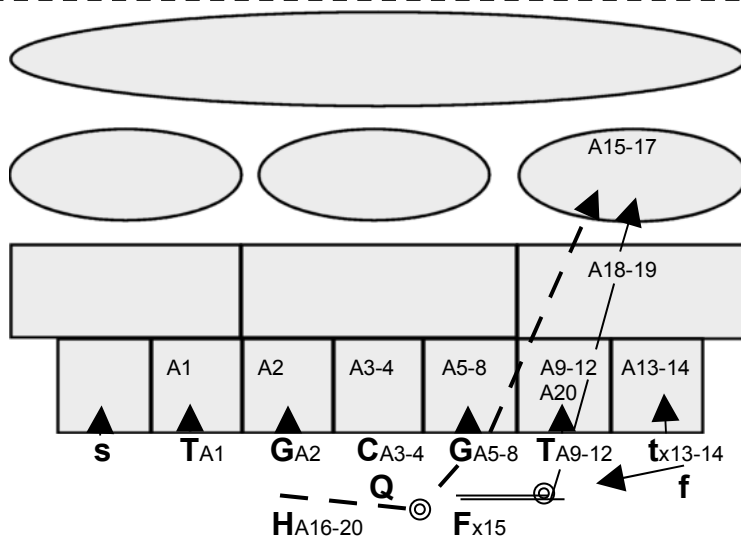
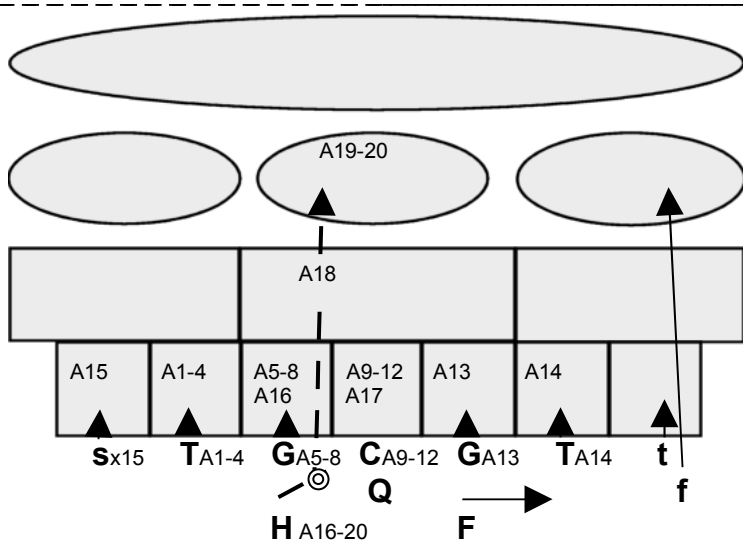


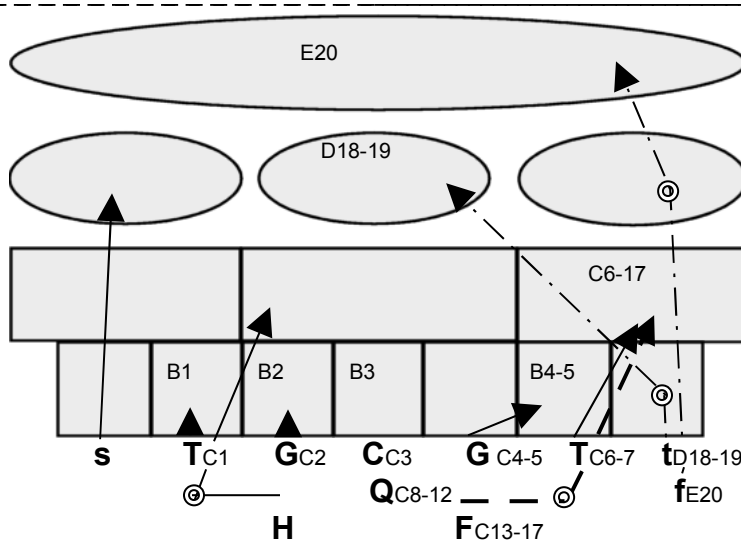
**Pro Set #7...HB Counter**



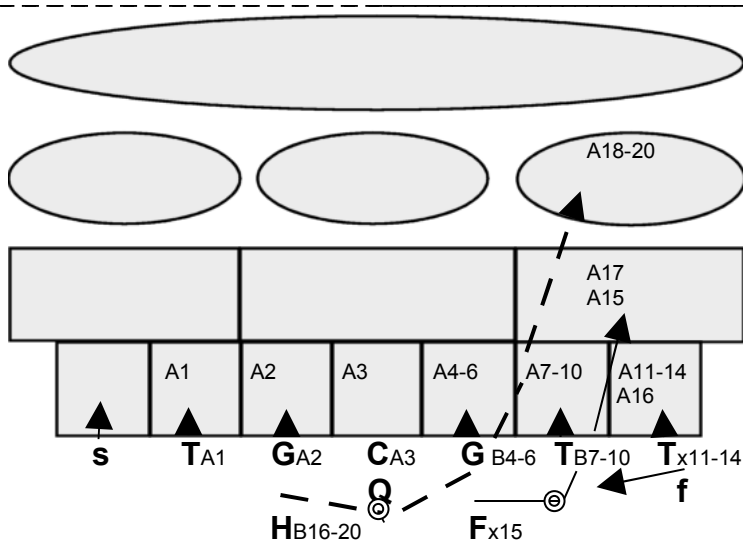
**Pro Set #10...HB Off Tackle**



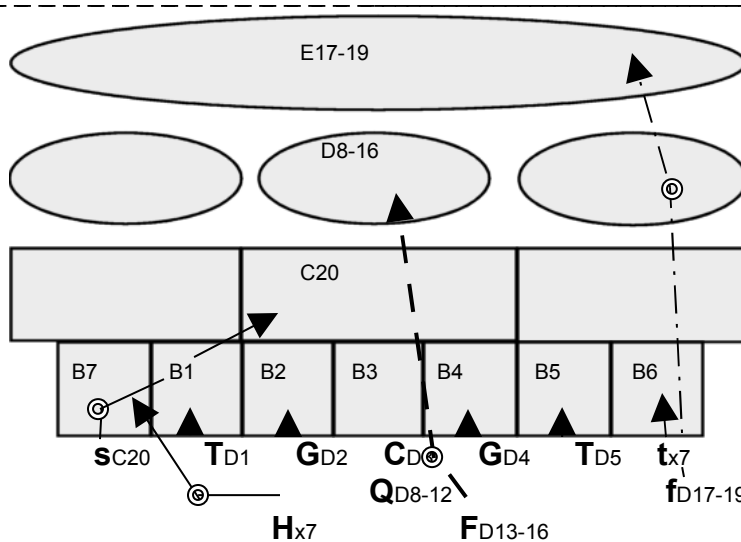
**Pro Set #8...HB Dive**



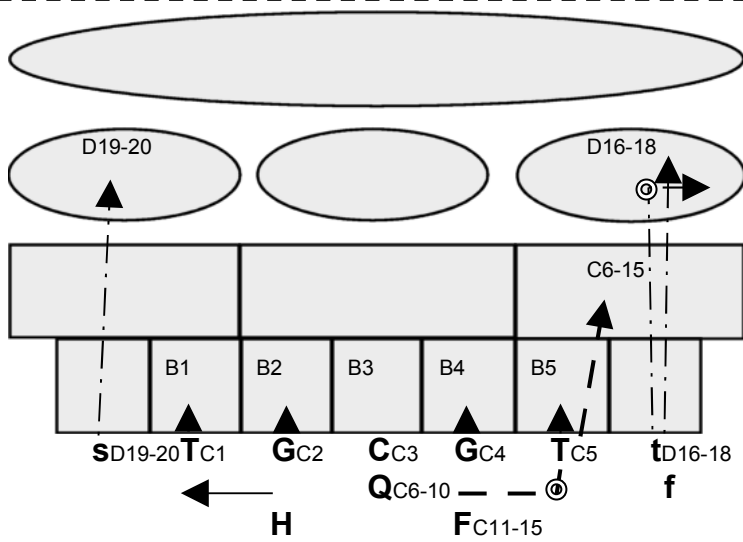
**Pro Set #11...FB Screen**



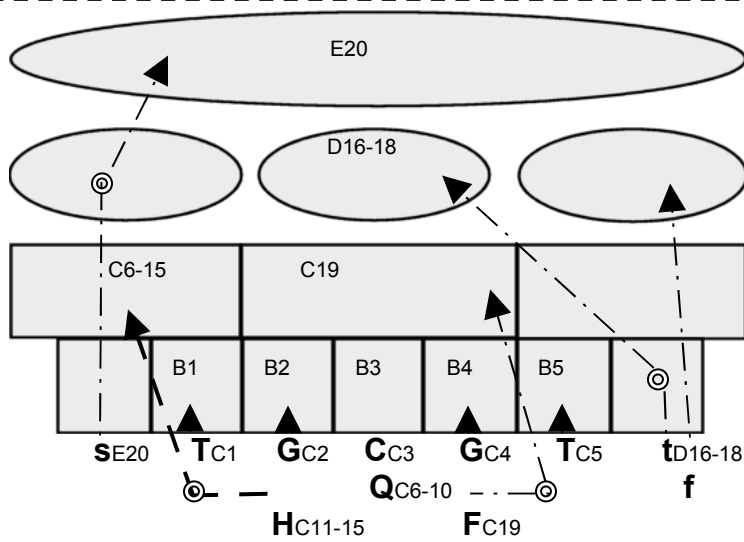
**Pro Set #9...HB End Run**



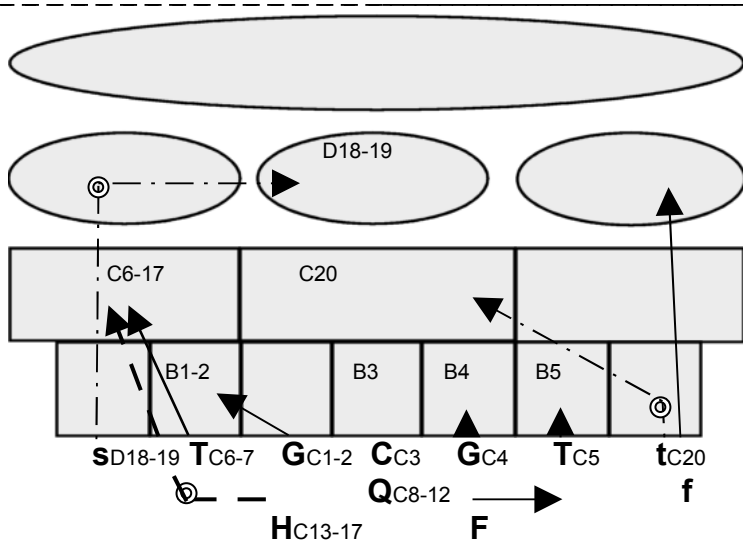
**Pro Set #12...FB Curl**



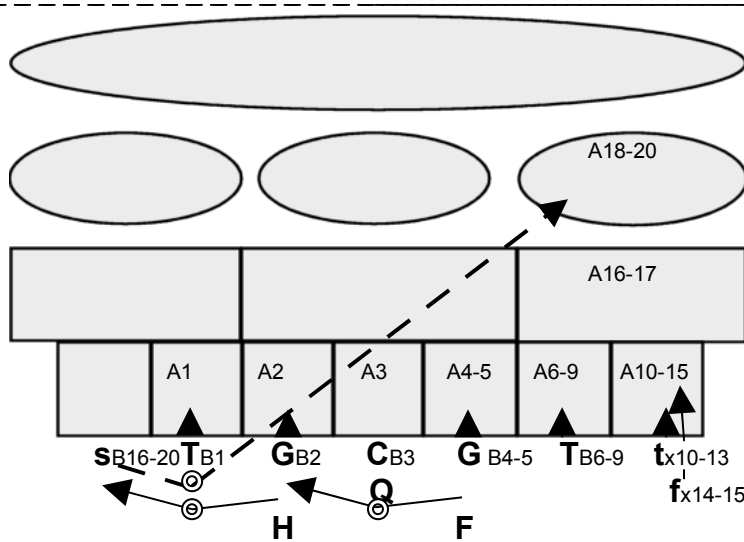
**Pro Set #13...FB Flare Right**



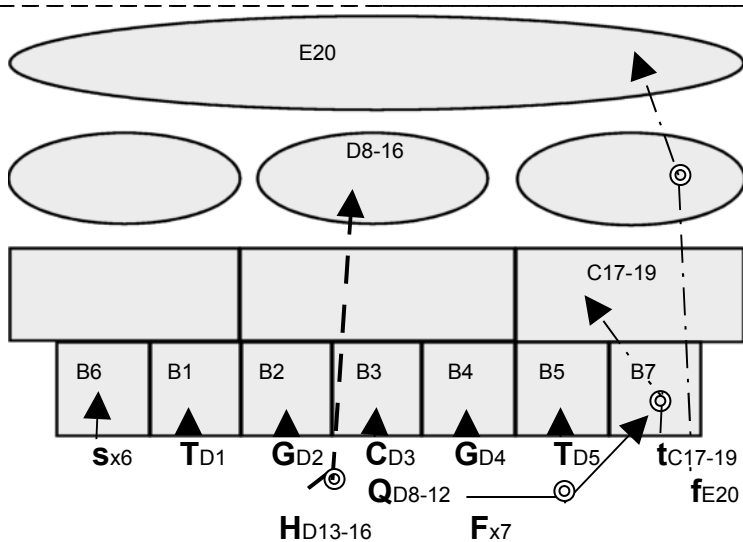
**Pro Set #16...HB Flare Left**



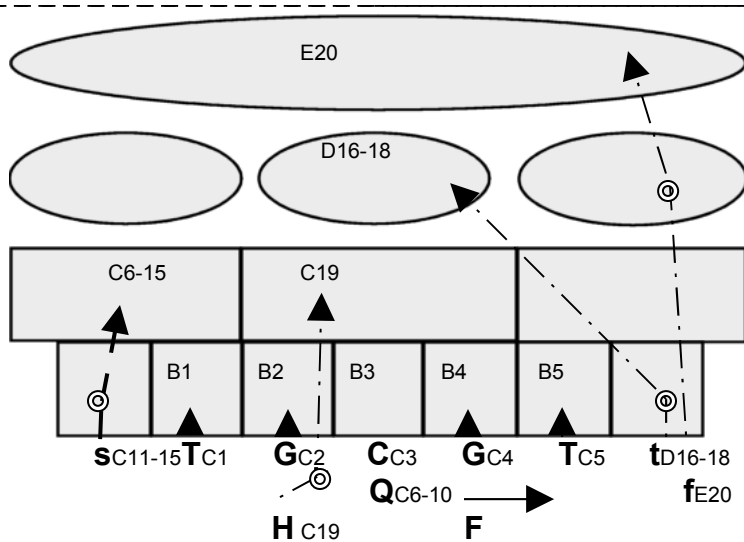
**Pro Set #14...HB Screen**



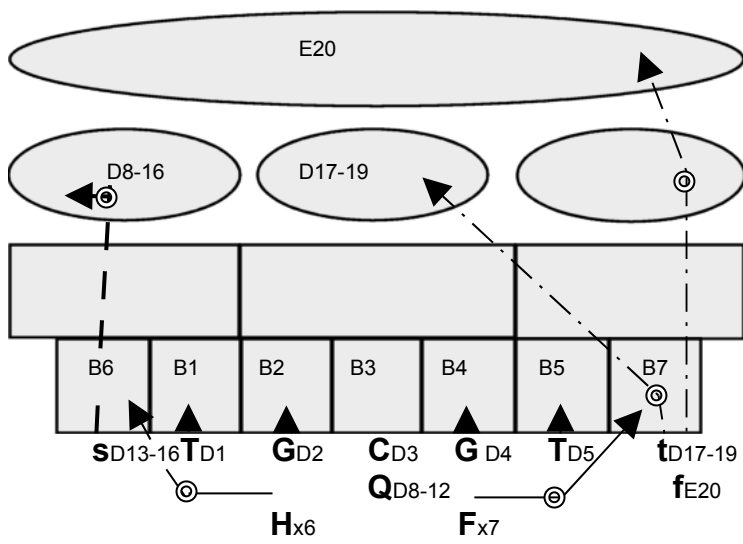
**Pro Set #17...s1 Reverse**



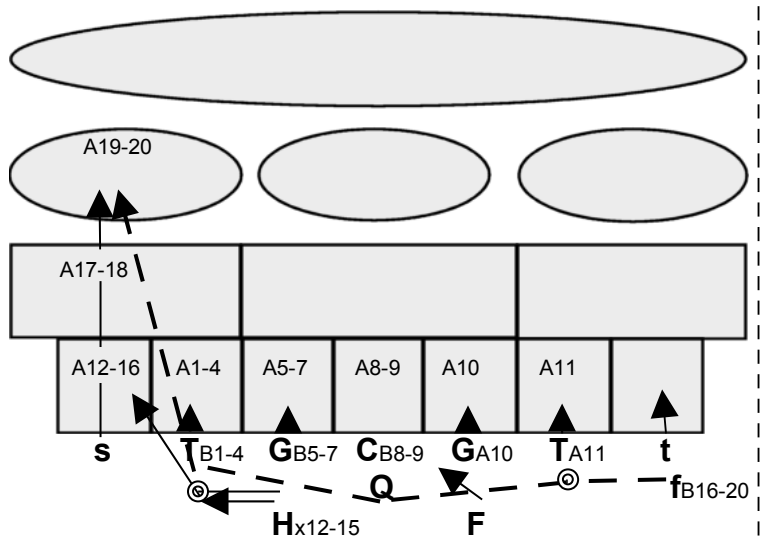
**Pro Set #15...HB Curl**



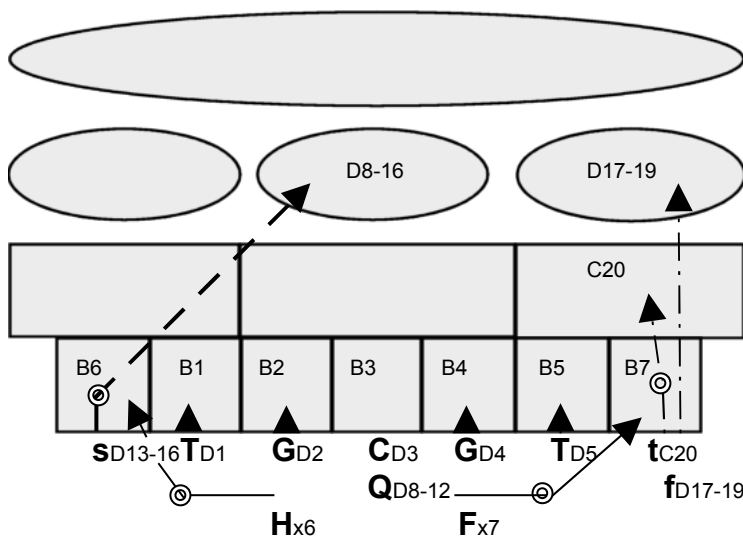
**Pro Set #18...s1 Quick Pass**



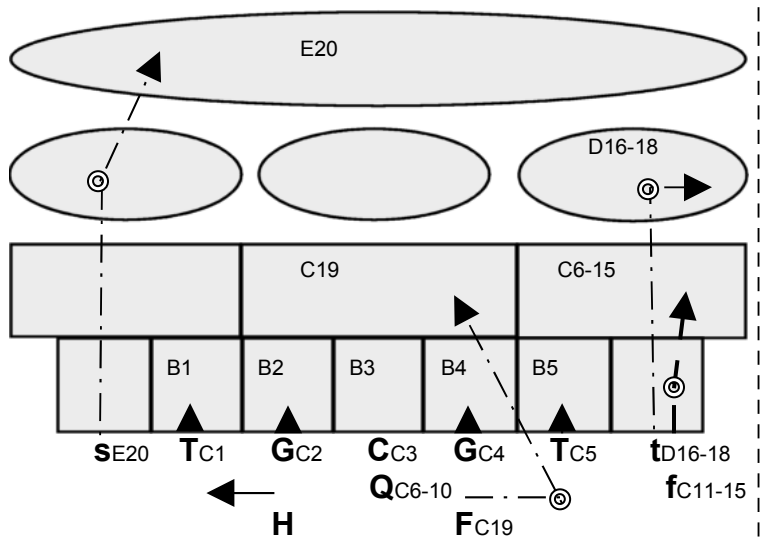
**Pro Set #19...S1 Out**



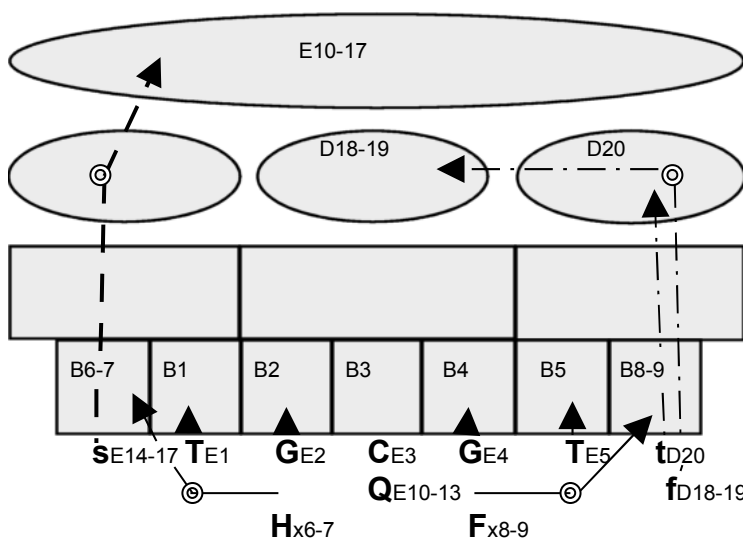
**Pro Set #22...F1 Reverse**



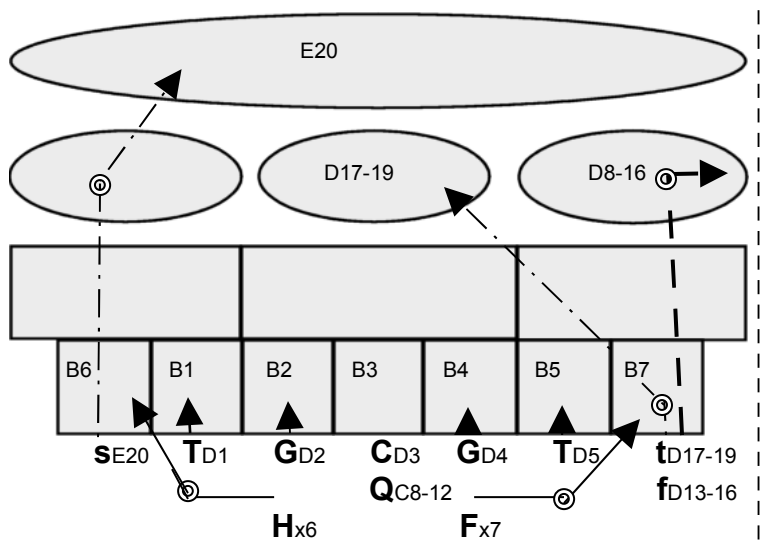
**Pro Set #20...S1 Slant**



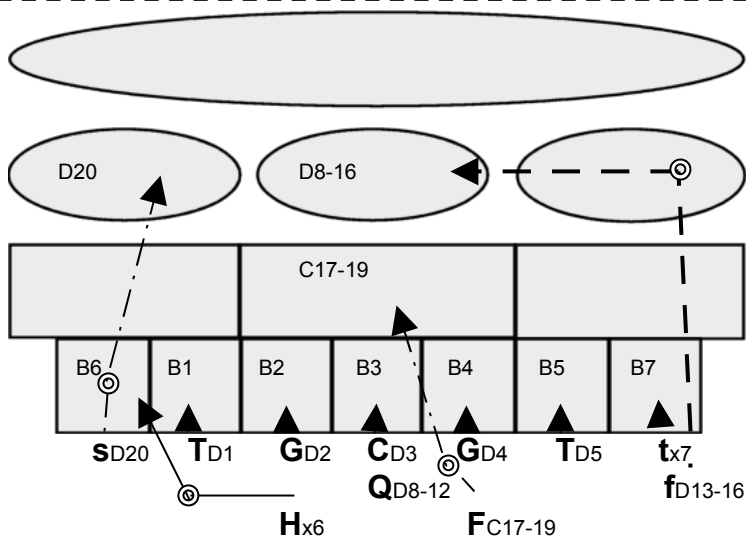
**Pro Set #23...F1 Quick Pass**



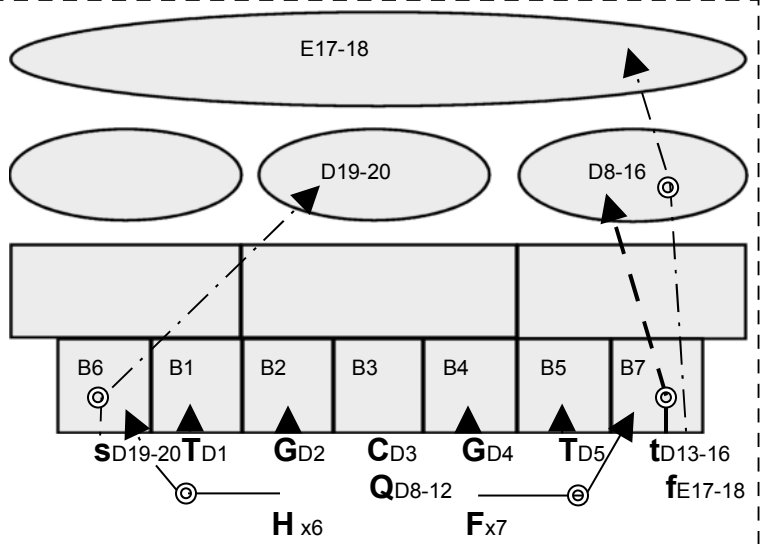
**Pro Set #21...S1 Fly**



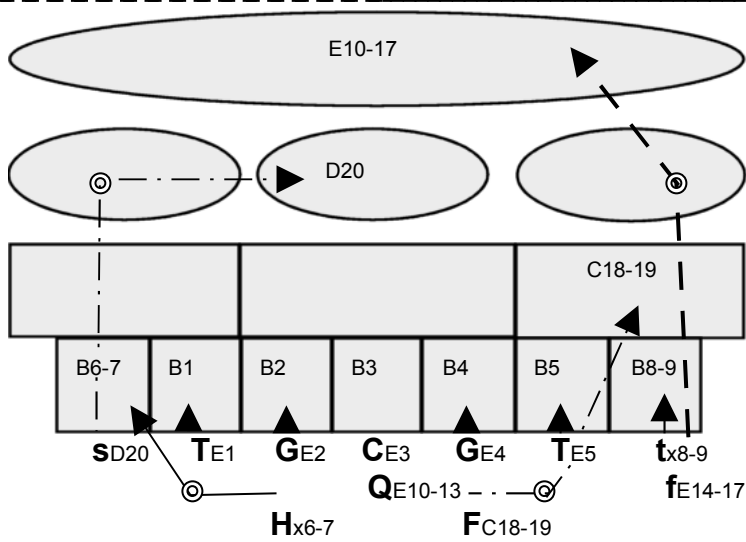
**Pro Set #24...F1 Out**



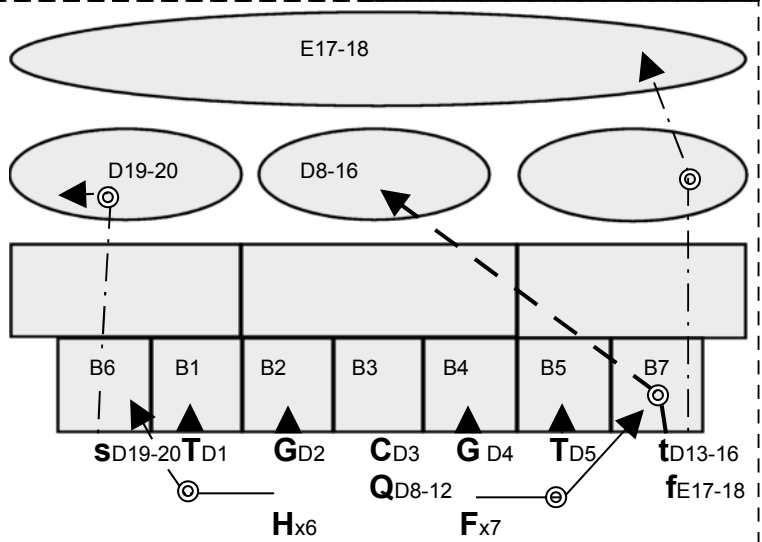
**Pro Set #25...F1 Cross**



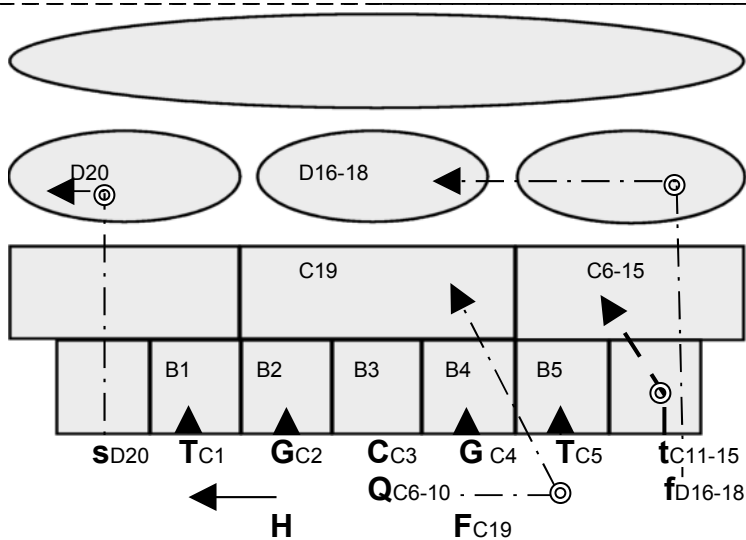
**Pro Set #28...T1 Out**



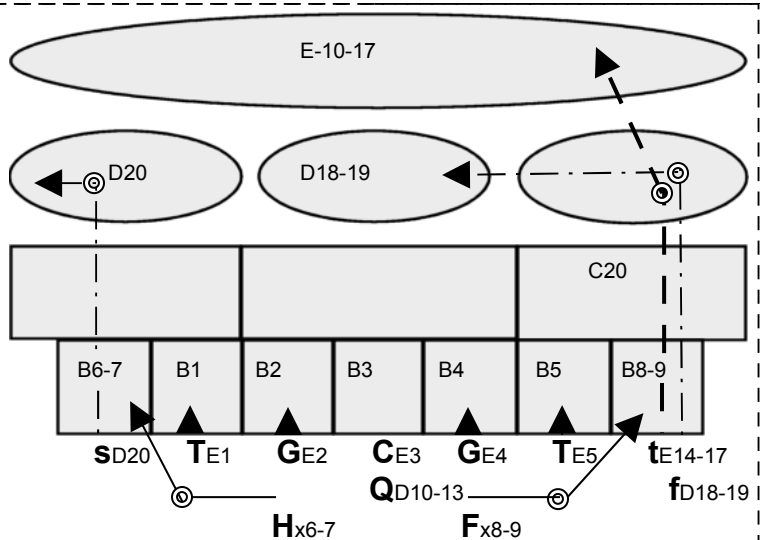
**Pro Set #26...F1 Fly**



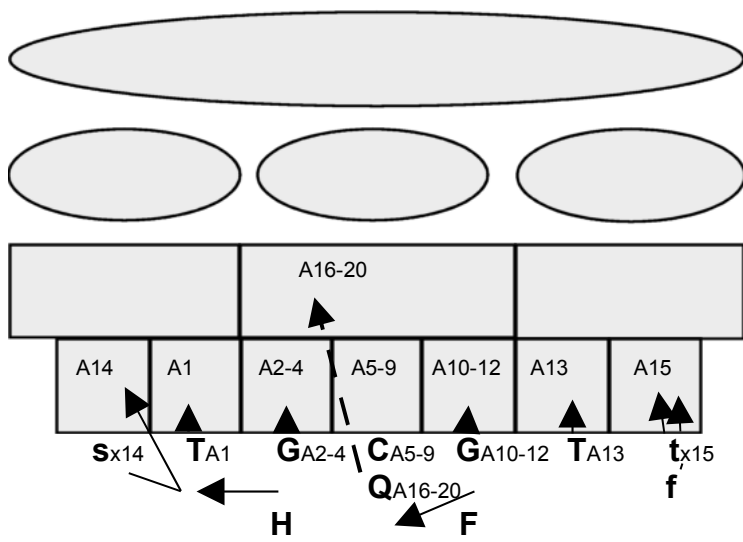
**Pro Set #29...T1 Slant**



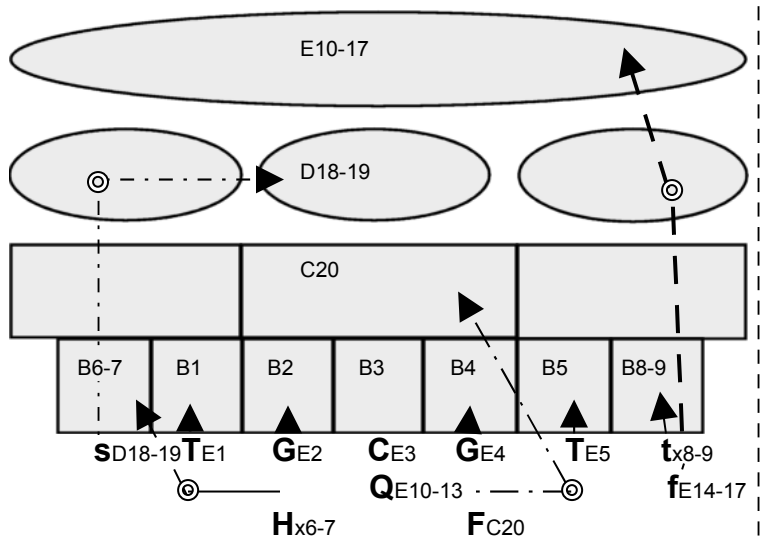
**Pro Set #27...T1 Dump**



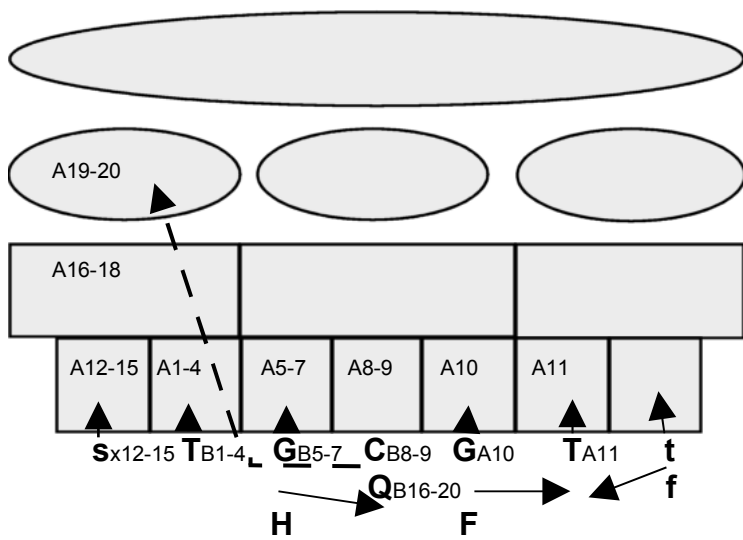
**Pro Set #30...T1 Fly**



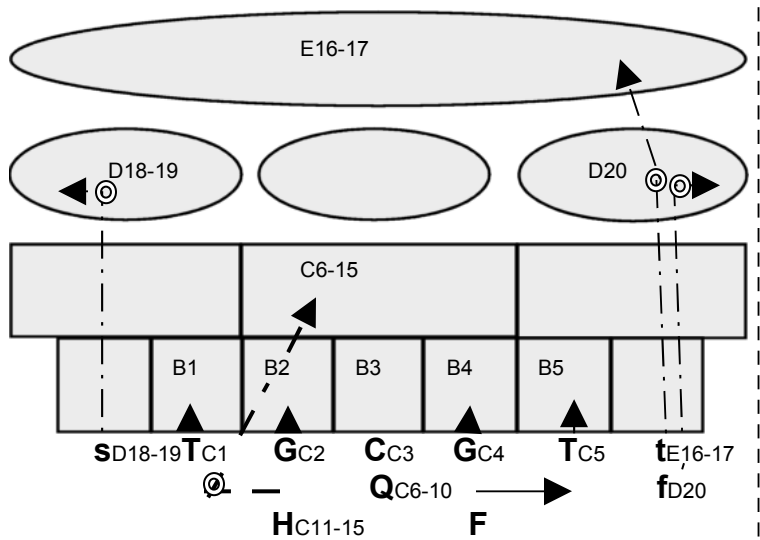
**Pro Set #31...QB Sneak**



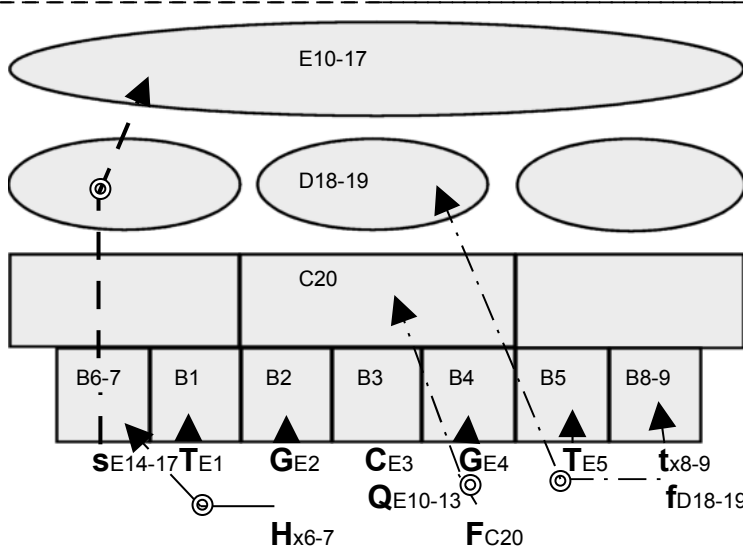
**Pro Set #34...F1 Play-Action Pass**



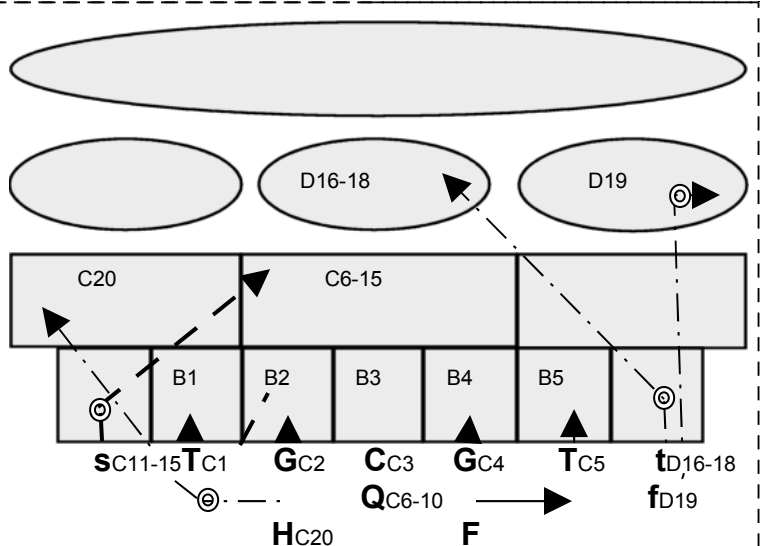
**Pro Set #32...QB Naked Bootleg**



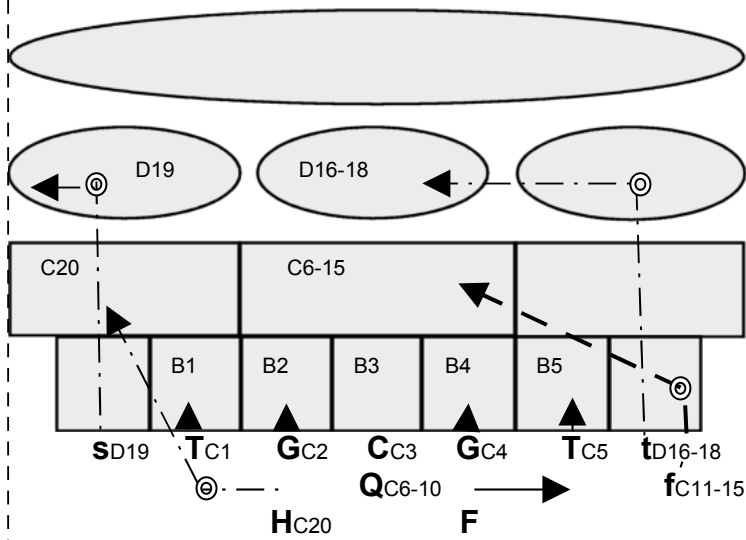
**Pro Set #35...HB Middle Screen**



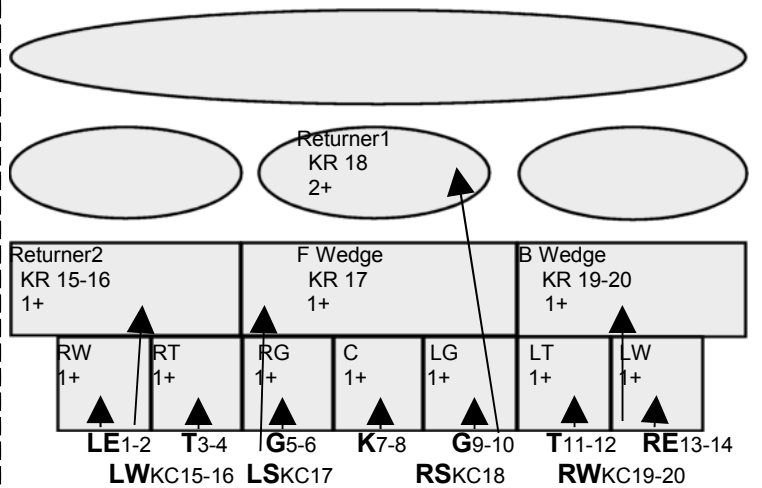
**Pro Set #33...S1 Play-Action Pass**



**Pro Set #36...S1 Hitch**

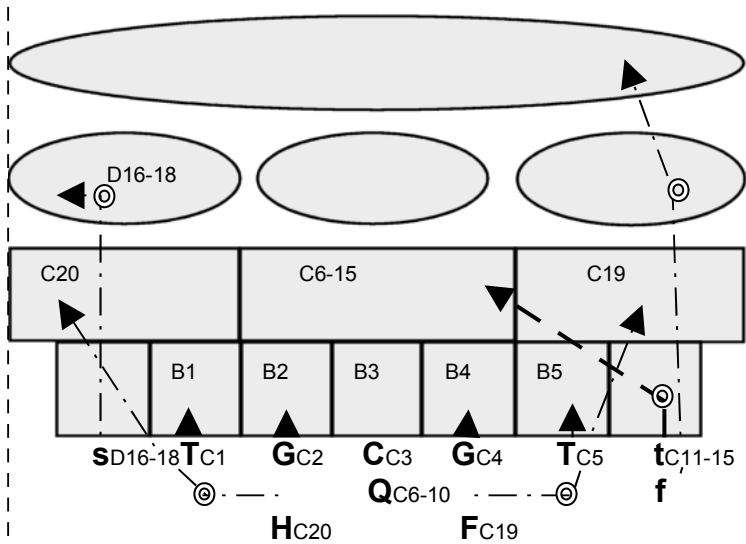


**Pro Set #37...F1 Hitch**

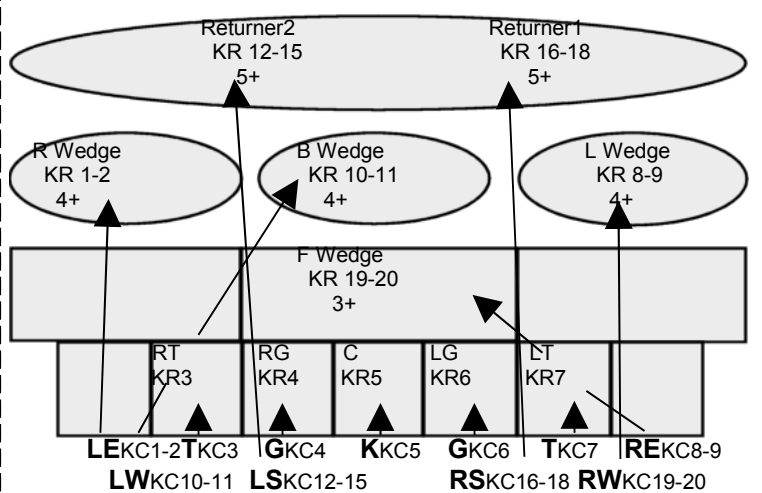


**KO Onside**

Roll all 5 dice. d20 determines where ball is kicked. If the two d6 total is 3-5. OR if no returning player is in the zone kicked to, ball is recovered by kicking team. If recovered by receiving team, d20 rolls of 15-20 may be returned.

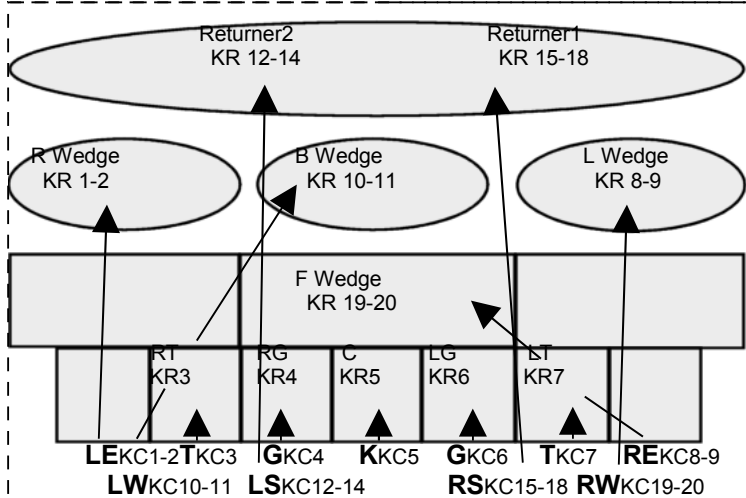


**Pro Set #38...TE Middle Screen**



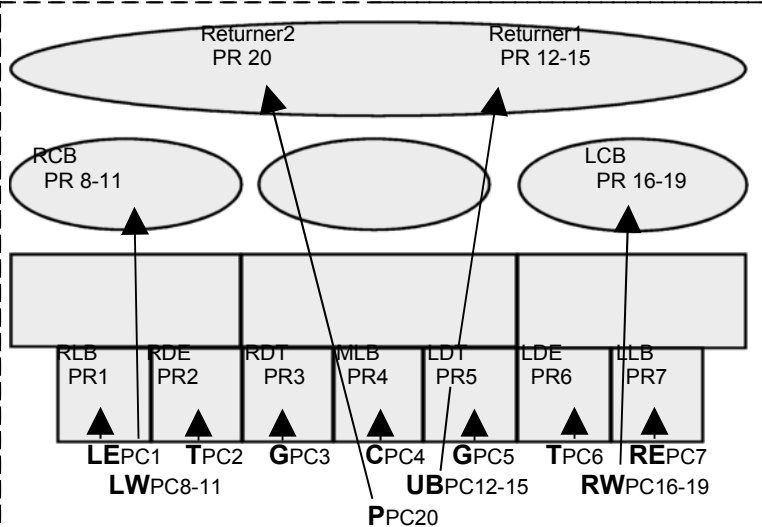
**KO Squib**

Length of kick is listed underneath returning player. Player in matchup returns the kick, except on rolls of 1 through 5, which are 5+ yard kicks returned by Returner2.



**KO Normal**

Returner1 returns all kicks except on rolls 12-14, which are returned by Returner2



**Punt**

Returner1 returns all punts except roll of 20, which is returned by Returner2.