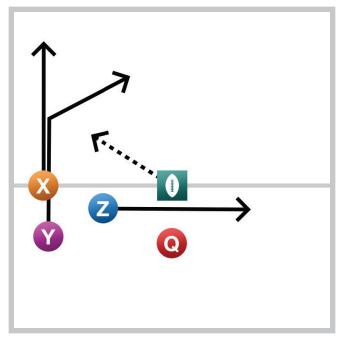
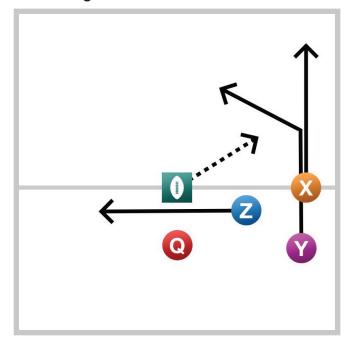


Shula Playbook

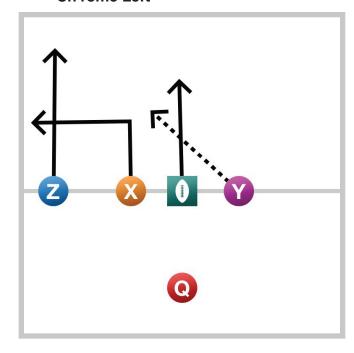
Mango Right



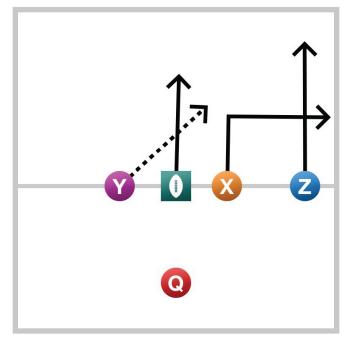
Mango Left



Ch rome Left

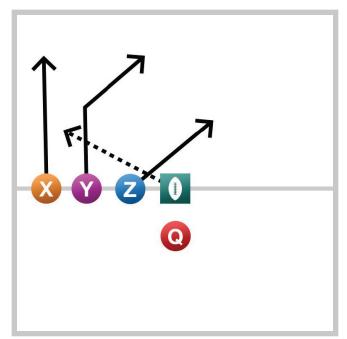


Ch rome Right

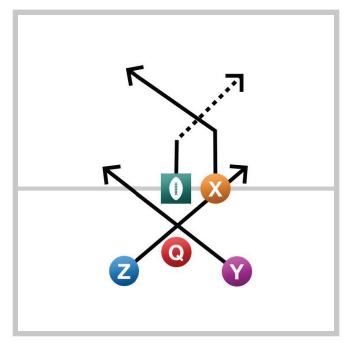




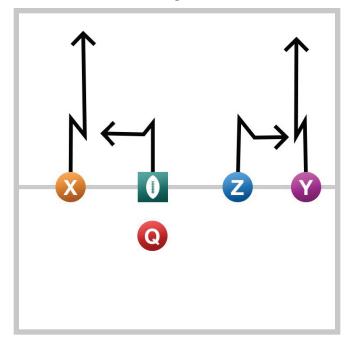
Blizza rd Left



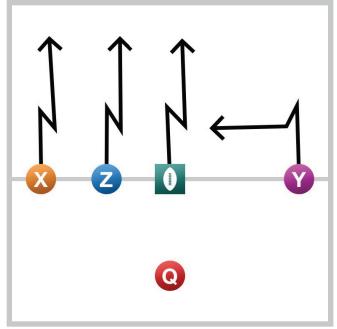
Fi reside



Go Route - Field goal



Go Route - C ross





Mango Right

X runs a streak while Y runs a slant. Z comes for a fake hando . The center delays and releases for a quick pass. Another option is to hand o to Z.

Mango Left

X runs a streak while Y runs a slant. Z comes for a fake hando . The center delays and releases for a quick pass. Another option is to hand o to Z.

Chrome Left

This play is a good option for both X and Y receivers. Make sure that Y delays about 2 seconds before releasing on this play.

Chrome Right

This play is a good option for both X and Y receivers. Make sure that Y delays about 2 seconds before releasing on this play.

5 Blizzard Left

On this play we are setting up a center release. Use X to run a streak. Have Y run a post. X will run a slant. Your center will release left on a 2 - 3 second delay. This play can also be ran to the right.

6 Fireside

On this play we are creating options. Runs to both Z and Y are available. Fake to one hand o to the other. Release both your center and X on corner routes giving you deep options. If you choose to fake both hand o, keep Y and Z short so you have numerous passing options.

7 Go Route - Field goal

This is an excellent play when you have a full 7 seconds to execute. First players run a 5 yard curl. QB pumps and then yells GO. Then the two outside receivers turU\WÄLSKHUK run a streak. The two inside receivers then run an out. It's all about timing on this one. Keep in mind to thrV^[OLJ\YS[OLÄYZ[[PTL`V\Y\U[OPZZV[OH[`V\JHUZL[\W[OLV\[Z and streaks.

Go Route - Cross

Another variation of the go route. Again, we will have all receivers run a 5 yard curl. QB pumps and yells GO. X, Z, and your center will then run strLHRZ@^PSS\ZL[OLVWLUÄLSK to run an IN acrVZZ[OLÄLSK;OPZJHUILY\UVUIV[OZPKLZVM[OLÄLSK

