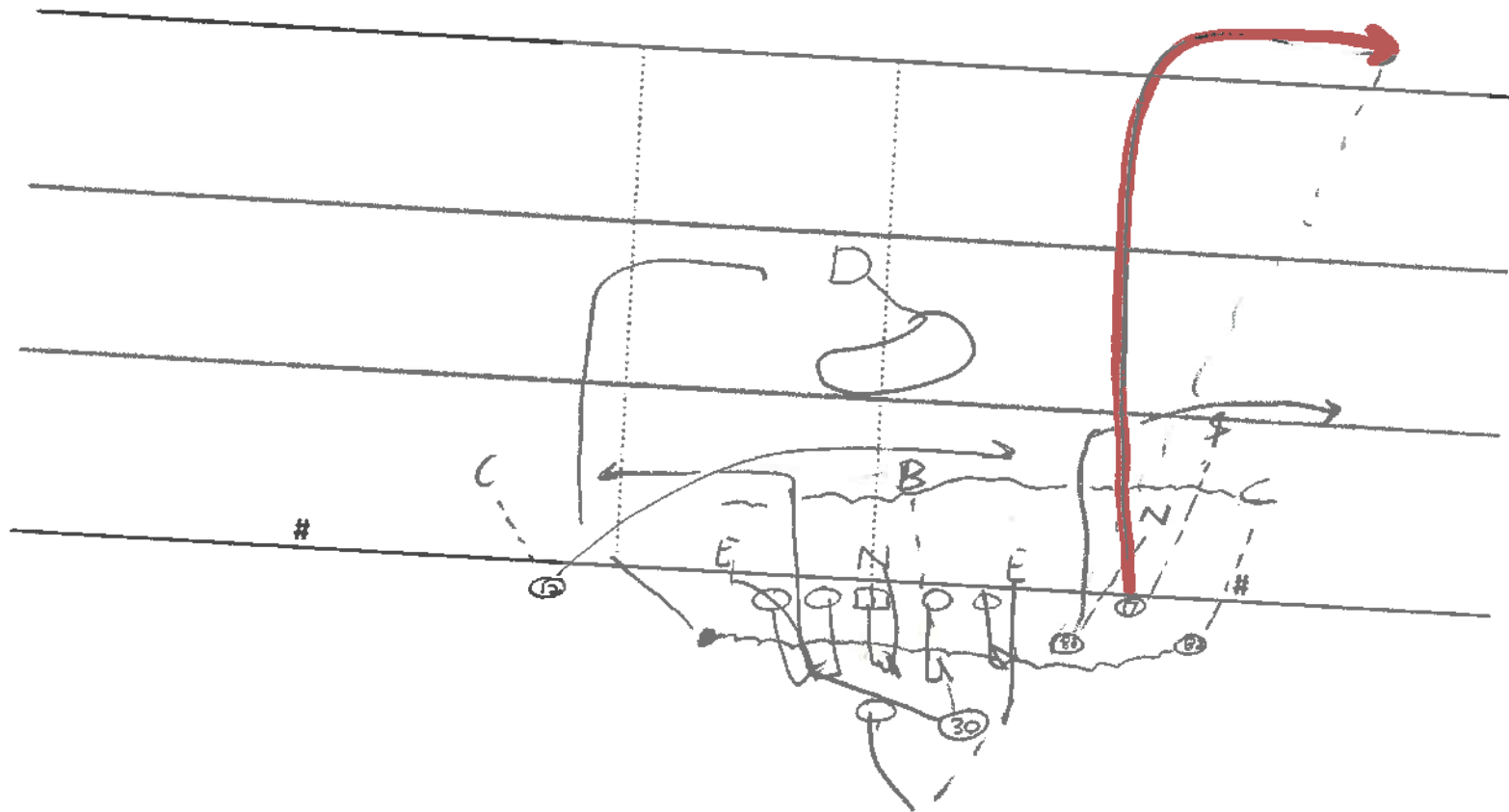


- Hurry Up
- Hurry \$ FREE T. Q
- QD FEET NOT SET
- INT

PLAY #: 60 SERIES #: 12 SERIES PLAY #: 1 D&D: 10/0 FPOS: -25 +/- 0 PERSONNEL: 11

FS

SS

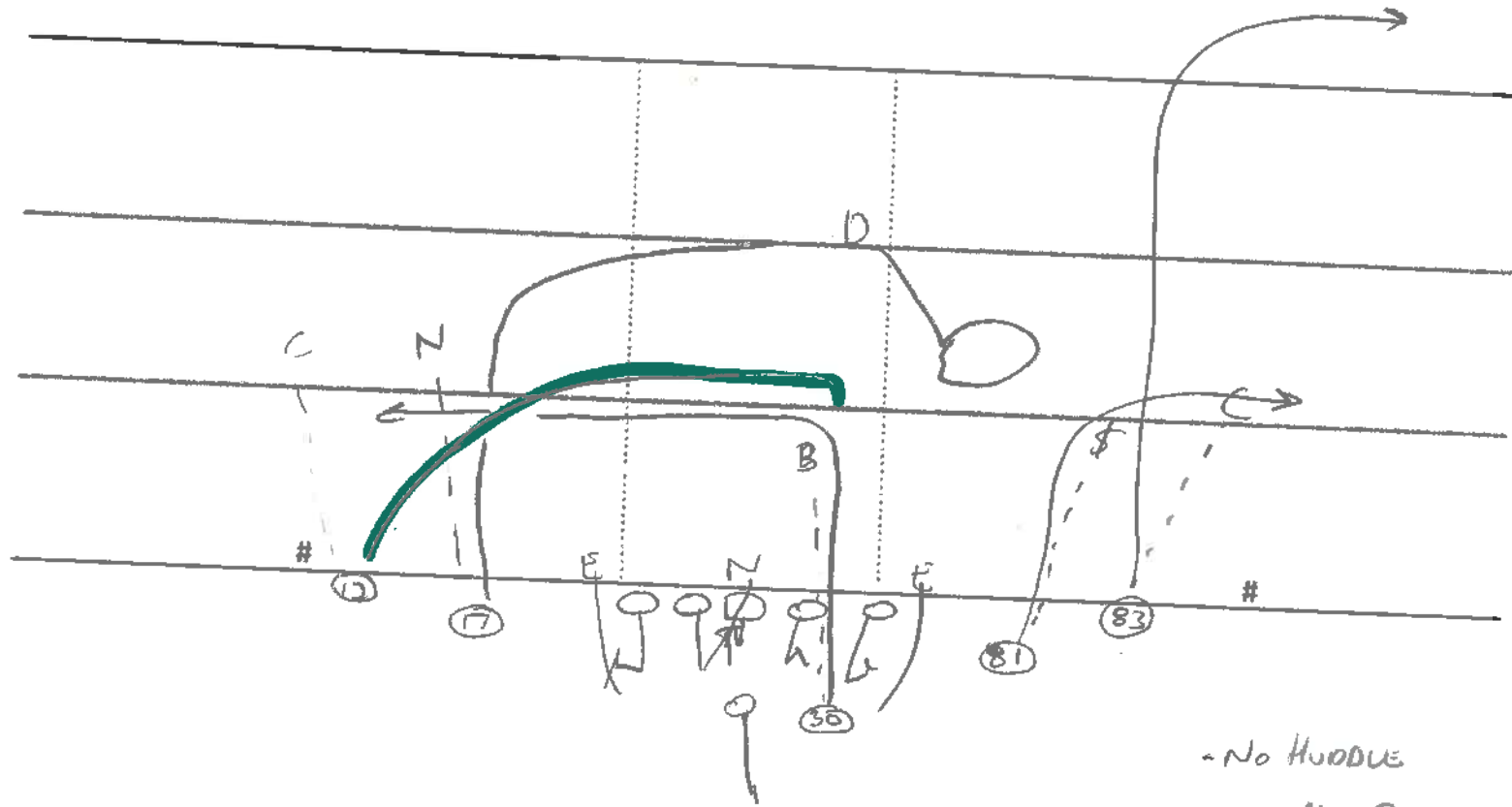


- HOLDING
- 2 MIN 0

PLAY #: 62 SERIES #: 12 SERIES PLAY #: 3 D&D: 2+10 FPOS: -25 +/- +24 PERSONNEL: 11

SS
↑

FS
↑

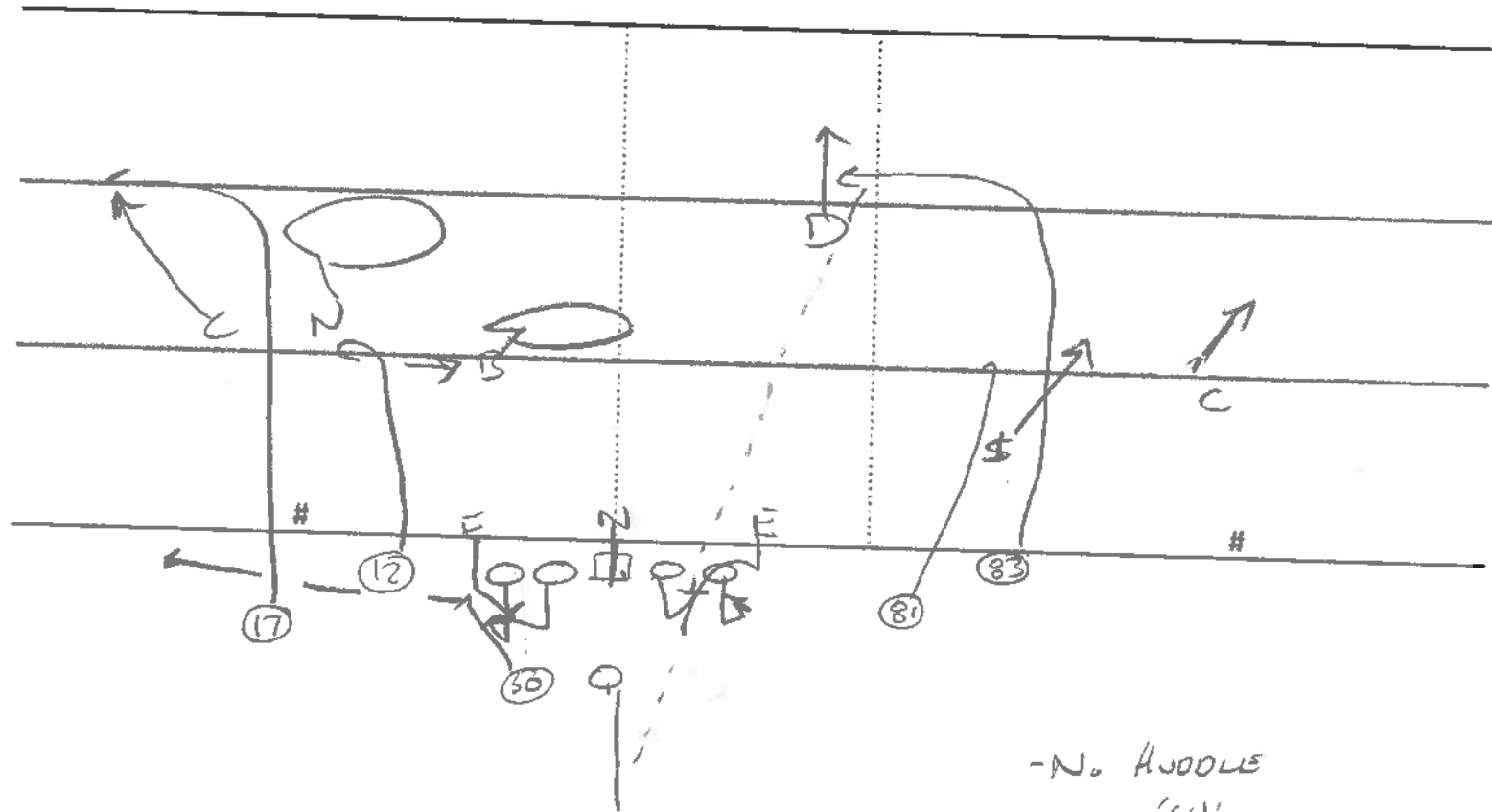


- No Huddle
- 2 MWO

PLAY #: 63 SERIES #: 12 SERIES PLAY #: 4 D&D: 1+10 FPOS: -49+1-: 0 PERSONNEL: 11

↑
SS

↑
FS



PLAY #: 64 SERIES #: 12 SERIES PLAY #: 5 D&D: 2010 FPOS: -49+/- +21 PERSONNEL: 11

SS

FS

