



7-ON-7 FLAG PLAYBOOK



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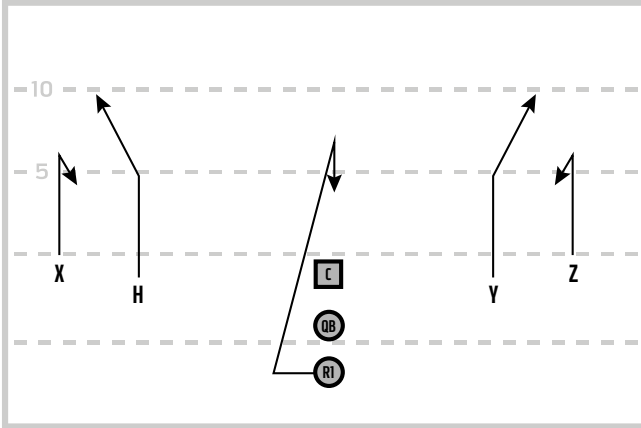
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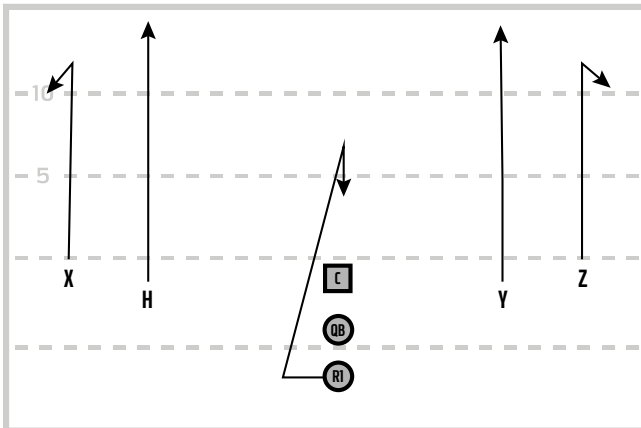
1 / DUECE

i. Duece Smash



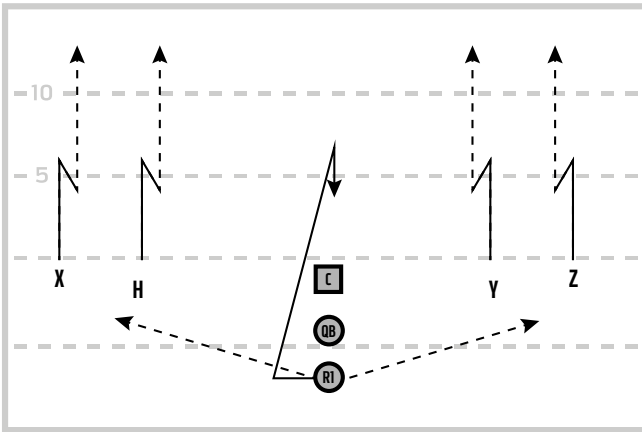
- X: 5 YARD HITCH
- H: FLAG
- Y: FLAG
- Z: 5 YARD HITCH
- QB: VS COVER 2 - LOOK TO THROW OPEN FLAGS / VS COVER 3 - HITCHES . VS COVER 4 - HITCHES
- RB: SETTLE

ii. Duece Comeback Vertical



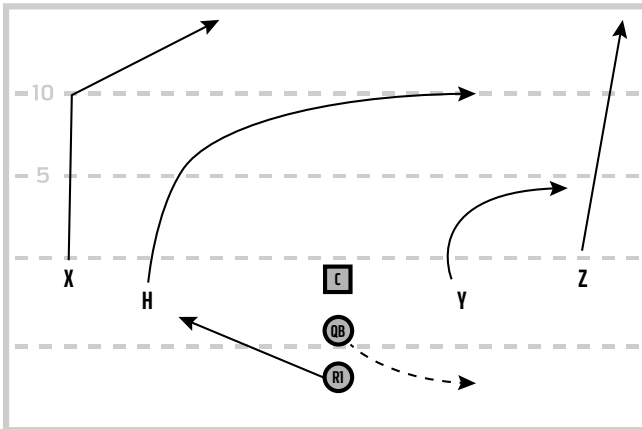
- X: COMEBACK
- H: VERTICAL
- Y: VERTICAL
- Z: COMEBACK
- QB: VS MIDDLE OF FIELD OPEN - COMEBACK OR LOOK TO BEND A VERTICAL / VS. MIDDLE OF FIELD CLOSED - LOOK VERTICAL, INFLUENCE SAFETY WITH EYES
- RB: SETTLE

iii. Duece Hitch (& Go)



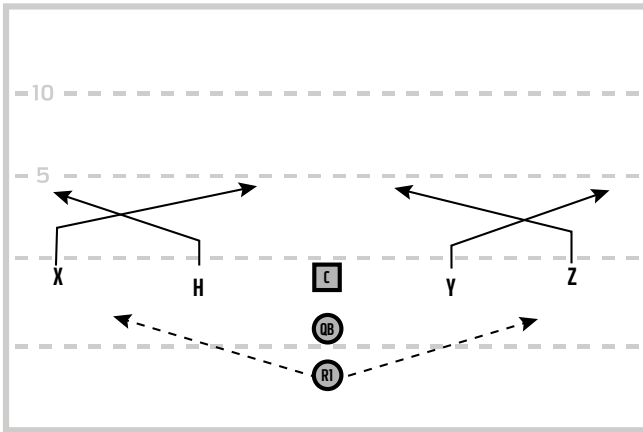
- X: 5 YARD HITCH (& GO)
- H: 5 YARD HITCH (& GO)
- Y: 5 YARD HITCH (& GO)
- Z: 5 YARD HITCH (& GO)
- QB: THROW HITCH TO MOST FAVORABLE MATCHUP OR BIGGEST CUSHION
- R1: SETTLE OR FLARE OUT

iv. Duece Waggle



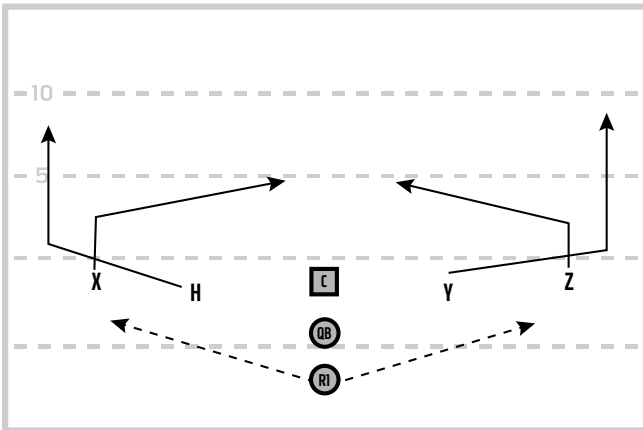
- X: POST
- H: 10 YARD DRAG
- Y: ARROW
- Z: VERTICAL
- QB: ROLL OUT
- R1: DELAY FLARE

v. Duece Slant Arrow



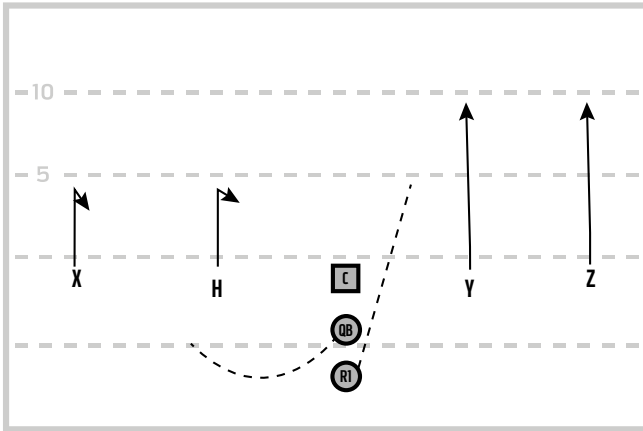
- X: SLANT
- H: ARROW
- Y: ARROW
- Z: SLANT
- R1: FLARE TO RUSH / CHOICE FLARE

vi. Duece Slant Wheel



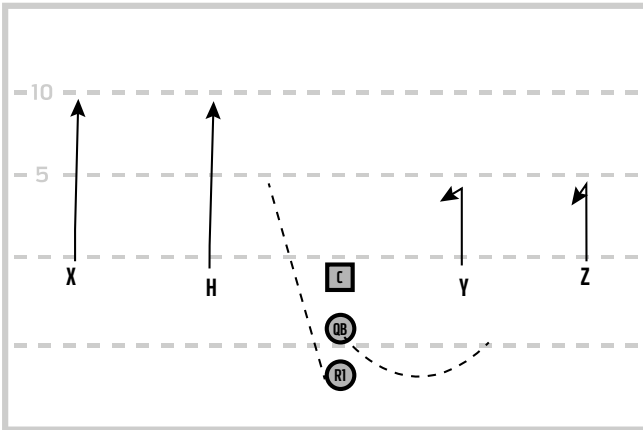
- X: SLANT
- H: WHEEL
- Y: WHEEL
- Z: SLANT
- R1: FLARE TO RUSH / CHOICE FLARE

vii. Duece Draw Right



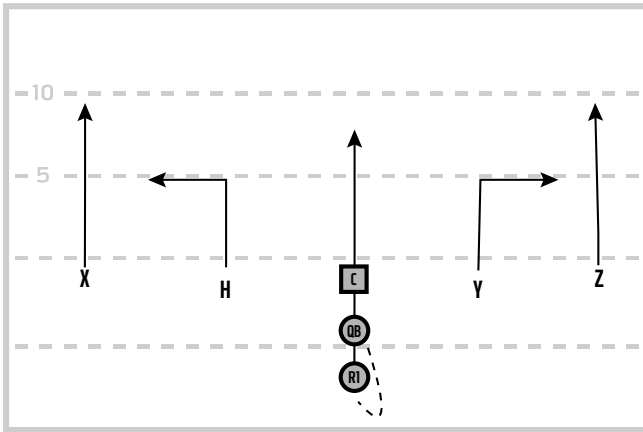
- X: QUICK HITCH
- H: QUICK HITCH
- Y: VERTICAL
- Z: VERTICAL
- QB: DELAY HANDOFF
- R1: DRAW RIGHT

viii. Duece Draw Left



- X: VERTICAL
- H: VERTICAL
- Y: QUICK HITCH
- Z: QUICK HITCH
- QB: DELAY HANDOFF
- R1: DRAW LEFT

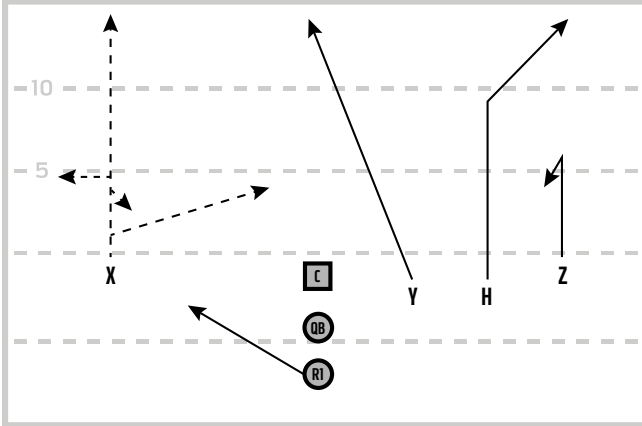
viii. Duece Vertical Quick Out RPO



- X: VERTICAL
- H: QUICK OUT
- Y: QUICK OUT
- Z: VERTICAL
- QB: SIDESTEP SNAP, RECEIVE HANDOFF FROM R1, RUN/PASS OPTION
- R1: RECEIVE DIRECT SNAP, HANDOFF TO QB, VERTICAL

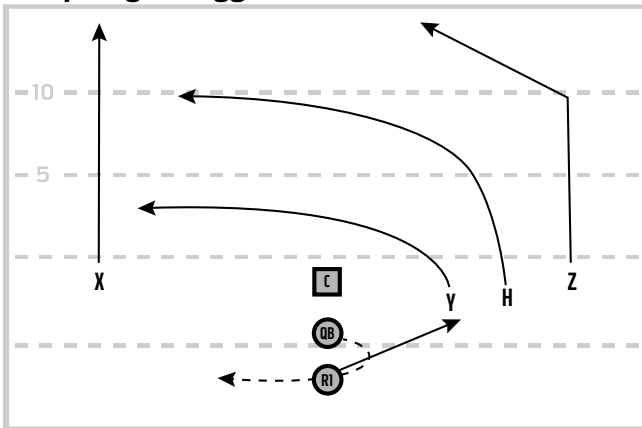
2 / TRIPS RIGHT

i. Trips Right Smash Seam



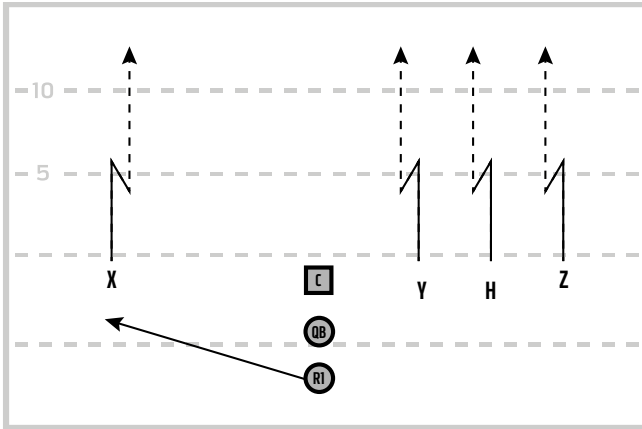
- Y: VERTICAL - VS 2 HIGH-SPLIT SAFETIES / VS 1 HIGH-CROSS FACE OF SAFETY
- Z: QUICK HITCH
- H: FLAG
- X: OPEN ACCESS-QUICK HITCH, QUICK OUT, OR VERTICAL DEPENDING ON DB ALIGNMENT
- R1: FLARE LEFT

ii. Trips Right Waggle



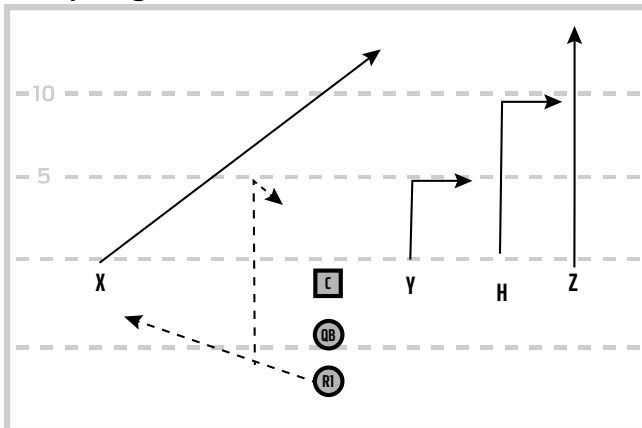
- X: VERTICAL
- Y: SHALLOW DRAG
- H: 10 YARD DRAG
- Z: POST
- R1: FLARE TO TRIPS SIDE

iii. Trips Right Hitch (& Go)



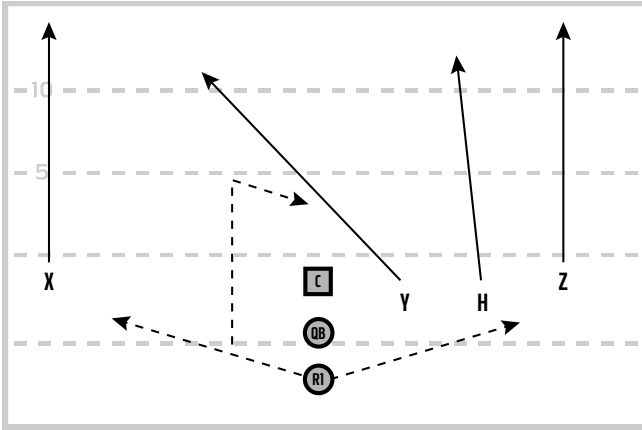
- X: 5-YARD HITCH (& GO)
- Y: 5-YARD HITCH (& GO)
- H: 5-YARD HITCH (& GO)
- Z: 5-YARD HITCH (& GO)
- R1: FLARE TO SINGLE RECEIVER SIDE

iv. Trips Right Flood



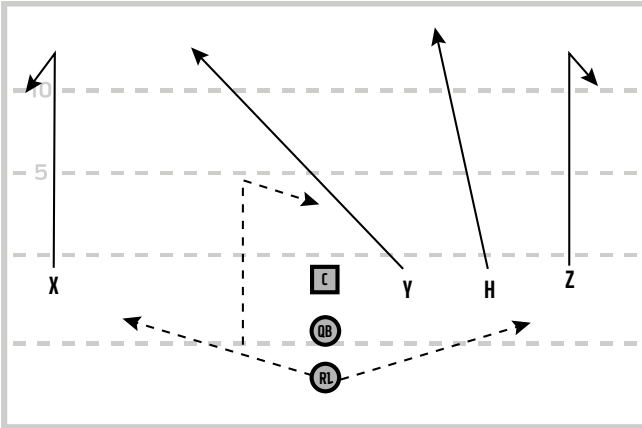
- X: DEEP DRAG
- Y: QUICK OUT
- H: OUT
- Z: VERTICAL
- R1: FLARE TO SINGLE RECEIVER SIDE OR SETTLE

v. Trips Right Verticals



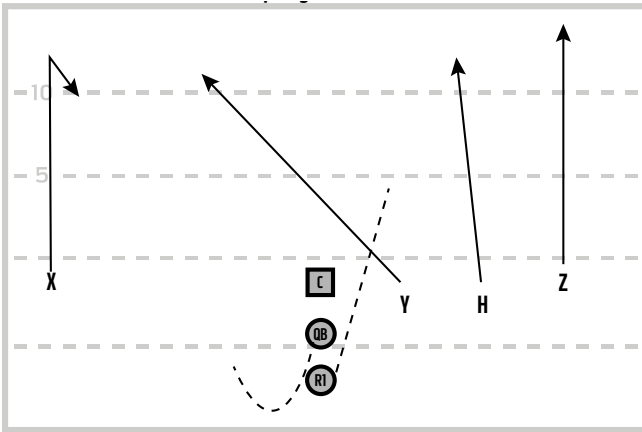
- X: VERTICAL
- Y: VS 2 HIGH SAFETIES; CROSS FACE OF FAR SAFETY / VS 1 HIGH SAFETY: CROSS FACE
- H: VERTICAL SEAM
- Z: VERTICAL
- R1: FLARE TO RUSH OR SETTLE

vi. Trips Right Comeback Vertical



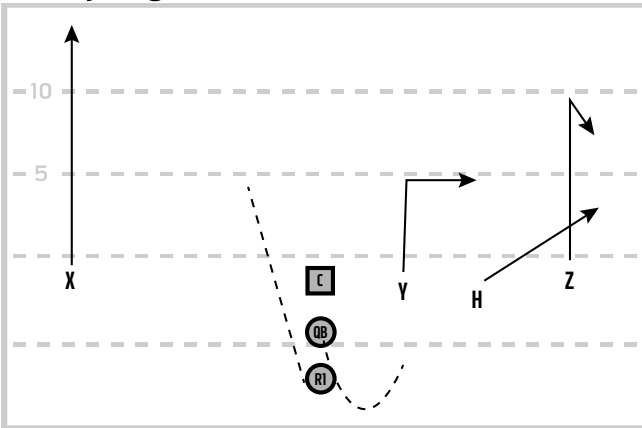
- X: COMEBACK
- Y: VS 2 HIGH SAFETIES; CROSS FACE OF FAR SAFETY / VS 1 HIGH SAFETY: CROSS FACE
- H: VERTICAL SEAM
- Z: VERTICAL
- R1: FLARE TO RUSH OR SETTLE

vii. Trips Right Draw Right



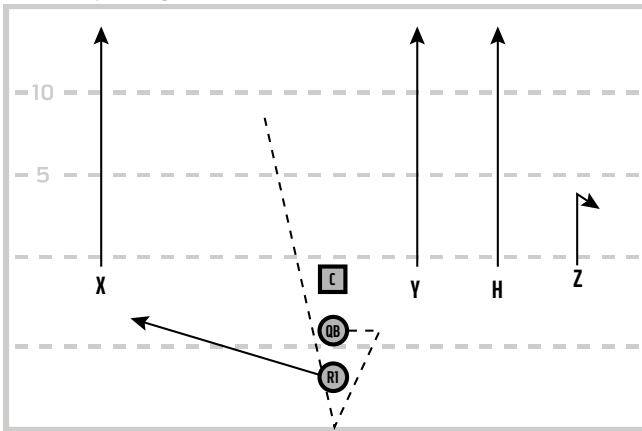
- X: HITCH
- Y: VERTICAL
- H: VERTICAL FAR SEAM
- Z: VERTICAL
- QB: DELAY HANDOFF
- R1: DRAW RIGHT

viii. Trips Right Draw Left



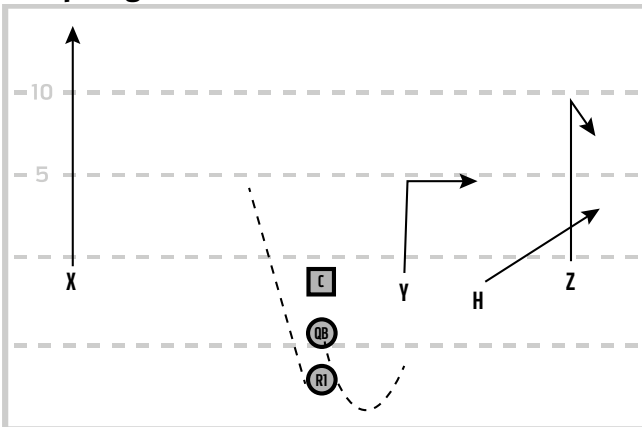
- X: VERTICAL
- Y: QUICK OUT
- H: ARROW
- Z: COMEBACK
- QB: DELAY HANDOFF
- R1: DRAW LEFT

viii. Trips Right QB Draw



- X: VERTICAL
- Y: VERTICAL
- H: VERTICAL
- Z: QUICK HITCH
- QB: SIDESTEP SNAP, RECEIVE HANDOFF FROM R1, RUN
- R1: RECEIVE DIRECT SNAP, HANDOFF TO QB, VERTICAL

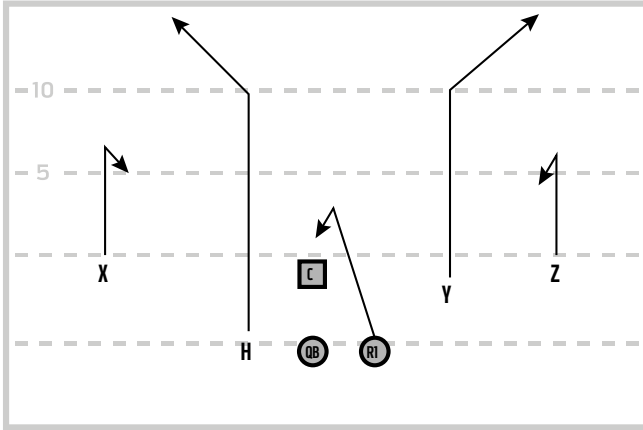
x. Trips Right Comeback Vertical RPO



- X: VERTICAL
- Y: QUICK OUT
- H: ARROW
- Z: COMEBACK
- QB: SIDESTEP SNAP, RECEIVE HANDOFF FROM R1, RUN/PASS OPTION
- R1: RECEIVE DIRECT SNAP, HANDOFF TO QB, FLARE TO SINGLE RECEIVER SIDE

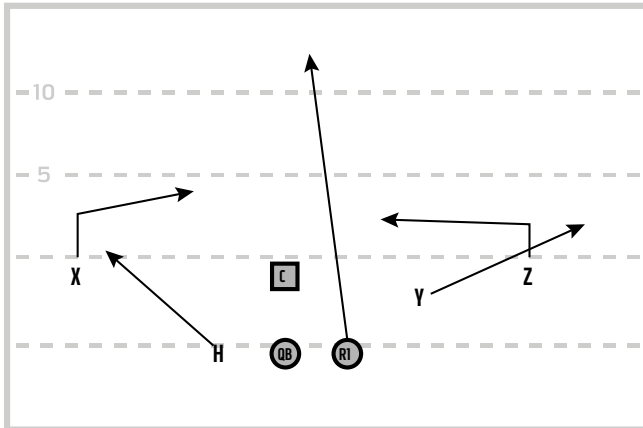
3 / TWINS OPEN RIGHT

i. Twins Open Right Smash



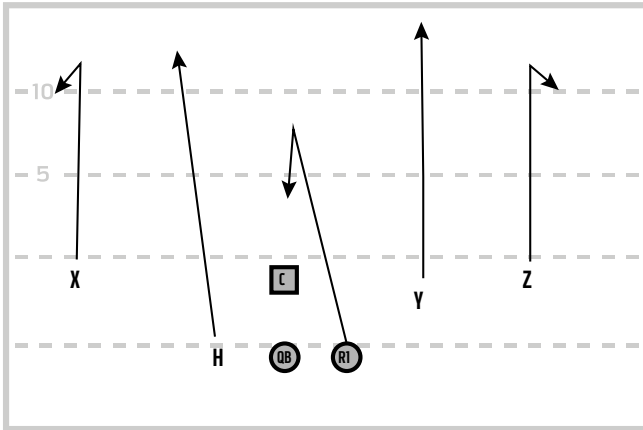
- X: HITCH
- H: FLAG
- Y: FLAG
- Z: HITCH
- R1: SETTLE

ii. Twins Open Right Slant Arrow



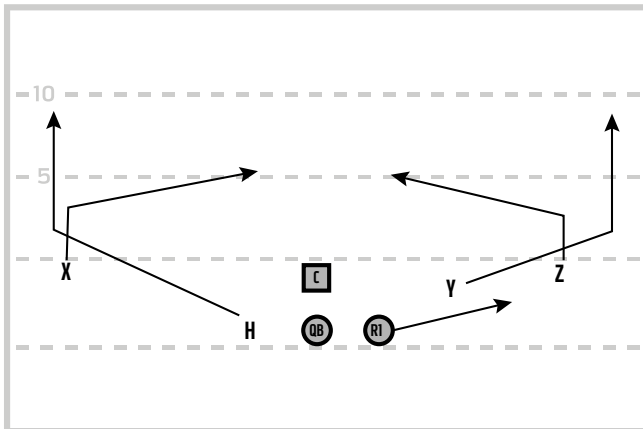
- X: SLANT
- Y: ARROW
- H: ARROW
- Z: SLANT
- R1: VERTICAL

iii. Twins Open Right Comeback Vertical



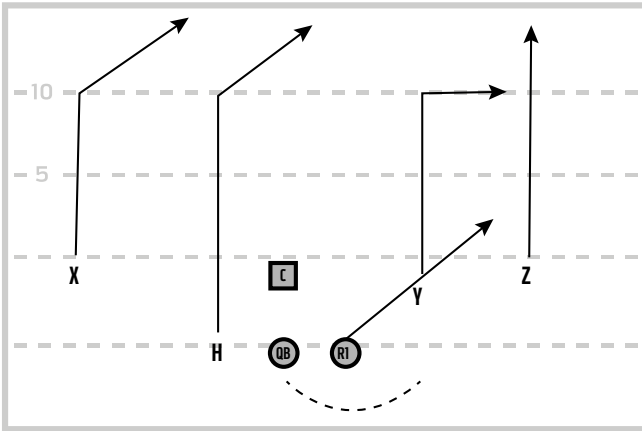
- X: COMEBACK
- H: VERTICAL
- Y: VERTICAL
- Z: COMEBACK
- R1: SETTLE

iv. Twins Open Right Slant Wheel



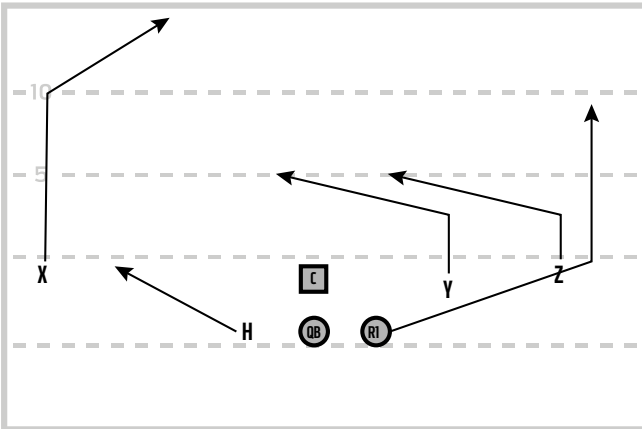
- X: SLANT
- H: WHEEL
- Y: WHEEL
- Z: SLANT
- R1: FLARE RIGHT

v. Twins Open Right Flood



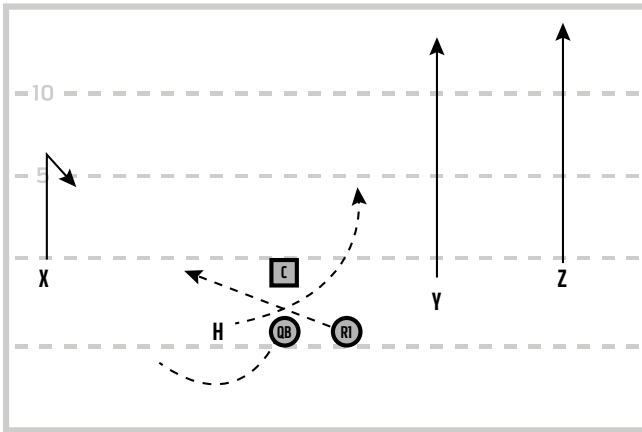
- X: POST
- H: POST
- Y: OUT
- Z: VERTICAL
- QB: ROLL RIGHT
- R1: ARROW

vi. Twins Open Right Double Slant Wheel



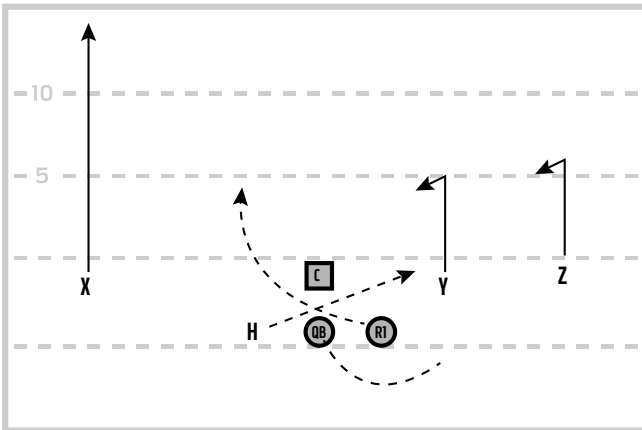
- X: POST
- H: FLARE
- Y: SLANT
- Z: SLANT
- R1: WHEEL

vii. Twins Open Right Zone Right



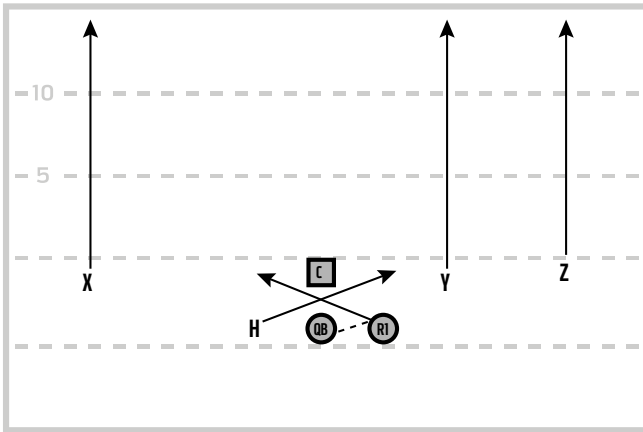
- X: HITCH
- H: ZONE RIGHT
- Y: VERTICAL
- Z: VERTICAL
- QB: HANDOFF TO H
- R1: FAKE HANDOFF UNDERNEATH

viii. Twins Open Right Zone Left



- X: VERTICAL
- H: FAKE HANDOFF UNDERNEATH
- Y: HITCH
- Z: HITCH
- QB: FAKE TO H, HANDOFF TO R1
- R1: ZONE LEFT

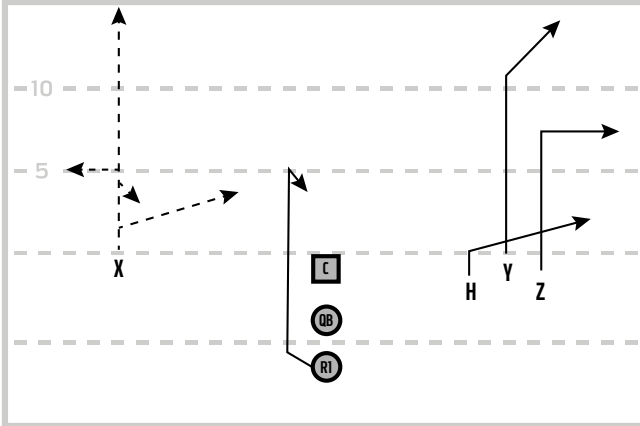
viii. Twins Open Right RPO



- X: VERTICAL
- H: FLARE RIGHT
- Y: VERTICAL
- Z: VERTICAL
- QB: RECEIVE HANDOFF FROM R1, RUN/PASS OPTION
- R1: RECEIVE SNAP, HANDOFF TO QB FLARE LEFT

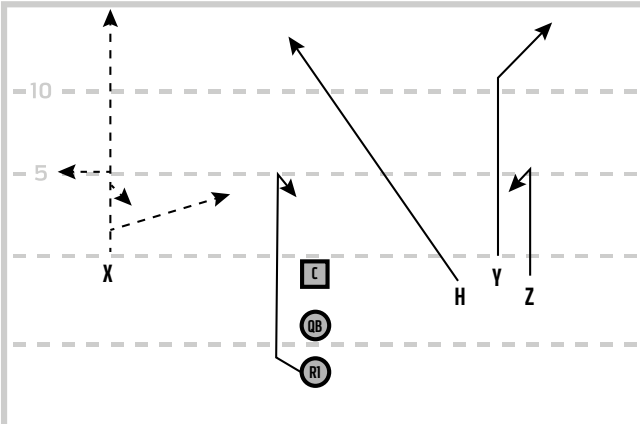
4 / TIGHT BUNCH RIGHT

i. Tight Bunch Right Flood



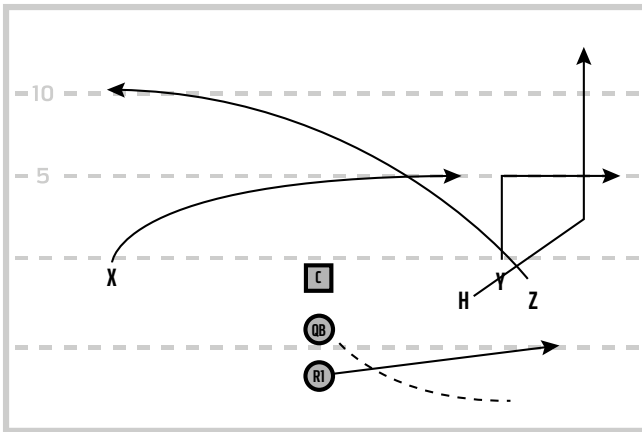
- X: OPEN ACCESS
- H: ARROW
- Y: FLAG
- Z: OUT
- QB: ROLL RIGHT
- R1: SETTLE

ii. Tight Bunch Right Smash Seam



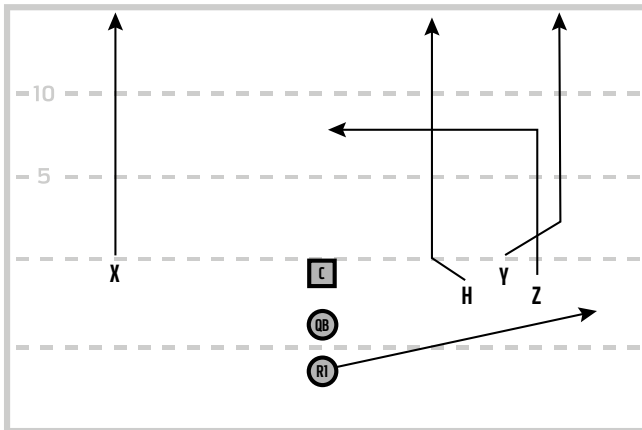
- X: OPEN ACCESS
- Y: VERTICAL
- H: FLAG
- Z: HITCH
- R1: HITCH

iii. Tight Bunch Right Throwback



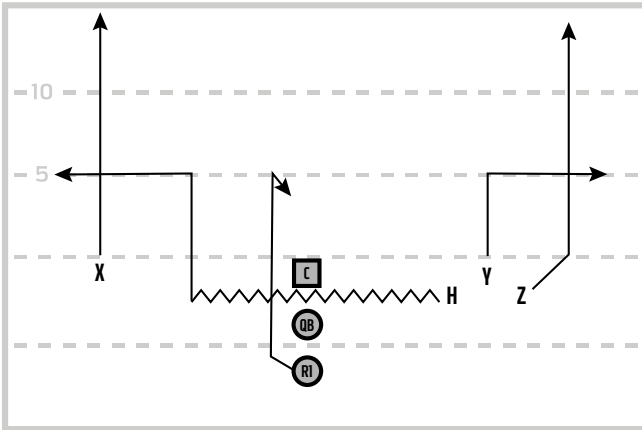
- X: SHALLOW DRAG
- H: WHEEL
- Y: QUICK OUT
- Z: DELAY DRAG
- QB: ROLL RIGHT, THROW BACK TO Z
- R1: FLARE TO BUNCH

iv. Tight Bunch Right Dagger



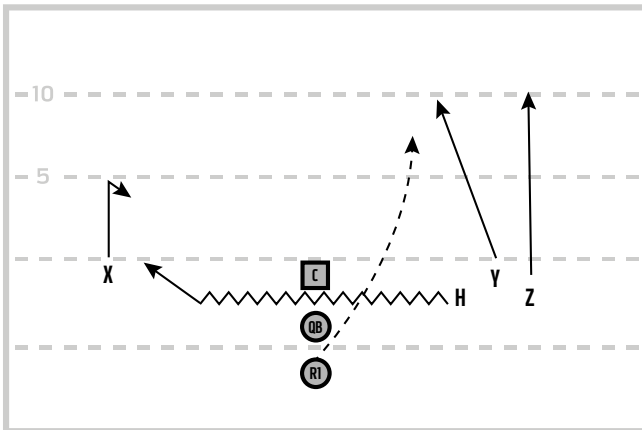
- X: VERTICAL
- H: OUTSIDE VERTICAL
- Y: VERTICAL
- Z: DIG: 8-10 YARDS
- R1: FLARE TO BUNCH

v. Tight Bunch Right H Across Vertical Quick Out



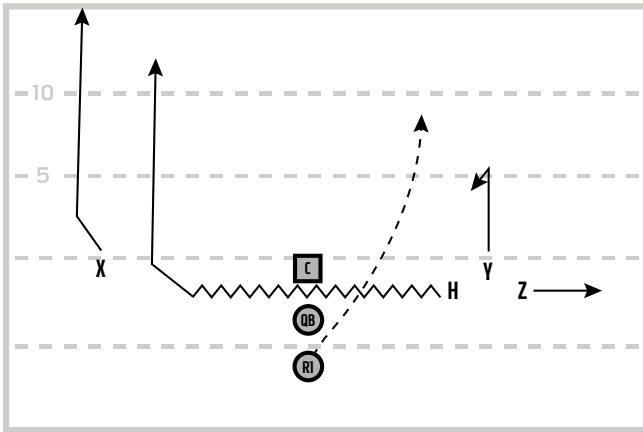
- X: VERTICAL
- H: ACROSS, QUICK OUT
- Y: QUICK OUT
- Z: VERTICAL
- R1: SETTLE

vi. Tight Bunch Right H Across Zone Right



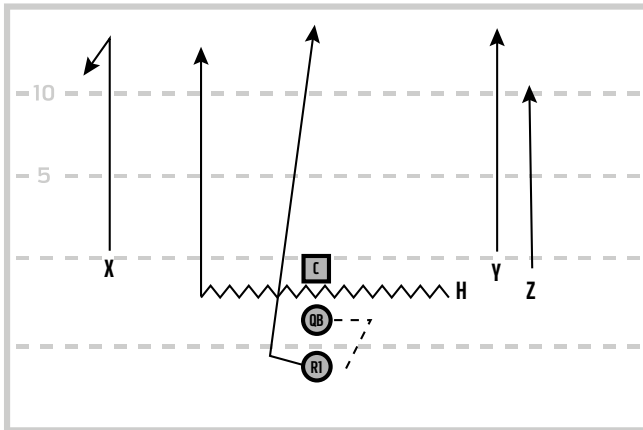
- X: HITCH
- H: ACROSS, ARROW
- Y: VERTICAL
- Z: VERTICAL
- QB: HANDOFF TO R1
- R1: ZONE RIGHT

vii. Tight Bunch Right H Sweep



- X: VERTICAL
- H: ACROSS, SWEEP
- Y: HITCH
- Z: CLEAR
- QB: SHOVEL TO H
- R1: ZONE RIGHT

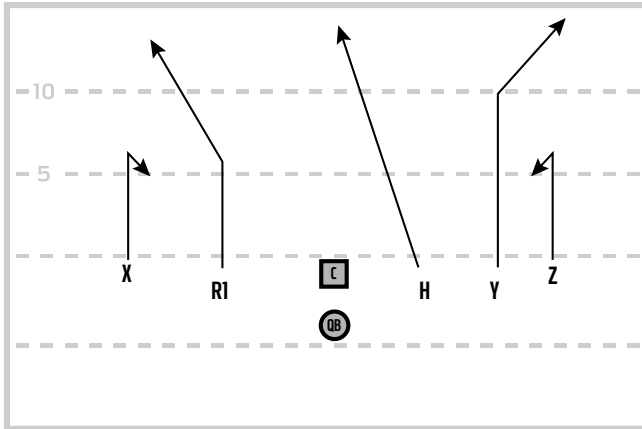
viii. Tight Bunch Right Comeback Vertical RPO



- X: CORNER BACK
- H: ACROSS, VERTICAL
- Y: VERTICAL
- Z: VERTICAL
- QB: SIDESTEP SNAP, RECEIVE HANDOFF FROM R1, RUN/PASS OPTION
- R1: RECEIVE DIRECT SNAP, HANDOFF TO QB, VERTICAL

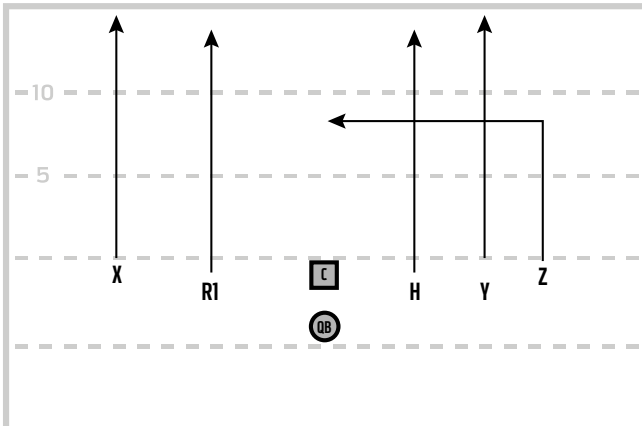
5 / EMPTY

i. Empty Smash Seam



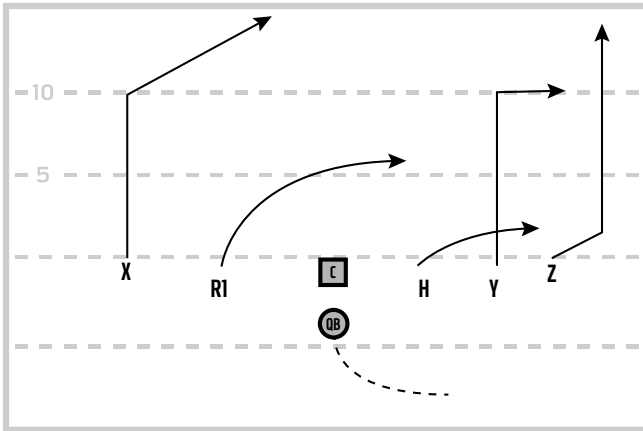
- X: HITCH
- R1: FLAG
- H: SEAM
- Y: FLAG
- Z: HITCH

ii. Empty Dagger



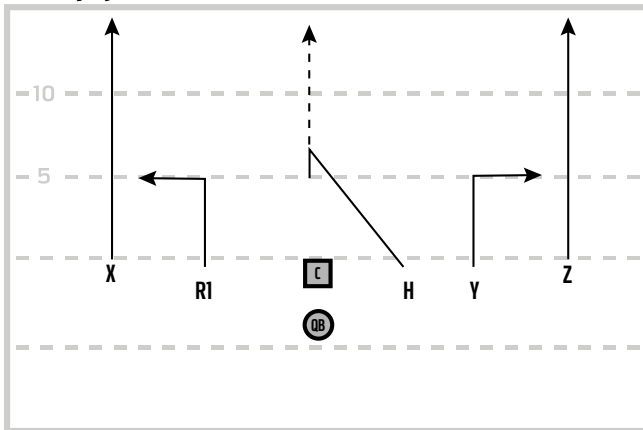
- X: VERTICAL
- R1: VERTICAL
- H: VERTICAL
- Y: VERTICAL
- Z: 8-10 YARD DIG

iii. Empty Flood



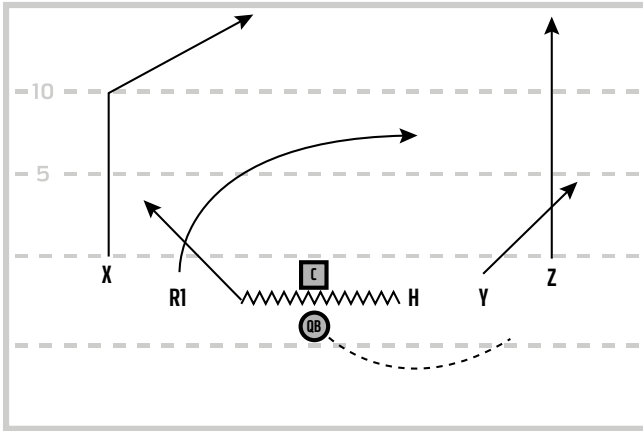
- X: POST
- R1: DRAG
- H: ARROW
- Y: OUT
- Z: VERTICAL
- QB: ROLL RIGHT

iv. Empty Vertical Quick Out



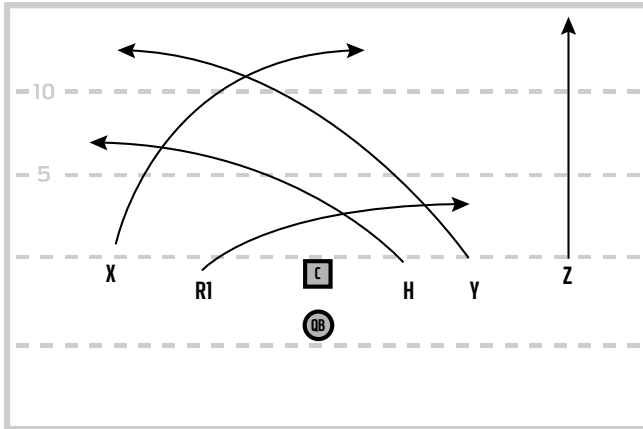
- X: VERTICAL
- R1: QUICK OUT
- H: SETTLE OR SEAM
- Y: QUICK OUT
- Z: VERTICAL

v. Empty H Across Waggle



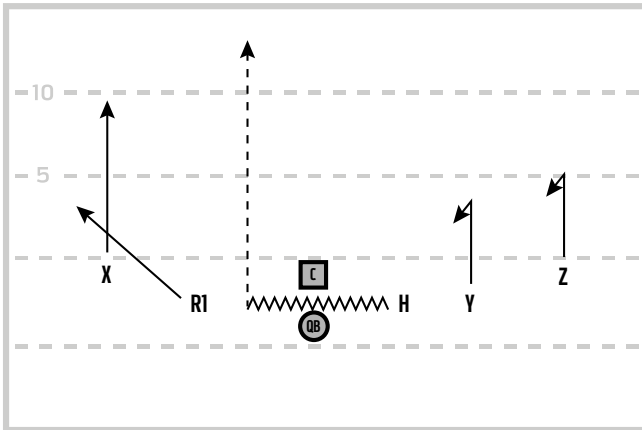
- X: POST
- R1: DRAG
- H: ACROSS, ARROW
- Y: ARROW
- Z: VERTICAL
- QB: ROLL RIGHT

vi. Empty Mesh



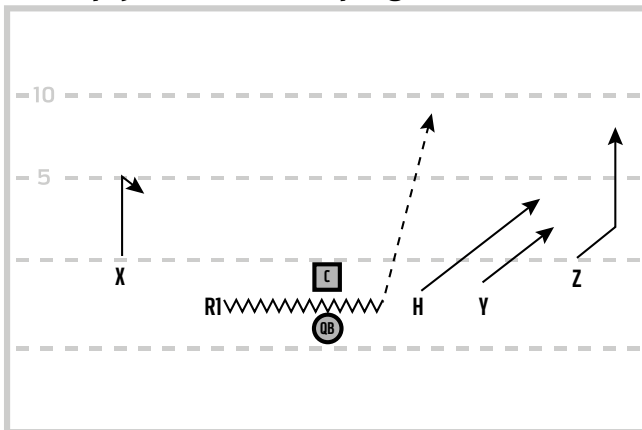
- X: DRAG
- R1: SHALLOW DRAG
- H: SHALLOW DRAG
- Y: DRAG
- Z: VERTICAL

vii. Empty H Across Sweep Left



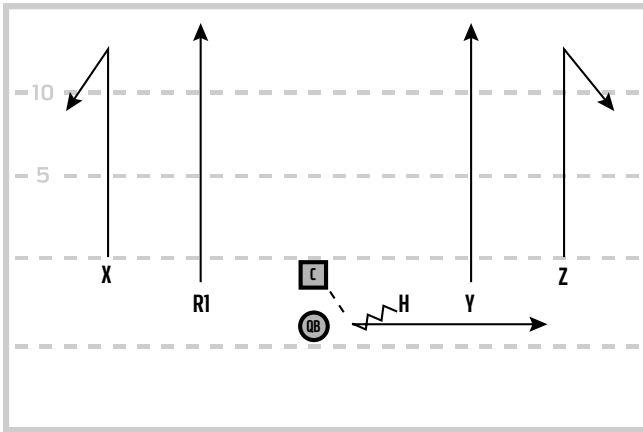
- X: VERTICAL
- R1: ARROSS
- H: ACROSS, SWEEP LEFT
- Y: HITCH
- Z: HITCH
- QB: SHOVEL TO H

viii. Empty R1 Across Sweep Right



- X: HITCH
- R1: ACROSS, SWEEP RIGHT
- H: ARROW
- Y: ARROW
- Z: VERTICAL
- QB: SHOVEL TO R1

viii. Empty Comeback Vertical RPO



- X: COMEBACK
- R1: VERTICAL
- H: MOTION BACK, RECEIVE DIRECT SNAP, HANDOFF TO QB, FLARE
- Y: VERTICAL
- Z: COMEBACK
- QB: RUN - PASS OPTION



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