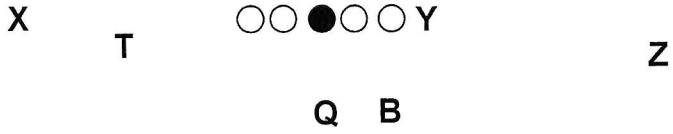
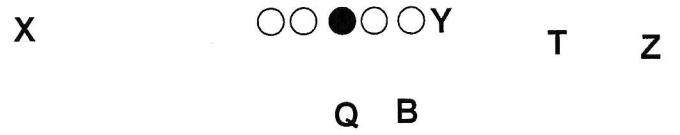


FORMATIONS

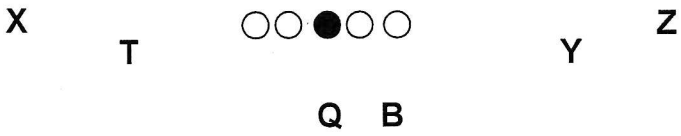
RT TWIN



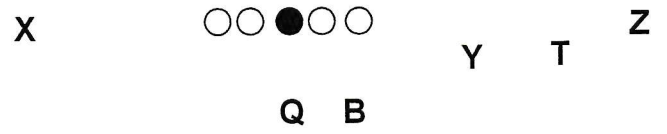
RT TREY



RT MIRROR



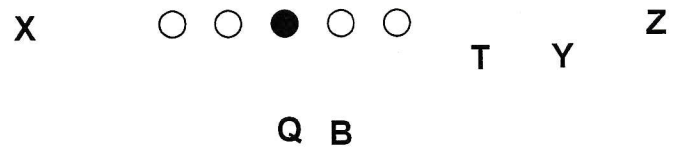
RT TRIPS



REO/LEO

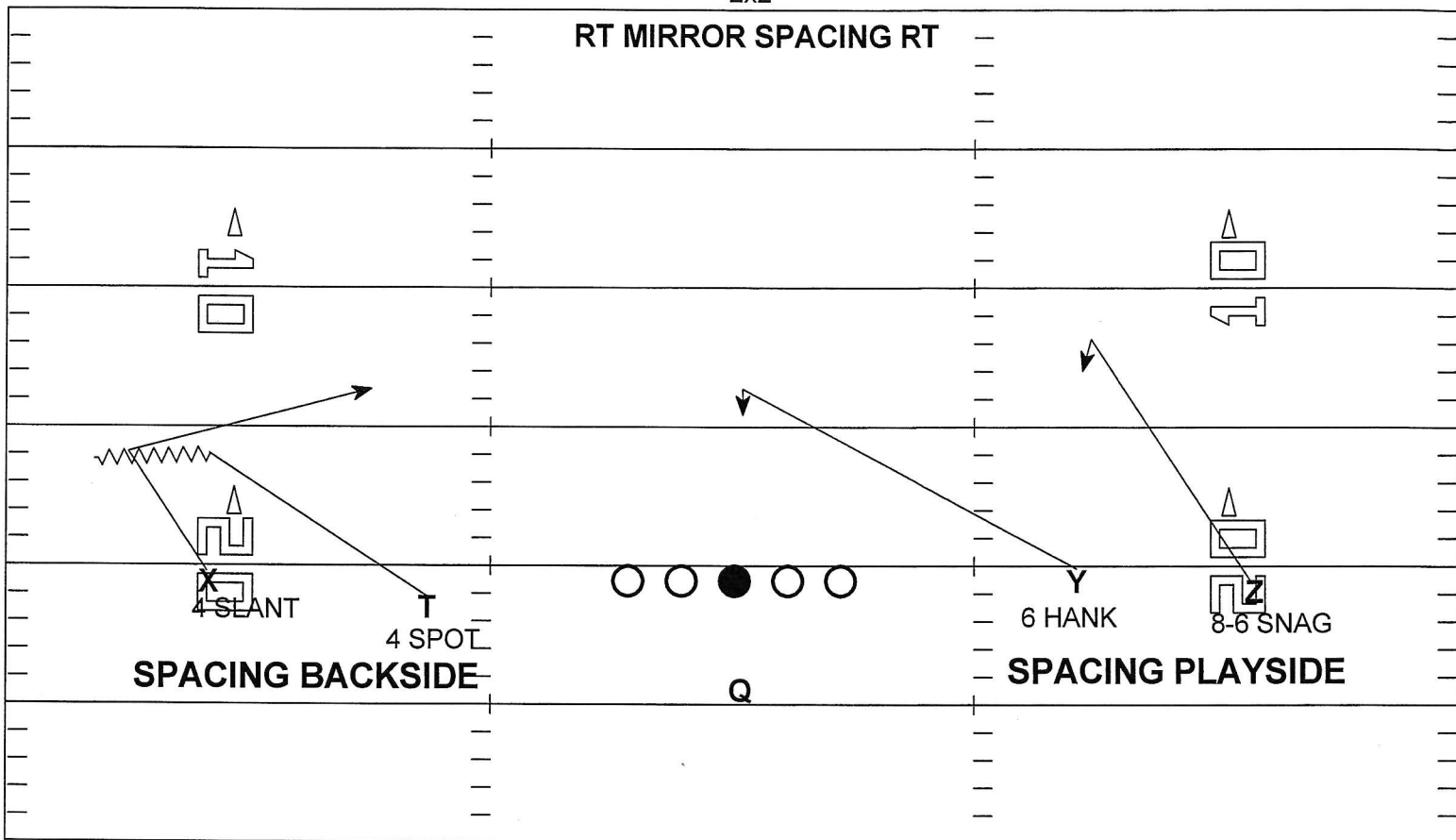


RT TRIO

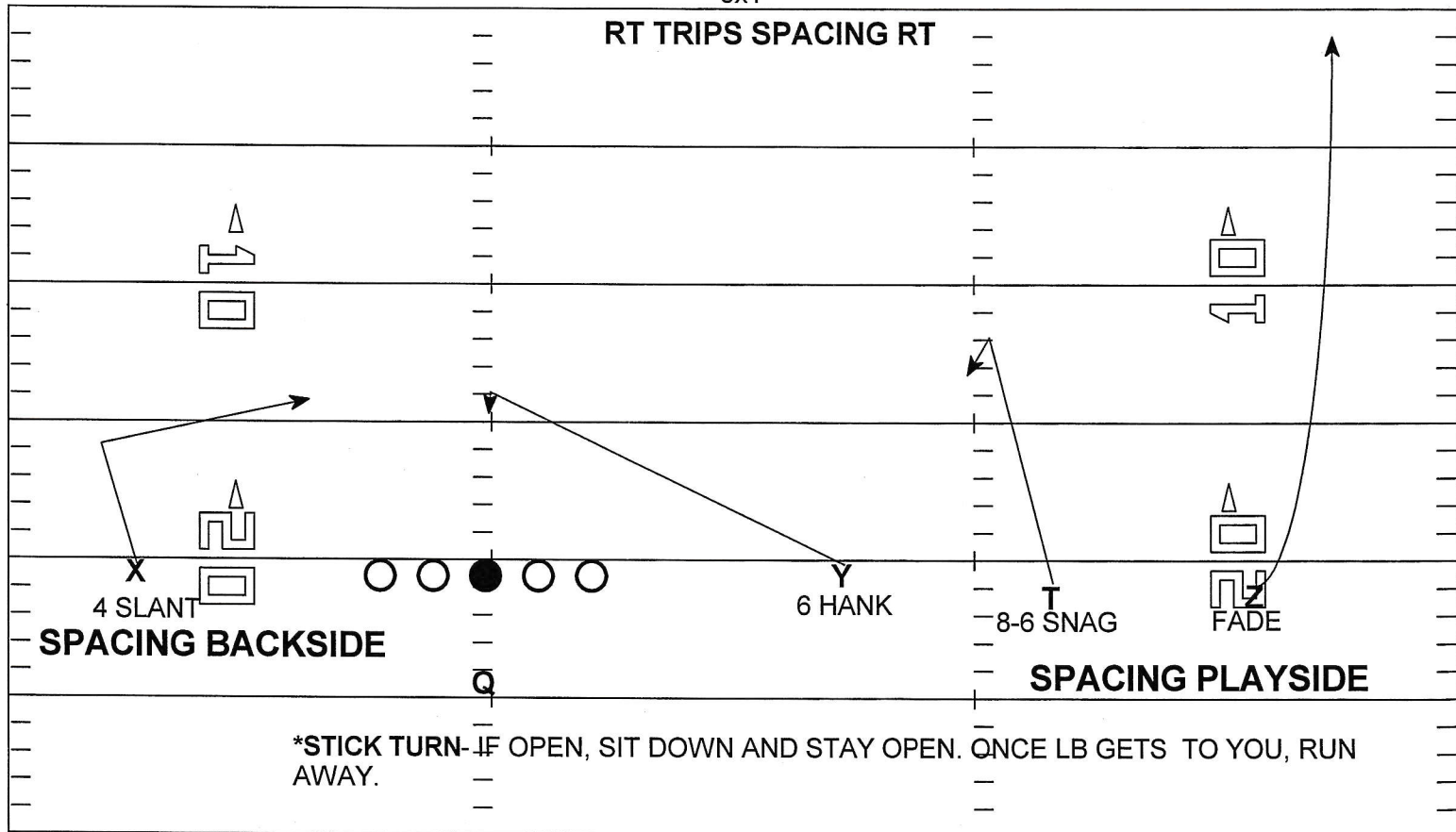


SPACING

2x2

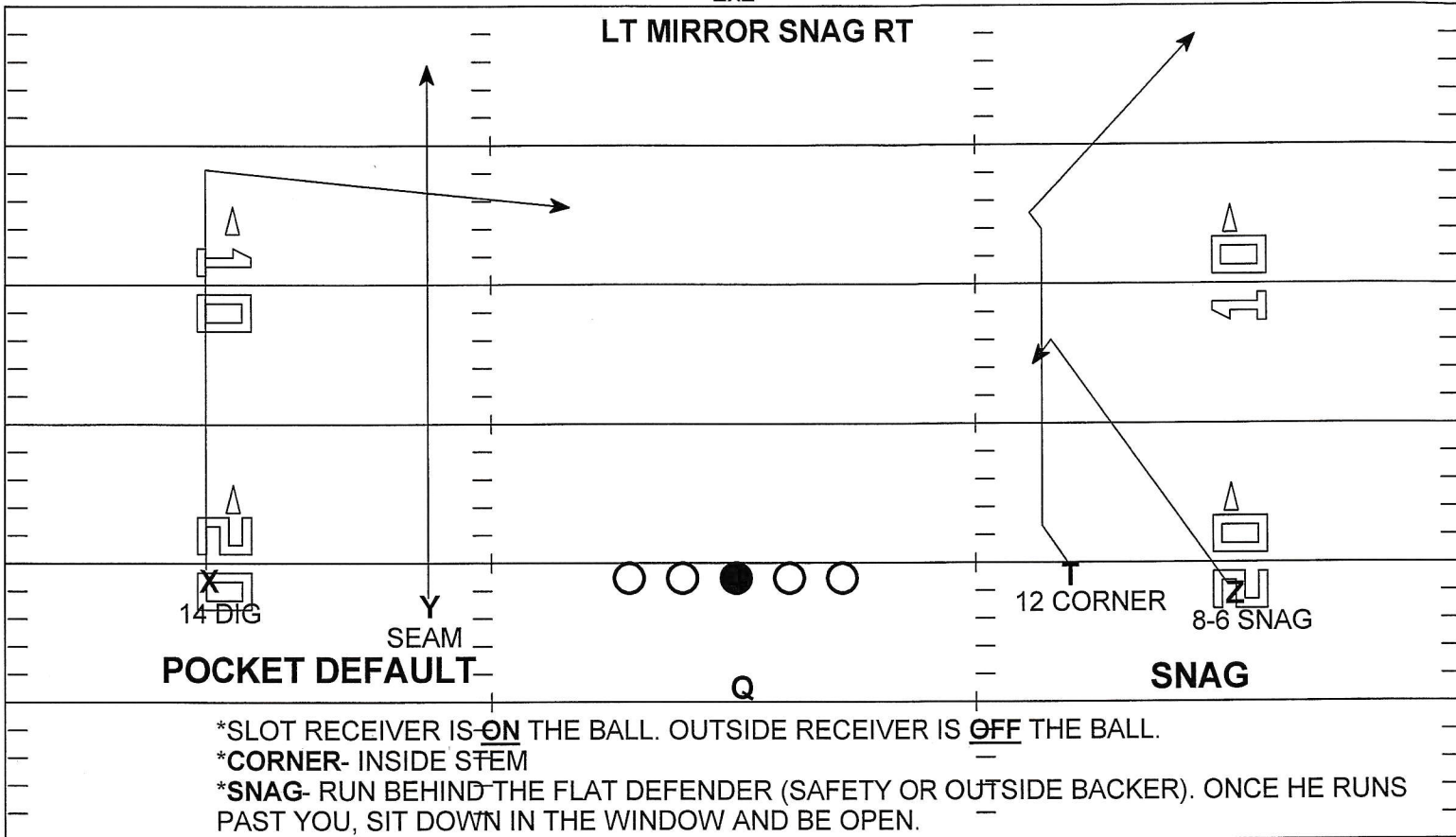


3x1

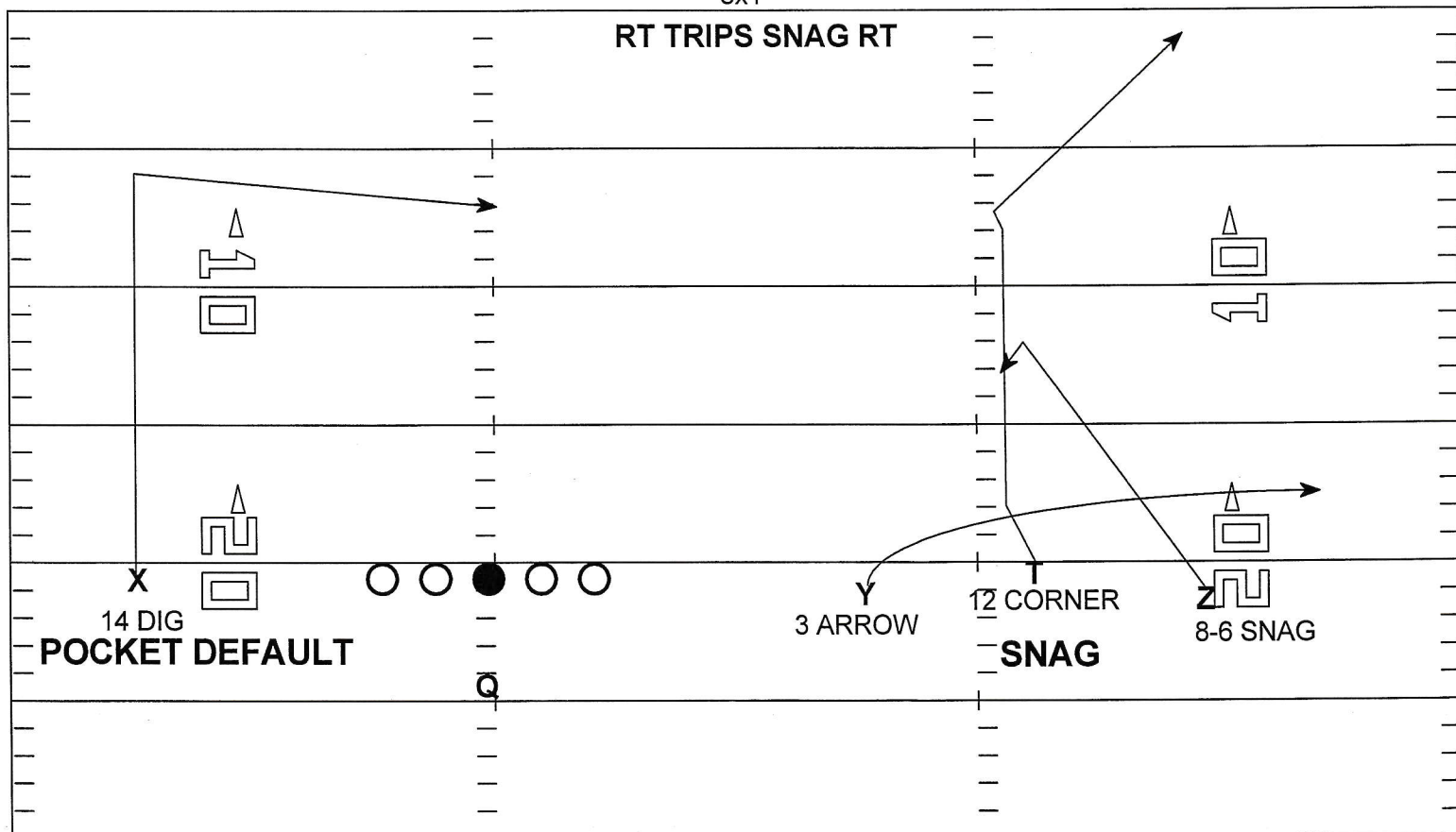


SNAG

2x2



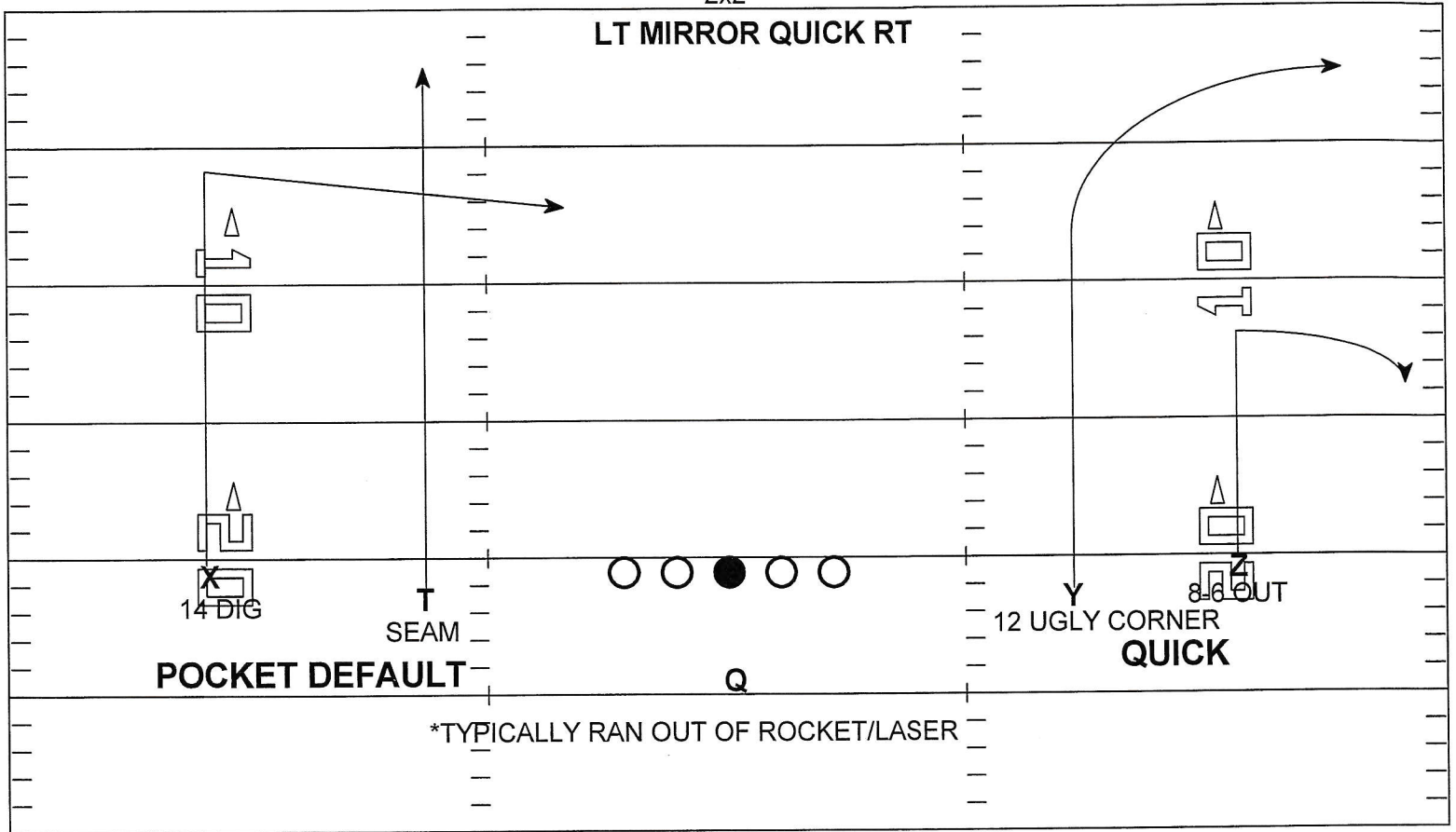
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QUICK

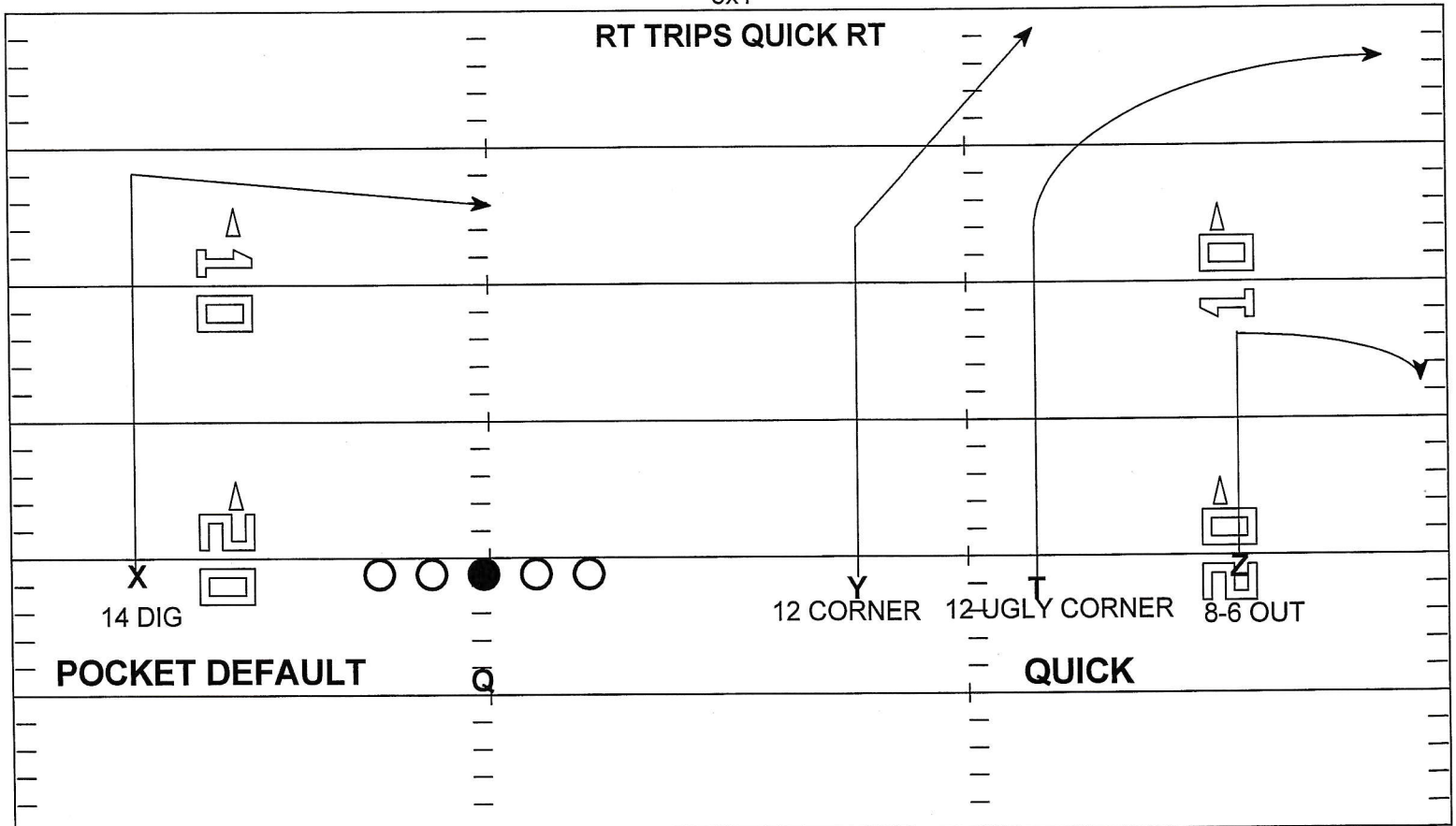
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LT MIRROR QUICK RT



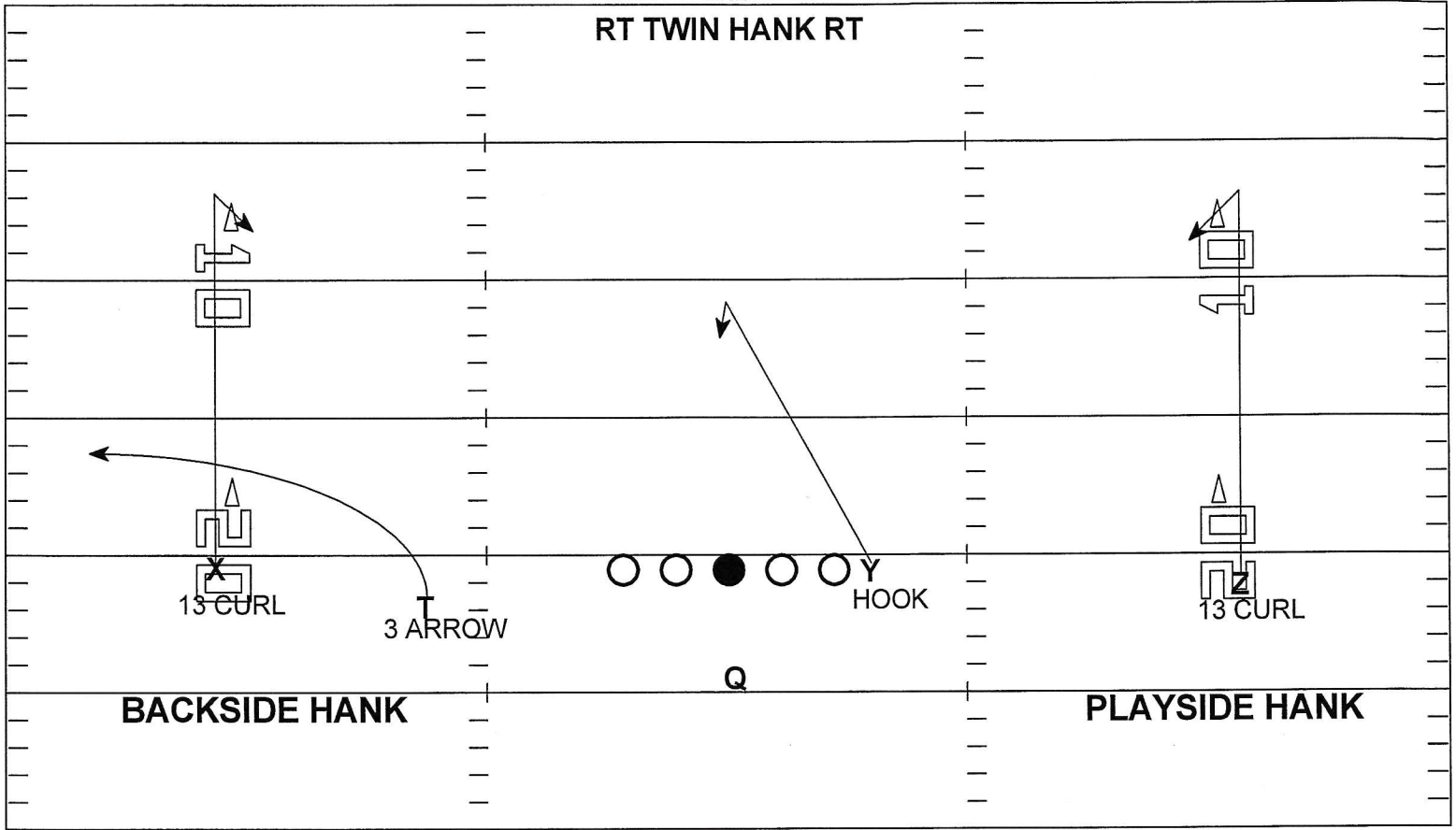
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RT TRIPS QUICK RT

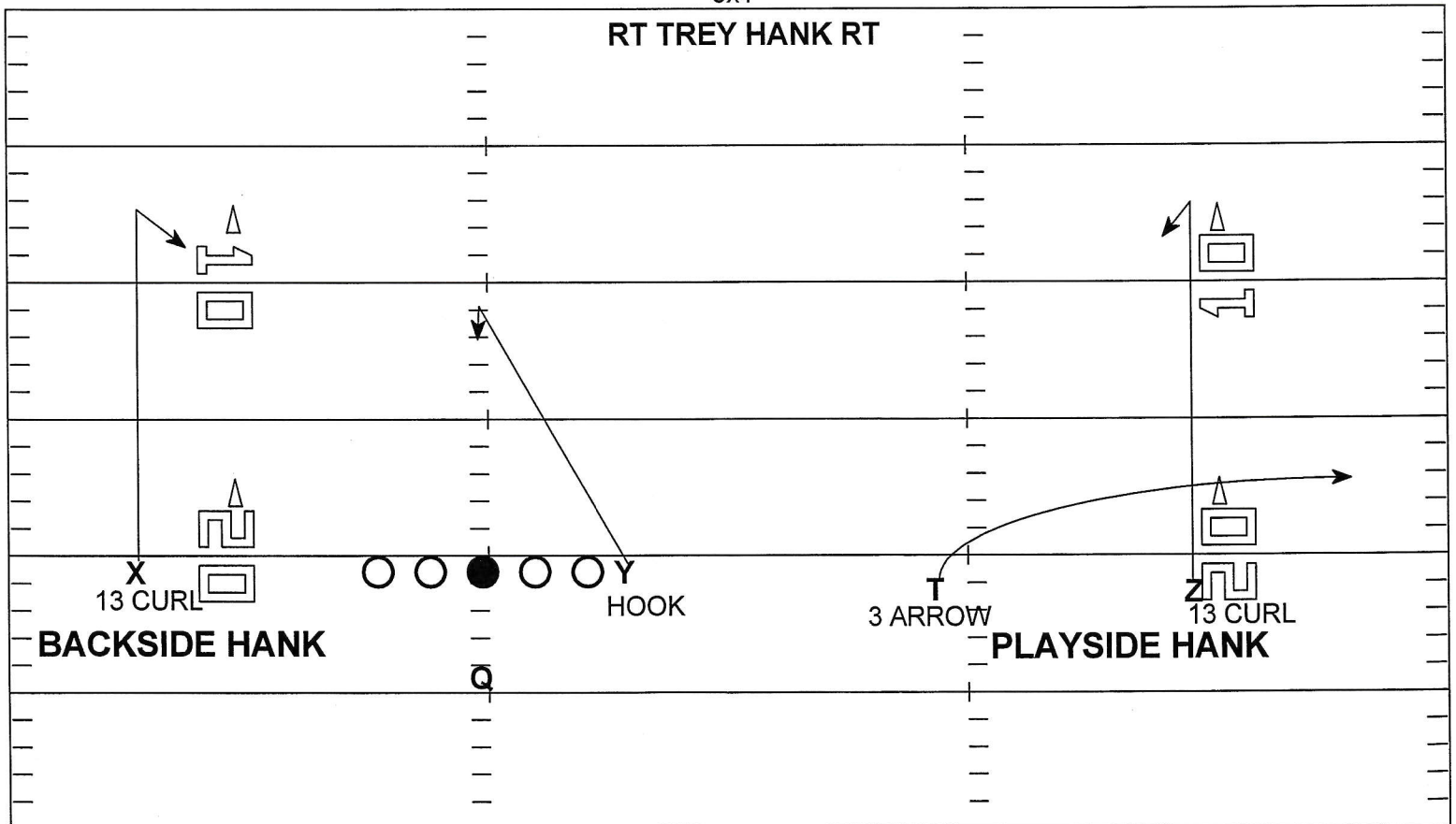


HANK

2x2



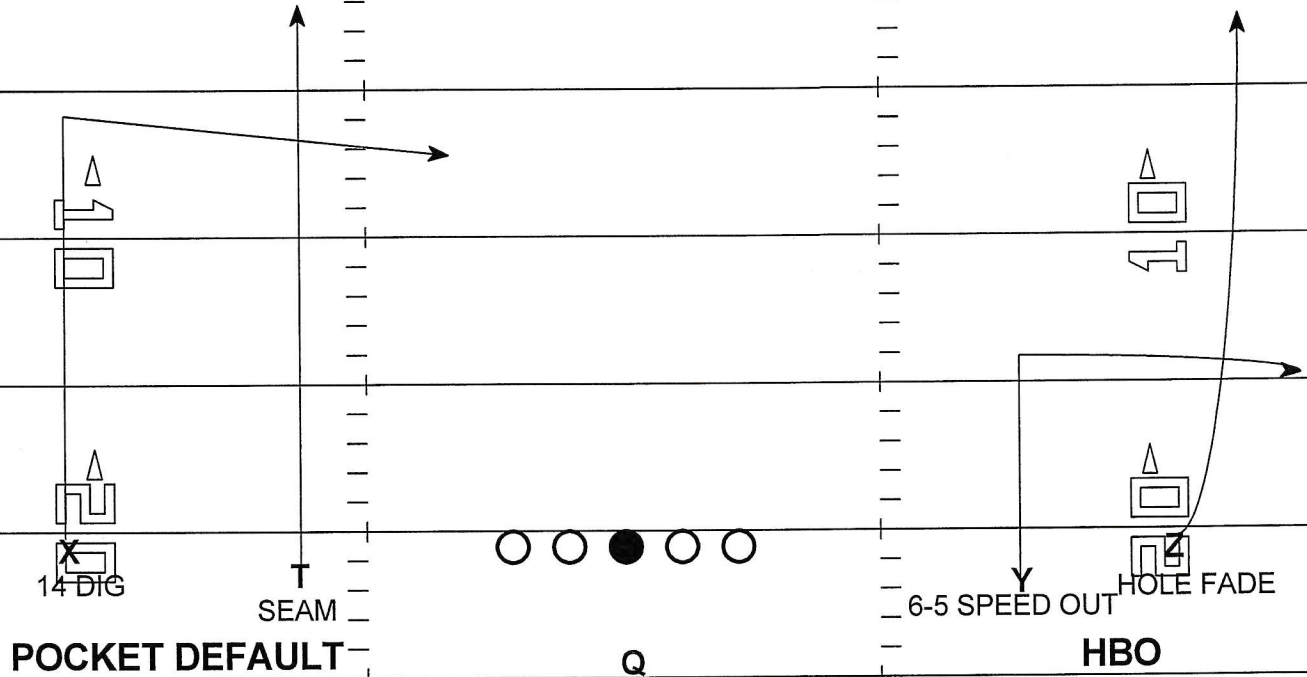
3x1



HBO

2x2

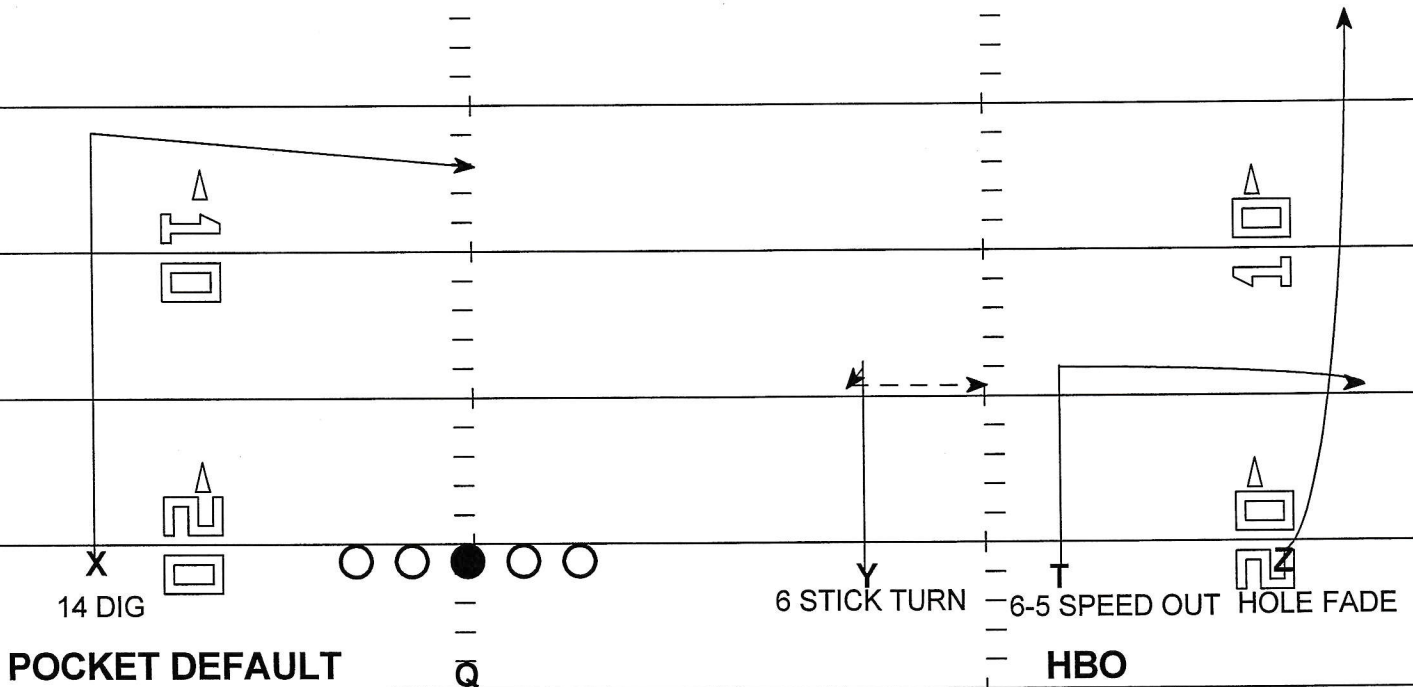
RT MIRROR HBO RT



*HOLE FADE- HAS A MANDATORY OUTSIDE RELEASE! EXPECT BALL ON BACK SHOULDER AT 17-22 YARDS
 * SPEED OUT- IS 6 YARDS BACK DOWNHILL TOWARDS THE BALL TO 5 YARDS

3x1

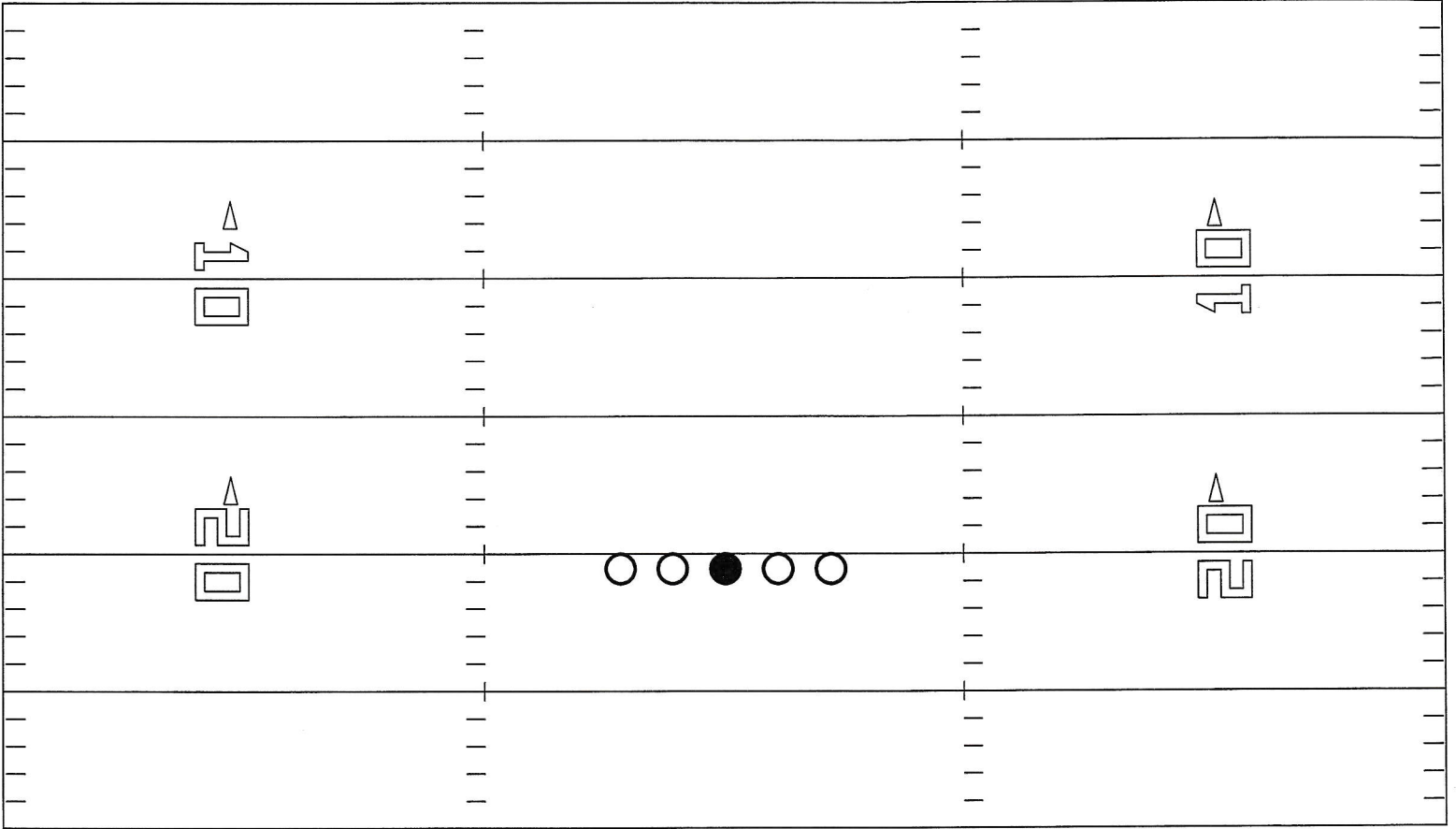
RT TRIPS HBO RT



*STICK TURN- IF OPEN, SIT DOWN AND STAY OPEN. ONCE LB GETS TO YOU, RUN AWAY.

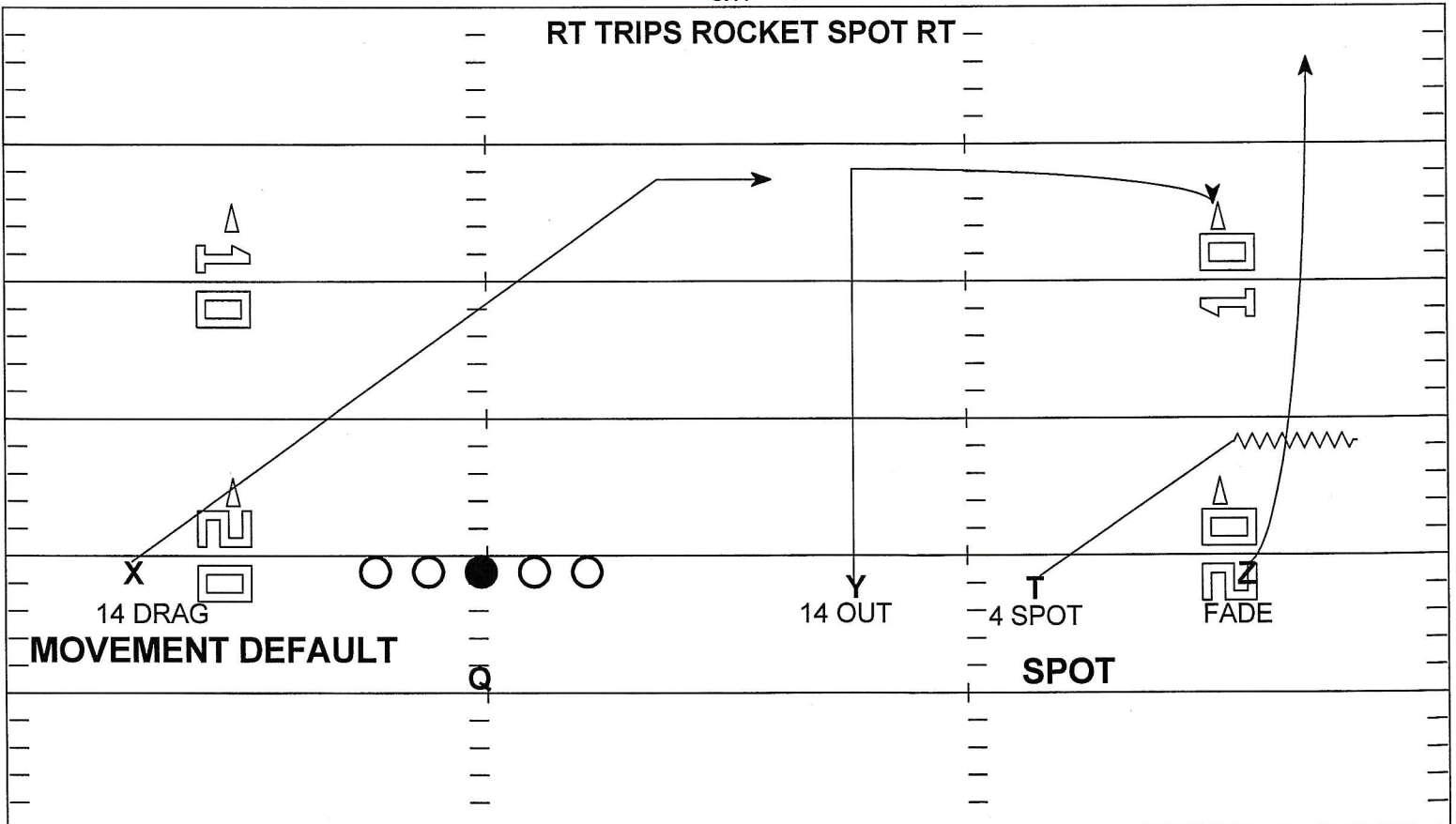
SPOT

2x2



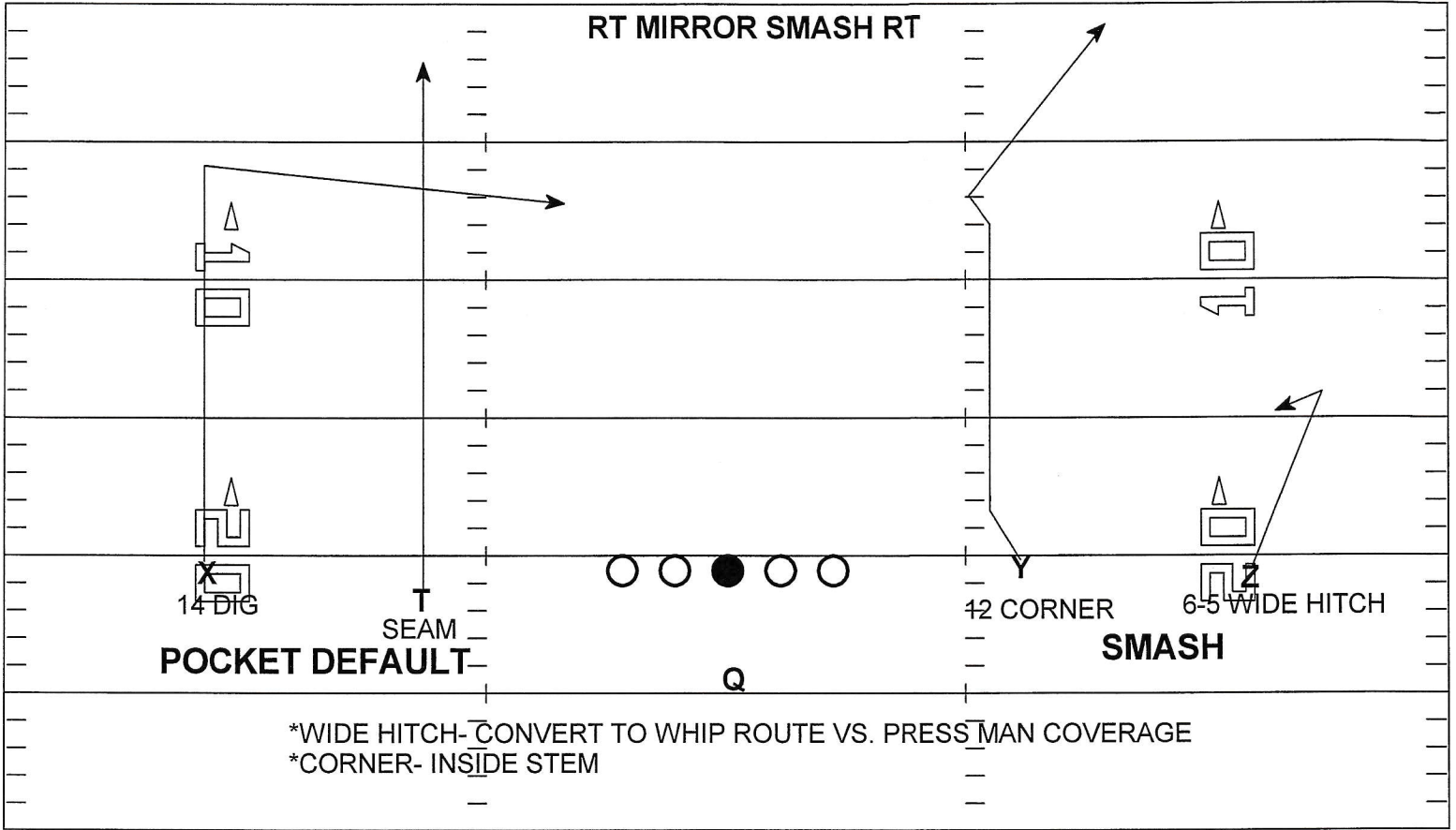
3x1

RT TRIPS ROCKET SPOT RT

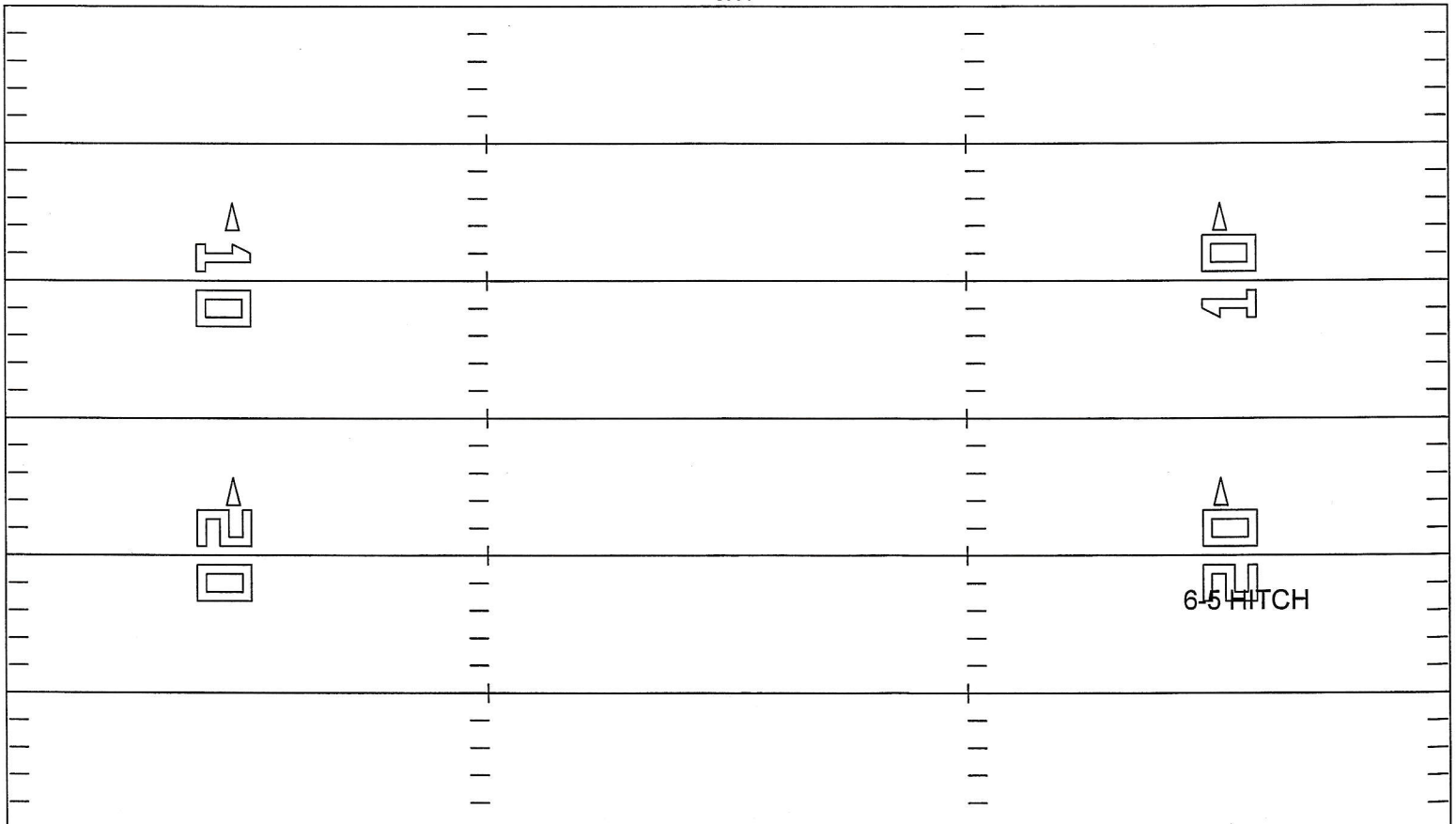


SMASH

2x2

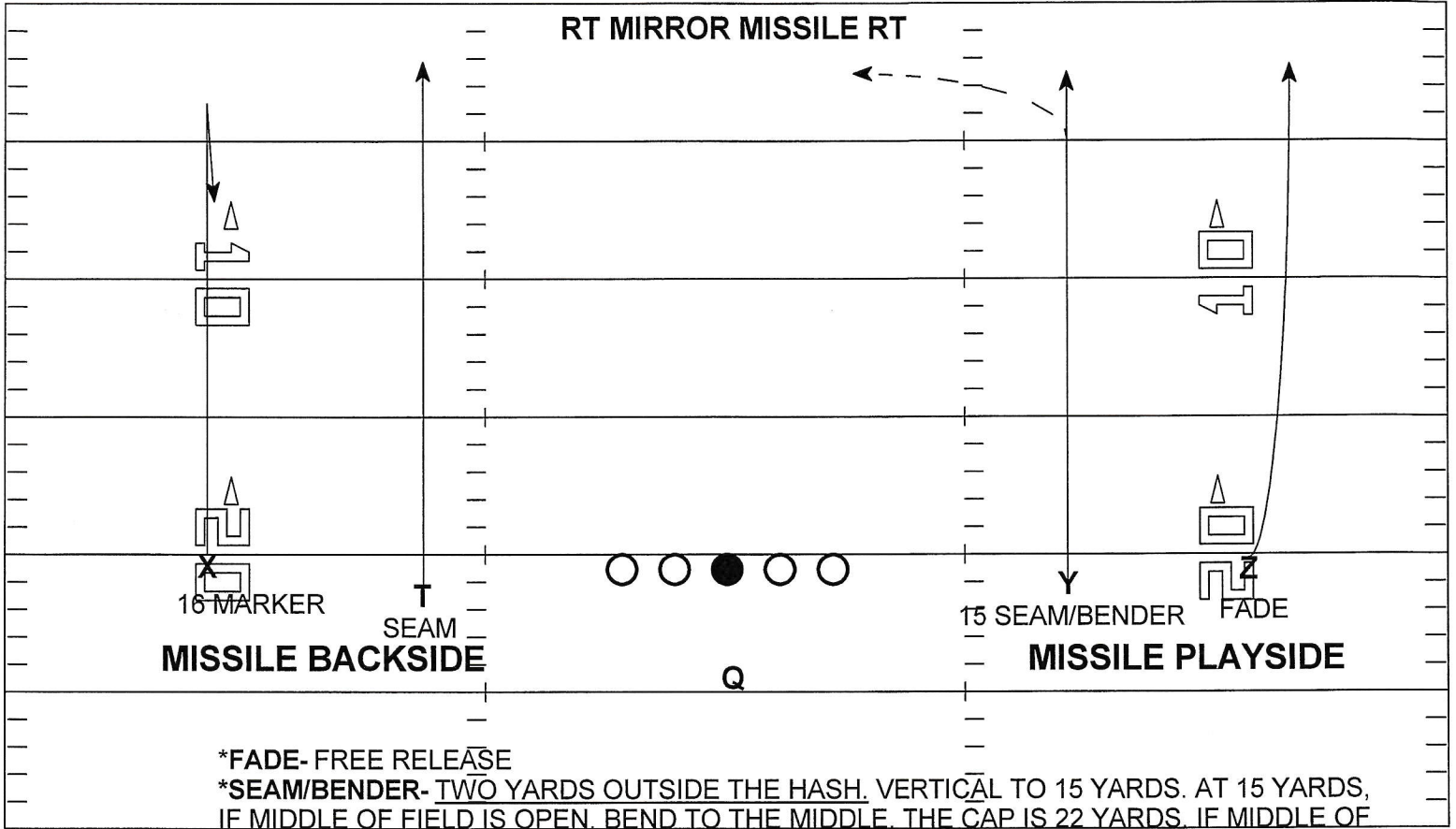


3x1



MISSILE

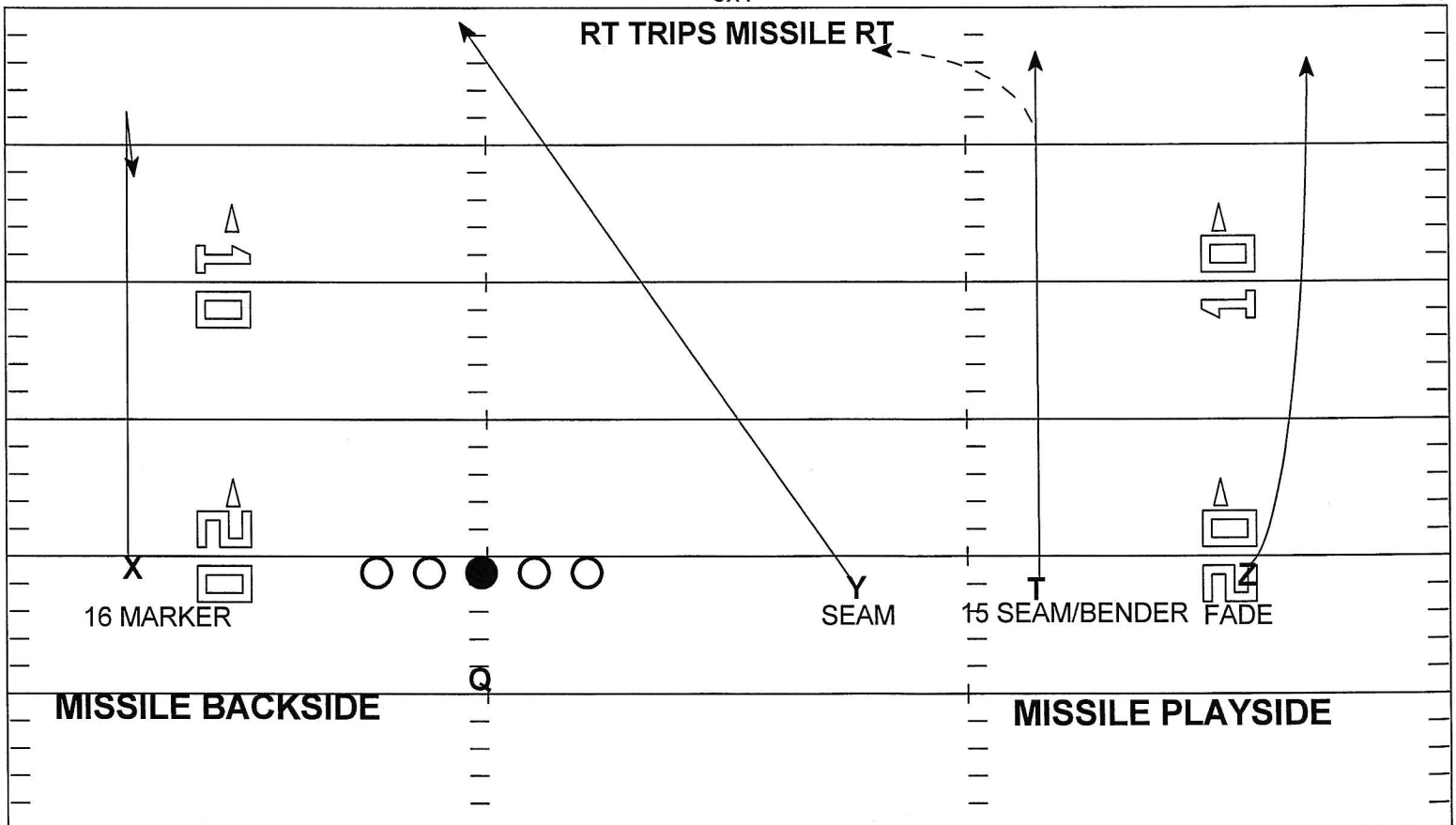
2x2



*FADE- FREE RELEASE

*SEAM/BENDER- TWO YARDS OUTSIDE THE HASH. VERTICAL TO 15 YARDS. AT 15 YARDS, IF MIDDLE OF FIELD IS OPEN, BEND TO THE MIDDLE. THE CAP IS 22 YARDS. IF MIDDLE OF FIELD IS CLOSED, STAY VERTICAL THROUGH THE SEAM.

3x1

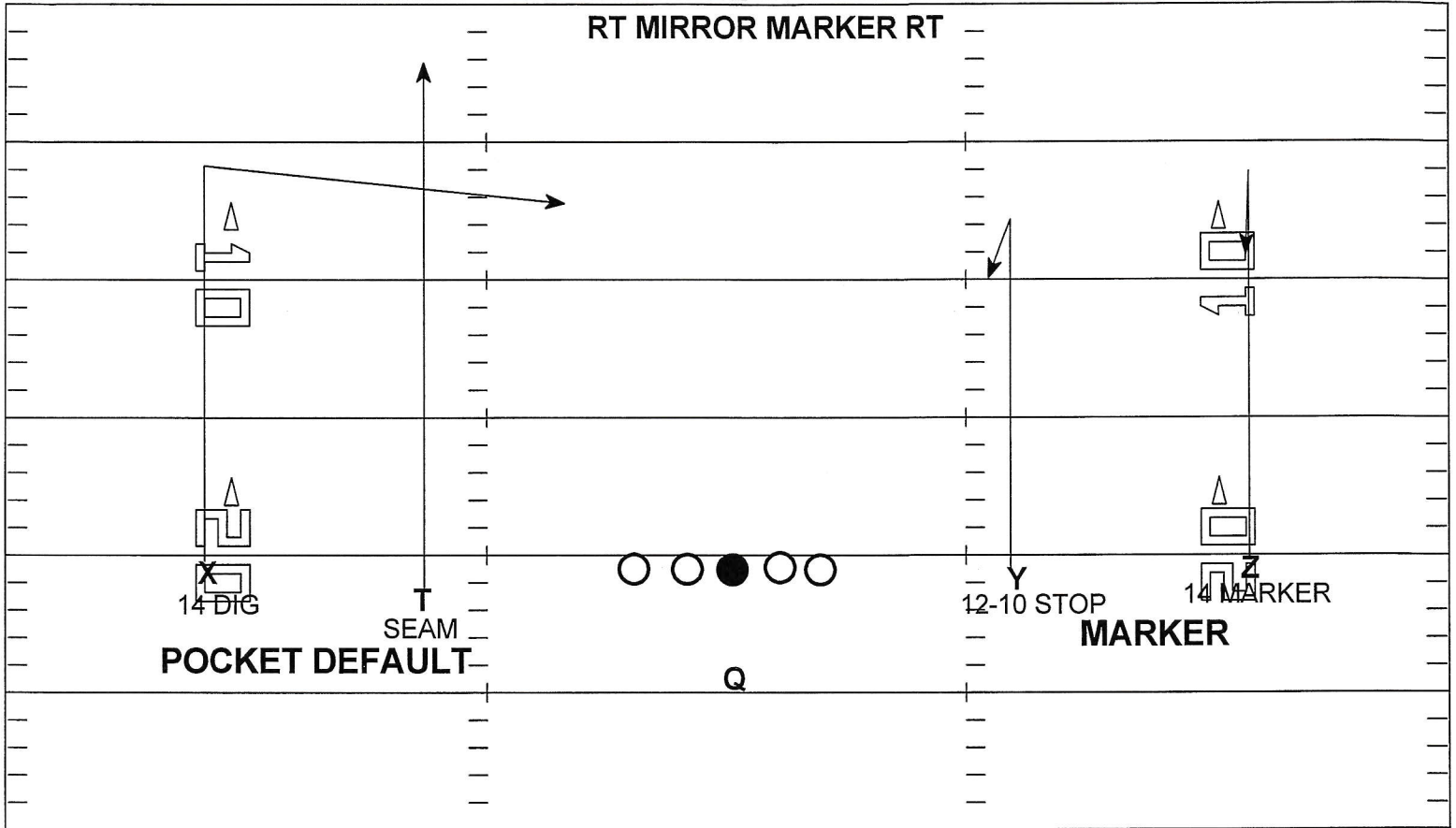


MISSILE BACKSIDE

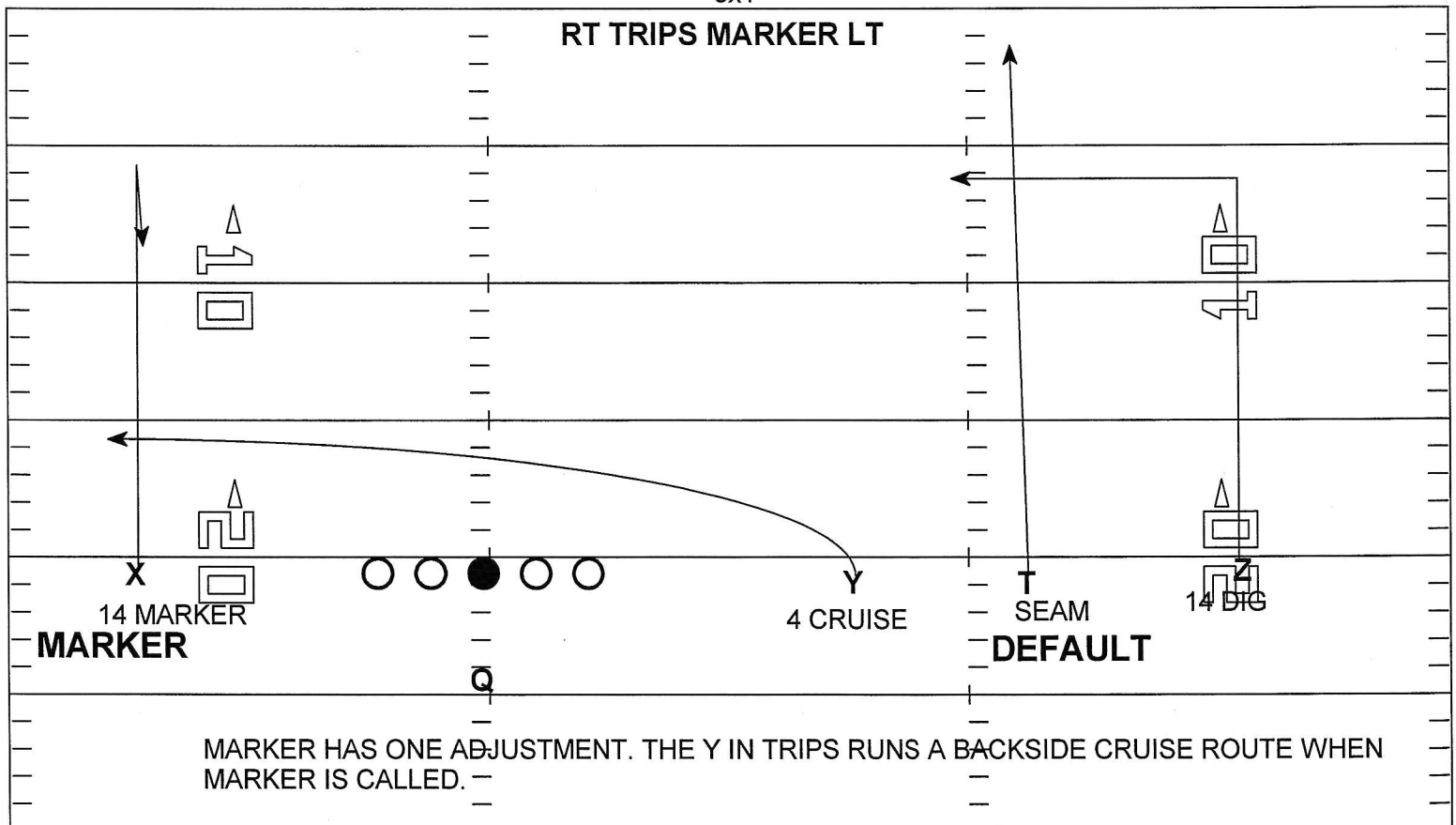
MISSILE PLAYSIDE

MARKER

2x2



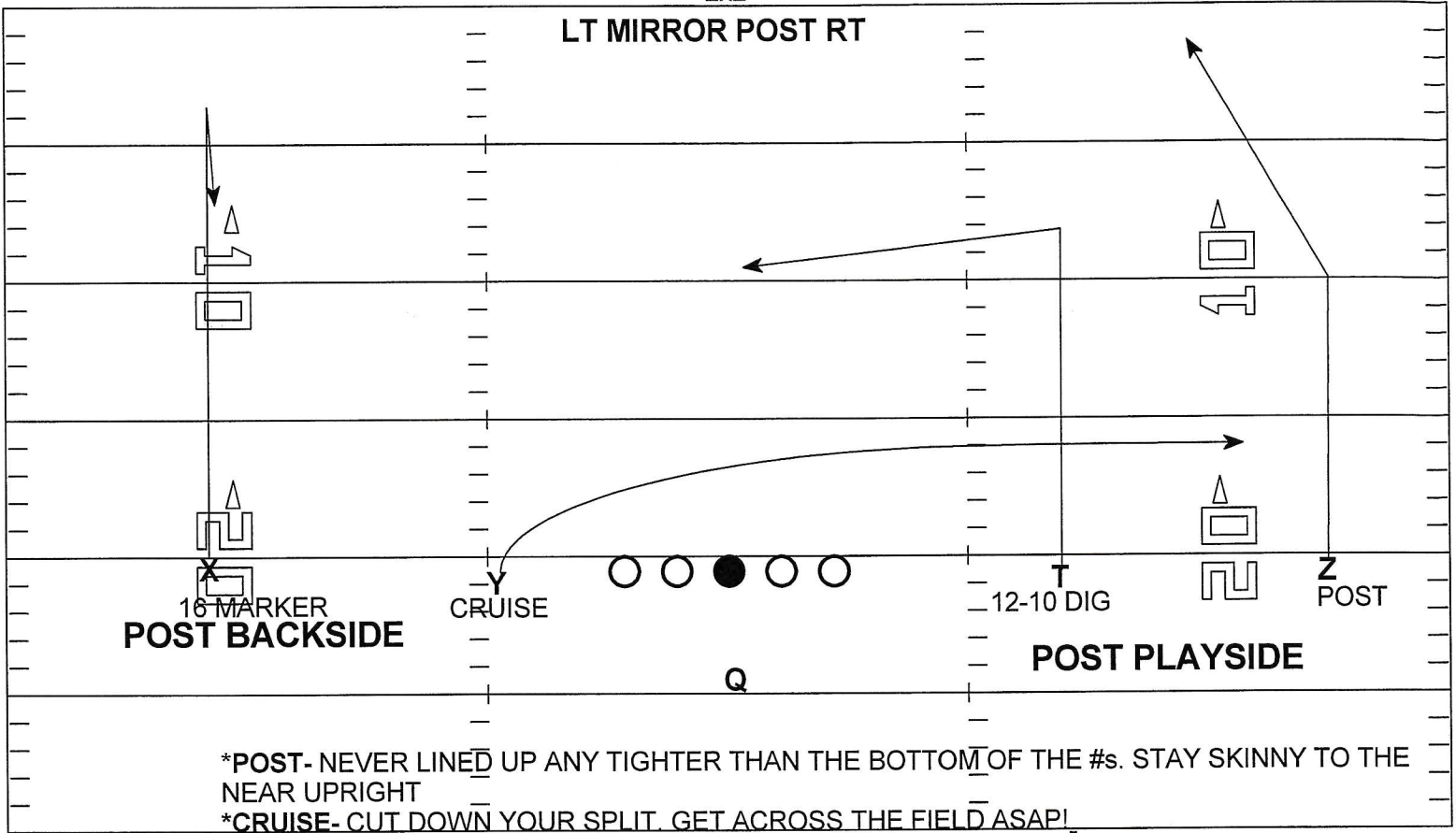
3x1



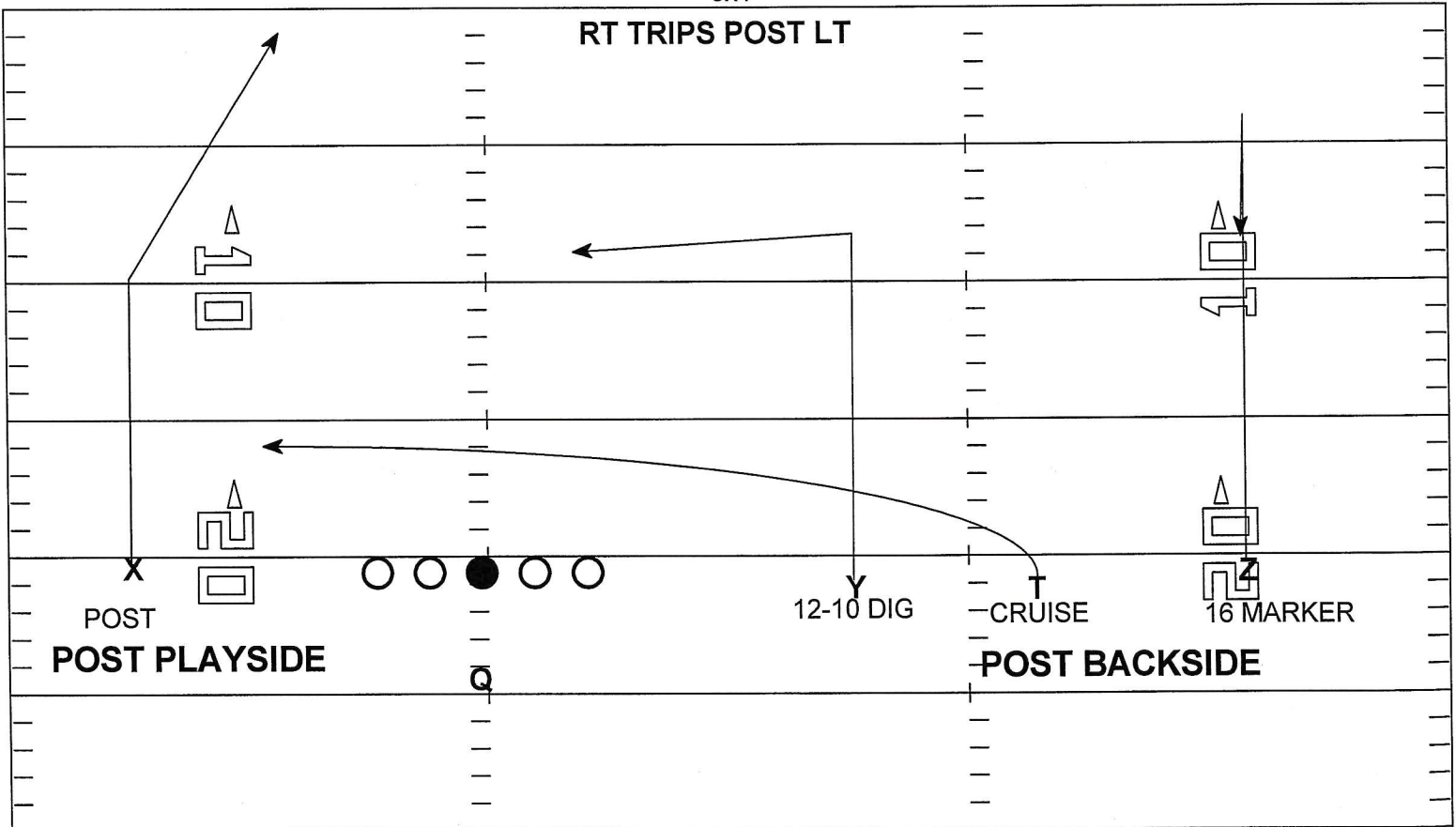
MARKER HAS ONE ADJUSTMENT. THE Y IN TRIPS RUNS A BACKSIDE CRUISE ROUTE WHEN MARKER IS CALLED.

POST

2x2

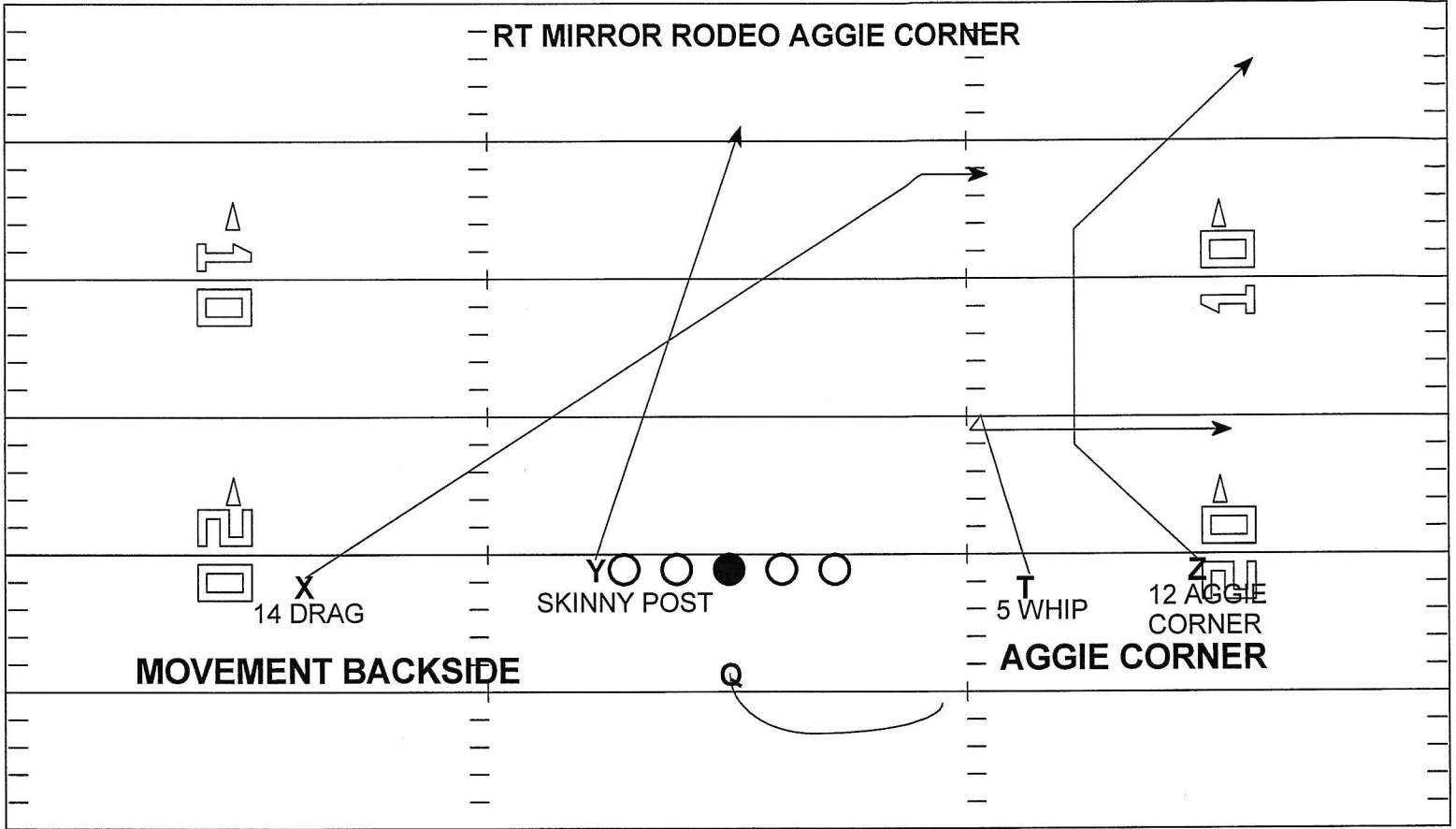


3x1

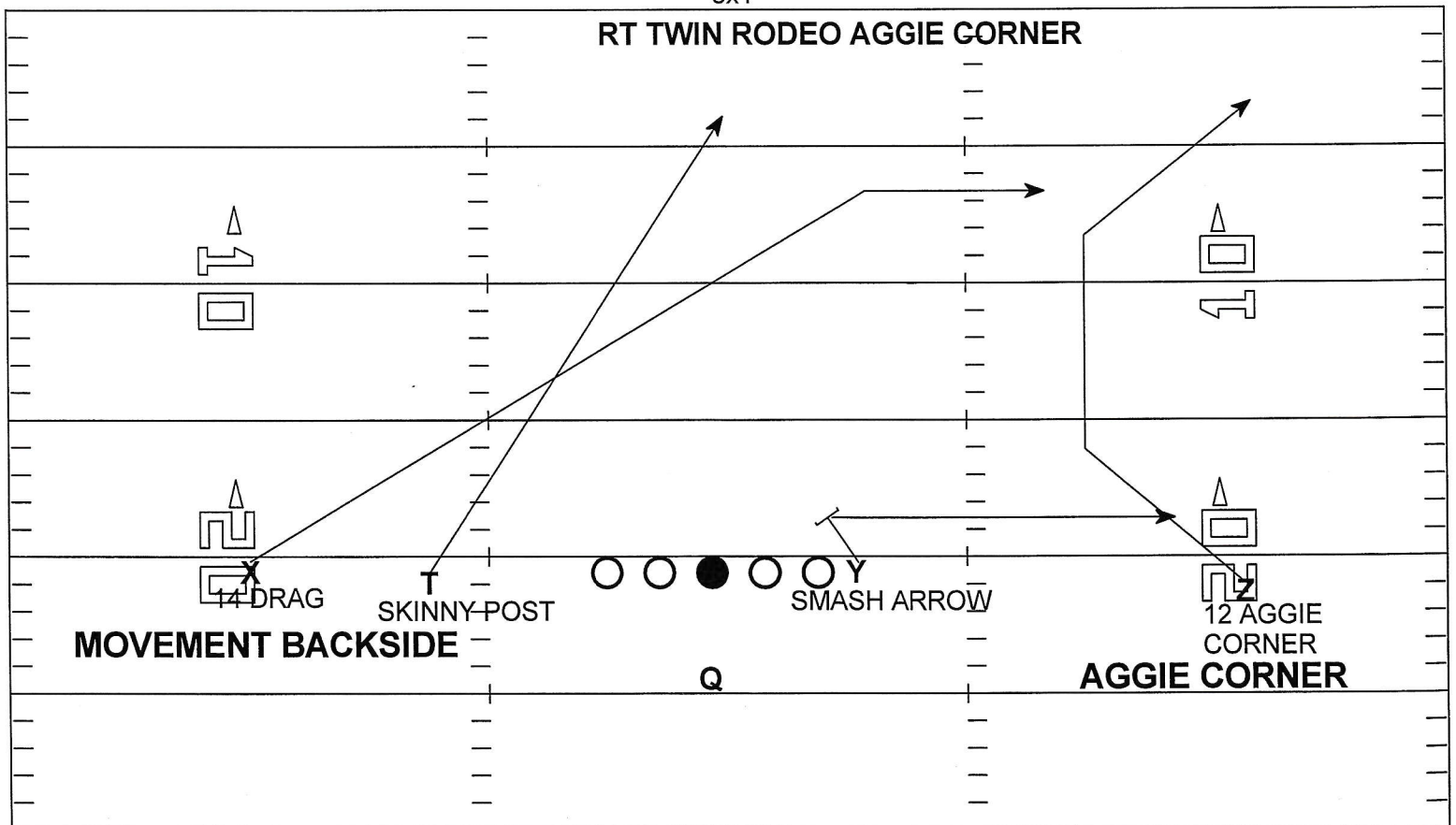


AGGIE CORNER

2x2



3x1



CLIMB

