

The UCF Knights Playbook



TOUCHDOWN
ANALYSIS

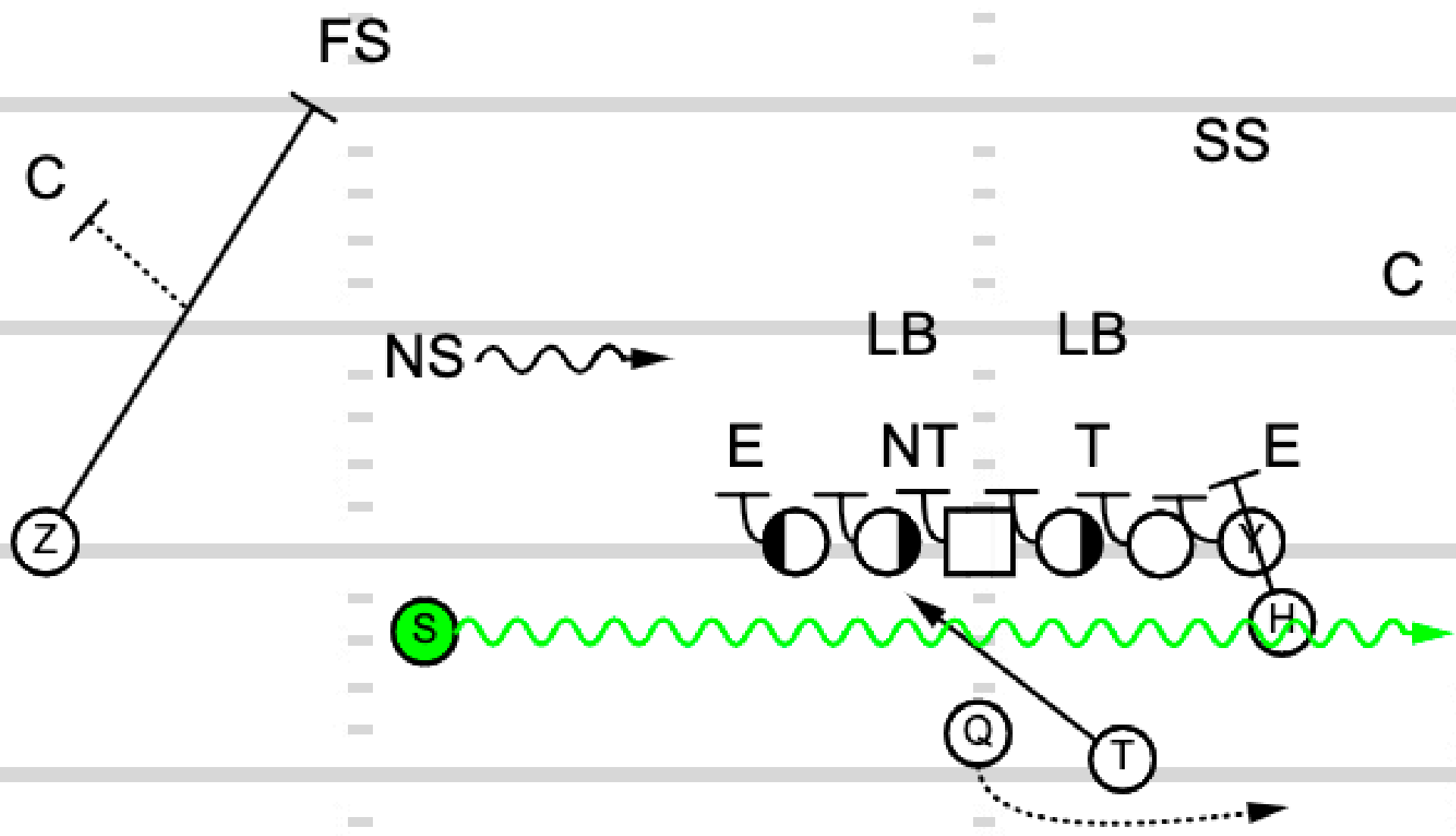
Part 1: The Run Game



The logo for FIB Touchdown Analysis is a shield-shaped emblem. It features a central silhouette of a football player in a dynamic pose, holding a football. The shield is divided into sections: a top section with a sunburst, a middle section with four stars, and a bottom section with a football. The colors are primarily green and grey.

Play 1: FIB Wing Twin Z Jet Motion IZ Weak

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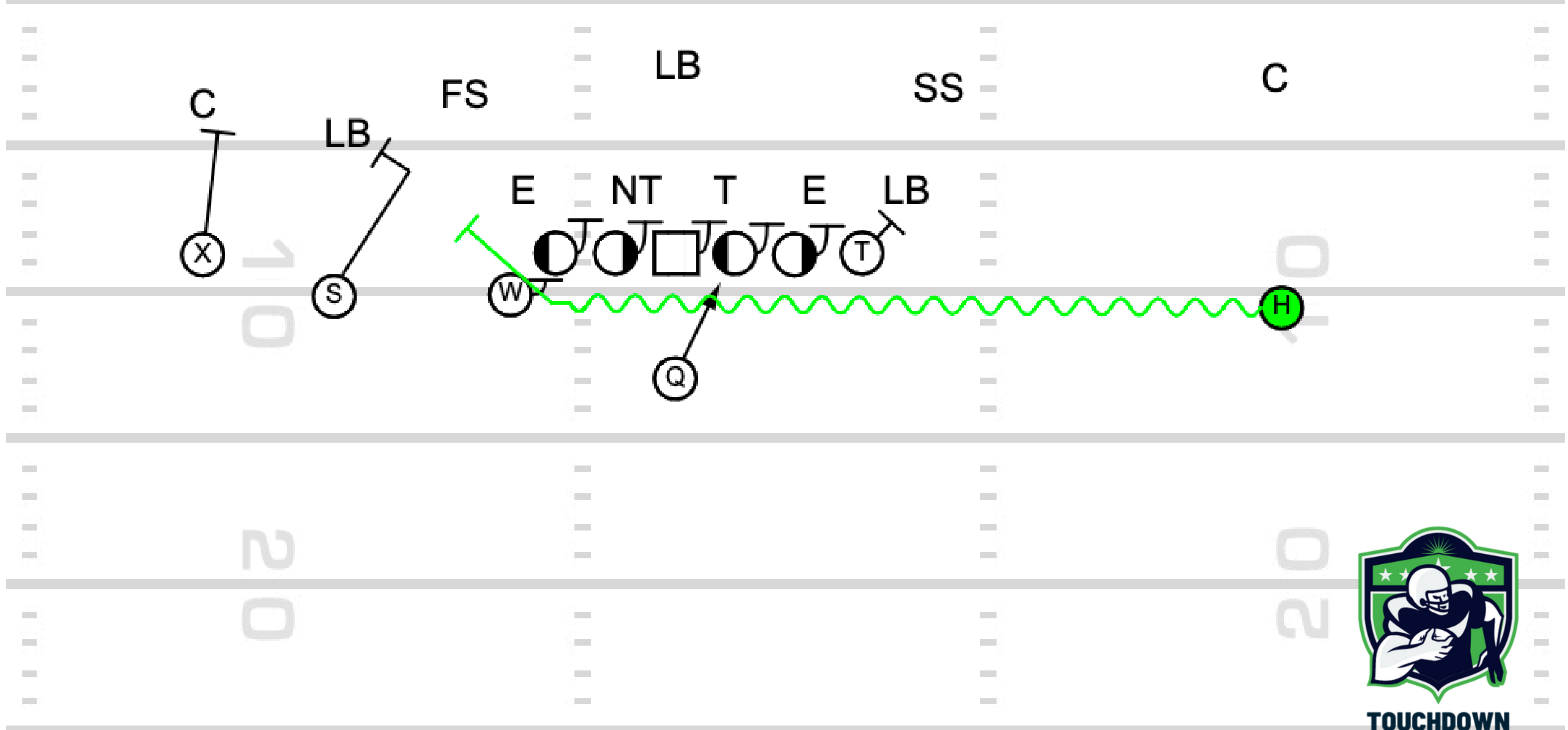
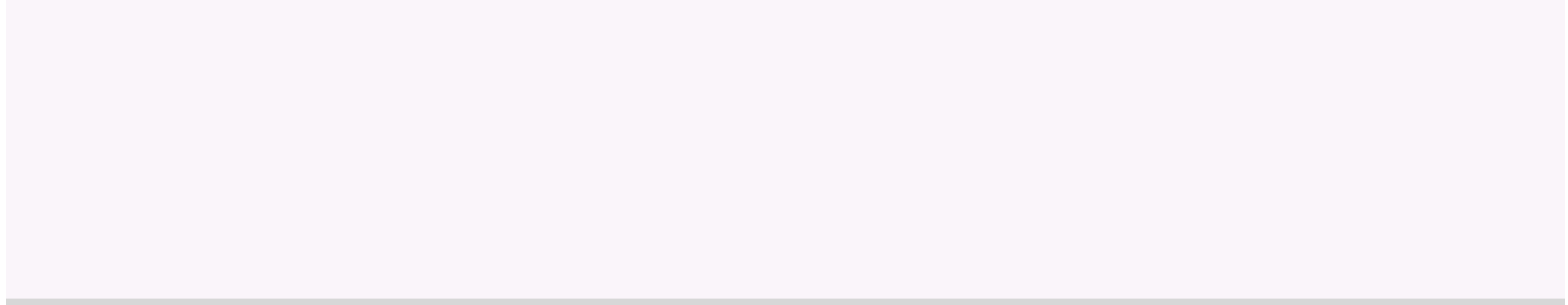


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**Play 2: Empty Trey H-Back RB
Escort QB Split Zone**

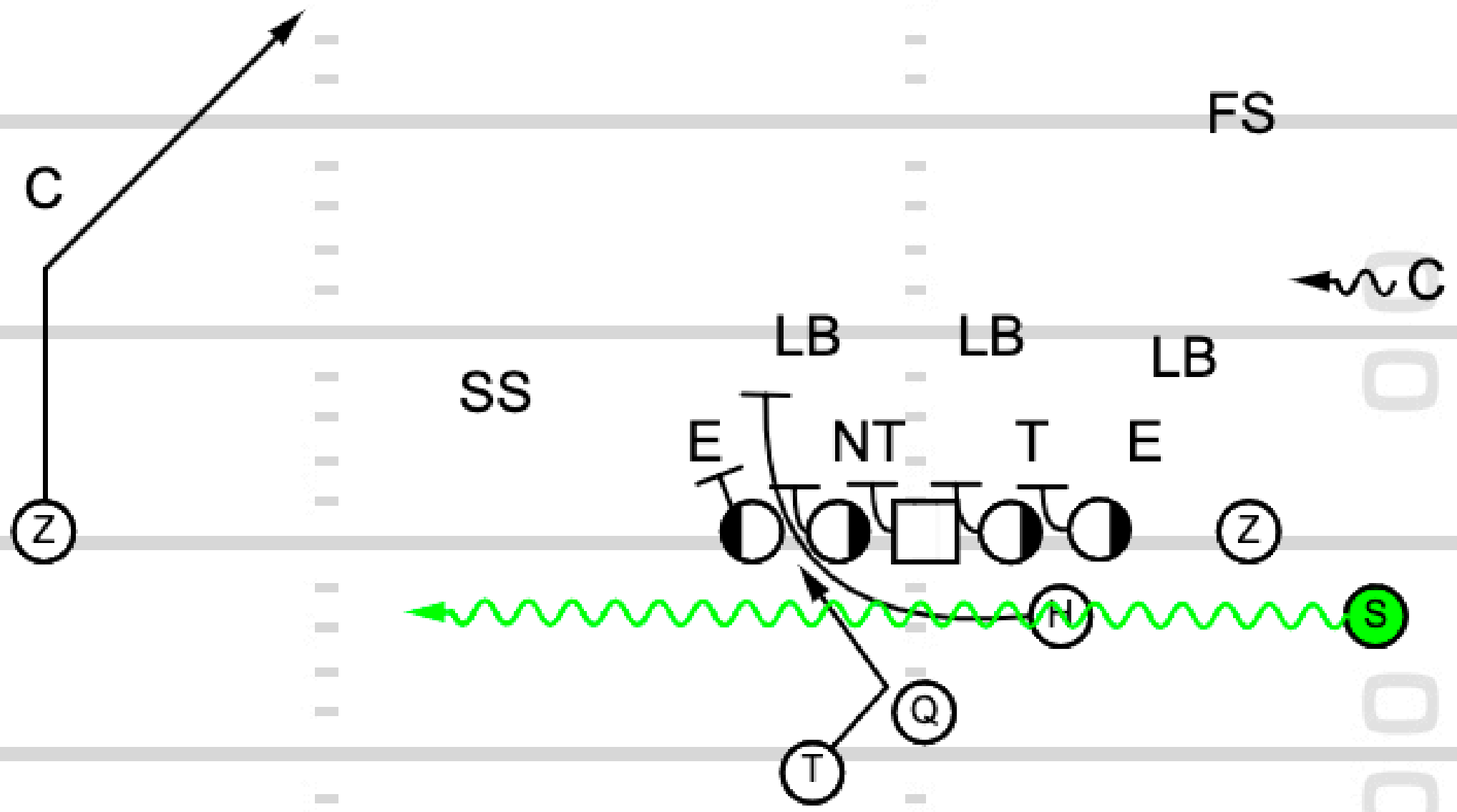
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Play 3: Trips H-Back Z Jet Iso Wk



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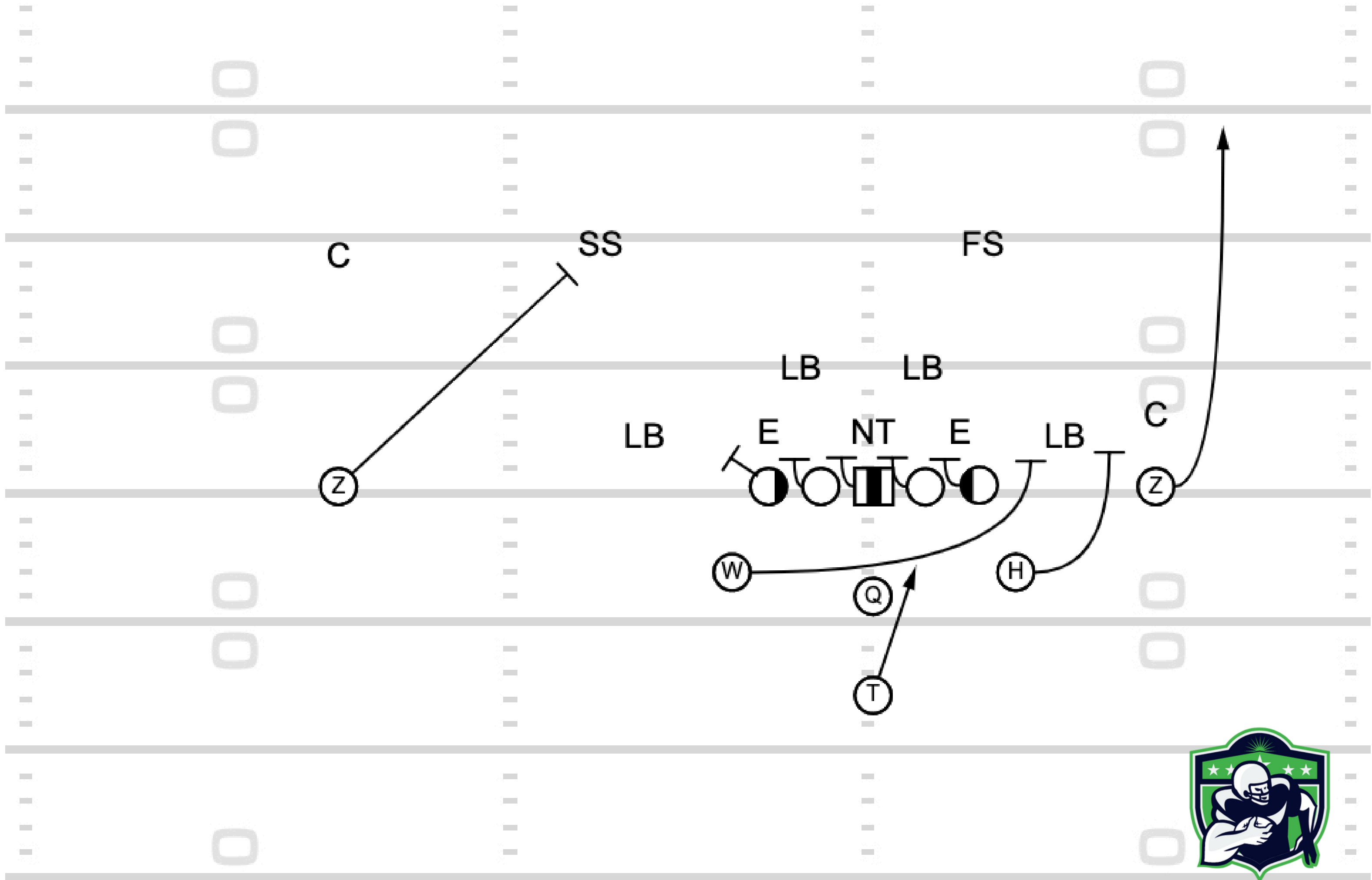


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Play 4: Pistol Dbl Slot Zord Dbl Arc



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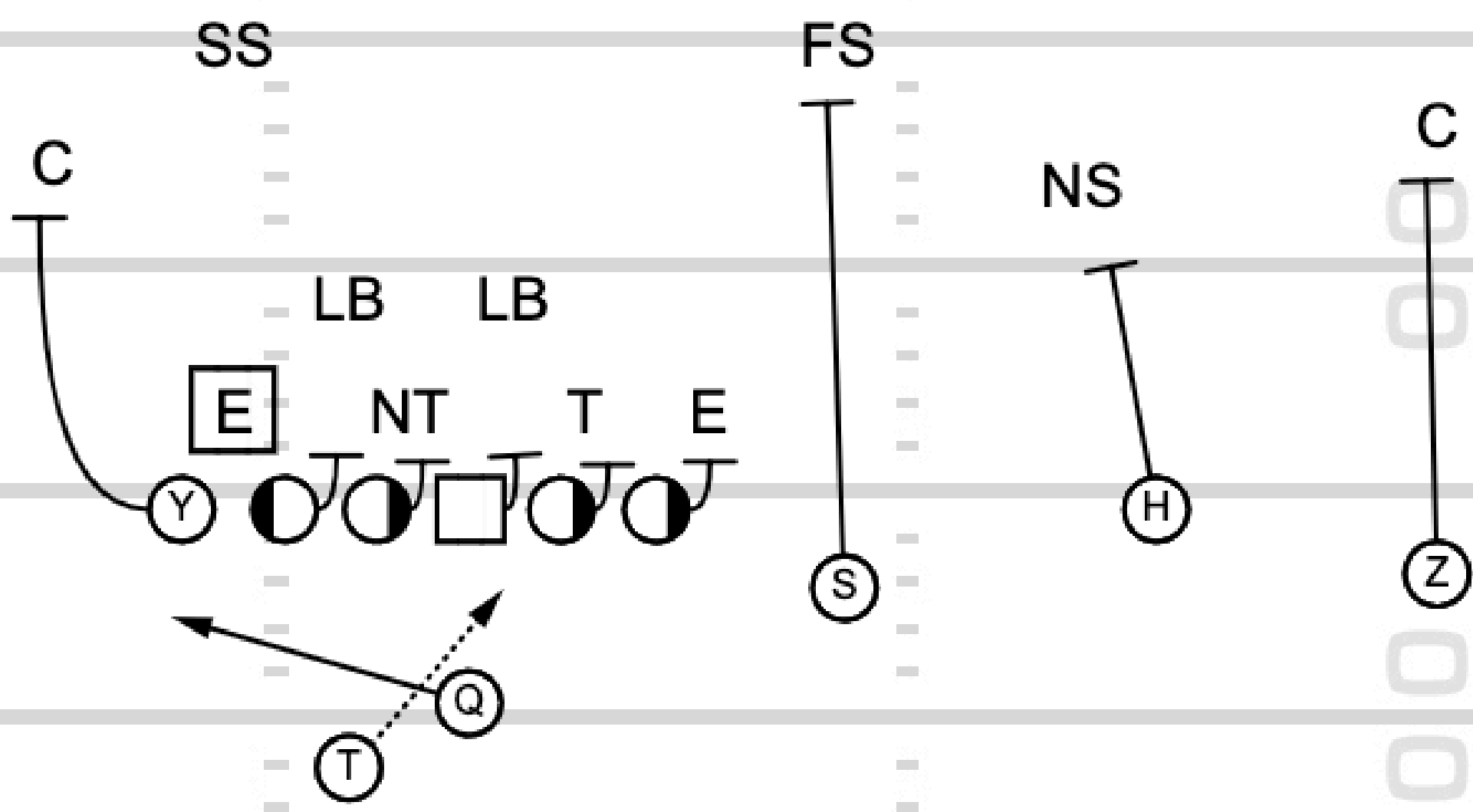


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Play 5: Trey Zone Read Y Arc



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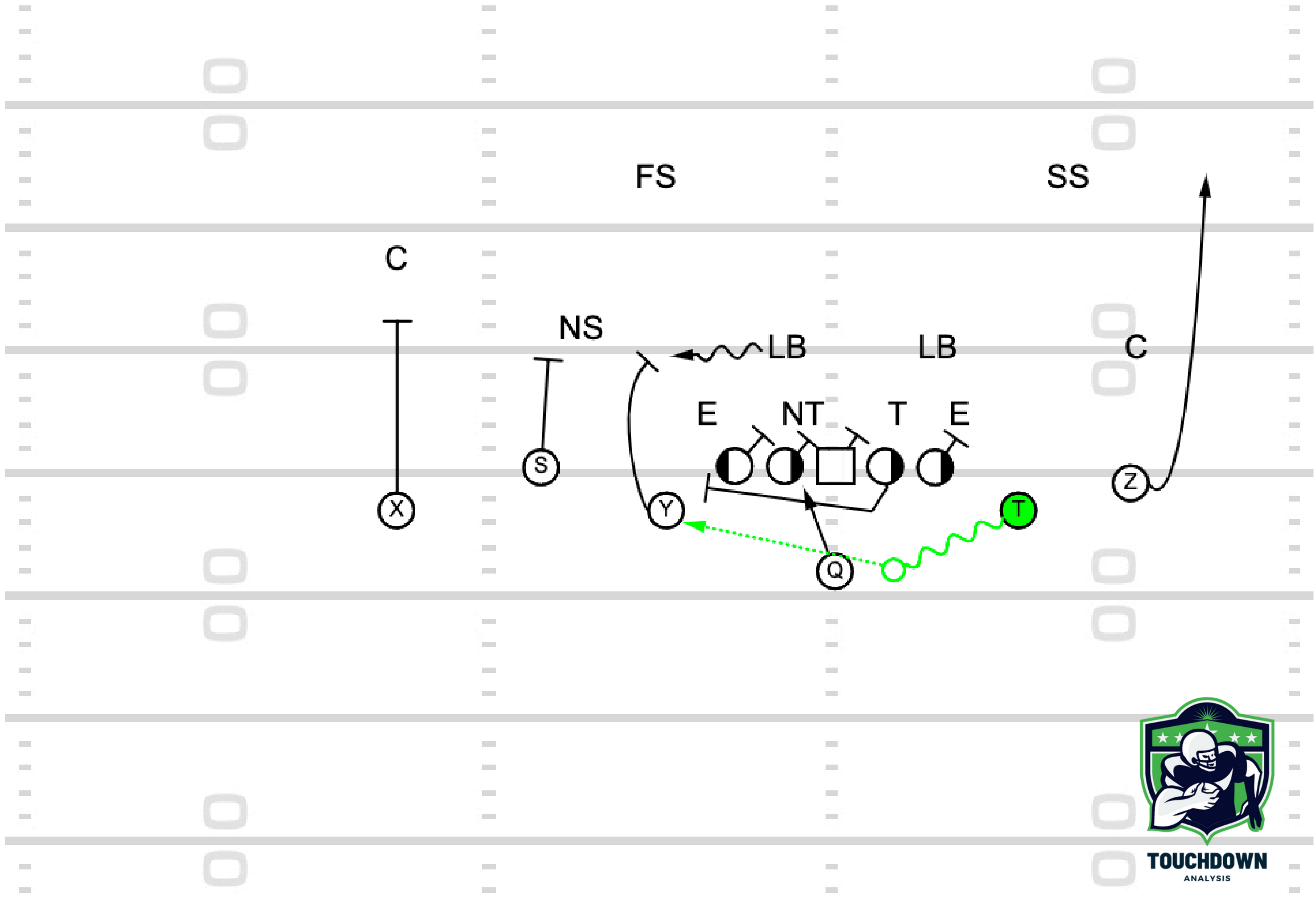
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Play 6: Empty Motion to Jet Power

Read



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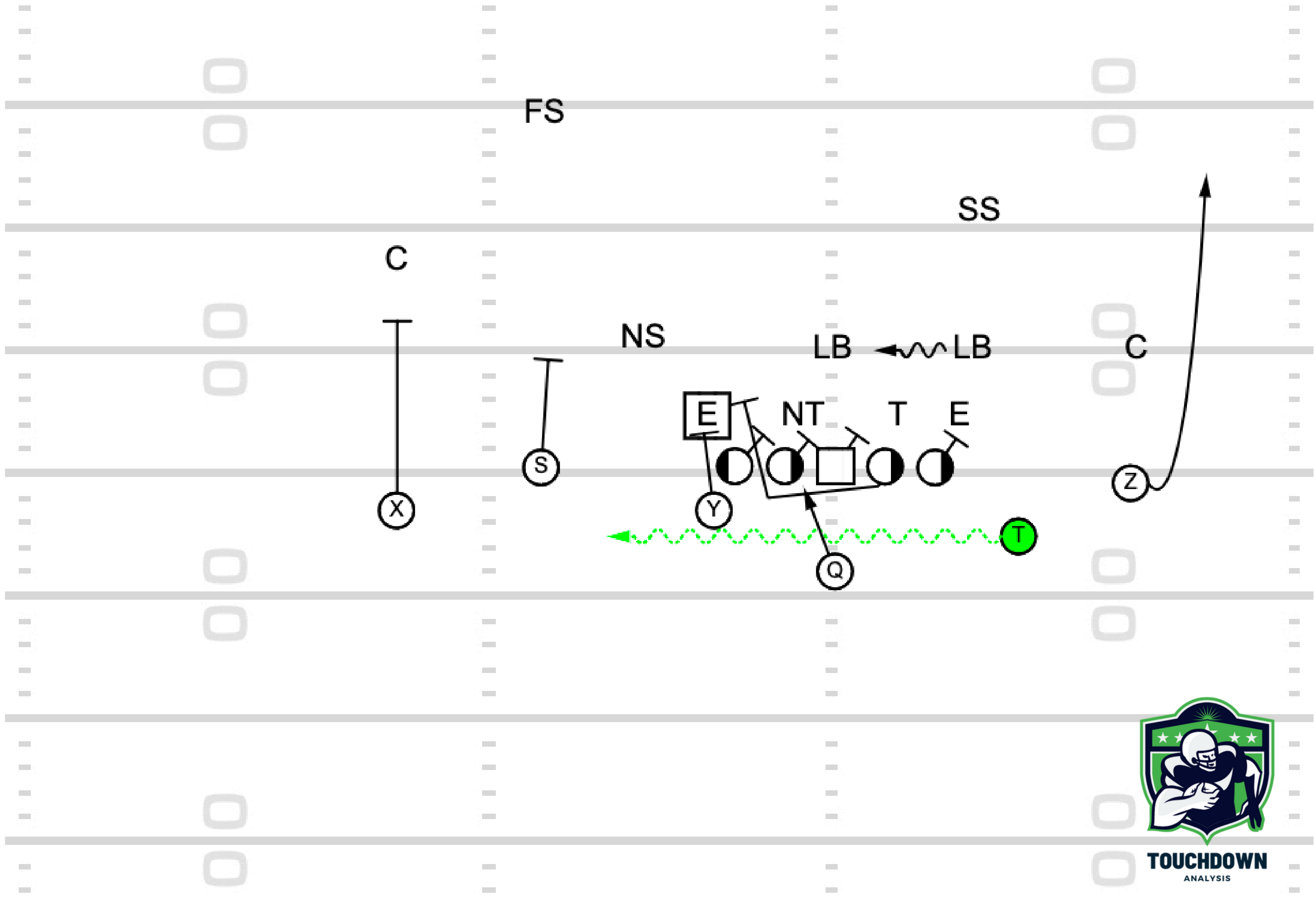


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Play 7: Empty TB Jet Power Read

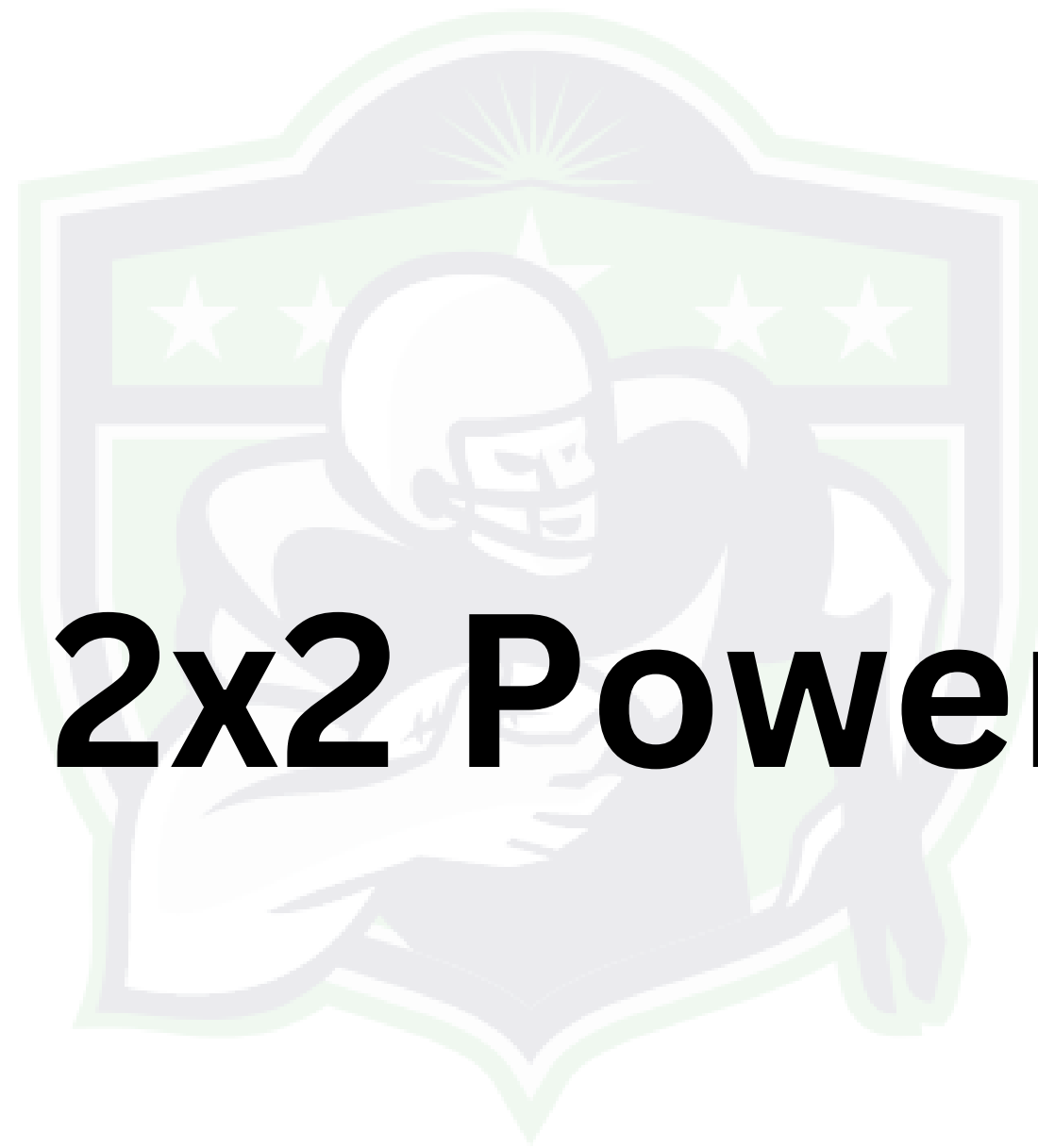


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Play 8: 2x2 Power Pitch



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FS

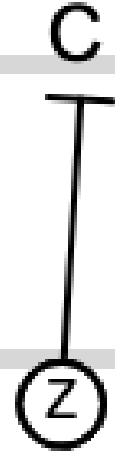
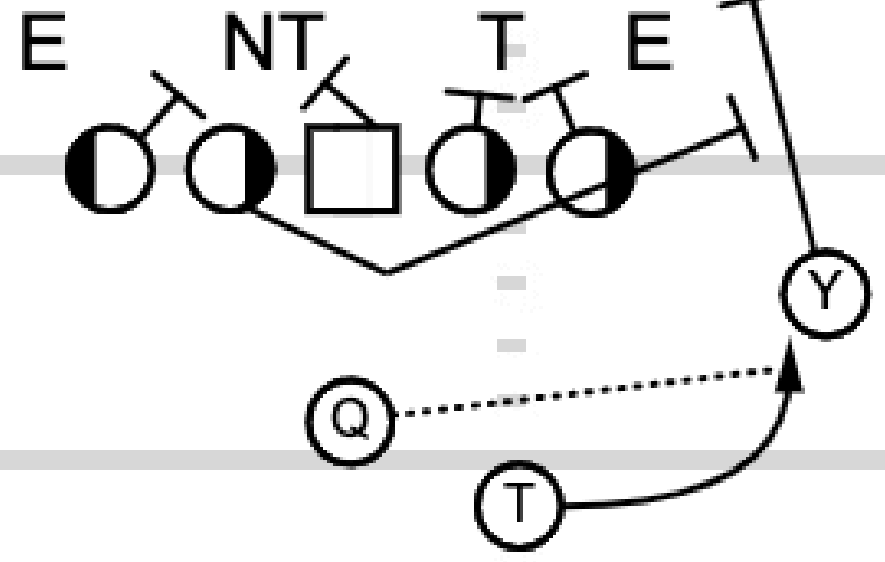
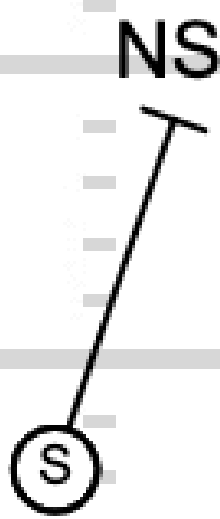
C

SS

NS

LB

C

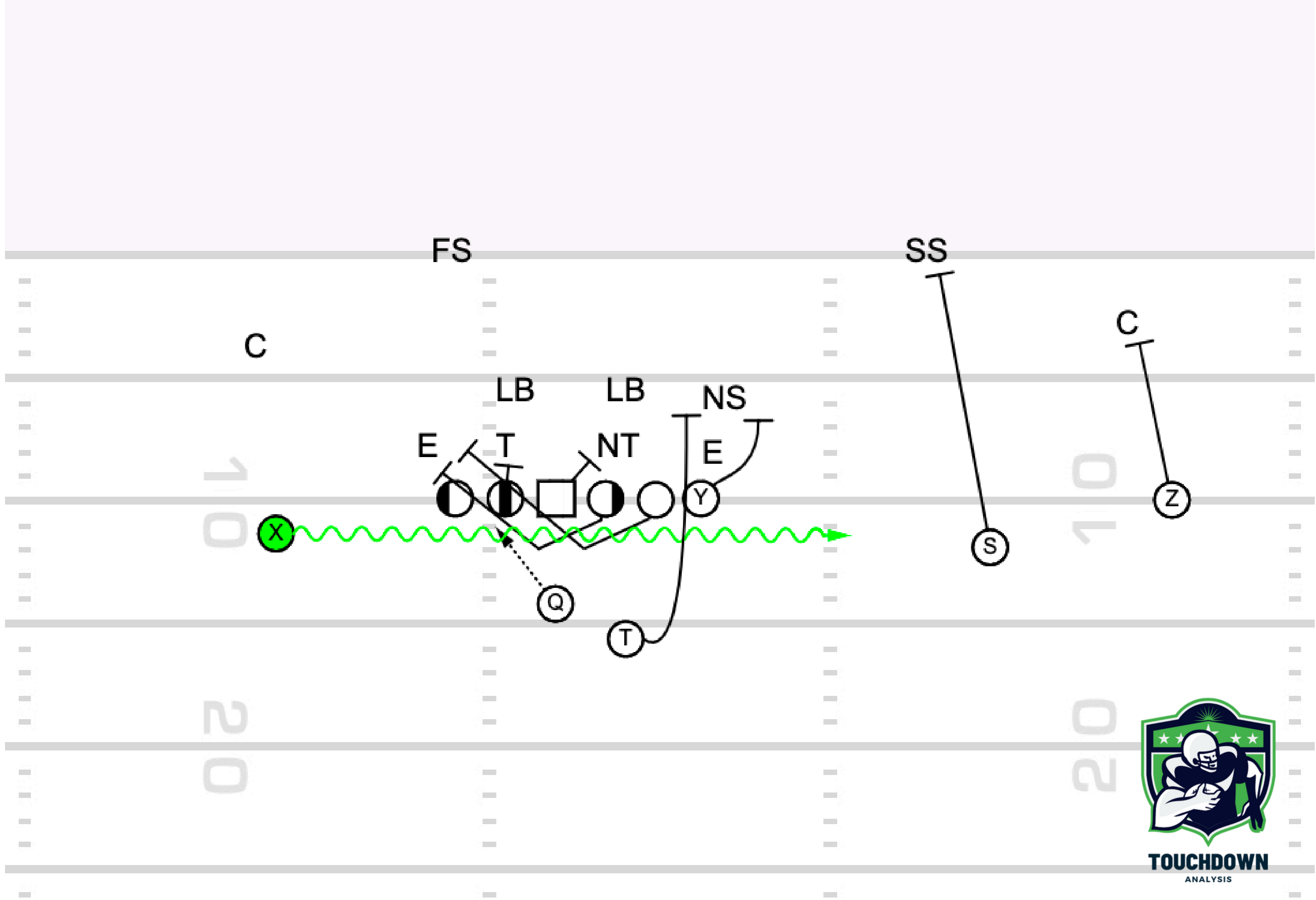


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Play 9: X Jet Read GT QB Counter Opposite

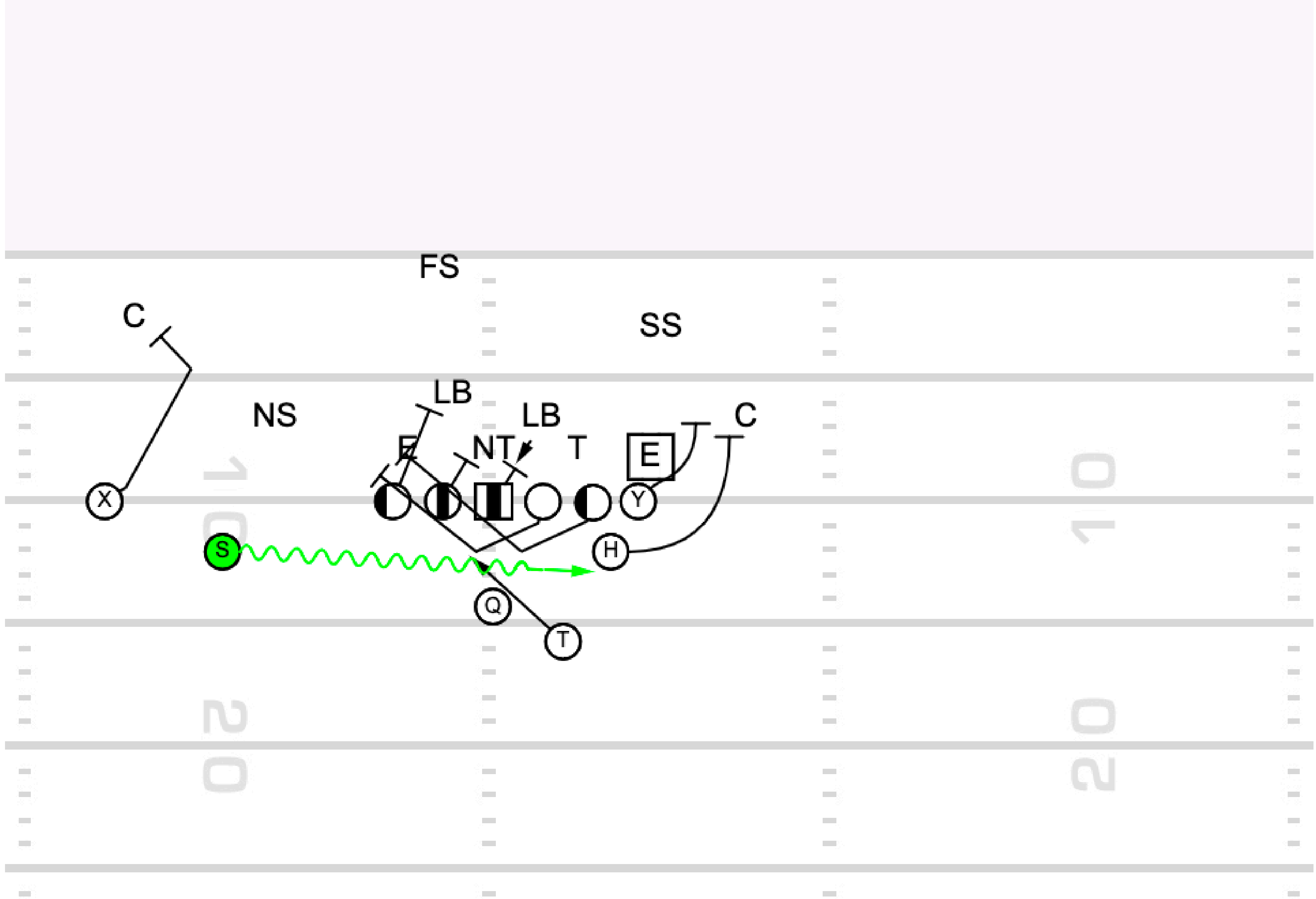
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Play 10: FIB Wing Twin Z Jet Sweep Read GT Counter Opposite

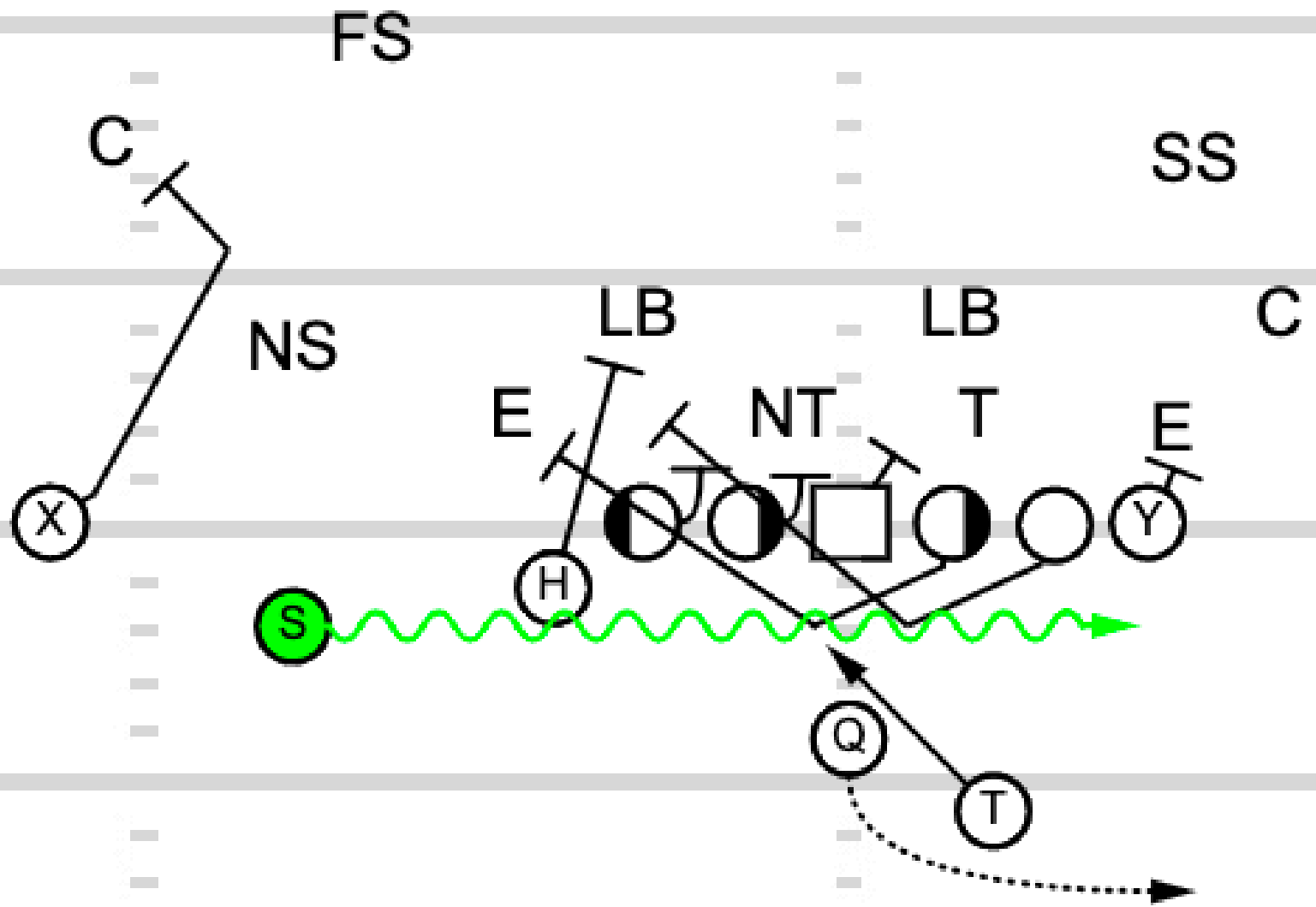
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Play 11: Trey H-Back S Mo GT
Counter Weak

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**Play 12: Empty H-Back Jet QB
Counter Weak**

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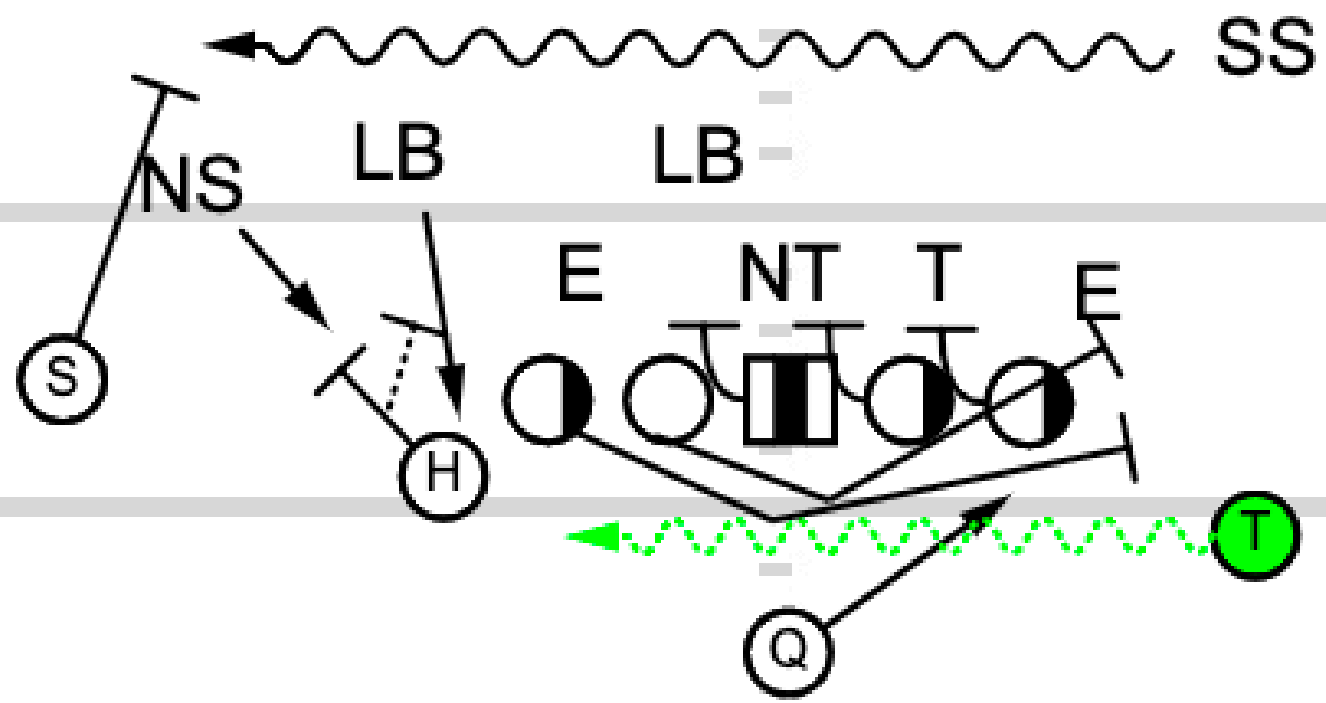
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FS

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C

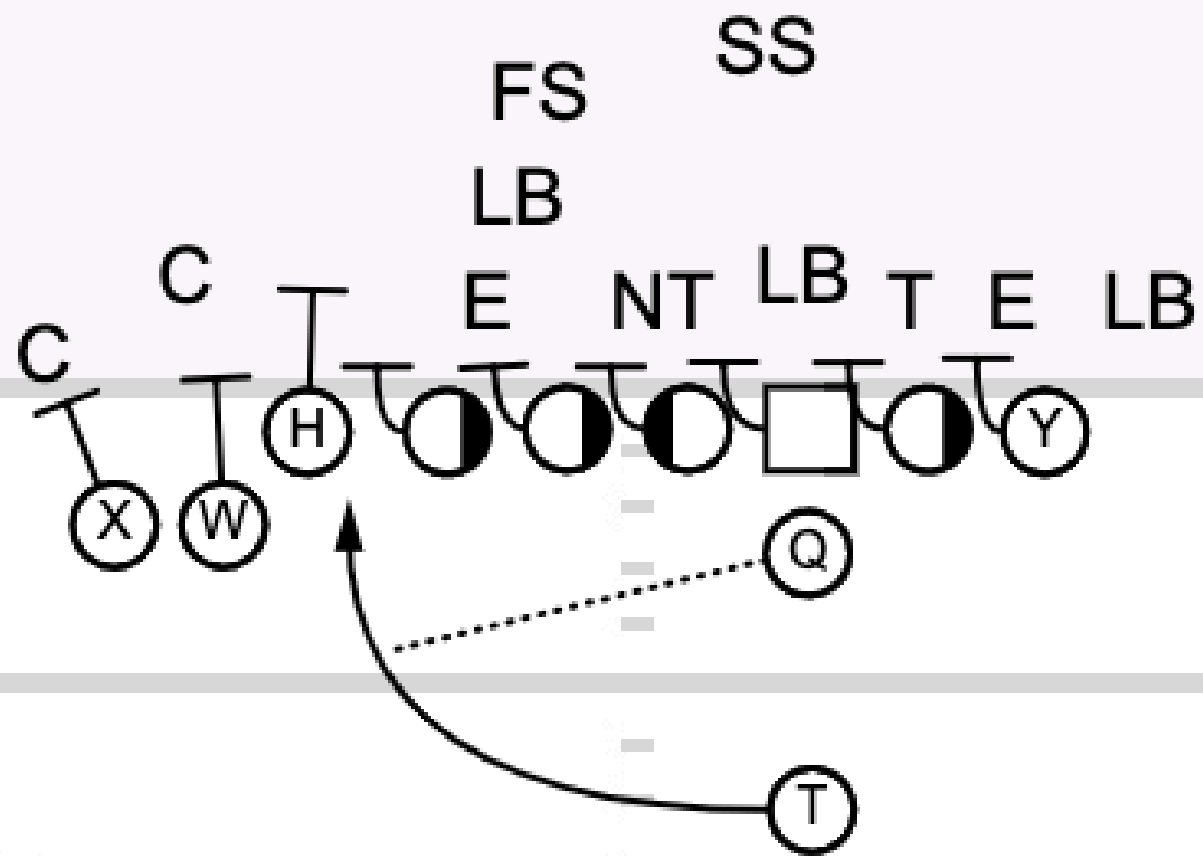
X

Play 13: Sugar Huddle Unbalanced

FIB Toss

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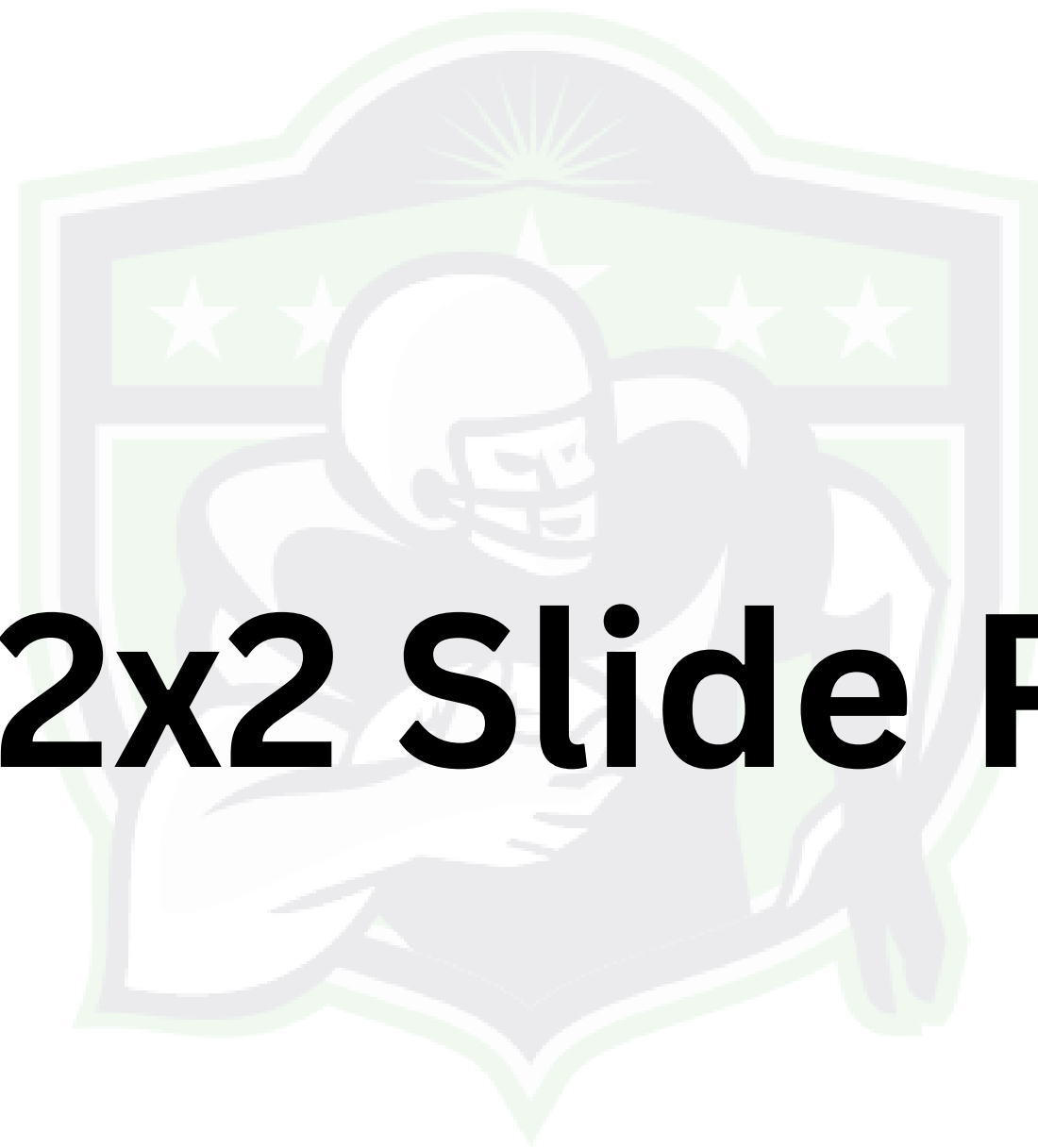
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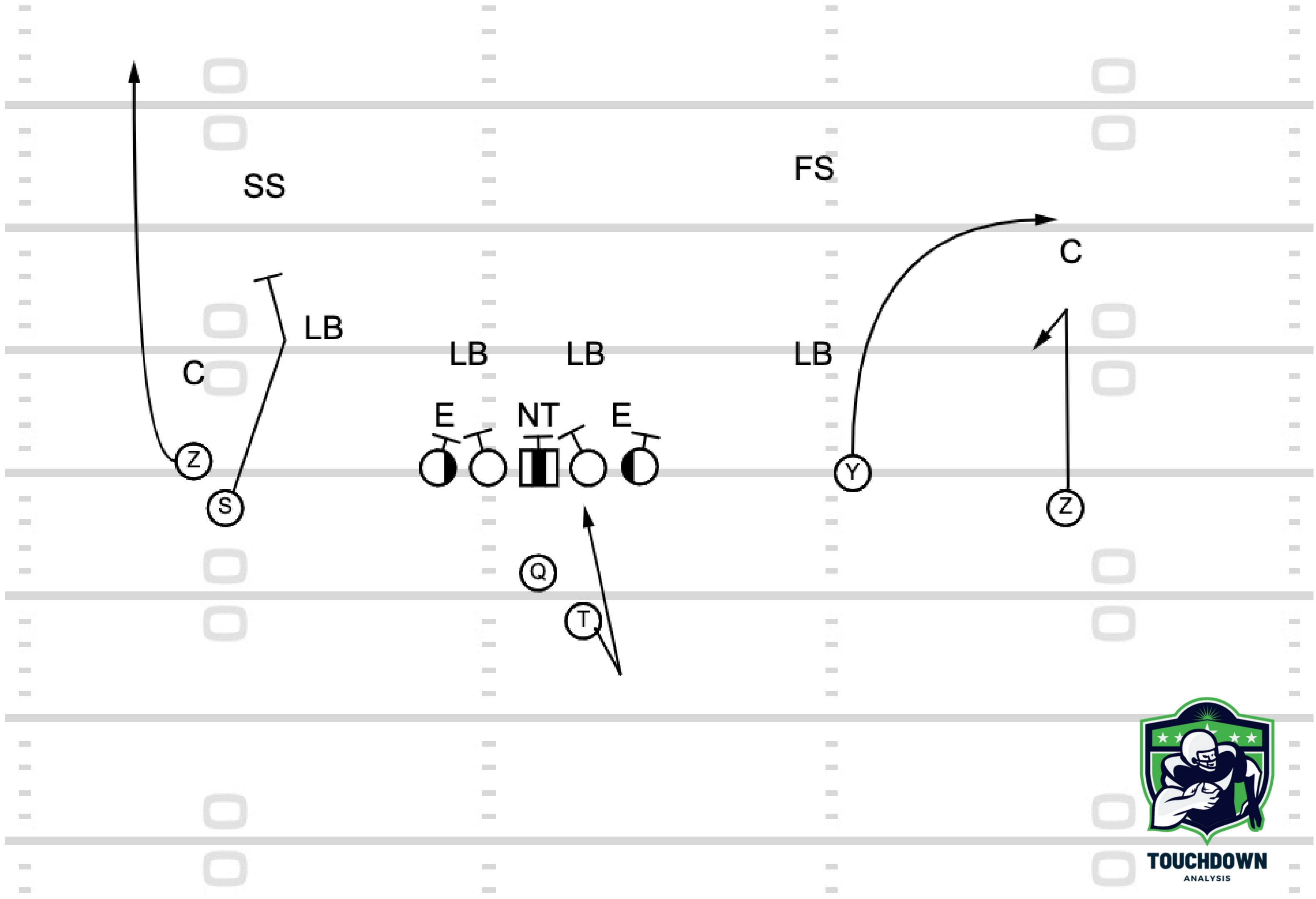


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Play 14: 2x2 Slide Pro Draw



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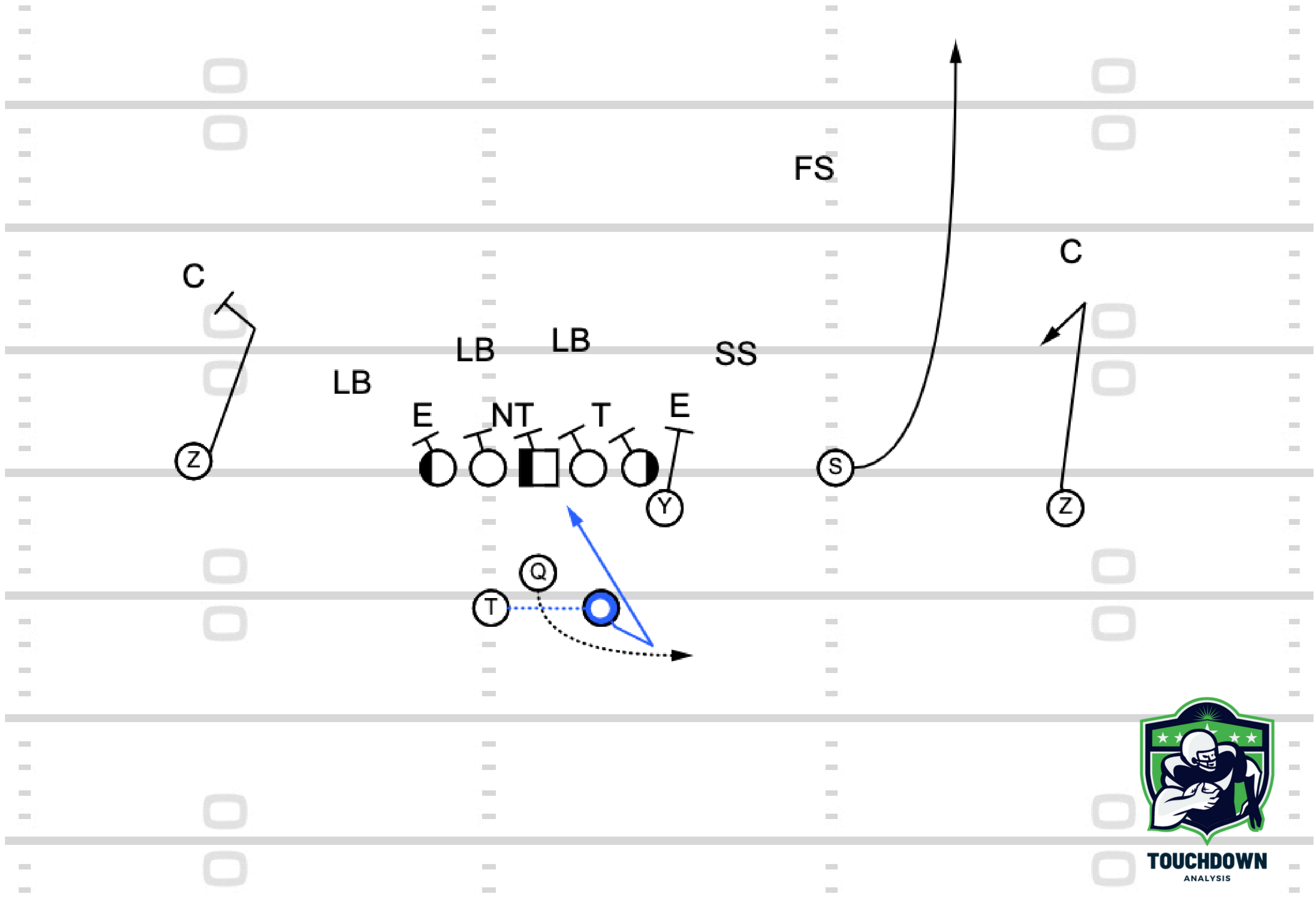


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Play 15: Sprint Out Draw



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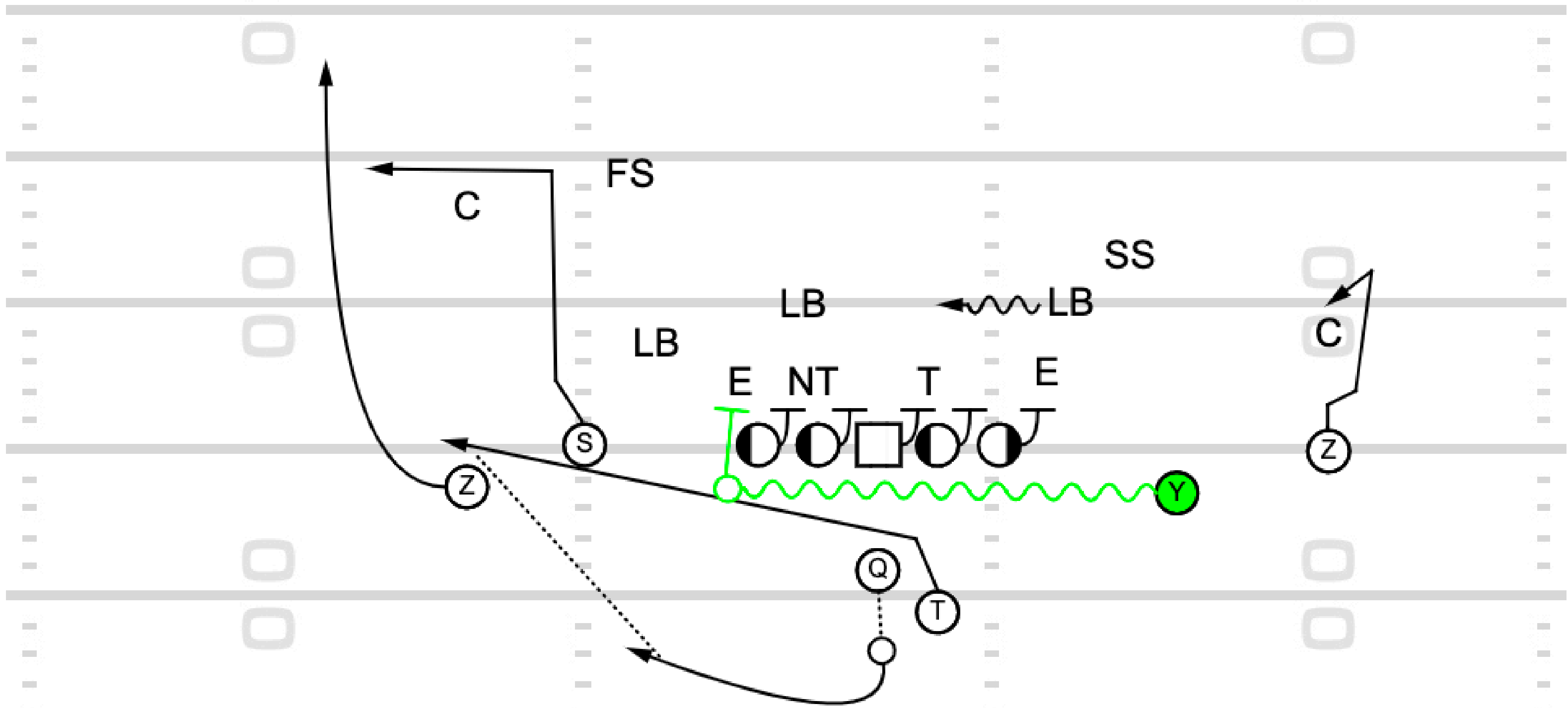
Part 2: The Pass Game



Play 1: 2x2 Y Motion Pump Fake Boot



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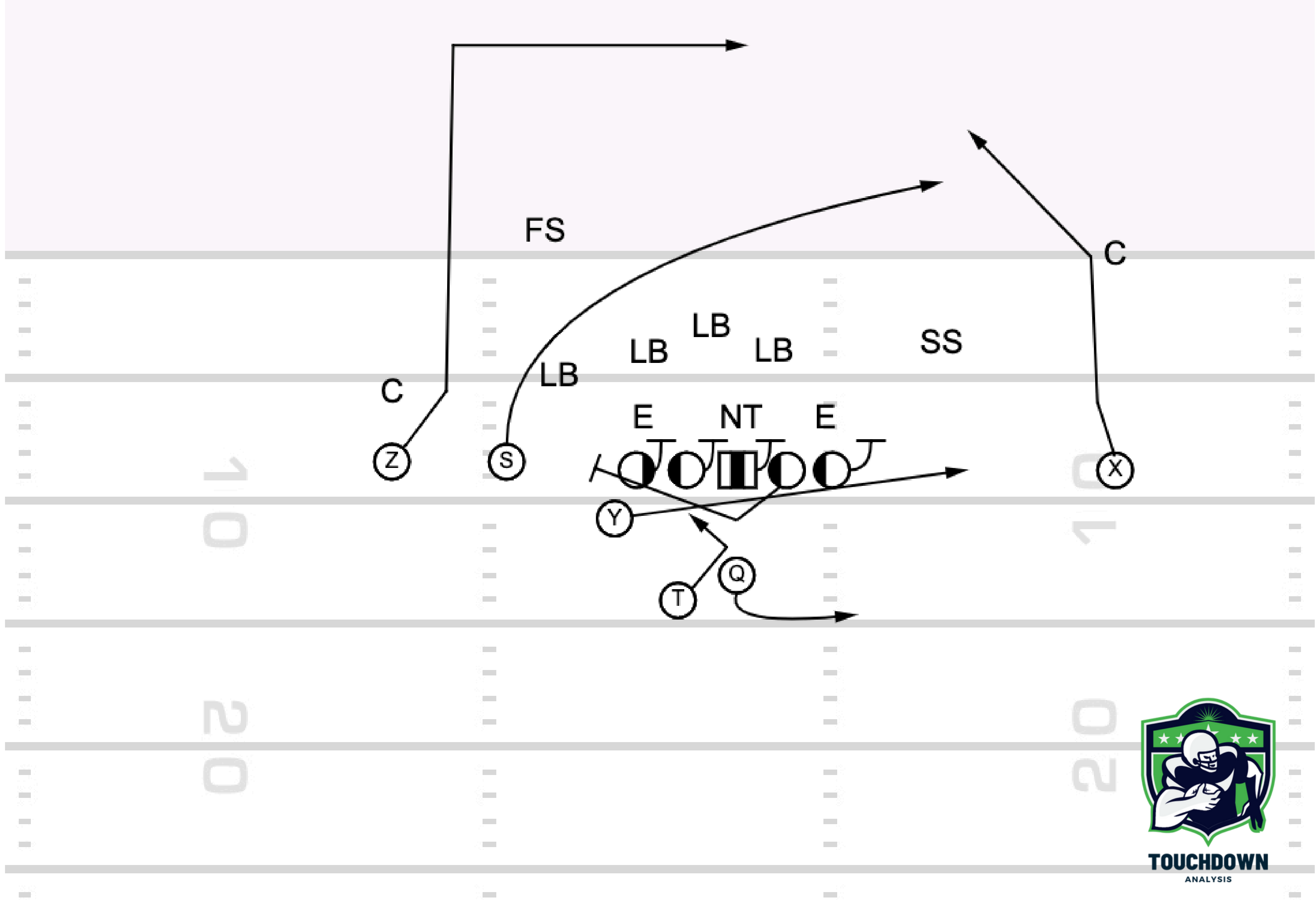


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Play 2: Same Side Power Waggle Y Slide

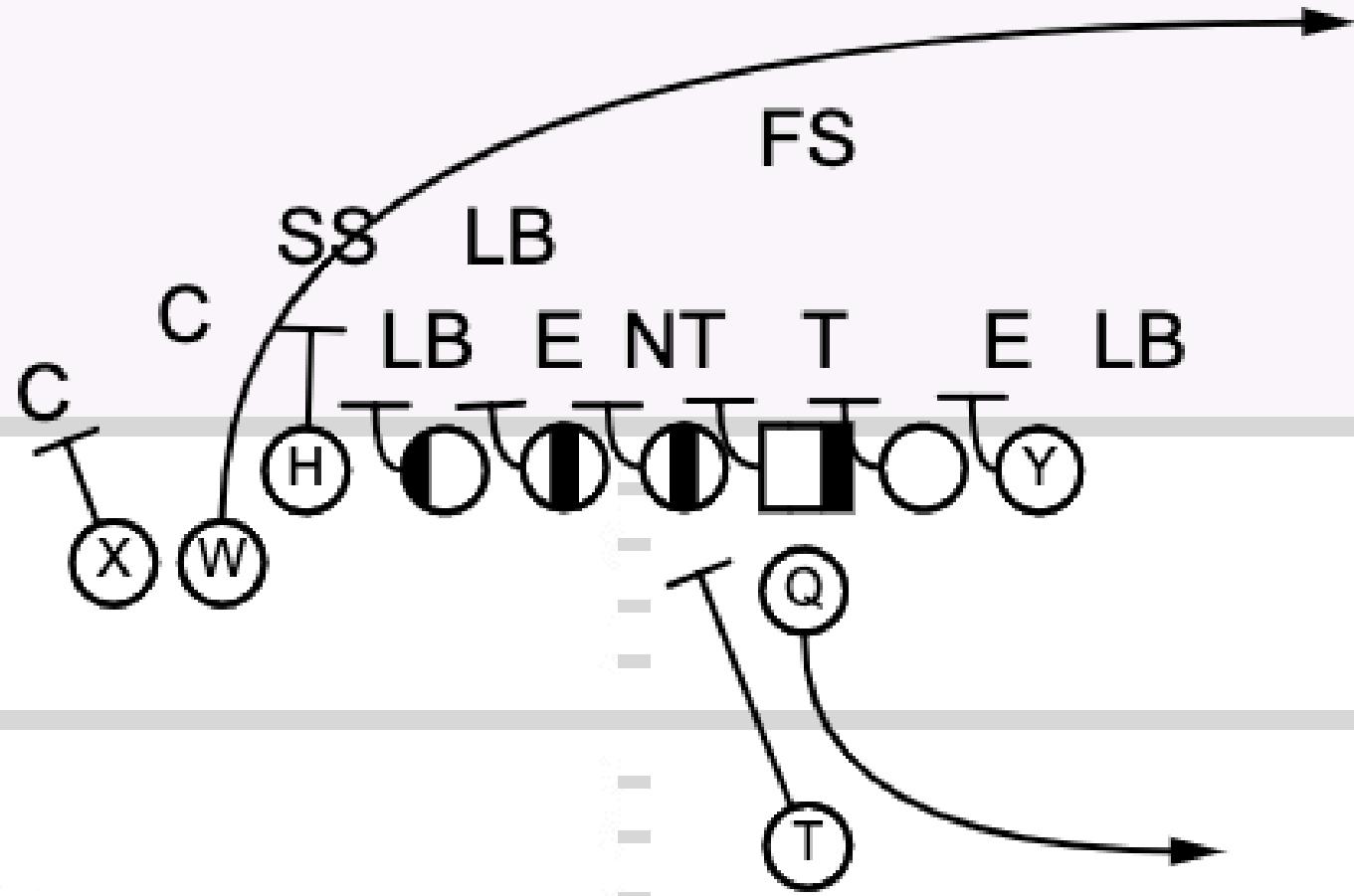


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Play 3: Sugar Huddle Unbalanced Boot

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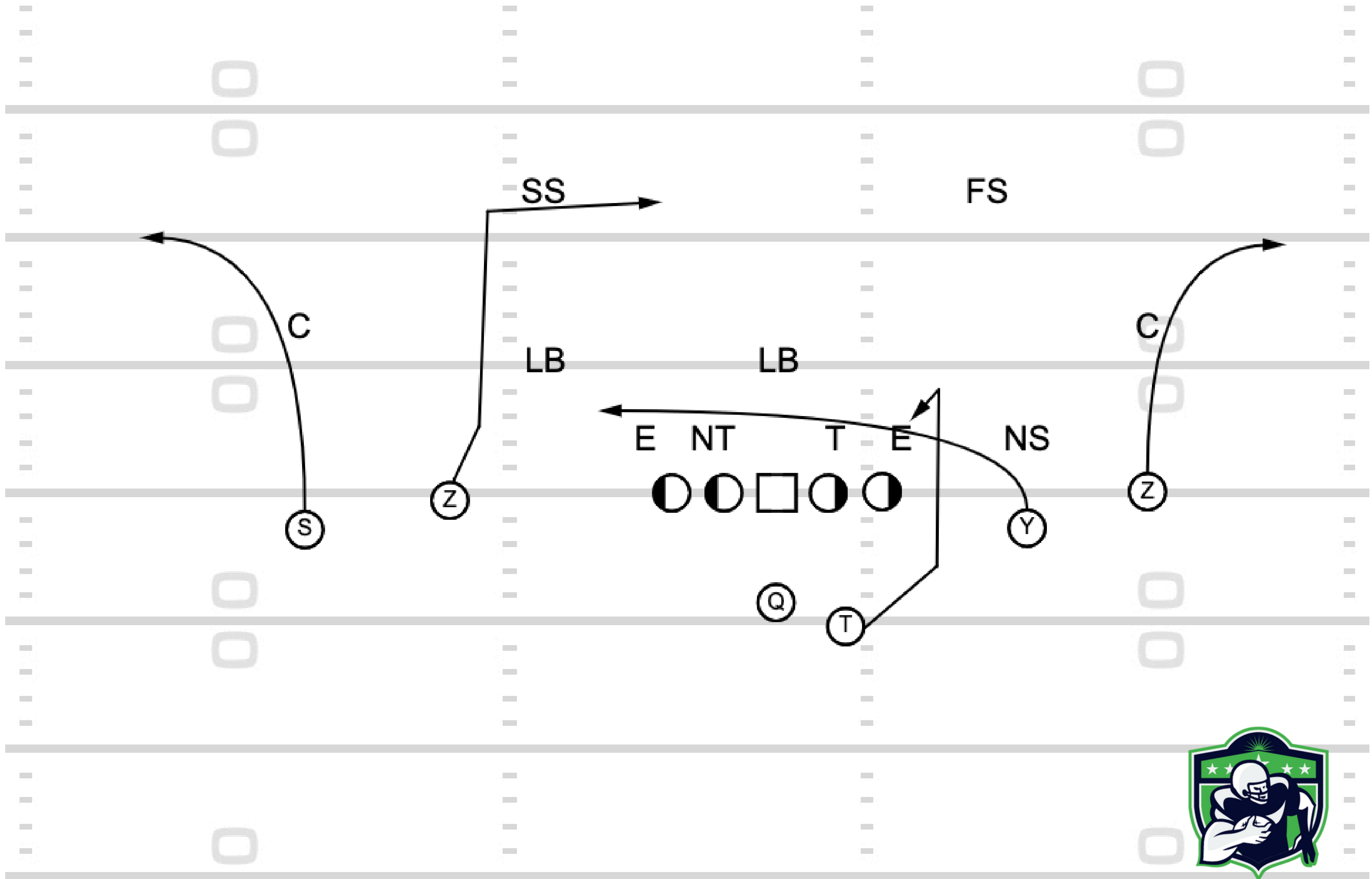


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Play 4: 2x2 H Shallow TB Sit



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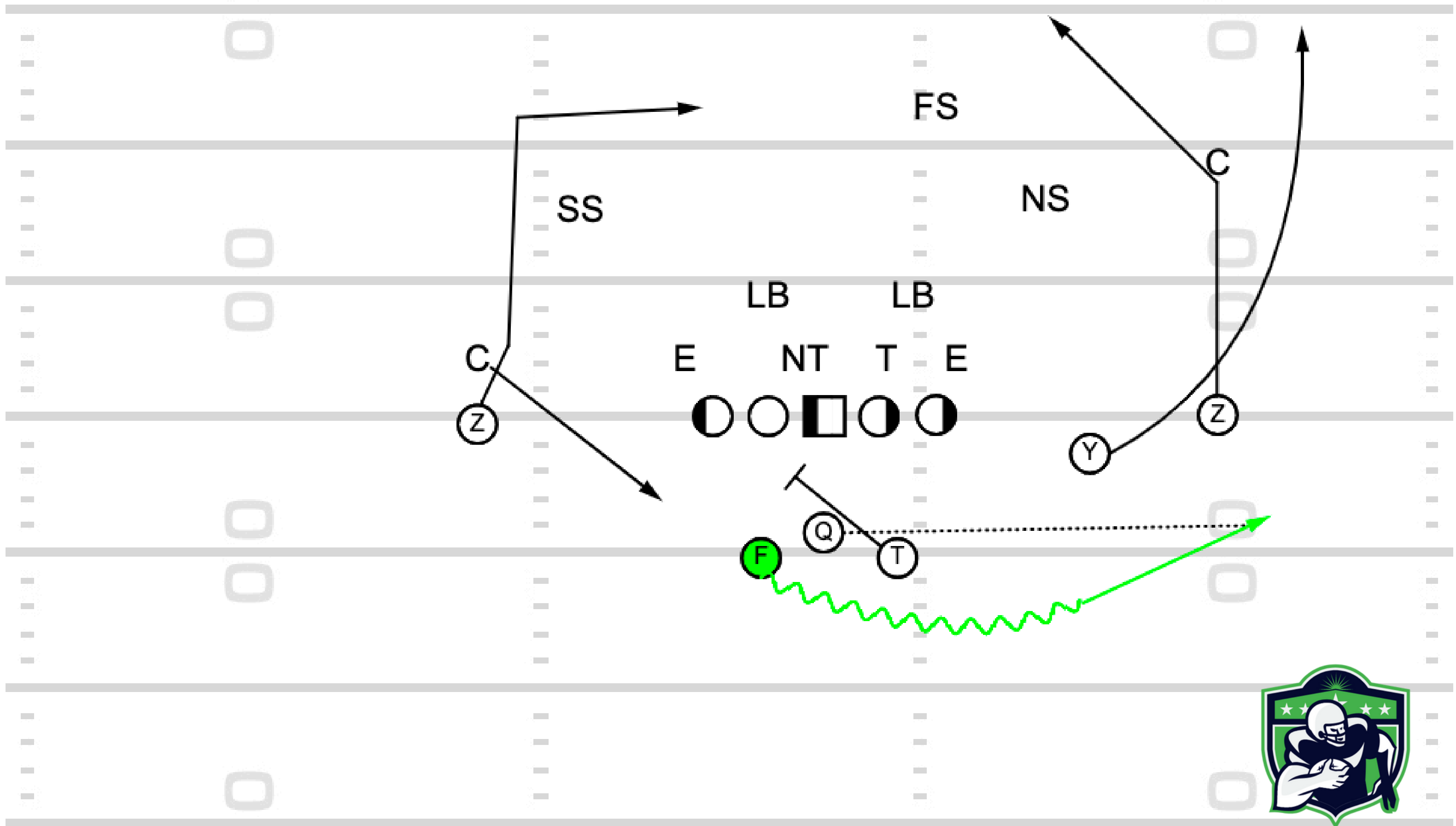


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**Play 5: Pro Gun Split Backside
Flare Motion Flare Screen Pump
Fake Post-Wheel**

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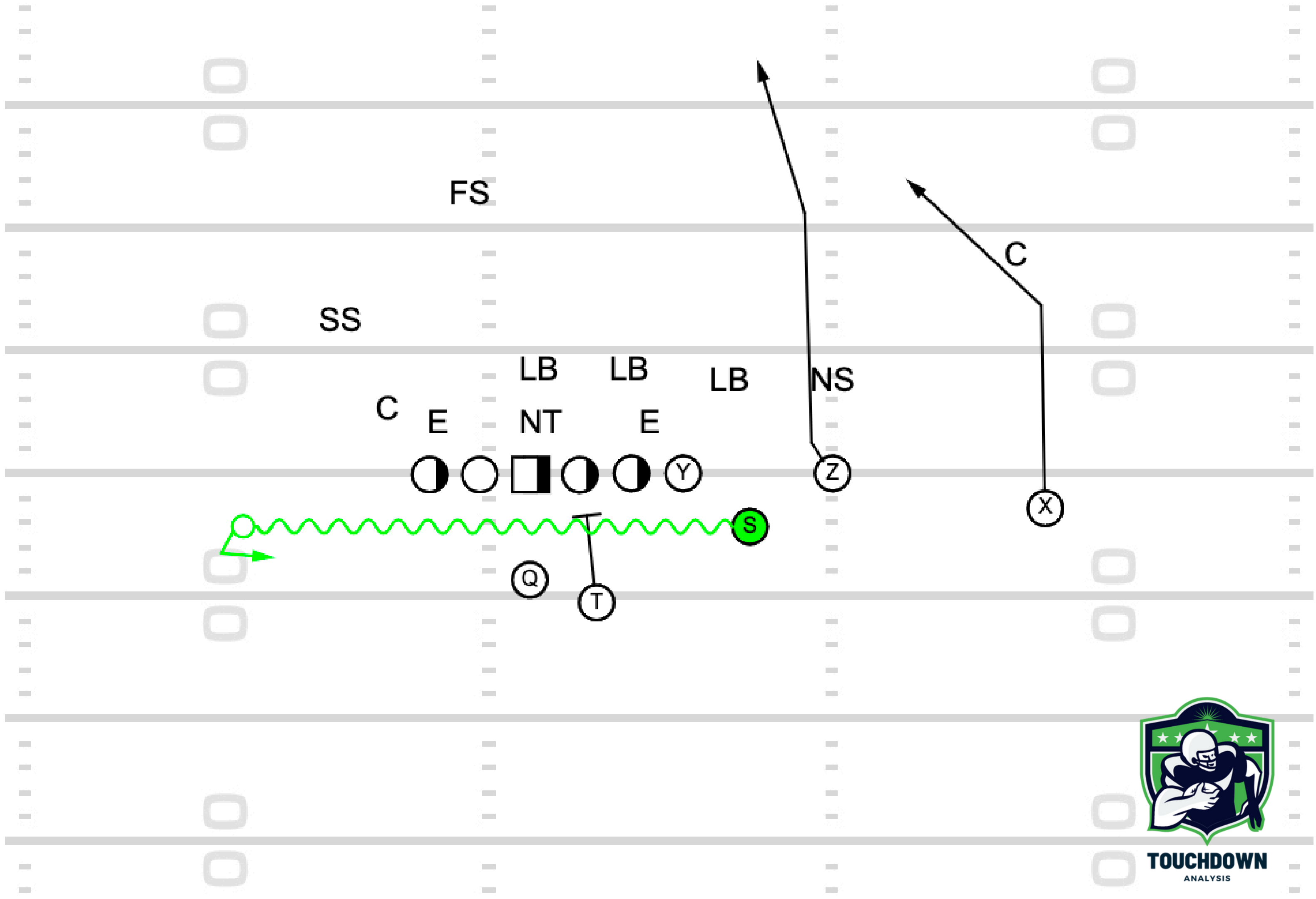


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**Play 6: Boundary Pump Fake Dbl
Verts to Field**

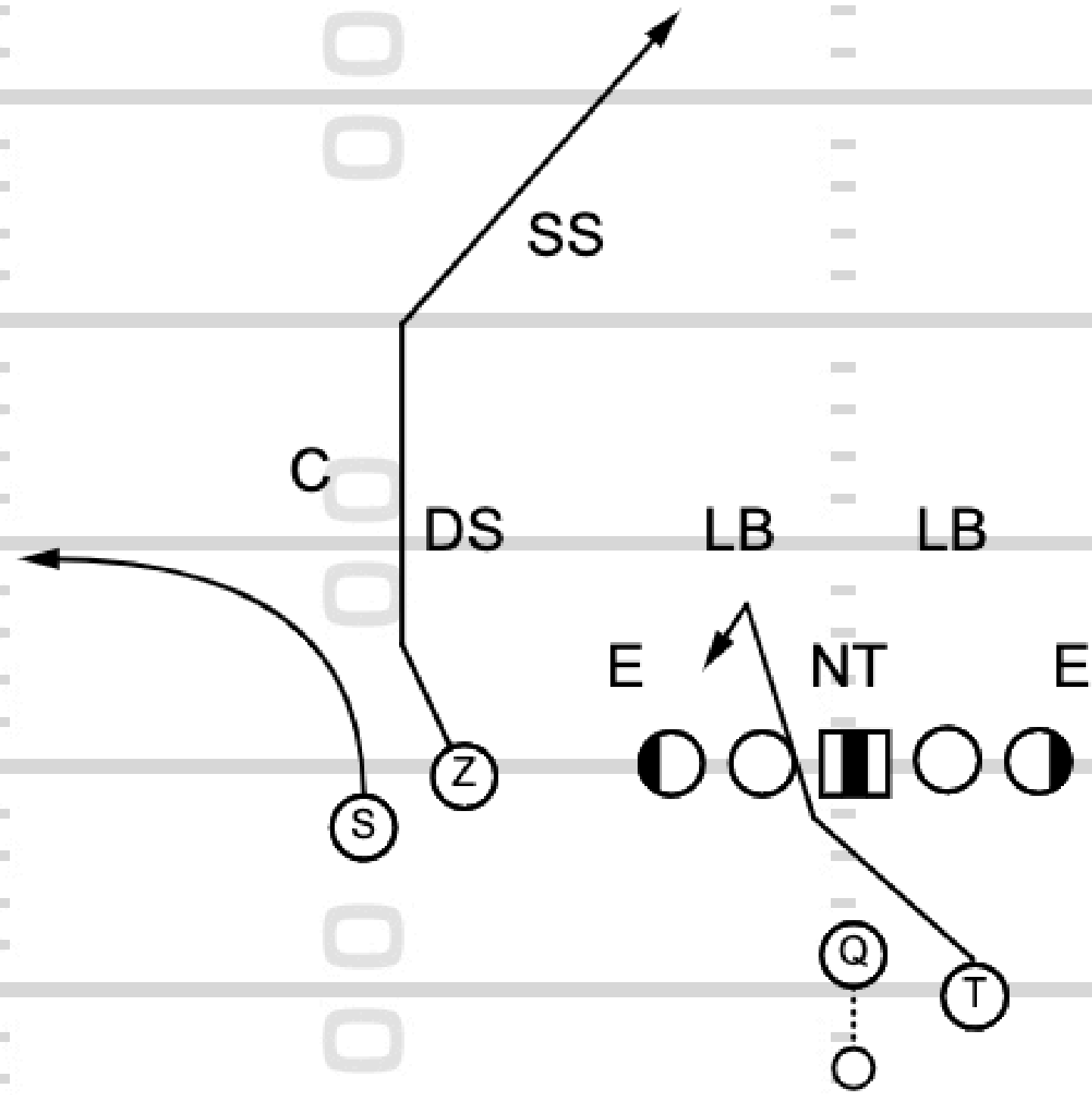
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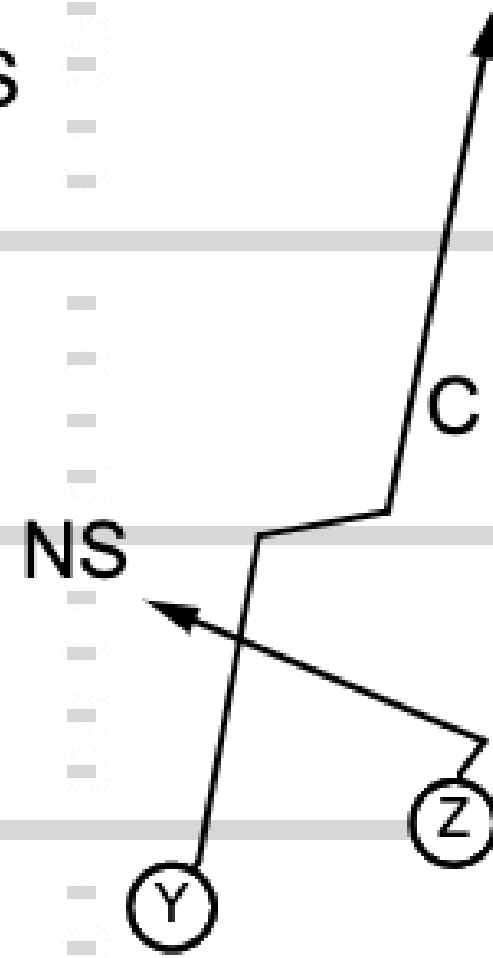
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Play 7: 2x2 Dice Corner-Post S Flat to Boundary

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FS



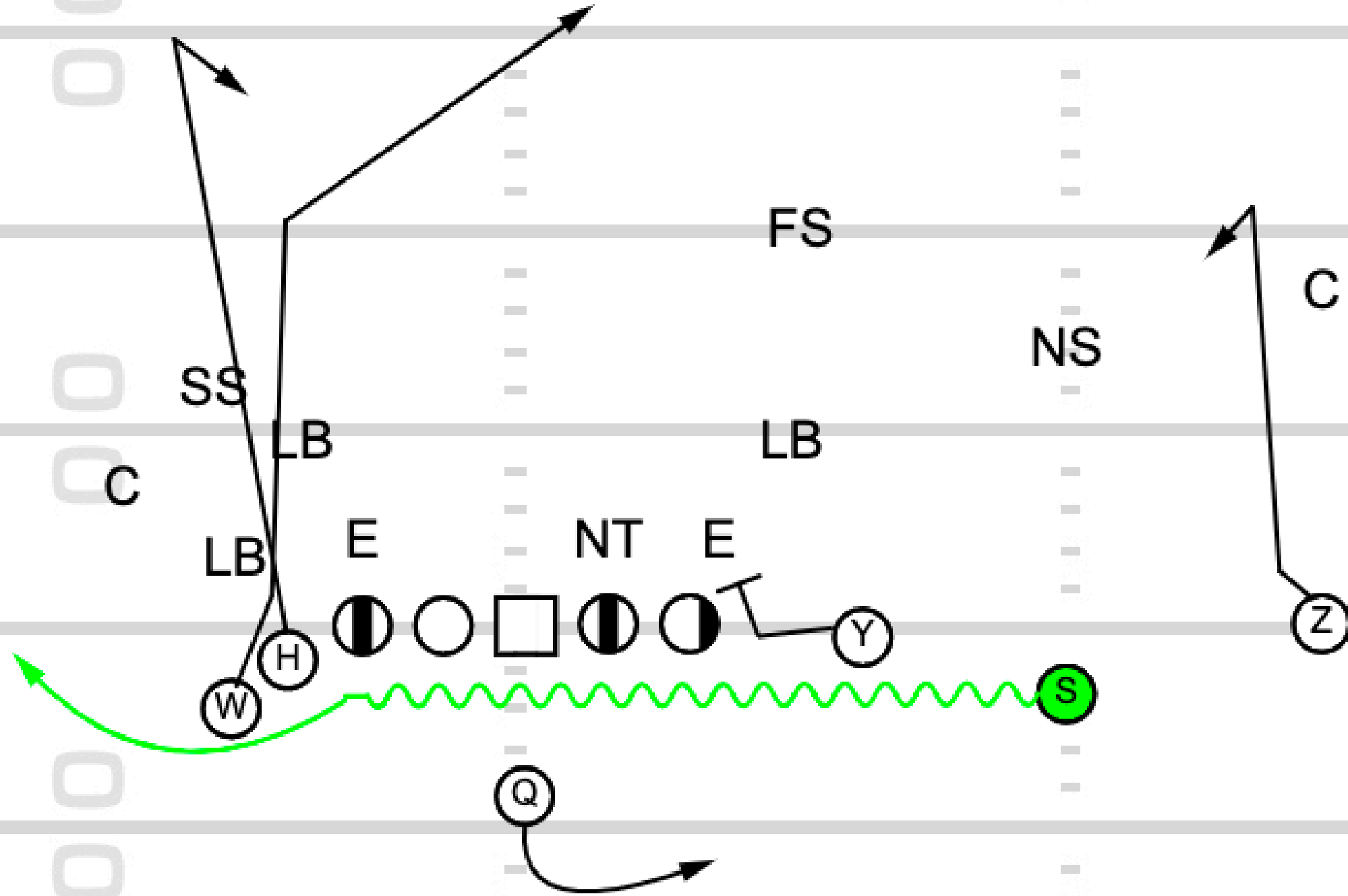
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Play 8: Empty Wing Twin Jet PAP

Verts

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ANALYSIS

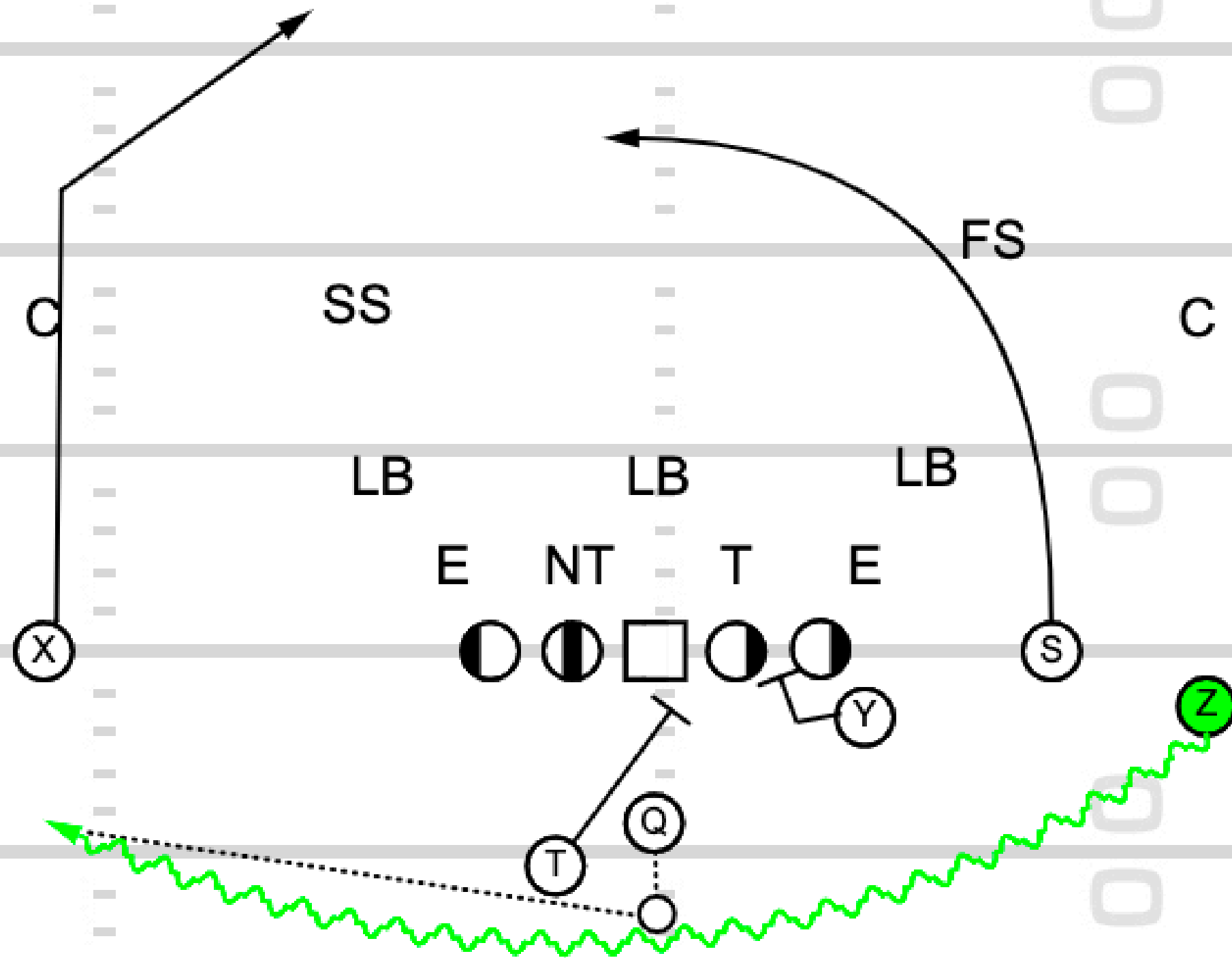


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**Play 9: FIB Trips Z Orbit State of
Liberty PAP Vertical Pass
Checkdown**

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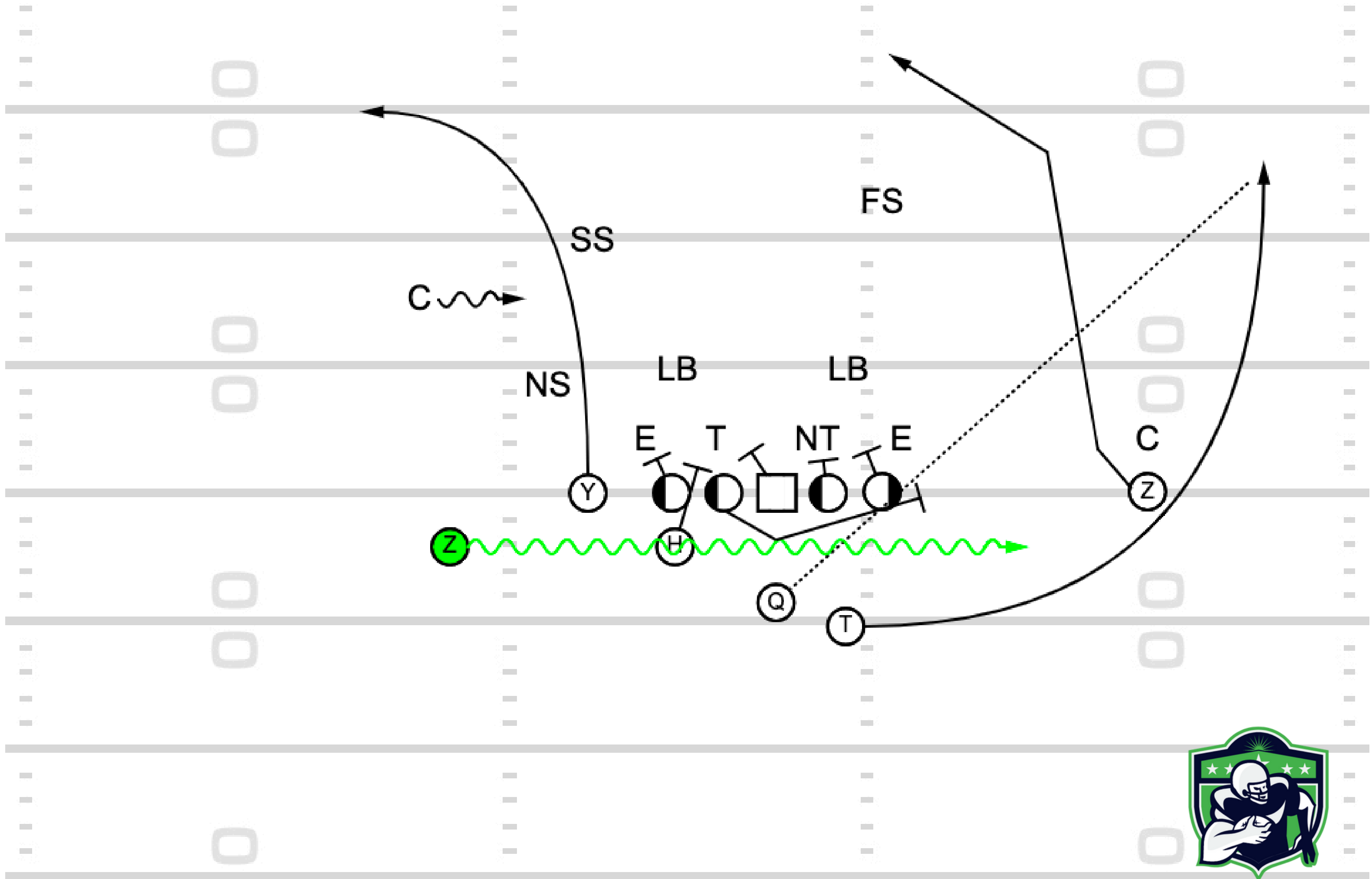


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Play 10: Trips PAP Z Jet Power
Read TB Wheel

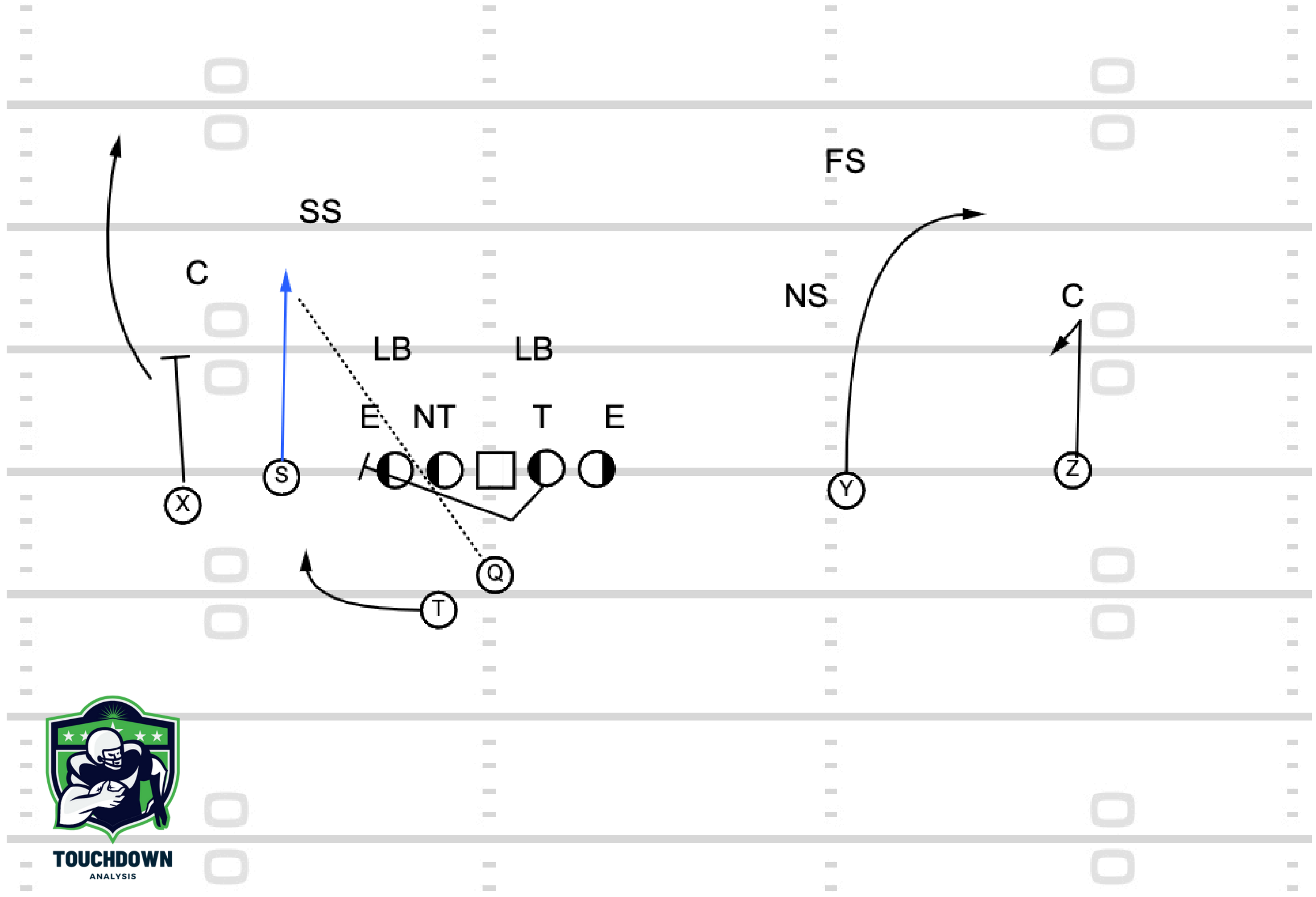
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Play 11: 2x2 PA Power Pitch Slot Glance

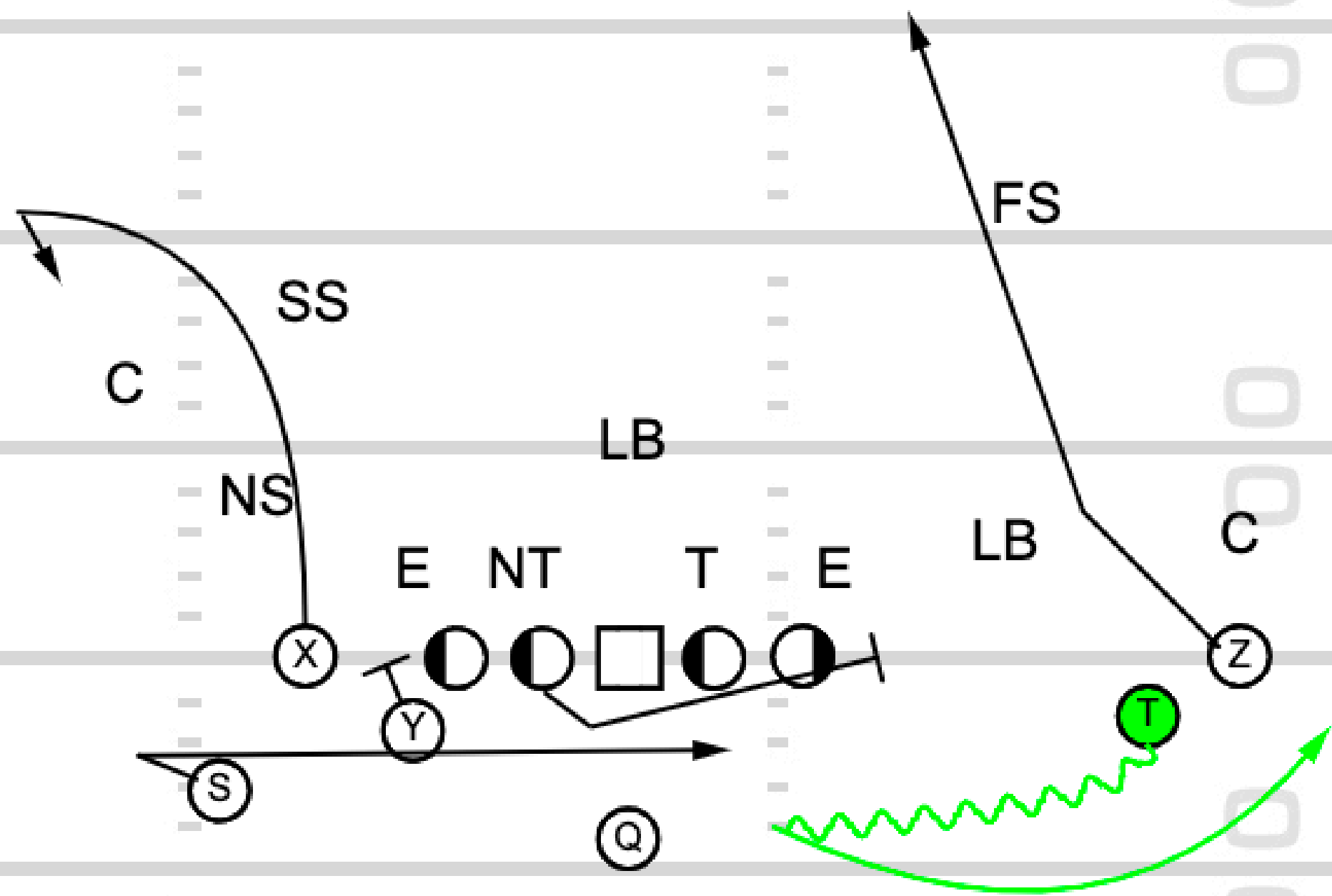
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**Play 12: Empty Bunch Jet Motion
to Backfield - Power Fake
Opposite T Wheel**

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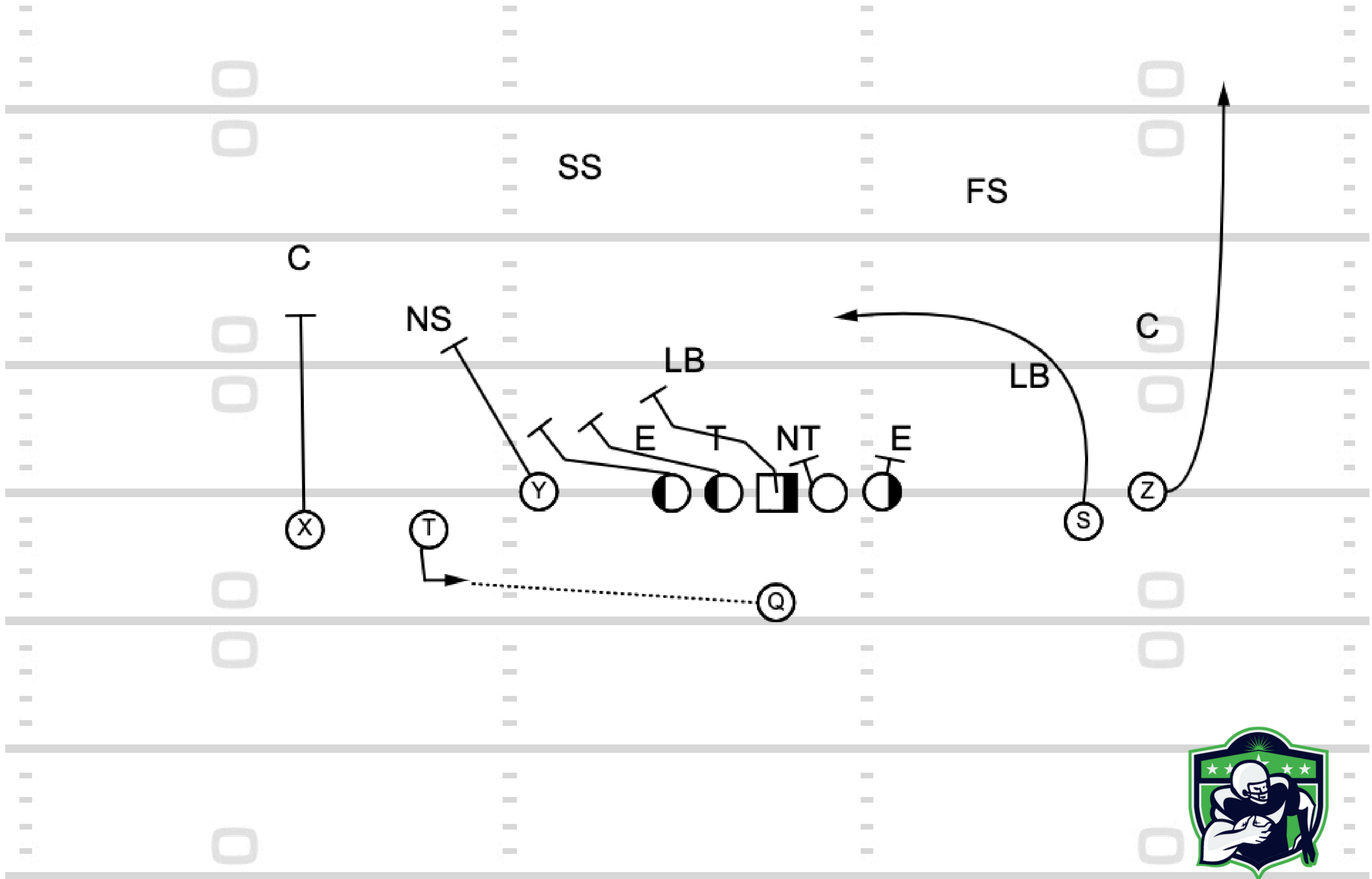


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Play 13: Empty 2/3 Stack Now Screen

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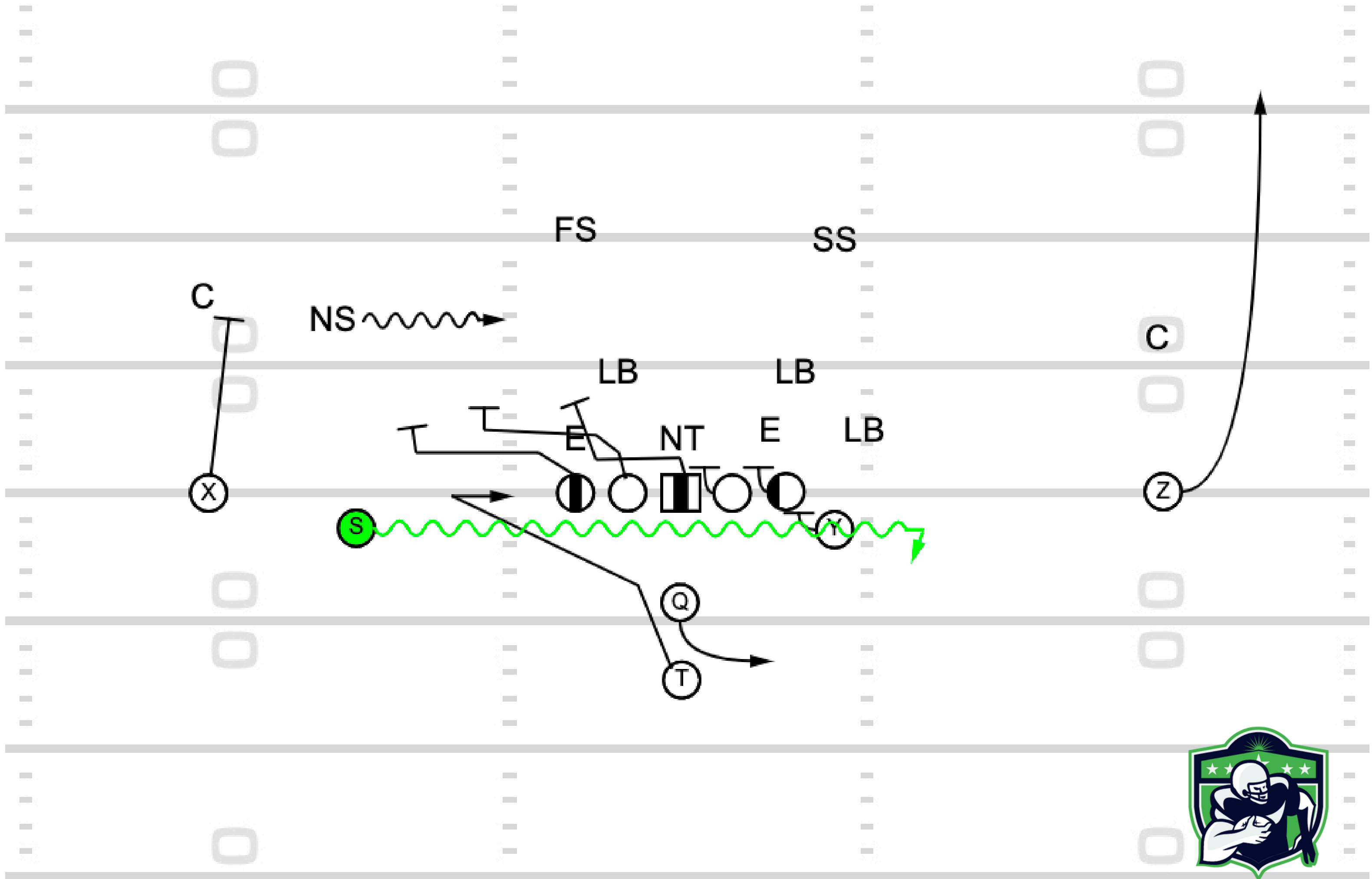


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Play 14: Pistol Jet Motion Boot Throwback Screen

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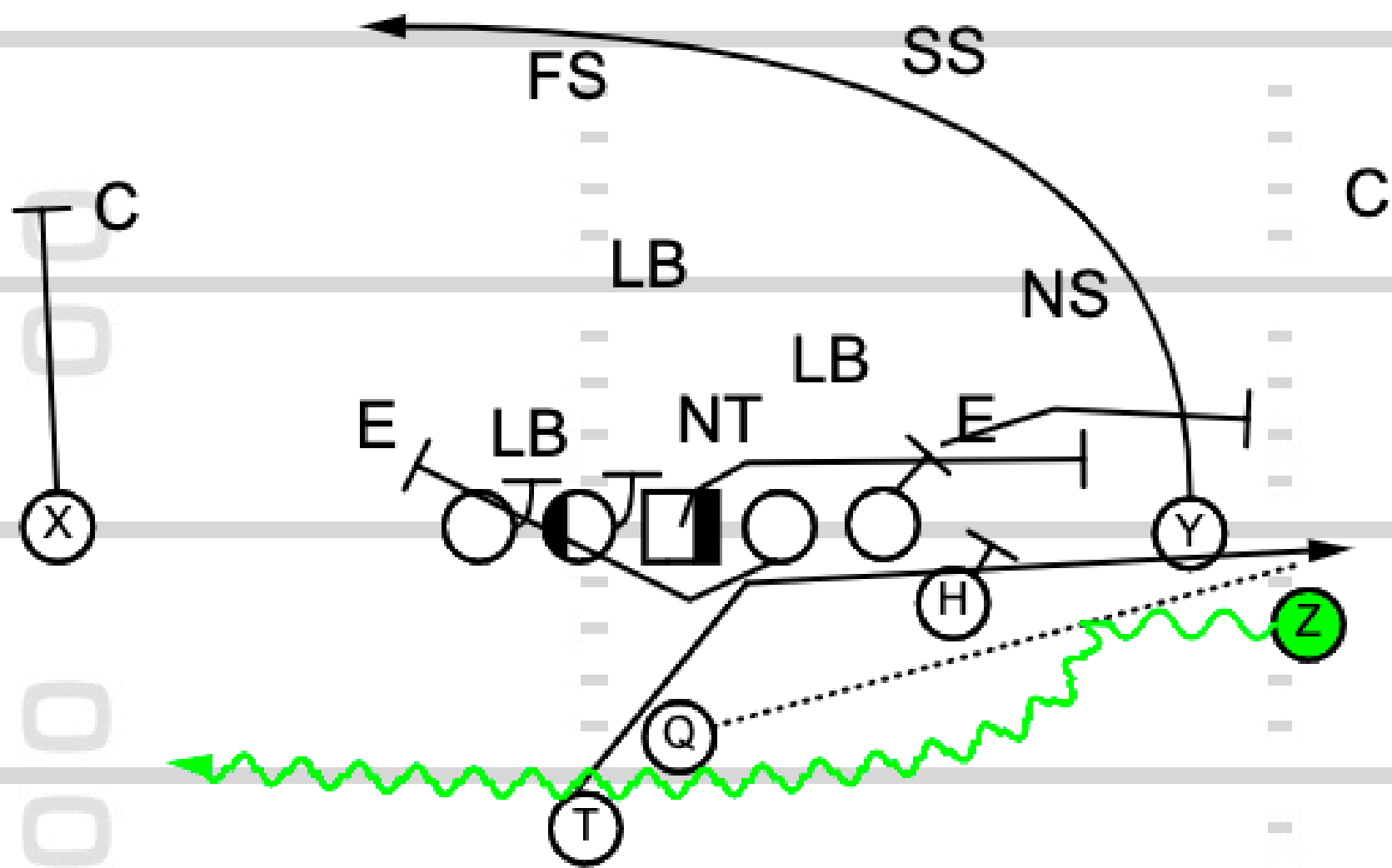


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Play 15: Statue of Liberty PAP RB
Screen Away

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ANALYSIS



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ANALYSIS

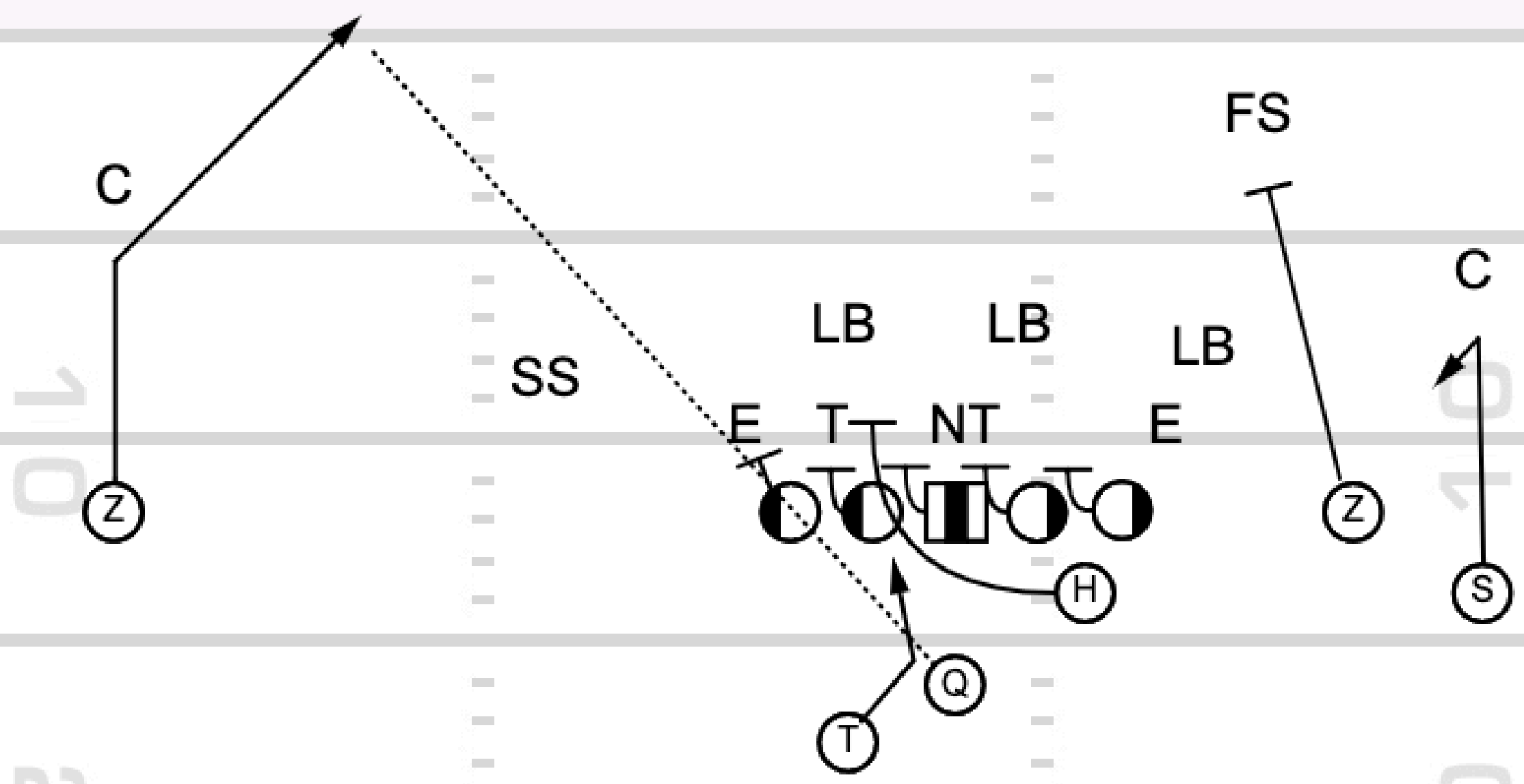
Part 3: RPOs & Wrinkles



Play 1: FIB Trips Iso X Glance RPO



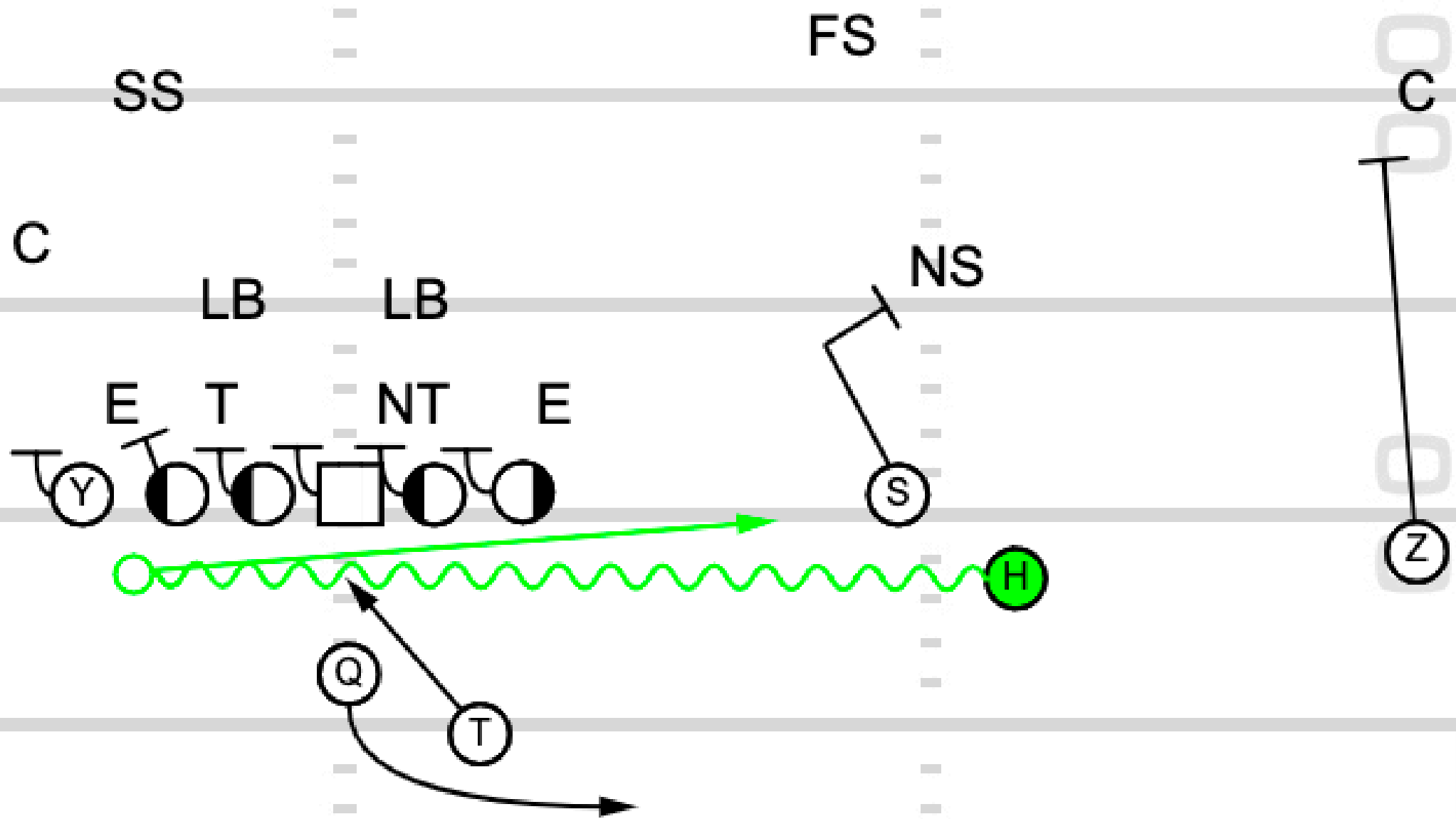
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Play 2: Motion to Wing-Twin Zone
Read H Flat Screen RPO

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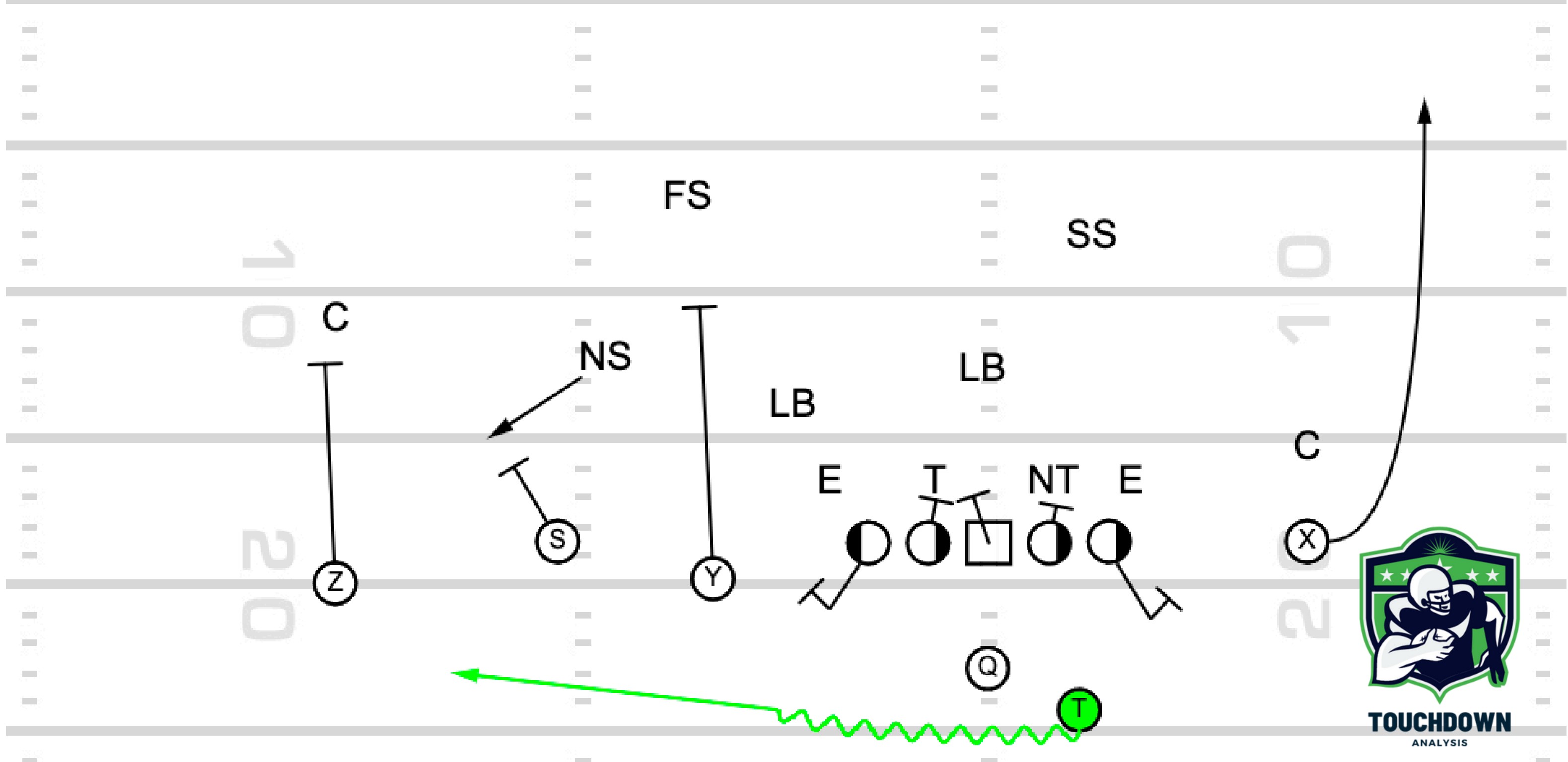
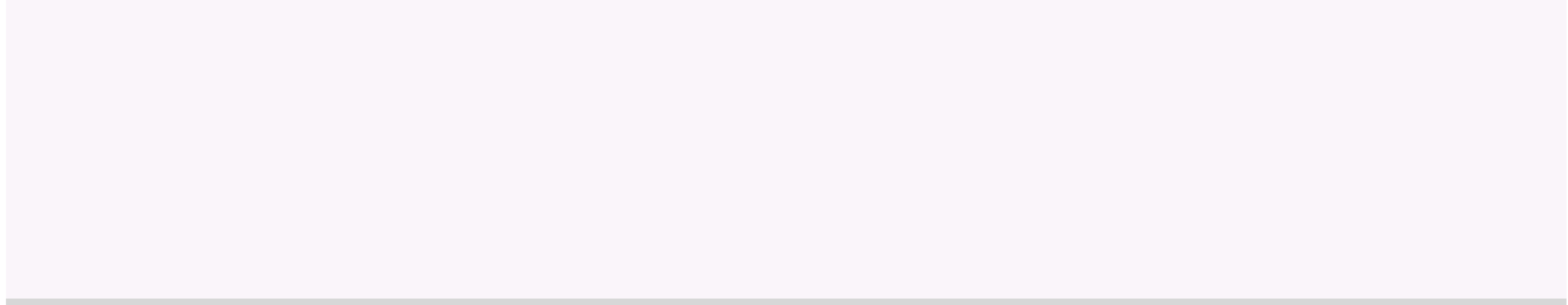


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**Play 3: Trips TB Flare Screen / QB
Draw RPO**

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ANALYSIS



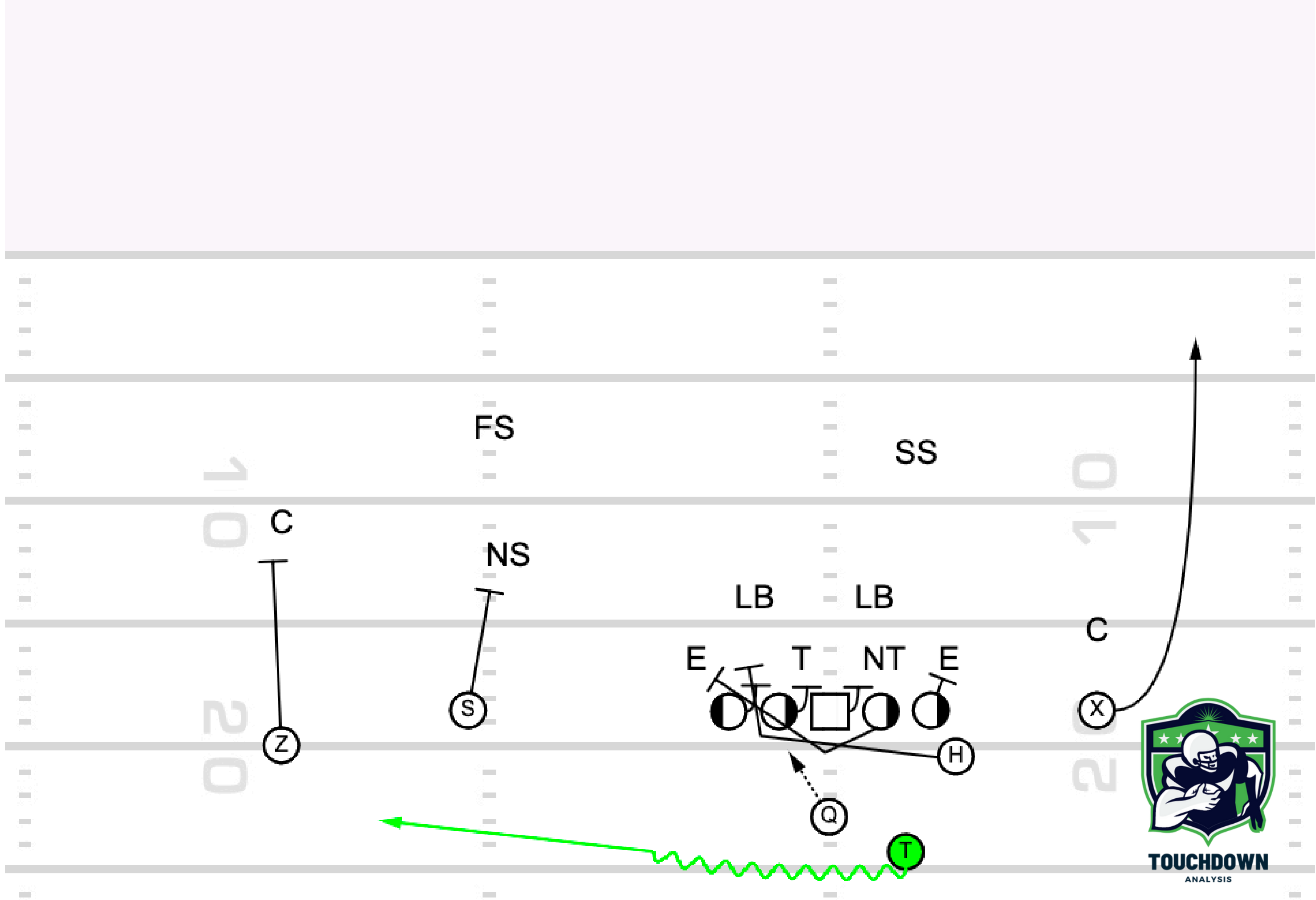


**Play 4: 2x2 Spread H-Back Flare
Motion Flare Screen QB Counter**

WK RPO

TOUCHDOWN

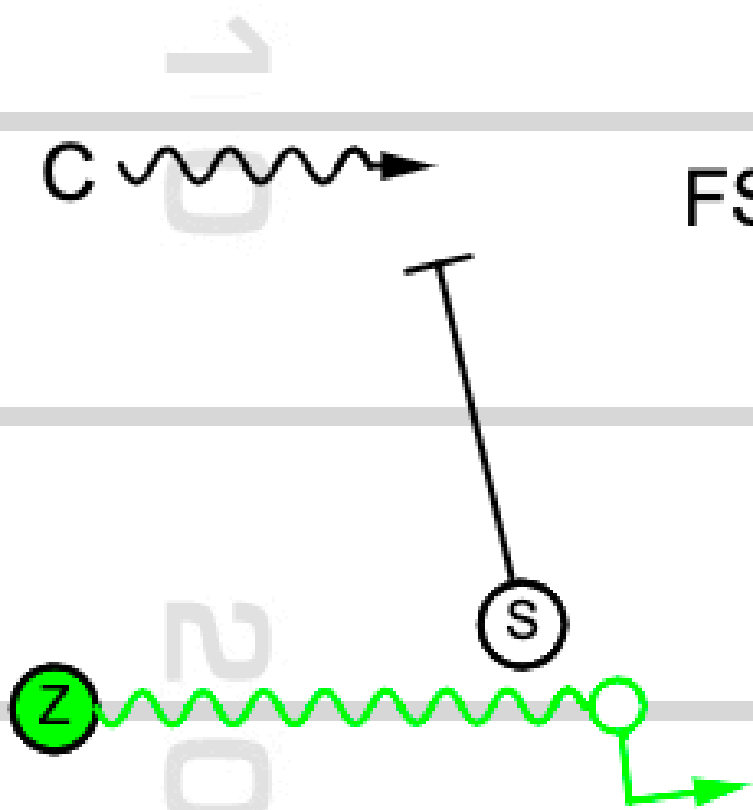
ANALYSIS





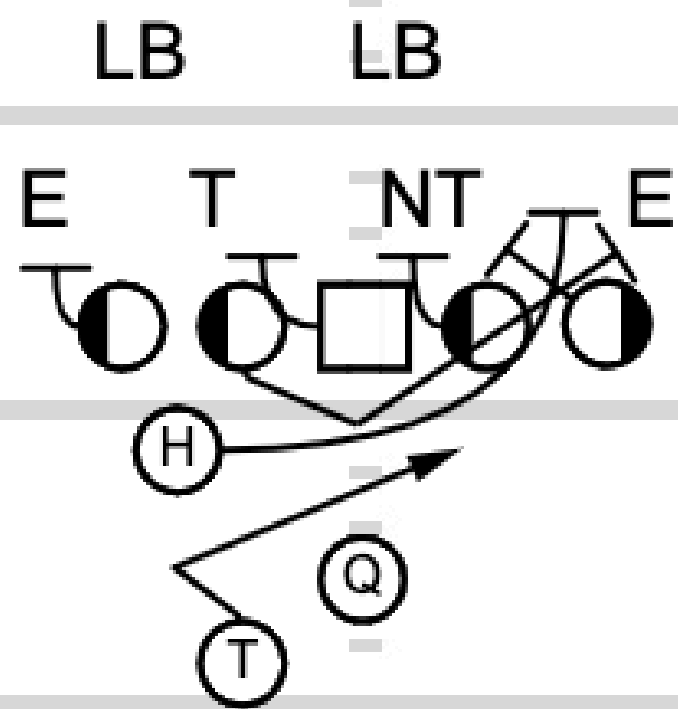
**Play 5: Trio Z Motion to Stack GY
Counter Z Now Screen RPO**

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FS

NS



LB

LB

SS

X

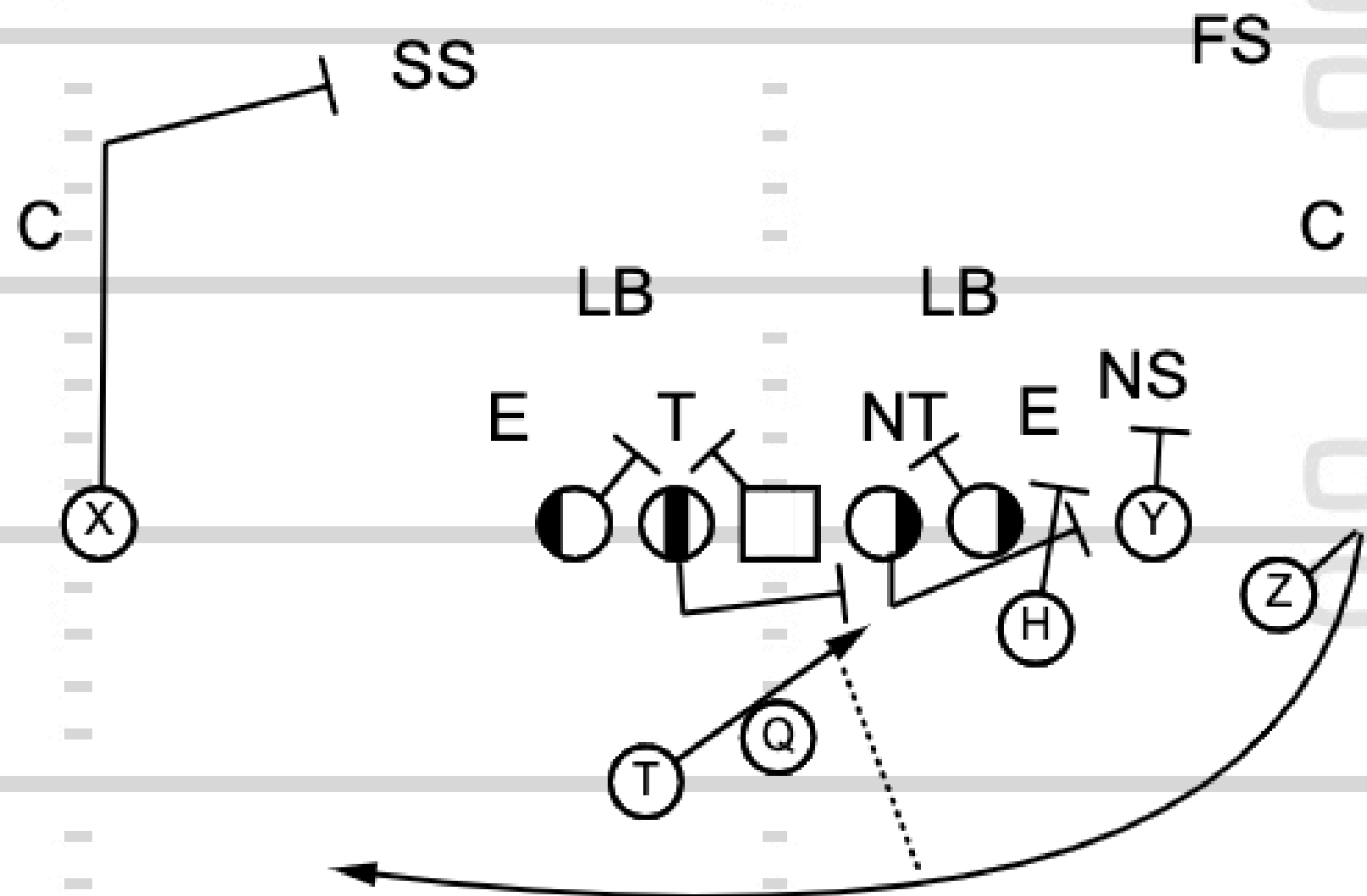


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Play 6: FIB Trips Pin & Pull Reverse



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TOUCHDOWN
ANALYSIS



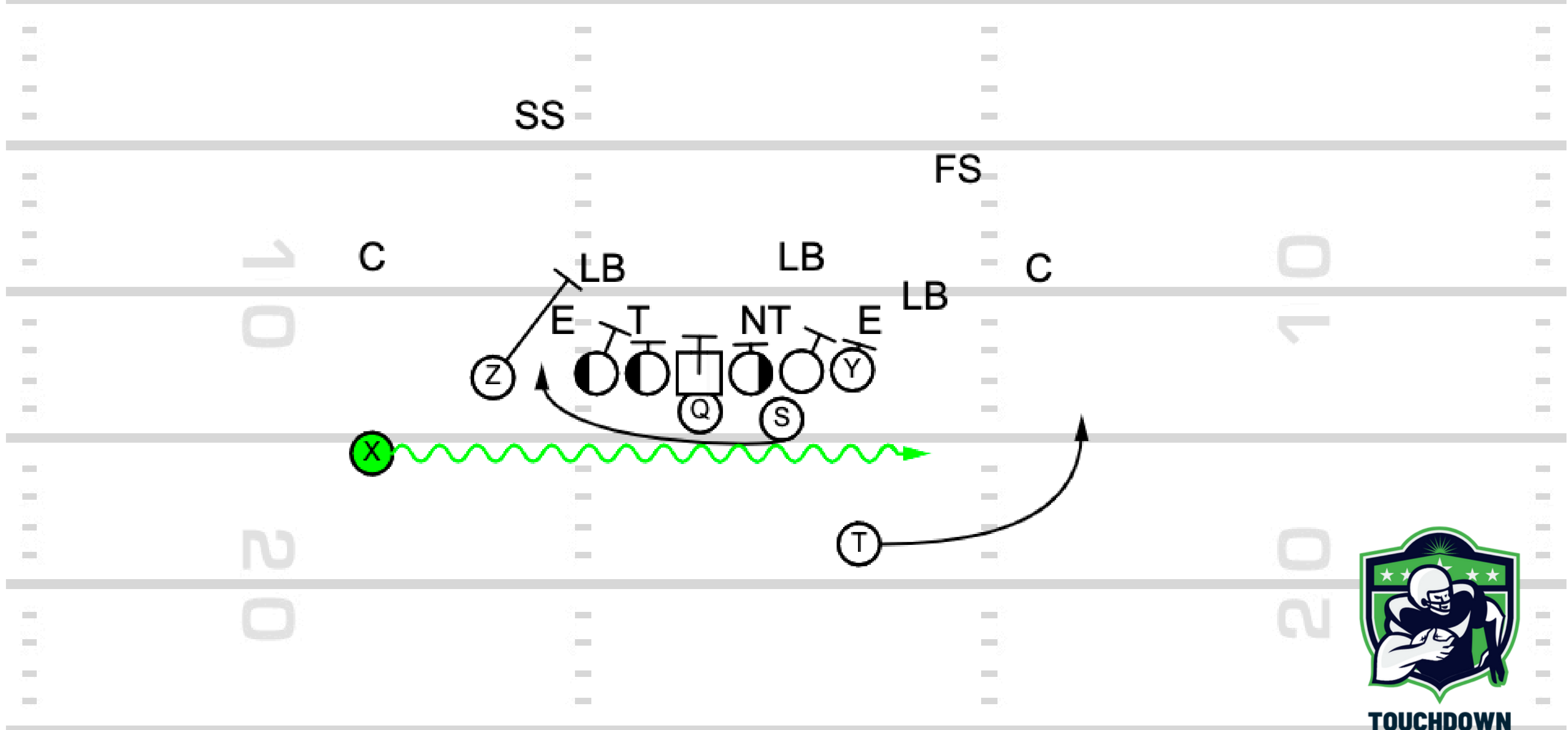
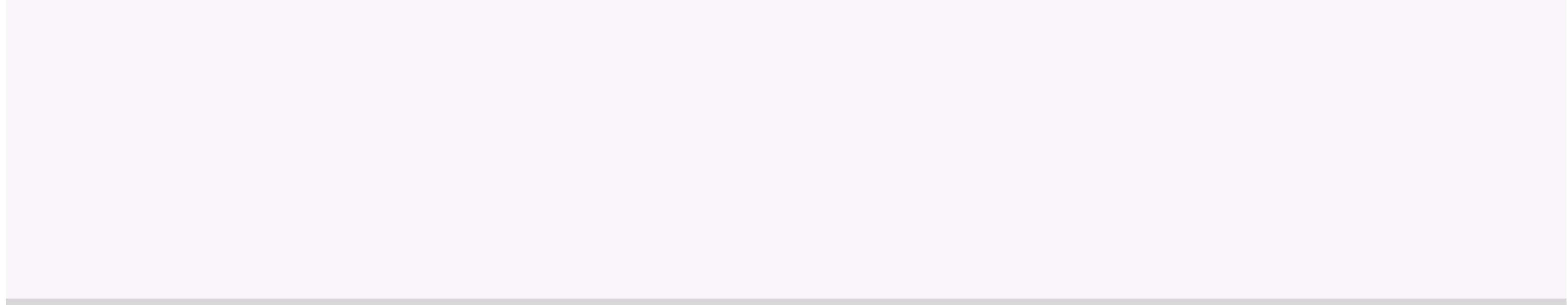
Play 7: Wildcat Jet Fake Power Opposite

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Play 8: Hidden Ball Play



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ANALYSIS





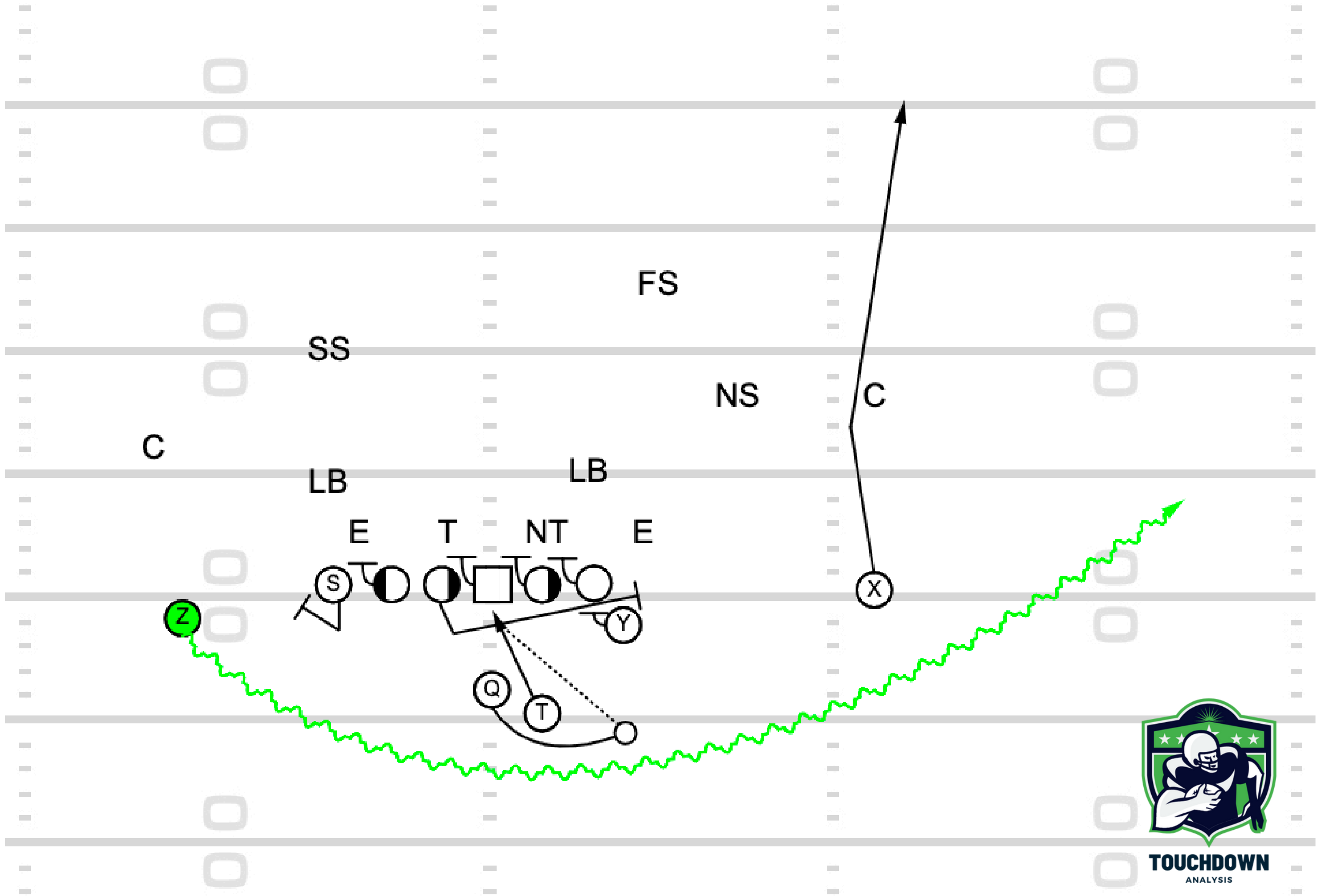
Play 9: FIB 2x2 H-Back GY Counter
Wk X Reverse to Field

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ANALYSIS



**Play 10: 2x2 Spread H-Back X Orbit
Power Flea Flicker Z Post X Wheel**

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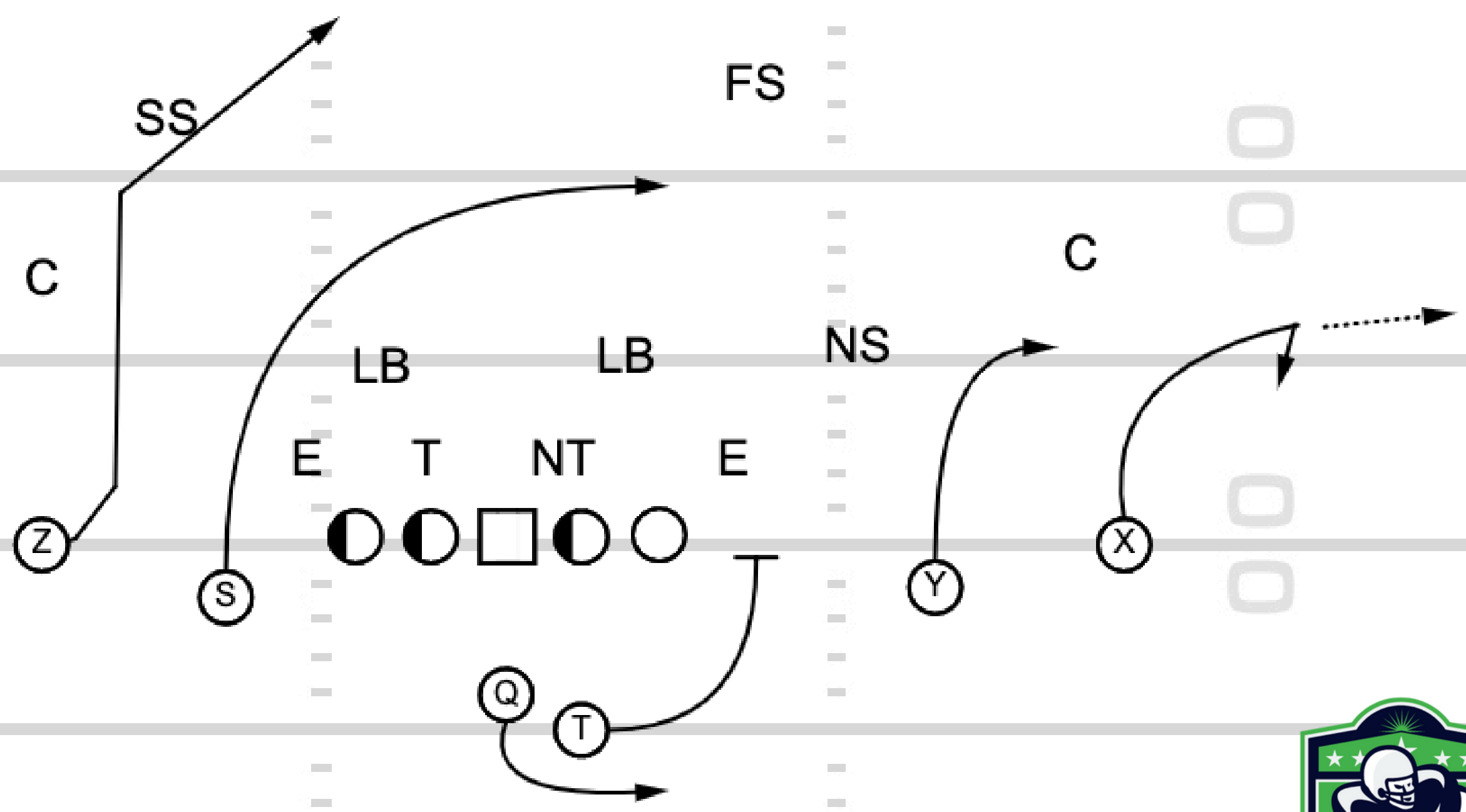


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Play 11: 2x2 Sprint Out Freeze Play

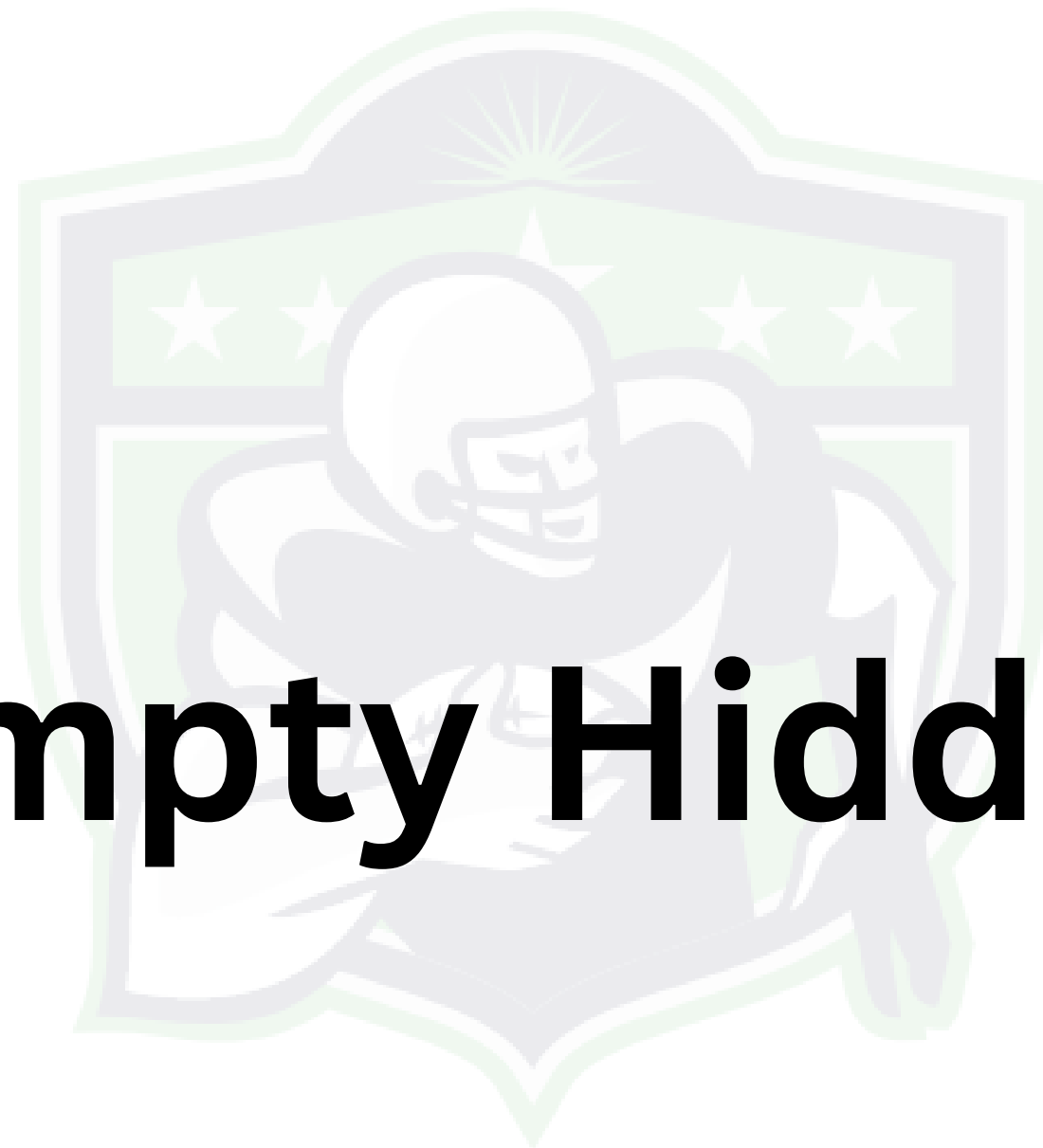


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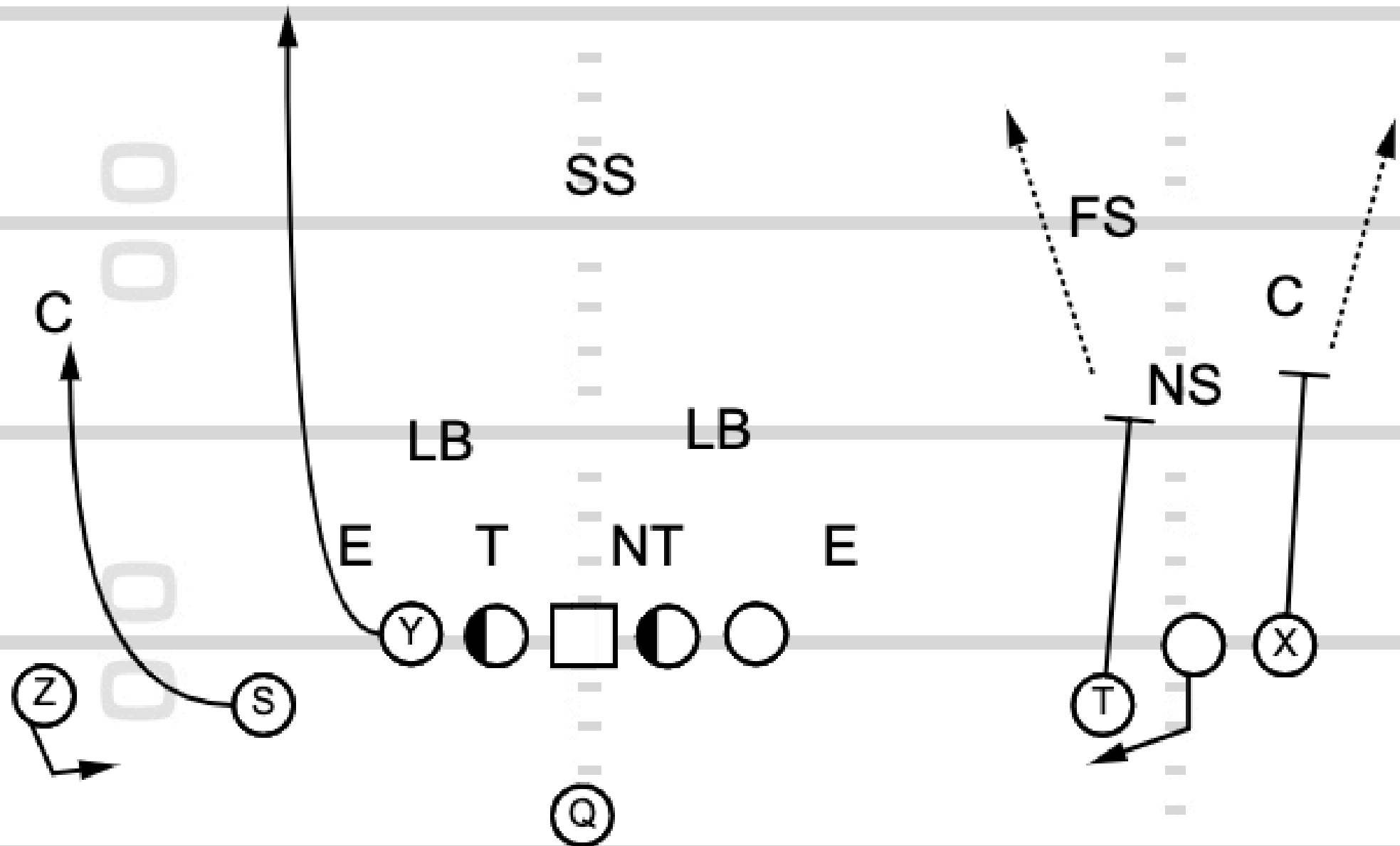


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Play 12: Empty Hidden TE Play



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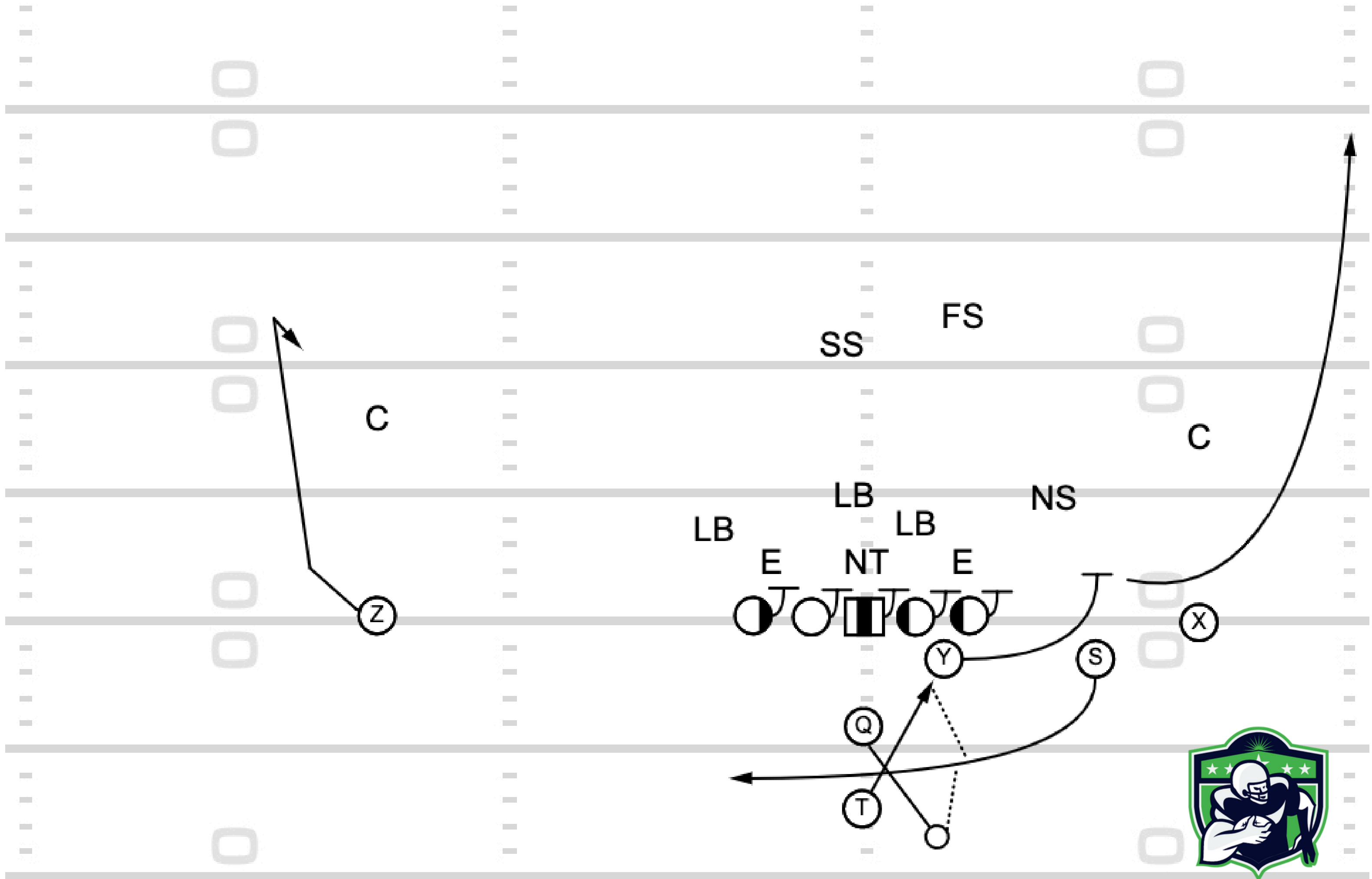


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Play 13: FIB Trips Spread H-Back Outside Zone Reverse Flea Flicker

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ANALYSIS

The logo is a shield-shaped emblem with a green border. Inside, there's a stylized illustration of a football player in a white jersey and helmet, running with the ball. The background of the shield is light green with four white stars arranged in a horizontal line. At the top of the shield, there's a sunburst or starburst symbol.

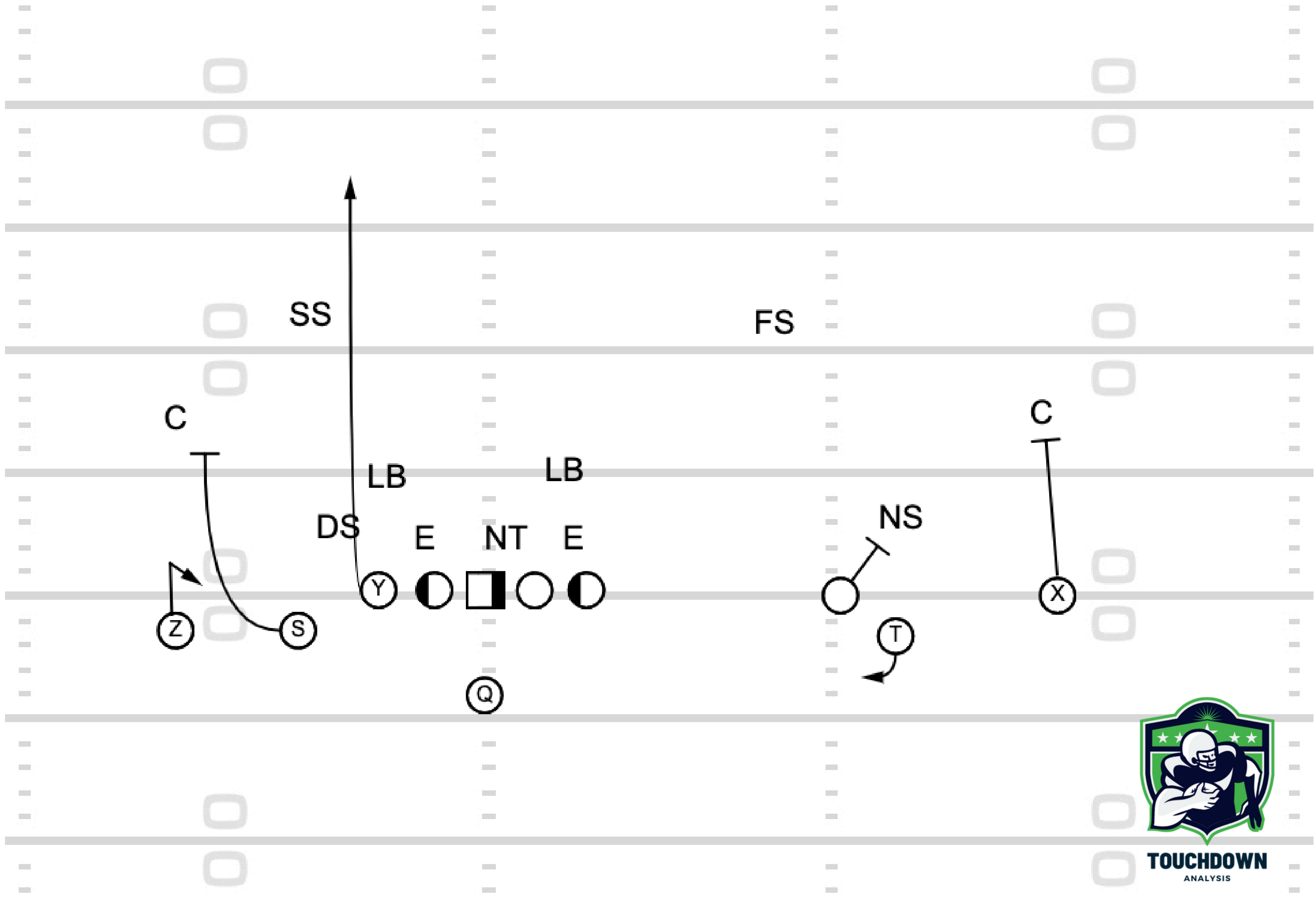
Play 14: FIB Wing Twin S Mo Sprint Out LT Throwback Screen

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Play 15: Hurry Up Hidden TE Formation Screen Opposite

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ANALYSIS



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UCF - The Complete Series

Part 1: Run Game

Part 2: Pass Game

Part 3: RPOs & Wrinkles

