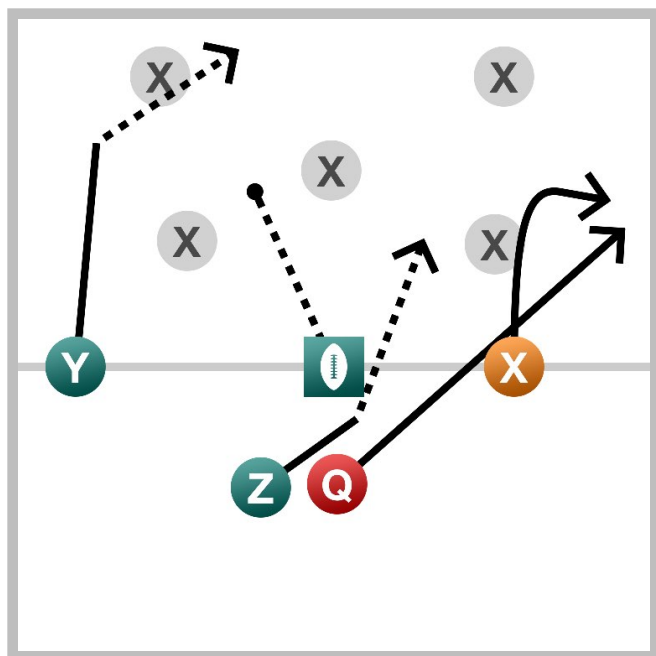
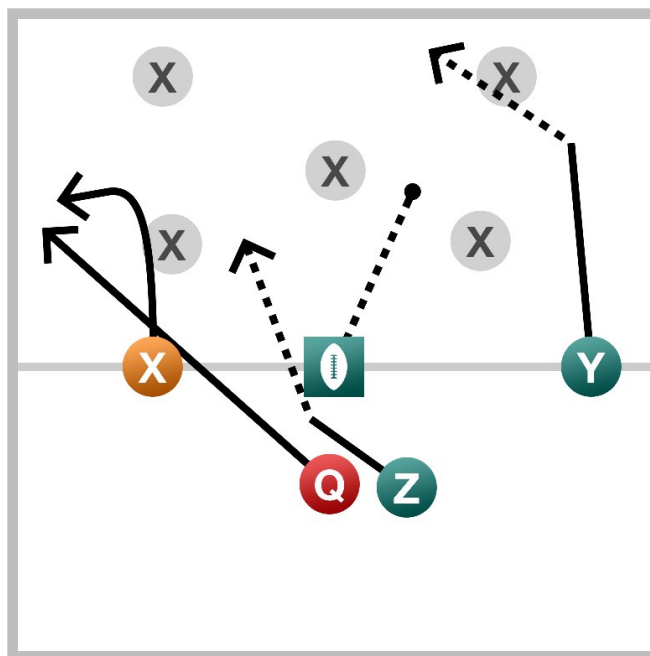


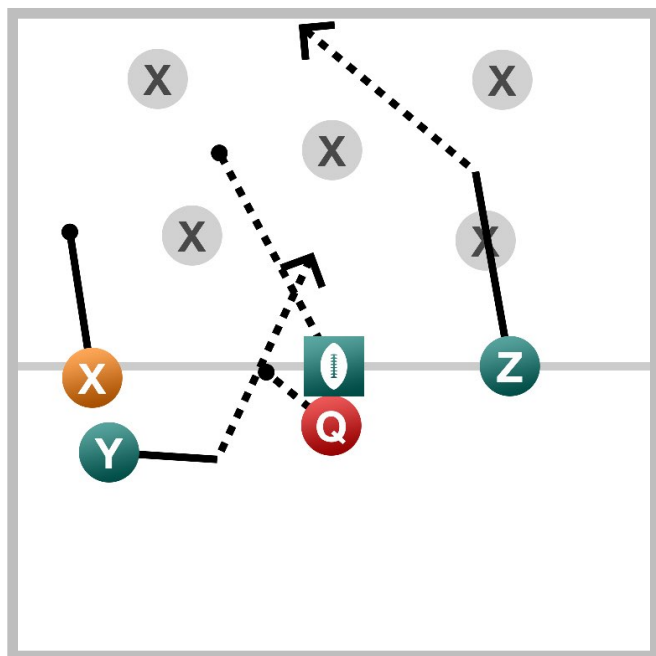
5 Z Fake Draw Rt Throw Flat



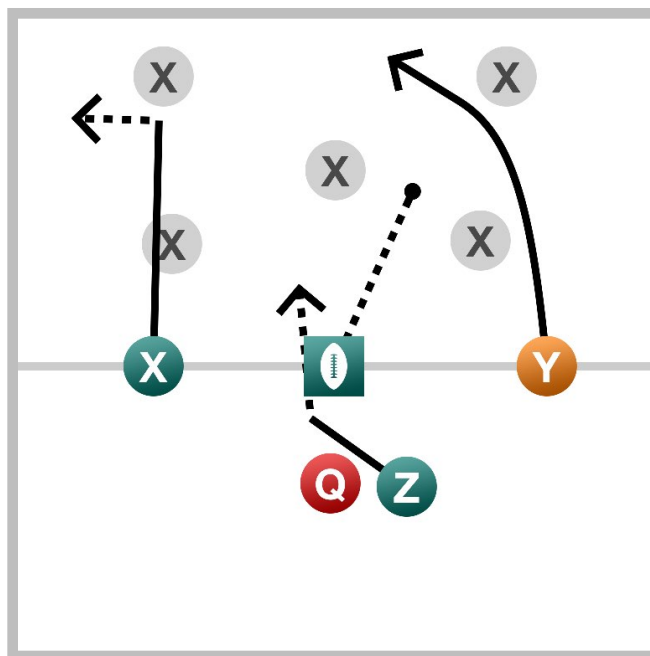
6 Z Fake Draw Lt Throw Flat



7 Y Motion Fake Quick Pass X



8 Z Draw Fake Left - Post



Bears Offense
Nine Plays

FLAG FOOTBALL
PLAYMAKER

[illegible]

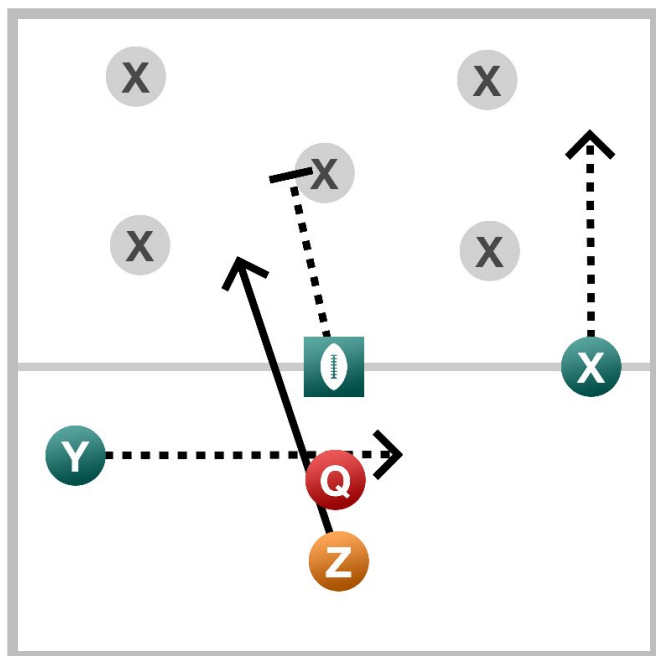
A diagram illustrating a network structure. A central orange square node with a football icon is connected by dashed lines to four other nodes: a teal circle node labeled 'X' on the left, an orange circle node labeled 'Z' below it, a red circle node labeled 'Q' below 'Z', and a teal circle node labeled 'Y' on the right. Additionally, there are five gray circle nodes, each labeled 'X', scattered in the background. A horizontal gray line passes through the central node and the two teal nodes on the left and right.

A diagram illustrating a path from node Q to node X through node Z. Node Q is a red circle at the bottom. A solid black line connects Q to Y (an orange circle), and another solid black line connects Y to Z (a teal circle). From Z, a solid black line goes up to X (a teal circle), and a dashed black line goes up to X (a grey circle). A dashed black line also connects Q to X (a grey circle). A football icon is placed on the solid line between Y and Z.

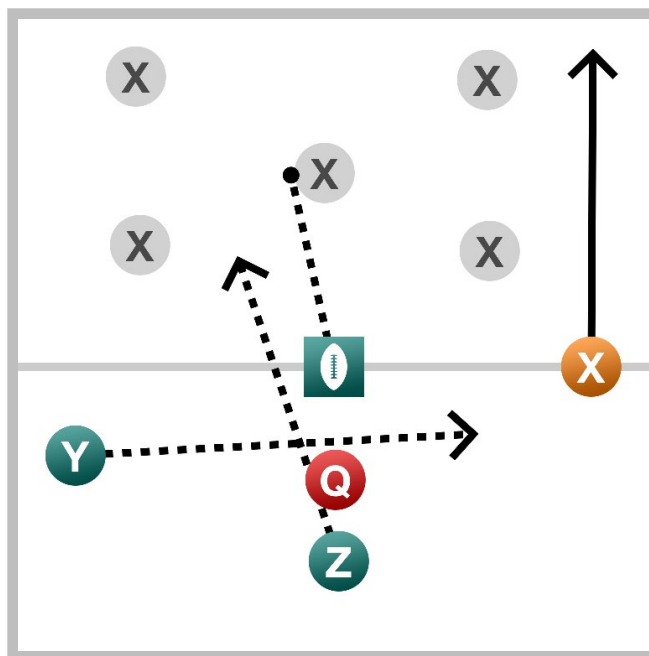
The diagram shows a path starting from node Y (orange circle) and ending at node X (green circle). The path is represented by a solid black line. Along the path, there are two intermediate nodes: Q (red circle) and Z (green circle). A dashed line connects Q and Z. A football icon is placed on the path between Q and Z. There are also several other nodes labeled X (grey circles) and a dashed line with an arrow pointing upwards from the final X node.

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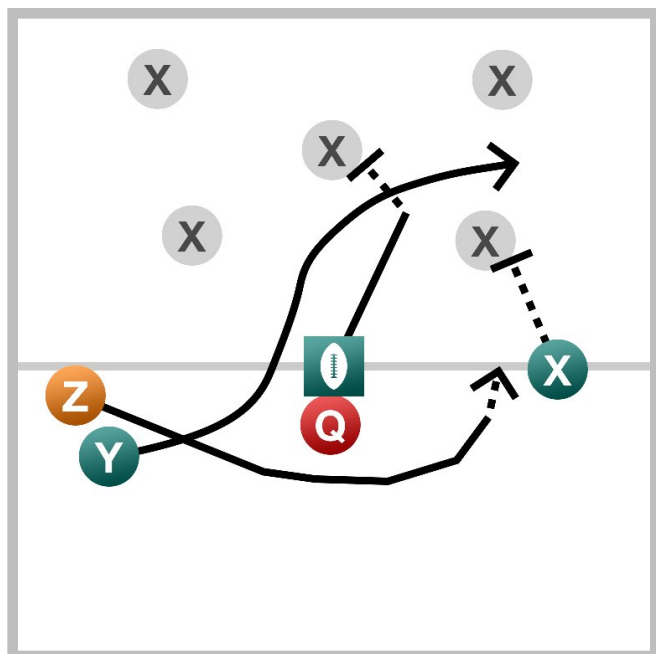
13 Y Motion Z Counter - L



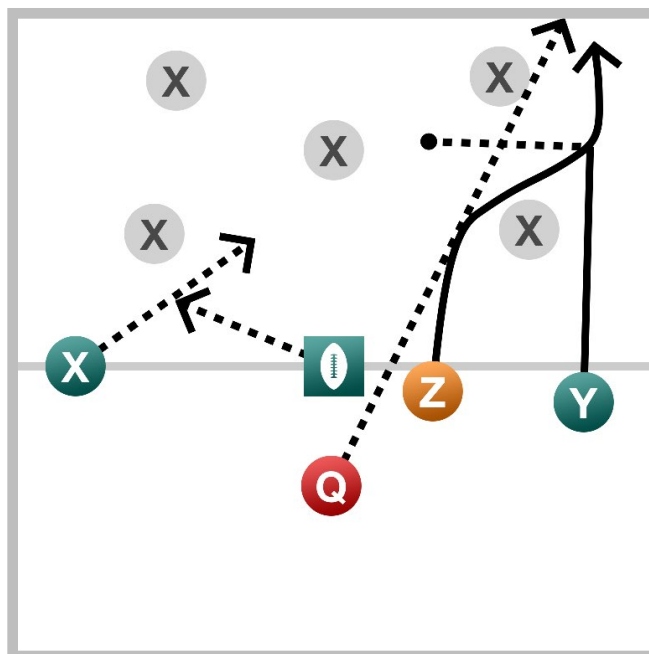
14 Y Motion Z Counter Fake Deep



15 Y Motion Fake Handoff Pitch Z Run/Pass



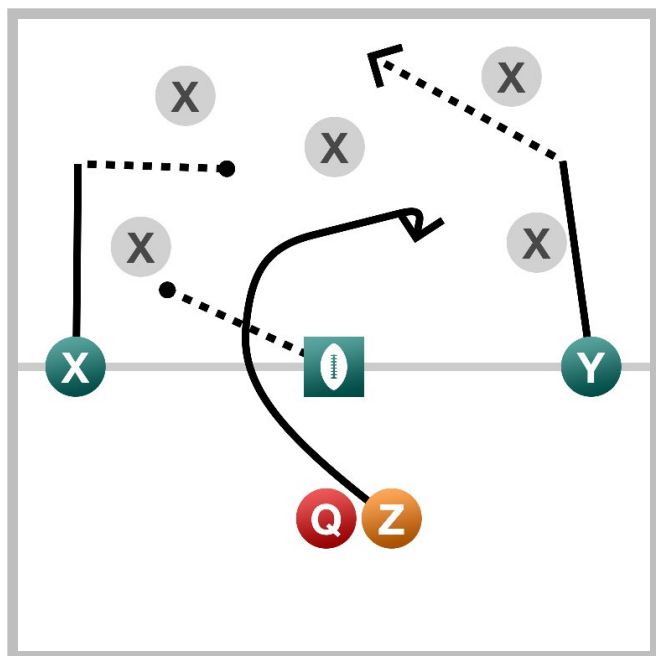
16 Deep Right Z Wheel



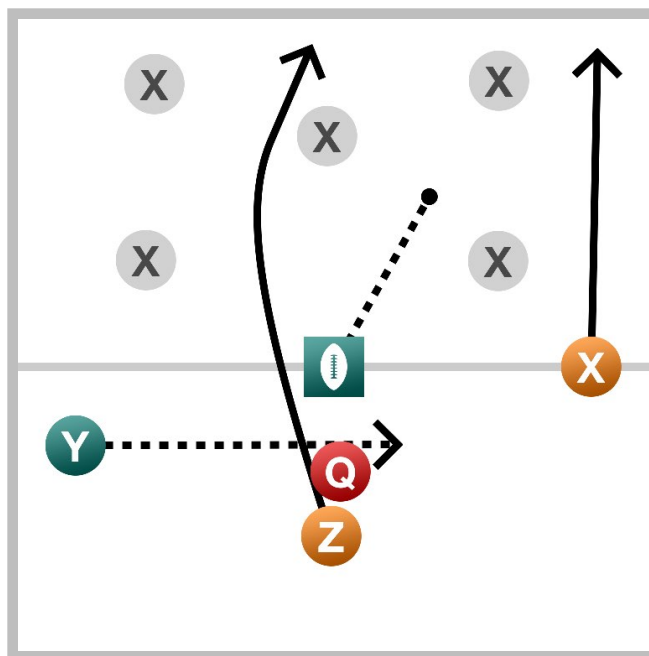
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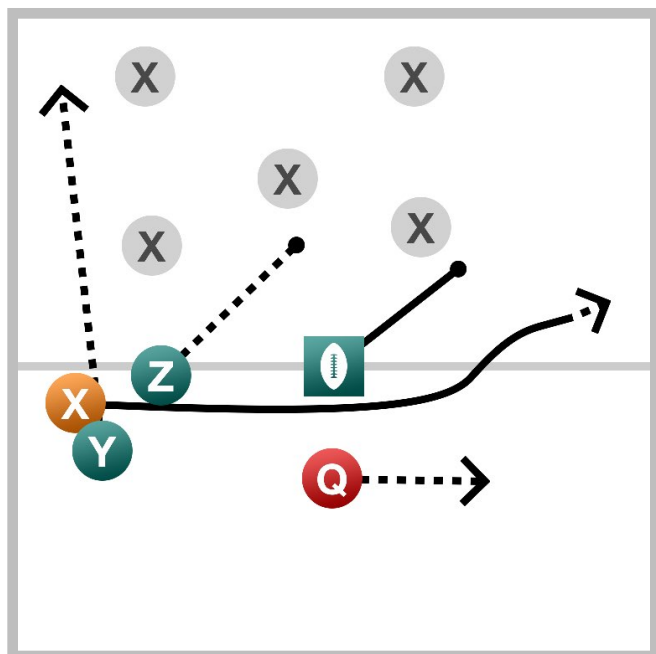
17 Fake Draw Pass QB Choice



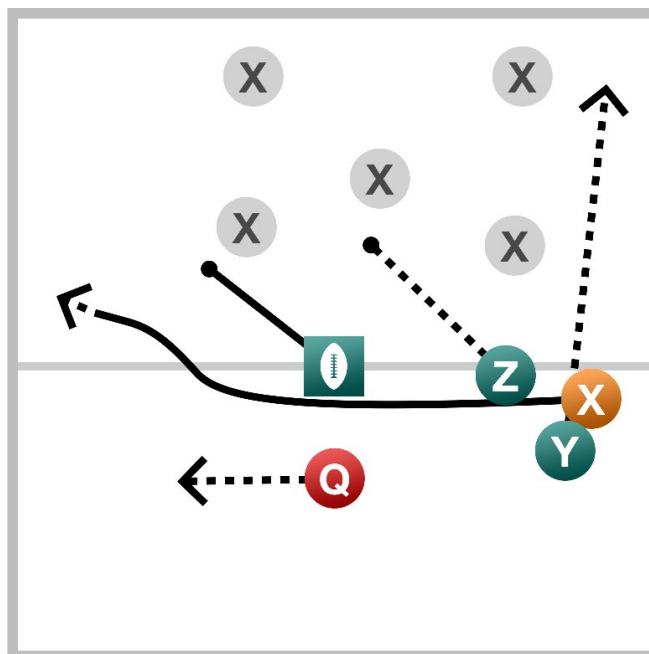
18 Y Motion Fake Dive-X & Z Deep



19 Trips Lt Overload SHIFT X



20 Trips Lt Overload SHIFT X - Copy



Bears Offense

Nine Plays

- 1** Y Motion Inside Handoff Middle
No notes for this play
- 2** Z Motion R Inside Handoff Middle
No notes for this play
- 3** Z Draw Play Left
No notes for this play
- 4** Z Draw Play - Right
No notes for this play
- 5** Z Fake Draw Rt Throw Flat
No notes for this play
- 6** Z Fake Draw Lt Throw Flat
No notes for this play
- 7** Y Motion Fake Quick Pass X
No notes for this play
- 8** Z Draw Fake Left - Post
No notes for this play
- 9** Trips Lt Overload Attack To FAST C
QB rolls rt with FAST center throws quick out runs D
- 10** Splits
No notes for this play
- 11** Middle Bunch
No notes for this play
- 12** Y Motion Dive R
No notes for this play
- 13** Y Motion Z Counter - L
No notes for this play

Bears Offense

Nine Plays

- 14** Y Motion Z Counter Fake Deep
No notes for this play
- 15** Y Motion Fake Handoff Pitch Z Run/Pass
No notes for this play
- 16** Deep Right Z Wheel
No notes for this play
- 17** Fake Draw Pass QB Choice
No notes for this play
- 18** Y Motion Fake Dive-X & Z Deep
No notes for this play
- 19** Trips Lt Overload SHIFT X
QB rolls rt with FAST center throws quick out runs D
- 20** Trips Lt Overload SHIFT X - Copy
QB rolls rt with FAST center throws quick out runs D

Bears Offense

Nine Plays