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Michigan State

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PHILOSOPHY OF THE MICHIGAN STATE SPARTAN DEFENSE

THE MICHIGAN STATE PHILOSOPHY ON FIRST AND SECOND DOWN IS TO STOP THE RUN AND PLAY GOOD ZONE PASS DEFENSE. WE WILL OCCASIONALLY PLAY MAN-TO-MAN AND BLITZ IN THIS SITUATION. ON THIRD DOWN, WE WILL PRIMARILY PLAY MAN-TO-MAN AND MIX-IN SOME ZONE AND BLITZES. WE WILL RUSH FOUR OR MORE PLAYERS VERSUS THE PASS ABOUT NINETY PERCENT OF THE TIME.

IN ALL SITUATIONS, WE WILL DEFEND THE INSIDE OR MIDDLE OF THE FIELD FIRST -- DEFEND INSIDE TO OUTSIDE. AGAINST THE RUN, WE WILL NOT ALLOW THE BALL TO BE RUN INSIDE. WE WANT TO FORCE THE BALL OUTSIDE. AGAINST THE PASS, WE WILL NOT ALLOW THE BALL TO BE THROWN DEEP DOWN THE MIDDLE OR INSIDE. WE WANT TO FORCE THE BALL TO BE THROWN SHORT AND/OR OUTSIDE.

THE TRADEMARK OF THE MICHIGAN STATE DEFENSE IS AGGRESSIVENESS AND PHYSICAL PLAY. WE WILL BE PHYSICALLY STRONG AT THE LINE OF SCRIMMAGE AND WILL HUSTLE AND PURSUE RELENTLESSLY. WE WILL BE HARD AND SURE TACKLERS. THE MICHIGAN STATE SPARTANS WILL BE SUCCESSFUL ON DEFENSE IF WE GIVE ONE HUNDRED PERCENT PHYSICAL EFFORT, PLAY WITH TREMENDOUS PHYSICAL TOUGHNESS AND DO NOT MAKE MENTAL MISTAKES. TO ELIMINATE MENTAL ERRORS, WE MUST FULL UNDERSTAND THE CONCEPT OF THE DEFENSE AND BE DISCIPLINED TO PLAY THE DEFENSE CALLED. WE MUST HAVE MENTAL DISCIPLINE TO ELIMINATE MISTAKES AND PENALTIES. WE WILL NOT ALLOW BIG PLAYS AGAINST US.

THE MICHIGAN STATE DEFENSE MUST PERFORM EFFICIENTLY INSIDE OUR TWENTY YARD LINE (RED AREA) AND ON THE GOAL LINE. WE CANNOT ALLOW OUR OPPONENTS TO RUN THE BALL INTO THE END ZONE. WE WILL HAVE A GOOD RUN DEFENSE WITH TIGHT PASS COVERAGE. WE WILL PREVENT TOUCHDOWNS AND FORCE FIELD GOAL ATTEMPTS BY PLAYING GOOD TEAM DEFENSE.

DEFENSIVELY, WE MUST ADAPT TO EVERY SITUATION THAT PRESENTS ITSELF AND EXECUTE SUCCESSFULLY. THIS REQUIRES GOOD COMMUNICATION, TEAM WORK, AND OFTEN, PERSONNEL SUBSTITUTION. DEFENSIVE SITUATIONS THAT OCCUR REGULARLY ARE: THIRD DOWN; FOURTH DOWN; TWO-MINUTE; SHORT YARDAGE; CONSERVING TIME; PROTECTING A LEAD; OPPONENT BACKED UP; AND NO HUDDLE. WE WILL PREPARE FOR AND HANDLE THESE CRUCIAL SITUATIONS. WE ALSO MUST HAVE THE ATTITUDE TO REACT TO SUDDEN CHANGE WHENEVER IT PRESENTS ITSELF. WE MUST PUT THE FIRE OUT- CONTROL MOMENTUM OF THE GAME ON DEFENSE.

FINALLY, OUR JOB IS TO TAKE THE BALL AWAY FROM THE OPPONENTS' OFFENSE AND SCORE OR SET UP GOOD FIELD POSITION FOR OUR OFFENSE. WE MUST KNOCK THE BALL LOOSE, FORCE MISTAKES, AND CAUSE TURNOVERS. TURNOVERS AND MAKING BIG PLAYS WIN GAMES. WE WILL BE ALERT AND AGGRESSIVE AND TAKE ADVANTAGE OF EVERY OPPORTUNITY TO COME UP WITH THE BALL.

THE MICHIGAN STATE DEFENSE WILL PLAY FOR SIXTY MINUTES IN EVERY GAME REGARDLESS OF THE SCORE OR SITUATION. THE TRADEMARK OF OUR DEFENSE WILL BE EFFORT, TOUGHNESS, AND NO MENTAL MISTAKES REGARDLESS OF SCORE OR SITUATION IN ANY GAME.

PRIDE....DEFENSE WINS CHAMPIONSHIPS....PRIDE

PRINCIPLES OF DEFENSE

A. DEFENSE MUST BE A TEAM EFFORT

1. THE FIRST AND FOREMOST PRINCIPLE OF DEFENSE IS TO PREVENT A TOUCHDOWN OR SCORE. IN THE FINAL ANALYSIS, THE EFFECTIVENESS OF THE DEFENSIVE TEAM IS MEASURED BY THE NUMBER OF POINTS SCORED AGAINST.

2. EACH MAN MUST KNOW HIS INDIVIDUAL ASSIGNMENT AND RESPONSIBILITY ON EVERY DEFENSE AND PLAY HIS OWN RESPONSIBILITY EACH AND EVERY PLAY.

3. HE MUST CARRY OUT HIS TEAM ASSIGNMENT POSITIVELY IN ORDER THAT THE DEFENSE CAN FUNCTION AS A "TEAM". PURSUIT AND GANG TACKLING ARE A VITAL PART OF TEAM EFFORT.

4. ANY GAMBLING OR HUNCH PLAYING BY AN INDIVIDUAL CAN ONLY LEAD TO A BREAKDOWN OF THE "TEAM" AND CAUSE A LONG RUN OR PASS, AND POSSIBLY A SCORE. OUR DEFENSE IS BASED ON EACH MAN CARRYING OUT HIS OWN ASSIGNMENT COMPLETELY.

5. THROUGH TEAM EFFORT, WE WILL KEEP THE GAIN DOWN TO A MINIMUM AND PREVENT THE LONG RUN OR PASS FOR A SCORE OR FORCE AN OFFENSIVE ERROR OR TURNOVER.

B. RUN DEFENSE

1. WE WILL CREATE VICTORIES FOR OUR DEFENSE BY PLAYING GREAT DEFENSE VERSUS THE RUN. EACH MAN MUST PLAY HIS RESPONSIBILITY, PURSUE THE BALL WITH SUPER HUMAN EFFORT, BE VICIOUS TACKLERS, AND KEEP PROPER LEVERAGE ON THE FOOTBALL AT ALL TIMES. GANG TACKLING WILL DISCOURAGE GREAT BACKS AND CREATE TURNOVERS FOR OUR TEAM.

C. PASS DEFENSE -- KEY TO SUCCESS

1. THE DEFENSIVE LINE MUST CONTINUOUSLY PUT PRESSURE ON THE PASSER. BY RUSHING IN YOUR OWN PRESCRIBED LANE AND BY SUPER HUMAN SECOND EFFORT, YOU WILL GET TO THE PASSER. BY STAYING IN YOUR PROPER RUSHING LANE, YOU WILL CONTAIN THE PASSER, THEREBY PREVENTING HIM FROM RUNNING WITH THE BALL AND THROWING OUTSIDE OF THE POCKET. RUSH DICTATED BY QB AND PASS PROTECTION. STAY ON YOUR FEET AND GET HANDS IN QB'S FACE.

2. OUR LINEBACKERS MUST HOLD UP AND FORCE THE RELEASE OF THE OFFENSIVE ENDS BASED UPON THE DEFENSE CALL, FORMATION SET, SITUATION, AND FIELD POSITION. DROPPING TO THEIR PRESCRIBED DEFENSIVE POSITIONS FOR PASS, REROUTE RECEIVERS BASED ON COVERAGE, MATCH THE PATTERN AND BREAK ON THE BALL. GET GOOD REACTION TO THROWN BALL, AND BE AGGRESSIVE TO GET BALL OUT WITH SWAT OR COLLISION. BE PHYSICAL! Lbers MUST REACT TO CALL BY BACKS, CROSS, SMASH, ETC...

3. OUR DEEP BACKS MUST LEARN THEIR RESPONSIBILITIES THE TECHNIQUE TO CARRY OUT THEIR RESPONSIBILITIES. THE SECRET OF COVERING A RECEIVER IS GOOD TECHNIQUE, VISION, KNOWING WHERE THE RECEPTION AREA IS, REACTION TO THE BALL, POISE (DON'T BE A GUESSER), AND TOUGHNESS.

D. DESIRE TO DO THE JOB -- SECRET OF OUR DEFENSE -- DESIRE TO STUDY

1. KNOW HOW OUR DEFENSIVE DESIGN WILL STOP OUR OPPONENTS TENDENCIES. EXAMPLE: BACKER SUPPORT VS. SWEEP.

2. TACKLING...YOU MUST HAVE THE DESIRE TO "BE A HITTER", CONCENTRATE ON YOUR TARGET, AND DRIVE THROUGH THEIR SOFT SPOT WITH A RISING BLOW.

3. RUSHING THE PASSER...LINE AND LINEBACKERS...TECHNIQUE AND DESIRE. GET THE QB AT ALL COSTS. DON'T BE HESITANT. IT MUST BE AN ALL-OUT THING.

4. PAY THE PRICE TO BE A WINNER. DESIRE HERE IS THE MOST IMPORTANT ASPECT OF WINNING. EACH AND EVERY DEFENSIVE PLAYER MUST HAVE THE PRIDE AND PERSONAL AMBITION TO BE A WINNER. YOU MUST "PAY THE PRICE" WITH EXTRA WORK, STUDY, AND CONDITIONING TO BE A WINNER.

E. NO ROOM FOR MENTAL ERROR

1. YOU MUST BE ABLE TO CONCENTRATE ON YOUR ASSIGNMENT AND CARRY THIS OUT IN EACH AND EVERY PLAY. MENTAL ERROR IS THE LACK OF CONCENTRATION AND A LAX ATTITUDE DURING THE WEEK OF PREPARATION FOR ANY GAME.

2. CONCENTRATION, SELF-PRIDE, AND TEAM CONFIDENCE IS THE BEST WAY TO COMBAT ANY CHANCE OF MENTAL ERROR. REFUSE TO ALLOW ANYTHING TO DISTURB OR DISTRACT YOU CONCENTRATION.

F. OUR GOAL

1. PREVENT TOUCHDOWNS BY THE LONG PASS OR RUN. GET THE BALL FOR OFFENSE. HAVE THE FEWEST POINTS SCORED AGAINST YOU.

G. CONCLUSION

1. WITH TEAM EFFORT, PASS DEFENSE, DESIRE, AND NO MENTAL ERRORS, WE WILL REACH OUR GOAL.

2. WE WILL REPEAT THESE POINTS TIME AFTER TIME UNTIL THEY BECOME PART OF YOUR WAY OF LIFE.

3. REPETITION MAY BE BORING, HOWEVER, THROUGH THIS METHOD, YOU WILL BECOME A GREAT DEFENSIVE TEAM!

DEFENSIVE RESPONSIBILITIES

ON EVERY DEFENSIVE CALL, EACH PLAYER WILL HAVE AN ASSIGNMENT VERSUS A RUN PLAY AND A PASSING PLAY. YOU MUST KNOW BOTH ASSIGNMENTS ON EVERY PLAY.

DEFENSIVE LINE: ALIGNMENT, RUN TECHNIQUE, PASS RUSH LANE.

LINEBACKERS: ALIGNMENT (FORMATION), RUN FORCE, PASS RUSH LANE OR COVERAGE (ZONE OR MAN).

DEFENSIVE BACKS: ALIGNMENT (FORMATION), RUN FORCE, PASS COVERAGE (ZONE OR MAN-TO-MAN).

1. **NUMBERING TECHNIQUES:**

   A. ON EVEN TECHNIQUES (0,2,4,6), YOU HAVE TWO GAP RESPONSIBILITY.

   B. ON ODD TECHNIQUES (1,3,5,9), YOU HAVE ONE GAP (SHOULDER) RESPONSIBILITY.

   C. ON HEAVY TECHNIQUES (1,3,5,9), YOU HAVE 2/3 OUTSIDE, 1/3 INSIDE CONTROL AND CROSS FACE CUT OFF.

0 TECHNIQUE: HEAD UP CENTER
2 TECHNIQUE: HEAD UP GUARD
4 TECHNIQUE: HEAD UP TACKLE
6 TECHNIQUE: HEAD UP AND
8 TECHNIQUE: TWO YARDS OUTSIDE TE (FORCE)

1 TECHNIQUE: SHADE TECHNIQUE ON CENTER
3 TECHNIQUE: OUTSIDE SHOULDER OF GUARD
5 TECHNIQUE: OUTSIDE SHOULDER OF TACKLE
9 TECHNIQUE: OUTSIDE SHOULDER OF TE

TWO GAP TECHNIQUE: MOVE ON BALL. LEAD WITH HANDS. KNOCK BLOCKER BACK AND WORK FOR FULL EXTENSION OF ARMS. CONTROL BLOCKER.

2. **COVERAGE RESPONSIBILITY:**

   A. WHICH LBer(s) RUSH (3-4 ONLY).....RULES FOR RUSH BY COVERAGE (3-4 ONLY).

   B. STRONGSIDE/WEAKSIDE RUN FORCE.....FORCE RULES.

   C. COVERAGE RESPONSIBILITY.....COVERAGE VERSUS DROP BACK PASS.

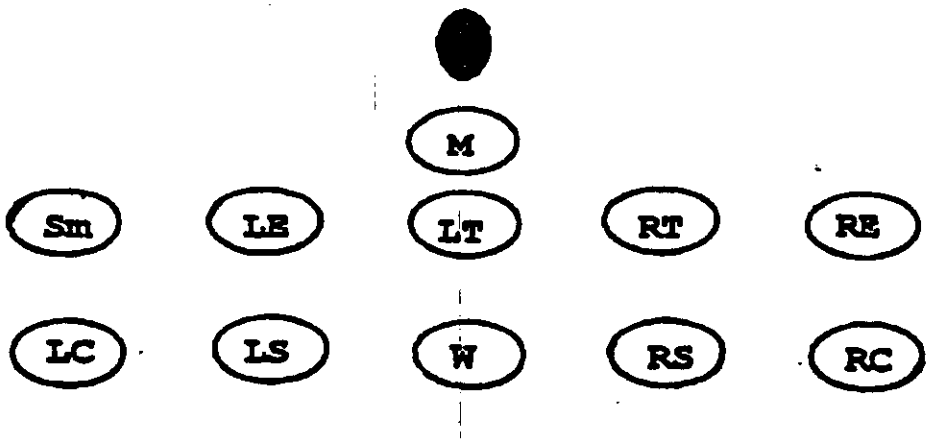
   D. FLOW RULES.....PLAY ACTION.

   E. ADJUSTMENTS BY FORMATION.....ADJUSTMENTS.

3. OTHER CALLS MAY BE ADDED TO THE BASE CALL DICTATING LINE STUNTS, FRONT OR COVERAGE VARIATIONS, OR SPECIAL INSTRUCTIONS/TECHNIQUES.

HUDDLE

(BALL)



IN HUDDLE:

1. FORM HUDDLE QUICKLY...DON'T BE THE LAST MAN.

2. KEEP A CONSTANT HUDDLE...LT AND RB FORM HUDDLE ON BALL. THE SHAPE AND HANDS-ON-KNEES APPEARANCE IS THE RESPONSIBILITY OF EACH INDIVIDUAL.

3. THE SIGNAL CALLER DOES THE TALKING...ALL OTHERS LISTEN! MAKE THE CALL ONLY WHEN ALL ELEVEN PLAYERS ARE IN THE DEFENSIVE HUDDLE. TALK STRAIGHT OUT...NOT UP IN THE AIR OR DOWN AT THE GROUND...SEE ALL OF YOUR MEN.

4. RS WILL CALL THE DOWN AND DISTANCE. EXAMPLE: "2ND AND 8"5. MIKE WILL ALERT THE DEFENSE TO THE OFFENSIVE PERSONNEL. MIKE WILL CALL THE DEFENSE. EXAMPLE: "REGULAR PEOPLE...STUNT COVER 3".**

6. AFTER THE CALL, MIKE WILL SAY, "READY"...THEN PAUSE...ALL CLAP HANDS, WHICH IS THE SIGNAL TO BREAK AND CONCENTRATE ON OFFENSIVE HUDDLE. WATCH OPPONENTS BREAK HUDDLE.

IF YOU DO NOT HEAR OR DO NOT UNDERSTAND THE DEFENSIVE SIGNAL, ALERT THE SIGNAL CALLER AND THE CALL WILL THEN BE REPEATED

*GOOD DEFENSE STARTS WITH A GOOD HUDDLE. GET IN THE HUDDLE QUICKLY.

*GET THE CALL. BREAK THE HUDDLE AND SEE THE OFFENSE COME OUT.

*BE READY TO PLAY. THINK ABOUT YOUR ASSIGNMENT AND ANTICIPATE THE SITUATION.

C.P.: SAFETIES...CHECK THE COVERAGE CALL WITH THE SECONDARY AS YOU BREAK THE HUDDLE.

AT THE LINE:

WATCH THE OFFENSIVE HUDDLE AND PICK OUT THE STRENGTH OF THE FORMATION AS OPPONENTS LEAVE THE HUDDLE. THE PASSING STRENGTH IS T TWO-RECEIVER SIDE, NOT THE TE. IT IS EVERYONE'S OWN RESPONSIBILITY RECOGNIZE AND KNOW THE STRENGTH.

CALLS:

1. SAFETIES AND MIKE.....FIRST CALL THE STRENGTH (RIGHT OR LEFT).

2. MIKE.....CALL THE BACKFIELD SET, OR COMPLETE FORMATION WHEN IT IS SET (EXAMPLE: "GIVE IT TO ME" TO SET FRONT)

3. SAFETIES.....MAKE THE FORCE CALL TO THE OLBer. "SKY, CLOUD, BACKER, BRONCO". THE OLBer WILL ACKNOWLEDGE THE CALL BY HAND MOVEMENT.

4. LBers AND DBs.....THEN MAKE ANY OTHER CALLS/ALERTS BY SITUATION, FRONT, OR COVERAGE.

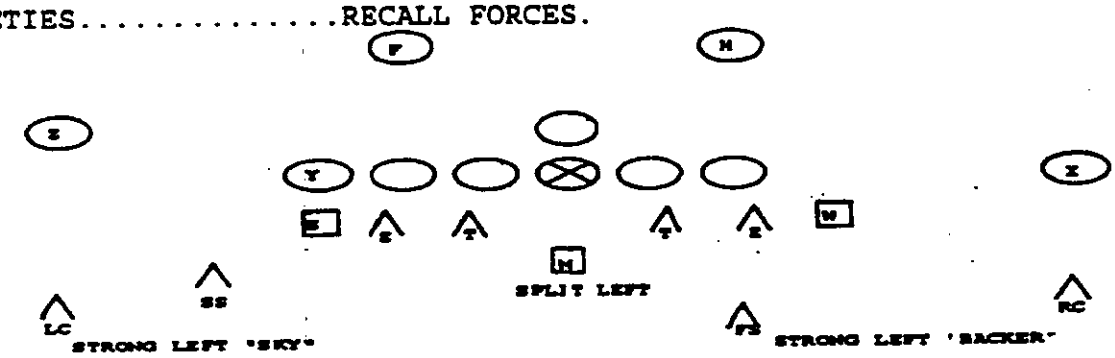
VERSUS MOVEMENT -- NO CHANGE OR STRENGTH OR COVERAGE ADJUSTMENT

1. MIKE/SAFETY.....CALL "PLAY IT".

VERSUS CHANGE OF STRENGTH MOVEMENT

1. MIKE/SAFETY.....CALL "CHECK RIGHT OR LEFT" TO RECALL STRENGTH OR PLAY IT TO CONFIRM COVERAGE FIRST.

2. SAFETIES.....RECALL FORCES.



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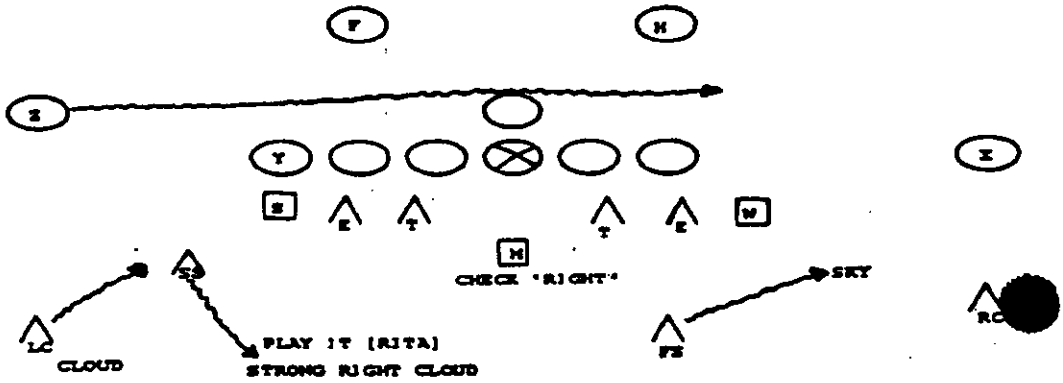
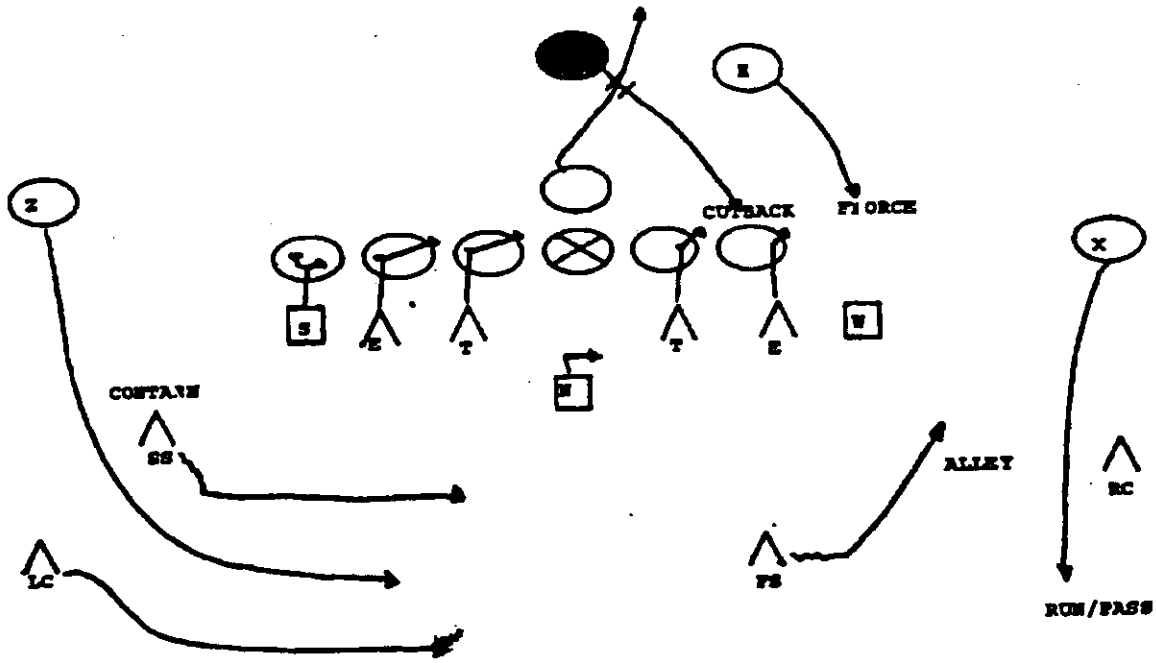
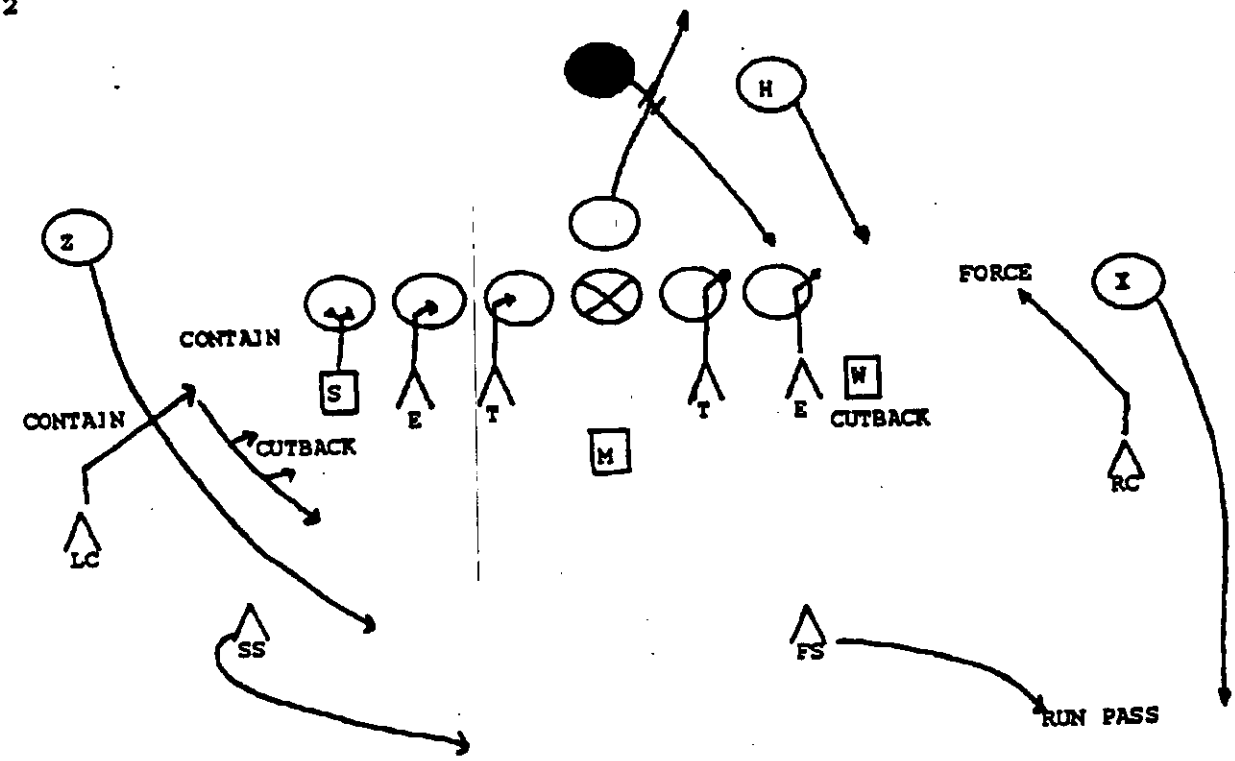


GENERAL WEAKSIDE PURSUIT ANGLES OF 4-3 DEFENSE

COVER 3



COVER 2



FORMATIONS

SILVER PEOPLE:

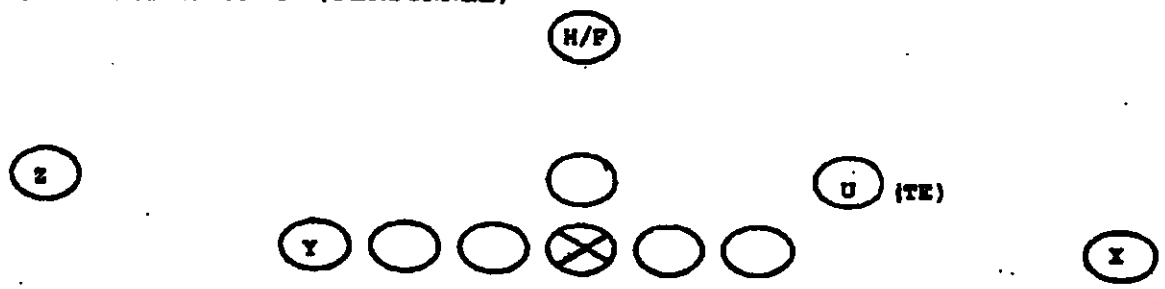
2 WRs...DESIGNATED X AND Z

STRENGTH IS DETERMINED BY THE 2 WRs.. TE ON IS STRENGTH, BOTH ON OR BOTH OFF

2 TEs...DESIGNATED Y AND U

DESIGNATED 1ST TE.

1 BACK...DESIGNATED H OR F (PERSONNEL)



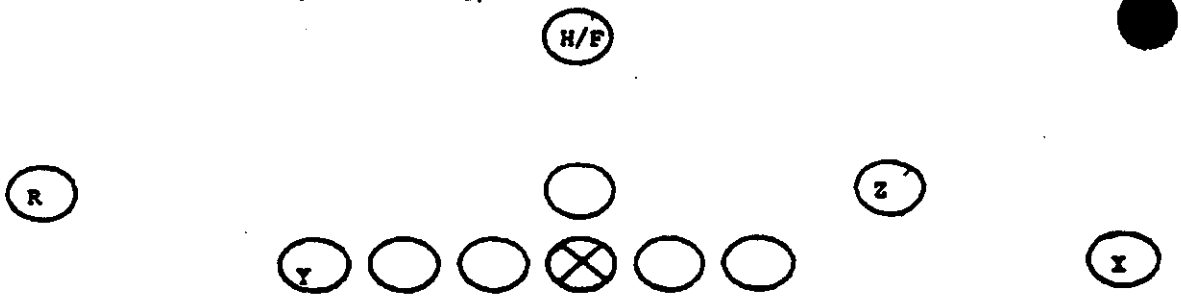
BLUE PEOPLE:

3 WRs...DESIGNATED X,Z, AND R

TE.....DESIGNATED Y

1 BACK...DESIGNATED H OF F (PERSONNEL)

STRENGTH IS DETERMINED BY THE 3 Wrs...THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE.



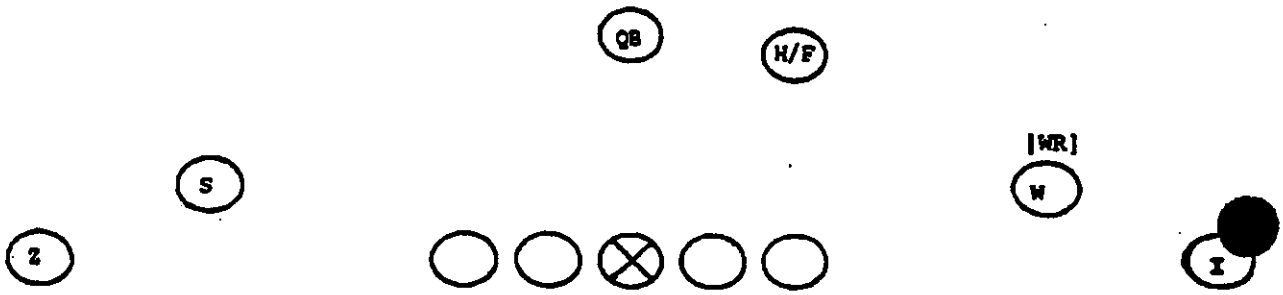
RED PEOPLE:

4 WR'S...DESIGNATED X,Z, AND R

1 TE.....DESIGNATED Y

1 BACK...DESIGNATED H OR F (PERSONNEL)

STRENGTH IS DETERMINED BY THE 3 WRS...THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE.



DEFENSIVE TERMINOLOGY
GENERAL TERMS

1.	L.O.S.	LINE OF SCRIMMAGE
2.	POA	POINT OF ATTACK
3.	CP	COACHING POINT
4.	STRONG BACKER	OUTSIDE LINEBACKER ON "TWO" RECEIVER SIDE
5.	WEAK BACKER	OUTSIDE LINEBACKER ON "ONE" RECEIVER SIDE
6.	MIKE	INSIDE LINEBACKER ON GOAL LINE OF 43 DEFENSE
7.	SAM	OUTSIDE LINEBACKER IN 4-3 DEFENSE WHO IS LOCATED ON THE TE SIDE
8.	WILL	OUTSIDE LINEBACKER IN 4-3 DEFENSE WHO IS LOCATED ON THE OPEN END SIDE
9.	BUCK	INSIDE LINEBACKER IN 30 DEFENSE WHO IS ALIGNED TO THE OPEN SIDE
10.	MONEY POSITION	DEFENSIVE BACK/COVER LINEBACKER USED IN OUR TRANSITION OR SUB DEFENSE
11.	MAC	THE MIDDLE LINEBACKER IN SUB DEFENSES
12.	RED AREA	AREA OF THE FIELD FROM +20 TO +5 YARD LINE
13.	GOAL LINE	AREA OF THE FIELD FROM +5 TO GOAL LINE
14.	WIDE SIDE	TERM REFERRING TO THE WIDE SIDE OF THE FIELD WITH THE BALL ON THE HASH MARK
15.	SHORT SIDE	TERM REFERRING TO THE SHORT SIDE OF THE FIELD WITH THE BALL ON THE HASH MARK
16.	STRONGSIDE	THE SIDE OF OFFENSIVE FORMATION HAVING THE TWO QUICK RECEIVERS (TWO RECEIVER SIDE)
17.	WEAKSIDE	THE SIDE OF OFFENSIVE FORMATION AWAY FROM THE TWO QUICK RECEIVERS (ONE RECEIVER SIDE)
18.	TIGHT END SIDE	THE SIDE OF OFFENSIVE FORMATION WHERE THE TIGHT END REMAINS NEXT TO HIS TACKLE **OR THE SIDE OF THE TWO QUICK RECEIVERS IN A THREE RECEIVER FORMATION.** HAS NOTHING TO DO WITH STRENGTH!
19.	OPEN SIDE	THE SIDE OF OFFENSIVE FORMATION WHERE A NORMAL WIDE RECEIVER IS SPLIT AWAY FROM HIS TACKLE.
20.	NEAR BACK	THE BACK THEAT LINES UP ON YOUR SIDE.
21.	FAR BACK	THE BACK THAT LINES UP AWAY FROM YOU.

OFFENSIVE PERSONNEL

1.	REGULAR	REFERS TO 2 WRs, 2 BACKS, AND 1 TE IN THE GAME
2.	SILVER	REFERS TO 2 WRs, 2 TEs, AND 1 BACK IN THE GAME
3.	BLUE	REFERS TO 3 WRs, 1 TE, AND 1 BACK IN THE GAME
4.	GOLD	REFERS TO 3 WRs AND 2 BACKS IN THE GAME
5.	GREEN	REFERS TO 2 TEs, 2 BACKS, AND 1 WR IN THE GAME
6.	BLACK	REFERS TO 3 TEs AND 2 BACKS IN THE GAME
7.	RED	REFERS TO 4 WRs AND 1 BACK IN THE GAME
8.	GREY	REFERS TO 1 WR, 3 TEs, AND 1 BACK IN THE GAME
9.	PURPLE	REFERS TO 5 WRs IN THE GAME

DEFENSIVE PERSONNEL

1.	4-3	REFERS TO 4 LINEMEN, 3 LINEBACKERS, 4 DEFENSIVE BACKS
2.	30	REFERS TO 3 LINEMEN, 4 LINWEBACKERS, 4 DEFENSIVE BACKS

DEFENSIVE PERSONNEL

1.	JACK	REFERS TO 2 LINEMEN AND 3 LINEBACKERS
2.	QUEEN	REFERS TO 3 LINEMEN AND 2 LINEBACKERS
3.	KING	REFERS TO 4 LINEMEN AND 1 LINEBACKER
4.	NICKEL	REFERS TO 4 DEFENSIVE BACKS, STAR (5TH DB), NICKEL (COVER BACKER)
5.	DIME	REFERS TO 4 DEFENSIVE BACKS, STAR, DIME (6TH DB-SAFETY OR CORNER)
6.	QUARTER	REFERS TO 4 DEFENSIVE BACKS, STAR, QUARTER (7TH DB-CORNER)
7.	DOLLAR	REFERS TO 4 DEFENSIVE BACKS, STAR, 6TH DB, DOLLAR (7TH DB FOR LINEBACKER)

GOAL LINE

SPECIAL DEFENSIVE PERSONNEL USED TO DEFEND THE FIELD FROM THE +5 YARD LINE TO THE END ZONE.

FRONTS

1.	4-3	4 LINEMEN, 3 LINE3BACKERS, 4 DEFENSIE BACKS ALIGNMENT -NO LINEBACKERS RUSHING VS PASS
2.	30/ST 30	3 LINEMEN, 4 LINEBACKERS, 4 DEFENSIVE BACKS ALIGNMENT -1 LINEBACKER RUSHING VS PASS (BY COVERAGE)
3.	DOUBLE	VARIATION 4 LINEMEN,3 LINEBACKERS, 4 DEFENSIVE BACKS ALIGNMENT -ONE LINEBACKER RUSHING VS PASS

FRONTS - Continued

4.	EVEN	VARIATION OF 4-3 DEFENSE WITH LINE SHIFTED **TOWARD** TE SIDE
5.	POINT	VARIATION OF EVEN DEFENSE WITH TE SIDE END ALIGNED OUTSIDE OF THE TE

SUB FRONTS

1.	EVEN	A BALANCED FRONT WITH AN EQUAL NUMBER OF RUSHERS ALIGNED ON EITHER SIDE FO THE CENTER [FLEX = 1,3,TECH]
2.	ODD	A FRONT WITH THE CENTER AND OFFENSIVE TACKLES COVERED - ONLY 3 DESIGNATED RUSHERS
3.	OVER	AN OVER SHIFTED FRONT WITH 3 RUSHERS TO ONE SIDE OF THE CENTER
4.	SLIDE	A COMBINATION ODD AND OVER SHIFTED FRONT
5.	DIAMOND	A FRONT IN WHICH ALL OFFENSIVE LINEMEN ARE COVERED [RUBY IN NICKEL]

RUN SUPPORT

1.	FORCE	THIS TERM DESCRIBES THE RESPONSIBILITY OF MEETING THE END RUN IN ITS FORMATIVE STAGE AND MAKING THE TACKLE OR FORCING THE CUTBACK, OR FORCING THE BALL CARRIER DEEP SO THAT HE IS VULNERABLE TO PURSUIT
2.	PRIMARY FORCE MAN	THE PLAYER RESPONSIBLE FOR FORCING THE END RUN, PITCH ON OPTION
3.	SECONDARY FORCE MAN	THE PLYER(S) RESPONSIBLE FOR PLAY ACTION PASS, RUN-PASS, AND DELAYED RUN SUPPORT
4.	CUTBACK AREA	AREA BETWEEN THE FORCE MAN AND THE FIRST PURSUIT MAN
5.	ALLEY	A DEFENSIVE PLAYER WHO IS RESPONSIBLE FOR THE INSIDE OFF-TACKLE CUTBACK AREA OR A DEEP OUTSIDE BOUNCE BY A RUNNING BACK
6.	SKY (SAFETY FORCE)	COORDINATED END RUN SUPPORT WHERE THE SAFETY IS THE PRIMARY FORCE MAN
7.	CLOUD (CORNER FORCE)	COORDINATED END RUN SUPPORT WHERE THE CORNER IS THE PRIMARY FORCE MAN
8.	KICK (CORNER FORCE)	COORDINATED END RUN SUPPORT WHERE THE CORNER IS THE PRIMARY FORCE MAN TO A TIGHT WEAK SIDE
9.	READ	BACKER OR CORNER SUPPORT BASED ON THE RELEASE OF THE TE
10.	BACKER	
11.	CAT	AGGRESSIVE CORNER FORCE DETERMINED BY THE MOVEMENT OF Z
12.	CROSS	DEFENSIVE END/OUTSIDE LINEBACKER STUNT USED ONLY IN 30 BLITZES; THE DEFENSIVE END IS THE PRIMARY FORCE MAN

13. BOUNCE — TECHNIQUE USED BY PRIMARY FORCE MAN TO FORCE BALL CARRIER DEEP AND OUT OF RUNNING LANE

14. REPLACE — SUPPORT PATTERN BY THE DEFENSIVE BACK TO REPLACE THE FORCE MAN IF HE IS BLOCKED AND LOSES CONTAINMENT

15. CONTAIN MAN — PLAYER ASSIGNED TO FOLLOW FOOTBALL FOR REVERSE, BOOT, OR CUTBACK

16. PURSUIT — AN AGGRESSIVE PROCEDURE BY DEFENSIVE PLAYER IN GOING TO THE BALL AND STOPPING FORWARD PROGRESS OF THE BALL CARRIER (INSIDE-OUT APPROACH -- PROPER PURSUIT ANGLE)

17. CRACK — A DOWN BLOCK BY A FLANKER OR SPLIT END ON A SAFETY OR LINEBACKER

18. FLOOD — BOTH BACKS MOVING TO THE STRONG SIDE

19. WEB — BOTH BACKS MOVING TO THE WEAK SIDE

20. SPLIT FLOW — ONE BACK MOVING STRONG, WHILE THE OTHER GOES WEAK

DEFENSIVE LINE AND LINEBACKER TERMS

1. OMAHA — CALL TELLING LINE TO RETURN TO THEIR BASE 4-3 TECHNIQUE

2. 30 DEFENSE:

*COLOR CALL — CALL BY OUTSIDE LINEBACKER TO DEFENSIVE END IN 30 DEFENSE ONLY

*GREEN — TELLS DEFENSIVE END THAT OUTSIDE LINEBACKER IS RUSHING -- DEFENSIVE END WILL RUSH INSIDE VS PASS

*ANY OTHER COLOR TELLS DEFENSIVE END THAT OUTSIDE (EXCEPT BLUE) LINEBACKER IS IN COVERAGE -- DEFENSIVE END WILL BE CONTAIN RUSHER VS. PASS

*LEE — L.O.S. CALL ALERTING LINE AND LINEBACKERS THAT THE LEFT OUTSIDE LINEBACKER IS RUSHING

*ROY — L.O.S. CALL ALERTING LINE AND LINEBACKERS THAT THE RIGHT OUTSIDE LINEBACKER IS RUSHING

3. RACE — A HUDDLE CALL OR AUDIBLE CALL ALERTING LINEMEN AND RUSHING LINEBACKERS TO USE PASS RUSH TECHNIQUES AND REACT TO THE RUN

4. BIRD — VERBAL ALERT USED TO INDICATE PASSING PLAY

5. RABBIT — VERBAL ALERT USED TO INDICATE RUNNING PLAY

LINEBACKER TERMS

1. CHANGE — EXCHANGE OF PASS RESPONSIBILITY BETWEEN AND INSIDE LINEBACKER AND AN OUTSIDE LINEBACKER ON THE SAME SIDE

2. SWAP — EXCHANGE OF PASS RESPONSIBILITY BETWEEN INSIDE LINEBACKERS (30 DEFENSE ONLY)

LINEBACKER TERMS - Continued

3.	AREA	A ZONE PASS DEFENSE TECHNIQUE IN WHICH ONE OUTSIDE LINEBACKER AND MIKE BACKER COVER THE TWO WEAKSIDE PASS RECEIVERS
4.	CLAMP	A PASS DEFENSE TECHNIQUE WITH THE MIDDLE LINEBACKER PLAYING MAN/MAN ON THE REMAINING BACK
5.	FUNNEL (3 ON 2)	A MAN/MAN PASS DEFENSE TECHNIQUE IN WHICH 3 DEFENDERS (USUALLY LINEBACKERS) PLAY 2 RECEIVERS
6.	BANJO (2 ON 2)	A MAN/MAN PASS DEFENSE TECHNIQUE WITH 2 LINEBACKERS PLAYING MAN/MAN ON 2 RECEIVERS BASED ON THEIR RELEASE
7.	RAMBO (2 ON 2)	A MAN/MAN PASS DEFENSE TECHNIQUE WITH A DEFENSIVE BACK AND A LINEBACKER PLAYING MAN/MAN ON 2 RECEIVERS BASED ON THEIR RELEASE
8.	LOCK (2 ON 2)	A MAN/MAN PASS DEFENSE TECHNIQUE WITH 2 LINEBACKERS PLAYING MAN/MAN ON 2 RECEIVERS REGARDLESS OF THEIR RELEASE
9.	HAWK	BOTH OUTSIDE LINEBACKERS RUSHING
10.	FIRE	MIKE AND WILL LINEBACKERS RUSHING; SAM TAKES MIKE'S COVER
11.	LION	STUNT BETWEEN ONE OR BOTH OUTSIDE LINEBACKER(S) AND DEFENSIVE END TO THEIR SIDE
12.	FAST READ	LINEBACKER READ; BOTH BACKS AND BALL GOING IN SAME DIRECTION
13.	SLOW READ	LINEBACKER READ; BACKFIELD ACTION IN COUNTER, SPLIT, DELAYED, CROSSING ACTION, OR UNDERNEATH BALL HANDLING
14.	DIRECT READ	INSIDE LINEBACKER READ; BACK AND BALL ATTACKING YOUR GAP
15.	BLITZ	TERMS USED TO CONTROL 6 OR MORE DESIGNATED RUSHERS; 2 LINEBACKERS RUSHING VS PASS (NOTE: BLITZ ALSO REFERS TO THE COVERAGE USED BY INSIDE BACKER AND THE 4 DEFENSIVE BACKS IN THIS DEFENSE)

STUNTS 4-3

1.	DIRECTIONS	LINE CALL ALERTING DEFENSIVE LINEMEN THAT THEY WILL BE STUNDING; LISTEN FOR "LUCKY/RINGO" CALL AT L.O.S.
2.	RINGO	STUNT SENDING BOTH DEFENSIVE TACKLES TO THEIR RIGHT
3.	LUCKY	STUNT SENDING BOTH DEFENSIVE TACKLES TO THEIR LEFT
4.	RIP	STUNT SENDING RIGHT DEFENSIVE TACKLE INTO RIGHT A GAP
5.	LIZ	STUNT SENDING LEFT DEFENSIVE TACKLE INTO LEFT A GAP
6.	CUE	STUNT EXCHANGING ASSIGNMENTS BETWEEN END AND OUTSIDE LINEBACKER; END CHARGES TO "C" GAP, OUTSIDE LINEBACKER FILLS C GAP ON FLOW TOWARD

7. SLAM — STUNT EXCHANGING RESPONSIBILITY BETWEEN WILL & THE UNDER END. THE UNDER END CLOSES THE "B" AND THE WILL TAKES THE "C" AND "D" GAP. THE UNDER TACKLE IS INVOLVED IF A PASS DEVELOPS.

8. 4-MAN FRONT:

*ME	END INSIDE CHARGE B GAP, BREAK POCKET RUSH, TACKLE, COME AROUND DEFENSE END FOR PASS CONTAIN
*U	TACKLE BURST B GAP CONTAIN RUSH, DEFENSIVE END COME AROUND DEFENSIVE TACKLE FOR BREAK POCKET RUSH
*TOM	GAP TACKLE DRIVE THROUGH INSIDE SHOULDER OF GUARD, BREAK POCKET RUSH, FOLLOW TACKLE; STEP AROUND GAP TACKLE, GAIN GROUND IN POCKET THROUGH THE RUSHING LANE
*3 GAME	3-MAN DEFENSIVE LINE STUNT BETWEEN BOTH TACKLES AND DEFENSIVE END TO THE RIGHT OF THE DEFENSE
*4 GAME	3-MAN DEFENSIVE LINE STUNT BETWEEN BOTH TACKLES AND DEFENSIVE END TO THE LEFT OF THE DEFENSE

GAMES

CHARGE BY DEFENSIVE LINEMEN (AND LINEBACKER AT TIMES) TO ASSIST OUR PASS RUSHER

1. OUTSIDE GAMES FROM 30...

*GREEN READ	GAME BETWEEN DEFENSIVE END AND (GREEN) OUTSIDE LINEBACKER
*LION	GAME BETWEEN DEFENSIVE END AND (GREEG) OUTSIDE LINEBACKER; END RUSHES UPFIELD, AND LINEBACKER STARTS UPFIELD AND COMES UNDERNEATH END

2. INSIDE GAMES FROM 30...

*MIKE YOU	GAME BETWEEN END AND MIKE; MIKE HITS B GAP AND END COMES AROUND
*BUCK YOU	GAME BETWEEN END AND BUCK; BUCK HITS B GAP AND END COMES AROUND
*NOSE	TACKLE/END GAME FROM A 3-MAN FRONT; ON SNAP, END GOES FIRST, INSIDE, AND TACKLE COMES AROUND FOR CONTAIN
*BULLET	STUNT BETWEEN NOSE AND INSIDE LINEBACKER; INSIDE LINEBACKER HITS A GAP AND NOSE CHARGES TO FAR A GAP
*MIKE ME/ BUCK ME	STUNT EXCHANGING ASSIGNMENTS BETWEEN END AND INSIDE LINEBACKER; END CHARGES TO B GAP, INSIDE LINEBACKER FILLS C GAP ON FLOW TOWARD, INSIDE LINEBACKER IS CONTAIN RUSHER VS. PASS

GAMES - Continued

*RAM	3-MAN LINE GAME FROM A 4-MAN FRONT; END AND OUTSIDE LINEBACKER ON SAME SIDE COME INSIDE, TACKLE ON THAT SIDE (NOSE) COMES AROUND FOR CONTAIN
*RUSH	3-MAN LINE GAME FROM A 4-MAN FRONT; BOTH TACKLES CHARGE LEFT OR RIGHT AND THE END ON THAT SIDE COMES BEHIND ACROSS THE BALL
*MIRROR	CALL USED TO DESIGNATE A DEFENDER TO MIRROR THE QB; MIRROR MAN WILL DRQW THE BLOCK OF OFFENSIVE LINEMEN AND PLAY FOR QB SCRAMBLES; RUSHERS ARE RESPONSIBLE FOR FORCING QB OUT OF THE POCKET TO THE OUTSIDE

PASS COVERAGE TERMINOLOGY

1.	AREA	A ZONE PASS DEFENSE TECHNIQUE IN WHICH THE WEAK BACKER AND AN INSIDE LINEBACKER COVER THE 2 WEAKSIDE PASS RECEIVERS
2.	BANJO (2 ON 2)	A MAN/MAN PASS DEFENSE CALL TELLING 2 LINEBACKERS TO PLAY MAN/MAN ON 2 RECEIVERS BASED ON THEIR RELEASE
3.	CLAMP	A MAN/MAN PASS DEFENSE TECHNIQUE WITH THE MIDDLE LINEBACKER PLAYING MAN/MAN ON THE REMAINING BACK
4.	FUNNEL	A MAN/MAN PASS DEFENSE TECHNIQUE IN WHICH 3 DEFENDERS [USUALLY LINEBACKER] PLAY 2 RECEIVERS
5.	COMBO	A MAN/MAN PASS DEFENSE TECHNIQUE WITH THE 2 SAFETIES (2 ON 2) PLAYING MAN/MAN ON 2 RECEIVERS BASED ON THEIR RELEASE USUALLY INVOLVING A TIGHT END]
6.	LOCK (2 ON 2)	A MAN/MAN PASS DEFENSE CALL TELLING 2 LINEBACKERS TO PLAY MAN/MAN ON 2 RECEIVERS REGARDLESS OF THEIR RELEASE
7.	RAT	A MAN/MAN PASS DEFENSE TERM TELLING A DESIGNATED DEFENDER (LINEBACKER) TO COVER THE CENTER AREA
8.	CROSS	A MAN/MAN PASS DEFENSE TECHNIQUE IN WHICH 3 DEFENDERS (DEFENSIVE BACKS) PLAY 2 RECEIVERS
9.	CONE (2 ON 1)	A MAN/MAN PASS DEFENSE TECHNIQUE IN WHICH 2 DEFENSIVE BACKS PLAY IN/OUT ON 1 RECEIVER TO GOAL LINE
10.	LEACH	A MAN/COVERAGE TECHNIQUE IN WHICH 1 DEFENDER PLAYS MAN/MAN ON 1 RECEIVER IN ZONE
11.	SWAP	EXCHANGE OF PASS RESPONSIBILITY BETWEEN LINEBACKERS
12.	RAMBO	A MAN/MAN PASS COVERAGE IN WHICH A DEFENSIVE BACK AND LINEBACKER PLAY IN/OUT ON A BACK/TIGHT END
13.	COMBO	A MAN/MAN PASS DEFENSE TECHNIQUE PLAYING MAN/MAN ON A TIGHT END AND BACK BASED ON THEIR RELEASE
14.	C	2 DEFENSIVE BACKS MAN/MAN TECHNIQUE ON WIDEST WIDE RECEIVER IN AND OUT WITH MOF PLAYER
15.	DEUCE	2 DEFENSIVE BACKS MAN/MAN TECHNIQUE ON 2ND WIDEST WIDE RECEIVER C.P. DEE DOUBLE #2 SHORT w/MOF PLAYER

PASS COVER TERMINOLOGY - Continued

16.	CUT	A MAN/MAN PASS DEFENSE TECHNIQUE IN WHICH A DEFENDER FREES UP FROM HIS ORIGINAL COVERAGE TO GO HELP ON ANOTHER RECEIVER
17.	TED	USED WITH 3 BUZZ COVERAGE TO LOCK THE COVERAGE INTO THE TIGHT END SIDE OF THE FORMATION
18.	STAY	A CALL ON ZONE COVERAGE ALERTING DEFENDERS NOT TO MOVE, BUT TO SLIDE WITH OFFENSIVE ALIGNMENT
19.	STICK	A MAN/MAN PASS DEFENSE CALL TELLING ASSIGNED DEFENDER TO COVER THE ASSIGNED RECEIVER MAN/MAN INSTEAD OF RUSHING
20.	BUTCH	A PASS DEFENSE CALL TELLING ASSIGNED DEFENDER TO DISRUPT THE RELEASE OF AN ASSIGNED RECEIVER AS HE RUSHES TH PASSER
21.	DOG	CALL TO PLAY COVER 5 TECHNIQUE (TRAIL) TO A SIDE
22.	TRAP	DOUBLE CALL TO JAM #1 AND RELEASE TO SAFETY AND PLAY FIRST RECEIVER TO FLAT WITH CORNER
23.	BOX	4 ON 3 WITH DESIGNATED FIRST FLAT, FIRST IN, FIRST UP OUTSIDE, FIRST UP INSIDE
24.	BOW	4 ON 3 WITH SS AS FIRST FLAT AND WILL ON FIRST INSIDE (SAME AS BOX WITH DIFFERENT PEOPLE INVOLVED)
25.	CUT	3 ON 2 DOUBLE TO PLAY #2 AND #3 MAN/MAN UP AND INSIDE AND CUT TO #1 ON OUTSIDE RELEASE
26.	TRINAGLE	3 ON 2 WITH FIRST OUT, FIRST IN WITH THRID PLAYER TAKING SECOND OUTSIDE AND SECOND INSIDE
27.	ZEKE	CALL TO TRIPS TO CARRY #2 AND #3 WITH VERTICAL RELEASE
28.	MEG	MAN FREE ON SINGLE RECEIVER
29.	MOD	MAN FREE ON SINGLE RECEIVER EXCEPT FOR SMASH

VERBAL ALERTS AND CALLS

1.	OSKIE	TERM DENOTING PASS INTERCEPTION
2.	BUZZ	A CALL TO DESIGNATE A CHANGE IN ZONE PASS RESPONSIBILITY BETWEEN A SAFETY AND LINEBACKER
3.	CHECK	AUTOMATIC CALL ALERTING THE SECONDARY AND LINEBACKERS THAT WE ARE GOING TO CHANGE OUR PASS COVERAGE; THIS CALL WILL BE FOLLOWED BY THE NEW COVERAGE
4.	CLUB	A CALL ATTACHED TO OUR NORMAL ZONE DEFENSES TELLING THE CORNER(S) RESPONSIBLE FOR FLAT TO JAM #1 FIRST AND THEN REACT TO THEIR NORMAL KEYS
5.	DOG	A CALL USED IN COVERAGE IN WHICH ONE DEFENDER PLAYS MAN/MAN ON A CERTAIN RECEIVER AND EVERYIONE ELSE PLAYS NORMAL COVER
6.	LINDA	A CALL DIRECTING A ZONE ROTATION LEFT

VERBAL ALERTS AND CALLS - Continued

7. RITA — A CALL DIRECTING A ZONE ROTATION RIGHT

8. MATCH-UP — TERM TELLING CORNERS TO LINE UP ON WIDE RECEIVERS (CORNERS OVER VS. SLOT/TWIN)

9. WALK — CALL MADE TO OUTSIDE LINEBACKER IN ZONE COVERAGE TELLING LINEBACKER TO SPLIT THE DIFFERENCE BETWEEN THE WIDE RECEIVER AND OFFENSIVE LINEMAN

10. OUT — CALL MADE IN COVER #3 ZONE TELLING DEFENDER TO MOVE OUT ON WIDE RECEIVER AND HIT/HARRASS HIM AT L.O.S. USING OUT TECHNIQUE

11. PLAY IT — CALL ALERTING THE SECONDARY AND LINEBACKER TO REMAIN IN THE COVERAGE CALLED

12. PUSH — TERM ALERTING DEFENSIVE BACKS ON MOTION THAT DEFENDERS WILL SLIDE ONE MAN OVER TO ADJUST TO MOVEMENT

13. CORNER — A CALL IN COVER 3 DESIGNATIONG A CHANGE IN ZONE PASS RESPONSIBILITY BETWEEN A SAFETY AND CORNER; CORNER PLAYS THE FLAT ZONE (CORNER UP)

TECHNIQUES AND RULES RELATIVE TO PASS COVERAGE

1. BUMP — ALIGNMENT IN WHICH CORNER OR SUB LINES UP ON THE L.O.S. VS. A WIDE RECEIVER

2. OFF — ALIGNMENT IN WHICH CORNER OR SUB LINES UP IN A NORMAL POSITION VS. A WIDE RECEIVER

3. INSIDE TECH (Lbers) — A MAN/MAN PASS COVERAGE TECHNIQUE USED BY A LINEBACKER WITH NO DEEP HELP; LINEBACKER WILL BE ON INSIDE SHOULDER AND EVEN WITH RECEIVER AS HE MOVES DOWNFIELD

4. INSIDE TECH (DB's) — A MAN/MAN PASS DEFENSE TECHNIQUE; DEFENDER TAKES INSIDE POSITION ON RECEIVER (YOUR OUTSIDE FOOT SPLITS RECEIVER'S STANCE)

5. SHOULDER TECH — A MAN/MAN PASS COVERAGE TECHNIQUE USED BY A DEFENSIVE BACK FROM A BUMP ALIGNMENT WHEN WIDE RECEIVER TAKES A FADE RELEASE. DEFENDER'S SHOULDERS ARE SLIGHTLY MORE UPFIELD THAN RECEIVER'S SHOULDERS

6. HIGH SHOULDER — A MAN/MAN PASS COVERAGE TECHNIQUE USED BY A DEFENSIVE BACK FROM A BUMP ALIGNMENT WHEN WIDE RECEIVER TAKES A FADE RELEASE. DEFENDER'S SHOLDERS ARE SLIGHTLY MORE UPFIELD THAN RECEIVER'S SHOULDERS

7. LOW SHOULDER — A MAN/MAN PASS COVERAGE TECHNIQUE USED BY A DEFENSIVE BACK FROM A BUMP ALIGNMENT WHEN HE HAS ENOUGH DEEP HELP TO PLAY UNDER A RECEIVER'S PATTERN

8. TRAIL TECH — A MAN/MAN PASS COVERAGE TECHNIQUE USED BY A DEFENDER WITH DEEP HELP; DEFENDER WILL TAIL RECEIVER ON LOW SHOULDER AND BREAK UNDERNEATH OF RECEIVER'S ROUTE

9. HARD INSIDE TECH (DB's) — A MAN/MAN PASS DEFENSE TECHNIQUE; DEFENDER TAKES INSIDE POSITION ON RECEIVER (YOUR OUTSIDE SHOULDER IS AT LEAST ON YARD INSIDE THE INSIDE SHOULDER OF THE RECEIVER)

10. OUTSIDE — A MAN/MAN PASS DEFENSIVE TECHNIQUE; DEFENDER TECH TAKES OUTSIDE POSITION ON RECEIVER (YOUR INSIDE FOOT SPLITS RECEIVER'S STANCE)

11. FEATHER — ALIGNMENT IN WHICH A DEFENSIVE BACK STARTS IN A BUMP BACKS OFF FOUR YARDS AND INSIDE RECEIVER PRIOR TO SNAP

12. JAM — A PASS DEFENSE TECHNIQUE IN WHICH DEFENDER MAKES CONTACT WITH RECEIVER WITHIN FIVE YARDS OF L.O.S. TO DISRUPT RECEIVER'S PATTERN OR FORCES THE RECEIVER TO ALTER HIS ROUTE MORE THAN TWO AND ONE-HALF YARDS LATERALLY AS HE MOVES UPFIELD

13. SETTLE — COVERAGE TECHNIQUE USED BY DEFENDER WHERE HE TECH WAITS AS THE RECEIVER APPROACHES AND THEN JAMS HIM TO DISRUPT THE RECEIVER'S PASS ROUTE.

14. SOFT — A TECHNIQUE ON COVER 2 TELLING THE CORNER TO TECH DISCUISE THE COVERAGE BY DROPPING TO FOURTEEN YARDS AND THEN SETTLING IN THE FLAT AREA

15. HUG — A MAN/MAN PASS DEFENSE TECHNIQUE; WHEN A RECEIVER SETS UP TO BLOCK, THE DESIGNATED DEFENDER GOES AND ENGAGES THAT RECEIVER SO HE CANNOT RELEASE FOR A PASS OR BLOCK A TEAMMATE

16. KEY B — TECHNIQUE USED BY OUTSIDE LINEBACKER OR BLITZ DEFENSIVE BACK WHEN HE IS RESPONSIBLE FOR COVERING NEAR BACK MAN/MAN; DEFENDER RUSHES, BUT COVERS NEAR BACK MAN/MAN IF THE BACK RELEASES HIS SIDE ON PASS ROUTE

17. PATTERN — A ZONE PASS DEFENSE TECHNIQUE USED BY READ THE UNDERNEATH COVERAGE; UNDERNEATH DEFENDERS WILL REACT TO RECEIVER' ROUTES BASED ON PATTERN RECOGNITION

18. BOX — A PASS DEFENSE TECHNIQUE USED BY OUTSIDE BACKER TO COVER THE FIRST FLAT RECEIVER MAN/MAN

19. SLOOP — DESCRIBES THE DROP BY AN UNDERNEATH DEFENDER (USUALLY A LINEBACKER); DEFENDER WILL DROP TO TWO YARDS OUTSIDE THE NUMBERS AND TEN YARDS DEEP TO TAKE AWAY THE OUT

20. SPLIT RULE — A RULE THAT DETERMINES THE CORNER'S ALIGNMENT IN 3 DEEP ZONE COVERAGE; INSIDE OR OUTSIDE ALIGNMENT IS BASED ON THE ALIGNMENT OF THE WIDEST RECEIVER

21. NUMBERS RULE — A RULE THAT DETERMINES THE CORNER'S ALIGNMENT IN 3-DEEP ZONE COVERAGE; INSIDE OR OUTSIDE ALIGNMENT IS BASED ON THE ALIGNMENT OF THE WIDEST RECEIVER

22. PUSH RULE — A RULE IN MAN/MAN COVERAGE; THE DEFENDER COVERING THE TIGHT END WILL BE RESPONSIBLE (PUSH) TO COVER A BACK OR SECOND TIGHT END THAT LINE UP WIDER THAN HIS ORIGINAL COVERAGE

23. ROCKET — A CALL IN MAN/MAN COVERAGE VS. TRIPS MOTION ALERTING OUTSIDE LINEBACKER THAT HE HAS #3 STRONG

24. ROLL IT — A CALL IN MAN/MAN COVERAGE ALERTING OUTSIDE LINEBACKER THAT HE HAS #2 WEAK

ZONES IN PASS DEFENSE

1.	CURL ZONE	THE AREA FIFTEEN YARDS DEEP W/A MID-POINT JUST INSIDE THE NUMBERS
2.	HOLD THE CURL	THERM USED IN ZONE COVERAGE TELLING THE CURL DEFENDER TO PREVENT ANY PASSES TO THE CURL ZONE FOR AS LONG AS POSSIBLE.
3.	DEEP 1/3	THE AREA COVERING 1/3 OF THE FIELD ON YOUR SIDE FROM A DEPTH OF 15 YARDS TO THE END LINE
4.	FLAT ZONE	THE AREA TWELVE TO FOFTEEN YARDS DEEP WITH A MID-POINT THREE YARDS OUTSIDE THE NUMBERS
5.	HOOK ZONE	THE AREA TWELVE TO FIFTEEN YARDS DEEP WITH A MID-POINT TWO YARDS OUTSIDE HASH MARK
6.	MIDDLE 1/3 (MOF)	THE AREA COVERING THE MIDDLE 1/3 OF THE FIELD FROM A DEPTH OF FIFTEEN YARDS TO THE END LINE
7.	SLOT ZONE	THE AREA FIFTEEN YARDS WITH A MID-POINT THREE YARDS INSIDE THE NUMBERS
8.	SECOND MAN	TERM USED IN ZONE COVERAGES REFERRING TO THE SECOND RECEIVER RUNNING THROUGH OUTSIDE ZONE (CURL OR FLAT); THE DEFENDER RESPONSIBLE FOR THAT ZONE PLAYS SECOND RECEIVER MAN/MAN DEEP
9.	NO COVER	THE AREA FROM THE L.O.S. TO FIVE YARDS DEEP IN WHICH WE NEVER COVER A RECEIVER WHEN WE ARE IN A ZONE COVERAGE (AREA BEHIND L.O.S. ALSO INCLUDED)

DEFENSIVE CALLS RESPONSIBILITY

A. ONE OF THE LINEBACKERS WILL BE DESIGNATED AS OUR DEFENSIVE SIGNAL CALLER

THE **RIGHT SAFETY'S** RESPONSIBILITY IS:

1. DOWN AND DISTANCE...MAKE SURE THAT THE TOTAL DEFENSIVE UNIT IS AWARE OF THE DEFENSIVE SITUATION.

THE **DEFENSIVE SIGNAL CALLER'S** RESPONSIBILITY IS:

1. ALERT THE DEFENSE TO THE OFFENSIVE PERSONNEL.
2. CALL OF BASE DEFENSE (FRONT) AND PASS COVERAGE.

B. OTHER DEFENSIVE CALL RESPONSIBILITIES:

1. **DESIGNATED DEFENSIVE LINEMAN**

   A. CALL DEFENSIVE LINE GAME IF DEFENSE DICTATES ONE.

2. **MIKE**

   A. CALL OUT STRENGTH AND FORMATION (OR RUSH CALL).

   B. ANY ALIGNMENT CHANGE OR STUNT CHANGE.

   C. REPEAT PASS COVERAGE CALL.

   D. MOTION RECOGNITION.

3. **SAM AND WILL**

   A. FORMATION RECOGNITION (STRENGTH)

   B. ANY STUNT CHANGE OF DEFENSIVE END ON HIS RESPECTIVE SIDE.

   C. REPEAT PASS COVERAGE CALL.

   D. ACKNOWLEDGE FORCE CALL BY SECONDARY.

   E. ANY ALIGNMENT CHANGE OF DEFENSIVE END ON HIS RESPECTIVE SIDE.

4. **DEFENSIVE SECONDARY**

   A. SAFETIES MUST CALL STRENGTH OF FORMATION.

   B. CALL OUT PASS COVERAGE...WEAK SAFETY RESPONSIBILITY...ALL OTHERS REPEAT CALL.

   C. CALL OUT SUPPORT RESPONSIBILITY..RESPONSIBILITY OF BOTH THE STRONG AND WEAK SAFETY...CORNERS AND OUTSIDE LINEBACKERS REPEAT CALL

   D. MOTION CALLS...MADE BY WEAK SAFETY.

B. OTHER DEFENSIVE CALL RESPONSIBILITIES

5. **DEFENSIVE AUDIBLES**

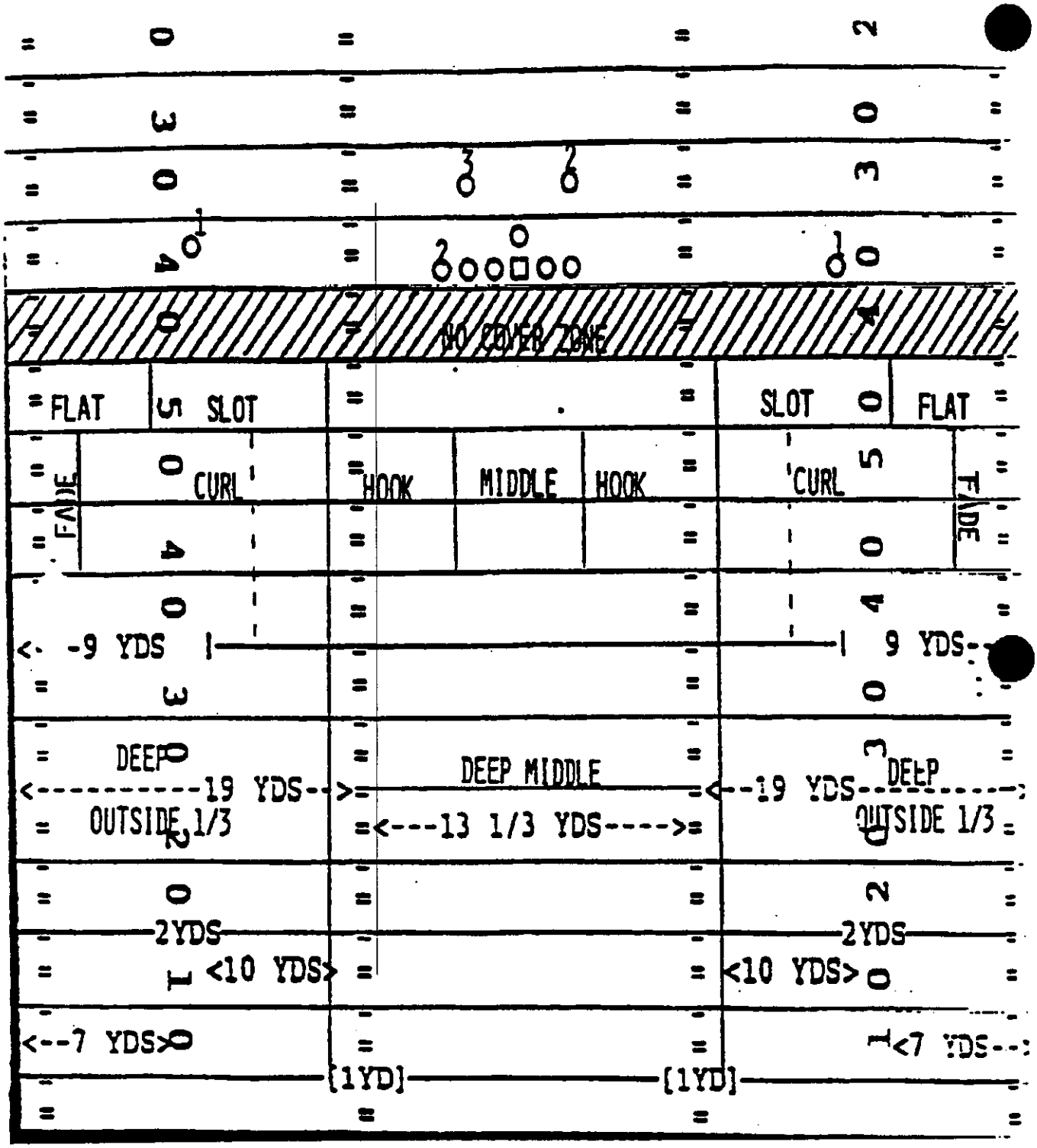
A. RECOGNITION OF "EXOTIC" FORMATIONS AND ANY COVERAGE CHANGE ASSOCIATED WITH THOSE FORMATIONS ARE THE RESPONSIBILITY OF EVERYONE.

B. **LINEBACKERS AND DEEP BACKS...COMMUNICATE.** YOU MUST RELAY THE COVERAGE CHANGE BOTH BY AUDIBLE AND VISUAL SIGNALS. AS A SECONDARY, WE MUST MAKE CERTAIN THAT EVERYONE KNOW THE DEFENSE WE WILL PLAY. ELIMINATE ANY POSSIBLE MENTAL ERROR BY **TALKING** TO EACH OTHER.

C. **MIKE** WILL MAKE THE CALL TO CHANGE OUR **FRONT, STUNTS, OR GAMES.** THE CALL WILL BE MADE GIVING AN AUDIBLE SIGNAL WHICH WILL ALERT OUR LINE AND LINEBACKERS TO THE CHANGE. **REPEAT THE CALL TWICE.**

D. **ALL CHANGES MUST OCCUR QUICKLY.** THIS REQUIRES **CONCENTRATION AND COMMUNICATION** BY EVERYONE. REMEMBER, WE HAVE NO SECRETS ON DEFENSE.

PASS DEFENSE AREAS



OFFENSIVE TERMINOLOGY

GENERAL TERMS

1."Z" FLANKER	REFERS TO OUTSIDE RECEIVER ON STRONGSIDE OF FORMATION ON OR OFF THE L.O.S IN SLOT FORMATION
2."Z" CLOSE	"Z" SPLIT ONE TO SIX YARDS FROM "Y"
3."X"(SPLIT END)	REFERS TO OUTSIDE RECEIVER ON WEAKSIDE OF FORMATION OR THE OUTSIDE RECEIVER WEAK IN A "3-WIDE" FORMATION OR THE RECEIVER ON THE L.O.S IN SLOT FORMATION
4."X" TIGHT	"X" SPLIT ONE TO SIX YARDS FROM HIS TACKLE
5."Y"(TIGHT ENDS)	REFERS TO END ON FLANKER SIDE OF FORMATION WHETHER HE IS ON OR OFF L.O.S;WEAKSIDE END IN SLOT FORMATION
6."U"(TIGHT END)	SECOND TIGHT END IN SLIVER FORMATION
7."Y" FLEX	"Y" SPLIT ONE TO FIVE YARDS FROM HIS TACKLE
8."Y" WIDE	"Y" SPLIT SEVEN-PLUS YARDS FROM HIS TACKLE
9."YOZ"	DENOTES THAT "Y" IS LINED UP OUTSIDE THE "Z"
10."H" OUTSIDE	DENOTES THE HALFBACK IS LINED UP OUTSIDE THE SECOND END ON OR OFF THE L.O.S
11.SWITCH	DENOTES THAT THE HALFBACK AND FULLBACK HAVE LINED UP IN EACH OTHER'S POSITION
12."I" NEAR	DENOTES BACKFIELD ALIGNMENT WITH FULLBACK OFFSET TO TIGHT END OR STRONGSIDE IF NO TIGHT END
13.NEAR	DENOTES BACKFIELD ALIGNMENT IN ONE BACK SET WITH THE BACK OFFSET TO TIGHT END OR STRONGSIDE IF NO TIGHT END
14."I" FAR	DENOTES BACKFIELD ALIGNMENT WITH FULLBACK OFFSET AWAY FROM TIGHT END OR TO WEAKSIDE IF NO TIGHT END
15. FAR	DENOTES BACKFIELD ALIGNMENT IN ONE BACK SET WITH THE BACK OFFSET AWAY FROM TIGHT END OR TO WEAKSIDE IF NO TIGHT END
16. HOME	DENOTES BACKFIELD ALIGNMENT IN ONE BACK SET (3 SPOT) WITH THE BACK SET DIRECTLY BEHIND THE QUARTERBACK
17. "PRO" SET	A REGULAR FORMATION WITH THE "Z" AND "Y" ON THE SAME SIDE AND THE "X" ON THE OPPOSITE SIDE

GENERAL TERMS - Continued

18. SLOT FORMATION	A FORMATION THAT HAS THE "Z" AND "X" ON THE SIDE AND THE "Y" ON THE OPPOSITE SIDE, WITH THE INSIDE STRONGSIDE RECEIVER OFF THE L.O.S.
19. FLOP FORMATION	A SLOT FORMATION WITH "Z" AND "X" ON THE SAME SIDE AND THE "Y" ON THE OPPOSITE SIDE, WITH THE INSIDE STRONGSIDE RECEIVER ON THE L.OS.
20. TRIPS	PRO FORMATION WITH 3 PLAYERS ON OR NEAR L.O.S. ON ONE SIDE WITH 2 OF THOSE PLAYERS BEING A TIGHT END (Y) AND A WIDE RECEIVER (Z)
21. TREY	SLOT/FLOP FORMATION WITH 3 PLAYERS ON OR NEAR L.O.S. ON ONE SIDE WITH TWO OF THOSE PLAYERS BEING WIDE RECEIVERS
22. HEX	SLOT FORMATION WITH 2 WIDE RECEIVERS AND TIGHT END ON SAME SIDE WITH HALFBACK ON L.O.S. WEAK
23. UNBALANCED	TERM REFERRING TO AN UNBALANCED LINE
24. MOTION	ANYONE MOVING FORM ORIGINAL POSITION OF THE FORMATION
25. IN MOTION	ANYONE MOVING FROM THEIR ORIGINAL POSITION OF THE FORMATION TOWARD THE BALL, BUT NOT CROSSING THE BALL
26. OUT MOTION	ANYONE MOVING AWAY FROM THE BALL FORM THEIR ORIGINAL POSITION OF THE FORMATION
27. ACROSS MOTION	ANY WIDE RECEIVER OR TIGHT END IN REGULAR PRO SET MOVING AWAY FORM THEIR ORIGINAL POSITION OF THE FORMATION AND CROSSING THE BALL; TO CHANGE FORMATION STRENGTH
28. IN AND OUT MOTION	ANYONE MOVING AND RETURNING TOWARD HIS ORIGINAL ALIGNMENT

EXAMPLES OF MOTION FROM PRO FORMATION

ZING....."Z" MOTION IN TOWARD "Y'

"Y" OUT....."Y" MOTION OUT TOWARD "Z'

ZAC....."Z" MOTION ACROSS THE BALL (CHANGE OF STRENGTH)

FIG....."F" MOTION TOWARD BALL AND BACK TOWARD ORIGINAL POSITION

ZOOM....."Z" MOTION FROM STACK POSITION IN BACKFIELD

GENERAL TERMS -- Continued

29."Y" SHIFT	TIGHT END ("Y") RESETTING FROM ONE SIDE TO THE OTHER TO "CHANGE THE FORMATION STRENGTH"
30. HUM	HALFBACK MOVING STRONG OR WEAK OUT OF THE BACKFIELD; THIS DOES NOT "CHANGE THE FORMATION STRENGTH"
31. FLY	FULLBACK MOVING STRONG OR WEAK OUT OF THE BACKFIELD; THIS DOES NOT "CHANGE THE FORMATION STRENGTH"
32. EXOTIC	A TERM USED TO DESCRIBE ANY UNUSUAL FORMATION SUCH AS "TRIPS", "ACE", ETC.; USUALLY A "ONE" BACK FORMATION
33. DASH	QUARTERBACK TAKES A NORMAL DROP STRAIGHT BACK AND BREAKS CONTAINMENT OUTSIDE TO THEIR RIGHT OR LEFT (DELAYED ROLL-OUT)

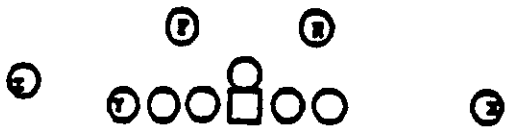
FORMATIONS -- REGULAR PEOPLE

REGULAR PEOPLE

2 WIDE RECEIVERS - DESIGNATED "X" AND "Z"
1 TIGHT END - DESIGNATED "Y"
2 BACKS -- DESIGNATED "H" AND "F"

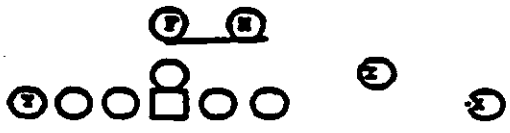
STRENGTH IS DETERMINED BY THE 2 WIDE RECEIVERS AND ONE TIGHT END. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE <u>STRONGSIDE</u>.

DIAGRAM #1: SPLIT LEFT



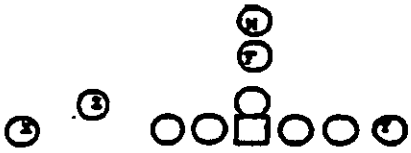
SPLIT = BACKS SPLIT BEHIND QB

DIAGRAM #2: FULL SLOT RIGHT



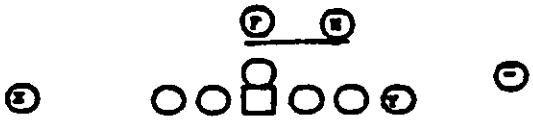
FULL = BACKS SET AWAY FROM TE
SLOT = BOTH WRs ON SAME SIDE

DIAGRAM #3: I SLOT LEFT



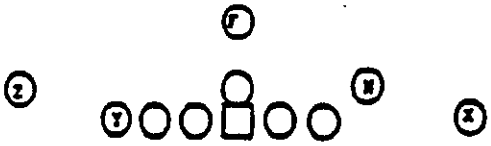
I = BOTH BACKS SET BEHIND QB

DIAGRAM #4: HALF RIGHT



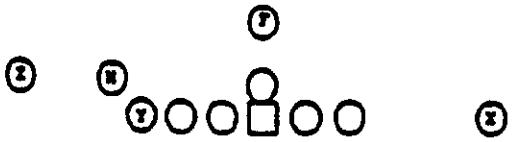
HALF = BOTH BACKS SET TOWARD TE

DIAGRAM #5: ACE LEFT



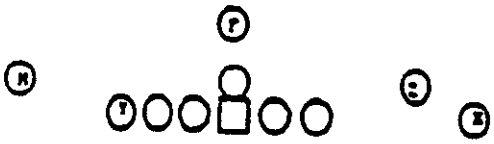
ACE = A VARIATION OF PRO FORMATION (2 ELIGIBLE RECEIVERS NEAR L.O.S. ON EACH SIDE)

DIAGRAM #6: TRIPS LEFT



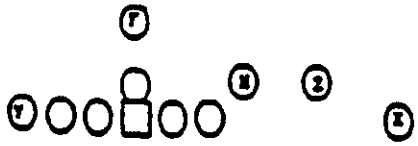
TRIPS = A VARIATION OF PRO FORMATION (3 ELIBIGLE RECEIVERS NEAR L.O.S. ON ONE SIDE)

DIAGRAM # 7: TWIN RIGHT



TWIN = A VARIATION OF SLOT FORMATION (2 ELIGIBLE RECEIVERS NEAR L.O.S. ON EACH SIDE

DIAGRAM #8: TREY RIGHT



TREY = A VARIATION OF SLOT FORMATION (3 ELIGIBLE RECEIVERS NEAR L.O.S. ON ONE SIDE

DIAGRAM # 9: I FLOP RIGHT

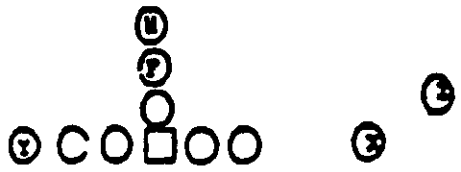


DIAGRAM #10: FLIP LEFT

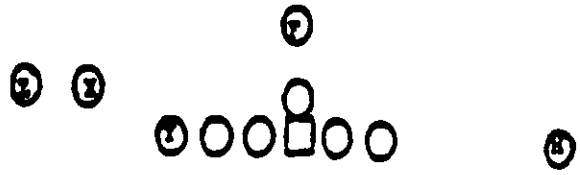
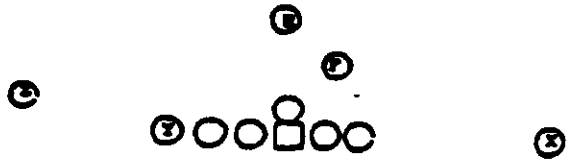


DIAGRAM # 11: TWIN RIGHT NEAR

DIAGRAM #12: I FAR LEFT



2 TIGHT ENDS + 1 WIDE RECEIVER + 2 BACKS = GREEN PEOPLE

1 WIDE RECEIVER - DESIGNATED "X" OR "Z"
2 TIGHT ENDS - DESIGNATED "Y" AND "X" OR "Z"
2 BACKS -- DESIGNATED "H" AND "F"

STRENGTH IS DETERMINED BY THE 2 TEs AND WR. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE

DIAGRAM #1: (GREEN) FULL LEFT TIGHT

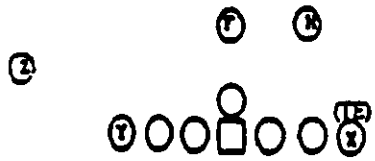


DIAGRAM #2: (GREEN) SPLIT RIGHT WING

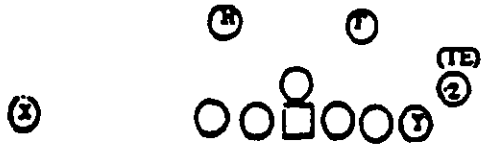
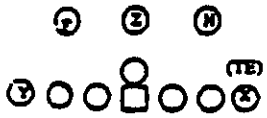
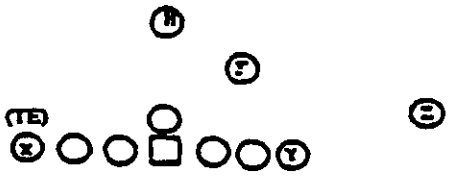


DIAGRAM #3: (GREEN) SPLIT LEFT TIGHT "Z"



*ZOOM IF MOTION

DIAGRAM #4: I NEAR RIGHT TIGHT



FORMATIONS

3 WIDE RECEIVERS + 2 BACKS = GOLD PEOPLE

3 WIDE RECEIVERS -- DESIGNATED "X", "S", AND "Z"
2 BACKS -- DESIGNATED "H" AND "F"

STRENGTH IS DETERMINED BY THE WRs. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE.

C.P.: S= WR IN Y POSITION

3 WIDE RECEIVERS + 1 TIGHT END = 1 BACK = BLUE PEOPLE

3 WIDE RECEIVERS -- DESIGNATED "X", "Z", AND "R"
1 TIGHT END -- DESIGNATED "Y"
1 BACK -- DESIGNATED "H" OR "F" (PERSONNEL)

STRENGTH IS DETERMINED BY THE WRs. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE.

C.P.: R= WR IN HB POSITION

4 WIDE RECEIVERS = RED PEOPLE

4 WIDE RECEIVERS -- DESIGNATED BY THE 4 WRs. IF BALANCED, STRENGTH IS DETERMINED BY THE BACK. IF UNBALANCED (3 ON ONE SIDE), STRENGTH IS TO THE 3 RECEIVER SIDE.

CP.: R= WR IN THE HB POSITION

DIAGRAM #1: (GOLD) SPLIT LEFT

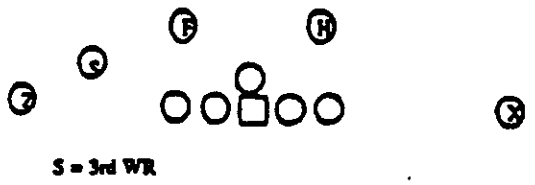


DIAGRAM #2: (BLUE) TWIN LEFT FAR

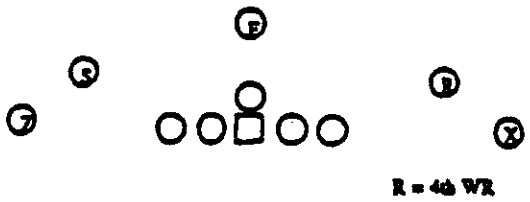


DIAGRAM #3: (RED) ACE LEFT

DIAGRAM #4: (BLUE) TREY RIGHT NEAR

DIAGRAM #5: (GOLD) ACE LEFT NEAR

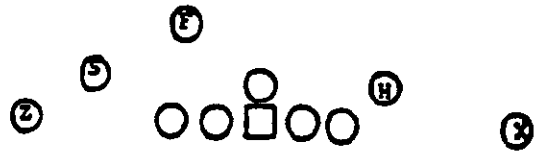


DIAGRAM #6: (GOLD) GUN RIGHT

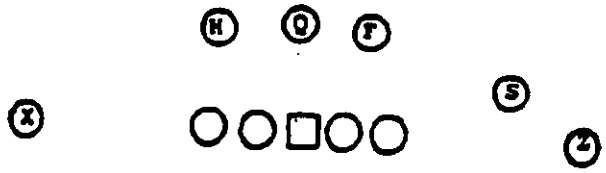


DIAGRAM #7: (REG) GUN TRIPS LEFT FLEX CLOSE

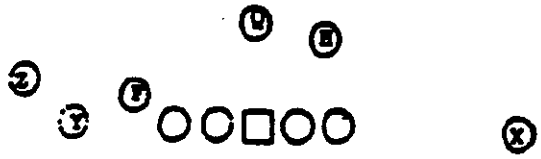


DIAGRAM #8: (BLUE) TWIN RIGHT

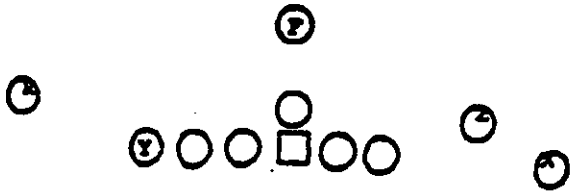


DIAGRAM #9: (BLUE) TRIPS LEFT OUTSIDE

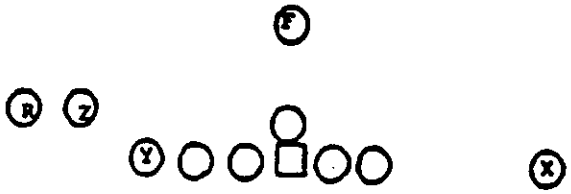


DIAGRAM #10: (BLUE) GUN TRIPS RIGHT Y-OFF FAR

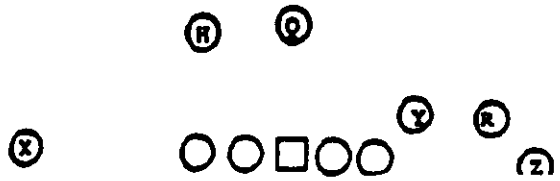


DIAGRAM #11: (BLUE) TREY LEFT

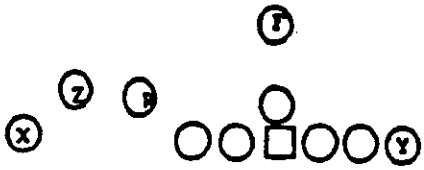


DIAGRAM #12: (REG) EMPTY LEFT

DIAGRAM #13: (RED) GUN ace LEFT NEAR

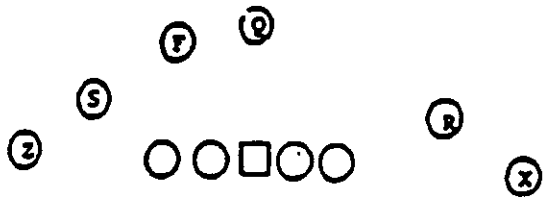
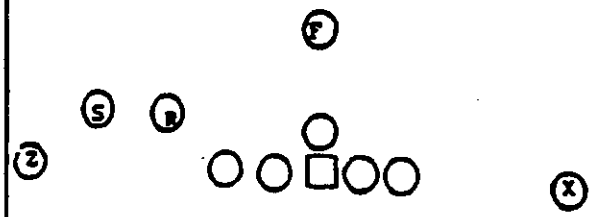


DIAGRAM #14: (RED) TRIPS LEFT



SILVER PEOPLE

2 WIDE RECEIVERS -- DESIGNATED "X" AND "Z"
2 TIGHT ENDS -- DESIGNATED "Y' AND "U"
1 BACK -- DESIGNATED "H" OR "F" (PERSONNEL)

STRENGTH IS DETERMINED BY THE 2 WRs AND THE TE ON THE L.O.S OR WITH BOTH ON OR BOTH OFF, THE STARTING TE. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONGSIDE.

DIAGRAM #5: (GOLD) ACE LEFT NEAR

DIAGRAM #6: (GOLD) GUN RIGHT

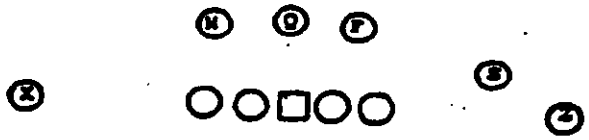


DIAGRAM #7: (REG) GUN TRIPS LEFT FLEX CLOSE

DIAGRAM #8: (BLUE) TWIN RIGHT

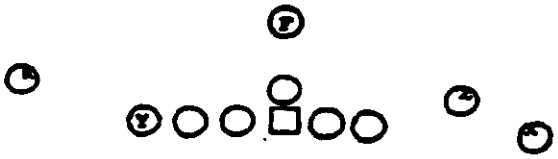


DIAGRAM #9: (BLUE) TRIPS LEFT OUTSIDE

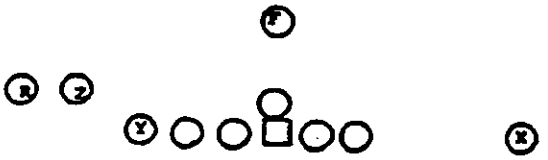


DIAGRAM #10: (BLUE) GUN TRIPS RIGHT Y-OFF FAR

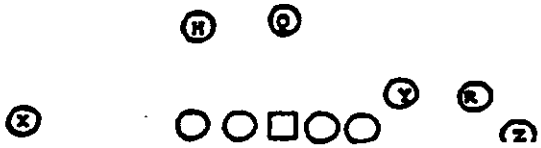


DIAGRAM #11: (BLUE) TREY LEFT

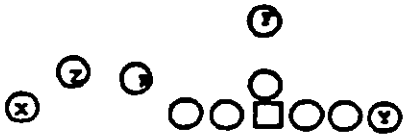


DIAGRAM #12: (REG) EMPTY LEFT

DIAGRAM #13: (RED) GUN ace LEFT NEAR

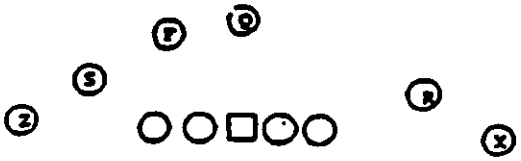
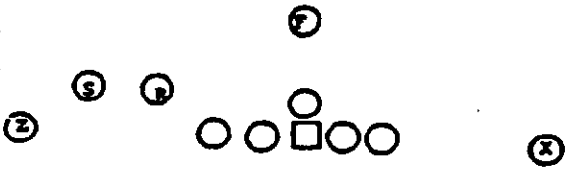


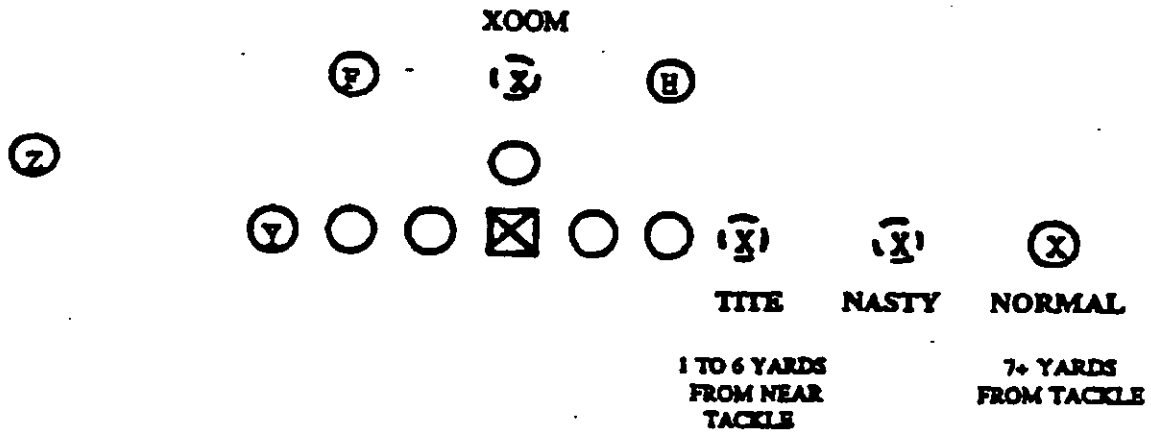
DIAGRAM #14: (RED) TRIPS LEFT



RECEIVERS ALIGNMENTS

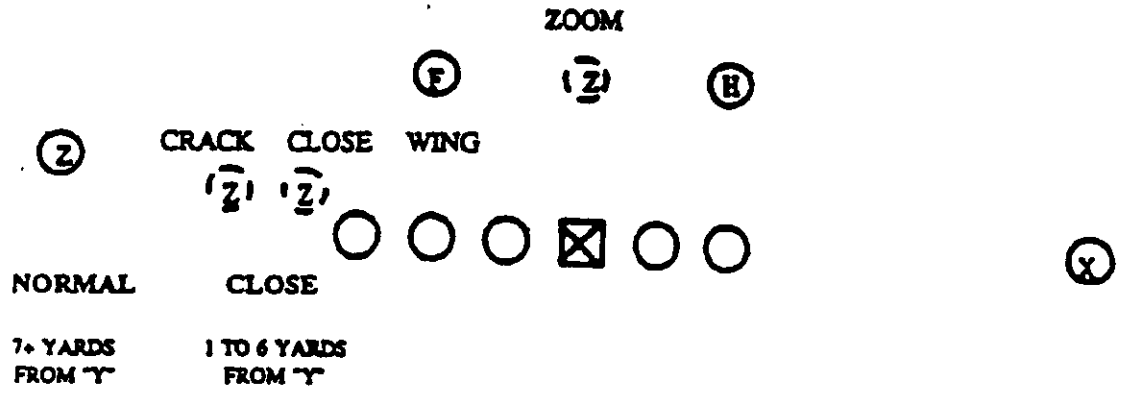
"X" ALIGNMENTS

ALIGNMENT IN BACKFIELD



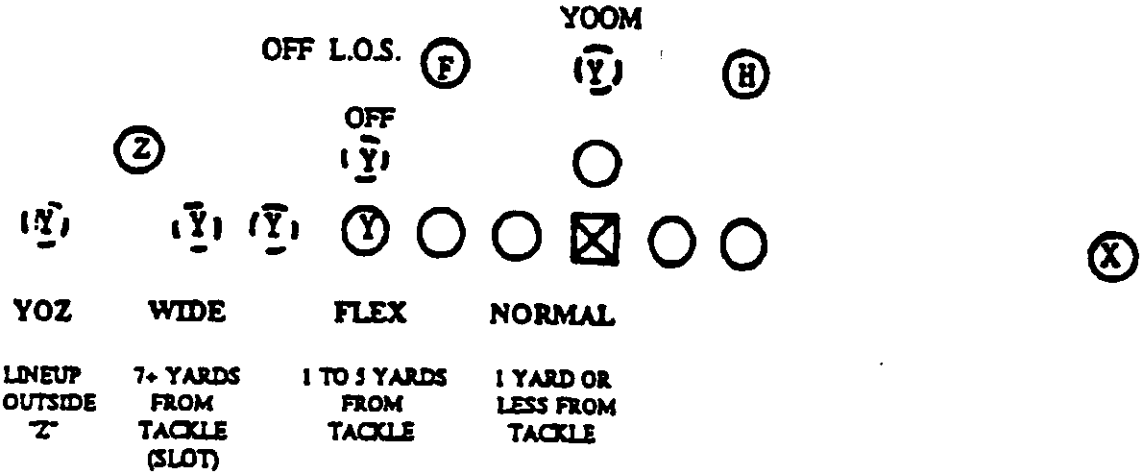
"Z" ALIGNMENT

ALIGNMENT IN BACKFIELD



"Y" ALIGNMENTS

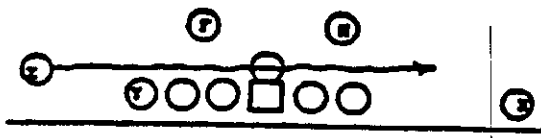
ALIGNMENT IN BACKFIELD



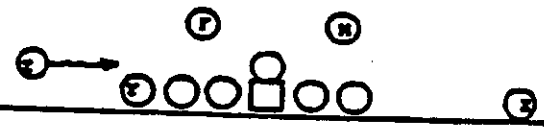
MOTIONS

MOVEMENTS OF "Z"

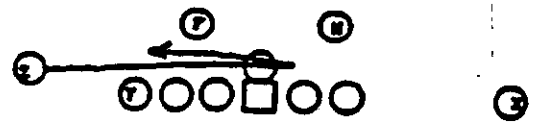
ZAC = Z-ACROSS [1]



ZING = Z-IN [2]

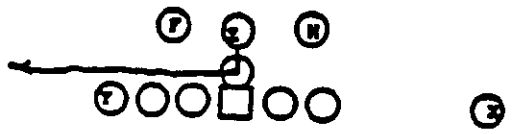


ZIG = Z-TURN [3]



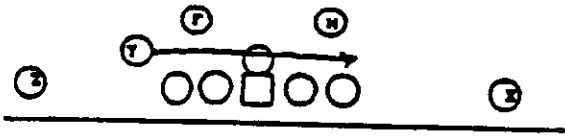
ZOUT = Z-OUT [4]

ZOOM = Z-MOTION FROM BACKFIELD [5]

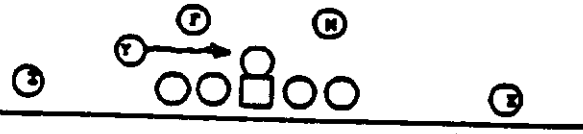


MOVEMENTS OF "Y"

YAC = Y-ACROSS [6]



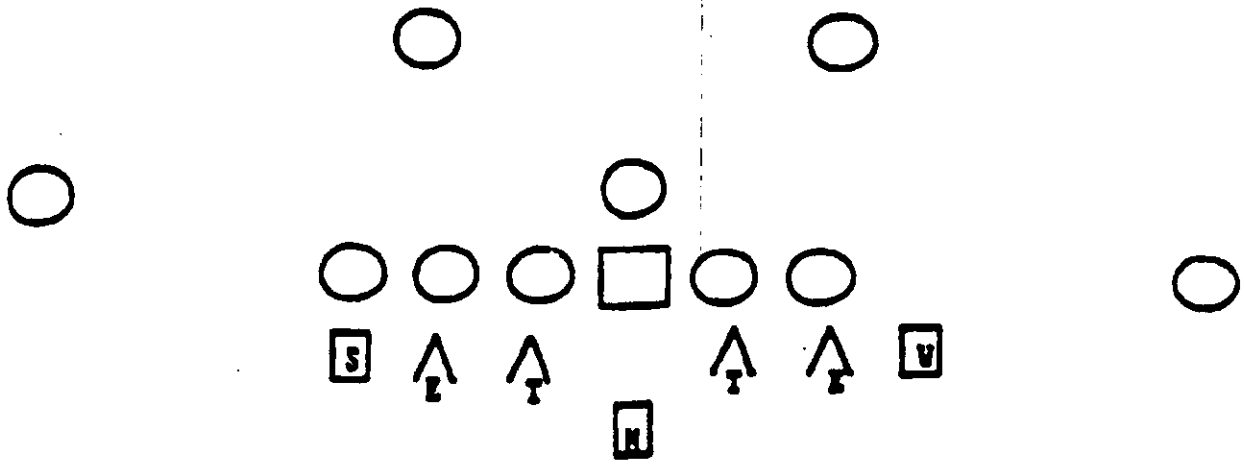
YING = Y-IN [7]



YIG = Y-TURN [8]

YOUT = Y-OUT [9]

YOOM = Y-OUT OF BACKFIELD [10]



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB SAM BACKER	-CORNER SAFETY SUPPORT HEAD ON TE. 6 TECH	-PROGRESSION OF TE, ST,SG,OG,OT,NB.	- CLOSE OFF TACKLE - CUTBACK ON SWEEP.
	-BACKER SUPPORT SHADE OUTSIDE, 9 TECH	-PROGRESSION OF TE, ST, SG,OG,OT,NB	-CLOSE OFF TACKLE - CONTAIN SWEEP.
	-SLOT - OFF THE LINE AND BASED ON SPLIT OF SLOT.	-ON G/T, BACKFIELD TRIANGLE	-AGGRESSIVE CUTBACK TECHNIQUE (NO OFF TACKLE).
MLB MIKE BACKER	-HEAD ON C.	- C - LG - RG REMAINING BACKS	-INSIDE "A" GAPS. PURSUE INSIDE-OUT TO BALL
WSB WILL	-OE - ON OR OFF BASED ON SPLIT OF OE & BACKFIELD	G&T REMAINING BACKS	-BACKER SUPPORT UNLESS BACKER LION CALL OR COVERAGE DICTATES CORNER SUPPORT
	-WSE, TIGHT, LIKE SAM BASED ON SUPPORT.	- PROGRESSION OF WE, T, G, OG, OT, NEAR BACK.	- END TIGHT , FOLLOW SUPPORT PATTERN AS DICTATED BY COVERAGE.
SSE WSE	-OUTSIDE SHADE OF T (NOT TIGHT). HEAVY 5 TECH.	-T, TE, G AND NB	- KEY TACKLE AS YOU GO -SQUEEZE INSIDE UNLESS TACKLE HOOKS OR"G" PULLS DEEP. C.P.: 2 MANRULE. THREATENING END RULE. FALSE KEY- BIM-O, LOG AND INFLUENCE.
SST WST	-HEAD ON TO OUTSIDE SHOULDER OF "G", HEAVY 3 TECH.	-G,T,C	-KEY "G" AS YOU GO - SQUEEZE INSIDE UNLESS "G" HOOKS, OR DT. FALSE KEY - INFLUENCE TRAP.

4-3 DEFENSE

TACKLE KEYS: GENERAL RULE... KEY GUARD AS YOU GO. PLAY INSIDE UNLESS GUARD HOOKS, OR DOUBLE TEAMS

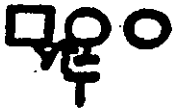
1. GUARD BLOCKS ON YOU - BASE BLOCK:

COME TO YOUR POINT AT LINE OF SCRIMMAGE. HANDS INSIDE WITH EXTENSION AND CONTROL. BE PARALLEL AT LINE -FIND BALL YOU ARE RESPONSIBLE FOR THE AREA HEAD UP TO OUTSIDE OF YOU, AND SECOND TO KEEP THE INSIDE HOLE SMALL.

2. GUARD AND TACKLE BLOCK ON YOU - "D" BLOCK - AS YOU COME TO YOUR POINT:

IF YOU FEEL PRESSURE FROM TACKLE, TURN SHOULDERS. MAKE YOURSELF SMALL, STAY LOW,DRIVE OUTSIDE ARM AND SHOULDER INTO TACKLE, AND WORK THROUGH HIS HEAD. **MAKE A PILE - NEVER BE DRIVEN BACK INTO YOUR MLB.**

DOWN BLOCK...IF YOU FEEL PRESSURE FROM TACKLE, PLAY LIKE THE "D" BLOCK. WORK OUT INTO TACKLE, STAY LOW, DRIVE OUTSIDE ARM AND



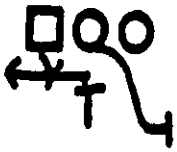
SHOULDER INTO TACKLE, WORK THROUGH HIS HEAD. **MAKE A PILE - NEVER BE DRIVEN BACK INTO OUR YOUR MLB.**

3. GUARD PULLS TO OUTSIDE - AS YOU COME TO YOUR POINT:

"G" BLOCK...(INFLUENCE REACTION IS FIRST - "G" IS SECOND). IF TACKLE BLOCKS ON YOU, WORK THROUGH HIS HEAD WITH OUTSIDE ARM AND SHOULDER. FIND BALL. WORK OUT. JAM THE TACKLE INTO THE HOLE, CLOSE THE HOLE WITH THE BLOCKER'S BODY.

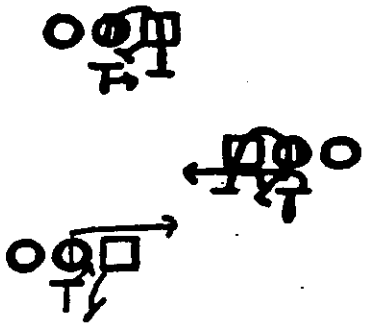
REACH BLOCK...IF NO PRESSURE FROM TACKLE, AND CENTER REACHES TO HOOK YOU, STAY IN GUARD'S HIP POCKET.

INFLUENCE TRAP...GUARD INFLUENCES BY PULL OR SHOWS PASS, PLAY TRAP UNLESS TOLD OTHERWISE BY COACHES FOR CERTAIN TEAMS.



GUARD RELEASE OUTSIDE, CENTER BLOCKS ON YOU - USE CLUB OR RIP BEHIND CENTER AS CHANGE UP WITH NO LEVERAGE TO CLUB.

4. GUARD PULLS INSIDE - AS YOU COME TO YOUR POINT:

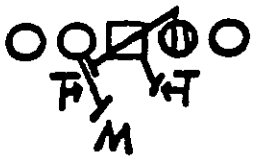


"C"BLOCK...IF CENTER BLOCKS YOU WITH HEAD IN FRONT, WORK THROUGH HIS HEAD WITH INSIDE ARM AND SHOULDER FIND BALL - WORK IN, JAM THE CENTER INTO THE HOLE, CLOSE THE HOLE WITH THE BLOCKER'S BODY. CLUB.

IF CENTER BOXES BACK, RIP BEHIND CENTER.

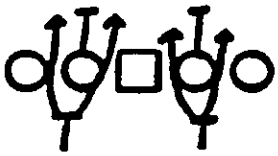
IF GUARD PULLS ACROSS CENTER AND CENTER RELEASES, PENETRATE FOR SUCKER.

5. GUARD RELEASES INSIDE - AS YOU COME TO YOUR POINT:



CONTROL GUARD FROM OUTSIDE IN AND KEEP HIM OFF OUR MLB. FIND BALL - SLIDE IN TO MEET TRAP OR WHAM BLOCK, STAY PARALLEL AT LINE. CONTROL BLOCK. YOU ARE RESPONSIBLE TO KICK TRAP OUT AND, SECOND, TO KEEP THE INSIDE HOLE SMALL. BE ALERT FOR LOG!

6. GUARD AND BLOCKERS SHOW PASS - GET TO BLOCKER QUICK - SEE THE ACTION!



(DRAW - SPLIT BLOCK) FIND BALL - KEEP MOVING THROUGH BLOCKER, PENETRATE POCKET. RUSH PASSER IN LANE. WATCH HIS EYES - HANDS UP! YOU ARE RESPONSIBLE FOR PENETRATION IN THE POCKET, AND SECOND TO CLOSE YOUR LANE FOR THE DRAW. RETRACE STEPS. REACT IN DIRECTION OF THROWN BALL. COMMUNICATE PASS RUSH LANES.

7. GUARD AND BLOCKERS SHOW PASS- (SCREEN) - START RUSH WHEN YOU READ SCREEN:

(OG AND QB ARE GOOD KEYS)...LOCATE THE BALL. GOOD PURSUIT.

C.P.:BACKSIDE TACKLE IS RESPONSIBLE FOR FORCE RUSH (FUMBLE OPPORTUNITY)

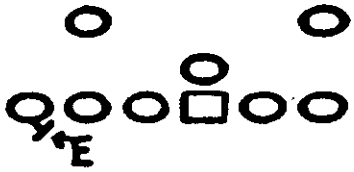
END KEYS:

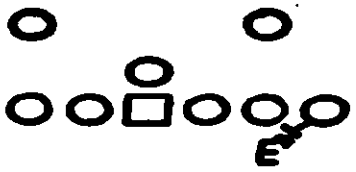
A:GENERAL RULE: KEY TACKLE AS YOU GO. PLAY INSIDE UNLESS HE TRIES TO HOOK YOU.

<u>C.P.:</u> GUARD PULLS DEEP, PENETRATE, GET TO THE BALL. TWO-MAN RULE - IF BOTH TACKLE AND GUARD PULL YOUR WAY, PLAY OUTSIDE FLAT.

1. THREATENING END ADJUSTMENT: IF TIGHT END THREATENS (SPLITS 1 YARD OR LESS), SQUARE UP IN ALIGNMENT, KEY BOTH END AND TACKLE AS YOU GO. PLAY SAME AS ABOVE <u>EXCEPT</u> REACT OUT TO DOWN BLOCK OR DOUBLE TEAM.

<u>C.P.:</u> IN 4-3, CAN CLUB DOWN BLOCK.





END KEYS:

1. TACKLE BLOCKS ON YOU - BASE BLOCK - COME TO YOUR POINT AT LINE OF SCRIMMAGE. CONTROL - FIND BALL.

IF TACKLE ATTEMPTS TO HOOK YOU, WIDE. KEEP TEs HEAD FROM GOING PAST YOUR HIP. WORK OUT - TAKE THE CUTBACK.

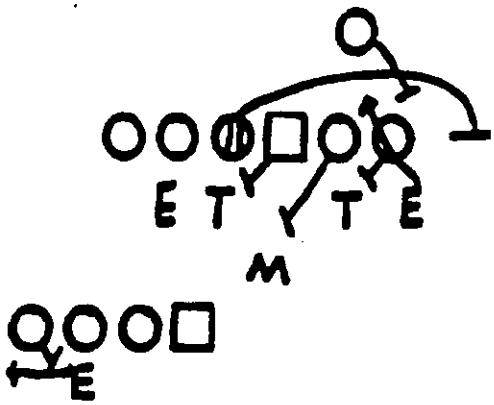
IF TACKLE TURNS OUT ON YOU, CONTROL BLOCK FROM OUTSIDE IN, SQUEEZE HIM INTO HOLE. YOU ARE RESPONSIBLE FOR THE BOUNCE OUT, AND SECOND TO KEEP THE INSIDE HOLE SMALL.

2. TACKLE BLOCKS DOWN - AS YOU COME TO YOUR POINT:

TUG BLOCK...CLOSE INSIDE ACROSS FACE OF GUARD.

C.P.: TUG BLOCK IS THE FIRST RESPONSIBILITY - THREATENING END RULE IS SECOND RESPONSIBILITY ("T" NOT TAKING INFLUENCE MAKES "G" HOLE LARGER).

TRAP BLOCK...CLOSE INSIDE, STUFF GUARD WITH INSIDE SHOULDER. ATTACK HIM - DON'T WAIT! STAY SQUARE. SPILL TRAP. "G" PULLS DEEP (SWEEP OR BIM - O)...CLOSE INSIDE PENETRATE UPFIELD AND STRIP GUARD, GET TO BALL CARRIER.



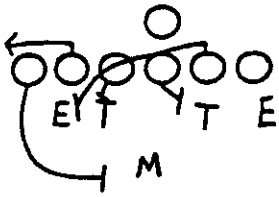
C.P.: DEEP PULL OR GUARD TELLS YOU BACK IS BLOCKING ON YOU. MOVEMENT WILL HELP YOU AVOID BACKS BLOCK. CAN ALSO OCCUR WITH FLOW BLOCK AND NO THREATENING END RULE.

FLOW BLOCK...IF END BLOCKS ON YOU, WORK THROUGH HIS HEAD WITH OUTSIDE ARM AND SHOULDER. FIND BALL - WORK OUT, TAKE THE CUTBACK. STRING PLAY OUT, FIGHT FOR TIME.
C.P.: THREATENING END RULE - SQUARE UP AND SEE BOTH END AND TACKLE. IF END BLOCKS DOWN, CLUB OUT.

3.TACKLE AND END BLOCK ON YOU - AS YOU COME TO YOUR POINT:

THE REASON FOR THREATENING END RULE SQUARE UP AND KEY TACKLE AND END. IF YOU FEEL PRESSURE FROM END, WORK OUT INTO END, STAY LOW, DRIVE OUTSIDE ARM AND SHOULDER INTO END. WORK THROUGH HIS HEAD. MAKE A PILE - NEVER BE DRIVEN BACK INTO OUR MLB.

4.TACKLE PULLS TO OUTSIDE - AS YOU COME TO YOUR POINT:



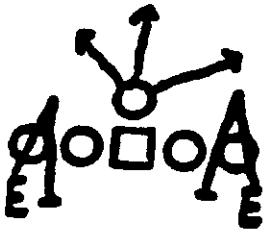
IF YOU FEEL NO PRESSURE, CLOSE , FIND BALL

ONE MAN RULE - CLOSE FOR TRAP.

"U" BLOCK - THREATENING END -CLUB OUT ON TE BLOCK.

TWO-MAN RULE - TWO MEN ACROSS MY FACE - PLAY TOSS.

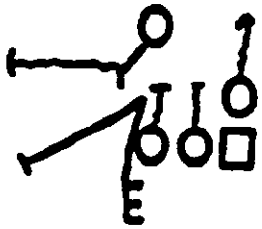
TACKLE AND BLOCKER SHOW PASS- GET BLOCKER QUICK - SEE THE ACTION:



(DRAW - SPLIT BLOCK) FIND BALL - KEEP MOVING THROUGH OUTSIDE OF BLOCKER. CONTAIN - KEEP QB IN POCKET - WATCH HIS EYES - HANDS UP! REACT IN DIRECTION BALL IS THROWN. IF THE DRAW SHOWS - FIGHT BACK TO INSIDE, AND CLOSE THE LANE FROM OUTSIDE IN.

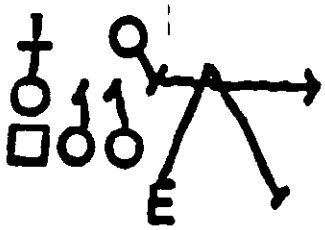
OFF CALL BY BACKER - ALERT FOR DRAW.

TACKLE AND BLOCKER SHOW PASS (SCREEN):

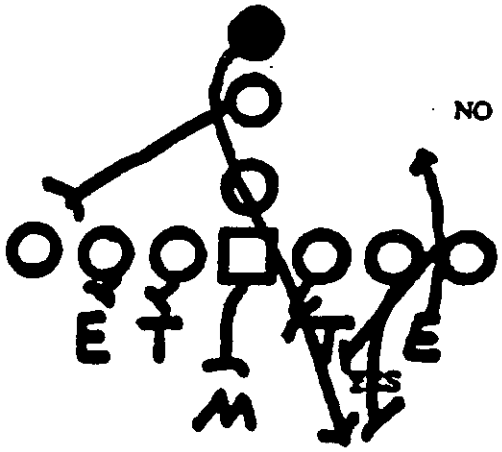


START RUSH WHEN YOU READ SCREEN. (OT AND NB ARE GOOD KEYS). LOCATE THE SCREEN BACK - SPRINT TO HIM - GOOD PURSUIT- HE WILL BE TURNED BACK TO YOU.

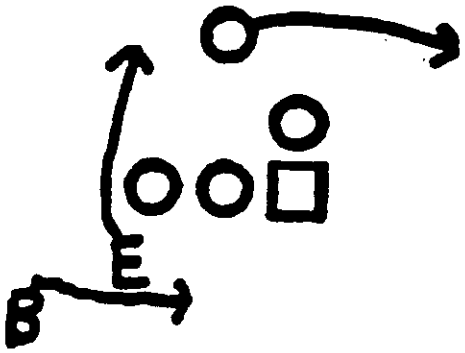
C.P.: ABNORMALLY DEEP SET OF TACKLE OR CUT IS GOOD INDICATION OF SCREEN. IF CUT, GET INTO RUNNING LANE. BACK END FORCE RUSH.

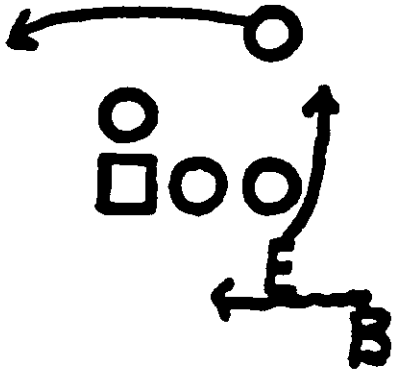


7. DEFENSIVE END'S PURSUIT VS. SPRINT CUTOFF AWAY:



TIGER CALL - RUN STUNT ON SNAP





END HAS CONTAIN

LION - PASS RUSH STUNT

LB: CHANGE RESPONSIBILITY WITH END, CARRY OUT NORMAL DEFENSIVE ASSIGNMENT. IN A NORMAL DEFENSE, BE IN A POSITION TO FILL INSIDE END ON FLOW TOWARD OR PURSUE ON FLOW AWAY. ON A BLITZ, YOU WILL RUSH PASSER OR FILL IN THE LANE INSIDE OF YOUR END. YOU ARE RESPONSIBLE FOR BREAK POCKET - YOUR END WILL CONTAIN.

C.P.: TAKE LEAD BLOCKER ON WITH INSIDE SHOULDER. KEY NEAR BACK AND CONTAIN ALL RUNS.

CROSS: A RUSH TECHNIQUE COMBINATION BETWEEN END AND LB.

WE LIKE THIS:

(1) FULL FORMATION
(2) IF BACK CHEATS UP ON BLITZ

END: ENGAGE TACKLE, RUB OFF LB AND CONTAIN QB ON PASS.
LB: FROM A FORCE POSITION, RUSH OVER OUTSIDE LEG OF OFF TACKLE.

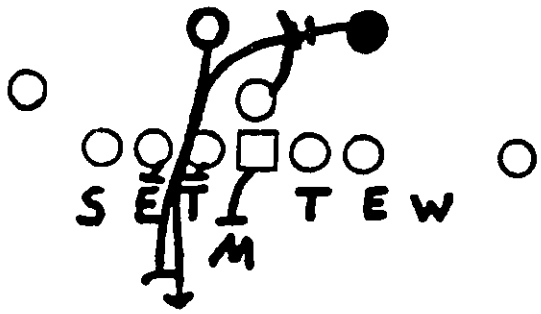
RESPONSIBILITY : 4-5 HOLE RUN. PASS - RUB TACKLE, BREAK POCKET, RUSH FORM INSIDE OUT.

C.P.: MUST BE FLOW AWAY AND MUST BE ON OE SIDE.

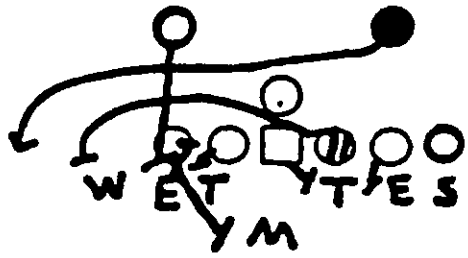
TIGER: RUN TECHNIQUE BETWEEN END AND OSB TO SWITCH RESPONSIBILITIES ON ALL RUNS. WE MUST HAVE AN OE TO RUN A TIGER. END - CHARGE UPFIELD, 6-7 HOLE RESPONSIBILITY, CONTAIN VERSUS PASS. PLAY CHASE AS DEEP AS BALL. OSB - FILL UNDER DE 4-5 HOLE RESPONSIBILITY. TAKE ON LEAD BACK WITH INSIDE ARM.

C.P.: OSB ONLY FILLS ON RUN AWAY.

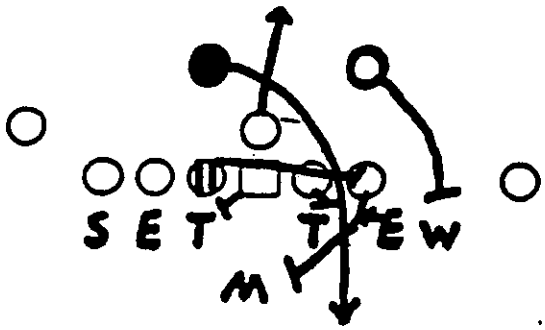
SLT-24-L



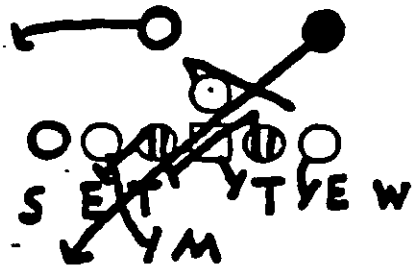
24-BIM-O



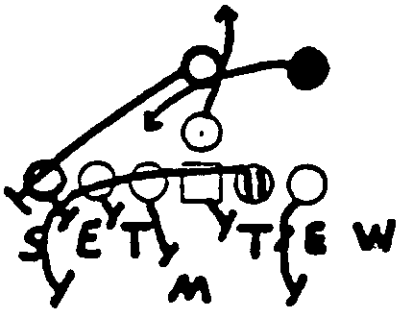
SLT-25-T



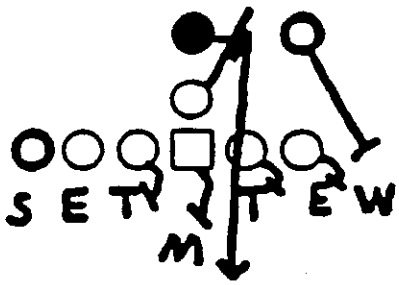
SLT-T-22-IT



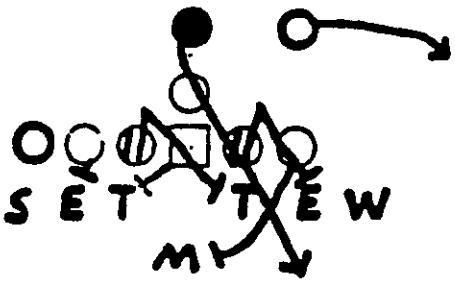
FULL LEFT-26-PO



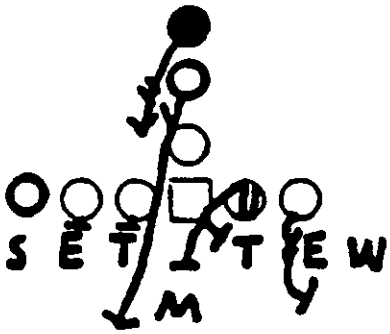
FULL LEFT-R-35-C/B



FULL LEFT-P-33-IT



RIDE-44-LD-C



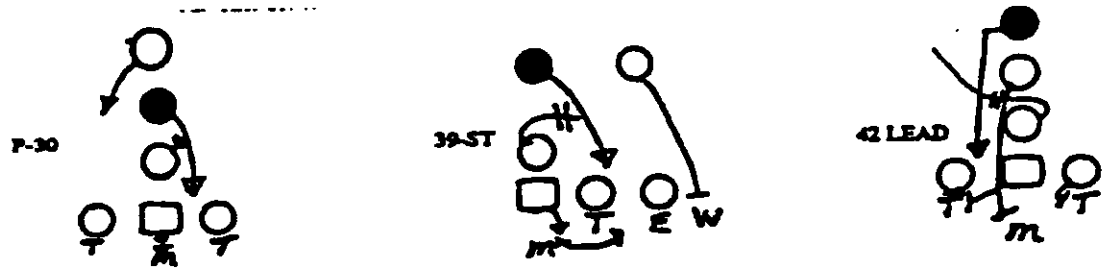
MIDDLE LINEBACKER (4-3 KEYS)

ALIGNMENT: HEAD ON THE CENTER, 3 TO 3 1/2 YARDS OFF BALL.

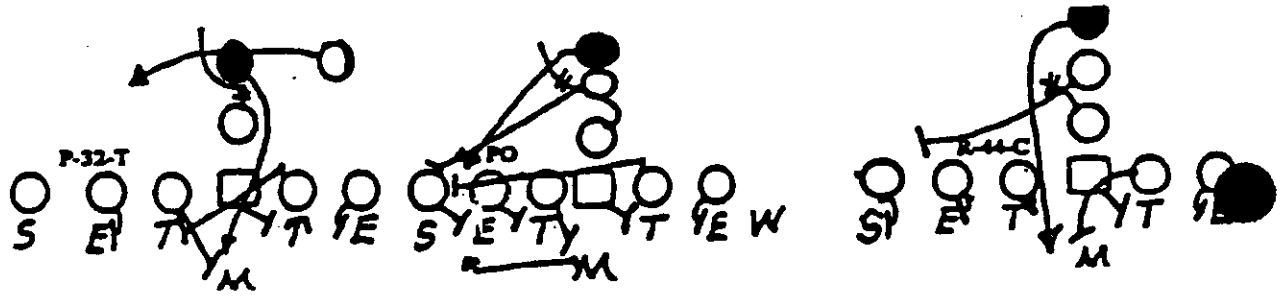
KEY: SEE AS MUCH AS POSSIBLE: CENTER, BOTH GUARDS, AND BACKFIELD TRIANGLE. YOU ARE RESPONSIBLE FOR ALL MIDDLE PLAYS AND QUICK PURSUIT.

BASE BLOCK: ANYTIME CENTER BLOCKS ON YOU, "MEET HIM TOUGH". GET UNDER HIM. IF CENTER TAKES CUTOFF ANGLE, MEET HIM SQUARE. DEFEAT HIM, LOCATE, AND GET TO BALL FROM INSIDE OUT.

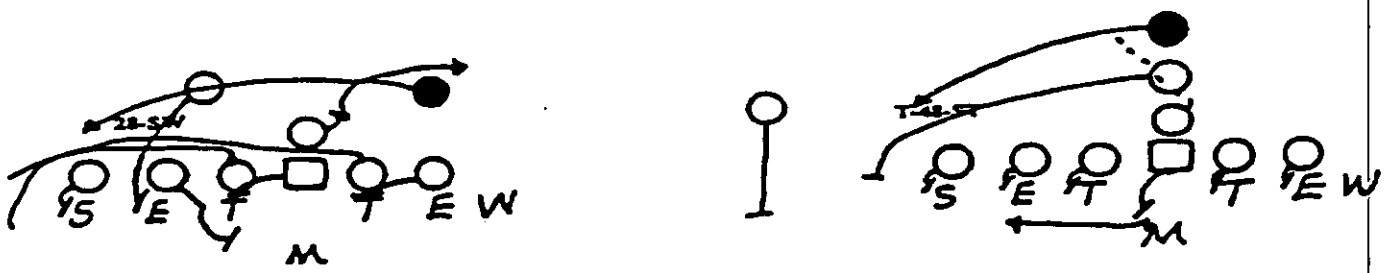
C.P.: DO NOT OVER-RUN CENTER ON WEAKSIDE PLAY.



CENTER BLOCKS BACK: STEP UP TOUGH, ATTACK AND DEFEAT WHOEVER TRIES TO BLOCK YOU. BE LOW, PROTECT YOUR AREA. C.P.: CENTER BLOCKS BACK: GUARD PULLS OUTSIDE, BALL OUTSIDE, PURSUE.



SWEEP BLOCK - CENTER ONSIDE: RECOGNIZE AS SWEEP ACTION AND BE PREPARED TO BEAT ONSIDE TACKLES BLOCK. MIX YOUR ACTION. PERCENTAGES ARE TO GO AROUND UNLESS YOU GET A QUICK READ. STAY ON YOUR FEET AND GET THE BALL.



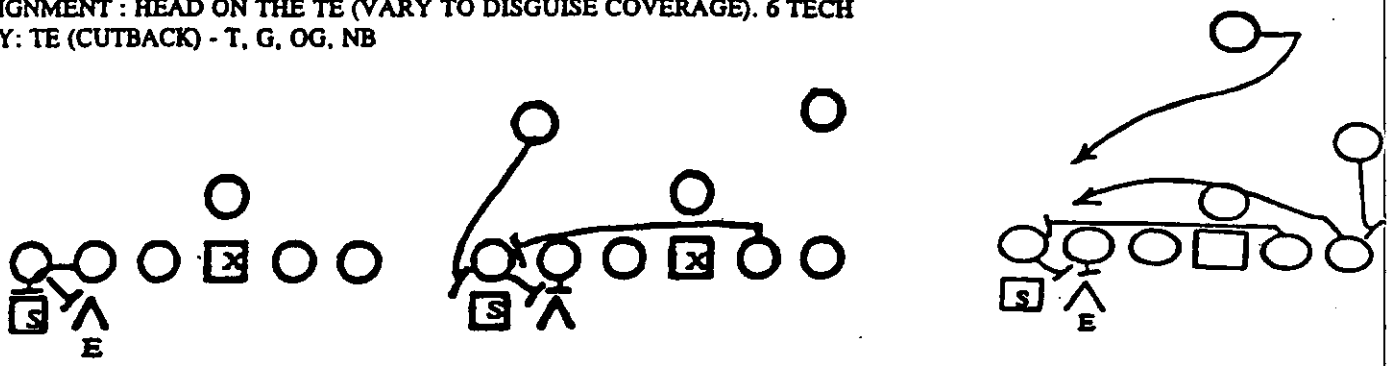
PASS OR DRAW: LINE AND QB SHOWS PASS GO TO PASS COVERAGE. C.P.: MOST QBs TURN BACK TO LINE ON DRAW WHICH WILL ALERT YO TO SAME. SOME CENTERS WILL SET ON LINE AND RELEASE QUICKLY ON DRAW. THESE THINGS MUST BE NOTED IN OPPONENT MOVIES. LEARN WHAT "DRAW ACTION" IS. REFUSE TO BE BLOCKED.

C.P.: FAKE DRAW MAY HOLD YOU THEN, SPRINT TO COVERAGE - DOWN AND DISTANCE IS A FACTOR.

4-3 KEYS

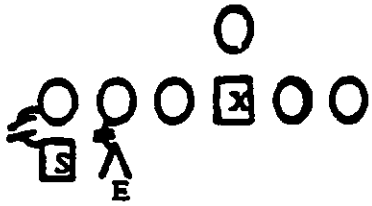
STRONGSIDE LINEBACKER VS. TE CORNER OR SAFETY SUPPORT

ALIGNMENT : HEAD ON THE TE (VARY TO DISGUISE COVERAGE). 6 TECH
KEY: TE (CUTBACK) - T, G, OG, NB

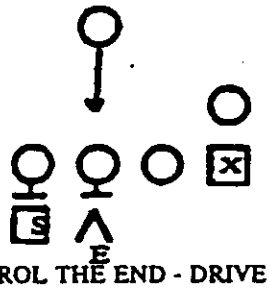


BLOCKDOWN: LOOK FOR PULL OF ONSIDE GUARD OR TACKLE, MEET BLOCKER HEAD UP (BACK, TACKLE, GUARD) - KEEP SQUARE AND PLAY ALONG THE LOS. BE ABLE TO MAKE PLAY INSIDE OR OUTSIDE OF BLOCKER, DO NOT TAKE A SIDE. NO PULL ONSIDE, GET INTO THE OFF TACKLE RUNNING LANE. SPILLAGE: STRIP OFF GUARD.

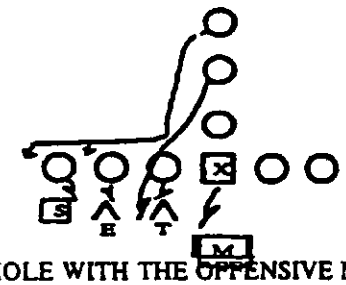
C.P.: (1) 26 GO = SHALLOW MAN PRINCIPLE; (2) NEAR BACK PRINCIPLE



HOOK BLOCK: FIGHT THROUGH HIS HEAD - KEEP SQUARE - CONTROL THE BLOCKER - DRIVE THEM BACK - BE ABLE TO MAKE PLAY TO INSIDE OR OUTSIDE. C.P.: CAN TAKE INSIDE WHEN BLOCKER OVER EXTENDS AND FAR BACK CARRIES BALL.



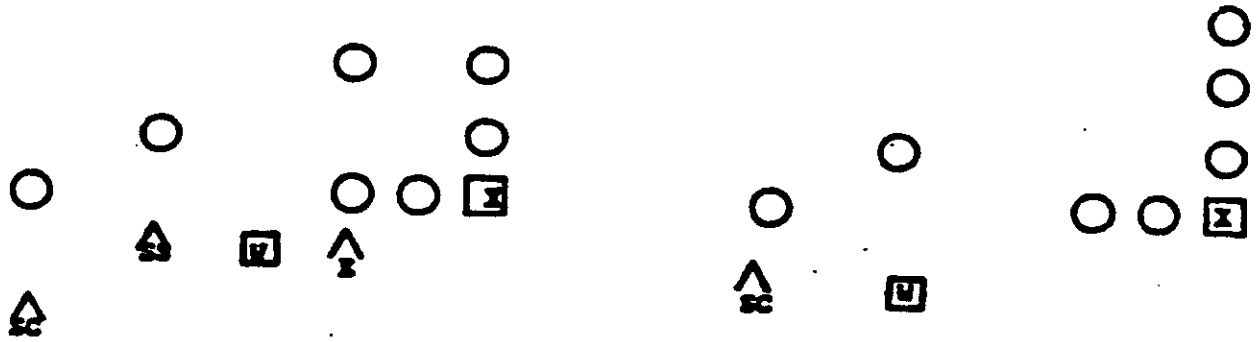
TE BASE BLOCK: ATTACK AND CONTROL THE END - DRIVE HIM BACK - BE PREPARED TO MAKE PLAY TO INSIDE OR OUTSIDE.



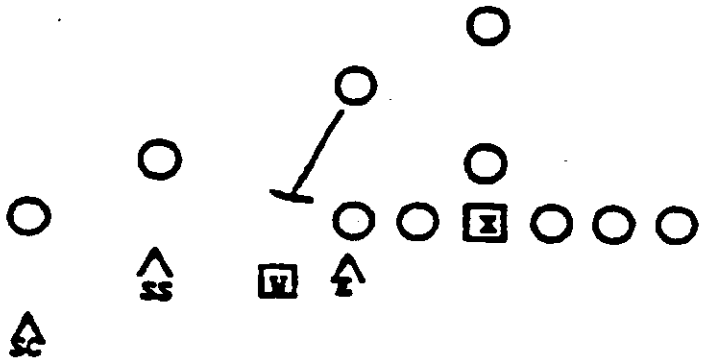
TURN OUT BLOCK: CLOSE THE HOLE WITH THE OFFENSIVE MAN - CONTROL THE BLOCKER - DO NOT RUN AROUND BLOCK. CORNER THE MAN.

STRONGSIDE LBer VS. SLOT (BACKER SUPPORT)

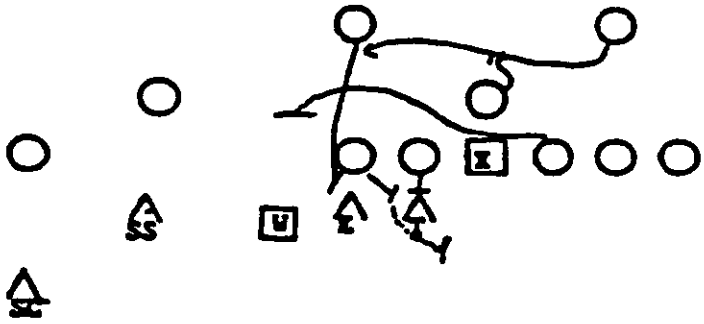
ALIGNMENT: HEAD UP TO SLOT MAN TO INSIDE, OFF BASED ON SPLIT OF SLOT AND YOUR ABILITY TO REACT TO CRACK BACK ON QUICK PITCH AND YOUR ABILITY TO EXECUTE COVERAGE.



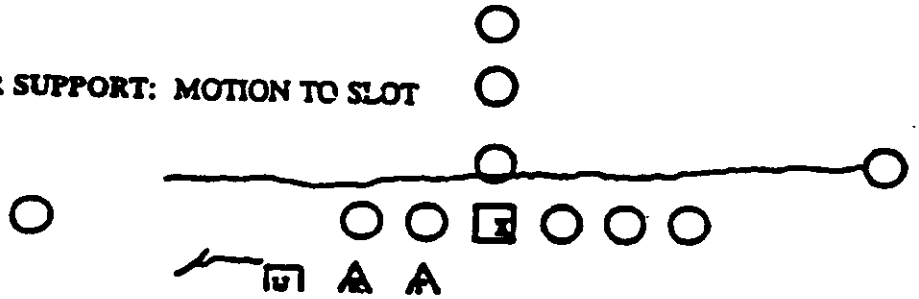
KEY: ON G & T BACKFIELD TRIANGLE – SAME AS OPEN SIDE



RESPONSIBILITY: BACKER SUPPORT (FORCE).



BACKER SUPPORT: MOTION TO SLOT

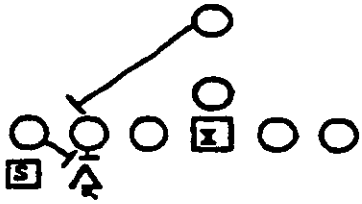


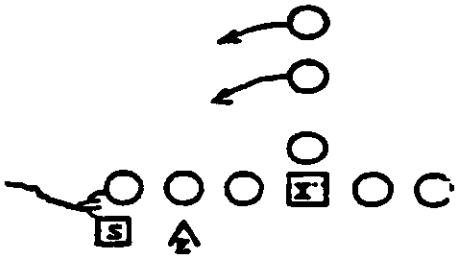
STRONGSIDE LINEBACKER - BACKER SUPPORT

ALIGNMENT: SHADE THE OUTSIDE OF TE (VARY DISGUISE COVERAGE) - KEY: TE

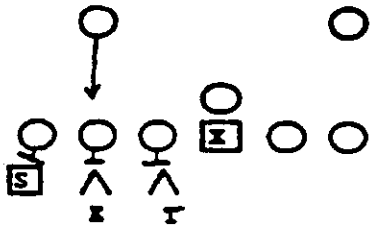
BLOCK DOWN: MUST DETERMINE WHETHER PLAY IS SWEEP OR OFF TACKLE. PULL OF ONSIDE GUARD OR TACKLE WILL TELL SWEEP. NO PULL WILL INDICATE OFF TACKLE PLAY - CLOSE THE HOLE - GET INTO RUNNING LANE. MAKE TACKLE OR FORCE SPILLAGE TO SAFETY - MAN (ESTABLISHED POSITION).

C.P.: (1) 26 GO; (2) NEAR BACK PRINCIPLE; (3) ALWAYS SPILL COUNTER OT.



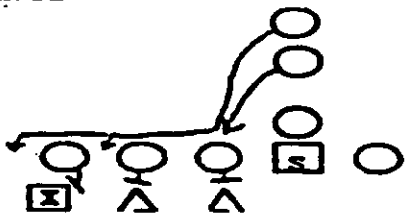


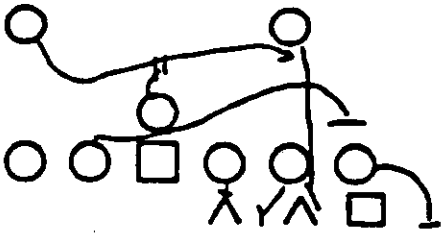
HOOK BLOCK: WORK OUTSIDE AND UPFIELD TO A POSITION OF CONTAINMENT (ESTABLISH POSITION).



BASE BLOCK: CORNER THE TE - YOU MUST CONTAIN (KEEP CUTBACK SMALL DON'T OPEN IT UP).

TURN OUT BLOCK: CORNER TE- FILL THE HOLE WITH BODY OF TE. BE READY FOR SPILLAGE. BE TOUGH - DON'T OPEN UP CUTBACK.





PASS OR DELAY : GO TO COVERAGE.

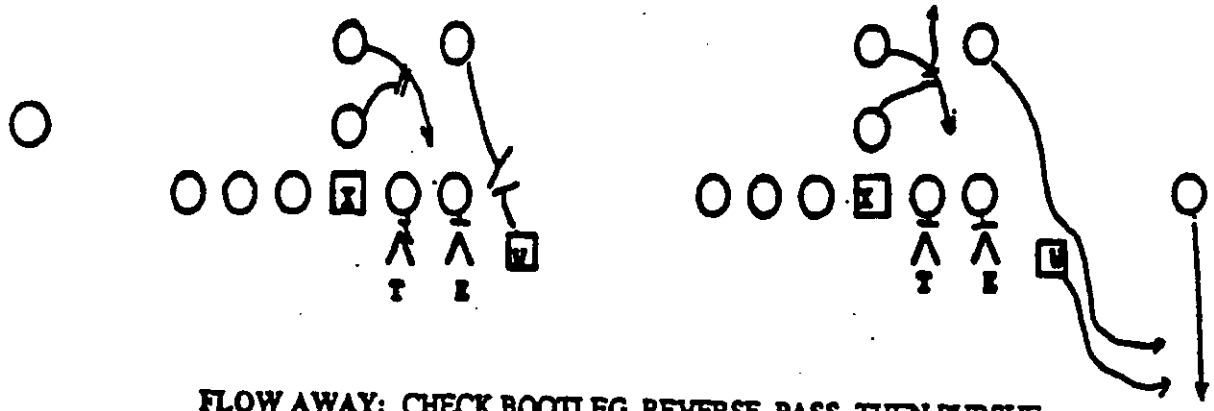
C.P.: END FLAIR

WEAKSIDE LINEBACKER (SE) - BACKER SUPPORT

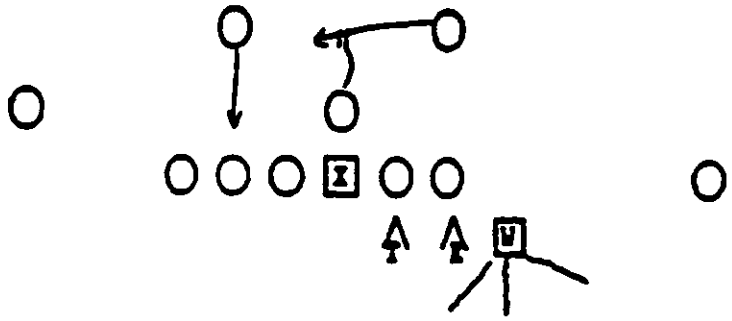
NORMAL POSITION: BASED ON BACKFIELD SET

KEY: GUARD/TACKLE, BACKFIELD TRIANGLE

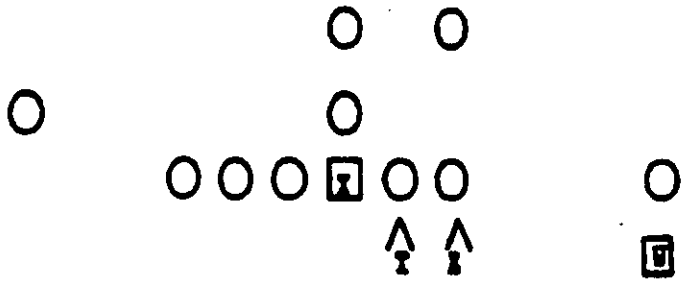
FLOW TO AND BASE BLOCK: MEET LEAD BLOCKER ON THE LOS - PLAY HIM FROM THE OUTSIDE IN; BE IN POSITION TO MAKE TACKLE IF BALL CARRIER SPILLS TO OUTSIDE.QB WILL TELL YOU p.p. FASTEST, SEE HIM! ON P.P. SPRINT TO COVERAGE.



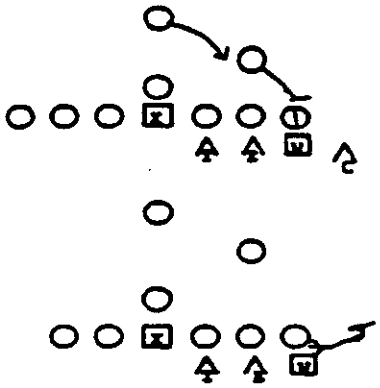
FLOW AWAY: CHECK BOOTLEG, REVERSE, PASS, THEN PURSUE.



OFF POSITION KEYS: SAME AS NORMAL POSITION. C.P.: MAKE OFF CALL TO DEFENSIVE LINE



WEAKSIDE LINEBACKER

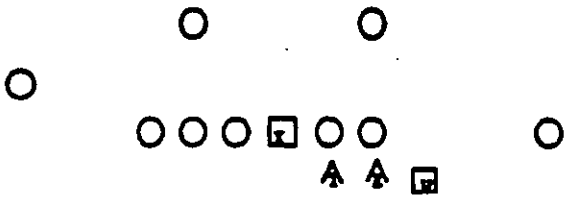


TIGHT END:PLAY SAME AS STRONGSIDE LINEBACKER.

CORNER SUPPORT: CUT BACK RESPONSIBILITY (SEE SSB FOR DETAIL)

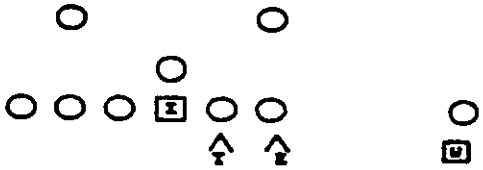
C.P.: WHEN CORNER IS B&R, CONTAIN FOOTBALL (SEE SS LB FOR DETAIL).

WSE OUT (O.E.) - BACKER SUPPORT
ALIGNMENT :BACKFIELD



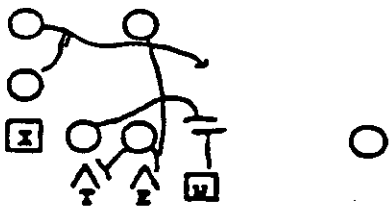
NORMAL POSITION: 1 YARD OUTSIDE DE AND 1 YARD DEEP UNLESS OE IS IN POSITION TO CRACKBACK, THEN MOVE UP ON LOS. IF THIS POSITION WILL NOT ALLOW YOU TO BEAT CRACKBACK (18-19), MOVE TO HEAD UP POSITION ON WSE AND TREAT THIS AS WSE TIGHT, AND PLAY SUPPORT DICTATED BY THE COVERAGE.

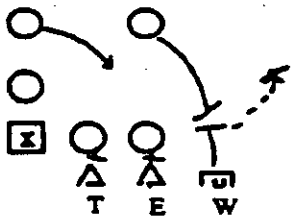
OUT POSITION: AN ALIGNMENT AT A RATIO 2 YARDS INSIDE 4 YARDS DEEP. WHICH WILL ALLOW YOU TO KEY INSIDE FOR RUN BUT STILL GET TO INSIDE SHOULDER TECHNIQUE ON PASS.



KEY:

NORMAL POSITION: SEE AS MUCH AS POSSIBLE - SEE THROUGH WS, G, AND T TO BACKFIELD TRIANGLE (MUST SEE QB).



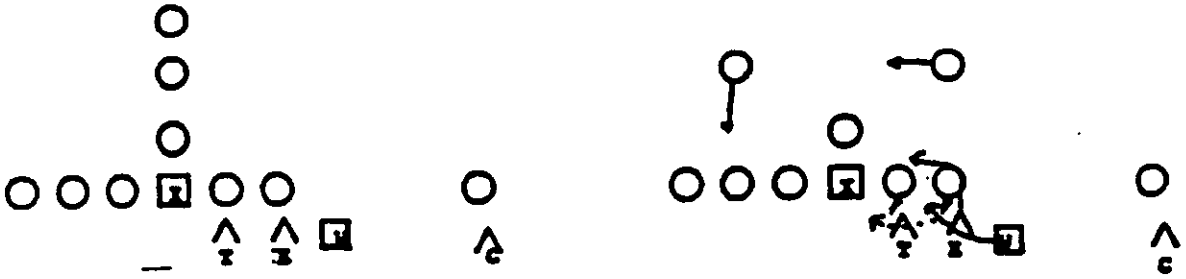


FLOW OR BALL TO, AND GUARD OR TACKLE PULL, GET ACROSS LOS, BEAT CB AND MEET LEAD BLOCKER BEFORE HE TURNS UPFIELD - CONTAIN - DO NOT TRADE ONE-FOR-ONE- DISENGAGE BLOCKERS - GET TO BALL!

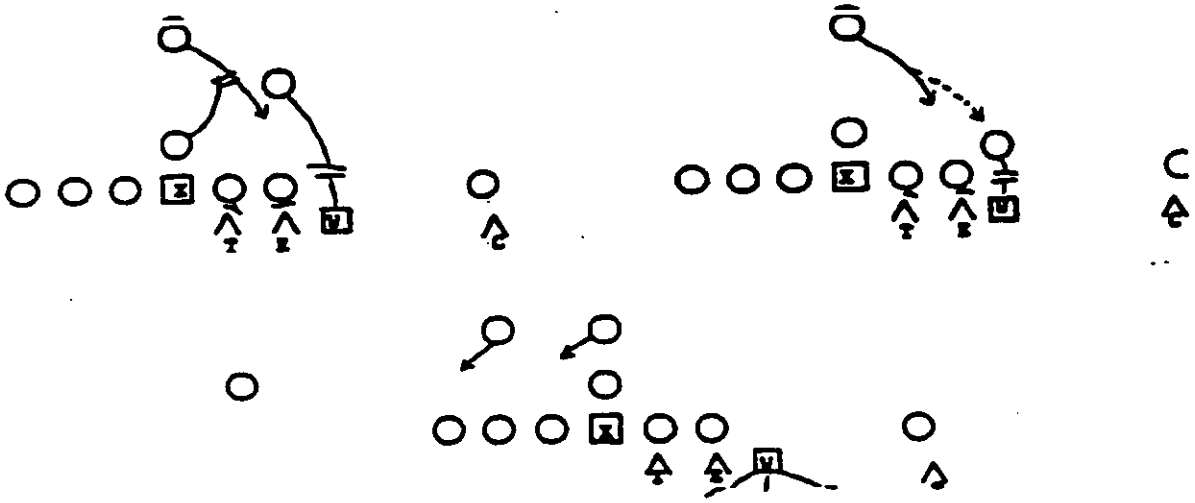
WSE OUT - CORNER SUPPORT

ALIGNMENT: FORCE BASED ON BACKFIELD SET

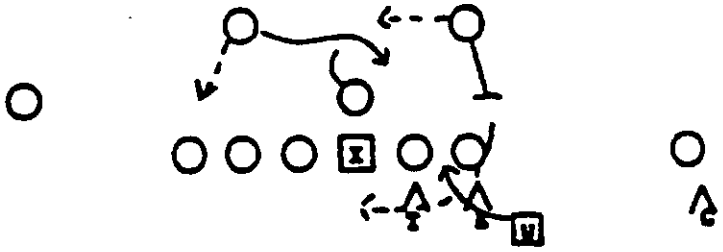
(NOTE: CAN MAKE CALL TO CHANGE PURSUIT BETWEEN END AND BACKER - ED CALL).



KEY: SAME AS BACKER SUPPORT
ACTION TO: AGGRESSIVE CUTBACK TECHNIQUE. PENETRATE - MEET AND PLAY THROUGH BLOCKER TO RUNNING LANE. DON;T OPEN CUTBACK AREA.

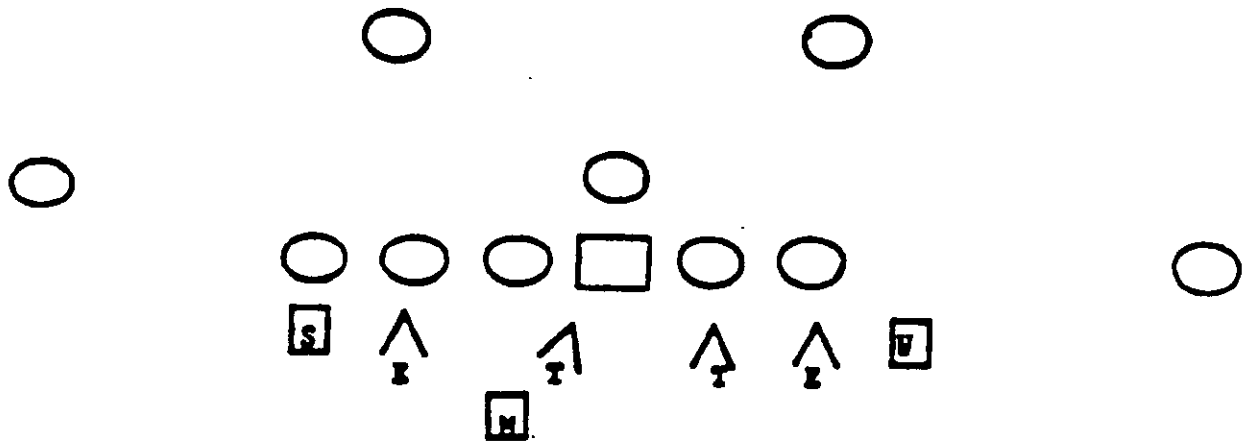


FLOW AWAY: CHECK BOOTLEG, REVERSE THEN PURSUE.



TIGER CALL: CHANGE OF RESPONSIBILITY BETWEEN DE AND WSB - END CONTAIN, BOOTLEG AND REVERSE BACKER - 4-5 HOLE W/S - PURSUE.

STUNT 4-3



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	-STICK W/GAP TACKLE -TAKE IT JAM CALL DEFENSIVE END VS. -INSIDE FOOT SPLIT TILT T. NEVER ALIGN INSIDE OF GUARD'S ALIGNMENT.	-BACKFIELD TRIANGLE SEE THROUGH GUARDS	-FILL B-GAP TO STUNT TACKLE ON FLOW AND SPLIT FLOW - FLOW AWAY. STACK. C.P.: TOM GAME. -FLOW AWAY - PLAY BEHIND TACKLE.
SAM	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
STUNT SIDE E	-HEAD UP TO OT (2 GAP) -JAM -SAME ALIGNMENT.	-OT	-TWO GAP -JAM CHARGE. C.P.:PENETRATE B-GAP UPFIELD. TAKE UT CALL FROM MB.
STUNT SIDE T	-GUARD - CENTER GAP	-C	-MIDDLE FOR TRAP OR STRAIGHT PLAY-RUSH PASSER -TOM-LATERAL STEP AROUND 4-3 TACKLE-FILL 2-3-4-5 HOLE. SQUARE UP. -PASS - WORK BACK TO YOUR SIDE.
WEAK ST	-SAME AS 4-3 -TOM - CENTER -GUARD-GAP	-SAME AS 4-3	-SAME AS 4-3 -TOM - PICK "C" 0-1-2-3 HOLE C.P.: CANNOT BE HOOKED BY CENTER. CENTER BLOCK BACK. HOLD AND FIND BALL.
WEAK SE	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
WILL	-SAME AS 4-3	-SAME AS 4-4	-SAME AS 4-3

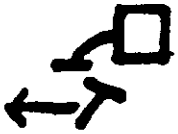
STUNT TACKLE

ALIGNMENT: SHADE CENTER
GENERAL RULE: COME TO POINT AND CONTROL CENTER'S HEAD
C.P.:MUST HAVE LEVERAGE ON CENTER. USE HEAD AND HAND TECHNIQUE. NEVER BE HOOKED BY CENTER. ATTACK "V" OF CENTER'S NECK.

NOSE TACKLE – CENTER BLOCKS ON YOU.

BASE BACK

BASE BLOCK BY CENTER: PLAY THROUGH CENTER'S HEAD. SQUEEZE STRONGSIDE 0-1 HOLE. LOCATE AND GET TO BALL



HOOK BLOCK

PLAY HEAD. DON'T GET REACHED. LOCATE AND GET TO BALL

CENTER RELEASE

SLIP

MOVE ON BALL - PREVENT CENTER RELEASE, ATTACK CENTER'S HEAD

C.P.: TACKLE TRAP.

TACKLE TRAP

CENTER AND GUARD BLOCK YOU

BASE BLOCK BY CENTER: STAY LOW - NEVER BE DRIVEN BACK INTO LBer. BE SURE TO USE TWO BLOCKERS MAKE PILE.

CENTER AND GUARD SHOW PASS

RUSH PASSER: BREAK POCKET

C.P: ALWAYS WORK BACK TO YOUR SIDE.

C.P: VS. TURN PROTECTION, PENETRATE CENTER'S HIP. FORCE TURN OF GUARD. 4-3 TACKLE WILL REPLACE WILL REPLACE YOUR RUSH LANE.

TWO GAP END

ALIGNMENT: HEAD UP TO OUTSIDE EYE OF TACKLE. ON SNAP AND MOVEMENT, ATTACK W/ HAT AND HANDS, DRIVE TO A HEAD UP POSITION ON TACKLE. STAY PARALLEL - MAKE PLAY INSIDE OR OUT (TWO GAP RESPONSIBILITY). **C.P.: NO THREATENING END RULE.**

GENERAL RULE: KEY AND CONTROL TACKLE. TWO GAP RESPONSIBILITY.

TACKLE BLOCKS ON YOU - BASE BLOCK:

MOVE TO YOUR POINT AT THE LINE OF SCRIMMAGE. CONTROL BLOCK (HEAD UP) - BE PARALLEL. **FIND BALL.** RESPONSIBILITY: TWO GAP.

FLOW AWAY - INSIDE PURSUIT AND **BE ALERT FOR SUCKER** (I ON YOU AND GUARD PULL AWAY) - THIS IS YOUR PLAY.

C.P.: BRING TACKLE TO ATTENTION. COME OFF BALL. OKL DRILL. ON PURSUIT, GO THROUGH FACE OF TACKLE.

TACKLE AND END BLOCK ON YOU:

"D" BLOCK:**PLAY SAME AS BASE BLOCK.** NEVER BE DRIVEN BACK INTO MLB. PLAY DOUBLE TEAM TECHNIQUE.

TACKLE BLOCKS DOWN - AS YOU MOVE TO YOUR POINT:

C.P: ALWAYS KEEP T OFF MLB BY MAKING GOOD CONTACT. CLOSE WITH TACKLE.

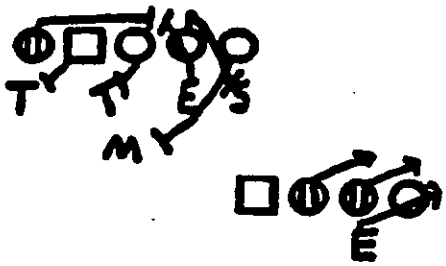
FLOW BLOCK: MOVE TO YOUR POINT - CLOSE W/TACKLE DOWN THE LOS - KEEP SQUARE. WHEN END BLOCKS DOWN, WORK BACK THROUGH HEAD OF END - PARALLEL

BIM-O BLOCK: MOVE TO YOUR POINT - CLOSE W/ TACKLE DOWN THE LOS - KEEP SQUARE, THEN WORK BACK TO OUTSIDE PARALLEL WITH DEPTH.

TUG BLOCK: MOVE TO YOUR POINT - CLOSE W/ TACKLE DOWN THE LOS - KEEP SQUARE, MEET THE GUARD HEAD UP.

TRAP BLOCK: MOVE TO YOUR POINT - CLOSE W/TACKLE DOWN THE LOS - STAY SQUARE. MEET THE TRAPPER HEAD UP. SPILL TRAP.

TACKLE PULLS OUTSIDE - AS YOU MOVE TO YOUR POINT - HOLD FIND BALL:

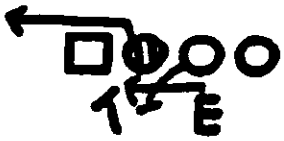


TRAP BLOCK: IF BALL IS INSIDE, HOLD - MEET BLOCKER HEAD ON. SPILL TRAP

IF BALL IS OUTSIDE, GIVE INSIDE PURSUIT AND TAKE THE CUTBACK. TWO GAP ANGLE OF PURSUIT SHOULD BE FLAT DOWN LOS. TWO - MAN RULE.

<u>C.P.:</u> POWER U BLOCK.

TACKLE PULLS INSIDE - AS YOU MOVE TO YOUR POINT:

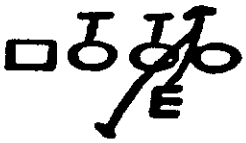


ON FLOW AWAY, TAKE A GOOD INSIDE PURSUIT ANGLE. YOU CAN BECOME THE KEY TACKLER ON ANY PLAY THAT BREAKS - GOOD ANGLE. DON'T BE CHASER - WORK TO GET IN FRONT OF BALL CARRIER BY PURSUING ACROSS FACE OF OT.

GUT BLOCK: TACKLE PULLING AWAY - GUARD BLOCKING OUT - COME ACROSS HIS FACE.

TACKLE AND BLOCKERS SHOW PASS - ENGAGE TACKLE QUICKLY - SEE THE ACTION:

<u>C.P.:</u> WHAM SUCKERS AND INSIDE RUNNING.



(DRAW - SPLIT BLOCK) FIND BALL - KEEP MOVING THROUGH BLOCKER. CONTAIN PRESSURE QB - WATCH HIS EYES - HANDS UP. IF THE DRAW SHOWS, FIGHT BACK TO INSIDE AND CLOSE THE LANE FROM OUTSIDE IN. RETRACE STEPS.

TE SIDE

STUNT 43 - TOM IS A GAME BETWEEN THE STUNT TACKLE AND THE WEAK TACKLE, w/THE WEAK TACKLE GOING FIRST.

TE SIDE

STUNT TACKLE: LINE UP TO TE SIDE ANGLED IN TOWARD CENTER ON SNAP, FLASH CENTER, SHUFFLE STEP AROUND PICK OF WEAK TACKLE. RESPONSIBILITY IS 2 OR 3 HOLE, THEN PURSUE BALL TO SIDELINE. C.P: DON'T OVER THROW THE BALL.

WEAK TACKLE: LINE UP ON WEAK SIDE G. BEFORE SNAP, JUMP TO GAP, ON SNAP, CHARGE INTO C WITH INSIDE SHOULDER ON HIS OUTSIDE SHOULDER (PICK). STAY SQUARE, KEEP OUTSIDE ARM FREE. RESPONSIBILITY IS 0 OR 1 HOLE FIRST. STAY LOW,EXPECT TO BE BLOCKED (YOUR JOB IS TO MAKE SURE CANNOT BLOCK STUNT TACKLE OR MLB). IF BALL GOES OUTSIDE, PURSUE FLAT DOWN LOS. C.P.: EXPECT C TO CUT YOU, BE READY TO POP UP IN PURSUIT.

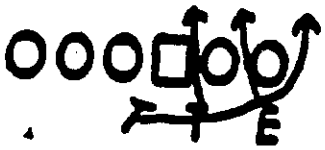
STUNT TOM

C.P.: TOM IS USED TO GET HELP WEAKSIDE OR IF G-C HAVE AN UNUSUAL BIG SPLIT, WEAK T CAN CALL TOM.

EXCEPTION RULE: ANYTIME C BLOCKS BACK ON PICK TACKLE (WEAK T), STUNT TACKLE SHOULD READ THAT BLOCK, STACK AND COME BACK TO HIS ORIGINAL POSITION. USUALLY IF C BLOCKS BACK, GUARD IS PULLING ACROSS BALL. STUNT TACKLE SHOULD SEE OFF G AND COME BACK.
C.P.: IF STUNT TACKLE DOESN'T COME BACK, THERE WILL BE A BIG HOLE TO THAT SIDE.

3 AND 4 GAME IS A GAME BETWEEN STUNT TACKLE, WEAK TACKLE AND END. IT IS SIMILAR TO TOM EXCEPT STUNT TACKLE EXCEPT STUNT TACKLE COMES AROUND ONE HOLE FURTHER.

3 CONTAIN

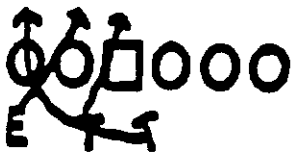


4

WEAK TACKLE PENETRATES C-G GAP AND PICKS C LIKE ON TOM.

END USED BACK ARM AND RIPS THROUGH G-T GAP TO GET PENETRATION UP FIELD.

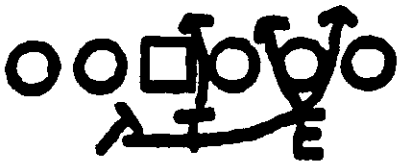
STUNT TACKLE SHUFFLES STEPS (ABOUT 3 STEPS) WITH SHOULDERS SQUARE AS THEN COMES UPFIELD.



C.P.: BE READY TO MAKE HIT WHEN YOU CLEAR DE. DON'T GIVE GROUND BECAUSE THAT SIDE WILL COLLAPSE ON PENETRATION.

OPEN STUNT 43 TOM: SAME AS STUNT TOM EXCEPT STUNT TACKLE IS AWAY FORM TE.

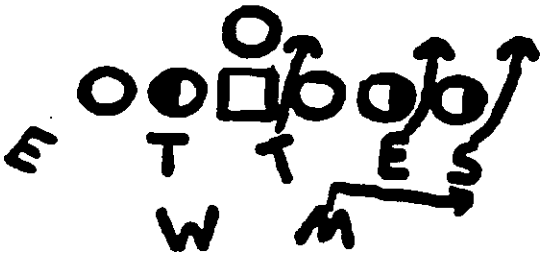
OPEN 3: SAME AS REGULAR 3 EXCEPT GAME IS RUN FROM OPEN SIDE.



HALF ADJUSTMENT: IS AN ADJUSTMENT MADE VS. TWO BACKS TO TE SIDE.

STUNT TACKLE PENETRATES UPFIELD EXPECTING TO GET REACHED OR CUT BY C.

WEAK TACKLE CHANGES 4-3 ALIGNMENT TO A 3 TECHNIQUE AND HIS RESPONSIBILITY IS B - GAP.



STRONG SIDE END'S ASSIGNMENT CHANGES FROM 2 GAP TO 4-3. VS. CERTAIN SETS, HEAVY 5 OR 5 TECHNIQUE.

OLB STRONG ASSIGNMENT CHANGES FROM TWO GAP TO 4-3 -9 TECHNIQUE OR WING ADJUST.

MLB CAN CHEAT TO 2 BACK SIDE ON ALIGNMENT, EXPECTING BALL TO GET OUTSIDE QUICK . RESPONSIBILITY: CHECK 2-3 HOLE, THEN PURSUE OUTSIDE . BACKSIDE END: CRASH ALIGNMENT

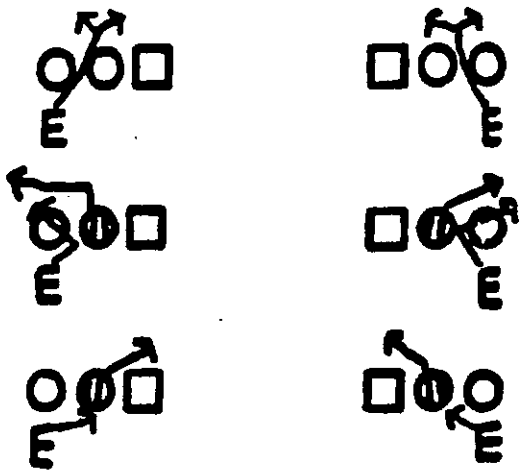
<u>C.P.:</u> THERE IS NO HALF VS. 2 TEs.

JAM - CHARGE FOR END

ALIGNMENT: HEAD UP - DON'T GIVE AWAY JAM BY ALIGNMENT.

GENERAL RULE: ON SNAP AND MOVEMENT, TAKE A LEAD STEP WITH INSIDE FOOT - CROSS OVER WITH OUTSIDE FOOT DRIVING THE ARM THROUGH THE TACKLE'S NECK. PENETRATE. WITH NO PRESSURE FROM TACKLE, FLATTEN DOWN LOS. CLOSE TRAP RESPONSIBILITY: 4-5

TACKLE BLOCKS ON YOU...STRAIGHT BLOCK:

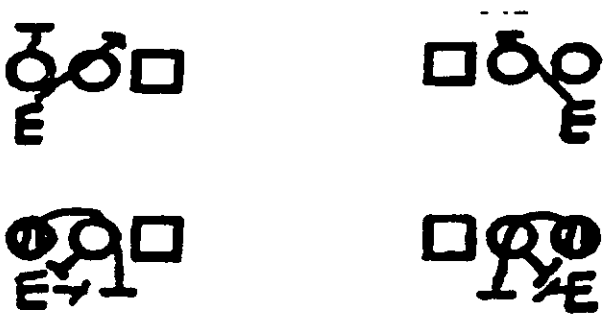


PENETRATE CONTROL BLOCK (INSIDE -OUT), BE PARALLEL. FIND BALL. RESPONSIBILITY: 4-5 HOLE (2). KEEP OUTSIDE HOLE SMALL.

TACKLE BLOCKS ON YOU, GUARD PULLS TO OUTSIDE - BREAK OFF PENETRATION - GET IN HIP POCKET OF GUARD - FIND BALL - KEEP OUTSIDE HOLE SMALL.

TACKLE BLOCKS ON YOU AND GUARD PULLS AWAY, BREAK OFF PENETRATION GET IN HIP POCKET OF GUARD.

TACKLE PASS SETS RELEASE INSIDE AND GUARD BLOCKS AWAY:



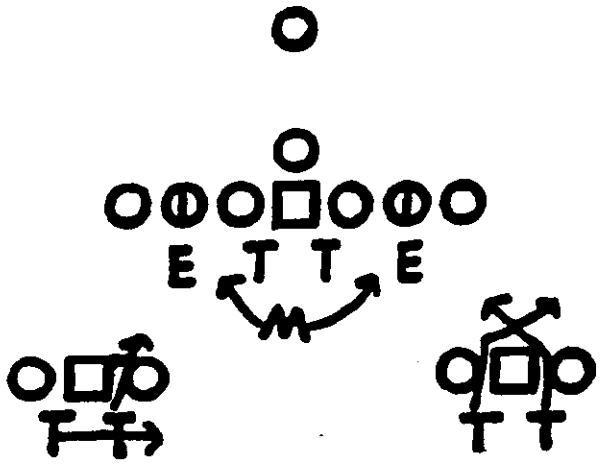
NO PRESSURE FROM TACKLE, FLATTEN DOWN LOS. PLAY TRAP.

GUT BLOCK: KEEP INSIDE HOLE SMALL BY FILLING WITH GUARD'S BODY SQUEEZE.

TACKLE AND GUARD SHOW PASS:

AS YOU PENETRATE, DRIVE THROUGH AREA OF RESPONSIBILITY - CONTINUE ON INSIDE RUSH. YOU ARE RESPONSIBLE FOR BREAKING THE POCKET. PENETRATE NOSE TACKLE WILL CONTAIN PASS ONLY.

GAP: IS A VARIATION OF 43 DEFENSE VS. 2 TEs AND 2 WRs:



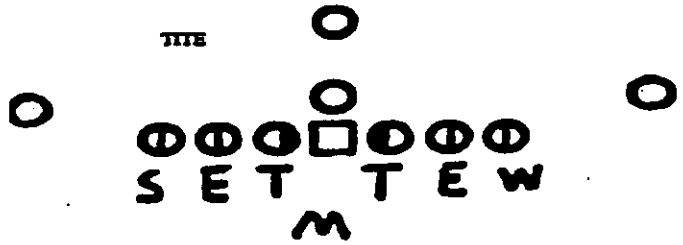
BOTH DEFENSIVE TACKLES PLAY GOAL LINE TECHNIQUE. CHEEK-TO-CHEEK ON C SHOULDERS.

C.P: CENTER SHOULD TRY TO REACH T EITHER SIDE. OTHER T SHOULD READ THAT AND FLATTEN DOWN LINE IN PURSUIT (IF PASS SHOWS GAP TOM).

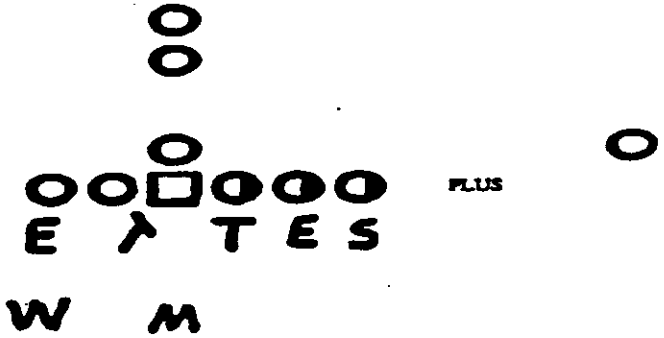
END: PLAY 2 GAP TECHNIQUE.

MLB: HEAD ON C 3 TO 3 1/2 YARDS DEEP. RESPONSIBILITY 4-5 HOLE.

OLB: 4/3 ALIGN AND RULES



PLUS (POSSIBLE ED CALL)

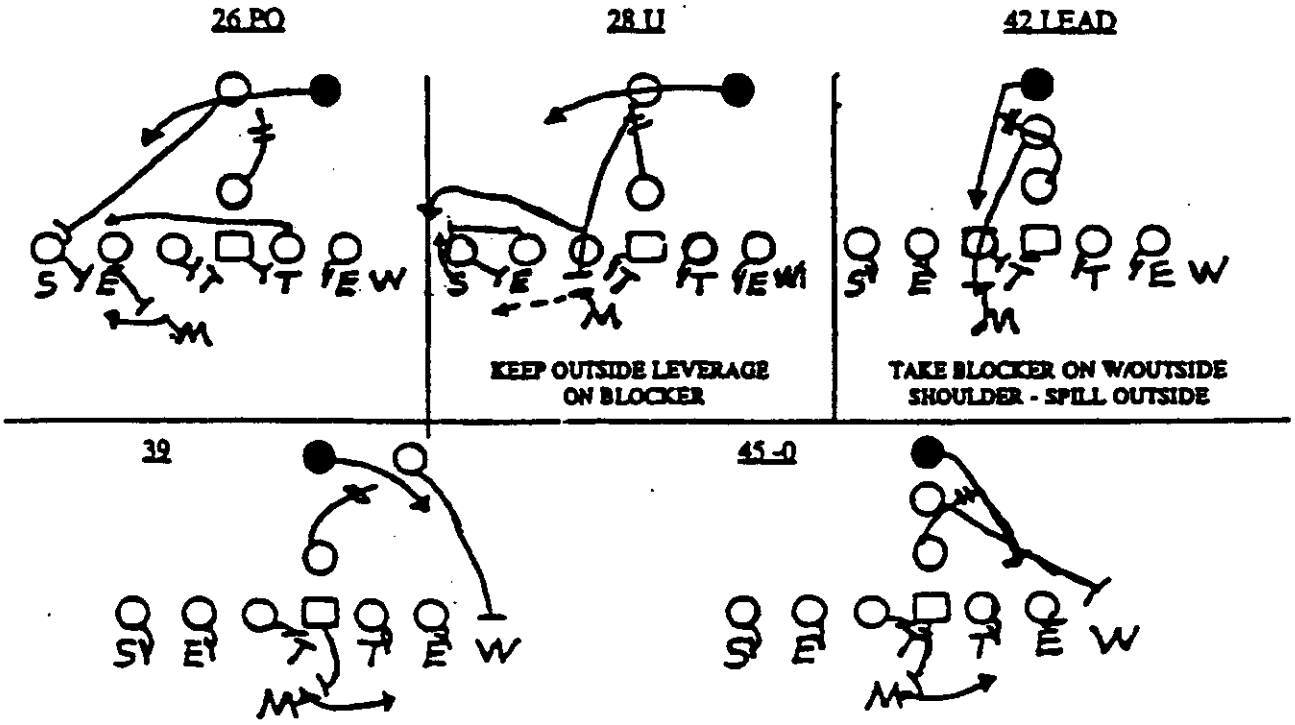


MIDDLE LINEBACKER STUNT 4-3

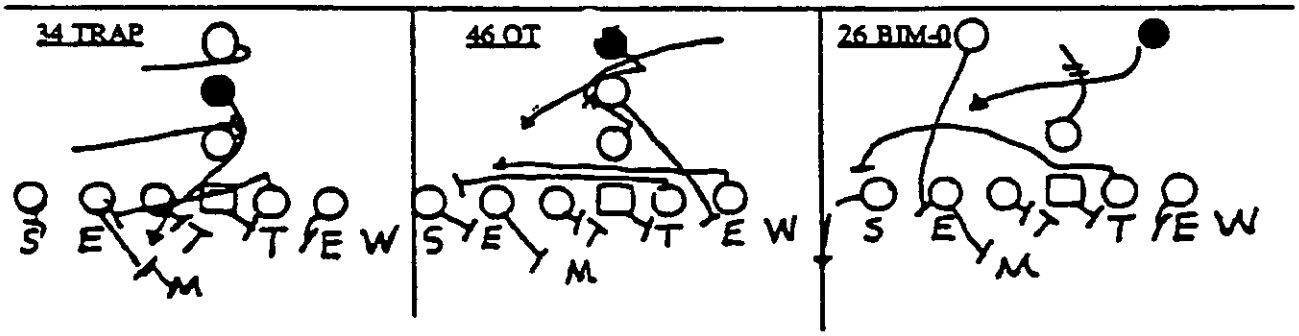
ALIGNMENT: STACK WITH STUNTING TACKLE - INSIDE FOOT ON TACKLE'S OUTSIDE FOOT. ALIGN 3 TO 3 1/2 YARDS DEEP.

KEY: BACKFIELD TRIANGLE.

FLOW TO B-GAP HOLE-GET TO BALL. TACKLE DOWN - CLUB OUT, STACK WITH DEFENSIVE END, GET TO BALL.



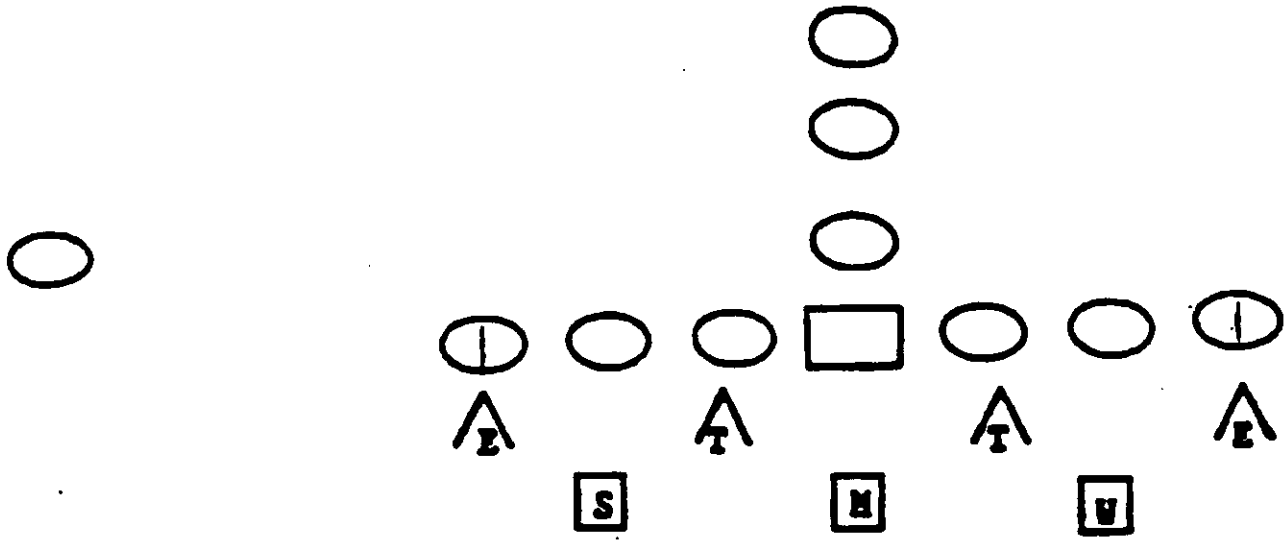
FLOW AWAY - PURSUE (CUTBACK). C.P.: P ACTION AWAY - STAY HOME.



SPLIT FLOW - B-GAP - GET TO BALL. C.P: TACKLE DOWN - CLUB OUT, STACK DE - GET TO BALL.

GAP CALL: MB MUST BEAT SLIP BLOCK ON FULL FLOW AWAY.

4 - 3 LOOSE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WSB	-INSIDE FOOT SPLIT CROTCH	-BACKFIELD AND UNDER OF OT - NO CLOSER THAN KEY OT ONE YARD OFF. FEET OF DE	-C GAP- INSIDE OUT ON SWEEP. OT BLOCKS YOU. DEFEAT OT, KEEP OS ARM FREE. OT BLOCK DOWN, FILL ON LEAD OR TUG. OT BLOCK OUT - FILL ON LEAD, FLOW AWAY -CHECK B-GAP. PURSUIT ANGLE TO BALL.
WSE	-6 TECHNIQUE -2 GAP ON TE C.P.:TE FLEX LB GIVE CUE OR REDUCE CALL.	-TE - NEAR BACK. TE RELEASE KEY NEXT BLOCKER	-OFF TACKLE - TE CANNOT BLOCK DOWN ON LBer. TE BASE 2-GAP-REACH - PLAY. REACH CAN COME UNDER ON SWEEP. REACH CAN COME SPRINT PASS. MUST BEAT REACH AND CONTAIN QB
WST	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
SST	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
MLB	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
SSE	-SAME AS WSE	-SAME AS WSE	-SAME AS WSE
SSB	-SAME AS WSB	-SAME AS WSB	-SAME AS WSB

6 TECHNIQUE END

"6" TECHNIQUE RESPONSIBILITIES

-PLAY 2 GAP TECHNIQUE ON TE

-NEVER ALLOW A FREE RELEASE BY TE - BUTCH TECH OR NOT BUTCH TECH.

-BEAT THE HOOK BLOCK BY SQUEEZING BLOCKER OUTSIDE.

-SQUEEZE CUT OFF BLOCK ON FLOW AWAY PLAYS. CROSS FACE OF BLOCKER WHEN BALL DECLARES.

-SPILL THE BALL ON KICK OUT, TRAP OR COUNTER OT.

-DRIVE THE TE OFF THE LOS PLAY ON OFFENSIVE SIDE OF NEUTRAL ZONE.

-CONTAIN ON PASS RUSH.

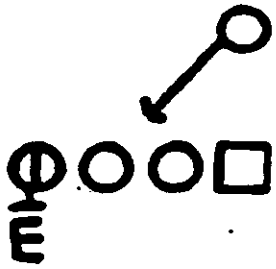
-POSSIBLE CUE CALL FORM LBer IN C-2.

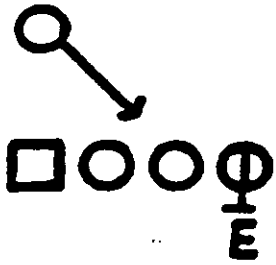
ALIGNMENT: HEAD UP POSITION ON TE (2 GAP).

KEY: TE - OT - NB.

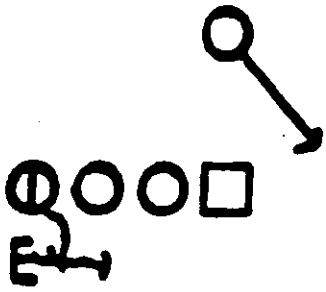
HOOK: GET CONTROL OF TE. KEEP HELMET OFF YOUR OUTSIDE HIP. DRIVE BLOCKER OFF THE LINE. SQUEEZE BLOCKER UPFIELD. IF YOU SEE BALL INSIDE, PENETRATE UNDERNEATH, REACH BLOCK TO THE BALL.

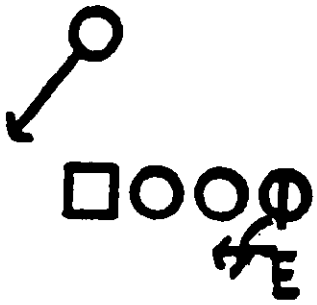
BASE: STAY SQUARE AND DRIVE BLOCKER BACK UNTIL BALL DECLARES. DON'T PICK A SIDE, STAY SQUARE. TWO GAP RESPONSIBILITY.



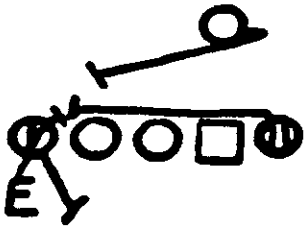


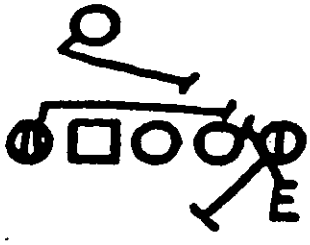
CUT OFF: STAY SQUARE AND SQUEEZE, CLOSE THE HOLE WITH BLOCKER BODY. CROSS FACE OF THE BLOCKER ON BLOCKER WHEN YOU SEE BALL INSIDE. TWO GAP RESPONSIBILITY.



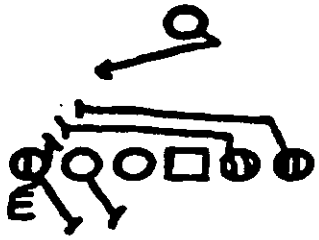


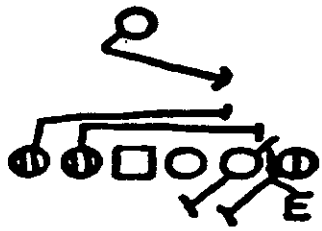
INSIDE RELEASE TRAP: CLOSE, KNOCK OFF THE TE. DON'T OVER PENETRATE. STAY SQUARE, EYES INSIDE, SEE GUARD, AND FLOW. MEET TRAPPER WITH SHOULDER PARALLEL AND SQUEEZE FORM OUTSIDE IN. SPILL BALL



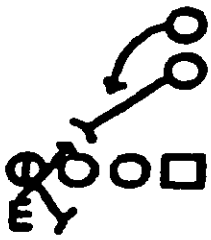


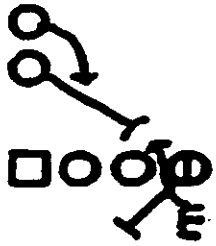
COUNTER OT: IF GUARD AND TACKLE ARE CLOSE TOGETHER, MEET GUARD WITH SHOULDER TURNED, DRIVE THROUGH KNEE OF GUARD, SPILL BALL OUTSIDE, AND PRY BLOCKERS OPEN.



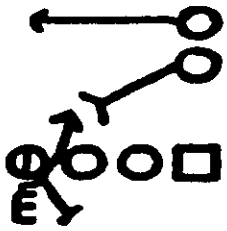


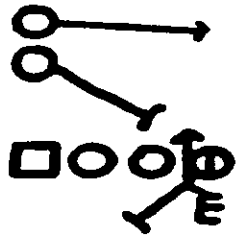
KICK OUT - CLOSE: READ BLOCKING ANGLE OF BACK. MEET BACK WITH INSIDE ARM. SPILL THE BALL AND TRY TO PRY IT OPEN. TWO GAP RESPONSIBILITY DON'T GIVE YOURSELF UP!



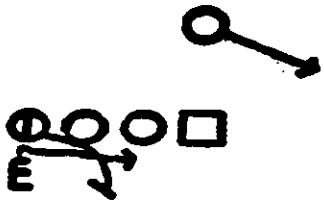


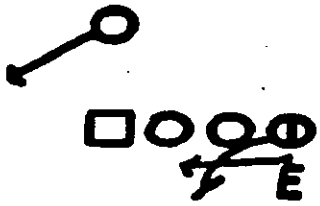
TE DOWN - CLOSE: LOCATE NEXT BLOCKER - BACK BLOCKS YOU - READ ANGLE OF BACK AND SEE FLOW. PLAY THROUGH FACE, USE HANDS, ALERT FOR CHOP,STAY INSIDE/OUT ON BALL CARRIER. TWO GAP RESPONSIBILITY.



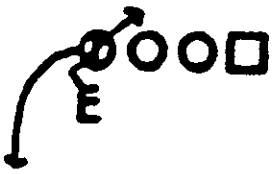


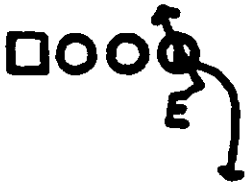
SPRINT CUT OFF: SAME INITIAL MOVEMENT AS ON CUT BLOCK. RIDE SHOULDER OF TE DOWN THE LOS. JAM OUTSIDE SHOULDER OF TE. COME FLAT DOWN DEFENSIVE SIDE OF LOS.



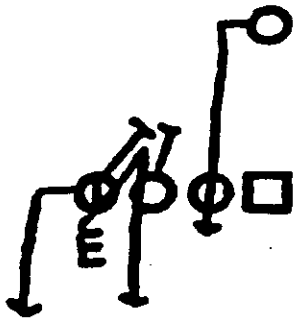


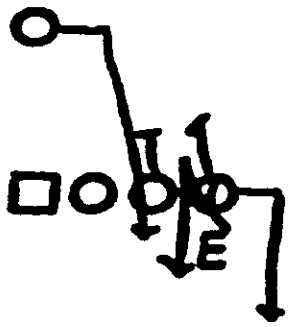
OUTSIDE RELEASE: RESPECT THE INITIAL BLOCKING ANGLE OF TE. RIDE TE WITH HANDS AND LOCATE SECOND BLOCKING THREAT. SQUEEZE AND KICK BALL OUTSIDE. FAN OR PASS SET OF OT.



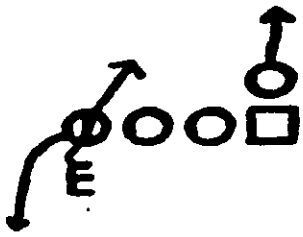


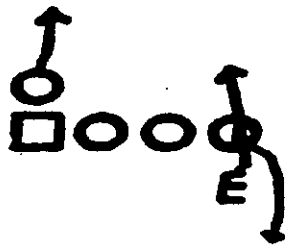
DRAW: RUSH UP FIELD, READ SET OF OT AND MESH WITH BALL CARRIER. RETRACE YOUR STEPS BACK TO LOS. HOLD OUTSIDE LEVERAGE ON BALL.



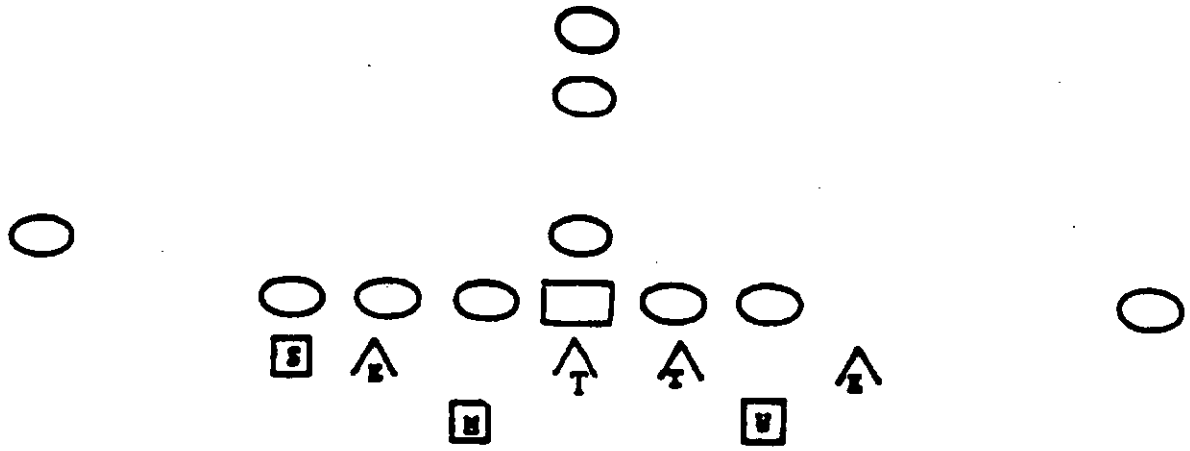


PASS: GET UPFIELD, USE PASS RUSH TECHNIQUE. CONTAIN QB.



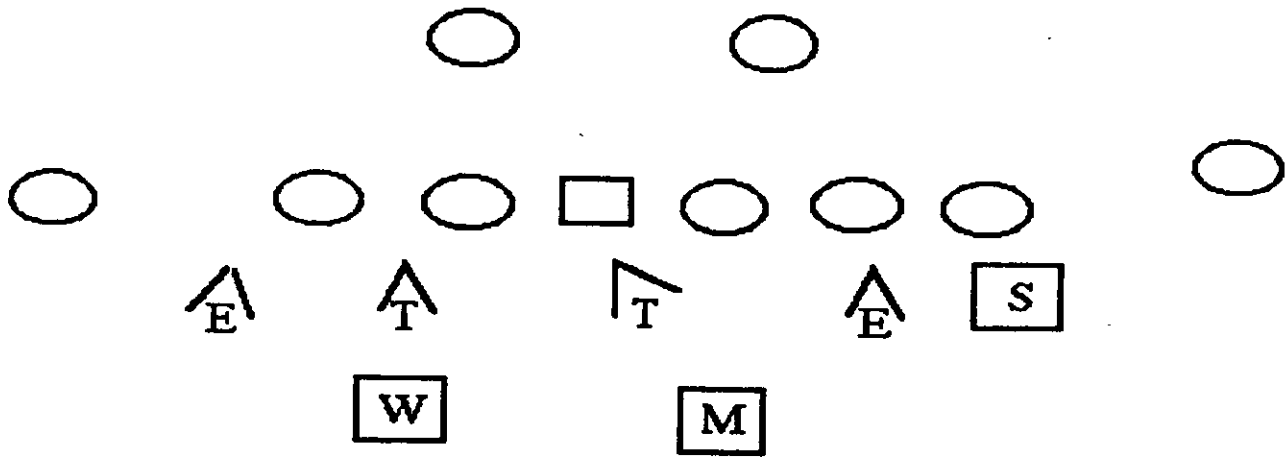


UNDER



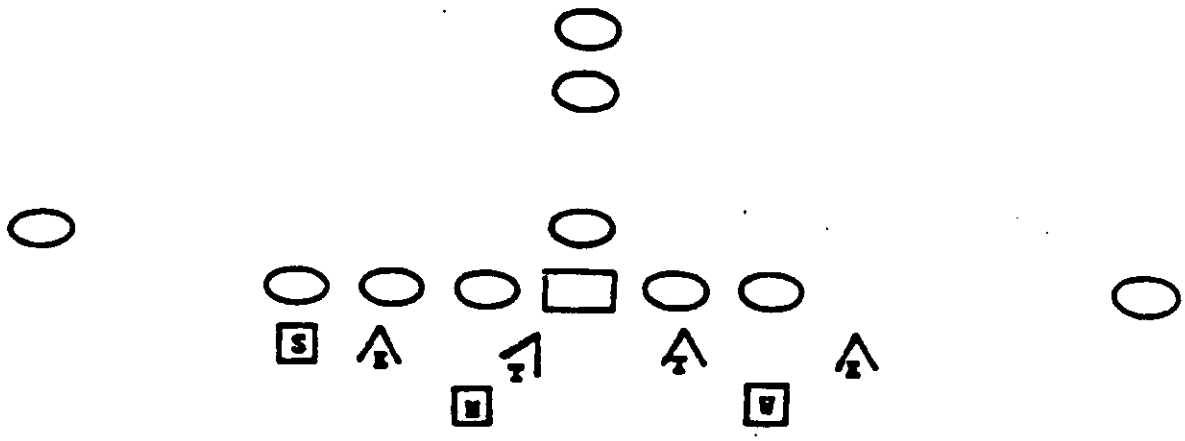
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3
MLB	-HEAD ON GUARD 3-1/2 TO 4 YARDS DEEP.	-THRU ONSIDE GUARD TO BACKFIELD - TRIANGLE.	-FLOW TO B-GAP. DIRECT FILL. FLOW AWAY - A-GAP BACKSIDE FILL -SPLIT FLOW - FILL IF GAP IS THREATENED. HOLD - FIND BALL WHEN GAP IS NOT THREATENED.
WSB	-HEAD UP ON OT, CHEATED w/NO BACK.	-BACKFIELD TRIANGLE -UNDER KEY TACKLE	-FLOW S/S - CHECK A-GAP -PURSUE. -FLOW W/S - SCRAPE OFF DE - SQUARE UP - MEET BALL CARRIER. C.P.: T BLOCKS OUT HOLD. -SPLIT FLOW - STACK w/3 TECH AND FIND BALL. C.P.: HALF FORMATION - TREAT W/S FLOW LIKE SPLIT FLOW. C.P: TOM GAME - FLOW S/S - CHECK STRONG A-GAP PURSUE. SPLIT FLOW - HOLD - FIND BALL.
SSE	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3
WSE	-W/S END OUT 1 YARD OUTSIDE T (CRASH)..	-T-G NEAR BACK	-PENETRATE AS YOU CRASH FOR POSITION ON NB. KEY GUARD AS YOU GO. DO NOT ALLOW OT TO HOOK OR PULL ACROSS YOUR FACE. GET INTO RUNNING LANE. C.P.: SHALLOW MAN PRINCIPLE.
SST	-HEAD UP ON CENTER	-CENTER	-TWO GAP CENTER. CONTROL BOTH A GAPS.
WST	-OUTSIDE SHOULDER OF GUARD. 3 TECHNIQUE.	-GUARD	-B-GAP- SQUEEZE A-GAP ON FLOW AWAY.

UNDER O



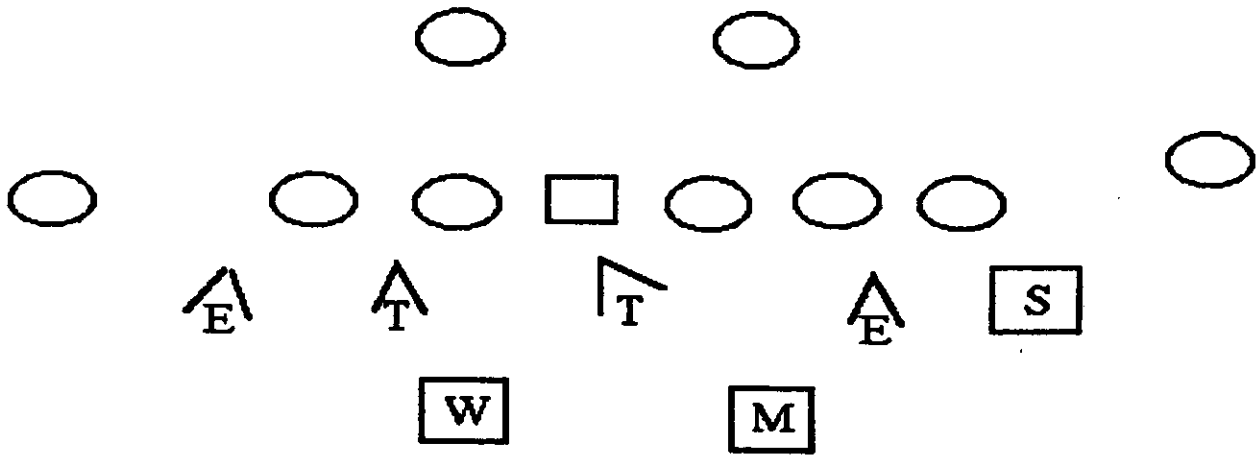
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM BACKER	SAME AS UNDER	SAME AS UNDER	FLOW TO - SAME AS UNDER AWAY - FOLD
MIKE BACKER	SAME AS UNDER	SAME AS UNDER	TO - B GAP AWAY - STACK SHUFFLE
WILL BACKER	SAME AS UNDER	SAME AS UNDER	SAME AS UNDER
SSE	L5	SAME AS UNDER	C GAP; CONTAIN TRAIL
SST	SHADE	SAME AS UNDER SHADE	SAME AS UNDER SHADE
WST	3	SAME AS UNDER	SAME AS UNDER
WSE	CRASH	SAME AS UNDER	SAME AS UNDER

UNDER SHADE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3
MLB	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3
WSB	-HEAD UP ON OT. 5 TECH	-BACKFIELD TRIANGLE. UNDER KEY TACKLE	-FLOW S/S, CHECK B-GAP, PURSUE. -FLOW W/S, SCRAPE OFF DE, SQUARE UP - MEET BALL CARRIER. C.P: T BLOCKS OUT HOLD. -SPLIT FLOW - HOLD CHECK B-GAP. FIND BALL C.P.: HALF FORMATION - TREAT W/S FLOW LIKE FLOW. C.P.: TOM GAME - FLOW S/S- CHECK STRONG A-GAP, PURSUE, SPLIT FLOW - HOLD -FIND BALL.
SSE	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3
WSE	-W/S END OUT 1 YARD OUTSIDE T. CRASH.	- T-G NEAR BACK	-PENETRATE AS YOU CRASH FOR POSITION OF NB. KEY GUARD AS YOU GO. DO NOT ALLOW OT TO HOOK OR PULL ACROSS YOUR FACE, GET INTO RUNNING LANE. C.P: SHALLOW MAN PRINCIPLE
SST	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3 C.P: UPFIELD ON HALF ONLY.
WST	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3 C.P.: UPFIELD ON HALF ONLY

UNDER ZIP



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB SAM BACKER	-9-ALIGNMENT	-SAME AS UNDER	-9 TECH - POSSIBLE BACKER
MLB MIKE BACKER	-30 ALIGNMENT	-SAME AS UNDER	-FLOW TO B-GAP FLOW AWAY - A-GAP WEAK -SPLIT FLOE - B -GAP STRONG AND PURSUE.
WSB WILL BACKER	-3 OR 4 ALIGNMENT	-SAME AS UNDER	-FLOW TO - SCRAPE TO STACK OFF DE, SQUARE UP, MEET BALL CARRIER. FLOW AWAY OR SPLIT FLOW. A-GAP WEAK TO BALL. C.P: FAN BLOCK BY TACKLE. HOLD, TAKE BLOCKER ON W/INSIDE ARM.
SSE	- 5 (INSIDE FOOT SPLIT CROTCH OF TACKLE).	-OT, TE NEAR BACK, BALL.	-C-GAP. CONTAIN TRAIL.
WSE	-CRASH	-SAME AS UNDER	-SAME AS UNDER
WST	-3 TECHNIQUE SAME AS UNDER	-SAME AS UNDER	-SAME AS UNDER
SST	-SHADE ALIGNMENT	-SAME AS HALF	-SAME AS HALF.

CRASH TECHNIQUE

END SPLIT: ALIGNMENT: 1 YARD OUTSIDE TACKLE - ANGLE INTO HB.

GENERAL RULE: CRASH! CRASH FOR POSITION OF NB. KEY GUARD AS YOU GO.

RESPONSIBILITIES:

-SPILL THE BALL - MAKE THE BALL BOUNCE DEEP VS. BLOCK BY BACK.

- PRY OPEN THE C-GAP VS. LEAD BLOCK BY BACK OR OT.

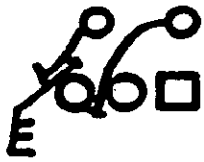
- KEEP OUTSIDE ARM AND LEG FREE VS. TACKLE'S BLOCK (FAN)

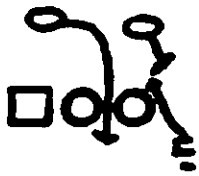
- CONTAIN ON PASS - QB.

- CHASE CONTAIN ON FLOW AWAY. REACT TO QB BOOT.

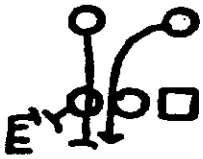
- PRE-SNAP READ TO DETERMINE TAKE OFF FOR RUN OR PASS.

- SHALLOW MAN PRINCIPLE ON CRACK. G-WEAK.

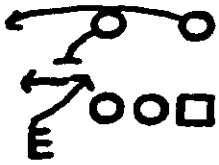


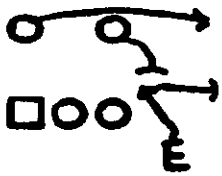


KICK OUT: READ ANGLE OF NEARBACK AD FLOW. MEET NEARBACK WITH OUTSIDE ARM. SPILL THE BALL AND PRY IT OPEN, MAKE THE PLAY IN C-GAP, DON'T GIVE YOURSELF UP.



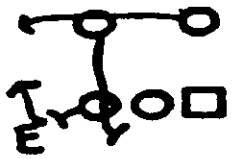
LEAD MAN (FAN): CLOSE AND TAKE TACKLE WITH INSIDE ARM. SQUEEZE HIS BODY INTO THE HOLE, DON'T OVER PENETRATE. KEEP OUTSIDE CONTROL - MAKE TACKLE IF BALL CARRIER SPILLS OUTSIDE.

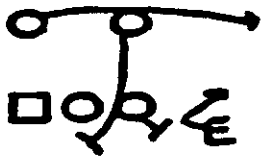




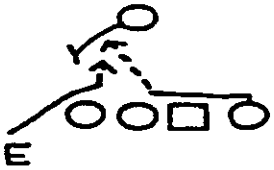
FLIP (HOOK): READ ANGLE OR NEARBACK AND SEE FLOW. PLAY THROUGH FACE OF BLOCKER WITH HANDS. ALERT FOR CHOP BLOCK. STAY INSIDE OUT ON BALL CARRIER - C-GAP
RESPONSIBILITY. IF BACK TAKES WIDE ANGLE - TWO-GAP HIM.

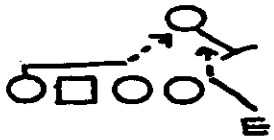
HOOK (FAN): READ ANGLE OF TACKLE AND SEE FLOW. PLAY THROUGH THE FACE OF BLOCKER SAME AS VS. HB ON FLIP. INSIDE OUT ON BALL CARRIER. C-GAP RESPONSIBILITY.



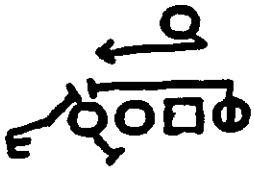


BIM-O: PLAY THE HB THE SAME AS KICK OUT. PENETRATE THROUGH THE INSIDE SHOULDER OF THE HB AND TAKE THE GUARD OUT OF PLAY. FORCE THE BALL CARRIER TO BUBBLE DEEP.

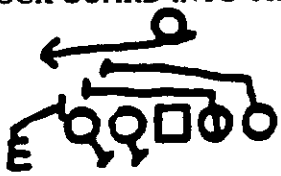




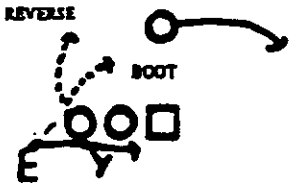
TRAP: CLOSE HARD TO INSIDE CHECKING THE RUN LANE FOR PULLING LINEMEN. TAKE ON GUARD WITH INSIDE ARM PRY IT OPEN AND SPILL BALL. C.P: CUT PLAY. PLAY SAME AS TRAP.

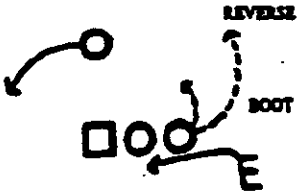


O.T.: IF GUARD AND TACKLE ARE CLOSE TOGETHER, TRY TO DESTROY BOTH BLOCKERS. TRYING TO KNOCK GUARD INTO THE TACKLE, MAKE THE BALL SPILL.

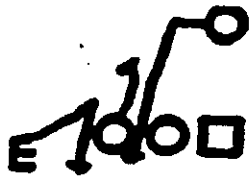


CHASE FLOW AWAY: FLATTEN COURSE AND CLOSE AT A POINT ON LOS. GET SKINNY TO THE LINE, AND HARD CHASE THE BALL CARRIER. CLIMB UPFIELD ON PURSUIT WHEN BALL DECLARES (REVERSE).



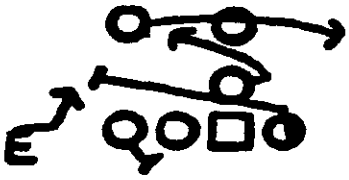


DRAW: KEY LINEMAN, PASS SET, AND NEARBACK DISAPPEARS INSIDE. SQUEEZE AND CHECK DRAW BEFORE CONTINUING PASS RUSH. DRAW - RETRACE STEPS.

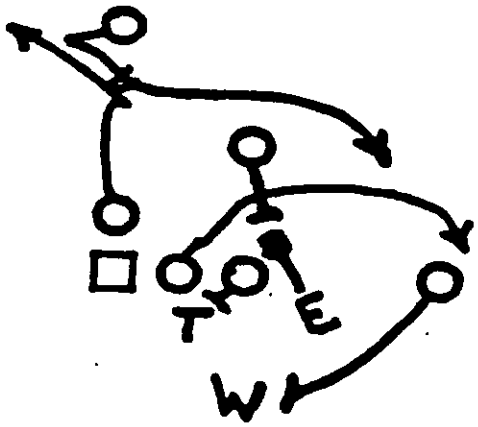


DROP BACK PASS: GET UPFIELD - USE PASS RUSH TECHNIQUE. CONTAIN QB.

LOG: REACT TO ANGLE OF OG AND BACKFIELDS ACTION. PENETRATE UPFIELD AND CONTAIN BLOCKER w/INSIDE SHOULDER. CONTAIN QB.



CRACK-G: PENETRATE - SHALLOW MAN PRINCIPLE - TWO GAP THE BACK.



MOTION BLOCKER: PLAY BLOCKER FROM INSIDE OUT. DON'T WANT TO STRETCH C-GAP w/OS LEVERAGE ON MOTION BLOCK.

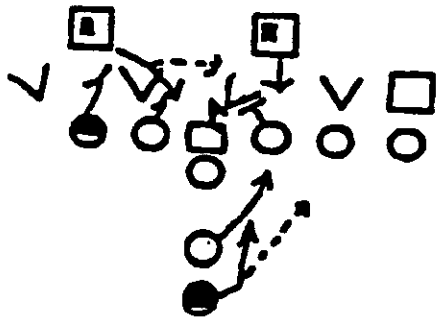
<u>C.P:</u> ALERT FOR STUNT CALL FROM WILL TO REDUCE UNDER BACK TO STUNT BECAUSE WILL MUST ADJUST FOR COVERAGE.

5 TECH OUTSIDE LINEBACKER

ALIGNMENT: HEAD UP ON OFFENSIVE TACKLE

GENERAL RULE: BACKFIELD TRIANGLE - UNDER KEY TACKLE

FLOW STRONG SIDE



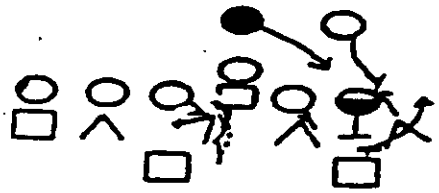
FLOW S/S: CHECK A-GAP PURSUE

C.P.: TAKE OFF SCOOP

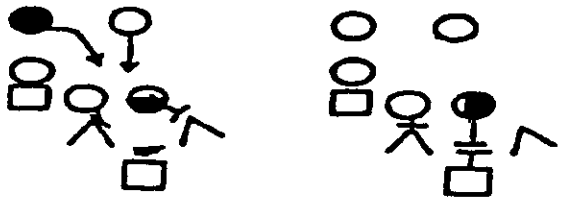
C.P.: CANNOT BE PUSHED PAST A-GAP

C.P.: WEAK TE...HOLD WEAK B-GAP BEHIND TACKLE AND PURSUE.

FLOW WEAK SIDE



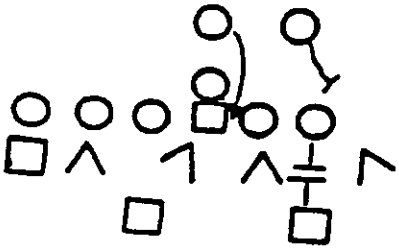
FLOW W/S: SCRAPE OFF DE - SQUARE UP - MEET BALL CARRIER.



C.P.: TACKLE BLOCKS OUT HOLD. TACKLE BASE BLOCKS - MEET WITH OUTSIDE IN LEVERAGE.

C.P.: WEAK SIDE TE...ANY SEAL ON 3 TECHNIQUE, BALL MUST BE SPILLED OUTSIDE

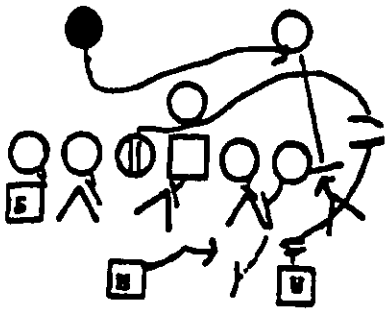
SPLIT FLOW:



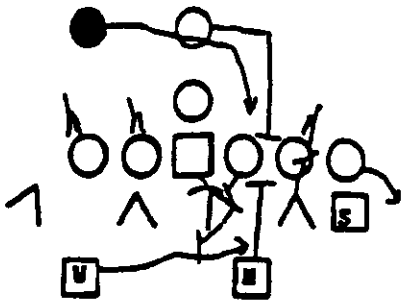
SPLIT FLOW: TACKLE BASE BLOCK - TWO GAP.

C.P.: TOM GAME - FLOW S/S CHECK STRONG A- GAP. PURSUE. SPLIT FLOW HOLD FIND BALL.

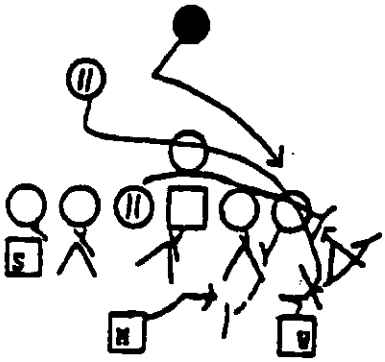
25 BIM-O



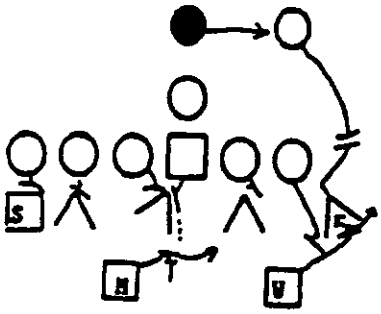
25 LD DRAW



45 CTR



35 BOB

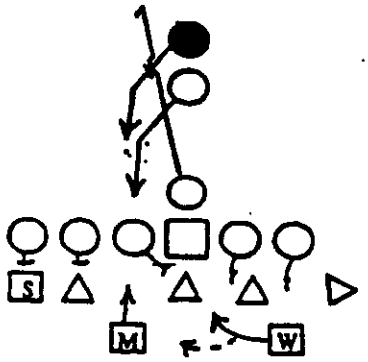


UNDER WILL LINEBACKER

ALIGNMENT: 4 TO 3 TECH
GENERAL RULE: BACKFIELD TRIANGLE - UNDER KEY TACKLE

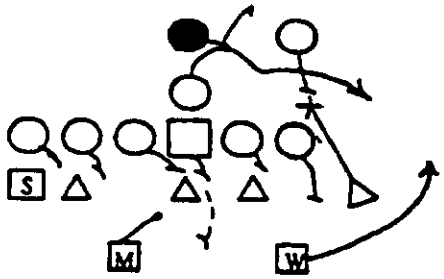
C.P.: WEAKSIDE END TIGHT - PLAY SAME AS OVER.

FLOW STRONG SIDE



FLOW S/S...CHECK A-GAP, PURSUE.

FLOW WEAK SIDE

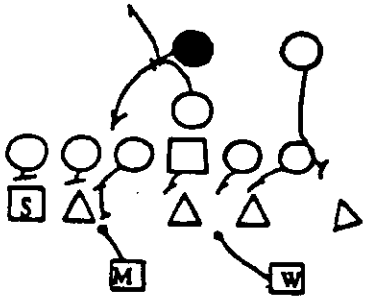


FLOW W/S...SCRAPE OFF DE, SQUARE UP. MEET BALL CARRIER.

C.P.: TACKLE BLOCKS OUT HOLD.

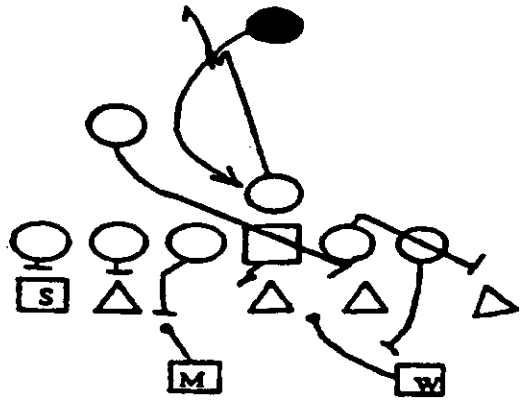
TACKLE BASE BLOCKS MEET WITH OUTSIDE LEVERAGE.

SPLIT FLOW



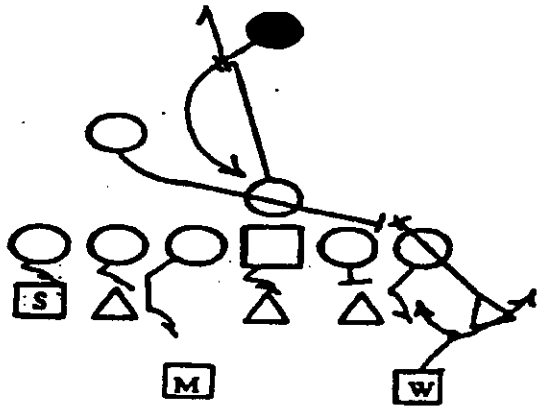
SPLIT FLOW...HOLD AND CHECK WEAKSIDE A GAP, FIND BALL.

BLUNT



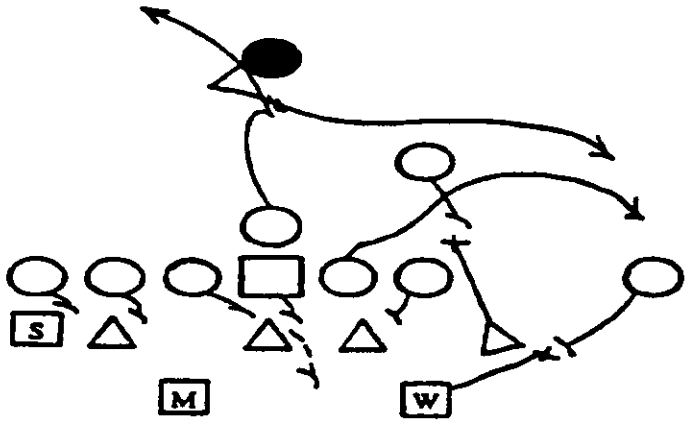
FILL A-GAP

CUT



STACK w/END, PLAY EITHER WAY

CENTER CRACK-G

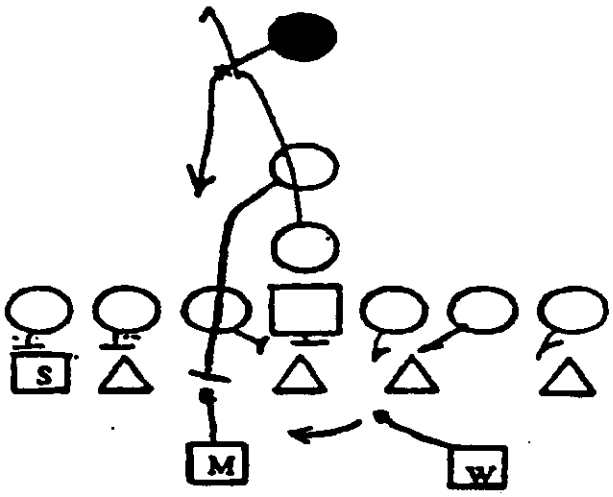


"CRACK THE CRACKER"

UNDER WST

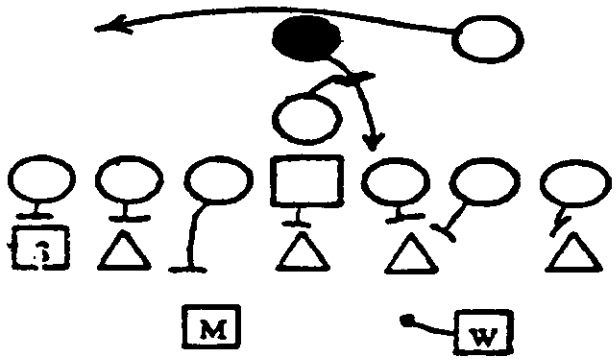
FLOW

W/S A-GAP - PURSUE



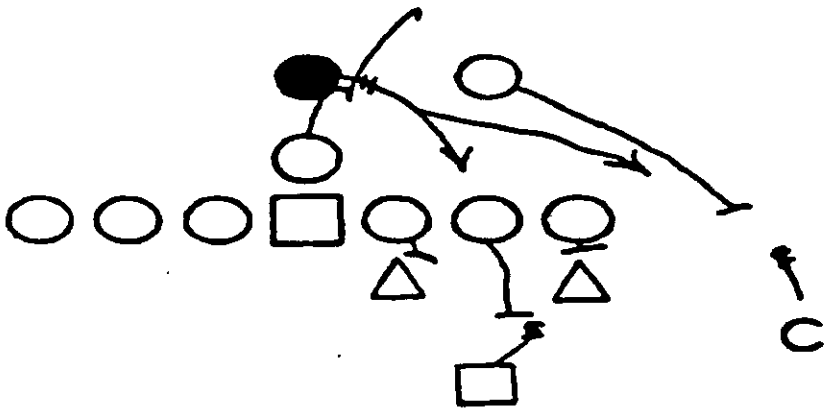
SPLIT FLOW

HOLD AND CHECK W/S A-GAP - FIND BALL



BASE

INSIDE ARM CONTROL

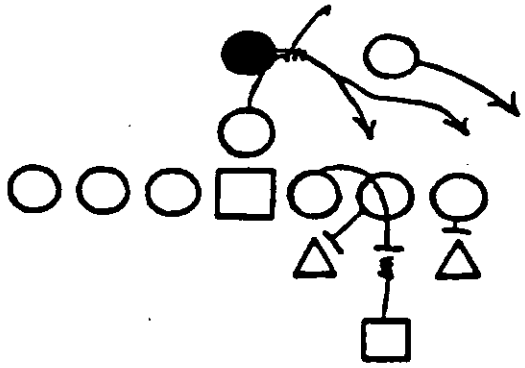


UNDER WST

ALIGNMENT: HEAD UP OFF TACKLE 3-1/2 TO 4 YARDS DEEP

TUG

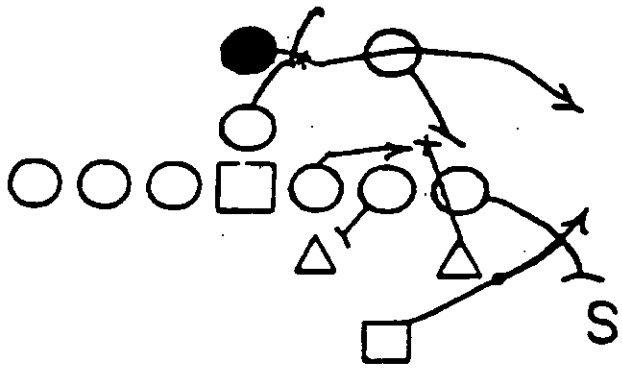
ATTACK AND TWO-GAP BLOCKER



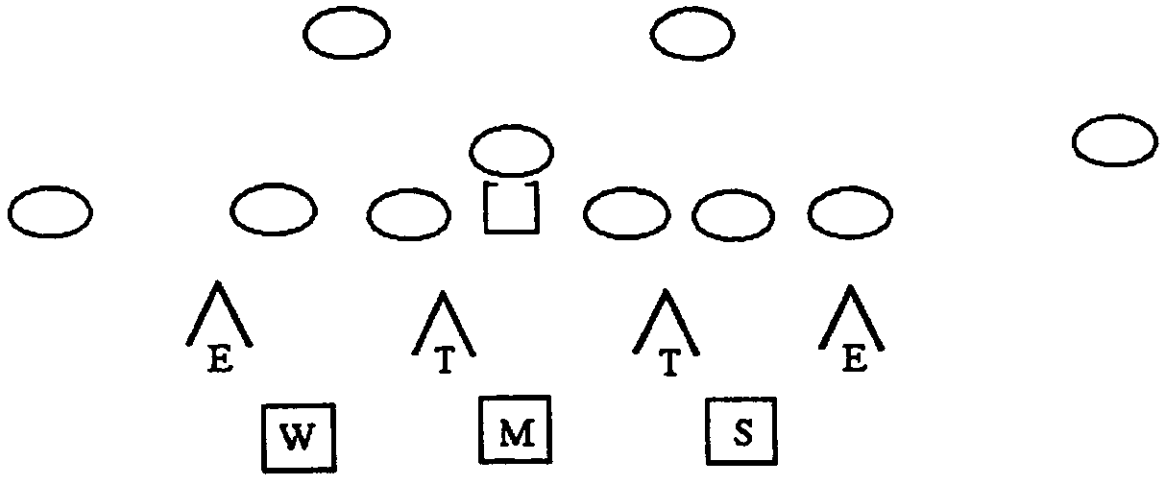
EASY

GUARD AND BACK OUTSIDE - SCRAPE, SQUARE UP, AND FIND BALL

GUARD KICKS OUT END - PLAY OFF END. COLOR INSIDE SCRAPE - NO COLOR INSIDE HOLD.



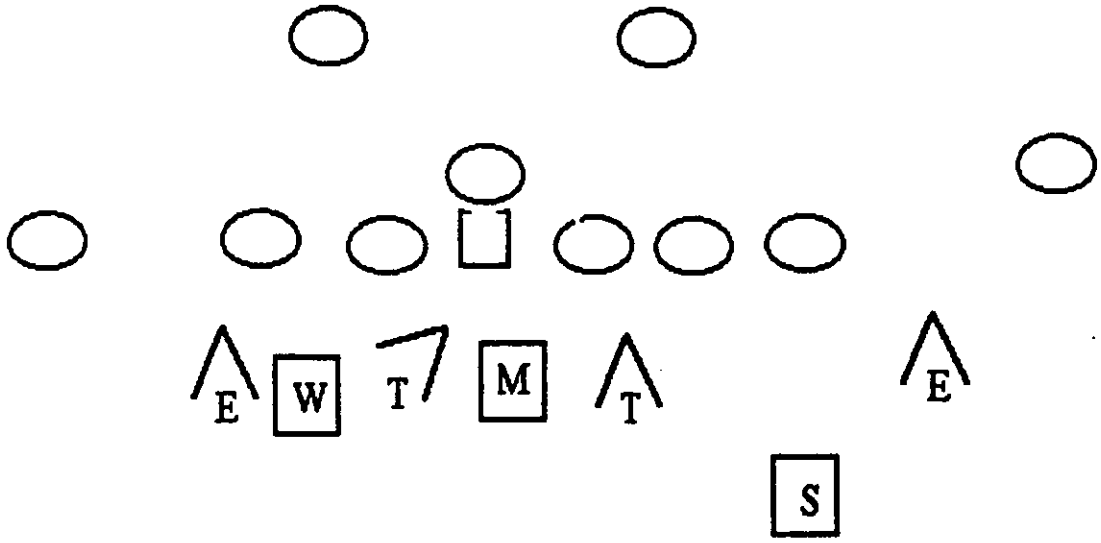
FORTY



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	6 TECH	C - GAP
SST	SAME AS OVER	3 TECH	B - GAP
WST	1 TECH	1 TECH	A - GAP
WSE	L 5 TECH	L 5 TECH	C - GAP
MLB	10 TECH	TRIANGLE READ	SAME AS OVER PLUS
SAM LB	STACK	OT/ BACKS	C - STACK A - FLOW AWAY
WILL LB	30 TECH	SAME AS OVER PLUS	SAME AS OVER PLUS

COVERAGES: 2/3 TREY, 8/3 TREY.

40 POINT FOOL

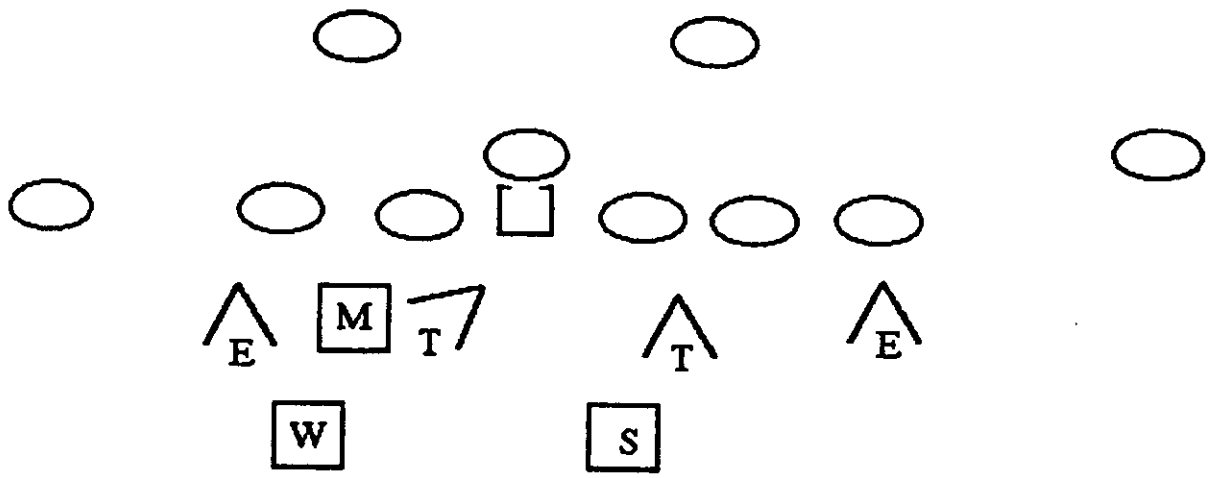


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	Shade	Triangle	A Gap
SAM	Same as 40 Point	Same as 40 Point	Same as 40 Point
WILL	3	Triangle	B Gap
SSE	Same as 40	Same as 40	Same as 40
SST	Same as 40	Same as 40	Same as 40
WST	Shade	Same as Okie	Same as Okie
WSE	Same as 40	Same as 40	Same as 40

COVERAGE: Same as 40 Point

* Can Run "Mike Games - 90"

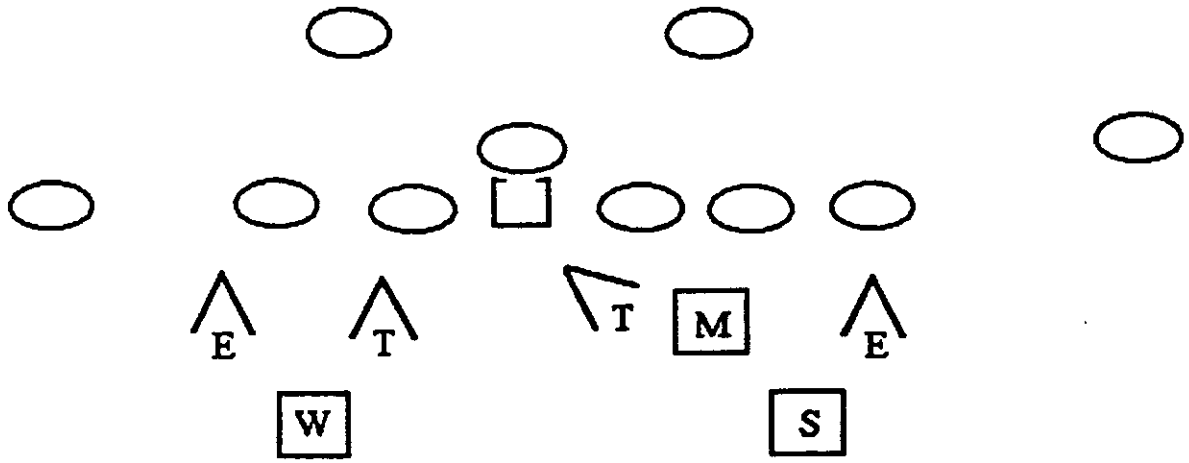
40 OZZIE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	3/SE	Triangle/Guard	B Gap
SAM	30 Stack	Triangle	A Gap/ Back
WILL	30 Stack	Triangle	Funnel/ Far A
SSE	6	TE	C Gap/6 Tech
SST	3	Guard	B Gap
WST	Shade	OC	A Gap
WSE	5	OT	C Gap

COVERAGE: 1

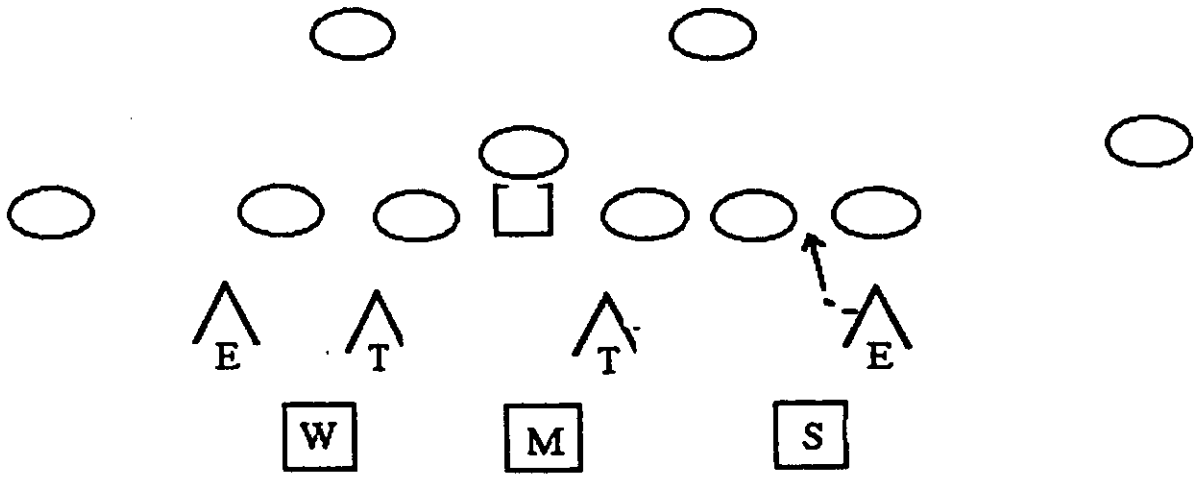
40 ULTRA



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	3/TE	OG/Triangle	B Gap
SAM	Stack 30	Triangle	Stack/Far A
WILL	Stack 30	Triangle	Funnel/ B gap
SSE	6	TE	C Gap
SST	Shade	OC	A Gap
WST	3	OG	B Gap
WSE	6/Crash	LOS	C Gap

COVERAGE: 1

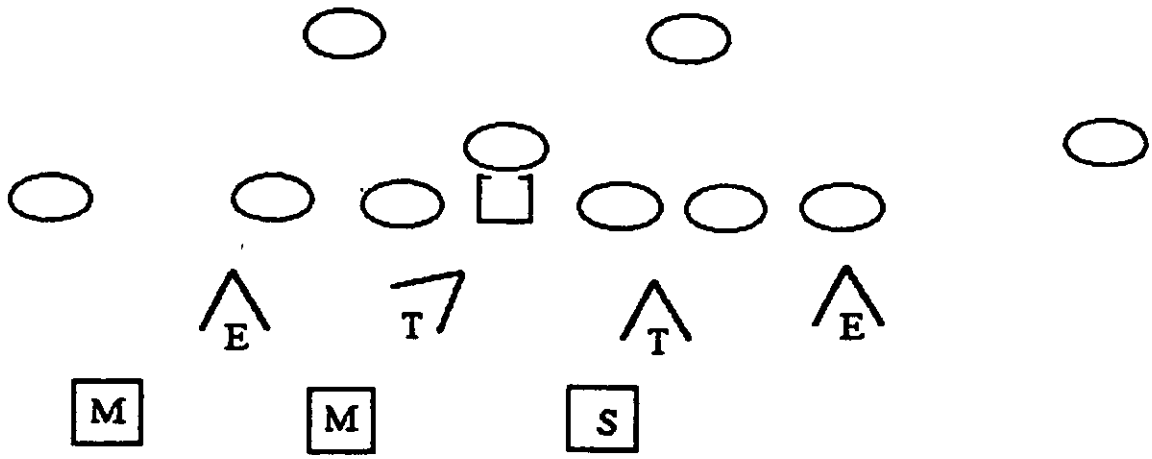
40 STEM HARD



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	STEM TO C - GAP	OT	C - GAP CHARGE LOOSE 5 TECH
SST	STEM TO 1 TECH	1 TECH	A - GAP
WST	STEM TO 3 TECH	3 TECH	B - GAP
WSE	SAME AS 40	SAME AS 40	SAME AS 40
MLB	STEM 30 ALIGN TE	OG/ BACKS	B - GAP A -AWAY
SAM LB	STEM OFF 9 ALIGN	TE, OL, BACKS	D - GAP STACK
WILL LB	STEM STACK ALIGN WEAK	STACK KEY	STACK SHUFFLE

COVERAGES: 2/3 TREY, 8/3 TREY, POSSIBLE SPLIT SAFETY COVERAGE.

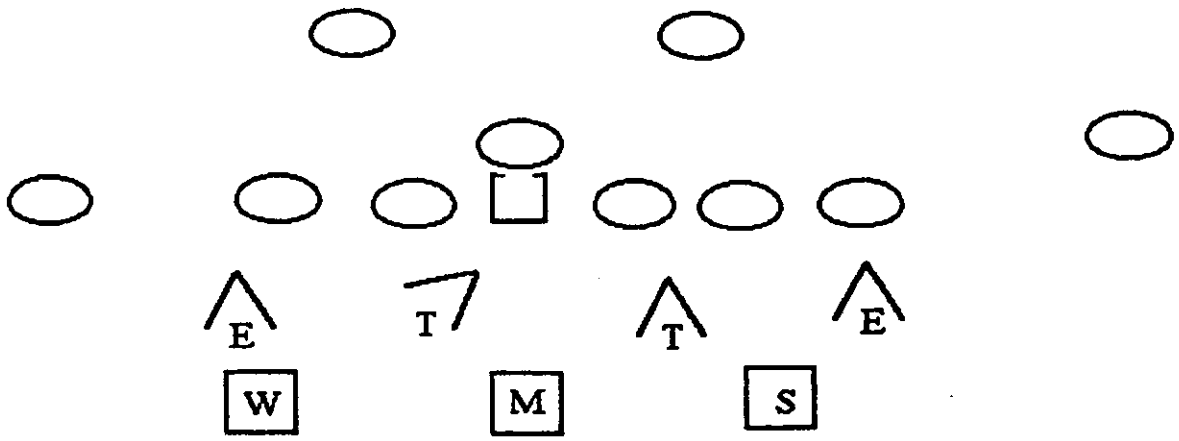
OKIE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	SAME AS OVER	SAME AS OVER
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER SHADE	SAME AS OVER SHADE	SAM AS OVER SHADE
WSE	SAME AS 40	SAME AS 40	SAME AS 40
MLB	30 ALIGN	TRIANGLE NEAR	B - GAP AWAY - STACK SHUFFLE
SAM LB	1 ALIGNMENT	TRIANGLE NEAR BACK	A - GAP AWAY - STACK
WILL LB	9 ALIGN (ON or OFF)	SAME AS OVER	SAME AS OVER

COVERAGES: 3/2 TREY, R/2 TREY, 1 ALERT

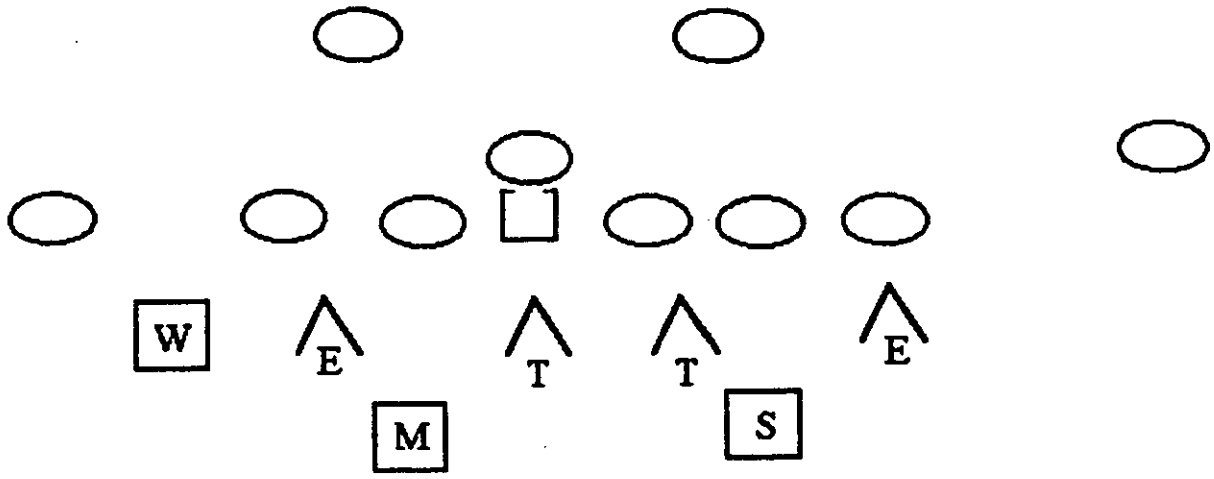
OVER PLUS



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	6 TECH	C-GAP
SST	SAME AS OVER	3 TECH STAB TECH	C-GAP
WST	SHADE TECH	SHADE	NEAR A-GAP
WSE	L 5 TECH	L 5 TECH	C-GAP
MLB	SHADE A STRONG	TRIANGLE OG/NEAR BACK	A-GAP STRONG INSIDE B-GAP (WEAK)
SAM LB	SAME AS OVER	SAME AS OVER	SAME AS OVER
WILL LB	INSIDE SHOULDER OT	TRIANGLE THROUGH OG/TO LEAD BACK	OUTSIDE HALF OF B-GAP AWAY - FOLD CK

COVERAGES: 2/3 TREY, 8/3 TREY, POSSIBLE SAFETY COVERAGES.

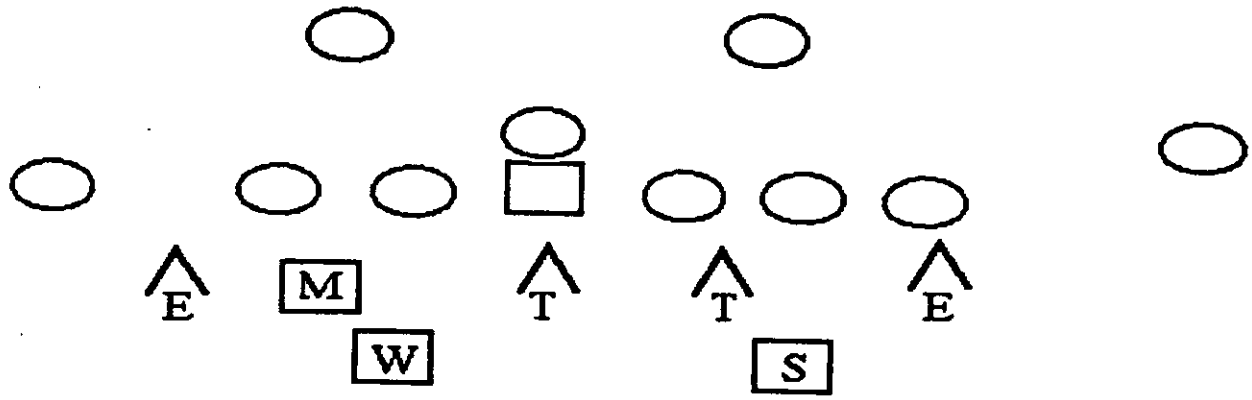
OVER T



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	SAME AS OVER	SAME AS OVER
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WSE	4 I	G, T	B - GAP
MLB	30 ALIGN	LINE/ BACKS	STACK SCRAPE INSIDE/ OUT
SAM LB	SAME AS OVER	SAME AS OVER	SAME AS OVER
WILL LB	6 TECH (ON L.O.S.)	6 TECH KEYS	C - GAP (KICK BALL) ON RUN TO RUN AWAY - SAME AS OVER

COVERAGES: 3 M - UP, 1 ALERT

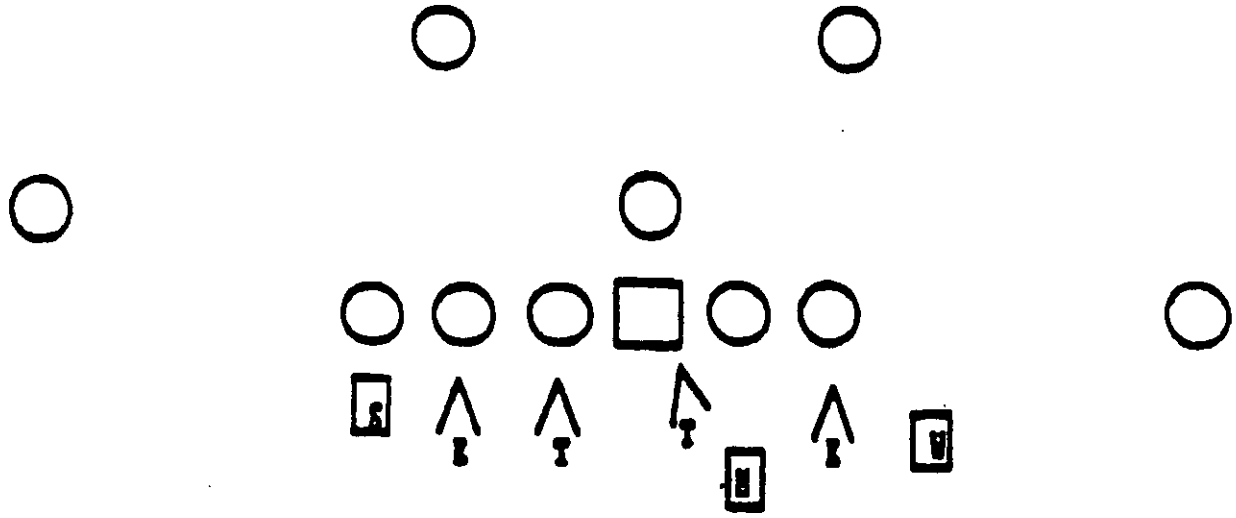
OVER WASH



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	SAME AS OVER	SAME AS OVER
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WSE	L 5	L 5	C - GAP
MLB	SAME AS OVER T	SAME AS OVER T	SAME AS OVER T
SAM LB	SAME AS OVER T	SAME AS OVER T	SAME AS OVER T
WILL LB	3 TECH (SE) (CROWD) OL - STANCE	OG	B - GAP FLOW AWAY STACK CUT BACK STACK= GO TO BNDRY TITE= GO TO TE

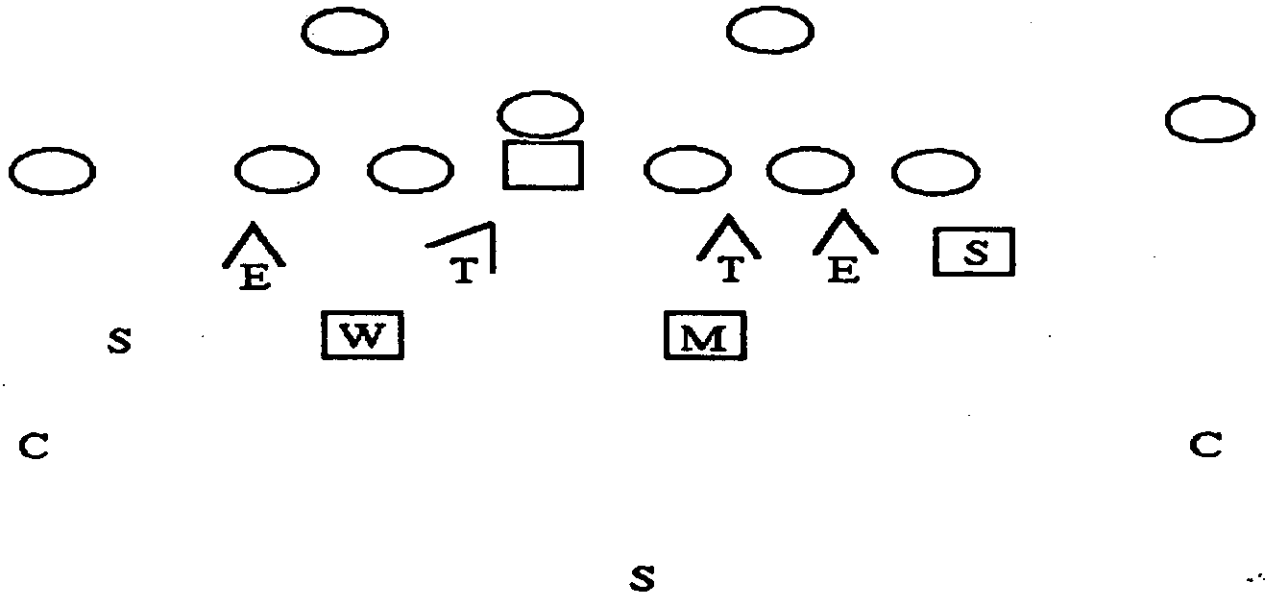
COVERAGE: 3M - UP, 1 ALERT

OPEN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
MLB	-SAME AS STUNT	-SAME AS STUNT	-SAME AS STUNT (ALIGN ON OPEN SIDE).
OPEN LB	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
SSE	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3 (HEAVY 5)
WSE	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3(TWO GAP)
SST	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3 (HEAVY 3)
WST	-SAME A SST	-SAME AS SST	-SAME AS SST IN STUNT

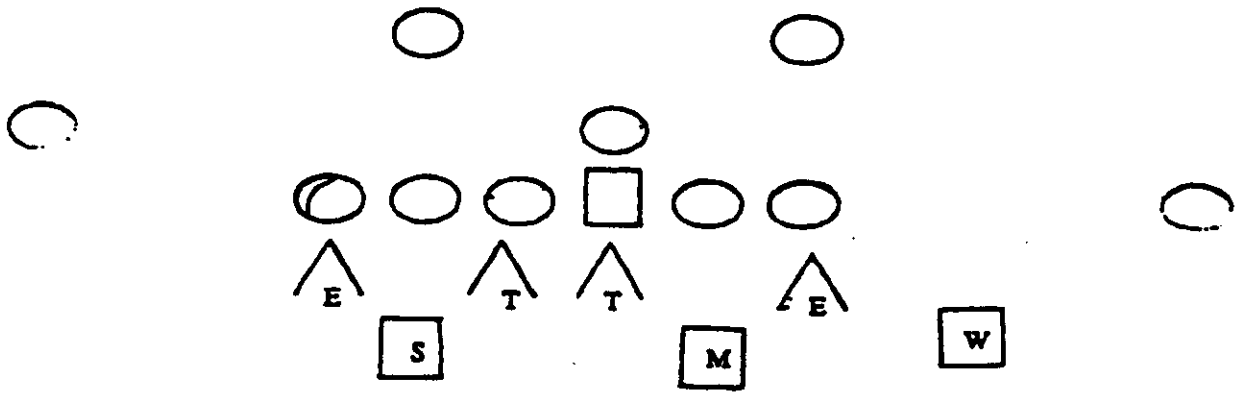
OPEN ADD



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	STACK	TRIANGLE	A GAP AWAY - STACK
SAM	9	TE	SAME AS UNDER
WILL	30	TRIANGLE	B GAP AWAY - STACK SHUFFLE
SSE	L 5	L 5 TECH	SAME AS OKIE
SST	3	3 TECH	SAME AS OKIE
WST	SHADE	SHADE TECH	SAME AS OKIE
WSE	L 5	L 5 TECH	SAME AS OKIE

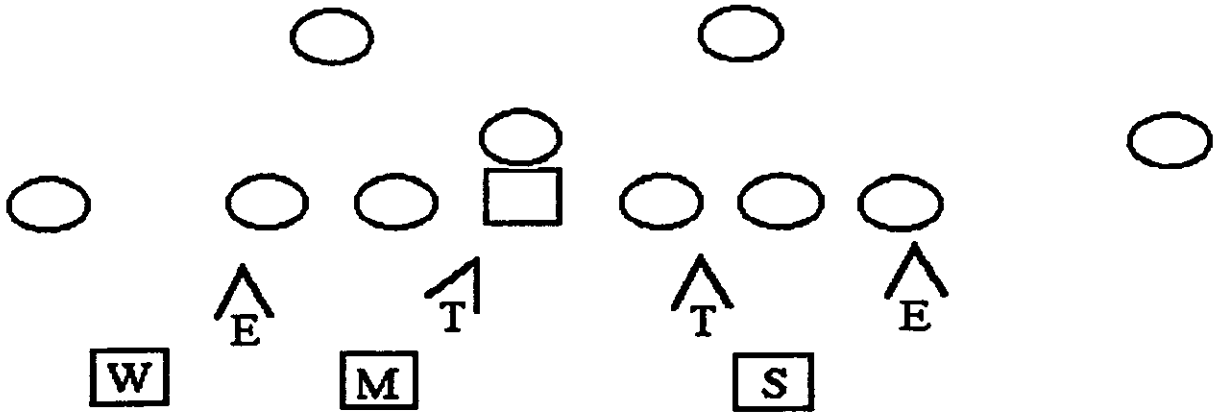
COVERAGE: DBL COVERAGE CALL (6/3) OR ZONE ALERT

OVER



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS 4-3 LOOSE (5 TECH).	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE FLOW AWAY A-GAP
MLB	-SAME AS UNDER	-SAME AS UNDER	-SAME AS UNDER (ALIGN IN OPEN SIDE)
OPEN LB	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3 (ON OR OFF LOS, DEPENDING ON FORMATION)
SSE	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE
WSE	-SAME AS S 4-3 (TWO GAP)	-SAME AS UNDER TACKLE	-SAME AS S 4-3
SST	-SAME AS UNDER TACKLE (3 TECH)	-SAME AS UNDER TACKLE	-SAME AS UNDER TACKLE
WST	-SAME AS UNDER NOSE (0 TECH)	-SAME AS UNDER NOSE	-SAME AS UNDER NOSE

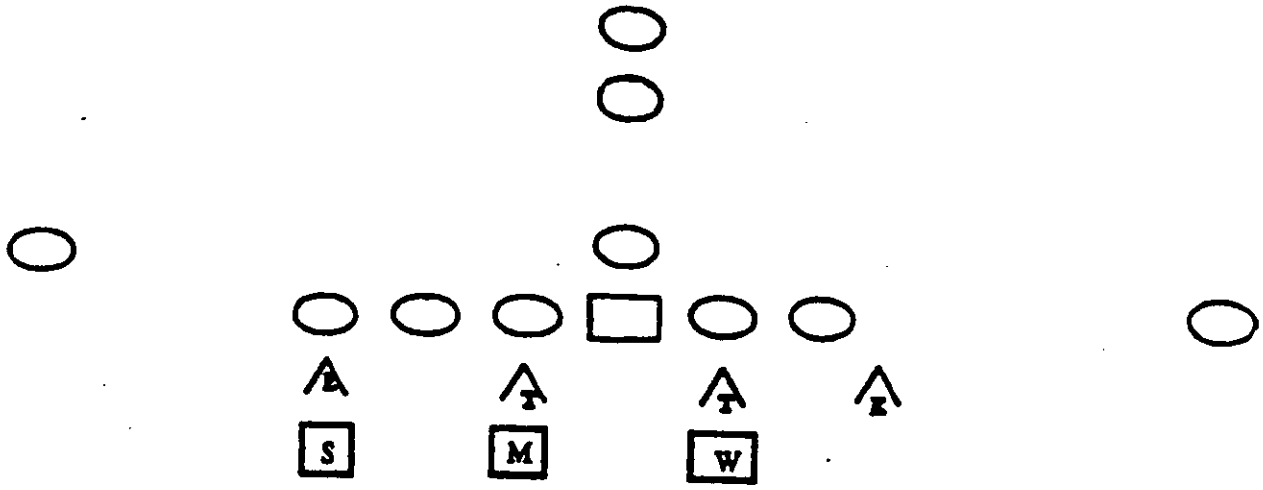
OVER SHADE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS 4-3 LOOSE (5 TECH).	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE FLOW AWAY - B-GAP
MLB	-SAME AS STUNT (ALIGN ON OPEN SIDE)	-SAME AS STUNT	-SAME AS STUNT
OPEN LB	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3 (ON OR OFF LOS, DEPENDING ON FORMATION).
SSE	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE	-SAME AS 4-3 LOOSE
WSE	-SAME AS S 4-3	-SAME AS S 4-3	-SAME AS S 4-3 (TWO GAP)
SST	-SAME AS S 4-3	-SAME A STUNT	-SAME AS UNDER SHADE. (HEAVY 3)
WST	-SAME AS S 4-3	-SAME AS STUNT	-SAME AS UNDER SHADE. STUNT (TILT)

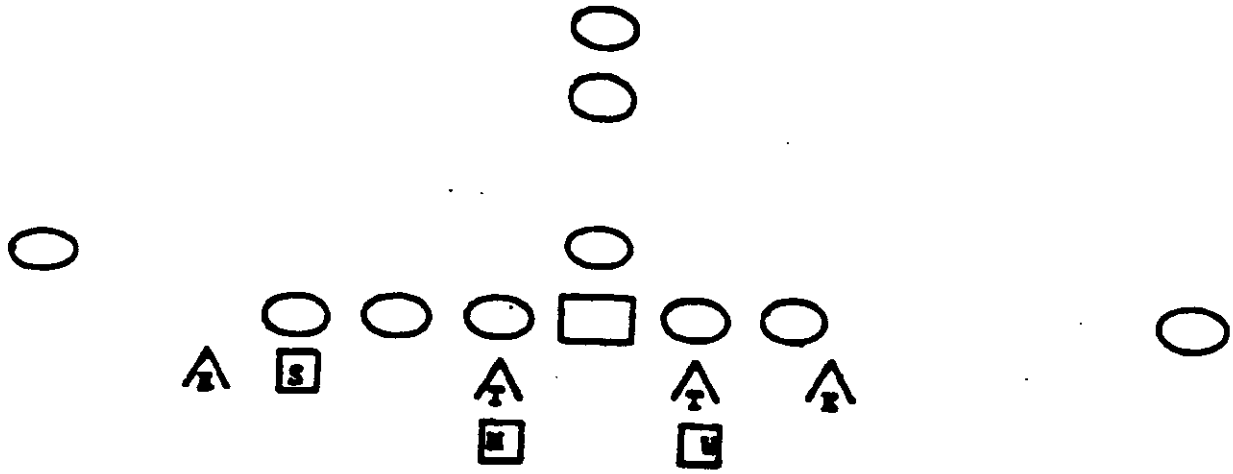
POSSIBLE REPLACEMENT FOR EVEN FRONT

EVEN



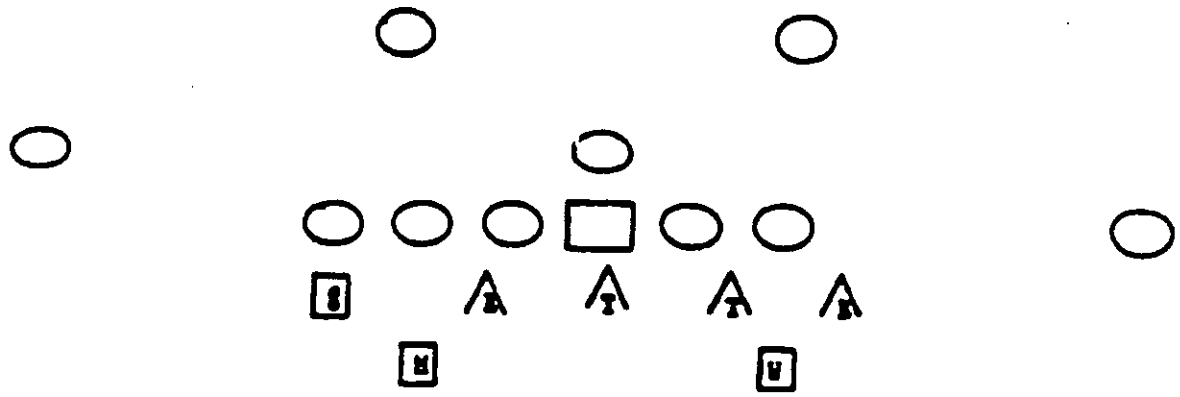
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	-6 TECHNIQUE C.P.: TE FLEES 5 ALIGNMENT	-TE, OT -6 TECHNIQUE	-6 TECH - CUTBACK (TWO GAP) -AGGRESSIVE READ ON MOVE -OUTSIDE CONTAIN RUSH
SST	-2 ALIGNMENT	-GUARD, CENTER (TACKLE)	-TWO GAP -AGGRESSIVE READ ON MOVE -AWARE FOLD BLOCK (C.P.: NO CLUB) -INSIDE RUSH ALERT FOR RIP/LIZ
WST	-2 ALIGNMENT	-GUARD, CENTER (TACKLE)	-TWO GAP, AGGRESSIVE READ ON MOVE -AWARE FOLD BACK (C.P: NO CLUB) -INSIDE RUSH -ALERT FOR RIP/LIZ
WSE	-OPEN SIDE, OUTSIDE TACKLE (LOOSE 5)	-TACKLE NEAR BACK AND BALL	-CUTBACK -CLOSE VS. PLAY AWAY (SQUEEZE B-GAP) -OUTSIDE CONTAIN RUSH C.P.: ALERT TO CUE OR REDUCE CALLS C.P.: SQUEEZE AND SPILL THE COUNTER OT
MIKE	-STACK ON TE SIDE GUARD -DT 2-1/2 TO 4 YARDS DEEP	-BACKFIELD ACTION FLOW, UNDER KEY C.G, AND T.	-FLOW TO B-GAP -FLOW AWAY A-GAP SQUEEZE
SAM OR STAR	-BY FORMATION AND COVERAGE	-BALL #2 RECEIVER	-FILL OFF DE - OPEN BACKER C.P.: COVER 2, RE-ROUTE #2 RECEIVER C.P.: ADJUSTMENT USED W/4-3 LOOSE VS. TRIPS TO PLAY C-2 w/DALLAS CALL, ADJUST TO ALL 1-BACK SETS. MIKE AND REMAINING BACKER ADJUST AS 4-3 LOOSE.

POINT

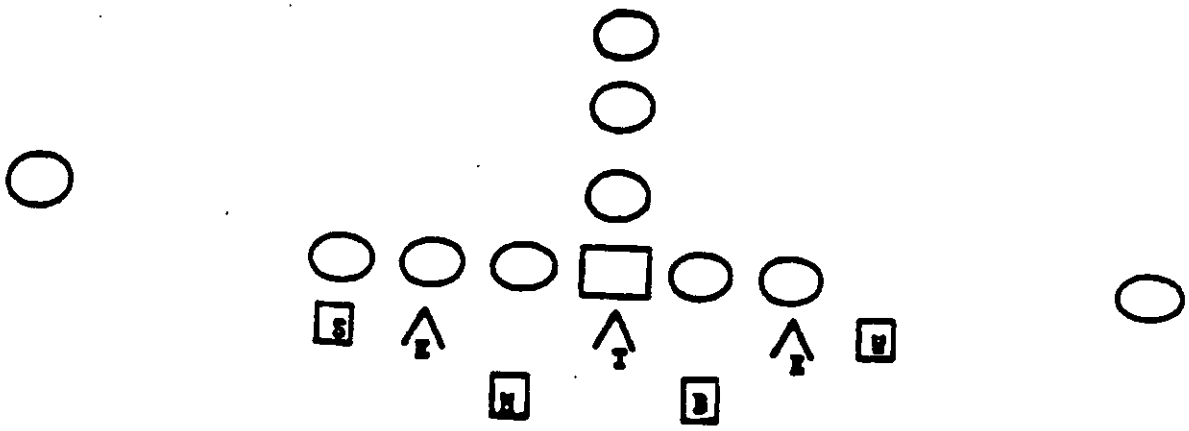


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	-S ALIGNMENT	-TE, TACKLE, NEAR BACK	-AGGRESSIVE FORCE RESPONSIBILITY -CHASE PLAY AWAY, TAKE REVERSE -OUTSIDE - CONTAIN RUSH -IF TE SIDE BACKER LEAVES, PLAY 6 TECH RESPONSIBILITY (JUMP CALL)
SST	-SAME AS EVEN	-SAME AS EVEN	-SAME AS EVEN C.P: ALERT RIP/LIZ, w/FLEX. GUT/QUICK C.P: WIDE 2-3 TECH.
WST	-SAME AS EVEN	-SAME AS EVEN	-SAME AS EVEN C.P: ALERT RIP/LIZ, w/FLEX. GUT/QUICK C.P: WIDE 2-3 TECH.
WSE	-LOOSE 5 TECH	-LOOSE 5 TECH	-LOOSE 5 TECH C.P.: WEAKSIDE END TIGHT 6-TECHNIQUE OR POINT.
MIKE	-STACK ON TE SIDE GUARD AND DT 3-1/2 TO 4 YARDS DEEP	-BACKFIELD ACTION FLOW UNDER KEY C, G, AND T	-FLOW TO B-GAP -FLOW AWAY A-GAP SQUEEZE -ALERT RIP/LIZ, w/FLEX, GUT/QUICK
WILL	-STACK ON SE SIDE GUARD AND DT 3-1/2 TO 4 YARDS DEEP	-BACKFIELD ACTION FLOW UNDER KEY C, G, AND T.	-FLOW TO B-GAP -FLOW AWAY - A-GAP SQUEEZE. -ALERT RIP/LIZ, w/FLEX, GUT/QUICK
SAM OR STAR	-6 ALIGNMENT	-TE, TACKLE, NEAR BACK	-CUTBACK -PASS - PLAY COVERAGE CALLED -ALERT TO ADJUSTMENT: FLEX, TRIPS, Y-OFF, (OFF) C.P.:INSURE C-GAP VS. CUTBACK. C.P.:VERSUS TE FAN BLOCK, USE INSIDE PAD VS. ALL BLOCKS. C.P.:C-9 OR C-2 SAM ADJUST w/YAC 3 DEEP PLAY AS STAY CALL.

DOUBLE SINK

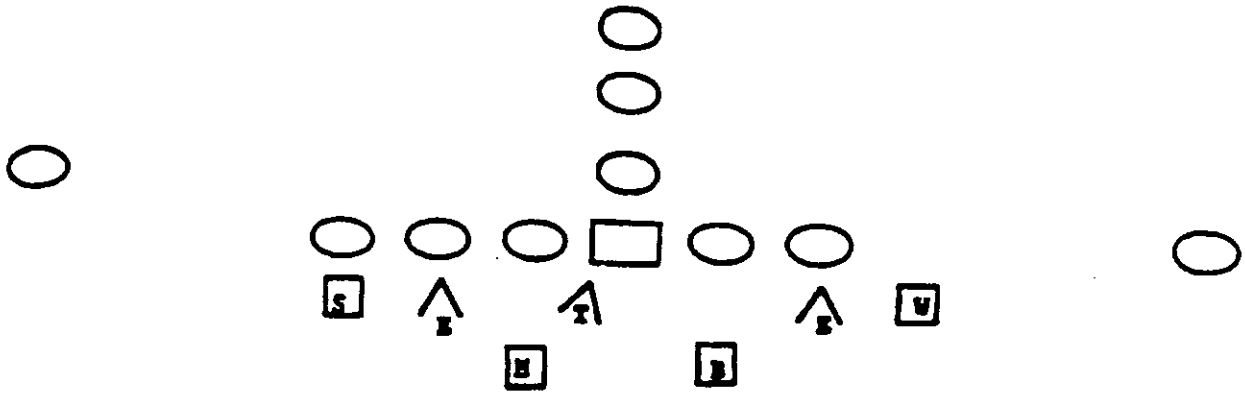


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	-3 ALIGNMENT ON GUARD	-GUARD - PERIPH, TACKLE	-AGGRESSIVE CHARGE - REACT TO BLOCKER ON MOVE. C.P.: KNOCK OFF TACKLE IF HE PULLS INSIDE.
ST LINE UP CENTER	-LINE UP CENTER -"O" NOSE	-CENTER, GUARD BACK	-"O" TECHNIQUE - TWO-GAP - PUSH BLOCKER BACK KEEP CENTER OFF MIKE AND WILL (SLIP)
WST	-3 ALIGNMENT	-GUARD, PERIPH, TACKLE	-AGGRESSIVE CHARGE - REACT TO BLOCKER ON MOVE C.P.: KNOCK OFF TACKLE IF HE PULLS INSIDE
WSE	-1 YARD OUTSIDE TACKLE CRASH ALIGNMENT	-GUARD, TACKLE NEAR BACK	-SPILL THE BALL OUTSIDE -FAN BLOCK BY TACKLE, KEEP OUTSIDE ARM AND AND LEG FREE -CONTAIN RUSH -CHASE CONTAIN ON FLOW AWAY, REACT TO BOOT C.P.: CRASH END TECHNIQUE
MIKE	-BY COVERAGE 3-1/2 TO 4 YARDS DEEP.	-THROUGH LINEMEN TO BACK	-SAME AS 4 TECHNIQUE BACKER
WILL SAME	-BY COVERAGE 3-1/2 TO 4 YARDS DEEP	-THROUGH LINEMEN TO BACK	-FAST, SLOW, OR DIRECT ROAD. C.P.: ALERT TO FAN - ICE BLOCK. AS 4 TECHNIQUE BACKER.
SAM	-CLOUD OR SKY FORCE -6 TECHNIQUE -BACKER FORCE - 9 TECHNIQUE.	-TE, TACKLE, NEAR BACK, GUARD	-6 TECHNIQUE- OFF TACKLE AND CUT BACK -9 TECHNIQUE - FORCE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB SAM	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
MIKE AND BUCK	-HEAD ON OG TO OUTSIDE SHOULDER -2 TO 4 YARDS DEEP	-THROUGH ONSIDE G TO BACKFIELD TRIANGLE	-FLOW TO - B-GAP -FIND BALL -FLOW AWAY - A - GAP BACKSIDE FILL -SPLIT FLOW - FILL OR HOLD. FILL ON P ACTION OR HOLE THREATENED. HOLD-FIND BALL WHEN HOLE NOT THREATENED. (E.G.;SPLIT FLOW AWAY OR GUARD PULL). C.P: BIM-O
WSB WILL	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
SSE	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3
NOSE TACKLE	-HEAD ON CENTER	-CENTER'S HEAD	-CONTROL CENTER'S HEAD- TWO-GAP
WSE	-SAME AS 4-3	-SAME AS 4-3	-SAME AS 4-3

30 STUNT

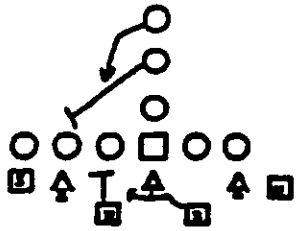


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSB	-SAME AS STUNT 4-3 -MIKE MUST LINE UP ON 2 RECEIVER SIDE.	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3
MIKE	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3
BUCK	-OUTSIDE EYE ON GUARD	-THROUGH GUARD - BACKFIELD TRIANGLE	-FLOW TO -THREE-GAP -FLOW AWAY - ONE -GAP -SPLIT FLOW - HOLD - LOCATE FOOTBALL
WSB	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3
SSE	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3
NOSE TACKLE	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3
WSE	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3	-SAME AS STUNT 4-3

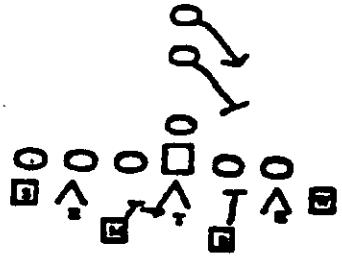
30 DEFENSE LB FILLS

30 DEFENSE

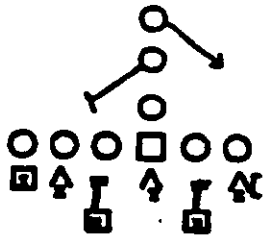
FLOW TO



FLOW AWAY

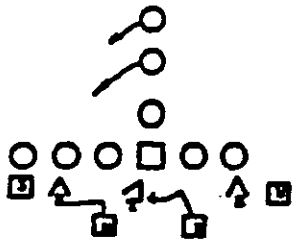


SPLIT FLOW

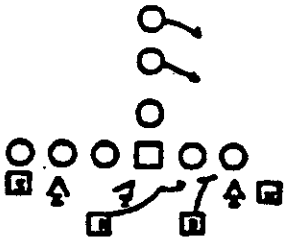


30 STUNT

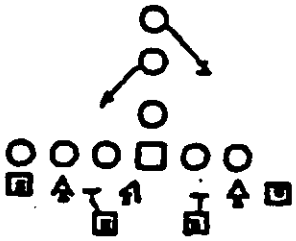
FLOW TO



FLOW AWAY

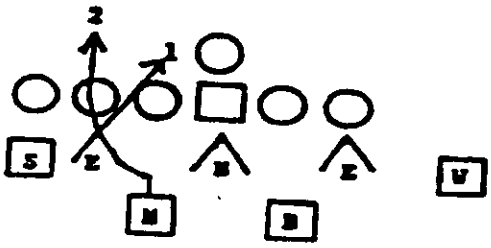


SPLIT FLOW

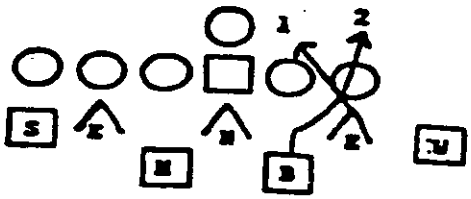


30 GAMES

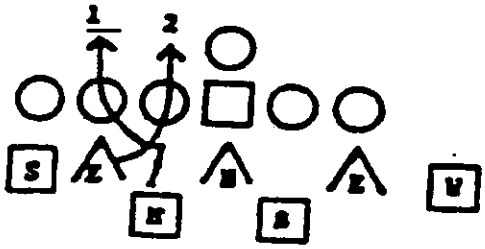
MIKE ME



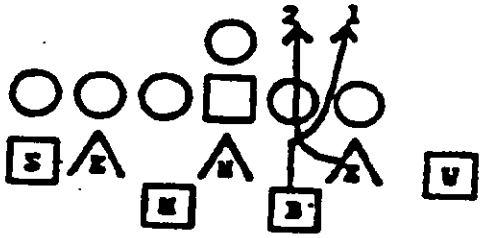
BUCK ME



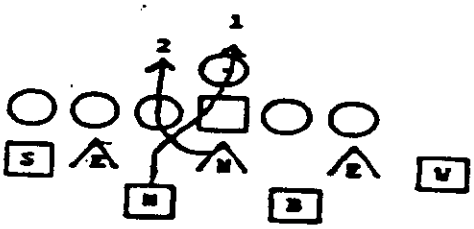
MIKE YOU



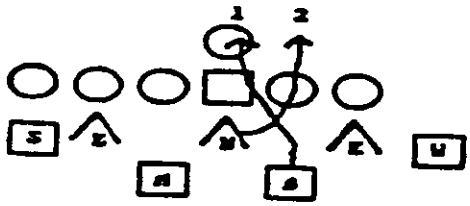
BUCK YOU



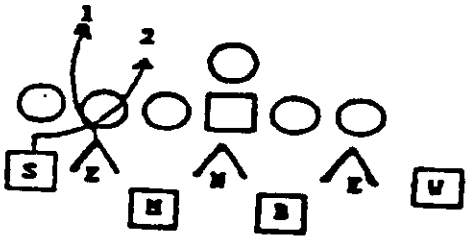
MIKE TOM



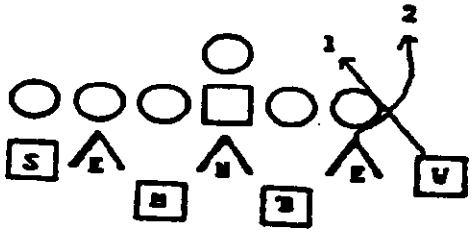
BUCK TOM



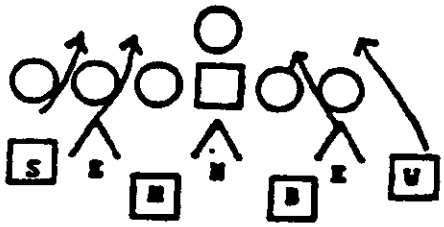
SAM LION



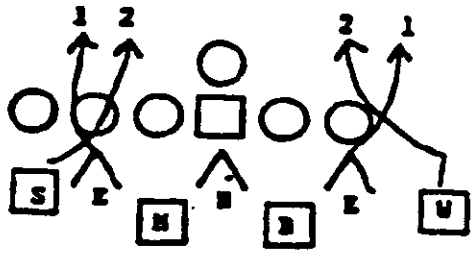
X



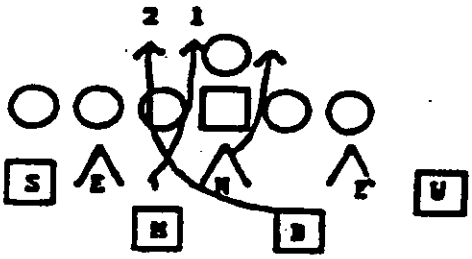
DOUBLE RAM



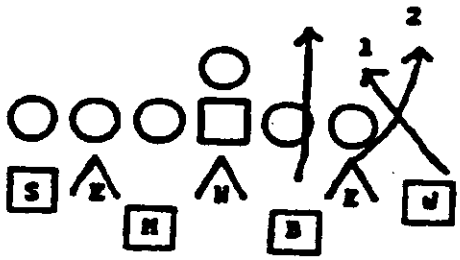
DOUBLE LION



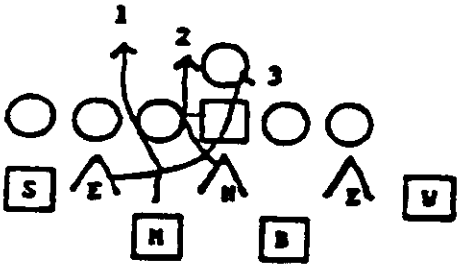
DOUBLE FIRE



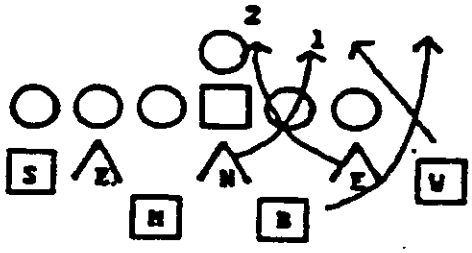
I-MAN



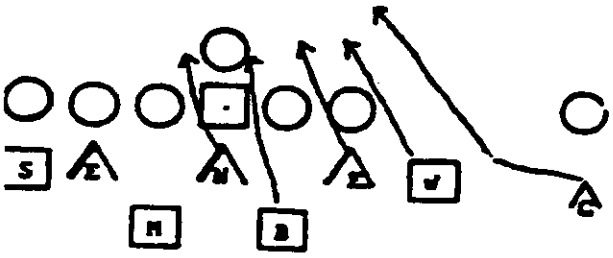
U-LEFT



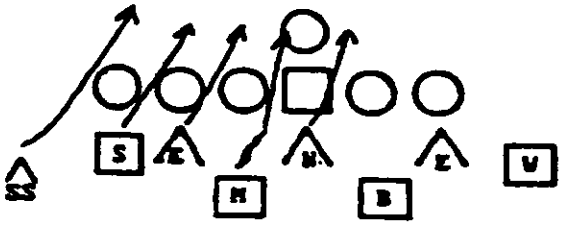
PALMS I-MAN

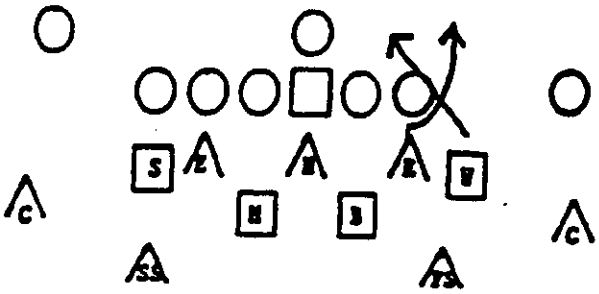


353 WEAK FIRE

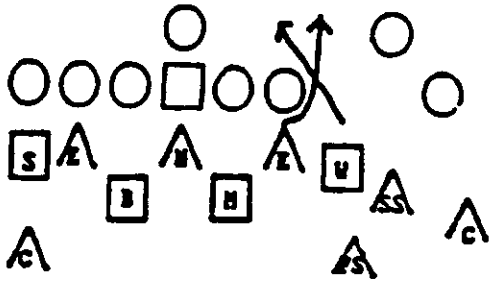


353 STRONG FIRE

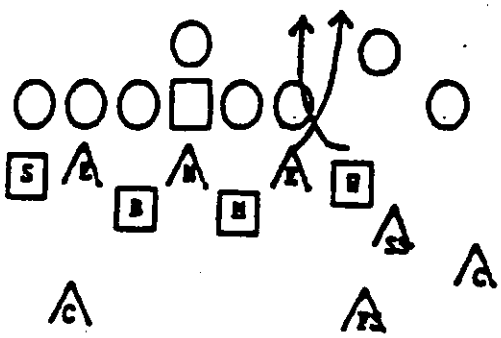




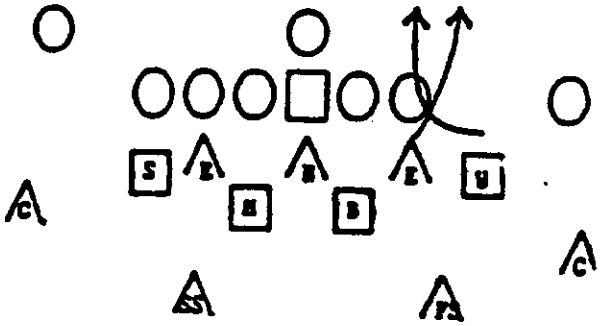
30 X COVER 2/4
CROSS TO OPEN END



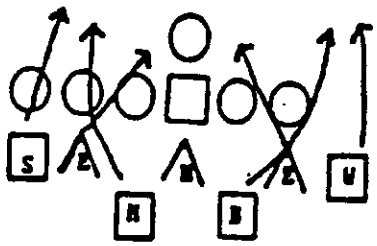
30 X OVER 2/4



30 LION COVER 2/4
LION TO OPEN END

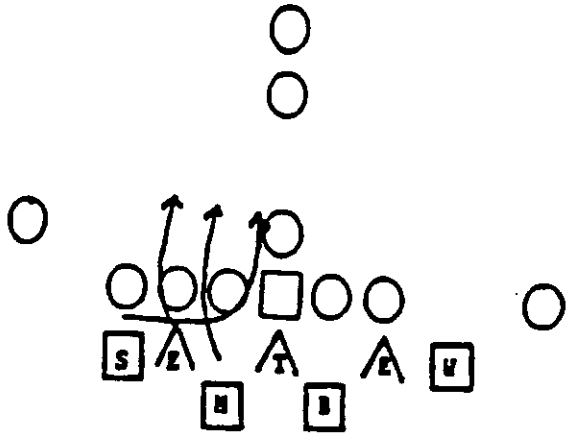


30 LION COVER 2/4



DOUBLE ME: OLBers BOTH ARE IN COVERAGE.
ONE MAY BECOME FREE BLITZER.

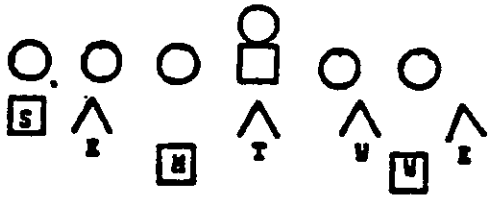
C.P.: 2 BACK M/B, 2ND BACK ACROSS
FACE.



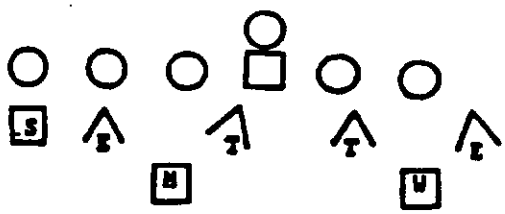
30 SAM PANTHER

BASIC FRONTS

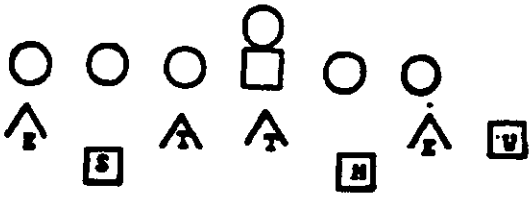
UNDER



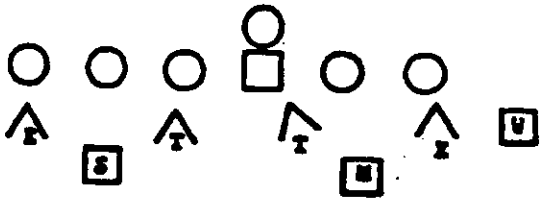
UNDER SHADE



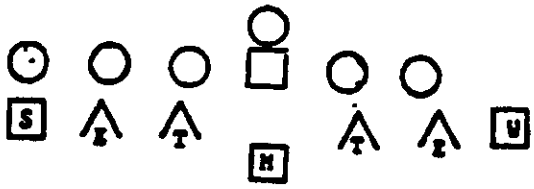
OVER



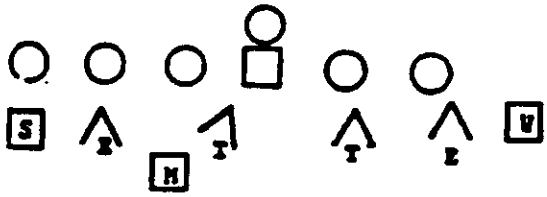
OVER SHADE



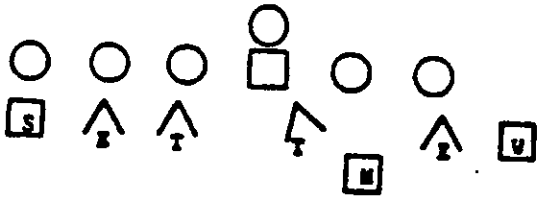
4-3



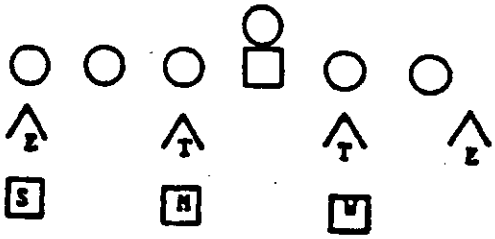
STUNT 4-3



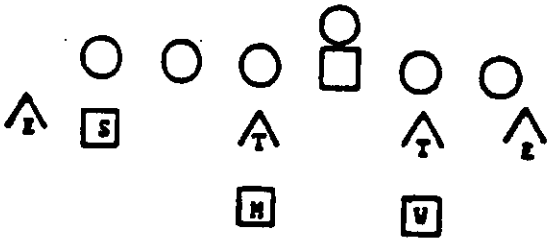
OPEN



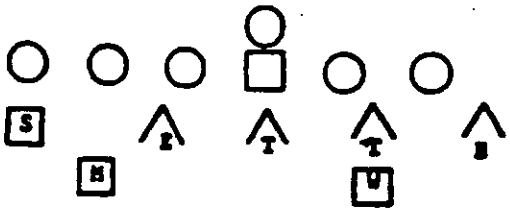
EVEN



POINT



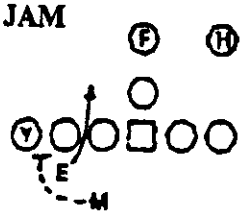
DIAMOND



<u>C.P.:</u> UNDER SHADE: TILT = SHADED NOSE + 3 TECHNIQUE TACKLE

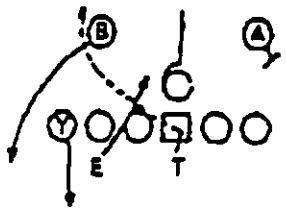
STUNTS

JAM



THIS IS A STUNT CALLED BY MKE WITH THE UNDER AND THE OVER DEFENSE IT IS EXECUTED BY THE TWO-GAP DEFENSIVE END AND THE MIKE LBer. IF A PASS DEFELOPS THEN THE NOSE TACKLE ALSO BECOMES INVOLVED. ALL OTHERS PLAY THE DEFENSE CALLED.

TWO GAP DEFENSIVE END: EXPLODE INTO THE "B" GAP WITHOUT GETTING COLLAPSED DOWN. DO NOT TIP THE STUNT WITH YOUR STANCE OR ALIGNMENT.

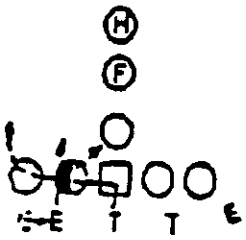


MIKE LBer: FLOW TO SCRAPE TIGHT OFF OF DEFENSIVE END; BE SQUARE IN THE HOLE; FLOW AWAY; PLAY REGULAR UNDER (OR OVER); SPLIT FLOW HOLD AND LOCATE THE BALL; FAVOR THE JAM SIDE.

NOSE TACKLE: PLAY REGULAR DEFENSE, HOWEVER, IF A PASS DEVELOPS, IT AUTOMATICALLY BECOMES A "ME" CALL.

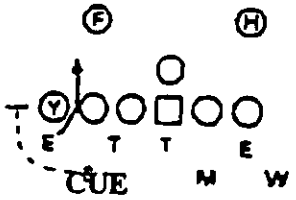
C.P. DO NOT ANTICIPATE!

IF A PASS DEVELOPS THE "JAM" BECOMES "ME" GAME; NOSE TACKLE MUST HEAR THE CALL.



DOWN

THIS IS A CALL MADE BY THE LBer TO PRE-ALIGN THE TWO-A GAP END IN THE "SINK" POSITION. IF PASS SHOWS, RUSH THE "A" GAP.

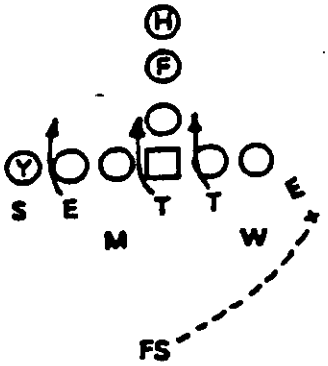


C.P. JAM APPLIES TO TWO-GAP END IN OPEN AND STUNT AS WELL AS OVER AND UNDER (TAKE IT).

THIS IS A STUNT THAT IS BASICALLY THE SAME AS THE "JAM" EXCEPT IT IS EXECUTED BY THE END HEAD UP ON THE OFFENSIVE END IN THE LOOSE ALIGNMENT. THE LBers INVOLVED ARE WILL IN THE UNDER LOOSE AND SAM IN THE OVER LOOSE. ALL OTHERS PLAY THE DEFENSE CALLED.

C.P. END STILL HAS CONTAINMENT AND CHASE RESPONSIBILITY. NO CHANGE IN PASS RUSH LANES.

SLANT



THIS STUNT, CALLED BY MIKE, IS USED WITH THE UNDER DEFENSE AND USED ONLY WITH THE SUPPORT OF THE FREE SAFETY TO THE WEAK SIDE. BASICALLY, IT IS A SLANT DEFENSE FOR THE TWO-GAP END AND BOTH TACKLES.

TWO-GAP END: SLANT INTO THE "C" GAP.

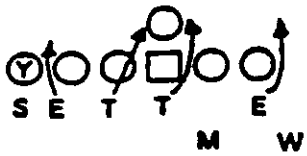
NOSE TACKLE: SLANT INTO THE "A" GAP TO THE SIDE OF THE BUBBLE.
UNDER TACKLE: SLANT TO THE "A" GAP TO YOUR INSIDE.

SAM: PLAY REGULAR UNDER.

C.P. YOU HAVE STRONG "C" GAP HELP FRON THE TWO GAP END.

MIKE: "B" GAP AND FLOW TO THE BALL.

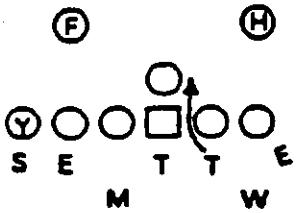
SLANT w/OPEN DEFENSE



WILL: STACK ON UNDER TACKLE WITH "B" GAP AND FLOW TO BALL RESPONSIBILITY.
UNDER END: REGULAR UNDER TECHNIQUE.
FREE SAFETY: FILL OFF THE HIP OF THE UNDER END.

C.P. THE "SLANT" CAN ALSO BE EXECUTED FROM THE OPEN/OVER DEFENSE.

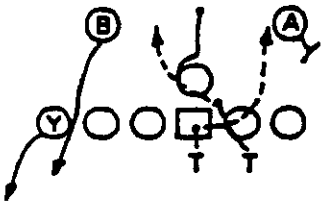
SPIKE



THIS STUNT, CALLED BY MIKE IS DESIGNED TO HAVE THE UNDER (OR OVER) TACKLE SLANTING INTO THE "A" GAP TO HIS INSIDE. IT INVOLVES THE UNDER TACKLE, MIKE AND WILL. IT ALSO INVOLVES THE NOSE TACKLE IF A PASS DEVELOPS.

UNDER TACKLE: SLANT TO THE INSIDE "A" GAP AND, IF IT'S PASS, BREAK THE POCKET, AND IT AUTOMATICALLY BECOMES A TOM. WITH PASS, FIGHT TO GET INTO "BUBBLE" LANE.

C.P. DRIVE YOUR ARM UP AND THROUGH. DO NOT GET COLLAPSED!



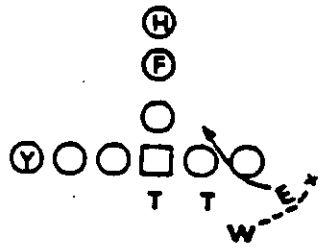
MIKE: PLAY REGULAR UNDER TECHNIQUE AND KEYS, EXCEPT WITH FLOW WEAK, CHECK THE WEAKSIDE "B" GAP.

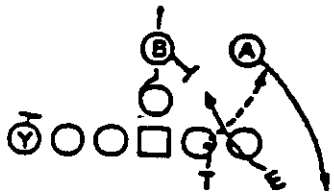
WILL: FLOW STRONG AND SPLIT FLOW, CHECK THE "B" GAP.

WEAKSIDE

NOSE TACKLE: PLAY REGULAR UNDER DEFENSE, HOWEVER, IF A PASS DEVELOPS IT BECOMES AN AUTOMATIC TOM.
IF PASS DEVELOPS, THE "SPIKE" BECOMES AN AUTOMATIC TOM.

SLAM





THIS IS A STUNT CALLED BY WILL IN THE UNDER DEFENSE. IT IS BASICALLY A CHANGE IN RESPONSIBILITY BETWEEN WILL AND THE UNDER END. THE UNDER TACKLE IS INVOLVED IF A PASS DEVELOPS.

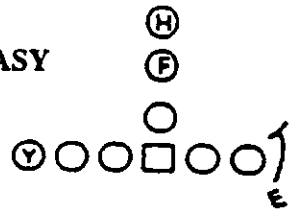
UNDER END: GET OFF THROUGH OUTSIDE HIP OF TACKLE. IF YOU READ A HOOK BLOCK REACT ADJUST TO HIP. YOU SHOULD BE IN A GOOD POSITION TO RUN PLAYS DOWN ON FLOW AWAY. IF PASS SHOWS, IT BECOMES ANA UTOMATIC "ME" GAME.

WILL: YOUR RESPONSIBILITY IS THE "C" AND "D" GAP, (CONTAINMENT) KEYING THE NEAR BACK AND FILLING TO THE BALL.

UNDER TACKLE: PLAY REGULAR UNDER DEFENSE, HOWEVER, IF A PASS DEVELOPS, IT BECOMES AN ATUOMATIC "ME" CALL.

IF PASS DEVELOPS, THE SLAM BECOMES AN AUTOMATIC "ME" GAME.

EASY



TH:S IS AN UNDER DEFENSE STUNT CALLED BY WILL TO THE UNDER DEFENSIVE END. IT IS A CHANGE IN KEYS AND IN RESPONSIBILITY BETWEEN THE TWO POSITIONS.

UNDER END: KEY CHANGES FROM TACKLE – NEAR BACK TO NEAR BACK – TACKLE. YOU ARE "D" GAP (FORCE) SHRINKING THE "C" GAP.

WILL: YOUR BASIC RESPONSIBILITY IS NOW THE "B" GAP. SINCE THIS IS NOT A BLITZ, YOU STILL MUST FLOW TO THE BALL.

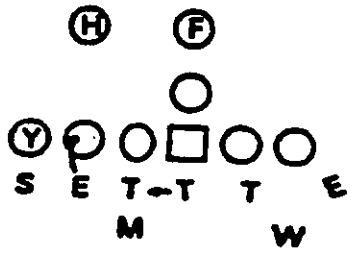
C.P. THIS IS PRIMARILY A CALL TO IMPROVE THE PASS RUSH EMPHASIS OF THE UNDER END.

C.P. IF THE END GETS BLOCKED ON A WIDE PLAY, WILL SHOULD BE IN A POSITION TO REPLACE HIS RESPONSIBILITY, JUST AS THE UNDER END MUST STILL HELP SHRINK THE "B" GAP.

C.P. VERSUS TE EASY: END IN 9 TECH ON TE CONTAIN ON BASE AND REACH BY TE. TE DOWN CLOSE AS 6 TECH.

SPLIT

THIS IS A STUNT, CALLED BY MIKE, TO GET THE NOSE TACKLE IN THE UNDER DEFENSE, TO STEM TO A 4-3.



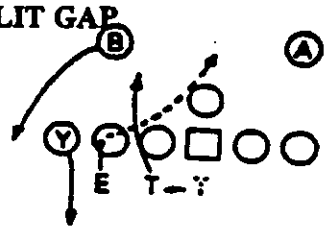
NOSE TACKLE: STEM TO A 4-3 -- TIMING IS IMPORTANT. PLAY A HEAVY 3 ON THE GUARD (4-3 TECH).

TWO GAP END:4-3 (HEAVY 5 TECH). "JACK UP" THE OUTSIDE SHOULDER OF THE TACKLE ON YOUR INITIAL MOVE - THE NOSE TACKLE NOW CONTROLS THE "B" GAP -- YOU HAVE THE "C" GAP.

MIKE: YOU NOW ARE RESPONSIBLE FOR THE "A" GAP AND OUTSIDE WITH FLOW YOUR WAY.

WILL: WITH STRONG FLOW, BE READY TO SUPPORT "A" GAP AND SQUEEZE THE STRONG SIDE "A" GAP.

SPLIT GAP

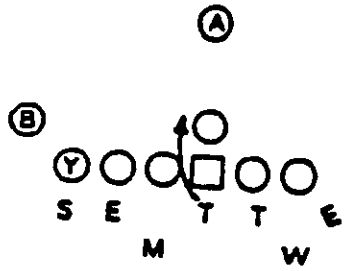


THIS IS A STUNT OFF SPLIT TO GET THE NOSE TACKLE IN THE SPLIT DEFENSE TO GAP IN THE "B" GAP (LIKE STEM TO SPLIT).

NOSE TACKLE: EXPLODE THE "B" GAP -- YOU WHEN A PASS SHOWS, IT HAVE "B" GAP RESPONSIBILITY. IS AN AUTOMATIC "U"GAME.

TWO GAP END: H-5 TECH (4-3) CONTROL "C" GAP. IF PASS DEVELOPS, THIS STUNT BECOMES AN AUTOMATIC "U" GAME.

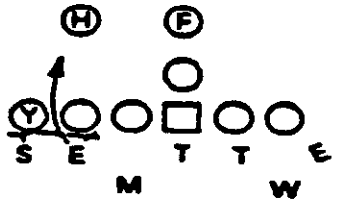
GAP



THIS IS A SLANT STUNT, CALLED BY MIKE, TO GET THE NOSE TACKLE SLANTING TO THE STRONG SIDE "A" GAP OF AN OVERLOADED FORMATION (LIKE TRIPS). EVERYONE ELSE PLAYS THE FORMATION USING THEIR COORDINATED TECHNIQUES AND RESPONSIBILITIES.

C.P. THIS STUNT DOES NOT INCLUDE A "U" GAME.

LEO



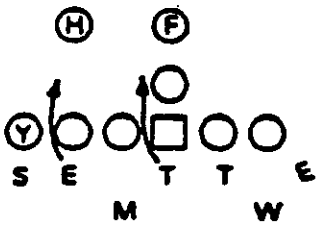
THIS IS THE SAME TYPE OF STUNT AS THE LION, EXCEPT THAT IT IS CALLED BY SAM, AND IS EXECUTED BY THE TWO-GAP END AND THE SAM LBer. LIKE TH LION, IT INVOLVES A CHANGE IN RESPONSIBILITIES.

TWO-GAP END: WITHOUT CHEATING YOUR TWO-GAP ALIGNMENT, EXPLODE THE "C" GAP, KEYING THE NEAR BACK. YOU NOW HAVE TRAIL RESPONSIBILITY.

SAM: YOU MUST SETTLE INTO A POSITION TO BE ABLE TO PLAY THE "B" GAP. SINCE IT IS NOT A BLITZ, YOU WILL FILL THE "B" ONLY WHEN THE BALL CARRIER SHOWS THERE.

C.P. IF THE TIGHT END DOWN BLOCKS, THE "LEO" STUNT IS NULLIFIED. SAM NOW PLAYS HIS NORMAL UNDER TECHNIQUES RELATED TO THIS DOWN BLOCK.

HALF

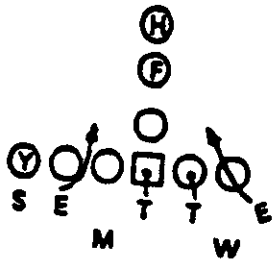


THIS IS A SLANTING STUNT, USED WITH THE UNDER DEFENSE, AND PERFORMED BY THE NOSE TACKLE AND THE TWO-GAP DEFENSIVE END. THE STUNT SHOULD BE CALLED WHEN A SITUATION INDICATES A VERY STRONG POSSIBILITY OF A STRONG SIDE RUNNING PLAY.

TWO-GAP END: EXECUTE A "LEO" STUNT, EXCEPT PLAY H5 VS SLIDE DRAW.
NOSE TACKLE: EXECUTE A "GAP" STUNT.

C.P. THE "HALF" CALL DOES NOT INCLUDE ANY GAMES IF A PASS DEVELOPS. VERSUS HALF, I-NEAR -- MAY GAME PLAN END TO HEAVY 5.

PINCH



THIS IS A PINCHING STUNT THAT IS CALLED PRIMARILY TO SHUT DOWN INSIDE RUNNING PLAYS AND IS USED WITH THE UNDER DEFENSE.

TWO GAP END: EXECUTE A "JAM" STUNT.

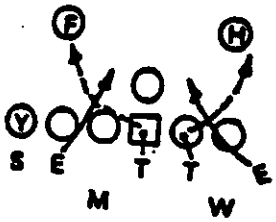
NOSE TACKLE: EXECUTE A "JAM" STUNT.

UNDER END: EXECUTE A "SLAM" STUNT.

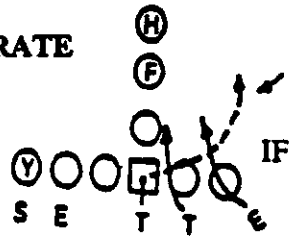
UNDER TACKLE: EXECUTE A "SLAM" STUNT.

C.P. DON'T ANTICIPATE A PASS. IF PASS DEVELOPS, PINCH WILL TURN INTO A DOUBLE ME.

IF PASS DEVELOPS



PIRATE

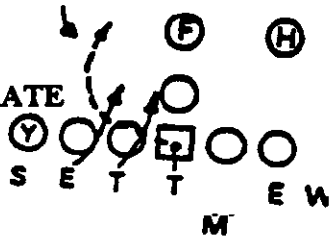


IF PASS DEVELOPS

UNDER PIRATE

THIS IS A BASIC UNDER DEFENSE STUNT, BUT IT CAN ALSO BE EXECUTED IN THE OPEN. IT IS DESIGNED TO SLANT TO THE BUBBLE SIDE OF THE DEFENSE, AND SHOULD BE SUPPORTED TO THE BACKSIDE BY A SAFETY.

PIRATE



UNDER END: CHEAT TO LOOSE 5 AND FLAT STEP TO 2-GAP. POSITION ON TACKLE WITH HEAD OPEN INSIDE. ON BLOCK, DOWN OR HARD SCOOP AWAY COME OFF TACKLE'S TAIL.

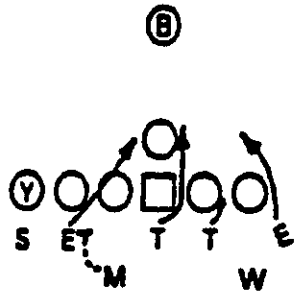
IF PASS DEVELOPS

UNDER TACKLE: EXECUTE A "SPIKE" STUNT.

WILL: YOUR RESPONSIBILITY IS THE "C" AND "D" GAP. KEY THE NEAR BACK AND FILL TO THE BALL.

NOSE TACKLE: PLAY THE NORMAL UNDER RUN TECHNIQUES, HOWEVER, IF A PASS SHOWS, YOU MUST REACT AND COME AROUND THE UNDER END (OPEN END) FOR CONTAINMENT.

SPARK



THIS IS A BASIC STUNT THAT COMBINES A "TIGHT" JAM IN THE BUBBLE WITH THE NOSE TACKLE, EXECUTING A TEX AWAY FROM THE BUBBLE.

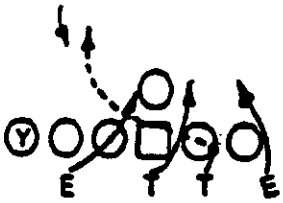
TWO GAP END: RUN A "TIGHT" JAM TO THE NEAR HIP OF THE CENTER. TRUE SLANT PLAYER.

NOSE TACKLE: TEX GAP TO UNDER SIDE.

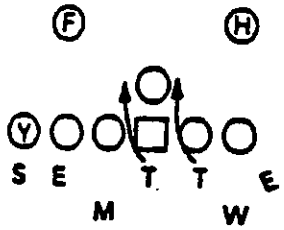
UNDER TACKLE: PLAY REGULAR UNDER TECHNIQUE. IF THE GUARD'S HEAD COMES UP (PASS), COME AROUND THE BUBBLE FOR PASS CONTAINMENT.

MIKE: YOUR RESPONSIBILITY IS THE SAME AS A JAM STUNT.

IF PASS DEVELOPS



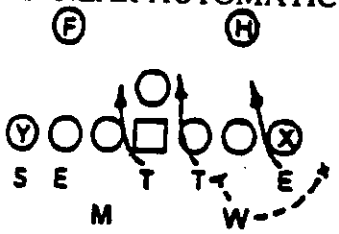
SHUNK



SHUNK IS A SLANTING CALL MADE BY MIKE. IT IS A STRONGSIDE SLANT IN AN UNDER DEFENSE AND A WEAKSIDE SLANT IN AN OVER DEFENSE. SLANT TO THE BUBBLE.

DEFENSIVE ENDS: IF THE SLANTING CALL IS AWAY FROM YOU, PLAY YOUR REGULAR TECHNIQUE, HOWEVER, BE ALERT FOR CUTBACK. IF THE CALL IS TO YOU, PLAY YOUR REGULAR DEFENSE. IF YOU ARE AWAY FROM THE SLANT IN A LOOSE ALIGNMENT, BE ALERT FOR A "CUE" CALL.

"X" NEAR-AUTOMATIC "CUE"



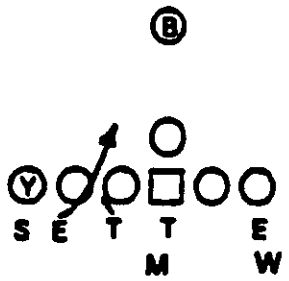
DEFENSIVE TACKLES: SLANT AND PENETRATE TO THE "A" GAPS IN THE DIRECTION OF THE CALL.

SAM: PLAY YOUR NORMAL RESPONSIBILITY.

C.P. MAKE A "CUE" CALL IF YOUR DEFENSIVE END IS IN THE LOOSE POSITION AWAY FROM THE SLANT.

MIKE AND WILL: "B" GAP RESPONSIBILITY AND FLOW TO THE BALL.

ROCK



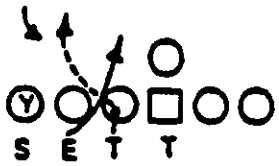
THIS IS A STRONGSIDE STUNT CALLED BY MIKE IN THE OPEN DEFENSE. "ROCK" IS RUN IN 4-3, OPEN OR STUNT w/2-ADJECENT LINEMEN.

OPEN END: PENETRATE THE "B" GAP.

C.P. DON'T GIVE IT AWAY WITH YOUR ALIGNMENT.

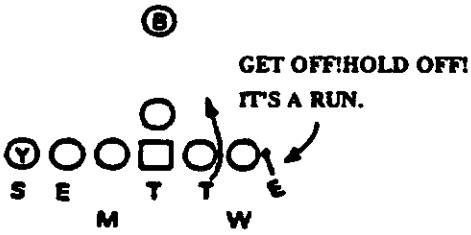
OVER TACKLE: PLAY YOUR NORMAL TECHNIQUE ON THE SHOULDER OF THE STRONGSIDE GUARD. IF YOUR KEY INDICATES PASS, YOU MUST RUN IF A "ME" GAME WITH THE STRONGSIDE END (CONTAIN).

PASS DEVELOPS



C.P. THE OPEN TACKLE SHOULD BE A FACTOR IN THE STRONGSIDE RUN SINCE THE OPEN END WILL OFTEN "KNOCK-OFF" THE GUARD AND FREE YOU UP FOR STRONGSIDE PURSUIT.

POP

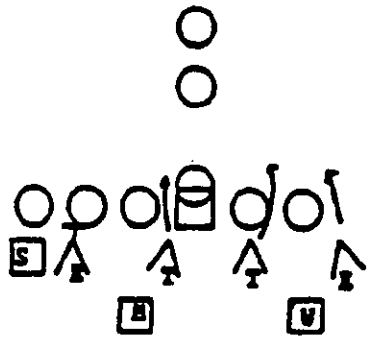


THIS IS A STUNT BETWEEN THE UNDER END AND THE UNDER TACKLE. IT IS DESIGNED TO DISRUPT THE DRAW PLAY COMBINED WITH A "U" GAME AGAINST THE PASS.

UNDER TACKLE: EXPLODE TO THE "B" GAP AND GO FOR THE QUARTERBACK (YOU HAVE THE "B" GAP FOR THE RUN AND CONTAINMENT FOR PASSES).

UNDER END: GET OFF WITH YOUR NORMAL IF PASS DEVELOPS ATTACK AND KEYS. THE ONE EXCEPTION IS YOUR PASS KEY (TACKLE'S HEAD COMES UP), WHERE YOU COME UNDER AND INSIDE THE UNDER TACKLE EXECUTING A "U" GAME.

JET



THIS IS A LINE STUNT THAT INVOLVES THE NOSE TACKLE IN A GAP TO BUBBLE SIDE AND THE UNDER TACKLE IN A POP. IT IS DESIGNED TO DISRUPT THE DRAW PLAY COMBINED WITH A "U" GAME VERSUS THE PASS.

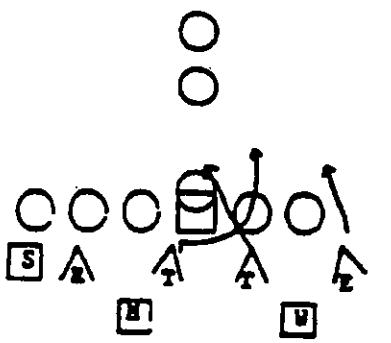
NOSE TACKLE: GAP TO THE BUBBLE SIDE.

UNDER TACKLE: EXPLODE IN THE "B" GAP. YOU HAVE THE "B" GAP FOR THE RUN AND CONTAINMENT FOR PASSES.

UNDER END: PLAY NORMAL ATTACK AND READ. VERSUS PASS SET BY TACKLE, COME INSIDE, AND EXECUTE "U" GAME W/UNDER TACKLE.

C.P. IF PASS DEVELOPS, RUN A "U" GAME WEAK.
C.P. ZIP = JET w/LEO CALL TO TWO-GAP END.

TOM



LINE STUNT INVOLVING THE NOSE AND UNDER TACKLE (CAN BE RUN IN OPEN OR OVER). THIS STUNT IS A PRE-DETERMINED PICK BY THE UNDER TACKLE AND A SHUFFLE SCRAPE AROUND THE PICK BY THE NOSE TACKLE.

C.P. IF CENTER BLOCKS BACK ON PICK - NOSE TACKLE WORK BACK TO NORMAL POSITION.

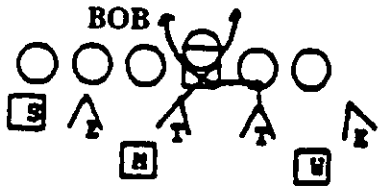
NOSE TACKLE: FLASH CENTER W/HANDS AND SHUFFLE SQUARE DOWN THE L.O.S. TO UNDER TACKLE SIDE.

UNDER TACKLE: FLAT SLANT TO HIP OF CENTER (PICK CENTER). PLAY CENTER'S BLOCKS AS SHADED NOSE.

WILL LBer: FLOW AWAY, CHECK STRONG SIDE "A" GAP AND PURSUE.

C.P. VERSUS PASS RUSH, LANES ARE ESTABLISHED, TACKLES PENETRATE POCKET.

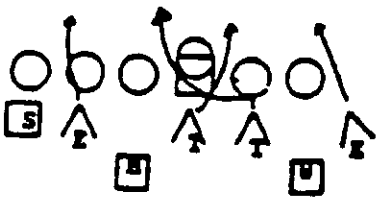
BOB



PASS RUSH STUNT USED IN UNDER OR STUNT VERSUS BALANCE RUSH LANES AND PENETRATE POCKET. IF CALLED, RUN AS A REVERSE TOM WITH NOSE PENETRATING FIRST.

NOSE TACKLE: TEX TO UNDER SIDE "A" GAP.

UNDER TACKLE: SHUFFLE SLIDE TO FRONT SIDE "A" GAP.

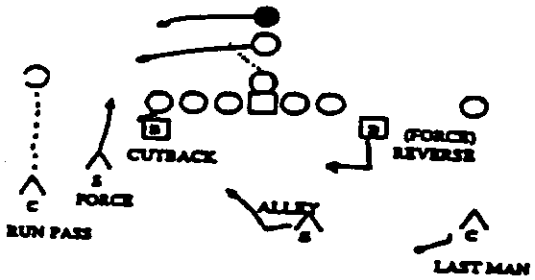


FORCE RULES

COVERAGE	STRONGSIDE	WEAKSIDE (#1 WIDE)
1 RAT	SKY OR BACKER	BACKER
STUNT #2	CLOUD	CLOUD
RED #2	SKY	SKY
#3	SKY (CORNER = CLOUD)	BACKER
LINDA/RITA	SKY (WIDE SIDE)	BACKER (SHORT SIDE)
#3 BUZZ TED	BACKER	BACKER
#4 (SLOT ONLY)	CLOUD	BACKER (#1 TIGHT)
#5	SKY	SKY
#6	BRONCO	SKY (CORNER = CLOUD)
#7	BACKER	BACKER
#8	BACKER	CORNER
BLITZ	SKY (TE SIDE)	BACKER (OPEN SIDE-OUTSIDE RUSHER)
KEY BLITZ	SKY (TE SIDE)	BACKER (OPEN SIDE)
SAFETY #9	SKY (TE SIDE)	BACKER (OPEN SIDE-OUTSIDE RUSHER)
WILL #9	SKY (TE SIDE)	BACKER
#9 DOUBLE	SKY (TE SIDE)	BACKER
*POINT	END (TE SIDE)	BY COVERAGE
(SY) 6-BUZZ	BACKER	BACKER
(SY) 3-BUZZ	BACKER	BACKER
(GL) GOAL LINE BASE MAN	SKY	BACKER
(GL) GOAL LINE OSCAR	BACKER	BACKER

SKY SUPPORT
(STRONGSIDE)

BASE BLOCK



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

SS: GET ACROSS THE LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

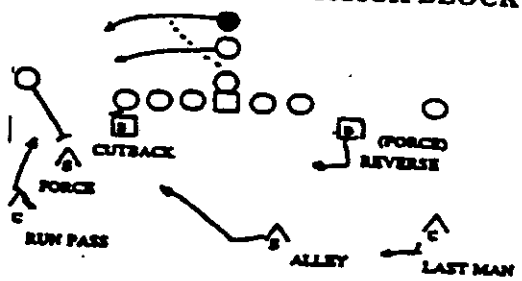
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(1) (2)

CRACK BLOCK



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

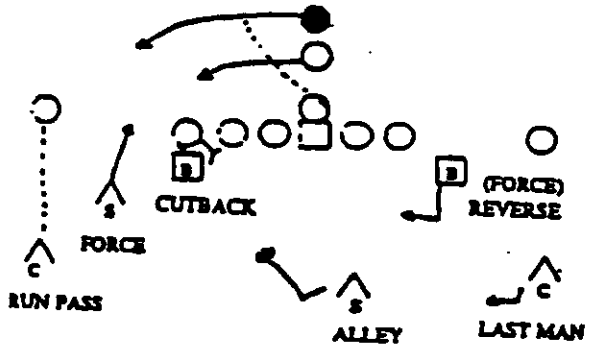
SS: BEAT CRACK BLOCK INSIDE OR OUTSIDE (PREFERABLY INSIDE) - GET ACROSS LOS FORCE BALL TO CUTBACK OR BOUNCE

SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SS, REPLACE SS AS FORCE AND FILL ON THE BALL

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

DOWN BLOCK



SB: CLOSE DOWN WITH THE TE AND READ BLOCKING SCHEME - CLOSE THE 6/7 HOLE AND FORCE THE BALL OUTSIDE

SS: GET ACROSS THE LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

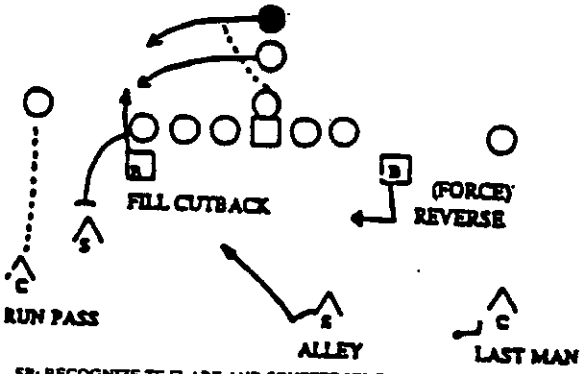
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS -ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(3) (4)

FLARE BLOCK



SB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE AGGRESSIVE CUTBACK

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2, FILL OUTSIDE/IN FIRST

SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - ALLEY MAN

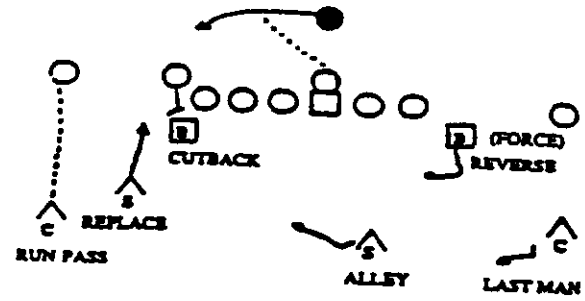
WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

C.P: WEAKSIDE END TIGHT - PLAY FLARE AS BACKER - SS HAS RUN/PASS WITH SKY CALL

SKY SUPPORT
(STRONG SIDE)

TEAM BLOCK

(1)



SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU CANNOT BE DRIVEN BACK

SS: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

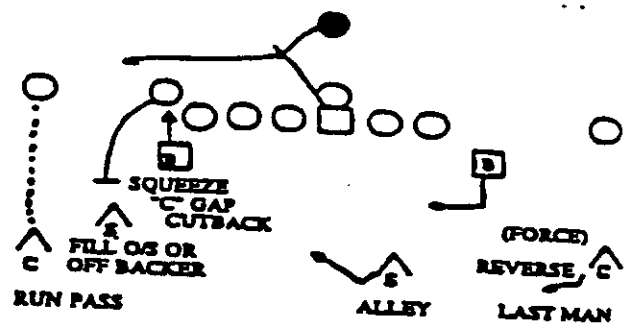
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS -YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK -REVERSE

(2)

FLARE BLOCK



SB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP MAINTAIN CUTBACK LEVERAGE

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OUTSIDE/IN FIRST

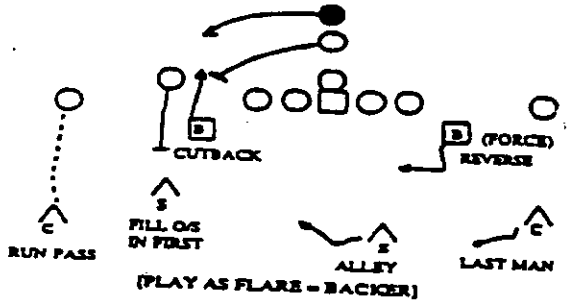
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE O THE SAFETY

FS: CHECK #2 FOR RUN PASS - ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(3)

SKY VS. 2 WIDE



SB: BE AGGRESSIVE CUTBACK - SQUEEZE "C" GAP

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL O/S IN FIRST

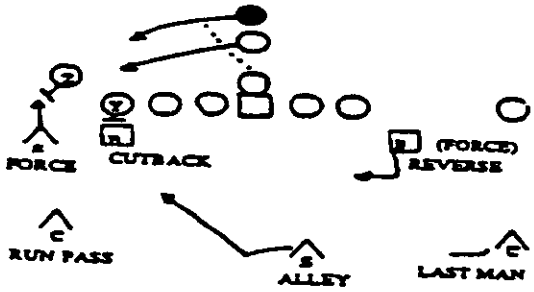
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(4)

Z-CLOSE



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

SS: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SS, FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

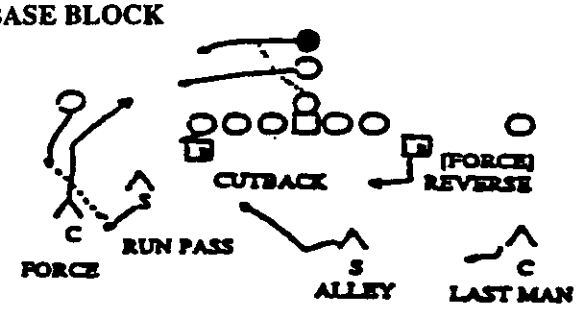
WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

C.P.: 2 BACKS - BACKER - KICK SUPPORT

CLOUD SUPPORT

(STRONGSIDE) COVER 3

BASE BLOCK



SB: GET HANDS ON TE, PUSH BACKWARDS - TE - YOU HAVE CUTBACK

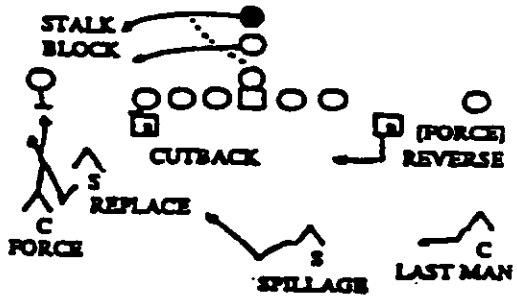
SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS THE LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

CRACK BLOCK



SB: GET HANDS ON TE, PUSH BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

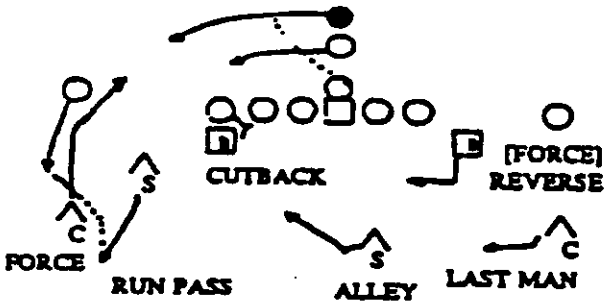
SS:YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SC, REPLACE SC AS FORCE AND FILL ON THE BALL (OUTSIDE/ IN LEVERAGE)

SC: BEAT BLOCKER INSIDE OR OUT (PREFERABLY IN) - GET ACROSS LOS AND CLOSE THE DISTANCE BETWEEN YOU AND SB - FORCE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

DOWN BLOCK



SB: CLOSE DOWN WITH TE & READ BLOCKING SCHEME -CLOSE THE 6/7 HOLE & FORCE BALL OUTSIDE

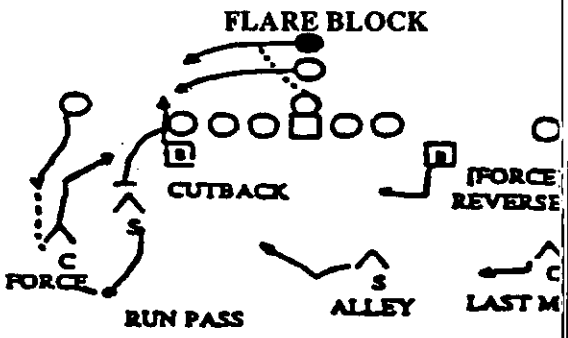
SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS LOS AT AN ANGLE TO CLOSE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

FLARE BLOCK



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE AGGRESSIVE CUTBACK

SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: PLAY PASS FIRST, RUN SECOND - FILL O/S IN FIRST

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

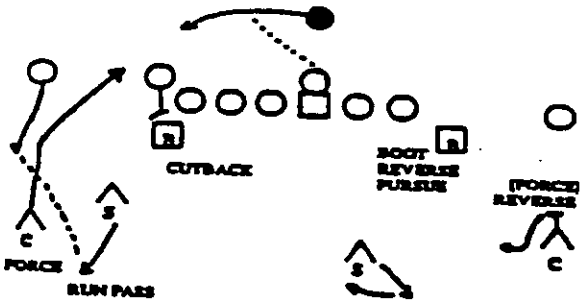
WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

CLOUD SUPPORT

(STRONGSIDE) COVER 2

TEAM BLOCK

(1)



SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU CANNOT BE DRIVEN

SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS LOS AT ANGLE CLOSE TO DISTANCE BETWEEN YOU & SB - FORCE BALL CUTBACK OR BOUNCE

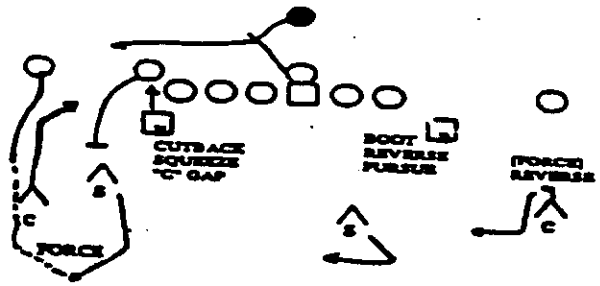
FS: TAKE REMINDER STEPS FOR PASS - PURSUE OUT ON THE BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(2)

FLARE BLOCK



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE CUT BACK MAN - MAINTAIN LEVERAGE - FORCE BALL DEEP AND OUTSIDE.

SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: PLAY PASS FIRST, FORCE - FILL OFF BACKER OUTSIDE IN FIRST

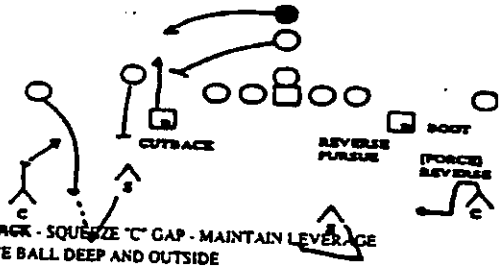
FS: TAKE REMINDER STEPS FOR PASS - PURSUE INSIDE ON BALL

WB: SHUFFLE - BOOT, REVERSE,PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(3)

CLOUD VS. #2 WIDE



SB: CUTBACK - SQUEEZE "C" GAP - MAINTAIN LEVERAGE AND FORCE BALL DEEP AND OUTSIDE

SS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO SAFETY

SC: PLAY PASS FIRST: FORCE - FILL OFF BACKER OUTSIDE IN FIRST

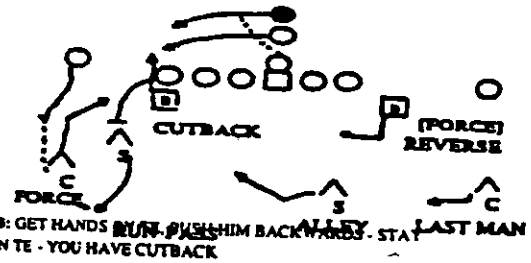
FS: TAKE REMINDER STEPS FOR PASS - FILL INSIDE OUT ON THE BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(4)

ZING



SB: GET HANDS ON, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

SS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT UPFIELD TO THE SAFETY

SC: GET ACROSS LOS AT AN ANGLE TO CLOSE THE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: TAKE REMINDER STEPS FOR PASS - FILL INSIDE OUT ON THE BALL

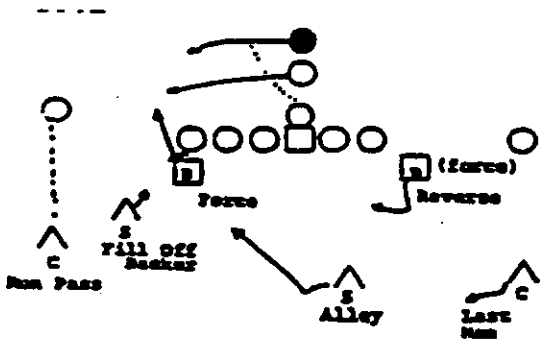
WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

STRONGSIDE BACKER

BASE BLOCK

(1) (2)



SB: GET HANDS ON TE, PUSH HIM BACK - BE FORCE MAN
C.P: ESTABLISH DEFINITE POSITION

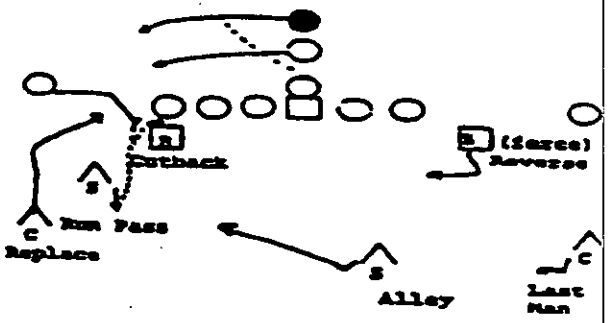
SS: FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

CRACK BLOCK



SB: ON CRACK BY THE "Z", YOU HAVE CUTBACK

SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

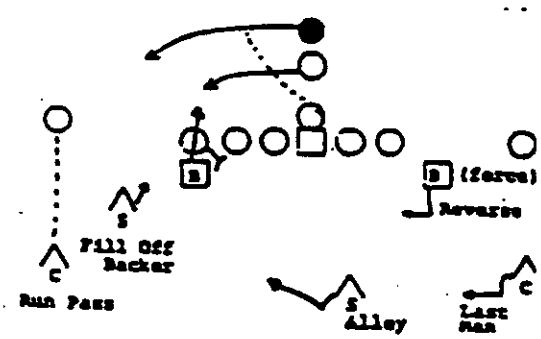
SC: IF YOUR RECEIVER BLOCKS ON THE FORCE, REPLACE AND FILL ON THE BALL

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

DOWN BLOCK

(3) (4)



SB: CLOSE DOWN W/TE & READ BLOCK SCHEME - CLOSE THE 6/7 HOLE & TRY TO FORCE BALL OUTSIDE -SAFETY

C.P.: DEFINITELY KICK TO OUTSIDE
C.P.: ESTABLISH A DEFINITE POSITION

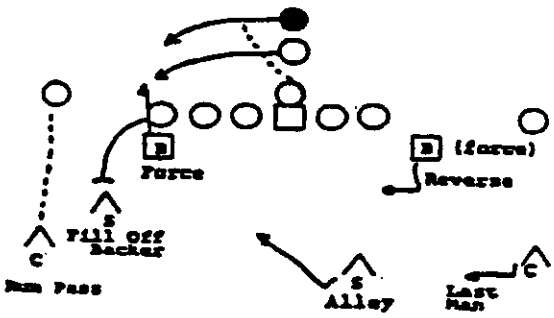
SS: FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

FLARE BLOCK



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

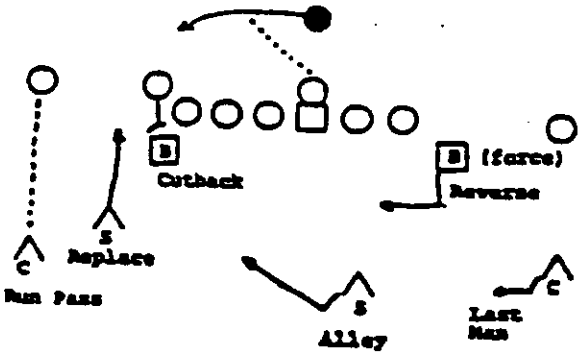
FS: CHECK #2 FOR RUN PASS - YOU ARE THE ALLEY MAN

WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

STRONGSIDE BACKER

TEAM BLOCK

(1) (2)



SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU HAVE CUTBACK

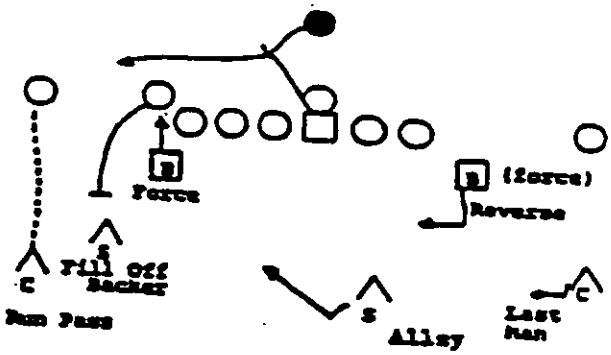
SS: REPLACE - GET ACROSS LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

FLARE BLOCKER



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF 32, FILL OFF BACKER

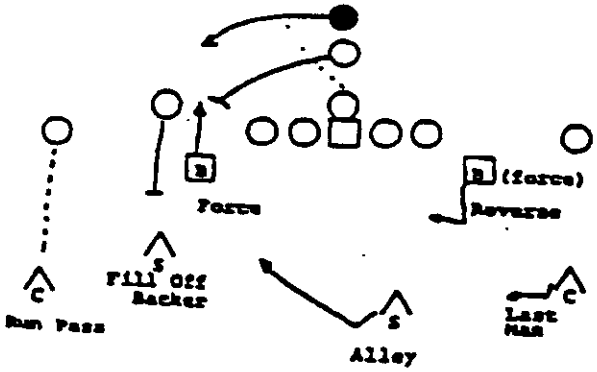
SC: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

2 - WIDE

(3) (4)



SB: BE FORCE MAN - SQUEEZE "C" GAP - MAINTAIN OUTSIDE LEVERAGE

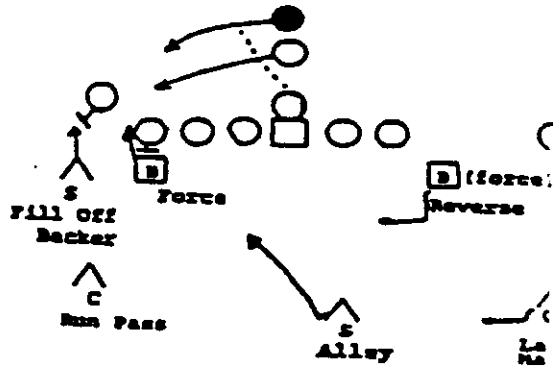
SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

Z - CLOSE



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - BE FORCE MAN - SQUEEZE "C" GAP - MAINTAIN OUTSIDE/ IN LEVERAGE

SS: FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS SS, FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

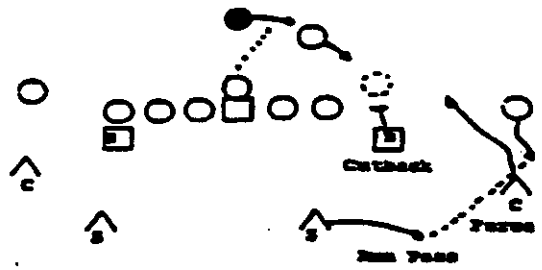
FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

WEAKSIDE CLOUD

OPEN

(1) (2)

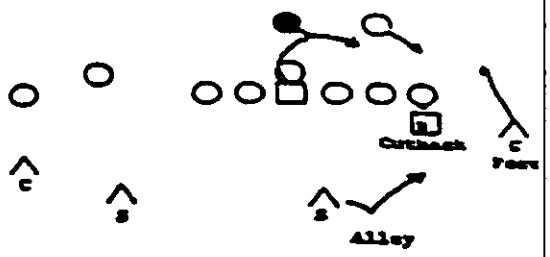


WB: GET HANDS ON BACK AND DELAY RUNNER'S READ BY NOT COMMITTING TOO SOON - YOU HAVE

WC: GET ACROSS LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU & WB - FORCE BALL TO CUTBACK OR BOUNCE - IF RECEIVER BLOCKS ON YOU BEAT HIM INSIDE OR OUTSIDE (PREFERABLY INSIDE) AND SQUEEZE CUTBACK AREA

FS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY - IF RECEIVER BLOCKS ON CORNER, REPLACE CORNER AND FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

BASEBLOCK



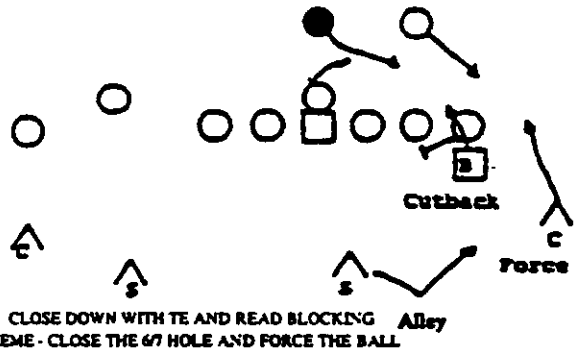
WB:GET HANDS ON TE - PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

WC: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK

(3) (4)



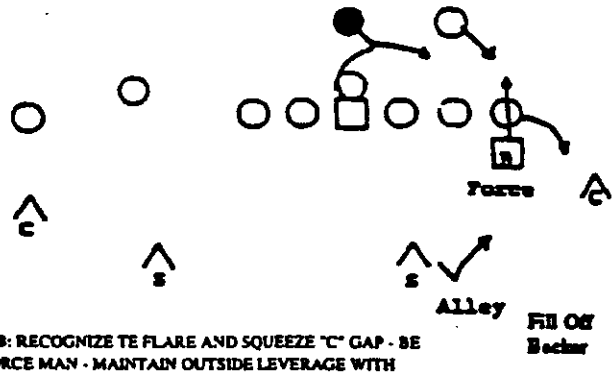
WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE 6/7 HOLE AND FORCE THE BALL OUTSIDE

WC: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: YOU ARE ALLEY MAN

C.P: POSSIBLE KICK

FLARE BLOCK



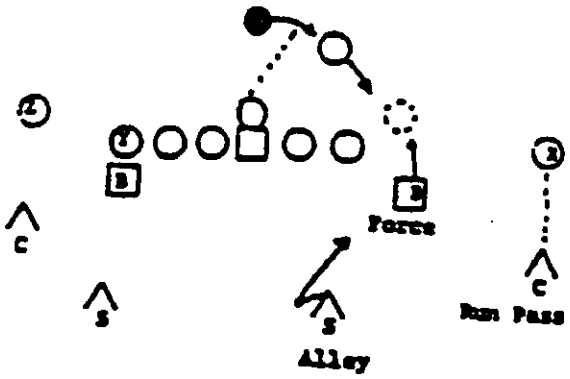
WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE WITH CORNER IN RUN/PASS IN C-3. C-2: KICK, AGGRESSIVE CUTBACK

WC: PLAY PASS FIRST, RUN, SECOND - BEAT THE BLOCK OT #1, FILL OFF BACKER. PLAY RUN/PASS IN C-3. C-2: KICK, PLAY FLAIR BLOCK

FS: YOU ARE ALLEY MAN IN C-3. C-2: RUN/PASS IN DEEP 1/2

WEAKSIDE BACKER

OPEN - BACKER



WB: SQUEEZE "C" GAP - BE FORCE MAN -MAINTAIN OUTSIDE LEVERAGE

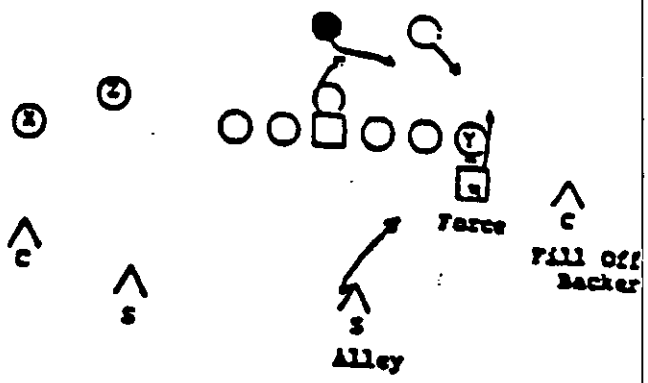
WC: YOU ARE RUN PASS - IF BALL BREAKS LOS. FUNNEL IT INSIDE TO SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

C.P.: OR - FS READ SE RELEASE

(1) (2)

BASE BACKER



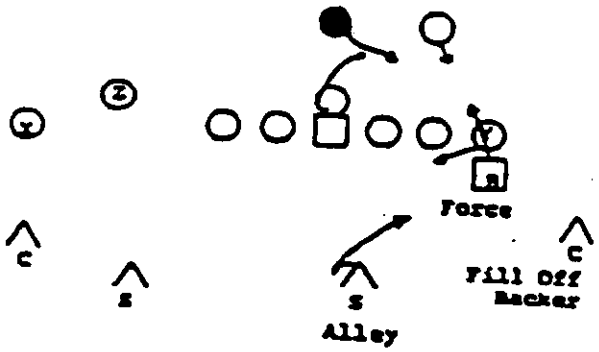
WB: GET HANDS ON TE. PUSH HIM BACKWARDS - MAINTAIN OUTSIDE LEVERAGE - BE FORCE MAN

C.P.: ESTABLISH A DEFINITE POSITION

WC: FILL OFF BACKER

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK -BACKER



WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE 6/7 HOLE AND TRY TO FORCE THE BALL OUTSIDE - CORNER OR SAFETY WILL FILL OFF YOU

C.P.: DEFINITELY KICK COUNTER OT OUTSIDE

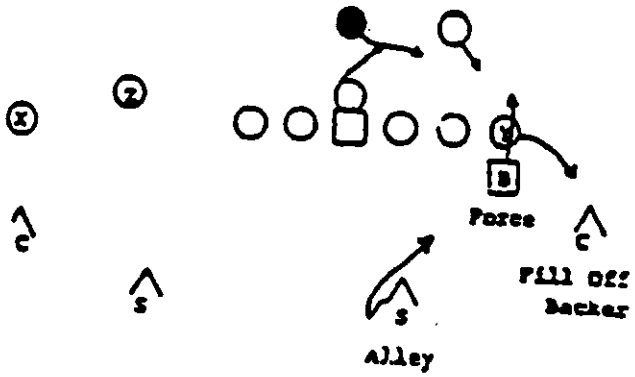
C.P.: ESTABLISH A DEFINITE POSITION

WC: FILL OFF BACKER

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

(3) (4)

FLARE - BACKER



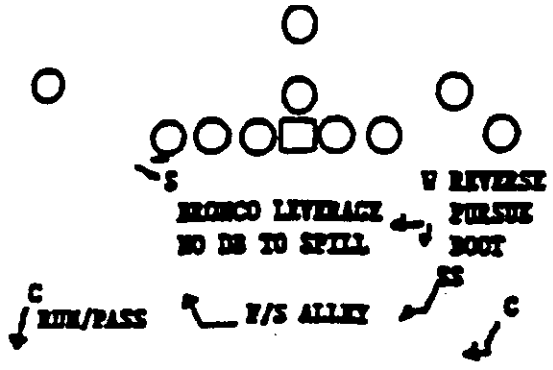
WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

WC: PLAY PASS FIRST. RUN SECOND - BEAT THE BLOCK OF #1 - FILL OFF BACKER

FS: CHECK 32 FOR RUN PASS - YOU ARE THE ALLEY MAN

WEAKSIDE BACKER

BRONCO VS. SLOT B OUT - BASE (1) (2)

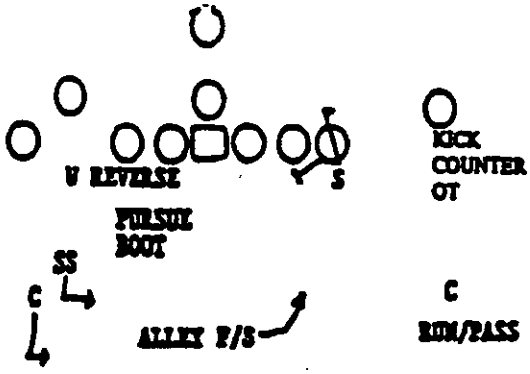


WB: GET HAND ON TE - PUSH HIM BACKWARD - YOU HAVE BACKER FORCE

WC: YOU HAVE RUN PASS - IF BALL BREAKS LOS SQUEEZE OUTSIDE IN TO SAFETY

FS: CHECK #2 FOR RUN AND PASS - YOU ARE ALLEY PLAYER

BLOCK DOWN - BRONCO



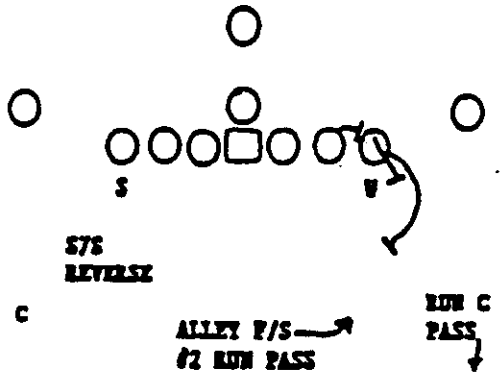
WB: CLOSE DOWN ON TE - READ BLOCKING SCHEME - SQUEEZE "C" GAP - MUST PLAY FORCE WITH NO DB O/S TO PLAY SPILL

C.P.: WE WILL STILL KICK COUNTER OT

WC: YOU ARE RUN - PASS - IF BALL BREAKS LOS, SQUEEZE O/S IN TO SAFETY

FS: CHECK #2 FOR RUN/PASS - FILL ALLEY

FLAIR BRONCO (3) (4)

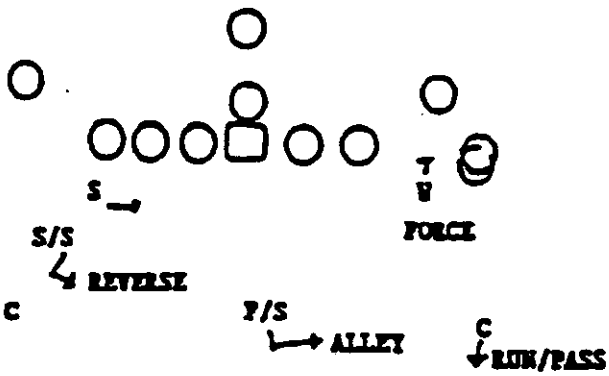


WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN O/S LEVERAGE

WC: YOU ARE RUN PASS - IF BALL BREAKS LOS SQUEEZE O/S IN WITH SAFETY

FS: CHECK #2 FOR RUN PASS YOU HAVE ALLEY WEAK

HB OUT - ACE BACKER



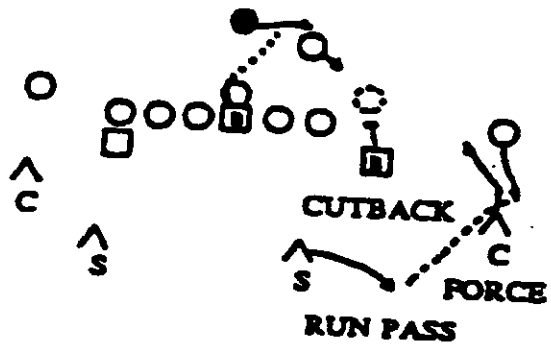
WB: SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN O/S LEVERAGE

WC: YOU ARE RUN - PASS - IF BALL BREAKS LOS, SQUEEZE O/S IN WITH SAFETY

FS: CHECK #2 FOR RUN - PASS - YOU HAVE ALLEY WEAK

WEAKSIDE KICK

OPEN (NO KICK)



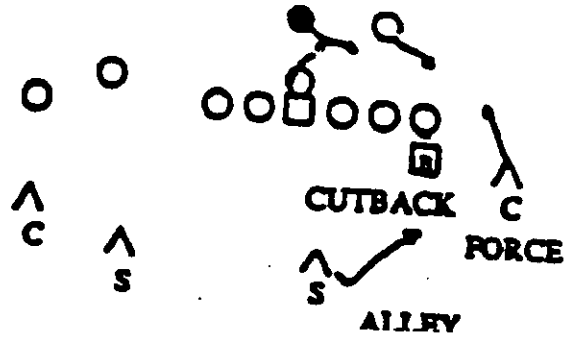
WB: GET HANDS ON BACK AND DELAY RUNNER'S READ BY NOT COMMITTING TOO SOON - YOU HAVE CUTBACK

WC: GET ACROSS LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU AND WB - FORCE BALL TO CUTBACK OR BOUNCE - IF RECEIVER BLOCKS ON YOU, BEAT HIM INSIDE OR OUTSIDE (PREFERABLY INSIDE) AND SQUEEZE CUTBACK AREA

FS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY - IF RECEIVER BLOCKS ON CORNER, REPLACE CORNER AND FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

(1) (2)

BASE BLOCK

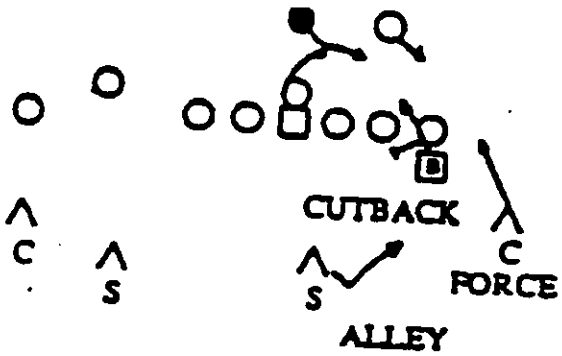


WB: GET HANDS ON TE - PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

WC: GET ACROSS LOS - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK



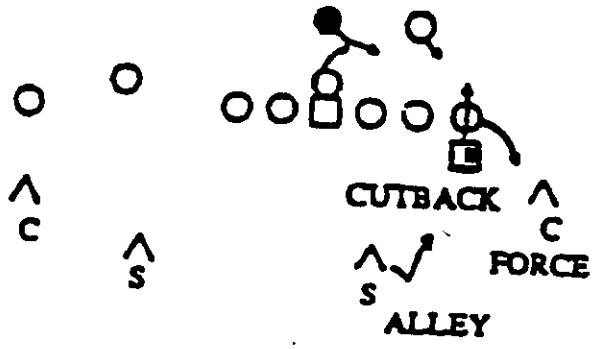
WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE 6/7 HOLE AND FORCE THE BALL OUTSIDE

WC: GET ACROSS LOS - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: YOU ARE ALLEY MAN

(3) (4)

FLARE BLOCK (NO KICK)



WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - PLAY CUTBACK - MAINTAIN LEVERAGE FORCE BALL DEEP OUTSIDE

WC: PLAY PASS FIRST. FORCE - BEAT THE BLOCK OF #1 - FILL O/S FIRST

FS: YOU ARE ALLEY MAN

OUTSIDE LBer DROPS

CURL/FLAT DROP

AIMING POINT:

START TO POINT 10 YARDS DEEP IN SEAM (TOP OF NUMBERS). ADJUST TO PATTERN READ.

DROP:

OPEN HIPS AND DRIVE TO YOUR AIMING POINT. CROSSOVER AND GAIN DEPTH (FROM LOS). AS QUICKLY AS POSSIBLE. LOOK IN BACKFIELDS FOR #2 RECEIVER. PERIPH QB FOR 3 STEP DROP AND DRAW (IF TE PASS BLOCKS, THINK DRAW). VERSUS 3-STEP DROP, GET UNDER CONTROL AND REACT TO SLANT IF QB IS LOOKING YOUR SIDE. VERSUS DRAW, PLANT ON OUTSIDE FOOT AND RETRACE STEPS TO LOS. MAINTAIN OUTSIDE/IN LEVERAGE ON BALL. IF THERE IS NOT A 3-STEP DROP OR DRAW, DROP TO 12 YARDS AND READ #2s PATTERN. **DO NOT REACT TO ANYTHING IN FRONT OF YOU UNTIL YOU SEE THE BALL THROWN IN FRONT.** ON NORMAL DROP, READ #2 RECEIVER AND REACT OFF HIS PATTERN. ONCE YOU DETERMINE #2s ROUTE, FIND QB: **YOU MUST SEE THE THROW.**

C.P.: IF POSSIBLE, PERIPH QB WHILE READING #2. IF #2 DOES NOT GO INSIDE AND QB IS LOOKING YOUR SIDE, KEEP HIPS OPEN TOWARD SIDELINE AND BREAK UNDERNEATH OUT.

SLOT/CURL DROP

AIMING POINT:

BASED ON #2 RELEASE, TO INSIDE EDGE OF NUMBERS.

DROP VERSUS TE INSIDE RELEASE:

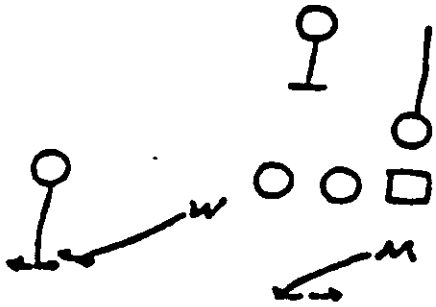
GET HANDS ON TE AND JAM HIM. STAY SQUARE. TRY TO FLATTEN HIM INSIDE, BUT DO NOT RIDE HIM DOWN MIRE THAN 1 STEP. OPEN AND DRIVE TO INSIDE EDGE OR NUMBERS. CROSSOVER AND GAIN DEPTH (FROM LOS) AS QUICKLY AS POSSIBLE. MATCH PATTERN INSIDE/OUT ON FINAL #2. STAY INSIDE OF 32. SEE THROW AND BREAK ON BALL. DO NOT REACT TO ANYTHING IN FRONT OF YOU UNTIL YOU SEE THE BALL THROWN.

DROP VERSUS TE OUTSIDE RELEASE:

GET HANDS ON TE. REROUTE TO SEAM. BE ON TOP AT 10 YARDS. SEE #1 FOR SMASH PATTERN. VERSUS SMASH, GIVE UP TE AND REACT UP TO SMASH IMMEDIATELY. NO SMASH, GIVE UP REROUTE AT 10 YARDS - ALERT MIDDLE READ. GIVE UP TE AT 12 YARDS AND WORK TO THROW OFF REROUTE. **YOU MUST SEE THE THROW. DO NOT REACT TO ANYTHING IN FRONT OF YOU (EXCEPT THE SMASH) UNTIL YOU SEE THE BALL THROWN IN FRONT.**

C.P.: TE TO FLAT MATCH TO #1 INSIDE/OUT (RADAR SLANT).

WEAKSIDE PATTERN READS - COVER #3

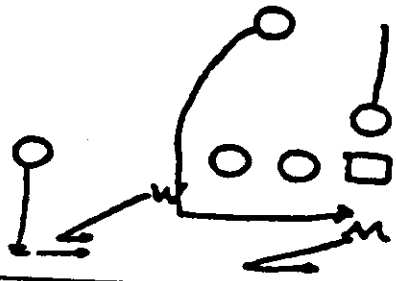


#2 BLOCK

WILL: DROP INSIDE/OUT ON #1. PLAY HIS PATTERN. BE ALERT FOR SCREEN.

MIKE: STAY INSIDE/OUT ON #2. LOOK TO OFFSIDE HELP. BE ALERT FOR SCREEN AND #2 CHECK.
C.P.: BINGO - MATCH TO #3 STRONG

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

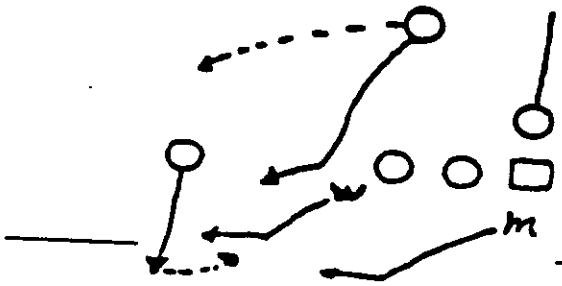


#2 INSIDE

WILL: DROP INSIDE/OUT ON #1. KEEP WINDOW CLOSED ON #1 FROM INSIDE/OUT.

MIKE: CARRY #2 INSIDE TO BALL (SEE QB)
C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE. LOOK TO OFFSIDE HELP.

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

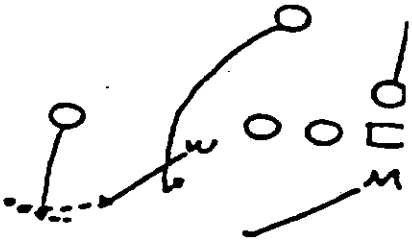


#2 OUTSIDE

WILL: HOLD CURL AND RELEASE WHEN #2 CLEARS.
C.P.: 2nd MAN THROUGH (MUST CARRY THROUGH)

MIKE: EXPAND TO #1 AND COVER INSIDE ROUTE BY #1.
C.P: #1 AND COVER INSIDE ROUTE BY #1
CROSSERS

WEAK CORNER: VS. #2 SHORT, PLAY #1s PATTERN
VS. #2 UPFIELD, ALERT #2 DEEP

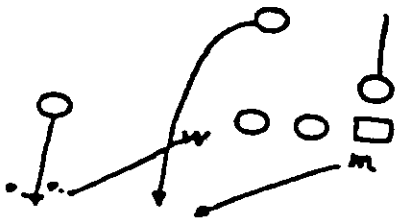


#2 STOP

WILL: DROP TO SEAM. NO REROUTE. EXPAND TO OUT. SQUEEZE FORM OUTSIDE/IN.

MIKE: INSIDE #2. DRIVE TO STOP ON THROW.
C.P.: ALERT INSIDE STACK BY #1

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.



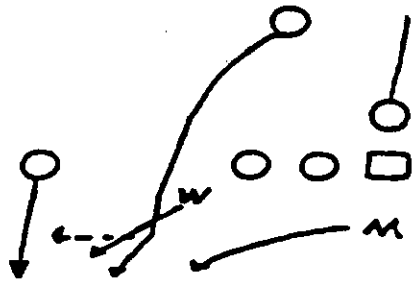
#2 CLOSE

WILL: MUST REROUTE #2 FIRST IF HE IS IN THE SEAM (SEE SMASH)
C.P.: ALERT #1 OUT - BREAK PARALLEL.

MIKE: COVER CLOSE TO 12 YARDS. RELEASE AT 12 AND LOOK FOR CROSSERS OR OFFSIDE PATTERNS.

WEAK CORNER: COVER DEEP 1/3 THROUGH YOU MID-POINT ON THROW. SQUEEZE #2 SEAM - DRIVE ON #1 OUT.

WEAKSIDE PATTERN READS - COVER #3

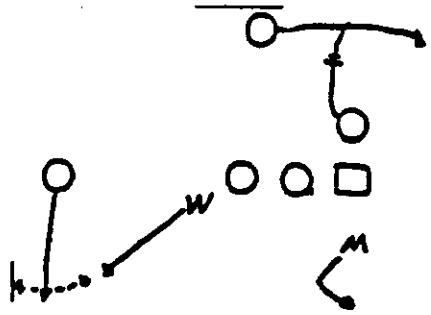


#2 FAN/FLAG

WILL: MUST REROUTE #2 IF HE IS IN SEAM. 2nd MAN THRU VS. #2 INSIDE AND DEEP. ALERT #1 OUT - BREAK PARALLEL. C.P.: FLIP TO SAIL

MIKE: COVER CLOSE TO 12 YARDS. RELEASE AT 12 AND LOOK FOR CROSSERS OR OFFSIDE PATTERN. C.P: WEBB 2 AND 3 OUTSIDE -- EXPAND

WEAK CORNER: COVER DEEP 1/3 (DEEPEST OF #1/#2)



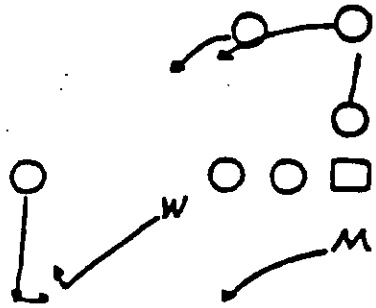
FLOOD ACTION

WILL: FIND #1 AND PLAY HIS PATTERN

MIKE: OPEN TO WEAK HOOK. FEATHER STRONG TO BALL, LOOK FOR CROSSERS. C.P.: HOLE VS. "Y" SHALLOW

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

*NOTES: CAN PLAY AS FLOW



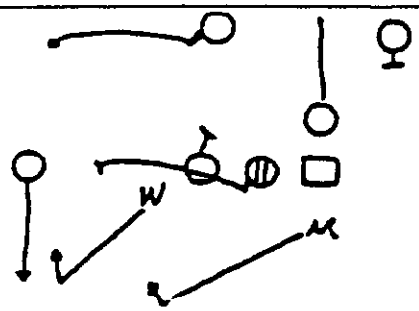
WEBB ACTION

WILL: DROP TO CURL AND RELEASE TO #2/#3 FLAT. C.P.: 2nd MAN THROUGH

MIKE: COVER #2 CLOSE TO 15 YARDS (IF IT SHOWS). EXPAND TO #1 AND COVER INSIDE ROUTE BY #1.

SAM: COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3 (FROM BALL)

WEAK CORNER: NORMAL READS OFF #2s PATTERN



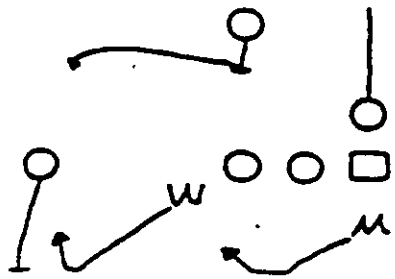
READ SCREEN

WILL: DROP TO CURL AND RELEASE #2 (BEAT SCREEN)

MIKE: EXPAND TO #1 AND COVER INSIDE ROUTE BY #1. BE INSIDE DEFENDER VS. SCREEN (MID-POINT).

SAM: SQUEEZE STRONGSIDE #3 INSIDE. IF #3 BLOCKS, WALL FINAL 3.

WEAKSIDE CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS M/M



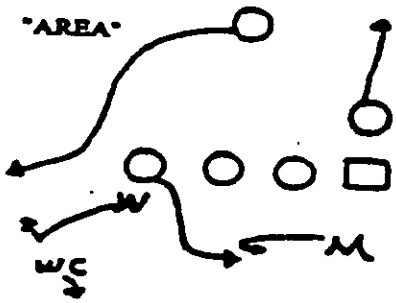
SLOW SCREEN (CHECK)

WILL: BE FORCE MAN (OUTSIDE)

MIKE: PURSUE INSIDE/OUT (MID-POINT)

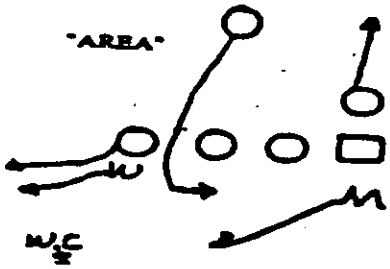
WEAK CORNER: SECONDARY SUPPORT. STAY OUTSIDE UNLESS USING SIDELINE.

WEAKSIDE PATTERN READS - COVER #3



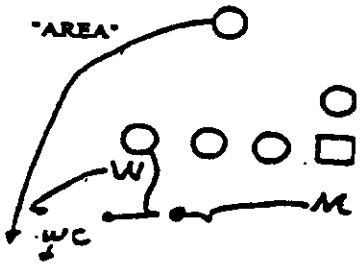
#1 INSIDE/#2 OUTSIDE

WEAK CORNER:	ALERT #1/#2 DEEP AND CROSSERS FROM STRONG (SLOT) SIDE
WEAK BACKER:	DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #2 IN FLAT AS SOON AS HE SHOWS.
INSIDE BACKER:	OPEN TO #1 AND READ #1/#2 RELEASE. COVER #1s PATTERN INSIDE AS SOON AS HE SHOWS. C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



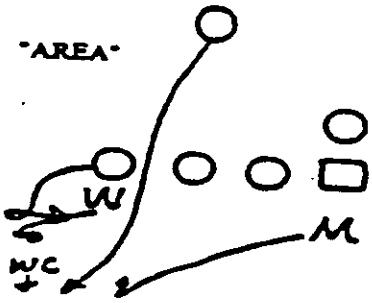
#1 OUTSIDE/#2 INSIDE

WEAK CORNER:	ALERT #1, #2 DEEP AND CROSSERS FROM STRONG (SLOT) SIDE.
WEAK BACKER:	DROP OUTSIDE AND READ #1/#2 RELEASE COVER #1 IN FLAT AS SOON AS HE SHOWS.
INSIDE BACKER:	OPEN TO #1 AND READ #1/#2 RELEASE. COVER #2s PATTERN INSIDE AS SOON AS HE SHOWS.



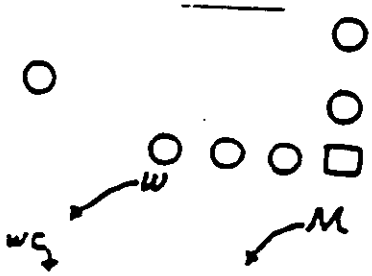
#1 READ OUT

WEAK CORNER:	COVER #2 DEEP
WEAK BACKER:	DROP OUTSIDE AND READ #1/#2 RELEASE COVER #2 OUTSIDE TO A DEPTH OF 10 YARDS. GIVE UP CLOSE PATTERN TO CORNER AND HELP INSIDE ON 32.
INSIDE BACKER:	OPEN TO #1 AND READ #1/#2 RELEASE. COVER #1s PATTERN INSIDE AS SOON AS HE SHOWS. PLAY ACROSS READ OUT.



#2 FLAG/#1 DELAY

WEAK CORNER:	COVER #2 DEEP
WEAK BACKER:	DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #1 IN FLAT AS SOON AS HE SHOWS AND SQUEEZE DELAY FROM OUTSIDE/IN
INSIDE BACKER:	OPEN TO #1 AND READ #1/#2 RELEASE. COVER #2s PATTERN INSIDE TO A DEPTH OF NO MORE THAN 10 YARDS. GIVE UP CLOSE (FLAG) AS SOON AS YOU SEE DELAY.



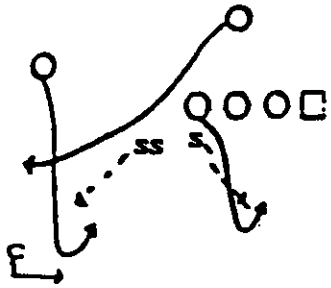
#1 WIDE

NO - "AREA" - CALL

WEAK COVER:	NORMAL PATTERN READ. TE= #2 RECEIVER
WILL:	NORMAL PATTERN READ. TE = #2 RECEIVER C.P.: SOFTEN ALIGNMENT ON TE FOR REROUTE
MIKE:	NORMAL PATTERN READ. TE = #2 RECEIVER

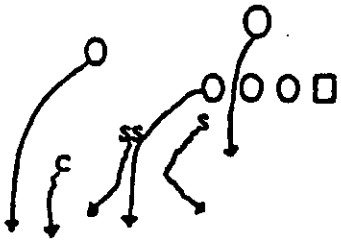
C.P.: WEBB, TE INSIDE RELEASE -- MIKE, ALERT SEAM

STRONGSIDE PATTERN READS - COVER #3



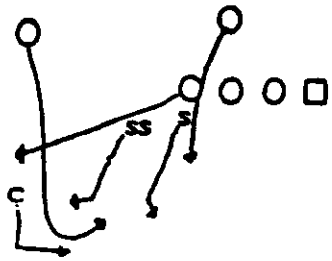
HOOK

STRONG CORNER:	PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.
STRONG SAFETY:	DROP TO SEAM. REROUTE, MATCH #2 FROM POSITION INSIDE ON #1. HOLD POSITION ON #1 UNTIL STRETCHED OUTSIDE.
SAM:	CARRY #2 INSIDE TO BALL (SEE QB).
C.P.:	RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



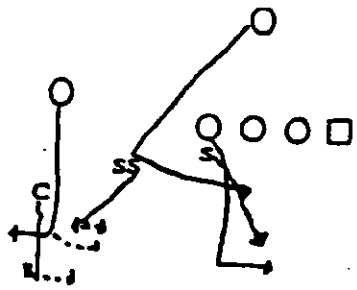
SEAM

STRONG CORNER:	COVER DEEP 1/3 THRU YOUR MID-POINT. ON THROW, SQUEEZE #2 SEAM - DRIVE #1 OUT
STRONG SAFETY:	DROP SEAM. REROUTE SEAM AT 10 YARDS DEEP (SEE SMASH) HOLD CURL, SQUEEZE SEAM
SAM:	ELIMINATE #2 AND READ QB. PERIPH #3
C.P.:	SS MUST REROUTE #2 IN SEAM



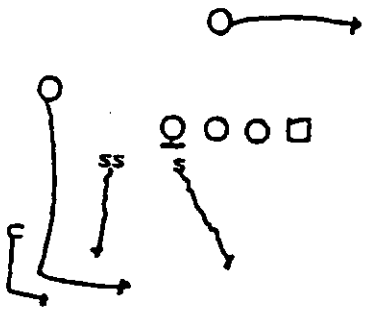
"D" CURL

STRONG CORNER:	VS. #2 SHORT, PLAY #1s PATTERN. ALERT DTO
STRONG SAFETY:	HOLD CURL AND RELEASE WHEN #2 CLEARS. C.P.: 2nd MAN THRU
SAM:	ELIMINATE #2 AND READ QB. MATCH #3. IF QB LOOKS OUTSIDE, EXPAND OUT BETWEEN HASH AND NUMBERS.



#2 AND #3 INSIDE

STRONG CORNER:	PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.
STRONG SAFETY:	FIND #1 ROLL w/INSIDE ROUTE BY #1
SAM:	CARRY #2 INSIDE TO BALL (SEE QB). PLAY DEEPEST RECEIVER (#2) AND REACT TO THROW IN FRONT. PLAY STACK FROM HIGH TO LOW.



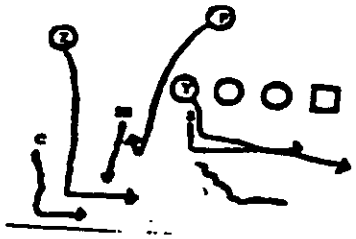
WEBB ACTION

VS. #2 RELEASE, NORMAL READ BY STRONGSIDE DEFENDERS.
C.P.: SAM ALL SET TO REACT TO WEAKSIDE DUMP.

VERSUS #2 BLOCK

SAM:	COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3
SS:	FIND #1 AND COVER INSIDE ROUTE (ALERT "Y" - CHECK O/S)
SC:	PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

STRONGSIDE PATTERN READS - COVER #3



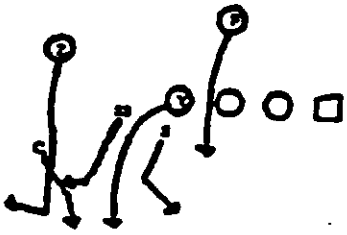
STRONG SPIN

STRONG CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

STRONG SAFETY: PLAY CURL - FLAT ZONE. HOLD INSIDE ROUTES BY #1. PLAY STACK FROM HIGH TO LOW.

SAM: CARRY #3 INSIDE TO BALL (SEE QB)

C.P: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.

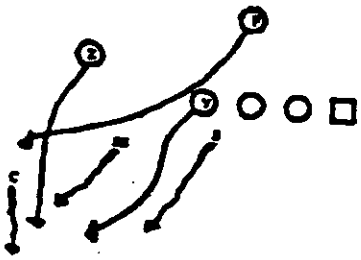


POLE

STRONG CORNER: COVER DEEP 1/3 THRU YOUR MIDPOINT. ON THROW, SQUEEZE #2 SEAM OR REACT TO OUT.

STRONG SAFETY: DROP SEAM. REROUTE SEAM AT 10 YARDS. REACT TO OUT ROUTE FROM REROUTE POSITION.

SAM: WORK TO HOOK - STACK ON #3

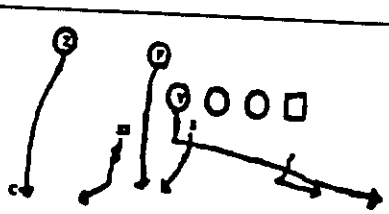


SAIL

STRONG CORNER: VS. #2 VERTICAL, PLAY #1 PATTERN w/ZONE INTEGRITY (ALERT WOLF).

STRONG SAFETY: DROP TO SEAM, GET WIDTH AND DEPTH ON SAIL USING FLIP TECHNIQUE. DENY SAIL, REACT TO FLAT.

SAM: DRIVE TO HOOK AREA. #2 AND OUTSIDE EXPAND UNDER SAIL AND BALL REACT.

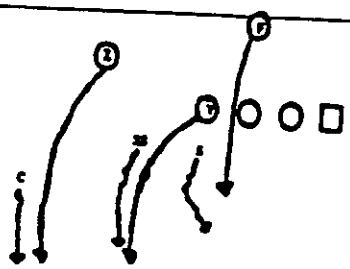


#2 AND #3 CLOSE TO LOS

STRONGSIDE RECEIVERS READ #2 AND #3

BOTH RECEIVERS CAN THREATEN INSIDE, OUTSIDE, AND DEEP.

C.P.: MABEL - FULL MATCH PATTERN, STRONG AND WEAK. CAN ZONE ANY 3 RECEIVERS WEAK WITH WILLIE CALL, EVEN IF NOT WEBB ACTION.

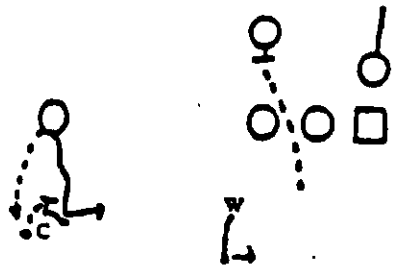


YALE CALL

CALL TO PLAY FLAT DEFENDER ON SEAM w/#3 INSIDE. CORNER SQUEEZE WR, NO MID-POINT O #2 IN SEAM. SAM MUST MATCH #3 INSIDE. #3 OUTSIDE SAM MUST EXPAND TO CARRY SEAM.
C.P.: PLAY SMASH RULE

WEAKSIDE PATTERN READS - COVER #2

#2 BLOCK

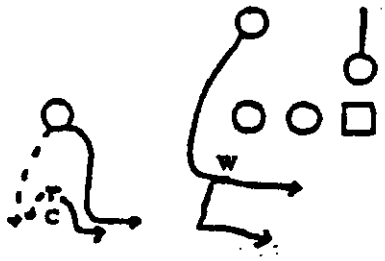


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS. ALERT FOR SCREEN.

WILL: STACK ON #2. FIND #1 AND COVER #1s INSIDE ROUTES. VS. #1 OUTSIDE, FEATHER AND LOOK FOR CROSSERS. BE ALERT FOR SCREEN AND #2 CHECK.

WEAK SAFETY: PLAY #1s PATTERN

#2 INSIDE

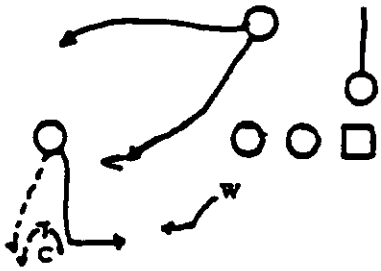


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS.

WILL: CARRY #2 INSIDE TO BALL (SEE QB).
C.P.: RELEASE SHALLOW CROSS AND PLAY WEAK HOOK.

WEAK SAFETY: PLAY #1s PATTERN

#2 OUTSIDE

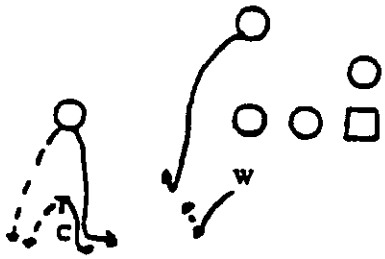


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, RELEASE #1 WHEN #2 CLEARS.
C.P.: 2nd MAN THROUGH

WILL: EXPAND TO #1, COVER INSIDE ROUTE BY 31.
C.P.: #1 OUTSIDE/DEEP - LOOK FOR STRONG SIDE CROSSER.

WEAK SAFETY: PLAY #1s PATTERN

#2 STOP

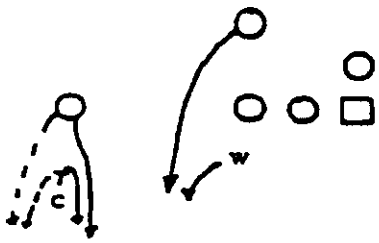


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS. HOLD CURL. DRIVE TO STOP ON THROW.

WILL: STACK ON #2. SEE #1 RELEASE. INSIDE PLAY STACK FROM HI TO LO. OUTSIDE SQUEEZE #2.

WEAK SAFETY: PLAY #1s PATTERN

#2 CLOSE

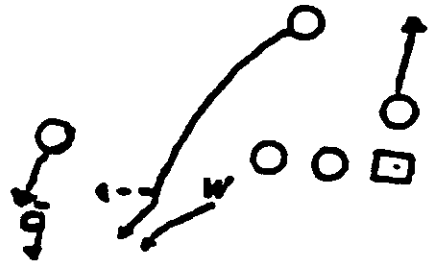


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, ALERT 7 ROUTE ALERT FAN/FLAG

WILL: REROUTE CLOSE ON TOP AT 10 YARDS. RELEASE, LOOK FOR CROSSERS (SEE SMASH)

WEAK SAFETY: COVER DEEP ½ THROUGH YOUR MIDPOINT. READ QB (ALERT TO MIDDLE READ).

WEAKSIDE PATTERN READS - COVER #2

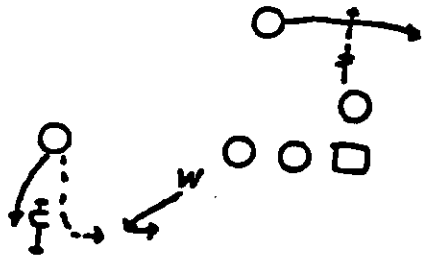


#2 FAN/FLAG

WEAK CORNER: COVER #1 FADE. COVER #2 ON OUTSIDE BREAKS (2nd MAN THROUGH)

WILL: #1 OUTSIDE. SQUEEZE HB ON ALL ROUTES. RELEASE AT 12 AND LOOK FOR CROSSERS FROM INSIDE (SEE SMASH)

WEAK SAFETY: COVER DEEP ½ THROUGH YOUR MIDPOINT. TAKE A HARD READ ON QB.

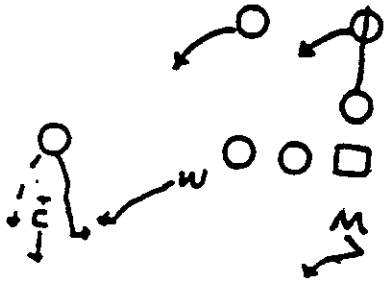


FLOOD ACTION

WEAK CORNER: COVER #1 FADE. VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS.

WILL: OPEN TO WEAK HOOK AND PERIPH #1s RELEASE ON CORNER. PLAY #1s INSIDE ROUTES. VS. #1 OUTSIDE, FEATHER AND LOOK FOR CROSSERS.

WEAK SAFETY: PLAY #1s PATTERN. TAKE A HARD READ ON QB BUT PLAY #1s PATTERN.



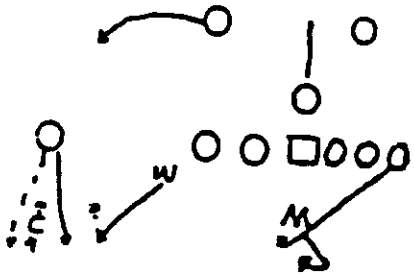
WEBB ACTION

WEAK CORNER: COVER #1 FADE. VS. #1 INSIDE, COVER 7 RELEASE #1 ON THROW, AND COVER #2 AND #3 IN FLAT.

WILL: COVER #2 ON CLOSE TO 15 YARDS (IF IT SHOWS) EXPAND TO #1 AND COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3.

SAM: JAM #2 STRONG AND SQUEEZE TO MIDDLE HOOK.

WEAK SAFETY: NORMAL WEAKSIDE READS OFF OF #1 & #2



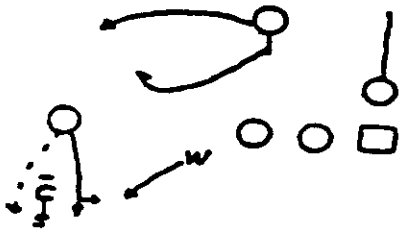
READ SCREEN

WEAK CORNER: COVER #1 FADE. VS. #1 INSIDE, COVER 7. BE FORCE ON SCREEN RECOGNITION.

WILL: EXPAND TO #1 AND COVER INSIDE ROUTE BY #1. BE POINT DEFENDER VS. SCREEN

MIKE: SQUEEZE STRONGSIDE #2 INSIDE. IF #3 BLOCKS JUMP #2

WEAK SAFETY: TAKE A HARD READ ON QB BUT PLAY #1s PATTERN.



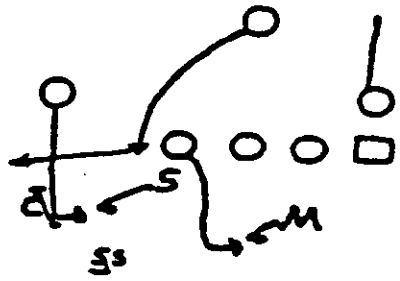
SLOW SCREEN (CHECK)

WEAK CORNER: BE FORCE MAN (OUTSIDE)

WILL: PURSUE INSIDE/OUT (POINT MAN)

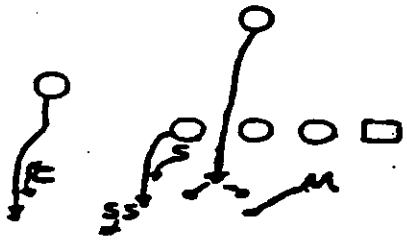
WEAK SAFETY: SECONDARY SUPPORT. STAY OUTSIDE UNLESS USING SIDELINE.

STRONGSIDE PATTERN READS - COVER #2



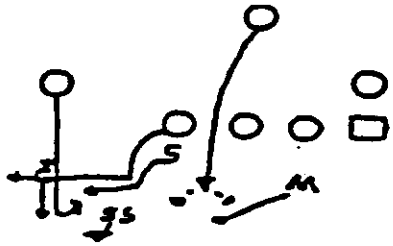
#2 INSIDE - #3 OUTSIDE

STRONG CORNER:	JAM #1 INSIDE AND GET DEPTH FOR 7. REACT TO THROW IN FRONT.
SAM:	COVER #1 ON INSIDE CUTS. ROLL PARALLEL. REACT TO THROW IN FRONT.
MIKE:	REROUTE #2s INSIDE RELEASE. CARRY #2 INSIDE TO BALL (SEE QB). C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



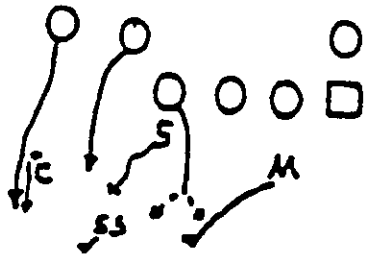
#2 OUTSIDE - #3 OUTSIDE

STRONG CORNER:	CARRY #1 THROUGH FADE AREA.
SAM:	CARRY #2 THROUGH SLOT AREA. REROUTE AT 10 YARDS AND BE ON TOP. COVER CURL AND READ QB.
MIKE:	REROUTE #3 ON CLOSE. READ QB AND REACT TO THROW.



#2 OUTSIDE - #3 INSIDE

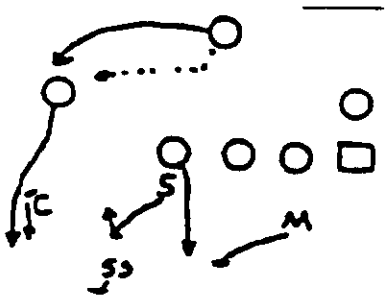
STRONG CORNER:	JAM #1 INSIDE AND GET DEPTH FOR 7. REACT TO THROW IN FRONT.
SAM:	VS. #2 SHORT, RELEASE #2 AND COVER CURL. ROLL WITH INSIDE ROUTES BY #1 (PARALLEL)
MIKE:	REROUTE #3 ON CLOSE. READ QB AND REACT TO THROW.



#2 AND #3 CLOSE TO LOS

STRONG CORNER:	CARRY #1 THROUGH FADE AREA
SAM:	READ #2/#3. REROUTE RECEIVER THRU SLOT AREA.
MIKE:	READ #2/#3. REROUTE INSIDE RECEIVER ON UP - FIELD PATTERN. READ QB AND REACT TO THROW.

C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



SCREEN/DUMP

STRONG CORNER:	CARRY #1 THROUGH FADE AREA. BE FORCE ON DUMP. AGGRESSIVE ON READ OF SCREEN.
SAM:	COVER #1 ON INSIDE CUTS. BE POINT MAN ON SCREEN.
MIKE:	REROUTE #2s INSIDE RELEASE. BE INSIDE MAN ON SCREEN.

ESSENTIALS OF WINNING SECONDARY

A. THE IMPORTANCE OF A SOUND SECONDARY CANNOT BE OVERSTATED IN WINNING DEFENSE. GOOD PASS DEFENSE IS A TEAM RESPONSIBILITY BY THE SECONDARY IS A VERY IMPORTANT PART OF SUCCESSFUL PASS DEFENSE. WE WILL HAVE THE GREATEST EFFECT ON MOST COVERAGE DOWN THE FIELD. AN AGGRESSIVE SECONDARY IS ALSO IMPORTANT IN STOPPING THE RUN. WE MUST EXECUTE FORCE, CONTAIN AND RUN/ PASS RESPONSIBILITIES. ALL GOOD DEFENSIVE FOOTBALL PLAYERS ARE GOOD TACKLERS -- YOU MUST BE A GOOD TACKLER.

B. INTELLIGENCE AND CONCENTRATION -- THE INTELLIGENT DEFENSIVE BACK:

1. ELIMINATES ALL MENTAL ERRORS AND INSURES HIM TEAM NEVER BEATS ITSELF.

2. REALIZES THAT CONSTANT CONCENTRATION IS NECESSARY TO EXECUTE HIS RESPONSIBILITY WITHIN THE FRAMEWORK OF THE DEFENSE.

3. ALWAYS KNOWS THE GAME SITUATION: DOWN, DISTANCE, PERIOD, TIME REMAINING, AND SCORE OF THE GAME.

4. HAS RESPECT FOR HIS TEAMMATES AND IS PREPARED PHYSICALLY AND MENTALLY TO CARRY OUT GOOD TEAM DEFENSE.

5. EXPECTS TO CREATE AND TAKE ADVANTAGE OF OFFENSIVE ERRORS THAT MAKE BIG PLAYS FOR HIS TEAM.

6. COMMUNICATES COVERAGE CHECKS, RUN SUPPORT, RUN/PASS CALLS, ROUTES AND ANY TIP THE OFFENSE IS SHOWING. **EXAMPLE:** CRACK-SPLIT.

C. BASIC TIPS OF WINNING SECONDARY PLAY

1. KNOW THE OFFENSE WE MUST DEFEND: SPEED OF THEIR RECEIVERS, PATTERN RECOGNITION BY FORMATION, RUN PASS TENDENCIES BY FORMATION , AND WHAT THEIR PLAN IS VERSUS THE BLITZ. GOOD PREPARATION ELIMINATES MISTAKES AND HELPS ANTICIPATION.

2. ALWAYS THINK ABOUT MAKING THE BIG PLAY **INTERCEPTION**. PLAY THE BALL THROUGH THE RECEIVER AT THE HIGHEST POINT. YELL "OSKIE" AND EXPECT TO RUN THE BALL BACK FOR A TOUCHDOWN. OSKIE MEANS WE HAVE INTERCEPTED SO BLOCK NEAREST RECEIVER OR RUN INTERFERENCE FOR THE INTERCEPTOR.

3. ALWAYS COVER RECEIVERS DOWNFIELD IN RUN/PASS AS LONG AS THERE IS A THREAT OF A PASS. **EXAMPLE:** QB FUMBLE, HB PASS.

4. LEVERAGE THE BALL WITH THE PROPER POSITION, COVERAGE ROTATION, AND PURSUIT ANGLE. WE WILL ALWAYS HAVE 4 MEN IN POSITION TO TACKLE THE BALL CARRIER IF WE HUSTLE IN PURSUIT AND LEVERAGE THE BALL. THIS WILL ALLOW US TO GANG TACKLE AND INTIMIDATE THEIR RECEIVERS AND BALL CARRIERS.

5. HAVING GOOD POSITION ON THE RECEIVER IS VERY IMPORTANT (POSITION MAINTENANCE). KEEP THE PROPER VERTICAL AND HORIZONTAL CUSHION. ALWAYS PLAY HIGH TROUGH THE RECEIVER'S UPFIELD SHOULDER. ONLY PLAY LOW THROUGH HIS LOW SHOULDER IF TECHNIQUE DETERMINES AND NEVER GO IN FRONT WITH 2 HANDS UNLESS YOU CAN GET THE BALL.

ESSENTIALS OF A WINNING SECONDARY - continued

6. ALWAYS SEE THROUGH THE RECEIVER TO THE BALL AND KNOW WHERE THE RECEPTION AREA IS (PERIPHERAL VISION). ALWAYS KNOW WHETHER YOU ARE IN PHASE OR OUT OF PHASE WITH THE RECEIVER AND RECEPTION AREA, SO YOU WILL KNOW WHETHER TO PLAY THE BALL OR THE MAN.

7. ALWAYS REPEAT...THE CALL, THE COVERAGE, YOUR ALIGNMENT, YOUR KEY, YOUR RESPONSIBILITY RUN AND PASS. THE PRE- SNAP CONCENTRATION WILL ELIMINATE MENTAL MISTAKES.

8. CONFIDENCE...BELIEVE IN YOUR ABILITY TO COVER YOUR MAN OR YOUR AREA. PLAY TO WIN. NOT TO KEEP FOR GETTING BEAT. NEVER ALLOW A COMPLETION TO EFFECT YOUR CONFIDENCE.

9. BE MENTALLY AND PHYSICALLY TOUGH. TOUGHNESS IS AN ELEMENT OF PASS DEFENSE THAT CANNOT BE OVERLOOKED. INTIMIDATE AND PUNISH THEIR RECEIVERS AND BALL CARRIERS AT ALL TIMES.

10. GREAT DEFENSIVE BACKS HAVE PRE-SNAP CONCENTRATION AND ANTICIPATION...COMMUNICATE INFORMATION, READ PLAY, REACT TO PLAY, HUSTLE AND HIT WITH LEVERAGE AND TOUGHNESS. MAKE SURE YOU DO THE LITTLE THINGS TO BE THE BEST PLAYER YOU CAN POSSIBLY BE.

POSITION MAINTAINING TECHNIQUES

A. **STANCE:** COMFORTABLE STANCE WITH THE OUTSIDE FOOT UP AND POINTED STRAIGHT AHEAD. REAR FOOT SHOULD BE STAGGERED TO HEEL OF FRONT FOOT. THE BODY SHOULD BE COCKED AT A 45-DEGREE ANGLE AND THE EYES FOCUSED HALF-WAY BETWEEN THE RECEIVER AND THE QB. THE HIPS SHOULD BE LOWERED, BACK ARCHED, HEAD UP, AND THE WEIGHT SHOULD BE OVER THE FRONT FOOT

B. **ALIGNMENT:**

1. **INSIDE TECHNIQUE:** AN INSIDE ALIGNMENT WITH THE OUTSIDE FOOT ON THE INSIDE FOOT OF THE RECEIVER...8 TO 9 YARDS DEEP.

2. **OUTSIDE TECHNIQUE:** OUTSIDE SHOULDER OR RECEIVER...8 TO 9 YARDS DEEP

C. **START:** ON SNAP OF BALL, WE WILL START INTO A BACKPEDAL AND ADJUST DEPENDING ON THE RELEASE OF THE RECEIVER. DON'T FALSE STEP...PUSH OFF OF FRONT FOOT.

D. **BACK PEDAL:** TECHNIQUE USED TO MAINTAIN VERTICAL POSITION ON A RECEIVER BY PUSHING OF FRONT FOOT AND REACHING BACK WITH GOOD BODY POSITION (HIPS LOWERED, SHOULDERS OVER KNEES).

E. **SLIDE:** TECHNIQUE USED WITH IN YOUR BACKPEDAL TO MAINTAIN HORIZONTAL POSITION ON A RECEIVER ON INSIDE OR OUTSIDE WEAVES. TO GO INSIDE, PUSH OFF OF OUTSIDE FOOT AND REACH INSIDE AT NO MORE THAN A 45-DEGREE ANGLE. TO GO OUTSIDE, PUSH OFF INSIDE FOOT AND REACH OUTSIDE AT NO ORE THAN A 45-DEGREE ANGLE.

F. **TRANSITION:** TRANSITION FROM YOUR POSITION MAINTAIN TECHNIQUE TO A FULL RUNNING MOTION. THIS SHOULD BE A REDIRECTING OF MOMENTUM, NOT A STOP AND START. YOU MUST REDIRECT TO THE RECEPTION AREA.

DRIVE AND PROPER ANGLE TO RECEPTION AREA

A. **INSIDE TECHNIQUE:** BEAT RECEIVER TO RECEPTION AREA ON INSIDE ROUTES. ON OUTSIDE ROUTES, TRAIL AND STRIP. **C.P.: CUT OFF AND CONTROL TAKEOFFS.**

B. **OUTSIDE TECHNIQUE:** BEAT RECEIVER TO RECEPTION AREA ON OUTSIDE ROUTES. ON INSIDE ROUTES, TRAIL AND STRIP. **C.P.: CUT OFF AND CONTROL TAKEOFFS.**

DRILLS TO DEVELOP POSITION MAINTAIN TECHNIQUES

A. **TWO-YARD BUDDY DRILL**

1. **PURPOSE:** TO EMPHASIZE NECESSITY OF AN ALERT, BALANCED STANCE; TO ELIMINATE THE DROP STEP AND PERFECT THE START.

2. **METHOD:**

   A. **RECEIVER:** TAKE A 3-POINT STANCE AND , ON YOUR OWN TIME, SPRINT AS HARD AS YOU CAN FOR SEVEN YARDS.

DRILLS TO DEVELOP POSITION MAINTAINING TECHNIQUES -continued

2. METHOD - CONTINUED

   B. DEFENDER: TAKE A COMFORTABLE STANCE, OUTSIDE FOOT UP, INSIDE FOOTBACK, HIPS DROPPED, HEAD UP, ARMS AT YOUR SIDE, ALERT, AND READY TO MOVE WITHOUT A FALSE STEP ON THE MOVEMENT OF THE OFFENSIVE MAN. OUR GOAL IN THIS DRILL IS TO KEEP THE OFFENSIVE MAN FROM GETTING EVEN FOR AT LEAST FIVE YARDS

B. FIVE-YARD BUDDY DRILL

1. PURPOSE: TO DEVELOP THE ABILITY TO A BACKPEDAL AND ESTABLISH THE ABILITY OF THE DEFENDER TO BACKPEDAL THROUGHOUT THE "MOVE AREA".

2. METHOD:

   A: RECEIVER: TAKE A 3-POINT STANCE AND SPRINT AS HARD AS YOU CAN UNTIL YOU GET EVEN WITH THE DEFENDER, BUT NO LONGER THAN TWENTY YARDS.

   B: DEFENDER: TAKE A COMFORTABLE STANCE, QUICKLY, FIVE YARDS OFF AND TO THE SIDE OF THE RECEIVER, AND BACKPEDAL UNTIL RECEIVER GETS EVEN WITH YOU. PROPER DEVELOPMENT OF THE BACKPEDAL TECHNIQUE WILL KEEP RECEIVER FROM GETTING EVEN FROM GETTING EVEN FOR AT LEAST FIFTEEN YARDS (TEN YARD BACKPEDAL)

C. POSITION MAINTENANCE DRILL

1. PURPOSE: THIS IS A 1/2 TO 3/4 SPEED DRILL DESIGNED TO GROOVE A DEFENDER'S POSITION MAINTAINING ABILITY.

2. METHOD:

   A. RECEIVER: AT 1/2 SPEED, RUN A VARYING ROUTE UPFIELD IN A SUBTLE ATTEMPT TO GAIN A HEAD UP POSITION ON THE DEFENDER.

   B. DEFENDER:

      (1) SLIDE AND MAINTAIN YOUR ORIGINAL LATERAL POSITION WHICH MAY BE EITHER INSIDE OR OUTSIDE.

      (2) SLIDE AND ADJUST YOUR ORIGINAL POSITION TO GAIN AND MAINTAIN THE OPPOSITE OF YOUR ORIGINAL ALIGNMENT. (E.G: OUT TO IN, OR IN TO OUT)

D. ROUTE PROGRESSION DRILL

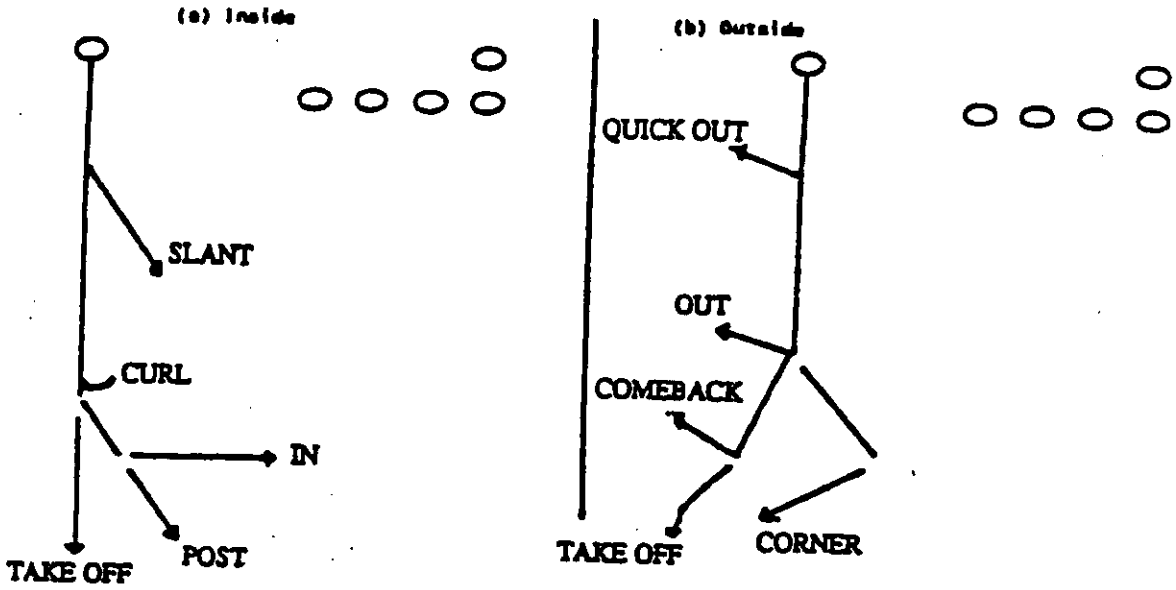
1. PURPOSE: THIS IS DESIGNED TO DEVELOP ROUTE RECOGNITION AND PROPER CUTOFF PATH TO RECEPTION AREA.

2. METHOD:

   A. RECEIVER: THIS DRILL STARTS AS A 3/4 SPEED DRILL AND INCREASES AS PROFICIENCY IS DEVELOPED TO A FULL SPEED DRILL. RECEIVER WILL RUN A PROGRESSION OF ROUTES DETERMINED BY POSITION OF DEFENDER.

ROUTE PROGRESSION DRILL

IF THE DEFENDER'S POSITION IS...



...RUN THESE ROUTES UNTIL AN AWARENESS OF PROPER CUT OFF PATH I DEVELOPED, THEN MIX THEM UP.

B. **DEFENDER:**

(1) **INSIDE TECHNIQUE:** TAKE A POSITION FIVE YARDS DEEP ON RECEIVER'S INSIDE EYE. HAVE OUTSIDE FOOT UP AND INSIDE FOOT BACK TO GIVE YOU AN EASY INSIDE OPENING. AS A RECEIVER COMES OFF LINE, MAINTAIN POSITION ON RECEIVER AS WELL AS YOUR INSIDE ATTITUDE. AVOID BEING TURNED TO THE OUTSIDE, KEEP BODY ATTITUDE SO AS TO BE ABLE TO SEE QB AND RECEIVER. KNOW WHERE THE RECEIVER IS GOING TO CATCH THE BALL (RECEPTION AREA) ON EACH ROUTE (E.G, RECEPTION AREA ON THE "SLANT" CUT IS SEVEN TO EIGHT YARDS DEEP IN MIDDLE OF SLOT). TO THE DEFENDER, THIS MEANS UPON RECOGNITION OF THE "SLANT", SPRINT IN A STRAIGHT LINE PARALLEL TO L.O.S. AND BEAT RECEIVER TO R.A. BECOME THE RECEIVER. NEVER, HOWEVER, ALLOW THE OFFENSIVE MAN TO GET OUT OF YOUR PERIPHERAL VISION. IF, AS YOU ARE SPRINTING TO THE R.A., THE RECEIVER CHANGES HIS COURSE (E.G., "SLANT" TO THE "SLANT GO"), YOU MUST THEN TAKE THE EASIEST AND MOST DIRECT PATH TO THE NEW R.A. AGAIN, ATTEMPT TO CUT OFF AND CONTROL THE OFFENSIVE MAN. NORMALLY, TAKE OFFS ARE RUN FROM SHORT OR SHORTENED MEDIUM ROUTES AND CAN EASILY BE SENSED IF YOU HAVE GOOD PERIPHERAL VISION.

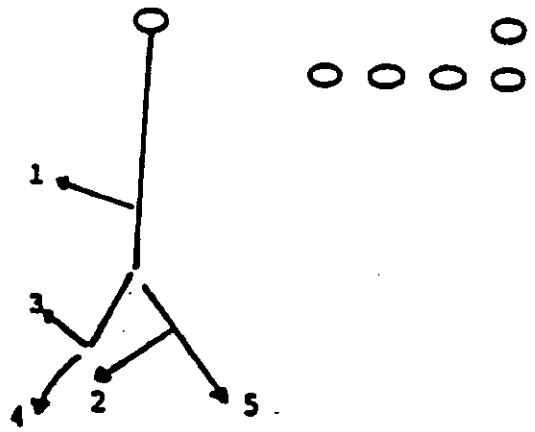
THE CURL, ANGLE IN, AND POST ARE PLAYED LIKE THE "SLANT" REMEMBER, WHEN YOU HAVE AN INSIDE POSITION, YOU MUST NOT GIVE IT UP TO ANY MOVE MADE BY THE OFFENSIVE MAN. HE WILL TRY TO TURN YOU OR GAIN AN INSIDE POSITION BY COMING OFF THE LINE AT AN ANGLE. DON'T BE TURNED TO THE OUTSIDE, NEVER LOSE YOUR INSIDE ATTITUDE...MAINTAIN YOUR INSIDE POSITION, AND YOUR INSIDE ATTITUDE. TURN AND GO ONLY WHEN YOU HAVE AN IDEA OF R.A.

B. DEFENDER:

(1) INSIDE TECHNIQUE/THE CURL, HOOK, ANGLE IN, AND POST- continued

OFF THE POST MOVE WILL COME THE 7 OR CORNER ROUTE. THIS ROUTE IS PLAYED LIKE THE TAKEOFF. THIS IS TO SAY, YOU WILL HAVE STARTED YOUR YOUR SPRINT TO THE POST R.A. WHEN THE 7 SHOWS, AT WHICH TIME YOU MUST REDIRECT YOUR SPRINT TO THE FLAG RECEPTION AREA BY THE QUICKEST AND EASIEST WAY POSSIBL E. THIS MAY MEAN TURNING YOUR BACK ON THE QB. AGAIN, SPRINT TO CUT OFF AND CONTROL OFFENSIVE MAN. COMEBACK OFF OF THE T.O. IS A QUESTION OF NOT LOSING THE RECEIVER FROM YOUR VISION AND REACTION.IT IS A TIME CONSUMING PATTERN WHICH GIVES THE DEFENDER REACTION TIME. THE CROSS PATTERN IS PLAYED LIKE ANY OTHER INSIDE ROUTE . IT SHOULD BE REMEMBERED THAT THE RECEPTION AREA IS ON THE OTHERSIDE OF THE FIELD. DO NOT TRAIL THE RECEIVER AS HE MANEUVERS AROUND THE BACKERS. TAKE A STRAIGHT LINE COURSE TO THE R.A. AND CUT OFF THE RECEIVER

(2) OUTSIDE TECHNIQUE: TAKE A POSITION 5 TO 8 YARDS DEEP ON RECEIVER,1-1/2 YARDS OUTSIDE. SEE THROUGH RECEIVER TO QB. YOU ARE PRIMARILY RESPONSIBLE FOR OUTSIDE TO DEEP. TRAIL RECEIVER ON SHORT AND MEDIUM INSIDE ROUTES. YOUR ROUTE PROGRESSION IS (A) OUT, (B) FLAG, (C) 7, (D) TAKE OFF,AND (E) COMEBACK. ALWAYS BE IMPOSITION TO CUT OFF THE SEAM POST.



YOUR OBJECTIVE IS THE SAME AS WITH THE INSIDE TECHNIQUE, THAT IS:

(A) MAINTAIN PROPER POSITION ON RECEIVER
(B) RECOGNIZE ROUTE AND KNOW R.A. -- DRIVE TO R.A. ON SHORT AND MEDIUM OUTSIDE ROUTES
(C) CUT OFF AND CONTROL RECEIVER ON DEEP ROUTES
(D) TRAIL AND STRIP ON ROUTES OF SECONDARY RESPONSIBILITY (INSIDE ROUTES)

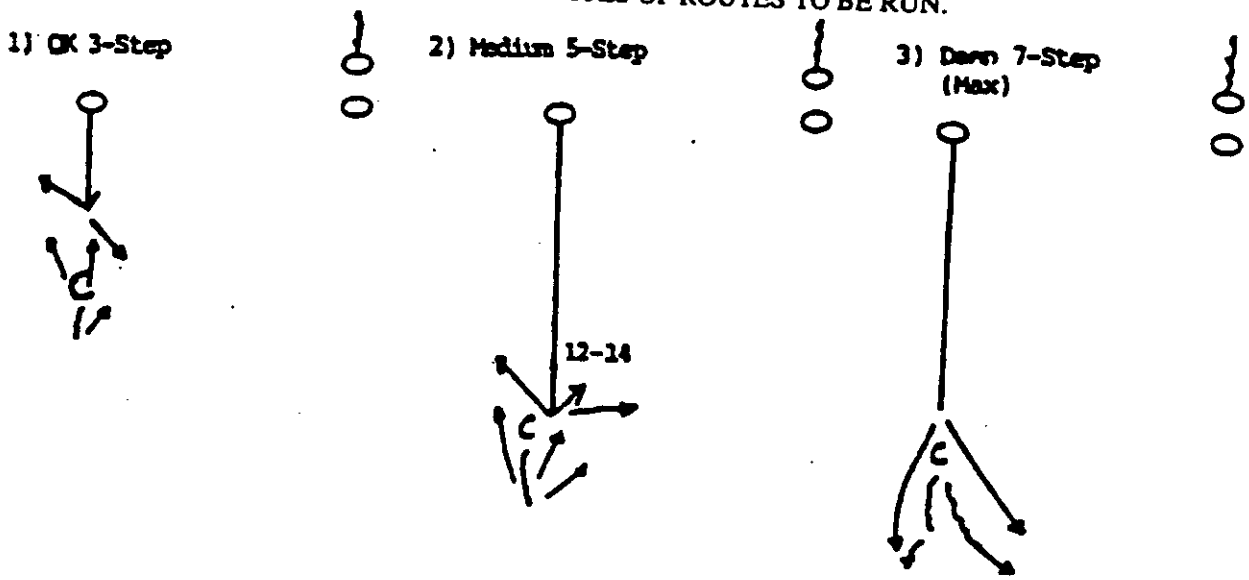
WE OFTEN TIMES MUST CONVERT OUR POSITION ON THE RECEIVER RELATIVE TO HIS POSITION INSIDE OR OUTSIDE OUR DIVIDER SO WE CAN SQUEEZE THE SEAMS AND USE THE POSITION OF THE MOF SAFETY TO OUR ADVANTAGE.

OFF COVERAGE PROGRESSION DRILL

1. **PURPOSE:** TO DEVELOP VISION, POSITION MAINTENANCE, AND AN AWARENESS OF RECEPTION AREAS.

2 **METHOD:**

A. **QB AND RECEIVER:** DRILL STARTS AS A 3/4 SPEED DRILL AND INCREASES, AS A PROFICIENCY IS DEVELOPED, INTO A FULL SPEED DRILL. IT IS IMPORTANT FOR **BOTH** THE QB AND RECEIVER TO GIVE THE DEFENDER A PROPER READ ON THE THREE TYPES OF ROUTES TO BE RUN.



B. **DEFENDER:** TAKE A BASE ALIGNMENT POSITION, 7 TO 9 YARDS DEEP. AS RECEIVER COMES OFF LINE, MAINTAIN VISION ON HIM, AS WELL AS THE QB. AS YOU START YOUR BACKPEDAL, IF YOU READ QK PASS, IMMEDIATELY SHIFT TO RECEIVER AND DRIVE TO PROPER RECEPTION AREA.

IF NO QK PASSING SHOWS, CONTINUE TO BACKPEDAL, KEEPING A RELATIVE POSITION ON RECEIVER. QB AND RECEIVER WILL TELL YOU MEDIUM VERSUS DEEP ROUTE. UPON READ OF MEDIUM ROUTE, SETTLE DOWN AND PREPARE TO DRIVE TO SPECIFIC RECEPTION AREA. IF DEEP READ, TURN AND RUN FOR GOAL LINE THEN ADJUST TO POST OR TAKE OFF.

DRILL CAN BE ISOLATED INTO ONE AREA (E.G., ALL QKs -- ALL MEDIUM) OR CAN TAKE IN ALL THREE AT ONCE. WE WILL ALSO INCLUDE THE #2 RECEIVER TO PATTERN READ 2 ON 1 IN YOUR 1/3 ZONE. WITH #2 VERTICAL IN THE SEAM, WE MUST GET TO OUR MIDPOINT IN DEEP 1/3 AND GET DEPTH QUICKLY TO PLAY DOUBLE SEAM.

CORNER ROTATIONS

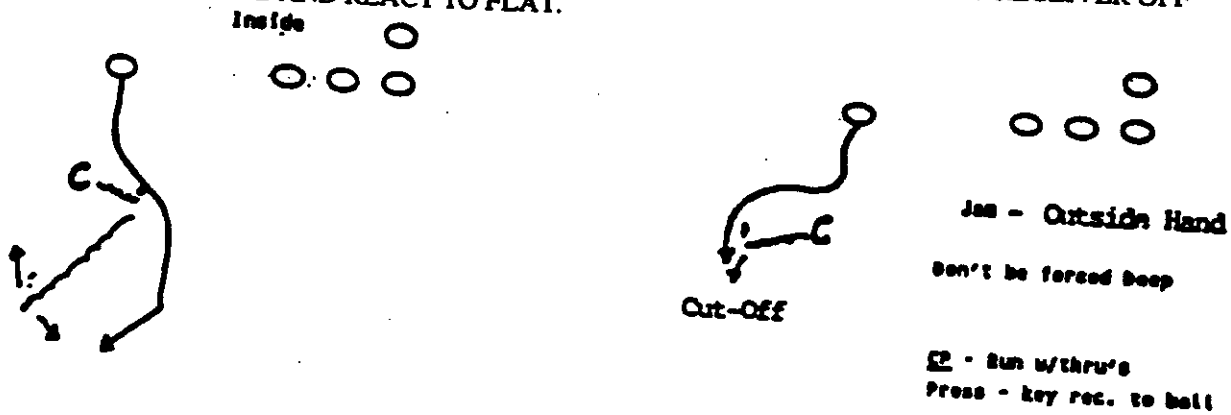
COVER 2

A. OUTSIDE ROTATION. DO NOT ALLOW OUTSIDE RELEASE. ENCOURAGE INSIDE RELEASE WITH OUTSIDE ALIGNMENT.

B. READ RUN OR PASS. IF PASS THEN TO RECEIVER.

1. DENY OUTSIDE RELEASE AND O/S HAND JAM INSIDE RELEASE. EYES THEN TO QB AND COMPLIMENTARY RECEIVERS. AFTER JAM, GET DEPTH AT 45-DEGREE ANGLE AND REACT TO QBs AIM. IF AIM IS TOWARD YOU, WORK UNDER FLAG AND REACT UP TO BALL THROWN IN FRONT. ON AIM AWAY, GET DEPTH.

2. IF RECEIVER FORCES OUTSIDE RELEASE, JAM WITH OUTSIDE HAND TECHNIQUE. OPEN INSIDE AND PROTECT DEEP SIDELINE. CUT RECEIVER OFF ON FADE AND REACT TO FLAT.

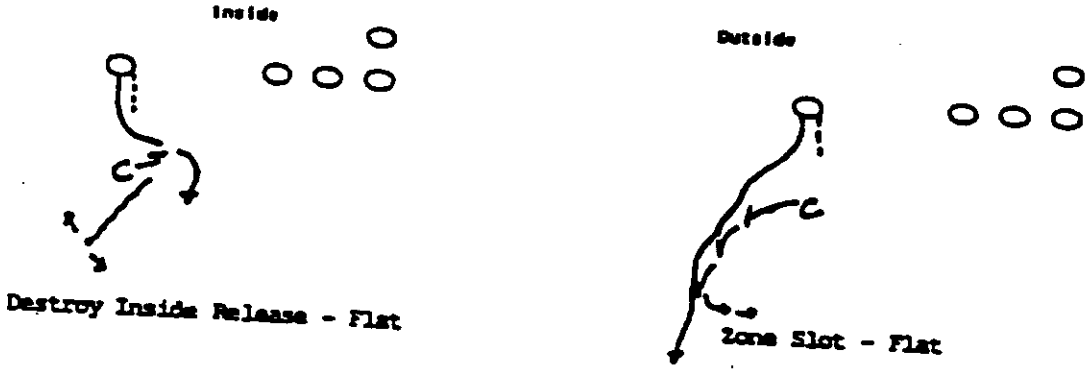


COVER 3 CORNER -- 6 CORNER

A. INSIDE ROTATION. FORCE OUTSIDE RELEASE.

B. READ RUN OR PASS. IF PASS, EYES THEN TO RECEIVER.

1. FORCE OUTSIDE RELEASE, JAM AND ROLL BACK INSIDE TO SLOT AREA. REACT TO QBs AIM. ROUTE PROGRESSION IS: (1) HAWK; (2) CURL; AND (3) FLAT.



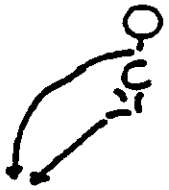
C.P.: YOU CANNOT INSIDE ROTATE A SHORT SPLIT (INSIDE NUMBERS). ALWAYS OUTSIDE ROTATE WITH A SHORT SPLIT. WITH DEEP 1/3 DEFENDER OUTSIDE, CUSHION IS NOT AS DEEP.

PRESS TECHNIQUE

1. **PURPOSE:** THIS IS A TIGHT COVERAGE TECHNIQUE USED AT THE GOAL LINE OR IN THE FIELD TO TAKE AWAY QUICK PASSING AN AFFORD A CHANGE UP TECHNIQUE.

2. **METHOD:** ASSUME A TIGHT HEAD UP POSITION ON RECEIVER. FACE THE RECEIVER AND CONCENTRATE ON HIM ALONE. DON'T BE OFFSIDE. YOU MAY CAMOUFLAGE YOUR LOCATION AND MOVE TO THE MIRROR POSITION AT THE LAST MOMENT, HOWEVER, DON'T BE CAUGHT MOVING FORWARD AT THE SNAP; MAKE SURE YOU ARE IN PROPER POSITION AS THE RECEIVER TAKES HIS POSITION AND THEN MOVE TO YOUR NORMAL M/M COVERAGE POSITION. THIS WILL SERVE TO CONFUSE THE RECEIVER. AS TO WHAT YOUR FINAL POSITION AND TECHNIQUE WILL BE. YOUR FINAL POSITION WILL BE DETERMINED BY HIS SPLIT RELATIVE TO YOUR DIVIDER.

   TAKE A DENIAL STEP OFF ON SNAP AND READ RELEASE, DELIVER A HAND SHIVER IN A RISING MANNER, UP AND UNDER RECEIVER, AS HE COMES OFF WITH YOUR OFF HAND. DO ONT ATTACK RECEIVER, RATHER, WAIT FOR HIM TO COMMIT HIMSELF TO A DIRECTION AND TAKE A CUT OFF PATH. JAM HIM TO KNOCK HIM OFF STRIDE AND WORK TO CUT OFF ANY OUTSIDE RELEASE HE MAY ATTEMPT. VERSUS INSIDE RELEASE, JAM WITH OUTSIDE HAND AND PLAY LOW SHOULDER AND OUTSIDE IF HE IS INSIDE NUMBERS. USE MOF PLAYER WITH RECEIVER INSIDE NUMBERS. RECEIVER OUTSIDE NUMBERS: PLAY HIGH AND CUT OFF ALL DEEP ROUTES...REACT TO OUT AND AND COME BACK.



DENIAL STEP OFF HAND JAM

DENIAL STEP OFF HAND JAM LOW SHOULDER INSIDE NUMBER!

C.P.: AT GOAL LINE, WE WILL PLAY A SOFT TECHNIQUE, HOWEVER, DROP TO LOW SHOULDER AND GET BETWEEN RECEIVER AND QB AT THE GOAL LINE.

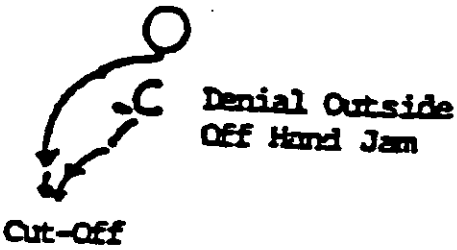
"C" TECHNIQUE PRESS

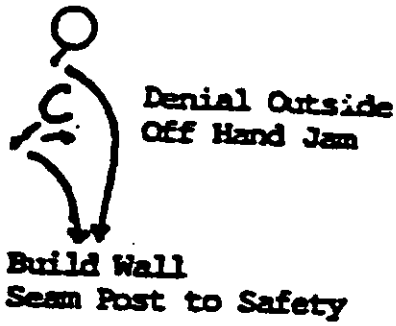
1. **PURPOSE:** THIS IS A DOUBLE COVERAGE, MAN-TO-MAN TECHNIQUE WITH INSIDE HELP TO FIFTEEN YARDS AND A FREE SAFETY.

2. **METHOD:** ASSUME A PRESS POSITION, OUTSIDE EYE OF RECEIVER UNLESS HE HAS A MAXIMUM SPLIT (MORE THAN HALF-WAY BETWEEN NUMBERS AND SIDELINE), THEN HEAD UP.

   OUTSIDE RELEASE: SHUFFLE STEP AND CUT OFF DEEP ROUTES AND REACT TO MEDIUM ROUTES.

INSIDE RELEASE: JAM AND RIDE THE OUTSIDE SHOULDER. MAINTAIN AN OUTSIDE AND UPFIELD POSITION TO TAKE AWAY DEEP ROUTES. REACT TO MEDIUM OUTSIDE ROUTES. YOU MUST CUT OFF SEAM TO FORCE RECEIVER TO MOF SAFETY.

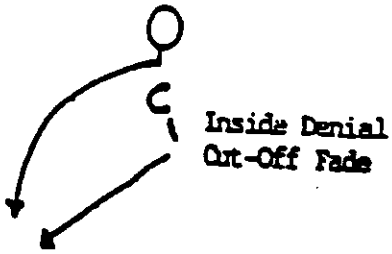


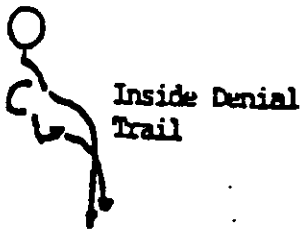


TRAIL TECHNIQUE

1. PURPOSE: LONG AND SHORT TECHNIQUE OF DOUBLE COVERAGE.

2. METHOD: PRESS...ASSUME SLIGHTLY INSIDE POSITION AND DENY THE INSIDE RELEASE. JAM AND TRAIL ANDY UPFIELD RELEASE AS TO USE YOUR 1/2 SAFETY OVER THE TOP. TRAIL ON INSIDE HIP AND MAINTAIN LOW SHOULDER POSITION. VERSUS FADE, RELEASE WIDE AND RUN CUT OFF ANGLE TO FADE. SAFETY CANNOT MAKE PLAY UNLESS BALL IS UPFIELD 25 YARDS. YOU MUST CUT OFF FADE AND STOP ALL INSIDE, UNDERNEATH ROUTES.





DOUBLE COVERAGE CALLS

(PRO/SLOT)

IN THE HUDDLE, THE DEFENSIVE SIGNAL CALLER WILL GIVE A DOUBLE COVERAGE CALL. EXAMPLE: "COVERAGE 2/3".

THE FIRST DIGIT (2) INDICATES THE COVERAGE WE WILL PLAY AGAINST ANY PRO FORMATION. WE WILL USE OUR STANDARD ADJUSTMENTS AGAINST ANY VARIATION OR PRO FORMATION.

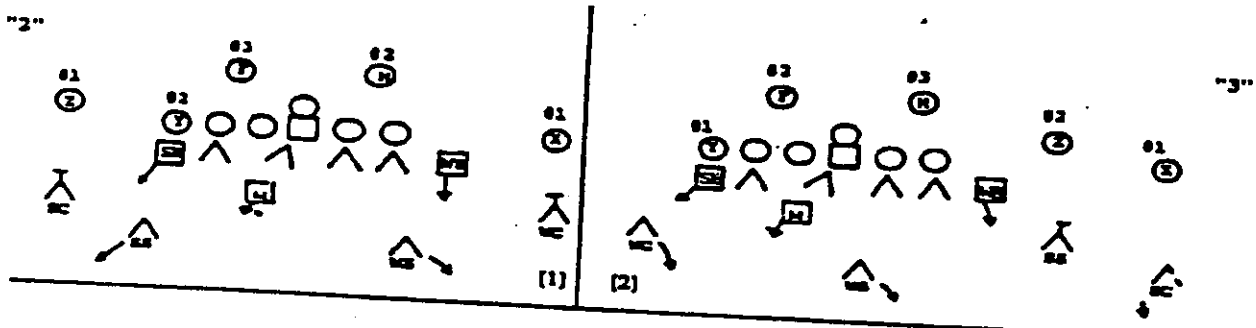
THE SECOND DIGIT (3) INDICATES THE COVERAGE WE WILL PLAY AGAINST ANY SLOT/TWIN FORMATION. WE WILL USE OUR STANDARD ADJUSTMENTS AGAINST ANY VARIATION OF SLOT/TWIN FORMATION.

WE WILL USE DOUBLE COVERAGE CALLS IN OUR DEFENSE TO COVER MOTION, ADJUST BETTER TO SLOT/TWIN FORMATION, AND TO COVER OUTSTANDING RECEIVERS. IN MOST, BUT NOT ALL CASES, THE DOUBLE COVERAGE ENABLES OUR FRONT 7 DEFENDERS TO MAINTAIN CONSTANT RUN RESPONSIBILITIES AND CONSTANT PASS RUSH LANES.

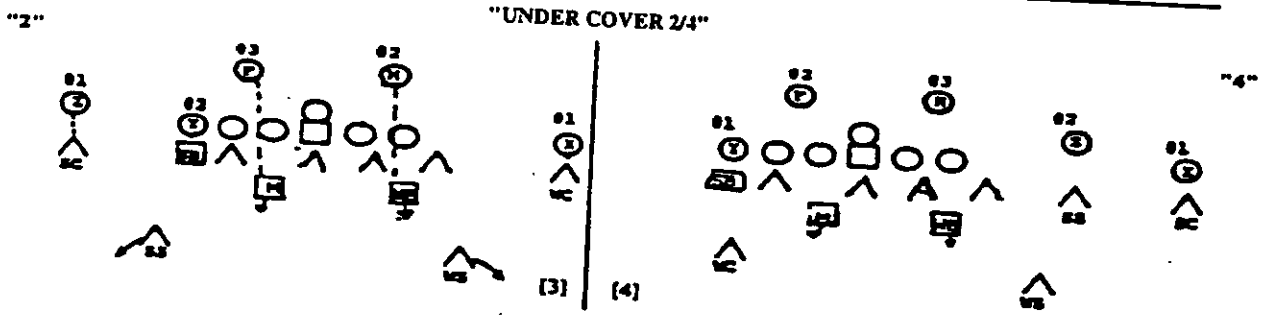
C.P.: SAFETIES/MIKE...AT THE LINE, CALL THE COVERAGE FIRST, NO STRENGTH. VERSUS COS MOVEMENT, RECALL THE COVERAGE.

EXAMPLES OF DOUBLE COVERAGE CALLS

"STUNT COVER 2/3"



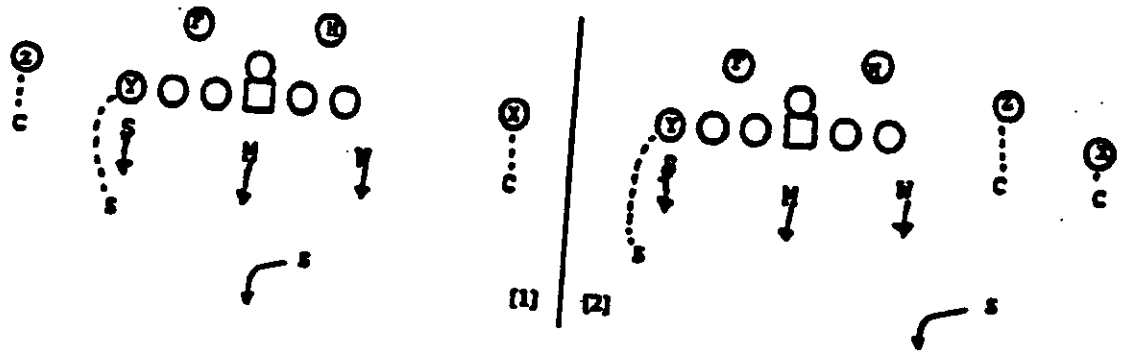
"UNDER COVER 2/4"



MATCH-UP COVERAGE

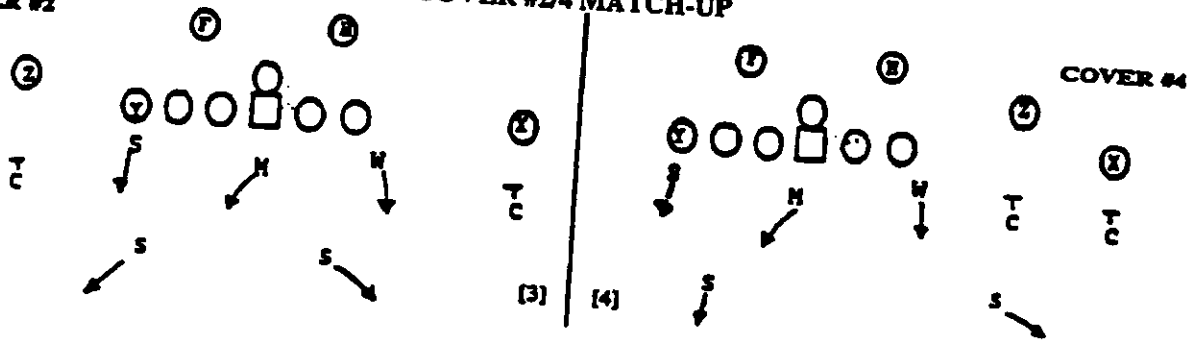
CORNERS ARE RESPONSIBLE FOR LINING UP ON THE WIDE RECEIVERS. IF BOTH WIDE RECEIVERS ARE ON THE SAME SIDE (SLOT/TWIN), BOTH CORNERS ARE TOGETHER (CORNERS OVER VS. SLOT). LINEBACKERS AND SAFETIES HAVE THE SAME COVERAGE ON PRO AND SLOT. MATCH-UP COVERAGE IS USED IN ORDER TO GET GOOD COVERAGE AGAINST THE OPPONENTS' WIDE RECEIVERS AND TO MINIMIZE ADJUSTMENTS FOR OUR LINEBACKERS AND SAFETIES.

COVER #1 ALERT MATCH-UP



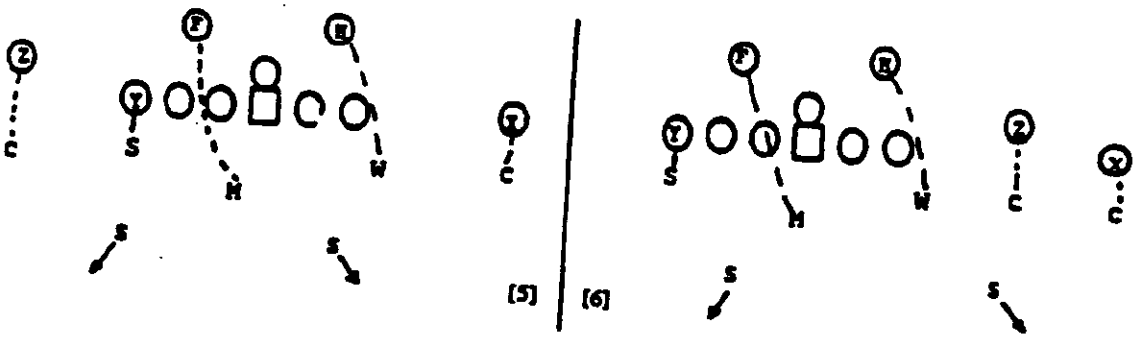
COVER #2/4 MATCH-UP

COVER #2



COVER #4

COVER #5 MATCH-UP



TRIPLE CALLS VS. 1 BACK OFFENSE (2/2 - 3/1)

IN THE HUDDLE, THE DEFENSIVE SIGNAL CALLER WILL GIVE A TRIPLE COVERAGE CALL. EXAMPLE: "TRIPLE CALL: COVER 2/4"

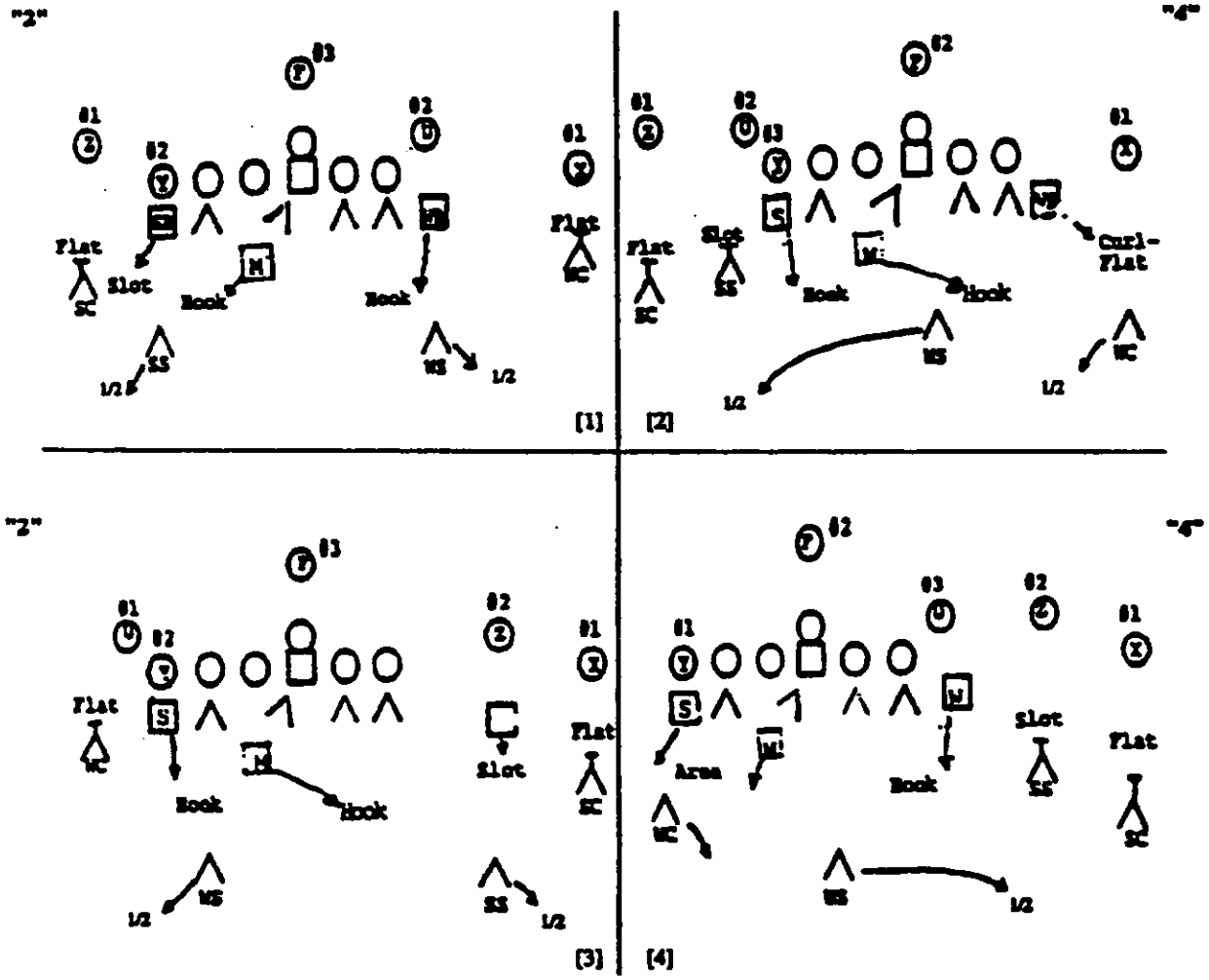
THE FIRST DIGIT INDICATES THE COVERAGE WE WILL PLAY AGAINST ANY 2/2 FORMATION. WE WILL USE OUR STANDARD ADJUSTMENTS AGAINST ANY VARIATION OF 2/2 FORMATION.

THE SECOND DIGIT INDICATES THE COVERAGE WE WILL PLAY AGAINST ANY 3/1 FORMATION. WE WILL USE OR STANDARD ADJUSTMENTS AGAINST ANY VARIATION OF 3/1 FORMATION.

WE WILL USE TRIPLE CALLS AGAINST A 1 BACK OFFENSE TO ADJUST BETTER TO FORMATION CHANGES. THIS WILL ENABLE US TO MAINTAIN GOOD FORCE AND COVER THE MOST THREATENING RECEIVERS.

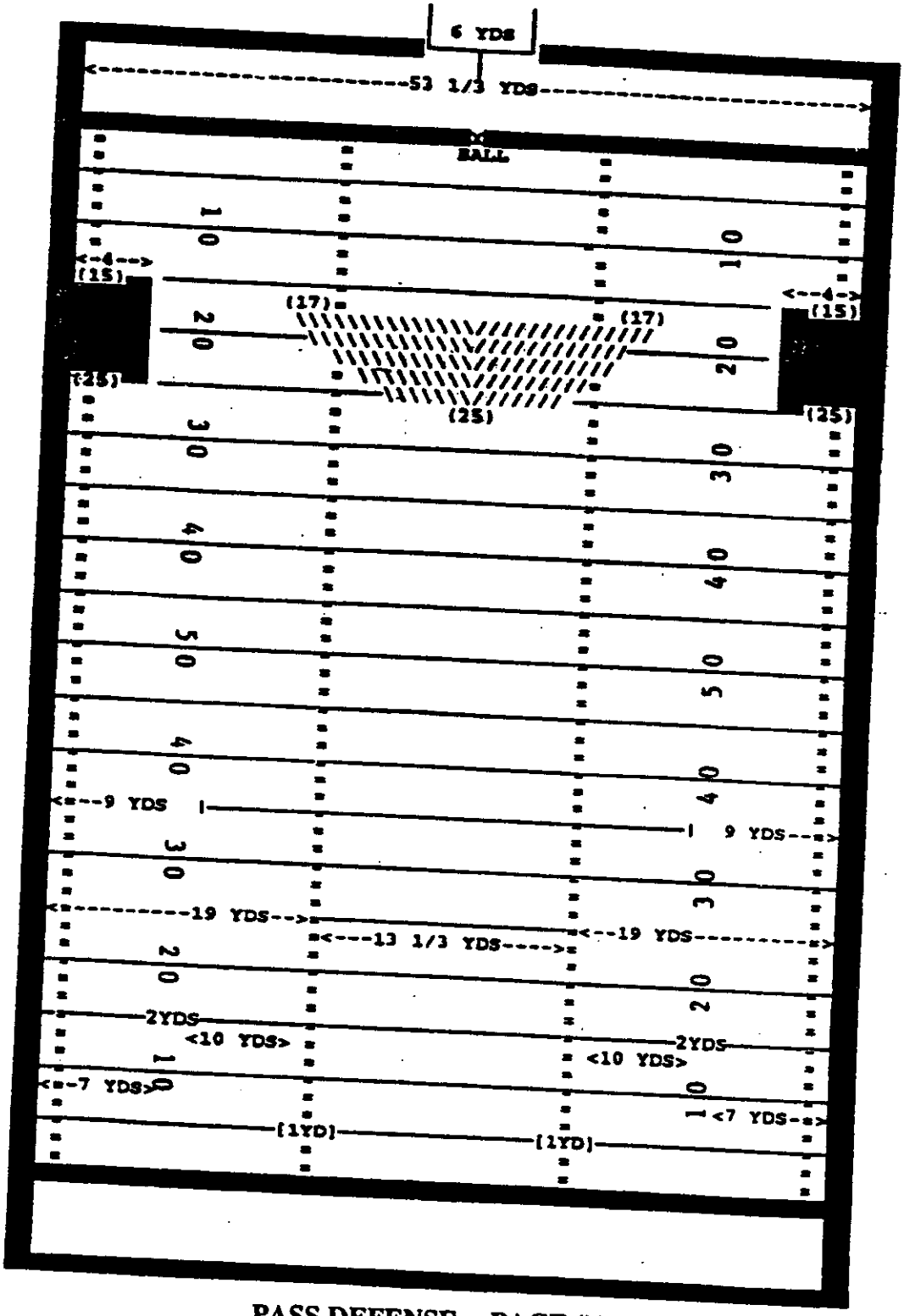
EXAMPLES OF TRIPLE CALLS

"STUNT COVER 2/4"



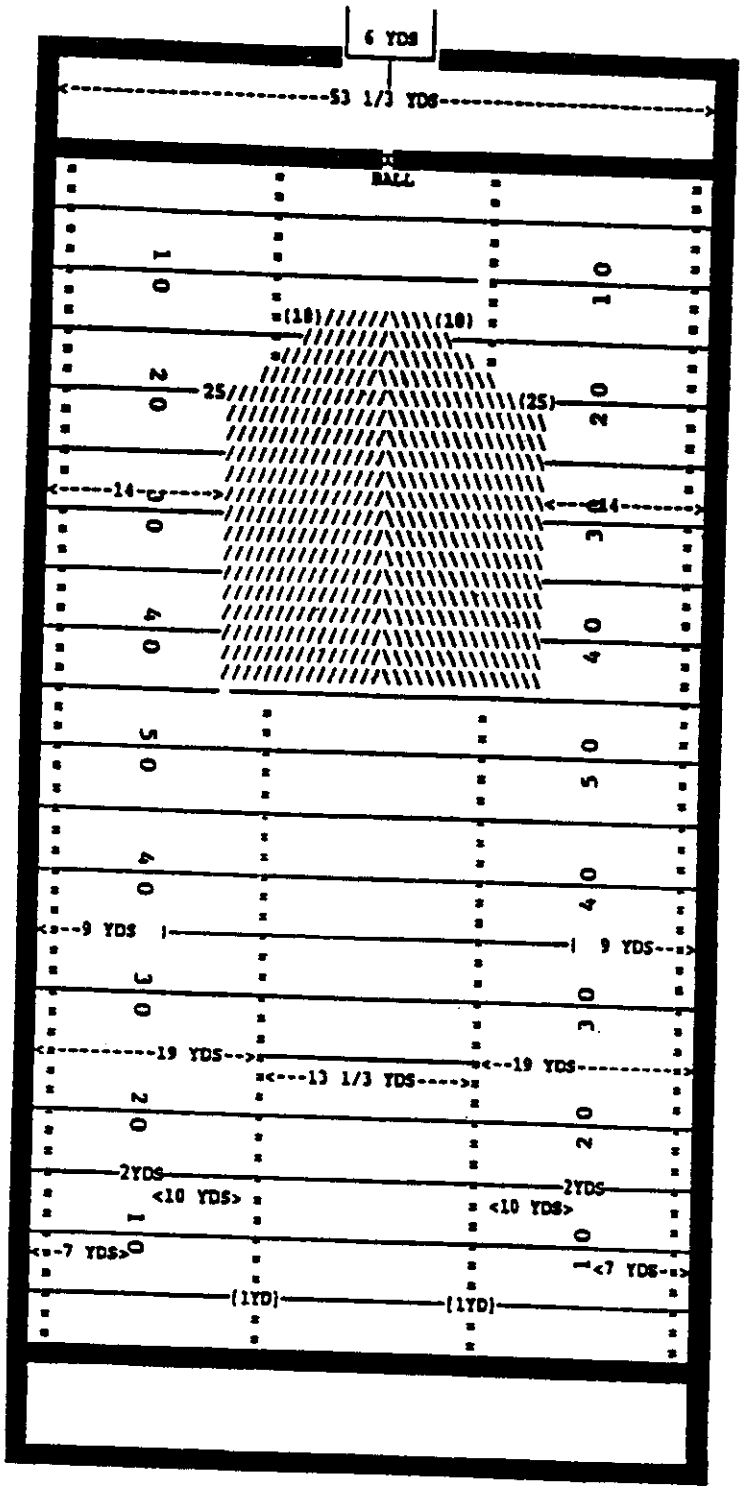
PLAN OF THE PLAYING FIELD

2 DEEP SEAMS



PLAN OF THE PLAYING FIELD

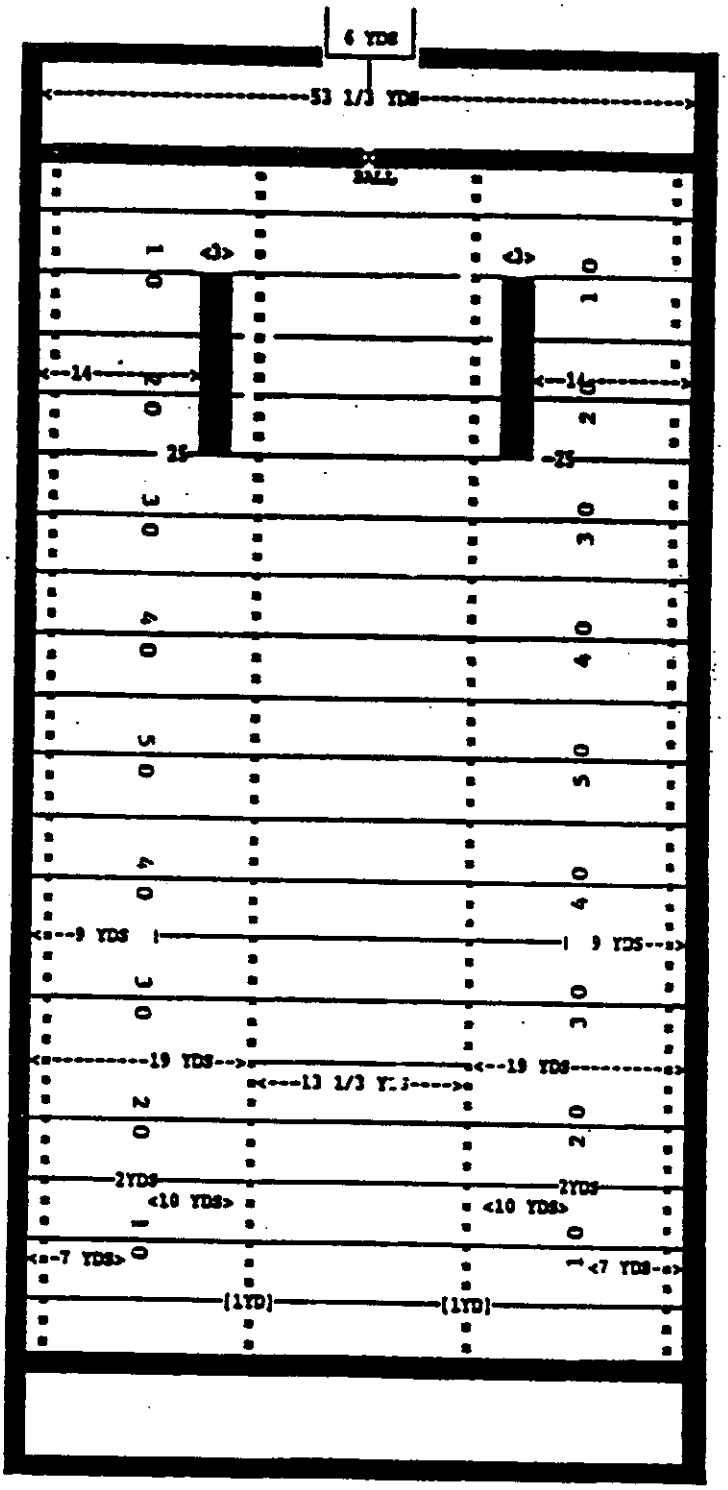
MOF HELP



*SAFETY SHOULD BE ABLE TO COVER THIS AREA IN M.O.F. DEFENSES

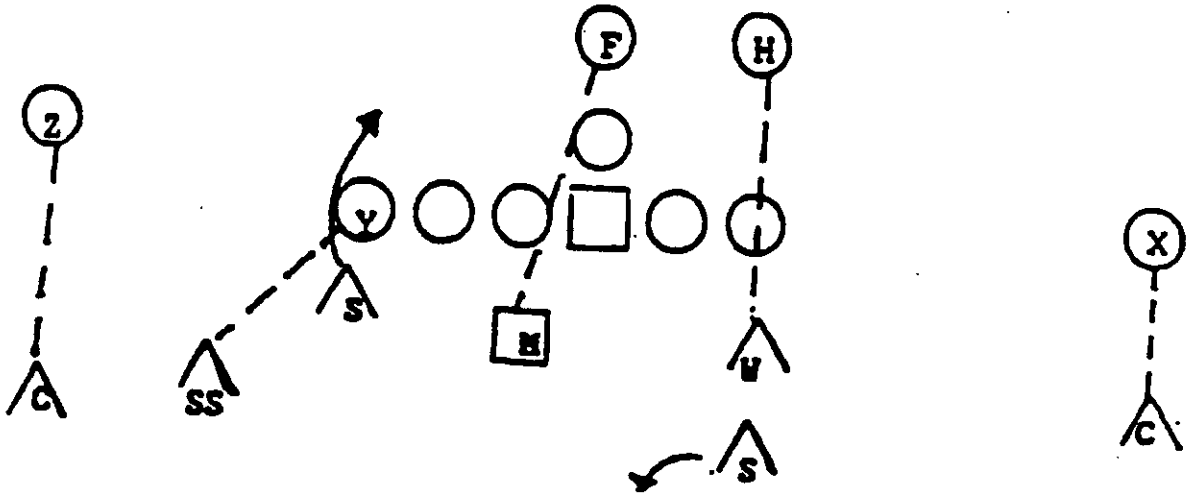
PLAN OF THE PLAYING FIELD

3 DEEP SEAMS



CANNOT ALLOW #2 RECEIVERS TO RUN INTO THESE AREAS. COVER MID-POINTS ALL DOUBLE SEAM PATTERNS. DEPTH/ DIVIDER. CORNER CAN SQUEEZE AS LONG AS THERE IS NO THREAT OF #2 TO SEAM OR DEEP CROSSER AT 2nd LEVEL.

UNDER SAM COVER-O



UNDER SAM COVER 0: A MAN-TO-MAN COVERAGE WITH POST HELP FROM W/S. NO FLOW RULE - COVERAGE TO DECLARE FIFTH RUSHER. CORNERS, S/S, F/S, FOLLOW COVER 1 RULES, KNOWING WE HAVE NO RAT SO WE MUST COVER TE CROSSER. C.P.: CAN PLAY RAMBO STRONG.

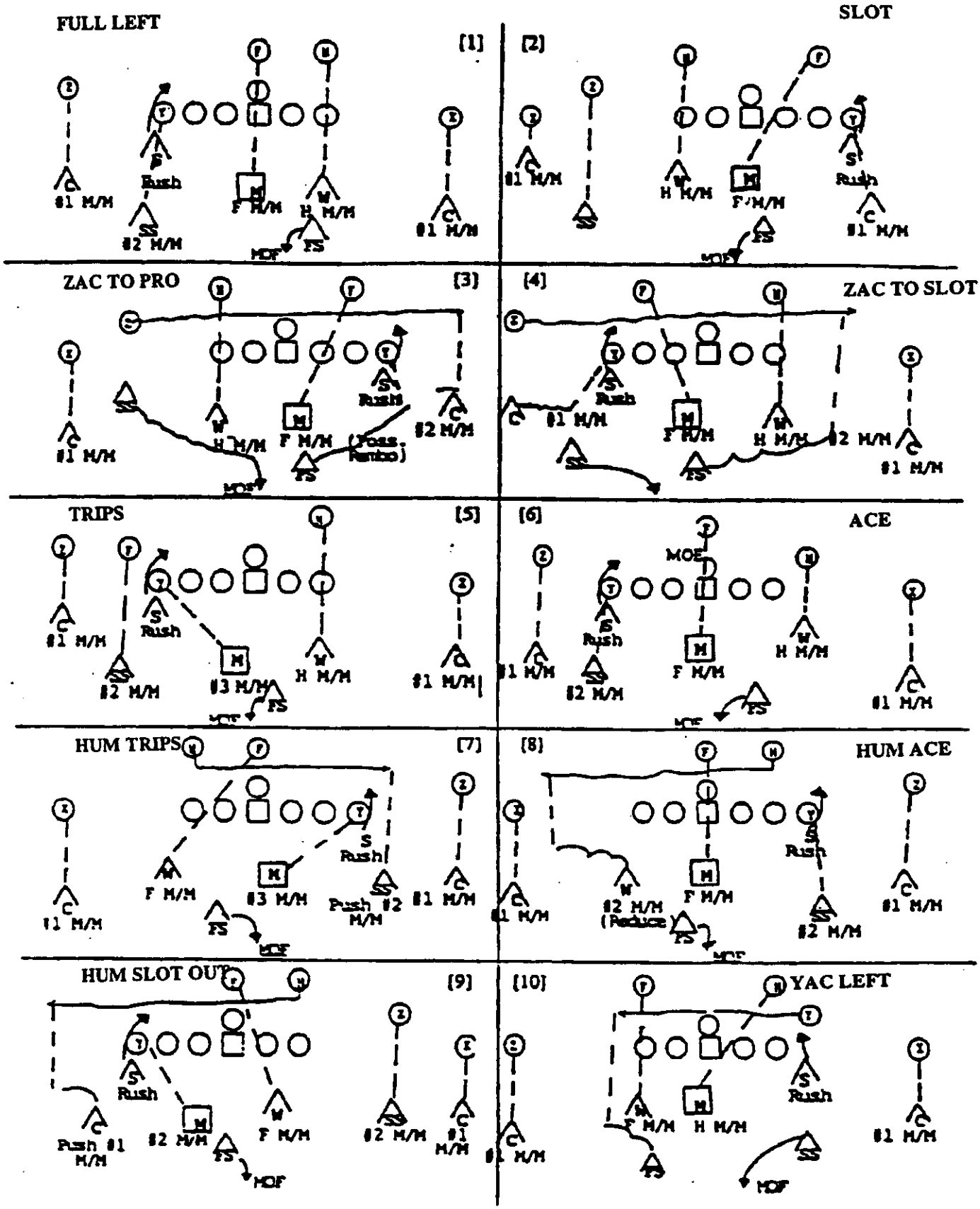
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-9 ALIGNMENT	-THROUGH LINEMAN TO BACKS	-FORCE VS. RUN -CONTAIN RUSHER VS. PASS C.P.: OPEN SIDE - CHECK REDUCED VS. ACE C.P.: POSSIBLE "TEXAS"
WILL	-HEAD UP TACKLE, 3-1/2 TO 4 YARDS DEEP	-THROUGH LINEMAN TO BACKS	-COVER FIRST BACK YOUR SIDE MAN-TO-MAN USING INSIDE TECHNIQUE. IF YOUR COVERAGE BLOCKS, HUG. C.P.: POST HELP C.P.: CHECK TO REDUCE IF YOU HAVE TO LEAVE FOR COVERAGE.
MIKE	-HEAD UP GUARD, 3-1/2 TO 4 YARDS DEEP	-THROUGH LINEMAN TO BACKS C.P.: "PUSH" TE	-COVER FIRST BACK YOUR SIDE MAN-TO-MAN USING INSIDE TECHNIQUE -IF YOUR COVERAGE BLOCKS, HUG. -"PUSH" RULE - PUSH BACK AND TE C.P.; POST HELP

UNDER SAM COVER-O -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
CORNERS	-VS. #1 WIDE - "BUMP"	-#1 WIDE - WR.	-COVER WR/TE MAN-TO-MAN USING SHOULDER TECHNIQUE
	-VS. 31 TIGHT - 4x4 ALIGNMENT	-#1 TIGHT -THRU TE TO BACKS	C.P.: POST HELP
			-USUALLY PLAY THIS COVERAGE FROM "BUMP" (NUMBERS RULE)
			C.P.: "OFF" (NUMBERS RULE)
			C.P.: POSSIBLE MATCH-UP
			-WC VS. SLOT, COVER TE MAN-TO-MAN USING OUTSIDE TECHNIQUE
			C.P.: "PUSH" RULE - PUSH TE AND BACK -VS. #1 WIDE "BUMP"
STRONG	-4 YARDS OUTSIDE NORMAL TE, 0-8 YARDS DEEP	-THRU COVERAGE TO BACKS	-VS. PRO, COVER TE MAN-TO-MAN USING OUTSIDE TECHNIQUE
			C.P.: POST HELP
			C.P.: "PUSH" RULE - PUSH TE AND BACK
			C.P.: NUMBERS RULE
			-VS. SLOT, COVER INSIDE WR M/M
			C.P.: SLOT TECHNIQUES
			C.P.: VS. REGULAR, CORNERS AND SS HAVE WRs AND TE ("PUSH" RULE): VS. 3 WRs, CORNERS AND SS HAVE WRs.
WEAK SAFETY	-ON INSIDE LEG OF WEAKSIDE TACKLE 12 YARDS DEEP	-THRU UNCOVERED LINEMEN TO BACKS, QB	-(MOF)COVER DEEP MIDDLE
			-BE AWARE OF ALL INSIDE AND DEEP ROUTES
			-PROTECT POST, BUT READ QB AND PATTERNS
			-GO TO BALL

NOTE: 90 CALL TO SWITCH F/S DOWN TO COVER BACK OUT WEAK. WITH 90 CALL, 2 COVER BACKERS (MIKE, WILL) HAVE REMAINING BACK AND TE OR FB AND TE. SS BECOMES MIDDLE OF FIELD PLAYER.

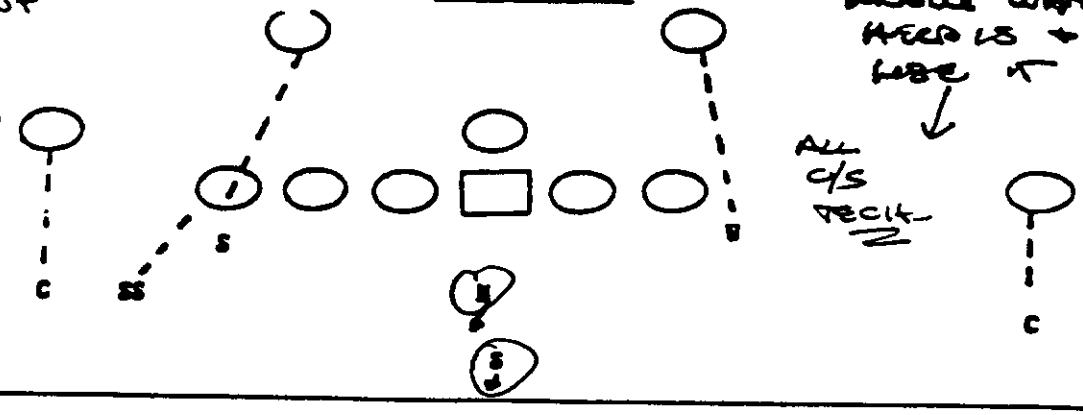
UNDER SAM COVER - 0



RAT—"CUT-CUT"

BRACKET (PROBABLE GAME PLAN)

COVER #1 RAT



KNOWS WHERE HARD LS + LOSE IT

ALL C/S TECH

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM (TE SIDE BACKER)	- 6 ALIGN OR DICTATED BY SUPPORT.	- TE THROUGH COVERAGE TO BALL.	SKY OR BACKER - COVER FIRST BACK TO YOUR SIDE MAN-TO-MAN USING OUTSIDE TECHNIQUE. - SLOT COVER FIRST BACK YOUR SIDE MAN-TO-MAN USING OUTSIDE TECHNIQUE. C.P.: BRACKET CALL - ADJUSTMENT W/WSE TIGHT TO BANJO 1 AND 2 W/MIKE, W/DB HELPING OVER THE TOP. - FLOW PASS OR FLOOD ACTION, FIRST BACK STRONG. 2ND BACK RULE - WEBB - TE RELEASE, YOU ARE RAT. BASED ON TE RELEASE TE CHECK, GRAB TE AND COVER, DB WILL BE RAT. ROCKET - DB ON BACK DETACHED, YOU HAVE TE W/RAT HELP (FUNNEL TECH). - ROLL IT - BACK DETACHED COVERED BY WILL, DB STILL ON TE, YOU HAVE BACK OR RAT.
WILL (SE SIDE BACKER	- 9 ALIGN OR DICTATED BY FRONT. SOUT: "BACKER" INNER - "SKY"	- WEAK GUARD, TACKLE BACK YOU SIDE TO BALL. (DETERMINED BY DEFENSE). CP ✓ Y CROSS FIRST IMPT TO ANTICIPATE BY SET/SITUATION	BACKER - COVER FIRST BACK TO YOUR SIDE MAN-TO-MAN OUTSIDE TECHNIQUE. - SLOT - SAME. WSE TIGHT SAME. C.P.: BRACKET CALL - ADJUSTMENT W/WSE TIGHT TO BANJO 1 AND 2 W/MIKE, W/DB HELP ON TOP. BRACKET AWAY - NO RAT - FLOW PASS. YOU ARE RAT, CUT FIRST CROSSER ANY 4 STRONG (FLOOD) YOU ARE RAT. - WEBB - FIRST BACK WEAK. - ROCKET - DB HAS BACK DETACHED. YOU HAVE REMAINING BACK. BACK AWAY - RAT. - ROLLIT - YOU HAVE DETACHED BACK AND PLAY AS TWO-BACK SET. NUMBERS RULE.
MIKE	- DETERMINED BY DEFENSE.	- DETERMINED BY DEFENSE.	- YOU ARE RAT. LOOK TO CUT TE CROSS FIRST - NO TE CROSS - CUSHION TO 6 TO 8 YARDS OR STICKS AND CUT FIRST INSIDE BACK. - SLOT - SAME. C.P.: BRACKET YOU HAVE BANJO WITH WSE TIGHT W/DB HELPING OVER THE TOP. - FLOOD ACTION TAKE 2ND BACK - WILL IS RAT. FLOW PASS 2ND BACK - PASS TE TO WILL, SS HAS TE VERTICAL. - WEBB - YOU HAVE 2ND BACK WEAK. - ROCKET - DB HAS BACK DETACHED. YOU ARE RAT. CUT TO TE ON LOS FIRST AND PLAY NORMAL CUT RULES (FUNNEL). RB - STRONG PLAY 2ND BACK, WILL IS RAT. - ROLL IT - DETACHED BACK IS COVERED AS BACK IN BACKFIELD - 2 BACK RULE NUMBERS

CP DO NOT GET TOO DEEP! 6-8 YRS

2ND BACK RULE

SS MUST GIVE "SINGLE" OR "RAT" CALL

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SS	- BASED ON SUPPORT. #2 OUT – ROCKET – * MIKE NOT TO CUT US. #2 ACROSS → "SINGLE" CALL	- TE TO BACKFIELD TRIANGLE.	- TE MAN-TO-MAN OUTSIDE TECHNIQUE ON ALL RELEASES - TE CROSS - ANTICIPATE CUT FROM RAT AND RAT. SETTLE 6 TO 8 YARDS DEEP ON STICKS AND CUT FIRST BACK INSIDE. - SLOT - #2 MAN TECHNIQUE - USE LEVERAGE OF SAFETY (SLIDE). C.P.: CONNIE IN AND OUT DOUBLE ON #2 WITH FS. - FLOW - PLAY TE RELEASE - BLOCK SUPPORT RULES - ANTICIPATE CUT ON TE CROSS. FLOW ACTION PLAY TE. - WEBB - TE RELEASES - COVER TE. TE - CHECKS - RAT. - HUM MOTION BACK PAST TE - ROCKET AND COVER #2, BACK MOTION. WILL HAS #2 WEAK, STAY ON TE - ROLL IT ROLL IT W/ WEBB AND TE CHECKS OR RELEASES. PLAY 2-BACK RULES.
FS	- WEAK SIDE TACKLE 12 YARDS DEEP.	- THROUGH UNCOVERED LINEMAN TO BACKS AND BALL.	- DEEP MIDDLE. - BE AWARE OF ALL INSIDE AND DEEP ROUTES. - PROTECT POST - READ PATTERN AND QB AND BREAK TO R.A. C.P.: MAN RUNS FREE COME OUT TO COVER.
CORNER	- 1 - WR - BUMP. TE THROUGH TE TO BACKFIELD TRIANGLE.	- WR.	- PLAY WR USING DIVIDER RULE W/FS HELP. CUT OFF OUTSIDE RELEASE. - OFF CALL - PLAY OFF MAN TECHNIQUE USING DIVIDER AND FS LEVERAGE. - TE - PLAY TE MAN-TO-MAN W/SHOULDER TECHNIQUE OUTSIDE. C.P.: BRACKET - ZONE 1/3 OVER TOP OF BANJO LBers. - HUM OR BACK OUTSIDE TE - ROCKET AND COVER BACK.

*MATCH UP CORNERS - POLLOW WRs S/S TO TE SIDE. SLOT CORNER ON #2 PLAY OUTSIDE OR SLIDE TECHNIQUE.

= AUTOMATIC "ROCKET" FOR LBA

*ALERT SAME RULES AS COVER 1. WE WILL DECLARE ANY ACE BACK OUT OR OUTSIDE AS A BLUE FORMATION WHICH WILL SWITCH STRENGTH TO THE ACE SIDE. LB WILL PLAY 3 ON 2 ON THE BACK AND REMAINING TE. WITH ACE FORMATION WITH HALFBACK CLOSE (OFF) OR BACK MOTION WEAK, WE WILL ADJUST SAFETIES WITH A SWITCH CALL. LBers PLAY ALL 1 BACK SETS AS ROCKET. COVER 3 ON 2 ON TE REMAINING BACK.

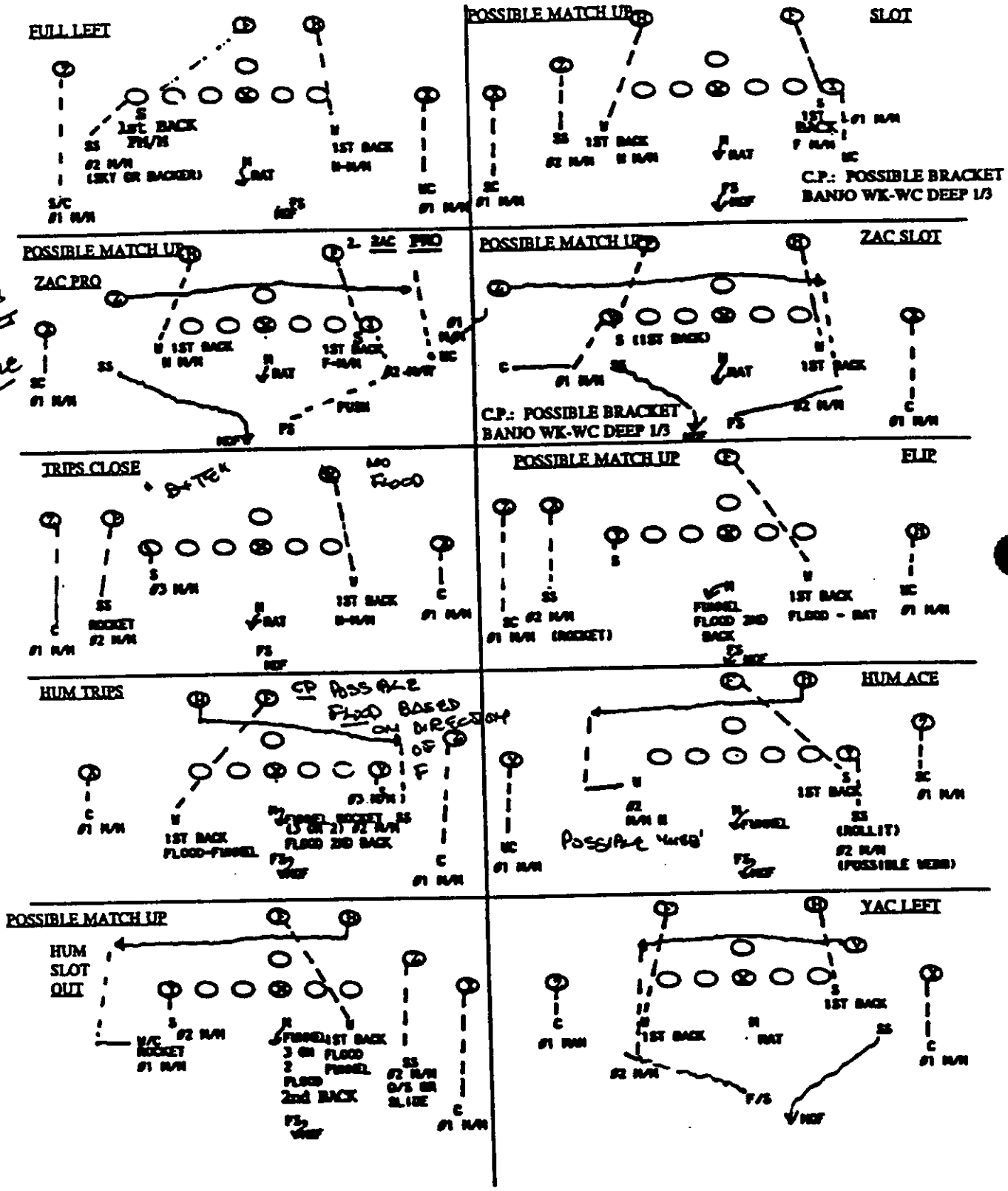
C.P.: VERSUS ALL SLOT FORMATION, WE WILL PLAY 1 RAT COVERAGE.

"RAT" "SINGLE"

NOTE: WE CAN ROCKET 1 BACK AND PLAY RAT TECH OR 4 ON 3 IF BACK IS NOT DETACHED FROM FORMATION. THIS WILL BE DONE ON A GAME-TO-GAME BASIS DEPENDING ON THE TEAM. CAN USE COVER 1 TRIPS RULE W/1 ALERT.

COVER 1 RAT

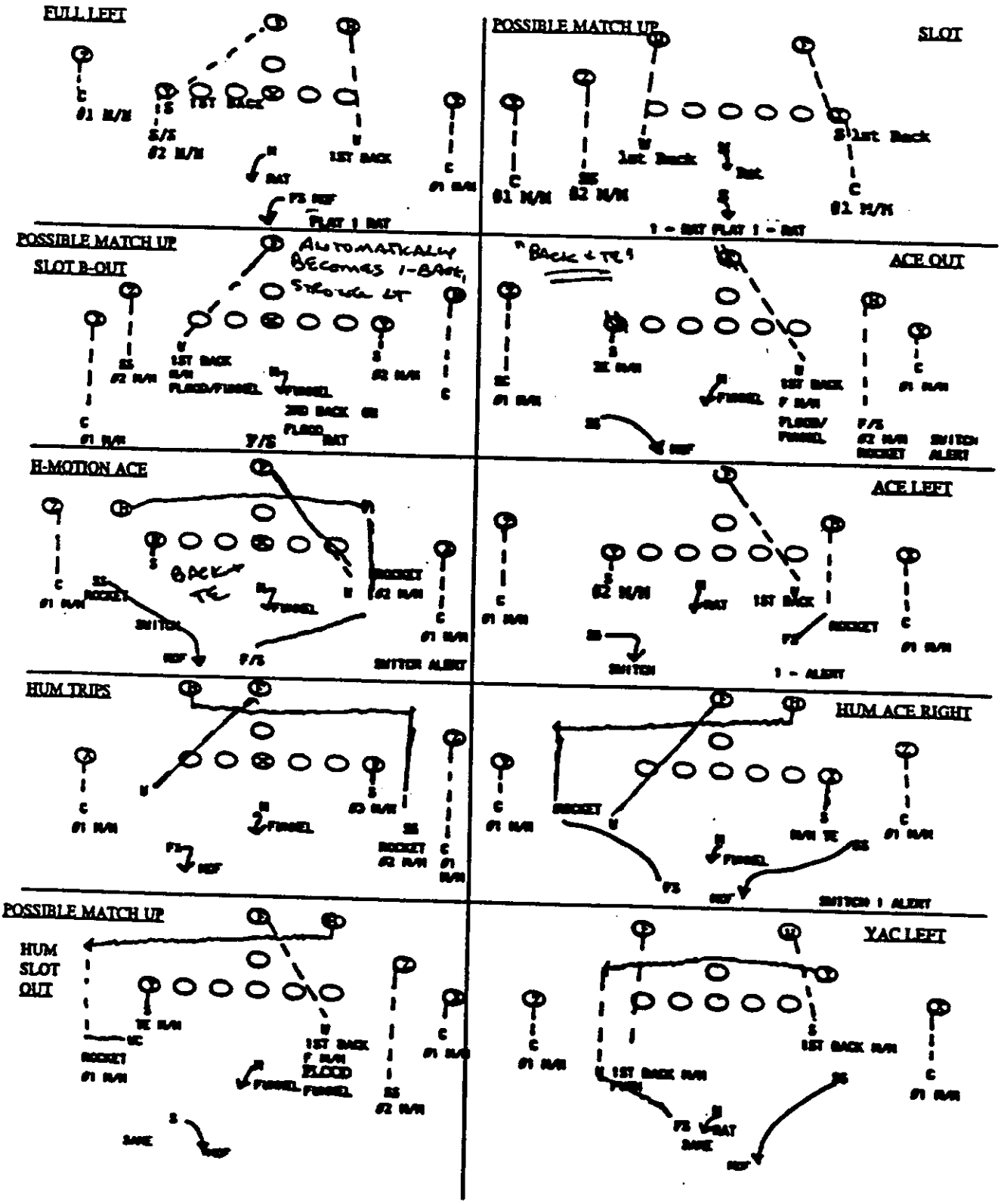
* VS. 1 BACK
3/1 — POSSIBLE FLOOD
2/2 — POSS. WEB
} KNOW DIRECTION OF REMAINING BACK "TALK"



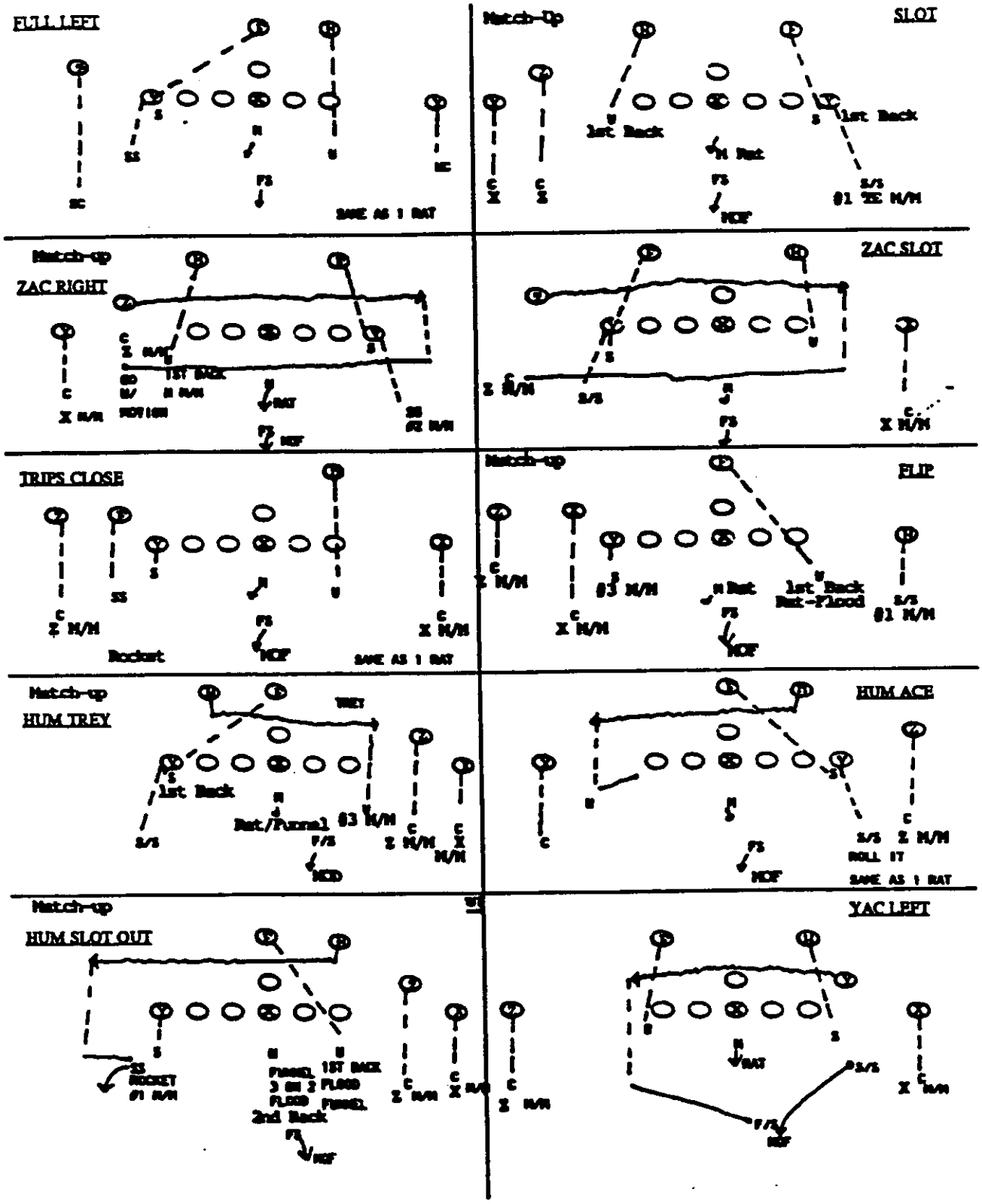
CP MOTION HAS NO EFFECT ON MAT PRINCIPLE

COVER 1 ALERT

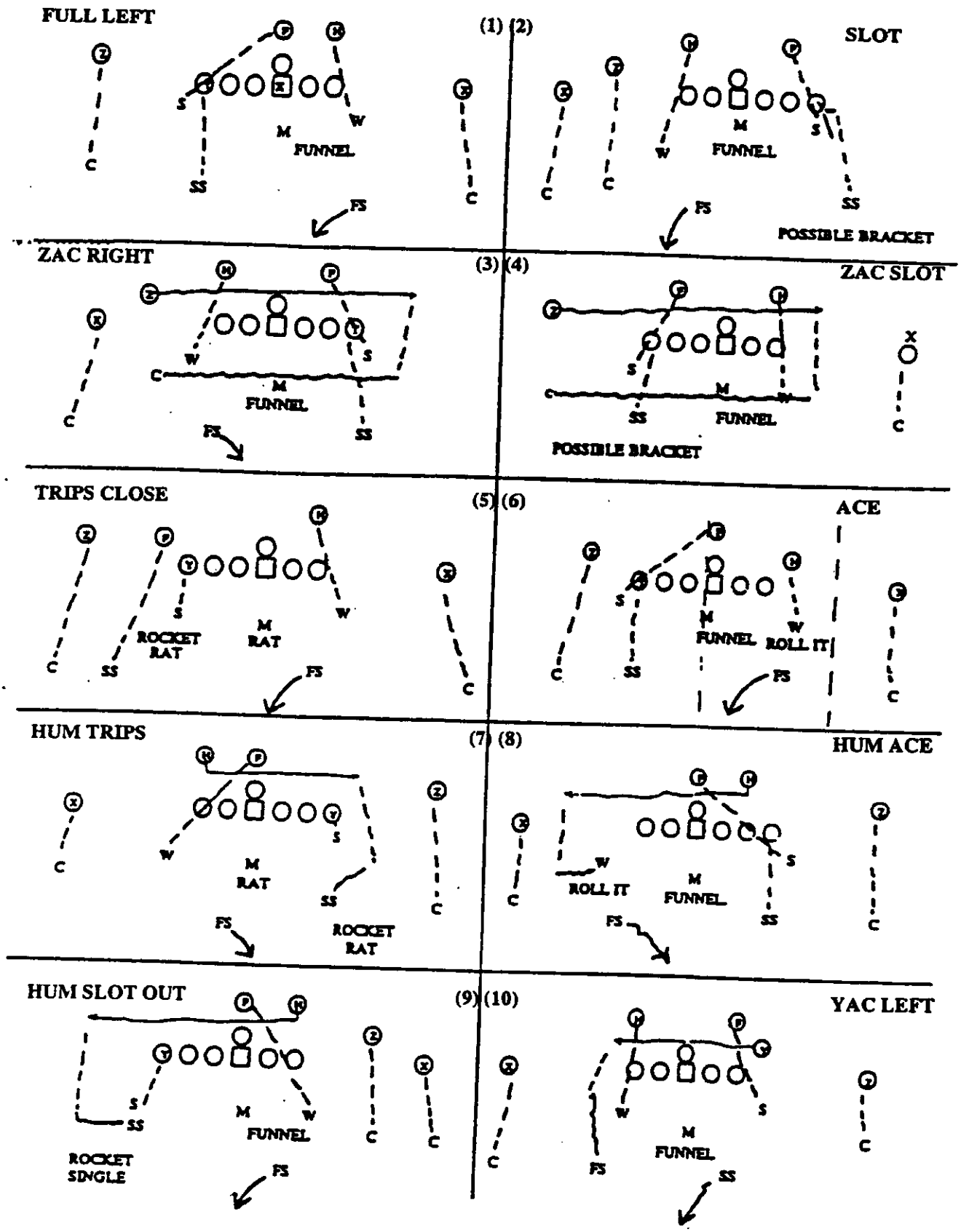
AUTOMATICALLY [illegible] ALL 1-BACK AS "BLUE": STRENGTH TO 2 REC. SIDE AUTO "ROCKET" WITH A "BUILT-IN "SINGLE"



COVER 1 MATCH UP

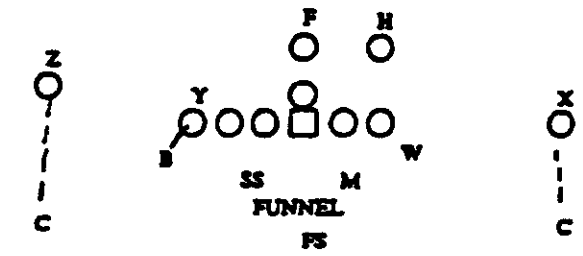


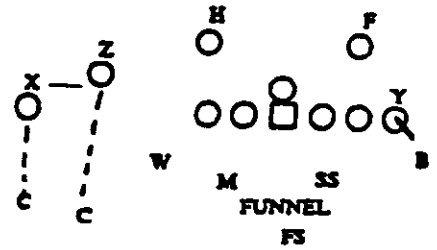
COVER 1 MATCH UP



1 - BUCK ADJUSTMENT

(1) (2)





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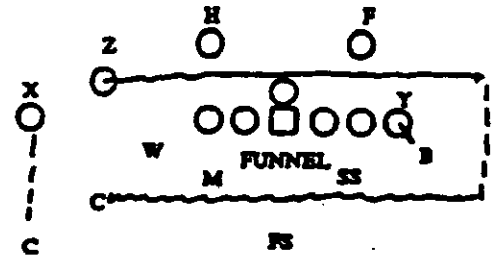

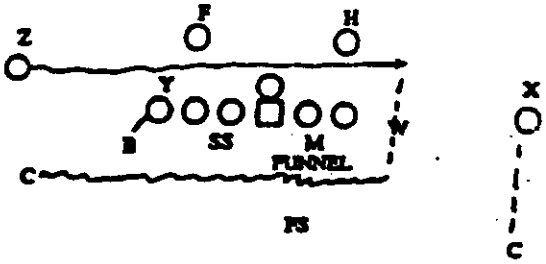

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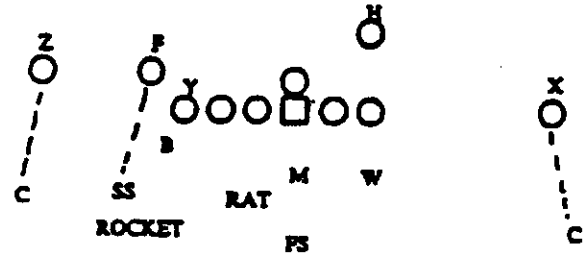

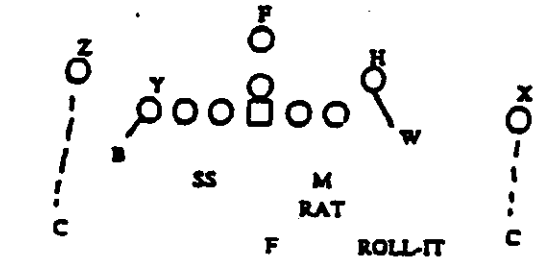

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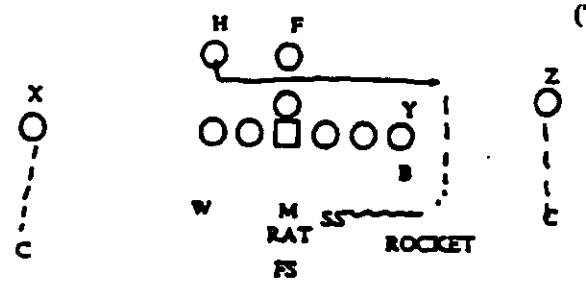

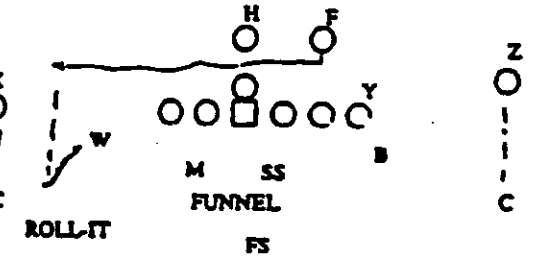

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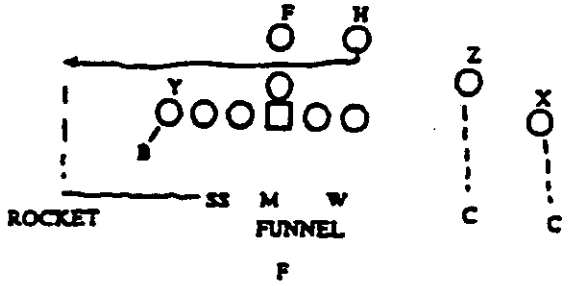
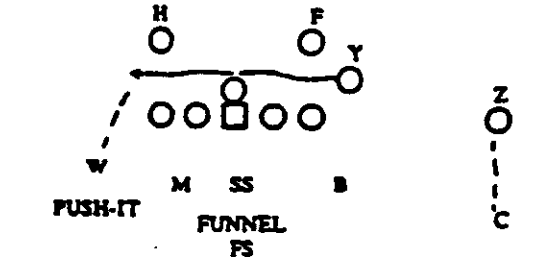
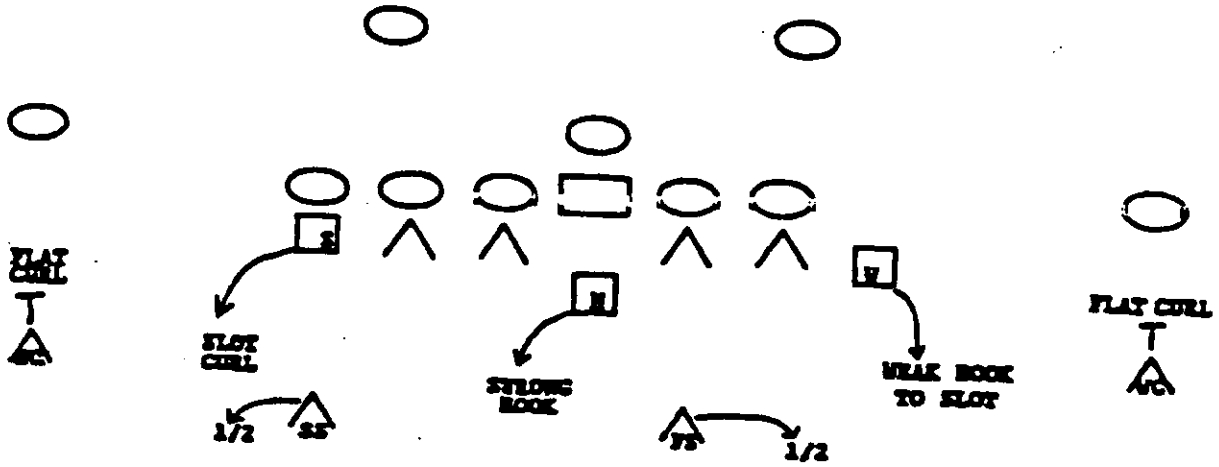




COVER #2



COVER 2: A DOUBLE ROTATED ZONE w/2 DEEP AND 5 UNDER, EMPLOYING A TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION w/3 LINEBACKERS IN COVERAGE LB FLOW RULE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	6 TECH, 7 TECH VS. FLEX, SLOT	TE, TACKLE, OG OT GUARD AND NEAR BACK	JAM #2 - VS. #2 WIDE, JAM #2 OUTSIDE OPEN OUTSIDE AND DROP TO CURL AREA GET OUT OF NO COVER ZONE - READ PATTERN BY #2. HOLD CURL - REACT TO THROW
MIKE	DETERMINED BY DEFENSE 3-1/2 TO 4 YARDS DEEP	DETERMINE BY DEFENSE	STRONGSIDE OPEN TO STRONG HOOK READ PATTERNS OF #2 AND #3 RE-ROUTE #2, #3 THROUGH POST
WILL	DETERMINED BY DEFENSE 3-1/2 TO 4 YARDS DEEP	DETERMINED BY DEFENSE	WEAKSIDE VS. #1 WIDE OPEN TO WEAK HOOK READ PATTERN BY #2 WEAKSIDE - VS. #1 TIGHT PLAY SAME AS AREA CALL WITH CORNER
STRONG CORNER	OUTSIDE SHADE ON #1, 5 TO 7 YARDS DEEP	THROUGH #2 TO BACKS. "CLUB" #1	JAM #1 INSIDE USING SETTLE TECHNIQUE (AT 3 TO 4 YARDS) COVER FLAT - CURL AREA IF #1 RELEASES OUTSIDE, CARRY HIM THROUGH FADE AREA BE AWARE OF STRONGSIDE COMBINATION ROUTES C.P.: "CLUB" - JAM #1, THEN REACT TO RUN/PASS KEY C.P.: "SOFT" - PLAY SOFT TECHNIQUE ON #1

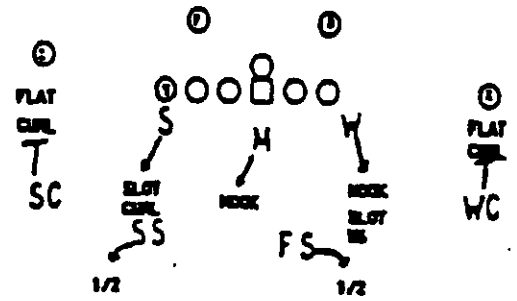
COVER #2 -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	4 YARDS OUTSIDE NORMAL Y. 7 TO 10 YARDS DEEP	THROUGH #2 TO BACKS, QB	DROP TO AIMING POINT 3 YARDS INSIDE NUMBERS, 17 - DEEP SEE FLOW, READ #1s RELEASE, AND TAKE A HARD READ ON QB
WEAK	12 YARDS DEEP ON INSIDE LEG OF WEAK TACKLE	THROUGH UNCOVERED LINEMEN TO BACKS, QB	C.P.: SS "SKY" CALL VS. Y -#1 TIGHT C.P.: "CLOUD" CALL VS. #1 TIGHT WR
WEAK CORNER	OUTSIDE SHADE ON #1 5 TO 7 "CLUB" 0 TO 4	THROUGH TACKLE (OR #2) TO BACKS, "CLUB" -#1	JAM #1 INSIDE USING SETTLE TECHNIQUE (AT 3 TO 4 YARDS) COVER FLAT - CURL AREA IF #1 RELEASES OUTSIDE, CARRY HIM THROUGH FADE AREA BE AWARE OF WEAKSIDE COMBINATION ROUTES C.P.: "CLUB" - JAM #1, THEN REACT TO RUN/PASS KEY C.P.: "SOFT" - PLAY SOFT TECHNIQUE ON #1

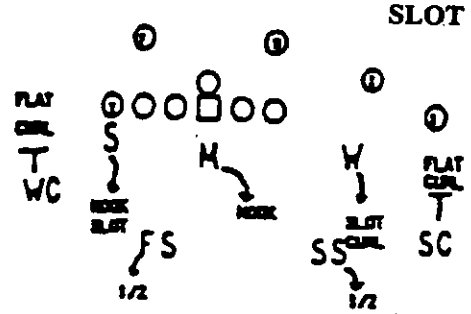
NOTE: KATHY: CALL FOR CORNER AND SAFETY TO READ #2 AS TO PLAY C-2 SOFT BASED ON #2s RELEASE

ADJUSTMENTS 4-3 COVER 2

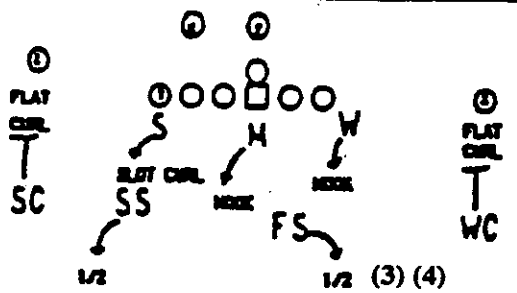
SPLIT



SLOT



HALF



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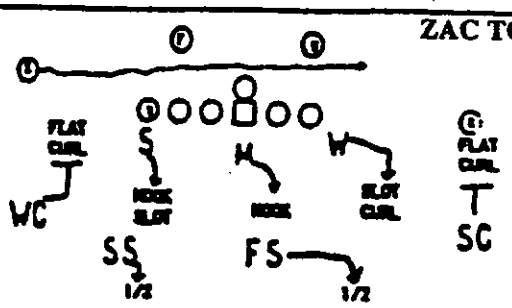
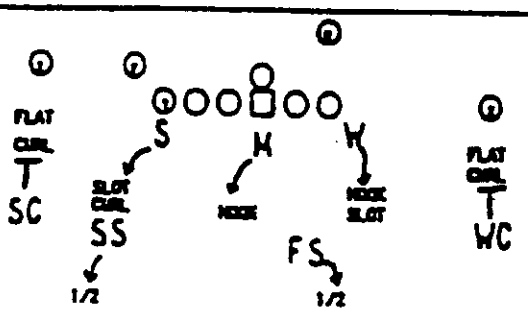
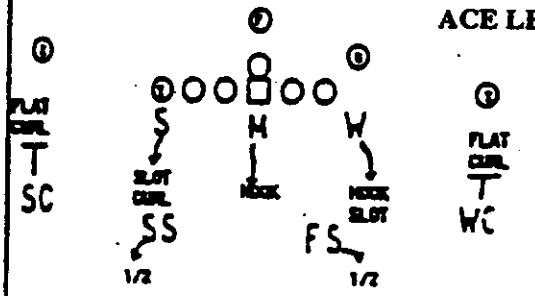
ZAC TO SLOT



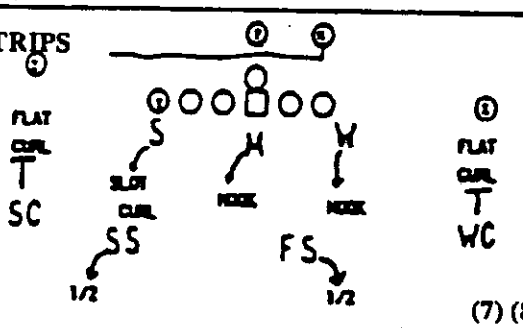
TRIPS



ACE LEFT



HUM TO TRIPS



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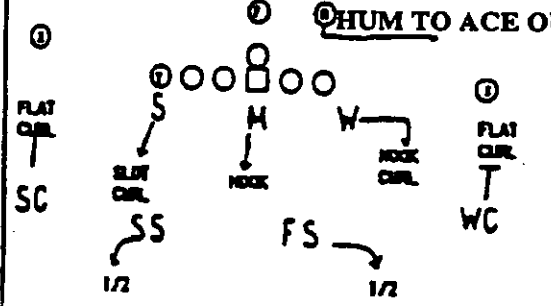
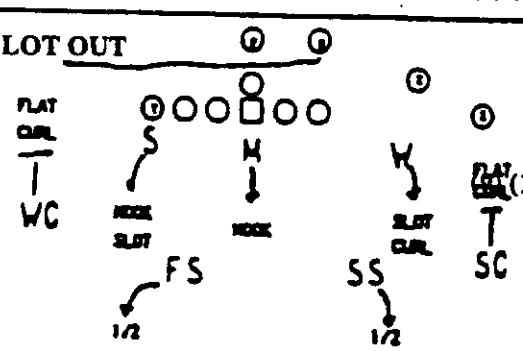
HUM TO ACE OUT



HUM TO SLOT OUT



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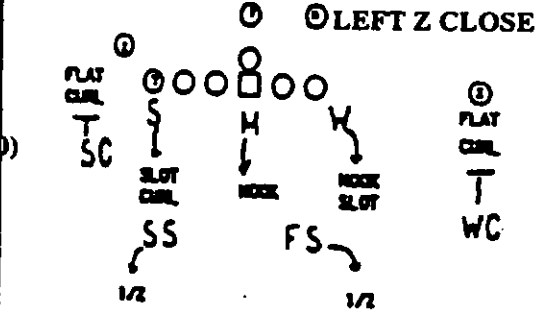
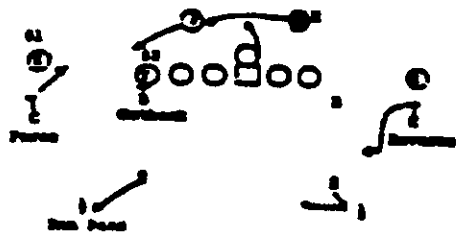
LEFT Z CLOSE



ADJUSTMENTS 4-3 COVER 2

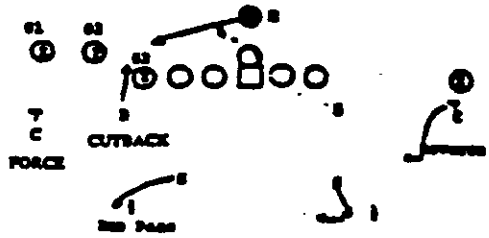
STRONGSIDE (CLOUD)

#2 TIGHT - "CLOUD"



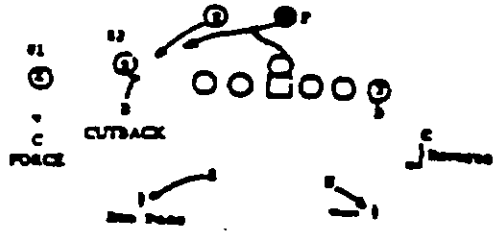
(1)

#2 TIGHT -"CLOUD"



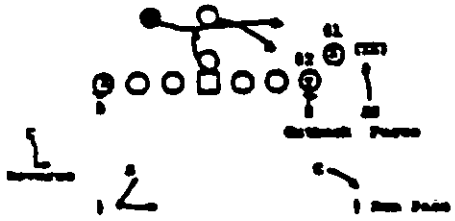
(3)

#2 WIDE - "CLOUD"



(5)

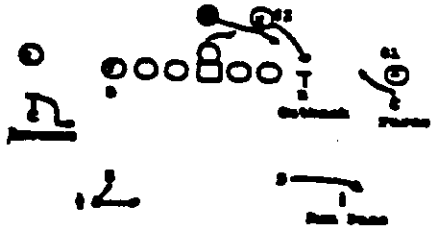
VS. #1 TIGHT- "SKY"



(7)

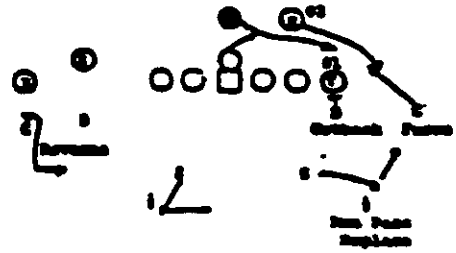
WEAKSIDE (CLOUD)

VS. #1 WIDE "CLOUD"



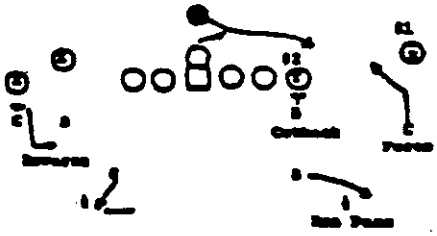
(2)

VS. #1 TIGHT -"KICK"



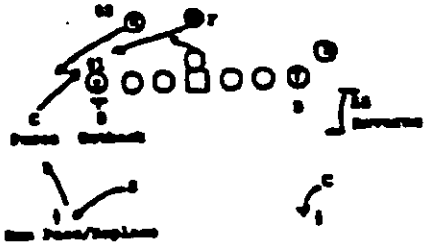
(4)

VS. #1 WIDE - "CLOUD"



(6)

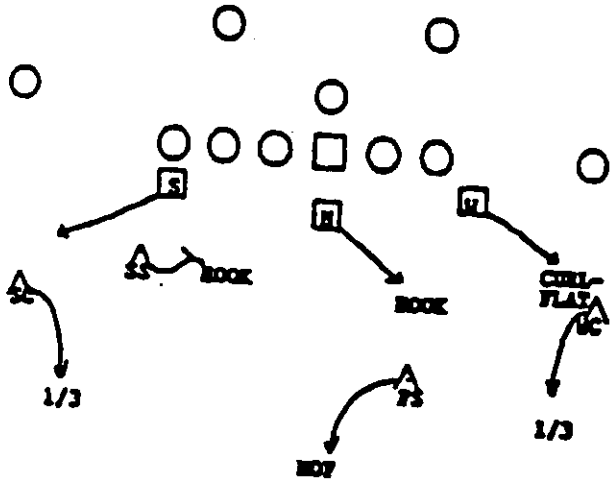
VS. #1 TIGHT - "KICK"



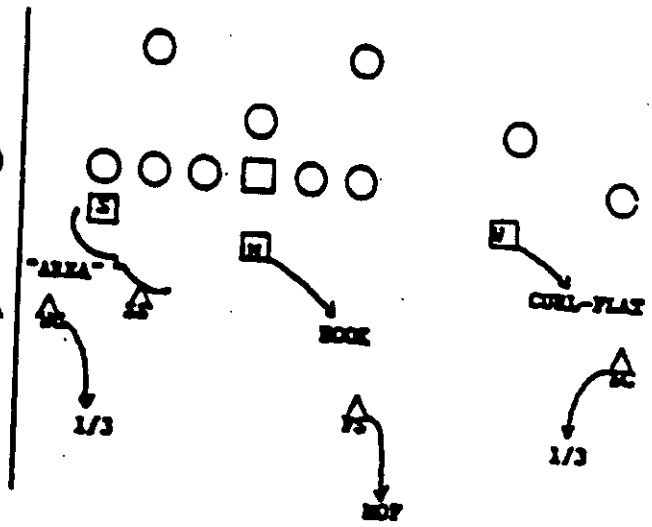
(8)

4-3 3-BUZZ TED

VS. PRO FORMATION



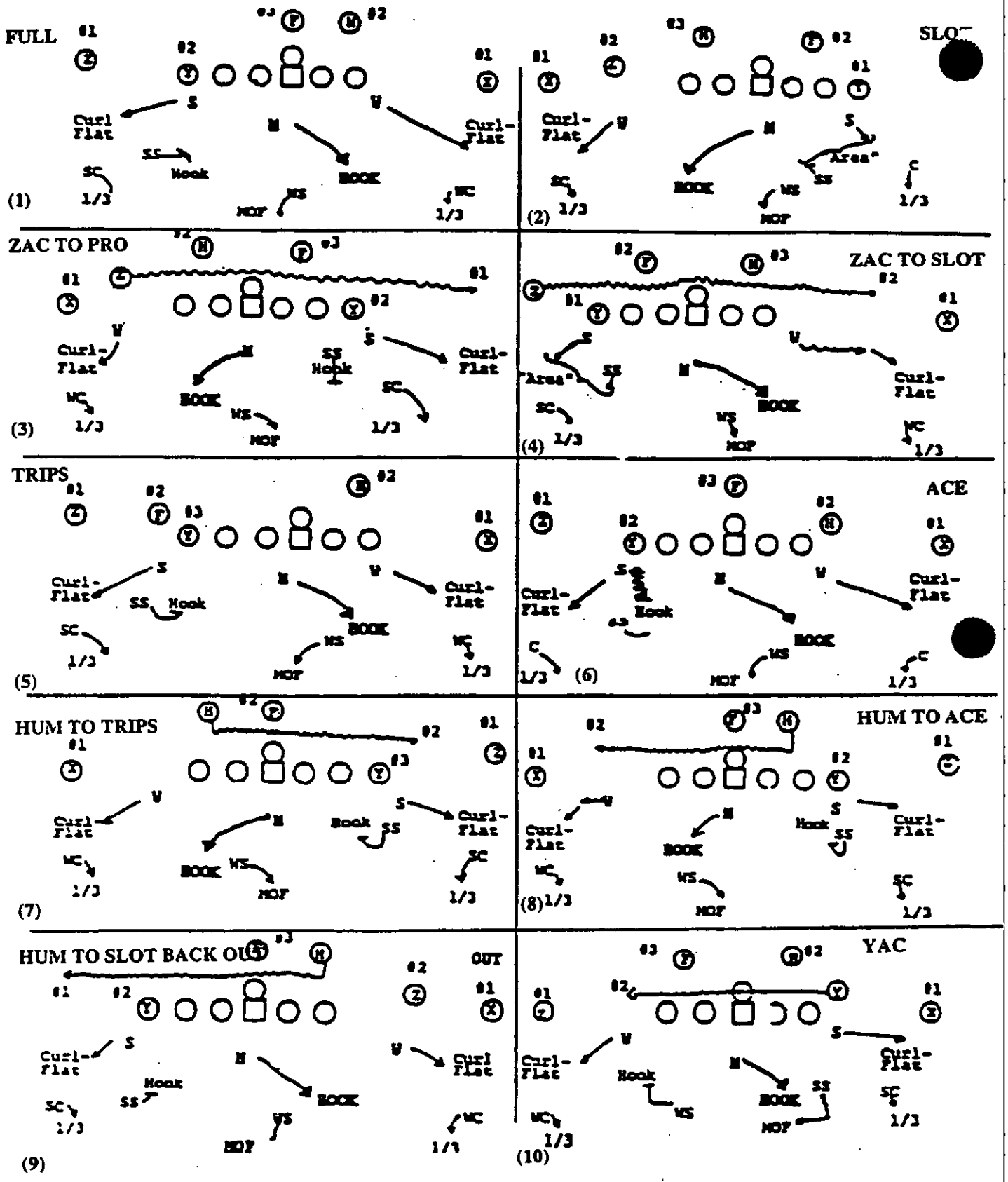
VS. SLOT FORMATION



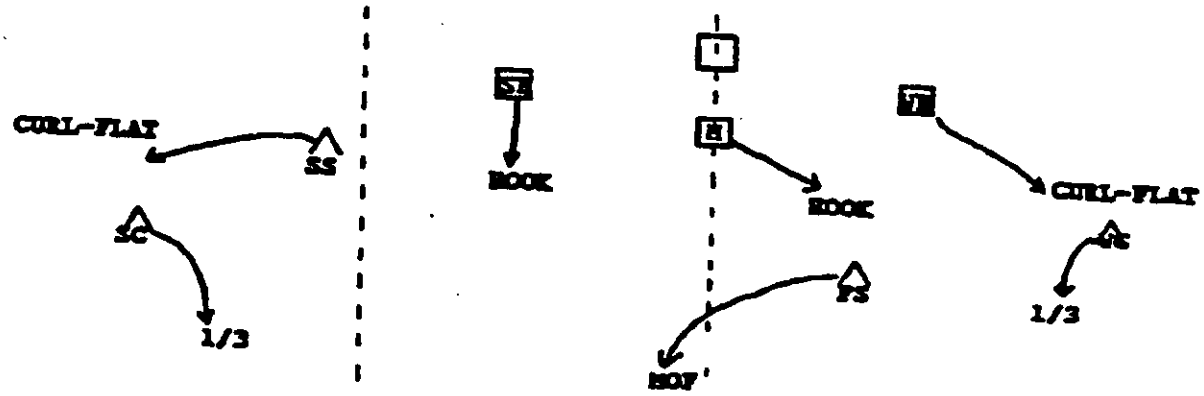
4-3 3-BUZZ TED: A VARIATION OF OPEN WITH AN EXCHANGE OF RESPONSIBILITIES BETWEEN THE SAM, STRONG BACKER, AND STRONG SAFETY TO THE TE SIDE, REGARDLESS OF FORMATION.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-9 ALIGNMENT	-SAME AS 4-3.3.	-COVER STRONGSIDE CURL/FLAT. BE AWARE OF STRONGSIDE COMBINATION ROUTES. -VS. #1 TIGHT WEAKSIDE - PLAY "AREA" CALL (WITH SS).
MIKE	-SAME AS 4-3.3.	-SAME AS 4-3.3.	-VS. Y FLY, COVER OFF HOOK
WILL	-SAME AS 4-3.3.	-SAME AS 4-3.3.	-VS. PRO, SAME AS 4-3.3. VS. SLOT, LINE UP ON #2 RECEIVER AND PLAY CURL/FLAT RESPONSIBILITY.
STRONG CORNER	-SAME AS 4-3.3.	-SAME AS 4-3.3.	-SAME AS 4-3.3.
STRONG SAFETY	-TO TE.	-THROUGH TE TO BACKS.	-COVER HOOK T TE SIDE - BE AWARE OF STRONGSIDE COMBINATION ROUTES. -VS. SLOT, PLAY "AREA" WITH OLB.
WEAK SAFETY	-SAME AS 4-3.3.	-SAME AS 4-3.3.	-COVER MOF VS. ALL FORMATIONS. C.P.: VS. SLOT, FAVOR SLOT SIDE.
WEAK CORNER	-SAME AS 4-3.3.	-SAME AS 4-3. 3.	C.P.: VS. SLOT, PLAY DEEPER.

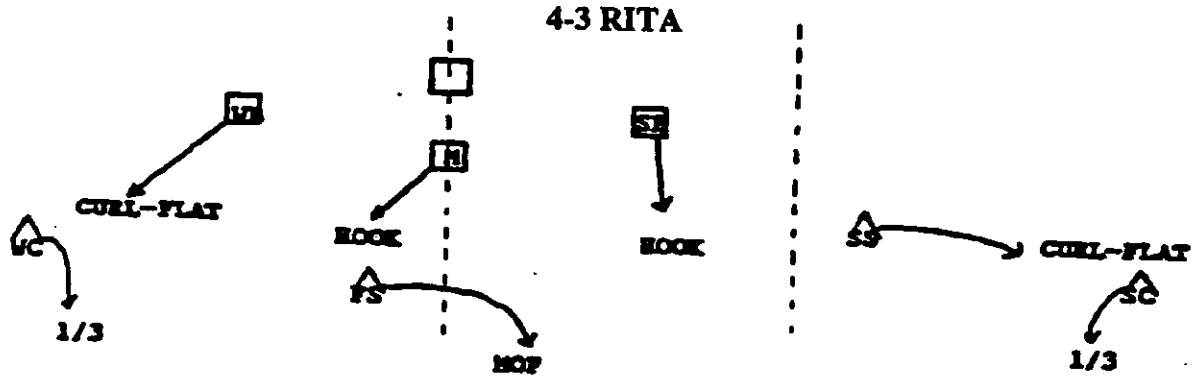
3 BUZZ TED


FULL
SLOT
ZAC TO PRO
ZAC TO SLOT
TRIPS
ACE
HUM TO TRIPS
HUM TO ACE
HUM TO SLOT BACK OUT
OUT
YAC
Curl Flat
Curl-Flat
Hook
BOOK
MOF
1/3
Area
(1)
(2)
(3)
(4)
(5)
(6)
(7)
(8)
(9)
(10)

4-3 LINDA

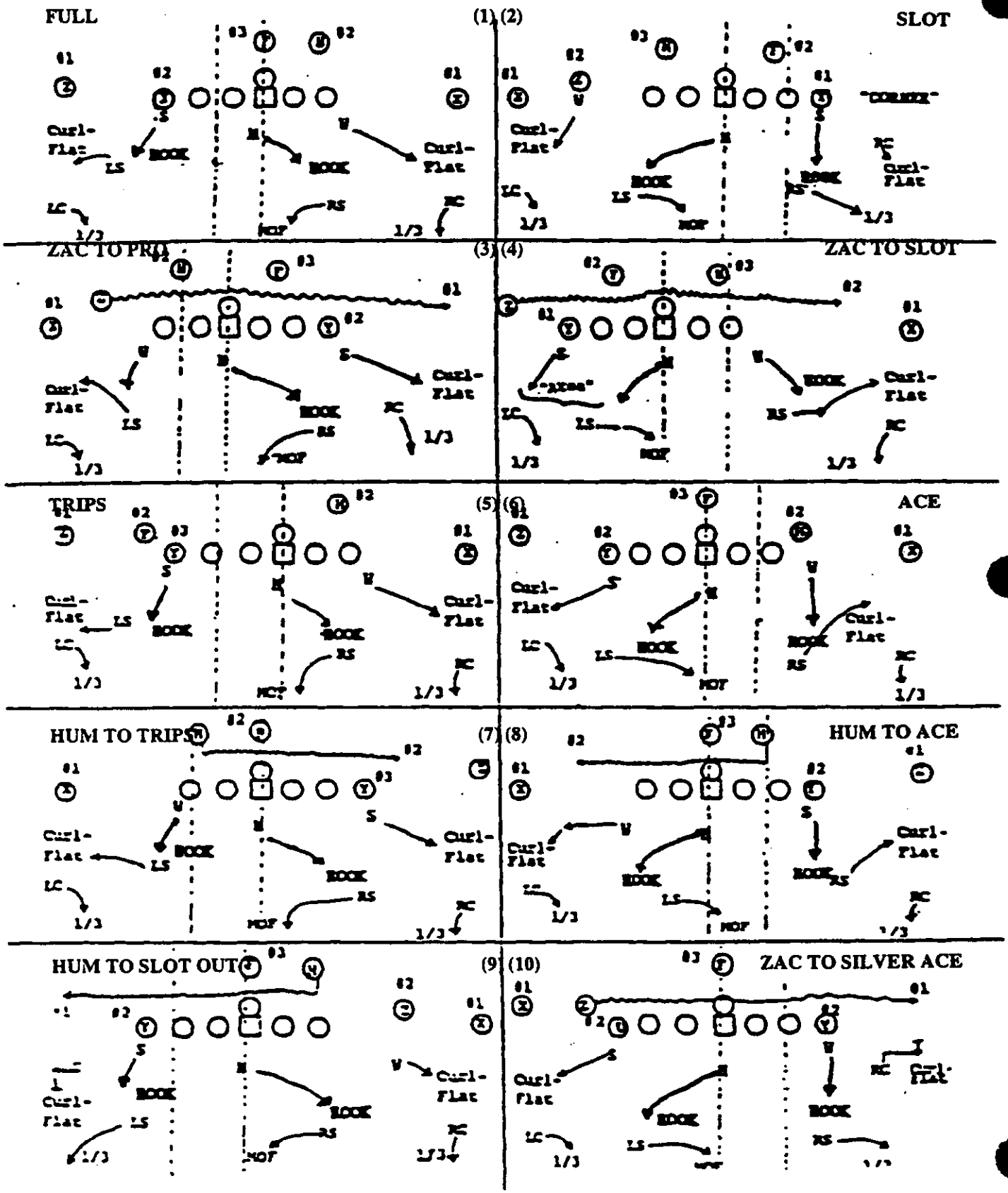


4-3 RITA



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.	-STRONGSIDE -SAME AS 4-3, COVER 3
MIKE	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.	-SAME AS STACK COVER 3
WEAK	-SAME AS 4-3, COVER 3	-SAME AS 4-3, COVER 3.	-NORMAL COVER 3 DROP TO SHORT SIDE. -READ PATTERN OF #2.
STRONG CORNER	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.
STRONG SAFETY	-0 TO 6 YARDS DEEP TO THE WIDE SIDE.	-THROUGH #2 TO THE BACK	-SAME AS 4-3, COVER 3.
WEAK SAFETY	-12 YARDS DEEP TO THE SHORT SIDE.	-THROUGH UNCOVERED TO THE BACKS.	-SAME AS 4-3, COVER 3.
WEAK CORNER	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.	-SAME AS 4-3, COVER 3.

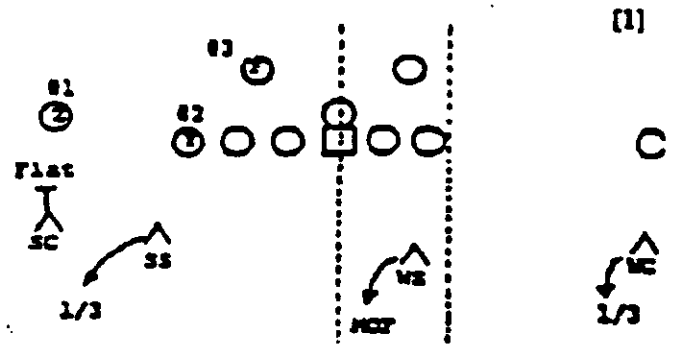
ADJUSTMENTS -- STACK LINDA/RITA
(STACK -- UNDER OR OVER SHADE)
"LINDA" "RITA"



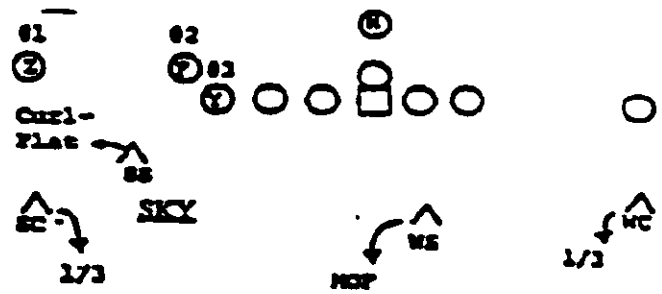
SECONDARY ADJUSTMENTS ON COVER 3

(4-3, 3, 30-3, LINDA/RITA w/STRENGTH TO FIELD)

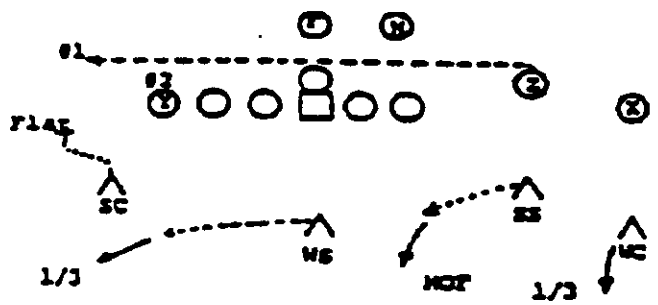
FORMATION TO SHORT SIDE...CORNER [1]



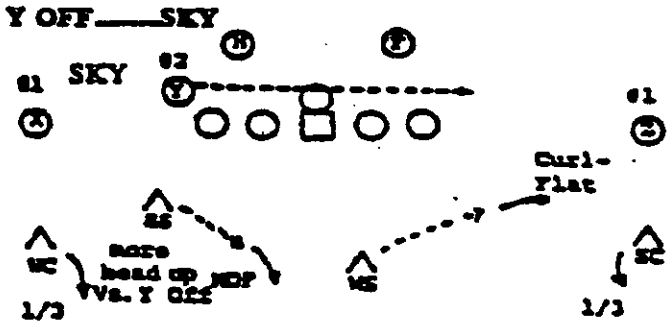
TRIPS...3 SKY [2]



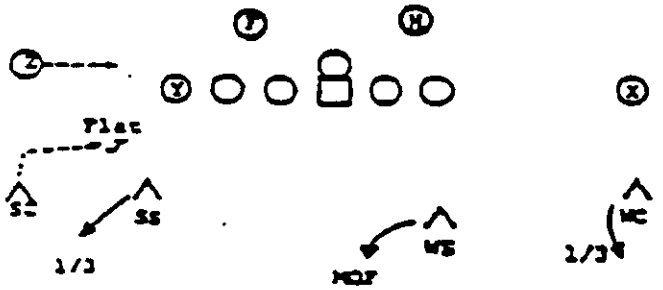
ZAC TO PRO FORMATION...CORNER [3]



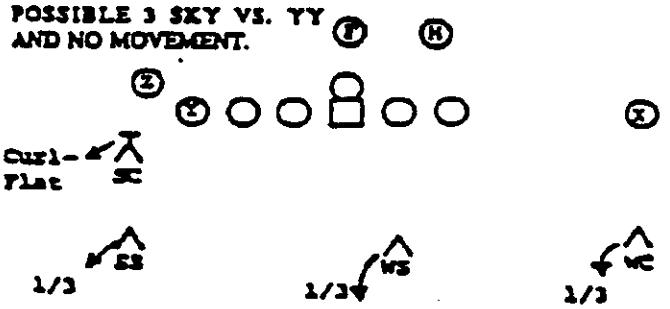
[4] **YAC... SKY**



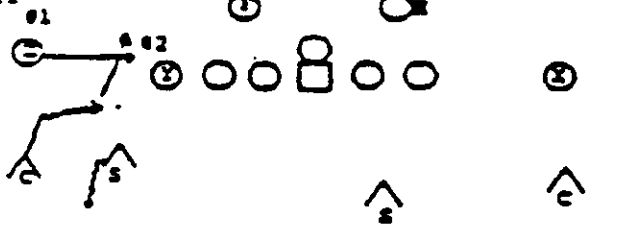
ZING...CORNER (POSSIBLE CAT) [5]



[6] **Z CLOSE...3 CORNER**

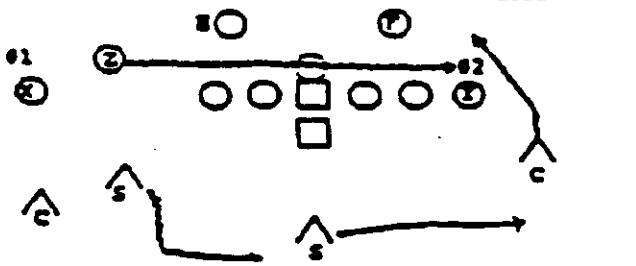


CAT [7]



STAY 1 YARD BEHIND Z AS HE APPROACHES THE CRACK POSITION. IF THE BALL IS SNAPPED, CORNER FREE BLITZ. IF Z CONTINUES PAST THE CRACK POSITION, THE FREE BLITZ IS OFF.

[8] **CAT**

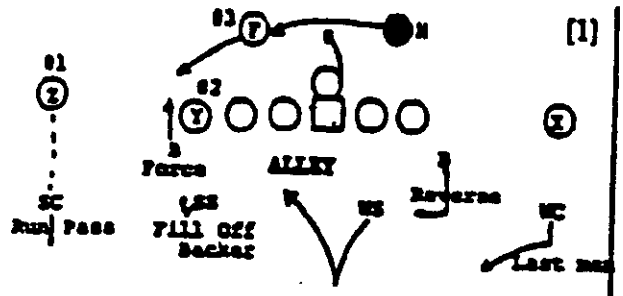


IF THE BALL IS SNAPPED AS THE Z APPROACHES THE KICKOUT POSITION, THE CORNER HAS A FREE BLITZ. IF THE Z CONTINUED TO WIDEN BEFORE THE BALL IS SNAPPED, PLAY COVERAGE

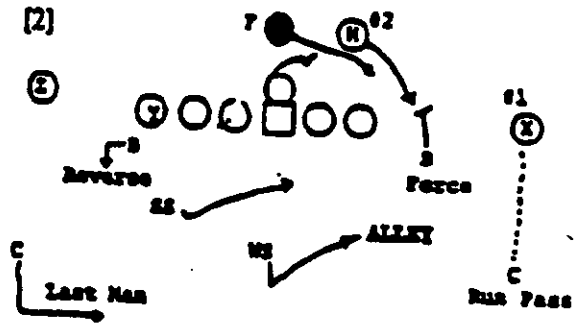
STUNT/OPEN COVER #3 BUZZ TED

STRONGSIDE (BACKER)

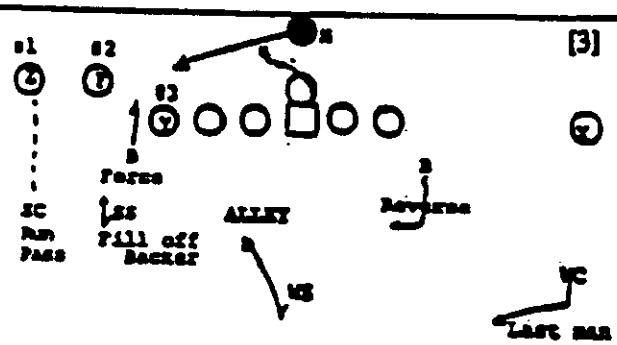
WEAKSIDE (BACKER)



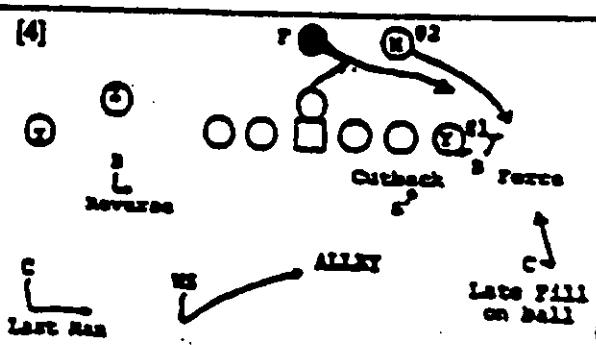
"BACKER" VS. #2 TIGHT



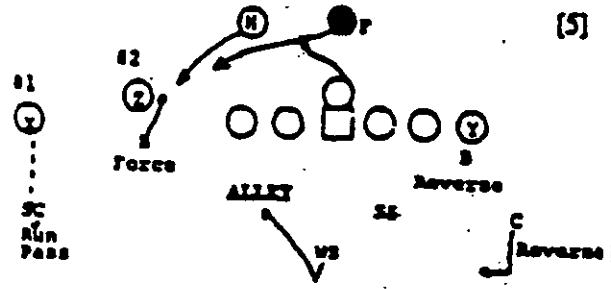
"BACKER" VS. #1 WIDE



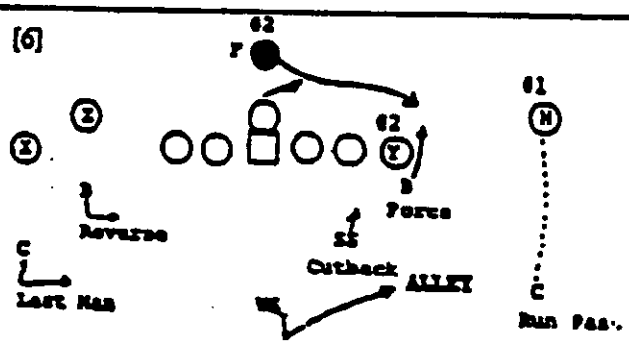
"BACKER" VS. #2 WIDE



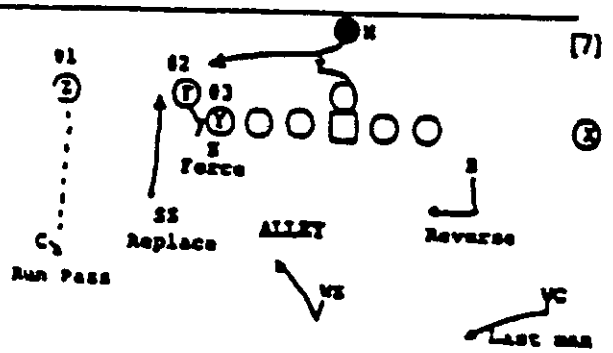
"BACKER" VS. #1 TIGHT



"BACKER" VS. #2 WIDE



"BACKER" VS. #1 WIDE

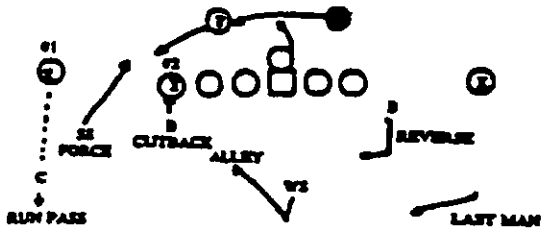


"BACKER" VS. #2 WIDE

STUNT/OPEN COVER 3

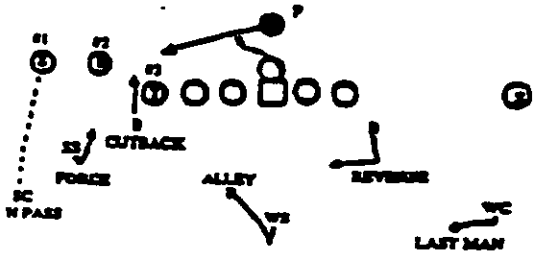
STRONGSIDE (SKY)

[1]



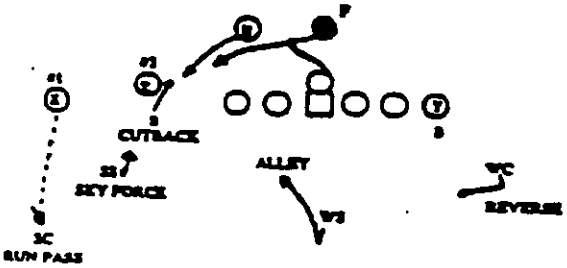
"SKY" VS. #2 TIGHT

[3]



"SKY" VS. #2 WIDE

[5]



"SKY" VS. #2 WIDE

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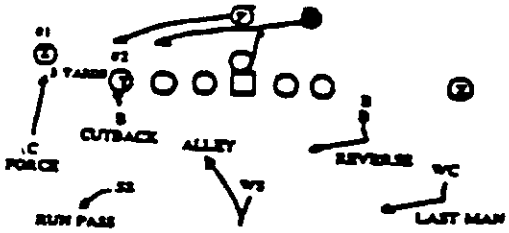
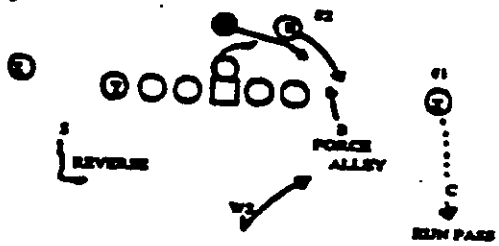


"CLOUD" VS. #1 CLOSE

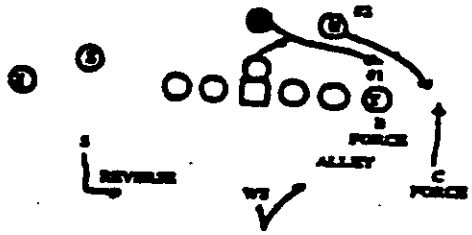
WEAKSIDE (BACKER)

[2]



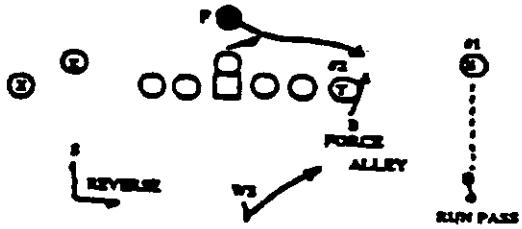
"BACKER" VS. #1 WIDE

[4]



"CLOUD" VS. #1 TIGHT

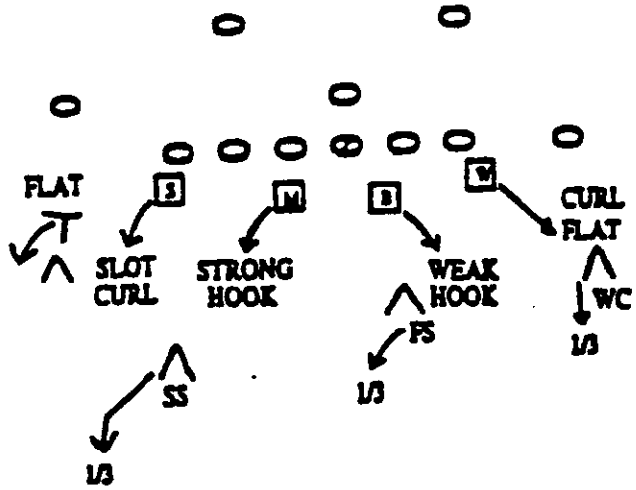
[6]



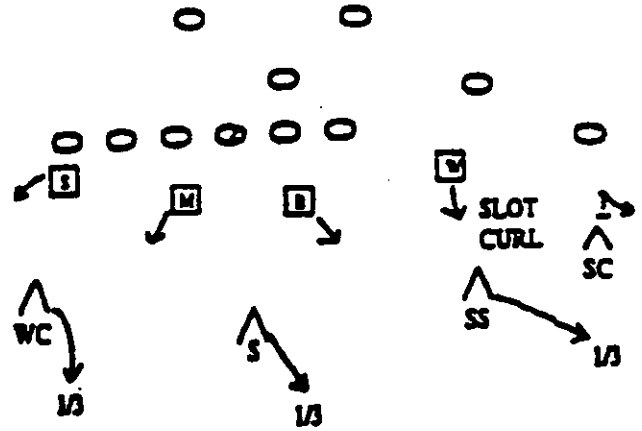
"BRONCO" VS. #1 WIDE

34-C-3 CORNER

34-C-3 VS. PRO FORMATION



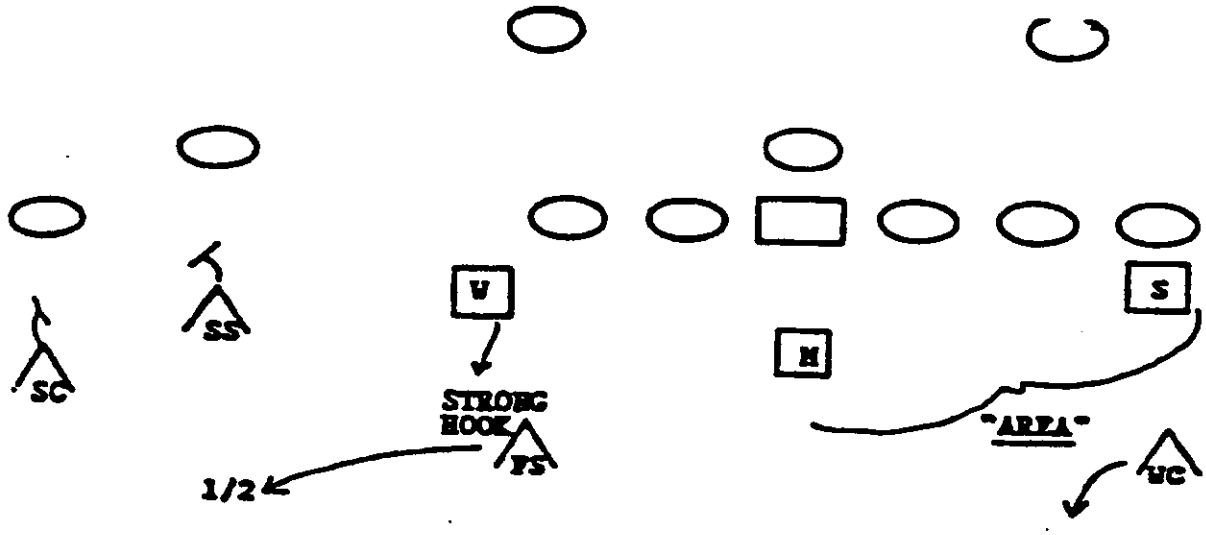
34-3 CORNER VS. SLOT FORMATION



34 COVER 3 CORNER: A ROTATED ZONE COVERAGE TO THE TWO RECEIVER SIDE OF THE OFFENSIVE FORMATION w/4 LINEBACKERS IN COVERAGE. EMPLOYING TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION. LINEBACKER FLOW RULE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-SAME AS COVER 3.	-SAME AS COVER 3.	-OPEN OUTSIDE AND DROP TO CURL AREA. -READ #2 AND #3 AND PLAY SLOT/CURL RESPONSIBILITY -REACT WHEN BALL IS THROWN.
MIKE	-SAME AS COVER 3.	-SAME AS COVER 3.	-STRONGSIDE -- SAME AS COVER 2.
BUCK	-SAME AS COVER 3.	-SAME AS COVER 3.	-WEAKSIDE -- SAME AS COVER 3.
WILL	-SAME AS COVER 3.	-SAME AS COVER 3.	-SAME AS COVER 3.
STRONG CORNER	-ROLLED UP INSIDE ROTATE	-4 TO 7 YARDS OFF #1 WR.	-JAM #1 OUTSIDE USING SETTLE TECHNIQUE PLAY FLAT AREA. BE AWARE OF STRONGSIDE COMBINATION ROUTES. -ATTACK ANY DUMPS FORM OUTSIDE/IN (FORCE) C.P.: IF #1 INSIDE #s. JAM INSIDE.
STRONG SAFETY	-7 TO 10 YARDS DEEP AND 2 TO 3 YARDS OUTSIDE OF TE.	-THROUGH #2 TO UNCOVERED LINEMEN, BACKS, QB - RELEASE. OF 31 RECEIVER	-COVER DEEP OUTSIDE 1/3. DEEP AS THE DEEPEST AND THRU ZONE MID-POINT APPLYING SIDELINE RULE. SEE THE THROW. -READ #2 AND BE AWARE OF STRONGSIDE COMBINATION ROUTES.
WEAK SAFETY	-SAME AS COVER 3.	-SAME AS COVER 3.	-SAME AS COVER 3.
WEAK CORNER	-SAME AS COVER 3.	-SAME AS COVER 3.	-SAME AS COVER 3.

COVER #4



4-3 COVER 4: IS A 5 UNDER, 2 DEEP ZONE PLAYED VS. SLOT ONLY, EMPLOYING TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION. CHECK FIRST COVERAGE CALL VS. PRO FORMATION.

NOTE: CAN BE PLAYED w/MATCH UP.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	HEAD ON CENTER 3-1/2 TO 4 YARDS DEEP	RG,LG,C REMAINING BACKS	WEAKSIDE VS. #1 TIGHT - ZONE HOOK AND REROUTE. VS. #1 WIDE - SAME AS 4-3 COVER #3 WEAKSIDE. C.P.: CHECK FIRST COVERAGE CALL VS. PRO FORMATION
WILL	ON OR OFF LOS, BASED ON SPLIT OF OE AND BACK-FIELD SET.	NEAR BACK, TACKLE, QB	STRONGSIDE SAME AS 4-3 COVER #3, STRONGSIDE. C.P.: RE-ROUTE #3 ON CLOSE.
SAM	BACKER SUPPORT OUTSIDE TE - 9 TECH	TE, T, G, OG, OT, NB	VS. #1 TIGHT - ZONE FLAT AND REROUTE - RUN w/THRU'S VS. #1 WIDE - SAME AS 4-3 COVER #3 WEAKSIDE
STRONG CORNER	OUTSIDE SHOULDER OF #1, 4 TO 7 YARDS DEEP	THROUGH #2 TO BACKS	FUNNEL #1 INSIDE USING SETTLE TECHNIQUE (AT 3 TO 4 YARDS). COVER FLAT AREA - READ PATTERN BY #2 IF #1 RELEASES OUTSIDE, CARRY HIM THROUGH FADE AREA. C.P.: SOFT TECHNIQUE.

COVER 4 -continued

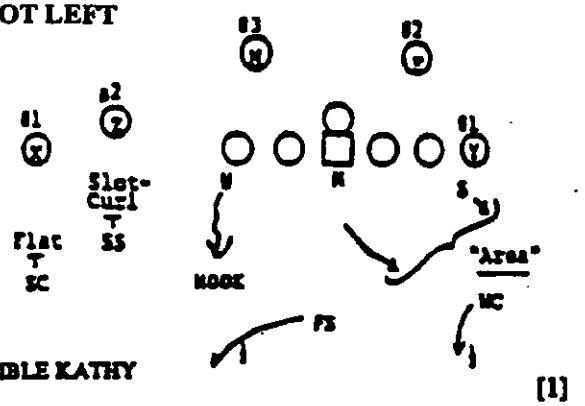
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	INSIDE SHOULDER OF #2, 0 TO 5 YARDS DEEP.	THROUGH #2 TO BACKS	JAM #2 OUTSIDE. COVER SLOT/CURL. READ PATTERNS OF #2, #3. HOLD CURL AREA.
WEAK SAFETY	12 YARDS DEEP CLEAT ALIGN TO FRONT 1/2	BACKS, #2, AND QB	ZONE STRONG 1/2 OF THE FIELD. DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS - 17 YARDS DEEP. SEE FLOW, READ #2s RELEASE, AND TAKE A A HARD READ ON QB. SAME AS 2-SOFT.
WEAK CORNER	3 YARDS OUTSIDE NORMAL Y, 7 YARDS DEEP	#1, #2, AND QB	ZONE WEAK 1/2 OF THE FIELD. DROP STRAIGHT BACK AND TAKE A HARD READ ON THE QB. C.P.: VS. #1 WIDE, DROP STRAIGHT BACK AND WORK TO 3 YARDS INSIDE NUMBERS.

NOTE: FOR EASE OF ADJUSTMENT, WE CAN ADD RULE TO CHECK TO COVER #3 WHEN IN COVER #4 VS. ANY WIDTH WEAK IN FORMATION. EXAMPLE: TWIN.

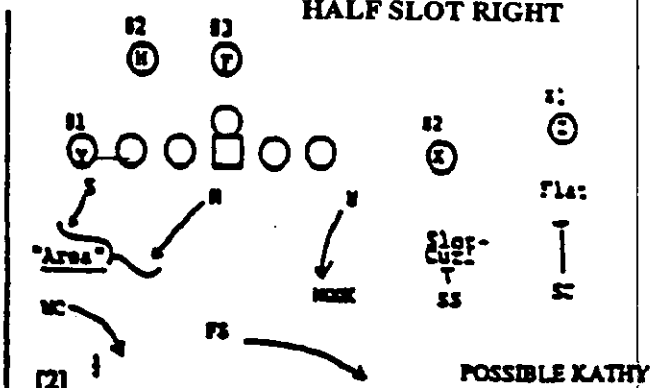
C.P.: WEBB -- POSSIBLE ZONE BACK TO COVER 3.

ADJUSTMENTS 4-3 COVER 4

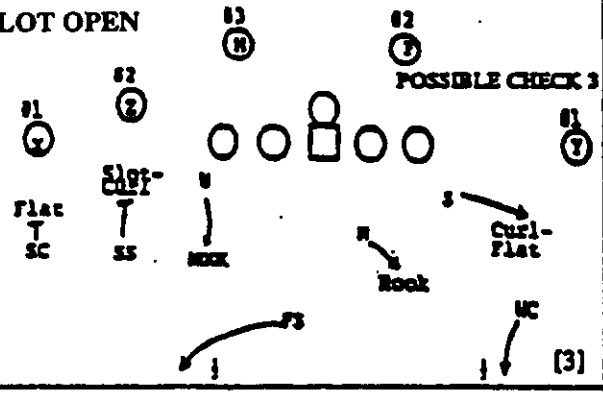
SPLIT SLOT LEFT



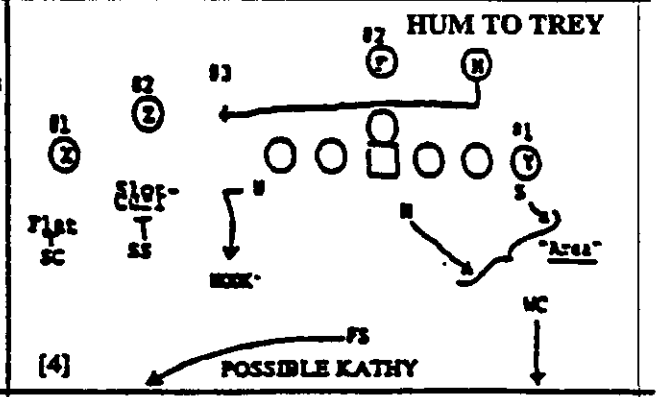
HALF SLOT RIGHT



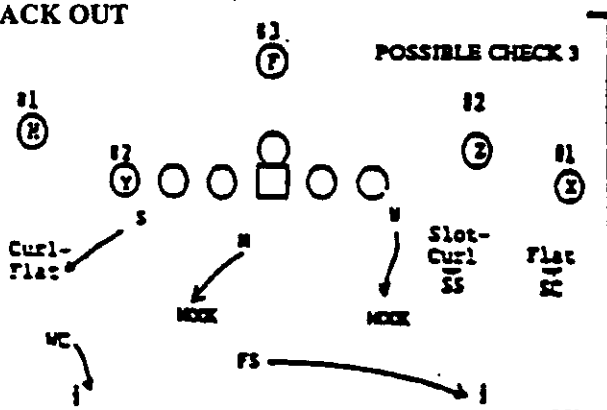
SPLIT SLOT OPEN



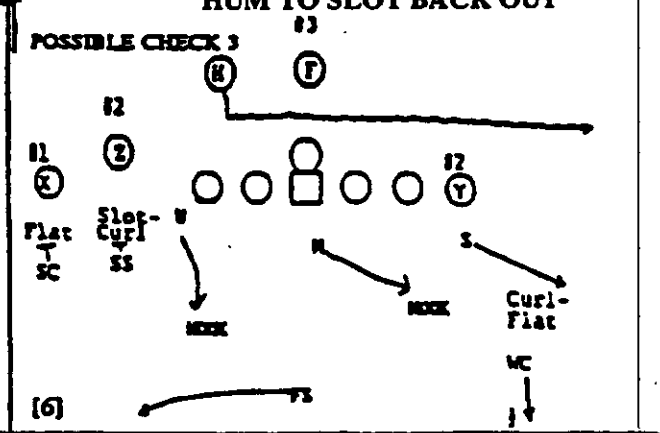
HUM TO TREY



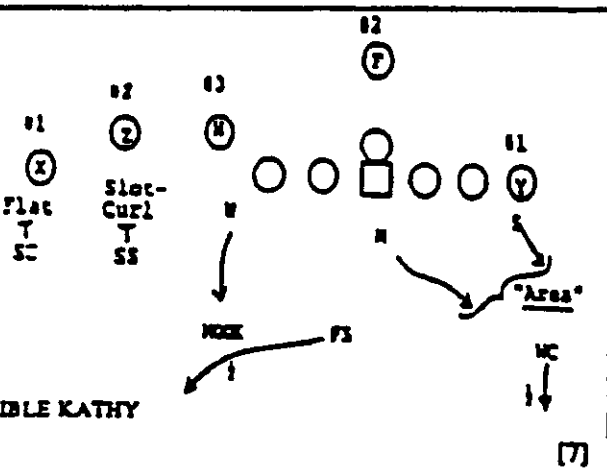
SLOT BACK OUT



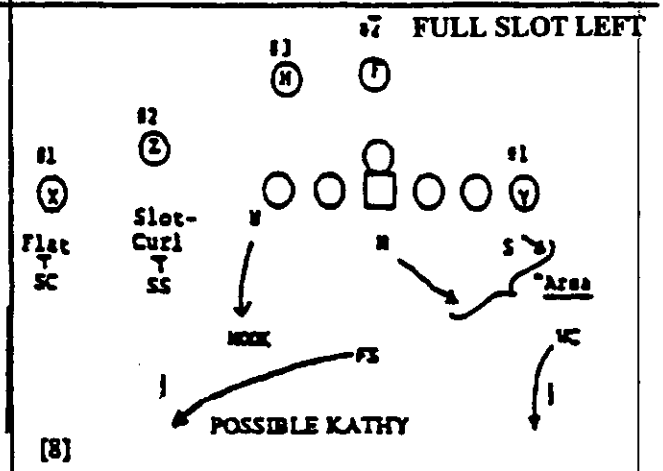
HUM TO SLOT BACK OUT



TREY



FULL SLOT LEFT

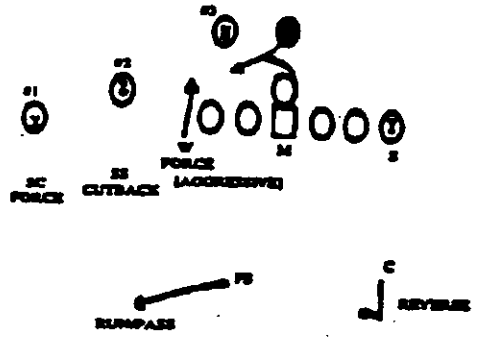


4-3 COVER 4

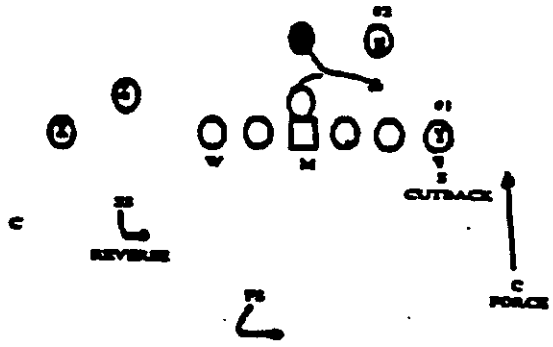
STRONGSIDE (SKY)

WEAKSIDE (BACKER)

#2 WIDE CLOUD

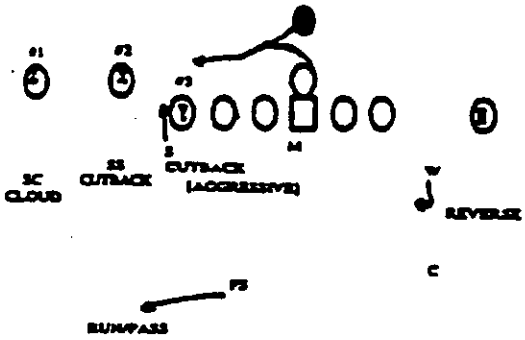


#1 TIGHT-BACKER

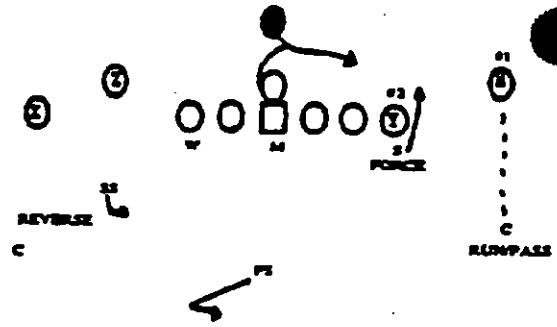


(1) (2)

#2 WIDE - CLOUD



#1 WIDE - BRONCO



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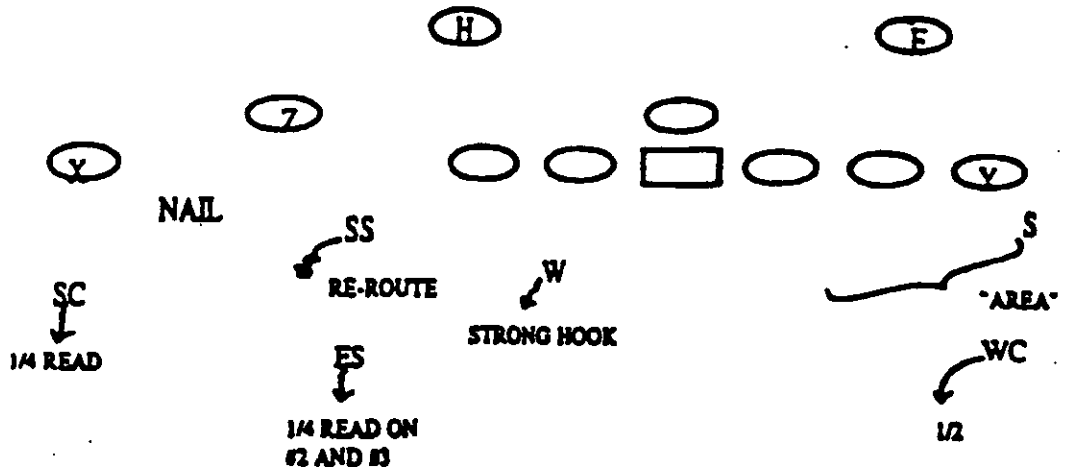
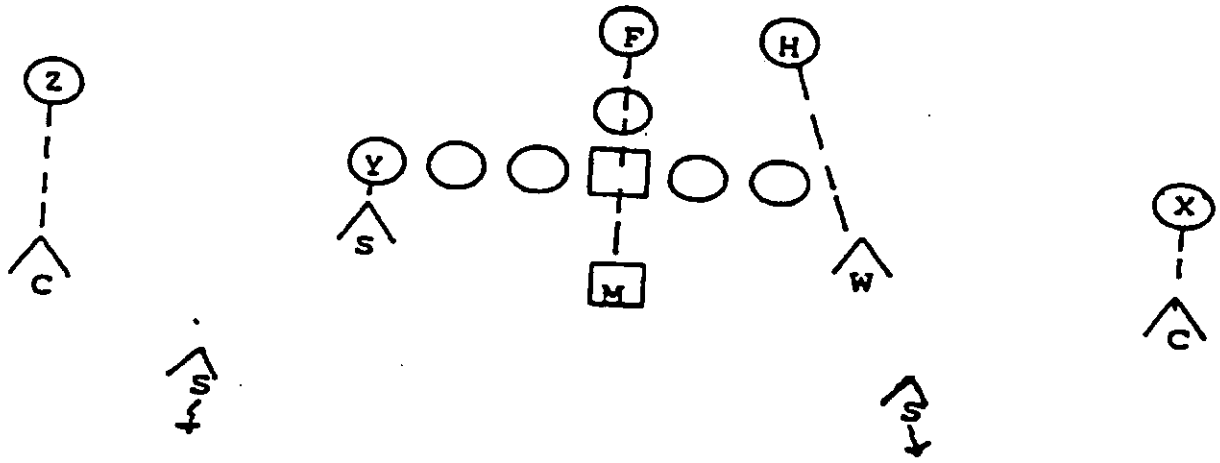
COVER 4 HAMMER



POSITION ALIGNMENT		KEY	RESPONSIBILITY
MIKE	HEAD ON CENTER 3-1/2 TO 4 YARDS DEEP	RG, LG, C, REMAINING BACKS	WEAKSIDE VS. #1 TIGHT - ZONE HOOK REROUTE VS. #1 WIDE - SAME AS 4-3 COVER 33 WEAKSIDE C.P.: CHECK FIRST COVERAGE CALL VS. PRO FORMATION
WILL	ON OR OFF LOS, BASED ON SPLIT OF OE AND BACKFIELD SET	NEAR BACK, TACKLE, QB	STRONGSIDE SAME AS 4-3 COVER #3, STRONGSIDE C.P.: RE-ROUTE #3 ON CLOSE
SAM	SAFETY OR CORNER SUPPORT HEAD ON TE - 6 TECH	TE, T, G, OG OT, NB	VS. #1 TIGHT - ZONE FLAT - RUN w/THRU'S VS. #1 WIDE - SAME AS 4-3 COVER #3 WEAKSIDE
STRONG CORNER	OUTSIDE SHOULDER OF #2, 0 TO 5 YARDS DEEP	THROUGH #2 TO BACKS	NAIL 1/4 READ
STRONG SAFETY	INSIDE SHOULDER OF #2, 0 TO 5 YARDS DEEP	THROUGH #2 TO BACKS	NAIL RE-ROUTE
WEAK SAFETY	2 YARDS DEEP ON BALL	BACKS, #2, AND QB	NAIL, 1/4 READ ON #2 AND #3
WEAK CORNER	3 YARDS OUTSIDE NORMAL Y, 7 YARDS QB DEEP.	#1, 32, AND	PLAY 1/2 w/NO MOF OVERLAP

NOTE: SAME ADJUSTMENTS AS COVER 4.

COVER 5



COVER: A COMBINATION OF 5 UNDER MAN, 2 DEEP ZONE COVERAGE PLAYED VS. ALL FORMATIONS NO FLOW. *DOUBLE CALLS USED FOR SLOT WITH NO MATCH UP: PLAY VS. SLOT w/CORNERS OVER TO WRs. POSSIBLE BANJO w/BACKERS ON 2/3 TE SIDE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM, TE BACKER	6 ALIGNMENT	TE, PERPIPH, G,T,	COVER TE MAN-TO-MAN USING TRAIL TECHNIQUE (1/2 HELP) C.P.: POSSIBLE BANJO w/MIKE C.P.: IF YOUR MAN BLOCKS, HUG. Y-YAC, YOU HAVE FIRST BACK.
MIKE	DETERMINED BY DEFENSE.	DETERMINED BY DEFENSE.	COVER FIRST BACK YOUR SIDE MAN-TO- MAN USING TRAIL TECHNIQUE. C.P.: POSSIBLE BANJO w/SAM C.P.: YOUR MAN BLOCKS - HUG, PUSH w/OUTSIDE BACKER SAM OR WILL ON BACK MOTION. YOU SHOULD ALWAYS HAVE REMAINING BACK.
WILL SE SIDE BACKER	DETERMINED BY DEFENSE	DETERMINED BY DEFENSE	COVER FIRST BACK YOUR SIDE MAN-FOR-MAN USING TRAIL TECHNIQUE. C.P.: CHECK TO REDUCE IF YOU IF YOU HAVE TO LEAVE FOR

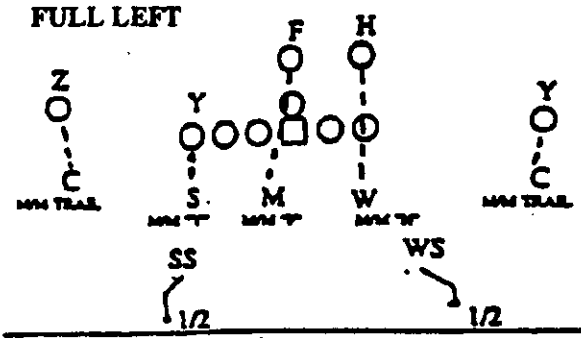
COVER 5 -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
CORNERS	ON #1 BUMP	#1 WR	COVER #1 MAN-FOR-MAN USING TRAIL TECHNIQUE WITH 1/2 HELP FROM SAFETY C.P.: FADE RULE. ZING OR Z CLOSE COMBO C.P.: MATCH UP CORNERS OVER WITH WRs VERSUS SLOT.
STRONG	3 YARDS OUTSIDE NORMAL TE, 7 TO 10 DEEP	THROUGH UNCOVERED LINEMEN TO BACKS AND QB	ZONE 1/2 OF FIELD. DROP TO SAFETY AIMING POINT 3 YARDS INSIDE NUMBERS, 17 YARDS DEEP. SEE FLOW, SEE #1s RELEASE. GET GOOD READ ON QB. C.P.: POSSIBLE CONE ON ZING OR Z CLOSE C.P.: MATCH UP ZONE 1/2 OF FIELD TO TE SIDE
FREE SAFETY	12 YARDS DEEP ON WEAK TACKLE	THROUGH UNCOVERED LINEMEN BACKS AND QB	SAME AS STRONG SAFETY SLOT, POSSIBLE MU

IOWA: CALL USED BETWEEN CORNER AND SAFETY TO PUSH ZING MOTION WHEN NOT IN MATCH UP.

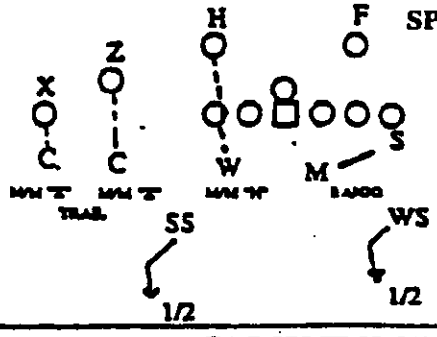
COVER 5 MATCHUP VS. ALL FORMATIONS

FULL LEFT



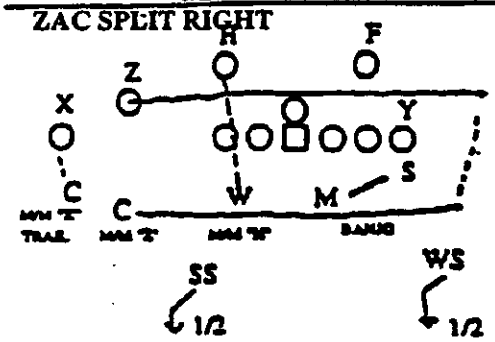
[1]

SPLIT SPOT



[2]

ZAC SPLIT RIGHT



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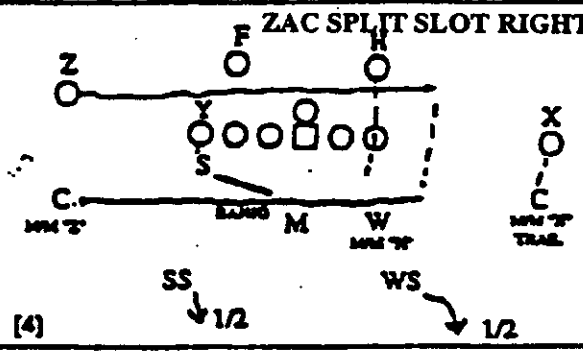
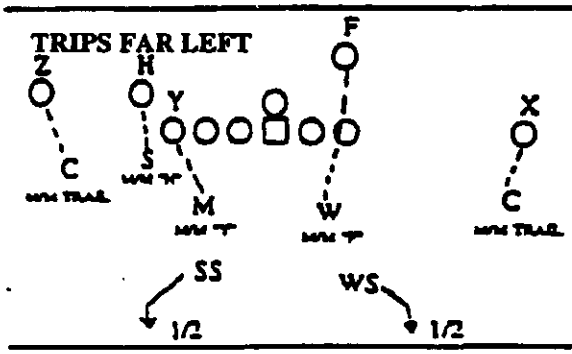
ZAC SPLIT SLOT RIGHT



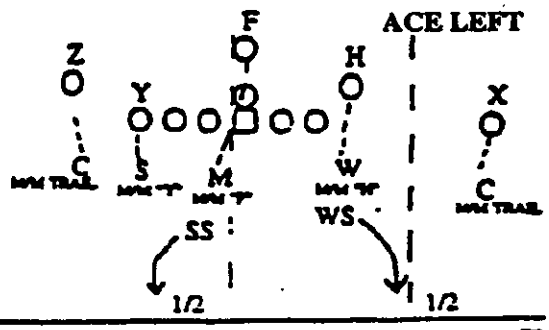
[4]

TRIPS FAR LEFT



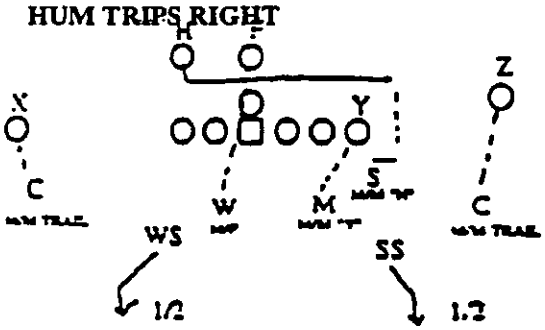
[5]

ACE LEFT



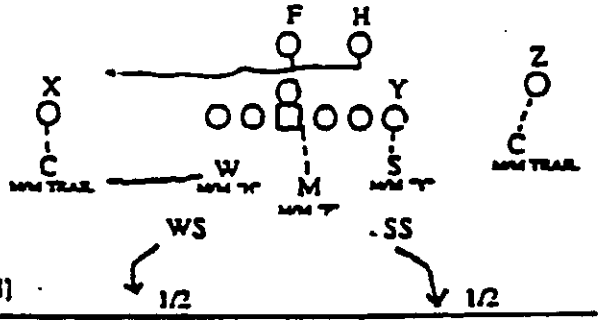
[6]

HUM TRIPS RIGHT



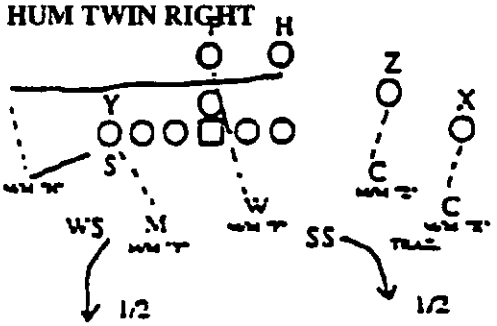
[7]

HUM ACE RIGHT-OUT



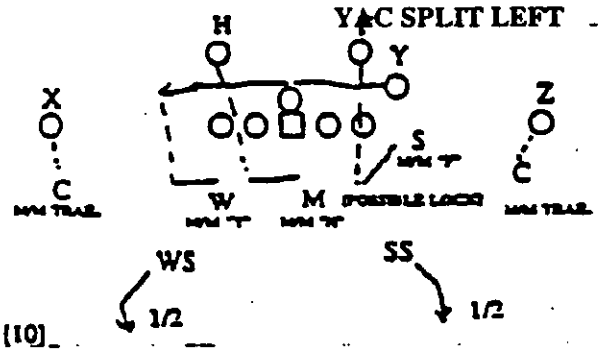
[8]

HUM TWIN RIGHT



[9]

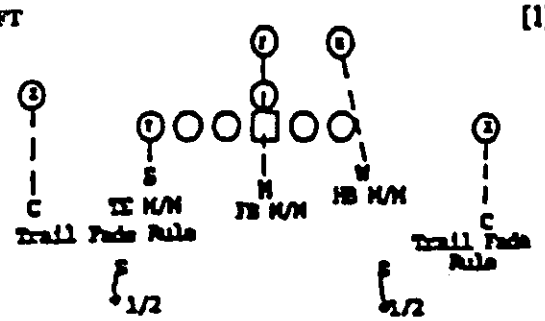
YAC SPLIT LEFT



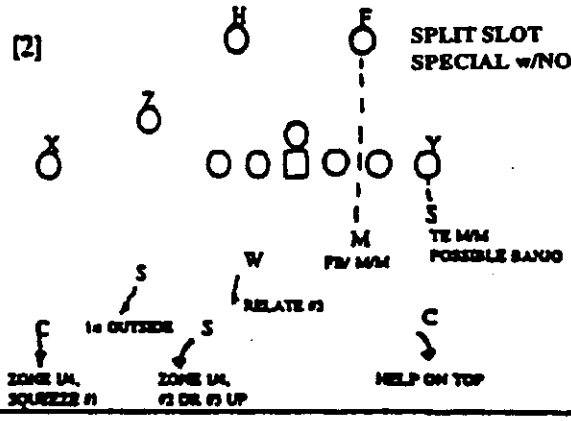
[10]

COVER 5 CHECKS BY GAME PLAN

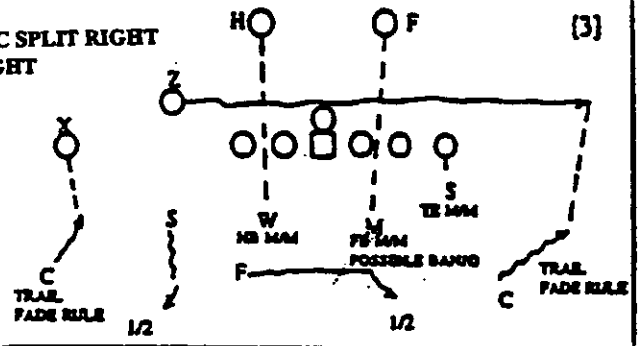
FULL LEFT [1]



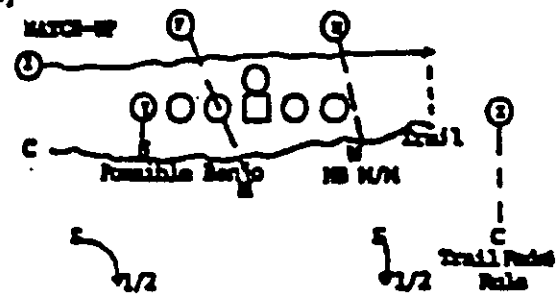
[2] SPLIT SLOT SPECIAL w/NO MU



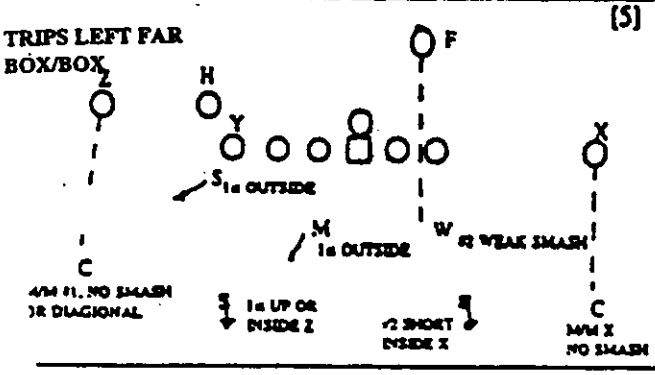
ZAC SPLIT RIGHT RIGHT [3]



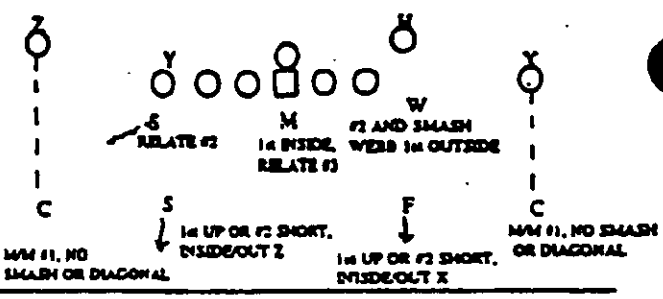
[4] ZAC SPLIT SLOT



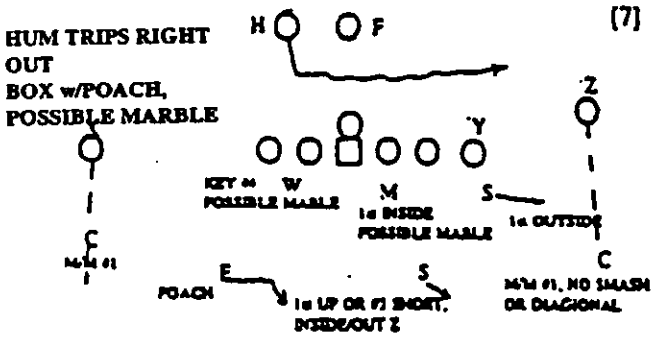
TRIPS LEFT FAR BOX/BOX [5]



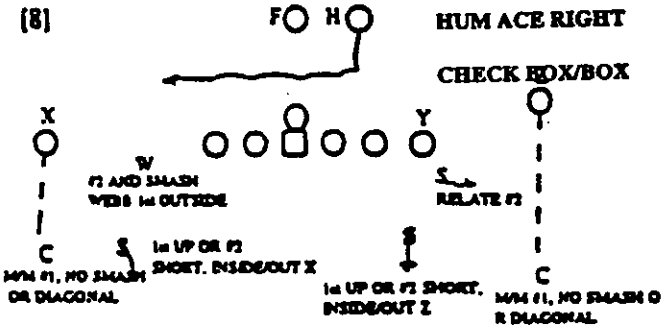
[6] ACE LEFT BOX/BOX



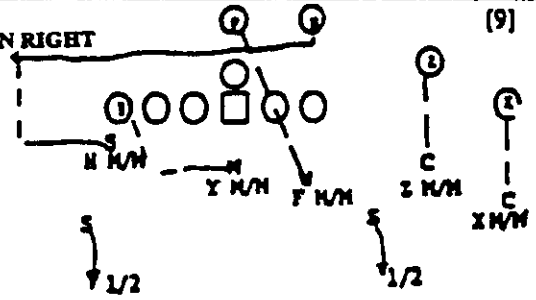
HUM TRIPS RIGHT OUT BOX w/POACH, POSSIBLE MARBLE [7]



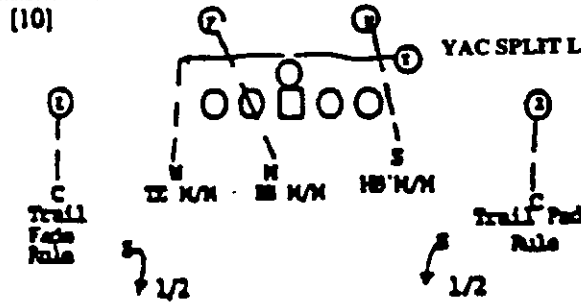
[8] HUM ACE RIGHT CHECK BOX/BOX



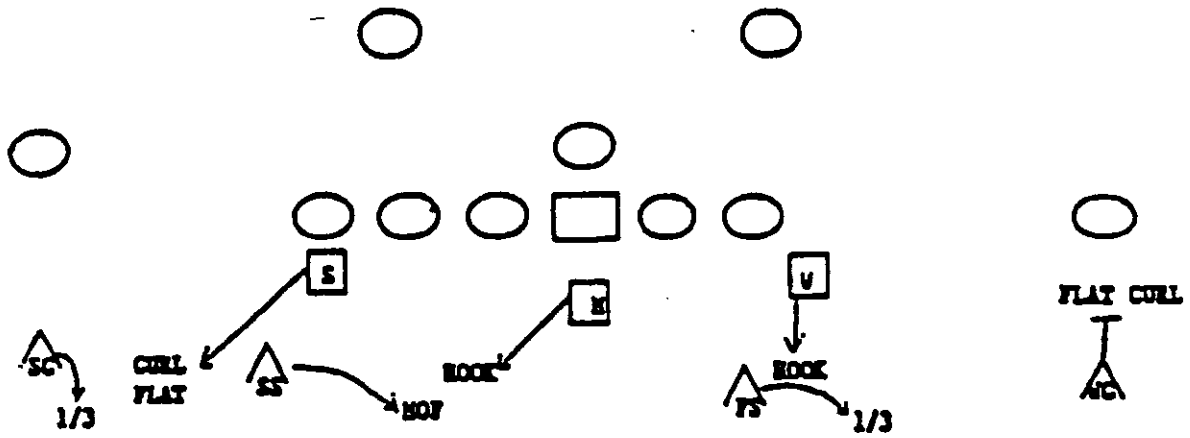
HUM TWIN RIGHT [9]



[10] YAC SPLIT LEFT



COVER #6



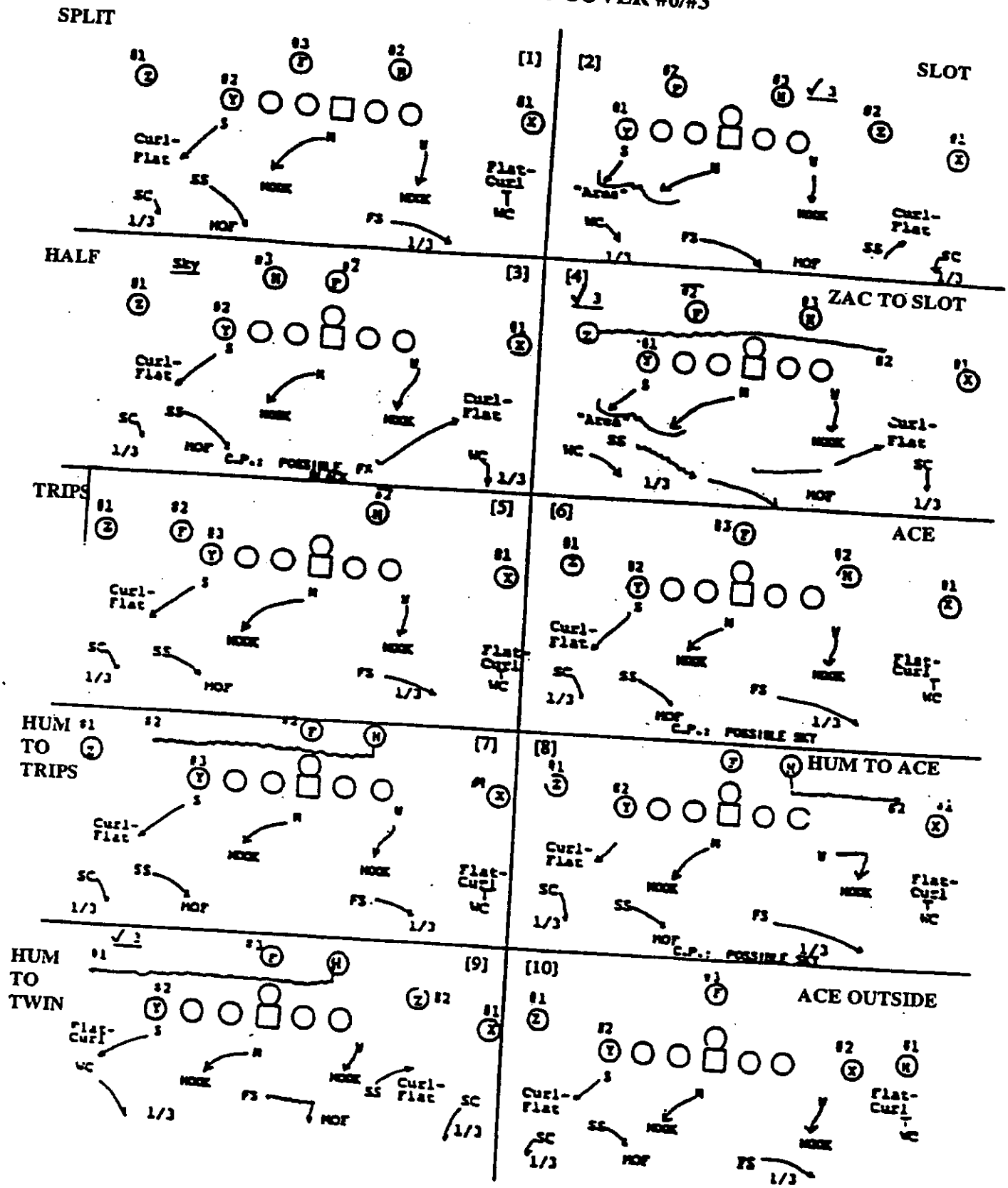
4-3 COVER 6: A ROTATED ZONE COVERAGE TO THE ONE RECEIVER SIDE OF A PRO FORMATION WITH 3 LINEBACKERS IN COVERAGE. EMPLOYING TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PROGRESSION. LINEBACKER FLOW RULE. CHECK 2nd COVERAGE CALL VS. SLOT.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-9 TECHNIQUE	-TE. TACKLE, GUARD AND NEAR BACK	-OPEN OUTSIDE - DROP TO CURL AREA. -READ #2 AND #3. -VS. 3 STEP DEEP, PLAY INSIDE ROUTES OF NORMAL #1. -HOLD CURL AREA AND REACT WHEN BALL IS THROWN. -ATTACK SCREEN OUTSIDE/IN.
MIKE	-HEAD UP GUARD 3-1/2 TO 4 YARDS DEEP, DETERMINED BY DEFENSE.	-THRU GUARD TO NEAR BACK	-STRONG HOOK - SAME AS SAM IN C-3
WILL	-HEAD UP GUARD 3-1/2 TO 4 YARDS DEEP. DETERMINED BY DEFENSE.	-THRU GUARD TO NEAR BACK	-WEAK HOOK - SAME AS MIKE IN C-3 C.P.: YOU WILL GET MORE HELP FROM CORNER IN FLAT.
STRONG CORNER	-SPLIT RULE - 8 YARDS DEEP.	-THROUGH #2 TO BACKS AND BALL	-SAME AS COVER 3 C.P.: BE READY TO RIDE #1 HARD INSIDE ON DIG.

COVER #6 -continued

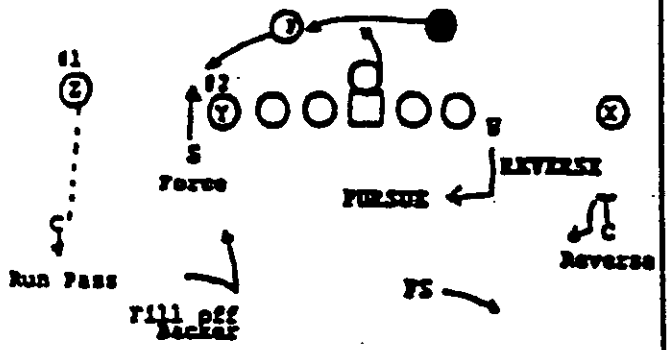
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	-2 YARDS OUTSIDE NORMAL TE. 8 YARDS DEEP	-THRU #2 TO BACKS	-DROP STRAIGHT BACK AND READ #2 -COVER #2 ON SEAM/POST. -NO THREAT BY #2, CONTINUE TO MIDDLE 1/3. -READ QB FOR THROW.
WEAK SAFETY	-12 YARDS DEEP ON LEG OF WEAK TACKLE.	-THRU UNCOVERED LINEMAN TO BACKS	-DROP AT AN ANGLE 17 YARDS DEEP SIDE OF #1 - READ TO RELEASE IF #1. C.P.: "SKY" - PLAY CURL/FLAT, READ, WEAKSIDE PATTERN READS.
WEAK CORNER	-SPLIT RULE 8 YARDS DEEP.	-"SKY" - #2 TO BALL.	C.P.: SKY - PLAY 1/3 RESPONSIBILITY -JAM #1 OUTSIDE ("TUFF" TECH). PLAY FLAT TO CURL. -READ #2s PATTERN. -ATTACK SCREEN OUTSIDE/IN.

ADJUSTMENTS 4-3 COVER #6/#3

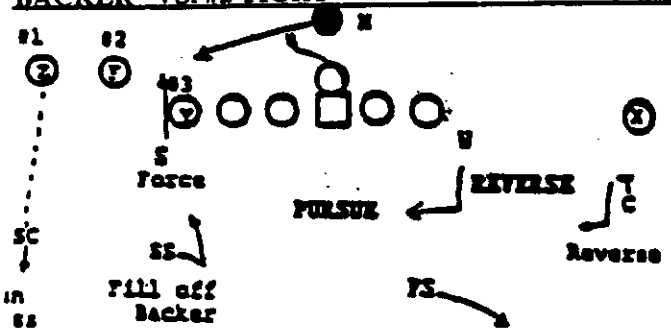


4-3 COVER 6/3

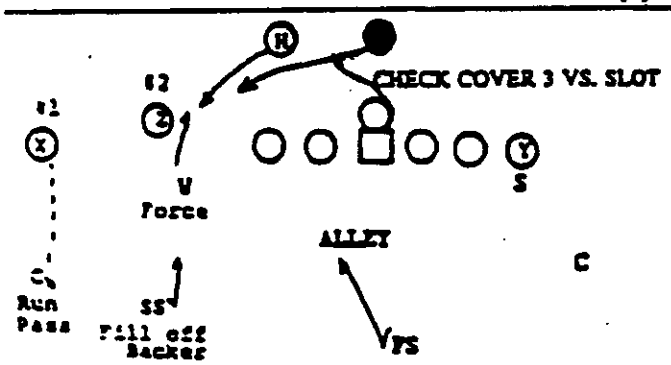
STRONGSIDE (BACKER)



"BACKER" VS. #2 TIGHT [1]

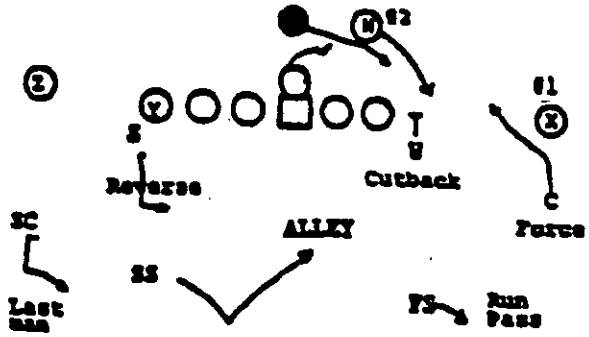


"BACKER" VS. #2 WIDE [3]

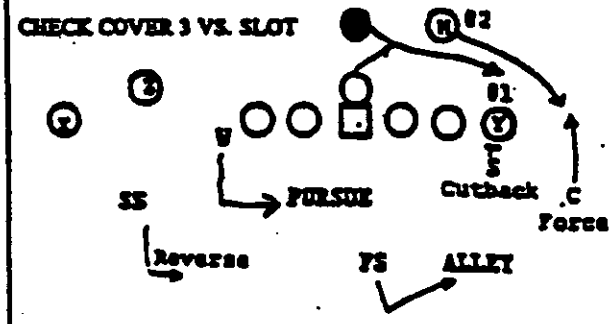


"BACKER" VS. #2 WIDE [5]

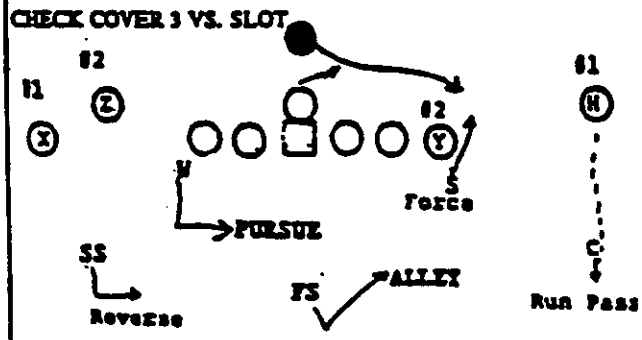
WEAKSIDE (CLOUD)



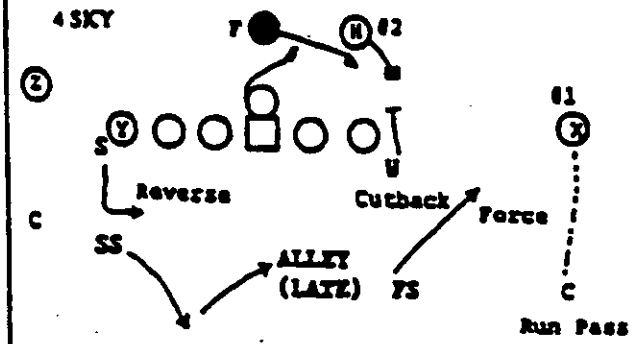
"CLOUD" VS. #1 WIDE [2]



"CLOUD" VS. #1 TIGHT [4]

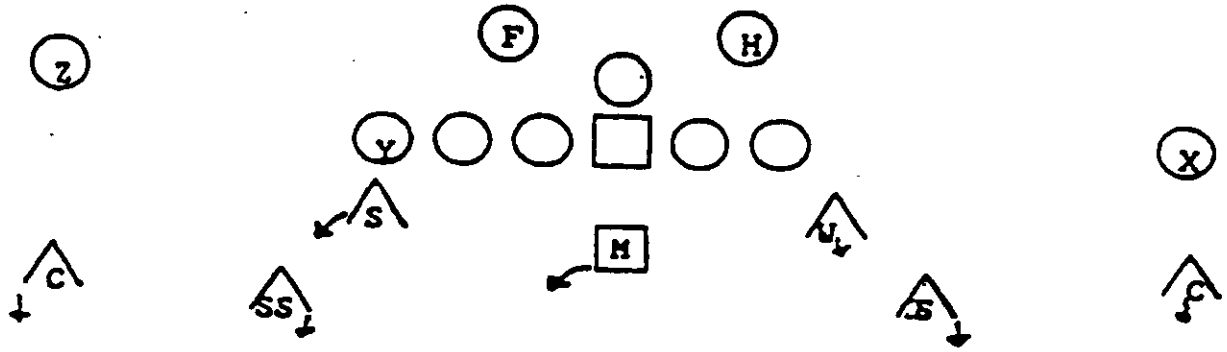


BRONCO VS. #1 WIDE [6]



"SKY" VS. #1 WIDE [7]

STUNT COVER 7



STUNT COVER 7: 4 ON 3 STRONG MATCH COVERAGE THAT HAS THE F/S PLAYING WEAK WITH #2 WEAK, HOWEVER WILL SELF-ADJUST ON ANY 4 STRONG FORMATION TO WEAK - MATCH- MABLE WITH THE F/S IN THE DEEP MIDDLE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM STRONG BACKER	-SAME AS COVER 3	-SAME AS COVER 3	-BACKER SUPPORT -FIRST FLAT RECEIVER. C.P.: SMASH. HOMBRE 3 ALL OVER TE INSIDE. -WEBB - RIDE #2 DOWN ON RELEASE AND COVER OR PASS WITH MIKE . -2 WRs - INSIDE/OUT ON #2, OVER JAM TO OUTSIDE #2 AT 10 YARDS AND DO NOT ALLOW 2 WAY GO ON SAFETY C.P.: YOU HAVE SMASH. WEBB - #3 AWAY - STAY INSIDE/OUT ON #2 AND CARRY ON CROSSERS. -MEG CALL BY CORNER - HE HAS #1 MAN-TO - MAN ON ALL ROUTES. INCLUDING SMASH. -MOD - CORNER M/M ON #1 ON ALL ROUTES EXPECT SMASH (SAM - SMASH RULE).
MIKE	-SAME AS COVER 3	-SAME AS COVER 3	-RELATE TO #3. PLAY IN/OUT w/SAM OR WILL ON SIDE OF #3. #3 STRONG PLAY MABLE RULES. #3 WEAK IN/OUT w/WILL. -FLOOD - PLAY 3 MABLE RULES. -CLAMP - CALL TO LOCK ON #3 TO OE SIDE. -WSE TIGHT - RAMBO

STUNT COVER 7 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WILL	-SAME AS COVER 3	-SAME AS COVER 3	-BACKER OR CORNER, BY M/M COMBINATION -NORMAL SPLIT END. YOU HAVE #2 WEAK M/M ON ALL SHORT ROUTES IN OR OUT #2 UPFIELD OVER JAM TO 10 YARDS RELEASE TO F/S -SMASH BY #1. DROP #2 AND TAKE SMASH. -WEBB FIRST BACK TO FLAT M/M. -FLOOD OR 4 STRONG PLAY MABLE RULES. C.P.: MEG CALL, SAME RULES AS SAM -M/M COMBINATIONS - YOU HAVE #2 ALL OVER. BOX - SAME AS SAM. TRAP - LET #2 GO TO FLAT DEUCE - DOUBLE #2.
STRONG CORNER	-SAME AS COVER 3.	-SAME AS COVER 3.	-1 WR MAN ON #1, EXCEPT ON SMASH - ALERT D TO BY #2 OR #2 ON DIAGONAL -2 WRs- ZONE 1/4, 1/4 W/SS. SQUEEZE #1 WITH NO THREAT BY #2 OR NO DIAGONAL BY #2 ALERT D TO BY #2. MEG: CALL TO MAN #1 ALL OVER (PRESS) -MOD - MAN #1 EXCEPT ON SMASH, BUMP OR BAIL. -STEALER - SS WILL ROB UNDER #1 w/ NO THREAT BY #2.
WEAK CORNER	-SAME AS COVER 3.	-SAME AS COVER 3.	-SAME AS SC. -WSE TIGHT - RAMBO w/WILL WITH F/S HELP OVER THE TOP. YOU HAVE FIRST OUTSIDE. -NO #2 WEAK - ROBBER - #1 MAN TECHNIQUE UPFIELD (MEG). -M/M COMBINATIONS - CONE WITH F/S TRAP, DOG, OR DEUCE. TWO ON LOS - BOX. SLOT - SPECIAL (BRACKET)

STUNT COVER 7 -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	-7 TO 10 YARDS DEEP IN BACKER SUPPORT POSITION	-BACKER SUPPORT #2 RECEIVER.	-1 WR - FIRST OUTSIDE AND DEEP OUT OF #2 OR #3. 2 AND 3 SHORT INSIDE/ OUT ON #1. -2 WRs - ZONE 1/4, 1/4 W/STRONG CORNER INSIDE/OUT ON #2. FIRST THREAT OUT OF 2 OR 3 VERTICAL. 2 AND 3 SHORT INSIDE/ OUT ON #1. MEG: CORNER HAS #1 MAN (ALERT #2 ON 7 ROUTE) -MOD - CORNER HAS #1 MAN EXCEPT ON SMASH. -STEALER - NO #2 OR #3 VERTICAL - ROB UNDER #1. -NO #2 WEAK - ROBBER. -SLOT - SPECIAL (BOW) - ANY WIDTH WEAK WITH SLOT - CHECK BOX.
FREE SAFETY	-SAME AS COVER 3, BUT EXTEND TO INSIDE/OUT POSITION ON #2 WEAK.	-UNCOVERED LINEMAN TO #2 WEAK.	-1 WR - KEY #2 AND COVER DEEP ON VERTICAL #2 SHORT, INSIDE/OUT ON #1. -2 WR - ZONE 1/4, 1/4 W/WEAK CORNER, w/INSIDE/OUT LEVERAGE ON #2. -WSE TIGHT - CORNER AND BACKER WILL RAMBO AND YOU PLAY OVER THE TOP w/DEEP HELP. -NO #2 RECEIVER WEAK - DEEP MIDDLE w/POACH OR ROBBER CALL. -M/M COMBINATIONS WEAK - CONE w/CORNER TRAP, OR DEUCE. SLOT - SPECIAL.

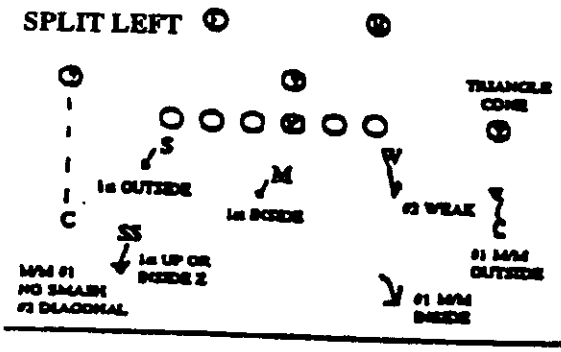
NOTE: CAN VARY COMBINATIONS WEAK VS. 1 WR. MUST DECLARE TRIPS W/SECOND RECEIVER WEAK AS TRIPS OR 2X2.

C.P.: CAN ROBBER ALL FLOOD AND 4 STRONG ACTION.

C.P.: TRIPS POSSIBLE ZEKE TO MAN 2 & 3 VERTICAL EXPECT ON #3 BLOCK, DIAGONAL OR LOAD.

COVER 7

SPLIT LEFT



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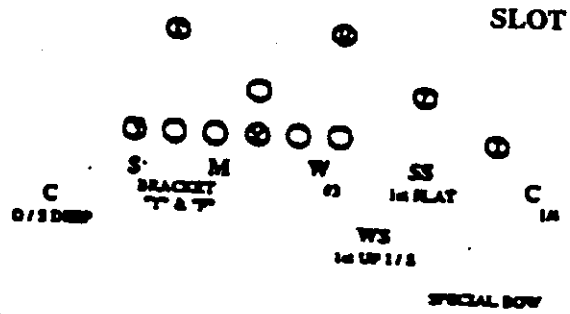

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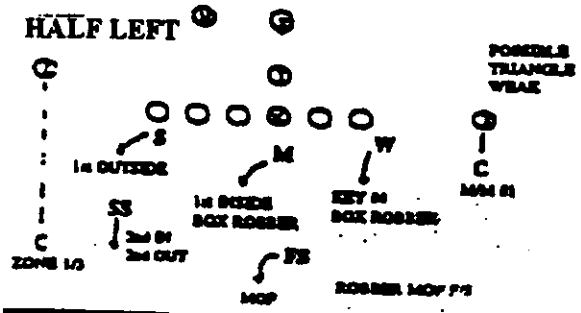
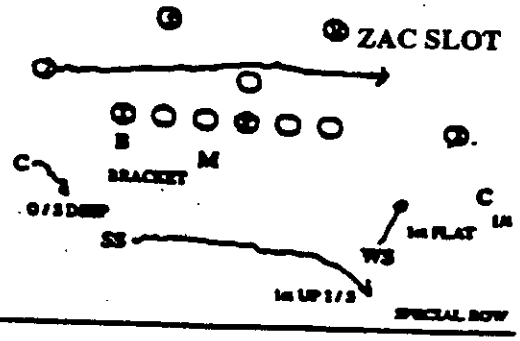


ZAC SLOT



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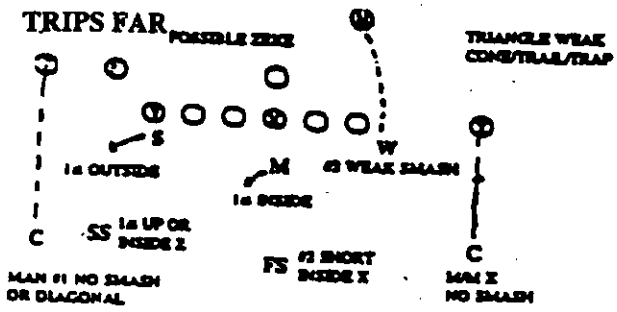
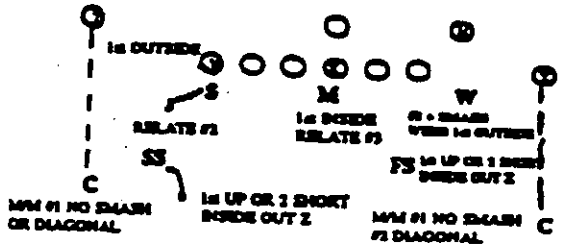


ACE



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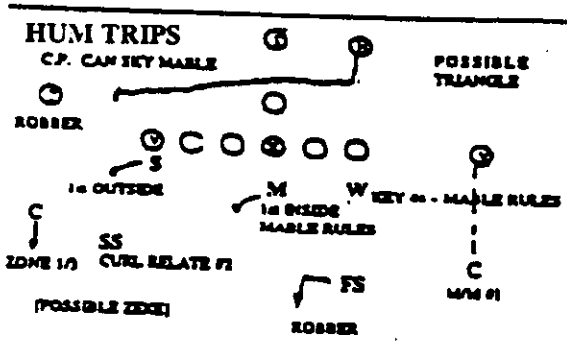

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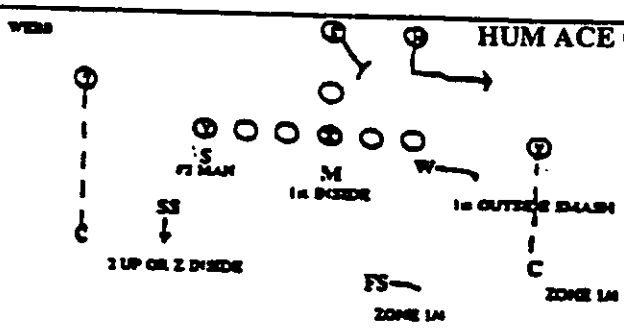

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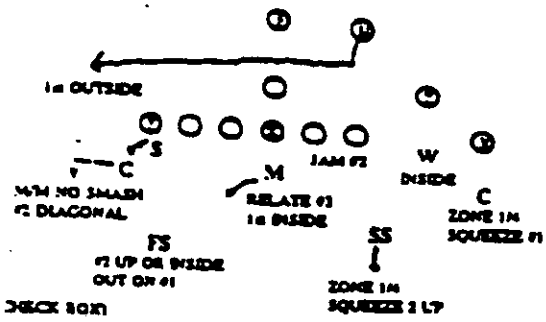

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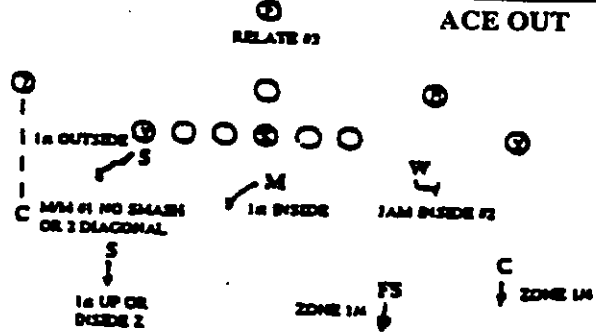
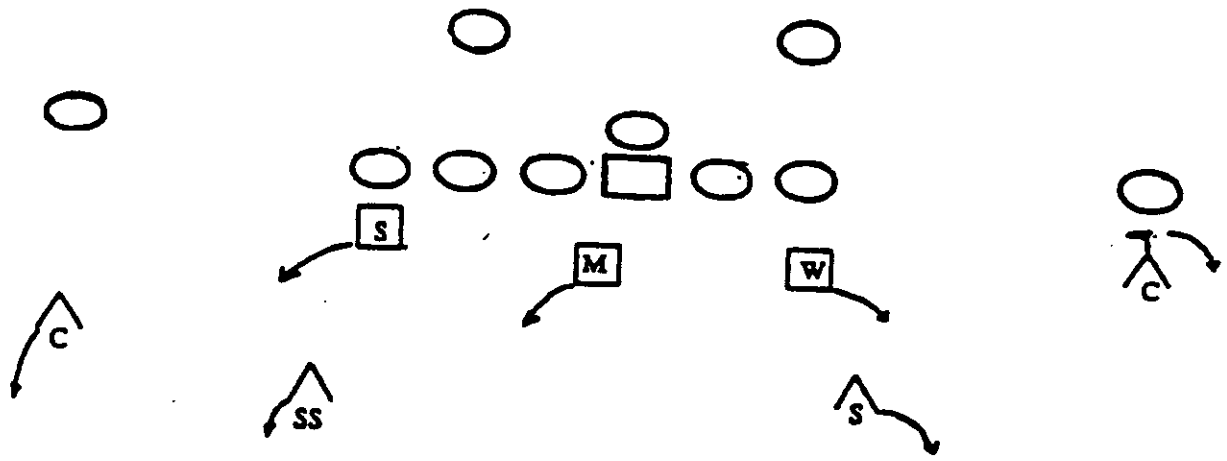


COVER 8



COVER 8: 4 ON 3 MATCH STRONG COVERAGE WITH THE F/S, AND WEAK CORNER PLAY AS COVER 2. IS SELF-ADJUSTING VS. ALL FORMATIONS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	DETERMINED BY DEFENSE	SAME AS C-7	SAME AS C-7 C.P.: STELLAR CALL - ALERT DIAGONAL TAKE FF BY #2 RECEIVER
MIKE	DETERMINED BY DEFENSE	SAME AS C-7	SAME AS C-7 C.P.: BECAUSE WEAK SIDE IS PLAYING AS C-2, YOU WILL ONLY CARRY #3 BACK TO BALL
WILL	DETERMINED BY DEFENSE	SAME AS C-2. CORNER SUPPORT	SAME AS 2 (KATHY) FLOW RULE - PLAY #4 M/M AS YOU WOULD IN C-1. 1st CROSSER VS. 4 STRONG
STRONG CORNER	SAME AS C-3	SAME AS C-3	SAME AS C-7 C.P.: STEALER CALL - SAFETY WILL ROB "Z" UNDERNEATH VS. NO 2 VERTICAL CORNER MUST PLAY ON TOP OF "Z" TO PLAY POST.

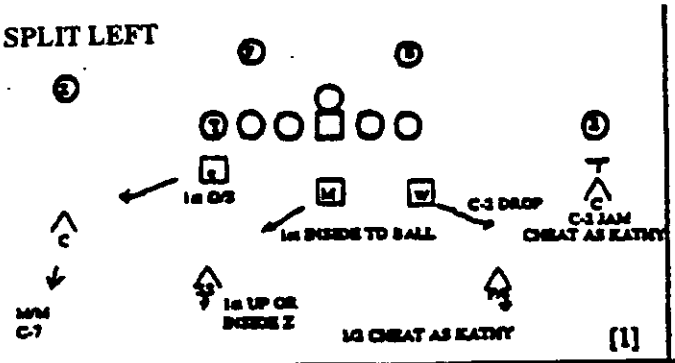
COVER 8 continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WEAK CORNER	SAME AS C-2	SAME AS C-2	SAME AS C-2 (KATHY) C.P.: YOU CAN PLAY HARD WITH NO VERTICAL BY #2 FLOW - PLAY C-1 TECH ON #1 (CONNIE w/F/S) WEBB - SCREW WEAK, TUFF TECHNIQUE
STRONG SAFETY	SAME AS C-7	SAME AS C-7 BACKER SUPPORT	SAME AS C-7 C.P.: STELLAR CALL-ROB #1 ON NO VERTICAL RELEASE OF #2. CORNER MUST PLAY ON TOP AND TAKE AWAY POST WEBB - SCREW WEAK
FREE SAFETY	SAME AS C-2	SAME AS C-2 CORNER SUPPORT	SAME AS C-2 (KATHY) CHEAT TO #1 ON NO VERTICAL BY #2 WEBB - SCREW WEAK

NOTE: WITH SCREW CALL, WE WILL CHECK TO C-6 SKY VS. ANY #2 RECEIVER DETACHED FROM FORMATION WEAK THAT WOULD CAUSE WILL TO REDUCE. CAN ALSO SCREW ON KEY. EXAMPLE: WEBB

COVER 8

SPLIT LEFT



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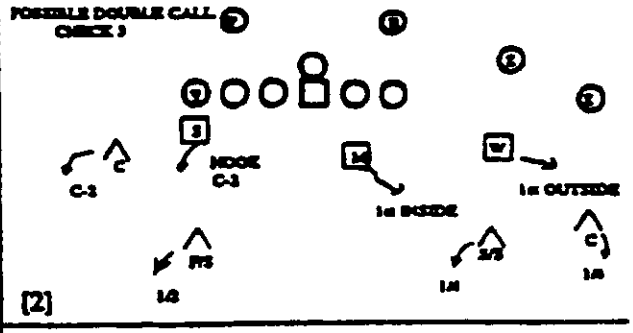
SLOT



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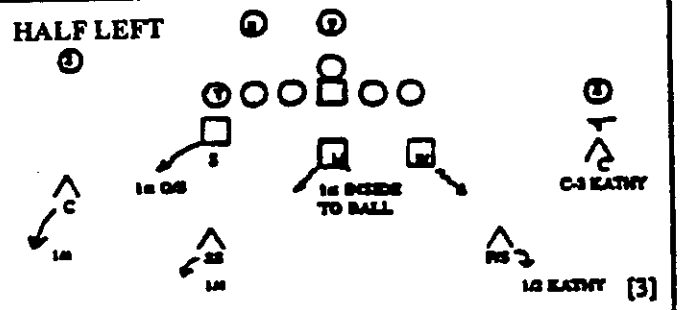

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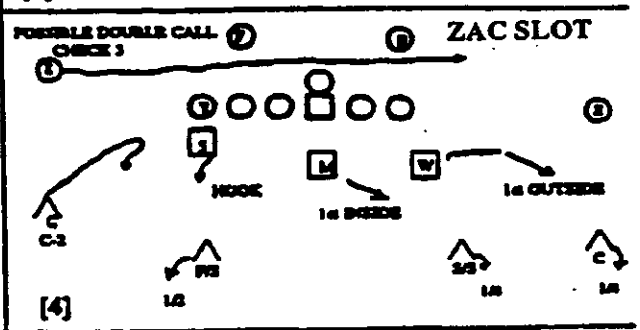
ZAC SLOT



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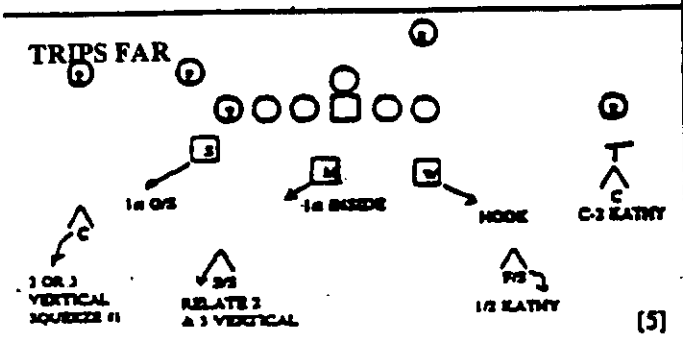
TRIPS FAR



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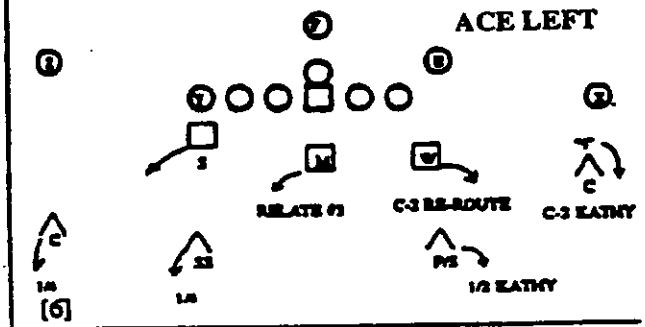

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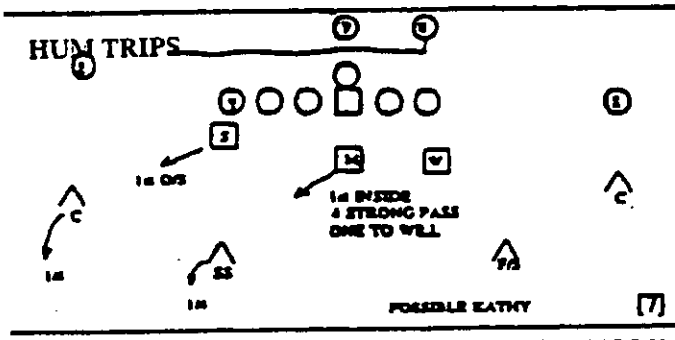
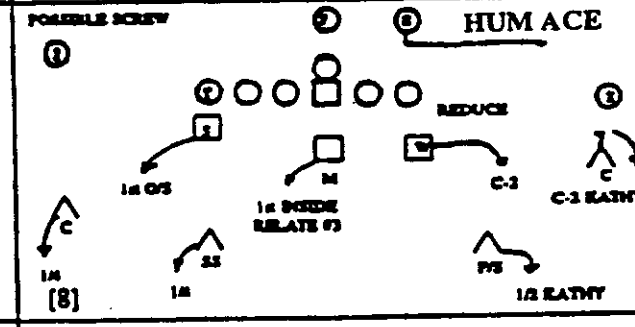
HUM TRIPS



[7]

HUM ACE



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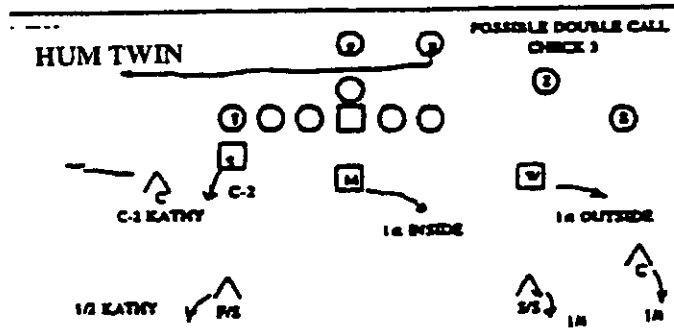
HUM TWIN



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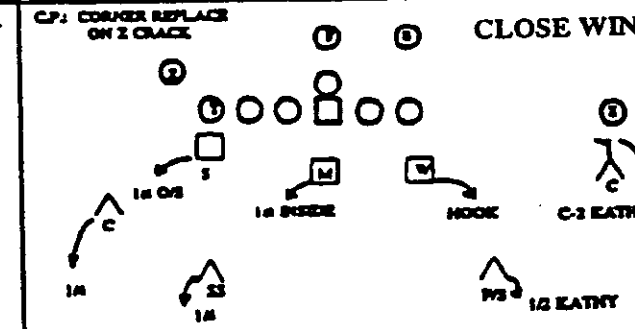
CLOSE WING



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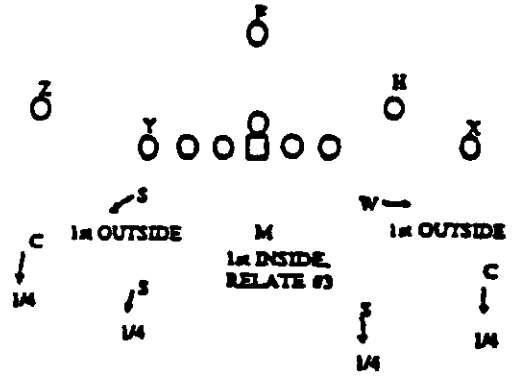
COVER 8 SEAM

ACE



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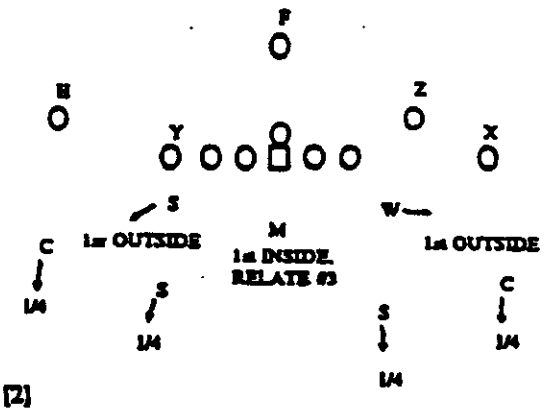

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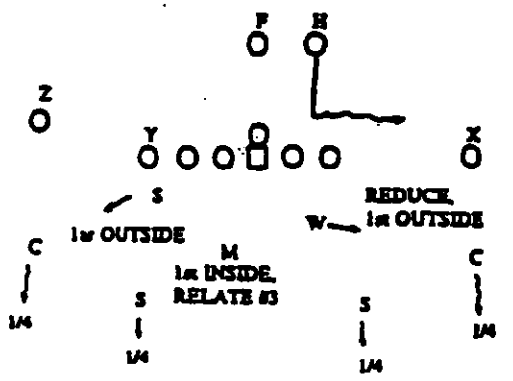

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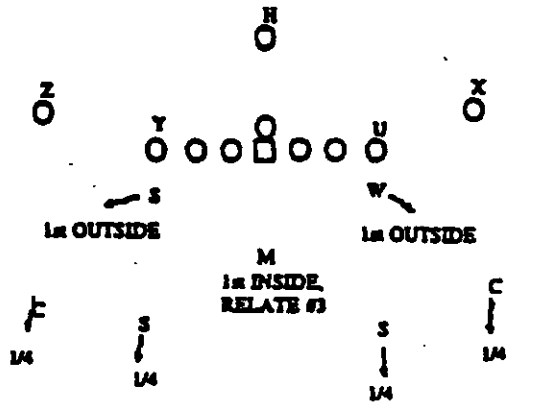

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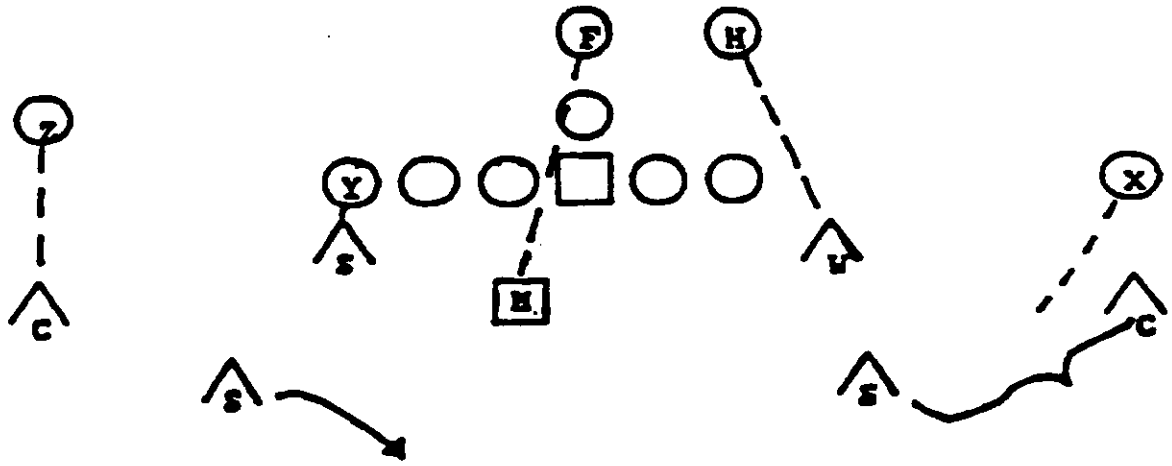
STUNT COVER #9 DOUBLE MATCH UP



COVER #9 DOUBLE - X: A M/M COVERAGE w/POST HELP. SAFETY AND CORNER WILL DOUBLE DESIGNATED WIDE RECEIVER. NO FLOW RULE. OLBer COVERS TE. 1-BACK RULE - SAFETY TAKES BACK OUT, LBer DOUBLES.

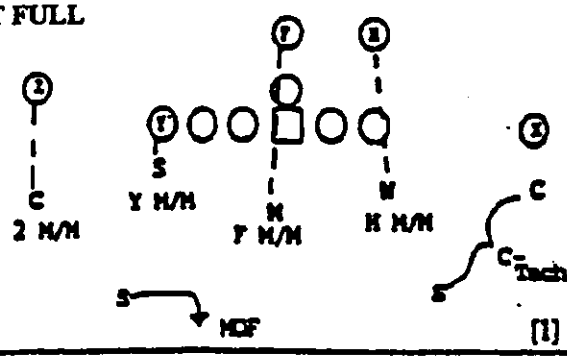
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM TE SIDE BACKER	6 ALIGNMENT ON TE	TE, PERIPH GUARD, TACKLE, BALL	COVER TE M/M USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP) C.P.: POSSIBLE BANJO w/SAM C.P.: IF YOUR COVER BLOCKS, HUG C.P.: VS. Y-YAC, LOCK ON TE OR ASSUME OPEN LBers RESPONSIBILITY (RUSH) C.P.: "DOUBLE TE" - PLAY OUTSIDE TECH
MIKE	DETERMINED BY DEFENSE	DETERMINED BY DEFENSE	COVER 1st BACK YOUR SIDE M/M USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP) C.P.: POSSIBLE BANJO w/OLBer C.P.: IF YOUR COVERAGE BLOCK, HUG C.P.: "1-BACK RULE" - DOUBLE ON DESIGNATED RECEIVER USING INSIDE TECH. OR COVER BACK.
WILL	DETERMINED BY DEFENSE	DETERMINED BY DEFENSE	COVER 1sT BACK YOUR SIDE M/M USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP) C.P.: IF YOUR COVERAGE BLOCKS, HUG C.P.: "1-BACK RULE" - DOUBLE ON DESIGNATED USING INSIDE RECEIVER TECH. OR COVER BACK.

STUNT COVER #9 DOUBLE MATCH UP -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
DOUBLE CORNER	MATCH UP ON WR. "BUMP" OUTSIDE ALIGNMENT	WIDE RECEIVER	COVER WR M/M USING "C" OR "DEUCE" ("D") TECHNIQUE C.P.: POST HELP C.P.: "1-BACK RULE" - YOU WILL GET INSIDE HELP FROM LBer
SINGLE CORNER	MATCH UP ON WR. "BUMP", OR FEATHER	WIDE RECEIVER	COVER WR M/M USING SHOULDER TECH C.P.: POST HELP C.P.: USUALLY PLAY THIS COVERAGE FROM BUMP (NUMBERS RULE)
SAFETIES	SHOW 2 DEEP OR SAFETY UP ALIGNMENT	THROUGH UNCOVERED LINEMEN TO BACKS, QB	DOUBLE DESIGNATED WR w/"C" OR DEUCE ("D"0 TECHNIQUE DOUBLE TE USING INSIDE TECH (OPPOSITE SAFETY) "1-BACK RULE" - COVER BACK OUT M/M POST HELP MOF COVER DEEP MIDDLE BE AWARE OF ALL INSIDE/DEEP ROUTES PROTECT POST. READ QB AND PATTERNS REACT TO BALL

STUNT C-9 - DOUBLE X MATCH UP

LEFT FULL



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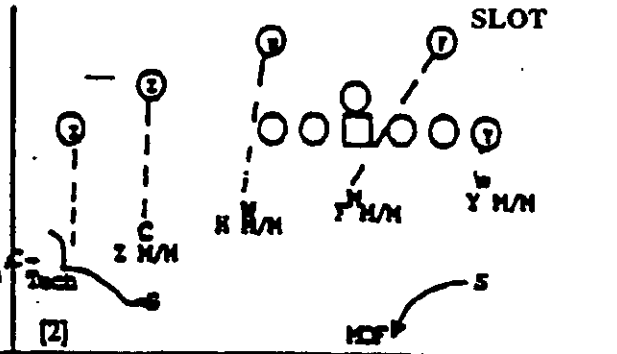
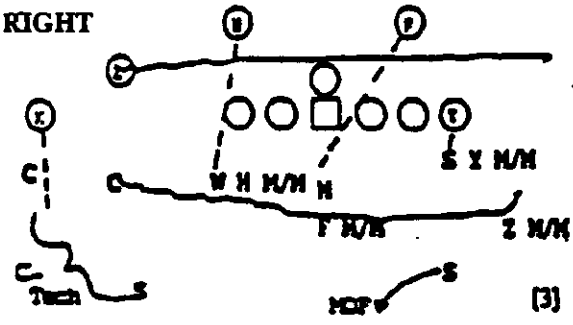


ZAC RIGHT



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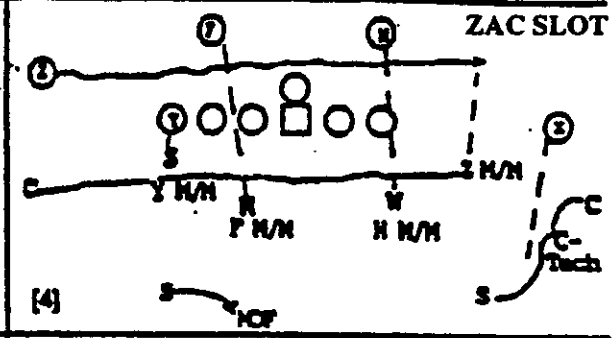
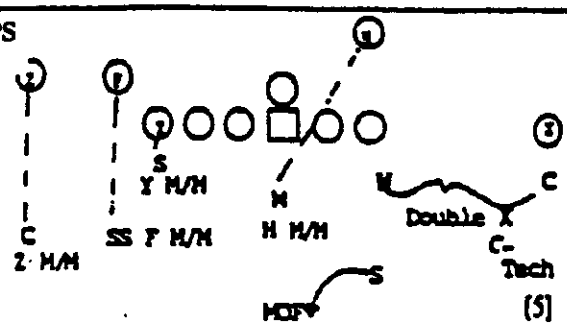


TRIPS



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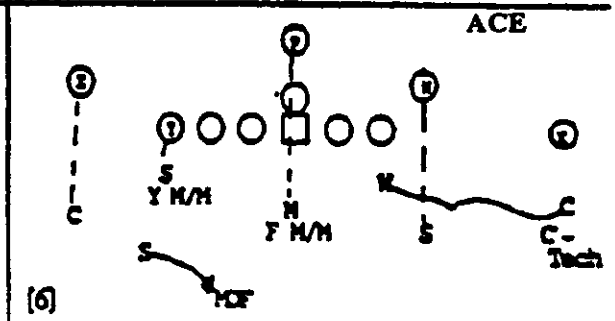
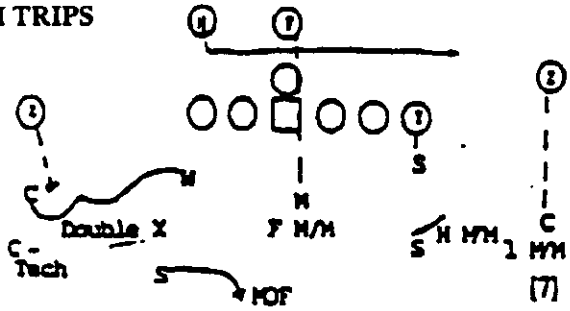


HUM TRIPS



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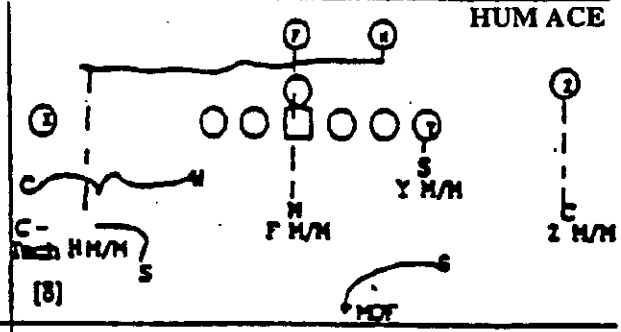

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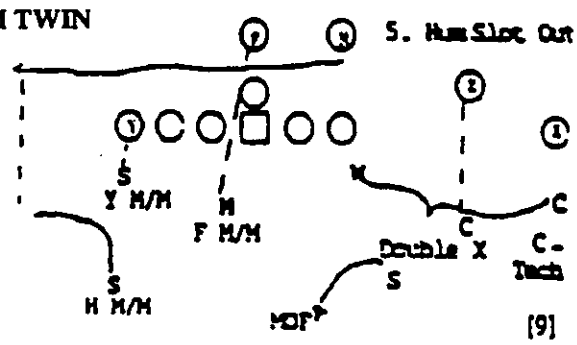
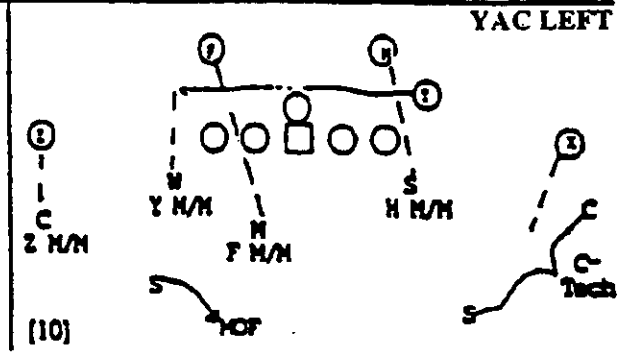
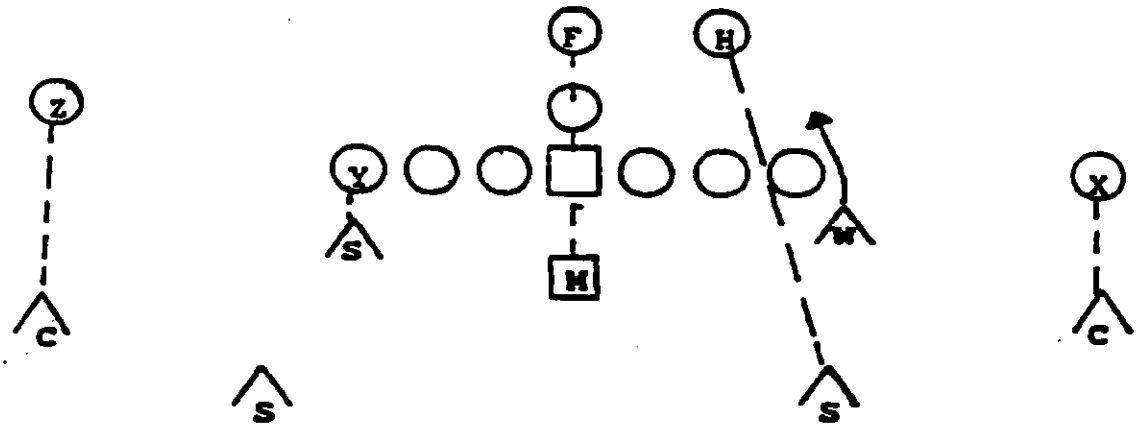


YAC LEFT



WILL COVER #9 MATCH UP



WILL COVER #9 MATCH UP: A MAN-TO-MAN COVERAGE WITH POST HELP. OLB COVERS TE. NO FLOW RULE. 1 BACK RULE - SAFETY TAKES BACK OUT.

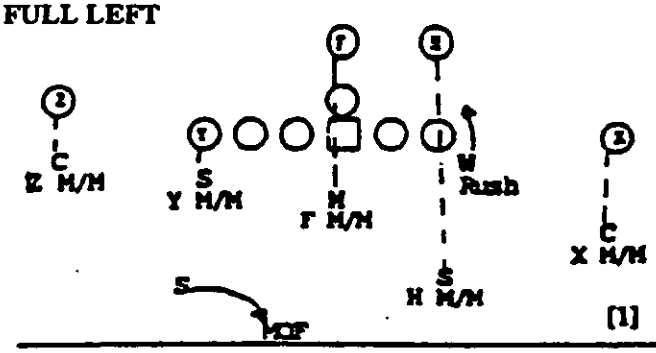
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TE SIDE BACKER	-6 ALIGNMENT OR ON TE.	-TE.PERIPH GUARD, TACKLE, BALL.	-COVER TE MAN-TO-MAN USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP). C.P.: POSSIBLE BANJO w/MIKE C.P.: IF YOUR COVERAGE BLOCKS, HUG. C.P.: VS. YAC, ASSUME LBers RESPONSIBILITY (RUSH) OR LOCK.
MIKE	-HEAD UP GUARD, 3-1/2 TO 4 YARDS DEEP. -DETERMINED BY DEFENSE.	-THROUGH GUARD TO BACKS -DETERMINED BY DEFENSE.	-COVER FIRST BACK YOUR SIDE M/M USING MOF TECHNIQUE LEVERAGE TECHNIQUE (SPLIT AND I). -VS. BACK BEHIND QB AND OFFSET BACK, COVER BACK BEHIND QB. C.P.: POSSIBLE BANJO w/OLB C.P.: PAST HELP. C.P: "1-BACK RULE" - COVER REMAINING BACKS MAN-TO-MAN.
WILL	-DETERMINED BY DEFENSE.	-DETERMINED BY DEFENSE.	-RUSH. C.P.: POSSIBLE "MIRROR" CALL. C.P.: YAC - ASSUME SAM RESPONSIBILITY. COVER TE OR w/LOCK STAY w/RUSH.

WILL COVER #9 MATCH UP -cont inued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	-MATCH UP ON WR, "BUMP".	-WIDE RECEIVER.	-COVER WR MAN-TO-MAN USING MOF SHOULDER LEVERAGE TECHNIQUE. C.P.: POST HELP.
WEAK CORNER	-MATCH UP ON WR, "BUMP"	-WIDE RECEIVER.	-USUALLY PLAY THIS COVERAGE FROM "BUMP" (NUMBERS RULE) C.P.: "OFF" (NUMBERS RULE)
SAFETIES	-SHOW 2 DEEP. -SAFETY UP ALIGNMENT (SHOW)	-THRU UNCOVERED LINEMEN TO BACKS, OR QB.	-OPEN SIDE SAFETY -COVER FIRST BACK TO YOUR SIDE M/M (SPLIT AND I). -VS. BACK BEHIND QB AND OFFSET BACK, COVER OFFSET BACK. -C.P.: 1 BACK RULE - COVER BACK OUT MAN-TO-MAN. * MOF -COVER DEEP MIDDLE -BE AWARE OF ALL INSIDE AND DEEP ROUTES. -PROTECT POST, BUT READ QB AND PATTERNS REACT TO BALL.

WILL COVER 9 MATCH UP

FULL LEFT



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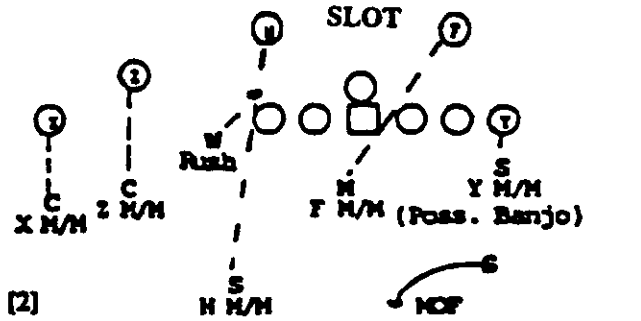

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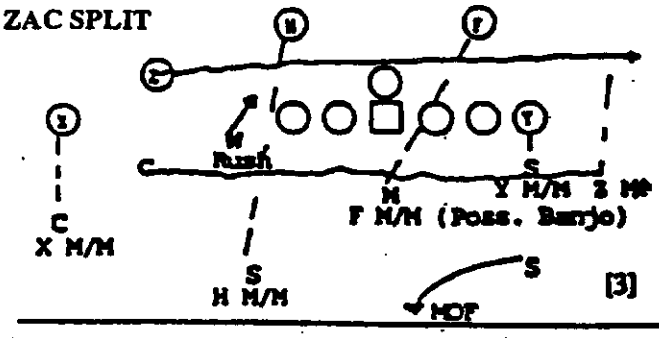

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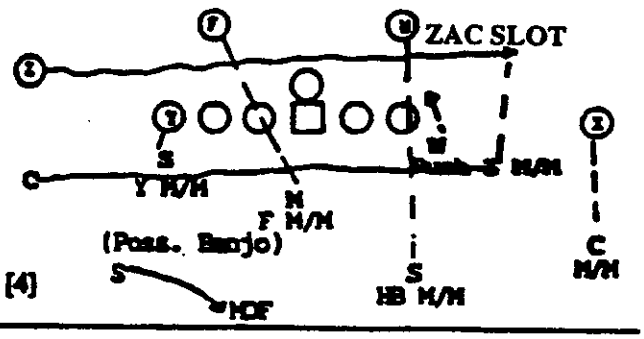
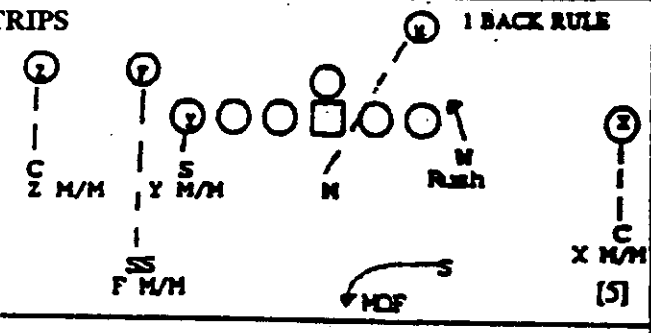


TRIPS



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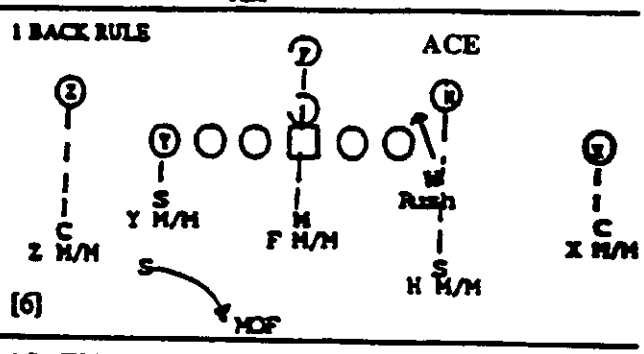

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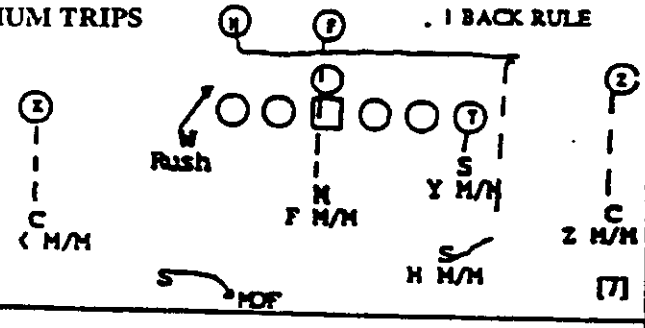

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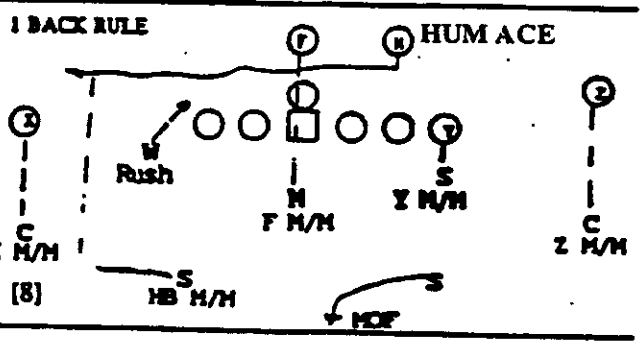

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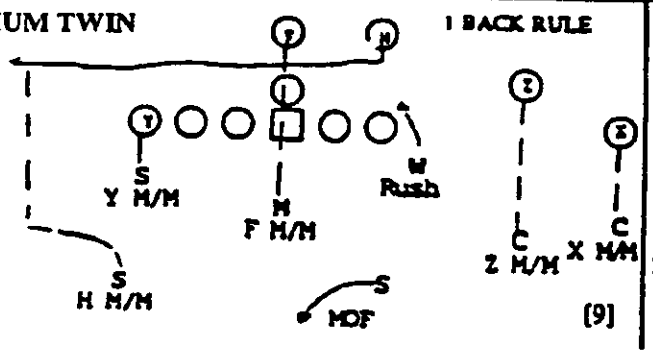

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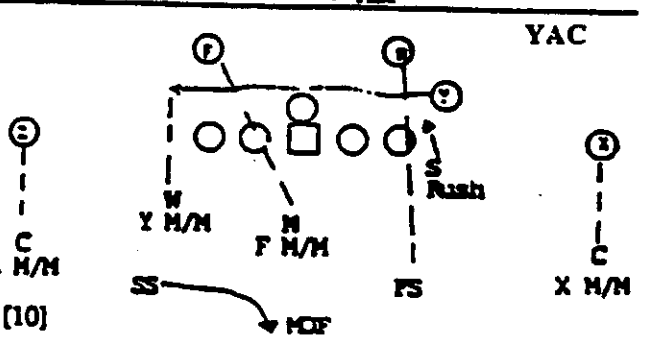
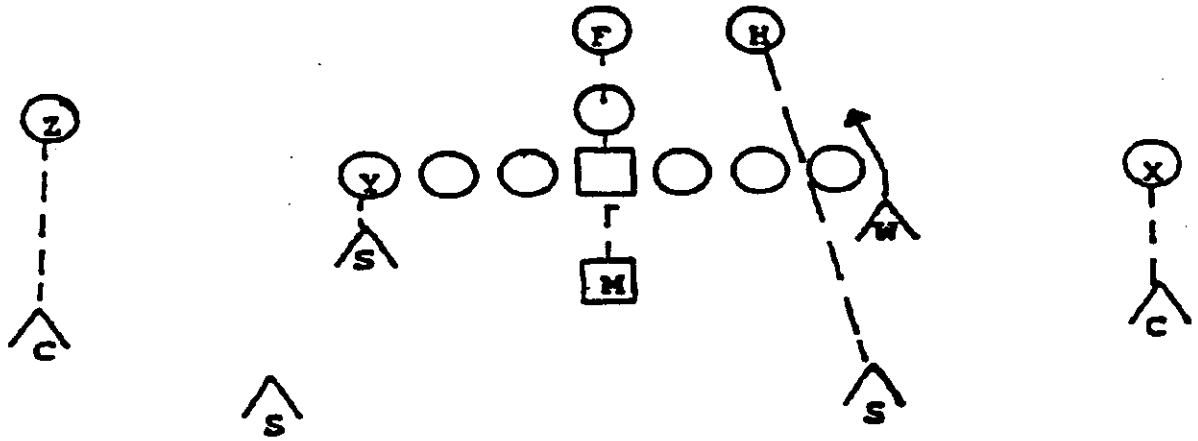


SAFETY COVER #9 MATCH UP



SAFETY COVER #9 MATCH UP: AN MAN-TO-MAN COVERAGE WITH POST HELP. OLB COVERS TE. NO FLOW RULE. 1 BACK RULE - 1 BACK RULE w/LBer CHECK. (EXAMPLE: WIG, SAM)

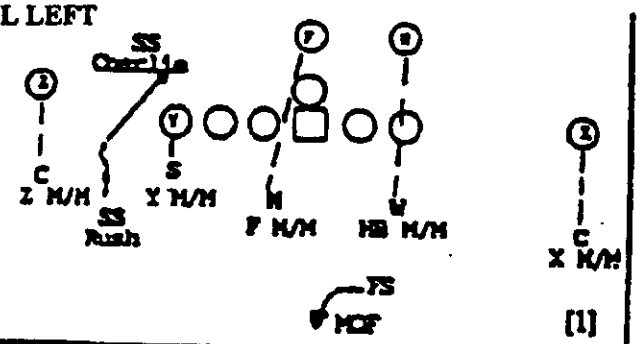
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-6 ALIGNMENT OR ON TE.	-TE, PERIPH GUARD, TACKLE, BALL.	-COVER TE MAN-TO-MAN USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP). C.P.: POSSIBLE BANJO w/OLB. C.P.: IF YOUR COVERAGE BLOCKS,HUG. C.P.: VS. YAC, ASSUME OPEN LBers RESPONSIBILITY (1st BACK) OR LOCK.
MIKE	-HEAD UP ON GUARD 3-1/2 TO 4 YARDS DEEP. -DETERMINED BY DEFENSE.	-THROUGH GUARD TO BACKS -DETERMINED BY DEFENSE.	-COVER FIRST BACK YOUR SIDE MAN-TO-MAN USING MOF SHOULDER LEVERAGE TECHNIQUE (POST HELP) C.P.: POSSIBLE BANJO w/OLB IF YOUR COVERAGE BLOCKS, HUG. C.P.: "1-BACK RULE" - COVER REMAINING BACK MAN-TO-MAN. C.P.: "1-BACK RULE" - SAM - COVER TE.
WILL	-DETERMINED BY DEFENSE.	-DETERMINED BY DEFENSE.	-COVER FIRST BACK YOUR BACK SIDE MAN-TO-MAN USING TRAIL TECHNIQUE (POST HELP). C.P.: IF YOUR COVERAGE BLOCKS, HUG. C.P.: "1 BACK RULE" - WIG - YOU HAVE A FREE RUSH -NO COVERAGE RESPONSIBILITY. C.P.: "1-BACK RULE" - SAM - COVER REMAINING BACK.

SAFETY COVER #9 MATCH UP -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	-MATCH UP ON WR, "BUMP".	-WIDE RECEIVER.	-COVER WR MAN-TO-MAN USING COVER 1 TECHNIQUE. C.P.: POST HELP
WEAK CORNER	-MARCH UP ON WR, "BUMP"	-WIDE RECEIVER.	C.P.: USUALLY PLAY THIS COVERAGE FROM BUMP (NUMBERS RULE). C.P.: "OFF" (NUMBERS RULE)
SAFETIES	-SHOW SAFETY UP ALIGNMENT	-THRU UNCOVERED LINEMEN TO BACKS, QB.	-RUSH SAFETY -VS. 2 BACKS, GIVE "ABLE", "BAKER" "CHARLIE" CALL AND TAKE FREE RUSH. C.P.: YAC - SAFETIES SWITCH C.P.: "1 BACK RULE" - COVER BACK OUT MAN-TO-MAN. MOF -COVER DEEP MIDDLE -BE AWARE OF ALL INSIDE AND DEEP ROUTES. -PROTECT POST, BUT READ QB AND PATTERNS GO TO BALL.

SAFETY COVER 9 MATCH UP

FULL LEFT



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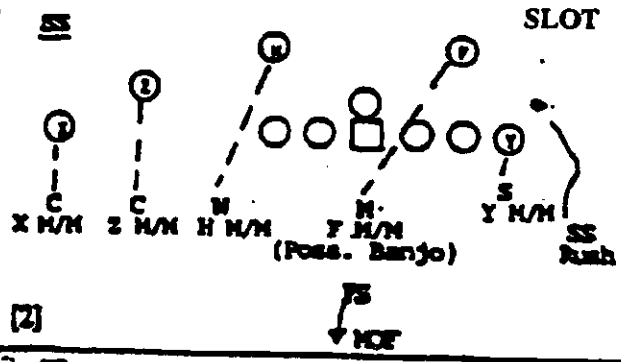

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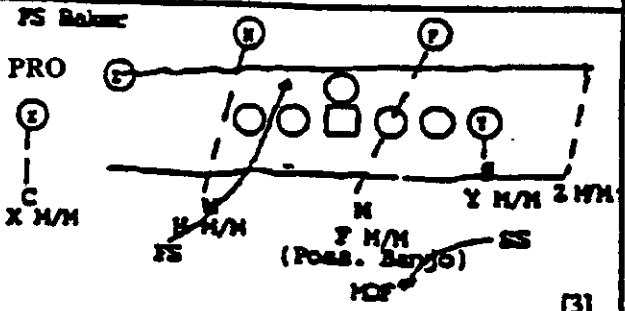

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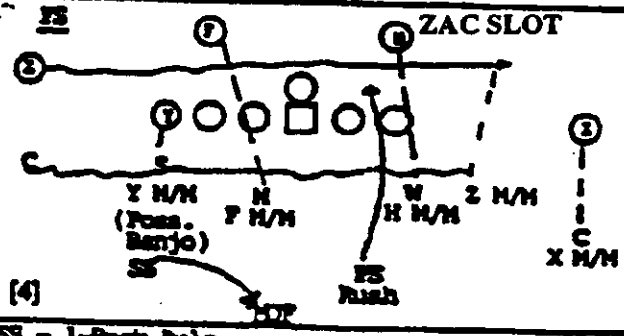

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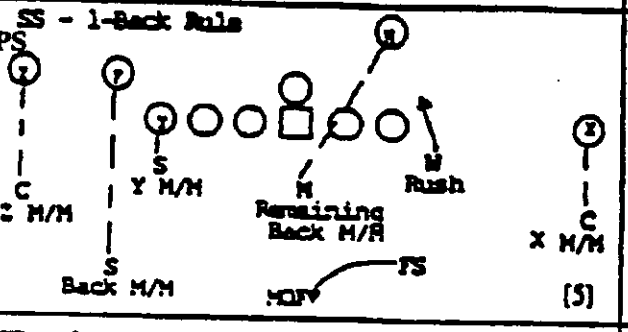
TRIPS



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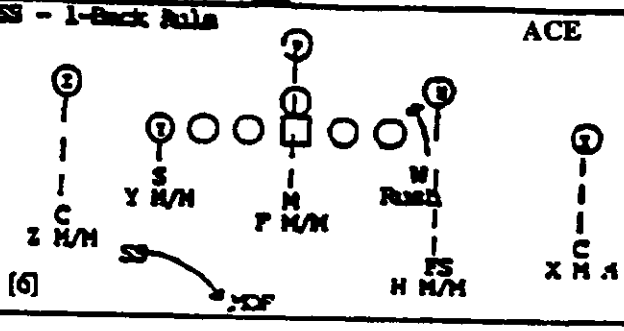

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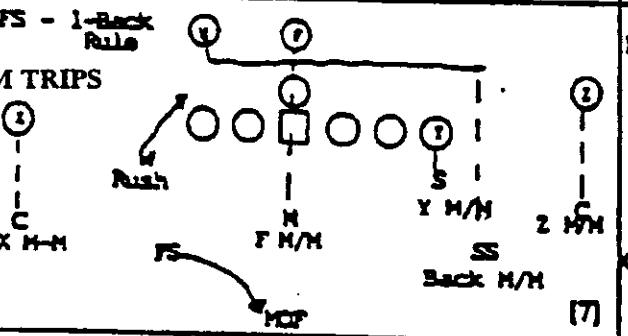
HUM TRIPS



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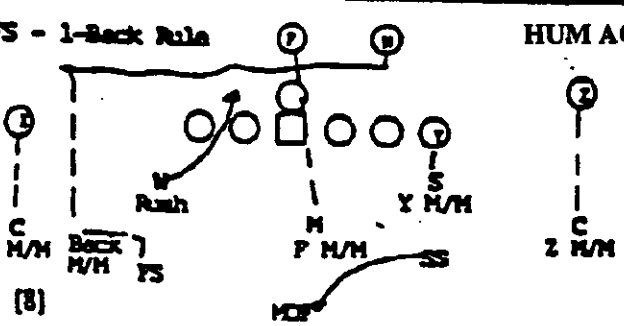
HUM ACE



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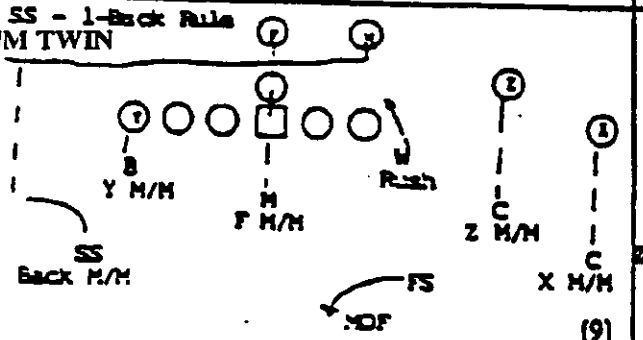
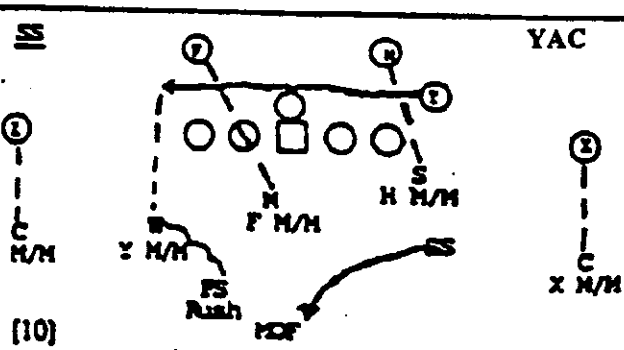
HUM TWIN



[9]

YAC

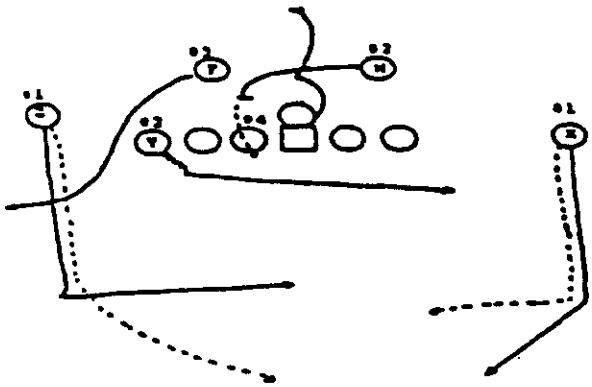


[10]

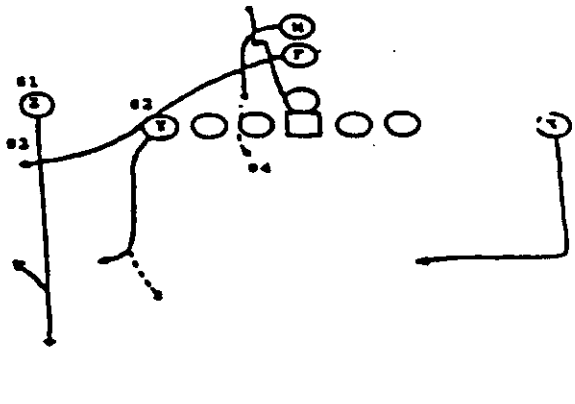
C.P.: CAN LOCK SAM ON TE, LOCK SAFETY ON BLITZ TO SAME SIDE.

LINEBACKER FLOW

"Y" CROSS



"Y" UPFIELD



FLOW IS DEFINED AS BOTH BACKS GOING TOWARD THE TIGHT END SIDE IN A PRO FORMATION. MOST TEAMS COMBINE THEIR STRONGSIDE RUNNING GAME WITH A COMBINATION OF PLAY ACTION PASSES. WE WILL DEFEND THESE RUNNING PLAYS WITH OUR NORMAL DEFENSIVE SCHEME. THE FLOW PASSES WILL BE DEFENDED BY PATTERN RECOGNITION AND WILL BE DEFENDED BY PATTERN RECOGNITION AND WILL BE DEFENDED BY GENERAL ASSIGNMENTS AND RESPONSIBILITIES RELATIVE TO THE COVERAGE CALLED.

ZONE DEFENSES:

COVER 3: STRONG CURL - FLAT DEFENDER - HOLD ON #1, RELATE TO #2. STRONG HOOK: HOLD #1 AND #2, RELATE TO #3. WEAK HOOK: ROBOT MIDDLE OF FIELD, LOOK FOR CENTER CUT WEAK TO STRONG. WEAK FLAT: PLAY 1ST CROSSER W/ZONE INTEGRITY, RELATE TO #4. WC - MAN SQUEEZE #1.

COVER 2: STRONG CURL DEFENDER - RE-ROUTE - HOLD #1, RELATE TO #2. STRONG HOOK: ROBOT TECHNIQUE - CARRY 2 VERTICAL OR LOOK FOR CENTER CUT. WEAK HOOK: 1ST CROSSER AND RELATE TO #4. WC: SQUEEZE #1 WITH C-1 LEVERAGE.

COVER 6: STRONG CURL - FLAT DEFENDER - HOLD #1, RELATE TO #2. STRONG HOOK: ROBOT CENTER CUT WEAK TO STRONG. WEAK HOOK: RELATE TO #4. PASS Y-CROSS TO FLAT. WS: HOLD #1, TAKE 1st CROSSER. WC: MAN SQUEEZE #1.

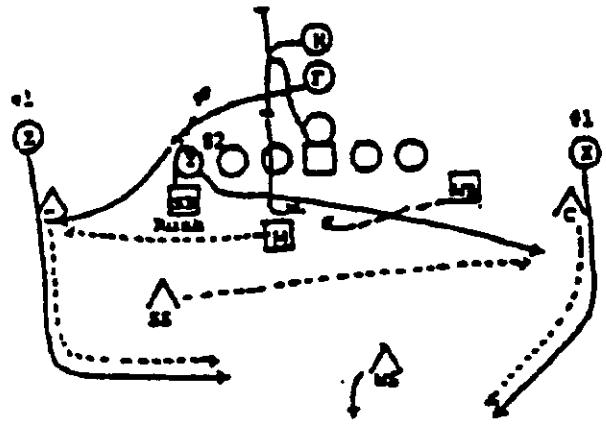
COVER 8: STRONG CURL - FLAT - HOLD #1, RELATE TO #2. STRONG HOOK: HOLD #2, RE;ATE TO #3 AND LOOK FOR CENTER CUT. WEAK HOOK: 1ST CROSSER, RELATE TO #4. WC: SQUEEZE #1 WITH C-1 LEVERAGE. **NOTE:** SS CAN ROBOT WITH STEALER CALL.

MAN-TO-MAN DEFENSES:

WITH LOCK CALL, DEFENDERS COVERING BACKS AND TE MUST STAY WITH THEIR MEN. WITH ANY BOX, BANJO, RAMBO OR MAN COMBINATION, WE WILL PLAY FLOW AND RELATE TO TE AND 2 BACKS AS WE WOULD IN ZONE. AFTER PATTERN DISTRIBUTION, SAM #2, MIKE #3, WILL 1ST CROSSER OR #4.

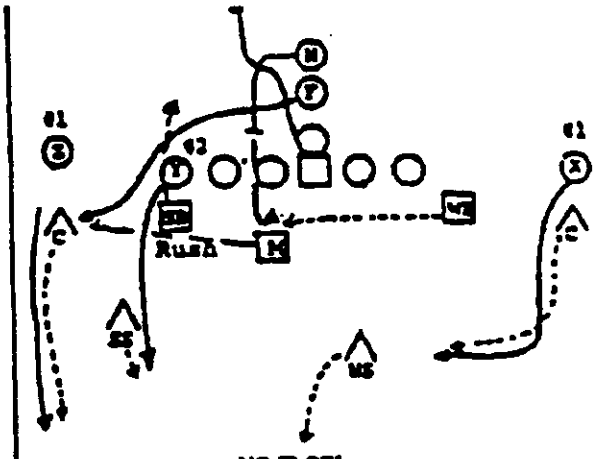
COVER O

SAM O



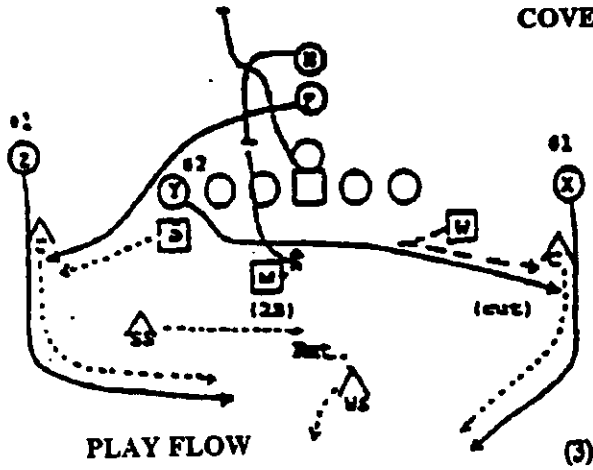
(1)

SAM O



(2)

COVER 1 ALERT



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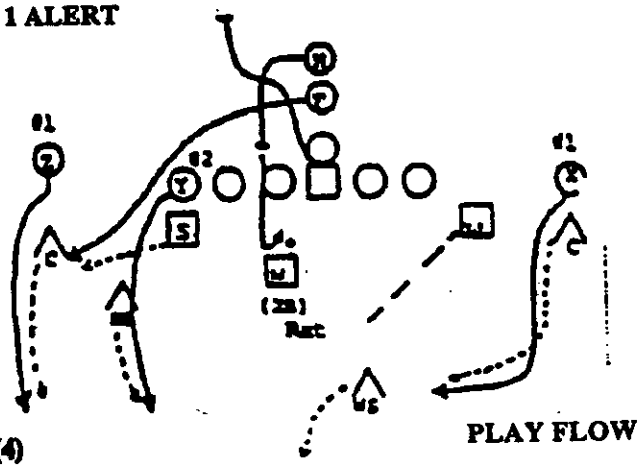
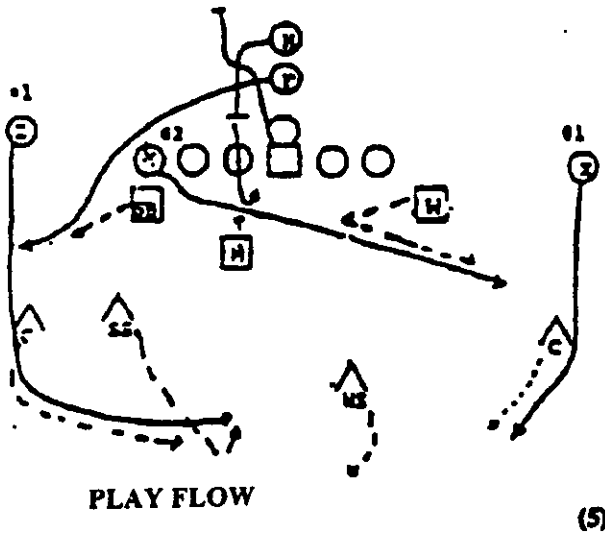


(4)

COVER 7



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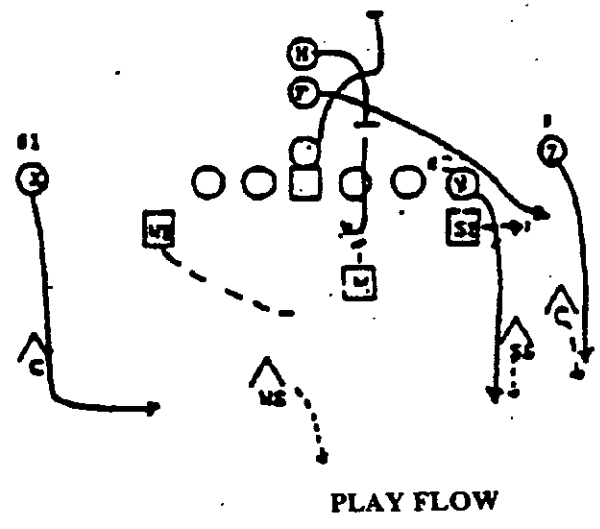
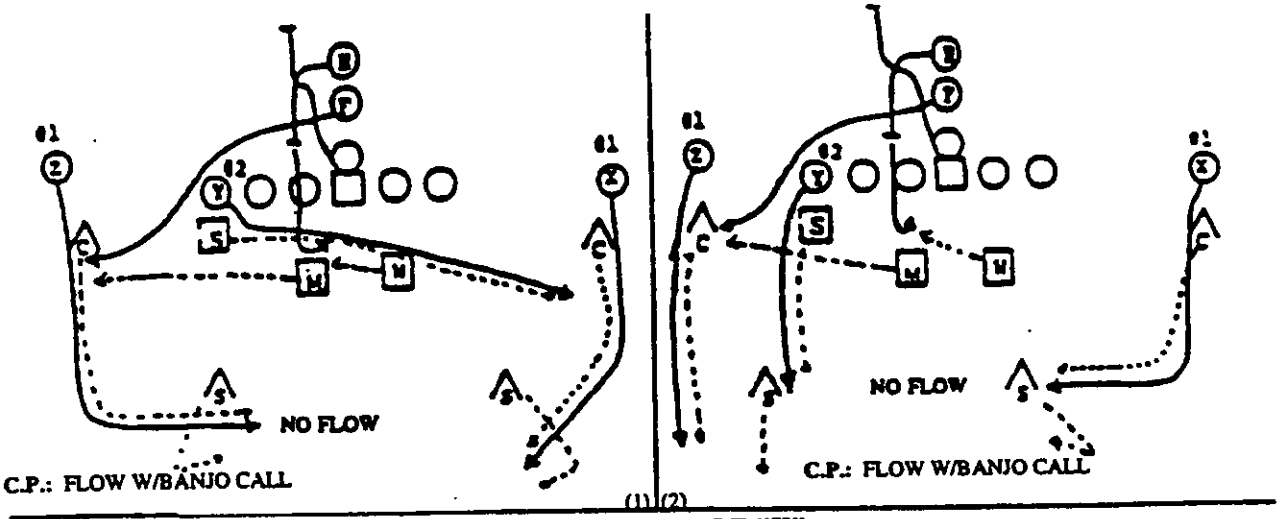
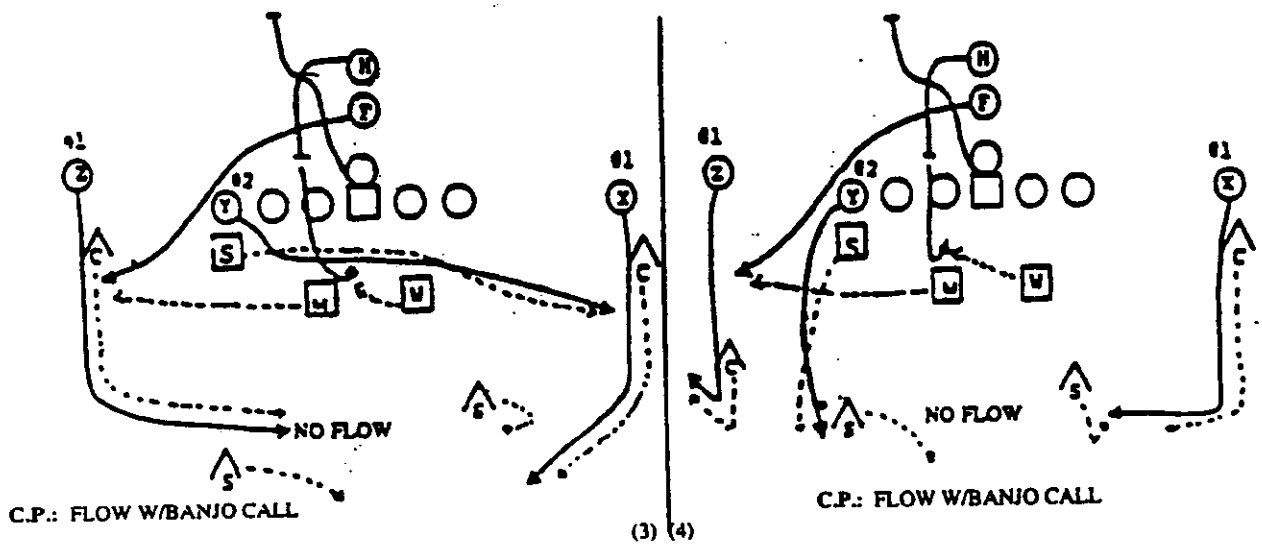


(6)

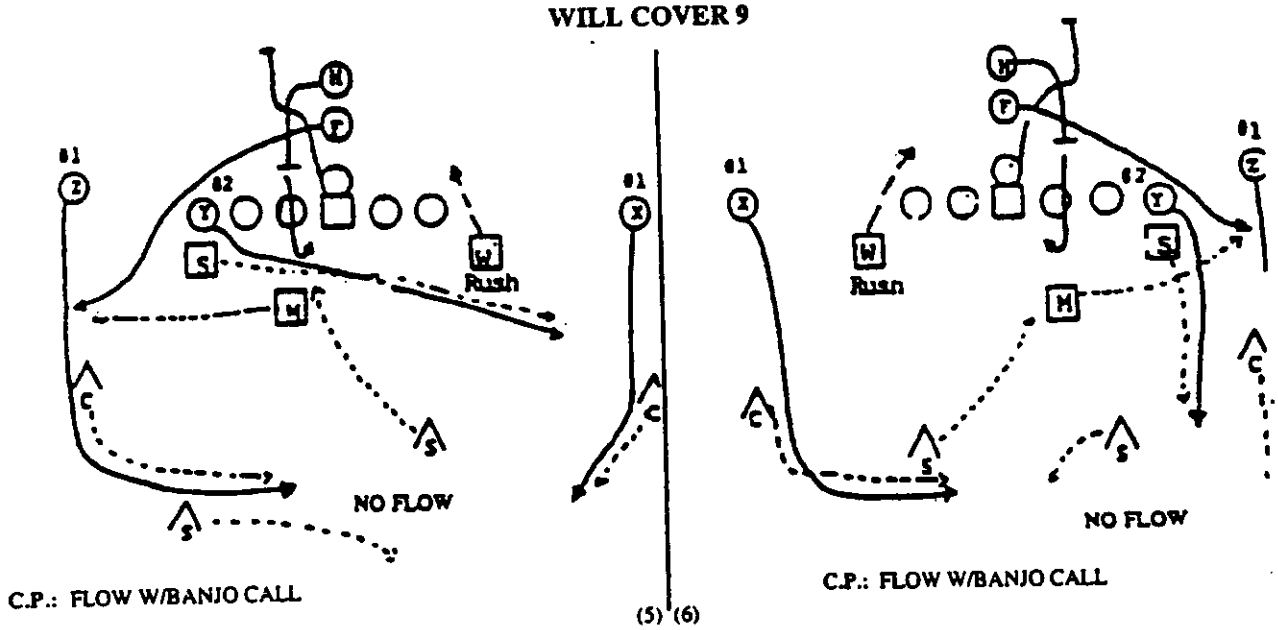
COVER 5



COVER 9 DOUBLE "X"

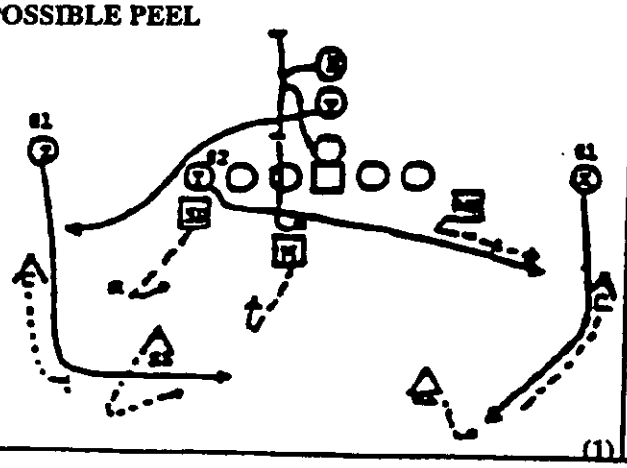


WILL COVER 9

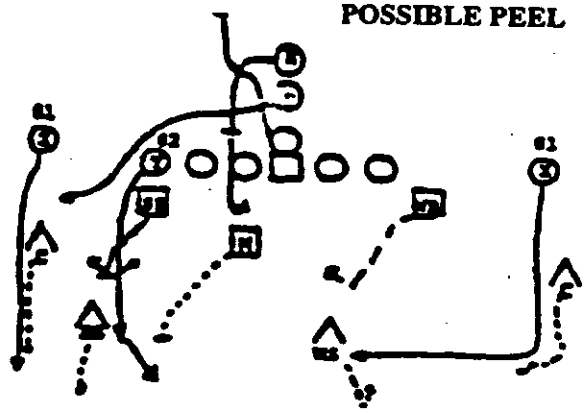


COVER 2

POSSIBLE PEEL

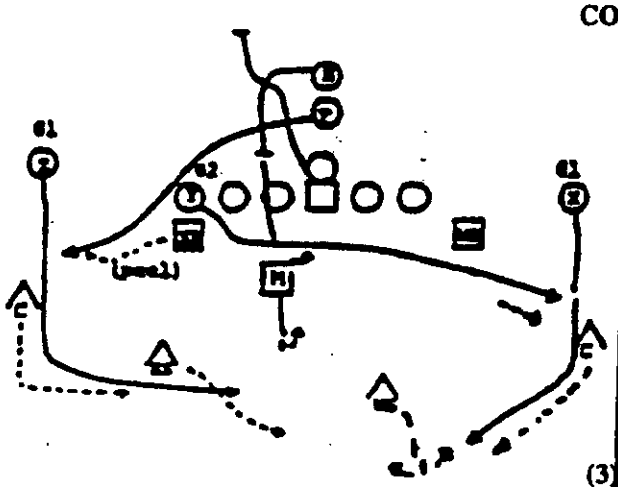


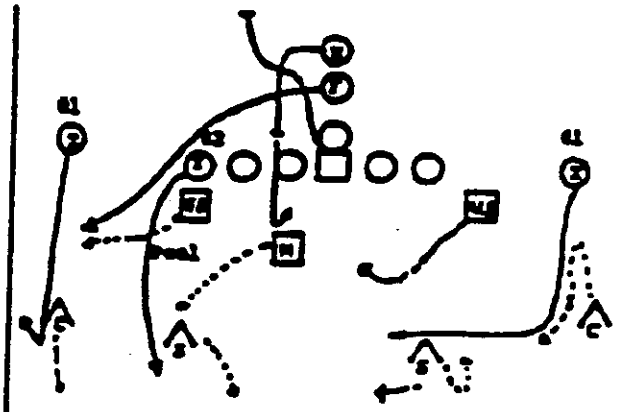
POSSIBLE PEEL



(1) (2)

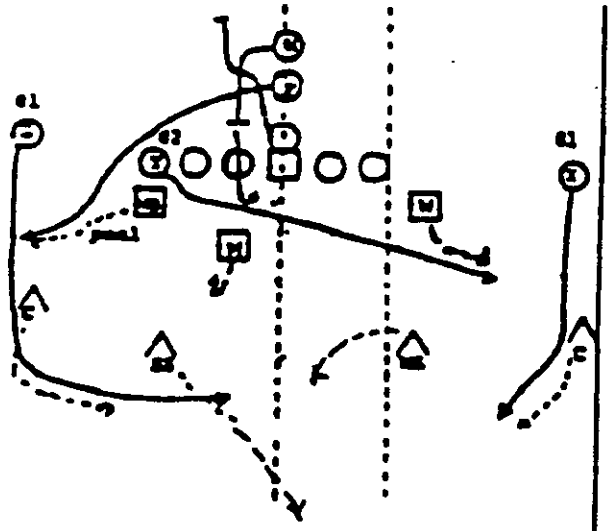
COVER 8



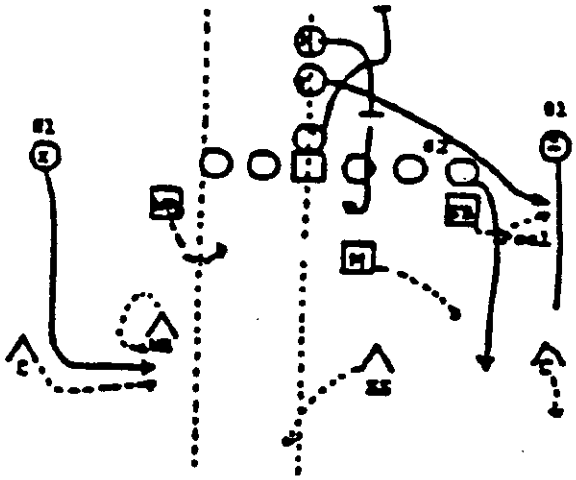


(3) (4)

RITA

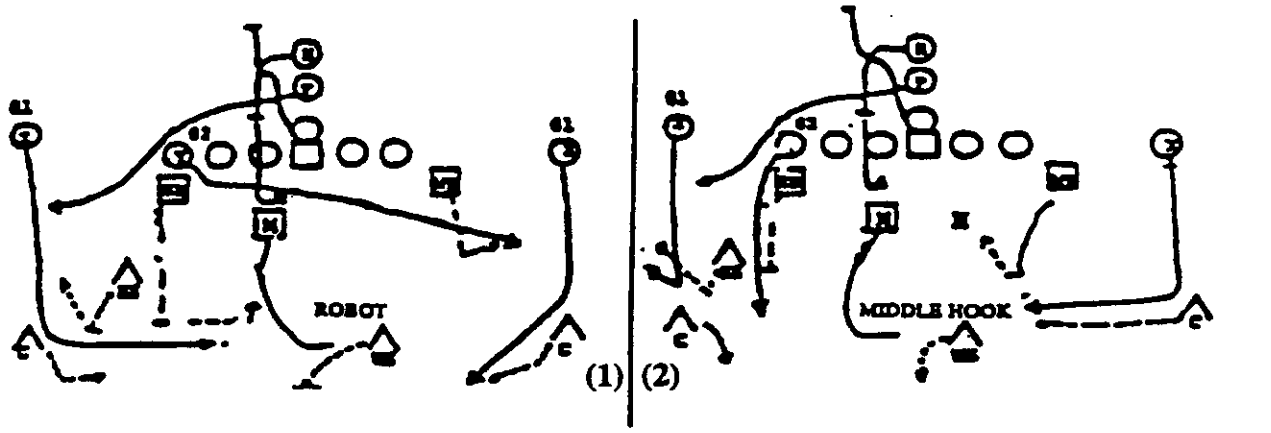


LINDA



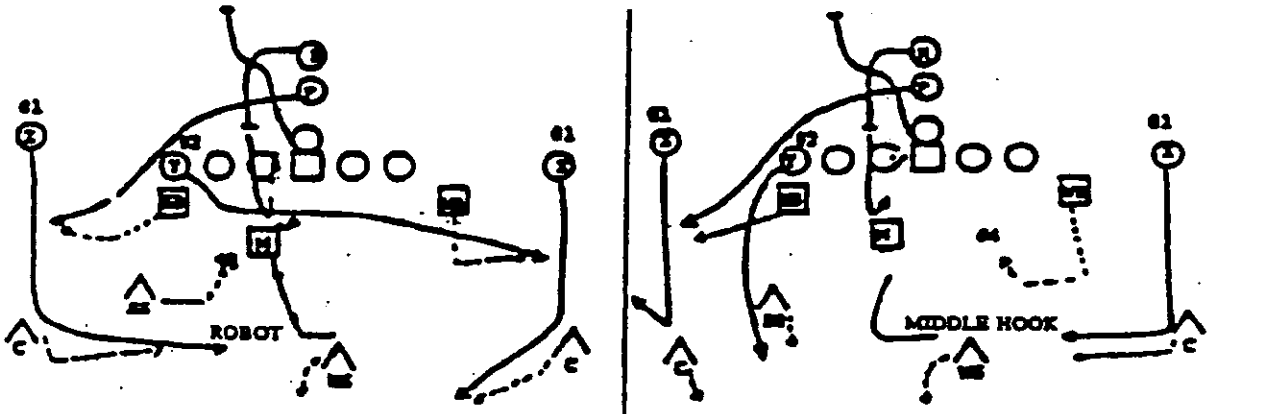
(5) (6)

COVER 3



(1) (2)

COVER 3 BUZZ



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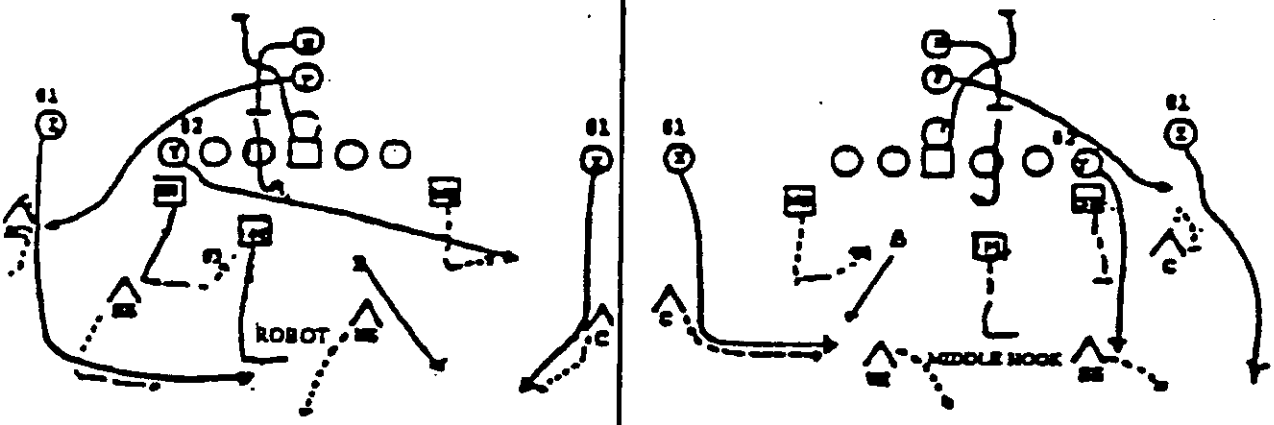
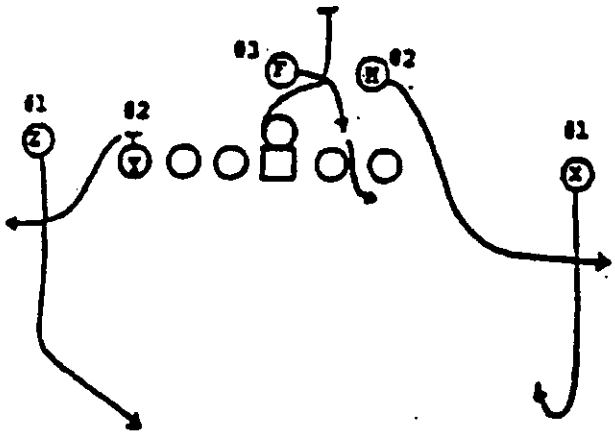
34-3



C.P.: MIKE -ROBOT STRONG 1st (5) (6) C.P.: MIKE -MIDDLE HOOK - STRONG 1st

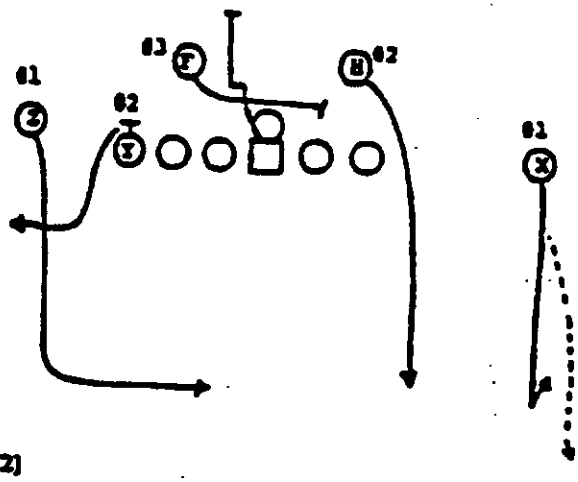
WIDE PLAY ACTION (WEBB)

SLANT 135



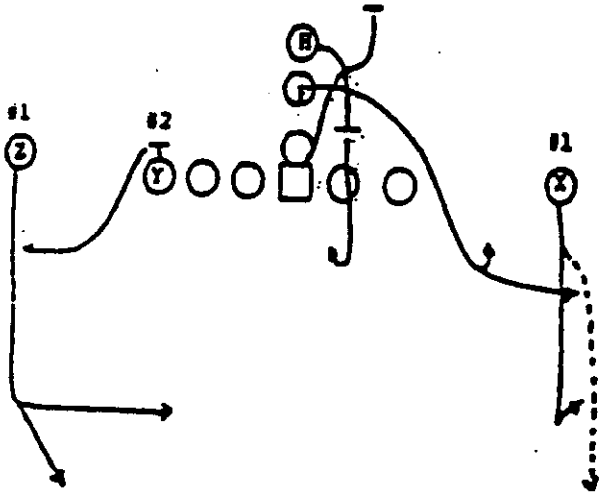
[1]

QUICK 125 TRAP PASS



[2]

SPRINT 145 X-OUT



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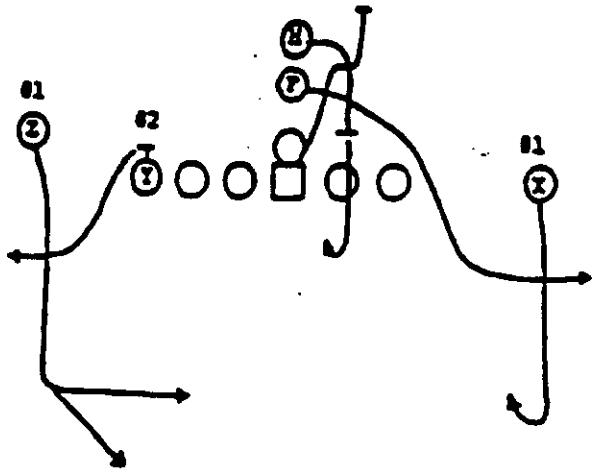
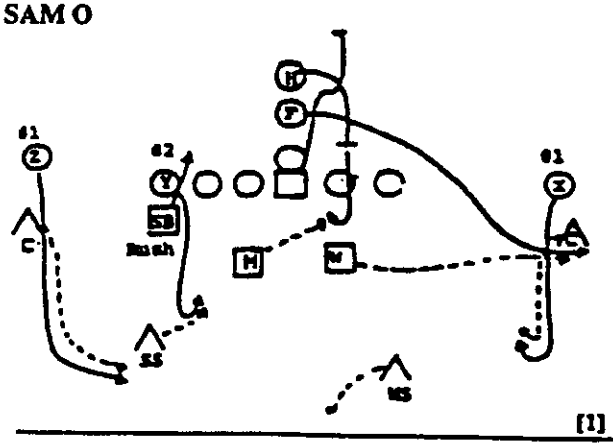


[4]

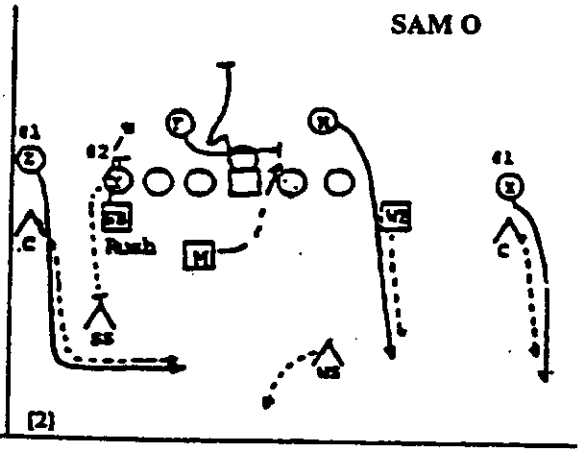
WEAKSIDE PLAY ACTION IS DEFINED AS BOTH BACKS GOING TO THE OPEN SIDE IN A PRO FORMATION. MOST TEAMS COMBINE THEIR WEAKSIDE RUNNING GAME WITH A COMBINATION OF PLAY ACTION PASSES. WE WILL DEFEND THESE RUNNING PLAYS WITH OUR NORMAL DEFENSIVE SCHEME. THE PLAY ACTION PASSES WILL BE DEFENDED BY PATTERN RECOGNITION AND NORMAL ASSIGNMENTS REGARDING WEBB WHETHER WE ARE IN A MAN/MAN OR ZONE DEFENSE. SLIDE AND RELATE TO PATTERN AFTER PATTERN DISTRIBUTION.

COVER O

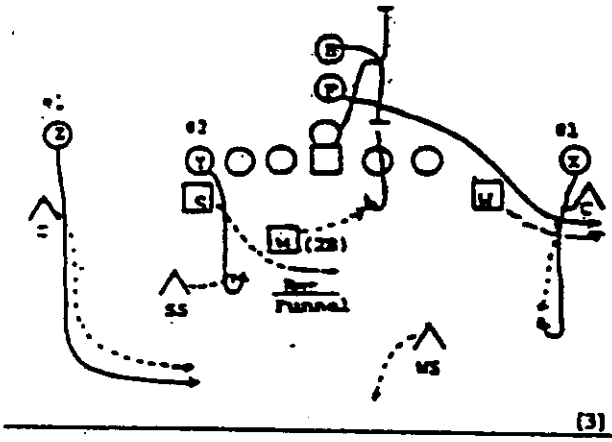
SAM O

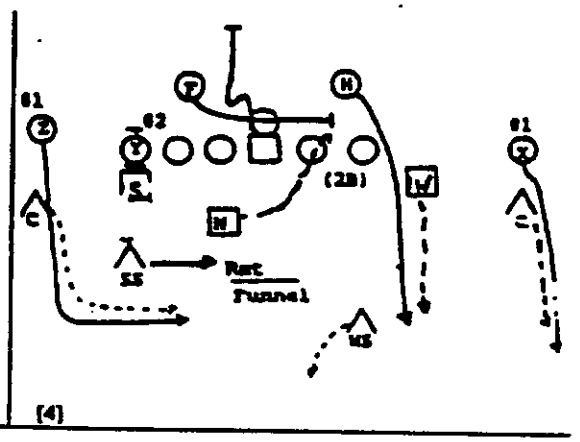


SAM O

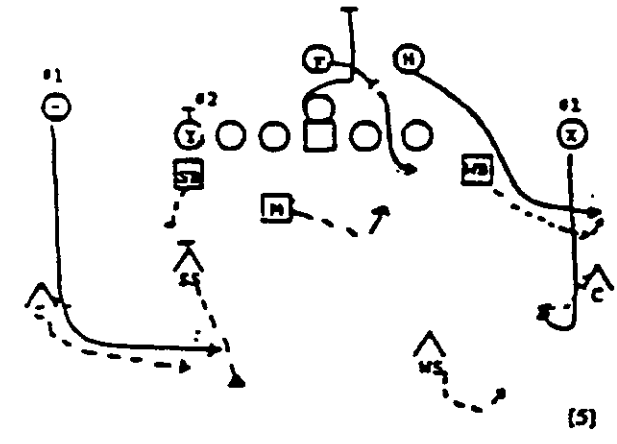


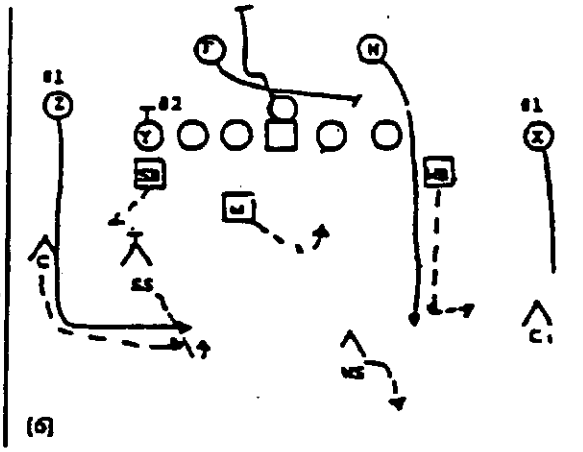
COVER 1 ALERT



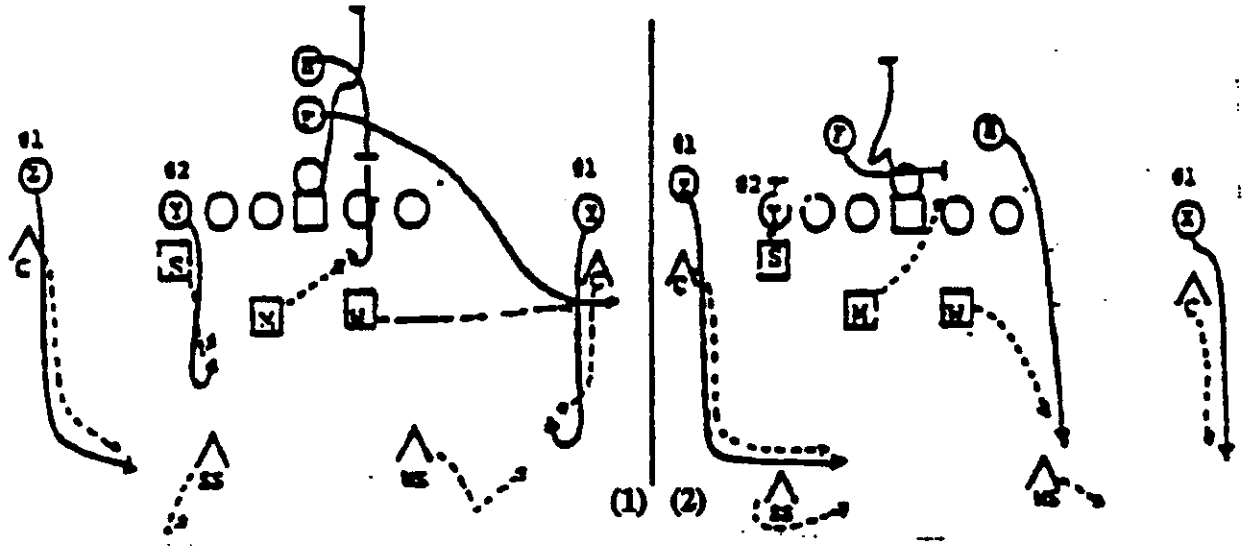


COVER 7



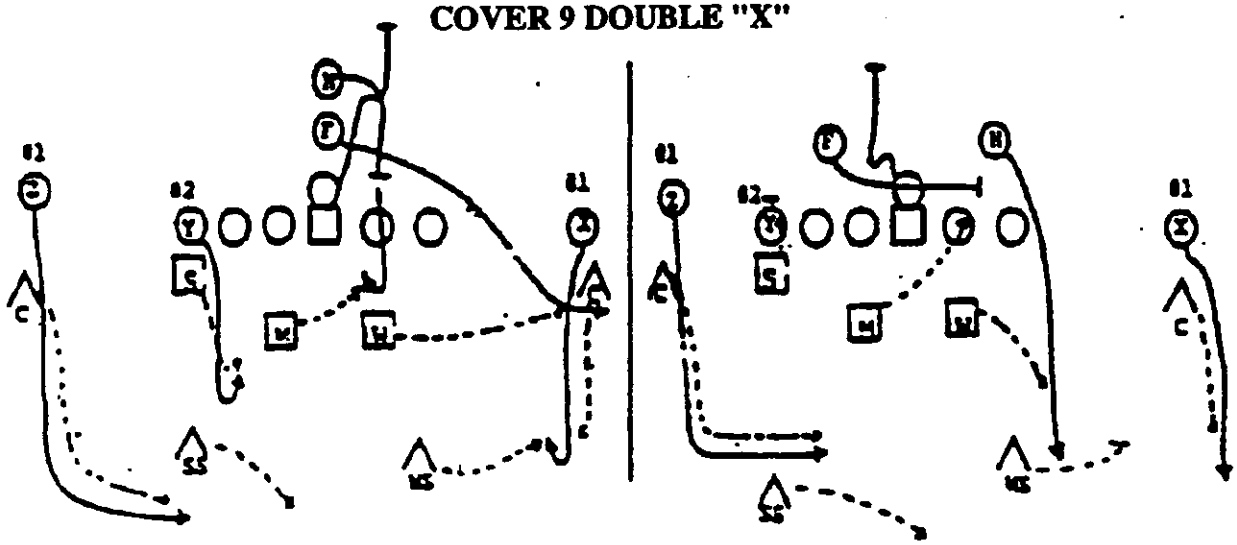


COVER 5



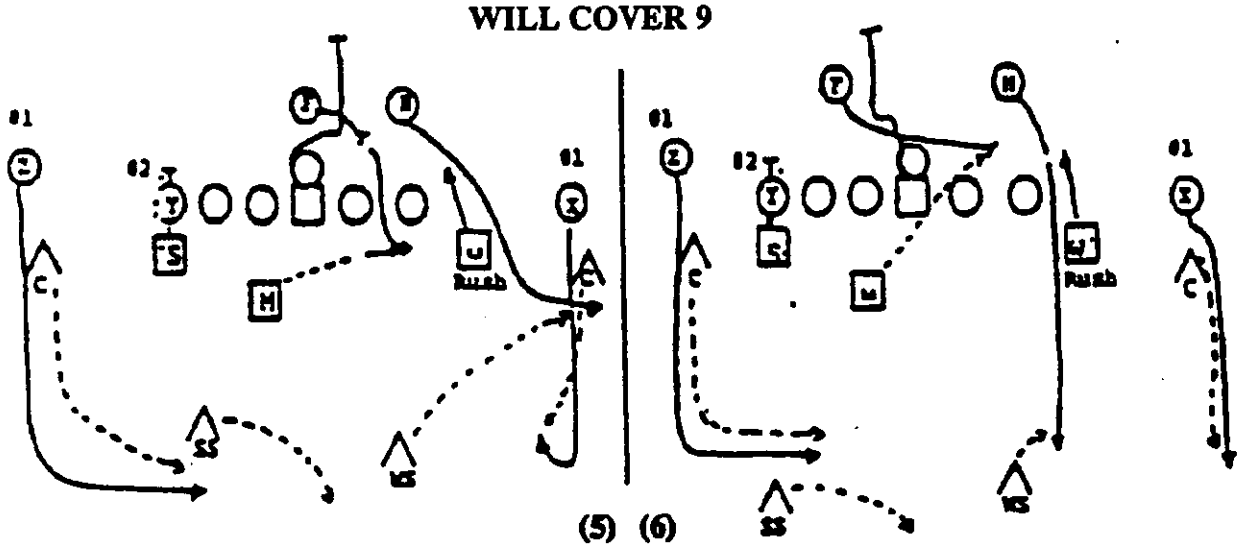
(1) (2)

COVER 9 DOUBLE "X"



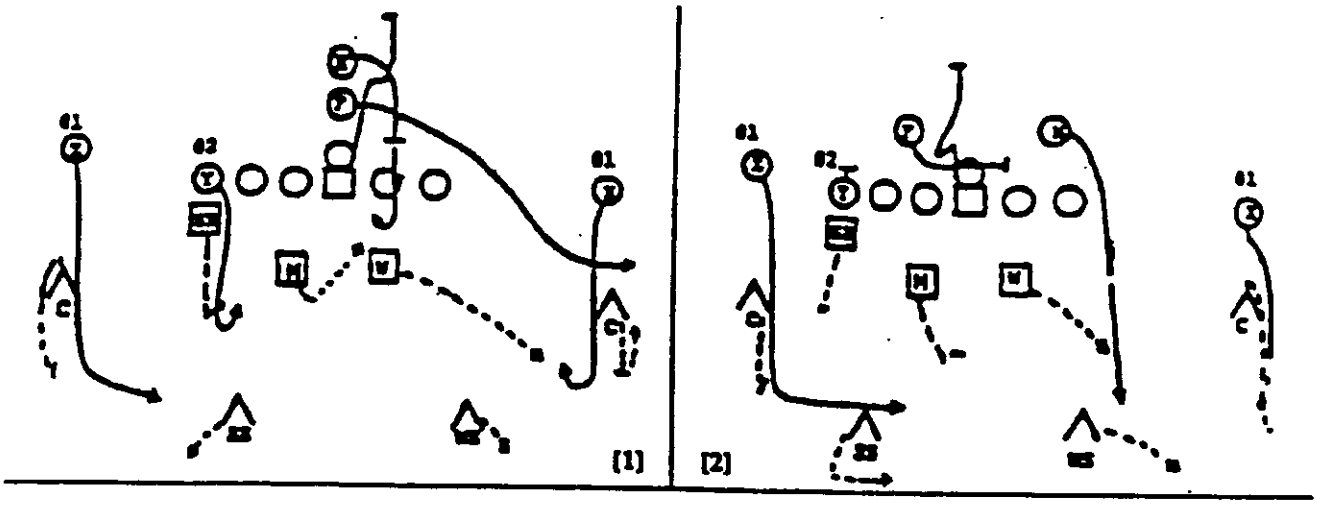
(3) (4)

WILL COVER 9

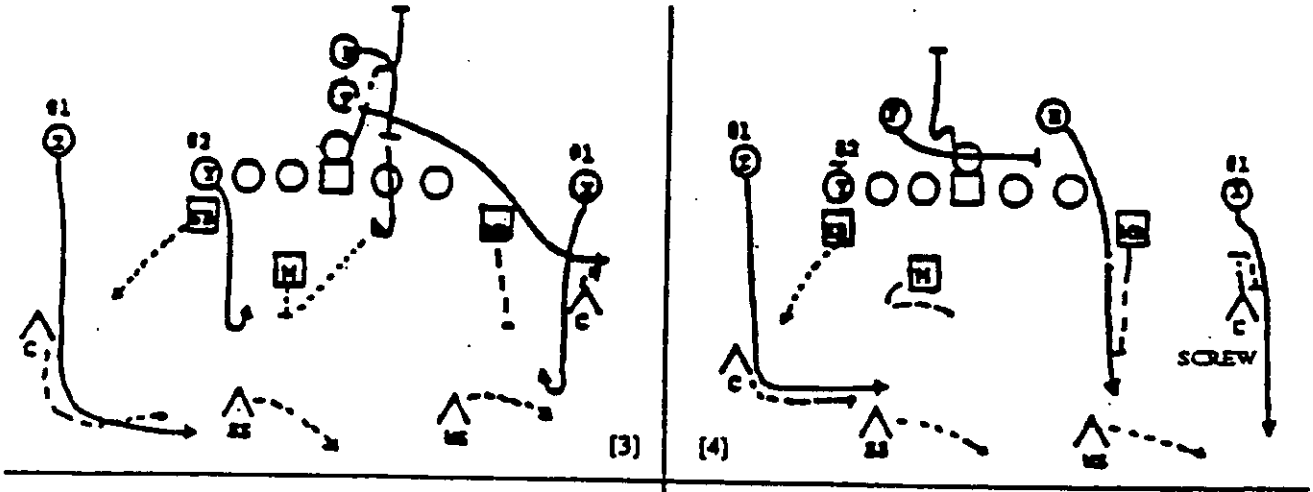


(5) (6)

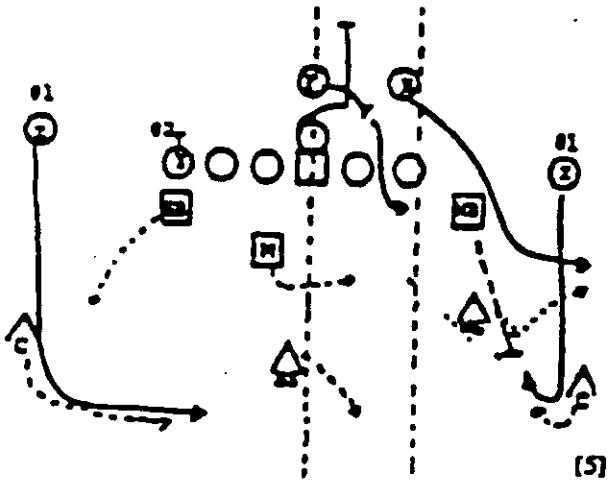
COVER 2



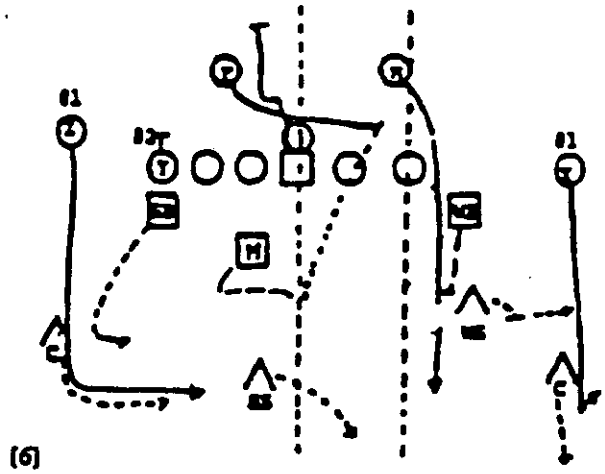
COVER 8



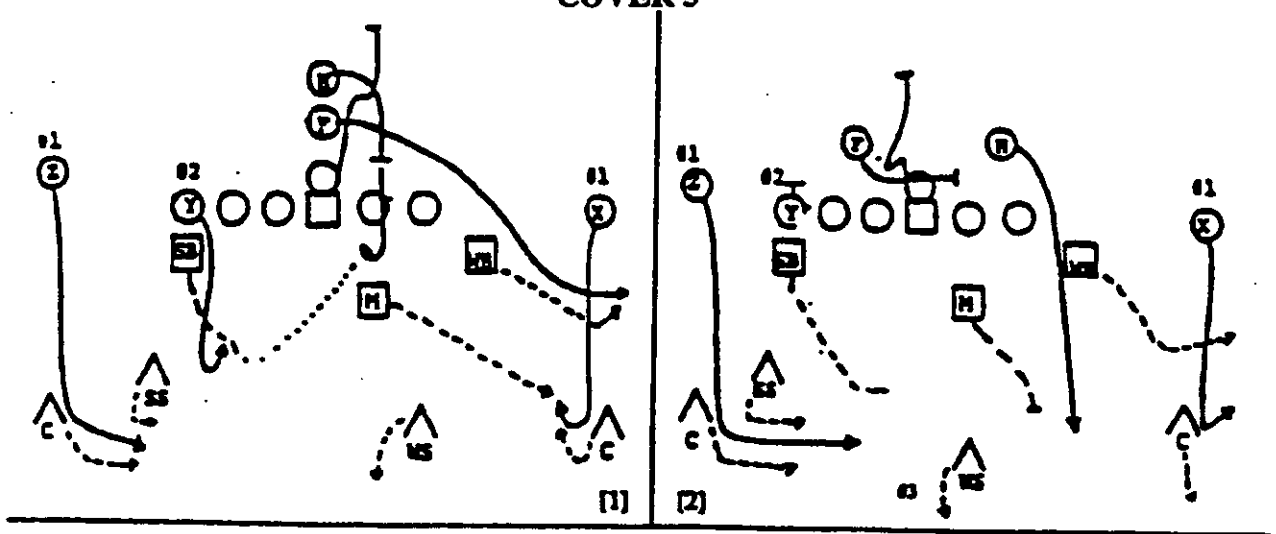
LINDA



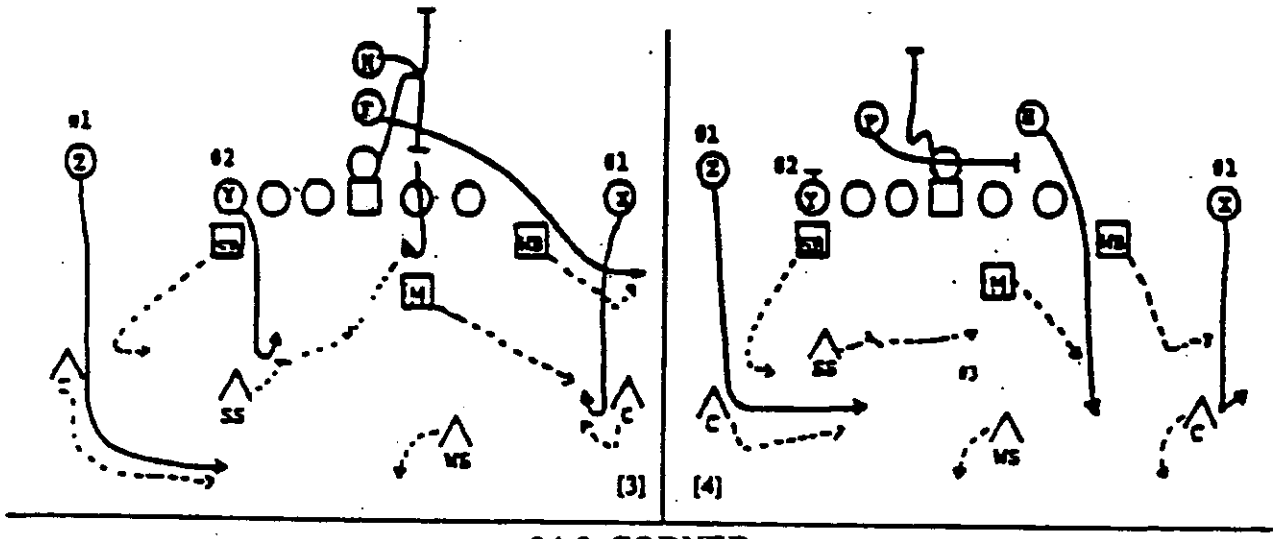
RITA



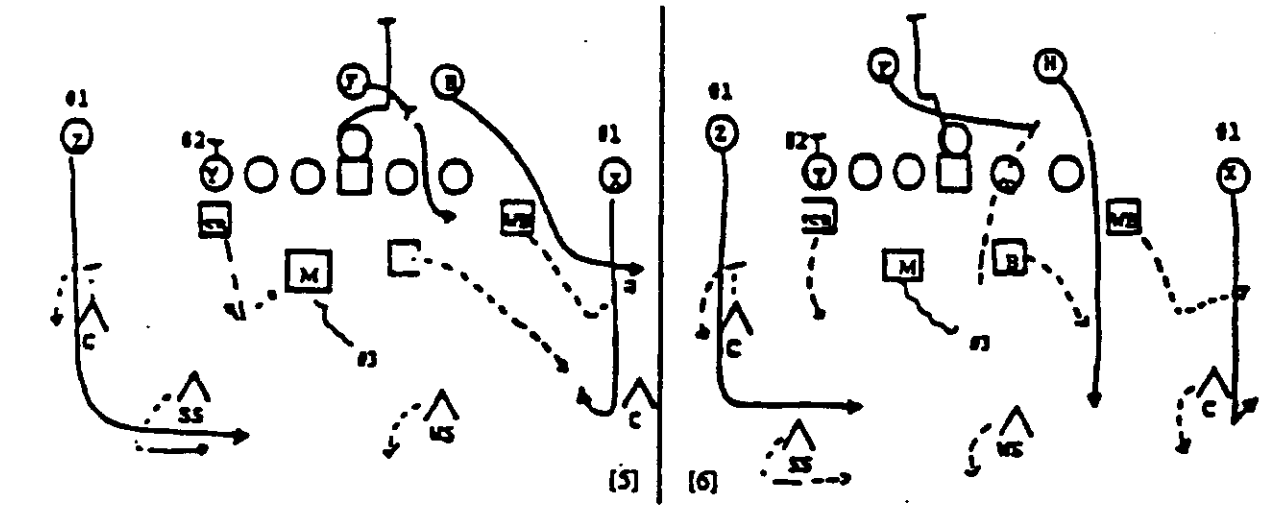
COVER 3



COVER 3 BUZZ

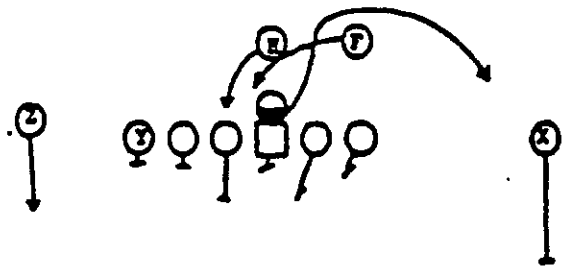


34-3 CORNER

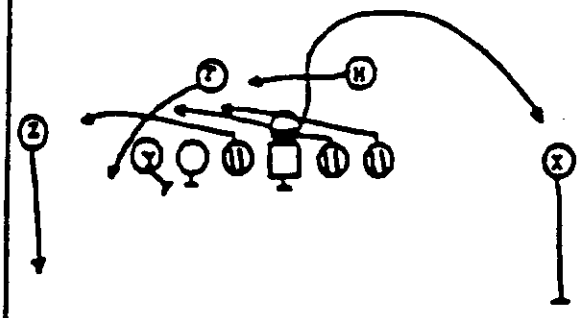


BOOT PLAYS

BOOT (RUN)

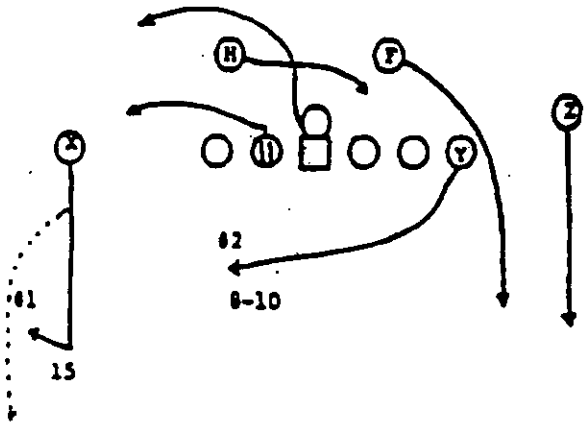


SUCKER BOOT (RUN)



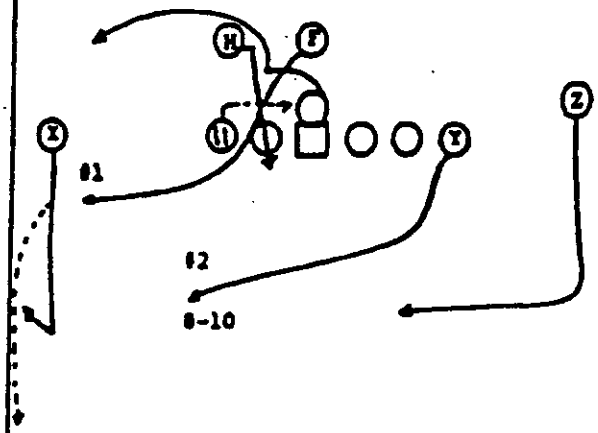
[2]

BOOT PASS (X-OUT)



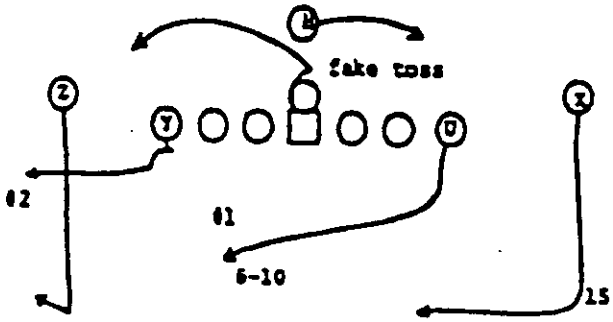
[3]

LAG PASS (FB FLAT)



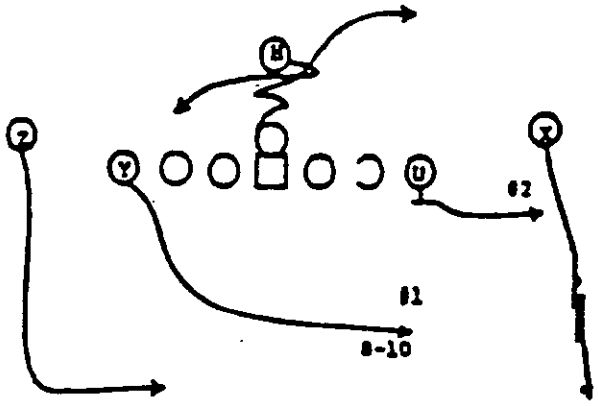
[4]

TOSS BOOT (Y-CROSS)



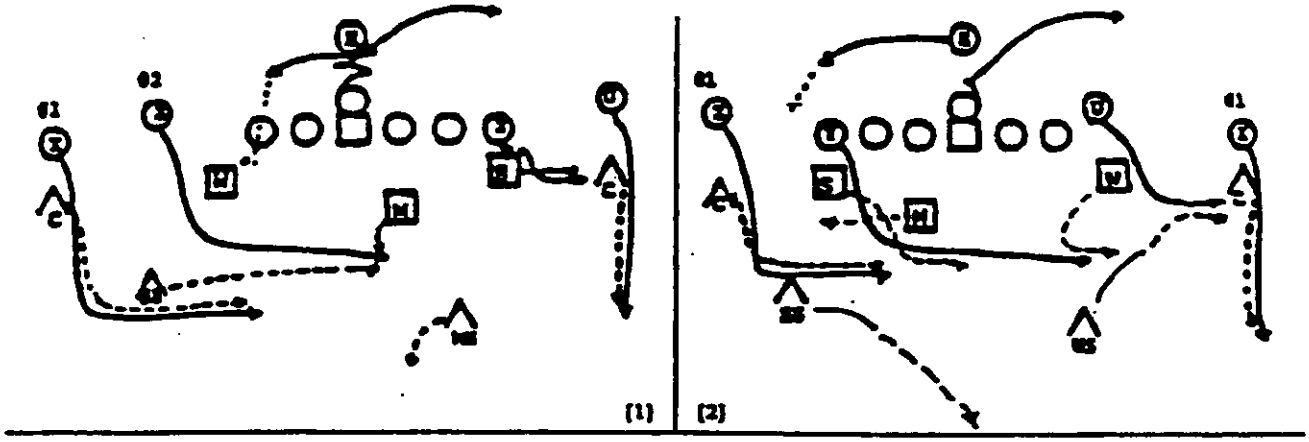
[5]

SLANT COUNTER BOOT (Y-CROSS)

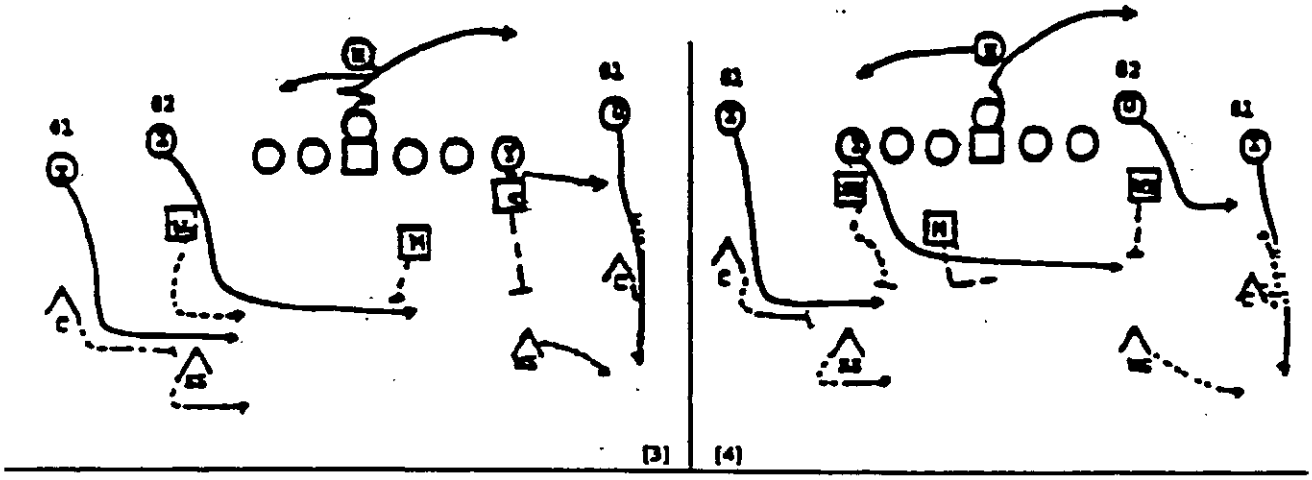


1 BACK BOOT

COVER 1 ALERT



COVER 2



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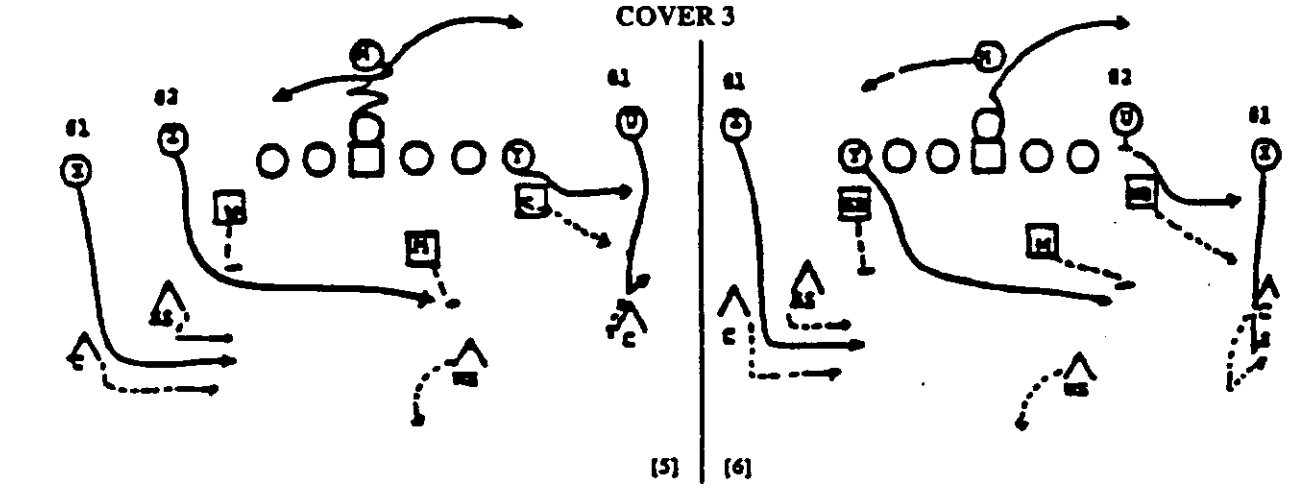
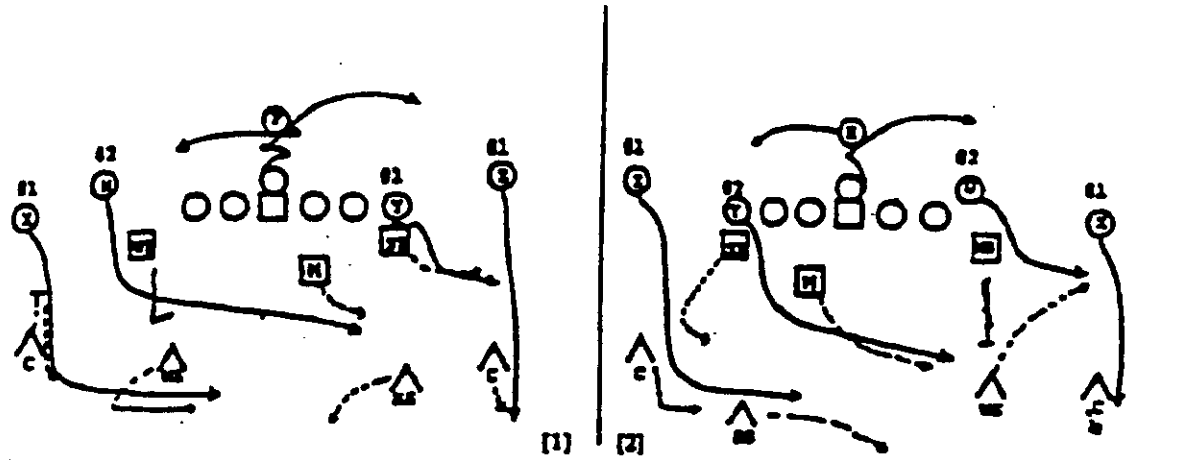


1 BACK BOOT

COVER 6

6 CORNER

6 SKY



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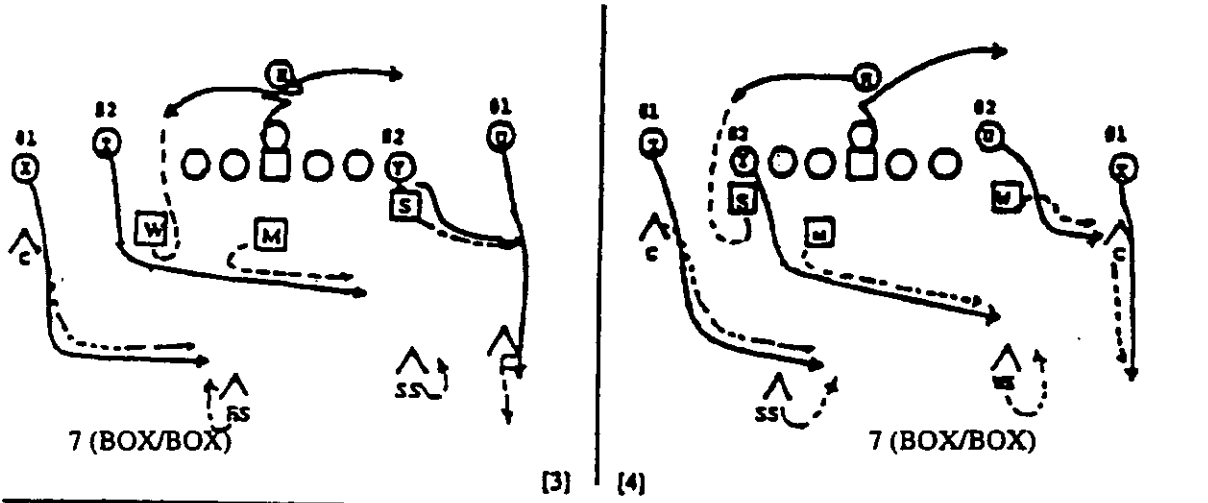
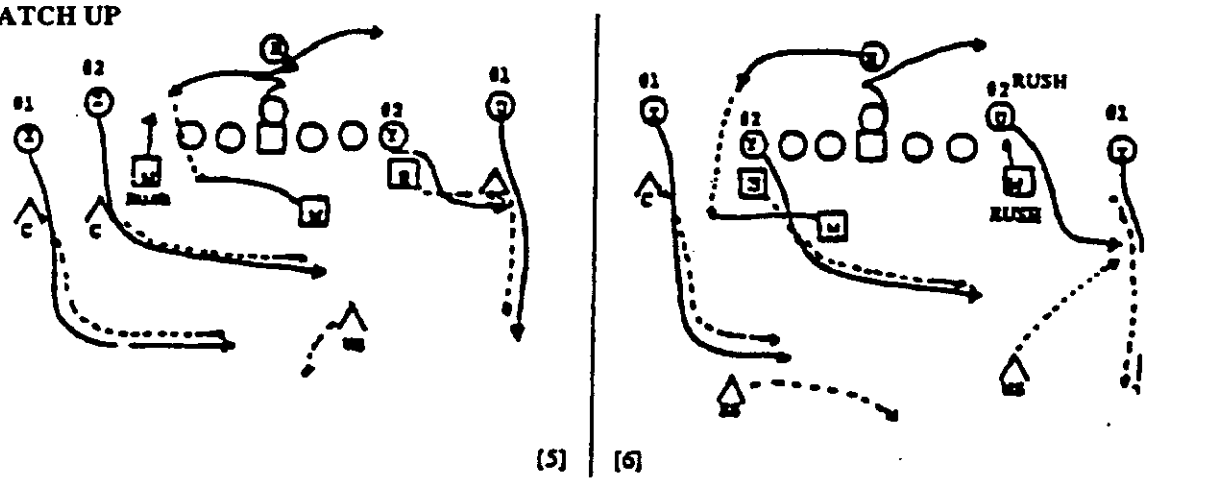


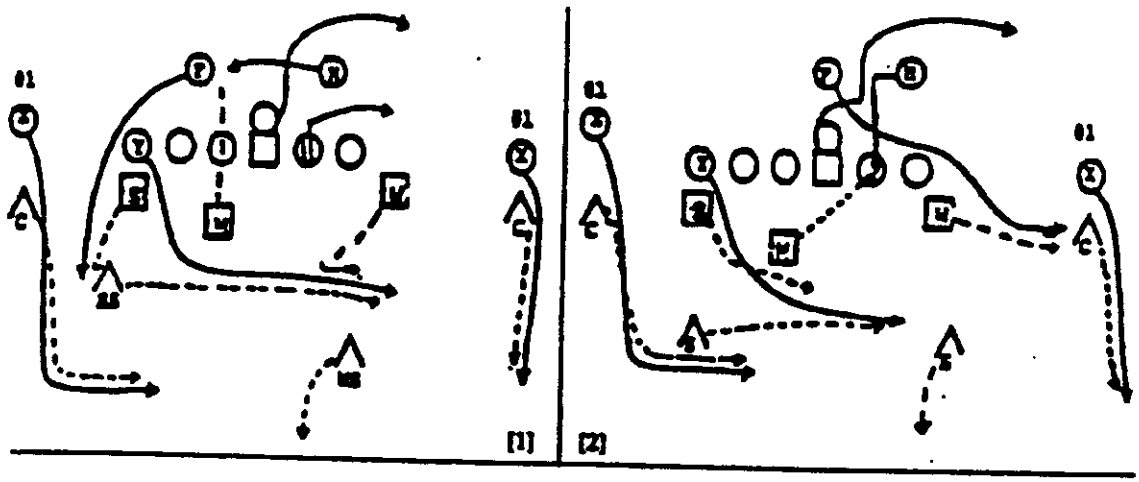
WILL COVER 9

MATCH UP



2 BACK BOOT

COVER 1 ALERT



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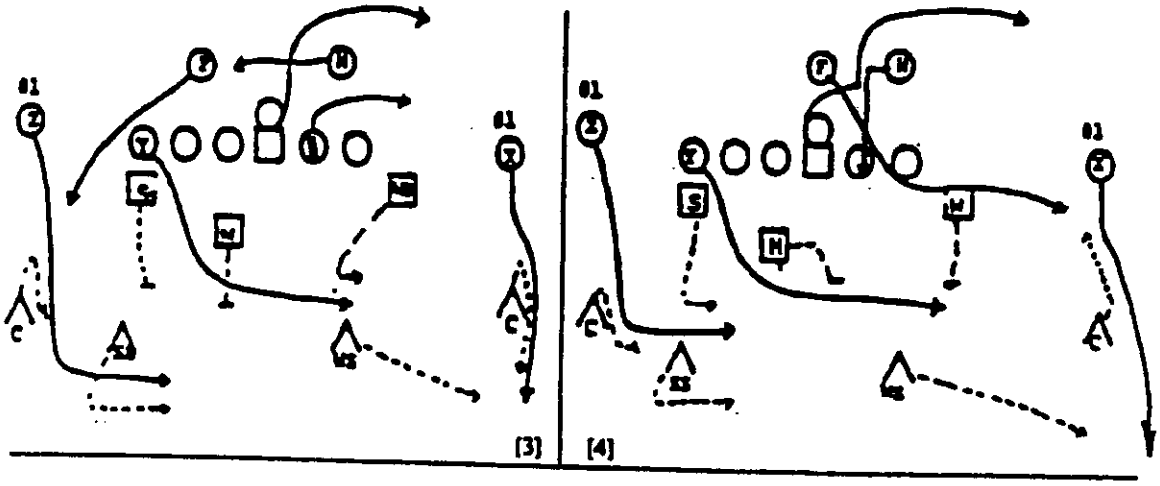

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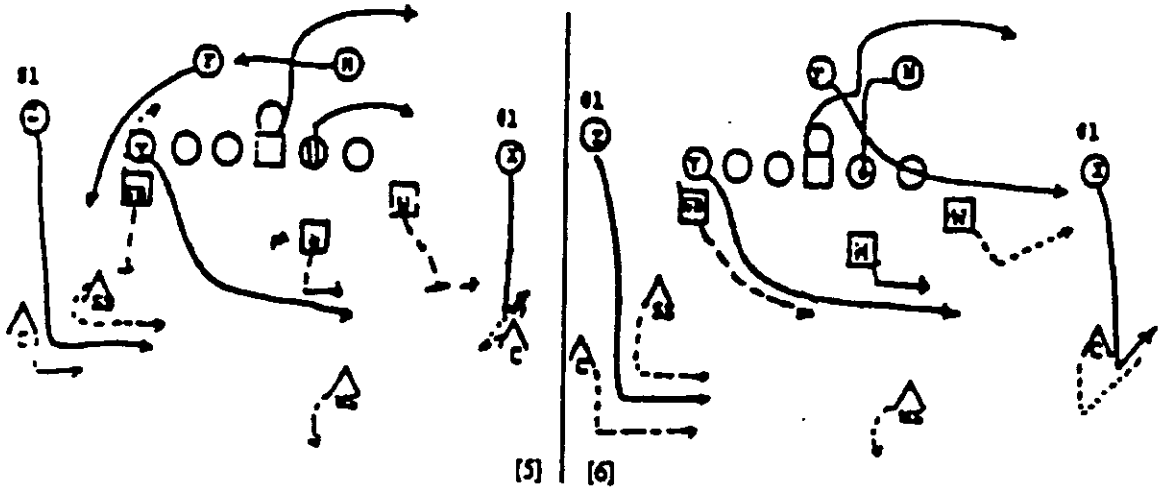
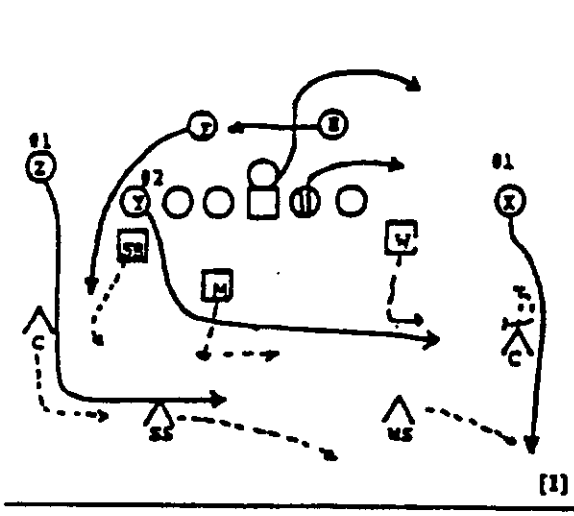


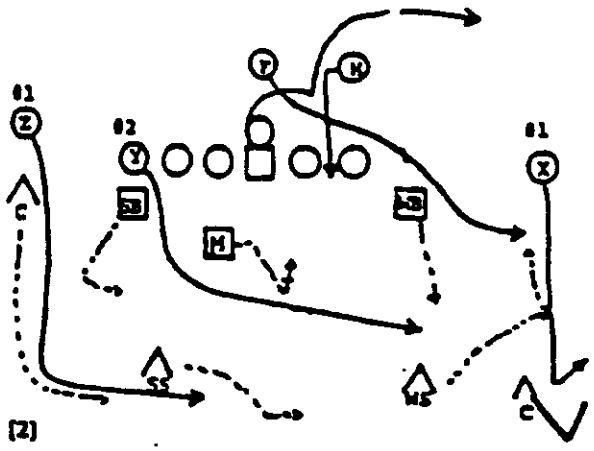
2 BACK BOOT

COVER 8



[1]

6 SKY



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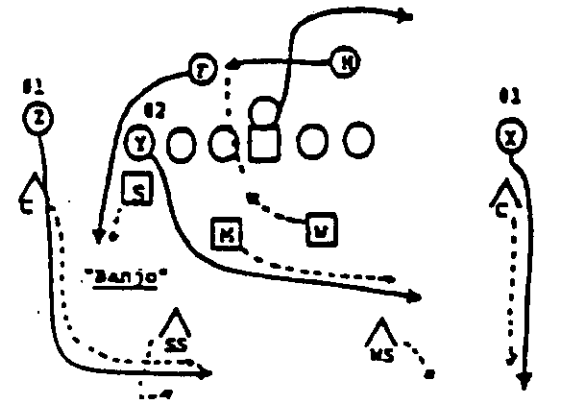
COVER 5



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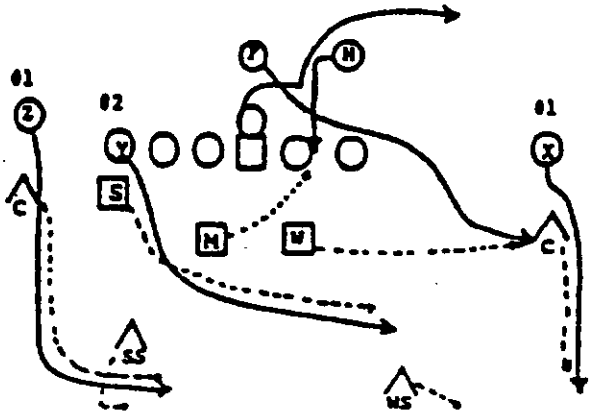

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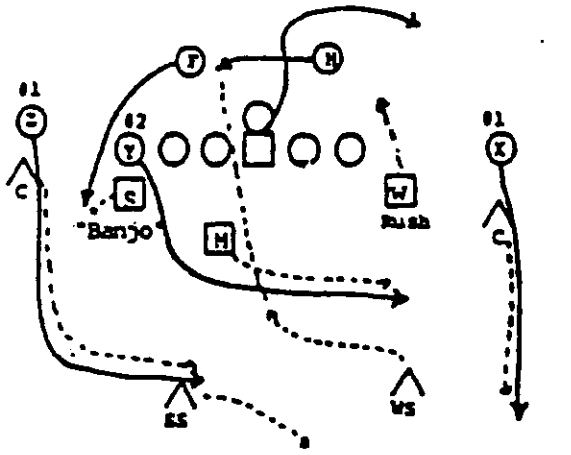
WILL COVER 9



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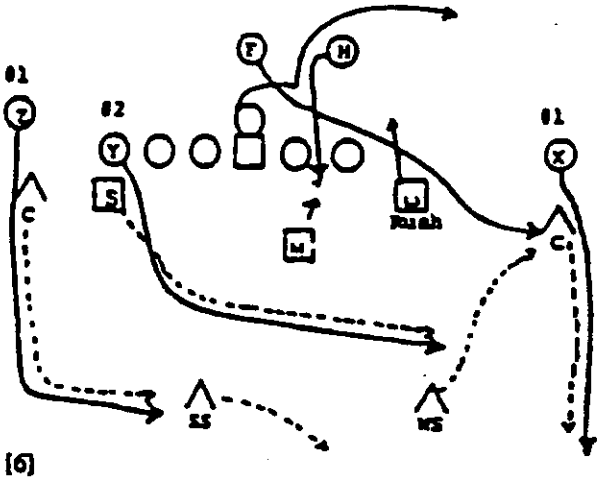


[6]

THEORY OF BLITZING

OUR THEORY OF BLITZING IS PENETRATING DEFENSE THAT WILL DISRUPT THE PATTERN OF THE PLAY WHETHER IT IS RUN OR PASS. WE WANT TO DISGUISE THE BLITZ AS MUCH AS POSSIBLE SO AS TO SURPRISE THE OFFENSE. VERSUS THE RUN, OUR PENETRATION MUST STRIP OFF THE INTERFERENCE SO IF OUR PENETRATORS DO NOT MAKE THE TACKLE, OUR SECONDARY PEOPLE WILL HAVE A CLEAR SHOT TO TACKLE THE BALL CARRIER.

VERSUS THE PASS, WE WANT TO SACK THE QB OR DISRUPT THE TIMING SO THAT WE CREATE A BAD THROW. BECAUSE OF THE PRESSURE CREATED, OUR DBs SHOULD BE ABLE TO COVER THE RECEIVERS CLOSE BECAUSE THE BALL SHOULD COME OUT QUICKLY. IF THE BALL BREAKS THE L.O.S. OUR PURSUIT WILL BE DISTORTED BECAUSE OF THE PENETRATION SO WE ALL MUST REACT WITH EXTRA EFFORT TO MINIMIZE THE GAIN. WE CANNOT ALLOW BIG PLAYS WHEN WE BLITZ. BE GOOD TACKLERS AND DO NOT ALLOW RECEIVERS TO CATCH THE BALL AND RUN WITH IT. IF WE DO THESE THINGS, WE WILL BE A SUCCESSFUL BLITZING TEAM.

BLITZ CATEGORIES

1. **DOG PACKAGE:** FIVE-MAN BLITZES FROM OUR UNDER, OVER, OR 4-3 ALIGNMENT. THESE BLITZES CAN INVOLVE ANY OF OUR 3 LBers OR 2 SAFETIES IN COORDINATION WITH OUR FRONT FOUR. PLAYED WITH 0,9 COVERAGE.

2. **DOUBLE SINK:** THIS IS ALSO A 5-MAN BLITZ WITH SOME 6-MAN BLITZ VARIATIONS. THE DOUBLE SINK CONCEPT VARIES FROM THE DOGS IN THAT THESE BLITZES ARE EXECUTED FROM A SPECIAL 5-MAN FRONT ALIGNMENT. THIS INCLUDES DIAMOND (TEXAS), SHARK, WALLEYE, WACO, AND FAT PERSONNEL COMBINATIONS.

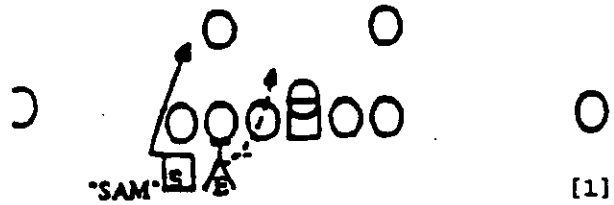
3. **SAFETY BLITZES:** THESE BLITZES INVOLVE ONE OF OUR TWO SAFETIES IN COORDINATION WITH OUR FRONT SEVEN. THESE BLITZES ARE NAMES AFTER SNAKES. EXAMPLE: COBRA, VIPER, PYTHON.

4. **SIX-MAN BLITZES:** THESE BLITZES INVOLVE 6-MAN PRESSURE WITH THE REMAINING 5 DEFENDERS COVERING THE 5 RECEIVERS. THESE BLITZES ARE NAMED AFTER BIRDS. EXAMPLE: HAWK, SPARROW. IF FLOW COVERAGE IS USED - NAMES AFTER HORSES. EXAMPLE: COLT.

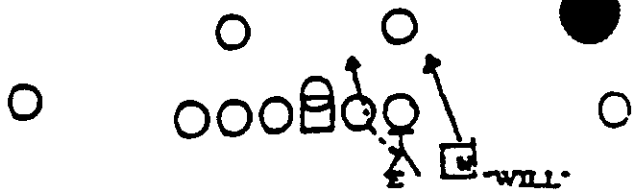
5. **KEY BLITZES:** THESE BLITZES INVOLVE 7-MAN PRESSURE WITH A DESIGNATED BACK TO BE PICKED UP THROUGH KEY BLITZING TECHNIQUE BY THE DESIGNATED RUSHERS. KEY BLITZES WILL BE NAMED AFTER ACTS OF NATURE. EXAMPLE: LIGHTNING, THUNDER.

LBer BLITZ PATHS

SAM-WILL-CHARLIE: OUTSIDE DEFENSIVE END THRU OUTSIDE OF TE (SAM-WILL)
C.P. STRAIGHT CALL WOULD PLAY NORMAL VS RUN-RUSH VS PASS.

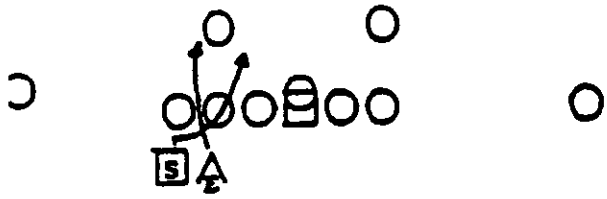


STRAIGHT OR JAM [1]

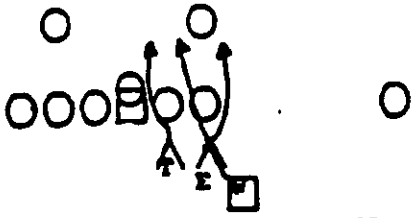


[2] STRAIGHT OR JAM

BAKER: OUTSIDE DEFENSIVE END PENETRATING B-GAP. TE SIDE w/NO LOOSE IS SAM LION (SED-WES).

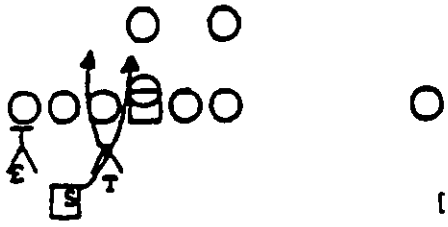


SAM LION [3]

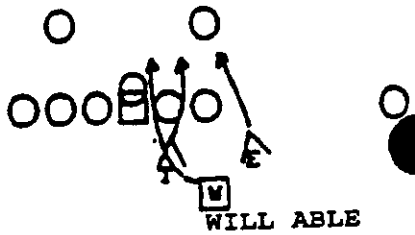


[4] WILL BAKER

ABLE: INSIDE DEFENSIVE TACKLE PENETRATING A-GAP (SIG-WIG).

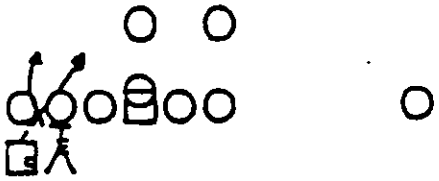


SAM ABLE [5]



[6] WILL ABLE

CROSS: STUNT w/DE WHERE BACKER GOES 1st THRU HIP OF OT AND DE STEPS TO BASE AND SCRAPES OUTSIDE - PIC VS TE.



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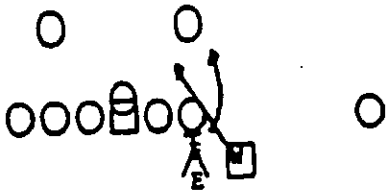
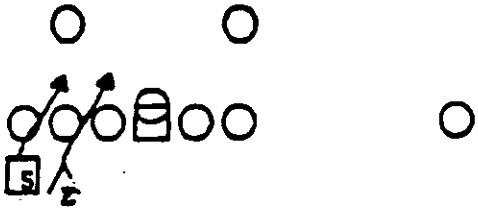


[8]

RAM: DE AND OSB FILL TOGETHER. SAM VS. TE SARA. WILL RAM WANDA.
MIKE: WILL ABLE, BAKER, OR CHARLIE w/SAME GAP RESPONSIBILITIES. ALSO COULD RUN STUNTS IN COORDINATION w/TACKLES.
EXAMPLE: TOM-O OR SALLY-O



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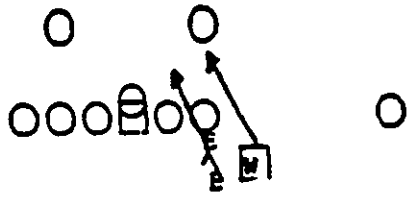
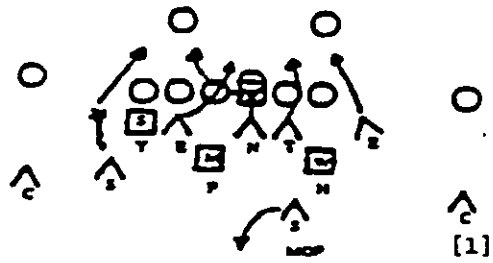


[10]

UNDER-O-SAFETY FIRE

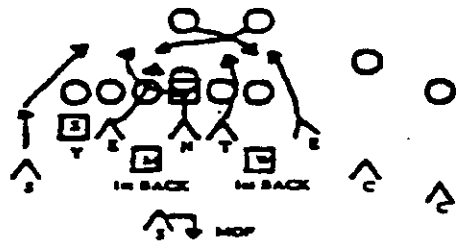
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	UNDER	"Y"	"Y" M/M VS TE (HB OUT TO TE) - CHECK SAM - POSSIBLE TEXAS
MIKE	UNDER	FB	1st BACK YOUR WAY, VS HB OUT TO TE - CHECK SAM - POSSIBLE TEXAS, ACE: ADJUST TO MIDDLE (POSSIBLE DOWN CALL) - ADJUST TO HB OE SIDE.
WILL	UNDER	HB	1st BACK YOUR WAY, SIDE ADJUST TO WEAK A-GAP. C.P. NO REDUCE CALL
2-GAP END	UNDER	JAM	POSSIBLE DOWN CALL. POSSIBLE STRAIGHT.
UNDER END	UNDER	UNDER	UNDER.
NT	UNDER	JAM	JAM/POSSIBLE DOWN CALL/POSSIBLE STRAIGHT.
UNDER TACKLE	UNDER	GUARD	UNDER.
S/C	0 COVERAGE	"Z"	"Z" M/M. MOF SAFETY. MATCH UP.
S/S	BLITZ	BLITZ	DISGUISE. WALK UP AND HIT IT HARD. NO PICK UP. FREE BLITZ. ADJUST HB AS C-1.
F/S	0 COVERAGE	0 COVERAGE	FREE MOF.
W/C	0 COVERAGE	"X"	"X" M/M. MOF SAFETY

REGULAR LEFT



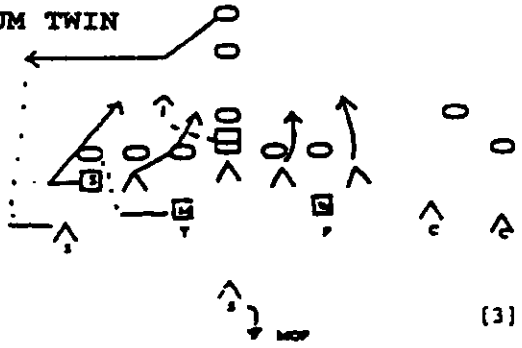
[1]

SLOT POSSIBLE DOWN CALL



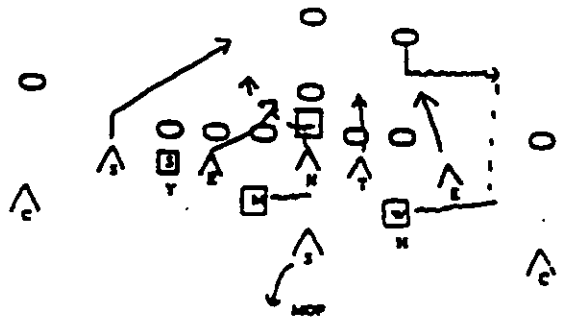
[2]

CHECK SAM HB TO TE
MIKE POSSIBLE TEXAS
HUM TWIN



[3]

WILL ADJUST MIKE SLIDE TO MIDDLE
(POSSIBLE DOWN)
HUM ACE

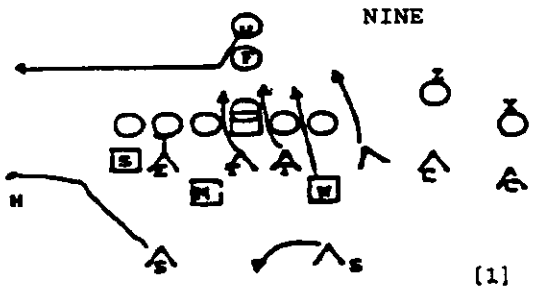


[4]

UNDER WILL 90

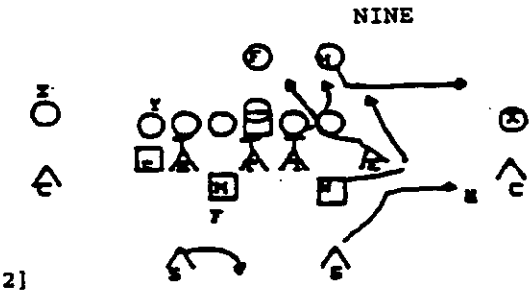
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	UNDER	"Y"	"Y" M/M. POSSIBLE BANJO w/MIKE
MIKE	UNDER	FB	1st BACK YOUR WAY, POSSIBLE BANJO w/SAM
WILL	UNDER	HB	ABLE - A GAP BLITZ (WIG), BAKER B-GAP BLITZ (WES). CHARLIE - C-GAP BLITZ (WANDA)
2-GAP END	UNDER	TACKLE	POSSIBLE HEAVY 5 w/NOSE GAP.
UNDER END	UNDER	T-NEARBACK	NORMAL ABLE, BAKER. SLAM w/CHARLIE.
NT	UNDER	GAP	GAP. POSSIBLE STRAIGHT.
UNDER TACKLE	UNDER	GUARD	ABLE - POP, BAKER SPIKE, CHARLIE - ME, U, SLAM.
S/C	NINE/0 COVERAGE	"Z"	"Z" M/M. MOF SAFETY. MATCH UP.
S/S	NINE/0 COVERAGE	BACK OR COVERAGE	"0" VS I,I-NEAR OR HALF. 9-MOF SAFETY w/SPLIT, OR ANY BACK WEAK. 1 BACK RULE.
F/S	NINE/0 COVERAGE	BACK OR COVERAGE	1ST BACK WEAK VS SLIT OR ANY OFFSET WEAK. MOF VS I,I-NEAR OR HALF. 1-BACK RULE.
W/C	NINE/0 COVERAGE	"X"	"X" M/M. MOF SAFETY. MATCH UP.

HUM TWIN "BAKER" (WES)



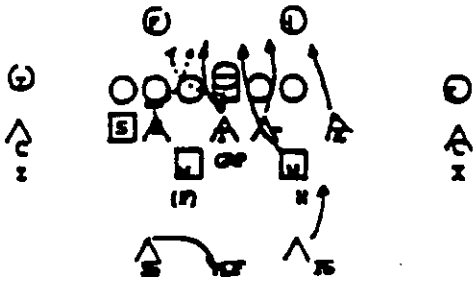
[1]

HUM ACE CHARLIE (WILL)



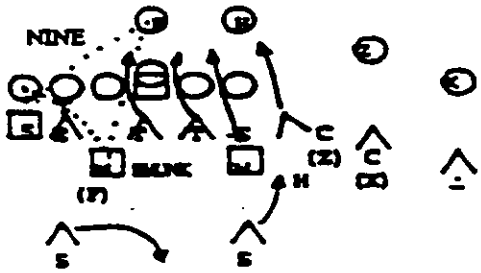
[2]

REGULAR LEFT "ABLE" (WIG)



C.P. 1-BACK FAR POSSIBLE SWITCH w/MIKE AND WILL FOR COVER.

SLOT BAKER (WES)

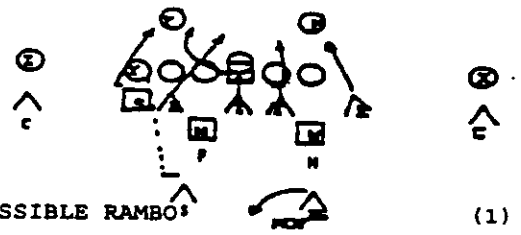


UNDER SAM "90"

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	UNDER	TE/NEAR	SAM-O/S CONTAIN RUN AND PASS. SAM LION-UNDER DE END B GP (SED) - RAM - FILL UNDER TE. C-GAP (SARA).
MIKE	UNDER	FB	1ST BACK STRONG M/M. POSSIBLE RAMBO w/SS. SAFETIES TAKE ALL BACK MOTION. CHECK 9. MIKE AND WILL TE/BACK. POSSIBLE TEXAS ON TE VS 1 BACK.
WILL	UNDER	HB	1ST BACK YOUR SIDE M/M. 1-BACK CHECK 9. WILL TE OR REMAINING BACK.
2-GAP END	UNDER	TACKLE	STRAIGHT, JAM, LION BASED ON SAM CALL.
UNDER END	UNDER	T-NEAR BACK	SAME AS CRASH END.
NT	UNDER	CENTER	STRAIGHT, JAM BASED ON SAM CALL.
UNDER TACKLE	UNDER	GUARD	NORMAL UNDER.
S/C	0/NINE COVERAGE	"Z"	"Z" M/M. MOF SAFETY - MATCH UP.
S/S	0/NINE COVERAGE	"Y"	"Y" M/M - POSSIBLE RAMBO w/MIKE. CHECK 9 VS ALL 1-BACK - MOF SAFETY.
F/S	0/NINE COVERAGE	MOF	MOF SAFETY CHECK 9 VS ALL 1-BACK.
W/C	0/NINE COVERAGE	"X"	"X" M/M. MOF SAFETY. MATCH UP.

NOTE: 90 = COVER 9 RULES VS 1-BACK. MATCH UP. SAFETIES ADJUST 1-BACK. MIKE AND WILL HAVE TE REMAINING BACK. 90 C-0 HAS C-1 TREY RULES.

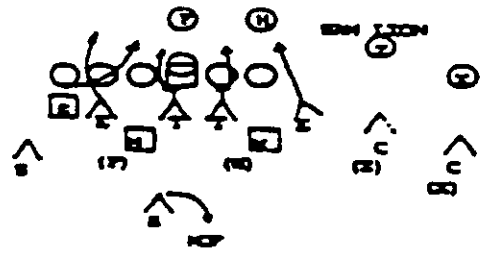
REGULAR LEFT "SAM" JAM



POSSIBLE RAMBO

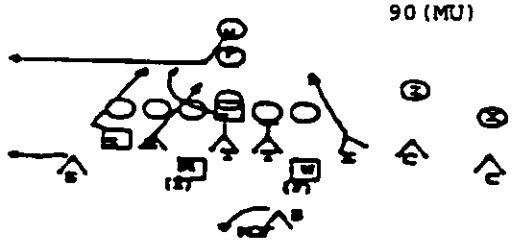
(1)

SLOT SAM LION (SED)



(2)

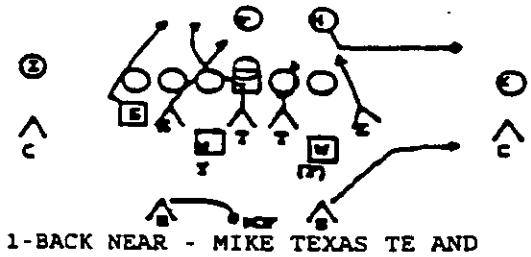
HUM TWIN "SAM" JAM 90 (MU)



C.P. SPEAR: SAM/WILL KEY BLITZ HB OR RUSH COVER.

(3)

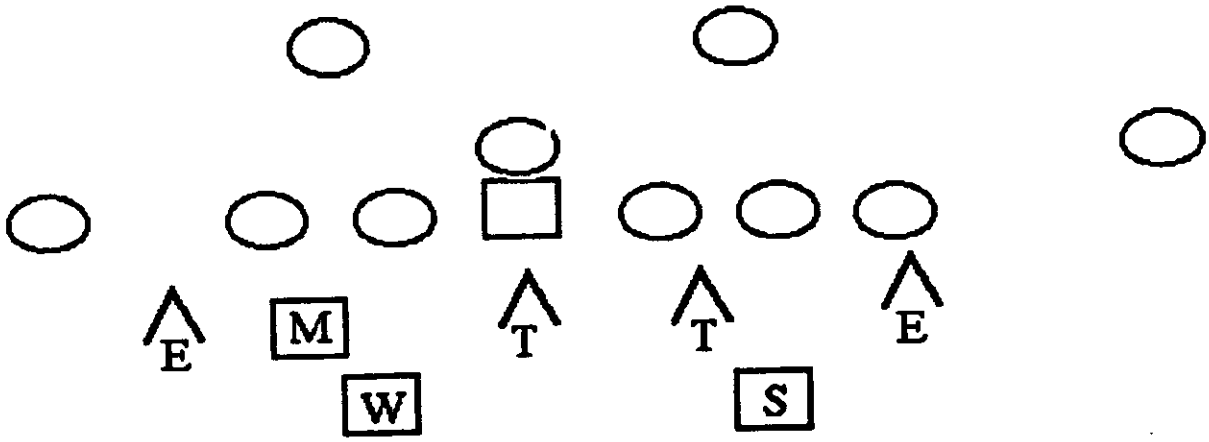
HUM ACE "SAM" JAM 90 (MU)



C.P. 1-BACK NEAR - MIKE TEXAS TE AND AND WILL CHEAT TO BACK.

(4)

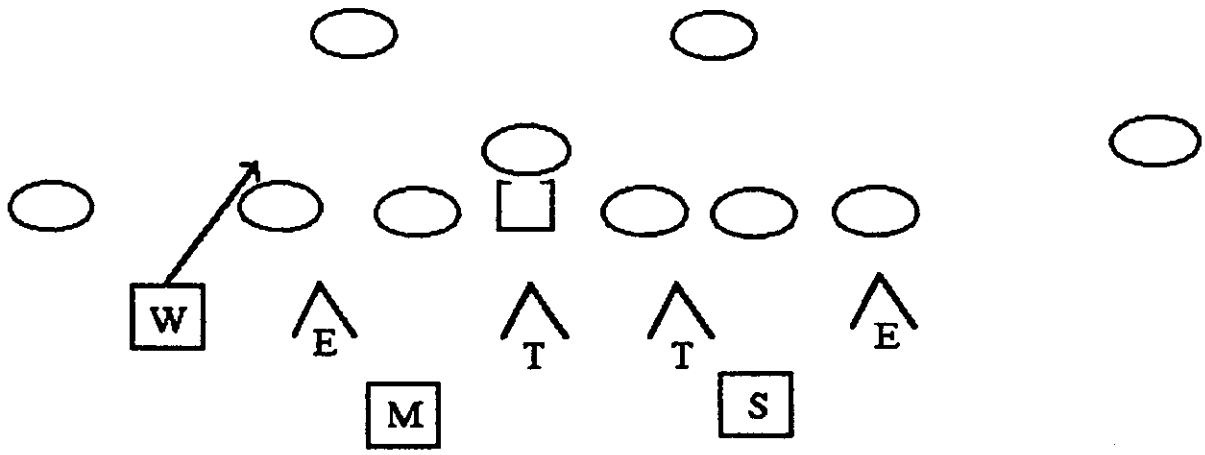
OVER SINK



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	SAME AS OVER	SAME AS OVER
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WSE	SAME AS OVER WASH	SAME AS OVER WASH	SAME AS OVER WASH
MLB	SAME AS OVER WASH (90 COVER)	SAME AS OVER WASH	SAME AS OVER WASH
SAM LB	SAME AS OVER WASH (90 COVER)	SAME AS OVER WASH	SAME AS OVER WASH
WILL LB	WASH ALIGN SE • "STACK" ALIGN TO BACK • "TITE" ALIGN TO TE	OG	B - GAP CHARGE

COVERAGE: 90 COVER, 2/3 DAKOTA

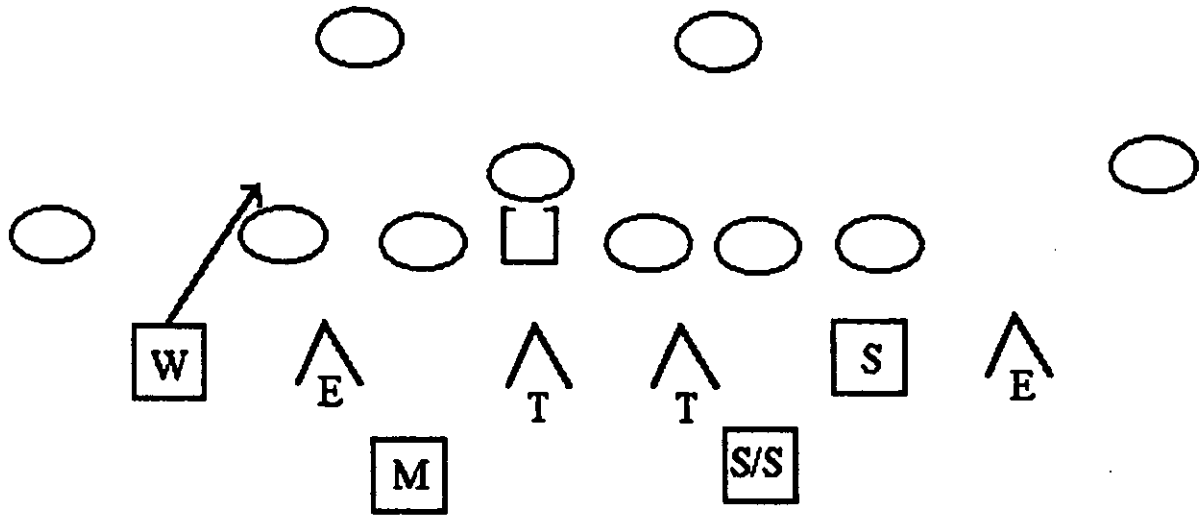
OVER SWILL



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS OVER	SAME AS OVER	SAME AS OVER
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WSE	SAME AS OVER T	SAME AS OVER T	SAME AS OVER T PASS - B - GAP RUSH LANE
MLB	SAME AS OVER T	SAME AS OVER T (90 COVER)	SAME AS OVER T
SAM LB	SAME AS OVER T	SAME AS OVER T (90 COVER)	SAME AS OVER
WILL LB	6 TECH (ON L.O.S.)	6 TECH KEY	RUSH/ CHARGE (SAME AS OVER T) CHASE CONTAIN

COVERAGE: 90 COVER, 2/3 DAKOTA

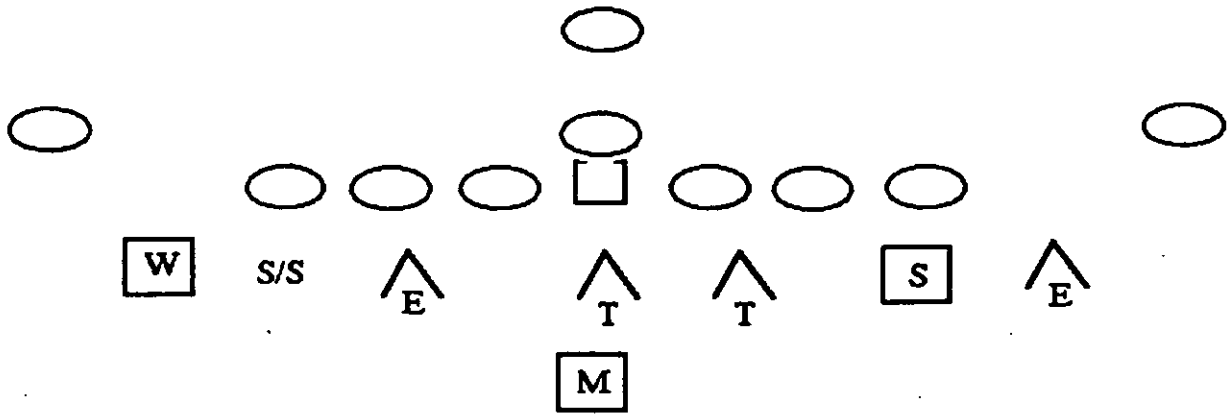
OVER SWILL TEXAS



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	-		
SST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WST	SAME AS OVER	SAME AS OVER	SAME AS OVER
WSE	SAME AS OVER T	SAME AS OVER T	SAME AS OVER T PASS - B - GAP RUSH LANE
MLB	SAME AS OVER T	SAME AS OVER T (90 COVER)	SAME AS OVER T
SAM LB	CHOKE TE	TE	RUN - 6 TECH ON TE (C GAP) PASS - COVERAGE CALLED
WILL LB	6 TECH (ON L.O.S.)	6 TECH KEY	RUSH/ CHARGE (SAME AS OVER T) CHASE CONTAIN

COVERAGE: 90 COVER, 2/3 DAKOTA

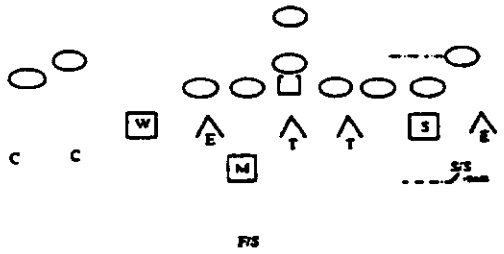
OVER WALLEYE



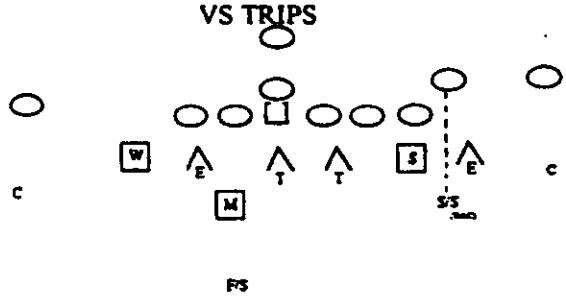
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	SAME AS OVER SWILL TEXAS		
SAM	TEXAS TE	TE	C GAP
WILL	POINT	BALL	SAME AS SWILL
SSE	POINT	BALL	SAME AS SWILL TEXAS
SST	3	SAME AS OVER	
WST	0	SAME AS OVER	
WSE	4I	SAME AS SWILL	

COVERAGE: 9

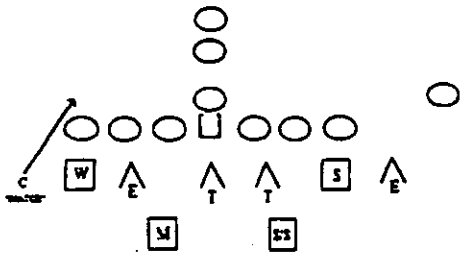
VS SLOT



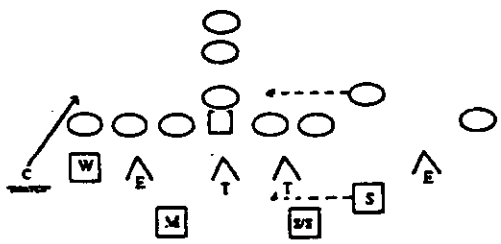
VS TRIPS



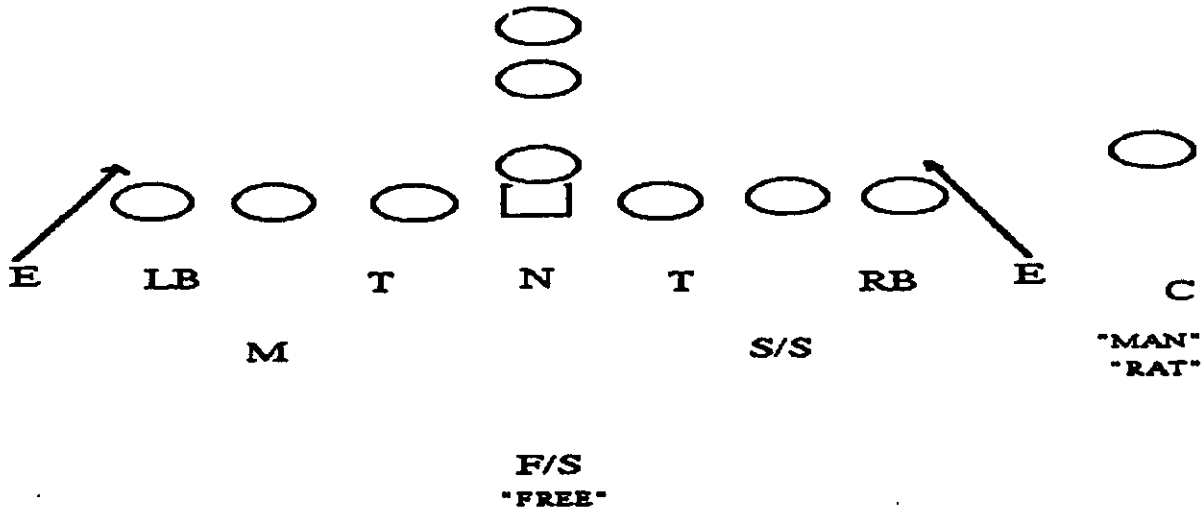
VS GREEN



VS GREEN YAC



DIAMOND 9



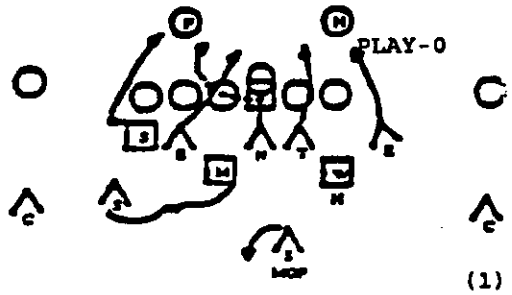
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	BASED ON BACK SET	BACK, OL	STACK, SHUFFLE, MAN
SAM	7 TECHNIQUE	TE	RUN - C GAP PASS - M/M TE
WILL	7 TECHNIQUE	TE	RUN - C GAP PASS M/M TE
SSE	LOOSE 9	BALL, NEAR BACK	CRASH, SPILL, CONTAIN
SST	3 TECHNIQUE	GUARD, BALL	B GAP
NOSE	0 TECHNIQUE	BALL, OC	2 GAP
WST	3 TECHNIQUE	GUARD, BALL	B GAP
WSE	LOOSE 9	BALL, NEAR BACK	CRASH, SPILL, CONTAIN

COVERAGE: 9

5-MAN PRESSURE

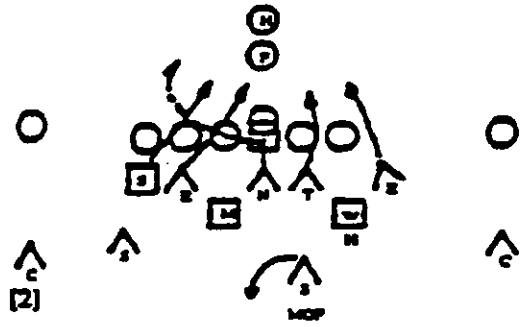
"RAMBO" IS AN OPTION w/A R. IN THE STRONGSIDE POSITION. C.P. WILL ADJUST ACE, 90 SAFETIES ADJUST ACE.

UNDER SAM JAM C-90



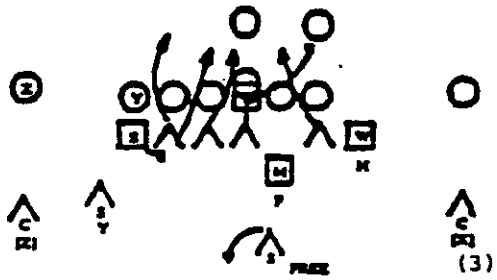
(1)

UNDER SARA JAM C-90



(2)

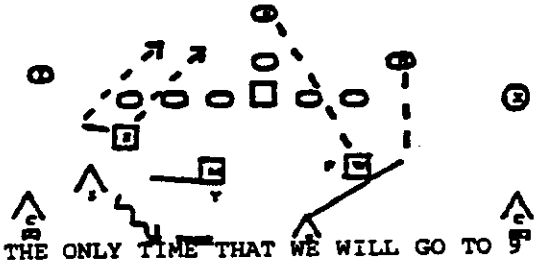
OPEN SED JAM C-90 PLAY-0



(3)

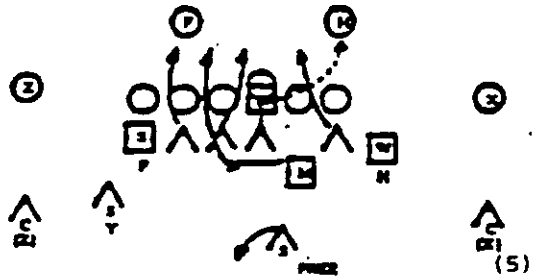
SAM BLITZES 90 PLAY-0

CHECK NINE



(4) THE ONLY TIME THAT WE WILL GO TO 9 w/A SAM BLITZ IS WHEN "H" IS WIDE IN OUT (COULD CLOSE).

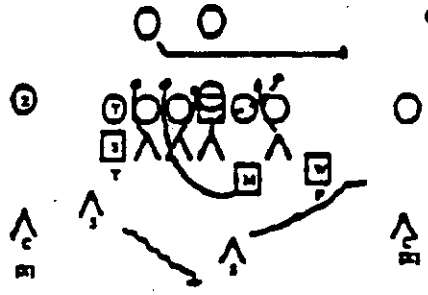
OPEN MAX JAM C-90 PLAY-0



(5)

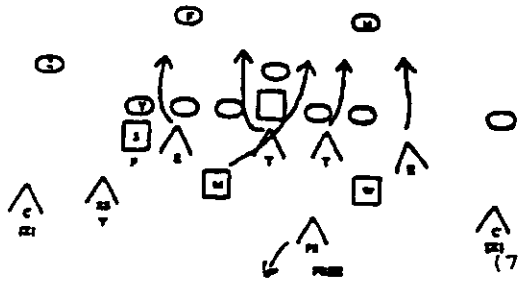
OPEN MAX JAM C-90

CHECK 9



(6) GO TO 9 WHEN BACK HUMS TO ACE.

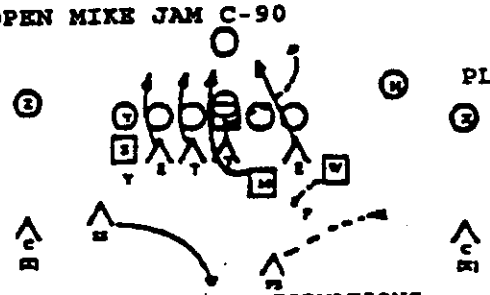
UNDER MIKE C-90 PLAY 0



(7)

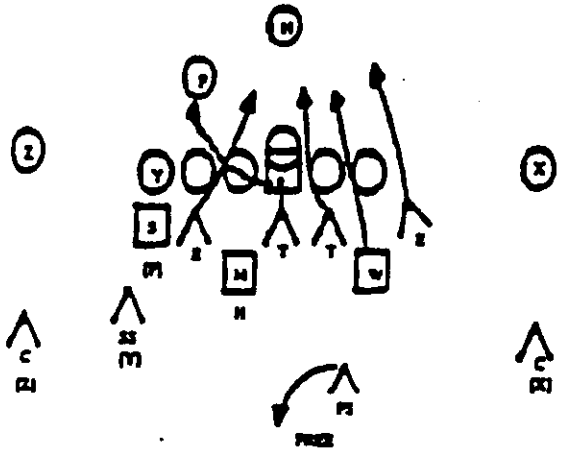
OPEN MIKE JAM C-90

PLAY 9

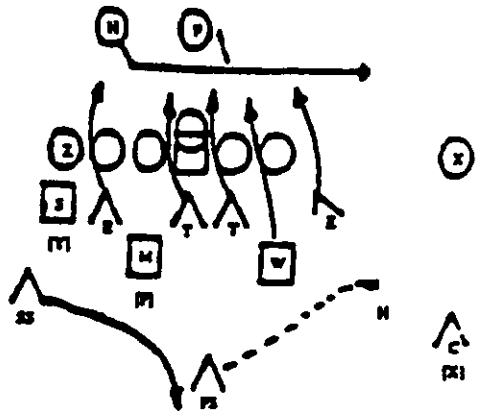


(8) GO TO 9 w/ FORMATIONS

UNDER WES JAM C-90

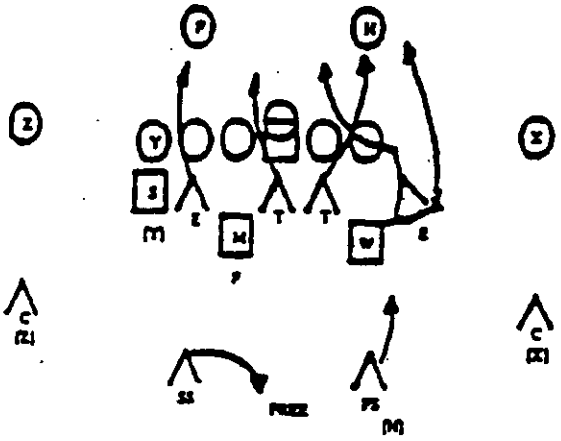


UNDER WES JAM C-90

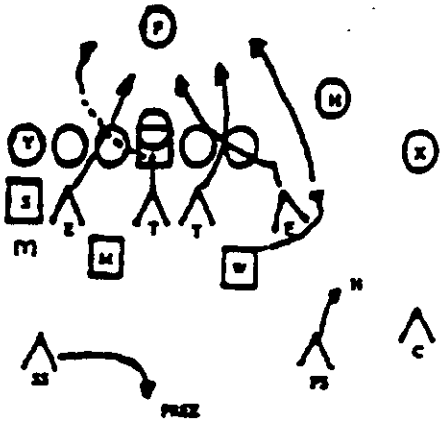


[1] [2]

UNDER HALF WILL C-90



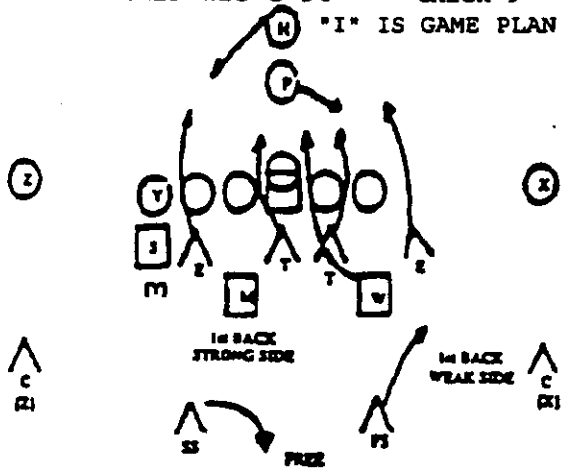
UNDER JAM WILL C-90



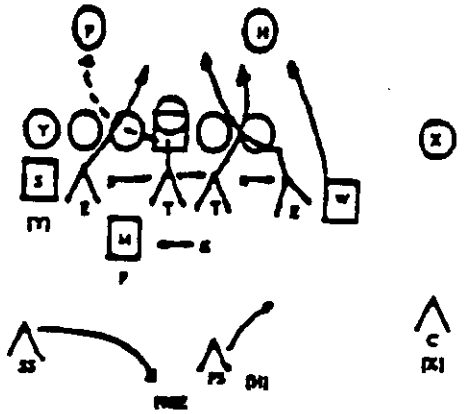
[3] [4]

UNDER HALF WIG C-90 CHECK 9

"I" IS GAME PLAN

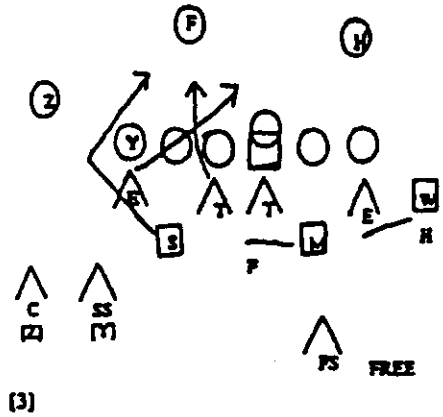


UNDER WILL STEM C-90

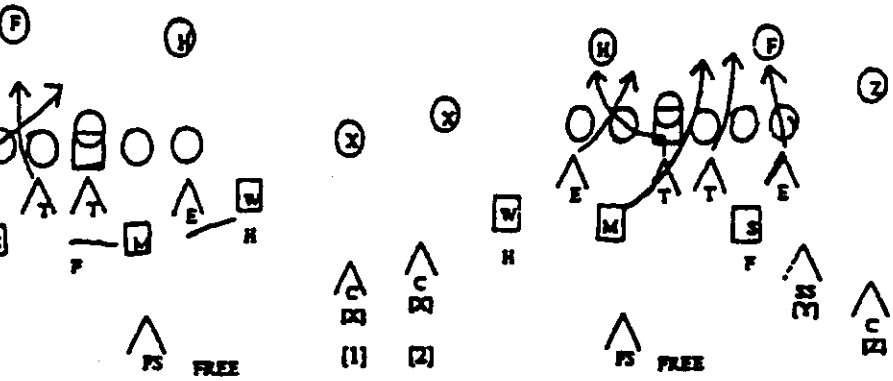


[5] [6]

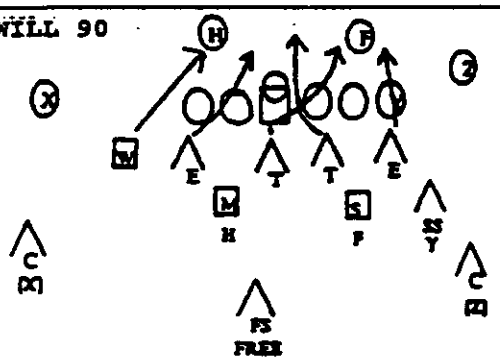
OVER SAM C-0
ZERO-9



OVER MIKE C-90



OVER SWILL 90



RULES

PLAY-0 SWILL - WILL RUSH WITH SAM 90

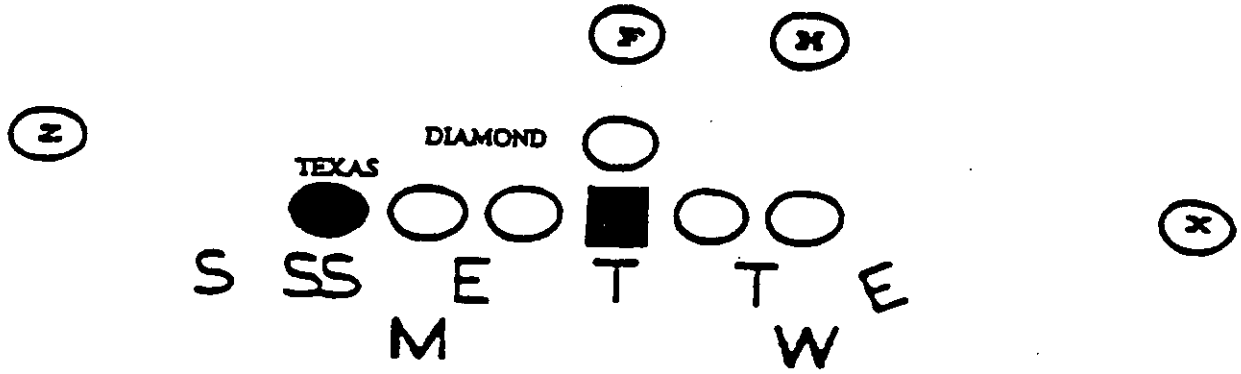
C.P. POSSIBLE TOM

END ON WS MUST STEM TO "TIGHTER" POSITION TO GIVE WILL A CHANCE TO BLITZ.

"90" ADJUSTMENT w/THE WILL LBer BLITZING...

. . . IF THERE IS A RUNNING BACK ALIGNED ANYWHERE TO THE WEAKSIDE FORMATION, THEN WE GO TO 9 COVERAGE. THE EXCEPTIONS ARE HALF AND I-NEAR FORMATIONS, WHERE WE PLAY C-0.

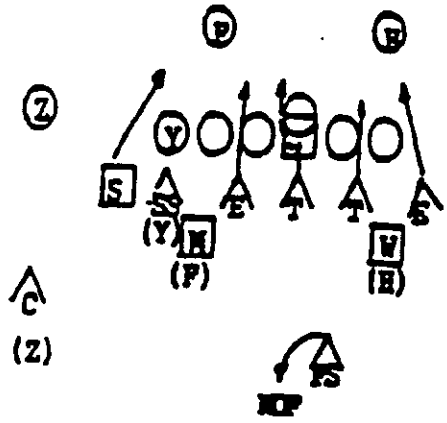
DOUBLE SINK PACKAGE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE WST	ALIGN IN 3 TECH. THIS WILL USUALLY INVOLVE "STEMMING"	3-TECH STAB STAY LOW w/GOOD BODY LEAN.	"B" GAP - CANNOT BE HOOKED BY GUARD. PASS RUSH OVER GUARD. UNDER TACKLE HAS TWO-WAY GO IN PASS RUSH.
SST NOSE	HEAD ON CENTER, CROWDING THE FOOTBALL	2-GAP TECHN. ON THE CENTER	2-GAP - GUARANTEE BOTH "A" GAPS. RUSH LANE IS AWAY FROM THE UNDER TACKLE.
WSE	FORCE POSITION OUTSIDE 2 FEET OF OFFENSIVE (CRASH).	UPFIELD ATTACK KEYING ON MOVE (TACKLE TO NEAR BACK).	"D" GAP (FORCE) AND CHASE RESPONSIBILITY. OUTSIDE RUSH AND CONTAIN ON PASS.
SAM	OPEN AREA - ON LOS 1-1/2 YARDS OUTSIDE GROUP FORMATION.	UPFIELD ATTACK. KEYING ON THE MOVE (NEAR BACK).	"D" GAP (FORCE) AND CHASE RESPONSIBILITY - FORCE THE TOSS, BOUNCE THE COUNTER OT PLAYS. OUTSIDE RUSH AND CONTAIN ON PASS.
MIKE	2-MAN BACKFIELD. HEAD ON SST. 1-MAN BACKFIELD - ALIGN ON REMAINING BACK; WITH BOTH ALIGNMENTS, YOU SHOULD BE 4 YDS. DEEP.	MOVEMENT ON KEY	2-MAN BACKFIELD - FLOW TO, FILL "C" GAP; FLOW AWAY, FILL BACKSIDE "A" GAP. 1-MAN BACKFIELD - GUARANTEE BACKSIDE "A" GAP THEN PRESSURE TO THE BALL.
SS	HEAD UP ON "STUD" TE.	MOVEMENT OF YOUR KEY (TE)	2-MAN BACKFIELD - THE "D" GAP. C.P.: WILL IN SHARK, SAM IN WALLEYE.
WILL	2-MAN BACKFIELD - HEAD ON WST - 4 YARDS DEEP, 1-MAN BACKFIELD - HEAD ON WEAKSIDE TE.	MOVEMENT OF YOUR KEY.	2-MAN BACKFIELD - FLOW TO "C" GAP; FLOW AWAY - BACKSIDE "A" GAP. 1-MAN BACKFIELD - THE "D" GAP. C.P.: SAFETY IN SHARK, WALLEYE, FAT.

DEFENSES AND VARIATIONS FROM DOUBLE SINK ALIGNMENT

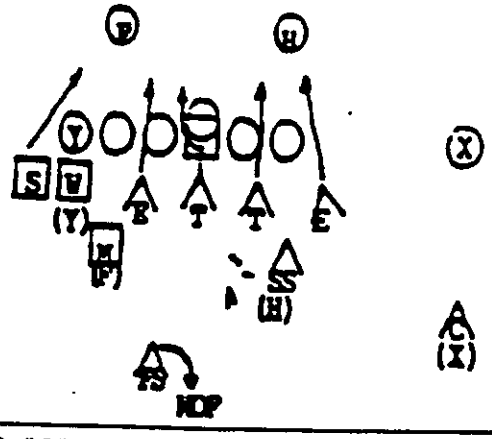
DIAMOND "0" (STEM TO FROM UNDER)



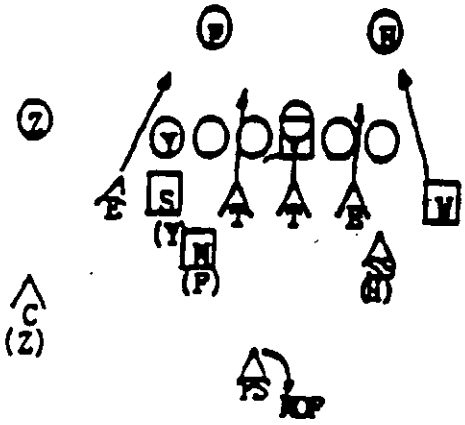
[1]

[2]

SHARK "0" (STEM TO FROM UNDER)



WALLEYE "0" (STEM FROM OVER)

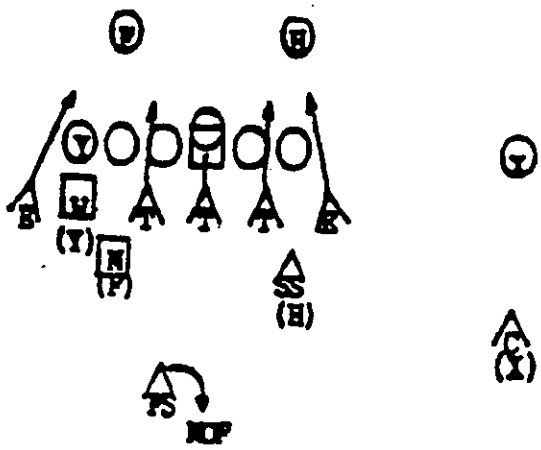


C.P. SAFETY DOWN TO TE SIDE

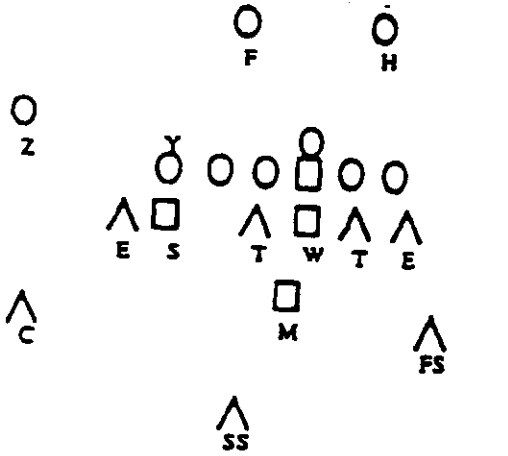
[3]

[4]

FAT "0" (FAT = 5 LINEMAN)



WACO (STEM TO FROM POINT)



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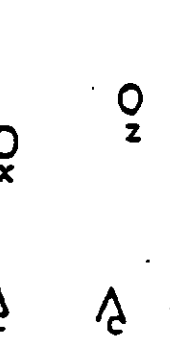
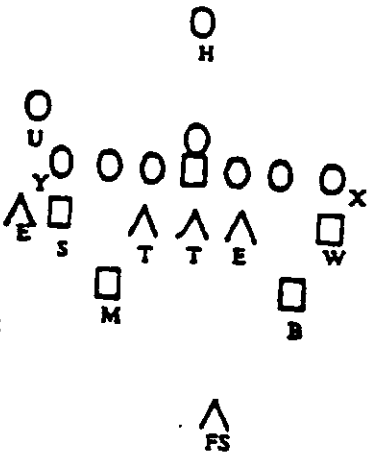


[6]

HIPPO DIAMOND-9 (HIPPO=LBer FOR CORNER)

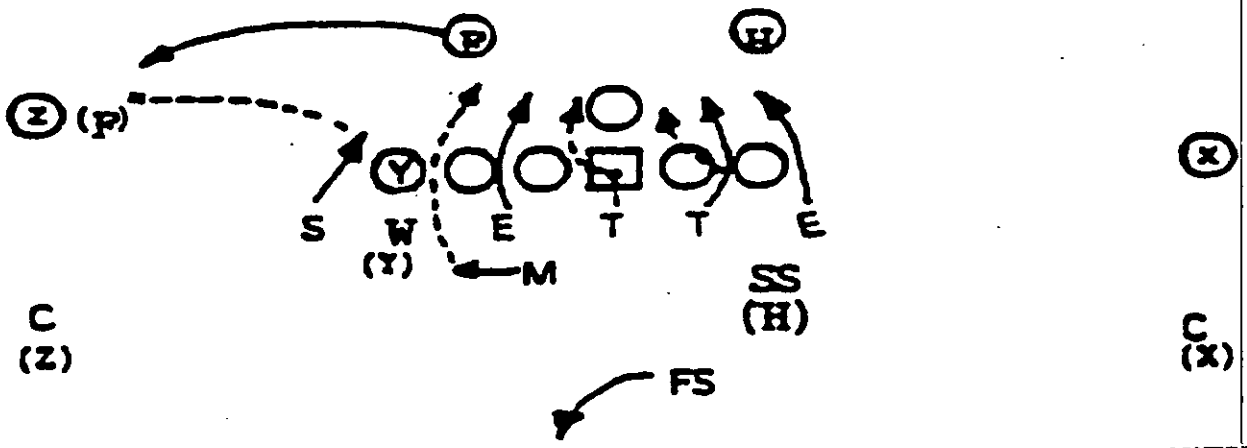


SHARK-0-COVERAGE

[M/M COVERAGE WITH F/S IN DEEP MIDDLE]

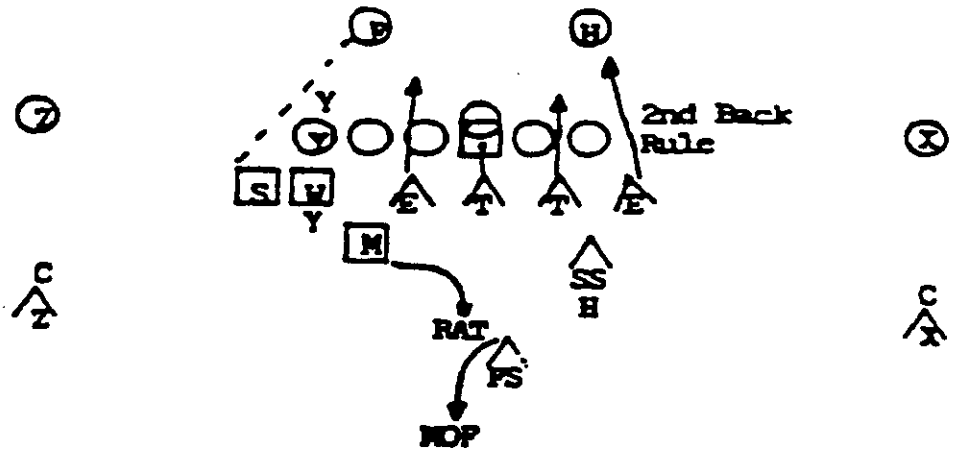
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	OPEN AREA ON LOS	TE/SB BACKER	8-9 HOLE (FORCE) OUTSIDE RUSH, CON-TAIN ON RUSH ("SPEAR" POSSIBILITY)
MIKE	STACK ON 3-TECH	SB	M/M ON SB INSIDE TECH.
	TACKLE, 4 YARDS DEEP. VS 1-MAN, BACKFIELD ALIGN ON REMAINING BACK		VS 1-MAN BACKFIELD, M/M REMAINING BACK. SAFETY TAKE ALL FLY AND HUM ["SPEAR" POSSIBILITY].
WILL	HEAD UP ON TE	TE	M/M ON TE. LEVERAGE MAY VARY w/ BACKFIELD SETS. LOCK ON TE VS. MOVEMENT.
S/C	SAME AS COVER 1		MATCH UP ALL COVERAGE.
S/S	HEAD UP ON WEAK TACKLE 4 YARDS DEEP. VS. 1-MAN BACKFIELD, PLAY BACK OUT M/M.	WB	M/M ON HB. INSIDE TECH. TAKE ALL HUM AND FLY. ADJUST TO 3rd RECEIVER ON LOS. "H" CLOSE, OUT OUTSIDE.
F/S	SAME AS COVER 1		BE AWARE OF WEAKEST MATCH UPS.
W/C	SAME AS COVER 1		MATCH UP ALL COVERAGE.

"SPEAR" ADJUSTMENT



SPEAR: WHEN THE STRONGSIDE NEAR BACK RUNS A WIDE ROUTE, SAM KEY BLITZES AND COVERS HIM w/THE MIKE LBer REPLACING HIM IN PASS RUSH.

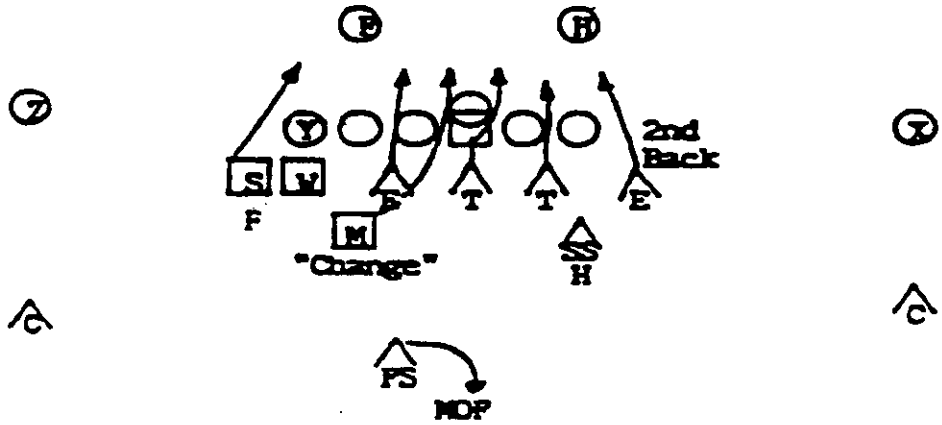
"RAT" ADJUSTMENT



"RAT"- SAM AND CRASH END BLITZ PEEL ON "F". CRASH END USE 2ND BACK RULES. MIKE FREE TO RAT. SAME RULES AS C-1 EXCEPT CROSS ON "Y" IS NOT NECESSARY CUT.

[1]

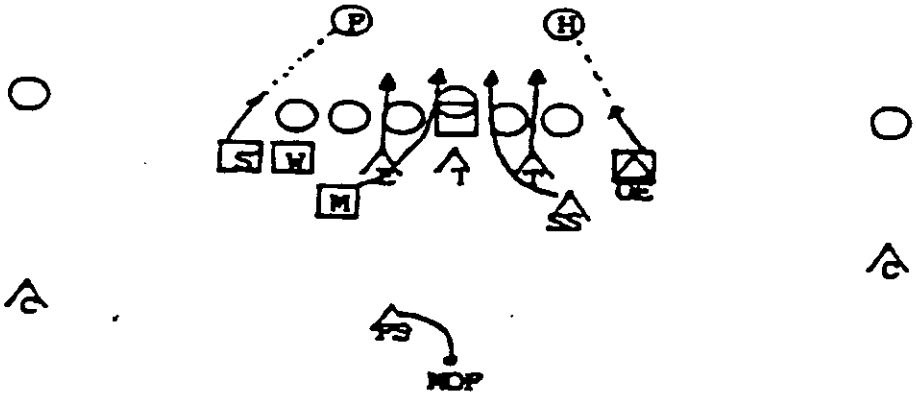
"CHANGE" CALL



"CHANGE" - CALL USED BETWEEN SAM AND MIKE TO EXCHANGE COVERAGE AND RUSH REGARDLESS OF WHERE BACK TO SIDE RELEASES. END MUST PLAY 2nd BACK. NOSE MUST BE AWARE OF CHANGE CALL TO RUSH TO A GAP AWAY FROM CHANGE. DOUBLE CHANGE NOSE MUST BULL RUSH CENTER. S/S CAN CHANGE wOE IF OE IS COVER PERSON.

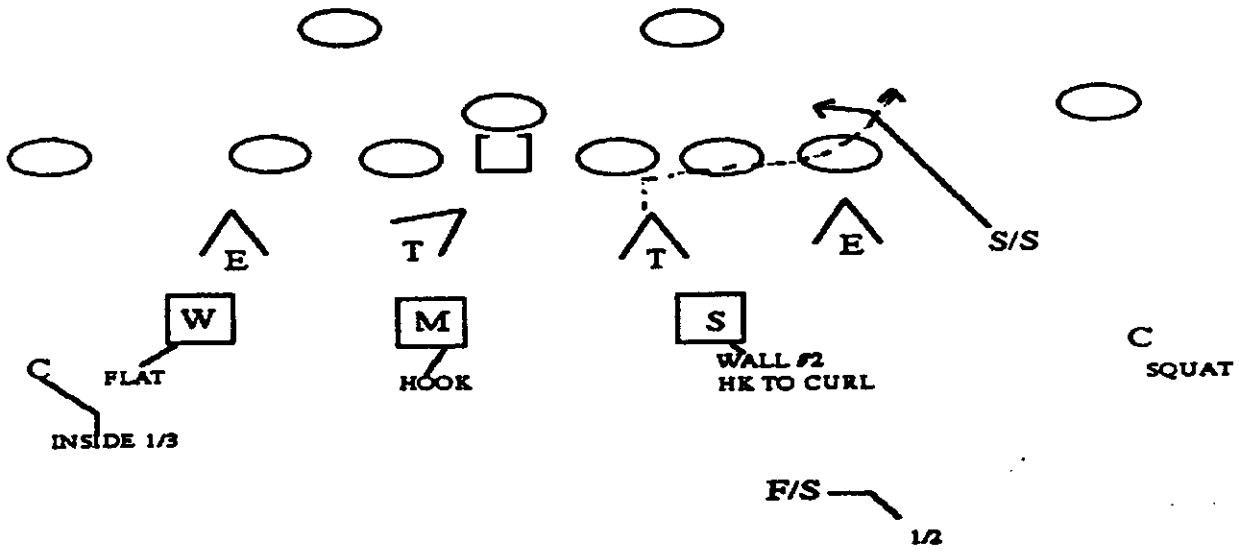
[2]

DOUBLE CHANGE



[3]

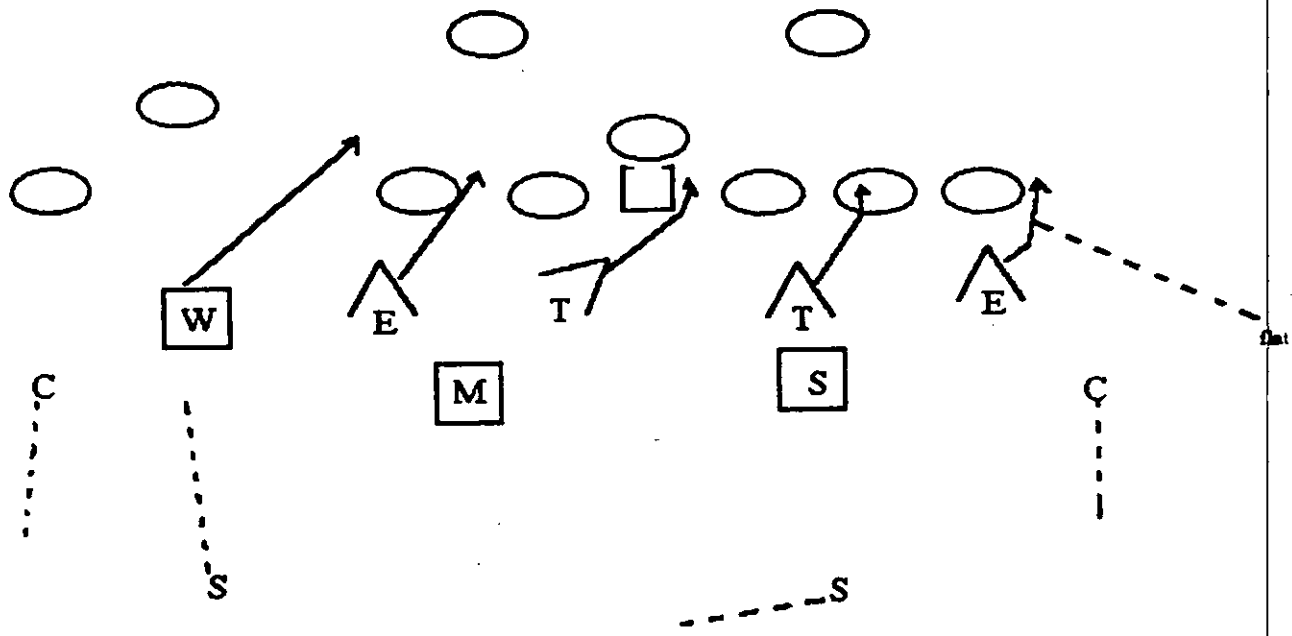
SEATTLE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	30	Triangle	B Gap Hook
SAM	30	Triangle	A Gap to Wall #2
WILL	90	Normal	"Backer"
SSE	6	TE	"Cue"
SST	3	Guard	B Gap to Late Ctr
WST	Shade	Center	A Gap
WSE	5	Tackle	C Gap

COVERAGE: Cover 4 w/strong curl zone free

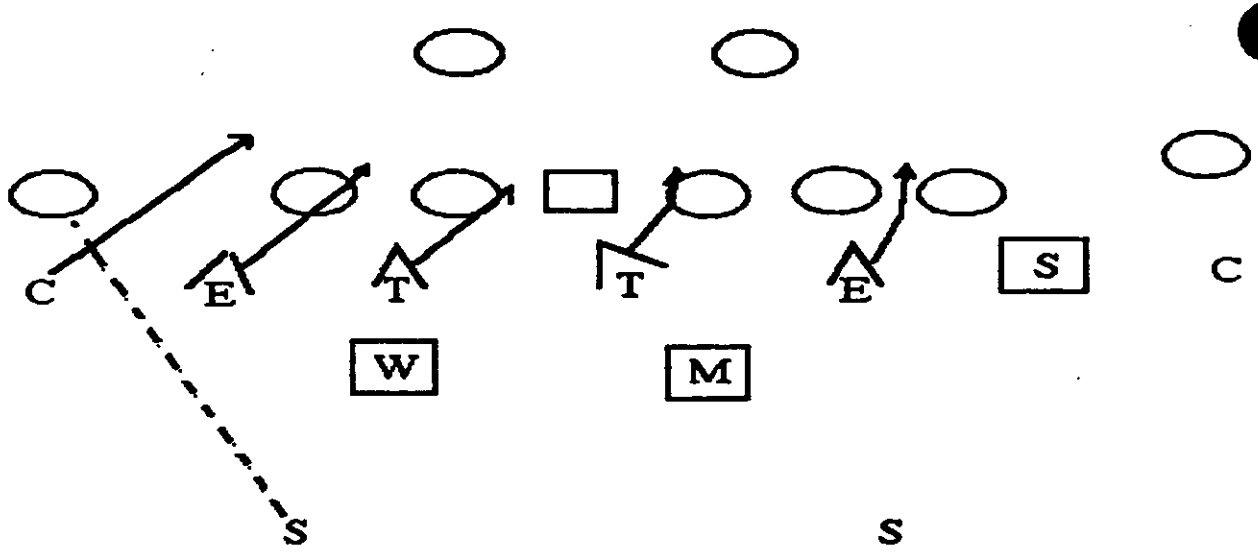
FIELD RETURN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	30	Triangle	Stack/shuffle
SAM	Okie	Triangle	Same as Okie
WILL	Walk vs slot	Ball	Blitz D gap
SSE	6	TE	Slant to 9: vs pass drop to flat
SST	3	OT	Slant to 4I: (3 to 4I)
WST	Shade	Center	Slant to far A Gap (shade to shade)
WSE	5	Tackle	Jam

COVERAGE: Linda/Rita Show

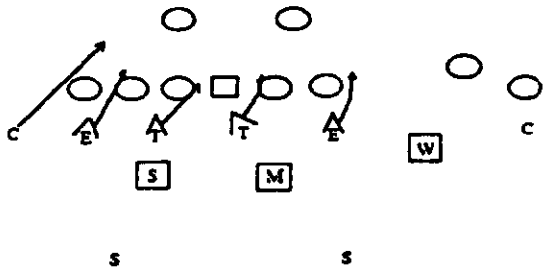
FIELD O CRASH



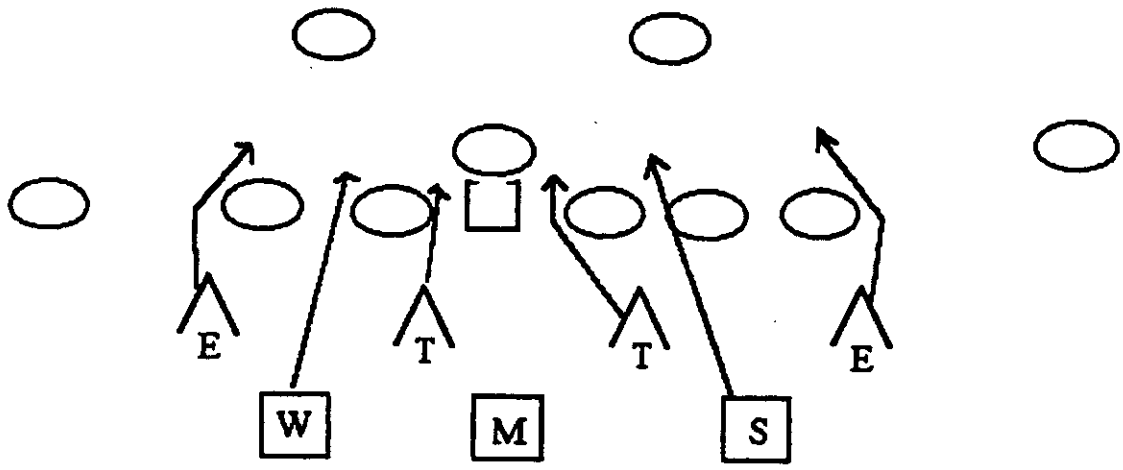
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	30	TRIANGLE	SAME AS UNDER
SAM WIDTH	L 9	TE	SAME AS UNDER - PLAY WITH
WILL	STACK	TRIANGLE	SAME AS UNDER
SSE	5	BALL	
SST	SHADE	BALL	
WST	3	BALL	TAG
WSE	5	BALL	

COVERAGE: 8/2

VS. SLOT



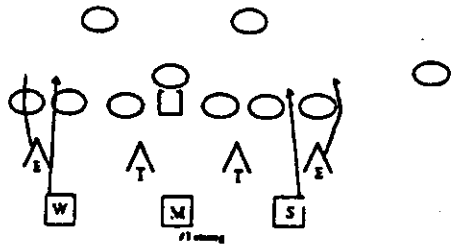
40 POINT HAWK B



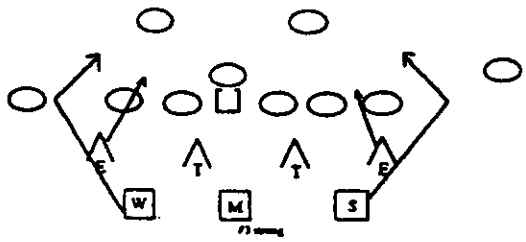
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	POINT	SAME AS 40	PENETRATE D GAP PASS - CONTAIN RUSH
SST	SAME AS 40	BALL	PENETRATE A GAP
WST	SAME AS 40	BALL	PENETRATE A GAP
WSE	SAME AS 40	SAME AS 40	PENETRATE D GAP PASS - CONTAIN RUSH
MIKE LB	SAME AS POINT	#3 STRONG	MAN #3 STRONG
SAM LB	SAME AS POINT	BALL	BLITZ B GAP
WILL LB	SAME AS 40	BALL	BLITZ B GAP

SECONDARY: BIRD COVER ("HAWK")

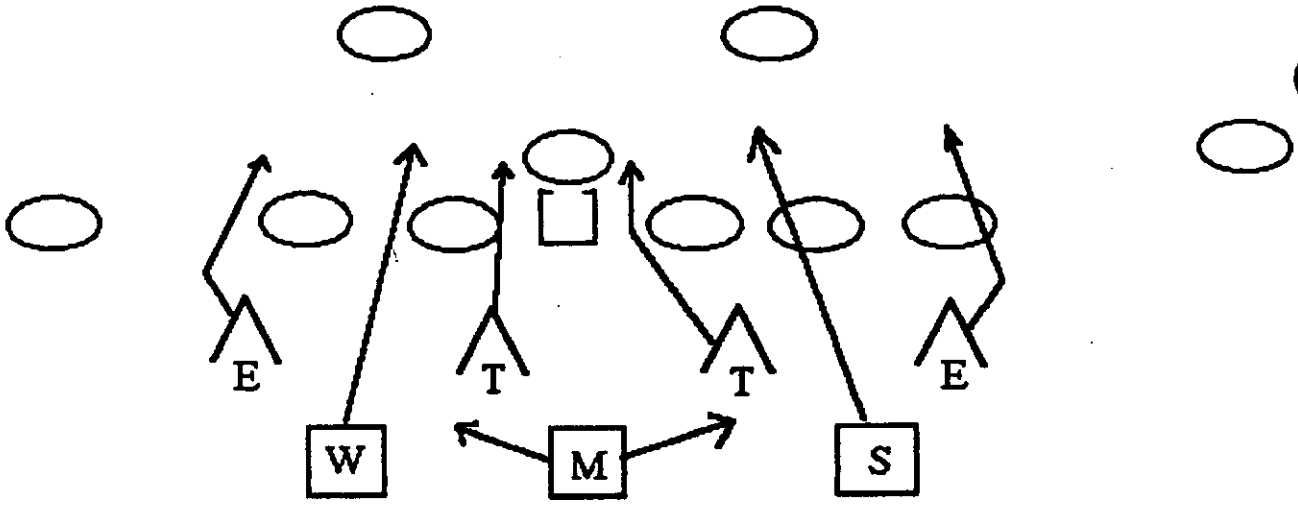
HAWK C



HAWK D



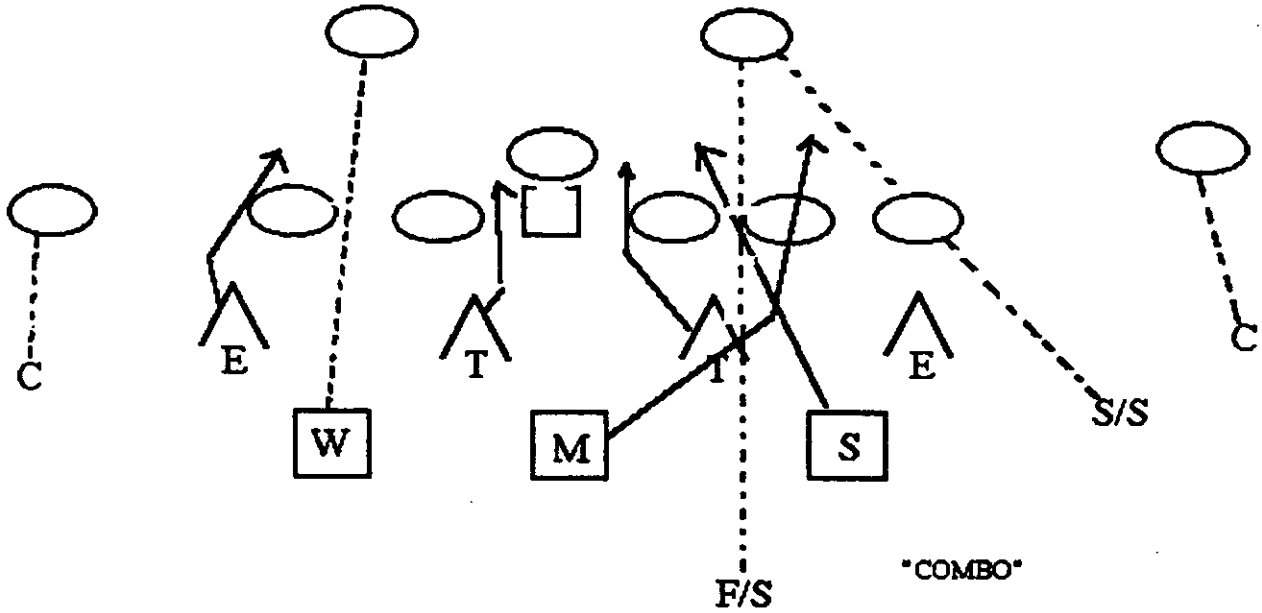
40 POINT CYCLONE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	POINT	BALL D GAP	PENETRATE D GAP PASS - CONTAIN RUSH PEEL ON F
SST	SAME AS 40	BALL A GAP	PENETRATE A GAP
WST	SAME AS 40	BALL A GAP	PENETRATE A GAP
WSE	SAME AS 40	BALL D GAP	PENETRATE D GAP PASS - CONTAIN RUSH PEEL ON F
MILE LB	40 ALIGN ORPLUS	BALL	SCRAPE BLITZ B GAP ON FLOW TO F SPLIT/STRONG
SAM LB	40 ALIGN OR PLUS	BALL	B GAP BLITZ STRONG
WILL LB	40 ALIGN OR PLUS	BALL	B GAP BLITZ WEAK

COVERAGE: ACT OF NATURE ("HAWK")

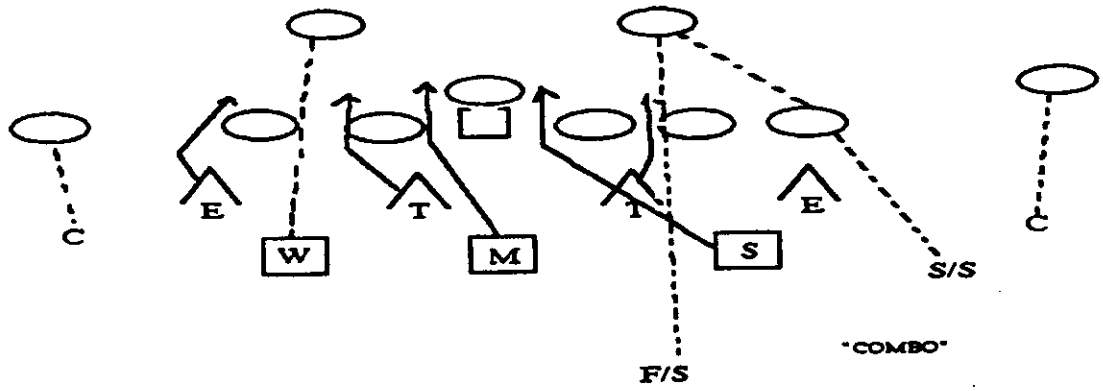
40 DBL PLUG TIGHT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	SAME AS 40	SAME AS 40
SST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WSE	SAME AS 40	BALL C - GAP	PENETRATE C - GAP PASS - CONTAIN RUSH
MLB	40 ALIGNMENT	B - GAP STRONG	B - GAP BEHIND THE SAM LB
SAM LB	40 ALIGNMENT	B - GAP STRONG	B - GAP IN FRONT OF MLB
WILL LB	40 ALIGNMENT	CARDINAL COVER (6) OR 2 WK SPLIT OR I	MAN COVER

COVERAGE: CARDINAL COVERAGE

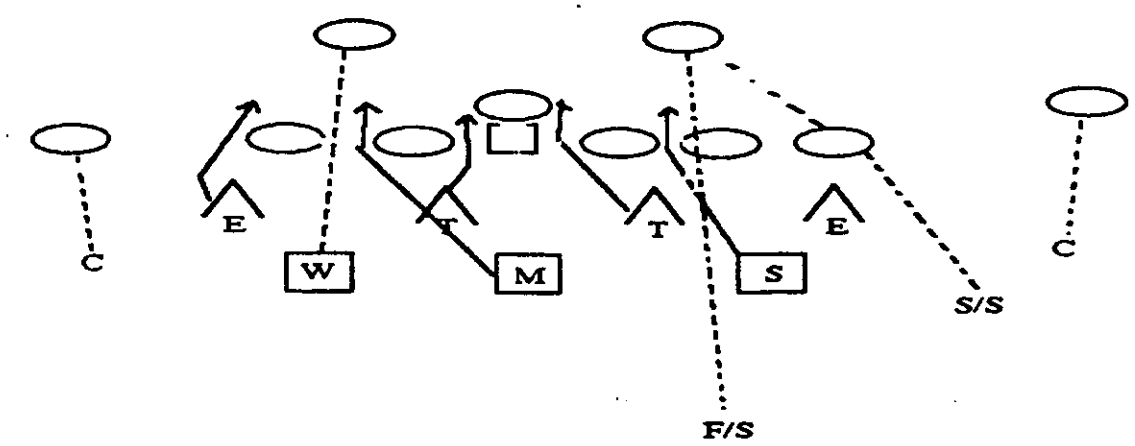
40 DBL PLUG IN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	SAME AS 40	SAME AS 40
SST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WSE	SAME AS 40	BALL C - GAP	PENETRATE C - GAP PASS CONTAIN PASS RUSH
MLB	40 ALIGNMENT	A - GAP WEAK	BLITZ PENETRATE A - GAP WEAK
SAM LB	40 ALIGNMENT	A - GAP STRONG	BLITZ A - GAP (TE) PENETRATE
WILL LB	40 ALIGN	SAME AS 40 PLUG TITE	MAN - CARDINAL COVER

COVERAGE: CARDINAL COVERAGE

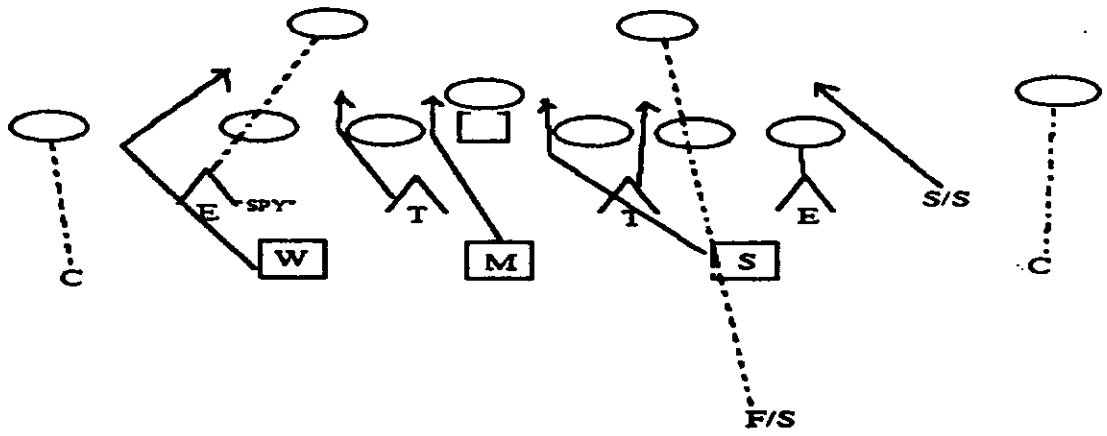
40 DBL PLUG OUT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	SAME AS 40	SAME AS 40
SST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WSE	SAME AS 40	BALL C - GAP	PENETRATE C - GAP PASS - CONTAIN PASS RUSH
MLB	40 ALIGN	B - GAP WEAK	BLITZ - B
SAM LB	40 ALIGN	B - GAP STRONG	BLITZ - B
WILL LB	40 ALIGN	CARDINAL COVER	CARDINAL COVER

COVERAGE: CARDINAL COVERAGE

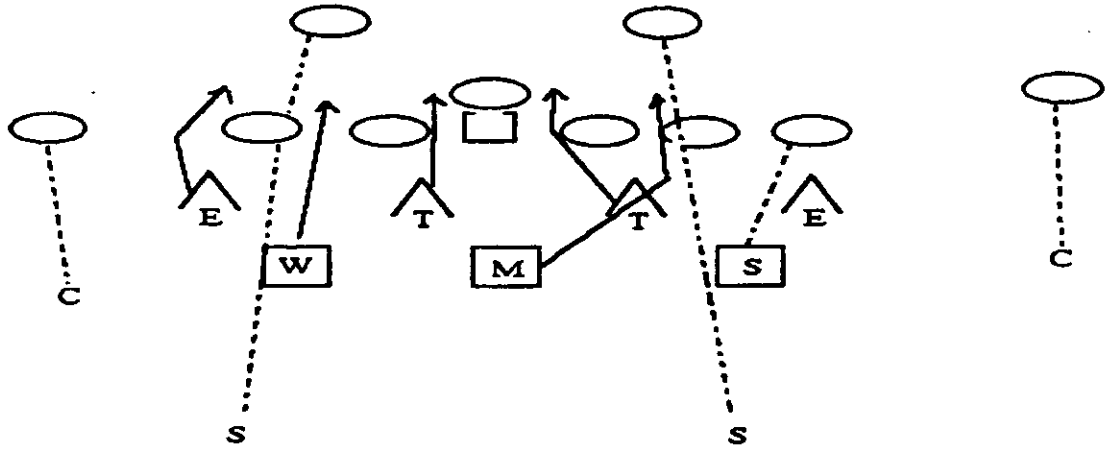
40 MAX IN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	TE	C - GAP PASS - M/M M TE
SST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WSE	SAME AS 40	SAME AS 40	SAME AS 40 PASS - SAY NEAR BACK
MLB	40 ALIGN	A - GAP WEAK	BLITZ A-WEAK
SAM LB	40 ALIGN	A - GAP STRONG	BLITZ A-STRONG
WILL LB	40 ALIGN (STEM)	BLITZ D PEEL STEM SWIRL ALIGN	BLITZ D GAP

COVERAGE: "MAX" COVERAGE

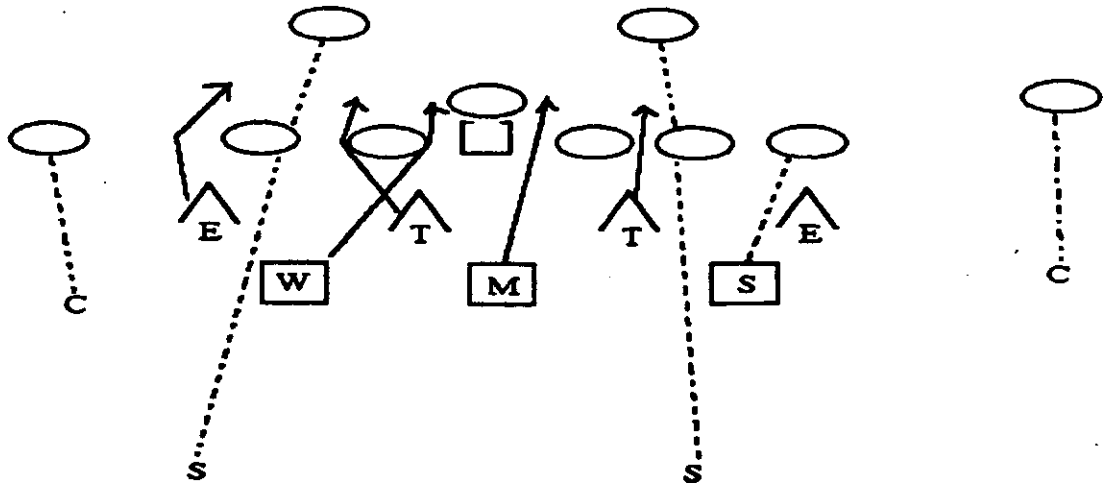
40 DBL OUT HOT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	SAME AS 40	SAME AS 40
SST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WST	SAME AS 40	BALL A - GAP	PENETRATE A - GAP
WSE	SAME AS 40	BALL C - GAP	PENETRATE C - GAP PASS CONTAIN PASS RUSH
MLB	40 ALIGN	B - GAP TE	BLITZ B STRONG
SAM LB	40 ALIGN	TE	MAN TE BLITZ TECH
WILL LB	40 ALIGN	B - GAP SE	BLITZ B WEAK

COVERAGE: "HOT" COVERAGE

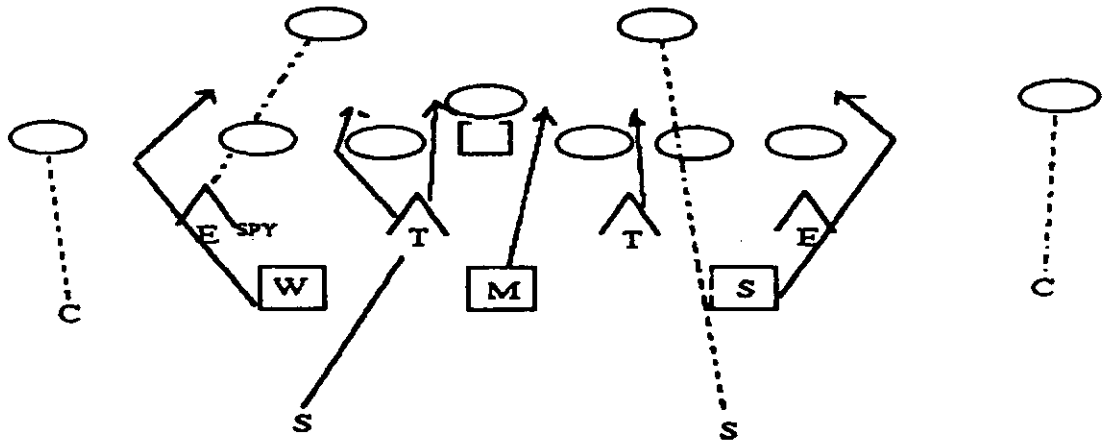
40 DBL IN HOT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	SAME AS 40	SAME AS 40	SAME AS 40
SST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WST	SAME AS 40	BALL B - GAP	PENETRATE B - GAP
WSE	SAME AS 40	BALL C - GAP	PENETRATE C - GAP PASS - CONTAIN RUSH
MLB	40 ALIGN	A - GAP STRONG	BLITZ A - GAP STRONG
SAM LB	40 ALIGN	TE	MAN TE INSIDE
WILL LB	40 ALIGN	A - GAP WEAK	BLITZ A - WEAK

COVERAGE: "HOT" COVERAGE

40 MAX IN HOT



POSITION	ALIGNMENT	KEY	RESPONSIBLITY
SSE	SAME AS 40	SAME AS 40	RUN - SAME AS 40 PASS - M/M TE
SST	SAME AS 40	BALL B GAP	PENETRATE B GAP
WST	SAME AS 40	BALL B GAP	PENETRATE B GAP
WSE	SAME AS 40	SAME AS 40	RUN - SAME AS 40 PASS- SPY NEAR BACK
MIKE LB	40 SAME AS "IN HOT"	SAME AS DBL IN HOT	SAME AS 40 DBL IN HOT
SAM LB	40 STEM LOS	2ND BACK RULE	BLITZ CONTAIN
WILL LB	40 STEM LOS	2ND BREAK RULE	BLITZ CONTAIN

COVERAGE: "HOT " COVERAGE

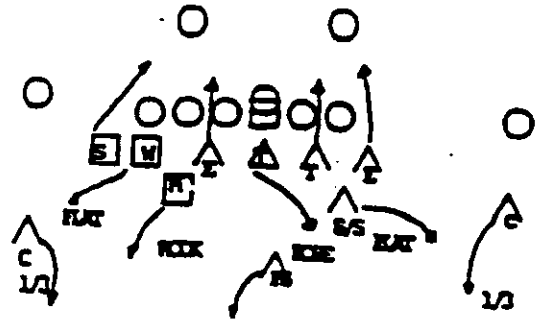
DOUBLE SINK ZONE - STAY [SHARK]

[3-DEEP, 4-SHORT ZONE COVERAGE TO COMPLEMENT MAN FREE]

POSITION	ALIGNMENT	KEY	ASSIGNMENT
SAM	TEXAS-8	BACKER FORCE NEAR BACK	BACKER FORCE, NEAR BACK, SPILL OT - FORCE BOB. C.P. SALLY ADJUST SLOT - NO WIDTH WEAK TO 9-TECH [NO TEXAS].
MIKE	DOUBLE SINK	SAME AS D-SINK	HOOK TO YOUR SIDE. ROSE AND LIL TO NOSE TO DROP NOSE TO HOOK AWAY.SALLY - SLIDE ADJUST TO WEAK BACKER POSITION VS. SLOT NO WIDTH WEAK.ALERT TRIPS.
WILL	TEXAS-6	"Y"	DROP TO WEAK FLAT ON TE SIDE. 2-BACK SLOT SALLY ADJUST SLIDE TO 5 TECH LOOSE.SAME DROP.
NOSE	CENTER	CENTER	RUN 2-GAP, PASS DROP TO HOOK ON CALL OF LBer. ROSE/LIL.
S/C	DEEP 1/3	SAME AS	NO MATCH UP. 1st OUTSIDE ALWAYS IN DEEP 1/3.
S/S	ADJUSTER	ADJUSTER	2-BACK ALWAYS ON OE BACK. SALLY - SLOT COVER #2 DROP RULES. SLIDE ON MOTION. 2nd O/S SUPPORT AND FLAT. 3rd O/S HOOK.
F/S	MOF	MOF	SAME AS C-3. S/S WILL ADJUST.
W/C	DEEP 1/3 [BUMP]	SAME AS C-3	NO MATCH UP. 1st O/S ALWAYS IN DEEP 1/3. SAME AS C-3.

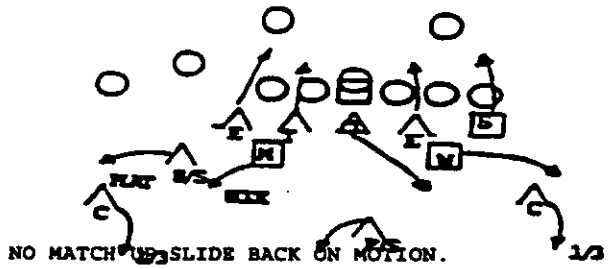
C.P. ZONE STAY WE CAN DESIGNATE DROPPERS. EXAMPLE: SAM NOT NOSE. RULES 1st O/S DE Q/E, 2nd O/S FLAT, 3rd O/S HOOK.

REGULAR - PRO CORNER'S "BUMP"

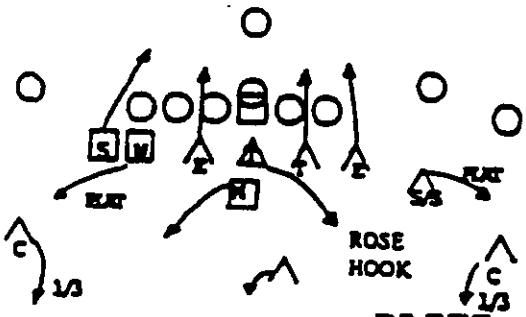


NOSE.

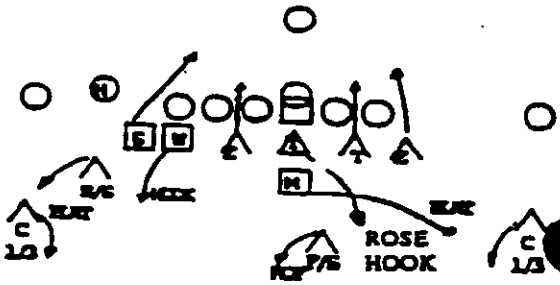
SLOT "SALLY ADJUST"



ACE



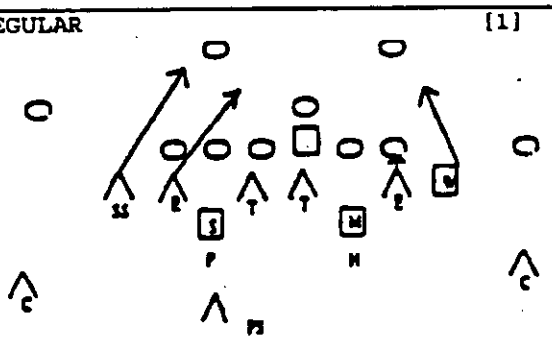
TRIPS



OVER SCORPION

POSITION	ALIGNMENT	KEY	ASSIGNMENT
SAM	5-TECH	TACKLE, GUARD, NEAR BACK	RUN - SAME AS OVER w/CUE. SHUFFLE SCRAP ON FLOW TO. PASS VS. 2 BACKS - NEAR BACK M/M NO HELP.1-BACK TE ON L.O.S. [NO HELP]. C.P. POSSIBLE SWITCH w/SS.
MIKE	3-TECH OE SIDE	GUARD, NEAR BACK	RUN-SAME AS OVER, POSSIBLE SHADE, JET OR SHUNK. PASS - VS 2 BACKS - NEAR BACK M/M NO HELP. VS 1 BACK, REMAINING BACK.
WILL	9-TECH	TE NEAR BACK	OE RUSH TO BACKER SUPPORT. POSSIBLE SPEAR. TE-RUSH TO BACKER SUPPORT WSE TITE - SNATCH w/CORNER.
6-TECH END	6-TECH	CUE, TE, TACKLE	PENETRATE B-GAP w/CUE.
3-TECH TACKLE	3-TECH	GUARD, TACKLE	3-TECH SAME AS OVER. POSSIBLE SHADE, JET OR SHUNK.
NOSE	0-TECH	CENTER	0-TECH SAME AS OVER. POSSIBLE SHADE. JET OR SHUNK.
2-GAP END	HEAVY-5	TACKLE	HEAVY 5-TECH SAME AS OVER. POSSIBLE JAM.
S/C	Z [MU]	MAN	M/M INSIDE TECHNIQUE NO HELP.
S/S	DISGUISE FROM C-3	TE, NEAR BACK	FREE BLITZ TO NEAR BACK AND FORCE. POSSIBLE SPEAR. C.P. POSSIBLE SWITCH w/SAM.
F/S	DISGUISE FROM C-3	2-BACK, TE M/M, 1-BACK ADJUST HB OUT OR 3rd WR ON LINE.	M/M BLITZ TECH TE VS. 2-BACK. 1-BACK - ADJUST TO HB OR 3RD RECEIVER ON L.O.S.
WC	X [MU]	MAN	M/M INSIDE TECHNIQUE NO HELP. WSE TITE - SNATCH CALL TO WILL, FREE BLITZ TO NEAR BACK AND FORCE.

REGULAR [1]



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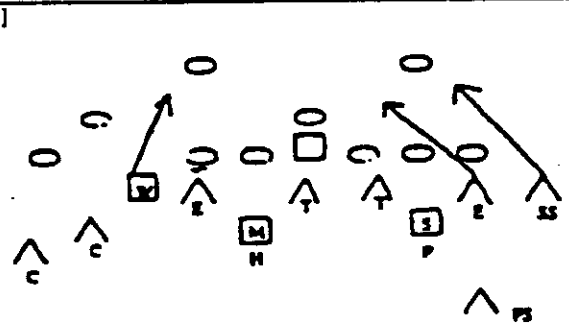
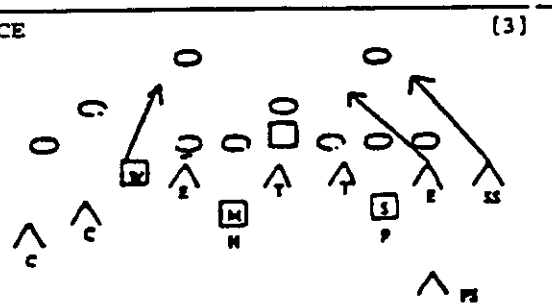


ACE [3]



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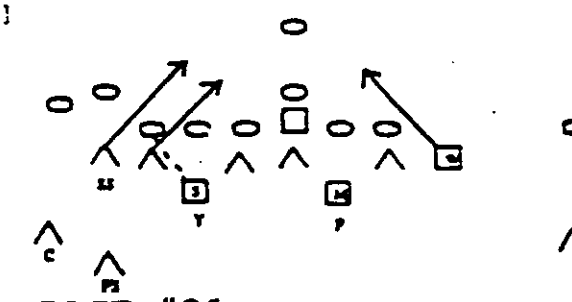
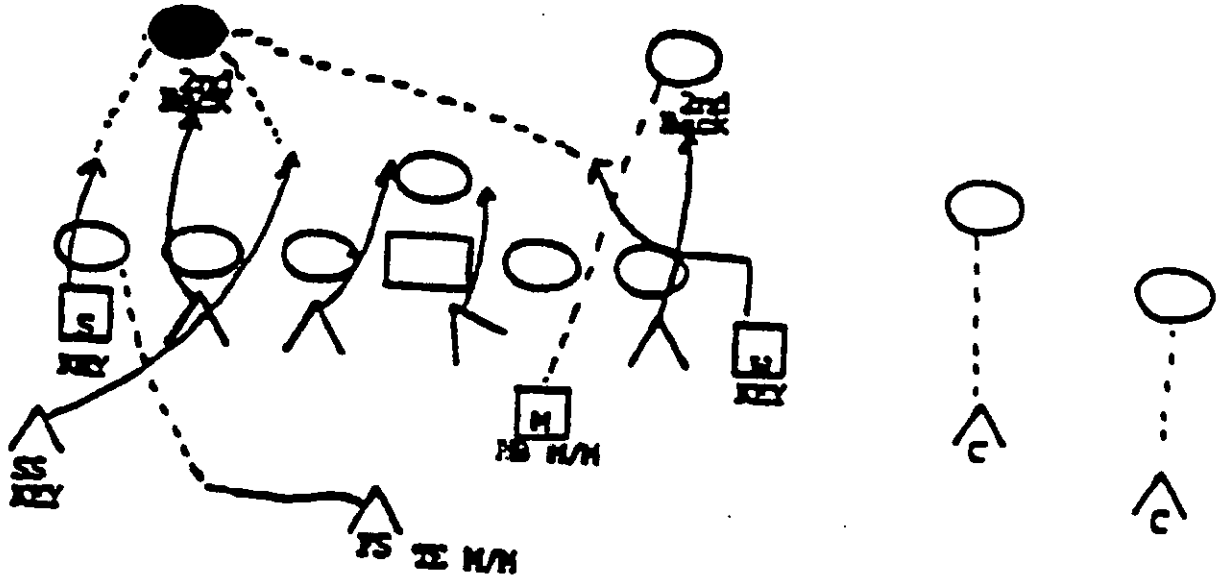


OPEN COBRA BLITZ (MATCH UP)



OPEN COBRA: PASS BLITZ Q/TE SIDE SAFETY KEY BLITZING THE "B" GAP STRONG. 1-BACK OR MOTION TO 1-BACK. CHECK PLUMBER AND MIKE WILL ASSUME KEY BLITZ FOR DB w/4 DB's COVERING 4 RECEIVERS ON THE LOS. DL CHARGES - DO NOT CHANGE.

NOTE: IN UNDER, WILL MUST REDUCE w/C-AREA PLAYER WEAK VS. 1-BACK SET.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	5 TECH	"C" GAP	RUN LION CHARGE. PENETRATE "C" GAP(CONTAIN). PASS - RUSH PASSER - 2ND BACK ACROSS FACE.
WSE	SAME AS SSE	SAME AS SSE	SAME AS SSE.
SST	2 TECH	"A" GAP	INSIDE RUSH - PENETRATE "A" GAP.
WST	TILT	"A" GAP	GAP TECH. IN "A" GAP YOUR SIDE.
SAM SIDE	6 OR 9 TECH	TE PROGR.	BACKER SUPPORT VS. RUN. KEY BLITZ BACK. YOU BACKER HAVE FB O/S LION END. O/S RUSH CAN WORK UNDER LION END w/NO COVERAGE RUSH. PLUMBER - SLOW LION - KEY BLITZ REMAINING BACK UNDER LION END. RATTLER - FAST LION - KEY UNDER LION END. NO RATTLER WITHOUT A TE. BUCKEYE VS. "I" - KEY BLITZ ON TB.

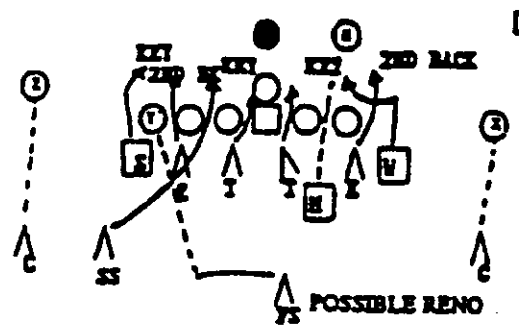
OPEN COBRA BLITZ (MATCH UP) - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	OPEN	GUARD NEAR BACK	RUN - NORMAL OPEN AND PURSUE. PASS - YOU HAVE HB M/M. KEY BLITZ IS ON FB. PLUMBER - KEY BLITZ "B" GAP TO TE SIDE. 2-TE STRONG. NO TE STRONG. BALANCED SILVER (ON) TO BACK. C.P.: HALF OR I-NEAR - GET TO COVERAGE. I-BUCKEYE - COVER FB. AUTOMATIC RENO VS. HB WEAK. FREE BLITZ WEAK - "B" WITH WILL TAKING COVER.
WILL OE SIDE BACKER	6 OR 9 ON LOS	LION	OE LION - TE - SLOW LION,. PASS - LION CHARGE - KEY BLITZ UNDER LION END. C.P.: RENO - SWITCH w./MIKE - SLOW LION TO KEY BLITZ HB. BUCKEYE - KEY BLITZ TB IN "I". C.P.: IN UNDER, REDUCE wC-AREA PLAYER WEAK.
SSC	#1	#1	M/M #1.
SSS	TE- "B" GAP	"B" GAP	TE STRONG - KEY BLITZ "B" GAP. YOU HAVE KEY BACK UNDER LION END.
	#2 OPEN MAN. #2	#3	#2 OPEN - COVER #2 M/M (GOLD OR "Y" FLEX-SWITCH W/FS. I-NEAR OR HALF w/TE CHECK RATTLER - OS BLITZ w/KEY O/S LION END. I-BUCKEYE - KEY TB.
WSS	OE - #1 MAN	YOUR MAN OR GAP	#1 M/M TECH.
	TE - SLOT "B" GAP		TE SLOT - "B" GAP RUSH - KEY BLITZ BACK UNDER LION END.
	WSE TIGHT - #1 MAN	YOUR MAN OR GAP	WSE TIGHT. COVER TE M/M. RUN AS BACKER SUPPORT.

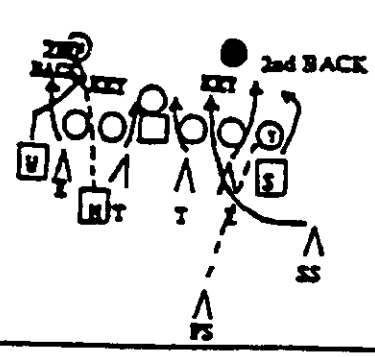
C.P.: 1-BACK OFFSET BUFFALO. MIKE B-GAP TO OFFSET BACK. SAM OR WILL TAKE 1-BACK OFFSET. LION END, NO COVER TO YOUR SIDE.

OPEN COBRA BLITZ (MATCH UP)

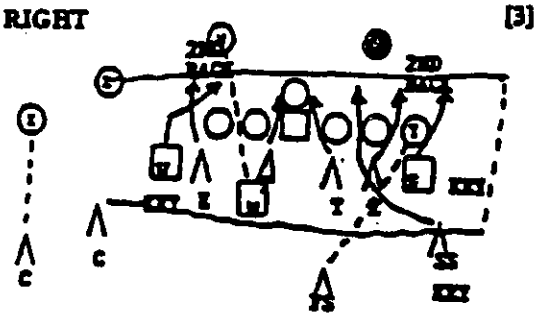
PRO [1]



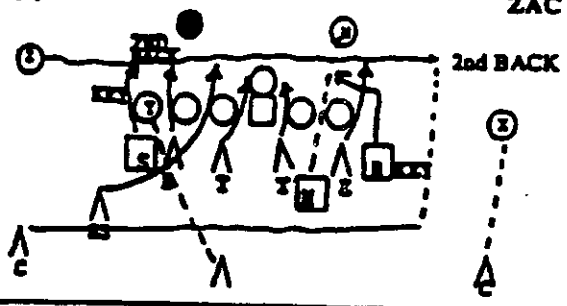
[2] SLOT



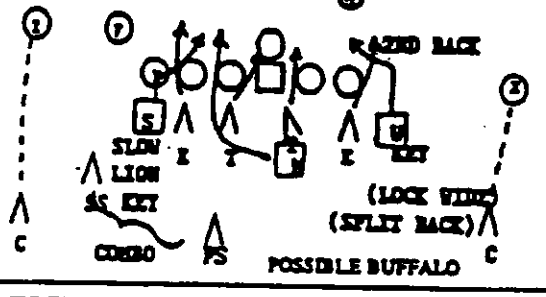
ZAC RIGHT [3]



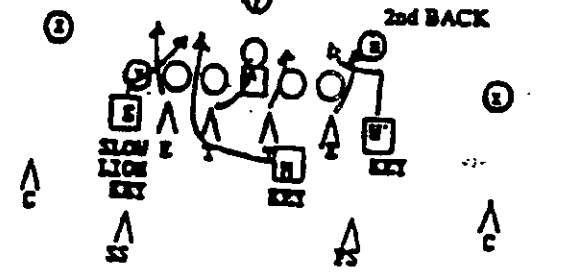
[4] ZAC SLOT



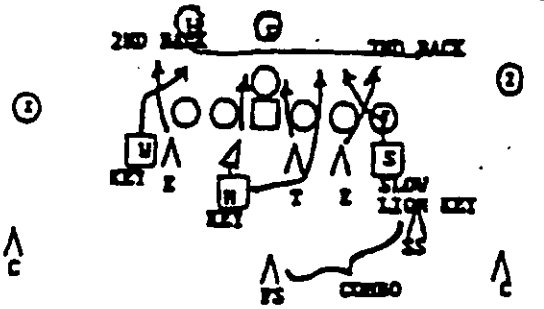
TRIPS CHECK PLUMBER [5]



[6] ACE CHECK PLUMBER



HUM TRIPS CHECK PLUMBER [7]



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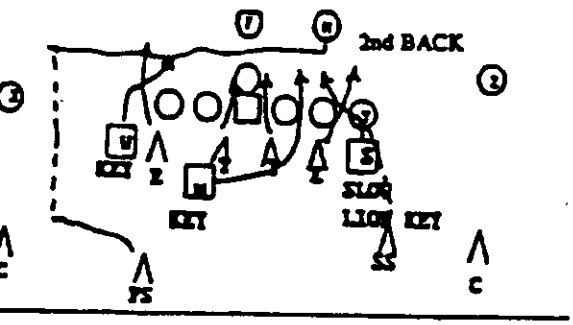
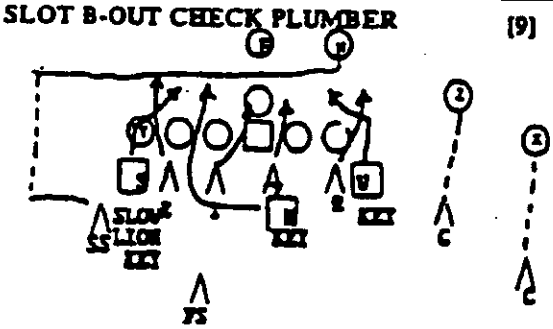
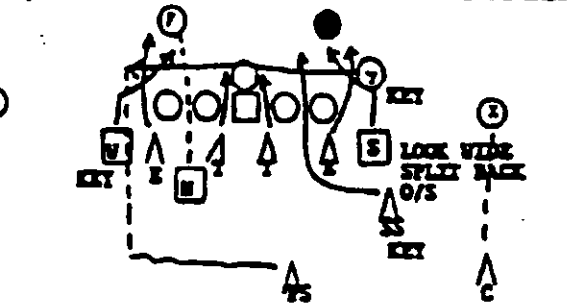


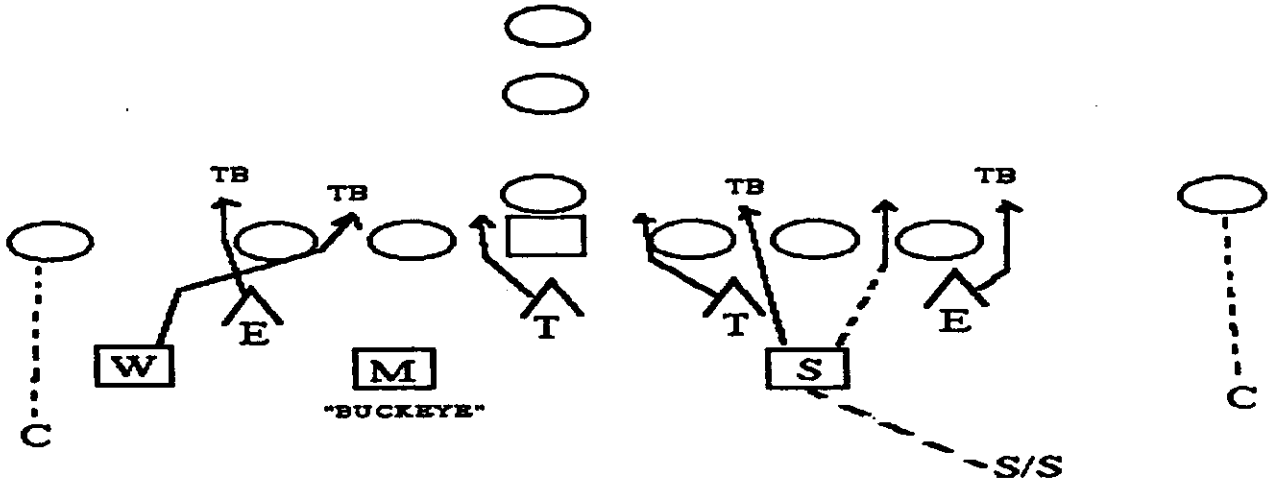
HUM SLOT B-OUT CHECK PLUMBER [9]



[10] YAC LEFT



OVER COBRA



F/S (TE)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	9 TECH	BALL	LION UPFIELD - VS TE SLOW LION. PASS - KEY BLITZ UNDER LION SAM. BUCKEYE - KEY BLITZ TB IN "I". RENO - SWITH W/MIKE - SLOW LION TO KEY BLITZ HB.
SST	3 TECH	BALL	GAP RUSH THROUGH A GAP..
WST	0 TECH	BALL	GAP RUSH THROUGH A GAP.
WSE	5 TECH	BALL	RUN LION CHARGE. PENETRATE C GAP (CONTAIN). PASS - RUSH PASSER - 2ND BACK RULE.
MIKE	30	GUARD; NEAR BACK	RUN - NORMAL OVER PASS - YOU HAVE HB M/M. KEY BLITZ IS ON FB. PLUMBER - KEY BLITZ "B" GAP TO TE SIDE. 2 TE/NO TE - STRONG. BALANCED SILVER (ON) TO BACK. C.P.: HALF OR I-NEAR - GET TO COVERAGE. I-BUCKEYE - COVER FB. AUTOMATIC RENO VS. HB WEAK. FREE BLITZ WEAK - "B" WITH WILL TAKING COVER.
WILL	6 OR 9 ON LOS	BALL	LIION. TE - SLOW LION. PASS - LION CHARGE - KEY BLITZ UNDER LION END. C.P.: RENO - SWITCH W/MIKE - SLOW LION TO KEY BLITZ HB. BUCKEYE BLITZ TB IN "I".

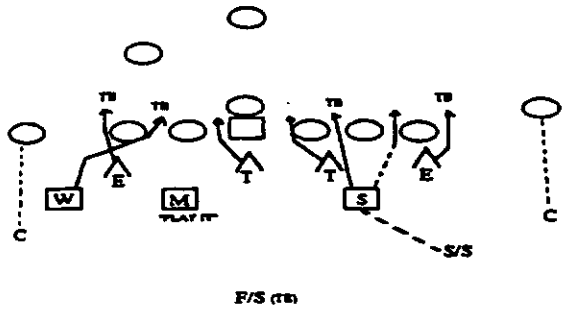
OVER COBRA (CON'T)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	SAME AS OVER	BALL	STEM TO C GAP CHARGE UPFIELD. LION. PASS - 2ND BACK RULE.
SSC	#1	#1	M/ M ON #1
SSS	TE - "B" GAP	"B" GAP	TE STRONG - KEY BLITZ "B" GAP. YOU HAVE KEY BACK UNDER LION END.
	#2 OPEN	#3	#2 OPEN - COVER #2 M/M (GOLD OR "Y" FLEX SWITCH W/FS.
			I NEAR OR HALF w/TE CHECK RATTLER - OS BLITZ w/KEY O/S LION END. I-BUCKEYE - KEY TB.
WSS	OE - #1 MAN	YOUR MAN OR GAP	#1 M/M TECH.
	TE - SLOT "B" GAP		TE SLOT - "B" GAP RUSH - KEY BLITZ BACK UNDER LION END.
	WSE TIGHT - #1 MAN	YOUR MAN OR GAP	WSE TIGHT. COVER TE M/M. RUN AS BACK SUPPORT.

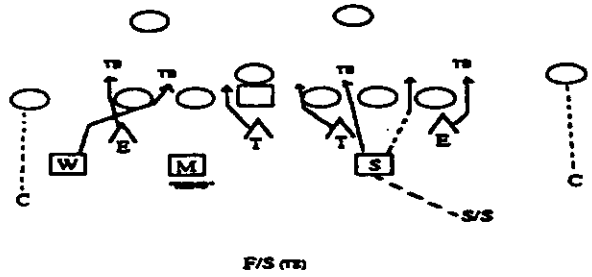
C.P. : 1 - BACK OFFSET BUFFALO. MIKE B-GAP TO OFFSET BACK. SSE OR WILL TAKE 1-BACK OFFSET. LION END, SAM, NO COVER YOUR SIDE.

OVER COBRA (CON'T)

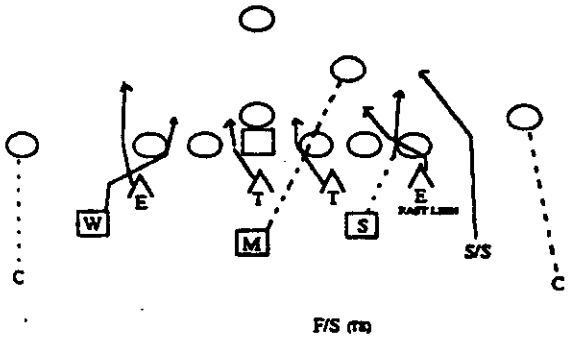
FULL/I FAR (PLAY IT)



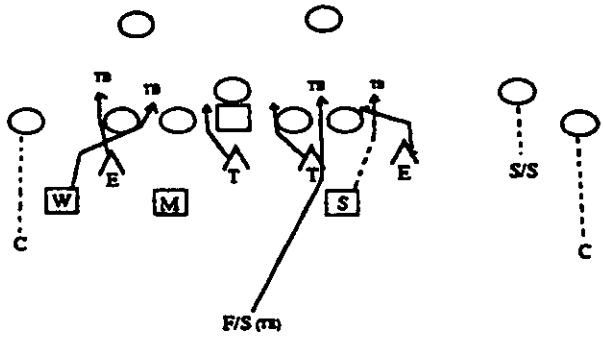
SPLIT (RENO)



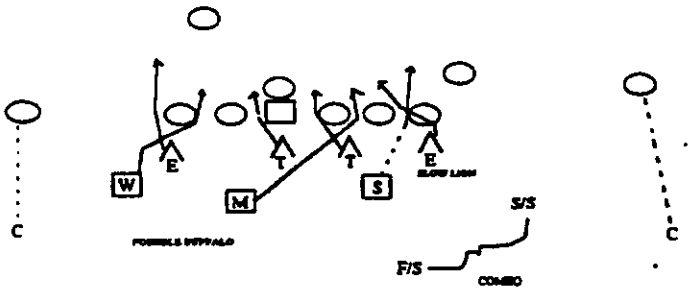
I NEAR (RATTLER)



GOLD (SWITCH)

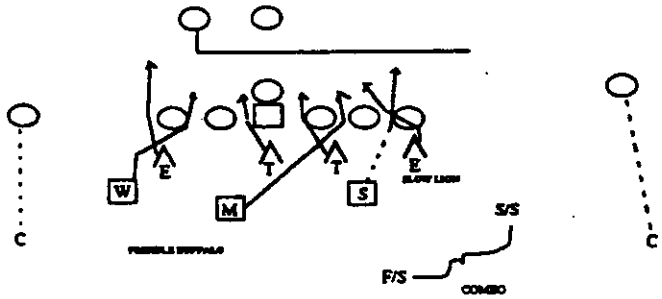


1 BACK (PLUMMER)



(POSSIBLE BUFFALOE)

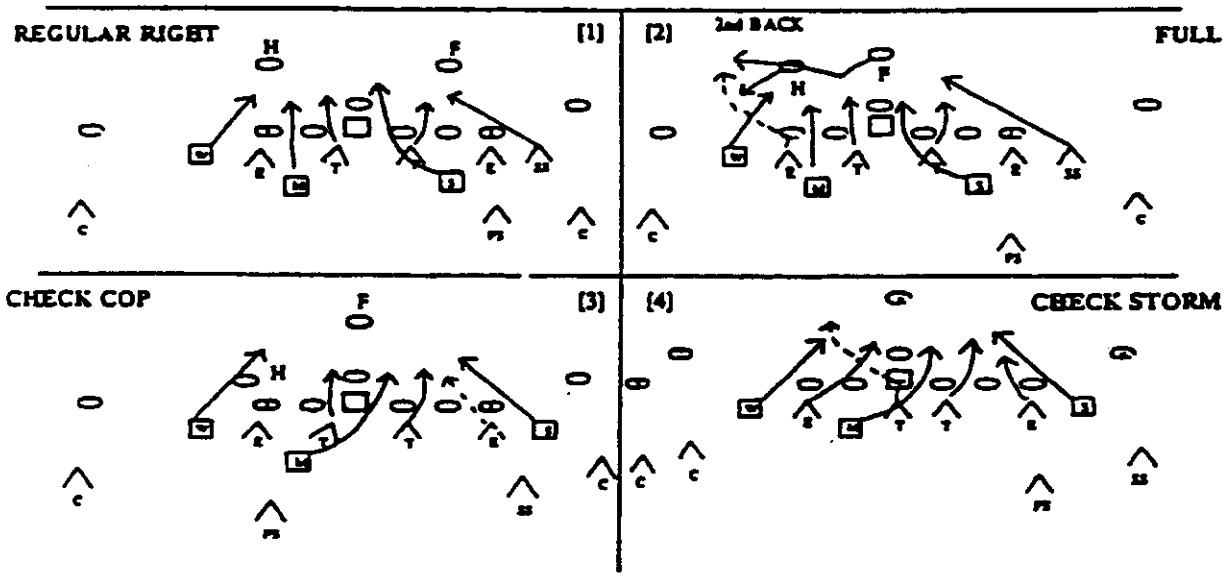
HUM TO TRIPS (PLUMMER)



OVER PYTHON

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	5-TECH	A-GAP STRONG	KEY BLITZ STRONG A-GAP. CHECK COP - ADJUST 8-TECH - KEY BLITZ O/S TE.
MIKE	OVER	B-GAP BLITZ	KEY BLITZ B-GAP OE SIDE - CHECK COP A-GAP STRONG SIDE. C.P. TURN PROTECTION RUL WITH BAKER.
WILL	9-TECH	BLITZ BACK	KEY BLITZ OUTSIDE ON BACK. C.P.: BULL CALL TO END - CHECK COP 1-BACK - BULL END OR CHECK STORM AND JAM END.
6-TECH END	6-TECH	TE	AGGRESSIVE 6-TECH. POSSIBLE CUE.
3-TECH TACKLE	3-TECH	BALL, G,T	POP - B-GAP PENETRATION.
NOSE	SHADE	BALL, C, G	GAP. C.P.: POSSIBLE JAM - CHECK STORM.
2 GAP END	HEAVY-5	TACKLE	BULL - 2 GAP TACKLE C.P.: POSSIBLE JAM - CHECK STORM.
S/C	Z	BLITZ COV.	MATCH UP Z INSIDE TECH.
S/S	DISGUISE W/C-3	NEAR BACK	KEY BLITZ O/S - CHECK COP OR STORM - SPARROW COVERAGE.
W/C	X	BLITZ COV.	MATCH UP ON X - INSIDE TECH.

NOTE: STORM IS 1-BACK BLITZ SAME AS COP BUT w/JAM WEAK BY END AND NOSE

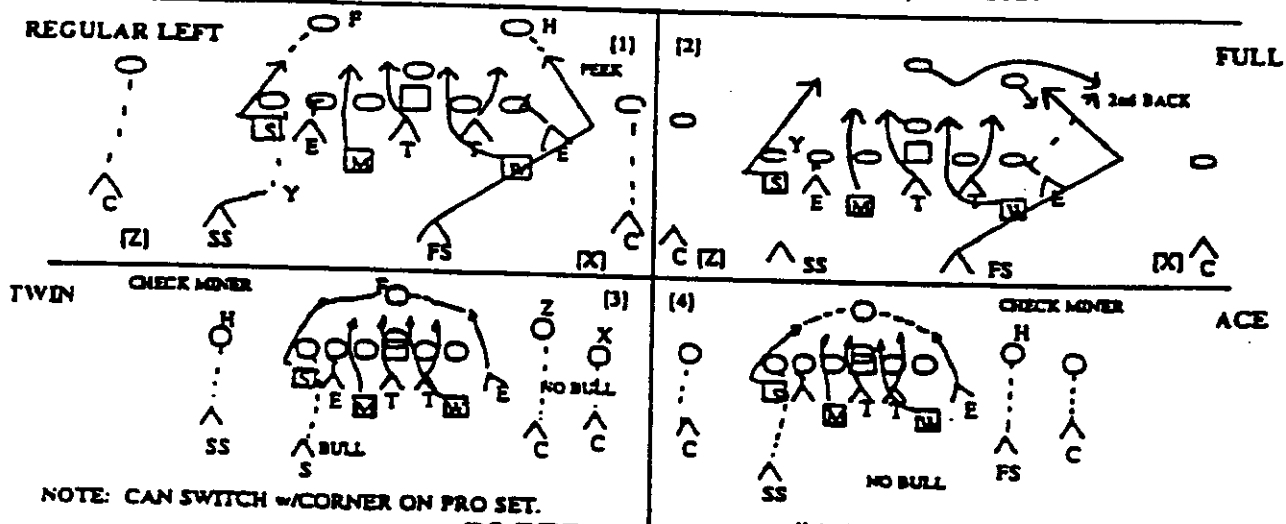


UNDER VIPER BLITZ

(MIKE AND F/S BLITZ - MINER VS. 1-BACK)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	UNDER	"Y" BACKER FORCE	KEY BLITZ STRONG BACK VS. 1-BACK - KEY BLITZ REMAINING BACK. W/ANY KEY BLITZ, GIVE END A "BULL" CALL.
MIKE	UNDER	BLITZ	BLITZ "B" GAP TO TE SIDE. ENGAGE B ACT IF HE BLOCKS.
WILL	UNDER	A-GAP	KEY BLITZ. WEAK BACK. "A" GAP KEY BLITZ. GIVE END A BULL CALL. 1-BACK CHECK MINER. TAKE WEAK ABLE. FREE BLITZ . NO BULL TO END.
2-GAP END	UNDER	OT	BULL - 2nd BACK RULE - NO BULL - O/S RUSH BUT YOU HAVE KEY ON BACK YOUR WAY w/NO BULL. SQUEEZE ALL RUNS.
UNDER END	UNDER	OT, NEAR BACK	BULL - ENGAGE OT - YOU MUST COVER 2nd BACK IF HE COMES YOUR WAY VS. 2-BACKS. BULL VS. 1-BACK - SAM KEY ON REMAINING BACK.
NT	UNDER	BALL & CENTER	ENGAGE AND GAP THE CENTER TO "A" GAP AND BREAK POCKET. C.P.: COULD ENGAGE AND PULL CENTER.
UNDER TACKLE	UNDER	OG	POP TECH - PENETRATE "B" GAP AND BREAK POCKET.
S/C	BLITZ COVERAGE	"Z"	MATCH UP "Z" M/M USING INSIDE TECH - NO POST HELP.
S/S	BLITZ COVERAGE	"Y"	"Y" - M/M INSIDE TECH - NO POST HELP - BACKER SUPPORT.
F/S	GOOD BLITZ POSITION 6 YARDS ON MOVE	BLITZ	BLITZ OUTSIDE WEAK. ENGAGE BACK OUTSIDE BULL END. 1-BACK CHECK MINER - PLUMBER COVERAGE. C.P.: 2-BACK SLOT - SWITCH w./MATCH UP CORNER. CLOSE X SWITCH w/MU CORNER.
W/C	BLITZ COVERAGE	"X"	"X" - M/M USING INSIDE TECH. YOU HAVE NO POST HELP. C.P.: SWITCH, YOU ARE KEY BLITZER. SLOT PUSH ALL ZING.

NOTE: F/S AND WILL CAN SWITCH A-GAP AND O/S BLITZ.

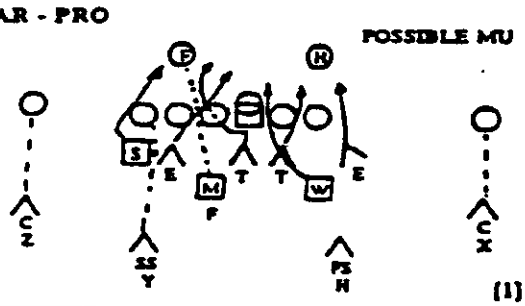


NOTE: CAN SWITCH w/CORNER ON PRO SET.

UNDER HAWK

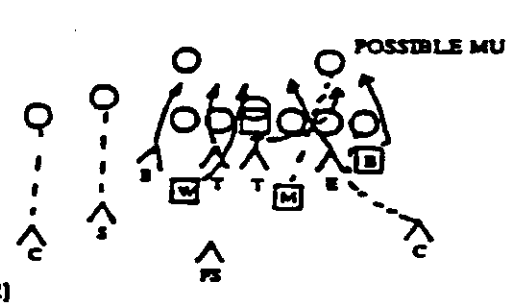
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
2-GAP END	2-GAP	TACKLE	SAME AS STUNT HAWK - JAM - STRAIGHT
NT	STUNT	CENTER	SAME AS STUNT HAWK - JAM - GAP.
UNDER TACKLE	3-TECH	GUARD	3-TECH - AGGRESSIVE CHARGE THRU O/S SHOULDER OF GUARD. C.P.: POSSIBLE STRAIGHT.
UNDER END	CRASH	TACKLE NEAR BACK	CONTAIN VS. PASS - CRASH VS. RUN.
SAM	6-9 TECH	NEAR BACK	BACKER SUPPORT CONTAIN QB.
MIKE	UNDER	THRU GUARD	JAM - STRONG SCRAPE - WEAK NORMAL.
		BACKFIELD	PASS FLOW COVERAGE OR NORMAL.
WILL	UNDER	BLITZ	"A" GAP BLITZ. VS. MAN IN TE AREA WEAK CHECK TO STUNT HAWK AND O/S RUSH TO BACKER SUPPORT. WSE TIGHT - ABLE BLITZ.
S/C			HAWK COVERAGE.
S/S			HAWK COVERAGE.
W/S			HAWK COVERAGE.
W/C			HAWK COVERAGE.

REGULAR - PRO



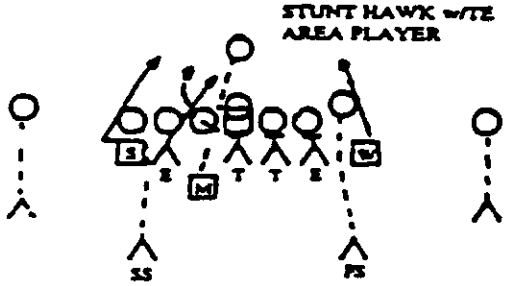
[1]

SLOT



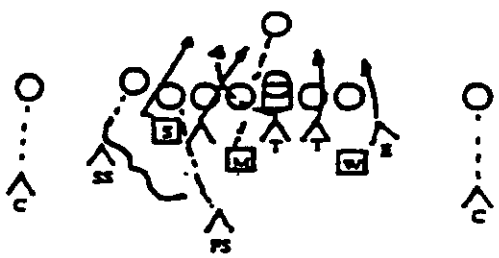
[2]

ACE



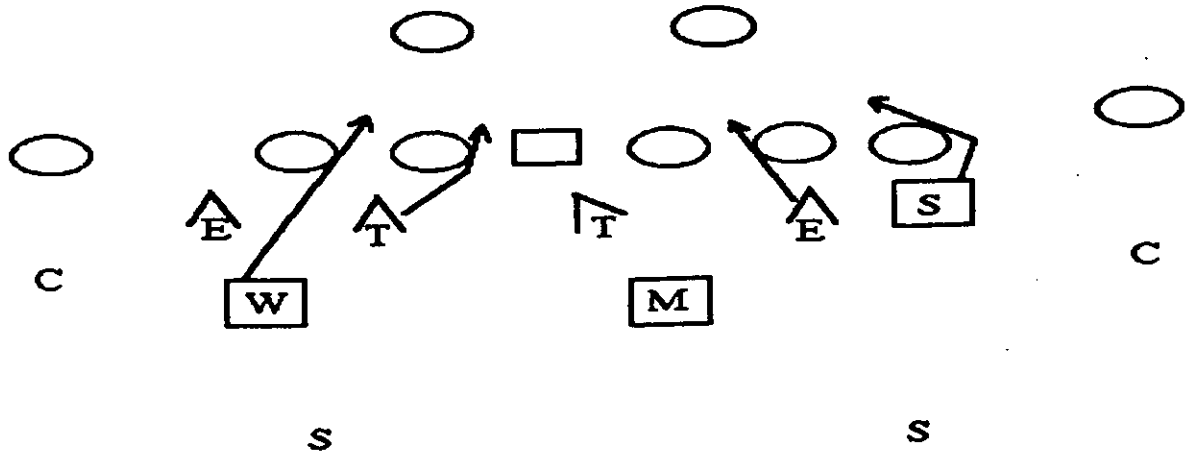
[3]

TRIPS



[4]

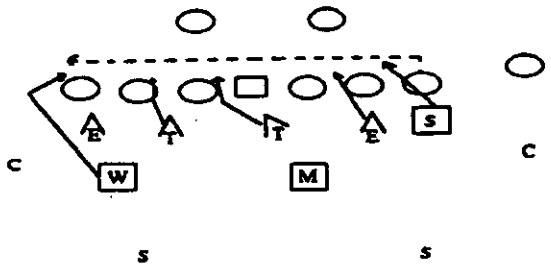
UNDER HAWK



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	SAME AS UNDER		
SAM	SAME AS UNDER	BALL	BLITZ D GAP
WILL	40 ALIGN	BALL	BLITZ B GAP
SSE	SAME AS UNDER	BALL	JAM
SST	0 SHADE		SAME AS UNDER
WST	UNDER ALIGN "TAG"	BALL	TAG
WSE	SAME AS UNDER		SAME AS UNDER

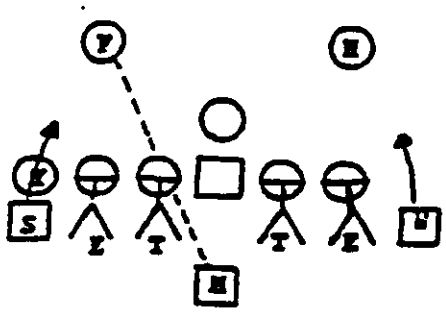
COVERAGE: BIRD

Yukon (vs 2 TE's - Yac)

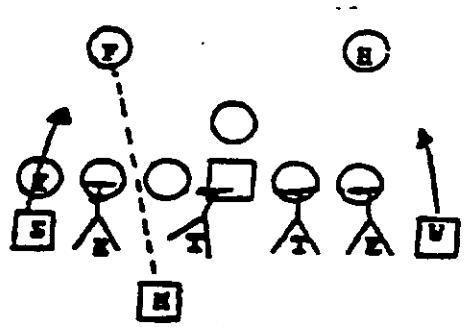


SPARROW BLITZ

4-3 SPARROW BLITZ

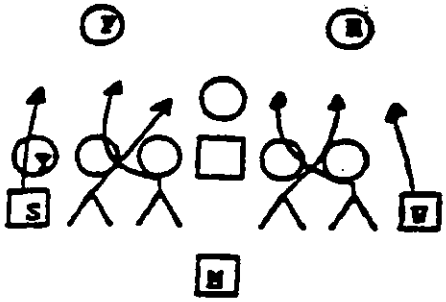


STUNT 4-3 SPARROW BLITZ

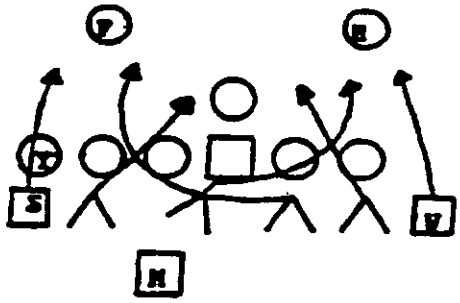


[1] [2]

4-3 STARLING BLITZ (ME STRONG - "U" WEAK)



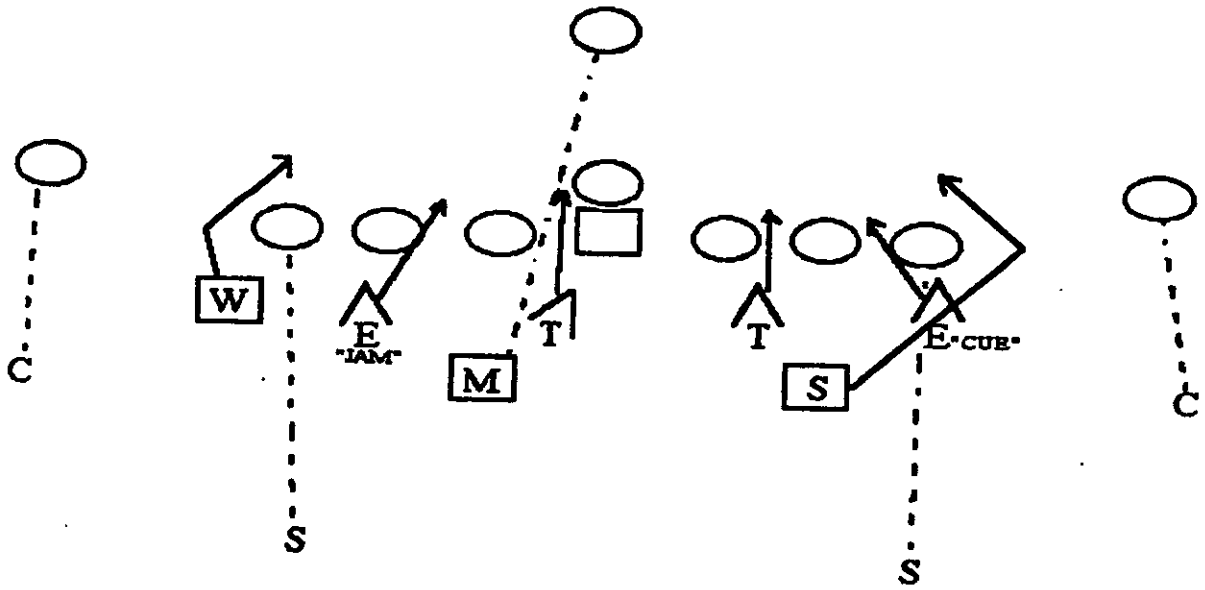
STUNT 4-3 STARLING BLITZ "O" RIGHT



[3] [4]

NOTE: STARLING IS PASS BLITZ w/ANY PREFERRED RUSH INSIDE w/BOTH O/S BACKERS CONTAINING.

SPARROW



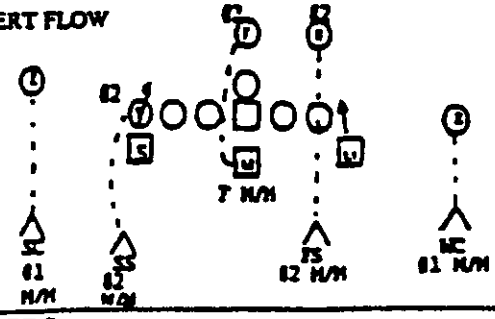
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	30	TRIANGLE	
SAM	50	BALL	BLITZ D GAP
WILL	90	BALL	BLITZ D GAP
SSE	6	BALL	CUE
SST	3	BALL	PENETRATE B GAP
WST	SHADE	BALL	PENETRATE A GAP
WSE	5	BALL	JAM

BIRD COVERAGE

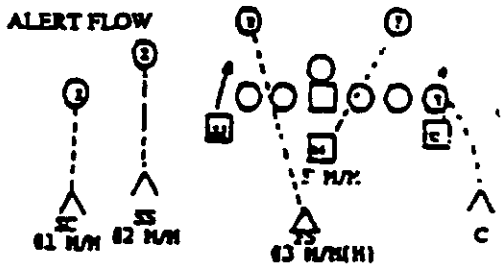
ADJUSTMENTS BLITZ COVERAGE

(SAM AND WILL RUSH)

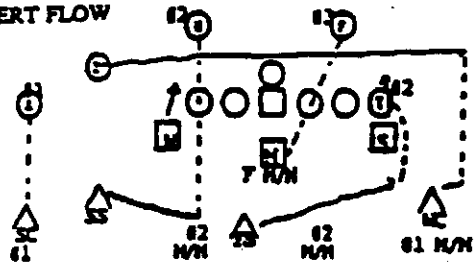
FULL
ALERT FLOW
[1]



[2]
SLOT
ALERT FLOW



ZAC TO PRO
ALERT FLOW
[3]



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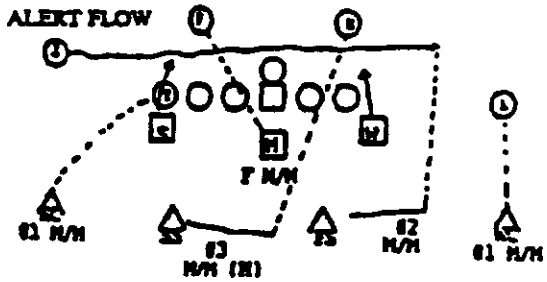
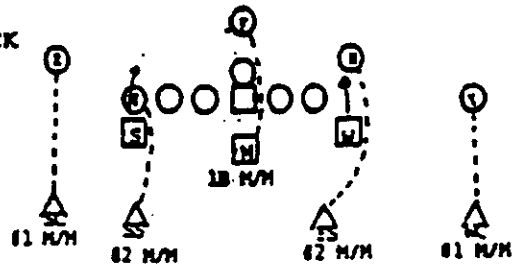
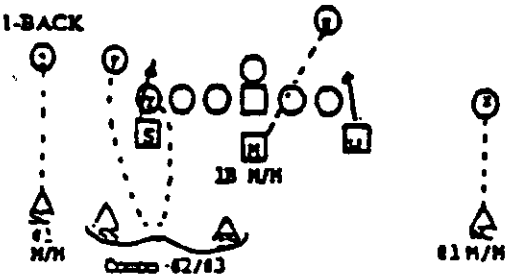
ZAC TO SLOT
ALERT FLOW



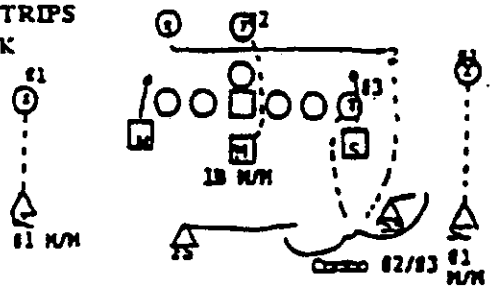
[5]
ACE
1-BACK



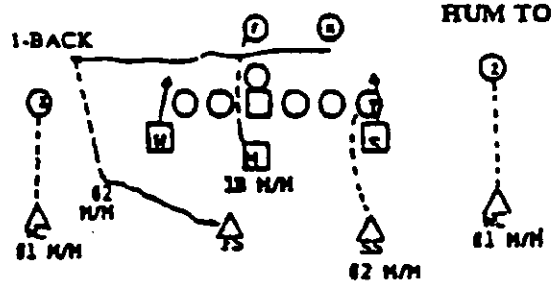
[6]
1-BACK
TRIPS



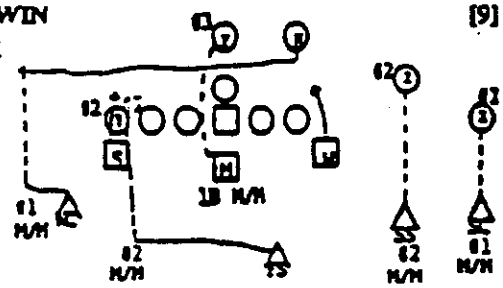
[7]
HUM TO TRIPS
1-BACK



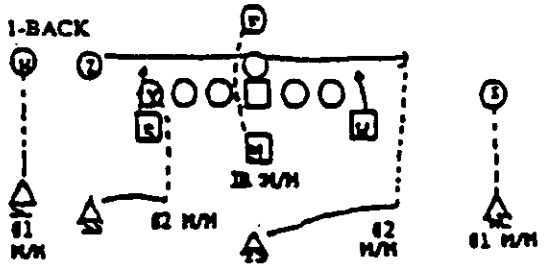
[8]
HUM TO ACE
1-BACK



HUM TO TWIN
1-BACK
[9]

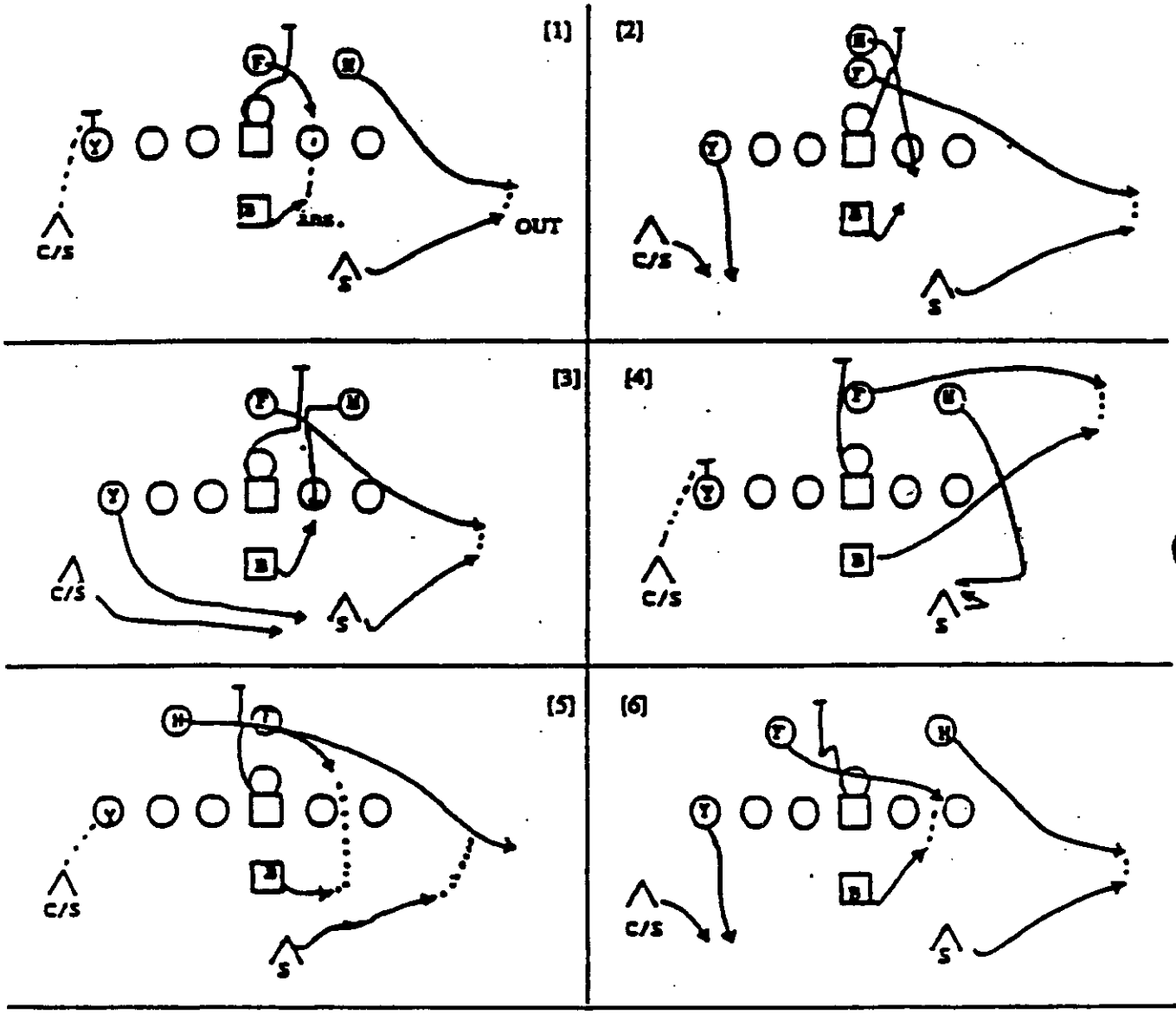


[10]
ZAC TO TWIN
1-BACK



BLITZ COVERAGE - OPEN SIDE

TO THE OPEN SIDE, THE Lber AND SAFETY WILL TAKE THE TWO BACKS. UNLESS THE SAFETIES ARE IN A "COMBO". THE Lber HAS THE BACK TO THE TE SIDE AND THE SAFETY HAS THE [illegible] TO THE OPEN SIDE. IF BOTH BACKS GO TO THE OPEN SIDE. THE SAFETY TAKES THE OUT[illegible] OF THE TWO AND THE Lber TAKES THE INSIDE OF THE TWO. WE WILL SWITCH OFF ANY CROSSING ACTION BEHIND THE LOS. ONCE EITHER RECEIVER CROSSES THE LOS, THE RELEASE IS DECLARED AND WE WILL LOCK THE COVERAGE AT THAT POINT.



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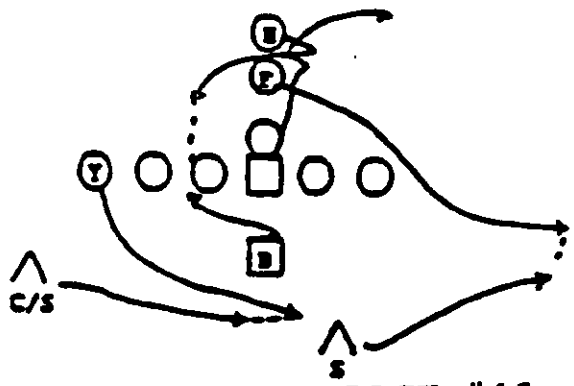
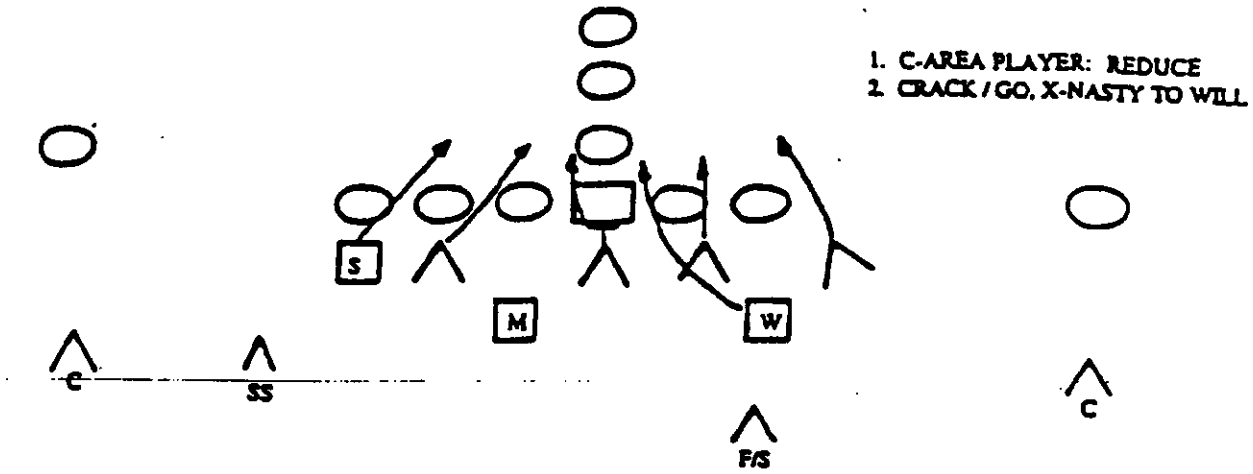
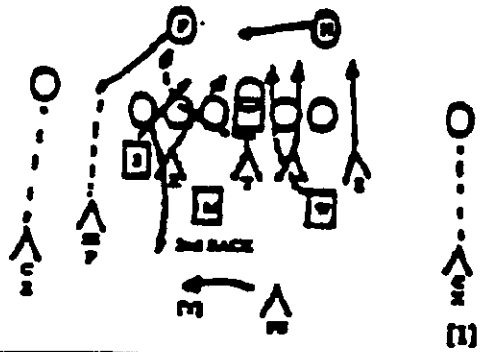


UNDER COLT



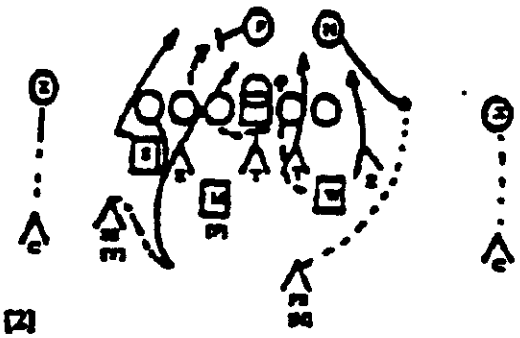
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	HEAD ON "Y"	BLITZ BY CALL	"SAM" - STRAIGHT RUSH THRU O/S EYE OF TE. "SARA" - RAM TE SIDE - PENETRATE "B" GAP. "SED" - RUN LION w/DE. C.P.: SARA w/SKY - SAM w/BACKER.
MIKE	UNDER	UNDER	FLOW COVERAGE - FLOW STRONG OR FLOW WEAK - YOU HAVE 2nd BACK. DIVIDE ACTION OR DROPBACK 1st BACK STRONG. 1-BACK, REMAINING BACK.
WILL	UNDER	"A" GAP WEAK	WEAK A-GAP (WIG). C-AREA PLAYER WEAK - SWITCH BACKS - REDUCE TO WILL.
2-GAP END	UNDER	JAM	SAM OR SARA JAM. SED RUN LION.
UNDER END	UNDER	CRASH END	NORMAL UNDER RESPONSIBILITY. REDUCE ALL C-AREA PLAYERS.
UNDER TACKLE	UNDER	"B" GAP	AGGRESSIVE 3-TECH "B" GAP RESPONSIBILITY.
NOSE	UNDER	2-GAP	2-GAP - JAM - PASS RUSH BEHIND 2-GAP END. SARA CONTAIN ON PASS.
SSC	#1	#1	M/M ON #1
SAFETY	SAFETY SUPPORT POSITION	THRU TE TO WEAK BACK	FLOW COVERAGE - FLOW TO 1st OUTSIDE AND SUPPORT FLOW AWAY OR SPLIT TE M/M. 1-BACK - NO FLOW.
WEAK SAFETY	7 YARDS DEEP ON WEAK BACK	WEAK BACK READ	WEAK BACK STRONG 1st INSIDE STRONG TE/NEAR BACK. WEAK BACK STAYS WEAK. COVER WEAK - SCRAP TO CONTAIN. WSE TIGHT READ WEAK BACK TO BOTH TEN. 1-BACK - NO FLOW.
WSC	#1	#1	MAN/MAN ON #1. WSE TIGHT - YOU ARE INVOLVED IN WEAK BACK READ. WEAK BACK STRONG COVER TE. WEAK BACK WEAK IN/OUT w/SAFETY.

REGULAR - PRO "FLOW" UNDER SARA COLT



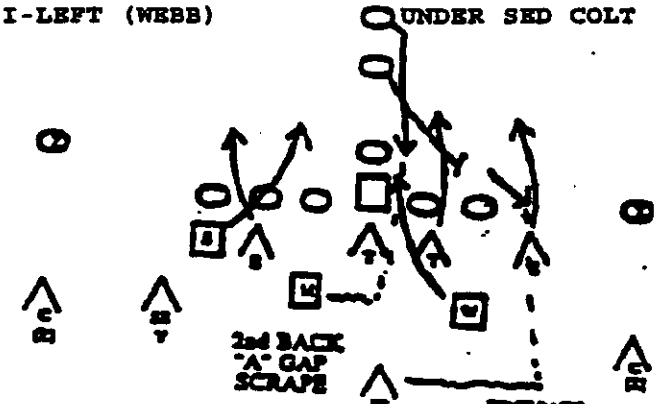
[1]

FULL LEFT (SPLIT) UNDER SAM COLT



[2]

I-LEFT (WEBB) UNDER SED COLT



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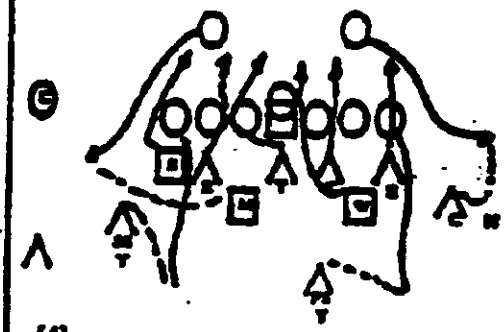
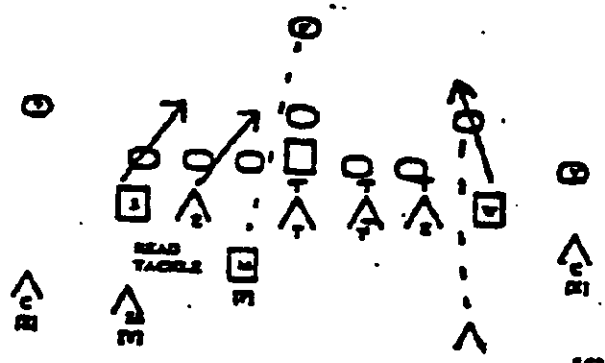
X-TIGHT CORNER IN READ UNDER SAM COLT



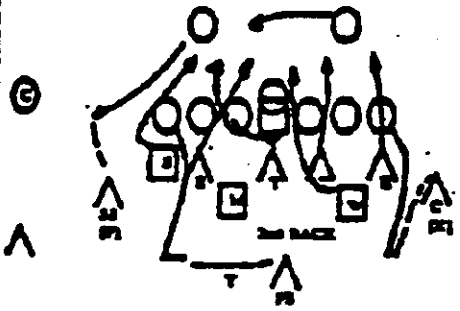
[4]

I-BACK ACE REDUCE TO CHARLIE



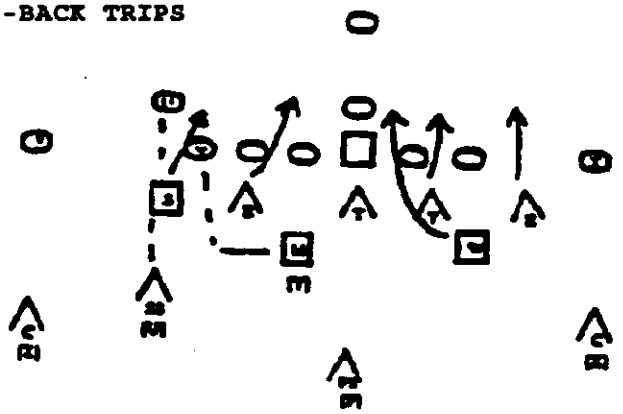
[5]

X-TIGHT FLOW UNDER SAM COLT



[6]

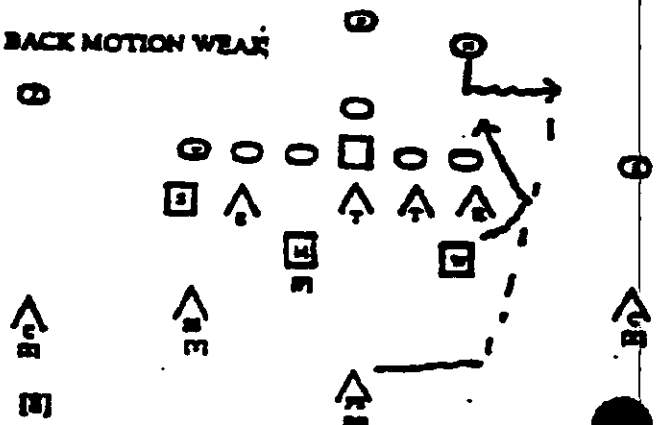
I-BACK TRIPS



MOTION SAFETIES CAN COMBO [7]

WILL REDUCE TO CHARLIE

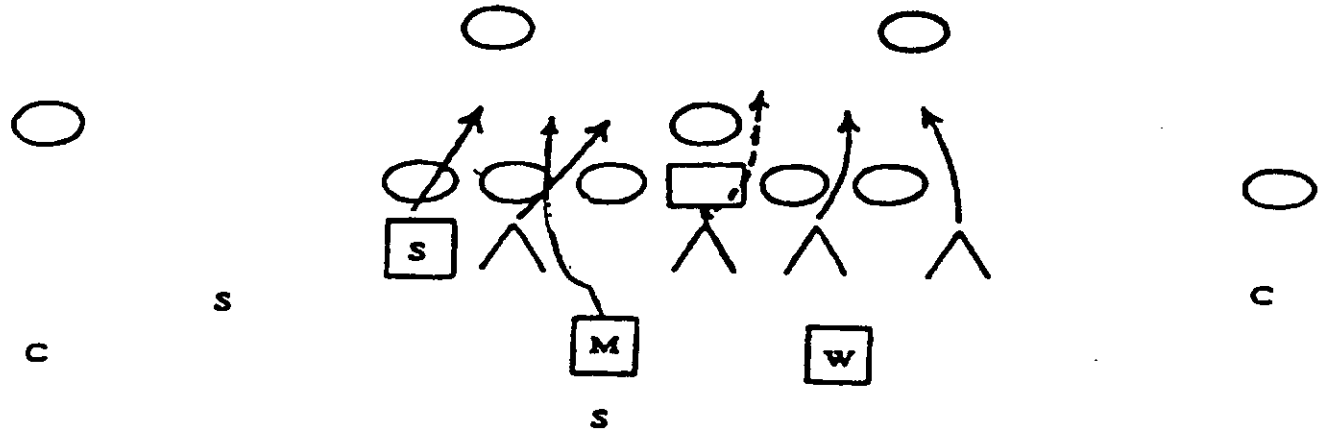
BACK MOTION WEAK



[8]

C.P.: CAN RU

UNDER CARDINAL

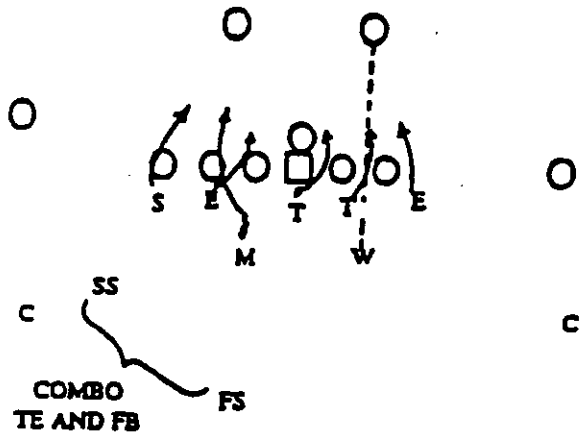


NOTE: "CARDINAL" WILL BE ANY SAM/MIKE BLITZ FROM 4-3, UNDER, OVER FRONT w/THE SAFETIES COVER #2,3 STRONG VS. ANY 2-BACK SET. WILL HAS 1st BACK WEAK.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	HEAD ON "Y" --OR-- DETERMINED BY FRONT	BLITZ BY CALL	"SAM" - STRAIGHT RUSH THRU O/S EYE OF TE. PANTHER "A" GAP UNDER END AND MIKE. POSSIBLE 5-TECH RUSH PATH IN OVER.
MIKE	DETERMINED BY FRONT	BLITZ BY CALL	JAM, MIKE ME, MIKE-U, MIKE TOM, PANTHER IS "B" GAP BLITZ. POSSIBLE STRONG RUSH FROM OVER.
WILL	UNDER OR BY FRONT	"A" GAP WEAK	COVER 1st BACK WEAK VS. ANY 2-BACK SET. 1-BACK YOU HAVE REMAINING BACK. REMAINING BACK OFFSET STRONG SWITCH w/MIKE.
2-GAP END	UNDER	OT	JAM,MIKE ME, MIKE-U, MIKE TOM - PANTHER - LION UP FIELD.
UNDER END	UNDER	OT/NEAR BACK	CRASH w/TIGER.
NT	UNDER	CENTER	JAM-STRAIGHT - RUSH WEAK. MIKE TOM.
UNDER TACKLE	UNDER	OG	POP TECHNIQUE.
SC	BLITZ COVERAGE	"Z"	MATCH UP M/M INSIDE TECH - NO POST HELP. 2-BACK
SS	BLITZ COVERAGE	"Y"/NEAR BACK	2-BACK - COMBO 2 AND 3 w/FS 1-BACK SPARROW COVERAGE.
FS	BLITZ COVERAGE	"Y"/NEAR BACK	2-BACK - COMBO 2 AND 3 w/FS 1-BACK SPARROW COVERAGE.
WC	BLITZ COVERAGE	"X"	MATCH UP M/M INSIDE TECH - NO POST HELP.

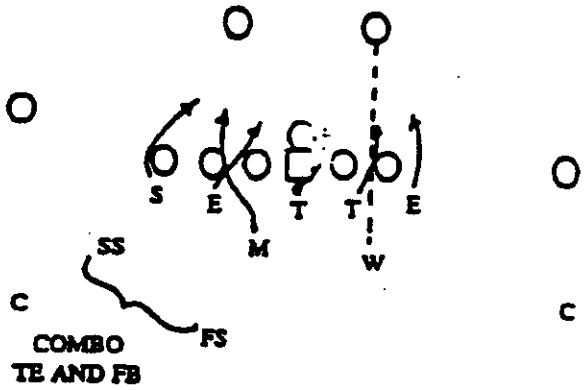
[1]

UNDER MIKE-U CARDINAL



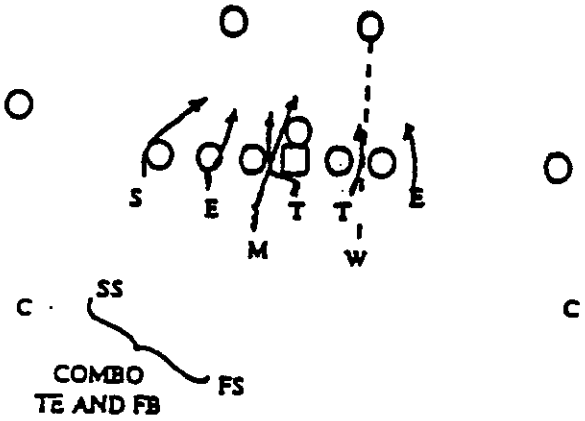
[2]

UNDER MIKE ME CARDINAL



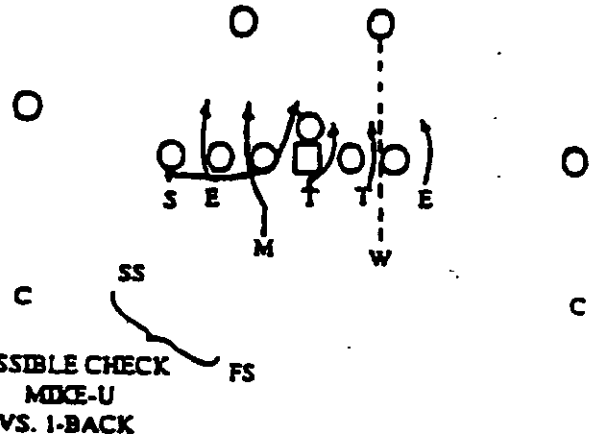
[3]

UNDER MIKE TOM CARDINAL



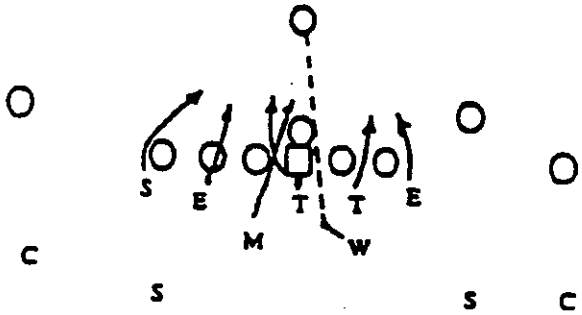
[4]

UNDER PANTHER CARDINAL



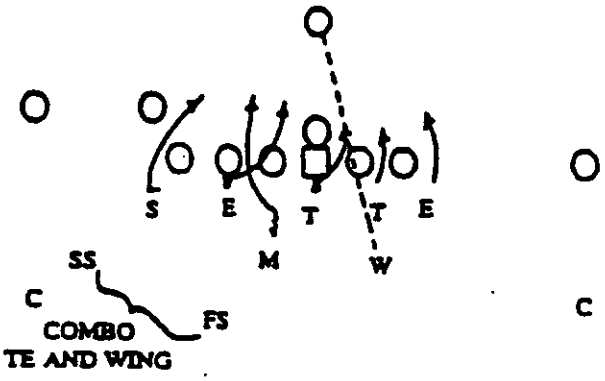
[5]

UNDER MIKE TOM CARDINAL

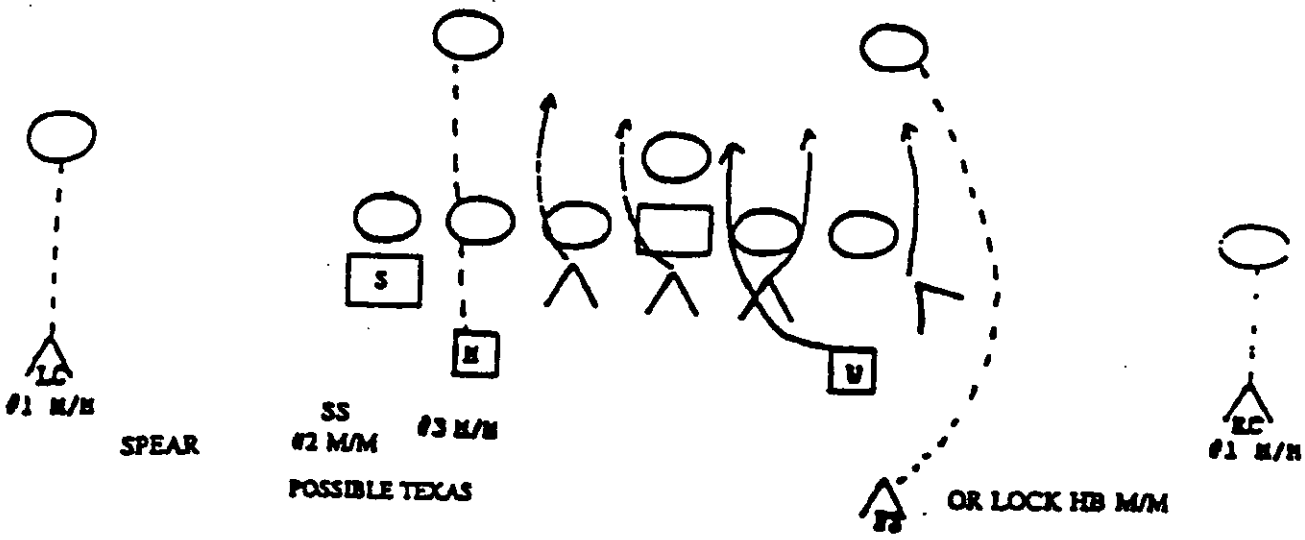


[6]

UNDER MIKE-U CARDINAL



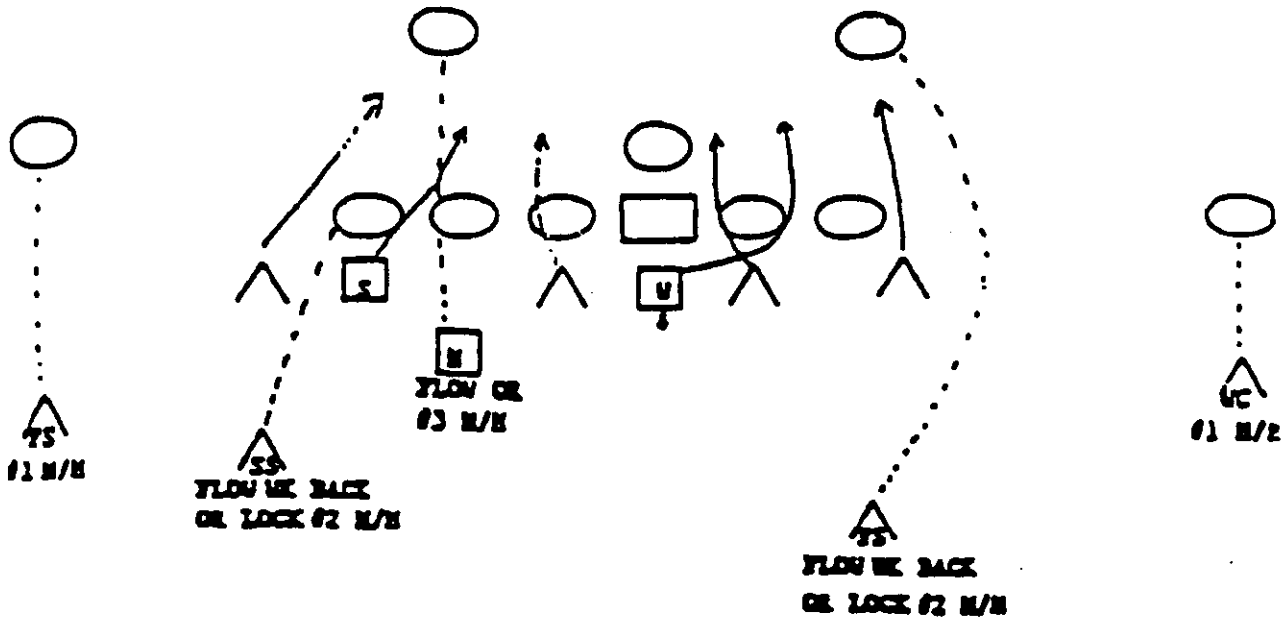
DIAMOND VULTURE BLITZ



DIAMOND VULTURE: A PASS BLITZ. RUSHERS USE PASS RUSH TECHNIQUES AND REACT TO THE RUN. MIKE HAS COVERAGE. DB FLOW RULE (CAN LOCK).

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	3 ALIGNMENT	GUARD, TACKLE	PENETRATE "B" GAP ON SNAP. PASS RUSH TECHNIQUE.
NOSE	0 ALIGNMENT	CENTER, GUARD	PENETRATE TE SIDE "A" GAP ON SNAP. PASS RUSH TECHNIQUE.
WST	3 ALIGNMENT	GUARD, TACKLE	PENETRATE "B" GAP ON SNAP. PASS RUSH TECHNIQUE.
WSE	CRASH	BALL, TACKLE, NEAR BACK	FORCE OR CUTBACK BY POSITION OF BACK. #1 WIDE - FORCE ON FLOW TO REVERSE ON FLOW AWAY. OUTSIDE RUSHER VS. PASS (NO GAMES)
SAM	9 ALIGNMENT	TE, TACKLE, NEAR BACK	OUTSIDE RUSHER VS. PASS. 8 TECHNIQUE VS. RUN.
MIKE	BY FORMATION 3-1/2 TO 4 YARDS DEEP	BACKS, TACKLE, GUARD	RUN READS LIKE A TAKE IT. BLITZ COVERAGE.
WILL	BY FORMATION 4 YARDS DEEP	BALL, BACKS	STUNT "A" GAP ON SNAP - PENETRATE.

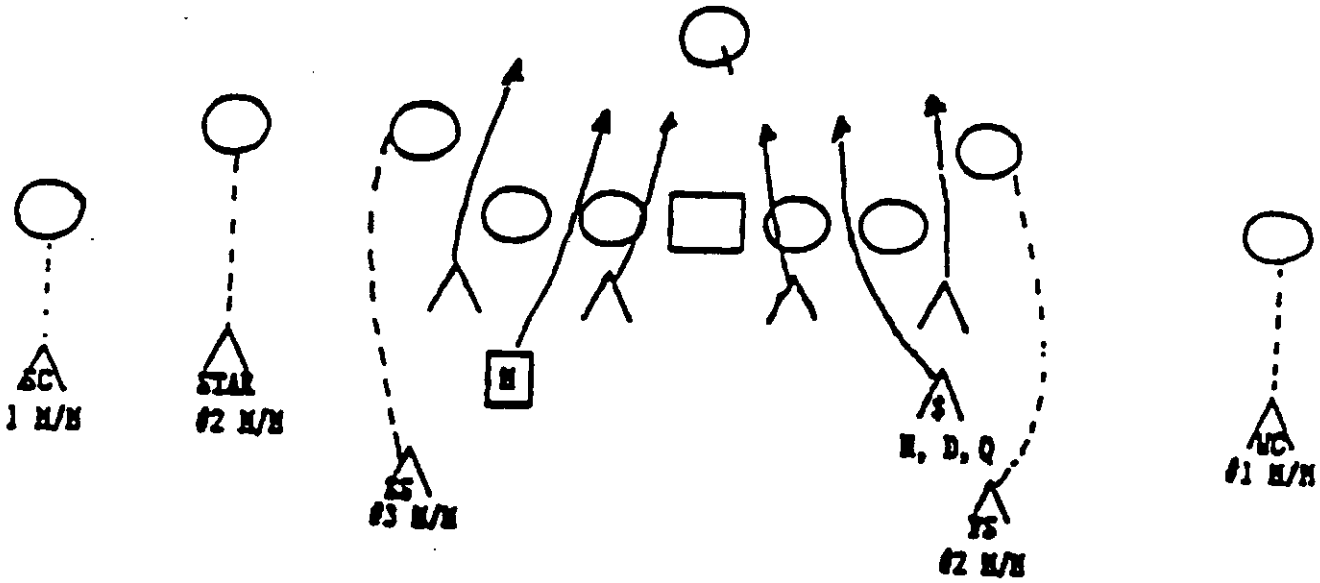
POINT WACO VULTURE BLITZ



POINT WACO: A PASS BLITZ. RUSHERS USE PASS RUSH TECHNIQUES AND REACT TO THE RUN. MIKE HAS COVERAGE. DB FLOW RULE (POSSIBLE LOCK).

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	8 ALIGNMENT	TE, TACKLE, NEAR BACK	FORCE OR CUTBACK BY FORMATION. CRASH. OUTSIDE RUSHER VS. PASS.
NOSE	3 ALIGNMENT	GUARD, TACKLE	PENETRATE "B" GAP ON SNAP. PASS RUSH TECHNIQUE.
WST	3 ALIGNMENT	GUARD, CENTER	PENETRATE "A" GAP ON SNAP. PASS RUSH TECHNIQUE.
WSE	CRASH	BALL, TACKLE, NEAR BACK	FORCE. OUTSIDE RUSHER VS. PASS.
MIKE	BY FORMATION 3-1/2 TO 4 YDS DEEP	BACKS, TACKLE, GUARD, CENTER	DIRECT OR FAST BY FORMATION. BLITZ COVERAGE - MUST SEE FLOW.
WILL	ON CENTER 1-1/2 TO 2 YDS DEEP	BALL, CENTER	SCRAPE TO "B" GAP ON SNAP. PENETRATE VS. RUN TO OR PASS. VS. PLAY AWAY, SECURE CUTBACK AREA - PURSUE.
SAM	6 ALIGNMENT C.P.: "Y" FLEX ON THE "Y"	BALL, #2 RECEIVER, NEAR BACK	PENETRATE "C" GAP - READ TACKLE AND 3 TECH. #2 WIDE - FORCE ON FLOW TO REVERSE ON FLOW AWAY, OUTSIDE RUSHER VS. PASS.

FALCON FIRE



FALCON BLITZ: M/M COVERAGE w/6 FREE RUSHERS. DEFENSIVE BACKS HANDLE ALL COVERAGE AND MOTION. FALCON BLITZ ALWAYS USES THE SUB-BACKER AND THE MONEY BACKER (N,D,O).

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
ENDS	5 ALIGNMENT	BALL	OUTSIDE RUSHER - NO GAMES ("BAKER"). C.P.: POSSIBLE "ABLE", "BAKER", "CHARLIE".
TACKLES	2 ALIGNMENT	BALL	RUSH "A" GAP ("BAKER"). C.P.: POSSIBLE "ABLE","BAKER","CHARLIE".
BACKERS, NICKEL, DIME, QUARTER	ON COVERAGE	BALL	RUSH "B" GAP ("BAKER"). POSSIBLE "ABLE","BAKER","CHARLIE". MIKE THE CALL.
STRONG CORNER	#1 - OFF POSSIBLE "BUMP"	#1	COVER #1 M/M USING INSIDE TECH. C.P.: "BUMP" USE SHOULDER TECH.

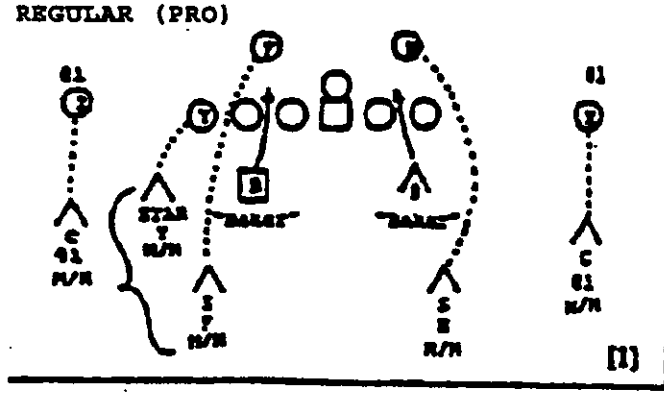
FALCON FIRE - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	#2 - OFF POSSIBLE "BUMP"	#2	COVER #2 M/M USING INSIDE TECH. C.P.: "BUMP" - USE SHOULDER TECH. C.P.: POSSIBLE "COMBO".
SS	SPLIT #2,#3 7 TO 10 YARDS DEEP	THRU LINEMEN TO BACKS	COVER #3 M/M. COVER ALL MOTION BY #3. "PUSH" FLY BY #3. C.P.: POSSIBLE "COMBO".
WEAK SAFETY	ON #2, 7 TO 10 YDS DEEP	THRU LINEMEN BACKS	COVER #2 M/M. COVER ALL FLY BY #2, "PUSH" MOTION BY #2. C.P.: POSSIBLE "WILSON", "COMBO".
WEAK CORNER	#1 - OFF POSSIBLE "BUMP"	#1	COVER #1 M/M USING INSIDE TECH. C.P.: "BUMP" - USE SHOULDER TECH. C.P.: VS. #1 TIGHT, POSSIBLE "COMBO".

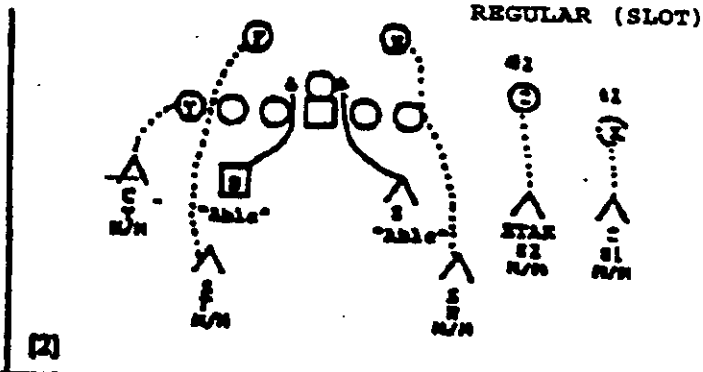
DIME EVEN FALCON KEY: FALCON FIRE WITH KEY BLITZ ON BACKS. STAR KEY BLITZ WITH BACK OFFSET TO HIM OR IN 3-SPOT. SAFETY AWAY FROM STAR KEY BLITZ WITH BACK AWAY FROM STAR.

ADJUSTMENTS - FALCON FIRE

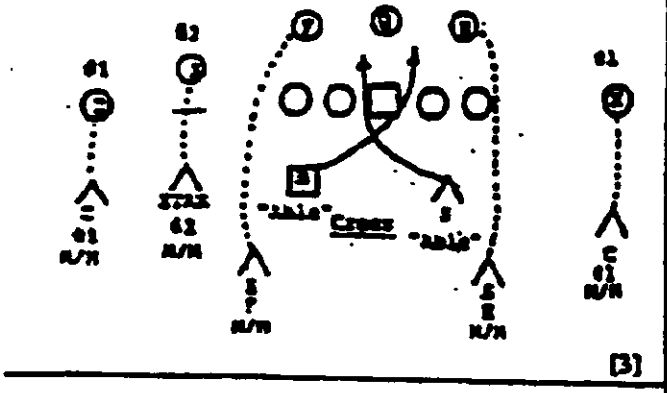
REGULAR (PRO)



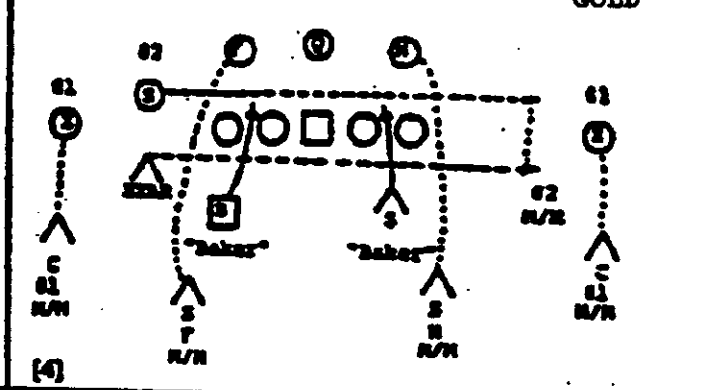
REGULAR (SLOT)



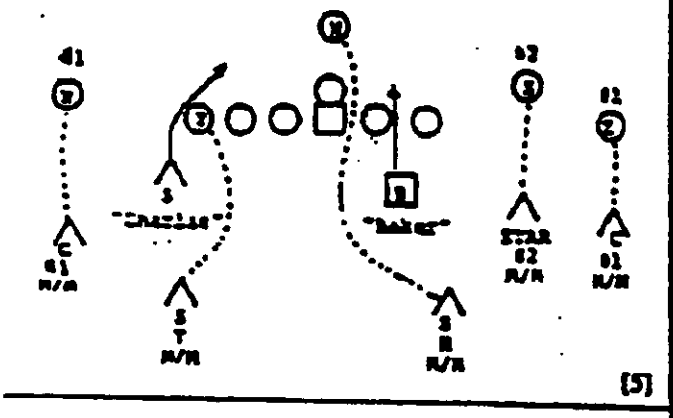
GOLD



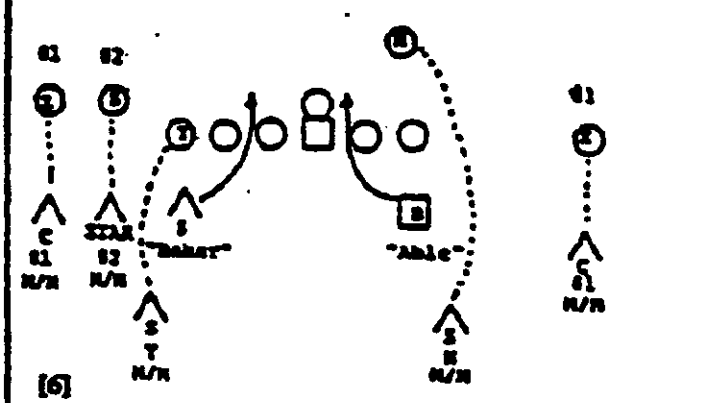
GOLD



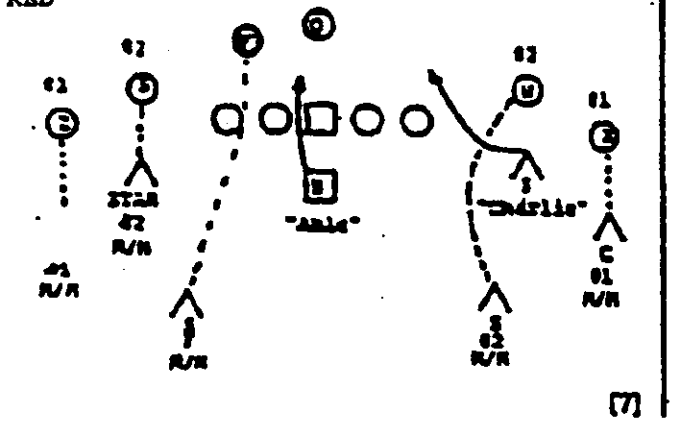
BLUE



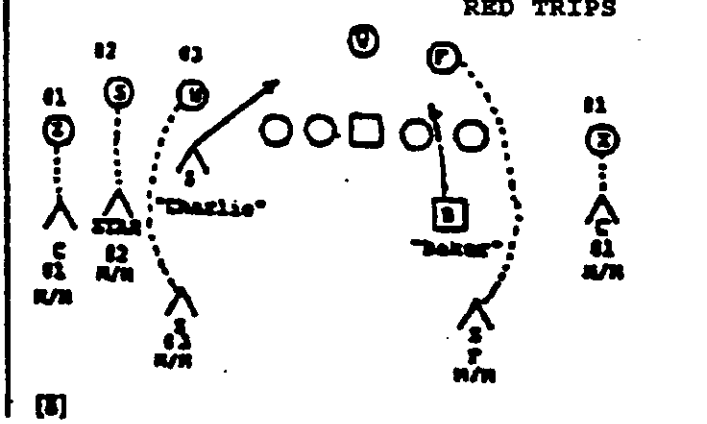
BLUE TRIPS



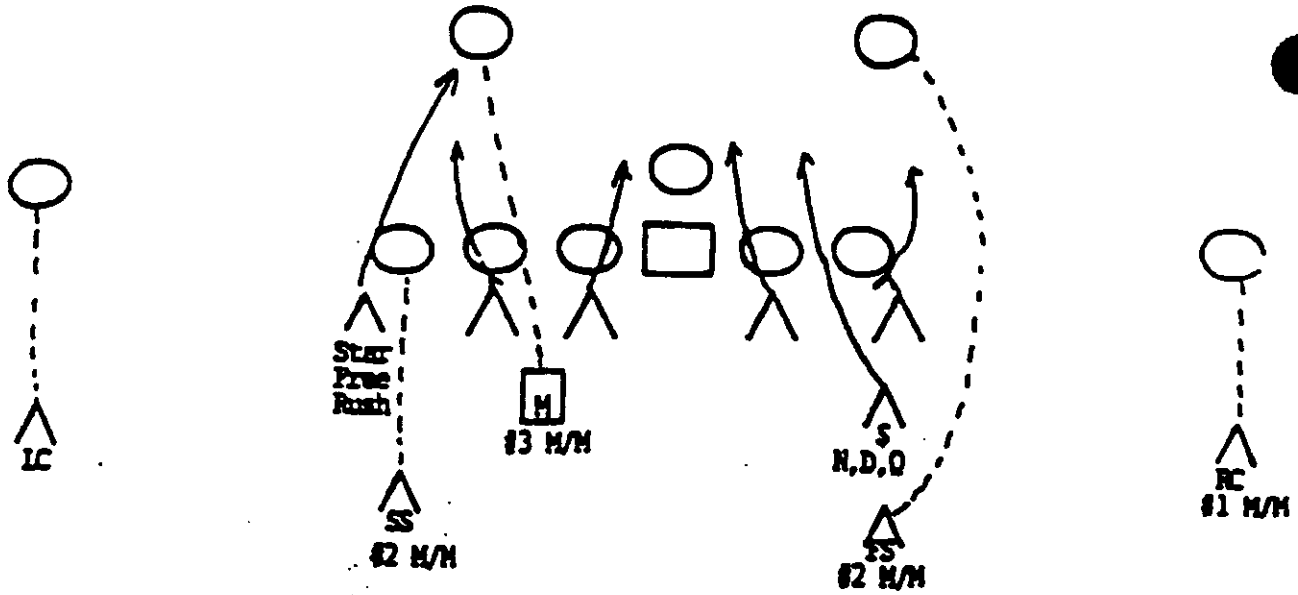
RED



RED TRIPS



EAGLE BLITZ



EAGLE BLITZ: A 6-MAN PRESSURE ALWAYS USING THE STAR AND MONEY BACKER (N,D,Q) FROM OPPOSITE SIDES. M/M COVERAGE USING BACKS AND SUB-BACKER. SAFETIES HANDLE ALL MOTIONS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG END	5 ALIGNMENT	TACKLE, NEAR BACK, BALL	POWER RUSH TACKLE, THEN CONTAIN. ALERT DRAW, SCREEN. C.P.: SPEAR IS KEY BLITZ.
STRONG TACKLE	2 ALIGNMENT	GUARD, CENTER, BALL	RUSH "A" GAP, ALERT DRAW, SCREEN. C.P.: POSSIBLE "TOM".
WEAK END	5 ALIGNMENT	BALL	POWER RUSH - NO GAMES, THEN CONTAIN. C.P.: POSSIBLE "ABLE", "BAKER", "CHARLIE".
WEAK TACKLE	2 ALIGNMENT	BALL	RUSH "A" GAP. C.P.: POSSIBLE "TOM".

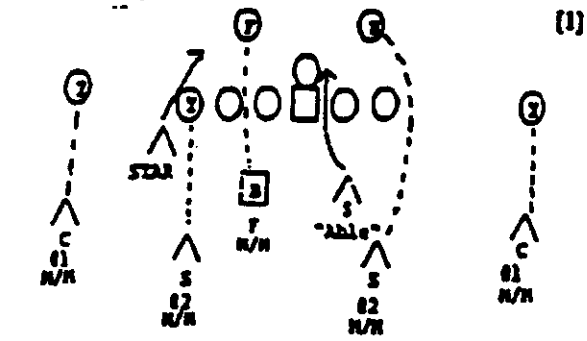
EAGLE BLITZ - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	ON #2 RECEIVER	BALL, BACK	FREE OUTSIDE RUSHER. C.P.: POSSIBLE "SPEAR".
NICKEL, DIME, QUARTER	ON COVERAGE FORMATION	BALL	RUSH "B" GAP VS. A BACK. VS. #2 OPEN, "CHARLIE". "BAKER", MAKE THE CALL. C.P.: POSSIBLE TRAILOR VS. BACK.
BACKER	ON COVERAGE FORMATION	THRU LINEMEN TO BACK	VS. RUN: DIRECT - BSF. BLITZ COVERAGE C.P.: HUG OR SPEAR.

ADJUSTMENTS - EAGLE BLITZ

REGULAR [PRO]

[1]



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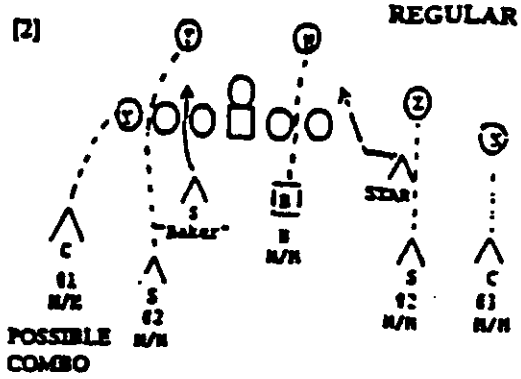
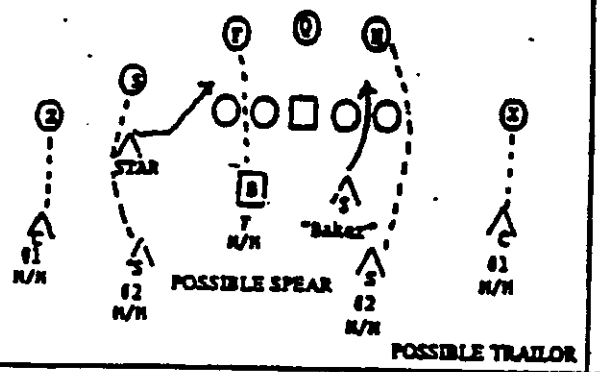
REGULAR [SLOT]



GOLD

[3]



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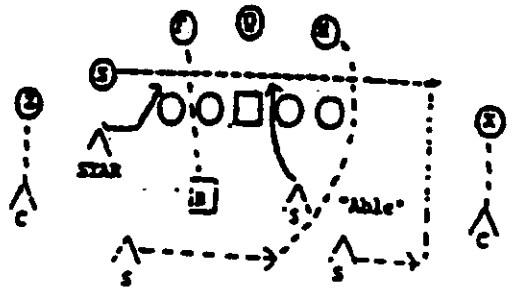
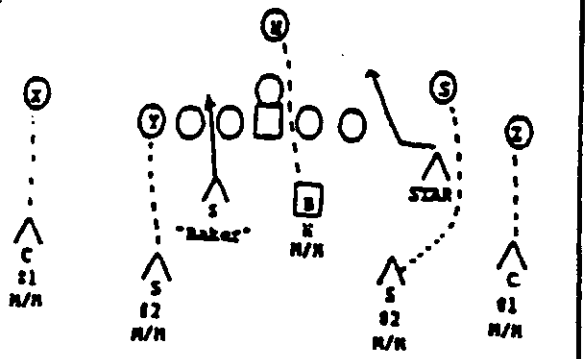
GOLD



BLUE

[5]



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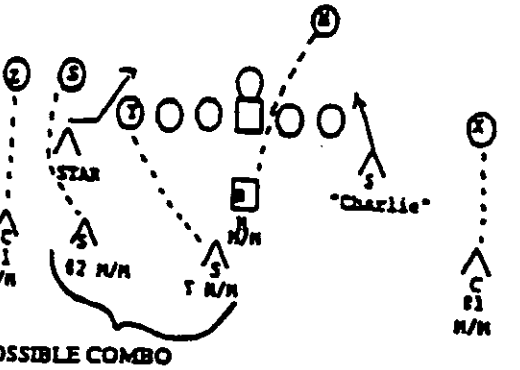
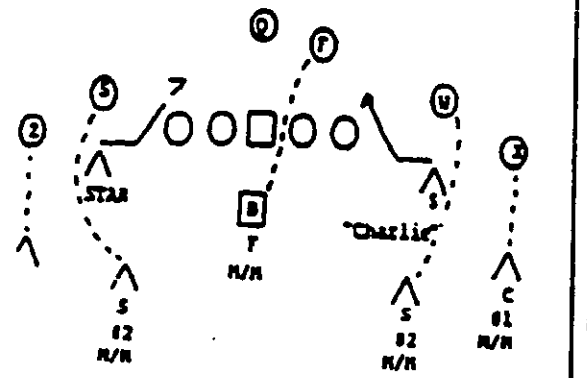
BLUE TRIPS



RED

[7]



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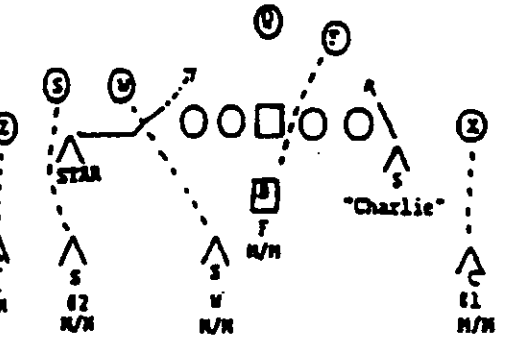
RED TRIPS

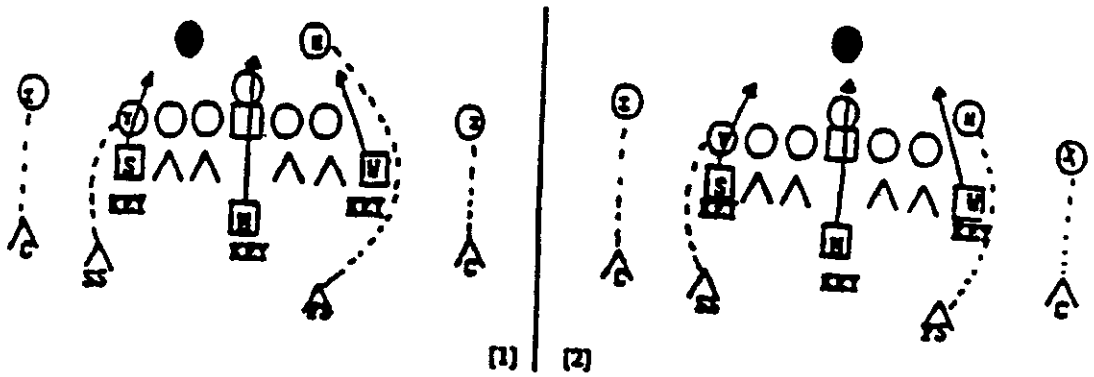


KEY BLITZES

4-3 STORM

VS. 2 BACKS

VS. 1 BACK

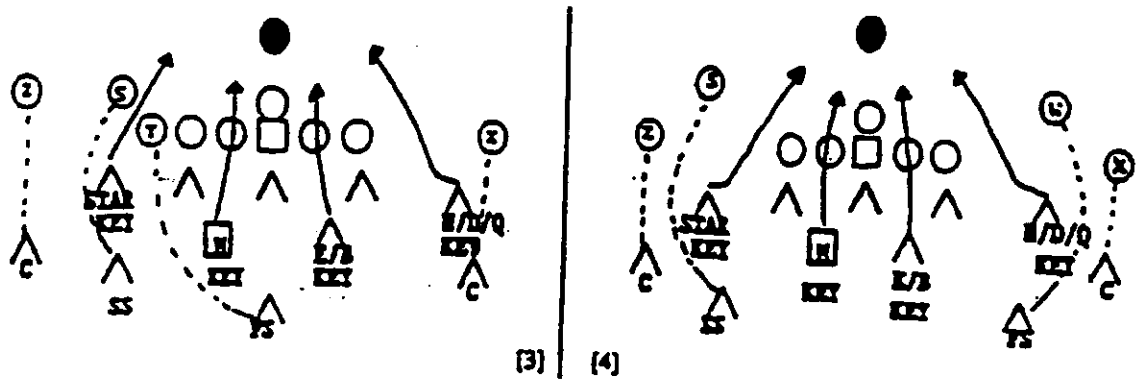


[1] [2]

THUNDER

VS. 1 BACK

VS. 1 BACK

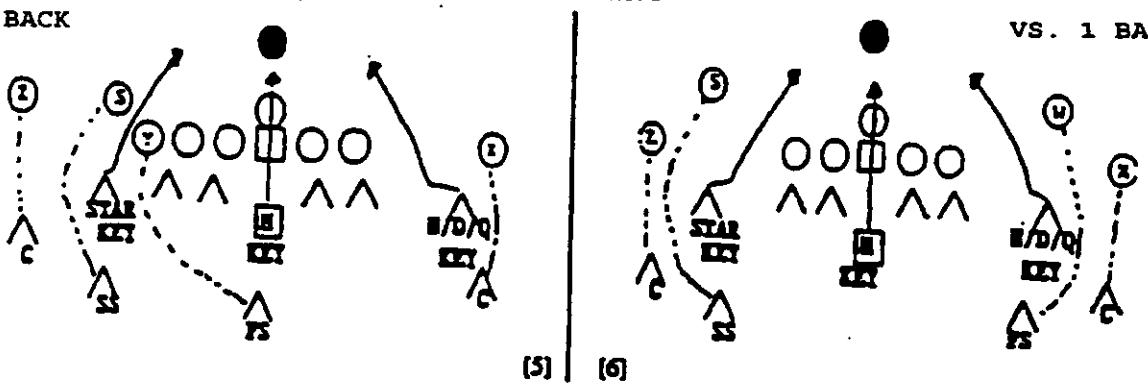


[3] [4]

LIGHTNING

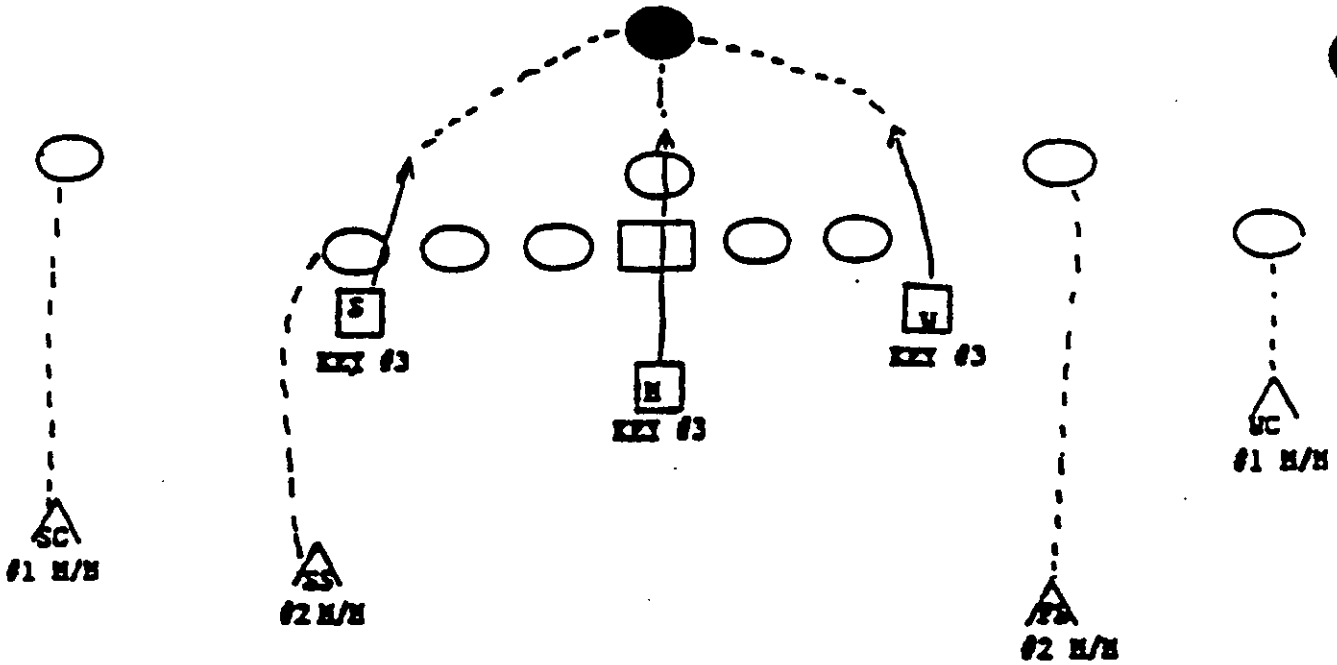
VS. 1 BACK

VS. 1 BACK



[5] [6]

KEY BLITZ COVERAGE



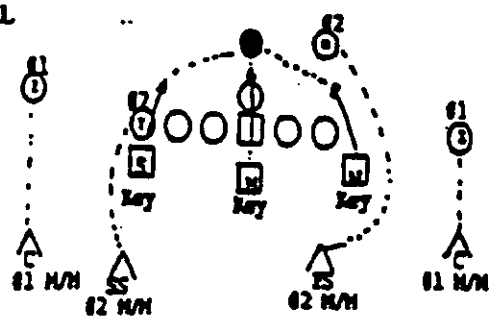
VS. 1 BACK: Lbers KEY BLITZ REMAINING BACK.

VS. 2 BACKS:
[A] Lbers KEY BLITZ BACK IN 3 SPOT (BEHIND QB).
[B] SPLIT BACKS - LBers KEY BLITZ BACK TO TE SIDE.
[C] I-BACKS - LBers KEY BLITZ INSIDE OF THE TWO VS. FLOW.
Lbers KEY BLITZ BACK TO TE SIDE IF THEY SPLIT.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	BY CALL	DESIGNATED BACK	KEY BLITZ DESIGNATED BACK.
OUTSIDE BACKERS	BY CALL	DESIGNATED BACK	KEY BLITZ DESIGNATED BACK.
SAME	AS	BLITZ	

KEY BLITZ COVERAGE

FULL [1]



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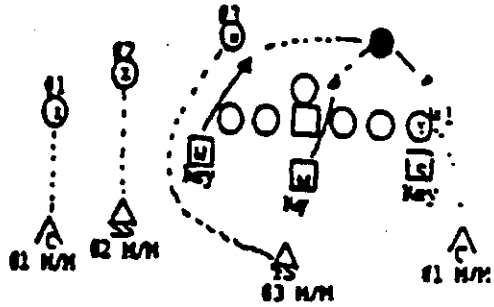
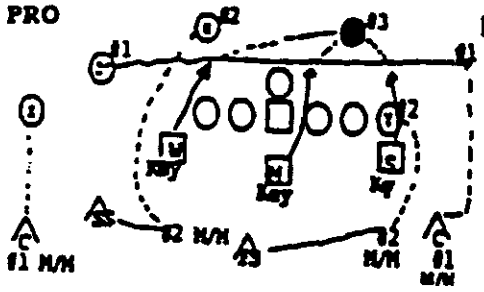
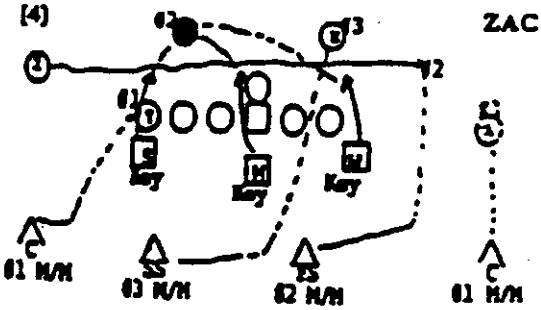


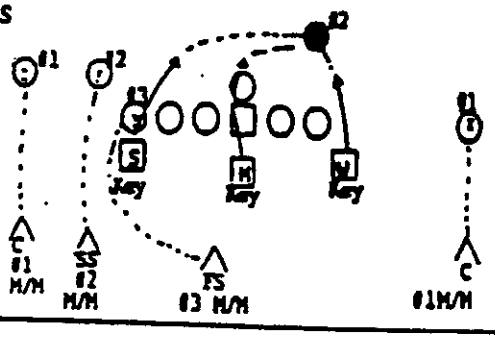
ZAC TO PRO [3]



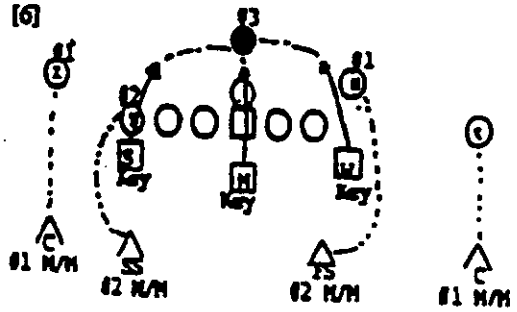
[4] ZAC TO SLOT



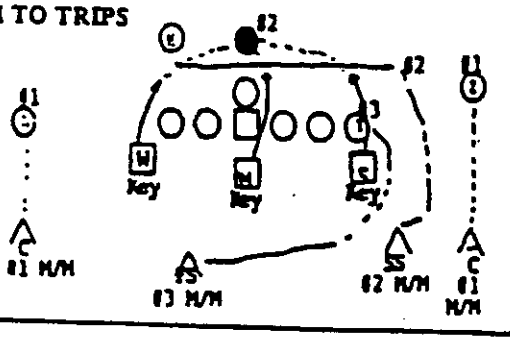
TRIPS [5]



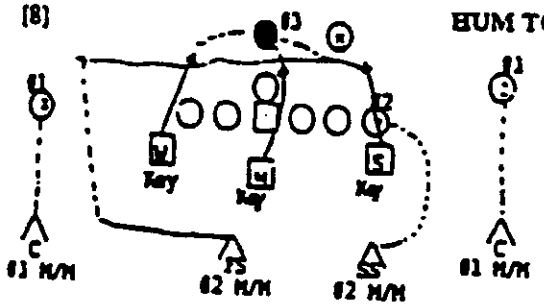
[6] ACE



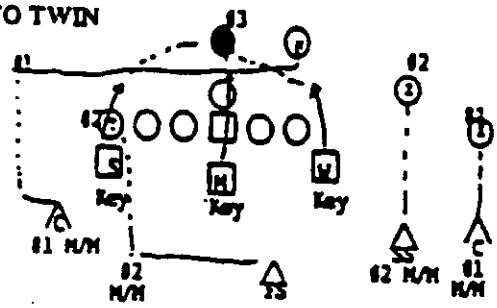
HUM TO TRIPS [7]



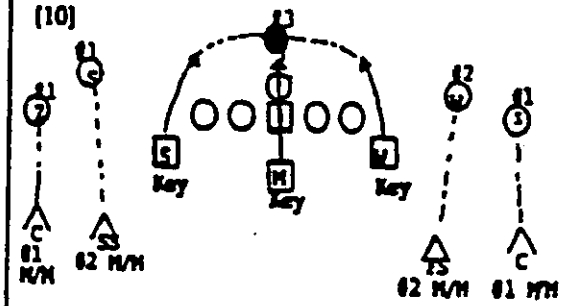
[8] HUM TO ACE



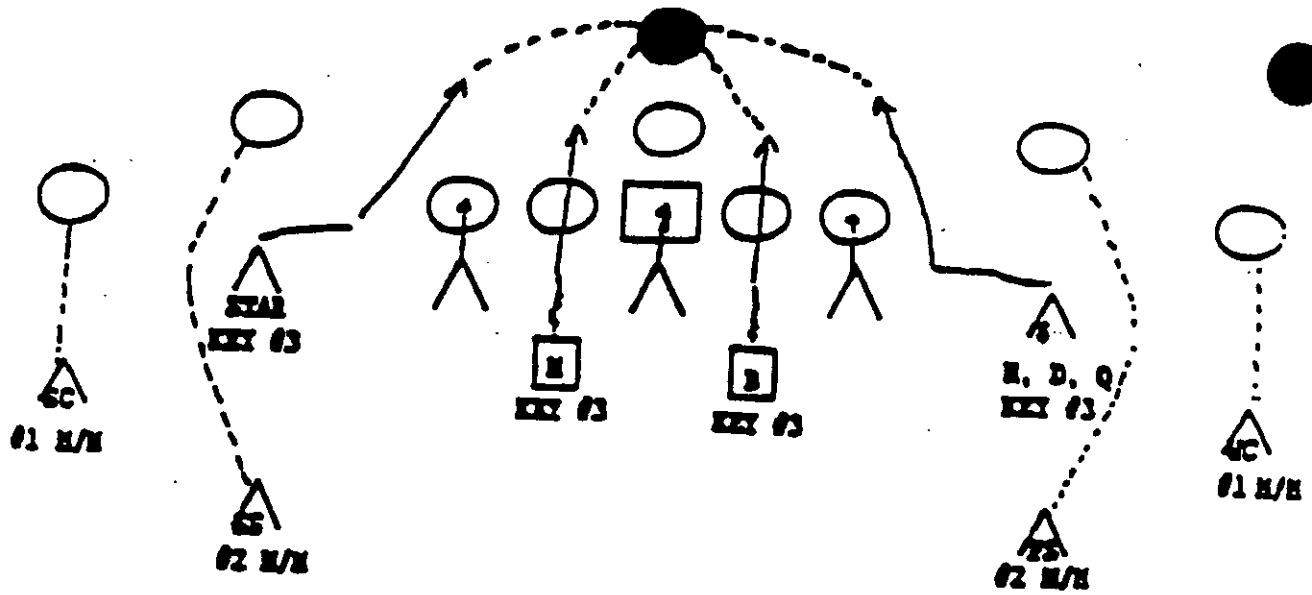
HUM TO TWIN [9]



[10] RED



[ODD] THUNDER



THUNDER: A PASS BLITZ. Dbs HAVE WIDE RECEIVERS. STAR, (N,D,Q) AND BACKERS KEY BLITZ BACK. NO FLOW THUNDER ALWAYS USES STAR AND MONEY BACKER.

C.P.: VS. ANY TE, SNATCH w/MONEY ON TE, SAFETY BLITZ CHARLIE. SAFETY ASSUMES OUTSIDE KEY BLITZ.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
LEFT END	2 GAP	BALL, TACKLE	POWER RUSH TACKLE - ALERT DRAW. IF TACKLE FANS, POWER RUSH GUARD.
TACKLE	0 ALIGNMENT	BALL, GUARDS, CENTER	POWER RUSH CENTER - ALERT DRAW. IF CENTER TURNS ON BACKER, POWER RUSH GUARD.
RIGHT END (BACKER)	2 GAP	BALL, TACKLE	POWER RUSH TACKLE - ALERT DRAW. IF TACKLE FANS, POWER RUSH GUARD.
MAC	ON GUARD VS. 2 BACKS - TO DESIGNATED BACK	BALL, GUARD, BACK	KEY BLITZ BACK INSIDE. IF BACK BLOCKS OUTSIDE, RELEASES OUTSIDE, FREE RUSH. POWER RUSH GUARD - ALERT DRAW.

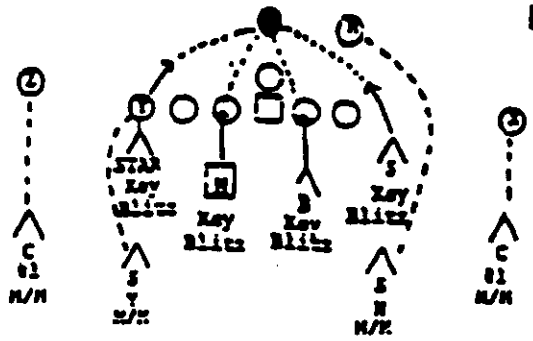
(ODD) THUNDER

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BUCK	ON GUARD	BALL, GUARD, BACK	KEY BLITZ BACK INSIDE. IF BACK BLOCKS OUTSIDE, RELEASES OUTSIDE, FREE RUSH. POWER RUSH GUARD - ALERT DRAW. C.P.: VS. 2 BACKS, DISREGARD BACK YOUR SIDE.
STAR	ON WIDE RECEIVER	BALL, BACK	KEY BLITZ BACK OUTSIDE. IF BACK STEPS INSIDE OR AWAY, FREE RUSH.
NICKEL, DIME, QUARTER	ON WIDE RECEIVER	BALL, BACK	KEY BLITZ BACK OUTSIDE. IF BACK STEPS INSIDE OR AWAY, FREE RUSH. C.P.: VS. BLUE, RUSH OFF TE.

THUNDER ADJUSTMENTS

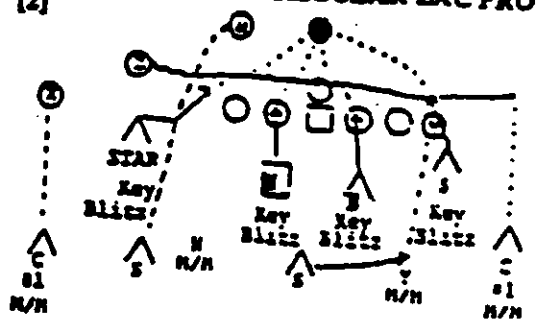
REGULAR [PRO]

[1]



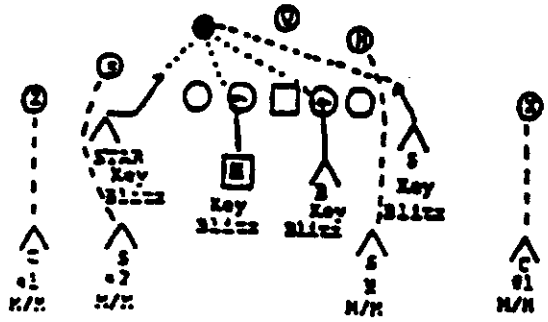
[2]

REGULAR ZAC PRO



GOLD

[3]



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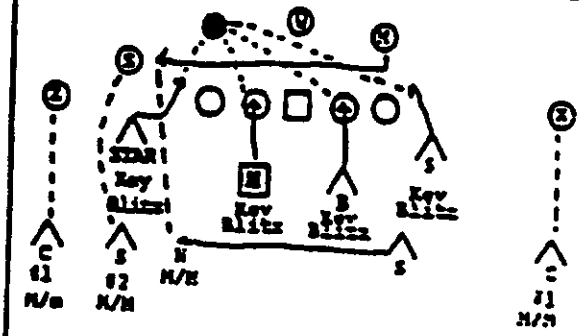
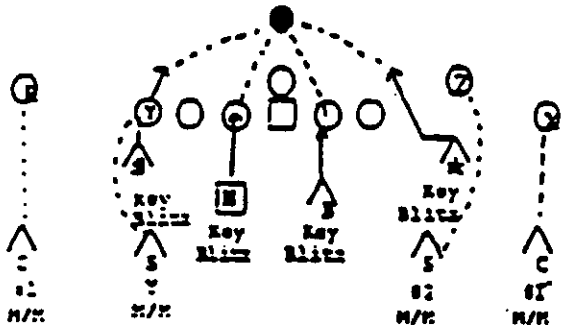
GOLD HUM TO TRIPS



BLUE

[5]



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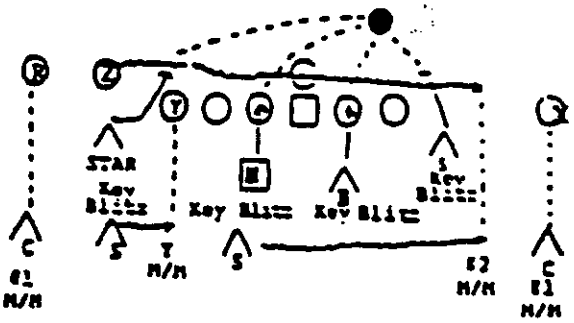
BLUE ZAC RIGHT



RED

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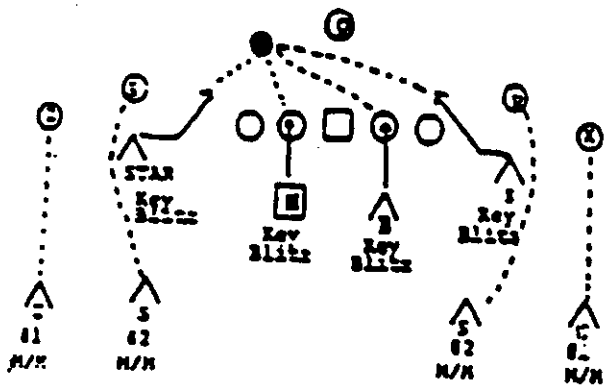

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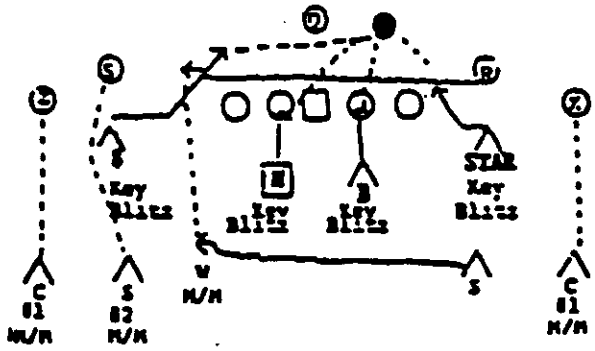
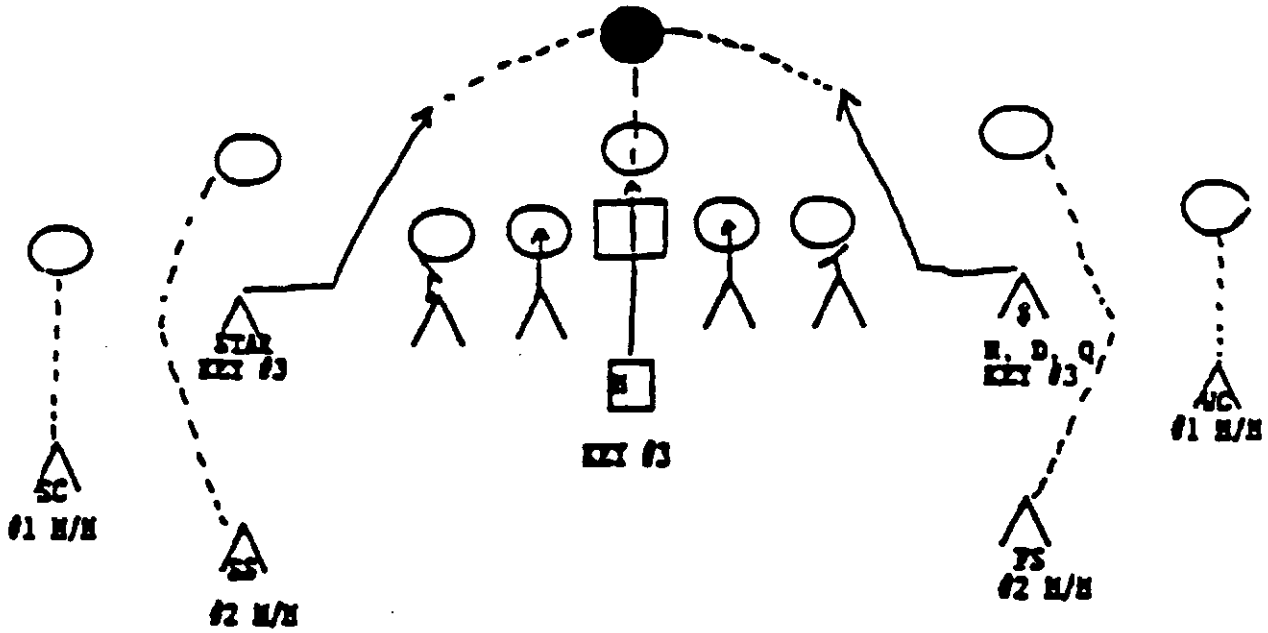
RED WAC TO TRIPS



LIGHTNING



LIGHTNING: A PASS BLITZ USING STAR, MONEY BACKER, AND SUB-BACKER FOR A 7-MAN PRESSURE. LIGHTNING Dbs HAVE WIDE RECEIVERS, STAR AND BACKERS KEY BLITZ. NO FLOW.

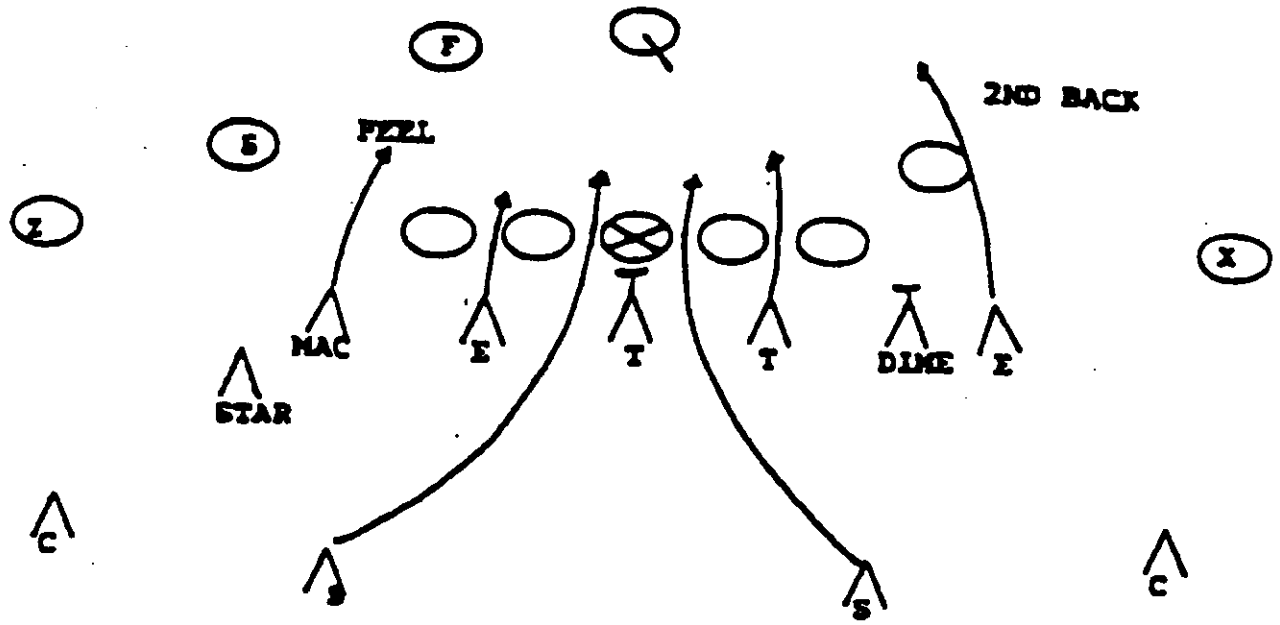
C.P.: SNATCH ANY TE w/STAR OR MONEY.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
ENDS (BACKERS)	5 ALIGNMENT	TACKLE, NEAR BACK	POWER RUSH TACKLE - ALERT DRAW/SCREEN
TACKLES	2 ALIGNMENT	BALL, GUARD	POWER RUSH GUARD - ALERT DRAW.
MAC	ON CENTER	BALL, CENTER	KEY BLITZ BACK INSIDE. BACK BLOCKS, RELEASES OUTSIDE, FREE RUSH. POWER RUSH CENTER - ALERT DRAW. C.P.: VS. 2 BACKS, KEY DESIGNATED BACK.
STAR	ON WIDE RECEIVER	BALL, BACK	KEY BLITZ BACK OUTSIDE. IF BACK BLOCKS INSIDE OR AWAY, FREE RUSH.
NICKEL, DIME, QUARTER	ON WIDE RECEIVER (AWAY FROM STAR)	BALL,	DISGUISE ALIGNMENT. KEY BLITZ BACK OUTSIDE (AWAY FROM STAR). IF BACK BLOCKS INSIDE OR AWAY, FREE RUSH.

LIGHTNING - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
CORNERS	#1 "OFF"	#2	COVER #2 M/M.
			C.P.: WEAK SAFETY VS. BLUE PEOPLE, COVER TE.
			C.P.: VS. 2 BACKS, WS COVER DESIGNATED BACK.
SAFETIES	#2	#2	COVER #2 M/M.
			C.P.: WEAK SAFETY VS. BLUE PEOPLE, COVER TE.
			C.P.: VS. 2 BACKS, WS COVER DESIGNATED BACK.

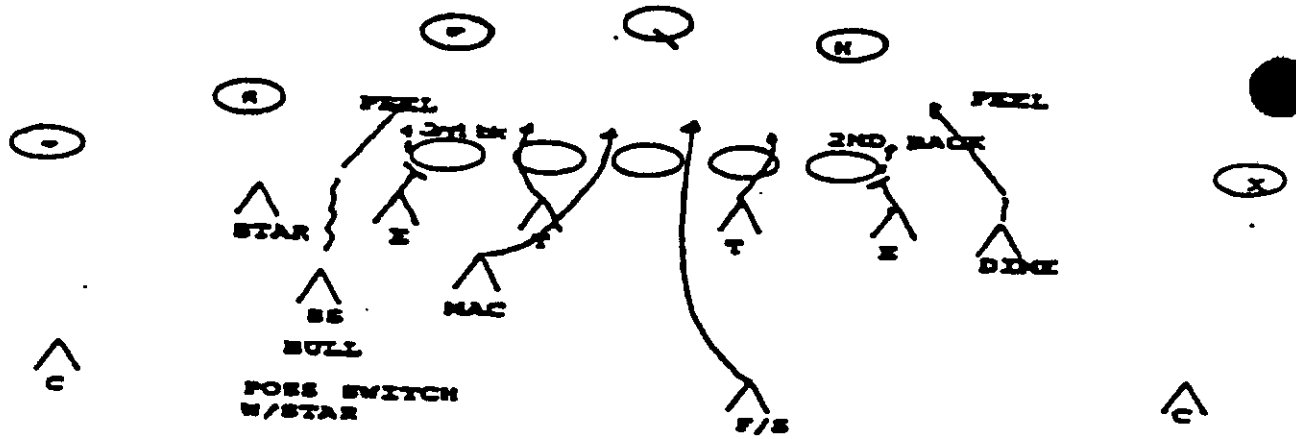
DIME DIAMOND BOA



DIME DIAMOND BOA: SLIDE LINE WEAK OR AWAY FROM BACK.
MONEY: BLITZ ENGAGE ON TE BLOCK IN BLUE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	3 TECH	GUARD	STAB UPFIELD IN "B" GAP.
SST	0	CENTER	BULL RUSH CENTER - DON'T ALLOW HIM TO TURN.
WST	3 TECH	GUARD	STAB UPFIELD IN "B" GAP.
WSE	LOOSE 5(8)	T-NEAR BACK	CONTAIN RUSH. TEXAS ANY 2 ON LOS WEAK. 8 TECH CONTAIN PEEL BACK TO YOUR SIDE.
MAC	LOOSE 5(8)	T-NEAR BACK.	O/S RUSH CONTAIN. PEEL BACK TO YOUR SIDE.
STAR	#2 FORM STRENGTH	YOUR MAN	BLITZ COVERAGE ON #2 RECEIVER.
MONEY	#2 WEAK OR STRONG	YOUR MAN	BLITZ COVERAGE ON YOUR MAN - TEXAS ANY MAN IN TE AREA. AGGRESSIVE GREEN DOG ON TE BLOCK.
LS/RS	½ COVER DISGUISE	BALL "A" GAP	HIT "A" GAP FROM 5-7 YARDS ON MOVE. FREE BLITZ.
LC/RC	#1 RECEIVER	#1 RECEIVER BLITZ	#1 RECEIVER BLITZ COVERAGE. WSE TIGHT TEXAS TE.

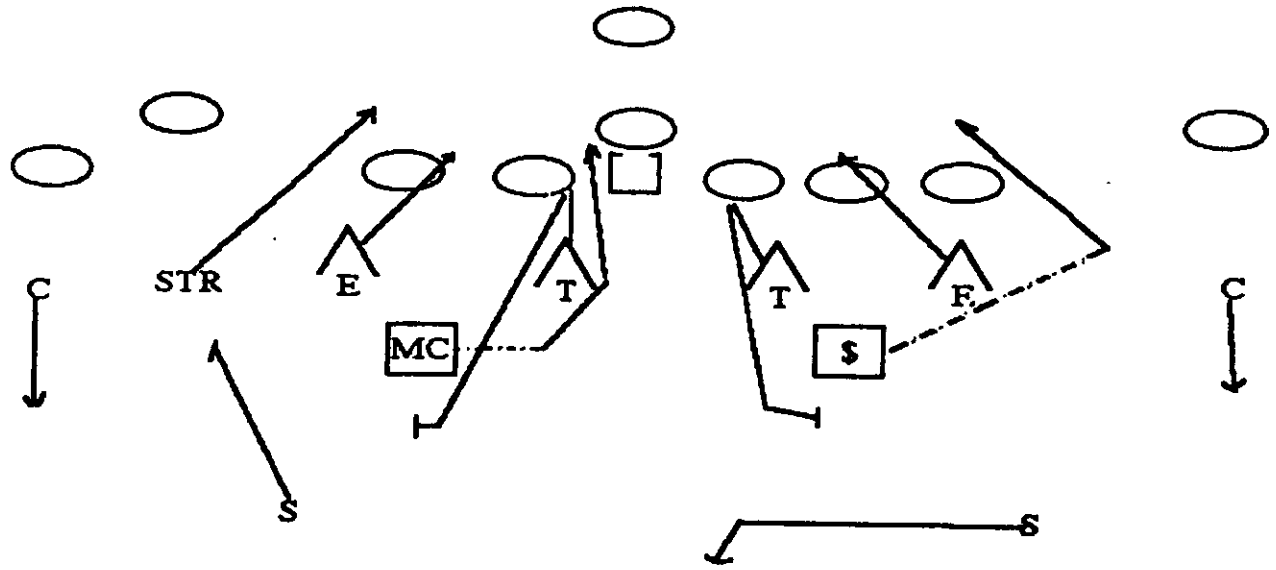
DIME EVEN MOCA



SS AND MONEY BLITZ PEEL VS. BACK. F/S HAS WEAK CENTER GUARD GAP. BULL AND NO BULL CALL TO END TO DETERMINE KEY BLITZ OUTSIDE. SS MUST BLITZ TO BACK SIDE VS. RED AND BLUE. SS CAN SWITCH w/STAR. CROSS, MIKE AND F/S CROSS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	LOOSE 5	TACKLE, NEAR BACK	"BULL" - BULL RUSH, BACK RELEASE CONTAIN 2nd BACK. "NO BULL" - LION UPFIELD AND TAKE REMAINING BACK TO YOUR SIDE.
SST	3 TECH	GUARD	STAB "B" GAP.
WST	3 TECH	GUARD	STAB "B" GAP.
WSE	LOOSE 5	TACKLE, NEAR BACK	"BULL" - BULL RUSH, BACK RELEASE CONTAIN 2nd BACK. "NO BULL" - LION UPFIELD AND TAKE REMAINING BACK TO YOUR SIDE.
MAC	STRONG OR TO BACK	"A" GAP	"A" GAP BLITZ. CROSS - PULL CENTER TO "A" GAP OPPOSITE ALIGNMENT.
STAR	#2 FROM STRENGTH	#2	#2 M/M BLITZ TECH. SWITCH - CAN SWITCH w/SS AND KEY BLITZ BACK TO YOUR SIDE.
MONEY	#2 WEAK OR 3 STRONG	YOUR MAN	KEY BLITZ HB IN BACKFIELD - GIVE END BULL. NO BULL w/1-BACK. TEXAS VS. TE BLUE. BLITZ COVERAGE.
SS	KEY BLITZ STRONG BACK OR REMAINING BACK	BACK	KEY BLITZ ON F VS. 2-BACKS. MUST KEY BLITZ REMAINING BACKS SIDE VS. 1 BACK. SWITCH - SWITCH COVER RESPONSIBILITY w/STAR OR MONEY.
CORNERS	#1	YOUR MAN	BLITZ COVERAGE ON #1.

DAKOTA



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	6 TECH	BALL	B GAP RUSH
SST	3 TECH	BALL	FLASH OG, DROP TO HOOK
WST	1 TECH	BALL	FLASH OG, DROP TO HOOK
WSE	LOOSE 5	BALL	B GAP RUSH
MONEY	STACK	BALL	D GAP RUSH
MAC	STACK	BALL	RUSH OVER OC
STAR	#2 TO STR.	BALL	D GAP RUSH

SECONDARY: ROTATE TO COVER 3

SUB DEFENSES

FRONT PERSONNEL

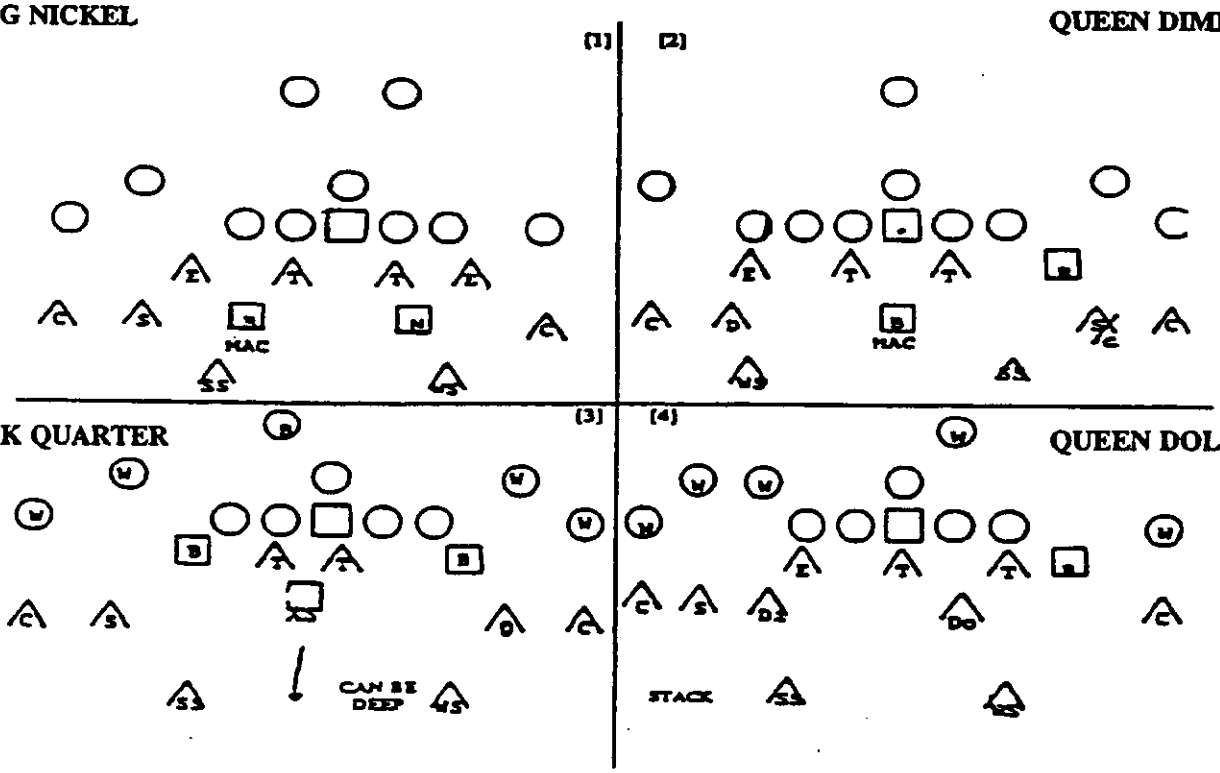
KING	-	4 LINEMEN	-	1 LINEBACKER
QUEEN	-	3 LINEMEN	-	2 LINEBACKERS (1 LBer RUSH)
JACK	-	2 LINEMEN	-	2 LINEBACKERS (2 LBers RUSH)

DEEP PERSONNEL

NICKEL	- 4 DEFENSIVE BACKS, STAR (5TH DB), NICKEL (COVER BACKER)
DIME	- 4 DEFENSIVE BACKS, STAR, DIME (6TH DB - SAFETY OR CORNER)
QUARTER	- 4 DEFENSIVE BACKS, STAR, DIME, (6TH DB, QUARTER 7TH XS)
DOLLAR	- 4 DEFENSIVE BACKS, STAR, DIME, DOLLAR (DB FOR THE MAC)

KING NICKEL

QUEEN DIME

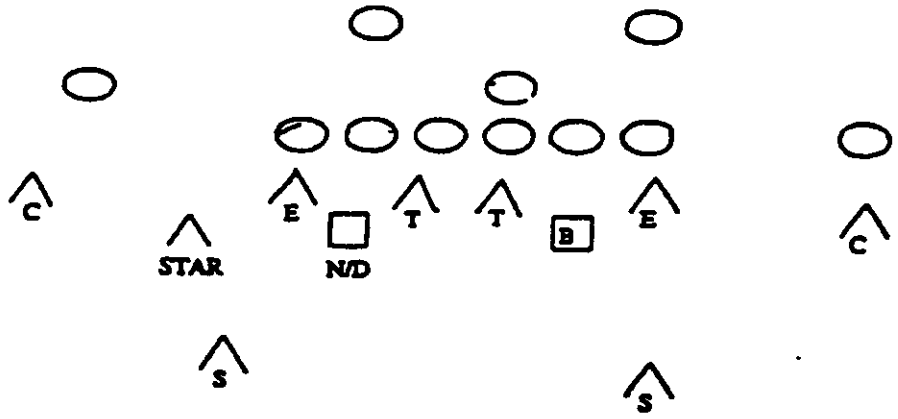


JACK QUARTER

QUEEN DOLLAR

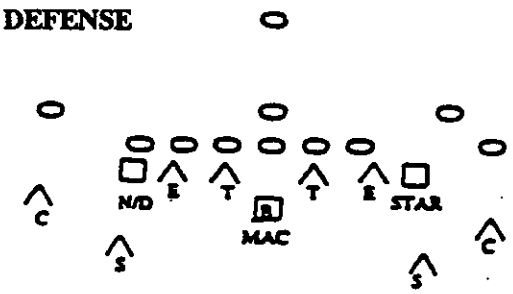
NICKEL FRONTS

LBers FRONT ALIGNMENTS WILL TAKE PRECEDENT OVER COVERAGE ALIGNMENT IN NICKEL OVER DEFENSE



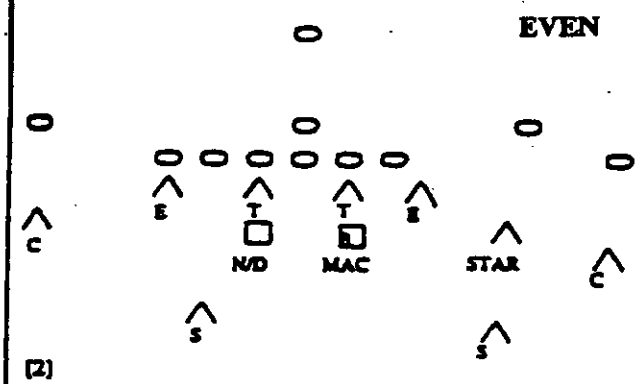
CAN PLAY TILT, SHADE, JET, TOM, SHUNK

40 DEFENSE



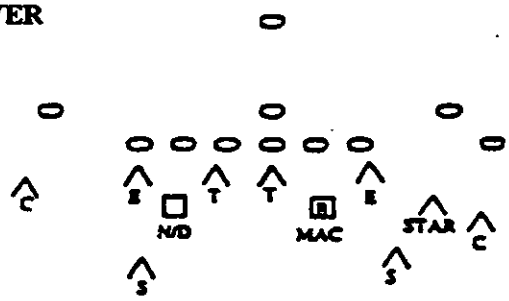
[1]

EVEN



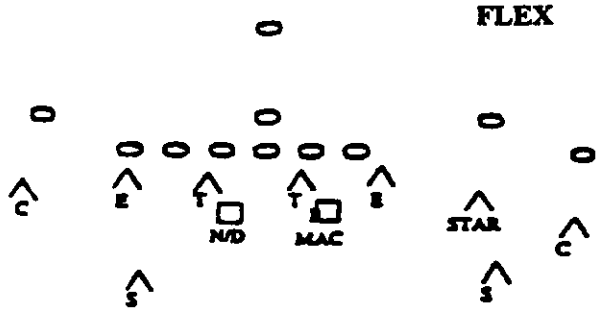
[2]

OVER



[3]

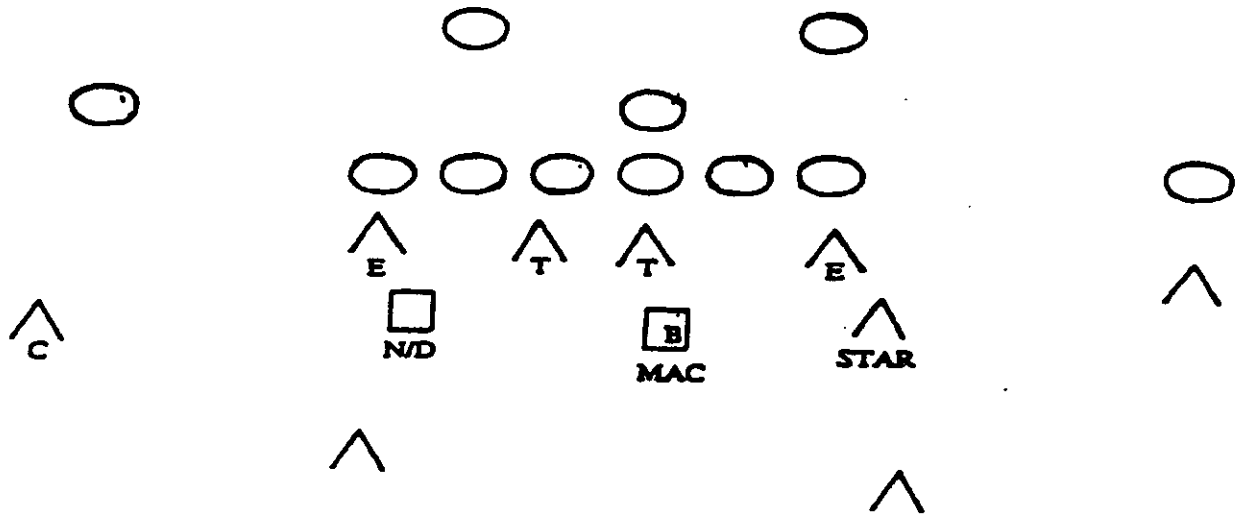
FLEX



[4]

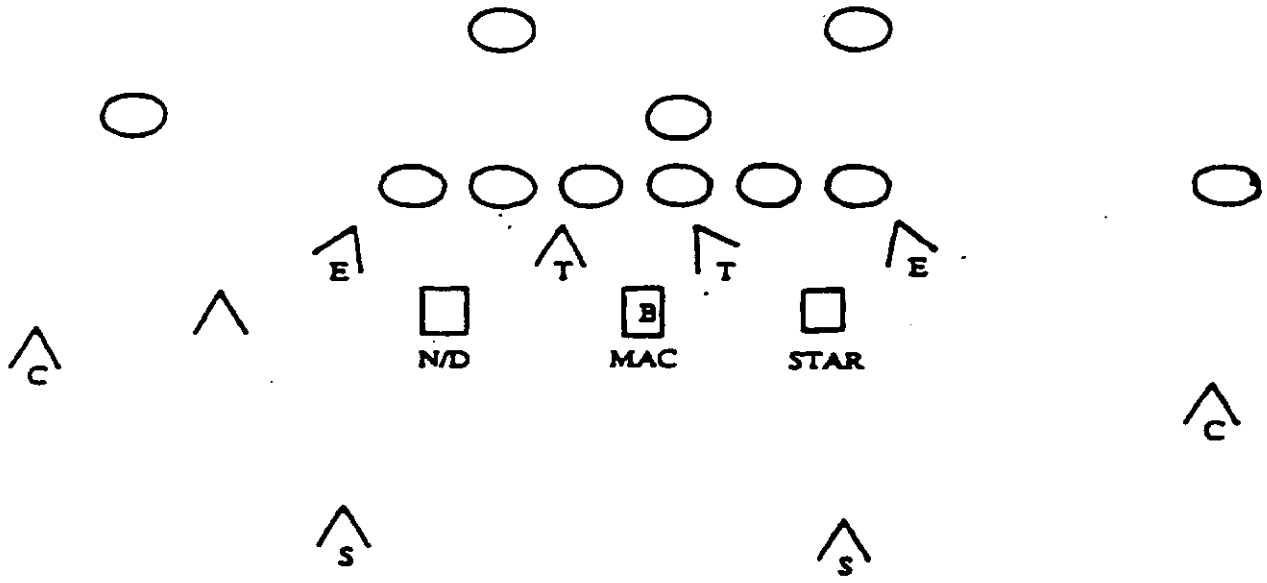
SUB - CALL IN NICKEL - OVER CHANGES MATCH UPS ON RECEIVERS BETWEEN STAR, MONEY, AND MAC LBer. POSSIBLE PLUS.

(1)

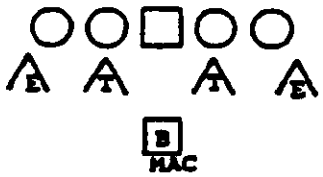
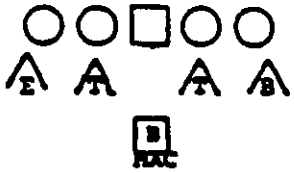
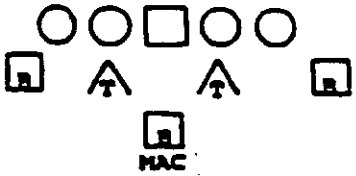
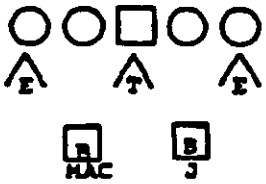
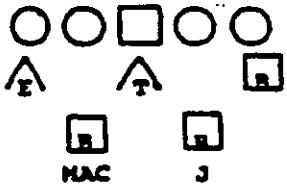
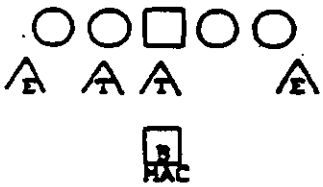
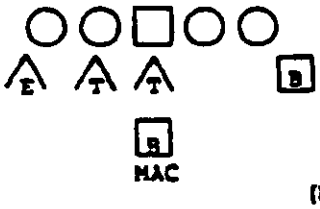
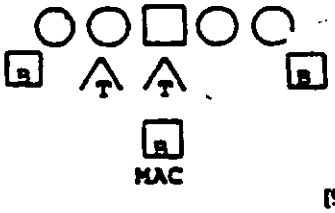
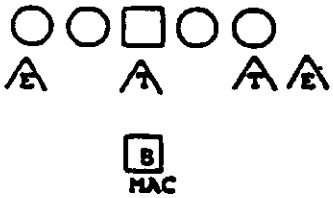
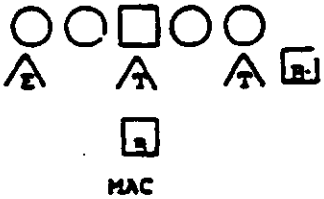
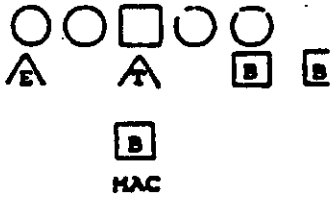
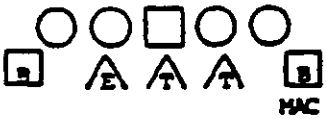


ANY NICKEL FRONT CAN BE ACCOMPANIED WITH A CHECK CALL WHICH IS OVER PLUS ALIGNMENT vs. 2 BACKS

(2)

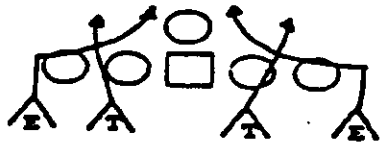


SUB FRONTS AND PERSONNEL

	KING	QUEEN	JACK
EVEN	 [1]	 [2]	 [3]
ODD	[4]	 [5]	 [6]
OVER	 [7]	 [8]	 [9]
STACK	 [10]	 [11]	 [12]
	DIAMOND: MAC SLIDE LINE AWAY FROM BACK OR WEAK [13]	 [14]	[15]

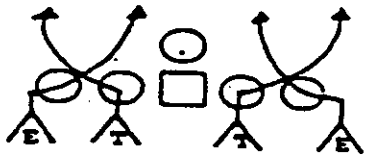
PASS RUSH GAMES

WIDE YOU



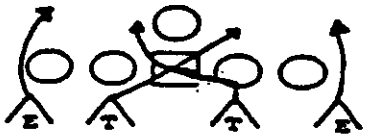
[1]

ME



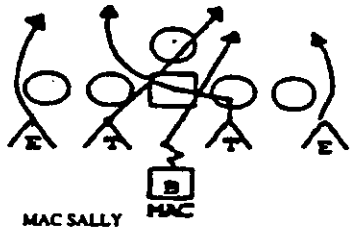
[2]

TOM LEFT



[3]

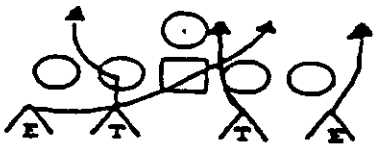
MAC TOM LEFT



C.P.: MAC SALLY
MAC FLUSH
MAC DOG
(TOM AWAY FROM CALL)

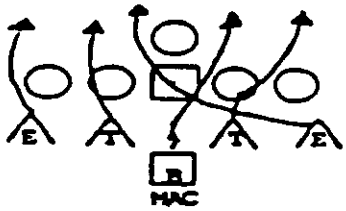
[4]

FLUSH LEFT



[5]

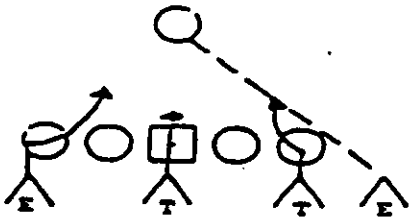
MAC FLUSH RIGHT



(CAN BE RIGHT OR LEFT)

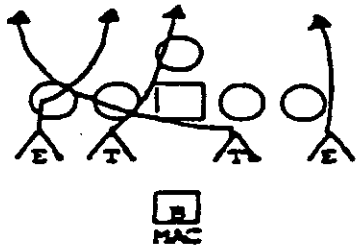
[6]

MIRROR



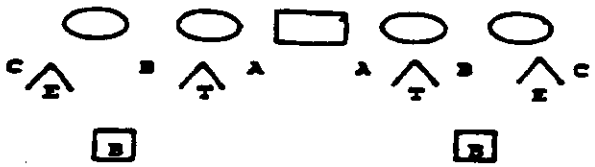
[7]

4-GAME



[8]

4 - MAN FRONT
LINE AND LINEBACKER RUSH CALLS



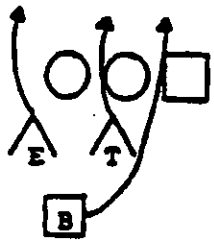
SAFETY/LINEBACKER WILL CALL THE GAP THAT HE IS RUSHING
(MAKE "RIGHT" OR "LEFT" CALL)
DEFENSIVE LINEMEN ARE RESPONSIBLE TO KEEP THAT GAP FREE
WE MUST ALWAYS HAVE A CONTAIN RUSHER EACH SIDE.

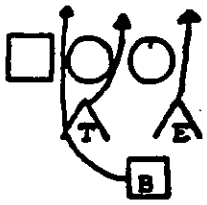
(1)

[1]

"ABLE LEFT" **"ABLE RIGHT"**

MAC "ABLE"





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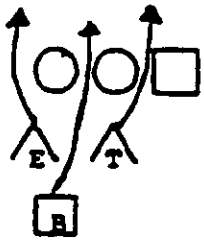
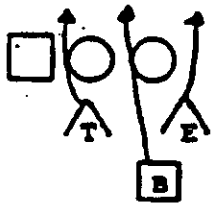
[2]

"BAKER LEFT" **"BAKER RIGHT"**

MAC "BAKER"





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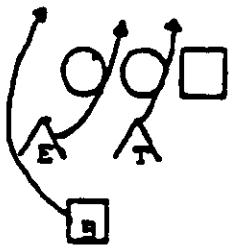
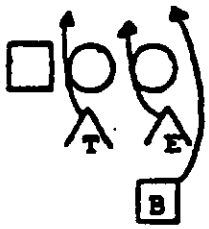
[3]

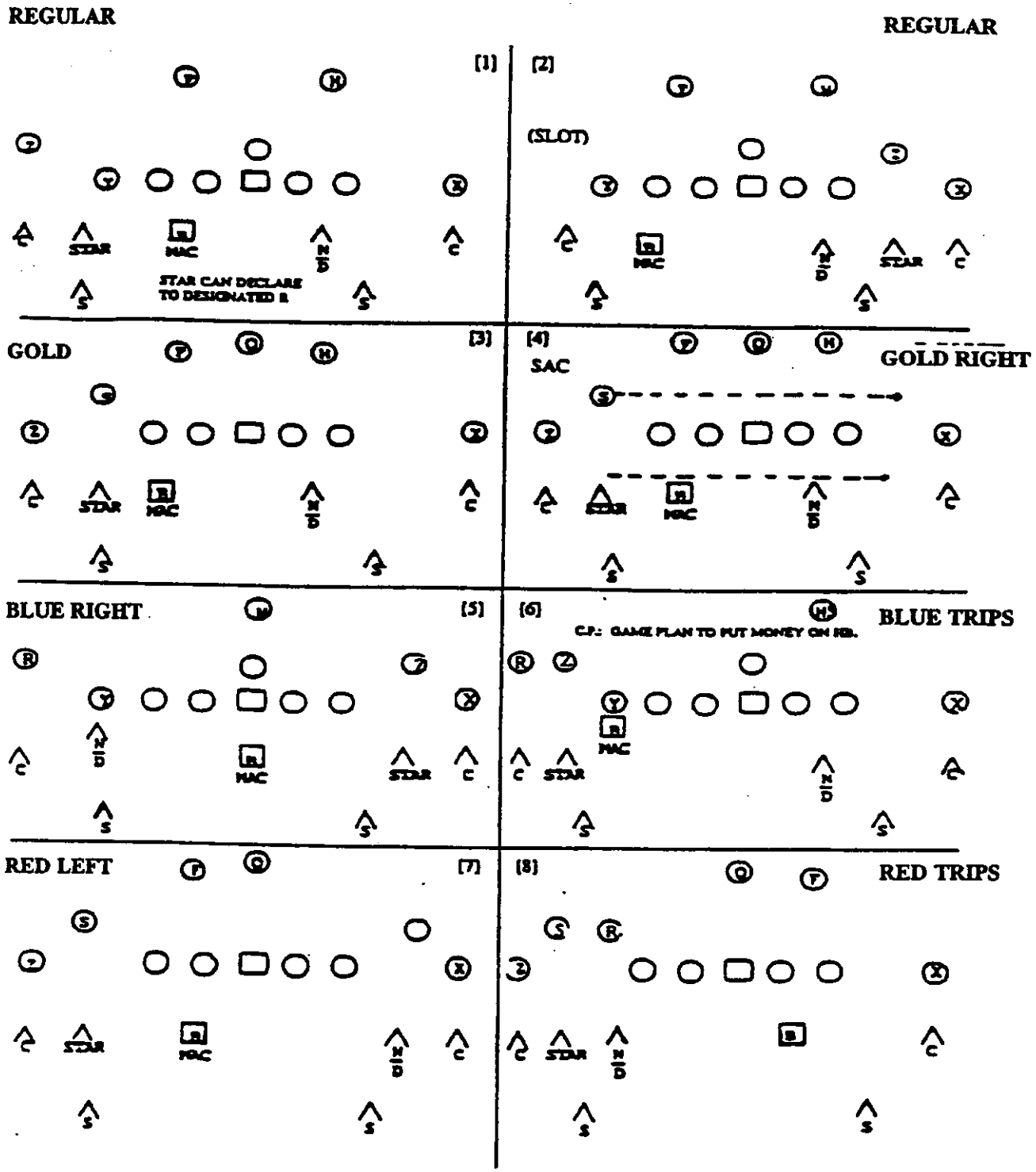
"CHARLIE LEFT" **"CHARLIE RIGHT"**

MAC "CHARLIE"





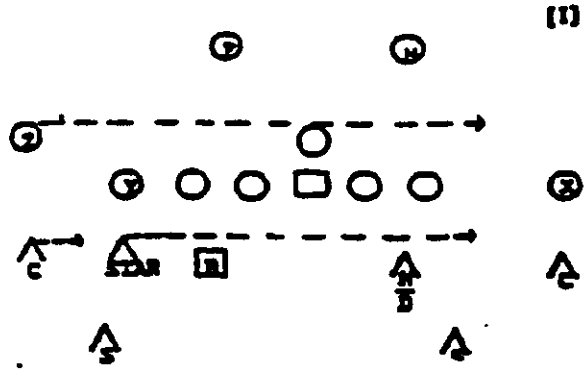
ALIGNMENT



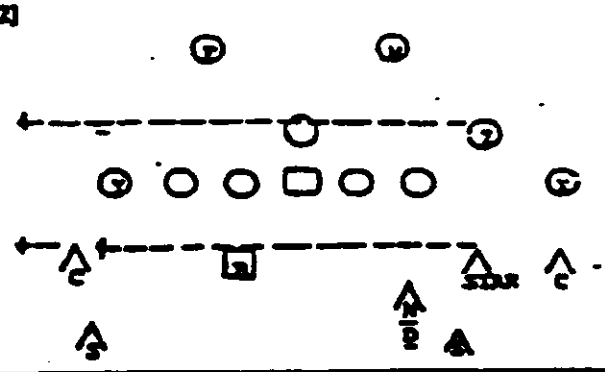
C.P.: WITH MU CALL vs. REGULAR PEOPLE, CORNERs ALIGN TO WRs, STAR TO TE. SUB PACKAGE IS AUTOMATIC MATCH UP ALIGNMENT.

MOTION ADJUSTMENTS

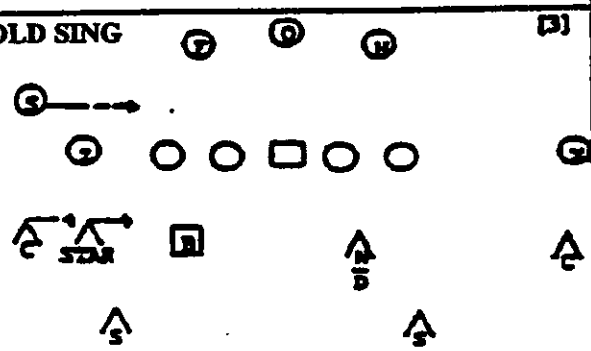
ZAC SLOT [1]



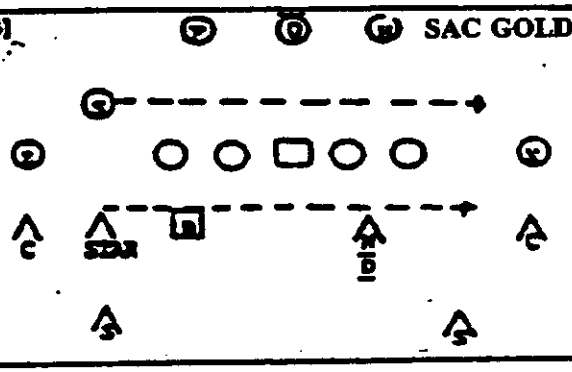
ZAC LEFT [2]



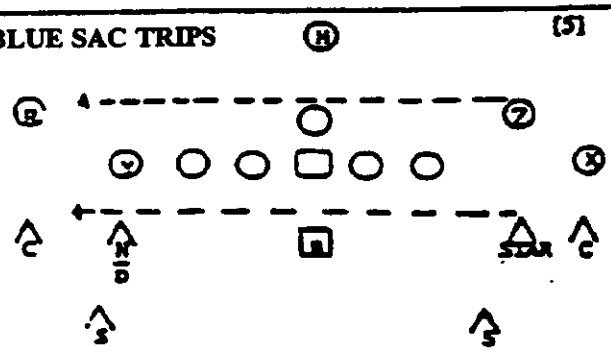
GOLD SING [3]



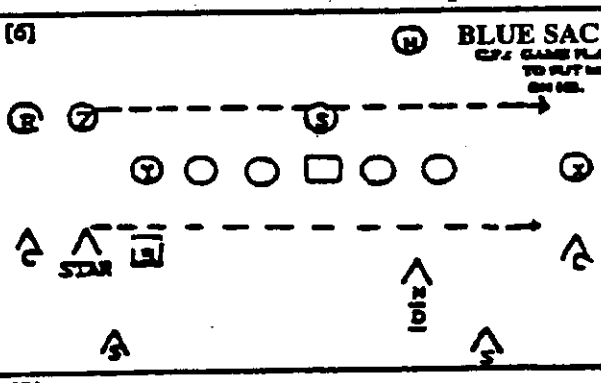
SAC GOLD [4]



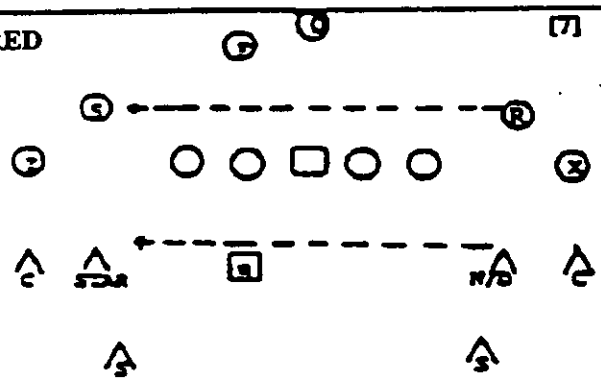
BLUE SAC TRIPS [5]



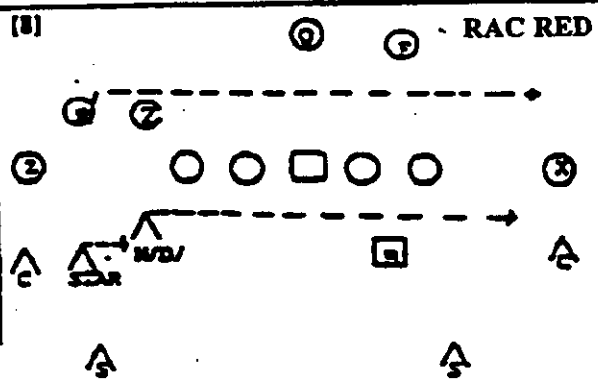
BLUE SAC RIGHT [6]



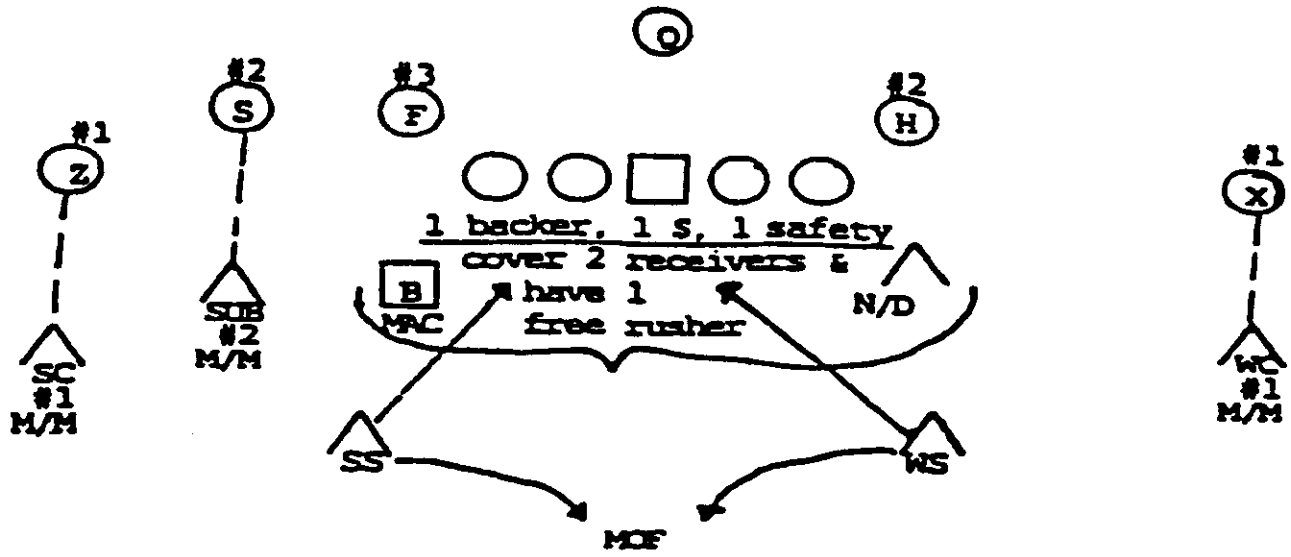
RED [7]



RAC RED [8]



(DESIGNATED RUSHER) COVER #0



COVER #0: A MAN/MAN DEFENSE WITH 5 RUSHERS - 5 DEFENDERS WILL COVER 5 ELIGIBLE RECEIVERS MAN/MAN AND SAFETY WILL GUARANTEE POST HELP - RUSHER WILL BE DESIGNATED BY NAME.

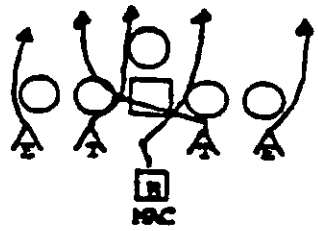
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
RUSHING BACKER	ON #2/#3 RECEIVER	BALL	GIVE "ABLE", "BAKER", OR "CHARLIE" CALL AND DIRECTION KEY BALL AND FREE RUSH TO QB
COVERING BACKER NICKEL DIME	ON YOUR COVERAGE	THROUGH LINEMEN TO YOUR COVERAGE	COVER BACK/TE MAN/MAN POST HELP. C.P: IF YOUR COVERAGE BLOCKS, HUG. C.P.: WE CAN ADD WORD "TRAILOR" TO AGGRESSIVE HUG BEHIND BLITZER.
CORNERS	ON #1	#1	COVER #1 MAN/MAN USING SHOULDER TECHNIQUE (#1 WIDE) POST HELP C.P.: NUMBERS RULE USUALLY PLAY THIS COVERAGE FROM "BUMP"

(DESIGNATED RUSHER) COVER #0 -continued

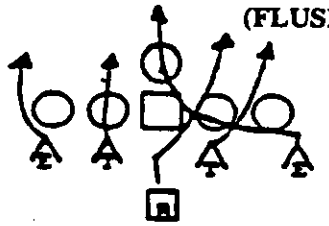
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	ON #2	#2	COVER #2 MAN/MAN USING SLOT TECHs POST HELP C.P.: NUMBERS RULE USUALLY PLAY THIS COVERAGE FROM "BUMP"
COVERING RUSHING SAFETY	ON YOUR COVERAGE 8 TO 10 YARDS DEEP	RUSH - BALL COVER YOUR COVERAGE	RUSHER: -GIVE "ABLE" "BAKER" OR "CHARILE" CALL AND GIVE DIRECTION. KEY BALL AND FREE RUSH TO QB. COVER: -COVER RUSHER'S RESPONSIBILITY MAN/MAN POST HELP C.P.: NO HUG FROM OFF. C.P.: CAN TRAILOR BEHIND BLITZER
MOF SAFETY	ON #2/#3 8 TO 10 YARDS DEEP	THROUGH UNCOVERED TO BACKS AND QB.	<u>MOF COVERAGE</u> COVER DEEP MIDDLE BE AWARE OF ALL INSIDE AND DEEP ROUTES PROTECT POST. BUT READ QB AND PATTERNS - GO TO BALL.

SUB COVER #0 RUSHES

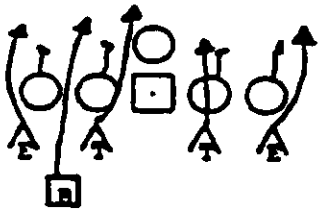
MAC '0' TOM [1]



[2] MAC 'O' (FLUSH RIGHT)



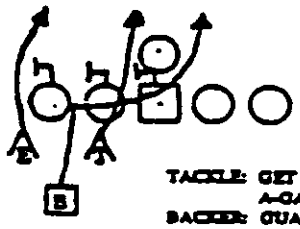
MAC '0' [3]



BAKER LEFT

C.P.: CAN TRAILOR SAFETY TO BACK

[4] BAKER LEFT



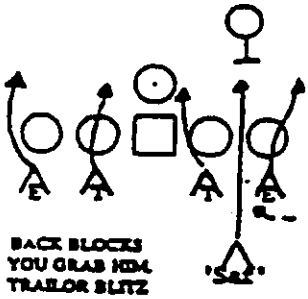
VS. SLIDE

READ VS. SLIDE

TACKLE: GET PENETRATION IN A-GAP

BACKER: GUARD BLOCK YOU BREAK IT OFF & RUSH UNDER TACKLE

SAFETY '0' [5]



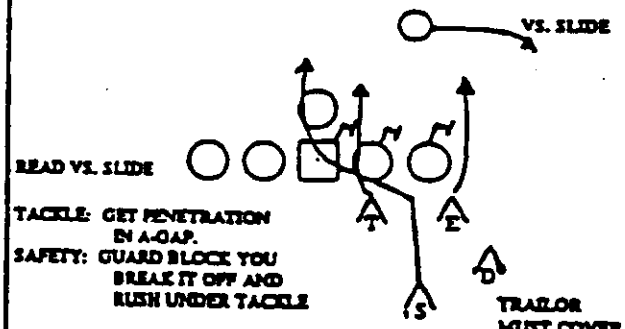
BAKER RIGHT

CAN TRAILOR

SAFETY: BACK BLOCKS YOU GRAB HIM.

B/N/D/Q: TRAILOR BLITZ ON BACK

[6] SAFETY '0'



VS. SLIDE

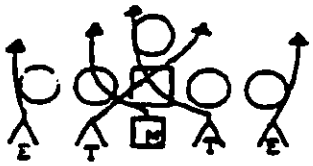
READ VS. SLIDE

TACKLE: GET PENETRATION IN A-GAP.

SAFETY: GUARD BLOCK YOU BREAK IT OFF AND RUSH UNDER TACKLE

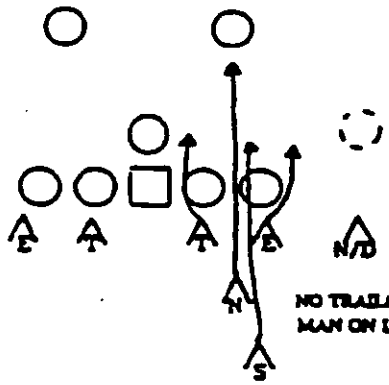
TRAILOR MUST COVER

MAC '0' SALLEY [7]



SALLY LEFT

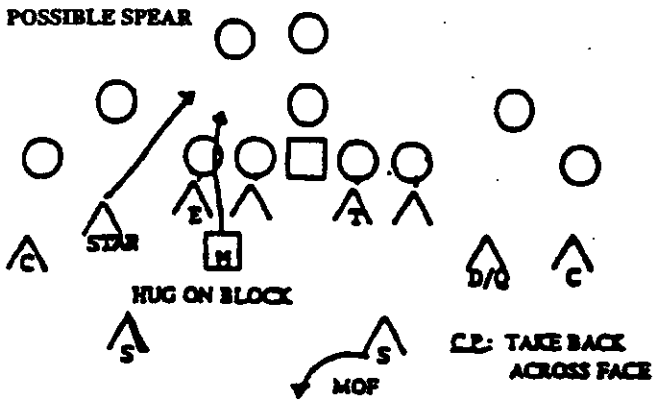
[8] NICKEL BAKER TRAILOR



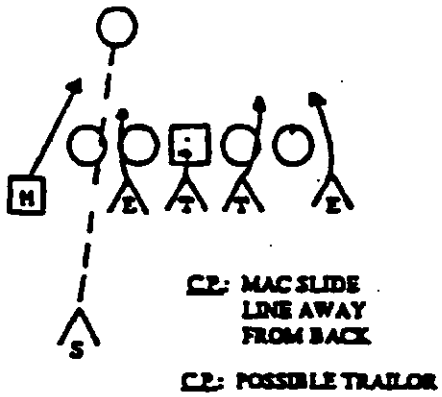
NO TRAILOR MAN ON L.O.S.

SUB COVER #0 RUSHES -continued

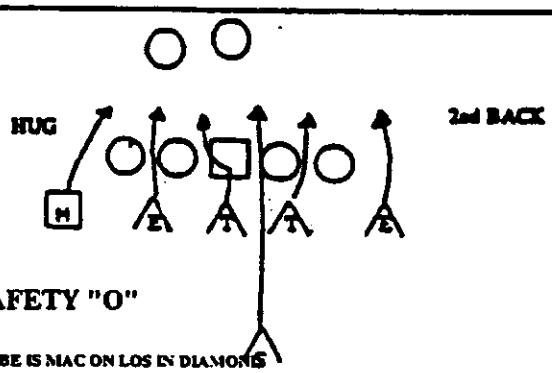
STAR "O"



DIAMOND ABE "O"



[3]



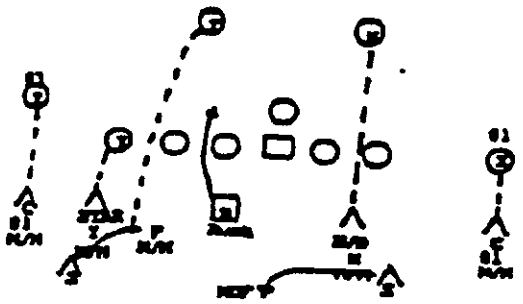
DIAMOND SAFETY "O"

NOTE: ABE IS MAC ON LOS IN DIAMONDS

ADJUSTMENTS - COVER #0

REGULAR PRO

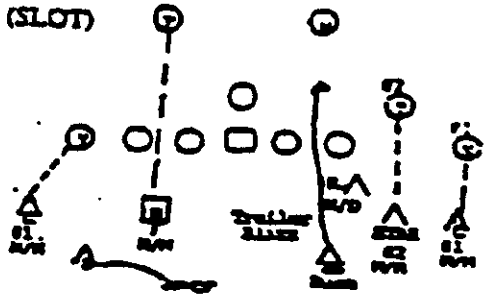
MAC -O



[1]

REGULAR

(SLOT)

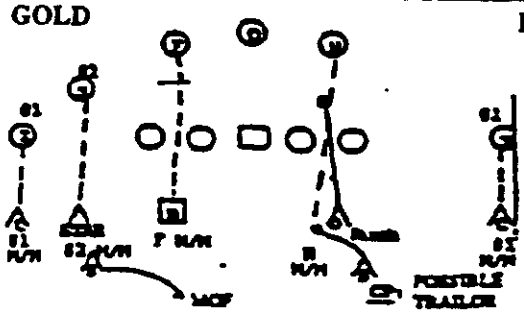


(1) (2)

[2]

GOLD

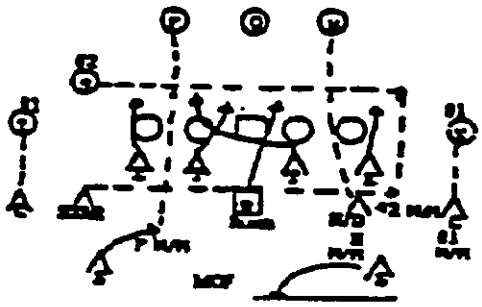
DIME - O



[3]

MAC - O -TOM

3 WIDES

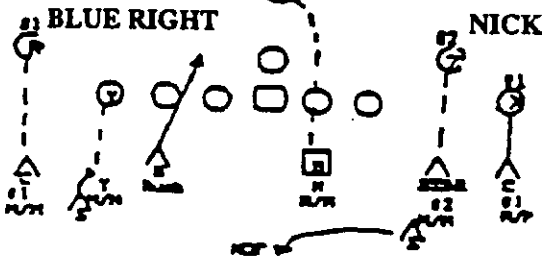


(3) (4)

[4]

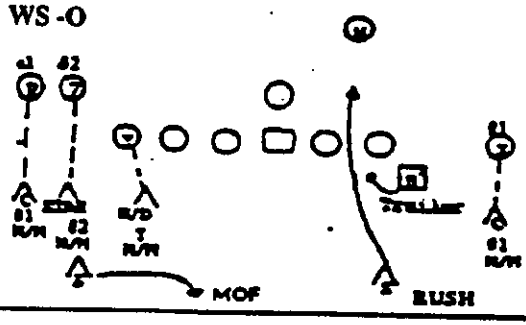
BLUE RIGHT

NICKEL-O



[5]

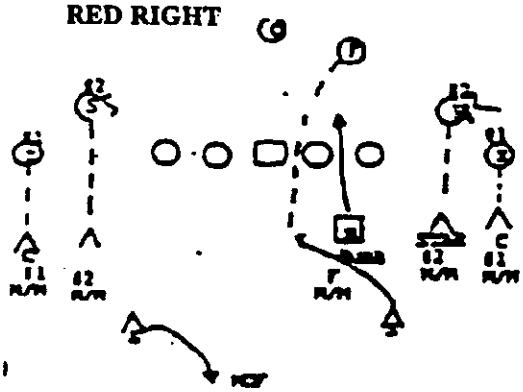
WS -O



[6]

RED RIGHT

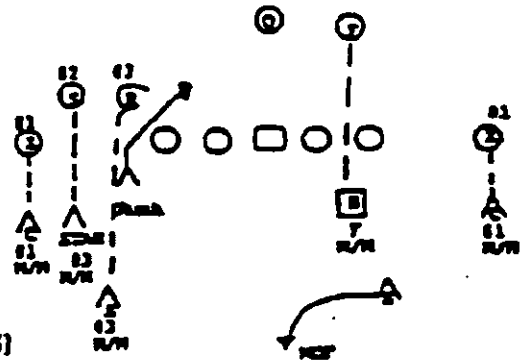
MAC - O



[7]

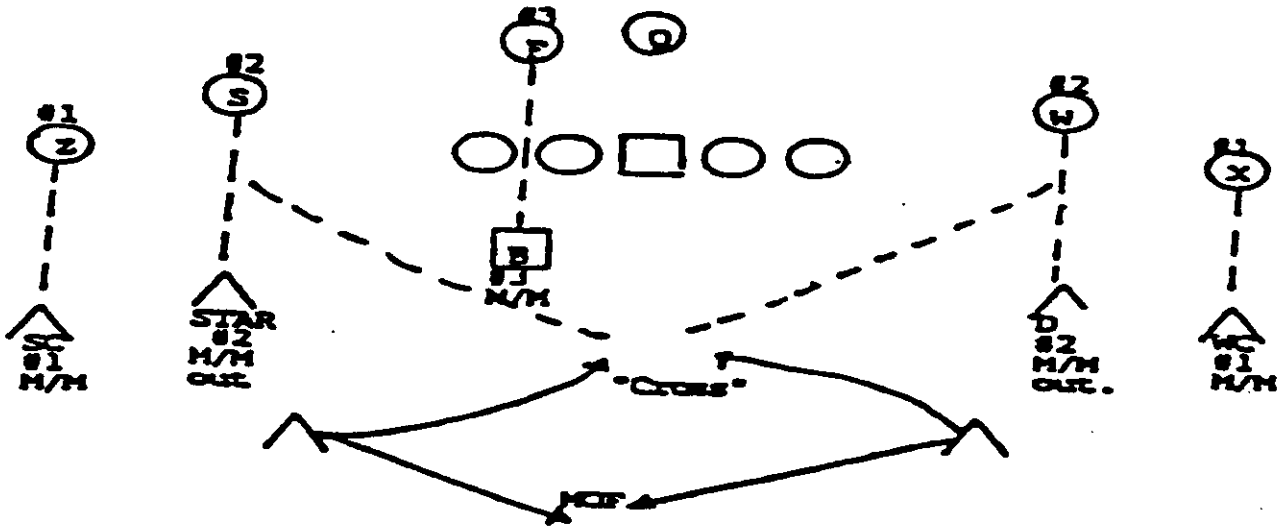
DIME - O

4 WIDES (FLOOD)



[8]

COVER #1 CROSS



COVER #1 CROSS: A M/M COVERAGE WITH POST HELP GUARANTEED - SAFETY ALSO GIVES CROSS HELP AT THE STICKS.

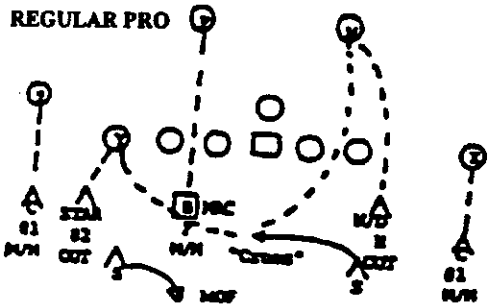
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKER	ON YOUR COVERAGE	(THRU LINEMAN) TO YOUR COVERAGE	MAN/MAN ON YOUR BACK USING INSIDE TECHNIQUE. POST HELP C.P.: IF YOUR COVERAGE BLOCKS, HUG.
DIME	#2 VS. 3/1 - #3	(THRU LINEMEN) TO #2	VS. 2/2 COVER #2 MAN/MAN USING OUTSIDE TECHNIQUE IF #2 CROSSES IN FRONT OF STICKS (CROSS MAN), GIVE HIM UP AND LOOK FOR CROSSER FROM OTHER SIDE.
STAR	#2	(THRU LINEMEN) TO #2	VS. 3/1. COVER #2/#3 MAN/MAN USING OUTSIDE TECHNIQUE IF #3 CROSSERS IN FRONT OF STICKS (CROSS MAN), GIVE HIM UP AND LOOK FOR CROSS BY #2 (3/1) IF #2 CROSSES IN FRONT OF STICKS (CROSS MAN), GIVE HIM UP AND READ QB (2/2).

COVER #1 CROSS - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	ON #2, 7 TO 10 YARDS DEEP	#2 RECEIVERS	VS. 2/2 DROP TO STICKS AND COVER INSIDE ROUTE BY #2 RECEIVER SAFETY WITH CROSSER IN FRONT OF YOU - NO CROSSER, READ QB. VS. 3/1, DROP TO STICKS AND COVER INSIDE ROUTE BY #2/#3 RECEIVER STAY w/CROSSER IN FRONT OF YOU - NO CROSSER - READ QB.
WEAK	ON #2, 7 TO 10 YARDS DEEP	THRU LINEMEN TO QB	MOF COVER DEEP MIDDLE BE AWARE OF ALL INSIDE & DEEP ROUTES PROTECT POST BUT READ QB AND PATTERNS GO TO BALL
CORNERS	#1	#1	COVER #1 MAN/MAN USING SHOULDER TECH POST HELP USUALLY PLAY THIS COVERAGE FROM BUMP. C.P.: VS. #1 LINED UP INSIDE NUMBERS. PLAY OUTSIDE TECH AND USE CROSS RULES ON #1s ROUTE. C.P.: ALWAYS SLIDE MOTION

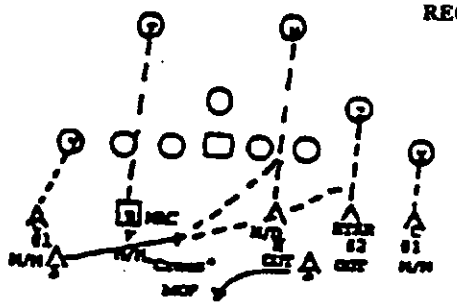
ADJUSTMENTS - COVER #1 CROSS

REGULAR PRO



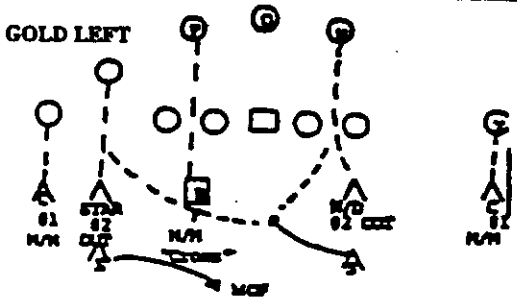
MOF [1]

REGULAR CROSS



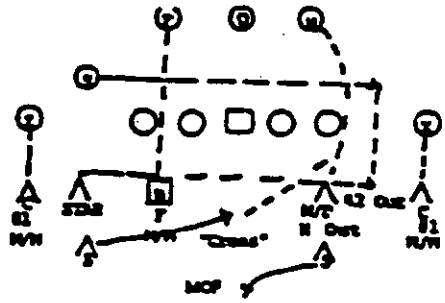
[2] MOF

GOLD LEFT



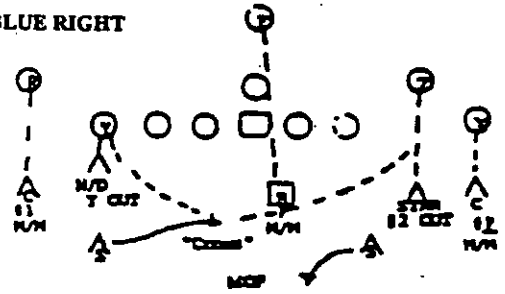
MOF [3]

GOLD SAC RIGHT



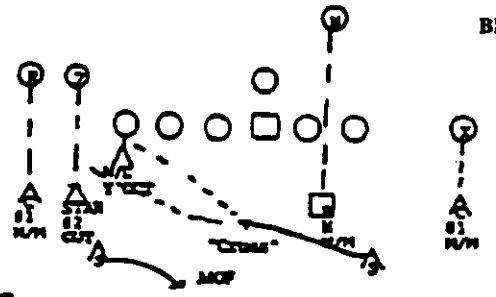
[4] MOF

BLUE RIGHT



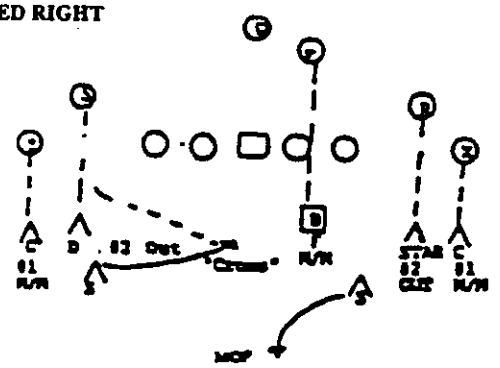
MOF [5]

BLUE TRIPS LEFT



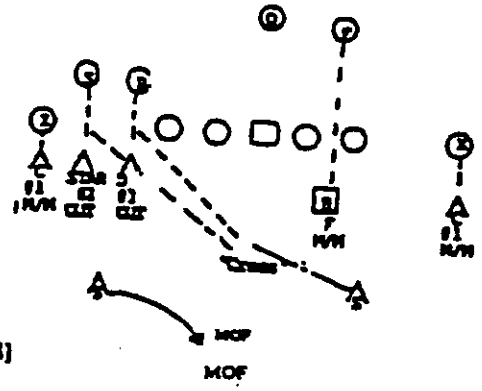
[6] MOF

RED RIGHT



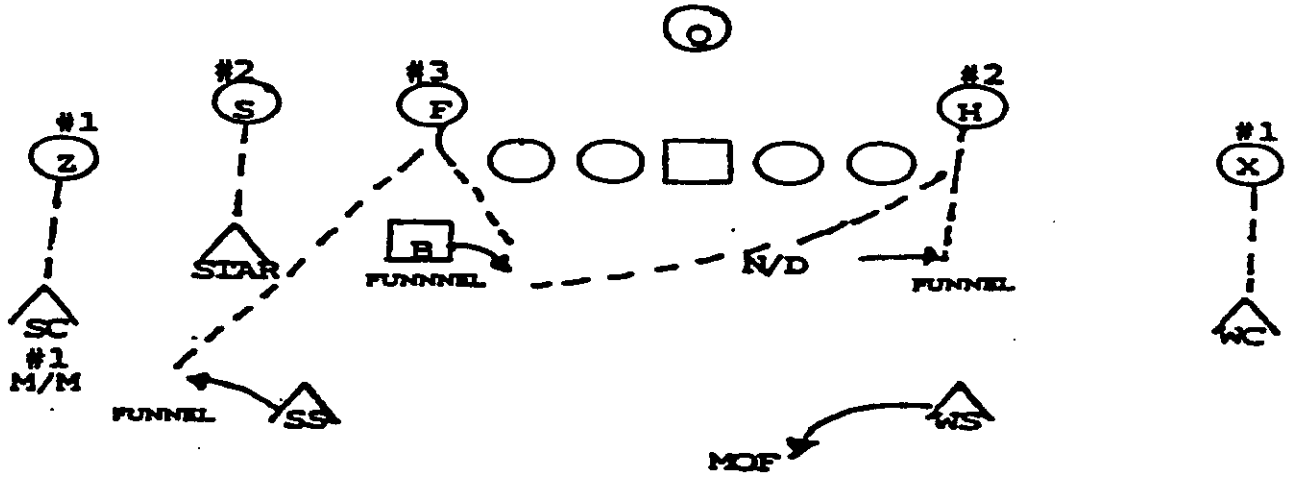
MOF [7]

RED TRIPS



[8] MOF

COVER #1 (LINEBACKER) FUNNEL



COVER #1 (LINEBACKER) FUNNEL: A MAN/MAN COVERAGE WITH POST HELP GUARANTEED BY A SAFETY - N/D - MAC AND STRONG SAFETY PLAY 3 ON 2, WITH THE (DESIGNATED) LINEBACKER IN THE MIDDLE OF THE FIELD.

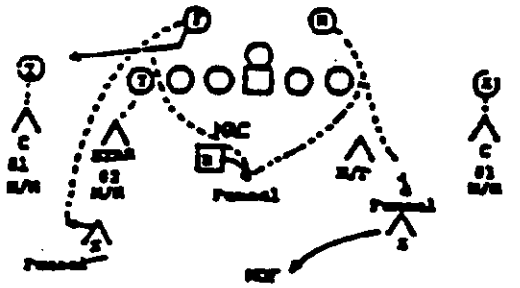
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
OUTSIDE FUNNEL NICKEL DIME	ON COVERAGE	THRU LINEMEN TO BACKS	2 BACKS - FUNNEL TECH ON BACKS BACK AND TE - FUNNEL NUMBERS RULE ON FUNNEL C.P.: NO HUG ON FUNNEL C.P.: POST HELP C.P.: CHECK "CROSS" VS. 4 WRs.
FUNNEL BACKER MAC	BETWEEN 2 RECEIVERS TO BE FUNNELED	THRU LINEMEN TO BACKS	FUNNEL TECH ON BACKS - BACK AND TE FLOOD OR WEBB ACTION - COVER 2nd BACKS NUMBER RULE ON FUNNEL C.P.: NO HUG ON FUNNEL C.P.: POST HELP C.P.: CHECK "CROSS" VS. 4 WRs.

COVER #1 (LINEBACKER) FUNNEL -continued

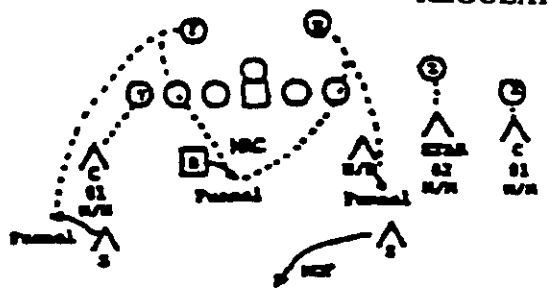
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
CORNERS	#1 "BUMP" OR "FEATHER"	#1	COVER #1 MAN/MAN USING DIVIDER RULE POST HELP C.P.: USUALLY PLAY THIS COVERAGE FROM BUMP.
STAR TECH.	#2 "BUMP"	#2	COVER #2 MAN/MAN USING INSIDE TO OUTSIDE POST HELP FROM SAFETY. C.P.: CHECK "CROSS" VS. 4 WRs.
FUNNEL SAFETY	AWAY FROM N/D CLOSE TO 10 YARDS DEEP	FUNNEL RECEIVERS	FUNNEL TECH ON BACKS - BACK AND TE. NUMBERS RULE ON FUNNEL C.P.: NO HUG C.P.: POST HELP C.P.: NO MOVE ON COS (FUNNEL IS SET) C.P.: "CROSS" VS. 4 WRs.
MOF SAFETY	ON #2, 7 TO 10 YARDS DEEP	THRU LINEMEN TO BACKS AND QB.	COVER DEEP MIDDLE BE AWARE OF ALL INSIDE AND DEEP ROUTES PROTECT POST, BUT READ QB AND PATTERN. GO TO BALL. C.P.: NO MOVE ON COS

ADJUSTMENTS - COVER #1 FUNNEL

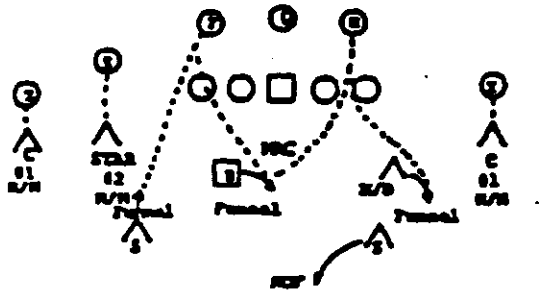
REGULAR (PRO)



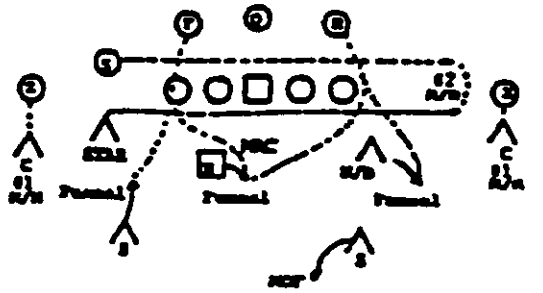
REGULAR (SLOT)



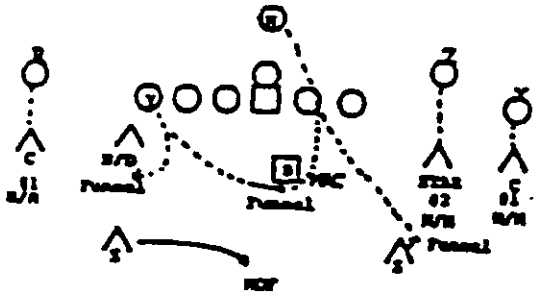
GOLD LEFT



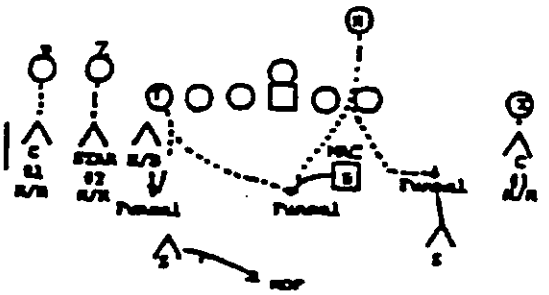
GOLD SAC RIGHT



BLUE RIGHT

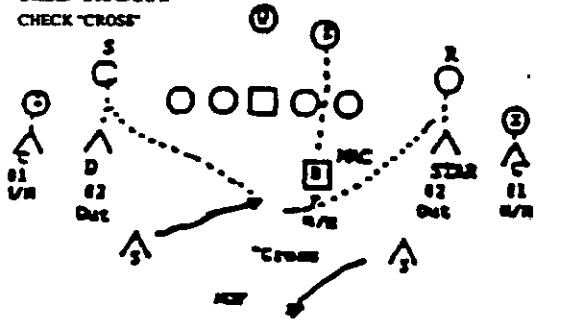


BLUE TRIPS LEFT



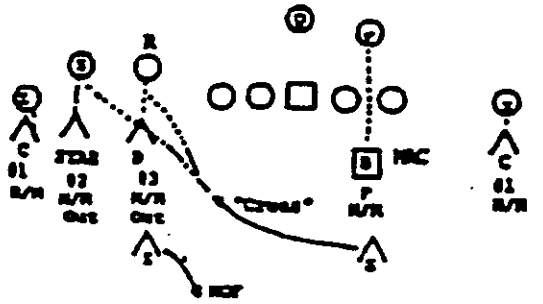
RED RIGHT

CHECK "CROSS"



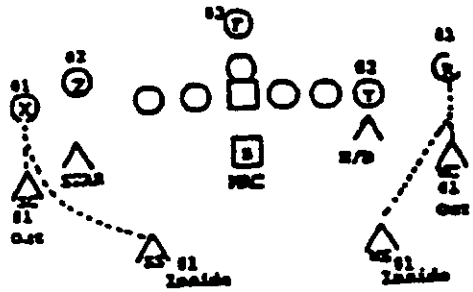
RED TRIPS

CHECK "CROSS"



SUB DOUBLES

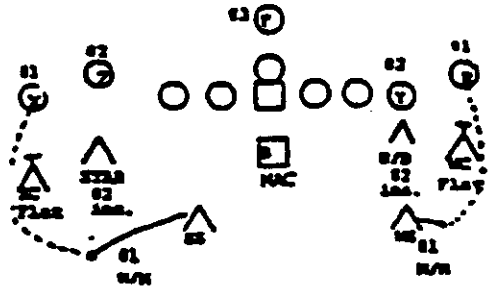
DOUBLE #1 - CONE



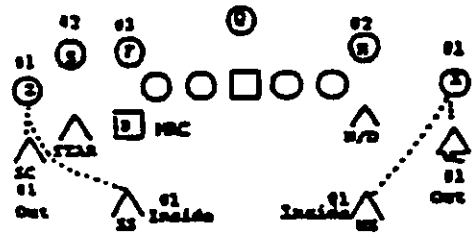
C.P.: w/FS IN MOFC

[1]

TRAP DOUBLE #1

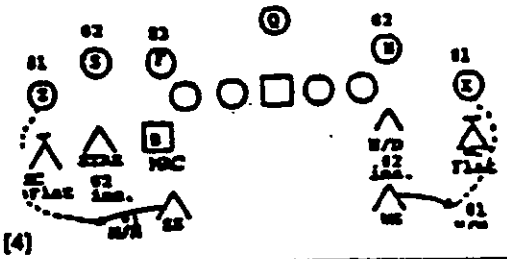


[2]



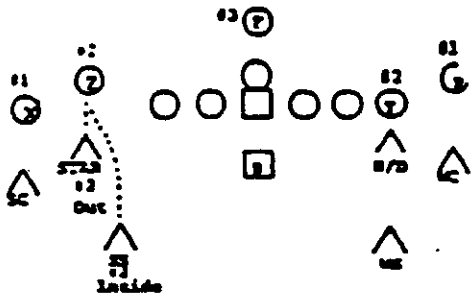
[3]

C.P.: DOG TO HIGH LOW ON RECEIVER



[4]

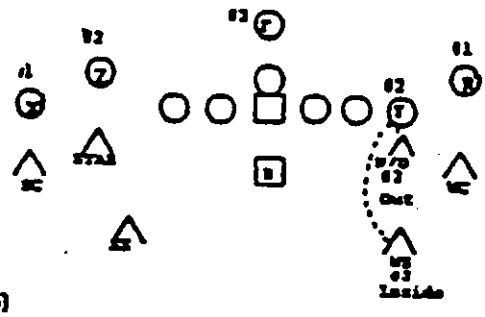
"DEUCE" - DOUBLE #2 (WR)



[5]

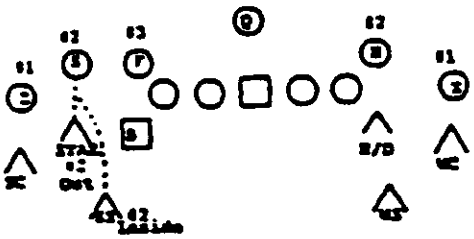
C.P.: RABBIT INSIDER TECH UP FRONT.
SAN DIEGO w/SLIDE UP FRONT
D w/ SAFETY IN MOF.

"VISE" - DOUBLE BACK OR

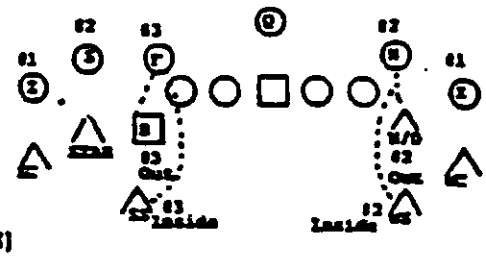


[6]

C.P.: BACKERS - DOUBLE BACK SAFETY #4



[7]



[8]

"C" CALL

"C" IS A CALL TO DOUBLE A WIDE RECEIVER IN AND OUT ("SOLO" TECHNIQUE)

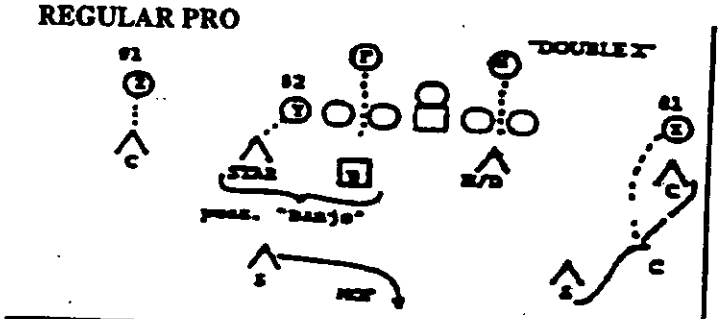
CORNER AND SAFETY: DOUBLE #1

CORNER: USE "BUMP" OR OUTSIDE TECHNIQUE AND COVER ALL OUTSIDE ROUTES USING SHOULDER TECHNIQUE. BACK UP SAFETY ON INSIDE CUTS.

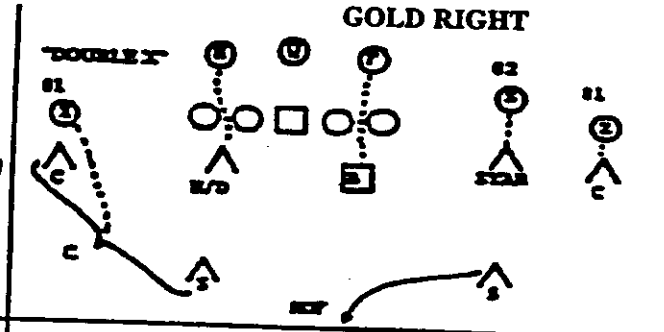
SAFETY: COVER #1 ON ALL INSIDE CUTS UP TO 15 YARDS ("SOLO" TECHNIQUE). IF #1 RELEASES OUTSIDE, FREE UP AND READ QB.

"C" CALL ADJUSTMENTS

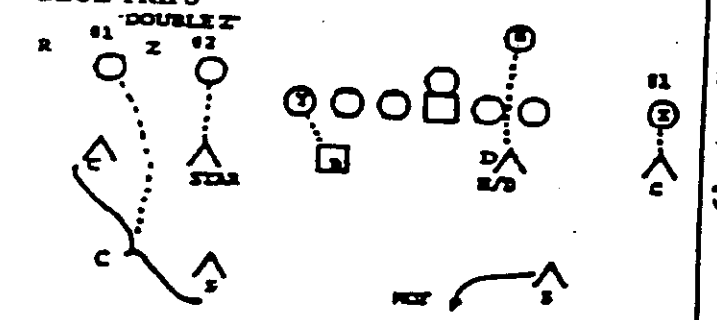
REGULAR PRO



GOLD RIGHT



BLUE TRIPS



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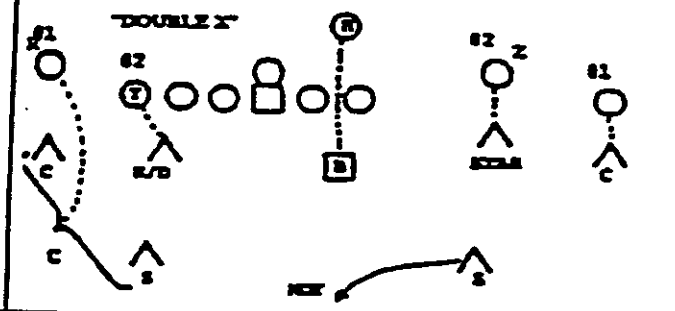
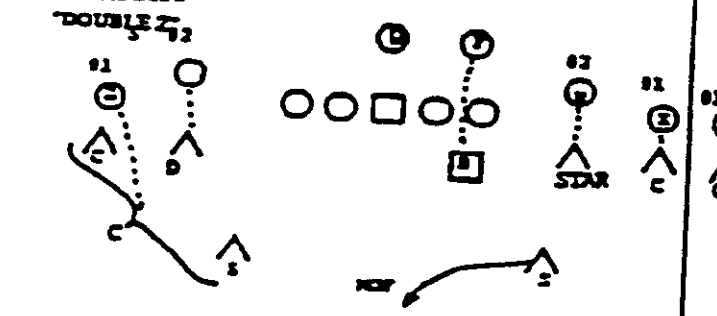
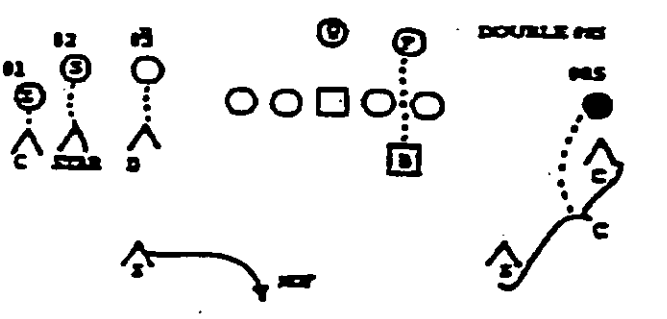


RED RIGHT



RED TRIPS



"DEUCE" CALL

"DEUCE" CALL IS A CALL TO DOUBLE THE #2 (WR) IN AND OUT (CONE TECHNIQUE)

STAR AND SAFETY: DOUBLE #2 - SAFETY INSIDE

STAR: USE "BUMP" ALIGNMENT AND COVER ALL OUTSIDE ROUTES USING SHOULDER TECHNIQUE. BACK UP SAFETY ON INSIDE CUTS.

SAFETY: COVER #2 ON ALL INSIDE CUTS TO GOAL LINE. IF #1 RELEASES INSIDE CUT TO #1. #1 OUTSIDE FREE UP AND READ QB.

STAR AND SAFETY: DOUBLE #2 - SAFETY OUTSIDE ("RABBIT")

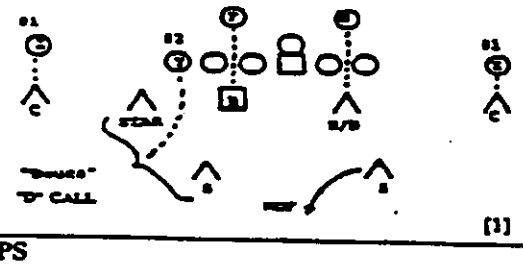
STAR: USE "BUMP" ALIGNMENT AND COVER ALL INSIDE ROUTES TO GOAL LINE USING SHOULDER TECHNIQUE. SAFETY COVER ALL O/S ROUTES.

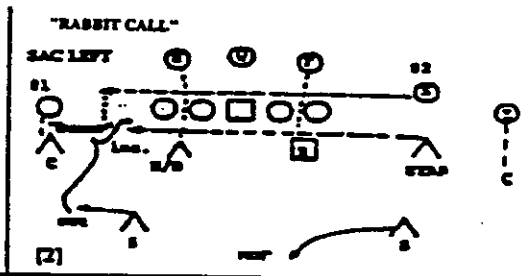
SAFETY: COVER #2 ON ALL OUTSIDE ROUTES USING OUTSIDE TECHNIQUE. #2 INSIDE CUT TO #1.

C.P.: SAN DIEGO - DEUCE w/SAFETY INSIDE, STAR INSIDE TECHNIQUE TO DOUBLE. CAN BE USED ON MOTION.

C.P.: W/D CALL INSIDE DEFENDER CAN DROP INSIDE AT 15 YARDS TO MOF SAFE

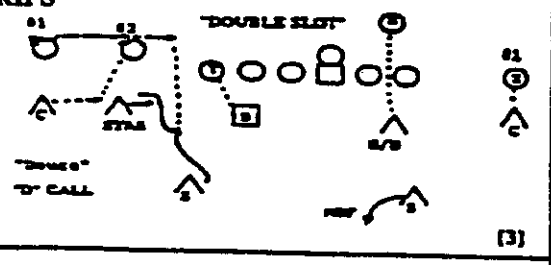
REGULAR (PRO)

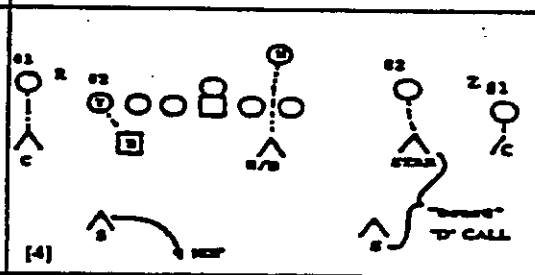




GOLD

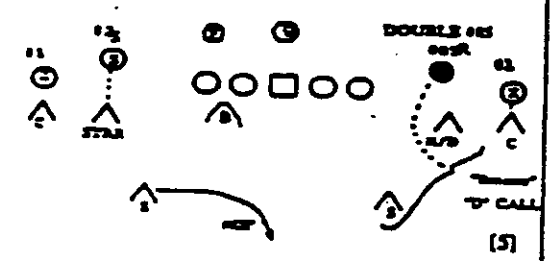
BLUE TRIPS RIGHT

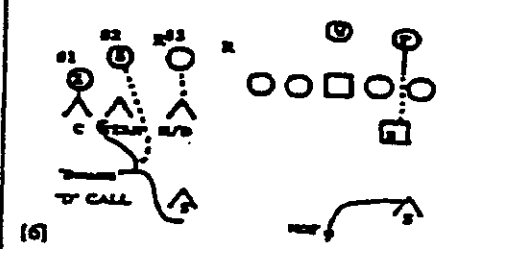




BLUE

RED





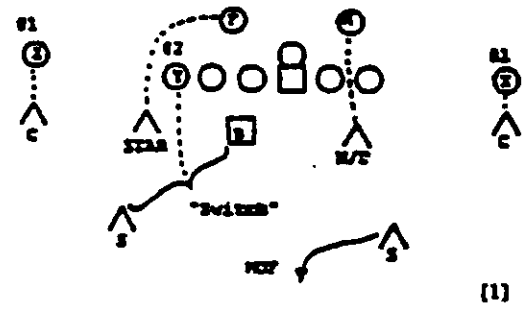
RED

"SWITCH" CALL

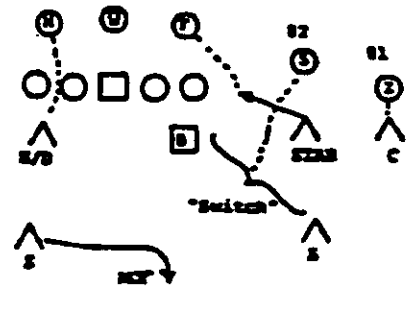
"SWITCH" CALL IS A VARIATION OF "DEUCE" TO DOUBLE THE #2 RECEIVER

SAFETY AND LINEBACKERS:	DOUBLE #2 - SAFETY OUTSIDE. STAR COVERS #3.
SAFETY: TECHNIQUE	COVER #2 ON ALL OUTSIDE ROUTES USING OUTSIDE
LINEBACKERS:	COVER ALL INSIDE ROUTES BY #2 UP TO 15 YARDS.
STARS:	COVER #3 ON ALL ROUTES
	C.P.: CAN SUGAR BLITZ
	C.P.: CHECK "DEUCE" IF NOT BACK LINED UP TO #2s SIDE.

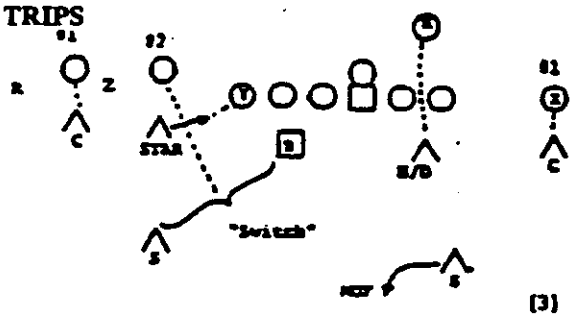
REGULAR (PRO)



3 WIDES



BLUE TRIPS



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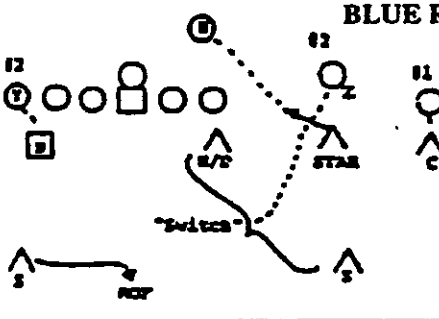

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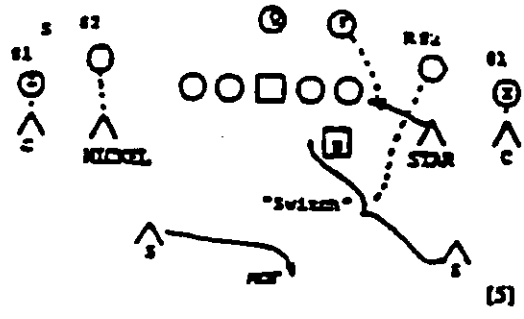

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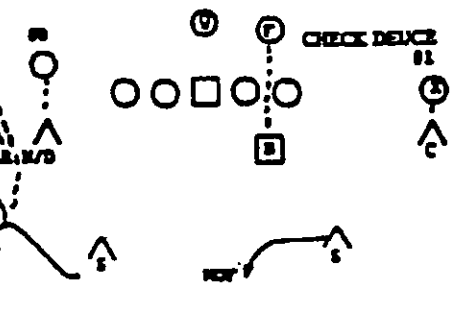


"VISE" CALL

"VISE" CALL IS A CALL TO DOUBLE A TE OR BACK IN AND OUT

B/N/D AND SAFETY: DOUBLE TE/BACK - SAFETY INSIDE.

B/N/D: COVER ALL OUTSIDE ROUTES USING SHOULDER TECHNIQUE BACK UP
SAFETY

ON INSIDE CUTS. IF BACK/TE BLOCKS, HUG.

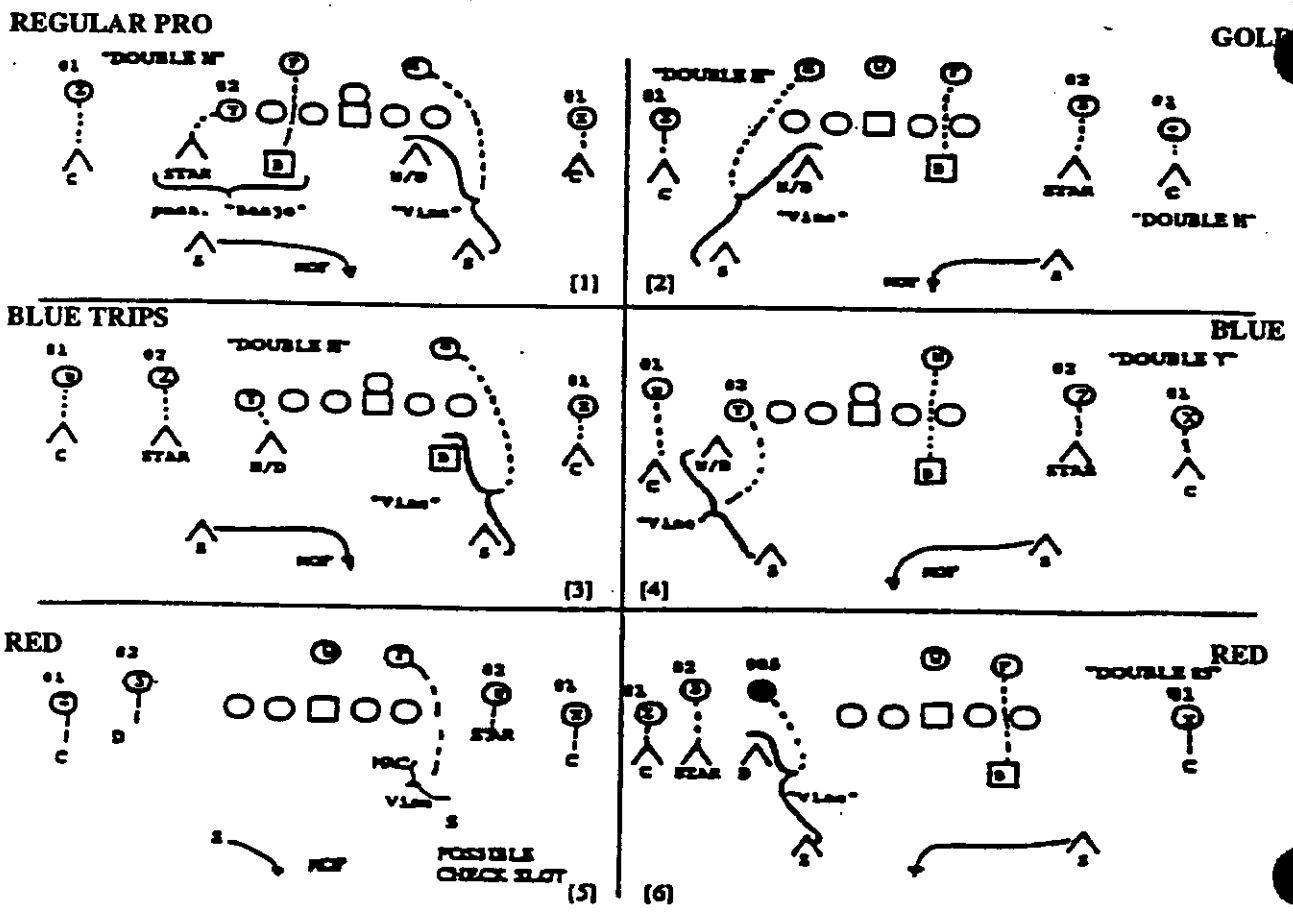
SAFETY: COVER #2 ON ALL INSIDE CUTS UP TO 15 YARDS. IF #1 RELEASES OUTSIDE, BACK UP B/N/D ON ALL ROUTES UP TO 10 YARDS. AFTER 10 YARDS, FREE UP READ UP ON QB.

B/N/D AND SAFETY: DOUBLE TE/BACK - SAFETY OUTSIDE (REVERSE DOUBLE)

B/N/D: COVER ALL INSIDE ROUTES UP TO 15 YARDS USING SHOULDER TECHNIQUE. COVER ALL OUTSIDE ROUTES UP TO 10 YARDS USING TRAIL TECHNIQUE.

SAFETY: COVER #2 ON ALL OUTSIDE ROUTES USING OUTSIDE TECHNIQUE w/#2 INSIDE CUT TO #1. #1 OUTSIDE - FREE UP - READ QB.

VS. TE/BACK MOVEMENT ACROSS THE BALL OR PEEL, USE REVERSE DOUBLE (SAFETY OUTSIDE).



TRAP CALL

TRAP IS A CALL TO DOUBLE A WIDE RECEIVER SHORT AND DEEP.

CORNER/SUB AND SAFETY: DOUBLE #1

CORNER/SUB: JAM RECEIVER OUTSIDE AND SETTLE IN FLAT. COVER ANY RECEIVER THAT CROSSED THE NUMBERS IN FRONT OF YOU.

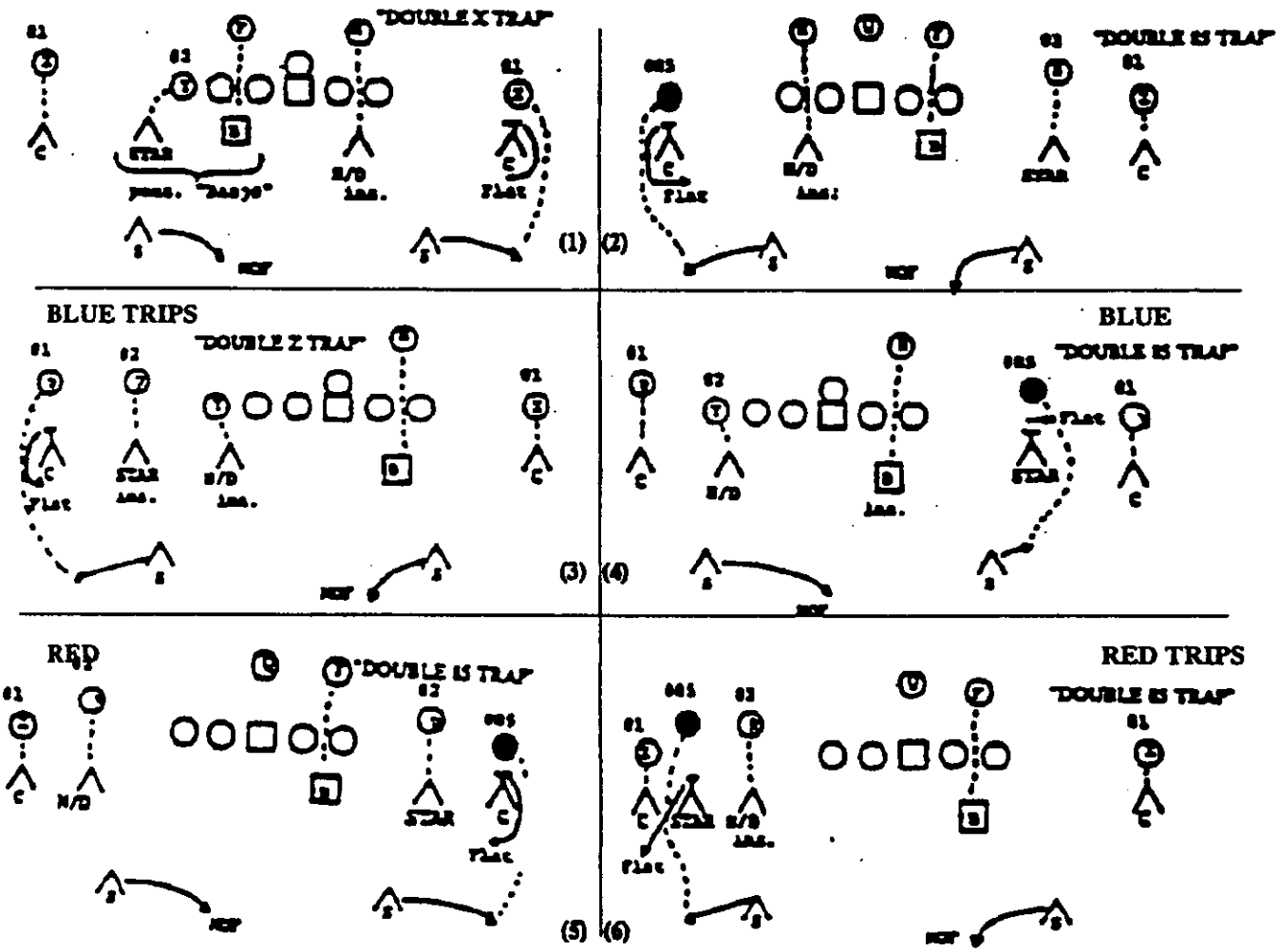
C.P.: CORNER HAS THE DELAY.

SAFETY: COVER RECEIVER MAN/MAN USING INSIDE TECHNIQUE

OTHER DEFENDERS ON TRAP SIDE: COVER YOUR MAN ON ALL INSIDE AND DEEP ROUTES USING INSIDE TO OUTSIDE TECHNIQUE. YOU WILL GET FLAT HELP ON TRAP CALL TO YOUR SIDE.

C.P.: VS. BUNCH PASS, CORNER HAS FIRST TO FLAT, SLIDE #2 OR #3. SAFETY HAS #1 ALL OVER.

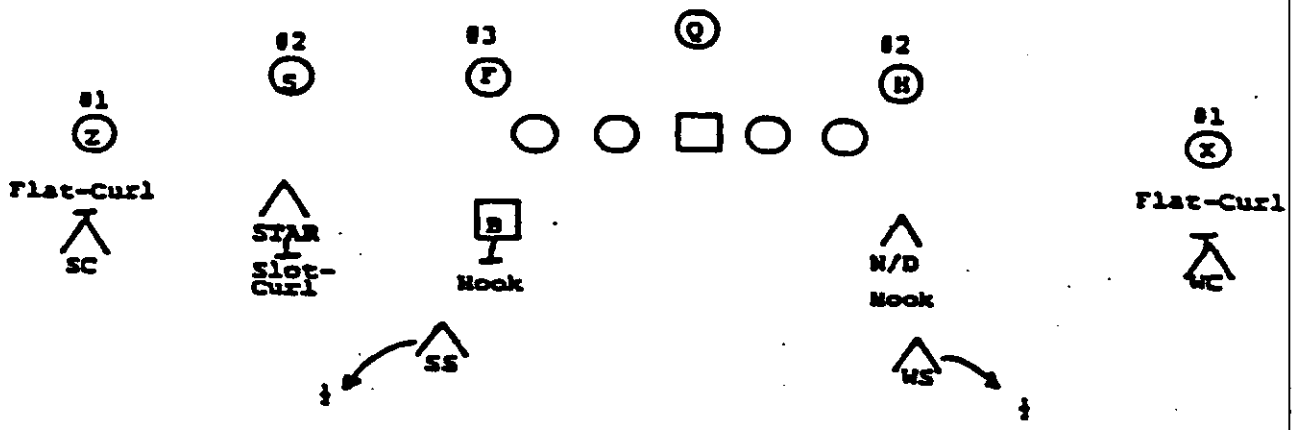
REGULAR PRO **GOLD**



COVER #2

COVER #2: A DOUBLE ROTATED ZONE WITH 5 UNDER AND 2 DEEP

C.P.: "STAY" - NO MOVE BY DEFENDERS ON MOTION/FLY ACROSS FORMATION



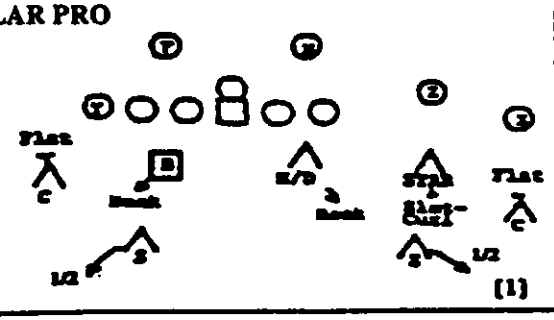
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKER	ON #3/#2	(THRU LINEMEN) TO #2/#3	OPEN TO STRONG/WEAK HOOK DROP TO STICKS, READ QB, AND REACT TO B RE-ROUTE STRONGSIDE #2/#3 THRU THE POST C.P.: WEAK HOOK DEFENDER - BE AWARE OF OF RELEASE BY #1. C.P.: "STAY" - NO MOVE (SLIDE ADJUSTMENT).
NICKEL DIME	ON #2/#3 C.P.: "STAY"	(THRU LINEMEN) TO #2/#3	
STAR	INSIDE ALIGNMENT ON #2	(THRU LINEMEN) TO #2	RE-ROUTE #2 ON VERTICAL RELEASE VS. INSIDE RELEASE, FLATTEN HIM DOWN TO NEXT DEFENDER. C.P.: "STAY" VS. OUTSIDE RELEASE, CARRY HIM THRU SLOT. C.P.: SEE #1 DELAY COVER SLOT/CURL AREA. READ QB AND REACT TO BALL.

COVER #2 -continued

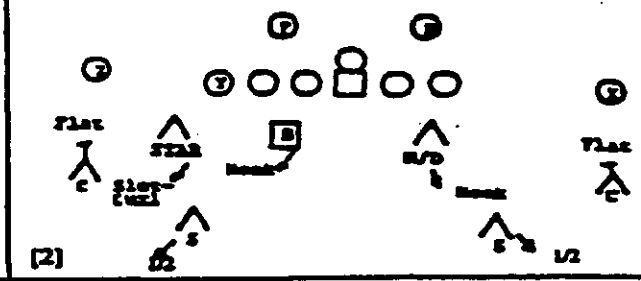
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	OUTSIDE SHADE ON #1	#1	JAM #1 INSIDE IF #1 RELEASE INSIDE, GET DEPTH (15 YARDS), READ QB, AND REACT TO BALL. C.P.: YOU ARE RESPONSIBLE FOR THE 7. IF #1 RELEASES OUTSIDE, CARRY HIM THRU THE FADE AREA. YOU ARE RESPONSIBLE FOR THE FADE.
WEAK CORNER	OUTSIDE SHADE ON #1	#1	
SAFETIES	ON #2/#3 8 TO 10 YARDS DEEP	THRU UNCOVERED LINEMEN TO BACKS	DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS - 17 YARDS DEEP. SEE FLOW, READ #1s RELEASE, AND TAKE A HARD READ ON QB.

ADJUSTMENTS -- COVER #2

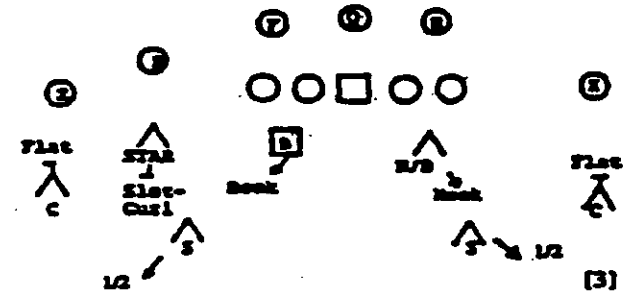
REGULAR PRO



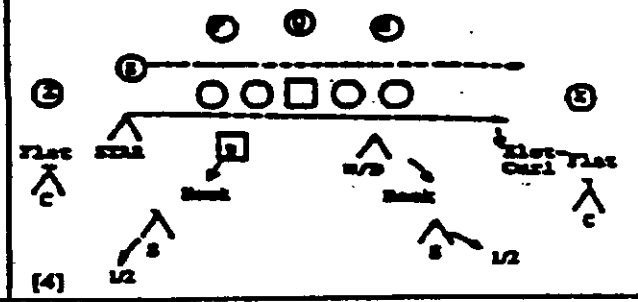
REGULAR SLOT



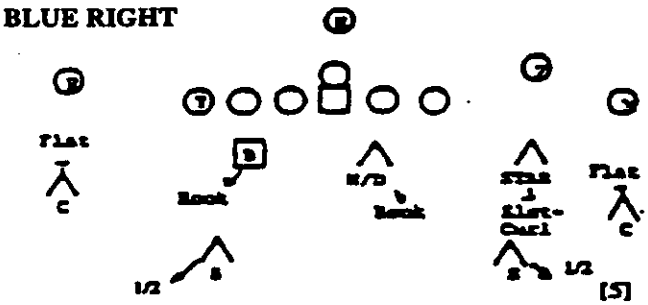
GOLD



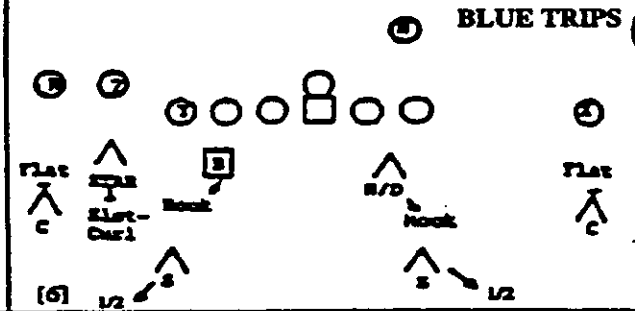
GOLD SAC RIGHT



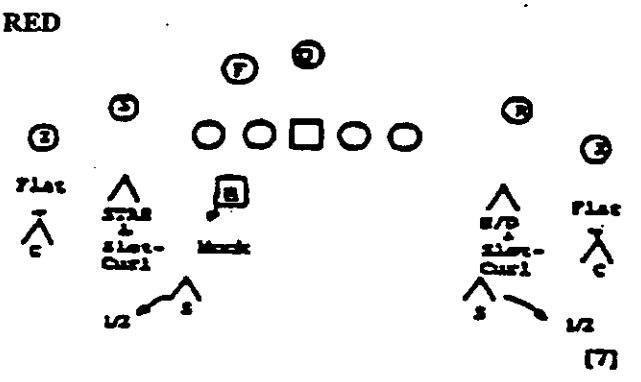
BLUE RIGHT



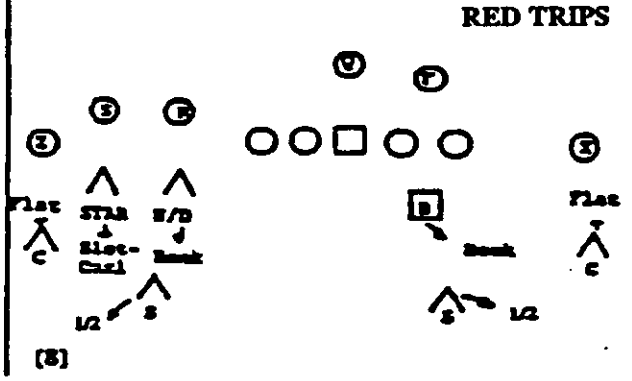
BLUE TRIPS



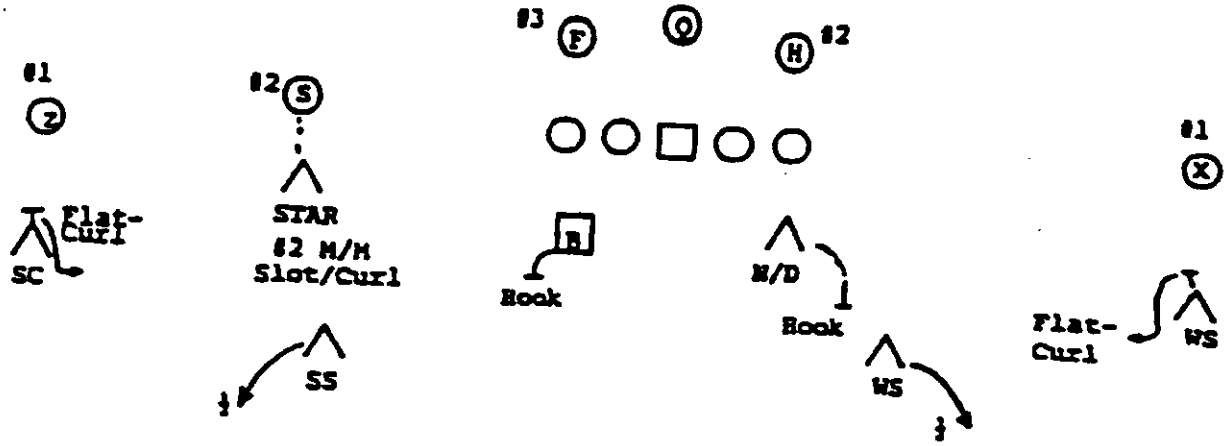
RED



RED TRIPS



COVER #2 LEACH



COVER #2 DOG: A DOUBLE ROTATED ZONE WITH 4 UNDER AND DEEP, AND ONE DEFENDER COVERING THE #2 RECEIVER STRONGSIDE MAN/MAN.

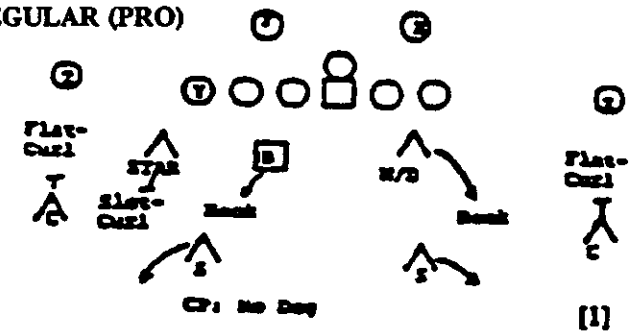
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKER	SAME AS COVER #2	(THRU LINEMEN) TO #2/#3	OPEN TO STRONG/WEAK HOOK
BALL.			DROP TO STICKS, READ QB, AND REACT TO
NICKEL DIME			RE-ROUTE STRONGSIDE #2/#3 THRU THE POST C.P.: WEAK HOOK DEFENDER, BE AWARE OF RELEASE BY #1.
STAR	INSIDE ALIGNMENT	#2	COVER #2 MAN/MAN USING INSIDE TECH ON OUTSIDE AND VERTICAL RELEASE. VS. INSIDE RELEASE, DIAGONAL - PLAY SLOT/ CURL RESPONSIBILITY.
STRONG CORNER	OUTSIDE SHADE ON #1. 5 TO 7 YARDS DEEP.	#1	JAM #1 INSIDE IF RELEASES INSIDE, GET DEPTH (15 YARDS) READ QB AND REACT TO BALL.

COVER #2 LEACH - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WEAK CORNER			JAM #1 INSIDE IF #1 RELEASES INSIDE, GET DEPTH (15 YARDS) READ QB, AND REACT TO BALL. IF #1 RELEASES OUTSIDE, CARRY HIM THRU THE FADE AREA. YOU ARE RESPONSIBLE FOR THE FADE. C.P.: SETTLE A LITTLE SOONER IN FLAT DOGGING #2) TO BALL IF #1 RELEASES OUTSIDE, CARRY HIM THRU THE FADE AREA - YOU ARE RESPONSIBLE FOR THE FADE.
(STAR			
STRONG SAFETY	SPLIT #2/#3 8 TO 10 YARDS DEEP	THRU UNCOVERED LINEMEN TO BACKS	DROP AS AIMING POINT TO INSIDE EDGE OF NUMBERS - 17 YARDS DEEP SEE FLOW, READ #1s RELEASE, AND TAKE A HARD READ ON QB. C.P.: FAVOR #1 MORE THAN USUAL WITH STAR DOGGING #2.
HARD			
THE			
WEAK SAFETY	ON #2, 8 TO 10 YARDS DEEP	THRU UNCOVERED LINEMEN TO BACKS	DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS - 17 YARDS DEEP. SEE FLOW, READ #1s RELEASE, AND TAKE A HARD READ ON QB.

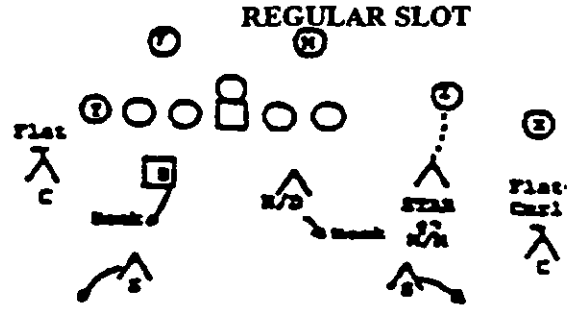
ADJUSTMENTS – COVER #2 LEACH

REGULAR (PRO)



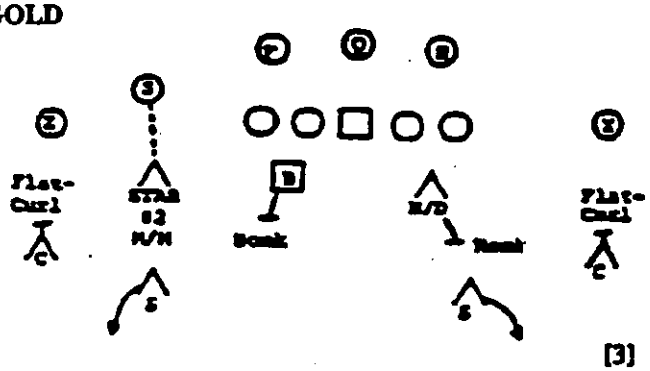
[1]

REGULAR SLOT



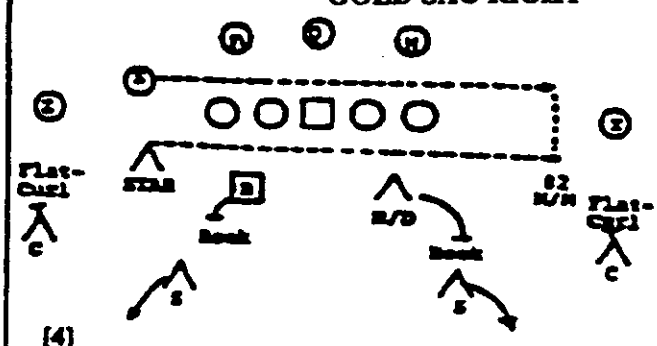
[2]

GOLD



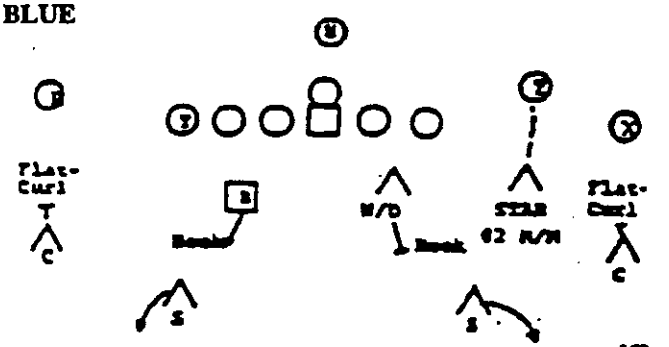
[3]

GOLD SAC RIGHT



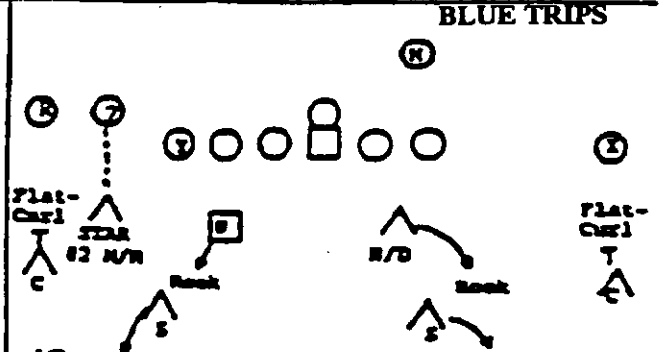
[4]

BLUE



[5]

BLUE TRIPS



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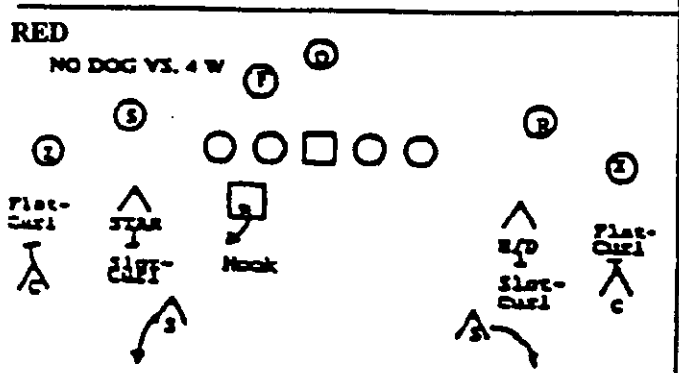
RED



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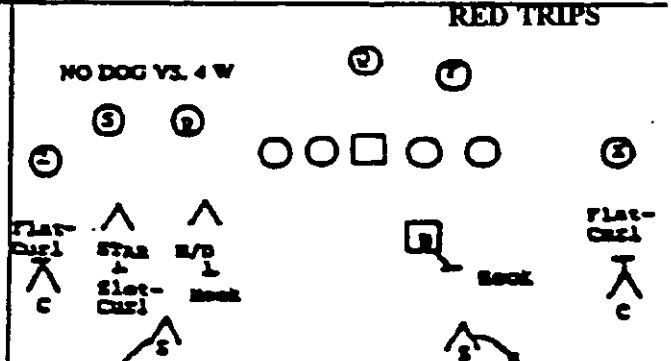
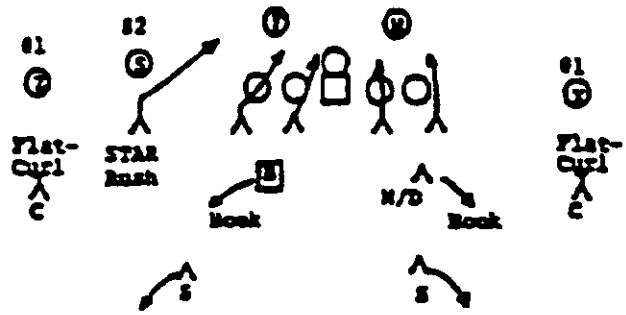
RED TRIPS



[8]

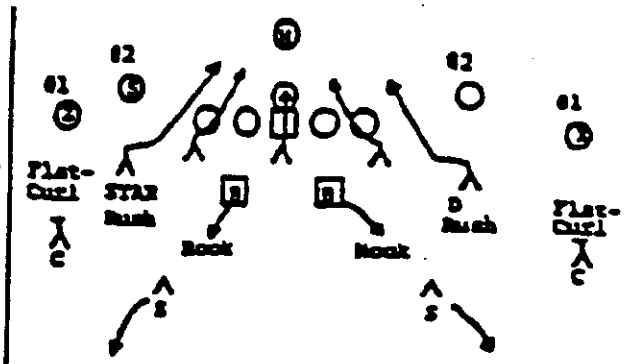
EVEN STAR COVER #2 VS. GOLD, BLUE



[1]

STAR COVER #2: A DOUBLE ROTATED ZONE WITH 4 UNDER AND 2 DEEP - 5 MAN RUSH - "CHARLIE" TO STAR SIDE.

ODD DOUBLE STAR COVER #2 VS. 4 WRs



[2]

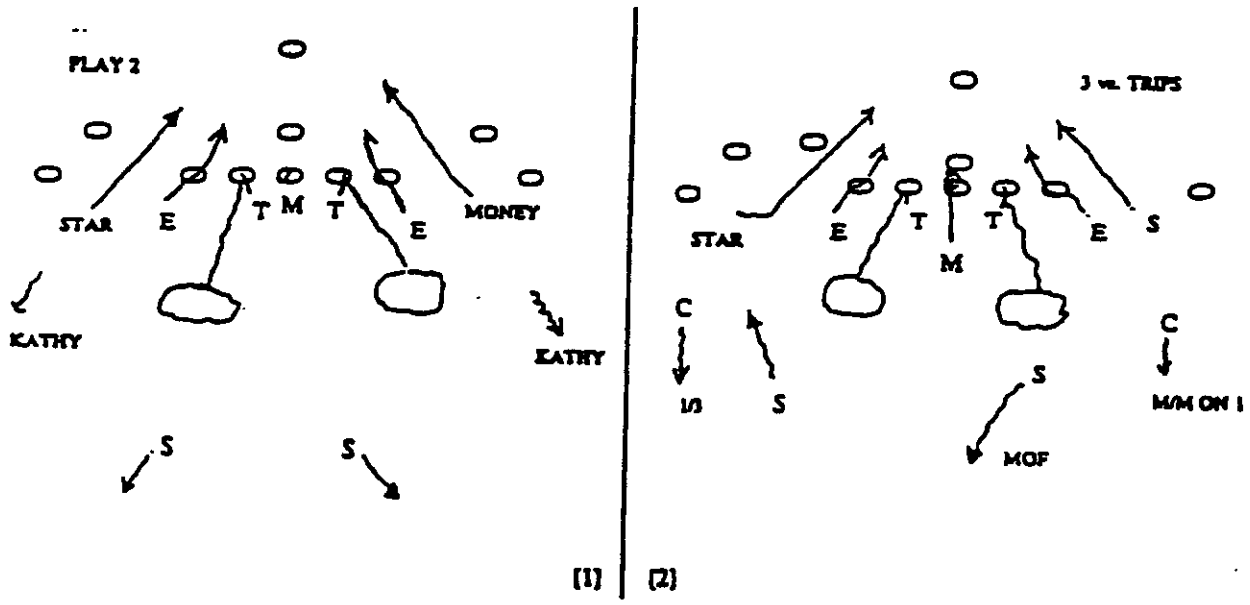
DOUBLE STAR COVER #2: A DOUBLE ROTATED ZONE WITH 4 UNDER AND 2 DEEP - 5-MAN RUSH.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKER	ON #2/#3	THRU UNCOVERED LINEMEN TO BACKS, QB	OPEN TO HOOK AND DROP TO STICKS READ QB AND REACT TO BALL C.P.: VS. #2 WIDE, BE AWARE OF #2 DOWN SEAM C.P.: "DOUBLE STAR" VS. 3/1, EXTEND TO #2
NICKEL DIME	ON #2 "DOUBLE STAR" AWAY FROM STAR	THRU UNCOVERED LINEMEN TO BACKS, QB	OPEN TO HOOK AND DROP TO STICKS READ QB AND REACT TO BALL C.P.: VS. #2 WIDE, BE AWARE OF #2 DOWN
SEAM			C.P.: VS. #2 TIGHT, BE READY TO STUFF STRONG C.P.: "DOUBLE STAR" - CONTAIN RUSH AWAY FROM STAR (NO MOVE)
STAR	ON #2 BUMP	BALL	FREE RUSH - VS. COS, RUSH FROM SAME SIDE (NO MOVE)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAFETIES	ON #2/#3, 8 TO 10 YARDS	THRU UNCOVERED LINEMEN TO BACKS	DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS, 17 YARDS DEEP.
HARD			SEE FLOW, READ #1s RELEASE AND TAKE A READ ON QB.
			C.P.: ALERT FOR 3-STEP DROP - QUICK PASS TO SLOT.
CORNERS	OUTSIDE SHADE ON #1 - 5 TO 7 YARDS DEEP	#1/#2	JAM #1 RELEASES INSIDE, GET DEPTH, READ QB.
			IF #1 RELEASES INSIDE, GET DEPTH, READ QB, AND REACT TO BALL
FADE			IF #1 RELEASES OUTSIDE, CARRY HIM THRU AREA - YOU ARE RESPONSIBLE FOR THE FADE.
			C.P.: ALERT FOR SLOT DIAGONAL IF RUSHER IS ON YOUR SIDE.

EVEN DOUBLE FIRE T-2/3

RED ACE **RED TRIPS**



EVEN STAR COVER #2

REGULAR PRO

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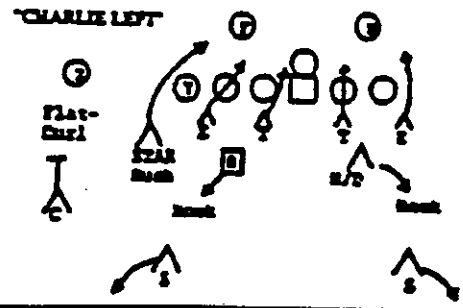

REGULAR SLOT

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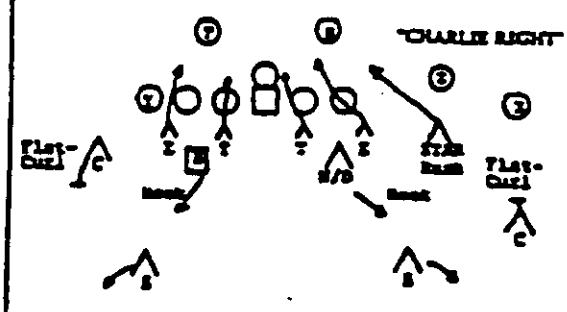

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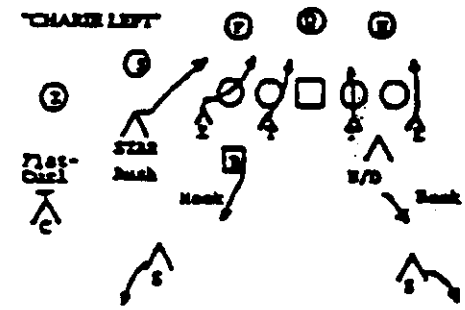

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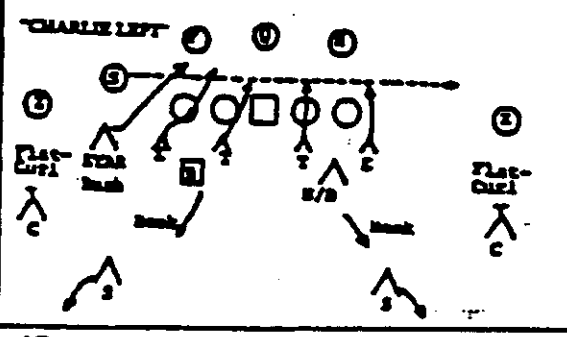

BLUE

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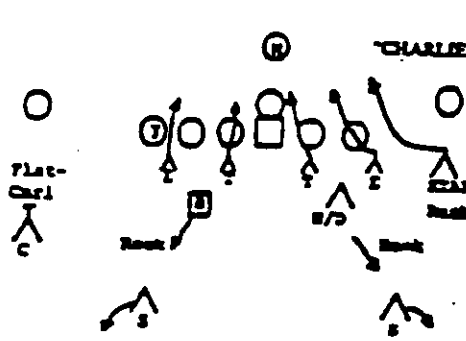

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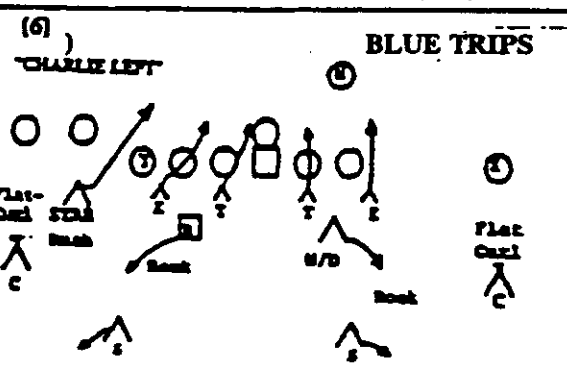

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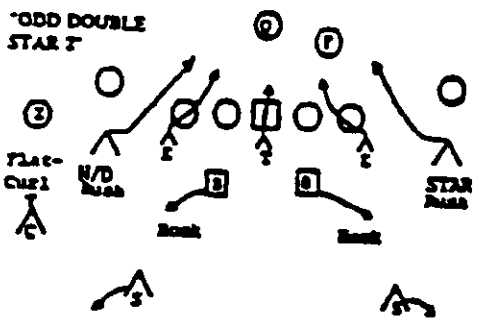

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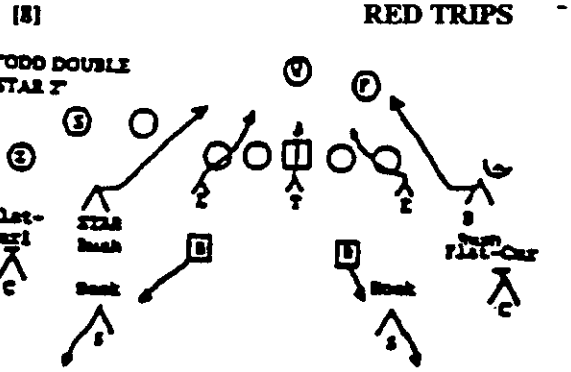
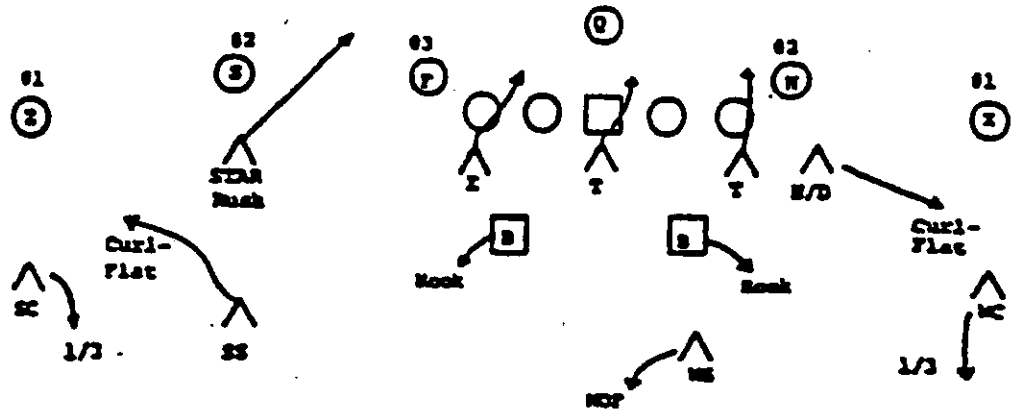


ODD (#) COVER #3

ODD (#) COVER #3: A 3-DEEP ZONE ROTATED TO THE ORIGINAL FORMATION STRENGTH WITH 4 UNDERNEATH DEFENDERS. (#) IS THE 4TH RUSHER.

"STAR 3"



C.P.: EVEN C-3 - DEEP ZONE ROTATED TO ORIGINAL FORMATION STRENGTH - STAR ADJUST MONEY STAY WITH ROTATION ALWAYS STRONG.

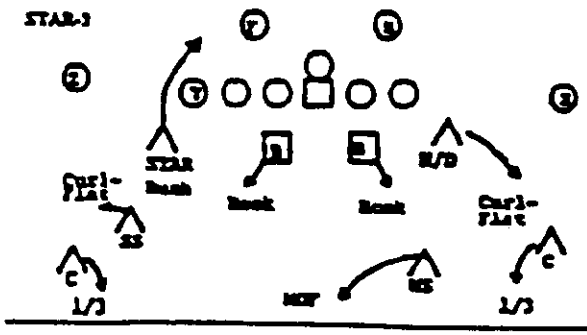
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
NICKEL DIME	NORMAL ODD ALIGNMENT AWAY FROM STAR	THRU #2 AND WEAK TACKLE TO BALL	OPEN OUTSIDE AND COVER CURL/FLAT PATTERN READ #2 - SEE THE THROW BE FORCE ON RUN AND DUMPS TO YOUR SIDE. NICKEL/DIME - 3 FREE RUSH OUTSIDE - LET #2 CLEAR.
BACKERS	NORMAL ODD ALIGNMENT	THRU UNCOVERED LINEMEN TO BACKS, QB	GIVE "ROY/LEE" CALL OPEN TO YOUR RESPECTIVE HOOK - GET OUT OF NO COVER ZONE. PATTERN READ #2 - SEE THE THROW C.P.: KNOW DOWN/DISTANCE SITUATION AND PLAY ACCORDINGLY.
STAR	ON #2 "BUMP"	BALL	"STAR" - 3 - FREE RUSH OUTSIDE C.P.: VS. COS, NO MOVE - RUSH FROM ORIGINAL SIDE. "DIME/NICKEL" - 3 - COVER CURL TO FLAT C.P.: VS. COS, NO MOVE.

ADJUSTMENTS - ODD (#) COVER #3 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	ON #2, 7 TO 10 YARDS DEEP TO RUSH SIDE	THRU UNCOVERED LINEMEN TO BACKS QB	SAME AS COVER 3 DROP TO CURL AREA AND READ PATTERNS OF #2/#3 HOLD CURL AREA - SEE THE THROW BE FORCE ON RUN AND DUMPS TO YOUR SIDE. C.P.: BE ALERT FOR DIAGONAL BY SLOT C.P.: VS. COS. NO MOVE - COVER CURL/ FLAT TO RUSH SIDE.
WEAK SAFETY	12 YARDS DEEP ON INSIDE LEFT OF WEAK TACKLE	THRU UNCOVERED LINEMEN TO BACKS QB	SAME AS COVER 3. COVER DEEP MIDDLE 1/3, DEEP AS THE DEEPEST. GUARANTEE POST HELP - COVER #2 ON THE SEAM. KEY BALL AND READ STRONG TO WEAK PROGRESSION. C.P.: VS. COS. NO MOVE - PLAY MOF RESPONSIBILITY
CORNERS	SPLIT RULE 8 YARDS FROM L.O.S.	THRU UNCOVERED LINEMEN TO BACKS, QB.	SAME AS COVER 3 COVER DEEP OUTSIDE 1/3, DEEP AS THE DEEPEST AND THRU ZONE MIDPOINT APPLYING SIDELINE RULE. READ #2 (ALERT #2 DEEP) - SEE THE THROW.

ADJUSTMENTS -- ODD (#) COVER #3

REGULAR PRO [1]



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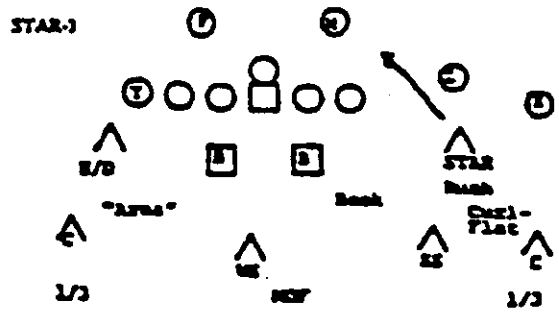

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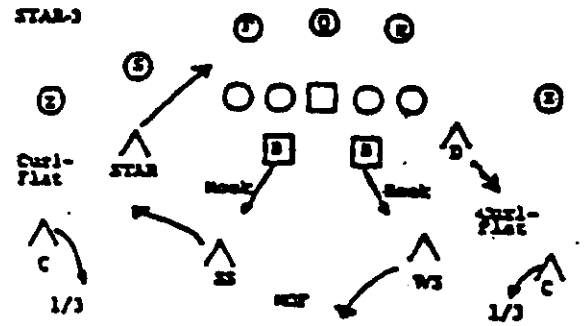

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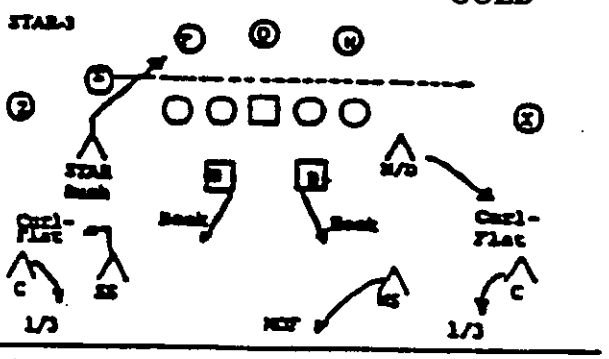

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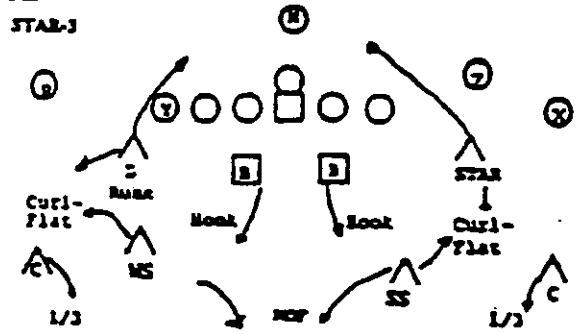

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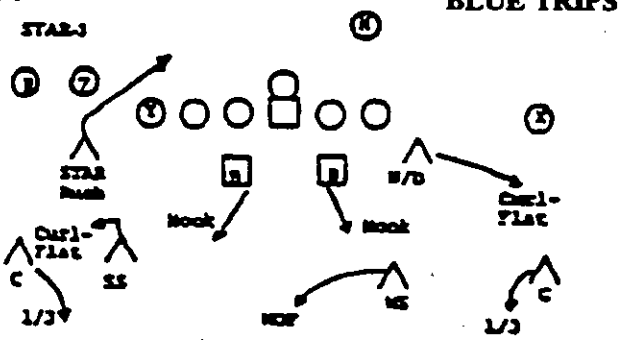

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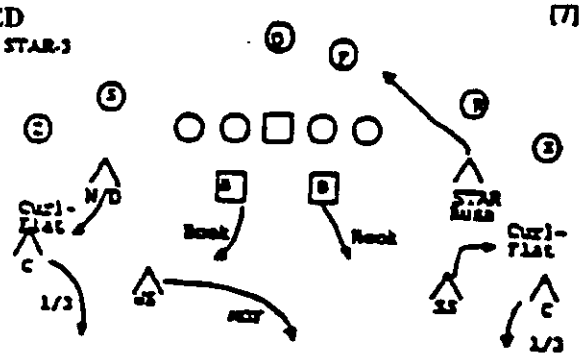

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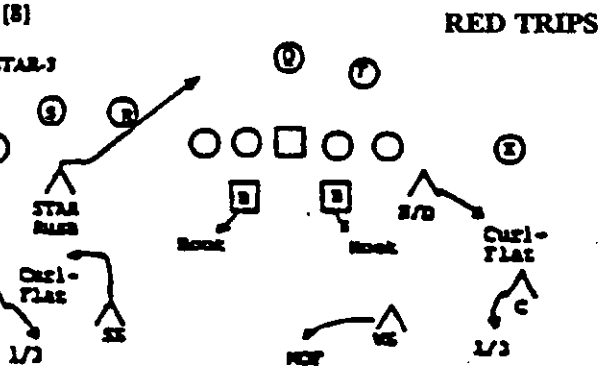
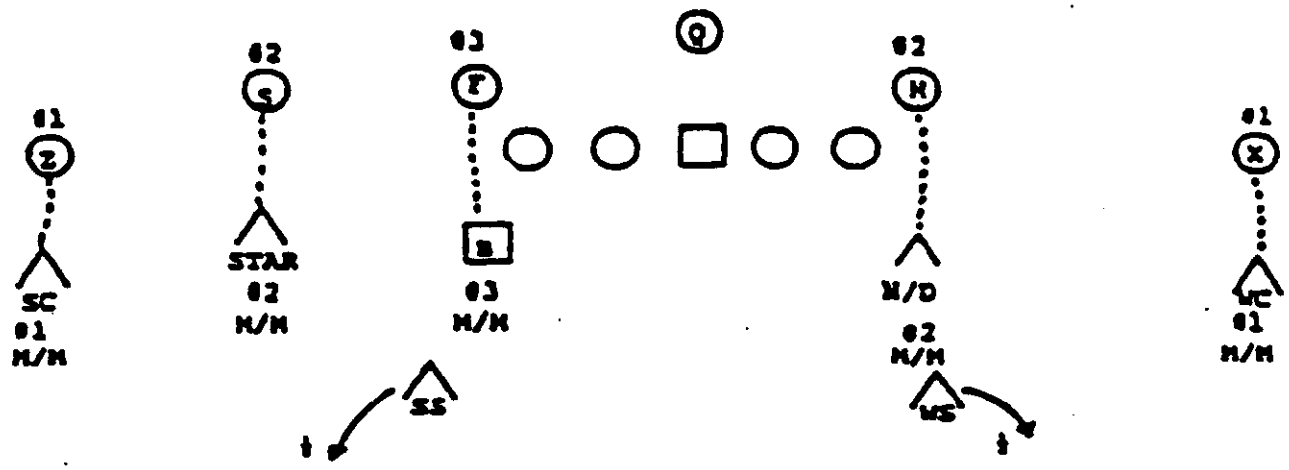


COVER #5



COVER #5: A COMBINATION MAN/MAN AND ZONE COVERAGE. FIVE UNDERNEATH DEFENDERS PLAY MAN/MAN AND TWO DEEP DEFENDERS PLAY ZONE (1/2 THE FIELD)

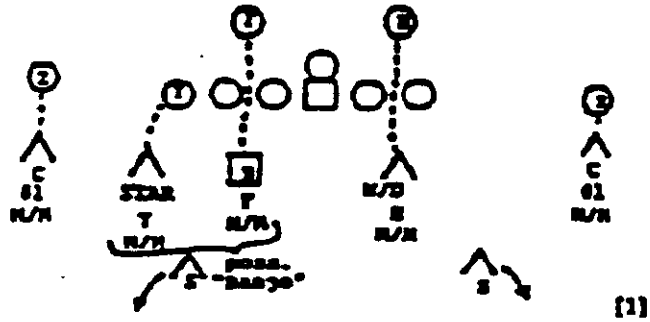
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKERS	ON YOUR COVERAGE BACK/TIGHT END	(THRU LINEMEN) TO YOUR MAN	COVER YOUR MAN TO GOAL LINE USING TRAIL TECHNIQUE IF YOUR COVERAGE BLOCKS, HUG. C.P.: POSSIBLE "BANJO" BETWEEN LBers SUB OR WC. C.P.: 1/2 HELP FROM SAFETY
NICKEL DIME	ON YOUR COVERAGE (BACK, TE, WR)	(THRU LINEMEN) TO YOUR MAN	COVER YOUR MAN TO GOAL LINE USING TRAIL TECHNIQUE IF YOUR COVERAGE BLOCKS, HUG C.P.: POSSIBLE "BANJO", PUSH C.P.: 1/2 HELP FROM SAFETY C.P.: VS. 4 W, COVER W
CORNERS	ON YOUR COVERAGE BUMP OR FEATHERS	YOUR MAN (#1)	COVER #1 MAN/MAN USING TRAIL TECH 1/2 HELP FROM SAFETY C.P.: USUALLY PLAY THIS COVERAGE FROM "BUMP" RC-COVER #5: RC HAS FREE RUSH C.P.: VS. SLOT, STAR HAS FREE RUSH

COVER #5 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	INSIDE ALIGNMENT ON YOUR COVERAGE BUMPER OR FEATHER	YOUR MAN (#2)	COVER #1 MAN/MAN USING INSIDE TECH (LOW SHOULDER) 1/2 HELP FROM SAFETY C.P.: USUALLY PLAY THIS COVERAGE FROM "BUMP" C.P.: POSSIBLE "BANJO" w/LBer. RC-COVER #5: VS. SLOT, STAR HAS FREE RUSH
STRONG SAFETY	SPLIT #2/#3, 7 TO 10 YARDS DEEP	THRU LINEMEN TO QB	DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS - 17 YARDS DEEP READ #1s RELEASE AND TAKE A HARD READ ON QB
WEAK SAFETY	12 YARDS DEEP ON INSIDE LEG OF WEAK TACKLE	THRU LINEMEN TO QB	DROP AS AIMING POINT 3 YARDS INSIDE NUMBERS - 17 YARDS DEEP READ #1s RELEASE AND TAKE A HARD READ ON QB. RC-COVER #5: COVER #1 MAN/MAN C.P.: VS. SLOT, COVER SLOT M/M

ADJUSTMENTS - COVER #5

REGULAR



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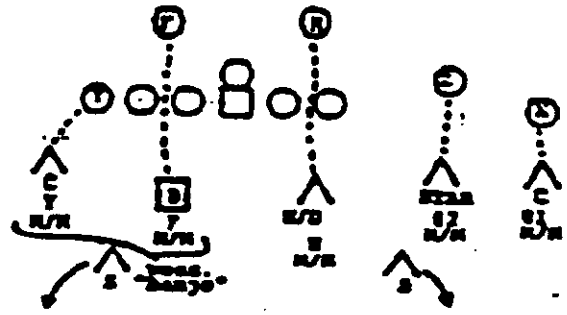
REGULAR (SLOT)



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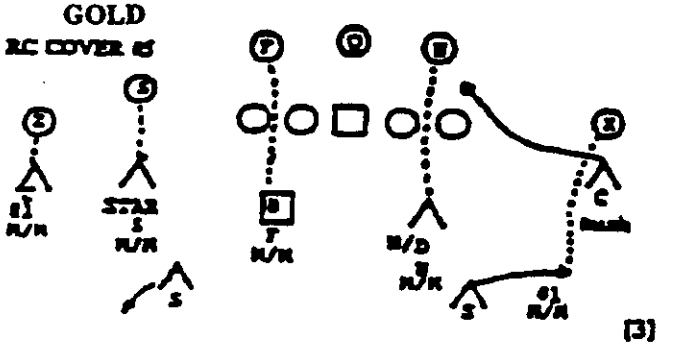

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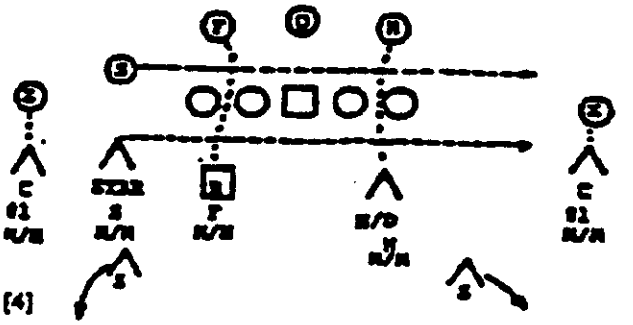
GOLD SAC RIGHT



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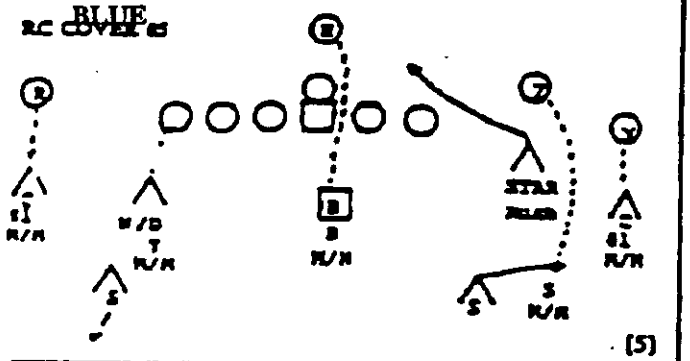

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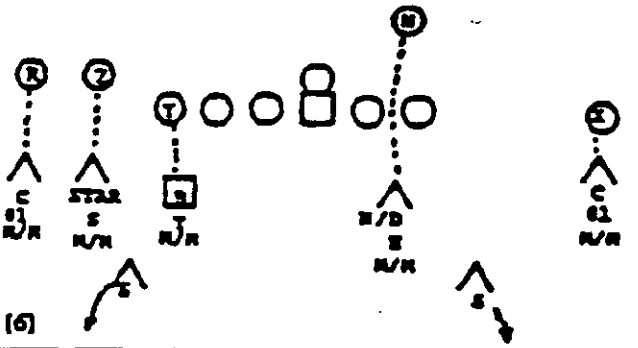

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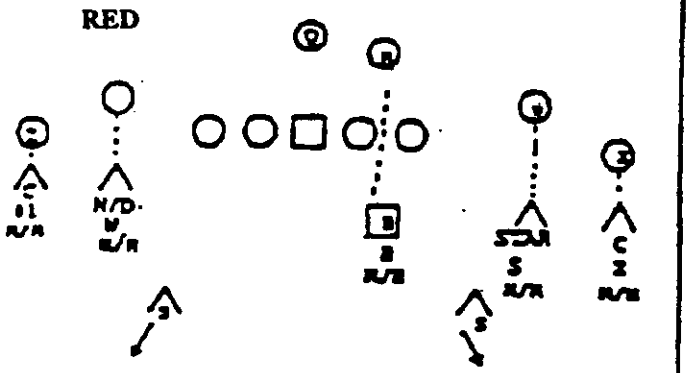

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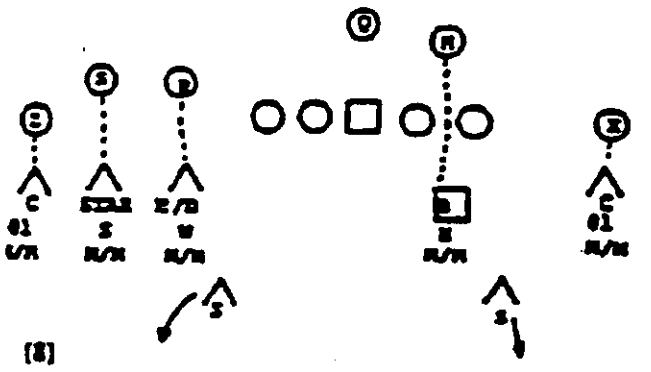

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COVER #5 CUT

COVER #5: A COMBINATION MAN/MAN AND ZONE COVERAGE. INSIDE 3 DEFENDERS (STAR, MONEY, AND MAC) PLAY MAN/MAN ON INSIDE AND VERTICAL PATTERNS AND CUT TO #1 ON O/S BREAKS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	BY FRONT	THRU LINEMEN TO YOUR MAN	TAKE #3 ON ALL INSIDE AND VERTICAL ROUTES. #3 OUTSIDE ROUTE - CUT TO #1 POSSIBLE BANJO WITH TE AND NEAR BACK. TAKE Ts INSIDE ON INSIDE AND VERTICAL ROUTES. C.P.: BY FRONT - COULD BE WEAK (SEE "MONEY")
NICKEL DIME	BY FRONT	THRU LINEMEN TO YOUR MAN	TAKE #2 WEAK ON ALL INSIDE AND VERTICAL ROUTES. #2 OUTSIDE ROUTE CUT TO #1. NO SMASH RULE. C.P.: BY FRONT - COULD BE STRONG ON #3 (SEE MIKE)
STAR	#2 TO FORMATION STRENGTH	OFF INSIDE AS C-2 BUMP - YOUR MAN	TAKE #2 ON ALL INSIDE AND VERTICAL ROUTES. #2 OUTSIDE CUT TO #1. RUN w/ 7 ROUTE, NO SMASH RULE.
STRONG/ WEAK CORNER	#1 POSSIBLE MU vs. REGULAR	OFF C-2 TECH BUMP CLUB TECH	JAM #1 w/C-2 TECH. CARRY FADE TO 12 YARDS - SPLIT ZONE ON 7 ROUTE TO 15 YARDS - PLAY THE FLAT. TAKE 2 OR 3 TO FLAT w/ZONE INTEGRITY. ALL RECEIVERS AWAY - SQUEEZE #1 LIKE C-5.
STRONG SAFETY/ FREE SAFETY	SAME AS C-2	SAME AS C-2	DROP TO 18 YARDS DEEP ON INSIDE EDGE OF #s. PLAY #15 RELEASE FROM THAT POINT AND REACT TO QB TO OVERLAP ON MIDDLE READ.

5 (DOUBLE)

METHOD TO CALL SPLIT SAFETY DOUBLES. CAN CALL TO DETERMINE DOUBLE.

EXAMPLE: 5-DEUCE - WE WOULD DEUCE BOTH SLOTS. 55 WOULD BE SPLIT SAFETY DOUBLES AUTOMATIC BY FORMATION.

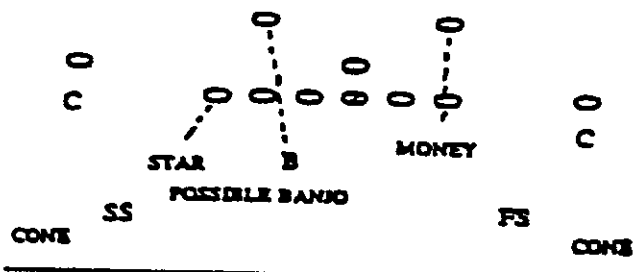
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	BY FRONT AND COVERAGE	THRU LINEMEN TO YOUR MAN	COVER 5 MATCH UP. COVER YOUR MAN INSIDE-OUT OR APPLY DOUBLE TO YOUR SIDE IF CALLED.
NICKEL/ DIME	BY FRONT AND COVERAGE	THRU LINEMEN TO YOUR MAN	COVER 5 MATCH UP. COVER YOUR MAN WITH TECHNIQUE OF SPLIT SAFETY OR MAN IF ON DOUBLE TO YOUR SIDE. L.O.S **EXAMPLE:** DEUCE
STAR	#2 TO FORMATION STRENGTH	YOUR MAN	COVER 5 MATCH UP. COVER YOUR MAN WITH TECHNIQUE OF SPLIT SAFETY DOUBLE TO YOUR SIDE **EXAMPLE:** DEUCE
STRONG SAFETY	DISGUISE FROM C-2	YOUR MAN OR BY DOUBLE CALLED	FREE TO APPLY DOUBLE CALL TO YOUR SIDE. **EXAMPLE:** DEUCE - DOUBLE SLOT TO YOUR SIDE.
FREE SAFETY	DISGUISE FROM C-2	YOUR MAN OR BY DOUBLE CALLED	FREE TO APPLY DOUBLE CALL TO YOUR SIDE **EXAMPLE:** DEUCE - DOUBLE SLOT TO YOUR SIDE
CORNERS	BUMP OR OFF BY DOUBLE CALL	YOUR MAN	PLAY DOUBLE CALL TO YOUR SIDE **EXAMPLE:** DEUCE - INSIDE TECHNIQUE w/NO GUARANTEED INSIDE HELP

EXAMPLES OF POSSIBLE 55 DOUBLES

THESE DIAGRAMS SHOW POSSIBLE SPLIT SAFETY CALLS
BASED ON OPPONENTES FORMATION TENDENCIES OR DESIRED PLAYER DOUBLES

5-CONE

[1]



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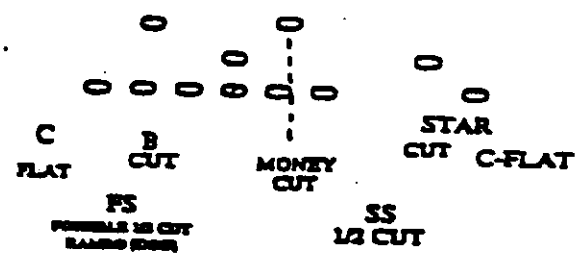
5-CUT



5-DEUCE CONE

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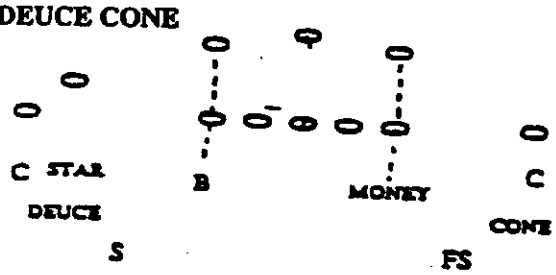

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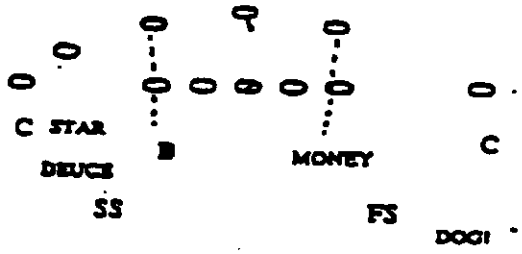
5-DOG CONE



5-DOG/CONE

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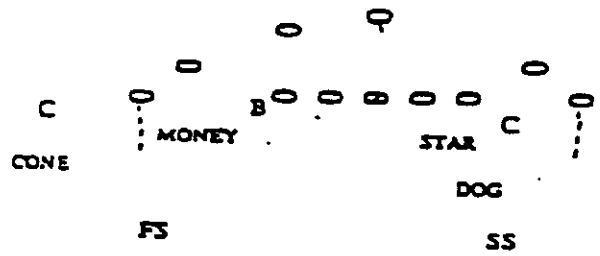

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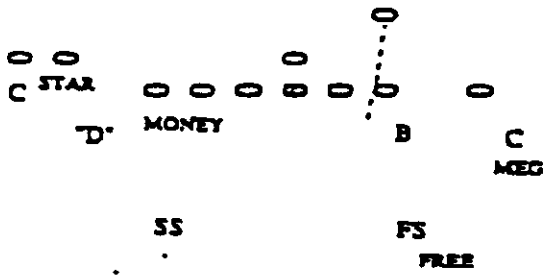
CHECK FREE vs. TRIPS



5-DEUCE

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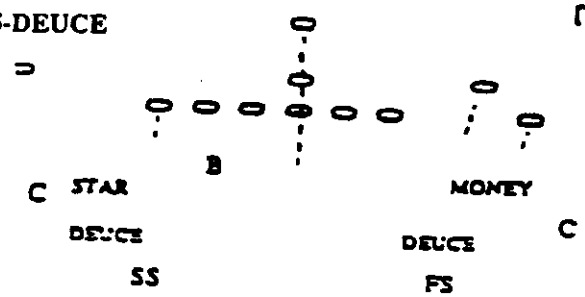
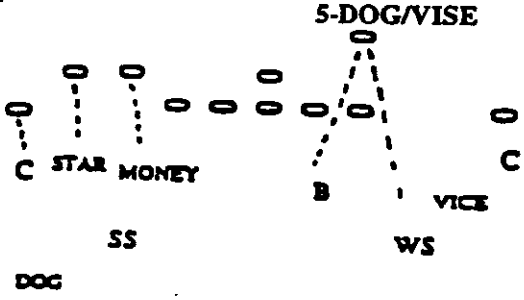
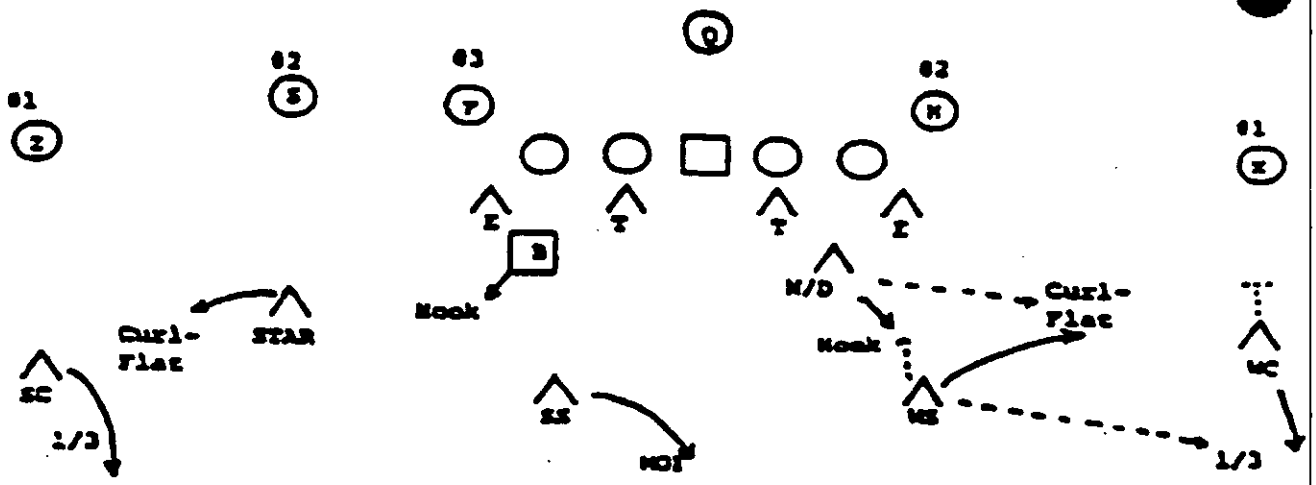


[8]

5-DOG/VISE



COVER #6



COVER #6: A 3-DEEP ZONE ROTATED AWAY FROM THE STAR OR FORMATION STRENGTH WITH 4 UNDERNEATH DEFENDERS. MONEY ADJUST w/MOTION STAR STAYS.

C.P.: IF WE ADJUST STAR, WE MUST CHANGE ROTATION w/SAFETIES.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKERS	NORMAL	THRU UNCOVERED LINEMEN TO BACKS, QB	OPEN TO YOUR RESPECTIVE HOOK - GET OUT OF NO COVER ZONE - DROP TO STICKS (NICKEL,
DIM)			READ PATTERN BY #2 - SEE THE THROW
			C.P.: KNOW DOWN/DISTANCE SITUATION
AND			PLAY ACCORDINGLY
			C.P.: (NICKEL, DIME, QUARTER) - POSSIBLE "BUZZ" - COVER CURL/FLAT
STAR	ON #2	. .	RE-ROUTE #2 AND DROP TO CURL AREA - READ PATTERNS OF #2/#3
			HOLD CURL AREA - SEE THE THROW
			BE FORCE ON RUN AN DUMPS TO YOUR SIDE
			C.P.: VS COS, NO MOVE - PLAY SAME RESPONSIBILITY. WITH STAR ADJUSTING,OVER RUN MONEY TO CURL - FLAT
WEAK SAFETY	ON INSIDE LEG OF WEAK TACKLE 10 TO 12 YARDS DEEP	. .	DROP TO CURL AREA AND READ PATTEN OF #2 -SEE THE THROW
			BE FORCE ON RUN AND DUMPS TO YOUR SIDE
			C.P.: VS. COS, NO MOVE - PLAY SAME RESPONSIBILITY. WITH STAR ADJUSTING,CHANGE ROTATION AWAY FROM STAR
			C.P.: "BUZZ" - COVER HOOK C.P.: "CORNER" - COVER DEEP 1/3

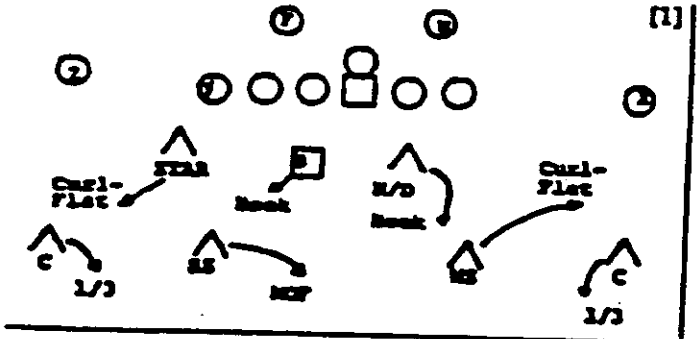
COVER #6 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	NEAR HASH MARK 10 TO 12 YARDS DEEP	. .	COVER DEEP MIDDLE 1/3, DEEP AS THE DEEPEST GUARANTEE POST HELP - COVER #2 ON SEAM KEY BALL AND READ STRONG TO WEAK PROGRESSION C.P.: VS. COS, NO MOVE - PLAY MOF RESPONSIBILITY. WITH STAR ADJUSTING,CHANGE ROTATION AWAY FROM STAR.
CORNERS	SPLIT RULE 8 YARDS YARDS FROM L.O.S.	. .	COVER DEEP OUTSIDE 1/3, DEEP AS THE DEEPEST AND THRU ZONE MID-POINT APPLYING SIDELINE RULE READ #2 (ALERT #2 DEEP) - SEE THE THROW C.P.: WC: POSSIBLE "CORNER" - COVER FLAT/ CURL

ADJUSTMENTS -- COVER #6

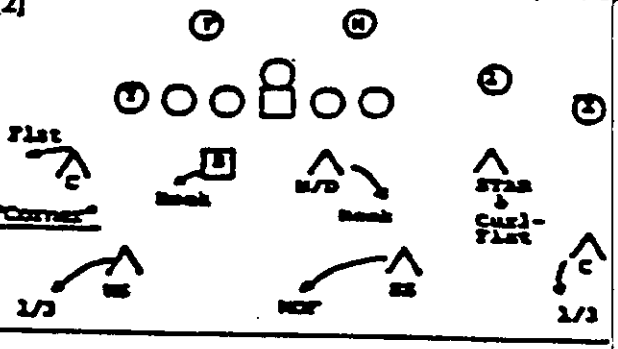
REGULAR (PRO)

[1]



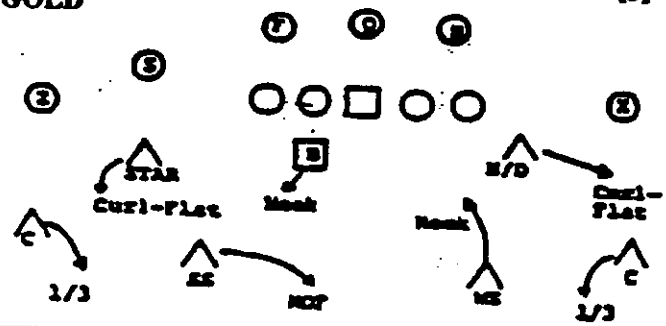
[2]

REGULAR (SLOT)



GOLD

[3]



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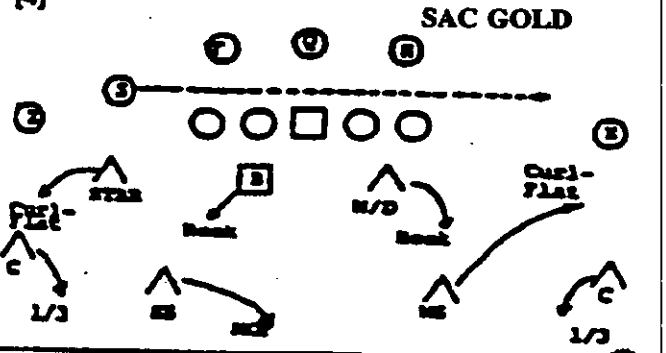
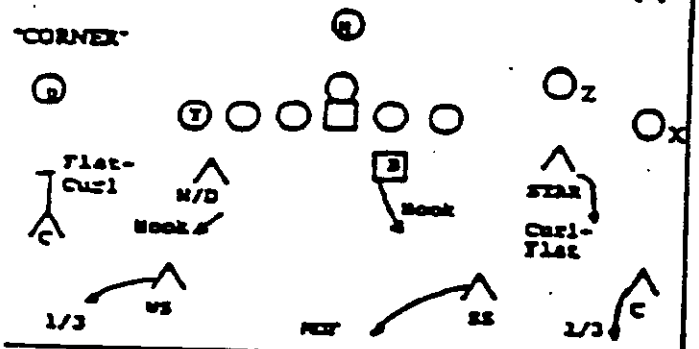
SAC GOLD



BLUE

[5]



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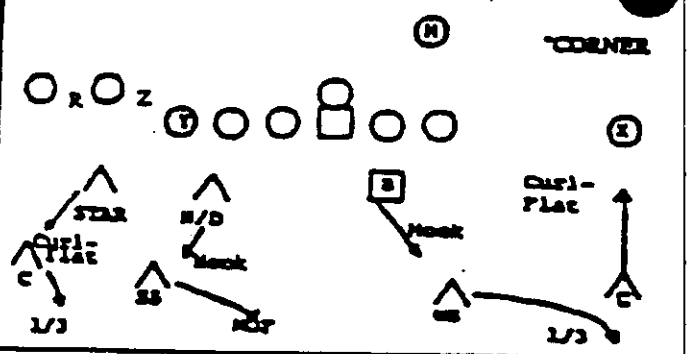
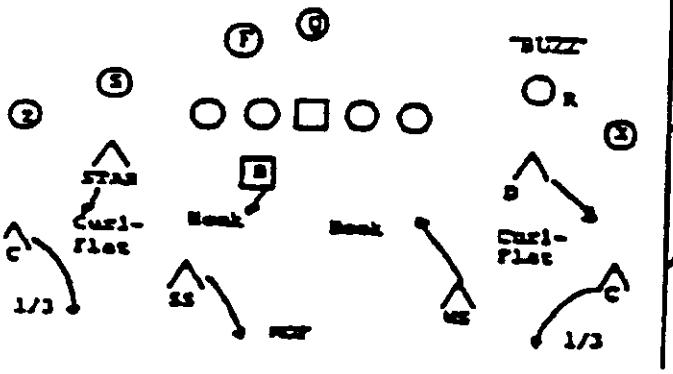
BLUE TRIPS



RED

[7]



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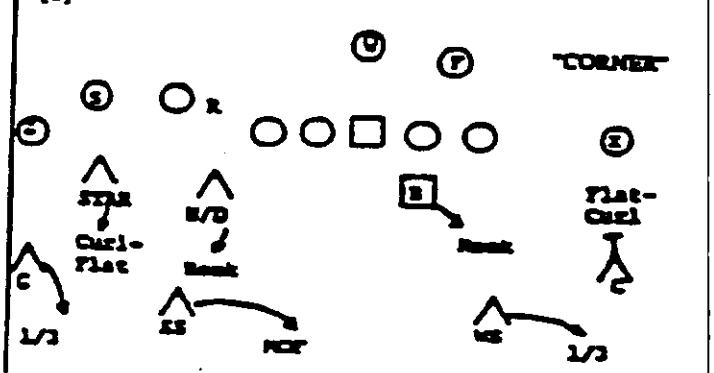
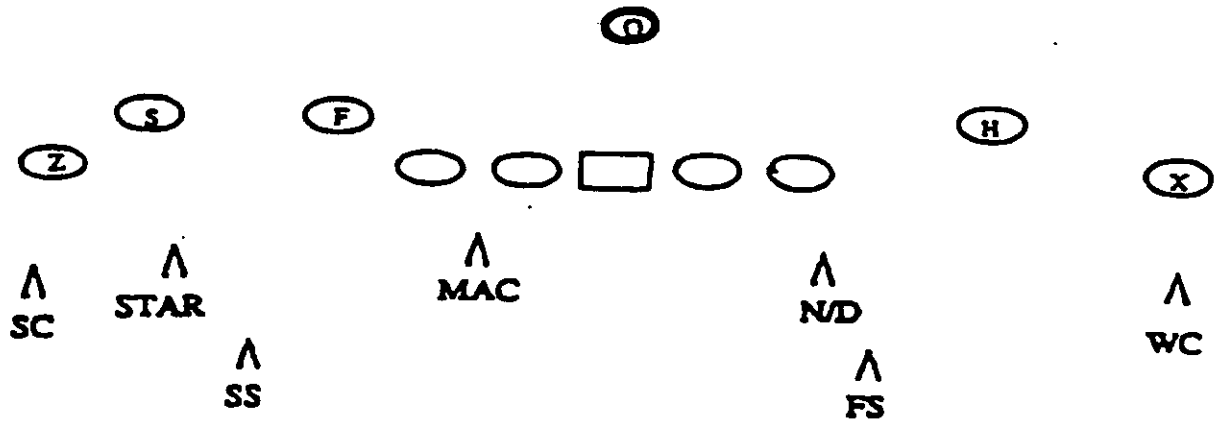
RED TRIPS



COVER #7



COVER #7: A MAN/MAN COMBINATION COVERAGE WITH BOX 4 ON 3 STRONG AND TRIANGLE 3 ON 2 WEAK. STAR AND MONEY ADJUST AS COVER 2. STAR OVER-RUNS MONEY, MONEY PUSHES STAR.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	STRONG BACK WEAK ON TRIPS	THRU LINEMEN TO BACK	VS. ACE OR REGULAR 2-BACK STRONG MATCH ON #3 AFTER PATTERN DISTRIBUTION. ONLY HAVE #3 ON SHORT TO INTERMEDIATE ROUTES. DROP AT 10 TO 12 YARDS. SLOT - SPECIAL TRIPS - YOU WILL BE ON TRIANGLE SIDE #2 MAN - PLAY 3 ON 2 DOUBLE CALLED. ZEKE - NORMAL C-7 RULES. C.P.: POSSIBLE CLAMP. YOU HAVE REMAINING BACK. C.P.: MOD - M/M UPFIELD ON #1 BY CORNER.MEG - CORNER HAS #1 M/M
NICKEL/ DIME	WEAK BACK #3 ON TRIPS	THRU LINE TO YOUR MAN	1 WR WEAK TRIANGLE - PLAY MAN COMBINATION 2 WR WEAK - BOX - RE-ROUTE #2 - TAKE 1st O/S RECEIVER AND SMASH TRIPS OR STRONG - MATCH 1st INSIDE OUT OF 1-2-3. ONLY MUST COVER ON SHORT AND INTERMEDIATE ROUTES. ZEKE - MATCH #3 ON VERTICAL OR INSIDE ROUTE. LOAD - CARRY VERTICAL ONLY. C.P.: CLAMP - MIKE HAS BACK DISREGARD BACK IN MATCH UP. C.P.: MEG - DISREGARD #1 - MOD - M/M UPFIELD ON #1 BY CORNER.

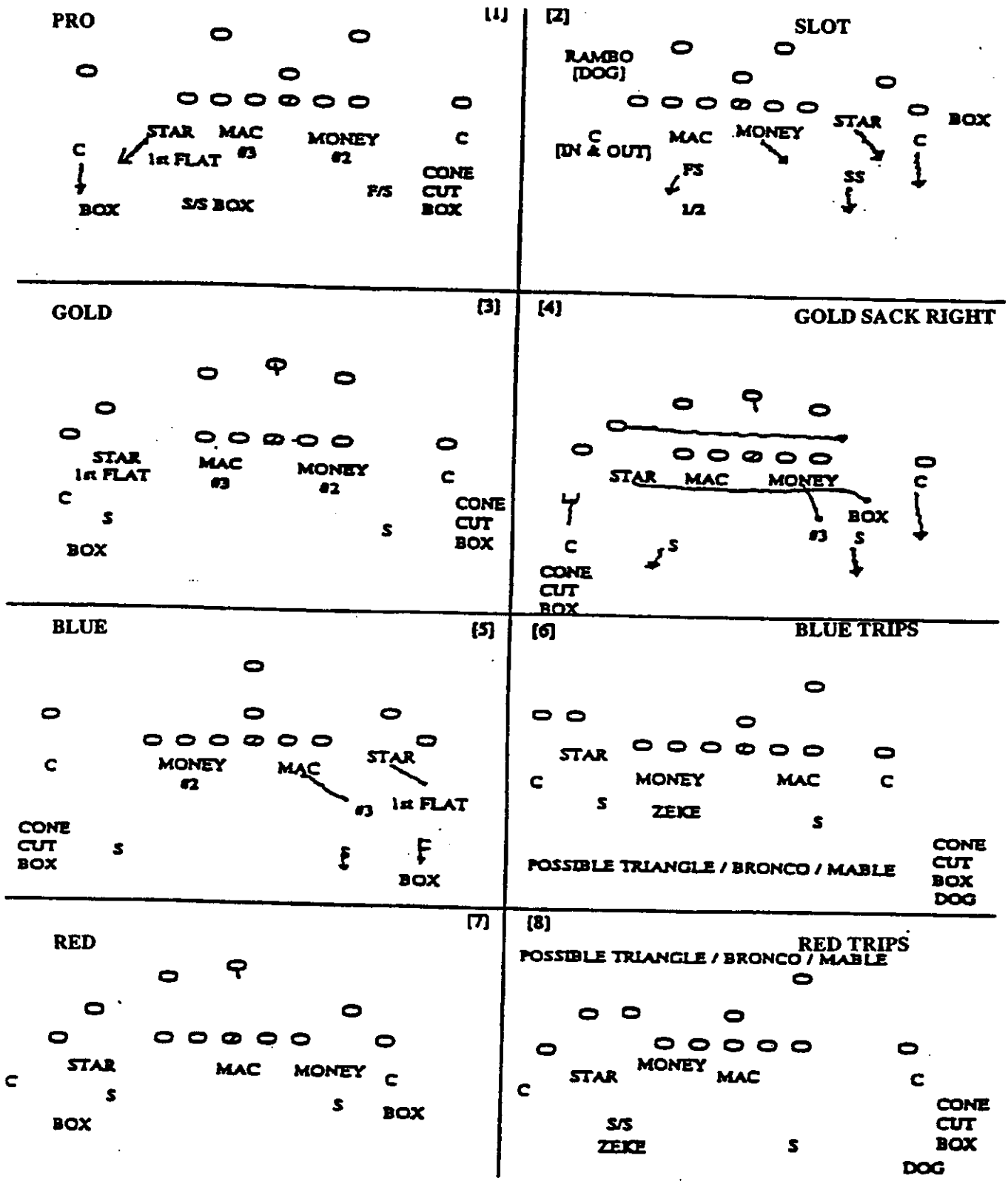
COVER #7 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	ON YOUR COVERAGE	YOUR MAN THRU 2,3 TO BALL	SAME READS AS NAIL C.P.: MEG - YOU CAN PRESS #1. TAKE #1 ALL OVER M/M NO HELP MOD - HAVE #1 UPFIELD
WEAK CORNER	ON YOUR COVERAGE	YOUR MAN	TRIANGLE - PLAY M/M COMBINATION CALLED C.P.: MEG - TAKE #1 M/M ALL OVER NO HELP. MOD - RUN OFF M/M UPFIELD
STAR	INSIDE ALIGN #2	#2 TO BALL	RE-ROUTE #2 AND MATCH 1st O/S OF 1,2,3 YOU HAVE SMASH AND #1 ACROSS ON TRAIL TRIPS - ZEKE - MAN #2 VERTICAL EXCEPT #3 BLOCK. LOAD OR DIAGONAL PLAY BOX. SMASH RULE. C.P.: MEG - DISREGARD #1 IN PATTERN MATCH. SAIL TECH vs. SMASH OR 7 ROUTE BY SLOT.
STRONG SAFETY	SPLIT 2 & 3, 7 TO 10 YARDS DEEP	THRU 2 & 3 TO BALL	BOX TECHNIQUE. 1st UP OF 2 & 3 NO 2 & 3. VERTICAL DOUBLE TO #1. TRIPS - ZEKE - HELP ON 2 & 3 VERTICAL C.P.: STEALER - BE AGGRESSIVE ON SHORT CUTS - CORNER ON TOP. C.P.: MEG - DOUBLE TO #1 OVER TOP ON CORNER w/NO 2 OR 3 VERTICAL. MOD - SAME BOX, NO 2 & 3 VERTICAL. HELP CORNER OVER THE TOP.
WEAK SAFETY	7 TO 10 YARDS DEEP O/S TACKLE	THRU LINEMEN TO BALL	TRIANGLE - 3 ON 2 MAN COMBINATION WEAK BY GAME PLAN. CONE, TRAP, VISE, BOX, DEUCE C.P.: MEG - CORNER HAS #1 IN PRESS READ #2 DOUBLE TO #1 OVER TOP.

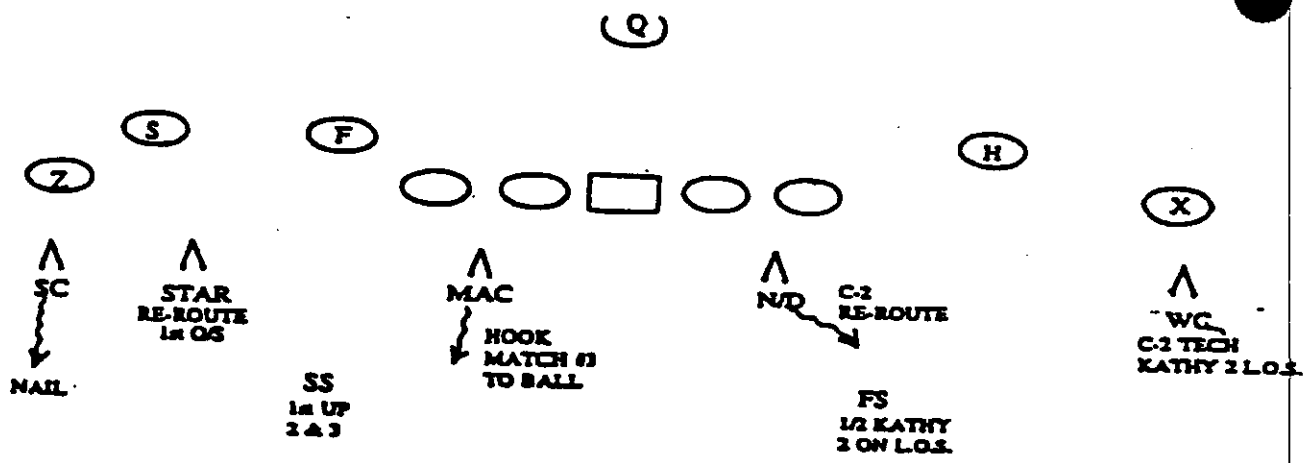
NOTE: WITH ROBBER CALL, F/S TO MOF w/TRIANGLE ON 2 & 3 STRONG. MIKE CLAMP ON #4. ALERT BRONCO vs. BUNCH. BRONCO IS BOX MATCH w/SS HARD TO 2nd TO INSIDE OR 2nd OUTSIDE.

MABLE, WE WOULD PLAY 3 MABLE vs. TRIPS w/BUZZ CALL TO STAR vs. 2-OPEN. MABLE OR ROBBER CAN BE PLAYS vs. ANY TRIPS w/NO #4 WEAK.

COVER 7 ADJUSTMENT PAGE



COVER #8



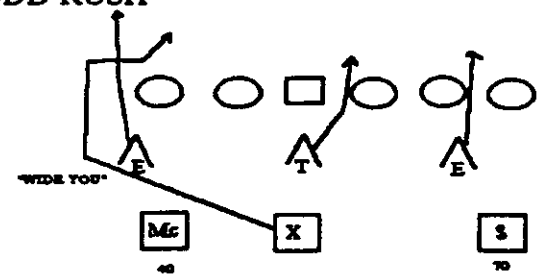
COVER #8: ZONE COVERAGE THAT FEATURES 1/4. 1/4 ZONE MATCH STRONG WITH COVER 2 WEAK (NAIL, STRONG KATHY WEAK). C.P.: COVER 2 ADJUSTMENT RULES: STAR OVER-RUNS MONEY, MONEY PUSHES STAR.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	STRONG BACK WEAK ON TRIPS	THRU LINEMEN TO BACK	VS. ACE OR ANY REGULAR 2-BACK STRONG HOOK DROP. MATCH 1sT INSIDE AND CARRY TO BALL. TRIPS OR REGULAR SLOT - WEAK HOOK WITH C-2 RE-ROUTE AND PATTERN MATCH.
NICKEL/ DIME	WEAK BACK #3 ON TRIPS	THRU LINE TO YOUR MAN	ACE OR REGULAR 2-BACK - WEAK HOOK C-2 RE-ROUTE TRIPS OR 2-BACK SLOT STRONG HOOK MATCH 1st INSIDE AND CARRY TO BALL.
CORNERS	ON YOUR COVERAGE	YOUR MAN #2, 3, TO BALL	NAIL STRONG KATHY WEAK C.P.: STEALER - SAFETY NOT IN POST STAY ON TOP.
STAR	INSIDE ALIGN ON #2	#2 TO BALL	RE-ROUTE #2 AND MATCH 1st O/S OF #1, #2, #3. YOU HAVE SMASH. DROP 5 TO 7 YARDS MATCH PATTERN w/ZONE INTEGRITY.
STRONG SAFETY	SPLIT 2 & 3 7 TO 10 YARDS DEEP	THRU 2 & 3 TO BALL	NAIL TECHNIQUE 1st UP OUT OF 2 & 3. NO 2 OR 3 VERTICAL DOUBLE TO CORNER C.P.: STEALER - BE AGGRESSIVE ON ALL SHORTCUTS -CORNER ON TOP
WEAK SAFETY	7 TO 10 YARDS DEEP O/S	THRU LINEMEN TO BALL	KATHY TECHNIQUE. 1/2 COVER WITH CHEAT ON PATTERN READ.

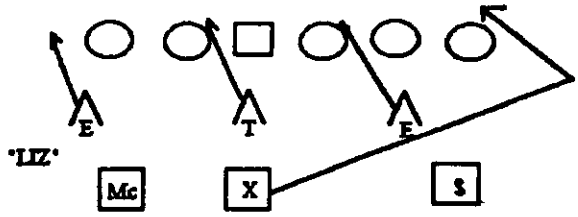
NOTE: 8 SEAM VS. 2x2, ACE FORMATION - NAIL BOTH SIDES. VS. TRIPS, KATHY SINGLE RECEIVER WEAK NAIL STRONG

30 - NICKEL RABBITS

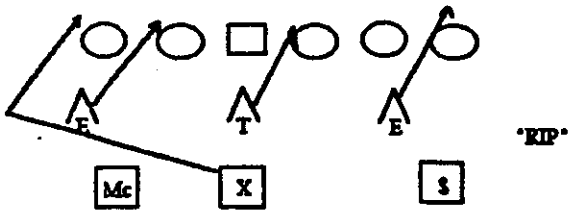
30 ODD RUSH



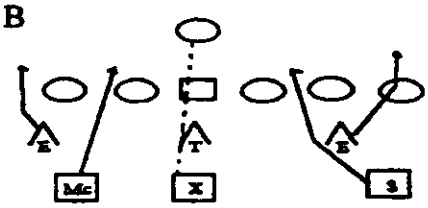
30 ANGLE



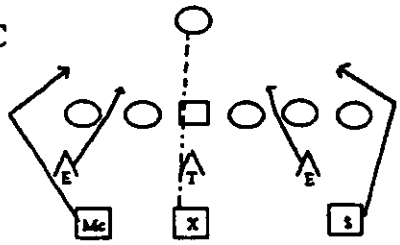
30 SLANT



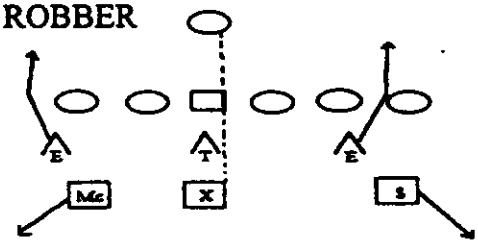
30 DBL B



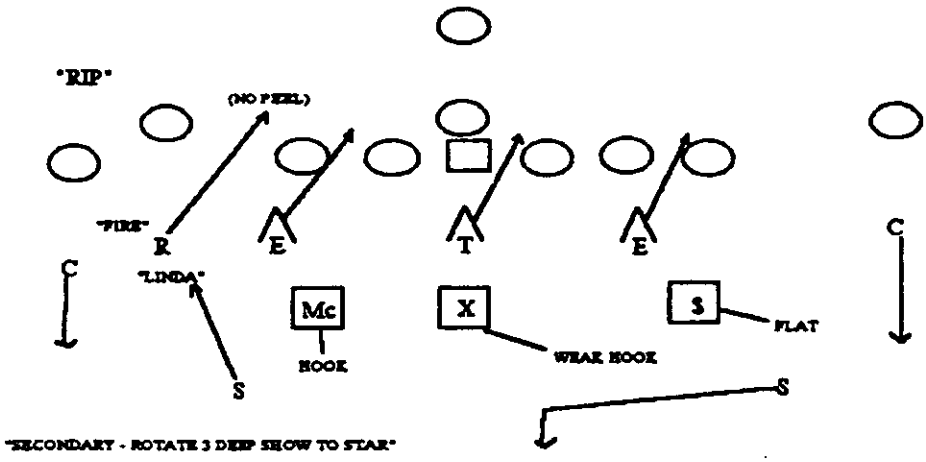
DBL C



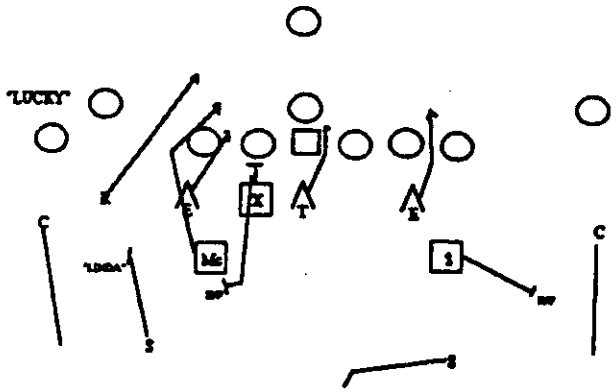
30 DBL ROBBER



30 STAR FIRE 3



30 FLORIDA (2X2)



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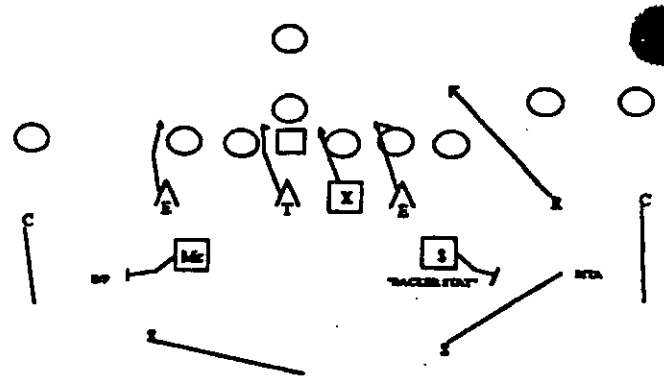
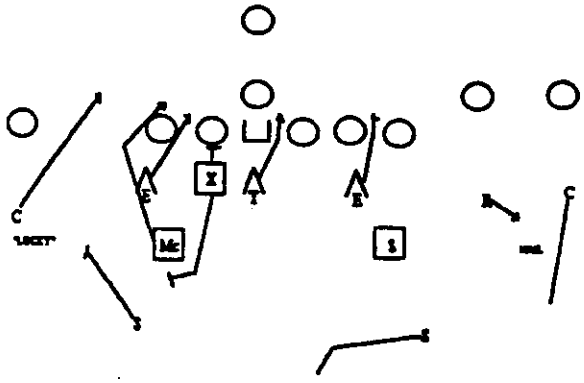


30 CALIFORNIA (3X1)



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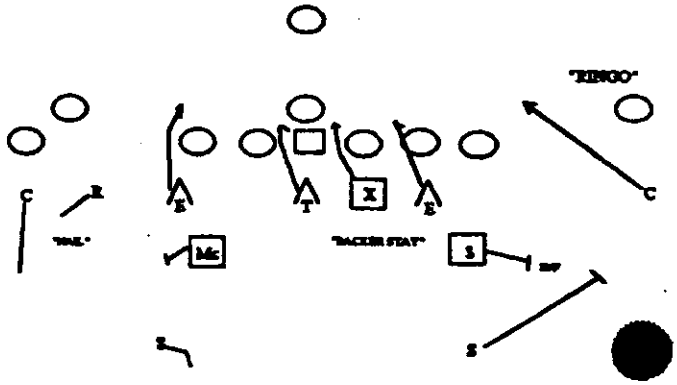
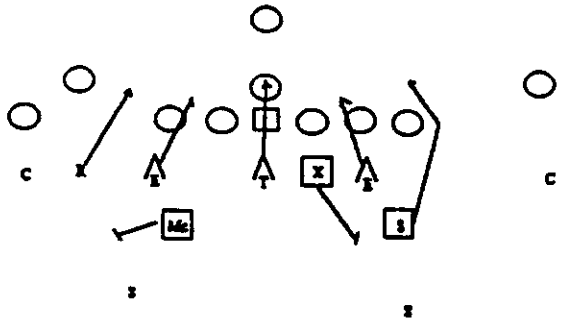
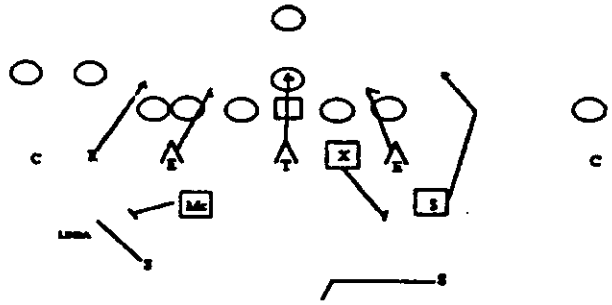


30 MONTANA (2X2)



30 MONTANA (3X1)



TWO MINUTE CALLS

4-3

(VERSUS REGULAR, BLUE, GOLD, RED) -- GAMEPLAN

30

(VERSUS REGULAR, BLUE, GOLD, RED) -- GAMEPLAN

SUB

GAMEPLAN

SPECIAL SITUATIONS

ODD -- (QUEEN)
ODD -- JUMP BALL
ODD -- 4 DEEP
ODD -- 6 MIRROR
ODD -- 2 MIRROR
QUARTER
DOLLAR

IN A NO-HUDDLE SITUATION, COVERAGES WILL BE CALLED BY DESIGNATED SAFETY AND SIGNAL CALLER, AND RELAYED BY NEARBY PLAYERS. **GET THE CALL.** DESIGNATED DEFENSIVE LINEMEN WILL CALL THE GAMES. **GET THE CALL.** ALSO, BE ALERT FOR TWO CALLS IN THE HUDDLE IN ANTICIPATION OF NO-HUDDLE SITUATION.

TO EXPEND TIME...

(1) DON'T LET RUNNER OR RECEIVER OUT OF BOUNDS (UNPILE SLOWLY)

(2) FORCE BALL TO BE THROWN IN FRONT OF YOU

(3) LINEMEN: TAKE TIME BACK TO L.O.S. AFTER COMPLETION. WHEN REFEREE DECLARES BALL READY FOR PLAY, IT CAN BE SNAPPED AND ANY PLAYERS IN THE NEUTRAL ZONE CAN BE PENALIZED.

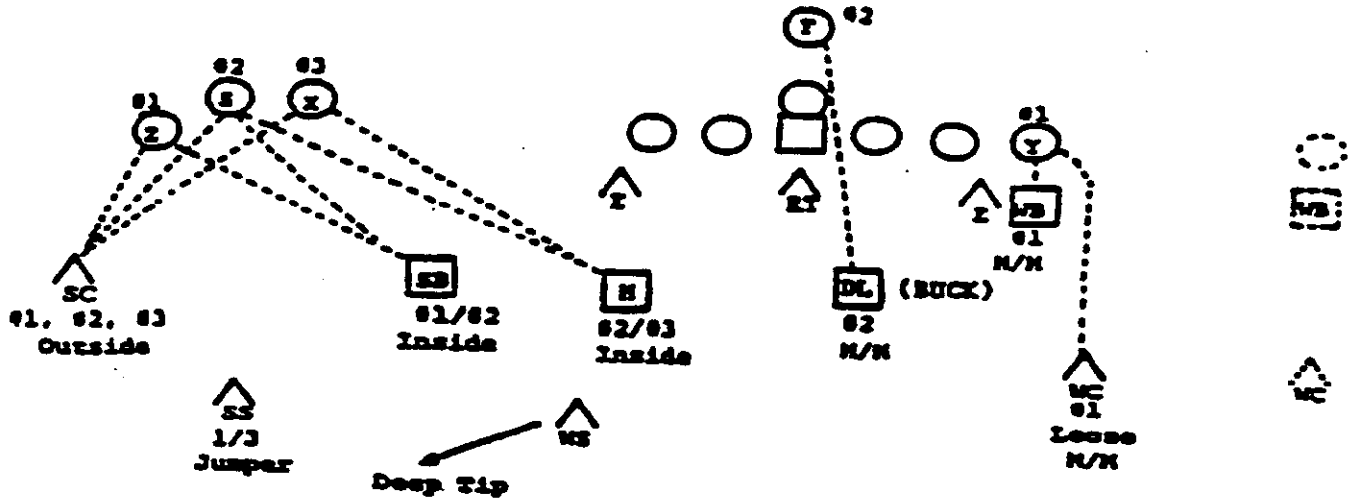
TO CONSERVE TIME...

(1) UNPILE QUICKLY; GET OFF THE RUNNER AND ALLOW OFFICIALS TO SPOT THE BALL

(2) IF TIME OUT ALERT IS CALLED IN THE HUDDLE, CALL TIME OUT AT END OF PLAY IF THE CLOCK IS RUNNING. ANY PLAYER CAN CALL TIME OUT.

A CHAMPIONSHIP TEAM MUST BE ABLE TO HANDLE ITSELF THROUGHOUT THIS PERIOD WITHOUT CONFUSION AND FRUSTRATION. POISE AND CONFIDENCE ARE KEY TO GOOD EXECUTION.

ODD JUMP BALL



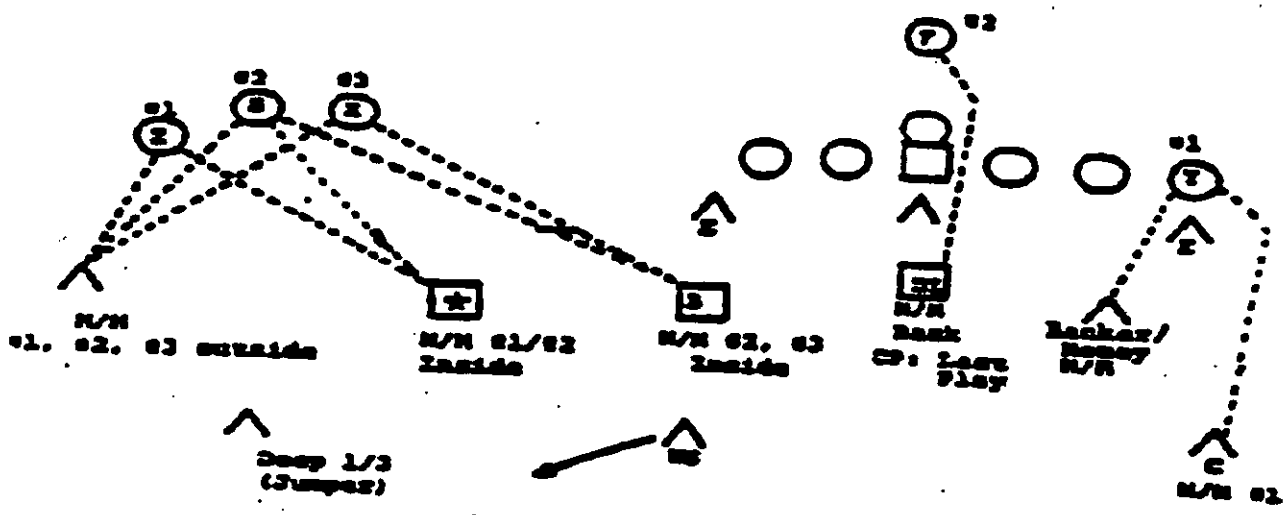
ODD JUMP BALL: DEFENSIVE ALIGNMENT IN LAST MINUTE OF HALF VS. JUMP BALL PLAYS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG BACKER	-LOOSEN TO 3rd RECEIVER 5 TO 10 YARDS DEEP	-#1	-START OFF RUNNING, KEEPING ALL 3 RECEIVERS OUTSIDE YOU. -COVER #1/#2 ON ALL INSIDE ROUTES MAN-TO-MAN. -NO ROUTE, CONTINUE TO RUN AND PLAY BACK TIP.
MIKE	-LOOSEN TO 3rd RECEIVER 5 TO 10 YARDS DEEP	-THRU LINE TO QB #2, #3	-START OFF RUNNING THRU DIG AREA. -COVER #2/#3 ON INSIDE ROUTE M/M (DEEPEST IF BOTH COME INSIDE). -NO ROUTE, CONTINUE TO RUN AND PLAY INSIDE TIP.
DL/BUCK	-ON #2	-THRU LINE TO QB, #2	-COVER #2 M/M USING INSIDE TECH. -IF #2 BLOCKS, HUG (ALERT SCREEN) C.P.: LAST PLAY, BE 2nd JUMPER (ALERT #2)
WEAK BACKER	-ON #1	-THRU #1 TO QB	-COVER #1 M/M USING INSIDE TECH. -IF #1 BLOCKS, HUG.

ODD JUMP BALL - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	-10 TO 15 YARDS DEEP SPLITTING 3 Rs	-#1, #2, #3	-PLAY DEEP OUTSIDE 1/3 -BE JUMPER ON JUMP BALL (NO INTERFERENCE)
STRONG CORNER	-OUTSIDE WIDEST RECEIVER 5 YARDS DEEP	-THRU #1, #2, #3 TO QB	-START OFF RUNNING -COVER OUTSIDE ROUTE TO 25 YARDS BY #1, #2, #3 -NO ROUTE, CONTINUE TO RUN AND PLAY OUTSIDE TIP
WEAK SAFETY	-15 TO 25 YARDS DEEP FAVOR 3 RECEIVER SIDE	-THRU LINEMEN TO QB #1 #2, #3	-DRIVE OVER THE TOP OF 3 Rs - GET DEPTH -READ QB AND BREAK ON BALL -PLAY DEEP TIP ON JUMP BALL C.P.: BALL THROWN INTO END ZONE, YOU ARE 2nd JUMPER.
WEAK CORNER	-10 TO 12 YARDS DEEP ON #1	-THRU #1 TO QB	-LOOSE M/M ON #1 -DON'T COUNT ON ANY HELP (HAVE NECESSARY DEPTH) C.P.: YOU WILL GET SHORT HELP FROM LBer.

SUB VERSUS JUMP BALL



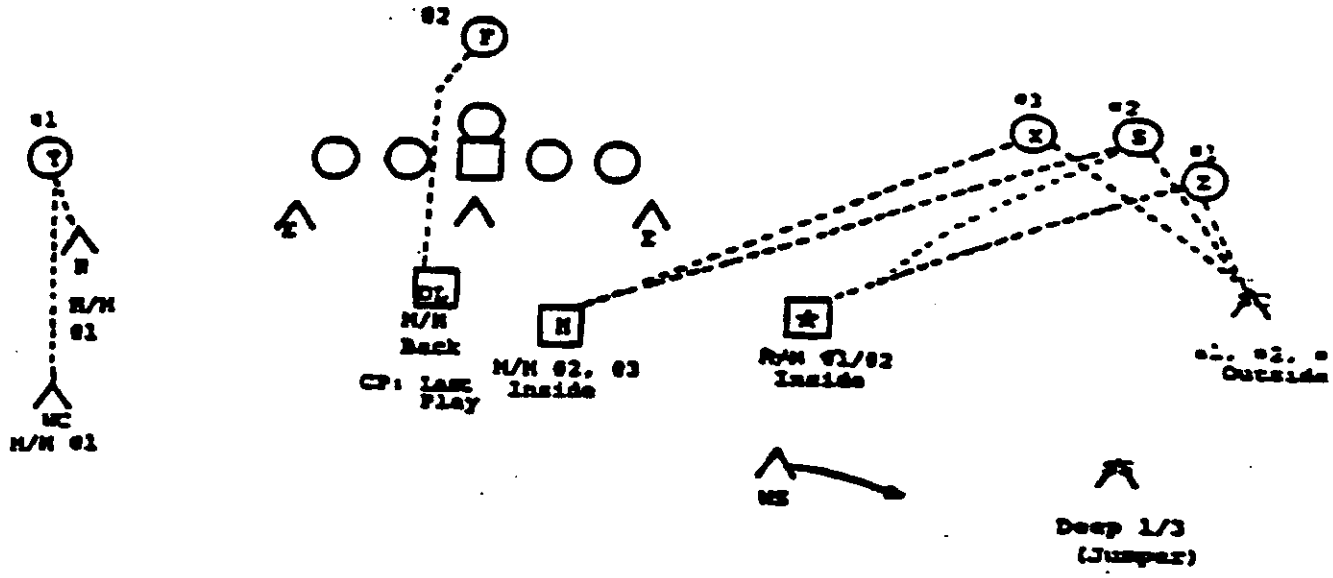
ODD JUMP BALL:DEFENSIVE ALIGNMENT IN LAST MINUTE OF HALF VS. JUMP BALL PLAYS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	-LINE INSIDE OF 3RD RECEIVER 3 YARDS	-#1	-START OFF RUNNING, KEEPING ALL 3 RECEIVERS OUTSIDE YOU. -COVER #1/#2 ON ALL INSIDE ROUTES MAN-TO-MAN. -NO ROUTE, CONTINUE TO RUN AND BE FRONT RUNNER.
BACKER	-ON GUARD 6 YARDS DEEP	-THRU LINE TO QB, #2, #3	-START OFF RUNNING THRU DIG AREA. -COVER #2/#3 M/M ON INSIDE ROUTE (DEEPEST IF BOTH COME INSIDE).
BACKER OR MONEY	-ON #2	-THRU LINE TO #1	-COVER #1 M/M USING INSIDE TECH. -IF #1 BLOCKS, HUG (ALERT SCREEN). C.P.: STAR AND NICKEL MUST LINE UP ON OPPOSITE SIDES

SUB VERSUS JUMP BALL - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	-10 TO 15 YARDS DEEP SPLITTING 3 Rs	-#1, #2, #3	-PLAY DEEP OUTSIDE THIRD -BE JUMPER (NO INTERFERENCE)
STRONG CORNER	-OUTSIDE WIDEST RECEIVER 5 YARDS DEEP	-THRU #1 #2, #3 TO QB	-START OFF RUNNING -COVER OUTSIDE ROUTE TO 25 YARDS OF #1, #2, #3 -NO ROUTE, CONTINUE TO RUN AND PLAY OUTSIDE TIP.
WEAK SAFETY	-15 TO 25 YARDS DEEP FAVOR 3 RECEIVER SIDE	-THRU LINEMEN TO QB, #1, #2, #3	-DRIVE OVER THE TOP OF 3 Rs-GET DEPTH -READ QB AND BREAK ON B -PLAY DEEP TIP ON JUMP BALL
WEAK CORNER HELP	-10 TO 12 YARDS DEEP ON #1	-#1	-LOOSE M/M ON #1 -DON'T COUNT ON ANY DEEP (HAVE NECESSARY DEPTH) -OUTSIDE SHOULDER TECH

SUB VERSUS JUMP BALL



"ODD": DESIGNATED LINEMAN COVERS BACK MAN/MAN

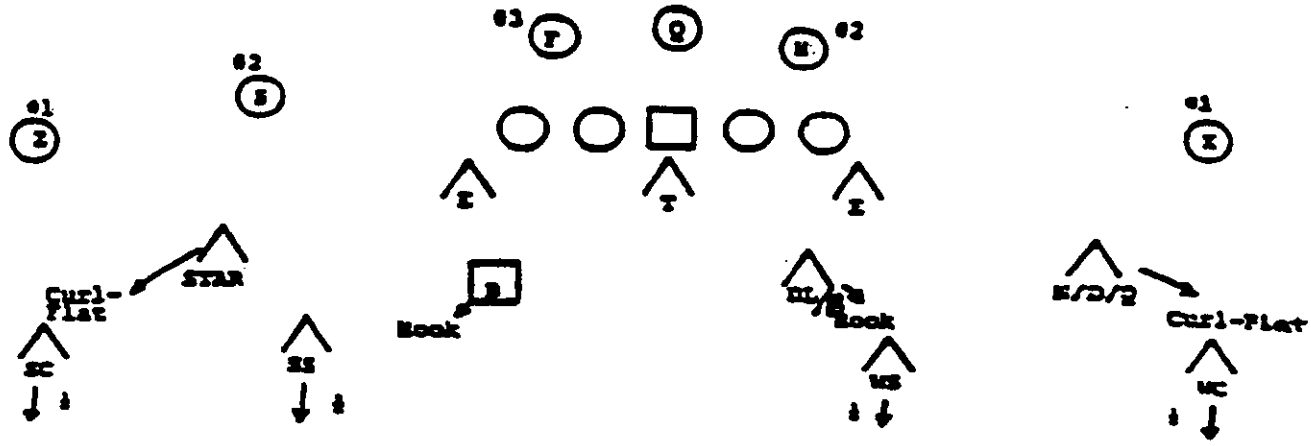
C.P.: LAS PLAY, YOU ARE 2nd JUMPER

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	-LINE INSIDE OF 3rd RECEIVER 3 YARDS	-#1	-START OFF RUNNING, KEEPING ALL 3 RECEIVERS OUTSIDE YOU. -COVER #1/#2 ON ALL INSIDE ROUTES MAN-TO-MAN -NO ROUTE, CONTINUE TO RUN AND BE FRONT JUMPER.
BACKER (MIKE)	-ON GUARD 6 YARDS DEEP	-THRU LINE TO QB, #2, #3	-START OFF RUNNING THRU DIG AREA -COVER #2/#3 M/M ON INSIDE ROUTE (DEEPEST IF BOTH COME INSIDE) -NO ROUTE, CONTINUE TO RUN AND PLAY INSIDE TIP.
NICKEL	-ON #1	-THRU LINE TO QB #1	-COVER #1 M/M USING INSIDE TECH -IF #1 BLOCKS, HUG (ALERT SCREEN) C.P.: STAR AND MONEY MUST LINE UP ON OPPOSITE SIDES.

SUB VERSUS JUMP BALL - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	-10 TO 15 YARDS DEEP SPLITTING 3 Rs	-#1, #2, #3	-PLAY DEEP OUTSIDE THIRD -BE JUMPER (NO INTERFERENCE)
STRONG CORNER	-OUTSIDE WIDEST RECEIVER 5 YARDS DEEP	-THRU #1 #2, #3 TO QB	-START OFF RUNNING -COVER OUTSIDE ROUTE TO 25 YARDS OF #1, #2, #3 -NO ROUTE, CONTINUE TO RUN AND PLAY OUTSIDE TIP
WEAK SAFETY	-15 TO 25 YARDS DEEP FAVOR 3 RECEIVER SIDE	-THRU LINEMEN TO QB, #1 #2, #3	-DRIVE OVER THE TOP OF 3 Rs - GET DEPTH -READ QB AND BREAK ON BALL -PLAY DEEP TIP ON JUMP BALL C.P.: BALL THROWN INTO END ZONE YOU ARE 2nd JUMPER.
WEAK CORNER	-10 TO 12 YARDS DEEP ON #1	-#1	-LOOSE M/M ON #1 -DON'T COUNT ON ANY DEEP HELP (HAVE NECESSARY DEPTH) -OUTSIDE SHOULDER TECH.

ODD - 4-DEEP



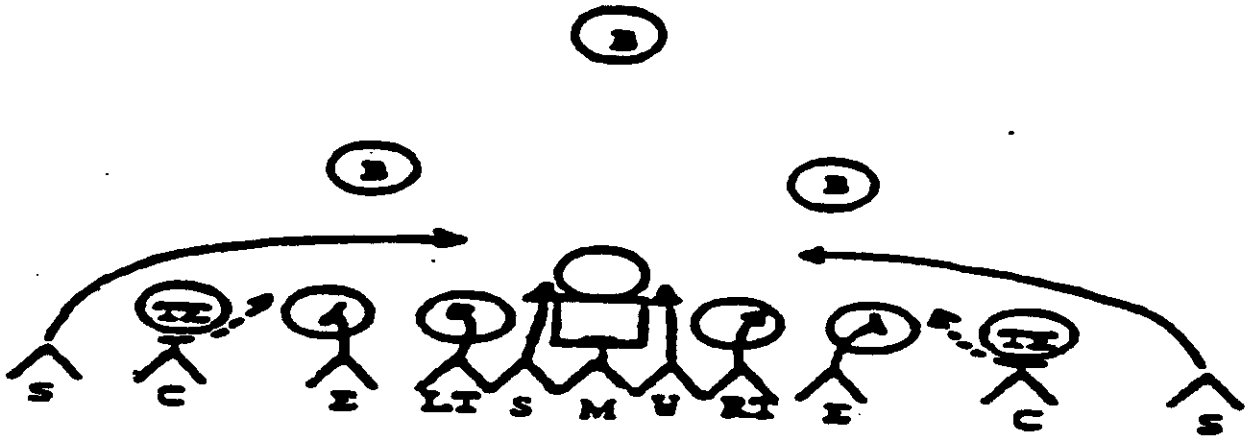
ODD - 4-DEEP: A DEFENSE USED TO PREVENT THE LONG PASS

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	-IN A CURL AREA	-THRU #2 TO QB	-COVER CURL FLAT USING "SLOOP" DROP - SEE THE THROW C.P.: WALK TECH C.P.: POSSIBLE "OUT" CALL (JAM #1 INSIDE)
BACKER	-IN HOOK AREA	-THRU #2/#3 TO QB	-COVER STRONG HOOK - REROUTE #2/#3 ON VERTICAL RELEASE - SEE THE THROW
DESIGNATED LINEMAN	-IN HOOK AREA	-THRU #2/#3 TO QB	-COVER WEAK HOOK - REROUTE #2 ON VERTICAL RELEASE - SEE THE THROW
NICKEL DIME QUARTER	-IN CURL AREA	-THRU #2 TO QB	-COVER CURL FLAT USING "SLOOP" DROP - SEE THE THROW C.P.: WALK TECH C.P.: POSSIBLE "OUT" CALL (JAM #1 INSIDE).

ODD - 4 DEEP -continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	-10 TO 12 YARDS DEEP	-THRU #2 TO QB	-COVER DEEP OUTSIDE 1/4 DEEP AS THE DEEPEST - SEE THE THROW
STRONG SAFETY	-10 TO 14 YARDS DEEP	-THRU #2 TO QB	-COVER DEEP INSIDE 1/4 DEEP AS THE DEEPEST - SEE THE THROW C.P.: MIDPOINT = OUTSIDE EDGE OF #s
WEAK SAFETY	-12 TO 14 YARDS DEEP	-THRU #2 TO QB	-COVER DEEP OUTSIDE 1/4 DEEP AS THE DEEPEST - SEE THE THROW C.P.: MIDPOINT = OUTSIDE EDGE OF #s
WEAK CORNER	-10 TO 12 YARDS DEEP	-THRU #2 TO QB	-COVER DEEP OUTSIDE 1/4 DEEP AS THE DEEPEST - SEE THE THROW C.P.: MIDPOINT = OUTSIDE EDGE OF #s

11 DOWN



11 DOWN: A DEFENSE USED AT THE END OF THE GAME TO TRY TO GET THE BALL BACK.

POSITION	ALIGNMENT	RESPONSIBILITY
MIKE	-ON BALL	-DRIVE THROUGH CENTER'S LEGS AND CAUSE FUMBLE ON QB/C EXCHANGE C.P.: ANTICIPATE SNAP COUNT
OUTSIDE BAKER	- "A" GAP	-DRIVE THRU CENTER'S LEGS AND RECOVER FUMBLE FROM QB/C EXCHANGE. C.P.: NARROW STANCE
SAM	-"A" GAP	-DRIVE THROUGH CENTER'S LEGS AND RECOVER FUMBLE FROM QB/C EXCHANGE C.P.: NARROW STANCE
RIGHT TACKLE	-INSIDE GUARD	-DRIVE GUARD OUTSIDE
LEFT TACKLE	-INSIDE GUARD	-DRIVE GUARD OUTSIDE
ENDS	-INSIDE TACKLE	-DRIVE TACKLE OUTSIDE
SAFETIES	-OUTSIDE FORMATION	-GET ACROSS L.O.S AND DOWN QB
CORNERS	-HEAD UP COVERAGE	-COVER #1 M/M (TIGHT OR SPLIT) -IF #1 TIGHT BLOCKS, DOWN QB

QUARTER

SPECIAL SITUATION PACKAGE WHERE WE REPLACE A DEFENSIVE LINEMAN IN SUB WITH AN EXTRA SAFETY (XS) AND TAG WHAT THAT SAFETY WILL DO. ALL COVERAGES AND ADJUSTMENTS FOR SUB PERSONNEL WILL BE NORMAL.

CALLS IN QUARTER

(1) **ZONE 3-DEEP:** (2 ZONE ADJUST FOR UNDERCOVER)

(2) **ZONE 2-DEEP (TAG):** TWO (2) COVERAGE WITH TAG FOR DEFENDER. EXTRA SAFETY WILL REPLACE THE TAG.

(3) **MAN 2-DEEP (TAG):** COVER 5 RULES WITH 2 DEEP SAFETIES WITH TAG FOR DEFENDER. EXTRA SAFETY WILL REPLACE TAG.

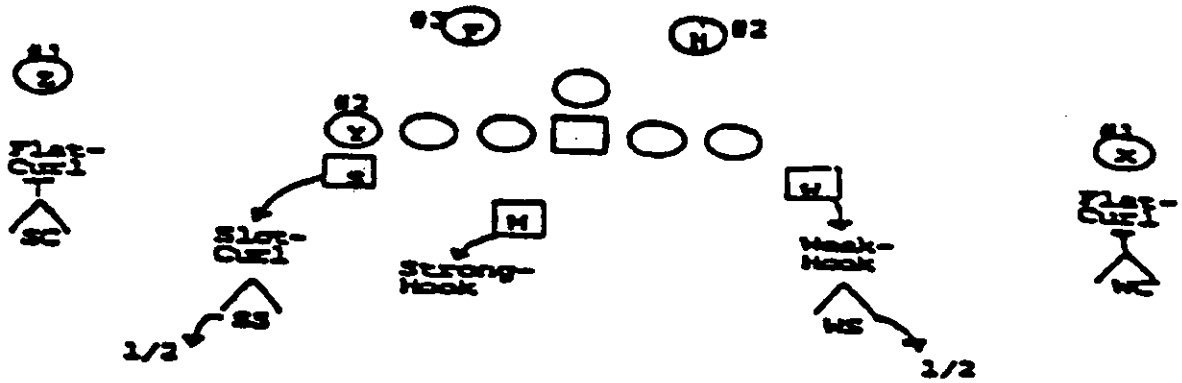
C.P.: MAN 2-DEEP ROBBER: XS WILL BE RAT IN HOLE. CORNER PLAY COVER 5 AND SLOT DEFENDERS PLAY AS 1-CROSS.

(4) **MAN 3-DEEP:** COVER 5 RULES WITH 3-DEEP SAFETIES OVER THE TOP.

(5) **MAN DOUBLE RAT:** COVER 1 RULES WITH TRIANGLE SAFETIES IN THE MIDDLE. TWO (2) LOW RATS COME DOWN TO SLOT AREA AND NEVER CUT. BALL REACT TO ANY PATTERN IN YOUR AREA.

(6) **DOUBLE CHARLIE:** "O": NICKEL AND DIME ALIGN ON OPPOSITE IDES AND O/S FREE RUSH. XS, RS, LS, COVER #2 STRONG AND WEAK OR 2+3 VERSUS TRIPS WITH 3rd SAFETY IN MIDDLE OF FIELD. PUSH ALL MOTION.

UNDER (STUNT) COVER RED #2



STUNT COVER RED #2: A DOUBLE ROTATED ZONE WITH 2 DEEP AND 5 UNDER, EMPLOYING A TIGHT COVERAGE ON RECEIVERS IN EACH ZONE BASED ON A READ OF ROUTE PRO-AGGRESSION WITH 3 LINEBACKERS IN COVERAGE. LB FLOW RULE. RED #2 USED ONLY IN RED AREA (20 YARD LINE).

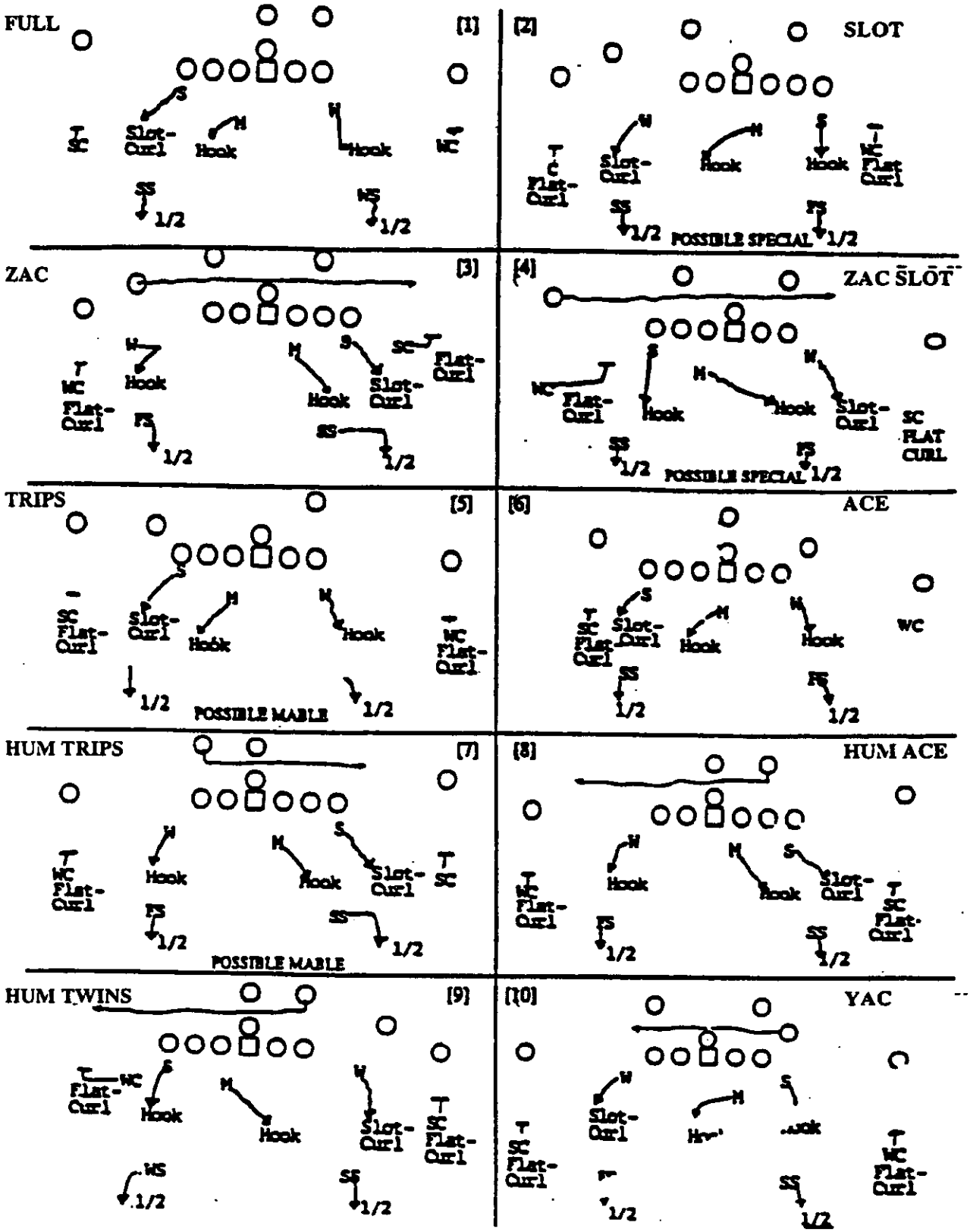
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM STRONG BACKER	SAME AS UNDER (STUNT) COVER #2	SAME AS UNDER (STUNT) COVER #2	GET HIT ON (OR RE-ROUTE) #2 VS. #2 INSIDE, COVER #3 ON ALL ROUTES VS. #2 OUTSIDE, COVER #3 ON ALL OUTSIDE ROUTES. TAKE FIRST TO FLAT C.P.: GET OUT OF NO COVER ZONE, BUT NO DEEPER THAN GL. C.P.: 1-BACK - BOX C.P.: INSIDE 10 YARD LINE, SLOT ALIGNMENT BY FORMATION C.P.: ZING, #1 BEHIND #2, TAKE #3 ALL OVER (ZIGGY) C.P.: POSSIBLE SPECIAL VS. 2-BACK SLOT. C.P.: HOMBRE 1-BACK NEAR C.P.: CONE/DOG - CLOSE WING 1-BACK SET.
MIKE WILL	SAME AS UNDER (STUNT) COVER #2	SAME AS UNDER (STUNT) COVER #2	STRONGSIDE SAME AS UNDER (STUNT) COVER #2 C.P.: COVER #2/#3 INSIDE AND DEEP, TAKE #3 TO POST C.P.: 1-BACK -- BOX WEAKSIDE SAME AS UNDER (STUNT) COVER #2 - POSSIBLE SPECIAL VS. BACK SLOT. C.P.: #2 FLAT, EXPAND C.P.: GET OUT OF NO COVER ZONE, BUT NO DEEPER THAN GL. C.P.: 1-BACK -- BOX. CLOSE WING - CONE/DOG AREA THE RELEASE. BACK OFFSET TO WING -- BOX C.P.: HOMBRE 1-BACK NEAR. POSSIBLE SPECIAL VS. 2-BACK SLOT

UNDER (STUNT) COVER RED #2 -continued

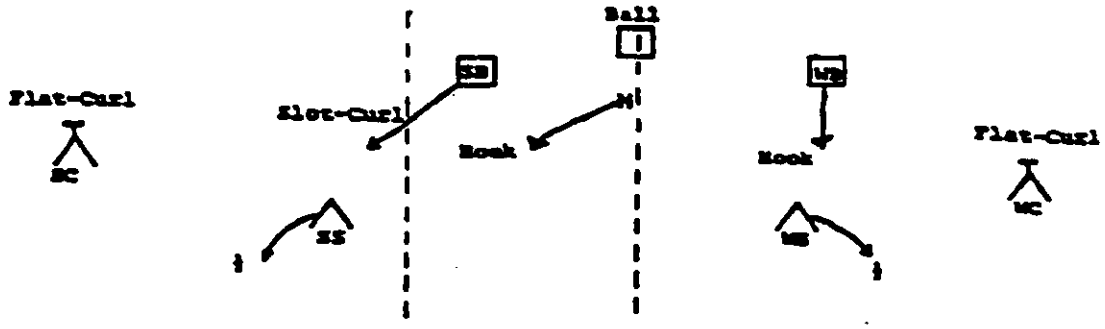
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER/ WEAK CORNER	SAME AS UNDER (STUNT) COVER #2	SAME AS UNDER (STUNT) COVER #2	FORCE RELEASE ON #1 USING SOFT TECHNIQUE (2 BUMP ALIGN) MOD TECHNIQUE - ALERT WOLF IF #1 RELEASES OUTSIDE, CARRY HIM THRU FADE AREA - YOU ARE RESPONSIBLE FOR THE FADE C.P.: YOU HAVE #1 ON RUN/PASS C.P.: VS. #1 DEFINITELY INSIDE, DROP NO DEEPER GRAB GL - ALERT DOUBLE POST. C.P.: Z-CLOSE VS. 2 BACKS - CHECK CLOUD. C.P.: CLOSE WING - CONE/DOG MEG C-1 TECHNIQUE WEAK.
STRONG SAFETY	WIDTH: AS CLOSE TO MIDPOINT AS POSSIBLE C.P.: FORMATION ADJUST	SAME AS UNDER (STUNT) COVER #2	SAFETY SUPPORT VS. 2-BACK, 1-BACK, BACKER, SKY ON TE. DROP TO AIMING POINT 3 YARDS INSIDE NUMBERS - BETWEEN GL AND 5 YARDLINE (3 YARDLINE RULE)
(NO MOVE)	DEPTH: 7 YARDS -NO DEEPER THAN GL		SEE FLOW, READ #1s RELEASE 2-BACK - #2 TO POST, 1-BACK -BOX C.P.: NO DEEPER THAN GL UNTIL RECEIVER ENTERS EZ POSSIBLE SPECIAL ON SLOT MABLE - RELATE TO #2 (LOW) POSSIBLE ZEKE VS. TRIPS
WEAK SAFETY	WIDTH: SAME AS SS DEPTH: 7 TO 10 YARDS - NO DEEPER THAN GL C.P.: FORMATION ADJUST	SAME AS UNDER (STUNT) COVER #2	SAFETY SUPPORT VS. 2-BACK, 1-BACK, BACKER, SKY VS. TE. DROP TO AIMING POINT 3 YARDS INSIDE NUMBERS - BETWEEN GL AN 5 YARDLINE (3 YARDLINE) SEE FLOW, READ #1s RELEASE (NO MOVE) 2-BACK - #2 TO POST, 1-BACK -BOX C.P.: NO DEEPER THAN GL UNTIL RECEIVER ENTERS EZ. POSSIBLE SPECIAL ON SLOT ALERT MABLE TO M/M WEAK POSSIBLE ZEKE ON TRIPS.

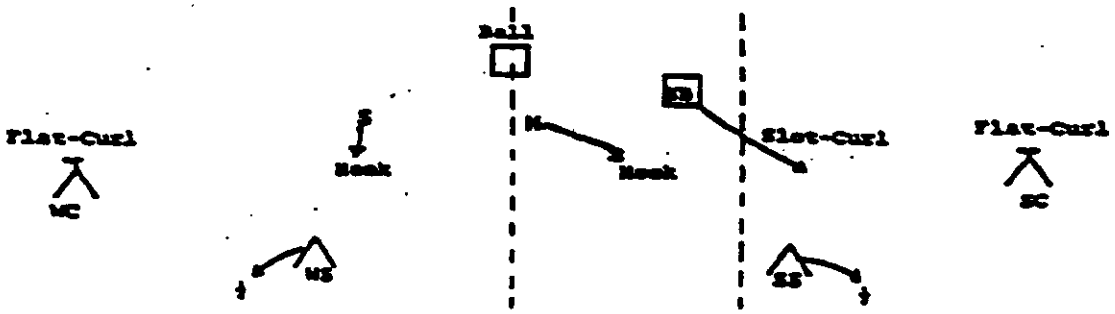
NOTE: CUT USED WEAK TO HELP WILL ON HB WITH 2-RECEIVER WEAK. CORNER HARD 2 TECHNIQUE.

STUNT COVER RED #2



HASH COVER RED #2

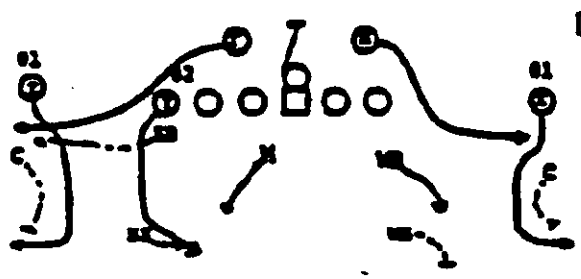




POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM STRONG BACKER	---	SAME AS HASH COVER #2	---
MIKE	---	SAME AS HASH COVER #2	---
WILL	---	SAME AS HASH COVER #2	---
STRONG CORNER	---	SAME AS STACK RED #2	---
STRONG SAFETY	---	SAME AS STACK RED #2	---
WEAK SAFETY	---	SAME AS STACK RED #2	---
WEAK CORNER	---	SAME AS STACK RED #2	---

RED 2 COVERAGE

[1]



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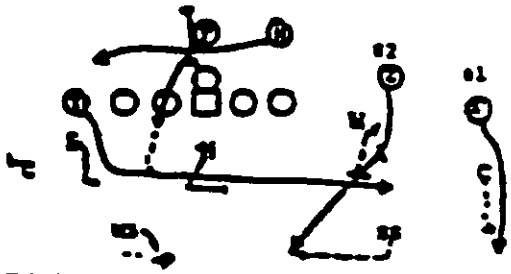
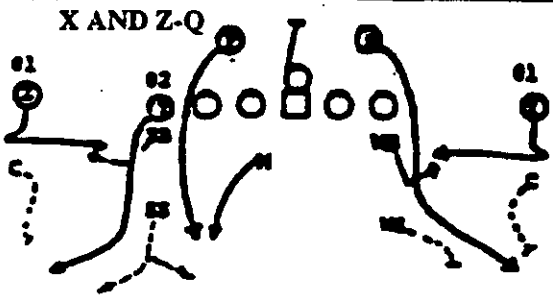


POSSIBLE SPECIAL

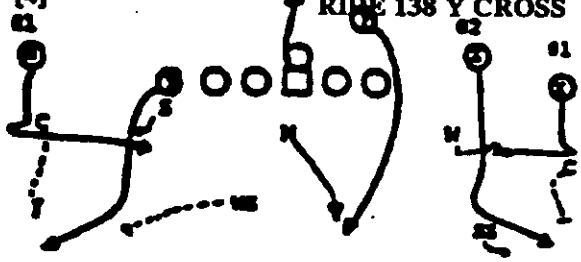
X AND Z-Q

[3]



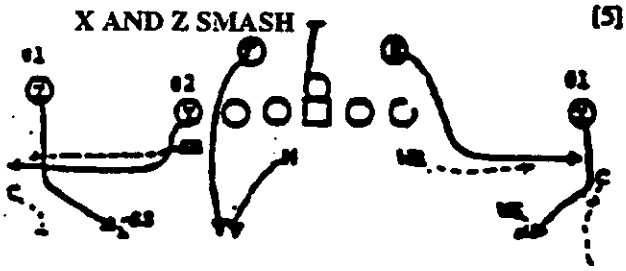
[4]

RIDE 138 Y CROSS



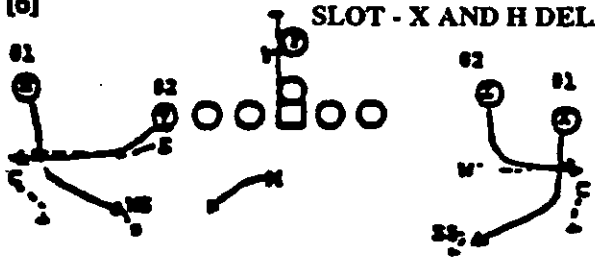
X AND Z SMASH

[5]



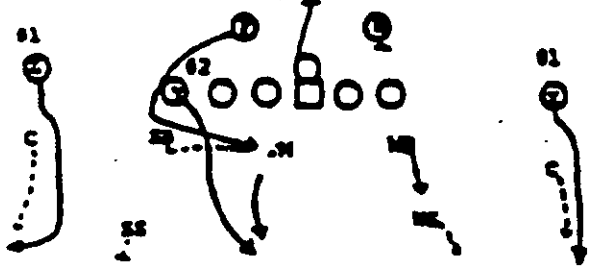
[6]

SLOT - X AND H DELAY



DOUBLE D-SLANT

[7]



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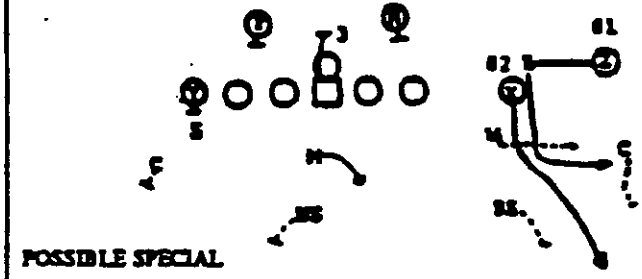
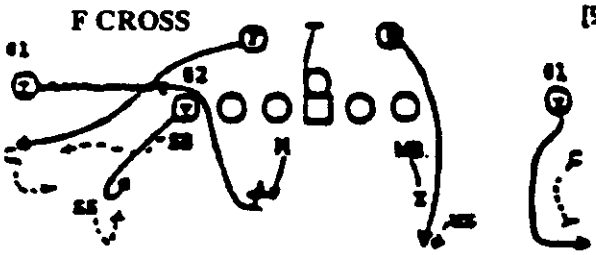
SLOT - DOUBLE D-SLANT



POSSIBLE SPECIAL

F CROSS

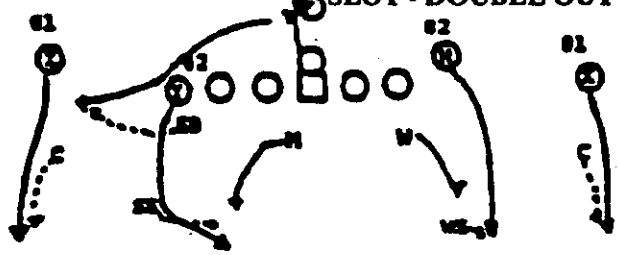
[9]



SAM HAS #3 ALL OVER

[10]

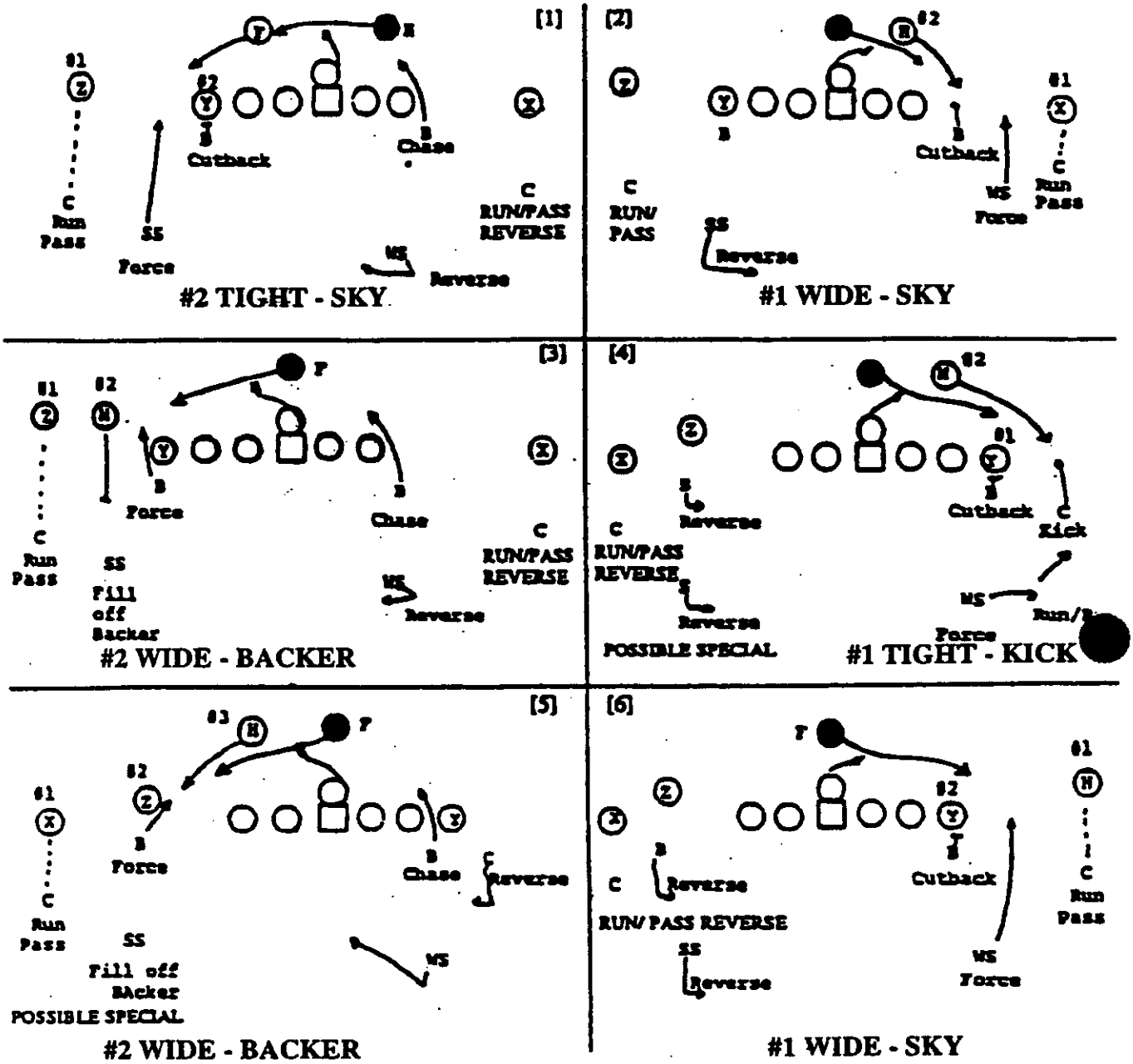
SLOT - DOUBLE OUT



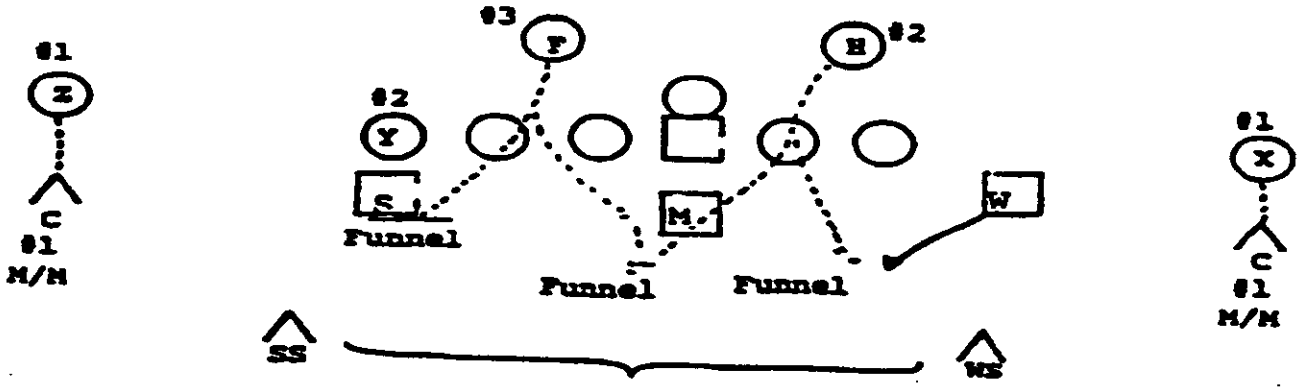
Z UNDER

DOUBLE SEAM

RED 2


[1]
#2 TIGHT - SKY
Cutback
Chase
C Run Pass
SS Force
C RUN/PASS REVERSE
WS Reverse
[2]
#1 WIDE - SKY
Cutback
C RUN/ PASS
SS Reverse
WS Force
C Run Pass
[3]
#2 WIDE - BACKER
Force
Chase
C Run Pass
SS Fill off Backer
C RUN/PASS REVERSE
WS Reverse
[4]
#1 TIGHT - KICK
Cutback
C Kick
C RUN/PASS REVERSE
Reverse
POSSIBLE SPECIAL
WS Force
[5]
#2 WIDE - BACKER
Force
Chase
Reverse
C Run Pass
SS Fill off Backer
POSSIBLE SPECIAL
WS
[6]
#1 WIDE - SKY
Cutback
C Reverse
RUN/ PASS REVERSE
SS Reverse
WS Force
C Run Pass

UNDER (STUNT) COVER RED #1 RAT



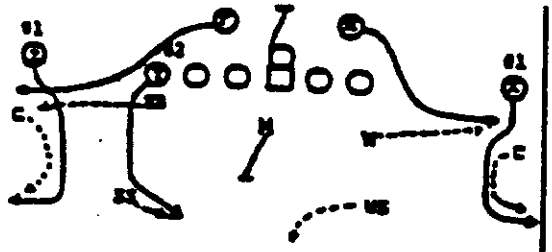
RED #1 RAT: A MAN/MAN COVERAGE WITH POST HELP FROM WS, USING RED TECHNIQUES. SAME ADJUSTMENTS WE USE IN THE FIELD, EXCEPT "DEUCE" SLOT (SPECIAL).

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WILL OPEN SIDE BACKER		--- SAME AS #1 ---	
MIKE		--- SAME AS #1 ---	
COVER			C.P.: VS. SLOT, NO POST HELP - BACK INSIDE THRU THE POST.
			C.P.: TWIN INCLUDE SLOT IN RAT
SAM TE SIDE BACKER		--- SAME AS #1 ---	
CORNERS	VS. #1 WIDE FEATHER	--- SAME AS #1 ---	COVER WR MAN/MAN USING FEATHER TECHNIQUE
			C.P.: "PUSH" RULE
	VS. #1 TIGHT 3 x 5 ALIGN	--- SAME AS #1 ---	"DEUCE" VS. SLOT
WC			C.P.: MATCH UP - CORNERS OVER - VS. SLOT - COVER #1 MAN/MAN USING OUTSIDE TECHNIQUE - NO POST HELP.

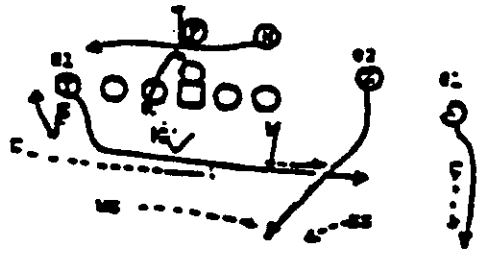
UNDER (STUNT) COVER RED #1 RAT - continued

POSITION	ALIGNMENT		KEY		RESPONSIBILITY
STRONG	RED 2	—	SAME AS #1	—	VS. PRO. - SS COVER TE BASED ON HIS PATTERN. WS MOF FROM GOAL LINE ONLY. DEEPEN WHEN RECEIVER ENTERS END ZONE. POSSIBLE READ ON TE RELEASE.
					RED MOF COVERAGE
			C.P.: SLOT - #2 WR		BE AWARE OF INSIDE/DEEP ROUTES BY #2/#3 RECEIVERS
					COVER ANY INSIDE RECEIVER DEEP
WEAK SAFETY	RED 2 ALIGNMENT	—	SAME AS #1	—	VS. SLOT
					"DEUCE" ON SLOT BETWEEN SAFETIES, OR BETWEEN SS AND C ON MATCH UP.
					IF SLOT DEFINITELY DECLARES, FREE UP AND READ QB.

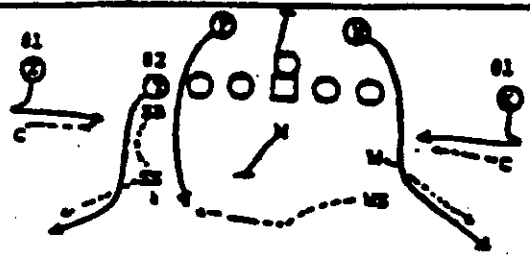
RED 1-RAT (POSSIBLE ALERT) (POSSIBLE BRACKET)



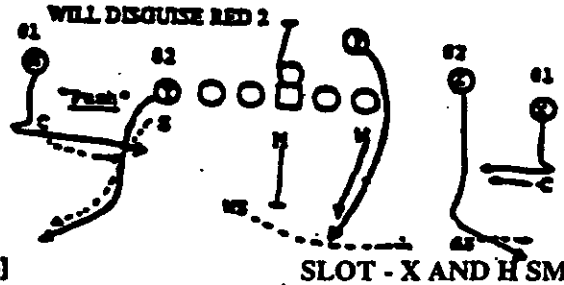
X AND Z-O [1]



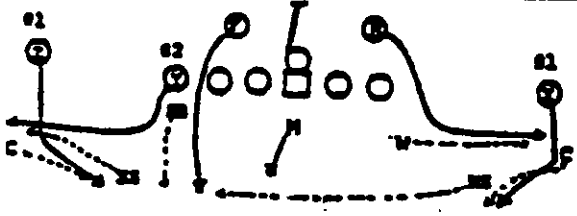
[2] RIDE 138 Y CROSS



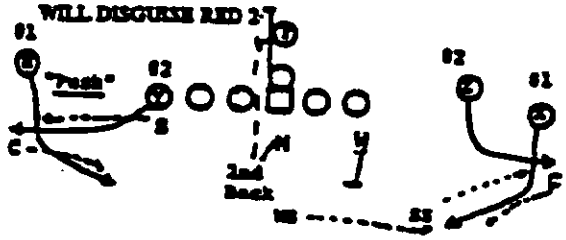
X AND SMASH [3]



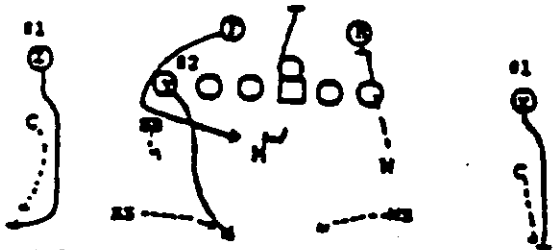
[4] SLOT - X AND H SMASH



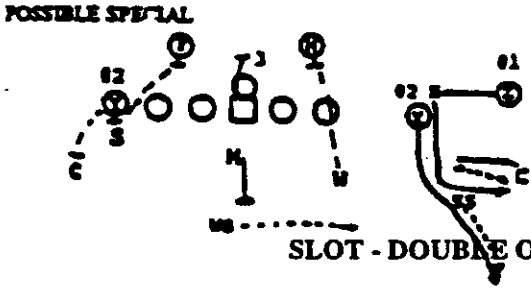
DOUBLE D-SLANT [5]



[6] SLOT - DOUBLE D-SLANT



F-CROSS [7]



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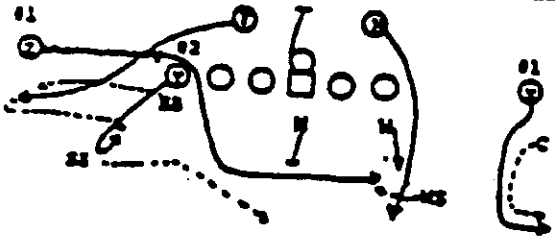
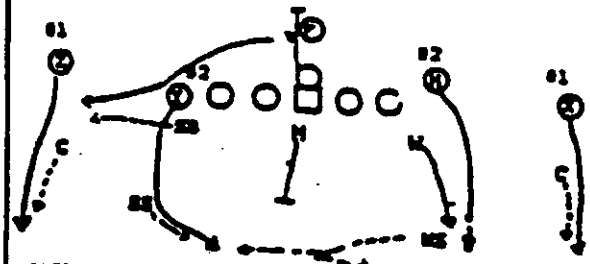
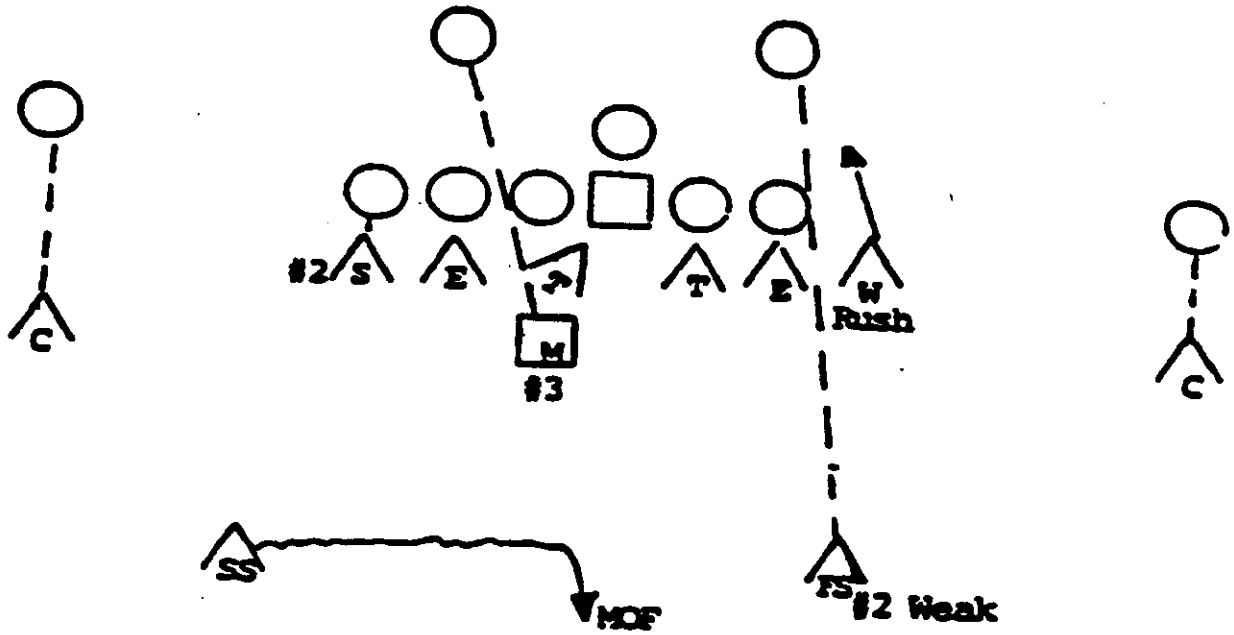


Z UNDER [9]



[10] DOUBLE SEAM

STUNT WILL 9-RED (MATCH UP)



WILL 9 RED: 5-MAN RUSH WITH MAN FREE COVERAGE THAT WILL BE PLAYED INSIDE THE 10 YARD LINE. THE SAFETY WILL CUT ALL INSIDE UNDERNEATH ROUTES LIKE A RAT.

WILL: RUSH - CONTAIN UNLESS STUNT DICTATES OTHERWISE. EXCEPT CROSS.

MIKE: COVER #3 O/S TECHNIQUE. POSSIBLE BANJO WITH SAM ON TE AND NEAR BACK. SAFETY WILL CUT ON AL INSIDE ROUTES.

C.P.: W/BANJO, SAFETY WILL NOT CUT YOU ON 1st INSIDE. YOU WILL HAVE INSIDE LEVERAGE

SAM: COVER 9 RULES - TE MAN/MAN - O/S TECHNIQUES. POSSIBLE BANJO WITH MIKE ON TE AND NEAR BACK. SAFETY WILL CUT ON ALL INSIDE ROUTES.

SC: COVER 9 MATCH UP

WC: COVER 9 MATCH UP

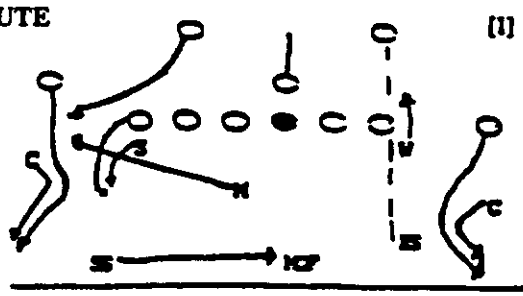
SS: COVER 9 - MOF (RED CUT RULES) OR ROCKER HUM TO TRIPS

C.P.: W/BANJO, MIKE SHOULD NOT NEED CUT ON INSIDE RELEASE

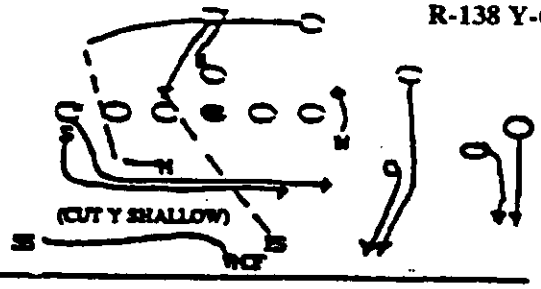
FS: COVER 9 WILL - HB MAN/MAN WEAK - 1 BACK -ACE HB - ROVKER - HUM TRIPS - MOF (RED CUT RULES)

RED WILL 9 (MATCH UP)

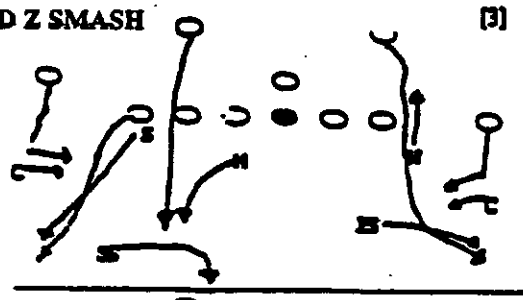
7 ROUTE [1]



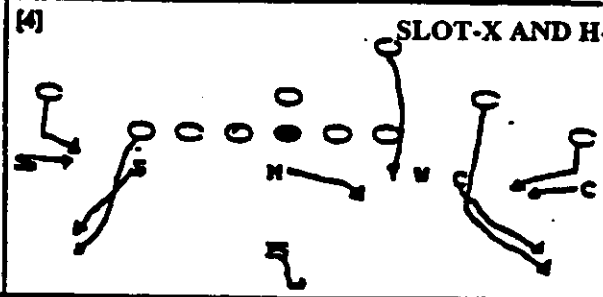
[2] R-138 Y-CROSS



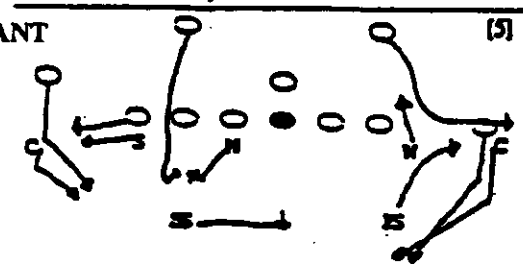
X AND Z SMASH [3]



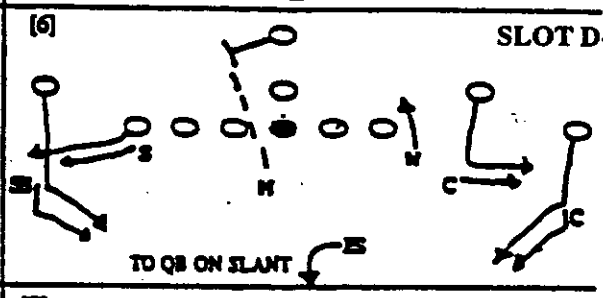
[4] SLOT-X AND H-SMASH



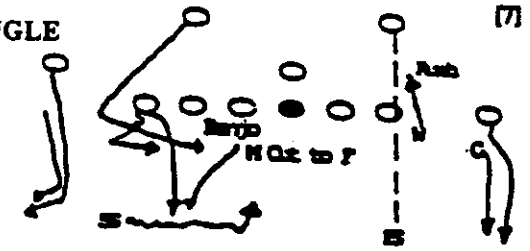
D-SLANT [5]



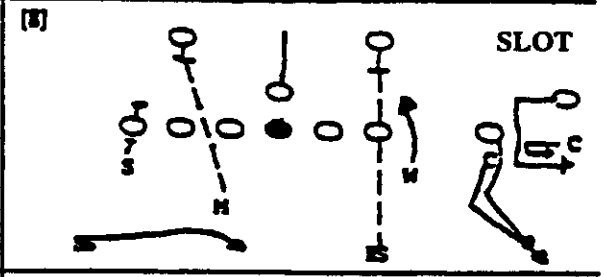
[6] SLOT D-SLANT



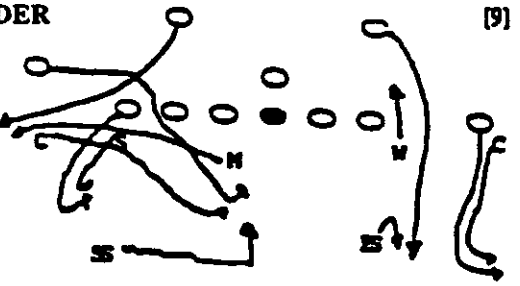
F-ANGLE [7]



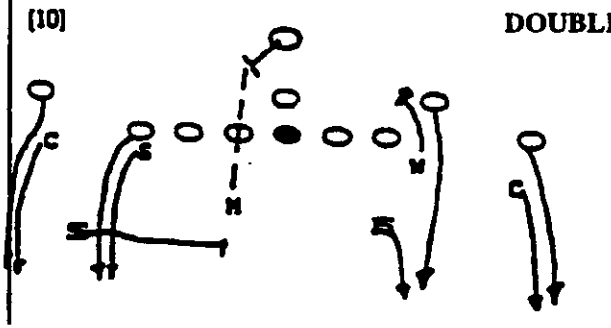
[8] SLOT



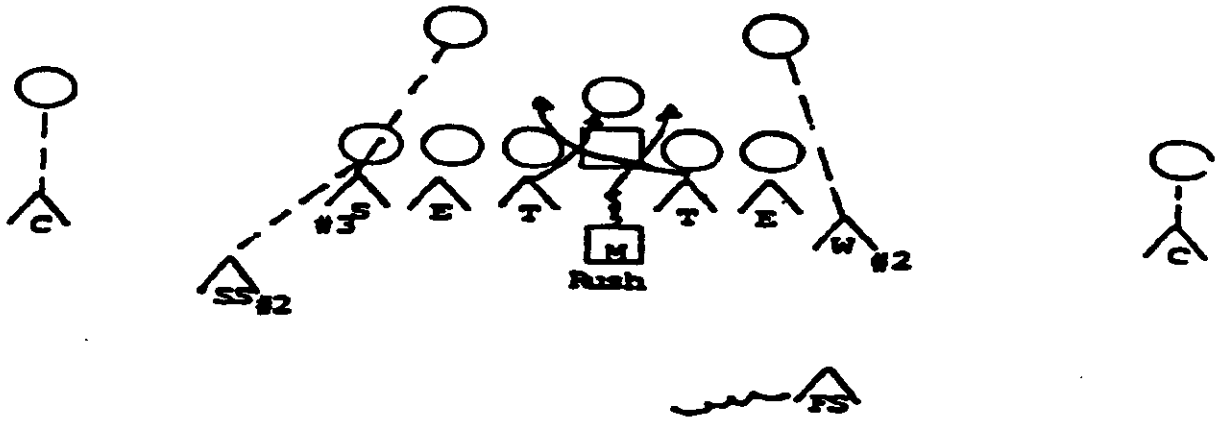
Z-UNDER [9]



[10] DOUBLE SEAM



4-3 MIKE TOM COVER RED 0 (+10)



RED - O: 5 MAN RUSH WITH MAN FREE COVERAGE THAT WILL BE PLAYED INSIDE THE 10 YARD LINE. THE F/S WILL CUT ALL INSIDE UNDER ROUTES LIKE A RAT.

WILL: SAME AS COVER 1 FUNNEL - F/S WILL CUT INSIDE CROSS.

MIKE: RUSH

SAM: SAME AS COVER 1 FUNNEL - F/S WILL CUT INSIDE CROSSES

SC: SAME AS COVER 0 - SOFT TECHNIQUE INSIDE 6 YARD LINE. BUMP ADJUST - ROCKET AND ROLLIT ON BACK MOTION.

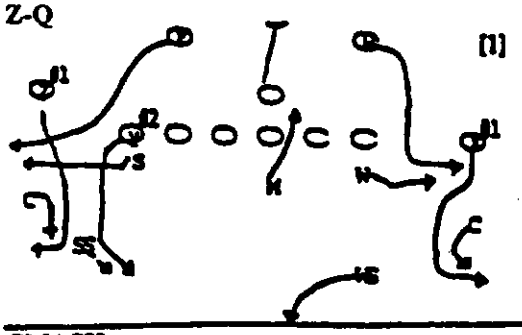
WC: SAME AS COVER 0 - SOFT TECHNIQUE INSIDE 6 YARD LINE - BUMP ADJUST - ROCKER AND ROLLIT ON BACK MOTION.

SS: FROM RED 2 ALIGNMENT - PLAY MIDDLE FROM GOAL LINE AND CUT ALL INSIDE UNDERNEATH PATTERNS. READ #2 ON L.O.S FIRST. ROCKER\T AND ROLLIT ON BACK MOTION.

NOTE: POSSIBLE MATCH UP.

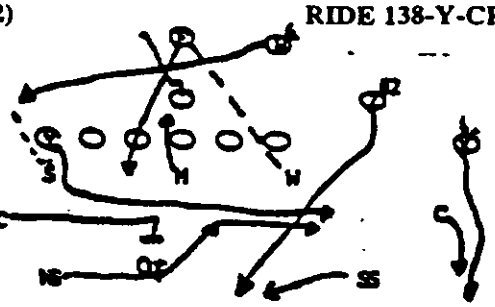
MIKE RED - 0

X AND Z-Q

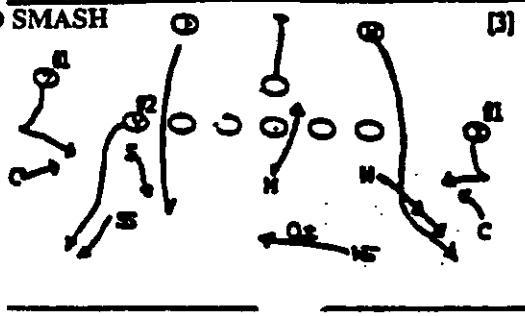


(1) (2)

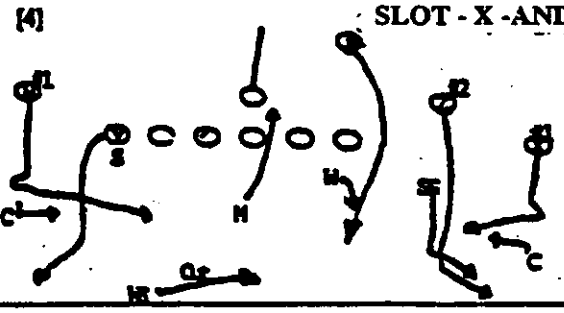
RIDE 138-Y-CROSS



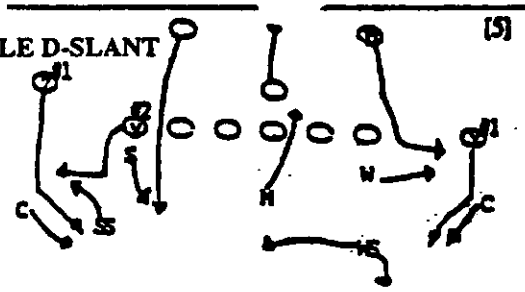
X-AND SMASH



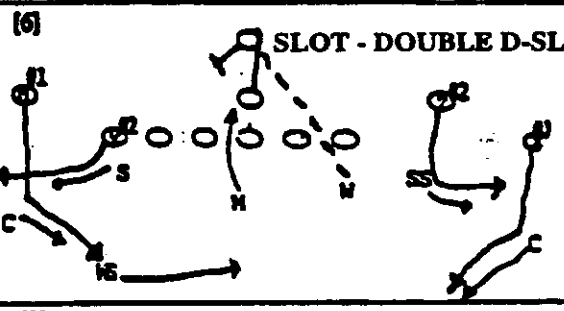
SLOT - X -AND H DELAY



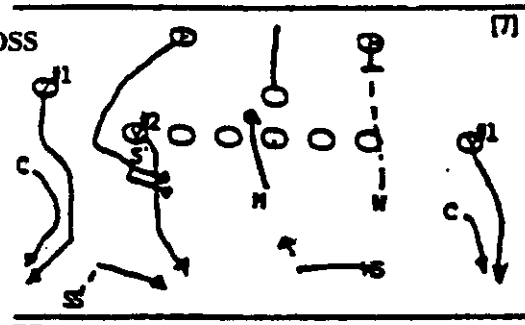
DOUBLE D-SLANT



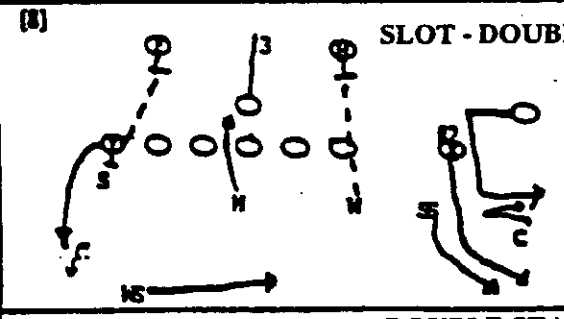
SLOT - DOUBLE D-SLANT



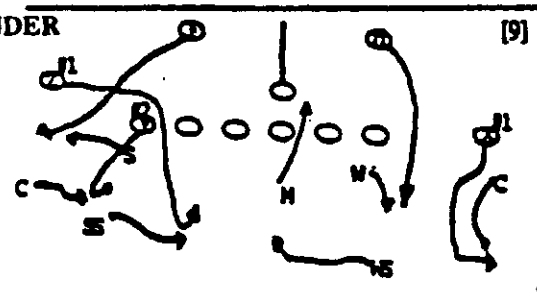
F-CROSS



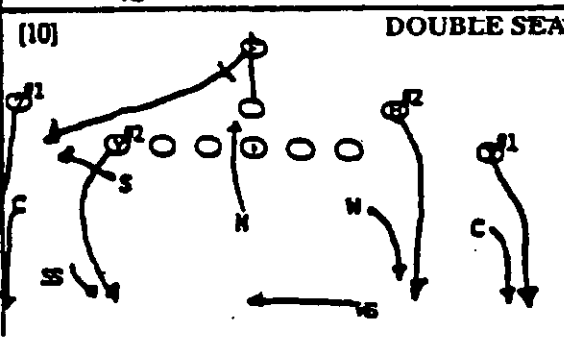
SLOT - DOUBLE OUT



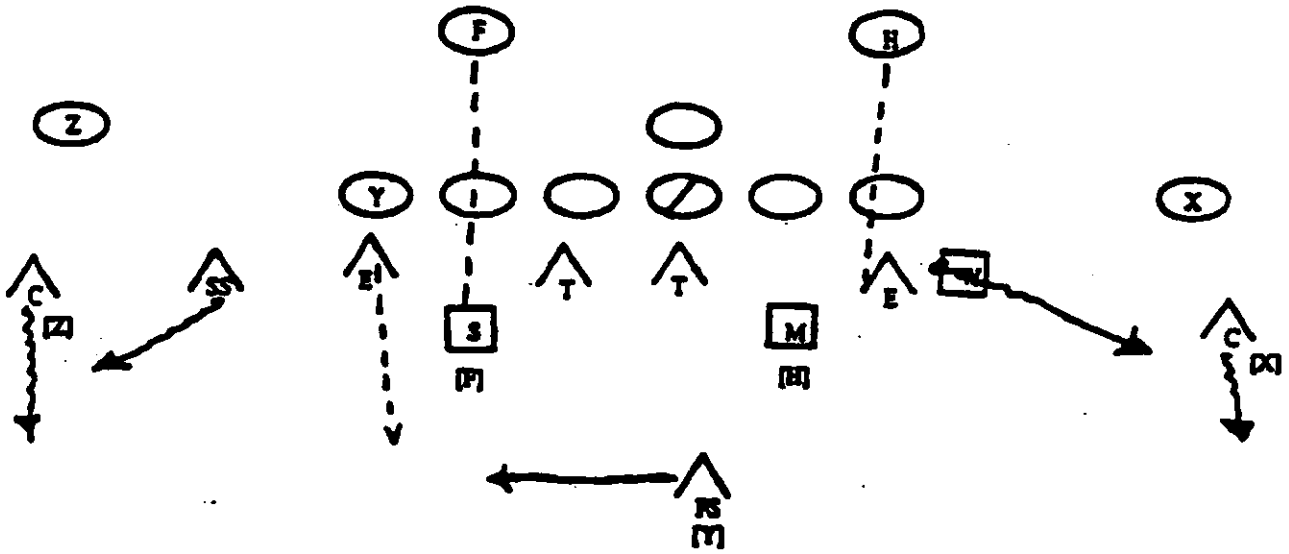
Z-UNDER



DOUBLE SEAM



OVER RED 10



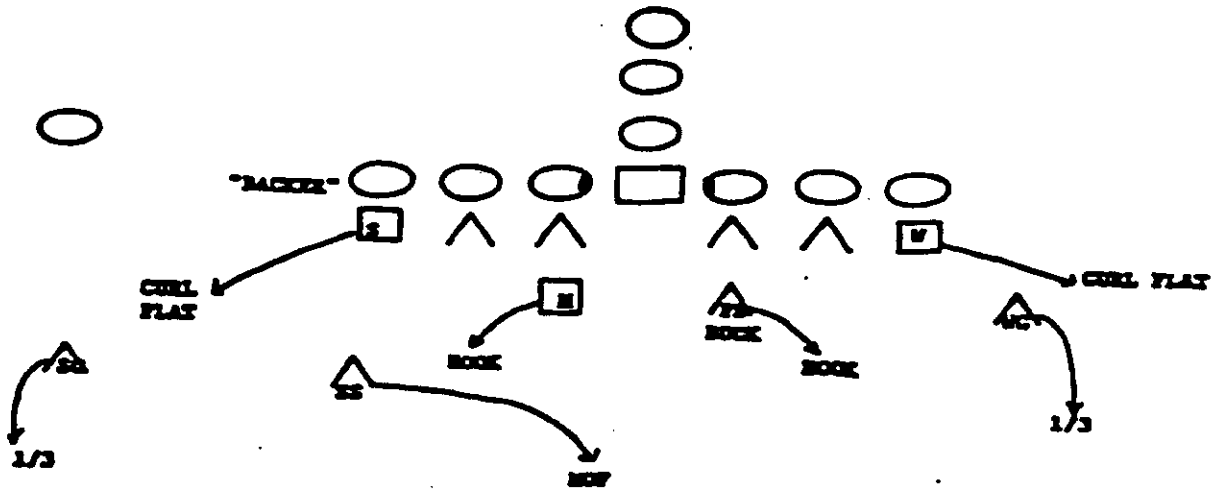
RED 10 : 3-DEEP ROTATED TO TE SIDE WITH TIGHT CUT COVERAGE ON RECEIVERS w/FLAT HELP. NO FLOW RULE FOR LBers. 1-BACK ACE - 4-ACROSS MAN w/DOUBLE BUZZ, TRIPS CHECK 3-MABLE.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	4-TECHNIQUE	THRU OT TO NEAR BACK	VS. 2-BACKS - COVER #3 ON ALL INSIDE AND VERTICAL ROUTES. CUT TO #1 w/#3 O/S. TRIPS CHECK 3 MABLE. ACE "Y" M/M C.P.: POSSIBLE REDUCE TO BACKER OR MUST CALL EASY TO END.
MIKE	OE SIDE 3 TECHNIQUE	THRU GUARD TO NEAR BACK	VS. 2 BACKS, COVER 32 WEAK (1st BACK OE) ON ALL INSIDE AND VERTICAL ROUTES. CUT TO #1 w/#2 WEAK O/S. TRIPS CHECK 3 MABLE ACE COVER REMAINING BACK ON INSIDE AND VERTICAL ROUTES.
WILL	9 TECHNIQUE	NEAR BACK	VS. 2 BACKS, BUZZ TO FLAT THRU X TO 1 YARD O/S. HELP ON OUT AND CORNER -TAKE 1st FLAT RECEIVER W/ZONE INTEGRITY. FLOW AWAY - RADAR X.
STRONG CORNER/ WEAK CORNER	#1 INSIDE TECHNIQUE MU VS. SLOT	#1 SLOT	INSIDE M/M TECHNIQUE - NO POST HELP FLAT DEFENDER WILL TAKE SMASH SLOT #2 M/M ON INSIDE AND VERTICAL CUTS #2 O/S CUT TO #1.

OVER RED 10 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	TE 3 x 5	THRU TE TO BACKFIELD TRIANGLE	SKY - FORCE - PLAY FLAT - TAKE SMASH BY #1. HELP ON OUT AND CORNER. TRIPS - 3 MABLE, ACE 4-ACROSS MAN w/ FLAT SLOOP.
FREE SAFETY	TE CHEAT FROM MOF	TE	TE M/M ON INSIDE AND VERTICAL CUTS. TE O/S CUT TO 1 OR FREE UP. TRIPS CHECK 3 MABLE. ACE 4-ACROSS MAN w/ FLAT HELP.

40/60 TUFF (6-BUZZ)

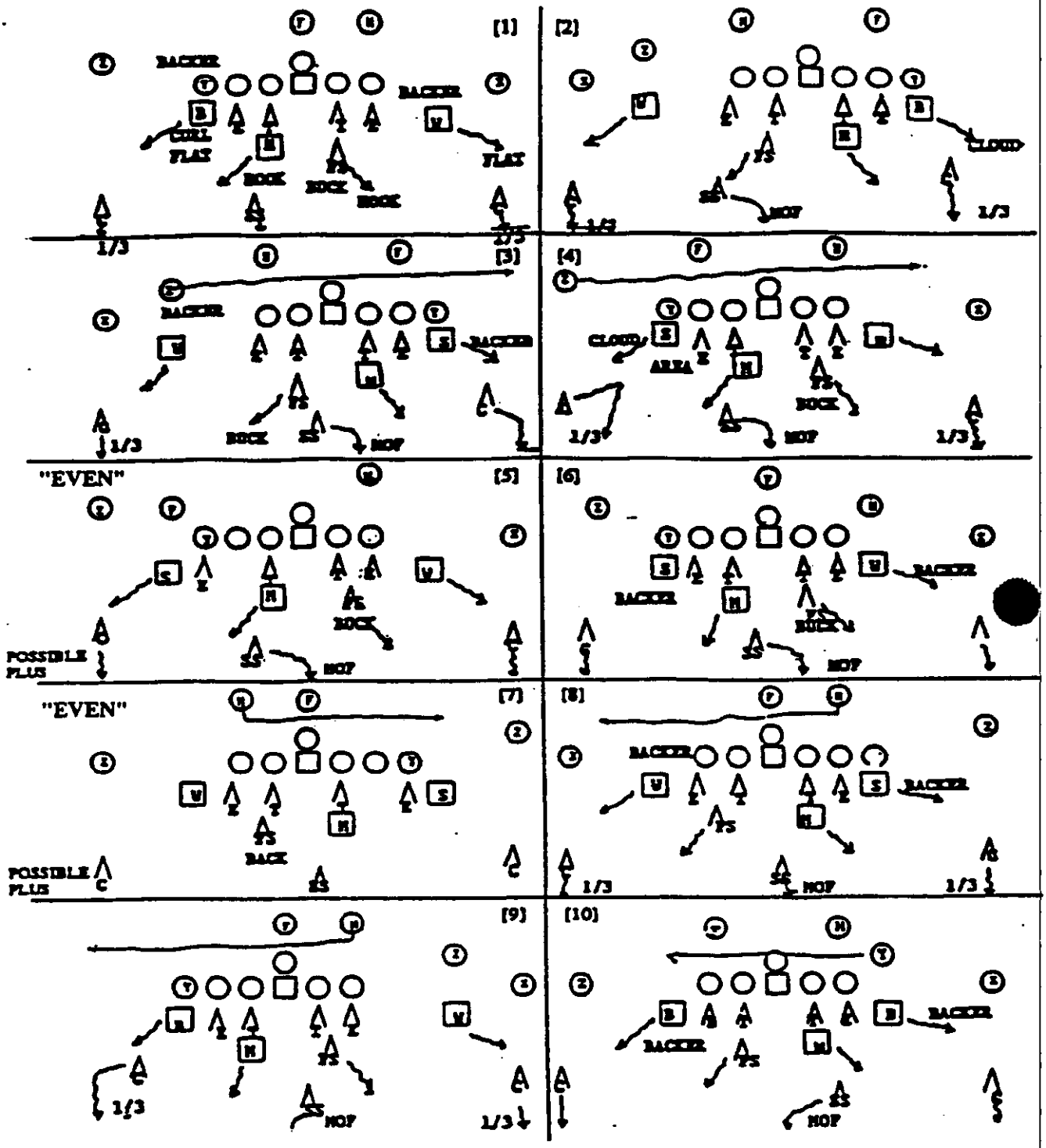


40/60 TUFF (6 BUZZ) - 40/60 IS 4-3 TIGHT FOR FRONT. 60 IS SUB LBer IN FOR F/S. NORMALLY CALLED; NOT A "CHECK" DEFENSE

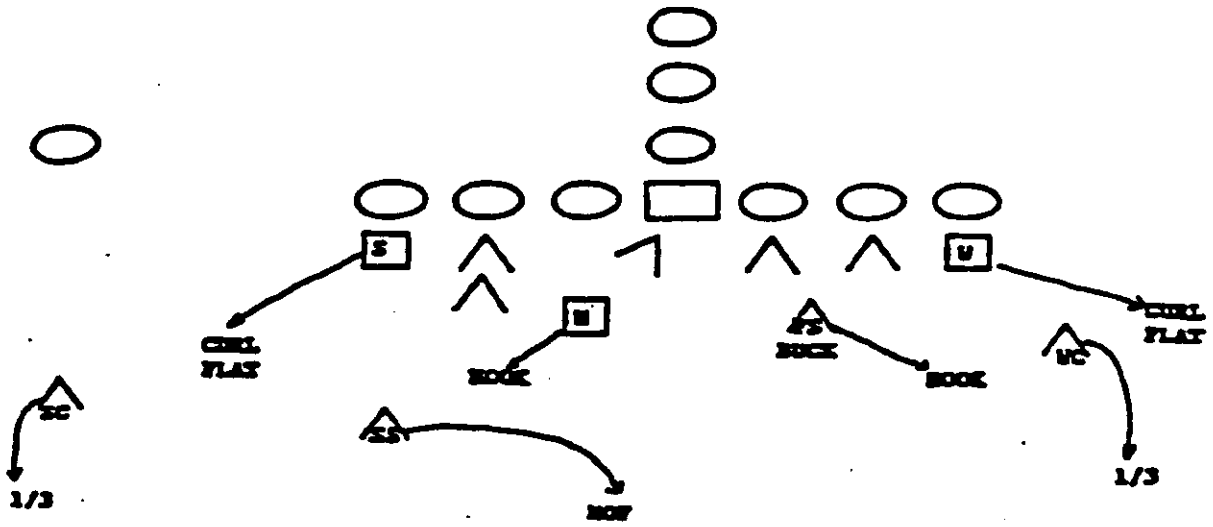
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM SSB	-9 TECH	-TE PROGRESSION	-RUN - BACKER SUPPORT -PASS - CURL - FLAT
MIKE	-STACK WITH TACKLE	-GUARD - NEAR BACK -FLOW	-RUN - B-GAP INSIDE OUT PURSUE -PASS - HOOK STRONG
WILL WSB	-6 TECH	-TE PROGRESSION	-RUN - CLOUD 6/7 HOLE SPILL -PASS - FLAT (POSSIBLE AREA)
SSE	-2-GAP	-TACKLE	-2-GAP
SST	-1-GAP	-GUARD	-1-GAP C.P.: PINCH FOR SNEAK
WST	-1-GAP	-GUARD	-1-GAP C.P.: PINCH FOR SNEAK
WSE	-2-GAP	-TACKLE	-2-GAP
F/S 1-BACK	-STACK WITH TACKLE	-GUARD NEAR BACK -FLOW	- B-GAP AND PURSUE

40/60 TUFF 6-BUZZ

NORMAL VS. 2 TEs



STUNT C-3 "CHECK" -- 6-BUZZ

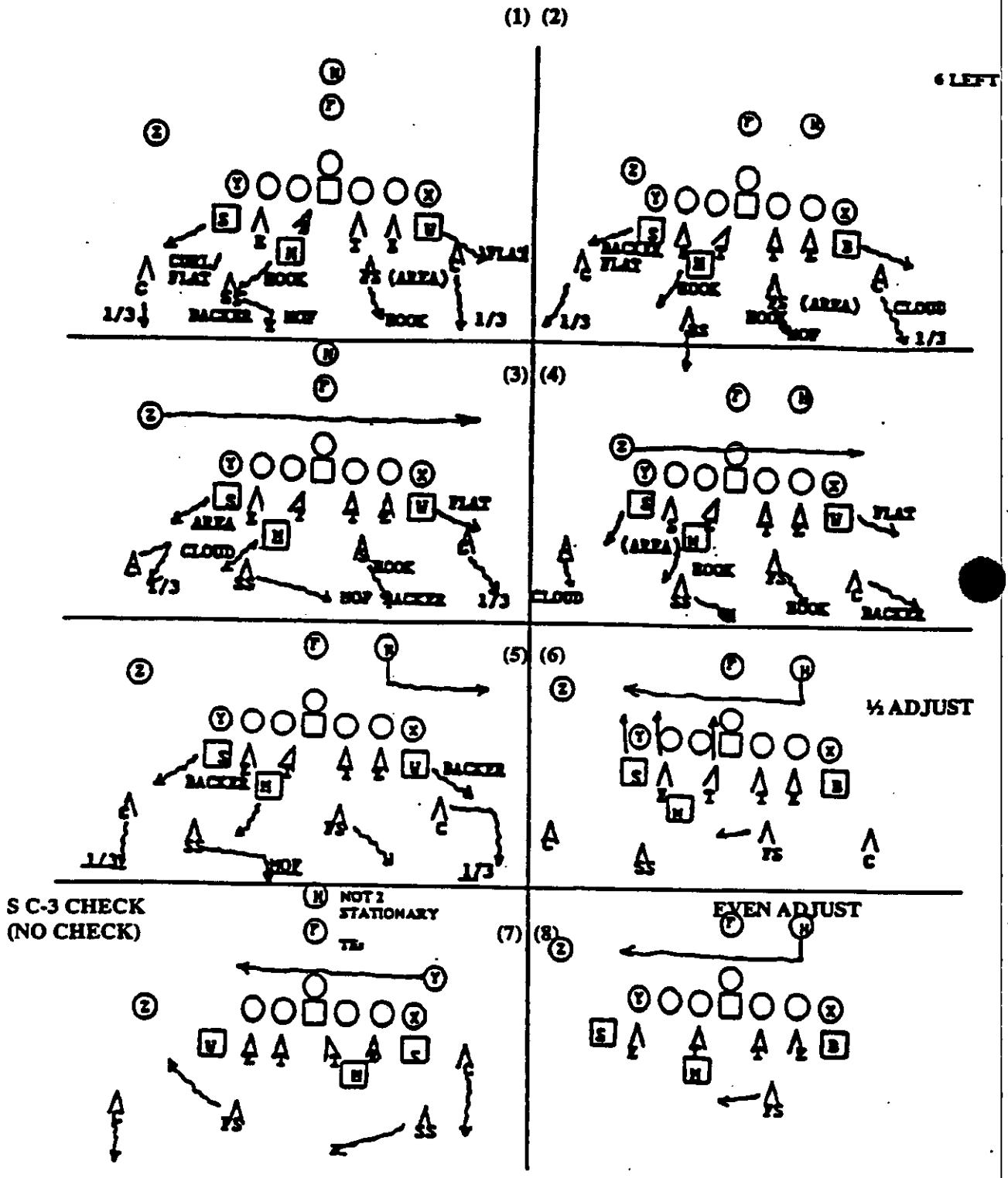


SHORT YARDAGE: OUR SHORT YARDAGE PACKAGE WILL BE ANY FRONT OR STUNT WE CALL WITH A "CHECK" BUILT INTO THE COVERAGE TO ALLOW US TO PLAY BUZZ (3 OR 6) IF THE OFFENSE HAS TWO STATIONARY TEs ON THE L.O.S. WE CAN ALSO CALL A FRONT WITH BUZZ (3 OR 6) IN THE HUDDLE AND PLAY AND ADJUST IT TO ALL FORMATIONS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM SSB	-4-3 ALIGNMENT -O/S EYE 9 TACH	-TE - PROGRESSION	-RUN -- BACKER SUPPORT -PASS -- CURL - FLAT (SLOOP)
MIKE	-1/4 ADJUST	-STUNT	-RUN -- B-GAP - PURSUE (1/4 ADJUST) -PASS -- STRONG - HOOK -CURL
WILL	-4-3 ALIGNMENT -6 OR 9 TECH ON SUPPORT	-TE - PROGRESSION	-RUN -- CLOUD SUPPORT. SQUEEZE 6-7 HOLE -SPILL
SSE	-HEAVY 5 -1/4 ADJUST	-TACKLE	-RUN -- SAME AS UNDER (1/4 ADJUST) -PASS -- RUSH CONTAIN
SST	-STUNT	-CENTER	-SAME AS STUNT
WST	-HEAVY 3 (4-3)	-GUARD	-SAME AS 4-3
WSE	-HEAVY 5	-TACKLE	-SAME AS 4-3

NOTE: SECONDARY CAN ROLL COVERAGE WITH A "2" CALL STRONG VS. A CLOSE WING BACK. THIS MAY BE DETERMINED BY THE BACKFIELD SET. POSSIBLE NAIL STRONG w/NO WIDTH WEAK

CHECK 6 BUZZ ADJUSTMENTS



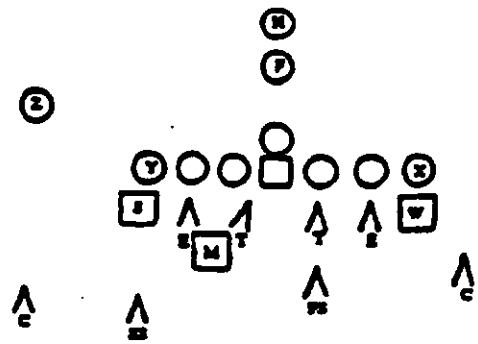
CHECK 6-BUZZ ADJUSTMENTS WITH ROLL CALLS

TO ROLL, WE MUST HAVE CLOSE WING BACK AND NO OFF SET BACK AWAY FROM WING

NO ROLL

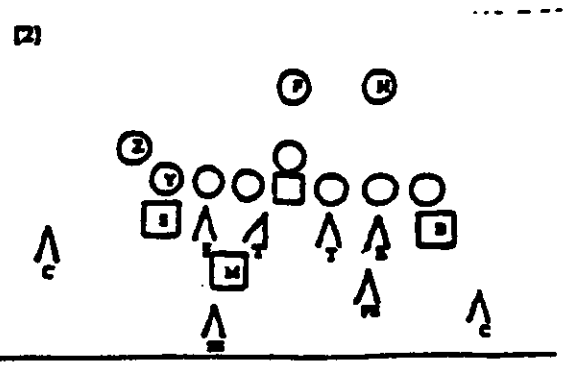
POSSIBLE NAIL

[1]



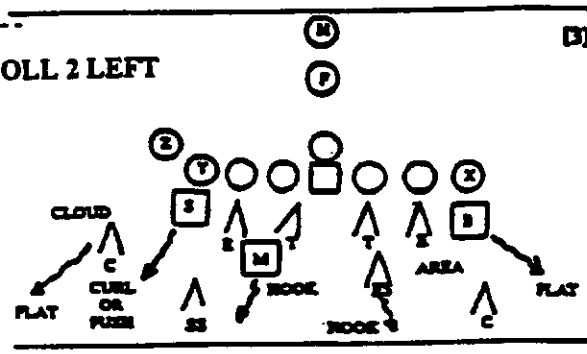
NO ROLL

[2]



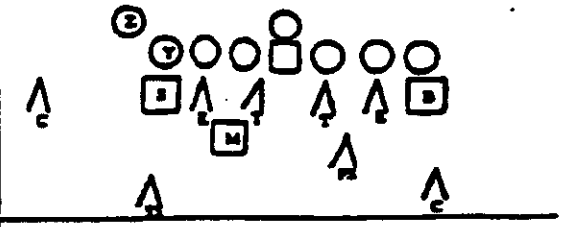
ROLL 2 LEFT

[3]



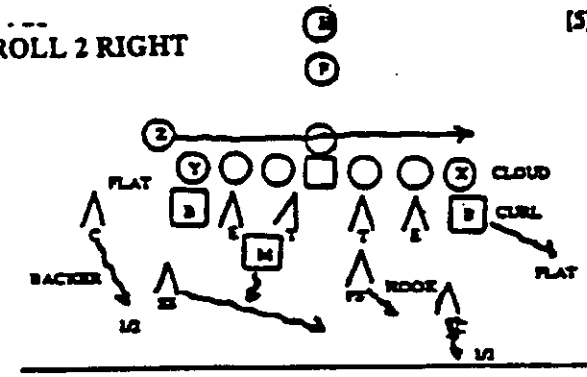
ROLL 2 LEFT

[4]



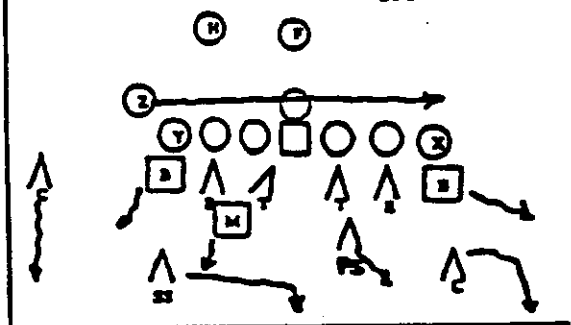
ROLL 2 RIGHT

[5]



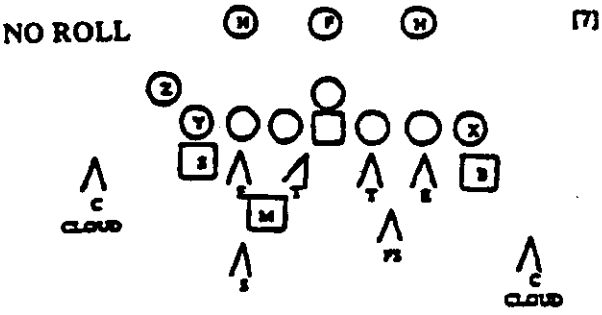
ROLL LEFT TO 6

[6]



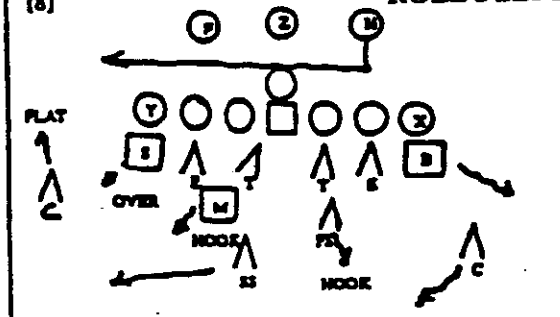
NO ROLL

[7]

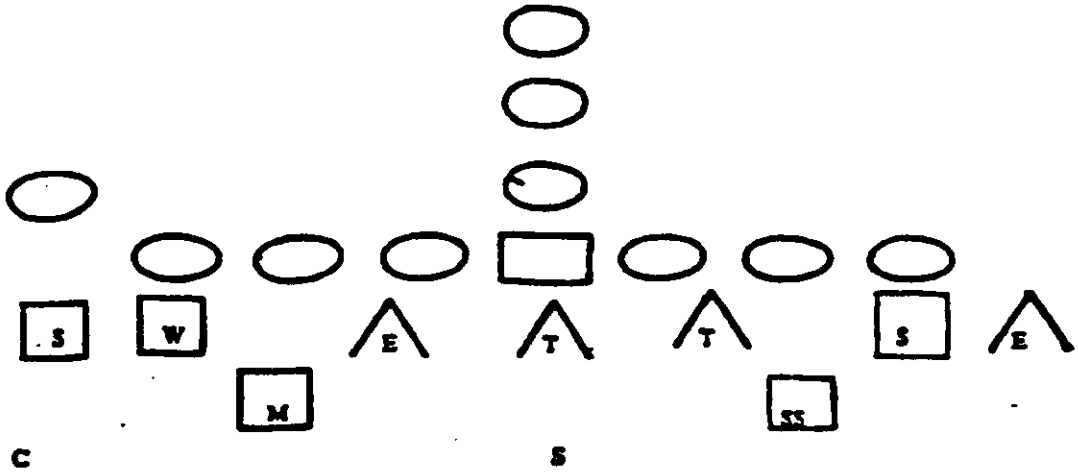


ROLL 2 LEFT

[8]

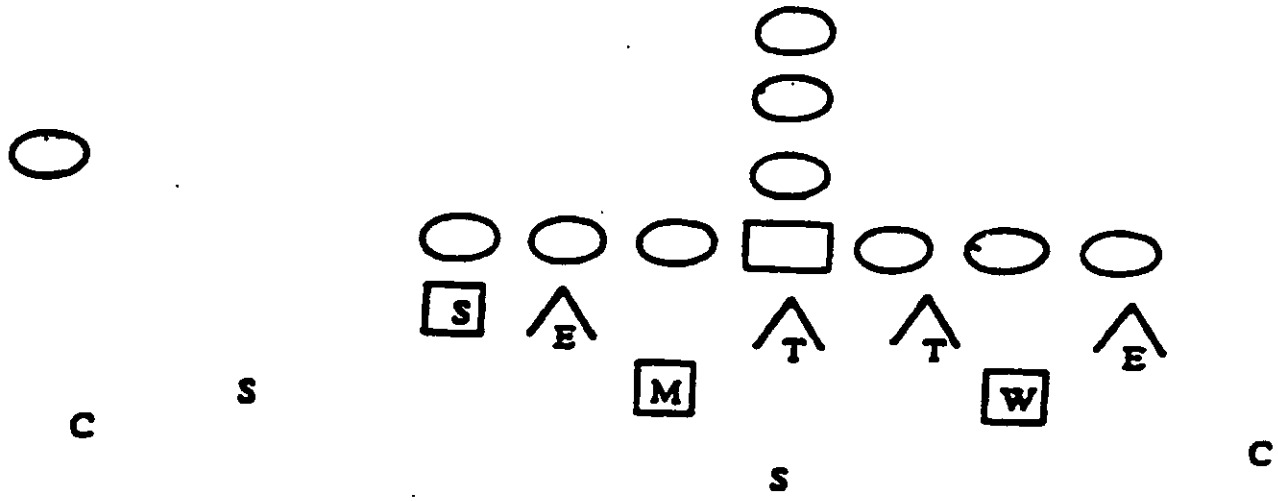


HIPPO DIAMOND



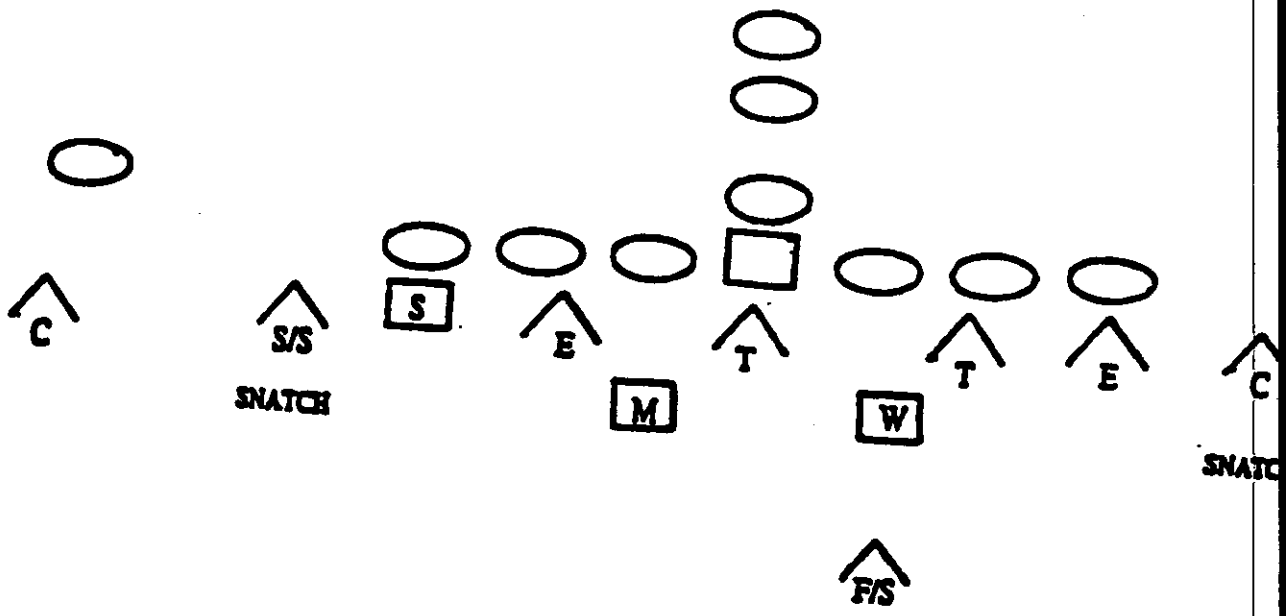
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-CRUSH OR WING ADJUSTMENT	-WING TO TE AND BACKS	-PLAY TO - FORCE - PLAY AWAY - CONTAIN PASS - OUTSIDE RUSH
MIKE	-40	-THROUGH LINEMEN TO BACK	-SAME AS 4 TECHNIQUE BACKER
WILL	-6	-THROUGH TE TO OT AND BACKS	-PLAY TO - CUTBACK - PLAY AWAY - CHASE PASS - COVERAGE
BUCK	-40	-THROUGH LINEMEN TO BACK	-SAME AS 4 TECHNIQUE COVERAGE BACKER -ADJUST TO 2nd TE ON L.O.S
SSE	-3	-GUARD (TACKLE)	-AGGRESSIVE CHARGE ON GUARD - REACT TO BLOCKER ON MOVE
SST	-0	-CENTER (GUARDS)	-2 GAP - PUSH BLOCKER BACK
WST	-3	-GUARD (TACKLE)	-AGGRESSIVE CHARGE ON GUARD - REACT TO BLOCKER ON MOVE
WSE	-6	-TIGHT END NEAR BACK	-2 GAP

UNDER COLT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	-6	-TE TACKLE NEAR BACK	-SPILL BALL OUTSIDE - C-GAP RESPOND PLAY AWAY TRAIL
MIKE	-2	-THROUGH GUARD TO BACKS	-FLOW TO SCRAPE D-GAP - FLOW AWAY CHECK A PURSUE
WILL	-4	-THROUGH TACKLE TO BACKS	-FLOW TO D-GAP - PASS CONTAIN - FLOW AWAY - CHECK A PURSUE
SE	-HEAVY 5	-TACKLE GUARD NEAR BACK	-SPILL BALL OUTSIDE - B-GAP RESPOND
ST	-O	-CENTER GUARDS	-2-GAP
WT	-3	-GUARD TACKLE	-AGGRESSIVE CHARGE ON GUARD - REACT TO BLOCKER ON MOVE
WE	-6	-TE TACKLE NEAR BACK	-SPILL BALL OUTSIDE - C-GAP RESPONSIBILITY PLAY AWAY - TRAIL

UNDER CANNON - O (DOWN)



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	6 TECHNIQUE 9 TECHNIQUE	TIGHT END	SNATCH - M/M TECHNIQUE w/MOF SAFETY NO SNATCH RUN SAM STUNT
SSE	INSIDE EYE OF TACKLE	TACKLE	PENETRATE AND SQUEEZE BLOCK OF TACKLE C.P.: ALERT DOWN CALL STAB 3-TECH
NOSE	0-TECH	CENTER	HARD 0-TECH GRAB ON CENTER
WST	INSIDE EYE OF TACKLE	TACKLE	PENETRATE AND SQUEEZE BLOCK OF TACKLE C.P.: ALERT DOWN CALL - STAB 3-TECH
WSE	CRASH OR 6-TECH	TIGHT END OR CRASH	SNATCH COVER TE M/M w/FS HELP OE: CRASH....TE: 6-TECH EASY
MIKE	GUARD	THRU GUARD BACKFIELD TRIANGLE	SAME AS UNDER w/I/AM. O-COVER. 1-BACK - DOWN CALL. STACK AS SHARK. COVER REMAINING BACK.
WILL	GUARD	THRU GUARD BACKFIELD TRIANGLE	SAME AS MIKE - O-COVER 1-BACK ADJUST TO 1st INSIDE RECEIVER. 3-STRONG OR 2-WEAK

UNDER CANNON - O - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	#1 STRONG	#1	C-1 MOF TECH ON #1. WING PLAY FROM OFF -FILL OFF BLOCK
STRONG SAFETY	#2 STRONG	#2 STRONG	#2 TE - SNATCH w/ SAM AND FIRE TO CONTAIN. #2 OPEN OR TRIPS. COVER 2
FREE SAFETY	MOF	MOF	COVER #2 MOF C.P.: AWARE OF SNATCH MS-MATCH
WEAK CORNER	#1 WEAK	#1 WEAK	M/M ON #1 WEAK. #! WEAK TITE SNATCH OE AND FIRE TO CONTAIN.

GOAL LINE TERMINOLOGY

BANJO:

COVERAGE TECHNIQUE ON DROPBACK PASS WITH MIKE AND SS (OR WC) PLAY MAN/MAN ON TWO RECEIVERS BASED ON THEIR RELEASE.

COMET:

MAN/MAN COVERAGE WITH A FLOW RULE FOR DEFENSIVE BACKS INCLUDING A STATIONARY CLOSE WING WITH FLOW PASS.

LOAD:

STRONG AND WEAK SAFETY PLAYING MAN/MAN ON A TIGHT END AND BACK BASED ON THEIR RELEASE WITH FLOW PASS.

OPEN:

CALL ALERTING DEFENSIVE LINE TO AN OPEN FORMATION. USE 3-POINT STANCE.

MAN:

MAN/MAN COVERAGE WITH A FLOW RULE FOR DEFENSIVE BACKS.

OSCAR:

GOAL LINE DEFENSIVE WITH LINEMEN CHARGING OUT AND MIKE AND WEAK SAFETY HITTING ON RESPECTIVE SIDES. COVERAGE USED WITH OSCAR CHARGE BY LINEMEN (OUTSIDE LBers, CORNERS, AND SS IN COVERAGE).

WILSON:

WEAK CORNER AND WEAK SAFETY PLAYING MAN/MAN ON A TIGHT END AND BACK BASED ON THEIR RELEASE.

TIGHT:

GOAL LINE DEFENSE WITH EVERYONE RUSHING

SNATCH:

A CALL TELLING THE CORNER TO RUSH AND THE OLB TO COVER THE TIGHT END MAN/MAN.

WIDE:

A CALL TELLING THE DT AND DE TO 2-GAP THE OUTSIDE HALF OF THE OG AND OT.

GAP:

A CALL TELLING THE DTs TO STUNT THE A-GAP, WORKING THROUGH THE NEAR LEG OF THE CENTER.

SLAM:

A CALL TELLING THE DT AND DE TO STUNT INTO THE A-AND B-GAP.

"REX" AND "LEX"

A CALL STUNTING ALL DEFENSIVE LINEMEN TO THEIR RIGHT OR LEFT. OLB TO CALLED SIDE WILL STUNT OUTSIDE AND OLB AWAY FROM CALL SIDE WILL PLAY BASE.

KEY:

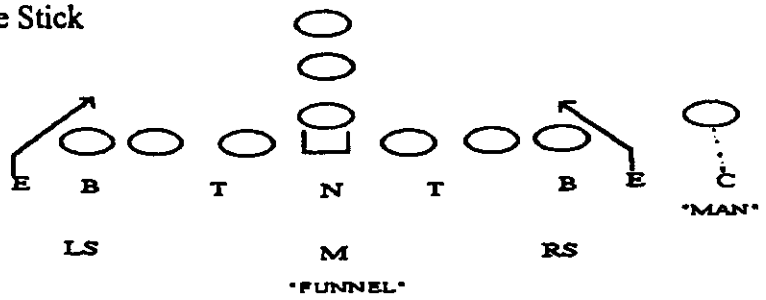
A CALL TELLING SS AND WC TO RUSH OUTSIDE AND USE KEY BLITZ TECHNIQUE ON 1st' BACK.

FRED:

1-BACK, 4-ACROSS CALL w/GOAL LINE DEFENSE

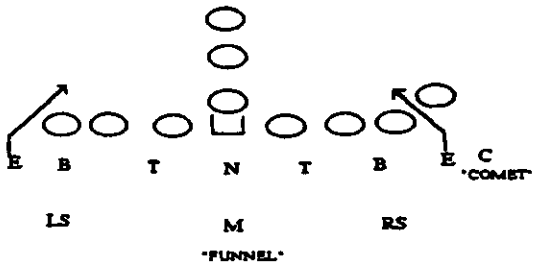
GOAL-LINE COVERAGE

A. Goal-line Stick



C	-	Man Cover (if Z is wide)
LS		
M	-	"Funnel" (3 on 2) on backs
RS		
B's	-	7 tech (man TE's)

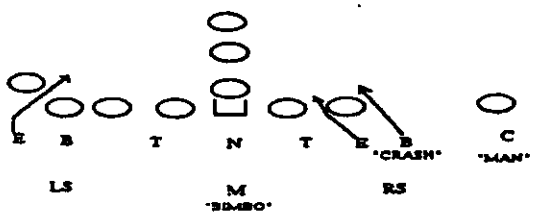
<u>"Z" close</u>:



*"Comet" call means Funnel with the <u>Corner</u> and Z included in the funnel.

* Flow Rule applies: (if there is no flow the corner has the Z)

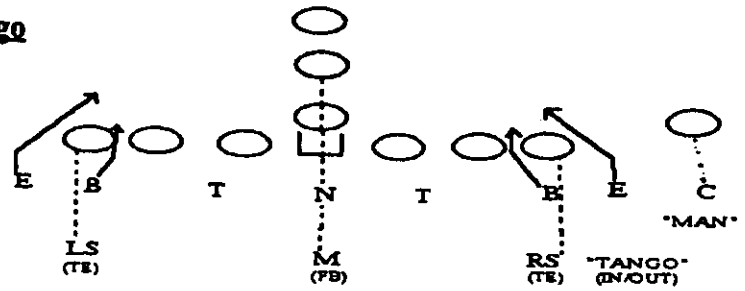
<u>vs Pairs</u>:



* vs Pairs: the RB or Open End "B" will crash (rush) - the LB has 7 tech (TE); this leaves the LS/M/RS to take the Z/2 backs. This is called "Bimbo" (backs on backers).

* Flow Rule applies.

Goal-line Pinch Tango



"Pinch" tells the 7 tech 'b' to rush/or Cue C gap.

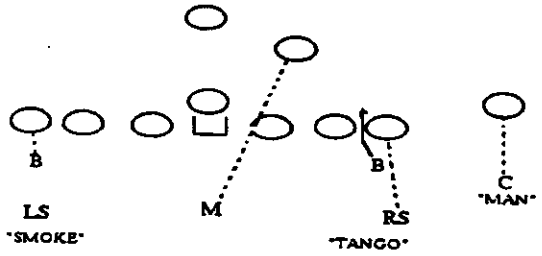
Corner - "Man" call.
LS/M/RS - "Tango" = safeties have the TE with and "in & out" with the Mike!

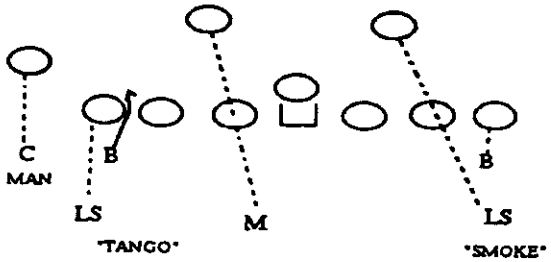
*Note: One of the backs is not accounted for. If I Backs Mike plays FB as his receiver.

"Smoke Call" - Tells 7 tech to man TE, not rush. Free's up the Safety to that side.

You call smoke (safety) anytime you have a back offset strong or a "Z" close!

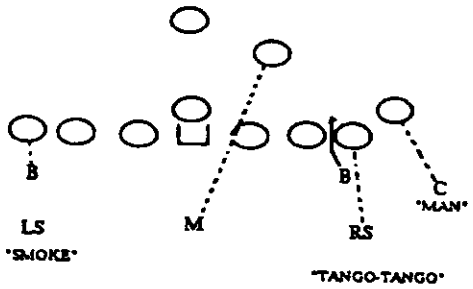
Ex:





*Flow rules apply with "Smoke" call.

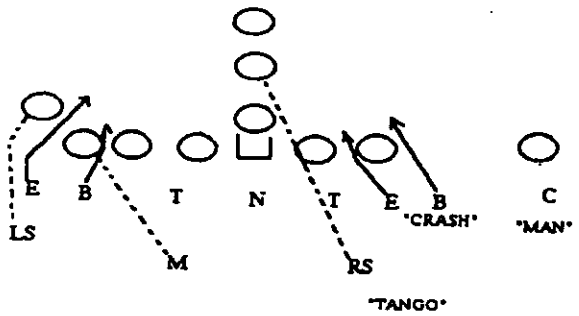
Tango-Tango



"Tango-Tango" is Tango Cover with the corner (Z close) included.

*Flow rule applies with "Tango-Tango".

Pairs

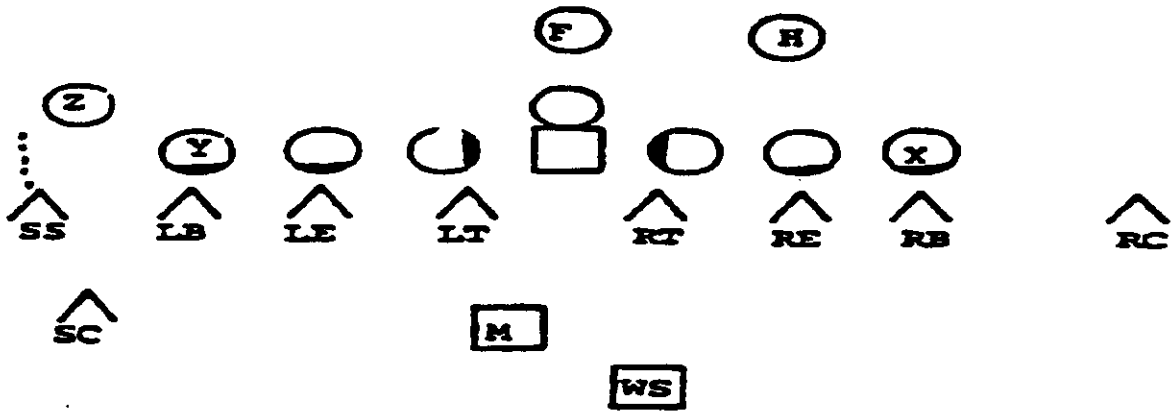


*Note - on Zac (z motion) we will slide the Safeties and Mike. Safety away from Corner should be able to play "Man" on Z.

Glossary of Goal-line Cover Terms:

1.	"Stick"	-	Base goal-line call (5 man rush).
2.	"Funnel"	-	(3 on 2) Safety's/Mike - on 2 backs.
3.	"Comet"	-	(4 on 3) "Funnel" with Corner included.
4.	"Flow Rule"	-	4 strong pass rules - ability to pass receivers.
5.	"Pinch"	-	Backers "cue" (7 man rush)
6.	"Bimbo"	-	LB's vs backs (3 on 3)
7.	"Tango"	-	Safeties and Mike - in & out w/TE and RB.
8.	"Tango-Tango"		Same as "tango" with Corner involved = Flow Rule applies.
9.	"Smoke"	-	Call by the Safety to tell the B in Pinch to play Stick (7 Tech).
10.	"Crash"	-	Call by the Backer to SE side with no TE to rush and tag that side.

GOAL LINE BASE MAN



POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY
ENDS BACK	-4 ALIGNMENT	-BALL AND TACKLE	-AGGRESSIVE CHARGE, KNOCK TACKLE -PENETRATE -2-GAP RESPONSIBILITY
TACKLES	-1 ALIGNMENT INSIDE 1 SNEAK ALIGNMENT	-BALL, GUARD, AND TACKLE	-AGGRESSIVE CHARGE, LOW AND HARD -PENETRATE -RESPONSIBLE FOR AREA BETWEEN OFF GUARDS -ALERT FOR CENTER ON REACH.
OLBers	-6 ALIGNMENT -3 OR 4 POINT STANCE	-BALL AND TIGHT END	-AGGRESSIVE CHARGE, KNOCK TE BACK -PENETRATE C.P.: VS. OPEN SIDE, BE FORCE MAN (CRASH) -CONTAIN VS. PASS C.P.: 9 ALIGNMENT VS. GOOD PASS RECEIVER AT TE C.P.: WING ADJUST TO HEAVY 9
MLBers	-BY FORMATION 4 TO 5 YARDS	-BY FORMATION (BACKS)	-DROP BACK: YOU HAVE BACK YOUR SIDE (POSSIBLE BANJO) - 1 BACK: YOU HAVE REMAINING BACK PLAY PASS TO OVERRUN #2. -FLOW - OVERRUN #2, TAKE 2nd BACK.

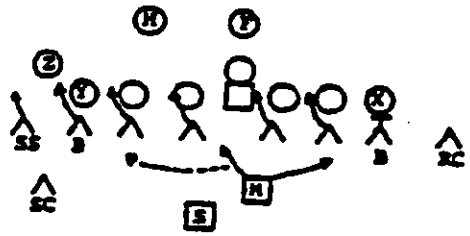
GOAL LINE BASE MAN -continued

POSITION	ALIGNMENT	KEY	RUN RESPONSIBILITY
STRONG CORNER	-OUTSIDE SHADE ON WING 3 YARDS DEEP VS. #1 WIDE - BUMP TECH	-WING TO BACKFIELD TRIANGLE	-MAN/MAN ON Z - COVER ALL MOTION/ FLY C.P.: GO IN FRONT OF LBers -VS. WING BASE BLOCK ON SS, PLAY CUT BACK -VS. WING DOWN BLOCK. SUPPORT OUTSIDE AS QUICKLY AS POSSIBLE.
WEAK CORNER	-1 YARD OFF L.O.S 2 YARDS OUTSIDE TIGHT #1	-THRU #1 TO BACKS C.P.: #1 VS. #1 WIDE	-FLOW TO -AUTOMATIC "WILSON" (COVER 1st BACK - USE FORCE OR BOUNCE TECH, DEPENDING ON BLOCKING SCHEME. -FLOW w/BACK AND GUARD INSIDE, TAKE TE
STRONG SAFETY	-VS. #1 TIGHT OUTSIDE OF #1 -VS. #1 WIDE, 1 YARD OFF LOS 2 YARDS OUTSIDE TIGHT #2	-THRU #2 TO BACKS	-VS. Z DOWN BLOCK, USE BOUNCE TECH VS. Z BASE BLOCK, BE FORCE MAN (DON'T GET HOOKED) -FLOW AWAY - 1 STEP BACK, CHECK REVERSE/BOOT, COVER TE.
WEAK SAFETY	-5 TO 5-1/2 YARDS OFF LOS -A-GAP OR BY FORMATION	-THRU GUARD TO BACKS	-DROP BACK YOU HAVE BACK YOUR SIDE (POSSIBLE BANJO) - PLAY PASS AWAY - YOU HAVE INSIDE OF #2 OR NEXT INSIDE 2nd BACK - PLAY PASS TO YOU - YOU OVER RUN #2.

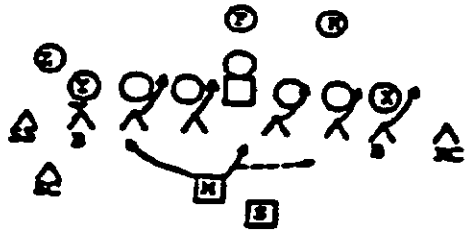
C.P.: PINCH w/FRED

GOAL LINE VARIATIONS

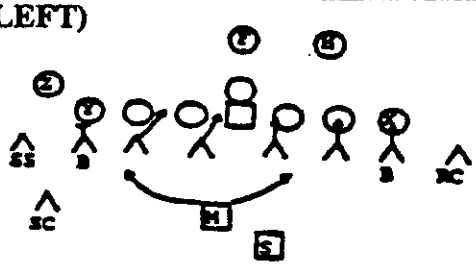
LEX [1]



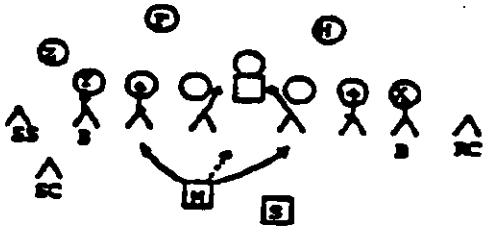
[2] REX



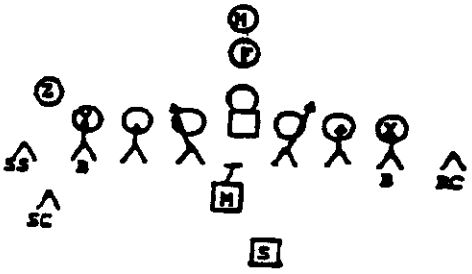
SLAM (LEFT) [3]



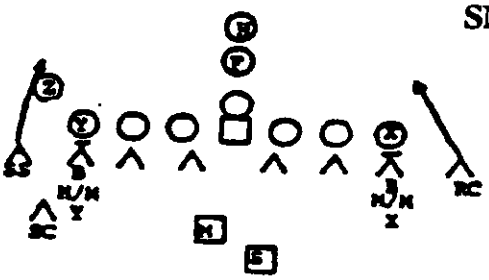
[4] PINCH



WIDE [5]



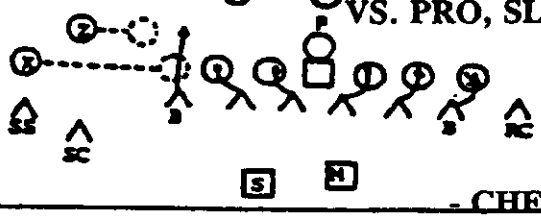
[6] SNATCH



GOAL LINE TIGHT [7]

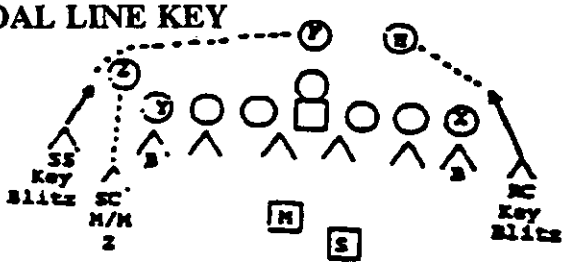
FLEX

[8] GOAL LINE TIGHT VS. PRO, SLOT,

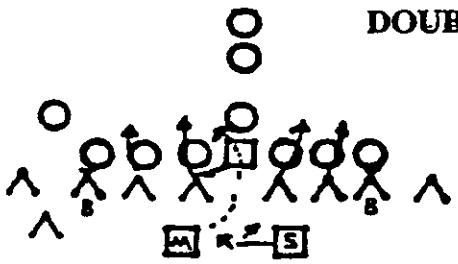


- CHECK BASE

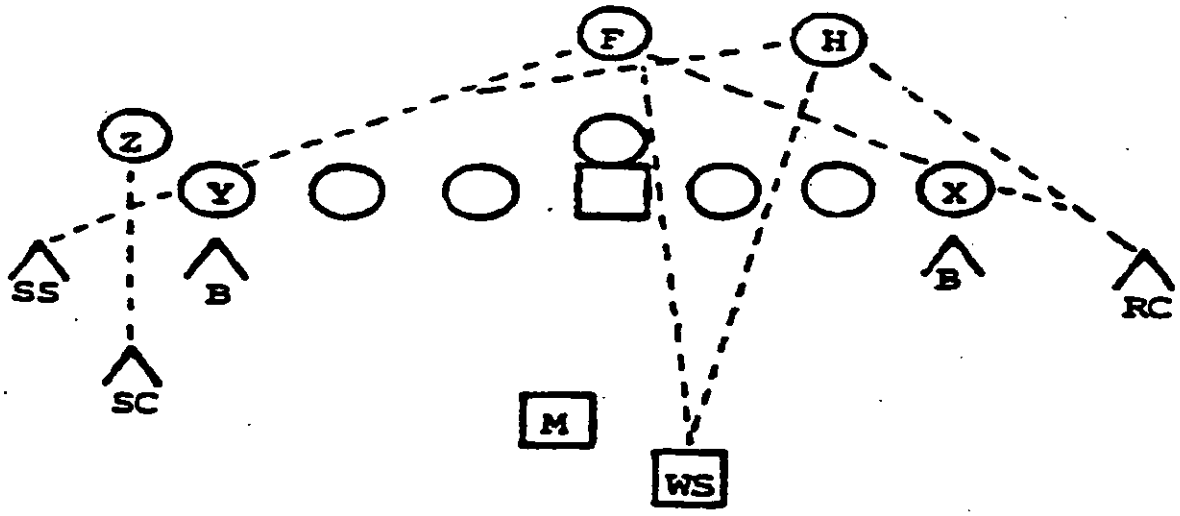
GOAL LINE KEY [9]



[10] DOUBLE-WIDE



GOAL LINE MAN COVERAGE



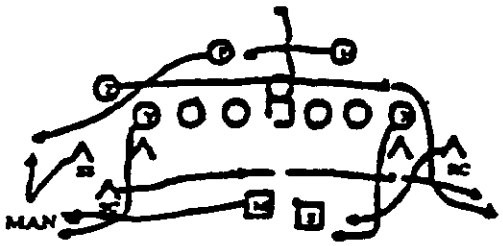
POSITION	PASS RESPONSIBILITY
OLBers	-CONTAIN RUSHER ON ALL PASSES C.P.: "SNATCH" - COVER TE MAN/MAN ALL OVER.
MIKE	-DROP BACK PASS - "BANJO" WITH SS, WC VS. SPLIT BACKS ON FB/TE -COVER BACK BEHIND QB, OR REMAINING BACK IN 1-BACK SET. -FLOW STRONG TO COMET LOAS OR WILSON OVER RUN #2 FLOW. AWAY YOU HAVE 2nd BACK OR 1st INSIDE COLOR.
STRONG CORNER	-MAN/MAN ON Z ON ALL PASSES C.P.: DO NOT PICK UP WS ON INSIDE ROUTES. -COVER ALL Z MOTION (MAN CALL) -"COMET" - (CALLED VS. A 2-BACK SET AND STATIONARY CLOSE WING ONLY) -KEY: THROUGH #1 TO BACKS (MUST SEE FLOW). -VS. FLOW TO, COVER OUTSIDE RECEIVER OF Y AND Z (#1 AND #2)

GOAL LINE MAN COVERAGE - continued

POSITION	PASS RESPONSIBILITY
STRONG SAFETY	-FULL I- MAN/MAN ON TE. SPLIT - BANJO WITH MIKE OR FS - STRONG - "LOAD" WITH WS
	C.P.: ANY MOTION PAST YOU BY BACK, WIDEN, AND COVER BACK MAN/MAN
	C.P.: VS. #2 WIDE, COVER #1 OR #2 ON LOS USING "BUMP" TECHNIQUE (ALERT PICKS)
	-DROPBACK PASS - "BANJO" WITH MIKE VS. SPLIT BACKS ON FB/TE
	-FLOW TO - "LOAD" WITH WS (COVER 1ST BACK, BUT HOLD OFF TE TO GOAL LINE)
	-FLOW AWAY - COVER Y MAN/MAN
WEAK CORNER	-SPLIT, FULL, I - "WILSON" WIT WS - HALF - MAN/MAN ON TE (X)
	C.P.: ANY MOTION PAST YOU BY BACK, WIDEN AND COVER BACK MAN/MAN
	C.P.: VS. #1 WIDE, COVER #1 MAN/MAN USING BUMP TECHNIQUE
	-DROPBACK PASS - "BANJO" WITH MIKE VS. SPLIT SWITCH BACKS ON FB/TE
	-FLOW TO -"WILSON" WITH WS (COVER 1ST BACK, BUT HOLD OFF TE TO GOAL LINE)
	-FLOW AWAY - COVER X MAN/MAN
WEAK INSIDE SAFETY	-FLOW TO LOAS OR WILSON OVER RUN #2 - SLOW AWAY YOU HAVE 2nd BACK OR 1st INSIDE COLOR
	-DROPBACK PASS - #2 (BACK YOUR SIDE) - POSSIBLE BANJO
	-1-BACK RULE - YOU ARE ADJUSTER 2 WEAK OR 3-STRING (GAME PLAN)

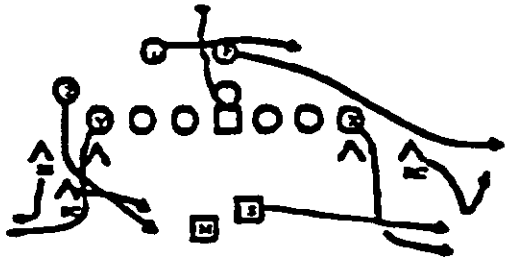
GOAL LINE MAN COVERAGE

[1]



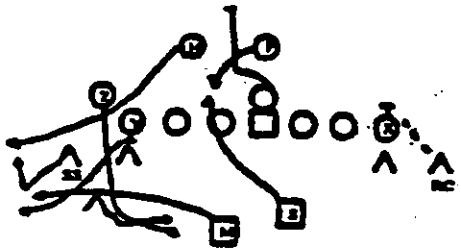
C.P.: SAFETY HAS 1st INSIDE 2nd BACK

[2]



SAFETY HAS 1st INSIDE 2nd BACK

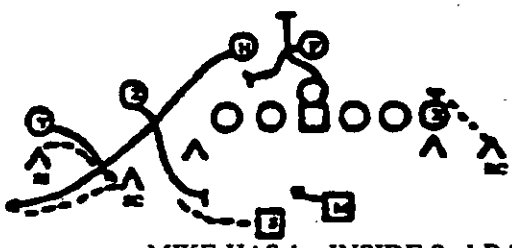
[3]



NO COMMENT

[4]

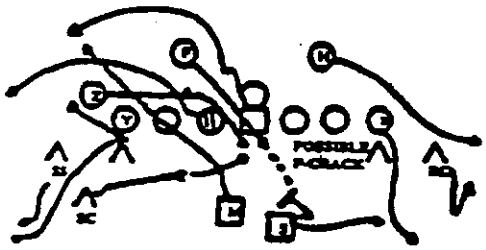
C.P.: F/S COMBO w/OFF PLAYER



MIKE HAS 1st INSIDE 2nd BACK

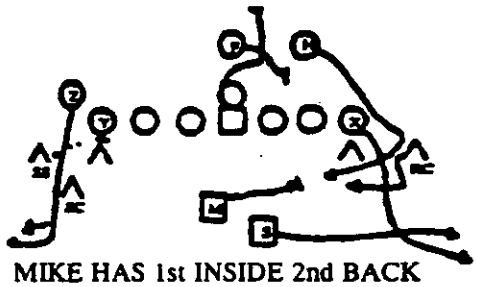
C.P.: CAN FLOW MIKE

[5]



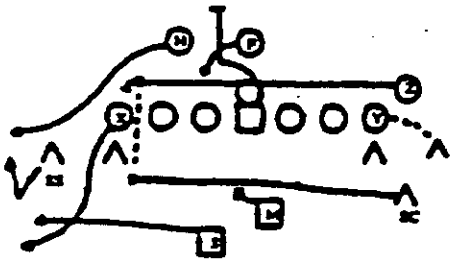
C.P.: GUARD PULL DIVIDE ACTION MIKE RUSH

[6]



MIKE HAS 1st INSIDE 2nd BACK

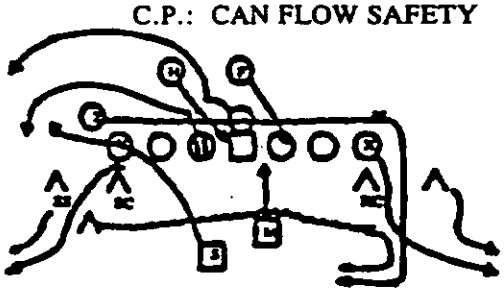
[7]



MIKE HAS 1st INSIDE 2nd BACK

[8]

C.P.: CAN FLOW SAFETY

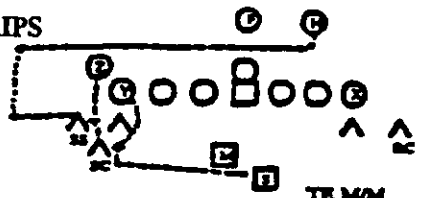


C.P.: GUARD PULL DIVIDE ACTION SAFETY RUSH

GOAL LINE MAN MOTION ADJUSTMENTS

HUM TRIPS

[1]

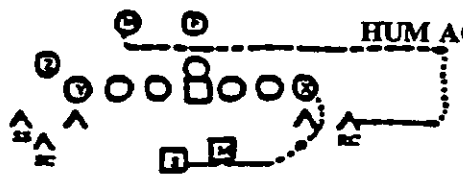


MOVE UP FORCE

TE M/M
FILL OFF SC

[2]

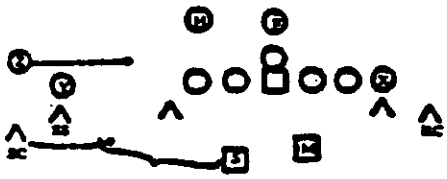
HUM ACE



FORCE
X M/M

ZING

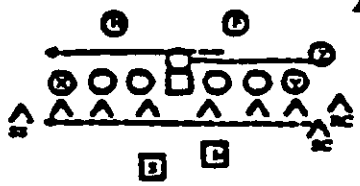
[3]



"COMBO" TIGHT SPLIT

[4]

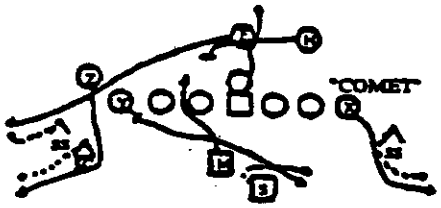
ZAC



Z M/M
GO IN FRONT OF LB

GOAL LINE MAN "COMET" COVERAGE

[5]



"COMET"

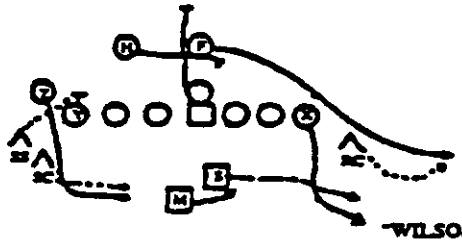
OUTSIDE
OF Y AND Z

INSIDE OF
Y AND Z

MIKE RUN THRU ON
FLOW TO COMET

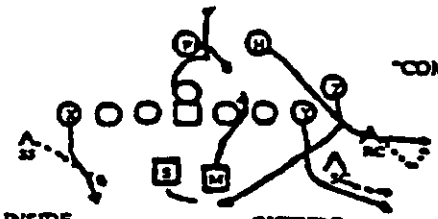
C.P.: 2nd BACK OR
OVERRUN #2.

[6]



"WILSON"
ON FLOW

[7]

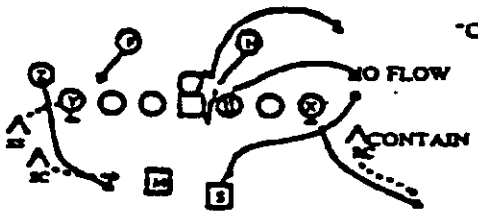


"COMET"

INSIDE
OF Y AND Z

OUTSIDE
OF Y AND Z

[8]



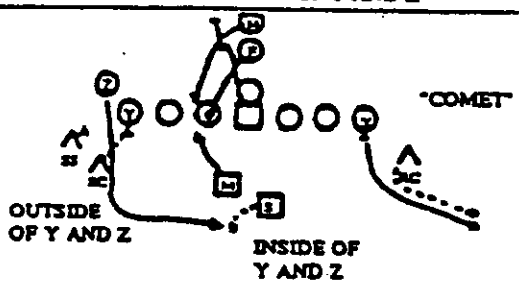
"COMET"

NO FLOW

CONTAIN

NO RUN THRU w/MAN CALL

[9]



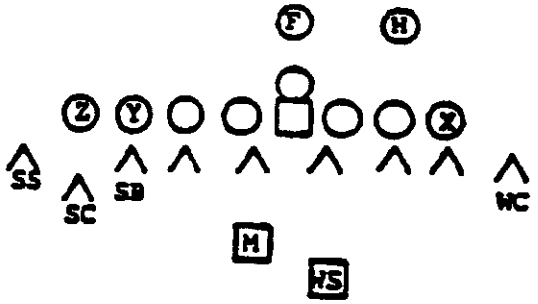
"COMET"

OUTSIDE
OF Y AND Z

INSIDE OF
Y AND Z

GOAL LINE ADJUSTMENTS

WING ON LOS
WING



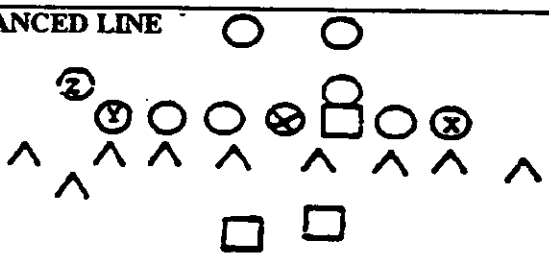
SB: BE AWARE OF DOWN BLOCK BY

SS: GET WIDTH AND COME AGGRESSIVELY ON SNAP - VS. FLOW TO, AUTOMATIC "LOAD" - COVER 1ST BACK - VS. FLOW AWAY, FREE RUSH.

WS: NORMAL PASS COVERAGE (POSSIBLE "COMET" - IN/OUT ON Z) - TE NOT ELIGIBLE, SO YOU MAY FREE UP

SC: NORMAL PASS COVERAGE (POSSIBLE "COMET" - IN/OUT ON Z)

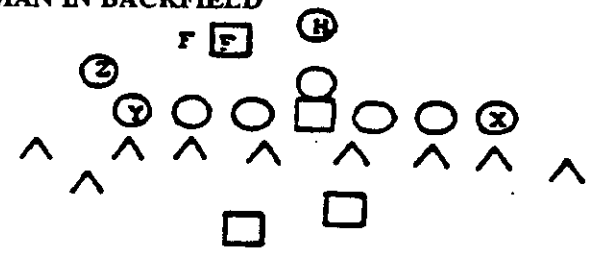
UNBALANCED LINE



LINE: CALL OUT "UNBALANCED" WHEN YOU RECOGNIZE GUARD/TACKLE OVER

MIKE: GIVE "MOVE LEFT/RIGHT" CALL - TREAT GUARD AS CENTER - PLAY COVERAGE CALL (MAN, "COMET", OSCAR)

LINEMAN IN BACKFIELD



NO CHANGE IN ALIGNMENT OR COVERAGE. POSSIBLE LINE CALLS BY FORMATION. STAY LOW ON BIG BACK'S SIDE. DO NOT LET HIM PUSH THE PILE. BE AWARE OF BIG BACK AS LEAD BLOCKER ON MIKE/WS. CUT BIG BACK IN HOLE. DO NOT TAKE ON HIGH.

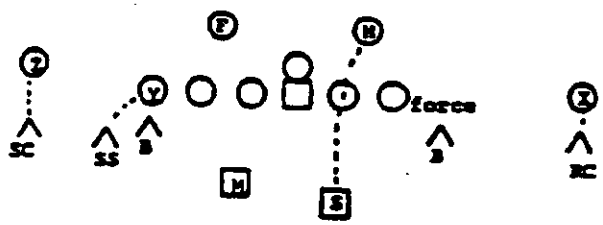
RULES NOTES

-INELIGIBLE NUMBERS MUST REPORT IF THEY ARE PLAYING ELIGIBLE POSITIONS.

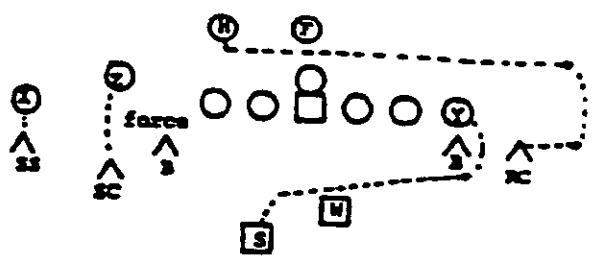
-IF AN INELIGIBLE NUMBER PLAYS AN ELIGIBLE POSITION, HE MUST GO OUT FOR ONE PLAY BEFORE RETURNING TO HIS NORMAL INTERIOR LINE POSITION.

-ON GOAL LINE PASSES, RECEIVERS ARE USUALLY IN 5 YARD "JAM ZONE" (CROSSING PATTERNS)

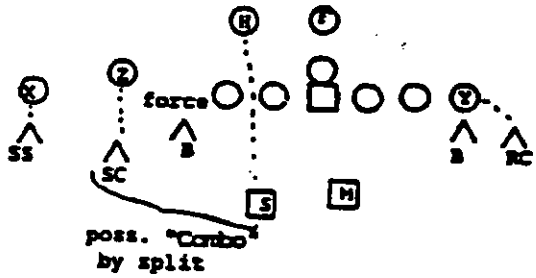
GOAL LINE MAN ADJUSTMENTS - REGULAR PEOPLE



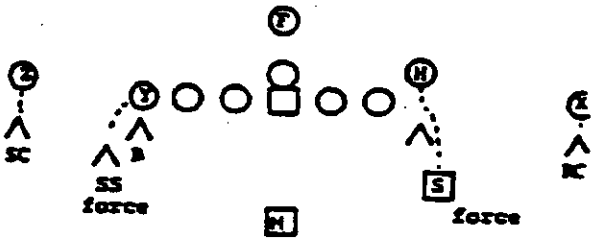
[1]



[2] C.P.: COULD MU



C.P.: COULD MU [3]



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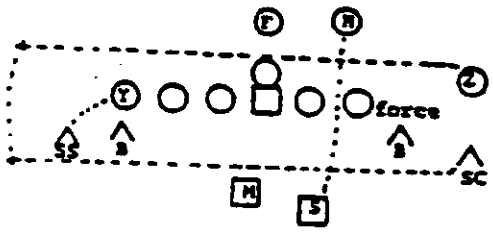

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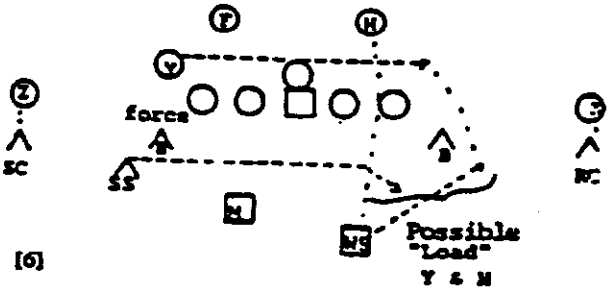
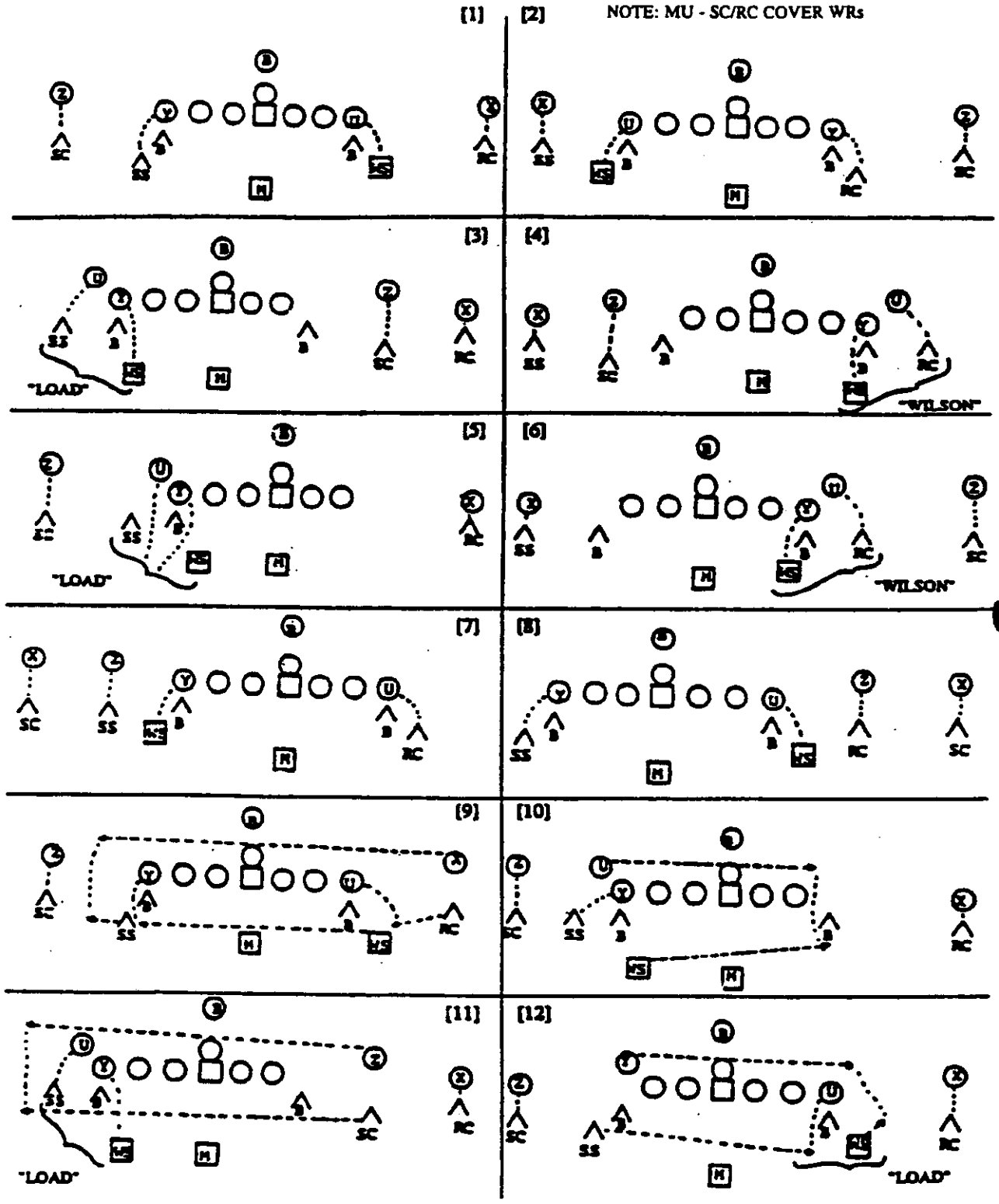


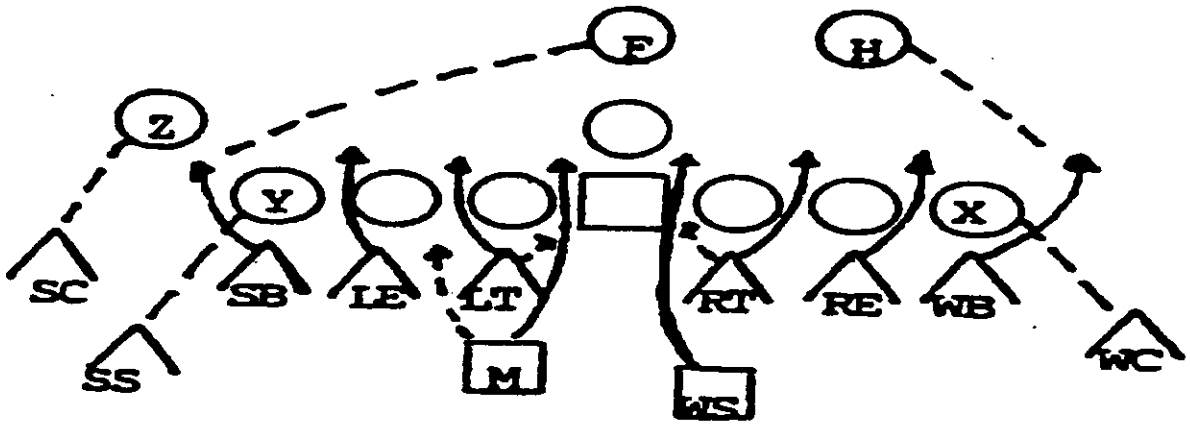
[6]

GOAL LINE MAN ADJUSTMENTS -- SILVER

NOTE: MU - SC/RC COVER WRs



GOAL LINE OSCAR



GOAL LINE OSCAR: GOAL LINE DEFENSE WITH MIKE AND WS RUSHING AND OLBs INVOLVED IN COVERAGE. 1-BACK RULE - CHECK BASE. WS IN COVERAGE. NORMAL 1-BACK COVERAGE. MOTION TO 1-BACK - ROGER OR LOUIE TO MOTION - NO OSCAR. 1-BACK COVER (FRED)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
ENDS	-4 ALIGNMENT	-BALL, TACKLE	-AGGRESSIVE CHARGE TO C-GAP -DO NOT GET CUT OFF BY TACKLE -CONTAIN RUSHER VS. PASS -1-BACK - BASE OR ROGER OR LOUIE TO BACK MOTION
TACKLES	-1 ALIGNMENT	-BALL, TACKLE	-AGGRESSIVE CHARGE TO B-GAP -DO NOT GET CUT OFF BY GUARD -1-BACK - BASE OR ROGER/LOUIE TO BACK MOTION C.P.: "BAKER" - AGGRESSIVE CHARGE TO A-GAP.
OUTSIDE LBers	-6 ALIGNMENT -3 POINT STANCE	-BALL	-DART TECHNIQUE -GET PENETRATION -COVER 1ST BACK MAN/MAN C.P.: 1-BACK - BASE OR ROGER/LOUIE TO BACK MOTION

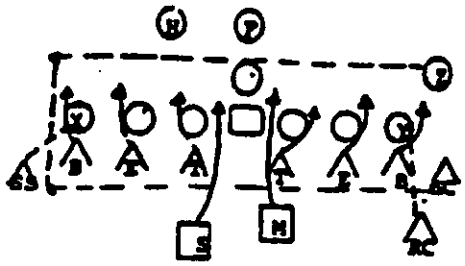
GOAL LINE OSCAR - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIDDLE LBer (MIKE)	-4-1/2 TO 5 YARDS DEEP HEAD UP STRONG GUARD	-BALL	-HIT A-GAP AGGRESSIVELY ON SNAP -ANY PASS - BE INSIDE RUSHER -1-BACK - BASE OR ROGER/LOUIE FRONT TO MOTION C.P.: ALERT FLOW FOR DIRECT OR SLOW READ C.P.: "BAKER" - HIT B-GAP AGGRESSIVELY ON SNAP
STRONG CORNER	-ON LOS OUTSIDE SHADE ON Z-FORCE	-Z	-M/M ON Z (TAKE ALL Z MOTION) -Z BASE BLOCKS OR BLOCKS DOWN, FORCE C.P.: FILL OFF SS ONE DOWN
WEAK CORNER	-1/2 YARD OFF LOS 1 YARD OUTSIDE X	-X	-M/M ON X -X BLOCKS, PLAY CUTBACK (BACKER FORCE)
STRONG SAFETY	-3 YARDS OFF LOS OUTSIDE SHADE ON Z	-Z AND Y	-M/M ON Y -Z BLOCKS DOWN OR BASE BLOCKS, BE CUTBACK C.P.: 1-BACK - COVER 1ST BACK OUT YOUR SIDE M/M - FRED
WEAK	-5 TO 5-1/2 YARDS L.O.S - HEAD UP GUARD	-BALL	-HIT A-GAP AGGRESSIVELY ON SNAP -ANY PASS - BE INSIDE RUSHER -1-BACK - BASE COVER 1-BACK RULE. BACK MOTION - 1-BACK RULE COVER. FRONT WILL ROGER/LOUIE TO MOTION C.P.: ALERT FLOW FOR DIRECT OR SLOW READ C.P.: "BAKER" - HIT B-GAP AGGRESSIVELY ON SNAP

ADJUSTMENTS – GOAL LINE OSCAR

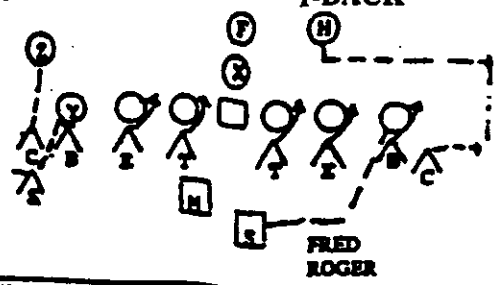
OSCAR

[1]



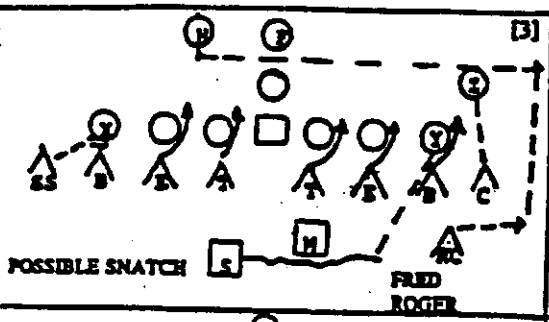
[2]

1-BACK



1-BACK

[3]



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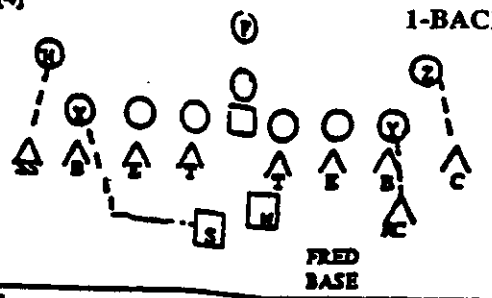
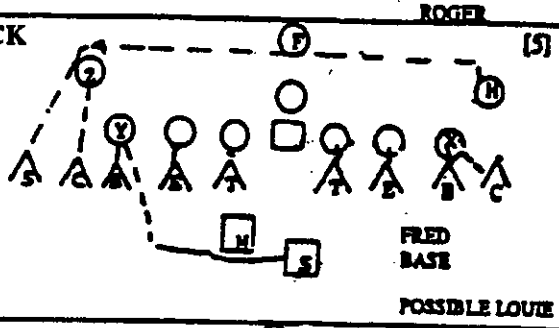
1-BACK



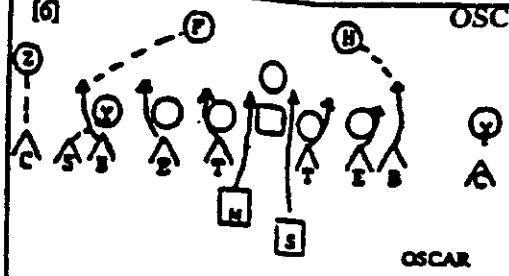
1-BACK

[5]



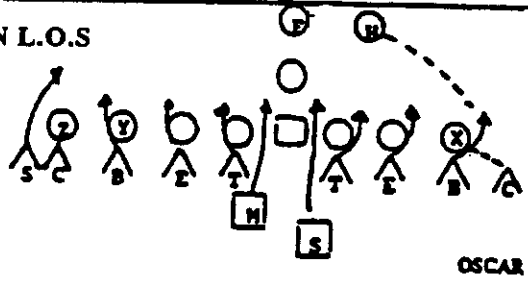
[6]

OSCAR



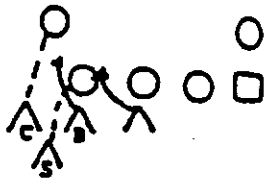
Z ON L.O.S

[7]



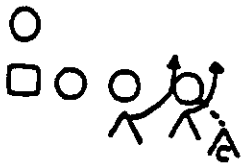
[8]

WINGSIDE CHARGE



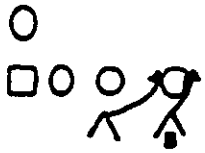
WEAKSIDE CHARGE

[9]

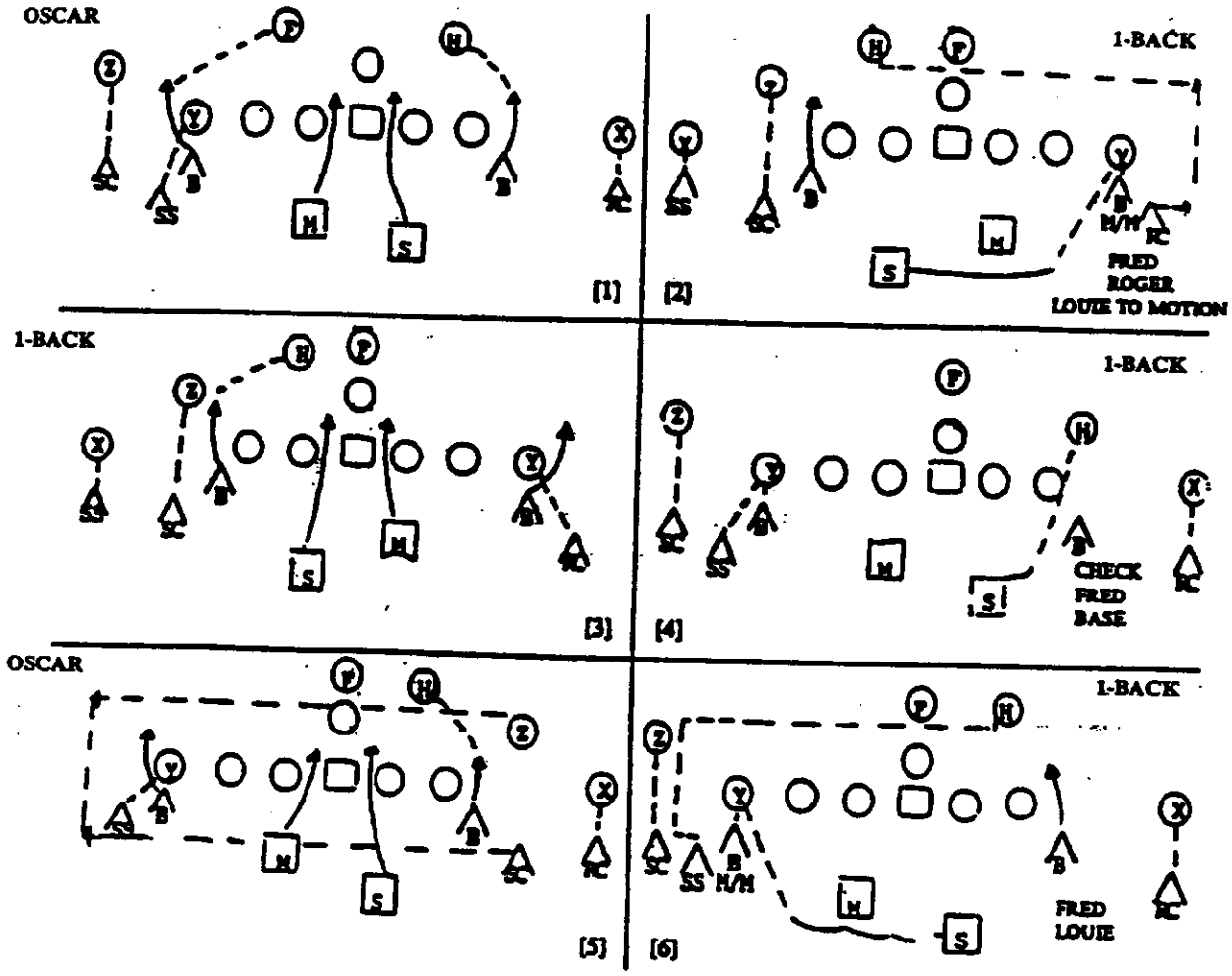


[10]

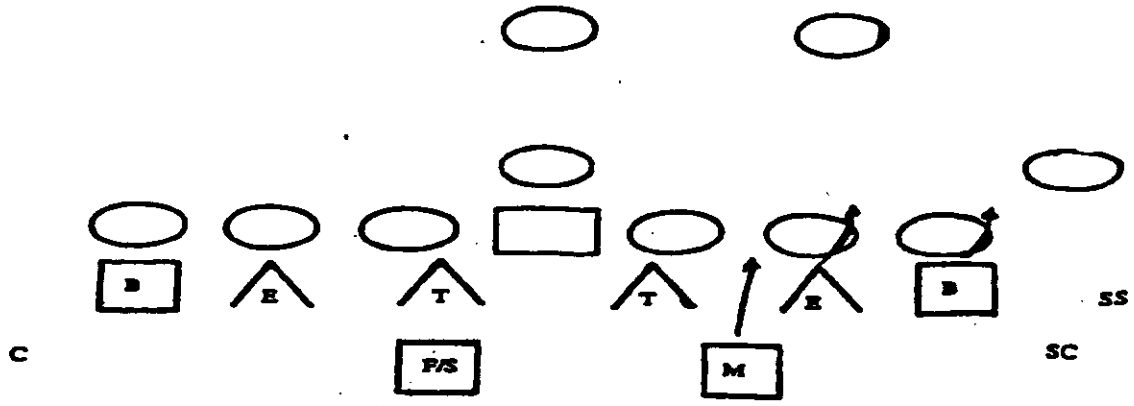
1-BACK CHARGE



ADJUSTMENTS – GOAL LINE OSCAR

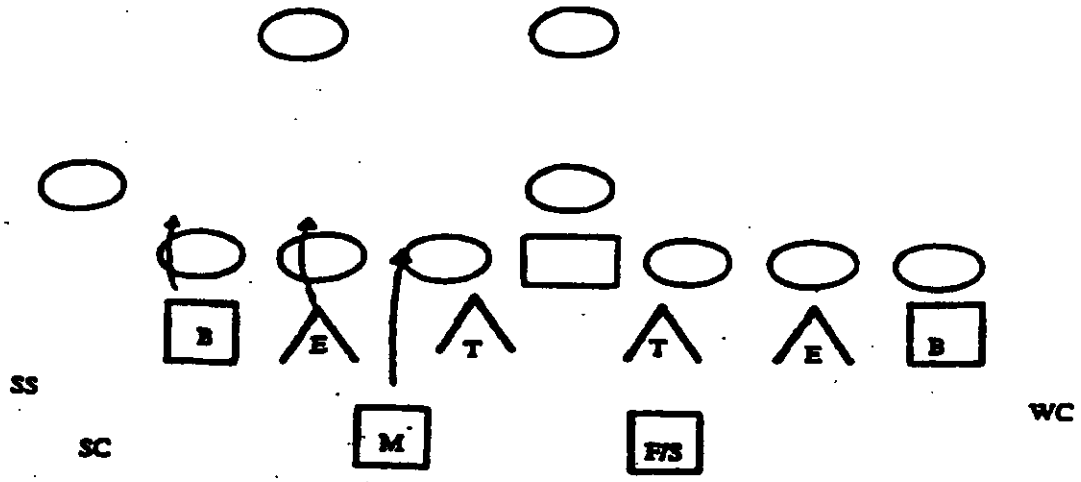


GOAL LINE -- 5 CALL



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
LEFT LBer	-9 TECH	-TE	-D-GAP/CONTAIN
LEFT END	-HEAVY 5	-TACKLE/GUARD	-B-GAP
LEFT TACKLE	-1 TECH	-GUARD/CENTER	-A - GAP
RIGHT TACKLE	-1 TECH	-GUARD/CENTER	-A-GAP
MLBer	-30	-GUARD/CENTER NEAR BACK	-B-GAP
RIGHT END	-5 TECH	-TACKLE/TE	-C-GAP
RIGHT LBer	-9 TECH	-TE/WING NEAR BACK	-D-GAP PASS: BACK IN FLAT
F/S	-30	-GUARD/CENTER NEAR BACK	-NORMAL B-GAP OVERLAP STACK BEHIND TACKLE w/NO BACK

GOAL LINE 4-CALL



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
LEFT LBer	-9	-TE WING NEAR BACK	-D-GAP PASS BACK IN FLAT
LEFT END	-5	-TACKLE TE	-C-GAP
MLBer	-30	-GUARD TACKLE NEAR BACK	-B-GAP
LEFT TACKLE	-1	-GUARD CENTER	-A-GAP
RIGHT TACKLE	-1	-GUARD CENTER	-A -GAP
RIGHT END	-HEAVY 5	-TACKLE GUARD	-B-GAP
RIGHT LBer	-9	-TE	-D-GAP CONTAIN