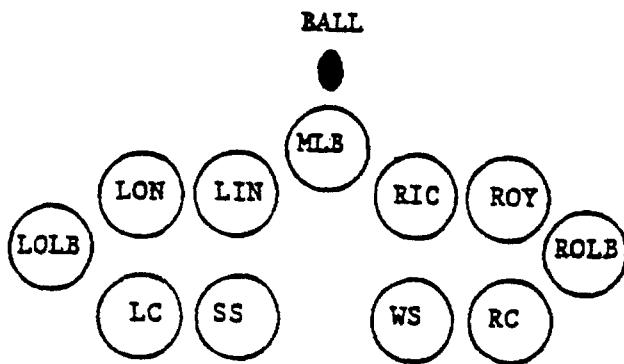


# NEW YORK



## DEFENSIVE PLAYBOOK

# DEFENSIVE MECHANICS



## HUDDLE PROCEDURE:

### A. BASIC CALL

1. SPECIFIC CALL
  - a. FRONT "UNDER"
  - b. COVERAGE "1"
2. RUN DEFENSE - POSSIBLE FINE CONTROL (MLB MAKES CONTROL CALLS)
  - a. UNDER OPTION (FINE CONTROL)
  - b. ISX, RIC OR LIN
3. PASS DEFENSE - COVERAGE ADJUSTMENTS VS ONE BACK SETS  
(SAFETIES MAKE ADJUSTMENT CALLS)
4. WEAK SAFETY - ALSO GETS DEFENSIVE SIGNAL AS BACK UP TO MLB.

### B. ALERTS:

1. DOWN AND DISTANCE
2. SUBSTITUTIONS ENTERING  
~~X~~ CORNERS -- RESPONSIBLE FOR COACHES PERSONNEL SIGNAL

### C. "BREAK"

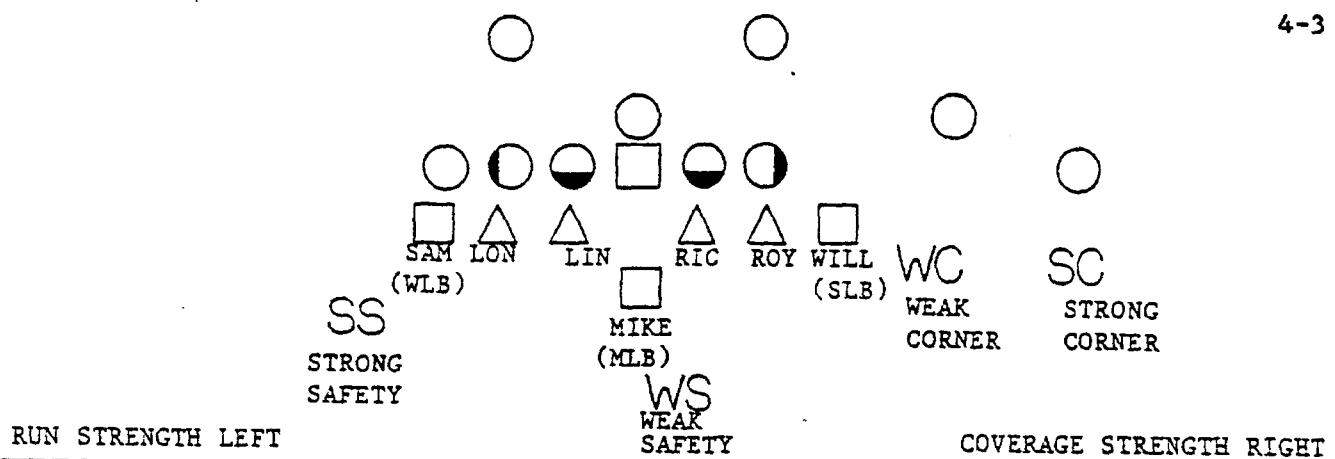
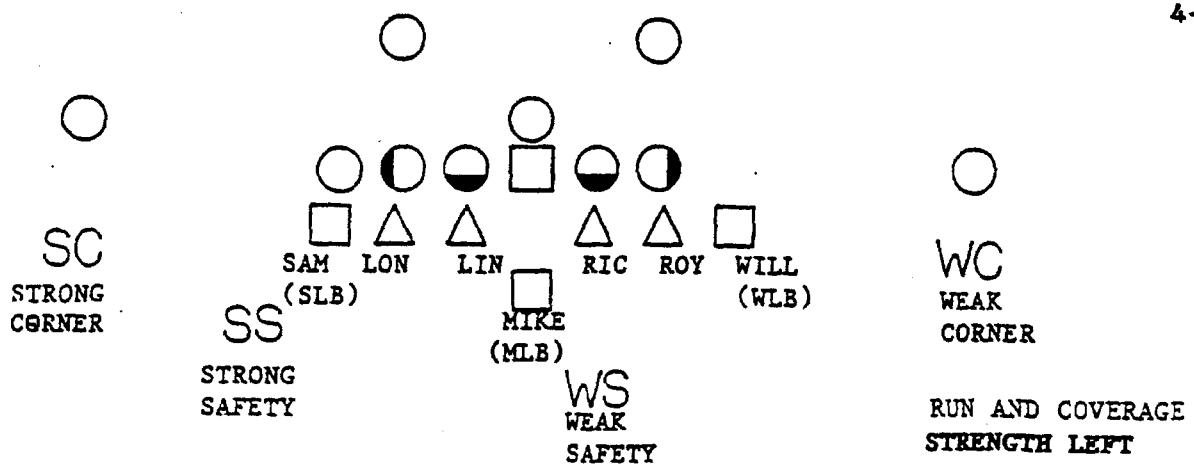
## AT THE LINE PROCEDURE

- A. OFFENSE BREAKS HUDDLE
  - 1. BACKFIELD SET (LBer.CALL AT LOS)
  - 2. RECEIVER STRENGTH (LEFT or RIGHT CALL AT LOS)
  - 3. TIGHT END ALIGNMENT
  - 4. TIPS
    - a. CHEATS
    - b. STANCE
    - c. SPLITS
- B. LINE CALLS
  - 1. FRONT: POSSIBLE GAME PLAN CALLS
  - 2. LINE STUNT OR CHARGE
- C. COVERAGE CALL
  - 1. COVERAGE
  - 2. FORCE - SECONDARY CALL TO LBer
  - 3. RECEIVER SPLITS IN RELATION TO NUMBERS

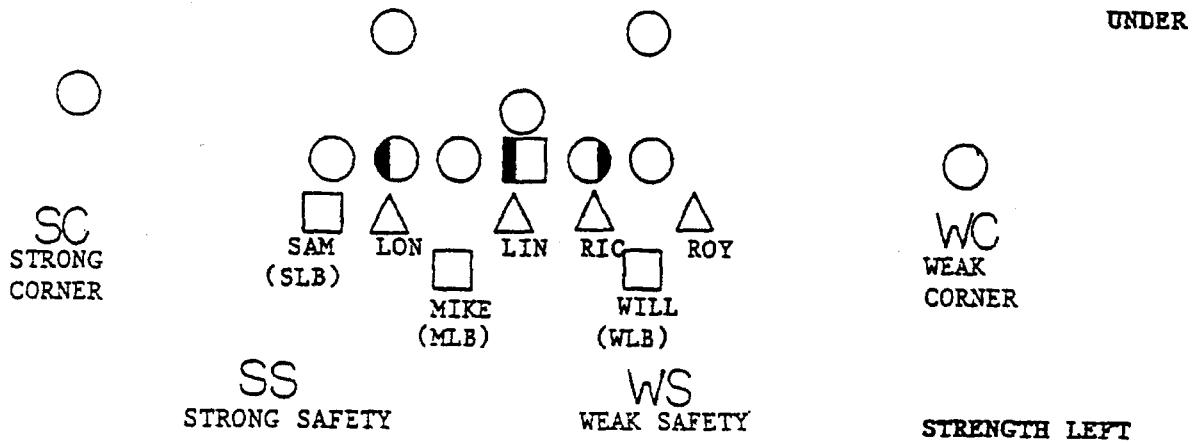
## DEFENSIVE SIGNAL SYSTEM:

### EXAMPLES:

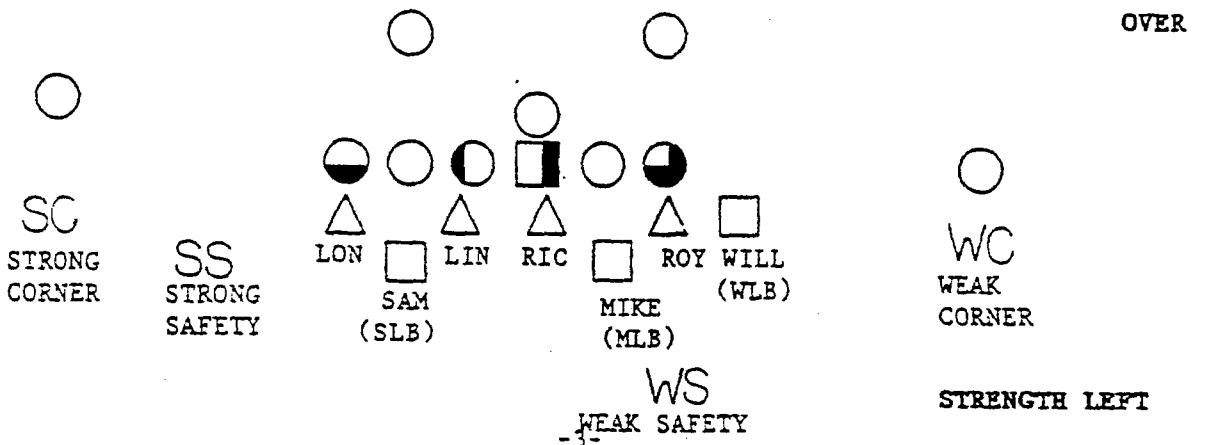
- A. UNDER COVER 1 - FRONT IS UNDER. COVERAGE IS 1
- B. UNDER OPTION COVER I FRONT IS UNDER, STUNT IS FINE CONTROLLED AS PER OFFENSIVE FORMATION. COVER 1,
- C. AFC - AUTOMATIC FRONT AND COVERAGE CALL. THEY ARE DETERMINED BY THE OFFENSIVE FORMATION  
(EX: 1 LEFT "Y" OFF = OVER GAP 1 PLUG)
- D. BTF - BLITZ THE FORMATION. BLITZ IS DETERMINED BY THE OFFENSIVE FORMATION.



UNDER



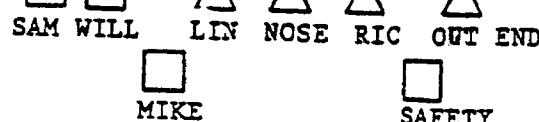
OVER



**DEFENSIVE PLAYER DESCRIPTION**

EAGLE

SC  
STRONG  
CORNER

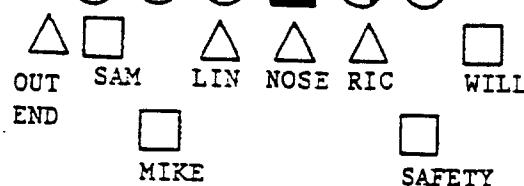


WC  
WEAK  
CORNER

S  
SAFETY

BEAR

SC  
STRONG  
CORNER



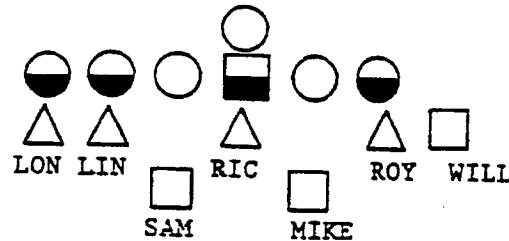
WC  
WEAK  
CORNER

S  
SAFETY

OVER .30

SC  
STRONG  
CORNER

SS  
STRONG  
SAFETY



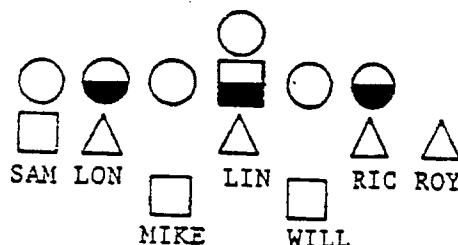
WC  
WEAK  
CORNER

WS  
WEAK SAFETY

UNDER .30

SC  
STRONG  
CORNER

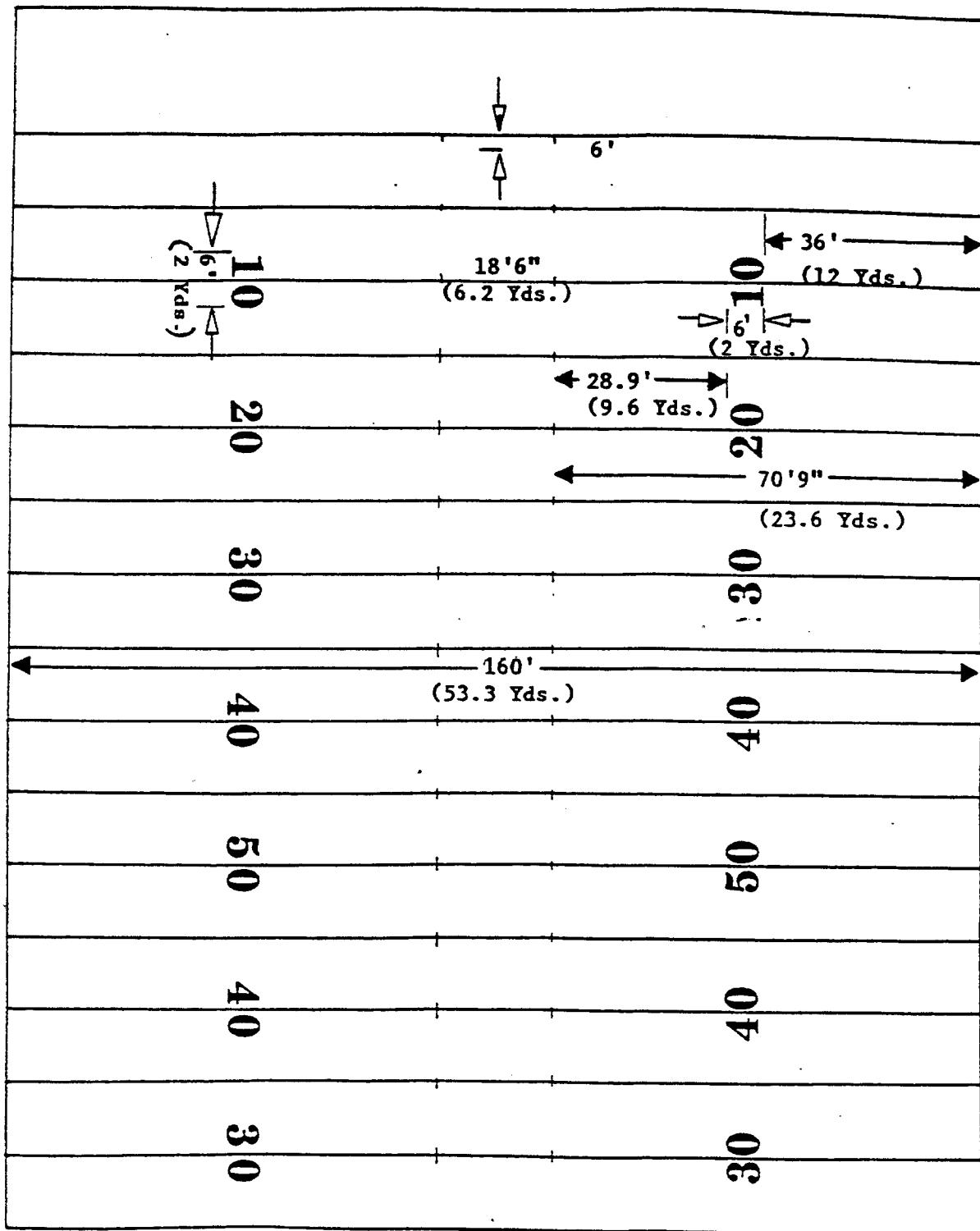
SS  
STRONG SAFETY



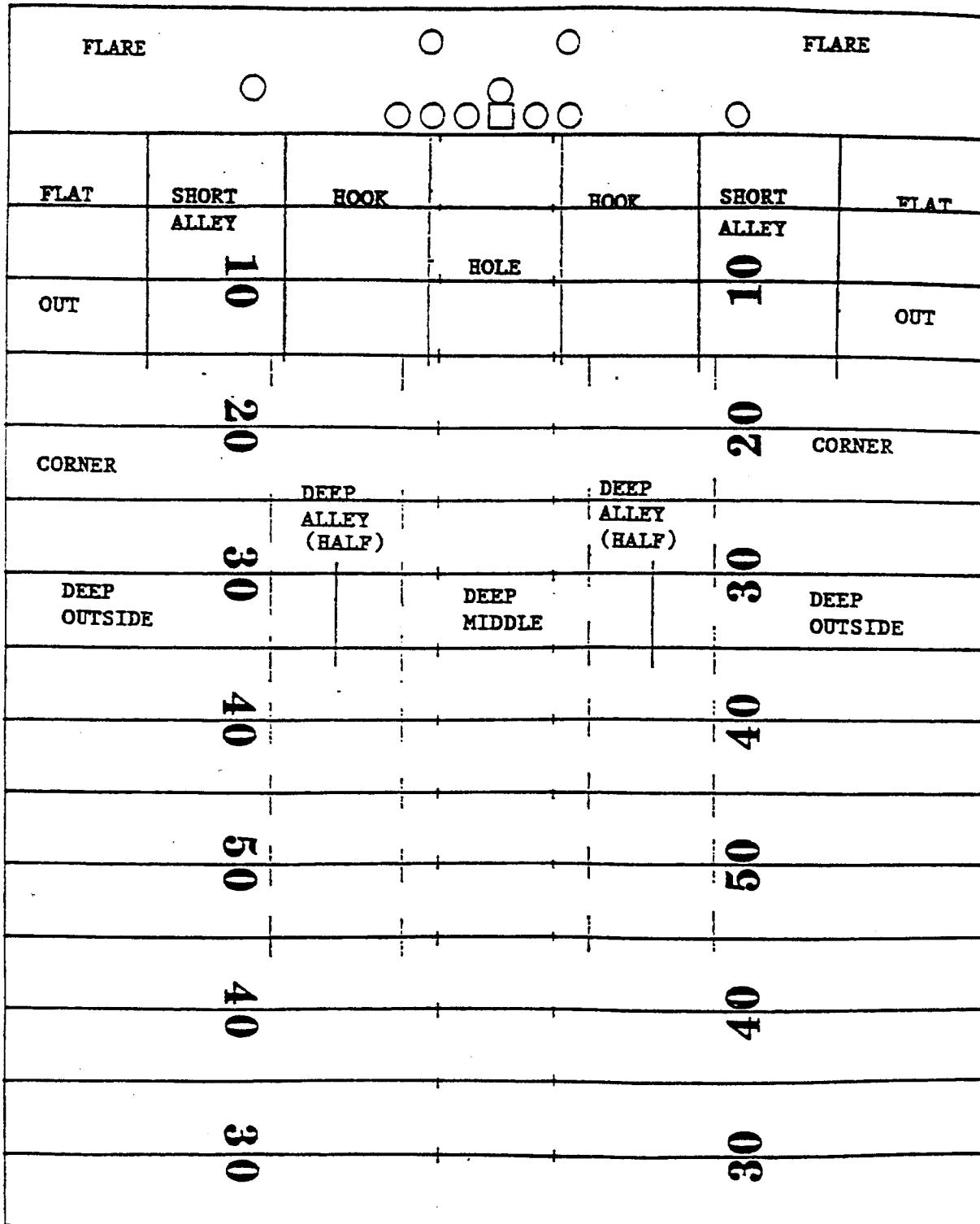
WC  
WEAK  
CORNER

WS  
WEAK SAFETY

FIELD DIMENSIONS



## PASS DEFENSE ZONES



- 5 -

## TAPE STUDY OBJECTIVES

1. You can develop a great sense of recognition by running & play back and forth before its completion. There is no substitute for tape study when preparing for an opponent.
2. Know the receiver you are covering. Study him in all the tapes we have. Know his strength and know his weakness!
3. Study other defensive backs when looking at tapes or teams who have already played our next opponent. Don't be a spectator and always watch the ball carrier.
4. Every time there is a pass completed on us someone is at fault! Know the reason and study it on tape. How can we get better?
5. Video unit is available to you at any time during the week. A good defensive back will look at more tapes than anyone on the defensive team.

### PREPARATION

You have to analyze each play and have a tremendous amount of mental concentration on each and every play. You have to remember that because there is so much area to cover, and only four people to cover it, that every mistake ends up in first down or a TD. But, by all means, never worry about a previous mistake: it is past history and the next play is a new game. Learn when to play a receiver tight and when to play him loose. Know the Formation, Personnel, Down and Distance, and Field Position. All of these are vital and must be taken into consideration.

- A. Speed of receiver (relate to your speed).
- B. Can you afford to play him close and tough?  
Does he mind being hit?
- C. What tips does he give when running his pattern?
  1. Going deep and inside?
  2. Going deep and outside?
  3. Going deep and straight?
  4. Going short and inside?
  5. Going short and outside?
  6. Quick passes?
- D. Individual patterns I must take off my receiver -- (best patterns).
  1. How will I cover him in this situation?
    - a. Short sideline.
    - b. Open side of field
    - c. Blitz
    - d. Long yardage
    - e. Short yardage.

2. What is his favorite?

- a. Inside pattern
- b. Outside pattern

E. Do they favor him on long, medium, or short passes?

F. Is he the primary target in a must situation? If yes, what pattern do they favor?

1. TD area

- a. 10 yard line and in.
- b. 20 yard line to 10 yard line.

2. Third down - long yardage

3. Third down - medium yardage

4. Third down - short yardage

G. What does your receiver do when?

- 1. Not the primary receiver?
- 2. Running a play to his side?
- 3. Running a play away from him?

H. What team patterns must we stop? (Free Safety - where should I give my help? - QB key - does he look where he is throwing?)

- 1. Blitzing situation.
  - 2. Ball control situation.
  - 3. Normal down
  - 4. TD area
- 
- a. 20 yard line to 10
  - b. 10 yard line and in



## PRACTICE PROGRAM OBJECTIVES

1. Practice the way you play on Sunday. Practice at top speed only.
2. Finish every play.
3. Slap the ball away before receiver can put it away -- strip the receiver's arm.
4. Intercept every ball you can get your hands on -- return every interception 30 yards (minimum).
5. Do not allow receivers to run unmolested through the areas of coverage.
6. We will keep account of passes thrown in practice. We do this to improve.
7. Never have any doubt that you can't cover a receiver, even though your job is more difficult than his.
8. We don't care how long QB holds ball - We'll hold the coverage.
9. You can improve your recovery and reactions by being lower. Exaggerate your lowness practice.
10. Avoid crossing feet, stumbling, taking extra steps, as a result of your footwork.
11. Learn something every day.
12. Work at maximum effort in drills - rest while standing in line.
13. When you get beat by a receiver or pattern - be prepared to tell me why.
14. You either get better or worse. Get better every practice.

Improvement can come through better understanding of defenses and better communication.

1. Know your assignment
2. Know the team defense
3. Know when and where ;you must help
4. Carry out your responsibility.

DO YOU WANT TO BE "GREAT"?

Master the fundamentals!!

Repetition is the secret!!

## TACKLING

TO BE A GREAT TACKLING SECONDARY, WE MUST (1) HAVE AN UNDERSTANDING OF TACKLING SITUATIONS; (2) APPLY THE PROPER TECHNIQUE TO THE SITUATION; AND (3) BE TOUGH ENOUGH TO GET THE JOB DONE.

### TACKLE SITUATIONS

1. ANGLE
2. SIDELINE
3. OPENFIELD (BACK IS HEAD ON WITH TWO WAY GO)
4. COMING OFF A BLOCKER
5. DOWNFIELD (WHEN THE BALL CARRIER BREAKS AWAY)

### BASIC TACKLING PRINCIPLES

1. KEEP YOUR HEAD UP - SEE WHAT YOU HIT! PROTECT YOUR SPINE AND NECK.
2. HEAD IN FRONT OF BALL CARRIER.
3. HIT ON THE RISE AND STRIKE THE MAN.
4. THROW 2 UPPER CUTS, GRAB CLOTH AND PULL THE BALL CARRIER TOWARD YOU.
5. ACCELERATE YOUR FEET ON CONTACT TO FINISH.

THE SINGLE MOST IMPORTANT TACKLING SKILL TO BE LEARNED IS COMING UNDER CONTROL. AS YOU APPROACH THE BALL CARRIER, GATHER YOUR MOMENTUM, ASSUME A BREAK-DOWN POSITION, CLOSE THE DISTANCE BETWEEN YOU AND THE BALL CARRIER, AND CONCENTRATE ON HIS NUMBERS.

THE MAJORITY OF TACKLES ARE MADE AT ANGLES. THE ART OF LEVERAGING YOUR APPROACH TO TAKE AWAY A BACK'S TWO-WAY BREAK IS ESSENTIAL. ONCE YOU HAVE CREATED THE STRIKING POSITION, YOUR BASIC TACKLING PRINCIPLES APPLY.

\*\*ALWAYS HAVE AN AWARENESS OF BALL POSITION AS THE TACKLE APPROACHES. A FORCED FUMBLE IS ONE OF THE GREAT INDIVIDUAL PLAYS IN THE GAME.

## GENERAL REMINDERS

1. BE SURE TACKLERS, A BIG HIT ATTEMPT THAT MISSES IS WORTHLESS.
2. IN THE OPEN FIELD AND DOWNFIELD ANY TACKLE IS A GOOD TACKLE!! WHATEVER IT TAKES TO GET HIM DOWN IS GOOD.
3. WHEN THE BALL BREAKS INTO THE DOWNFIELD SITUATION, STAY ALIVE AND ON YOUR FEET AS LONG AS POSSIBLE. WARD OFF BLOCKERS WITH YOUR HANDS AND GIVE GROUND IF NECESSARY.
4. NEVER, NEVER TAKE FOR GRANTED A MAN IS TACKLED. GREAT PURSUIT HABITS, DISCIPLINE, AND CONSISTENT EFFORT WILL ELIMINATE THE FLUKE BREAK-OUT.
5. LOCATE THE BALL AS YOU APPROACH TACKLE AND SEPARATE IT FROM THE BALL CARRIER.
6. ALWAYS STRIKE TO KNOCK BALL CARRIERS AND PILES BACKWARDS!

## BLOCK PROTECTION

YOUR FOUR PRIMARY BLOCKS TO DEFEAT ARE STALK, LEAD, CRACK BACK, AND CUT-OFF BLOCKS

THE STALK BLOCK IS BASICALLY AN UPRIGHT BLOCK BY A WIDE RECEIVER WHEN A WIDE RUNNING PLAY IS COMING AT YOU.

TO DEFEAT STALK BLOCK:

1. ATTACK BLOCKER, BUTT HIM STRAIGHT-UP, SEPARATE WITH HANDS GRASPING THE TOPS OF HIS NUMBERS, JERK AND PULL YOURSELF BY AND CONTINUE TO THE TACKLE.
2. IF STALK BLOCKER CHOPS YOU, AVOID HIM WITH A HAND SHIVER, OR OUT QUICK HIM BACK TO YOUR FEET AND CONTINUE TO THE TACKLE.
3. AT TIMES, YOU CAN SIMPLY OUT QUICK RECEIVER ESPECIALLY IF YOU HAVE PLAYED HIM AGGRESSIVELY A FEW TIMES AND HE IS SITTING BACK.
4. IF YOU HESITATE AND CAT AND MOUSE, HE'S BLOCKING YOU. BE AGGRESSIVE AND USE YOUR QUICKNESS!

THERE ARE TWO LEAD BLOCKS - A HIGH LEAD AND LOW LEAD. GENERALLY, A BACK OR LINEMAN BLOCKING YOU FROM INSIDE-OUT AND HE'S TRYING TO KICK YOU OUT.

### TO DEFEAT HIGH LEAD:

1. ATTACK AND RESTRICT WIDTH OF THE RUNNING LANE (THE AREA BETWEEN YOU AND THE NEXT DEFENDER INSIDE).
2. CONTAIN PLAY TURNING IT BACK INSIDE OR MAKING IT DRASTICALLY BOUNCE AROUND YOU.
3. NEVER GIVE UP ONE FOR ONE ON THIS BLOCK. STAY ALIVE TO THE BALL.
4. KEEP YOUR SHOULDERS SQUARE (PARALLEL TO THE L.O.S.).
5. PLAY OFF BLOCKER USING HANDS EXTENDED.
6. IF BALL CARRIER CUTS SHARP INSIDE, FALL IN TO MAKE THE TACKLE.
7. IF BALL CARRIER ATTEMPTS TO BOUNCE OUTSIDE, PURSUE PARALLEL TO L.O.S. ATTEMPTING TO CUT HIM OFF.

### TO DEFEAT LOW LEAD:

1. ATTACK AND RESTRICT WIDTH OF THE RUNNING LANE.
2. CONTAIN OR MAKE BALL CARRIER BOUNCE.
3. NEVER GIVE UP ONE FOR ONE ON BLOCK.
4. ATTACK BLOCK WITH INSIDE SHOULDER AND HANDS TO NEUTRALIZE HIS MOMENTUM; SHOULDERS SQUARE (PARALLEL TO THE L.O.S.).
5. KEEP OUTSIDE FOOT BACK AND GET YOUR PADS AND HANDS UNDER BLOCKERS KEEPING HIM FROM YOUR LEGS.
6. LOOK DIRECTLY AT BLOCKER AND DEFEAT HIM BEFORE ATTEMPTING TO MAKE TACKLE.
7. IF BALL CARRIER ATTEMPTS TO BOUNCE OUTSIDE, ACCELERATE OFF BLOCK AND PURSUE PARALLEL TO L.O.S.

\*\*THE KEY TO DEFEATING LEAD BLOCKS AND CONTAINING WIDE RUNS IS TO ATTACK AND RESTRICT RUNNING LANE AND TO STAY ALIVE TO THE BALL CARRIER. NEVER GIVE UP ONE FOR ONE!

A CRACKBACK BLOCK COMES FROM A WIDE RECEIVER BLOCKING DOWN ON OUR PRIMARY FORCE PLAYER BASICALLY A SAFETY OR AN OUTSIDE BACKER.

TO DEFEAT THE CRACKBACK BLOCK:

1. BE AWARE OF SHORTER SPLITS TIPPING CRACKBACK.
2. THE DEEP DEFENDER SEEING THE BLOCK MUST CALL OUT "CRACK" TO ALERT FORCE MAN.
3. FORCE MAN MUST ATTACK RUNNING LANE TO BEAT CRACK UNDERNEATH CAUSING DRASTIC CRACK ANGLE BY RECEIVER.
4. THIS AIDS THE DEEP DEFENDER TO ELIMINATE CHANCE OF CRACK AND GO SO HE CAN REPLACE FORCE MAN. THE KEY IS CLOSING DIRECTLY OFF THE TAIL OF CRACK BLOCK TO CLOSE RUNNING LANE.
5. IF FORCE MAN CAN'T BEAT CRACK UNDERNEATH ONCE HE'S COMMITTED HARD, HE MUST JUMP OUTSIDE AND ACROSS FACE OF BLOCKER AND TRY TO STAY ALIVE TO THE TACKLE.
6. NEVER GIVE ONE FOR ONE.
7. A CHANGE-UP TECHNIQUE IS TO ATTACK RUNNING LANE THEN TURN TO BLOCKER AND KNOCK HIS HEAD OFF AND PROCEED TO TACKLE.

THE CUT-OFF BLOCK COMES FROM THE WIDE RECEIVER ATTEMPTING TO CUT OFF YOUR PURSUIT TO PLAYS RUN AWAY FROM YOU.

TO DEFEAT CUT-OFF BLOCK:

1. ALWAYS HAVE AN AWARENESS OF YOUR CUT-OFF THREAT IF YOU LOSE HIM HE WILL PICK YOU OFF.
2. PURSUE AT TOP SPEED MAINTAINING LEVERAGE ON THE BALL CARRIER AND OFTEN YOU WILL OUT RUN CUT-OFF ANGLE. OUT QUICK HIM!
3. IF HE CHOOSES TO RUN WITH YOU, KEEP A GUIDE HAND OUT FOR HIM ACTING LIKE A STRAIGHT ARM AND PLAY OFF HIM IF NECESSARY.
4. IF HE ATTEMPTS TO ENGAGE IN YOU USE YOUR HANDS ALWAYS KEEPING HIM AT ARMS LENGTH AND THROW HIM.
5. NEVER CAT AND MOUSE WITH HIM, MAKE A QUICK MOVE AND GO. IF YOU HESITATE, HE IS BLOCKING YOU.
6. IF BALL CARRIER CUTS BACK CAUSING YOU TO ADJUST, HE WILL BE THERE. ALWAYS KEEP TRACK OF CUT-OFF BLOCKER.

## RUN SUPPORT

THERE ARE FOUR KEY ELEMENTS OF RUN SUPPORT

### FORCE

THE DESCRIPTION OF THE RESPONSIBILITY FOR OUTSIDE LEVERAGE ON AN OUTSIDE RUN. RESPONSIBILITY FOR FORCE IS DESIGNATED BY:

"SLAM" -SAFETY FORCE

"CLOUD" -CORNER FORCE

"BACKER" -LINEBACKER FORCE

### FILL

THE DESCRIPTION OF THE RESPONSIBILITY FOR THE MIDDLE POSITION BETWEEN THE FORCE AND PURSUIT.

### PURSUIT

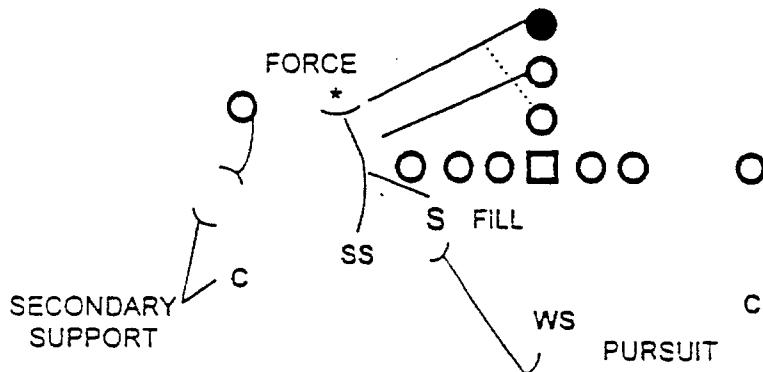
THE DESCRIPTION OF THE RESPONSIBILITY FOR INSIDE LEVERAGE OR CUTBACKS ON AN OUTSIDE RUN. (USUALLY HANDLED BY THE DEFENSIVE LINEMAN, INSIDE BACKER, AND BACKED UP BY THE FREE SAFETY).

### SECONDARY SUPPORT

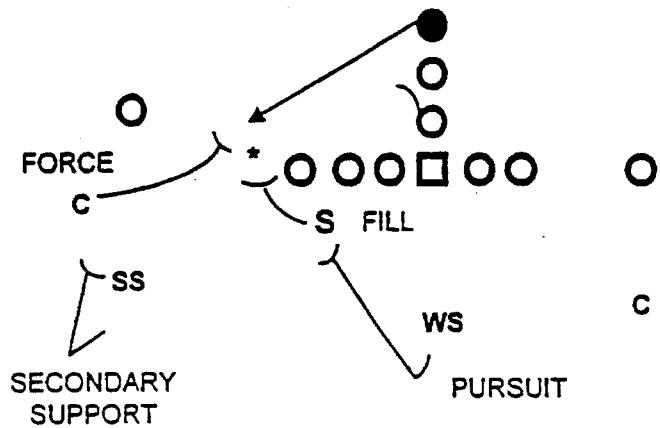
THE DESCRIPTION OF THE RESPONSIBILITY FOR SECONDARY OUTSIDE LEVERAGE IF FORCE LEVERAGE IS LOST. SECONDARY SUPPORT ASSUMES OUTSIDE LEVERAGE RESPONSIBILITY ALLOWING THE FILL AND PURSUIT PLAYERS TO CARRY OUT THEIR ASSIGNMENTS. THE SECONDARY SUPPORT DEFENDER IS ALWAYS RESPONSIBLE FOR THE HB PASS AND MUST "REPLACE" VS CRACKBACK BLOCKS ON THE FORCE MAN.

WE GIVE A PRIMARY FORCE AND A SECONDARY SUPPORT RESPONSIBILITY BECAUSE WITHOUT THE CONTAINMENT ASPECT OF OUTSIDE PLAYS, "RUN SUPPORT" DOES NOT EXIST. A SUGGESTED FORCE WILL BE BUILT INTO ALL DEFENSIVE CALLS, HOWEVER, THE SAFETIES WILL HAVE THE FREEDOM TO AUDIBLE TO ANOTHER CALL IF THE SITUATION CALLS FOR IT ACCORDING TO GAME PLAN.

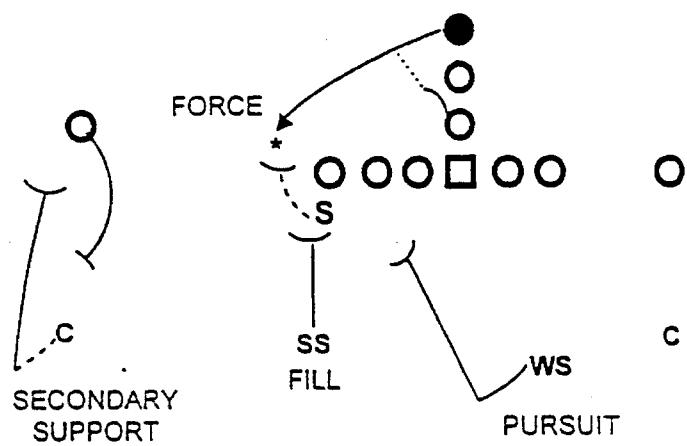
### "SLAM" FORCE



"CLOUD" FORCE



"BACKER" FORCE



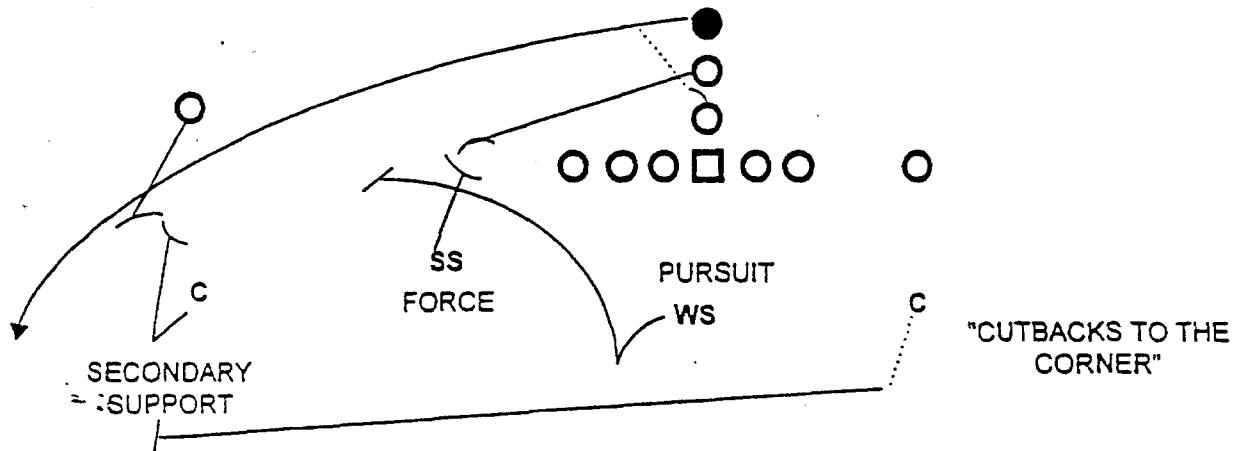
## PURSUIT FOR THE SECONDARY

GREAT KNOWLEDGE AND EXECUTION OF PURSUIT RESPONSIBILITIES CAN MAKE A GOOD DEFENSE A GREAT DEFENSE. THE ELIMINATION OF LONG PLAYS IS A FUNDAMENTAL ASPECT OF PLAYING WINNING DEFENSE. PURSUIT IS A TEAM RESPONSIBILITY, HOWEVER, THE SECONDARY'S EFFORTS IN OVERALL TEAM PURSUIT MAKE OR BREAK OUR SUCCESS.

ON ALL PLAYS WE HAVE DESIGNATED FORCE RESPONSIBILITIES WITH SECONDARY SUPPORT AND PURSUIT ASSIGNMENTS COORDINATED. THE BACKSIDE CORNER ON ALL PLAYS AWAY HAS THE ASSIGNMENT OF "CUTBACKS TO THE CORNER". CUTBACKS TO THE CORNER MEANS THE CORNER PURSUDES THE PLAY AT TOP SPEED ANTICIPATING THE BALL CUTTING BACK AGAINST THE NORMAL FLOW OF THE PLAY. AS HE PREPARES FOR CUTBACKS, HE IS RUNNING ON COURSE TO STOP THE BALL IF IT CIRCLED THE ENTIRE DEFENSE AT THE FAR CORNER JUST SHORT OF THE END ZONE.

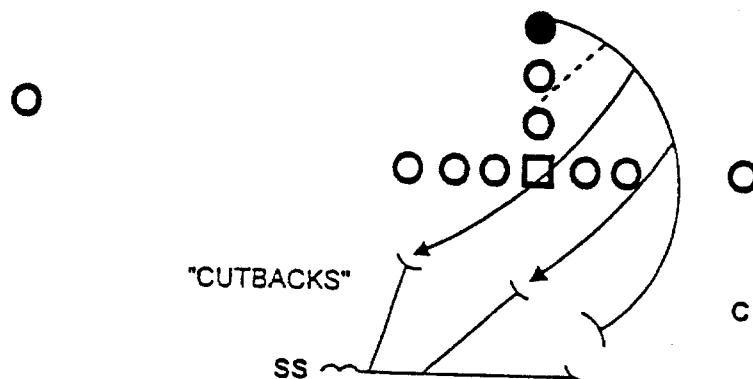
AT LEAST THREE DB'S MUST BREAK DOWN FOR A LONG TD PLAY TO OCCUR. KNOWING YOUR ASSIGNMENTS IS ONLY WORTHWHILE IF YOUR EFFORT MATCHES THE SITUATION. CONSISTENT EFFORT IS A NECESSITY, FOR ANY PLAY CAN BREAK AT THE POINT OF ATTACK AND WE MUST ALWAYS BE PREPARED.

### EXAMPLE: "SLAM" FORCE

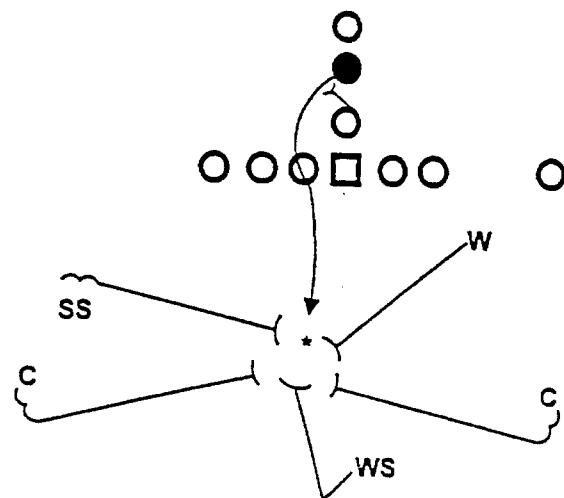


1. BALL BREAKS FORCE MAN. SECONDARY SUPPORT MAN MUST NEVER LET THE BALL GET ON THE SIDELINES, TURN THE BALL BACK INTO PURSUIT.

**NOTE:** ON RUN WEAK, S/S PURSUES "CUTBACKS" NO MATTER HOW DRASTIC ALWAYS LEVERAGE BALL CARRIER.

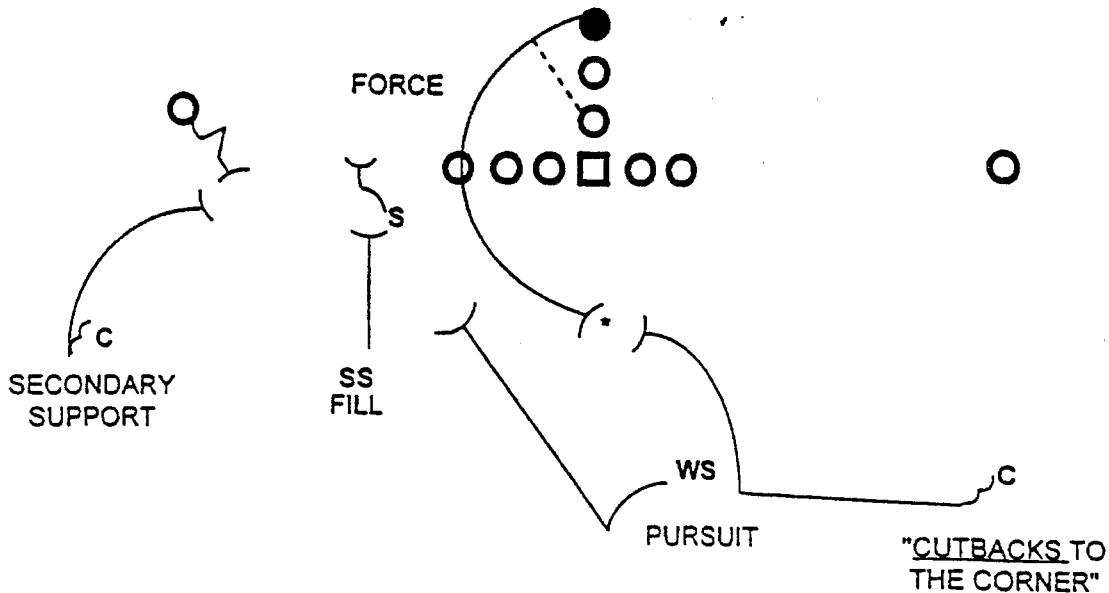


**EXAMPLE:** INSIDE RUN BREAKING UP THE MIDDLE.



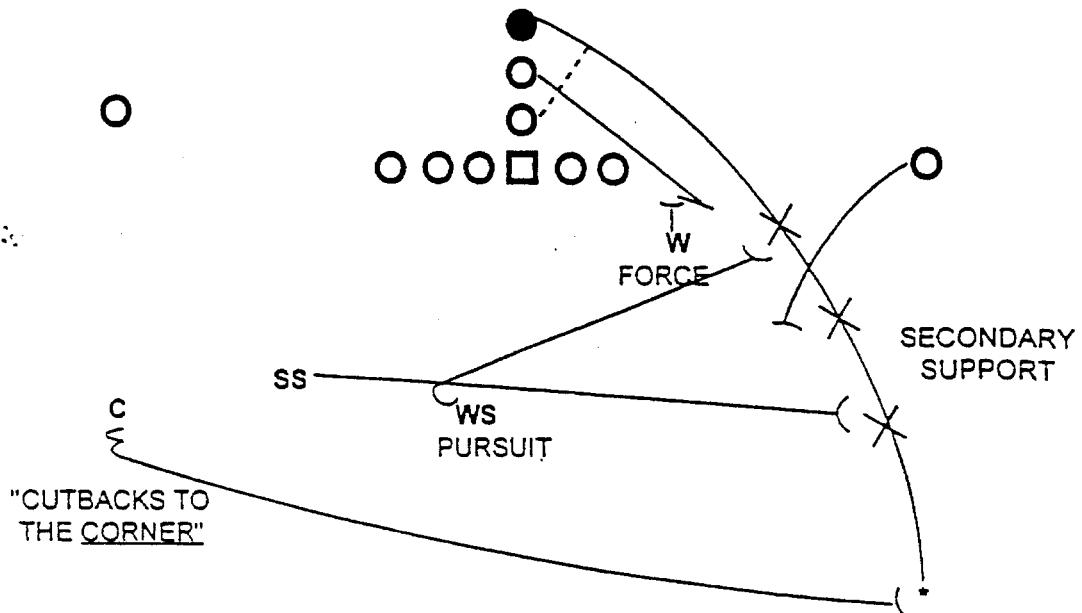
**NOTE:** FUNNEL ALL INSIDE BREAKING PLAYS TO THE FS. AVOID LETTING THE BALL BREAK TO THE OUTSIDE, SQUEEZE IT.

EXAMPLE: "BACKER"



1. SECONDARY SUPPORT MAN TURNS BALL BACK IN TO THE PURSUIT MAN.
2. BALL CUTS BACK ONN PURSUIT MAN, THE "CUTBACK" CORNER MAKES THE PLAY.

EXAMPLE: OUTSIDE RUN WEAK



## FORCE VS OUTSIDE RUN AND RUN/PASS

Our Secondary and Linebackers have the responsibility of stopping the outside run and run/pass. This is not a difficult assignment if proper pattern of defense is followed. It is necessary to have four elements; namely a primary force man, a fill man, pursuit man, and a run/pass man. The primary force man can be either the safety, corner, backer, or end depending on the front and the coverage. Before we can become skilled in defending the outside run, we must understand the basic responsibility and techniques of each element.

1. **FORCE** *Contain* This term describes the responsibility of meeting the outside run in its formative stage with outside leverage and making the tackle, forcing the cutback or forcing the ball carrier to go deep so he is vulnerable to pursuit. The force man must react without hesitation and squeeze the width of the running lane, minimizing the area between himself and the next inside defender ( fill man). Meet and defeat the lead blocker before he can turn the corner. Force the lead blocker to commit himself. Do Not trade one for one. Make the tackle on ball carrier who bellies deep to get outside or force the ball carrier to cut back and react to him from outside in.

\*Squeeze Contain

Responsibility for Force is designated by:

|                           |  |
|---------------------------|--|
| SLAM - SAFETY FORCE       | EASY - DEFENSIVE END FORCE (OPENSIDE)  |
| BACKER - LINEBACKER FORCE | STUD - DEFENSIVE END FORCE (TIGHT END) |
| CLOUD - CORNER FORCE      | CLEO - INSIDE CORNER FORCE (SLOT)      |

2. **FILL** *2-GAP* This term describes the responsibility for the middle position between the force and pursuit. When the force man contains the outside run, the fill man will be at the point of attack. Get in a position to play fill and hold it. Control the man who attacks you, two gap, stay in the fill area. Do Not take a side. Stay square to LOS and be in position to make the tackle inside or out. The fill man can be either the backer, safety, or defensive end.

\*Two gap and spill.

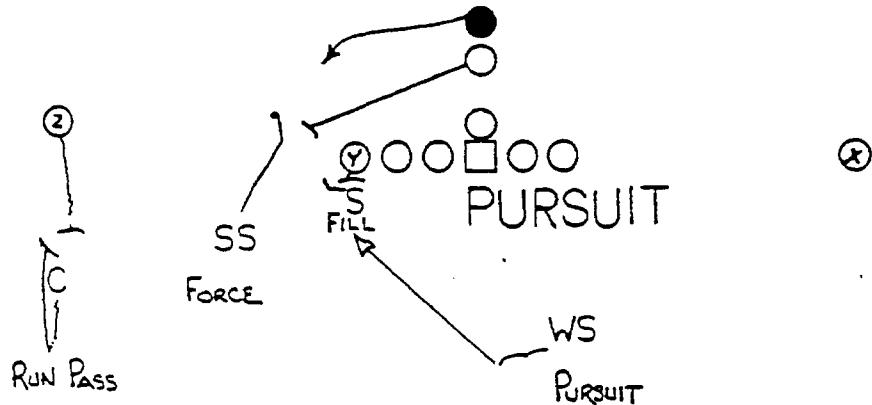
3. **PURSUIT** This term describes the responsibility for inside leverage on cutbacks vs an outside run. All pursuit must maintain an inside-out attitude when approaching the ball carrier. All defenders must have an awareness for the ball location to avoid over running the ball. (Losing inside - out leverage). The pursuit man can be an inside backer, defensive lineman, or safety.  
\*DESIRE and EFFORT are the primary ingredients of successful pursuit.

4. **RUN PASS RESPONSIBILITY** This term describes the type of play we want from the deep men who are responsible for the pass, run pass, and play pass. If a receiver releases downfield, be in proper position to cover him until the ball carrier crosses the LOS. If the receiver blocks (cracks) the force man, you must replace him and become the force man. Play for Run Pass First!!

Force calls are built into all defensive calls. The safeties and linebackers are responsible for making the force calls.

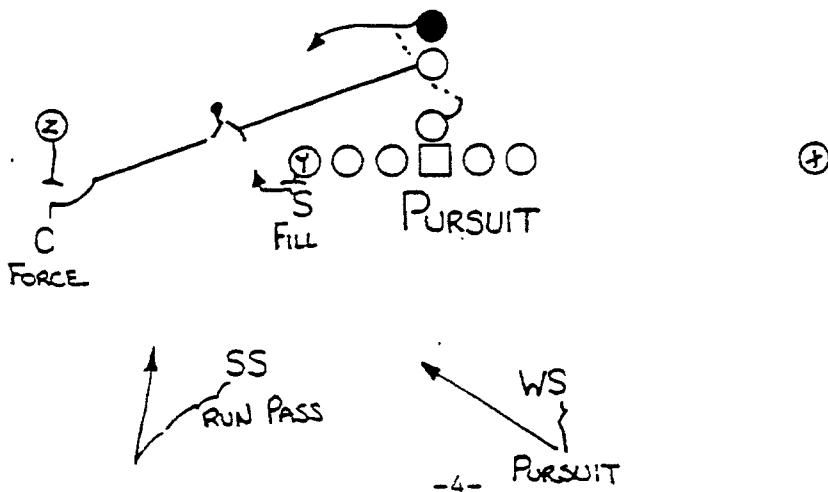
## SLAM FORCE -- STRONGSIDE

- SS      **FORCE**      Take an alignment that will allow you to beat the crackback block. Read keys and progression. If run shows, react to run, meet the lead blocker behind the line of scrimmage as quickly and as tough as possible. Squeeze contain it, forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive, do not trade one for one.
- SAM     **FILL**      Read keys and progression. Attack the blocker (tight end, pulling lineman) at his depth and control him. Two gap responsibility. Do Not take a side until ball carrier commits. If Tight End releases with flow, responsibility changes to backer force. If Tight End blocks you and then releases for run/pass stay with him man to man. (Short yardage or goalline situations usually).
- SC      **RUN PASS**    Read keys and progression. Play pass first! Cover receiver, "Z", man to man if he releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the strong safety or blocks on you, then force from outside-in. Receiver crack back angle is at 45° or less - call out "Crack, Crack" to safety and force run.
- WS      **PURSUIT**    Read keys and progression. Play pass first! Work strongside check for inside routes by Tight End or Flanker. Be sure on run. Get into pursuit and support to ball inside-out.



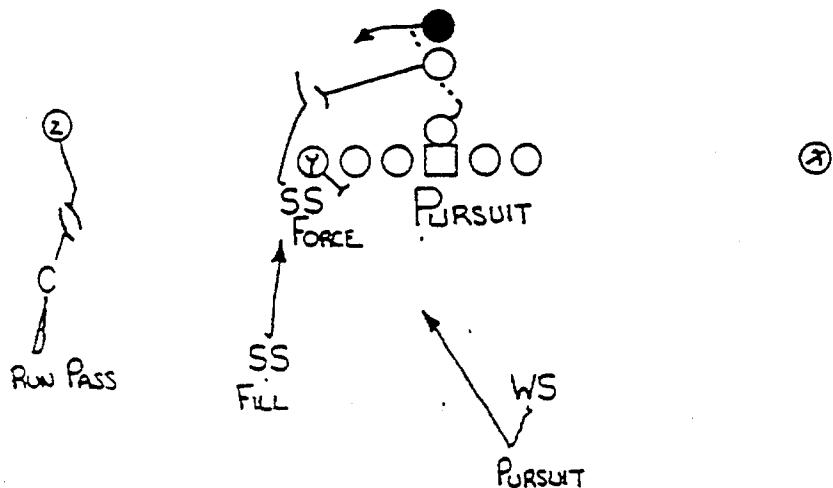
## CLOUD FORCE -- STRONGSIDE

- SC      **FORCE**      Read key and progression (TE block, lineman pulling, flow of backs). If "Z" sets to block you beat him across the LOS. Take and angle that allows you to meet the lead blocker on or behind the LOS and squeezes the running lane. Take on the blocker as quickly and tough as possible. Squeeze contain it forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive - Do Not trade one for one. (Never get pulled up on your side of the LOS. Always penetrate to the running lane).
- SAM     **FILL**      Read key and progression. Attack the blocker (Tight End, pulling lineman) at his depth and control him. Two gap responsibility. Do Not take a side until ball carrier commits. If TE releases (EASY) with flow responsibility changes to backer force. If Tight End blocks you then releases for run pass stay with him man to man.
- SS      **RUN PASS**    Read keys and progression. Play pass first! Cover receiver, "Z", man to man if he releases until play shows definitely as run then become secondary support. If "Z" blocking corner, support run immediately where needed.
- WS      **PURSUIT**    Read keys and progression. Play pass first! Work strongside check for inside routes by Tight End or Flanker. Be sure on run. Get into pursuit and support to ball inside-out.



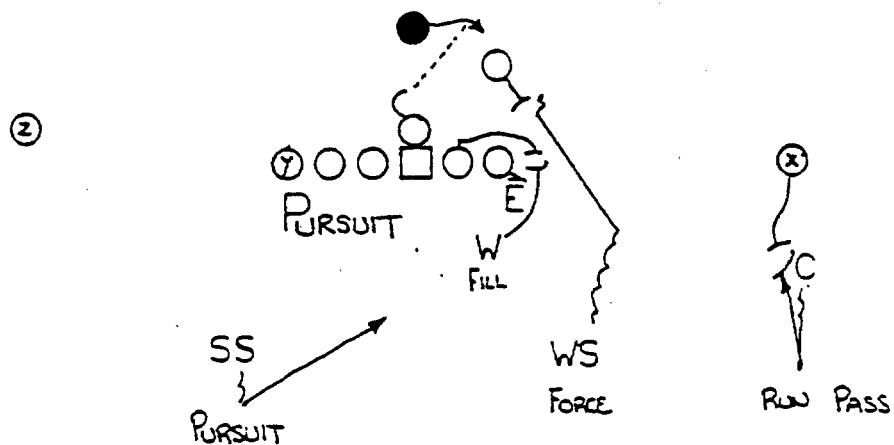
## BACKER FORCE -- STRONGSIDE

- SAM      **FORCE**      Align on the outside shoulder of the Tight End. Read key and progression. Tight End blocks on or down you are the force man. Get across the line of scrimmage. Squeeze contain it, forcing the ball carrier to cut back inside or drive him deep and spill it out to the sideline. Stay alive, Do Not trade one for one.
- SS      **FILL**      Read keys and progression. If the Tight End blocks on the Sam, fill over the original position of the Tight End. Take on blockers with inside shoulder. If the Tight End blocks down, fill over the original position of the Tight End, be alert for "spillage" responsibility.
- SC      **RUN PASS**      Read keys and progression. Play pass first! Cover receiver, "Z" man to man if he releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the Sam or Strong Safety, then support from outside-in.
- WS      **PURSUIT**      Read keys and progression. Play pass first. Work strongside check for inside routes by Tight End or Flanker. Be sure on run. Get into pursuit and support to ball inside-out.



## SLAM FORCE - WEAKSIDE

- WS      **FORCE**      Take an alignment based on coverage responsibility and receiver location. Be in position to beat the crackback block. Read keys and progression. If run shows, react to run, meet the lead blocker behind the LOS as quickly and as tough as possible. Squeeze contain it, forcing the ball carrier to cutback inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive, Do Not trade one for one.
- WILL     **FILL**      Read keys and progression. Attack the blocker head up on his side of the line of scrimmage. Two gap responsibility. Do Not take a side until the ball carrier commits. React, make the play.
- WC      **RUN PASS**    Read keys and progression. Play pass first! Cover receiver , "X", man to man if he releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the weak safety or blocks on you then force from outside in. Receiver crack back angle is at 45 ° or less - call out "Crack, Crack" to safety and force run.
- SS      **PURSUIT**    Read keys and progression. Work weakside check for inside route by "X".  
Be sure on run. Get into pursuit and support to the ball inside out.



## CLOUD FORCE - WEAKSIDE

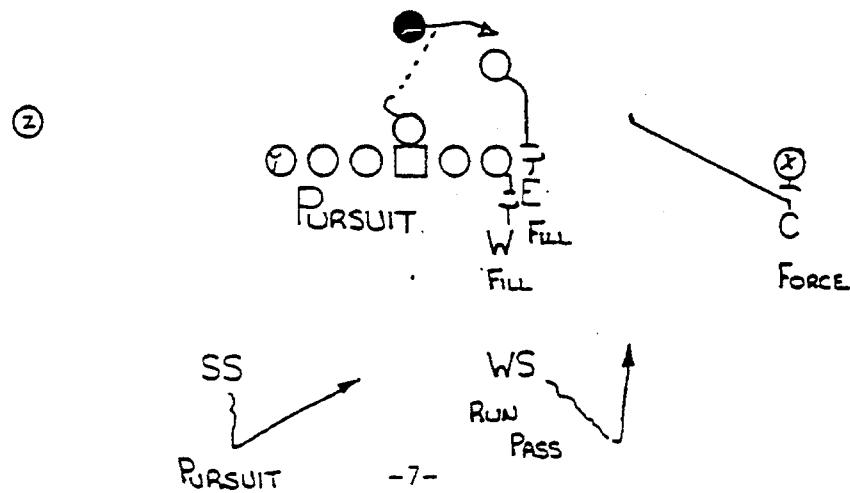
WC **FORCE** Read key and progression. Work through "X". If "X" sets to block you, beat him across the LOS. Take an angle that allows you to meet the lead blocker on or behind the LOS and squeeze the running lane. Take on the blocker as quickly and as tough as possible. Squeeze contain it forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive. Do Not trade one for one. (Never get pulled up on your side of the LOS. Always penetrate to the running lane).

WILL **FILL** Read key and progression. Attack the blocker at his depth and control him. Two gap responsibility. Do Not take a side until the ball carrier commits. React, make the play.

W/END **FILL** Read keys and progression. Attack the blocker and control him. Work out along the line of scrimmage. Do Not over run the ball.

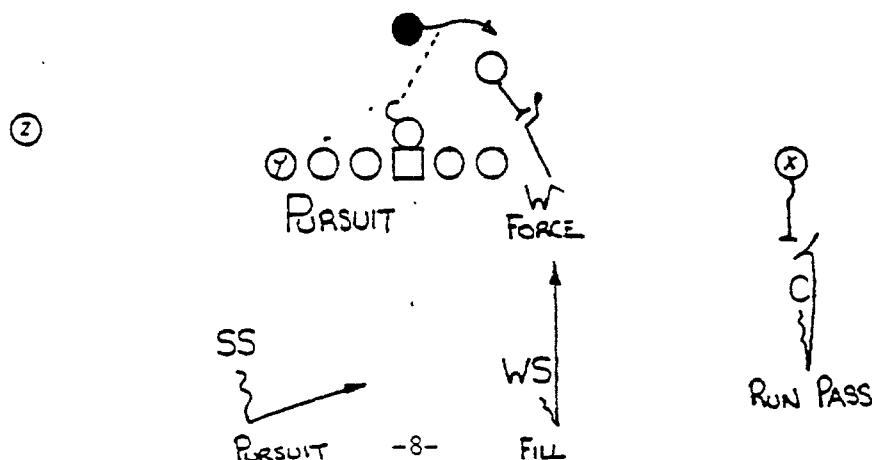
WS **RUN PASS** Read keys and progression. Play pass first! Cover "X" receiver, "X", man to man if releases until play shows definitely as run then become secondary support. If "X" blocking corner, support run immediately where needed.

SS **PURSUIT** Read keys and progression. Play pass first! Work weakside check for inside routes.  
Be sure on run. Get into pursuit and support to ball inside-out.



## BACKER FORCE -- WEAKSIDE

- WILL **FORCE** Read key and progression. If run shows, react to run, meet the lead blocks behind the LOS as quickly and as tough as possible. Squeeze contain it, forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive, Do Not trade one for one.
- W/END **FILL** Read key and progression. Attack the blocker and control him. Work out along the line of scrimmage. Do not over run the ball.
- WS **FILL** Read key and progression. Fill off the force of the Will. Support inside-out. Be alert for "spillage" responsibility.
- WC **RUN PASS** Read keys and progression. Play pass first! Cover receiver, "X", man to man if he releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the Will or blocks on you then force from outside-in. Receiver crack back angle is at 45° or less - call out "Crack, Crack" to Will and force run.
- SS **PURSUIT** Read keys and progression. Work weakside check for inside route by "X".  
Be sure on run. Get into pursuit and support to the ball inside-out.

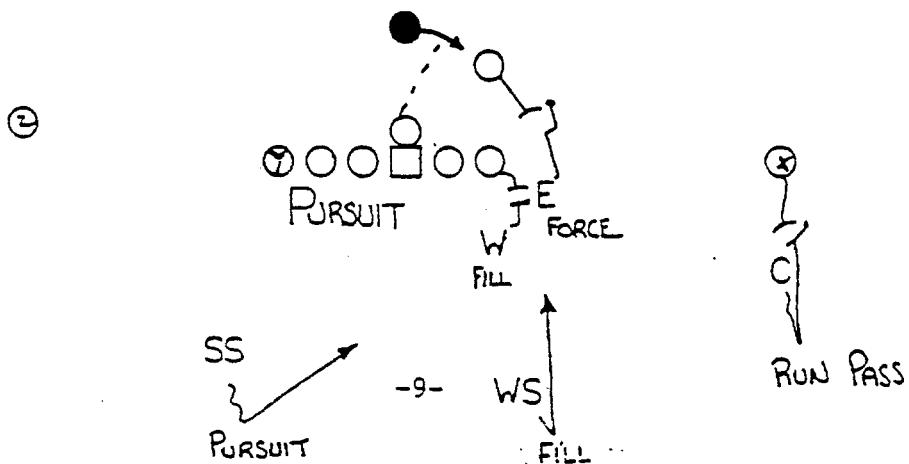


## END "EASY" FORCE -- WEAKSIDE

- END **FORCE** Read keys and progression. If run shows, react to run, meet the lead blocker behind the LOS as quickly and as tough as possible. Squeeze contain it, forcing the ball carrier to cut back inside. If the ball carrier continues wide drive him deep and string it out to the sideline. Stay alive, Do Not trade one for one.
- WILL **FILL** Read keys and progression. Attack the blocker at his depth and control him. Two gap responsibility. Do Not take a side until the ball carrier commits. React, make the play.
- WC **RUN PASS** Read keys and progression. Play pass first! Cover "Receiver", "X", man to man if he releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the Will or blocks on you, then force from outside-in. Receiver crack back angle is at 45° or less - call out "Crack" to Will and force run.
- WS **PURSUIT** Read keys and progression. Be sure on run. Support to the ball inside-out.

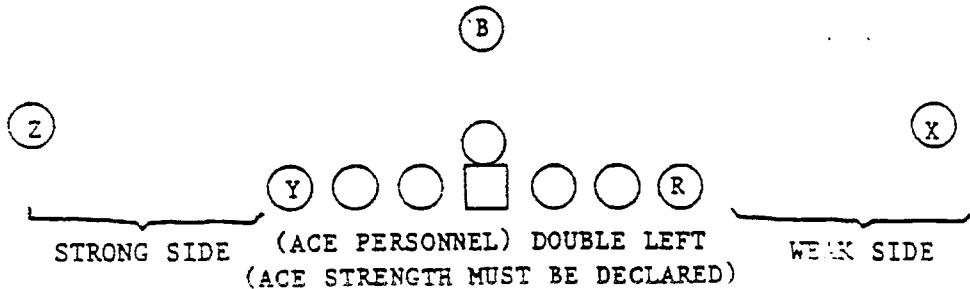
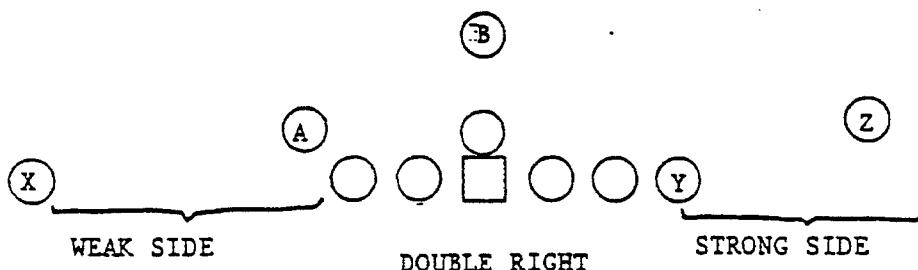
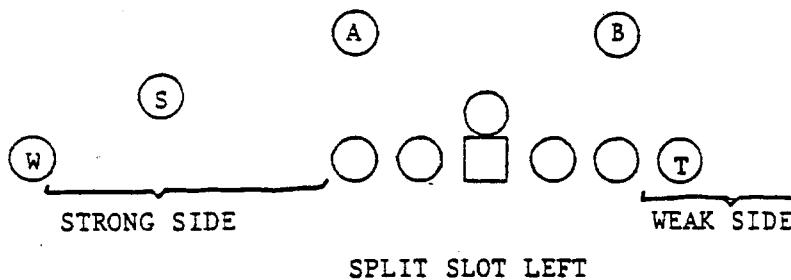
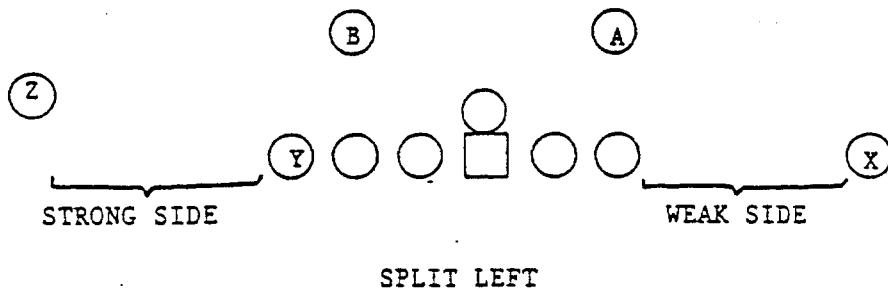
### "Scrape" Call - Read force weakside.

Backer "Will" is the force unless the offensive line fan blocks with action that way. Against the fan block it becomes "Easy" force.  
C.P. "Scrape" call can be used with slam or cloud force as well.



STRENGTH

- A. STRENGTH IS DEFINED AS THE TWO RECEIVER SIDE FOR COVERAGES PURPOSES, WHETHER IT IS A REGULAR FORMATION OR A SLOT FORMATION.
  - B. THE DEFENSIVE FRONT STRENGTH IS ALWAYS DETERMINED BY TE LOCATION.
  - C. THE BACKFIELD SET IS DESCRIBED SEPARATELY AND DOES NOT CHANGE STRENGTH.
- 



THE FOLLOWING IS A LIST OF NAMES USED TO DENOTE THE PERSONNEL IN THE GAME:

REGULAR - 1 TE, 2WR, 2RB

ACE - 2 TE, 2 WR, 1 RB

DEUCE - 2 TE, 2 RB, 1 WR

3R - 3 WR, 2 RB

TREY - 3 WR, 1 TE, 1 RB

QUARTER - 4 WR, 1 RB

POWER - 3 TE, 2 RB (S.Y. & G.L. SITUATIONS USUALLY)

3Y - 3 TE, 1 RB, 1 WR

3B - 3 RB, 1 TE, 1 WR

THE DEFENSIVE SIGNAL CALLERS, THE SAFETIES AND LINEBACKERS WILL YELL OUT THE PERSONNEL AS THEY ENTER THE GAME. (CORNERS ARE RESPONSIBLE FOR KNOWING WR IN GAME).

THE FOLLOWING IS A LIST OF NAMES USED TO DENOTE FORMATIONS:

SPLIT- BACKS SPLIT

NEAR - "A" BACK OFFSET TO TE

FAR - "A" BACK OFFSET AWAY FROM TE

STRONG - "B" BACK OFFSET TO TE "A" DEEP

WEAK- "B" BACK OFFSET AWAY FROM TE "A" DEEP

I - BACKS IN I FORMATION (I SLOT)

DOUBLE

DOUBLE SLOT

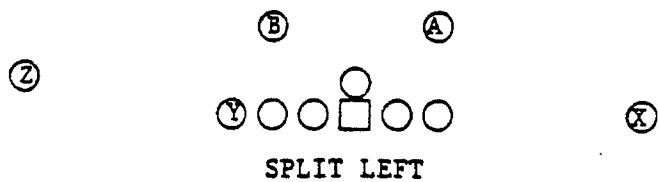
TRIPLE

TRIPLE SLOT

SPREAD - NO BACKS IN THE BACKFIELD

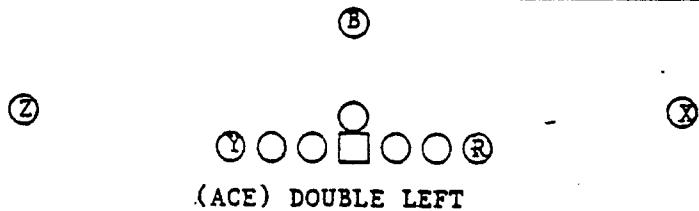
**PERSONNEL CATEGORIES**

**Personnel - Normal**



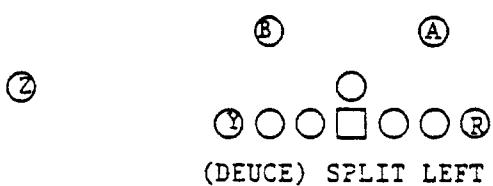
- 2 - Backs
- 1 - Tight End
- 2 - Wide Receivers

**Personnel - ACE**



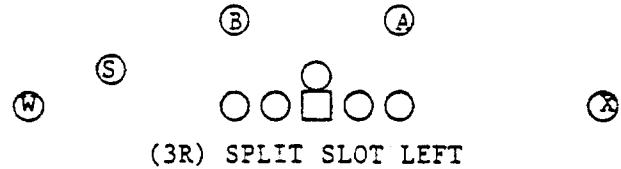
- 1 - Back
- 2 - Tight Ends
- 2 - Wide Receivers

**Personnel - DEUCE**



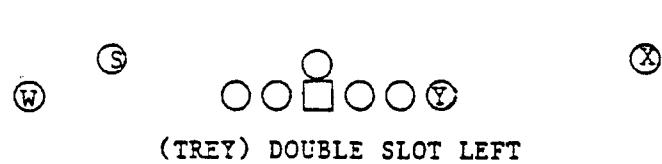
- 2 - Backs
- 2 - Tight Ends
- 1 - Wide Receivers

**Personnel - 3R**



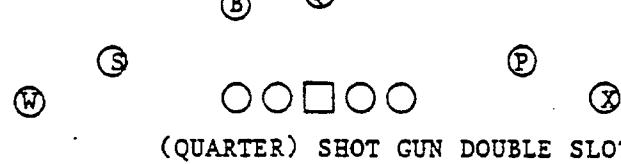
- 2 - Backs
- 3 - Wide Receivers

**Personnel - TREY**



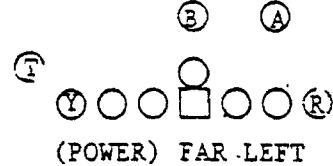
- 1 - Back
- 1 - Tight End
- 3 - Wide Receivers

**Personnel - QUARTER(4R)**



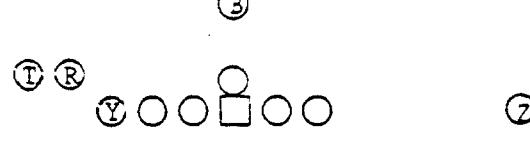
- 1 - Back
- 4 - Wide Receivers

**Personnel - POWER**



- 2 - Backs
- 3 - Tight Ends

**Personnel - 3Y**



- 1 - Back
- 3 - Tight Ends
- 1 - Wide Receiver

**RECEIVER ALIGNMENT**

WR  
Z

B -

A

"X" - ALIGNMENTS

TE  
Y

WR  
TITE

WR  
FLEX

WR  
NORMAL

X

(1-2 YDS.) (3-5 YDS.)

"Z" - ALIGNMENTS

NORMAL

FLOAT

CLOSE

Z

Z

(3-5  
YDS)

Z

B

A

Y

~

~

~

X

"Y" - ALIGNMENTS

EXCHANGE

POC

NORMAL

"SLOT" - ALIGNMENTS

WR  
NORMAL

WR  
CLOSE

WR  
W

4 YDS.  
OR  
MORE

A

B

Y OPEN

TE  
Y

"SLIP"

A

B

W

NORMAL

CLOSE

S

A

~

~

~

Y

"BACK" - ALIGNMENTS  
(TE SIDE)

WIDER

WIDE

WING

B

B

B

Y

A/B

A/B

OFF

(OPEN SIDE)  
OUT

OUTSIDE

A

A

A

X

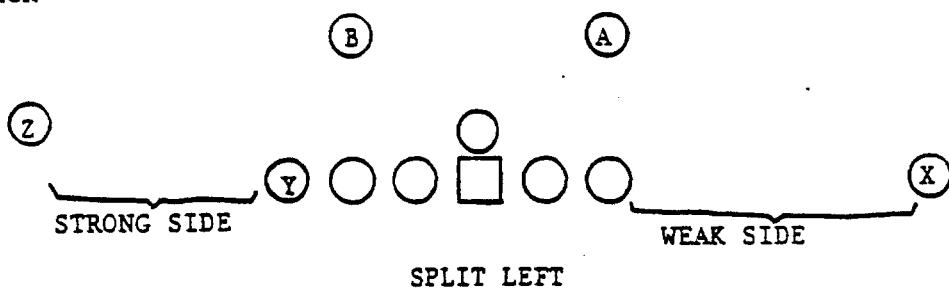
COULD BE "R"

# FORMATIONS

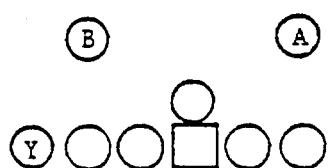
## REGULAR PERSONNEL

A - HALFBACK  
B - FULLBACK

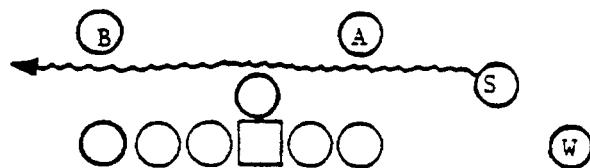
\*SWITCH - BACKS IN OPPOSITE POSITIONS



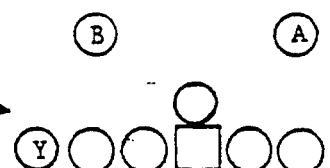
SPLIT LEFT



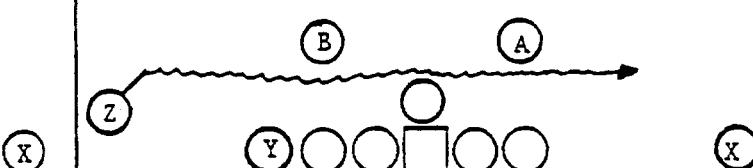
SPLIT SLOT RIGHT



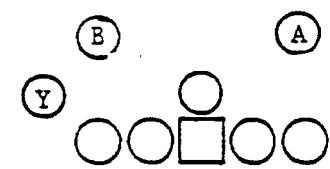
SPLIT SLOT RIGHT SAC



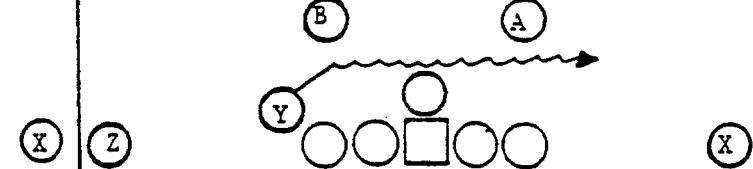
SPLIT LEFT ZIN



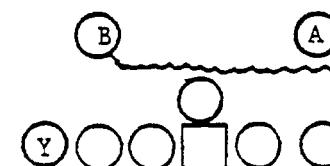
SPLIT LEFT ZAC



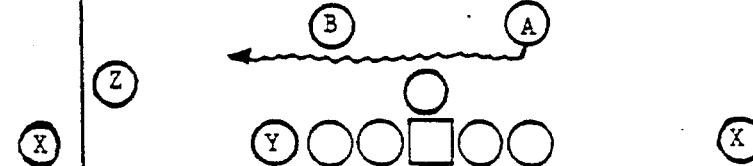
SPLIT LEFT Y OFF



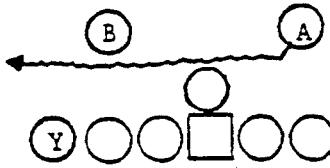
SPLIT LEFT Y OFF YAC



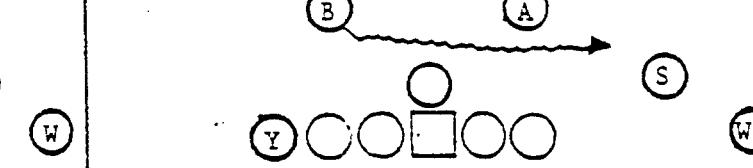
SPLIT LEFT B DIVIDE



SPLIT LEFT A FLY



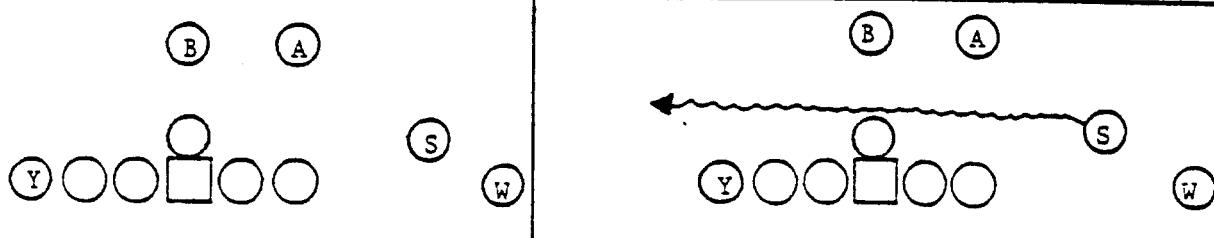
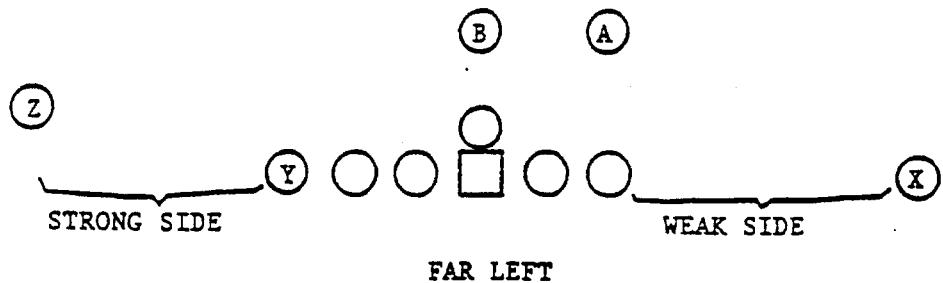
SPLIT SLOT RIGHT A DIVIDE



SPLIT SLOT RIGHT B FLY

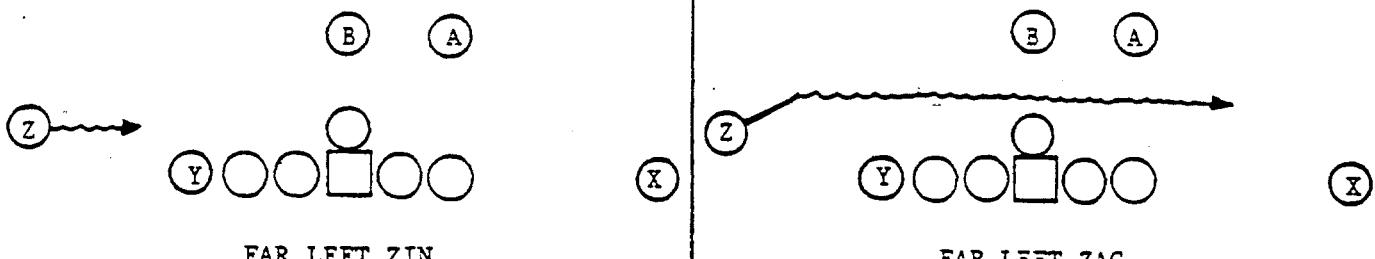
## **FORMATIONS**

**REGULAR PERSONNEL.**



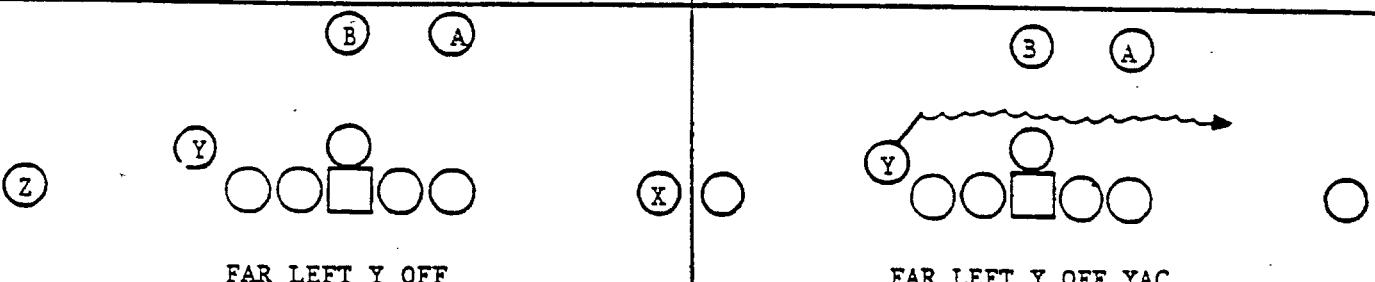
FAR SLOT RIGHT

FAR SLOT RIGHT SAC



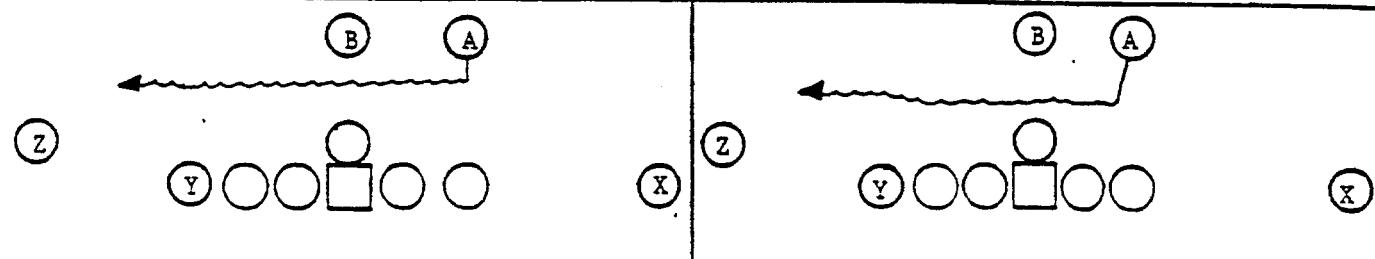
FAR LEFT ZIN

FAR LEFT ZAC



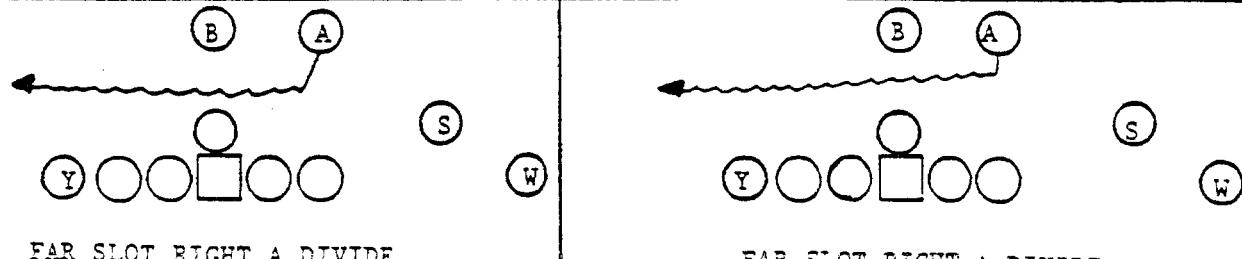
**FAR LEFT Y OFF**

FAR LEFT Y OFF YAC



**FAR LEFT A FLY**

FAR LEFT A FLY

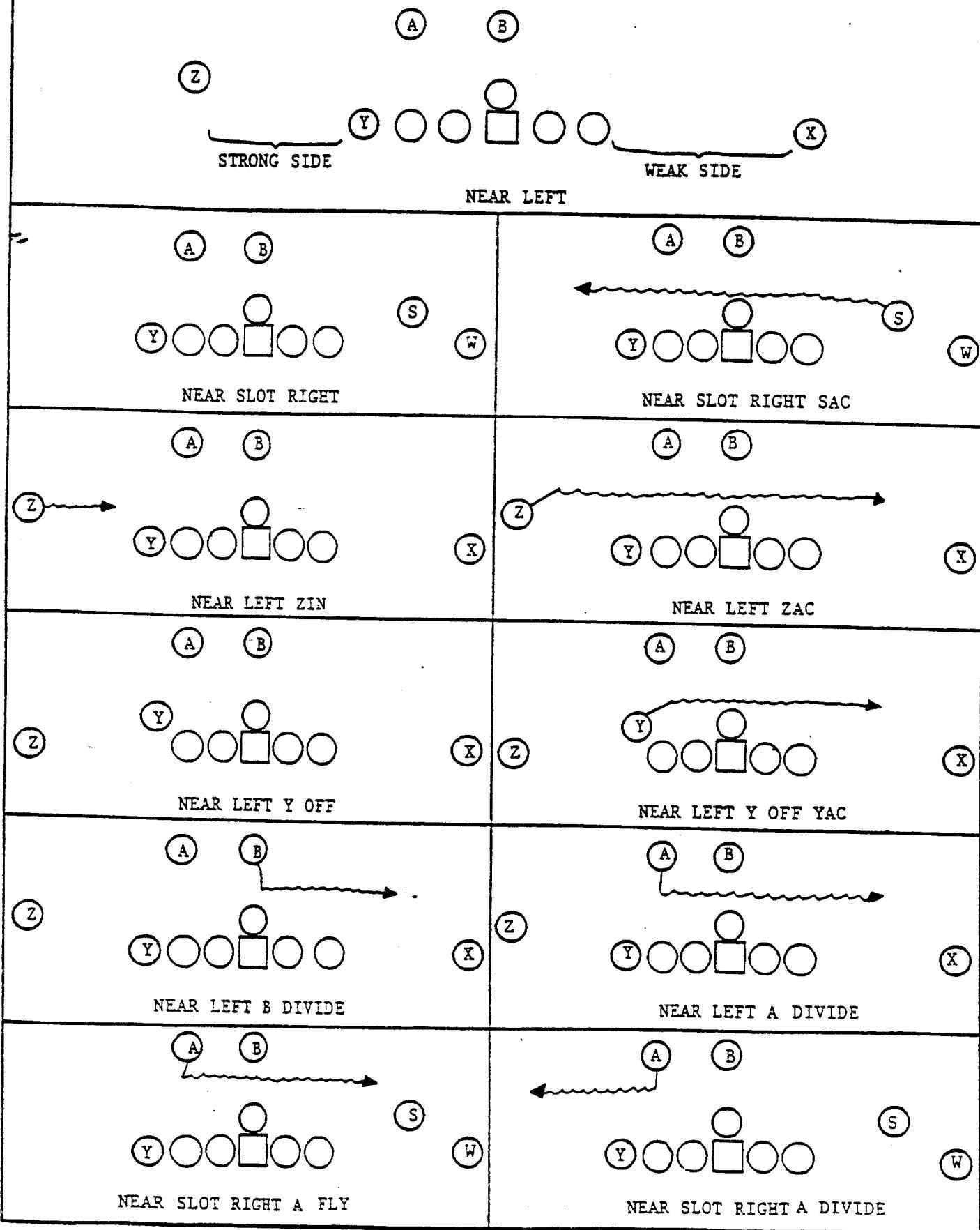


**FAR SLOT EIGHT A DIVIDE**

FAR SLOT RIGHT A DIVIDE

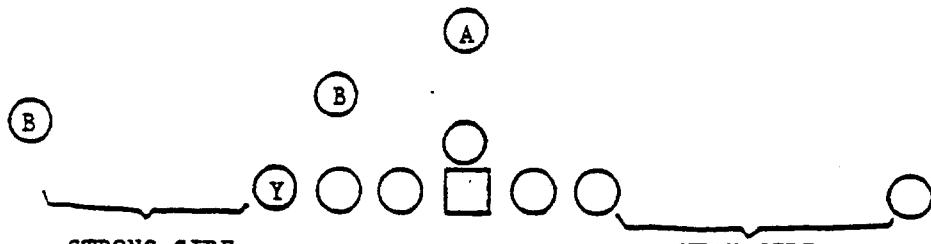
## FORMATIONS

REGULAR PERSONNEL

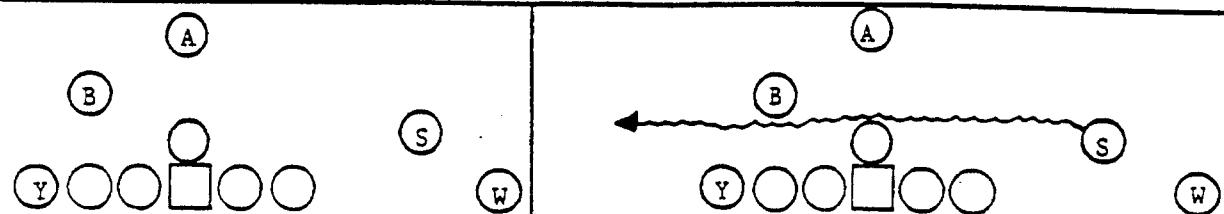


## FORMATIONS

REGULAR PERSONNEL

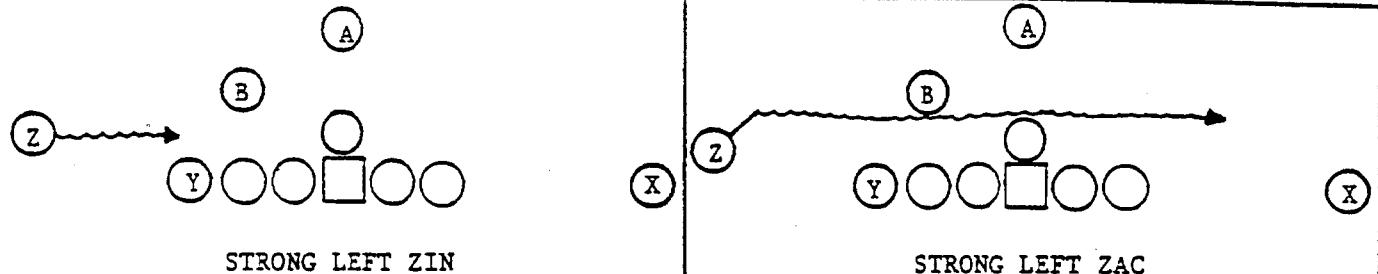


STRONG LEFT



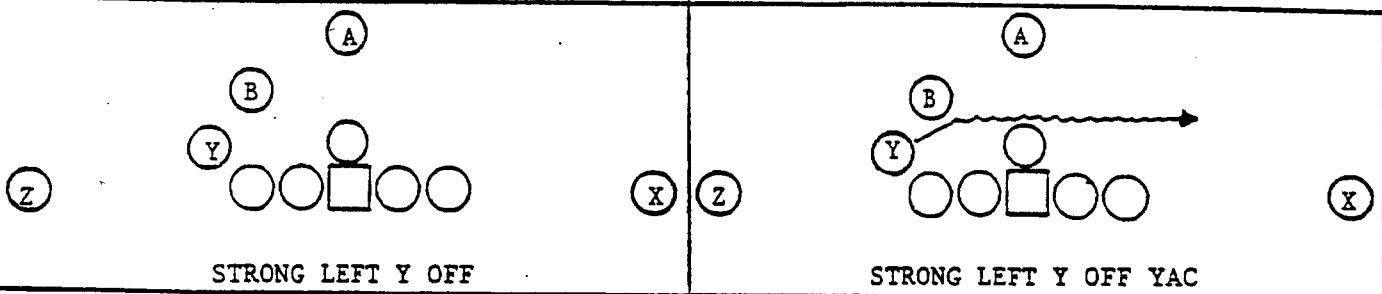
STRONG SLOT RIGHT

STRONG SLOT RIGHT SAC



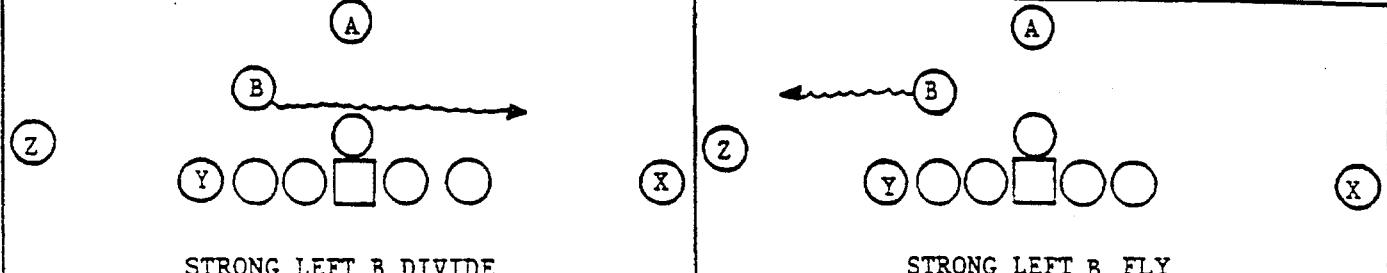
STRONG LEFT ZIN

STRONG LEFT ZAC



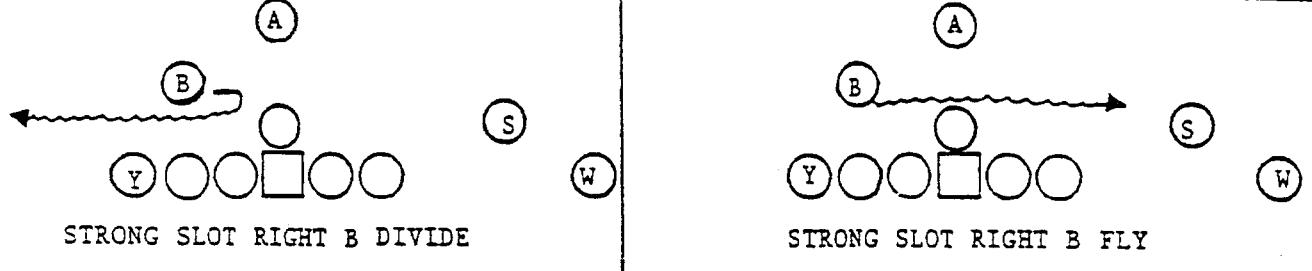
STRONG LEFT Y OFF

STRONG LEFT Y OFF YAC



STRONG LEFT B DIVIDE

STRONG LEFT B FLY

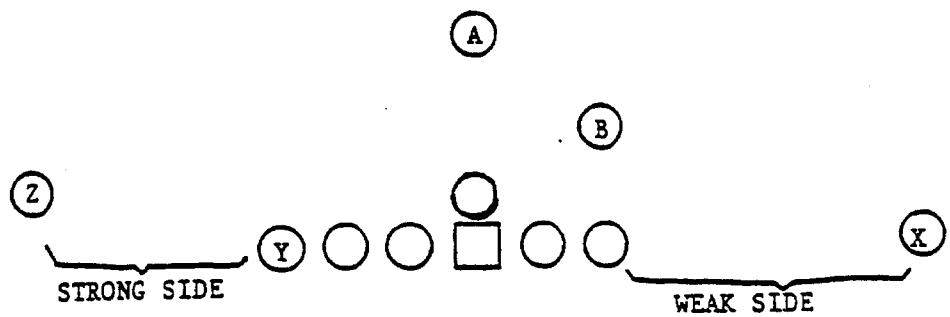


STRONG SLOT RIGHT B DIVIDE

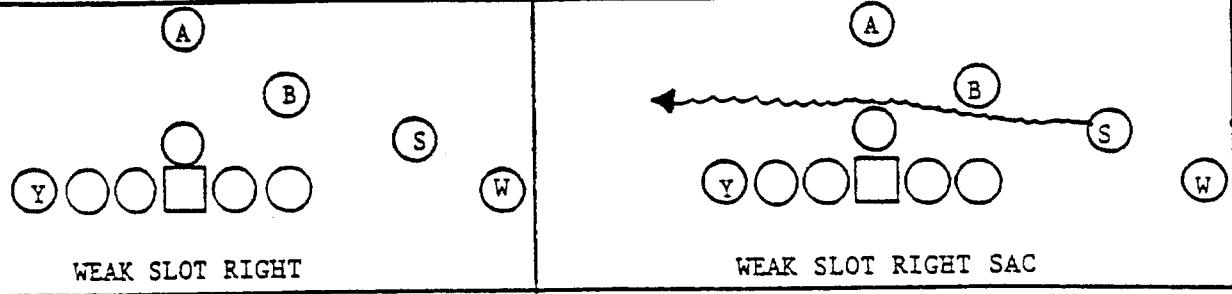
STRONG SLOT RIGHT B FLY

## FORMATIONS

REGULAR PERSONNEL

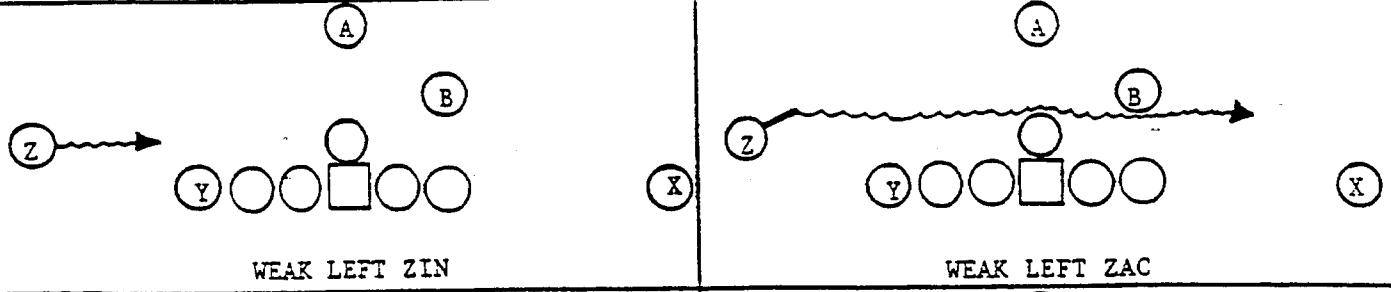


WEAK LEFT



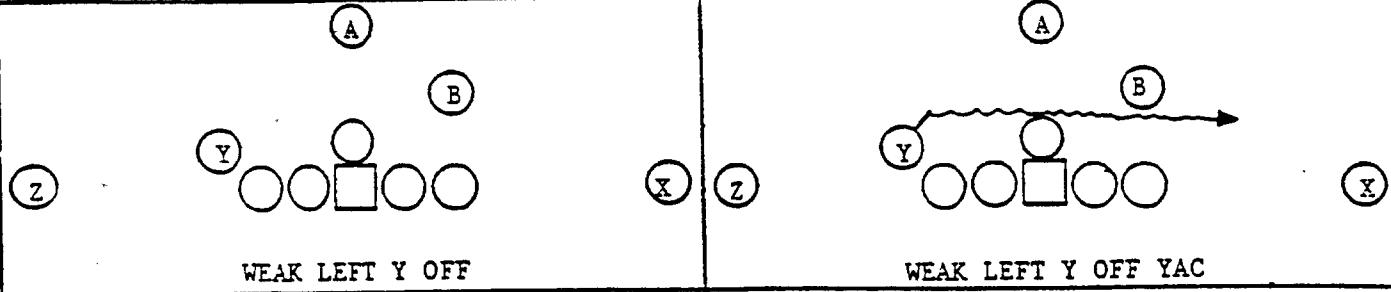
WEAK SLOT RIGHT

WEAK SLOT RIGHT SAC



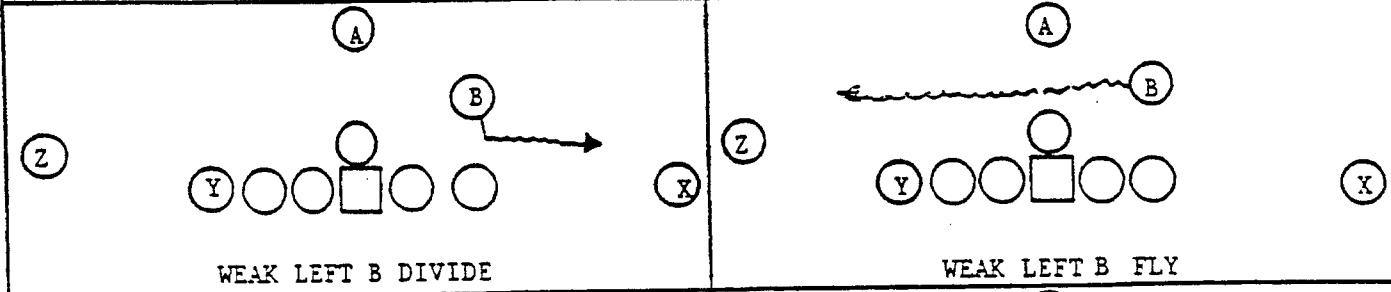
WEAK LEFT ZIN

WEAK LEFT ZAC



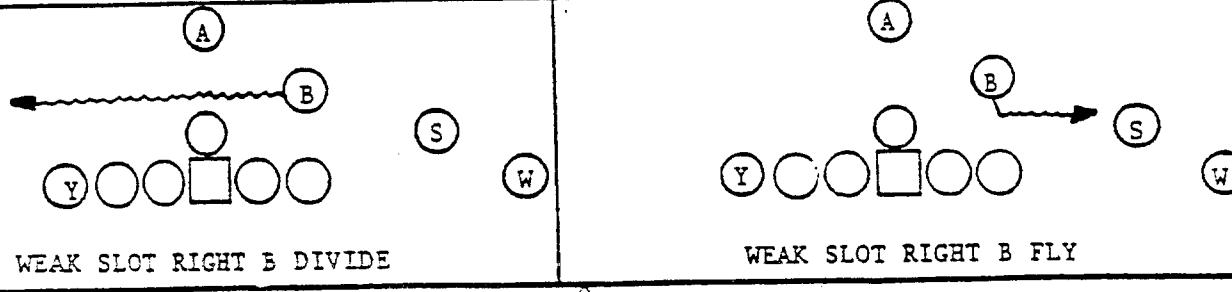
WEAK LEFT Y OFF

WEAK LEFT Y OFF YAC



WEAK LEFT B DIVIDE

WEAK LEFT B FLY

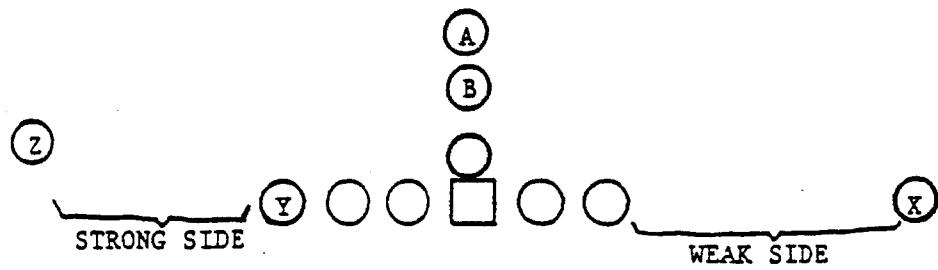


WEAK SLOT RIGHT B DIVIDE

WEAK SLOT RIGHT B FLY

## FORMATIONS

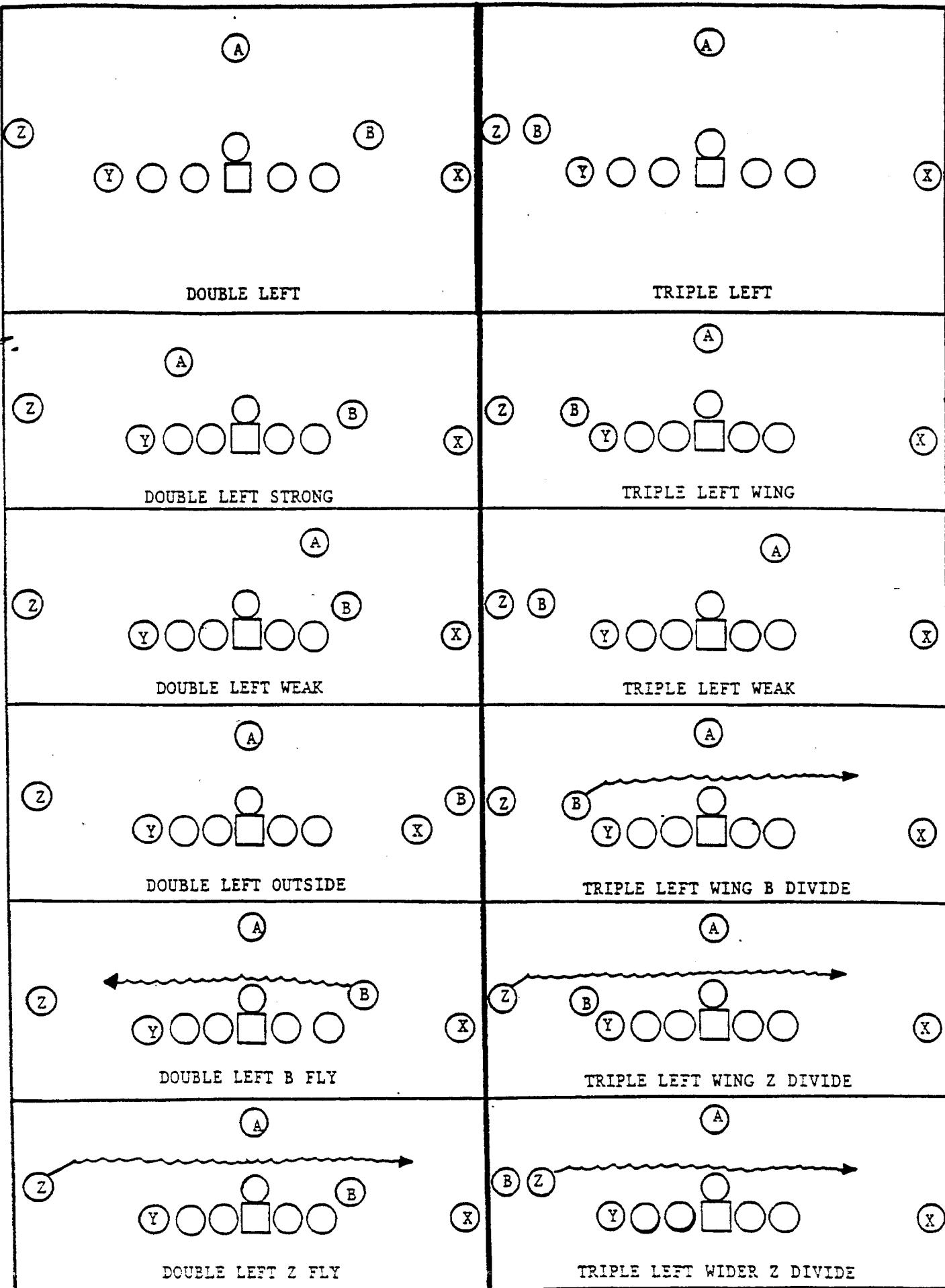
REGULAR PERSONNEL



I LEFT

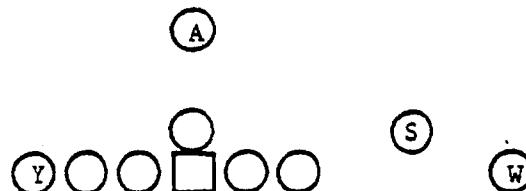
|                              |                           |
|------------------------------|---------------------------|
| <p>I SLOT RIGHT</p>          | <p>I SLOT RIGHT SAC</p>   |
| <p>I LEFT ZIN</p>            | <p>I LEFT ZAC</p>         |
| <p>I LEFT Y OFF</p>          | <p>I LEFT Y OFF YAC</p>   |
| <p>I LEFT B DIVIDE</p>       | <p>I LEFT A FLY</p>       |
| <p>I SLOT RIGHT A DIVIDE</p> | <p>I SLOT RIGHT B FLY</p> |

1 BACK SETS (REGULAR PERSONNEL)

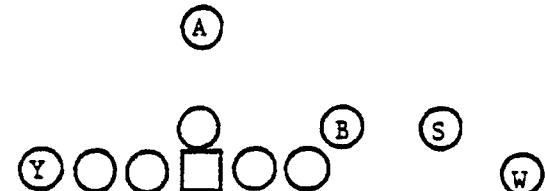


**1 BACK SLOTS (REGULAR PERSONNEL)**

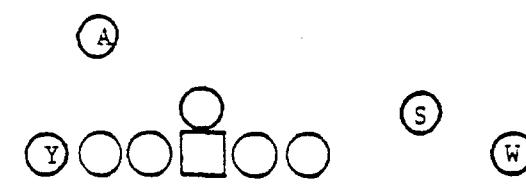
\*BOTH WIDE RECEIVERS ON THE SAME SIDE



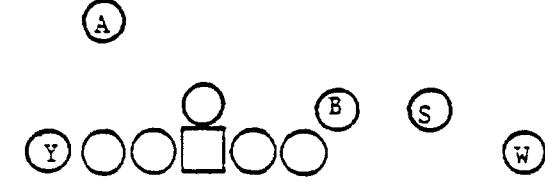
**DOUBLE SLOT RIGHT**



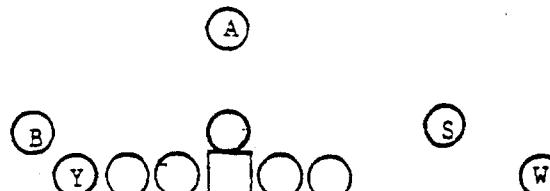
**TRIPLE SLOT RIGHT**



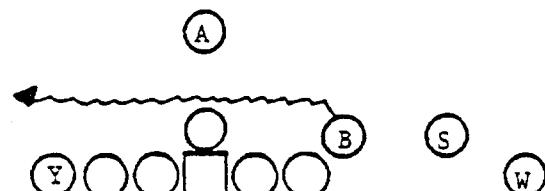
DOUBLE SLOT RIGHT WEAK



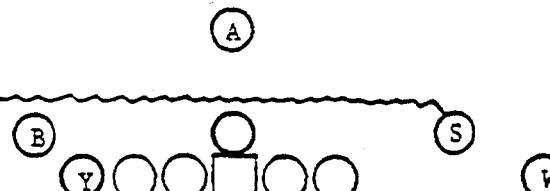
TRIPLE SLOT RIGHT WEAK



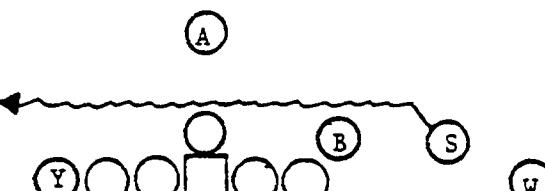
**DOUBLE SLOT RIGHT WING**



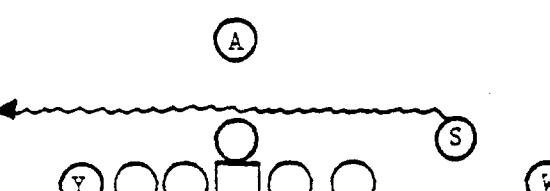
**TRIPLE SLOT RIGHT B DIVIDE**



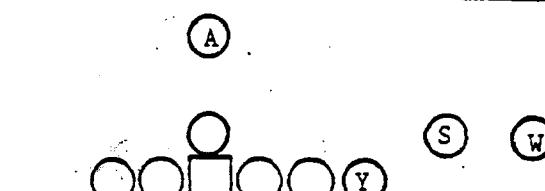
DOUBLE SLOT RIGHT WING S FLY



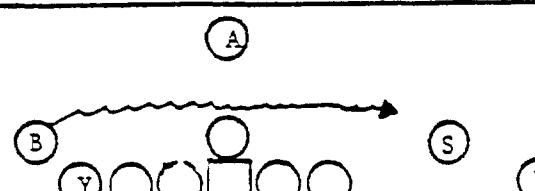
**TRIPLE SLOT RIGHT S DIVIDE**



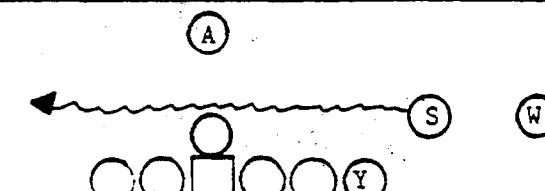
**DOUBLE SLOT RIGID S FLY**



DOI BHIN BICHT



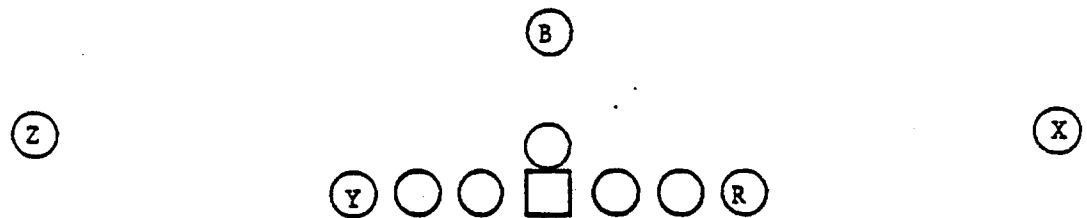
DOUBLE SLOT BIGET WING B FLY



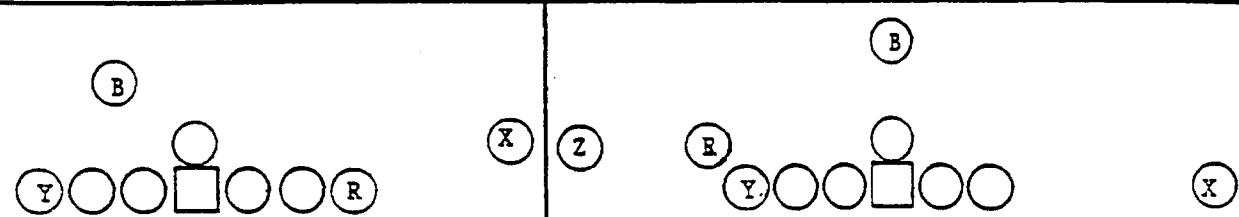
DOLPHIN RIGHT S DIVIDE

**FORMATIONS**

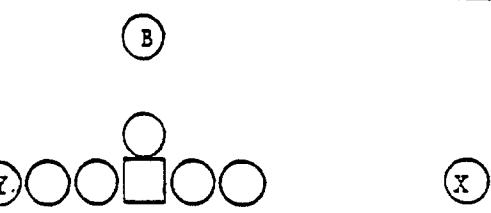
**ACE PERSONNEL:** Two Wide Receivers - Z, X; two TE's Y, R; one running back B.  
**DOUBLE SET:** Z and X aligned on opposite sides in wide position off the LOS. Y and R aligned on opposite sides in tight position; B in backfield.



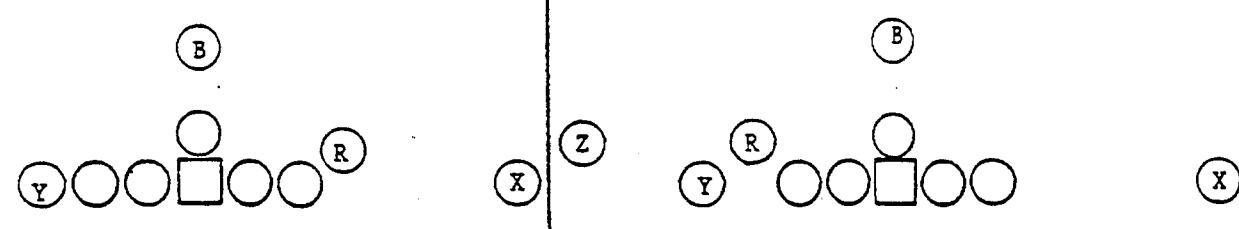
**ACE DOUBLE LEFT**



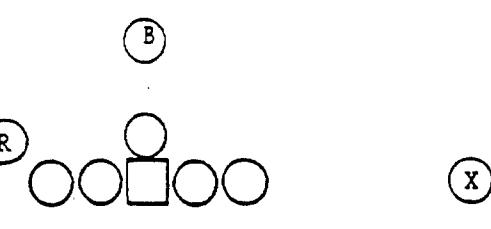
**ACE DOUBLE LEFT STRONG**



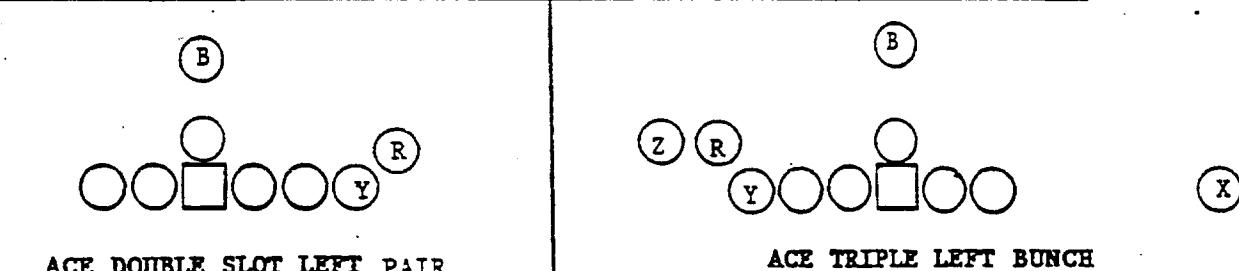
**ACE TRIPLE LEFT PAIR**



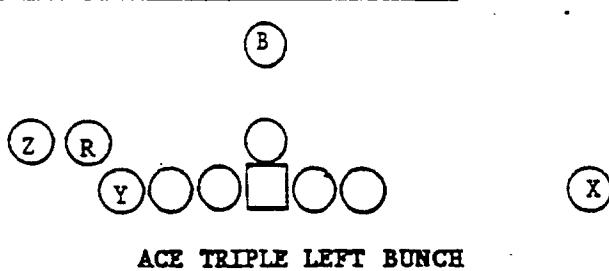
**ACE DOUBLE LEFT "R" OFF**



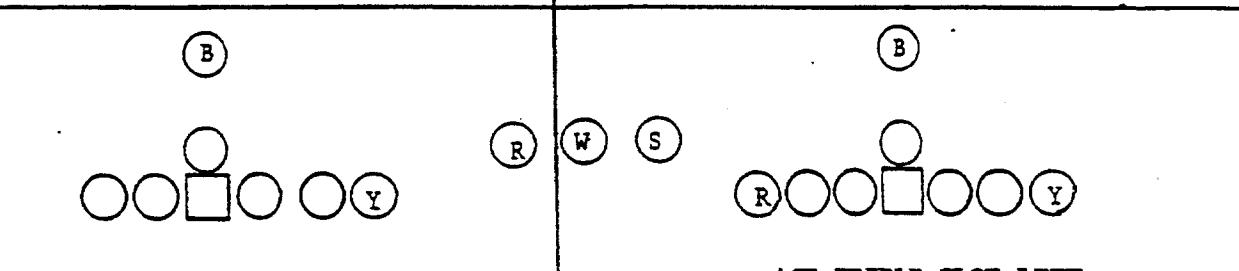
**ACE TRIPLE LEFT "Y" EXCHANGE**



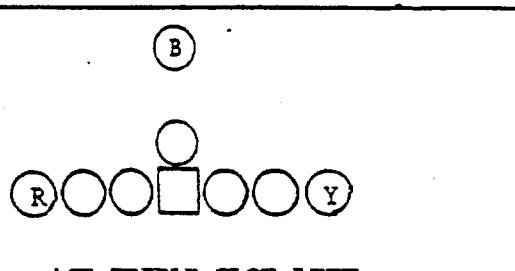
**ACE DOUBLE SLOT LEFT PAIR**



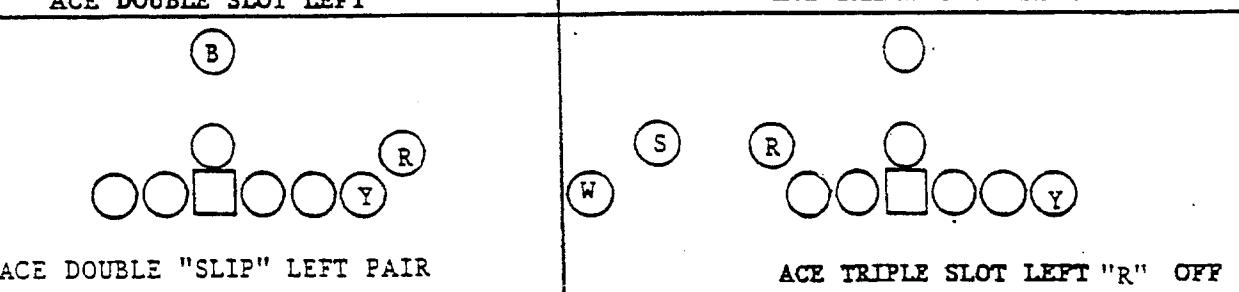
**ACE TRIPLE LEFT BUNCH**



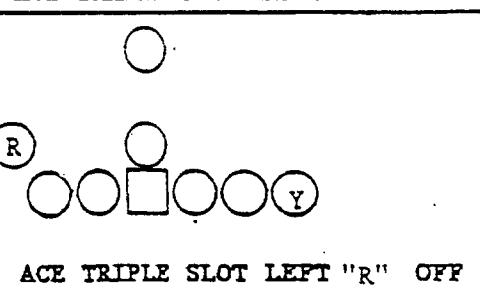
**ACE DOUBLE SLOT LEFT**



**ACE TRIPLE SLOT LEFT**



**ACE DOUBLE "SLIP" LEFT PAIR**

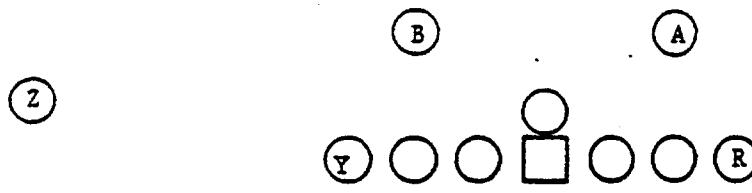


**ACE TRIPLE SLOT LEFT "R" OFF**

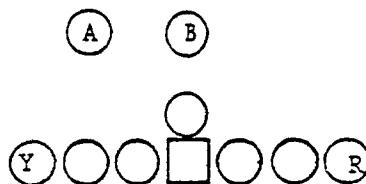
**FORMATIONS**

**DEUCE PERSONNEL:** One Wide Receiver Z; two TE's, Y, T; two Backs B and A.

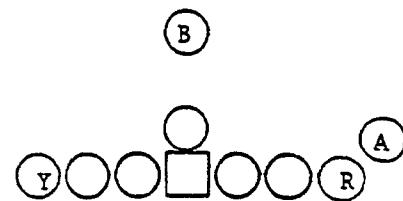
**NORMAL SET:** Z aligned on strong side; Y aligned in tight position on strong side; T aligned in tight position on weak side; both Backs, A and B, aligned in the backfield.



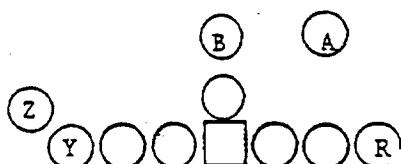
DEUCE SPLIT LEFT



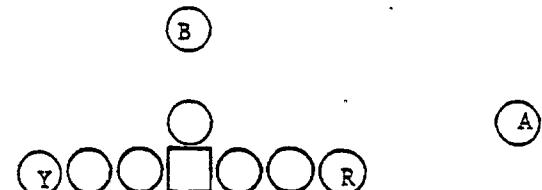
DEUCE NEAR LEFT



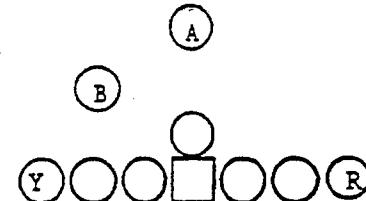
DEUCE DOUBLE LEFT WING



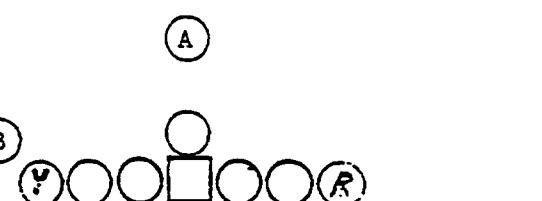
DEUCE FAR LEFT CLOSE



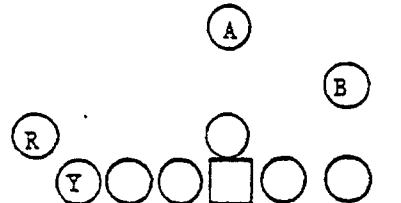
DEUCE DOUBLE LEFT



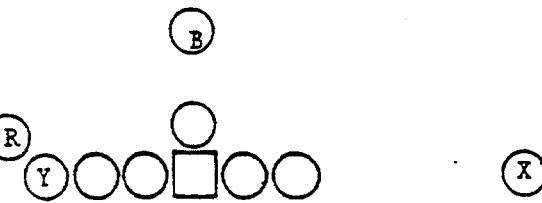
DEUCE STRONG LEFT



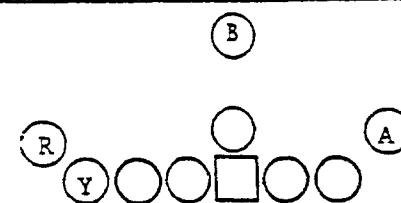
DEUCE TRIPLE LEFT WING



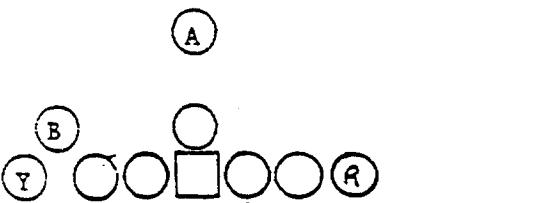
DEUCE WEAK LEFT PAIR



DEUCE TRIPLE LEFT PAIR "A" WIDE



DEUCE DOUBLE LEFT PAIR OFF

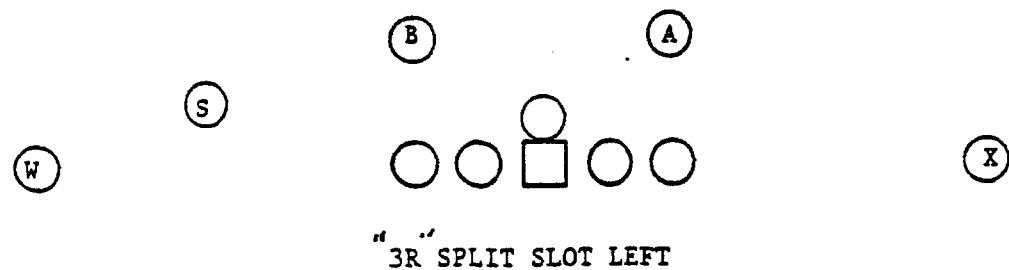


DEUCE TRIPLE LEFT POC

**FORMATIONS**

**3R PERSONNEL:** Three Wide Receivers, S, W, X; two backs B and A.

**NORMAL SET:** Two Wide Receivers, S and W aligned on the strong side and X aligned on the weak side; both backs aligned in the backfield.

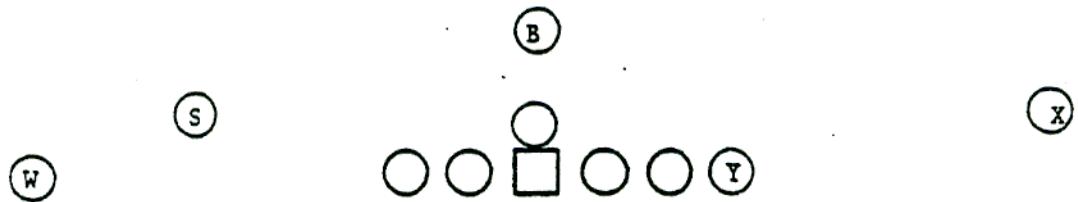


|                                     |                                   |
|-------------------------------------|-----------------------------------|
| <br>3R SPLIT SLOT LEFT              | <br>3R TRIPLE SLOT LEFT           |
| <br>3R STRONG "SLIP" LEFT           | <br>3R TRIPLE "SLIP" LEFT         |
| <br>3R DOUBLE SLOT LEFT             | <br>3R TRIPLE SLOT LEFT "A" WIDE  |
| <br>3R DOUBLE SLOT LEFT "A" OUTSIDE | <br>3R TRIPLE SLOT LEFT "A" WIDER |
| <br>3R DOUBLE SLOT LEFT CLOSE       | <br>3R TRIPLE SLOT LEFT "A" OUT   |

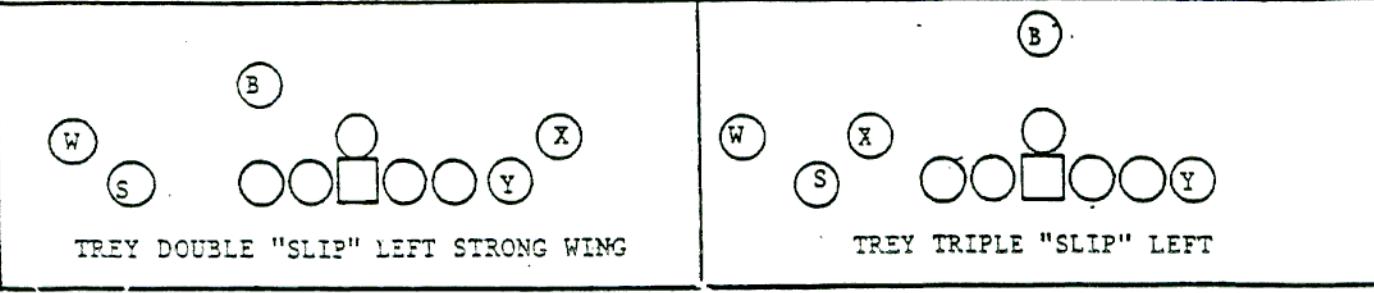
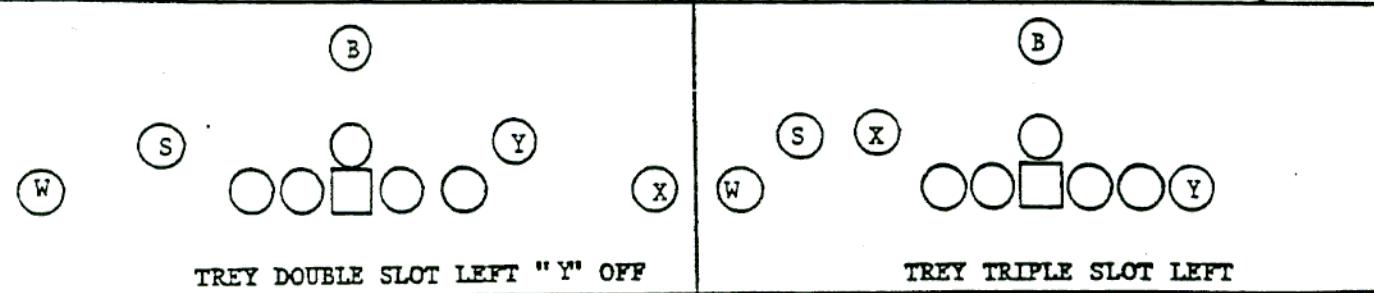
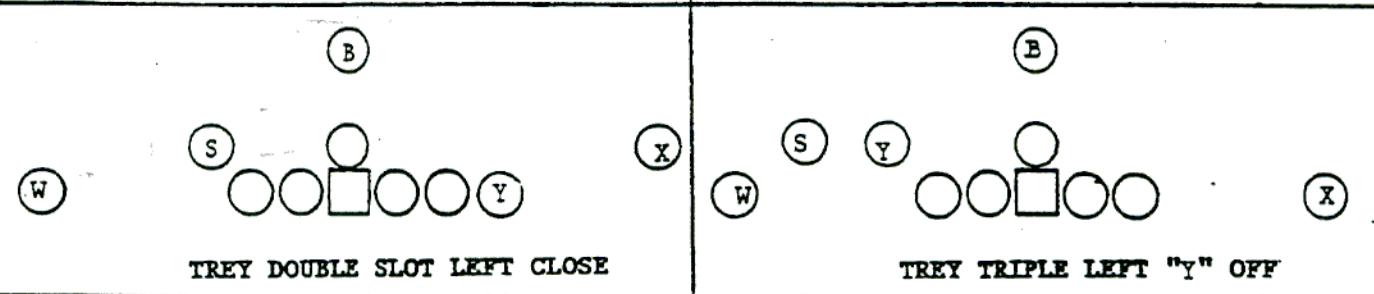
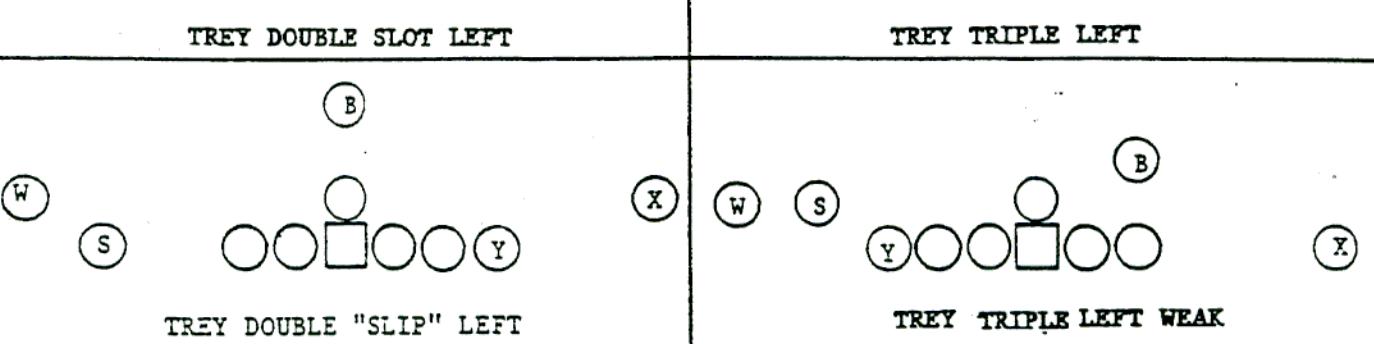
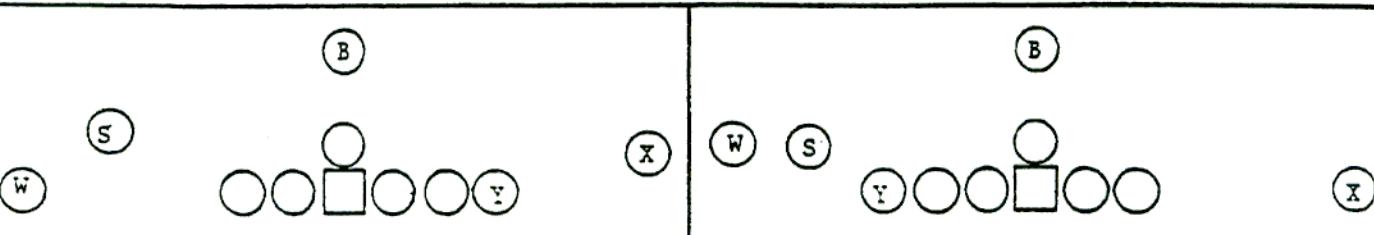
## FORMATIONS

**TREY PERSONNEL:** Three Wide Receivers, S, W, X; one TE; one Back, B.

**NORMAL SET:** S and W aligned on the strong side; the Tight End and X are aligned on the weak side; B is aligned in the backfield.



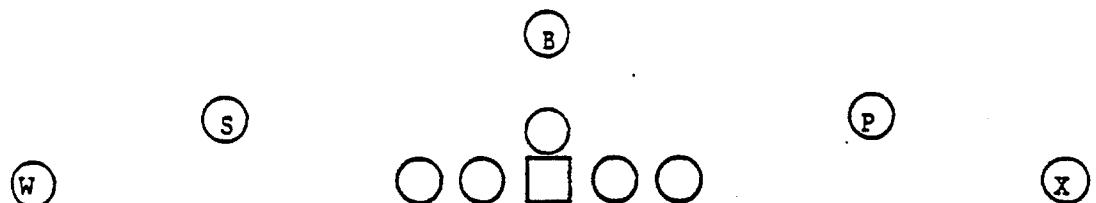
TREY DOUBLE SLOT LEFT



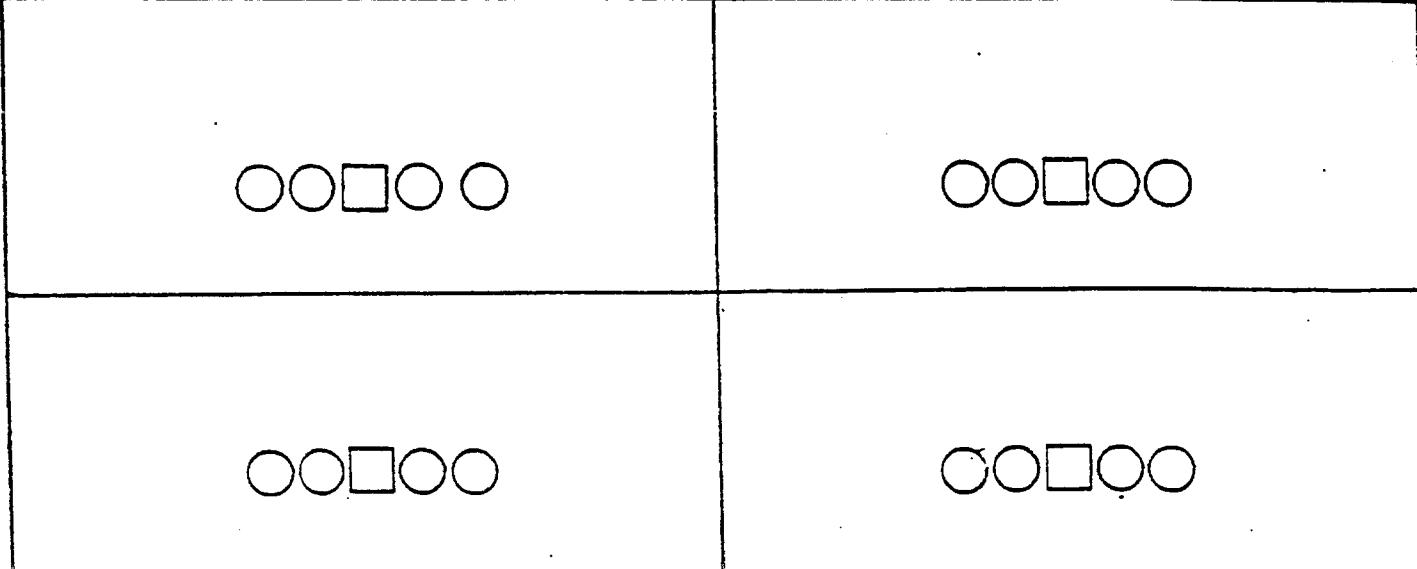
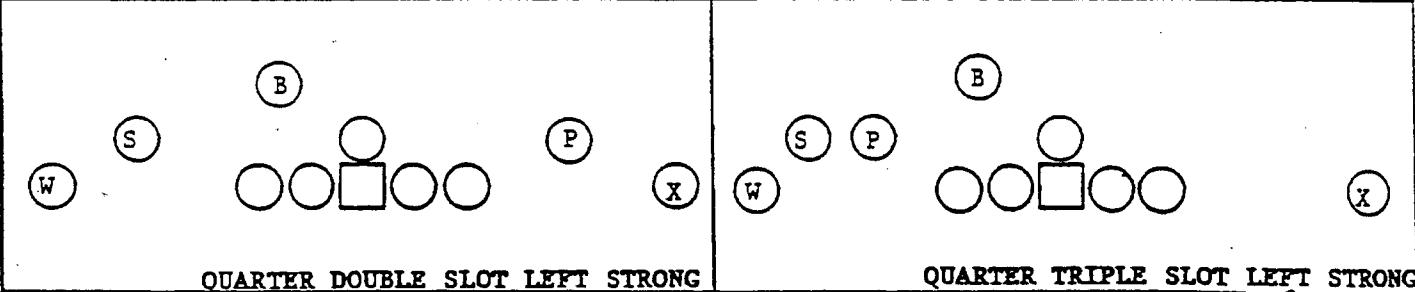
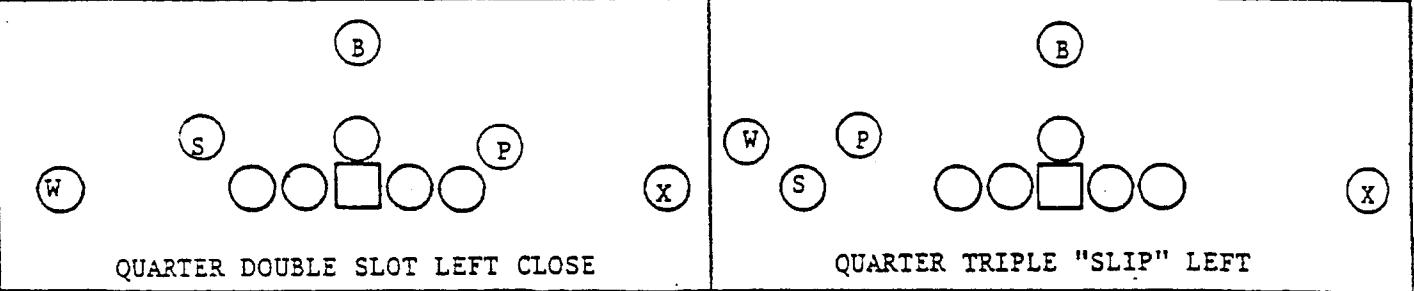
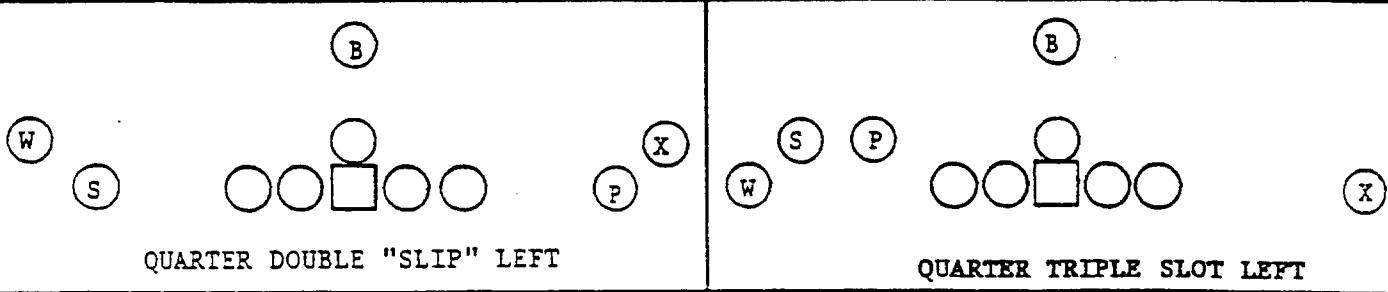
## FORMATIONS

**QUARTER PERSONNEL:** 4 Wide Receivers, S, W, P, X; one Back, B.

**NORMAL SET:** Two Wide Receivers to each side and the Back aligned in the backfield.

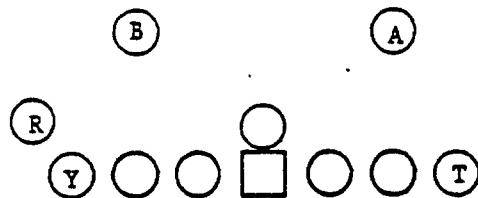


QUARTER DOUBLE SLOT LEFT

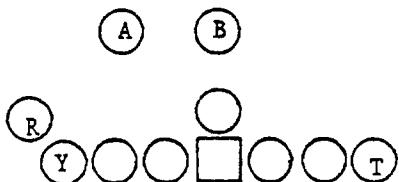


**FORMATIONS**

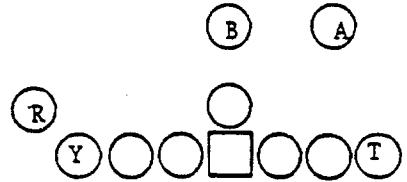
**POWER PERSONNEL:** No Wide Receivers, three Tight Ends and two Backs.



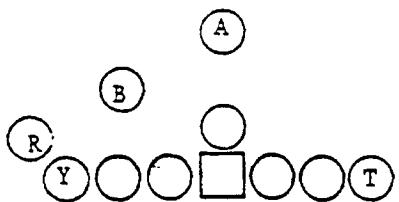
POWER SPLIT LEFT



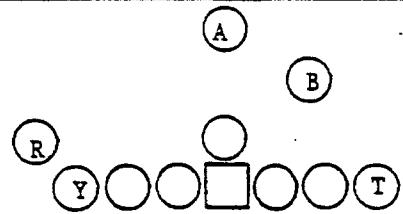
POWER NEAR LEFT



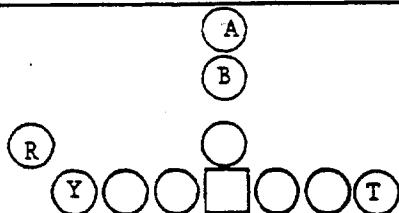
POWER FAR LEFT



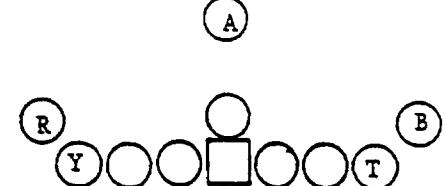
POWER STRONG LEFT



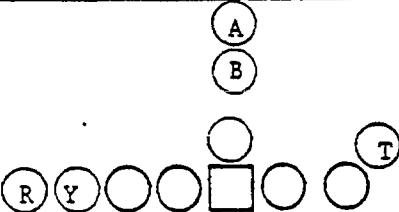
POWER WEAK LEFT



POWER I LEFT



POWER DOUBLE LEFT PAIRS

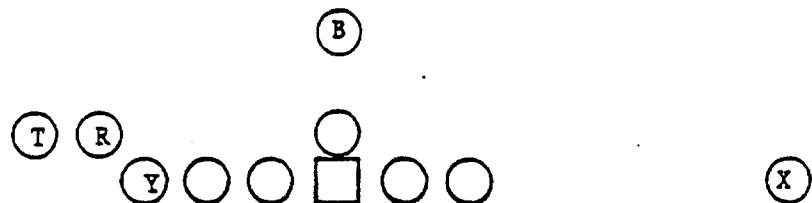


POWER I UNBALANCED LEFT

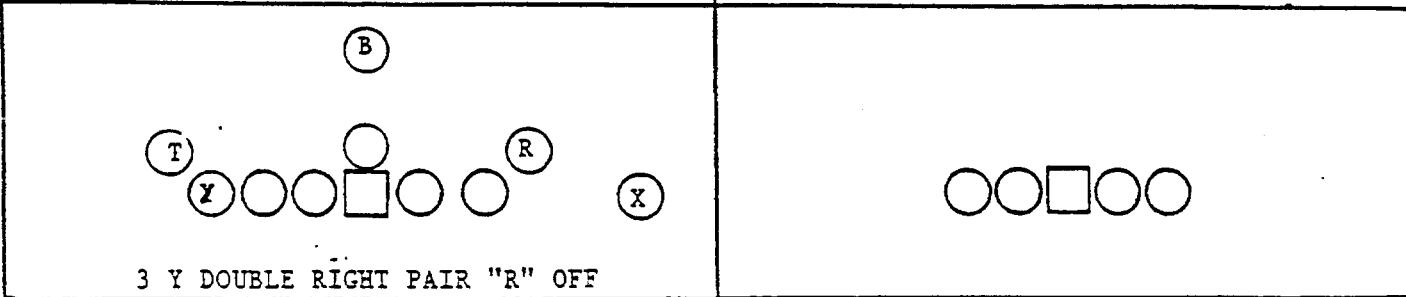
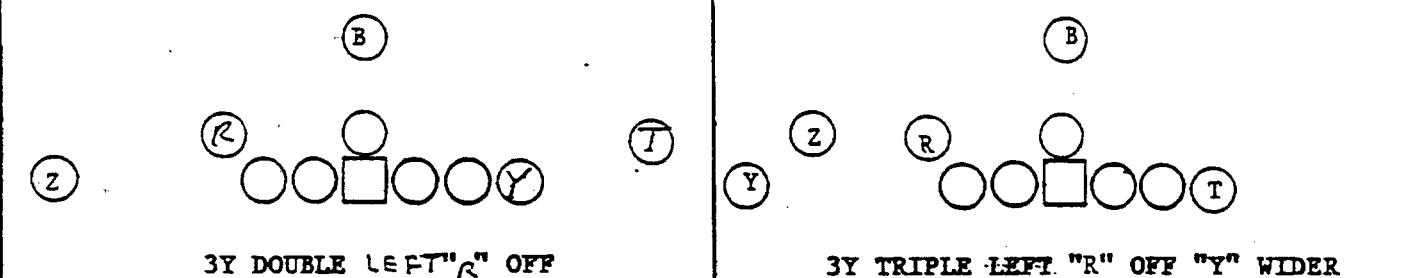
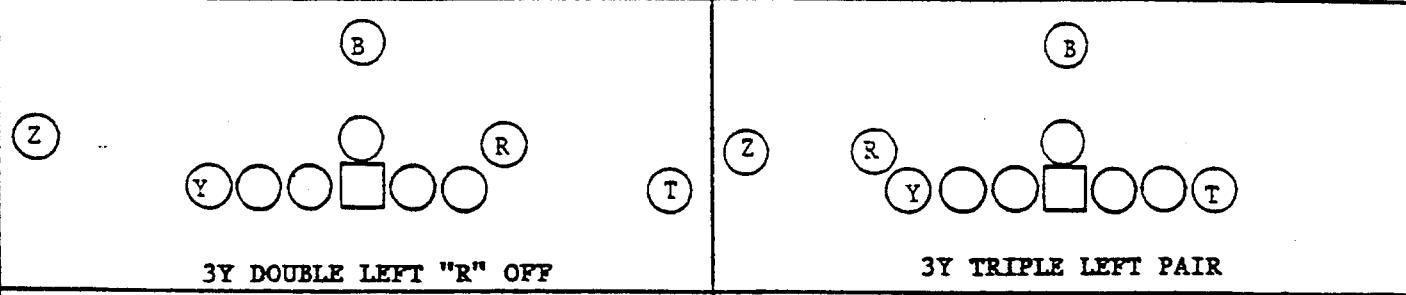
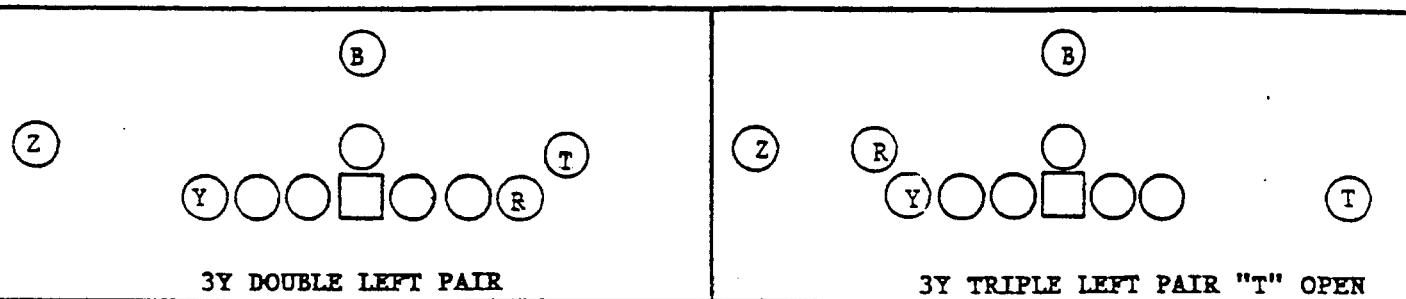


**FORMATIONS**

**3 Y PERSONNEL:** One Wide Receiver; three TE's; one Back.

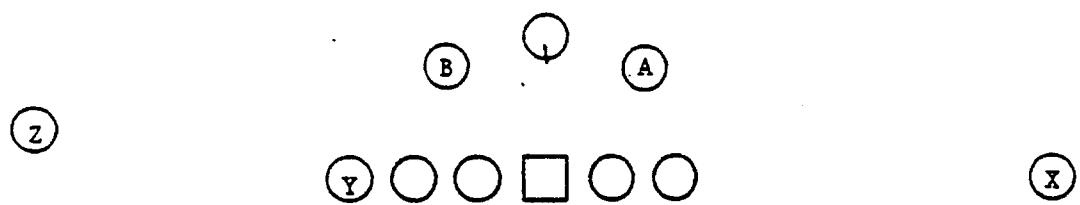


**3Y TRIPLE LEFT BUNCH**



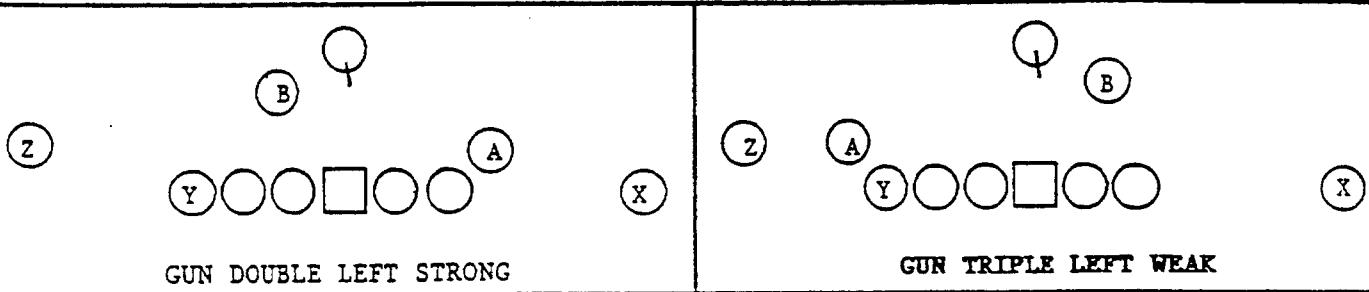
**FORMATIONS**

**SHOT GUN:** Can be used with any personnel group and formation with QB in the Shot Gun position.



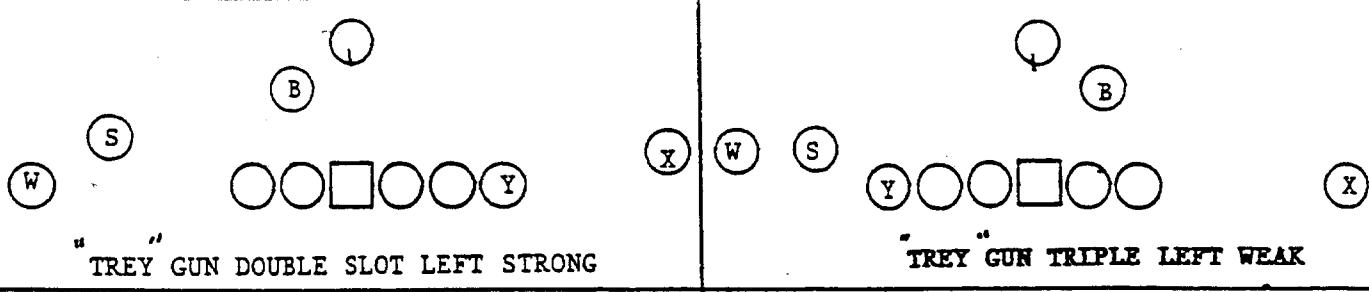
**NORMAL PERSONNEL**

**GUN SPLIT LEFT**



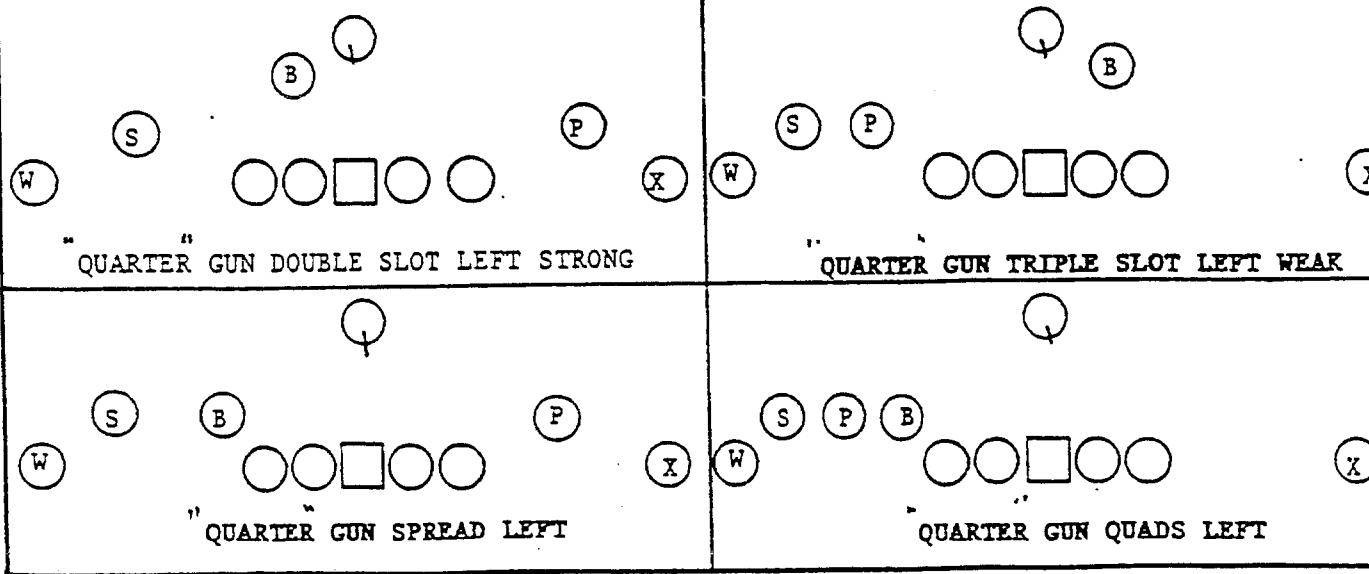
"3R" GUN SPLIT SLOT LEFT

"3R" GUN TRIPLE SLOT LEFT STRONG



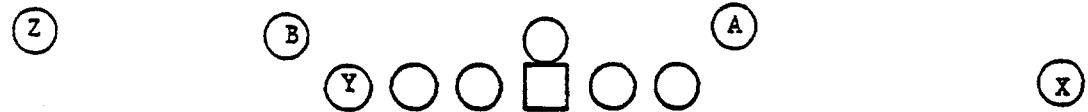
"QUARTER" GUN DOUBLE SLOT LEFT STRONG

"QUARTER" GUN TRIPLE SLOT LEFT WEAK



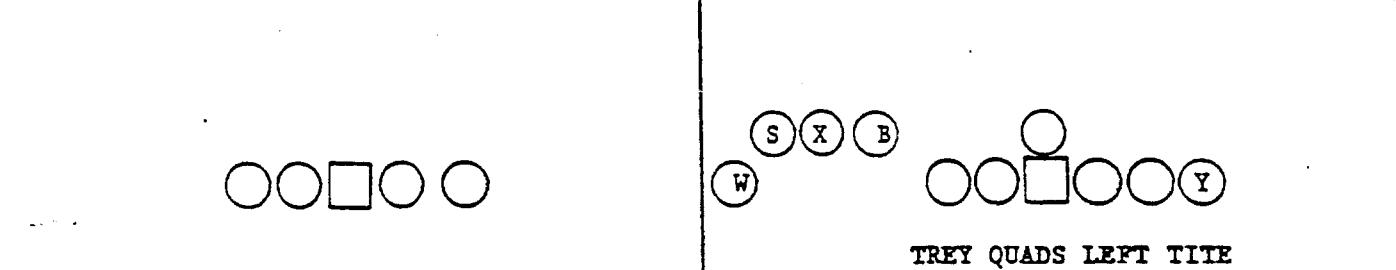
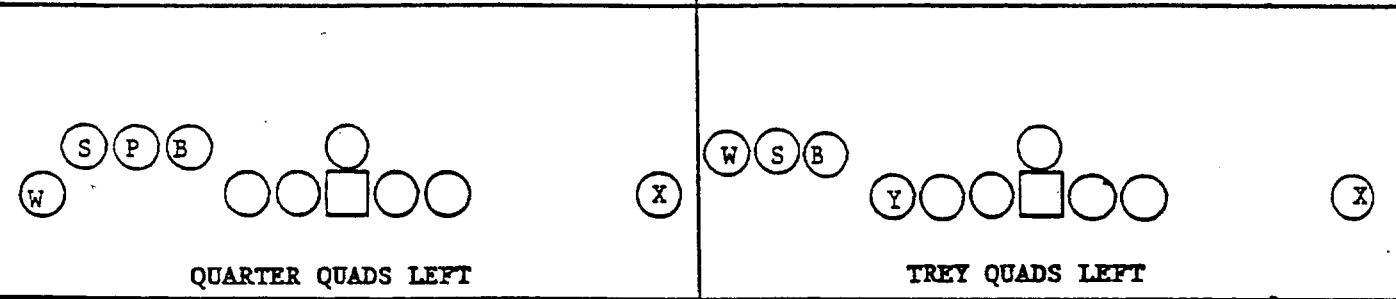
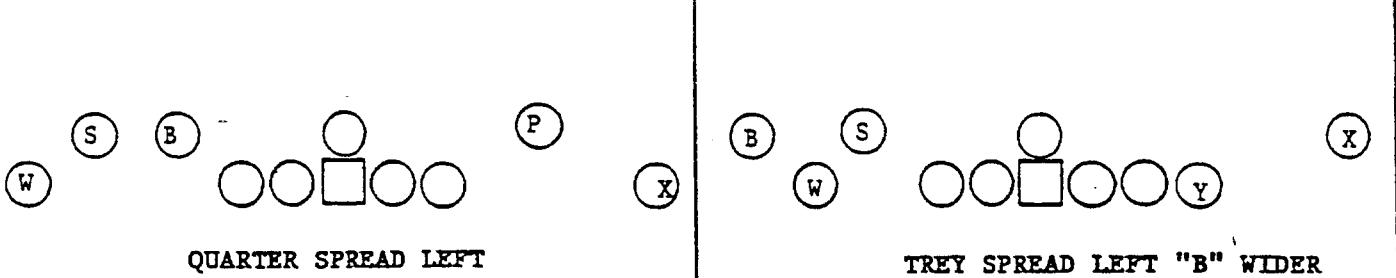
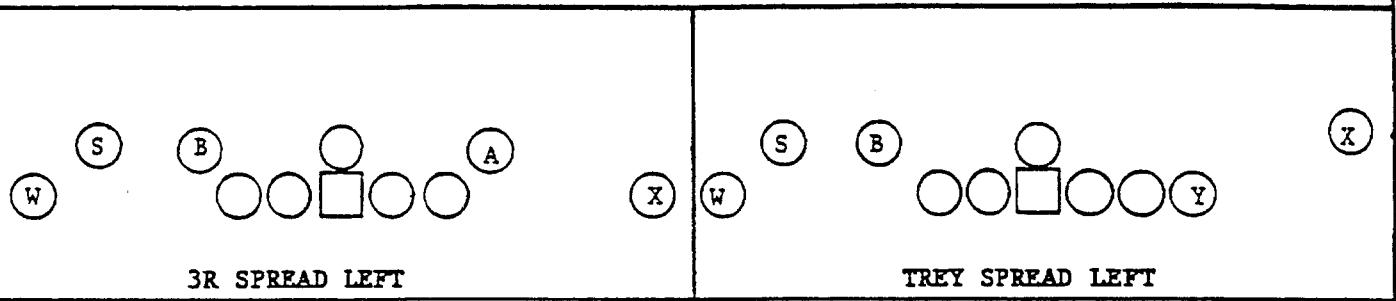
**FORMATIONS**

**SPREAD:** Can be used with any personnel group. Three Receivers strong and two Receivers weak with no Backs in the backfield.



**NORMAL PERSONNEL**

**SPREAD LEFT**



MOTIONS

A. MOTIONS BY THE FLANKER WITH TWO BACKS IN THE BACKFIELD

1. ZAC - Z MOTION ACROSS THE BALL TO A SLOT SET. THIS CHANGES STRENGTH.
2. ZIN - Z MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.
3. ZIG - Z MOTION IN TOWARD THE BALL AND BACK OUT THE SAME SIDE.
4. ZOT - Z MOTION OUT AWAY FROM THE BALL.
5. ZOOM - Z MOTION FROM IN THE BACKFIELD.

B. MOTIONS BY THE SLOT WITH TWO BACKS IN THE BACKFIELD.

1. SAC - SLOT MOTIONS ACROSS THE BALL BACK TO A REGULAR SET. THIS CHANGES STRENGTH.
2. SIN - SLOT MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.
3. SIG - SLOT MOTION IN TOWARD THE BALL AND BACK OUT THE SAME SIDE.
4. SOT - SLOT MOTION OUT AWAY FROM THE BALL.

C. MOTIONS BY THE TIGHT END WITH TWO BACKS IN THE BACKFIELD.

1. YAC - Y MOTION ACROSS THE BALL. THIS CHANGES STRENGTH.
2. YING - Y MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.
3. YANG - Y MOTION IN TOWARD THE BALL AND BACK OUT THE SAME SIDE.
4. "Y" BONG - Y MOTION IN TOWARD THE BALL TO BLOCK ON THE NOSE.

D. MOTIONS BY THE WING IN SLOT "UP" SET WITH TWO BACKS IN THE BACKFIELD.

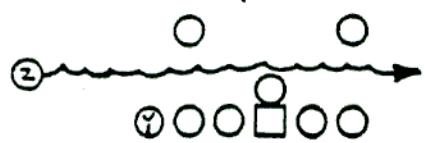
1. WAC - W MOTION ACROSS THE BALL. THIS IS A CHANGE OF STRENGTH.
2. WIN - W MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.

E. MOTIONS WITH ONLY ONE BACK IN THE BACKFIELD OR THAT END UP WITH ONLY ONE BACK IN THE BACKFIELD WILL BE SPLIT INTO FOUR CATEGORIES.

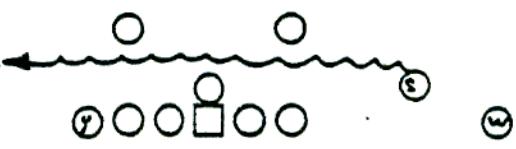
1. FLY - MOTION ACROSS THE BALL OR FROM THE BACKFIELD TO TRIPLES.
2. DIVIDE - MOTION ACROSS THE BALL OR FROM THE BACKFIELD TO DOUBLES.
3. IN - MOTION IN TOWARD THE BALL. DOES NOT CROSS THE BALL.
4. TRACE - MOTION IN TOWARD THE BALL AND BACK OUT THE SAME SIDE.

NOTE: WE WILL IDENTIFY WHO GOES IN MOTION BY USING HIS LETTER. (EXAMPLE: I LEFT "A" DIVIDE. "A" BACK STARTED IN THE BACKFIELD IN THE I FORMATION AND MOTIONED OUT TO THE RIGHT MAKING IT A DOUBLE LEFT FORMATION).

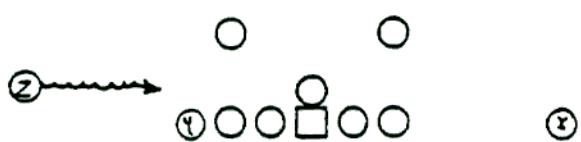
## MOTIONS



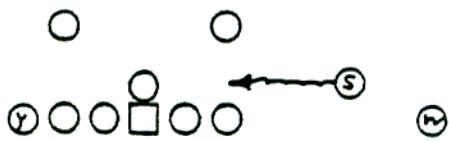
ZAC



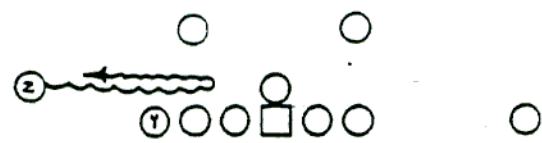
SAC



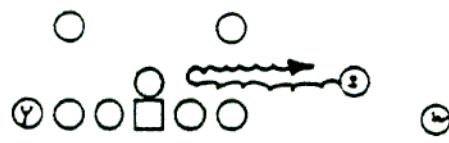
ZIN



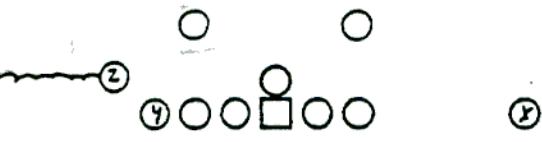
SIN



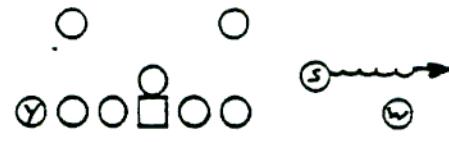
ZIG



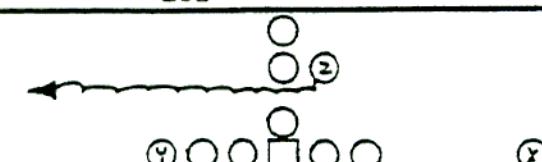
SIG



ZOT



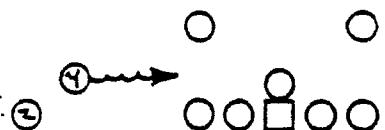
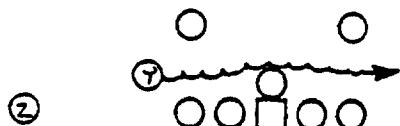
SOT



ZOOM

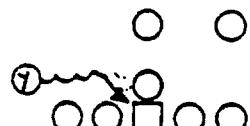
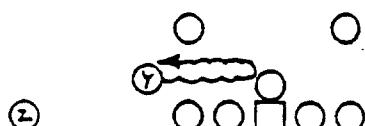
MOTIONS

Y MOTIONS



YAC

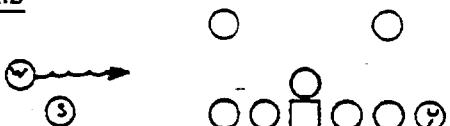
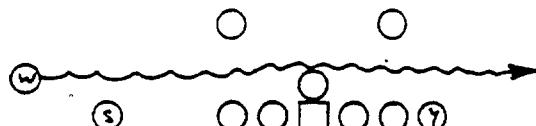
YING



YANG

"Y" BONG

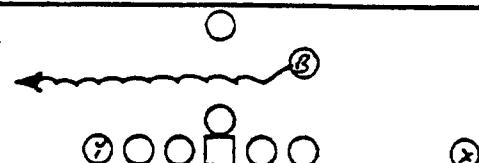
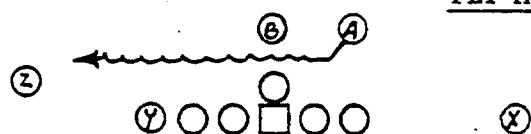
"W" MOTIONS



WAC

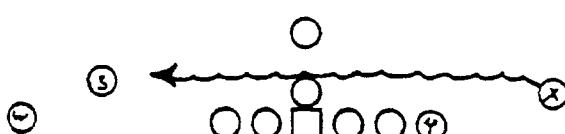
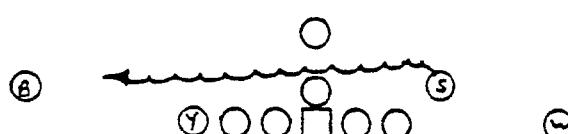
WIN

FLY MOTION EXAMPLES



"A" FLY

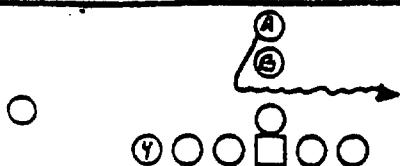
"B" FLY



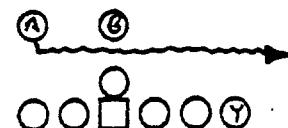
"S" FLY

"Z" FLY "TREY"

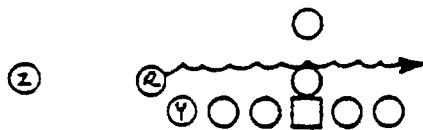
## MOTIONS

DIVIDE MOTION EXAMPLES

'A' DIVIDE

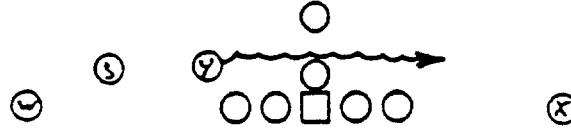


'A' DIVIDE



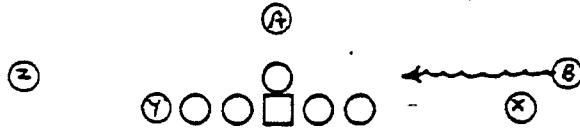
'R' DIVIDE

'ACE'

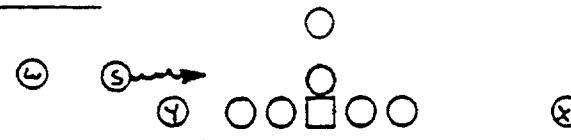


'Y' DIVIDE

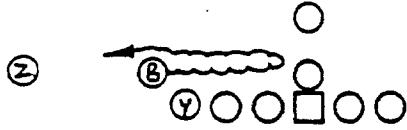
'TREY'

IN MOTION EXAMPLES

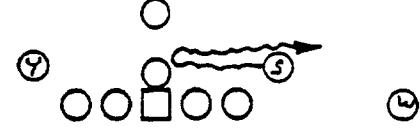
'A' IN



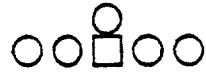
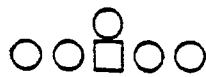
'S' IN "TREY"

TRACE MOTION EXAMPLES

'A' TRACE

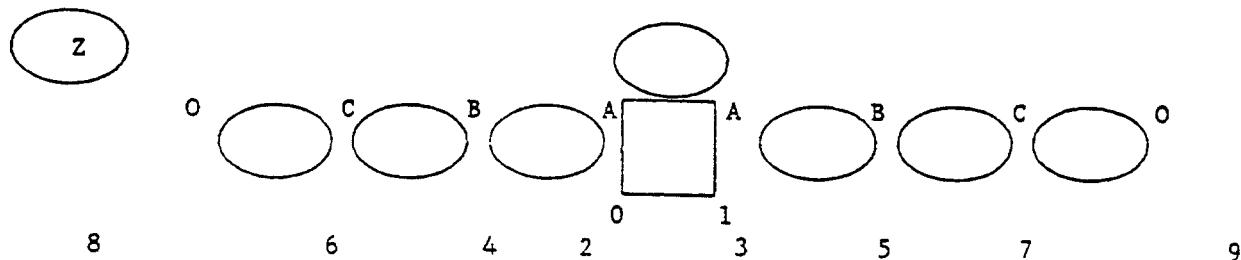
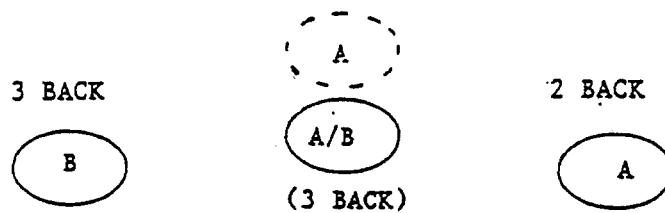


'S' TRACE "TREY"



RUNNING HOLE NUMBERING SYSTEM

(2 BACK)



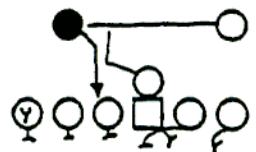
A. METHOD FOR IDENTIFYING OUR OPPONENTS' RUNNING PLAYS:

1. EVEN NUMBERS ARE ALWAYS TO OUR LEFT.
2. ODD NUMBERS ARE ALWAYS TO OUR RIGHT.
3. HOLE NUMBERS ARE DESIGNATED BY THE GAPS BETWEEN OFFENSIVE LINEMAN.
4. BALL CARRIERS ARE IDENTIFIED BY FIRST NUMBER IN PLAY CALL.  
20 SERIES = HALFBACK IS THE BALL CARRIER  
30 SERIES = FULLBACK IS THE BALL CARRIER

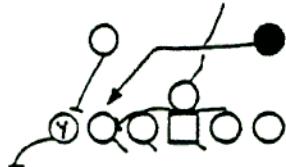
## **MISPLACED ACTIONS**



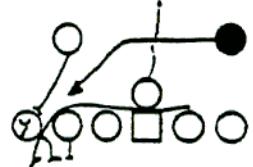
35 BLUNT



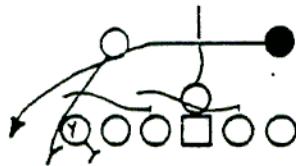
32 DIVE



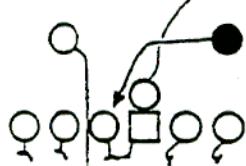
24 EASY



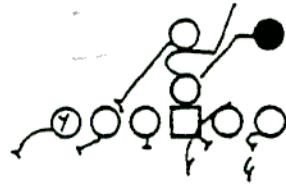
26 POWER



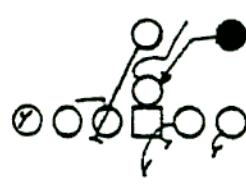
28 SWEEP BOB



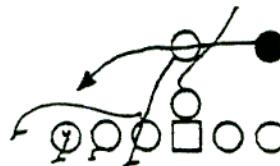
24 LEAD



24 RIDE

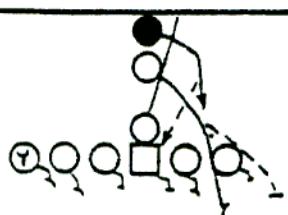


22 SWIPE

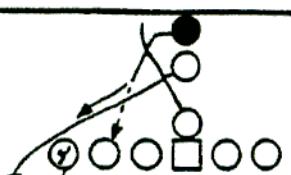


28 RIDE

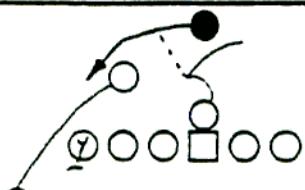
**BACKFIELD ACTIONS**



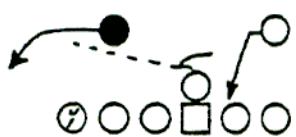
25 SLANT



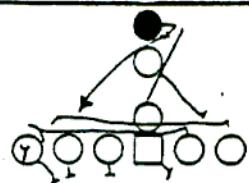
26 SLANT



28 TOSS



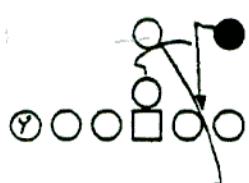
38 TOSS



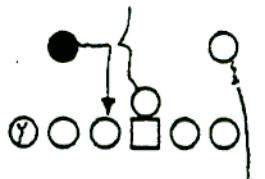
26 OT



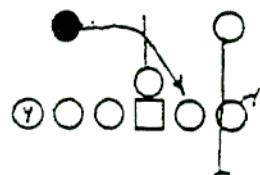
26 OB



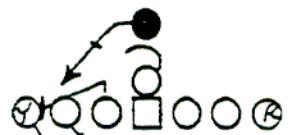
25 LAG DRAW



32 DRAW

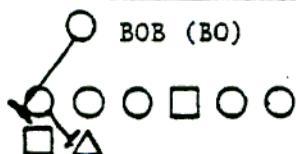


35 LEAD DRAW



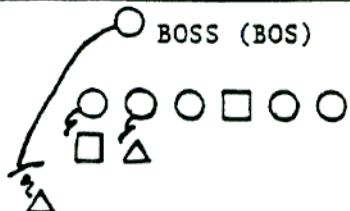
36 G

BACKFIELD BLOCKING



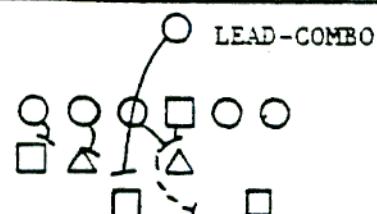
BOB (BO)

BACK BLOCKING END MAN ON L.O.S.



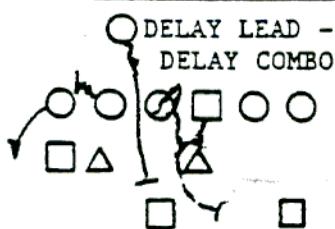
BOSS (BOS)

A BACK BLOCKING LEAD ON A SECONDARY MAN FORCING.



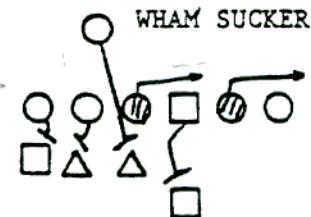
LEAD-COMBO

BACK LEAD BLOCK AT P.O.A. COMBINATION BLOCK BETWEEN GUARD AND CENTER ON NOSE AND LINEBACKER.



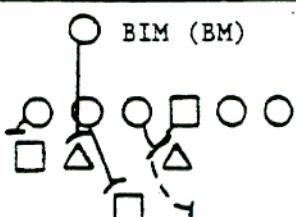
DELAY LEAD -  
DELAY COMBO

BACK LEAD BLOCK AT P.O.A. WITH DELAY BY BACK AND PASS SETS BY O-LINE. SAME AS ABOVE ONLY COMBINATION BLOCK IS DELAYED.



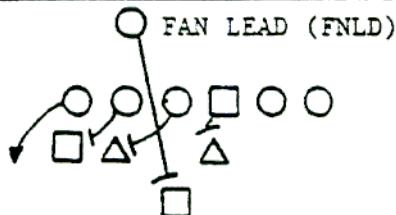
WHAM SUCKER

AN ISOLATION BLOCK BY A BACK ON A LINEMAN.



BIM (BM)

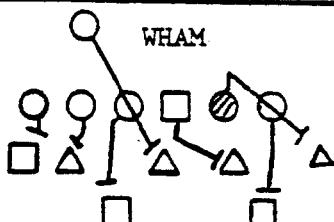
A BACK BLOCKING THE 1ST MAN ON TO OUTSIDE THE NOSE OF THE OFFENSIVE TACKLE TO THE STRONGSIDE OR WEAKSIDE.



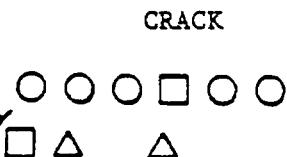
FAN LEAD (FNLD)

TACKLE AND GUARD TURN OUT - HB LEADS.

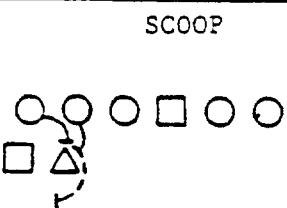
## OFFENSIVE LINE BLOCKING



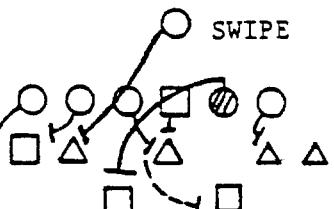
DOUBLE TEAM ON NOSE MAN BY BACK AND CENTER.



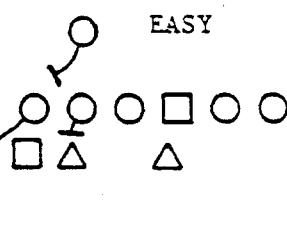
ANY WIDE RECEIVER OR BACK BLOCKING FROM THE OUTSIDE ON A MAN ALIGNED TO HIS INSIDE. (IT MUST BE ABOVE THE WAIST WITH YOUR HEAD IN FRONT).



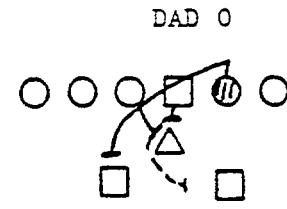
Y AND T AWAY FROM P.O.A., SLIP BLOCKING DEFENSIVE END AND OLB.



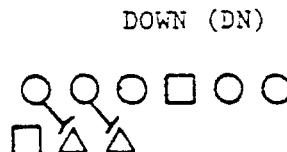
CENTER AND GUARD POWER BLOCK WITH OFF GUARD LEADING AT P.O.A., TACKLE TURN OUT AND WHAM BLOCK BY BACK.



"X" OR "Y" TIGHT ESCAPING FOR A SECONDARY DEFENDER.



CENTER AND GUARD POWER BLOCK WITH OFF GUARD LEADING AT P.O.A.



BLOCK BY AN OFFENSIVE MAN ON A DEFENSIVE MAN TO HIS INSIDE ON OR OFF THE L.O.S.

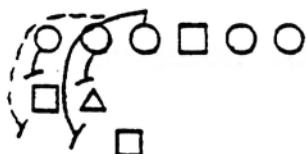
## OFFENSIVE LINE BLOCKING

T-PULL



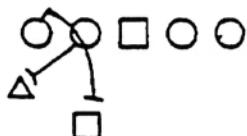
A PULL BY THE PLAYSIDE TACKLE WHO BLOCKS THE FORCE MAN.

OPTION



FRONTSIDE GUARD PULLING TO BLOCK FRONTSIDE LB.

GUT



A TACKLE AND GUARD COMBINATION BLOCK WITH THE INSIDE MAN OR GUARD GOING FIRST AND THE TACKLE CROSSING BEHIND.

T



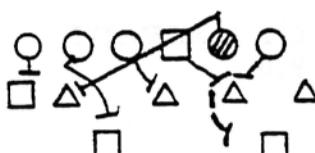
A TIGHT END BLOCKING DOWN AND THE TACKLE TRAPPING OUT.

WIPE



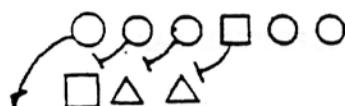
A GUARD - CENTER CROSS BLOCK WITH GUARD BLOCKING DOWN ON NOSE AND CENTER PULL AROUND FOR INSIDE LB.

TRAP



THE OFFSIDE GUARD PULLS, BLOCKS INSIDE-OUT AT P.O.A. PINCH BLOCK ON 3 TECHNIQUE.

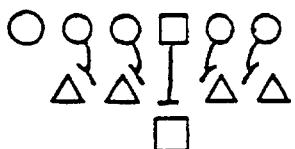
FAN (FN)



A BLOCK BY AN OFFENSIVE LINEMAN ON A DEFENSIVE MAN TO HIS OUTSIDE.

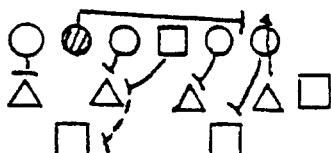
## OFFENSIVE LINE BLOCKING

WEDGE (WG)



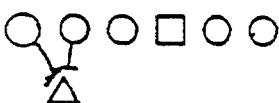
A LINE BLOCKING SCHEME APEXED AT P.O.A. WITH A SHOULDER TO HIP OFFENSIVE RELATIONSHIP.

TACKLE TRAP (TTR)



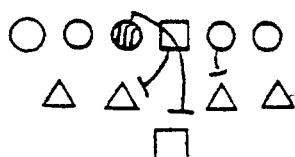
THE OFFSIDE TACKLE PULLS, BLOCKS INSIDE-OUT AT P.O.A.

POWER (PO)



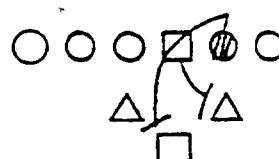
A DOUBLE TEAM BLOCK AT THE P.O.A. THAT STAYS ON.

C-FOLD



C - FRONTSIDE  
CENTER AND GUARD EXCHANGE

FOLD



F - BACKSIDE  
FOLD BLOCK BY CENTER AND OFF GUARD

REACH (RC)



BLOCK BY A LINEMAN CUTTING OFF A DEFENSIVE LINEMAN WHO IS TOWARDS THE P.O.A.

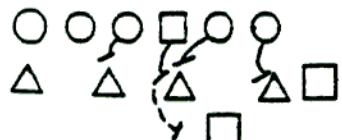
CUT OFF (SCO)



BLOCK TO CUT OFF PURSUIT OF DEFENSIVE MAN AWAY FROM P.O.A.

OFFENSIVE LINE BLOCKING

SLIP



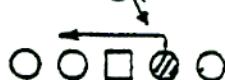
TWO BACKSIDE ADJACENT LINEMEN COORDINATING REACH BLOCKS ON 2 DEFENDERS. USUALLY THE CENTER AND GUARD WORKING ON THE NOSE AND LINEBACKER.

SCOOP



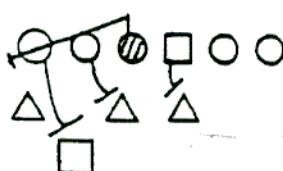
TWO FRONTSIDE ADJACENT LINEMEN COORDINATING REACH BLOCKS ON 2 DEFENDERS. USUALLY GUARD AND TACKLE ON FRONT SIDE OR COULD BE TACKLE AND TE ON BACKSIDE, CUTTING OFF DT AND LB.

SUCKER (INFLUENCE)



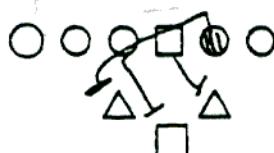
A GUARD PULLING AWAY FROM THE P.O.A.

G



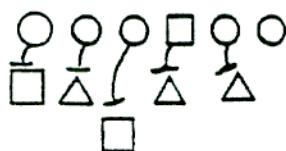
PERTAINS TO THE ONSIDE GUARD PULLING TO KICK OUT OR LOG BLOCK MAN ON END OF LINE.

LOG (LG)



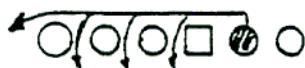
LIKE A TRAP BLOCK ONLY BLOCK THE MAN OUTSIDE IN.

STRAIGHT MAN (M)



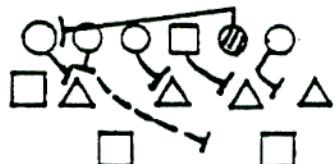
SIGNIFIES AN OFFENSIVE LINEMAN BLOCKING A MAN ON OR OFF THE L.O.S... BUT OVER HIM.

"O"



A DESCRIPTION TELLING THE OFFSIDE GUARD TO PULL AND LEAD THROUGH THE BALL.

### GAP BLOCKING



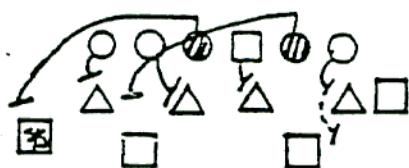
GUARD AND CENTER BLOCKING BACK ON NOSE AND DT-"O" GUARD PULLING TO TRAP AT P.O.A. AND COMBO AT P.O.A. ON DE AND LB BY TE AND TACKLE.

### PINCH



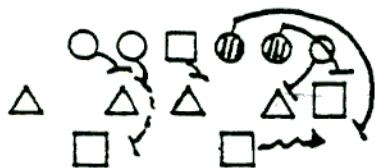
CENTER AND BACKSIDE TACKLE WORKING COMBO ON DT AND LB WITH "O" GUARD PULLING FOR ONSIDE LB. GUARD BLOCKS DOWN.

### G-O



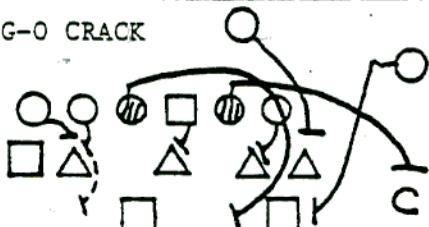
ONSIDE GUARD PULLING TO BLOCK SUPPORT AND BACKSIDE GUARD PULLING FOR ONSIDE LB.

### TAG



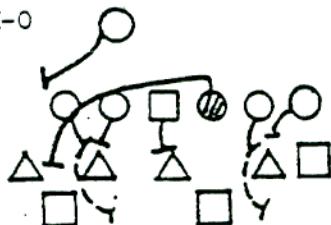
TECHNIQUE FOR ONSIDE GUARD AND TACKLE TO PULL AND LEAD ONSIDE. TE BLOCKS DOWN.

### BIM G-O CRACK



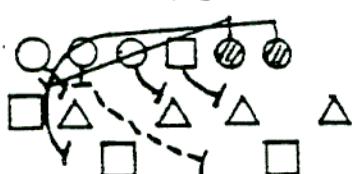
BOTH "G" AND "O" GUARDS PULLING AND BACK BLOCKING DE ON LINE OF SCRIMMAGE.

### BIM-O



BACK BLOCKING DE ON LINE OF SCRIMMAGE WITH "O" GUARD PULLING TO BLOCK ON LB.

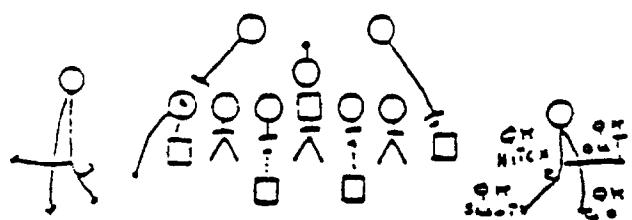
### O-T



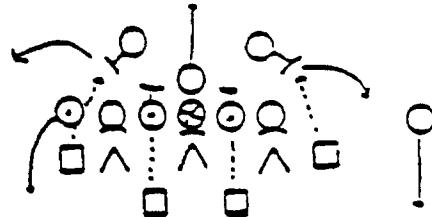
BACKSIDE GUARD AND TACKLE PULLING TO PLAY SIDE. "O" GUARD TRAPS AT P.O.A. AND "T" TACKLE LEADS UP INSIDE. GAP BLOCKING IN MIDDLE. POWER AT P.O.A.

## PASS PROTECTIONS

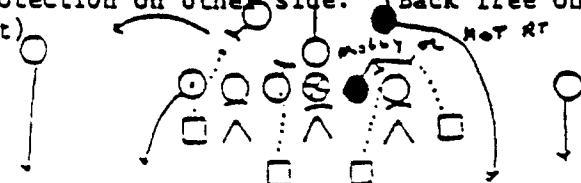
O-1-2: 3 Step drop, aggressive or cut protection by line



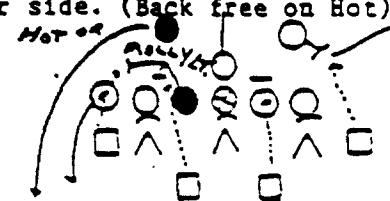
POCKET: Base protection by line, backs check release on outside LB's.



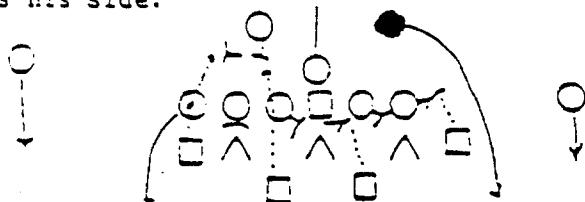
MOLLY RT (OR HOT RT): Dual read by guard and back on Molly side. Pocket (base) protection on other side. (Back free on Hot)



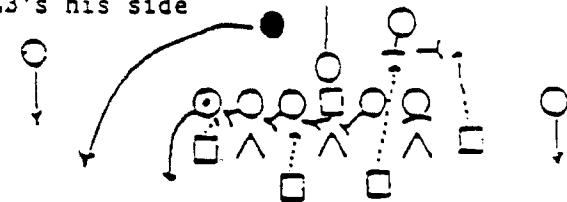
MOLLY LT (OR HOT LT): Dual read by guard and backs on Molly side. Pocket (base) protection on other side. (Back free on Hot)



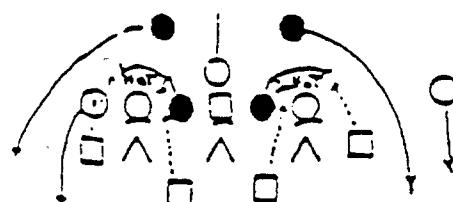
R: Line slide right and back free on right side. On other side, back inside-out on LB's his side.



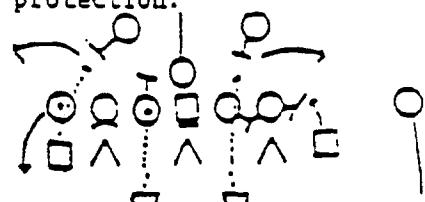
L: Line slide left and back free on left side. On other side, back inside-out on LB's his side



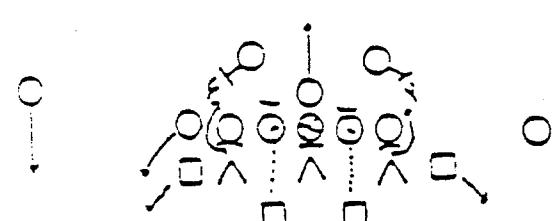
DOUBLE HOT: Both backs free release and both guards dual read their side.



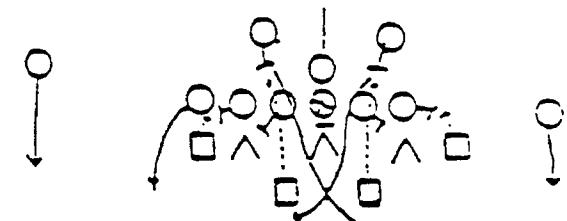
FAN RT: Right side guard and tackle fan and back check releases on inside LB. Other side has pocket protection.



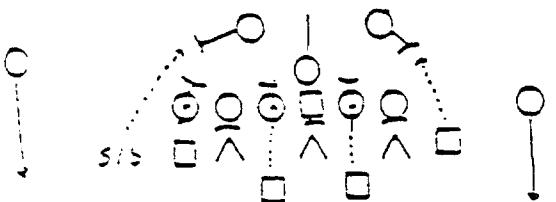
MAX: Same as Pocket except both backs stay in if outside LB's drop.



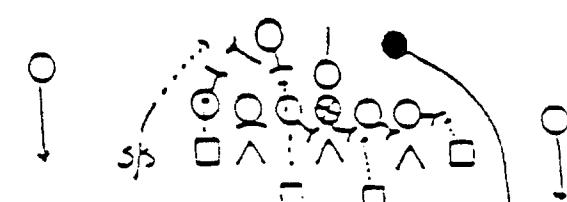
DOUBLE FAN: Fan protection both sides. Backs check release on inside LB's.



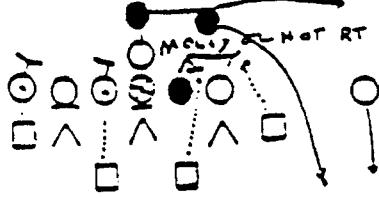
MAX SLOW: Same as Max except TE slow blocks. Back TE side has S/S.



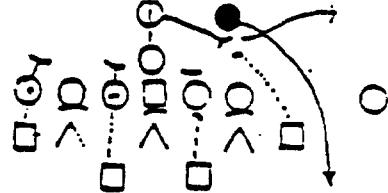
R SLOW: Same as R except TE slow backs. Back TE side in-out on inside LB & S/S.



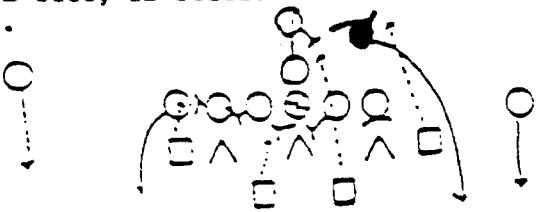
MOLLY OR HOT RT, 53-59: Automatic TE slow,  
both backs weak. HB free & FB & guard  
Molly or Hot read call side.



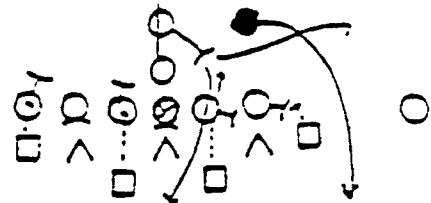
53-59: Automatic TE slow, both backs weak,  
HB free & FB & guard release on outside LB.



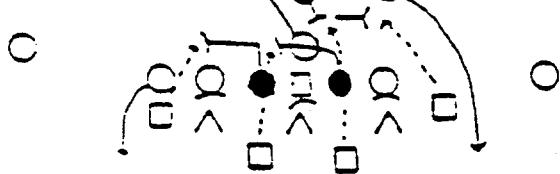
L 53-59: Both backs weak, line slides  
to TE side, TE release. FB in-out on  
LB's.



FAN RT: Same as 53-59 except guard &  
tackle fan & FB check release or inside LB.

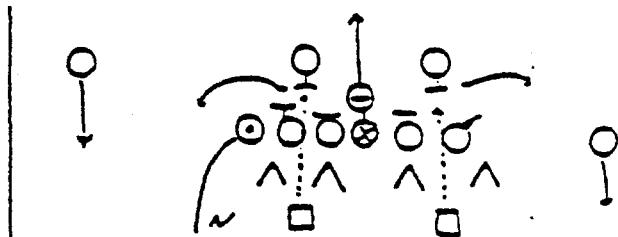
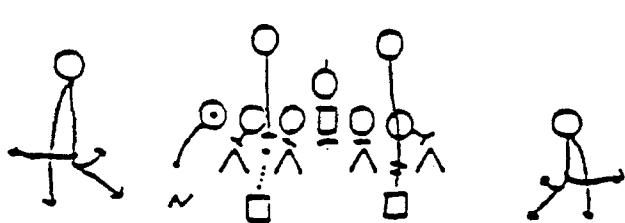


WAGGLE LT: Both backs go right and QB  
and both guards pull LT. HB free release  
and FB in-out or LB's his side.



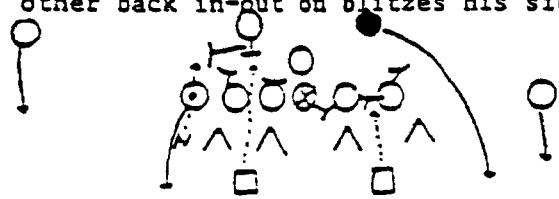
NICKEL PASS PROTECTIONS

0-1-2: 3 step drop - aggressive or cut pass protection.

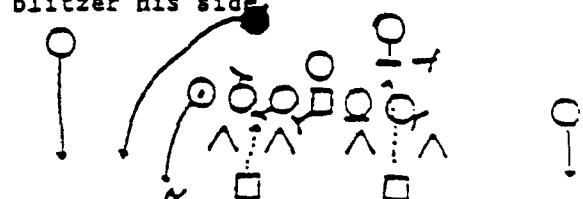
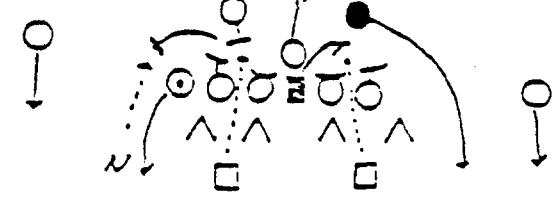


R: Line slides RT - RT back out free or has 2nd blitzes that side other back in-out on blitzes his side.

L: Line slides LT. LT back out free or has 2nd blitzes that side. Other back in-out on blitzes his side.

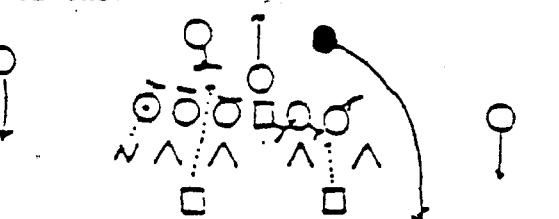


HOT RT: Rt back out free & uncovered lineman pulls for 1st blitzer. Other back in-out blitzes his side.



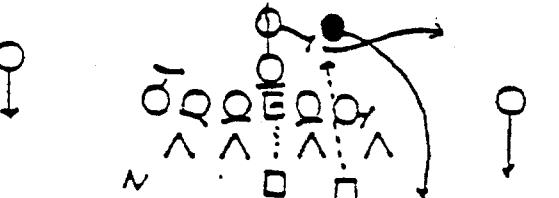
HOT LT: Lt back out free & uncovered lineman pulls for 1st blitzer. Other back has in-out on blitzes his side.

R SLOW: Same as R except TE slow blocks.



0-1-2: "Sponge protection" - squeeze both sides - 3 step drop.

53-59: Automatic TE slow, both backs weak. FB has 1st blitzer his side.



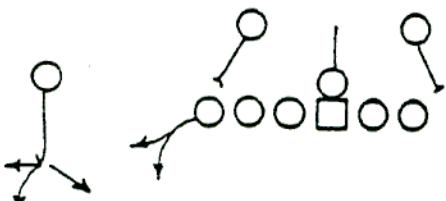
COLD LT 53-59: Both backs weak, uncovered lineman pulls for 1st blitzer on LT side. FB in-out on blitzes his side. TE free releases



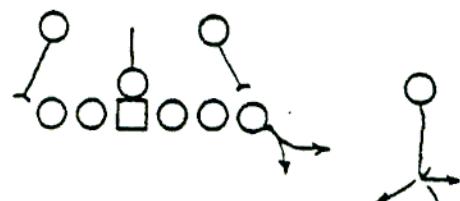
BUCKET LT 53-59: Same as cold LT except covered guard pulls for 1st blitzer his side.



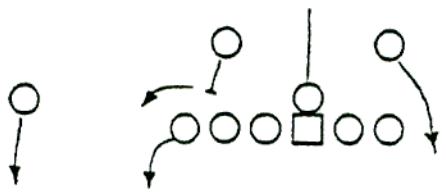
PASS ACTIONS



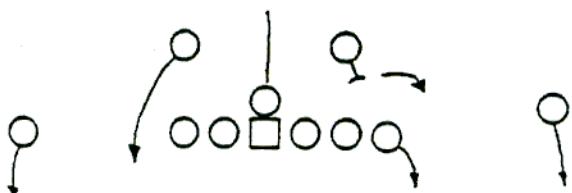
50 SERIES - 3 STEP DROP - QUICK PASSING GAME



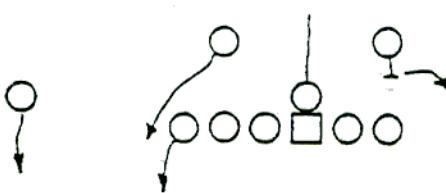
50 SERIES - 3 STEP DROP. QUICK PASSING GAME



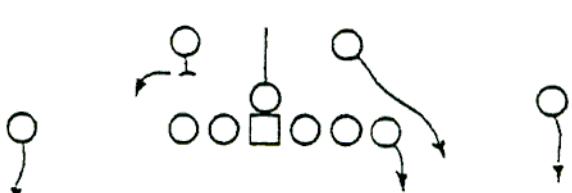
60 SERIES - 5 or 7 STEP DROP SPLIT FLOW  
WEAK BACK FREE RELEASE  
(LINE SLIDES WEAK)



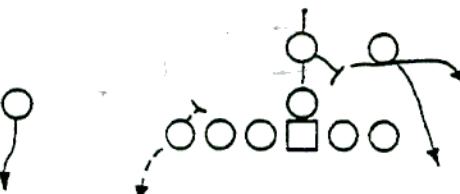
60 SERIES - 5 or 7 STEP DROP. SPLIT FLOW  
WEAK BACK FREE RELEASE



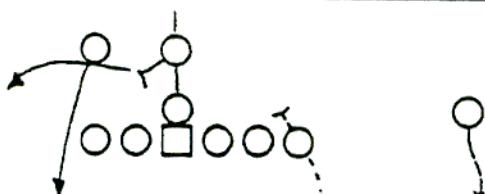
70 SERIES - 5 or 7 STEP DROP - SPLIT FLOW  
STRONG BACK FREE RELEASE  
(LINE SLIDES)



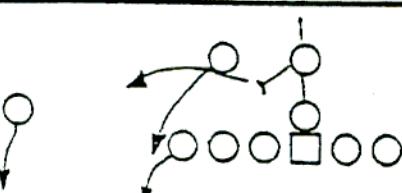
70 SERIES - 5 or 7 STEP DROP. SPLIT FLOW  
STRONG BACK FREE RELEASE



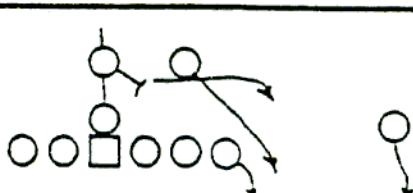
80 SERIES - 5 or 7 STEP DROP. FLOOD  
WEAK BACK FREE RELEASE,  
STRONG BACK GOES WEAK (TE SLOW)



80 SERIES - 5 or 7 STEP DROP. FLOOD  
WEAK BACK FREE RELEASE,  
STRONG BACK GOES WEAK (TE SLOW)

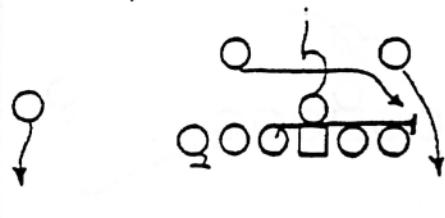


90 SERIES - 5 or 7 STEP DROP. FLOW  
STRONG BACK FREE RELEASE,  
WEAK BACK GOES STRONG.



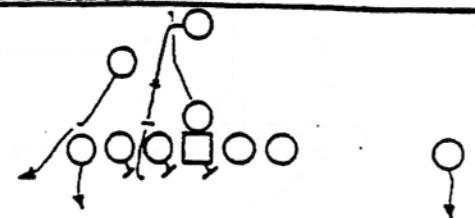
90 SERIES - 5 or 7 STEP DROP. FLOW  
STRONG BACK FREE RELEASE,  
WEAK BACK GOES STRONG

**PLAY ACTION AND MOVEMENT PASSES**



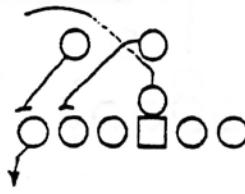
100 SERIES - QB FAKES REGULAR PLAY THEN SETS UP

137 BIM PASS

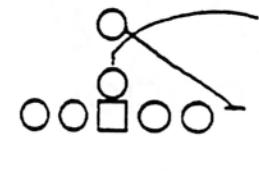


100 SERIES - QB FAKES REGULAR PLAY THEN SETS UP.

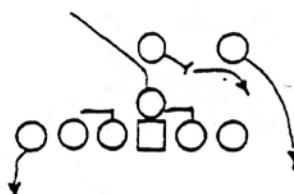
126 SLANT PASS



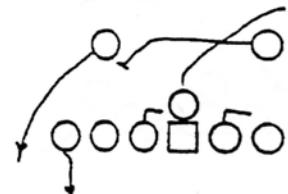
SPRINT OUT - QB ROLLS OUT WITH ONE OR BOTH BACKS LEADING AND BREAKS THE POCKET (8 LEFT-9 RT.)  
SPRINT AT 8



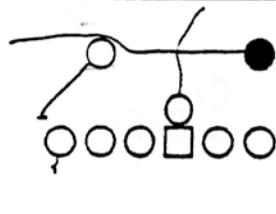
SPRINT OUT - QB ROLLS OUT WITH ONE OR BOTH BACKS LEADING AND BREAKS THE POCKET (8 LEFT, 9 RIGHT)  
SPRINT AT 9



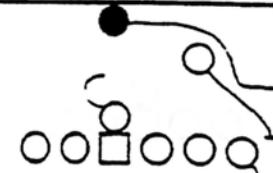
WAGGLE - QB GOES ONE WAY, THE BACKS THE OTHER, WEAK & STRONG  
RIGHT, LEFT. (8 LEFT, 9 RIGHT)  
WAGGLE AT 8 STRONG



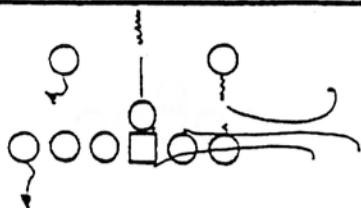
WAGGLE - QB GOES ONE WAY, THE BACKS THE OTHER, WEAK AND STRONG, RIGHT AND LEFT  
(8 LEFT, 9 RIGHT)  
WAGGLE AT 9 WEAK



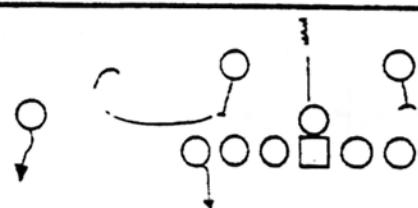
HALFBACK OPTION PASS  
OPTION PASS AT 8



HALFBACK OPTION PASS  
OPTION PASS AT 9

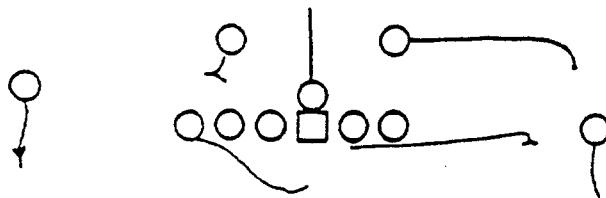


SCREENS - REGULAR SCREENS  
A SCR AT 9

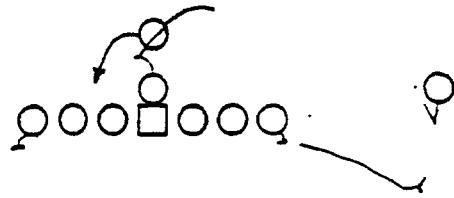


REGULAR SCREENS  
B SCR AT 8

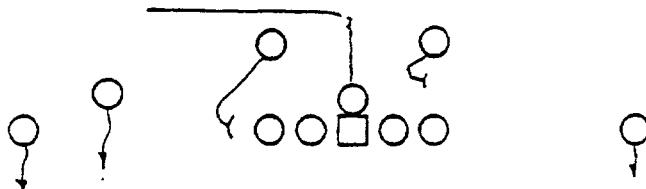
**PLAY ACTION AND MOVEMENT PASSES**



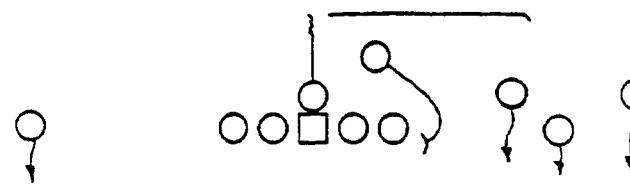
OPTION SCREEN: QB TAKES 5 STEP  
DROP AND READS AND THROWS  
OPT SCR AT 9



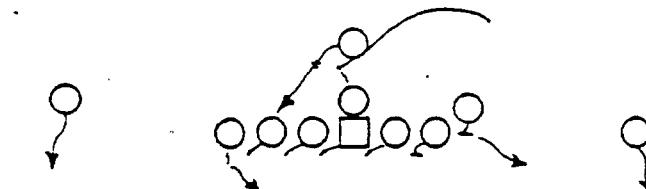
QUICK SCREENS  
X QK SCR AT 9



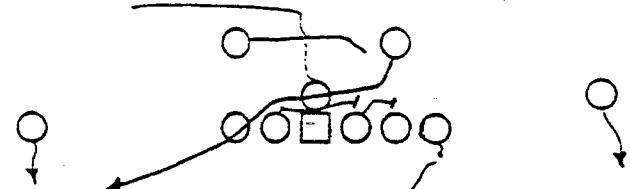
DASH - QB BEGINS DROPOUT  
AND THEN ROLLS OUT WITH  
PROTECTION  
DASH AT 8



DASH - QB BEGINS DROPOUT  
AND THEN ROLLS OUT WITH  
PROTECTION  
DASH AT 9



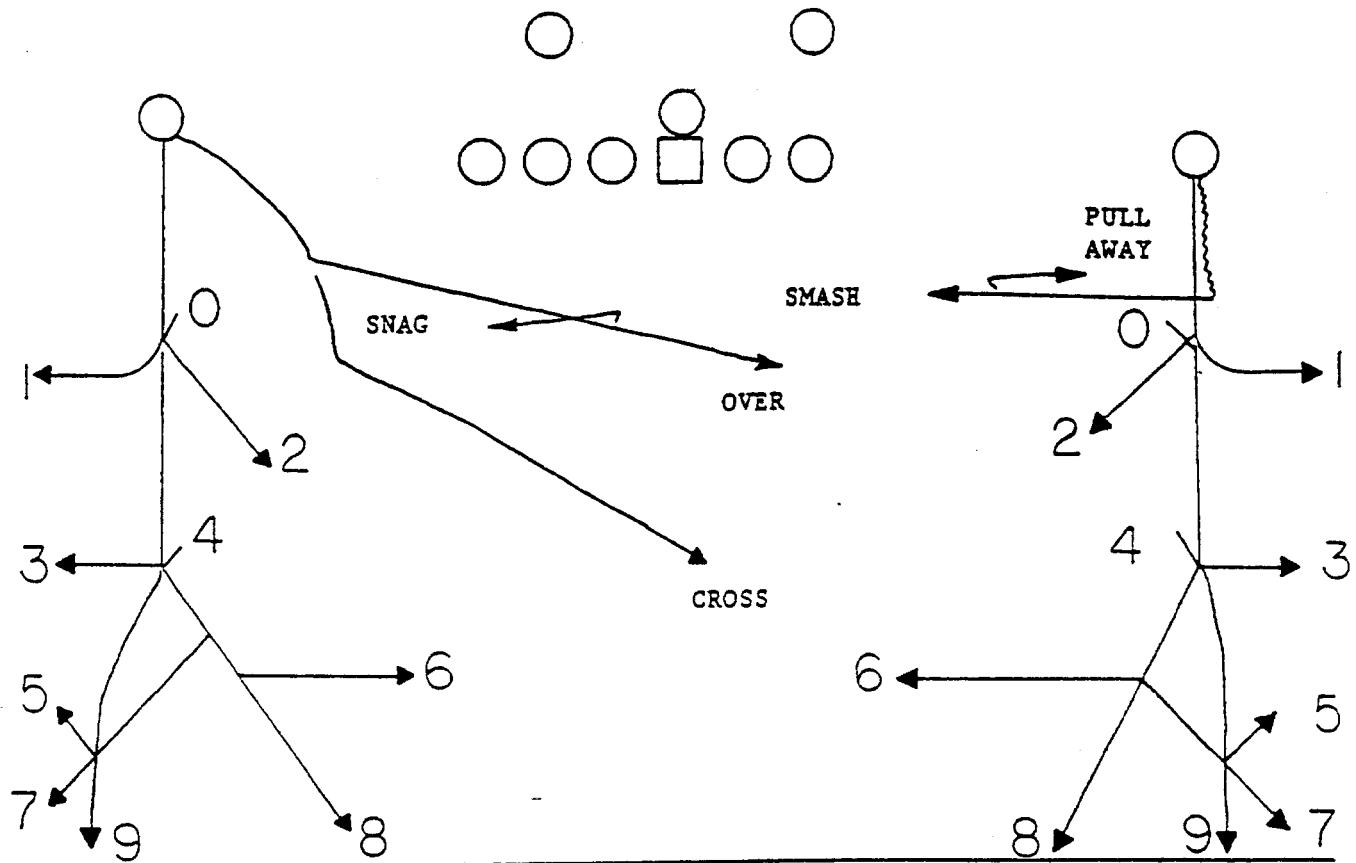
BOOT SERIES - QB FADES REGULAR PLAY ROLLS  
OUT AWAY FROM FAKE - OL SELLS  
THE PLAY  
126 BOOT AT 9



BOOT SERIES - QB FADES REGULAR PLAY ROLLS  
OUT AWAY FROM FAKE, OL  
SELLS THE PLAY  
129 BOOT AT 8



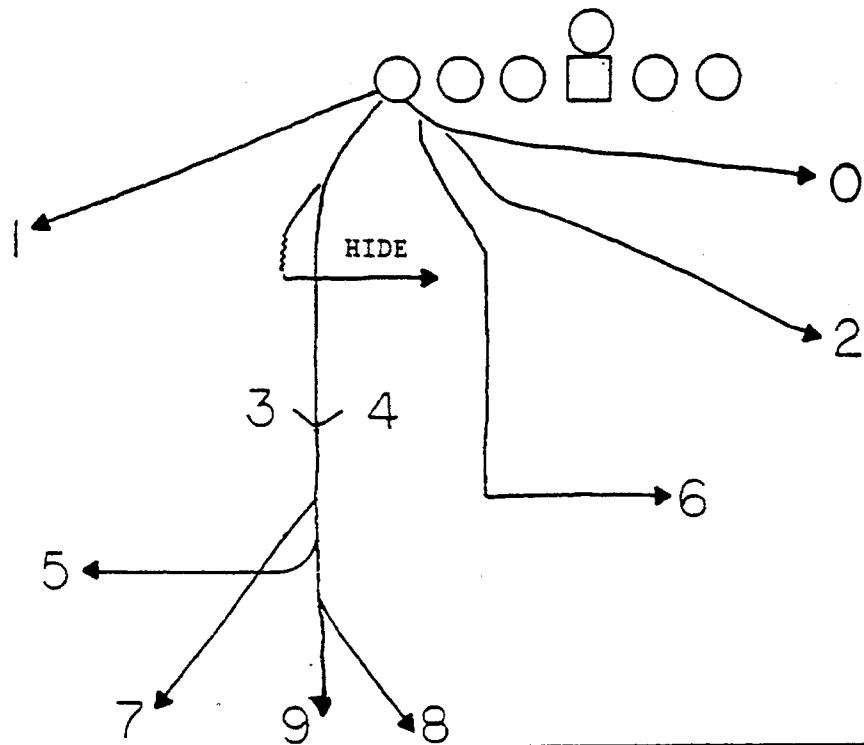
WIDE RECEIVER ROUTES



WIDE RECEIVER ROUTES

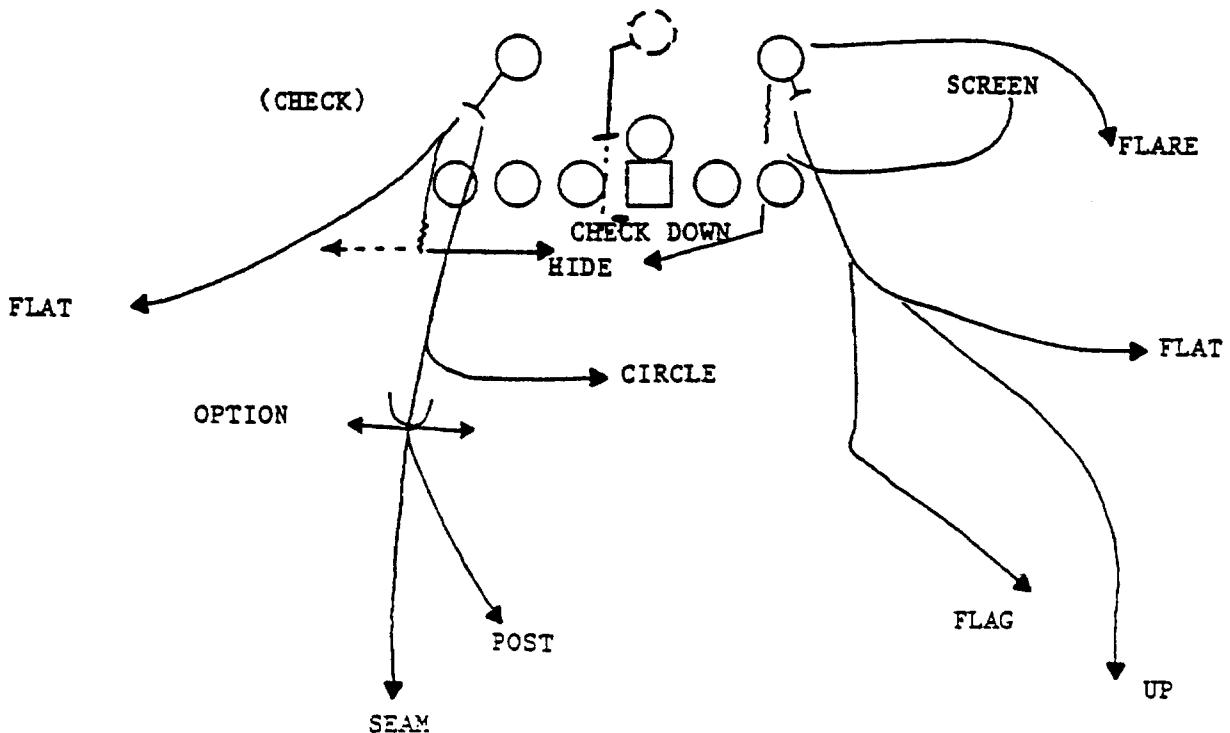
| <u>NUMBER - ROUTE</u> | <u>DEPTH (Yards)</u> | <u>NAMED ROUTES</u> | <u>DEPTH (Yards)</u> |
|-----------------------|----------------------|---------------------|----------------------|
| 0 Hitch               | 6- 8                 | Smash               | 4- 6                 |
| 1 Quick Out           | 6- 8                 | Pull Away           | 4- 6                 |
| 2 Slant               | 4- 6                 | Over                | 6- 8                 |
| 3 Out                 | 10-12                | Snag                | 6- 8                 |
| 4 Turn                | 10-12                | Cross               | 14-16                |
| 5 Comeback            | 15-18                | Fade                |                      |
| 6 Dig                 | 16-18                |                     |                      |
| 7 Corner              | 18-22                |                     |                      |
| 8 Post                | 10-12                |                     |                      |
| 9 Go                  |                      |                     |                      |

TIGHT END ROUTES



| <u>NUMBER</u> | <u>ROUTE</u>    | <u>DEPTH (Yards)</u> | <u>NAMED ROUTES</u> | <u>DEPTH (Yards)</u> |
|---------------|-----------------|----------------------|---------------------|----------------------|
| 0             | Over            | 5 (Under LBers)      | Hide                | 4-6                  |
| 1             | Straight        | 5                    |                     |                      |
| 2             | Cross           | 8 - 12 (Over LBers)  |                     |                      |
| 3             | Out (Pull Away) | 8 - 10               |                     |                      |
| 4             | Option          | 8 - 10               |                     |                      |
| 5             | Sail            | 12 - 15              |                     |                      |
| 6             | Dig             | 12                   |                     |                      |
| 7             | Corner          | 10 - 15              |                     |                      |
| 8             | Post            | 10 - 12              |                     |                      |
| 9             | Seam            |                      |                     |                      |

BACKFIELD ROUTES



| <u>ROUTES</u> | <u>DEPTH (YARDS)</u> |
|---------------|----------------------|
| Screen        | Behind LOS           |
| Flare         | LOS                  |
| Flat          | 5                    |
| Hide          | 4                    |
| Circle        | 4-6                  |
| Option        | 6-10                 |
| Flag          | 10-12                |
| Post          | 10-12                |
| Seam          |                      |
| Up            |                      |
| Check Down    | LOS                  |

NOTE: EITHER BACK CAN RUN THE ROUTE

# DOGGING SYSTEM

## I. INTRODUCTION

### A. PURPOSE OF DOGS & BLITZES:

1. HOLD THE RUNNING GAME TO MINUS YARDAGE. CROWD THE L.O.S. IF PLAYING ON THE L.O.S. ROLL OFF & PENETRATE. SEE THE BALL SNAPPED AND COME OFF WITH A HAIR TRIGGER!
2. PENETRATE AND HURRY, HARASS OR SACK THE QB ON PASS PLAYS. BE ALERT FOR TAPPED BALL OPPORTUNITIES OR FORCE THE FUMBLE. CONTAINMENT, WHEN IT IS YOUR RESPONSIBILITY IS OF THE UTMOST IMPORTANCE. NEVER ALLOW THE PASSER TO BREAK CONTAINMENT. IT ALLOWS THE PASSER TO ESCAPE ALL OUR INTERIOR PENETRATION AND PUTS ADDED PRESSURE ON OUR COVERAGE.
3. CAUSE CONFUSION IN OUR OPPONENTS RUN OR PASS PROTECTION ASSIGNMENTS. KNOW THEIR PROTECTION AND ATTACK IT WITH OUR BEST DOG. I.E. BTF.
4. COME OFF WITH A HAIR TRIGGER TO CREATE A DIFFERENT RHYTHM FOR THE BLOCKER SO THAT PENETRATION AND MINUS YARDAGE ARE THE RESULTS.
5. DO NOT TIP THE DOGS - NO PRE-READS - NO OFFSIDES. DOGS REQUIRE MAXIMUM POISE!

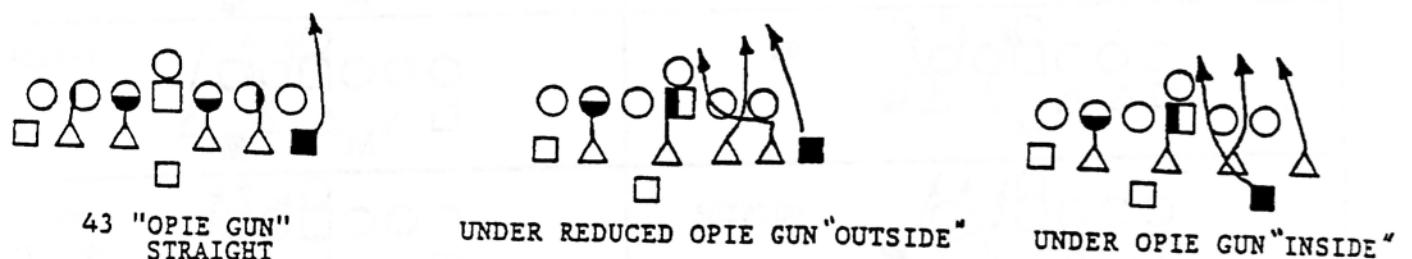
## II. EXPLANATION OF DOGGING SYSTEM

- A. DOG MEANS THE RUSHER OF A LINEBACKER OR COMBINATION OF LINEBACKERS FROM ANY POSITION REGARDLESS OF THEIR LOCATION ON OR OFF THE L.O.S.
- B. BLITZ REFERS TO A COMBINATION OF LBer's AND A DEFENSIVE BACK RUSHING.
- C. THE DOGS AND BLITZES ARE BASED ON THE FRONT--LOCATION OF TE AND BACKS -- AND DO NOT CHANGE VS. SLOT, ETC... WE BASE ALL ASSIGNMENTS ON THE CORE OF THE FORMATION. ALL DOGS ARE CORE DOGS.

## III. CLASSIFICATION OF DOGS

- A. "OPIE GUN" - "OPIE" IS THE OPEN SIDE LBer, NO OPEN SIDE - WEAKSIDE LBer. THE COVERAGE IS COVER 10 (SAF ADJUSTS TO 1 BACK FORMATIONS).
  1. OPIE ON LOS "OPIE GUN", NO OTHER CALL. OPIE IS THE CONTAIN RUSHER AND DEFENSIVE LINE EXECUTES FRONT CALLED.
  2. OPIE ON LOS. "OPIE GUN OUTSIDE". OPIE RUSHES THROUGH "C" GAP THE DEFENSIVE LINE TO THE CALL SIDE EXECUTES A REX OR LEX STUNT.

3. OPIE OFF LOS AND INSIDE. OPIE AND DEFENSIVE LINE TO THE CALL SIDE WILL EXECUTE THE CALL MADE.



4. OPIE GUN COVER 10

a) FLOW COVERAGE =

LOOSE M/M ON Y AND TWO BACKS BY TOBY-MAC-WS

TOBY - LOOSE M/M ON OUTSIDE RELEASER OF #2 and #3

C.P.: Y CROSS - WIDEST BACK M/M

C.P.: Y SEAM - Y M/M

MAC - LOOSE M/M ON INSIDE RELEASER OF #2 AND #3

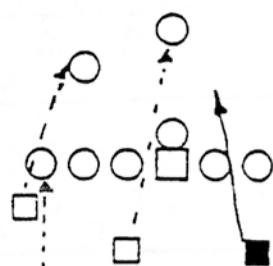
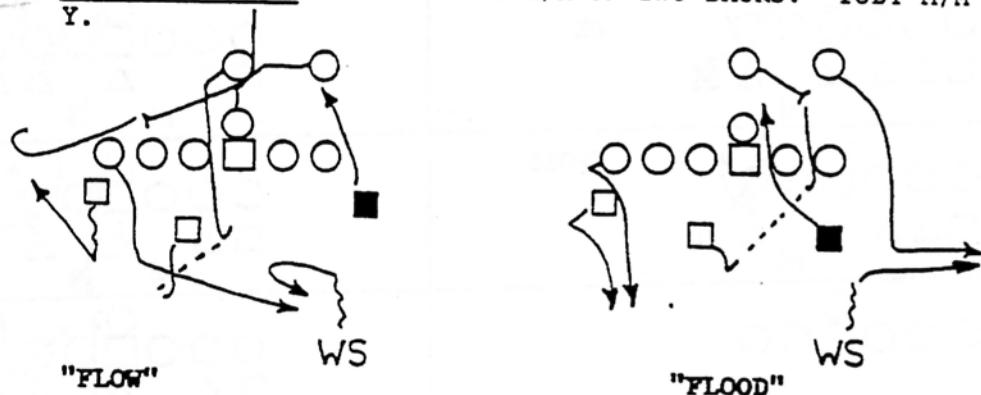
C.P.: Y CROSS - INSIDE BACK M/M

C.P.: Y SEAM - WIDEST BACK M/M

WS - Y CROSS = Y M/M

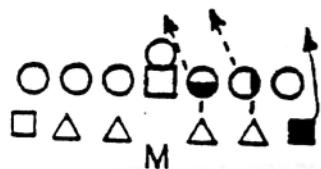
Y SEAM = INSIDE BACK M/M

b) FLOOD COVERAGE - MAC AND WS M/M ON TWO BACKS. TOBY M/M ON Y.

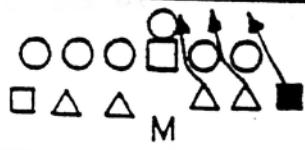


## OPIE GUN - COVER 10

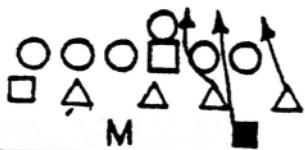
43  
OPIE GUN  
STRAIGHT



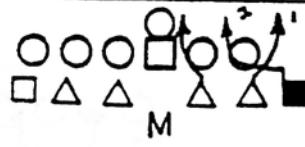
UNDER  
SHOOT



WING



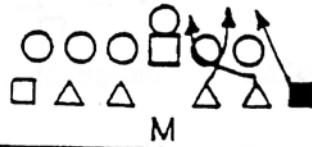
OUTSIDE



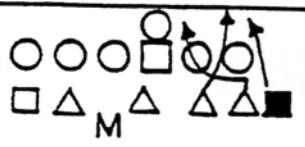
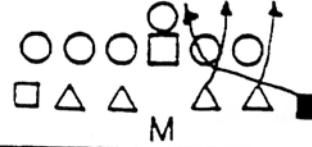
OX



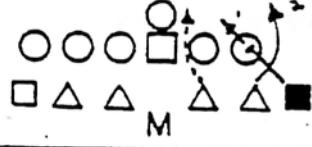
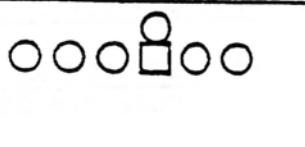
INSIDE



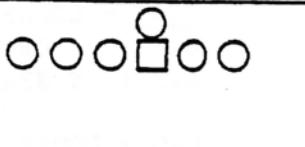
OUTSIDE

UNDER REDUCED  
OUTSIDE

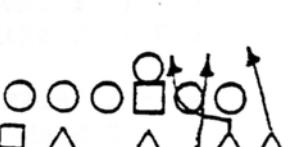
INSIDE



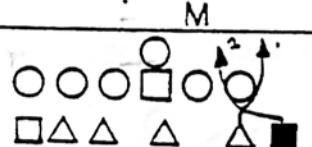
CROSS



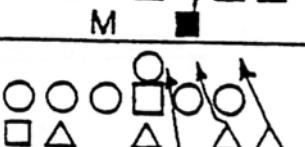
CUT

OVER REDUCED

"X"



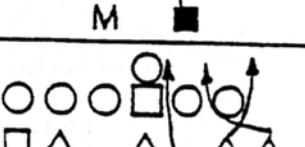
OX



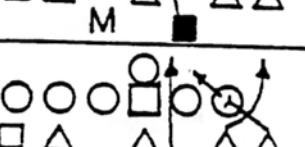
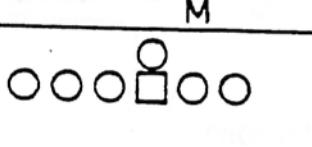
WING



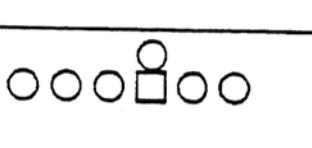
CROSS



REX

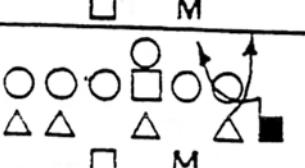


CROSS

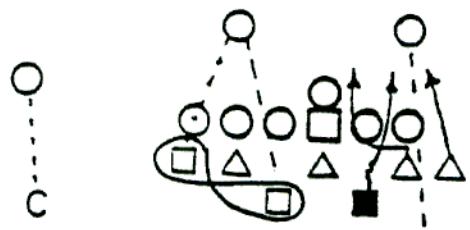
OVER 30

OPIE GUN

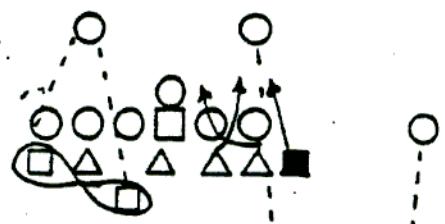
CUT



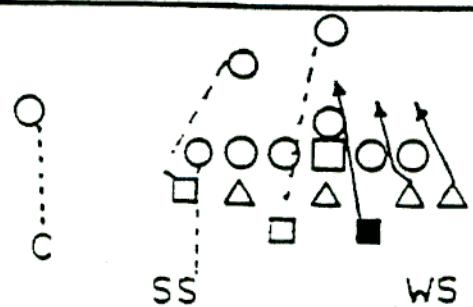
OX



UNDER 30 OPIE GUN "X" #2 M/M "ASIA"

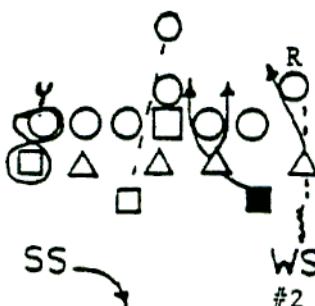


UNDER REDUCE OPIE GUN "OUTSIDE" "ASIA"

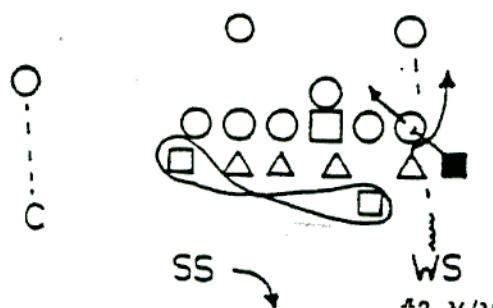


UNDER 30 OPIE GUN "WING"

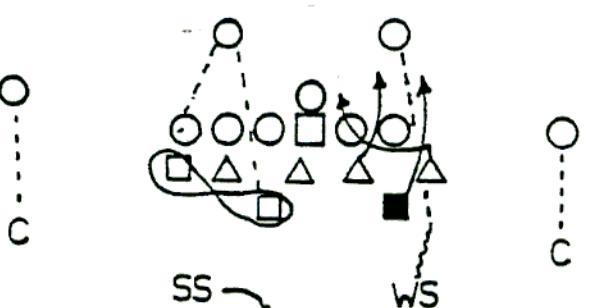
VS ACE



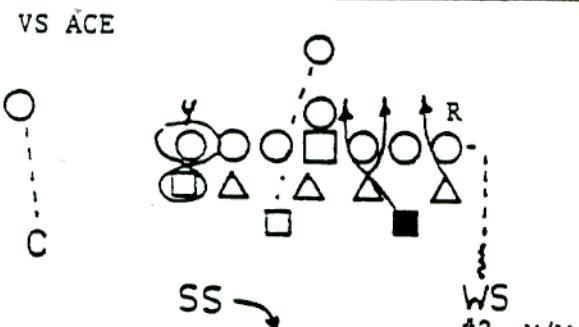
UNDER OPIE GUN "INSIDE" "ASIA"



OVER REDUCED OPIE GUN "CROSS" "ASIA"

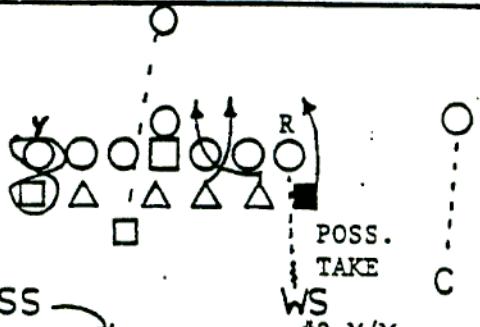


UNDER OPIE GUN "OUTSIDE" "ASIA"

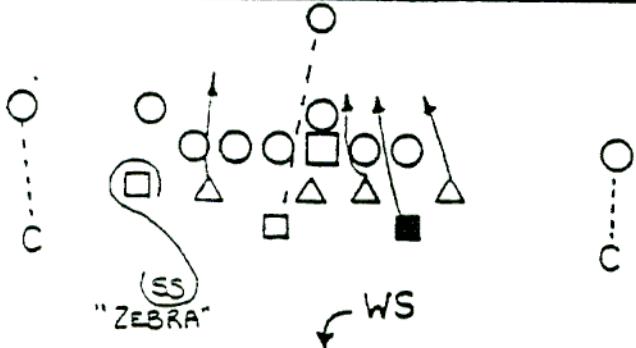


UNDER OPIE GUN "INSIDE" "ASIA"

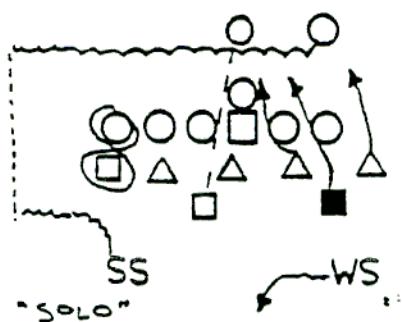
VS ACE



UNDER REDUCE OPIE GUN "OUTSIDE"

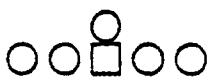
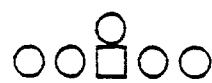
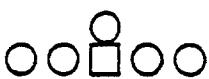
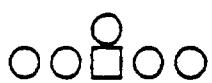
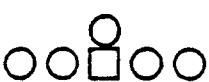
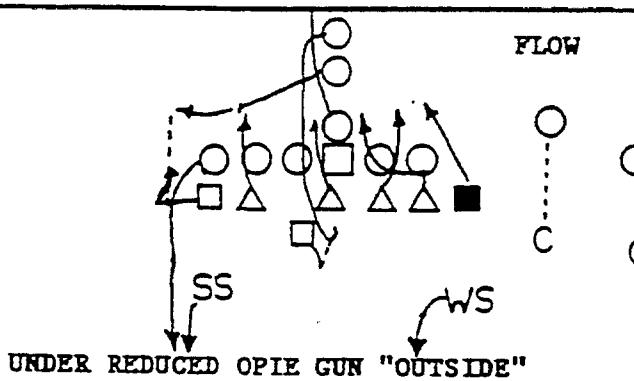
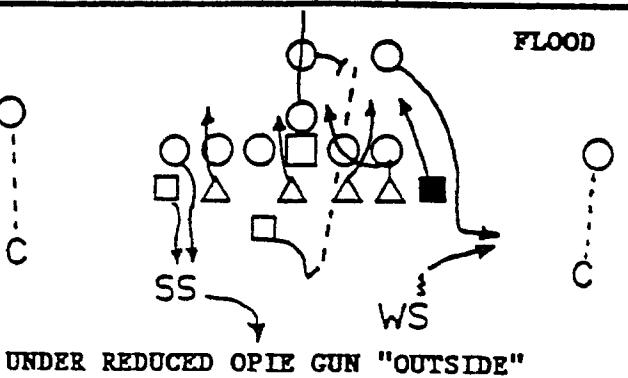
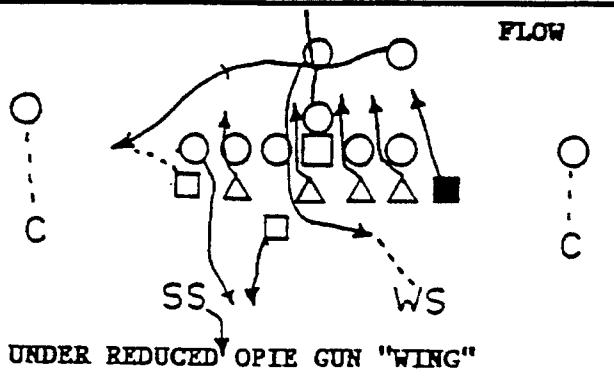
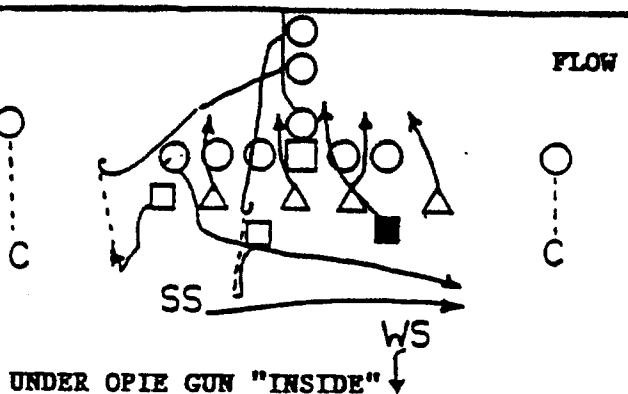
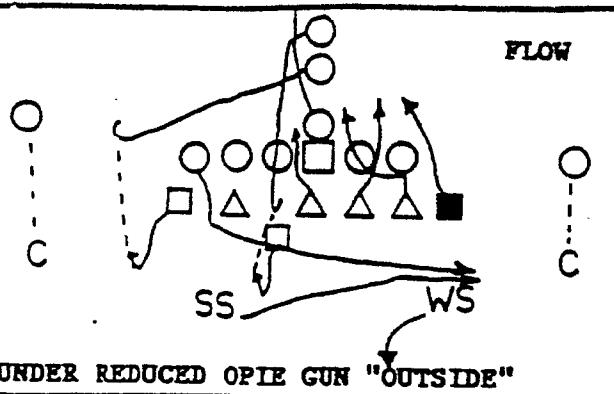


"ZEBRA"



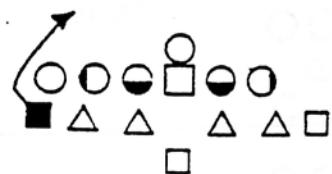
"SOLO"

OPIE GUN - COVER TO  
ALERT - FLOW COVERAGE

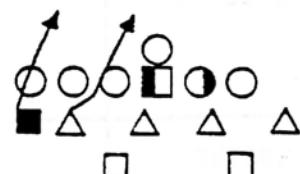


B. "TOBY GUN" - "TOBY" IS THE TE SIDE LBer, W/2 TE'S - OUTSIDE LBer ON THE STRONGSIDE. THE COVERAGE IS COVER 10. TOBY GUNS GO TO TWO D., COVER 0 VS 1 BACK FORMATIONS (OR MOTION TO 1 BACK).

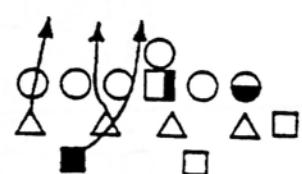
1. TOBY ON LOS ""TOBY GUN", NO OTHER CALL. TOBY IS THE CONTAIN RUSHER AND DEFENSIVE LINE EXECUTES FRONT CALLED. (STRAIGHT CALL)
2. TOBY ON LOS "TOBY GUN CUT" TOBY RUSHES THROUGH O GAP AND DEFENSIVE END TO CALL SIDE EXECUTES A "CUT" STUNT RUSHING THROUGH "B" GAP.
3. TOBY OFF LOS AND INSIDE. TOBY AND DEFENSIVE LINE TO THE CALL SIDE WILL EXECUTE THE CALL MADE.



43 "TOBY GUN" STRAIGHT



UNDER TOBY GUN "CUT"



OVER TOBY GUN "INSIDE"

4. TOBY GUN COVER 10

a) FLOW COVERAGE - LOOSE M/M ON Y AND TWO BACKS BY SS-MAC-OPIE  
SS LOOSE M/M ON OUTSIDE RELEASER OF #2 AND #3

C.P.: Y CROSS - WIDEST BACK M/M

C.P.: Y SEAM - Y M/M

MAC - LOOSE M/M ON INSIDE RELEASER OF #2 AND #3

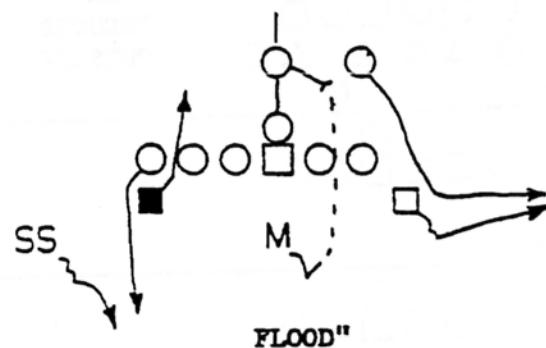
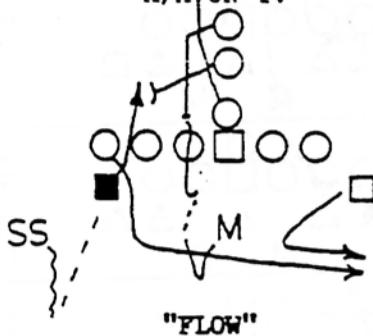
C.P.: Y CROSS - INSIDE BACK M/M

C.P.: Y SEAM - WIDEST BACK M/M

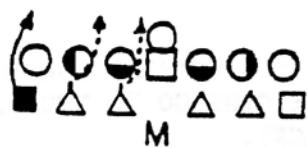
OPIE - Y CROSS - Y M/M

Y SEAM - INSIDE M/M

b) FLOOD COVERAGE MAC AND OPIE M/M ON TWO BACKS (INDIANA) SS  
M/M ON Y.



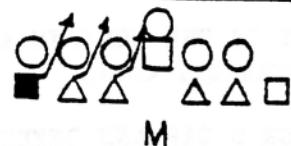
TOBY GUN COVER 10



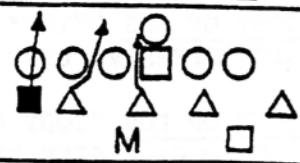
43  
TOBY GUN  
STRAIGHT



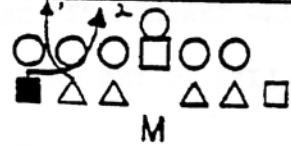
UNDER  
TOBY GUN  
STRAIGHT



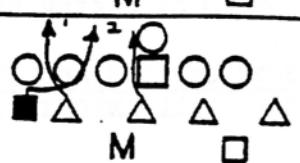
STING



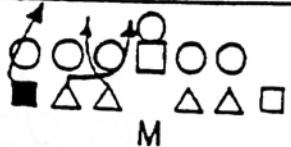
CUT



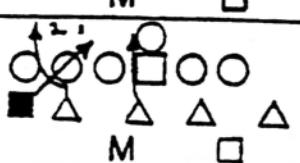
SOX



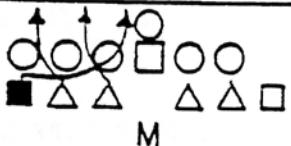
SOX



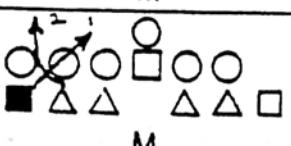
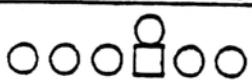
OUTSIDE



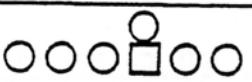
CROSS



INSIDE



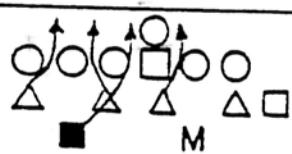
CROSS



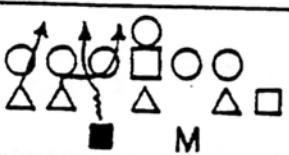
OVER  
SHOOT



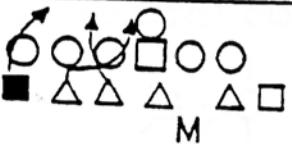
OVER 30  
STING



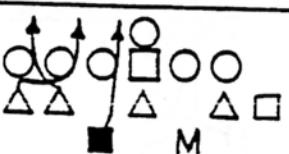
INSIDE



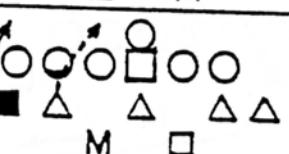
"X"



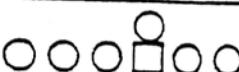
OVER  
REDUCED  
OUTSIDE



LEX



UNDER 30  
TOBY GUN  
(STRAIGHT)



CUT