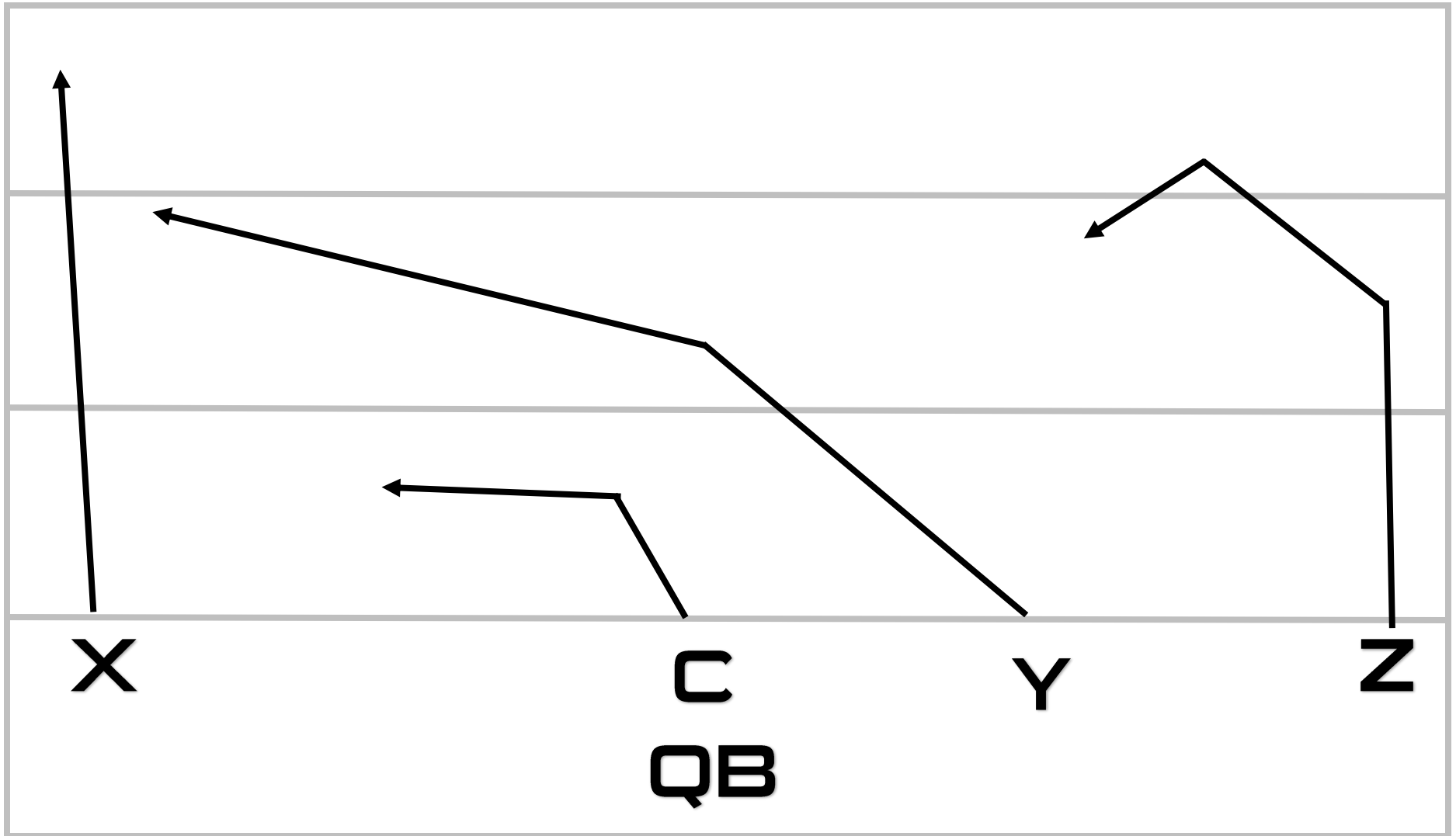


THUNDER

5^{ON}5 FLAG PLAYBOOK

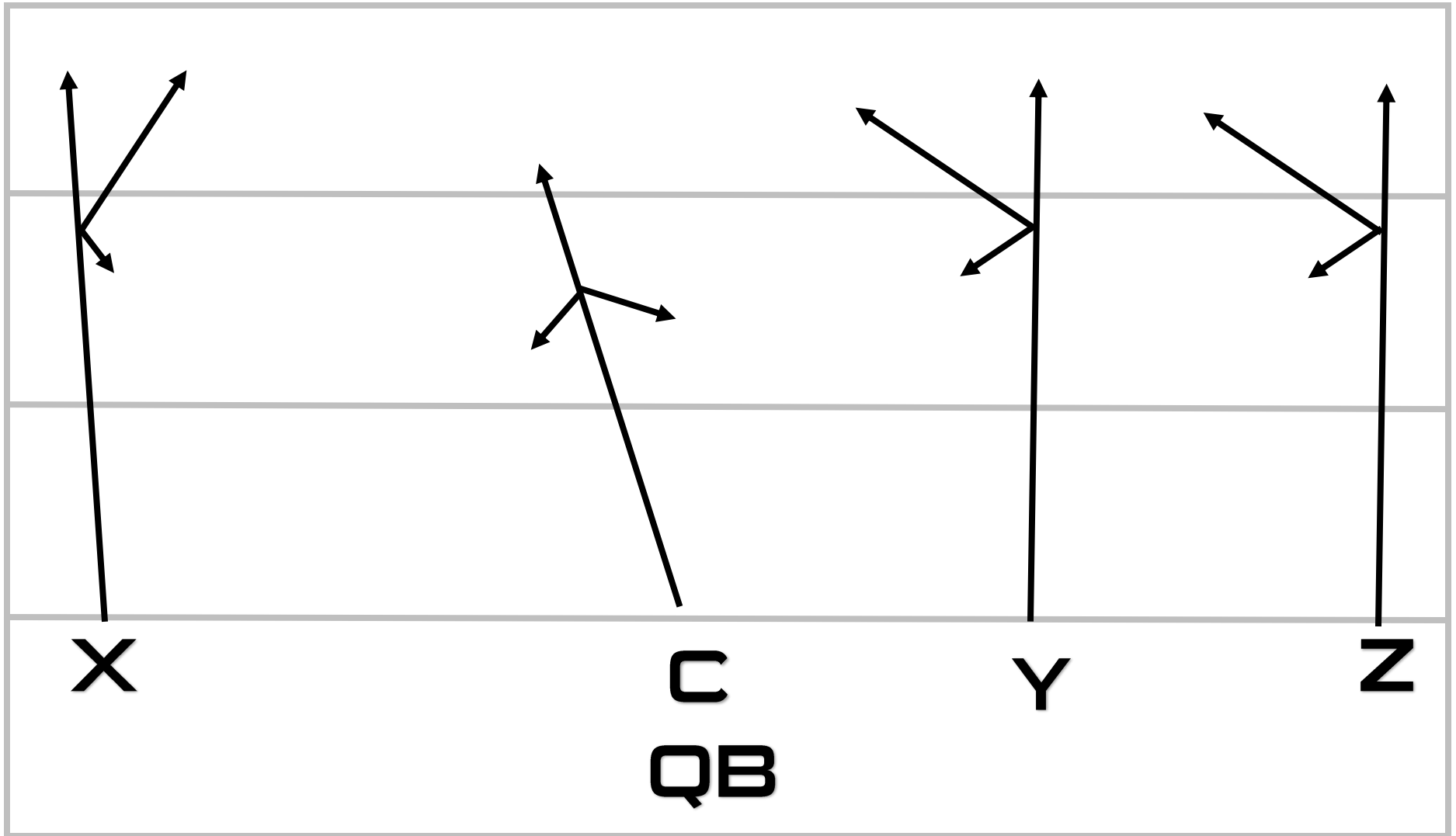
CROSS

QB PROGRESSION: FADE, QUICK OUT, CROSS, POST CURL



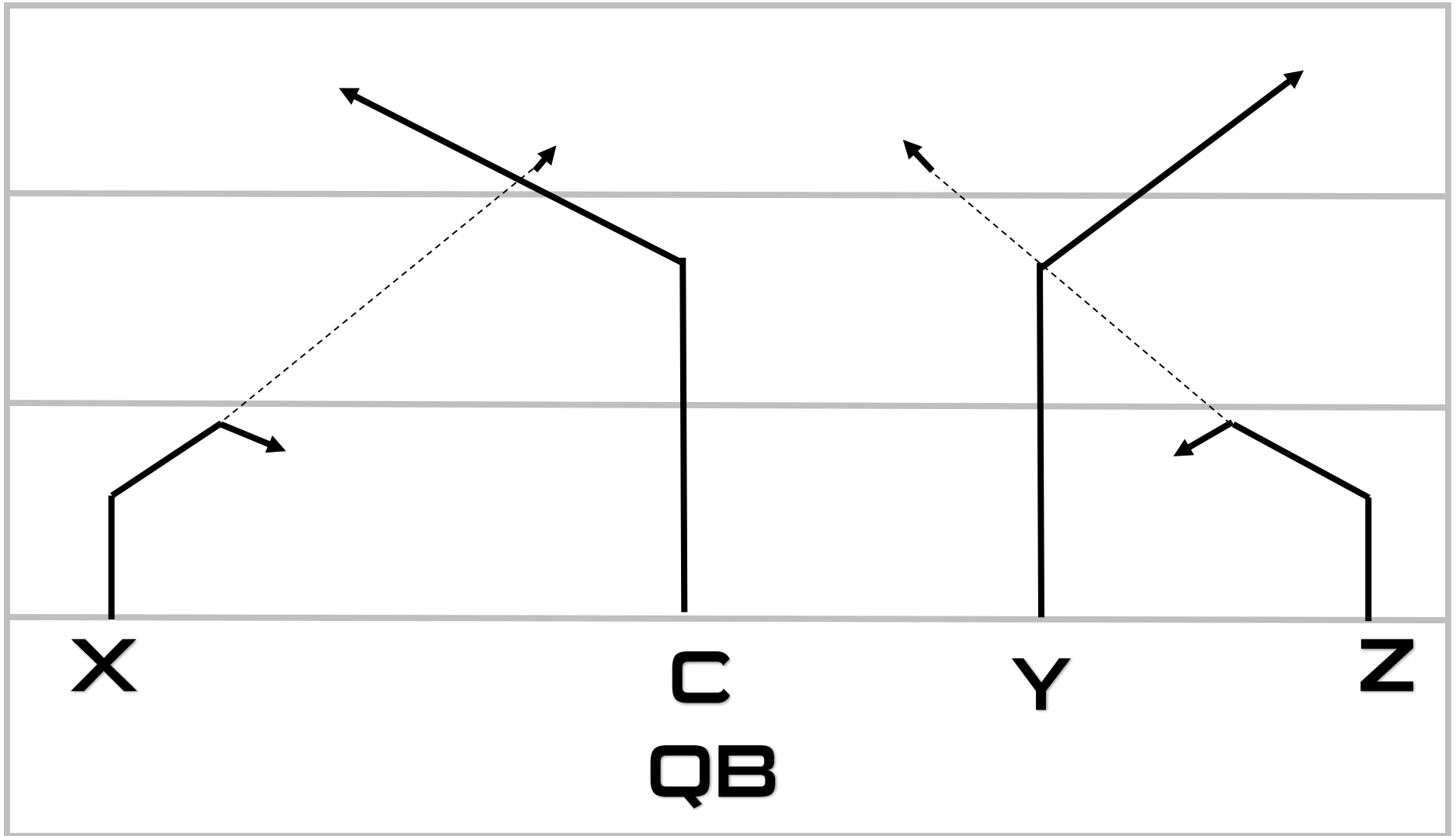
CHOICE

QB PROGRESSION: BEST MATCHUP



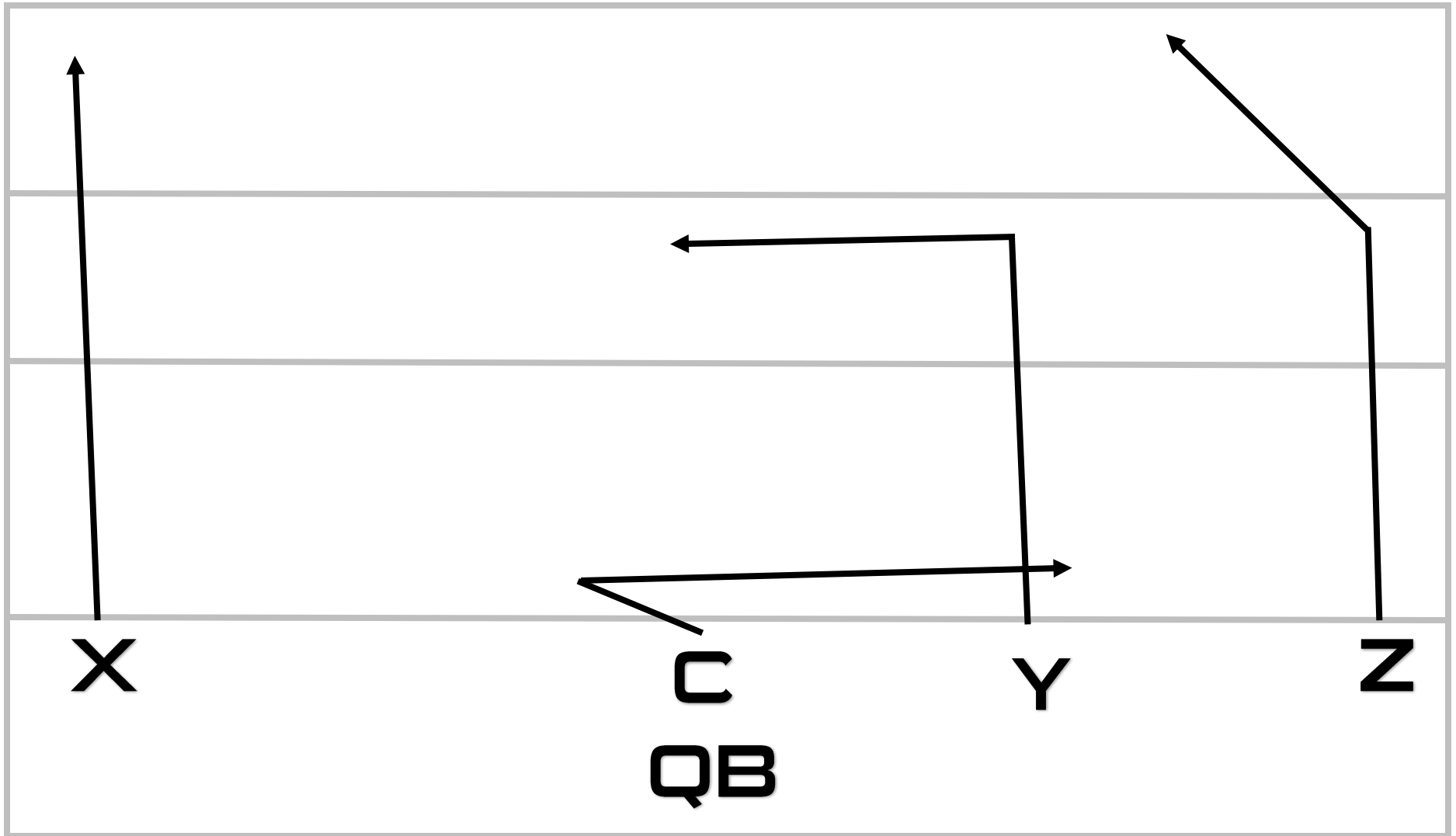
SMASH

QB PROGRESSION: SLANT SIT, CORNER (COULD TAG DELAY --- TO X OR Z)



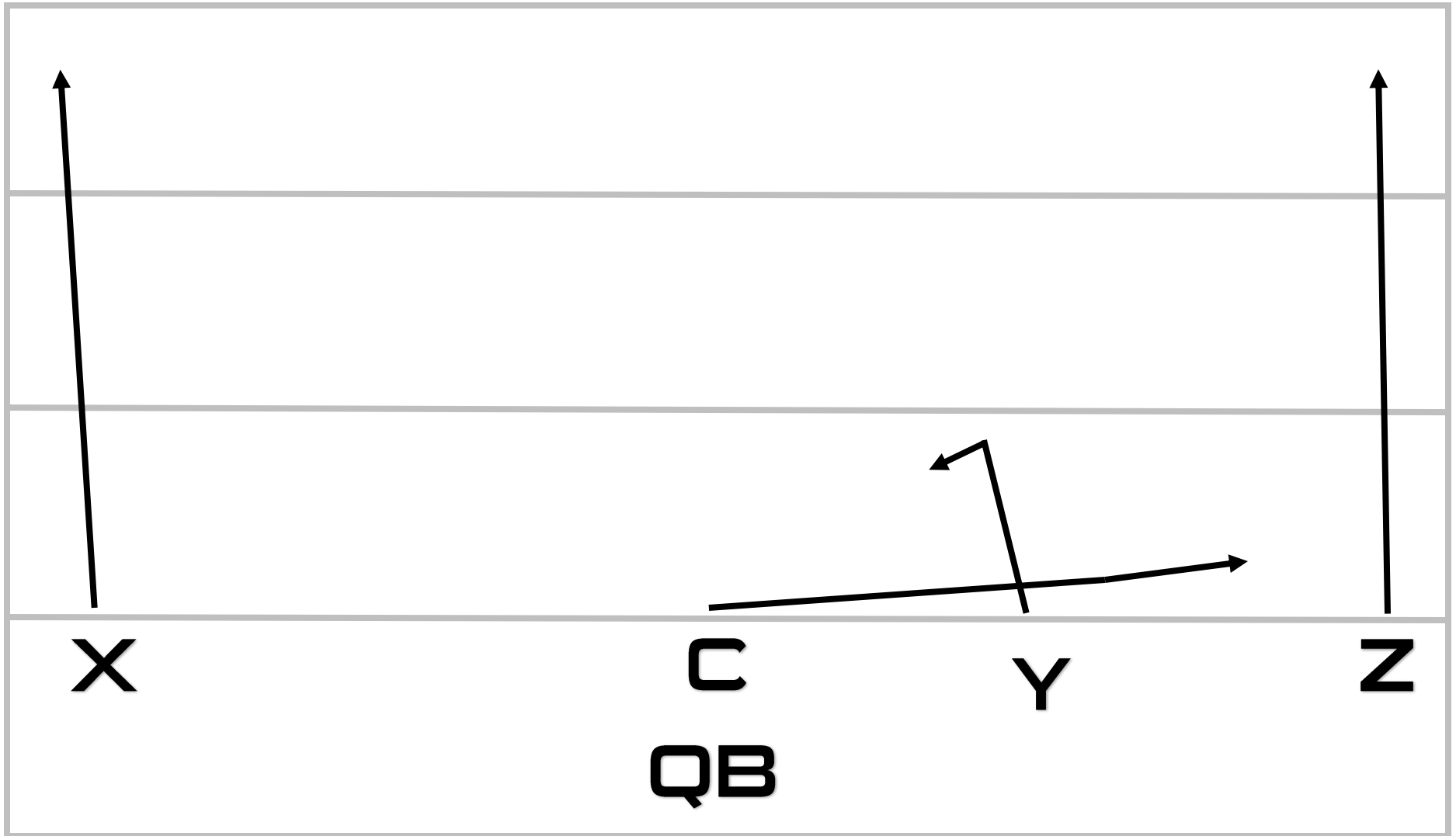
BOX

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



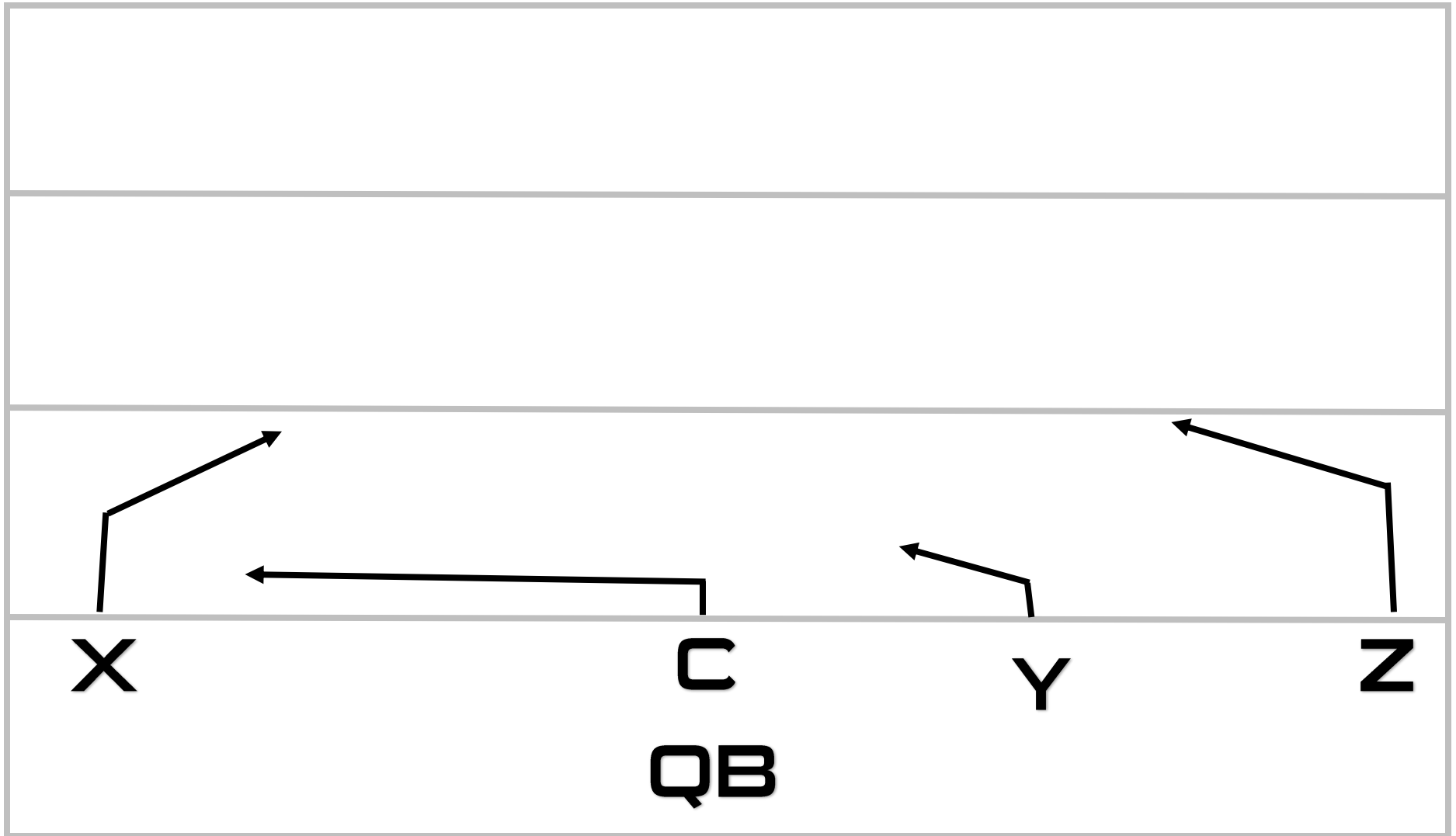
STICKS

QB PROGRESSION: PEEK FADE, STICK TO SHOOT



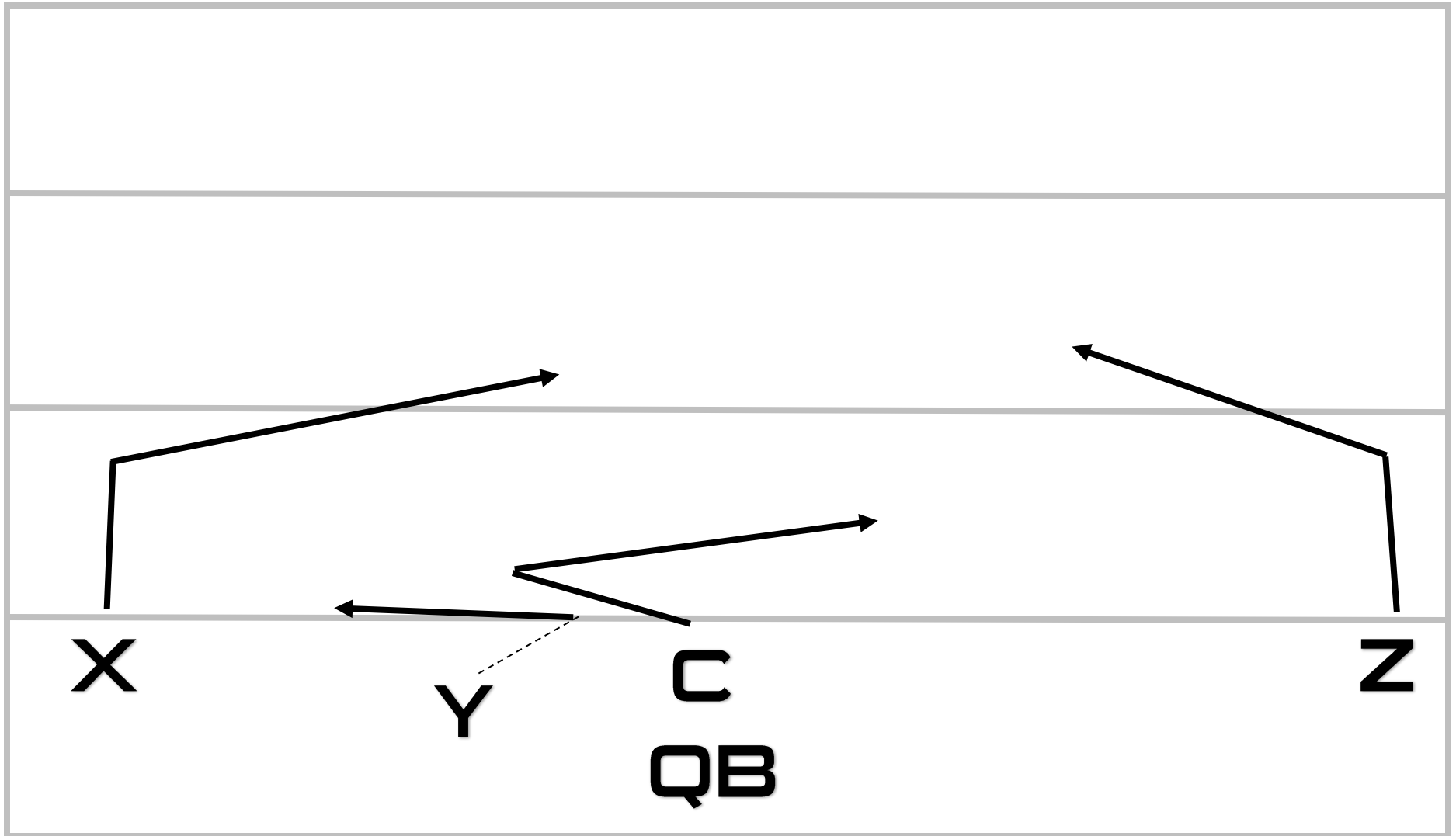
SLANTS

QB PROGRESSION: INSIDE SLANT TO OUTSIDE SLANT TO C



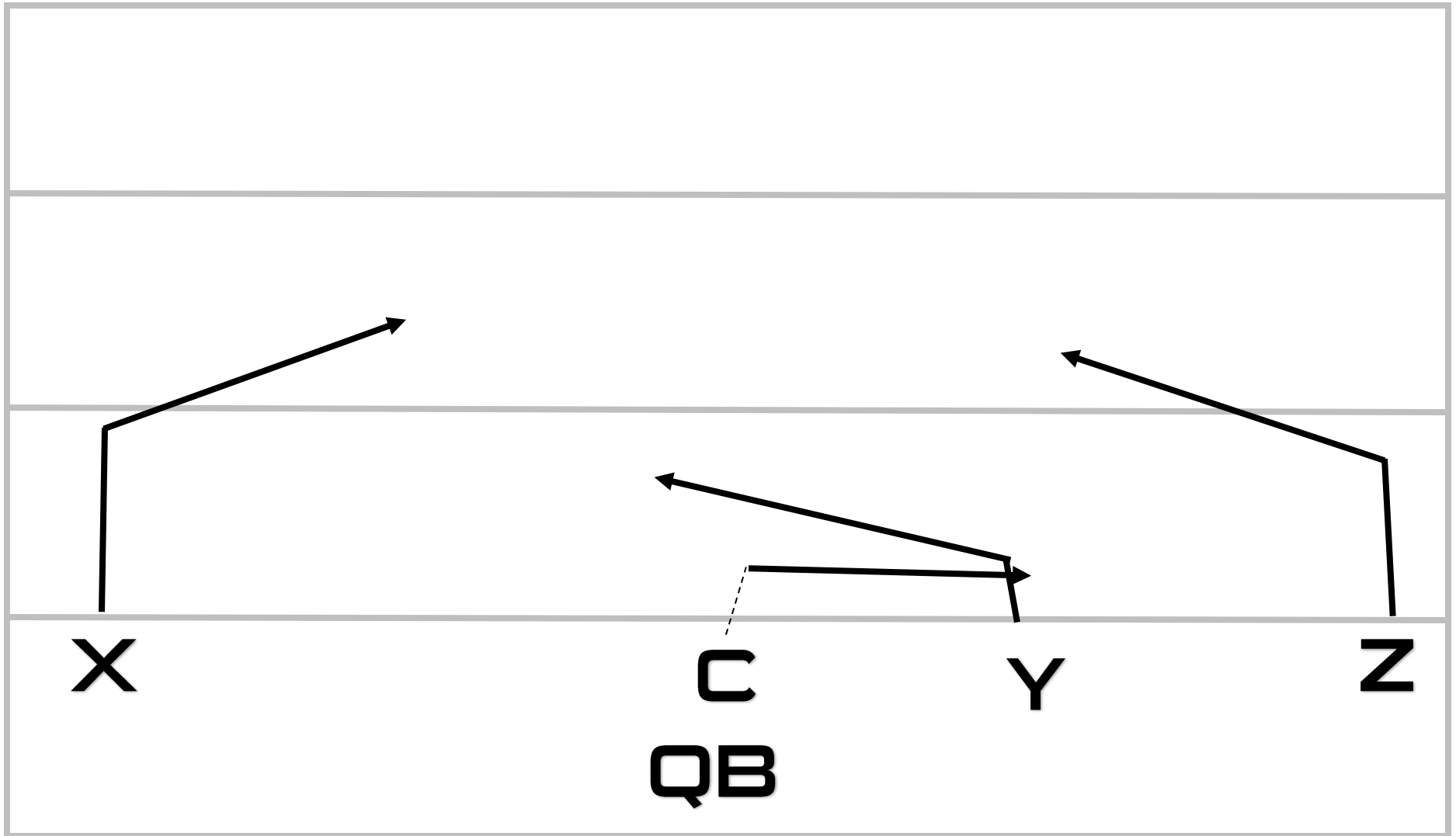
LEFT DELAY

QB PROGRESSION: PUMP SLANTS AND LOOK DELAY TO Y



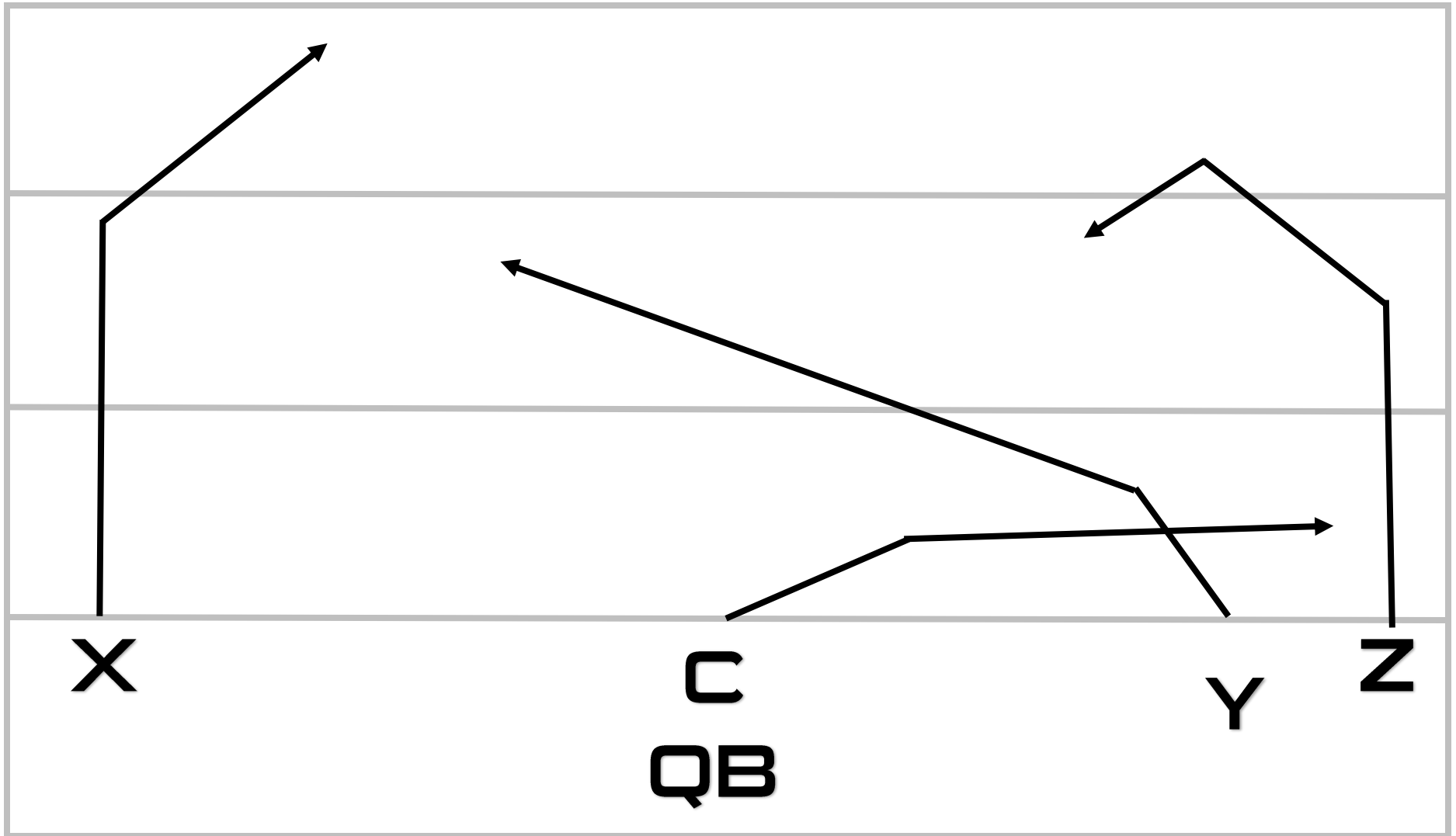
RIGHT DELAY

QB PROGRESSION: PUMP SLANTS AND LOOK DELAY TO C



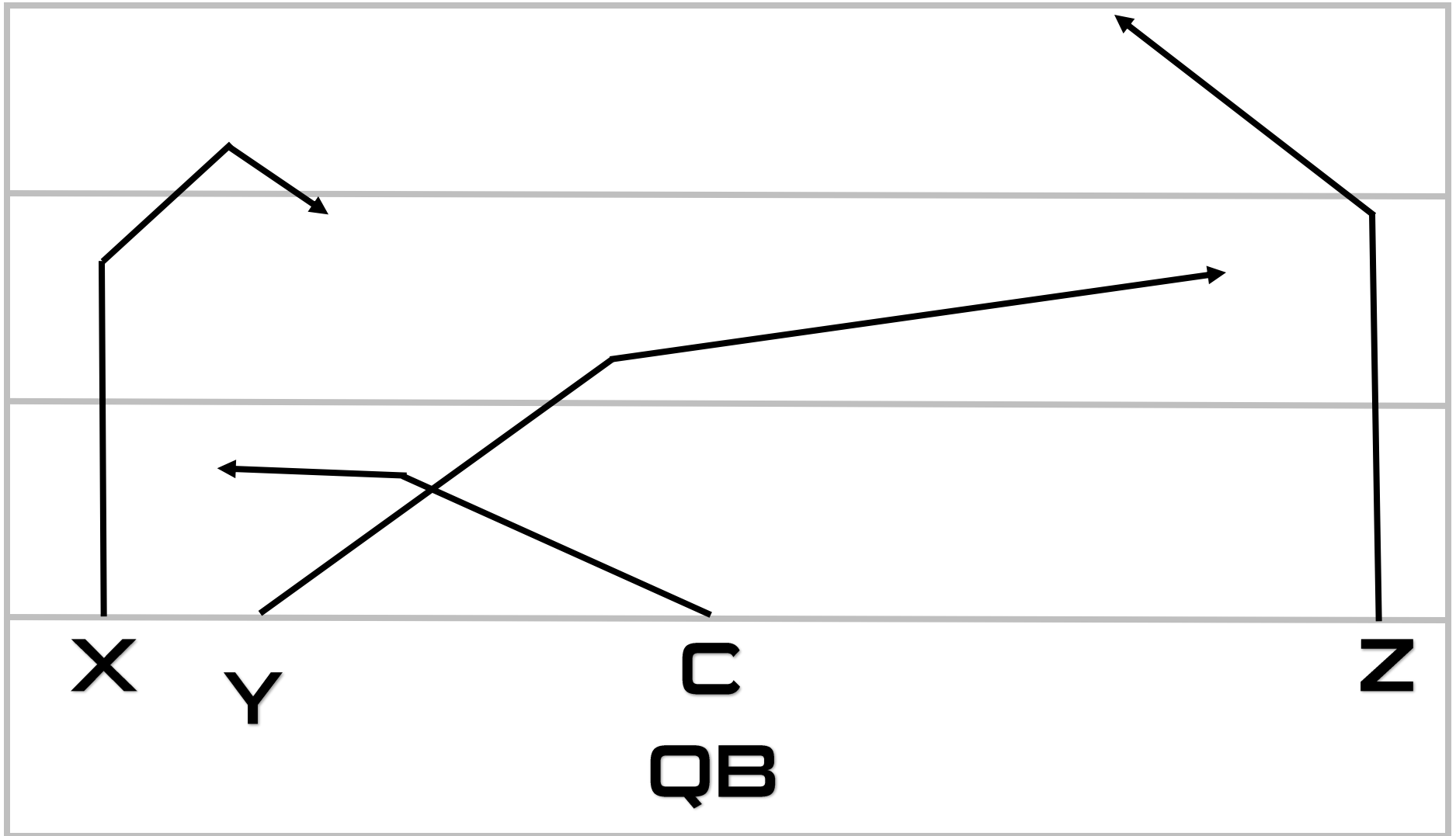
RIGHT CROSS

QB PROGRESSION: PEEK POST, CROSS, POST CURL, C



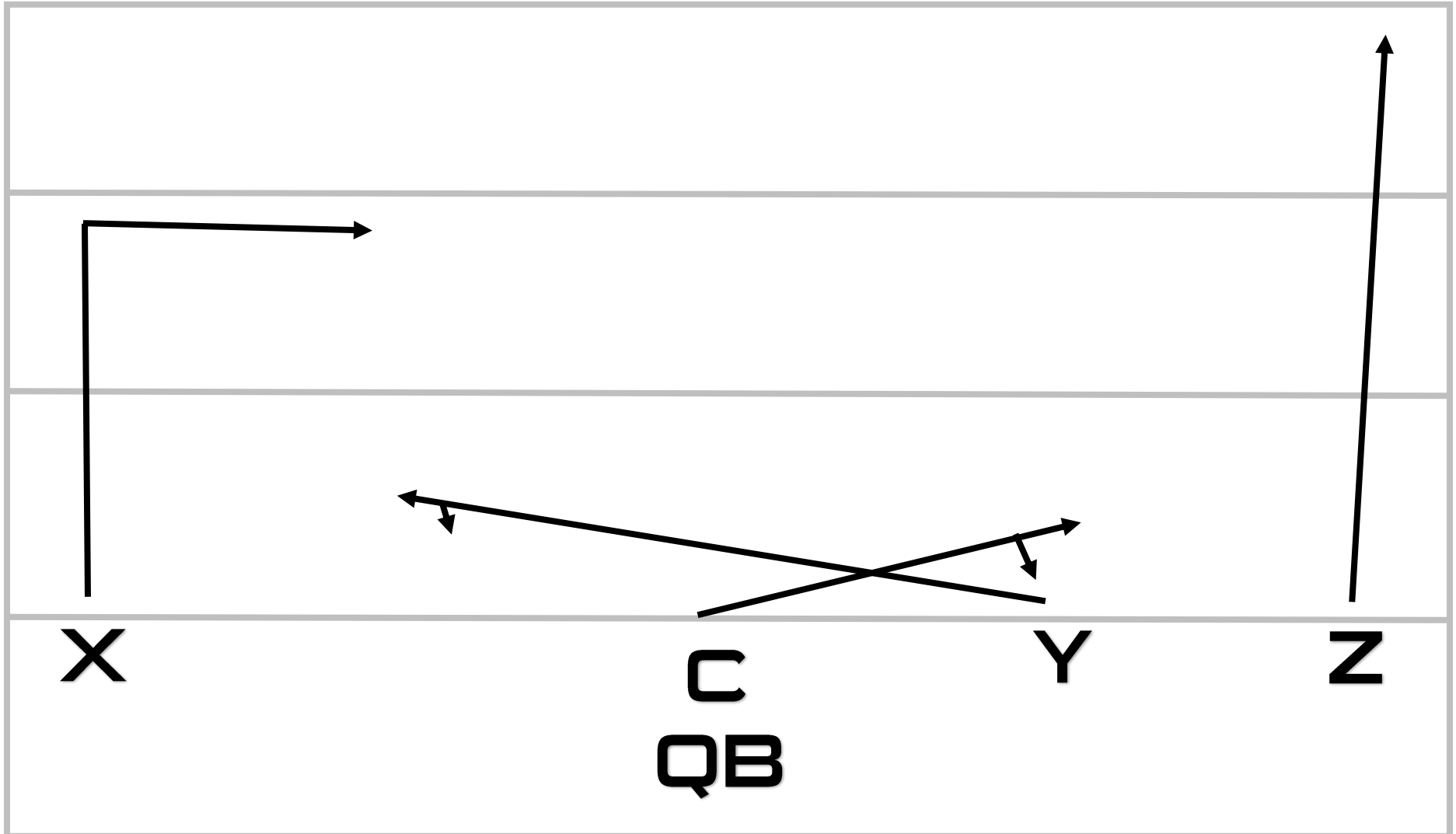
LEFT CROSS

QB PROGRESSION: PEEK POST, CROSS, POST CURL, C



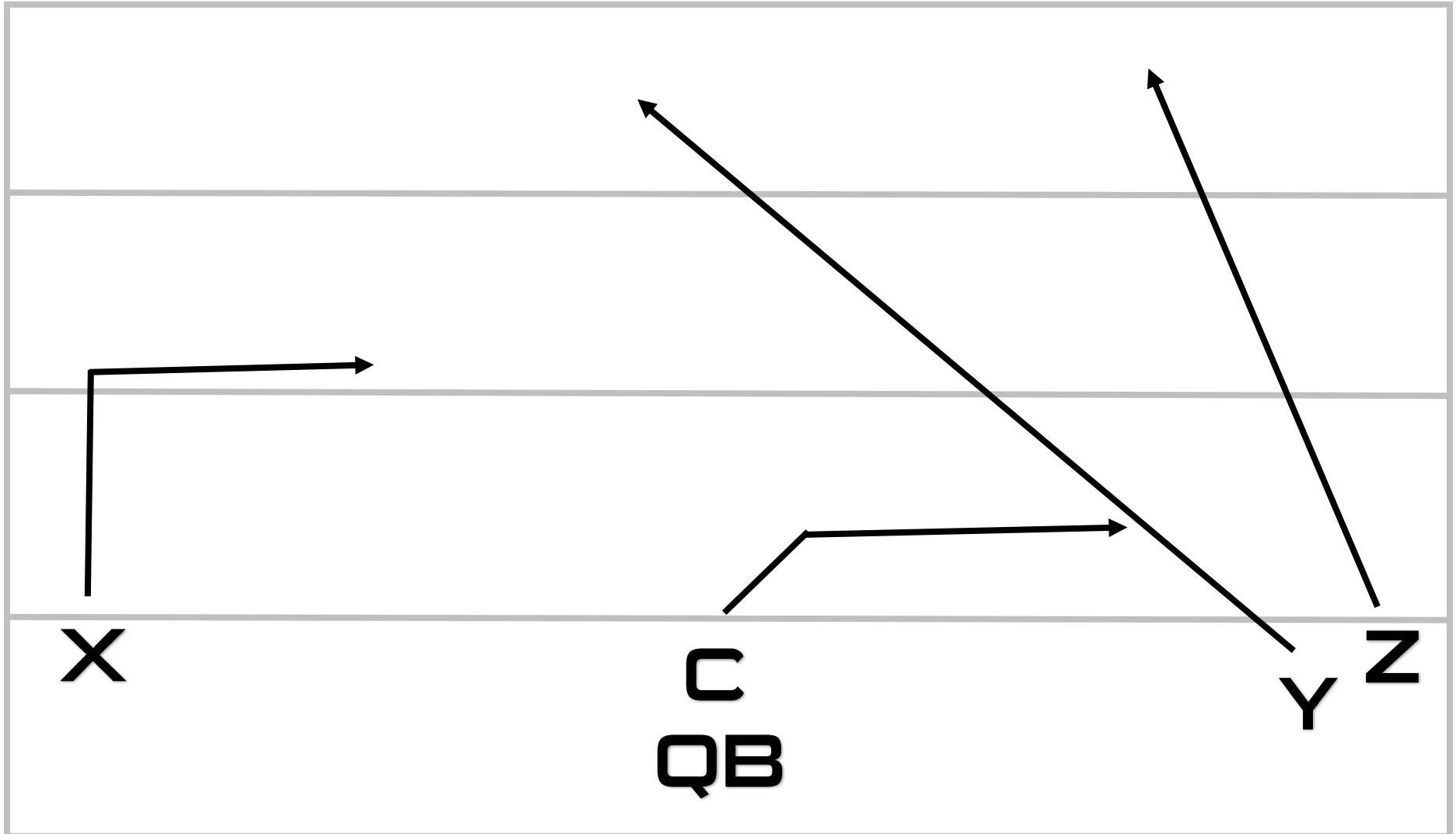
MESH

QB PROGRESSION: LOOK Y TO C, X FINAL READ



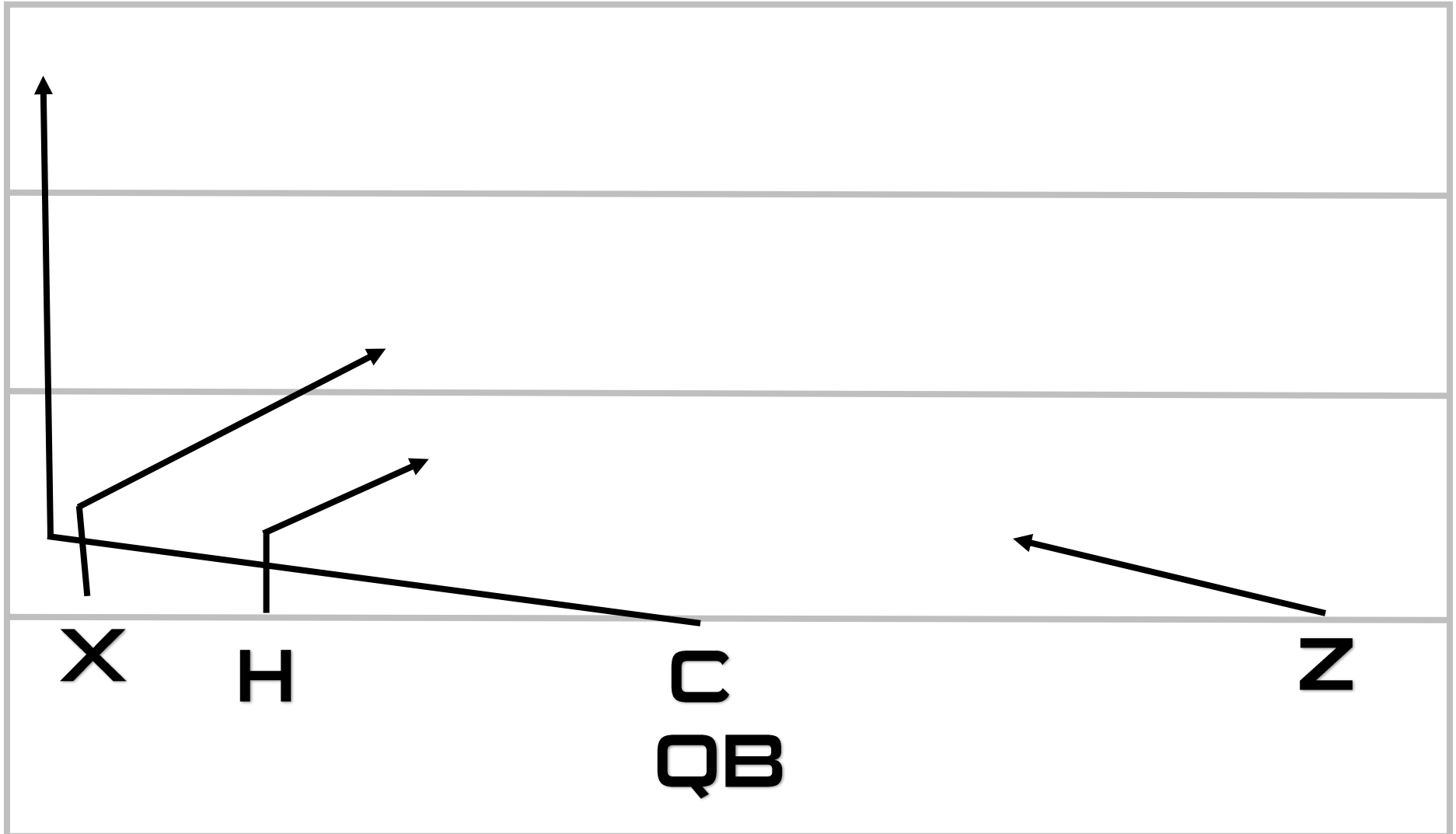
C UNDER

QB PROGRESSION: PEAK VERTICAL GAPS, LOOK FOR C TO X UNDERNEATH



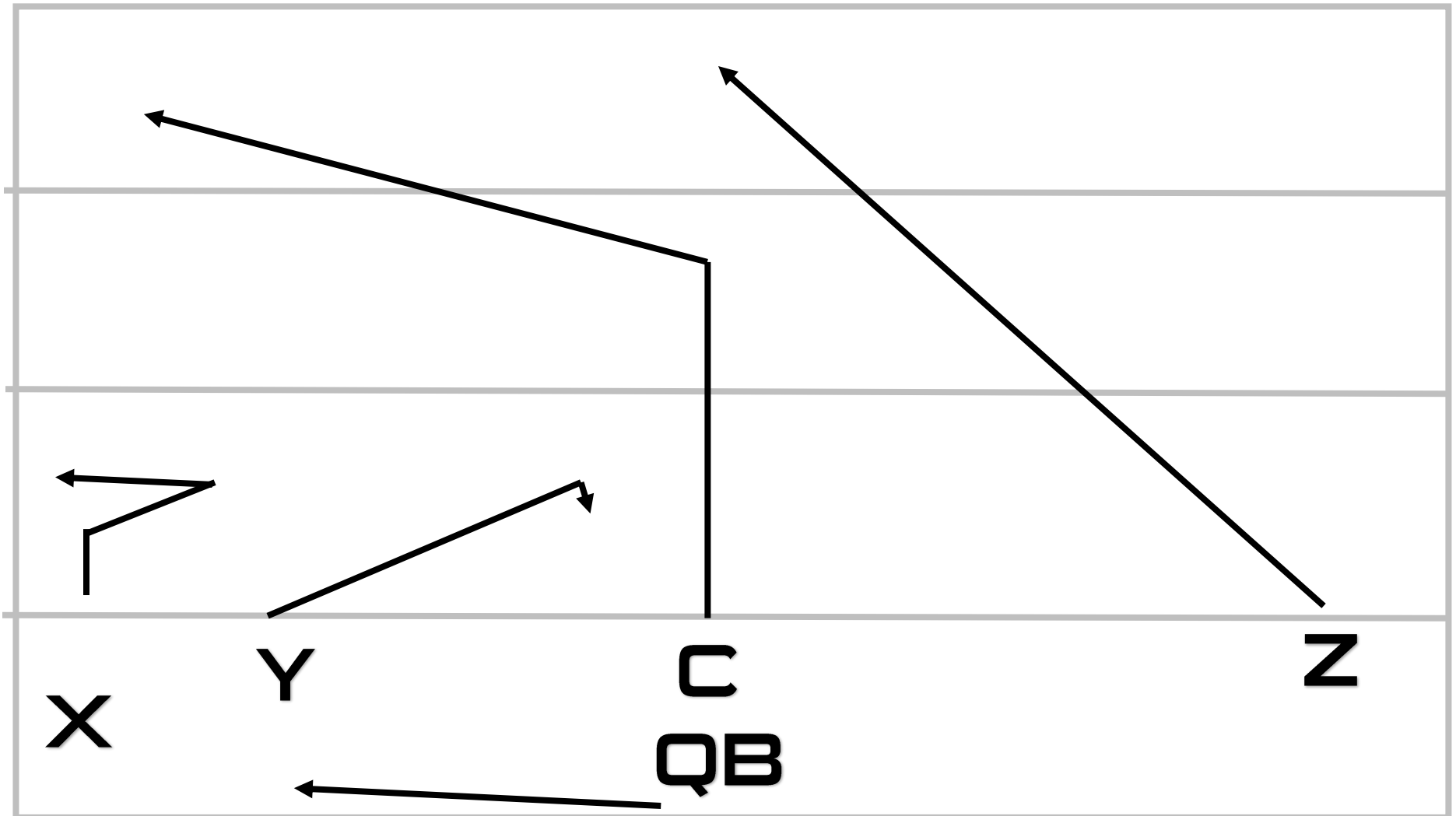
C WHEEL

QB PROGRESSION: PUMP SLANTS, LOOK FOR C ON WHEEL, CHECKDOWN TO Z



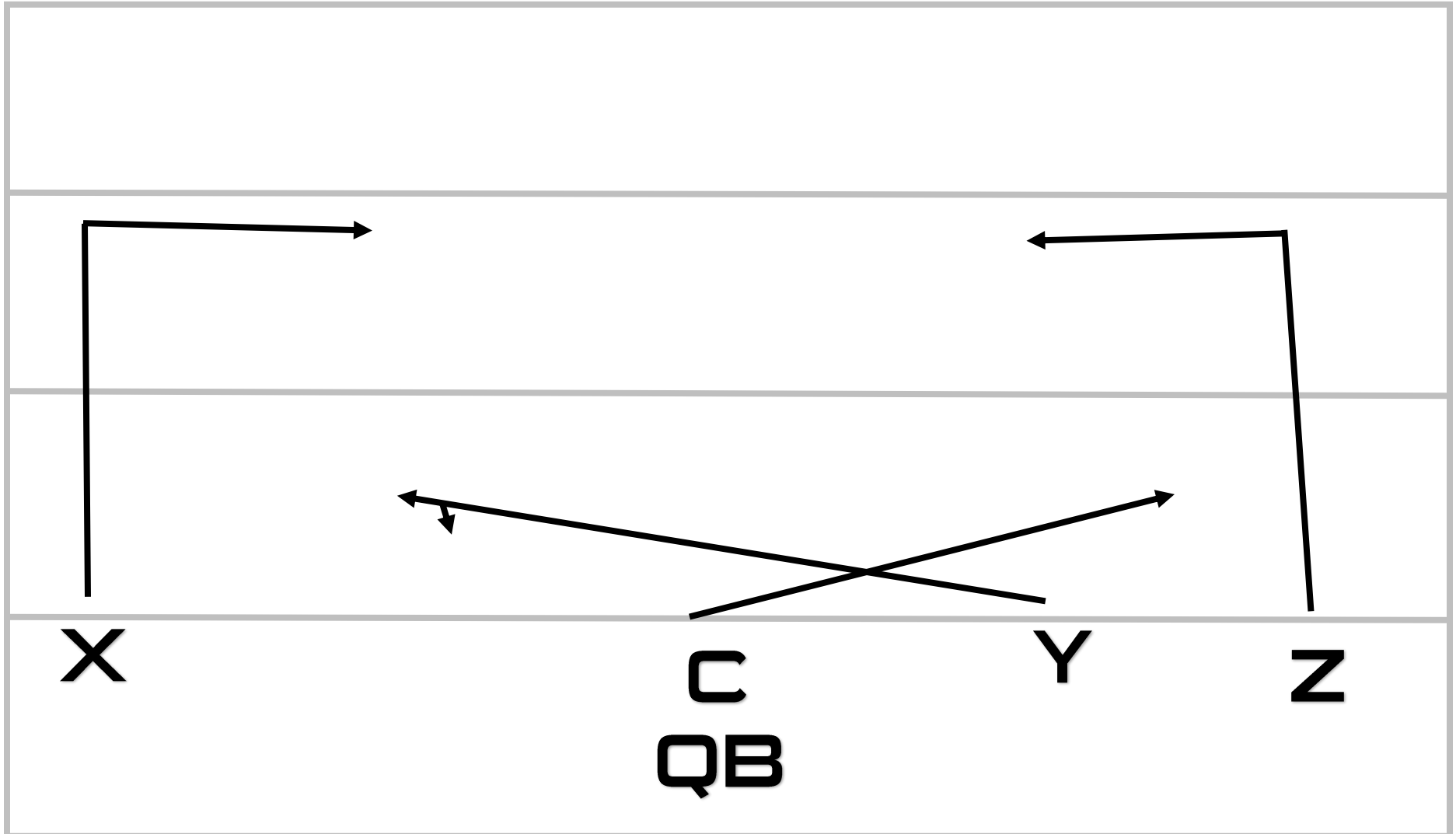
FLOW LEFT

QB PROGRESSION: ROLL OUT LEFT AND READ LOW TO HIGH



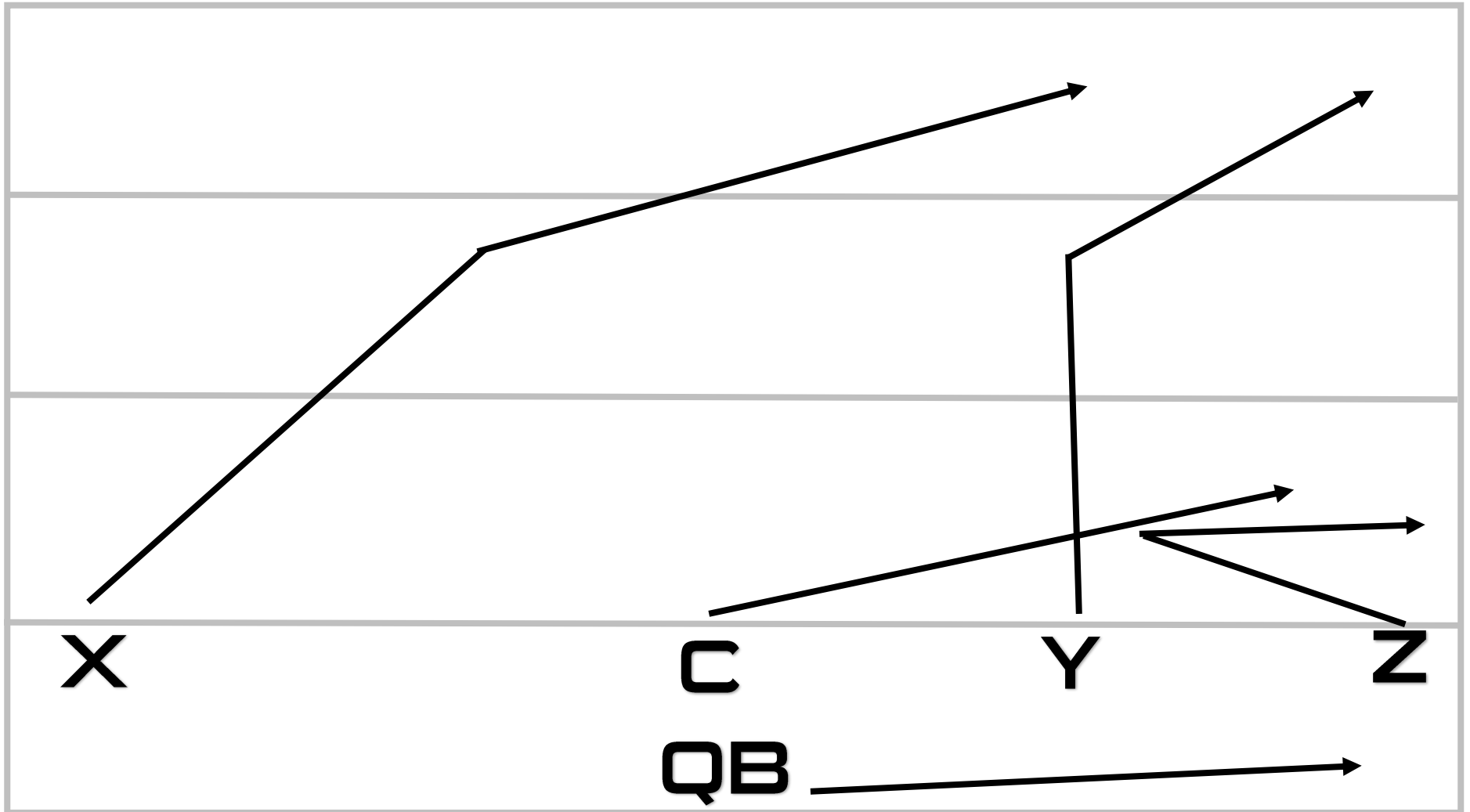
GOALLINE

QB PROGRESSION: LOOK FOR C IN FLATS, THEN X OR Z TO Y



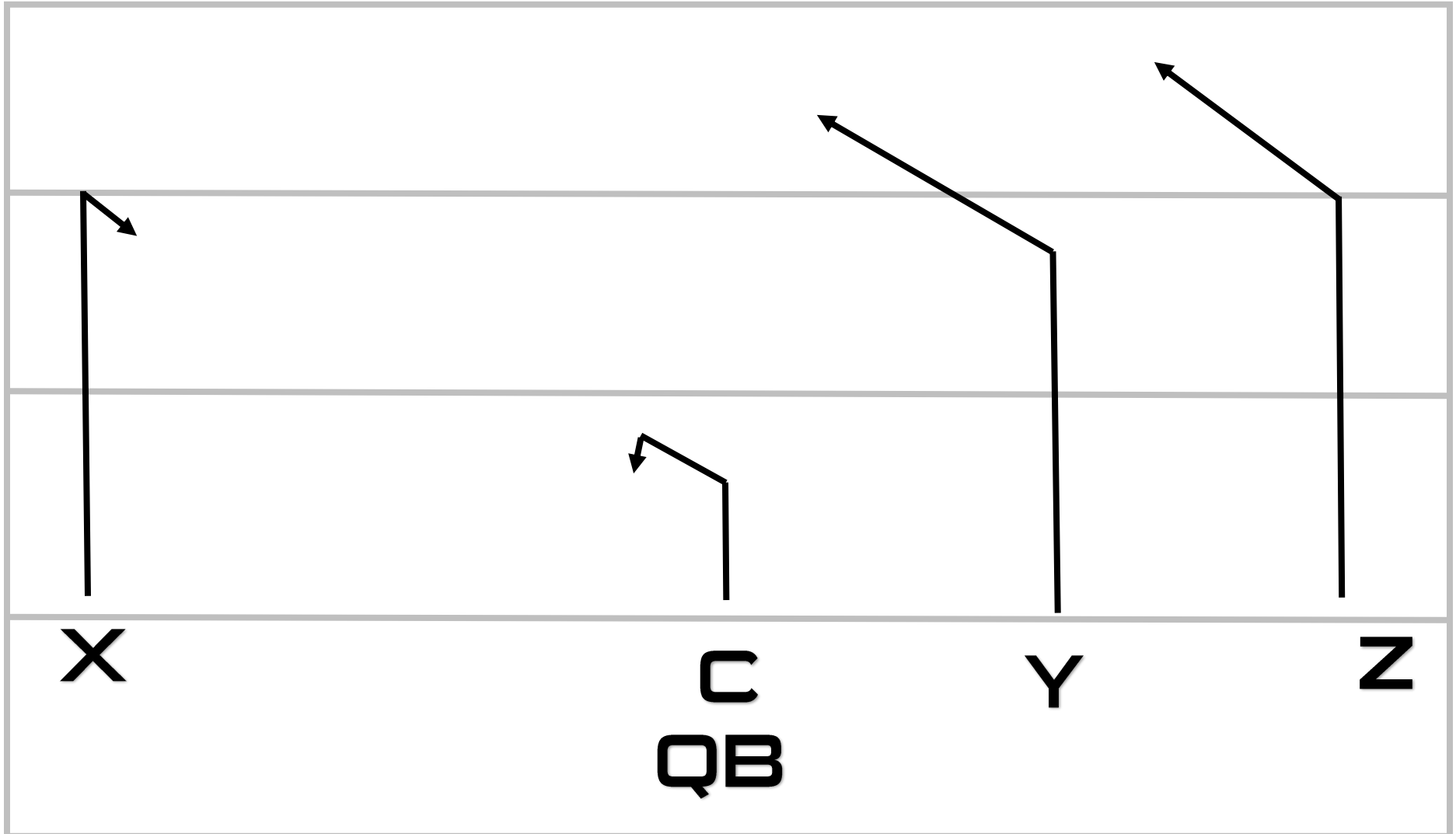
FLOW RIGHT

QB PROGRESSION: ROLL RIGHT AND READ LOW TO HIGH



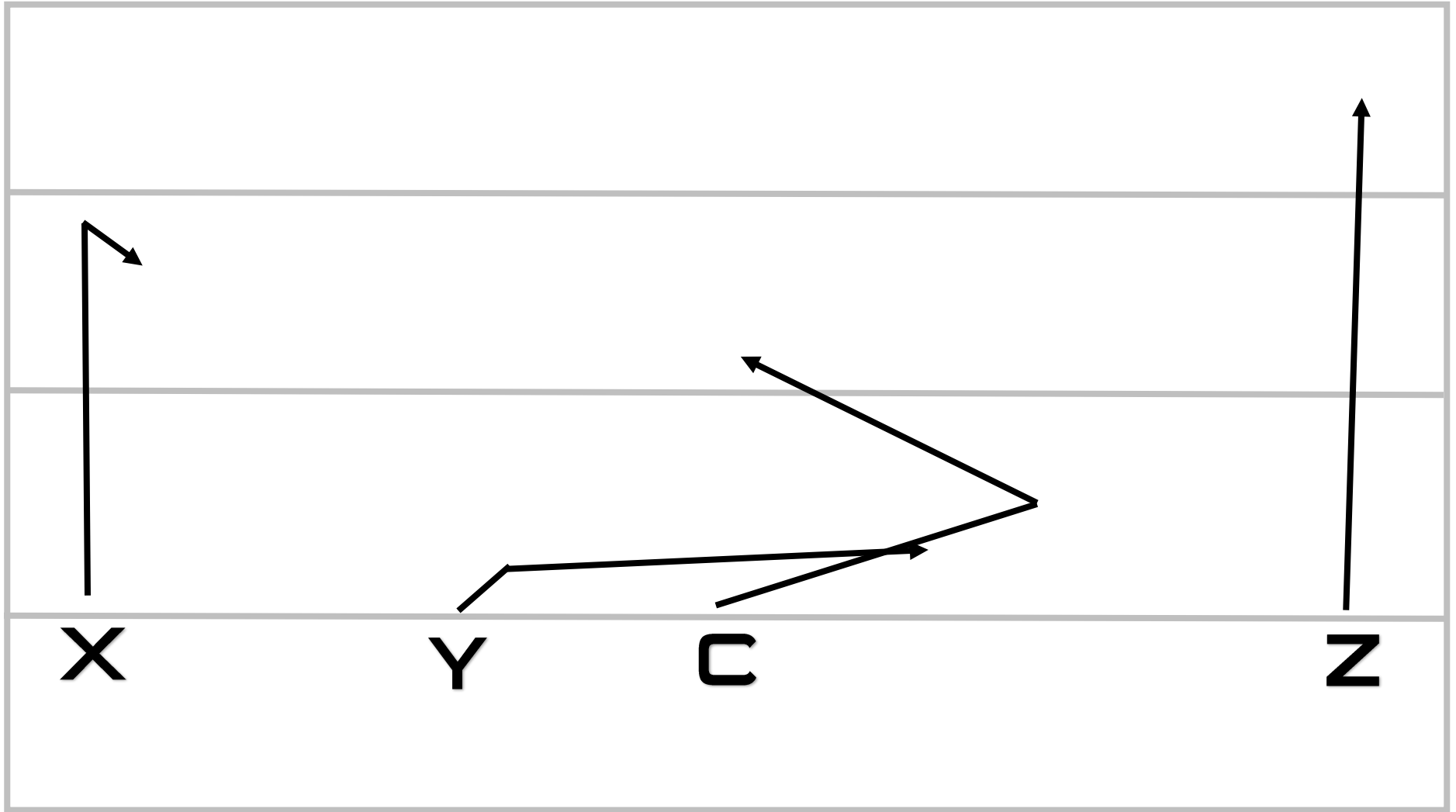
DOUBLE POST

QB PROGRESSION: READ Y POST TO Z POST TO C CURL, CHECK DOWN TO X



ANGLE

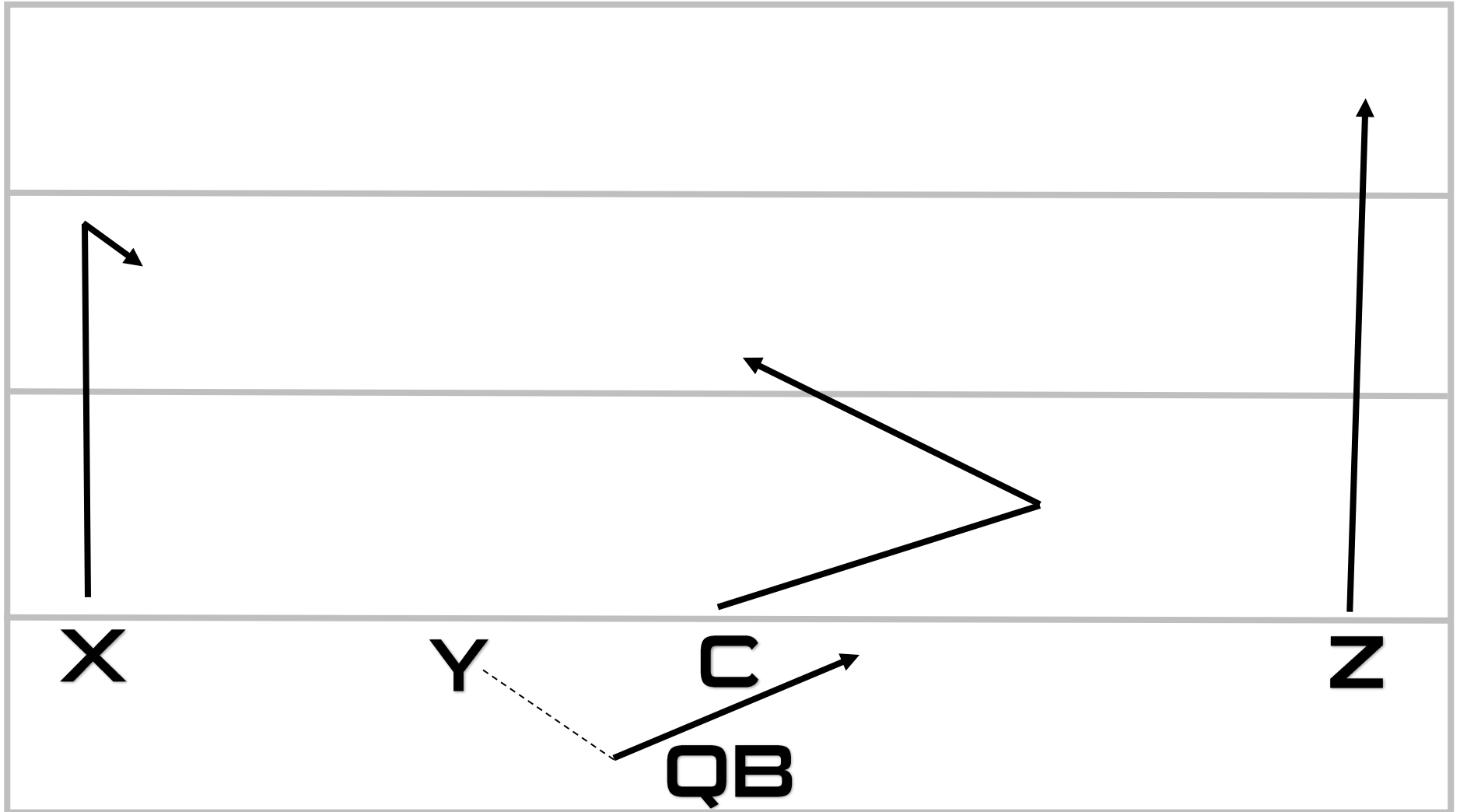
QB PROGRESSION: LOOK C FIRST TO Y TO X



QB

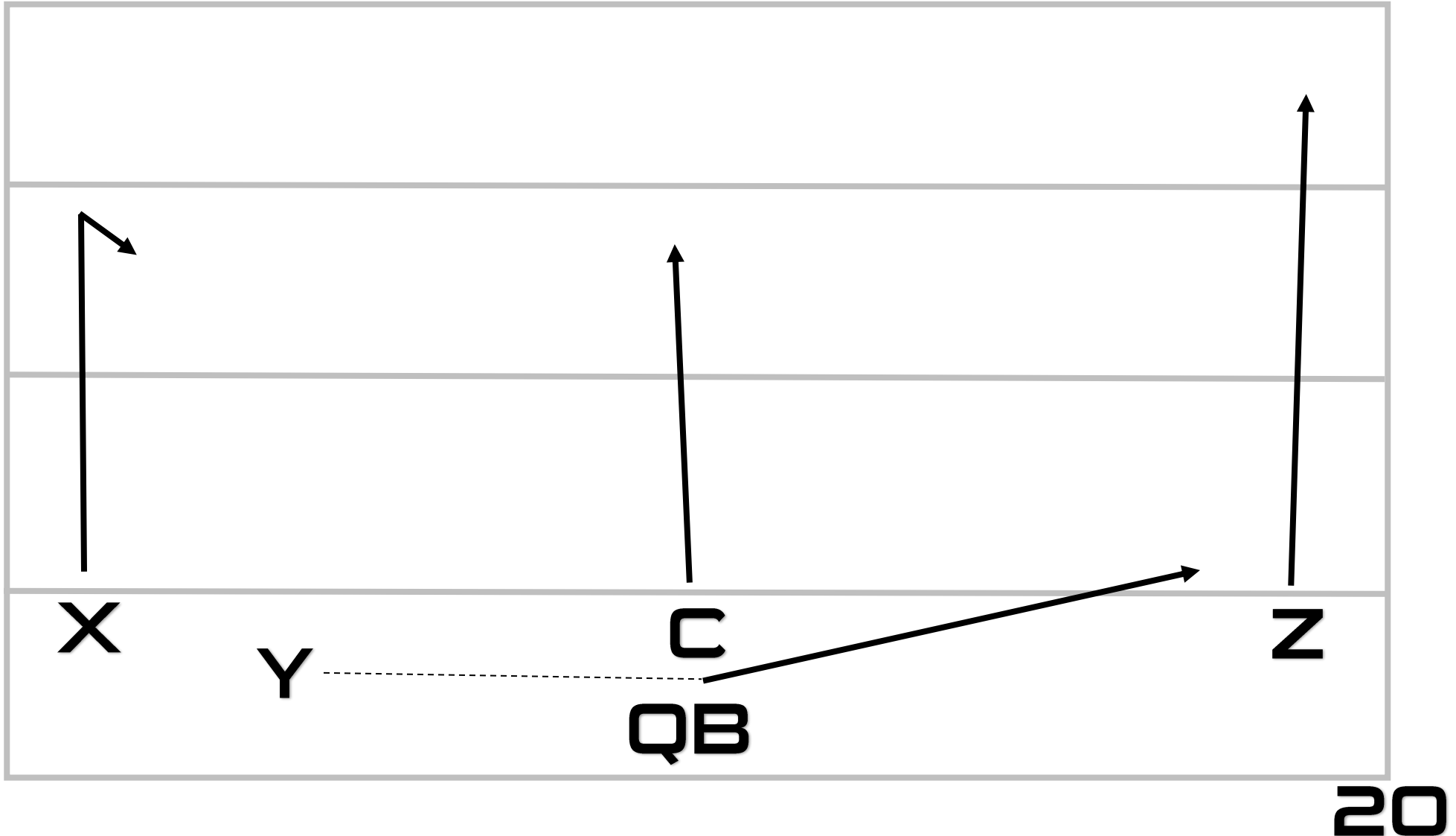
ZONE

QB PROGRESSION: LOOK C FIRST TO Y TO X

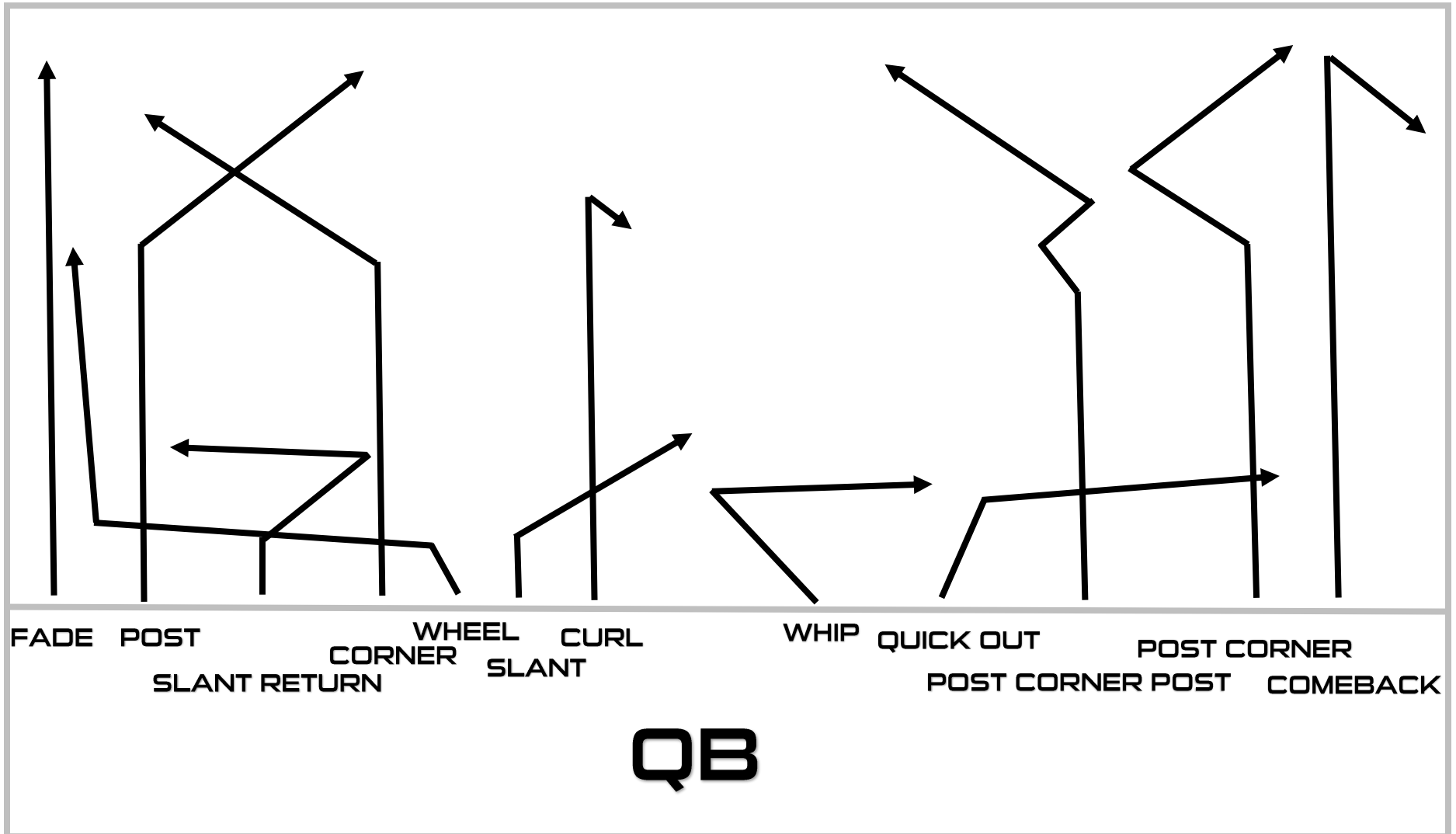


JET

QB PROGRESSION: LOOK C 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)