



7-ON-7 FLAG PLAYBOOK



American Development Model

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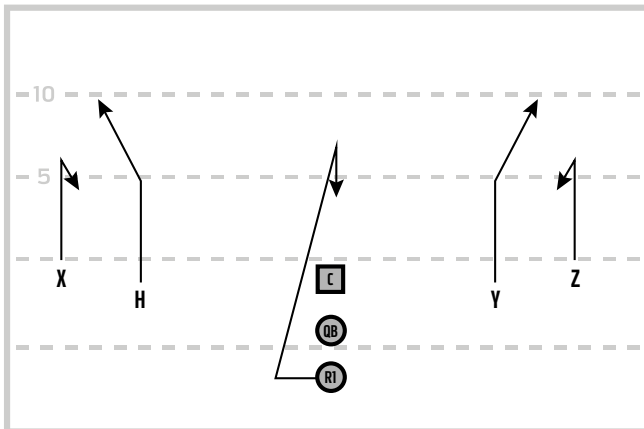
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1 / DUECE

i. Duece Smash



X: 5 YARD HITCH

H: FLAG

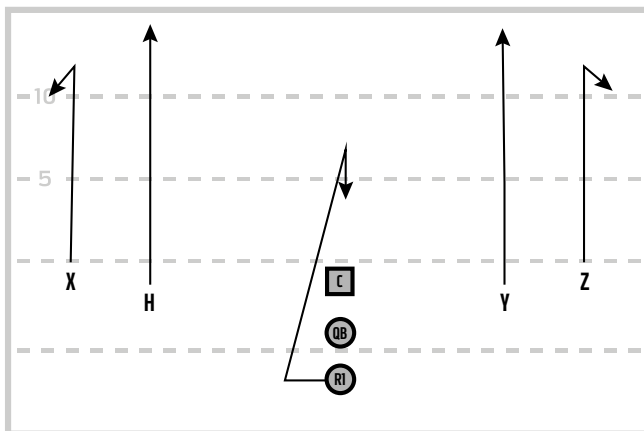
Y: FLAG

Z: 5 YARD HITCH

QB: VS COVER 2 - LOOK TO THROW OPEN FLAGS / VS COVER 3 - HITCHES . VS COVER 4 - HITCHES

R1: SETTLE

ii. Duece Comeback Vertical



X: COMEBACK

H: VERTICAL

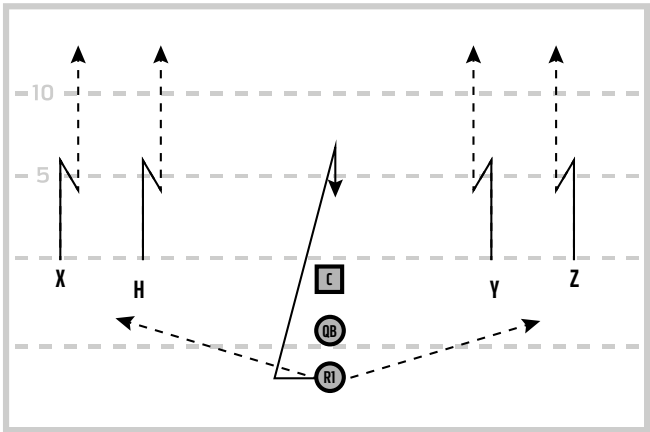
Y: VERTICAL

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

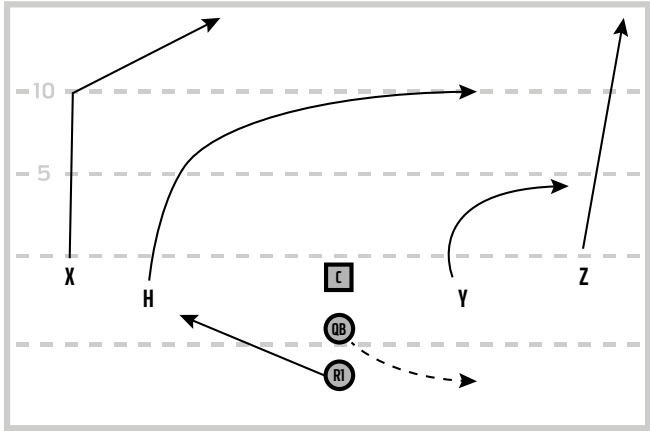
R1: SETTLE

iii. Duece Hitch (& Go)



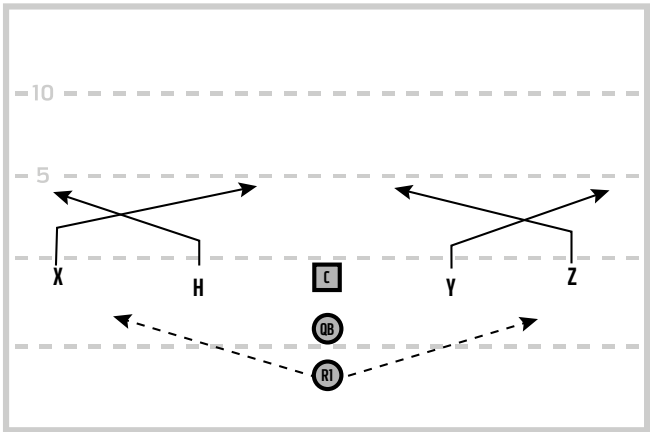
- X: 5 YARD HITCH (& GO)
H: 5 YARD HITCH (& GO)
Y: 5 YARD HITCH (& GO)
Z: 5 YARD HITCH (& GO)
QB: THROW HITCH TO MOST FAVORABLE MATCHUP OR BIGGEST CUSHION
R1: SETTLE OR FLARE OUT

iv. Duece Waggle



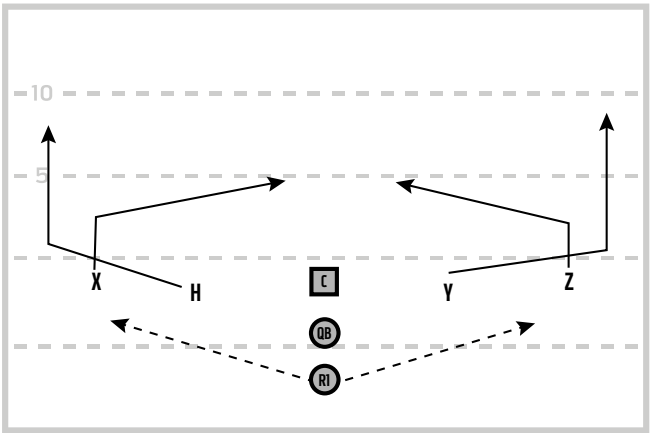
- X: POST
H: 10 YARD DRAG
Y: ARROW
Z: VERTICAL
QB: ROLL OUT
R1: DELAY FLARE

v. Duece Slant Arrow



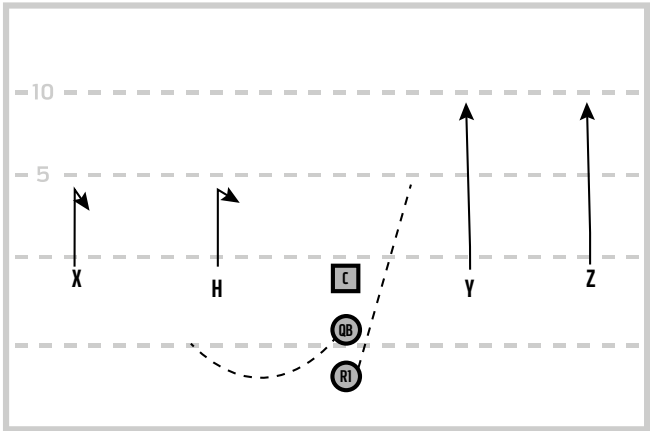
- X: SLANT
H: ARROW
Y: ARROW
Z: SLANT
R1: FLARE TO RUSH / CHOICE FLARE

vi. Duece Slant Wheel



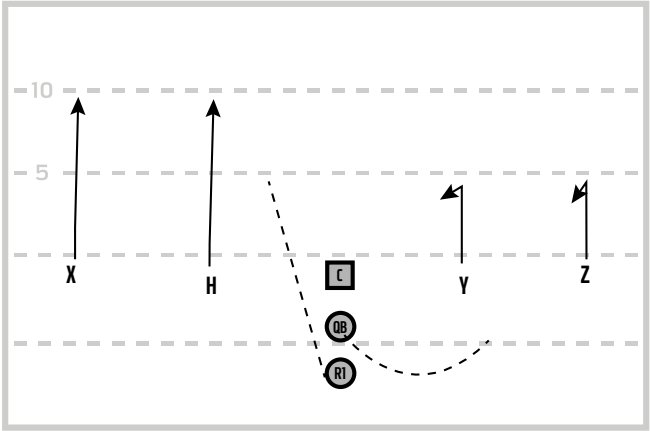
- X: SLANT
H: WHEEL
Y: WHEEL
Z: SLANT
R1: FLARE TO RUSH / CHOICE FLARE

vii. Duece Draw Right



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

viii. Duece Draw Left



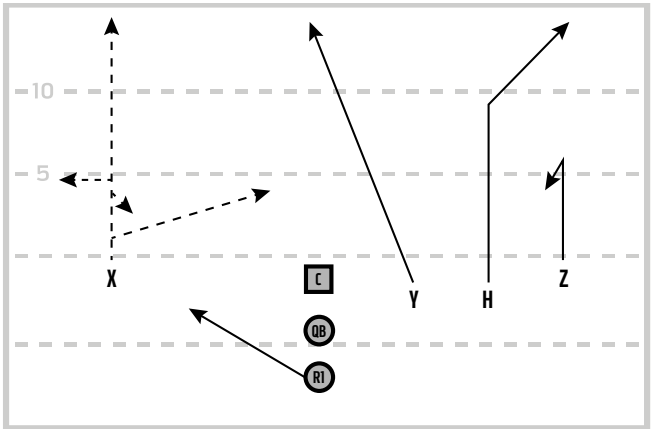
- X: VERTICAL
H: VERTICAL
Y: QUICK HITCH
Z: QUICK HITCH
QB: DELAY HANDOFF
R1: DRAW LEFT

A diagram of a 2D coordinate system. The vertical axis is labeled 'Y' and has tick marks at 5 and 10. The horizontal axis is labeled 'X'. A point 'H' is located at the intersection of the axes. A point 'C' is located on the Y-axis at the 5 mark. A point 'OB' is located on the Y-axis at the 10 mark. A point 'RI' is located on the Y-axis at the 15 mark. A dashed line connects 'OB' and 'RI'.

8

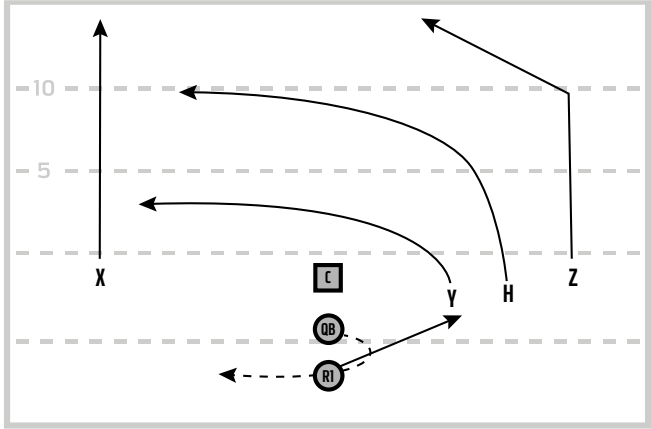
2 / TRIPS RIGHT

i. Trips Right Smash Seam



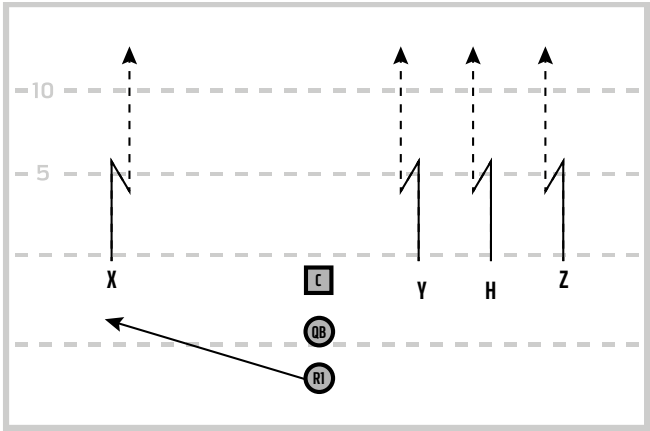
- Y: VERTICAL - VS 2 HIGH-SPLIT SAFETIES / VS 1 HIGH-CROSS FACE OF SAFETY
Z: QUICK HITCH
H: FLAG
X: OPEN ACCESS-QUICK HITCH, QUICK OUT, OR VERTICAL DEPENDING ON DB ALIGNMENT
R1: FLARE LEFT

ii. Trips Right Waggle



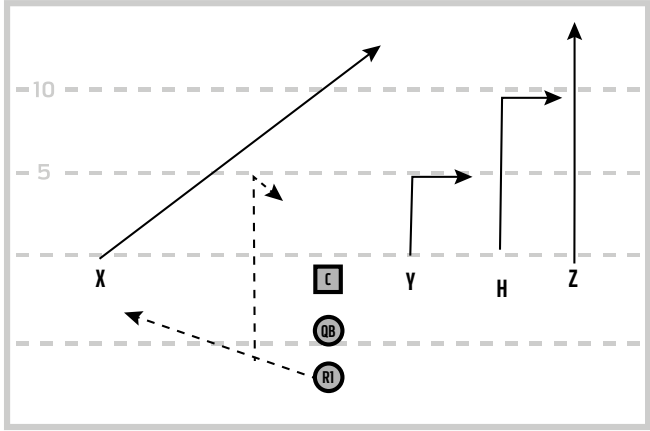
- X: VERTICAL
Y: SHALLOW DRAG
H: 10 YARD DRAG
Z: POST
R1: FLARE TO TRIPS SIDE

iii. Trips Right Hitch (& Go)



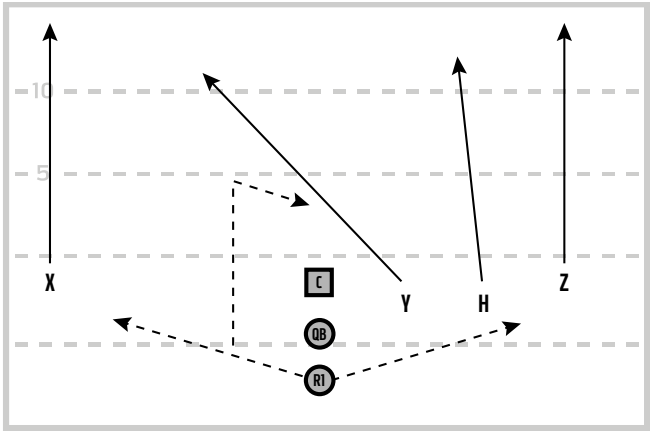
- X: 5-YARD HITCH (& GO)
- Y: 5-YARD HITCH (& GO)
- H: 5-YARD HITCH (& GO)
- Z: 5-YARD HITCH (& GO)
- R1: FLARE TO SINGLE RECEIVER SIDE

iv. Trips Right Flood



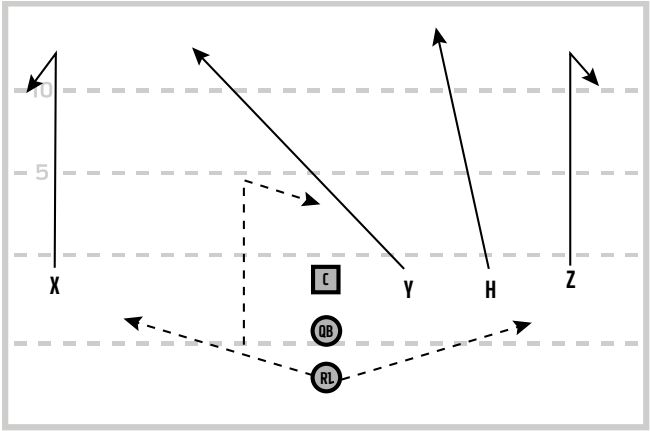
- X: DEEP DRAG
- Y: QUICK OUT
- H: OUT
- Z: VERTICAL
- R1: FLARE TO SINGLE RECEIVER SIDE OR SETTLE

v. Trips Right Verticals



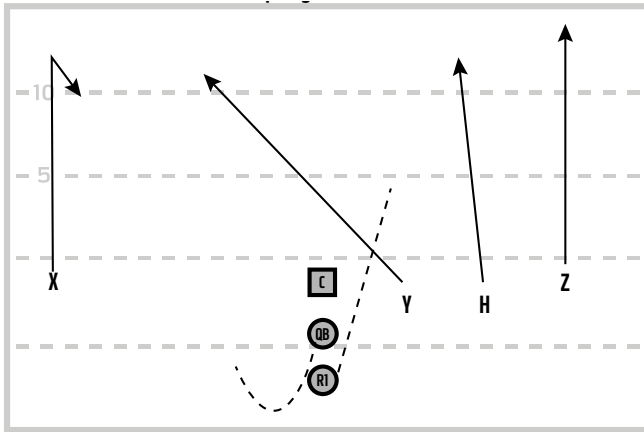
- X: VERTICAL
Y: VS 2 HIGH SAFETIES; CROSS FACE OF FAR SAFETY / VS 1 HIGH SAFETY: CROSS FACE
H: VERTICAL SEAM
Z: VERTICAL
R1: FLARE TO RUSH OR SETTLE

vi. Trips Right Comeback Vertical



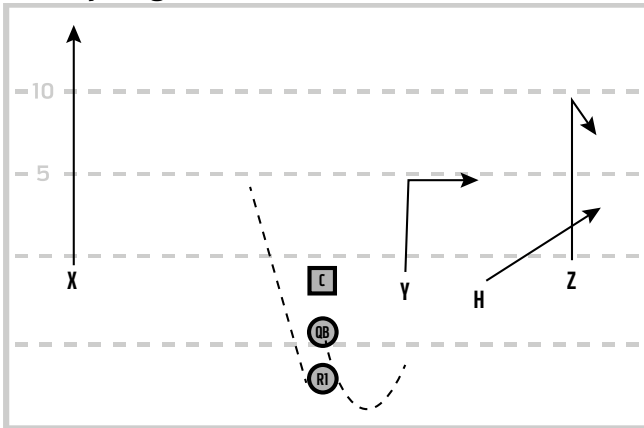
- X: COMEBACK
Y: VS 2 HIGH SAFETIES; CROSS FACE OF FAR SAFETY / VS 1 HIGH SAFETY: CROSS FACE
H: VERTICAL SEAM
Z: VERTICAL
R1: FLARE TO RUSH OR SETTLE

vii. Trips Right Draw Right



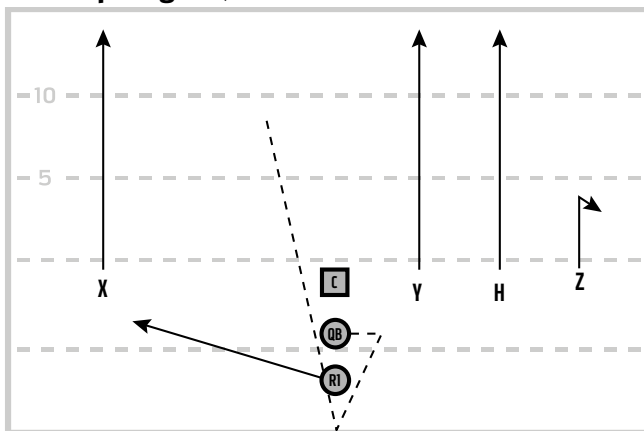
X: HITCH
Y: VERTICAL
H: VERTICAL FAR SEAM
Z: VERTICAL
QB: DELAY HANDOFF
R1: DRAW RIGHT

viii. Trips Right Draw Left



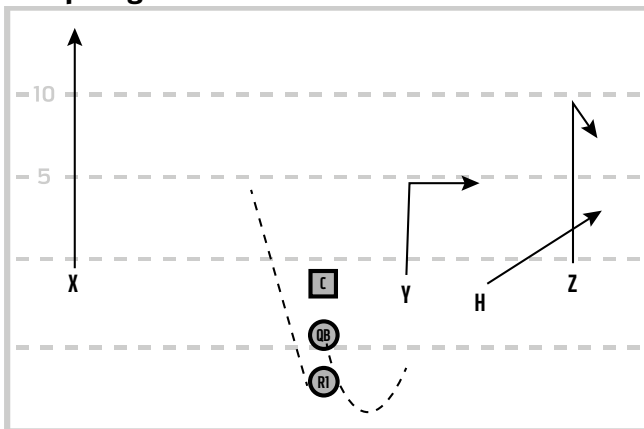
X: VERTICAL
Y: QUICK OUT
H: ARROW
Z: COMEBACK
QB: DELAY HANDOFF
R1: DRAW LEFT

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

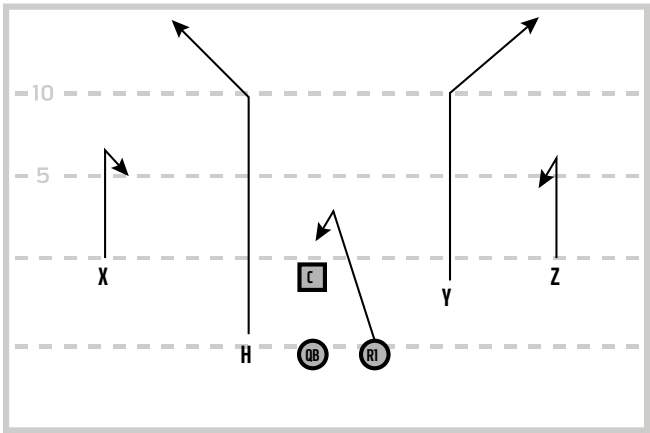
x. Trips Right Comeback Vertical RPO



- 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

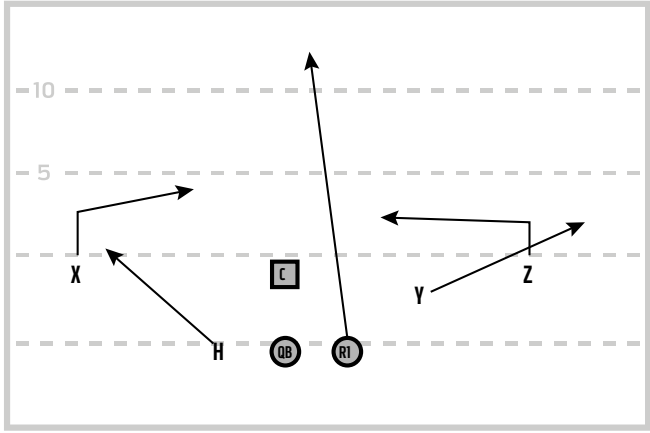
3 / TWINS OPEN RIGHT

i. Twins Open Right Smash



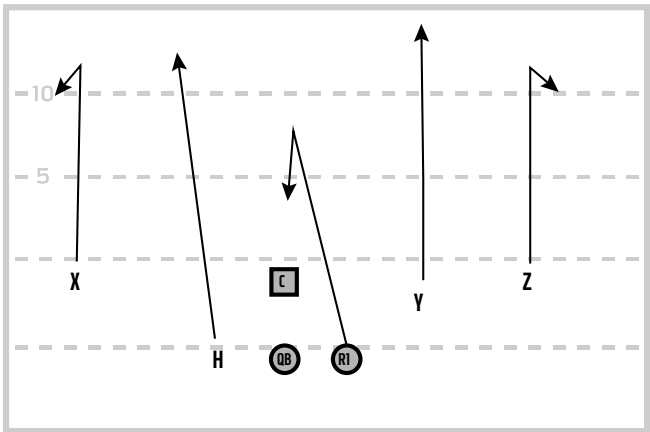
X: HITCH
H: FLAG
Y: FLAG
Z: HITCH
R1: SETTLE

ii. Twins Open Right Slant Arrow



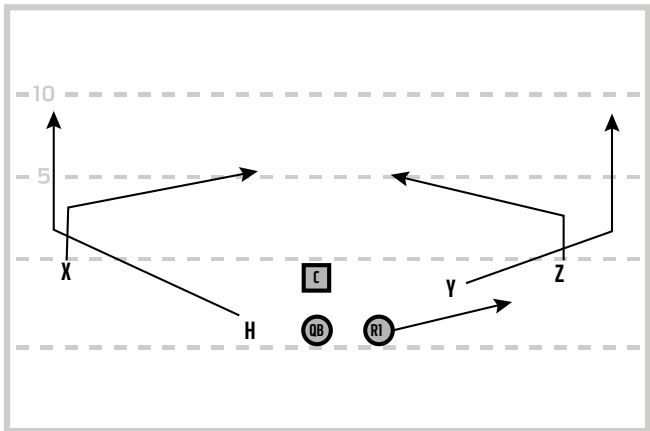
X: SLANT
Y: ARROW
H: ARROW
Z: SLANT
R1: VERTICAL

iii. Twins Open Right Comeback Vertical



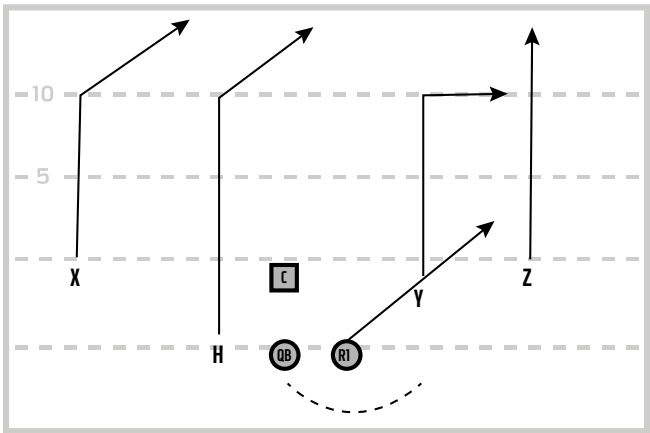
- X: COMEBACK
- H: VERTICAL
- Y: VERTICAL
- Z: COMEBACK
- R1: SETTLE

iv. Twins Open Right Slant Wheel



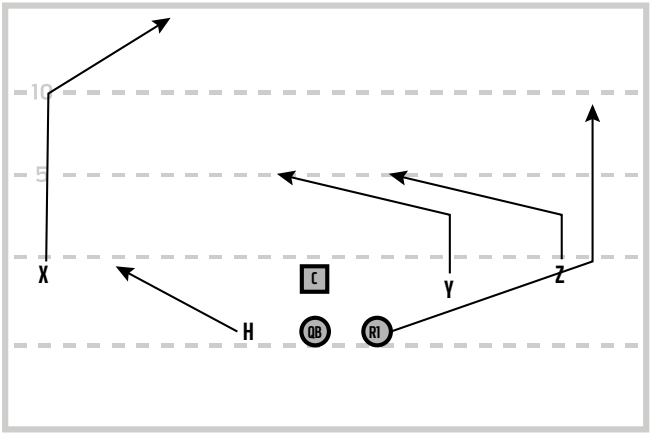
- X: SLANT
- H: WHEEL
- Y: WHEEL
- Z: SLANT
- R1: FLARE RIGHT

v. Twins Open Right Flood



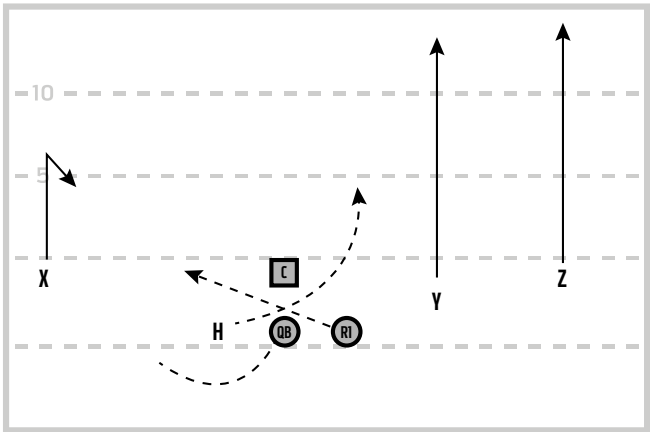
- X: POST
H: POST
Y: OUT
Z: VERTICAL
QB: ROLL RIGHT
R1: ARROW

vi. Twins Open Right Double Slant Wheel



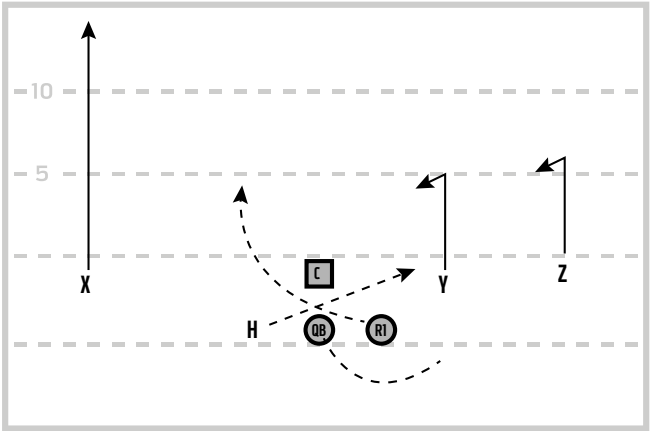
- X: POST
H: FLARE
Y: SLANT
Z: SLANT
R1: WHEEL

vii. Twins Open Right Zone Right



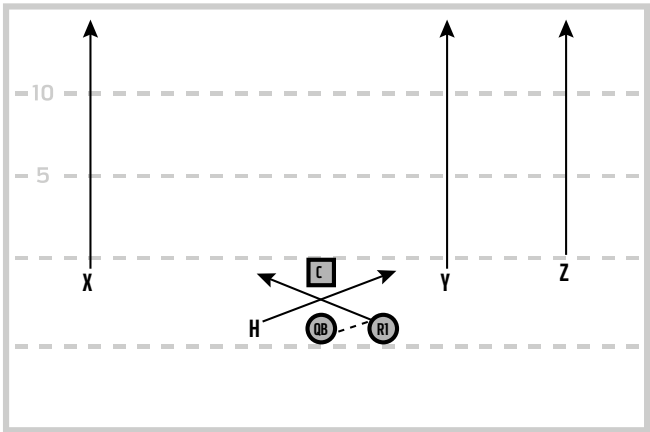
- X: HITCH
H: ZONE RIGHT
Y: VERTICAL
Z: VERTICAL
QB: HANDOFF TO H
R1: FAKE HANDOFF UNDERNEATH

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

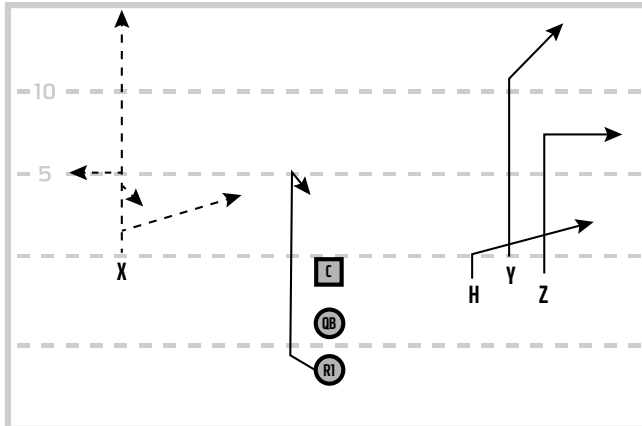
viii. Twins Open Right RPO



- 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

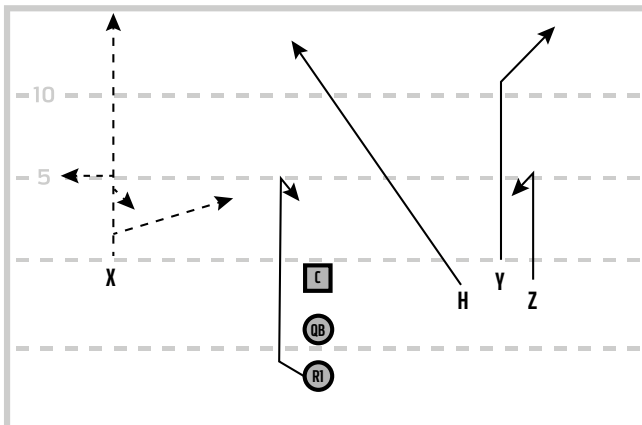
4 / TIGHT BUNCH RIGHT

i. Tight Bunch Right Flood



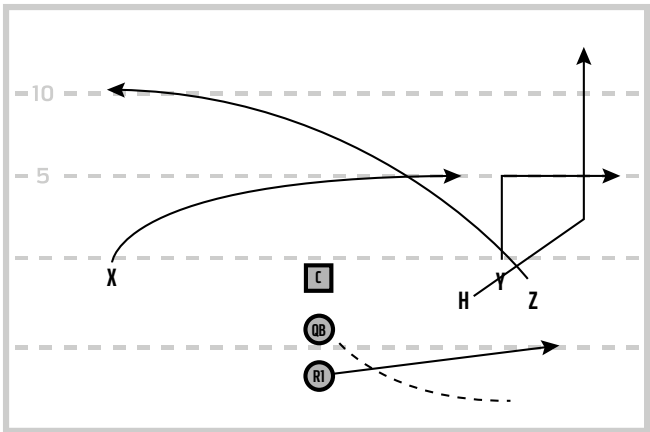
X: OPEN ACCESS
H: ARROW
Y: FLAG
Z: OUT
QB: ROLL RIGHT
R1: SETTLE

ii. Tight Bunch Right Smash Seam



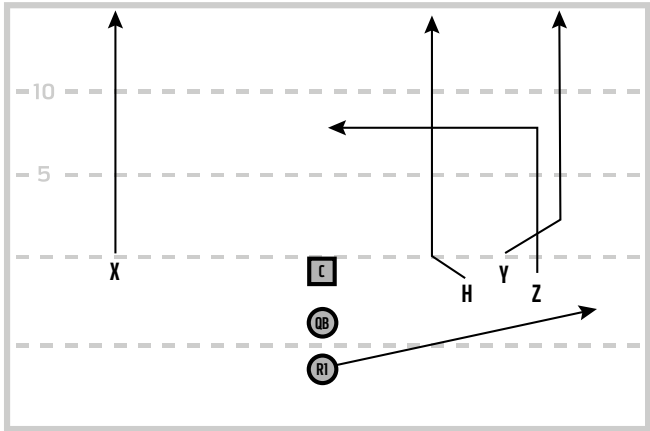
X: OPEN ACCESS
Y: VERTICAL
H: FLAG
Z: HITCH
R1: HITCH

iii. Tight Bunch Right Throwback



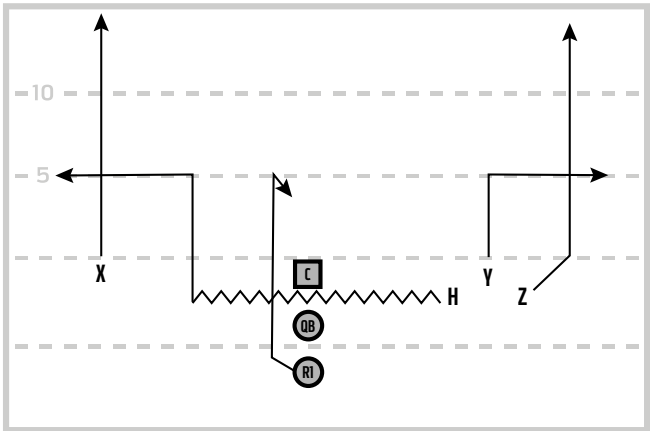
- X: SHALLOW DRAG
- H: WHEEL
- Y: QUICK OUT
- Z: DELAY DRAG
- QB: ROLL RIGHT, THROW BACK TO Z
- R1: FLARE TO BUNCH

iv. Tight Bunch Right Dagger



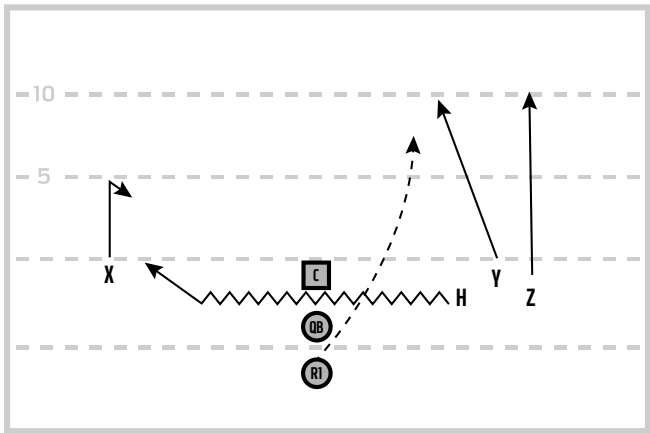
- X: VERTICAL
- H: OUTSIDE VERTICAL
- Y: VERTICAL
- Z: DIG: 8-10 YARDS
- R1: FLARE TO BUNCH

v. Tight Bunch Right H Across Vertical Quick Out



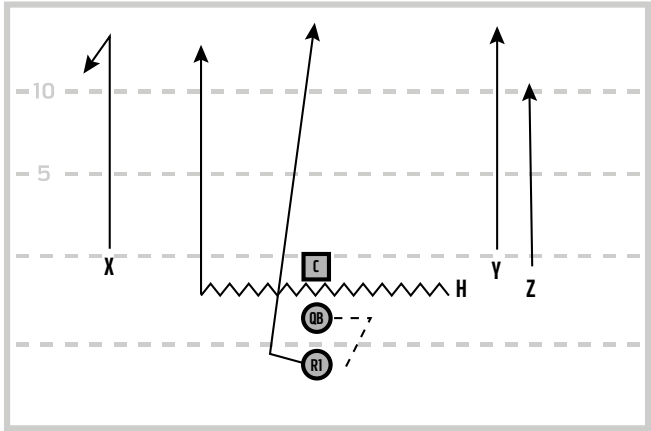
- X: VERTICAL
- H: ACROSS,QUICK OUT
- Y: QUICK OUT
- Z: VERTICAL
- R1: SETTLE

vi. Tight Bunch Right H Across Zone Right



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

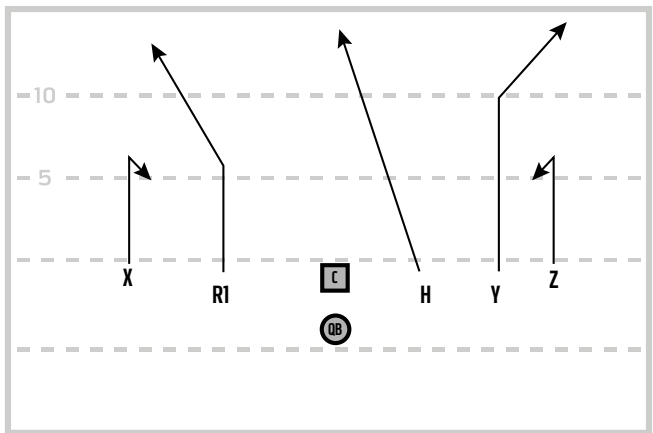
viii. Tight Bunch Right Comeback Vertical RPO



22

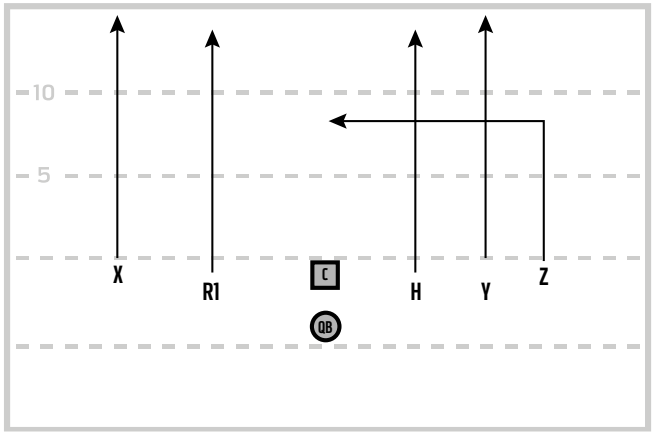
5 / EMPTY

i. Empty Smash Seam



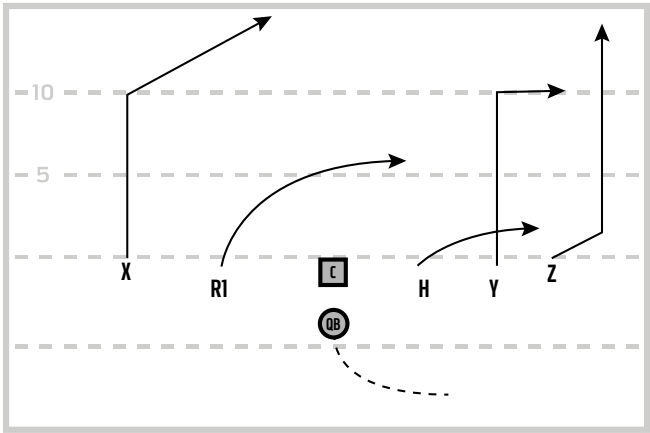
X: HITCH
R1: FLAG
H: SEAM
Y: FLAG
Z: HITCH

ii. Empty Dagger



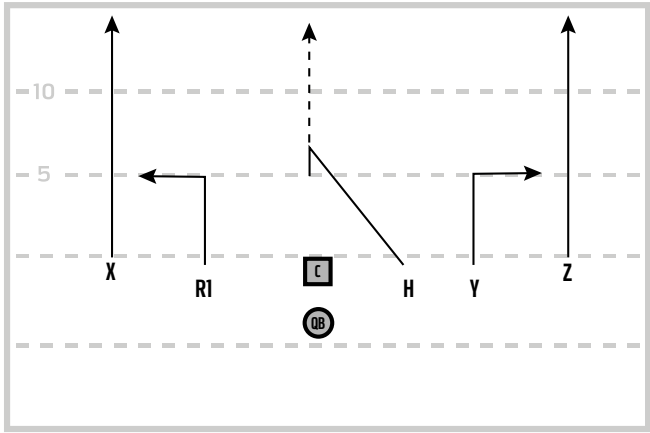
X: VERTICAL
R1: VERTICAL
H: VERTICAL
Y: VERTICAL
Z: 8-10 YARD DIG

iii. Empty Flood



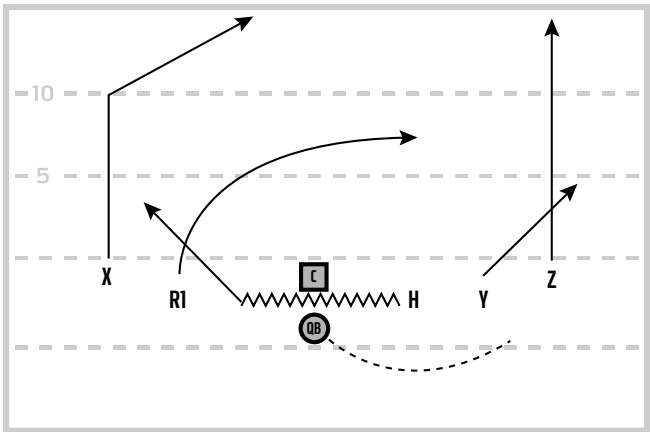
- X: POST
- R1: DRAG
- H: ARROW
- Y: OUT
- Z: VERTICAL
- QB: ROLL RIGHT

iv. Empty Vertical Quick Out



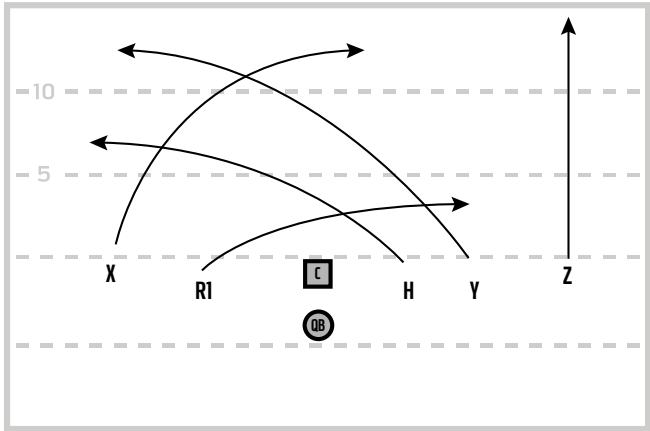
- X: VERTICAL
- R1: QUICK OUT
- H: SETTLE OR SEAM
- Y: QUICK OUT
- Z: VERTICAL

v. Empty H Across Waggle



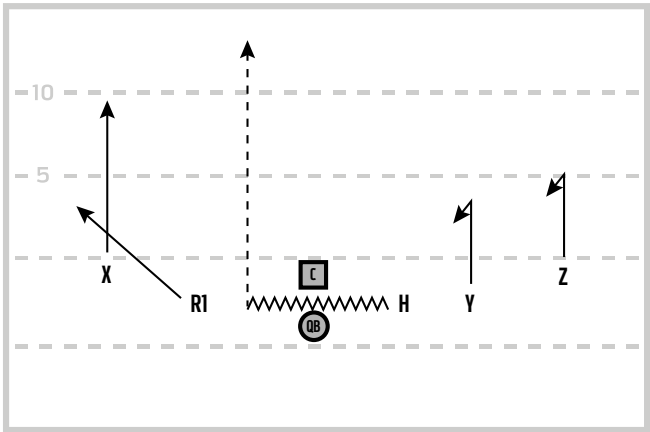
X: POST
R1: DRAG
H: ACROSS, ARROW
Y: ARROW
Z: VERTICAL
QB: ROLL RIGHT

vi. Empty Mesh



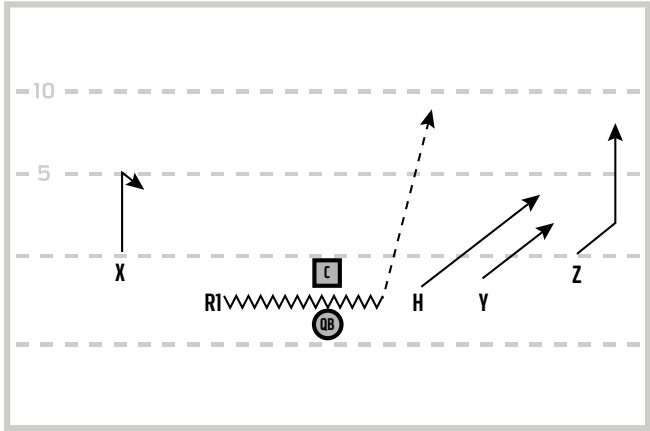
X: DRAG
R1: SHALLOW DRAG
H: SHALLOW DRAG
Y: DRAG
Z: VERTICAL

vii. Empty H Across Sweep Left



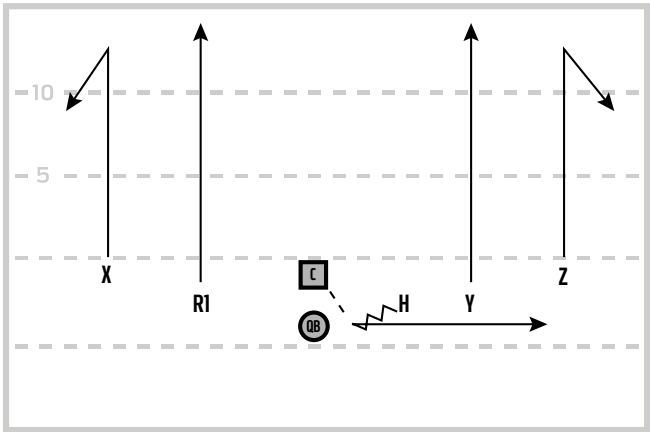
- X: VERTICAL
- R1: ARROW
- H: ACROSS, SWEEP LEFT
- Y: HITCH
- Z: HITCH
- QB: SHOVEL TO H

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

