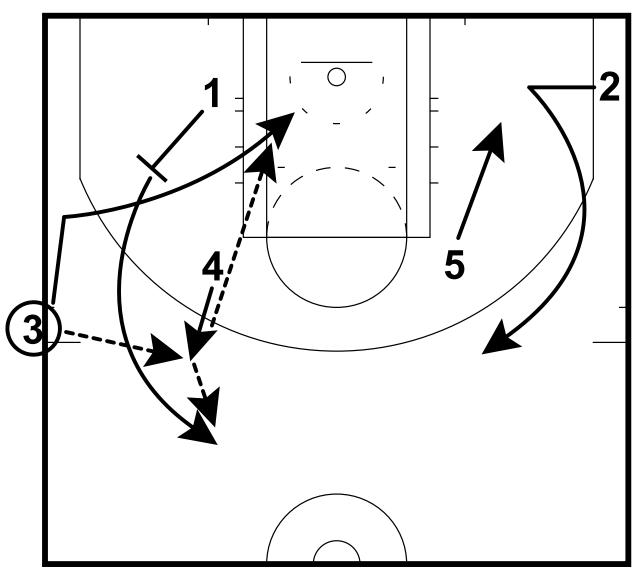
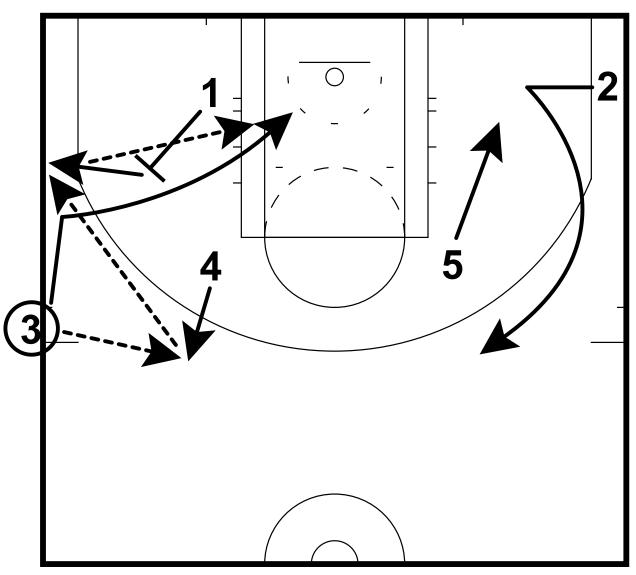
SOB "Corner"
Frame 1



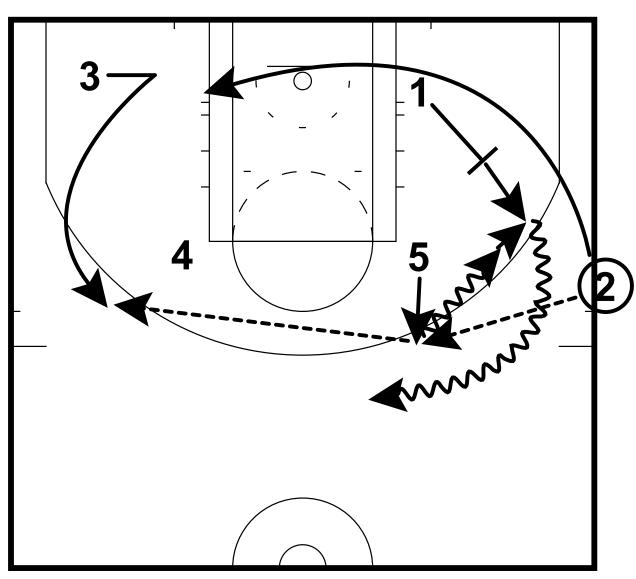
Elbow hit to rip inbounder ("C" visual).

SOB "Corner" Frame 2



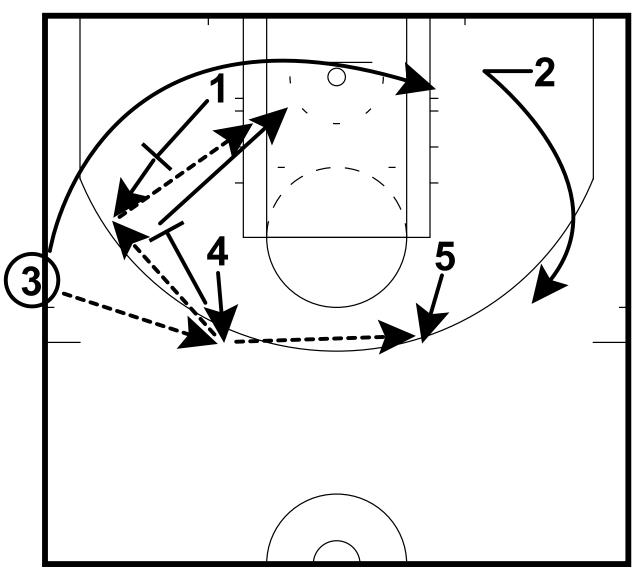
Elbow hit to rip inbounder.

SOB "Corner" Frame 1



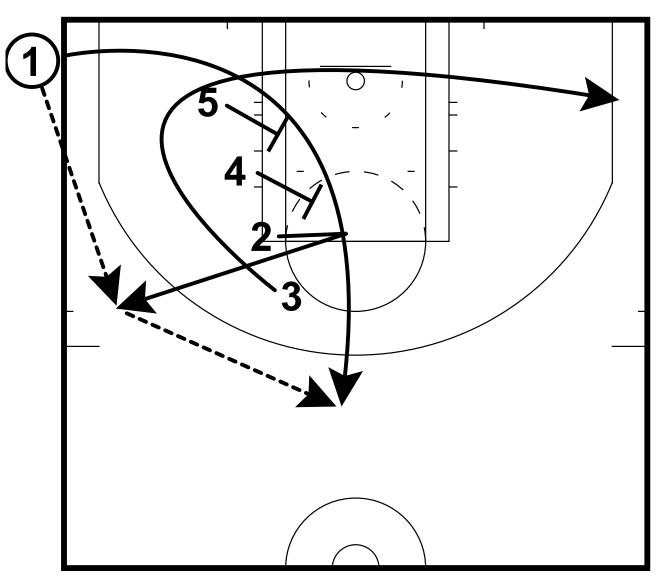
Zipper set. 5 pops. 1 rips inbounder to DHO ("C" visual).

SOB "Corner"
Frame 1



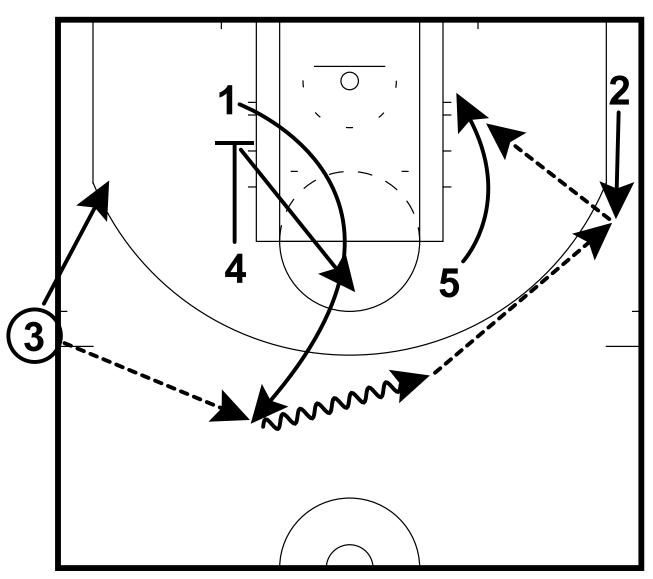
Zipper set. 4 pops. 1 rips inbounder ("C" visual).

SOB "Diagonal" Frame 1



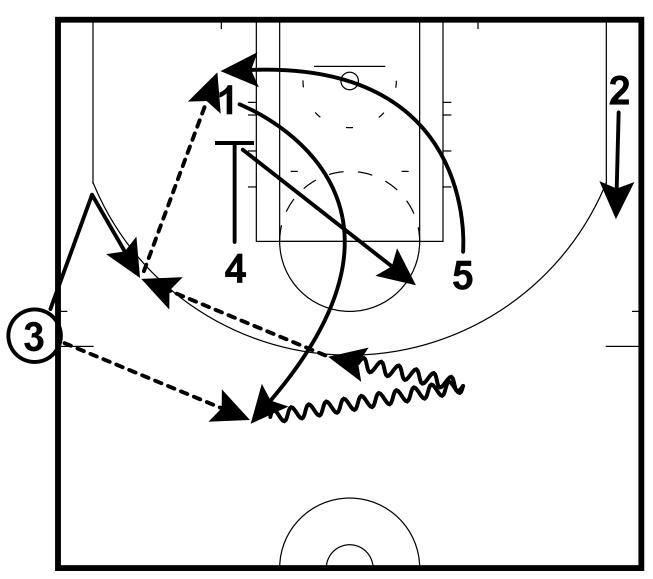
Deep corner. 5/4/2/3 line. 3 curls. 2 pops off 4&5. 4&5 stagger 1 to top.

SOB "Dive" Frame 1



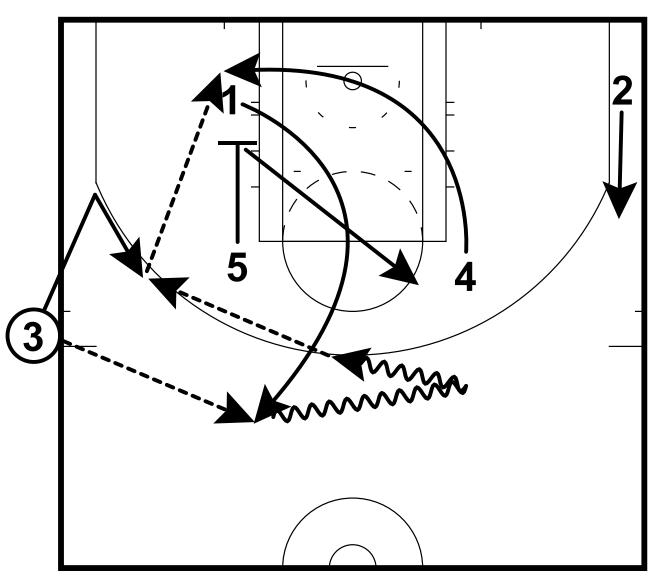
Zipper to dive post.

SOB "Dive Counter"
Frame 1



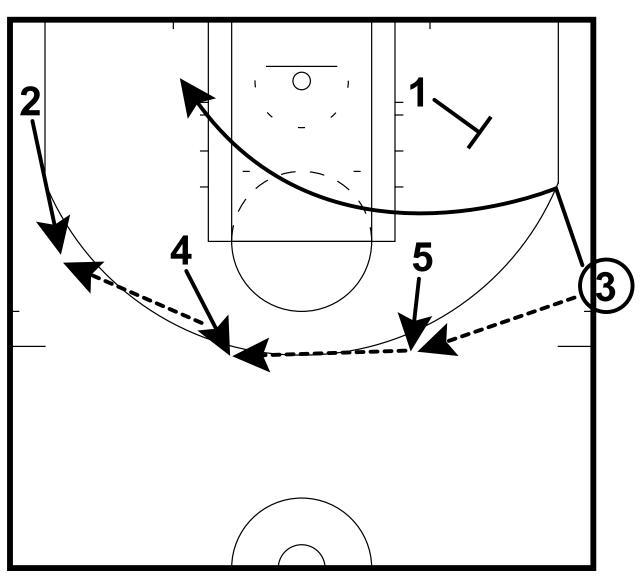
Zipper to dive post. Reverse dribble. Misdirection kickback to post 5.

SOB "Dive Counter"
Frame 1



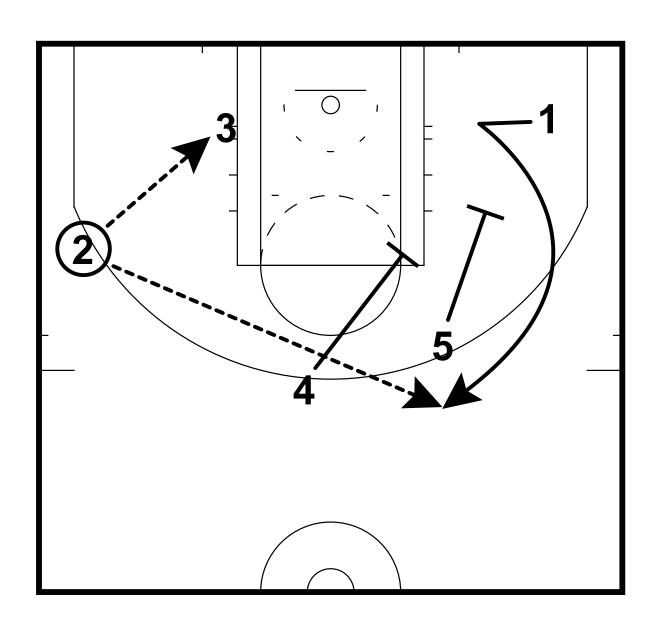
Zipper to dive post. Reverse dribble. Misdirection kickback to post 4.

SOB "Slice" Frame 1

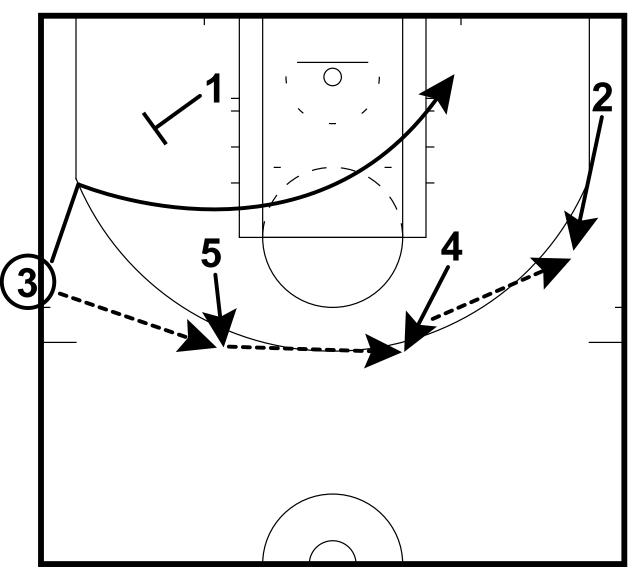


Big pops. Slice inbounder to low post. Weakside stagger.

SOB "Slice" Frame 2

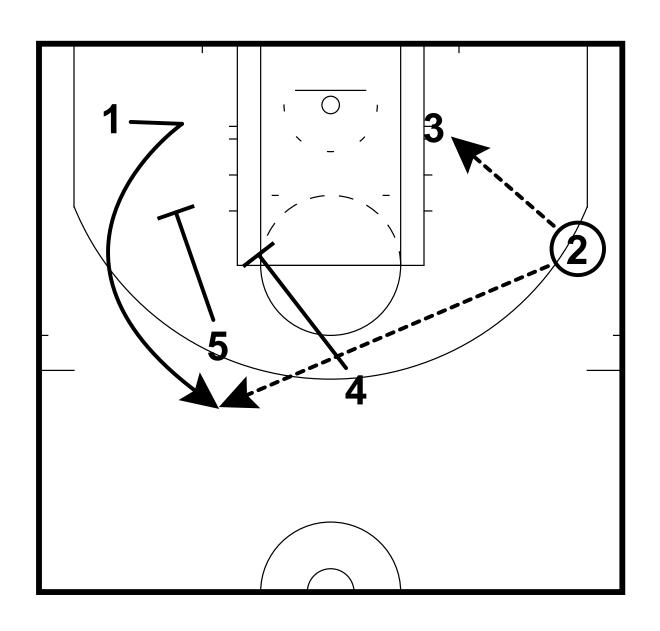


SOB "Slice" Frame 1

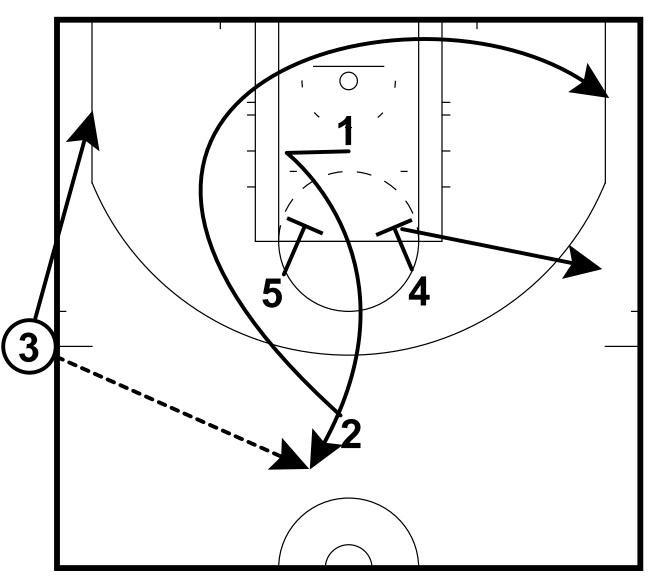


Big pops. Slice inbounder to low post. Weakside stagger.

SOB "Slice" Frame 2

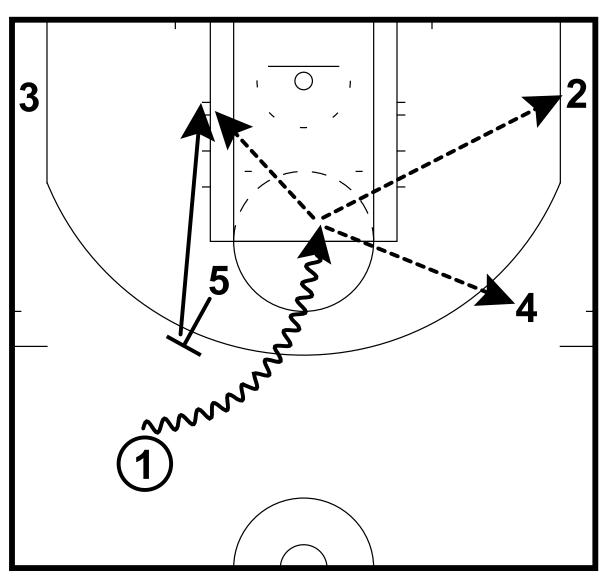


SOB "Stack" Frame 1



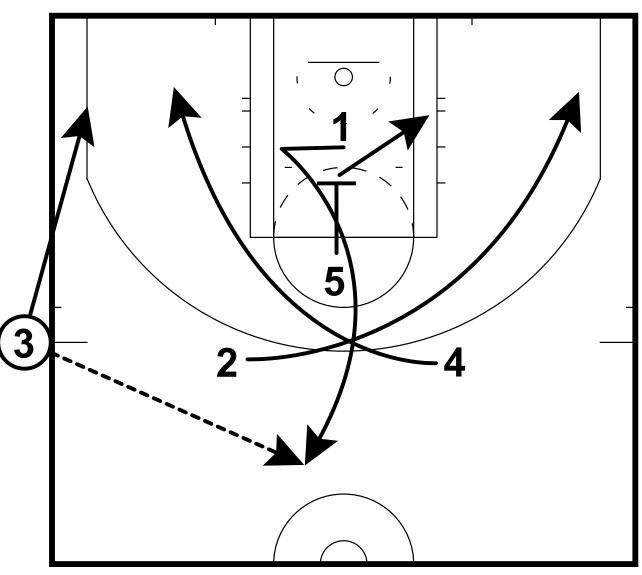
Mousetrap action. 2 curls off 4&5. 1 cuts up gut. Get it in & run a play.

SOB "Stack" Frame 2



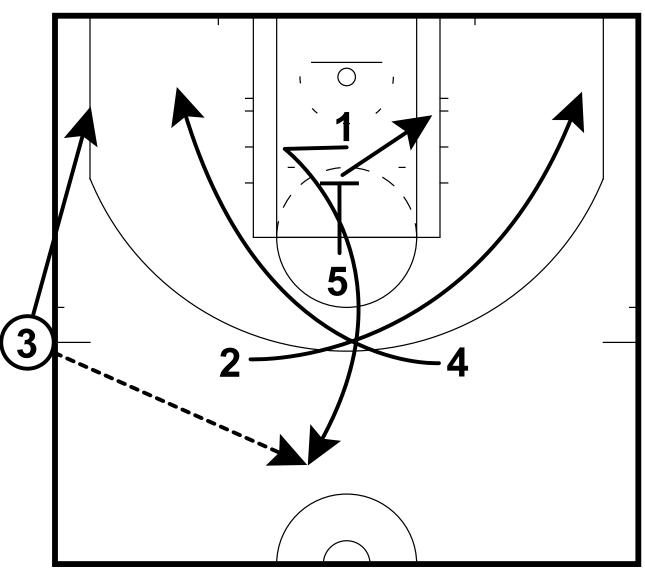
Into "Angle" 1-5 angled elbow P&R. 4 lifted.

SOB "X" Frame 1



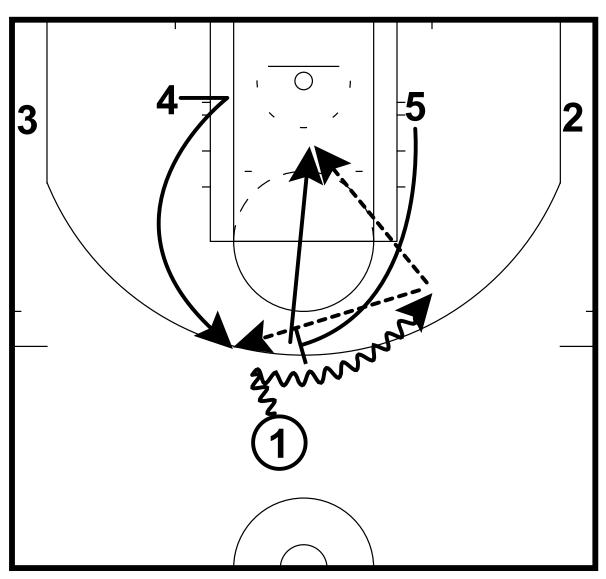
2&4 X off 5. 5 pindown 1 to top. Get it in & run a play.

SOB "X Fist" Frame 1



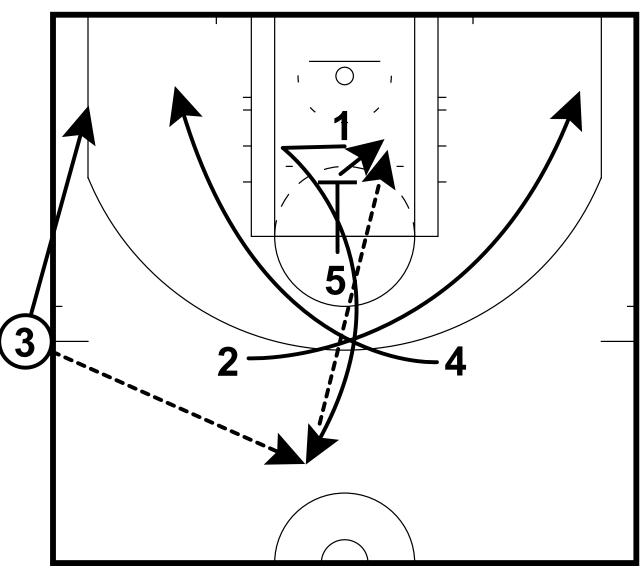
2&4 X off 5. 5 pindown 1 to top.

SOB "X Fist" Frame 2



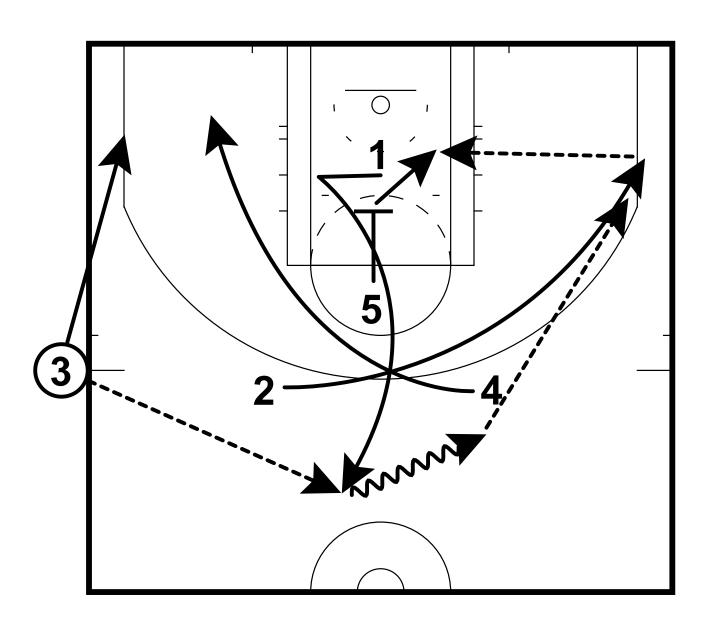
Into 1-5 high P&R. Roll & replace.

SOB "X Punch"
Frame 1

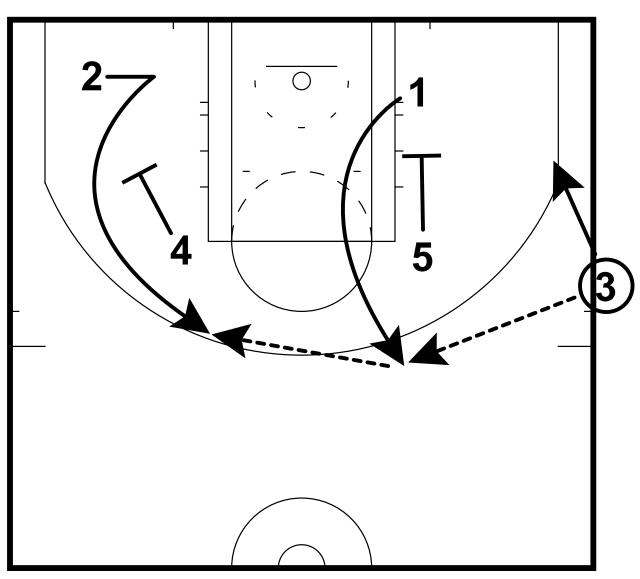


2&4 X off 5. 5 pindown 1 to top. Quick hi/lo look to post 5.

SOB "X Punch" Frame 2

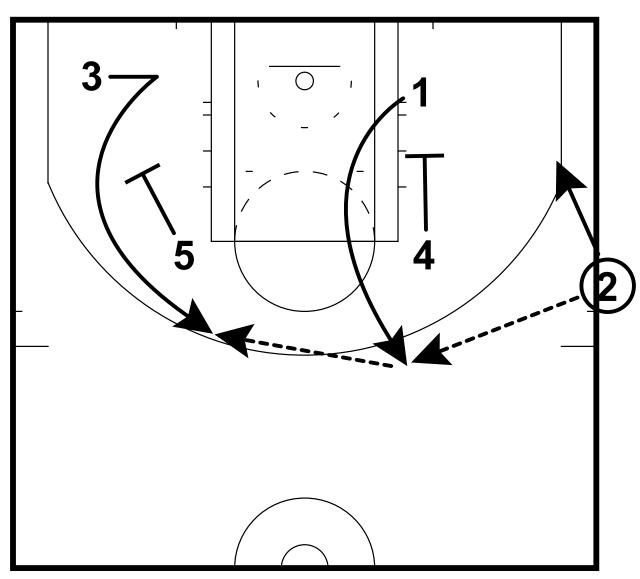


SOB "Zipper" Frame 1



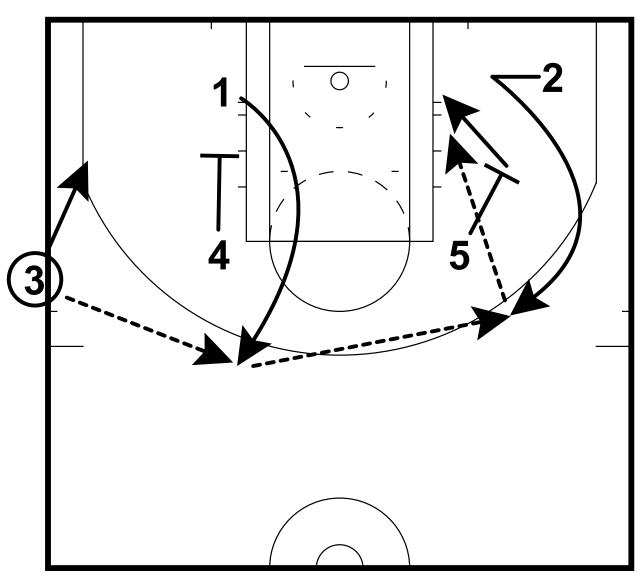
Zipper to weakside pindown.

SOB "Zipper" Frame 1



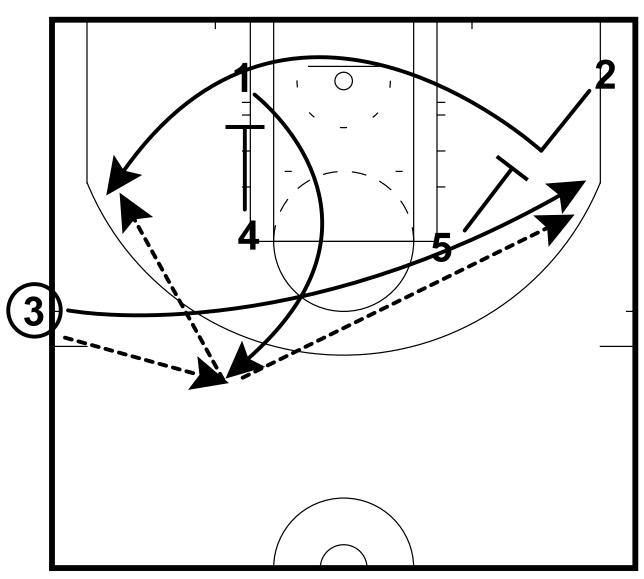
Zipper to weakside pindown.

SOB "Zipper" Frame 1



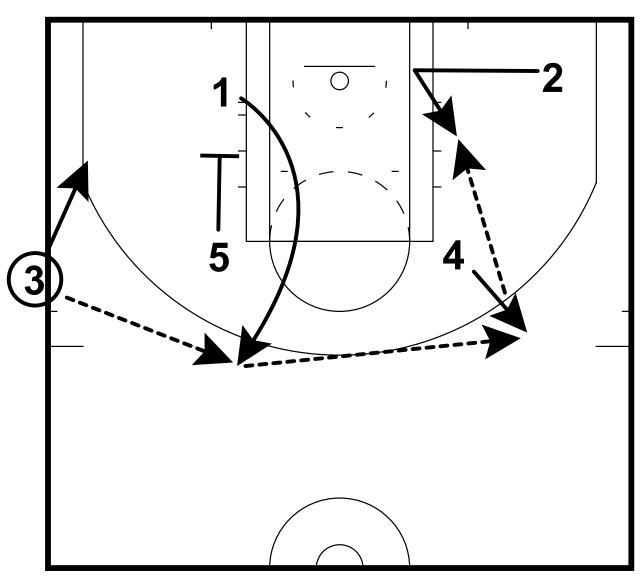
Zipper to weakside pindown.

SOB "Zipper" Frame 1



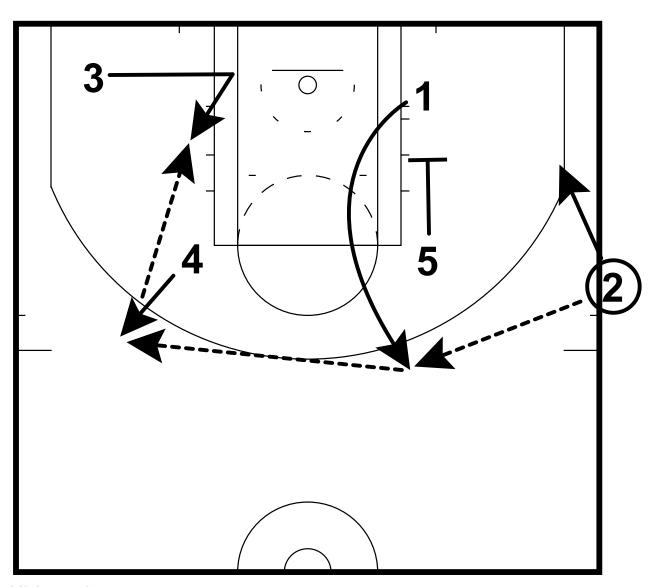
Zipper to weakside pindown reject. Wings cross over/under.

SOB "Zipper Drop" Frame 1



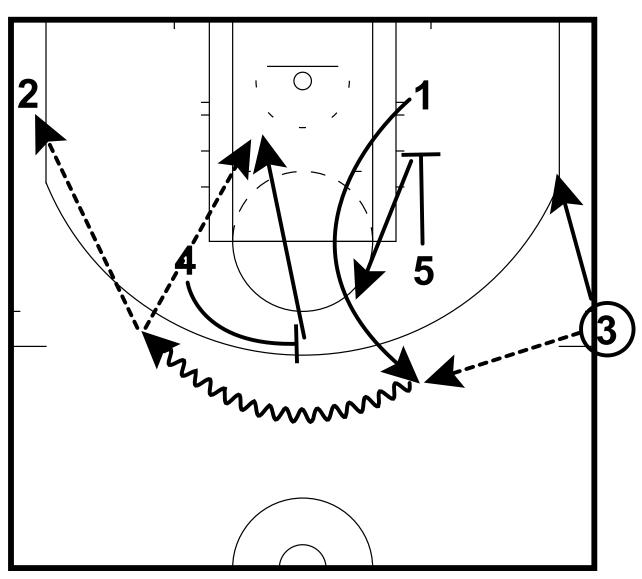
Zipper to weakside drop post up 2.

SOB "Zipper Drop" Frame 1



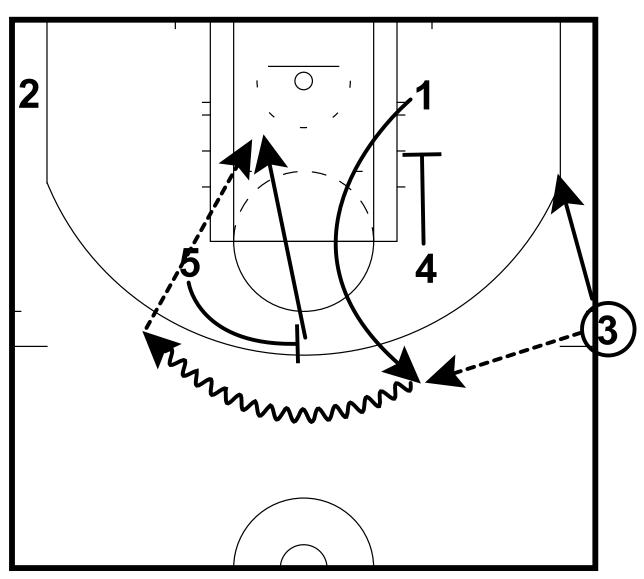
Zipper to weakside drop post up 3.

SOB "Zipper Fist"
Frame 1



Zipper to high P&R.

SOB "Zipper Fist"
Frame 1



Zipper to high P&R.