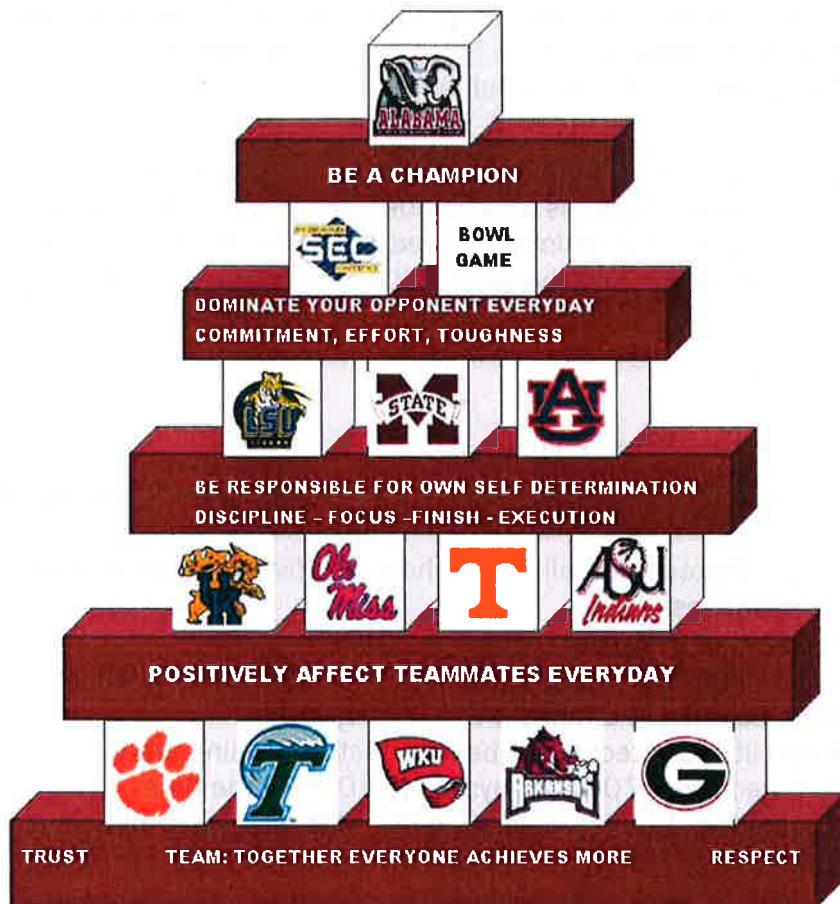


2008 ALABAMA FOOTBALL



EXCELLENCE: THE QUALITY OF A PERSON'S LIFE IS IN DIRECT PROPORTION TO THEIR COMMITMENT TO EXCELLENCE, REGARDLESS OF THEIR CHOSEN FIELD OF ENDEAVOR.

PLAYERS TO WIN

The coaches are here to help you perform to the best of your ability. We will work with the players and coach you for the next play. We will be positive, but we will confront you and demand that you do things correctly. You must be responsible for doing things correctly and also be accountable for what you do.

A TEAM must have discipline to do its job consistently and effectively. Know what to do, how to do it and why it is important to do it that way. Pay attention to detail. Play smarter, do not beat yourself, make opponents beat us physically. Always be prepared and take pride in perfect execution. We must be tougher and more physical than our opponents. Mental and physical toughness will create an aggressive, intimidating style of play. It begins up front on defense and on the offensive line. We must control the LOS. We must stop the run and run the football effectively and with consistency. Special Teams is an area where we set the tempo with toughness. We must give relentless effort for 60-minutes in every game regardless of circumstances in the game. We will not be out-hit or out-hustled in any game we play.

CONFIDENCE: We must believe we can. Playing the best in the most critical times in a game comes from believing in one's self – that you are prepared and deserve success. Focus on being a Relentless Competitor, play the play and do not be affected by the scoreboard. Make your opponent feel that you will never quit coming after him and that your relentless attitude will force him to quit. When you are successful, do not be affected – remember what got you there. When you have failure, do not be frustrated – learn from mistakes and be a Relentless Competitor to win on the next play. Great teams expect to dominate opponents for 60 minutes.

TOGETHERNESS: Comes from everyone working together toward the same goal. That goal is more important than any individual success or accolade. Respect the goals, principles and values of your team and teammates, and the chemistry will create success for all and a feeling of accomplishment shared by many that will be fun and the most self gratifying you will ever experience.

OFFENSE

Control "Tempo" of Game – Score Points

1. Must run ball effectively – Physical on L.O.S. – Establish toughness (Red Area, End of Game, GL/SY)
2. No turnovers – Protect football – Must have positive turnover ratio (+7 in 7 wins, -3 in 6 losses)
3. 3rd down conversions (45%)
4. Make 7 big plays or 9 explosive plays per game
(Big Plays: 15+ Run, 20+ Pass; Explosive Plays: 12+ Run, 16+ Pass)
5. Must execute balance in offense (Pass Efficiency)
6. Must pick-up-blitz – Protect QB to be an effective passing team
7. Score TDs in Red Area (70%), always score 100% of the time
8. Eliminate penalties, 1/30 plays is our goal. Must eliminate all undisciplined type penalties.
9. Win 4th Quarter

DEFENSE

Prevent Score. Relentless, Aggressive, Physical Style - Key to success.

1. Defend MOF Run/Pass
2. Stop the Run – Dominate LOS – Create positive D/D situations
3. Must get turnovers – Positive Turnover Ratio (+3)
4. Prevent Big Plays – No mental errors or missed tackles will eliminate Big Plays
5. 3rd down efficiency (70%) – get off the field on third down
6. Pressure QB – Push pocket in middle, affect rhythm of QB
7. Execute critical situations – Red Area, GL/SY, 2 Minute
8. Poise in adjustments – Execute as a unit. Poise will eliminate penalties (1/30 plays)
9. Win 4th Quarter

SPECIAL TEAMS

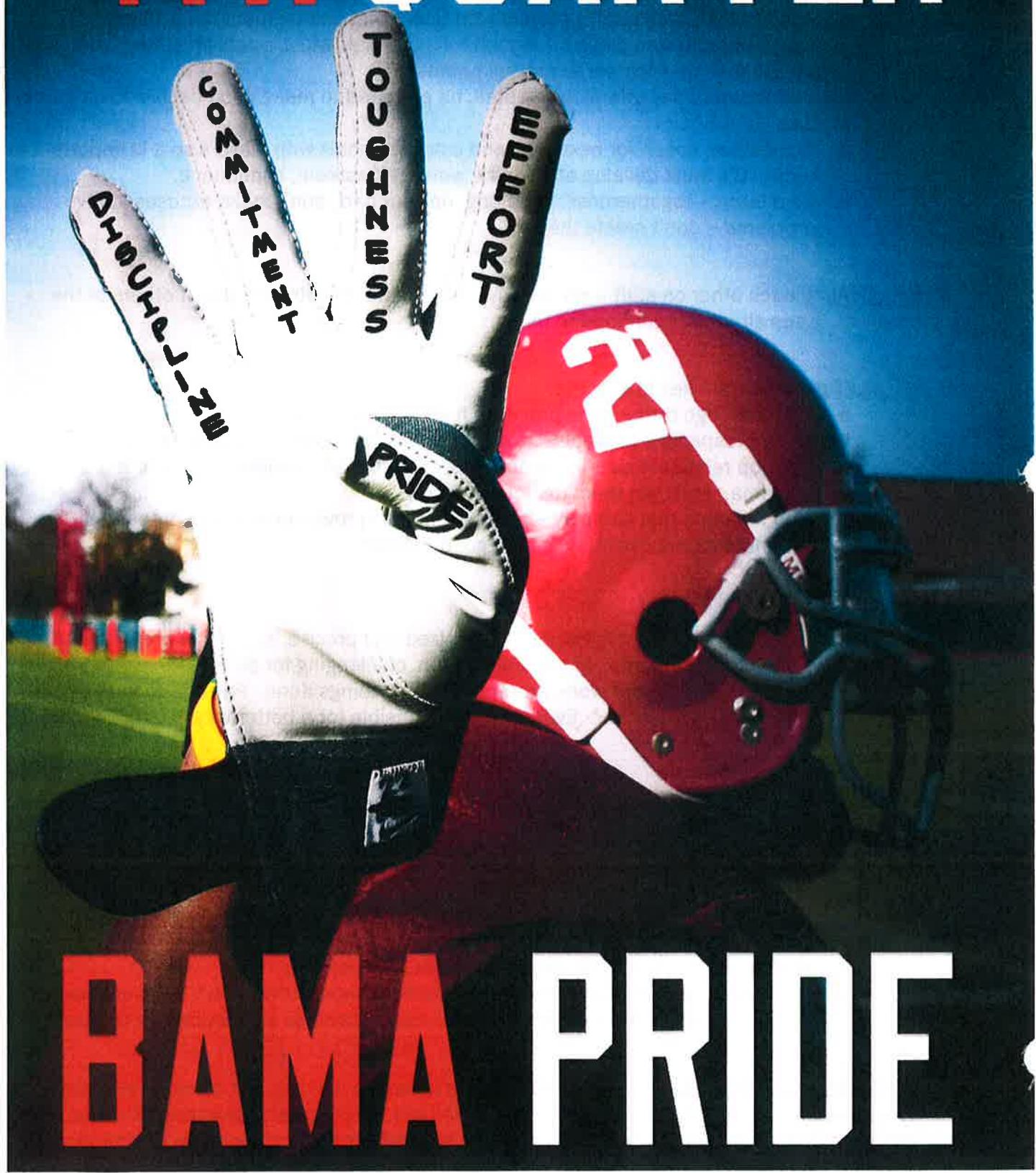
Relentless Effort and Toughness with Execution will Dominate!

1. Control vertical field position
2. Specialists – Kicker, Punter, Snapper, Returners, must execute. Possession of ball is most important. No turnovers on Special Teams.
3. Put tremendous pressure on their specialist to create turnovers
4. Capitalize on mistakes and lack of preparation in the kicking game
5. Big plays in kicking game will result in points, blocked kicks, turnovers and +50 possessions

COACHES TO WIN

1. **GOAL:** The standard for this program is to be a team and to always have a winning season. We must get the players to reach their full potential, especially in the intangible areas of effort, toughness and execution. Long term – it is very important that we win all home games, finish in the Top 25, go to a New Year's Day Bowl Game and, finally, win the SEC Championship.
 - a. Recruit character/quality players with talent that complement our system.
 - b. Teach and develop players to reach full potential. Must establish strong work ethic if we will ever develop players to full potential.
 - c. Be prepared, pay attention to detail, be prepared to make good decisions on game-day.
 - d. Be positive, coach for next play, and establish goals with players so it is important to them. We must develop attitudes – work, self-esteem, confidence.
 - e. Be a team – togetherness, get along, do your part, don't make excuses. Solve problems – don't create them.
2. **BE LOYAL** to each other on staff – no negative statements to outsiders about others or the program. Keep situations confined to ***us***.
3. **RECRUIT good talent** – key to success.
 - a. Evaluate – go through the process. It eliminates mistakes.
 - b. Know prospects – character as a person/player; have accurate information.
 - c. Develop relationships – maximum attention to make people feel important at Alabama. Must get them to Alabama early.
 - d. Find walk-ons that can play – numbers help improve our ability to prepare.
 - e. You must recruit everyday to be a good recruiter.
4. **GOOD TEACHER**
 - a. Teaching and drill progression – organized and precise, specific in presentation, simple to understand. Make practice fun, challenging for players.
 - b. Be productive in your work, prompt in getting things done. Pay attention to details, stay fresh as a teacher. Everyone is responsible for a better way.
5. **PLAYER RELATIONS**
 - a. Interest in players as people and students. Loyal – don't swear at or use abusive language with players. Keep hands off.
 - b. Fair and honest – can't always treat everyone the same.
 - c. Establish goals for players – desire to achieve comes from knowing what you want. Effort comes from willingness to work and persevere. Self-gratification and confidence comes from positive reinforcement for accomplishment.
 - d. Must coach – mental/physical toughness into players.
 - e. Demand players do things correctly – confront them if they don't. This is a part of discipline. Make them conform to their responsibilities as members of the team.
6. **COACHES MUST BE A TEAM** – make all decisions based on winning, not offense/defense. When we lose, we all lose and when we win, we all win. Kicking game success will come from each coach approaching his part with the same intensity as his position. The kicking game is our responsibility as a group. Sell it – it must be important to the players.

4TH QUARTER



4TH QUARTER

THE PAIN OF COMMITMENT

COMMITMENT CAN BE PAINFUL. INDEED IT IS THE POSSIBILITY OF PAIN THAT COMMITMENT FINDS MEANING AND POWER. OF WHAT VALUE COULD COMMITMENT BE IF IT DID NOT HAVE ITS PRICE?

**CHOOSE YOUR COMMITMENTS
EXPECT PAINFUL TIMES
BE READY TO MAKE SACRIFICES
BE READY TO SEE IT THROUGH**

BUILD SOMETHING GREAT!

DISCIPLINE

DO WHAT YOU'RE SUPPOSED TO DO, WHEN YOU'RE SUPPOSED TO DO IT, EXACTLY LIKE IT IS SUPPOSED TO BE DONE. AND DO IT THAT WAY ALL THE TIME.

EFFORT

IT TAKES NO ATHLETIC ABILITY TO GIVE EFFORT. IT'S AN ATTITUDE. BE RELENTLESS AND COMPETE FOR 60 MINUTES.

TOUGHNESS

THE ABILITY TO CONSISTENTLY PERFORM AT YOUR VERY BEST TALENT AND SKILL REGARDLESS OF COMPETITIVE CIRCUMSTANCES. WHEN THINGS GET TOUGH, THE TOUGH GET GOING.

BAMA PRIDE

TO HUNT
TO STALK
TO INTIMIDATE
TO BE RELENTLESS
TO HAVE A KILLER INSTINCT
TO CREATE A NIGHTMARE

BAMA "WAR DADDIES" •

CRITICAL STATISTICS - 2007

	<u>2007</u>	<u>ALABAMA GOALS</u>
<u>POINTS</u>		
Offense	27.1 pts per game 7th (42.46 Florida) 64th (43.88 Hawaii)	<i>30 pts. per game</i>
Rank in SEC		
Rank Nationally		
Defense	22.0 pts per game 4th (16.92 Auburn) 27th (12.77 Ohio St.)	<i>13 pts. or less per game</i>
Rank in SEC		
Rank Nationally		
<u>RUSHING AVERAGE</u>		
Offense	3.96 yds per rush 8th (5.96 Arkansas) 60th (6.25 West Virginia)	<i>4.0 per rush</i>
Rank in SEC		
Rank Nationally		
Defense	3.43 yds per rush 4th (3.04 Florida) 28th (2.05 Oregon St.)	<i>3.3 or less per rush</i>
Rank in SEC		
Rank Nationally		
<u>3rd DOWN EFFICIENCY</u>		
Offense	75/198= 37.9%	
Rank in SEC	10th (53.4% Florida)	<i>45%</i>
Rank Nationally	79th (53.4% Florida)	
Defense	82/203= 40.4%	
Rank in SEC	9th (33.3% Arkansas)	<i>30% or less conversion</i>
Rank Nationally	73rd (26.5% Troy)	
<u>TURNOVER RATIO</u>	+4 (+.31 per game)	
Rank in SEC	5th (+20 [+1.43] LSU)	<i>No Turnovers on Offense</i>
Rank Nationally	34th (+21 [+1.62] Kansas)	<i>+3 on defense</i>
<u>BIG PLAYS (15+ Run, 20+ Pass)</u>		
Offense	52 (33 passes, 19 runs) [4.00]	<i>7 per game</i>
Defense	56 (37 passes, 19 runs) [4.31]	<i>0 per game</i>
<u>PASS EFFICIENCY</u>		
Offense	115.85 rating	<i>145+ pass efficiency rating</i>
Rank in SEC	8th (170.17 Florida)	
Rank Nationally	86th (170.64 Oklahoma)	
Defense	6.72 yds/attempt	<i>5.0 yds or less per attempt</i>
Rank in SEC	7th (5.51 Arkansas)	
Rank Nationally	37th (4.78 Ohio State)	
<u>RED AREA EFFICIENCY</u>		
Offense	29/53 TD's= 55%	<i>70% TD's</i>
	43/53 Scores = 81%	<i>100 % scoring</i>
Defense	12/38 No TD's= 32%	<i>60 % no TD's</i>
<u>PENALTIES</u>	1 of 34.2 59/453 yds (2020) plays	<i>1 of 30 plays</i>
Rank in SEC	1st	
Rank Nationally	4th (48/375 yds Army)	
<u>4TH QTR</u>	Won 6/ Lost 5/ Tied 2	WIN THE 4TH QTR

TURNOVERS 2007

TURNOVERS:

16 Gained in 7 Wins (+7)
8 Gained in 6 Losses (-3)

9 Turnovers in 7 Wins (1.29/win)
11 Turnovers in 6 Loss (1.83/loss)

TURNOVER MARGIN - CRITICAL TO SUCCESS

(+4) (+0.31/game) Kansas (+21) (+1.62/game)

2007 ALABAMA TURNOVER SUMMARY

TURNOVERS GAINED

GAME	TEAM	TURNOVER	RESULT	POINTS
WCAR	DEF	FUM	MFG	0
WCAR	DEF	FUM	TD	7
VAN	DEF	INT	INT	0
ARK	DEF	INT	TD	7
ARK	DEF	FUM	PUNT	0
ARK	DEF	FUM	FG	3
UGA	DEF	INT	PUNT	0
UGA	DEF	INT	TD	7
FSU	DEF	INT	PUNT	0
HOU	DEF	FUM	TD	7
HOU	DEF	INT	INT	0
HOU	DEF	INT	HALF	0
MISS	DEF	INT	MFG	0
MISS	DEF	INT	PUNT	0
MISS	DEF	INT	FG	3
TENN	DEF	INT	FG	3
TENN	DEF	INT	HALF	0
LSU	DEF	INT	PUNT	0
LSU	DEF	INT	FG	0
LSU	DEF	INT	TD	7
MSU	DEF	INT	FG	0
AU	DEF	INT	INT	0
CU	DEF	FUM	FG	3
CU	DEF	FUM	FG	3

50

TOTAL POINTS = 50 (2.08 PTS PER TURNOVER)

27 Points off 17 INT (1.59 PTS PER INT)

23 Points off 7 FUM (3.29 PTS PER FUMBLE)

TURNOVERS LOST

GAME	TEAM	TURNOVER	RESULT	POINTS
VAN	OFF	INT	DOWNS	0
ARK	OFF	INT	FG	3
ARK	OFF	FUM	TD	7
ARK	OFF	INT	TD	7
UGA	OFF	FUM	MFG	0
FSU	OFF	FUM	TD	7
HOU	OFF	INT	INT	0
MISS	OFF	FUM	MFG	0
MISS	OFF	INT	INT	0
LSU	OFF	INT	TD	7
LSU	OFF	FUM	TD	7
MSU	OFF	INT	TD	7
MSU	OFF	INT	TD	7
ULM	OFF	INT	PUNT	0
ULM	OFF	INT	TD	7
ULM	OFF	FUM	PUNT	0
ULM	OFF	FUM	PUNT	0
AU	OFF	INT	HALF	0
CU	OFF	INT	TD	7
CU	OFF	FUM	PUNT	0

66

TOTAL POINTS = 66 (3.3 PTS PER TURNOVER)

45 Points off 12 INT (3.75 PTS PER INT)

21 Points of 8 FUM (2.63 PTS PER FUMBLE)

PENALTIES

59 penalties / 453 yards on 2,020 plays

1 out of every 34.2 plays a penalty occurred

2007 Alabama Explosive Plays

ALABAMA

OPPONENTS

DATE	OPPONENT	12+ runs	16+ passes	TOTAL	12+ runs	16+ passes	TOTAL	DIFFERENTIAL	W/L
	vs. WESTERN CAROLINA	10	3	13	1	3	4	9	W
9/15	at Vanderbilt	7	4	11	1	4	5	6	W
	vs. ARKANSAS	4	6	10	7	3	10	0	W
9/22	vs. GEORGIA	3	4	7	2	5	7	0	L
9/29	vs. FLORIDA STATE	1	6	7	2	4	6	1	L
10/6	vs. HOUSTON	1	5	6	4	5	9	-3	W
10/13	at Ole Miss	4	3	7	2	7	9	-2	W
10/20	vs. TENNESSEE	1	9	10	3	5	8	-8	L
11/3	vs. LSU	0	4	4	2	10	12	2	L
11/10	at Mississippi State	4	2	6	1	3	4	2	L
11/17	vs. UL-MONROE	4	8	12	2	4	6	6	L
11/24	at Auburn	0	3	3	4	2	6	-3	L
12/30	COLORADO	2	7	9	3	7	10	-1	W
	TOTAL	41	64	105	34	62	96	9	7-6

In 7 wins Alabama was +11 in explosive plays (Off had 66 explosives, Def gave up 55)

In 6 losses Alabama was -2 in explosive plays (Off had 39 explosives, Def gave up 41)

	Runs	Passes
Offense Avg. Per Game	8.08	3.15
Defense Avg. Per Game	7.38	2.62
		4.92
		4.77

RED AREA REPORT 2007

OFFENSE - EFFICIENCY

- 47 OPPORTUNITIES TO SCORE OUT OF 53 ATTEMPTS (89%)
- 43 SCORES OUT OF 53 ATTEMPTS (81% SCORING)
- 29 TD'S OUT OF 53 ATTEMPTS (55% TD'S)

10 NO SCORES IN THE RED AREA

1. 2 INTERCEPTIONS

(1 VS. MISS. ST., 1 VS. AUBURN)

2. 2 FUMBLES

(1 VS. OLE MISS, 1 VS. ULM)

3. 4 MISSED FIELD GOALS

(1 VS. WESTERN CAROLINA, 1 VS. ARKANSAS, 1 VS. OLE MISS, 1 VS. ULM)

4. 2 TURNOVERS ON DOWNS

(1 VS. OLE MISS, 1 VS. ULM)

HIDDEN SCORES

6 TURNOVERS (2 INT, 2 FUM, 2 TOD) = 18 POSSIBLE POINTS MINIMUM

**IF WE WOULD HAVE NOT COMMITTED 6 TURNOVERS, OUR EFFICIENCY FOR
WOULD HAVE BEEN:**

49 SCORES OUT OF 53 ATTEMPTS (93% SCORING)

2007 ALABAMA SPECIAL TEAMS COMPOSITE

	<u>2007 AVG.</u>	<u>2007 SEC RANK</u>	<u>ALABAMA GOALS</u>
NET PUNT	33.14 yds	8th in SEC (Florida 38.68 yds)	38+ YDS
PUNTING AVERAGE	38.08 yds	12th in SEC (LSU 44.08 yds)	42+ YDS
PUNT COVERAGE	6.57 yds	5th in SEC (Florida 4.4 yds)	<5.5 YDS
PUNT RETURNS	13.7 yds	2nd in SEC (Florida 15.08 yds)	10+ YDS
KO COVERAGE	17.94 yds	1st in SEC (2nd Ole Miss 19.91 yds)	<18 YDS
KO DRIVE START	27 YL	T-2nd in SEC (Kentucky 26 YL)	DSA <25 YL
KO RETURNS	21.13 yds	8th in SEC (Tennessee 24.37 yds)	23.5+ YDS
KOR DRIVE START	29 YL	T-8th in SEC (Ark, FL, Vandy 33 YL)	DSA 30+ YL
FG PERCENTAGE	73.5%	6th in SEC (LSU 78.8%)	82%+
PAT PERCENTAGE	100%	T-1st in SEC (LSU, S.Car 100%)	100%

2007 SEC TOTAL SPECIAL TEAMS RANKINGS

SEC RANK	TEAM	PUNTIN G	PUNT AVG	PUNT COVER	PUNT RETURN	KO COVER	KO DSA	KOR	DSA	FG%	PAT%	Avg Rank
1	 Georgia	3	3	2	3	3	3	8	2	10	2	5 4.1
2	 Florida	1	7	1	1	8	4	9	1	9	6	4.7
T-3	 LSU	5	1	8	11	4	4	10	8	1	1	5.3
T-3	 Alabama	8	12	5	2	1	2	8	8	8	6	1 5.3
5	 So. Carolina	6	6	6	5	11	2	3	10	4	4	1 5.4
6	 Tennessee	4	4	10	7	5	8	1	5	7	4	5.5
7	 Auburn	2	2	4	6	7	11	11	4	8	6	6.1
8	 Arkansas	10	5	7	12	9	4	5	1	5	9	6.7
9	 Kentucky	7	9	3	8	10	1	5	5	12	12	7.2
10	 Mississippi St.	11	11	9	4	6	4	12	10	3	8	7.8
T-11	 Mississippi	9	9	11	10	2	12	7	5	11	11	8.7
T-11	 Vanderbilt	12	8	12	9	12	10	4	1	10	9	8.7

2008 TEAM POLICIES

GENERAL CONDUCT POLICY

Do not do anything to hurt the team! Do not engage in any activity that could reflect back on you, your family or the University of Alabama in a derogatory manner. Any conduct that brings negative publicity or that embarrasses the organization is conduct detrimental to the team. Felony infractions will lead to suspension. You must represent the University of Alabama in a class manner.

Personal behavior is a matter of self-discipline and self-pride. You cannot win with players who do not have these qualities because they cannot take pride in the team. We will eliminate these players as fast as we can without hurting the team.

TEAM RULES

1. Be on time for all team functions, including all required meals. Do not voice any complaints to any other University personnel. Any complaints you have should be directed to Coach Saban or a member of our coaching staff.
2. Proper dress will be posted for all team functions. You will represent the team in a class fashion. Individual differences are respected but not when representing the team. Earrings are prohibited at all team functions. Hair must be neat and acceptable in appearance. Hats off in business areas. Be courteous, using "please" and "thank you." Polite and appropriate manners should be used with all staff members. (Team Functions = Travel, Team Meals, Meetings, Practice or any other Public Representation)
3. The dorm/apartment is our home. Respect others' space. Keep noise levels down. No overnight guests in dorm/apartment rooms. No alcohol or drugs in dorms/apartments. Be on time for all bed checks.
4. Meetings are scheduled, organized, and detailed to help you become better football players. Form a "Buddy System" to insure punctuality.
5. **LOCKER ROOM POLICY:**
 - a. Keep your location clean and neat – keep tape off the floor.
 - b. You are responsible for your equipment – all equipment has a specific place in the locker. Care for it.
 - c. Lock-up or check all valuables with Tank Conerly.
 - d. Stealing from a teammate is a capital offense.
 - e. No visitors in the Locker Room.
6. **EQUIPMENT POLICY:**
 - a. Wear the equipment announced as uniform of the day. Dress as a team – everyone's uniform is the same (including hair cover-ups).
 - b. Do not alter your equipment. Make sure it fits properly and is in good condition. It is designed to protect you.
 - c. Do not wear cleats in the Locker Room.
 - d. Keep locker organized according to chart.

7. TRAINING ROOM POLICY:

- a. The Training Room is not a lounge – it is for taping, treatment or therapy and rehabilitation. Otherwise, stay out of the area.
- b. Any trainer or doctor's appointment, treatment or rehab appointments missed are the same as missing practice or a meeting and will be dealt with accordingly.
- c. Injured players must be on time for scheduled events, meetings and practice. Alabama gear worn at practice.

8. WEIGH-IN WILL BE HELD WEEKLY:

- a. Prescribed weights are for your own good.
- b. Have weight discipline.
- c. Special diet and exercise will be provided for those without weight discipline.

9. MEDIA RELATIONS:

- a. All interviews must be scheduled through the Sports Information Office. No reporters should come to your dorm/apartment!
- b. Don't overload your ass with your mouth. Do not criticize teammates, coaches or the University of Alabama in public.
- c. Do not lie, do not make predictions, do not make excuses.
- d. Be positive – "best I can do, best we can do." Never be representative of "poor me's."
- e. Show respect for opponents.
- f. Do not tell the world what we are doing (including those that post on the Internet).
- g. Cooperate with the media, be on time. This is a direct link between you and the fans. Present yourself in a style and manner you are accustomed to being treated and received.

10. GAME DAY PROFESSIONALISM: Never Talk to Opposing Players

- a. Poor examples of game day professionalism would be fighting, poor language, loss of poise or immature display of enthusiasm. All demonstrations of Crimson Tide enthusiasm will be team things. We do not need "hot dogs" or "trash talkers." Fighting, stupid personal fouls and poor game day discipline are real indicators of a losing attitude. **We are going to be winners!**
- b. You should always use a professional attitude when communicating with the officials. The head coach will manage officials' mistakes in the games.

11. ACADEMICS:

- a. You are here to get an education. We are interested in you getting that education and will provide the best possible academic support to help you.
- b. Class attendance, study hall and any other academically related meetings are mandatory requirements.
- c. If you are not accountable for your academic responsibilities, you will accumulate negative points that will lead to punishment, loss of complimentary game tickets and eventual game suspensions.
- d. Summer School Policy for Drops – you will be responsible for repaying your room and board money to the Athletic Department.

12. HOUSING:

- a. If you are removed from University housing for disciplinary reasons, you will not receive the room portion of your scholarship for off-campus housing.
- b. Any discipline problems in the Bryant Hall Apartments will lead to housing in the dormitory or loss of room scholarship.
- c. Anyone on probation for academic irresponsibility or for off-field discipline problems will not be allowed to move off-campus.

13. TRAINING TABLE: (Mandatory)

- a. This is a privilege. Be respectful – bus your own trays, take off hats and be courteous and polite to those that make it comfortable for you.
- b. Don't be wasteful of food.

14. AGENTS:

- a. Any individual shall be ineligible for participation in intercollegiate sport if he ever has agreed (orally or in writing) to be represented by an agent for the purpose of marketing his ability in that sport.
- b. Any individual shall be ineligible if he (including relatives or friends) accepts transportation or other benefits from:
 1. Any Person who represents any individual in the marketing of his athletic ability. The receipt of such expenses constitute compensation based on athletic skill and is an extra benefit not available to the student body in general.
 2. An Agent, even if the agent has indicated that he or she has no interest in representing the student-athlete in the marketing of his athletic ability or reputation and does not represent individuals in the student's sport.
- c. Understand that it is not illegal for you to receive written information from an agent or to speak with an agent as long as no agreement about representation is met.
- d. Not abiding by the above can cause your team to forfeit games in which you have completed, as well as cause you to be suspended or dismissed from the team for losing your eligibility.
- e. It is our policy during the season that any player with collegiate eligibility remaining cannot be contacted by an agent or runner without notification of the head coach or athletic director. This includes the player's family as well.
- f. A player is considered ineligible for the NFL Draft until 3 seasons have past following his high school graduation date but not before the official Junior Declare Date set by the NFL. Players ineligible for the Draft, as well as any person that has an established relationship with that player, may not have any form of communication with an agent or anyone associated with an agent other than unspecified promotional brochures containing general information.
- g. The University of Alabama has a career-counseling panel that Coach Bo Davis oversees. If you have any questions regarding contact with agents of insurance player benefits, you should contact Coach Davis.

15. GAMBLING:

- a. Student-Athletes shall not knowingly:
 1. Provide information to individuals involved in organized gambling activities concerning intercollegiate athletic competition.
 2. Solicit a bet on any intercollegiate team.
 3. Accept a bet on any team representing the institution.
 4. Participate in any gambling activity that involves intercollegiate athletics or professional athletics through a bookmaker, a parlay card, or any other method employed by organized gambling.
- b. Violation of any of the above not only could result in team suspension or dismissal but is also subject to fines and/or imprisonment by local or federal authorities.

16. DRUG POLICY:

- a. No one I know has been more successful because they were using drugs. It will not be tolerated in this program.
- b. This policy is designed to first help you with any problems with drug through education. However, if you continue to have a problem, your consequences will include suspension and eventual loss of scholarship.

CAMP OBJECTIVES

1. HARD CORE FOUNDATION OF DISCIPLINE

- a. Carry out **details** to win
- b. Don't question coaches on field. **JUST DO IT!** Questions as to why you are asked to do something will be covered in meetings.
- c. Familiarity breeds relaxation in command – we will work hard not to allow this to happen.
- d. Disciplined players can do what they're supposed to do, when they're supposed to do it, the way it's supposed to be done. Undisciplined players won't last in this program.

2. DEVELOP MENTAL AND PHYSICAL TOUGHNESS – Hard Work

- a. Talking about toughness will not get it done! You must experience it.
- b. Hard work is a habit – we won't let you down. You will feel good about yourself if you know you have worked hard to be your best. At some point, you feel that you deserve success.
- c. Don't allow mental fatigue to precede physical fatigue.
- d. An opportunity is worth what your preparation allows you to make of it. The price for success must always be paid in advance.

3. IMPROVE BASIC FUNDAMENTALS

- a. No one is **too good** to improve. Fundamental improvement happens if you recognize you need it.
- b. A man profits by a mistake directly proportional to how much it bothers him.

4. UNDERSTAND ALL TECHNICAL ASPECTS OF SYSTEMS ON OFFENSE, DEFENSE & SPECIAL TEAMS

5. COME TOGETHER AS A TEAM – Develop a belief in one another

- a. Selfish players will kill the team.
- b. Everyone must give up their "**ego**" and put the good of the team first.
- c. Having **respect** for one another will be the first step in coming together.
- d. Remember – what you do affects and is a reflection the entire team.

6. DEVELOP HONESTY & TRUST BETWEEN COACHES & PLAYERS

- a. It is part of business not to trust the people in charge. There is no reason for that to exist here.
- b. We expect you to be **honest**. There is no need to lie. Be responsible for your actions.

7. BEST CONDITIONED TEAM vs. CLEMSON IN OPENER

- a. The trademark or our team is to compete for 60 minutes.
- b. The 4th Quarter Program and our conditioning regiment are designed for success in the 4th Quarter enabling us to win the 4th Quarter.

8. GIVE EVERYONE AN OPPORTUNITY TO CONTRIBUTE TO TEAM

- a. We will always play the best players and find time for all productive football players.

9. DEVELOP PRIDE IN OUR TEAM & BEING A PART OF THE CRIMSON TIDE

- a. Pride is developed by investing your time and efforts in something you really believe in.
- b. Take pride in being an **Alabama football player**. Indirectly, each member is a representative of the other members.
- c. A **REAL member of the Crimson Tide** that understands pride, demonstrates what he is both on and off the field.

10. BEST WINNING ATTITUDE AS A TEAM

- a. We will win or lose together. There is no place for finger pointing.

COACHES

WEEKLY WORK SCHEDULE

SUNDAY

- 11:00 am Staff Grade Film
- 2:00 pm Defense Review/Offense Review
- 3:00 pm Staff – Grades, Production Charts, Goal Boards, Player of the Week, Scout Team Player of the Week, Kicking Game Review
- 5:30 pm Dinner (Brought in)
- 6:30 pm Work on next opponent (Special Teams)
- 9:00 pm Secure

MONDAY

- 7:00 am Film with players
- 8:00 am Work on next opponent
- 10:00 am Game Plan – Special Teams staff (Scouting Report)
- 11:00 am Staff to plan practice – Base Defense, Goalline, Short Yardage, Red Area
- 2:00 pm Player Meetings (All Special Teams)
- 6:00 pm Work on next opponent – Review Practice, Base Package, Blitz, GL/2nd & Long/Short Yardage
- 10:00 pm Secure

TUESDAY

7:30 am Work on next opponent
10:30 am Staff to plan practice
2:00 pm Player Meetings (Punt/Punt Return)
2:15 pm Meetings
3:25 pm Walk-thru
3:35 pm Flex (Base/Blitz/GL/2nd & Long)
6:00 pm Meet – Practice film/3rd Down plan/Red Area/KO, KO Return

WEDNESDAY

7:30 am Work on next opponent – 3rd Down/Red Area/KO, KO Return
10:30 am Staff to plan practice
2:00 pm Player Meetings (KO/KO Return)
2:15 pm Meetings (3rd Down/Short Yardage/Red Area)
3:25 pm Walk-thru
3:35 pm Flex
7:00 pm Recruiting Calls

THURSDAY

7:30 am Review Practice Film
Two Minute/2-Point Play plan

10:30 am Academic Meeting

11:00 am Staff to plan practice

2:00 pm Special Teams - FG/FG Block, Total Special Team

2:05 pm Total Special Teams (Practice film review)

2:15 pm Meeting

4:35 pm Walk-thru

4:45 pm Practice

 Travel Dress List
 Special Teams Depth
 Final Game Plan Adjustments

 Recruiting calls at night

FRIDAY

TBA Review practice film

 Recruiting Meeting

 Plan talk with team

 Script for Walk-thru

PLAYERS

WEEKLY WORK SCHEDULE

SUNDAY – PLAYERS DAY OFF

TBA	Meet with Trainers
TBA	Flex & Stride
TBA	Optional Film (No Coaches)
TBA	Optional Weights (1 st Workout)

MONDAY

7:00 am	Team Meeting (Juice & Donuts)
7:30am/12:30	Mandatory Weights (1 st Workout)
2:00 pm	Special Teams (All) Film & Scouting Report
2:30 pm	Team – Awards/What we need to do to win a. Scouting Report/Personnel b. Game Plan c. Base Adjustments d. Goalline/Short Yardage/Red Area
3:35 pm	Walk-thru (Shells)
3:45 pm	(10) Flex
3:55 pm	(5) Individual
4:00 pm	(10) Corrections
4:10 pm	(7) Force/P.P. Period
4:20 pm	(7) 7-on-7 Base
4:30 pm	(7) Red Area 7-on-7
4:40 pm	(15) Team
4:55 pm	(5) Goalline/Short Yardage
5:00 pm	(25) Kicking Game
5:25 pm	Conditioning/Specialty

TUESDAY

2:00 pm	Special Teams (Signal Callers) - Punt/Punt Return
2:15 pm	Meeting
3:25 pm	Walk-thru
3:35 pm	(10) Flex
3:45 pm	(14) Individual
3:59 pm	(12) 9-on-7/1-on-1
4:11 pm	(8) Force Drill
4:21 pm	(18) 7-on-7
4:41 pm	(7) Blitz
4:48 pm	(7) Punt
4:55 pm	(38) Team – Include GL/SY
5:33 pm	(7) Punt Return
5:40 pm	Conditioning
5:45 pm	Specialty

WEDNESDAY

2:00 pm	Special Teams - KO/KO Return
2:15 pm	Meeting
3:25 pm	Walk-thru
3:35 pm	(10) Flex
3:45 pm	(14) Individual
3:59 pm	(12) 9-on-7 (Include Sub Runs)/1-on-1
4:11 pm	(8) Red Area 7-on-7
4:21 pm	(18) 7-on-7 (Include 3 rd Down)
4:41 pm	(7) Blitz (Sub)
4:48 pm	(7) K.O. Cover
4:55 pm	(38) Team – Include Red Area/3 rd Down
5:33 pm	(7) K.O. Return
5:40 pm	Specialty

THURSDAY

7:30 am	Mandatory Weights (2 nd Workout)
2:00 pm	Special Teams - FG/FG Block (All Teams)
2:30 pm	Position Meeting
3:35 pm	Walk-thru
3:45 pm	(10) Flex
3:55 pm	(5) Individual
4:00 pm	(10) Blitz Review
4:10 pm	(15) Red Area/GL Review/2-Point Plays
4:25 pm	(10) 2-Minute
4:35 pm	(20) Move the Field – Include Short Yardage
4:55 pm	(25) Kicking Game Review
5:20 pm	One Reel
5:45 pm	Secure

FRIDAY

TBA	Non-Travel Squad: Mandatory Weights
TBA	Team Meeting (20 minutes)
TBA	Special Team Call-Outs
TBA	Special Team Film
TBA	Individual Meetings (50 minutes)

PRACTICE:

TBA	(20) Offense/Defense Review
TBA	(15) Substitution Review

FRIDAY EVENING

TBA	One Reel Meeting (20 minutes)
TBA	Position Meeting (10 minutes)
TBA	Tips/Test Sheets

SATURDAY

TBA	Chair Drill (20 minutes)
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2008 ALABAMA DEFENSIVE PLAYBOOK

BASIC INFORMATION

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ALABAMA CRIMSON TIDE

2008 DEFENSIVE GOALS

1. WIN

2. POINTS ALLOWED

- HOLD OPPONENT TO 13 OR LESS.

3. RUNS

- HOLD OPPONENT TO 3.3 YARDS PER RUSH.

4. PASSES

- HOLD OPPONENT TO 5.0 YARDS PER PASS
- EFFECT QUARTERBACK (SACK, PRESSURE, DISGUISE, HURRIES, BATTED BALLS).

5. TURNOVERS

- 3 TURNOVERS PER GAME.

6. BIG PLAY

- NO 15 YARD RUNS.
- NO 20 YARD PASSES.

7. RED AREA

- 60% NO TOUCHDOWNS.

8. THIRD DOWN

- 30% OR LESS OFFENSE CONVERTS.

PHILOSOPHY OF THE ALABAMA CRIMSON TIDE DEFENSE

The University of Alabama philosophy on first and second down is to stop the run and play good zone pass defense. We will also 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 4 or more players versus the pass about 90% 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 Alabama 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 Crimson Tide will be successful on defense if we give 100% physical effort, play with tremendous physical toughness and do not make mental mistakes. To eliminate mental errors, we must fully 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 Alabama Defense must perform efficiently inside our 20 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.

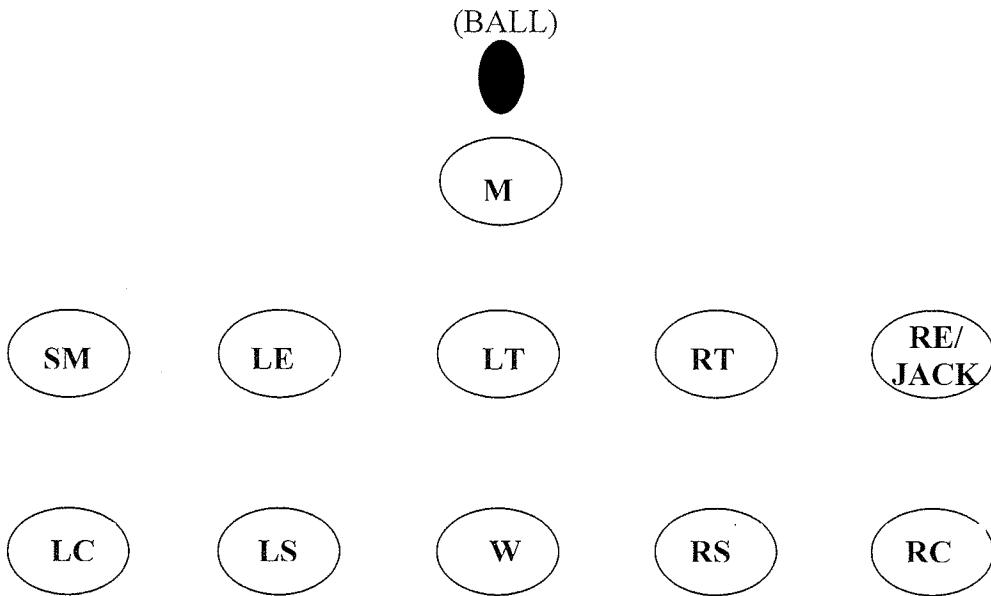
Defensively, we must adapt to every situation that presents itself and execute successfully. This requires good communication, team work, and often personnel substitution. Defensive situations that occur regularly are: 3rd down, 4th down, two-minute, short yardage, conserving time, protecting a lead, 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 the 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 Alabama defense will play for 60 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

HUDDLE



IN HUDDLE:

1. Form huddle quickly....Don't be the last man.
2. Keep a constant huddle...Lt and Rt 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. Free Safety (LS) will call the down and distance, Strong Safety (RS) will make hash call. Ex: "2nd & 8", Right hash – Mike will alert the defense to the offensive personnel. Mike will call the defense. Ex: "Regular people...Under O Zone Alert Bump"!
5. 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.
6. Mike make front call, will call out backfield set, SS (RS) determine secondary strength.
 - 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.

DEFENSIVE COMMUNICATION

In Huddle:

- A. Free Safety: Down & the Distance
- B. Strong Safety: Offensive Personnel
- C. Mike: Defensive Signal

Before Snap:

- A. Mike: Make call to set front / any adjustments.
(Tite / Closed / Raph-Larry)
- B. Strong Safety: Call strength of formation / any adjustments
Call force to alignment (Hand Signals)
- C. Free Safety: Call coverage & repeat strength
Call force to your alignment (Hand Signals)
Any adjustment calls to motion or shifting
- D. Sam / Will / Jack: Acknowledge & repeat front & force calls
- E. Corners: Acknowledge & repeat force calls
Communicate any split variation by WR's

After Snap:

- A. Defensive Team: Run / Pass / Screen / Draw / Boot Calls
- B. LB's / DB's: Pass Routes (In / Out / Under / Cross / Etc...)

AT THE LINE:

WATCH THE OFFENSIVE HUDDLE AND PICK OUT THE STRENGTH OF THE FORMATION AS OPPONENTS LEAVE THE HUDDLE. THE PASSING STRENGTH IS THE 2 RECEIVER SIDE, NOT THE TE. IT IS EVERYONE'S OWN RESPONSIBILITY TO RECOGNIZE AND KNOW THE SITUATION.

CALLS:

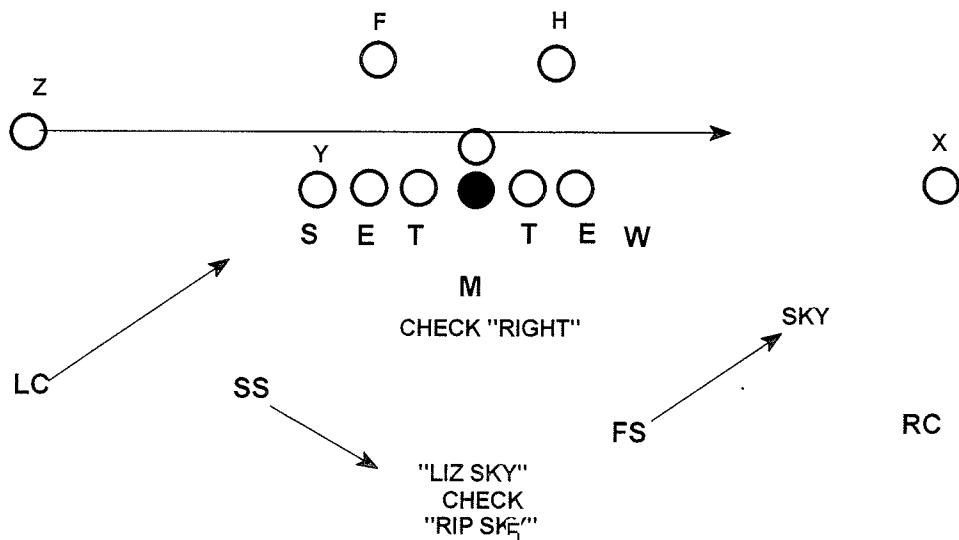
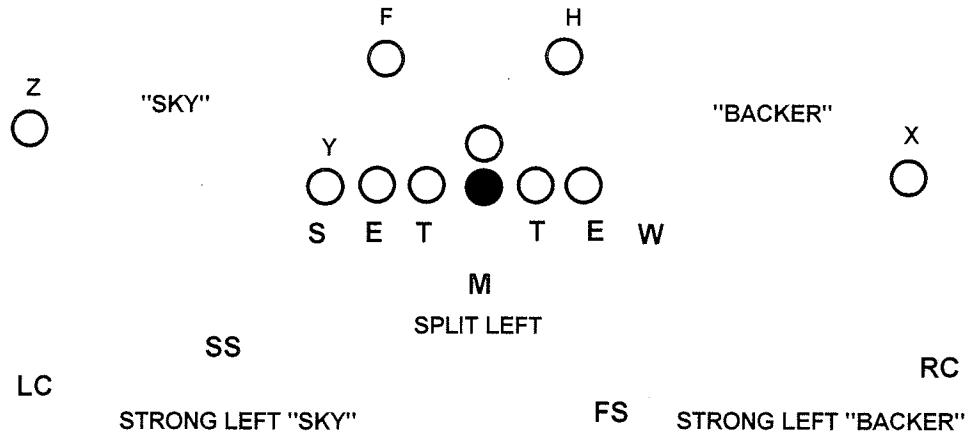
1. SAFETIES AND MIKE --- FIRST CALL THE STRENGTH (RIGHT OR LEFT)
2. MIKE--- CALL COMPLETE FORMATION WHEN IT IS SET
3. SAFETIES--- MAKE THE FORCE CALL TO THE OLBER. "SKY, CLOUD, BACKER")
4. LBERS & DBS--- THEN MAKE ANY OTHER CALLS/ALERTS BY SITUATION, FRONT OR COVERAGE.

VS MOVEMENT - NO CHANGE OF STRENGTH OR COVERAGE ADJUSTMENTS:

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

VS 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



AT THE LINE:

Watch the offensive huddle & pick out the strength of the formation as opponents leave the huddle. The passing strength is the 2 receiver side, not the TE. It is everyone's own responsibility to recognize & know the situation.

CALLS:

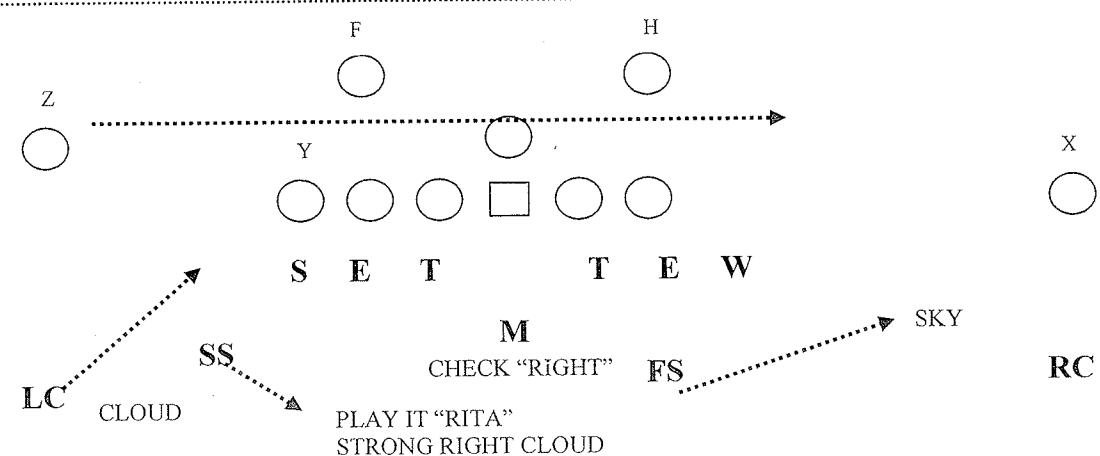
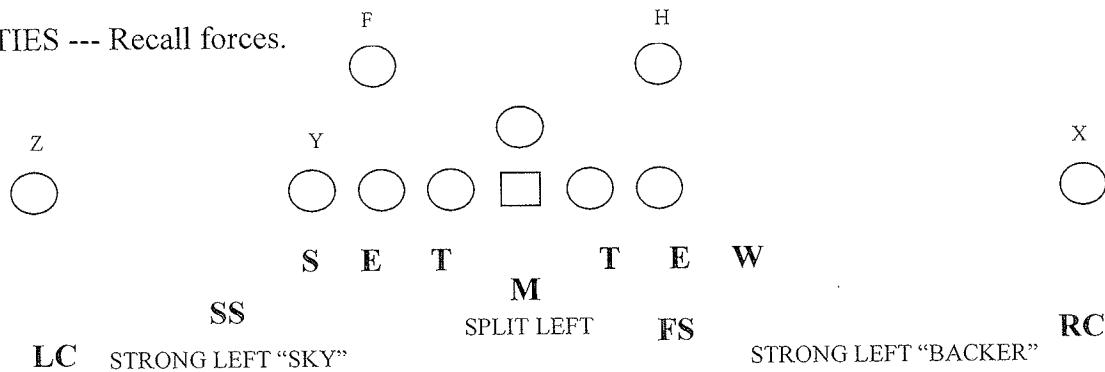
1. SAFETIES & MIKE --- First call the strength (RIGHT or LEFT)
2. MIKE --- Call complete formation when it is set (ex: "Give it to me" to set front).
3. SAFETIES --- Make the force call to the OLBer. "Sky, Cloud, Backer, Bronco".
The OLBer will acknowledge the call by hand movement.
4. LBers & DBs --- Then make any other calls/alerts by situation, front or coverage.

VS. MOVEMENT – NO CHANGE or STRENGTH or COVERAGE ADJUSTMENT:

1. MIKE/SAFETY --- Call "PLAY IT".

's 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.



SIGNAL CALLERS

RESPONSIBILITIES & DEFINITIONS

MIKE LINEBACKER

- QB at L.O.S. & in the gun.
- Study QB's cadence rhythm and demeanor.
- Study audibles – use of hand signals, etc...
- When QB is in gun, how does he use his cadence?
 - Ex: Silent Count, Hand Clap or Leg Pump.
 - Ex: Does he Double Clap or Leg Pump?

SAM LINEBACKER

- Study backfield sets & 5th personnel group.
- SAM takes backfield sets (I, Near, Far) & discusses tendencies of each set for run or pass. (ex: 1 back with QB under – all run or bubble pass).
- The 5th personnel grouping – talk about down and distance and what they use grouping for & give their favorite runs & passes out of set.
 - Ex: Black is their short yardage & goal line grouping.

WILL LINEBACKER

- Study Yellow Calls & RB depth.
- Study OL to see who pulls & how they adjust stance to pull.
 - Ex: Having little pressure in stance with hand in dirt.
 - Look for OL to not stagger feet as much in his stance.
- Studying depth of RB's as they adjust their distance from L.O.S. for certain runs or passes.
 - Ex: RB cheats to 6 yards for K-Passes.

LEFT DEFENSIVE TACKLE

- Study opponent's offense for screens and sets used.
- See how OL depth in pass set is different.

RIGHT DEFENSIVE TACKLE

- Study OL for BIRD & RABBIT keys.
- See how OL aligns with splits & stances so we can I.D. for Run/Pass.
 - EX: Look for OL having more pressure on hand in dirt.
 - Splits widen for inside runs & normally tighten for outside runs & passes.
- Which OL gives it away – Run or Pass?

RIGHT DEFENSIVE END/JACK

- Studies short yardage and goal line.
- Defines personnel groupings used & what their favorite formations, runs, and passes are out of each.
- Know if short yardage is 3rd -1 & 3rd -2, or 3rd -1, 3rd -2, & 3rd -3.
- What do they do on 4th -2?

LEFT DEFENSIVE END

- Study line splits of the OT's & TE's.
 - Ex: Use their spacing to determine what runs & passes take place by OT/TE alignments.

STRONG SAFETY

- Studies team's favorite motion & shifts & the tendencies or most prominent plays that occur with these motions and shifts.
- Studies 4th personnel grouping & discusses situations grouping is used for, along with the favorite runs and passes out of the set.

FREE SAFETY

- Studies 1st favorite personnel grouping and discusses situations the grouping is used for, along with the favorite runs & passes of the set.

LEFT CORNER

- Studies 2nd favorite personnel grouping and discusses situations the grouping is used for along with the favorite runs & passes out of the set.

RIGHT CORNER

- Studies 3rd favorite personnel grouping and discusses situations the grouping is used for along with the favorite runs & passes out of the set.



2008 ALABAMA DEFENSIVE PLAYBOOK

OFFENSIVE TERMINOLOGY

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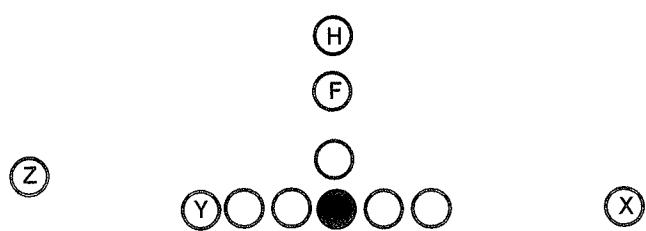
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OFFENSIVE PERSONNEL

<u>REGULAR</u>	2 WR, 2 BACKS, 1 TE IN THE GAME
<u>PONY</u>	2 WR, 2 TAILBACKS, 1 TE IN THE GAME
<u>SILVER</u>	2 WR, 1 BACK, 2 TE IN THE GAME
<u>BLUE</u>	3 WR, 1 BACK, 1 TE IN THE GAME
<u>GOLD</u>	3 WR, 2 BACKS IN THE GAME
<u>PONY GOLD</u>	3 WR, 2 TAILBACKS IN THE GAME
<u>RED</u>	4 WR, 1 BACK IN THE GAME
<u>ORANGE</u>	4 WR, 1 TE IN THE GAME
<u>PURPLE</u>	5 WR IN THE GAME
<u>WHITE</u>	3 WR, 2 TE IN THE GAME
<u>GREEN</u>	1 WR, 2 BACKS, 2 TE IN THE GAME
<u>GRAY</u>	1 WR, 1 BACK, 3 TE IN THE GAME
<u>TAN</u>	0 WR, 1 BACK, 4 TE IN THE GAME
<u>BLACK</u>	0 WR, 2 BACKS, 3 TE IN THE GAME
<u>BROWN</u>	1 WR, 3 BACKS, 1 TE IN THE GAME
<u>YELLOW</u>	2 WR, 3 BACKS IN THE GAME
<u>MAROON</u>	0 WR, 3 BACKS, 2 TE IN THE GAME

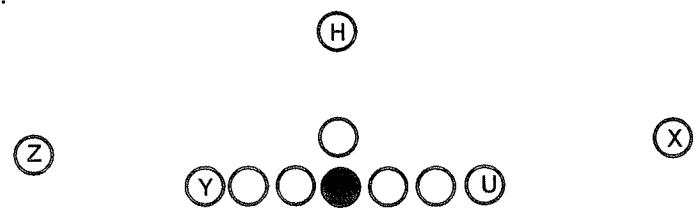
PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS

1.



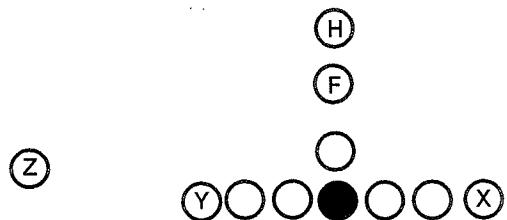
REGULAR = 1 TE / 2 RB / 2 WR

2.



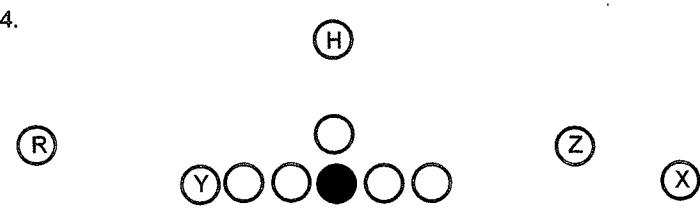
SILVER DOT = 2 TE / 1 RB / 2 WR

3.



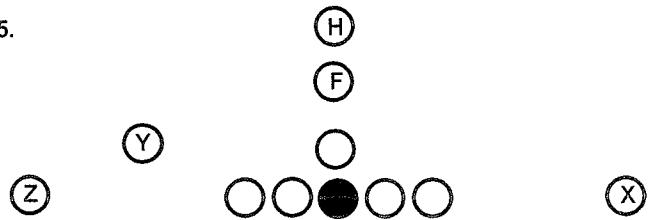
GREEN = 2 TE / 2 RB / 1 WR

4.



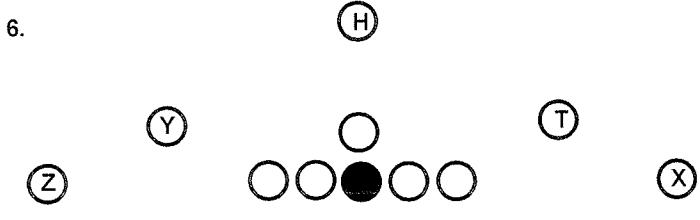
BLUE = 1 TE / 1 RB / 3 WR

5.



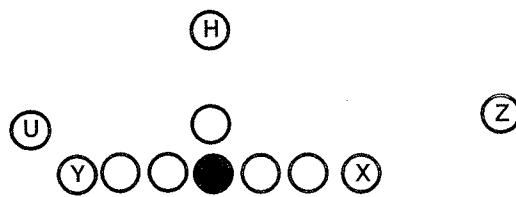
GOLD = 2 RB / 3 WR

6.



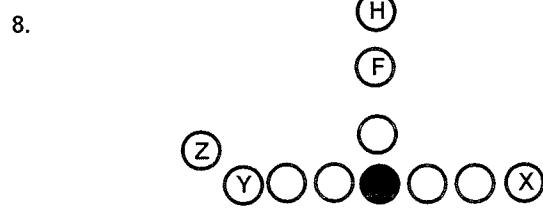
RED = 1 RB / 4 WR

7.



GRAY = 3 TE / 1 RB / 1 WR

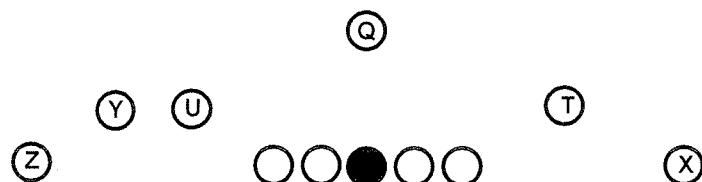
8.



BLACK = 3 TE / 2 RB

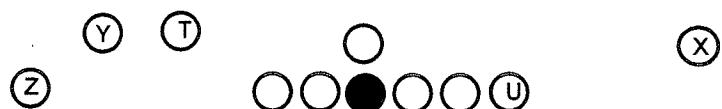
PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS - CONT'D

9.



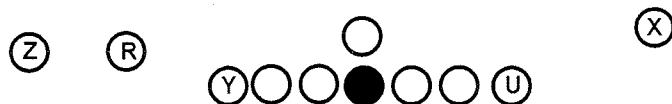
PURPLE = 0 TE / 0 RB / 5 WR

10.



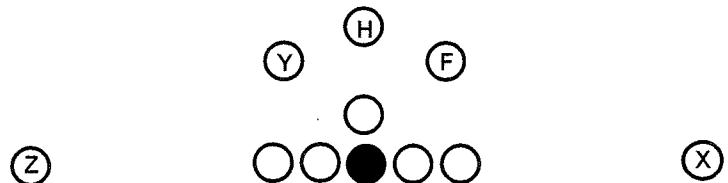
ORANGE = 1 TE / 0 RB / 4 WR

11.



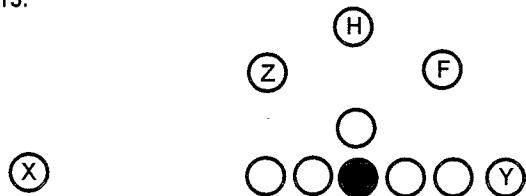
WHITE = 2 TE / 0 RB / 3 WR

12.



YELLOW = 0 TE / 3 RB / 2 WR

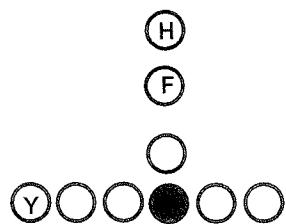
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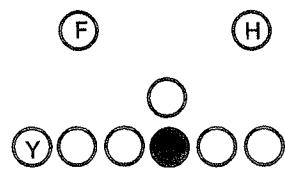
BROWN = 1 TE / 3 RB / 1 WR

BACKFIELD IDENTIFICATION

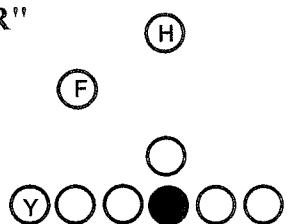
1. "I"



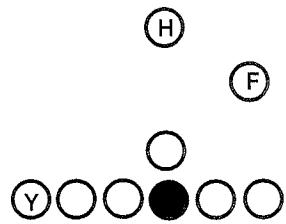
2. "SPLIT"



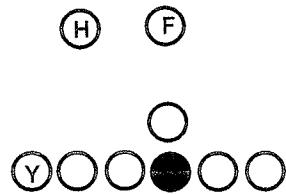
3. "I NEAR"



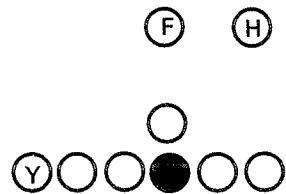
4. "I FAR"



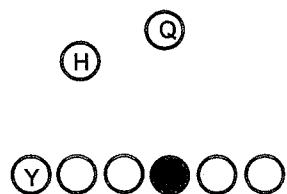
5. "HALF"



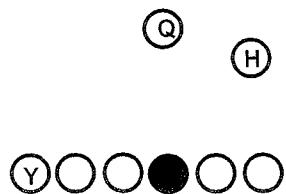
6. "FULL"



7. "GUN NEAR"

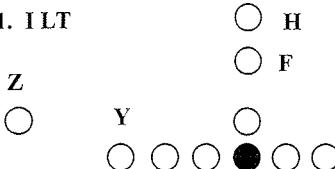
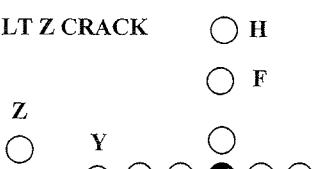
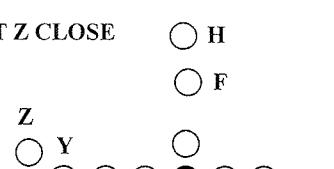
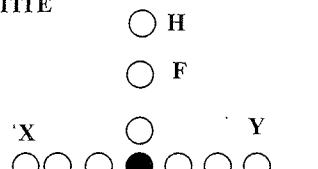
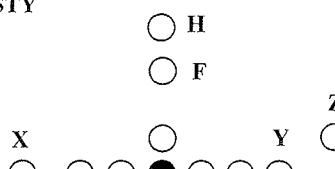
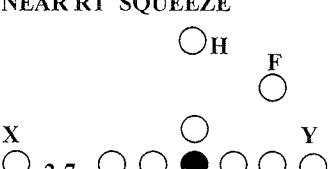
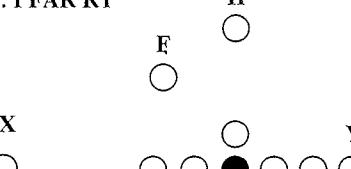
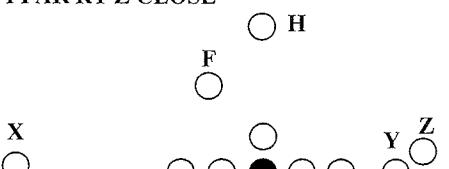
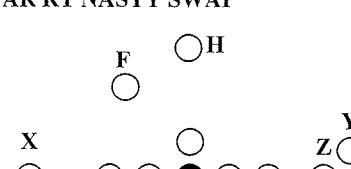
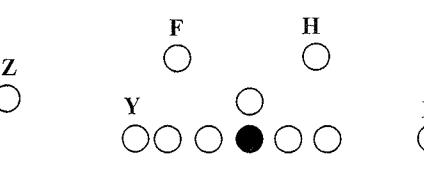
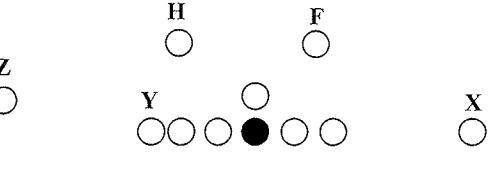
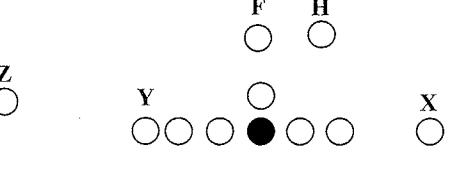
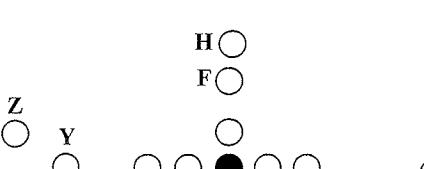
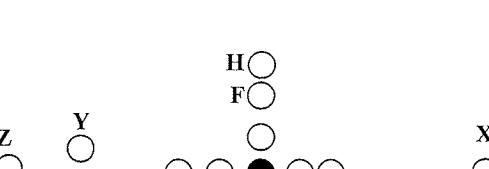
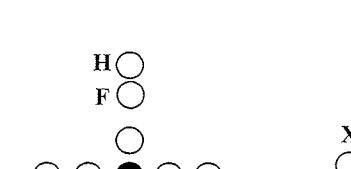
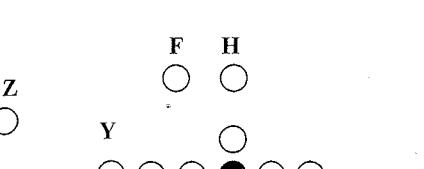
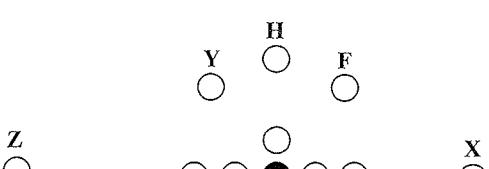
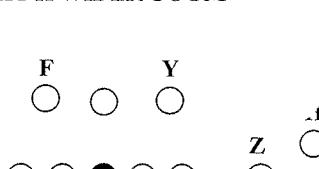


8. "GUN FAR"



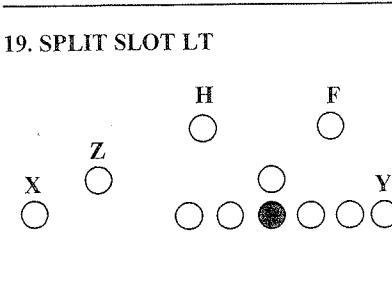
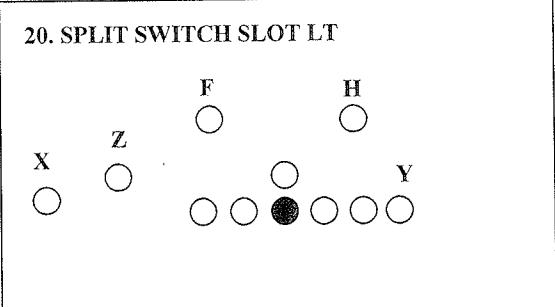
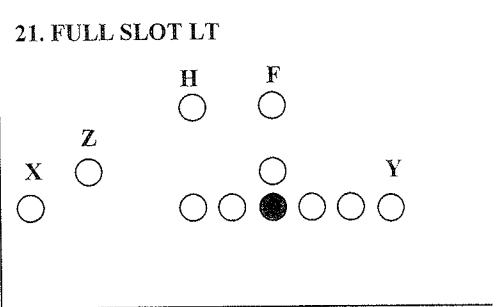
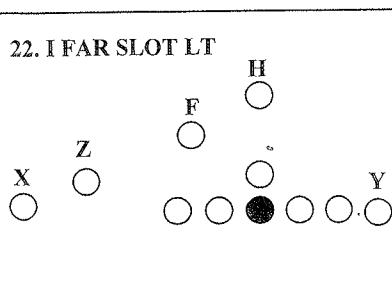
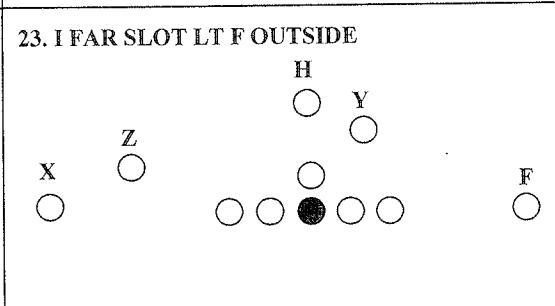
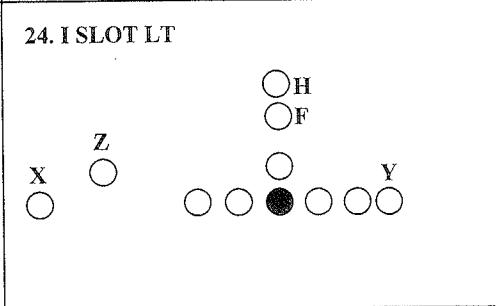
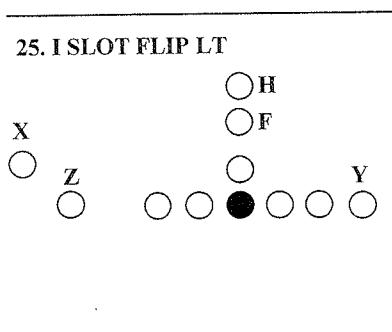
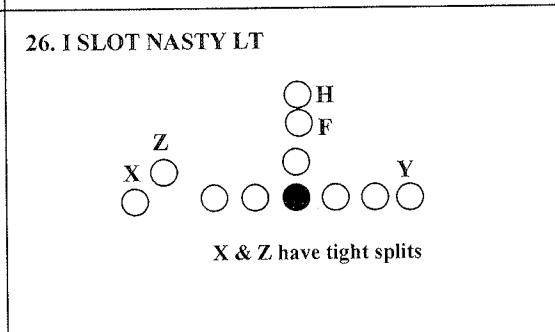
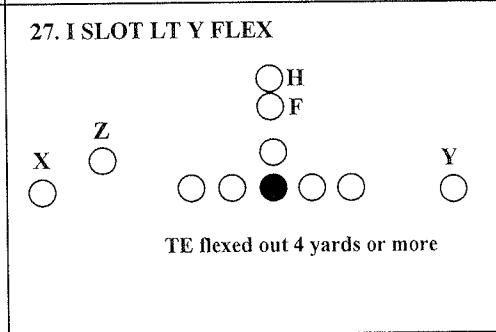
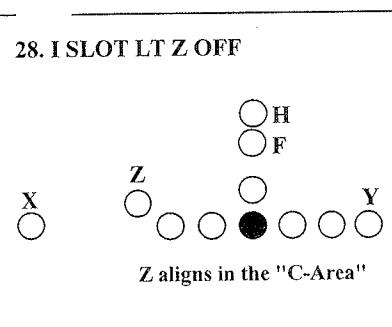
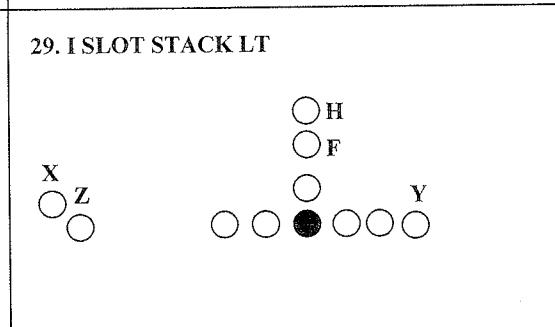
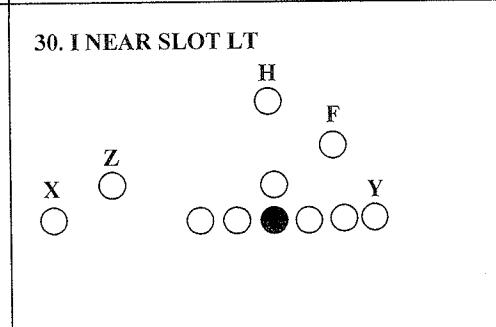
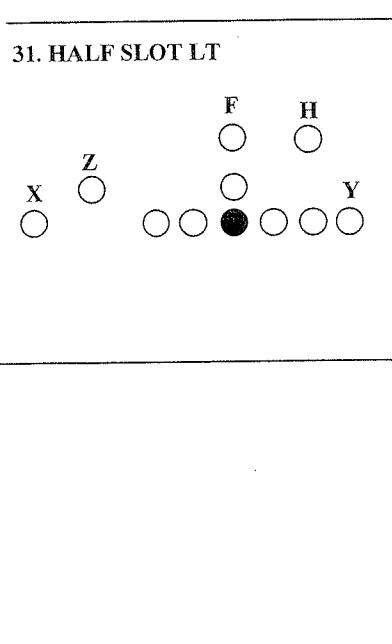
REGULAR PRO FORMATIONS

PAGE 1

1. I LT 	2. I LT Z CRACK  Z Aligns 2-6 yards away from TE	3. I LT Z CLOSE  Z Aligns as a wing on the hip of TE
4. I RT X TITE  X Aligns in the core & creates a 3 man surface	5. I RT NASTY  Both X & Z have tight splits	6. I NEAR RT SQUEEZE  X aligns 2-7 yards away from tackle
7. I FAR RT 	8. I FAR RT Z CLOSE 	9. I FAR RT NASTY SWAP 
10. SPLIT LT  F aligns to the passing strength	11. SPLIT SWITCH LT  H aligns to the passing strength	12. FULL LT 
13. I LT FLIP Y WIDE 	14. I LT Y WIDE 	15. I LT Y WIDER 
16. HALF LT 	17. BONE LT 	18. GUN SPLIT H WIDER YOOM 

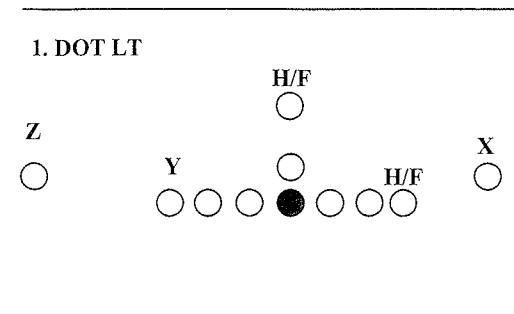
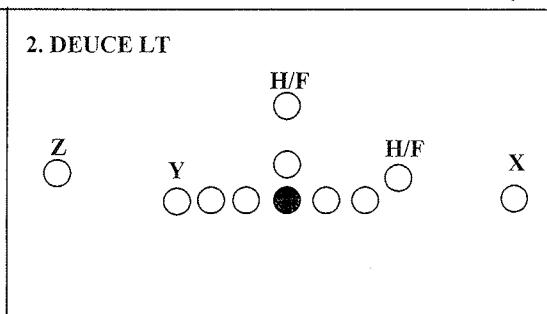
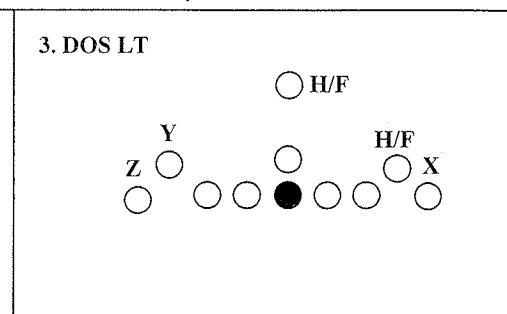
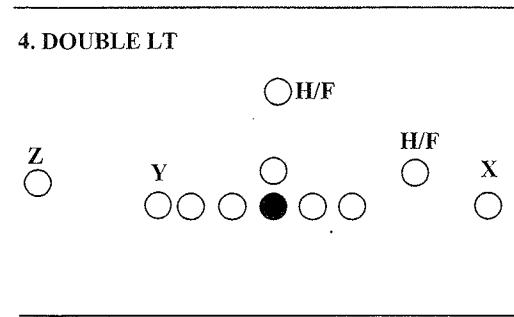
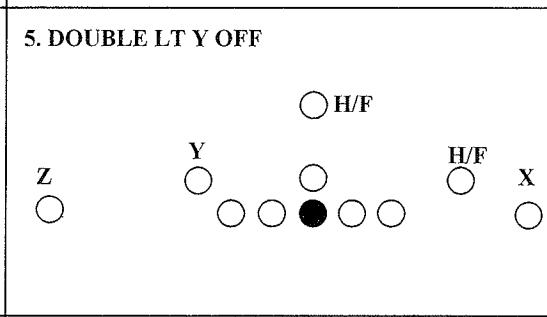
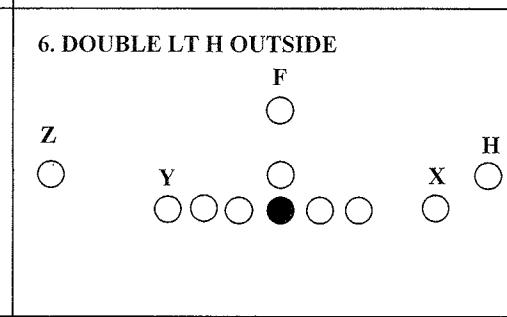
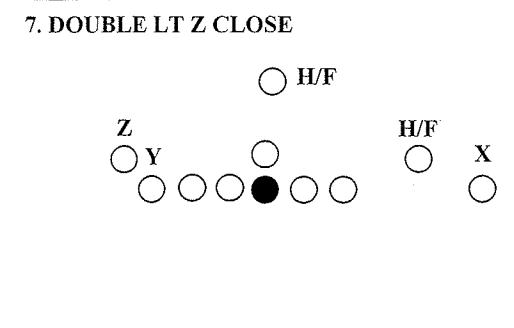
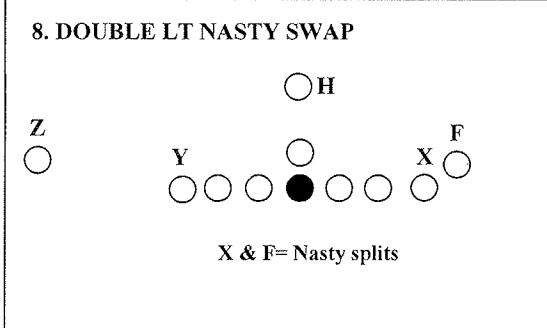
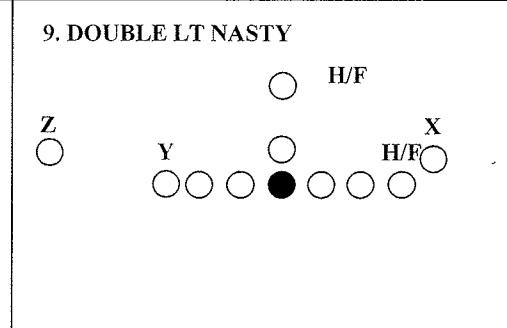
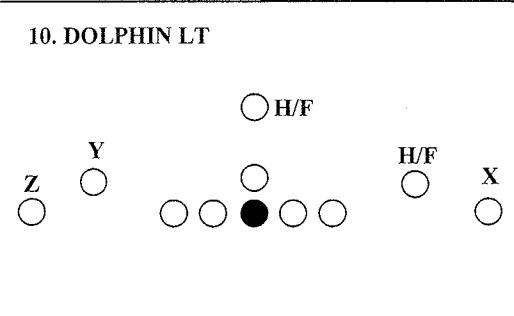
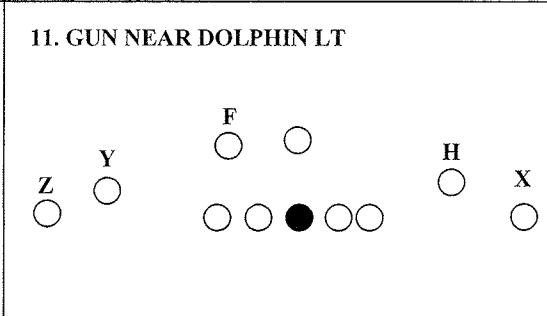
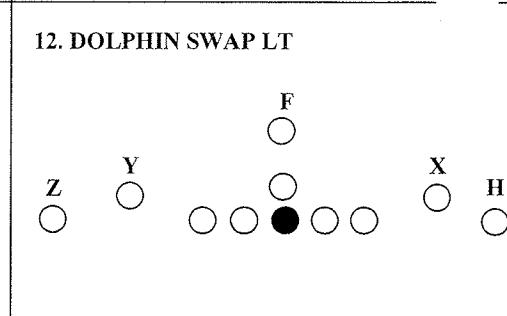
REGULAR SLOT FORMATIONS

PAGE 2

19. SPLIT SLOT LT 	20. SPLIT SWITCH SLOT LT 	21. FULL SLOT LT 
22. I FAR SLOT LT 	23. I FAR SLOT LT F OUTSIDE 	24. I SLOT LT 
25. I SLOT FLIP LT 	26. I SLOT NASTY LT  X & Z have tight splits	27. I SLOT LT Y FLEX  TE flexed out 4 yards or more
28. I SLOT LT Z OFF  Z aligns in the "C-Area"	29. I SLOT STACK LT 	30. I NEAR SLOT LT 
31. HALF SLOT LT 		

REGULAR 2 x 2 PRO FORMATIONS ("D" WORDS)

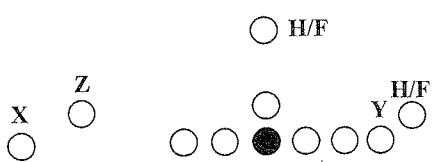
PAGE 3

1. DOT LT 	2. DEUCE LT 	3. DOS LT 
4. DOUBLE LT 	5. DOUBLE LT Y OFF 	6. DOUBLE LT H OUTSIDE 
7. DOUBLE LT Z CLOSE 	8. DOUBLE LT NASTY SWAP  X & F = Nasty splits	9. DOUBLE LT NASTY 
10. DOLPHIN LT 	11. GUN NEAR DOLPHIN LT 	12. DOLPHIN SWAP LT 

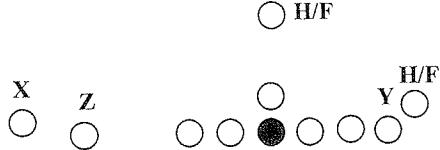
REGULAR 2 X 2 SLOT FORMATIONS ("F" WORDS)

PAGE 4

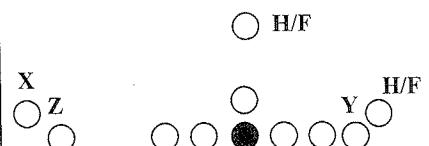
1. FLANK LT



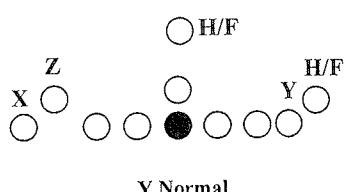
2. FLANK FLIP LT



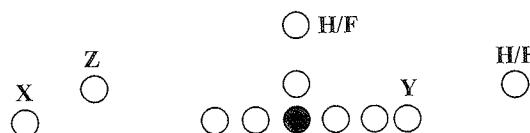
3. FLANK STACK LT



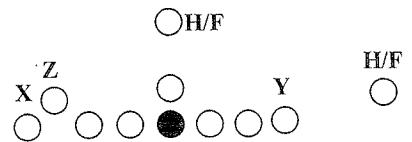
4. FLANK NASTY LT



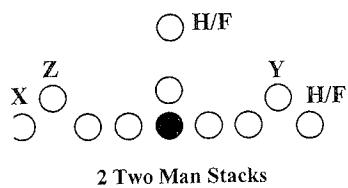
5. FLEX LT



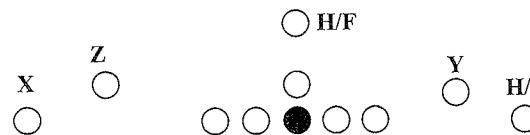
6. FLEX NASTY LT



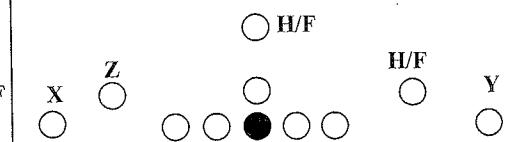
7. FLEX DOS LT



8. FLEX DOLPHIN LT



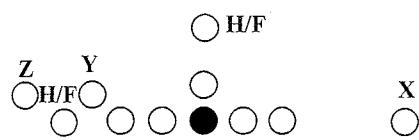
9. FLEX DOLPHIN SWAP LT



REGULAR 3 x 1 FORMATION ("T" WORDS)

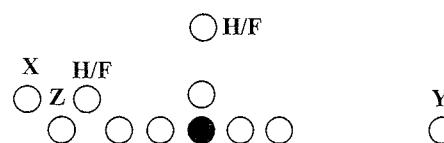
PAGE 5

1. TRIPS BUNCH LT

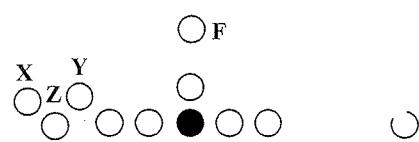


H, Z, & Y form the Bunch in some manner

2. TRIPS BUNCH LT Y FLEX

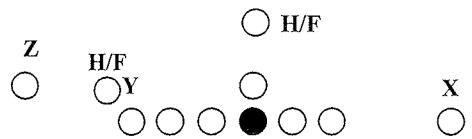


3. TRIPS BUNCH LT H OUTSIDE

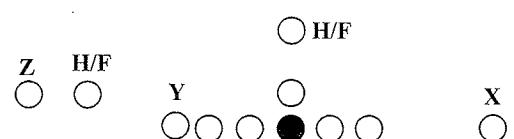


X, Z, & Y form the Bunch in some manner

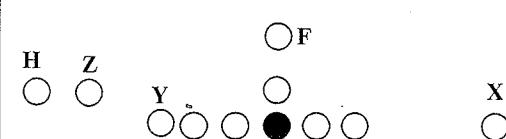
4. TRIPS LT



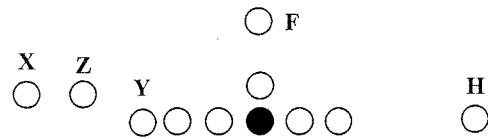
5. TRAIN LT



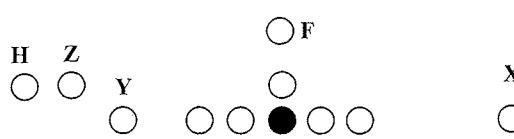
6. TRAIN LT H WIDER



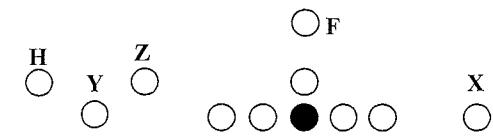
7. TRAIN LT H OUTSIDE



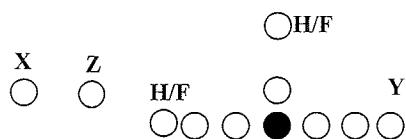
8. TRAIN LT Y FLEX H WIDER



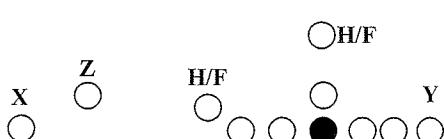
9. TRAIN LT Y WIDE SWAP H WIDER



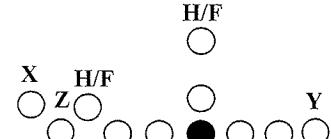
10. DOT TREY LT



11. TREY LT



12. TREY BUNCH LT



REGULAR EMPTY FORMATIONS

PAGE 6

1. EMPTY H WIDE F OUT	2. EMPTY H WIDER F OUT	3. EMPTY H WIDER F OUTSIDE
4. EMPTY SPREAD	5. EMPTY DOUBLE Y OFF H OUTSIDE F WIDER	6. EMPTY DOLPHIN H WIDER
7. EMPTY DOLPHIN SWAP H WIDE	8. EMPTY FLANK F OUT	9. EMPTY FLANK F OUTSIDE
10. EMPTY FLANK FLIP H WIDER	11. EMPTY FLEX H OUT	12. EMPTY FLEX H OUTSIDE
13. EMPTY FLEX H WIDER	14. EMPTY TRIPS H OUT	15. EMPTY TRIPS H OUTSIDE
16. EMPTY TRIPS BUNCH H WIDER	17. EMPTY TRAIN H OUT	18. EMPTY TRAIN F WIDER H OUTSIDE

SILVER FORMATIONS

PAGE 1

1. DOT LEFT	2. DEUCE LT	3. DOUBLE LT
4. DOUBLE LT SWAP	5. DOS LT	6. DOLPHIN LT
7. DOLPHIN LT SWAP	8. FLEX RT	9. FLANK LT
10. FLANK LT FLIP	11. FLANK LT NASTY	12. TRIPS LT
13. TRIPS LT BUNCH	14. TREY RT	15. DOT TREY RT
16. TREY RT U OUT	17. TRAIN LT	18. TRAIN RT U WIDER

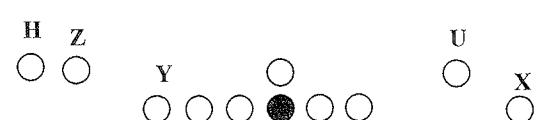
SILVER FORMATIONS

PAGE 2

19. EMPTY DOT H HIP



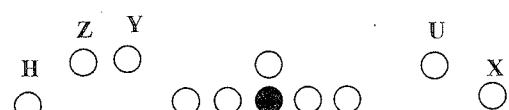
20. EMPTY DOUBLE H WIDER



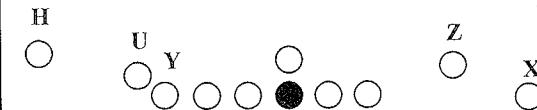
21. EMPTY DOUBLE H HIP



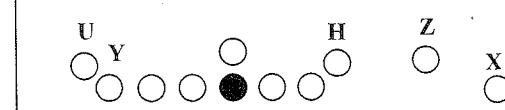
22. EMPTY DOLPHIN H WIDER



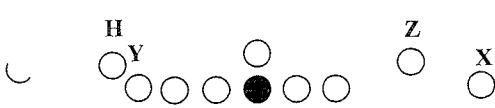
23. EMPTY FLANK H WIDER



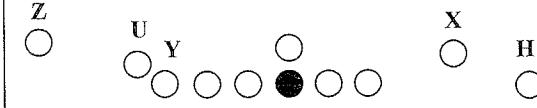
24. EMPTY FLANK H OFF



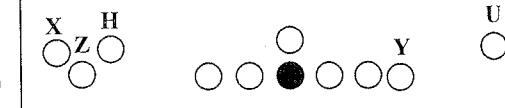
25. EMPTY FLEX H HIP



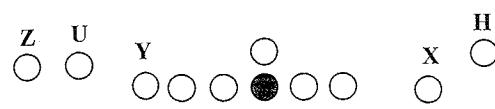
26. EMPTY TRIPS H OUTSIDE



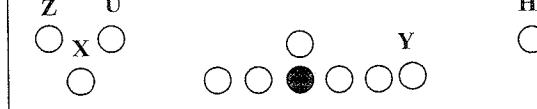
27. EMPTY FLEX BUNCH



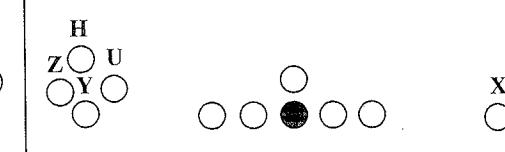
28. EMPTY TRAIN H OUTSIDE



29. EMPTY TREY BUNCH H WIDER

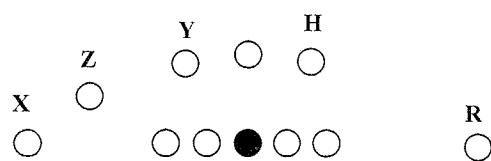
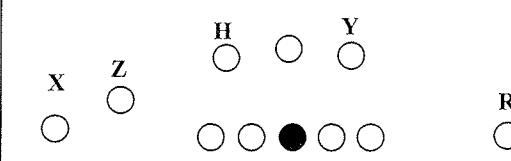
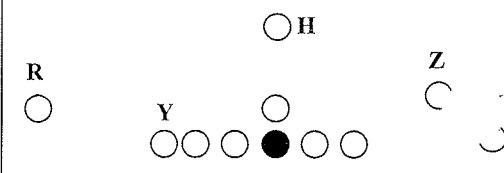
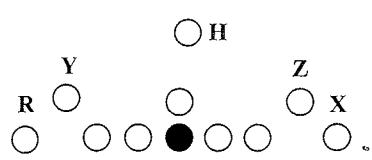
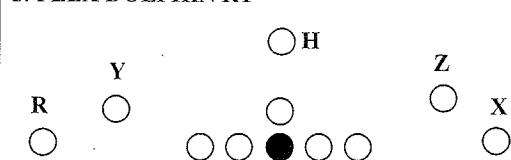
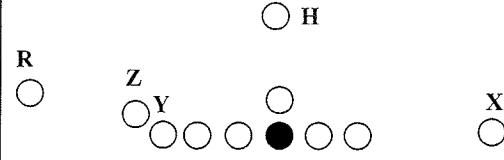
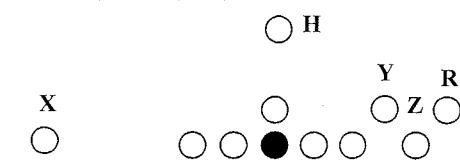
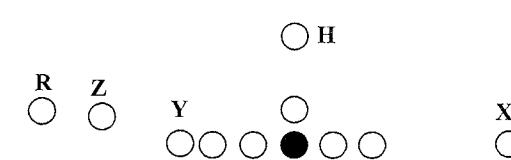
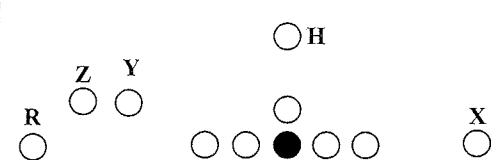
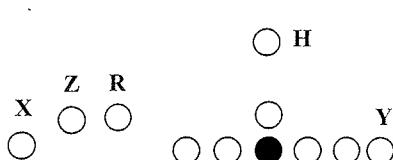
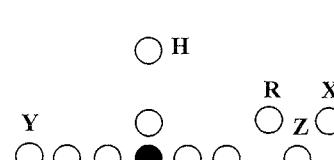
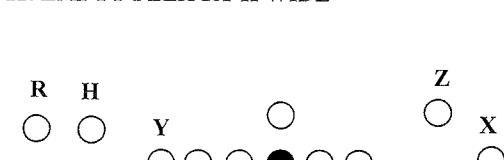
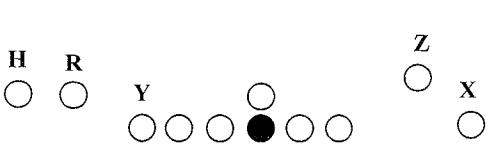
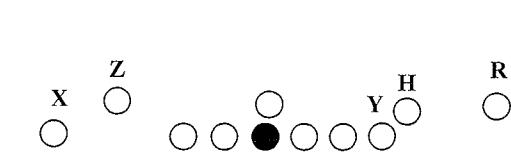
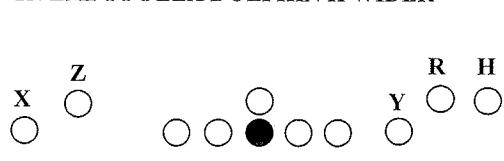
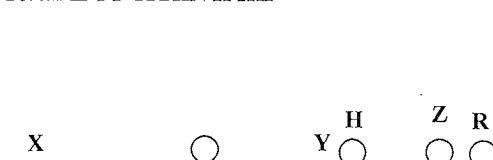
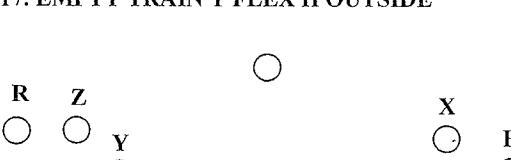
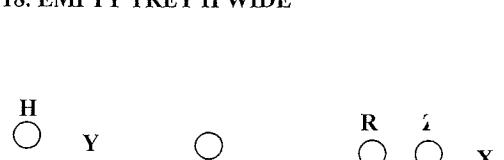


30. EMPTY QUADS



BLUE FORMATIONS

PAGE 1

1. GUN SPLIT

2. GUN SPLIT SWITCH

3. FLEX RT

4. FLEX DOS RT

5. FLEX DOLPHIN RT

6. TRIPS LT

7. TRIPS BUNCH RT

8. TRAIN LT

9. TRAIN LT Y FLEX

10. TREY LT

11. TREY RT BUNCH

12. EMPTY FLEX RT H WIDE

13. EMPTY FLEX H WIDER

14. EMPTY FLEX H HIP

15. EMPTY FLEX DOLPHIN H WIDER

16. EMPTY TRAIN H HIP

17. EMPTY TRAIN Y FLEX H OUTSIDE

18. EMPTY TREY H WIDE


GOLD**PAGE 1**

1. I RT 	2. I FAR LT 	3. I NEAR LT
4. SPLIT RT 	5. SPLIT SWITCH RT 	6. GUN SPLIT LT
7. DOLPHIN LT 	8. GUN FAR TRAIN RT 	9. GUN EMPTY DOLPHIN LT F WIDE

RED FORMATIONS

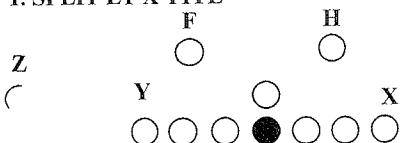
PAGE 1

1. DOLPHIN LT 	2. GUN NEAR DOLPHIN RT 	3. GUN NEAR DOS RT
4. TRAIN LT 	5. GUN FAR TRAIN RT 	6. GUN NEAR TRAIN RT
7. GUN EMPTY TRAIN LT H OUT 	8. GUN EMPTY DOLPHIN LT H WIDE 	9. GUN SPLIT LT
10. GUN SPLIT SWITCH LT 		

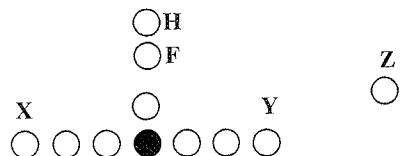
GREEN FORMATIONS

PAGE 1

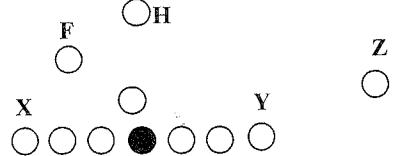
1. SPLIT LT X TITE



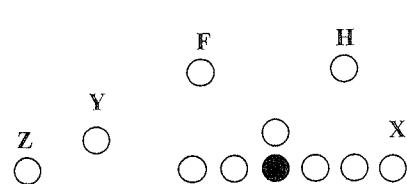
2. I RT X TITE



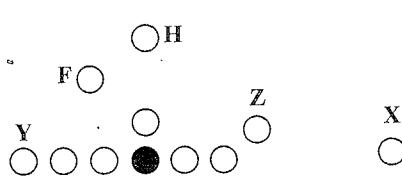
3. I FAR RIGHT X TITE



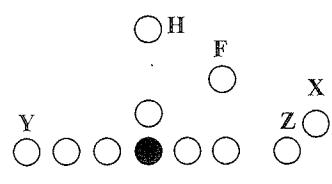
4. SPLIT SLOT LT



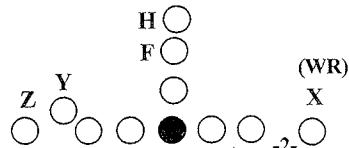
5. I NEAR SLOT RT Z OFF



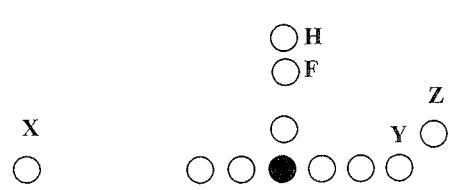
6. I FAR SLOT NASTY RT



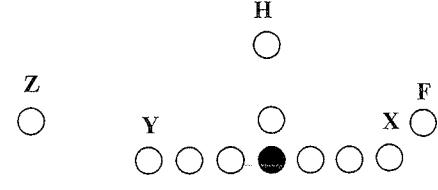
7. I SLOT NASTY LT X SQUEEZE



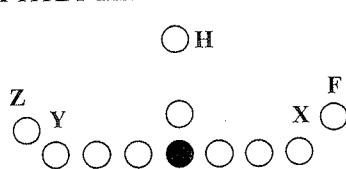
8. I PAIRS RT



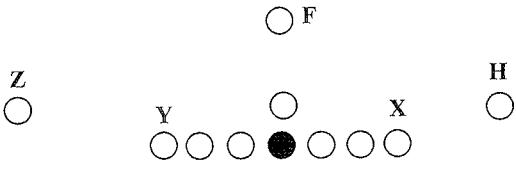
9. LT X TITE F HIP



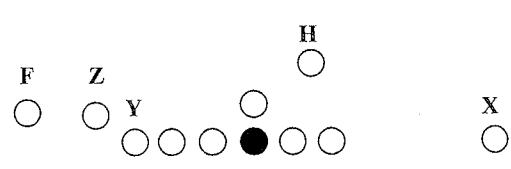
10. LT X TITE F HIP Z CLOSE



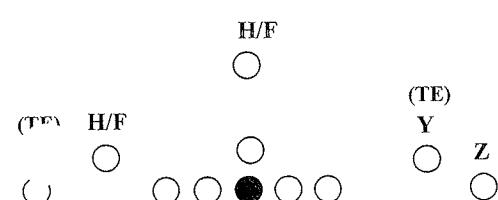
11. LT X TITE H OUTSIDE



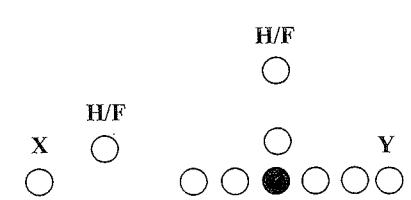
12. FAR PAIRS LT F WIDER



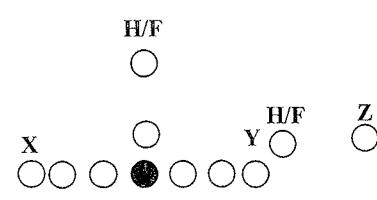
13. DOLPHIN RT



14. FLEX RT



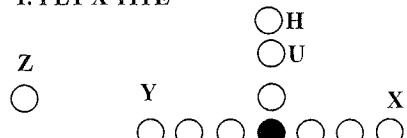
15. TRIPS RT



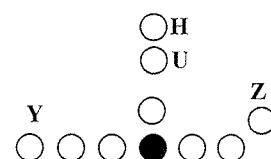
GRAY FORMATIONS

PAGE 1

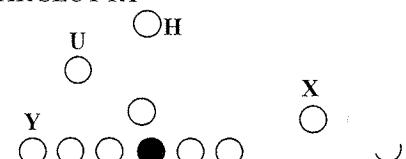
1. I LT X TITE



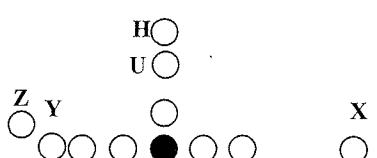
2. I SLOT RT Z OFF



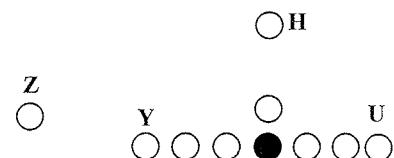
3. I NEAR SLOT RT



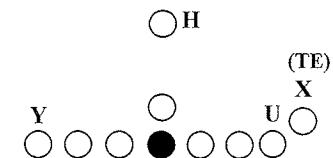
4. I PAIRS LT



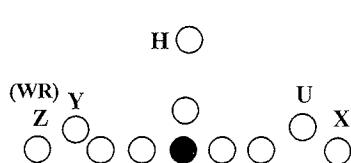
5. DOT LT



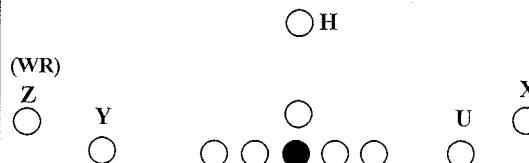
6. DOT LT X CLOSE



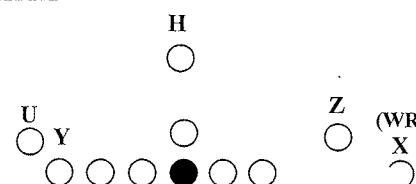
7. DOS LT



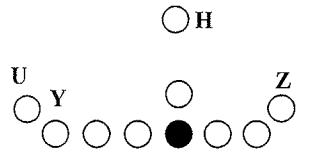
8. DOLPHIN LT



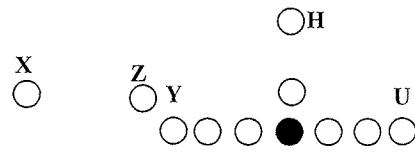
9. FLANK RT



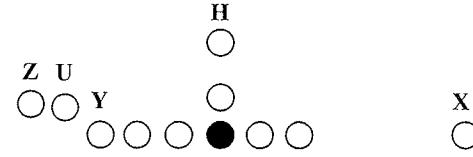
10. FLANK RT Z OFF



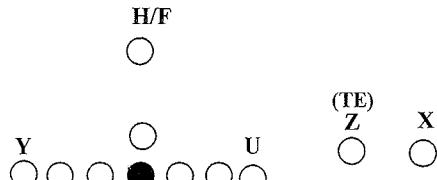
11. TRIPS LT



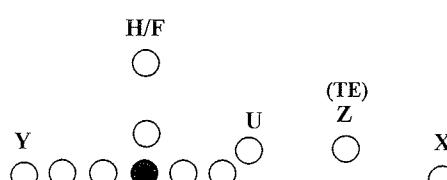
12. TRIPS BUNCH LT ELEPHANT WINGS



13. DOT TREY RT



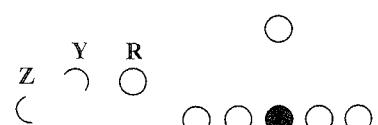
14. TREY RT



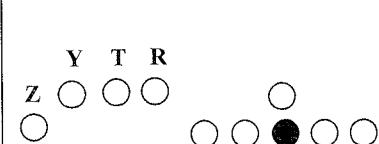
PURPLE FORMATIONS

PAGE 1

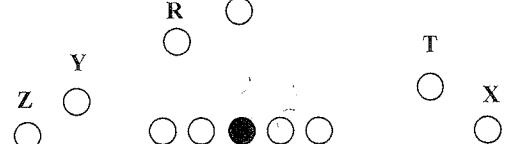
1. GUN EMPTY TRAIN LT



2. EMPTY QUADS LT

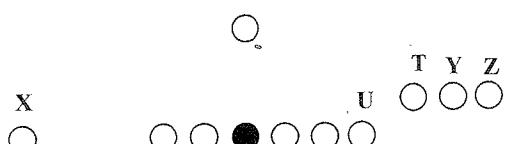


3. GUN NEAR DOLPHIN LT

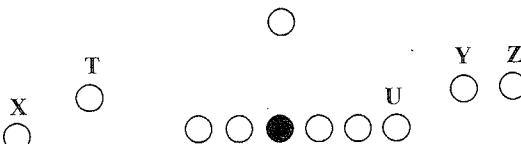


ORANGE FORMATIONS

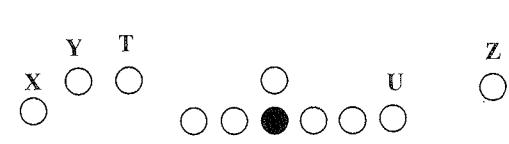
1. GUN EMPTY QUADS RT



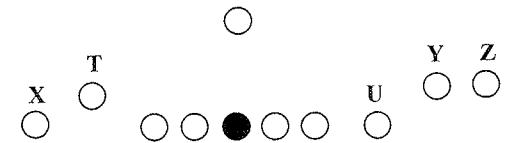
2. GUN EMPTY TRAIN RT



3. GUN EMPTY TREY LT

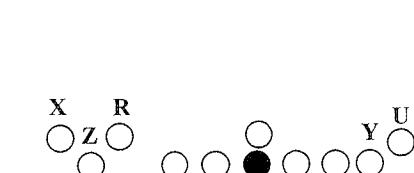


4. GUN EMPTY TRAIN U FLEX RT

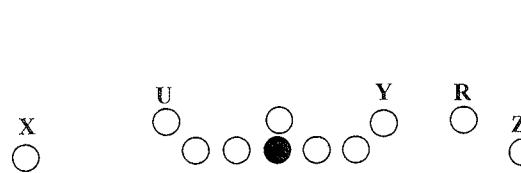


WHITE FORMATIONS

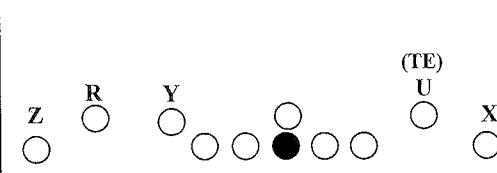
1. EMPTY TRIPS BUNCH PAIRS LT



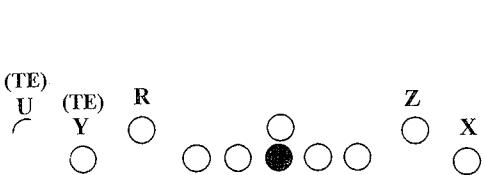
2. EMPTY RT Y U OFF



3. EMPTY TRAIN LT Y OFF



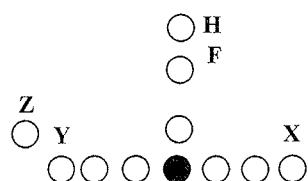
4. EMPTY TRAIN LT



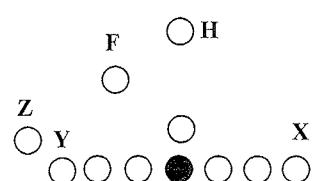
BLACK FORMATIONS

PAGE 1

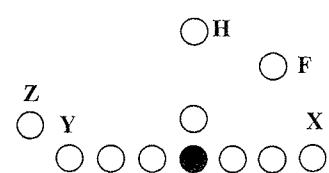
1. I LT X TITE Z CLOSE



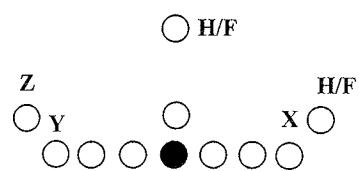
2. I NEAR LT X TITE Z CLOSE



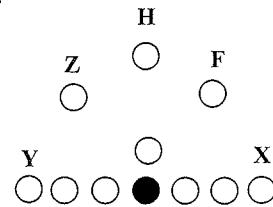
3. I FAR LT X TITE Z CLOSE



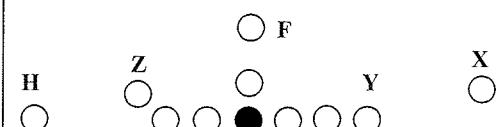
4. DOS LT



5. BONE LT

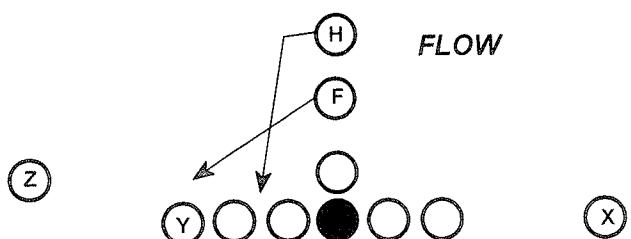


6. DEUCE RT H OUTSIDE



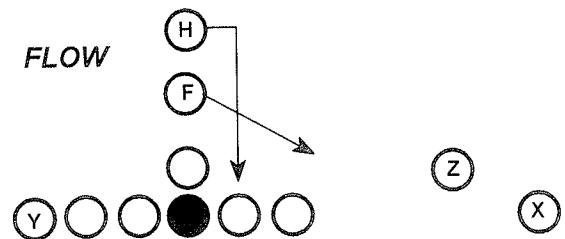
BACKFIELD FLOW PRINCIPLES

1.



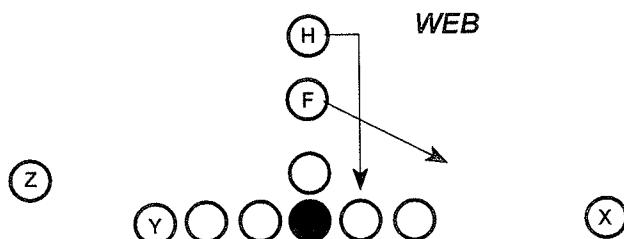
C.P.: BACKS TO PASSING STRENGTH

2.



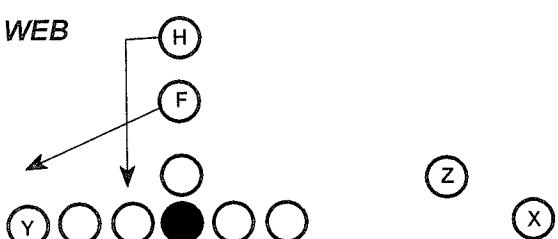
C.P.: BACKS TO PASSING STRENGTH

3.



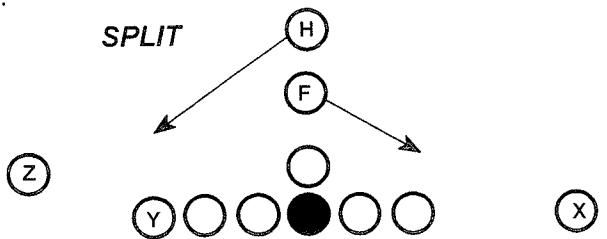
P.: BACKS AWAY FROM PASSING STRENGTH

4.



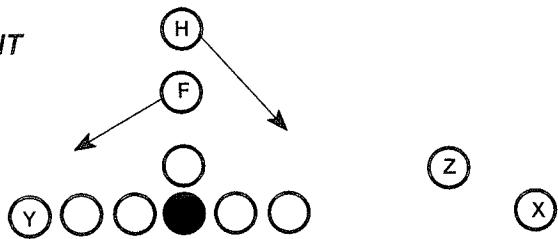
C.P.: BACKS AWAY FROM PASSING STRENGTH

5.



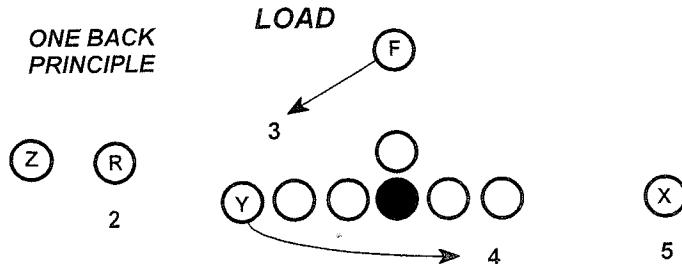
C.P.: BACKS DIVIDED

6.



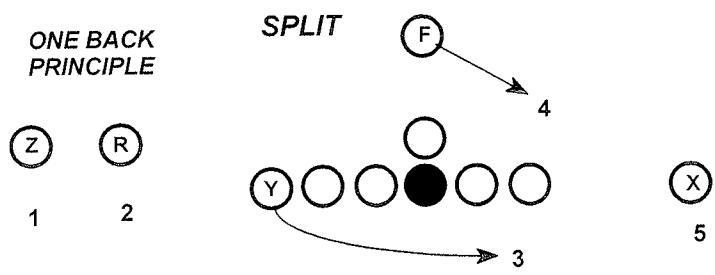
C.P.: BACKS DIVIDED

7.



C.P.: REMAINING BACK TO PASSING STRENGTH

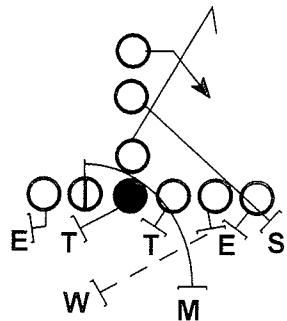
8.



C.P.: REMAINING BACK AWAY FROM PASSING STRENGTH

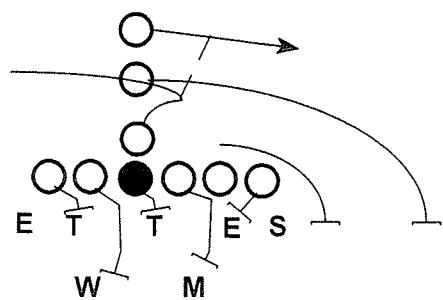
BASE RUNS

1. POWER O



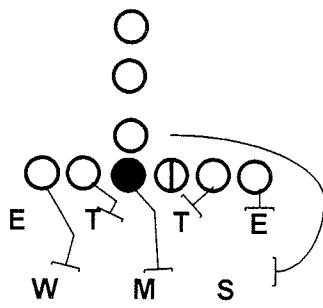
OFFSIDE GUARD PULLS

2. TOSS



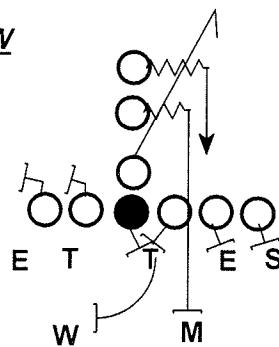
U BLOCK ON 5 TECH

3. TOSS G

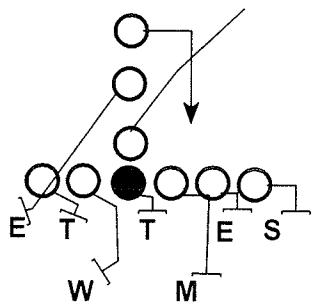


G - FRONTSIDE GUARD PULL

4. LEAD DRAW

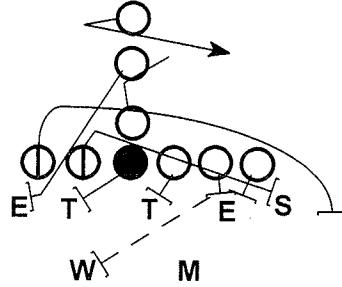


5. ZONE CUT



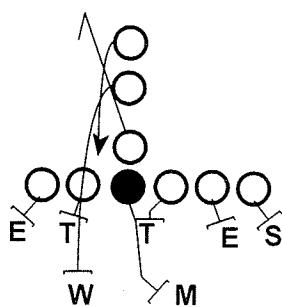
SPLIT FLOW PLAY

6. COUNTER OT

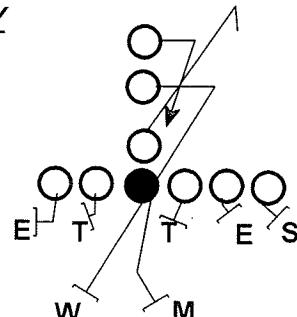


OFFSIDE GUARD (O) & TACKLE (T) PULL

7. LEAD



8. LEAD AWAY

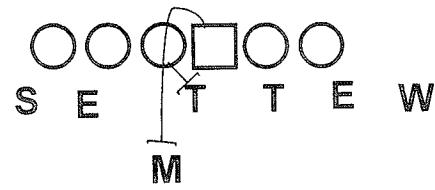
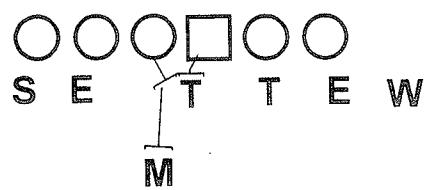


INTERIOR LINE BLOCKS

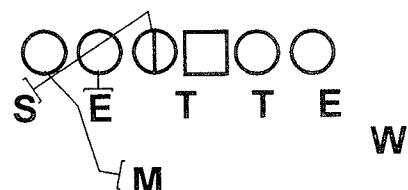
1. DOUBLE TEAM



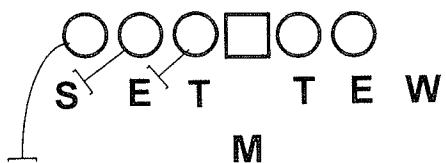
2. FOLD



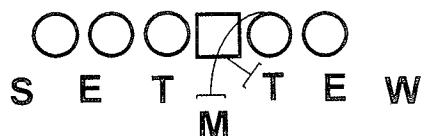
3. "G"



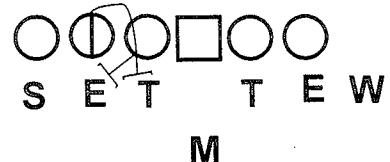
4. FAN



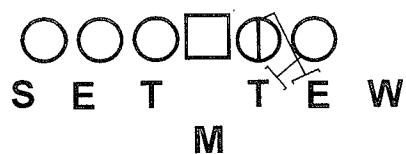
5. C-BLOCK



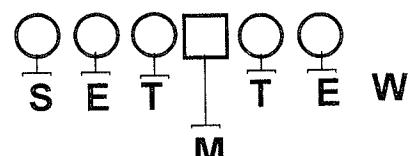
6. GUT



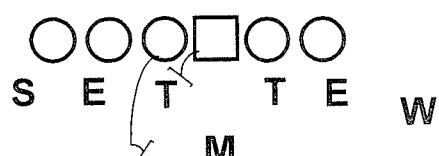
7. TUG



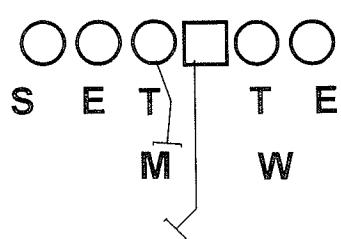
8. BASE



9. SLIP

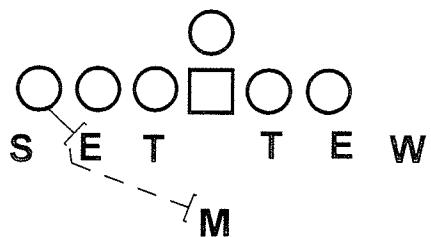


10. SCOOP OFFSIDE BLOCK (CUT OFF)

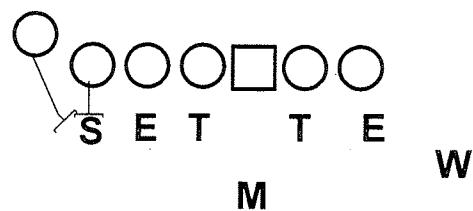


COMBINATION BLOCKS

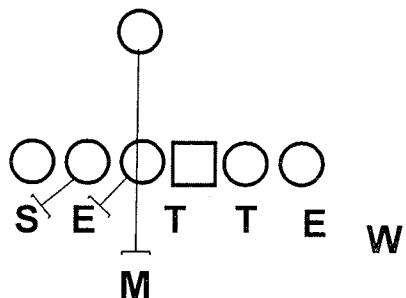
1. TREY - TE AND T DOUBLE TEAM END AND LOOK TO SLIDE OFF ON ILB



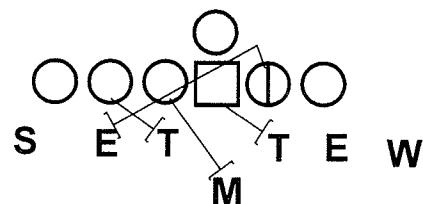
2. TEAM - WING AND TE DOUBLE OLB (6 TECH)



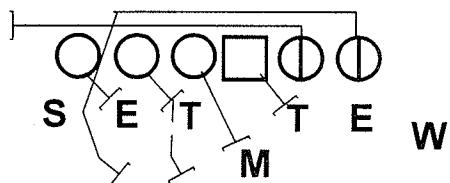
3. LEAD FAN



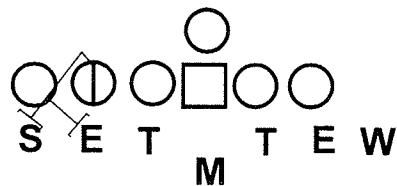
4. TRAP



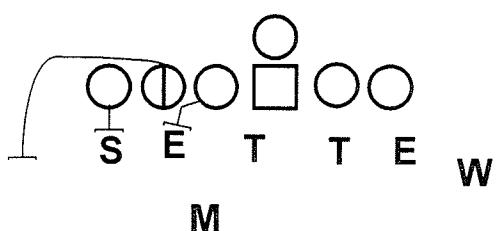
5. COUNTER OT - BACKSIDE GUARD DEEP PULL AND KICK OUT, BACKSIDE TACKLE SEALS INSIDE



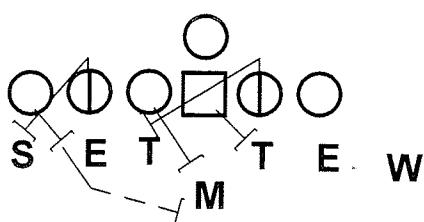
6. "U" - TE BLOCKS DOWN ON DE, TACKLE PULLS AND BLOCKS OLB



7. TESS - TACKLE ON SUPPORT



8. I TRAP



PASS STRUCTURE

1. K-Pass

-Quick series; 3 step drop by the QB

Example: K92 = 3 step drop by QB & 6 man protection (including the H)

2. 100 / 300 Series

-any type of play action. Backs will either have a free release or blocking assignment. QB sets up in the tackle box.

A. 144/145 = 2 back flow playaction, FB blocks Mike

B. 146/147 = 2 back flow playaction, FB blocks OLB or releases strong

C. 344/345 = 2 back web playaction, FB blocks Mike

D. 346/347 = 2 back web playaction, FB blocks OLB or releases weak

E. 102/103 = 2 back split playaction

F. 134/135 = 1 back playaction with H in the "ace" or "dot" position

G. 122/123 = 1 back playaction with the H in the offset position and crosses the formation

H. 112/113 = 1 back playaction with the H in the offset position and fakes a same side run.

3. 800 / 900 Series

A. 800/900 Sprint = QB will sprint quickly outside the tackle box either right or left and will throw quickly while on the run.

B. 800/900 Dash = QB drops back and then turns either right or left and tries to get outside of contain quickly. Can be run or pass.

Example: 1. 800 Sprint / Dash = QB sprints/dashes to the right

2. 900 Sprint / Dash = QB sprints/dashes to the left

Naked / Boot

-Back will fake play called. Line blocks play called. QB fakes play called & breaks contain away from fake. QB gets outside of the tackle box. Can be run or pass.

-Boot = OG pulls with QB

-Naked = No pulling guard

Examples: 144 Naked, 344 Naked, 102 Naked, 147 Cross Naked, 345 Cross Naked

5. Dropback Protection (50, 60, 70, 80, 90 series)

A. 50/51 = 7 man protection (2 backs & O-line)

B. 58/59 = 8 man protection (2 backs, 1 TE & O-line)

C. 70/71 = 7 man protection (1 back, 1 TE & O-line)

D. 72/73 = 6 man protection (1 TE & O-line; back free releases)

E. 74/75 = 7 man protection (2 TE & O-line; back free releases)

F. 80/81 = 7 man protection with a "Y,Y Wing" (2 TE & O-line; back free releases)

G. 88/89 = 8 man protection with a "Y,Y Wing" (2 TE, 1 back & O-line)

H. 92/93 = 6 man protection (1 back & O-Line)

I. 94/95 = 5 man protection (O-line; back free releases)

J. 95 = 5 man protection in Empty (O-line)

Summary:

5 man protection: Last digit ends with a 4 or 5

6 man protection: Last digit ends with a 2 or 3

7 man protection: Last digit ends with a 0,1,4, or 5

8 man protection: Last digit ends with a 8 or 9

60 Series

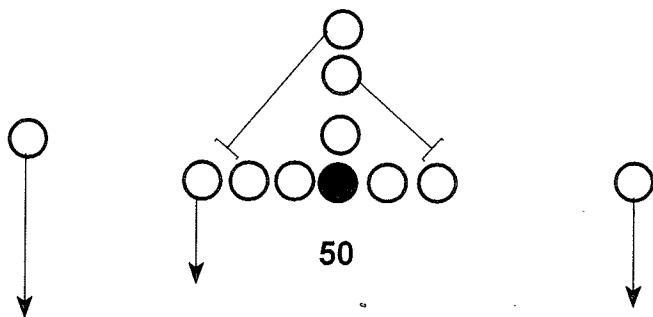
-Any protection that begins with a "6" indicates full slide protection.

Example: 60 = 7 man protection (0 TE, 2 backs)

PROTECTIONS: 2 BACKS

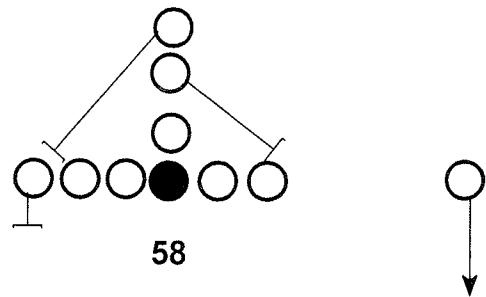
50 / 51

7 Man Protection-Both backs stay in to block; TE releases
 50 = H blocks to the right
 51 = H blocks to the left



58/59

8 Man Protection-Both backs stay in to block
 58 = H blocks to the right
 59 = H blocks to the left



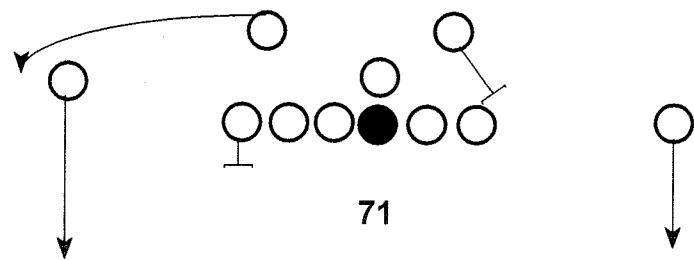
70/71

7 Man Protection-1 Back and TE stay in to block

-1 Back free releases

70 = Back blocks to the right

71 = Back blocks to the left



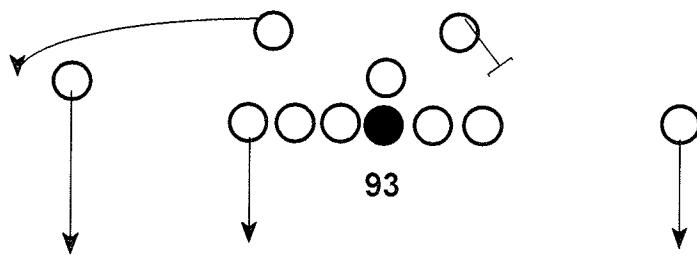
92/93

6 Man Protection-1 Back stays in to block

-1 Back free releases; TE releases

92 = Back blocks to the right

93 = Back blocks to the left



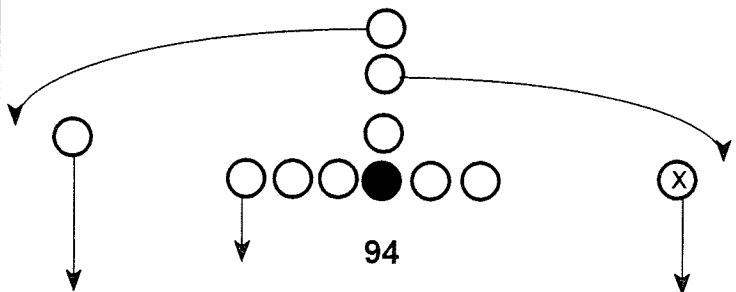
94/95

5 Man Protection-No backs stay in to block

-2 Back free releases; TE releases

94 = Back blocks to the right

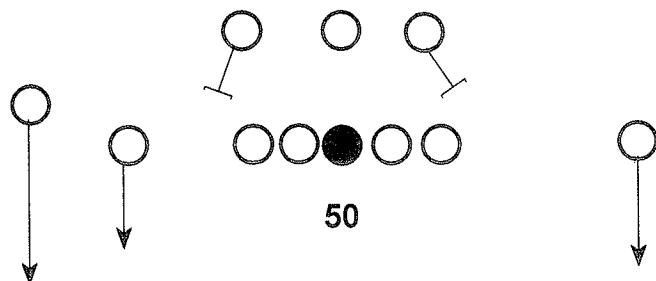
95 = Back blocks to the left



PROTECTIONS: SILVER PERSONNEL / 1 BACK

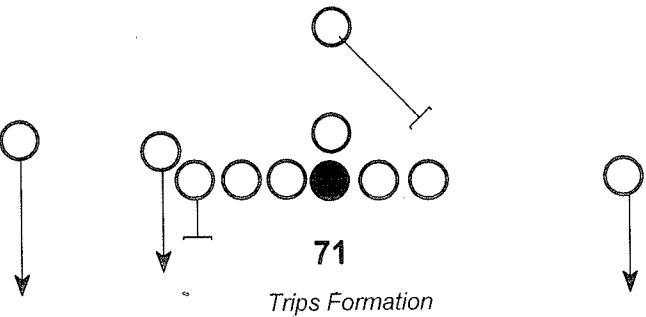
50 / 51

7 Man Protection-Both H & U stay in to block
 - H blocks to the right
 - H blocks to the left



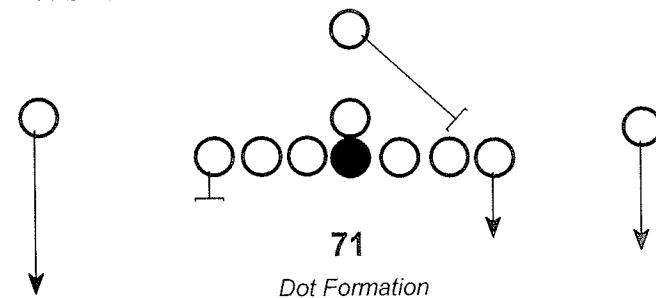
70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left



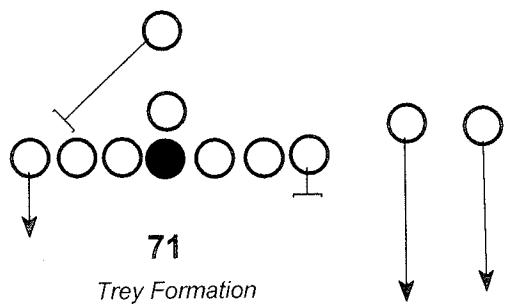
70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left



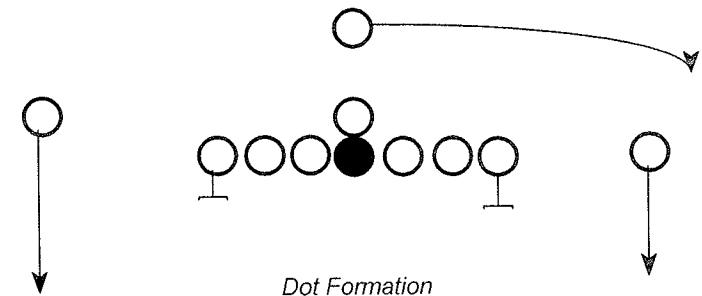
70/71

7 Man Protection-1 TE & Back stay in to block; 1 TE releases
 70 = H blocks to the right
 71 = H blocks to the left



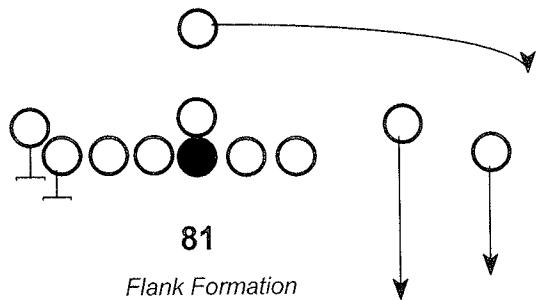
74/75

7 Man Protection-2 TE stay in to block; Back releases



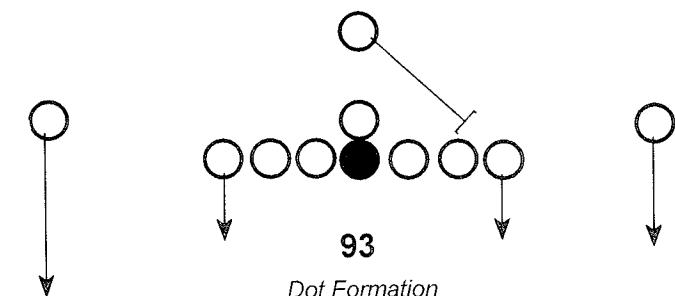
80/81

7 Man Protection-2 TE stay in to block; Back releases
 80 = H releases to the right
 81 = H releases to the left



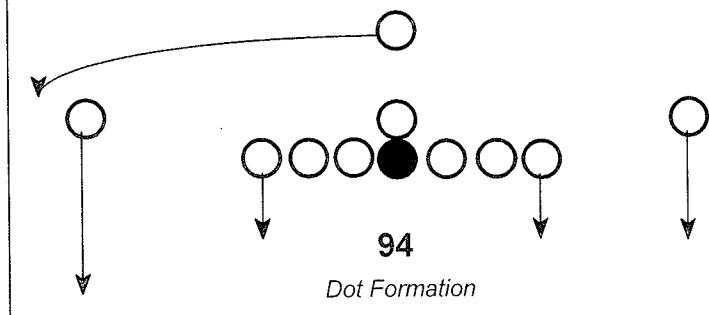
92/93

6 Man Protection-1 Back stays in to block; 2 TE release
 92 = H blocks to the right
 93 = H blocks to the left



94/95

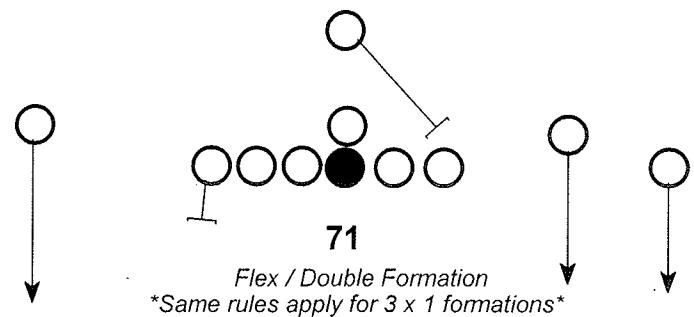
5 Man Protection- 2 TE & Back release
 94= H release to the right
 95= H release to the left



PROTECTIONS: 1 BACK

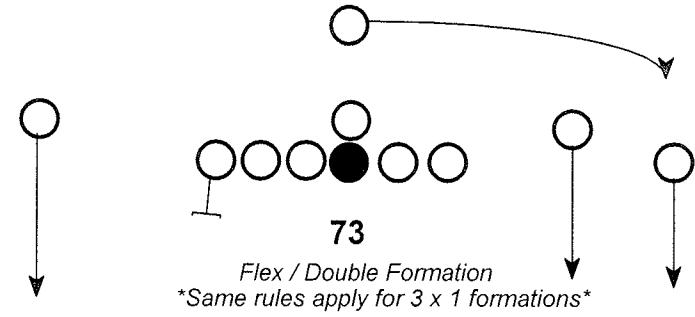
70 / 71

7 Man Protection-Both H & TE stay in to block
 70 = H blocks to the right
 71 = H blocks to the left



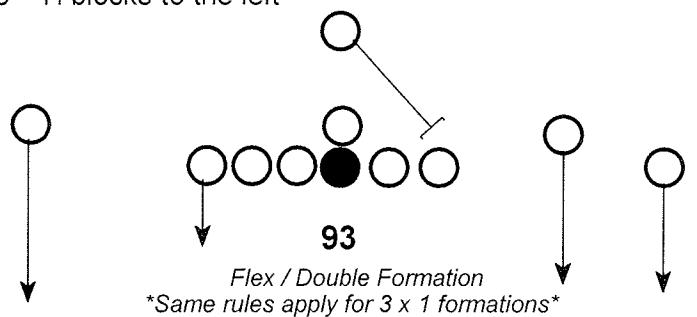
72/73

6 Man Protection-1 TE stays in to block; H releases
 70 = H releases to the right
 71 = H releases to the left



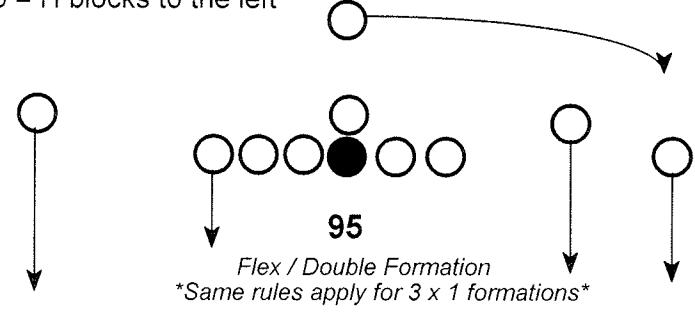
92/93

6 Man Protection-Back stays in to block; 1 TE releases
 92 = H blocks to the right
 93 = H blocks to the left



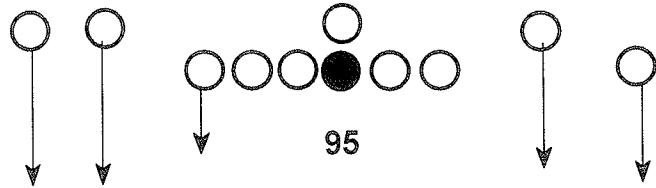
94/95

5 Man Protection-Back stays in to block; 1 TE releases
 94 = H blocks to the right
 95 = H blocks to the left

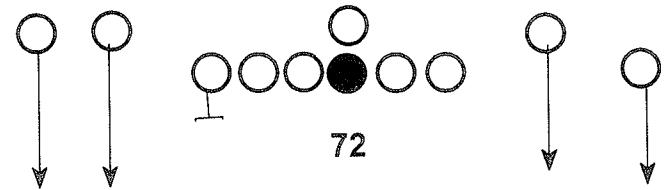


PROTECTIONS: EMPTY FORMATIONS

95
5 Man Protection- Empty Formation
? = All Empty Formations with 5 OL blocking



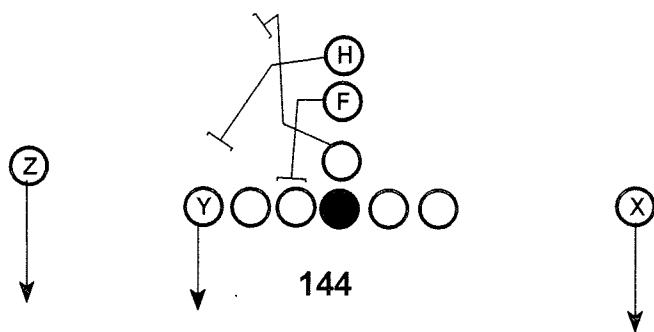
72 / 73
6 Man Protection- Empty Formation
72= TE aligns on the right
73 = TE aligns on the left



PROTECTIONS: PLAY ACTION

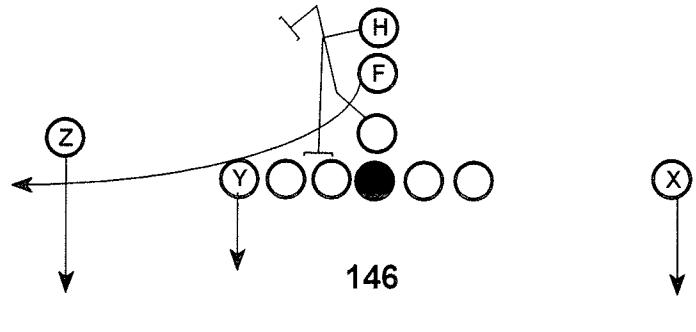
144 / 145

-Flow playaction: FB blocks Mike; H blocks OLB
 144 = Backs flow to the right
 145 = Backs flow to the left



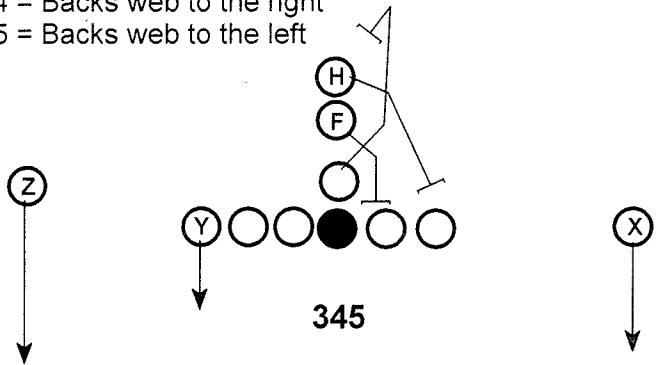
146/147

-Flow playaction: FB blocks OLB or releases strong
 146 = Backs flow to the right
 147 = Backs flow to the left



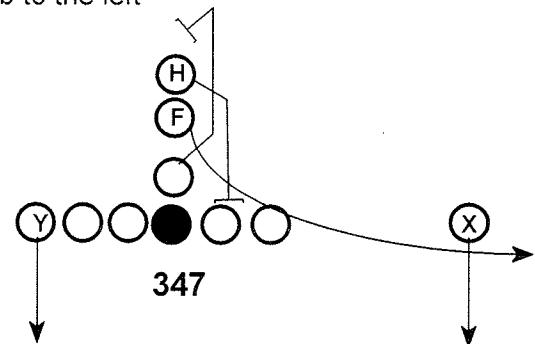
344 / 345

-Web playaction: FB blocks Mike; H blocks OLB
 344 = Backs web to the right
 345 = Backs web to the left



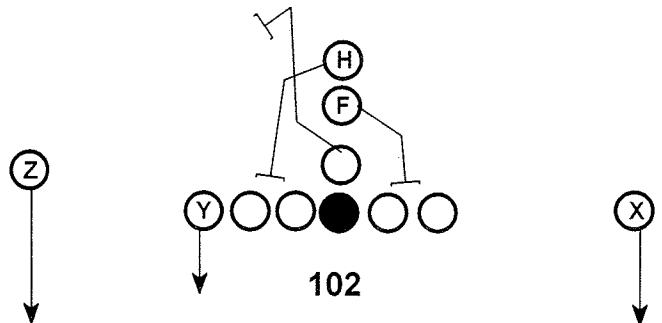
346 / 347

-Web playaction: FB blocks OLB or releases strong
 346 = Backs web to the right
 347 = Backs web to the left



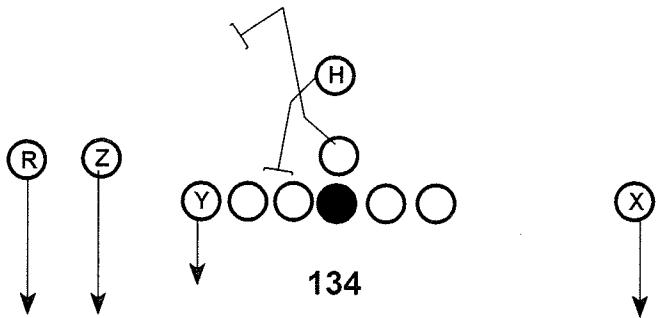
102 / 103

-Any type of split playaction
 102 = H splits to the right
 103 = H splits to the left



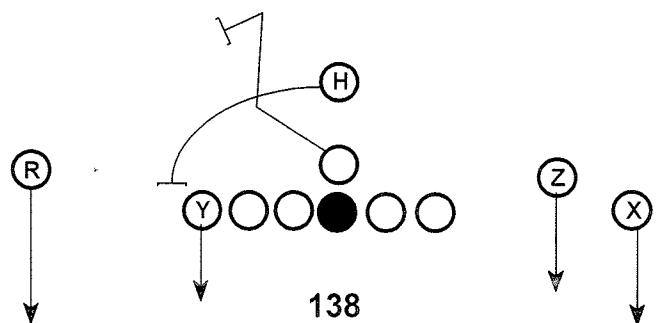
134 / 135

-1 Back playaction off of inside running plays to the H
 134 = H travels to the right
 135 = H travels to the left



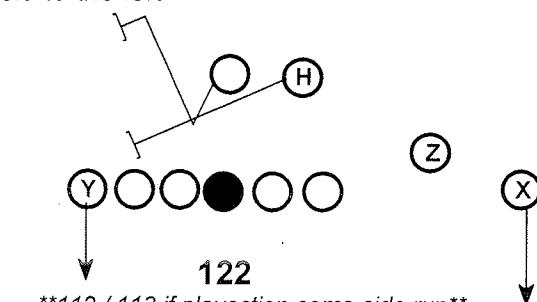
138/139

-1 Back playaction off of outside running plays to the H
 138 = H travels to the right
 139 = H travels to the left



122 / 123

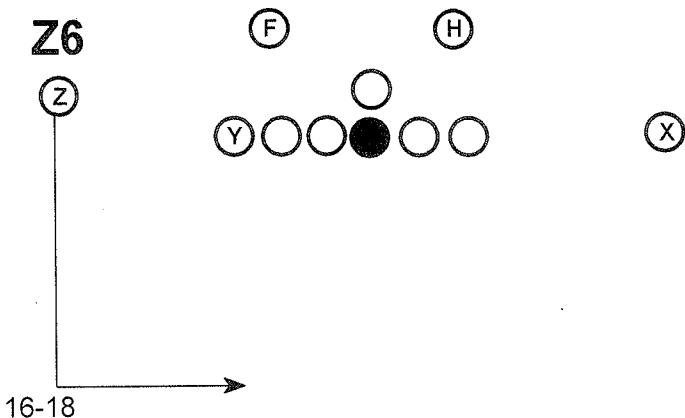
-1 Back playaction out of the gun: H travels across the formation.
 122 = H travels to the right
 123 = H travels to the left



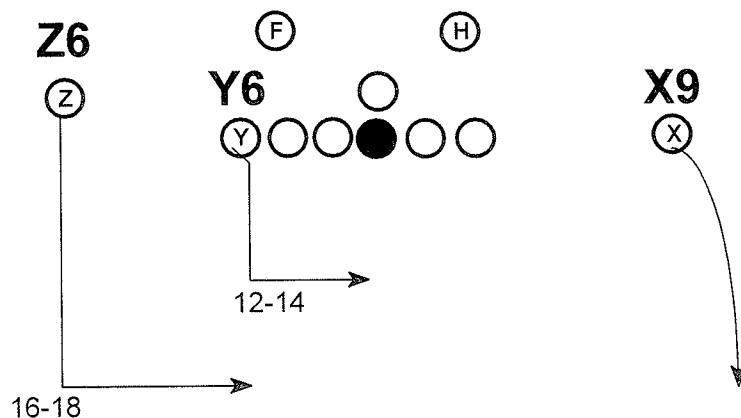
112 / 113 if playaction same side run

NUMBERING & CALLING PASS OFFENSES

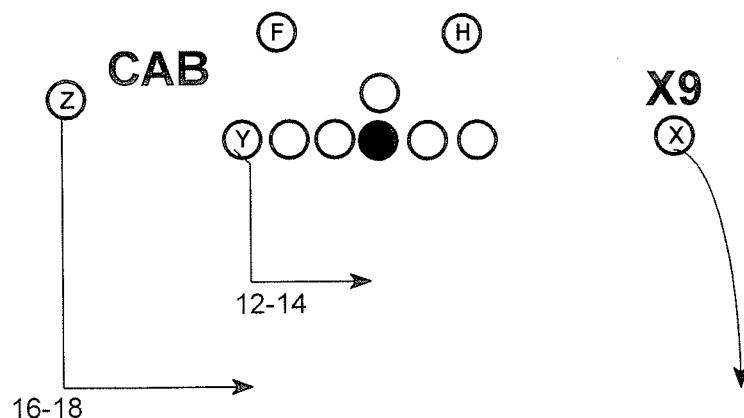
base pattern is assigned a number. The number describes the pattern .



The play can be altered to take advantage of an individual or coverage by adding a combination pattern or individual pattern to a number.

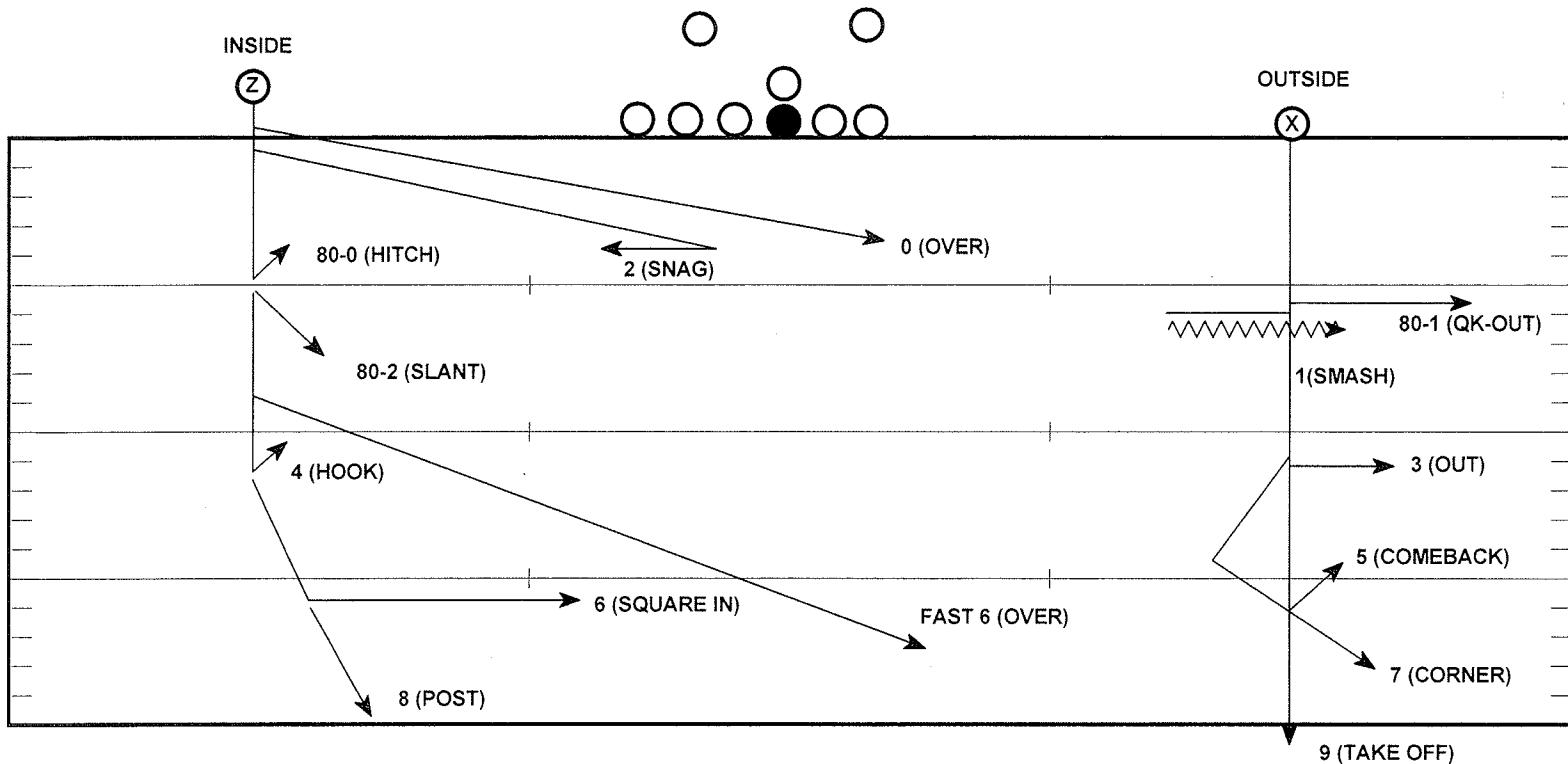


Our objective is to describe a play with a number, or a number with a word. Patterns & route combinations must be called weak to strong.



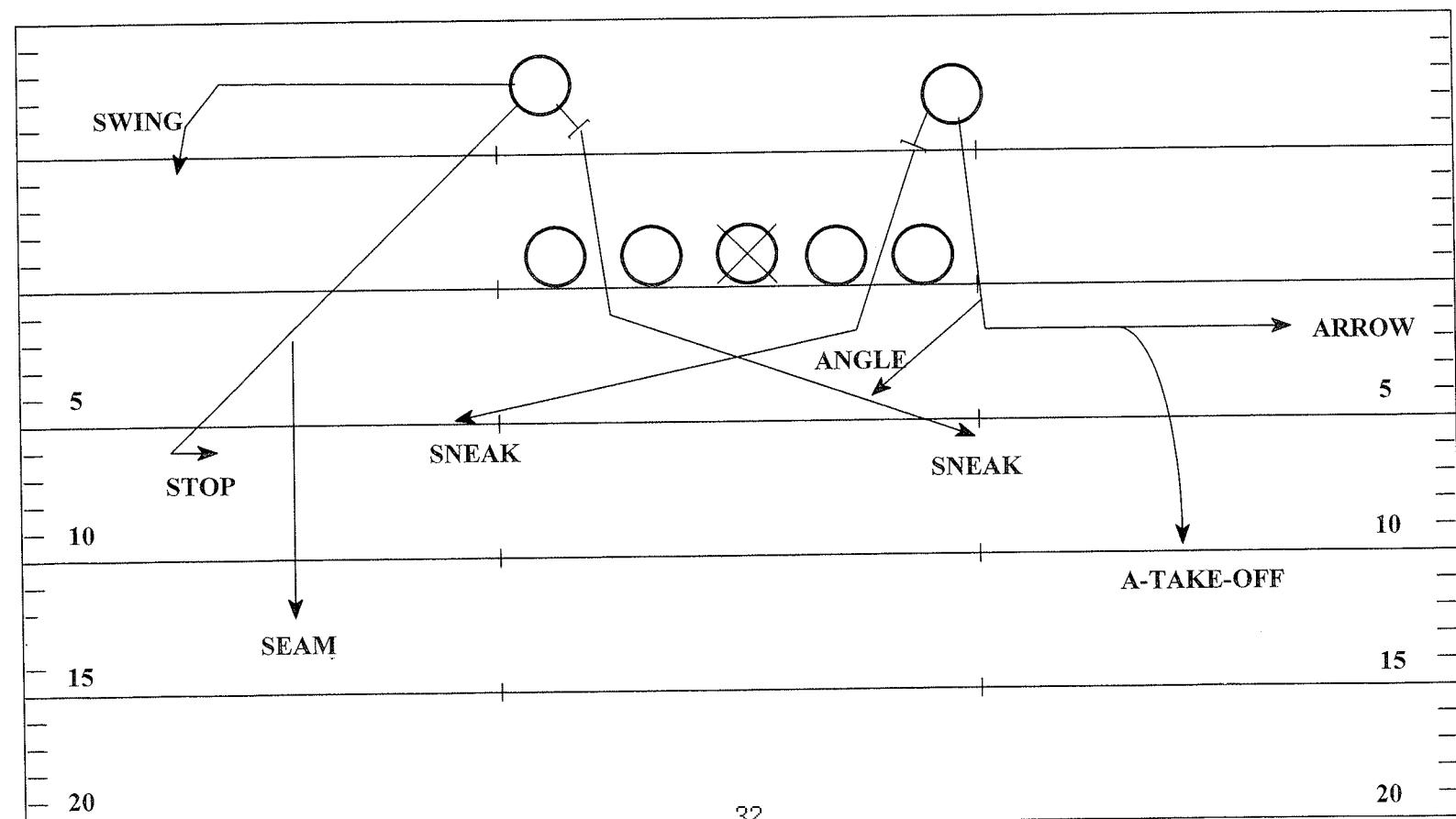
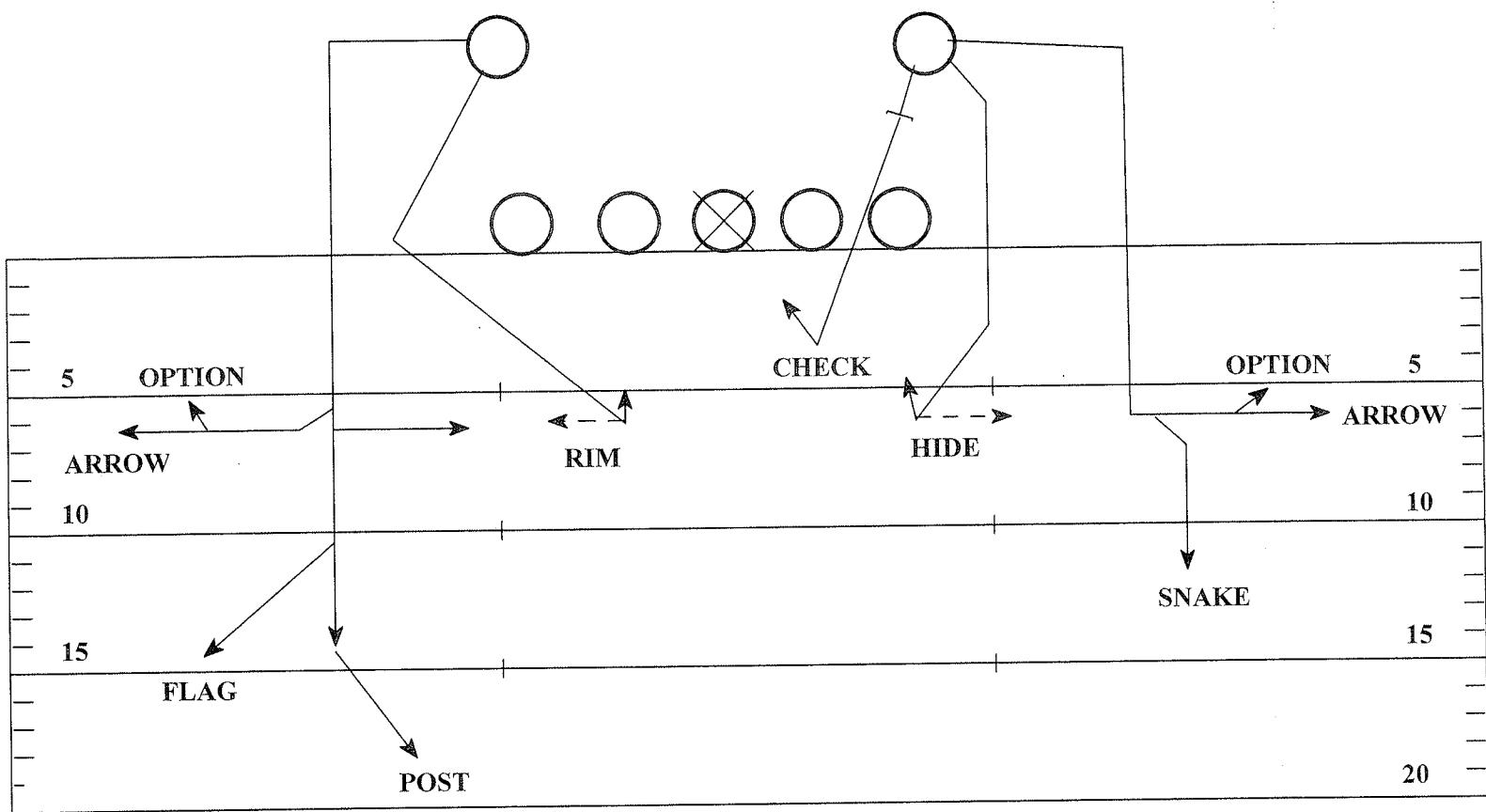
X9/CAB

INDIVIDUAL ROUTES BY "X" AND "Z"



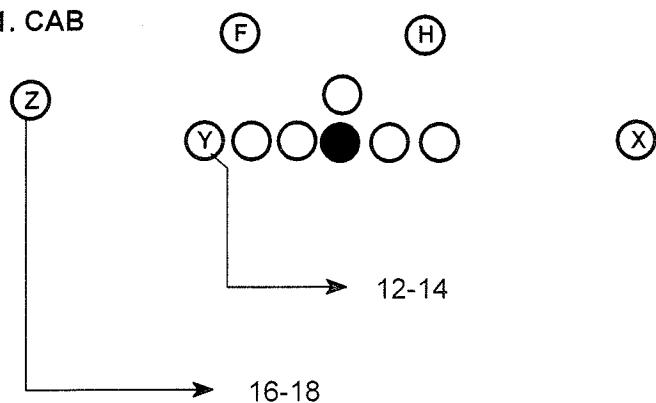
1. "K-0 HITCH" RELEASE OFF LINE 5 YARDS AND STOP, LOOKING QUICKLY FOR BALL
2. "K-1 QUICK OUT" RELEASE OFF LINE 6 TO 8 YARDS, THEN CUT SHARPLY OUTSIDE
3. "K-2 SLANT" RELEASE OFF LINE 6 TO 8 YARDS, THEN SLANT INSIDE AT 45 DEGREE ANGLE
4. "0 CROSS" RELEASE OFF LINE TO DEPTH OF 2 YARDS, THEN CONTINUE ACROSS FIELD
5. "1 SMASH" SLOW RELEASE 4 TO 6 YARDS, THEN BREAK TO CLEARED OUT AREA
6. "2 SNAG" RELEASE OFF LINE TO DEPTH OF 2 YARDS, START ACROSS FIELD AND THEN WHIP BACK TO THE OUTSIDE
7. "3 OUT" RELEASE OFF LINE TO DEPTH OF 12 YARDS, THEN CUT SHARPLY OUTSIDE
8. "4 HOOK" RELEASE OFF LINE TO DEPTH OF 14 YARDS, STEP BACK TO QB FOR BALL
9. "5 COMEBACK" RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN COMEBACK TO THE OUTSIDE AT A 45 DEGREE ANGLE FOR BALL
10. "6 SQUARE IN" RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN CUT SHARPLY ACROSS FIELD WITHOUT GAINING GROUND
11. "FAST 6 OVER" RELEASE OFF LINE AND CROSS THE FIELD GAINING GROUND TO A DEPTH OF 15 TO 18 YARDS
12. "7 CORNER" RELEASE OFF LINE 8 TO 10 YARDS, BREAK IN ON POST MOVE, THEN BREAK OUT AND UPFIELD
13. "8 POST" RELEASE OFF LINE 12 TO 14 YARDS, THEN SLANT INSIDE AT A 45 DEGREE ANGLE
14. "9 TAKE OFF" BEAT THE MAN OR DEFENSE DEEP; METHOD OR MOVE WILL VARY

BACKFIELD ROUTE TREE

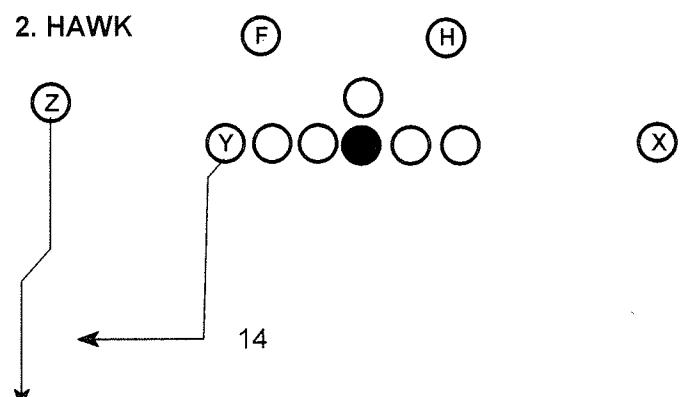


TE / FLANKER SIDE COMBINATION PATTERNS

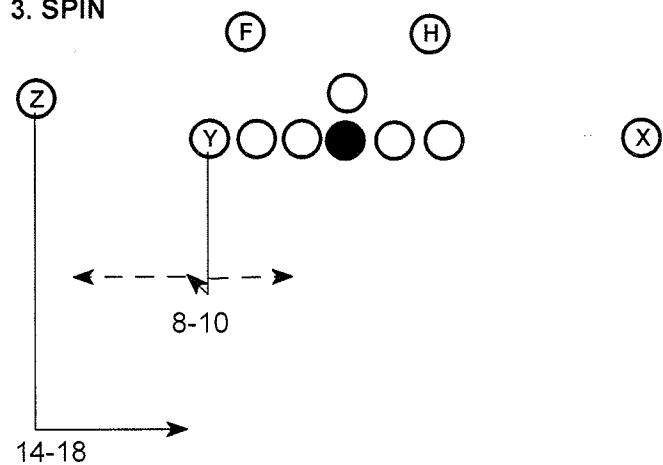
1. CAB



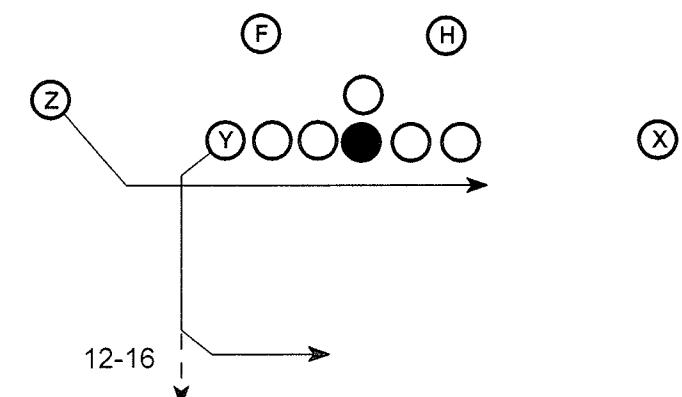
2. HAWK



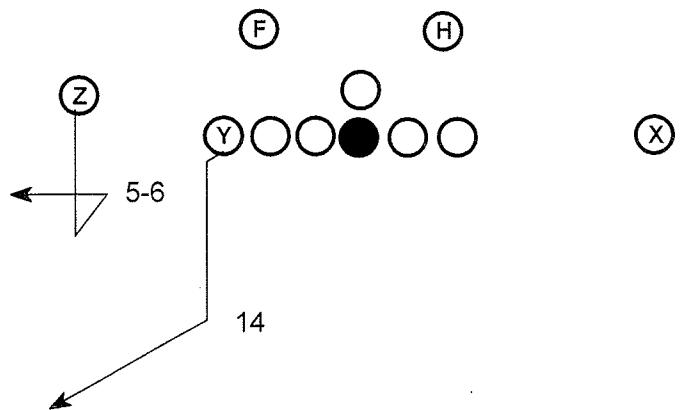
3. SPIN



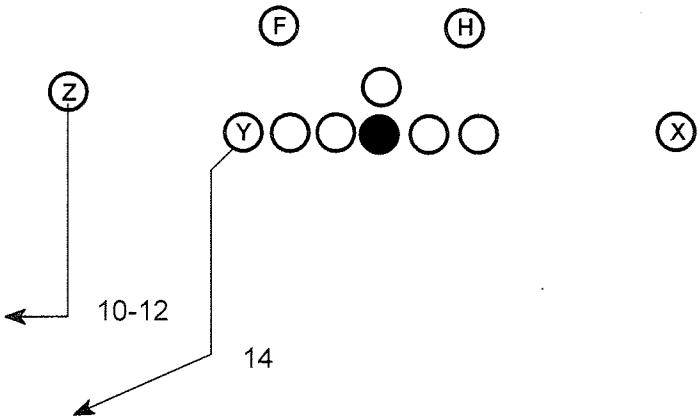
4. Z-DRIVE



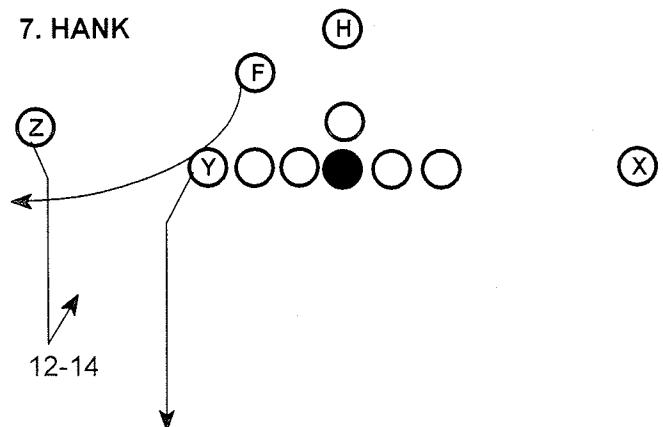
5. SMASH



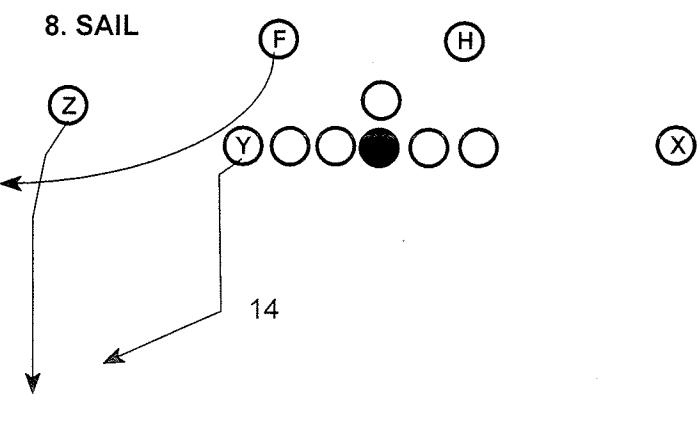
6. WOLF



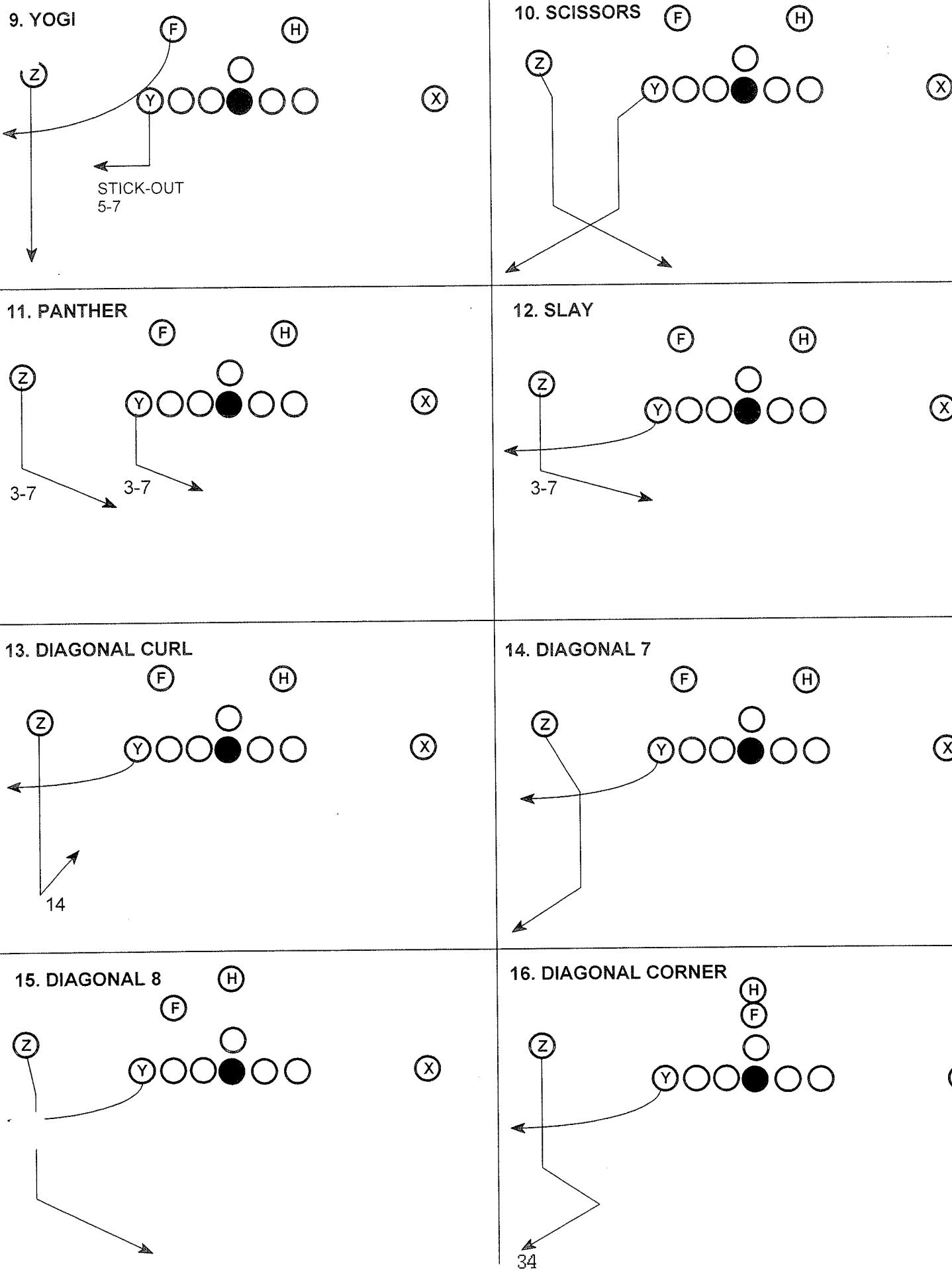
7. HANK



8. SAIL

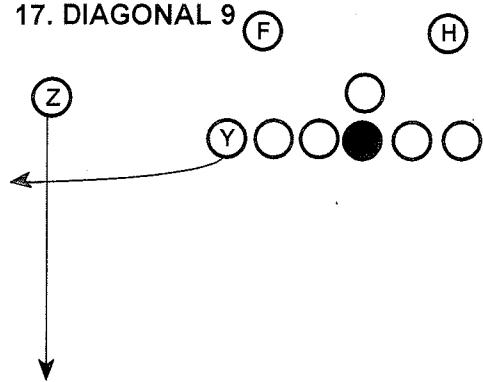


TE / FLANKER SIDE COMBINATION PATTERNS

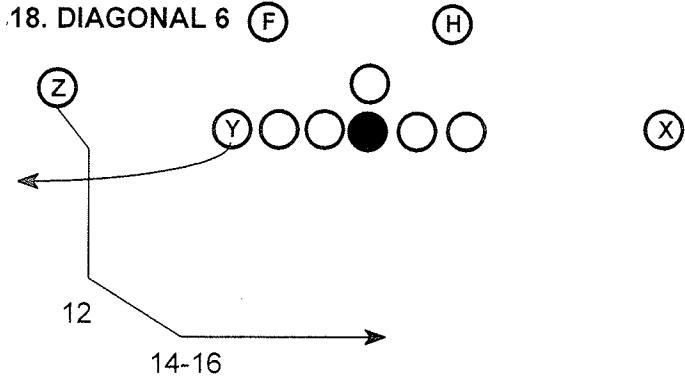


TE / FLANKER SIDE COMBINATION PATTERNS

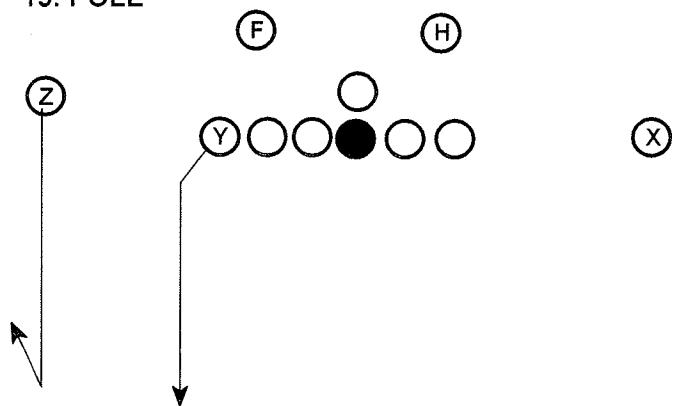
17. DIAGONAL 9



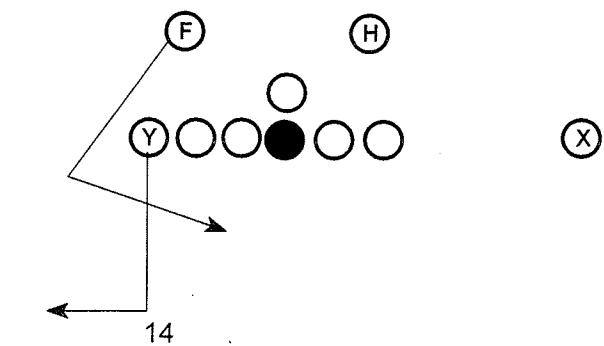
18. DIAGONAL 6



19. POLE

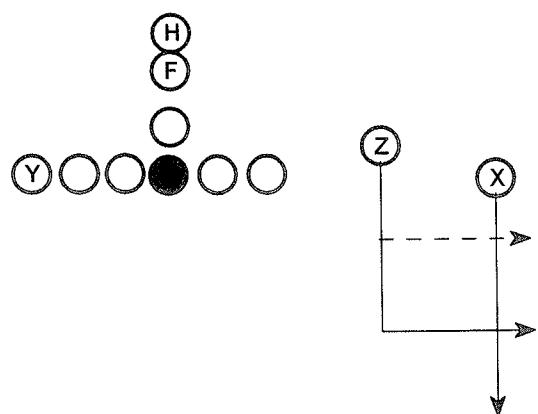


20. F ANGLE

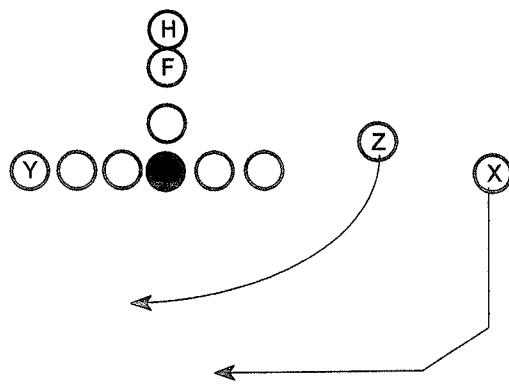


2 OPEN COMBINATION PATTERNS

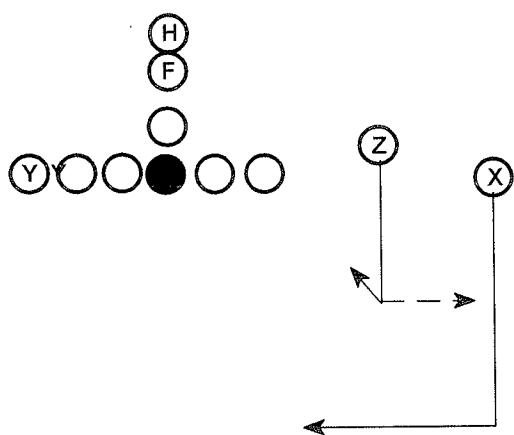
1. HAWK



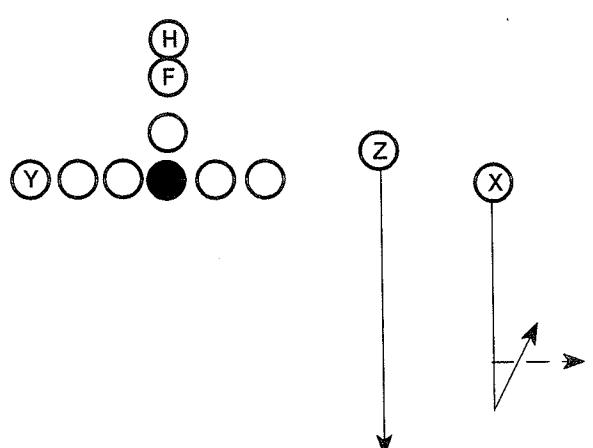
2. CAB



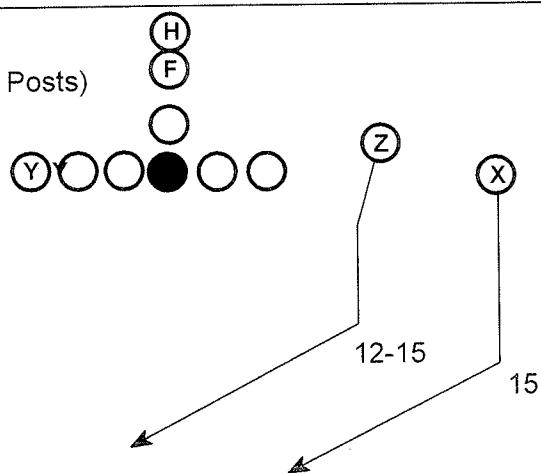
3. SPIN



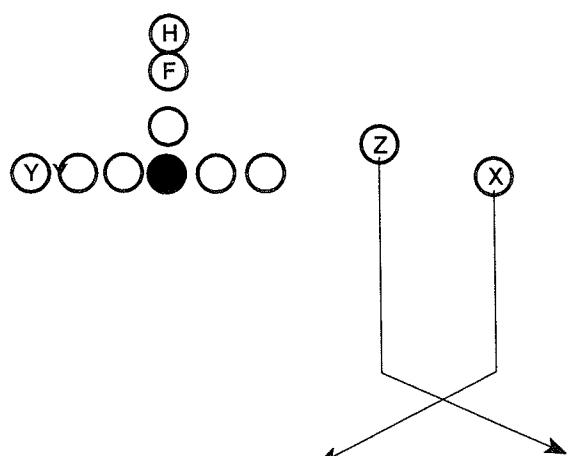
4. POLE



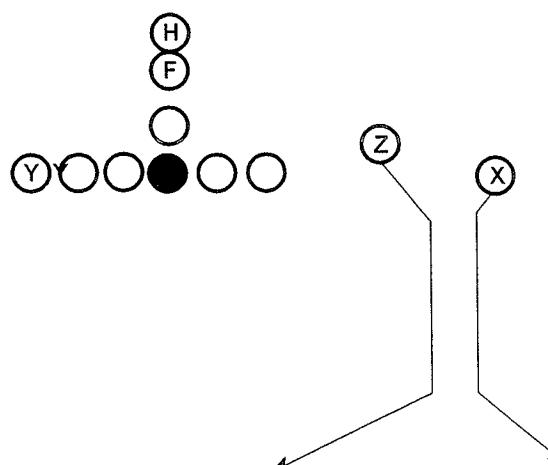
5. PAM
(Double Posts)



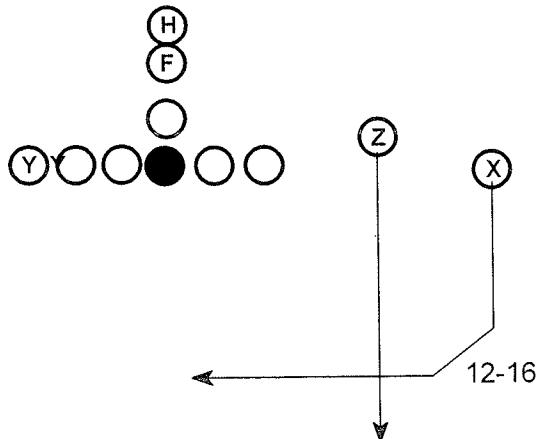
6. SCISSORS



7. DIVIDE

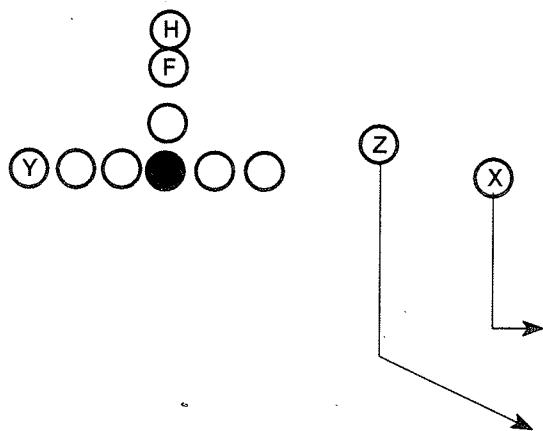


8. CREASE

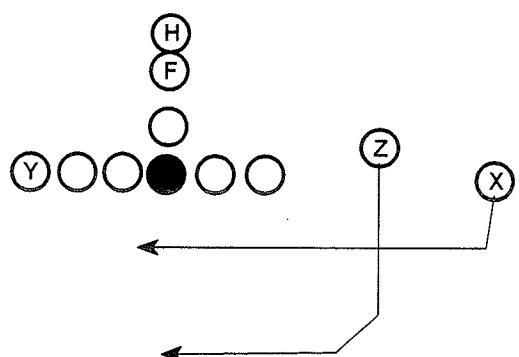


2 OPEN COMBINATION PATTERNS

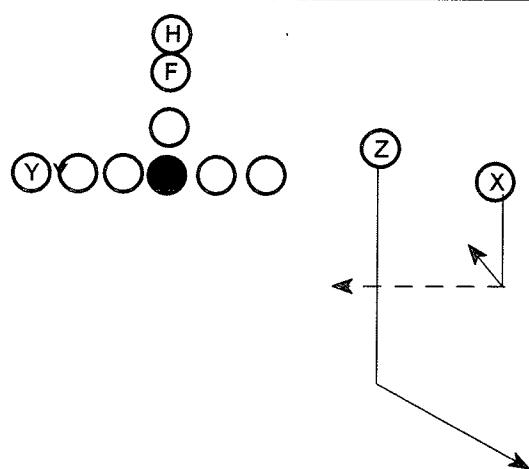
9. WOLF



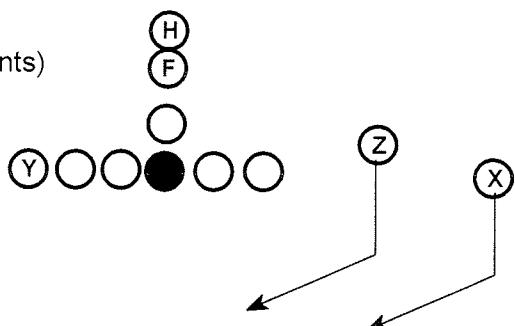
10. CRASH



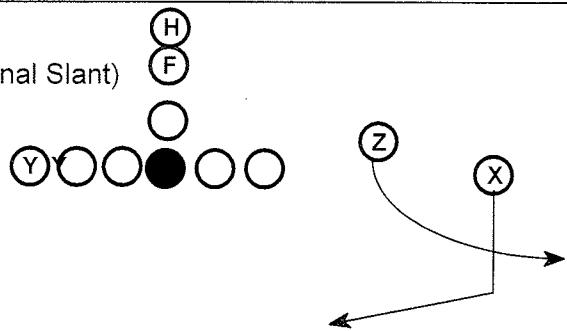
11. SMASH



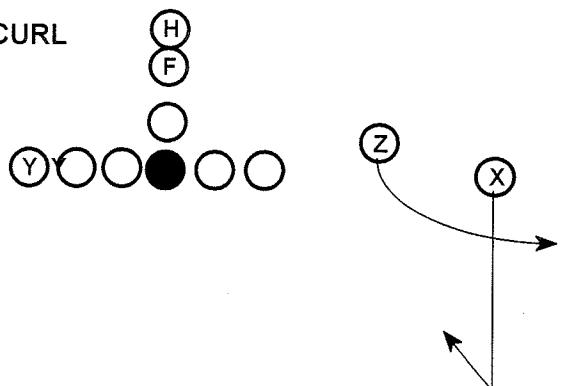
12. PANTHER
(Double Slants)



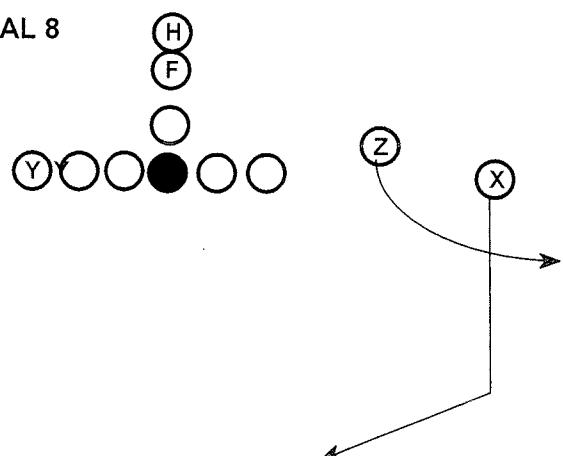
13. SLAY
(Diagonal Slant)



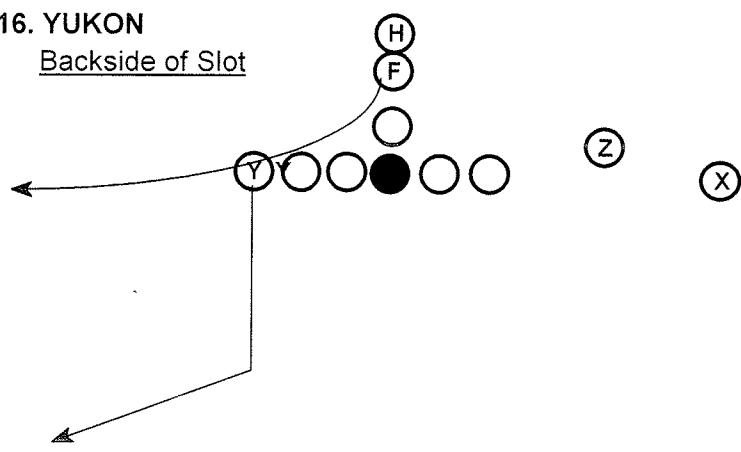
14. DIAGONAL CURL



15. DIAGONAL 8

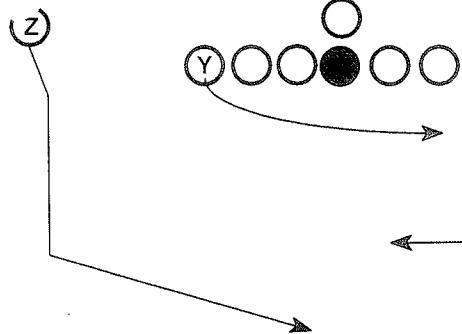


16. YUKON
Backside of Slot

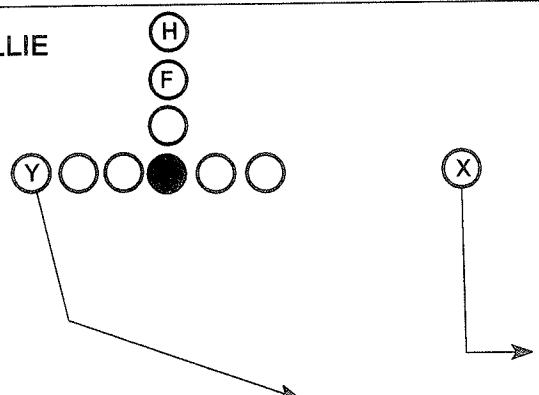


COMBINATION OR MIRRORED PATTERNS

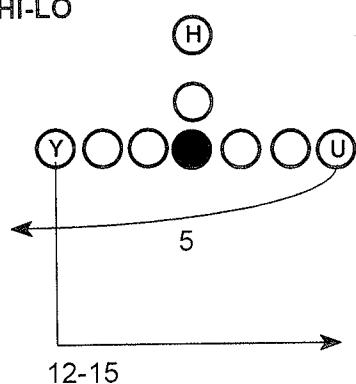
1. CADILLAC



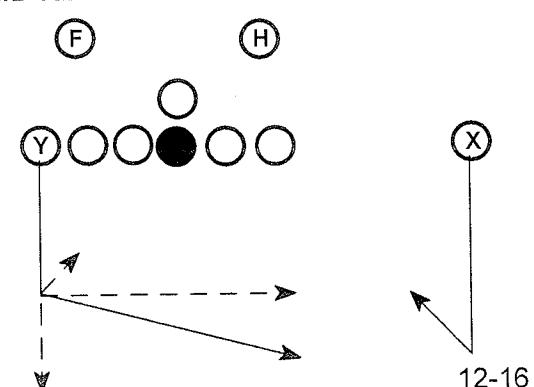
2. BASE 3 Y WILLIE



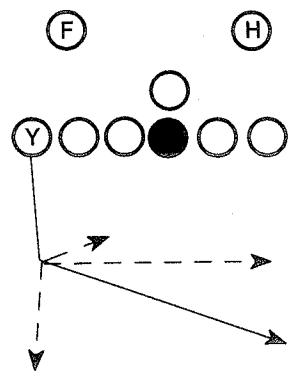
3. BASE 3 HI-LO



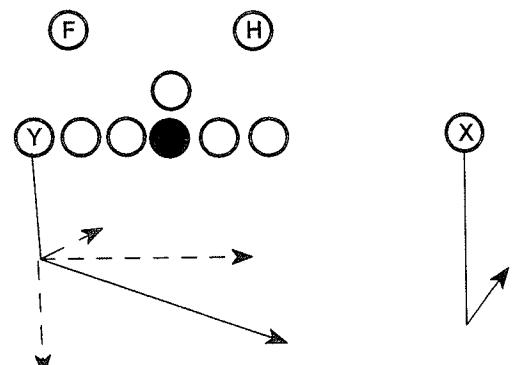
4. BASE 4 Y MID-READ



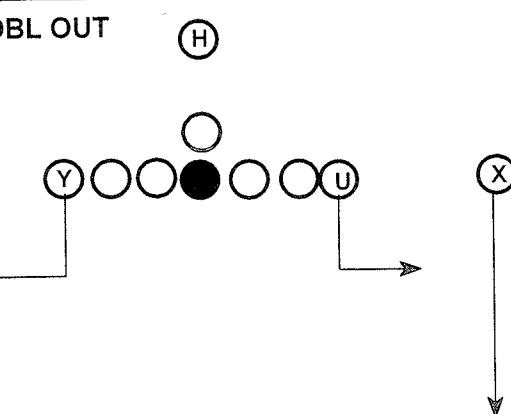
5. BASE OUT-UP Y MID-READ



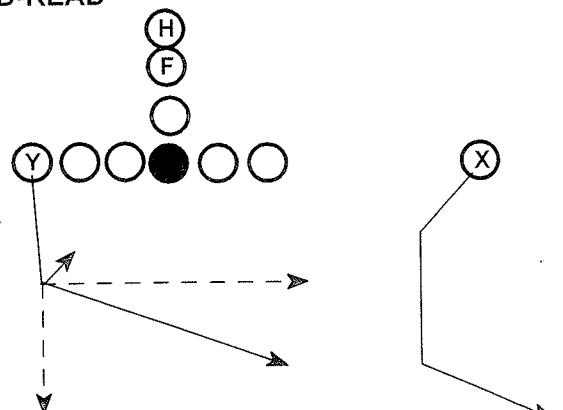
6. BASE 5 Y MID-READ



7. BASE 9 DBL OUT

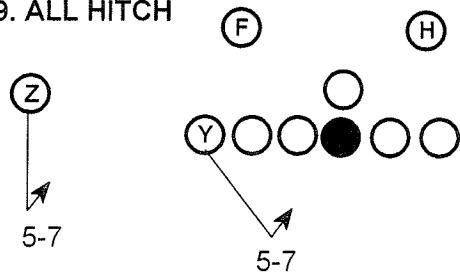


8. BASE 7 Y MID-READ

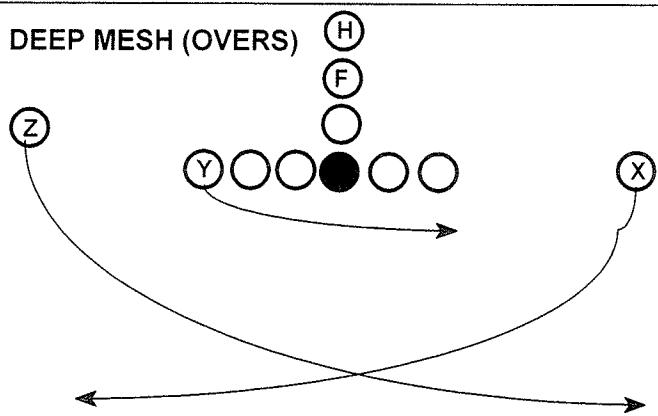


COMBINATION OR MIRRORED PATTERNS

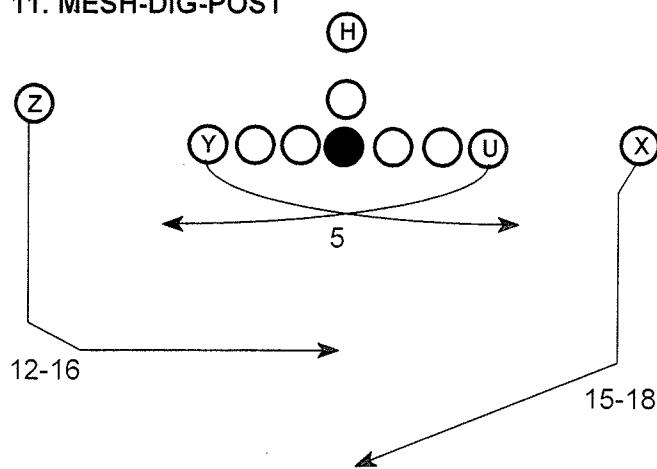
9. ALL HITCH



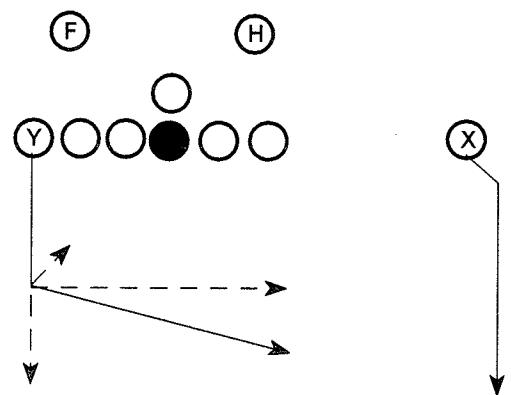
10. DEEP MESH (OVERS)



11. MESH-DIG-POST

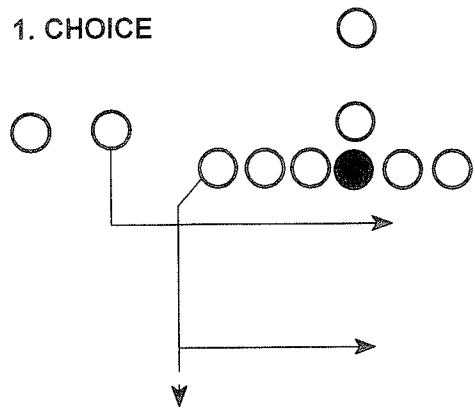


12. BASE 9 Y MID-READ

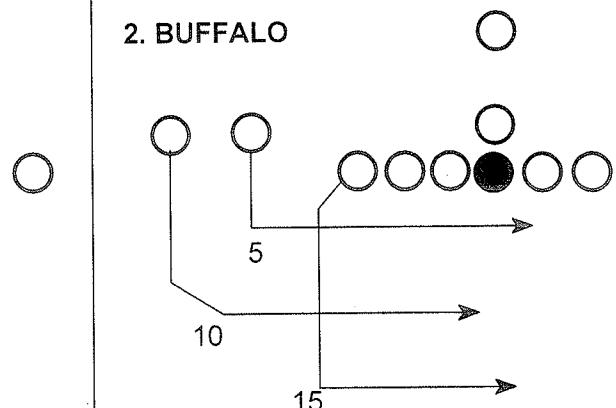


3 x 1 COMBINATION PATTERNS

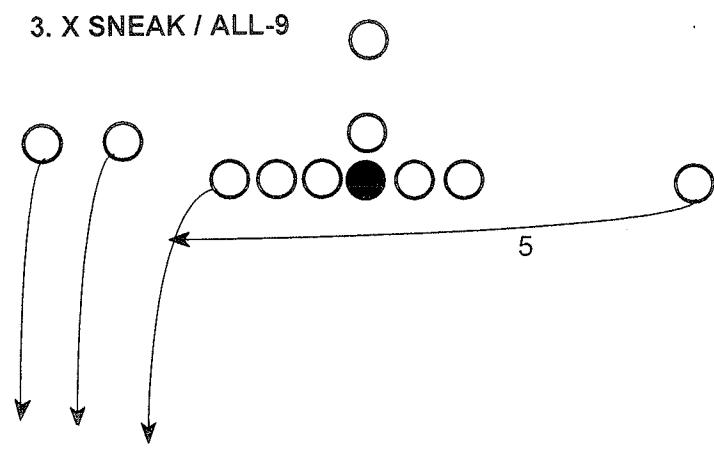
1. CHOICE



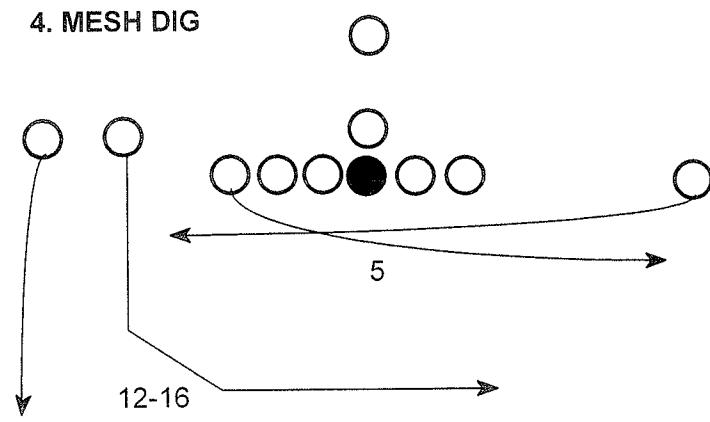
2. BUFFALO



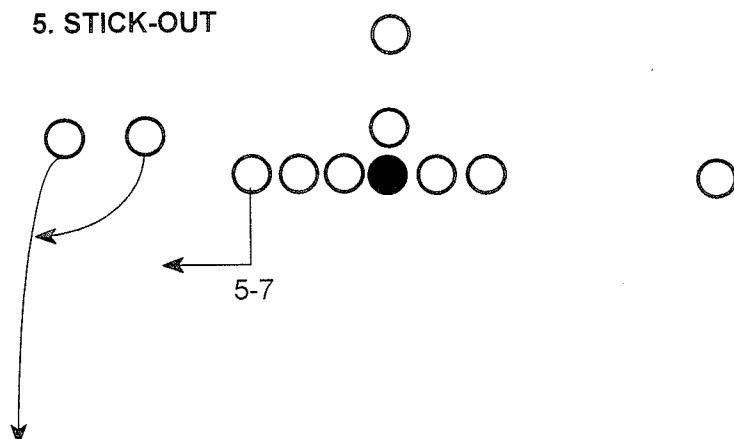
3. X SNEAK / ALL-9



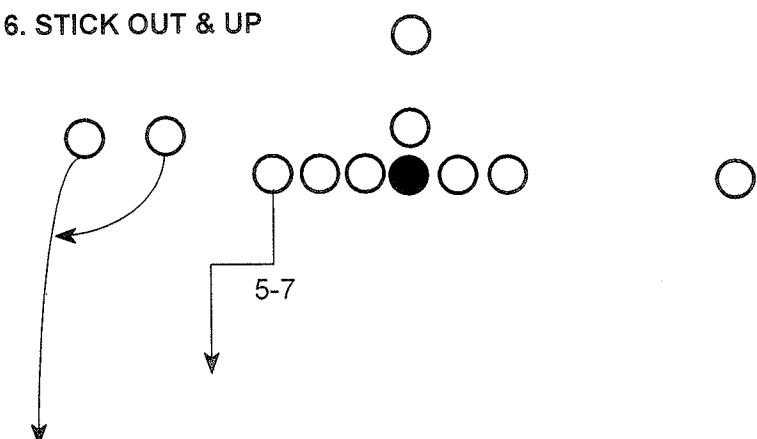
4. MESH DIG



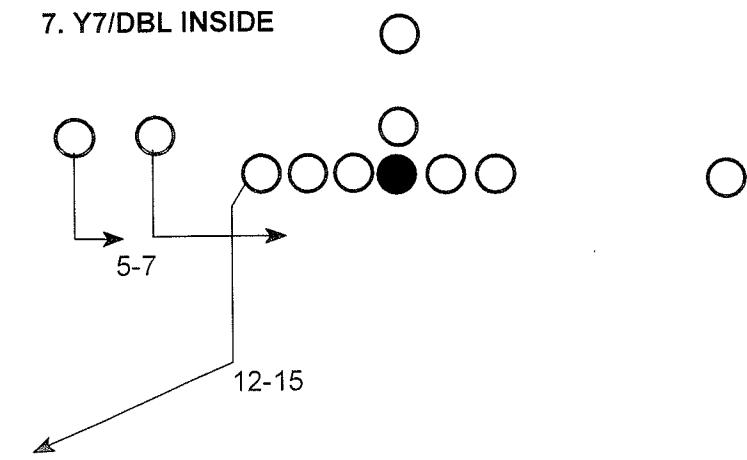
5. STICK-OUT



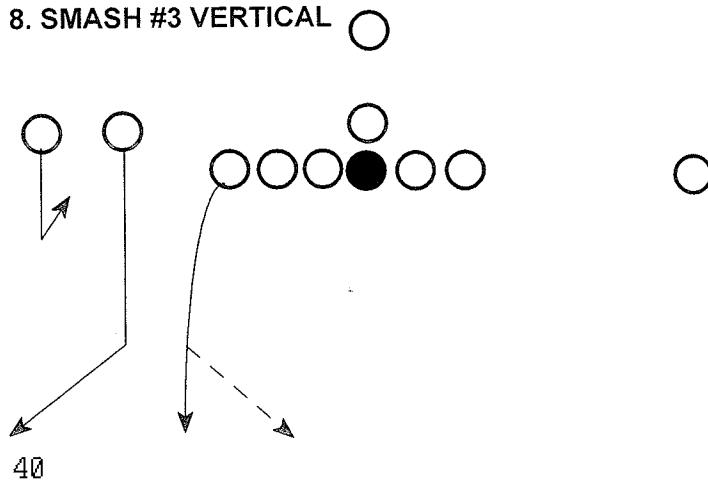
6. STICK OUT & UP



7. Y7/DBL INSIDE

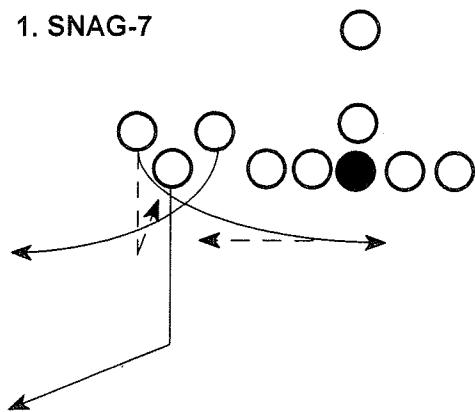


8. SMASH #3 VERTICAL

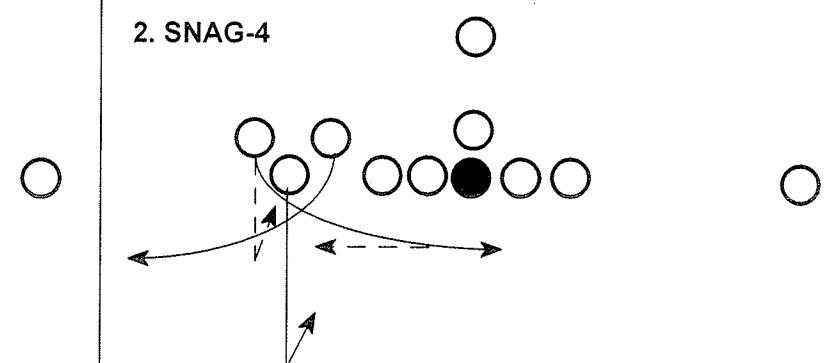


BUNCH COMBINATION PATTERNS

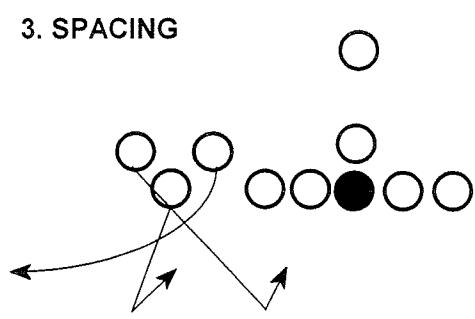
1. SNAG-7



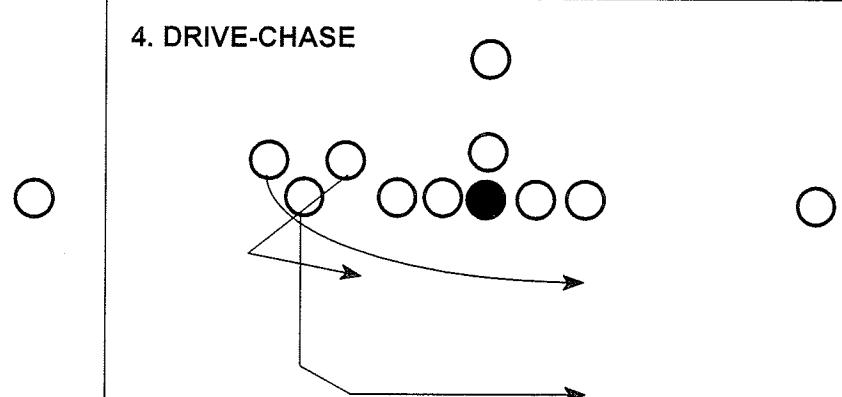
2. SNAG-4



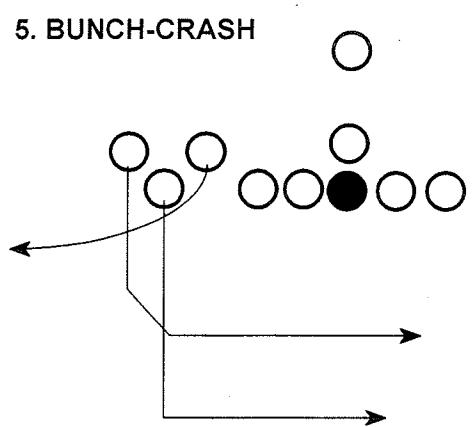
3. SPACING



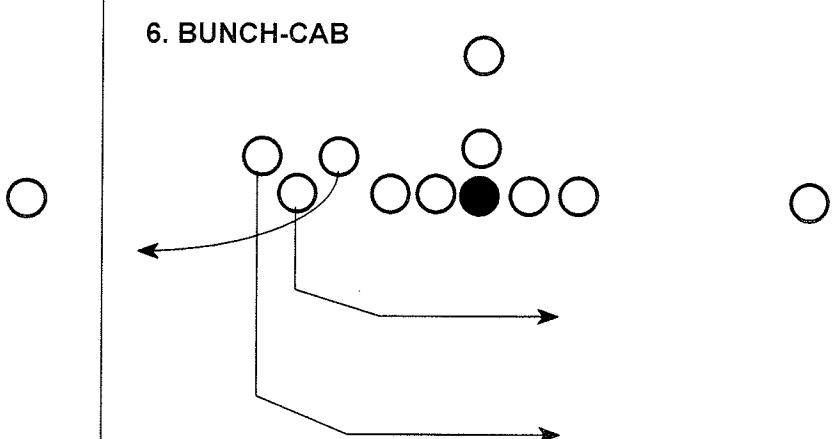
4. DRIVE-CHASE



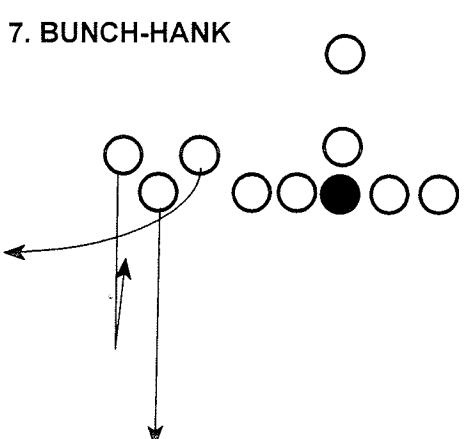
5. BUNCH-CRASH



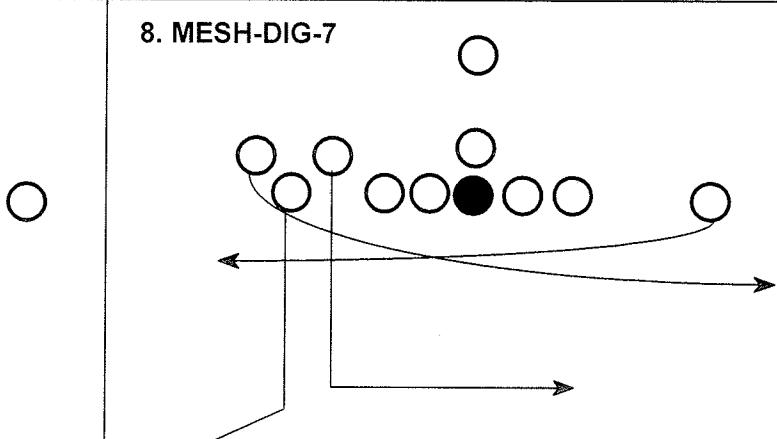
6. BUNCH-CAB



7. BUNCH-HANK

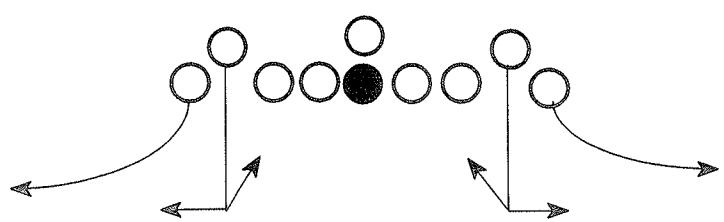


8. MESH-DIG-7

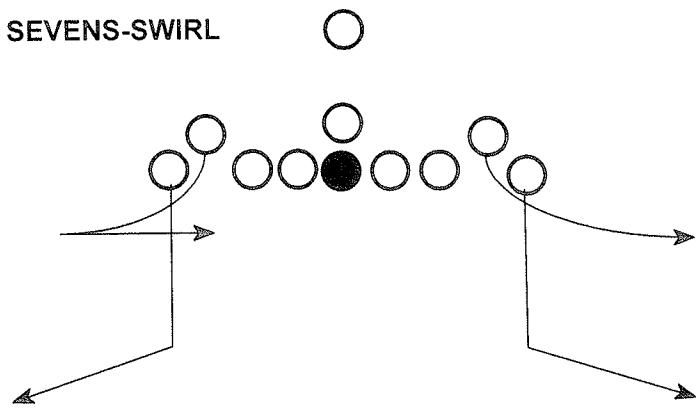


DOS COMBINATION PATTERNS

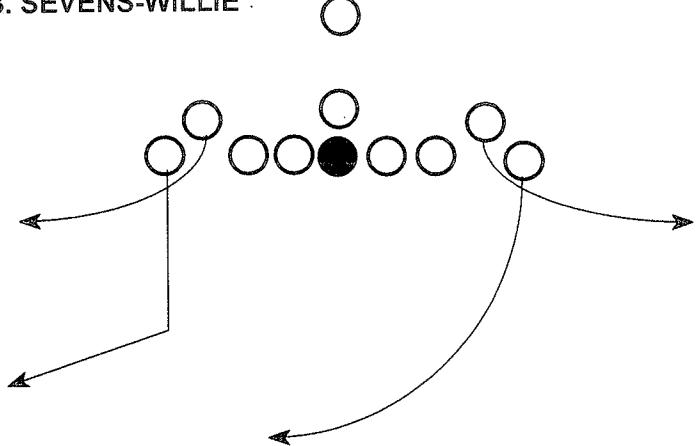
1. DOUBLE STICK-OUT



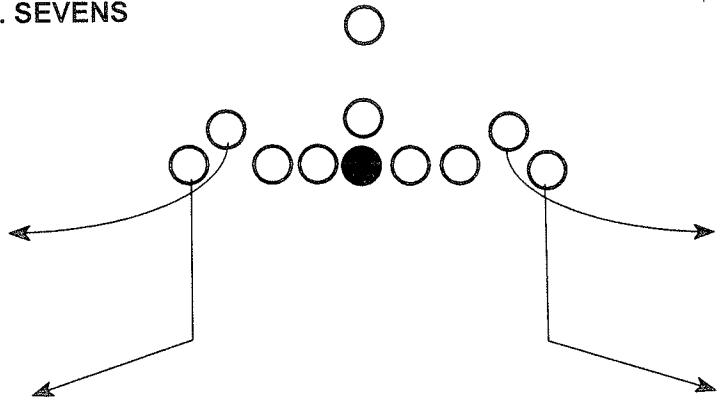
2. SEVENS-SWIRL



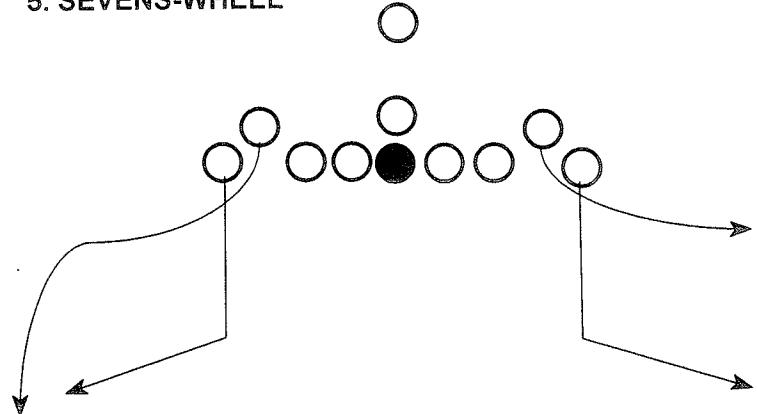
3. SEVENS-WILLIE



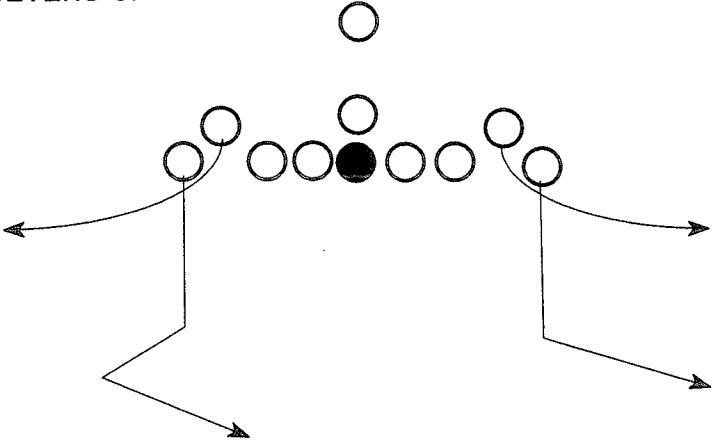
4. SEVENS



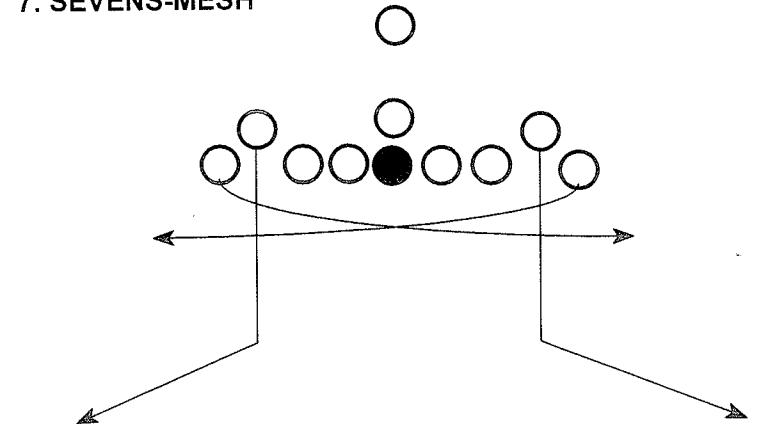
5. SEVENS-WHEEL



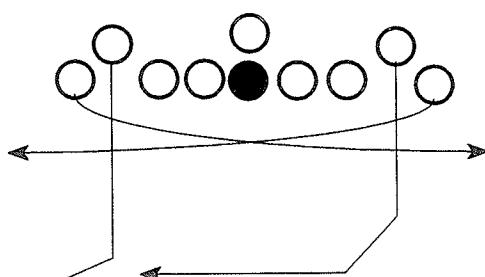
6. SEVENS-UP



7. SEVENS-MESH



8. MESH-DIG-7





2008 ALABAMA DEFENSIVE PLAYBOOK

DETERMINING STRENGTH

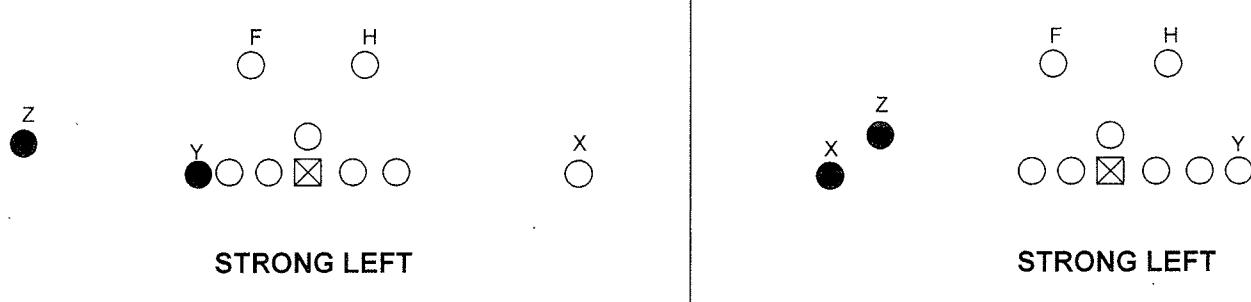
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DETERMINING STRENGTH

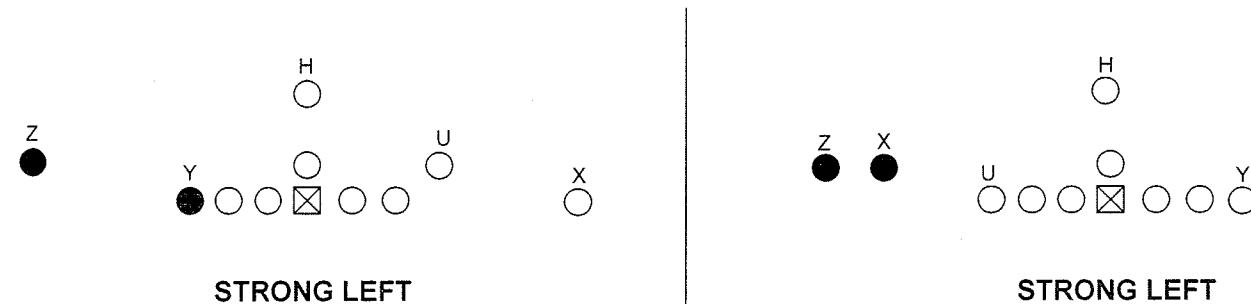
1. REGULAR PEOPLE

STRENGTH IS DETERMINED BY 2 WRs AND THE TE. THE SIDE WHICH HAS 2 OF ANY 3 OF THESE IS THE STRONG SIDE.



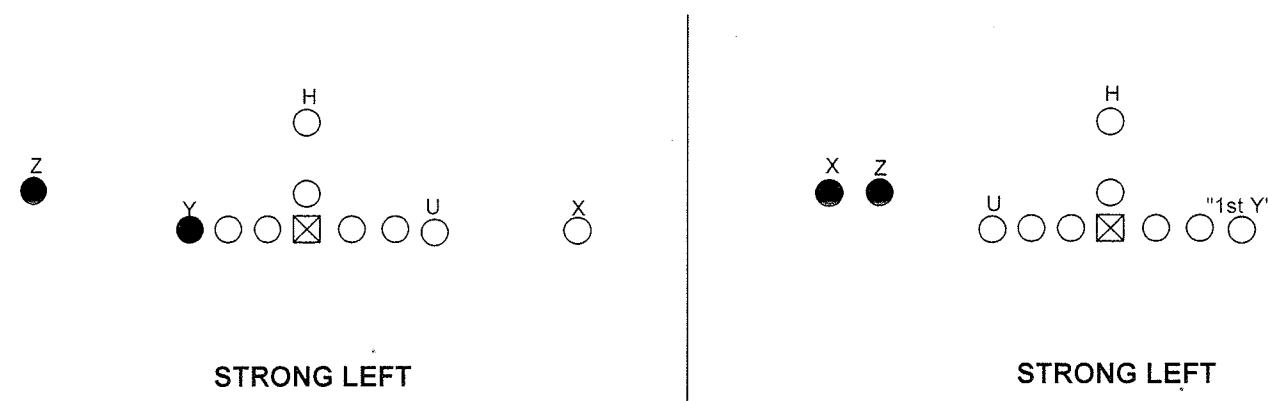
2. SILVER

STRENGTH IS DETERMINED BY 2 WRs AND THE TE. THE SIDE WHICH HAS 2 OF ANY 3 OF THESE IS THE STRONG SIDE.



SILVER

STRENGTH DETERMINED BY 1st "Y" OR "Z"

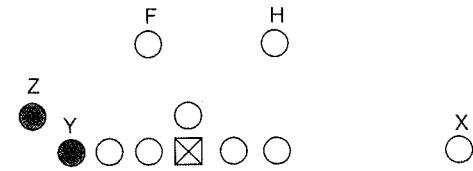
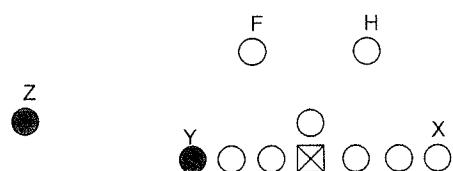


DETERMINING STRENGTH

continued

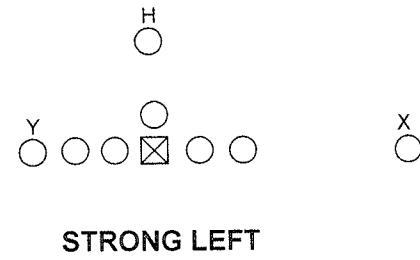
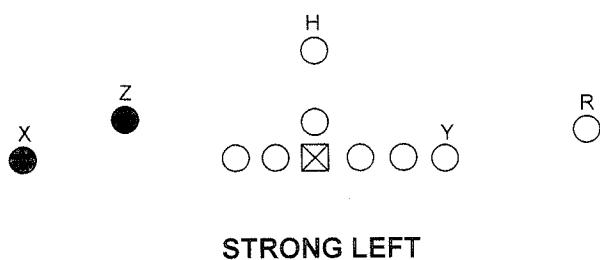
3. GREEN

STRENGTH IS DETERMINED BY 1 WR AND THE TE's. THE SIDE WHICH HAS 2 OF THESE 3 IS THE STRONG SIDE.



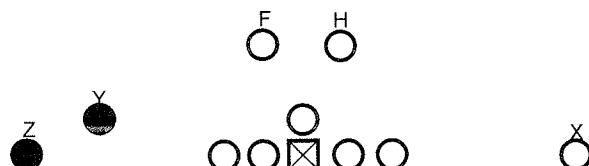
4. BLUE

STRENGTH IS DETERMINED BY WR's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.



5. GOLD

STRENGTH IS DETERMINED BY THE WR's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.

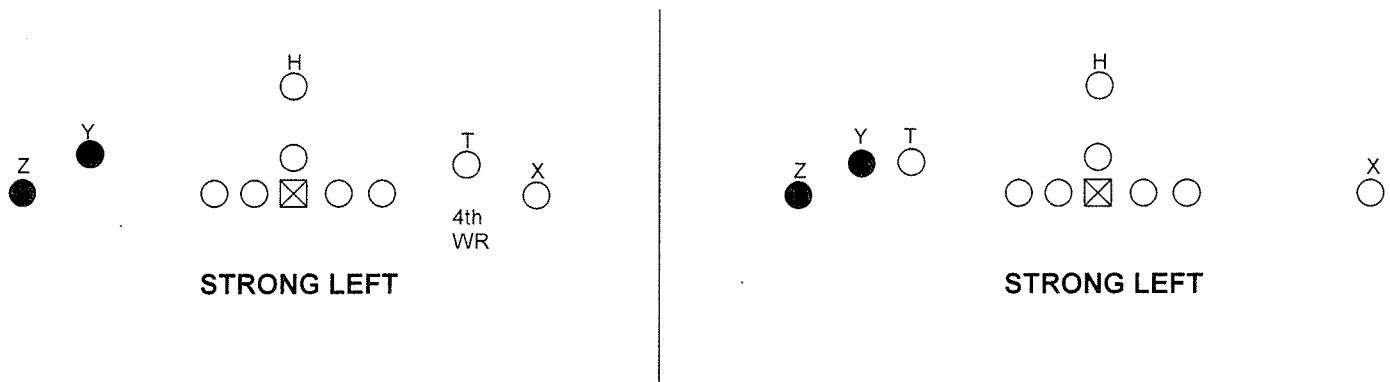


STRONG LEFT

DETERMINING STRENGTH continued

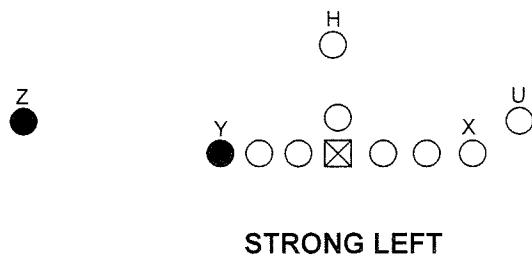
6. RED

IF BALANCED, STRENGTH IS DETERMINED BY 4th WR. IF UNBALANCED (3ON ONE SIDE), STRENGTH IS TO THE 3 WR's.



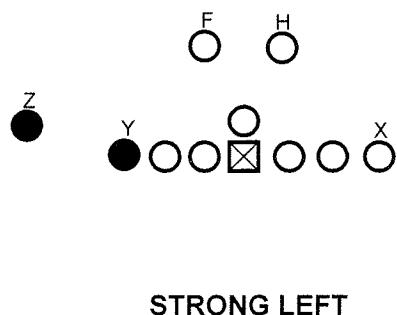
7. GRAY

STRENGTH IS DETERMINED BY THE 1 WR AND THE 3 TE's. THE SIDE WHICH HAS ANY 2 OF THESE PLAYERS, IS THE STRONG SIDE.



8. BLACK

STRENGTH IS DETERMINED BY THE TE's. THE SIDE WHICH HAS 2 OF THESE 3 PLAYERS IS THE STRONG SIDE.

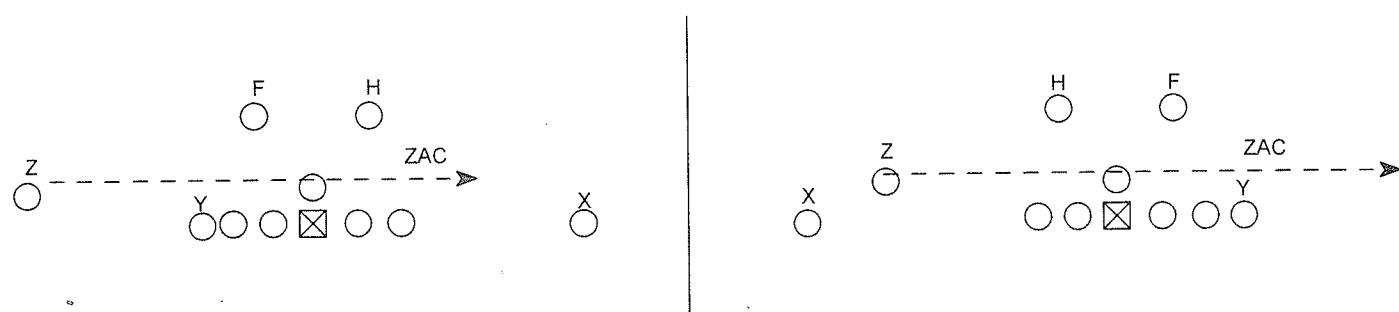


9. ANY 3 RECEIVERS TO 1 SIDE IS THE STRONG SIDE.

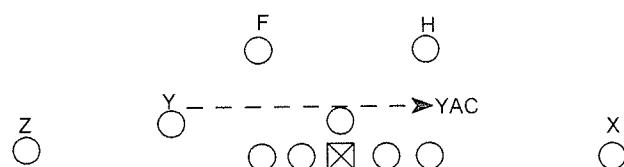
DETERMINING STRENGTH

continued

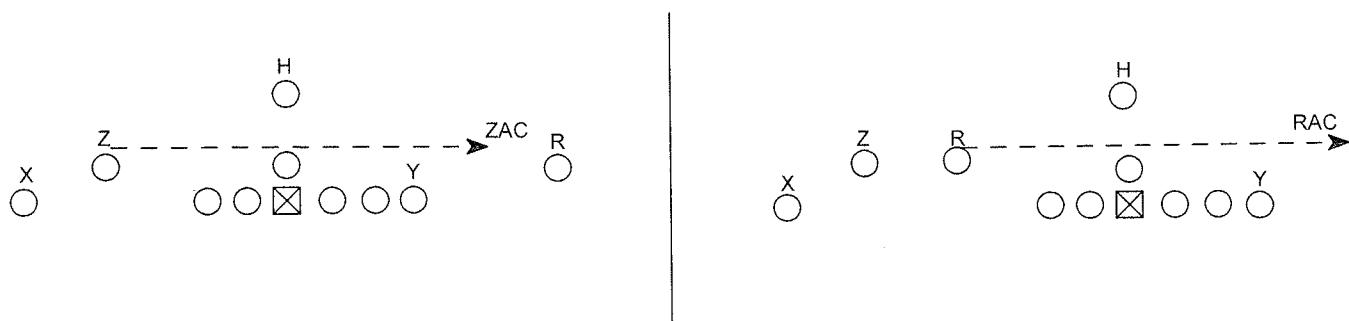
10. Vs REGULAR AND A WIDE RECEIVER CROSSES THE BALL THE STRENGTH WILL BE TO THE THE SIDE HE IS GOING.



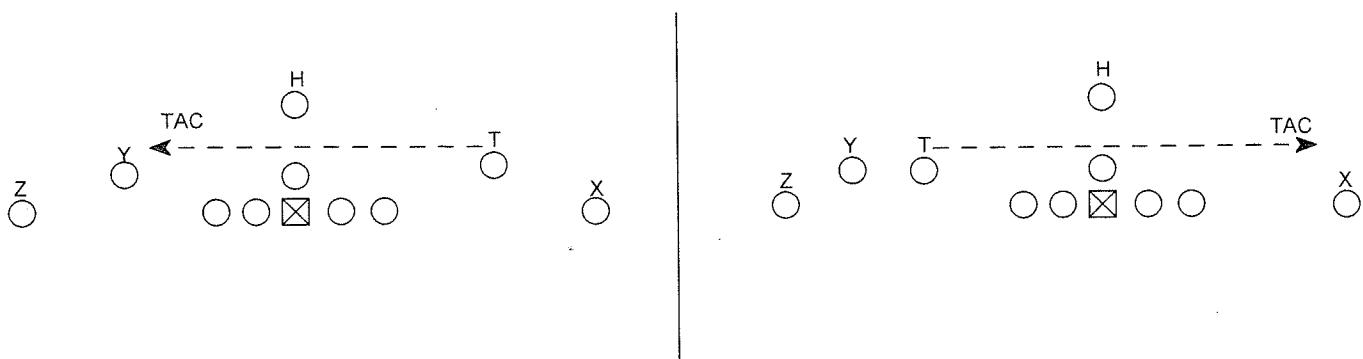
11. Vs REGULAR AND THE FORMATION BEGINS AS A "PRO" FORMATION AND THE "Y" CROSSES THE BALL, WE WILL CALL STRENGTH TO THE SIDE HE IS GOING.



12. Vs BLUE STRENGTH WILL BE TO THE TWO RECEIVER SIDE.



13. Vs RED STRENGTH WILL GO TO A DESIGNATED RECEIVER. IF THE FORMATION BEGINS AS TRIPS AND A RECEIVER PEELS TO DOUBLE WIDE SLOT, STRENGTH STAYS TO THE ORIGINAL SIDE.





2008 ALABAMA DEFENSIVE PLAYBOOK

MOTIONS

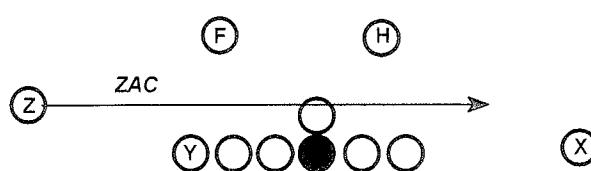
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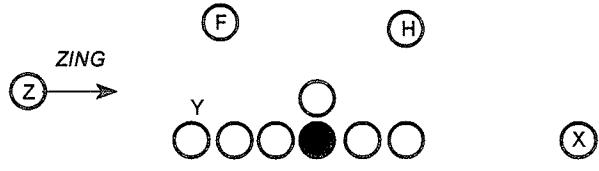
MOTIONS

MOVEMENTS OF "Z"

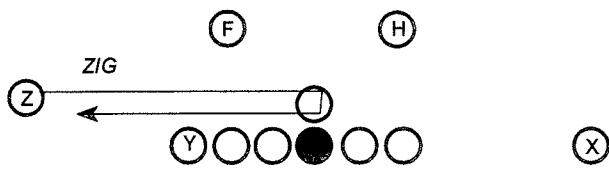
1. ZAC



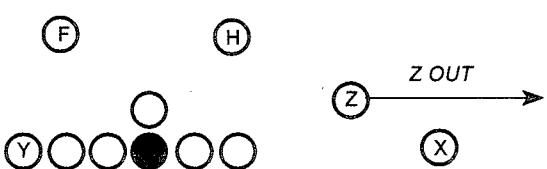
2. ZING



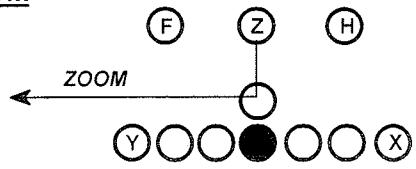
3. ZIG



4. Z OUT

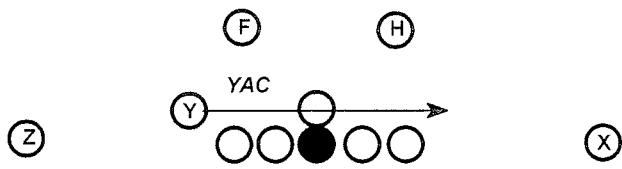


5. ZOOM

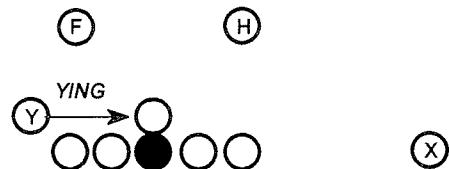


MOVEMENTS OF "Y"

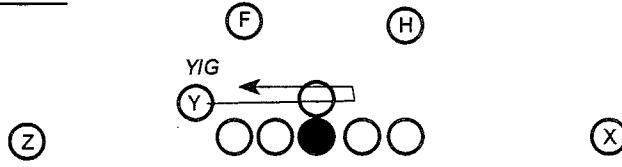
1. YAC



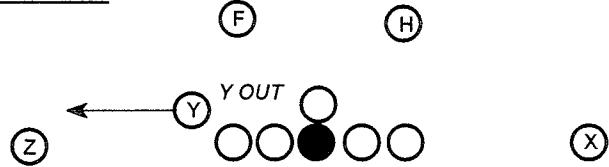
2. YING



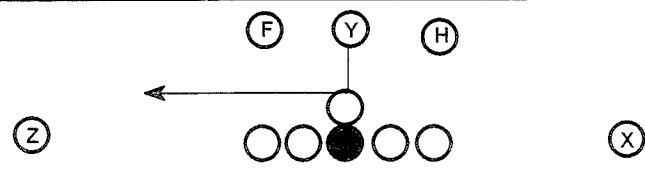
3. YIG



4. Y OUT



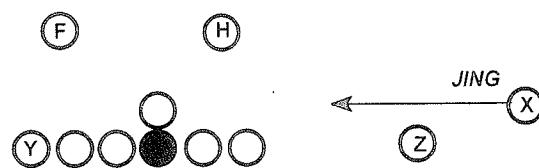
5. YOOM = Y-MOTION FROM BACKFIELD



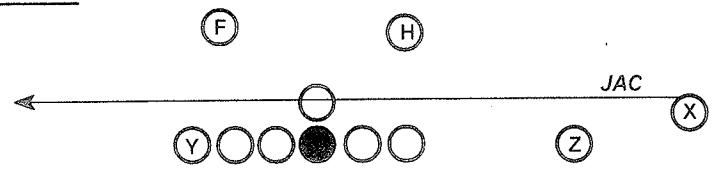
MOTIONS

MOVEMENTS OF "X"

JING

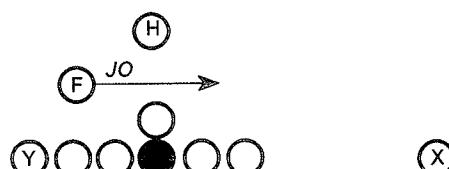


2. JAC

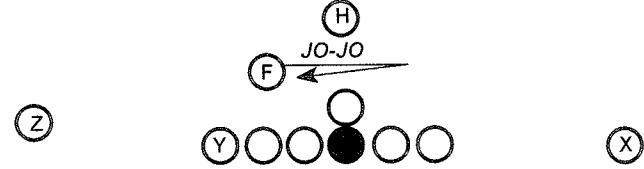


MOVEMENTS OF "F"

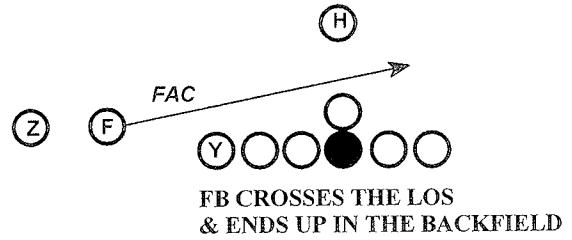
1. JO



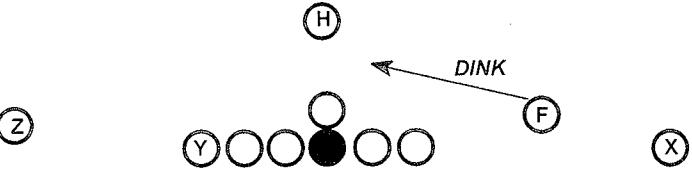
2. JO-JO



-AC



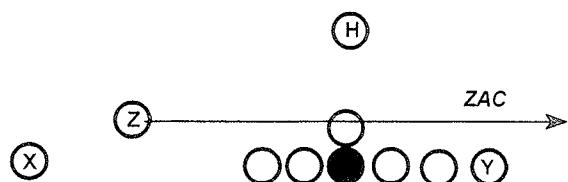
4. DINK



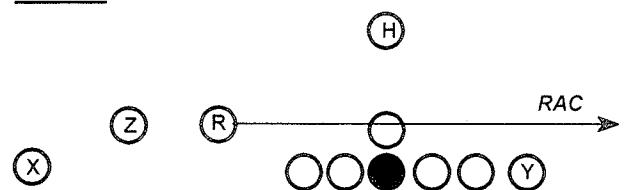
MOTIONS

BLUE PERSONNEL

1. ZAC

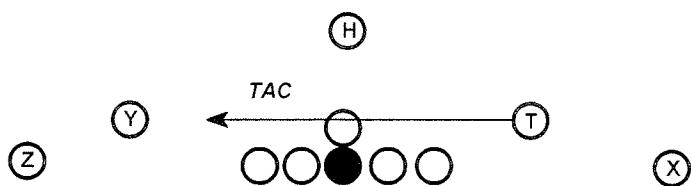


2. RAC

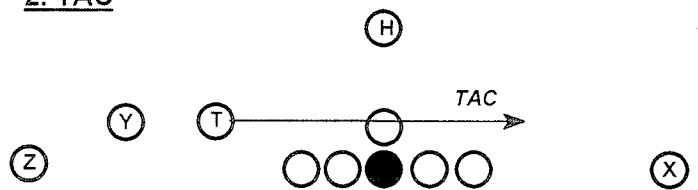


RED PERSONNEL: MOVEMENTS OF "T"

1. TAC



2. TAC



2008 ALABAMA FOOTBALL

FALL PRACTICE INSTALL

DAY 1

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE	1. 3 AUTO	1. BASE STRONG F.Z. OSCAR
2. BASE T	2. ZONE ALERT BUMP	2. BASE UNDER HAWK A
3. BASE UNDER	3. 6 ADJUSTED	
4. BASE UNDER O	4. 1 ALERT	

BASE CALLS

- 1. BASE STRONG 3 AUTO
- 2. BASE UNDER O ZONE ALERT BUMP (FIST)
- 3. BASE UNDER O 6 ADJUSTED (FIST)
- 4. BASE UNDER O 1 ALERT
- BASE STRONG F.Z. OSCAR
- 5. BASE UNDER HAWK A

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
1. FLEX	1. 6 BUMP BRONCO	1. N. FLEX TITE STING
2. OKIE	2. ZONE OPEN	2. N. FLEX STRONG F.Z.
	3. 1 INVERT	

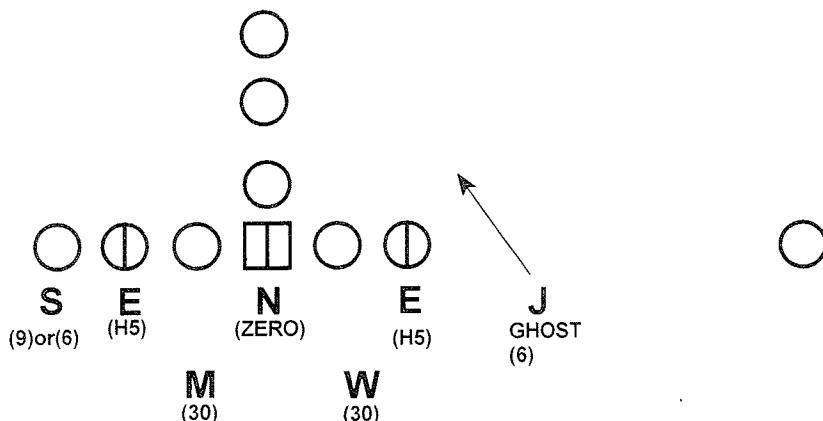
SUB CALLS

- 1. N. FLEX (OKIE) 6 BUMP BRONCO
- 2. N. FLEX (OKIE) ZONE OPEN
- 3. N. FLEX (OKIE) 1 INVERT
- 4. N. FLEX TITE STING
- 5. N. FLEX STRONG F.Z.

**ALABAMA
CRIMSON TIDE**

BASE

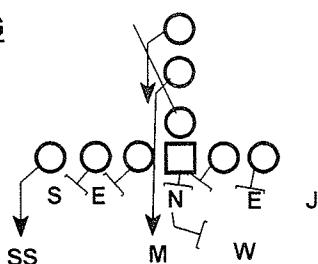
"RALPH"



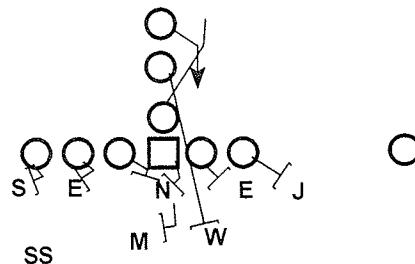
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>RE</u>	RIGHT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>NT</u>	0	0		OC/OG FLOW	A	A	COVERAGE RULE
<u>JACK</u>	RIGHT	9 / 6		OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>SAM</u>	LEFT	9 / 6	BY BLOCKING SCHEME & COVERAGE	OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

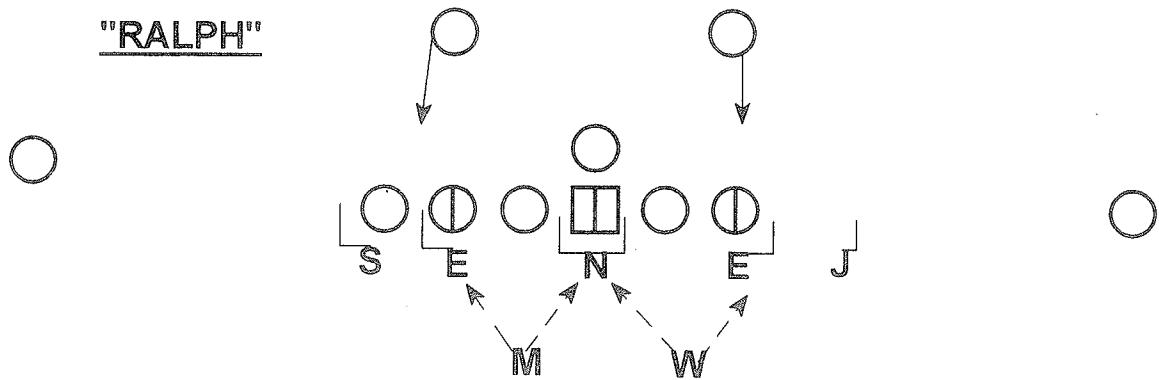


RUN WEAK

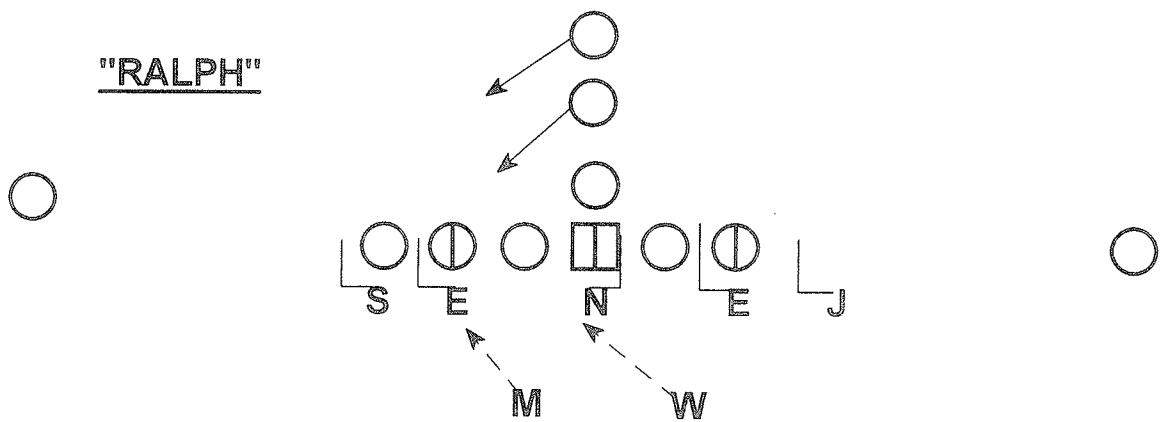


BASE

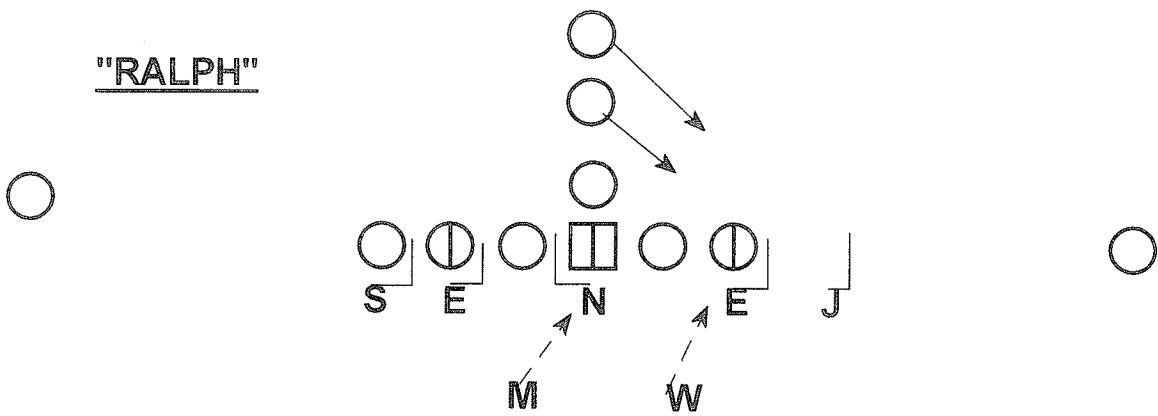
"RALPH"



"RALPH"

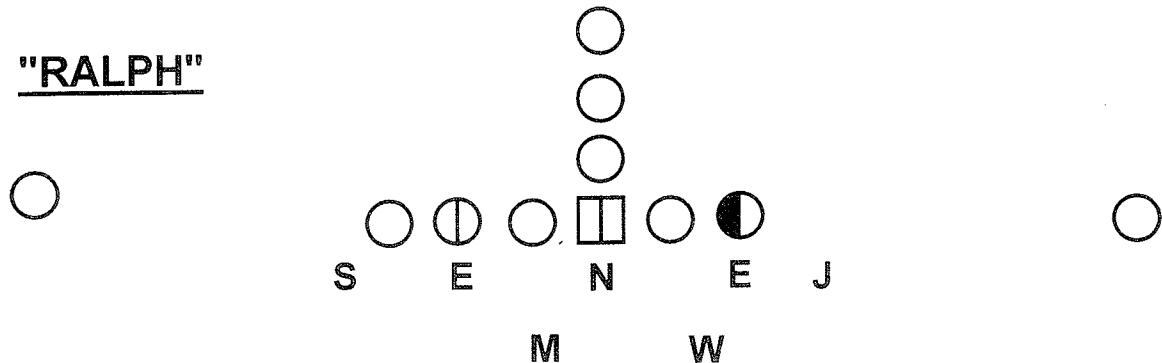


"RALPH"



BASE T

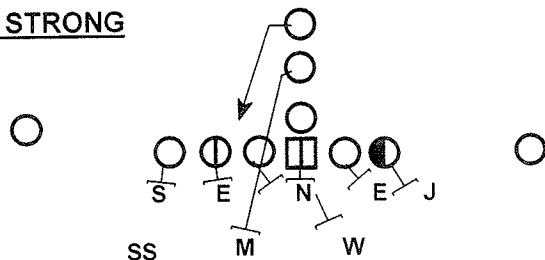
"RALPH"



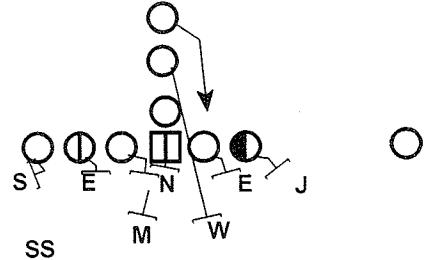
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
E	HEAVY 5	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
N	ZERO	AGGRESIVE TO BALL		BALL - OC FLOW	BACKSIDE A	BACKSIDE A	BASED ON CALL
E	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
JACK	RT	BASED ON COVERAGE AND CALL	COVERAGE	OT / TE TRIANGLE	COVERAGE	COVERAGE	BASED ON CALL
SAM	LT	BASED ON COVERAGE AND CALL	COVERAGE	OT/TE TRIANGLE		COVERAGE	BASED ON CALL
MIKE	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL
WILL	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

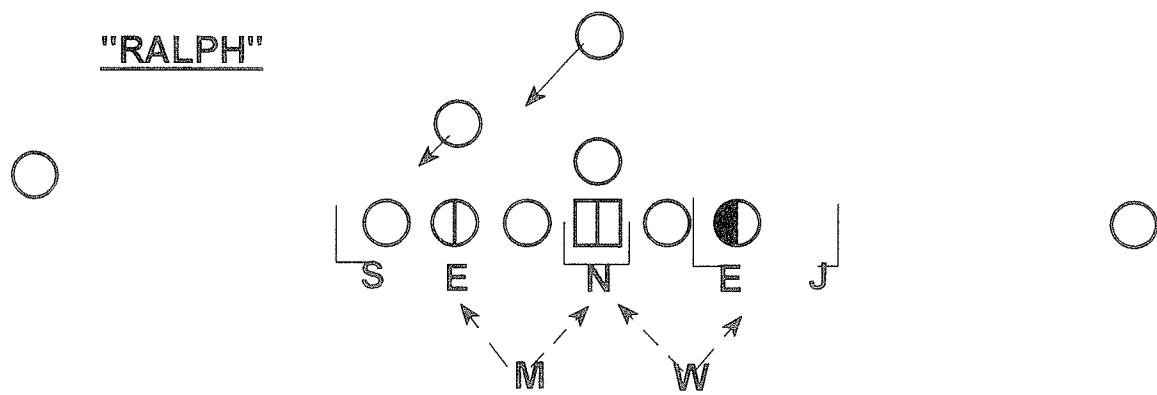


RUN WEAK

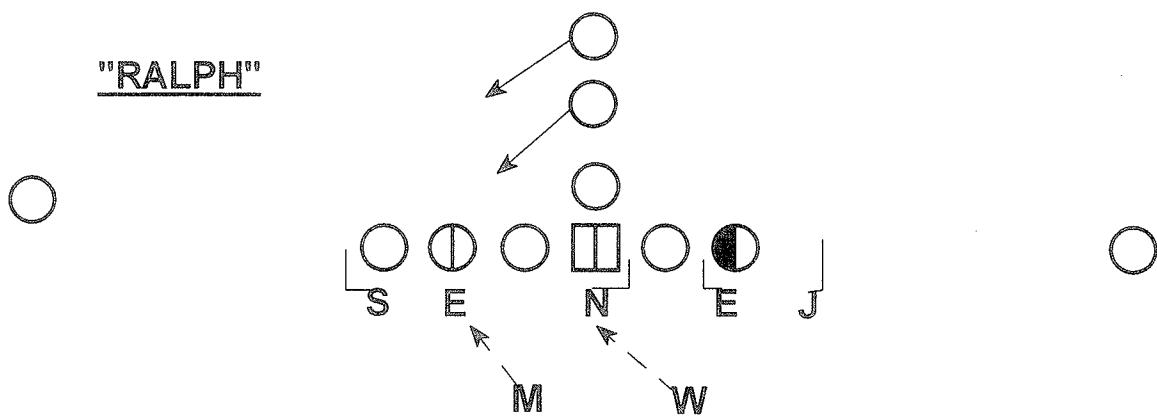


BASE T

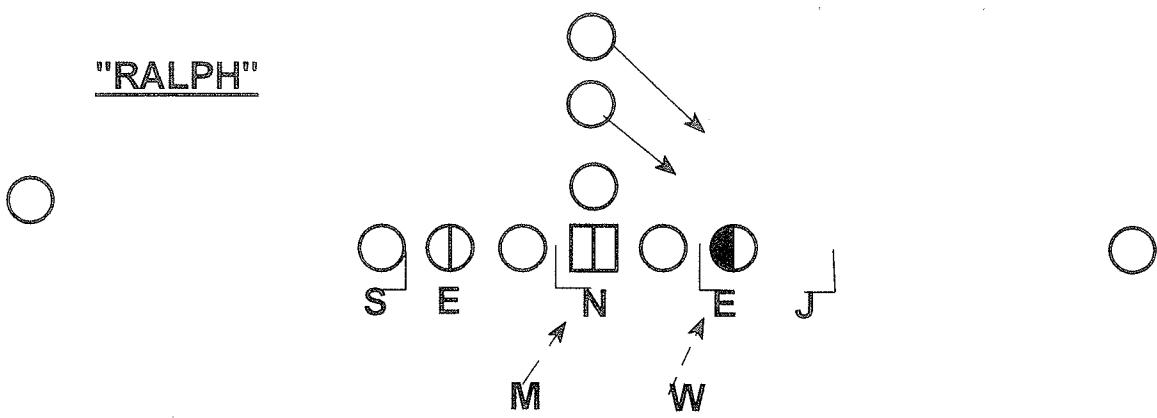
"RALPH"



"RALPH"

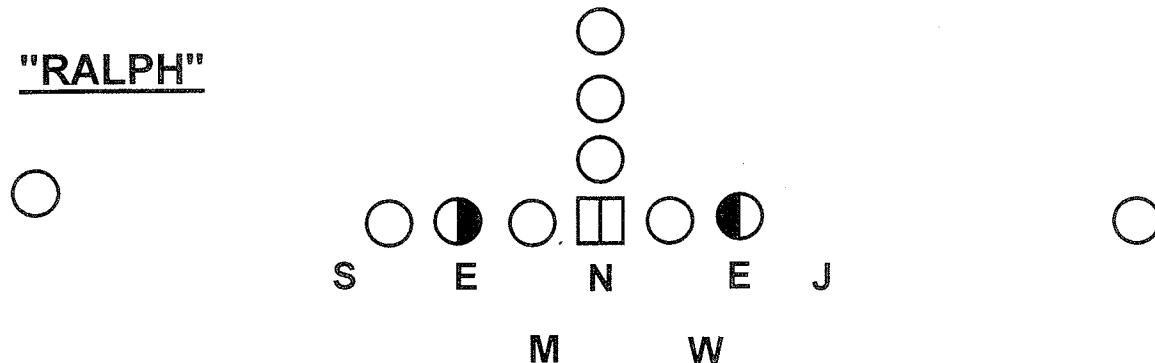


"RALPH"



BASE TITE

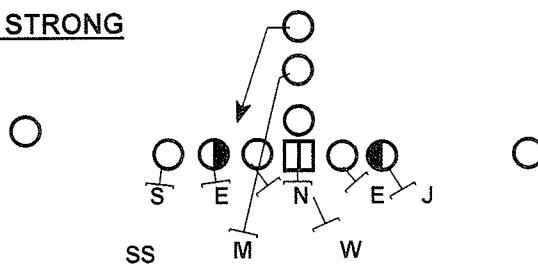
"RALPH"



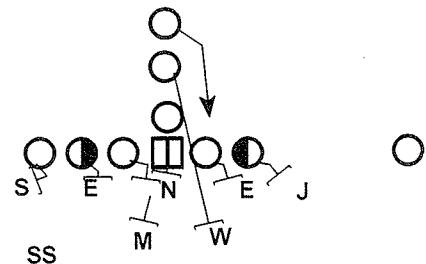
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
E	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
N	ZERO	AGGRESIVE TO BALL		BALL - OC FLOW	BACKSIDE A	BACKSIDE A	BASED ON CALL
E	4i	2 GAP/B		BALL-OT	B / 2 GAP	B / 2 GAP	CONTAIN BASED ON CALL
JACK	RT	BASED ON COVERAGE AND CALL	COVERAGE	OT / TE TRIANGLE	COVERAGE	COVERAGE	BASED ON CALL
SAM	LT	BASED ON COVERAGE AND CALL	COVERAGE	OT/TE TRIANGLE		COVERAGE	BASED ON CALL
MIKE	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL
WILL	20	BASED ON COVERAGE AND CALL	COVERAGE	NEAR BACK UNDER KEY BALL	COVERAGE	COVERAGE	BASED ON CALL

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

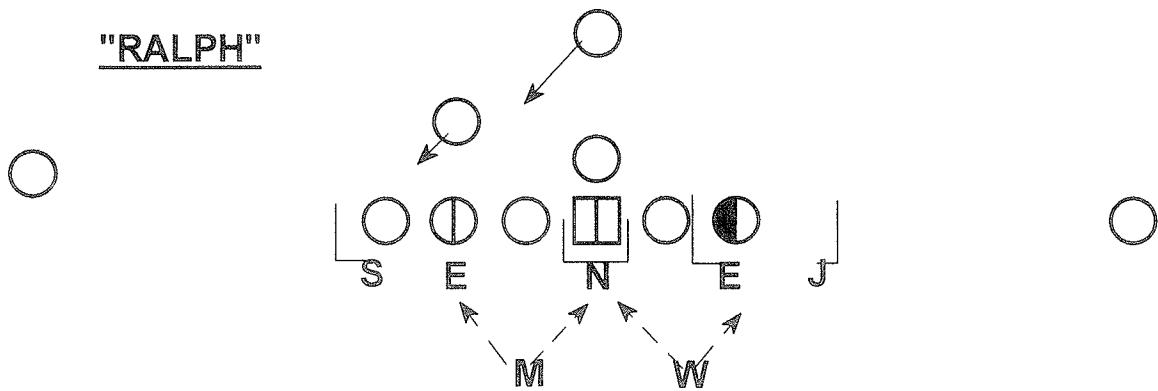


RUN WEAK

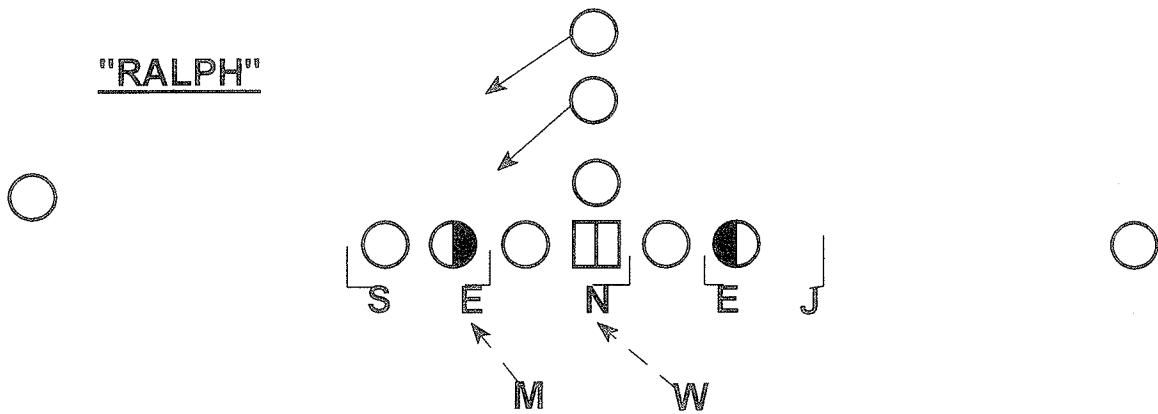


BASE TITE

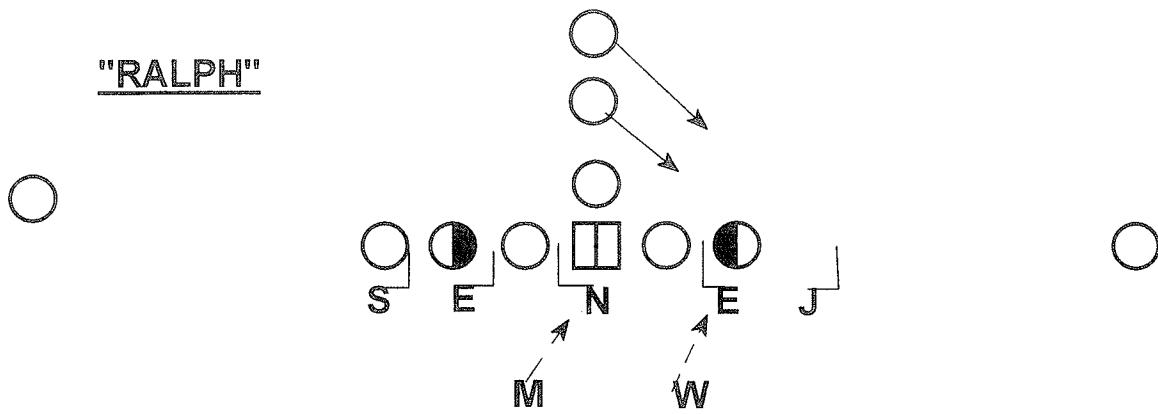
"RALPH"



"RALPH"

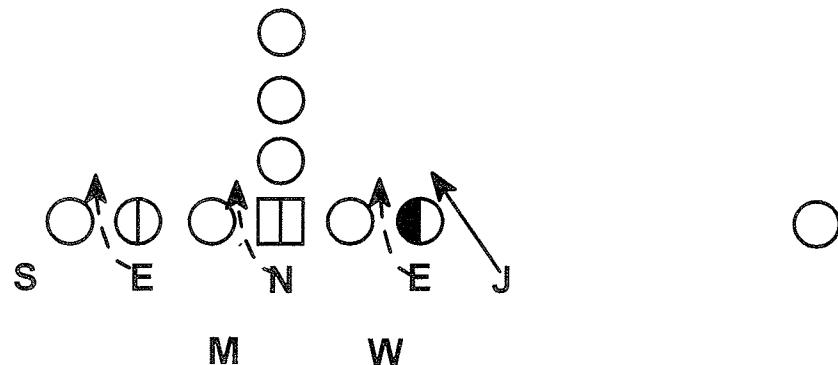


"RALPH"



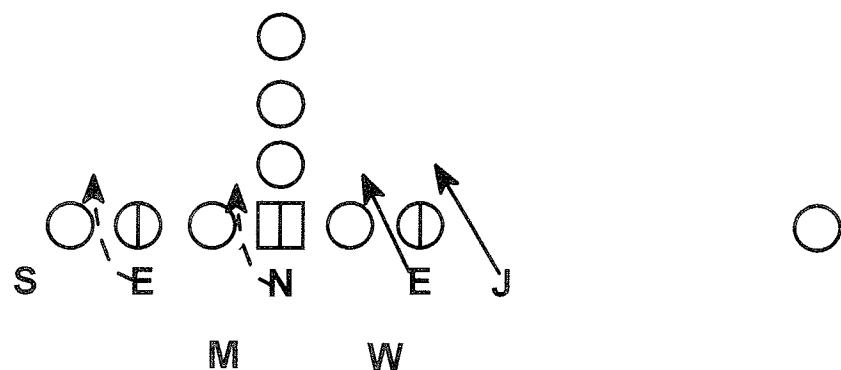
BASE T

"RALPH"



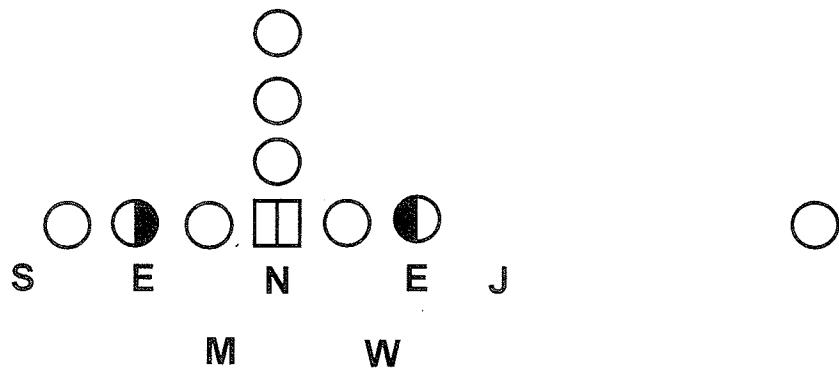
BASE FILL

"RALPH"



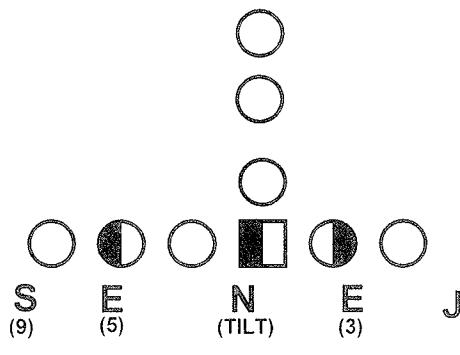
BASE TITE

"RALPH"



BASE UNDER O

"CLOSED LEFT"

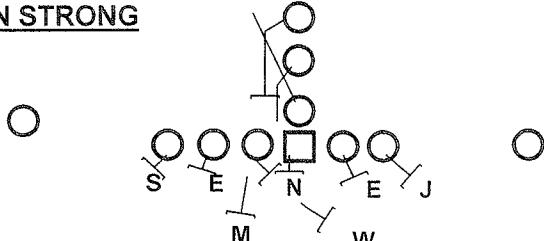


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
E	TO CALL	5 TECH	BY COVERAGE	BALL - OT	C GAP	C GAP	CONTAIN RUSH
E	AWAY CALL	3 TECH	BY COVERAGE	BALL - OG	B GAP	B GAP	2 WAY RUSH
NT	TO CALL	TILT	BY COVERAGE	BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
JACK	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
SAM	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
MIKE	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
WILL	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

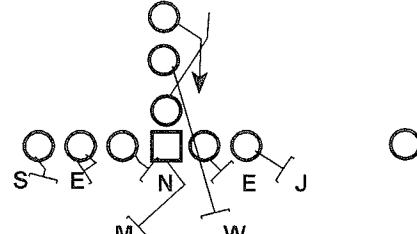
NOTES:

FRONT SET WITH "CLOSED RT OR LT" CALL

RUN STRONG



RUN WEAK

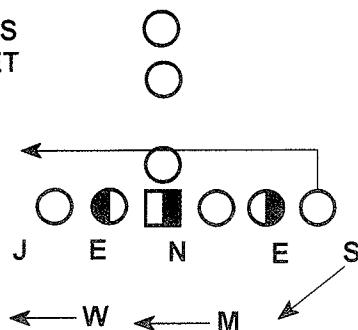


VARIATIONS IN BASE UNDER O FRONT

(FRONT MOVEMENT)

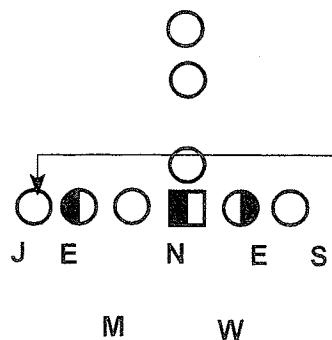
(Y MOVEMENT)

"YAC"
PLAY AS
PRO SET

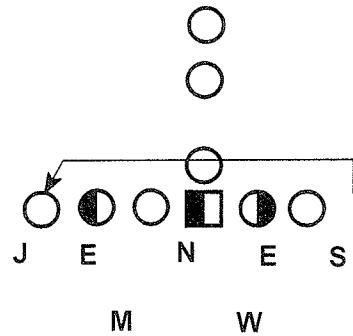


JACK STILL ON

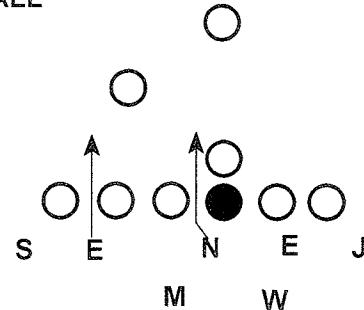
"YAC"- RESET
RELOAD - "CLOSED LEFT"



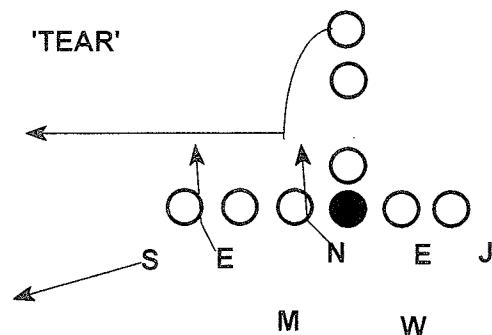
"Y-TRADE"
RELOAD - "CLOSED LEFT"



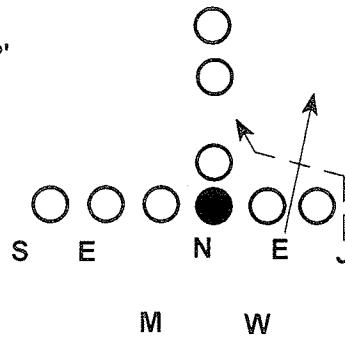
1/2 CALL



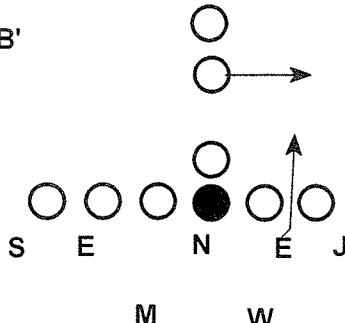
'TEAR'



'POP'

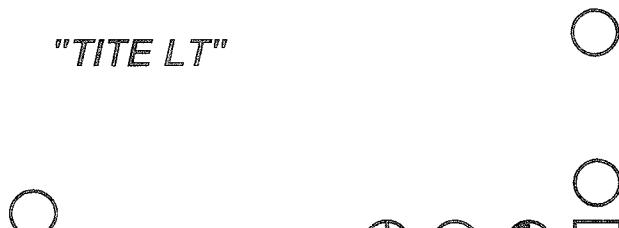


'STAB'



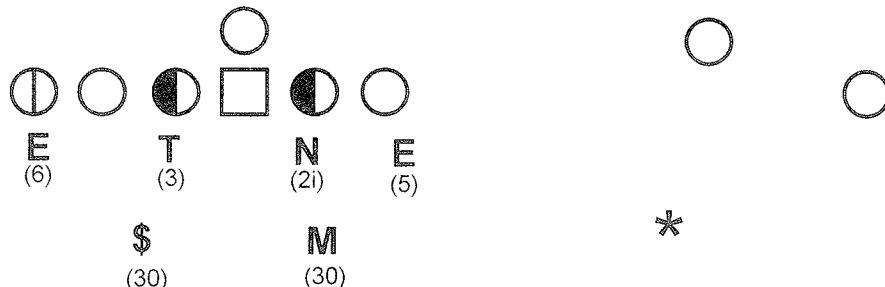
NICKEL FLEX

"TITE LT"



\$ AND MAC ALIGN IN 30's AND PLUS
OR MINUS BASED ON DOWN
SAFETY

"BACKER"



POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	6		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>RT</u>	RIGHT	2i		BALL - OG	A GAP	A GAP	A to BALANCE RUSH
<u>RE</u>	RIGHT	5		BALL - OT	C GAP	C TRAIL	CONTAIN RUSH
\$	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM \$	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	B GAP	COVERAGE RULES

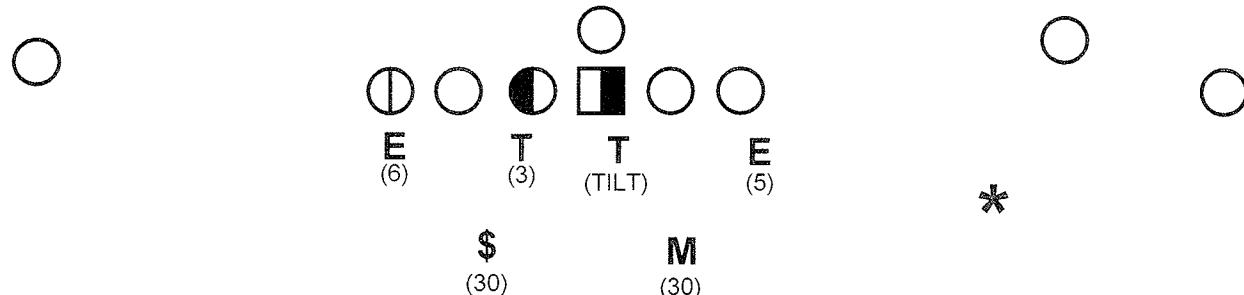
NOTES:

FRONT SET WITH "TITE RT or LT" CALL
SET THE FRONT TO THE TE.
IF NO TIGHT END, SET FRONT TO THE STAR.

NICKEL / DIME OKIE

"GIVE IT TO ME RT"

\$ AND MAC ALIGN IN 30's AND PLUS
OR MINUS BASED ON DOWN
SAFETY



POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	6		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>RT</u>	RIGHT	TIILT		BALL - OC	A GAP	A GAP	'A' TO BALANC RUSH
<u>RE</u>	RIGHT	5 TECH		BALL - OT	C GAP	C TRAIL	CONTAIN RUSH
<u>\$</u>	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK A GAP FLOW	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM MONEY	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FULLBACK	A GAP	COVERAGE RULES

NOTES: SET FRONT WITH "GIVE IT TO ME LT" or "RT" CALL
SET BUBBLE AWAY FROM "Y"
IF NO TIGHT END, SET THE BUBBLE AWAY FROM THE STAR.

BASE STRONG FIREZONE (OSCAR)

ILT

"BACKER"

"ZONE"

Z

C

FZ 1/3
SEC FORCE

RUSH
CONTAIN

LONG STICK
A GAP

S

E

M
BLITZ B

JET A

PRESSURE

N

E

JET
CONTAIN

FS

FILL
MOF

SS

WALL/FLAT
PLUG

"LUCKY/LUCKY"
"ZONE LEFT"

W
HOOK 3

"BACKER"

"MAN"

X

C

MAN
SEC FORCE

J

WALL/FLAT

ADJUSTMENTS:

1. MIKE MAKE LUCKY/RINGO CALL TO SET SIDE OF PRESSURE STRONG
2. SAFETIES ROTATE STRONG
3. LUCKY/RINGO CAN CHANGE WITH CHANGE OF STRENGTH MOTION
4. vs. SLOT= CHECK OSCAR LT/RT
5. vs. YAC/Y-TRADE= CHANGE LUCKY/RINGO AND SAFETY ROTATION
6. vs. BUNCH= SAFETY CALL
7. OSCAR ADJUST vs. ANY #2 OPEN
8. SAM/JACK-ALIGN LT/RT

1 SLOT LT

"BACKER"

"BACKER"

X

C

FZ 1/3
SEC FORCE

RUSH
CONTAIN

LONG STICK
A GAP

S

E

W
BLITZ B

JET A

PRESSURE

N

E

JET
CONTAIN

M
HOOK/3

SS

WALL/FLAT
FORCE

"LUCKY/LUCKY"
"OSCAR LEFT"

FS

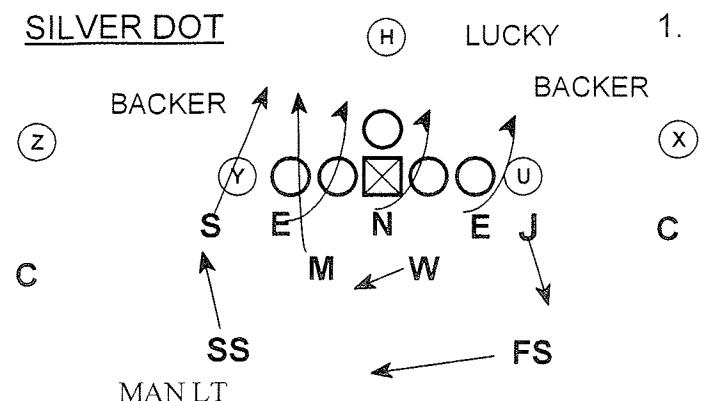
FILL
MOF

C

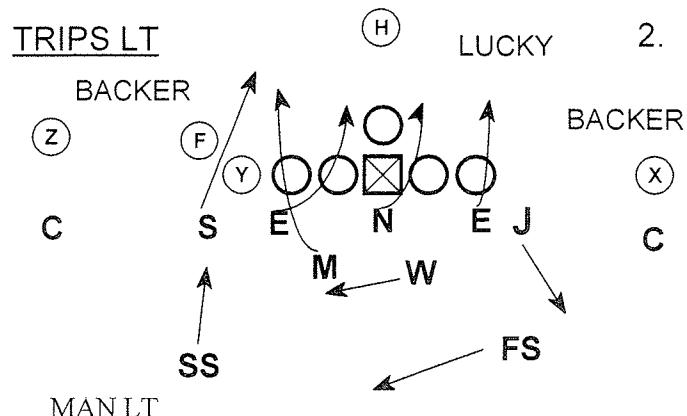
HARD 1/3
SEC FORCE

BASE STRONG FIREZONE

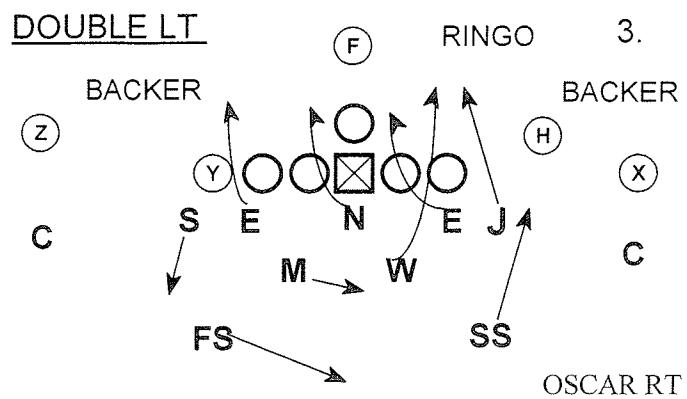
SILVER DOT



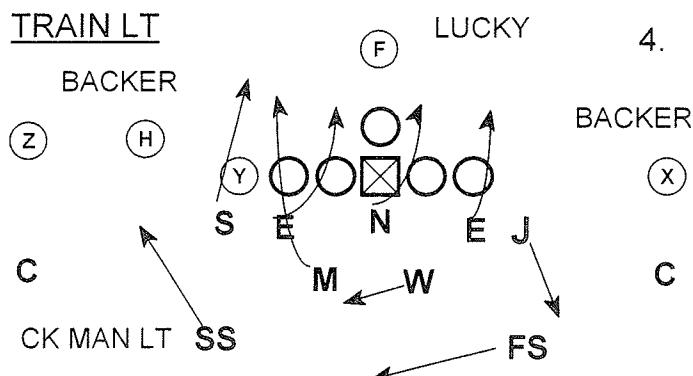
TRIPS LT



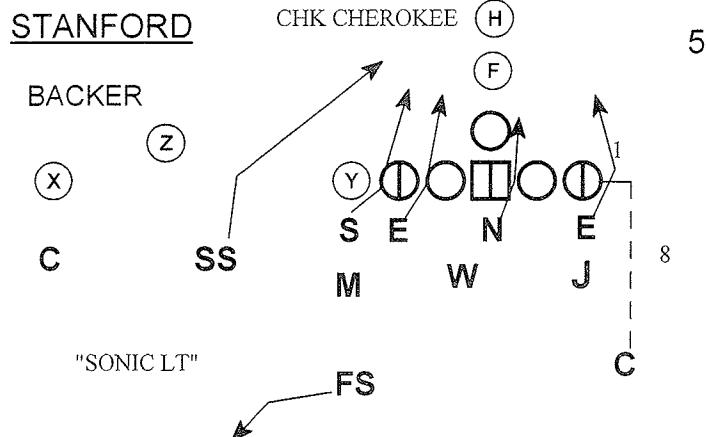
DOUBLE LT



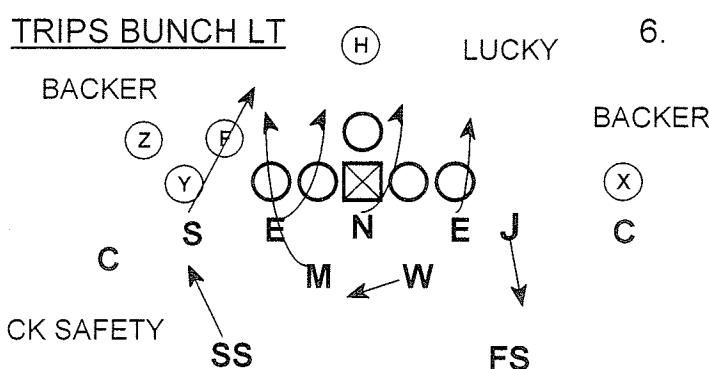
TRAIN LT



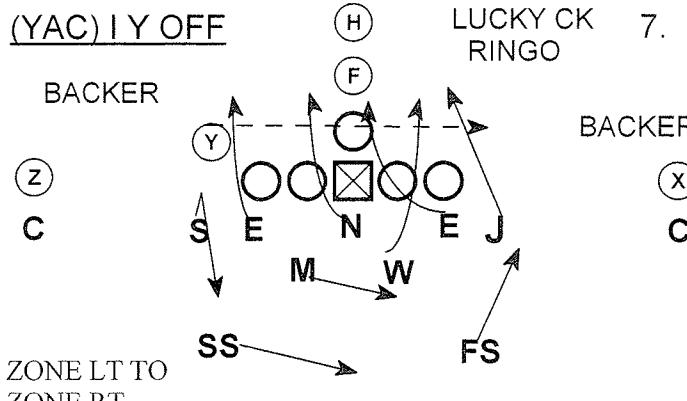
STANFORD



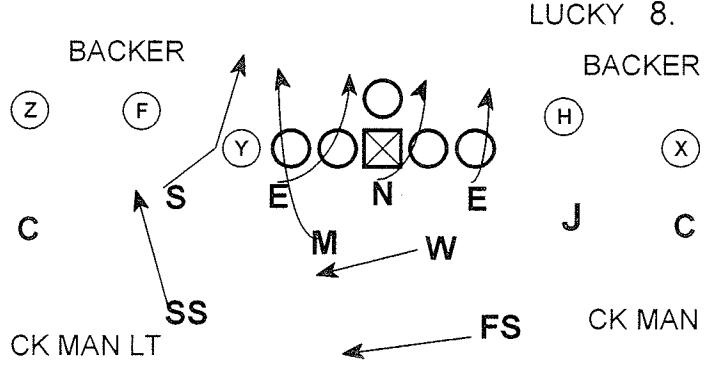
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT) *POSSIBLE CK ZORRO



BASE UNDER HAWK A (B, OR C)

LT

Z

C

INSIDE MAN

"BACKER"

RUSH
CONTAIN

JET
PRESSURE

JET
PRESSURE

STAB
PRESSURE

RUSH
CONTAIN

S

E

M
CLOSED SIDE
BACK MAN

SS
MAN TE

**"CLOSED LEFT"
"ABLE RIGHT"**

FS
OPEN SIDE
BACK MAN

X

C

INSIDE MAN

"BACKER"

WE WILL PRESS BIRD
BLITZES (WEEK TO WEEK)

ADJUSTMENTS

1. MIKE MAKE CLOSED CALL/ABLE LT/RT CALL
2. CORNERS MATCH UP ON WRS
SS- TE MAN
FS- OPEN BACK/OFFSET BACK
MIKE- BACK BEHIND QB
3. COLT COVERAGE VS. I (WEAK BACK READ)
4. SS/FS= COMBO VS. I NEAR
5. VS. YAC= SS/FS COMBO
6. BUNCH= 3 WAY
7. EMPTY= RUN IT

I SLOT LT

X

C

INSIDE MAN

"BACKER"

RUSH
CONTAIN

STAB
PRESSURE

JET
PRESSURE

JET
PRESSURE

RUSH
CONTAIN

Z

C

INSIDE MAN

FS

OPEN SIDE
BACK MAN

**"CLOSED RIGHT"
"ABLE LEFT"**

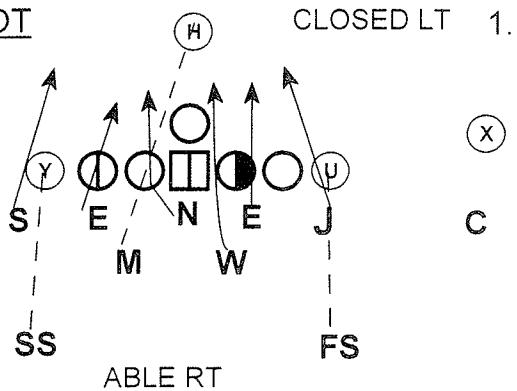
SS

MAN TE

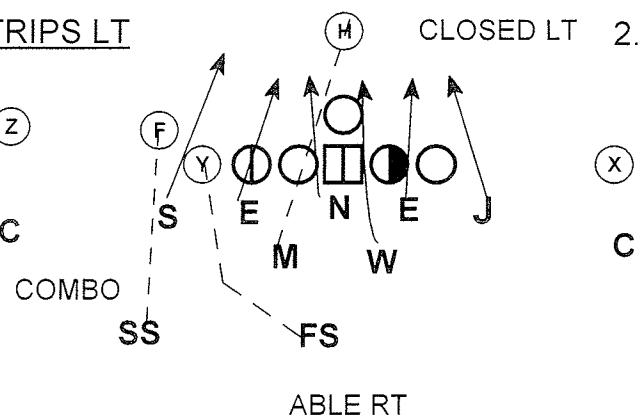
"BACKER"

BASE UNDER HAWK A: ADJUSTMENTS

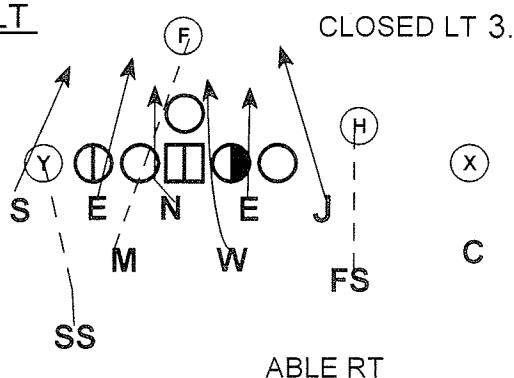
SILVER DOT



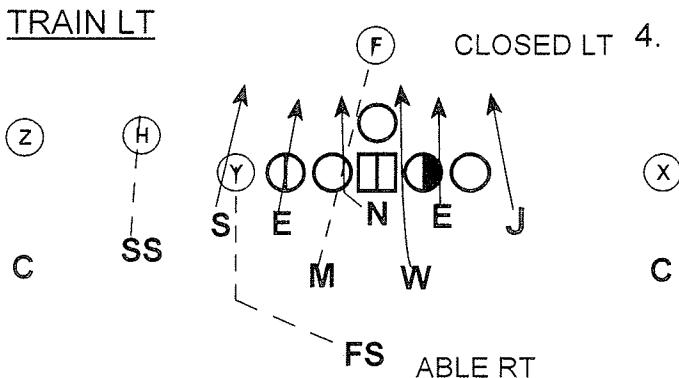
TRIPS LT



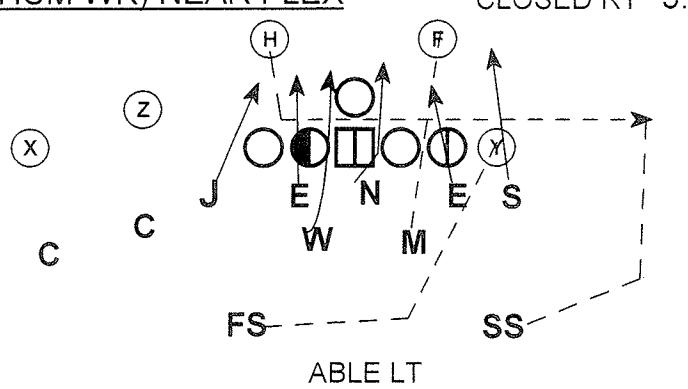
DOUBLE LT



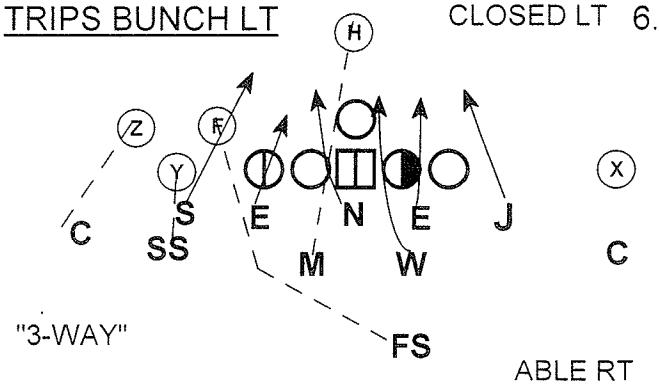
TRAIN LT



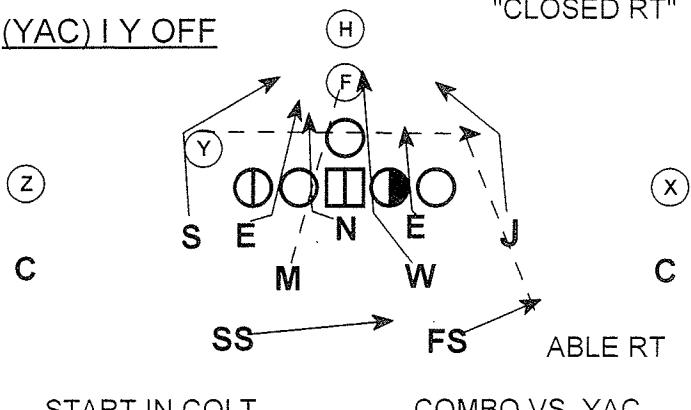
(HUM WK) NEAR FLEX



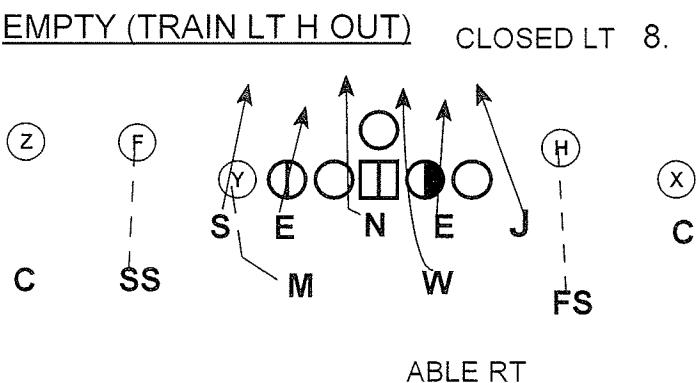
TRIPS BUNCH LT



(YAC) I Y OFF

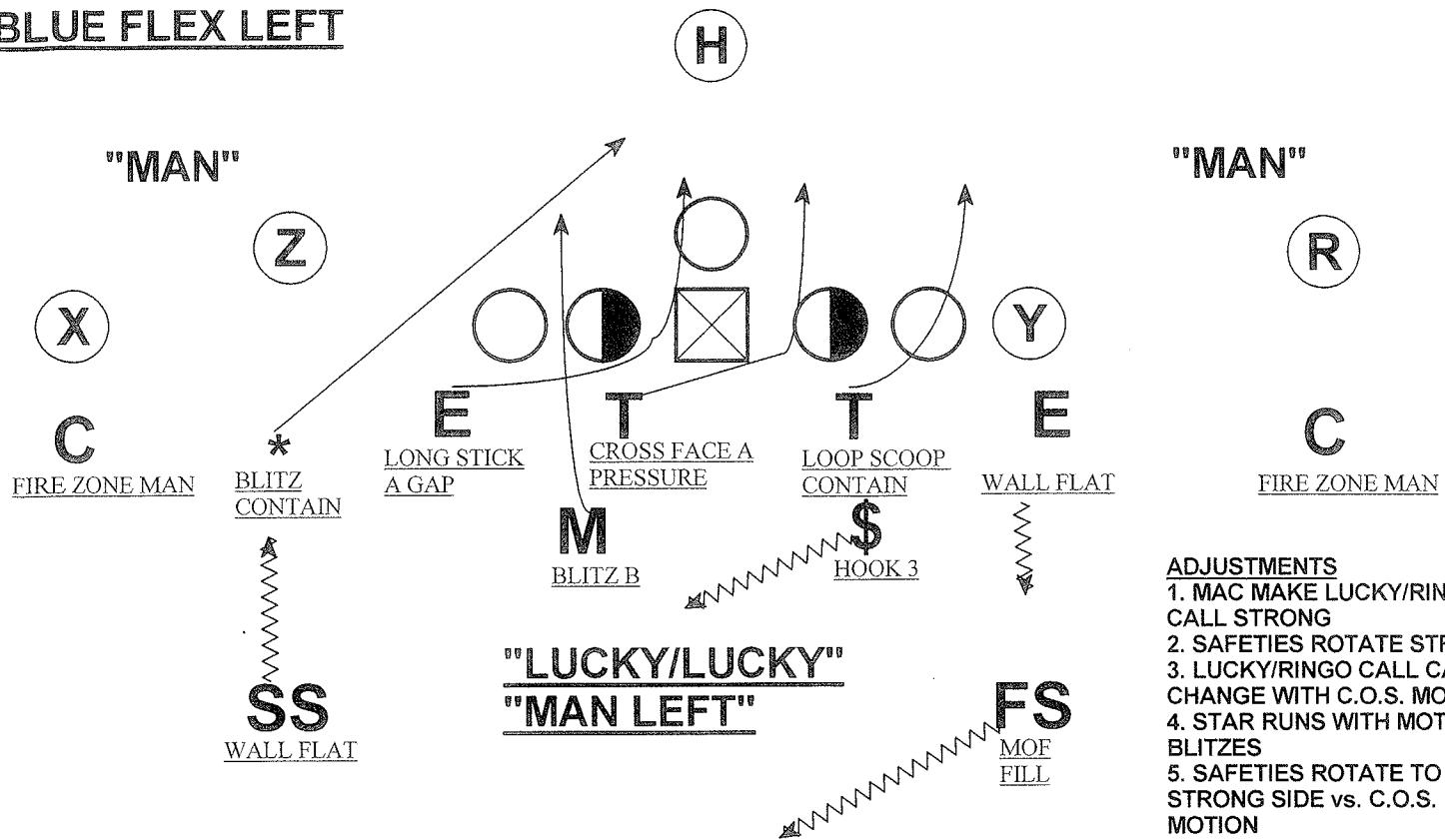


EMPTY (TRAIN LT H OUT)

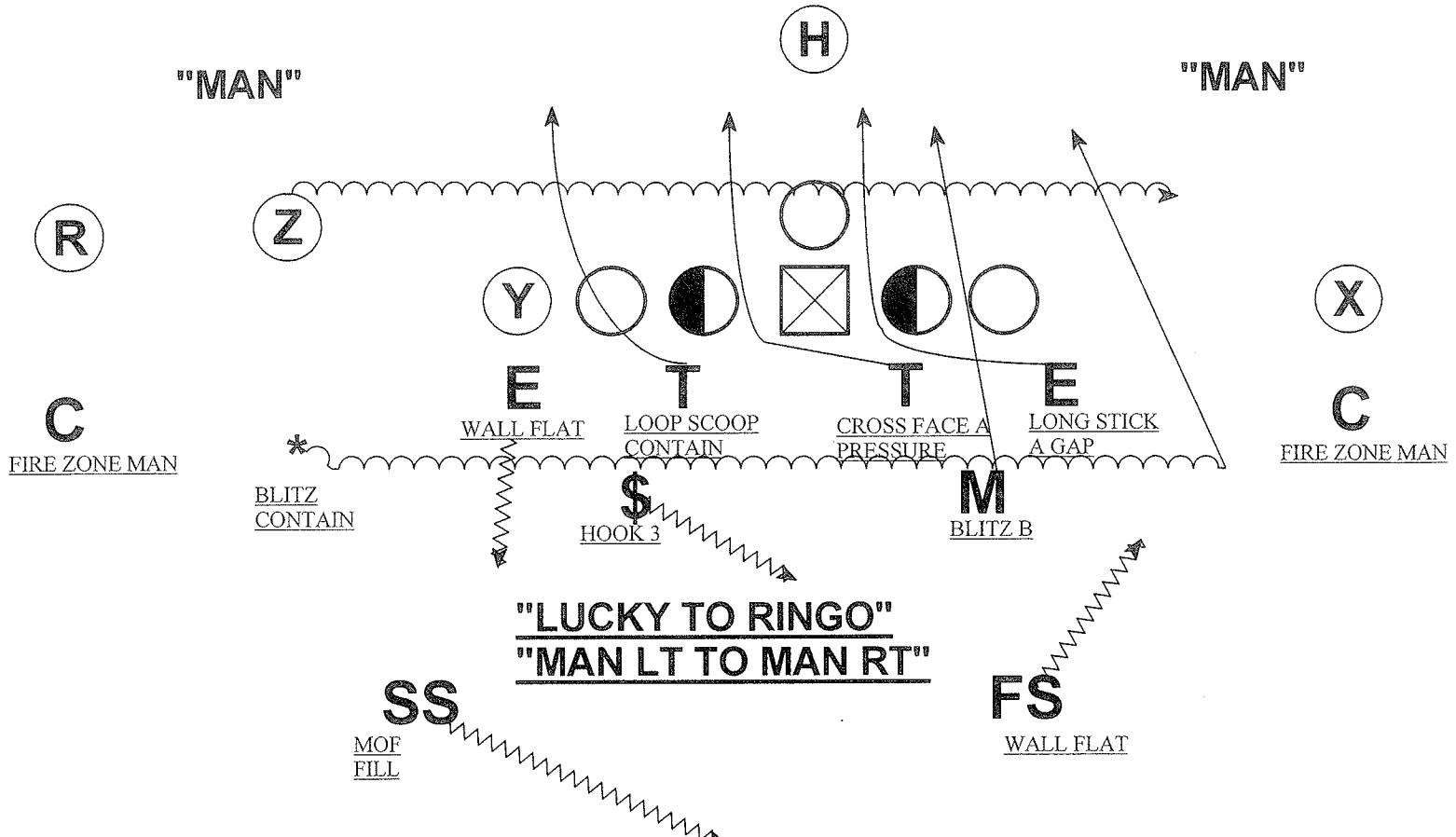


NICKEL/DIME FLEX STRONG FIRE ZONE

BLUE FLEX LEFT

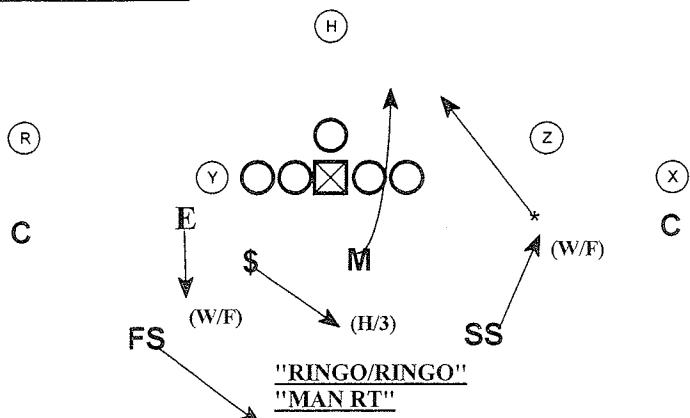


BLUE TRAIN LT

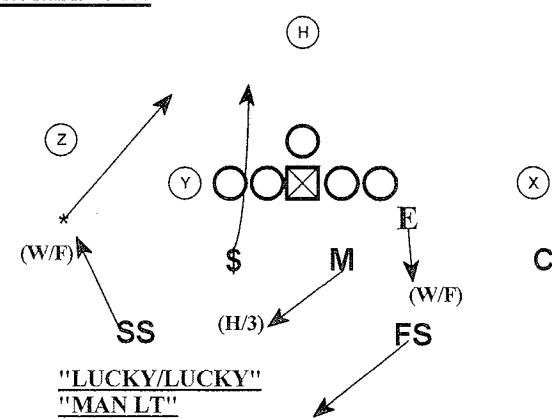


N/D FLEX STRONG FIRE ZONE: ADJUSTMENTS

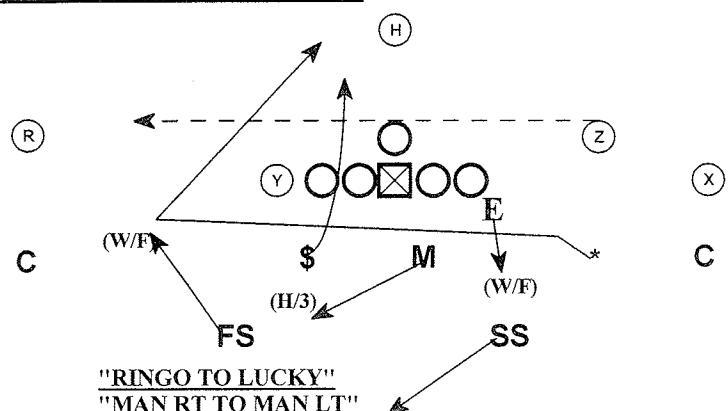
BLUE FLEX RT



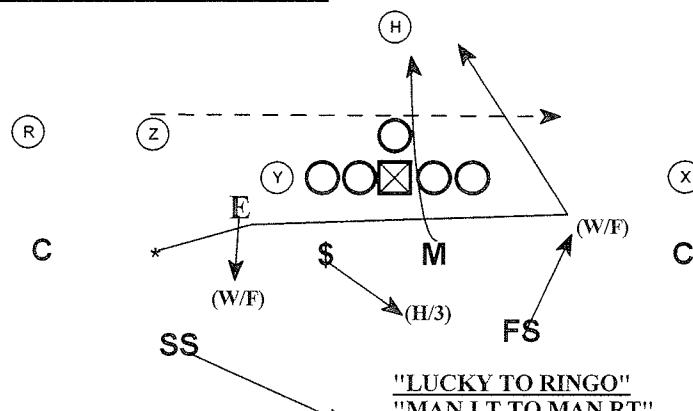
BLUE TRAIN LT



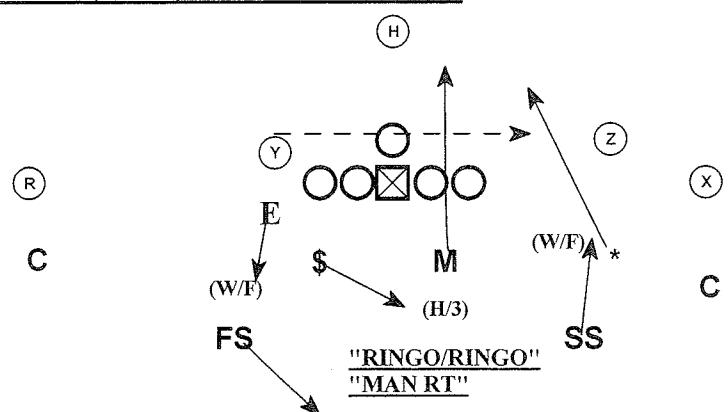
BLUE (ZAC) TRAIN LT



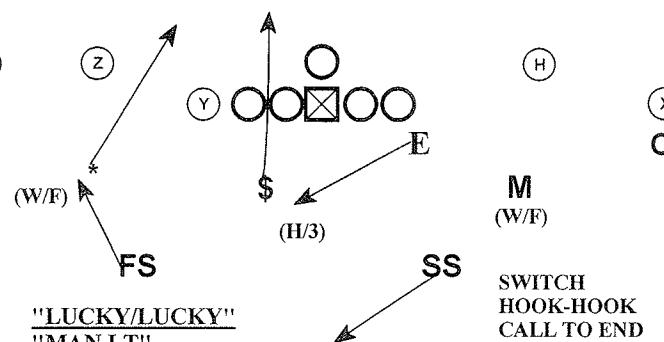
BLUE (ZAC) FLEX RT



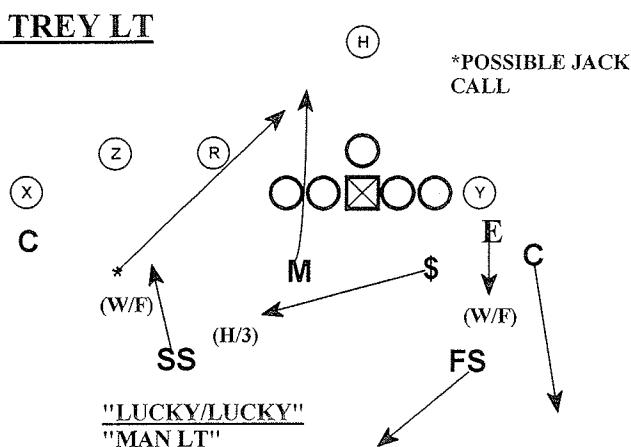
BLUE (YAC) TRAIN LT Y OFF



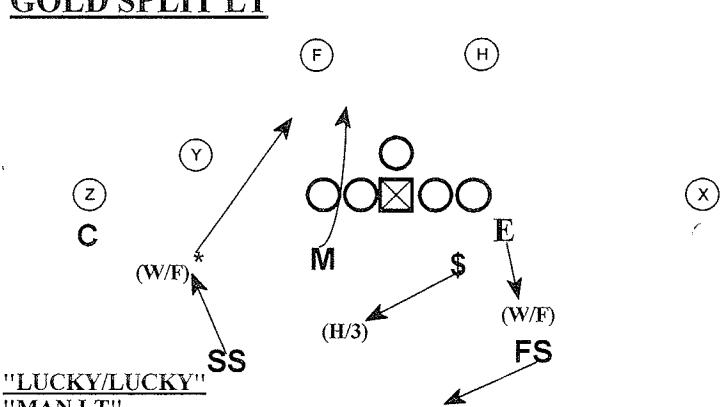
BLUE EMPTY TRAIN LT H OUT



BLUE TREY LT



GOLD SPLIT LT

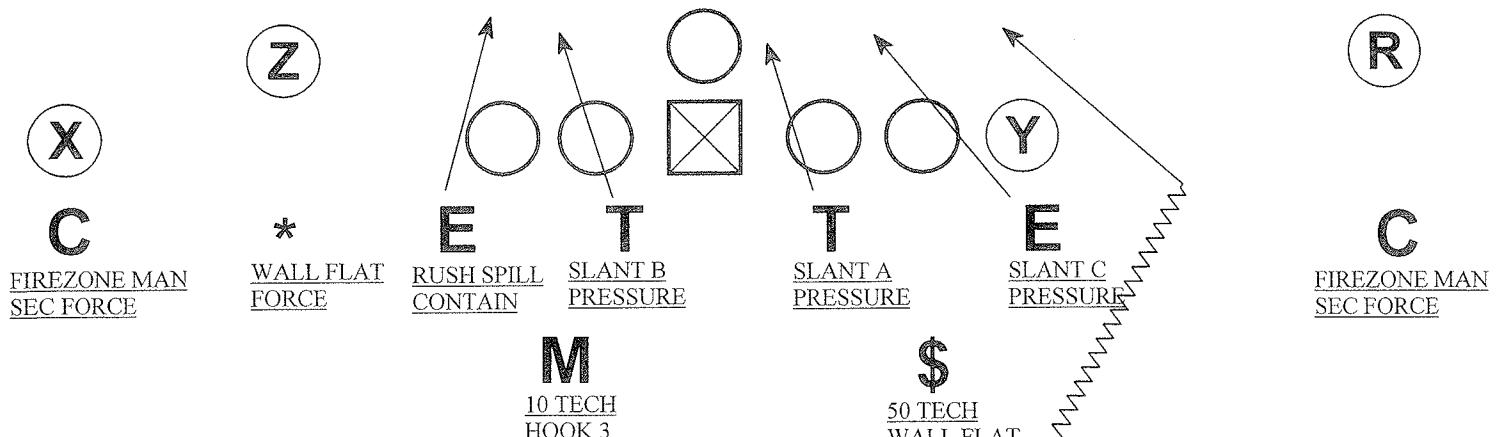


NICKEL FLEX TITE STING

BLUE FLEX LEFT

(H)

"SKY"



"SKY"

(R)

C

FIREZONE MAN SEC FORCE

SS
MOF FILL

"TITE RIGHT"
"STING RIGHT"

FS
BLITZ FORCE CONTAIN

ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. MAC MAKE STING LT/RT CALL TO THE TE
3. vs. BLUE FLEX = FS BLITZ TO SPILL/ CONTAIN
vs. BLUE TRAIN = STAR BLITZ TO SPILL/ CONTAIN
4. DL SLANT AWAY FROM TITE CALL
5. STAR RUN WITH COS MOTION & BLITZ vs. TRAIN. STAR PLAY WALL FLAT vs. FLEX.
6. ADJUST BLITZ vs. YAC

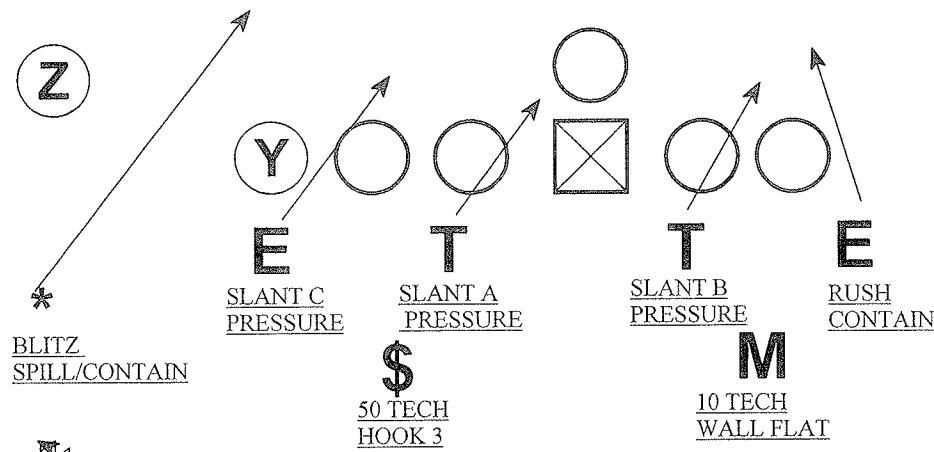
BLUE TRAIN LEFT

(H)

"SKY"

"BACKER"

R
C
FIREZONE MAN SEC FORCE



X

C

FIREZONE MAN SEC FORCE

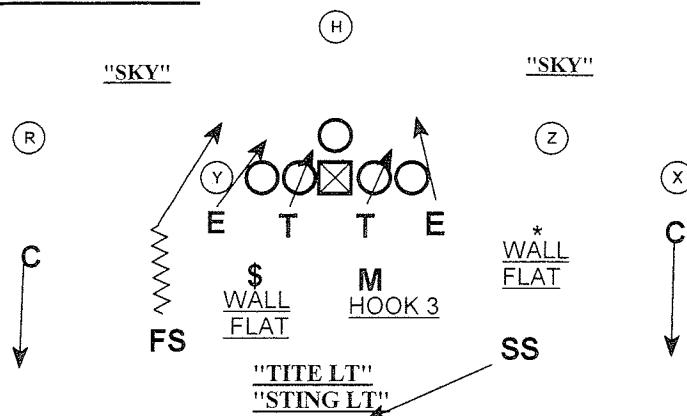
SS
LWALL FLAT FORCE

"TITE LEFT"
"STING LEFT"

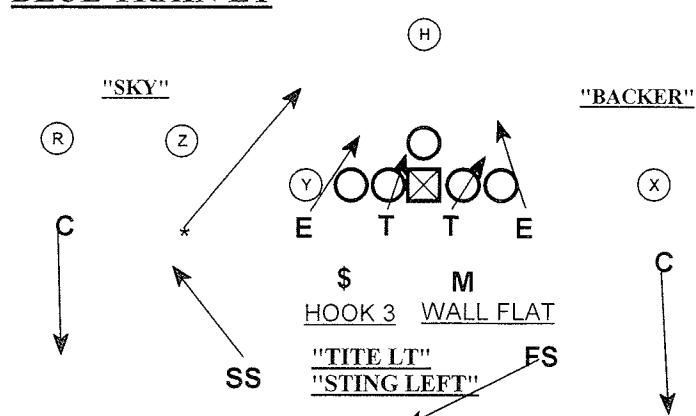
FS
MOF FILL

NICKEL FLEX TITE STING: ADJUSTMENTS

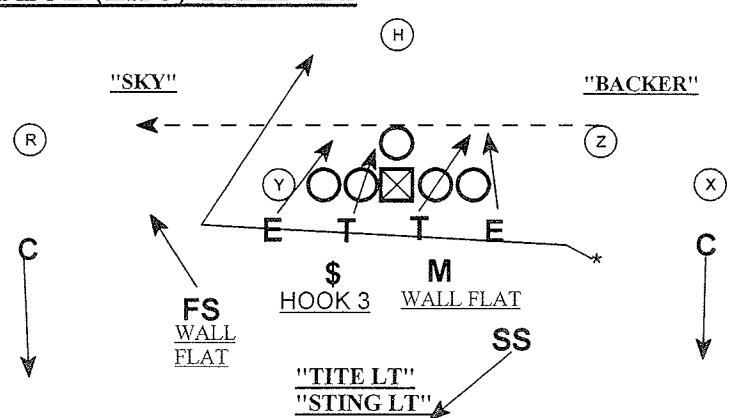
BLUE FLEX RT



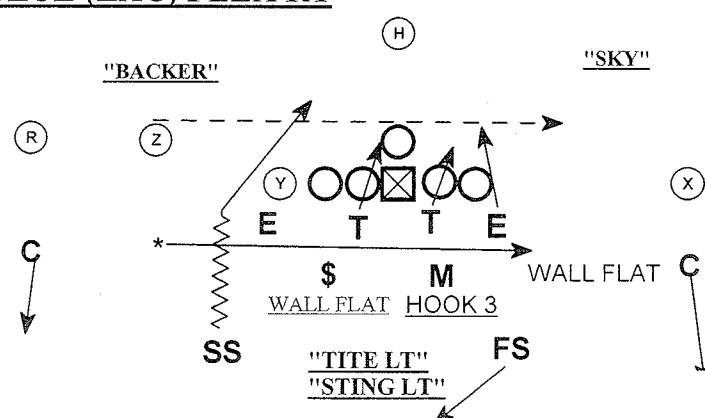
BLUE TRAIN LT



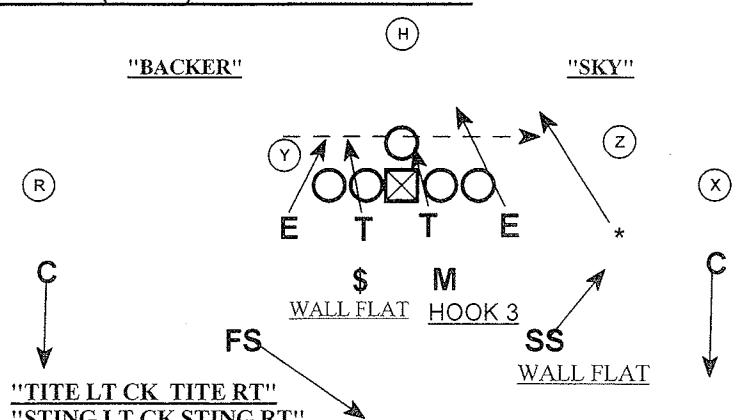
BLUE (ZAC) TRAIN LT



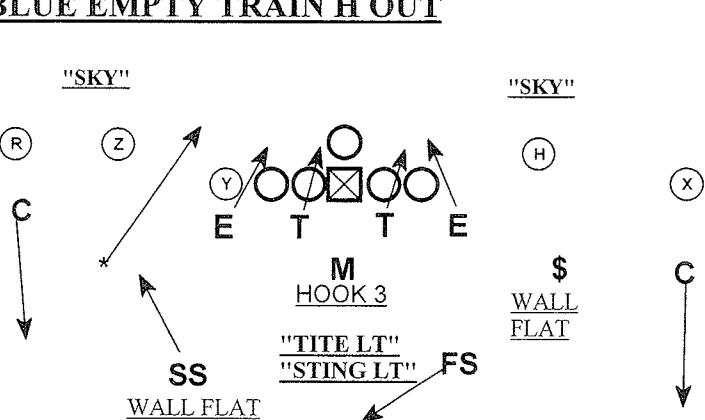
BLUE (ZAC) FLEX RT



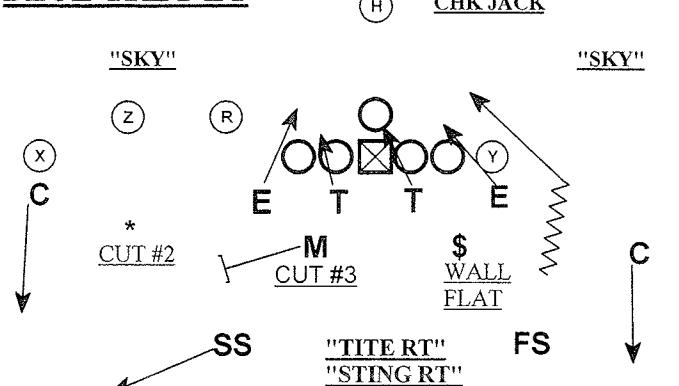
BLUE (YAC) TRAIN LT Y OFF



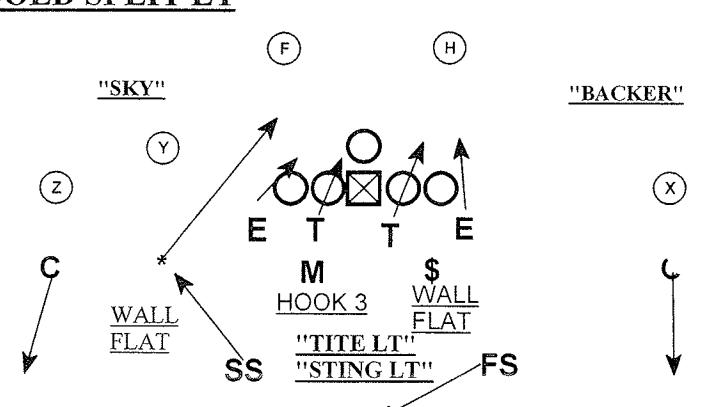
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

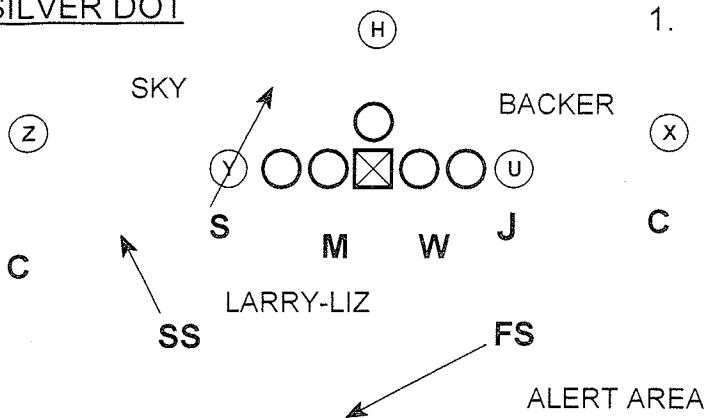


GOLD SPLIT LT

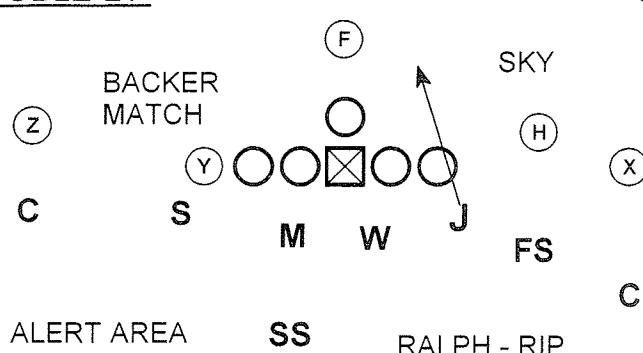


BASE STRONG 3 AUTO

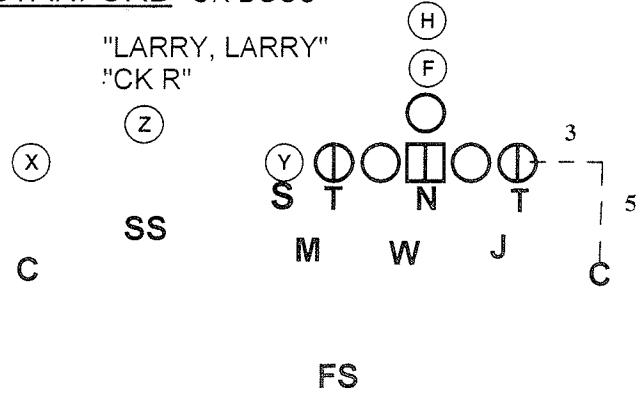
SILVER DOT



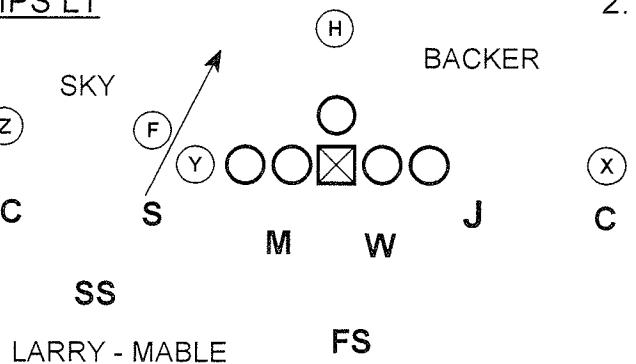
DOUBLE LT



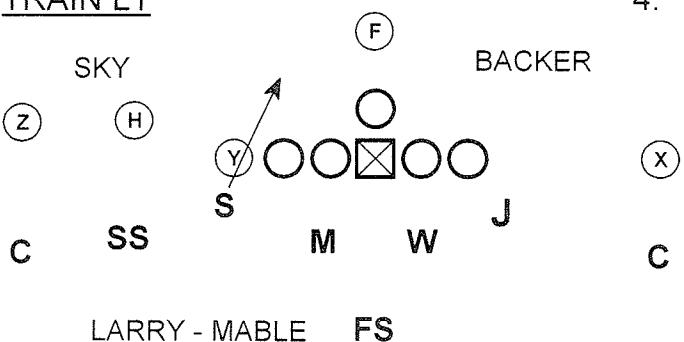
STANFORD CK BOSS



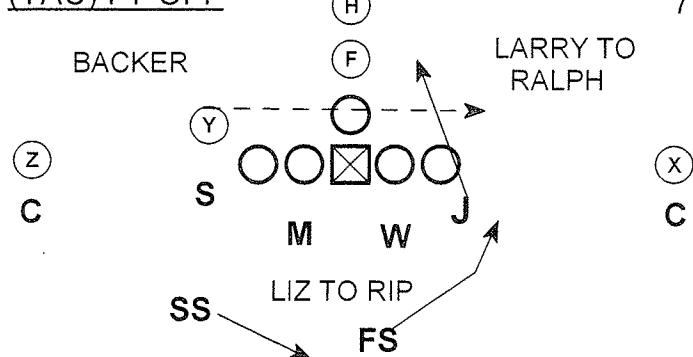
TRIPS LT



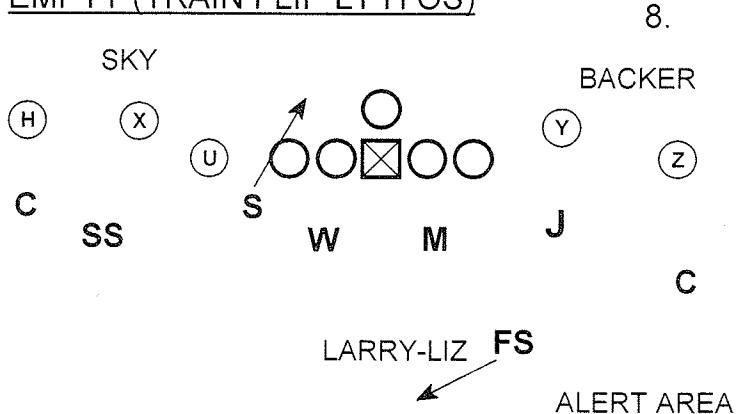
TRAIN LT



(YAC) I Y OFF



EMPTY (TRAIN FLIP LT H OS)



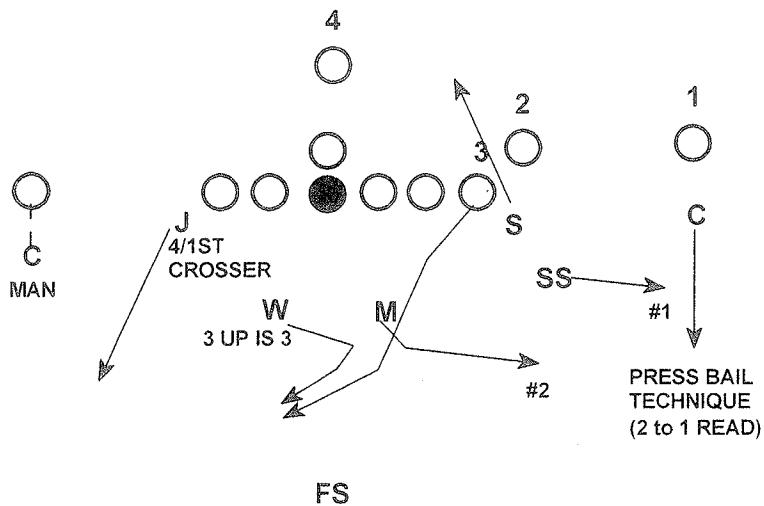
3 MABLE

(BASE STRONG 3 AUTO)

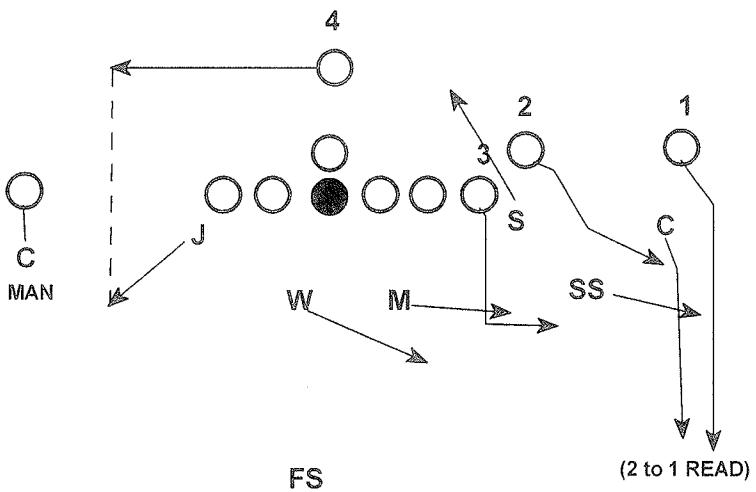
- PUSH THE COVERAGE
- WEAK HOOK 3 UP IS 3

MABLE = MAN

1.

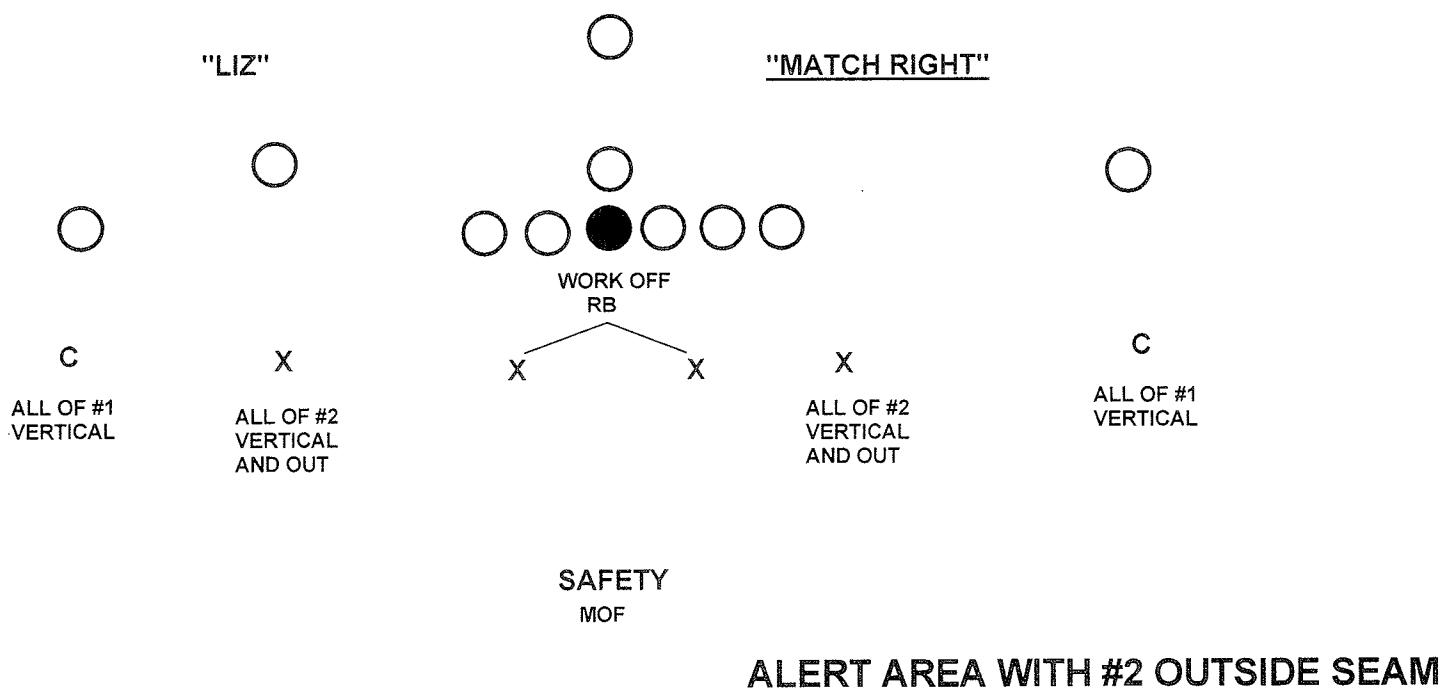


2.

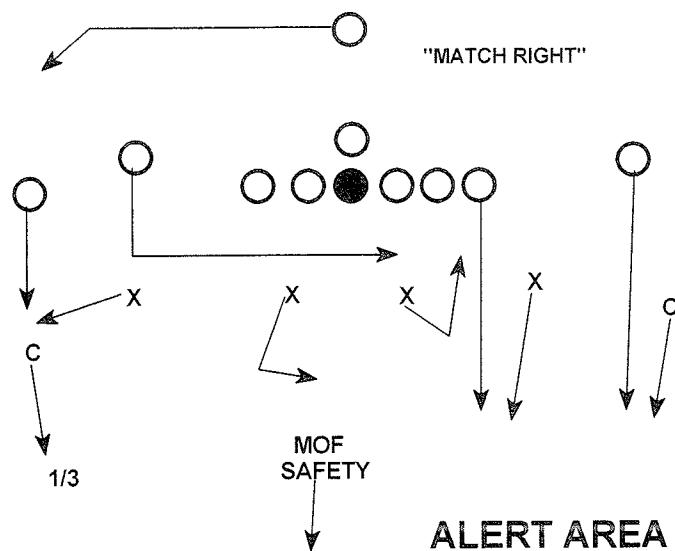


RIP / LIZ CALLS

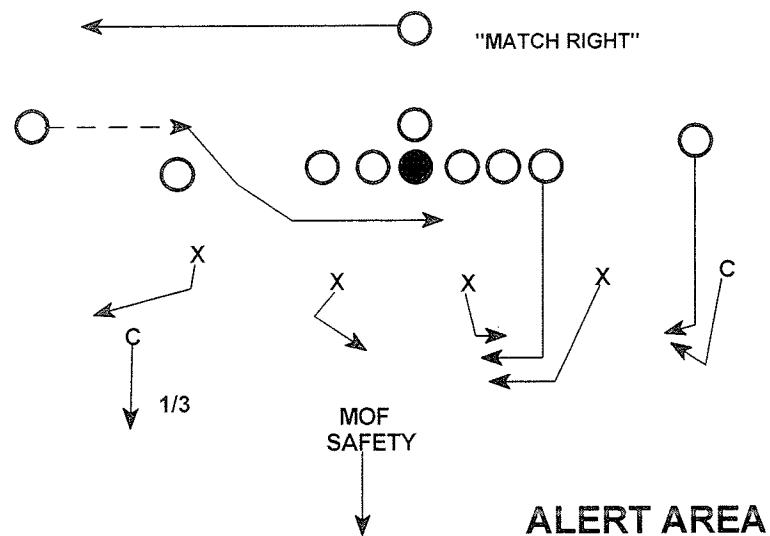
RIP/LIZ CALLS ARE A WAY TO PLAY 3 DEEP ZONE. TO THE SIDE OF A RIP/LIZ CALL THE CORNER PLAYS ALL OF #1 ON ANY VERTICAL ROUTE - DO NOT TAKE SNEAK. DB ON #2 TAKES ALL OF #2 ON ANY VERTICAL OR OUTSIDE ROUTE. VS. INSIDE ROUTE COMMUNICATE "UNDER" AND ZONE OFF. AWAY FROM RIP/LIZ CALL IS A MATCH RIGHT/LEFT CALL. CORNER AND LB/DB TO MATCH SIDE HAS SAME RULES AS RIP/LIZ. VS. 2 MAN STACK COMMUNICATE "SAFETY" TO ZONE OFF INTO 3 DEEP PRINCIPLE. RIP/LIZ IS A COMMUNICATION FOR 3 DEEP PATTERN MATCH - "NOT" ROTATION OF SAFETIES.



1. "LIZ" , "UNDER" ON ROUTE (ZONE)

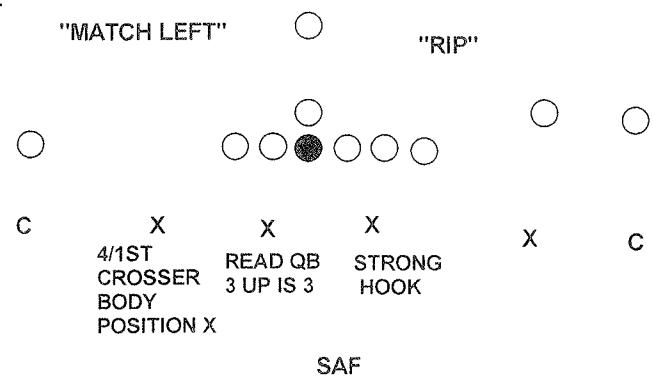


2. "LIZ" , "AREA" ON MOTION (ZONE)



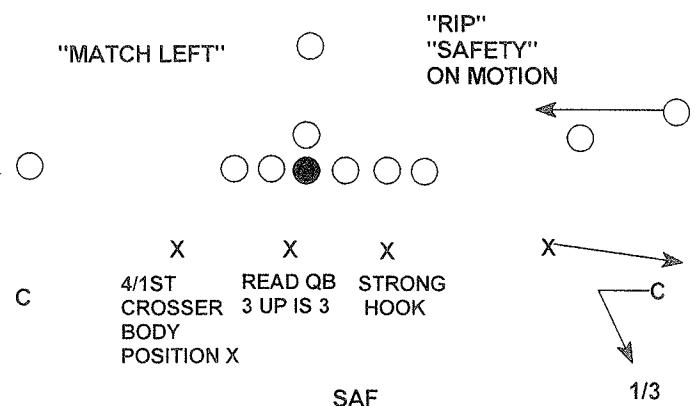
RIP/ LIZ CALLS

3.

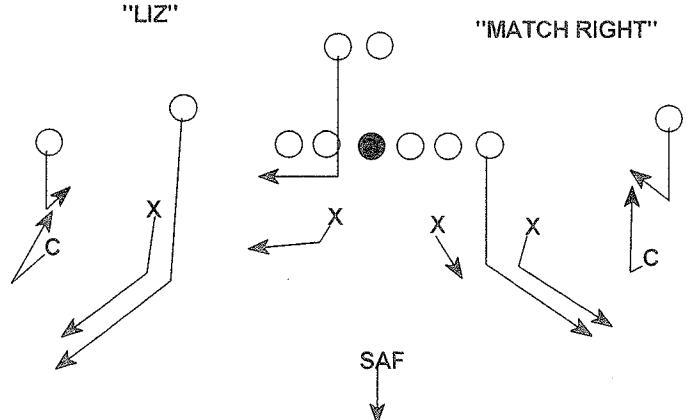


RIP/LIZ BAIL
SEC FORCE

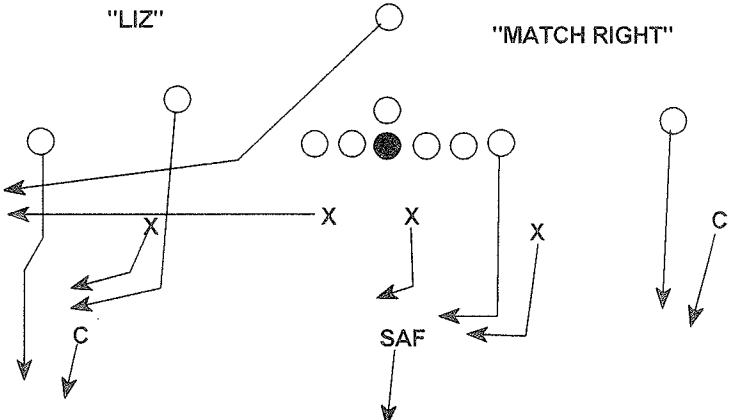
4.



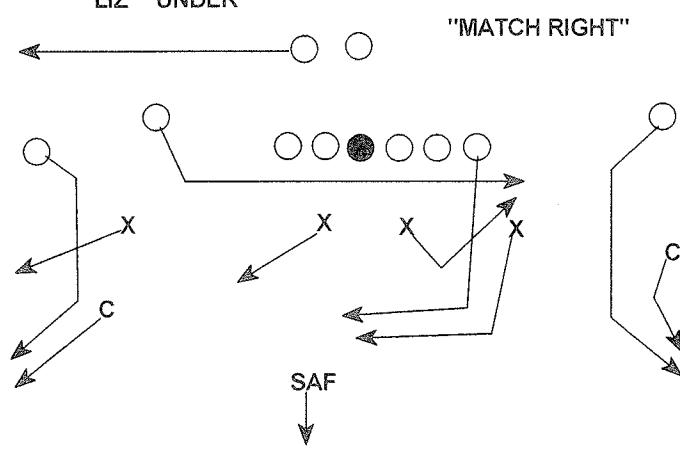
5.



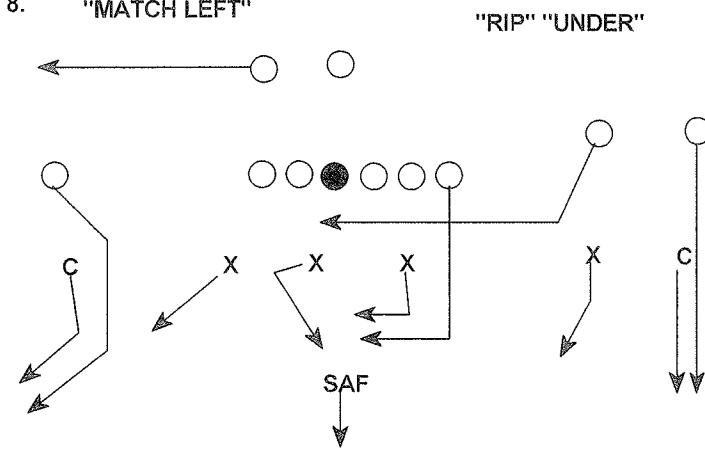
6.



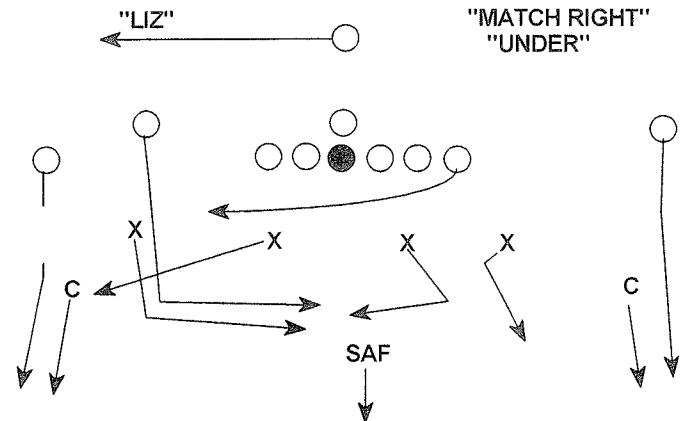
7. "LIZ" "UNDER"



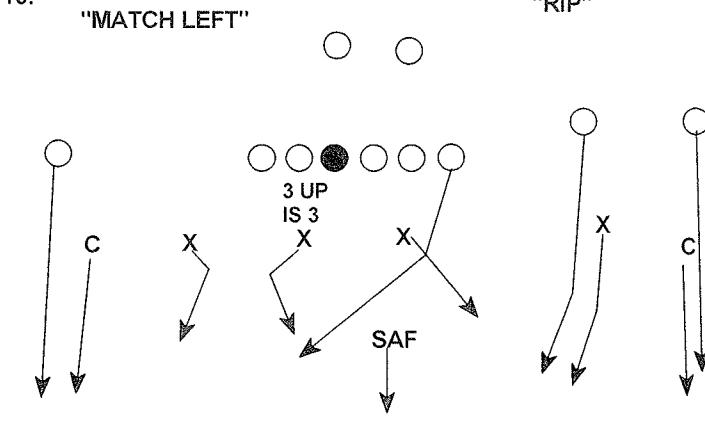
8. "MATCH LEFT"



9.



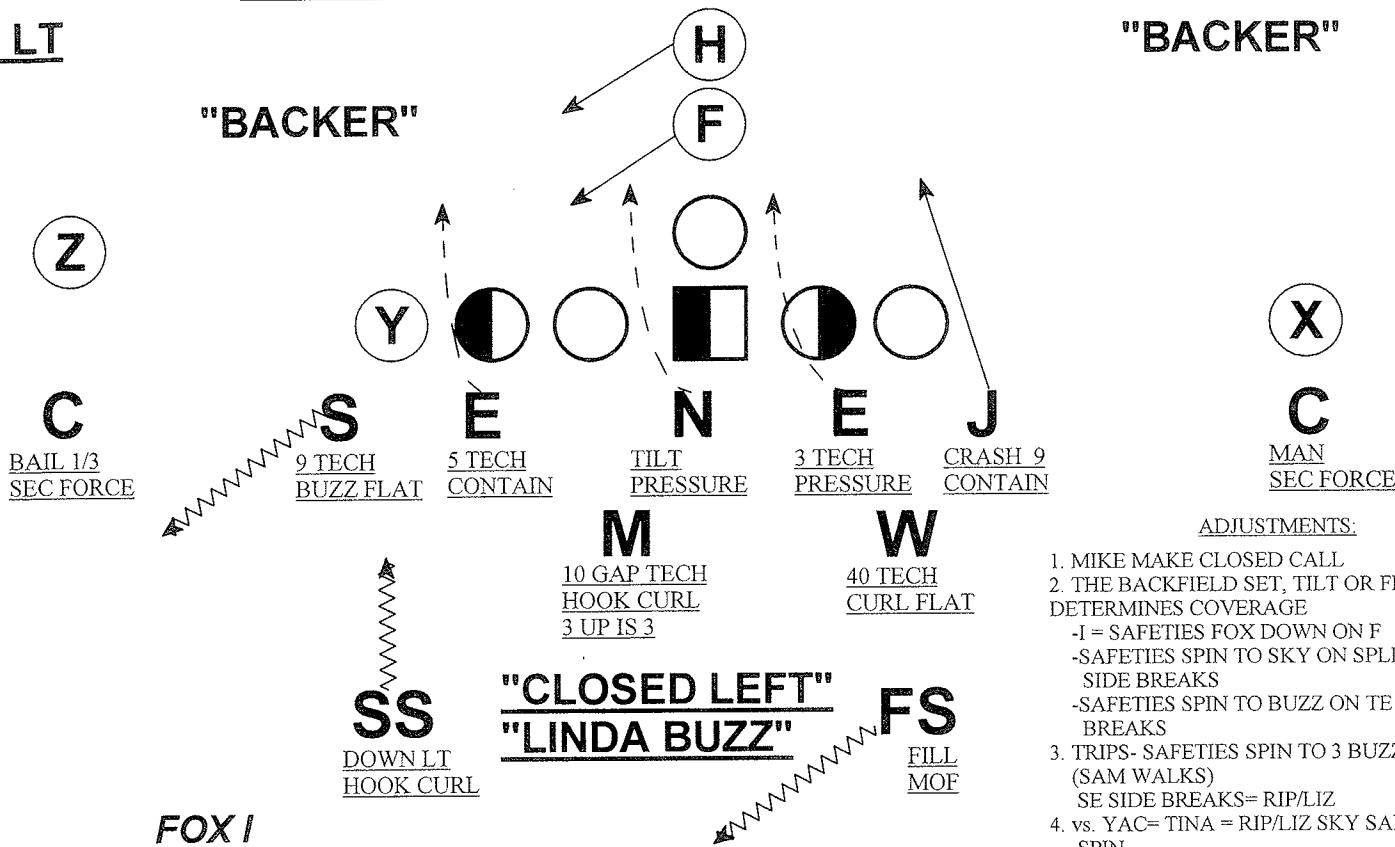
10.



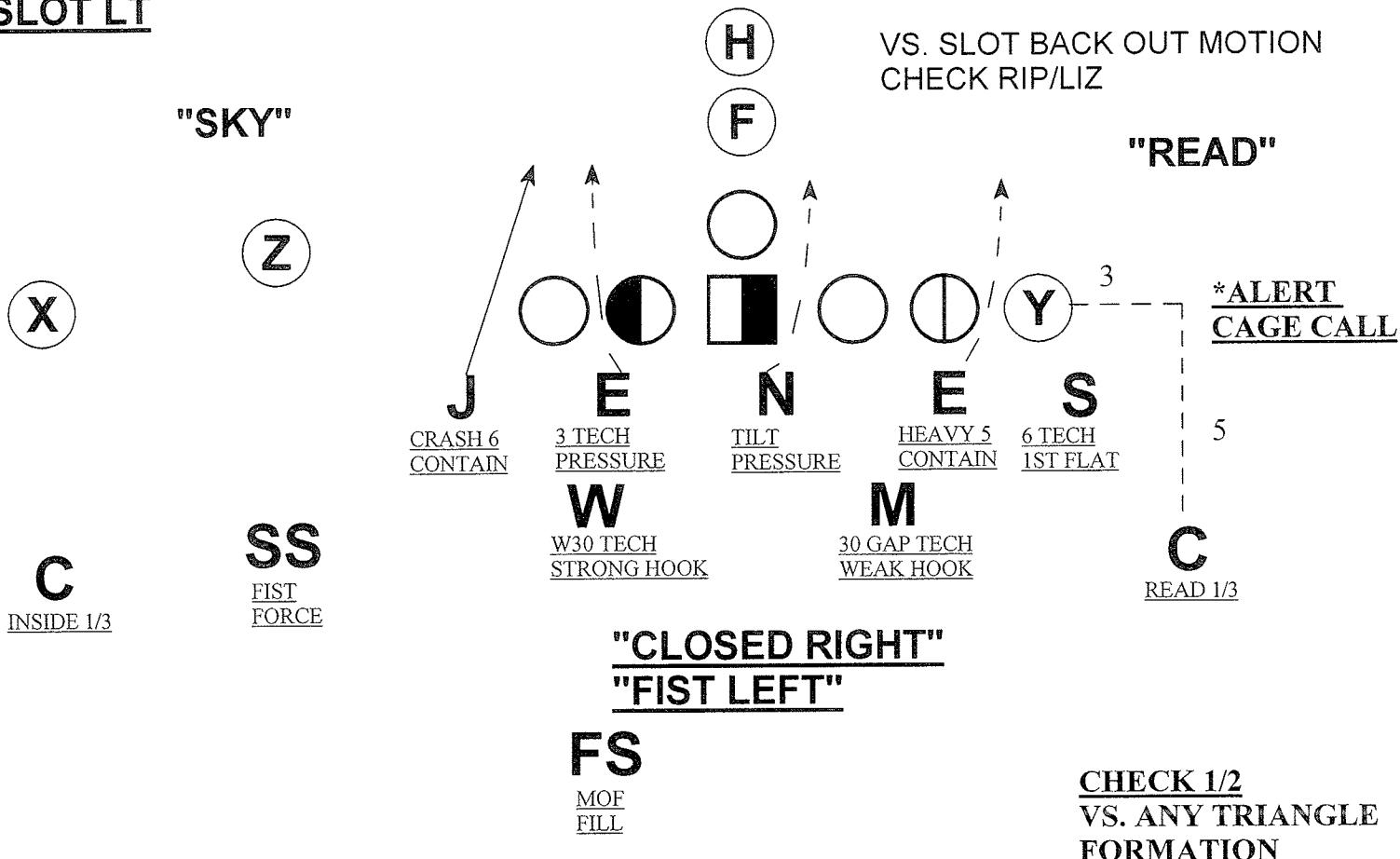
BASE UNDER O ZONE ALERT BUMP

FIST vs. SLOT

ILT



I SLOT LT



BASE UNDER O ZONE ALERT BUMP

FIST vs. SLOT

I FAR

"BACKER"

"BACKER"

H

F

Z

C

S
9 TECH
BUZZ FLAT

E
5 TECH
CONTAIN

TI LT
PRESSURE

3 TECH
PRESSURE

CRASH 9
CONTAIN

M

W

SS
MOF

"CLOSED LEFT"
"RIP SKY"

FS
CURL FLAT
FORCE

X

C

MAN
SEC FORCE

1. MIKE MAKE CLOSED CALL
2. THE BACKFIELD SET, TILT OR FLOW DETERMINES COVERAGE
 - I = SAFETIES FOX DOWN ON F
 - SAFETIES SPIN TO SKY ON SPLIT END SIDE BREAKS
 - SAFETIES SPIN TO BUZZ ON TE SIDE BREAKS
3. TRIPS- SAFETIES SPIN TO 3 BUZZ MAE (SAM WALKS)
SE SIDE BREAKS= RIP/LIZ
4. vs. YAC= TINA = RIP/LIZ SKY SAFETIES SPIN
5. SPLIT BACKS = CHECK COVER 7
6. Y TRADE = RELOAD FRONT
7. SLOT= CHECK FIST
8. EMPTY= CHECK ZEBRA

I NEAR

"BACKER"

CHECK 1/2

VS. ANY TRIANGLE FORMATION

Z

C

"BACKER"

F

H

Y

E

TI LT
PRESSURE

3 TECH
PRESSURE

CRASH 9
CONTAIN

S
9 TECH
BUZZ FLAT

E
5 TECH
CONTAIN

TI LT
PRESSURE

3 TECH
PRESSURE

CRASH 9
CONTAIN

M (ROBOT)
HOOK CURL
3 UP IS 3

W
40 TECH
CURL FLAT

X

C

MAN
SEC FORCE

ADJUSTMENTS:

BAIL 1/3
SEC FORCE

SS
DOWN LT
HOOK CURL

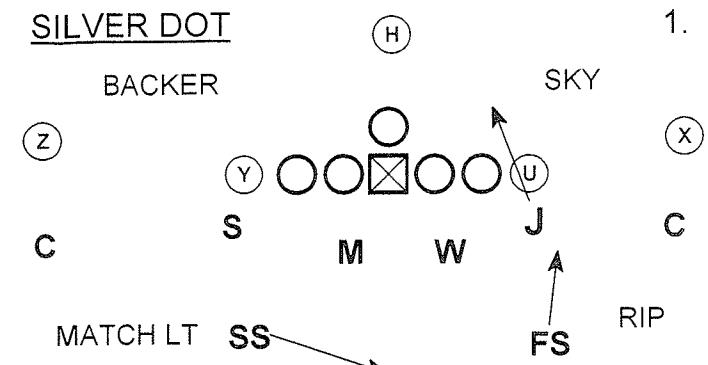
"CLOSED LEFT"
"LINDA BUZZ"

FS
FILL
MOF

ZONE ALERT BUMP

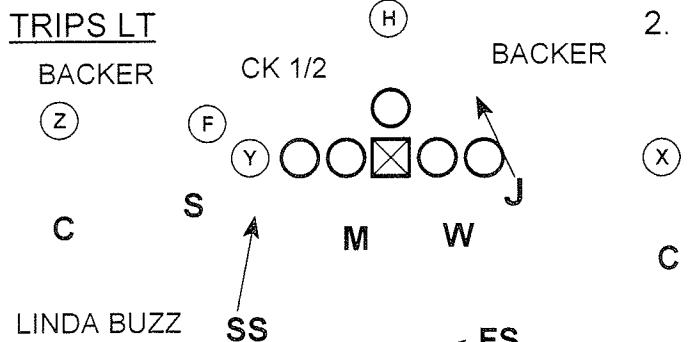
FIST vs. SLOT

SILVER DOT



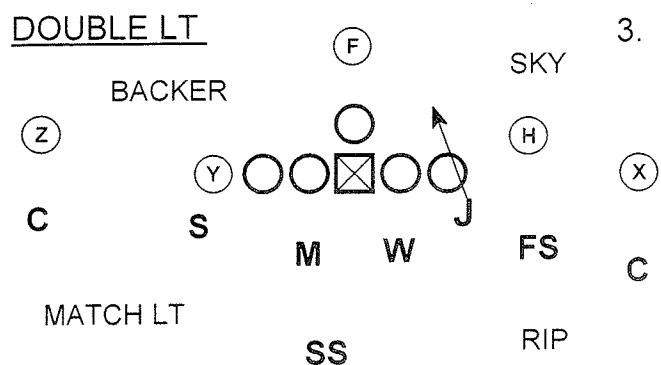
1.

TRIPS LT



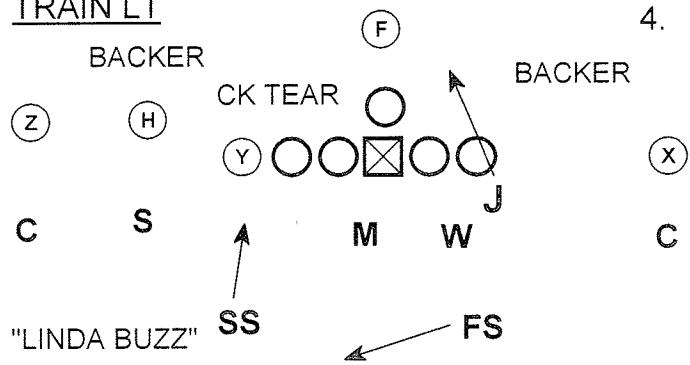
2.

DOUBLE LT



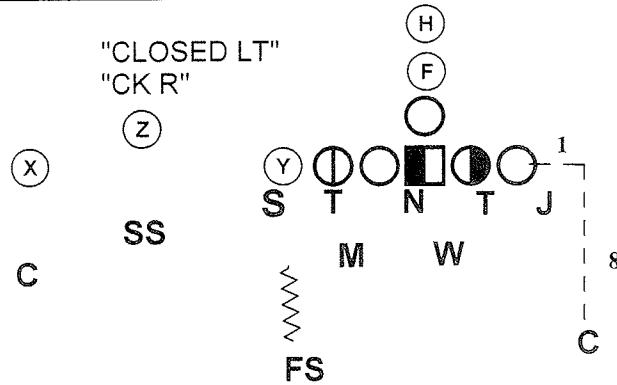
3.

TRAIN LT



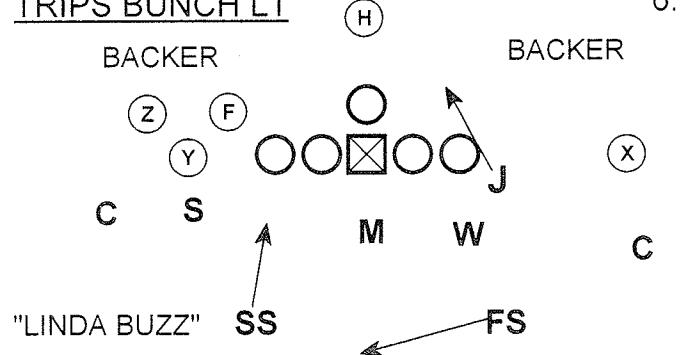
4.

STANFORD CK STANFORD



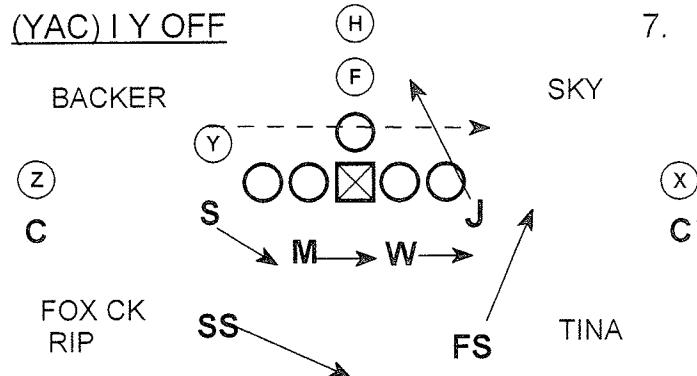
5.

TRIPS BUNCH LT



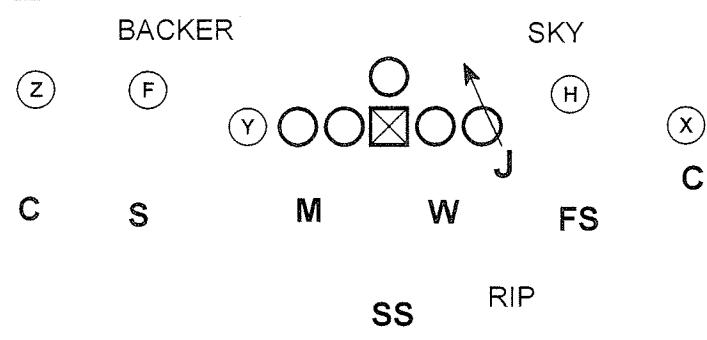
6.

(YAC) I Y OFF



7.

TRAIN LT H OUT



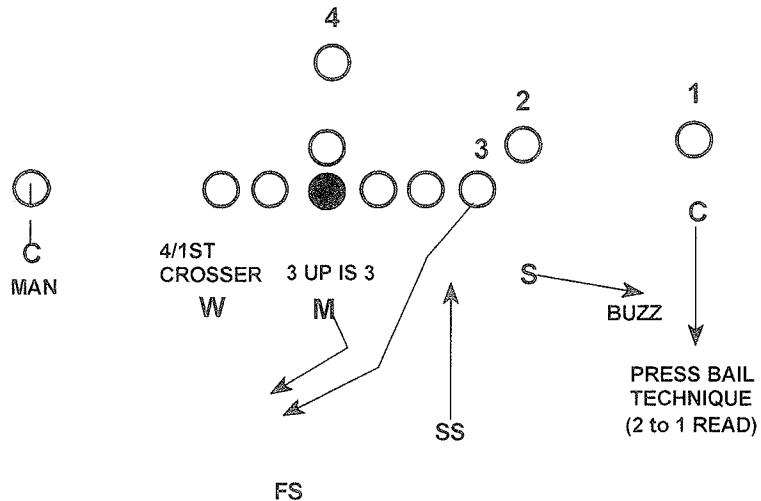
8.

3 (BUZZ) MABLE

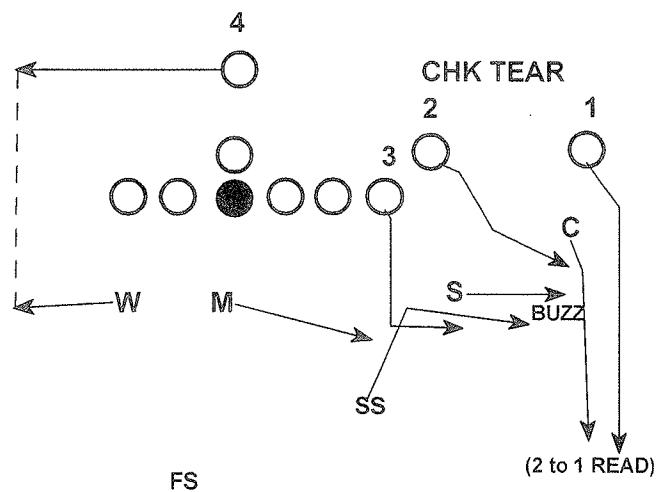
- PUSH THE COVERAGE
- WEAK HOOK 3 UP IS 3

MABLE = MAN

1. BS UNDER O ZONE ALERT

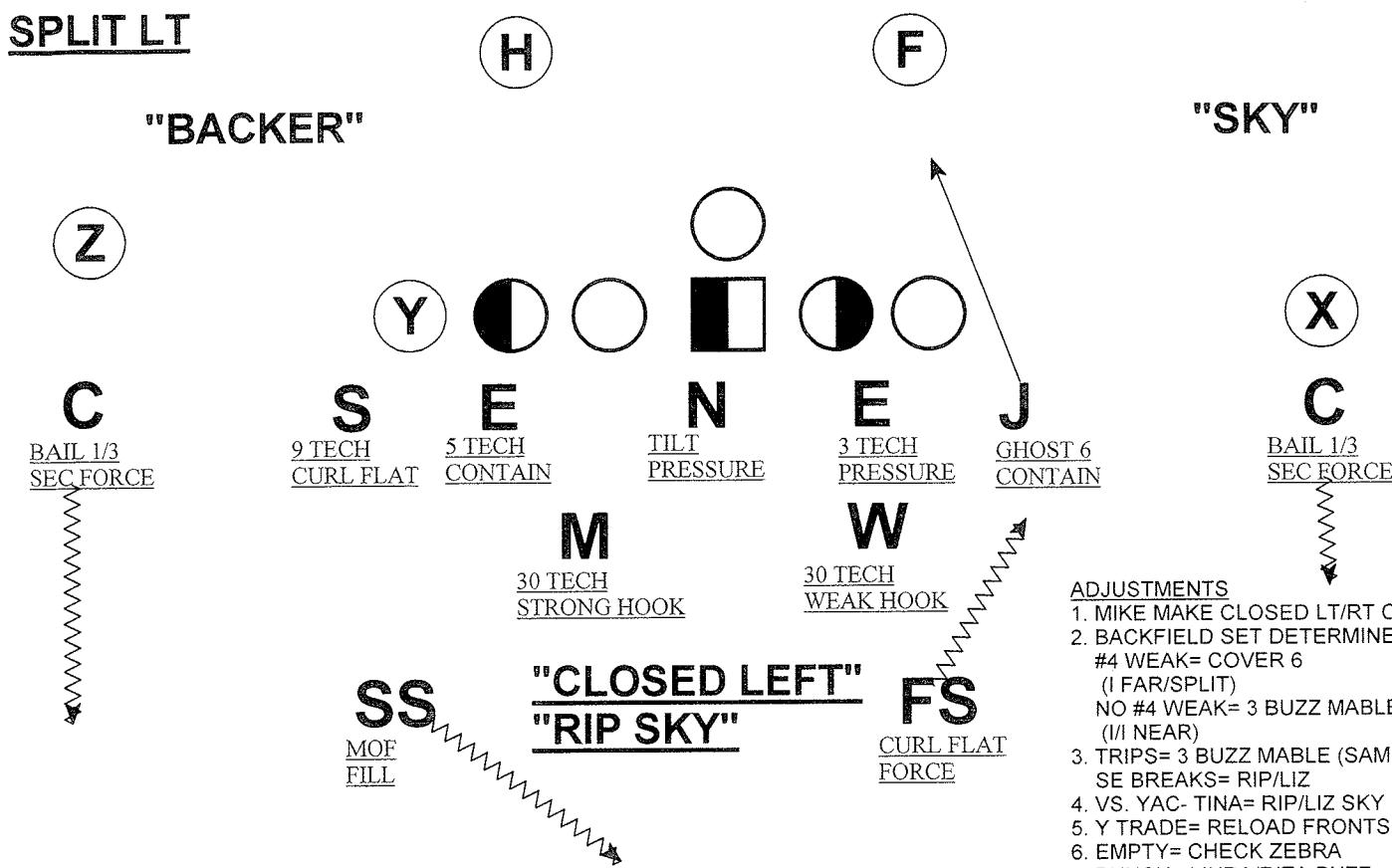


2.



BASE UNDER O 6 ADJUSTED/ FIST

SPLIT LT



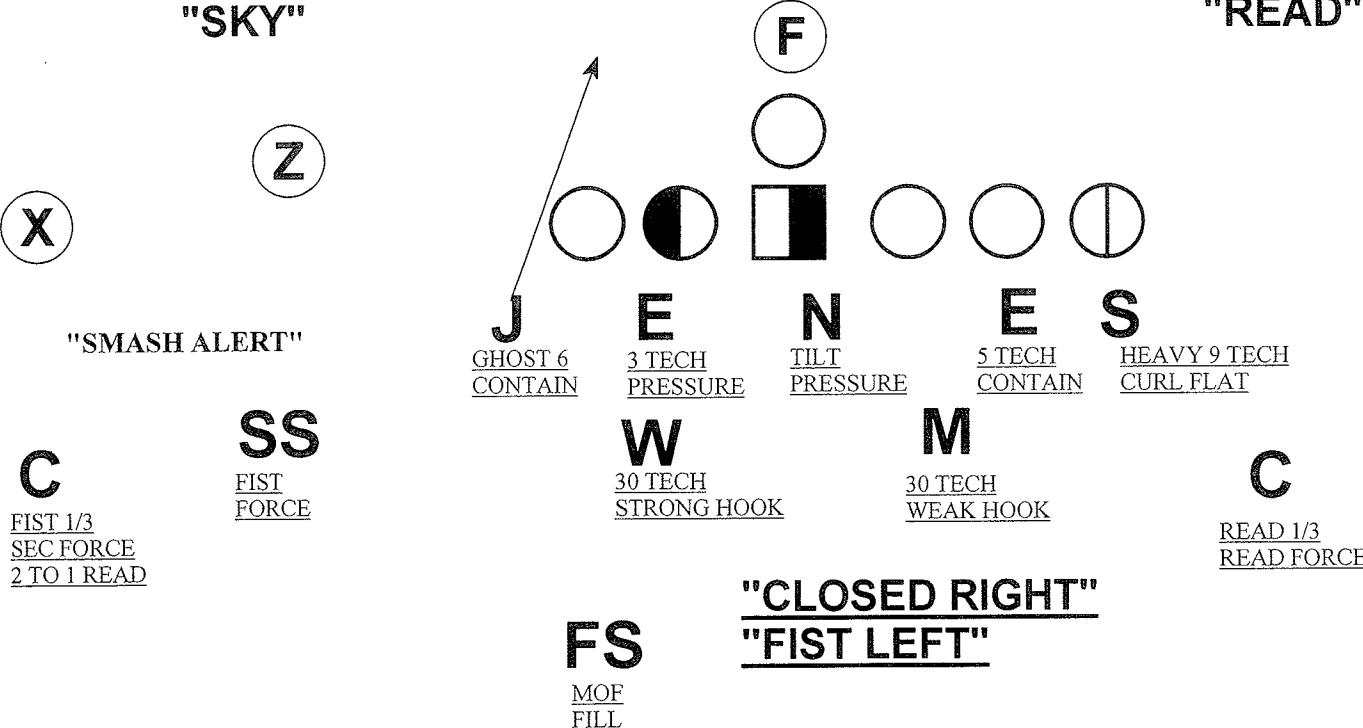
ADJUSTMENTS

1. MIKE MAKE CLOSED LT/RT CALL
2. BACKFIELD SET DETERMINES COVERAGE
#4 WEAK= COVER 6
(I FAR/SPLIT)
NO #4 WEAK= 3 BUZZ MABLE
(I/I NEAR)
3. TRIPS= 3 BUZZ MABLE (SAM WALKS)
SE BREAKS= RIP/LIZ
4. VS. YAC- TINA= RIP/LIZ SKY
5. Y TRADE= RELOAD FRONTS
6. EMPTY= CHECK ZEBRA
7. BUNCH= LINDA/RITA BUZZ

CHECK FIST VS. SLOT

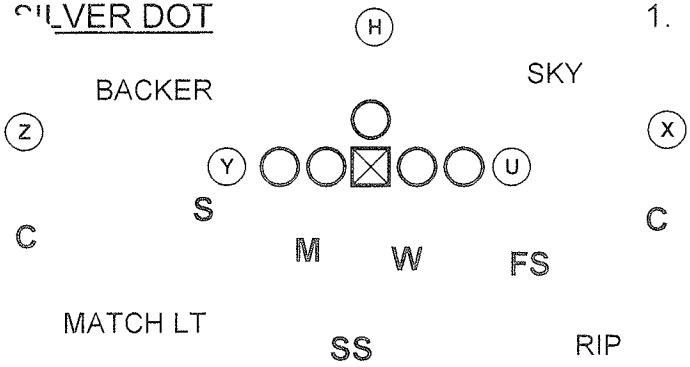
I SLOT LT

VS. SLOT BACK OUT MOTION
CHECK RIP/LIZ



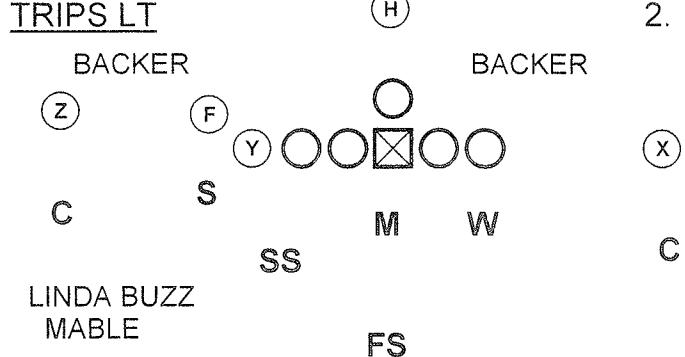
BASE UNDER O 6 ADJUSTED/FIST

SILVER DOT



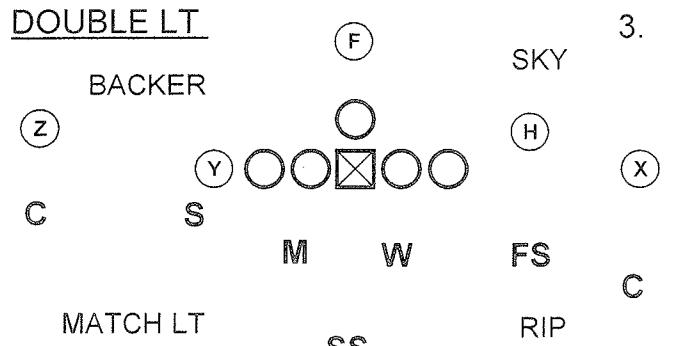
1.

TRIPS LT



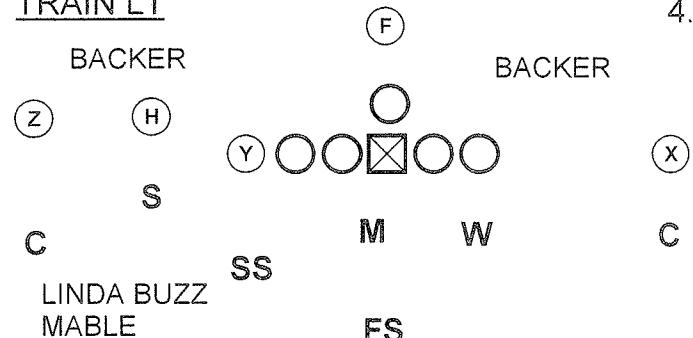
2.

DOUBLE LT



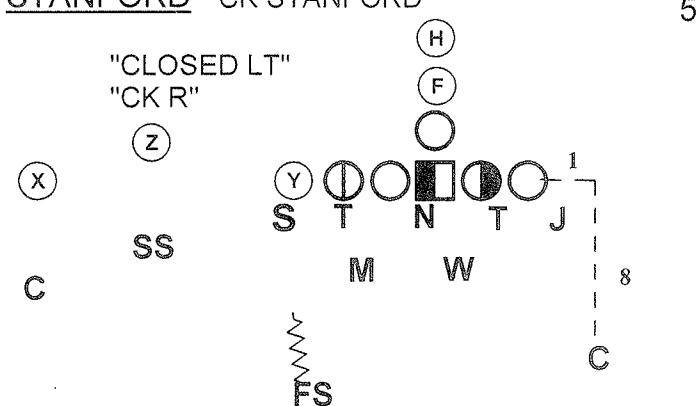
3.

TRAIN LT



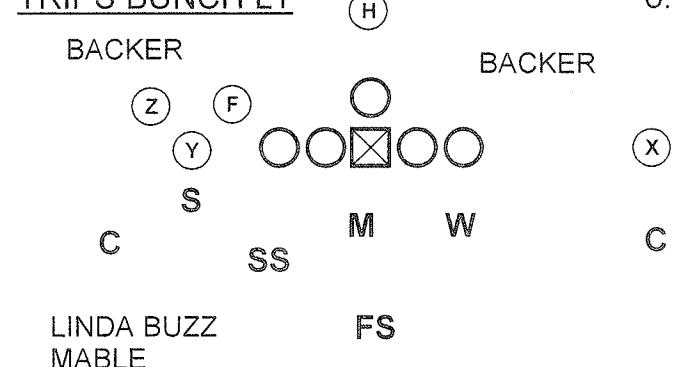
4.

STANFORD CK STANFORD



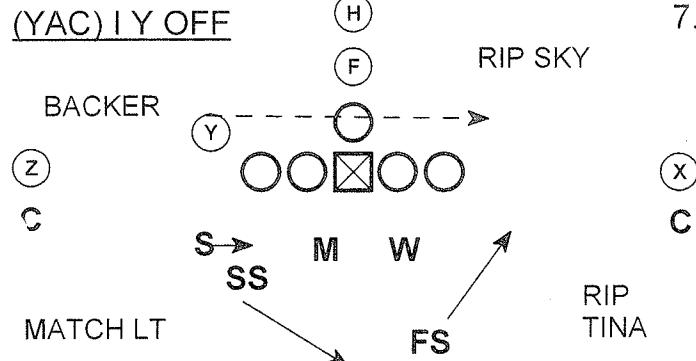
5.

TRIPS BUNCH LT



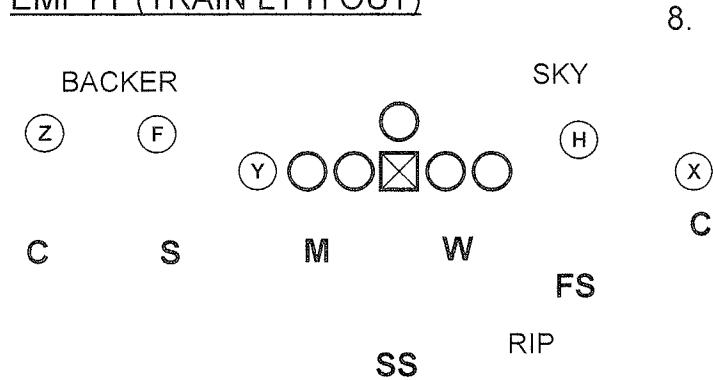
6.

(YAC) I Y OFF



7.

EMPTY (TRAIN LT H OUT)

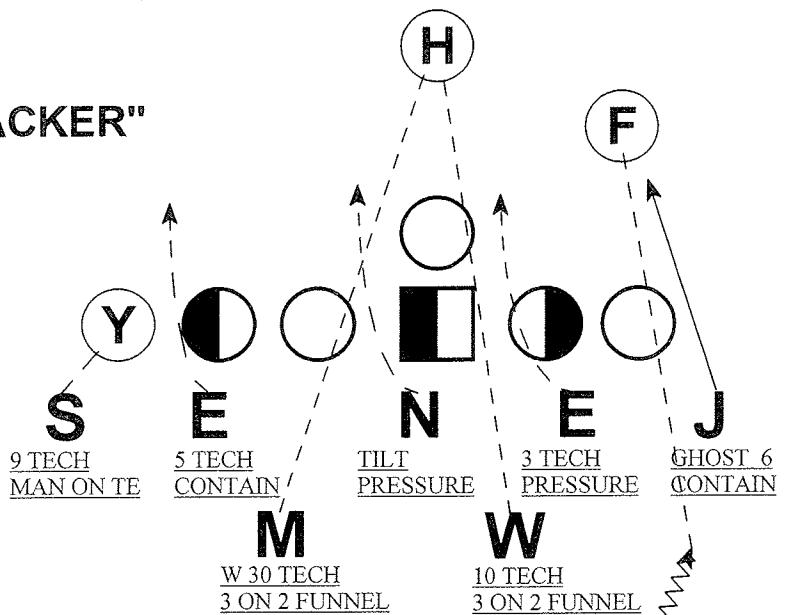
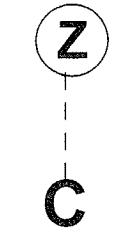


8.

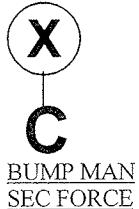
BASE UNDER O 1 ALERT

I FAR LT

"BACKER"



"SKY"

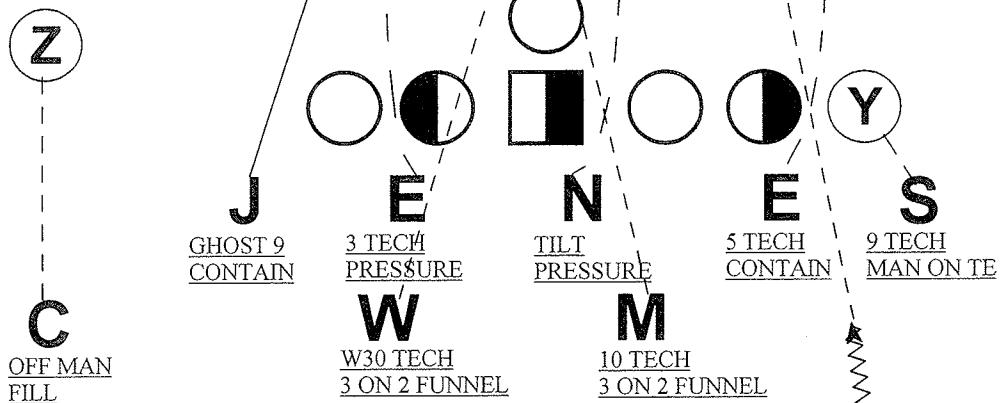
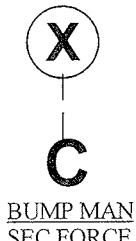


ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. SAFETIES MAKE DOWN RT/LT CALL
3. vs. 1 BACKS = KEY DOWN ON F
4. ROCKET ADJUST vs. all 1 BACK MOTION
5. CORNERS MATCH UP vs. SLOT
6. vs. YAC = SPIN SAFETIES
7. vs. Y TRADE = RELOAD FRONT
8. vs. BUNCH = LOCK AND LEVEL
9. vs. 2 MAN STACK = PUSH 1 BEHIND 2
10. vs. EMPTY = RAZOR
11. SAFETIES= KEY DOWN VS. I

I NEAR SLOT LT

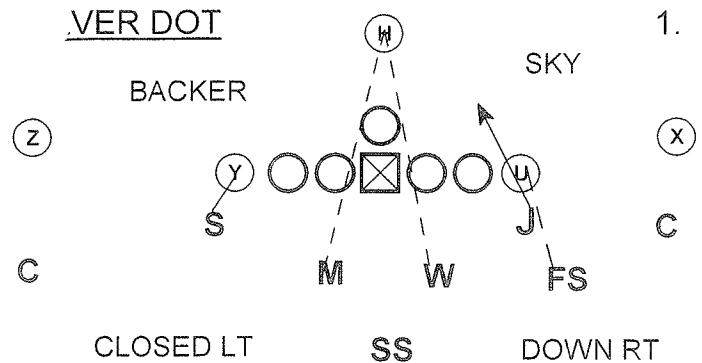
"BACKER"



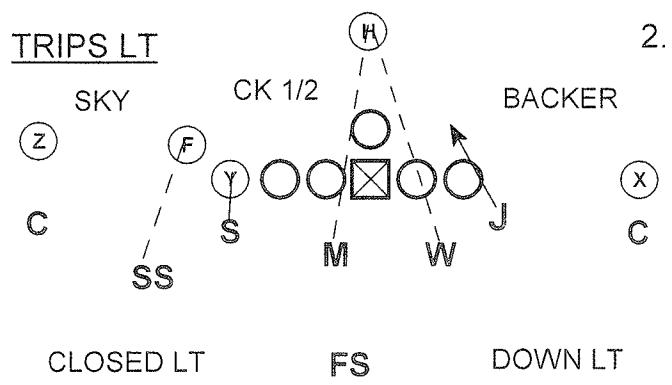
"BACKER"

BASE UNDER O 1 ALERT

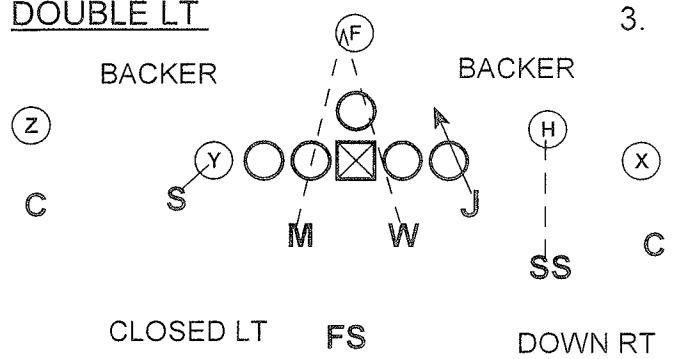
VER DOT



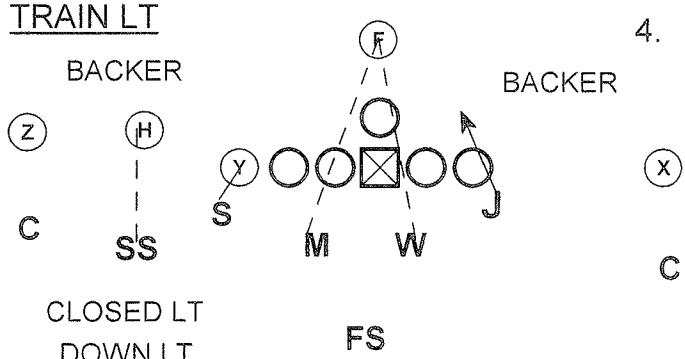
TRIPS LT



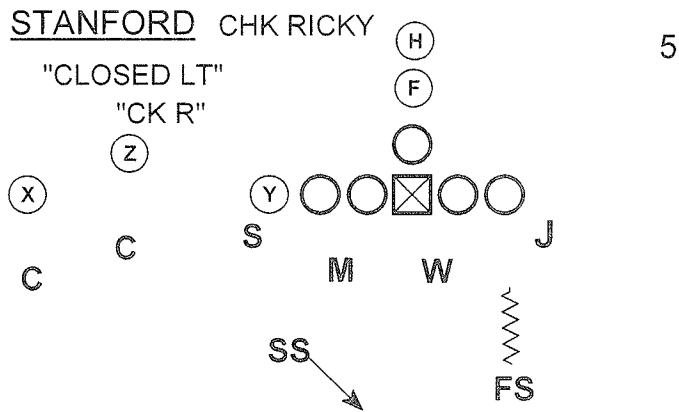
DOUBLE LT



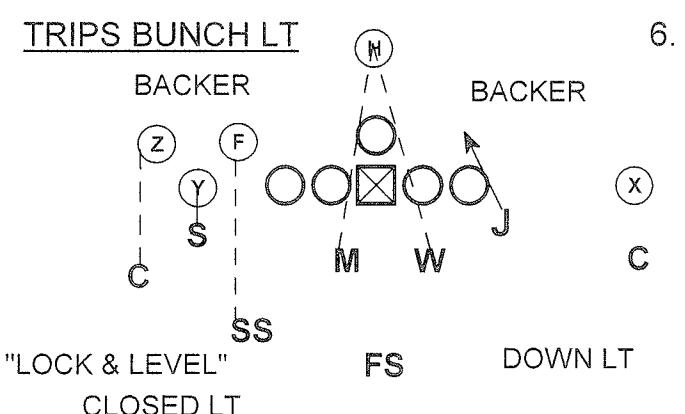
TRAIN LT



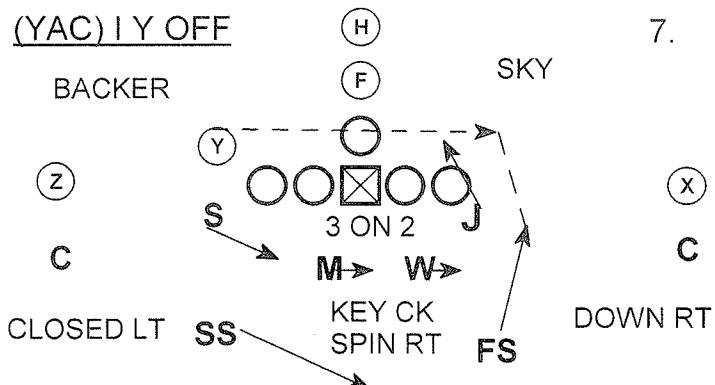
STANFORD CHK RICKY



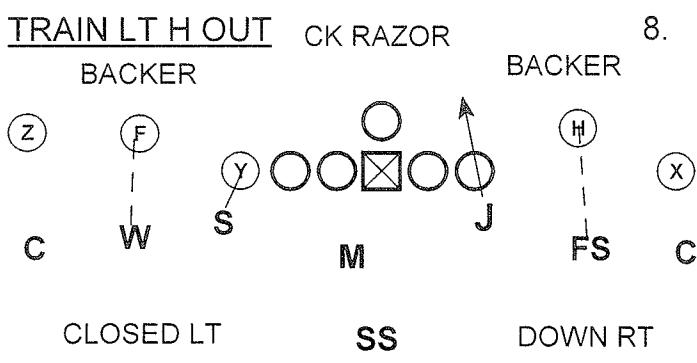
TRIPS BUNCH LT



(YAC) I Y OFF



TRAIN LT H OUT CK RAZOR



NICKEL/DIME FLEX 6 BUMP BRONCO

ROTATE
OPPOSITE
STAR

BLUE FLEX LEFT

"LIZ/ SKY"

(X)

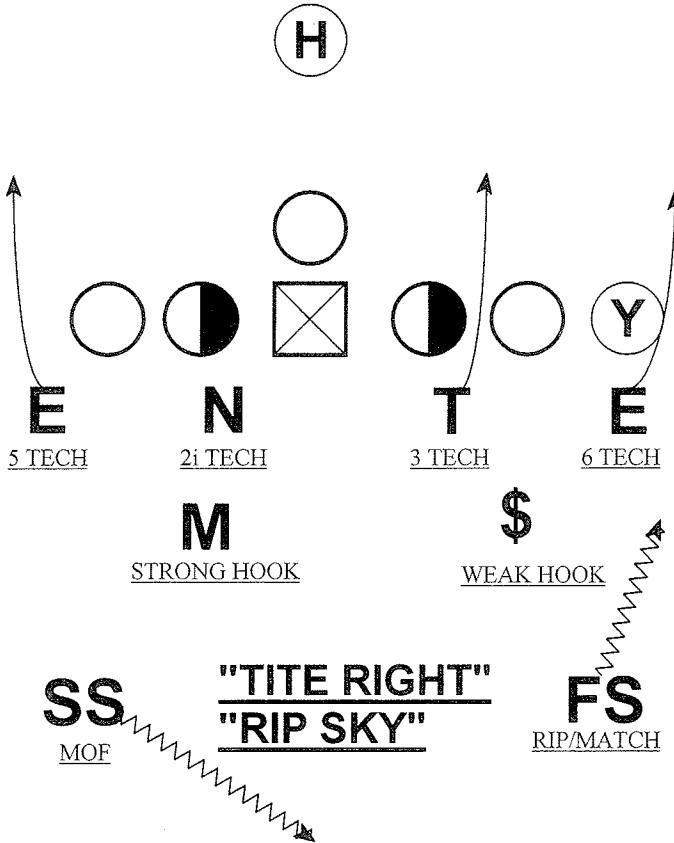
C

BAIL 1/3

*

LIZ

Z



"RIP/ SKY"
"MATCH"

ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES ROTATE OPPOSTIE THE STAR.
3. STAR ALIGNS STRONG AND PLAY RIP/LIZ OR SKATE. ADJUST TO ANY CHANGE OF STRENGTH MOTION.
4. SKATE VS. ALL TRIPS
5. VS. TREY= CHECK BRONCO
6. VS. EMPTY= CHECK ZEBRA

BLUE TRAIN LEFT

"SKATE"

(R)

C

ZONE 1/3
2 TO 1 READ

Z

*

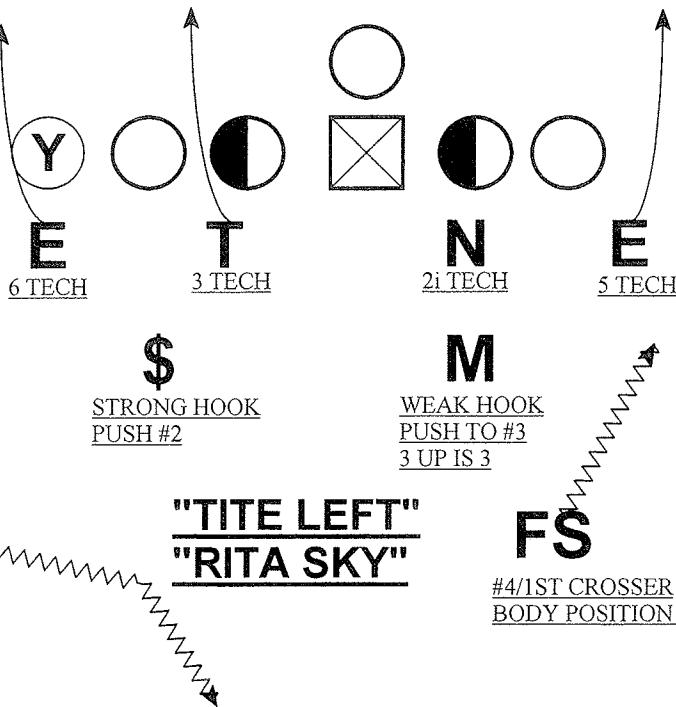
SKATE

SS
MOF

"TITE LEFT"
"RITA SKY"

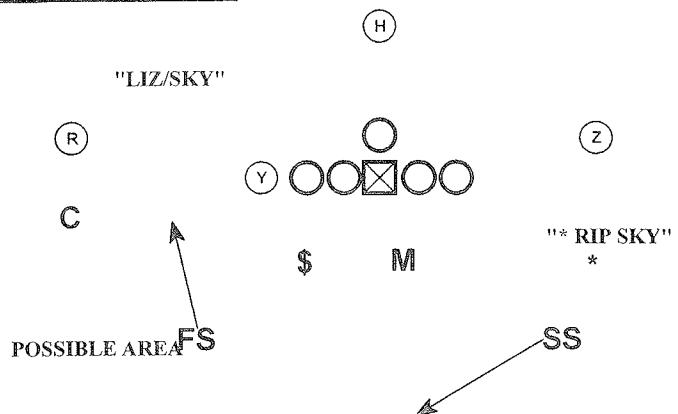
H

"RIP SKY"

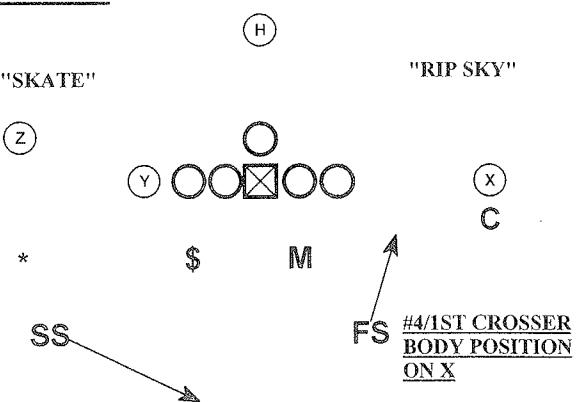


NICKEL/DIME FLEX 6 BUMP/BRONCO: ADJUSTMENTS

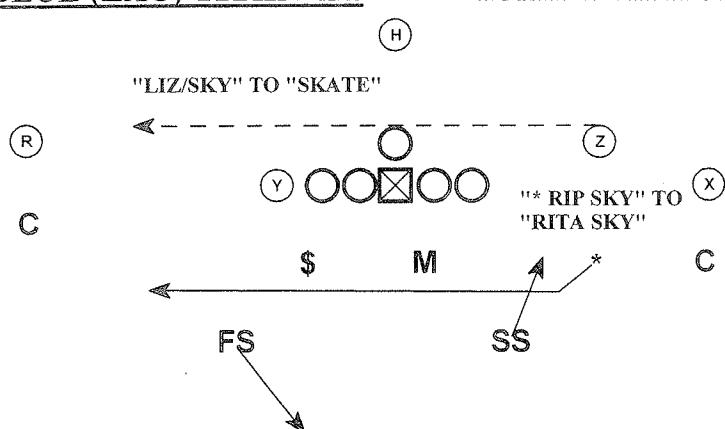
BLUE FLEX RT



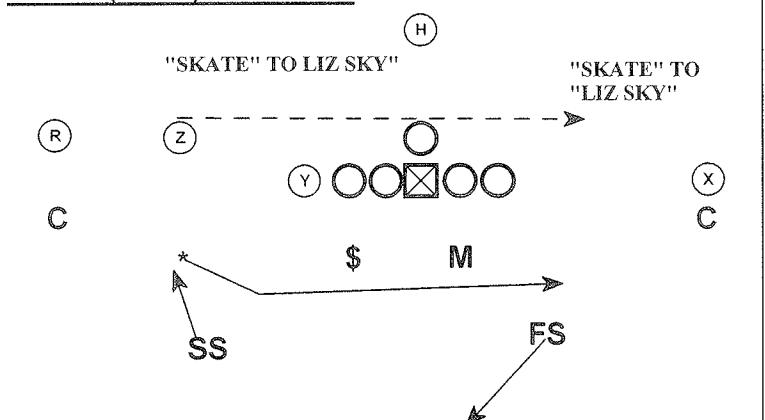
BLUE TRAIN LT



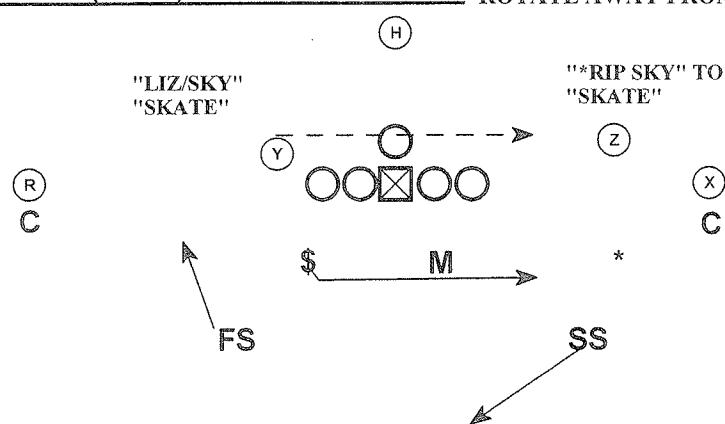
BLUE (ZAC) TRAIN LT



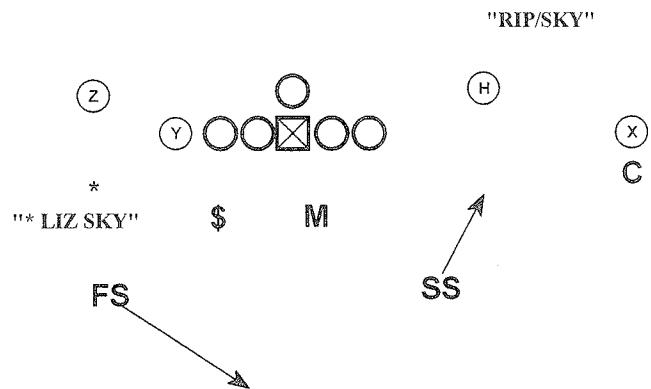
BLUE (ZAC) FLEX RT



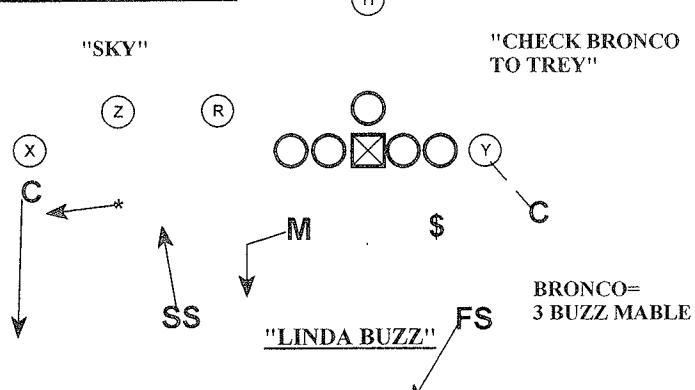
BLUE (YAC) TRAIN LT Y OFF ROTATE AWAY FROM *



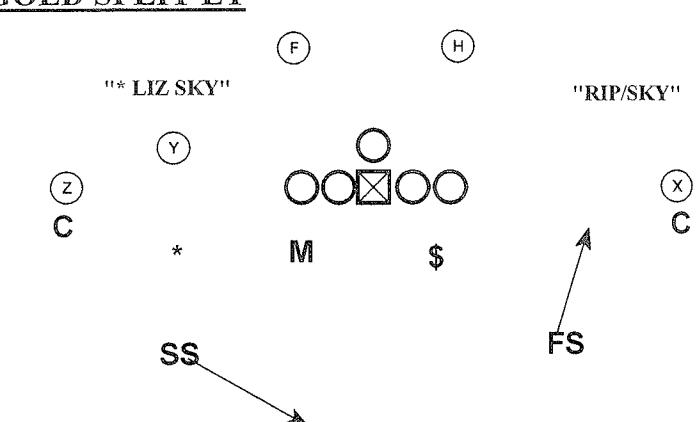
BLUE EMPTY TRAIN LT H OUT



BLUE TREY LT



GOLD SPLIT LT



NICKEL/DIME FLEX ZONE OPEN

ROTATE
OPPOSITE

BLUE FLEX LEFT



"LIZ/ SKY"

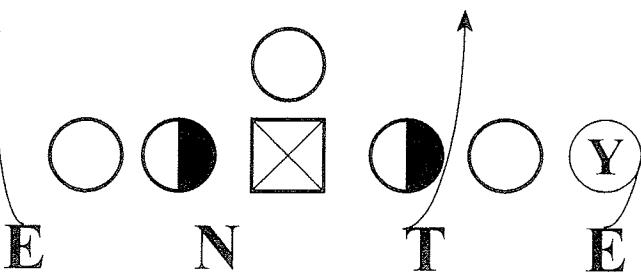
"BACKER"



C

*

BAIL 1/3



POSSIBLE AREA

C

SS
STRONG HOOK

"TITE RIGHT"
"LIZ BUZZ"

FS
MOF

M

10 TECH
WEAK HOOK

\$

90 TECH
MATCH

- ADJUSTMENTS
1. MAC MAKE TITE LT/RT CALL
 2. SAFETIES ROTATE DOWN OPPOSITE MONEY
 3. STAR ALIGNS STRONG AND ADJUST WITH ANY C.O.S MOTION.
 4. SKATE VS. TRIPS
 5. EMPTY= CHECK ZEBRA

BAIL 1/3

BLUE TRAIN LEFT



"SKATE"

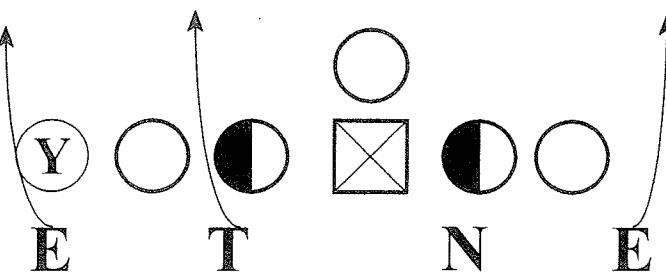
"RIP/SKY"



C

*

ZONE 1/3
2 TO 1 READ



C

MAN

SS
MOF

STRONG HOOK
PUSH #2

WEAK HOOK
PUSH TO #3
3 UP IS 3

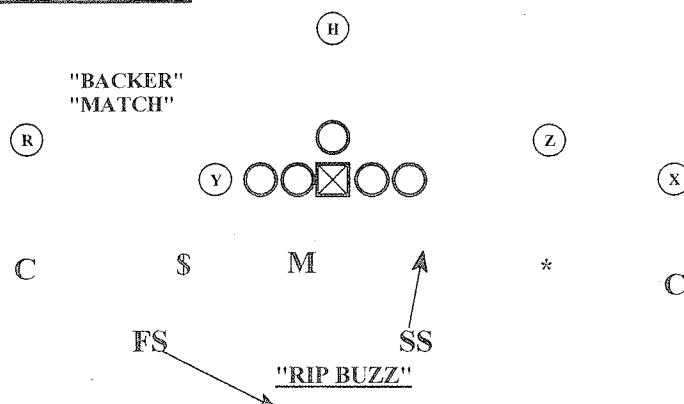
FS

#4/1ST CROSSER
BODY POSITION ON X

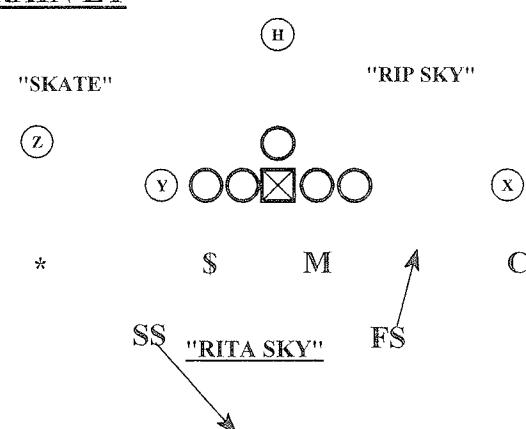
"TITE LEFT"
"RITA SKY"

NICKEL/DIME FLEX ZONE OPEN: ADJUSTMENTS

BLUE FLEX RT

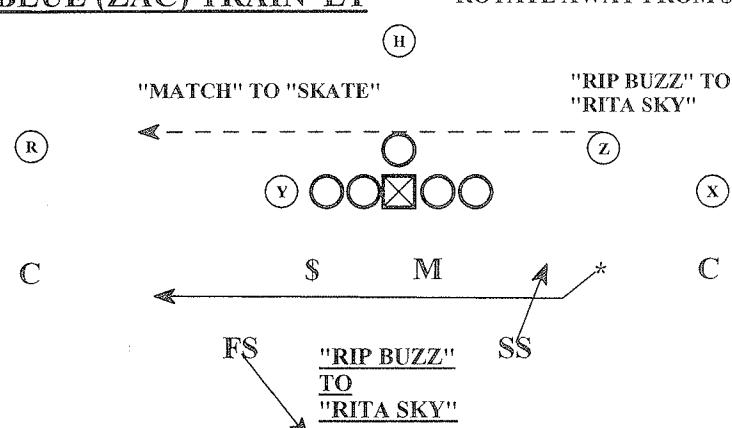


BLUE TRAIN LT



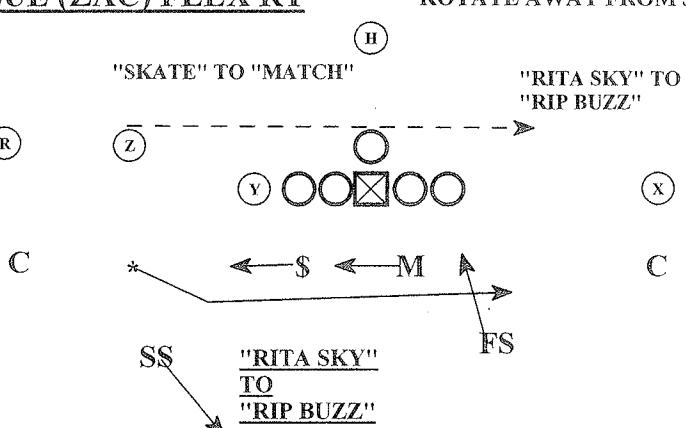
BLUE (ZAC) TRAIN LT

ROTATE AWAY FROM \$



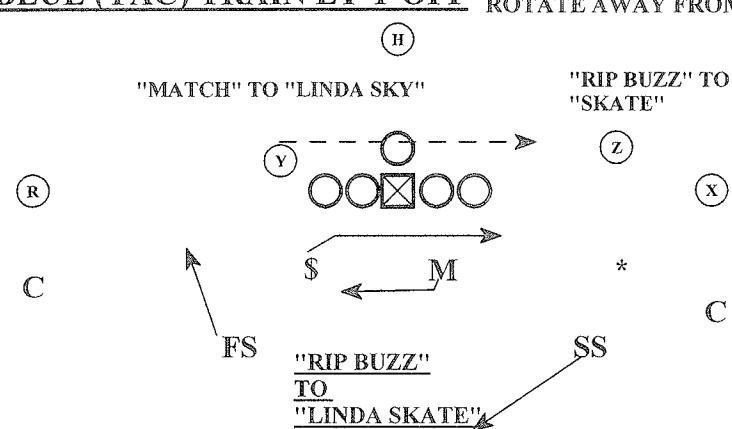
BLUE (ZAC) FLEX RT

ROTATE AWAY FROM \$



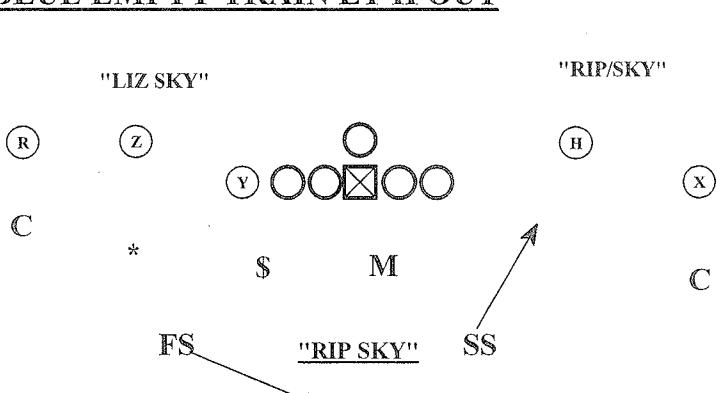
BLUE (YAC) TRAIN LT Y OFF

ROTATE AWAY FROM \$



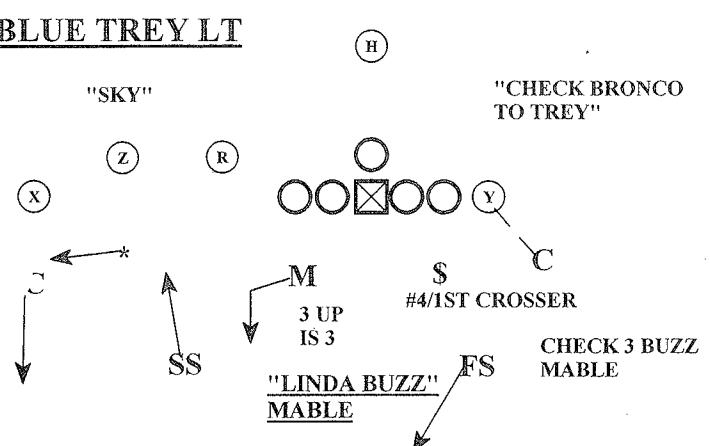
BLUE EMPTY TRAIN LT H OUT

"RIP/SKY"



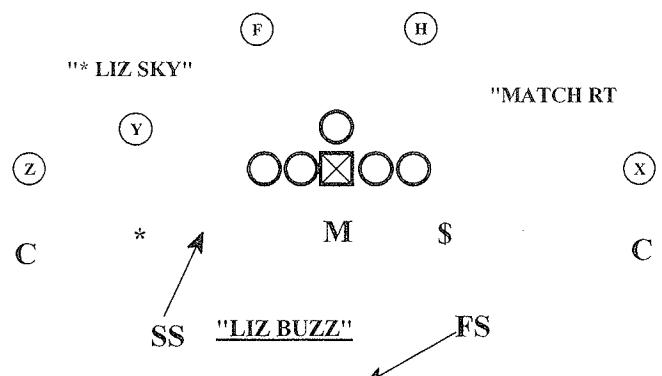
BLUE TREY LT

(H)



GOLD SPLIT LT

(F) (H)

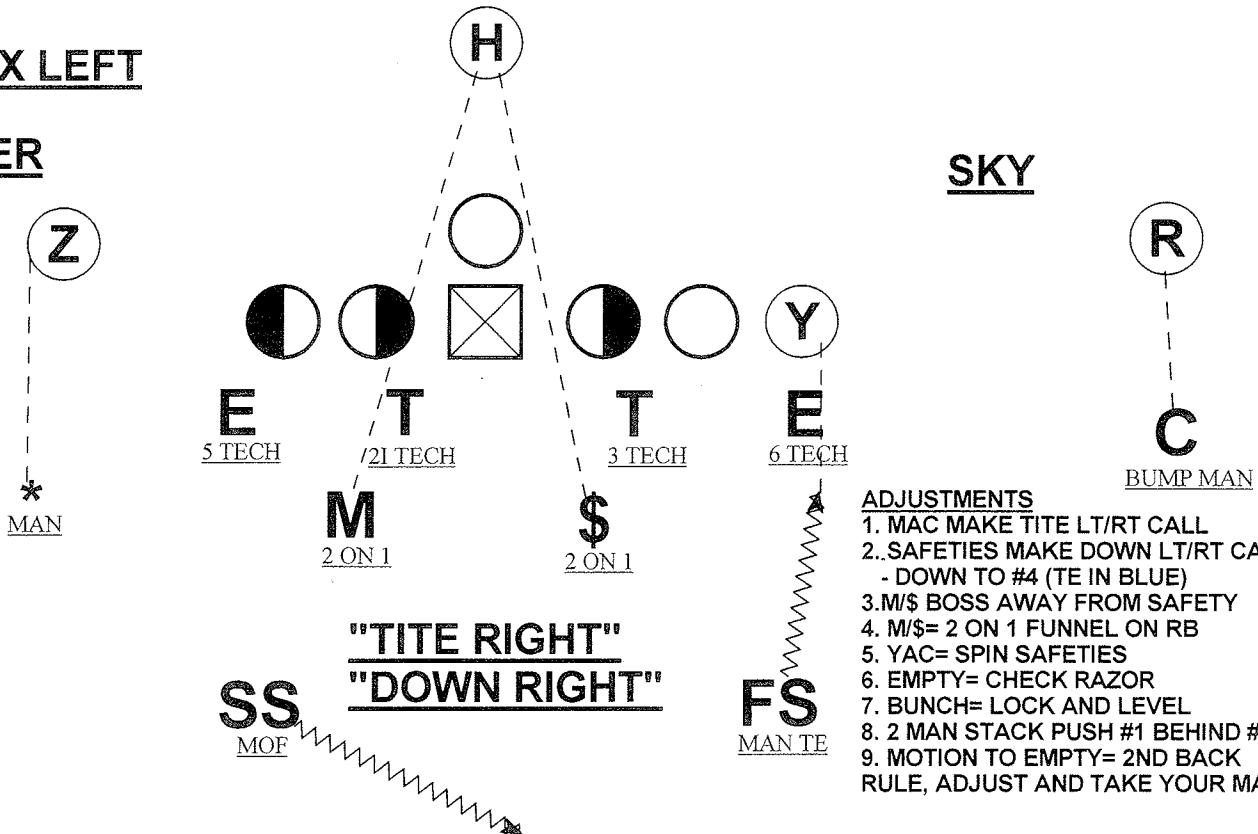
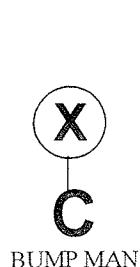


NICKEL/DIME FLEX 1 INVERT

DOWN TO #4
(TE IN BLUE)

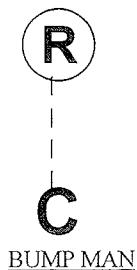
BLUE FLEX LEFT

BACKER



BLUE TRAIN LEFT

SKY

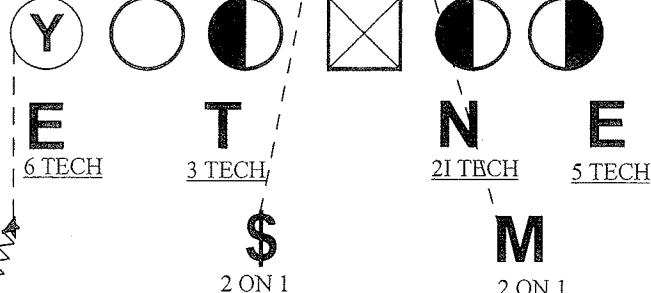
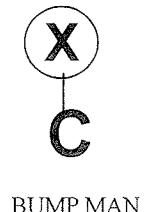


SS
MAN TE

"TITE LEFT"
"DOWN LEFT"

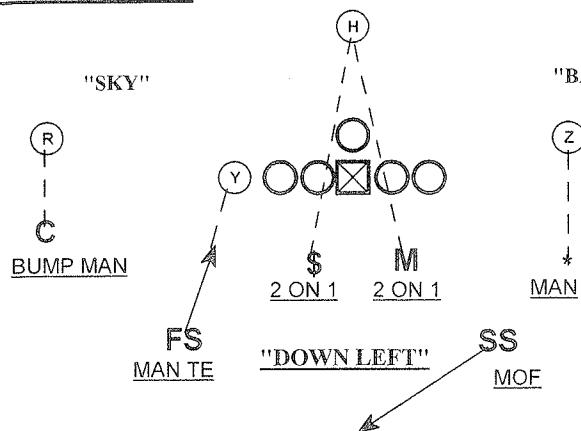
FS
MOF

BACKER

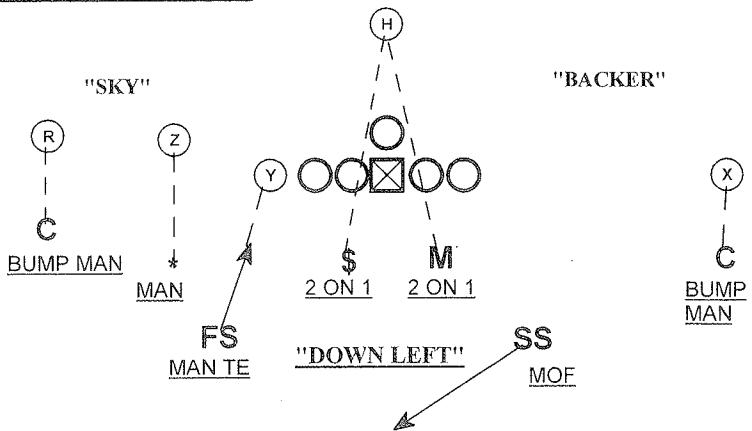


NICKEL/DIME FLEX 1 INVERT: ADJUSTMENTS

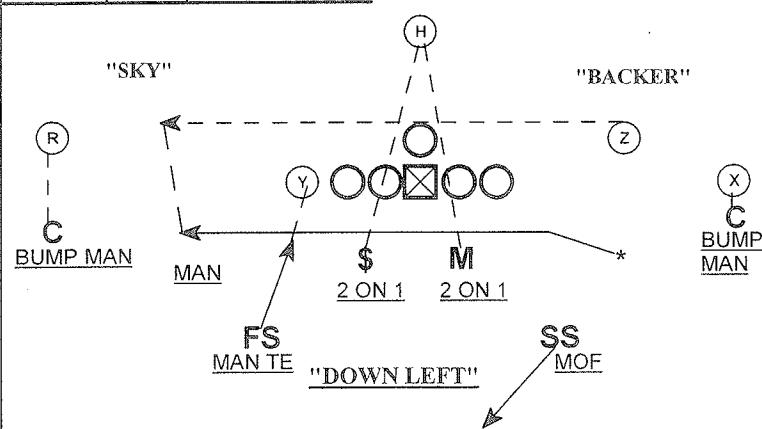
BLUE FLEX RT



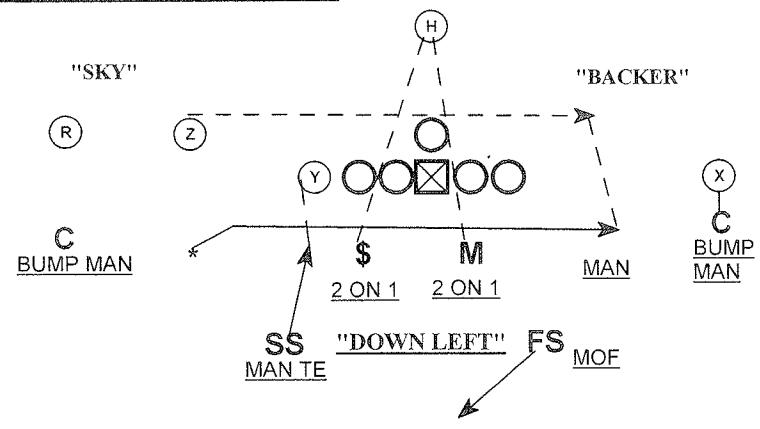
BLUE TRAIN LT



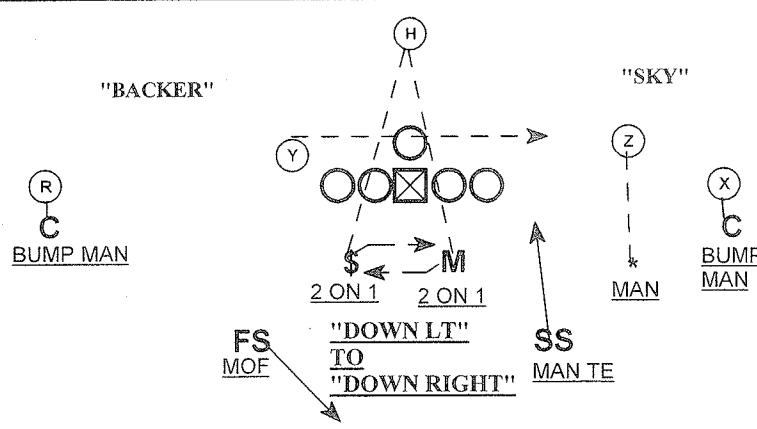
BLUE (ZAC) TRAIN LT



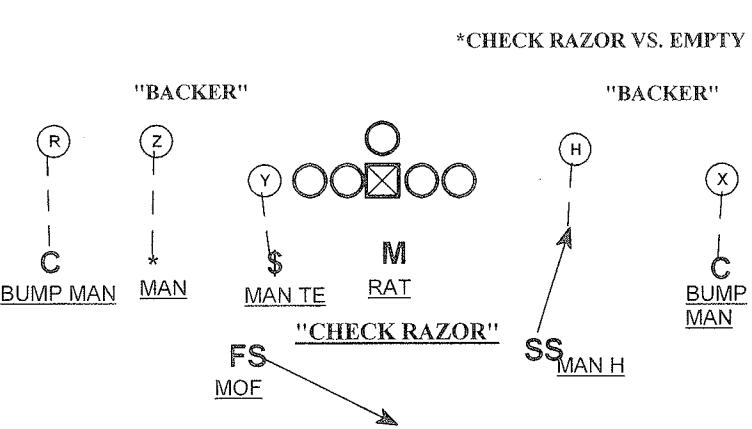
BLUE (ZAC) FLEX RT



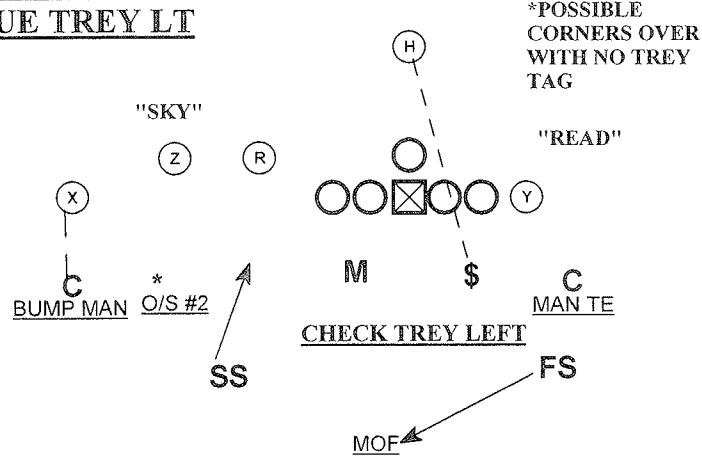
BLUE (YAC) TRAIN LT Y OFF



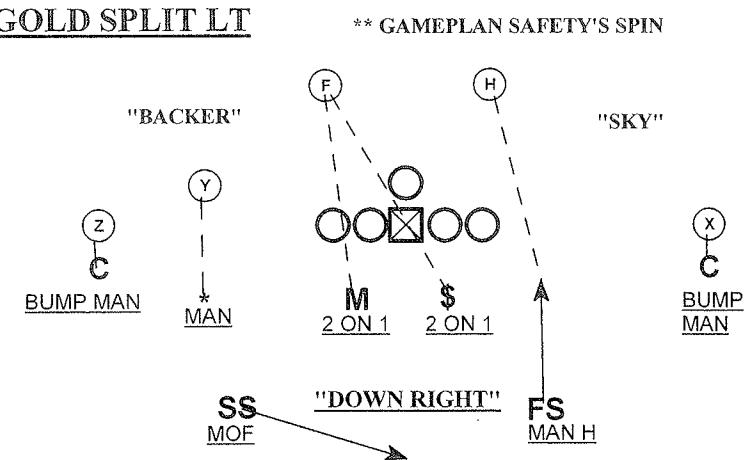
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



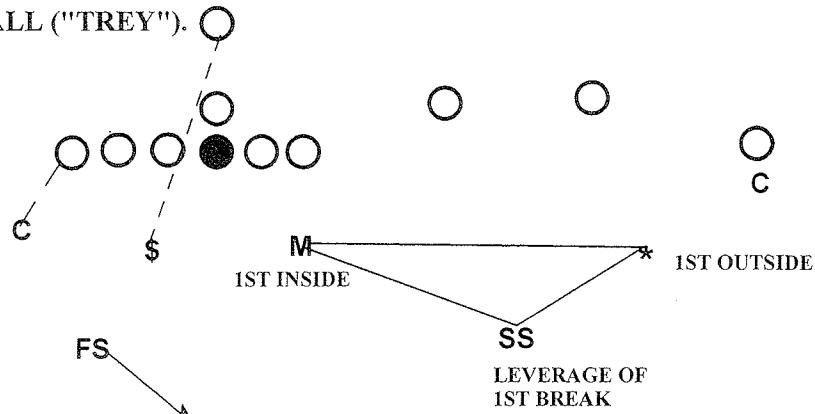
GOLD SPLIT LT



TREY

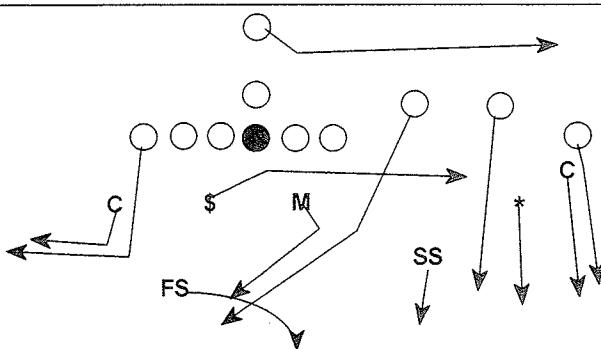
* CORNER DOES NOT COME OVER AND MATCH UP WITH A TAG ON CALL ("TREY").

* SS CAN BE MORE AGGRESSIVE IN TREY BECAUSE OF MOF SAFETY

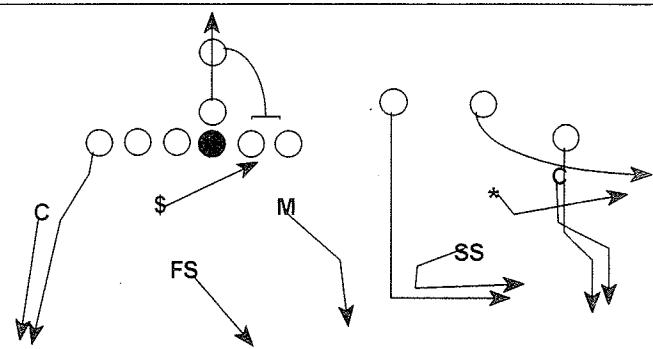


EX. NICKEL FLEX 1 INVERT TREY

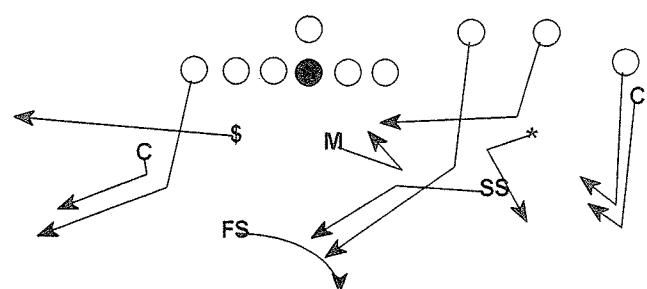
1.



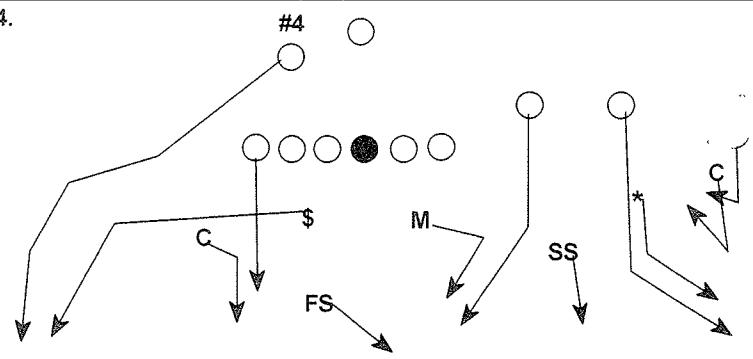
2..



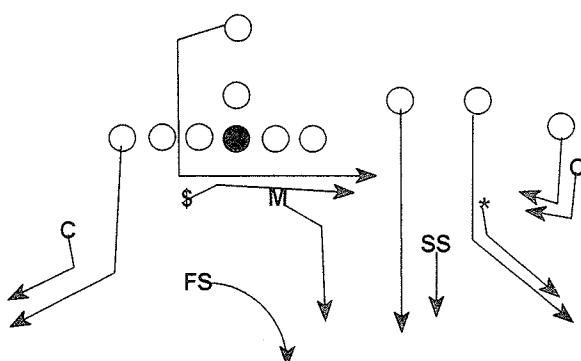
3.



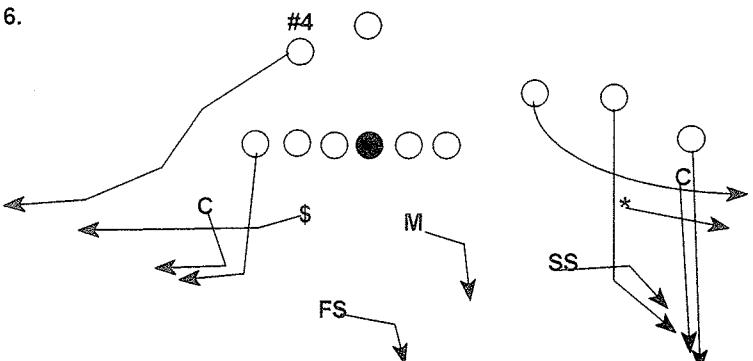
4.



5.



6.



2008 ALABAMA FOOTBALL

FALL PRACTICE INSTALL

DAY 2

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE UNDER SHADE	1. WEAK JACK 2 (CORA)	1. BASE CLOSED F.Z. TED ✓ ZORRO
2. BASE WEAK JACK	2. DBL 6 ADJ/FIST	2. BASE CLOSED SONIC TED ✓ ZORRO
3. BASE SPLIT	3. DBL 2 ADJ/FIST	3. BASE COBRA ✓ DOT SCORCH
• JAM - G	4. 1 BUCK (ROLL IT)	4. BASE RATTLER ✓ DOT SCORCH
• POP - ROCK	5. P-ZONE BUZZ	

BASE CALLS

1. BASE WEAK JACK 2 ✓ STRONG
2. BASE UNDER O DBL 6 ADJ/FIST
3. BASE UNDER O (SPLIT) DBL 2 ADJ/FIST
4. BASE UNDER O 1 BUCK (ROLL IT)
5. BASE P-ZONE BUZZ
6. BASE CLOSED FIRE ZONE TED (SLAMMER VS. I AND I NR) ✓ ZORRO
BASE CLOSED SONIC TED ✓ ZORRO
7. BASE COBRA ✓ DOT SCORCH
8. BASE RATTLER ✓ DOT SCORCH

SUB DEFENSE

FRONTS	COVERAGES	PRESSURE
1. EVEN	1. 2 (BUMP)	1. EAGLE BLITZ
2. 48 (POINT)	2. 1 FUNNEL	2. FLEX CAROLINA ADJ

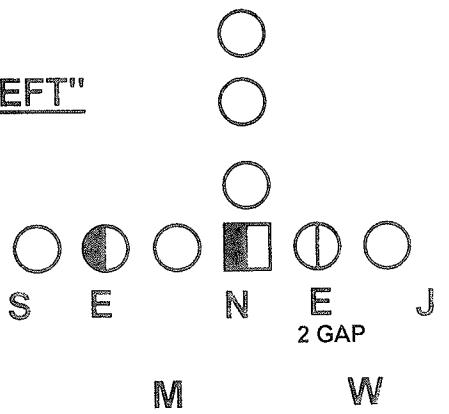
SUB CALLS

1. N. EVEN 2 (BUMP)
2. N. FLEX 1 FUNNEL
3. N. FLEX CAROLINA ADJUSTED
4. N. EAGLE BLITZ
5. N. 48 (POINT) ZONE OPEN
6. N. 48 (POINT) 1 FUNNEL

ALABAMA
CRIMSON TIDE

BASE UNDER SHADE

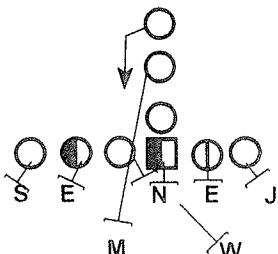
"CLOSED LEFT"



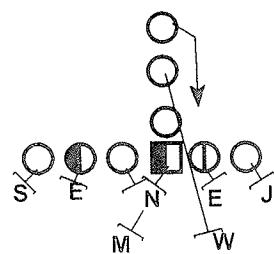
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	TO CALL	5 TECHNIQUE	BY COVERAGE	OT	C GAP	C GAP	CONTAIN RUSH
<u>RE</u>	AWAY CALL	H3	BY COVERAGE	OG	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	TO CALL	SHADE	BY COVERAGE	BALL - OC	A GAP	A GAP	'A' TO THE BUBBLE
<u>JACK</u>	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE BALL	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
<u>MIKE</u>	30 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	40 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "CLOSED LT/RT" CALL

RUN STRONG

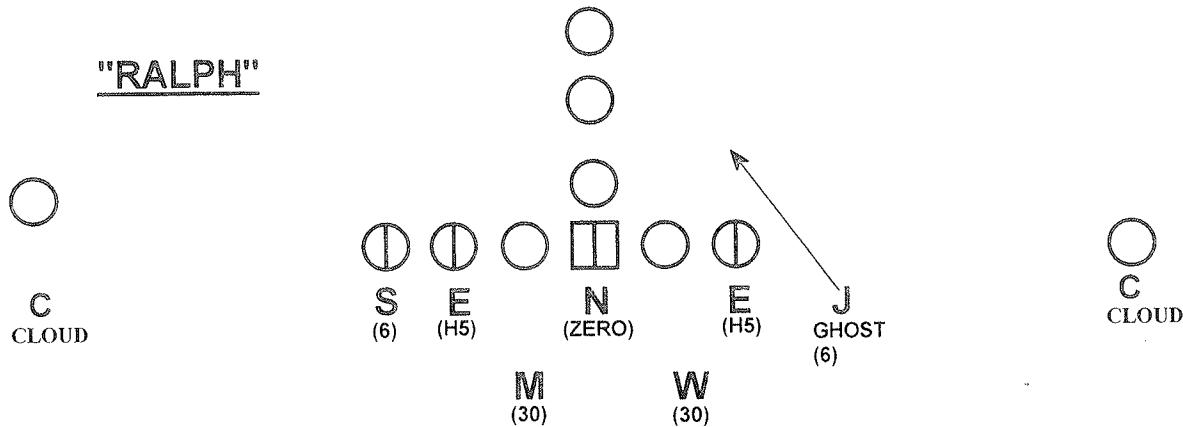


RUN WEAK



BASE WEAK JACK 2 BUMP

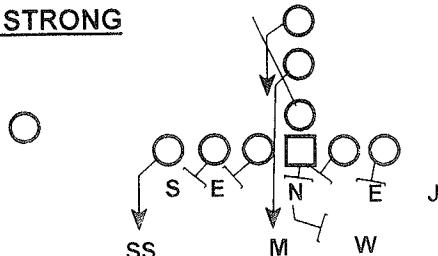
"RALPH"



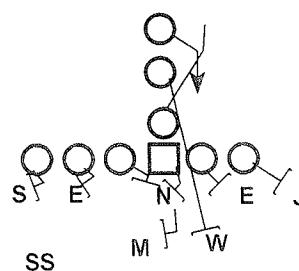
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>RE</u>	RIGHT	H5 - 2 GAP		OT/TE FLOW	B OR C	B OR C	COVERAGE RULE
<u>NT</u>	0	0		OC/OG FLOW	A	A	COVERAGE RULE
<u>JACK</u>	RIGHT	9 / 6		OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>SAM</u>	LEFT	9 / 6	BY BLOCKING SCHEME & COVERAGE	OT/TE TRIANGLE	CALL	CALL	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE
<u>WILL</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	CALL	CALL	COVERAGE RULE

NOTES: 3-4 DEFENSE LOOK
FRONT SET WITH "RALPH OR LARRY" CALL

RUN STRONG

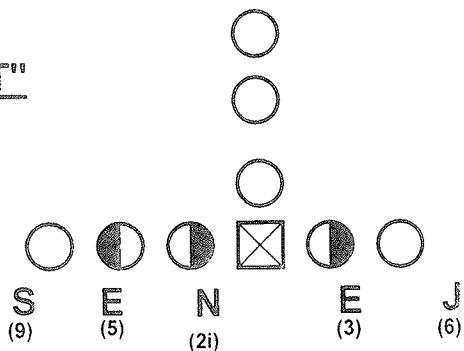


RUN WEAK



BASE SPLIT

"CLOSED LEFT"



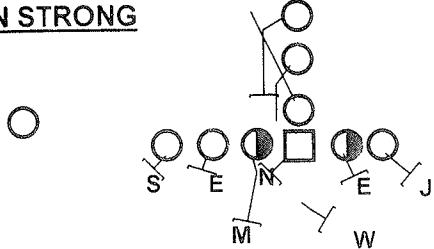
M
(30)

W
(30)

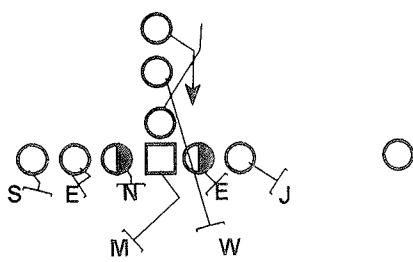
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
E	TO CALL	5 TECH	BY COVERAGE	BALL - OT	C GAP	C GAP	CONTAIN RUSH
E	AWAY CALL	3 TECH	BY COVERAGE	BALL - OG	B GAP	B GAP	2 WAY RUSH
NT	TO CALL	2i	BY COVERAGE	BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
JACK	AWAY CALL	CRASH 6	BY COVERAGE	BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
SAM	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	SQUEEZE TO FOLD	COVERAGE RULE
MIKE	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
WILL	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK TO FLOW	COVERAGE RULE

NOTES: FRONT SET WITH "CLOSED RT OR LT" CALL - CAN CALL SPLIT G.

RUN STRONG



RUN WEAK

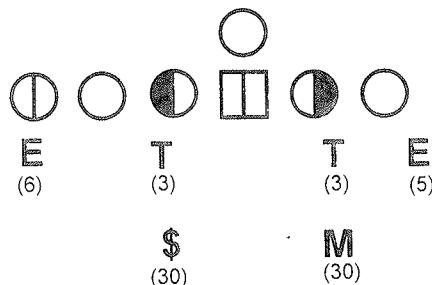


NICKEL / DIME EVEN

"TITE LT"



\$ AND MAC: ALIGN IN 30's,
PLUS OR MINUS AWAY



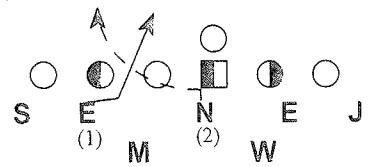
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>LE</u>	LEFT	9		BALL TE	C GAP	C TRAIL	CONTAIN RUSH
<u>LT</u>	LEFT	3 TECH		BALL OG	B GAP	B GAP	B to A
<u>RT</u>	RIGHT	3 TECH		BALL OG	B GAP	B GAP	B to A
<u>RE</u>	RIGHT	LOOSE 5 TECH		BALL OT	C GAP	C TRAIL	CONTAIN RUSH
\$	ALIGN TO #4 (TE)	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULES
<u>MAC</u>	ALIGN TO BUBBLE AWAY FROM MONEY	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP FLOW	A GAP FLOW	COVERAGE RULES

NOTES: FRONT SET WITH "TITE RT or LT" CALL

STUNTS DAY 2

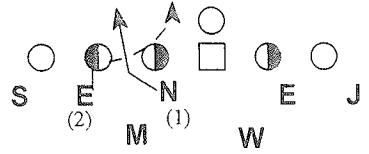
JAM

END TO BUBBLE MAKE HARD INSIDE MOVE TO "B" GAP. NOSE PLAY GAP VS. RUN, WRAP CONTAIN VS. PASS. A READ STUNT FOR NOSE



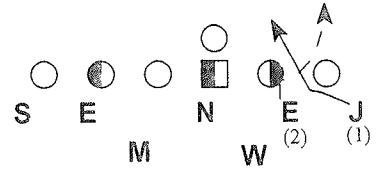
G

NOSE ALIGN 2i GAP EXCHANGE A TO B WITH CONTAIN ON PASS. 5 TECHNIQUE AROUND ON FAN OR RUN TO NOSE.



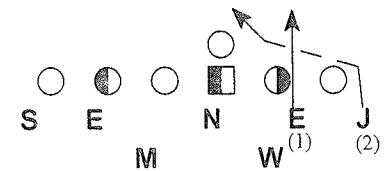
ROCK

JACK MAKES HARD INSIDE MOVE. END TO REDUCTION PLAYS BLOCK OF OFFENSE AND WORKS TO CONTAIN VS. PASS.



POP

END AWAY FROM BUBBLE STABS "B" GAP. JACK JABS UPFIELD AND CONVERTS STUNT VS. PASS. READ STUNT FOR JACK



BASE CLOSED FIRE ZONE TED (CHK ZORRO)

LT

Z

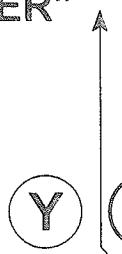
C

BAIL FZ 1/3
SEC FORCE

READ
TE

LION C

"BACKER"



H

F



N

ZERO
PRESSURE

JET
CONTAIN

GHOST 9
WALL FLAT

E

S

"BACKER"

X

C

BUMP MAN
SEC FORCE

SS
WALL FLAT
PLUG

"CLOSED LEFT"
"BAKER LEFT"
"ZONE LEFT"

FS
MOF
FILL

**VS. I AND I NR
RUN SLAMMER**

TED= SS DOWN TO TE SIDE/
NO WIDTH TO TE= CHECK COVER 2

I SLOT LT

X

C
KATHY
FORCE

"CLOUD"

Z

S
SLAM
PLUG

H

F

"BACKER"

JET
CONTAIN

ZERO
PRESSURE

LONG SCOOP
A GAP

RUSH
CONTAIN

W
30 TECH
HOOK/3

M
BLITZ B

C
HARD 1/2
SEC FORCE

FS

KATHY 1/2
SEC FORCE

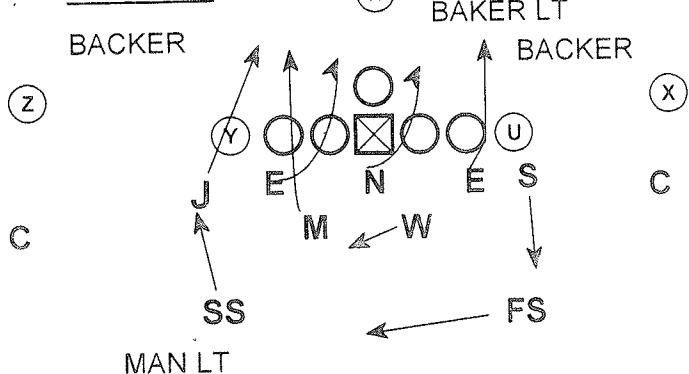
"CLOSED RIGHT"
"BAKER RIGHT"
"CHECK 2 LEFT"

SS

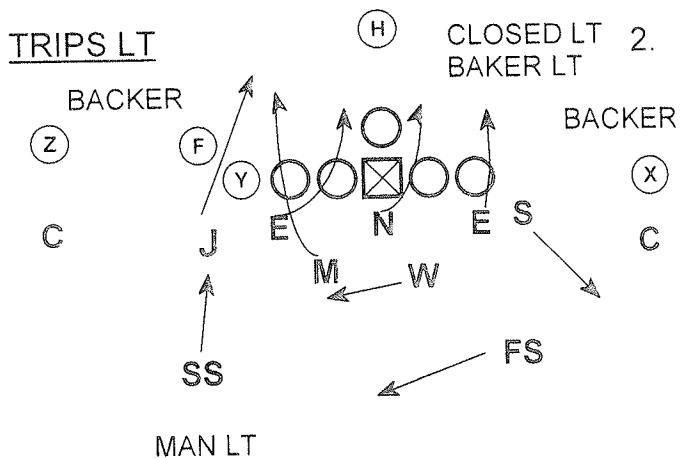
WALL FLAT
PLUG

BASE CLOSED FIRE ZONE TED: ADJUSTMENTS

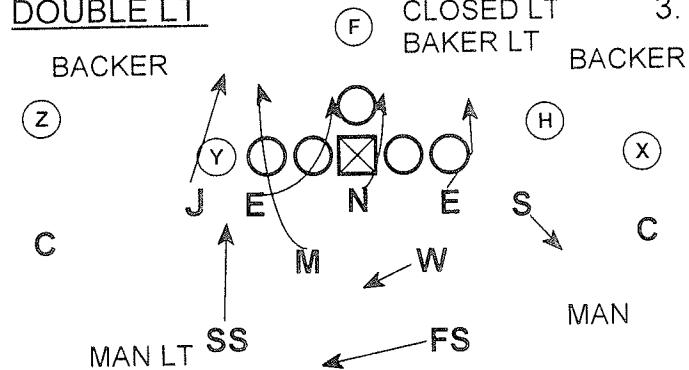
SII VER DOT



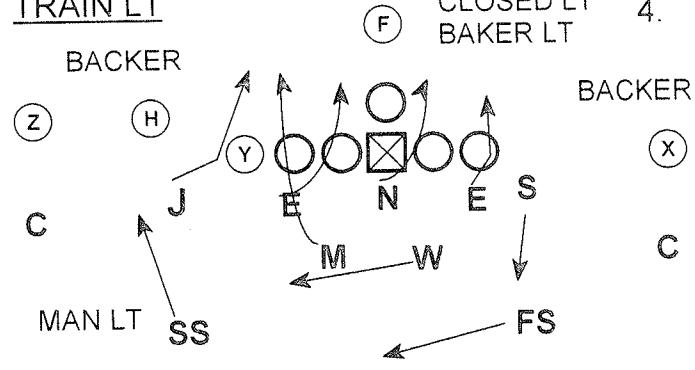
TRIPS LT



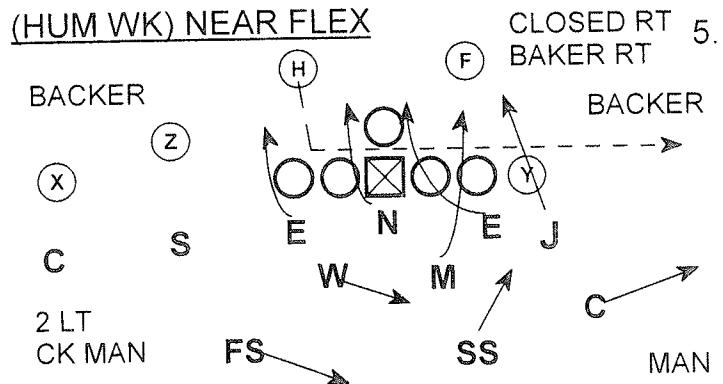
DOUBLE LT



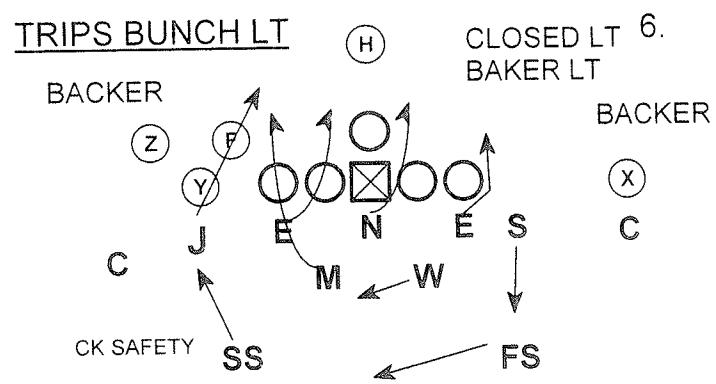
TRAIN LT



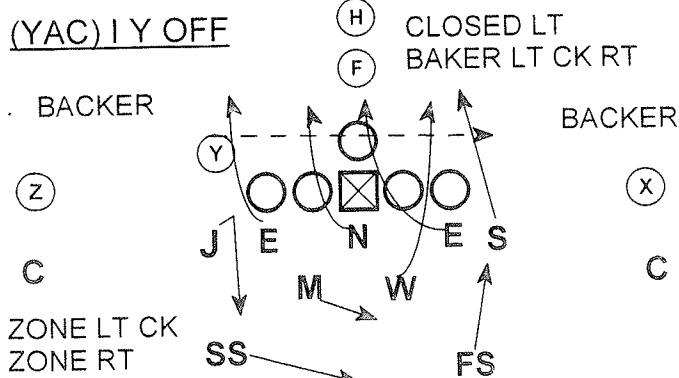
(HUM WK) NEAR FLEX



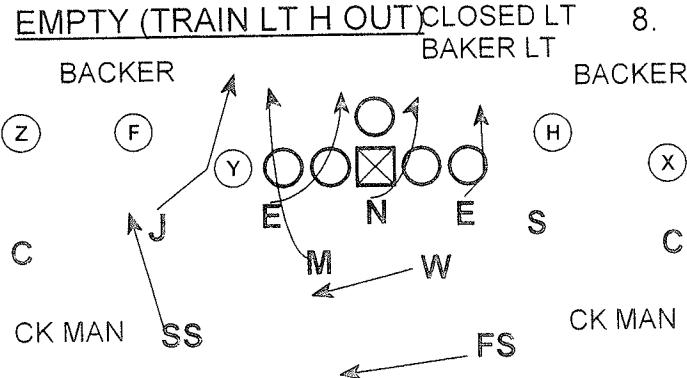
TRIPS BUNCH LT



(YAC) | Y OFF



EMPTY (TRAIN LT H OUT) CLOSED LT BAKER LT



BASE CLOSED SONIC TED CHK ZORRO

LT

ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. MIKE SONIC LT/RT CALL TO SET PRESSURE
3. TED ADJUST vs. ANY #2 REMOVED OPEN
5. vs. YAC = CHECK CLOSED FIRE ZONE
6. vs. Y TRADE= RE-LOAD FRONT
7. VS FLANK=CK CLOSED FIRE ZONE

Z

"CLOUD"

H

F

"BACKER"

X

C

TRAP FORCE

S
FILL C GAPE
SLANT B GAPN
ZERO PRESSUREE
JET CONTAINJ
FORCE BUZZSS
BLITZ SPILL/CONTAIN**"CLOSED LEFT"**
"SONIC LEFT"FS
KEY 1/2 FILL

C

INSIDE 1/2 SEC FORCE

TED= SS DOWN TO TE SIDE/
NO WIDTH TO TE= CHECK COVER 2I SLOT LT

X

"CLOUD"

H

F

"BACKER"

C

C
KATHY FORCE

Z

J
SEAM RE-ROUTEE
JET CONTAINN
ZERO PRESSUREE
SLANT B GAPS
SLANT C GAPW
30 TECH HOOK/3M
30 TECH WALL FLATC
RUSH SPILL CONTAIN

FS

KATHY 1/2 SEC FORCE

"CLOSED RIGHT"
"CHOP RIGHT"
"CHECK 2 LEFT"

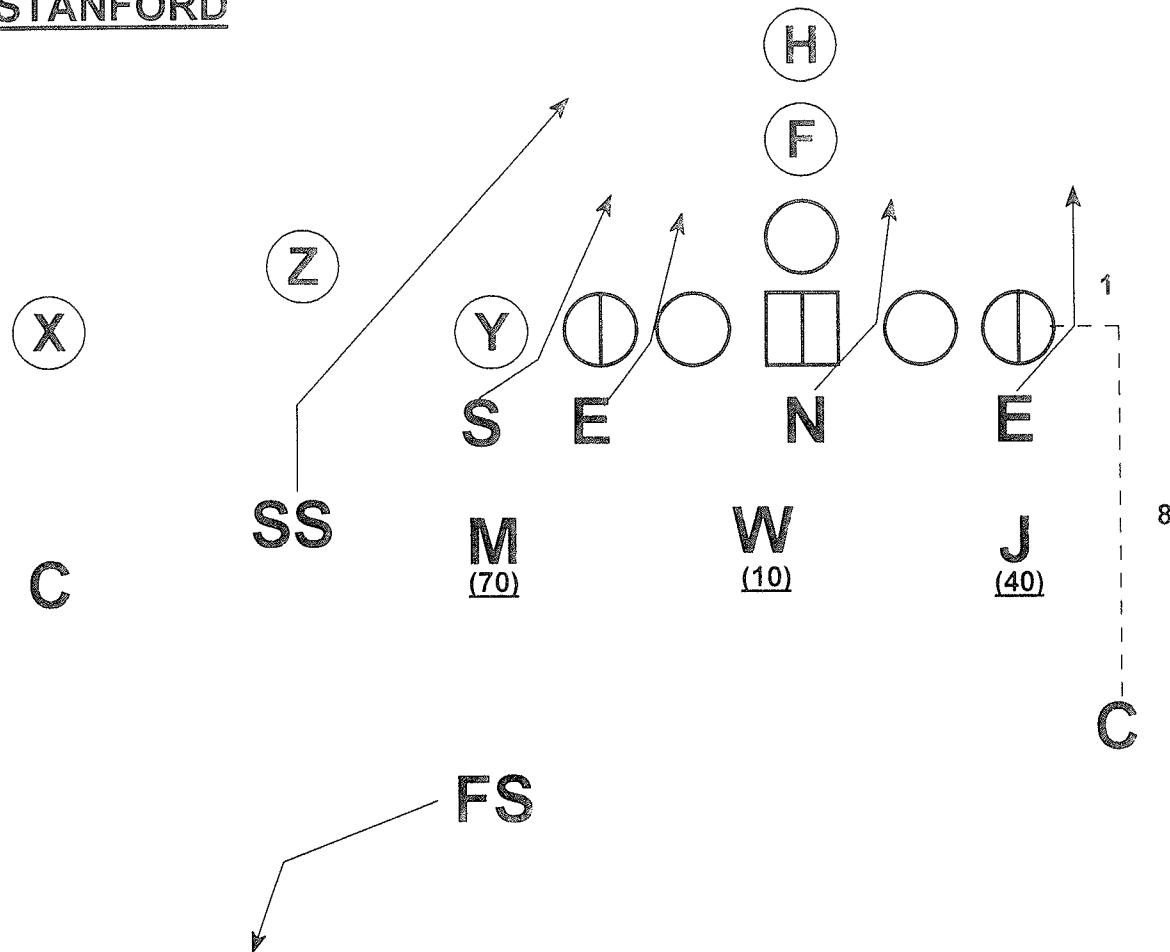
SS

READ DEEP 1/2

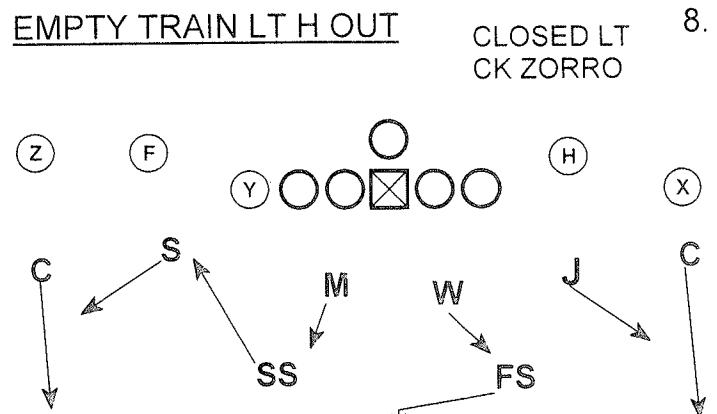
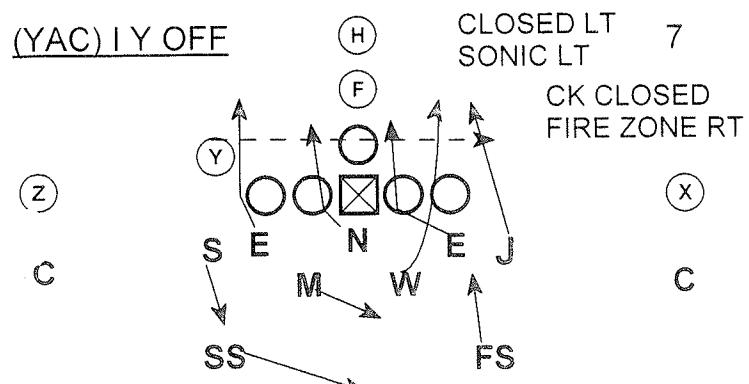
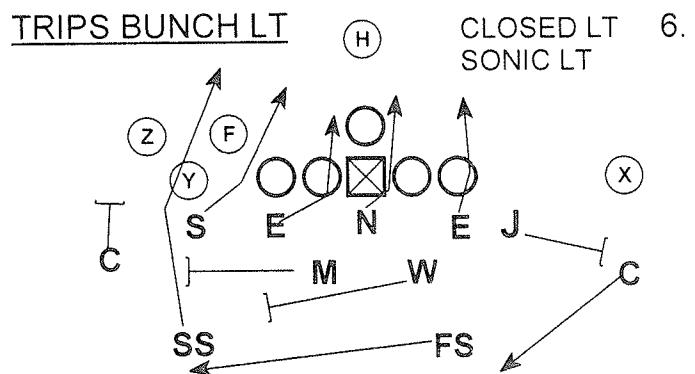
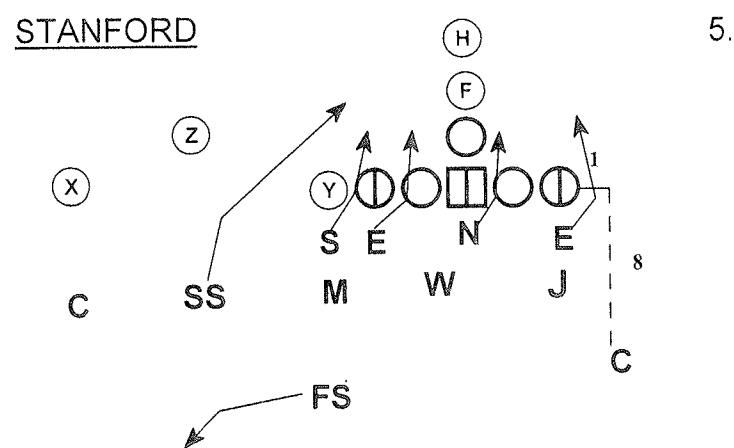
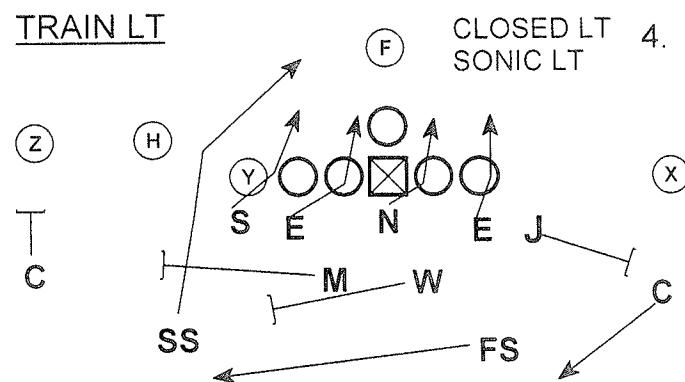
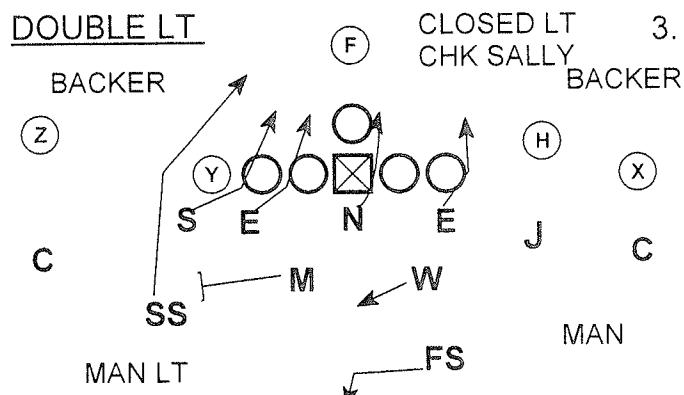
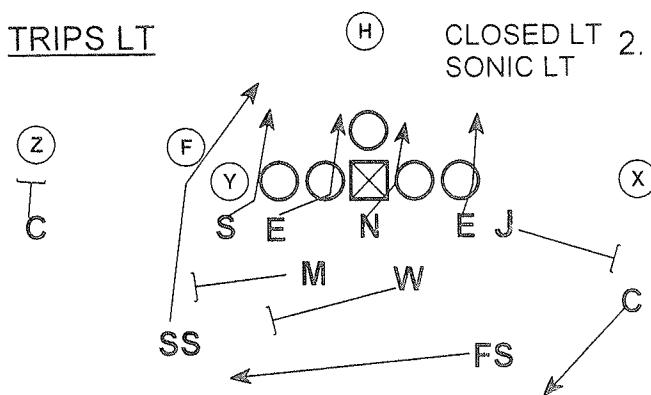
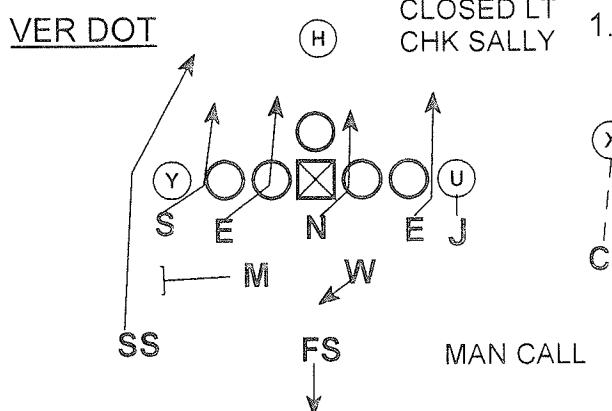
CHECK CHEROKEE

= CHK SONIC

STANFORD

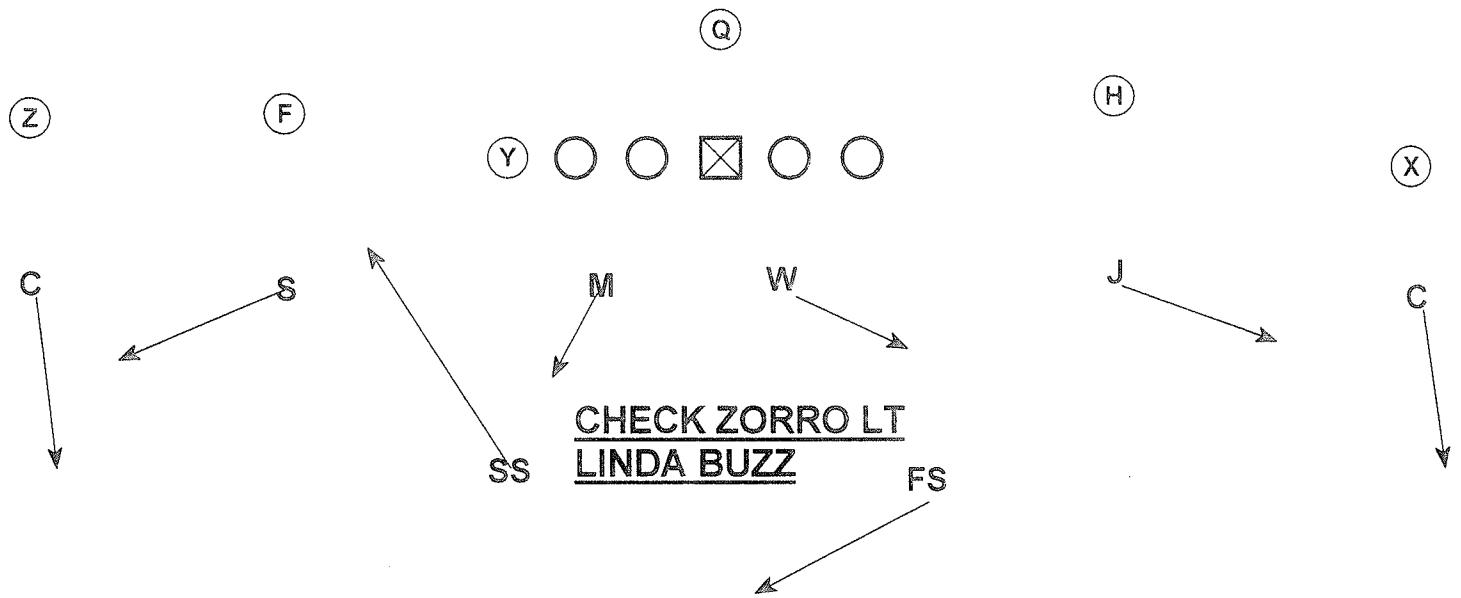


BASE CLOSED SONIC TED: ADJUSTMENTS



EMPTY - "CHECK ZORRO"

EMPTY CHECK IN BASE CALLS
WE WILL CHECK TO P-ZONE BUZZ

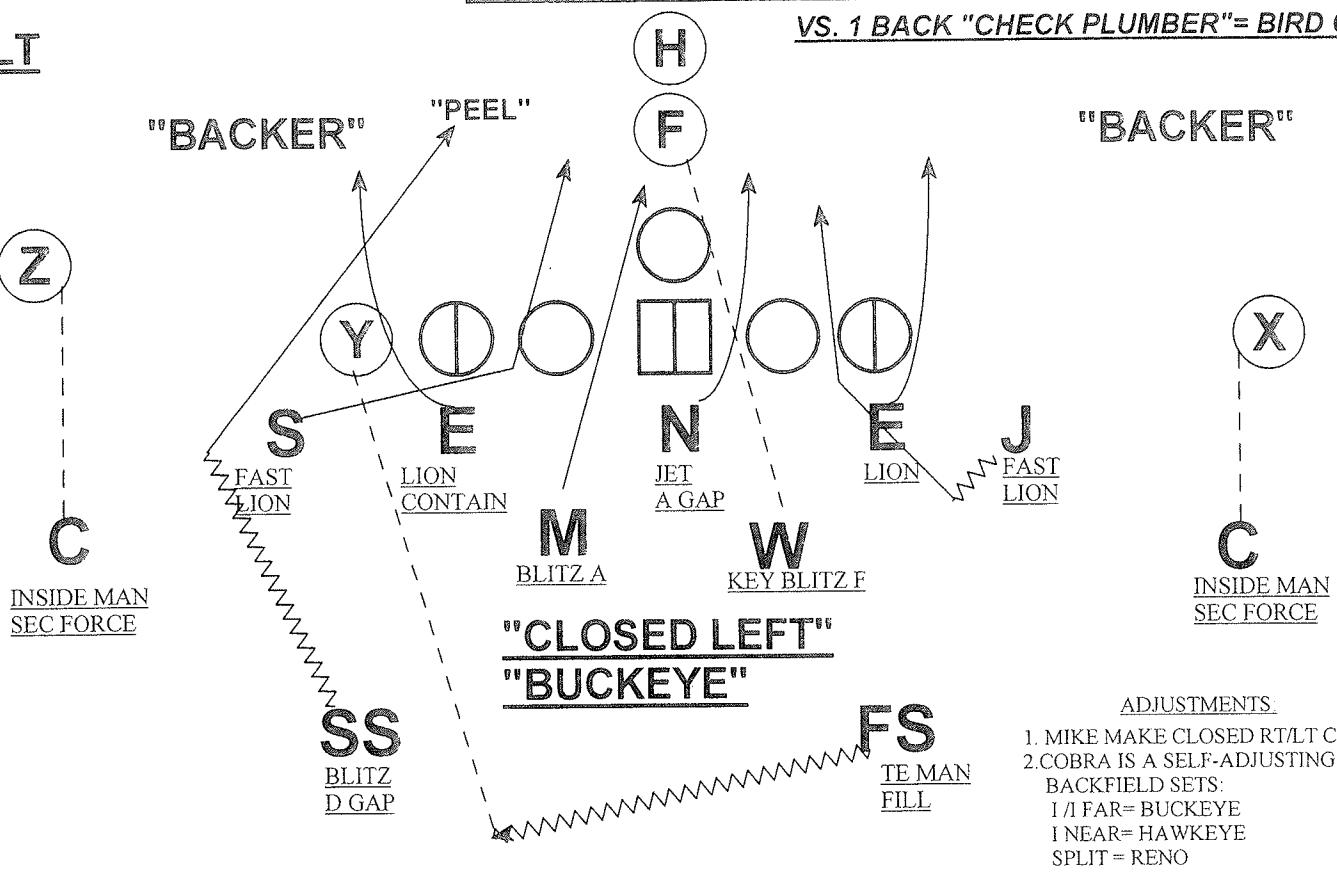


* VERSUS EMPTY TAKE RITA/LINDA BUZZ CALL TO 3 MAN SIDE

BASE RATTLER

VS. 1 BACK "CHECK PLUMBER" = BIRD COVERAGE

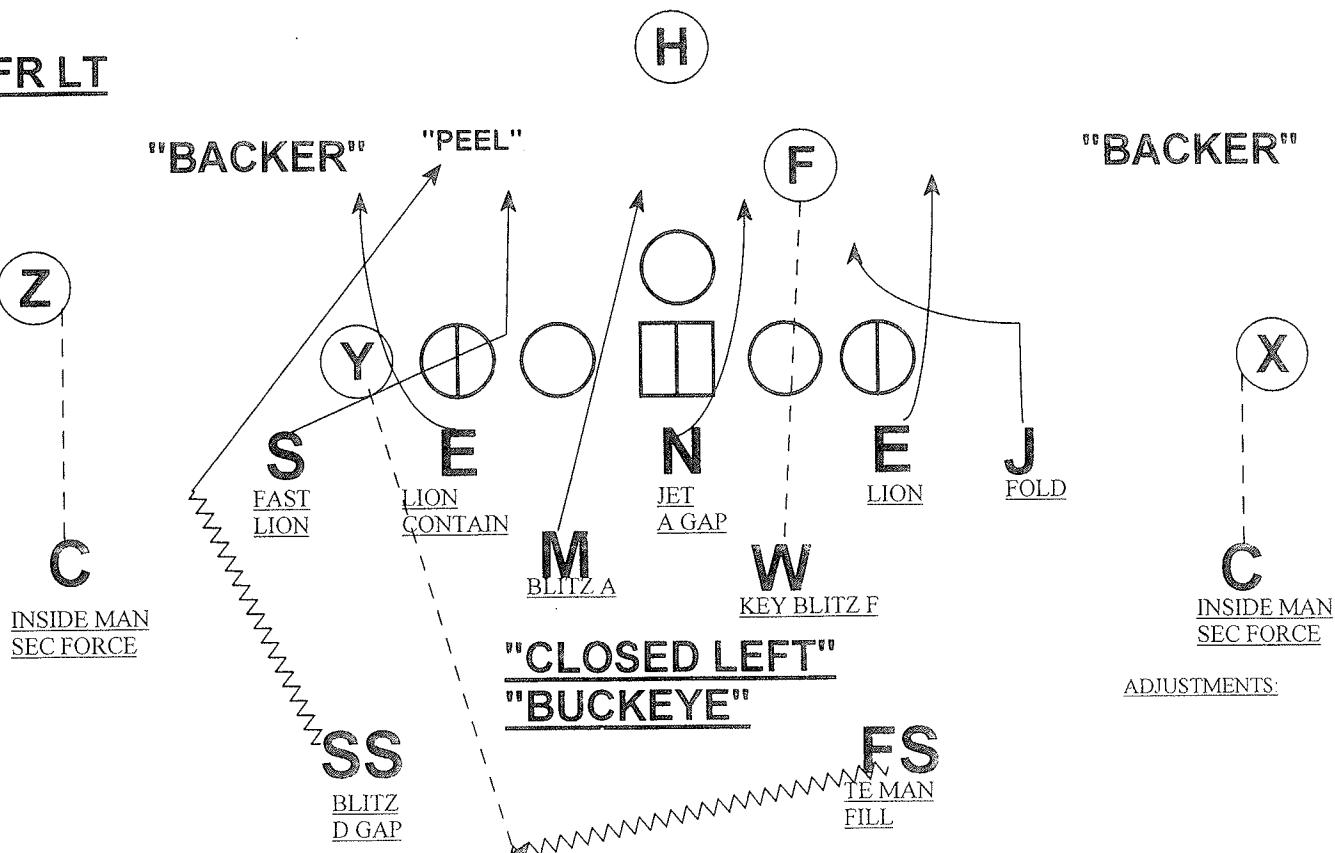
ILT



ADJUSTMENTS:

1. MIKE MAKE CLOSED RT/LT CALL
2. COBRA IS A SELF-ADJUSTING BLITZ TO BACKFIELD SETS:
I / I FAR = BUCKEYE
I NEAR = HAWKEYE
SPLIT = RENO
- 1 BACK = CHECK PLUMBER (BIRD COV.)

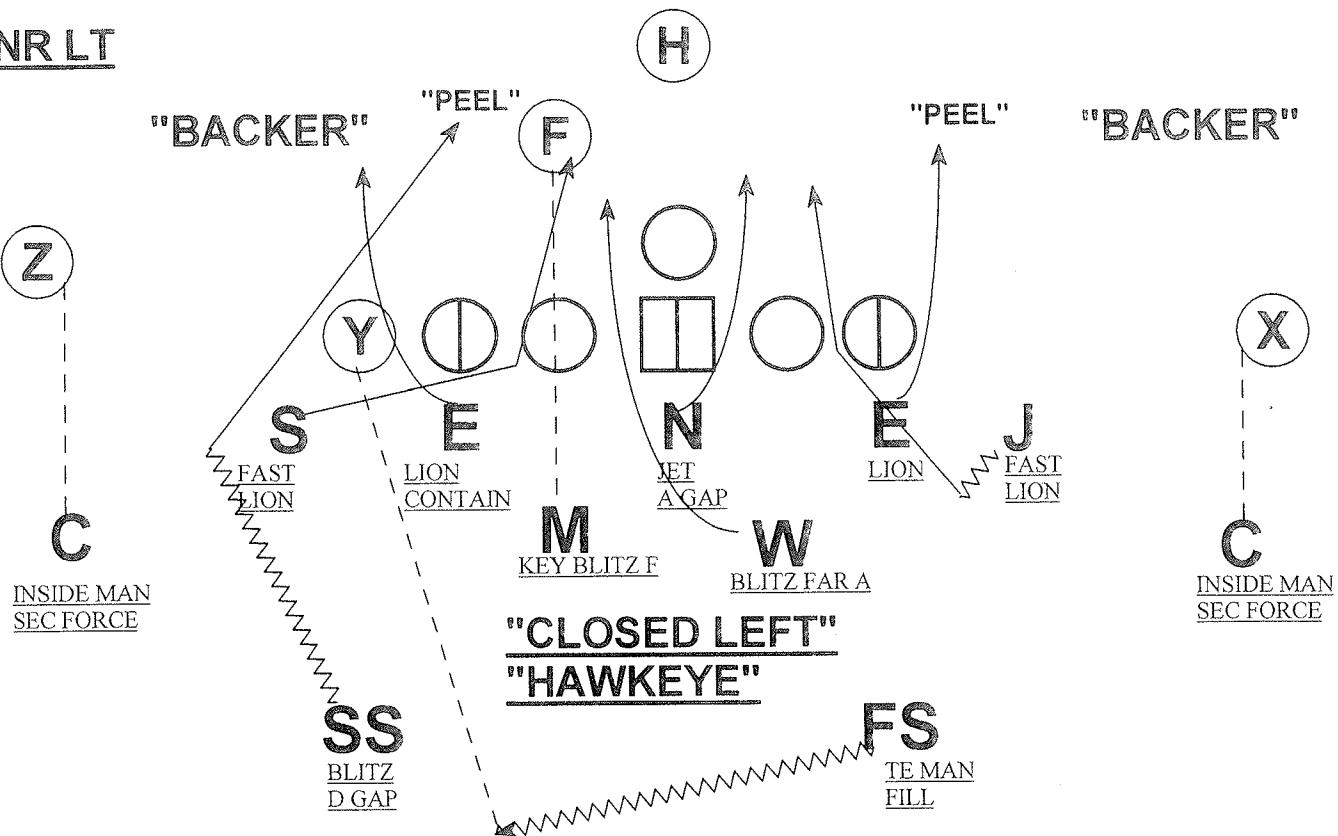
I FR LT



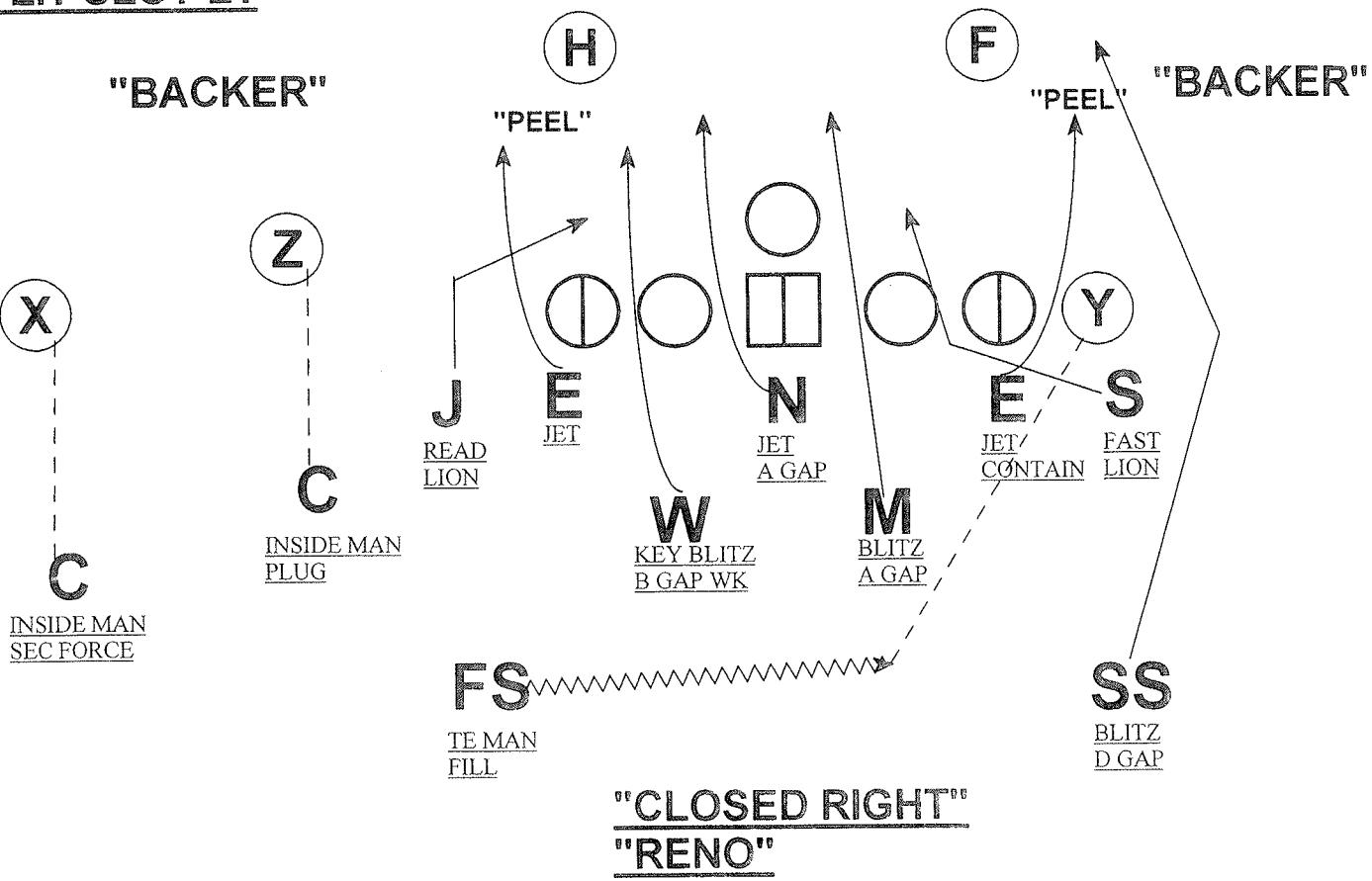
ADJUSTMENTS:

BASE RATTLER

I NR LT



SPLIT SLOT LT



BASE RATTLER

DOUBLE RIGHT

"BACKER"



C

OFF
INSIDE MAN



FS

OFF
INSIDE MAN

"PEEL"

J

FOLD

JET

W

BLITZ FAR B GAP
OFFSET - KEY BLITZ
B TO BACK

"CLOSED RIGHT"
"CHECK PLUMBER"
BIRD COVERAGE



M

BLITZA

"PEEL"

E

JET
CONTAIN

SS

OFF
INSIDE MAN



C

OFF
INSIDE MAN



N

JET A



E

JET
CONTAIN

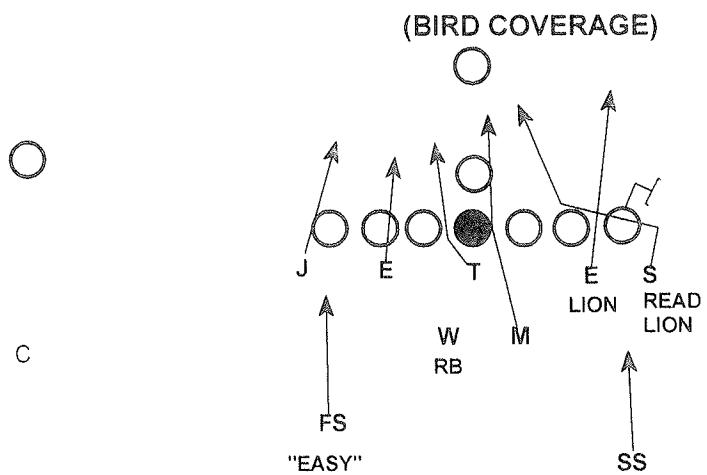


S

READ
LION



BASE LION SCORCH (CK DOT SCORCH)



DE TO CALL - "LION"
TEAR TO 7 TECHNIQUE
SAM READ TE HAT
1. TE OUT UNDERNEATH
2. TE DOWN COME OFF
HIS ASS

C
"CLOSED RIGHT"
"SCORCH RT"
"ABLE RIGHT"

CALL VS SILVER PERSONNEL ONLY. CAN BE PACKAGED WITH ANOTHER
PRESSURE TO BE RUN ONLY VS SILVER DOT.

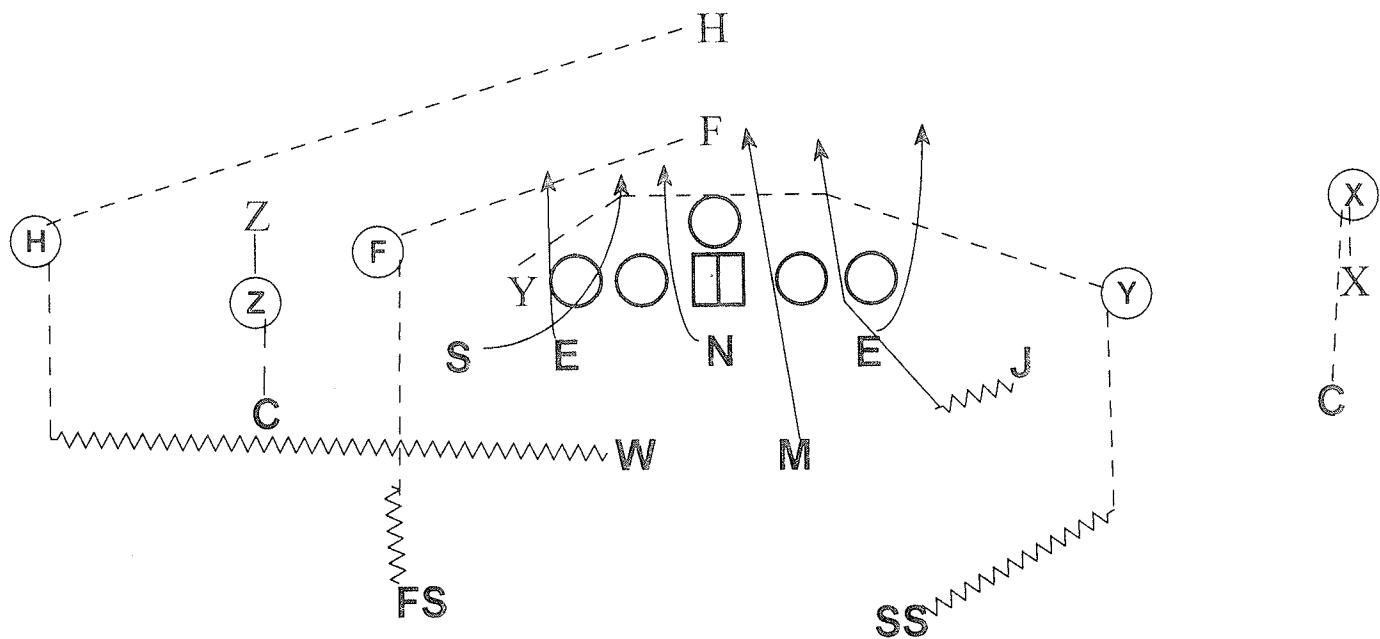
EX. BASE RATTLER CK DOT SCORCH

BASE RATTLER / COBRA

EMPTY ADJUSTMENTS

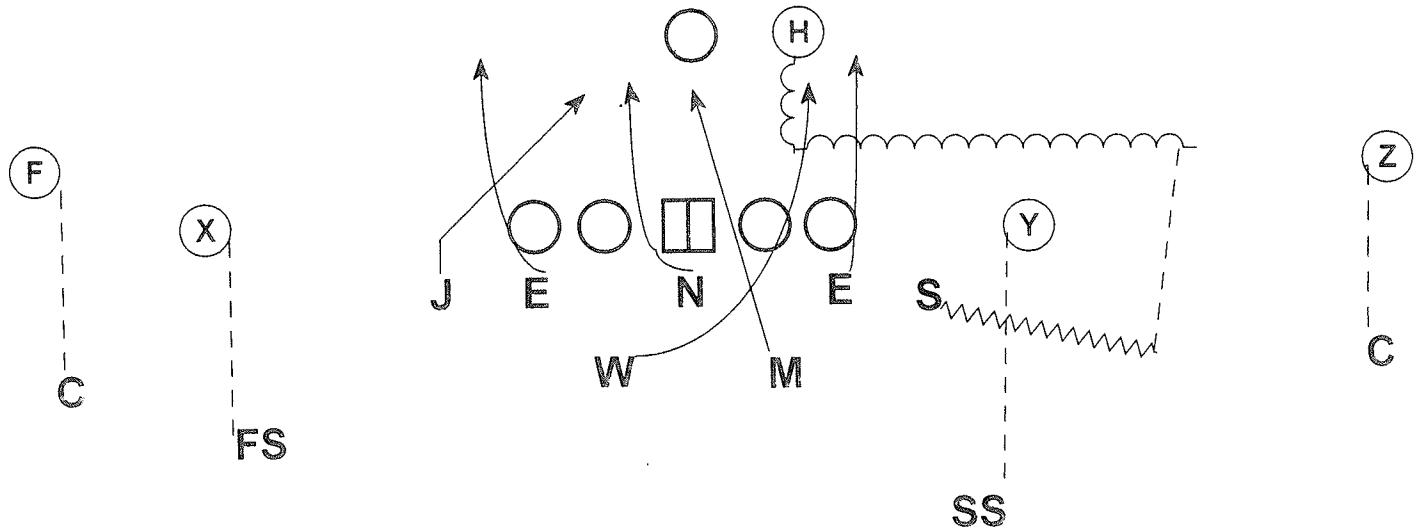
REGULAR EXPLODE EMPTY

WILL IS COVER BACKER



REGULAR BACK MOTION TO EMPTY

SAM OR JACK
HANDLE BACK MOTION.
WILL BUFFALO TO H.



BASE COBRA

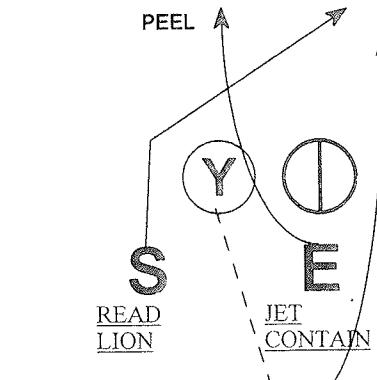
VS. I BACKS "CHECK PLUMBER" = BIRD COVERAGE

I LT

"BACKER"

"BACKER"

Z



C

INSIDE MAN
SEC FORCE

H

F

"BACKER"

X

C

INSIDE MAN
SEC FORCE

SS

BLITZ
B GAP

FS

TE MAN
FILL

"CLOSED LEFT"
"BUCKEYE"

ADJUSTMENTS:

1. MIKE MAKE CLOSED RT/LT CALL
2. COBRA IS A SELF-ADJUSTING BLITZ TO BACKFIELD SETS:
I FAR = BUCKEYE
I NEAR = HAWKEYE
SPLIT = RENO
1 BACK = CHECK PLUMBER (BIRD COV.)

SPLIT SLOT LT

"BACKER"

"BACKER"

X

C

INSIDE MAN
SEC FORCE

Z

C

INSIDE MAN
PLUG

H

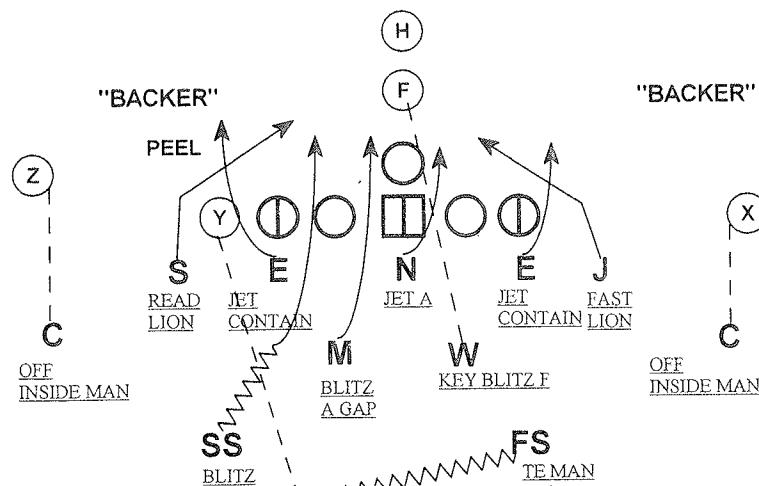
F

PEEL

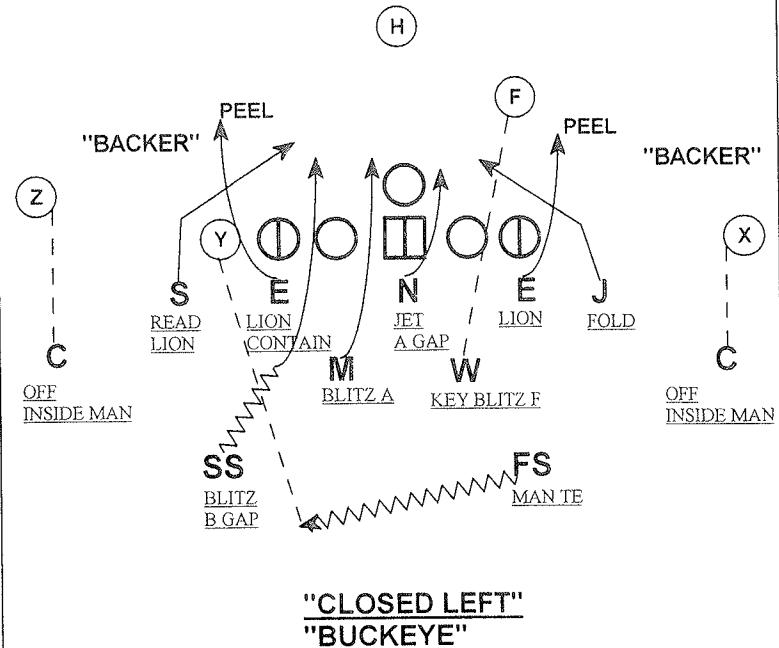
BASE COBRA

SELF ADJUSTING BLITZ TO BACKFIELD SET

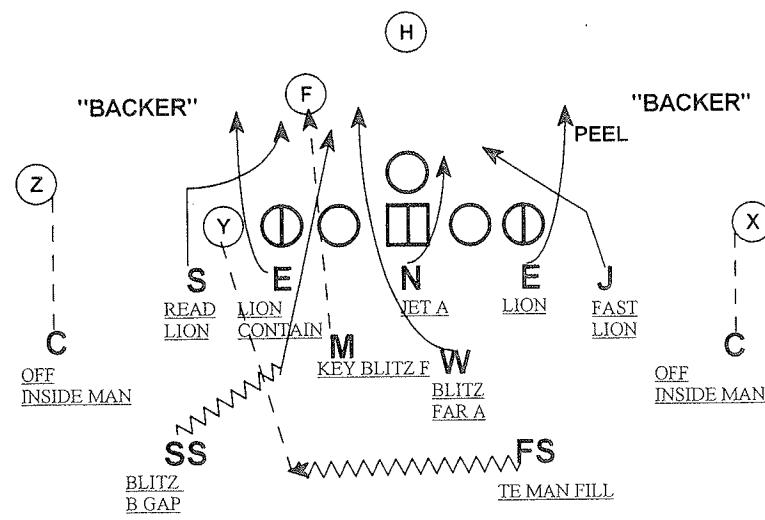
I LEFT



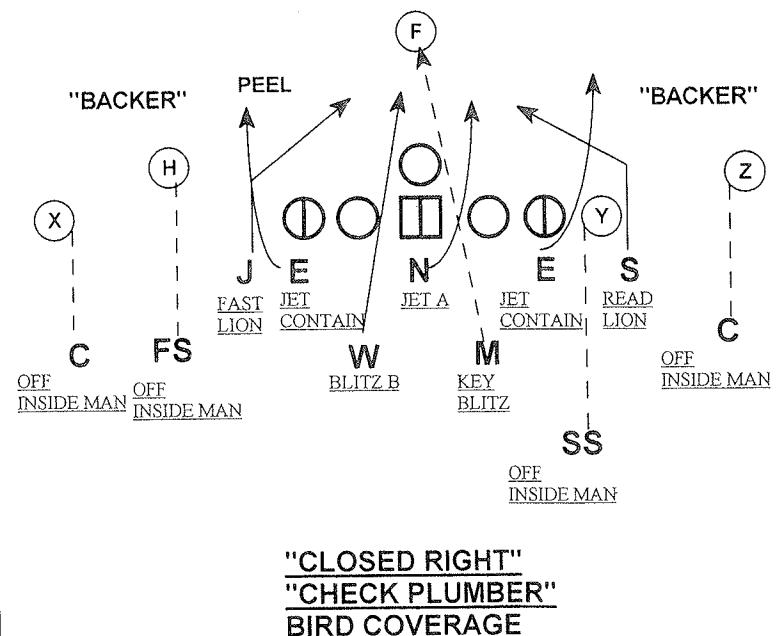
I FAR LEFT



I NEAR LEFT



DOUBLE RIGHT



"CLOSED LEFT"
"HAWKEYE"

"CLOSED RIGHT"
"CHECK PLUMBER"
BIRD COVERAGE

NICKEL FLEX CAROLINA ADJ

BLUE FLEX LEFT

MAN

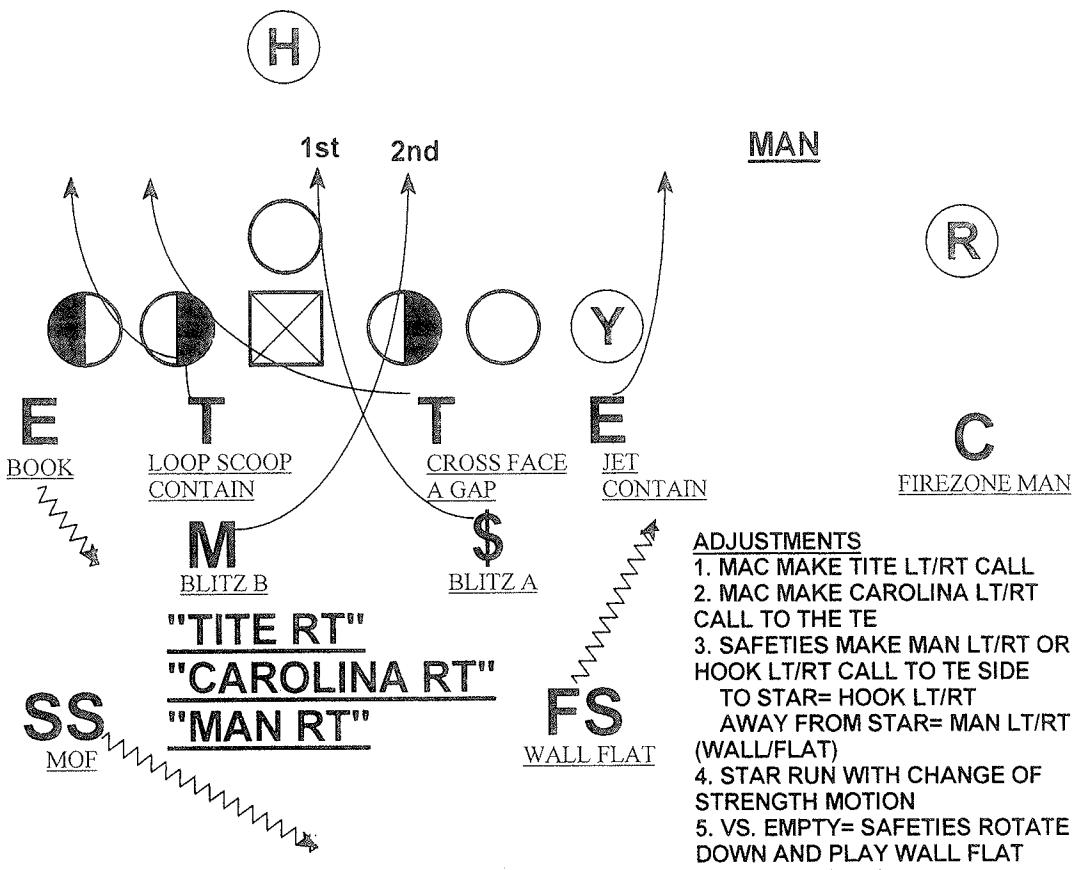
(X)

C

FIREZONE MAN

*
WALL FLAT

Z



BLUE TRAIN LEFT

MAN

R

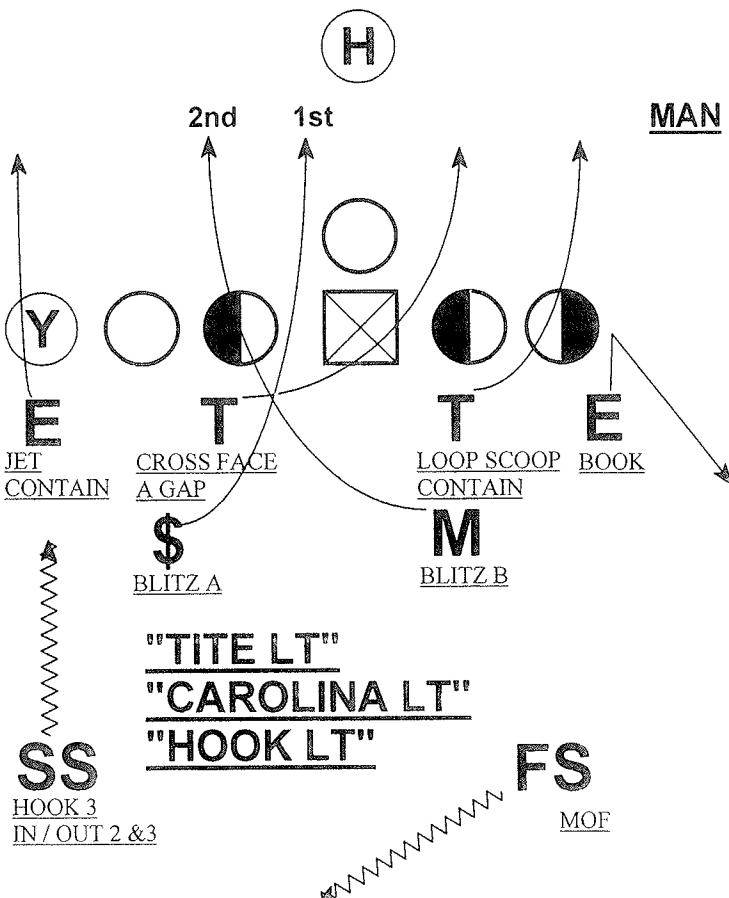
C

FIREZONE MAN

*
IN/OUT 2 & 3

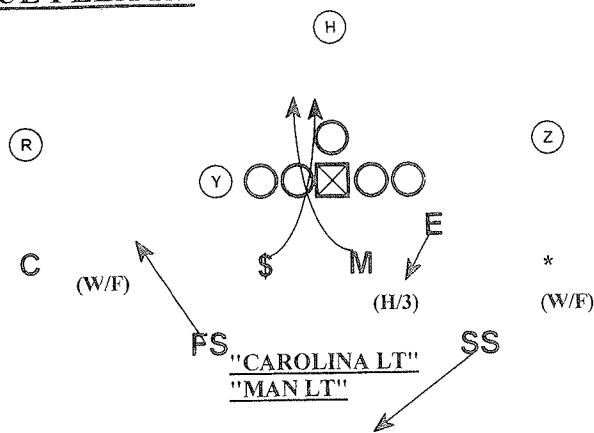
Z

X
C
BUMP MAN

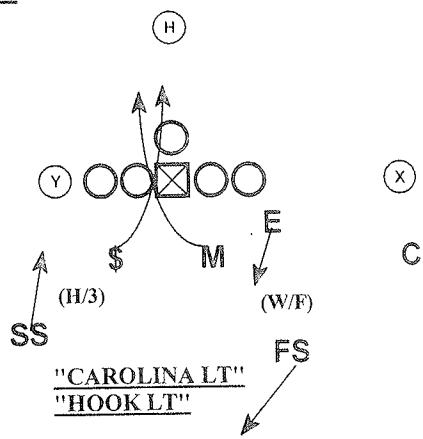


NICKEL/DIME FLEX CAROLINA ADJ: ADJUSTMENTS

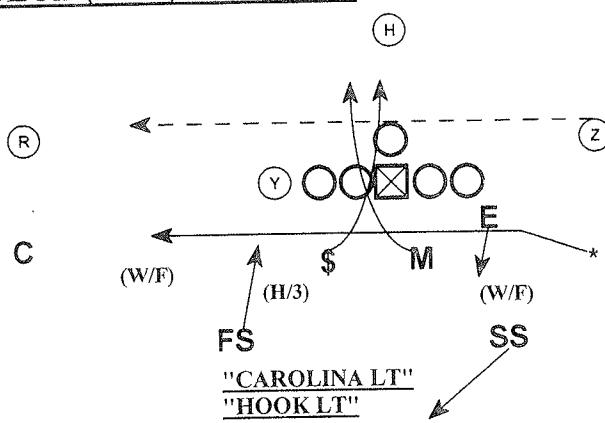
BLUE FLEX RT



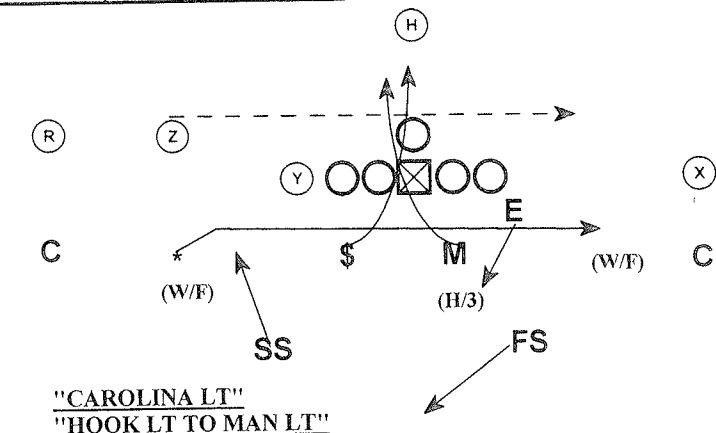
BLUE TRAIN LT



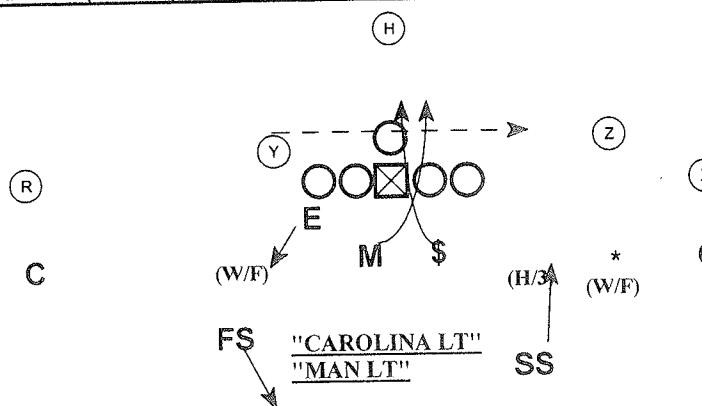
BLUE (ZAC) TRAIN LT



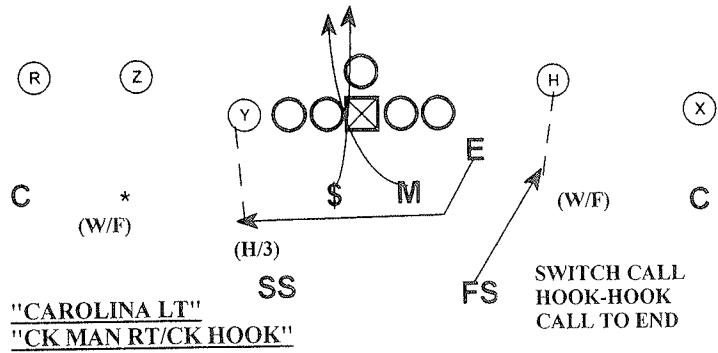
BLUE (ZAC) FLEX RT



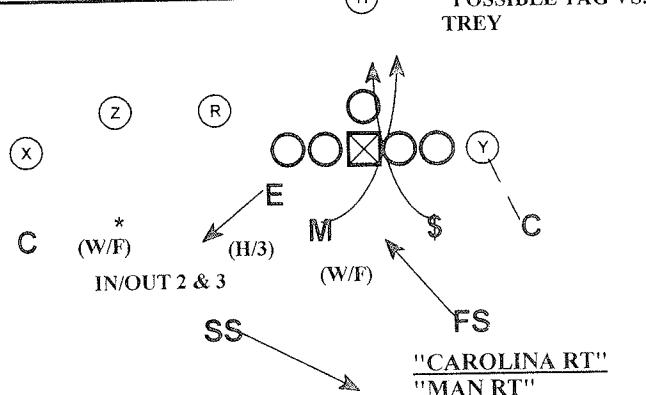
BLUE (YAC) TRAIN LT Y OFF



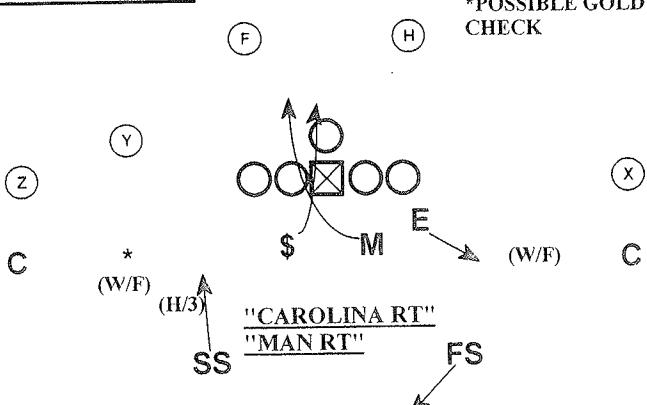
BLUE EMPTY TRAIN H OUT



BLUE TREY LT



GOLD SPLIT LT

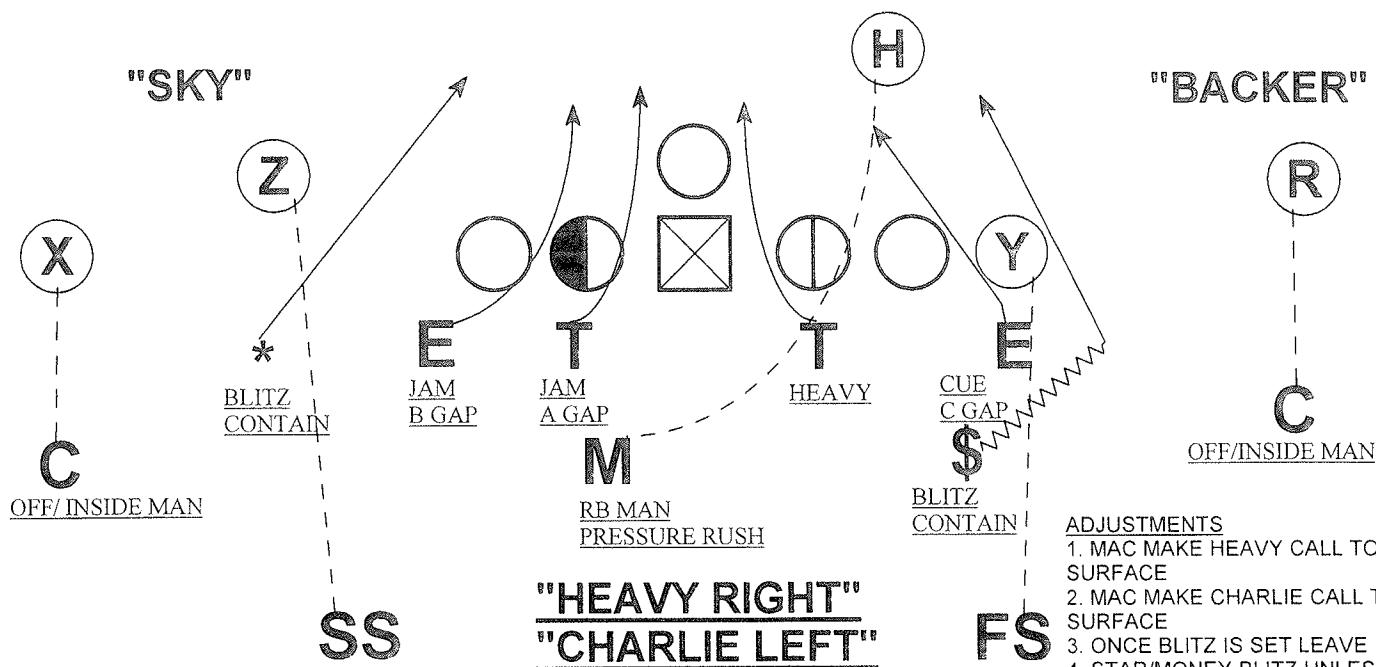


NICKEL EAGLE BLITZ

BLUE FLEX LEFT

***ONCE THE PRESSURE IS SET, IT IS SET!
MOTION DOES NOT EFFECT IT.

*SPEAR CONCEPT VS. OFFSET BACK

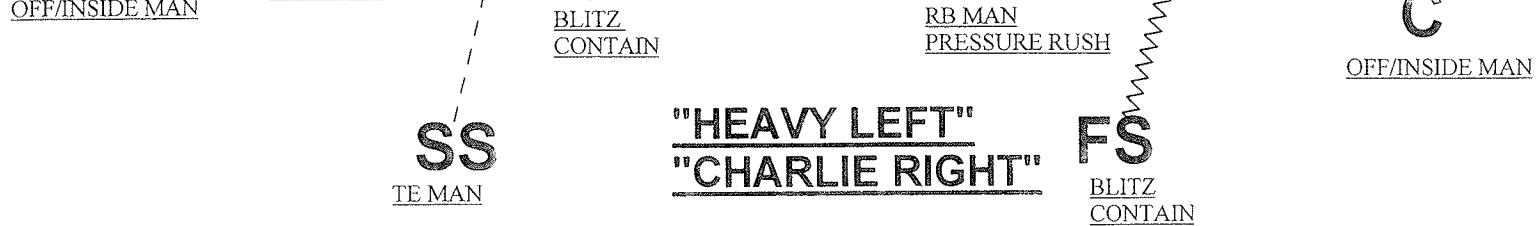
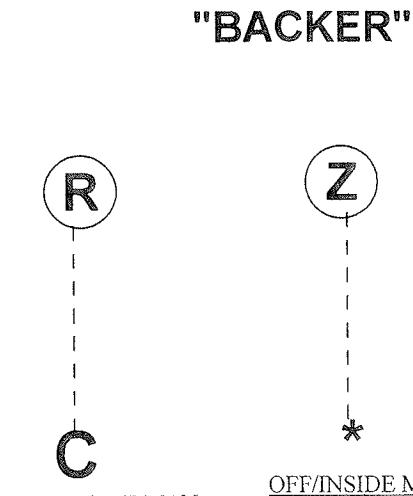


ADJUSTMENTS

1. MAC MAKE HEAVY CALL TO A 3 MAN SURFACE
2. MAC MAKE CHARLIE CALL TO A 2 MAN SURFACE
3. ONCE BLITZ IS SET LEAVE IT ON
4. STAR/MONEY BLITZ UNLESS ALIGNED ON SAME SIDE.
5. IF STAR/MONEY ALIGNED TO SAME SIDE STAR DOES NOT BLITZ (\$/FS BLITZ)
6. IF RB BLOCKS OR RELEASES FROM OFFSET USE SPEAR CONCEPT

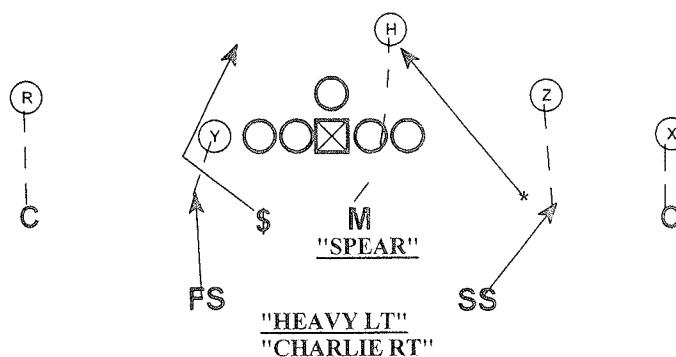
BLUE TRAIN LEFT

IF MONEY AND STAR ARE ON SAME SIDE STAR DOES NOT COME

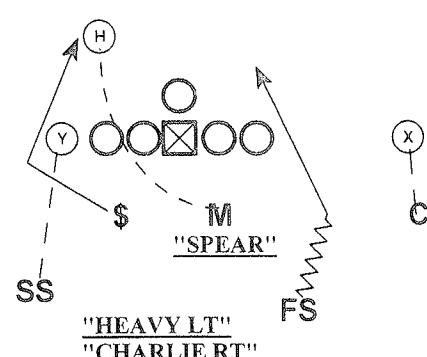


NICKEL/DIME EAGLE BLITZ: ADJUSTMENTS

BLUE FLEX RT

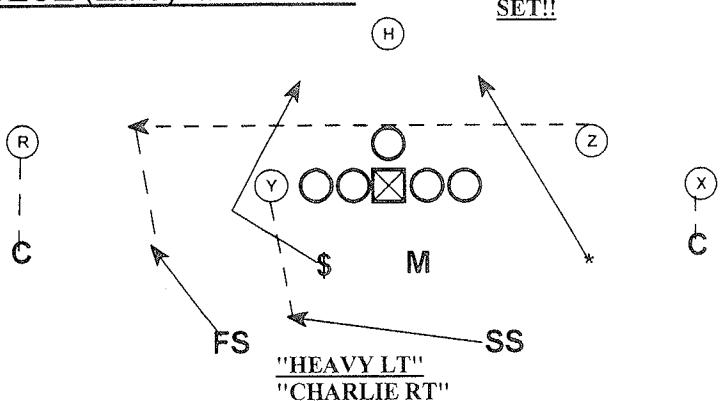


BLUE TRAIN LT



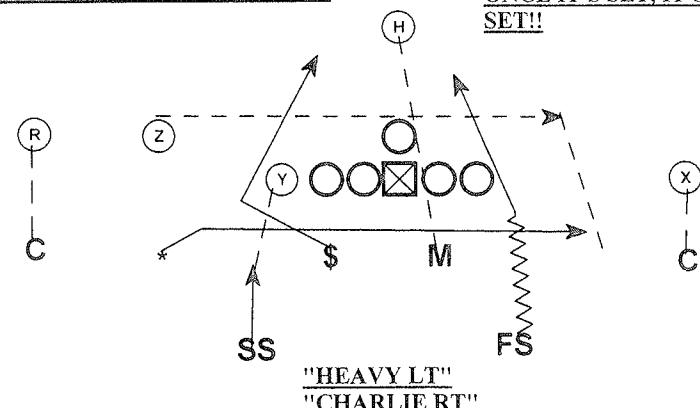
BLUE (ZAC) TRAIN LT

ONCE IT'S SET, IT'S SET!!



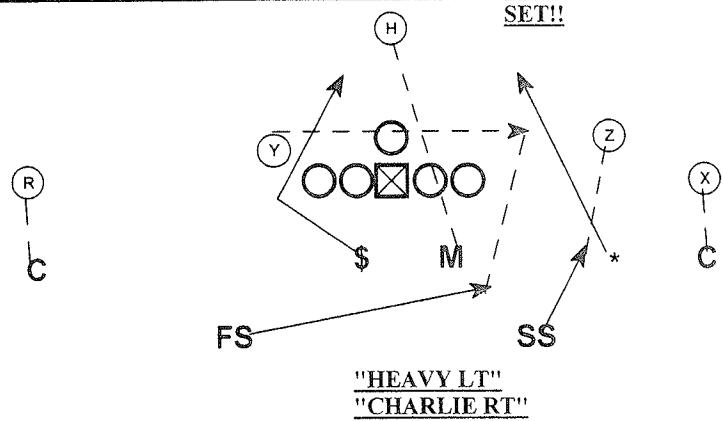
BLUE (ZAC) FLEX RT

ONCE IT'S SET, IT'S SET!!

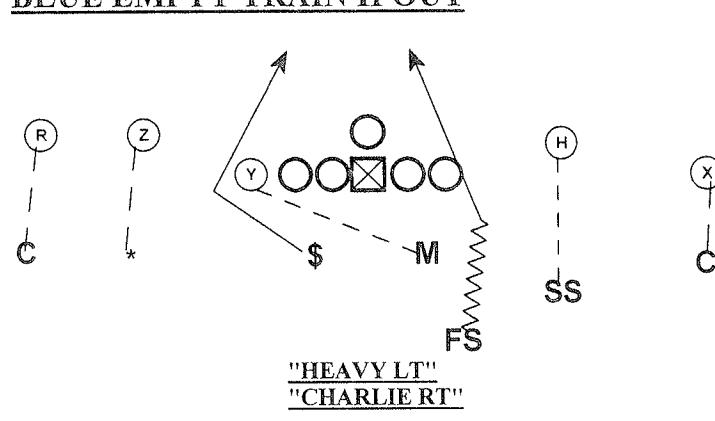


BLUE (YAC) TRAIN LT Y OFF

ONCE IT'S SET, IT'S SET!!

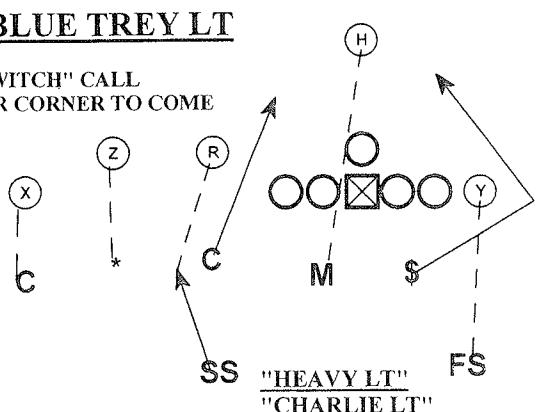


BLUE EMPTY TRAIN H OUT



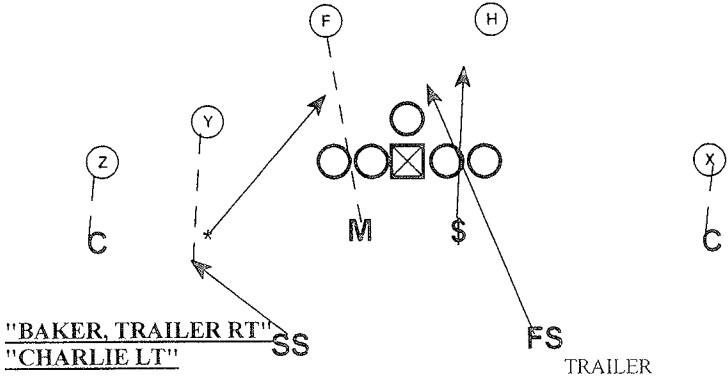
BLUE TREY LT

"SWITCH" CALL
FOR CORNER TO COME



GOLD SPLIT LT

#4 WK= BAKER TRAILER
NO #4 WK= \$ CHARLIE



BASE WEAK JACK 2 CK STRONG

LLT

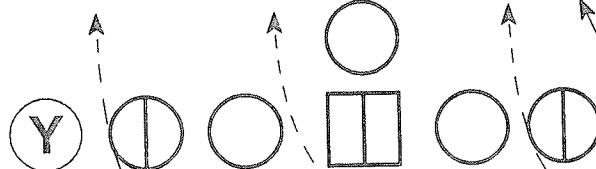
"CLOUD"

(H)

(F)

"CLOUD"

(Z)



6 TECH
TAG I/FAR I

HEAVY 5
CONTAIN

0 TECH
PRESSURE

HEAVY 5
PRESSURE

GHOST 6
CONTAIN

(M)

30 TECH
MIDDLE HOOK

(W)

30 TECH
VERTICAL HOOK

C
FORCE SQUAT

(X)

C
FORCE SQUAT

SS
SEC FORCE
DEEP 1/2

"RALPH/RALPH"
"TAG LT"

FS

SEC FORCE
DEEP 1/2

ADJUSTMENTS:

1. MAKE RALPH/LARRY WEAK OR AWAY FROM #2 OPEN
2. I/I FAR = TAG CALL
3. I NEAR/SPLIT = IN/OUT CALL
4. SLOT- CHECK CORA
5. YAC OR Y TRADE- CHANGE RALPH/LARRY
6. BUNCH = IN/OUT CALL
7. SAM/JACK- ALIGN LT/RT
8. 1 BACK = RE-ROUTE SEAM (2X2) IN/OUT (3X1)
9. 2 MAN STACK= ZONE IT

"CHECK CORA VS. SINGLE WIDTH SLOT

I SLOT LT

"CLOUD"

(H)

(F)

"READ"
"CORA"

(X)

(Z)

S
PLUG SLAM

C

FORCE SQUAT

HEAVY 5
CONTAIN

30 TECH
HOOK #3

0 TECH
PRESSURE

30 TECH
1ST TO FLAT

3
3

C
READ CORA
CORA 1/3

SS

SEC FORCE
OUTSIDE 1/3

"RALPH/RALPH"
"CHECK CORA"

FS
FILL MOF

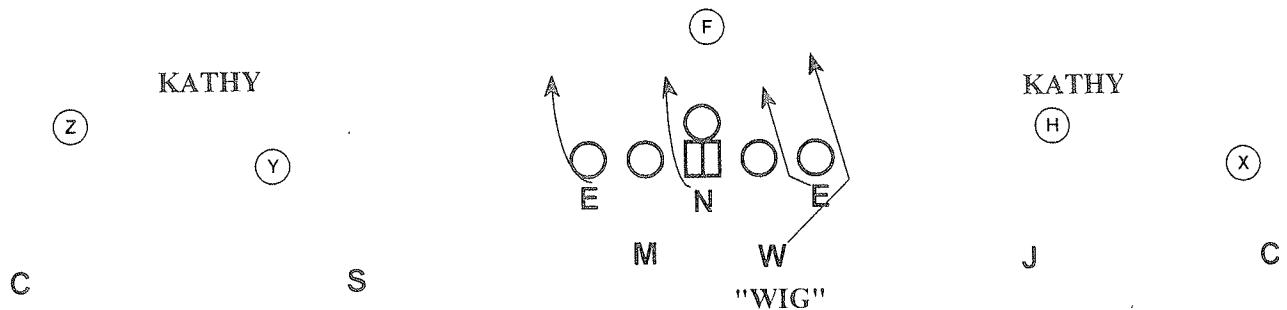
BASE WEAK JACK 2 CK STRONG

<p><u>"LVER DOT"</u></p> <p>1.</p> <p>CLOUD CLOUD</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH FS "KATHY RT"</p>	<p><u>TRIPS LT</u></p> <p>2.</p> <p>"DOG" ON FLOW</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH FS "KATHY RT"</p>
<p><u>DOUBLE LT</u></p> <p>3.</p> <p>CLOUD CLOUD</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH FS "KATHY LT"</p> <p>LARRY</p> <p>FS CK ZONE IT VS. 2 MAN STACKS</p> <p>"RE-ROUTE" SEAM</p>	<p><u>TRAIN LT</u></p> <p>4.</p> <p>"DOG" ON FLOW</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH FS "KATHY RT"</p>
<p><u>STANFORD CK BOSS</u></p> <p>5.</p> <p>"LARRY, LARRY"</p> <p>"CK R"</p> <p>S T N T M W J C</p> <p>H F Y Z X</p> <p>SS RALPH FS "KATHY LT"</p>	<p><u>TRIPS BUNCH LT</u></p> <p>6.</p> <p>"DOG" ON FLOW</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH FS "KATHY RT"</p>
<p><u>(YAC) I Y OFF</u></p> <p>7.</p> <p>CLOUD CLOUD</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH TO LARRY TAG LT TO TAG RT FS "KATHY LT"</p>	<p><u>GEMP DOLPHIN DBL FLIP H OS</u></p> <p>8.</p> <p>CK STRONG</p> <p>S M W J H F Y Z X</p> <p>C squat</p> <p>SS RALPH LARRY FS "LIZ SKY"</p> <p>1ST TE</p> <p>ALERT AREA</p>

BASE WEAK JACK 2 CHK STRONG

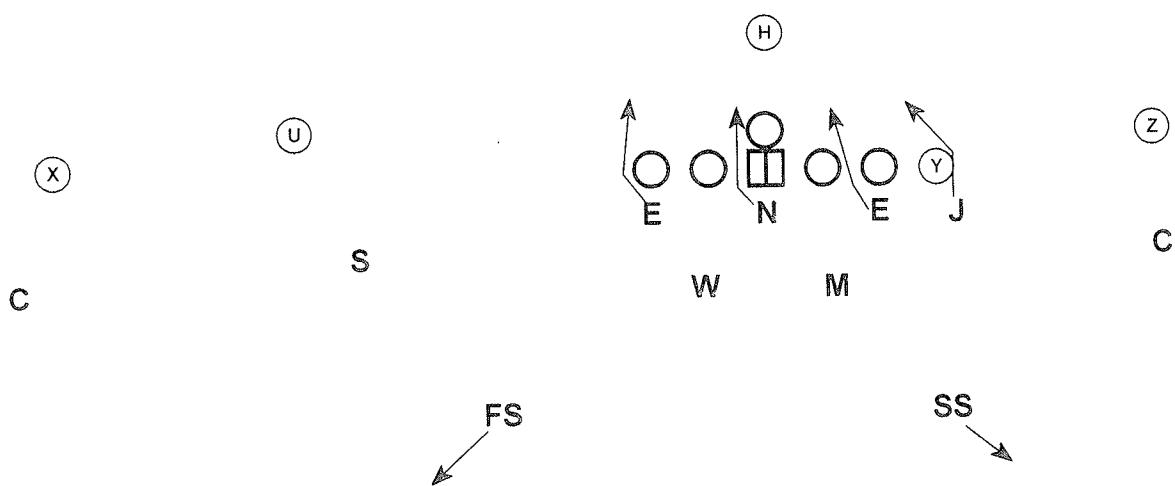
REGULAR DOLPHIN LT

"RALPH, RALPH"



REGULAR DOUBLE RT

"RALPH, RALPH"

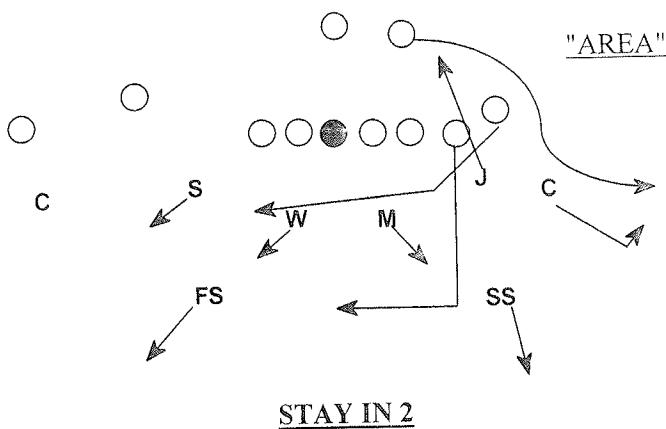


COVERAGE SECTION

BASE WEAK JACK 2 CHK STRONG ADJUSTMENTS

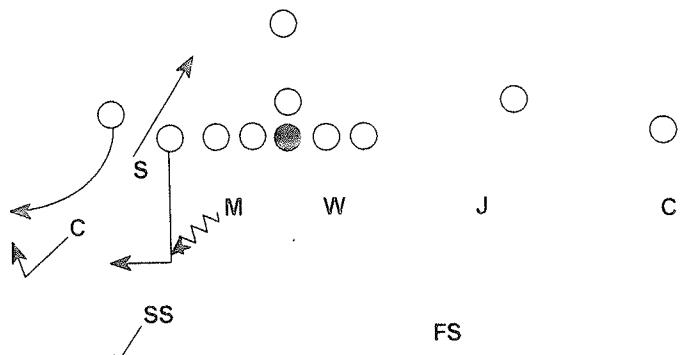
'S. WEB FLOW

(NO READ) VS. ALIGNED WEBSTAY IN 2



2. VS. BOTH RELEASE

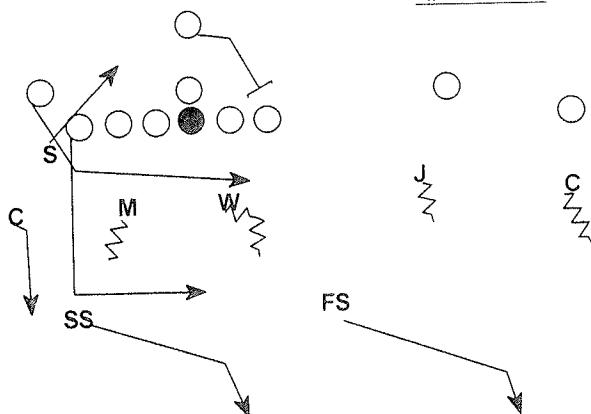
READ IT
PLAY 2 VS. BOTH RELEASE



3. VS. 1 BLOCKING

ROLL IT VS. 1 GUY BLOCKING
OR 1 BEHIND 2 VS. SPLIT FLOW

"ROLL IT"



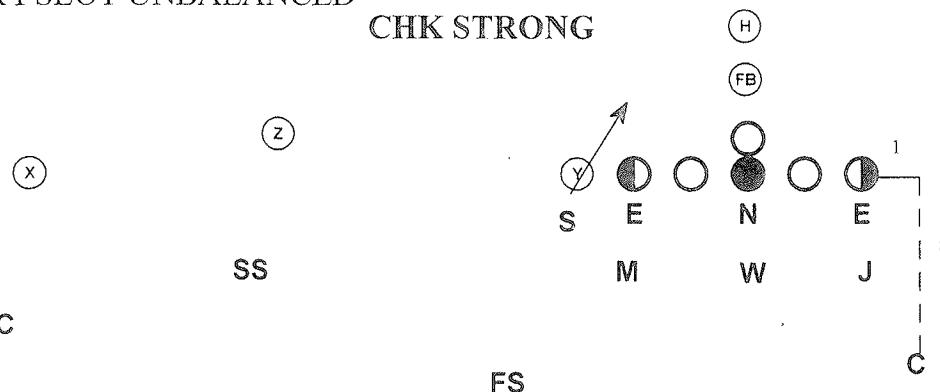
STRONG TAG

(EX. BASE "STRONG" 3 AUTO, BASE WEAK JACK 2 CHK STRONG)

F. ULAR I SLOT UNBALANCED

CHK STRONG

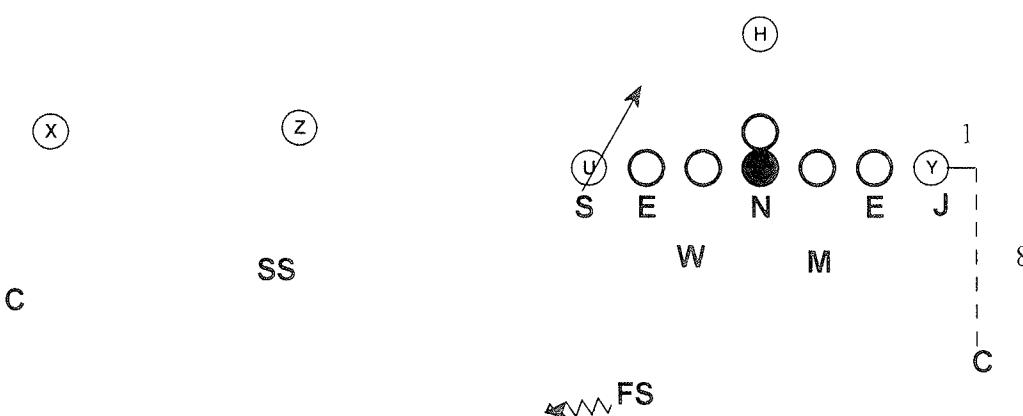
CHK R



SILVER DOT TREY

CHK STRONG

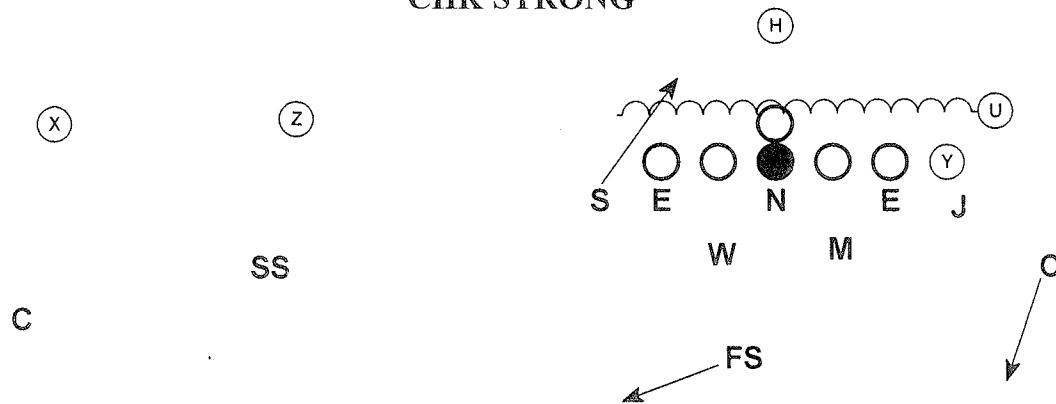
CHK R STOUT



SILVER TREY (UAC)

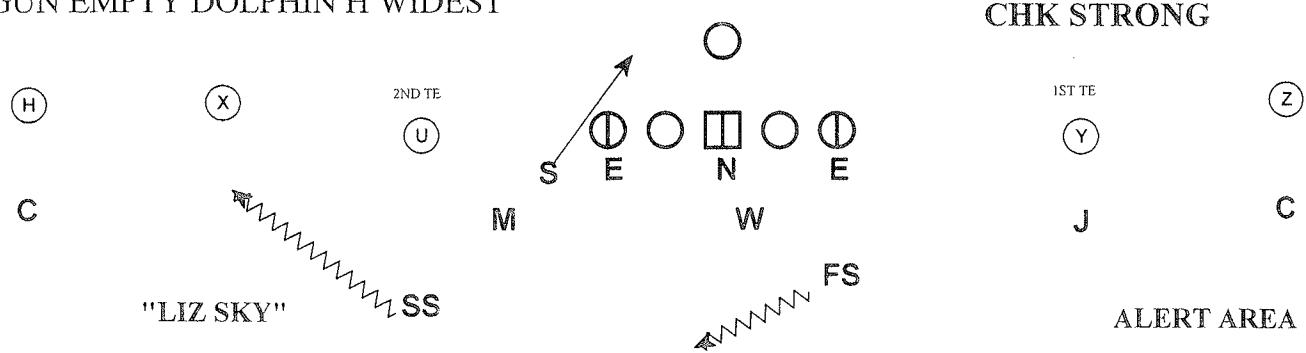
CHK STRONG

**FIST OR READ IT
CHK R STOUT ON MOTION**



SILVER GUN EMPTY DOLPHIN H WIDEST

CHK STRONG



BASE UNDER O DBL 6 ADJUSTED/ FIST

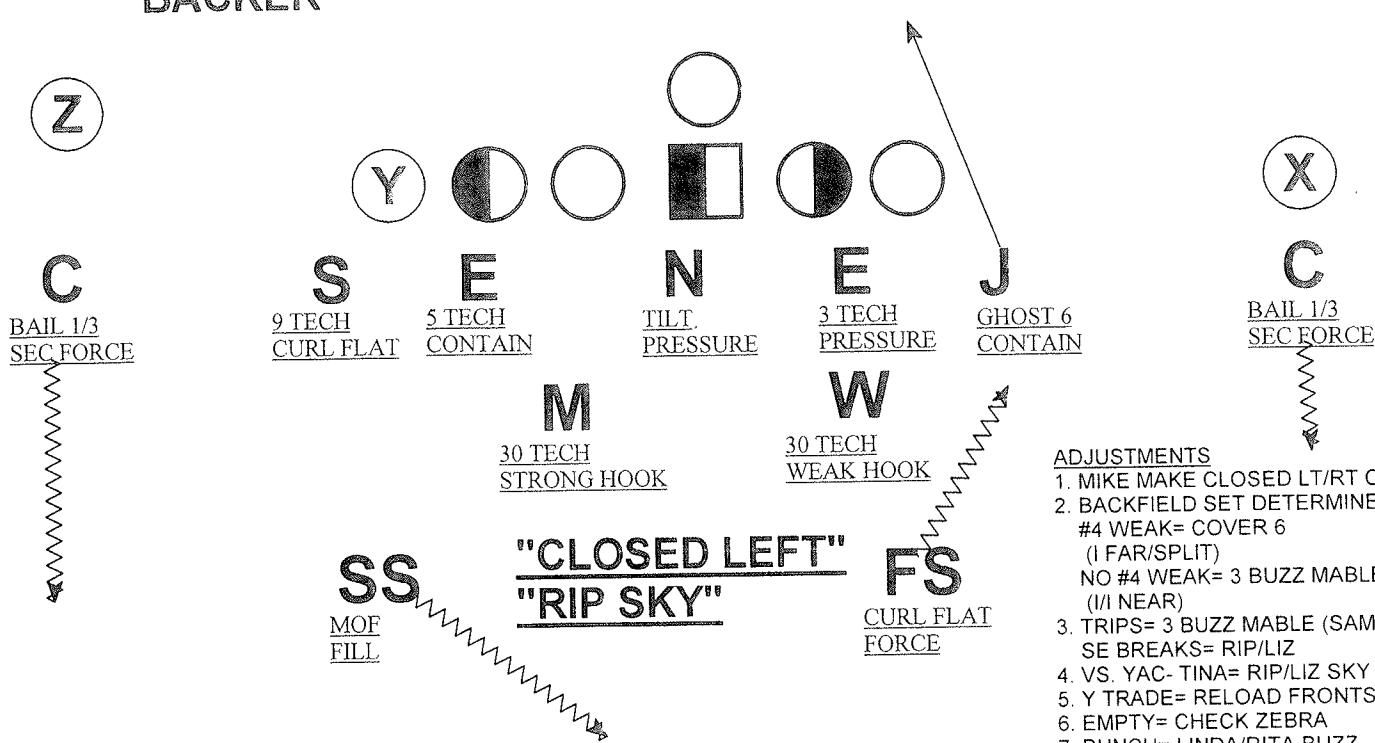
SPLIT LT

(H)

(F)

"BACKER"

"SKY"



CHECK FIST VS. SLOT

I SLOT LT

(H)

(F)

"SKY"

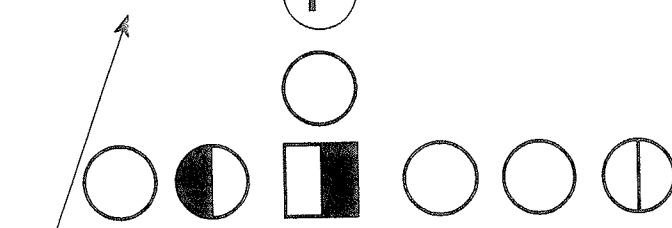
"READ"

(X)

"SMASH ALERT"

C

FIST 1/3
SEC FORCE
2 TO 1 READ

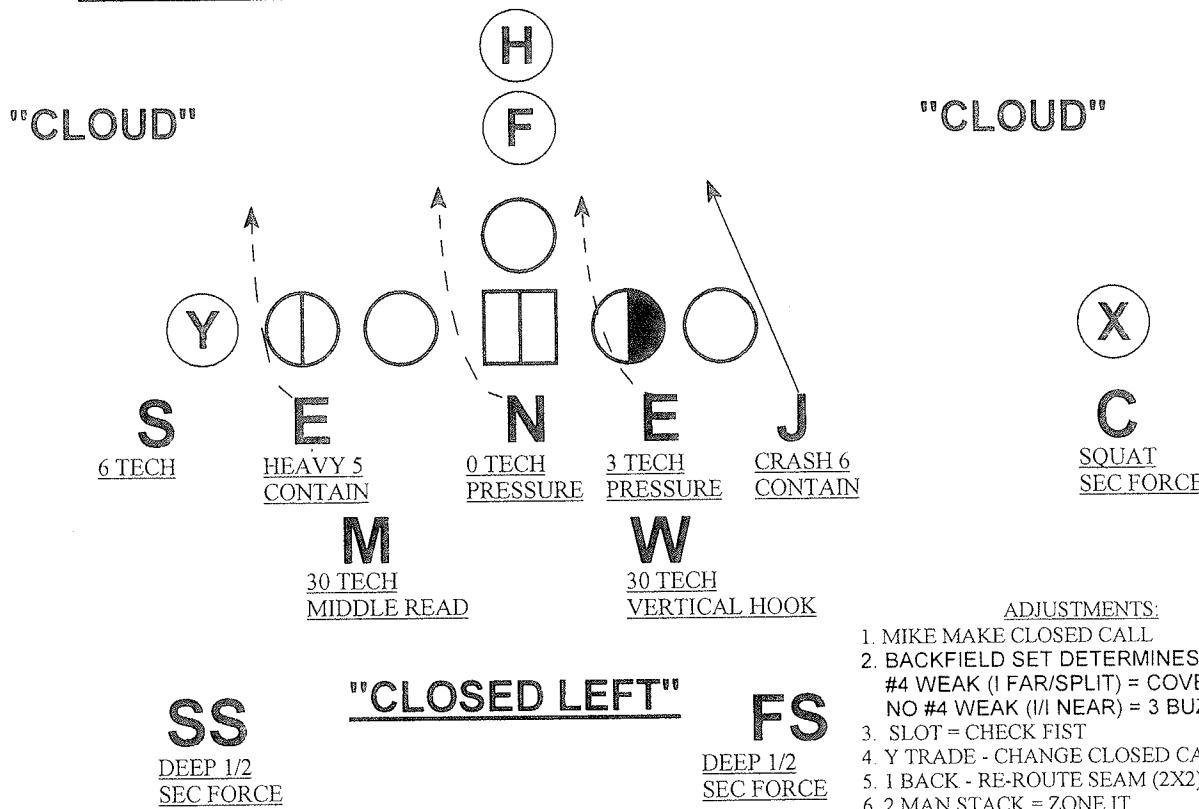


MOF
FILL

"CLOSED RIGHT"
"FIST LEFT"

BASE UNDER (SPLIT) DBL 2 ADJ / FIST

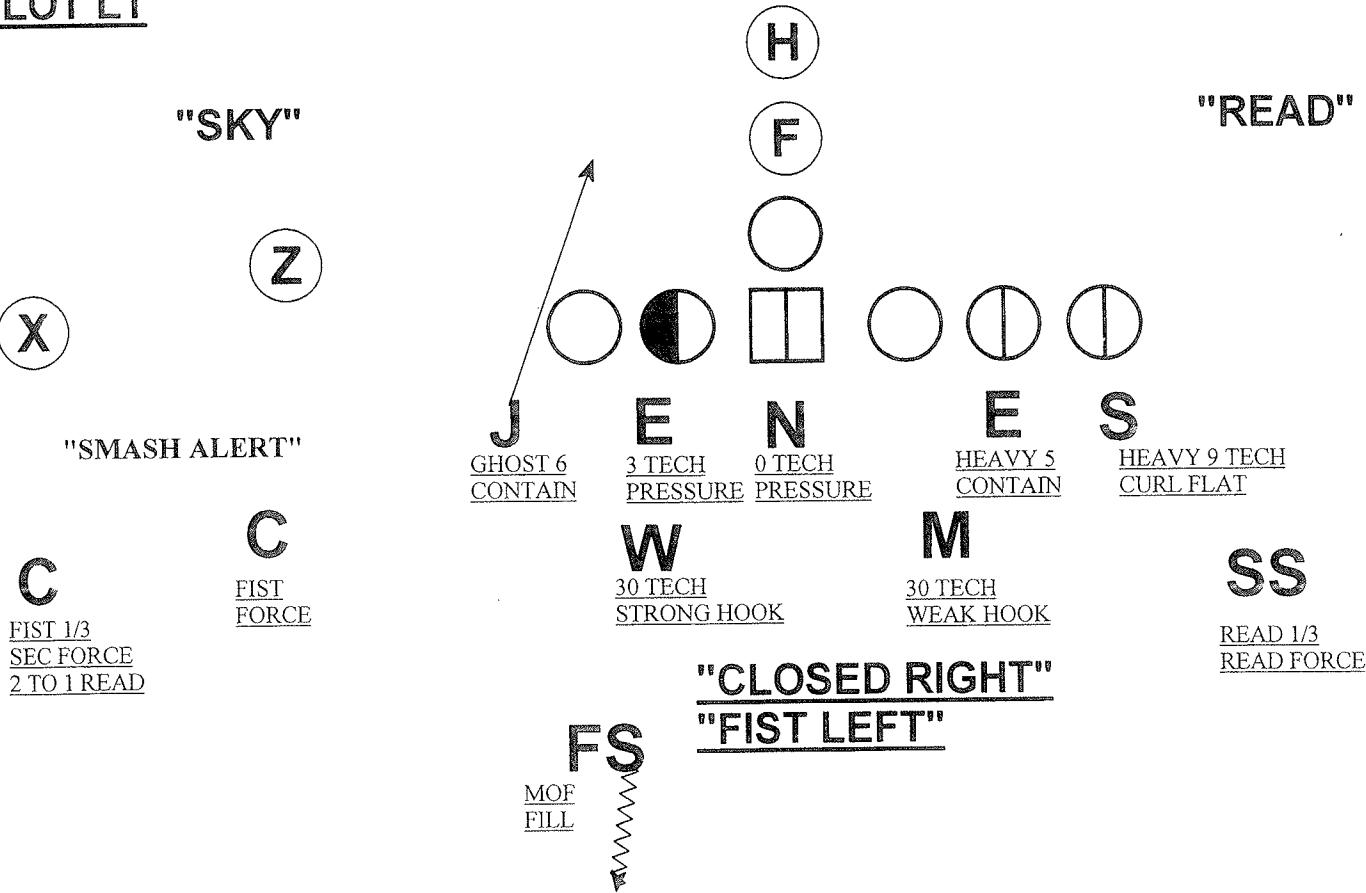
LT



ADJUSTMENTS:

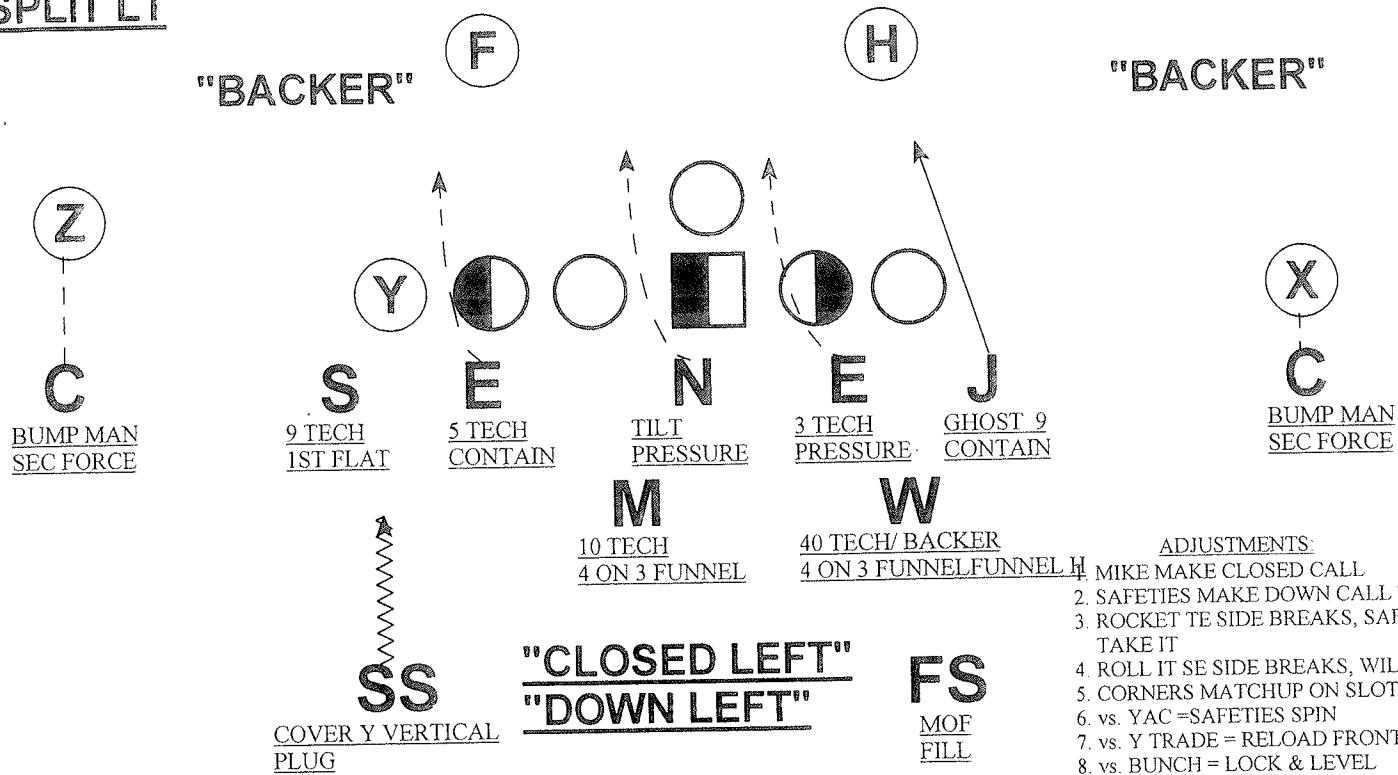
1. MIKE MAKE CLOSED CALL
2. BACKFIELD SET DETERMINES COVERAGE
#4 WEAK (I FAR/SPLIT) = COVER 2
NO #4 WEAK (II NEAR) = 3 BUZZ MABLE
3. SLOT = CHECK FIST
4. Y TRADE - CHANGE CLOSED CALL
5. 1 BACK - RE-ROUTE SEAM (2X2)
6. 2 MAN STACK = ZONE IT

I SLOT LT

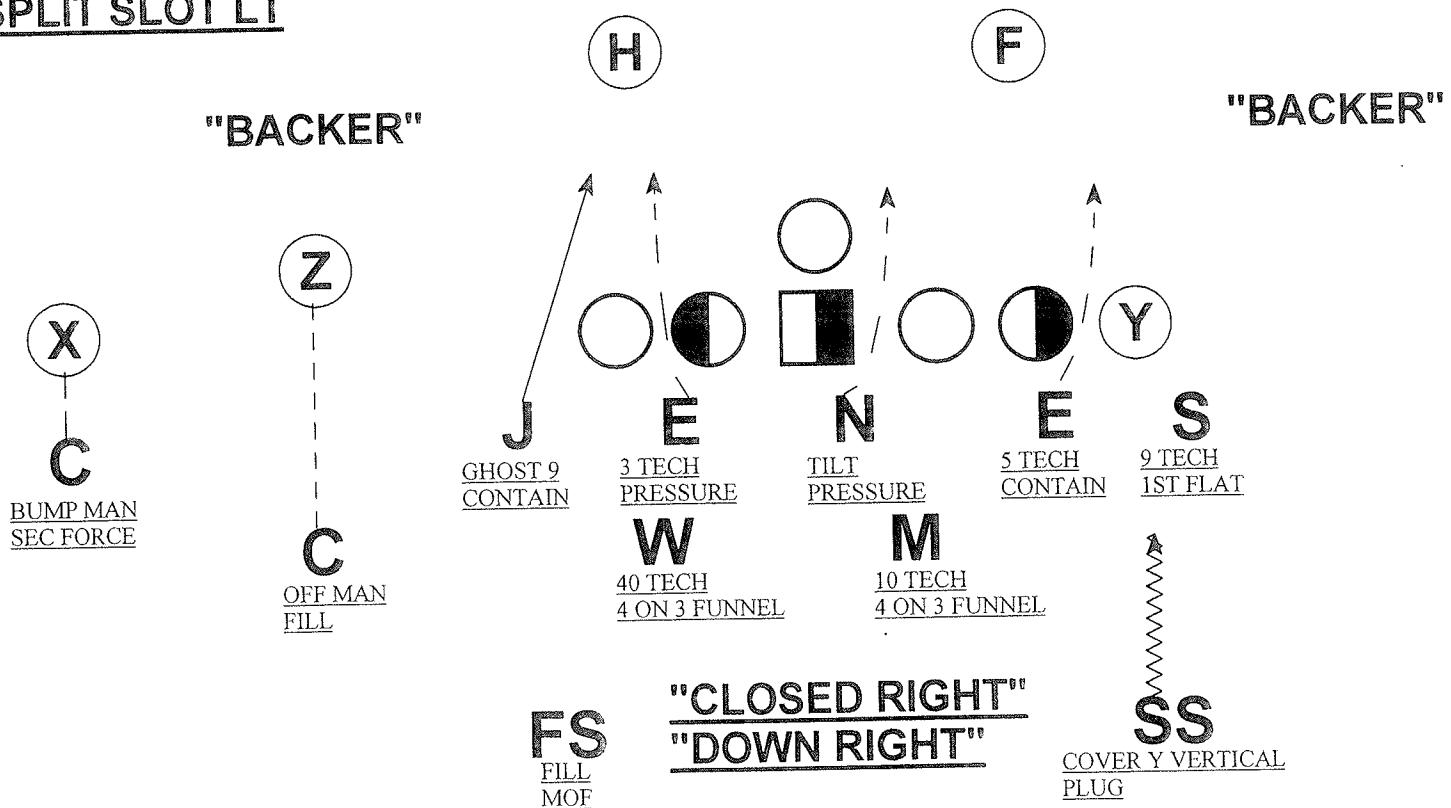


BASE UNDER O 1 BUCK (ROLL IT)

SPLIT LT

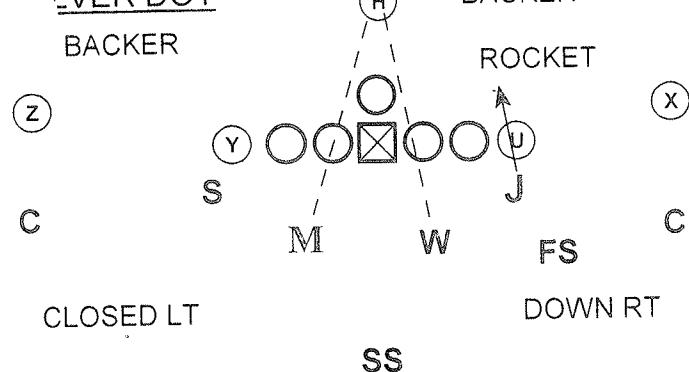


SPLIT SLOT LT

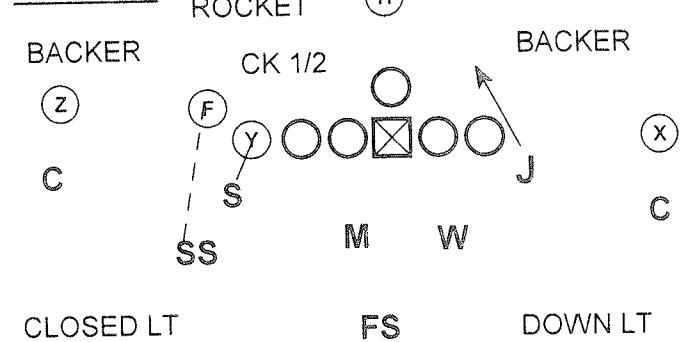


BASE UNDER O 1 BUCK (ROLL IT)

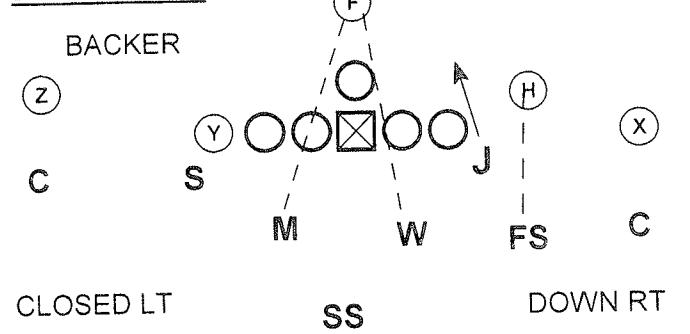
LVER DOT



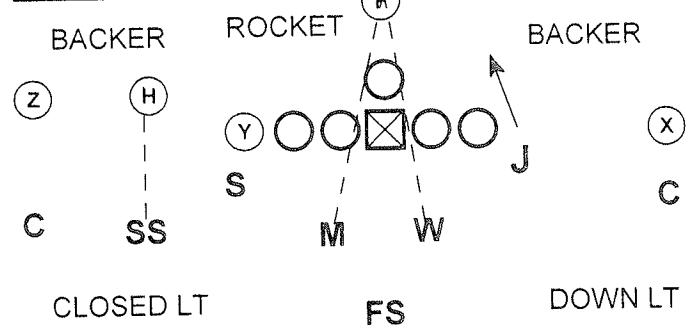
TRIPS LT



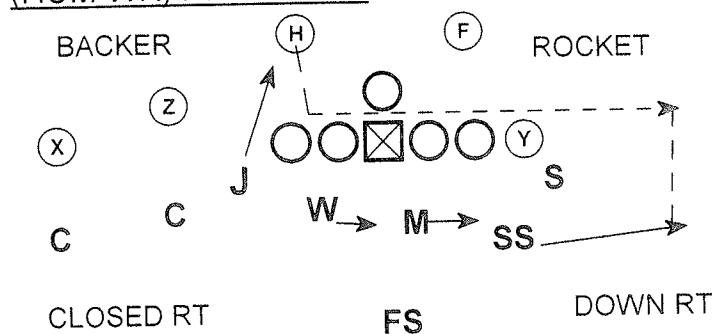
DOUBLE LT



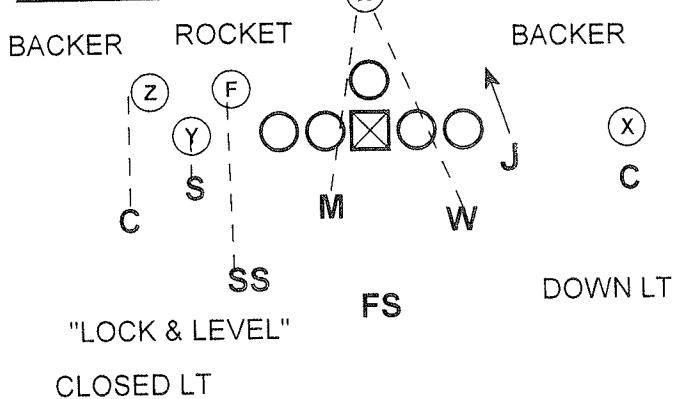
TRAIN LT



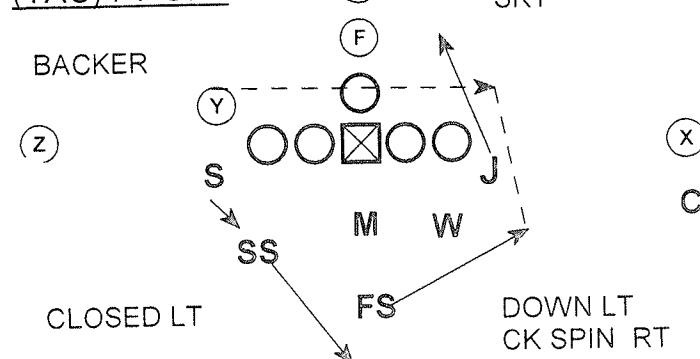
(HUM WK) NEAR FLEX



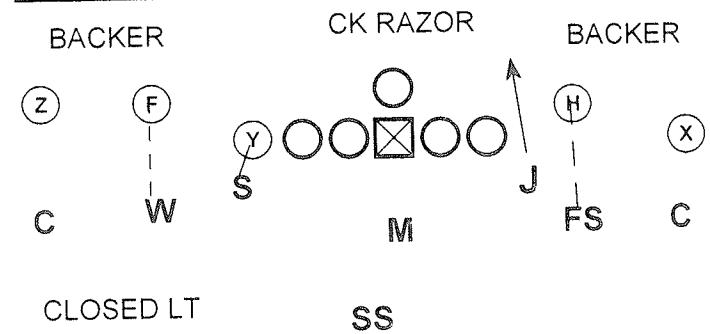
TRIPS BUNCH LT



(YAC) I Y OFF



TRAIN LT H OUT



BASE P-ZONE BUZZ (ZORRO)

ILT

"BACKER"

H

F

Z

"BACKER"

X

J

E

M

W

N

30 TECH
MIDDLE HOOK

0 TECH
PRESSURE

5 TECH
CONTAIN

5 TECH
CONTAIN

GHOST 9
CURL FLAT

C

BAIL 1/3
SEC FORCE

2 TO 1 READ

SS

HOOK/CURL
PLUG

"CLOSED LEFT"
"LINDA BUZZ"

FS

FILL
MOF

E

5 TECH
CONTAIN

N

0 TECH
PRESSURE

W

30 TECH
MIDDLE HOOK

E

M

S

Y

6 TECH
CURL FLAT

C

READ

READ 1/3

SS

LINDA BUZZ
PLUG

"CLOSED RIGHT"
"LINDA BUZZ"

FS

FILL
MOF

Z

X

J

W

M

S

Y

C

READ

READ 1/3

ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. SAFETIES MAKE RITA/LINDA BUZZ CALL TO PASSING STRENGTH.
3. SAM/JACK- 1ST TO FLAT
4. NO RIP/LIZ OR FLOW RULES
5. BUZZ SAFETY- HOLD OFF #2 VERTICAL
6. ILBER TO BUZZ-MIDDLE HOOK

1 SLOT LT

"BACKER"

H

F

Z

"READ"

E

5 TECH
CONTAIN

N

0 TECH
PRESSURE

W

30 TECH
MIDDLE HOOK

E

M

S

Y

C

BAIL 1/3
SEC FORCE
^ TO 1 READ

C

READ
READ 1/3

SS

LINDA BUZZ
PLUG

"CLOSED RIGHT"
"LINDA BUZZ"

FS

FILL
MOF

Z

X

J

W

M

S

Y

C

READ

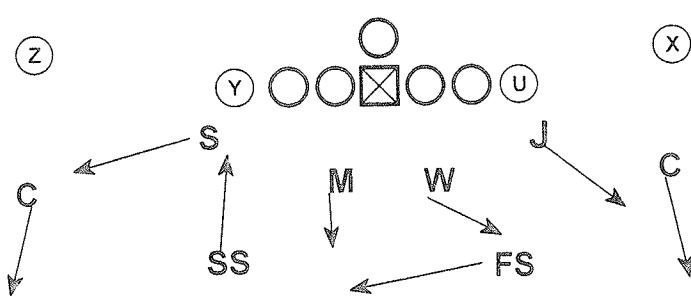
READ 1/3

BASE P-ZONE BUZZ (ZORRO)

SILVER DOT

(H) CLOSED LT
LINDA BUZZ

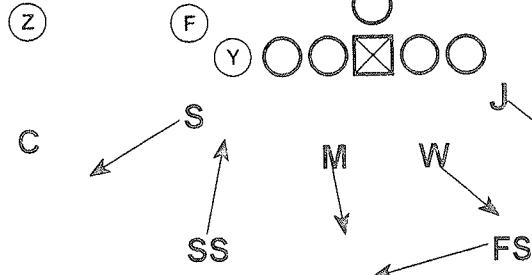
1.



TRIPS LT
CK 1/2

CLOSED LT
LINDA BUZZ

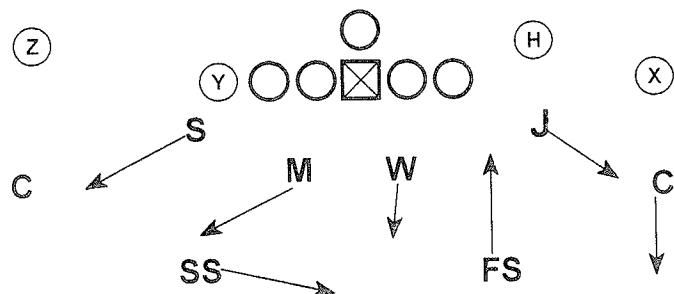
2.



DOUBLE LT

(F) CLOSED LT
RITA BUZZ

3.

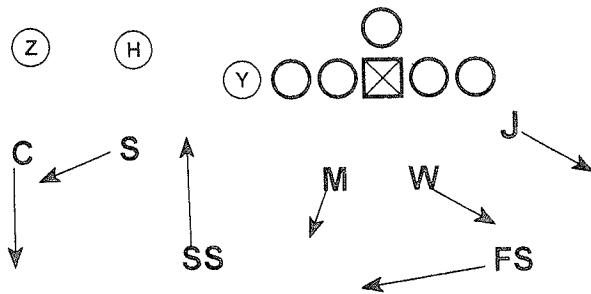


TRAIN LT

CK TEAR

CLOSED LT
LINDA BUZZ

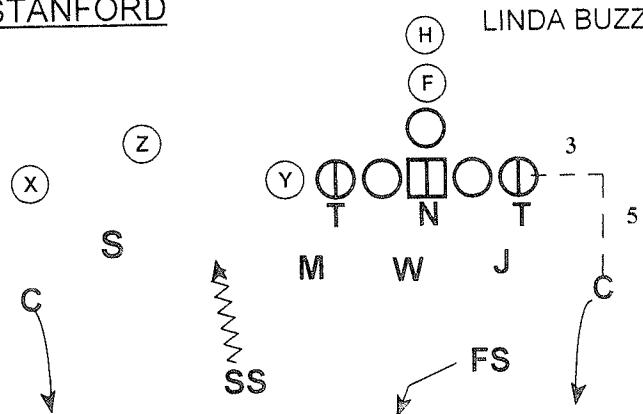
4.



STANFORD

CLOSED LT
LINDA BUZZ

5.

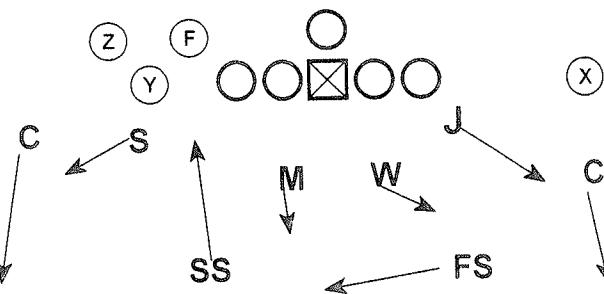


TRIPS BUNCH LT

(H)

CLOSED LT
LINDA BUZZ

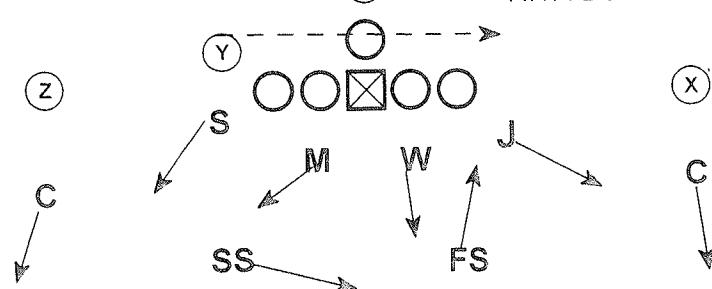
6.



(YAC) I Y OFF

CLOSED LT
LINDA CK
RITA BUZZ

7.

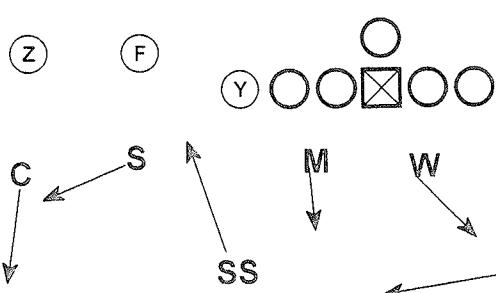


TRAIN LT H OUT

CK TEAR

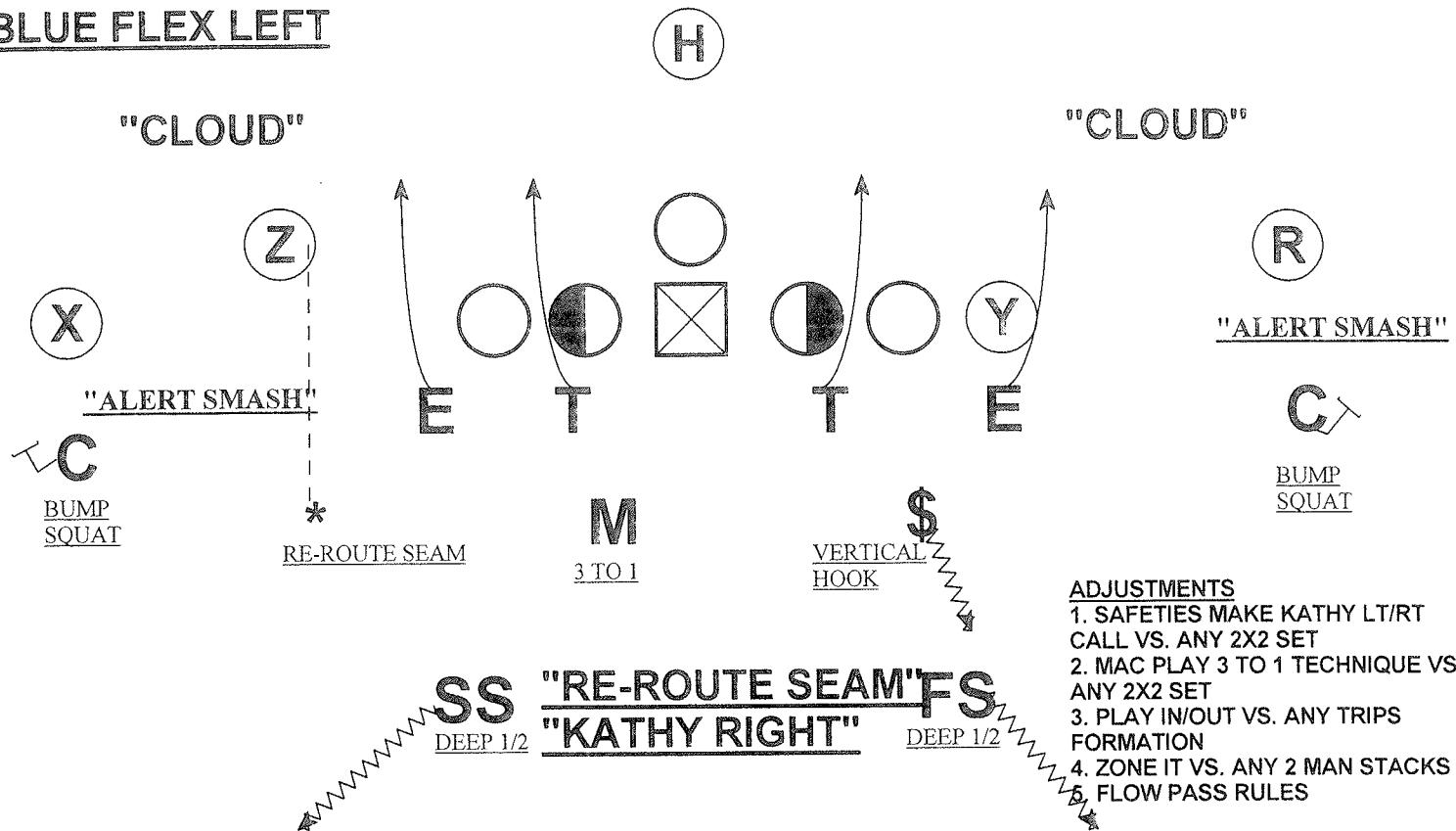
CLOSED LT
CK ZORRO

8.

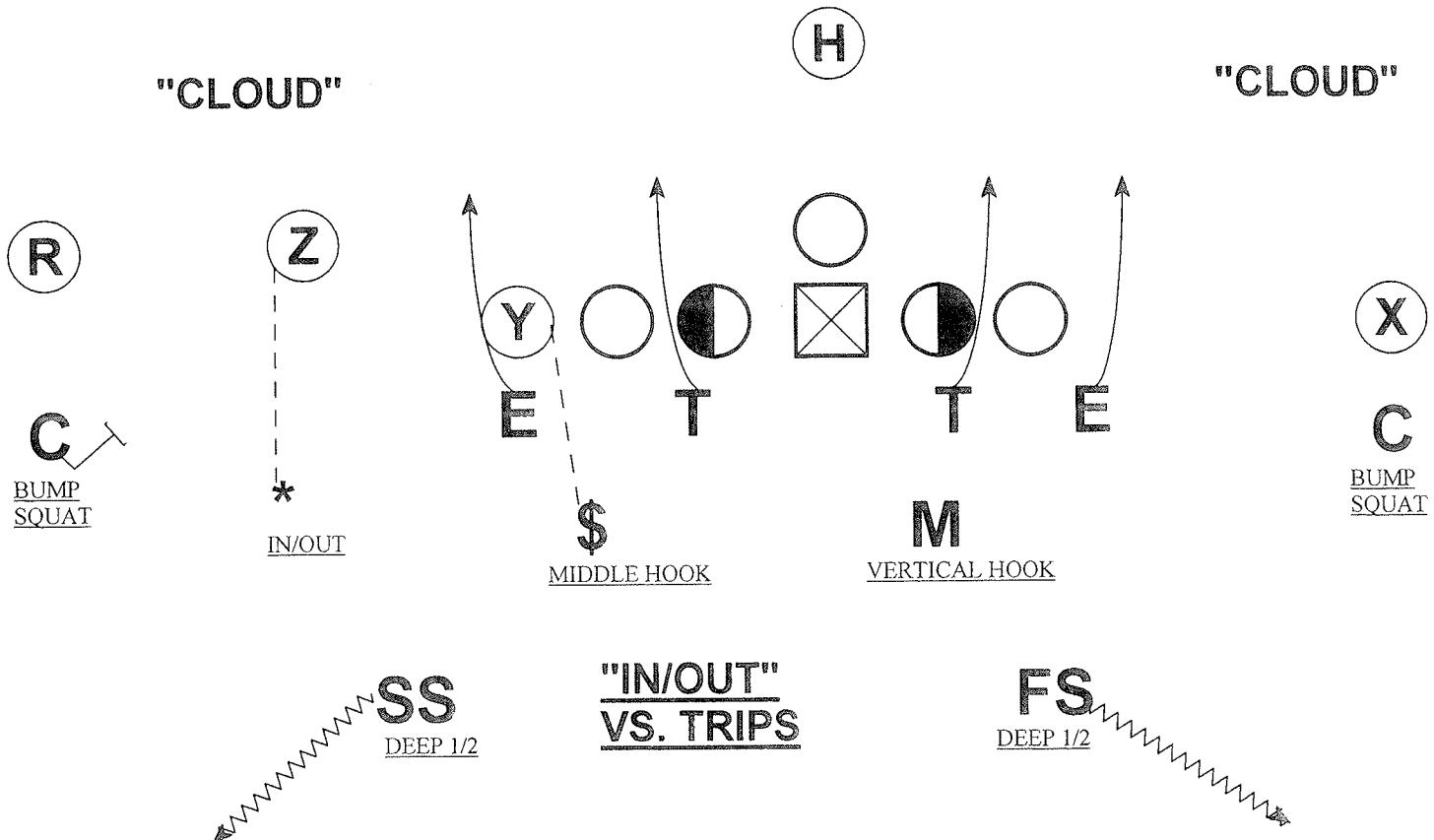


NICKEL/DIME EVEN 2

BLUE FLEX LEFT

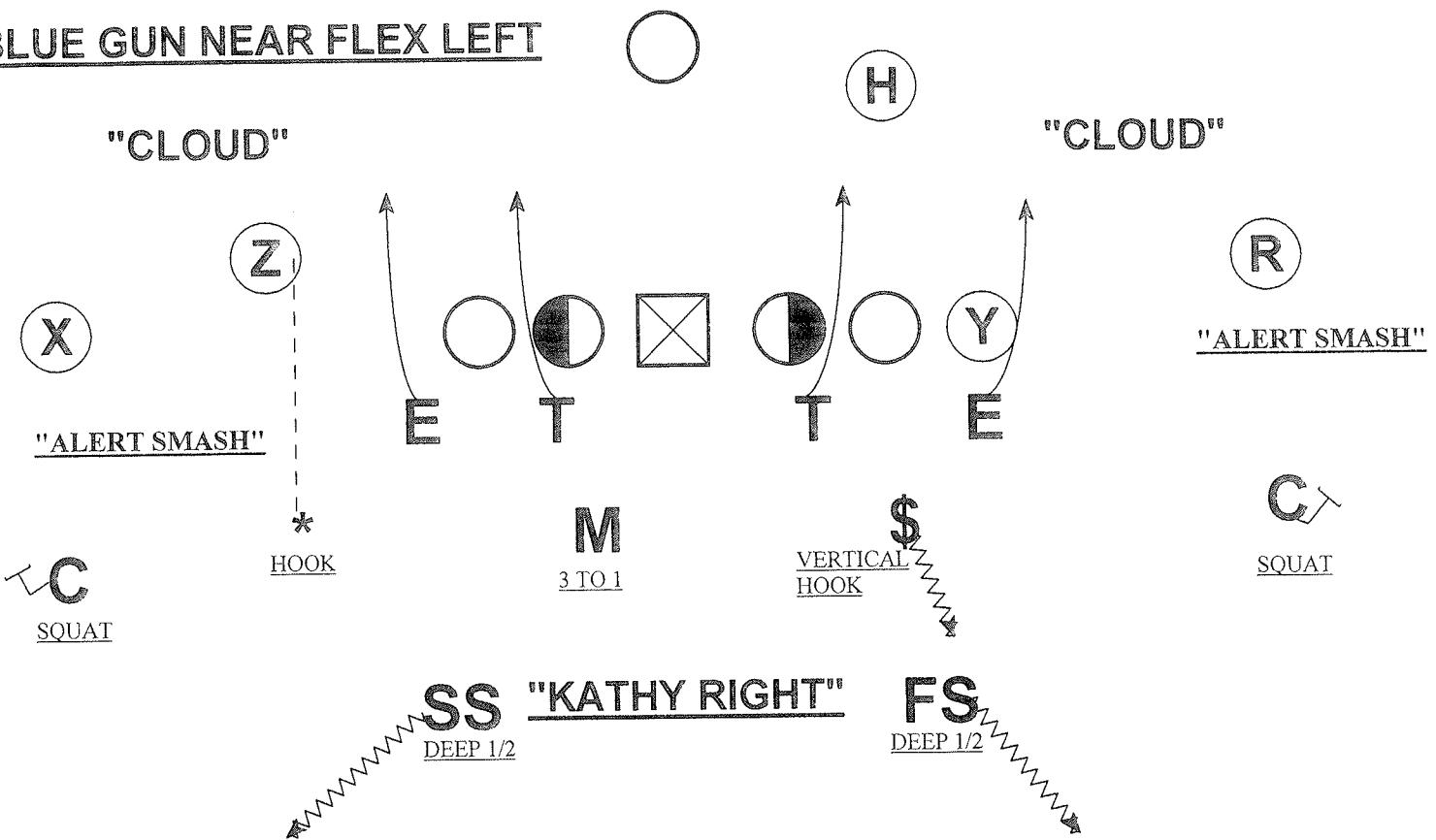


BLUE TRAIN LEFT

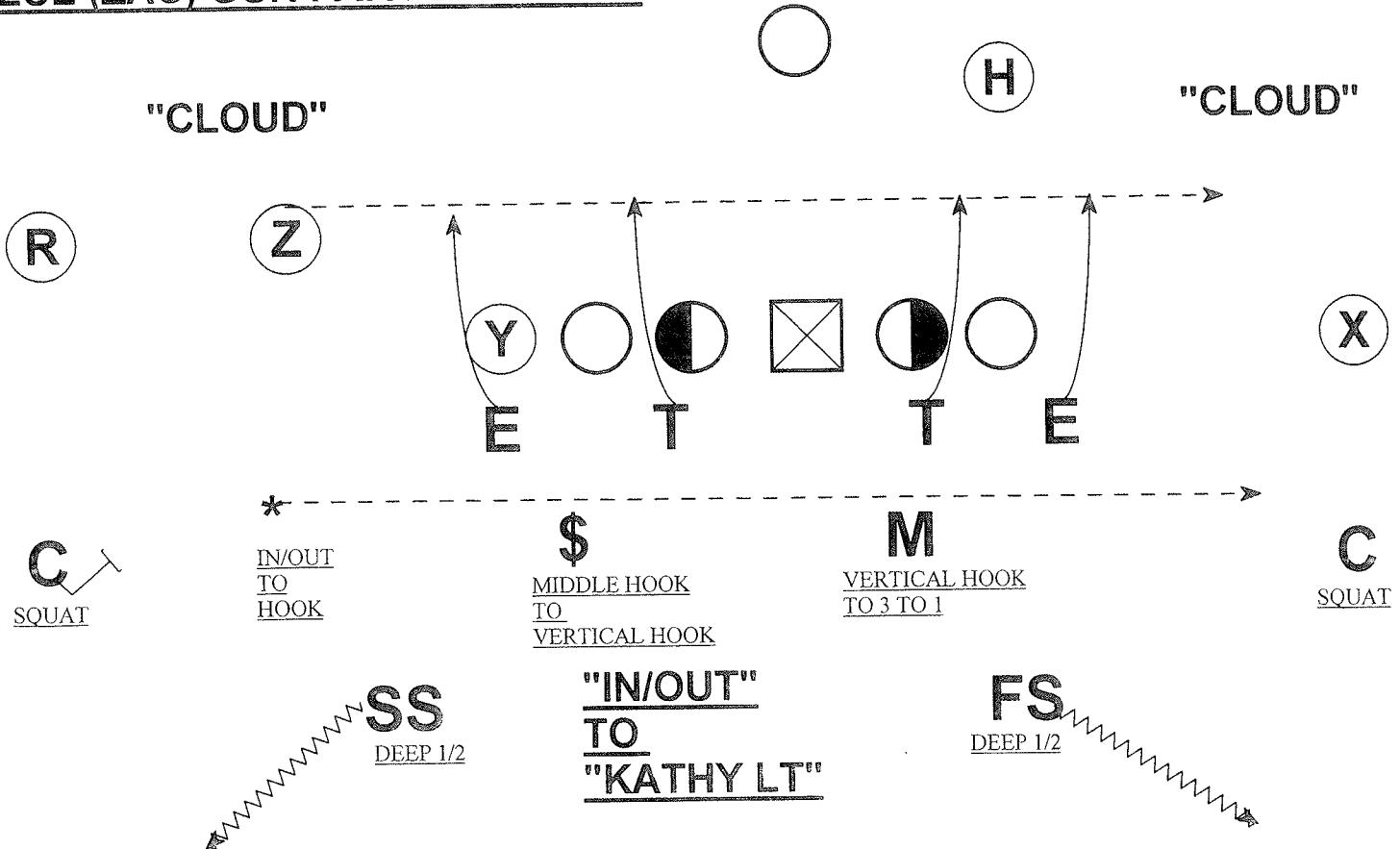


NICKEL/DIME EVEN 2

BLUE GUN NEAR FLEX LEFT



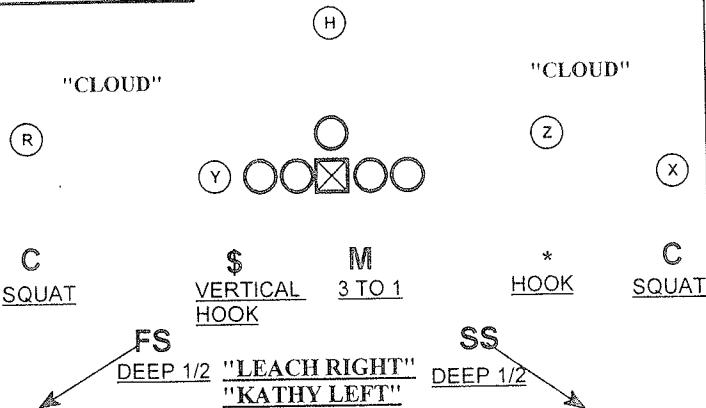
BLUE (ZAC) GUN FAR FLEX RIGHT



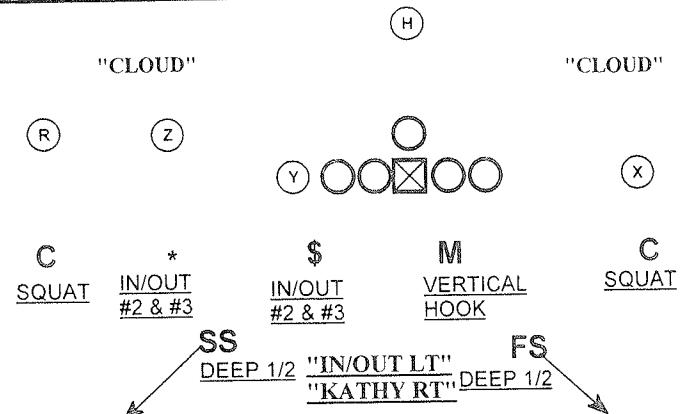
NICKEL/DIME EVEN 2 ZONE (BUMP) : ADJUSTMENTS

MASTER

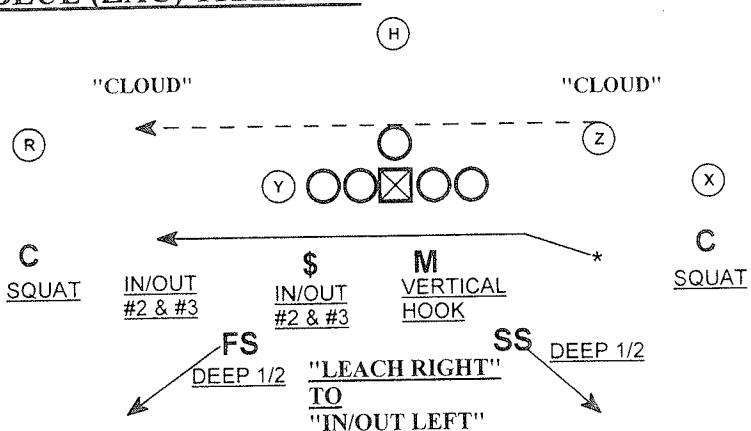
BLUE FLEX RT



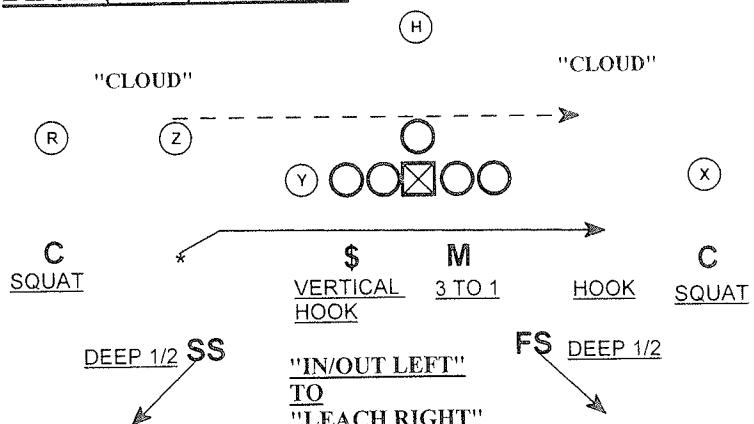
BLUE TRAIN LT



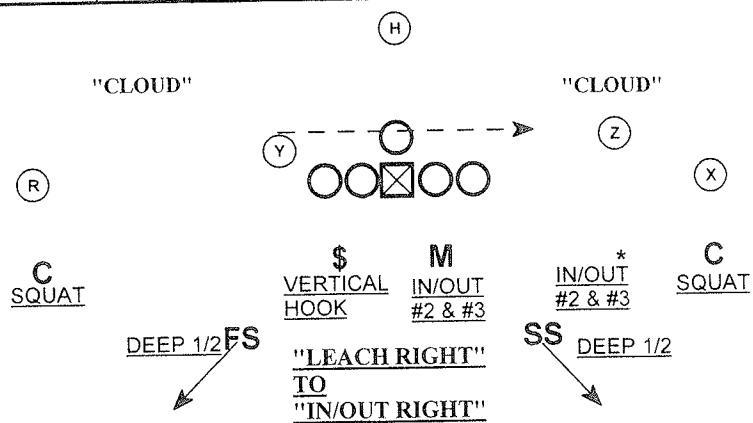
BLUE (ZAC) TRAIN LT



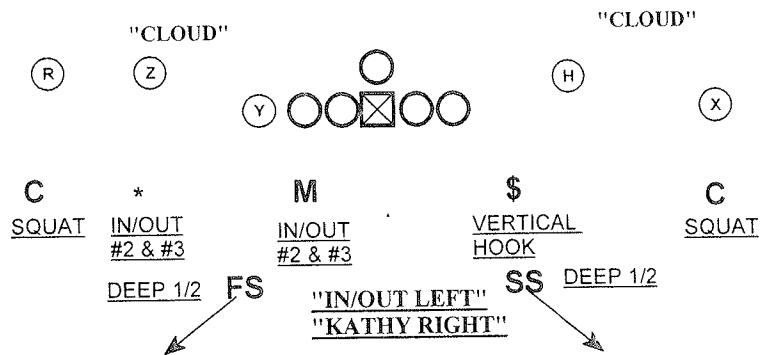
BLUE (ZAC) FLEX RT



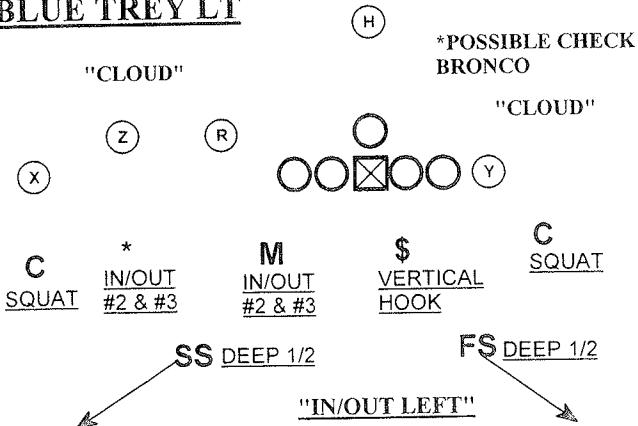
BLUE (YAC) TRAIN LT Y OFF



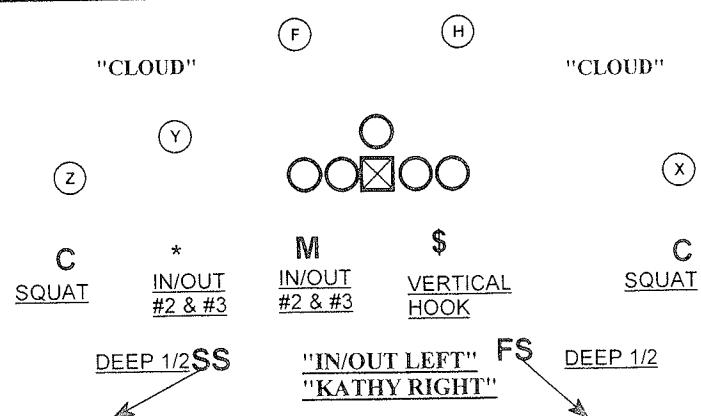
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

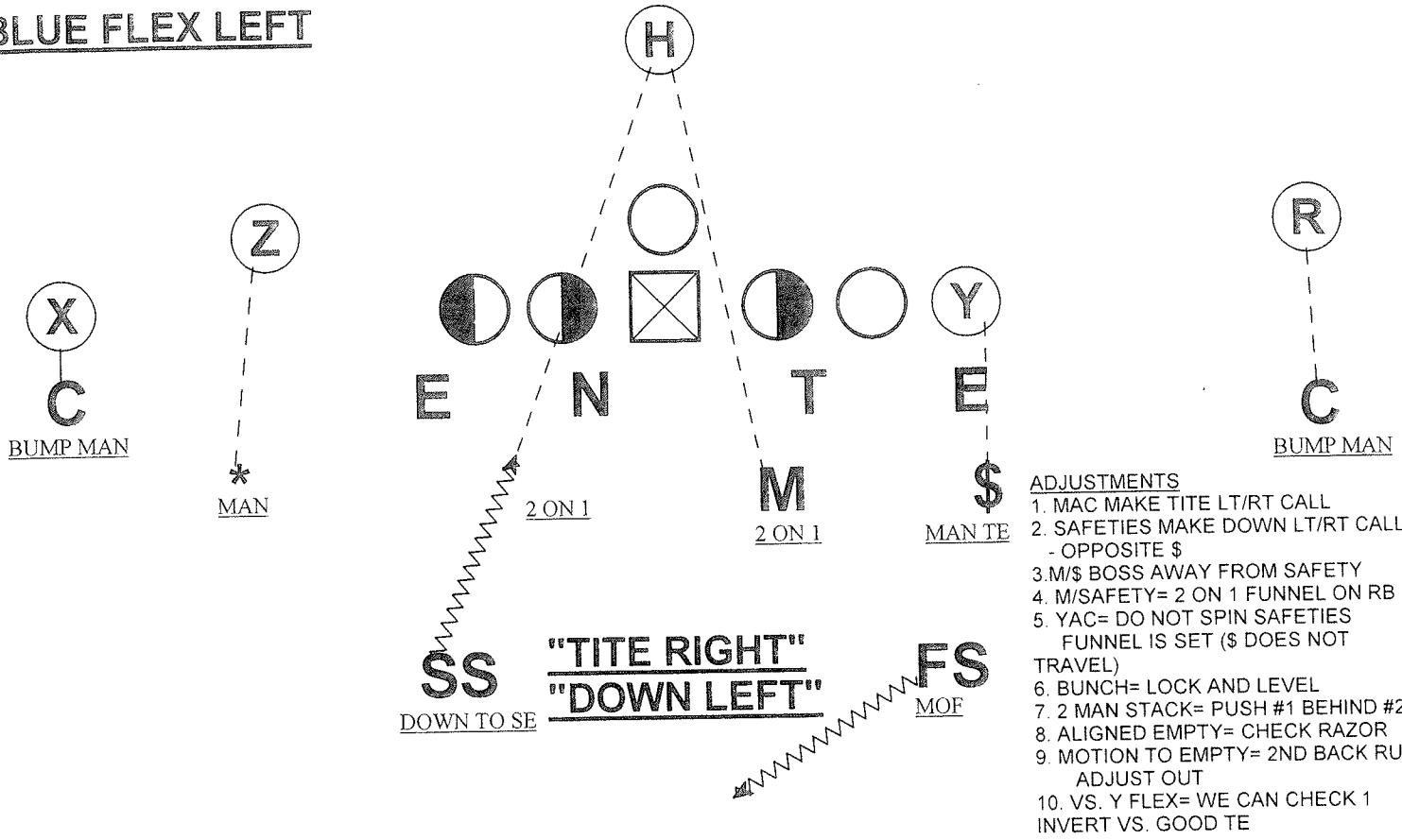


GOLD SPLIT LT

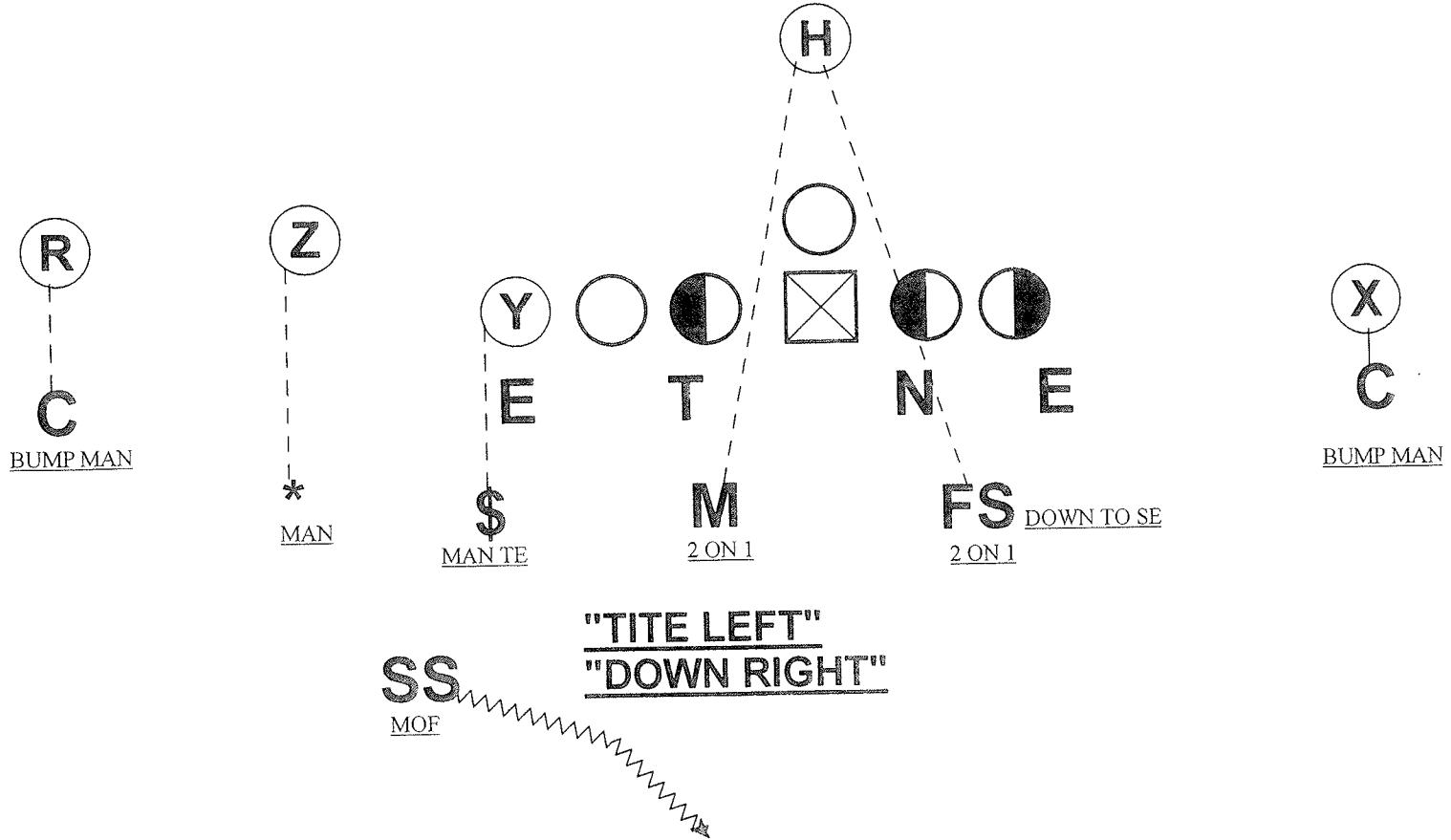


NICKEL/DIME FLEX 1 FUNNEL

BLUE FLEX LEFT

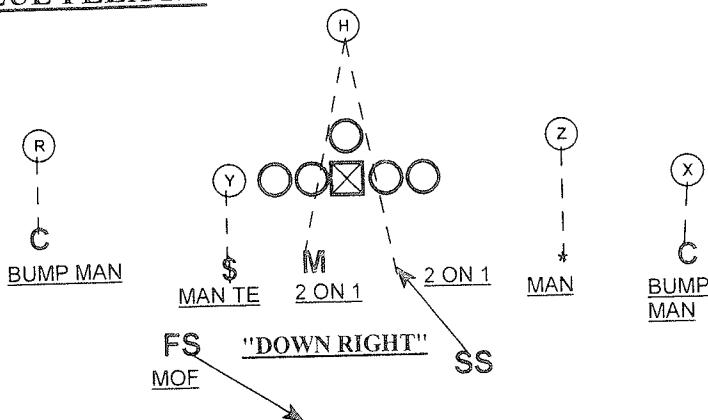


BLUE TRAIN LEFT

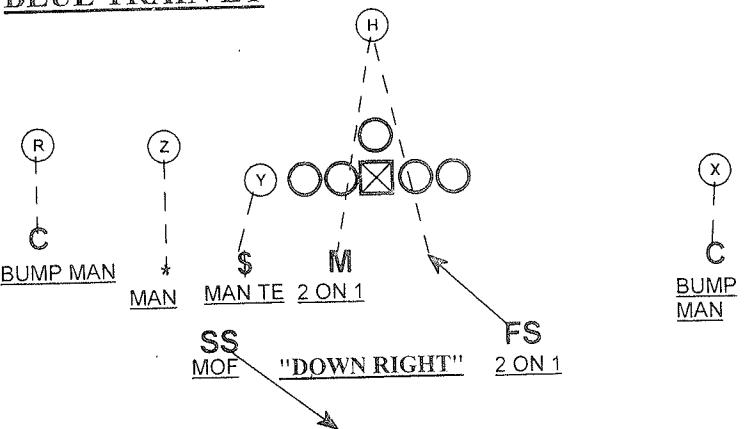


NICKEL/DIME FLEX 1 FUNNEL: ADJUSTMENTS

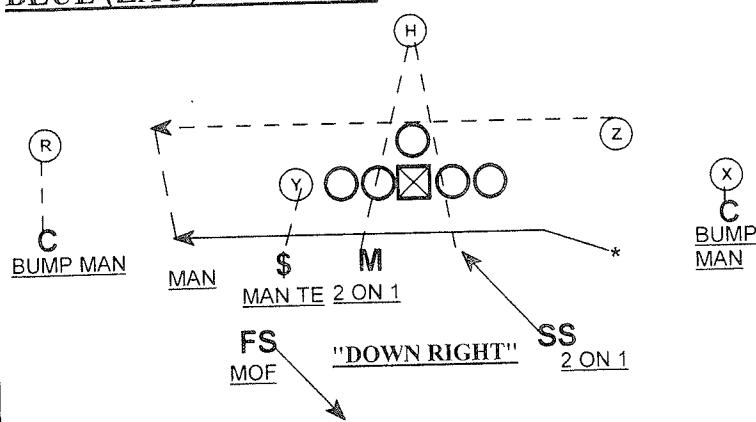
BLUE FLEX RT



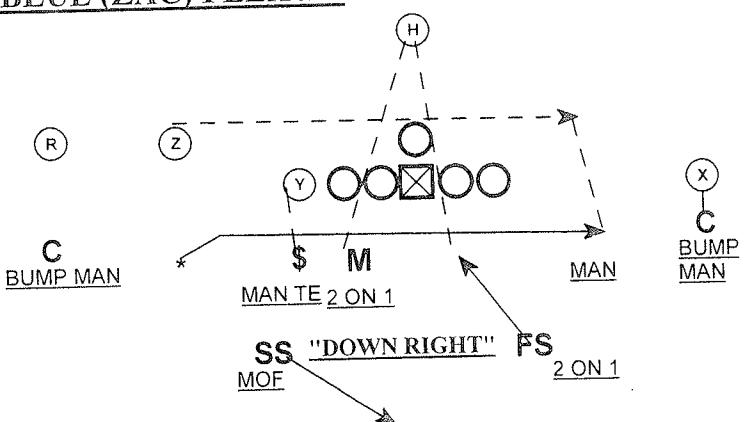
BLUE TRAIN LT



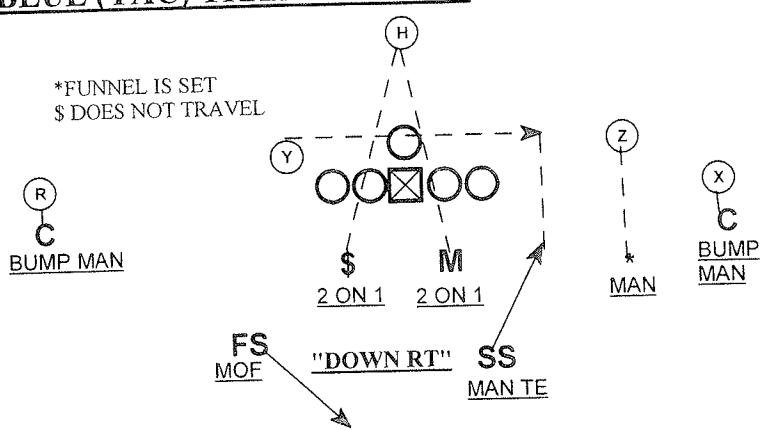
BLUE (ZAC) TRAIN LT



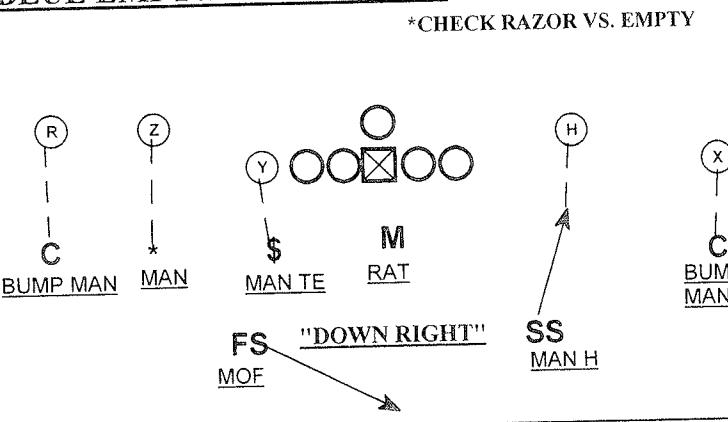
BLUE (ZAC) FLEX RT



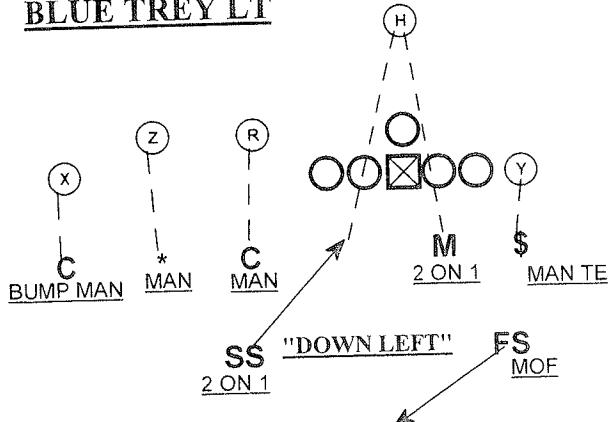
BLUE (YAC) TRAIN LT Y OFF



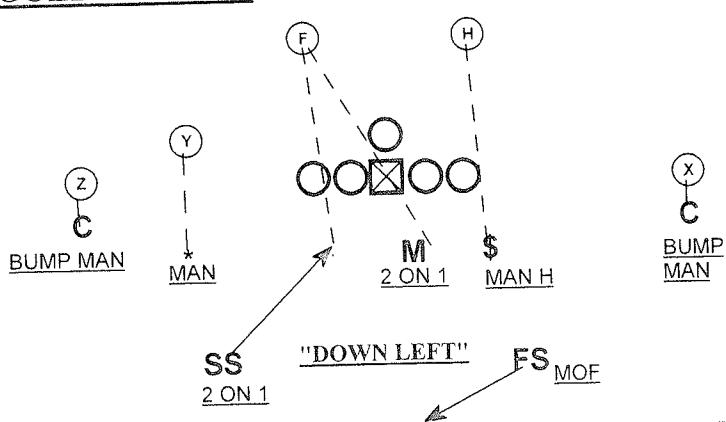
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

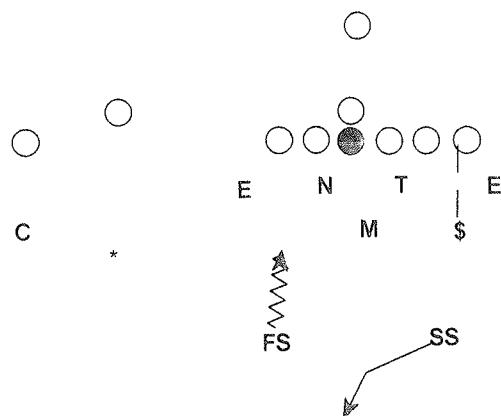


GOLD SPLIT LT

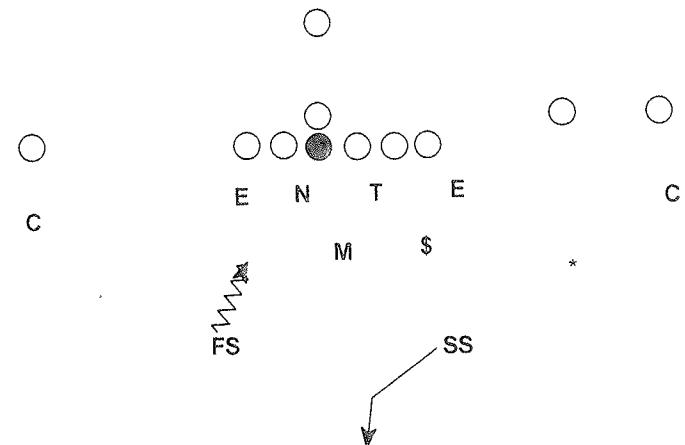


48 ZONE OPEN & 48 1 FUNNEL (POINT)

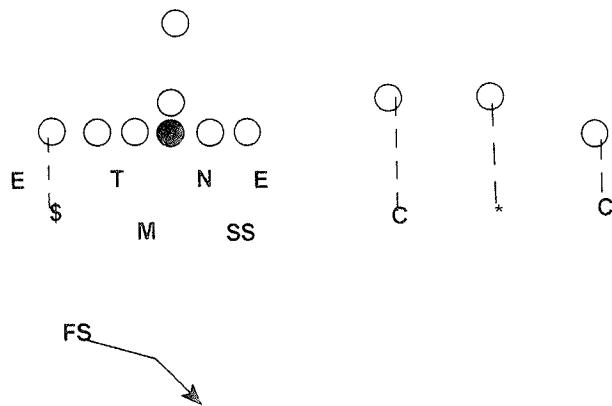
ZONE OPEN / 1 FUNNEL (POINT)



2. 48 ZONE OPEN / 1 FUNNEL (POINT)

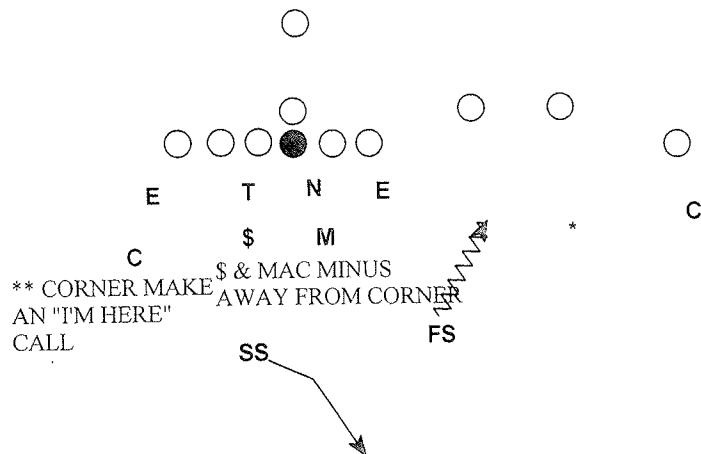


3. 48 1 FUNNEL (POINT)



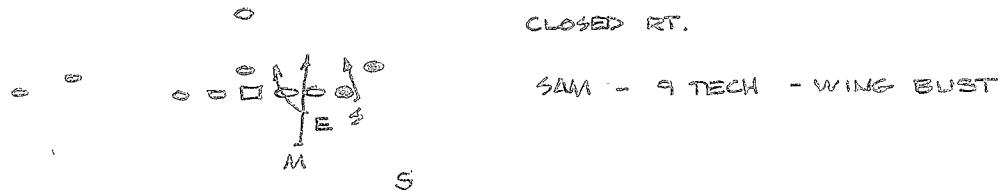
VS. TREY

4. 48 ZONE OPEN

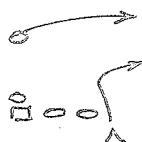


PRACTICE NOTES (#2) SUNDAY AUGUST 3, 08

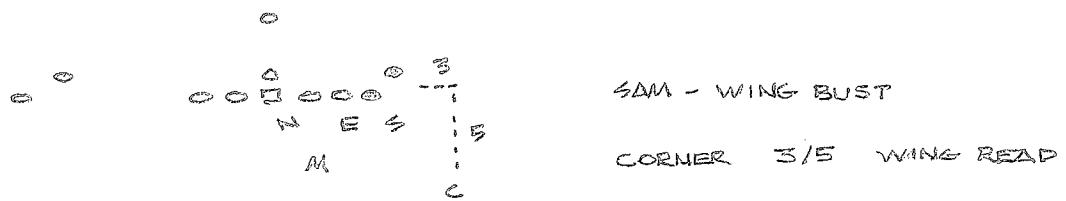
- STAY AWAY FROM QB
- APPLV PURSUIT IN PRACTICE - "LEVERAGE"
- BASE CLOSED FZ TED VS VV WING



- FIRE ZONES CONTAIN RUSHERS PEEL FLARES.



- BASE UNDER O FIST VS FLANK



- "TODAY" CASPER / GHOST



- TODAY ZONE ALERT BUMP VS SLOT V4 (NOT FIST)

Turnovers Fall 2008
PRACTICE #2

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
90 Talbert (2)	23 Green (2)	28 Arenas	90 Talbert	97 Washington
97 Washington	39 Pennington (2)	15 Lawrence		93 Greenwood
95 Deaderick	55 Williams	4 Barron		
	25 McClain	20 King		
	8 Rogers	37 Lester		
	5 Harris			
	45 Higgenbotham			

2008 ALABAMA FOOTBALL

FALL PRACTICE INSTALL

DAY 3

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. 40	1. DBL 8 MEG / 4 AUTO	1. 40 SWORD OSCAR
2. 41	2. 9 RAT	2. 41 CANNON OSCAR
3. 49	3. 2 SLIDE	3. 40 SPARROW
4. POINT	4. DBL 2/4	4. BASE TITE RUSH 90 SAFETY
	5. DBL 6 / 4 (REG)	
	6. DBL 6 ADJ / 4 (SIL)	

BASE CALLS

1. BASE UNDER (SHADE) DB. 8 MEG/4 AUTO
2. 40 POINT (SOLID) 9 RAT
3. 40 2 SLIDE
4. 40 DBL 2/4
40 DBL 6 / 4 (REGULAR)
5. 40 DBL 6 ADJ / 4 (SILVER)
6. 40 SWORD OSCAR
7. 41 CANNON OSCAR
8. 40 SPARROW
9. 40 SPARROW
10. BASE TITE RUSH 90 SAFETY

SUB DEFENSE

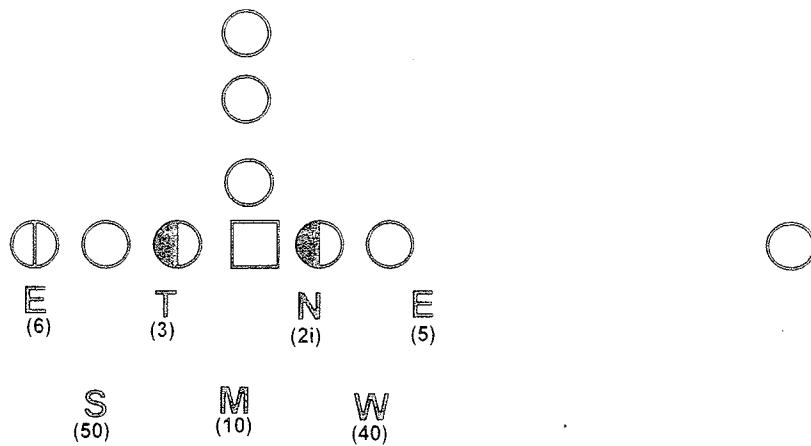
FRONTS	COVERAGES	PRESSURE
	1. JACK (ALL FZ WITH DB COMING TO TREY SIDE)	1. N. EVEN TEXAS ADJ
	2. BRONCO	2. N. OKIE RAC TOM 0
	3. TREY RULES	3. N. EVEN MOCCA A

SUB CALLS

1. N. OKIE SHORT TRIPLE 88 / 6 BRONCO
2. N. EVEN TEXAS ADJUSTED
3. N OKIE RAC TOM 0
N. EVEN MOCCA A

ALABAMA
CRIMSON TIDE

"TITE LEFT"

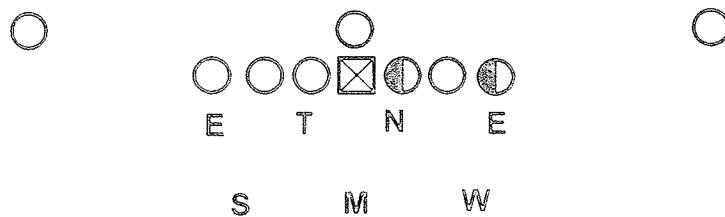


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	5 TECH		BALL - OG	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	2i		BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	6 TECH		BALL - TE	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	TO CALL 50	50	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULE
<u>MIKE</u>	TO CALL 10	10	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	AWAY CALL 40	40	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

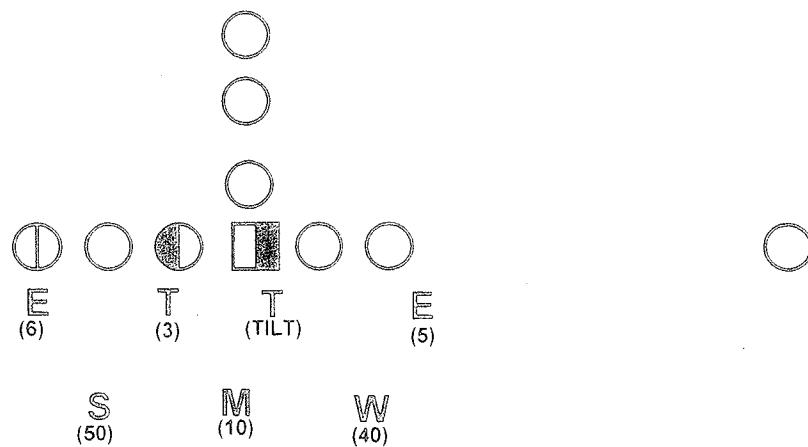
NOTES: FRONT SET WITH "TIGHT RT or LT" CALL

VS SILVER DOT

"TITE LT"
"BOOST RT"



"TITE LEFT"



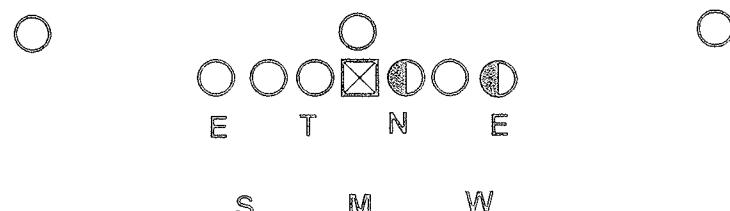
POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	5 TECH		BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TI LT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	6 TECH		BALL - TE NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>SAM</u>	TO CALL	50	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	D GAP FLOW	A GAP	COVERAGE RULE
<u>MIKE</u>	TO CALL	10	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	AWAY CALL	40	BY COVERAGE AND BLOCKING SCHEME	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

NOTES:

FRONT SET WITH "TITE RT or LT" CALL
BOOST vs 3 MAN SURFACE TO SE SIDE

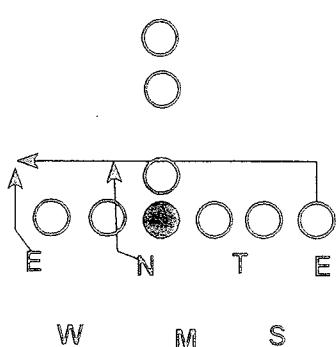
VS SILVER DOT

"TITE LT"
"BOOST RT"

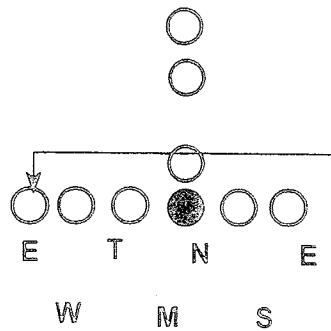


VARIATIONS IN 41 FRONT
(Y MOVEMENT)

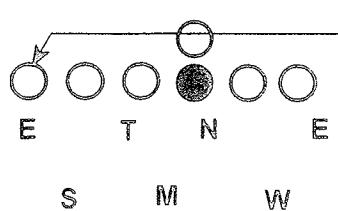
"YAC"
BOOST



"YAC"- RESET
TITE LT - RELOAD

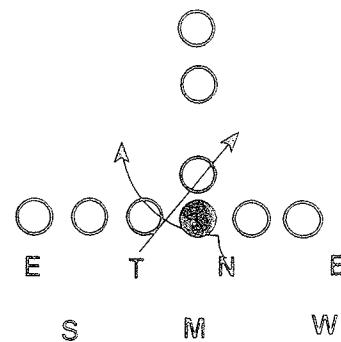


"Y-TRADE"
TITE LT - RELOAD

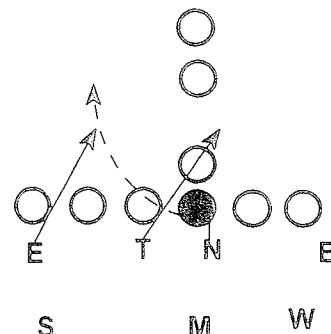


(FRONT MOVEMENT)

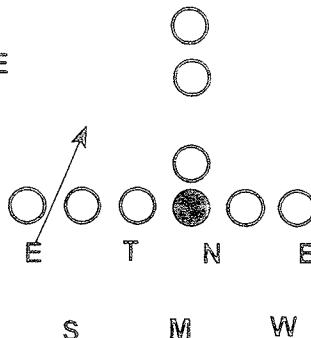
TOM



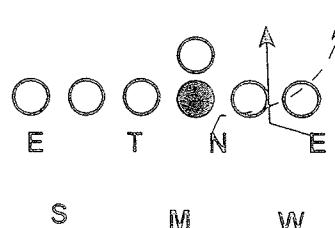
PIRATE



CUE

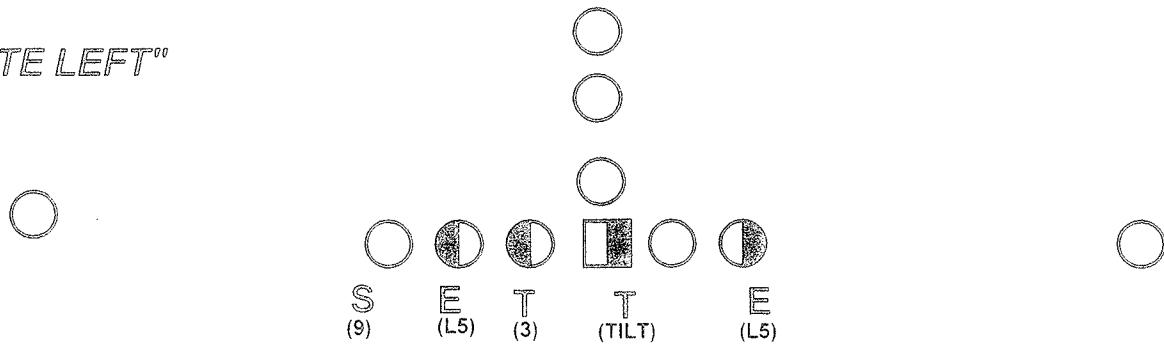


JAM



41 SOLID

"TITE LEFT"



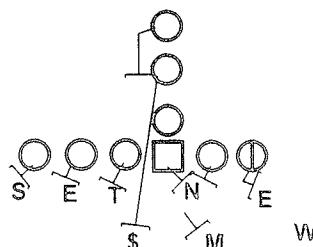
SS M W

POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TIILT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

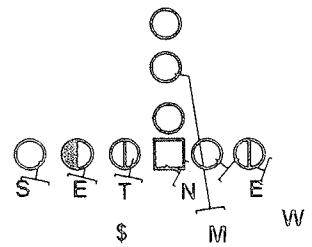
NOTES:

FRONT SET WITH "TITE" CALL
CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL

RUN STRONG



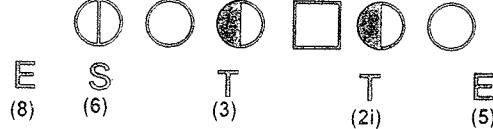
RUN WEAK



40 POINT

"TITE LEFT"

'POINT'
SAM CHOKE



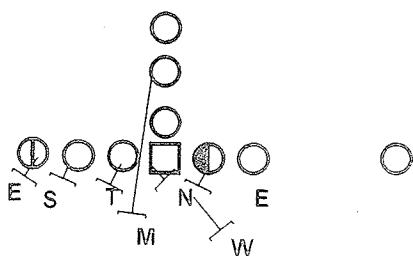
M (10) W (40)

POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5 TECH		BALL - OT NEAR BACK	C GAP	C TRAIL	CONTAIN RUSH
<u>3T</u>	TO CALL	3 TECH		BALL - OG	B GAP	B GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	2i TECH		BALL - OG	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	8 TECH		BALL - TE NEAR BACK	D GAP	D TRAIL	CONTAIN RUSH
<u>SAM</u>	6 TECH	6 TECH	BY BLOCKING SCHEME & COVERAGE	TE	C GAP	C GAP	COVERAGE RULE
<u>MIKE</u>	10	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	A GAP	STACK FLOW	COVERAGE RULE
<u>WILL</u>	40	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP FLOW	STACK FLOW	COVERAGE RULE

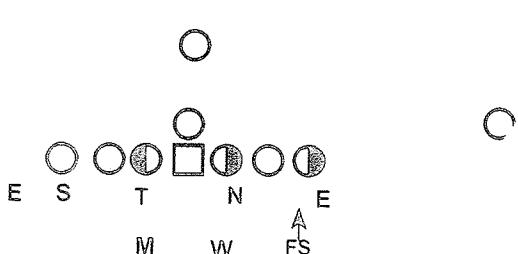
NOTES:

FRONT SET WITH "TITE LT or RT" CALL
Vs SILVER DOT CHECK WIDE

RUN STRONG



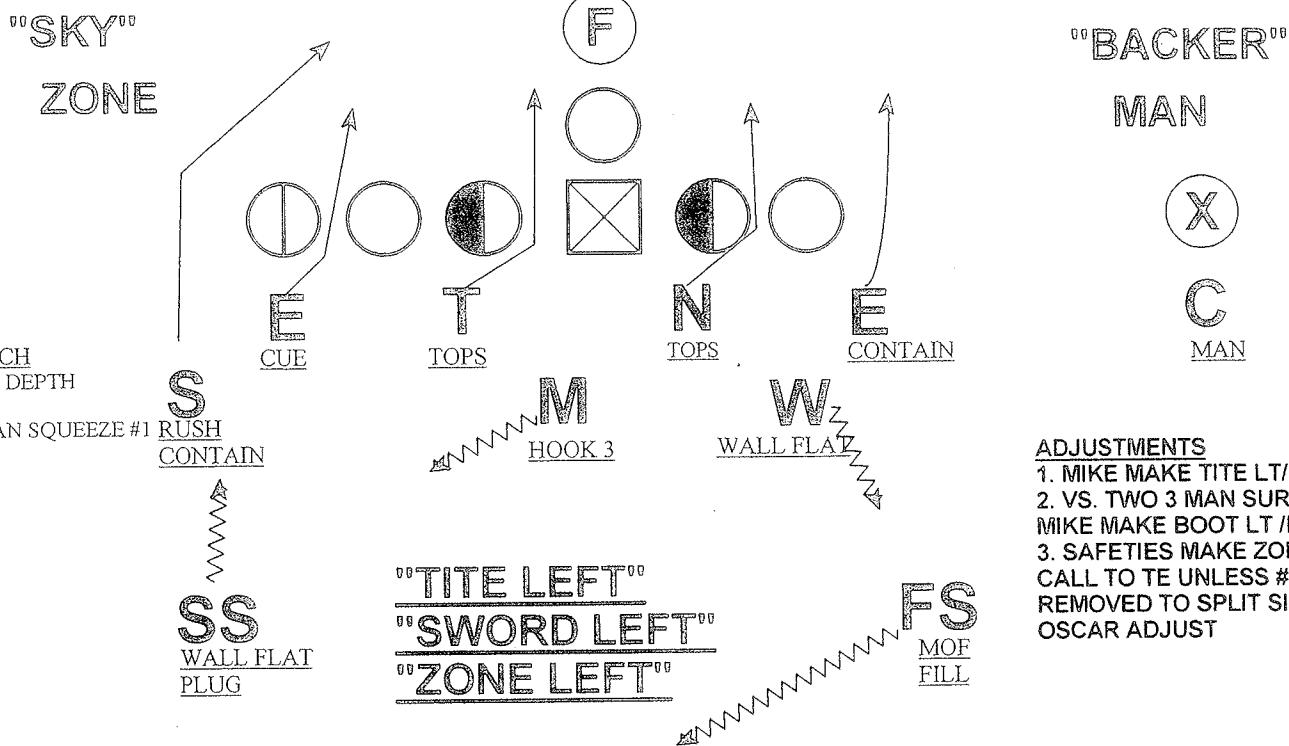
CHECK WIDE
(EASY)



40 SWORD OSCAR

ILT

WEAPON - NO DL DROP
SWORD = SAM LB



ADJUSTMENTS

- ADDITIONAL

1. MIKE MAKE TITE LT/RT CALL
2. VS. TWO 3 MAN SURFACES
MIKE MAKE BOOT LT /RT CALL
3. SAFETIES MAKE ZONE/MAN
CALL TO TE UNLESS #2
REMOVED TO SPLIT SIDE THEN
OSCAR ADJUST

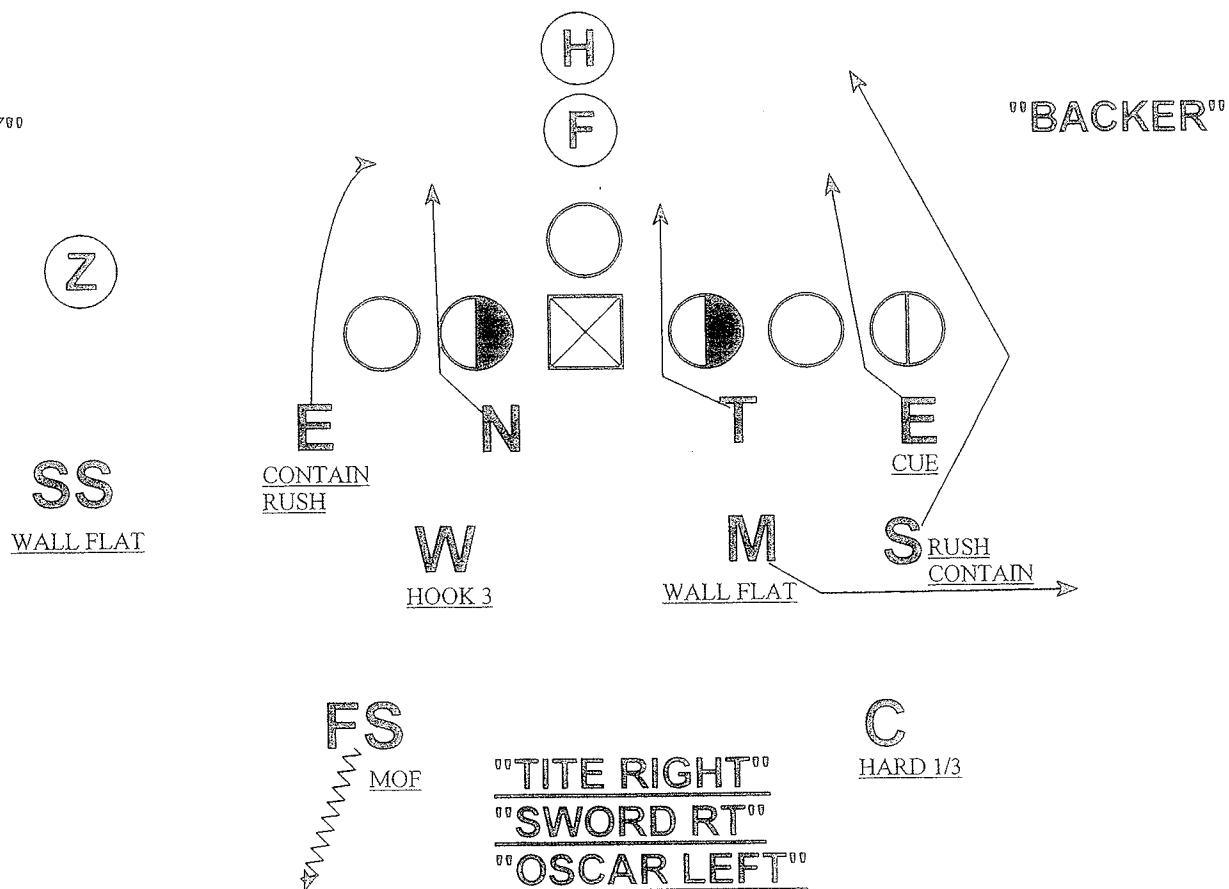
I SLOT LT

"SKY"

X

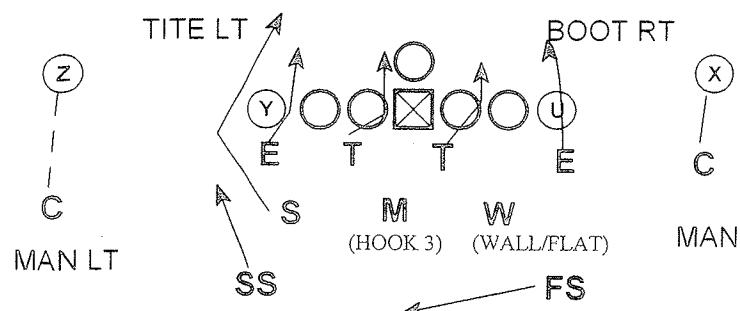
C

FIRE ZONE 1/3



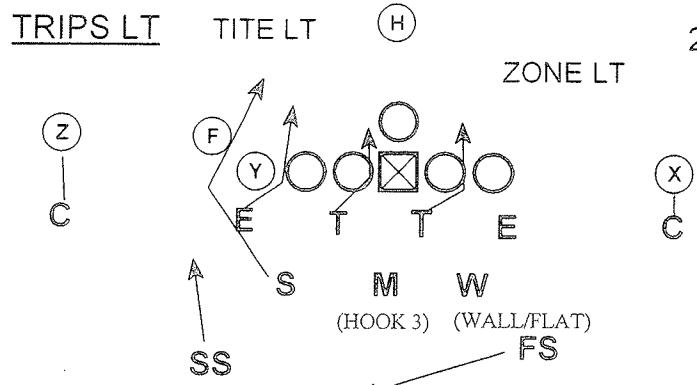
40 SWORD: ADJUSTMENTS

SILVER DOT



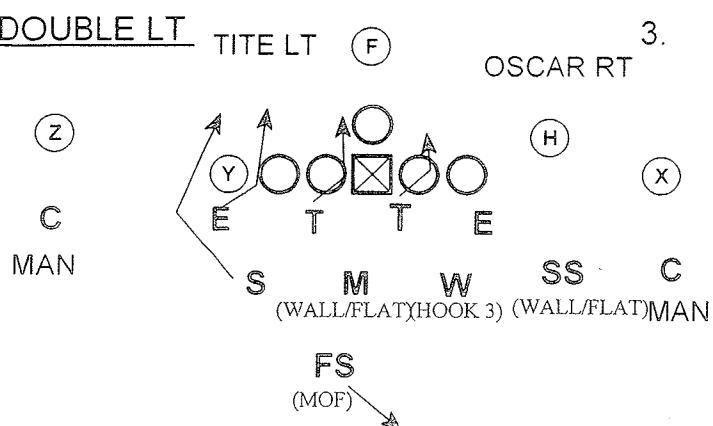
1.

TRIPS LT



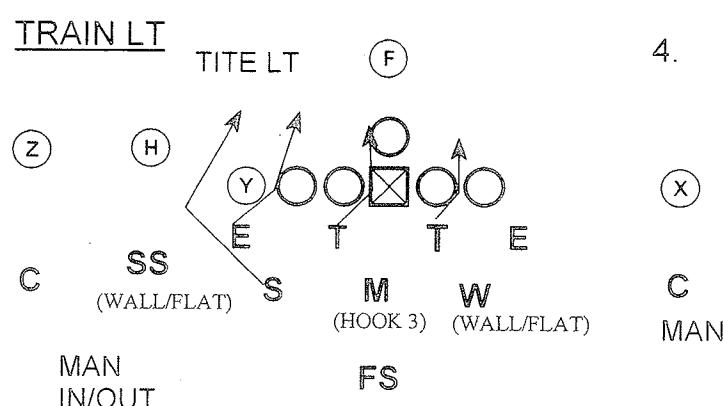
2.

DOUBLE LT



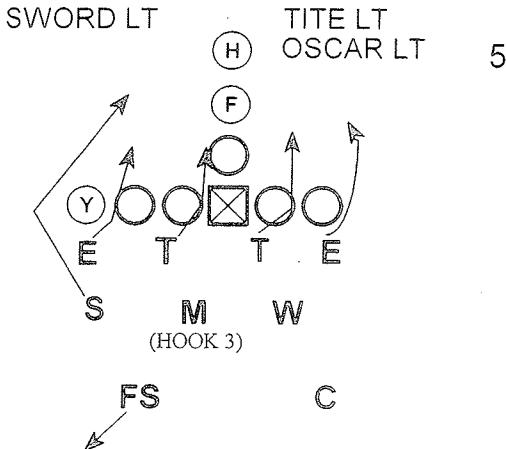
3.

TRAIN LT



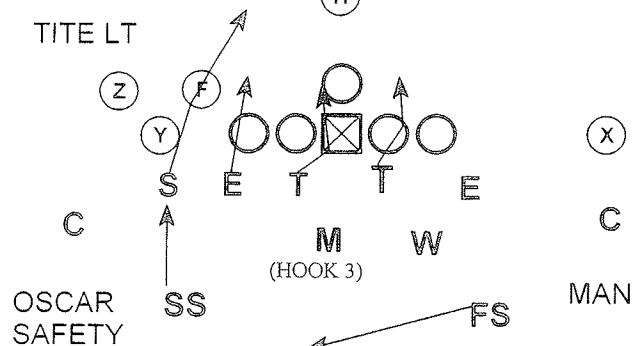
4.

STANFORD



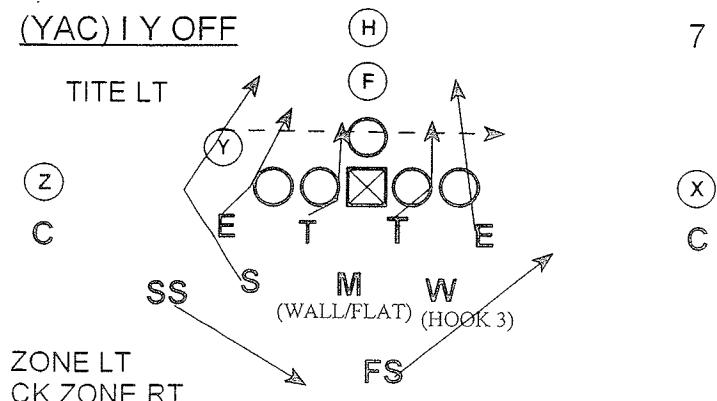
5.

TRIPS BUNCH LT



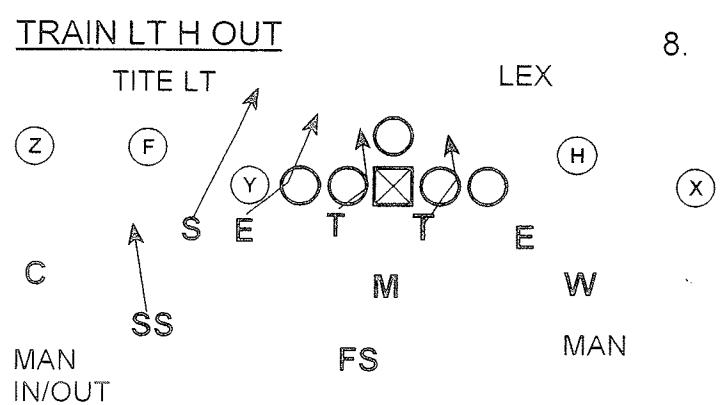
6.

(YAC) I Y OFF



7.

TRAIN LT H OUT

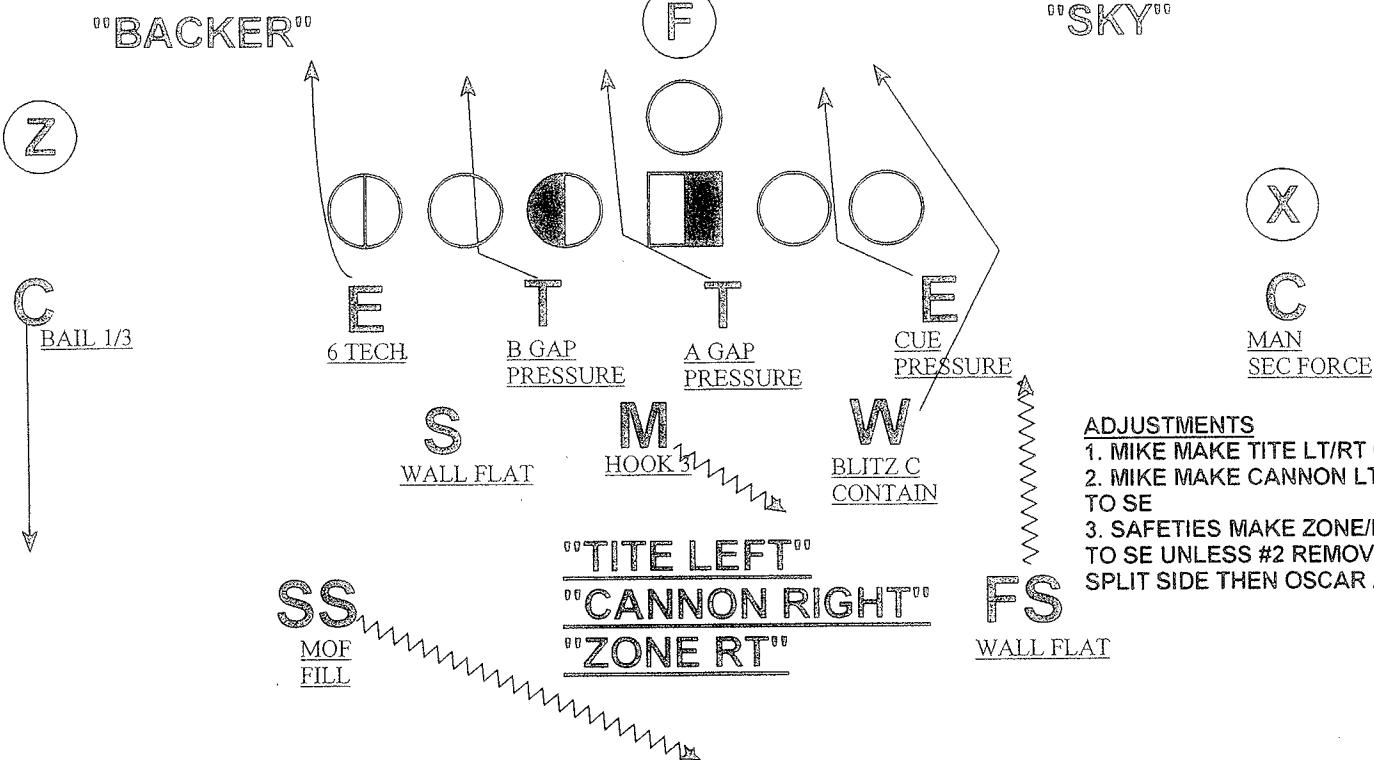


8.

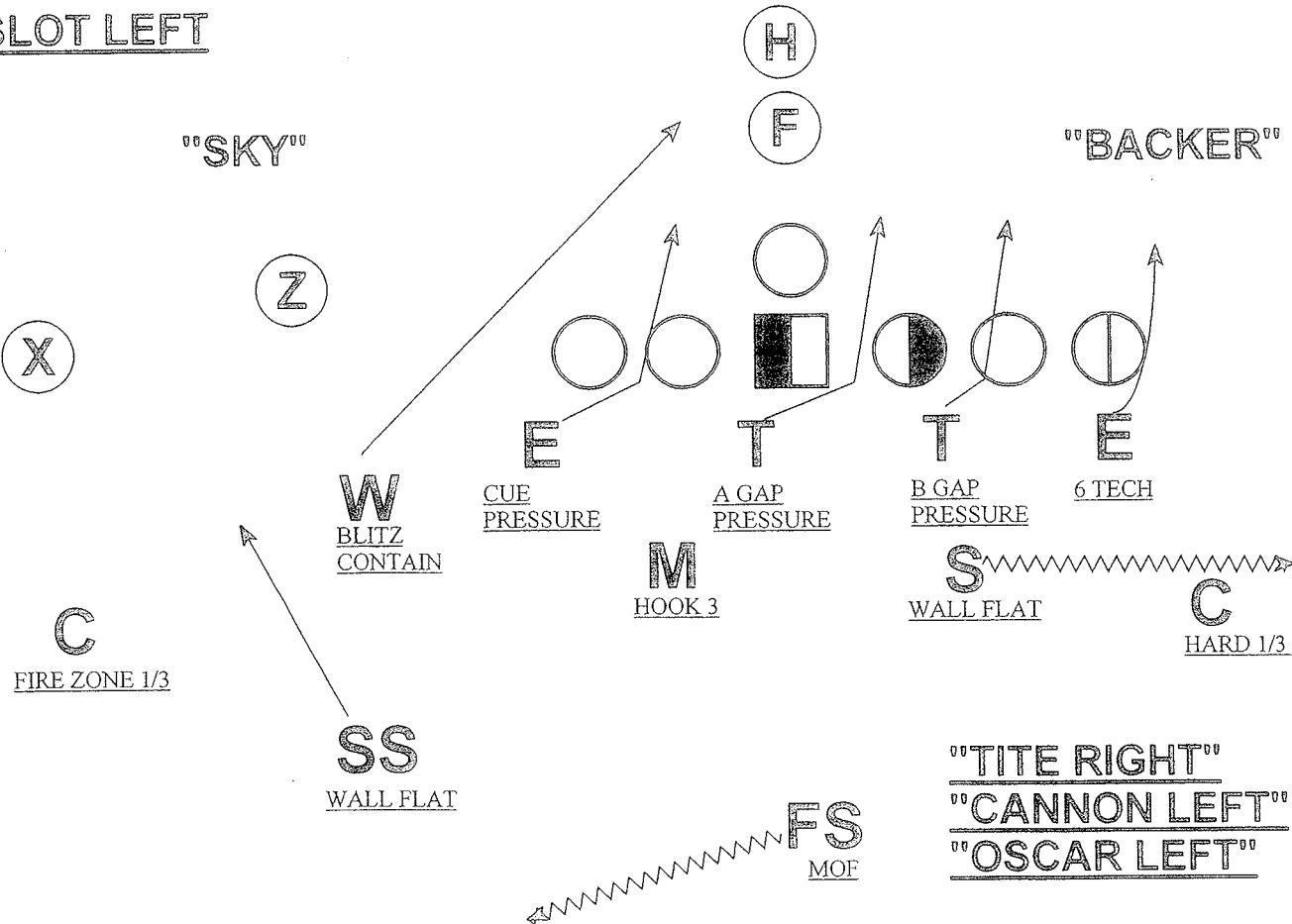
41 CANNON (OSCAR)

ILT

WEAPON- NO DL DROP
CANNON = WILL LB



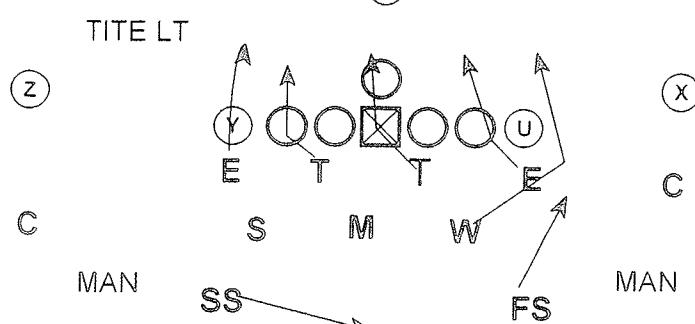
I SLOT LEFT



41 CANNON: ADJUSTMENTS

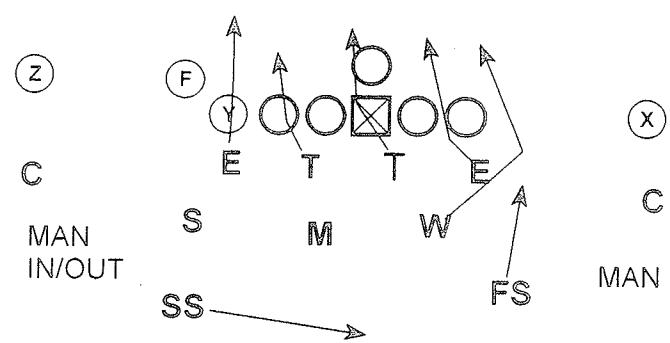
SILVER DOT

(H) CANNON RT 1.



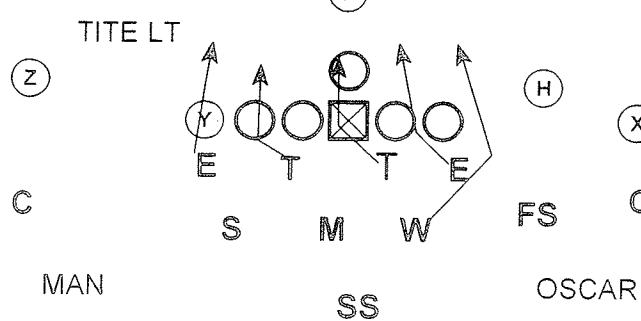
TRIPS LT

(H) CANNON RT 2.



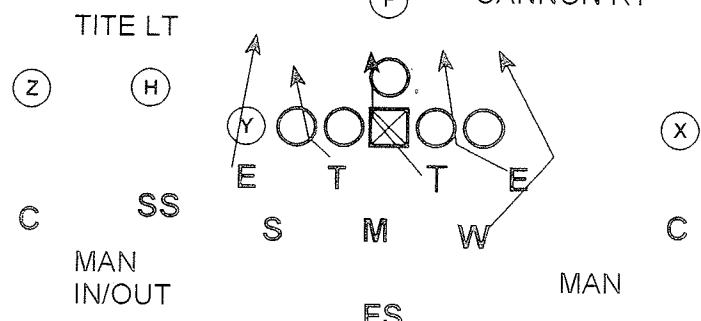
DOUBLE LT

(F) CANNON RT 3.



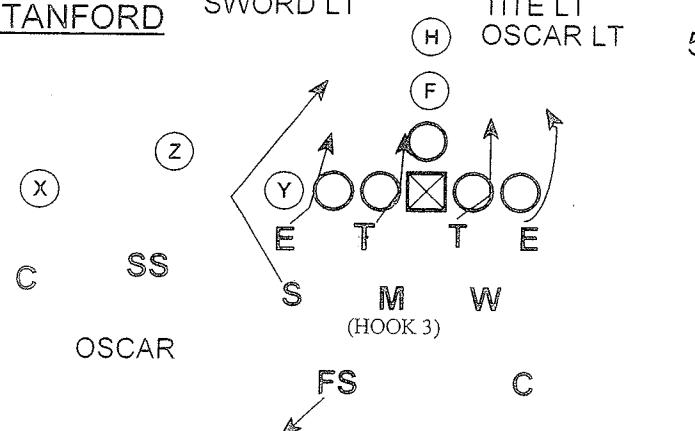
TRAIN LT

(F) CANNON RT 4.



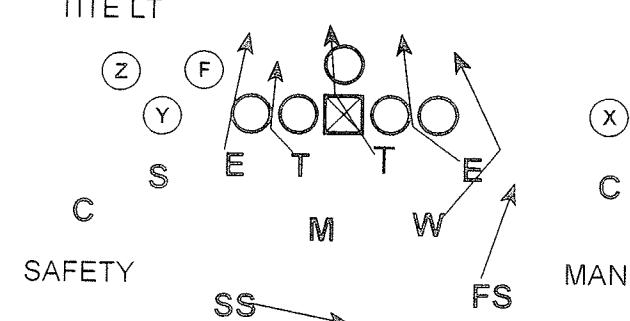
STANFORD

SWORD LT TITE LT OSCAR LT 5



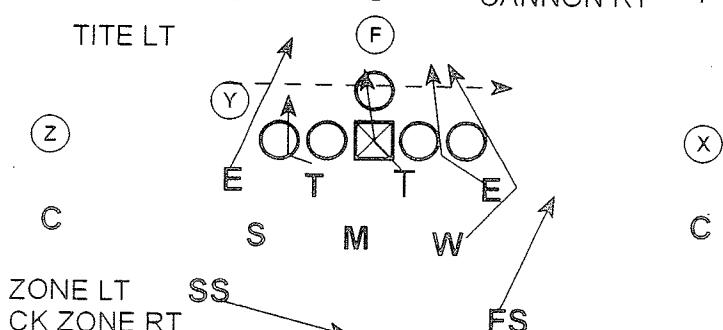
TRIPS BUNCH LT

(H) CANNON RT 6.



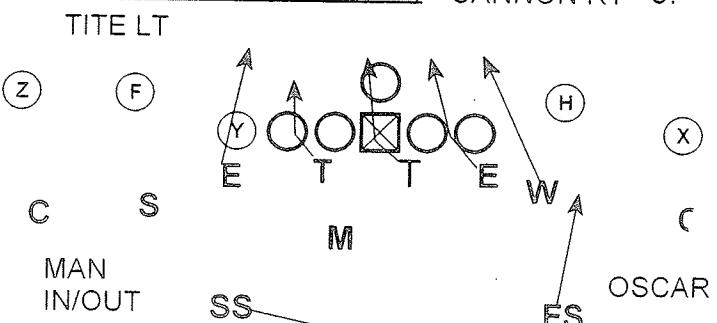
(YAC) I Y OFF

(H) CANNON RT 7



EMPTY (TRAIN LT H OUT)

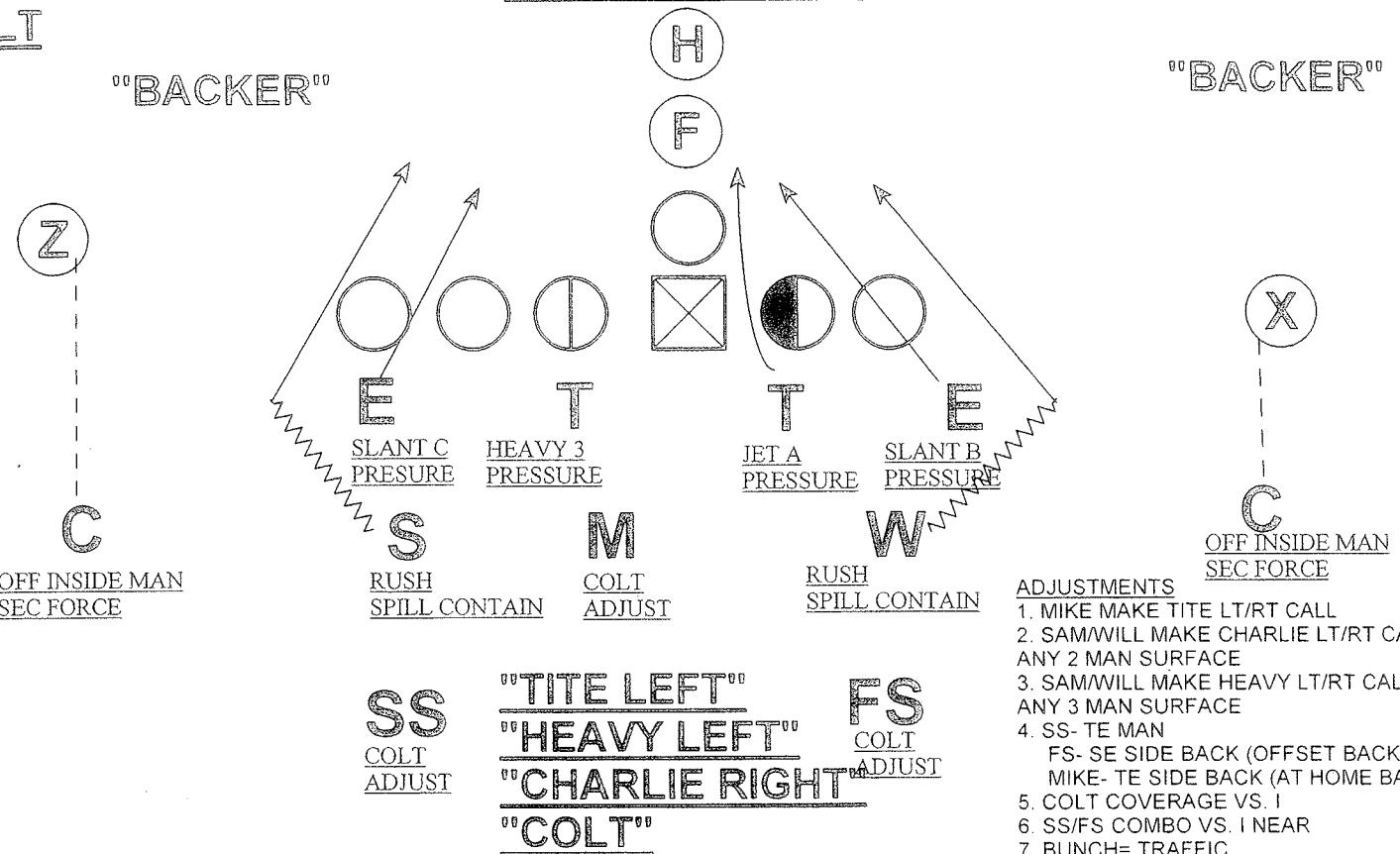
CANNON RT 8.



40 SPARROW (PRESS BIRD BLITZES)

ILT

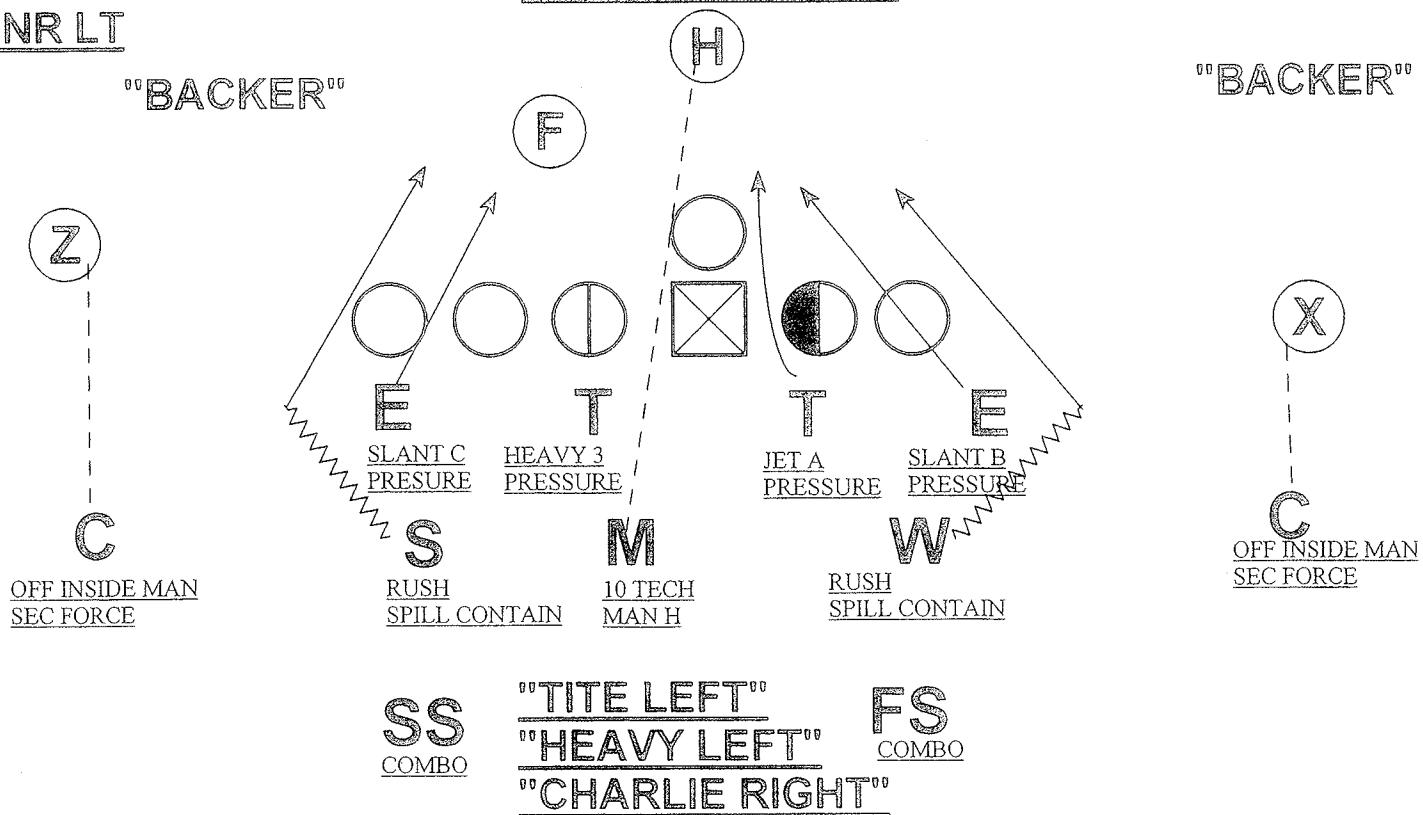
"BACKER"



40 SPARROW

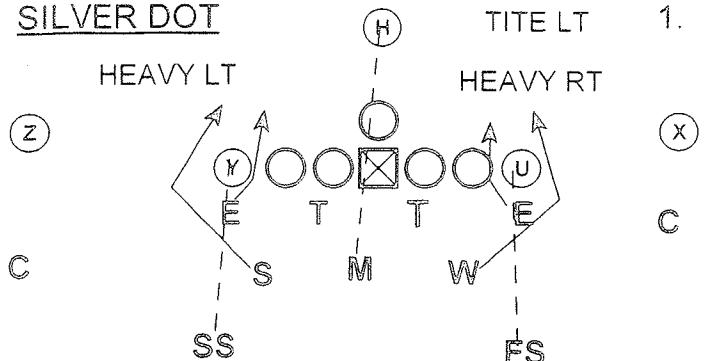
INR LT

"BACKER"

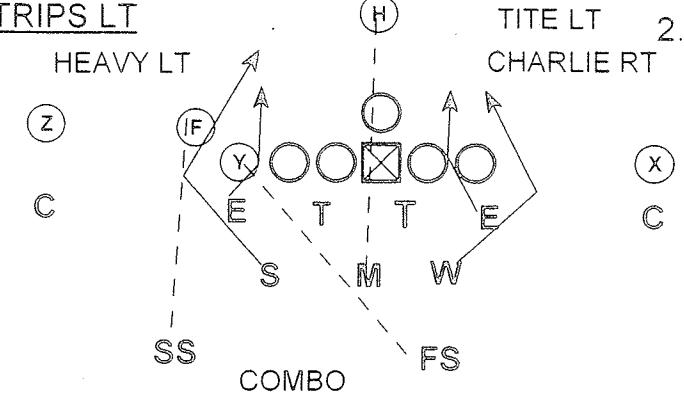


40 SPARROW: ADJUSTMENTS

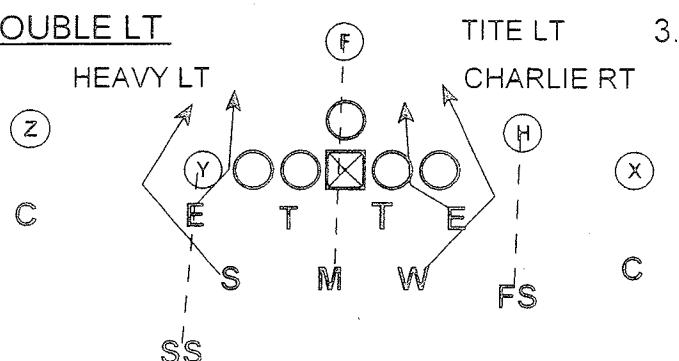
SILVER DOT



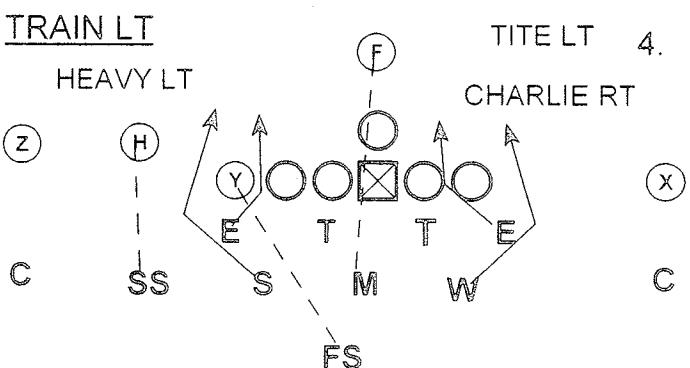
TRIPS LT



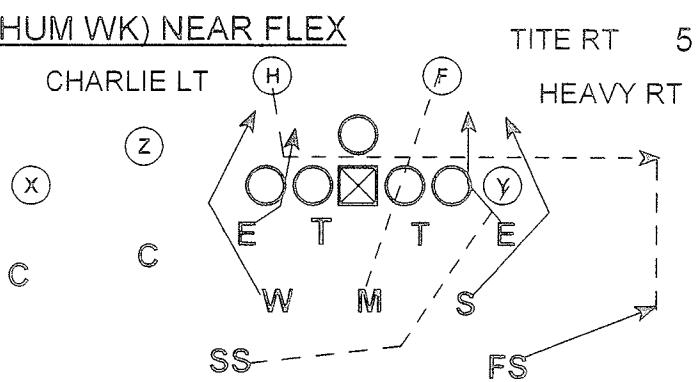
DOUBLE LT



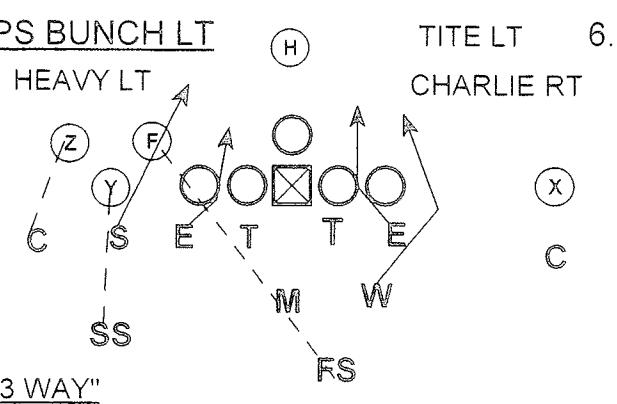
TRAIN LT



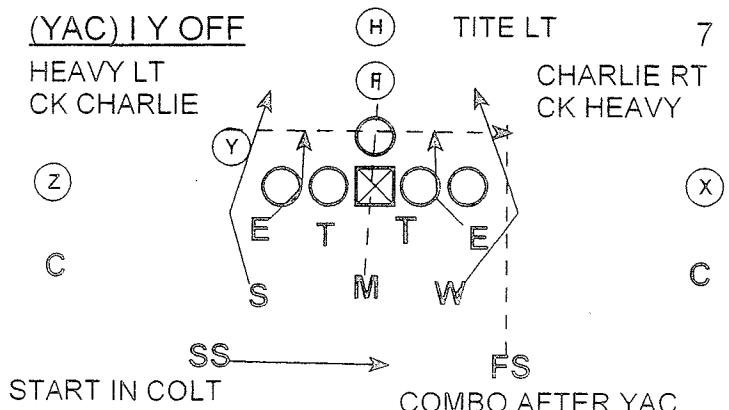
(HUM WK) NEAR FLEX



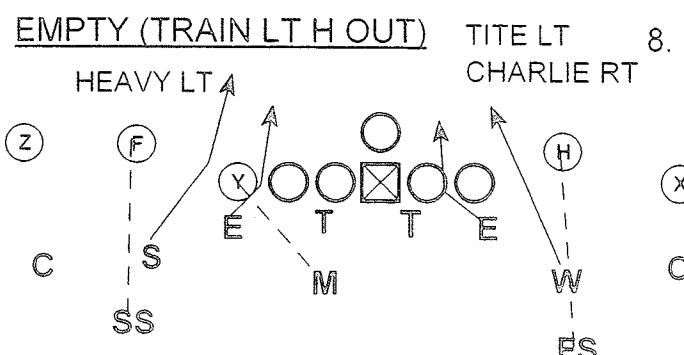
TRIPS BUNCH LT



(YAC) I Y OFF

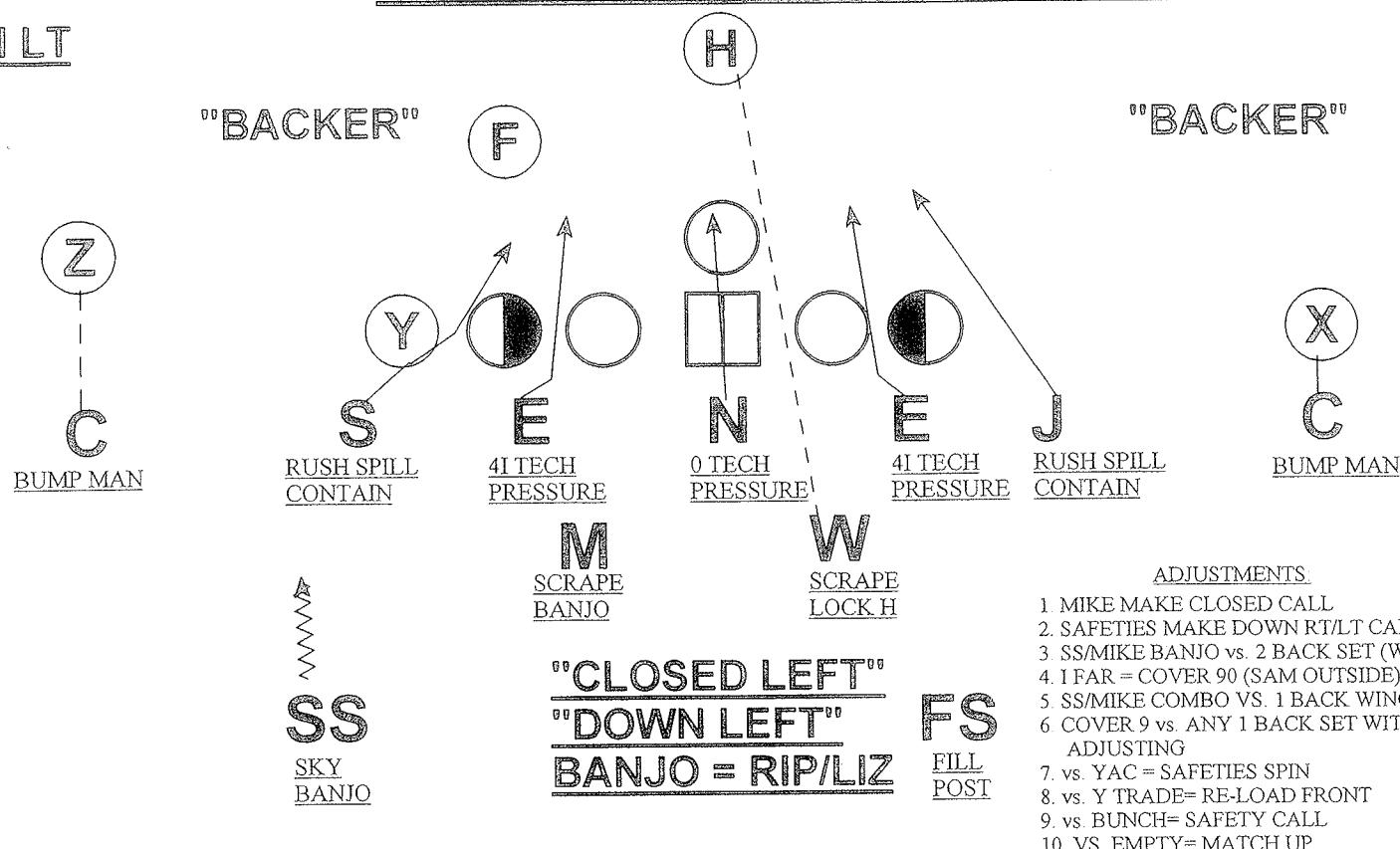


EMPTY (TRAIN LT H OUT)

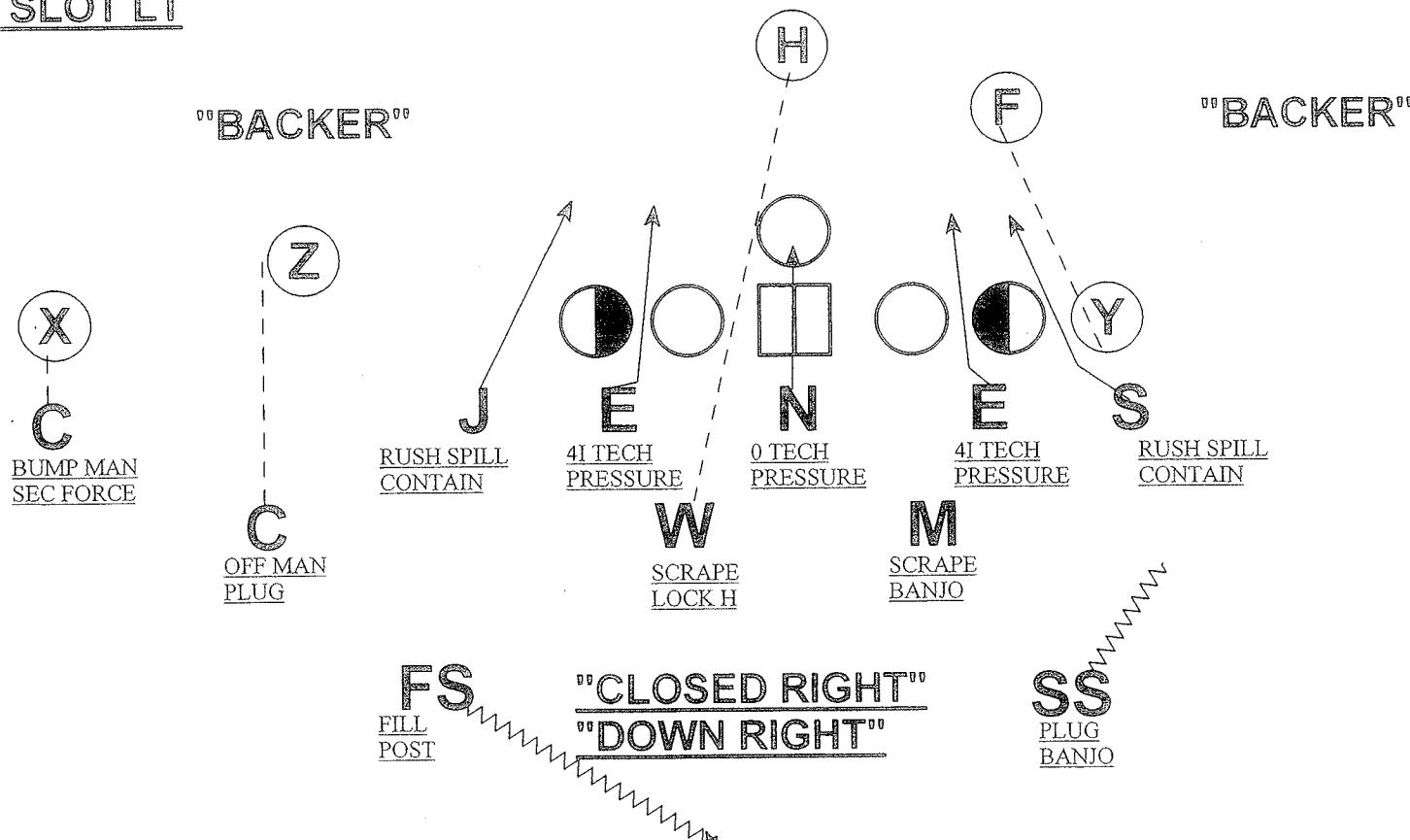


BASE TITE RUSH 90 SAFETY

ILT

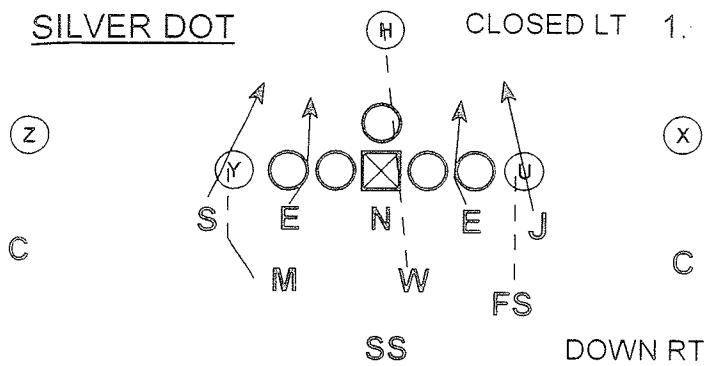


I SLOT LT

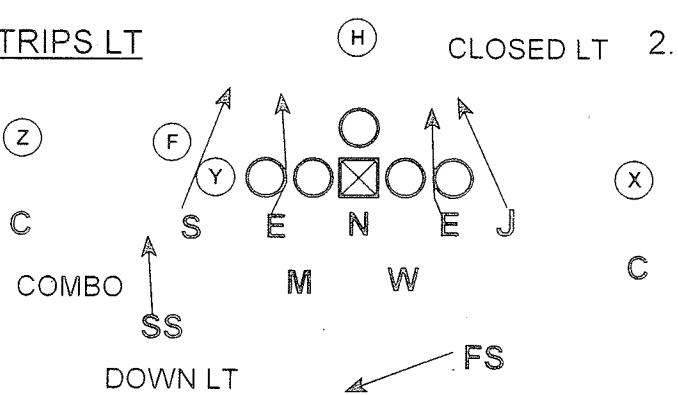


BASE TITE RUSH 90 SAFETY: ADJUSTMENTS

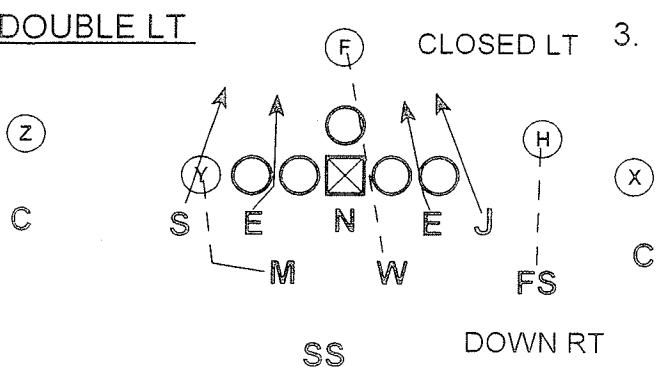
SILVER DOT



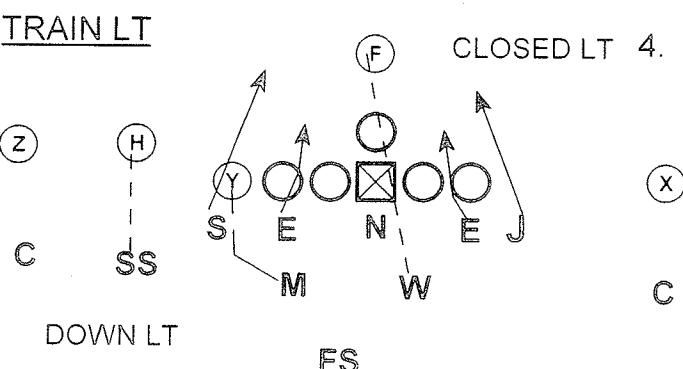
TRIPS LT



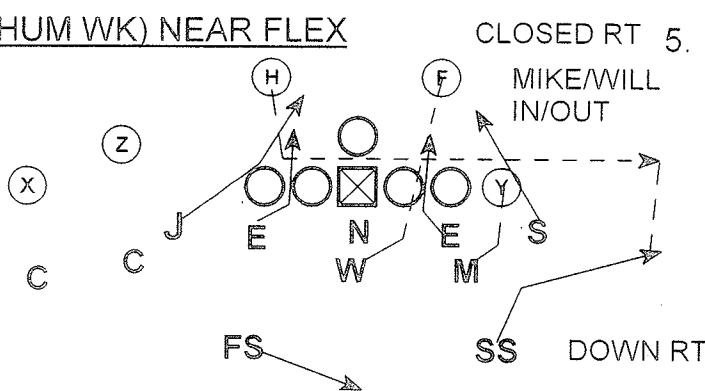
DOUBLE LT



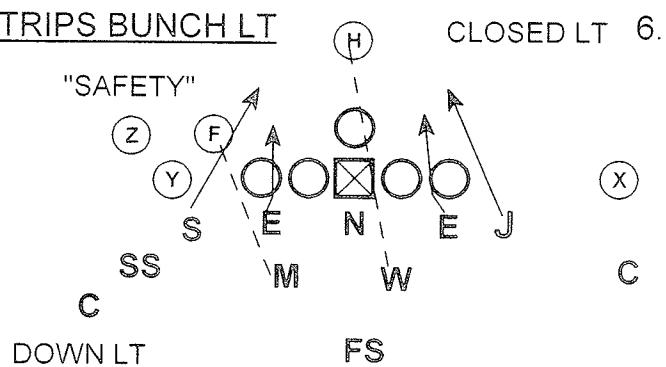
TRAIN LT



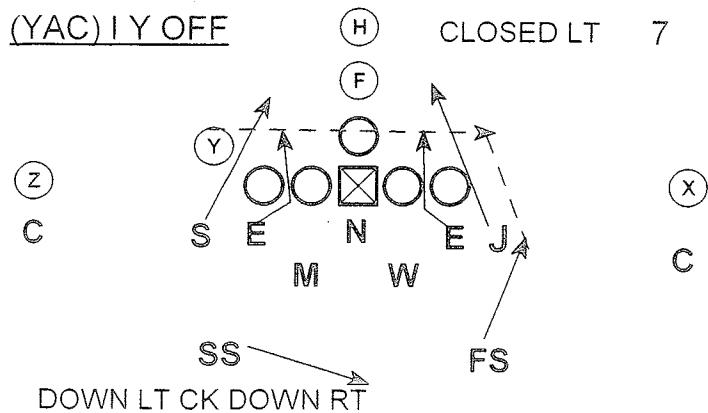
(HUM WK) NEAR FLEX



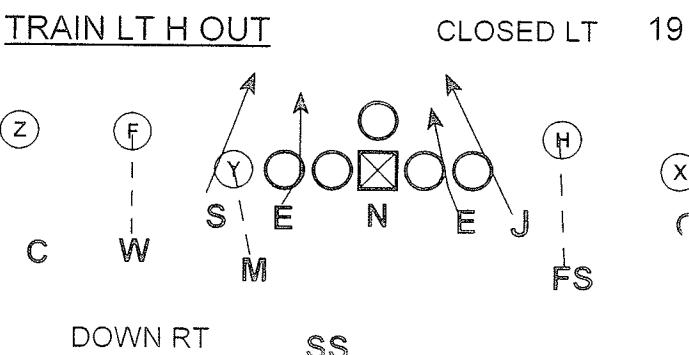
TRIPS BUNCH LT



(YAC) I Y OFF

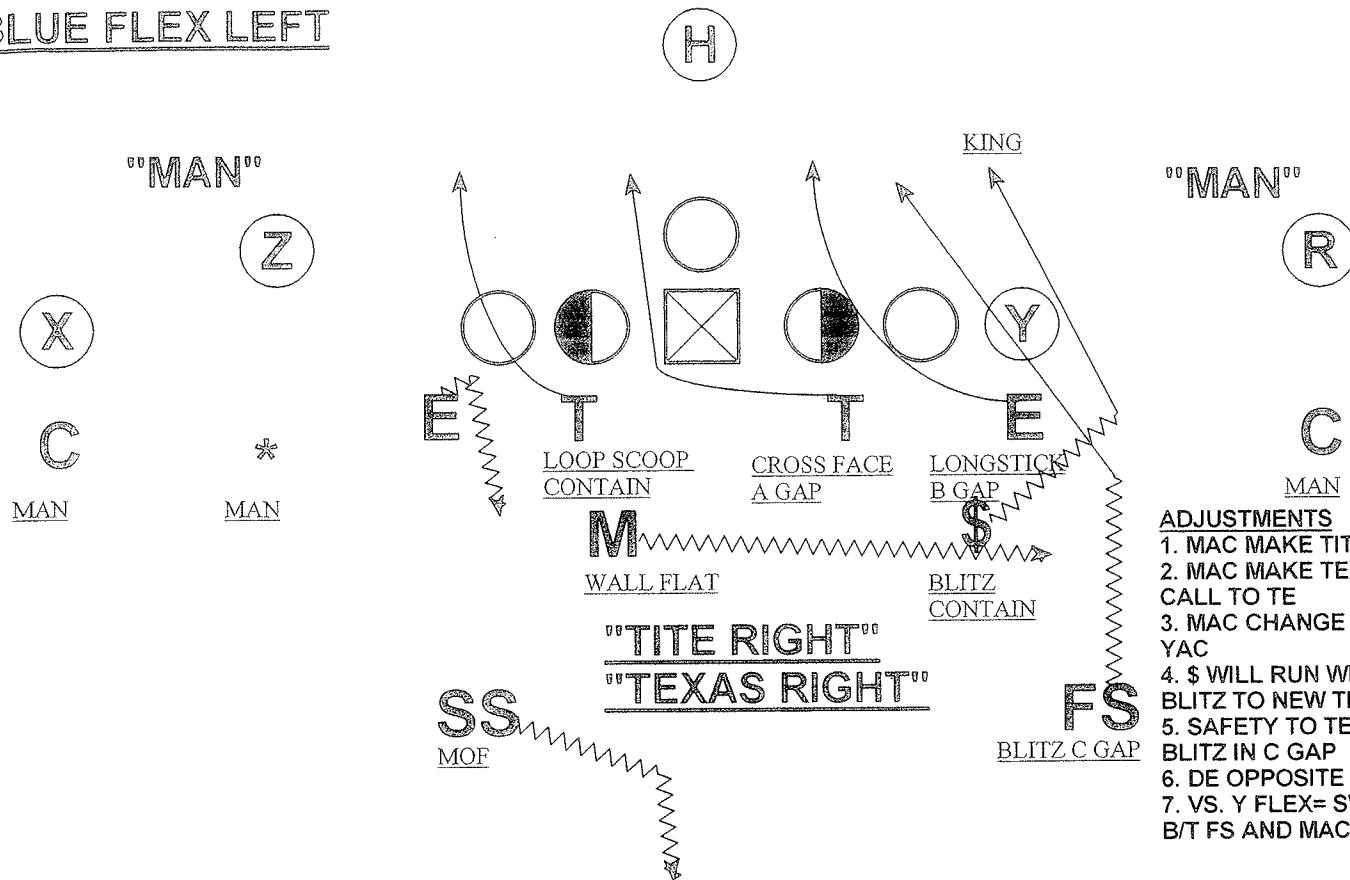


TRAIN LT H OUT

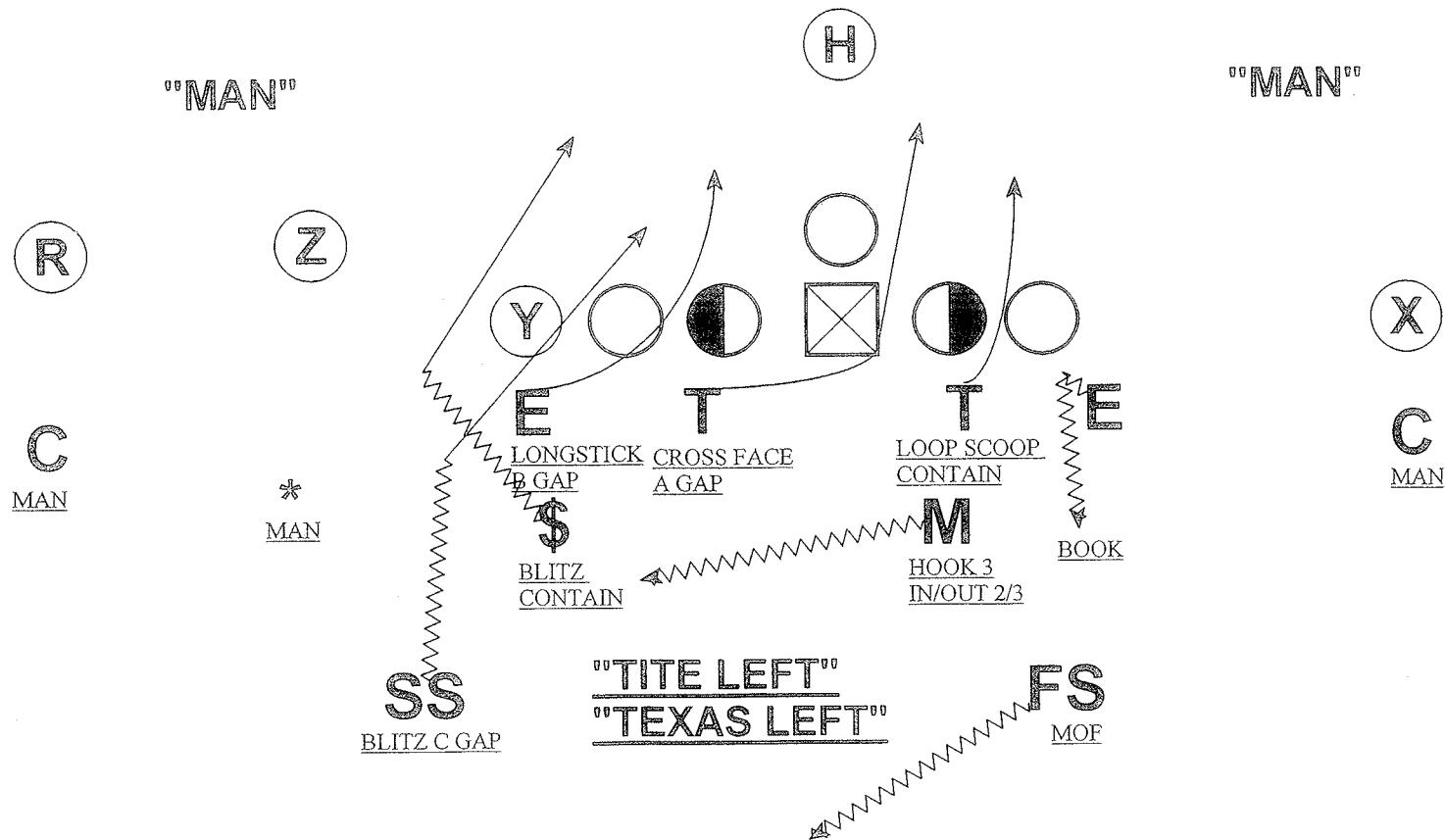


NICKEL/DIME EVEN TEXAS ADJUSTED

BLUE FLEX LEFT

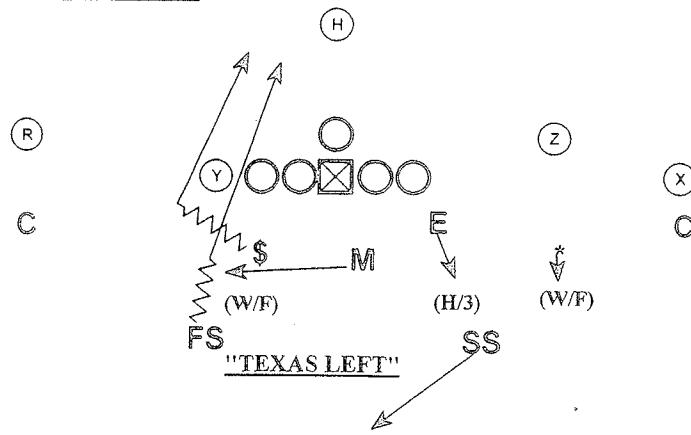


BLUE TRAIN LEFT

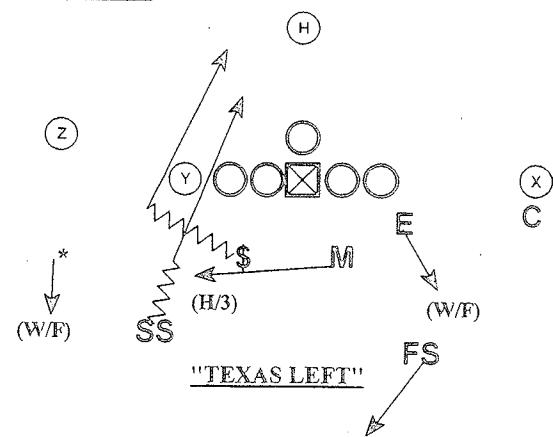


NICKEL/DIME EVEN TEXAS ADJUSTED: ADJUSTMENTS

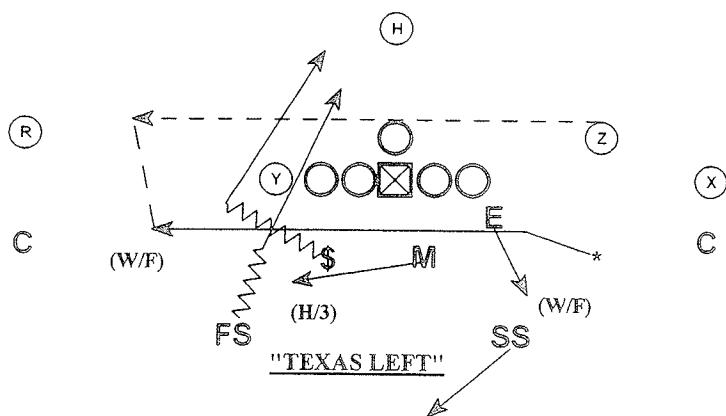
BLUE FLEX RT



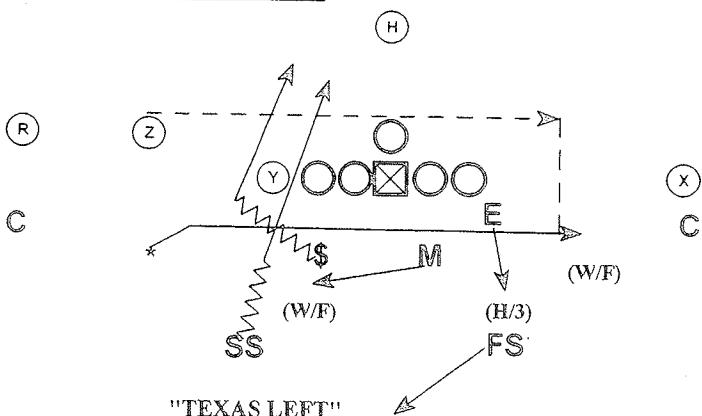
BLUE TRAIN LT



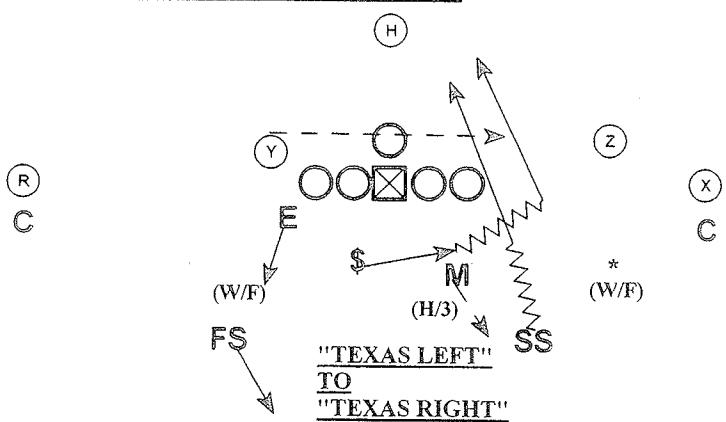
BLUE (ZAC) TRAIN LT



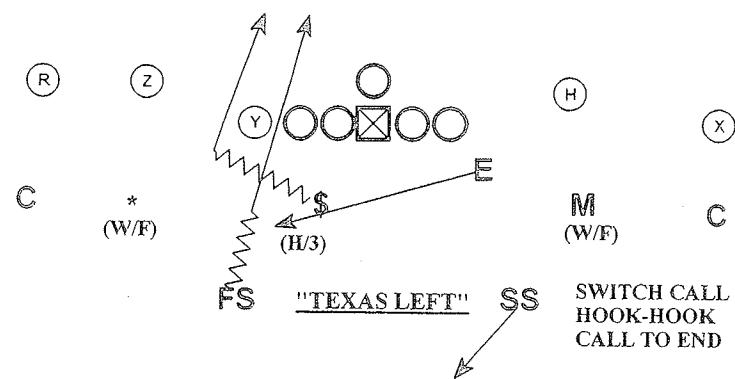
BLUE (ZAC) FLEX RT



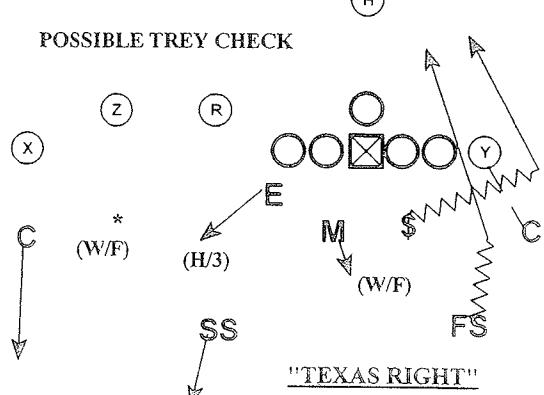
BLUE (YAC) TRAIN LT Y OFF



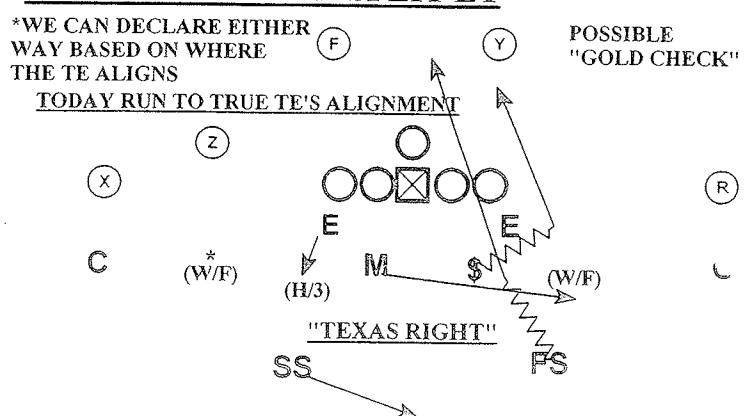
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

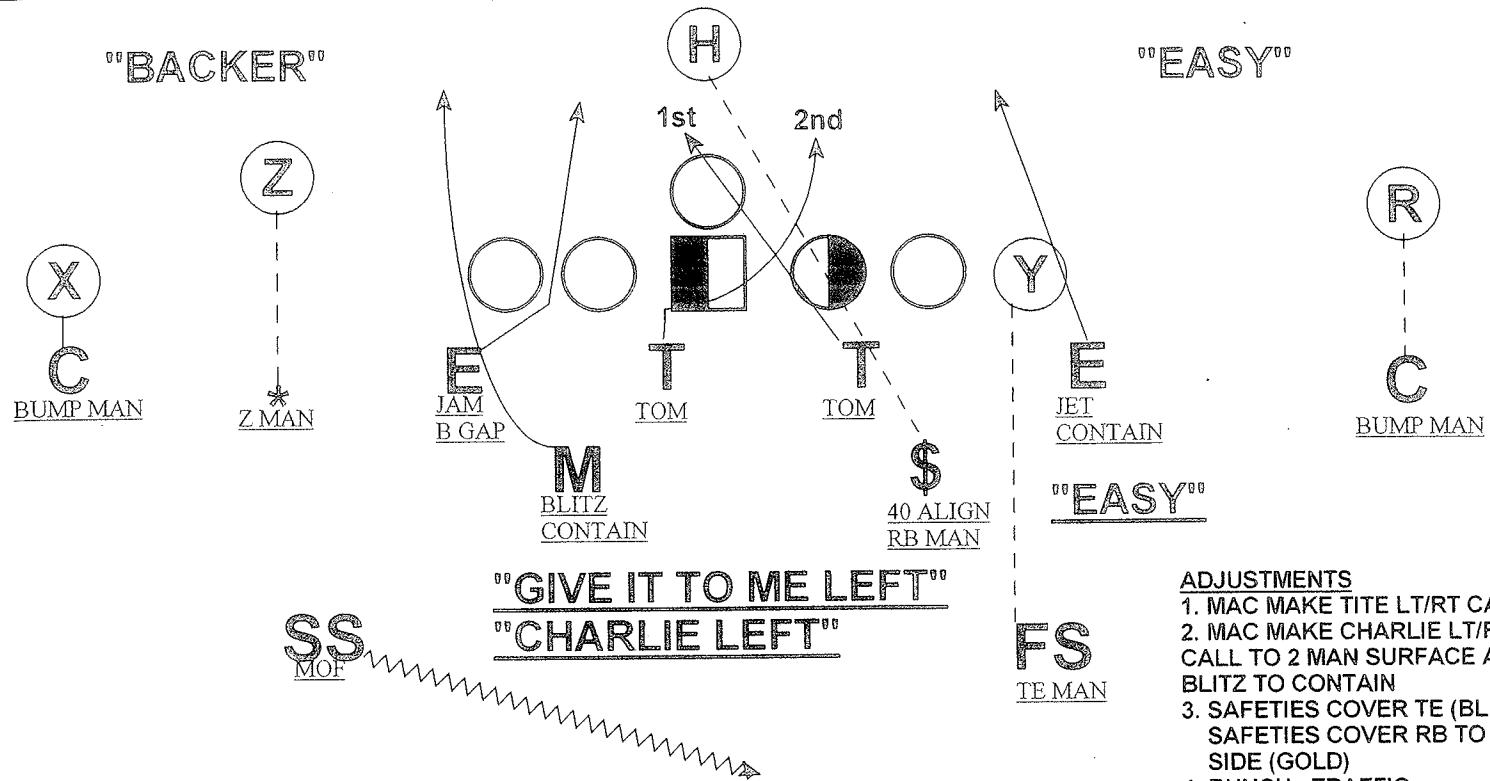


BLUE MAKE GOLD SPLIT LT

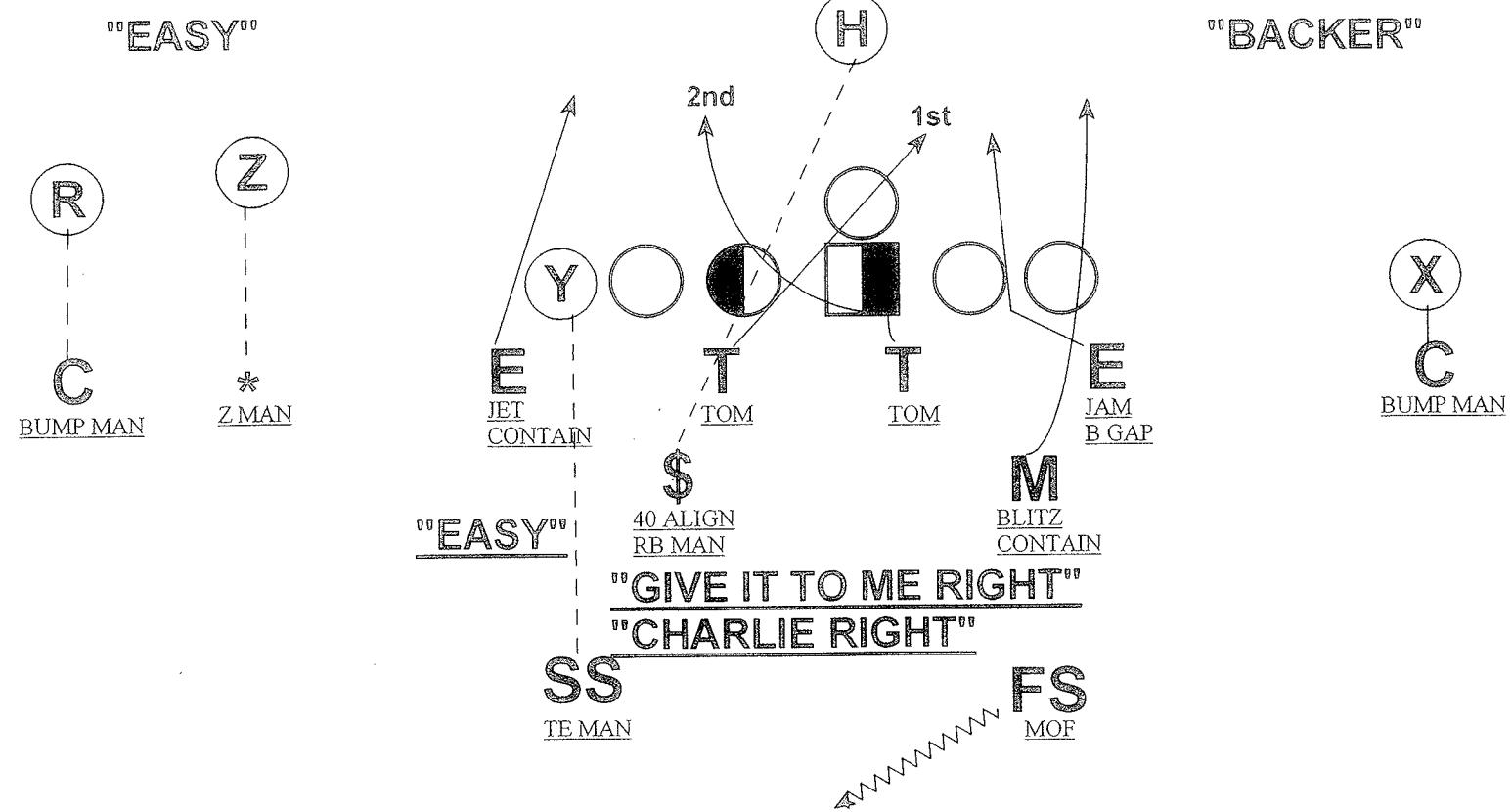


NICKEL / DIME OKIE RAC TOM-O (SLAM-0)

BLUE FLEX LT



BLUE TRAIN LT

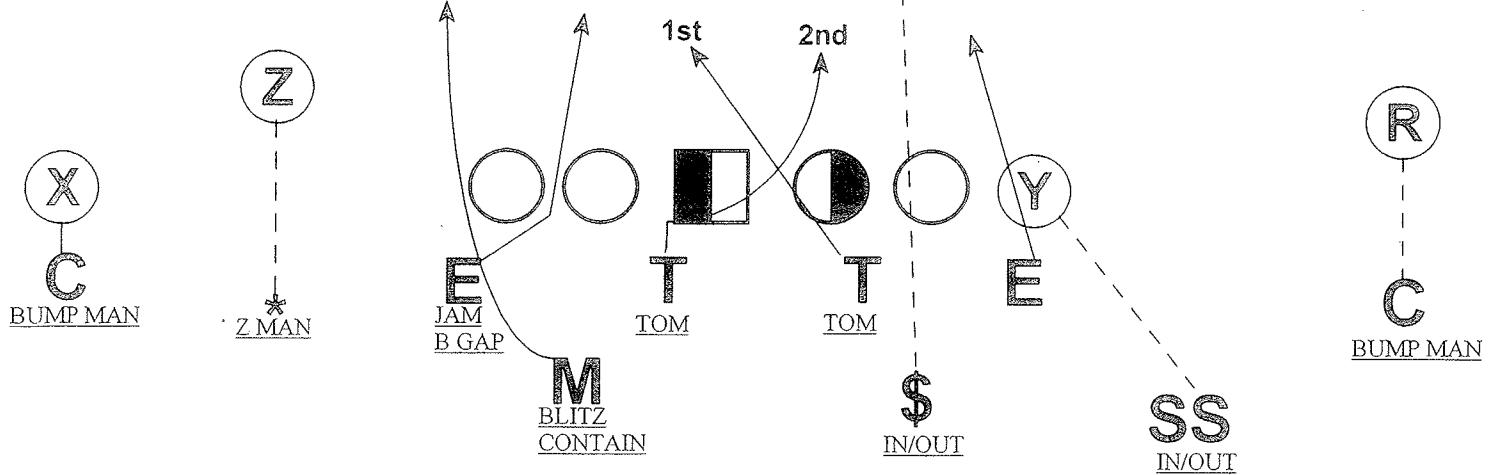


NICKEL / DIME OKIE RAC TOM-O

BLUE GUN NEAR FLEX LT

* MUST IN & OUT VS. BACK NEAR
(NO EASY CALL NO CHOKE ON TE)

"BACKER"



FS

MOF

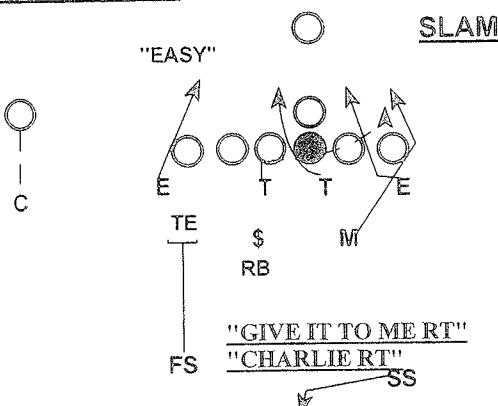


"GIVE IT TO ME LEFT"

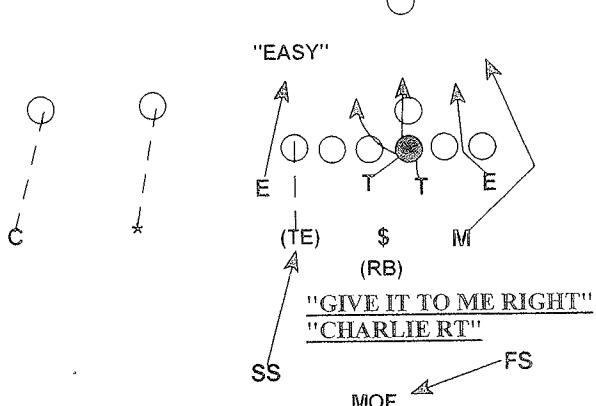
"CHARLIE LEFT"

N/D OKIE RAC TOM-O: ADJUSTMENTS

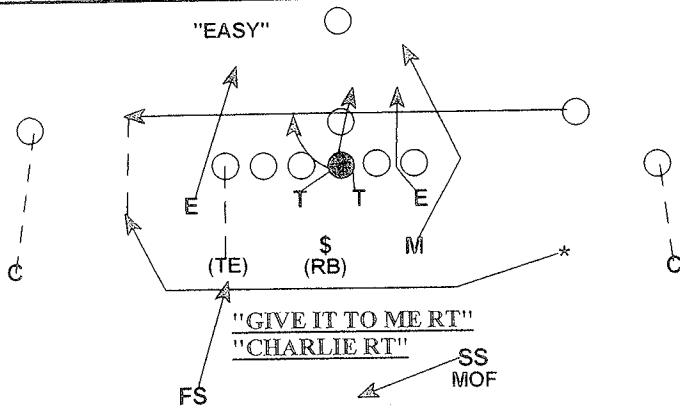
BLUE FLEX RT



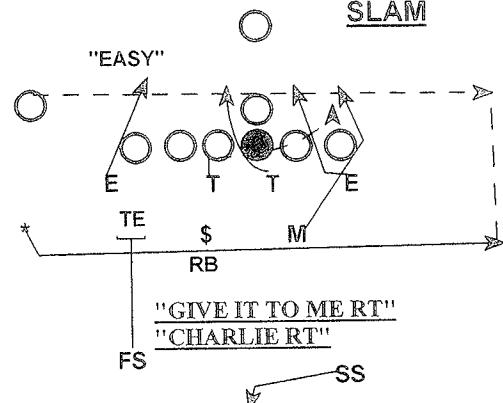
BLUE TRAIN LT



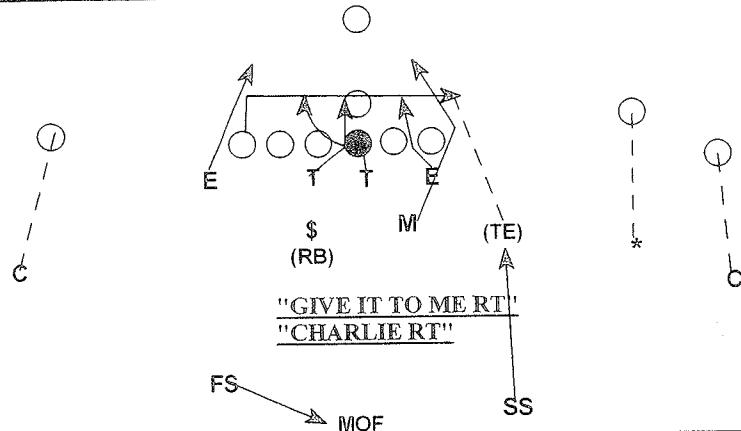
BLUE (ZAC) TRAIN LT



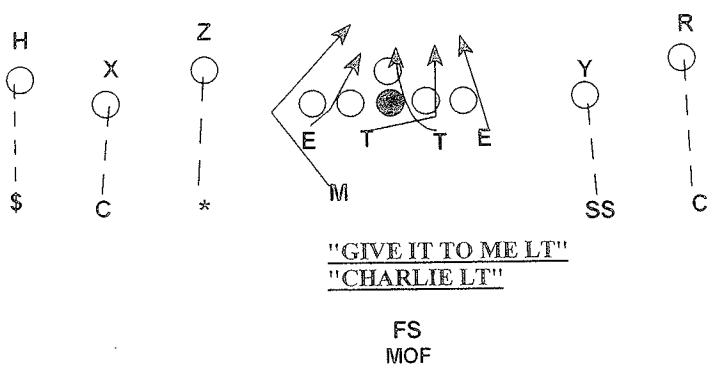
BLUE (ZAC) FLEX RT



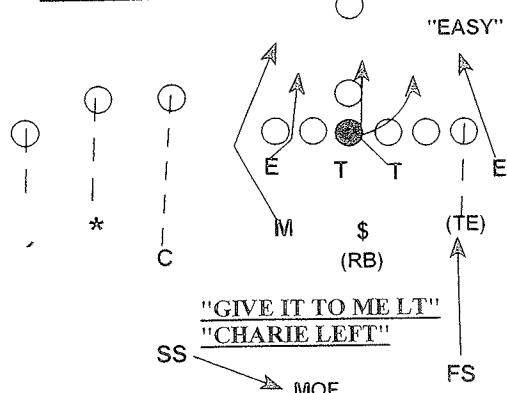
BLUE (YAC) TRAIN LT Y OFF



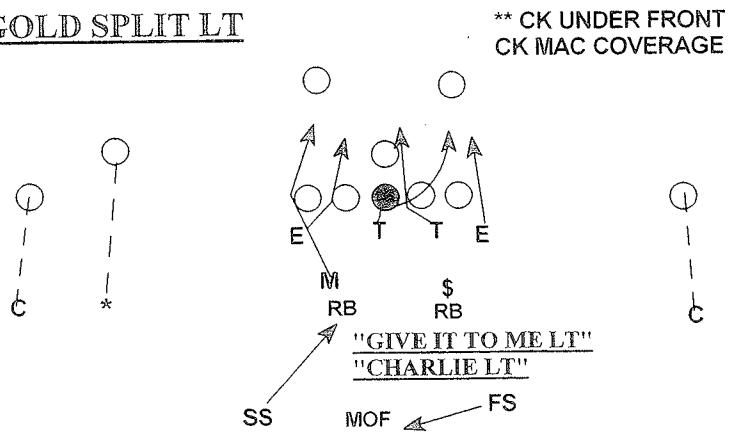
BLUE EMPTY DOLPHIN H OUTSIDE



BLUE TREY LT



GOLD SPLIT LT

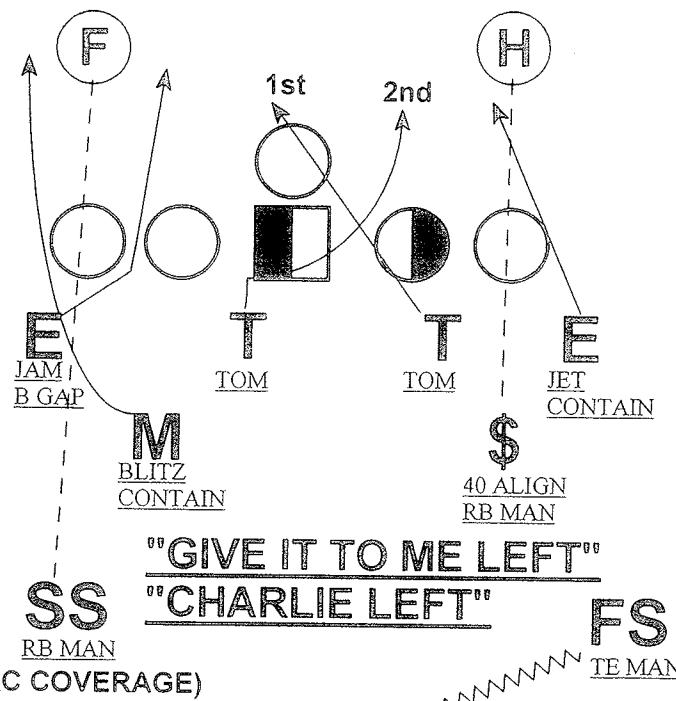
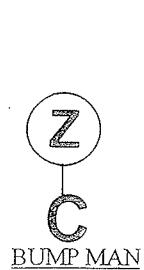


** CK UNDER FRONT
CK MAC COVERAGE

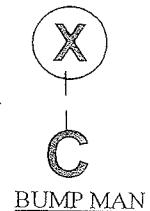
NICKEL / DIME OKIE RAC TOM-0 vs. GOLD = UNDER RAC TOM-0

GOLD SPLIT LT

"BACKER"

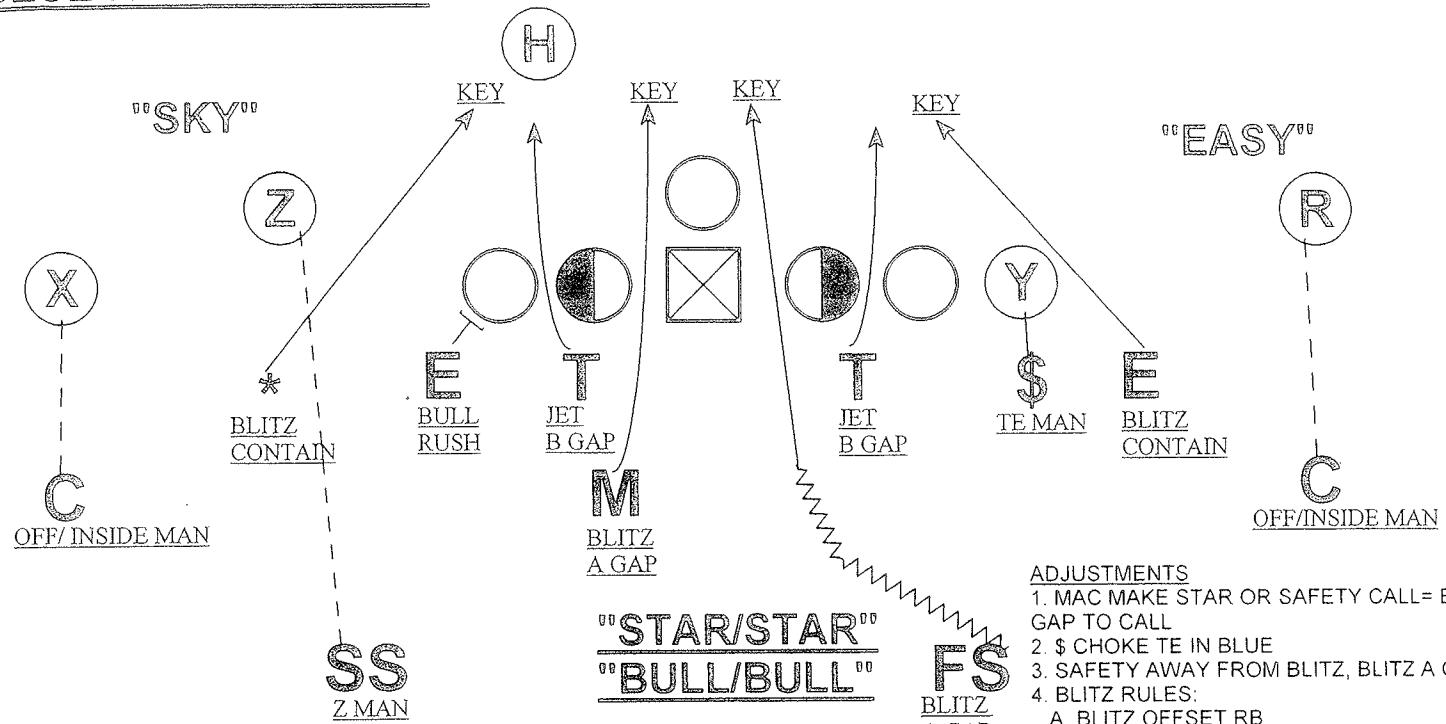


"EASY"



NICKEL EVEN MOCCA A

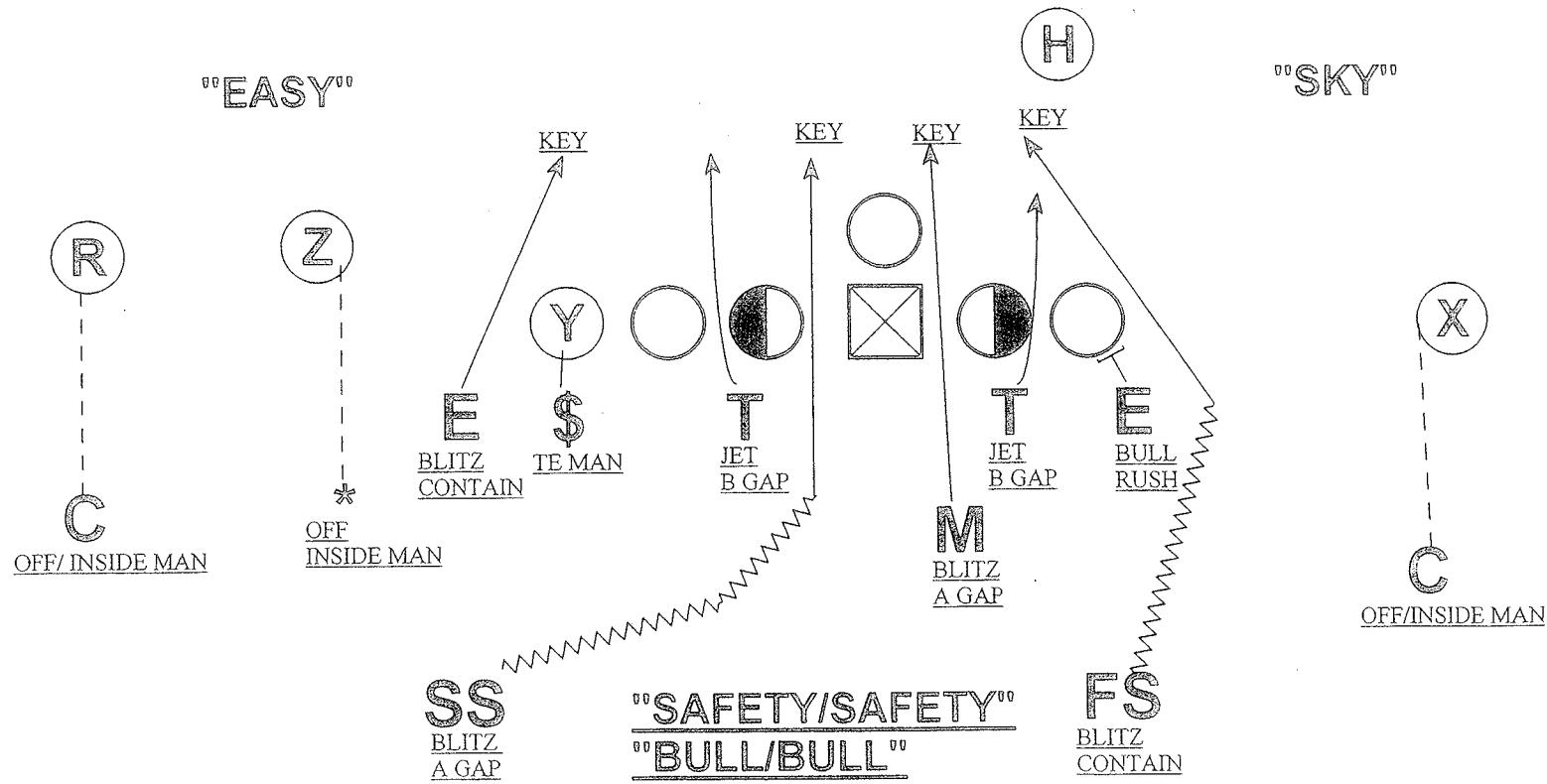
BLUE FAR FLEX LEFT



ADJUSTMENTS

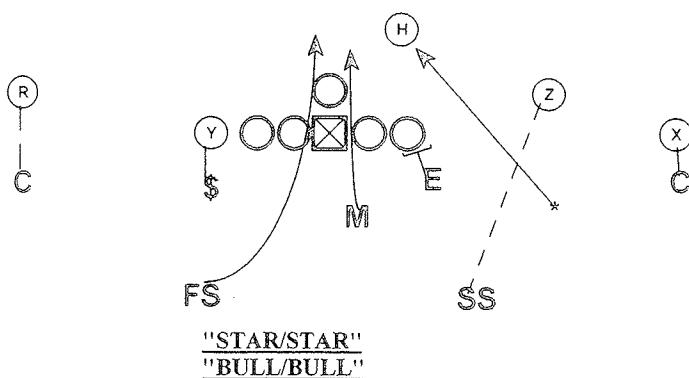
1. MAC MAKE STAR OR SAFETY CALL = BLITZ A GAP TO CALL
2. \$ CHOKES TE IN BLUE
3. SAFETY AWAY FROM BLITZ, BLITZ A GAP
4. BLITZ RULES:
 - A. BLITZ OFFSET RB
 - B. NO OFFSET RB = BLITZ 2 MAN SURFACE
 - C. BLITZ STRONG VS. TWO 2 MAN SURFACE/RB IN 3 SPOT OR GOLD SPLIT
5. ONCE BLITZ IS SET LEAVE IT ON
6. VS. MOTION TO EMPTY MAKE TRACY CALL TO SIDE OF MOTION = SAFETY COVER (MOTION TO A GAP SAFETY SIDE)

BLUE FAR TRAIN LEFT

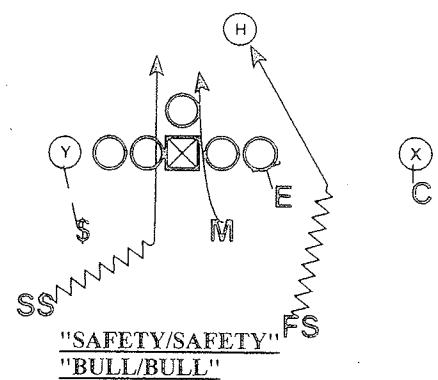


NICKEL EVEN MOCCA A: ADJUSTMENTS

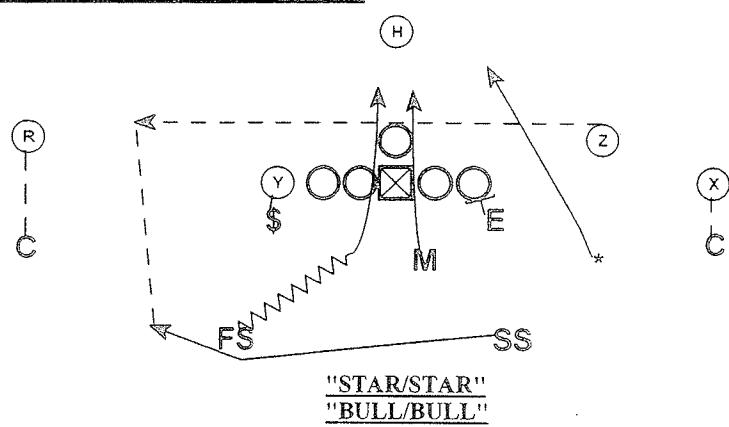
BLUE FAR FLEX RT



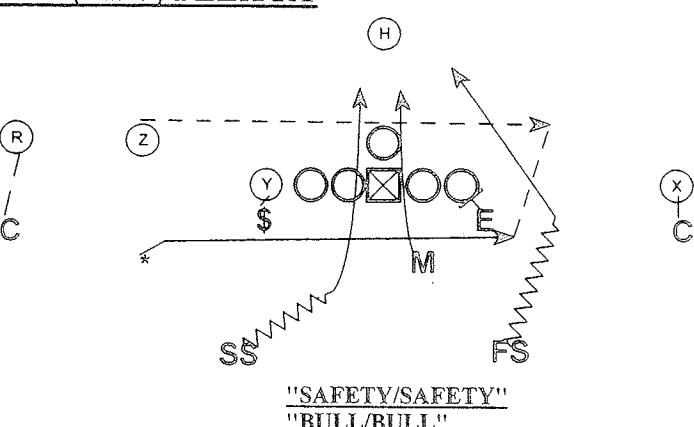
BLUE FAR TRAIN LT



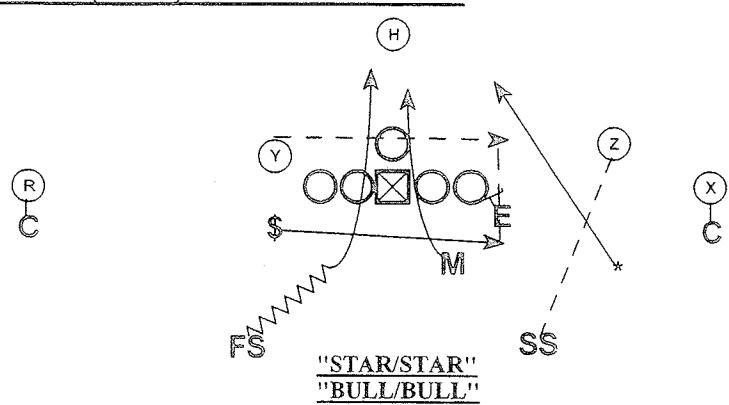
BLUE (ZAC) TRAIN LT



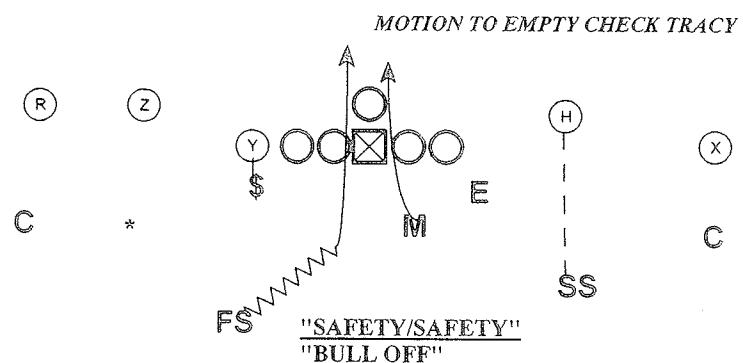
BLUE (ZAC) FLEX RT



BLUE (YAC) TRAIN LT Y OFF

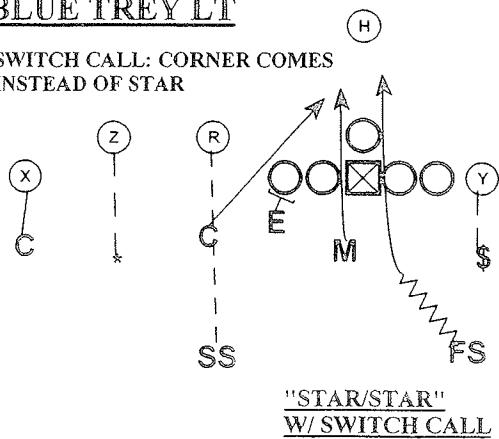


BLUE EMPTY TRAIN H OUT

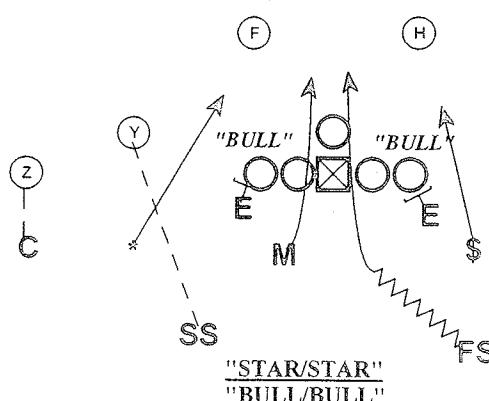


BLUE TREY LT

SWITCH CALL: CORNER COMES
INSTEAD OF STAR



GOLD SPLIT LT



SILVER DOT TREY FORMATION STRENGTH

SILVER DOT TREY LT

BASE STRONG 3 AUTO

CHK R

← STRENGTH OF FORMATION

BACKER

(H)

"LARRY"
"R STOUT LT"

(X) (Z)

FS

C

CHK R STOUT

SS

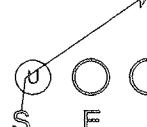
1ST TE

BACKER

1
8
C

W M

S E N



SILVER DOT TREY LT

BASE UNDER O 1 ALERT

← STRENGTH OF FORMATION

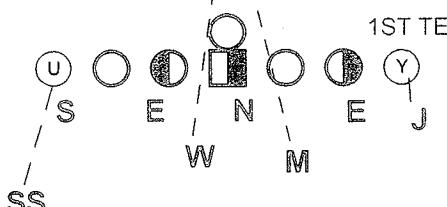
BACKER

(H)

"CLOSED RT"
"DOWN LT"

BACKER

(X)
—
C
—
C
—
C



"DOWN LT"

FS



SILVER DOT TREY FORMATION STRENGTH

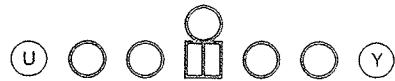
SILVER DOT SLOT LT

← STRENGTH OF FORMATION

(H)

(X)

(Z)



BASE CLOSED SONIC TED
"CLOSED RT"
"SONIC RT"
"2 LT"

40 SWORD OSCAR
"TITE RT"
"SWORD RT"
"OSCAR LT"

← PASSING STRENGTH

← CHK STRONG (R STOUT)

SILVER DEUCE SLOT LT

← STRENGTH OF FORMATION

(H)

(X)

(Z)



BASE CLOSED SONIC TED
"CLOSED RT"
"SONIC RT"
"2 LT"

40 SWORD OSCAR
"TITE RT"
"SWORD RT"
"OSCAR LT"

← PASSING STRENGTH

← CHK STRONG (R STOUT)

BASE UNDER (O) SHADE DBL 8 MEG/4 AUTO

ILT

"BACKER"
 Z
 C
MEG SEC FORCE

S E
9 TECH 1ST FLAT

E N
5 TECH CONTAIN

N E
TI LT PRESSURE HEAVY 3 PRESSURE

J
GHOST 6 CONTAIN

X
 C
CLUB FORCE

M
30 TECH QUARTER HOOK

W
30 TECH VERTICAL HOOK

(NAIL)

SS
NAIL TE PLUG

"CLOSED LT"
 "NAIL LT"
 "KATHY RT"

FS
SEC FORCE DEEP 1/2

(KATHY)
ADJUSTMENTS:

1. MIKE MAKE CLOSED LT/RT CALL
2. NAIL STRONG / KATHY WEAK
3. ZEKE YY TRIPS. STOUT VS TRAIN TRIPS.
4. CHECK AUTO VS. 2 OPEN WEAK
5. SLOT= CHECK 4/CORNER OVER
6. YAC- SLIDE LBERS- CHANGE NAIL AND KATHY
7. NAIL VS. ANY BUNCH
8. EMPTY= SLANT STRONG/KATHY WEAK
9. CK AUTO RIP/LIZ VS. ANY ONE BACK DETACHED #2

L-SLOT LT

CHECK 4 VS. SLOT

X
 C
BUMP KATHY FORCE

"CLOUD"
 "LEACH"

Z

CRASH 6 CONTAIN

HEAVY 3 PRESSURE

TI LT PRESSURE

5 TECH CONTAIN

6 TECH CURL FLAT

1

8

C

LEACH
 FILL
 SHOW COVER 1

W
W30 TECH RELATE #3

M
30 GAP TECH #4/1ST CROSSER

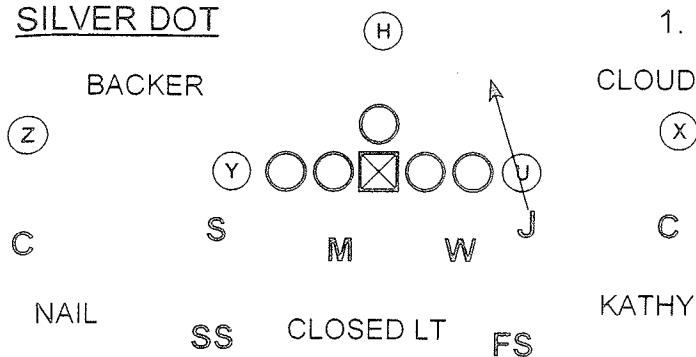
SS
DEEP 1/2

"CLOSED RIGHT"
 "4 LEFT"

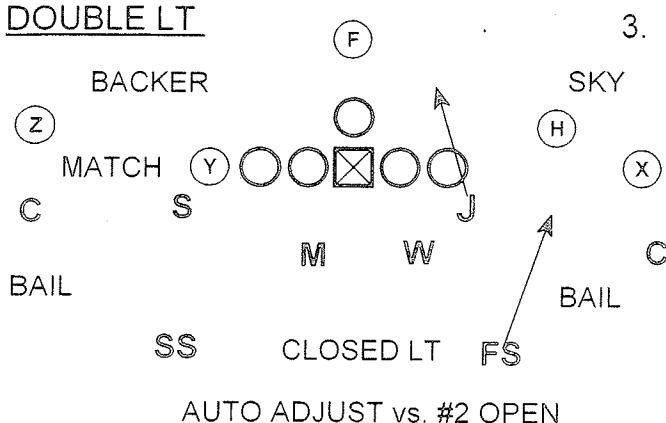
FS
DEEP 1/2

BASE UNDER (O) SHADE DBL 8 MEG/4 AUTO: ADJUSTMENT

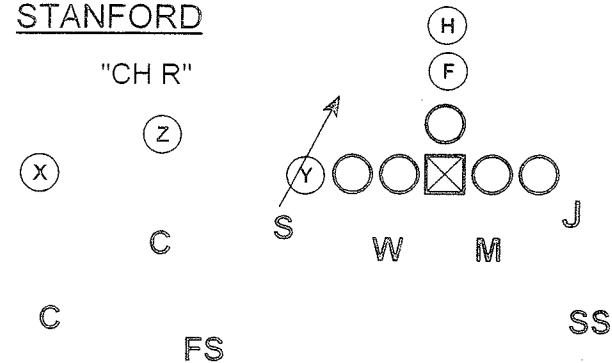
SILVER DOT



DOUBLE LT

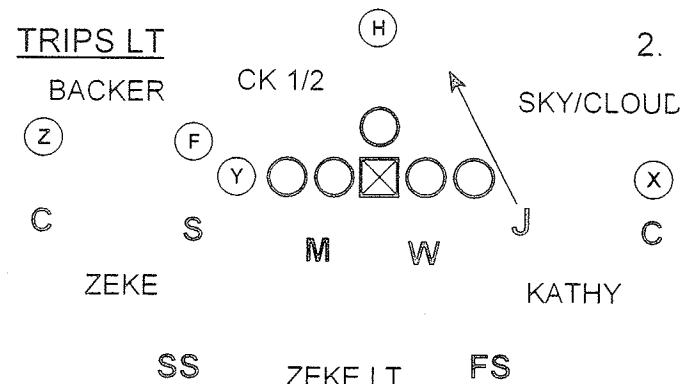


STANFORD



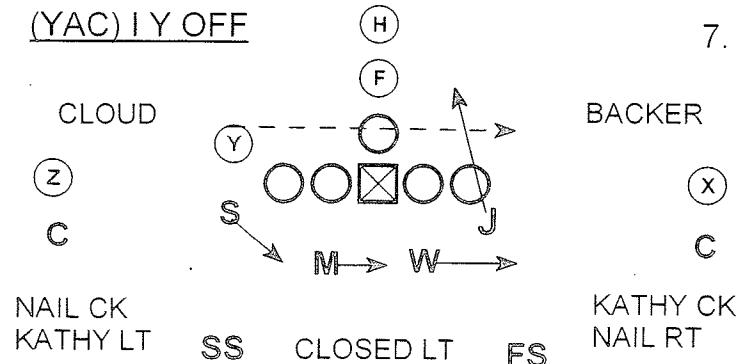
5

TRIPS LT



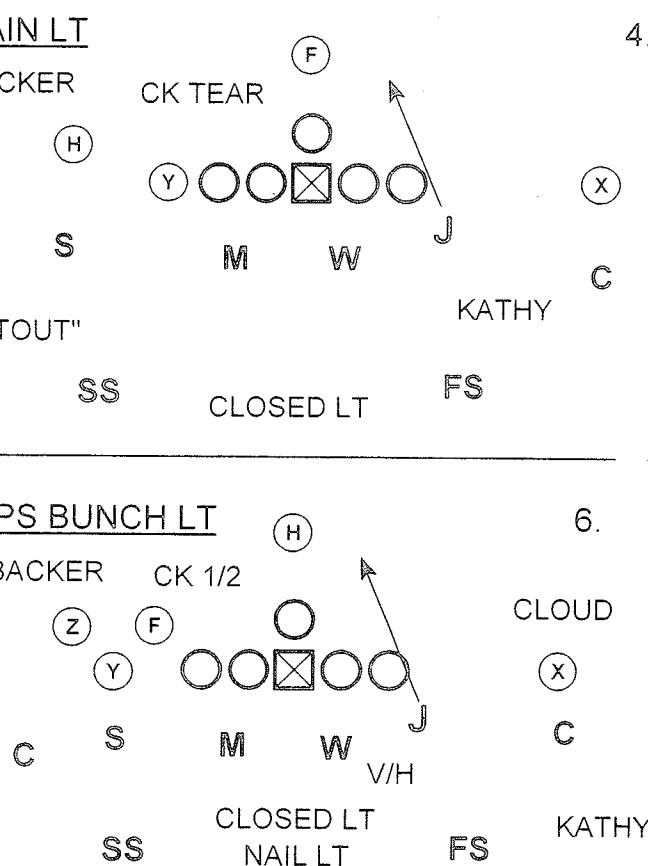
2.

(YAC) I Y OFF



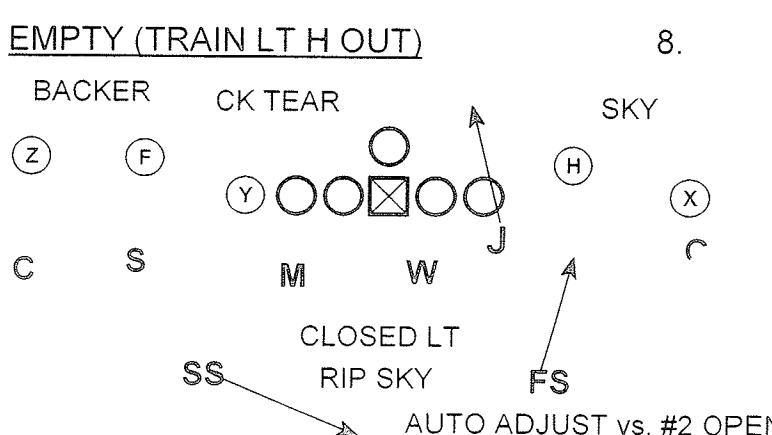
7.

TRIPS BUNCH LT



6.

EMPTY (TRAIN LT H OUT)



8.

40 2 SLIDE

SPLIT LT

"CLOUD"

(F)

"CLOUD"

(H)

(Z)

()

(X)

C

SQUAT
SEC FORCE

E T

6 TECH
CONTAIN 3 TECH
PRESSURE

N E

2i TECH
PRESSURE LOOSE 5
CONTAIN

C
SQUAT
SEC FORCE

S

50 TECH
IN/OUT

M

10 TECH
IN/OUT

W

40 TECH
VERTICAL HOOK

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. MIKE MAKE IN-OUT OR TAG CALL
I/I FAR= TAG CALL
I NEAR/SPLIT = IN/OUT CALL
3. VS. SLOT= CHECK CORA
4. YAC= SLIDE LBER'S/FRONT
5. BUNCH= IN/OUT CALL
6. 1 BACK SET RB 3 SPOT
2X2= RE-ROUTE SEAM
3X1= IN/OUT
7. EMPTY= IN/OUT STRONG
KATHY WEAK

SS

DEEP 1/2
SEC. FORCE

"TITE LEFT"
"IN/OUT LEFT"

FS

DEEP 1/2
SEC. FORCE

"CORA"

(H)

(F)

(X)

(Z)

C

SQUAT
FORCE

E

LOOSE 5
CONTAIN

N

2i TECH
PRESSURE

T

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C

CORA
CORA 1/3

W

SLAM CURL
PLUG

M

10 TECH
HOOK 3

S

50 TECH
1st FLAT

SS

OUTSIDE 1/3
SEC. FORCE

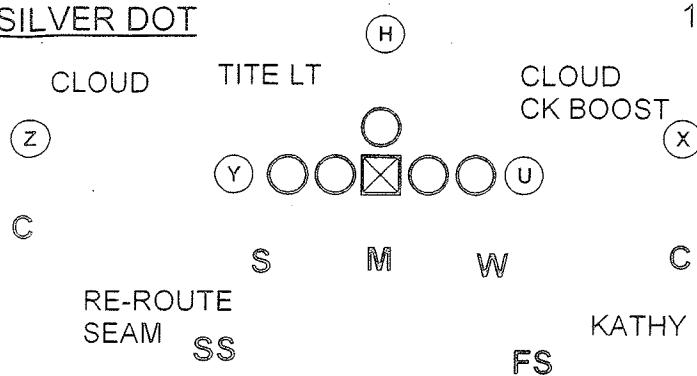
"TITE RIGHT"
"CORA LEFT"

FS

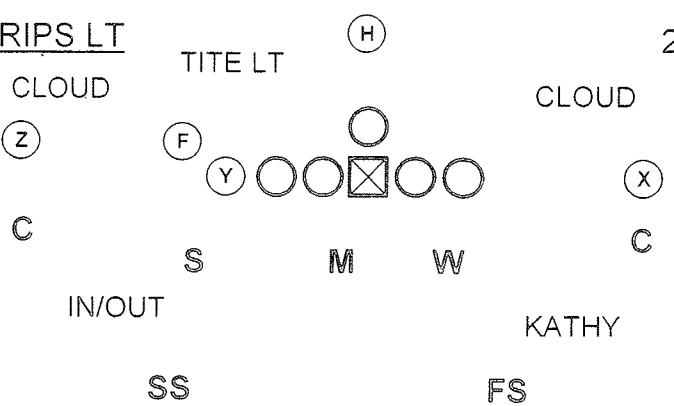
MOF
FILL

40 2 SLIDE

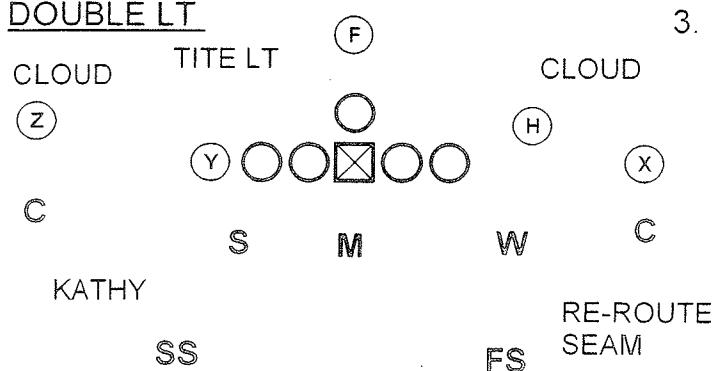
SILVER DOT



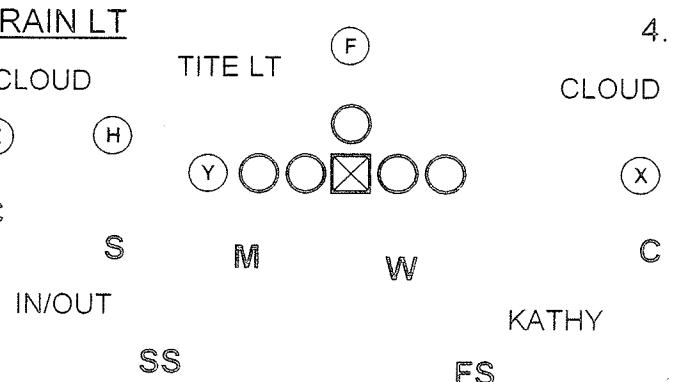
TRIPS LT



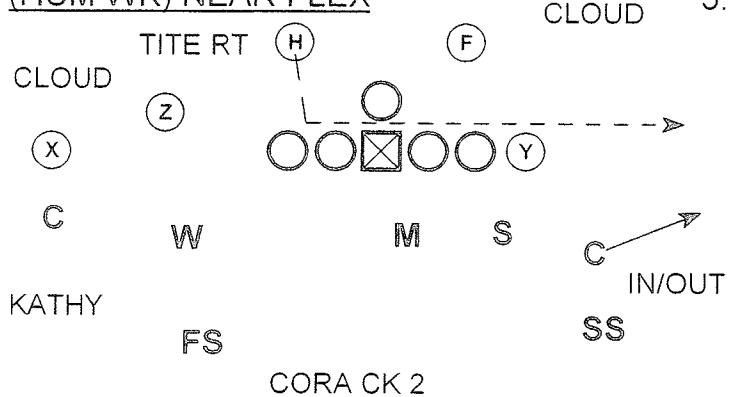
DOUBLE LT



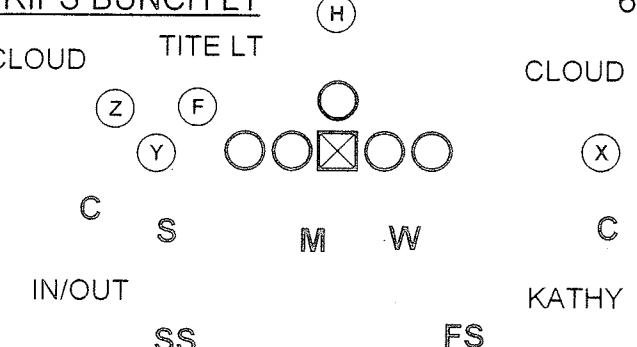
TRAIN LT



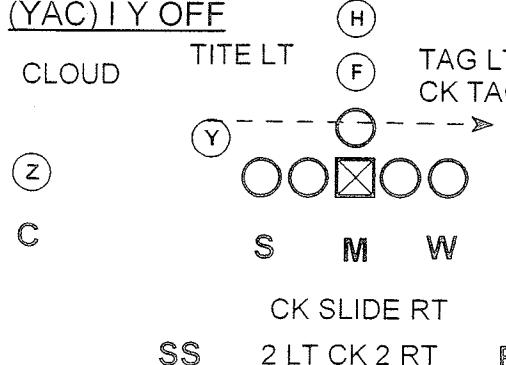
(HUM WK) NEAR FLEX



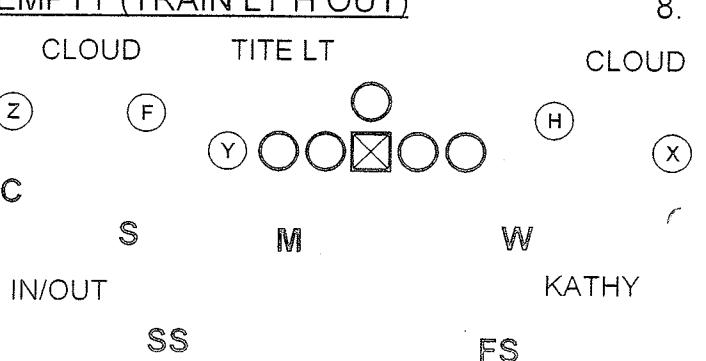
TRIPS BUNCH LT



(YAC) I Y OFF

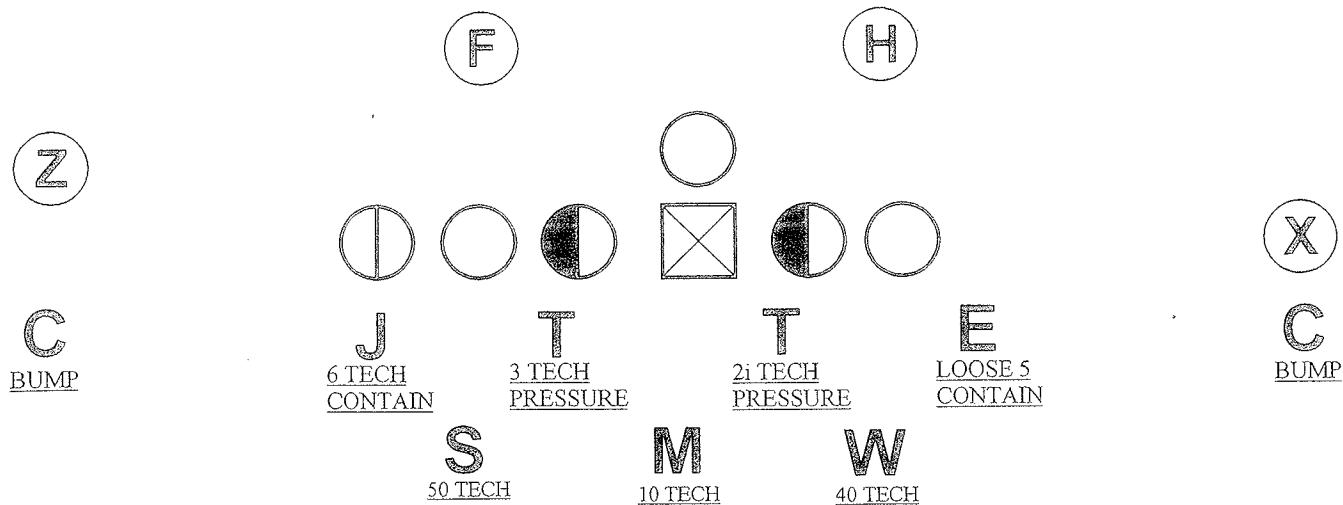


EMPTY (TRAIN LT H OUT)



SPLIT LT

40 DBL 2/4 (BUMP)



"TITE LEFT"

SS ← DEEP 1/2 SEC. FORCE **FS** → DEEP 1/2 SEC. FORCE

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. VS. SLOT CHECK 4

I SLOT LT

"CLOUD"
"LEACH"

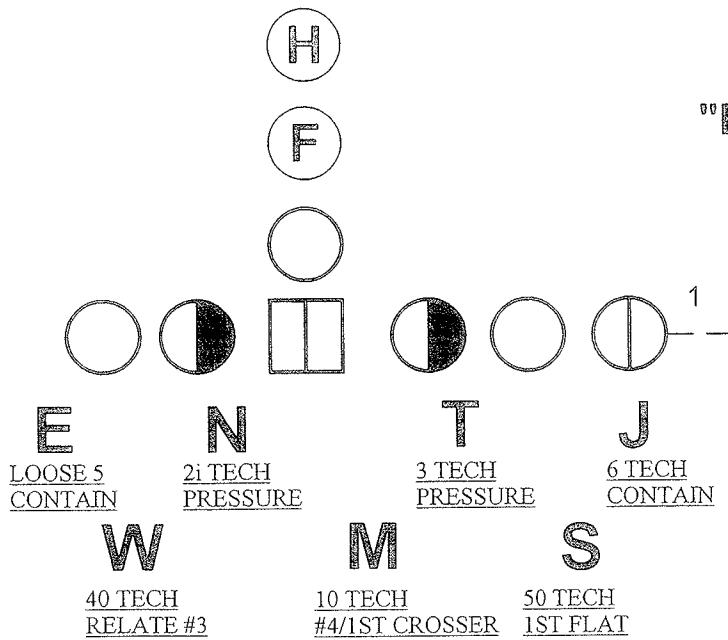
Z

X

C
SQUAT FORCE

C
SLAM LEACH PLUG

FS
DEEP 1/2 SEC FORCE



"BACKER"

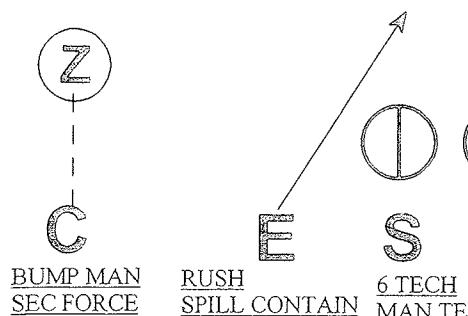
"TITE RIGHT" "4 LEFT"

SS
TIGHT 1/2 SEC FORCE

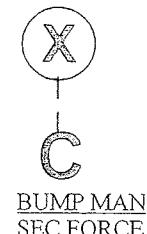
40 POINT Y RAI

ILT

"BACKER"



"SKY"



SS
MOF
FILL

"TITE LEFT"
"DOWN RIGHT"

FS
3 ON 2 FUNNEL
FORCE

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. SAFETIES MAKE DOWN LT/RT CALL TO SE UNLESS RB OFFSET TO TE
3. ROCKET ALL BREAKS
4. CORNERS MATCH UP VS. SLOT
5. YAC= SAMI TAKES TE
6. Y TRADE= RELOAD FRONT
7. BUNCH= LOCK AND LEVEL
8. BUNCH= LOCK AND LEVEL
9. 2 MAN STACK= PUSH #1 BEHIND #2
10. EMPTY= RAZOR

I SLOT LEFT

"SKY"

X
C
BUMP MAN SEC FORCE

Z
C
OFF MAN FILL

E
LOOSE 5
CONTAIN

N
2i TECH
PRESSURE

T
3 TECH
PRESSURE

S
6 TECH
MAN TE

E
RUSH
SPILL CONTAIN



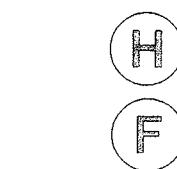
W
10 TECH
3 ON 2 FUNNEL

M
30 TECH
3 ON 2 FUNNEL

FS
3 ON 2 FUNNEL
FORCE

"TITE RIGHT"
"DOWN LEFT"

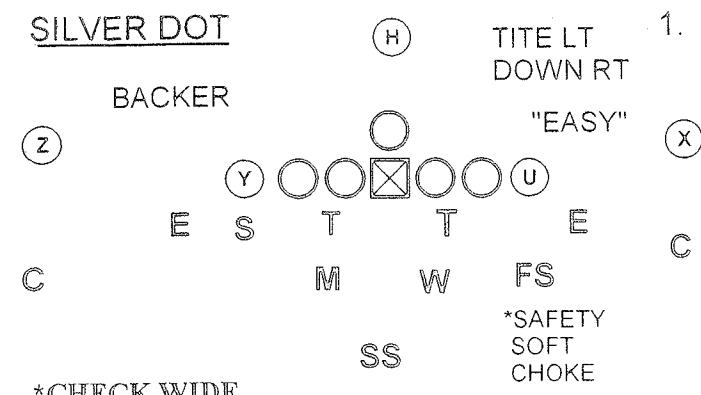
SS
MOF
FILL



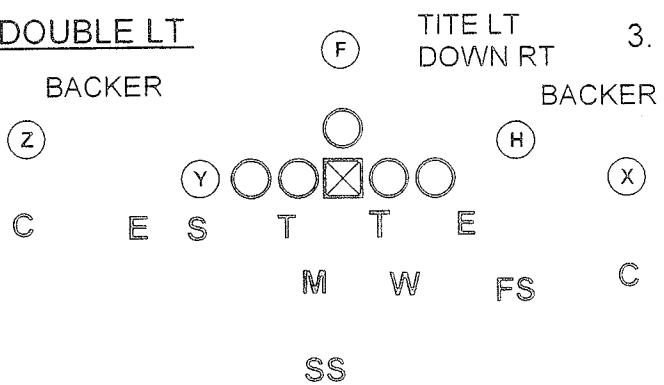
"BACKER"

40 POINT 9 RAT

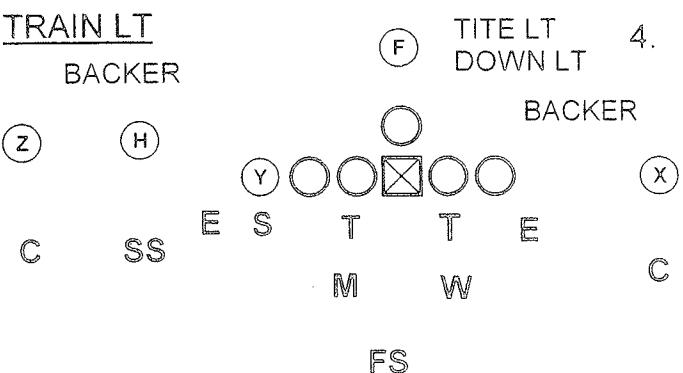
SILVER DOT



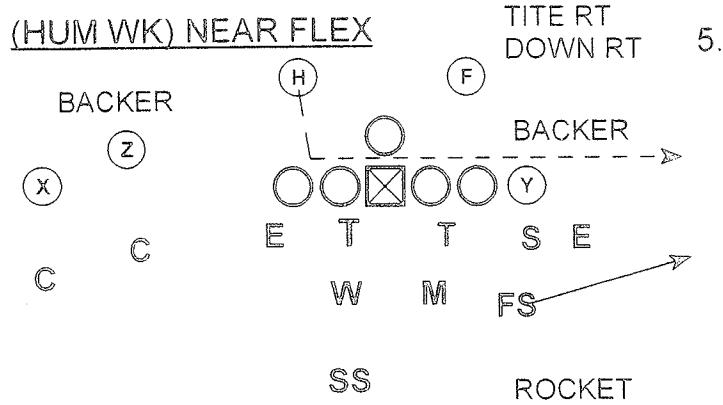
DOUBLE LT



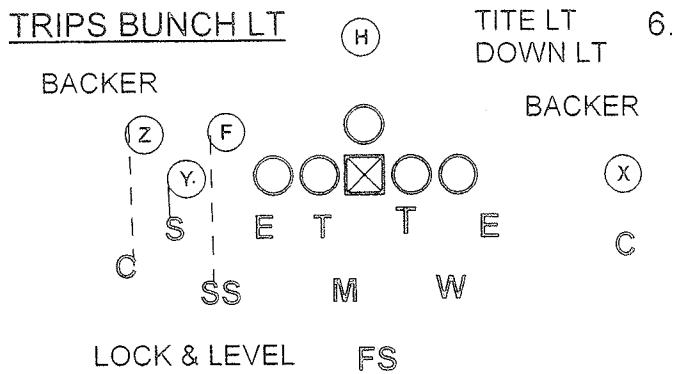
TRAIN LT



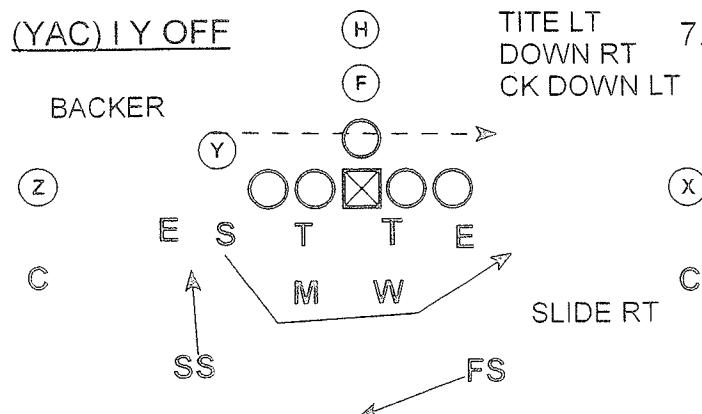
(HUM WK) NEAR FLEX



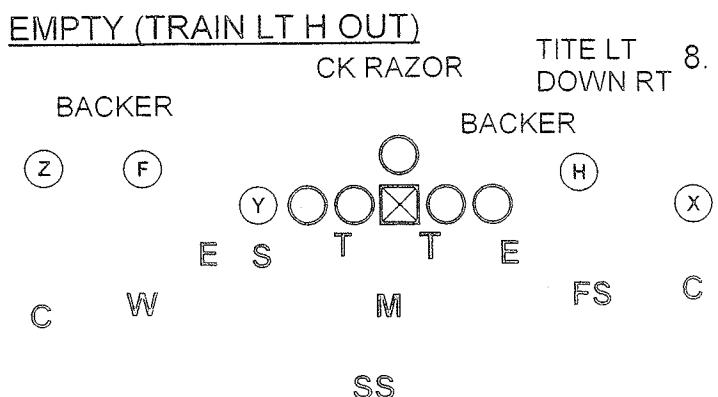
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT)



40/41 DBL 6 / 4

VS. REGULAR

ILT

"BACKER"



C

BAIL 1/3
SEC FORCE

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

BAIL 1/3
SEC FORCE

S

JUMP TECH
CURL FLAT

M

40 TECH WEAK
STRONG HOOK

W

10 TECH
WEAK HOOK

SS

FILL
MOF

"TITE LEFT"

"RIP SKY"

FS

CURL FLAT
FORCE

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. BACKFIELD SET DETERMINES COVE
- #4 WEAK= COVER 6
(I FAR/SPLIT)
NO #4 WEAK= 6 SKATE
(I/I NEAR)
3. TRIPS= 6 SKATE (SAM WALKS)
SE BREAKS= RIP/LIZ
4. VS. YAC- TINA= RIP/LIZ SKY
5. Y TRADE= RELOAD FRONTS
6. EMPTY= CHECK ZEBRA
7. BUNCH= SKATE

CHECK 4 VS. SLOT

I SLOT LT

"SKY"

"LEACH"



"BACKER"



C

SQUAT
SEC FORCE

E N

LOOSE 5
CONTAIN

T E

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C

SLAM LEACH
FILL

W

40 TECH
RELATE #3

M

10 TECH
#4/1ST CROSSER

S

50 TECH
1ST FLAT

FS

DEEP 1/2
FORCE

"TITE RIGHT"

"4 LEFT"

SS

AREA
FILL

40/41 DBL 6 ADJUSTED/4

VS. SILVER

LT

"BACKER"



"BACKER"



C

MEG
SEC FORCE

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

MEG
SEC FORCE

S
JUMP TECH
BUZZ FLAT

M
10 TECH WEAK
RELATE #3

W

50 TECH
#4/1ST CROSSER

SS
LINDA BUZZ
PLUG

"TITE LEFT"
"LINDA BUZZ"

FS
MOF
FILL

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. BACKFIELD SET DETERMINES COVERAGE
- #4 WEAK= COVER 6
(I FAR/SPLIT)
NO #4 WEAK= 3 BUZZ MABLE
(I/I NEAR)
3. TRIPS= 3 BUZZ MABLE (SAM WALKS)
SE BREAKS= RIP/LIZ
4. VS. YAC-TINA= RIP/LIZ SKY
5. Y TRADE= RELOAD FRONTS
6. EMPTY= CHECK ZEBRA
7. BUNCH= SKATE

CHECK 4 VS. SLOT

I SLOT LT



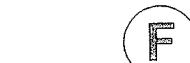
"SKY"
"LEACH"



C
SQUAT
SEC FORCE

C

SLAM LEACH
FILL



E
LOOSE 5
CONTAIN

N
2i TECH
PRESSURE

T
3 TECH
PRESSURE

E
6 TECH
CONTAIN

W

40 TECH
RELATE #3

M

10 TECH
#4/1ST CROSSER

S

50 TECH
1ST FLAT

FS

DEEP 1/2
FORCE

"TITE RIGHT"
"4 LEFT"

SS

AREA
FILL

NICKEL/DIME OKIE (SHORT) TR 88/6 BRONCO

BLUE FLEX LEFT



COVER 88



T
C



E

T

T

E

"KATHY"
ALERT SMASH

\$

M

*
NO CARRY

C

SS

"COVER 88"

FS

BLUE TRAIN LEFT



COVER 6



"RITA SKY"



C

ZONE 1/3

*

SKATE

\$
STRONG HOOK

M
WEAK HOOK

BAIL 1/3

SS
MOP

"TITE LEFT"
"RITA SKY"

FS

#4/1ST CROSSER
BODY POSITION ON X

EVEN SHOW 2 BUMP

UE FLEX LEFT

"CLOUD"



"ALERT SMASH"



BUMP SQUAT

* SHOW BLITZ HOOK

SS

SHOW MAN Z
DEEP 1/2



M
3 TO 1

\$
VERTICAL HOOK

FS
SHOW MOF
DEEP 1/2

"CLOUD"



"ALERT SMASH"

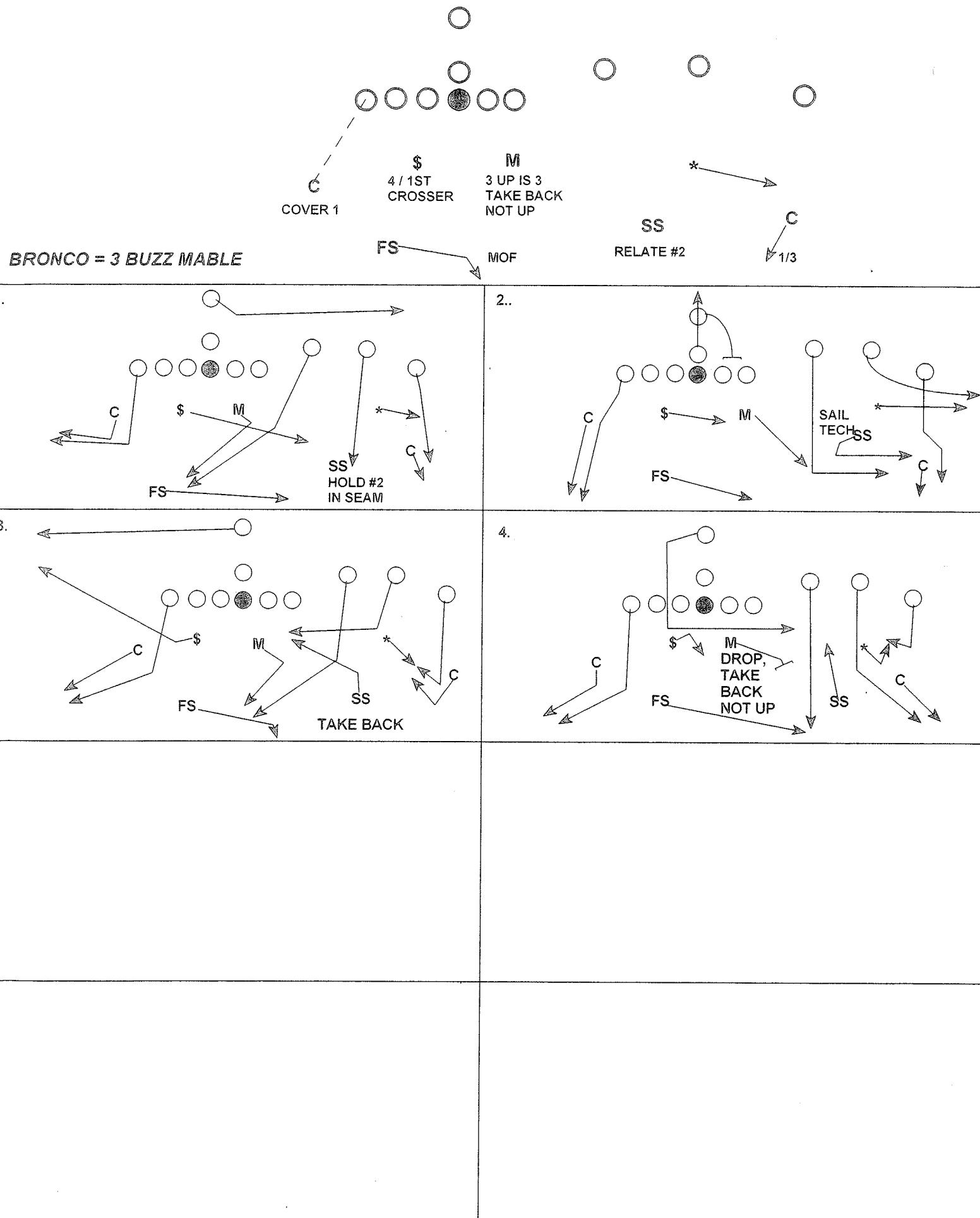


BUMP SQUAT

***SHOW LIKE STAR IS COMING, SAFETIES ROTATE TO MAN FREE
THEN PLAY COVER 2 ON SNAP

BRONCO

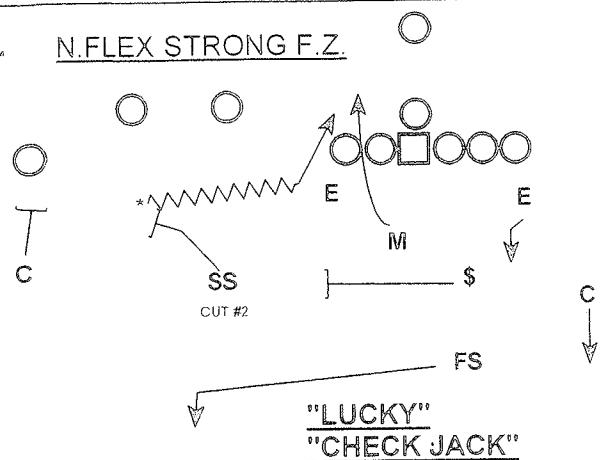
VS. 3 DEEPS CHECK BRONCO/ VS. COVER 7 CHECK SIN



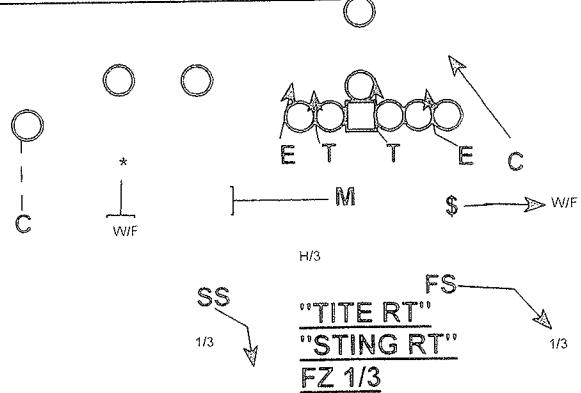
TREY CHECKS

FALL 8/3/2008

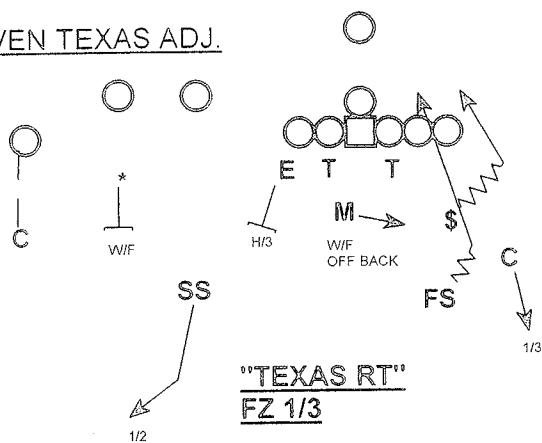
N. FLEX STRONG F.Z.



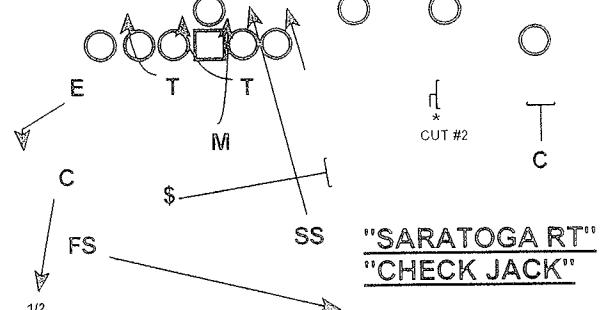
N. EVEN FLEX TITE STING



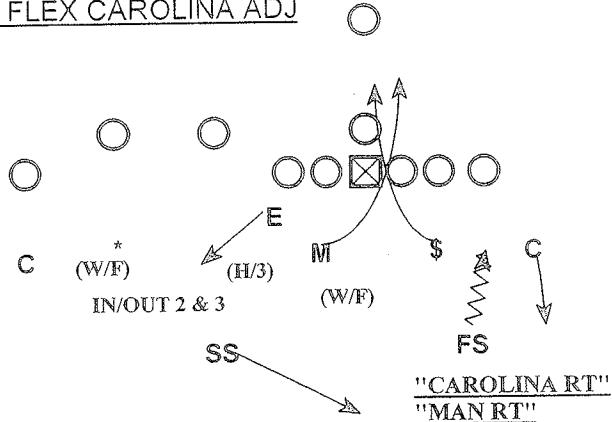
N. EVEN TEXAS ADJ.



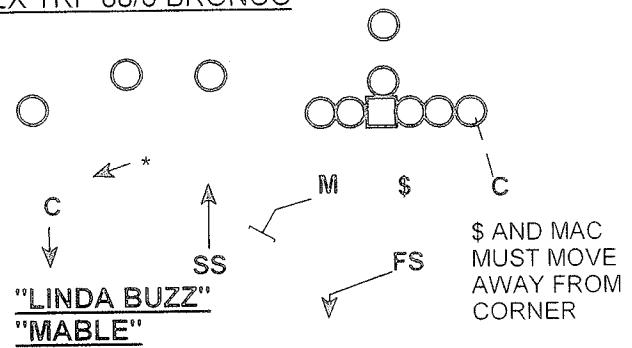
N. EVEN SARATOGA ADJ/JACK



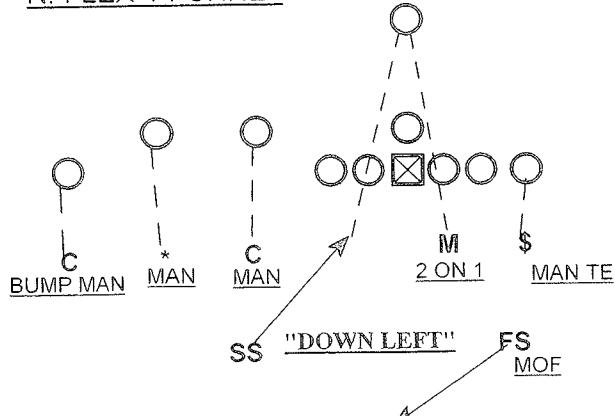
N. FLEX CAROLINA ADJ



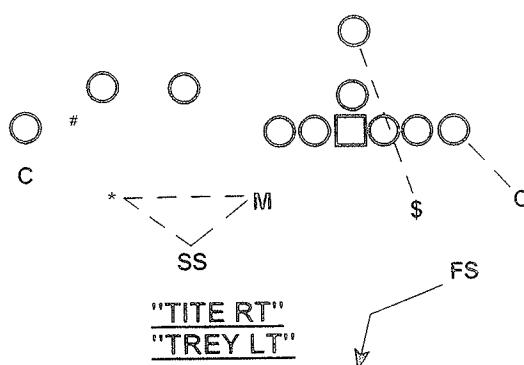
N. FLEX ZONE OPEN N. FLEX 6 BUMP BRONCO (BRONCO = 3 BUZZ MABLE) N. FLEX TRP 88/6 BRONCO



N. FLEX 1 FUNNEL



N. FLEX 1 INVERT TREY



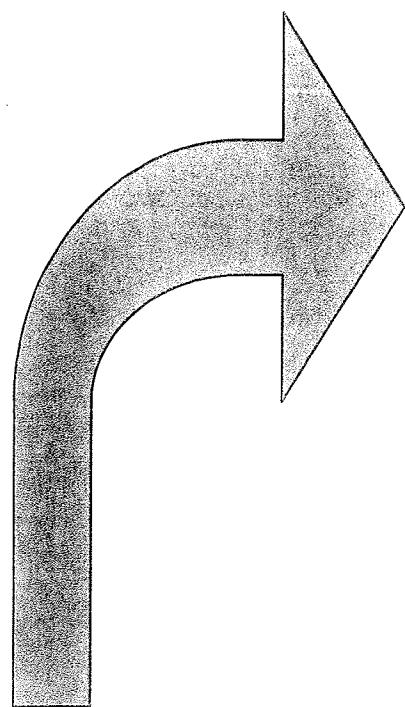
Turnovers Fall 2008

PRACTICE #3

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
87 Bullard	28 Arenas (2)	20 King		
90 Talbert		15 Lawrence		
55 Williams		46 Neighbors		
		4 Barron		
		25 McClain		
		24 M. Johnson		
		27 Woodall		

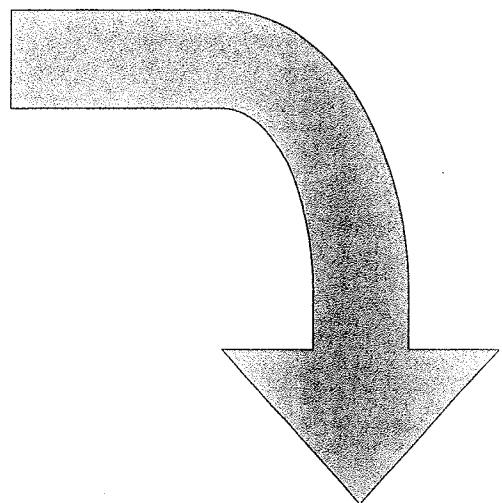
TURNOVER CIRCUIT

INDOOR COMPLEX

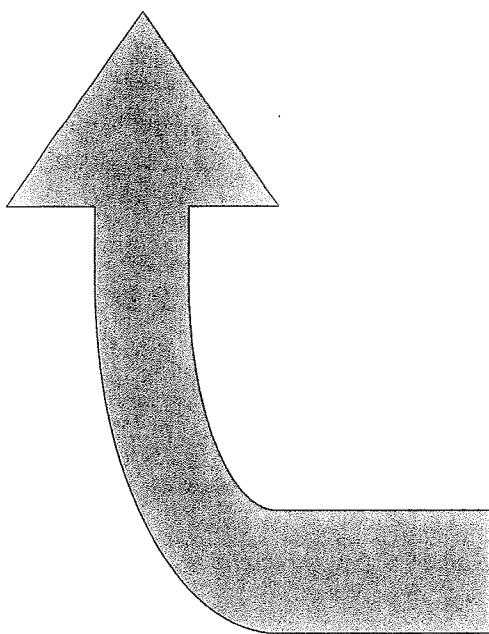


GROUP 2
QB STRIP

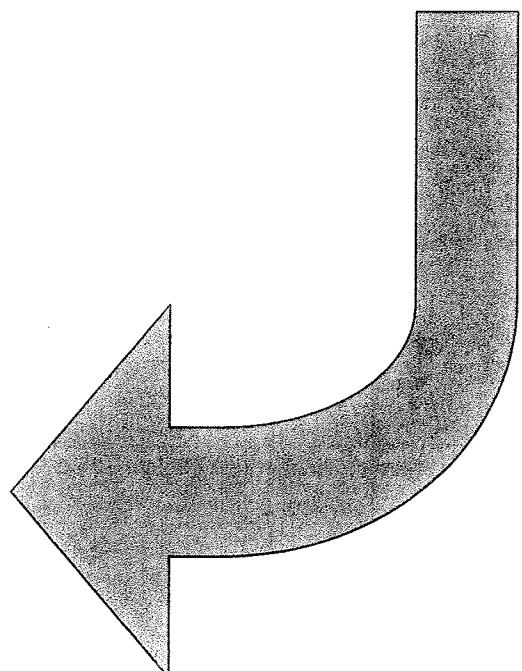
GROUP 3
TACKLE
& STRIP



GROUP 4
RABBIT
SCOOP &
SCORE



GROUP 1
FALL ON
BALL





TACKLING CIRCUIT GROUPS

8/4/2008

GROUP 1
90 TALBERT
97 WASHINGTON
99 CHAPMAN
52 MCCULLOUGH
93 GREENWOOD
95 DEADERICK
96 L. DAVIS
92 SQUARE
62 CODY
94 BILLINGSLEY
57 DAREUS
58 GENTRY

GROUP 2
21 HALL
45 HIGGENBOTHAM
25 MCCLAIN
51 DEJOHN
13 REAMER
42 HESTER
98 FANNEY
91 WATKINS
30 HIGHTOWER
56 LEE
41 UPSHAW

GROUP 3
55 C. WILLIAMS
32 ANDERS
27 WOODALL
26 SHARIEF
4 BARRON
37 LESTER
35 KIRSCHMAN
5 HARRIS
87 BULLARD
89 M. WILLIAMS
54 HARBIN

GROUP 4
24 MQ. JOHNSON
3 K. JACKSON
28 ARENAS
8 ROGERS
15 LAWRENCE
39 PENNINGTON
23 GREEN
33 GRAY
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORS

12 DL

11 MLB/JACKS

11 SAM/SS

12 CORNERS/FS



2008 ALABAMA DEFENSE

SAM
55 WILLIAMS
32 ANDERS
35 KIRSCHMAN
5 J. HARRIS
87 BULLARD

END
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

NOSE
97 WASHINGTON
99 CHAPMAN
62 CODY
94 BILLINGSLEY

END
95 DEADERICK
58 GENTRY
96 L. DAVIS
57 DAREUS

JACK
98 FANNEY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

DIME \$
26 SHARRIEF
20 KING
3 K. JACKSON
43 NEIGHBORS

NICKEL \$
13 REAMER
45 HIGGENBOTHAM
5 HARRIS

WILL
13 REAMER
45 HIGGENBOTHAM
30 HIGHTOWER
56 LEE

LC
28 ARENAS
24 MQ. JOHNSON
15 LAWRENCE
39 PENNINGTON

RC
3 K. JACKSON
8 ROGERS
23 GREEN
33 H. GRAY

FS
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORES

SS
27 WOODALL
26 SHARRIEF
4 BARRON
37 LESTER

2008 ALABAMA FOOTBALL

FALL PRACTICE INSTALL

DAY 4

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. SOLID	1. 7 MEG / (BOX) (SWITCH)	1. BASE UNDER O PHILLY OSCAR
2. STUNTS	(ZEKE) (STUBBIE)	2. 49 CLEVELAND OSCAR
- JAM	2. 7 ADJUSTED	3. 49 OAKLAND OSCAR
- ISO		
- TOPS		
- BOOST		
- SLANT	GREEN PACKAGE	
- PIRATE	1. GREEN ZONE FIST	
- SHANK	2. GREEN AUTO	
- SPIKE		

BASE CALLS

- BASE WEAK JACK 7 MEG (CORA) ✓ STRONG
- 2. BASE UNDER O DBL 7 ADJUSTED / SWITCH
- 3. BASE UNDER O DBL 7 MEG/SWITCH
- 4. 40 DBL 7 ADJUSTED / SWITCH
- 5. BASE UNDER O PHILLY OSCAR
- 6. 49 CLEVELAND OSCAR
- 7. 49 OAKLAND OSCAR

SUB DEFENSE

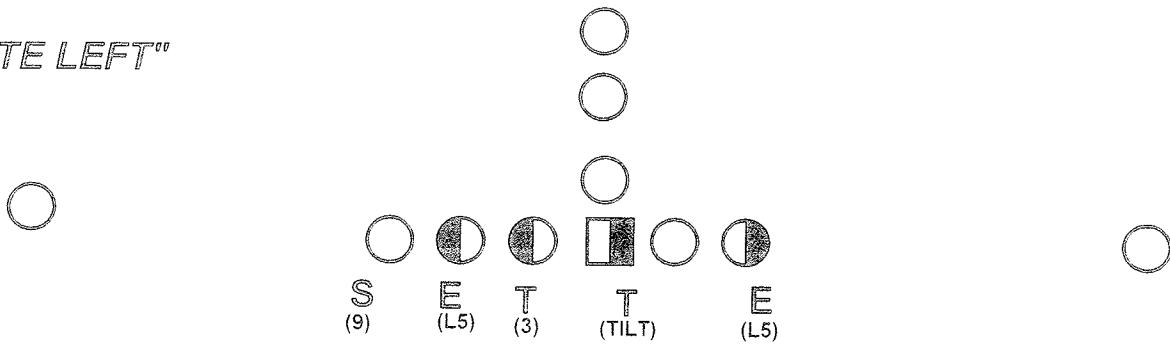
FRONTS	COVERAGES	PRESSURE
<u>RED</u>	1. 7 (MOD/BOX/SWITCH)(STUBBIE)	1. D. \$ TOM O
1. UNDER	2. 1 CLUE/STUBBIE	2. D. EVEN MAC TOM O
2. OKIE	3. 1 CROSS	
3. 41		

SUB CALLS

- 1. N/D. UNDER (OKIE) (41) 7 MOD (SWITCH) (BOX)
- 2. D. FLEX TRIPLE 1 CLUE/STUBBIE (RED)
- 3. D. EVEN 1 CROSS
- 4. D. \$ TOM O (RED)
- 5. D. EVEN MAC TOM O

SOLID

"TITE LEFT"

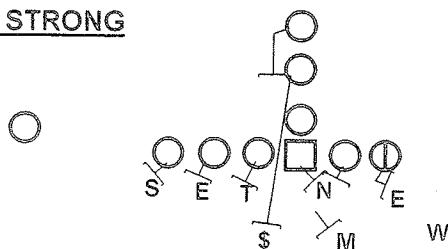


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TIILT		BALL - OC	A GAP	A GAP	'A' TO BALANC RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

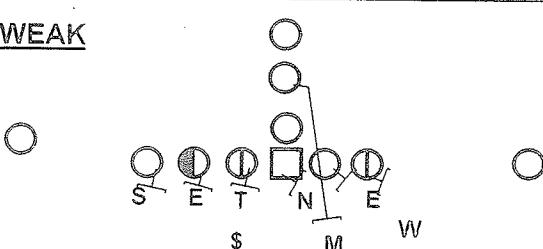
NOTES:

FRONT SET WITH "TITE" CALL
CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL

RUN STRONG



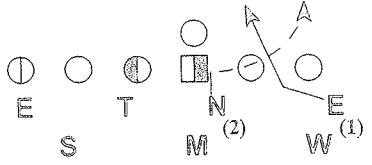
RUN WEAK



STUNTS DAY 4

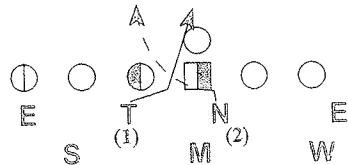
JAM

END TO BUBBLE MAKE HARD INSIDE MOVE TO "B" GAP. NOSE PLAY "A" GAP
 S. RUN, WRAP CONTAIN VS. PASS. A READ STUNT FOR NOSE



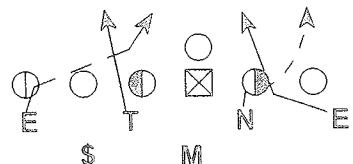
SPIKE

3 TECH PENETRATE "A" GAP AND PICK CENTER. BALANCE RUSH VS. PASS.
 NOSE PLAY "A" GAP. IF ZONE TO PICKER OR HIGH HAT WRAP TO "B" GAP.
 READ STUNT FOR NOSE



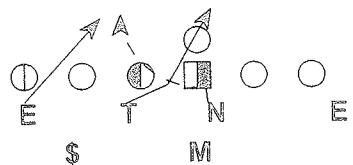
ISO

COMBINATION POP AND JAM. A READ STUNT FOR END AND NOSE.



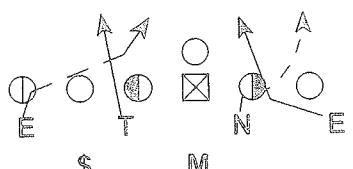
PIRATE

COMBINATION CUE AND SPIKE. END PENETRATE "C" GAP. IF PASS AND FAN
 BLOCK WORK "B" GAP. 3 TECH PENETRATE "A" GAP AND PICK CENTER.
 NOSE PLAY "A" GAP. WRAP TO CONTAIN VS. ZONE TO PICKER OR
 HIGH HAT



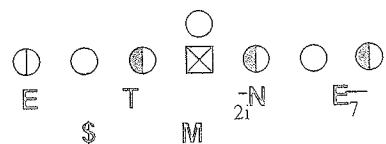
ISO

COMBINATION POP AND JAM. A READ STUNT FOR END AND NOSE.



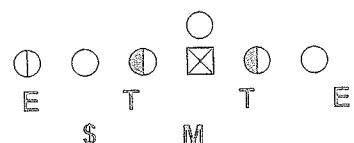
BOOST

CHECK IN 40 DEFENSE FOR C AREA PLAYER TO BUBBLE SIDE. NOSE ALIGN 2i
 END ALIGN 7 TECH



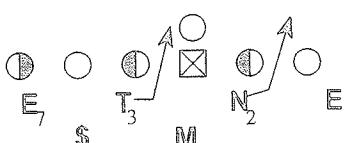
SLANT

FULL LINE STUNT AWAY FROM TE CALL. TACKLES RUN TOPS END RUN CUE.



TOPS

TACKLES RUN GAP EXCHANGE B TO A, A TO B



GREEN ZONE FIST

I X TITE

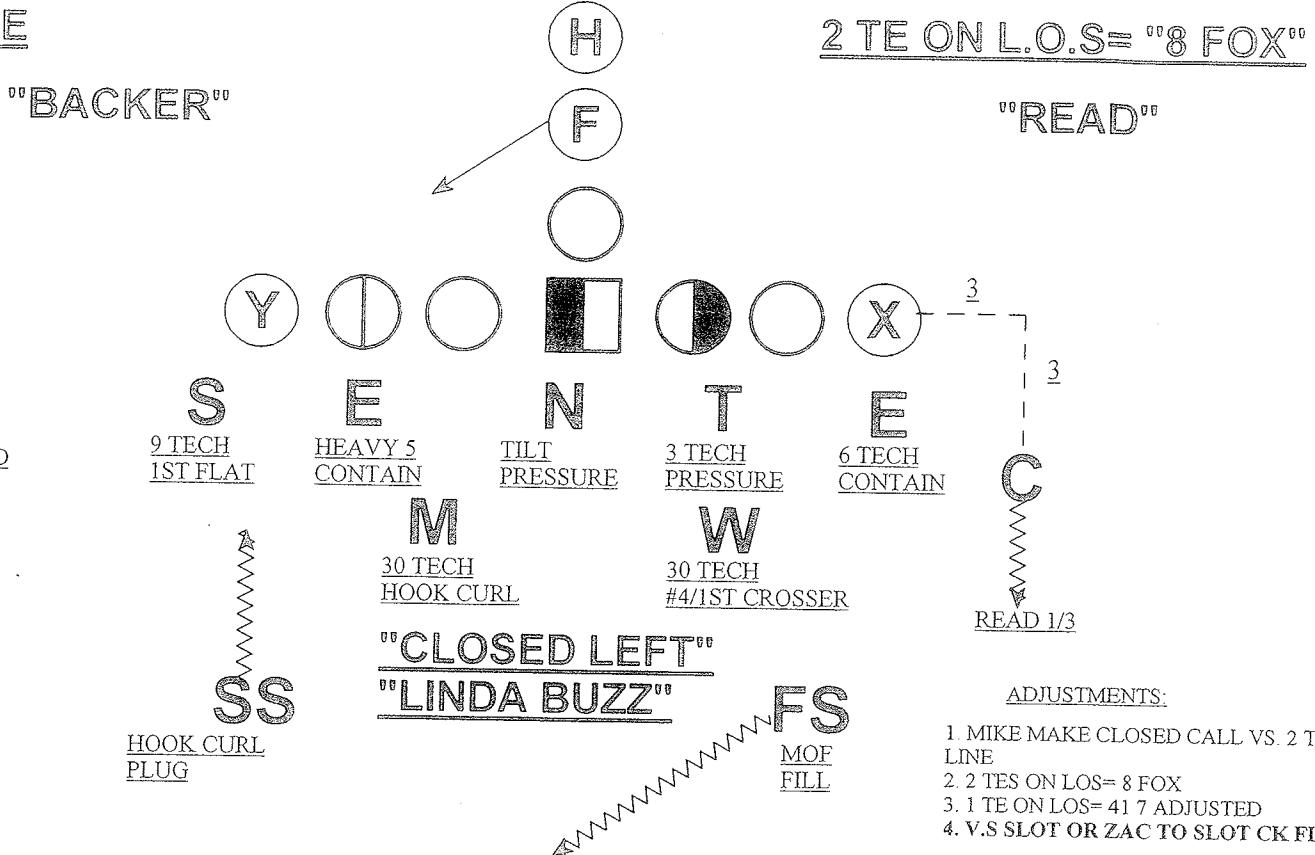
Z

C

BAIL 1/3
2 TO 1 READ
SEC FORCE



"BACKER"



I X TITE

Z

C

BAIL
SEC FORCE



"BACKER"

SS
NAIL
PLUG

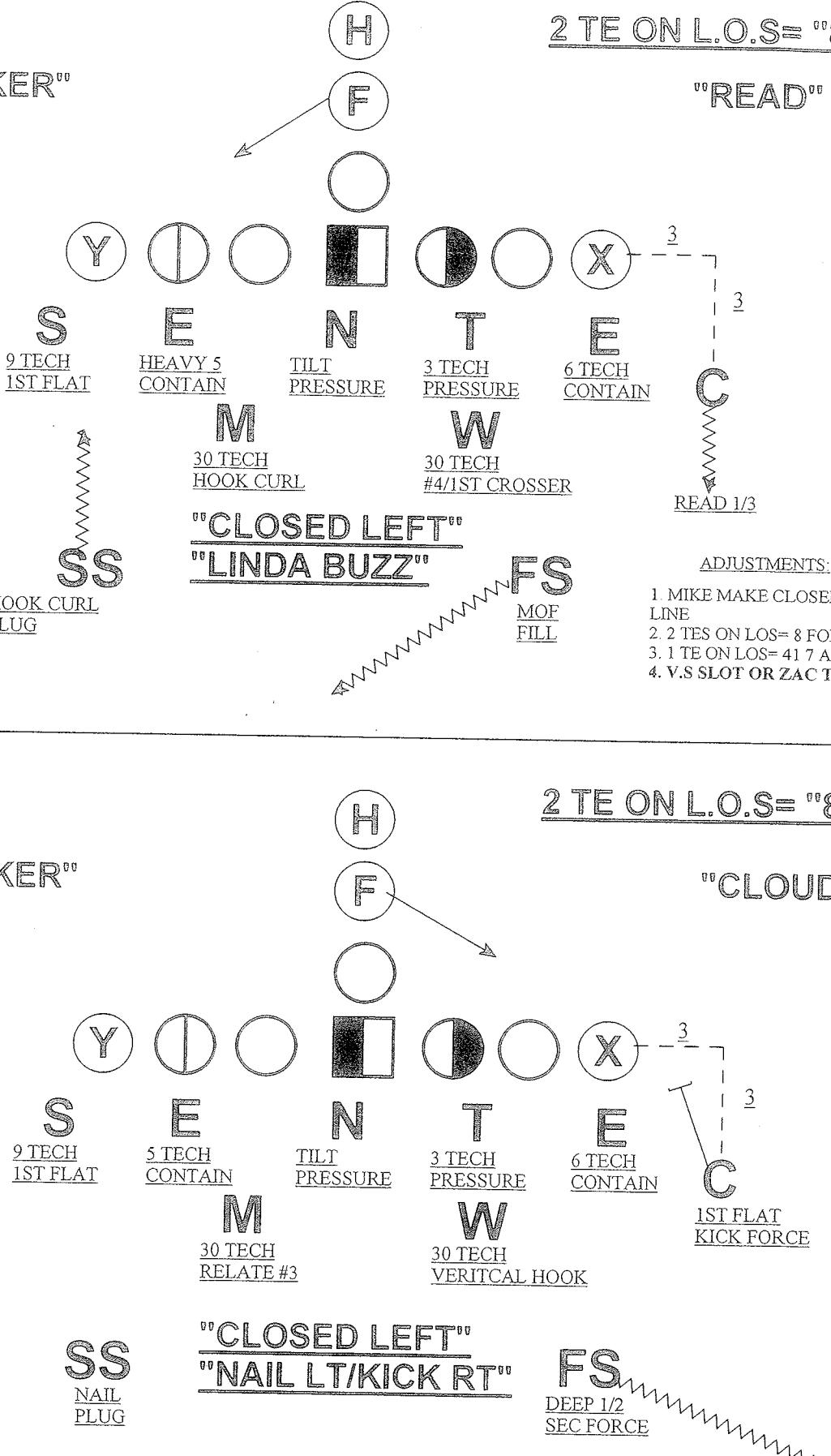
"CLOSED LEFT"
"NAIL LT/KICK RT"

FS
DEEP 1/2
SEC FORCE

2 TE ON L.O.S= "8 FOX"

"CLOUD"

1ST FLAT
KICK FORCE



GREEN ZONE FIST

I PAIRS LT

"BACKER"



1 TE ON L.O.S= "CHECK 41 7 ADJUSTED



"BACKER"



S E

T

N

E

WING ADJ
1ST FLAT

6 TECH
CONTAIN

3 TECH
PRESSURE

TI LT
PRESSURE

LOOSE 5
CONTAIN



READ 1/3
SEC FORCE



SS

HOOK CURL
PLUG

"TITE LEFT"
"LINDA BUZZ"

10 TECH
HOOK CURL
3 UP IS 3

50 TECH
CURL FLAT

FS
MOF
FILL

MAN
SEC FORCE

GREEN ZONE

I PAIRS LT

"BACKER"



1 TE ON L.O.S= "CHECK 41 7 ADJUSTED



"BACKER"



S E

T

N

E

6 TECH
CONTAIN

3 TECH
PRESSURE

TI LT
PRESSURE

LOOSE 5
CONTAIN



READ 1/3
SEC FORCE



FIST 1/3
SEC FORCE
2 TO 1 READ

SS

MOF
FILL

"TITE LEFT"
"CHECK FIST"

10 TECH
1ST FLAT

30 TECH
RELATE #3

FS
FIST FORCE

GREEN AUTO

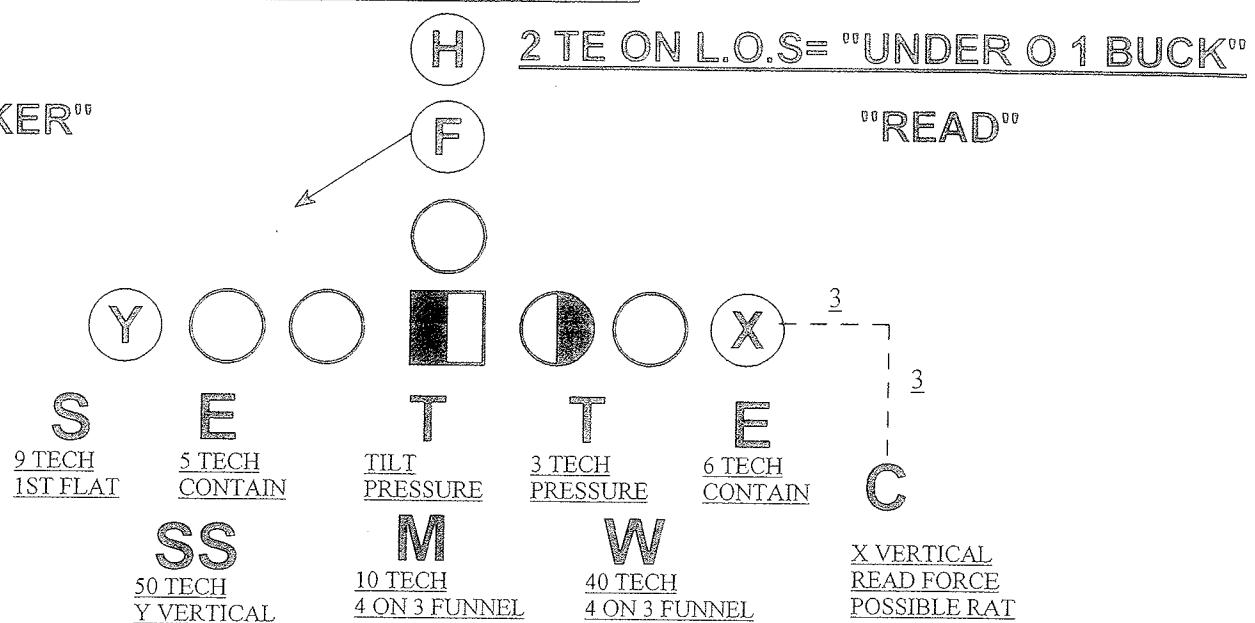
ILT X TITE

"BACKER"

Z

C

BUMP MAN
SEC FORCE



"CLOSED LEFT"
"DOWN LEFT"

ADJUSTMENTS:

- 1 VS. YAC= SPIN SAFETIES
2. VS. 1 BACK SETS= ROCKET

FS
MOF
FILL

I PAIRS LT

1 TE ON L.O.S= "41 1 BUCK"

"BACKER"

C

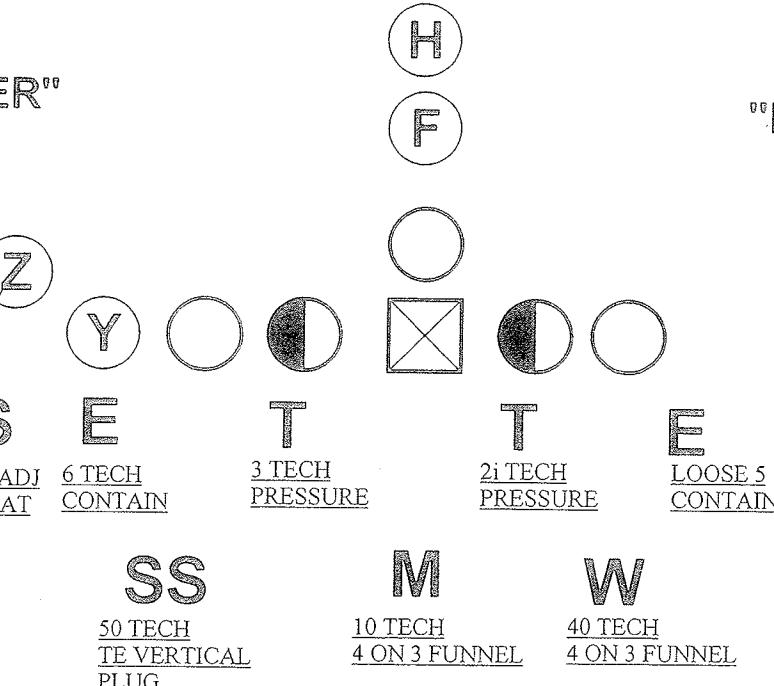
OUTSIDE MAN
SEC FORCE

"BACKER"

X

C

BUMP MAN
SEC FORCE



"TITE LEFT"
"DOWN LEFT"

FS
MOF
FILL

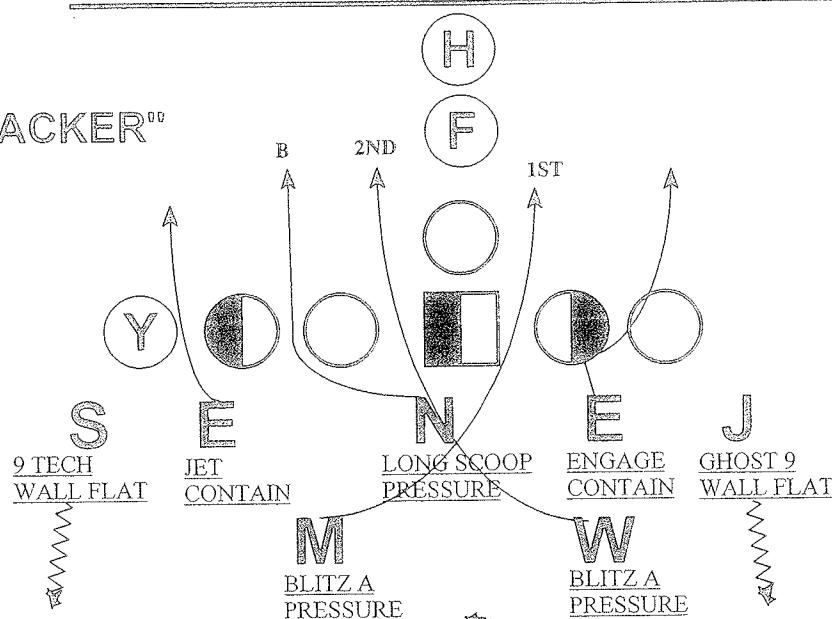
BASE UNDER O PHILLY (OSCAR)

ILT

"BACKER"

"BACKER"

Z
C
FZ 1/3 SEC FORCE



ADJUSTMENTS

1. DOWN SAFETY WITH HOOK 3
RESPONSIBILITY IS DETERMINED BY 9 RAT RULES (HOOK RT/LT CALL)
2. MIKE MAKE CLOSED CALL
3. OSCAR ADJUST = VERSUS ANY #2 REMOVED OPEN
4. VS. EMPTY = RUN IT

CHECK SKY VS. ANY #2 REMOVED
"OSCAR ADJUST"

ISLOT LT

"SKY"

"BACKER"

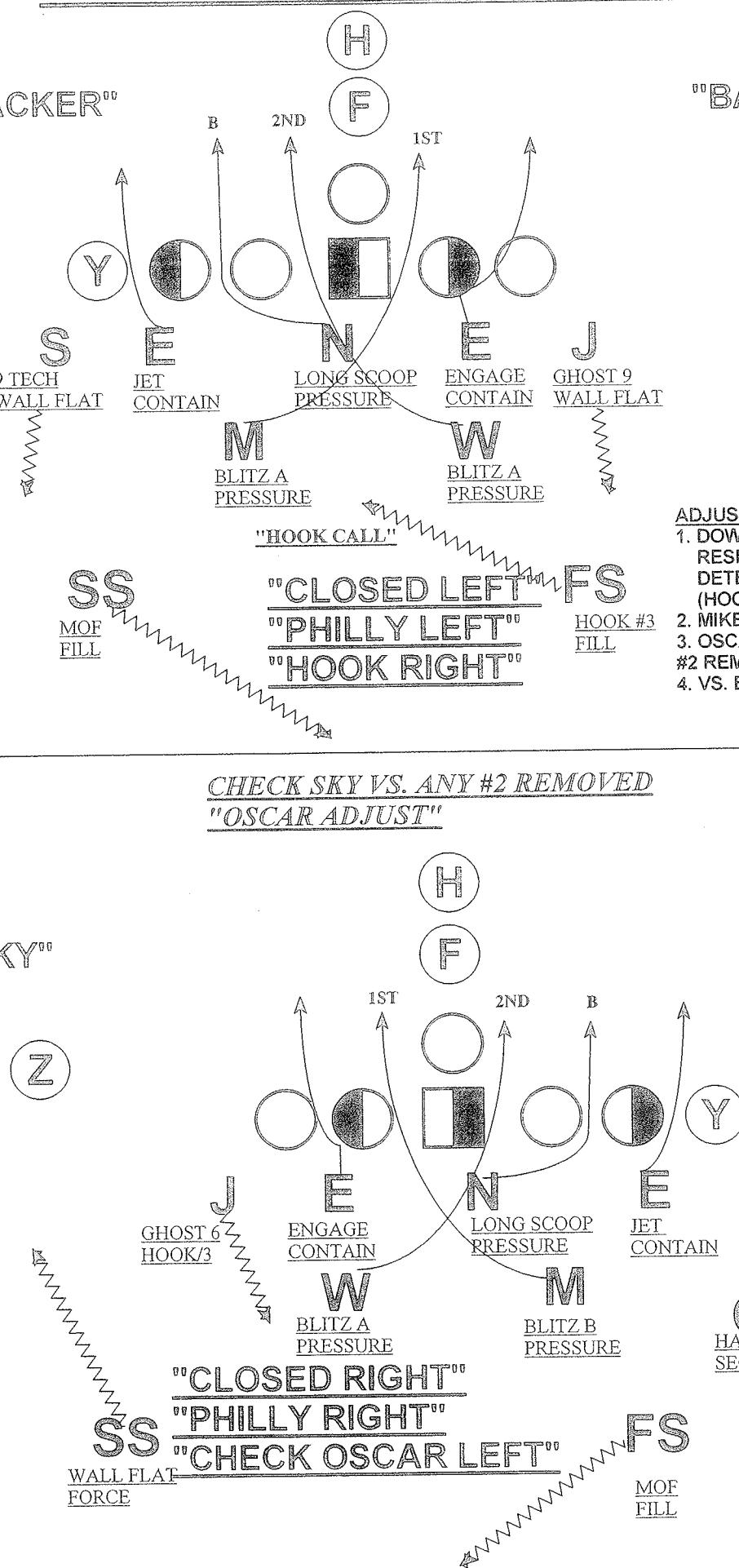
X
C
MAN SEC FORCE

"CLOSED RIGHT"
"PHILLY RIGHT"
"CHECK OSCAR LEFT"

WALL FLAT FORCE

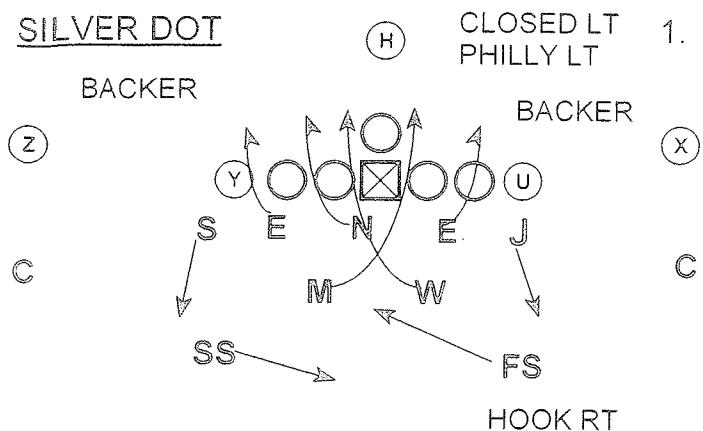
C
HARD 1/3 SEC FORCE

MOF FILL

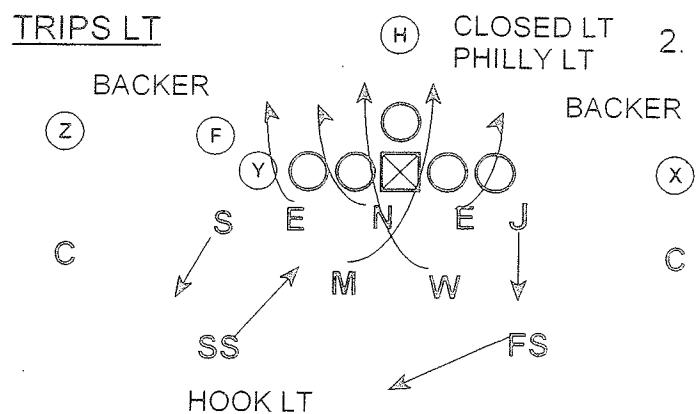


BASE UNDER O PHILLY OSCAR : ADJUSTMENTS

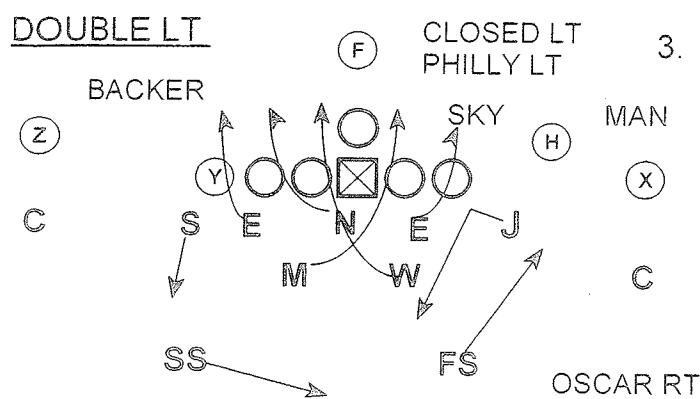
SILVER DOT



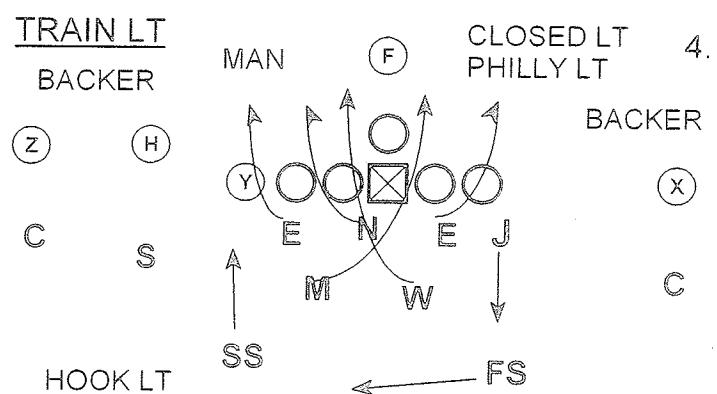
TRIPS LT



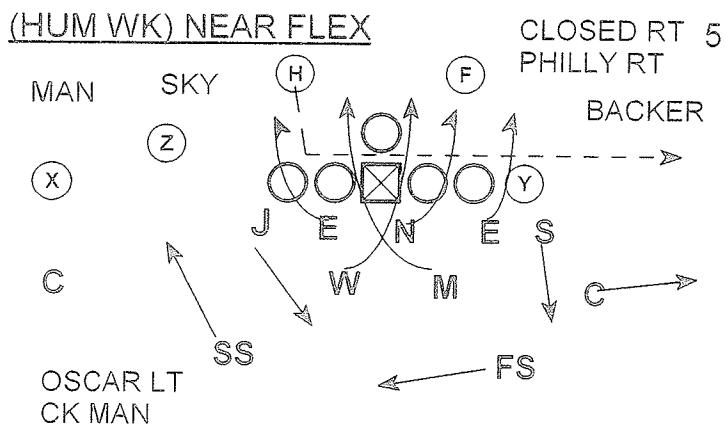
DOUBLE LT



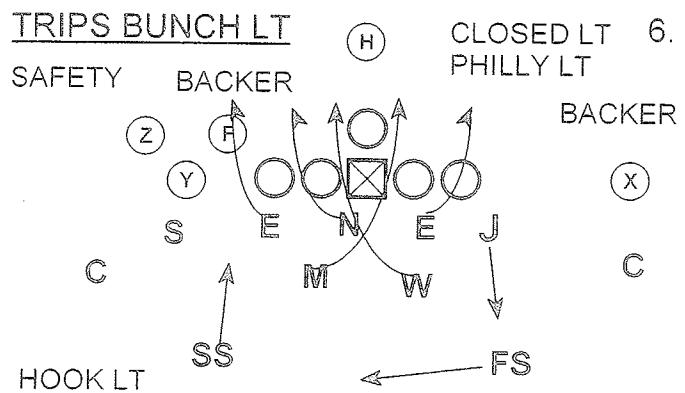
TRAIN LT



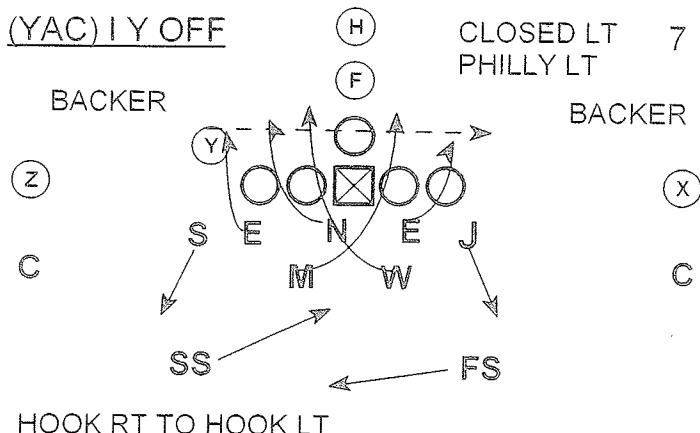
(HUM WK) NEAR FLEX



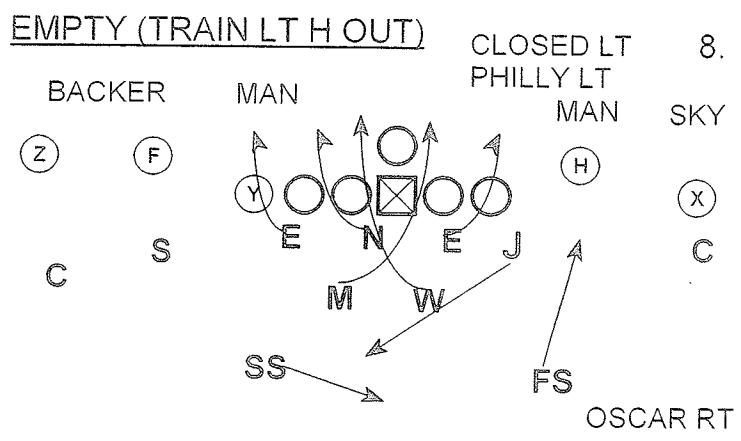
TRIPS BUNCH LT



(YAC) I Y OFF

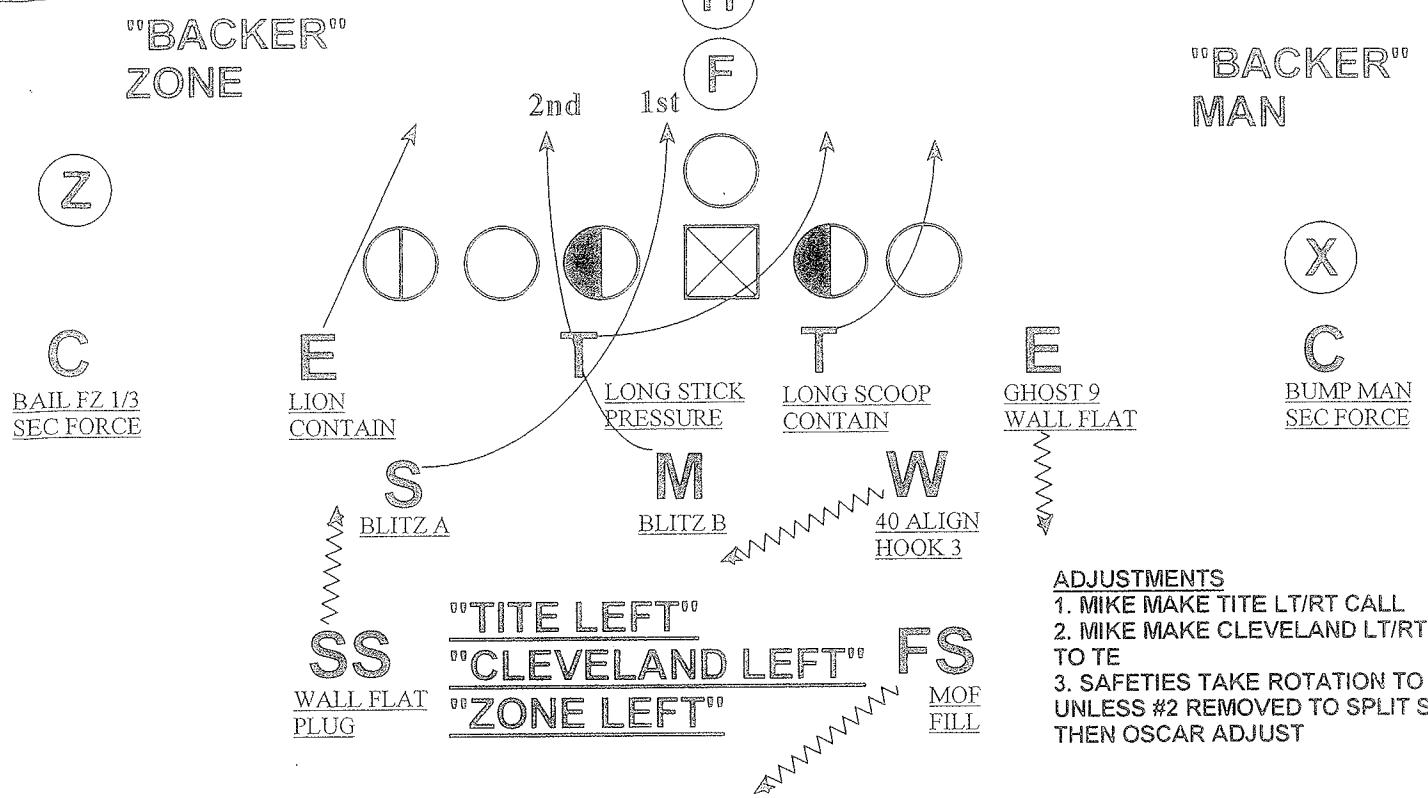


EMPTY (TRAIN LT H OUT)

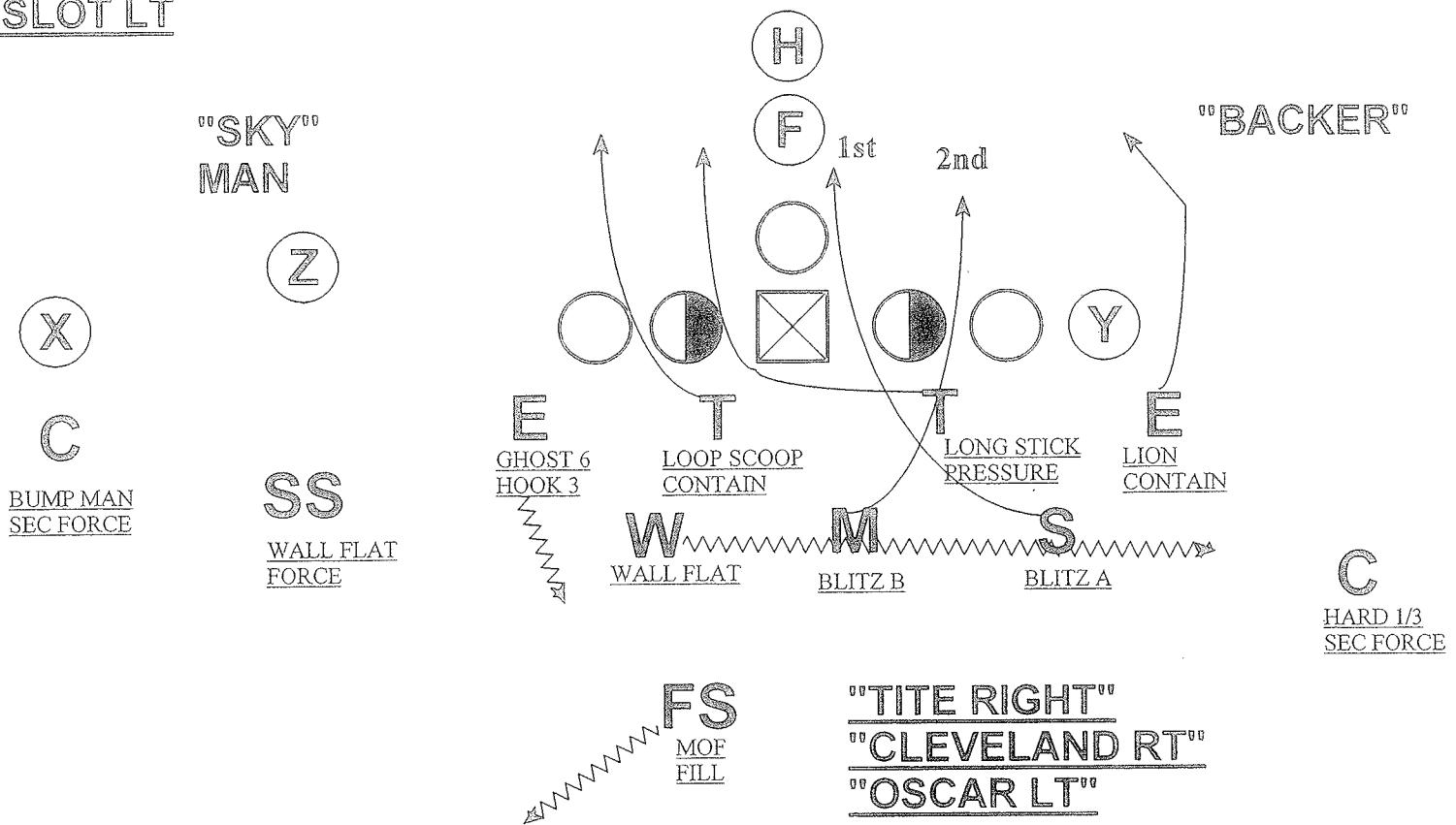


49 CLEVELAND (OSCAR)

ILT

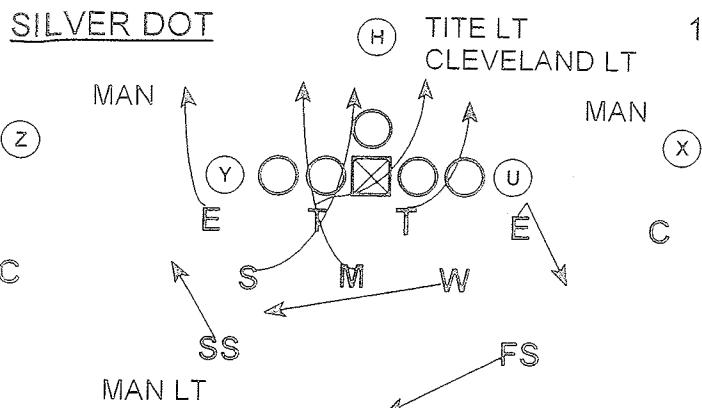


1 SLOT LT



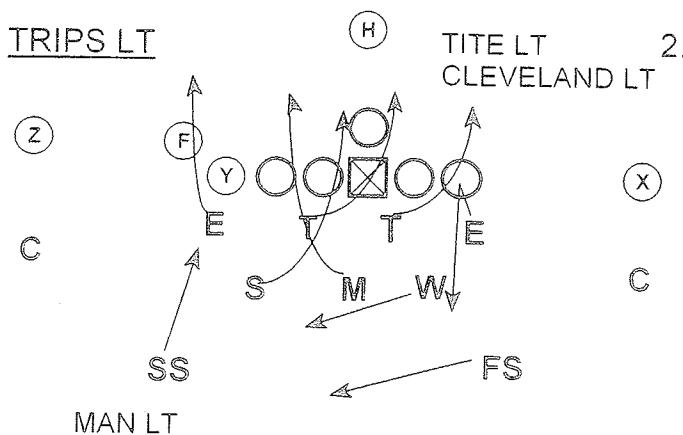
49 CLEVELAND OSCAR

SILVER DOT



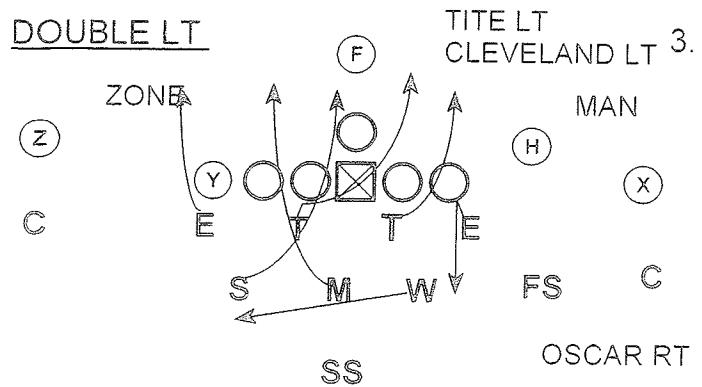
1.

TRIPS LT



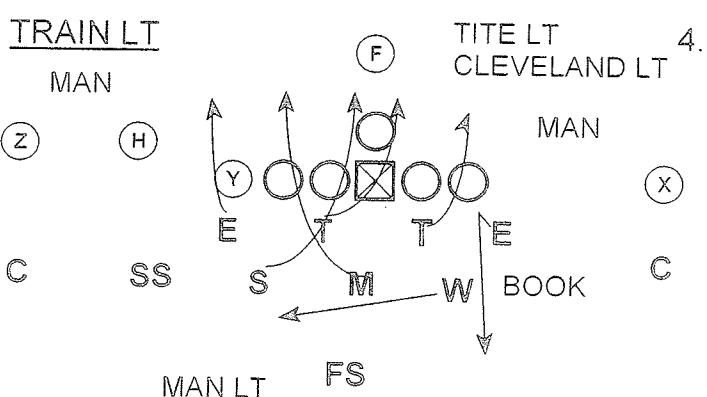
2.

DOUBLE LT



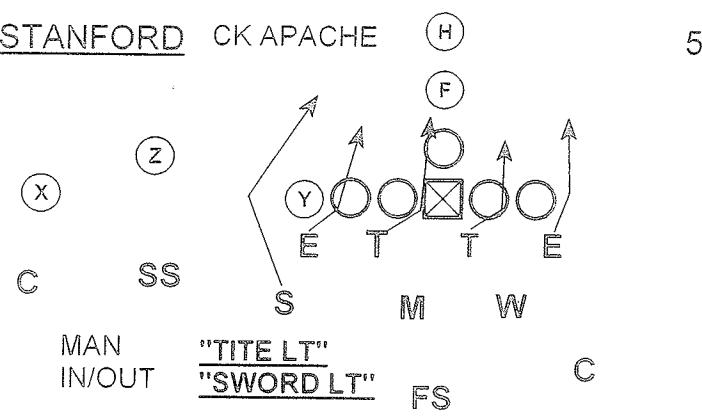
3.

TRAIN LT



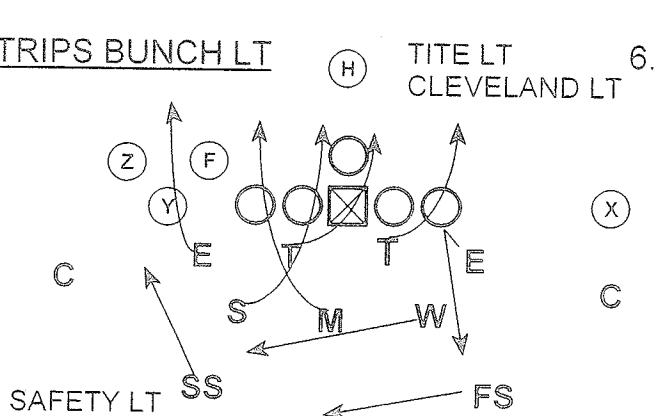
4.

STANFORD CK APACHE



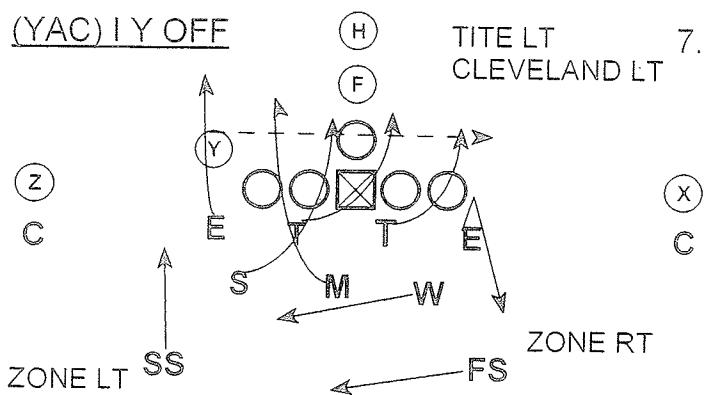
5.

TRIPS BUNCH LT



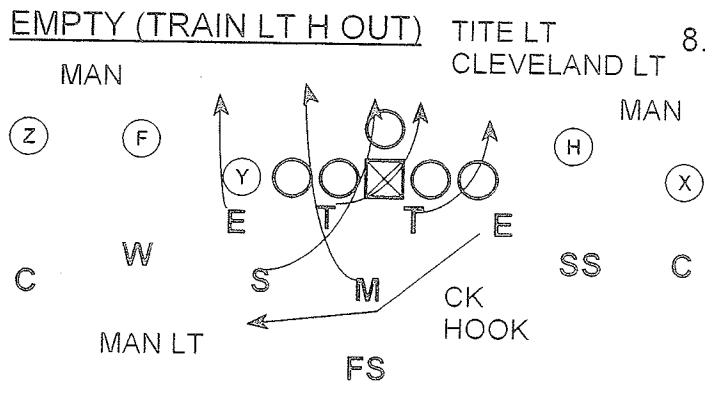
6.

(YAC) I Y OFF



7.

EMPTY (TRAIN LT H OUT)



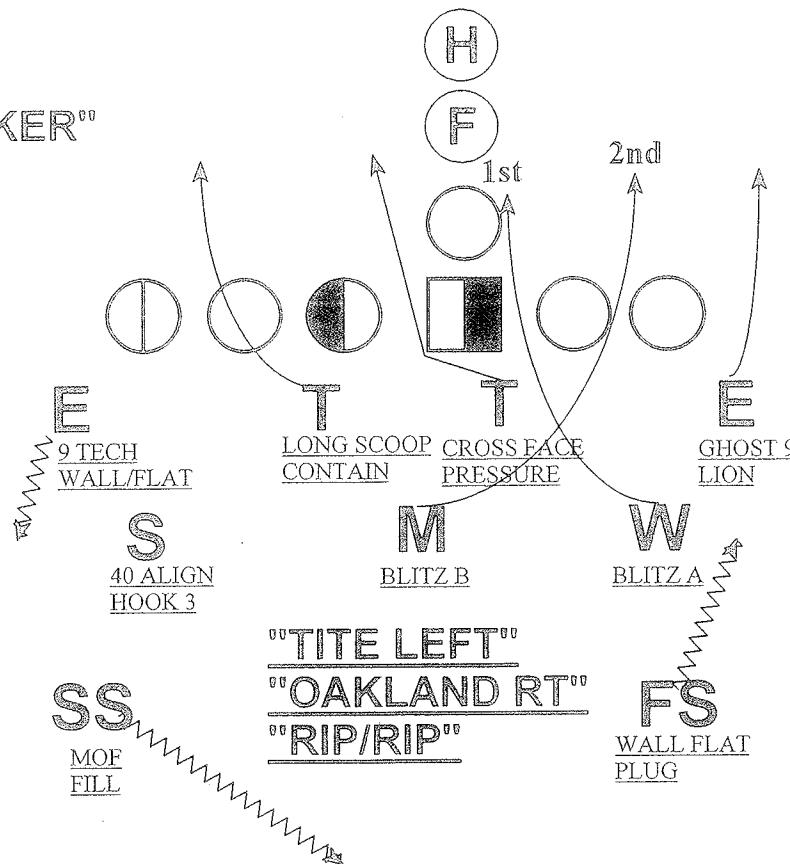
8.

49 OAKLAND (OSCAR)

ILT

"BACKER"

Z
C
BAIL FZ 1/3 SEC FORCE



"BACKER"

X
C
BUMP MAN SEC FORCE

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. MIKE MAKE OAKLAND LT/RT CALL TO SE
3. SAFETIES MAKE RIP/LIZ CALL TO SE. VS. ANY #2 REMOVED TO SPLIT SIDE THEN OSCAR ADJUST

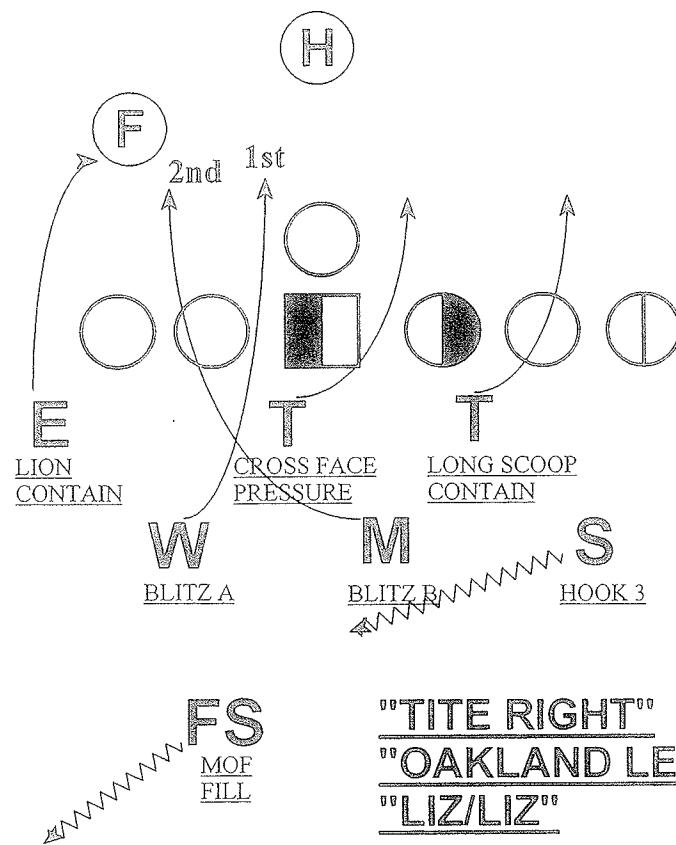
I FAR SLOT LT

"SKY"

X

C
FIRE ZONE 1/3 SEC FORCE

SS
WALL FLAT FORCE



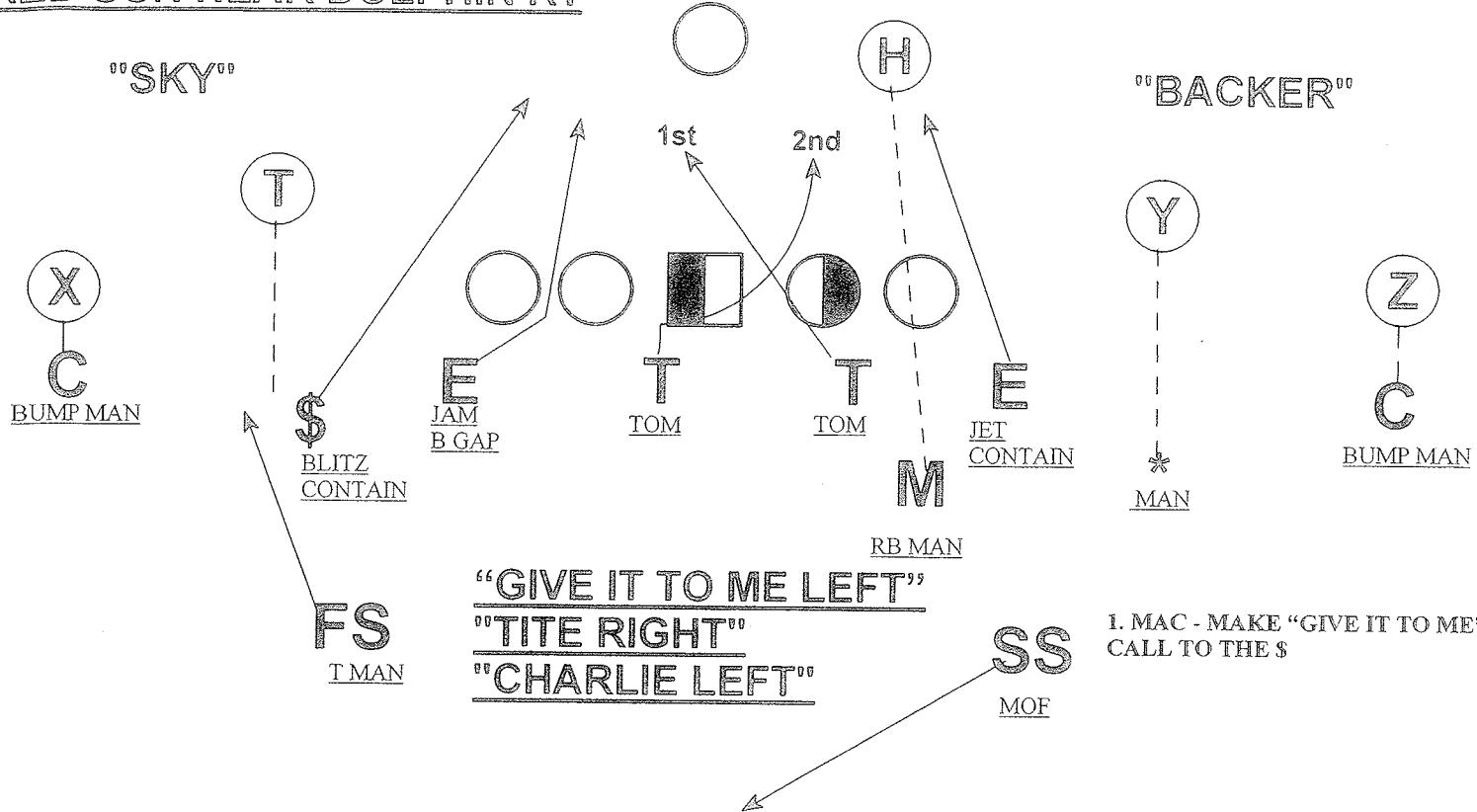
"BACKER"

E
9 TECH WALL FLAT

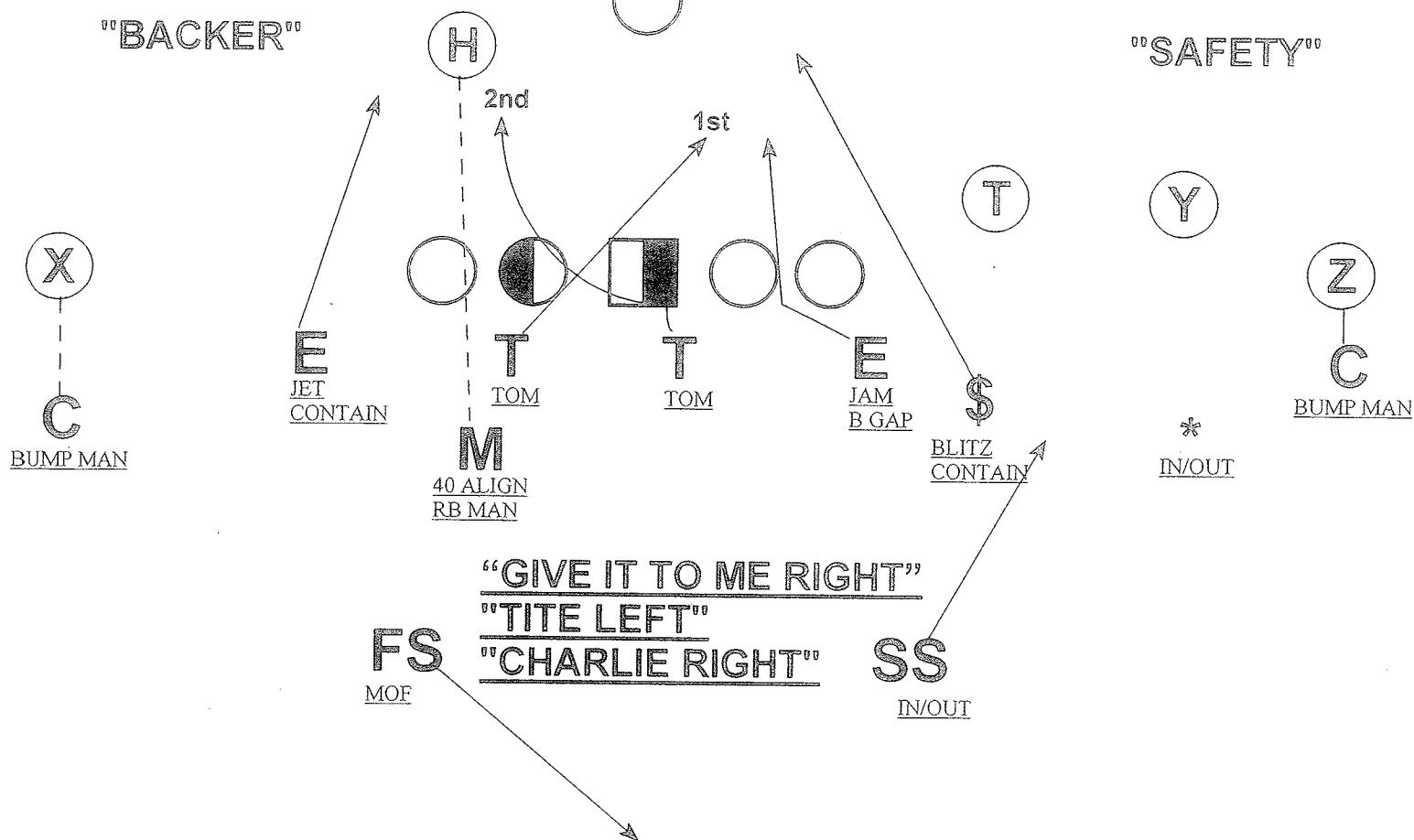
C
HARD 1/3 SEC FORCE

DIME \$ TOM-O

RED GUN NEAR DOLPHIN RT



RED GUN FAR TRIPS RT

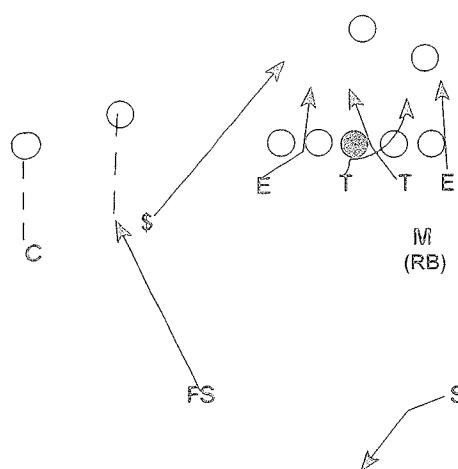


DIME \$ TOM - O

MAC SET BUBBLE TO \$ - MONEY CHARLIE CALL TO DE - TOM AWAY

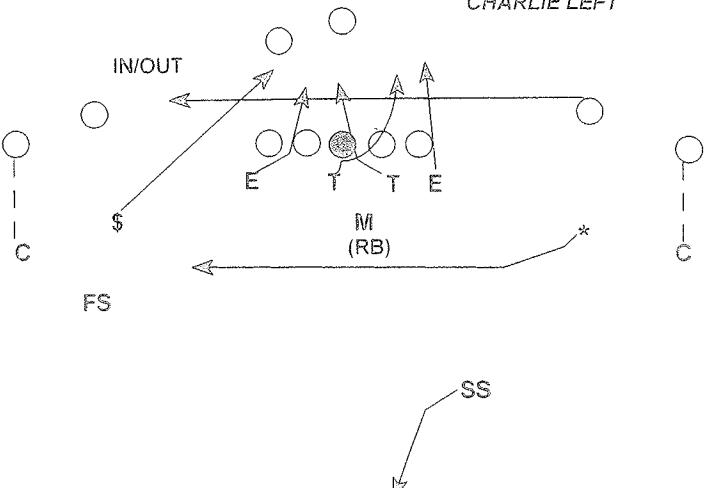
1. "GIVE IT TO ME LEFT"

"CHARLIE LEFT"



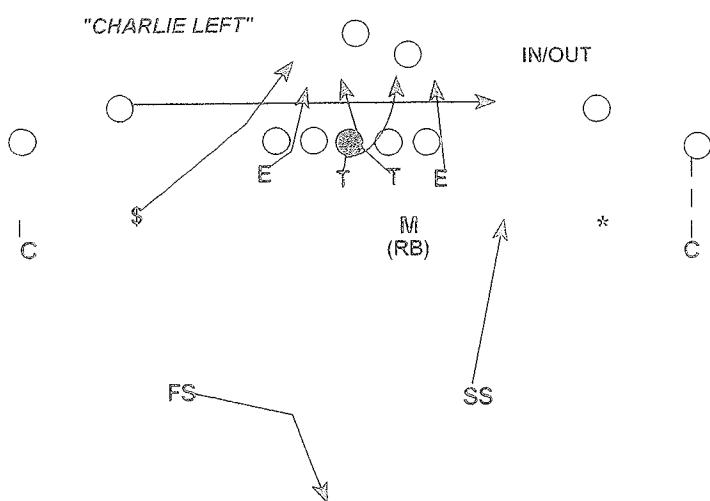
2. MOTION TO TRIPS

"CHARLIE LEFT"



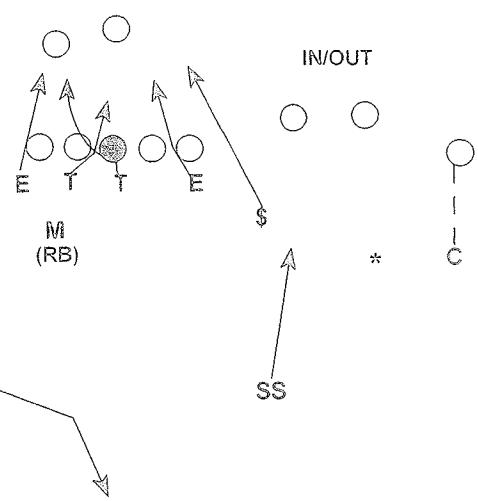
3. MOTION TO TRIPS

"CHARLIE LEFT"



4. TRIPS

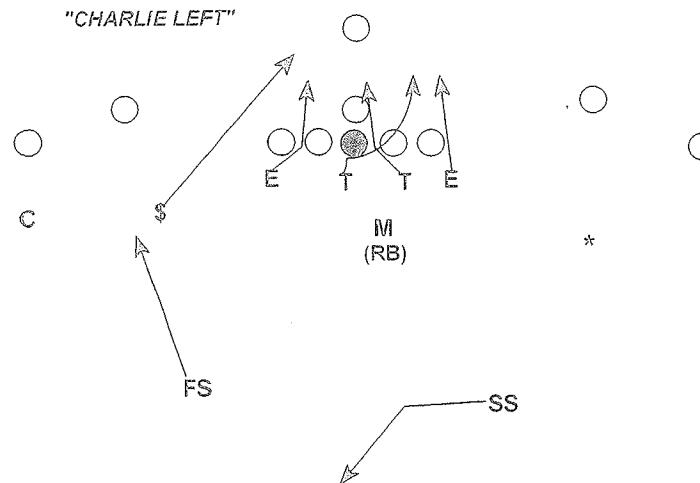
"GIVE IT TO ME RIGHT"
"CHARLIE RIGHT"



5. RB IN 3 SPOT RUN WEAK

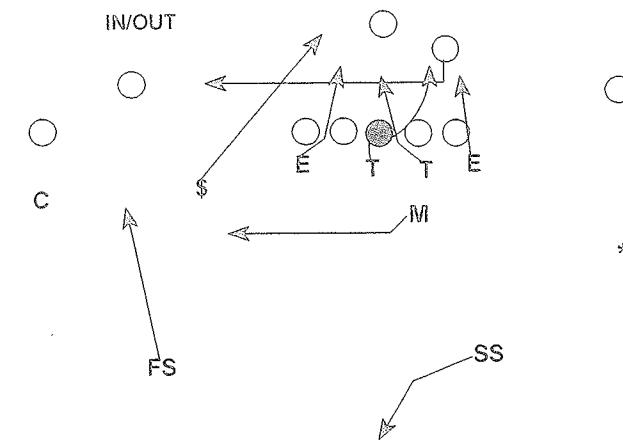
"GIVE IT TO ME LEFT"

"CHARLIE LEFT"



6. MOTION TO EMPTY

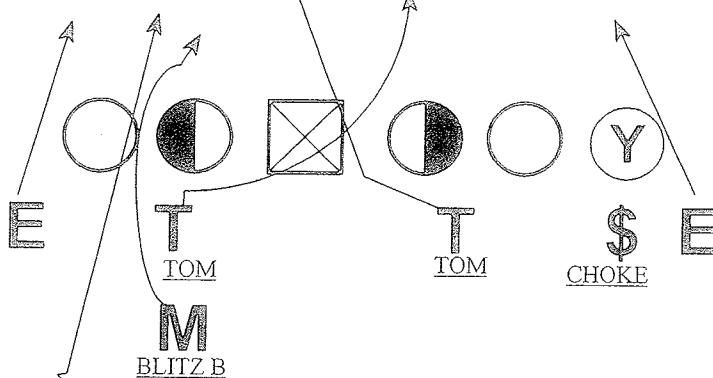
"GIVE IT TO ME LEFT"
"CHARLIE LEFT"



NICKEL EVEN MAC TOWU

BLUE FAR FLEX LT

OFFSET RB

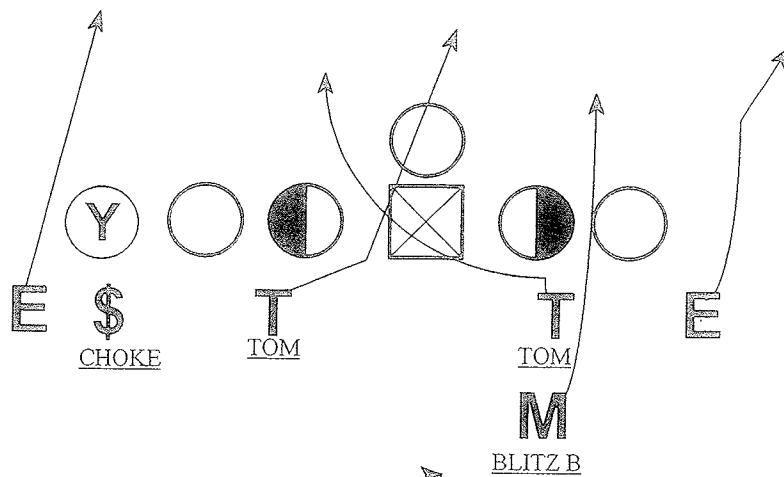


RULES

1. MAC BLITZ TO THE OFFSET RB RB 3 SPOT BLITZ 2 MAN SURFACE
2. DT'S TOM AWAY FROM BACK
3. SAFETY HAS RB, MONEY HAS THE TE
4. vs OFFSET RB, BAKER, TRAILOR B GAP TO RB
5. vs GOLD MAC/ SAFETY BAKER TRAILOR B GAP J MONEY GRN DOG

BLUE TRAIN LT

RB IN 3 SPOT



BAKER RT
TOM LT

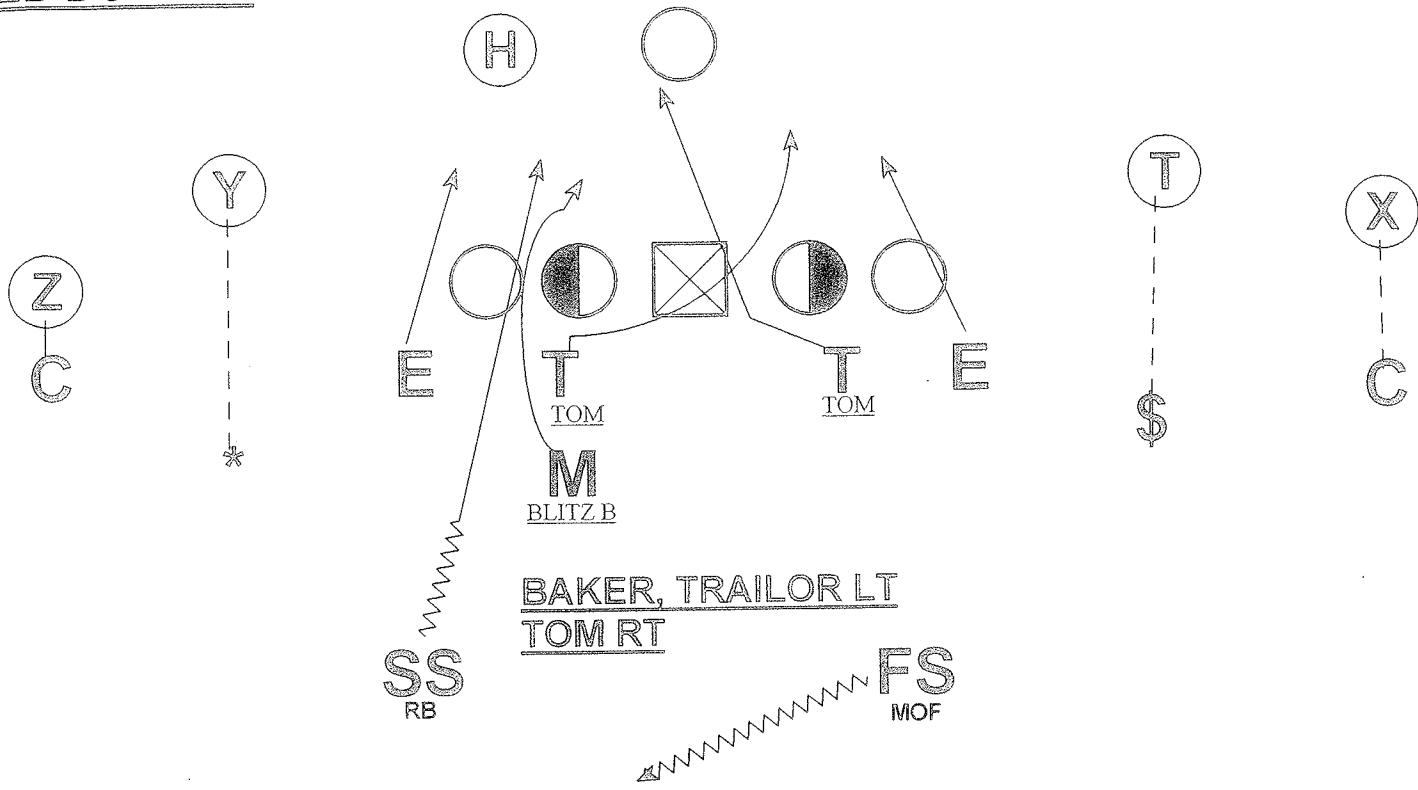
FS
MOF

SS
RB



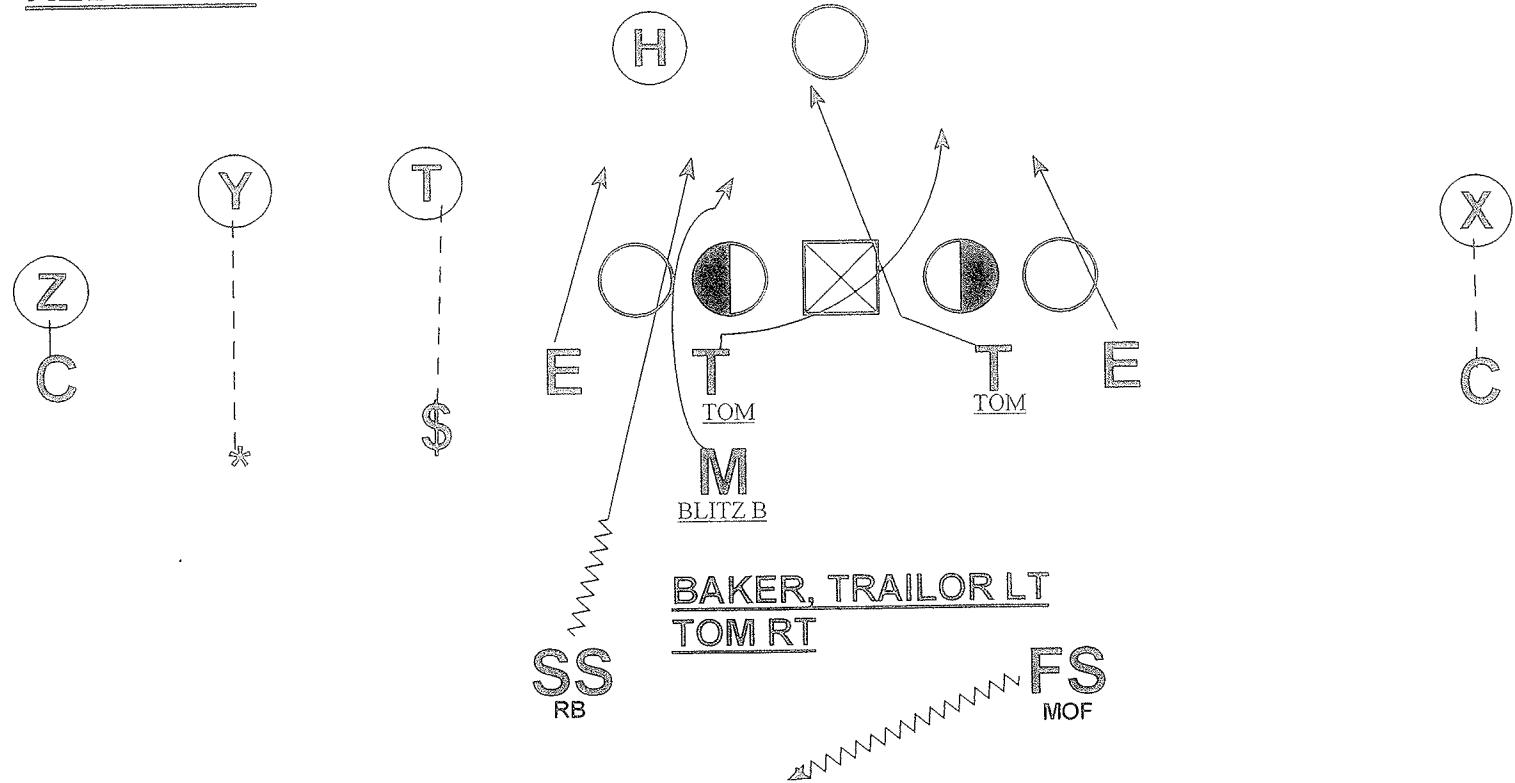
DIME EVEN MAC TOM O

RED DOLPHIN

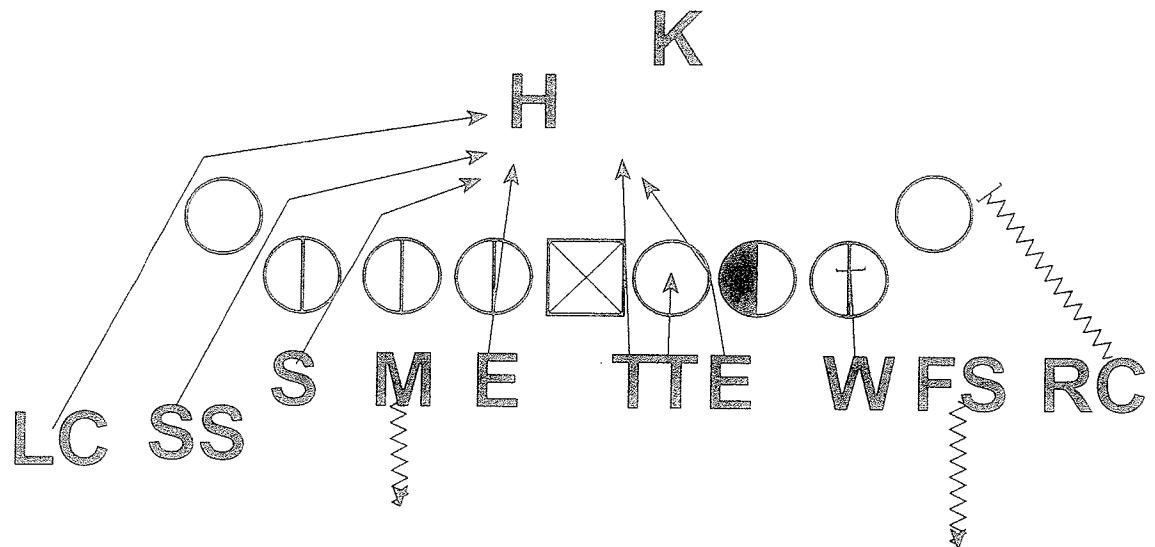


NICKEL EVEN MAC TOM O

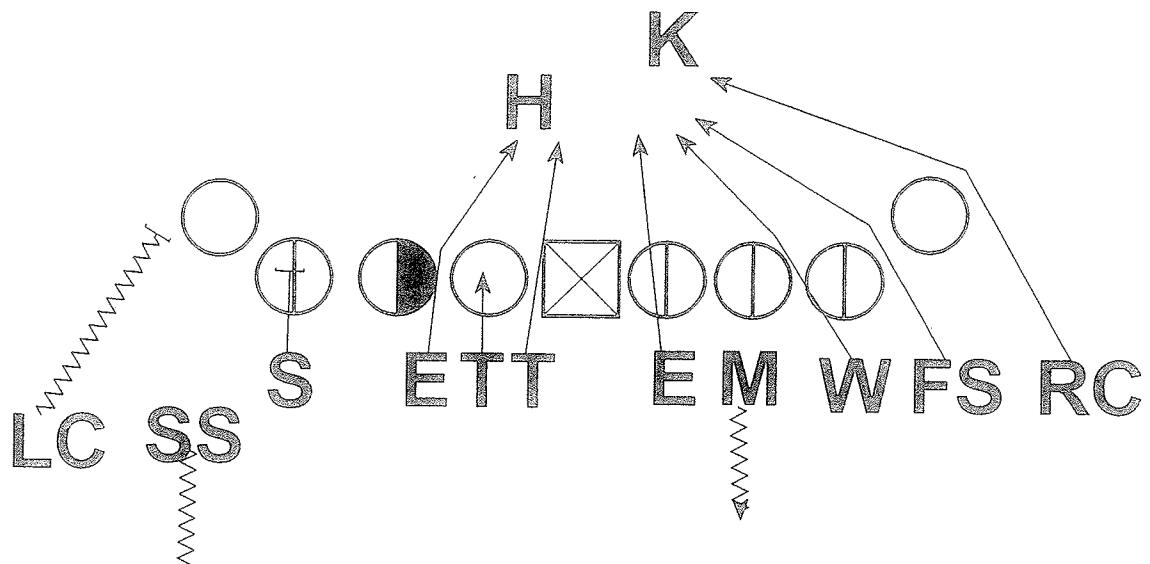
RED TRAIN



FG BLOCK



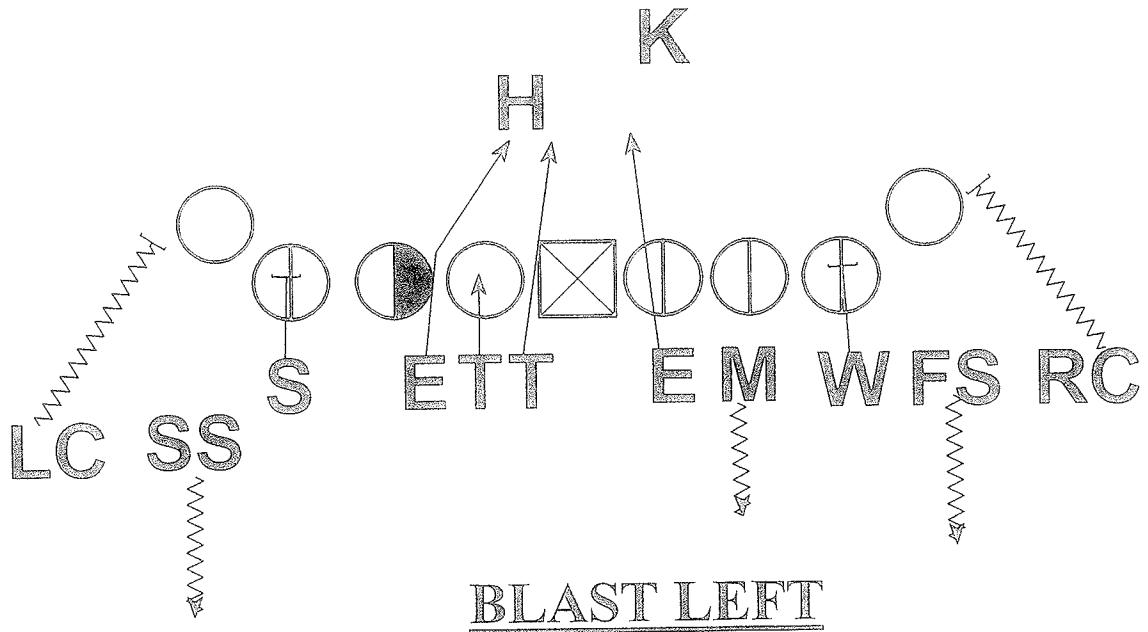
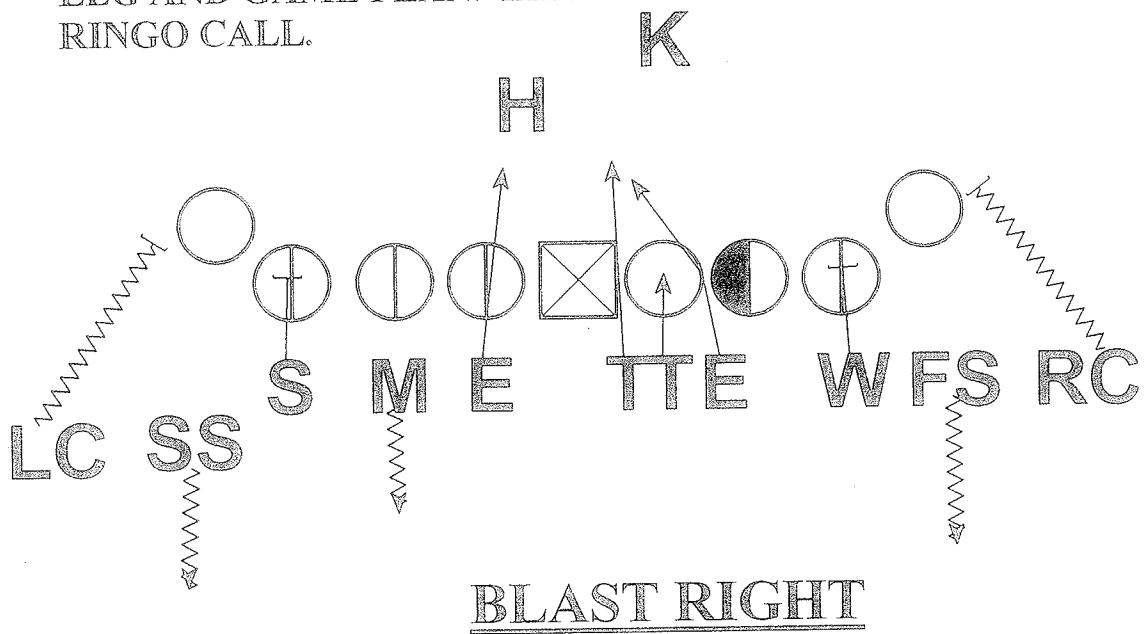
BLOCK LEFT



BLOCK RIGHT

FG BLOCK

BLAST BLOCK: MIDDLE PRESSURE WITH BEACH TECHNIQUE BY ZERO TECHNIQUE. THE BLAST DIRECTION WILL BE ACCORDING TO BALL POSITION ON FIELD, PK'ERS KICKING LEG AND GAME PLAN. EXAMPLE IN PICTURE IS BLAST WITH RINGO CALL.

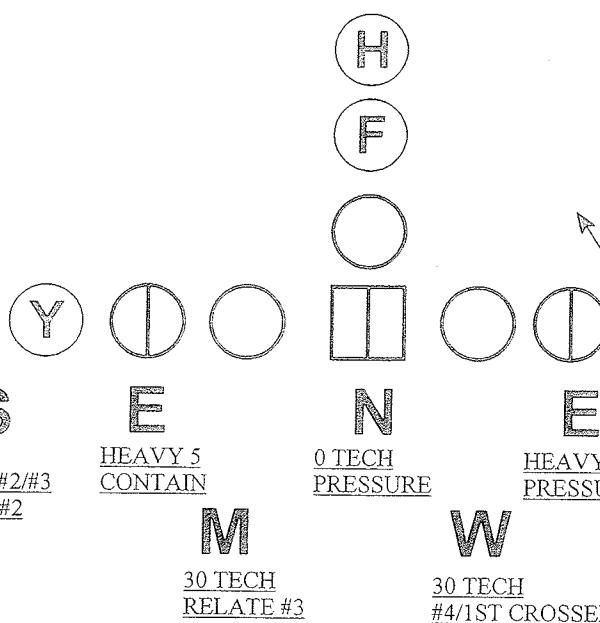


BASE WEAK JACK / MEG CORA CAR STRUNG

LT

"SKY"

(Z)



ADJUSTMENTS

1. MIKE MAKE RALPH/LARRY CALL WE
2. VS PRO = 7 MEG
3. VS SLOT=CORA
4. VS TRIPS YY WING=ZEKE
5. VS TRAIN=STUMP
6. VS 2X2=MOD 2 OPEN; CUT TE , LKR
7. VS YAC/Y TRADE=CHANGE RALPH/L
8. VS BUNCH=BOX
9. VS EMPTY=STUMP TRIPS; MOD 2 OF

"SKY"

(X)

C

C
SEC FORCE
MEG

9 TECH
IN/OUT #2/#3
ALL OF #2

HEAVY 5
CONTAIN

0 TECH
PRESSURE

HEAVY 5
PRESSURE

CRASH 6
CONTAIN

SEC FORCE
MEG

S

E

N

E

J

30 TECH
RELATE #3

30 TECH
#4/1ST CROSSER

SS

PLUG BOX TE

"CLOSED LEFT"
"RALPH,RALPH"
"MEG,MEG"

FS

FORCE
READ X RELEASE

"CHECK CORA VS. SINGLE WIDTH SLOT

I SLOT LT

"CLOUD"

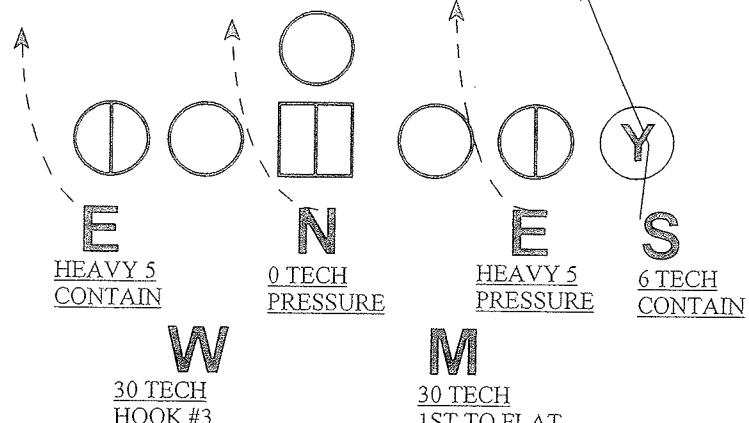
(Z)

H

F

"CORA"

(X)
C
J
PLUG SLAM
FORCE SQUAT



C
CORA
CORA 1/3

SS
SEC FORCE
OUTSIDE 1/3

"CLOSED RIGHT"
"RALPH/RALPH"
"CHECK CORA"

FS

FILL
MOF

BASE WEAK JACK 7 MEG CORA CHK STRONG

FLANK

**ALERT FOR WILL IN THE CUT



CUT



S

E

N

E

C

M

W

J

C

RE-ROUTE
NO CARRY IN MOD

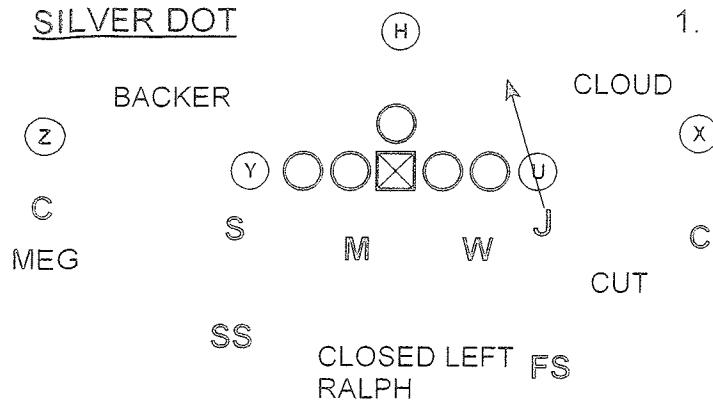
"LARRY/LARRY"

SS

FS

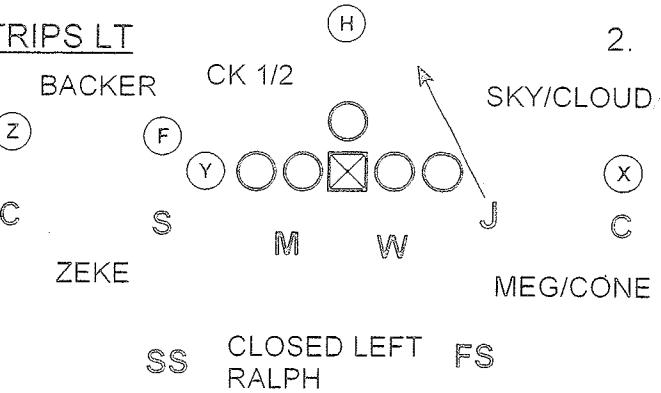
BASE WEAK JACK 7 MEG CORA CK STRONG: ADJUSTMENTS

SILVER DOT



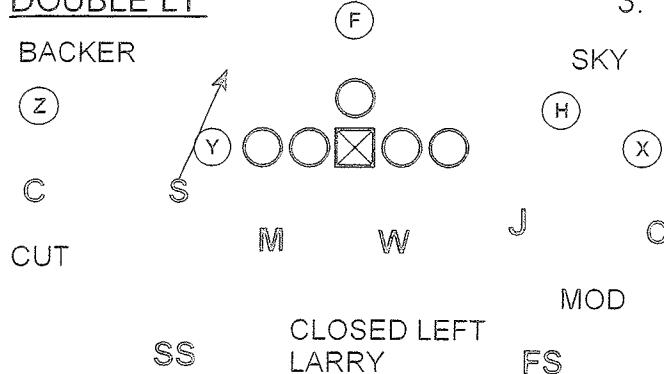
1.

TRIPS LT



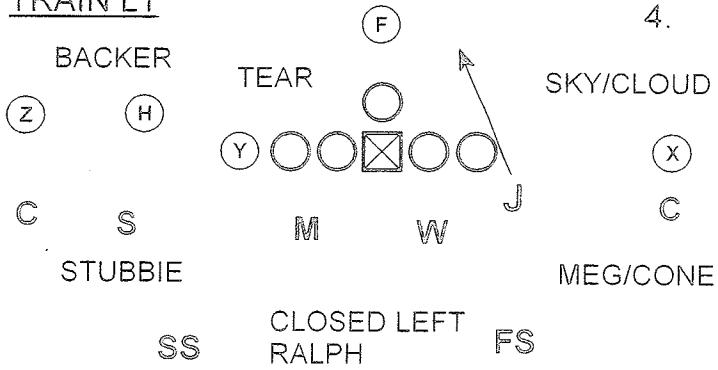
2.

DOUBLE LT



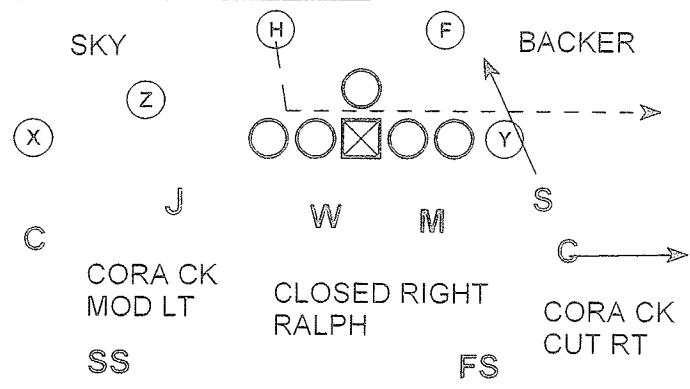
3.

TRAIN LT



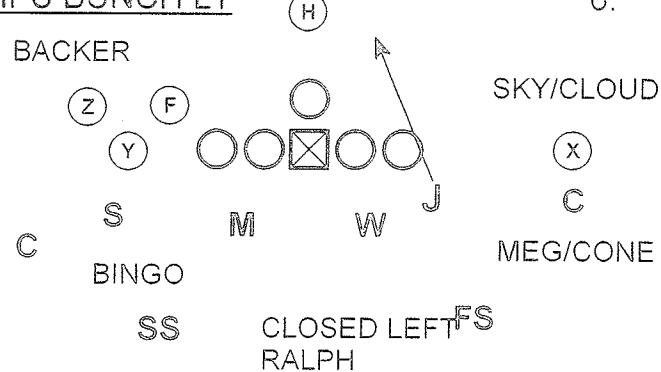
4.

(HUM WK) NEAR FLEX



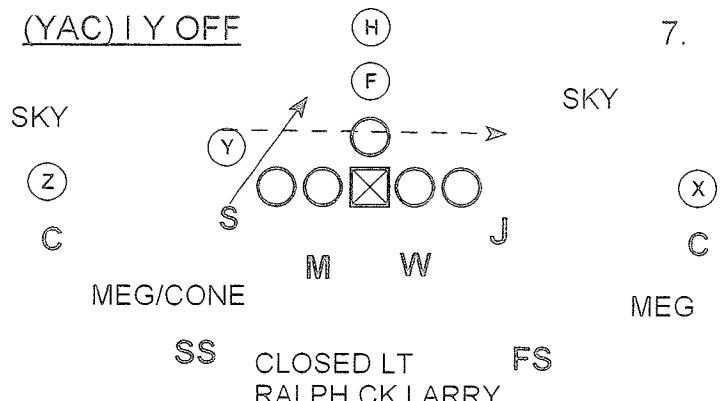
5.

TRIPS BUNCH LT



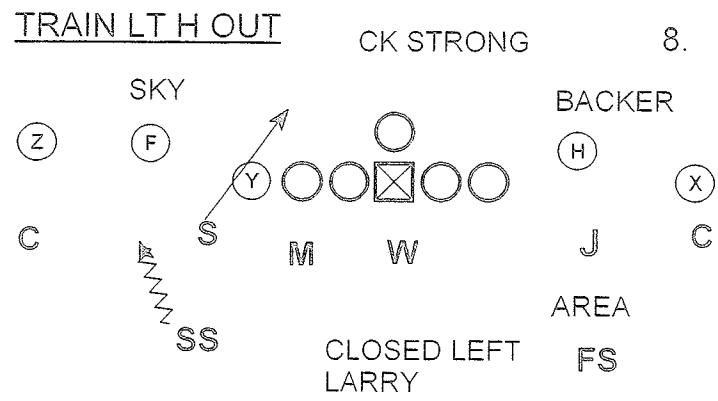
6.

(YAC) I Y OFF



7.

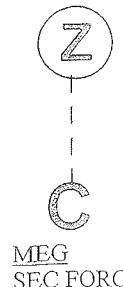
TRAIN LT H OUT



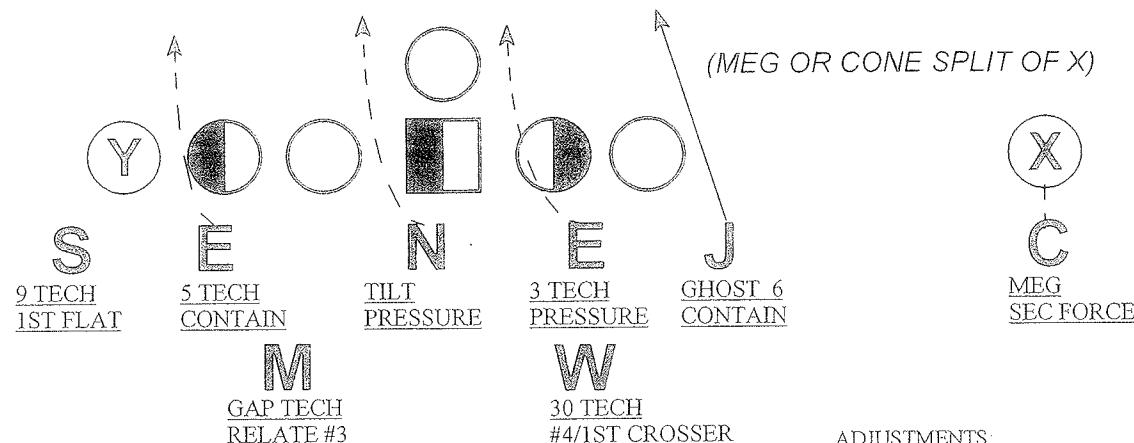
8.

BASE UNDER U DBL / MEG/SWITCH

ILT



"BACKER"



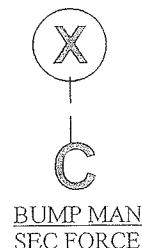
ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. vs. YY TRIPS= ZEKE
3. vs TRAIN= STUBBIE
4. vs. SLOT= PLAY SWITCH
5. vs. YAC= SLIDE LBERS-TREAT AS PRO
6. vs. Y TRADE= RELOAD FRONT/CHANGE RALPH/LARRY CALL.
7. vs. BUNCH= BINGO
8. vs. 2 MAN STACK= SWITCH OR BOX
9. vs. C AREA PLAYER WEAK= CHECK CUT
10. VS. EMPTY= CHECK SACK

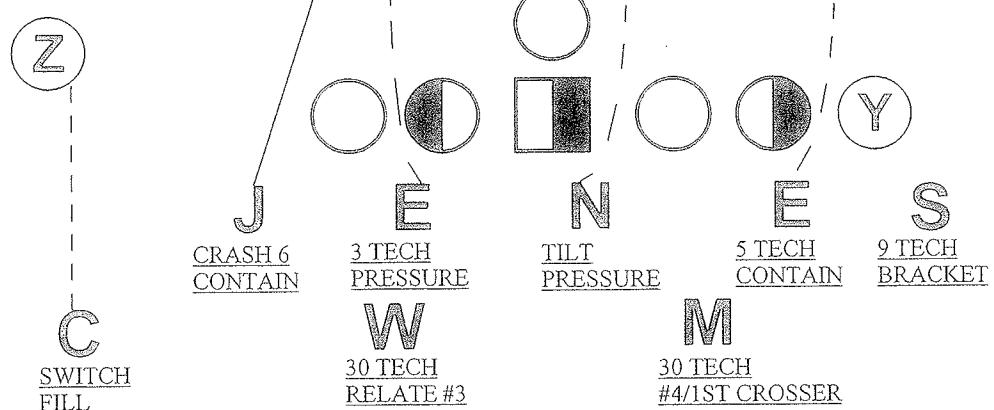
SS
BOX TE
PLUG

"CLOSED LEFT"
"MEG/MEG"
FS
READ X RELEASE
FORCE

I SLOT LT



"SKY"



FS
SWITCH
FORCE

"CLOSED RIGHT"
"SWITCH"

SS
BRACKET
FILL

BASE UNDER O DBL 7 MEG/SWITCH

***CUT AND TEAR THE FRONT

ILT

"BACKER"

(H)

"SKY"

(Z)

(U)

T
C

(X)

C

"CUT"

S M

"CLOSED LEFT"
"TEAR, TEAR"

W

"SWITCH" ON TE
"MOD" ON WR

FS

SS

1/2



BASE UNDER O DBL 7 MEG/SWITCH

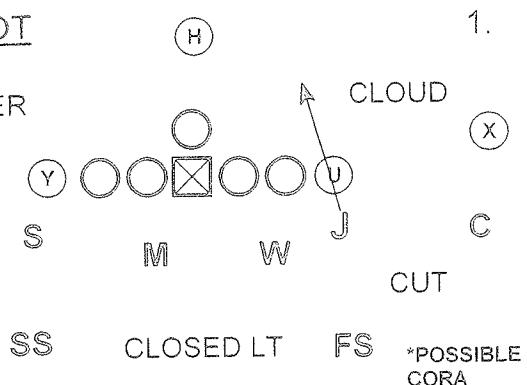
SILVER DOT

BACKER

(Z)

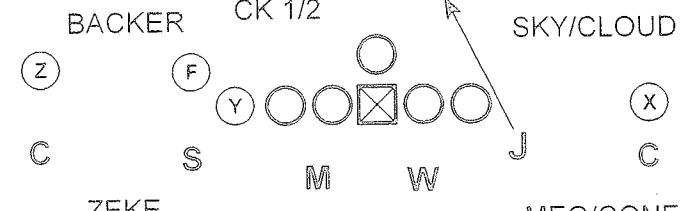
C

MEG



TRIPS LT

BACKER



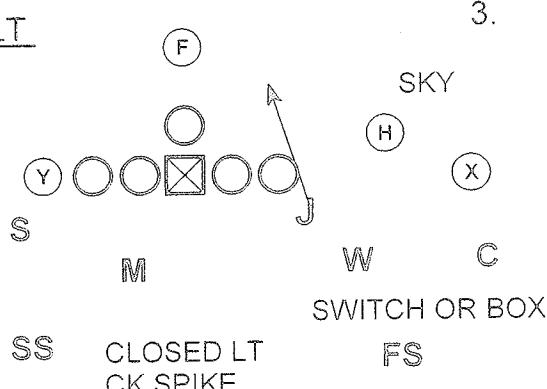
DOUBLE LT

BACKER

(Z)

C

MEG



TRAIN LT

BACKER

(Z)

C

STUBBIE

SS CLOSED LT FS

4.

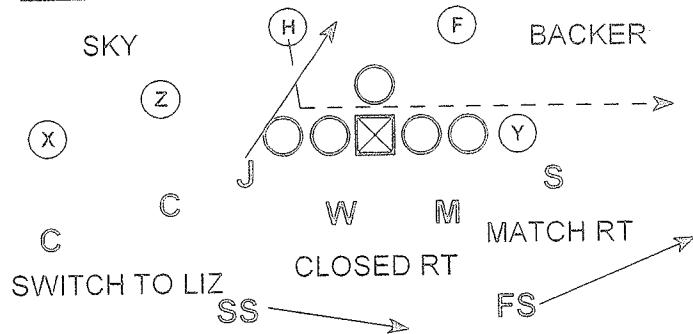
SKY/CLOUD

(X)

C

MEG/CONE

(HUM WK) NEAR FLEX



TRIPS BUNCH LT

BACKER

(Z)

C

BINGO

SS CLOSED LT FS

6.

SKY/CLOUD

(X)

C

MEG/CONE

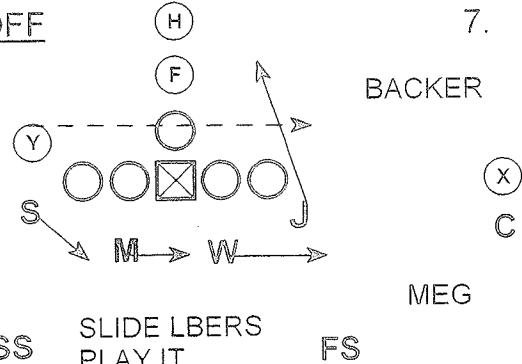
(YAC) I Y OFF

SKY/CLOUD

(Z)

C

MEG/CONE



TRAIN LT H OUT

CK SAC

CK TEAR

BACKER

(Z)

C

STUBBIE

SS CLOSED LT
CK SPIKE

8.

SKY

(X)

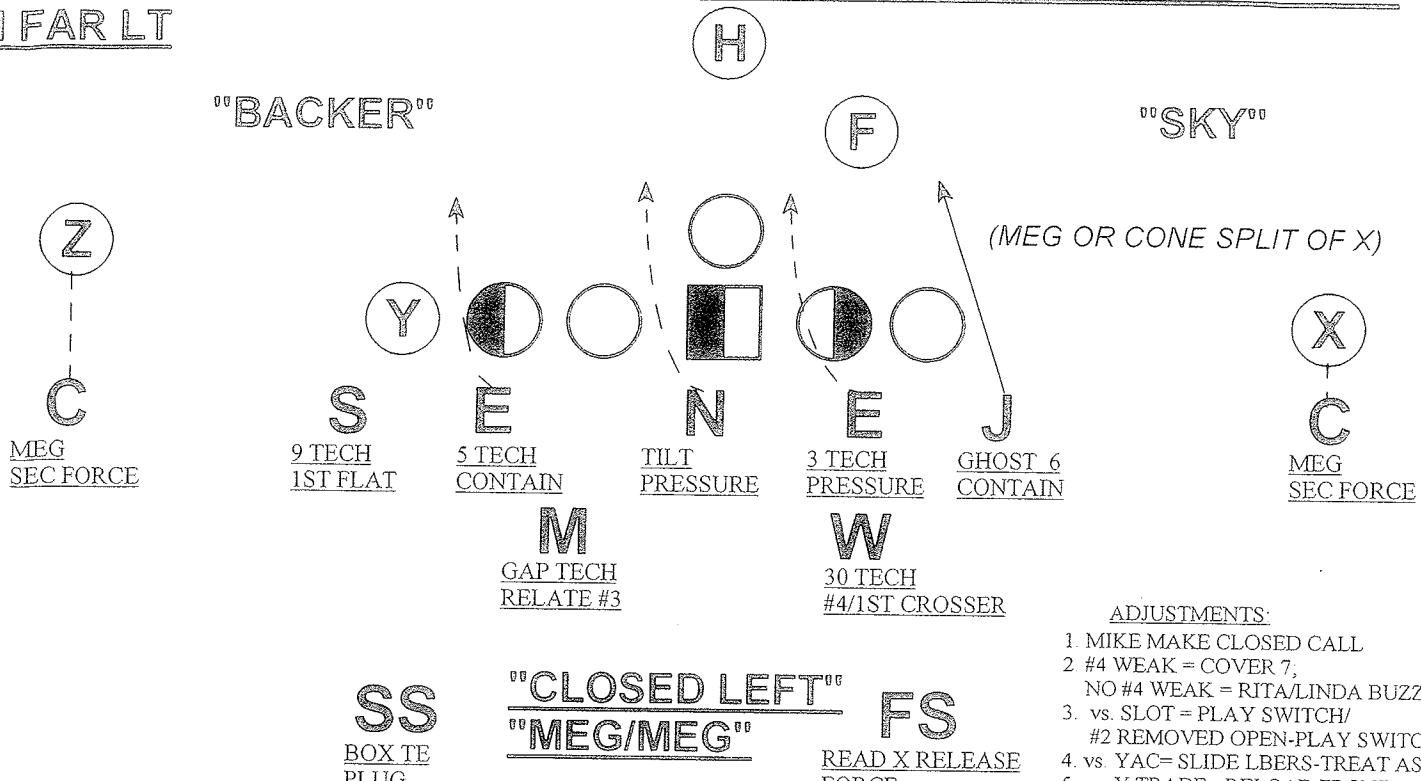
C

SWITCH
OR BOX

FS

BASE UNDER O DBL 7 ADJUSTED SWITCH

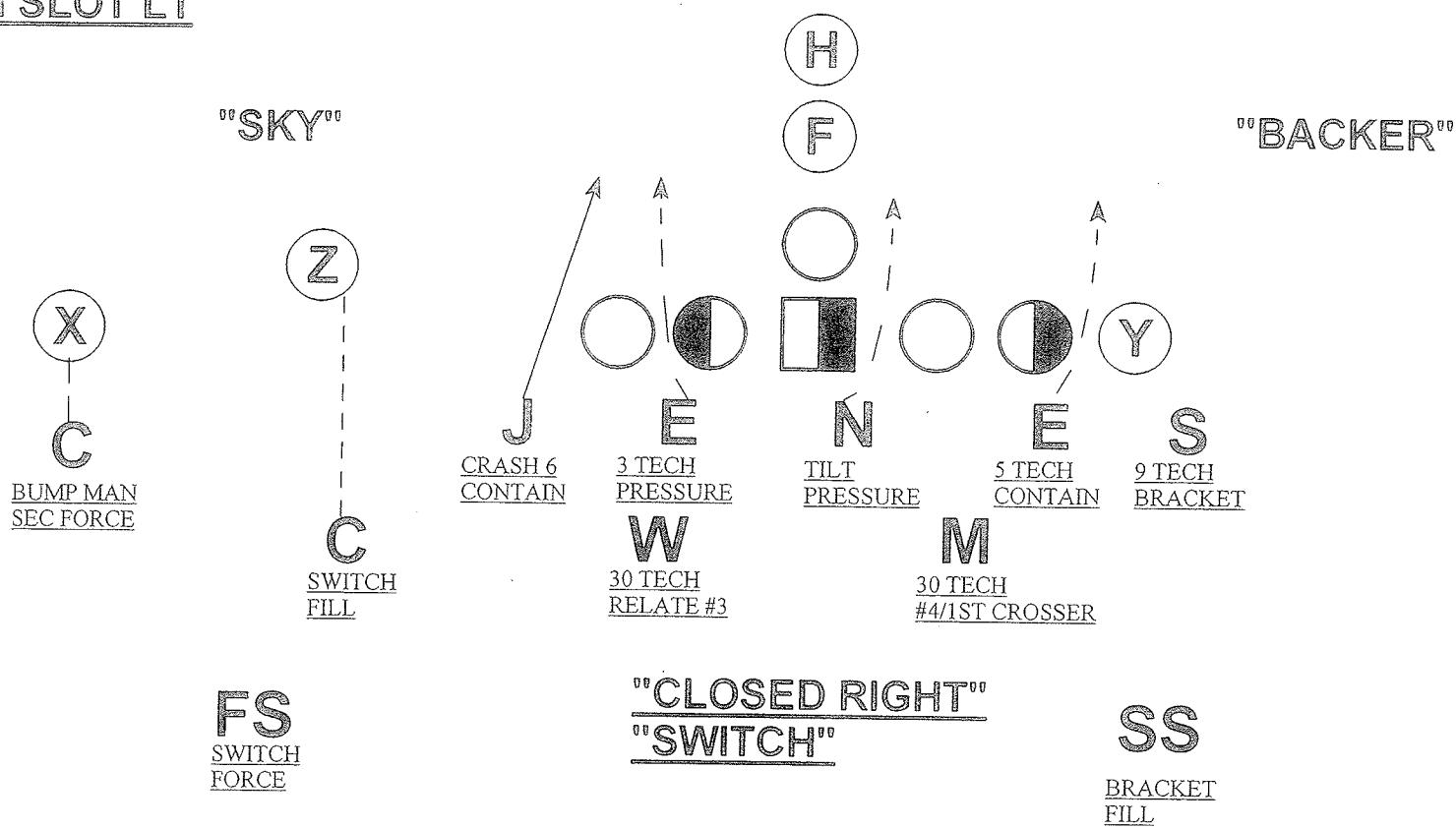
I FAR LT



ADJUSTMENTS:

1. MIKE MAKE CLOSED CALL
2. #4 WEAK = COVER 7;
NO #4 WEAK = RITA/LINDA BUZZ
3. vs. SLOT = PLAY SWITCH/
#2 REMOVED OPEN-PLAY SWITCH
4. vs. YAC= SLIDE LBERS-TREAT AS PRO
5. vs. Y TRADE= RELOAD FRONT
6. vs. BUNCH= RITA/LINDA BUZZ
7. vs. 2 MAN STACK= SWITCH
8. vs. C AREA PLAYER WEAK= CHECK CUT
9. VS. EMPTY= CHECK SACK

I SLOT LT



BASE UNDER O DBL 7 ADJUSTED/SWITCH

<p><u>SILVER DOT</u></p> <p>BACKER</p> <p>(Z)</p> <p>C</p> <p>MEG</p> <p>S S M W J C</p> <p>CLOUD</p> <p>CUT</p> <p>SS CLOSED LT FS *POSSIBLE CORA</p>	<p><u>TRIPS LT</u></p> <p>BACKER</p> <p>CK 1/2</p> <p>(Z)</p> <p>F Y O O O O J C</p> <p>C S M W C</p> <p>LINDA BUZZ</p> <p>SS CLOSED LT FS</p>
<p><u>DOUBLE LT</u></p> <p>BACKER</p> <p>(Z)</p> <p>C</p> <p>CUT</p> <p>S M W C</p> <p>SS CLOSED LT CK SPIKE FS CK TEAR</p> <p>SKY</p> <p>F H X</p>	<p><u>TRAIN LT</u></p> <p>BACKER</p> <p>CK TEAR</p> <p>(Z)</p> <p>H Y O O O O J C</p> <p>C S M W C</p> <p>LINDA BUZZ</p> <p>SS CLOSED LT FS</p> <p>F</p> <p>BACKER</p> <p>X C</p>
<p><u>(HUM WK) NEAR FLEX</u></p> <p>SKY</p> <p>(X)</p> <p>C</p> <p>CUT</p> <p>W M S</p> <p>SS CLOSED RT FS</p> <p>MATCH RT</p> <p>BACKER</p> <p>F H</p> <p>SWITCH TO LIZ</p> <p>(H)</p>	<p><u>TRIPS BUNCH LT</u></p> <p>BACKER</p> <p>CK TEAR</p> <p>(Z)</p> <p>F Y O O O O J C</p> <p>C S M W C</p> <p>LINDA BUZZ</p> <p>SS CLOSED LT FS</p> <p>BACKER</p> <p>X C</p> <p>BACKER</p> <p>H</p>
<p><u>(YAC) I Y OFF</u></p> <p>BACKER</p> <p>(Z)</p> <p>C</p> <p>SS</p> <p>LINDA BUZZ</p> <p>CK RITA BUZZ</p> <p>FS</p> <p>BACKER</p> <p>H F</p> <p>S M W J C</p>	<p><u>TRAIN LT H OUT</u></p> <p>CK SAC</p> <p>BACKER</p> <p>(Z)</p> <p>F Y O O O O J C</p> <p>C S M W C</p> <p>STUBBIE</p> <p>SS CLOSED LT CK SPIKE FS</p> <p>CK TEAR</p> <p>SKY</p> <p>(X)</p> <p>C</p> <p>W</p> <p>SWITCH</p> <p>FS</p> <p>H</p>

I FAR LT

(H)

"BACKER"

(F)

"SKY"

(Z)

()

(X)

C

MEG
SEC FORCE

E

6 TECH
CONTAIN

T

3 TECH
PRESSURE

N

2i TECH
PRESSURE

E

LOOSE 5
CONTAIN

C

MEG
SEC FORCE

S

50 TECH
1ST FLAT

M

10 TECH
RELATE #3

W

40 TECH
#4/1ST CROSSER

SS
BOX TE
PLUG

"TITE LEFT"
"MEG/MEG"

FS

READ X RELEASE
FOCE

ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. #4 WEAK= COVER 7
NO #4 WEAK= RITA/LINDA BUZZ
3. SLOT= SWITCH
4. #2 REMOVED OPEN= SWITCH
5. VS. YAC= TINA ADJUST
6. Y TRADE= RELOAD FRONT
7. BUNCH= RITA/LINDA BUZZ
8. EMPTY= SACK
9. VS. C AREA PLAYER WEAK= CHECK CUT

I LT

(H)

(F)

"BACKER"

(Z)

()

(X)

C

MEG
SEC FORCE

E

LOOSE 5
CONTAIN

N

2i TECH
PRESSURE

T

3 TECH
PRESSURE

E

6 TECH
CONTAIN

C
SWITCH
FILL

W

40 TECH
RELATE #3

M

10 TECH
#4/1ST CROSSER

S

50 TECH
1ST FLAT

FS

SWITCH
FORCE

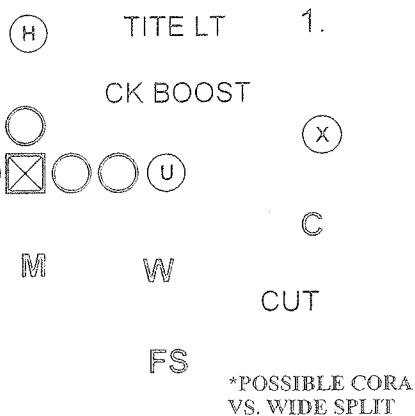
"TITE RIGHT"
"SWITCH"

SS

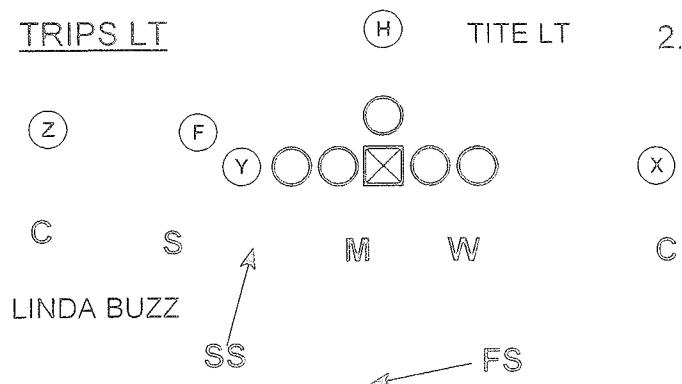
BRACKET
FILL

40 DBL 7 ADJUSTED/SWITCH: ADJUSTMENTS

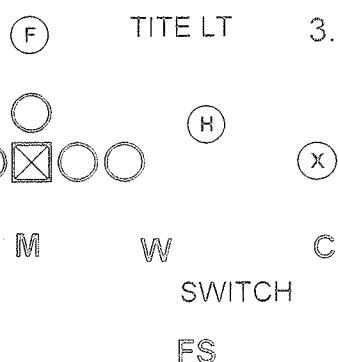
SILVER DOT



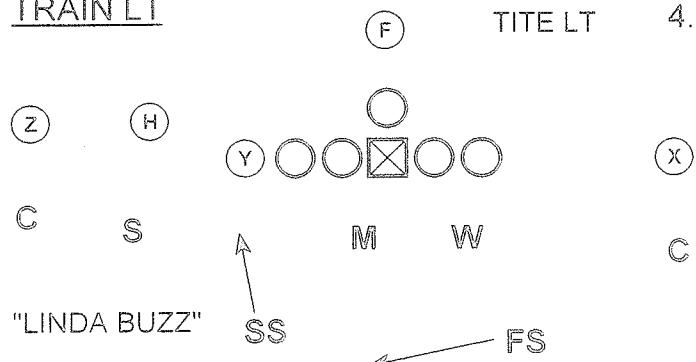
TRIPS LT



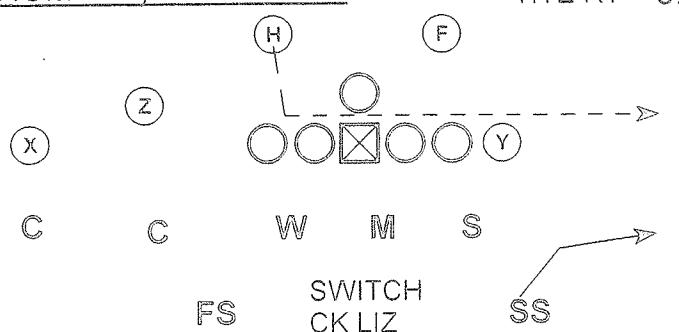
DOUBLE LT



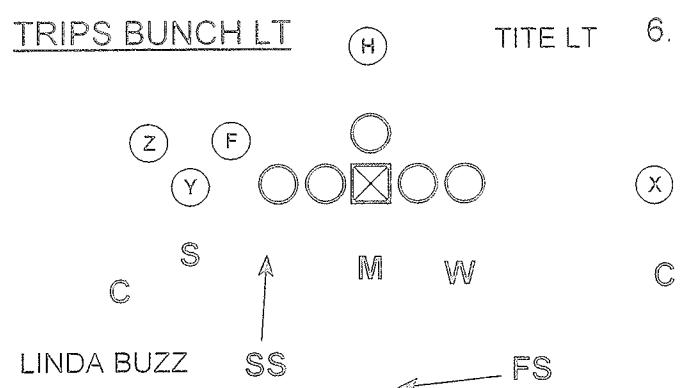
TRAIN LT



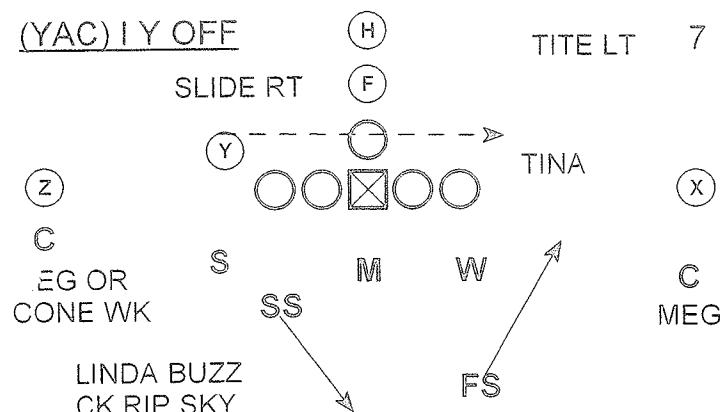
(HUM WK) NEAR FLEX



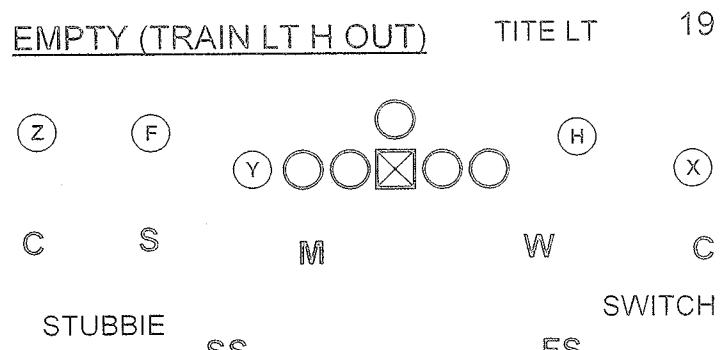
TRIPS BUNCH LT



(YAC) I Y OFF



EMPTY (TRAIN LT H OUT)



NICKEL/DIME FLEX 7 MOD

BLUE FLEX LEFT



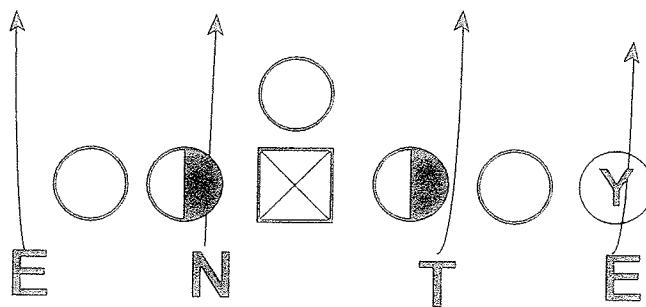
"SKY"

(X)
C
MOD SEC FORCE

(Z)
*
MOD READ STEP OF BACK FILL

"MOD"

SS
MOD FORCE



"CLOUD"

(R)
C
SQUAT FORCE

M
RELATE #3

\$
CUT #2

"CUT"

FS
DEEP 1/2 SEC FORCE

ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
- MOD VS. 2 REMOVED RECEIVERS
- CUT VS. #2 RECEIVER IN C AREA
- MEG/CONE VS. SINGLE RECEIVER
- STUBBIE VS. TRIPS
3. BE PREPARED TO CHANGE CALLS VS. C.O.S MOTION
4. VS. EMPTY= SACK
5. VS. BUNCH= CHECK BINGO

BLUE TRAIN LEFT



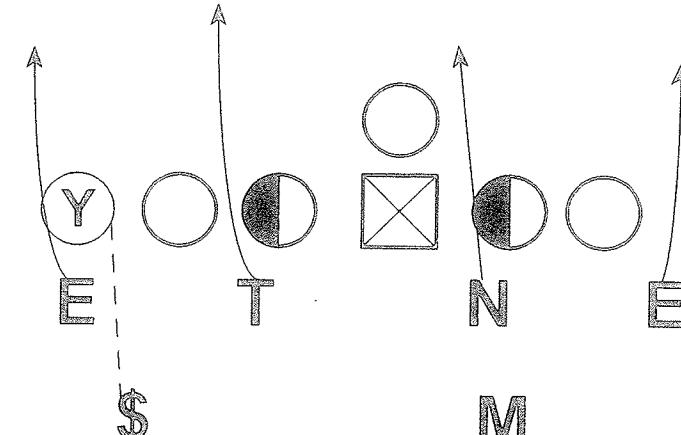
"SKY"

(R)
C
MEG

READ 3 TO 2

"STUBBIE"

SS
READ 3 TO 2



"SKY"

(X)
C
MEG

\$
CARRY #3 UNLESS #2 IS UNDER

M
#4/1ST CROSSER

"MEG/CONE"

"TITE LEFT"
"STUBBIE/MEG"

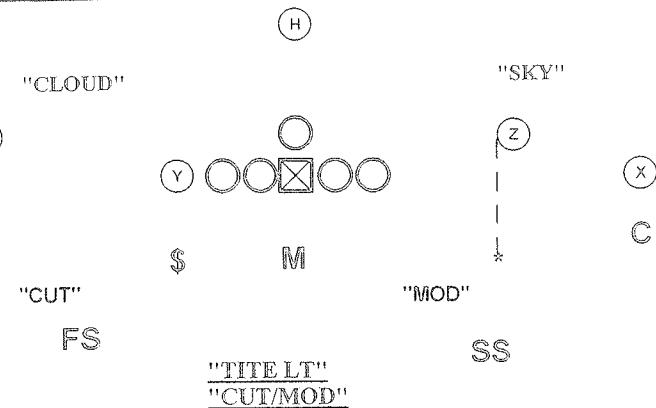
FS

READ X RELEASE FORCE

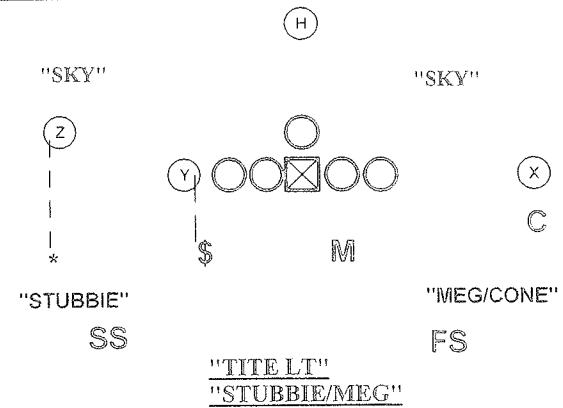
*MEG OR CONE OFF SPLIT OF X

NICKEL/DIME FLEX 7 MOD

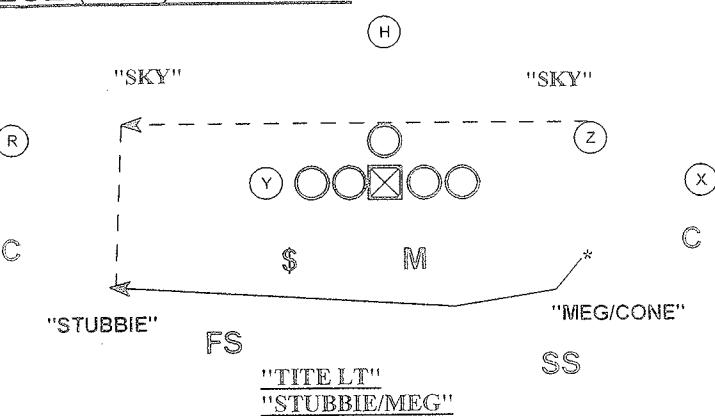
BLUE FLEX RT



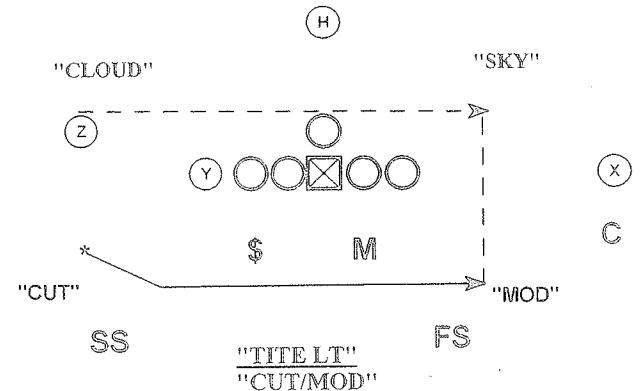
BLUE TRAIN LT



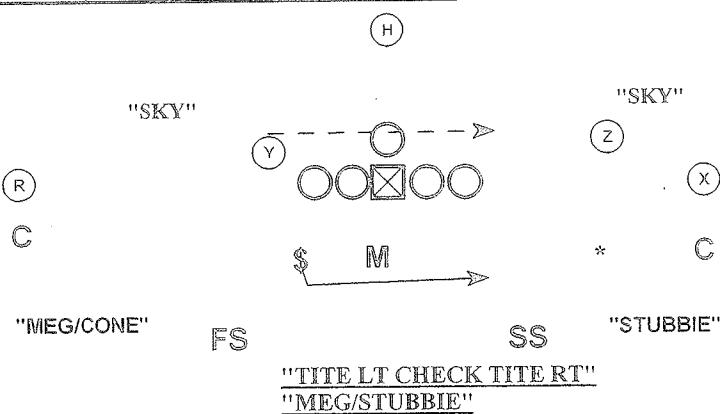
BLUE (ZAC) TRAIN LT



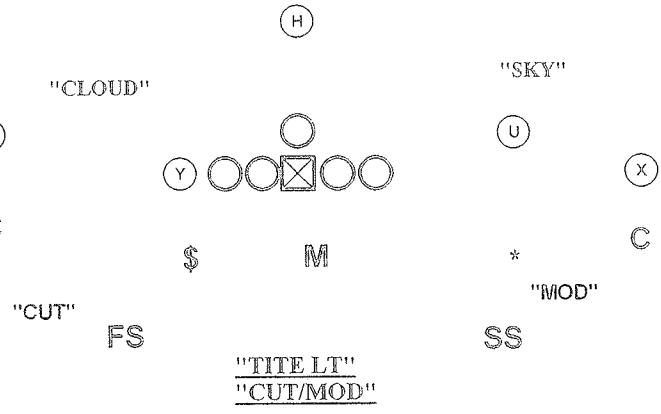
BLUE (ZAC) FLEX RT



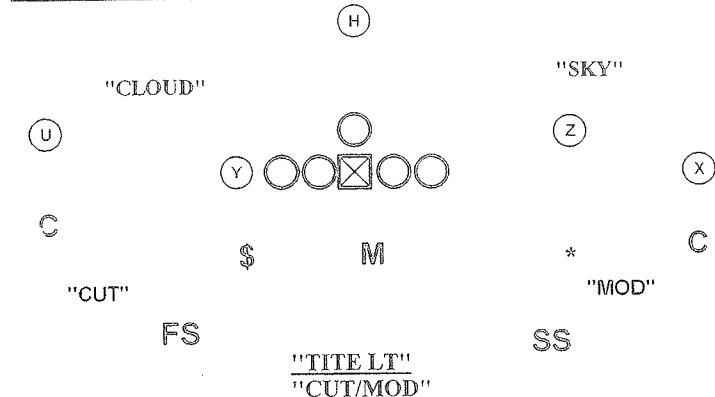
BLUE (YAC) TRAIN LT Y OFF



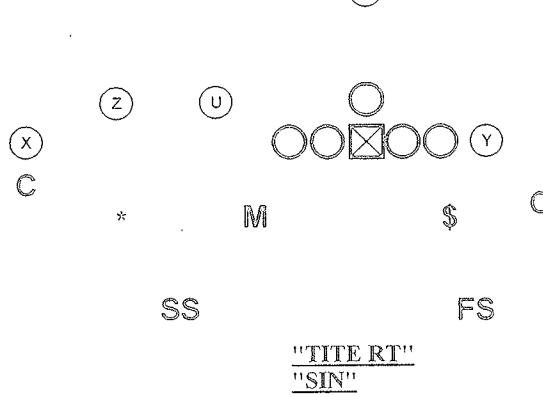
SILVER DOUBLE RT



SILVER FLEX RT



SILVER TREY LT

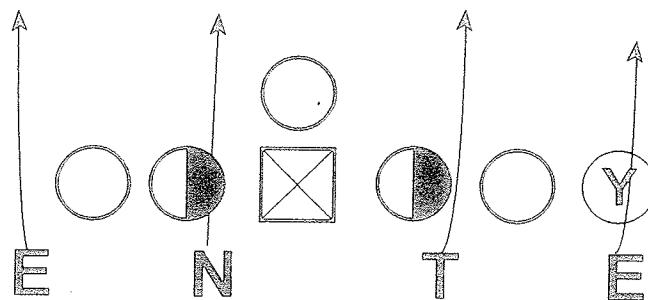
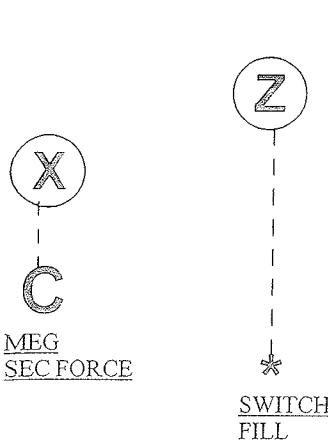


NICKEL/DIME FLEX 7 SWITCH

BLUE FLEX LEFT



"SKY"



"CLOUD"



C

SQUAT FORCE

"SWITCH"



"TITE RIGHT"
"SWITCH/CUT"

M
RELATE #3

\$
CUT #2

"CUT"

FS
DEEP 1/2 SEC FORCE

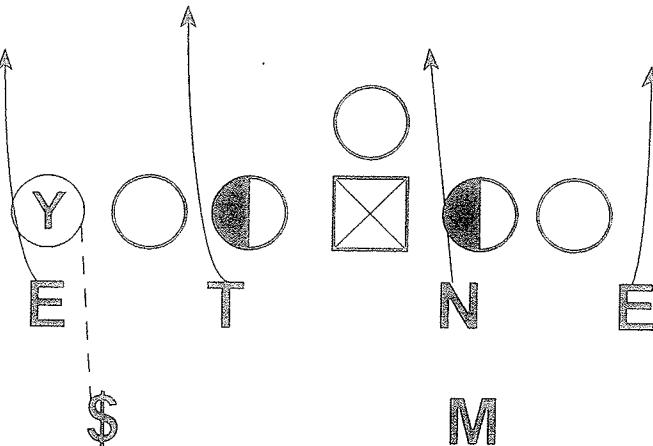
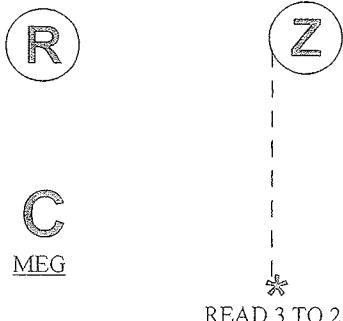
ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
 - SWITCH VS. 2 REMOVED RECEIVERS
 - CUT VS. #2 RECEIVER IN C AREA
 - MEG/CONE VS. SINGLE RECEIVER
 - STUBBIE VS. TRIPS
3. BE PREPARED TO CHANGE CALLS VS. C.O.S MOTION
4. VS. EMPTY= SACK
5. VS. BUNCH= CHECK BINGO

BLUE TRAIN LEFT



"SKY"



"SKY"



C

MEG

"STUBBIE"

SS
READ 3 TO 2

"TITE LEFT"
"STUBBIE/MEG"

M
#4/1ST CROSSER

"MEG/CONE"

FS

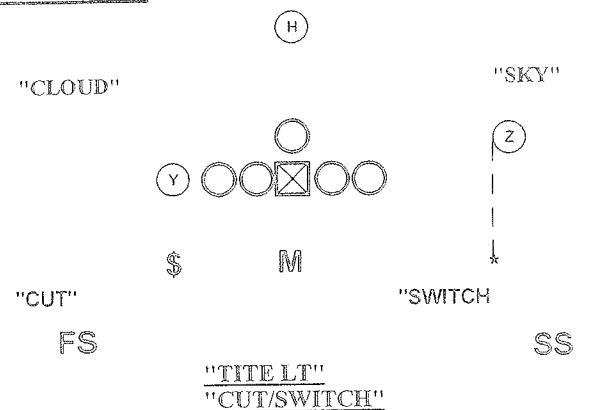
READ X RELEASE

FORCE

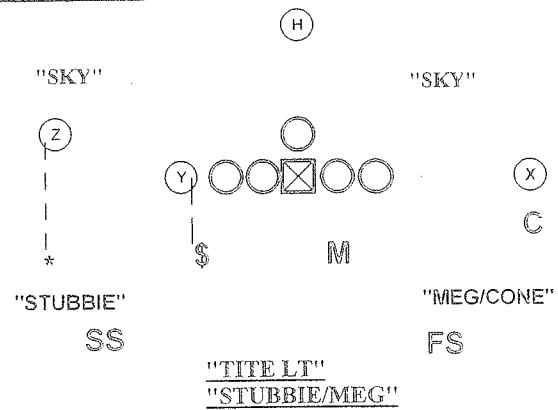
*MEG OR CONE OFF SPLIT OF X

NICKEL/DIME FLEX 7 SWITCH: ADJUSTMENTS

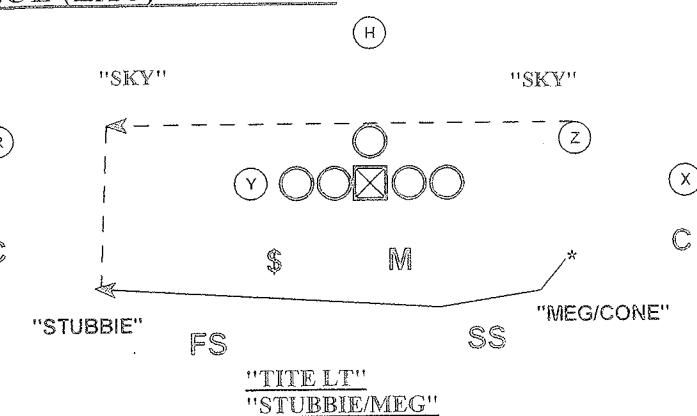
BLUE FLEX RT



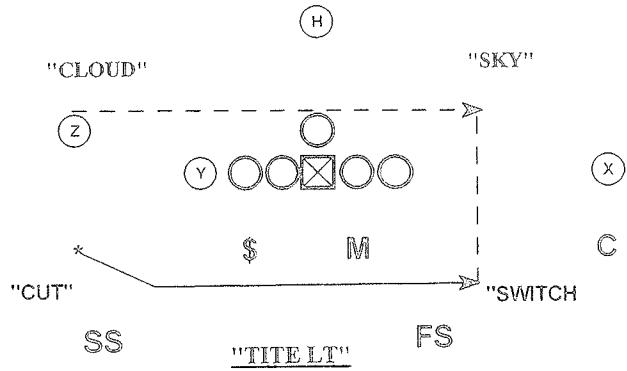
BLUE TRAIN LT



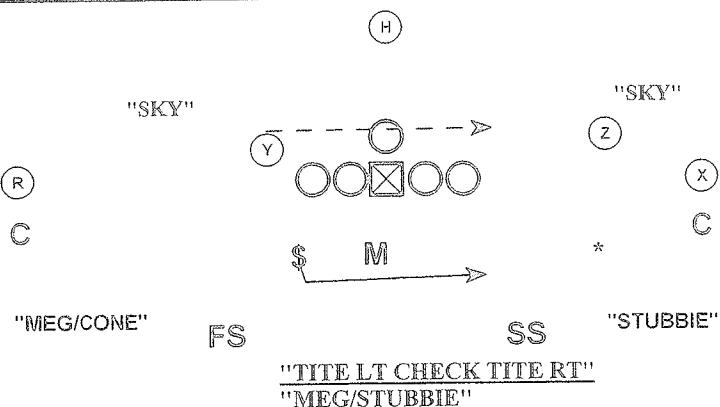
BLUE (ZAC) TRAIN LT



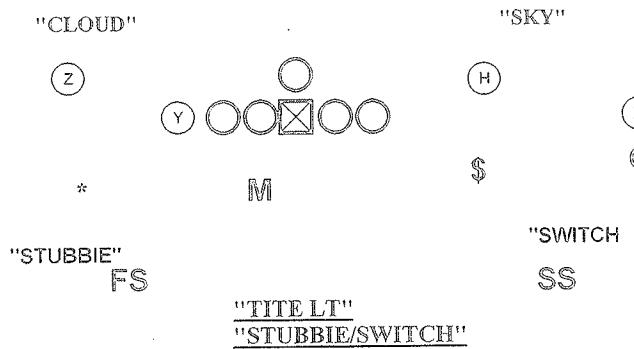
BLUE (ZAC) FLEX RT



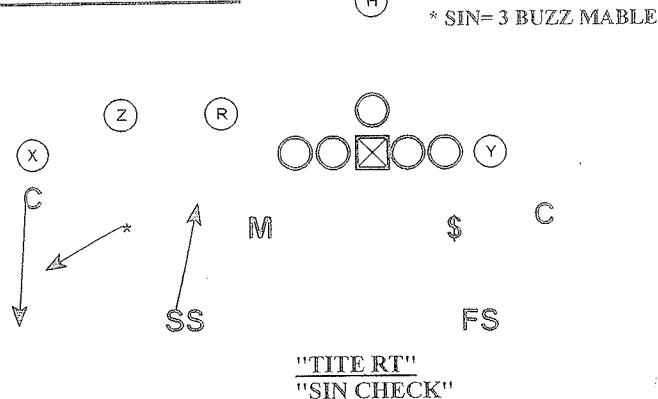
BLUE (YAC) TRAIN LT Y OFF



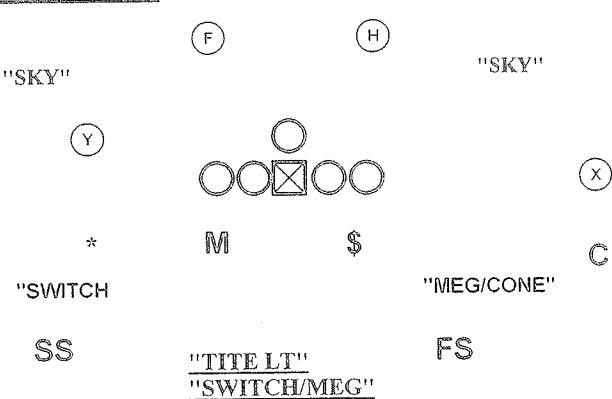
BLUE EMPTY TRAIN H OUT



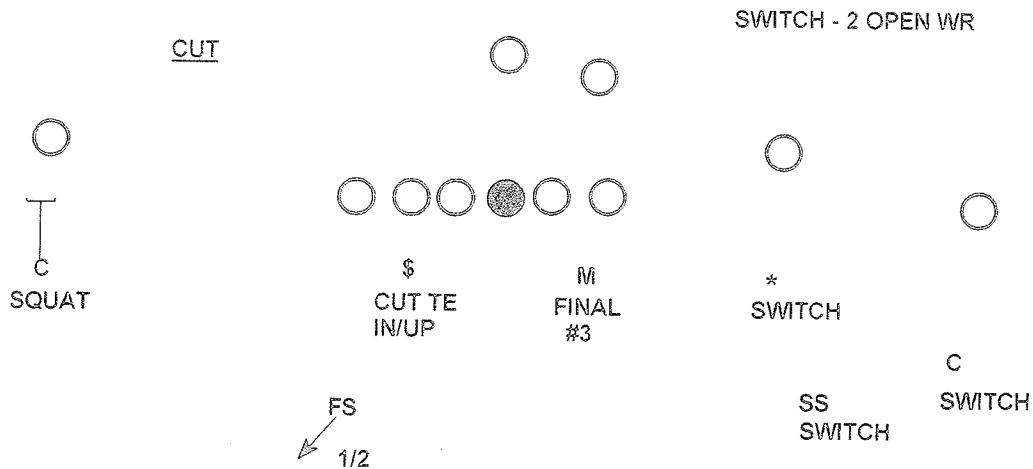
BLUE TREY LT



GOLD SPLIT LT



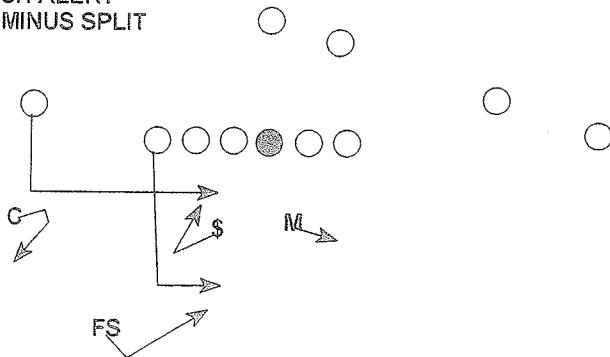
SUB COVER 7 SWITCH



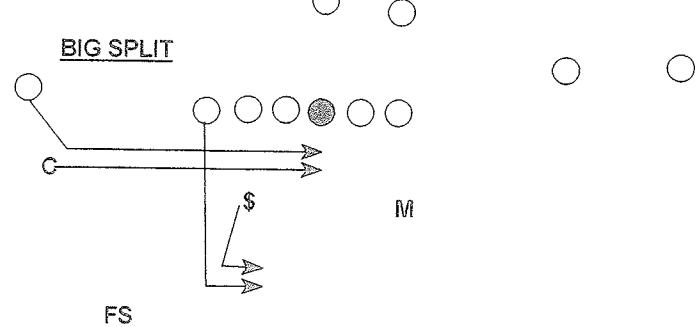
CUT - CORNER FORCE - CORNER SQUAT ON FLAT - FS PLAY 1/2 COVERAGE; \$ CUT OFF TE(#2) - TAKE TE UP OR INSIDE. PRE-SNAP CORNER COMMUNICATE "ALERT SMASH" OR "TOKYO" TO \$, ALERT SMASH OR TOKYO IS BASED ON SPLIT OF #1. "ALERT SMASH" \$ TAKES #1 BEHIND #2. "TOKYO" CORNER TAKES #1 BEHIND #2. IF RB WORKS TO CUT SIDE \$ STAY ON TE - CORNER THERE IS NO ALERT SMASH OR TOKYO.

CUT EXAMPLES:

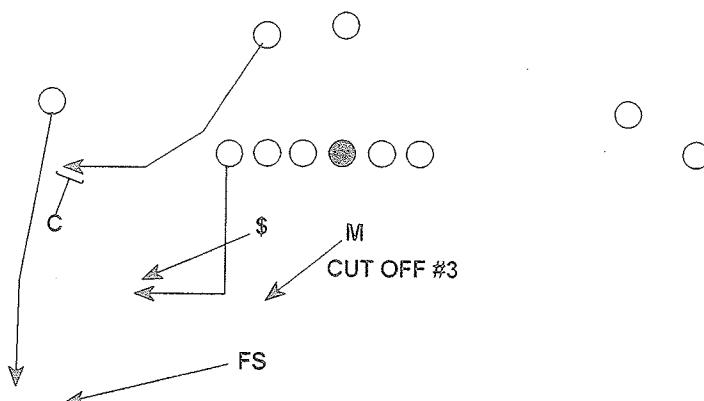
1. "PUSH ALERT"
VS. MINUS SPLIT



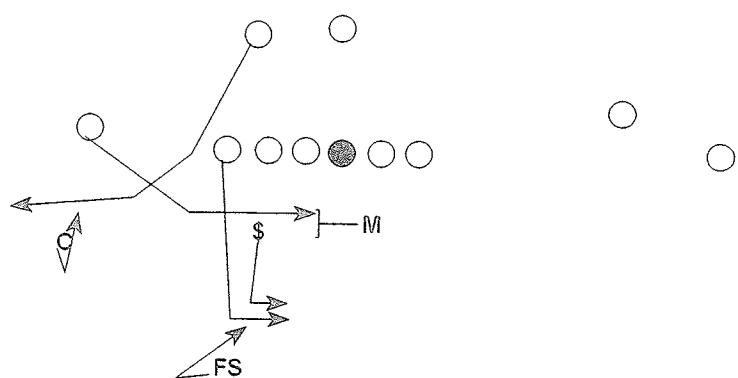
2. "TOKYO"



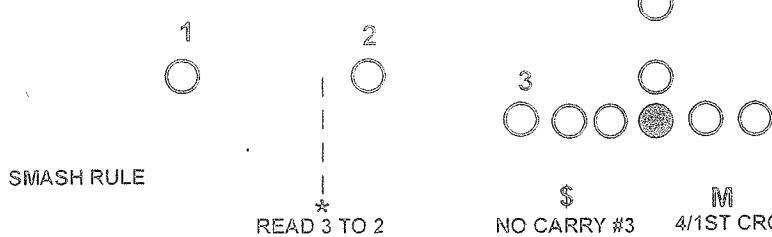
3. NO PUSH ALERT VS. OFFSET BACK NEAR



4. NO PUSH ALERT VS. OFFSET BACK NEAR



COVER 7 TRIPS CHECK IN NICKEL/ DIME PACKAGE

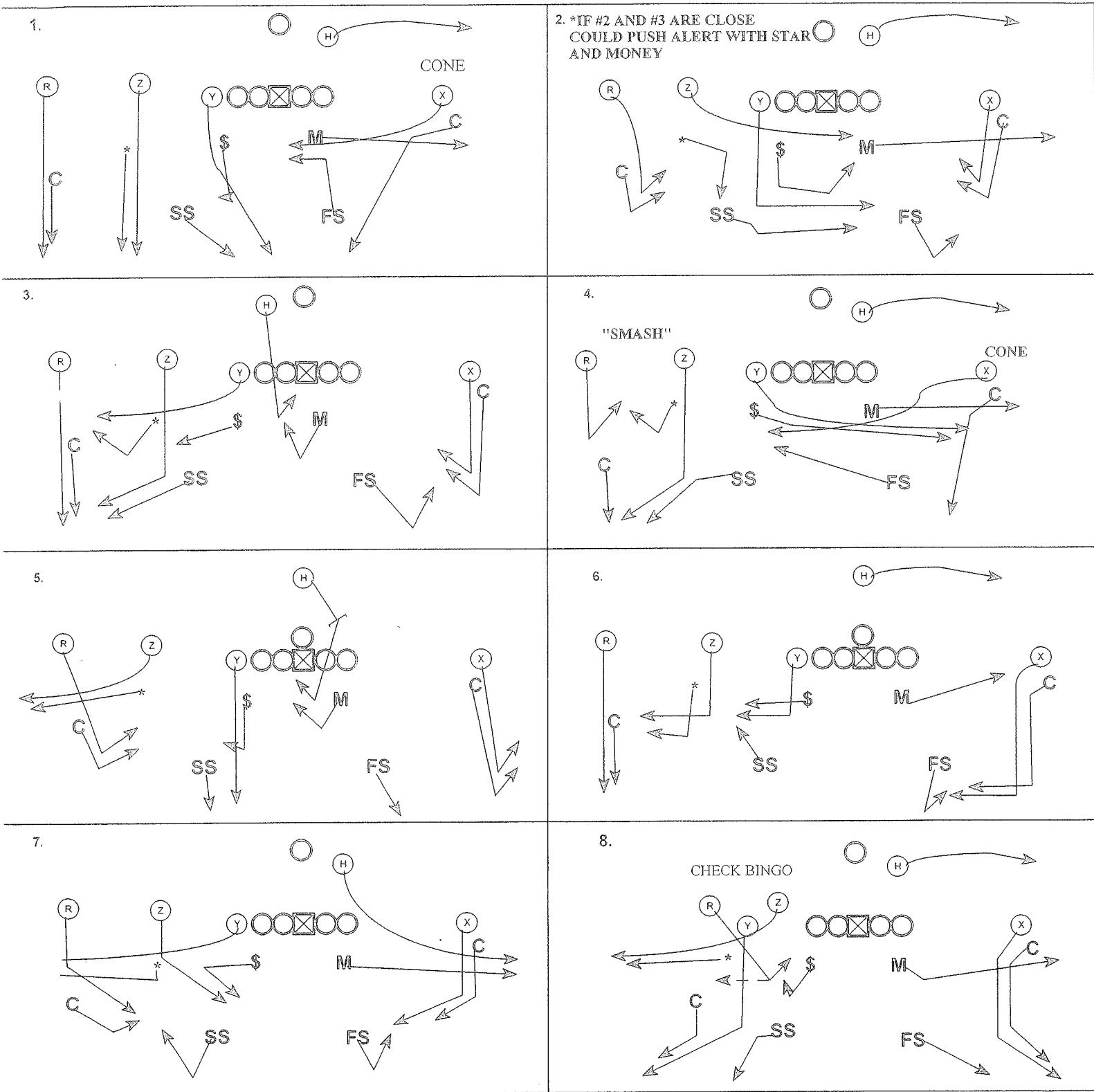
PART OF COVER 7
MAN MATCHSAME AS
COVER 7

C
CONE
MEG
CUT
DOG
TUFF

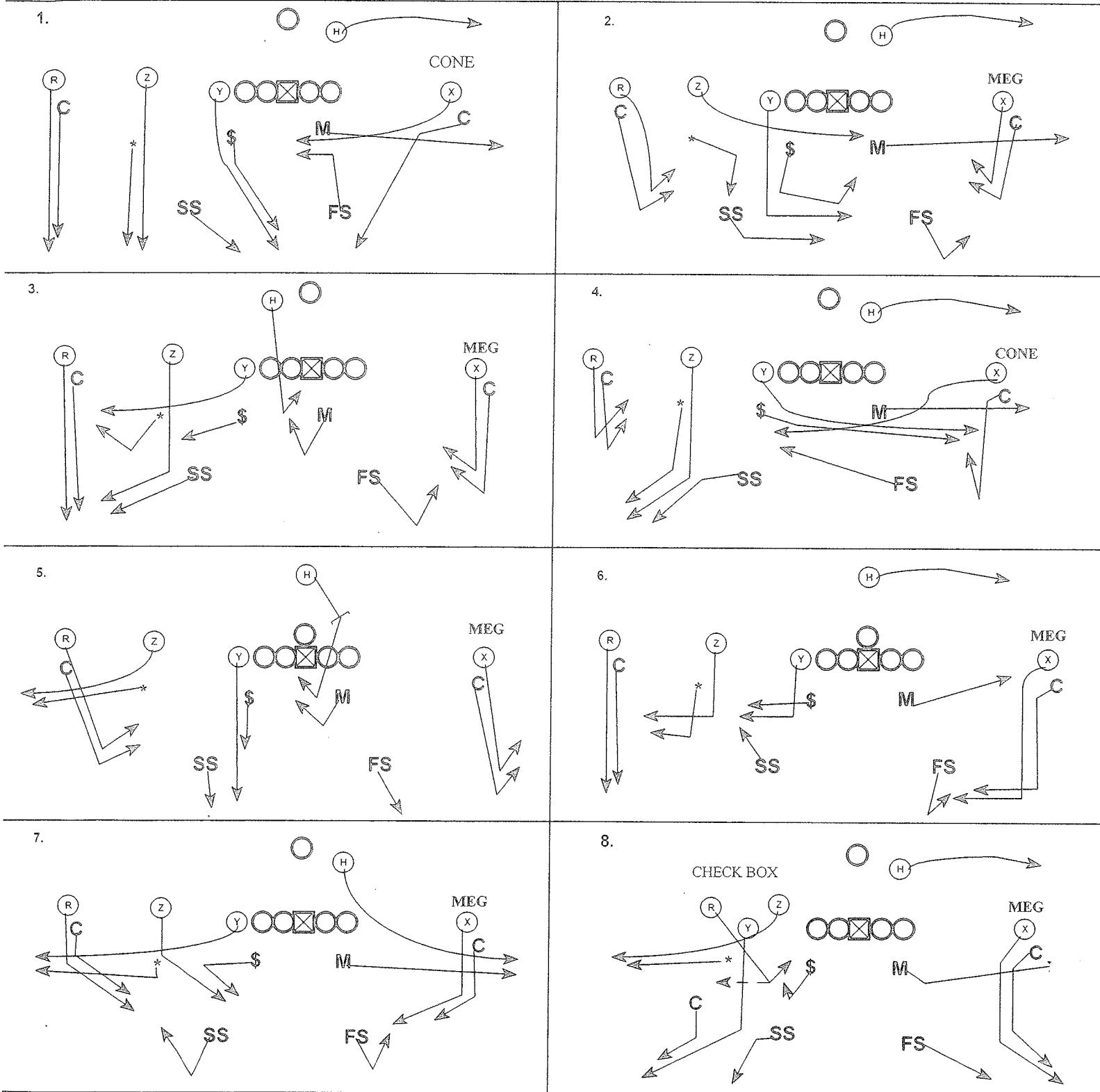
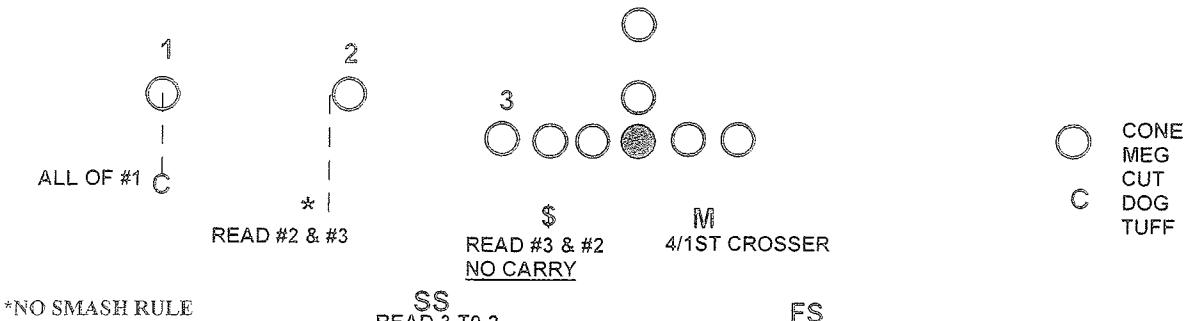
TODAY:
MEG/CONE

C
INSIDE 1/3
SS
READ 3 TO 2

FS



TRIPS CHECK IN NICKEL / DIME PACKAGE: JUST LIKE STUMP EXCEPT STRONGSIDE CORNER TAKES ALL OF #1 IN PRESS. NO SMASH RULE

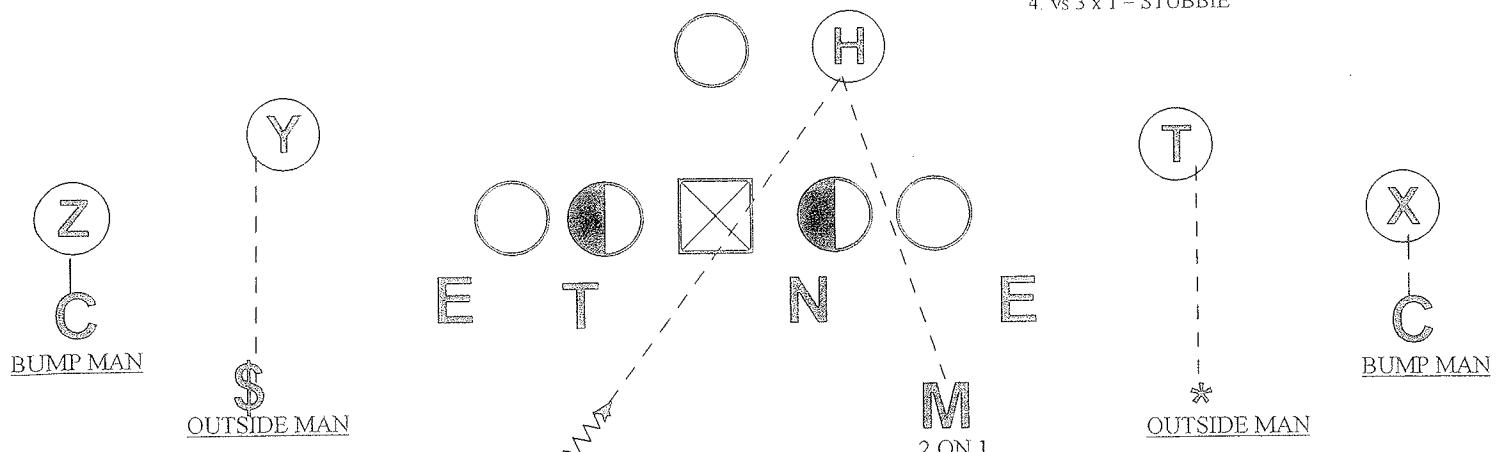


NICKEL DIVING FLEA TRAIL / VOLUME 1

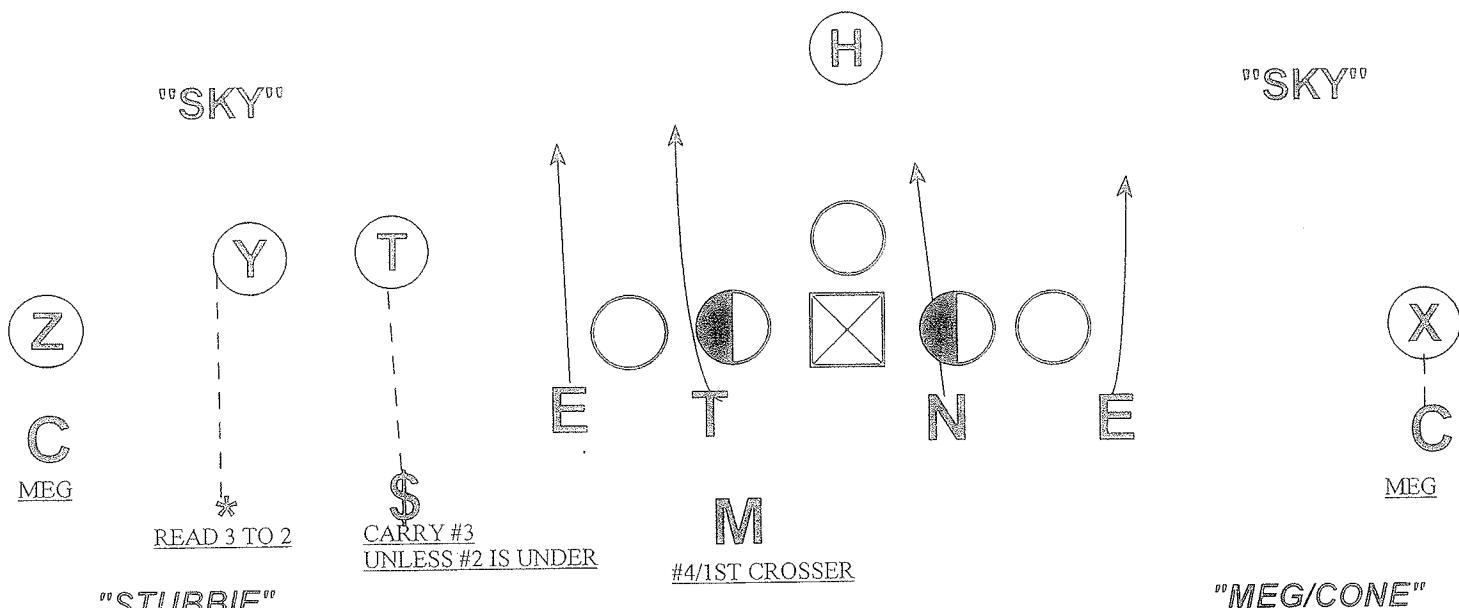
RULES

1. SAFETY DOWN AWAY FROM RB
2. RB IN 3 SPOT = SAFETY AWAY FROM STAR
3. vs 2 x 2 = 1 CLUE
4. vs 3 x 1 = STUBBIE

RED GUN NEAR DOLPHIN LT



D TRAIN LEFT



SS
READ 3 TO 2

"TITE RIGHT"
"STUBBIE/MEG"

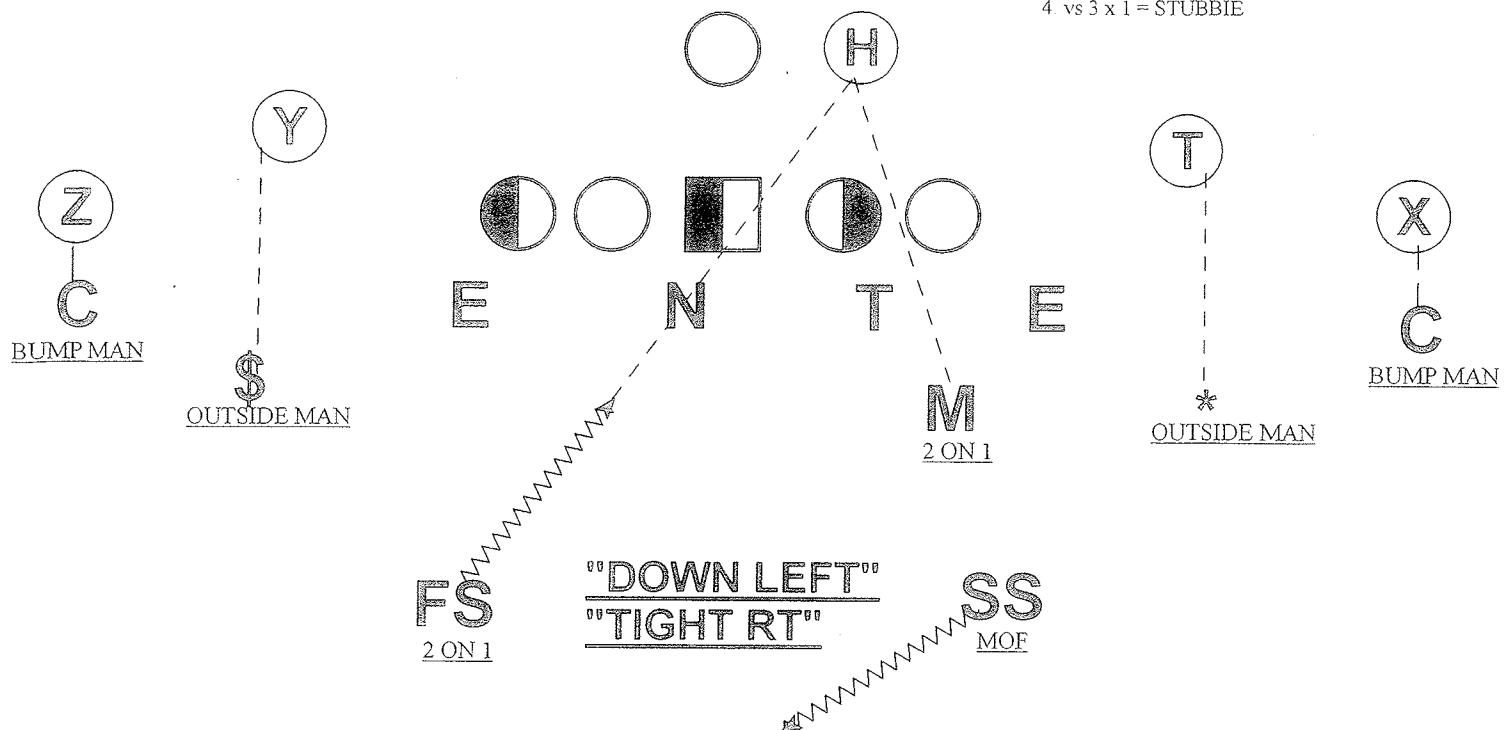
FS
READ X RELEASE
FORCE
*MEG OR CONE OFF SPLIT OF X

MICREL/DIME 41 TRIPLE / CLUE/STUBBIE

RED GUN NEAR DOLPHIN LT

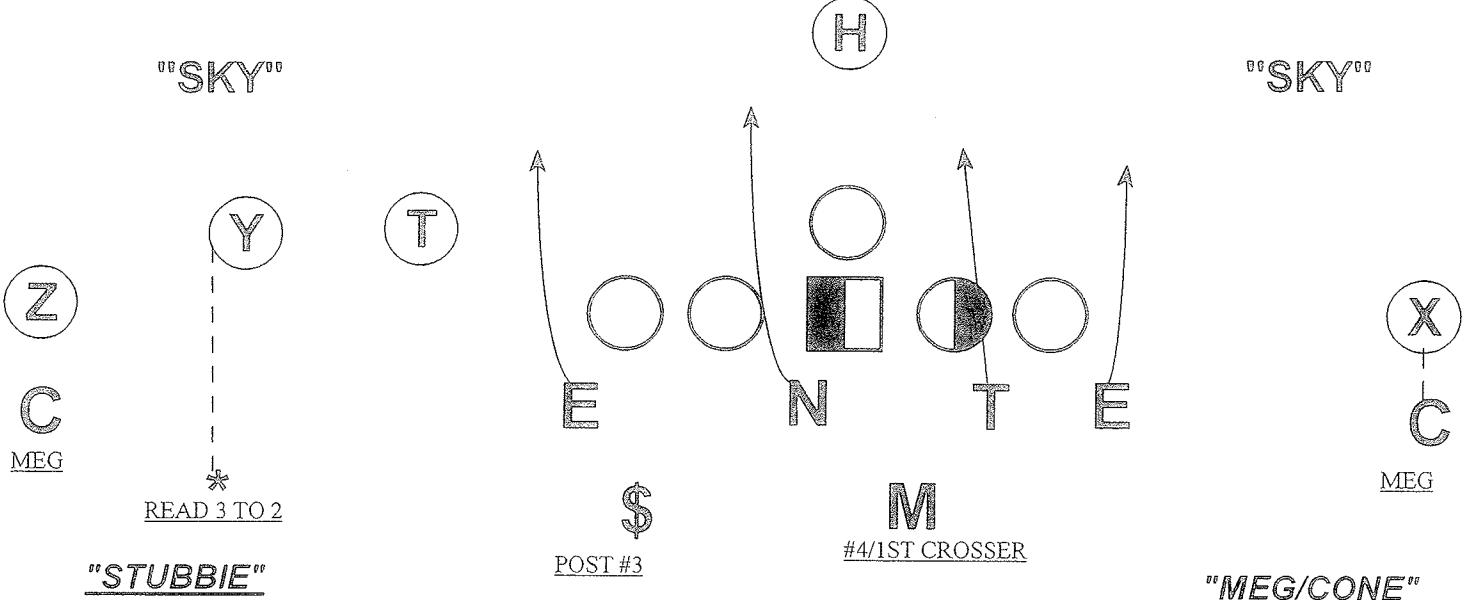
RULES

1. SAFETY DOWN AWAY FROM RB
2. RB IN 3 SPOT = SAFETY AWAY FROM STAR
3. vs 2 x 2 = 1 CLUE
4. vs 3 x 1 = STUBBIE



RED TRAIN LEFT

"SKY"
"SKY"



SS
READ 3 TO 2

"TITE RIGHT"
"STUBBIE/MEG"

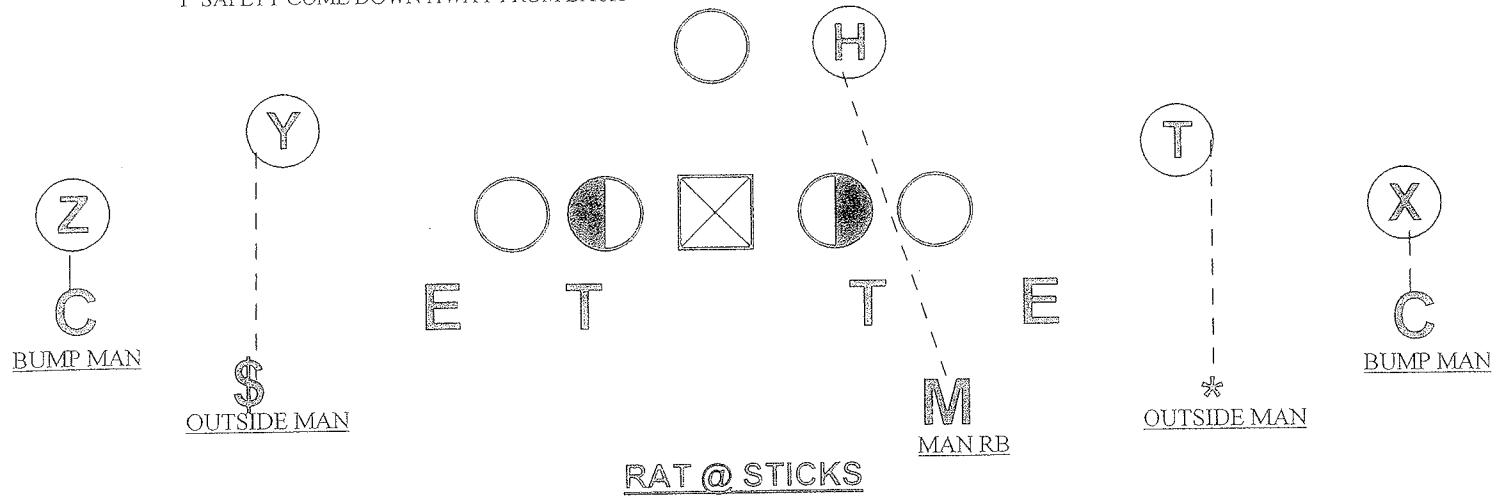
FS
READ X RELEASE
FORCE
*MEG OR CONE OFF SPLIT OF X

NICKEL/DIME EVEN T CROSS

RED GUN NEAR DOLPHIN LT

RAT RULES

1. SAFETY COME DOWN AWAY FROM BACK



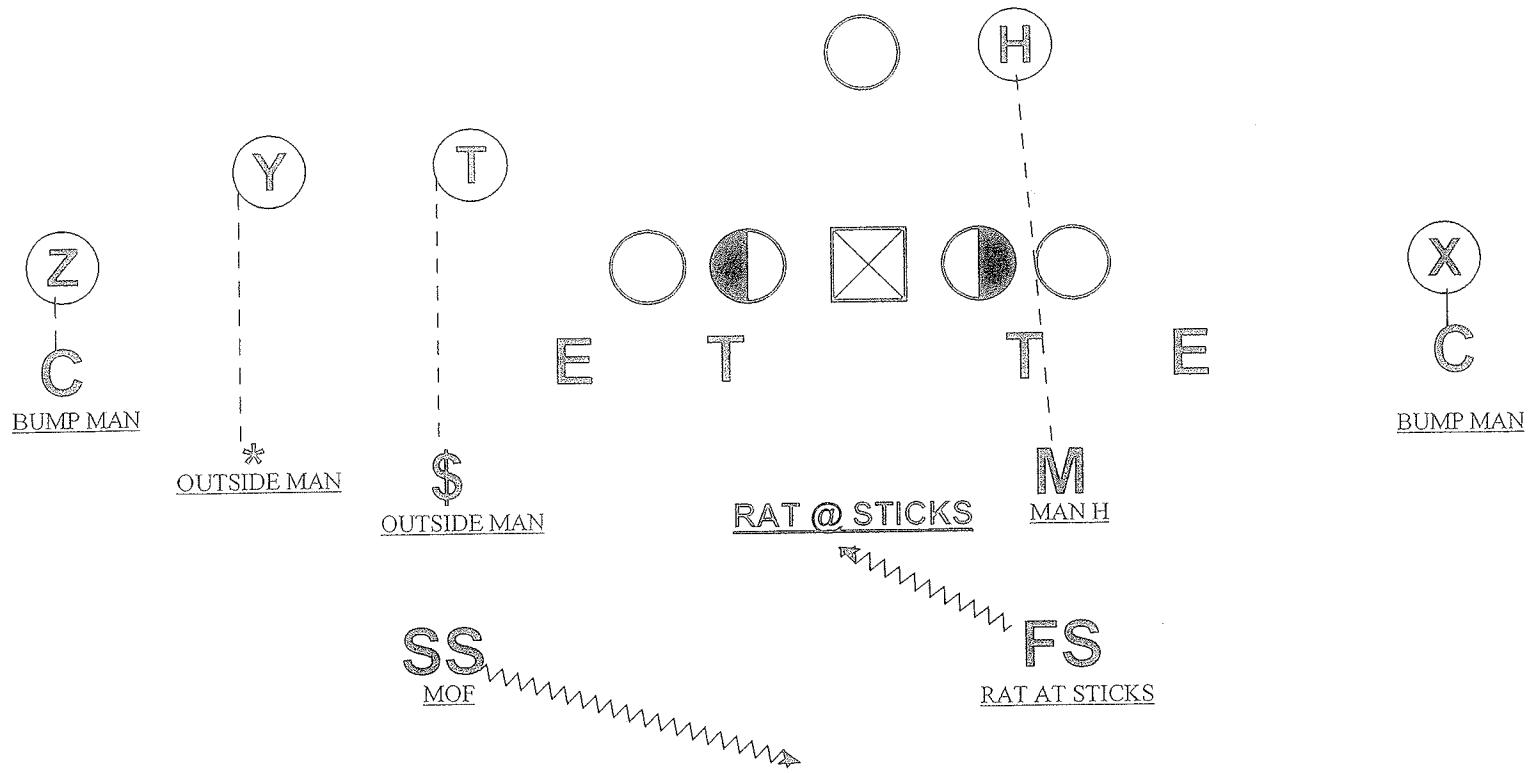
RULES

- PICK UP COVERAGE ON 1ST CROSSING ROUTE
- CALL COVER MAN'S 1ST NAME

RED GUN FAR TRAIN LT

RAT RULES

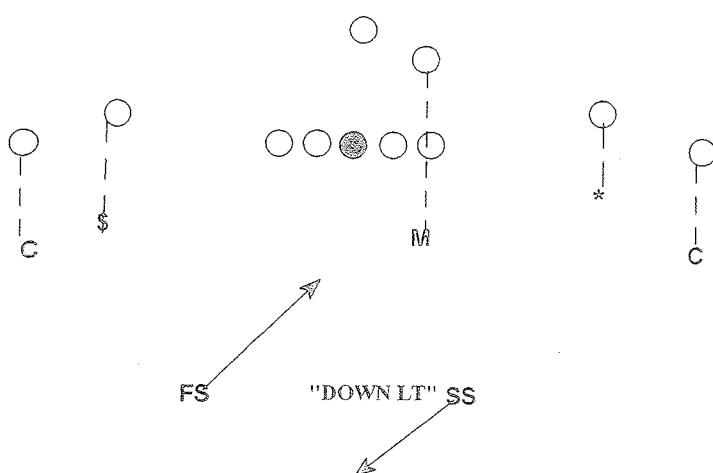
SAFETY AWAY FROM TRAIN REGARDLESS OF RB ALIGNMENT



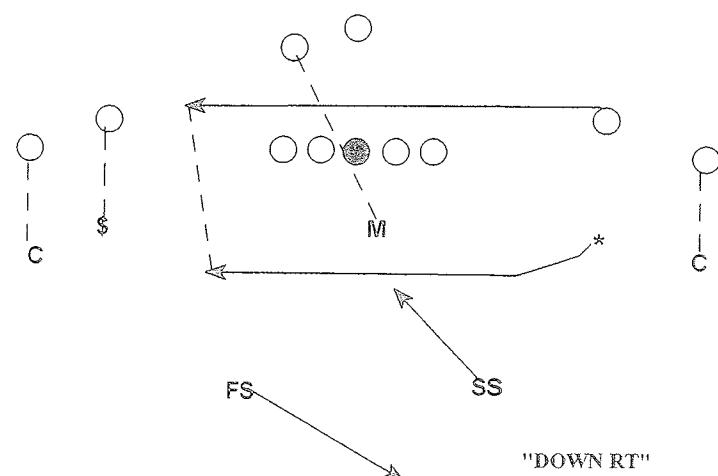
N/D EVEN 1 CROSS: ADJUSTMENTS

VS. RED

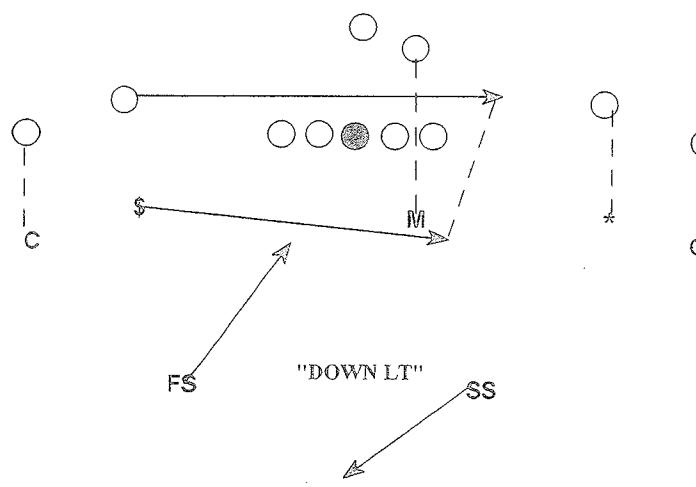
1.



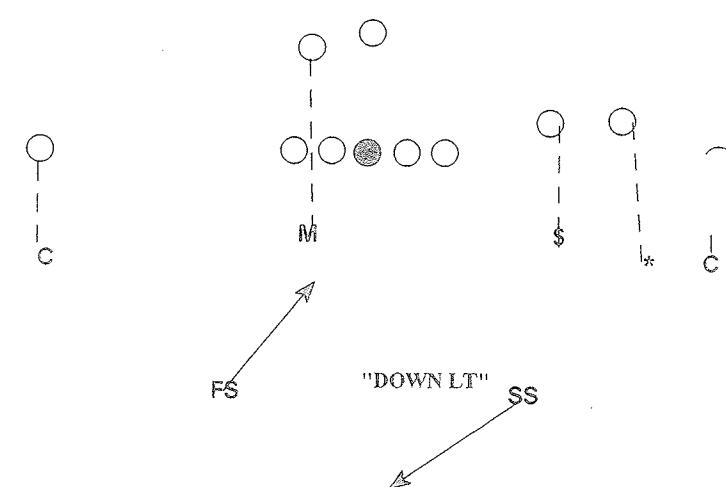
2. MOTION TO TRIPS



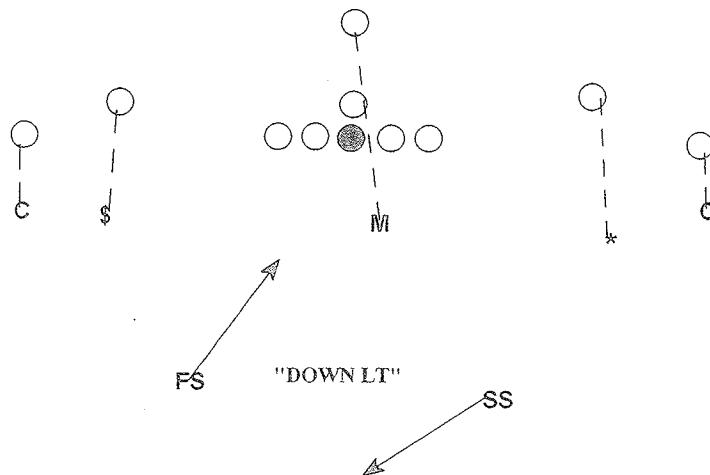
3. MOTION TO TRIPS



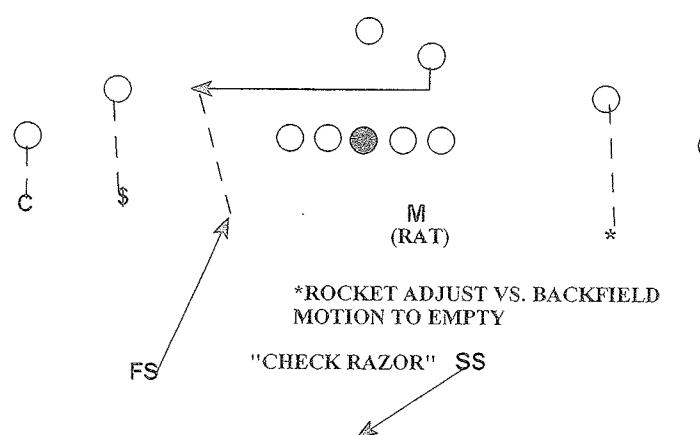
4. TRIPS



5. RB IN 3 SPOT DOWN WEAK (AWAY FROM STAR)



6. MOTION TO EMPTY





2008 ALABAMA DEFENSE

SAM
55 WILLIAMS
32 ANDERS
35 KIRSCHMAN
5 J. HARRIS
87 BULLARD

END
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

NOSE
97 WASHINGTON
99 CHAPMAN
62 CODY
94 BILLINGSLEY

JACK
98 FANNY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

MIKE
25 MCCLAIN
21 HALL
51 DEJOHN
42 HESTER

WILL
13 REAMER
45 HIGGENBOTHAM
30 HIGHTOWER
56 LEE

DIME \$
26 SHARRIEFF
20 KING
3 K. JACKSON
43 BURNTHALL

LC
28 ARENAS
24 MQ. JOHNSON
15 LAWRENCE
39 PENNINGTON

JACK
98 FANNY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

FS
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORS

SS
27 WOODALL
26 SHARRIEFF
4 BARRON
37 LESTER

HIPPO

CRIMSON TIDE

8/5/2008

SAM
55 WILLIAMS
32 ANDERS
5 HARRIS
KIRSCHMAN/BULLARD

LE
93 GREENWOOD
90 TALBERT
94 BILLINGSLEY

LT
99 CHAPMAN
97 WASHINGTON
52 MCCULLOUGH

RT
62 CODY
92 SQUARE
96 DAVIS

JACK
98 FANNEY
41 UPSHAW
91 WATKINS
HARBIN/WILLIAMS

MIKE
25 MCCLAIN
21 HALL
51 DEJOHN

WILL
45 HIGGENBOTHAM
30 HIGHTOWER
13 REAMER

IC
3 K. JACKSON
24 M. JOHNSON
23 R. GREEN

RE
95 DEADERICK
57 DAREUS
58 GENTRY

SS
ARENAS/WOODALL
ROGERS/KING
BURNTHALL/LAWRENCE

Turnovers Fall 2008

PRACTICE #4

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
20 King (2)	20 King	55 Williams	57 Dareus	
24 M. Johnson	4 Barron	62 Cody	55 Williams	
3 Jackson	27 Woodall	8 Rogers	96 L. Davis	
43 Burnhall				
45 Higgenbotham				

ALABAMA FALL 2008 3RD DOWN EFFICIENCY

PRACTICE: 4 MON. 8-4-08

TOTAL: WINS: 17 LOSS: 3 = 85%

WINS: 11 LOSS: 6 = 65%

TEAM TOTAL: 28 WINS LOSS 9 = 76 %

FALL AVG. 78%

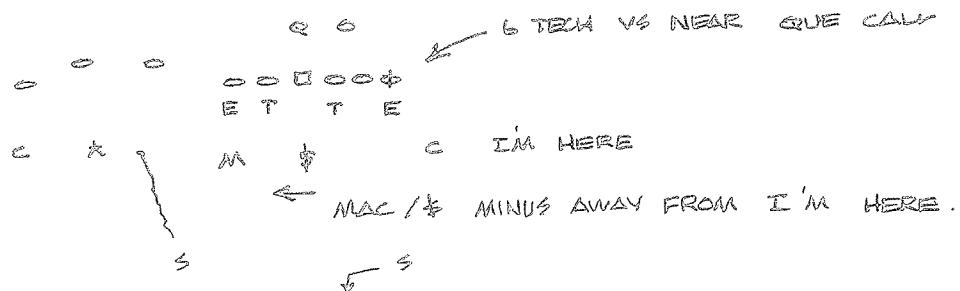
TEAM GOAL: 70%+

PRACTICE: (NUMBER & %)

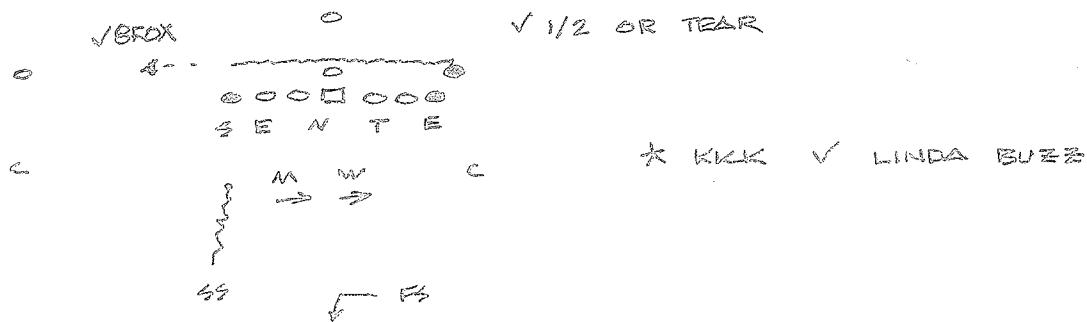
PRACTICE NOTES (#4) TUESDAY AUGUST 5, 08

- STAY OF GROUND!

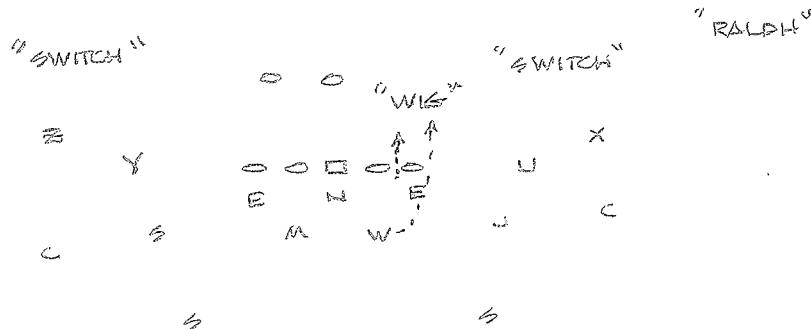
- BRONCO VS TREY SET



- TODAY VS GREEN ZONE



- BASE INK JACK 2 MEG CORA ✓ STRONG



PRACTICE NOTES (#4) TUESDAY AUGUST 5, 68

- EMPTY (SILVER)

H X
U

A WEAK

Q
OOEOO

DOMINATE TE (63)
Z

* CLOSED / TITE RT

STUBBLE (WIL)

NORMAL COVERAGE ADJUSTMENTS

6 LIZ SKY

2008 ALABAMA FOOTBALL

FALL PRACTICE INSTALL

DAY 5

BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
1. BASE BULLETS	1. 3 / 2 DEUCE	1. FIELD FRISCO A (B)✓ STR FZ ✓ ZORRO
		2. FIELD SONIC ✓ STR FZ ✓ ZORRO
	SHORT YARDAGE	RED AREA PRESSURE
	1. HIPPO 60 TUFF ADJ	1. BASE TITE RUSH RED 90 SAFETY

BASE CALLS

1. BASE BULLETS 3/2 DEUCE ✓ STRONG	RED ZONE
2. FIELD FRISCO A (B)✓ STR FZ ✓ ZORRO	1. BASE WEAK JACK RED 7 CORA
3. FIELD SONIC ✓ STR FZ ✓ ZORRO	2. BASE UNDER O DBL RED 7 ADJ/SW
	3. BASE SPLIT DBL RED 7 / SWITCH
	4. 40 DBL RED 7 ADJ/SWITCH

SUB DEFENSE

COVERAGES	PRESSURE
1. RED 7	1. N/D. EVEN DBL DOG 0 PEEL
2. POACH (TRP CALL) (PLAYED WITH R)	2. N/D. \$ 0 CHANGE
3. 5	EMPTY CHECKS
	1. RAIN
	2. SLAP
	3. PUNCH

SUB CALLS

1. EVEN 5	RED ZONE
2. N/D. EVEN DBL DOG 0 PEEL	1. N. FLEX (EVEN) RED 7 SWITCH
3. N/D. \$ 0 CHANGE	2. N. FLEX TRIPLE RED 7 SWITCH/POACH

BASE BENCH/FIELD PACKAGE

1. BASE BENCH STAR FIRE 3	
. BASE CLOSED TRIPLE 88/6	

**ALABAMA
CRIMSON TIDE**

HIPPO 60 TUFF ADJUSTED

ORIGINAL

LT X TITE

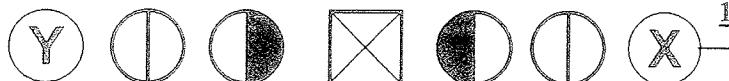
"BACKER"



2 TE ON L.O.S= "60 TUFF"



"BACKER"



MEG
SEC FORCE

NAIL

9 TECH
1ST FLAT

HEAVY 5
CONTAIN

2i
PRESSURE

2i
PRESSURE

HEAVY 5
CONTAIN

9 TECH
1ST FLAT



30 TECH
QUARTER HOOK



30 TECH
VERTICAL HOOK

AREA



NAIL TE
PLUG

"TITE LEFT"
"NAIL LT/AREA RT"



DEEP 1/2
SEC FORCE

ADJUSTMENTS:

1. MIKE MAKE TITE LT/RT CALL
2. SAFETIES MAKE NAIL LT/RT OR 3 LT/RT CALL
3. JACK ALIGN AWAY FROM WR, SAM ALIGN TO WR
4. VS. YAC= SPIN SAFETIES/CK 3
5. VS. IFR OR INR BACKS= JUMP ALIGN TO OFFSET BACK
6. VS. WING PAIRS UAC MOTION CHECK CUE.
7. WHEN JUMP TO AN OFFSET BACK CHECK QUE VS. SHORT MOTION AWAY

I PAIRS LT

1 TE ON L.O.S= "CHECK 3"

"BACKER"



"BACKER"



5



J

WING TECH
CURL FLAT



E

6 TECH
CONTAIN



T

3 TECH
PRESSURE



T

TIILT
PRESSURE



E

HEAVY 5
CONTAIN

S

GHOST 9
CURL FLAT



BAIL 1/3
SEC FORCE



READ 1/3
SEC FORCE



30 TECH
HOOK CURL



30 TECH
HOOK CURL

"TITE LEFT"
"CHECK 3"
"JUMP LEFT"

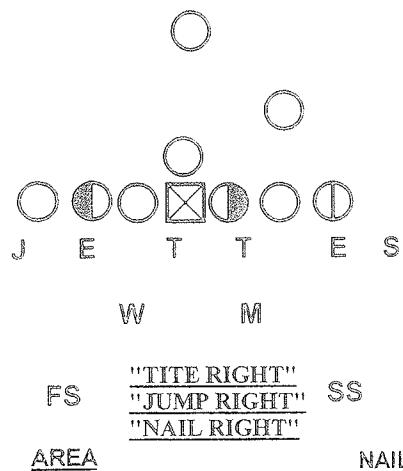


MOF
FILL

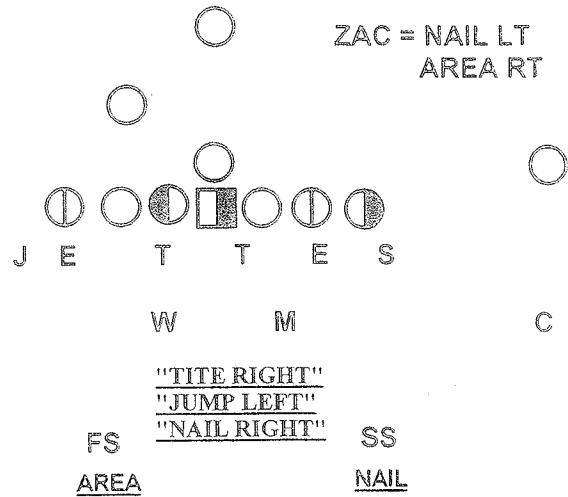
HIPPO 60 TUFF ADJUSTED

1. JUMP TO NEAR BACKS AND
YY WING ORIGINAL

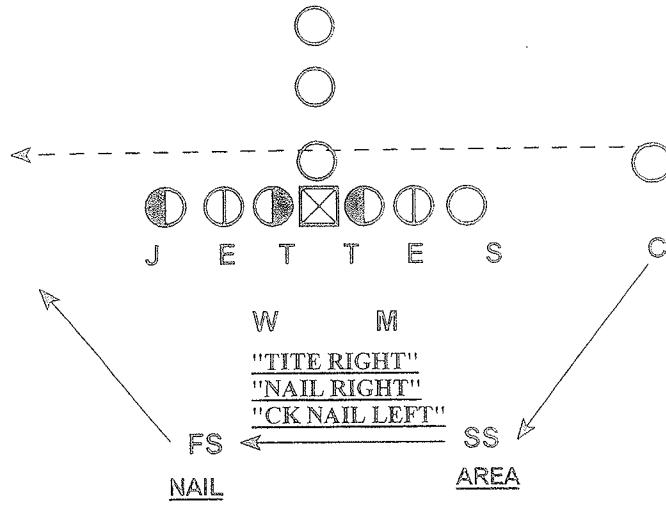
1. NEAR -- JUMP RIGHT



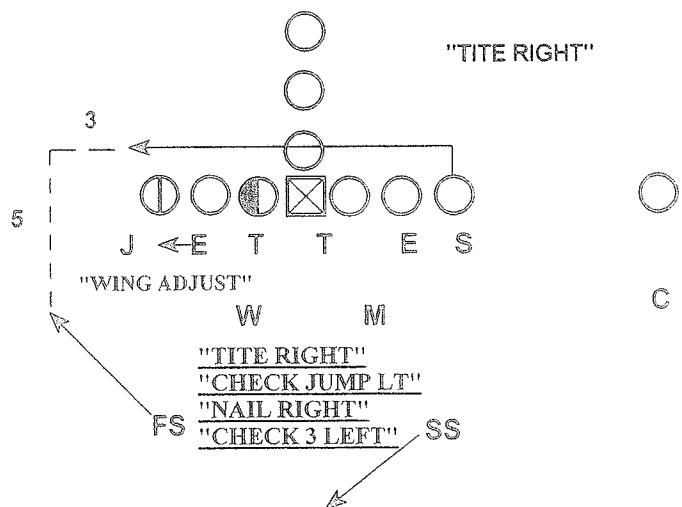
2. I FAR -- JUMP LEFT



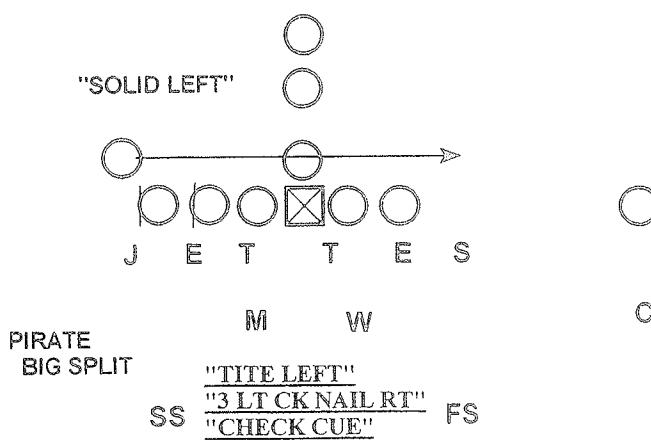
3. ZAC- CHECK NAIL LT



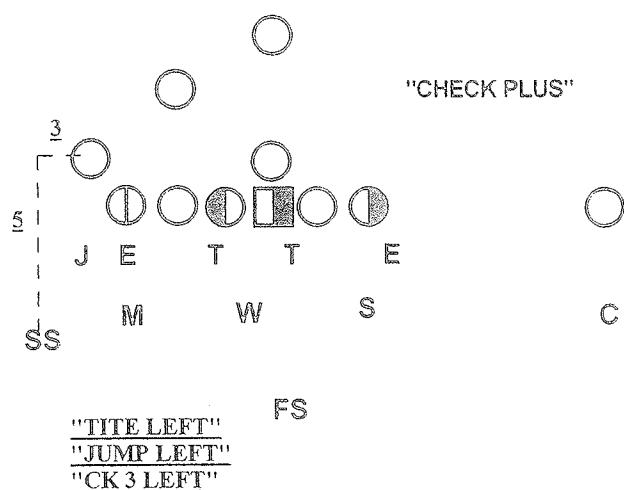
4. SOLID LEFT -- CHECK 3



5. ZAC - "CHECK NAIL RIGHT"



6.



NICKEL BASE PACKAGE

ALIGNMENT RULES:

BENCH – JACK ALIGN TO BENCH (BOUNDARY) / STAR ALIGN TO FIELD

MAC & \$ - TAKE NATURAL ALIGNMENT (\$ TO Y)(NO MIX ON YAC)

CLOSED – JACK ALIGN TO CLOSED / STAR WILL TRAVEL ON CHANGE OF STRENGTH MOTION (NORMAL ALIGNMENT RULES)

BENCH BASE

STAR FIRE 3 - ROY/LEE OFF THE STAR'S RUSH

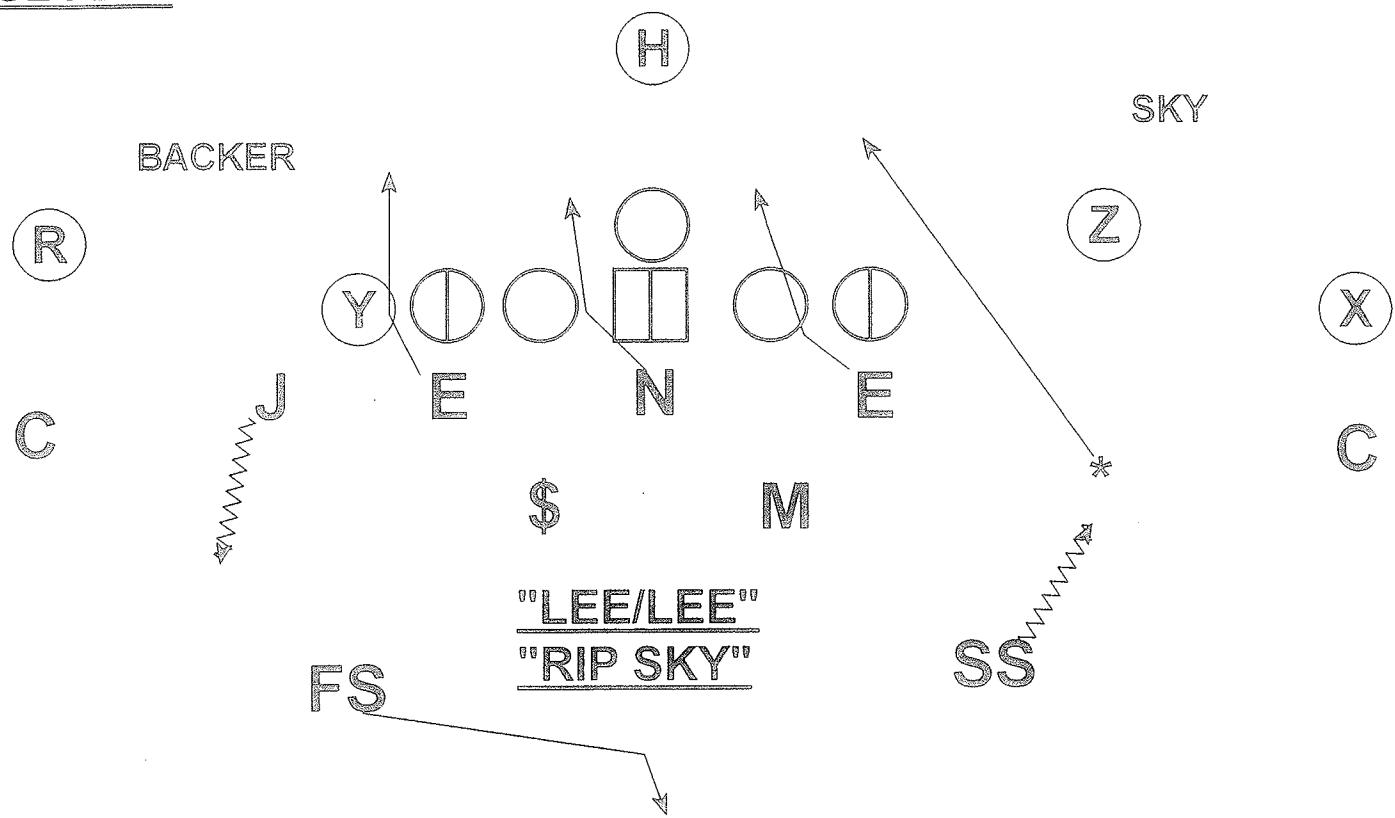
BASE CLOSED

TRIPLE 88 / 6

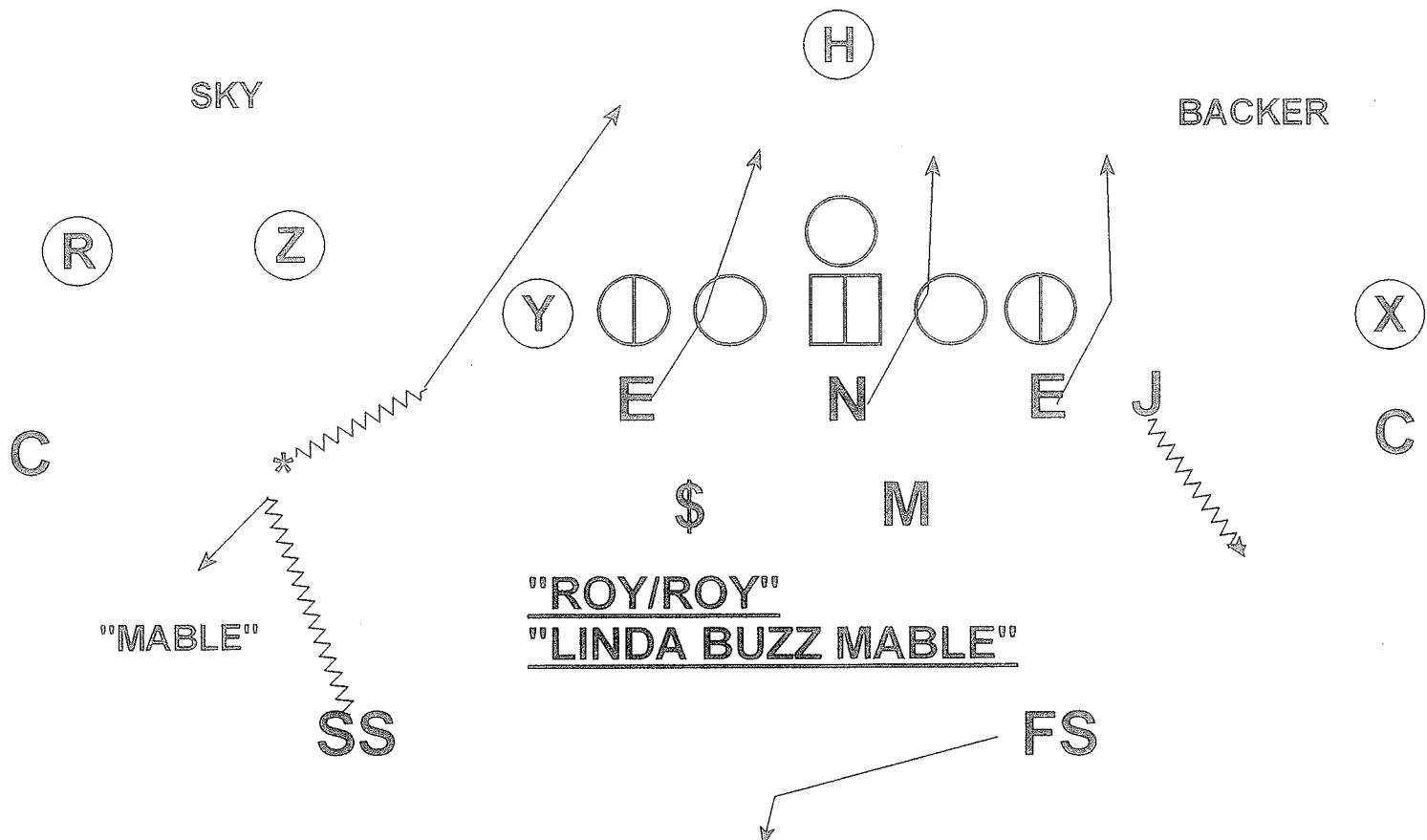
NICKEL BASE BENCH STAR FIRE 3 ZONE REPLACE

BLUE FLEX

ROY/LEE FRONT AWAY FROM *



BLUE TRAIN LT

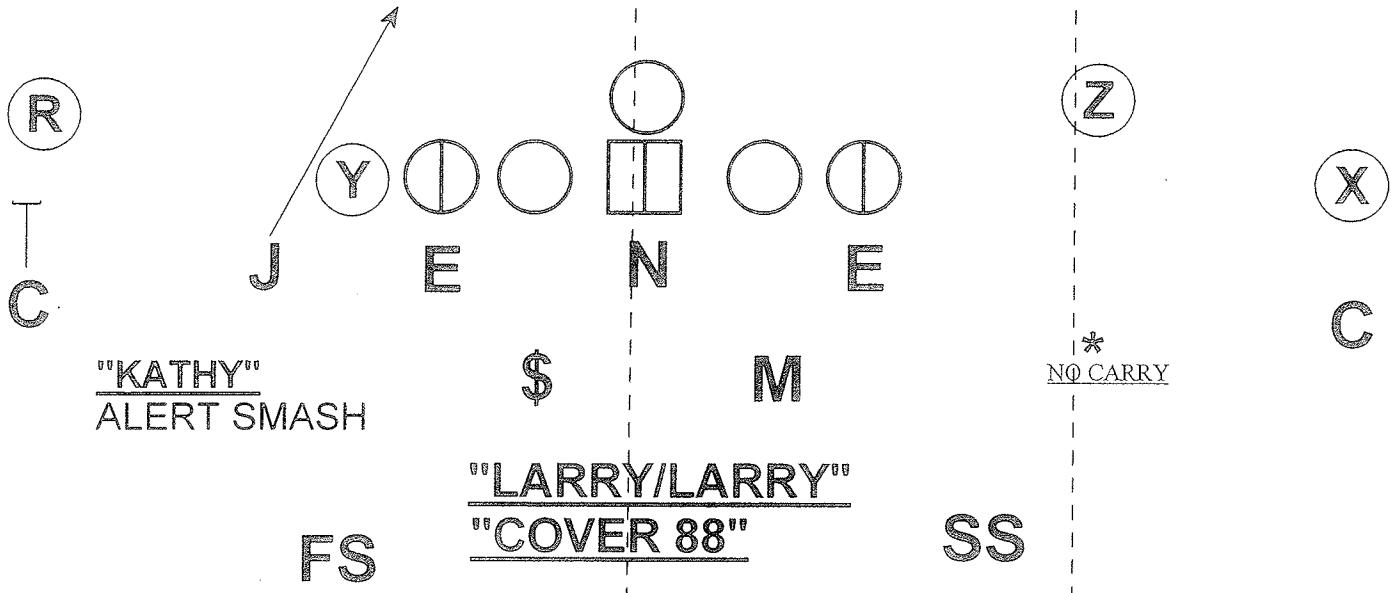


NICKEL BASE CLOSED TRIPLE 88 / 6

BLUE FLEX

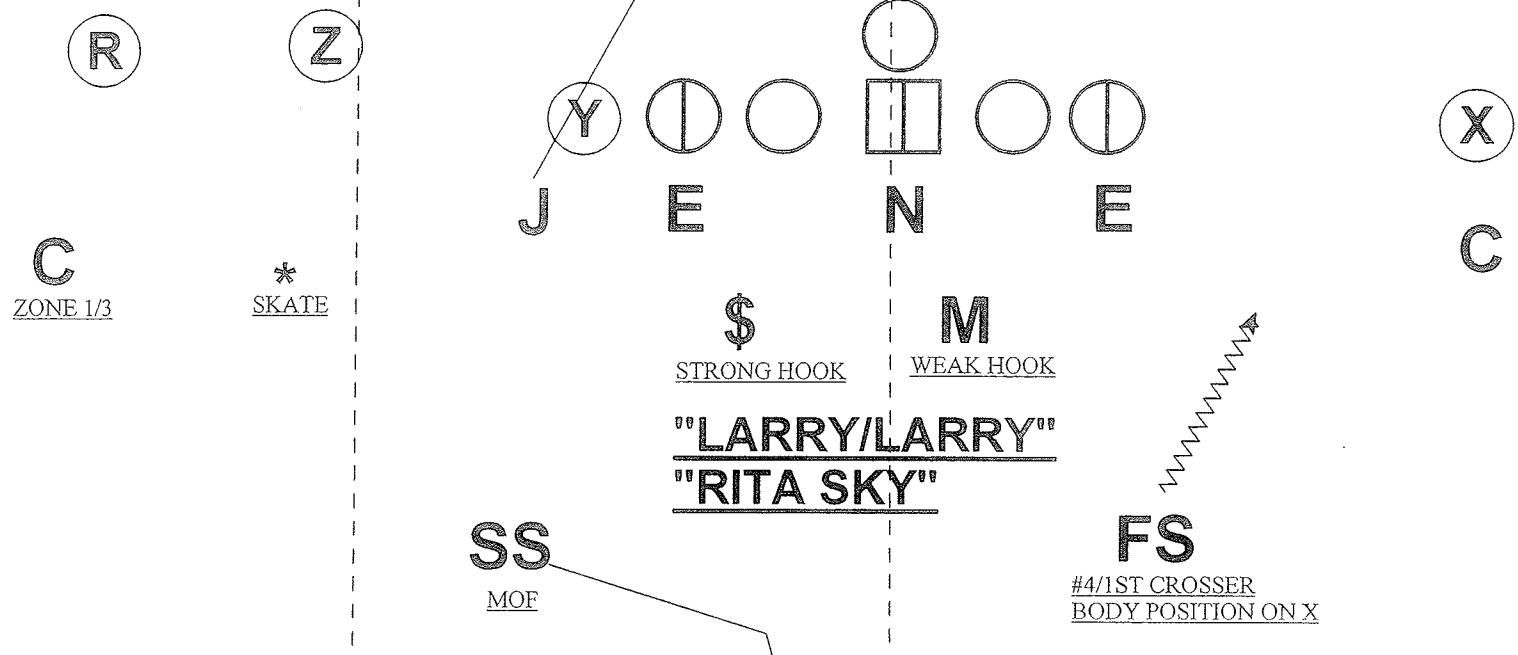
ROY/LEE ON YAC ONLY

COVER 88



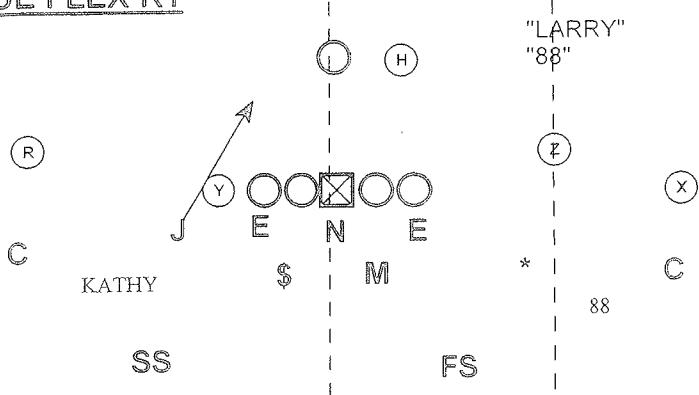
BLUE TRAIN LT

COVER 6

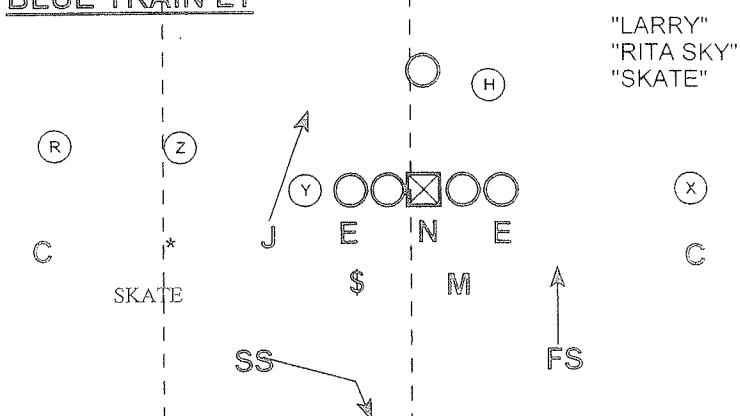


NICKEL BASE CLOSED TRIPLE 88 / 6: ADJUSTMENTS

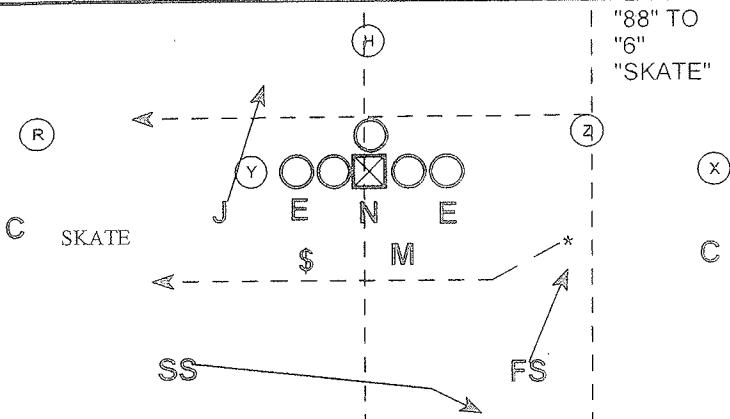
BLUE FLEX RT



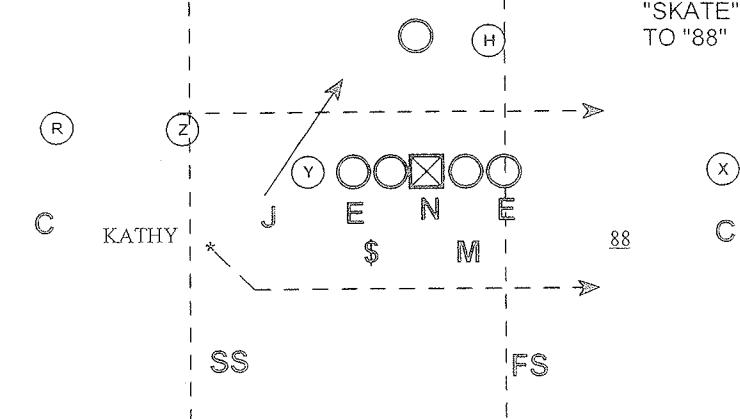
BLUE TRAIN LT



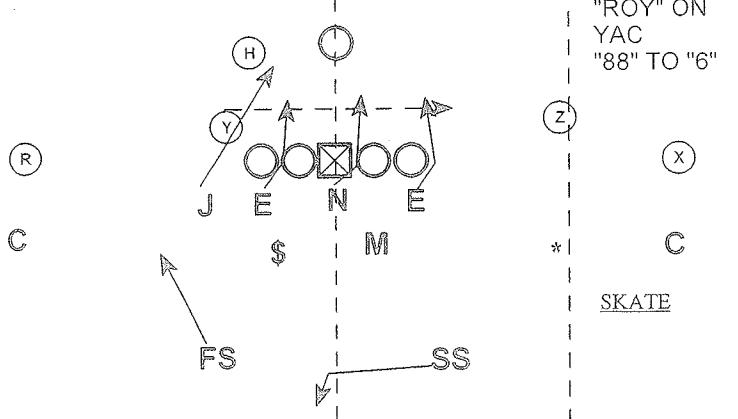
BLUE (ZAC) TRAIN LT (TRIPS TO BDRY)



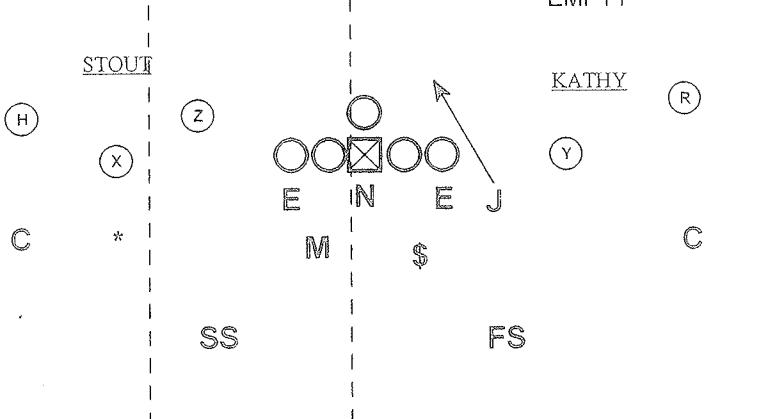
BLUE (ZAC) FLEX RT (FIB)



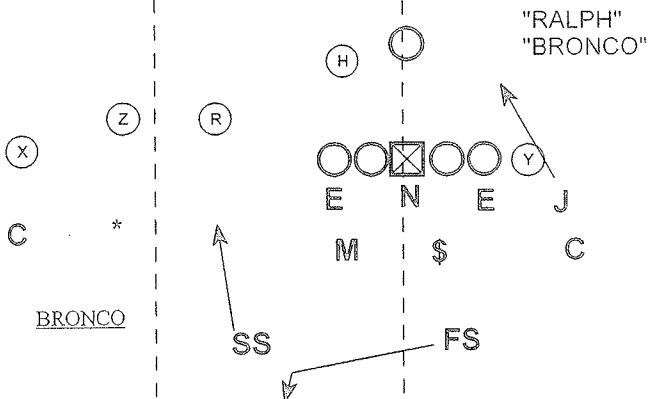
BLUE (YAC) TRAIN LT Y OFF



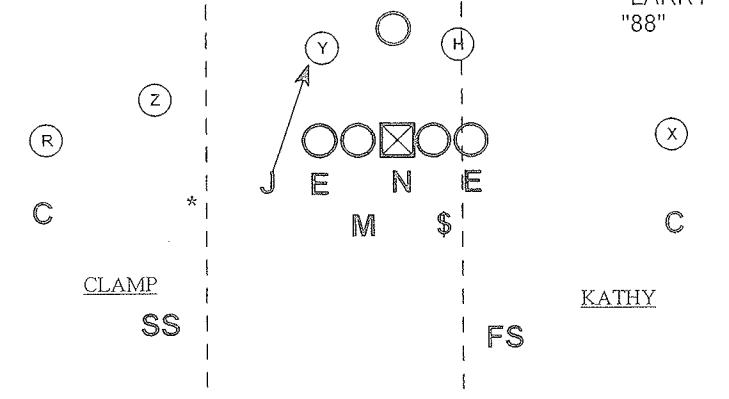
BLUE EMPTY TRAIN H OUTSIDE



BLUE TREY LT

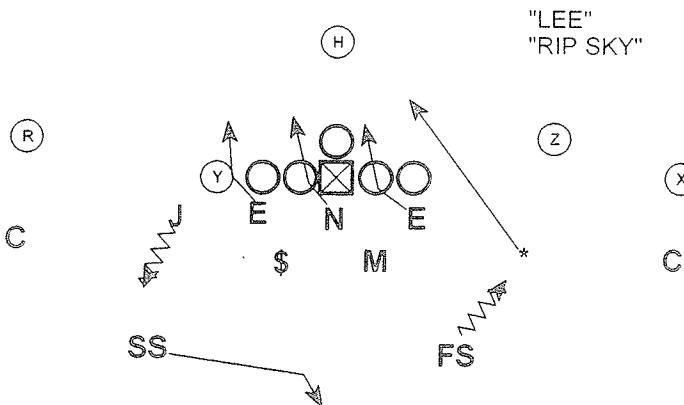


BLUE SPLIT LT

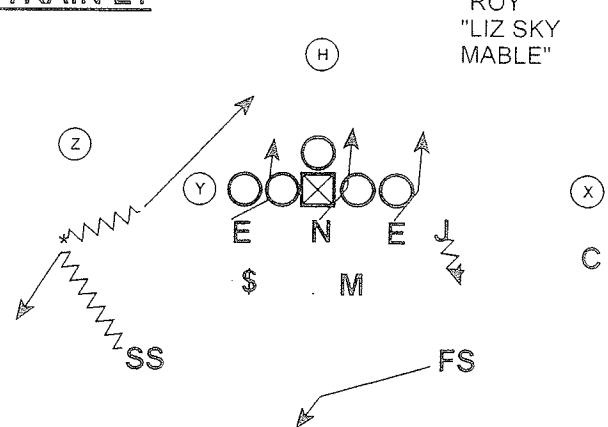


NICKEL BASE BENCH STAR FIRE 3 (ZONE REPLACE)
PULL THE STRING

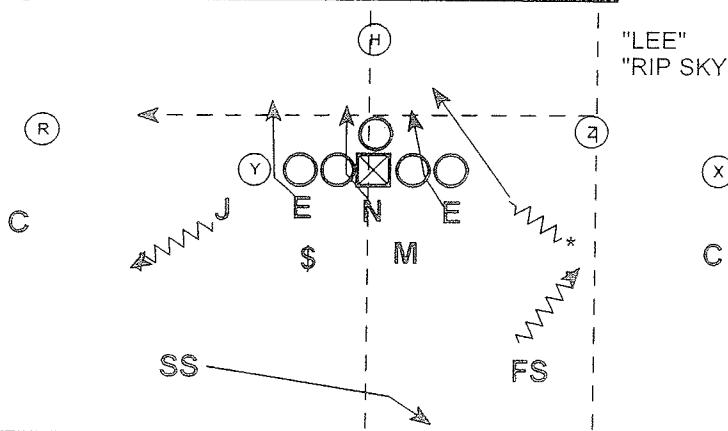
BLUE FLEX RT



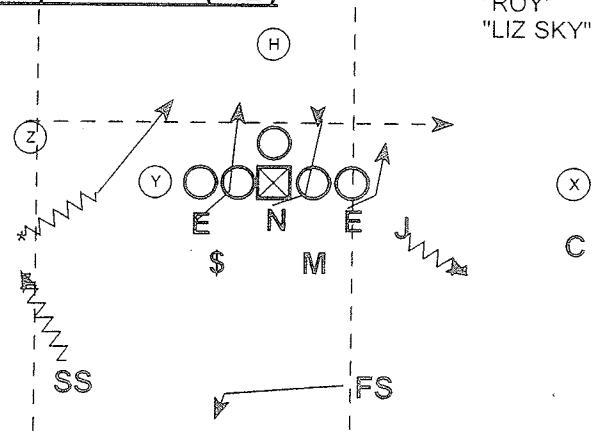
BLUE TRAIN LT



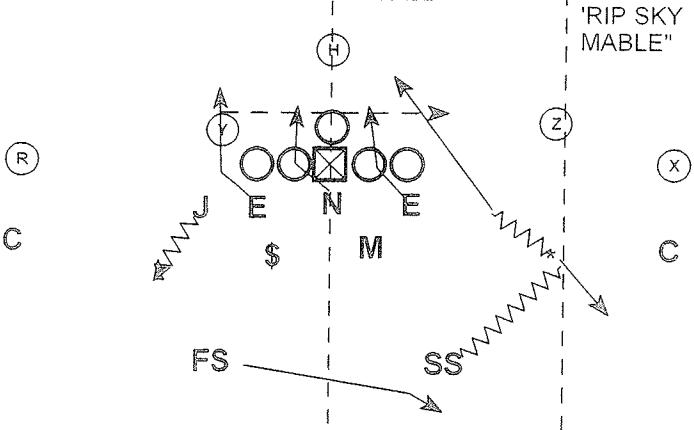
BLUE (ZAC) TRAIN LT (TRIPS TO BDRY)



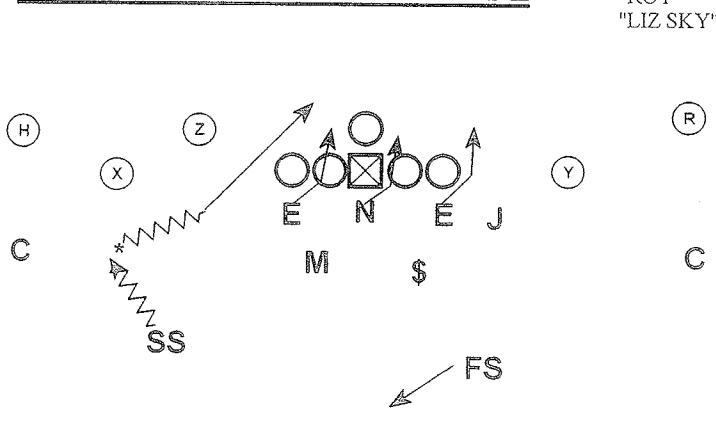
BLUE (ZAC) FLEX RT (FIB)



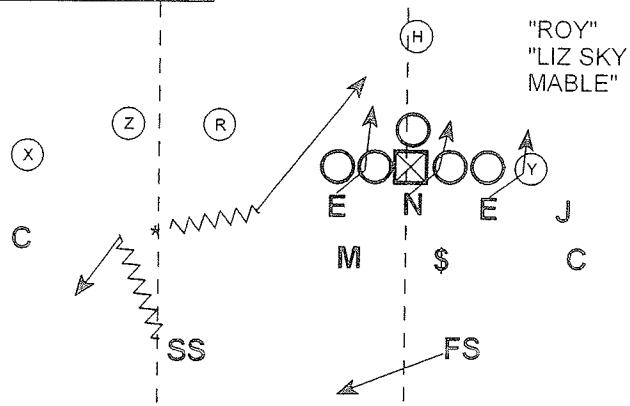
BLUE (YAC) TRAIN LT Y OFF



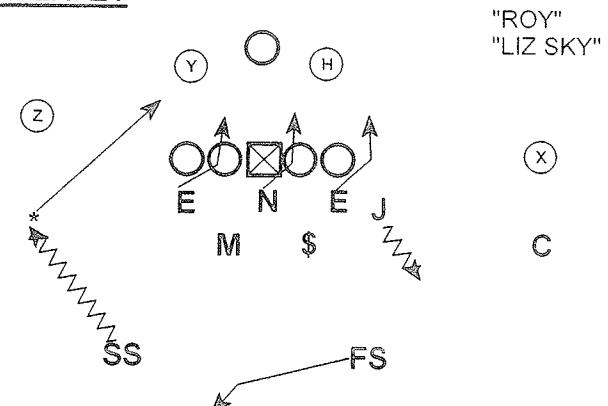
BLUE EMPTY TRAIN H OUTSIDE



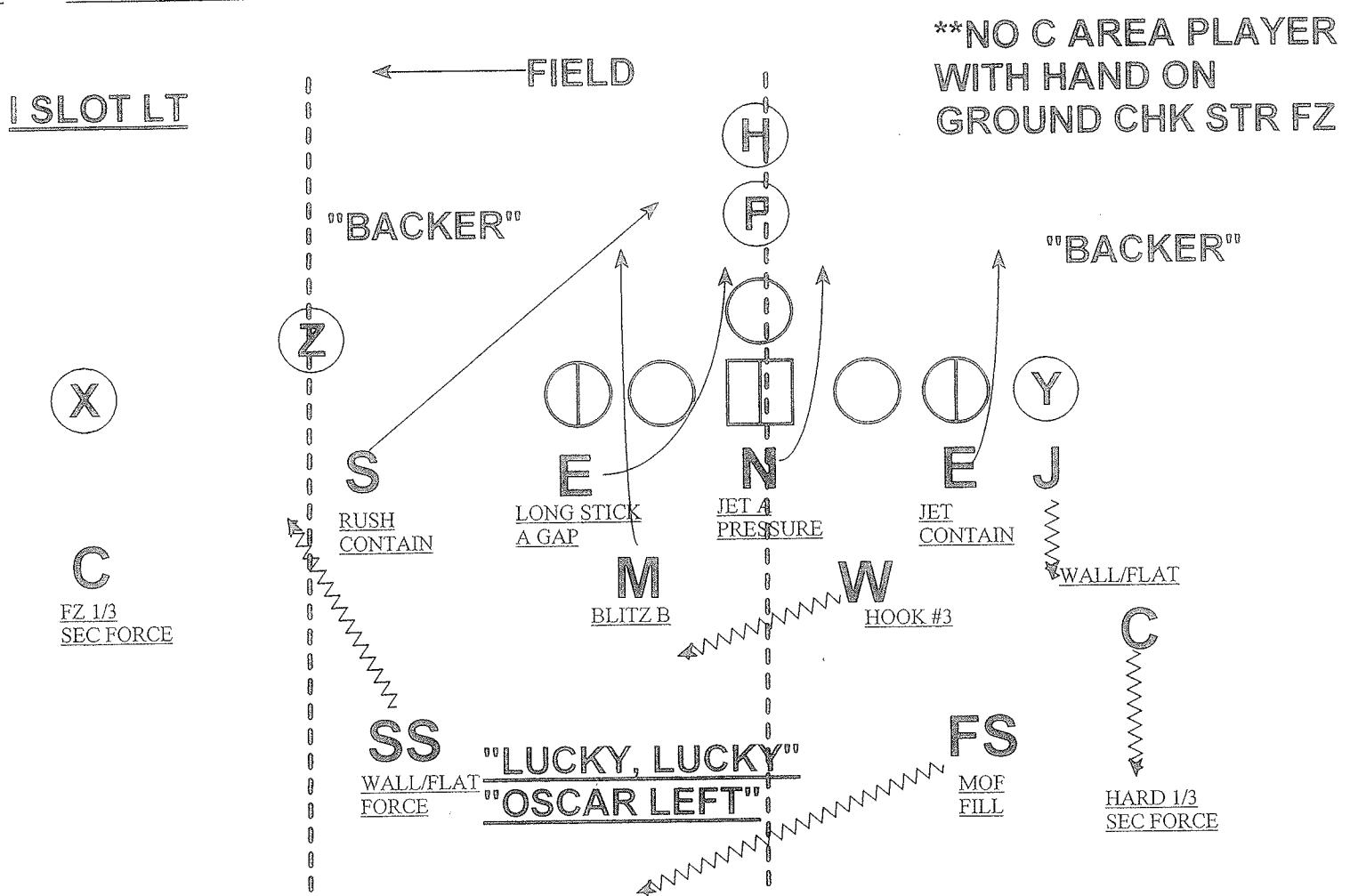
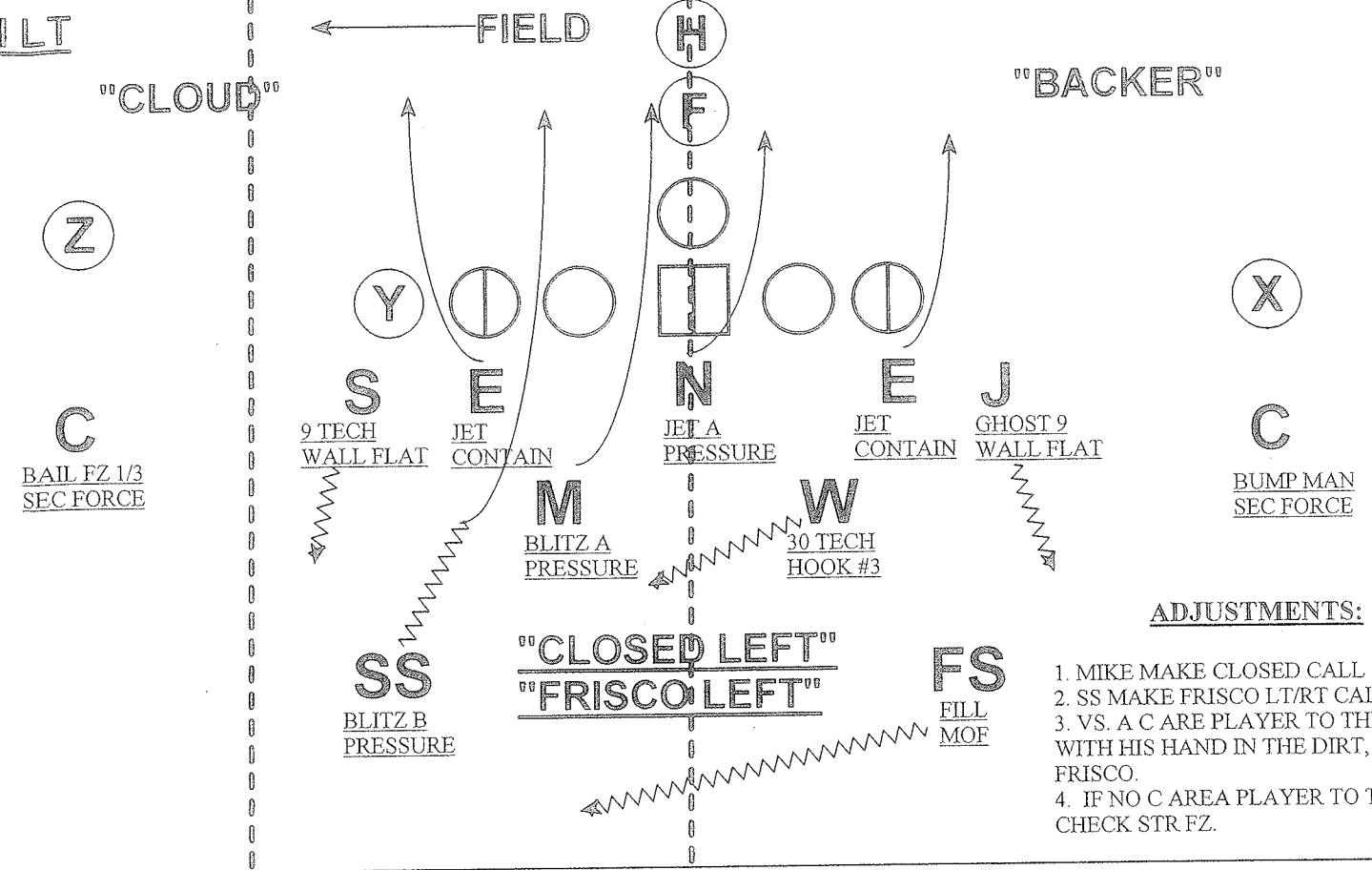
BLUE TREY LT



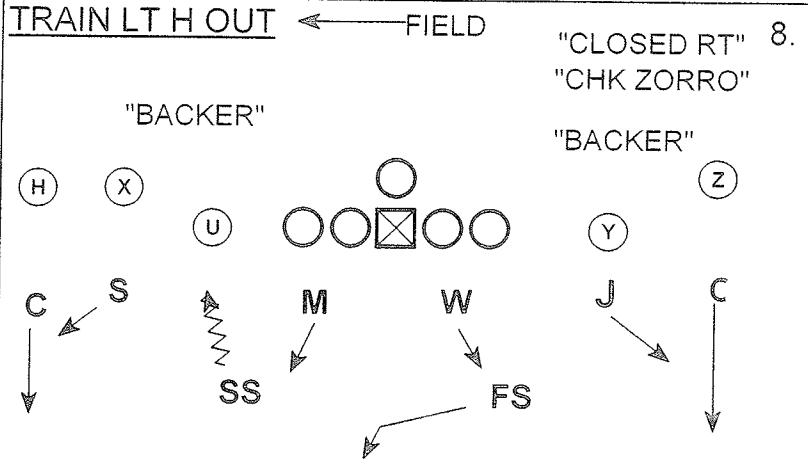
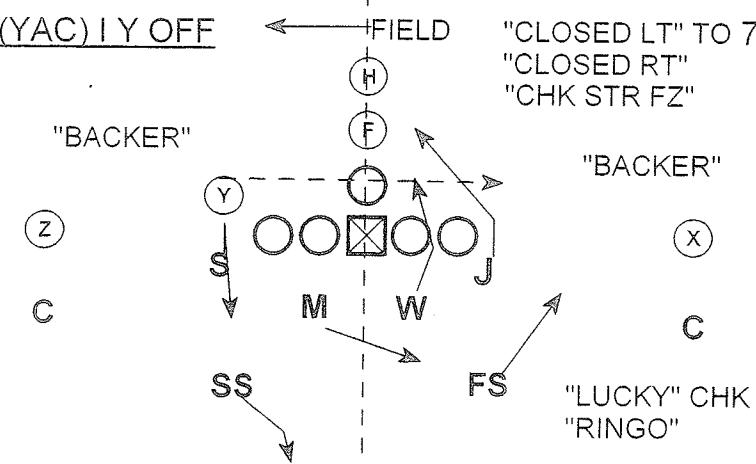
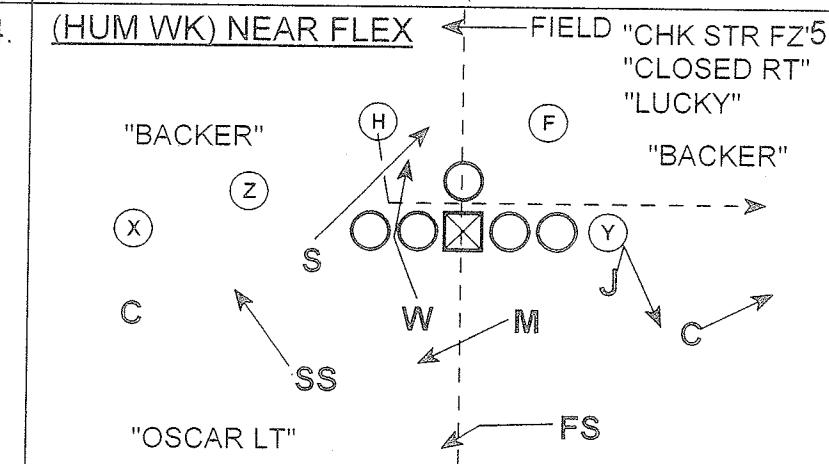
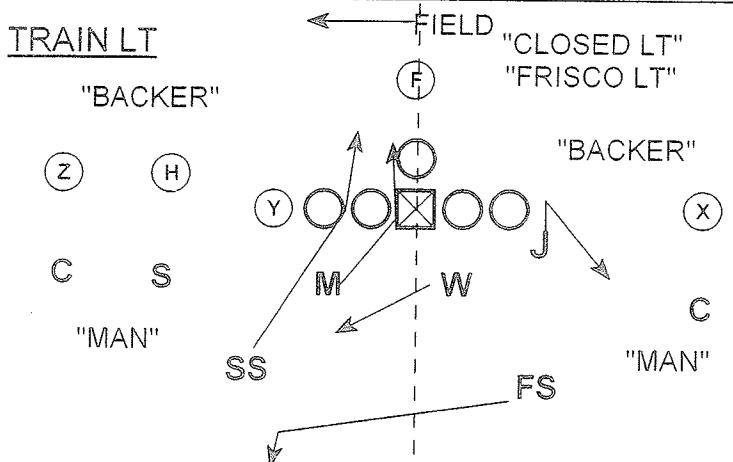
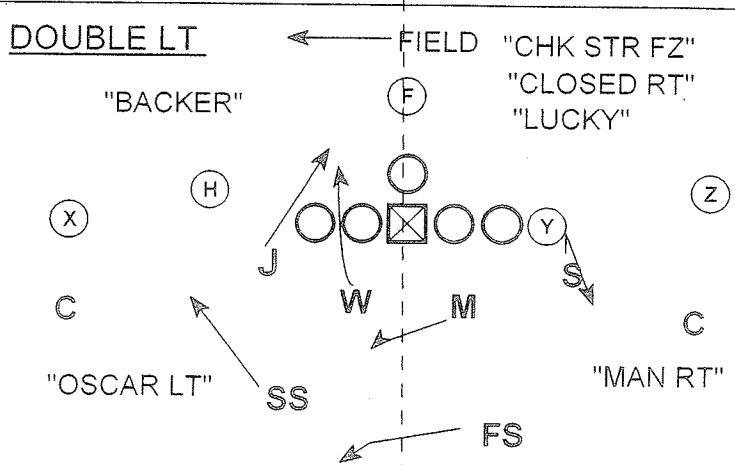
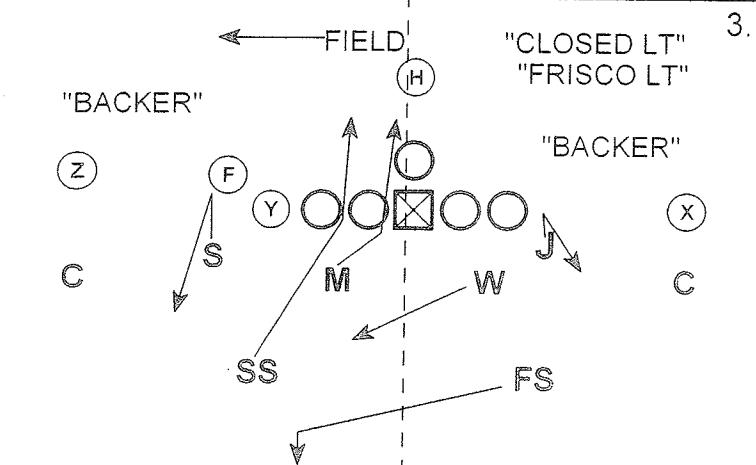
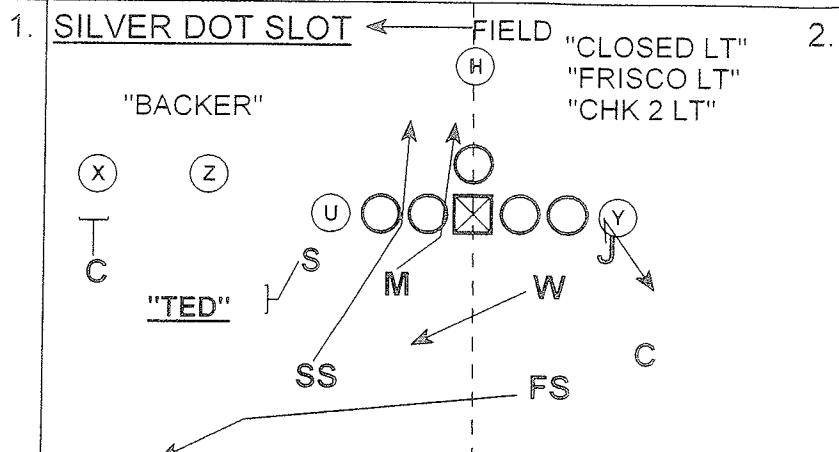
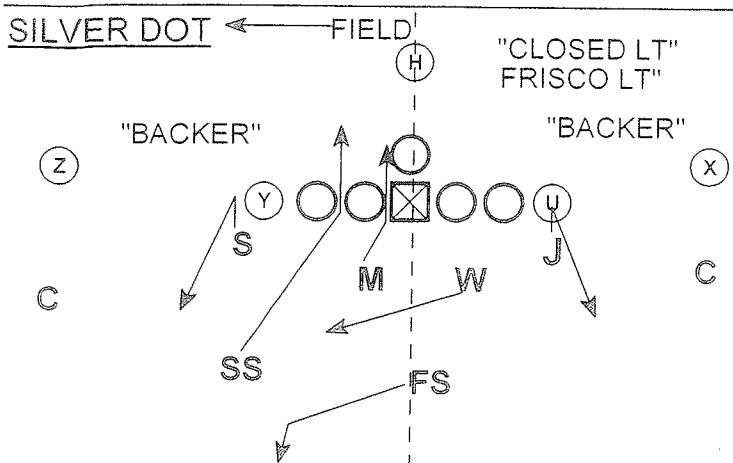
BLUE SPLIT LT



FIELD FRISCO A (B) CHK STRONG F.Z. (ZORRO)



FIELD FRISCO A (B) CHK STR FZ (ZORRO): ADJUSTMENTS



FIELD SONIC CHK STRONG F.Z. (ZORRO)

LT

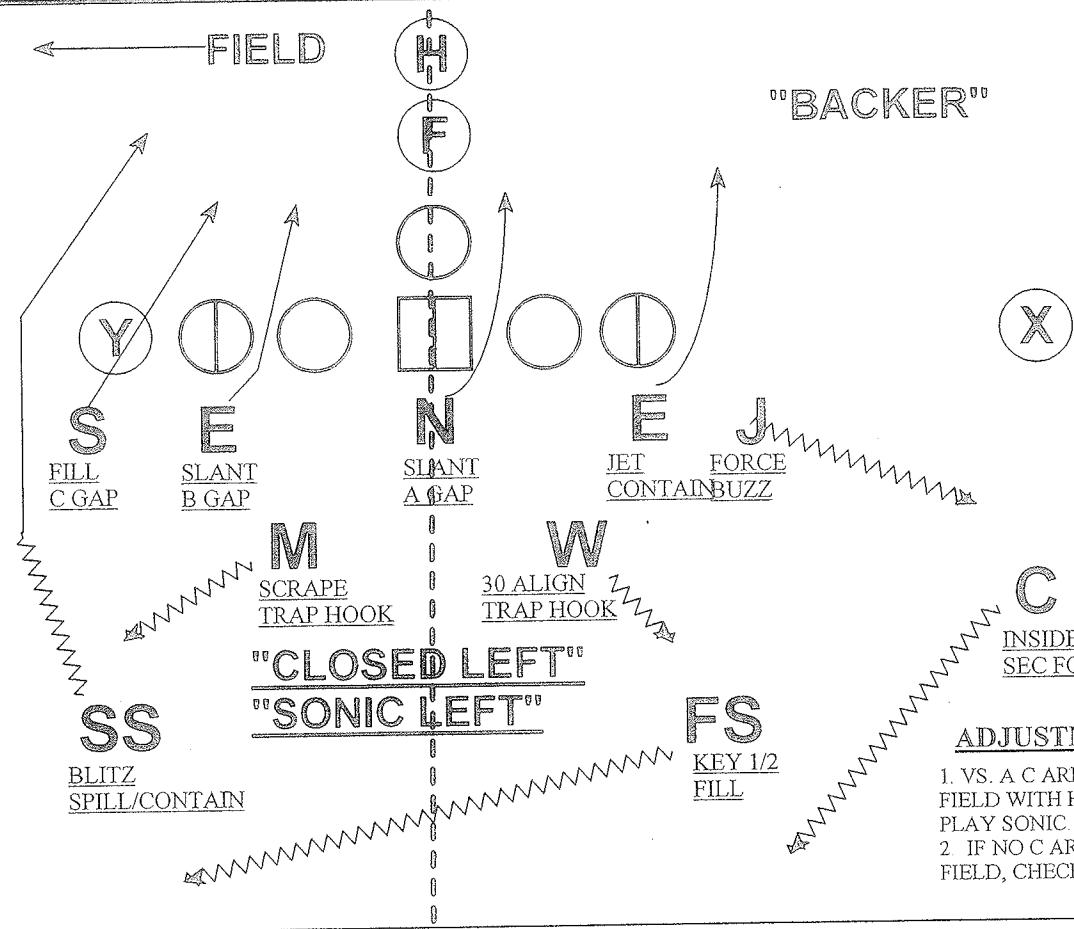
"CLOUD"

Z

T
C
TRAP
FORCE

"BACKER"

X



ADJUSTMENTS:

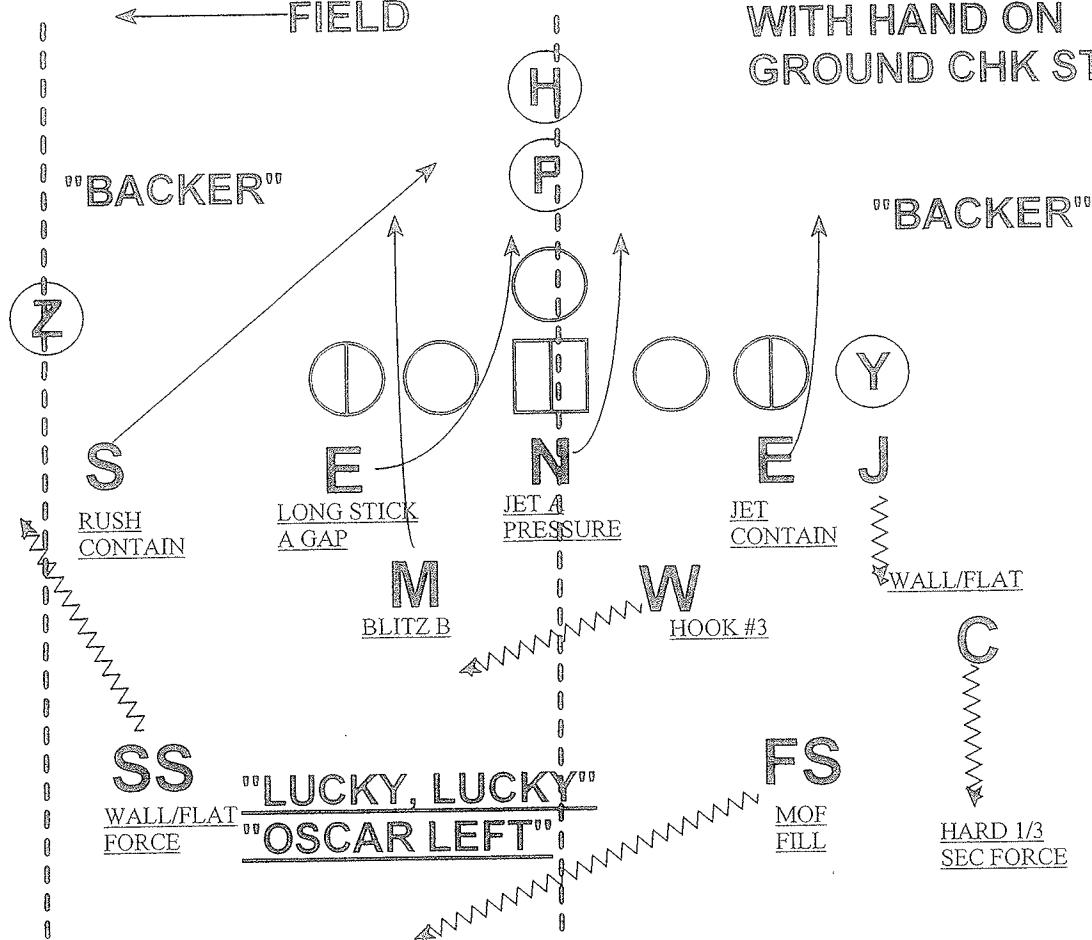
1. VS. A C AREA PLAYER TO THE FIELD WITH HIS HAND IN THE D1 PLAY SONIC.
2. IF NO C AREA PLAYER TO THE FIELD, CHECK STR FZ.

I SLOT LT

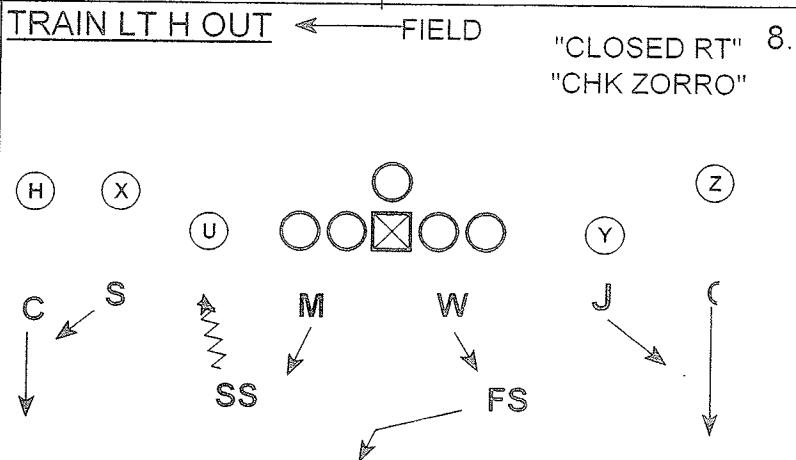
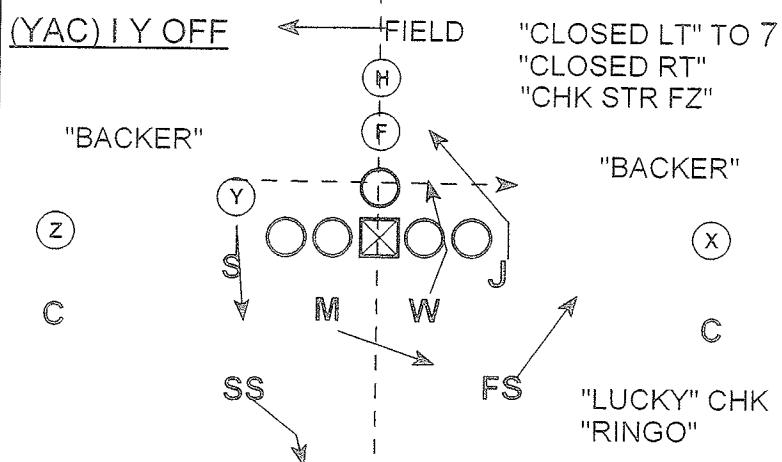
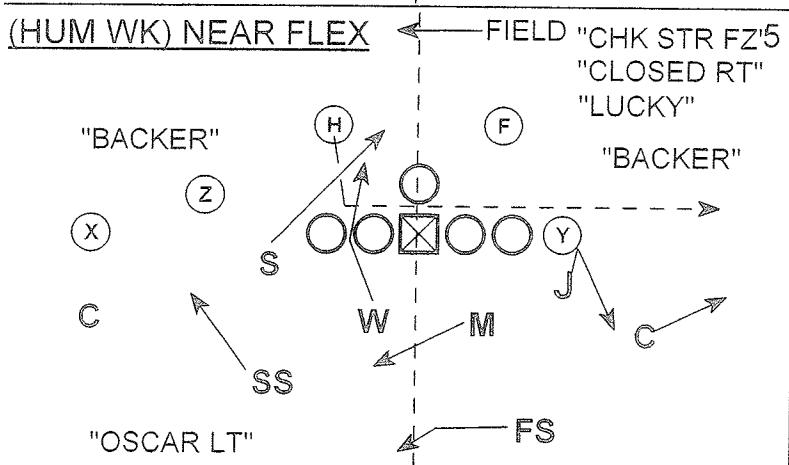
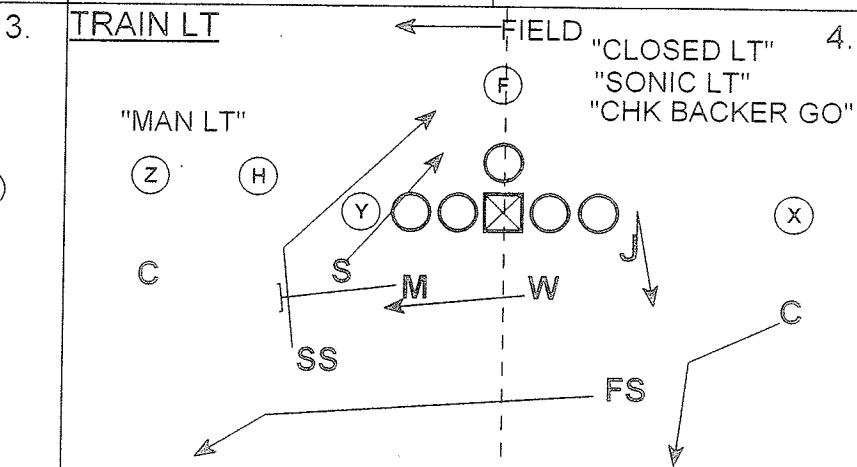
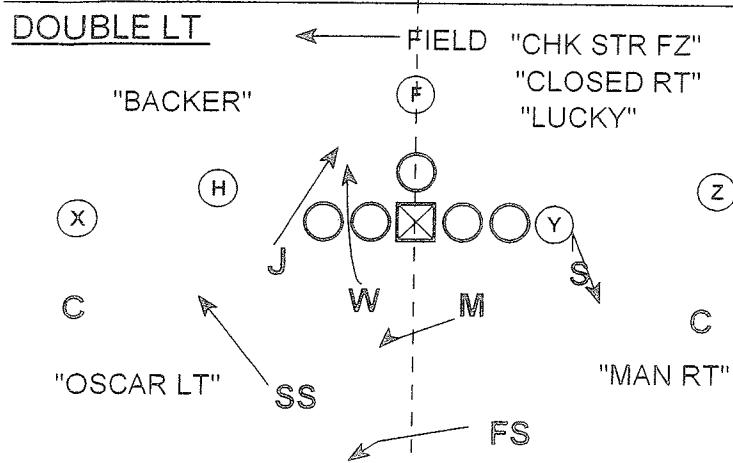
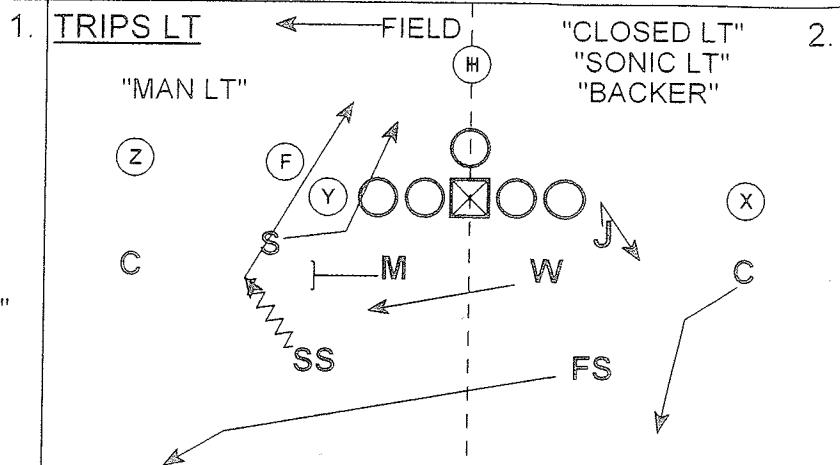
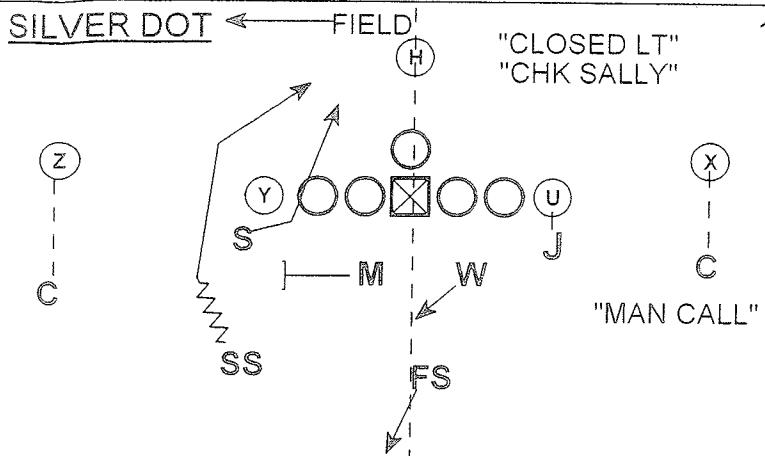
X

C
FZ 1/3
SEC FORCE

****NO C AREA PLAYER
WITH HAND ON
GROUND CHK STR FZ**

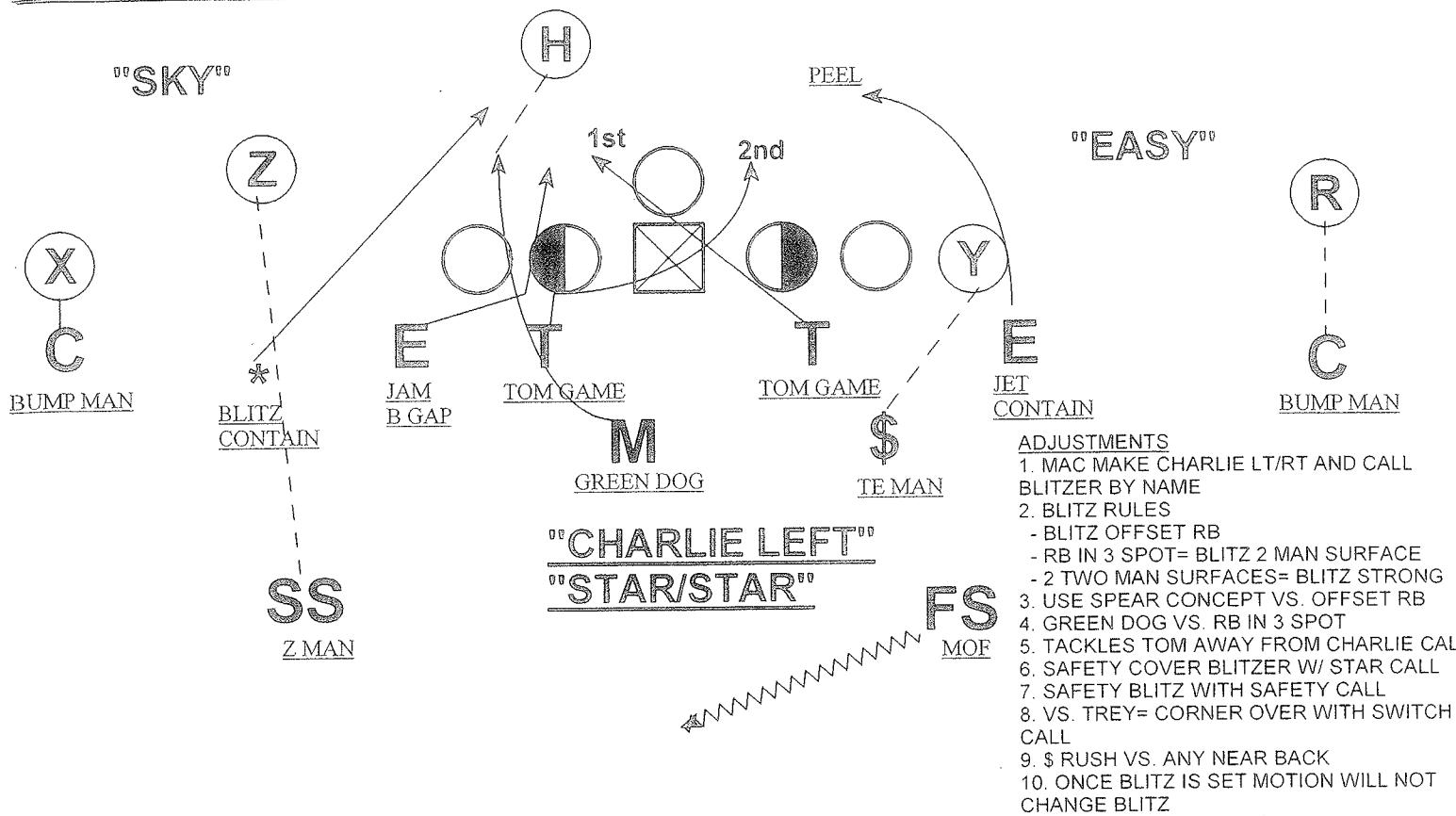


FIELD SONIC CHK STR FZ (ZORRO): ADJUSTMENTS



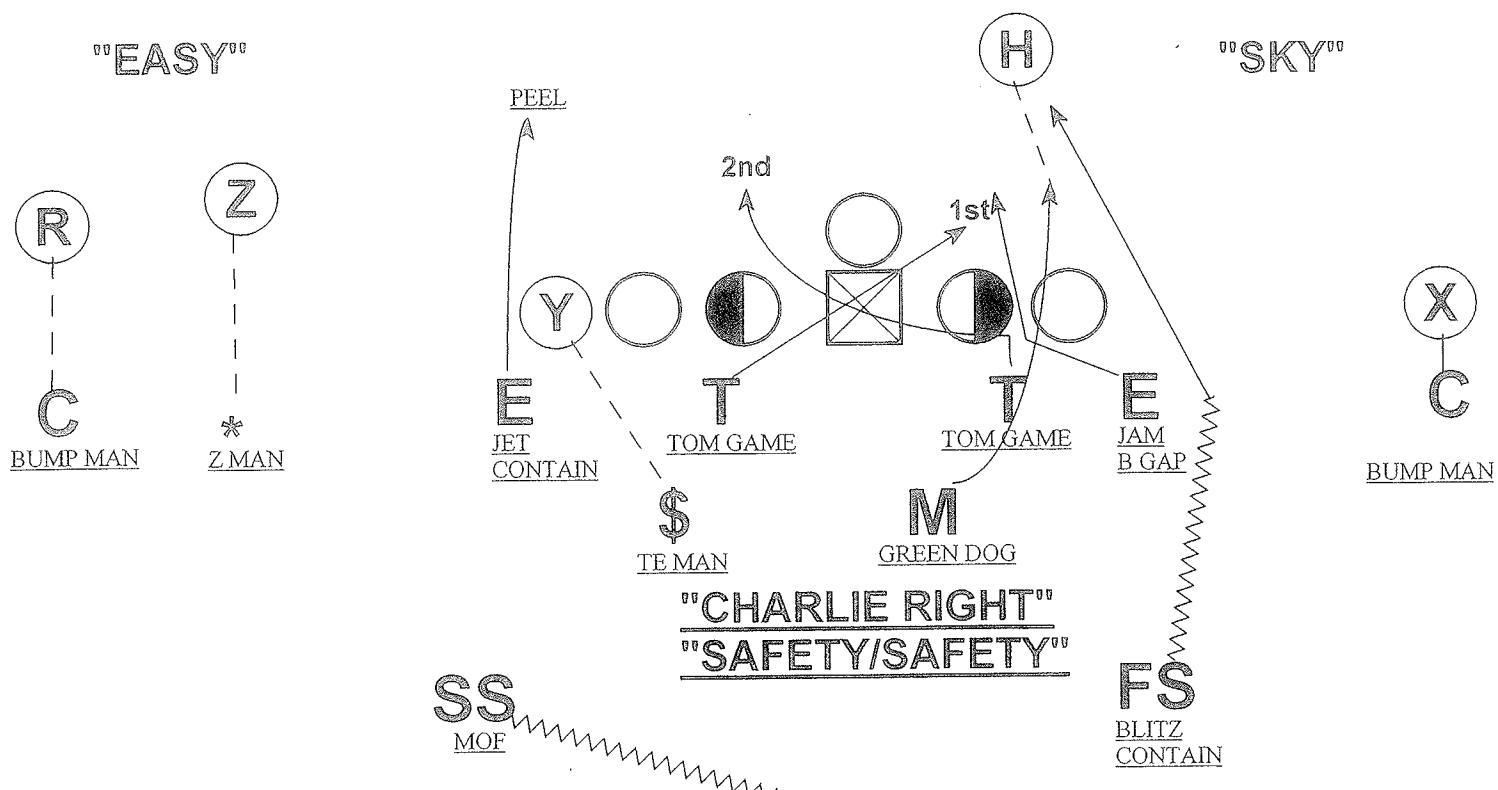
NICKEL / DIME EVEN DBL DOG 0-PEEL

BLUE FAR FLEX LT



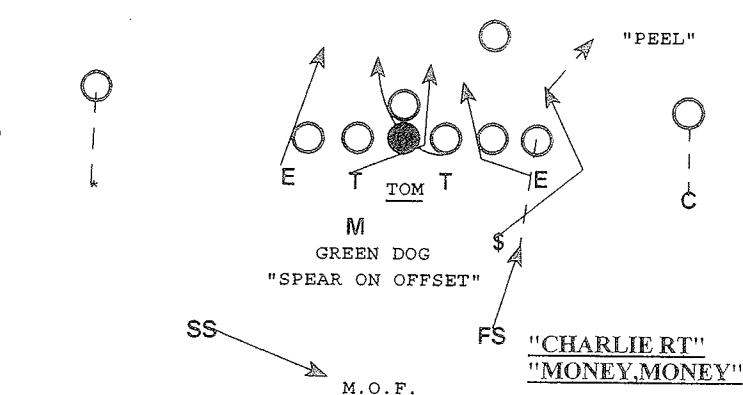
BLUE FAR TRAIN LT

SPEAR CONCEPT vs. OFFSET RB

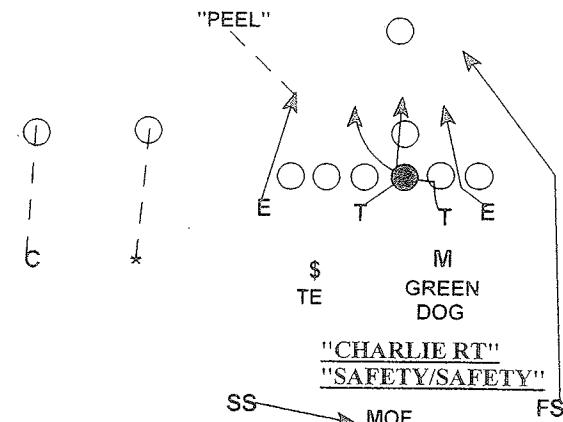


N/D EVEN DBL DOG O PEEL: ADJUSTMENTS

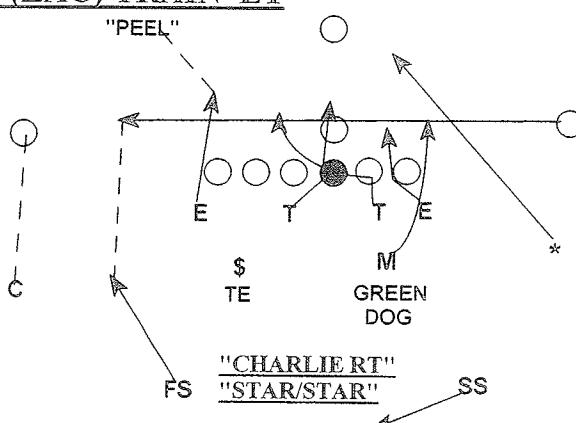
BLUE NEAR FLEX RT



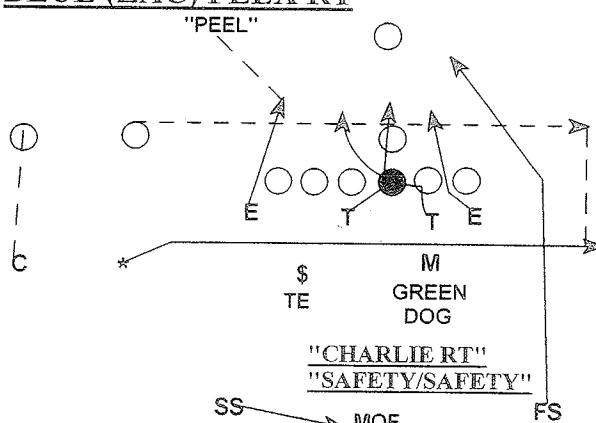
BLUE TRAIN LT



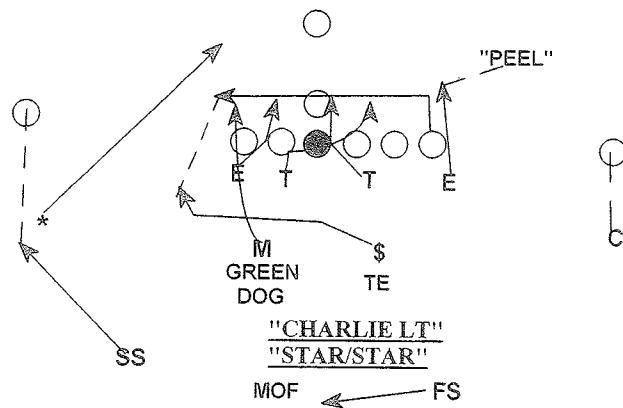
BLUE (ZAC) TRAIN LT



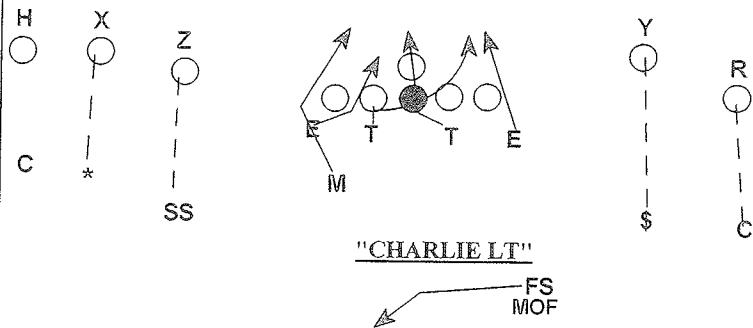
BLUE (ZAC) FLEX RT



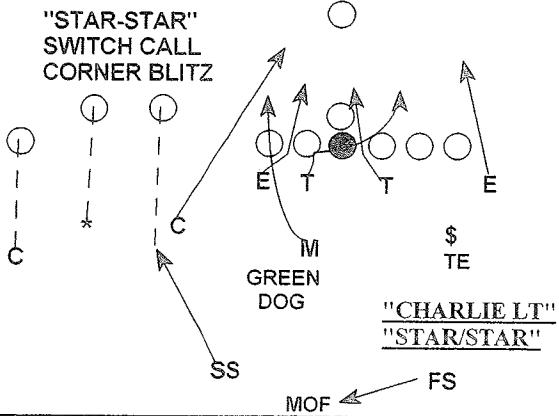
BLUE (YAC) TRAIN LT Y OFF



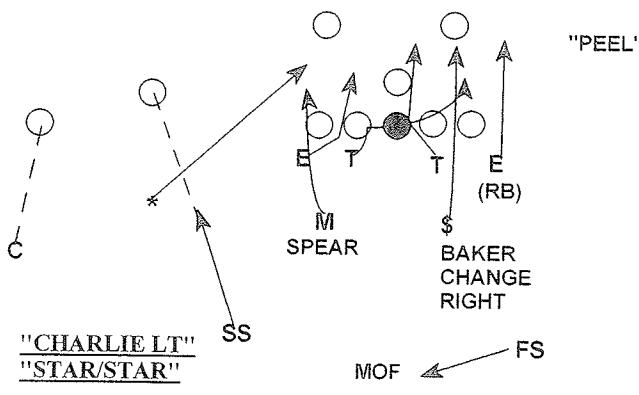
BLUE EMPTY TRAIN H OUT



BLUE TREY LT

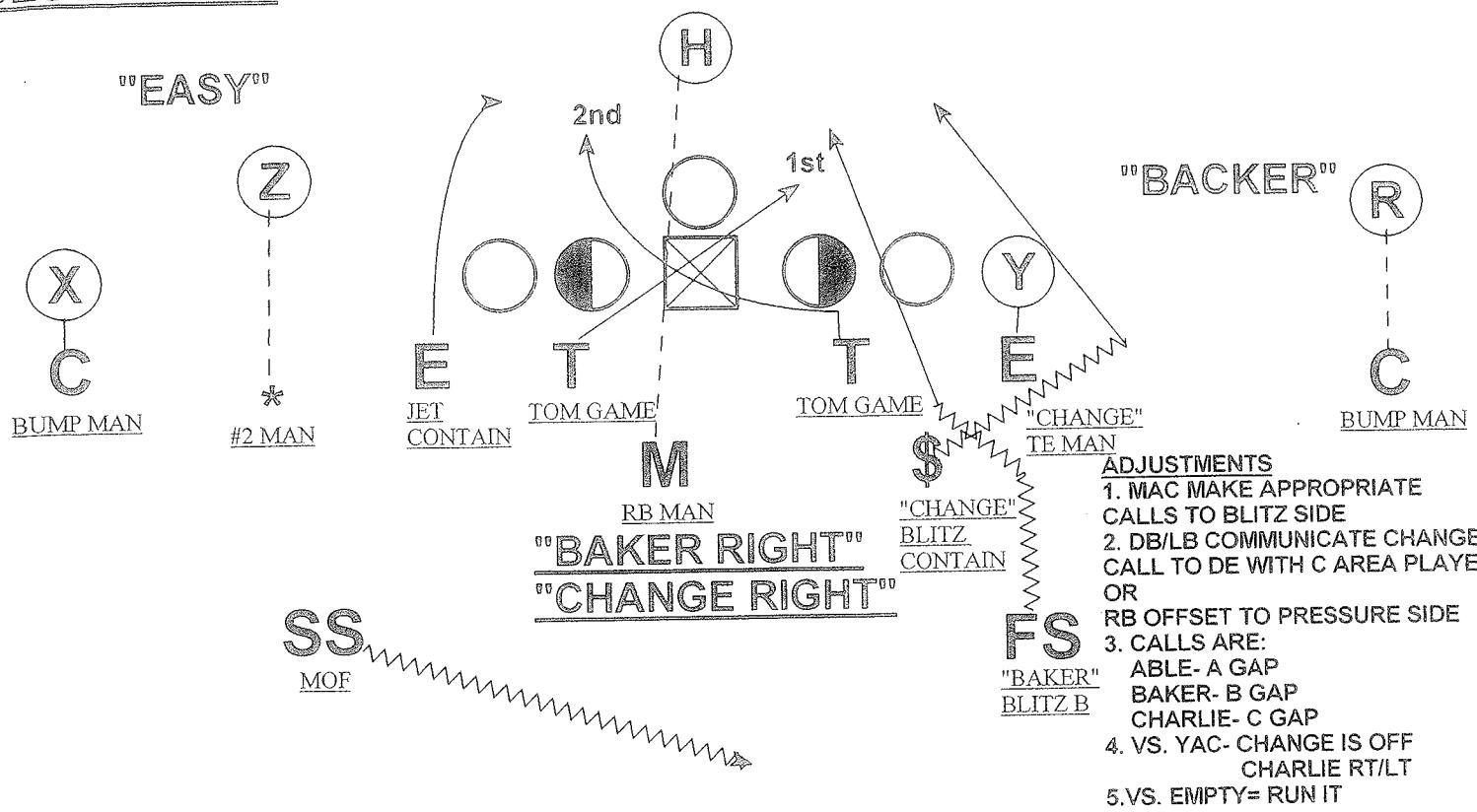


GOLD SPLIT LT

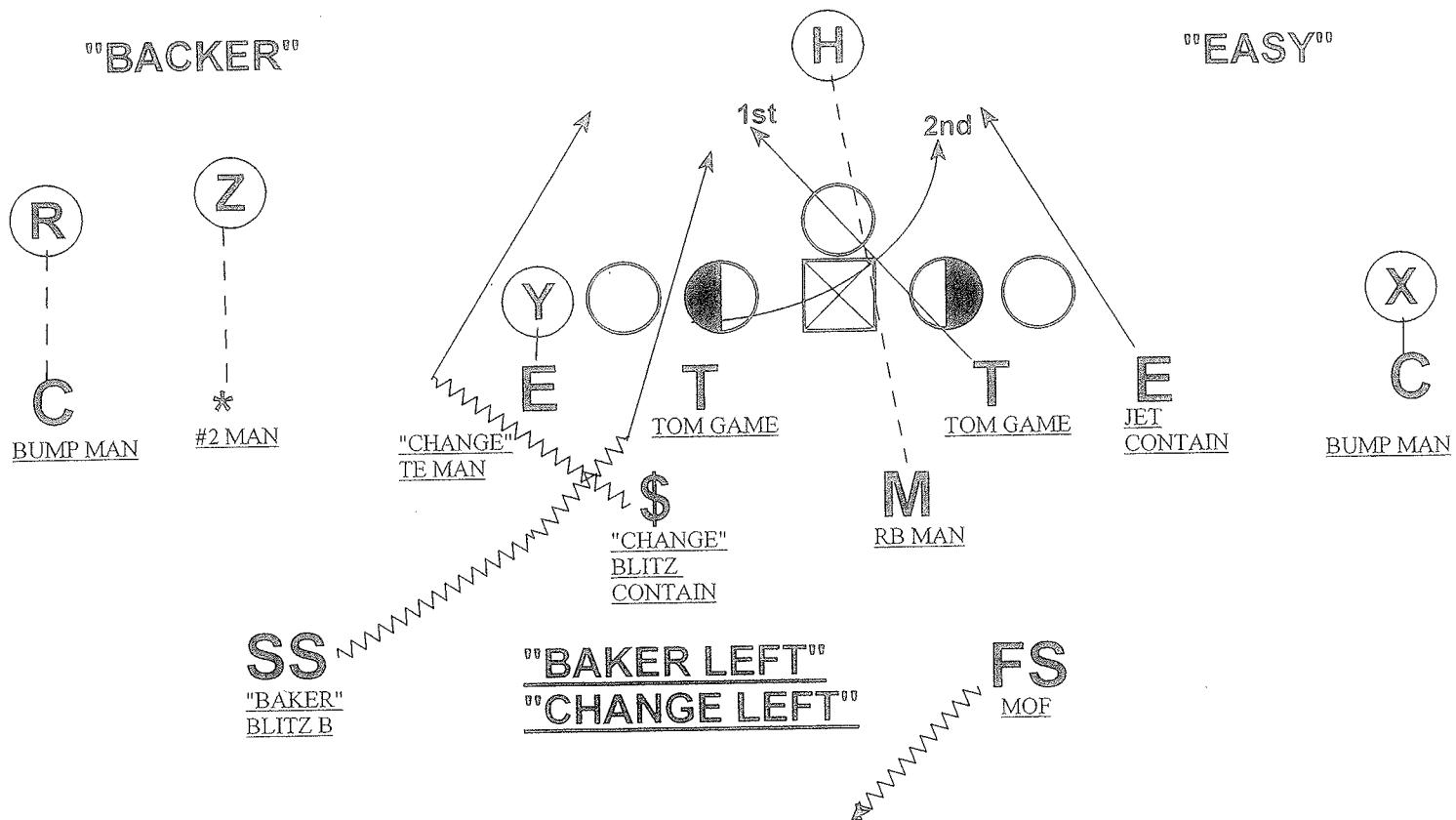


NICKEL / DIME EVEN \$ 0-CHANGE

BLUE FLEX LT

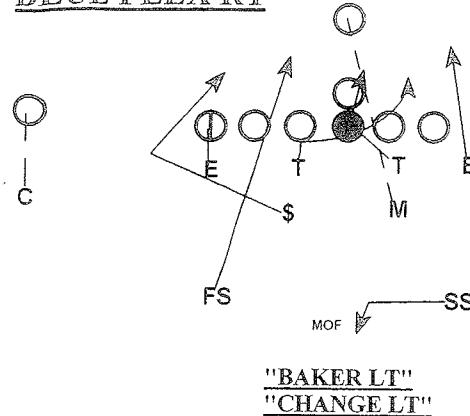


BLUE TRAIN LT



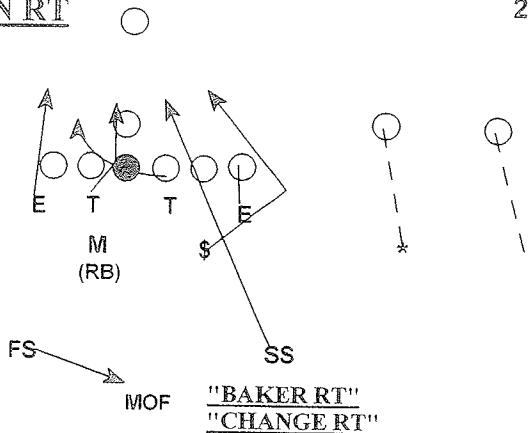
N/D EVEN \$ O CHANGE: ADJUSTMENTS

BLUE FLEX RT



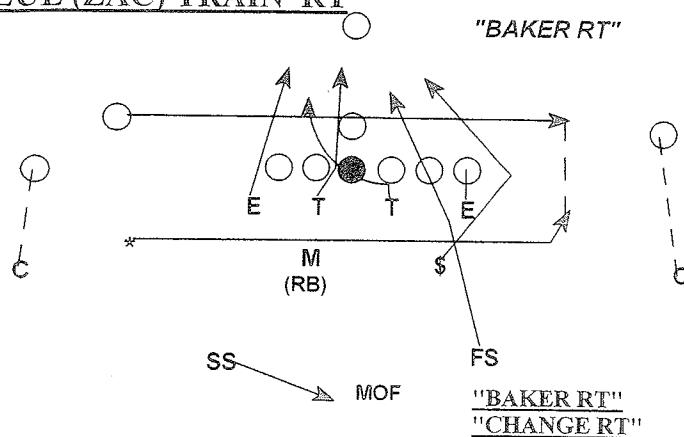
1.

BLUE TRAIN RT



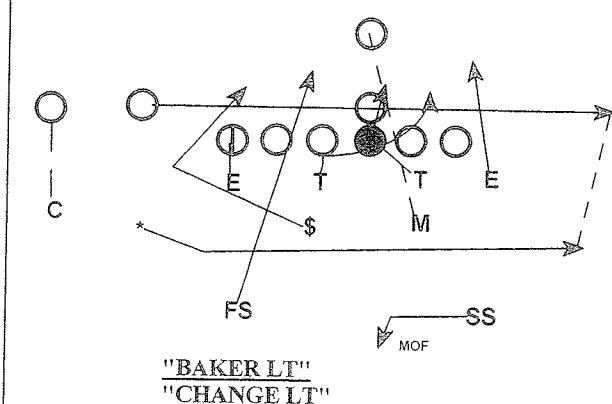
2.

BLUE (ZAC) TRAIN RT



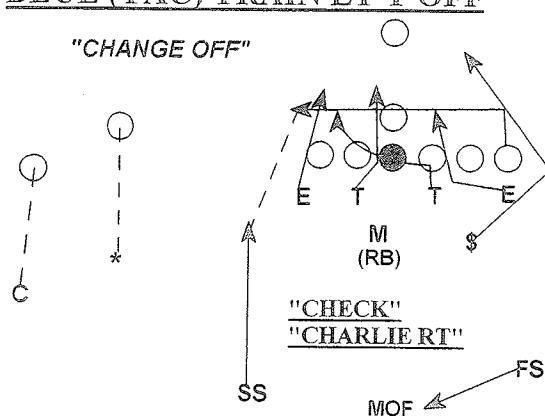
3.

BLUE (ZAC) FLEX RT



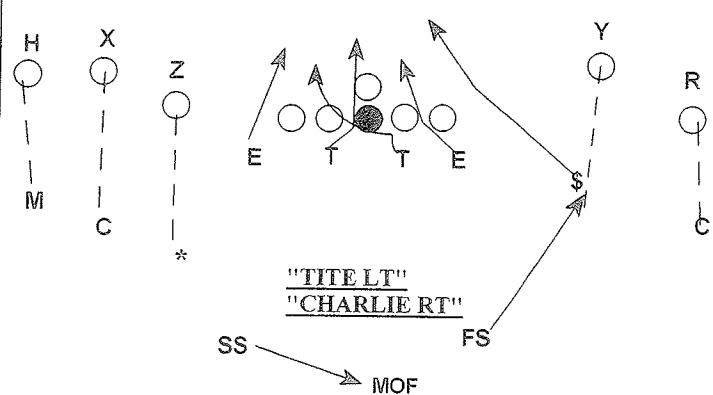
4.

BLUE (YAC) TRAIN LT Y OFF



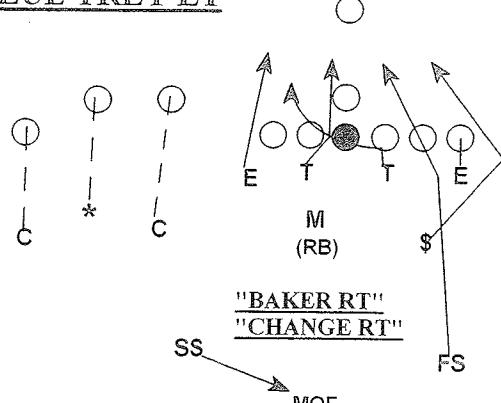
5.

BLUE EMPTY TRAIN H OUT



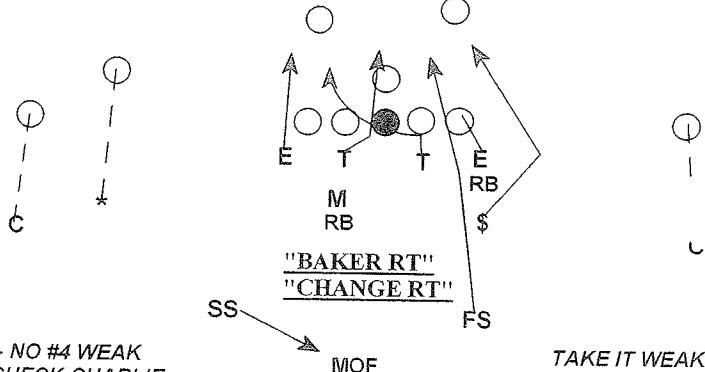
6.

BLUE TREY LT



7.

GOLD SPLIT LT



8.

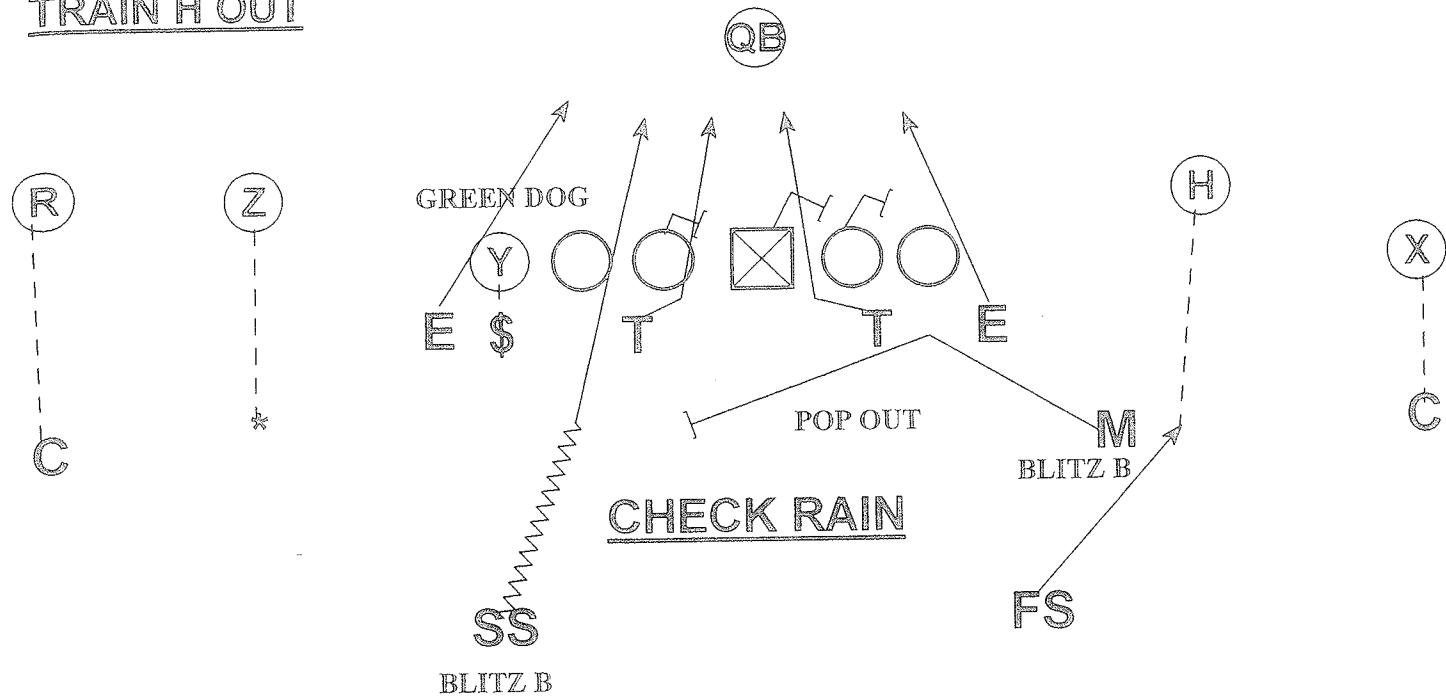
-- NO #4 WEAK
CHECK CHARLIE

TAKE IT WEAK
VS GOLD

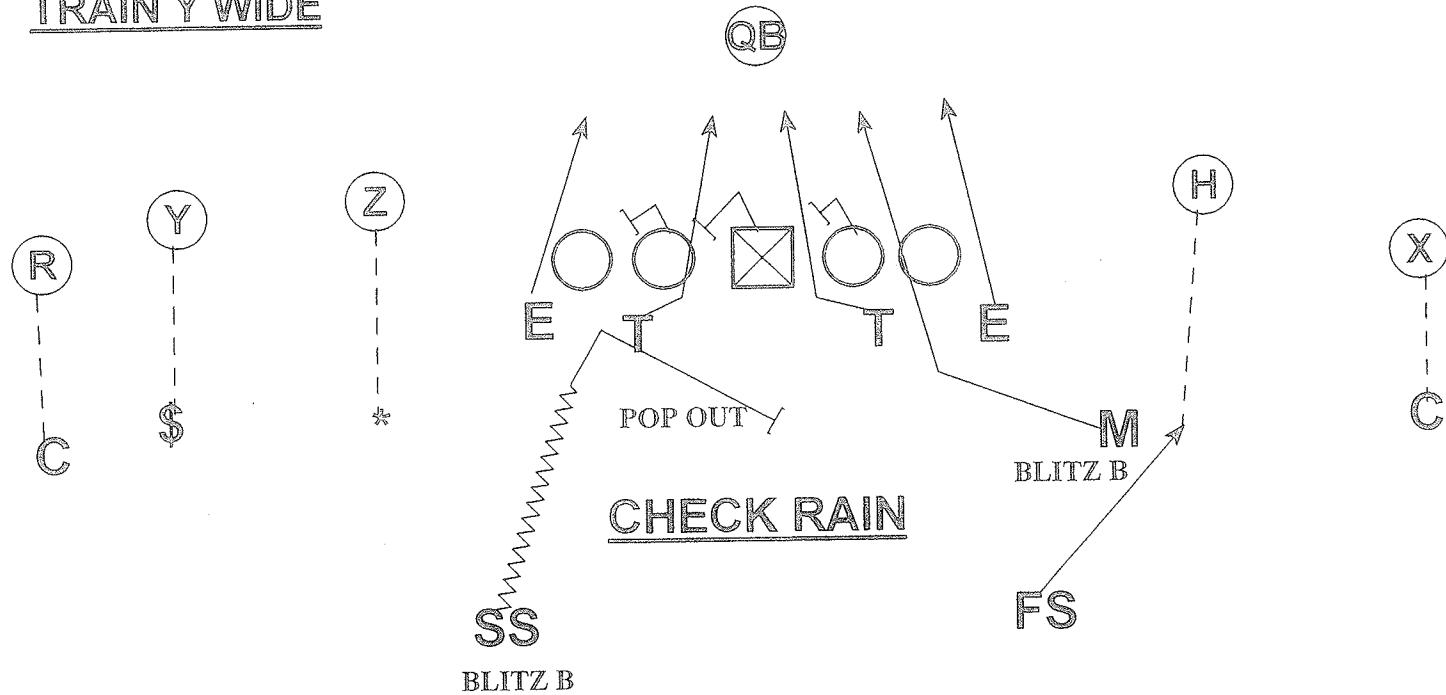
CHECK RAIN VS. EMPTY (SUB)

"CHECK RAIN" IN SUB - RUSHERS READ TURN OF CENTER AND POP OUT OPPOSITE TURN AND LOOK FOR HOT ROUTE

TRAIN H OUT



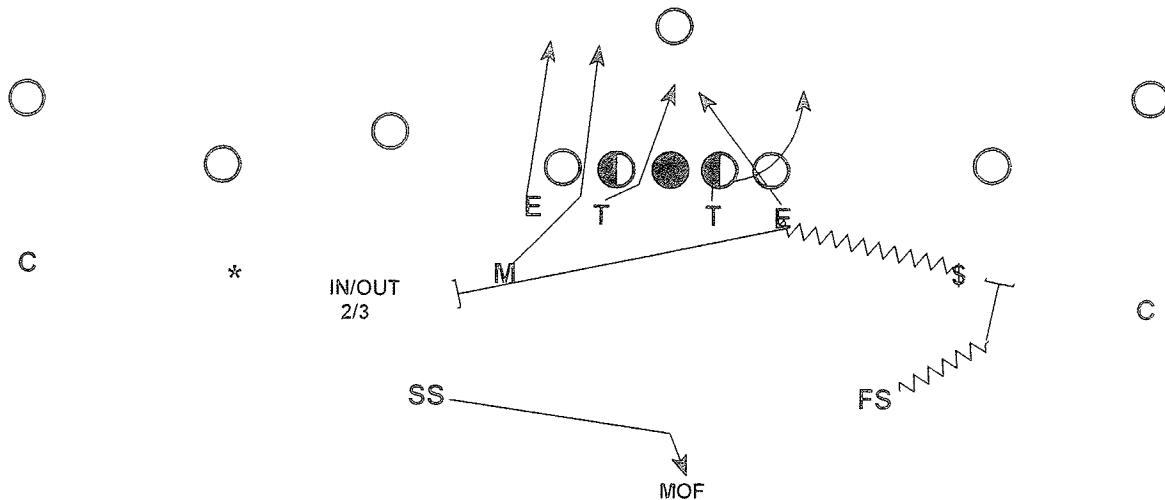
TRAIN Y WIDE



SLAP - PUNCH

"CHECK PUNCH"

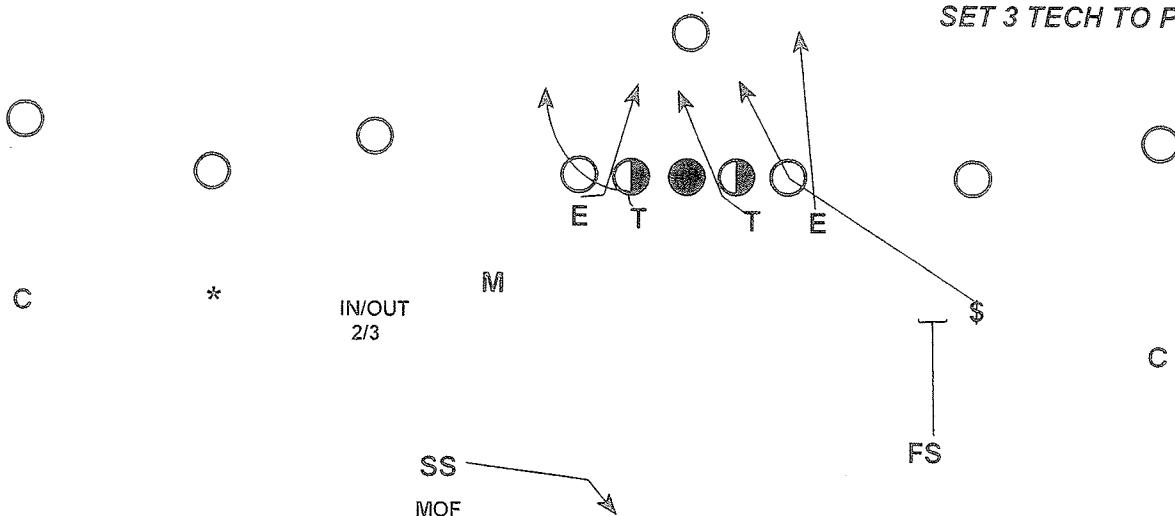
"TITE LEFT" PUNCH TO STRONG SIDE
 "PUNCH LEFT" (MIKE)
 SET 3 TECH TO PRESSURE



* WE CAN DROP 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "PUNCH" WEEK TO WEEK TO ATTACK PROTECTIONS.

"CHECK SLAP"

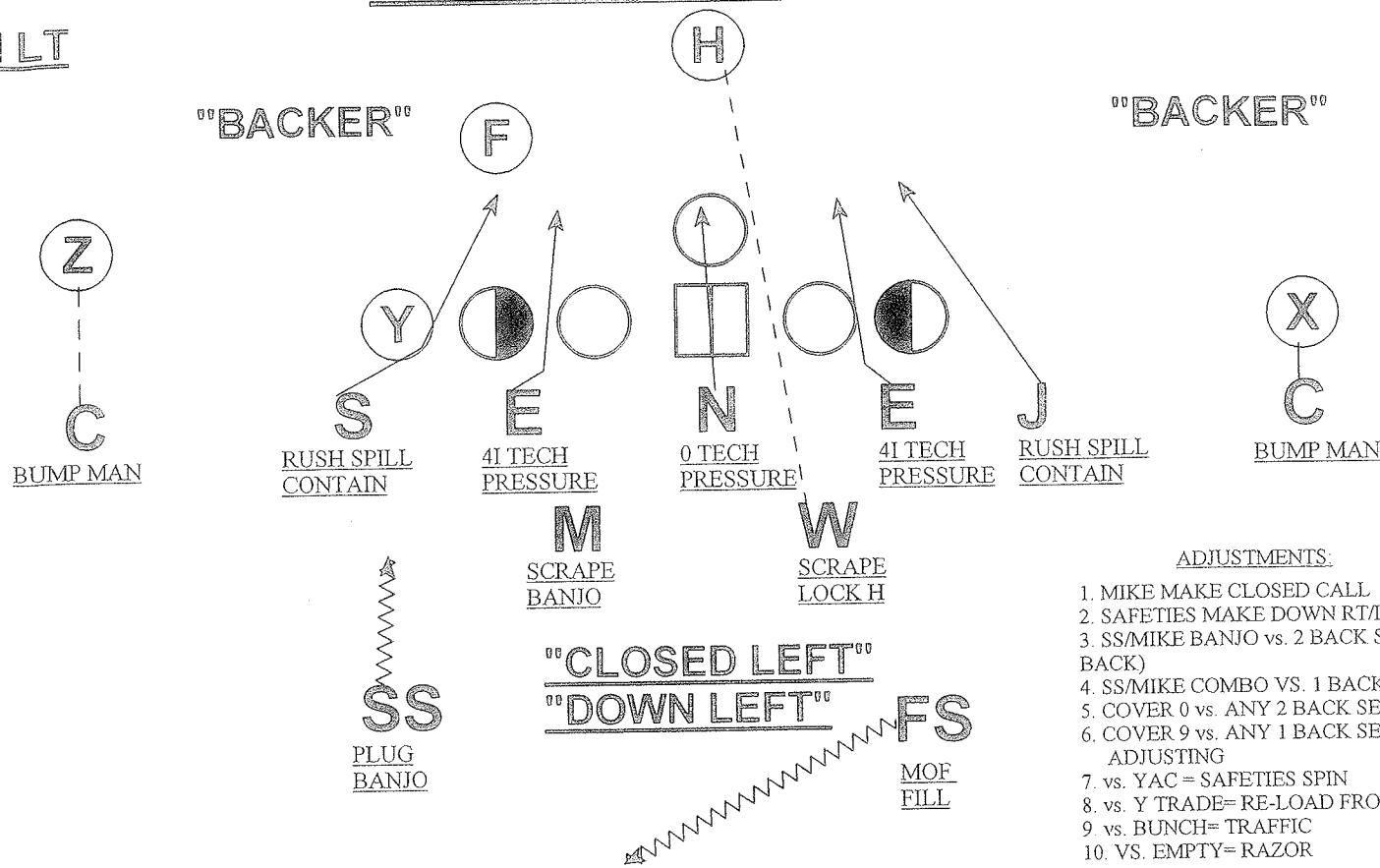
"TITE RIGHT" SLAP TO WEAK SIDE
 "SLAP RIGHT"
 SET 3 TECH TO PRESSURE



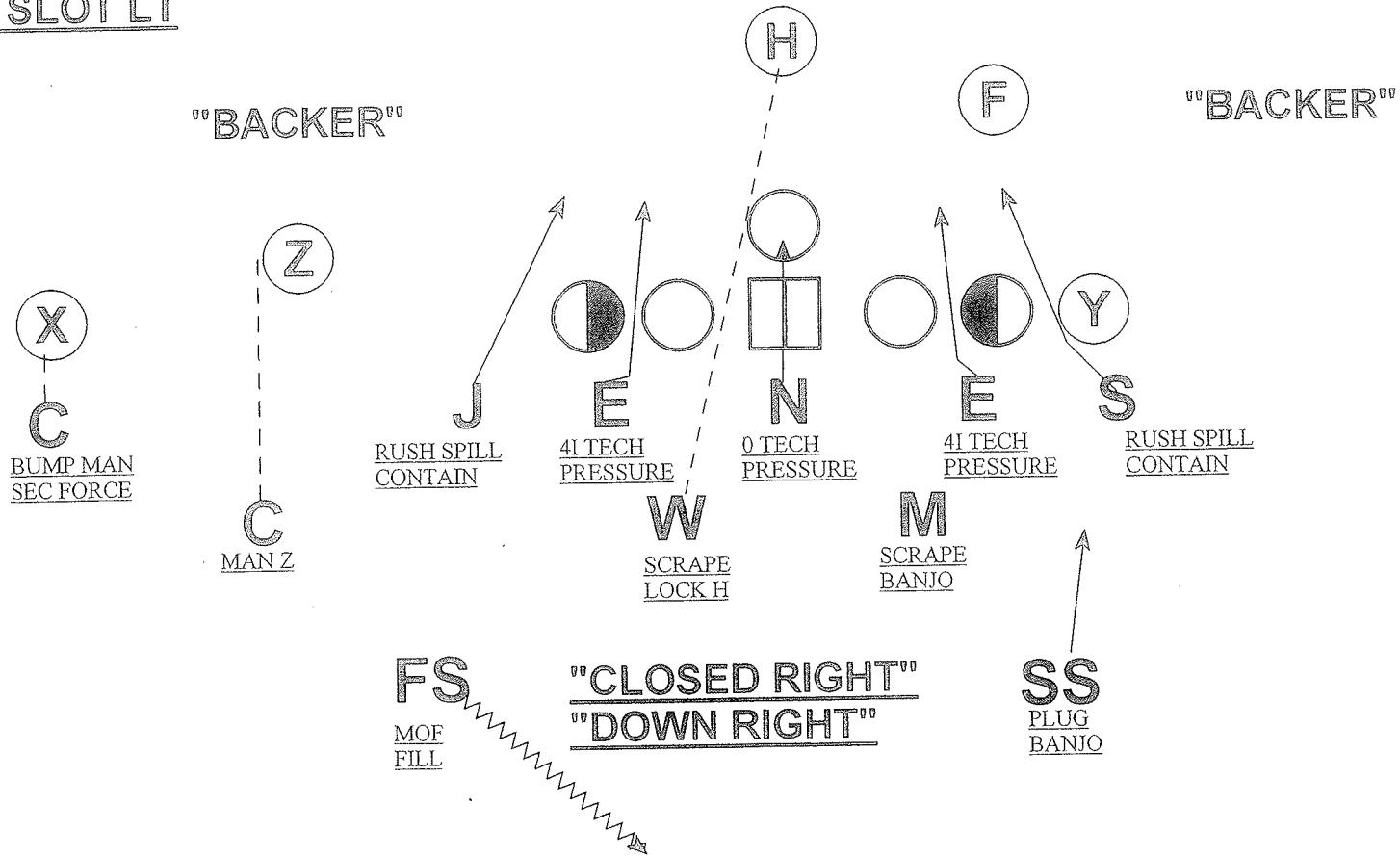
* WE CAN DROP THE 3 TECH TO THE CALL BUT NOT TODAY
 WE CAN CHANGE "SLAP" WEEK TO WEEK TO ATTACK PROTECTIONS.

BASE TITE RUSH RED 90 SAFETY

ILT



I SLOT LT



BASE WEAK JACK RED 7 CORA CHK STRONG

ADJUSTMENTS

ILT

"SKY"

(Z)

C

RZ PRESS BAIL
SEC FORCE

S

9 TECH
IN/OUT #2/#3
ALL OF #2

E

HEAVY 5
CONTAIN

N

0 TECH
PRESSURE

E

HEAVY 5
PRESSURE

J

CRASH 6
CONTAIN

X

RZ PRESS BAIL
SEC FORCE

M

30 TECH
IN/OUT #2/#3
#3 TO GOALLINE

W

30 TECH
#4/1ST CROSSER

SS

READ RELEASE OF Z
INSIDE RELEASE= CONE Z
OUTSIDE RELEASE= WORK TO TE

"RALPH,RALPH"
"READ/READ"

FS

READ RELEASE OF X
INSIDE RELEASE= CONE X
OUTSIDE RELEASE= POACH TO TE

I SLOT LT

"CLOUD"

(X)

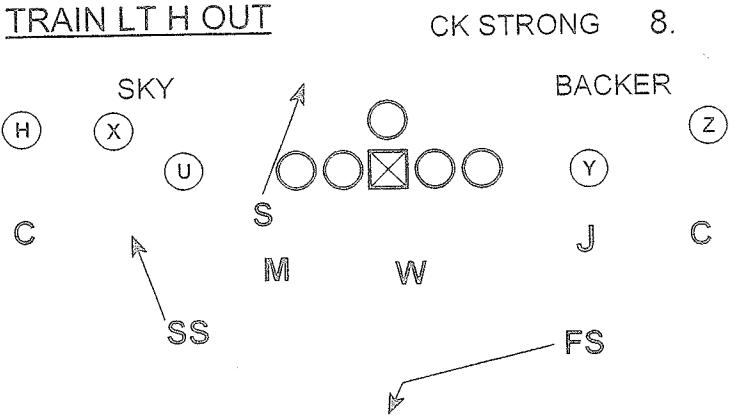
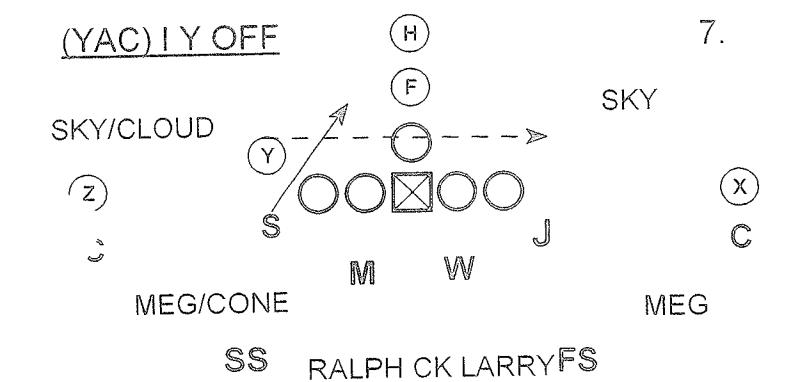
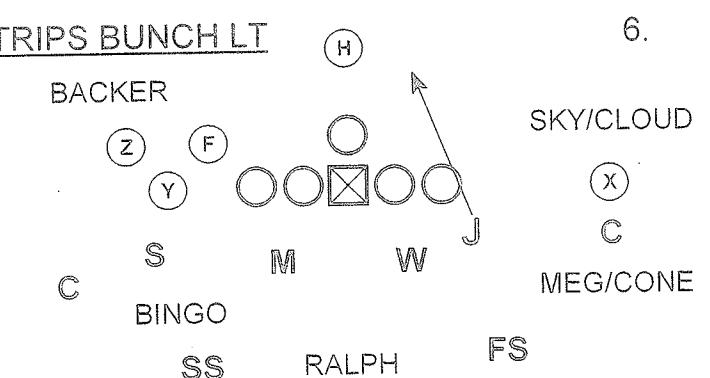
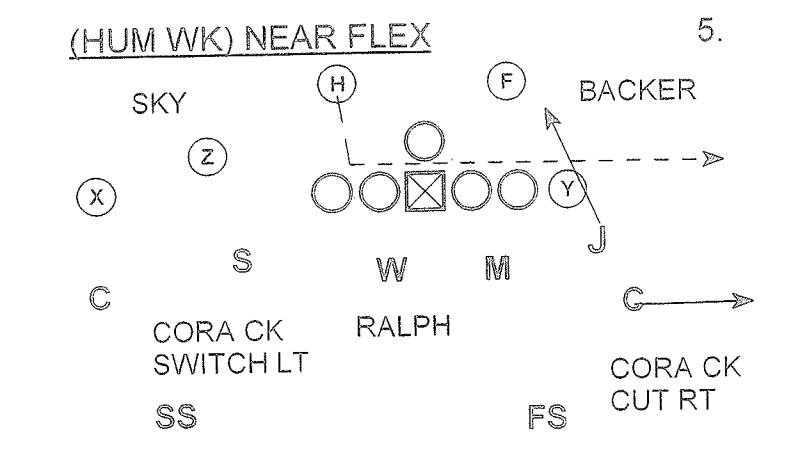
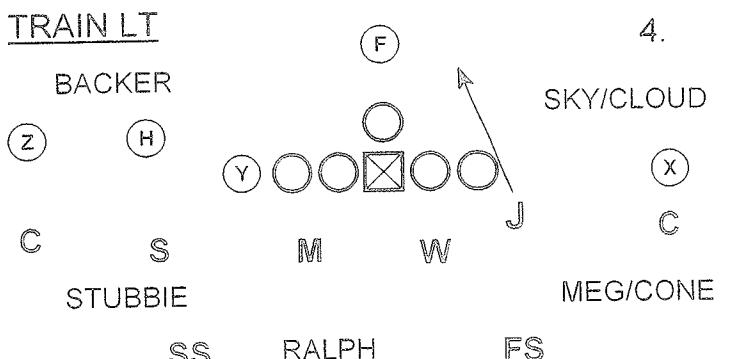
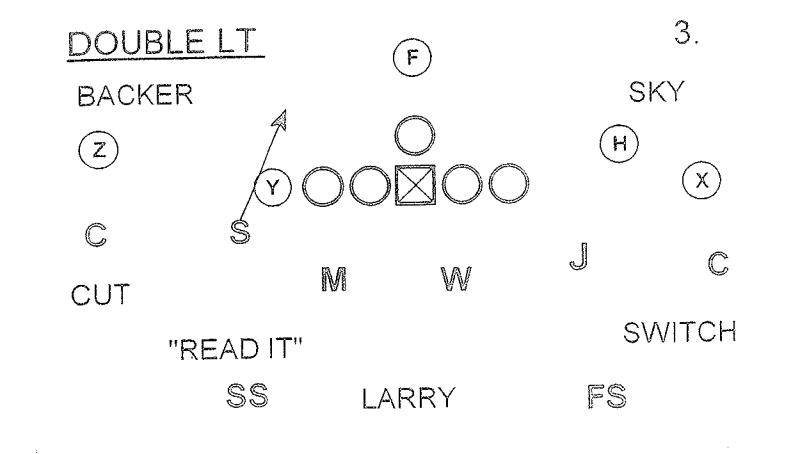
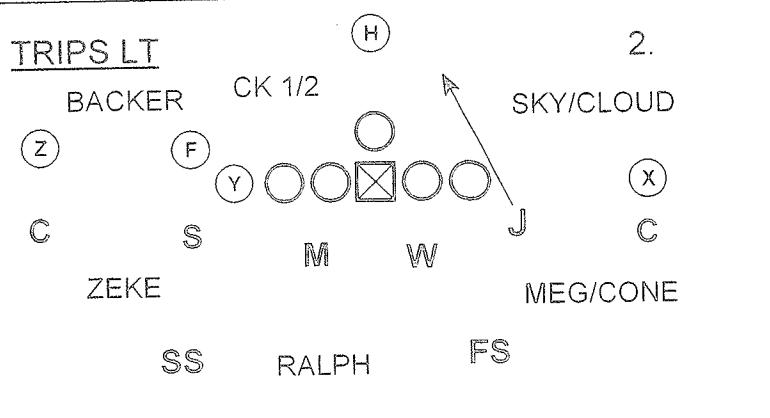
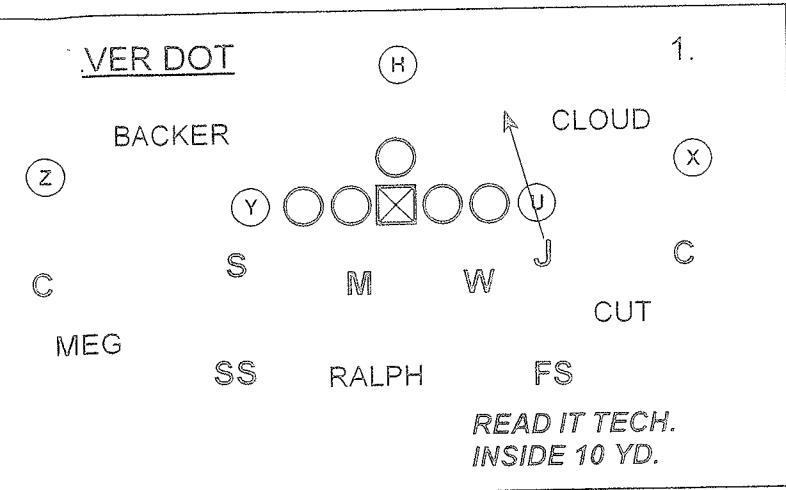
C

FORCE
SQUAT

S
PLUG
SLAM

</div
```

# BASE WK JACK RED 7 CORA CHK STRONG: ADJUSTMEN



# BASE UNDER O DBL RED 7 ADJUSTED / SWITCH

LLT

"BACKER"



"BACKER"



C

BAIL 1/3  
SEC FORCE  
2 TO 1 READ

S

9 TECH  
BUZZ FLAT

E

5 TECH  
CONTAIN

N

TILT  
PRESSURE

T

3 TECH  
PRESSURE

J

GHOST 6  
CONTAIN



C

PRESS MAN  
SEC FORCE

M

10 TECH WEAK  
RELATE #3

W

50 TECH  
#4/1ST CROSSER

SS  
HOOK CURL  
PLUG

"TITE LEFT"  
"LINDA BUZZ"

FS  
MOF  
FILL

## ADJUSTMENTS

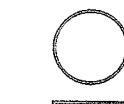
1. MIKE MAKE TITE LT/RT CALL
2. #4 WEAK= COVER 7  
NO #4 WEAK= RITA/LINDA BUZZ
3. SLOT= SWITCH
4. #2 REMOVED OPEN= SWITCH
5. VS. YAC= SLIDE LBERS
6. Y TRADE= RELOAD FRONT
7. BUNCH= RITA/LINDA BUZZ
8. EMPTY= SACK
9. VS. C AREA PLAYER WEAK= CHECK CUT

LLT

"SKY"



"BACKER"



X

C  
BUMP MAN  
SEC FORCE

LLT

C

J  
GHOST 6  
CONTAIN

T  
3 TECH  
PRESSURE

N  
TILT  
PRESSURE

E  
5 TECH  
CONTAIN

S  
9 TECH  
BRACKET

C  
RZ SWITCH  
FILL

W  
30 TECH  
RELATE #3

M  
30 TECH  
#4/1ST CROSSER

FS

RZ SWITCH  
FORCE

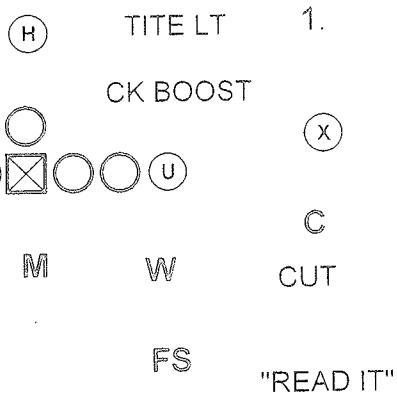
"TITE RIGHT"  
"SWITCH"

SS

BRACKET  
FILL

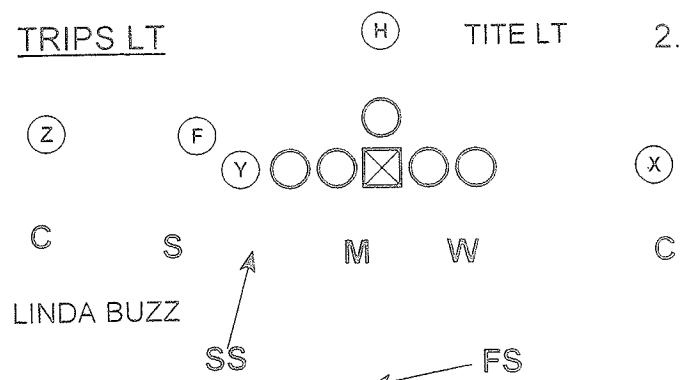
# BASE UNDER O DBL RED 7 ADJUSTED/SWITCH: ADJUSTMENTS

## VER DOT



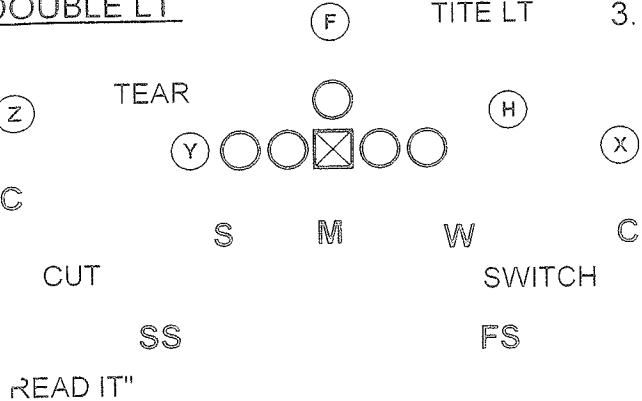
1.

## TRIPS LT



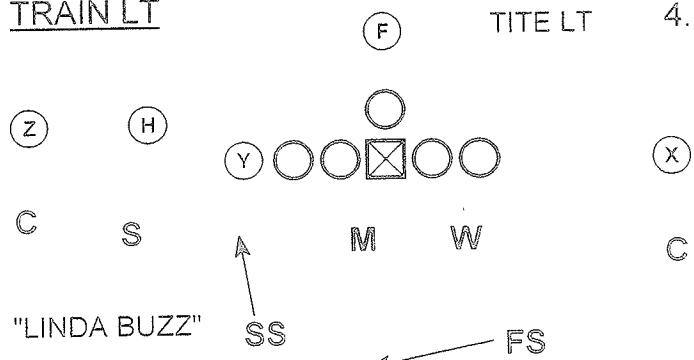
2.

## DOUBLE LT



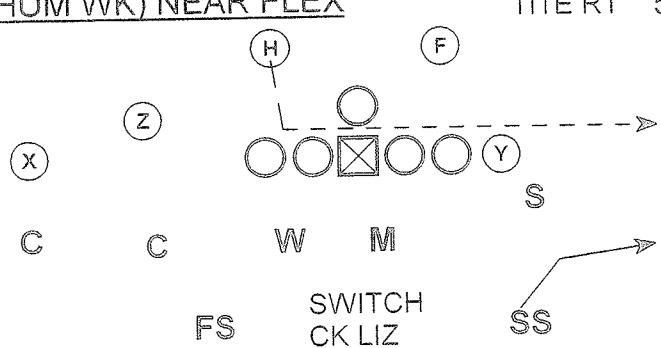
3.

## TRAIN LT



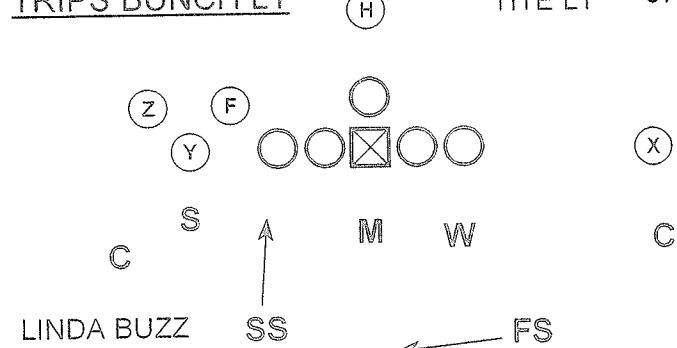
4.

## (HUM WK) NEAR FLEX



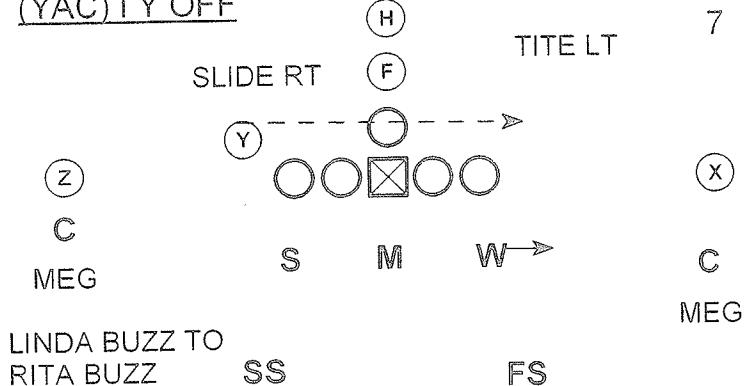
TITE RT 5.

## TRIPS BUNCH LT



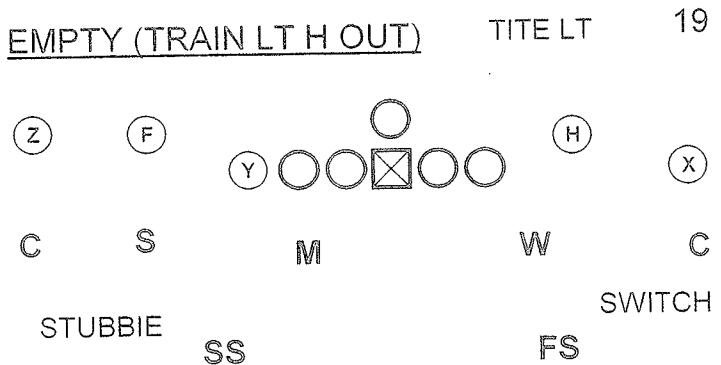
6.

## (YAC) I Y OFF



7.

## EMPTY (TRAIN LT H OUT)



19

# BASE SPLIT DBL RED 7 SWITCH

LT

"SKY"

H

F

"SKY"

Z

Y

X

C

RZ PRESS BAIL  
SEC FORCE

S

9 TECH  
IN/OUT #2/#3  
ALL OF #2

E

5 TECH  
CONTAIN

N

2I  
PRESSURE

E

3 TECH  
PRESSURE

J

CRASH 6  
CONTAIN

C

RZ PRESS BAIL  
SEC FORCE

M

30 TECH  
IN/OUT #2/#3  
#3 TO GOALLINE

W

30 TECH  
#4/1ST CROSSER

SS

READ RELEASE OF Z  
INSIDE RELEASE= CONE Z  
OUTSIDE RELEASE= WORK TO TE

**"CLOSED LEFT"**  
**"READ/READ"**

FS

READ RELEASE OF X  
INSIDE RELEASE= CONE X  
OUTSIDE RELEASE= POACH TO TE

I SLOT LT

"SKY"

H

F

"BACKER"

Z

Y

X

CRASH 6  
CONTAIN

3 TECH  
PRESSURE

2I TECH  
PRESSURE

5 TECH  
CONTAIN

9 TECH  
BRACKET

W

30 TECH  
RELATE #3

M

30 TECH  
#4/1ST CROSSER

C

BUMP MAN  
SEC FORCE

C

RZ SWITCH  
FILL

SS

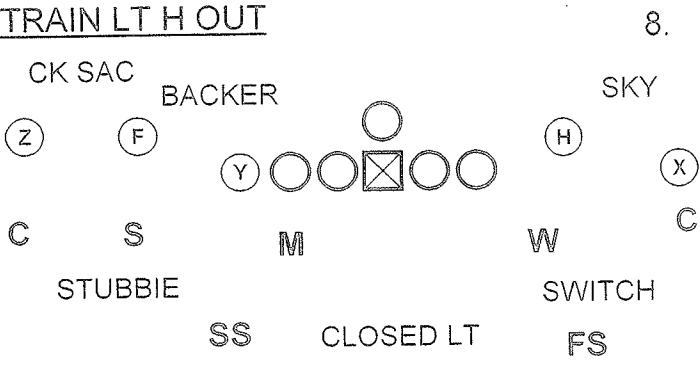
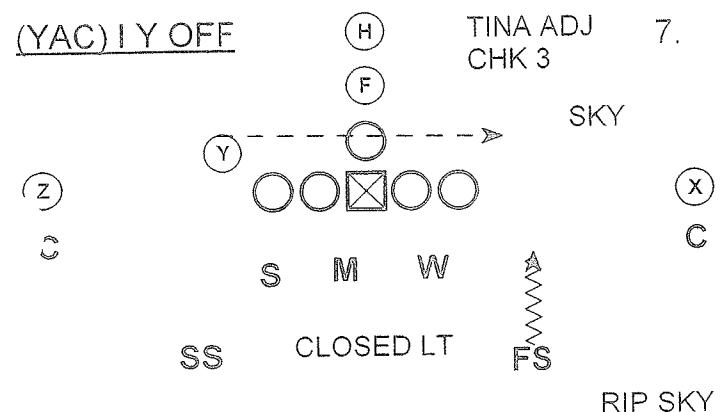
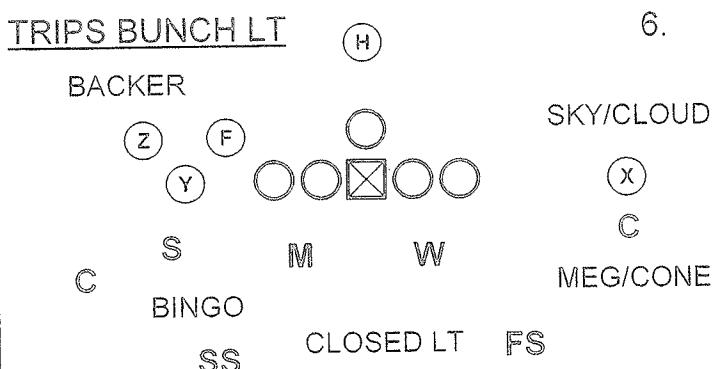
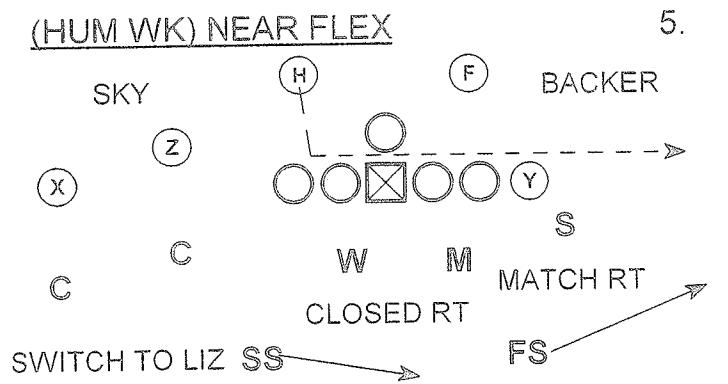
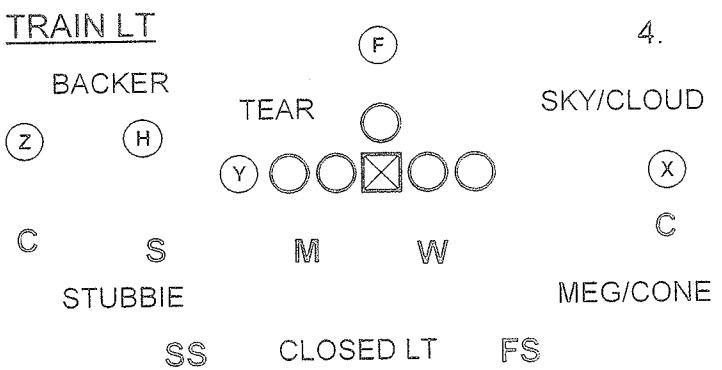
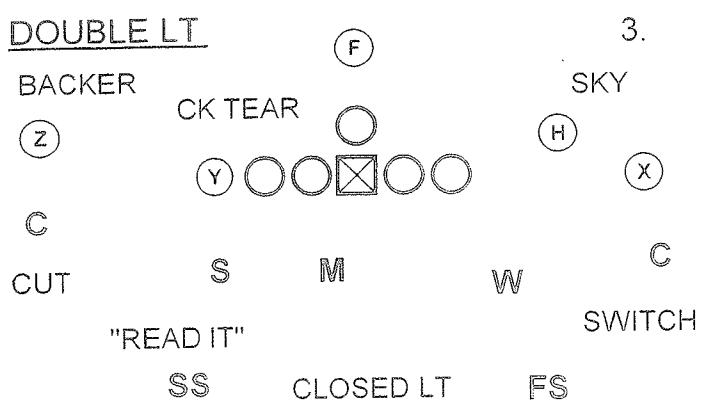
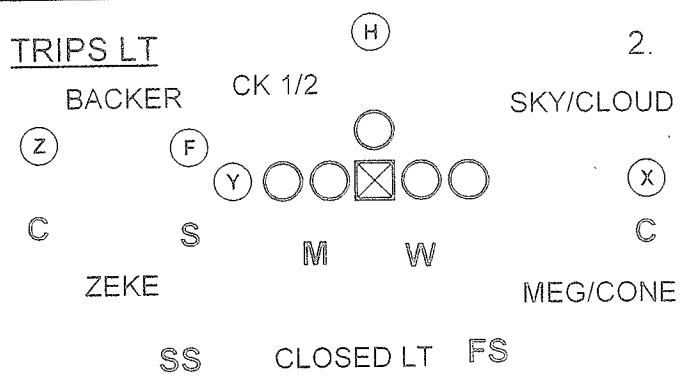
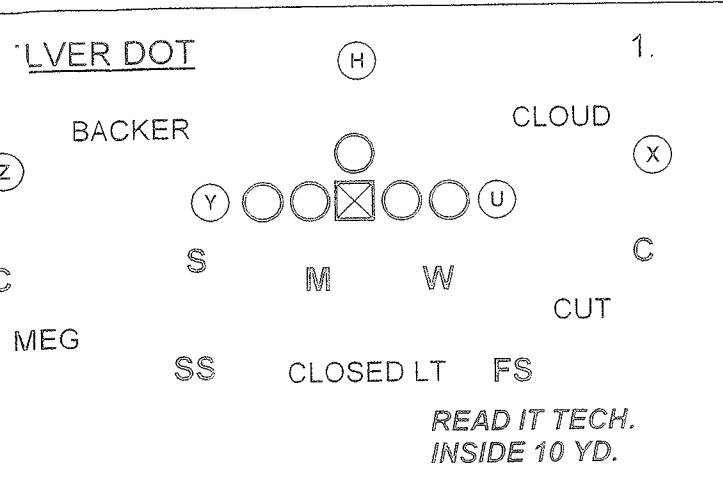
FILL  
BRACKET

FS

RZ SWITCH  
FORCE

**"CLOSED RIGHT"**  
**"RZ SWITCH/BRACKET"**

## BASE SPLIT DBL RED 7 SWITCH: ADJUSTMENTS



# 40 DBL RED 7 ADJUSTED/ SWITCH

LLT

"BACKER"



"BACKER"



**C**

BAIL 1/3  
SEC FORCE  
2 TO 1 READ



**E**  
6 TECH  
CONTAIN

**T**  
3 TECH  
PRESSURE

**N**  
2i TECH  
PRESSURE

**E**  
LOOSE 5  
CONTAIN

**X**

**C**

PRESS MAN  
SEC FORCE

**S**

JUMP TECH  
BUZZ FLAT

**M**

10 TECH WEAK  
RELATE #3

**W**

50 TECH  
#4/1ST CROSSER

**SS**  
HOOK CURL  
PLUG

**"TITE LEFT"  
"LINDA BUZZ"**

**FS**  
MOF  
FILL

## ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. #4 WEAK= COVER 7  
NO #4 WEAK= RITA/LINDA BUZZ
3. SLOT= SWITCH
4. #2 REMOVED OPEN= SWITCH
5. VS. YAC= SLIDE LBERS
6. Y TRADE= RELOAD FRONT
7. BUNCH= RITA/LINDA BUZZ
8. EMPTY= SACK
9. VS. C AREA PLAYER WEAK= CHECK CUT

LLT

"SKY"



"BACKER"



# 40 DBL RED 7 ADJUSTED/SWITCH: ADJUSTMENTS

VER DOT



TITE LT

1.

CK BOOST

(Z)



S

M

W

CUT

MEG

SS

FS

"READ IT"  
INSIDE 10 YARD LINE

DOUBLE LT



TITE LT

3.

(Z)



S

M

W

C

CUT

SS

SWITCH

FS

READ IT"

TRIPS LT



TITE LT

2.

(Z)



(Y)

(O)

(X)

C

S

M

W

C

LINDA BUZZ

SS

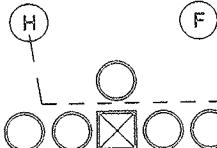
FS

(HUM WK) NEAR FLEX

TITE RT

5.

(X)



C

C

W

M

S

FS

SWITCH  
CK LIZ

CK LIZ

SS

TRIPS BUNCH LT



TITE LT

6.

(Z)



(Y)

(O)

(X)

C

S

M

W

C

LINDA BUZZ

SS

FS

(YAC) I Y OFF

TITE LT

7

(Z)



(Y)



C

S

M

W

C

LINDA BUZZ TO  
RIP SKY

SS

FS

EMPTY (TRAIN LT H OUT)

TITE LT

19

(Z)



(Y)

(O)

(H)

(X)

C

S

M

W

C

STUBBIE

SS

FS

SWITCH

# BASE BULLETS 3/2 DEUCE CHK STRONG

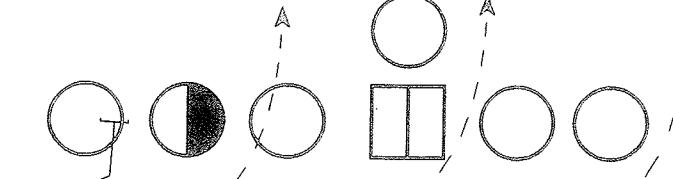
MASTER

ILT

"SKY"



"BACKER"



J FILL C  
E CONTAIN  
N 4I PRESSURE  
E 0 TECH PRESSURE  
S 5 TECH CONTAIN

GHOST 9  
CURL FLAT  
MATCH

C

M 30 TECH  
STRONG HOOK  
W 30 BASIC  
WEAK HOOK

C

SS  
FORCE  
LIZ

"CLOSED LEFT"  
"LIZ SKY"

FS  
FILL  
MOF

## ADJUSTMENTS:

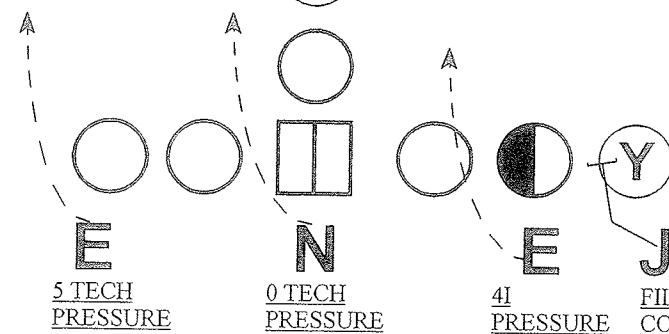
1. MIKE MAKE CLOSED LT/RT CALL
2. JACK ALIGN CLOSED, SAM ALIGN OPEN
3. SAFETIES MAKE RIP/LIZ SKY CALL STRONG VS. ANY PRO SET
4. VS. ANY SINGLE WIDTH SLOT PLAY CORA 5. vs YY TRIPS, CK BASE, BULLETS IS OFF

I SLOT LT

"CLOUD"



"CORA"



C  
SQUAT  
FORCE

S  
SLAM  
PLUG

W 30 BASIC  
HOOK #3  
M 30 SCRAPER  
1ST FLAT

C  
CORA  
CORA 1/3

SS  
OUTSIDE 1/3  
SEC FORCE

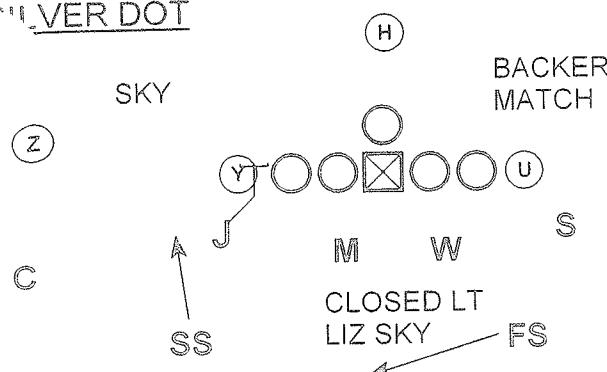
"CLOSED RIGHT"  
"CORA LEFT"

FS  
READ MOF  
FILL

# BASE BULLETS 3/2 DEUCE CHK STRONG

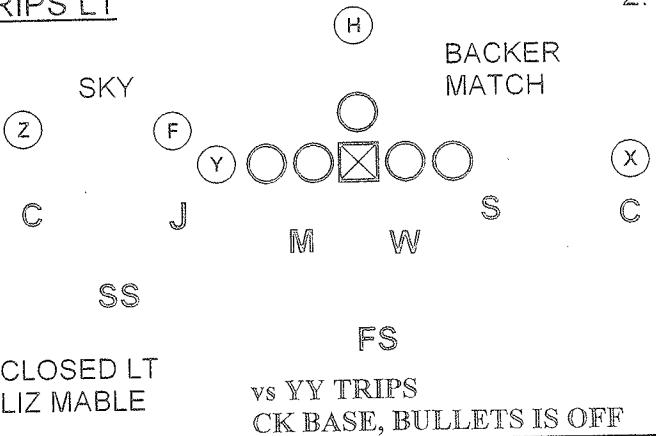
MASTER

## SILVER DOT



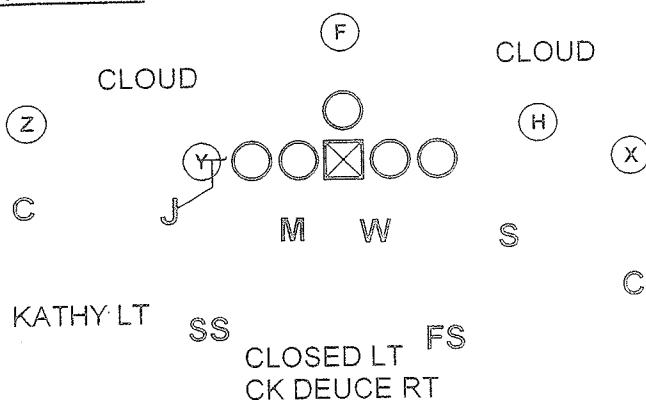
1.

## TRIPS LT



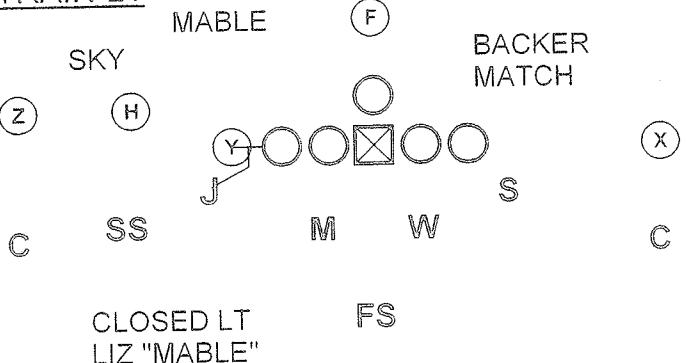
2.

## DOUBLE LT



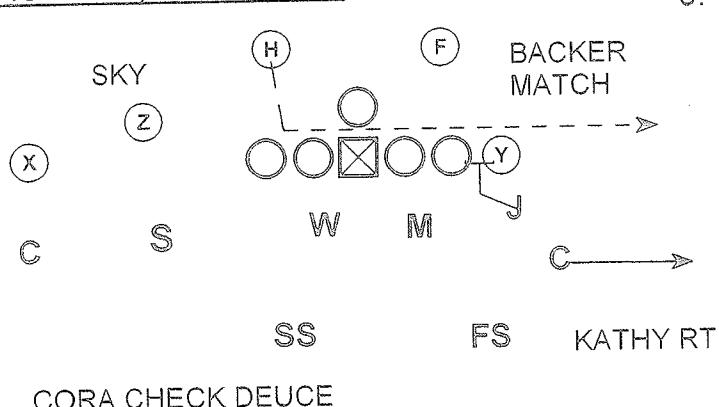
3.

## TRAIN LT



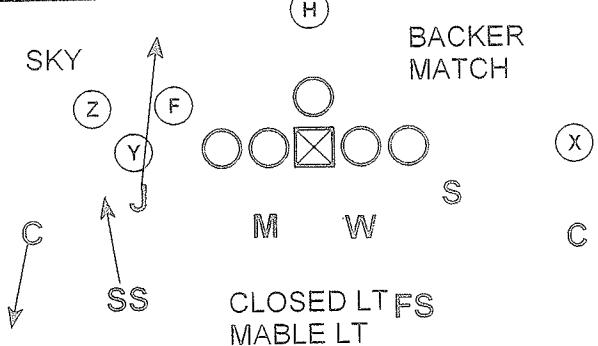
4.

## (HUM WK) NEAR FLEX



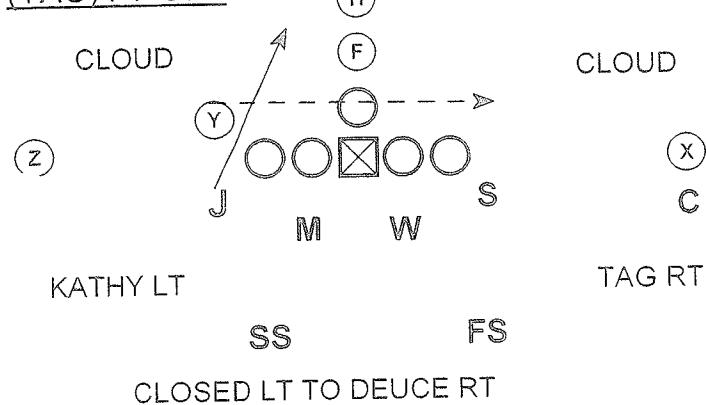
5.

## TRIPS BUNCH LT



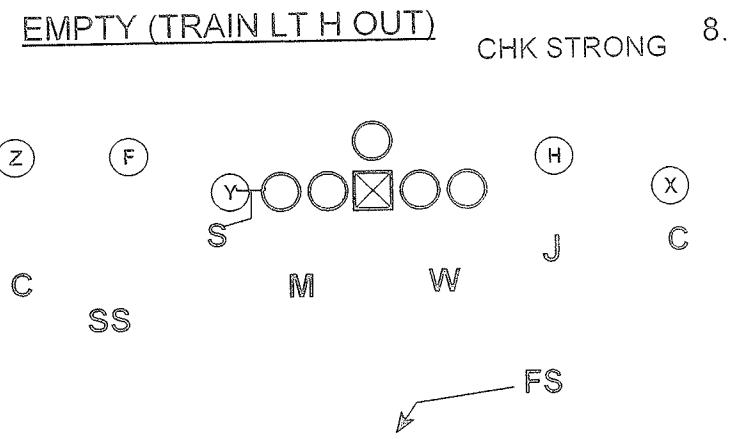
6.

## (YAC) 1 Y OFF



7.

## EMPTY (TRAIN LT H OUT)

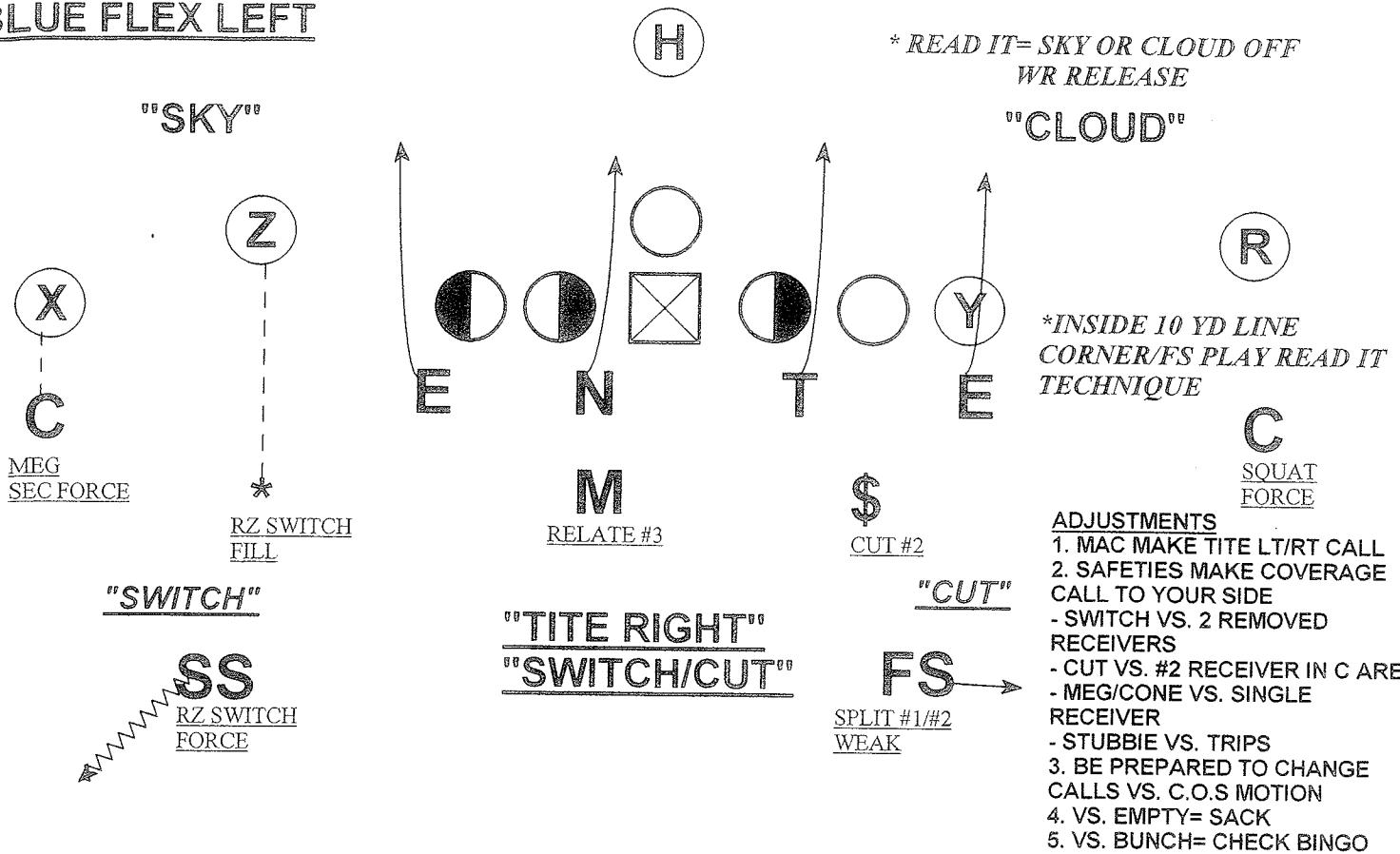


8.

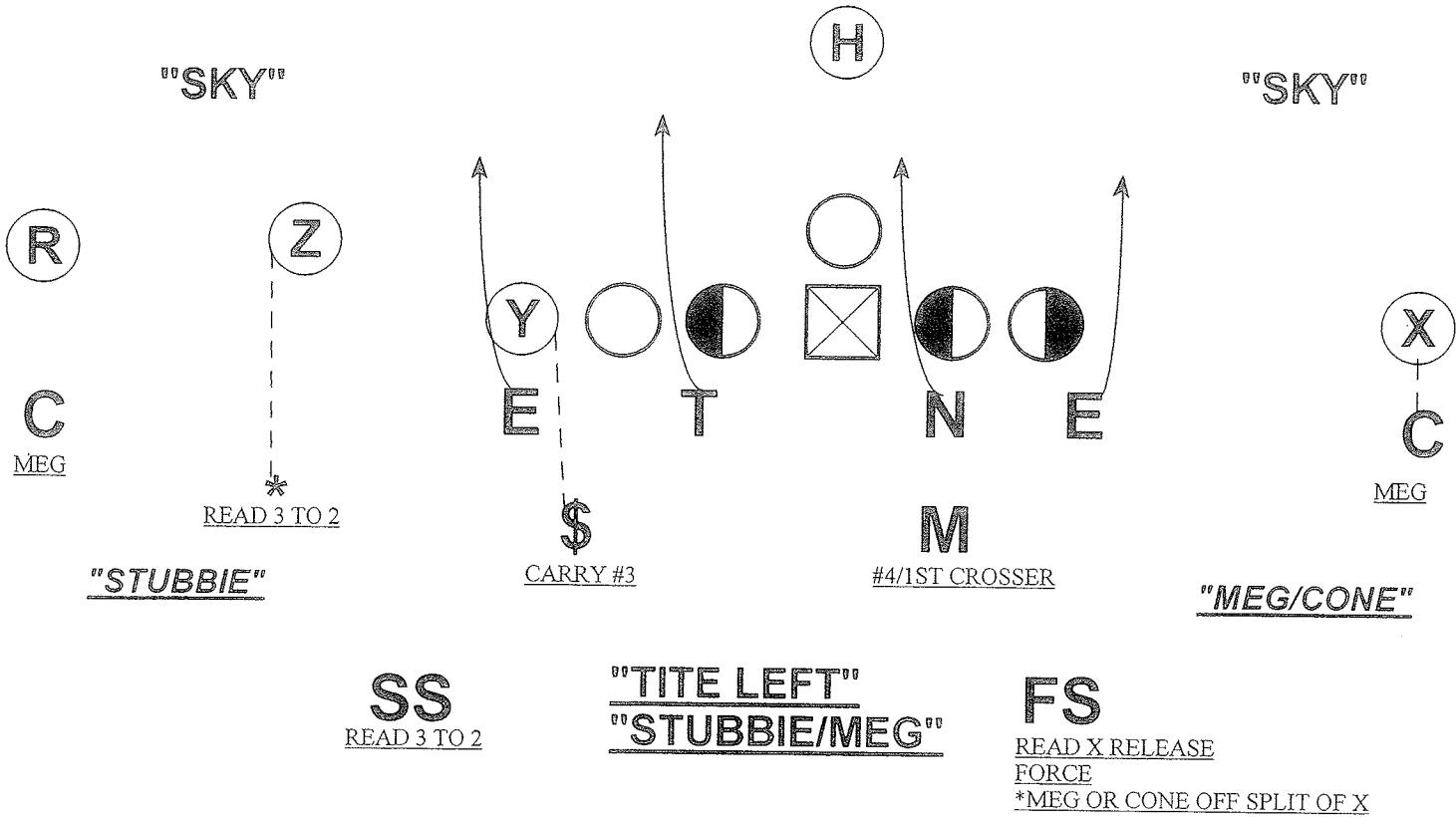
CHK STRONG

# NICKEL/DIME FLEX RED 7 SWITCH (MOD) (BOX)

## BLUE FLEX LEFT

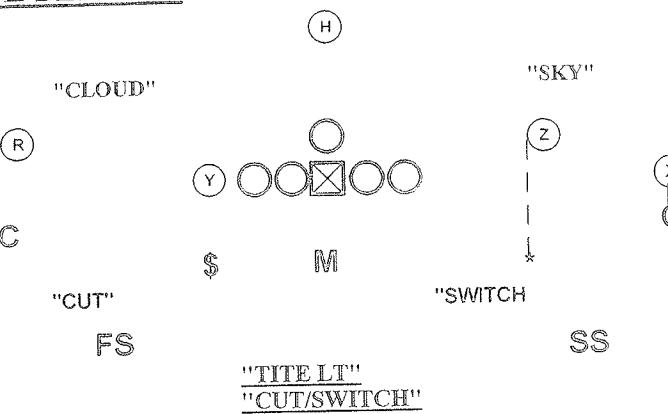


## BLUE TRAIN LEFT

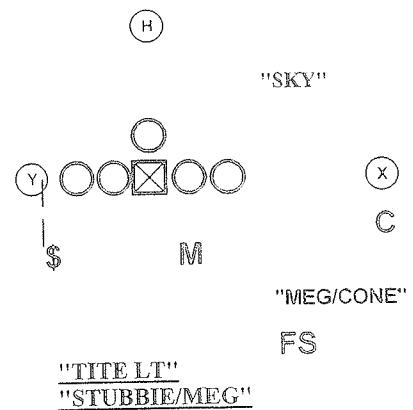


# NICKEL/DIME FLEX RED 7 SWITCH: ADJUSTMENTS

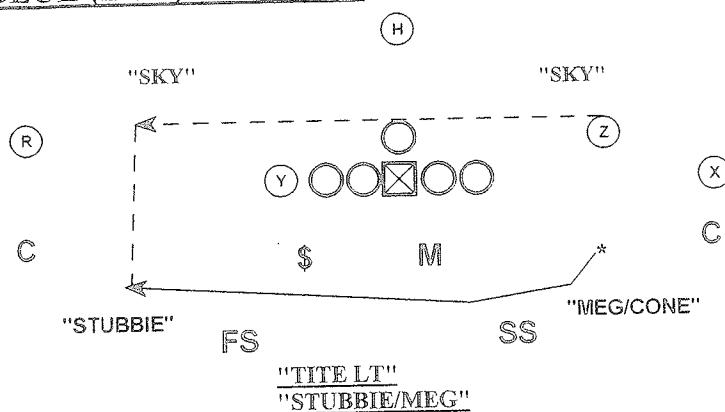
## BLUE FLEX RT



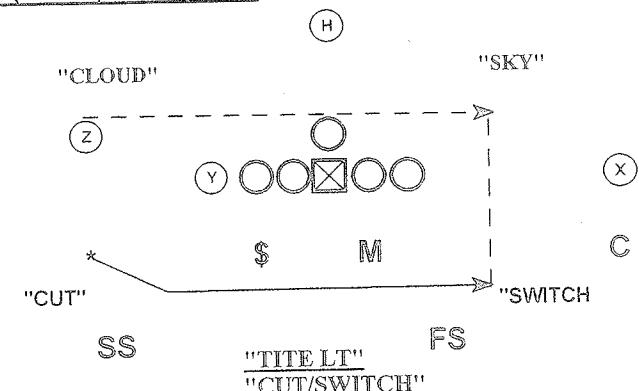
## BLUE TRAIN LT



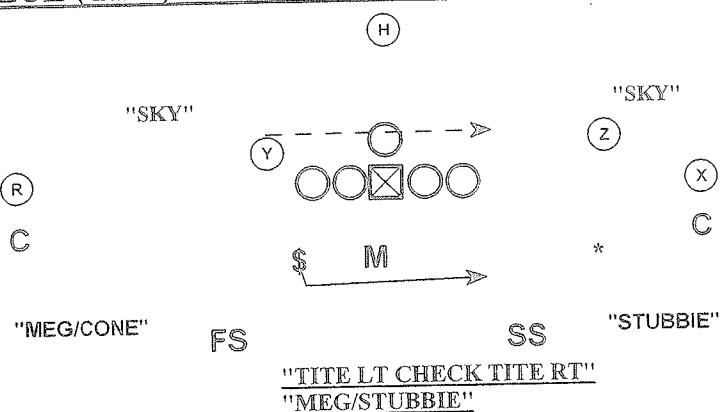
## BLUE (ZAC) TRAIN LT



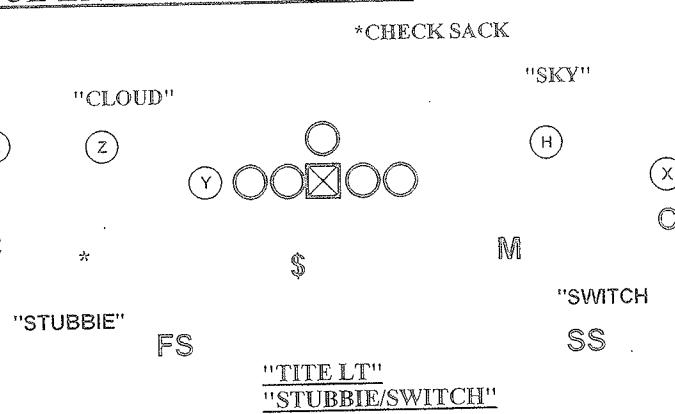
## BLUE (ZAC) FLEX RT



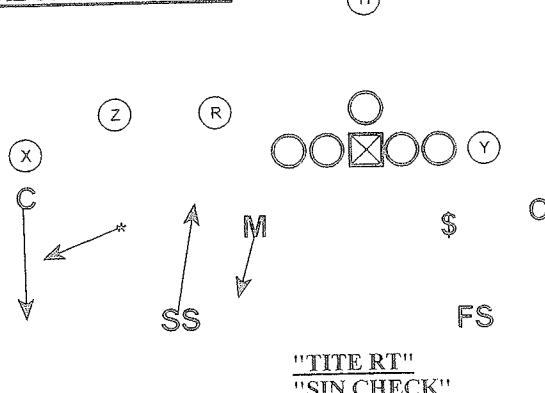
## BLUE (YAC) TRAIN LT Y OFF



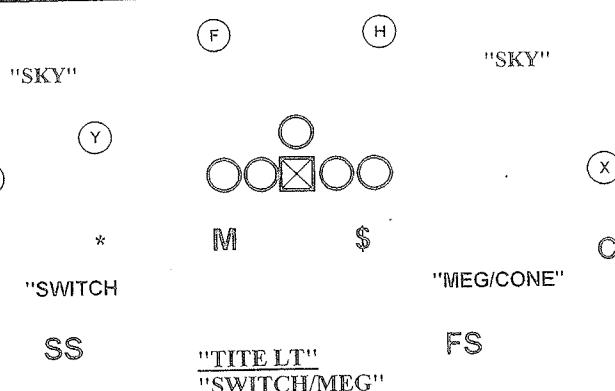
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT

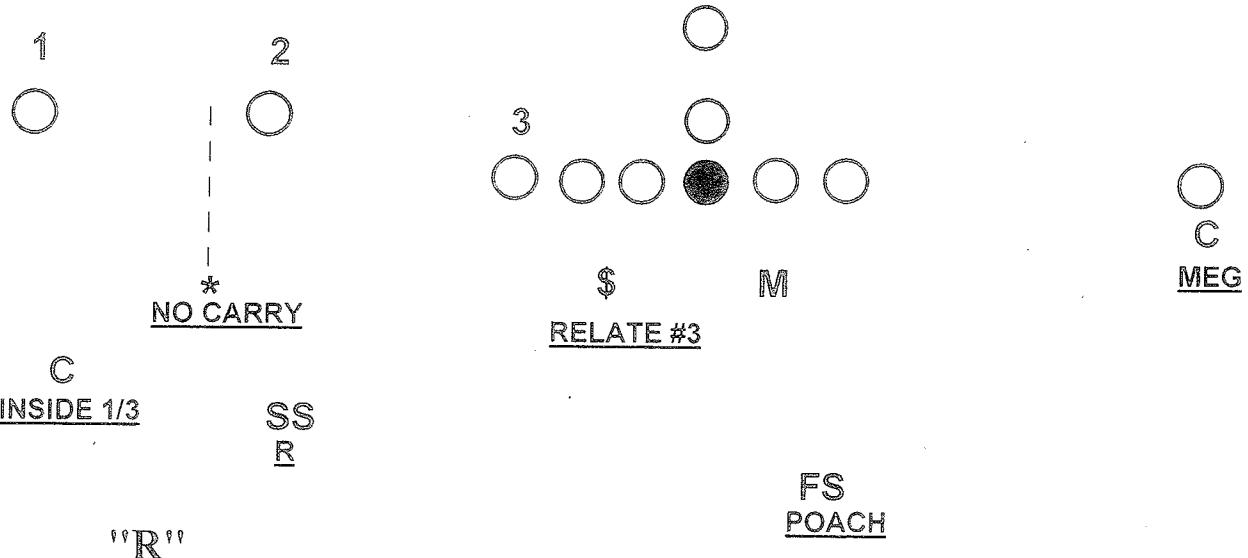


## GOLD SPLIT LT



# POACH

TRIPS CHECK IN NICKEL / DIME PACKAGE  
PLAY "R" ON #1 & #2

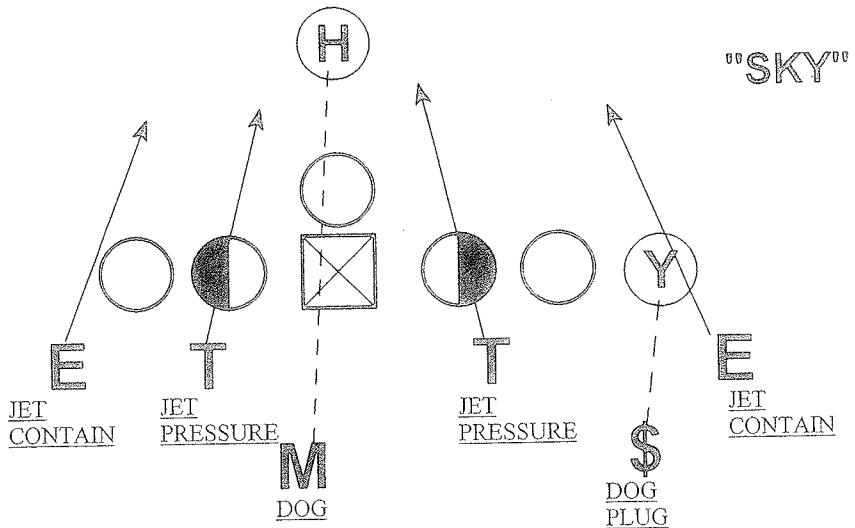
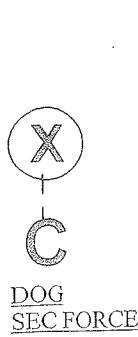


Easy Check

# NICKEL EVEN 5

## BLUE FLEX LT

"SKY"



"SKY"



**SS**  
DEEP 1/2  
FORCE

**"TITE RIGHT"  
"DOG LEFT"**

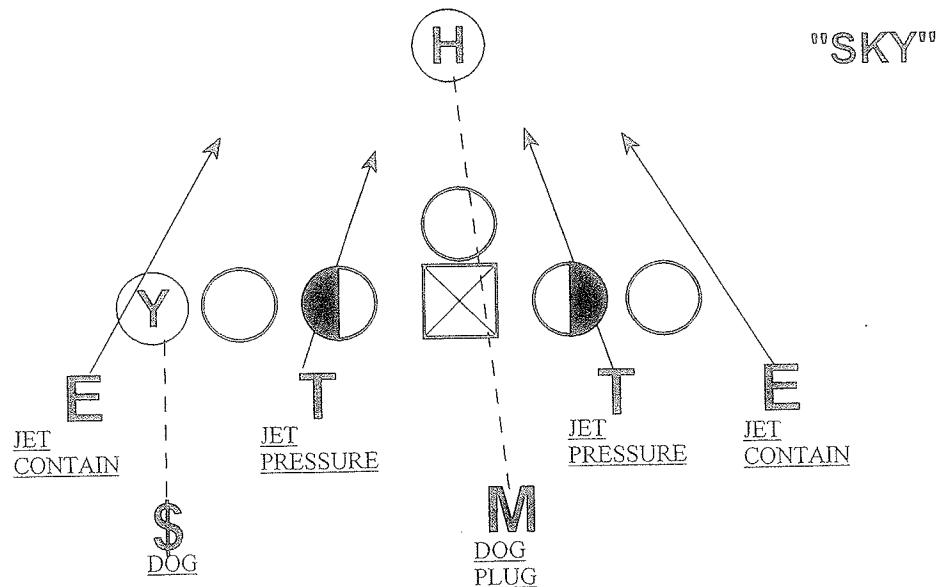
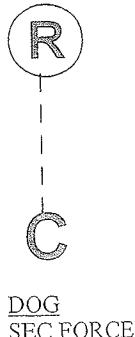
**FS**  
DEEP 1/2  
FORCE

### ADJUSTMENTS

1. MAC MAKE TITE LT/RT CAL
2. SAFETIES MAKE DOG RT/LT CALL
3. VS BUNCH=TRAFFIC
4. VS 2 MAN STACK= TANGO
5. VS. #2 AND #3 TIGHT= LOCK & LEV
6. VS. EMPTY=RUN IT

## BLUE TRAIN LT

"SKY"



DOG  
FORCE

**SS**  
DEEP 1/2  
FORCE

**"TITE LEFT"  
"DOG LEFT"**

**FS**  
DEEP 1/2  
FORCE

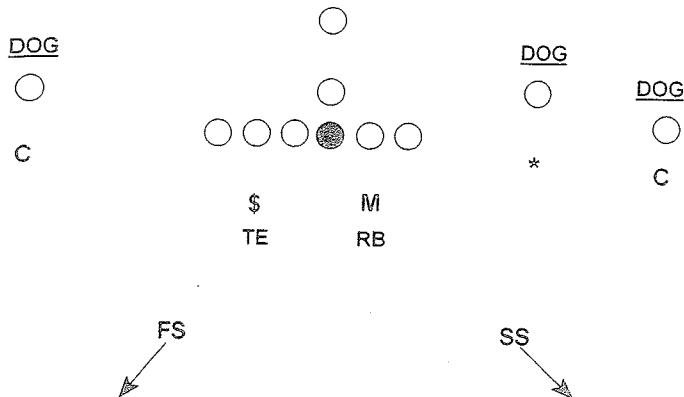
# SUB COVER 5

## MAN UNDERNEATH 2 DEEP COVERAGE.

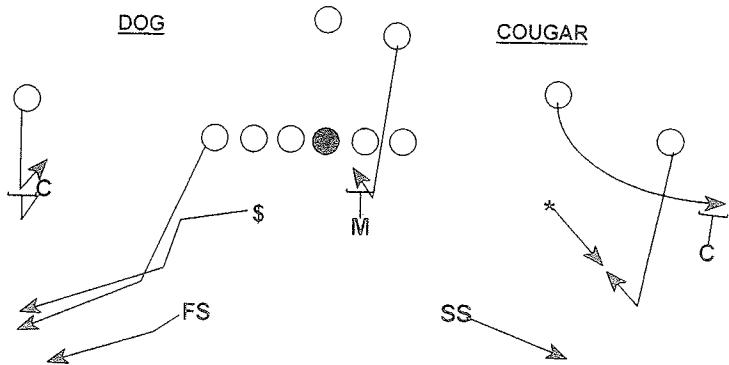
### RULES:

1. COVER 5 IS DOG TECHNIQUE - MAN UNDER BY 5 UNDERNEATH PLAYERS
2. 5 COUGAR IS A COMBINATION OF CUT AND COVER 5 BASED ON #2 RELEASE
3. 55 IS A BRACKET COVERAGE DOUBLING WR/TE/RB ON BOTH SIDES

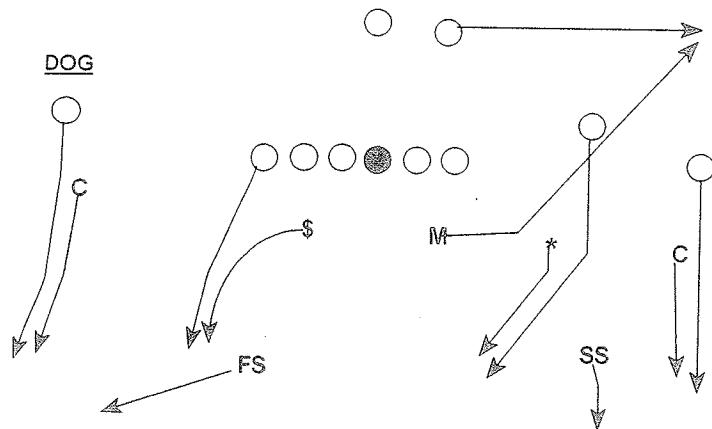
### 1. COVER 5



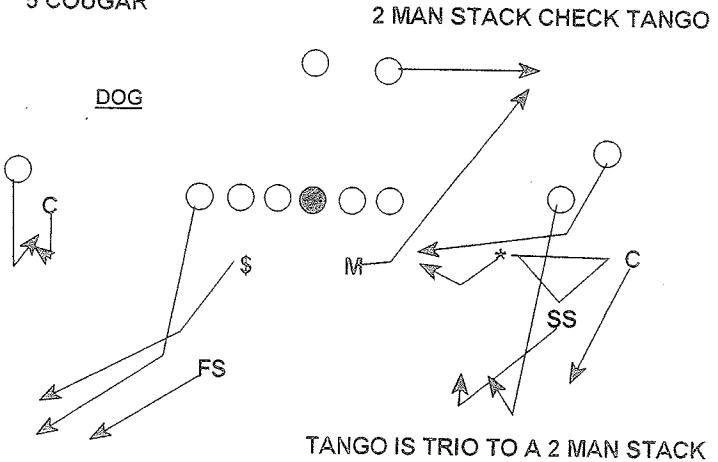
2. 5 COUGAR - VS 2 OPEN #2 OUT IN FIRST 5 YARDS STAR CUT TO #1, CORNER TRAP FLAT ; #2 VERTICAL - PLAY 5

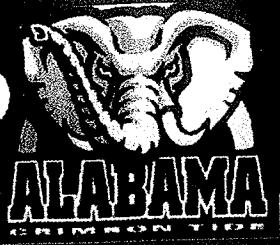


### 3. 5 COUGAR



### 4. 5 COUGAR





# NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 6, 2008 PRAC: 6

# Turnovers Fall 2008

PRACTICE #5

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
54 Harbin	28 Arenas (3)	30 Hightower	45 Higgenbotham	25 McClain
	24 M. Johnson (3)			27 Woodall
	49 R. Johnson			
	33 Gray			
	46 Neighbors			

# 2008 ALABAMA FOOTBALL

## FALL PRACTICE INSTALL

### DAY 6

#### BASE DEFENSE

FRONTS	COVERAGE	PRESSURE
	1. ✓ DOT MOD	1. 40 HATCHET LT
		GOAL LINE PACKAGE
		1. ELEPHANT DIAMOND STICK
		2. ELEPHANT PINCH STRONG

#### BASE CALLS

1. BASE STRONG 3 AUTO ✓ DOT MOD

2. 40 HATCHET LT

→ REVIEW OF MOF COVERAGES – 3, 6, 6 ADJ, 1 ALERT, 1 BUCK, 9 RAT, Z/A BUMP

#### SUB DEFENSE

FRONTS	COVERAGES	PRESSESURES
		1. N. EVEN SARATOGA ADJ JACK

#### SUB CALLS

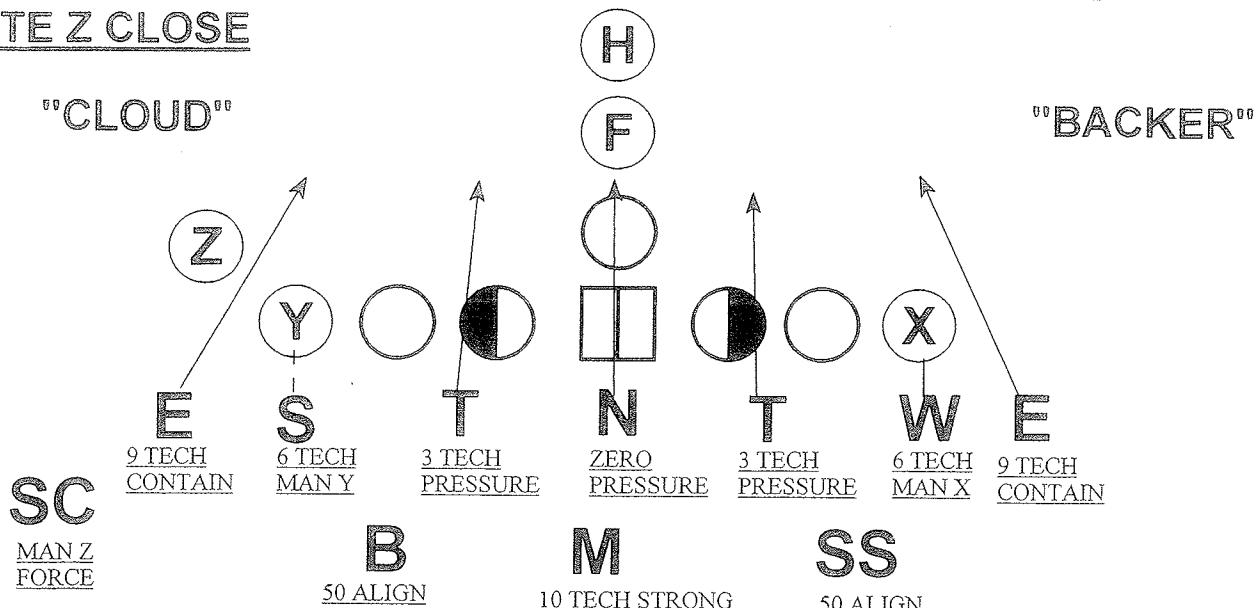
1. N EVEN SARATOGA ADJ JACK

ALABAMA  
**CRIMSON TIDE**

# ELEPHANT DIAMOND STICK

I X TITE Z CLOSE

"CLOUD"

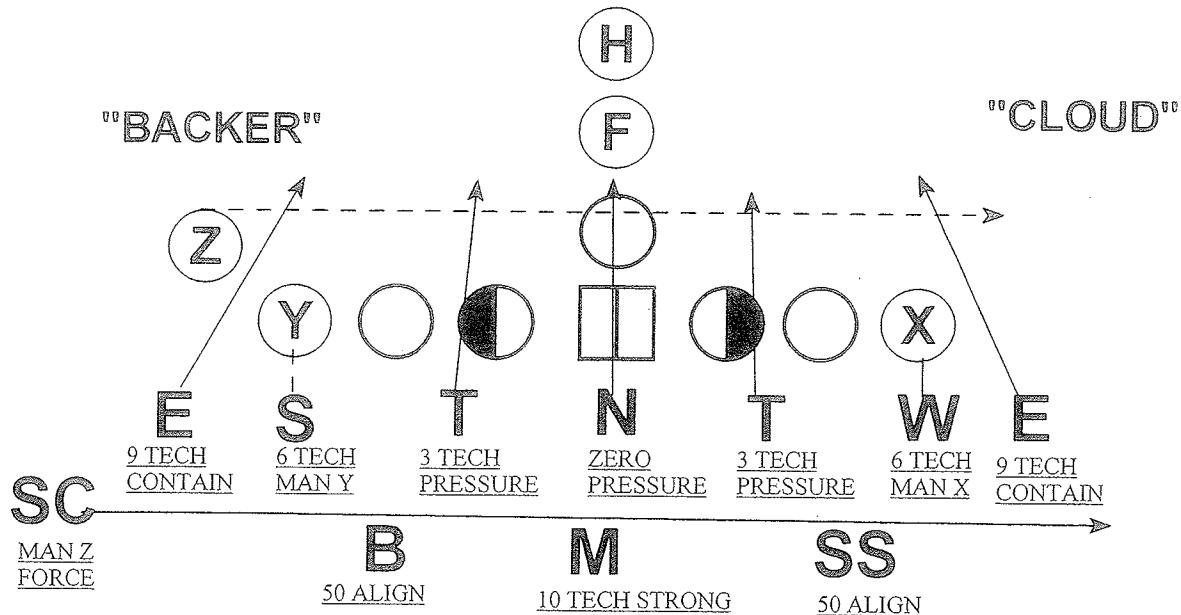


## ADJUSTMENTS:

- FRONT ALIGN IN ELEPHANT DIAMOND
- WILL: ALIGN TO TE AWAY FROM RECEIVER  
VS. 2 TE CHOKE TE M/M  
VS. 1 TE CHOKE TE M/M  
NO TE ON LOS ALIGN TO 1ST TE (MAN)
- SAM: ALIGN TO RECEIVER  
VS. 2 TE CHOKE TE M/M  
VS. 1 TE STACK BEHIND LOS TO WING. IN THE FUNNEL VS. PASS  
VS. NO TE COVER #2 OR #3 TO YOUR SIDE
- MIKE: ALIGN MIDDLE STRONG (10) TO TILT. IN FUNNEL VS. PASS

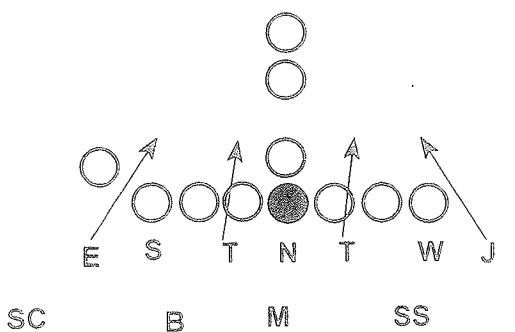
- BUCK: ALIGN TO TE/WING  
IN FUNNEL VS. PASS  
IF TE DISPLACED #2 OR #3 TO YOUR SIDE
- SS: ALIGN WEAK STACKED  
VS. PAIRS AND 1 OPEN COVER WING M/M  
TAKE SECOND BREAK IN COVERAGE
- CORNER: VS. 2 TE ON LOS MATCH WING OR DISPACED  
WR M/M

(ZAC) I X TITE Z CLOSE

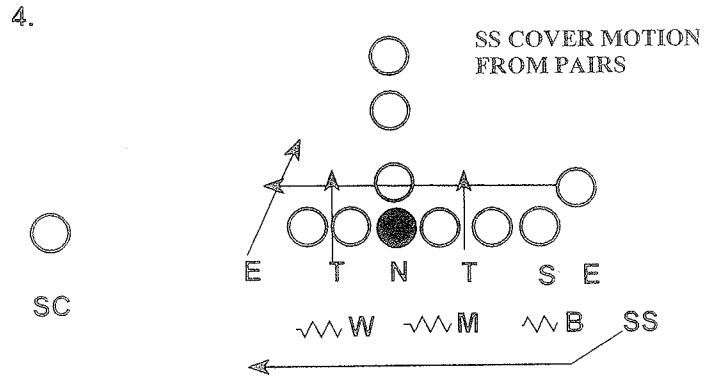
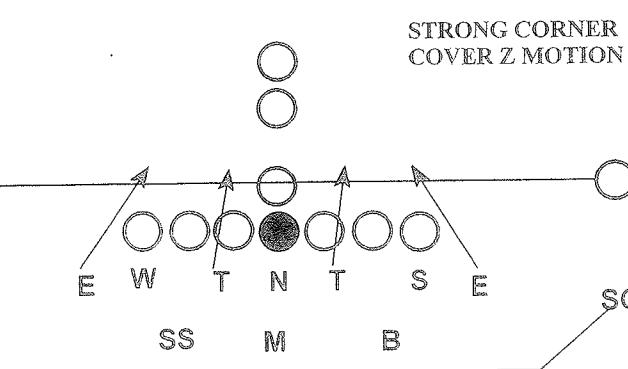
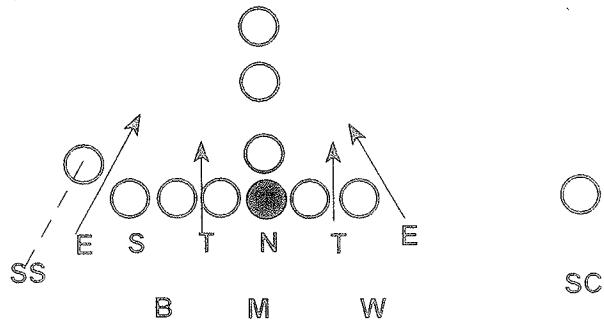


"TITE LEFT"

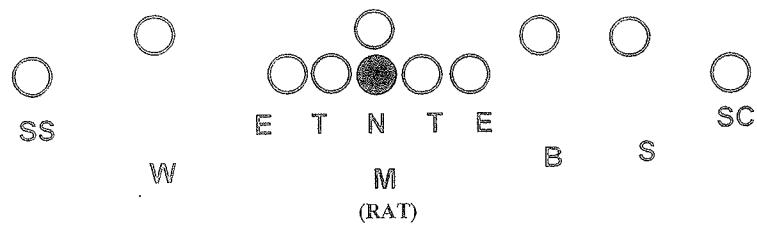
# ELEPHANT DIAMOND STICK



"TITE LEFT"

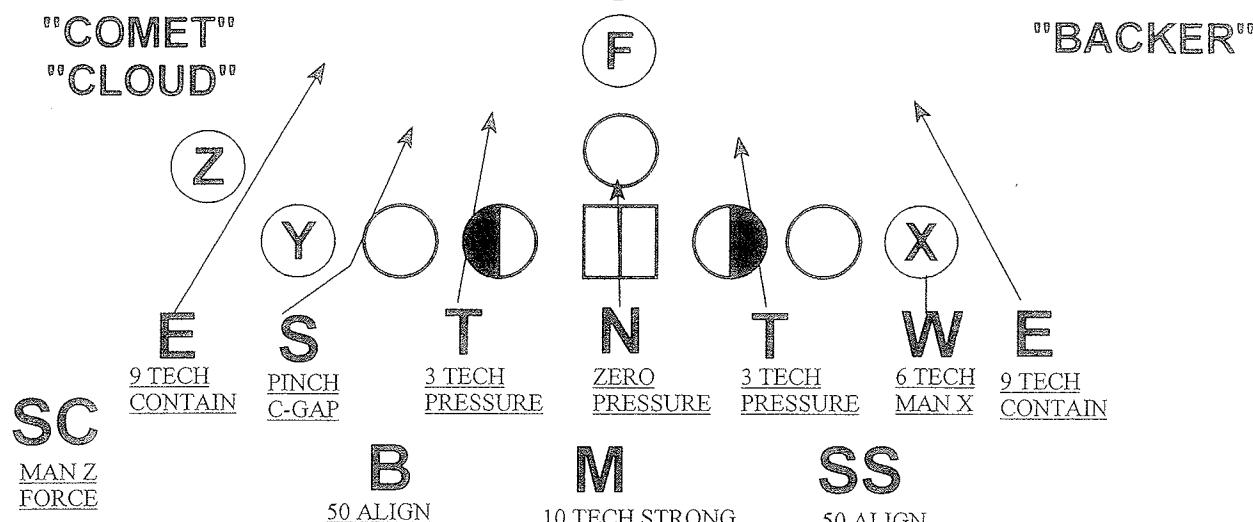


5. VERSUS EMPTY



# ELEPHANT PINCH STRONG

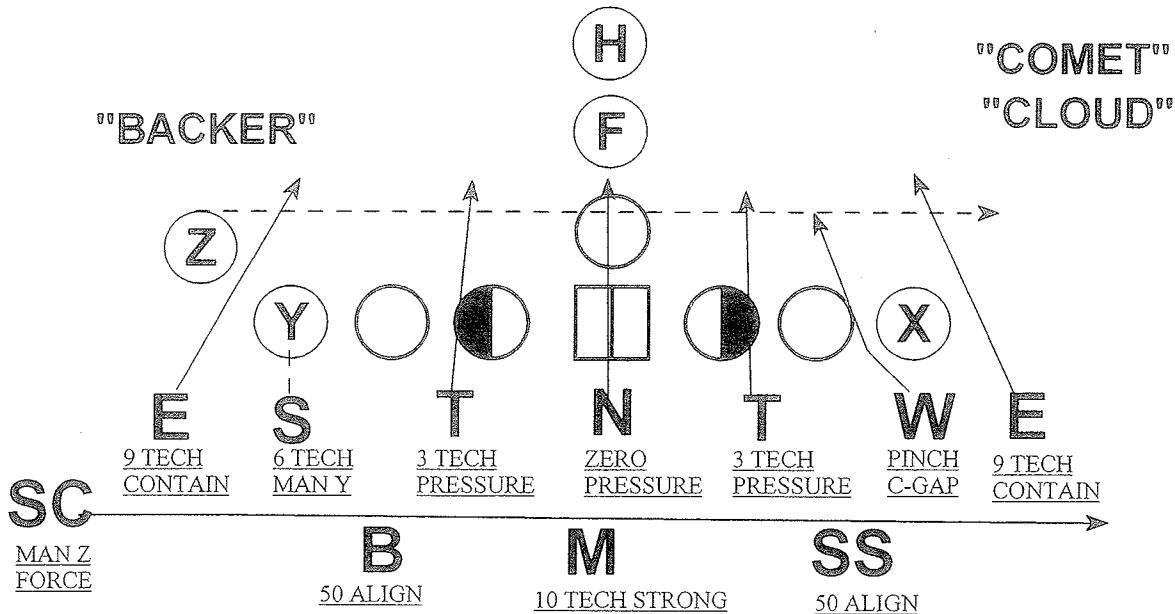
## I X TITE Z CLOSE



### ADJUSTMENTS:

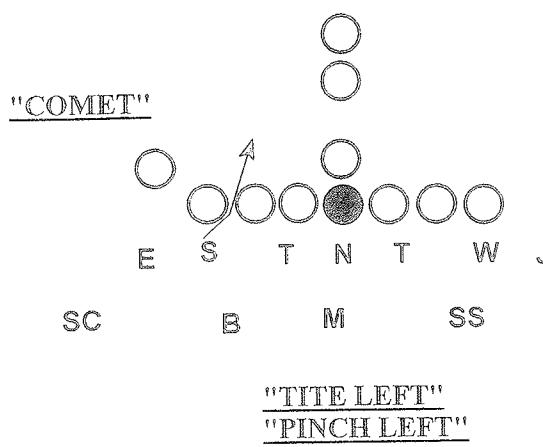
- FRONT ALIGN IN ELEPHANT DIAMOND
- WILL: ALIGN TO TE AWAY FROM RECEIVER  
VS. 2 TE CHOKE TE M/M - TO PINCH SIDE PINCH C-GAP  
VS. 1 TE CHOKE TE M/M  
NO TE ON LOS ALIGN TO 1ST TE (MAN)
- SAM: ALIGN TO RECEIVER  
VS. 2 TE CHOKE TE M/M - TO PINCH SIDE PINCH C-GAP  
VS. 1 TE STACK BEHIND LOS TO WING IN THE FUNNEL VS. PASS  
VS. NO TE COVER #2 OR #3 TO YOUR SIDE
- MIKE: ALIGN MIDDLE STRONG (10) TO TILT. IN FUNNEL VS. PASS
- BUCK: ALIGN TO TE/WING  
IN FUNNEL VS. PASS  
IF TE DISPLACED #2 OR #3 TO YOUR SIDE
- SS: ALIGN WEAK STACKED  
VS. PAIRS AND 1 OPEN COVER WING M/M  
TAKE SECOND BREAK IN COVERAGE
- CORNER: VS. 2 TE ON LOS MATCH WING OR DISPACED  
WR M/M

## (ZAC) I X TITE Z CLOSE



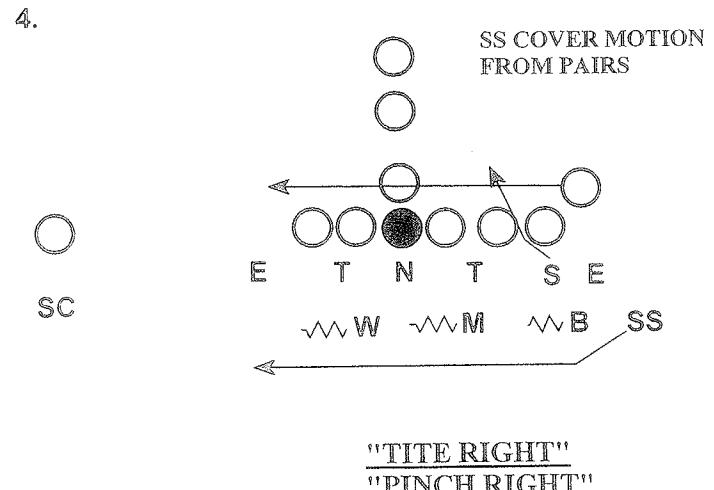
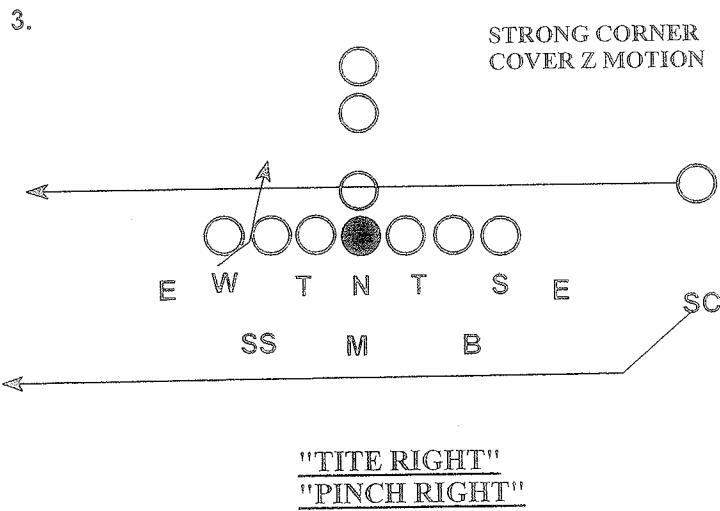
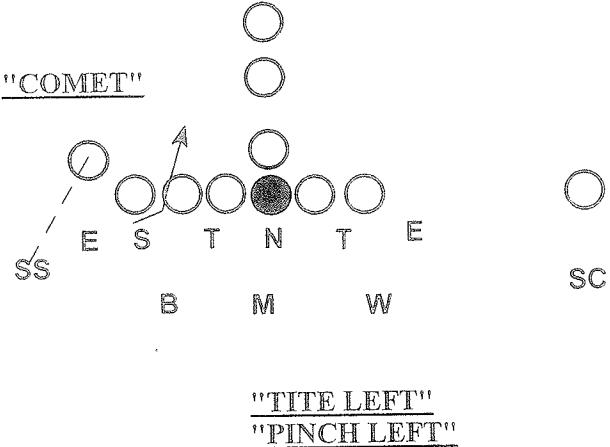
**"TITE LEFT"**  
**"PINCH LEFT" TO**  
**"PINCH RIGHT"**

# ELEPHANT PINCH STRONG

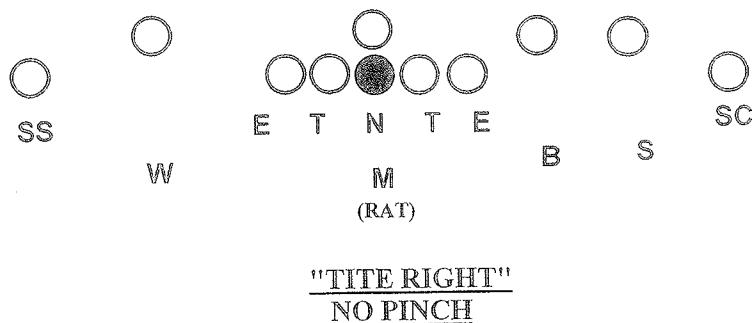


2. SS ALIGN TO AND COVER WING

STRONG CORNER COVER 1ST BREAK



## 5. VERSUS EMPTY

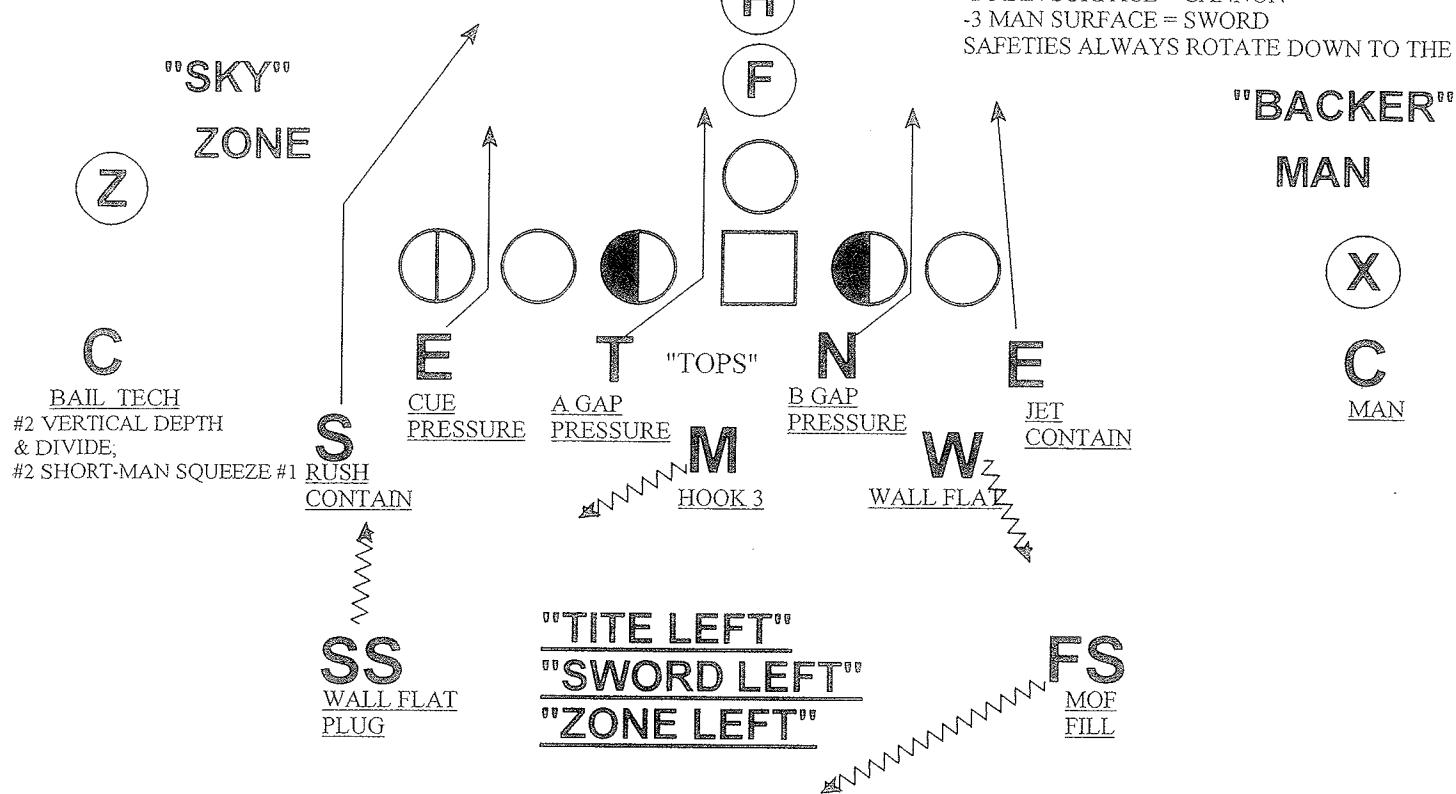


# 40 HATCHET LEFT

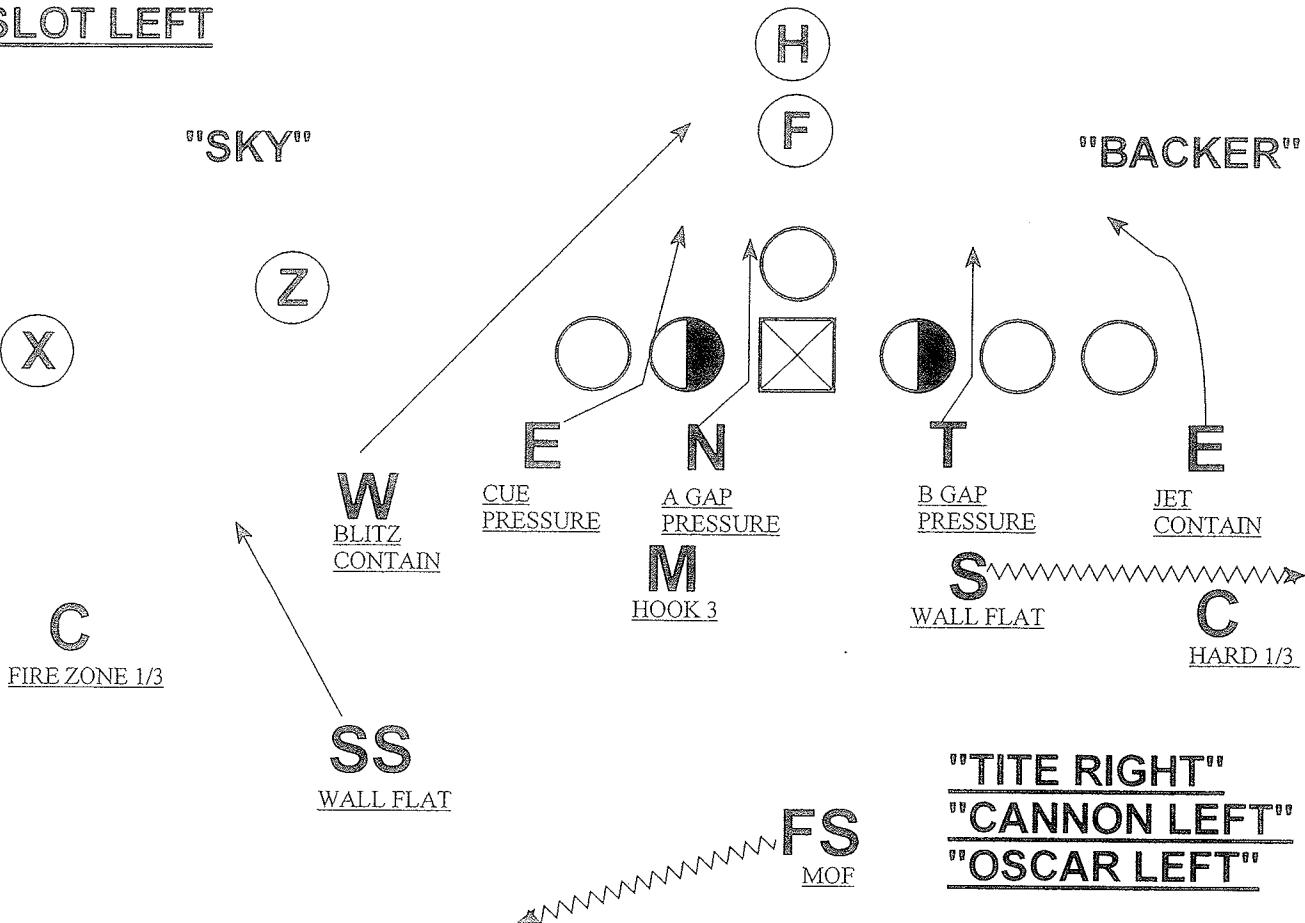
ILT

WEAPON- NO DL DROP  
CANNON = WILL LB  
SWORD = SAM LB

CANNON OR SWORD TO DEFENSIVE LEFT  
-BASED ON BLOCKING SURFACE TO DEFENSIVE LEFT  
-2 MAN SURFACE = CANNON  
-3 MAN SURFACE = SWORD  
SAFETIES ALWAYS ROTATE DOWN TO THE LE



## I SLOT LEFT



# NICKEL EVEN SARATOGA ADJUSTED JACK

## BLUE FLEX

"ZONE"

R

C

H

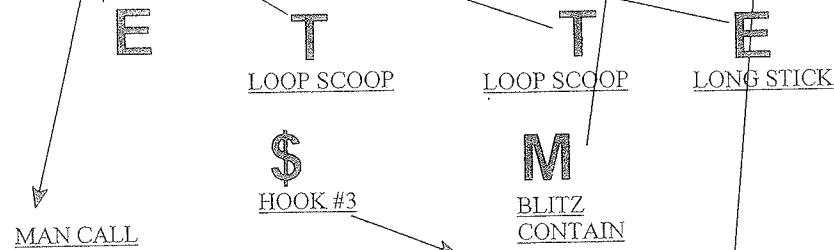
KING

"MAN"

Z

X

C



FS

"TITE LEFT"  
"RINGO, RINGO"

MOF

SS

BLITZ C  
KING

- RINGO/LUCKY TO SE SID  
TE MOVEMENT CHANGE  
OF PRESSURE

## BLUE TRAIN

"MAN"

R

Z

C

H

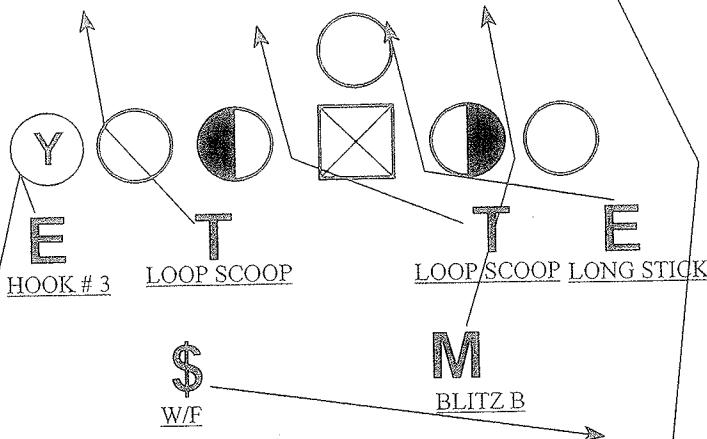
KING

"MAN"

X

C

\*  
IN/OUT 2 & 3



"TITE LEFT"  
"RINGO, RINGO"

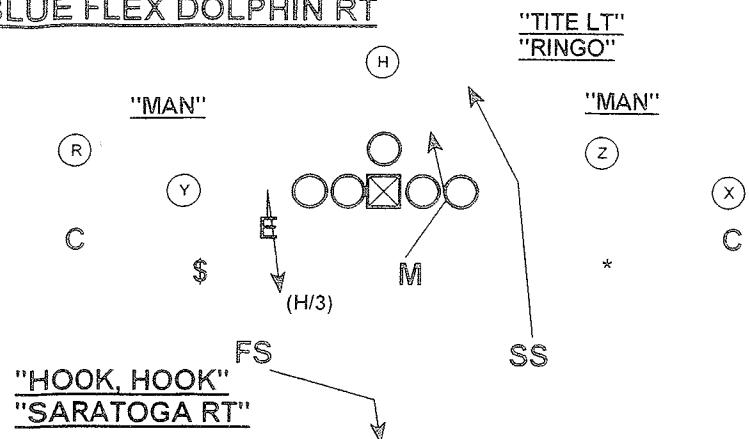
SS  
MOF

FS

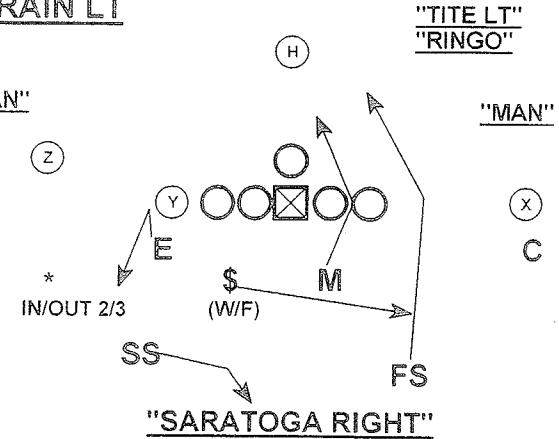
BLITZ C  
KING

# NICKEL EVEN SARATOGA ADJ JACK: ADJUSTMENTS

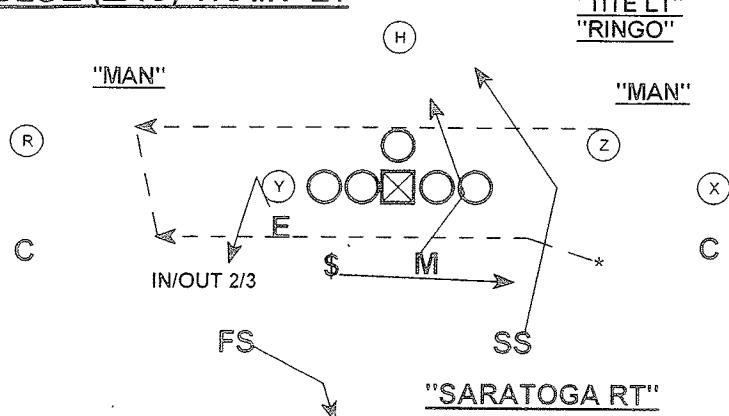
## BLUE FLEX DOLPHIN RT



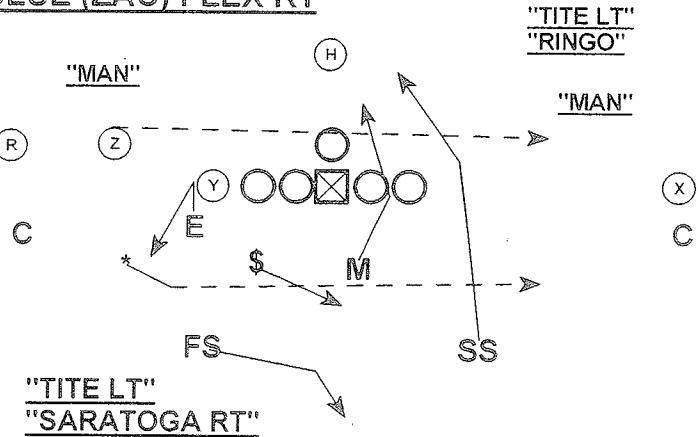
## BLUE TRAIN LT



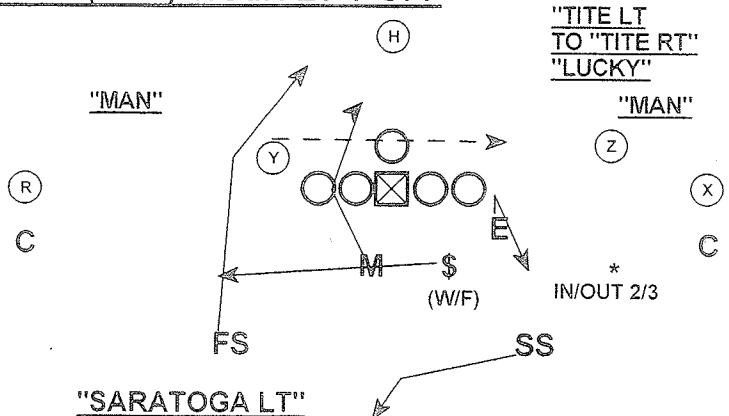
## BLUE (ZAC) TRAIN LT



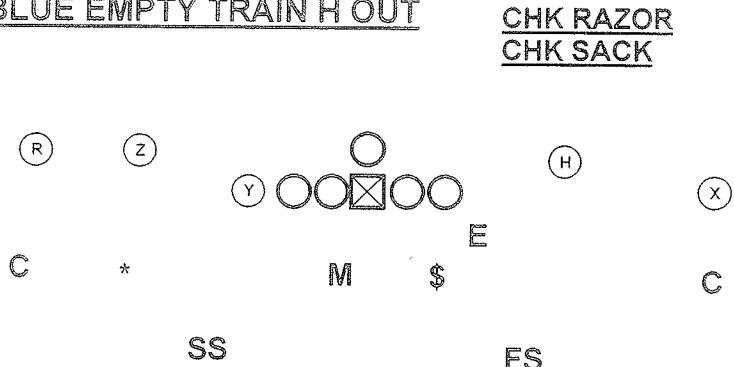
## BLUE (ZAC) FLEX RT



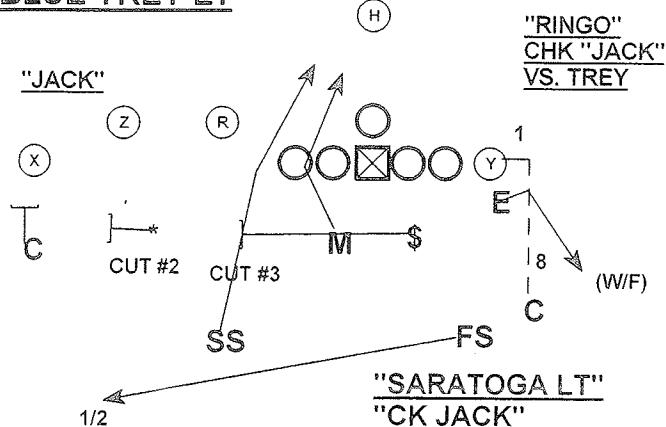
## BLUE (YAC) TRAIN LT Y OFF



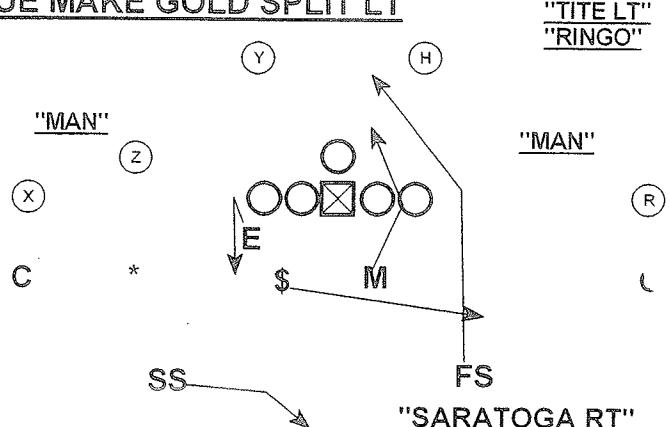
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT



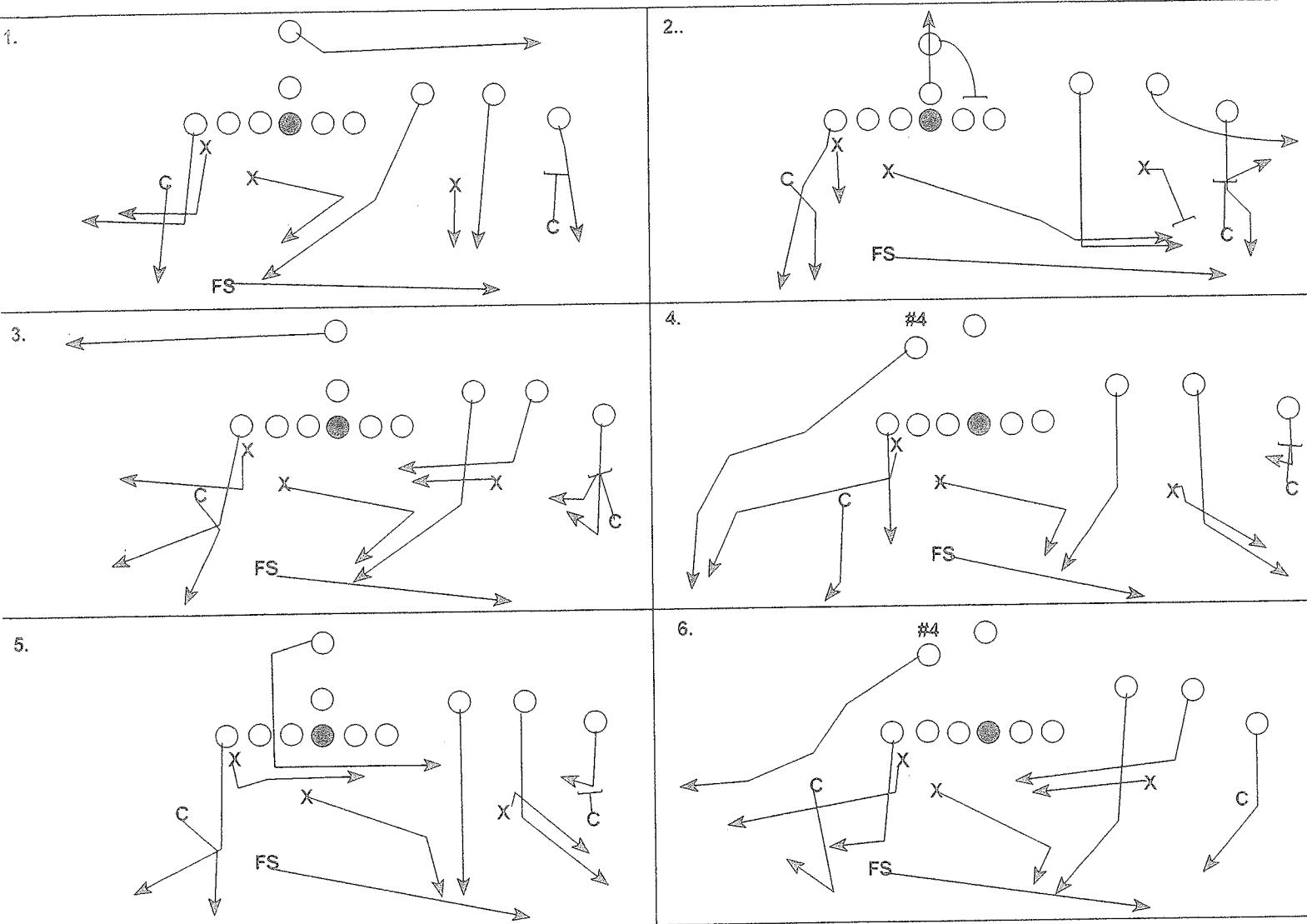
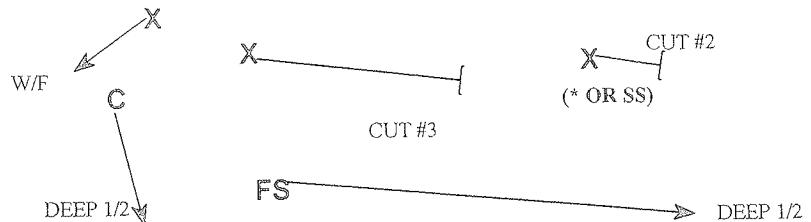
## BLUE MAKE GOLD SPLIT LT



# JACK

TREY CHECK IN NICKEL / DIME ZONE PRESSURE FOR TREY FORMATION

NEVER A DB IS COMING TO  
TREY FORMATION WE CAN JACK  
THE COVERAGE . BACKSIDE CORNER  
PLAYS 1/2.



# CHECK DOT MOD

SILVER DOT LT

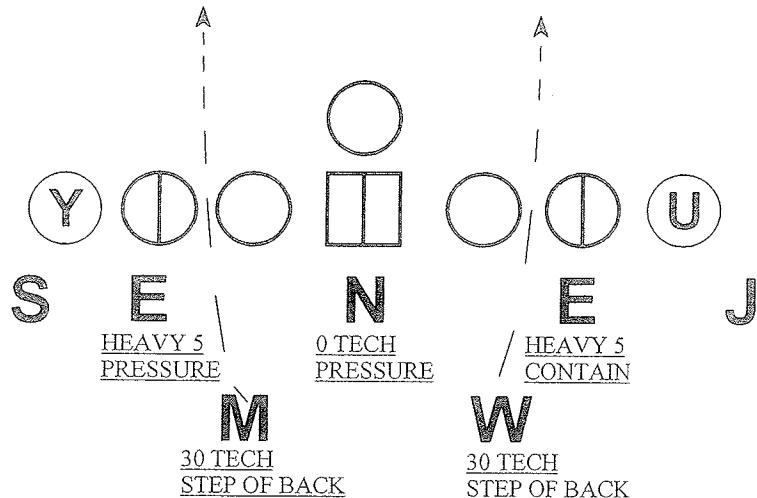


"SKY"



C

MOD



"READ"



SS  
MOD

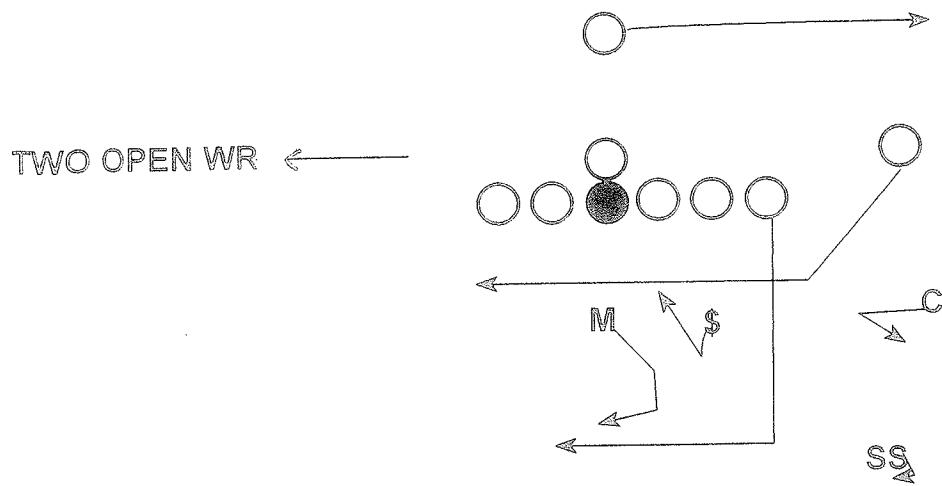
"CK DOT MOD"  
"MOD, MOD"

FS  
MOD

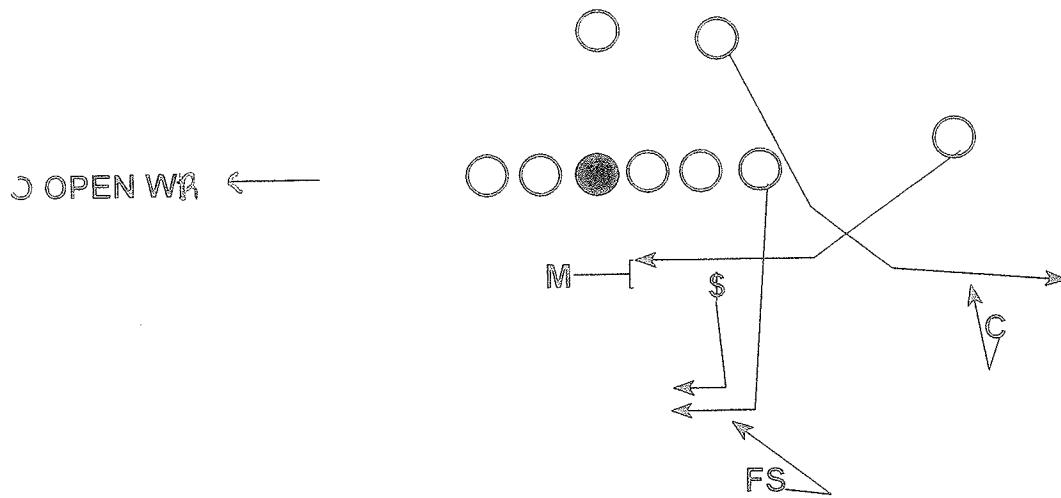
C  
MOD

# BACKSIDE 7 SWITCH/7 MOD

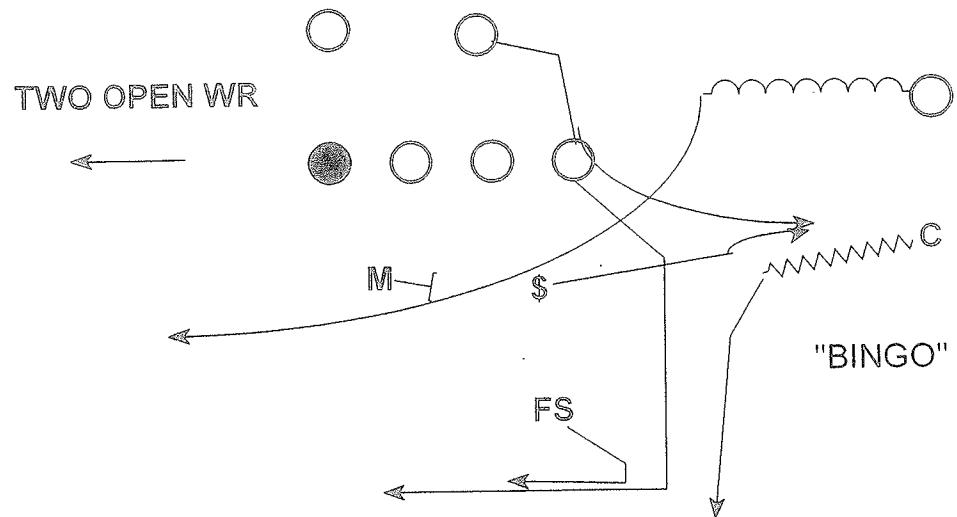
## 1. CUT WITH "PUSH ALERT"



## 2. CUT, NO PUSH ALERT (MAC IS IN THE CUT)



## 3. IF 3 MAN BUNCH CHK BINGO



### COACHING POINT

SAM/\$ = IN BINGO  
MAKE SOMEONE TAKE YOU TO THE FLAT & YOU MUST TAKE THEM BACK ON ANGLE





# 2008 ALABAMA DEFENSE

SAM
55 WILLIAMS
32 ANDERS
35 KIRSCHMAN
5 J. HARRIS
87 BULLARD

END
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

NOSE
97 WASHINGTON
99 CHAPMAN
62 CODY
94 BILLINGSLEY

JACK
98 FANNY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

DIME \$
26 SHARRIEF
58 GENTRY
96 L. DAVIS
57 DAREUS

NICKEL \$
13 REAMER
45 HIGGENBOTHAM
5 HARRIS

WILL
13 REAMER
45 HIGGENBOTHAM
30 HIGHTOWER
56 LEE

LC
28 ARENAS
24 MQ. JOHNSON
15 LAWRENCE
39 PENNINGTON

RC
3 K. JACKSON
8 ROGERS
23 GREEN
33 H. GRAY

FS
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORS

SS
27 WOODALL
26 SHARRIEF
4 BARRON
37 LESTER



# NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 6, 2008 PRAC: 7

# Turnovers Fall 2008

PRACTICE #6

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
91 Watkins (2)	24 M. Johnson			
30 Hightower	49 R. Johnson			
26 Sharrief	3 Jackson			
89 M. Williams	43 Burnhall			
32 Anders	20 King			
	46 Neighbors			
	52 McCullough			
	32 Anders			
	58 Gentry			
				30 Hightower

ALABAMA FALL 2008 3<sup>RD</sup> DOWN EFFICIENCY

## PRACTICE: 6 8-6-08 (MORNING A.M PRACTICE)

**TOTAL: WINS: 11 LOSS: 4 = 74%**

**TOTAL:**

**WINS: 10 LOSS: 2 = 84%**

**TEAM TOTAL: WINS 21 LOSS 6 = 78%**

**FALL AVG. 75%**

**TEAM GOAL: 70%+**

### PRACTICE: (NUMBER & %)

# 2008 ALABAMA FOOTBALL

## SPRING PRACTICE INSTALL

### DAY 7

#### **BASE DEFENSE**

FRONTS	COVERAGE	PRESSURE
	1. DB 7 CLIP/SWITCH	1. BASE TILT FZ OSCAR

#### **BASE CALLS**

1. BASE UND O DB 7 CLIP SWITCH	
2. BASE TILT FZ OSCAR	
INVERTED WING ADJUSTMENTS	

#### **SUB DEFENSE**

FRONTS	COVERAGES	PRESSURE
1. ODD	1. 77 MOD (SWITCH)	1. N. EVEN LION SARASOTA
	2. TRIPLE 7 SW/CLIP	2. N. FLEX STRONG STRIKE
	3. 5-LOCK	3. N. EVEN MAC BILLY 5 PEEL
	4. 33 ZONE	4. D. ODD DOUBLE C-0
		5. N/D. EVEN BOA

#### **SUB CALLS**

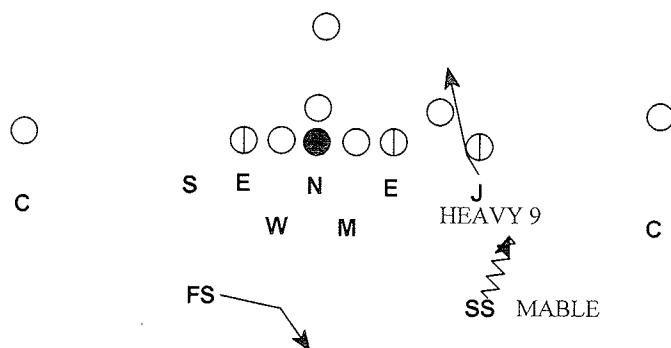
1. N/D. FLEX 77 MOD (SWITCH)
2. N/D. FLEX TRIPLE 7 SWITCH/CLIP
3. N/D. EVEN 5 LOCK
4. D. ODD 33 ZONE
4. N. EVEN LION SARASOTA
5. N. FLEX STRONG STRIKE
6. N. EVEN MAC BILLY 5 PEEL
8. D. ODD DOUBLE C-0
9. N/D. EVEN BOA

**ALABAMA  
CRIMSON TIDE**

# INVERTED WING

EMPHASIS  
TODAY BY  
OFFENSE

## 1. TRUMP

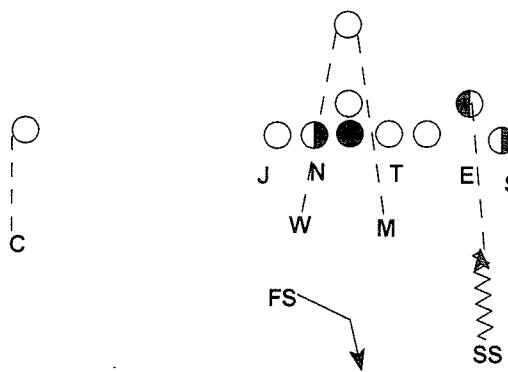


### BASE STRONG 3 AUTO

"RALPH"

\*\*ALERT SPLIT ZONE/COUNTER/BOOT

## 2. TRUMP

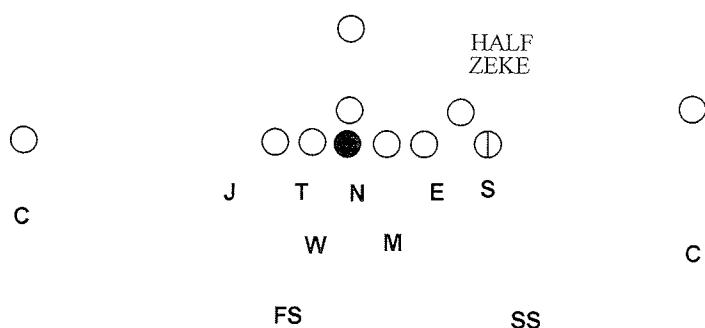


### 40 POINT 9 RAT

"TITE RT"

"JUMP" THE FRONT

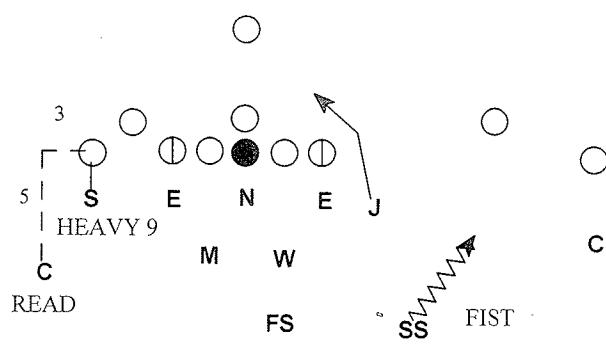
## 3. TRUMP



### BASE UNDER O DBL 8 MEG/4 AUTO

"CLOSED RT"

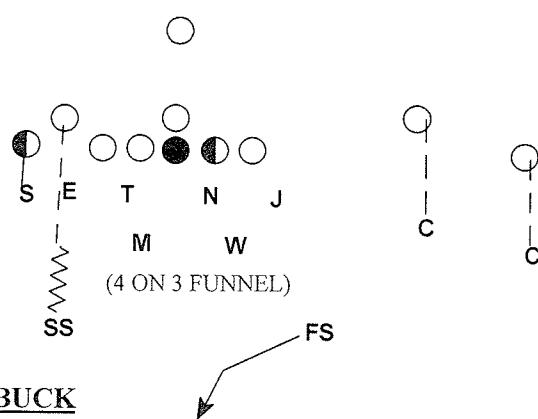
## 1. FLUNK



### BASE STRONG 3 AUTO

"RALPH"

## 2. FLUNK

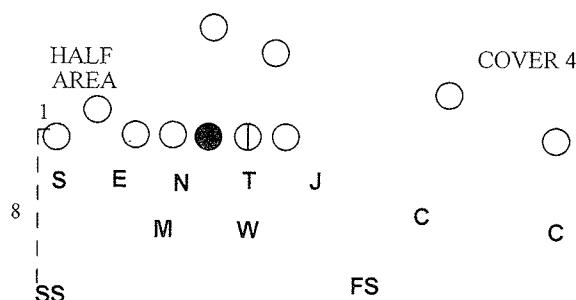


### 40 1 BUCK

"TITE LT"

(ROLL IT)

## 3. FLUNK



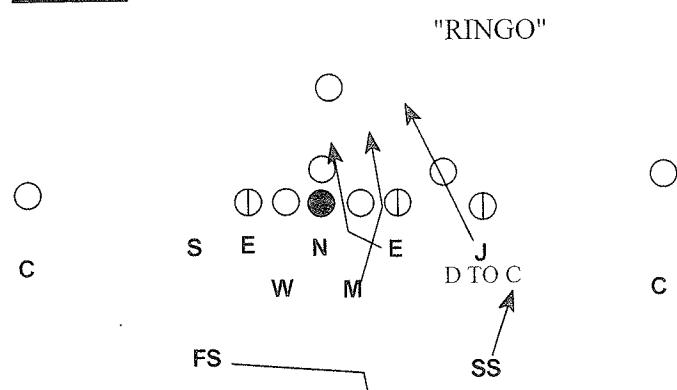
### BASE UNDER SHADE DBL 8 MEG/4 AUTO

"CLOSED LT"

# INVERTED WING

VS. PRESSURES

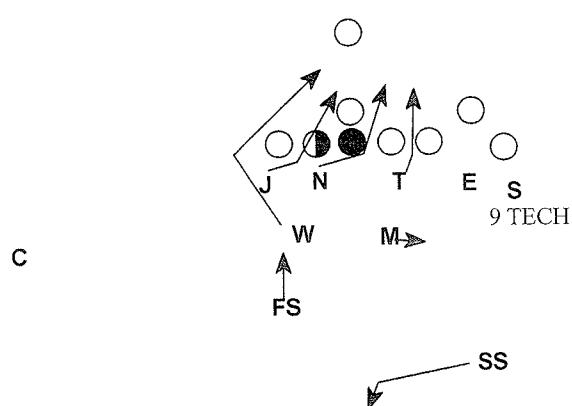
## TRUMP



BASE CLOSED F.Z. TED

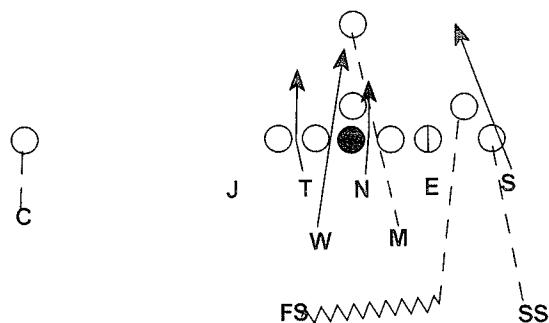
## 2. TRUMP

"CANNON LEFT"



41 CANNON OSCAR

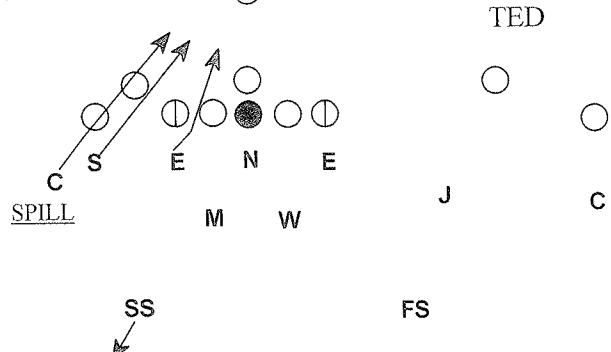
## 3. TRUMP



BASE UNDER O HAWK A

## 1. FLUNK

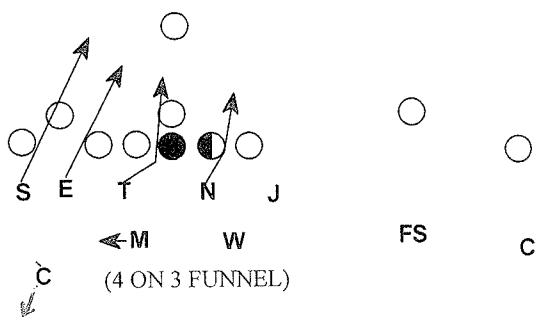
"SONIC LEFT"



BASE CLOSED SONIC TED

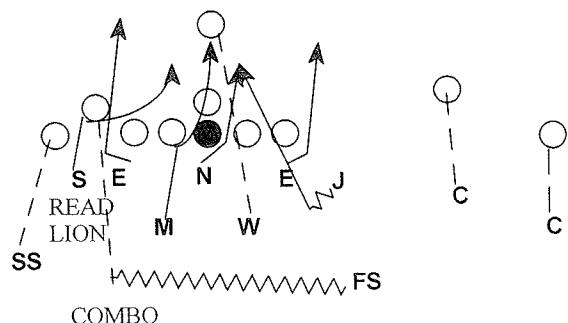
## 2. FLUNK

"SWORD LEFT"



40 SWORD OSCAR

## 3. FLUNK



BASE RATTLER CHK PLUMBER

# **TWO MINUTE DEFENSE**

## **POINTS FOR TWO MINUTE DEFENSE**

1. Understand situation – what is our lead – 3 points, 7 points, 10 points – that will dictate how we play.
2. It is imperative that in this critical time period we maintain our poise, confidence, and continue to execute with perfection.
3. The character of our defense will be revealed through our ability to be successfully in a 2-minute drill.

## **GENERAL MUST**

1. Everyone must get their eyes to sideline for signal after every play.
2. Everyone must communicate signals prior to snap. Know the signals!
3. Do not allow the ball carrier to get out of bounds – protect the sideline.
4. Avoid penalties.
5. Be slow getting off pile. Keep the ball carrier on ground.
6. Know one needs to be a hero. Just execute.
7. Tackle up high – especially on sideline. Play on your feet.
8. Always be alert for timeout signal from the sideline. Do not call time out if clock has stopped. Do not request a time out unless it is called from sideline. Coach Saban can call a timeout as well.
9. If someone is injured – stay down. This will enable us to get a substitute in the game.
10. Always be alert for a screen or draw on the opening play of two minutes – especially at the end of the first half.

## **THE CLOCK**

1. An offensive team runs one play every 30 to 40 seconds under normal situations. The average time needed to run a play in a 2-minute (hurry up) situation is 20-27 seconds.
2. When behind in the last minute of a game the average time needed to run a play is less than 14 seconds.

## **CLOCK STARTS ON SNAP**

1. After out of bounds play.
2. After incomplete pass.
3. After a called time out.
4. After a touchback.
5. After a change possession.
6. After a defensive penalty.

## **CLOCK STARTS ON REFEREE'S SIGNAL**

1. After an offensive penalty if offense is behind in the game.
2. After a measurement for a first down.
3. After excessive play not caused by either team (crowd noise).
4. After any equipment repair.
5. After a fumble that goes forward and out of bounds (ball spotted at point of fumble).

## **ALERT TIMEOUT**

1. End of half/end of game.
2. MIKE calls it in the huddle as a part of the defense.
3. At the end of the play, the entire defense looks to the sideline for the timeout signal.
4. We may or may not call a timeout.

## **2 MINUTE CALLS**

### **DIME VS. BLUE**

EVEN

6 / ZONE OPEN

1 FUNNEL

7 (MOD) (BOX) (SWITCH)

TRIPLE CALL STUMP / CLIP / POACH

2

SHOW 2

### **DIME PRESSURES**

TEXAS ADJ (SWITCH CALL) (✓ ZEBRA / RAIN / SLAP / PUNCH)

SARATOGA ADJ

DBL DOG O PEEL

\$ O CHANGE

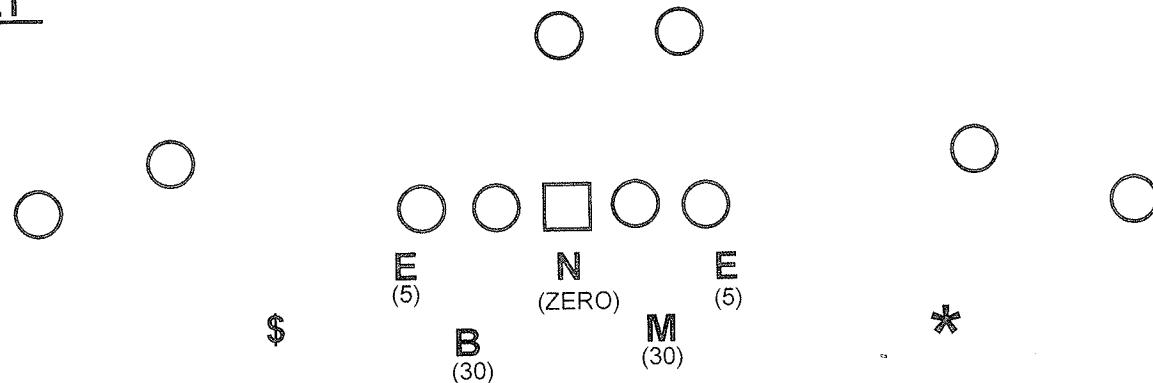
RAC TOM O

MOCCA A

EAGLE BLITZ

# DIME ODD

**"BUCK LT"**

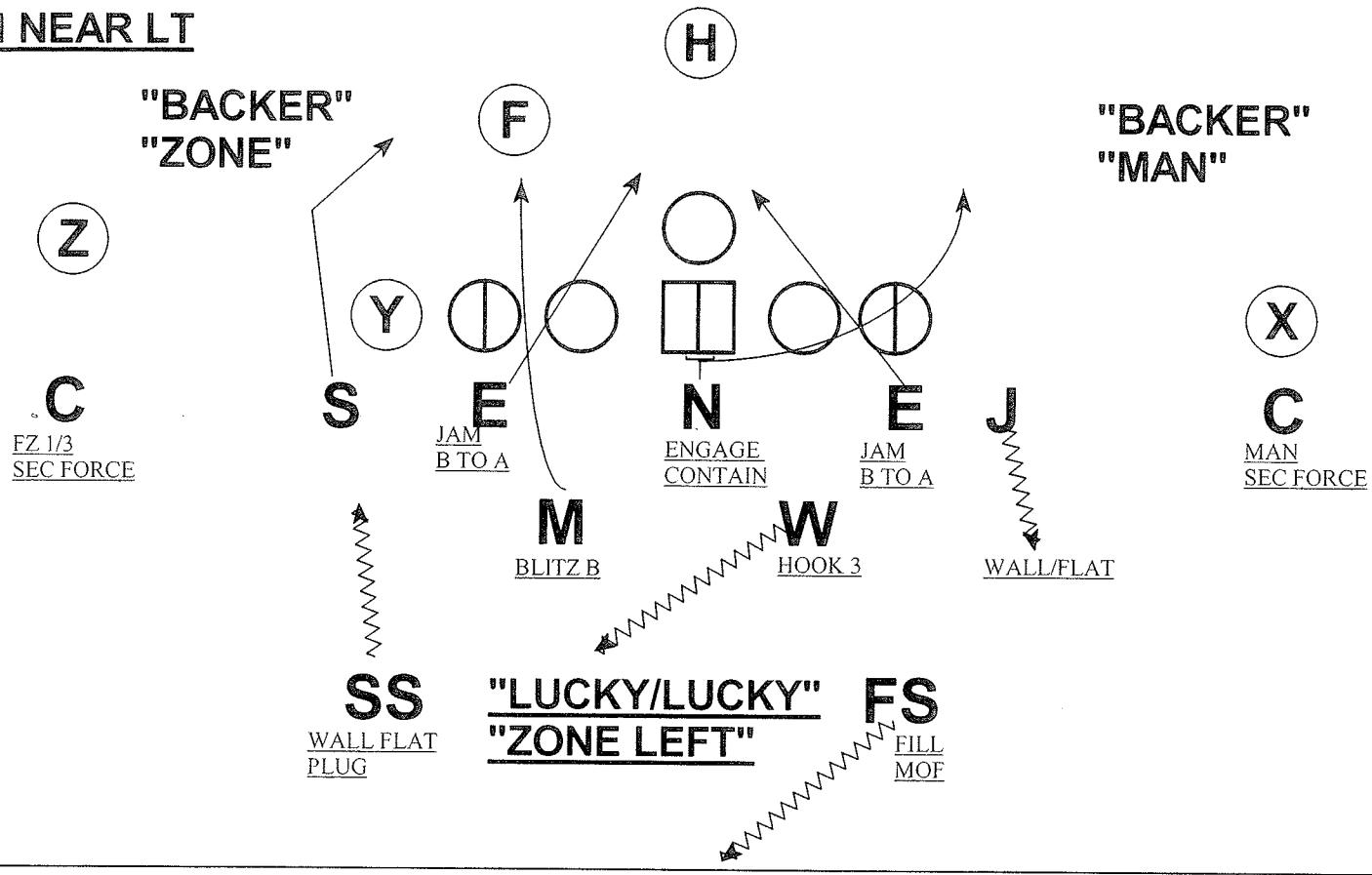


POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
E	LEFT	5	COVERAGE RULES		C	C TRAIL	CONTAIN RUSH
N	ZERO	ZERO			A	A	A to A
E	RIGHT	5	COVERAGE RULES		C	C TRAIL	CONTAIN RUSH
B	RT or LT	30	COVERAGE RULES				COVERAGE RULES
\$	ALIGN TO #4	COVERAGE RULES	BY BLOCKING SCHEME & COVERAGE	TRIANGLE	ALLEY	B GAP	COVERAGE RULES
<u>MAC</u>	30	30	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK NOSE	COVERAGE RULES

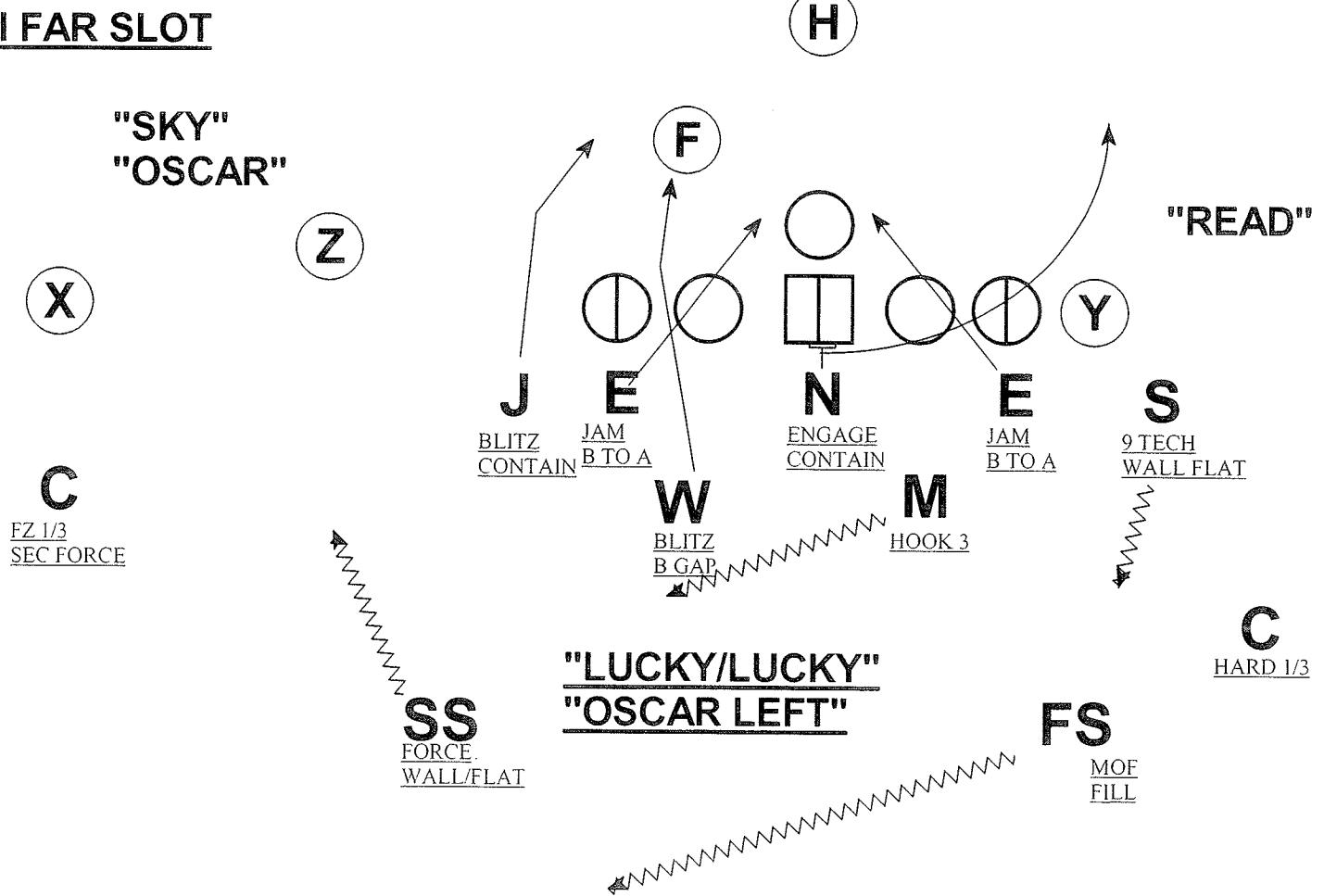
NOTES: BUCK MAKE BUCK RT/LT CALL ON ALIGNMENT, COVERAGE, RUSH  
CAN MUG BUCK AND MAC ON OG IN ALIGNMENT

# BASE TILT FIREZONE OSCAR

## I NEAR LT

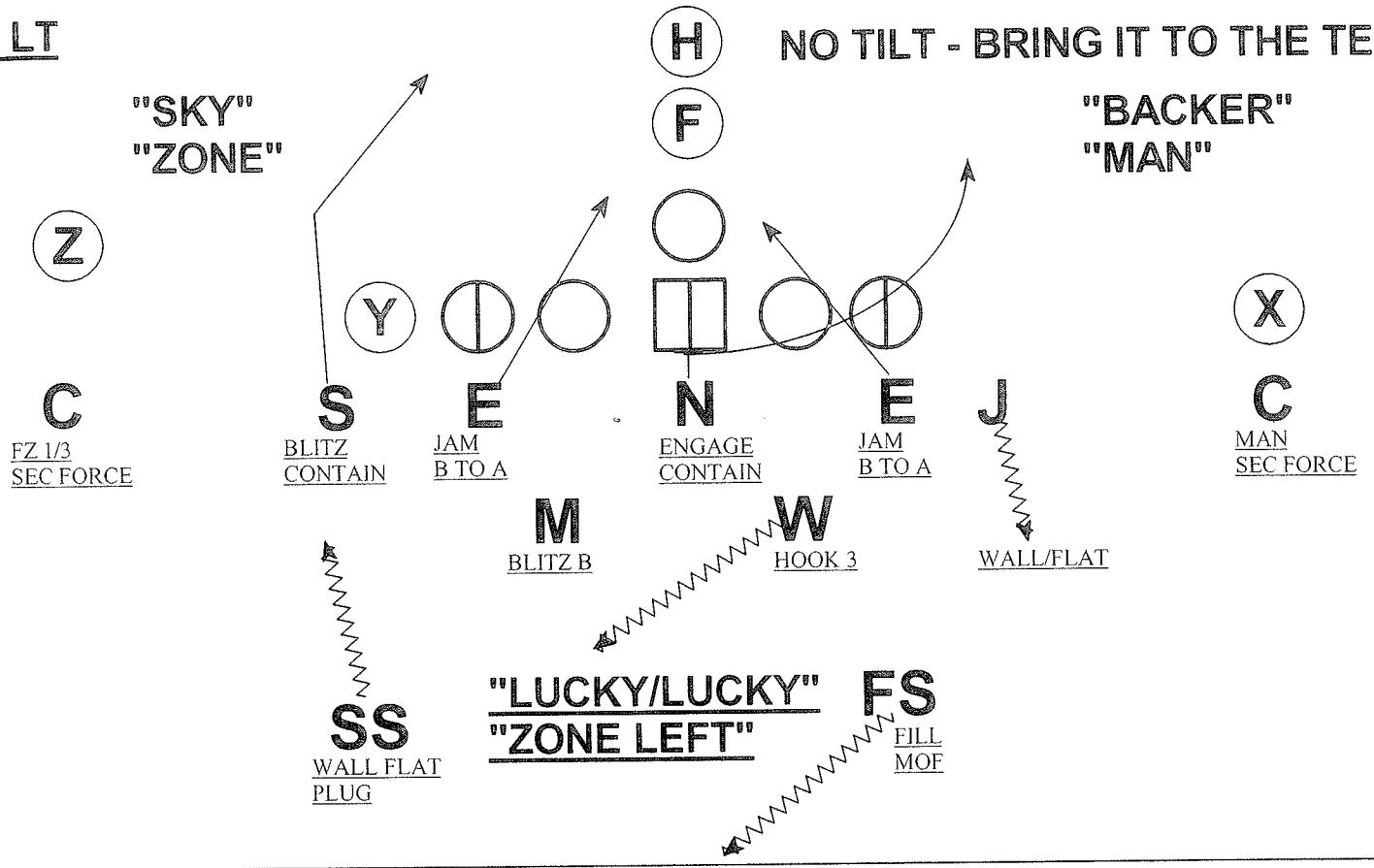


## I FAR SLOT

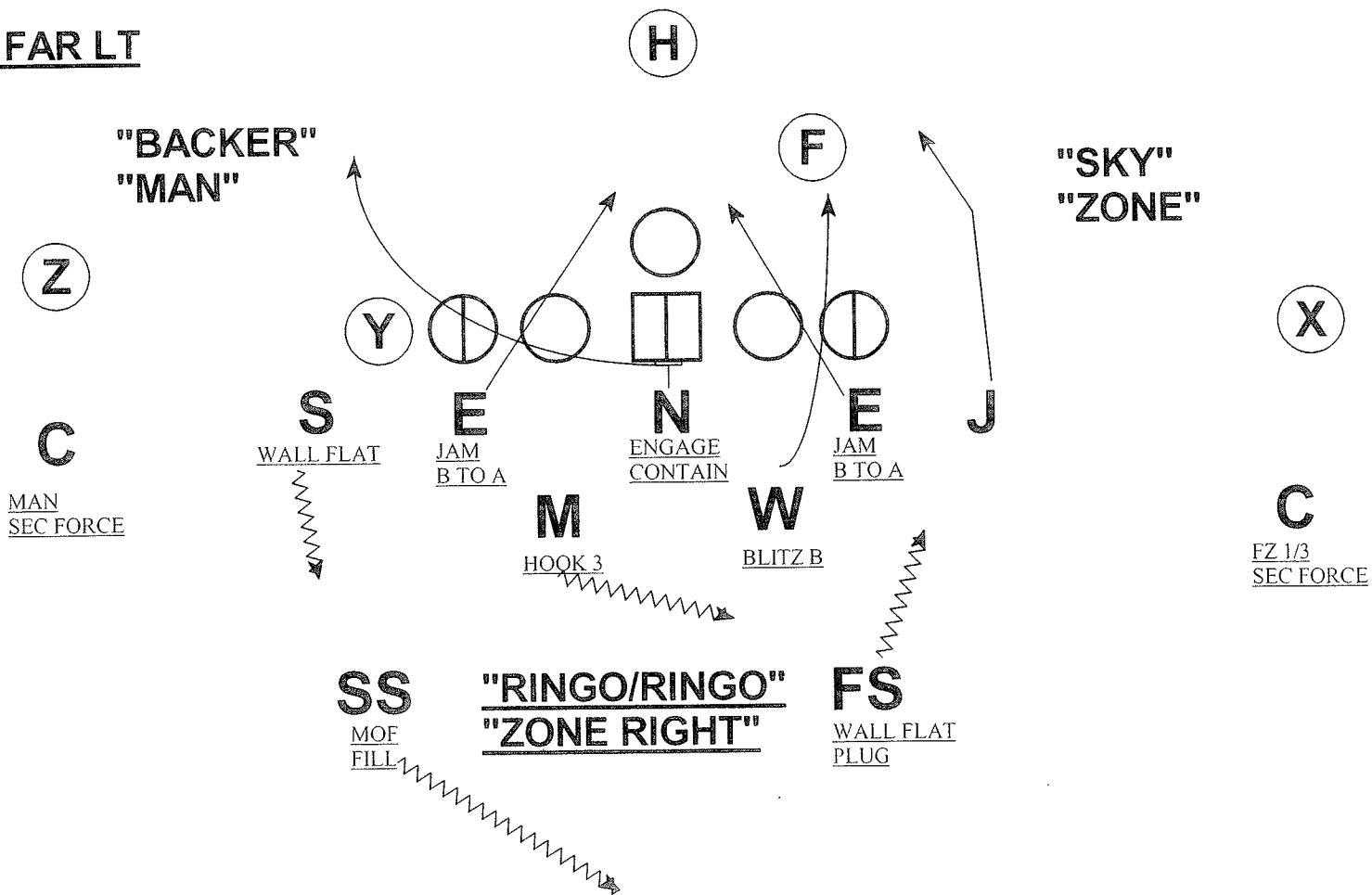


# BASE TILT FIREZONE OSCAR

LT

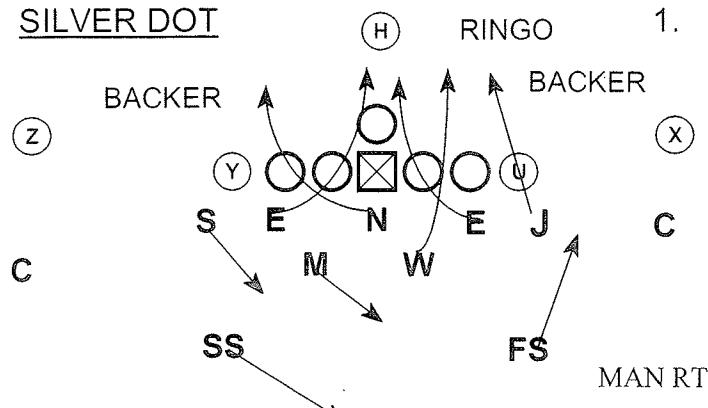


FAR LT



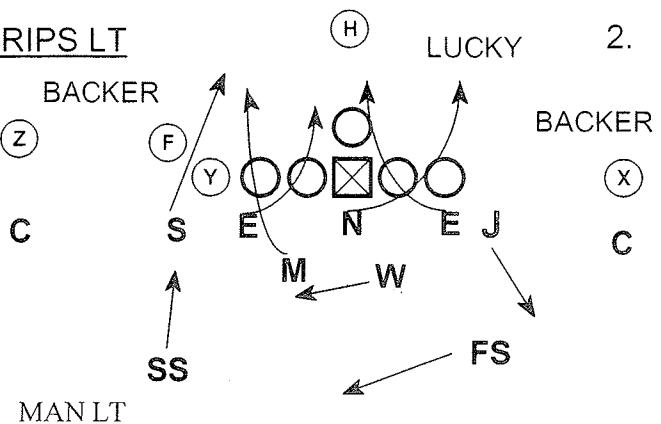
# BASE TILT FIREZONE OSCAR CK ZEBRA

## SILVER DOT



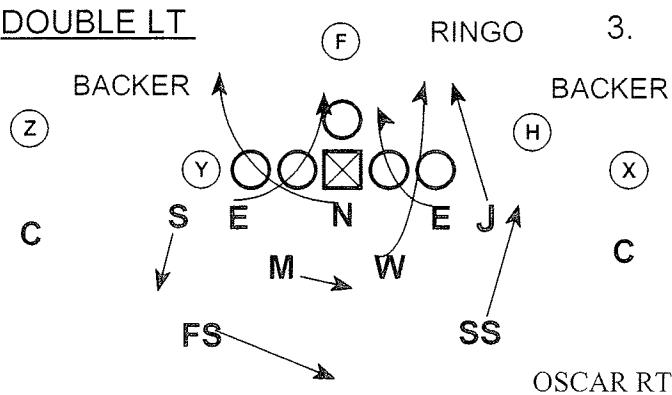
1.

## TRIPS LT



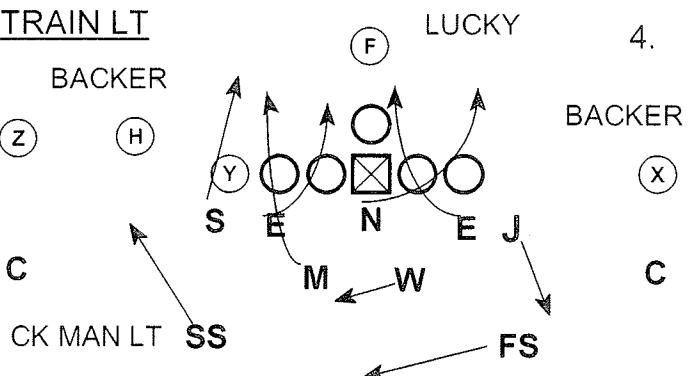
2.

## DOUBLE LT



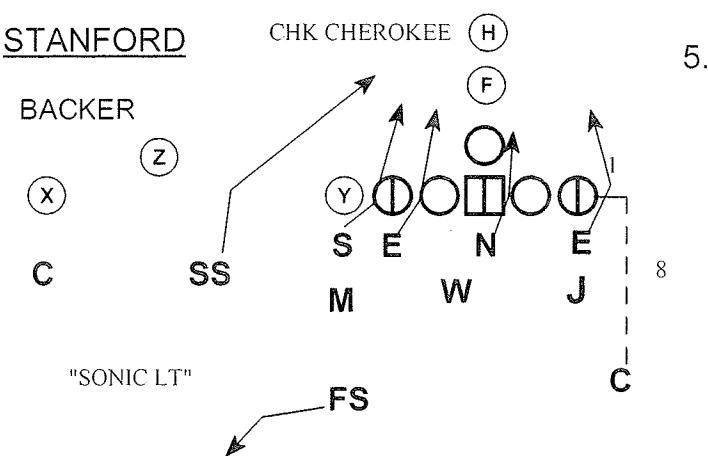
3.

## TRAIN LT



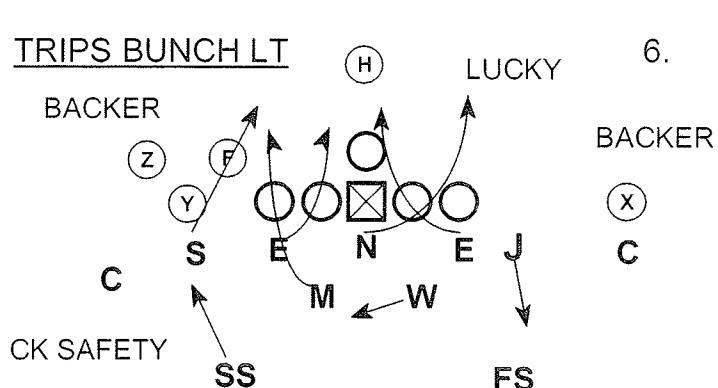
4.

## STANFORD



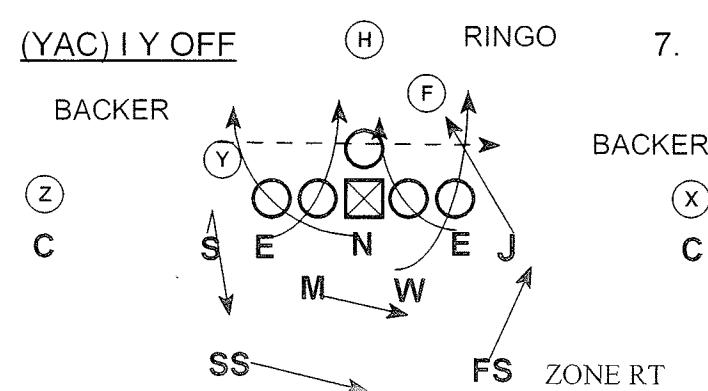
5.

## TRIPS BUNCH LT



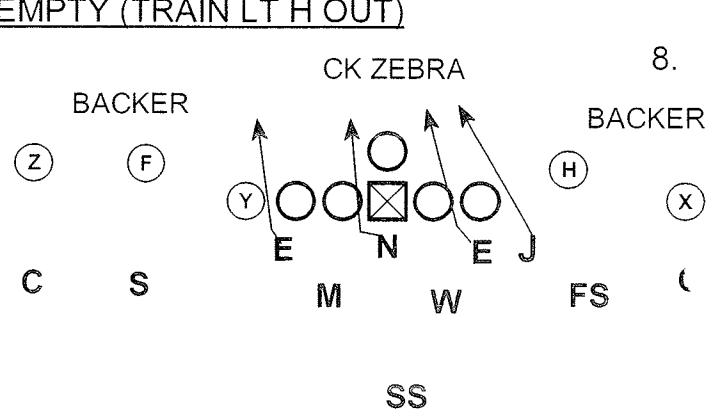
6.

## (YAC) I Y OFF



7.

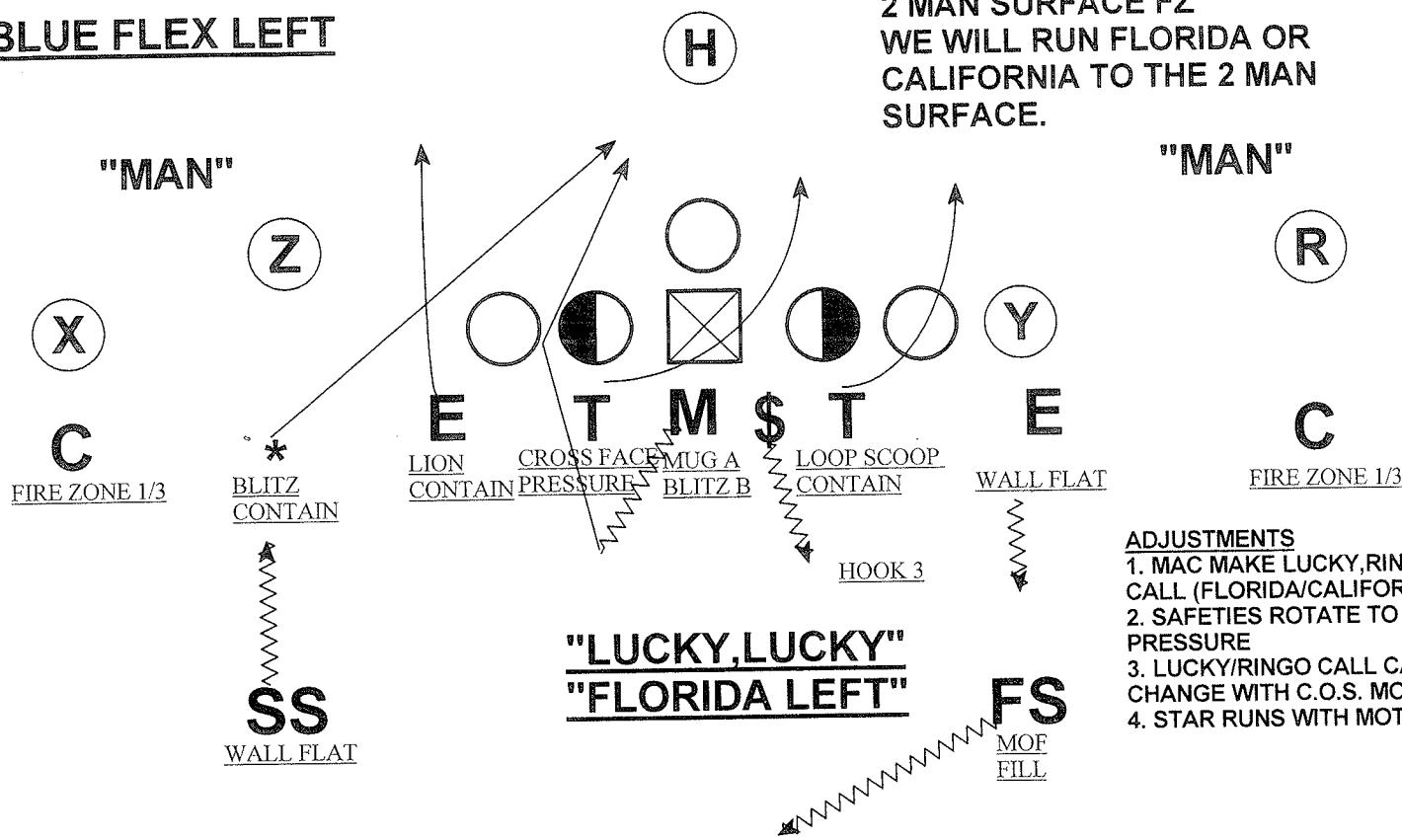
## EMPTY (TRAIN LT H OUT)



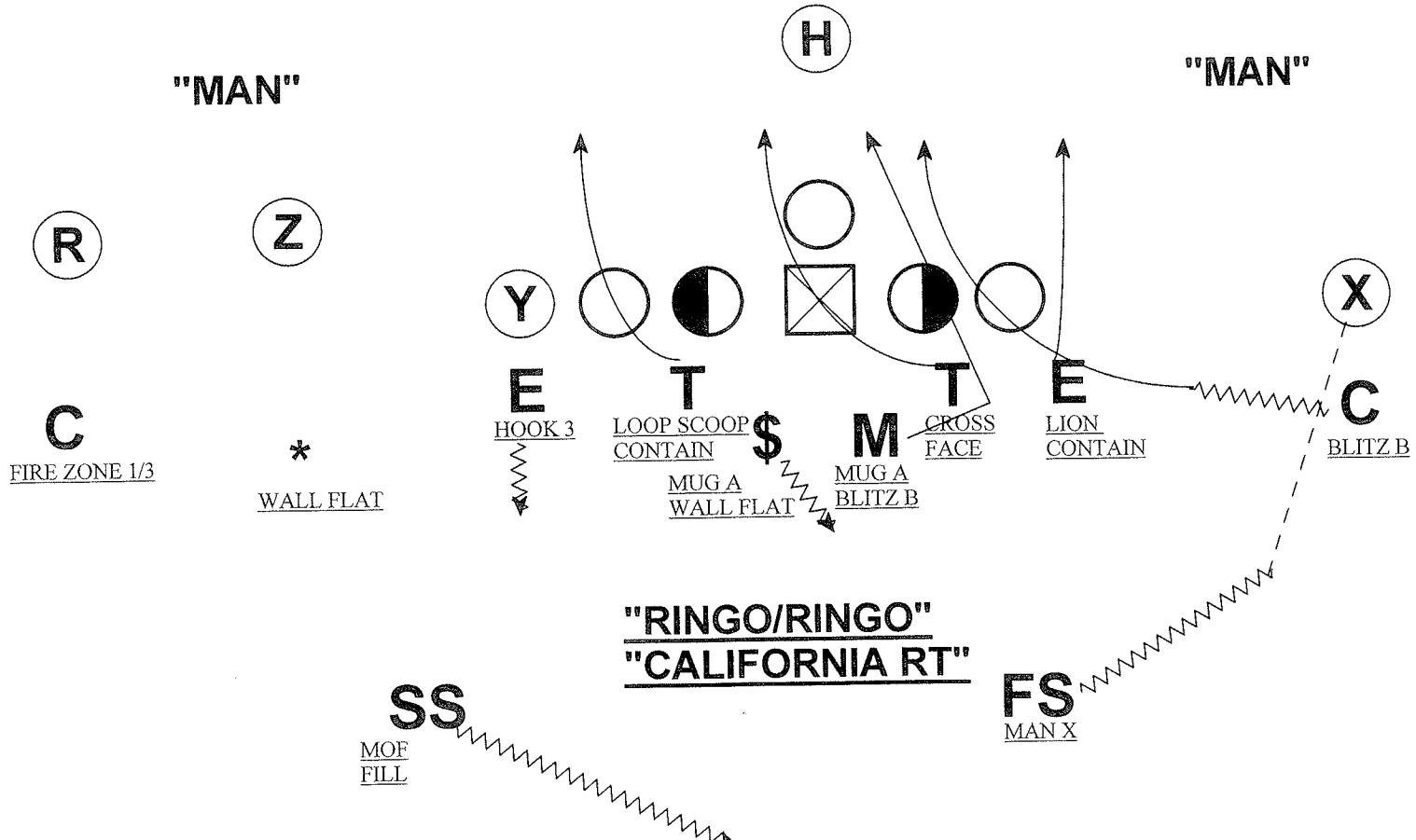
8.

# NICKEL EVEN LION SARASOTA

## BLUE FLEX LEFT

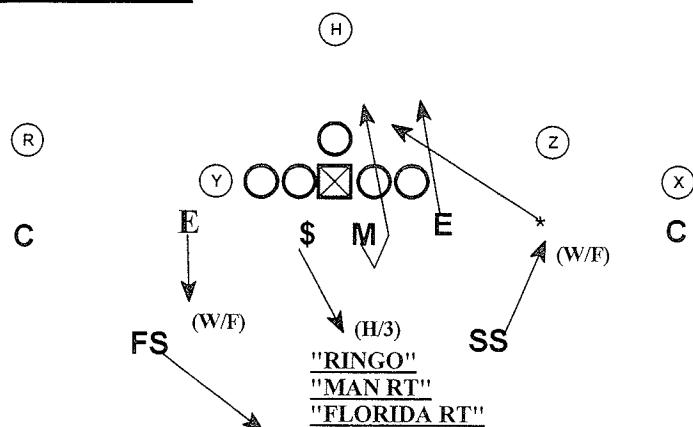


## BLUE TRAIN LT

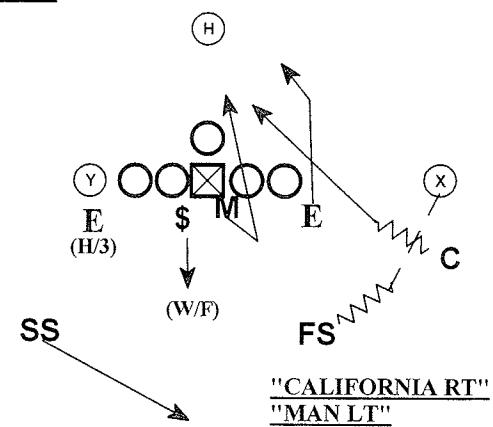


## N/D EVEN LION SARASOTA: ADJUSTMENTS

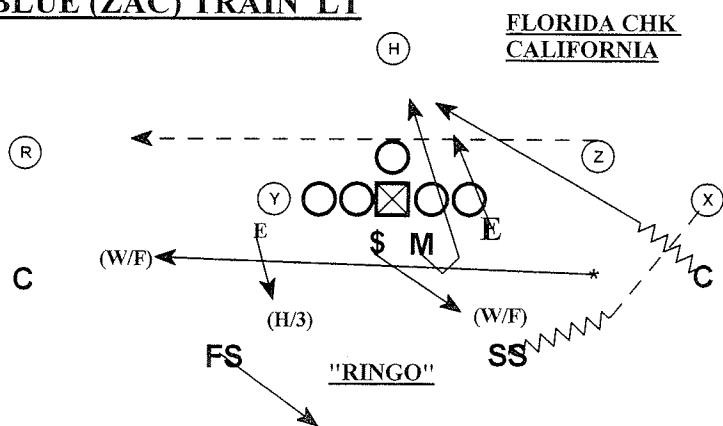
### BLUE FLEX RT



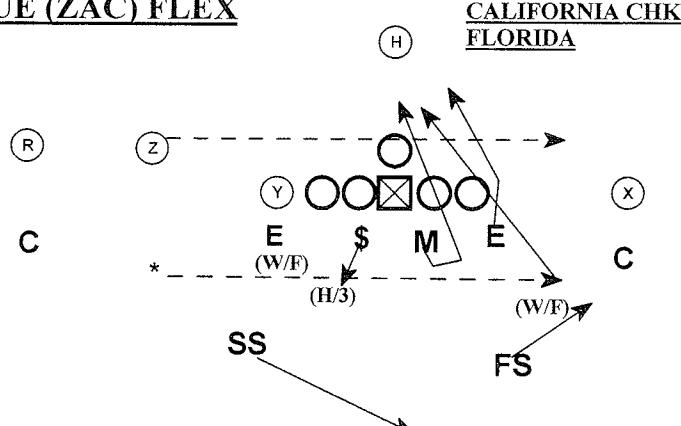
### BLUE TRAIN LT



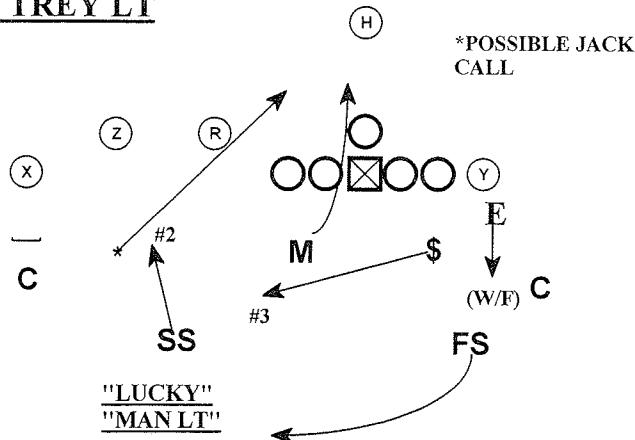
### BLUE (ZAC) TRAIN LT



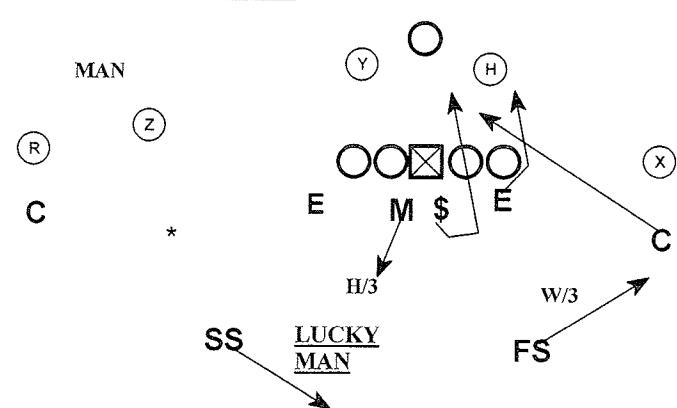
### BLUE (ZAC) FLEX



### BLUE TREY LT



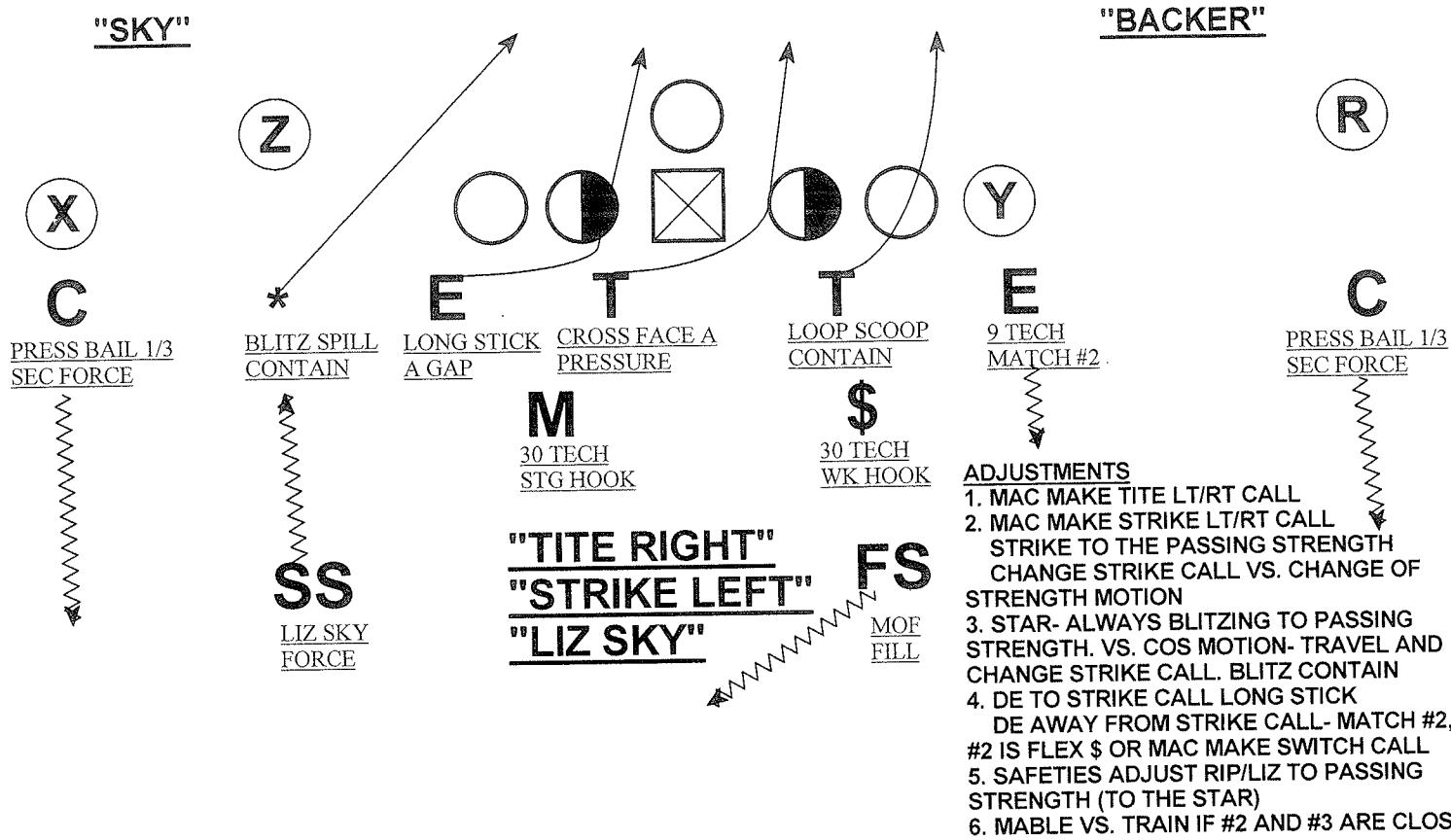
### BLUE GUN SPLIT



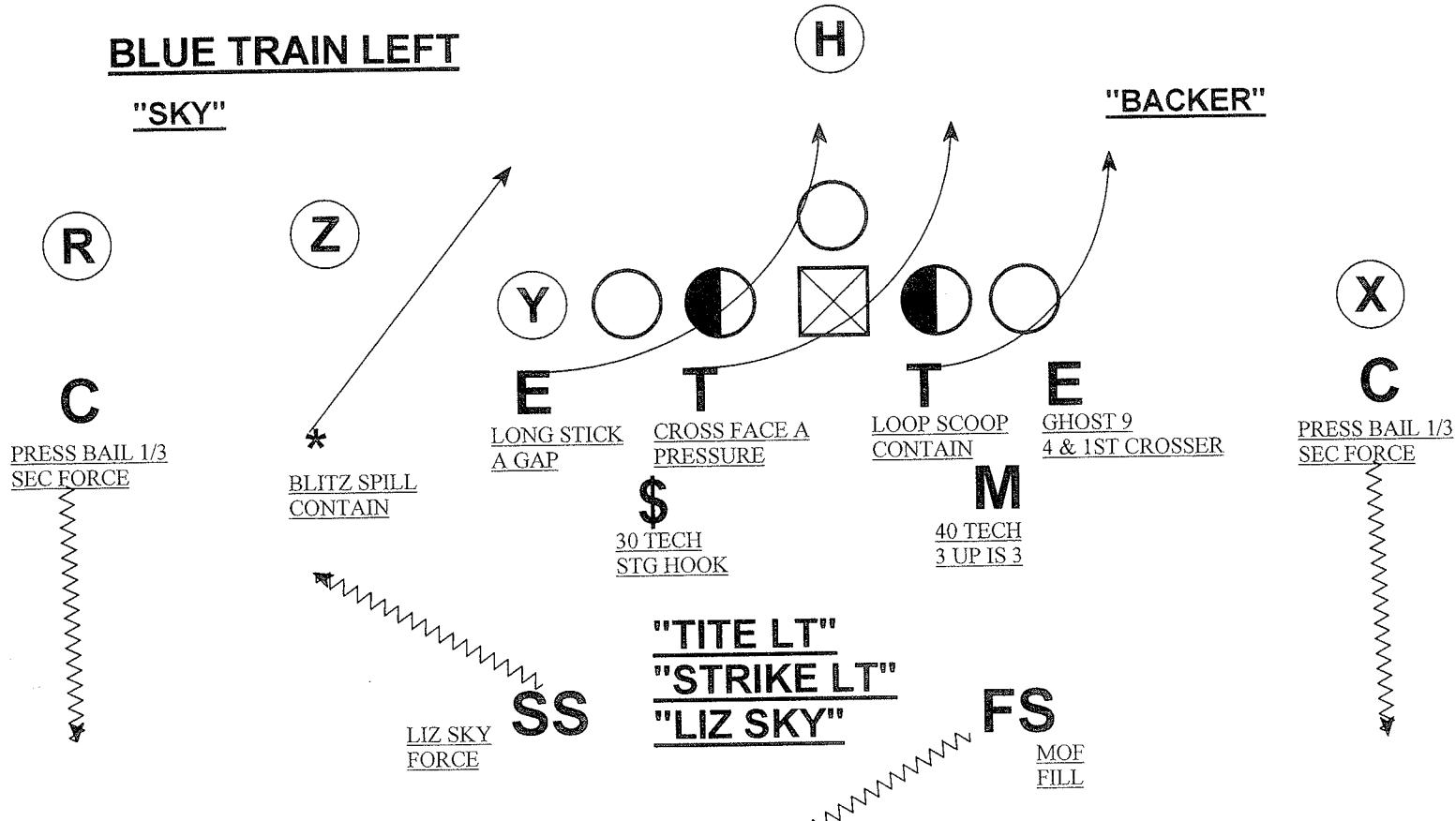
# NICKEL/DIME FLEX STRONG STRIKE

## BLUE FLEX LEFT

**\*\*ZONE REPLACE NOT A FIRE ZONE**

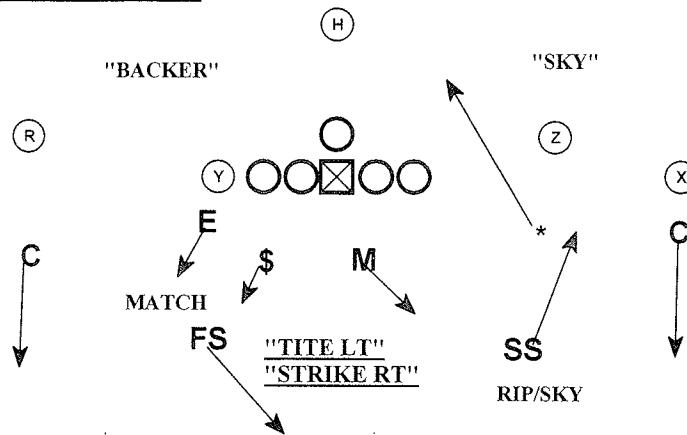


## BLUE TRAIN LEFT

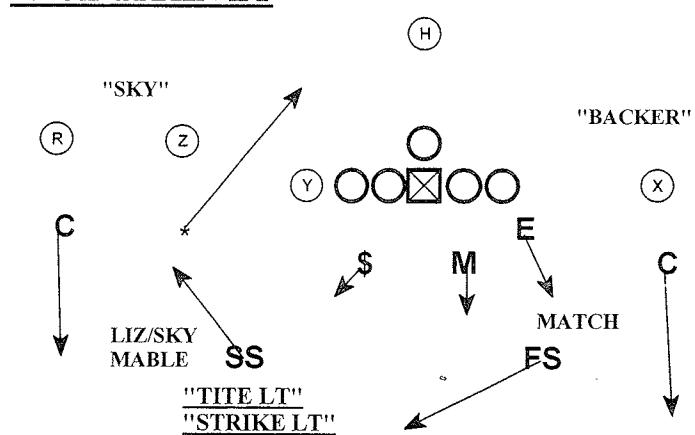


## NICKEL/DIME STRONG STRIKE: ADJUSTMENTS

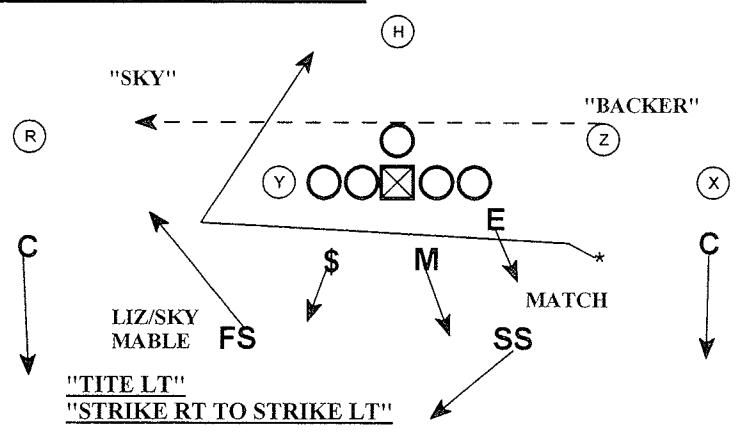
### BLUE FLEX RT



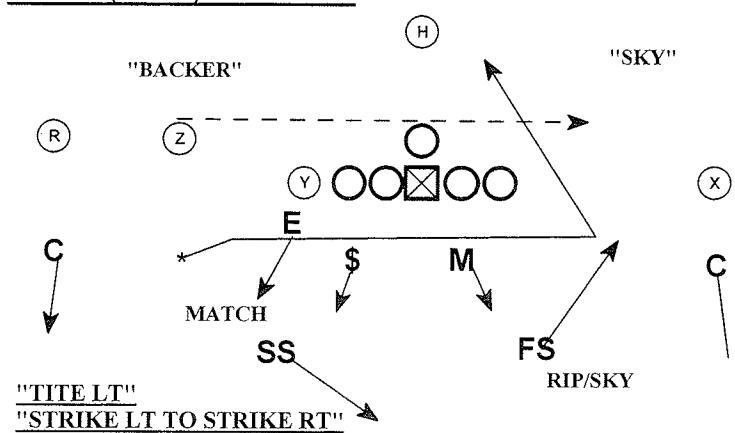
### BLUE TRAIN LT



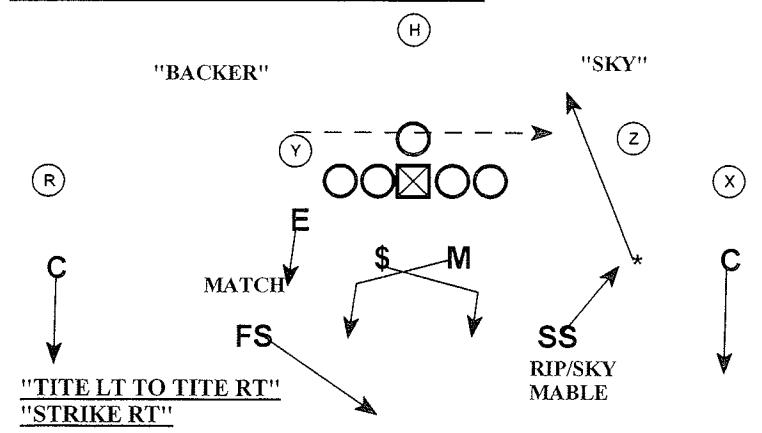
### BLUE (ZAC) TRAIN LT



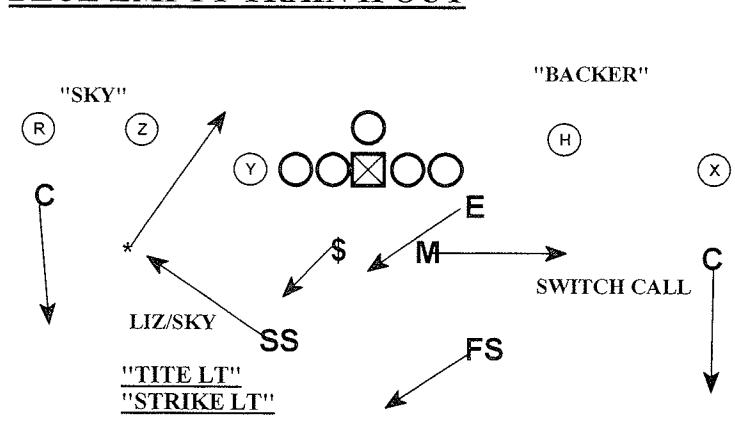
### BLUE (ZAC) FLEX RT



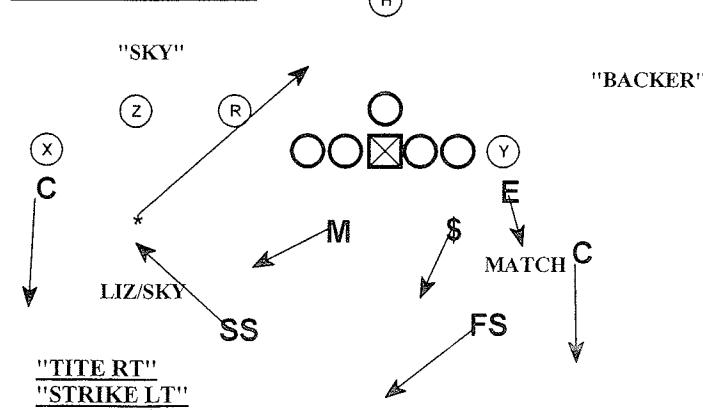
### BLUE (YAC) TRAIN LT Y OFF



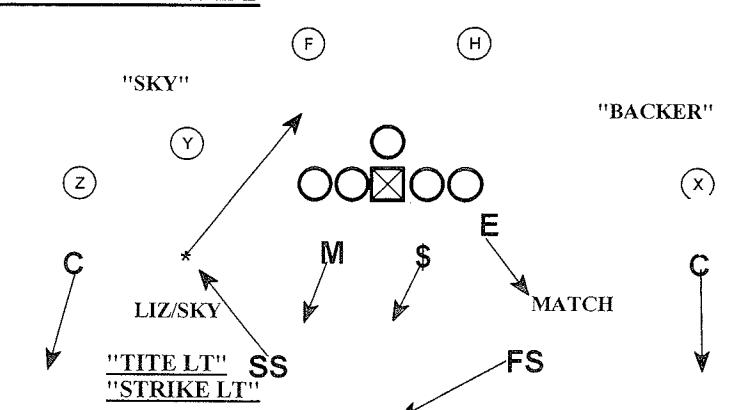
### BLUE EMPTY TRAIN H OUT



### BLUE TREY LT



### GOLD SPLIT LT

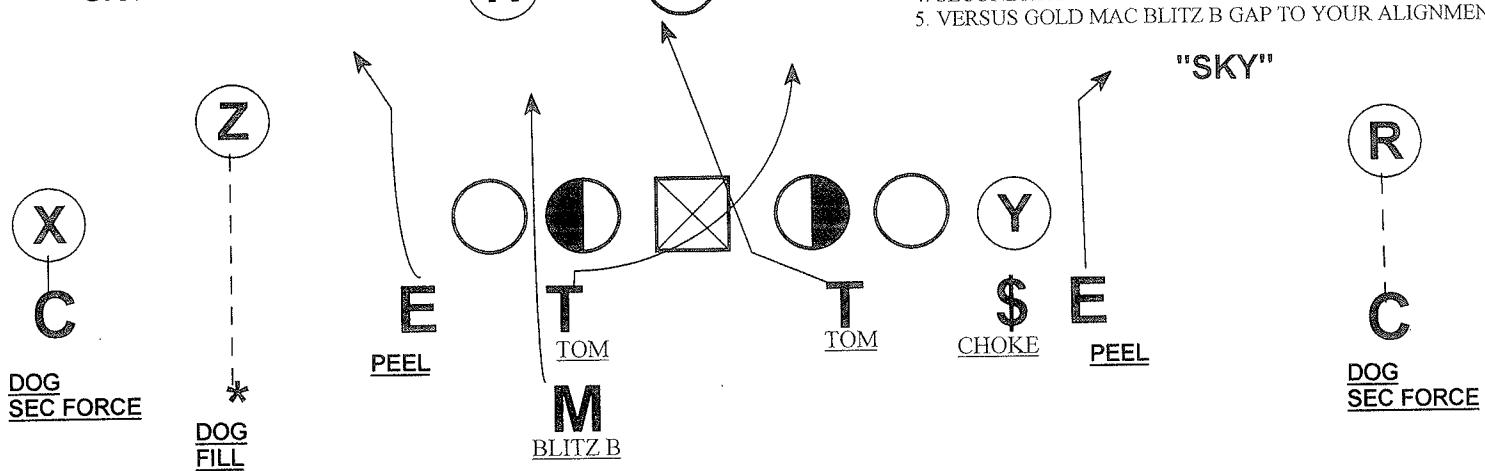


# NICKEL EVEN MAC BILLY 5 PEEL

## RULES

### BLUE FAR FLEX LT

"SKY"



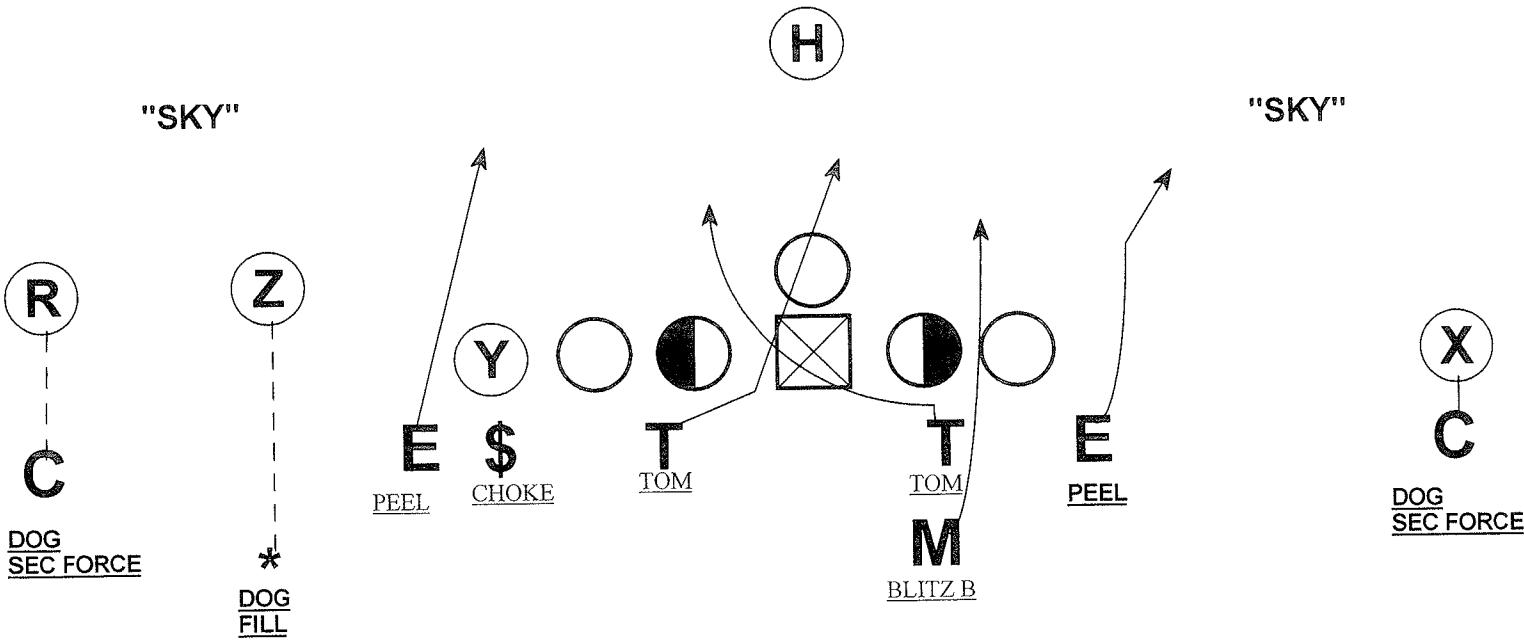
"BILLY LEFT"  
"DOG LEFT"

**SS**  
DEEP 1/2  
FORCE

**FS**  
DEEP 1/2  
FORCE

### BLUE TRAIN LT

"SKY"



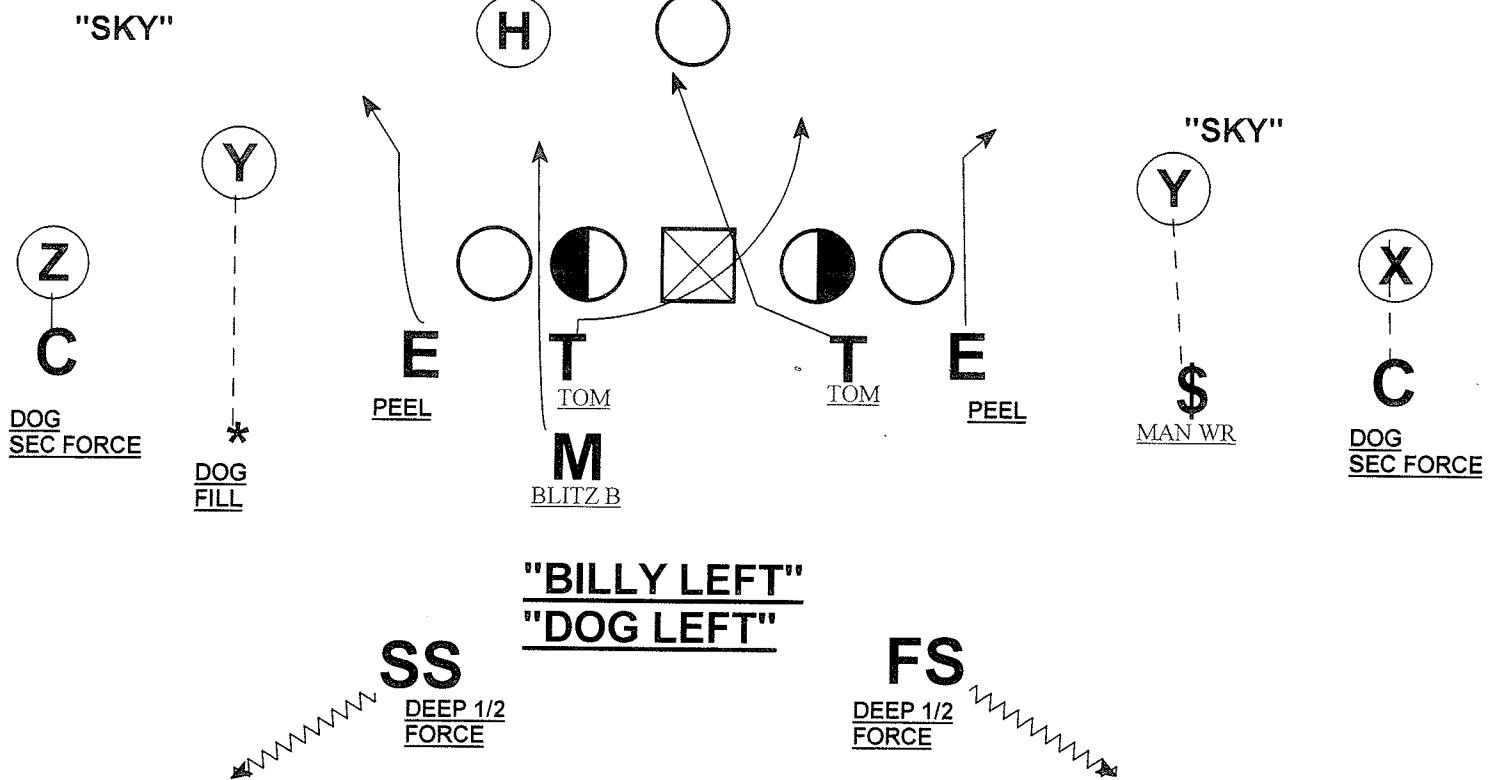
"BILLY RIGHT"  
"DOG"

**FS**  
DEEP 1/2  
FORCE

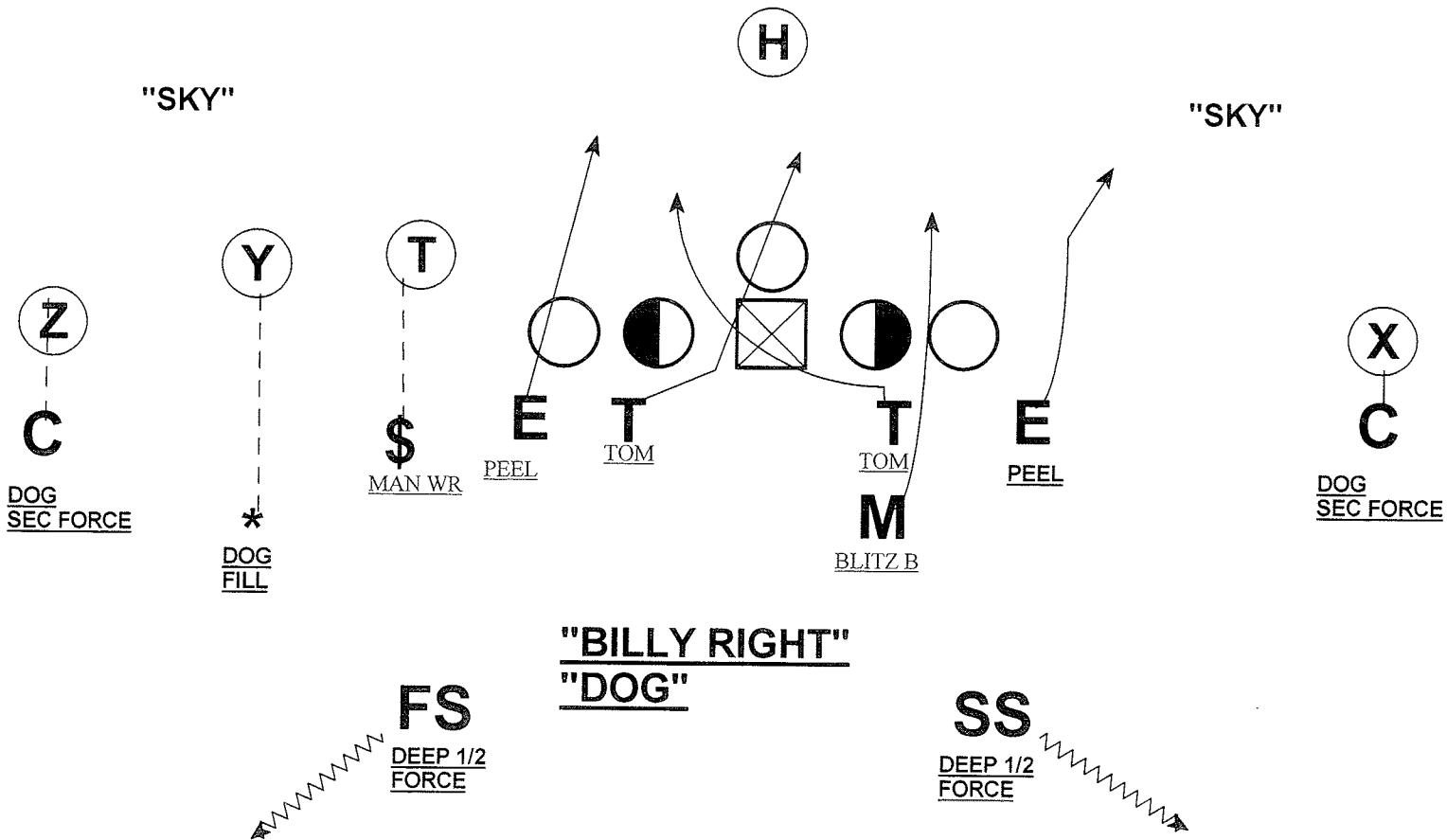
**SS**  
DEEP 1/2  
FORCE

# NICKEL EVEN MAC BILLY 5 PEEL

## RED DOLPHIN

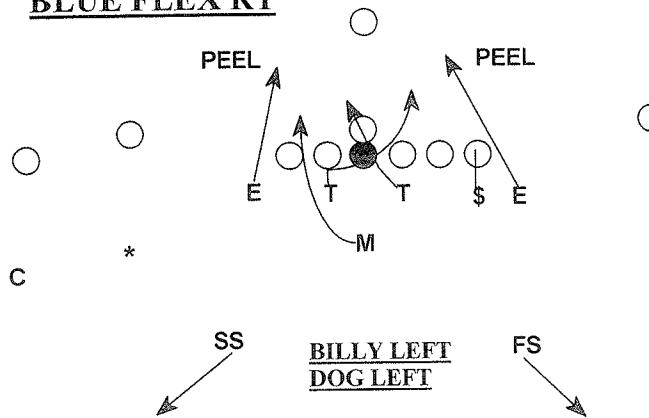


## RED TRAIN

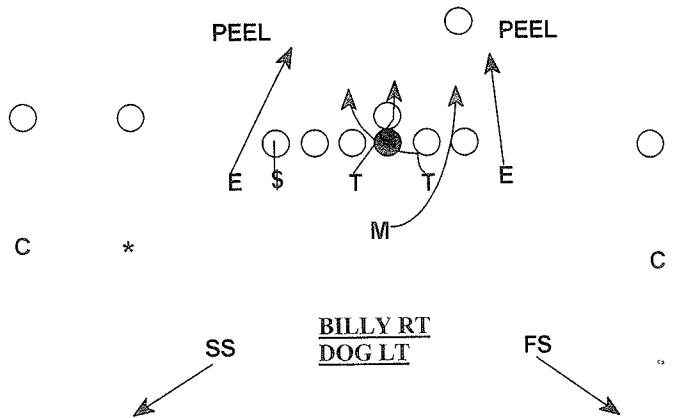


## N/D EVEN MAC BILLY 5 PEEL: ADJUSTMENTS

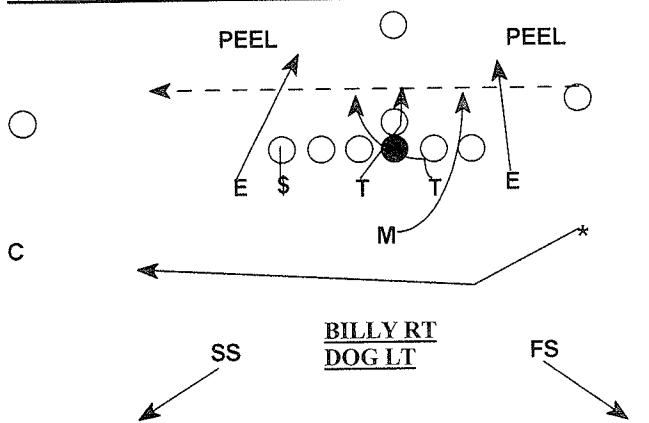
### BLUE FLEX RT



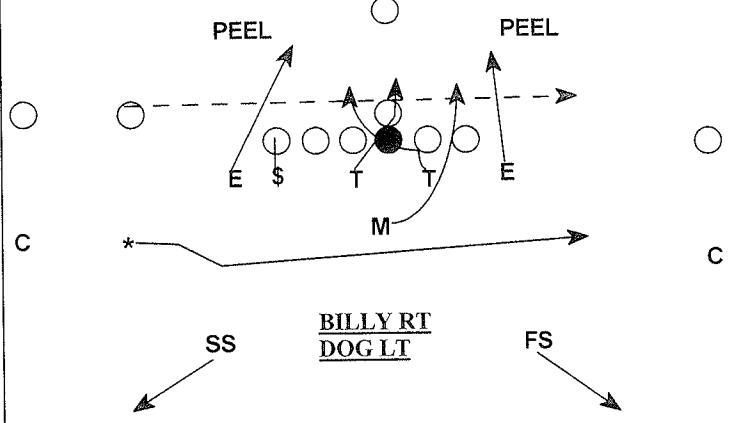
### BLUE FAR TRAIN LT



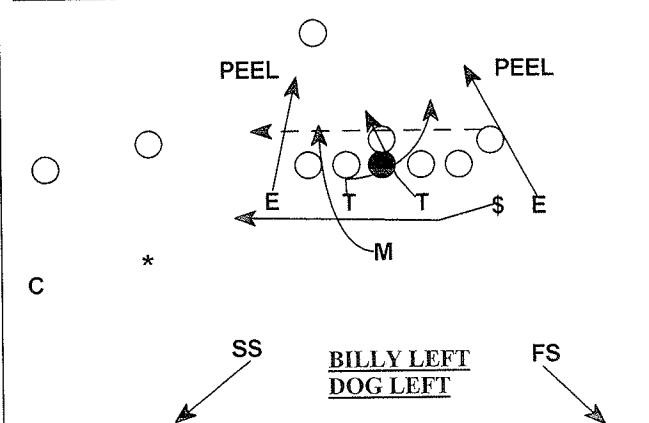
### BLUE (ZAC) TRAIN LT



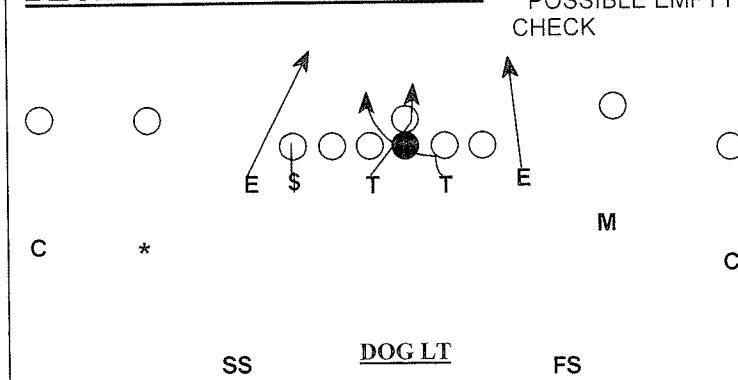
### BLUE (ZAC) FLEX RT



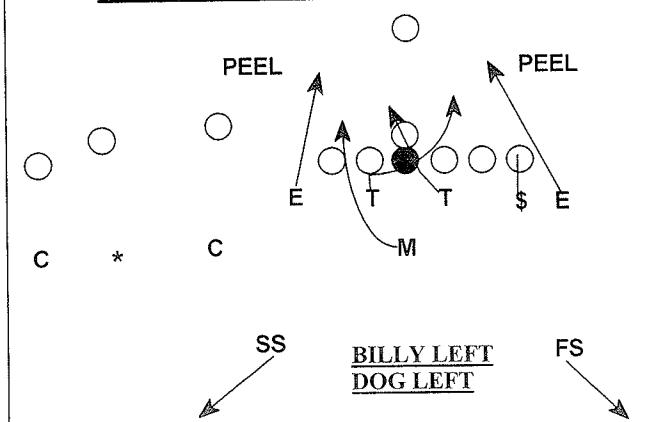
### BLUE (YAC) NEAR TRAIN LT Y OFF



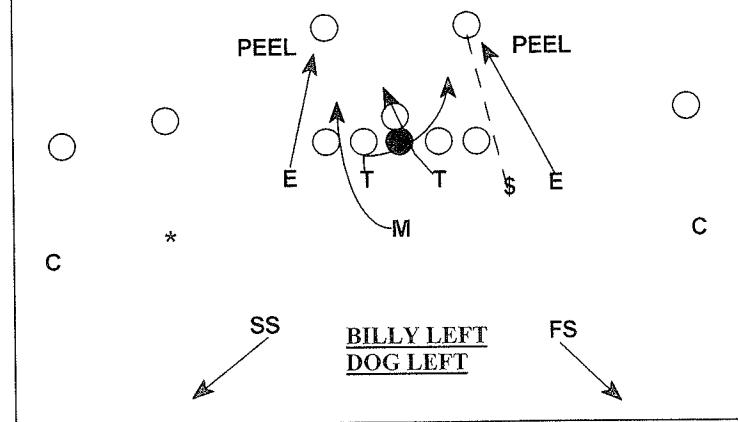
### BLUE EMPTY TRAIN H OUT



### BLUE TREY LT



### GOLD SPLIT LT

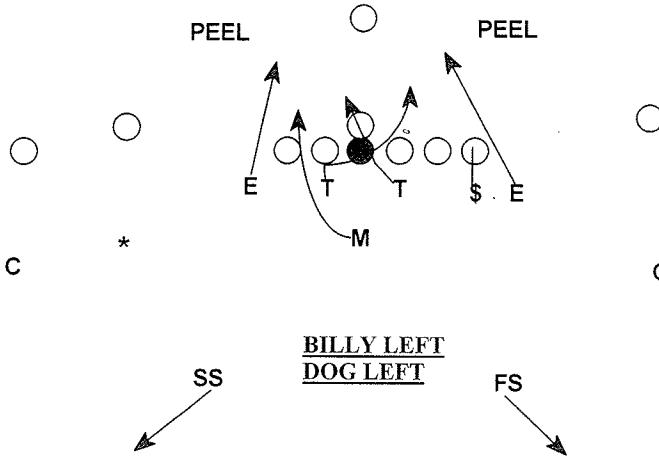


# EVEN MAC BILLY 5 PEEL

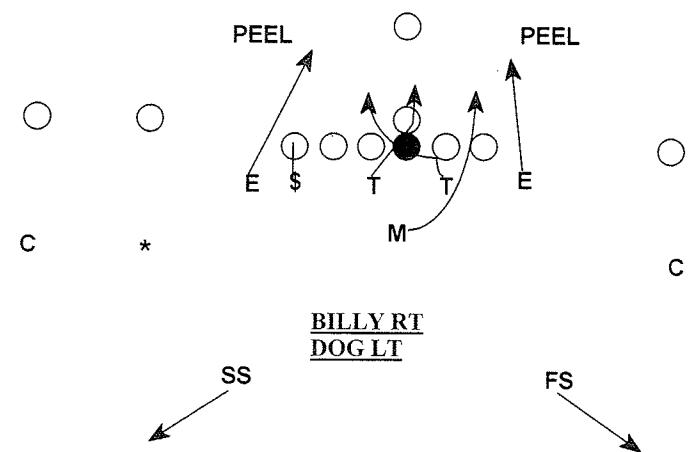
## RULES:

1. MAC BLITZ TO THE OFFSET RB. RB 3 SPOT BLITZ 2 MAN SURFACE.
2. DT'S TOM AWAY FROM THE BILLY CALL.
3. ENDS PEEL OFF THE RB.
4. SECONDARY PLAY COV 5.

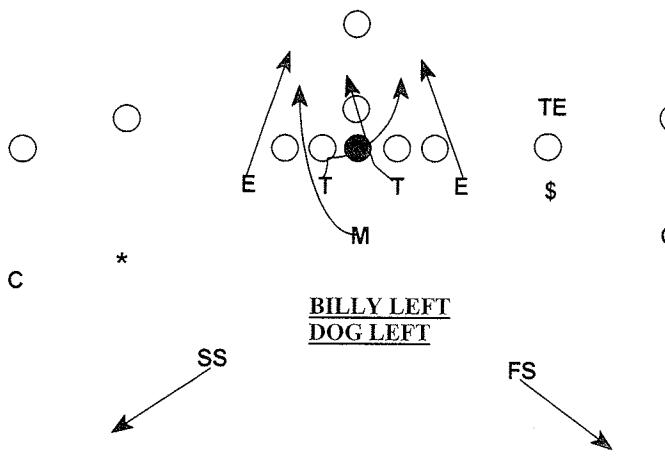
1. "BILLY LEFT"



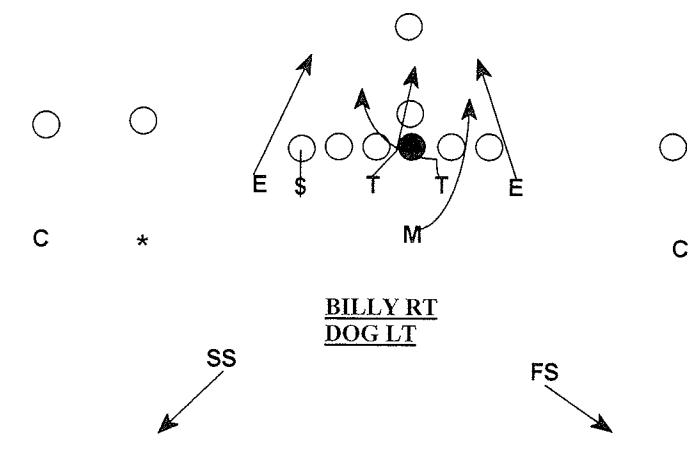
2. "BILLY RIGHT"



3. "BILLY LEFT"



4. "BILLY RIGHT"

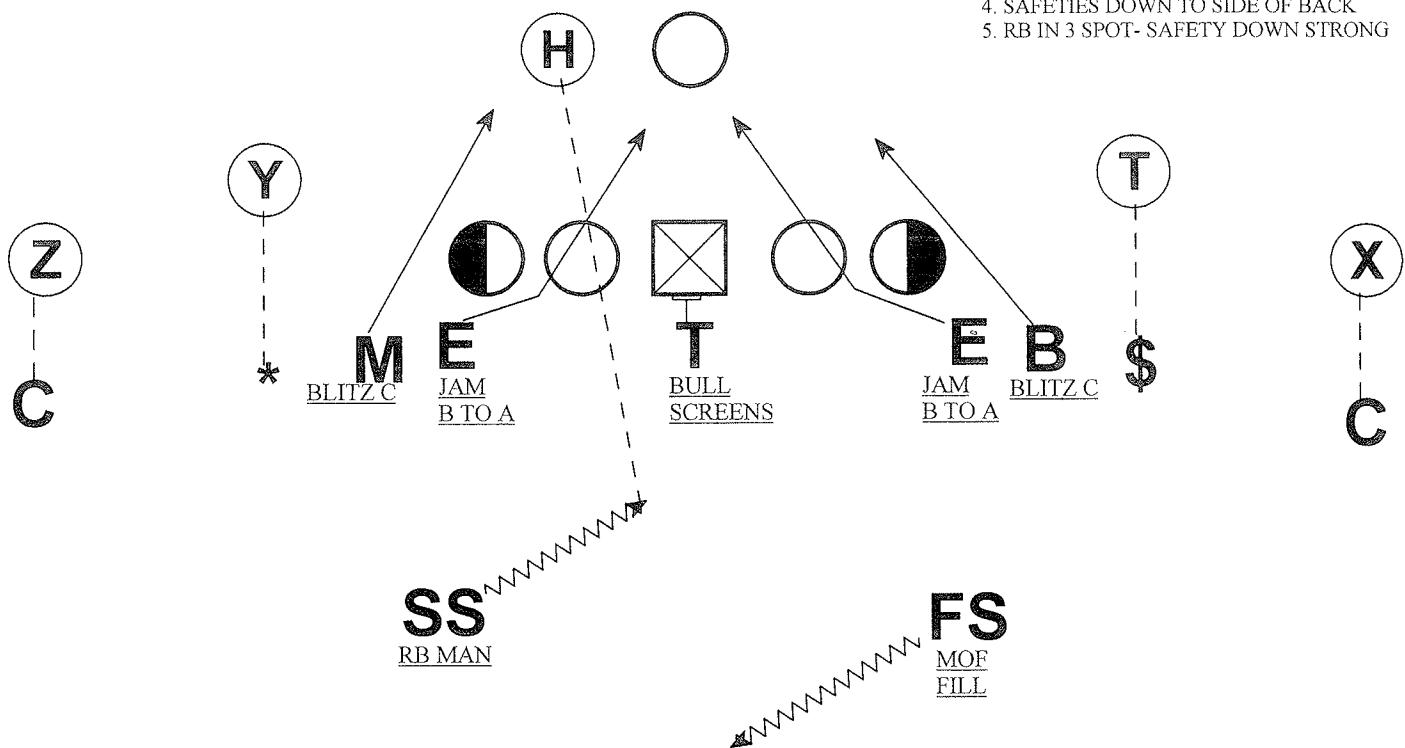


# DIME ODD DOUBLE C-0

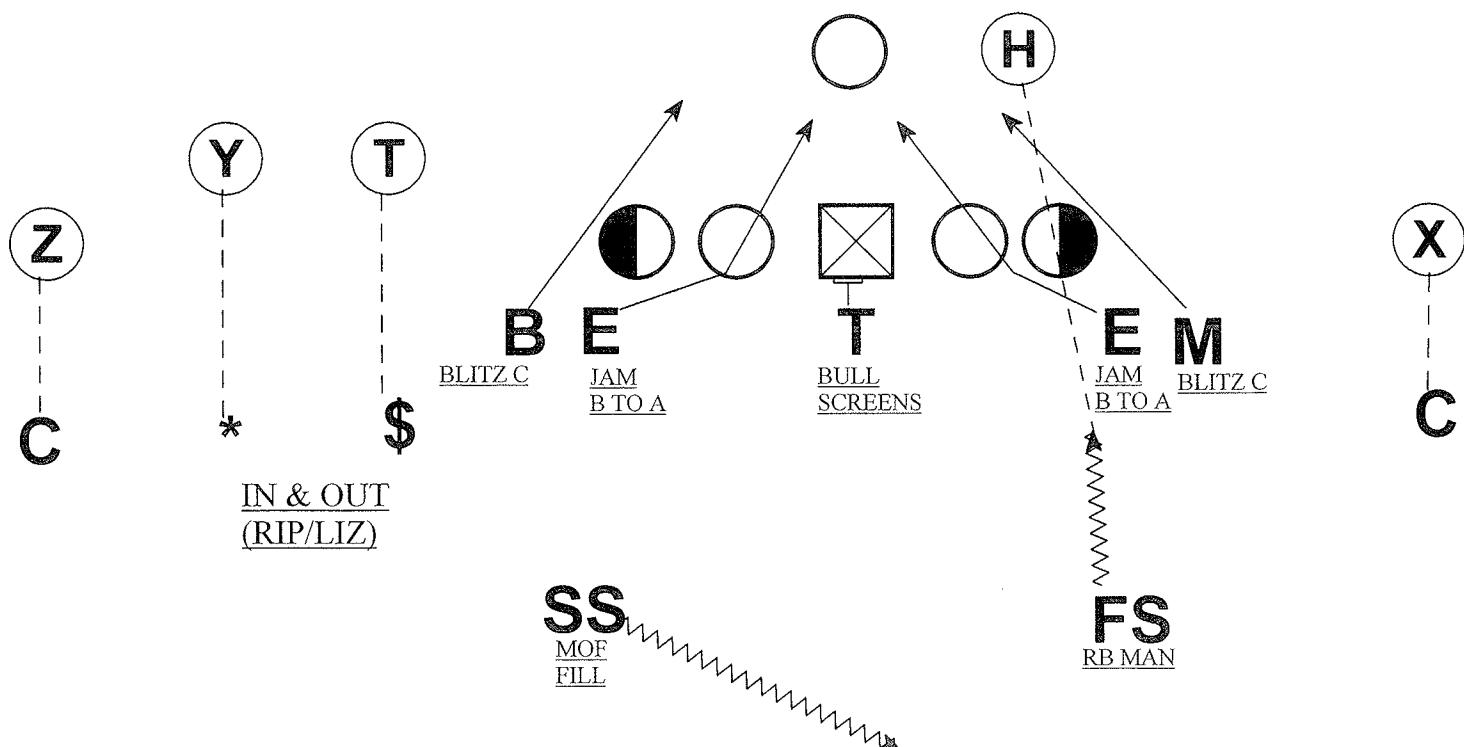
RULES

## RED GUN DOLPHIN LEFT

1. MAC COVERAGE
2. NOSE = BULL CENTER-PLAY SCREENS
3. MAC/BUCK = STEM OUTSIDE, BLITZ C
4. SAFETIES DOWN TO SIDE OF BACK
5. RB IN 3 SPOT- SAFETY DOWN STRONG



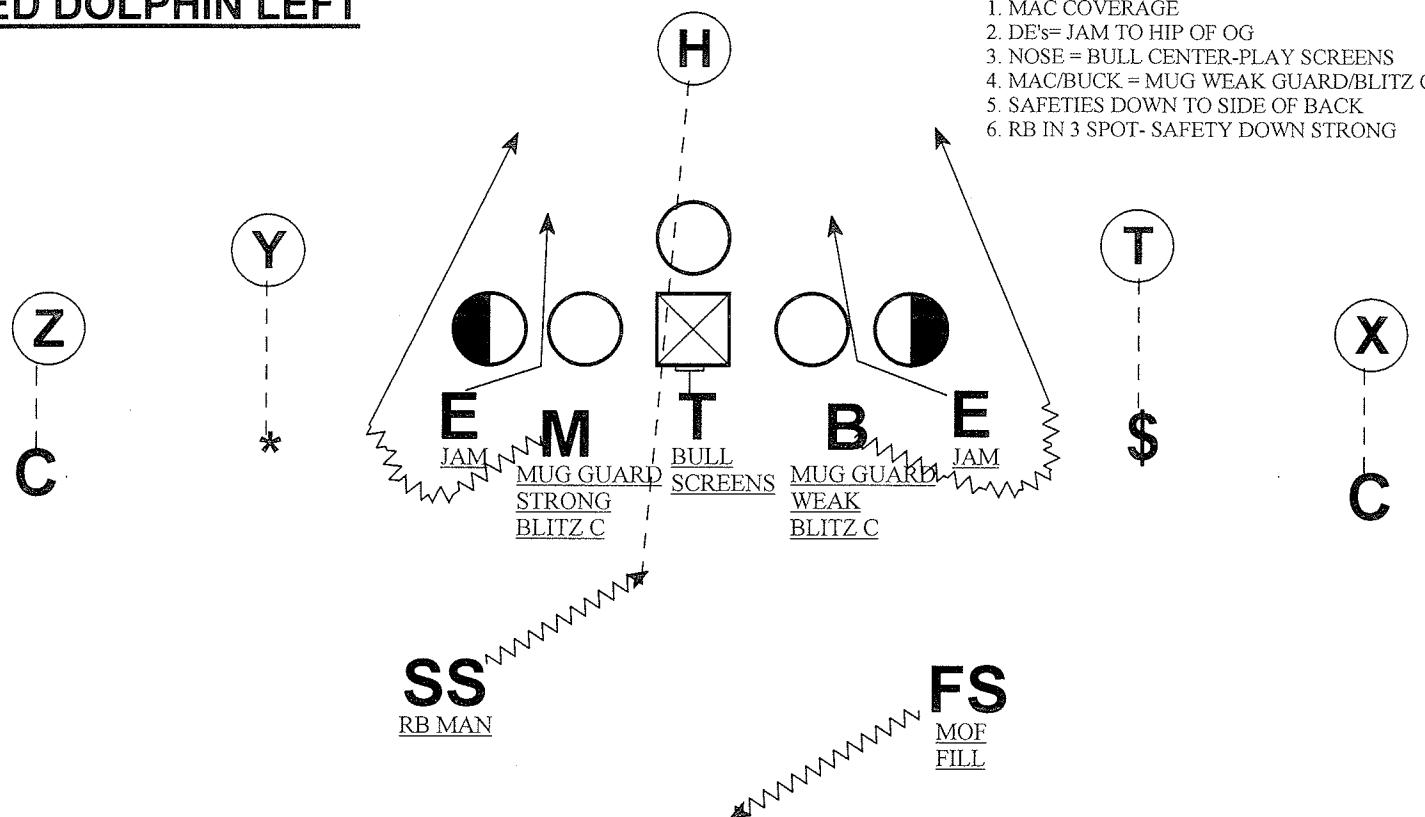
## RED GUN FAR TRAIN LEFT



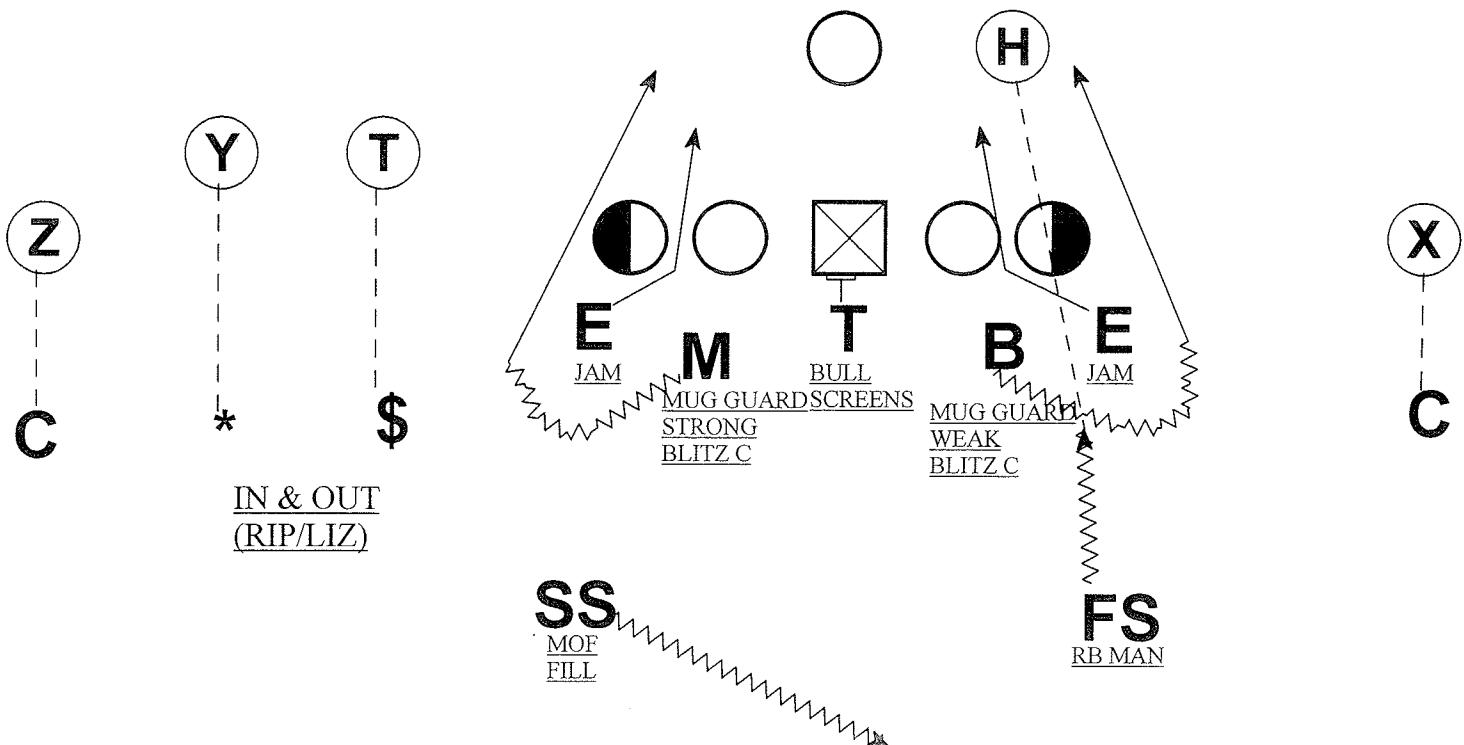
# **DIME ODD DOUBLE C-0**

## RULES

# RED DOLPHIN LEFT



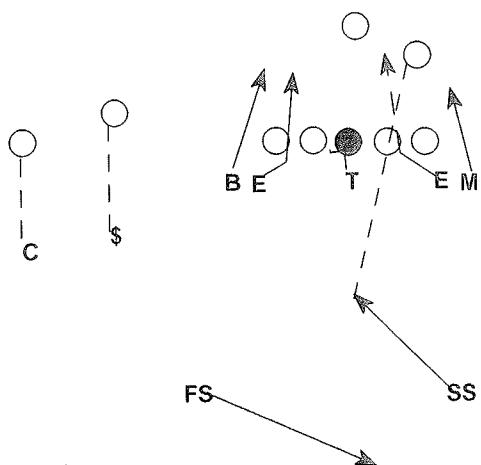
# **RED GUN FAR TRAIN LEFT**



# DIME ODD DOUBLE C-0

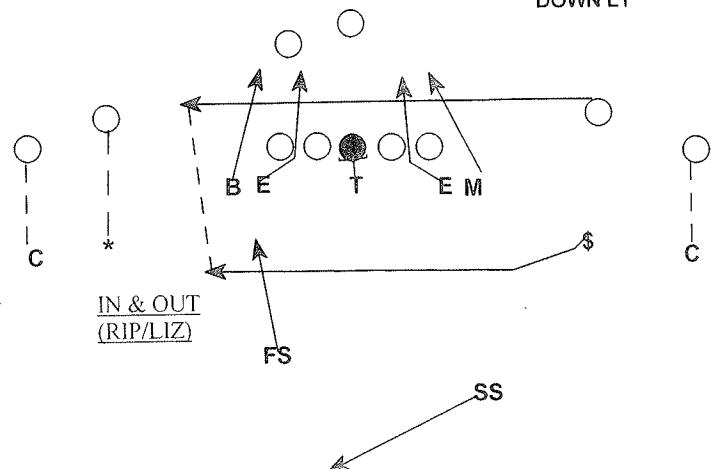
## **VS. RED PERSONNEL**

"TITE RT"  
"DOWN RT"



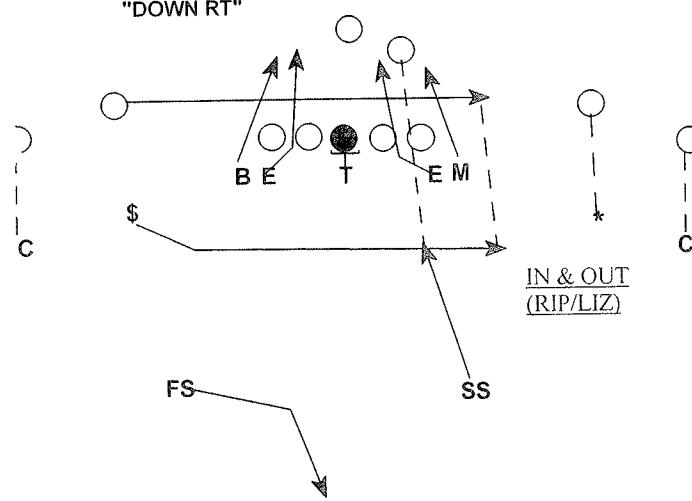
## 2. MOTION TO TRIPS

"TITE LT"  
"DOWN LT"



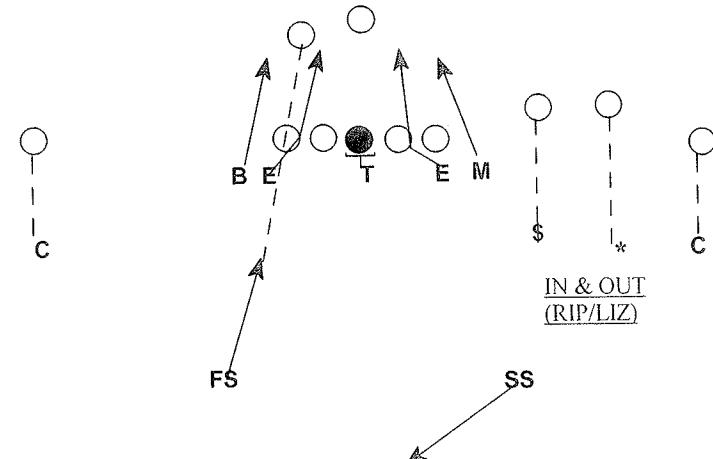
### **3. MOTION TO TRIPS**

"TITE RT"  
"DOWN RT"



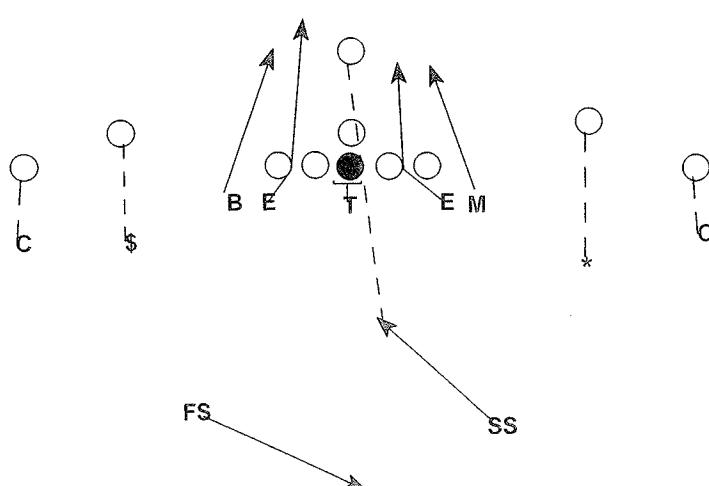
#### **4. TRIPS**

"TITE RT"  
"DOWN LT"



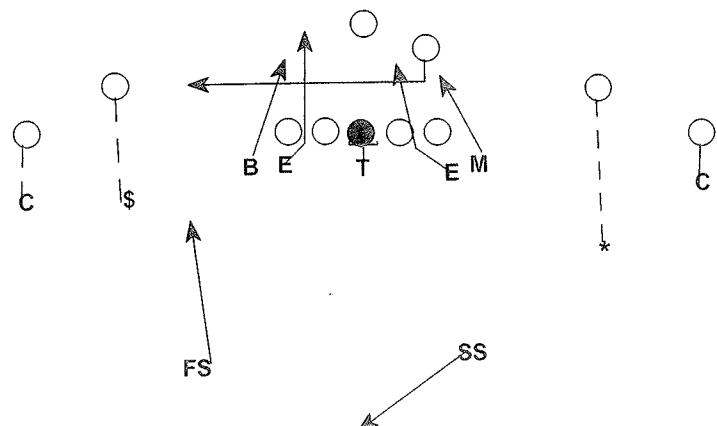
5.

"TITE RT"  
"DOWN RT"



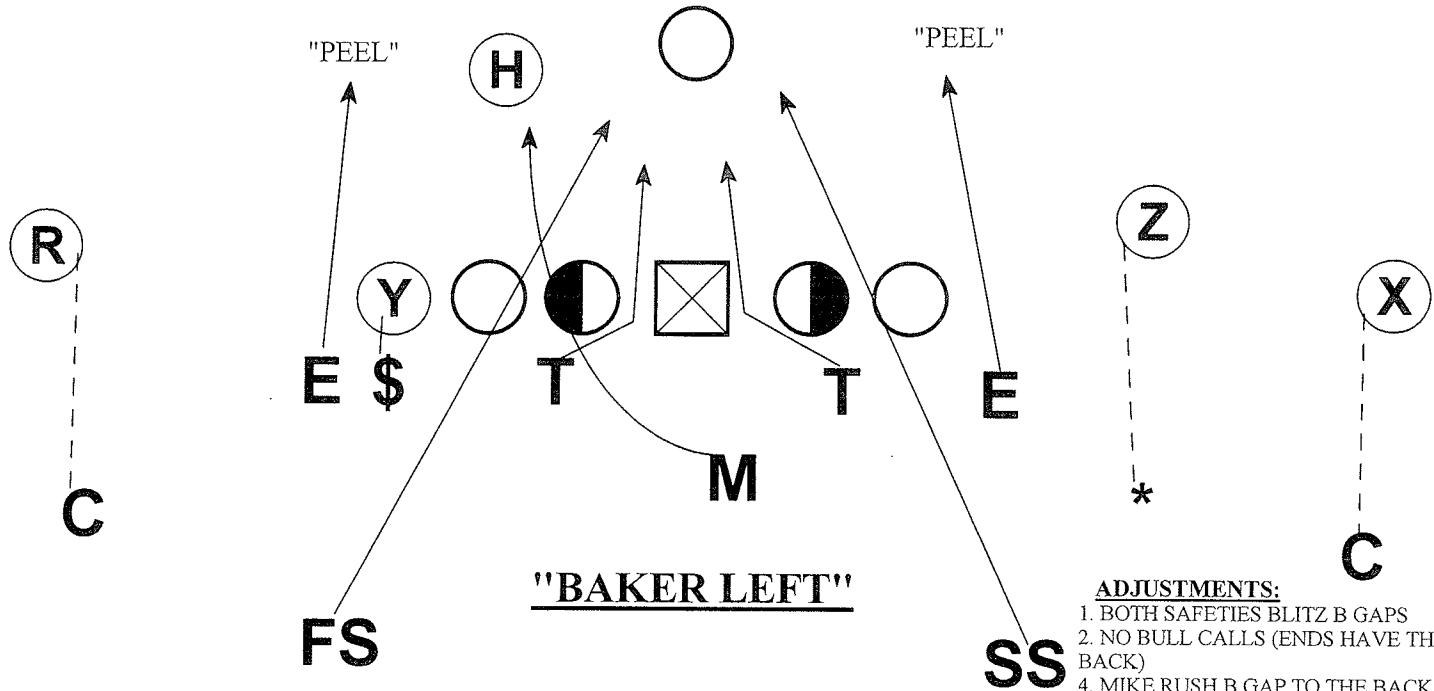
## 6. MOTION TO EMPTY

"TITE RT"  
"DOWN RT CK  
DOWN LT"



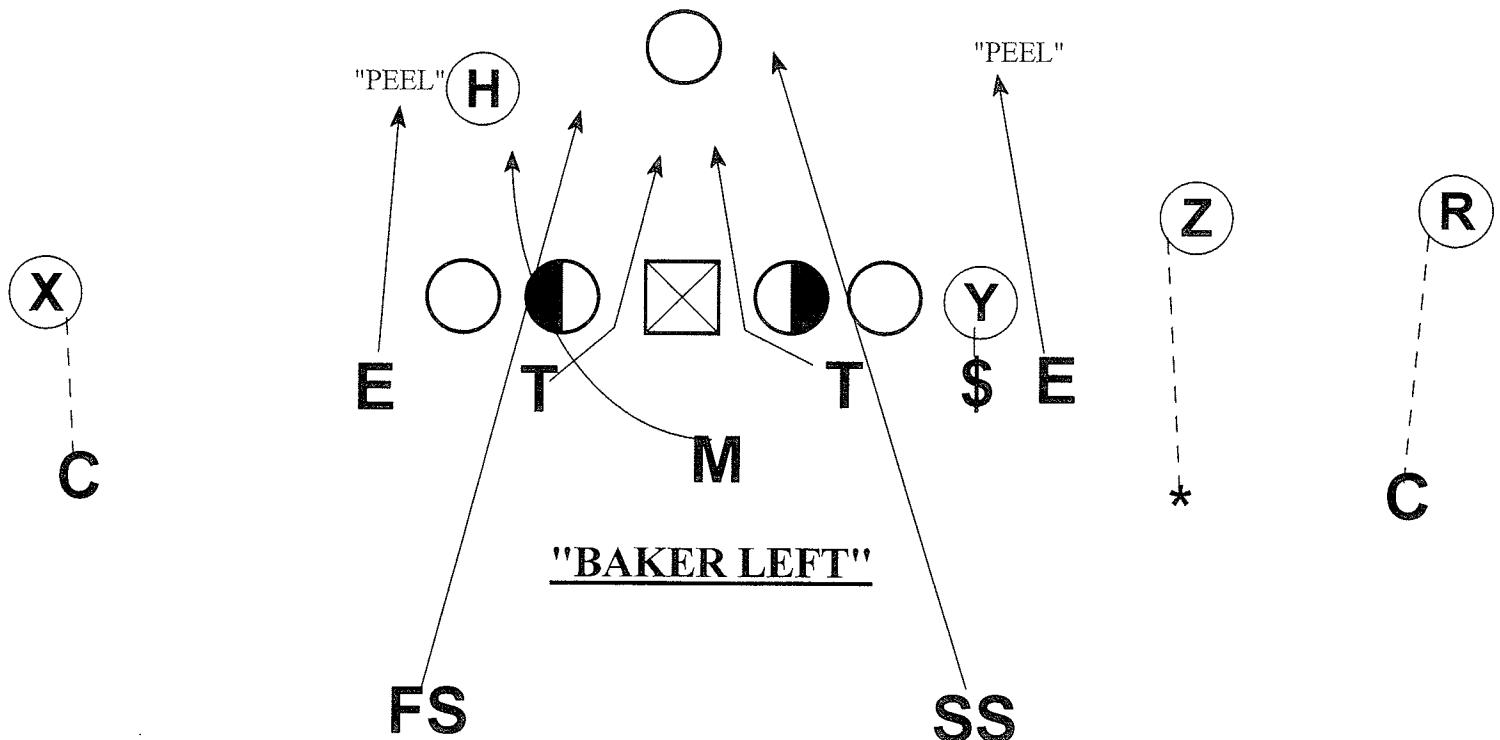
# NICKEL/DIME EVEN BOA

## BLUE GUN NEAR FLEX RT



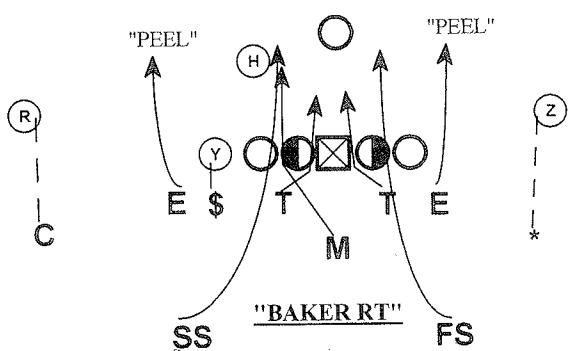
- ADJUSTMENTS:**
1. BOTH SAFETIES BLITZ B GAPS
  2. NO BULL CALLS (ENDS HAVE THE BACK)
  4. MIKE RUSH B GAP TO THE BACK
  4. BACK IN 3 SPOT - RUSH B GAP TO 2 MAN SURFACE IF TWO 2 MAN SURFACES GO STRONG.
  5. \$ STILL CHOKE TE IN CORE
  6. SWITCH CALL BETWEEN \$ & SAFETY IN DIME & NICKEL TO GET \$ OUT OF COVERAGE (VS. ANY 4 OPEN SETS)

## BLUE GUN FAR TRAIN RT

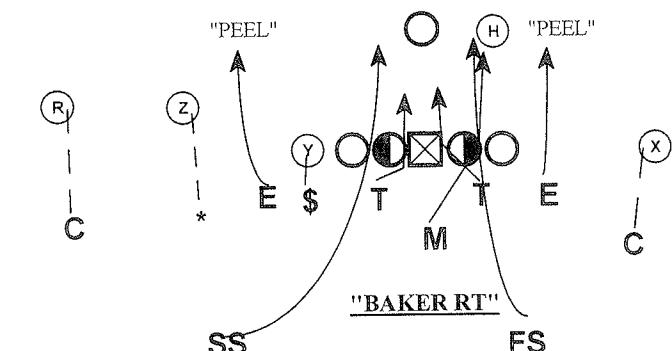


# NICKEL/DIME EVEN BOA: ADJUSTMENTS (BLUE)

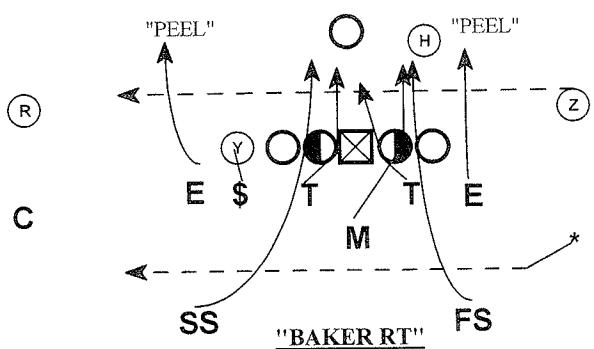
## BLUE GNR FLEX RT



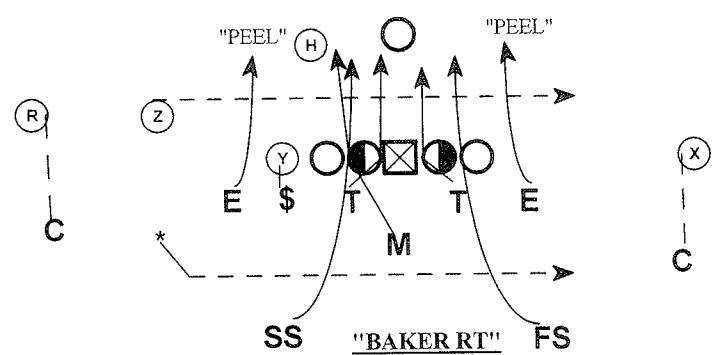
## BLUE GFR TRAIN LT



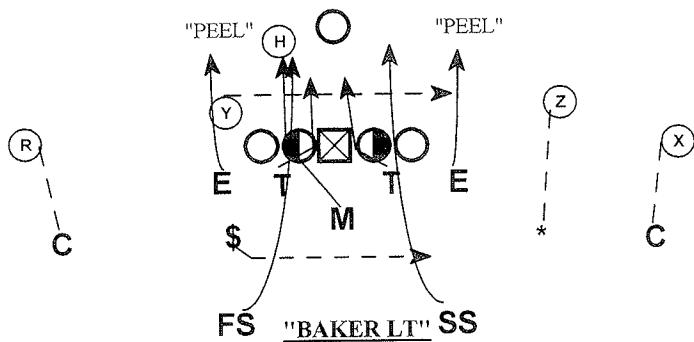
## BLUE (ZAC) GFR TRAIN LT



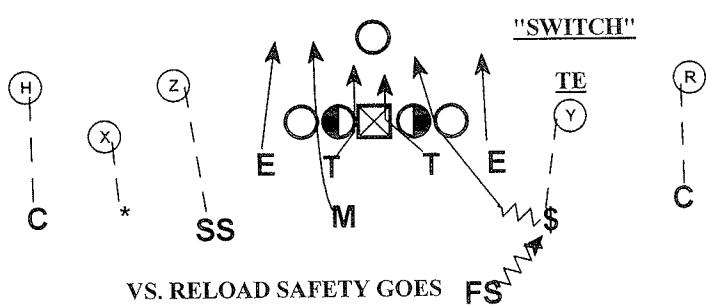
## BLUE (ZAC) GNR FLEX RT



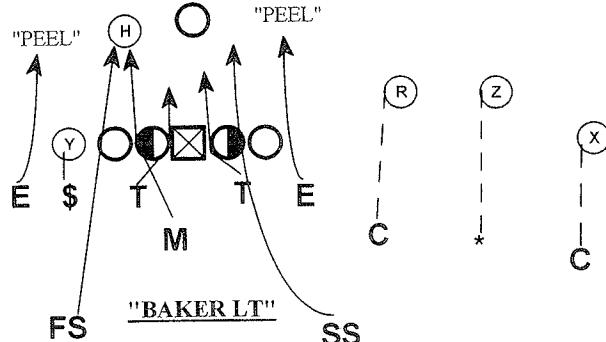
## BLUE (YAC) GFR TRAIN LT Y OFF



## GEMP DOLPHIN FLEX H WDST

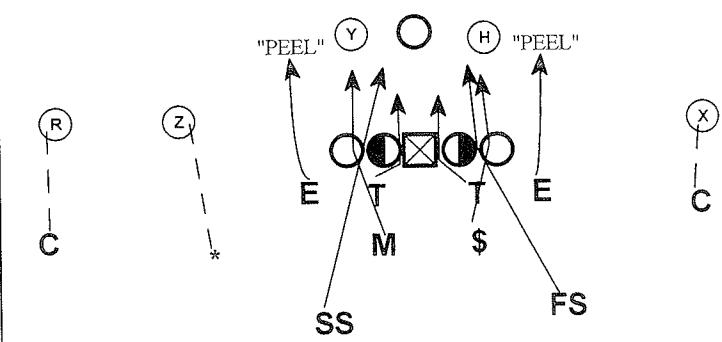


## BLUE GNR TREY



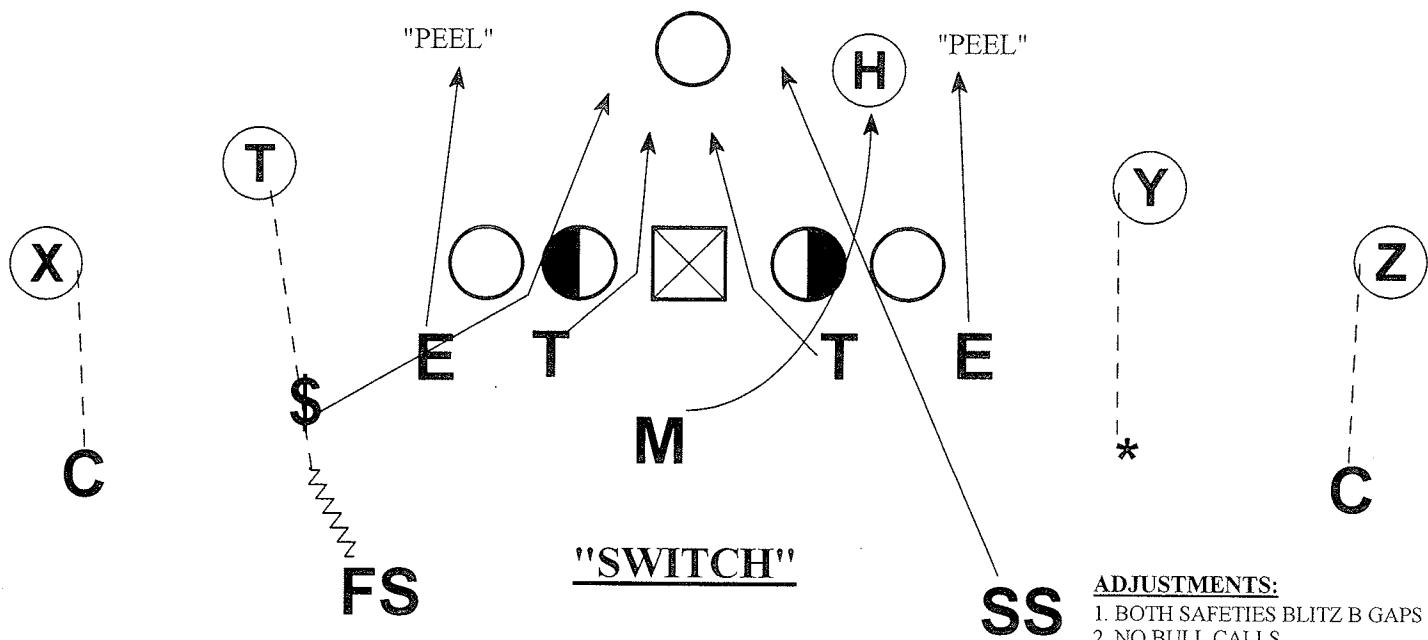
## BLUE MAKE GOLD GSP

\*END HAVE BACK  
SAFETIES BLITZ B



# NICKEL/DIME EVEN BOA

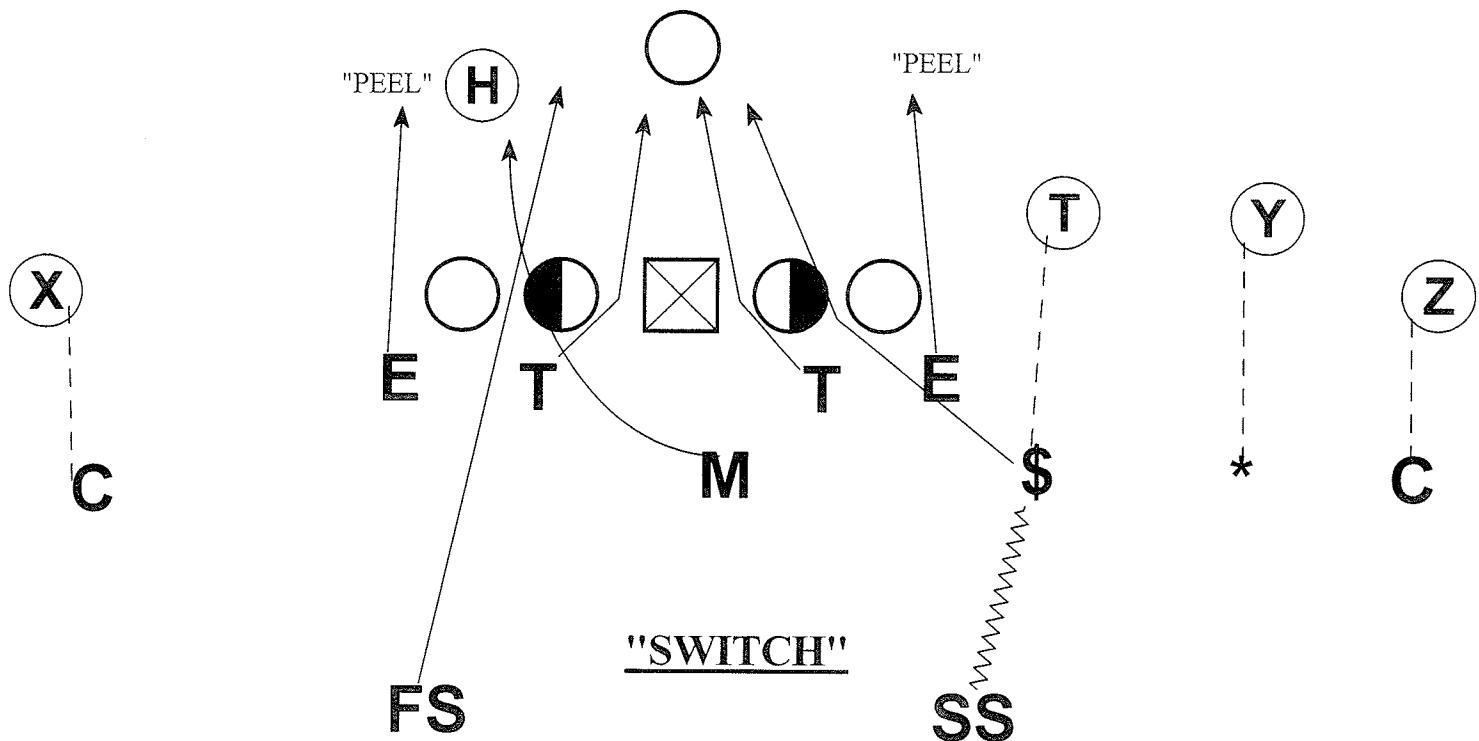
## RED GUN NEAR DOLPHIN RT



### ADJUSTMENTS:

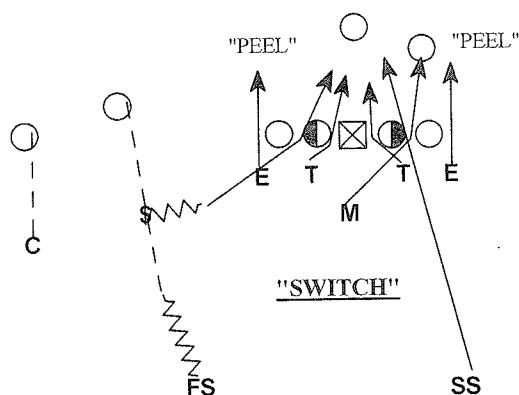
1. BOTH SAFETIES BLITZ B GAPS
2. NO BULL CALLS
3. MIKE RUSH B GAP TO THE BACK
4. BACK IN 3 SPOT - RUSH B GAP TO STEP OF BACK
5. \$ STILL CHOKE TE IN CORE
6. SWITCH CALL BETWEEN \$ & SAFETY IN NICKEL TO GET \$ OUT OF COVERAGE(VS. TRIPS OPEN OR DETACHED BLUE)

## RED GUN FAR TRAIN RT

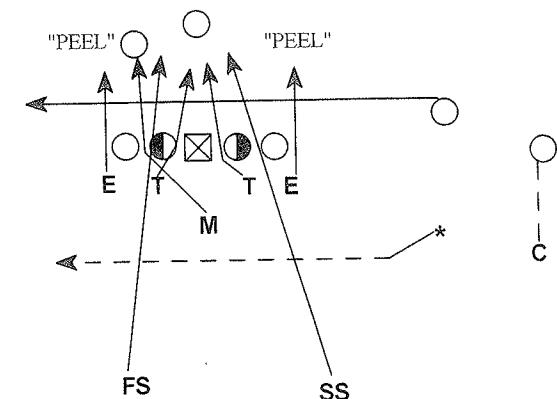


# NICKEL/DIME EVEN BOA: ADJUSTMENTS (RED)

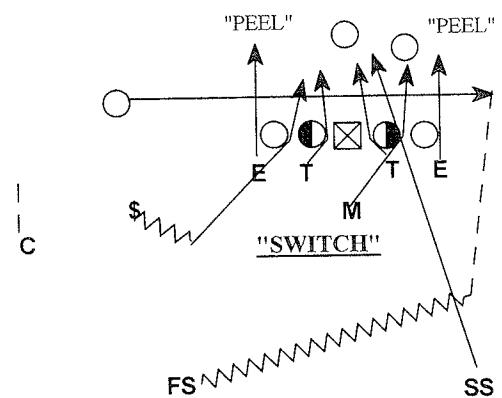
## GUN NEAR DOLPHIN



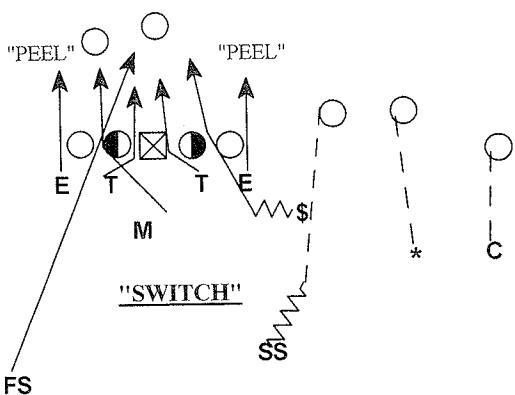
## 2. GUN NEAR TRAIN (YAC)



## 3. GUN NEAR TRAIN (TAC)

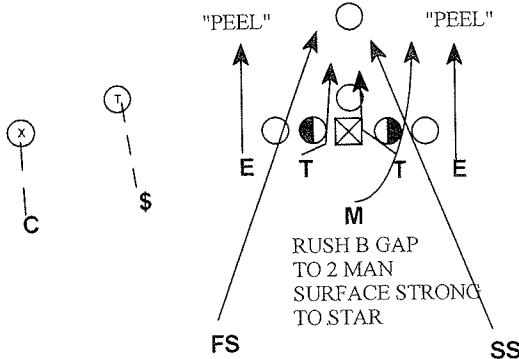


## 4. GUN FAR TRAIN

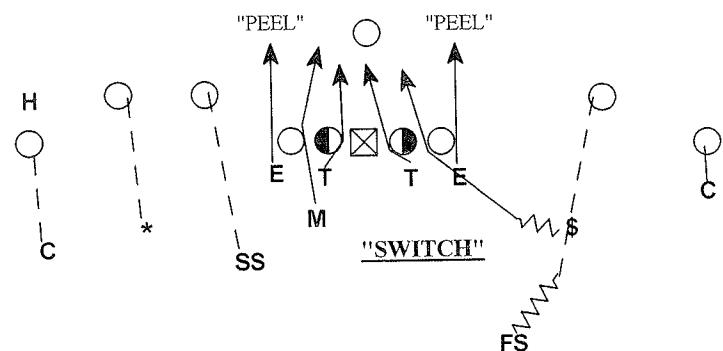


ONCE IT'S SET IT'S SET

## 5. ACE DOLPHIN



## 6. GUN EMPTY DOLPHIN H WIDE

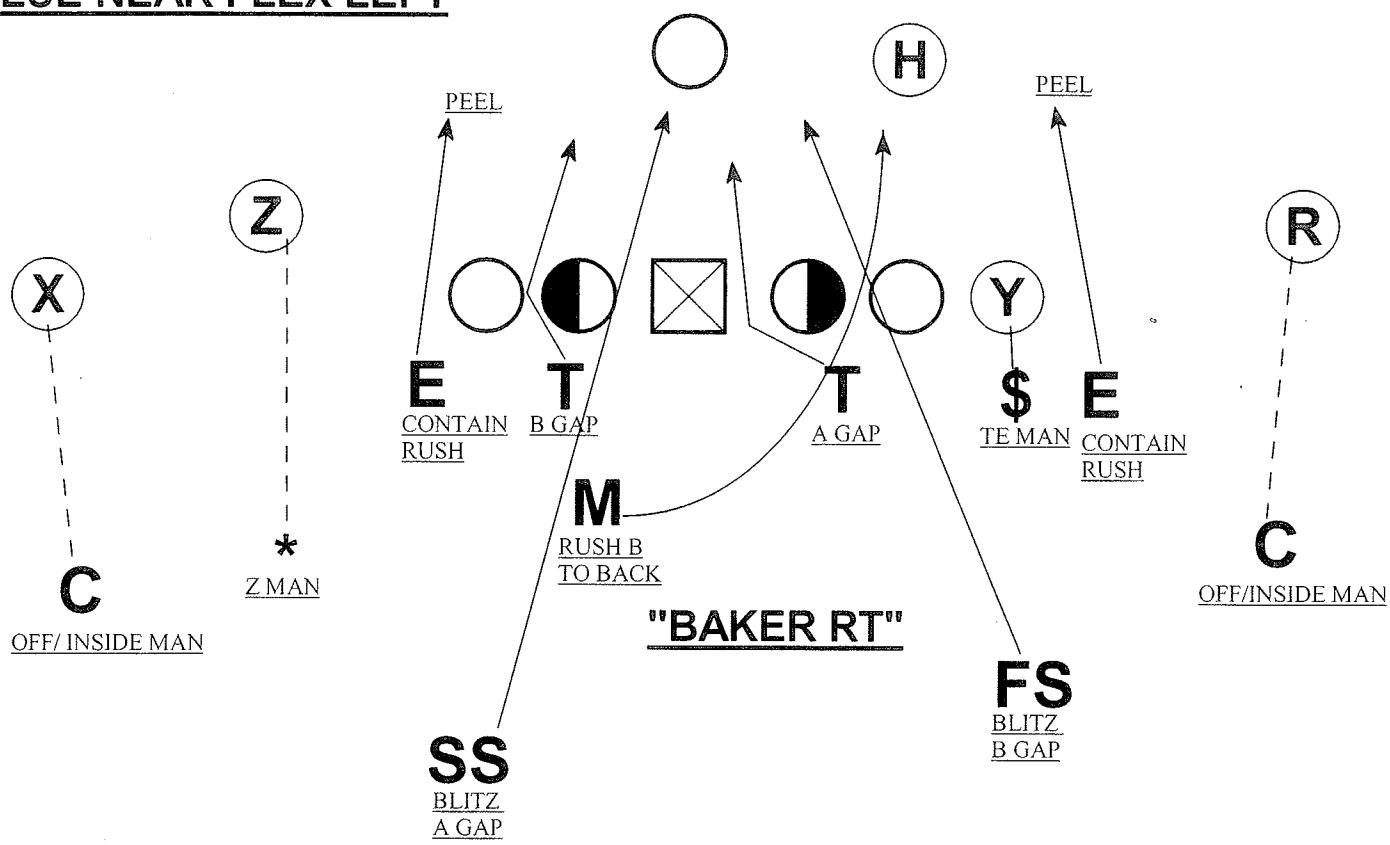


# NICKEL EVEN MOCCA A

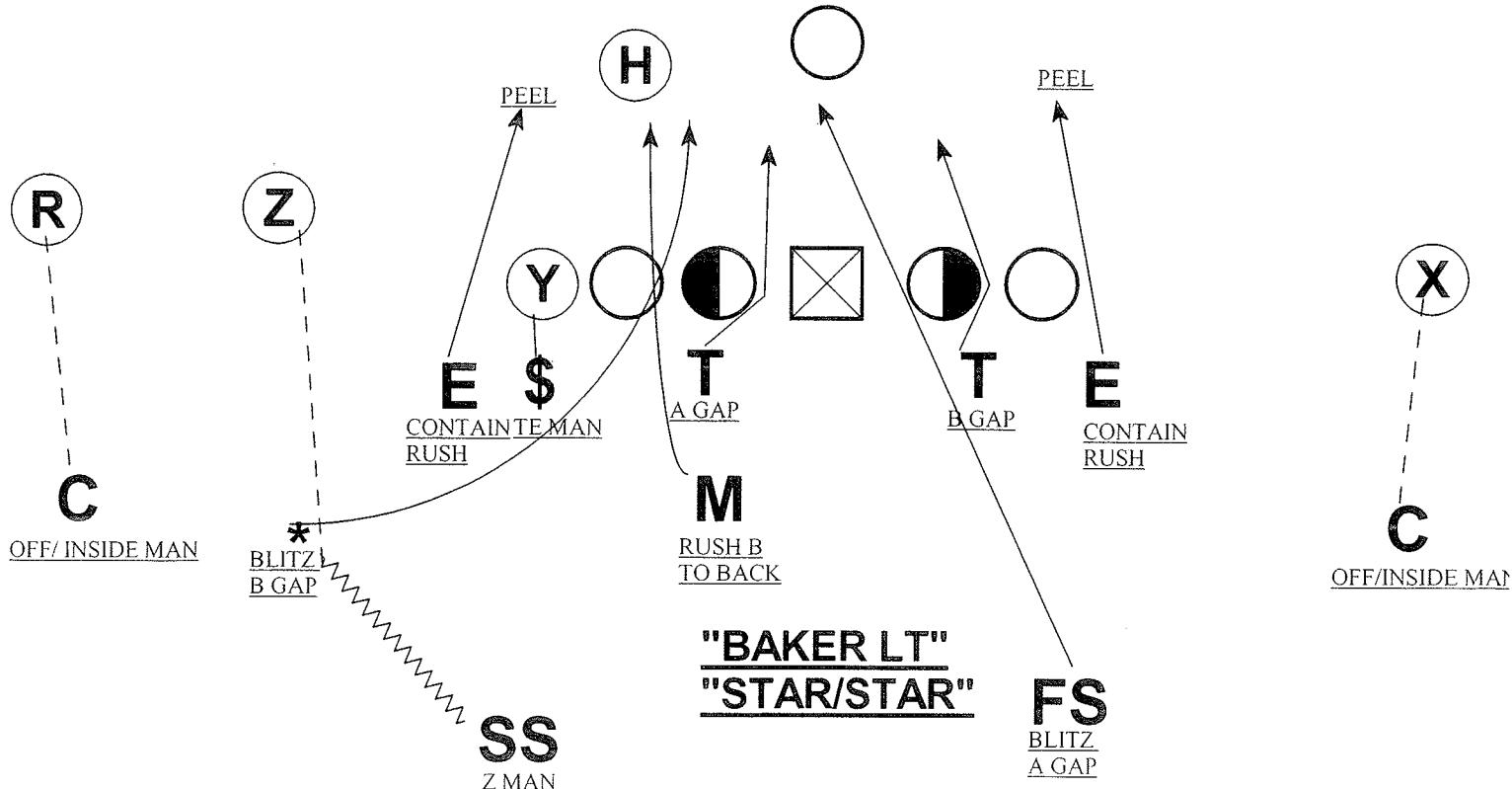
## VS. NEAR BACK

MAC MAKE A BAKER RT/LT CALL TO THE BACK AND THE STAR OR SAFETY MUST RUSH IN B GAP WITH THE MAC

### BLUE NEAR FLEX LEFT



### BLUE NEAR TRAIN LEFT



# BASE UNDER O DBL 7 CLIP/SWITCH

LT

"CLOUD"

(Z)

(H)

(F)

( )

(Y)

( )

( )

( )

( )

( )

"BACKER"

(X)

S

E

N

E

J

9 TECH  
TAG I/FARI

5 TECH  
CONTAIN

TI LT  
PRESSURE

3 TECH  
PRESSURE

GHOST 6  
CONTAIN

C

MEG  
SEC FORCE

C  
SQUAT  
FORCE

M

30 TECH  
MIDDLE HOOK

W

30 TECH  
VERTICAL HOOK

## ADJUSTMENTS

1. MIKE MAKE TITE LT/RT CALL
2. SAFETIES WILL PLAY CLIP TO ANY TWO BACK SETS OR TRIPS
3. WE WILL ADJUST ANY C AREA OR WIDER OPEN.
4. SLOT= SWITCH
5. VS. YAC= SLIDE LBRS
6. Y TRADE= RELOAD FRONT
7. BUNCH = CLIP
8. EMPPY = CHECK SACK
9. 2 OPEN = MOD

SS

DEEP 1/2  
SEC FORCE

"CLOSED LT"

"CLIP LT"

FS

POACH

I FAR LT

(H)

"BACKER"

(Z)

(F)

"SKY"

(X)

C

MEG  
SEC FORCE

(Y)

( )

( )

( )

( )

( )

S

E

N

E

J

9 TECH  
1ST TO FLAT

5 TECH  
CONTAIN

TI LT  
PRESSURE

3 TECH  
PRESSURE

GHOST 6  
CONTAIN

C

M

10 TECH  
RELATE #3

"CUT"

SS

BOX TE  
PLUG

"CLOSED LEFT"  
"MEG/CUT"

FS

1/2

# BASE UNDER O DBL 7 CLIP/SWITCH

<p><u>SILVER DOT</u></p> <p>CLOUD CLOUD MEG "MEG LT"</p> <p>1.</p> <p>SS      CLOSED LT      FS "CUT RT"</p>	<p><u>TRIPS LT</u></p> <p>CLOUD CLOUD squat CK 1/2 C S M W C</p> <p>2.</p> <p>SS      CLOSED LT      FS "CLIP LT"      POACH      "MEG RT"</p>
<p><u>DOUBLE LT</u></p> <p>CLOUD      CK TEAR CLOUD      CK TEAR CHECK CUT CLOUD S M W C squat MOD "CUT LT"</p> <p>3.</p> <p>SS      CLOSED LT      FS "CUT LT"</p>	<p><u>TRAIN LT</u></p> <p>CLOUD CLOUD CK TEAR CLOUD S M W C</p> <p>4.</p> <p>SS      CLOSED LT      FS "CLIP LT"      POACH      "MEG RT"</p>
<p><u>(HUM WK) NEAR FLEX</u></p> <p>SKY CLOUD 4 TO LIZ CLOSED RT SS FS W M S MATCH RT "CLIP LT"</p> <p>5.</p> <p>SS      CLOSED RT      FS "CLIP LT"</p>	<p><u>TRIPS BUNCH LT</u></p> <p>CLOUD CLOUD CK TEAR CLOUD S M W C squat CLOSED LT POACH "MEG RT"</p> <p>6.</p> <p>SS      CLOSED LT      FS "CLIP LT"      POACH      "MEG RT"</p>
<p><u>(YAC) I Y OFF</u></p> <p>CLOUD CLOUD S M W CLOSED LT CLIP LT TO CLIP RT SS POACH FS "CLIP RT"</p> <p>7.</p> <p>SS      POACH      FS "CLIP RT"</p>	<p><u>TRAIN LT H OUT</u></p> <p>CLOUD CLOUD CK TEAR CLOUD S M W C squat CLOSED LT FS "CLIP RT"</p> <p>8.</p> <p>SS      STUBBIE      CLOSED LT      FS</p>

# NICKEL/DIME FLEX 77 MOD (SWITCH)

## BLUE FLEX LEFT

"SKY"



MEG  
SEC FORCE



MOD  
FILL

"MOD"

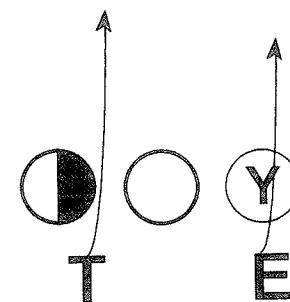


MOD  
FORCE



M  
MAN RB

"TITE RIGHT"  
"MOD/MOD"



\$  
MOD

"MOD"



MOD  
FORCE

"SKY"



C  
MOD  
SEC FORCE

### ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES MAKE COVERAGE CALL TO YOUR SIDE
  - SWITCH BOTH SIDES IN 2X2 FORMATION
  - STUBBIE TRIPS
  - BINGO VS. 3 MAN BUNCH
  - CK SIN VS. TREY FORMATION
  - HOMBRE BACK NEAR

## BLUE TRAIN LEFT

"SKY"



C

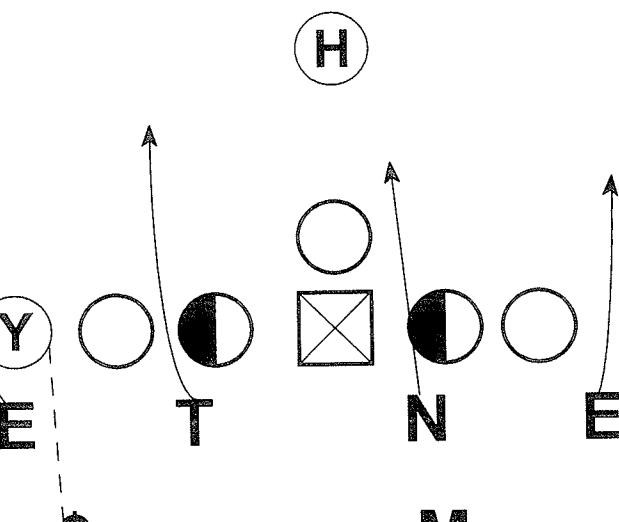
MEG



READ 3 TO 2

"STUBBIE"

SS  
READ 3 TO 2



CARRY #3  
UNLESS #2 IS UNDER

"SKY"



MEG

M

#4/1ST CROSSER

"MEG/CONE"

"TITE LEFT"  
"STUBBIE/MEG"



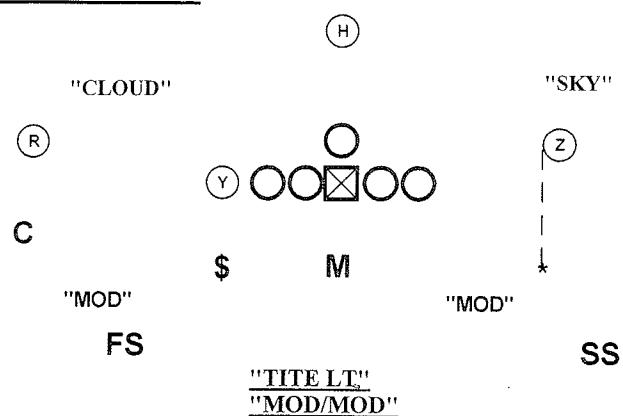
READ X RELEASE

FORCE

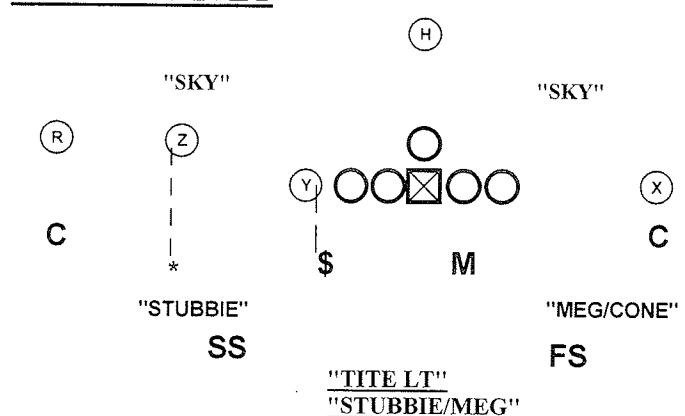
\*MEG OR CONE OFF SPLIT OF X

# NICKEL/DIME FLEX 77 MOD: ADJUSTMENTS

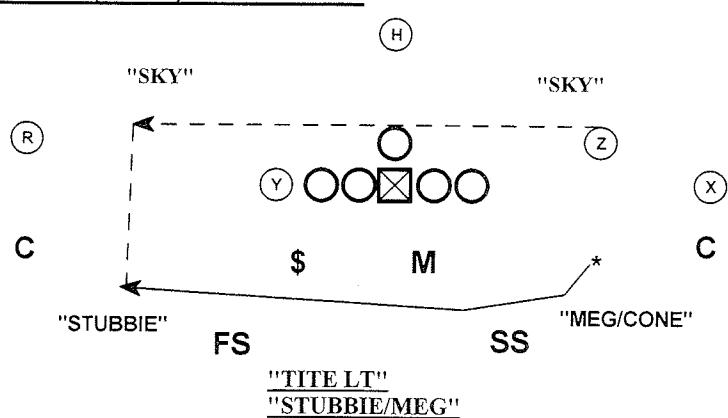
## BLUE FLEX RT



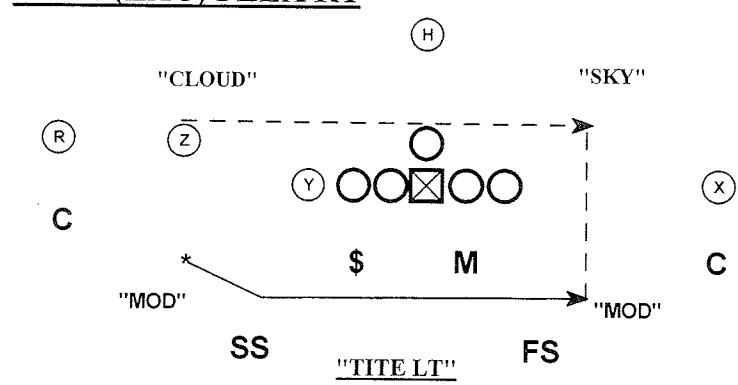
## BLUE TRAIN LT



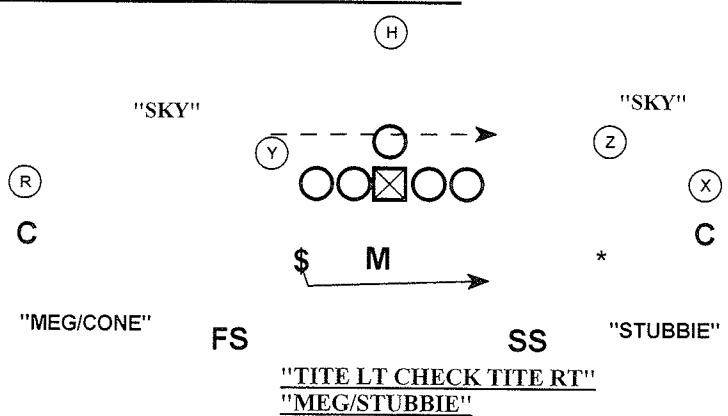
## BLUE (ZAC) TRAIN LT



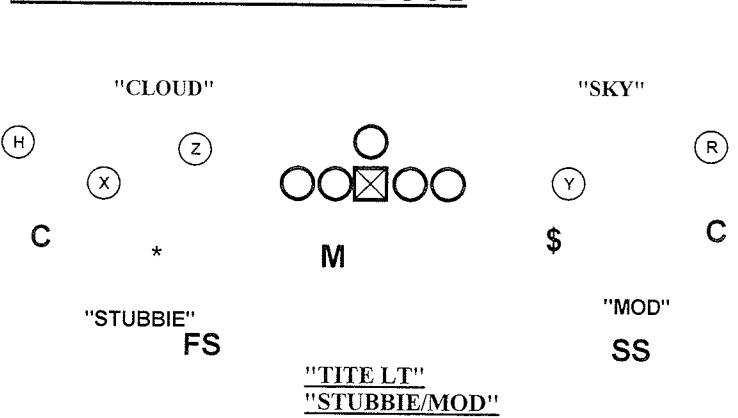
## BLUE (ZAC) FLEX RT



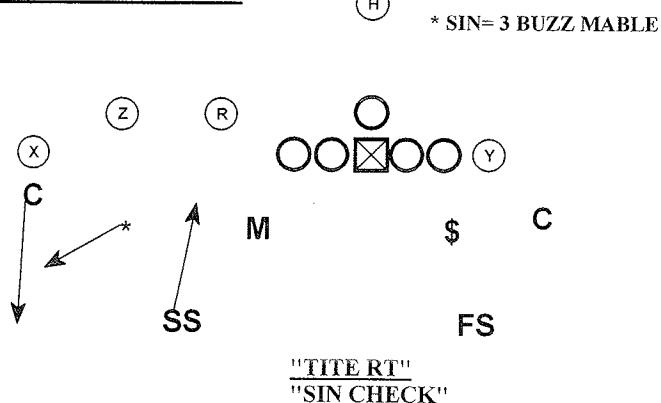
## BLUE (YAC) TRAIN LT Y OFF



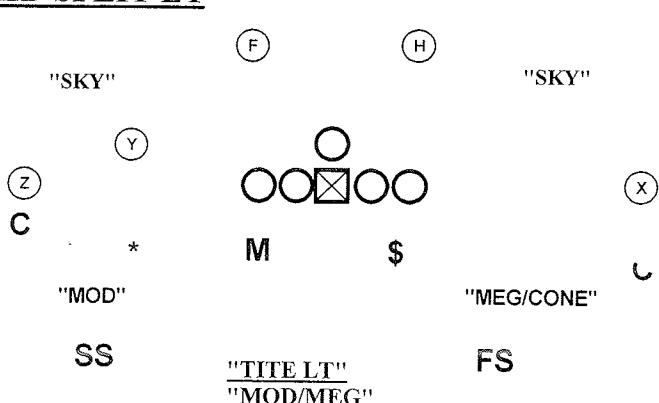
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT

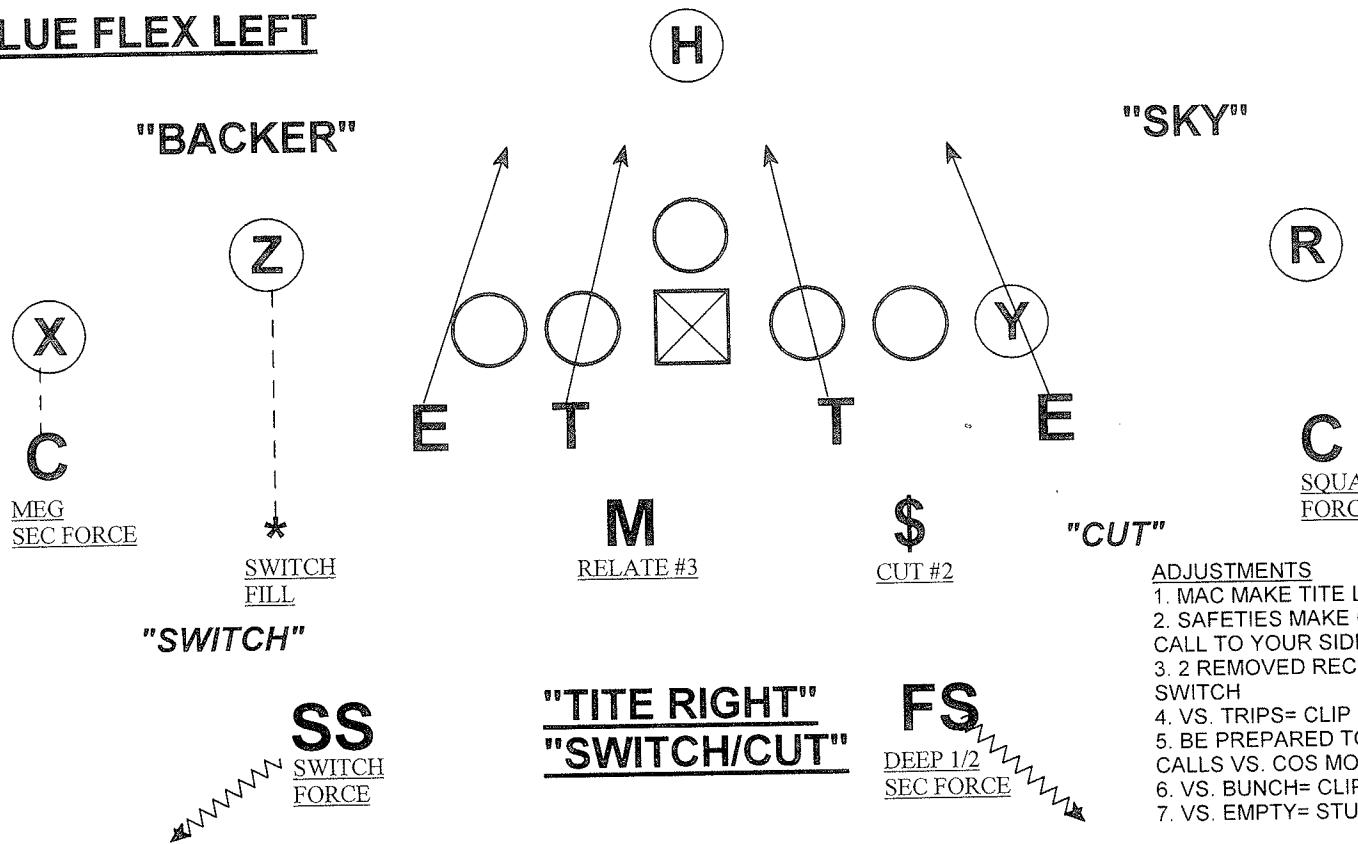


## GOLD SPLIT LT

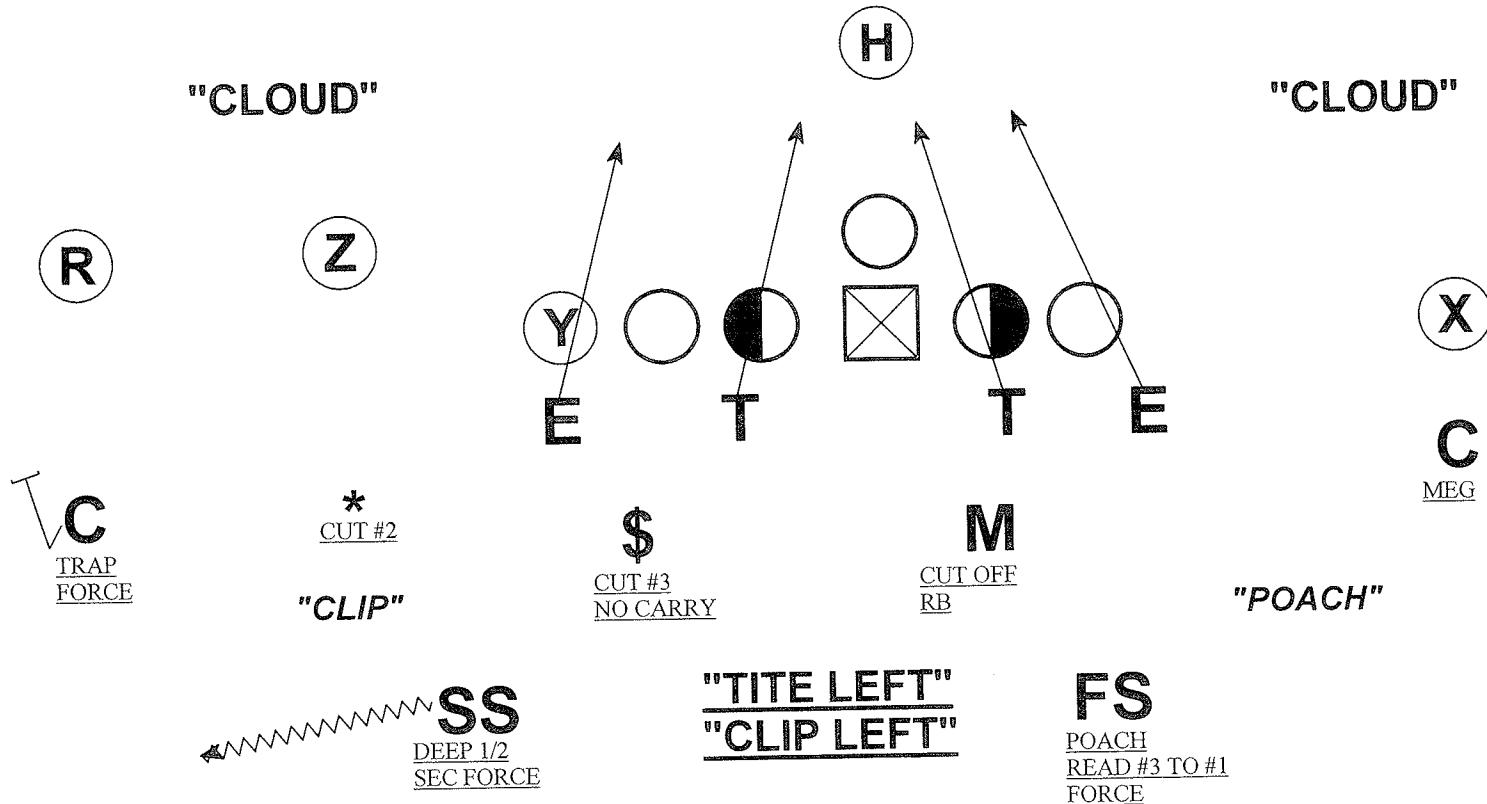


# NICKEL/DIME FLEX TRIPLE 7 CLIP

## BLUE FLEX LEFT

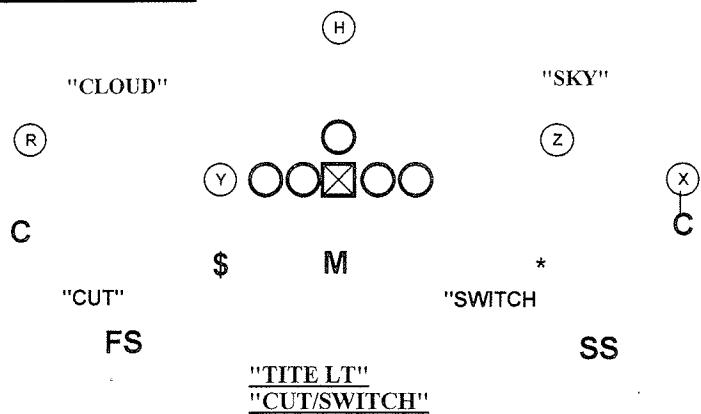


## BLUE TRAIN LEFT

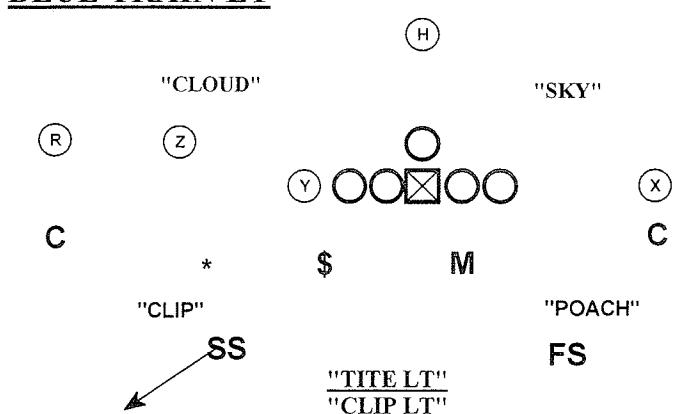


# NICKEL/DIME FLEX TRIPLE 7 SWITCH CLIP: ADJUSTMENTS

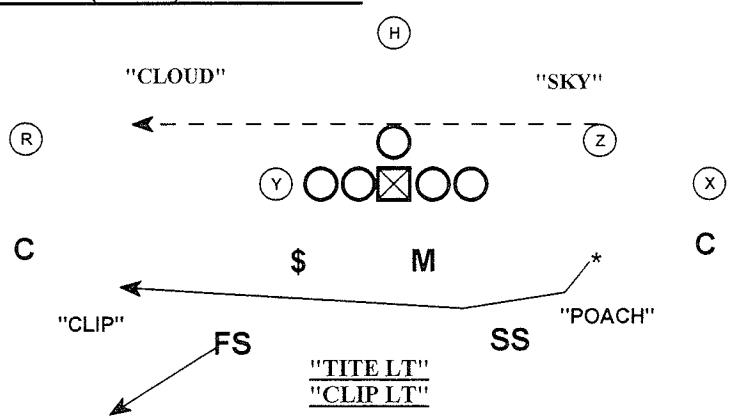
## BLUE FLEX RT



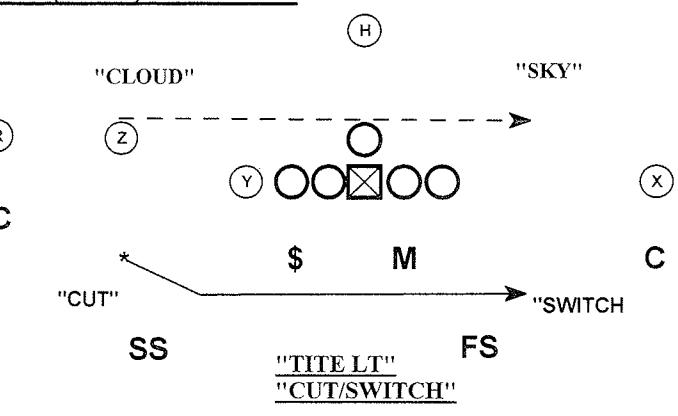
## BLUE TRAIN LT



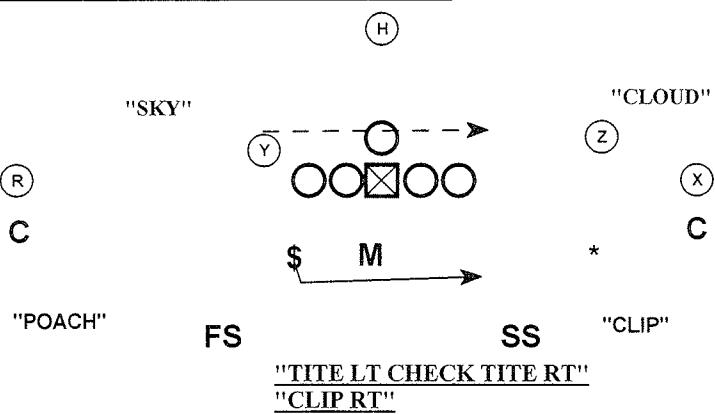
## BLUE (ZAC) TRAIN LT



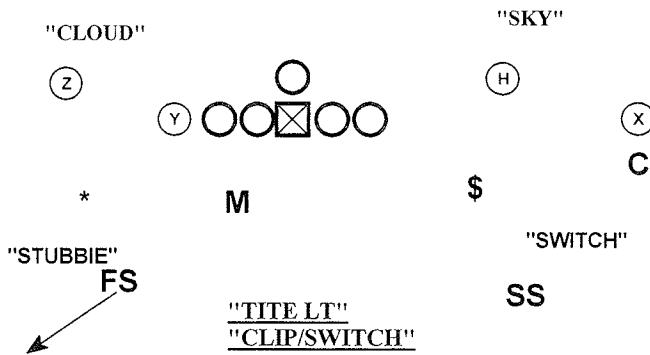
## BLUE (ZAC) FLEX RT



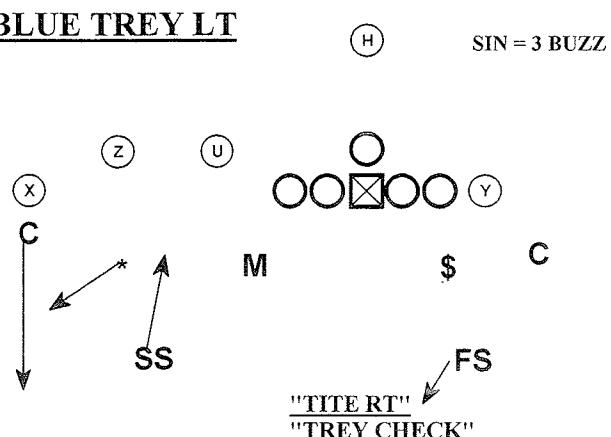
## BLUE (YAC) TRAIN LT Y OFF



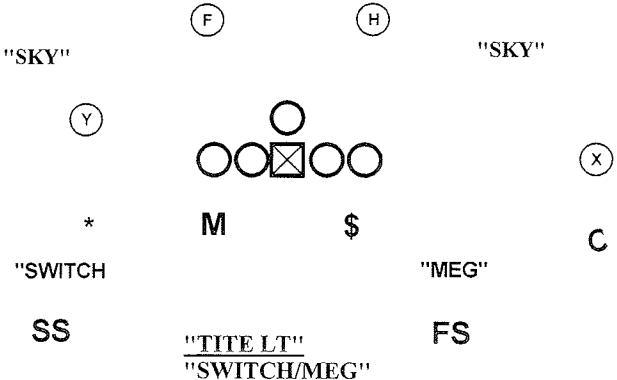
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT



## GOLD SPLIT LT

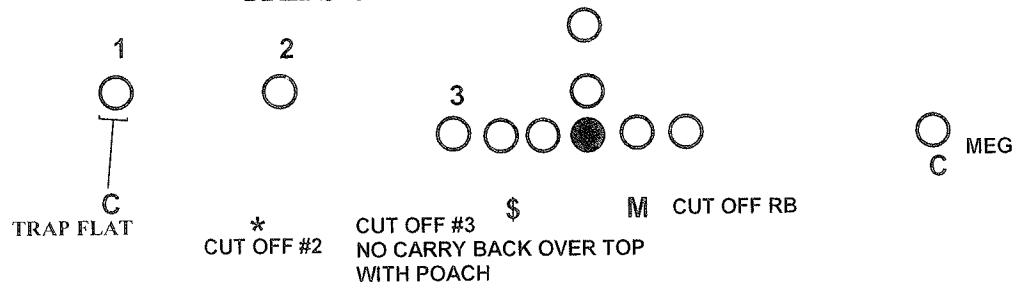


CLIP

---

## **TRIPS CHECK IN NICKEL / DIME PACKAGE**

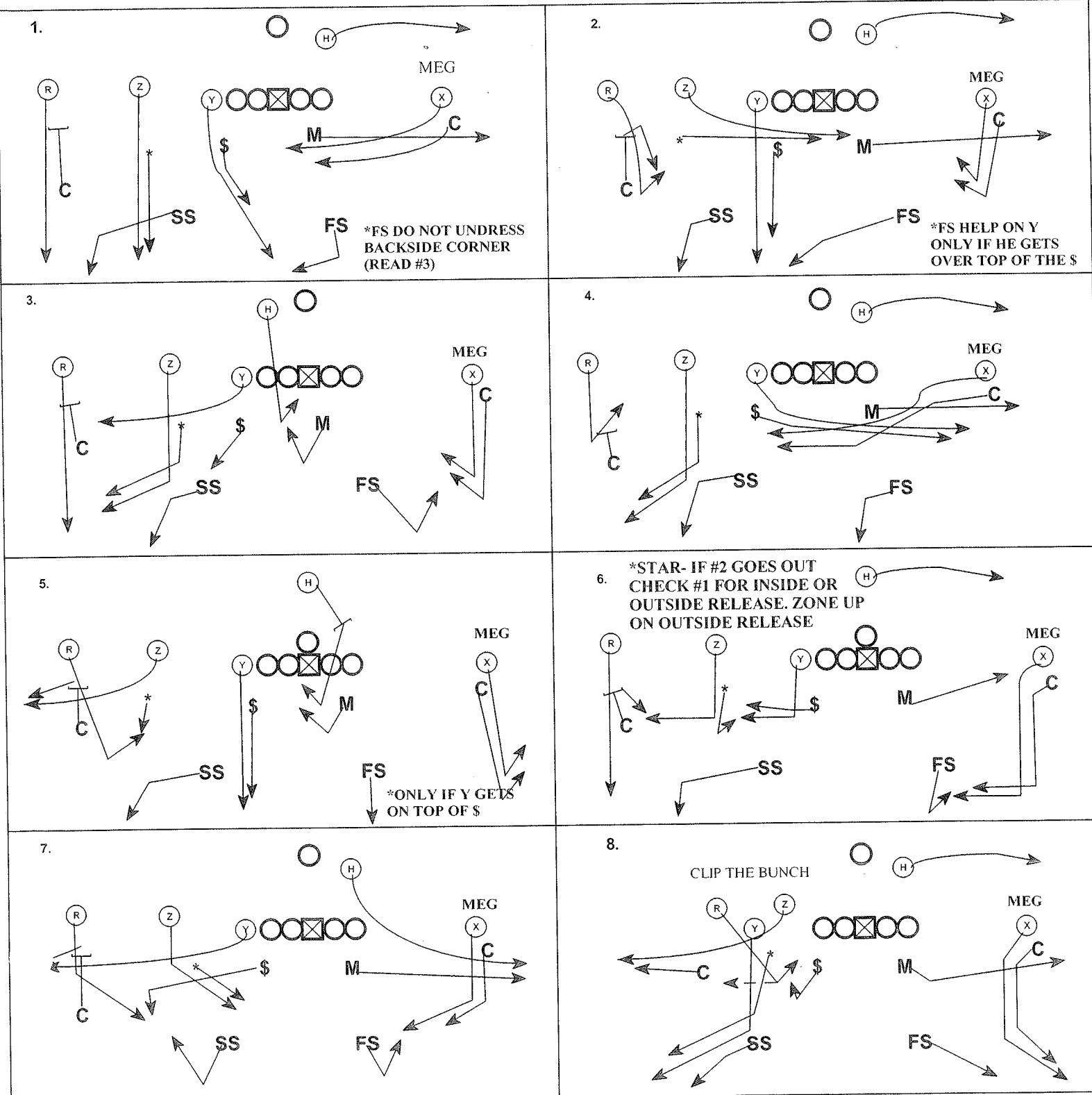
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\* CUT OFF #3  
CUT OFF #2 NO CARRY BACK OVER TOP  
WITH POACH

CUT OFF RB

SS  
FS  
POACH #3 STRONG TO #1 WEAK

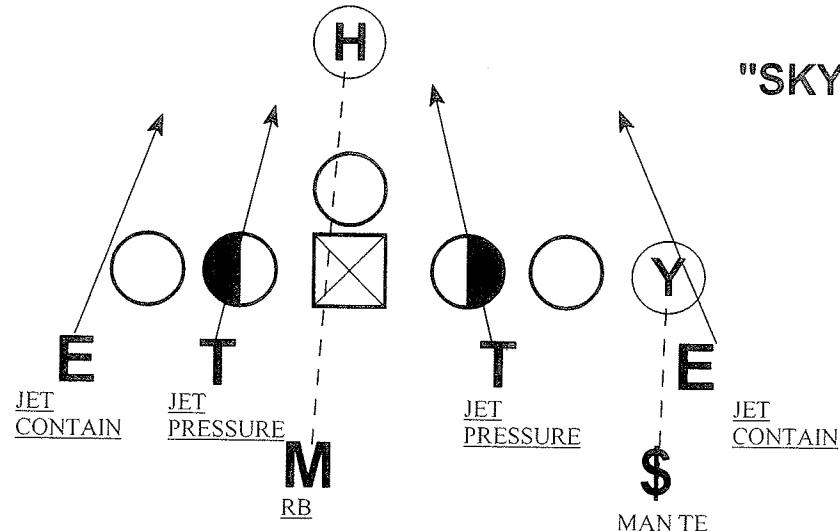
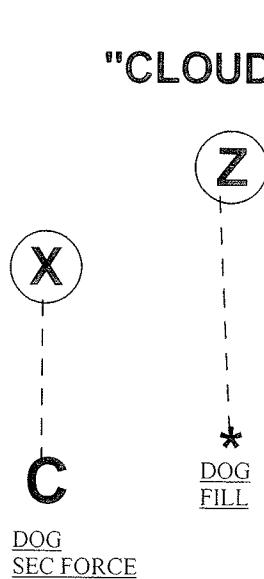


# NICKEL/DIME EVEN 5 LOCK

## BLUE FLEX LT

vs. 3 MAN BUNCH = BINGO  
 vs. #1/2 STACK = TANGO  
 vs. #2/3 STACK OUT OF TRIPS = LOCK & LEVEL  
 vs. EMPTY = RUN IT MAC TAKE RB MAN

"CLOUD"



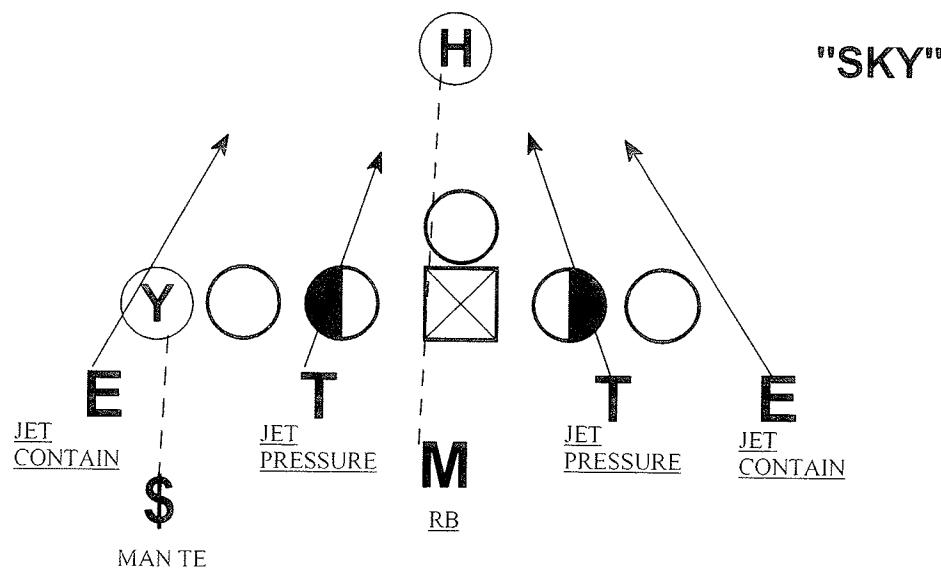
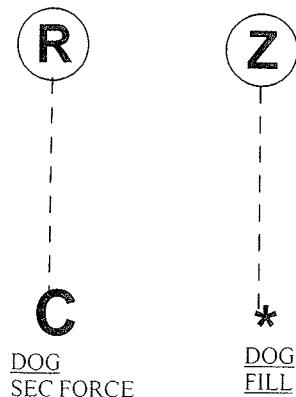
SS  
1/2

"TITE RIGHT"

FS  
1/2

## BLUE TRAIN LT

"SKY"



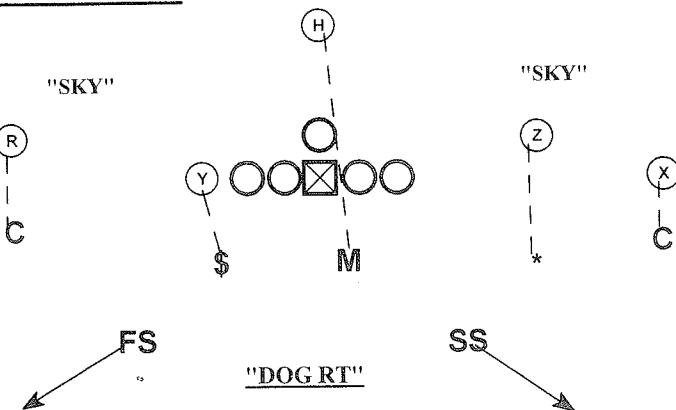
SS  
1/2

"TITE LEFT"

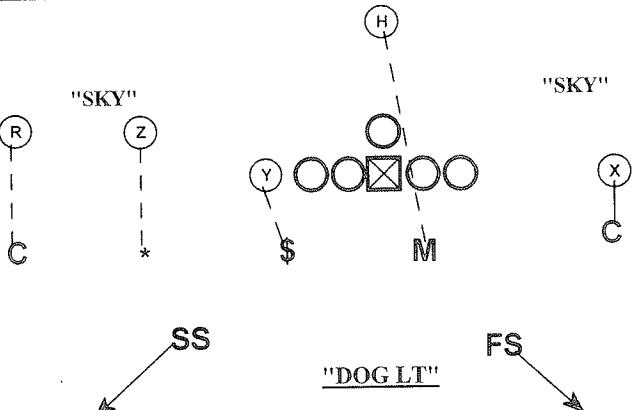
FS  
1/2

# NICKEL/DIME EVEN 5 LOCK: ADJUSTMENTS

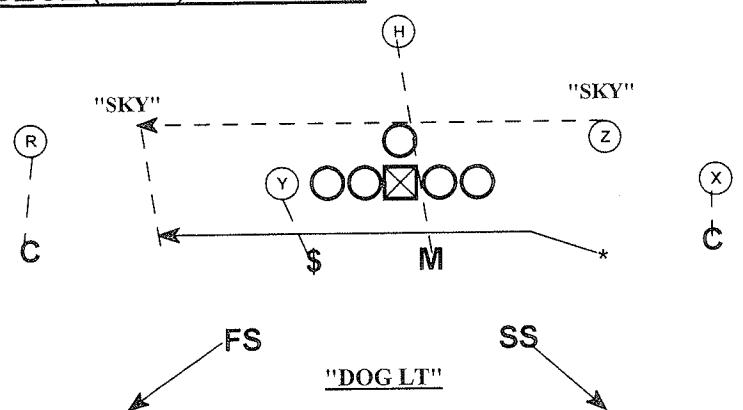
## BLUE FLEX RT



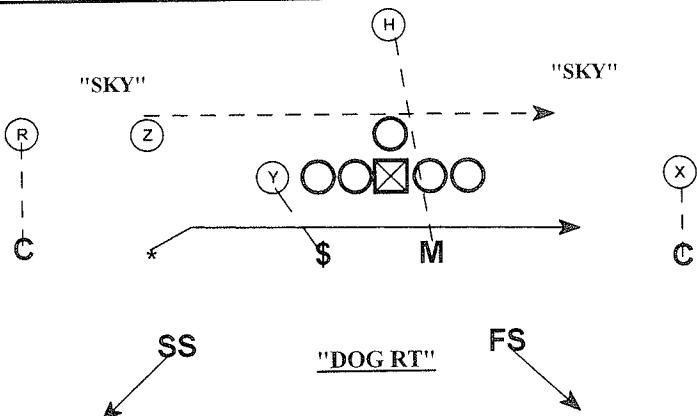
## BLUE TRAIN LT



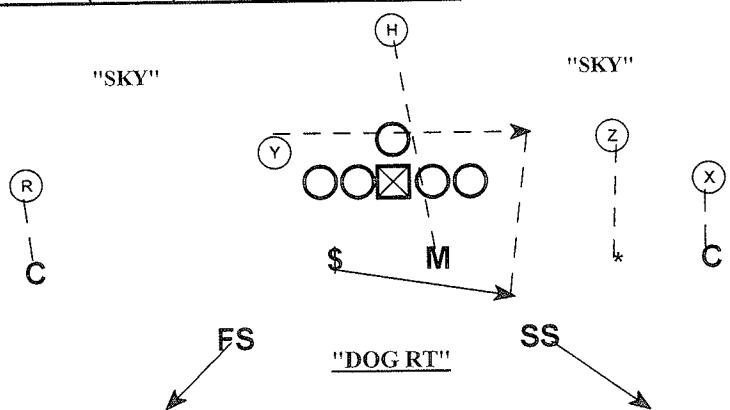
## BLUE (ZAC) TRAIN LT



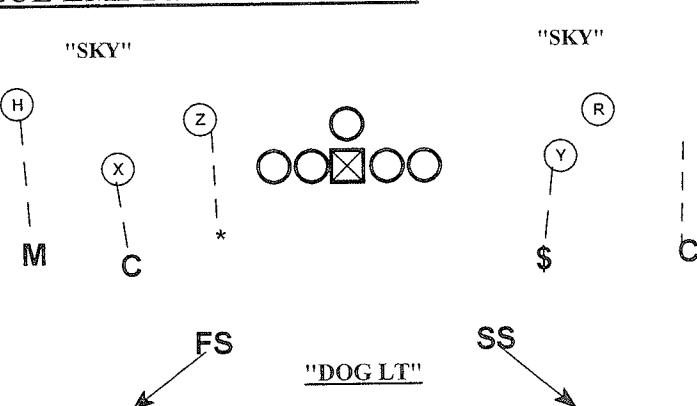
## BLUE (ZAC) FLEX RT



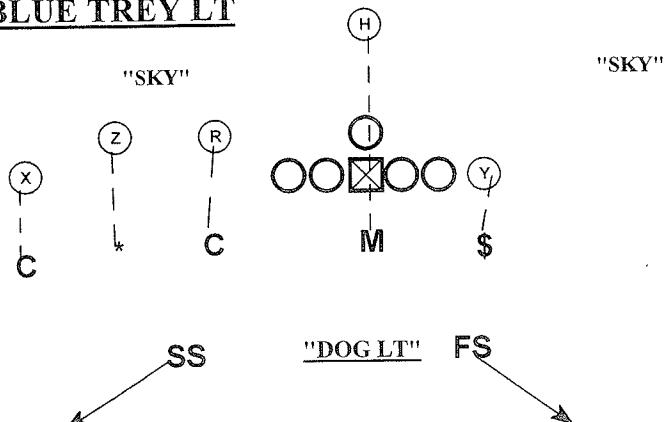
## BLUE (YAC) TRAIN LT Y OFF



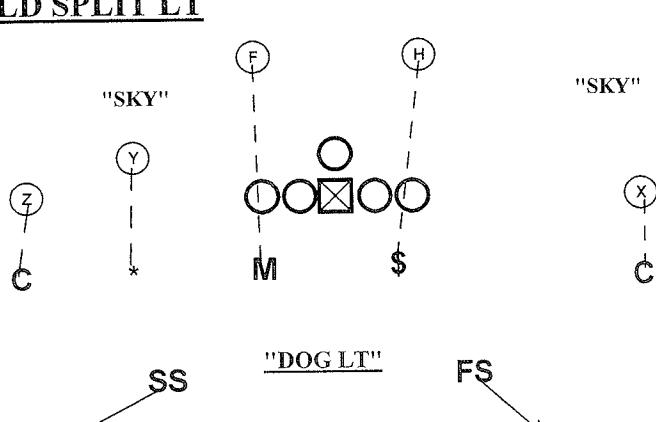
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT

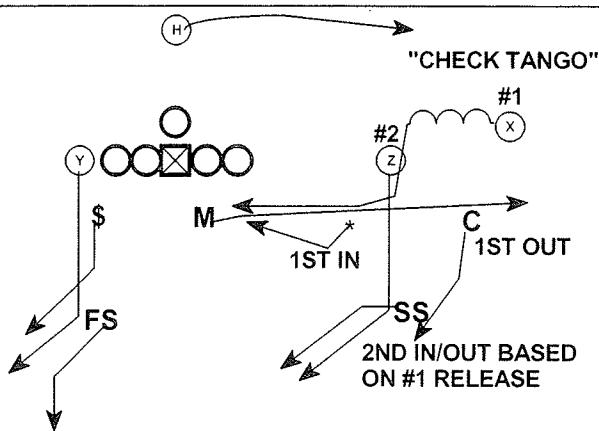
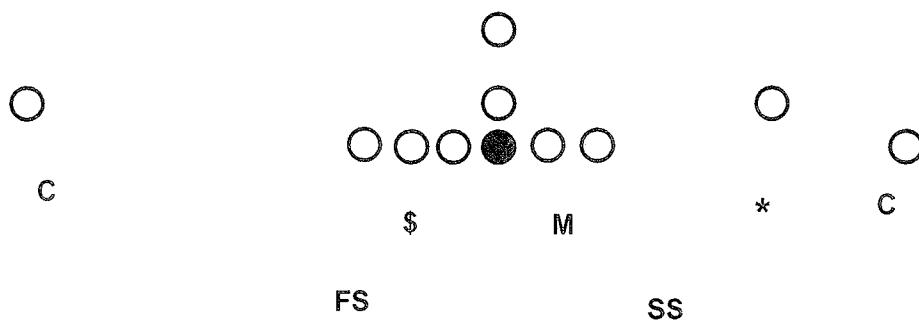


## GOLD SPLIT LT

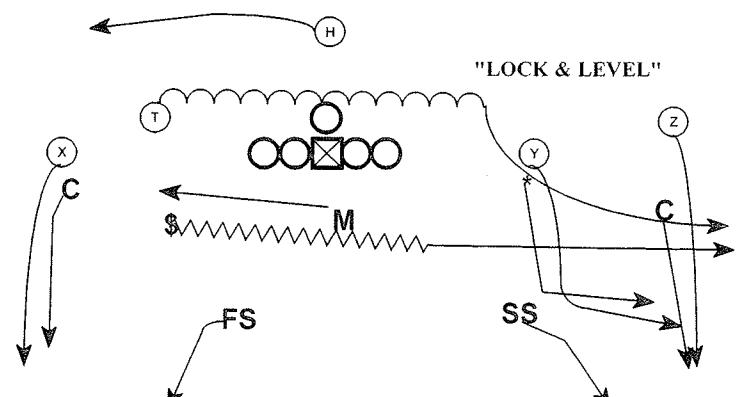
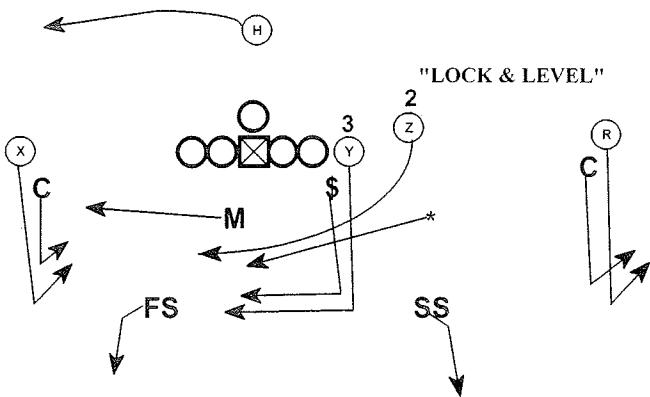


# SUB COVER 5

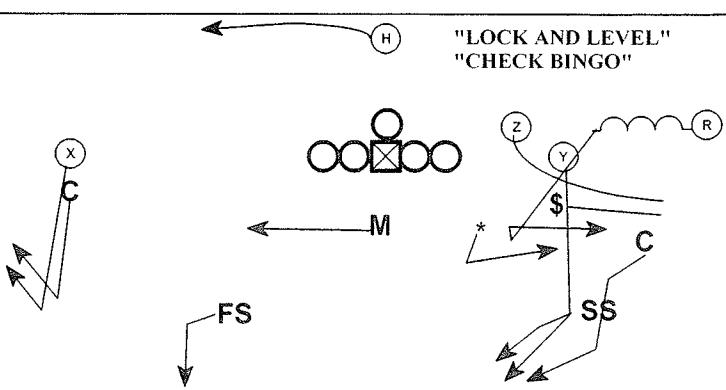
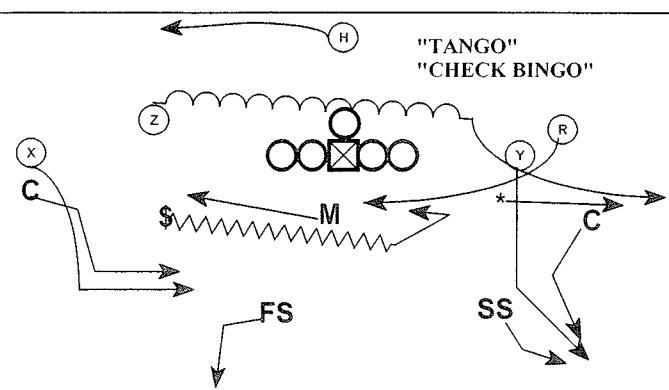
COVER 5 IS A MAN UNDERNEATH DENY THE INSIDE 2 DEEP COVERAGE



\*ANY CLOSE SPLIT BETWEEN #2 & #3 IN TRIPS WE WILL LOCK & LEVEL TO KEEP SAFETY IN THE DEEP HALF. BOTH DEFENDERS MUST HAVE INSIDE LEVERAGE TO DENY INSIDE IN THIS FORM OF LOCK & LEVEL.



\*ANY 3 MAN BUNCH IN COVER 5 WE WILL BINGO.



# DIME ODD 33 ZONE

(IF "SAG" IS TAGGED-  
HOOK PLAYERS CARRY  
SEAMS)

## BLUE FLEX LEFT

"CLOUD"

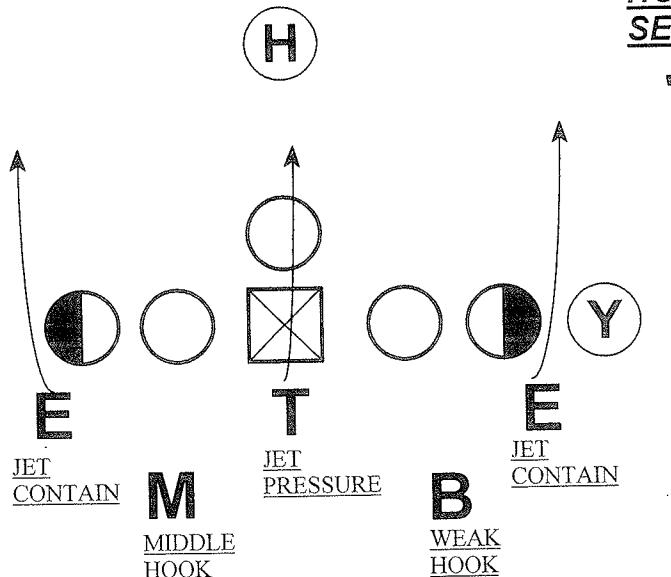


C

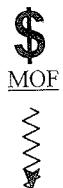
SLAM  
FLAT



\*  
STRONG  
HOOK



SS  
OUTSIDE 1/3



FS  
OUTSIDE 1/3



C  
SLAM  
FLAT

## BLUE TRAIN LEFT

"CLOUD"



C

SLAM  
FLAT

\*  
STRONG  
HOOK

SS  
OUTSIDE 1/3



"CLOUD"



C

SLAM  
FLAT



FS  
OUTSIDE 1/3

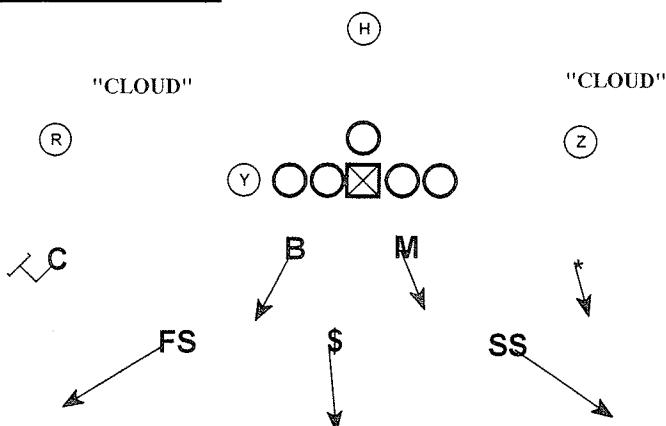
SS  
OUTSIDE 1/3



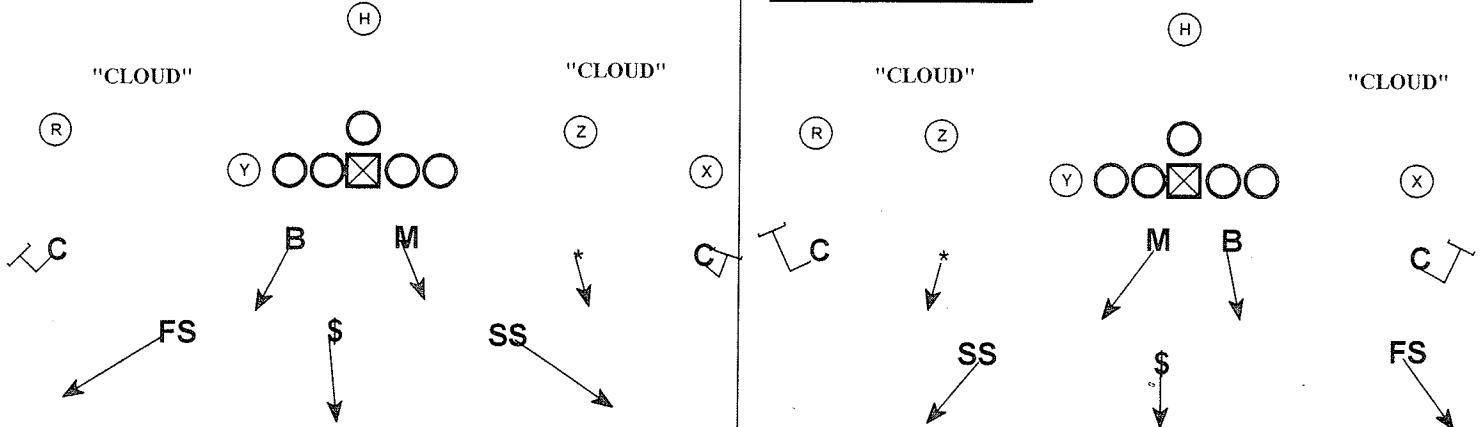
FS  
OUTSIDE 1/3

# NICKEL/DIME ODD 33 ZONE: ADJUSTMENTS

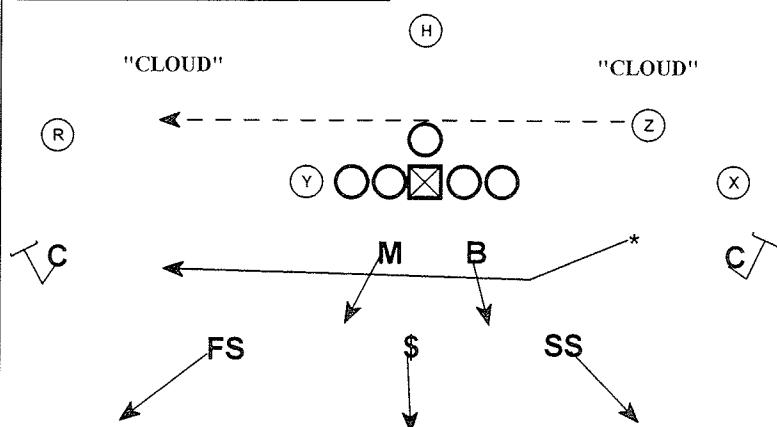
## BLUE FLEX RT



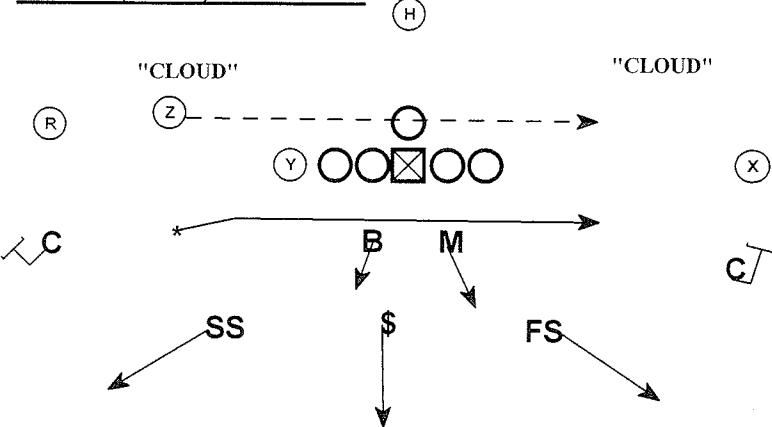
## BLUE TRAIN LT



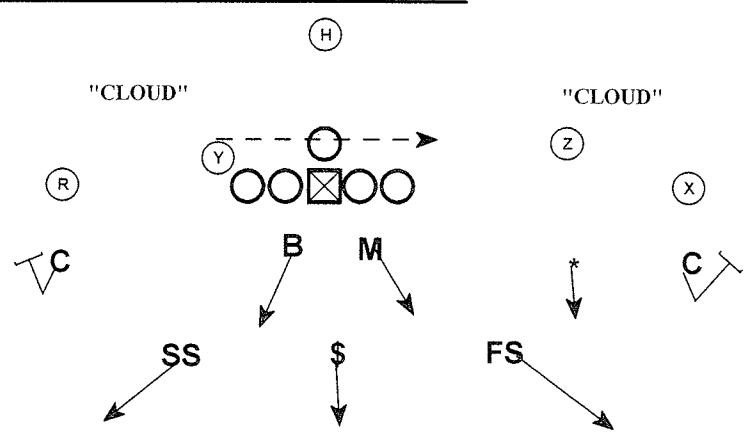
## BLUE (ZAC) TRAIN LT



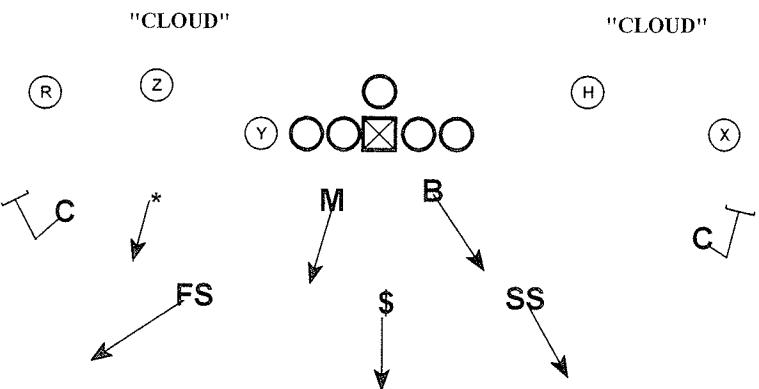
## BLUE (ZAC) FLEX RT



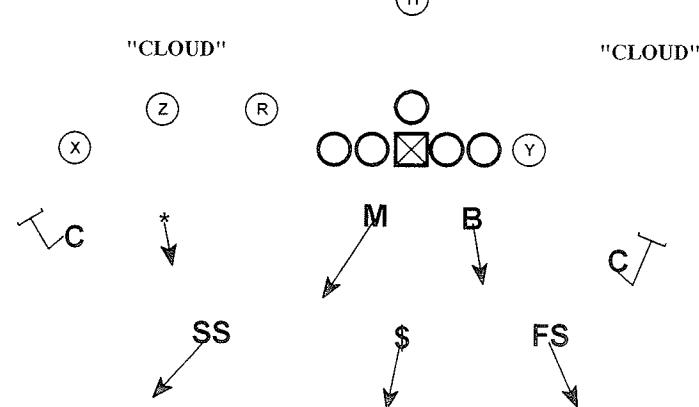
## BLUE (YAC) TRAIN LT Y OFF



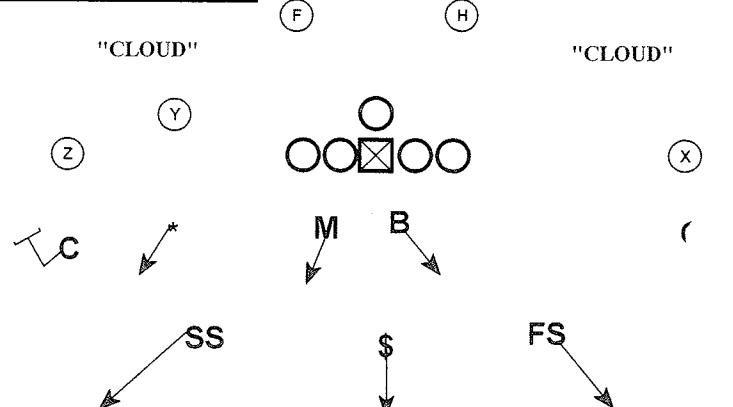
## BLUE EMPTY TRAIN LT H OUT



## BLUE TREY LT



## GOLD SPLIT LT





# 2008 ALABAMA DEFENSE

SAM
55 WILLIAMS
32 ANDERS
35 KIRSCHMAN
5 J. HARRIS
87 BULLARD

NOSE
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

END
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

END
95 DEADERICK
58 GENTRY
96 L. DAVIS
57 DAREUS

JACK
98 FANNEY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

MIKE
25 MCCLAIN
21 HALL
51 DEJOHN
42 HESTER

DIME \$
26 SHARRIEF
20 KING
3 K. JACKSON
43 BURNTHALL

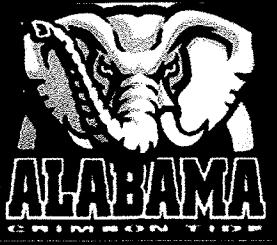
NICKEL \$
13 REAMER
45 HIGGENBOTHAM
5 HARRIS

WILL
13 REAMER
45 HIGGENBOTHAM
30 HIGHTOWER
56 LEE

LC
28 ARENAS
24 MQ. JOHNSON
15 LAWRENCE
39 PENNINGTON

ES
49 R. JOHNSON
20 KING
43 BURNTHALL
37 LESTER

SS
27 WOODALL
26 SHARRIEF
4 BARRON
37 LESTER



# NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 7, 2008

# Turnovers Fall 2008

PRACTICE #7

Sacks	Pass Deflections	Interceptions	Forced Fum	Fumble Rec.
55 C. Williams (2)	23 Green (3)	43 Burnhall	55 C. Williams	35 Kirschman
91 Watkins	3 Jackson (2)	39 Pennington		
56 Lee	24 M. Johnson (2)	49 R. Johnson		
98 Fanney	20 King (2)	20 King		
32 Anders	46 Neighbors			
	39 Pennington			
	58 Gentry			
	8 Rogers			

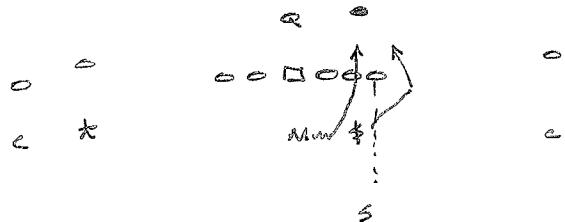


PRACTICE NOTES (#7) THURSDAY AUGUST 8, 08

- EMPTY VS NICKEL / DIME ZONE & RAZOR "OMAHA FRONT" (130)  
VS RELOAD "CALL CALL" - MAKE FORCE CALLS TO OFFSET BACK.

- EVEN DB DOG & PEBL

CHARLIE RT  
(#) MONEY CALL RT VS BLUE NEAR FLEX



- N. BASE CLOSED TR 88 / 6 BRONCO VS Y FLEX ROY/LEE FRONT

Y "ROY"

- ODD FRONT (DIME) MAC TO \* BUCK AWAY.

# 2008 ALABAMA FOOTBALL

## SPRING PRACTICE INSTALL

### DAY 8

#### **BASE DEFENSE**

FRONTS	COVERAGE	PRESSURE
1. SOLID		1. BASE TILT SARAH FZ TED

#### **BASE CALLS**

1. BASE TILT SARAH FZ TED	EMPTY CHECKS
	1. KING
UNBALANACED SLOT ADJUSTMENTS	2. QUEEN

#### **SUB DEFENSE**

FRONTS	COVERAGES	PRESSURE
		1. N/D. FLEX PHILLY 2E
		2. D. ODD COIN DAKOTA 2 TRAP/3
	EMPTY CHECKS	
	1. CLUBS	
	2. SPADES	
	2. STORM	

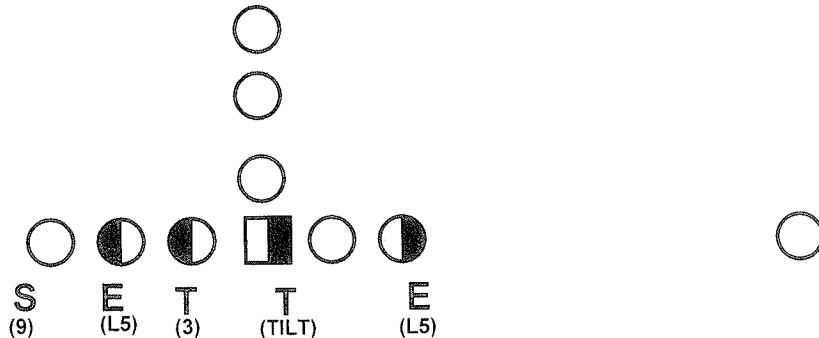
#### **SUB CALLS**

1. N/D. FLEX PHILLY 2E
2. D. ODD COIN DAKOTA 2 TRAP/3

**ALABAMA  
CRIMSON TIDE**

# 41 SOLID

**"TITE LEFT"**



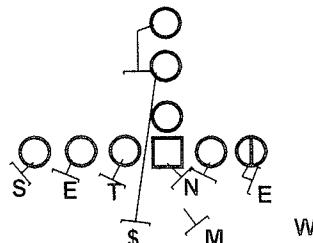
SS            M            W

POS.	ALIGN	TECH.	SUPPORT	KEYS	RUN TO	RUN AWAY	PASS
<u>RE</u>	AWAY CALL	LOOSE 5		BALL - OG	2 GAP	2 GAP	CONTAIN RUSH
<u>3T</u>	TO CALL	3		BALL - OC	2 GAP	2 GAP	2 WAY RUSH
<u>NT</u>	AWAY CALL	TIILT		BALL - OC	A GAP	A GAP	'A' TO BALANCE RUSH
<u>LE</u>	TO CALL	LOOSE 5		BALL - OT	C GAP	C GAP	CONTAIN RUSH
<u>SAM</u>	9 TECH	READ	BY BLOCKING SCHEME & COVERAGE	TE TRIANGLE	D GAP	STACK TO FLOW	COVERAGE RULE
<u>MIKE</u>	30	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	B GAP	STACK TO FLOW	COVERAGE RULE
<u>WILL</u>	GHOST 6 TECH	READ	BY BLOCKING SCHEME & COVERAGE	NEAR BACK UNDER KEY BALL	C GAP	STACK TO FLOW	COVERAGE RULE

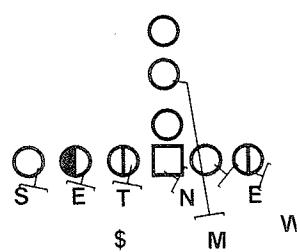
**NOTES:**

FRONT SET WITH "TITE" CALL  
CAN USE WITH "STEM" CALL - IF STEM - MIKE LB GIVE MOVE CALL

RUN STRONG

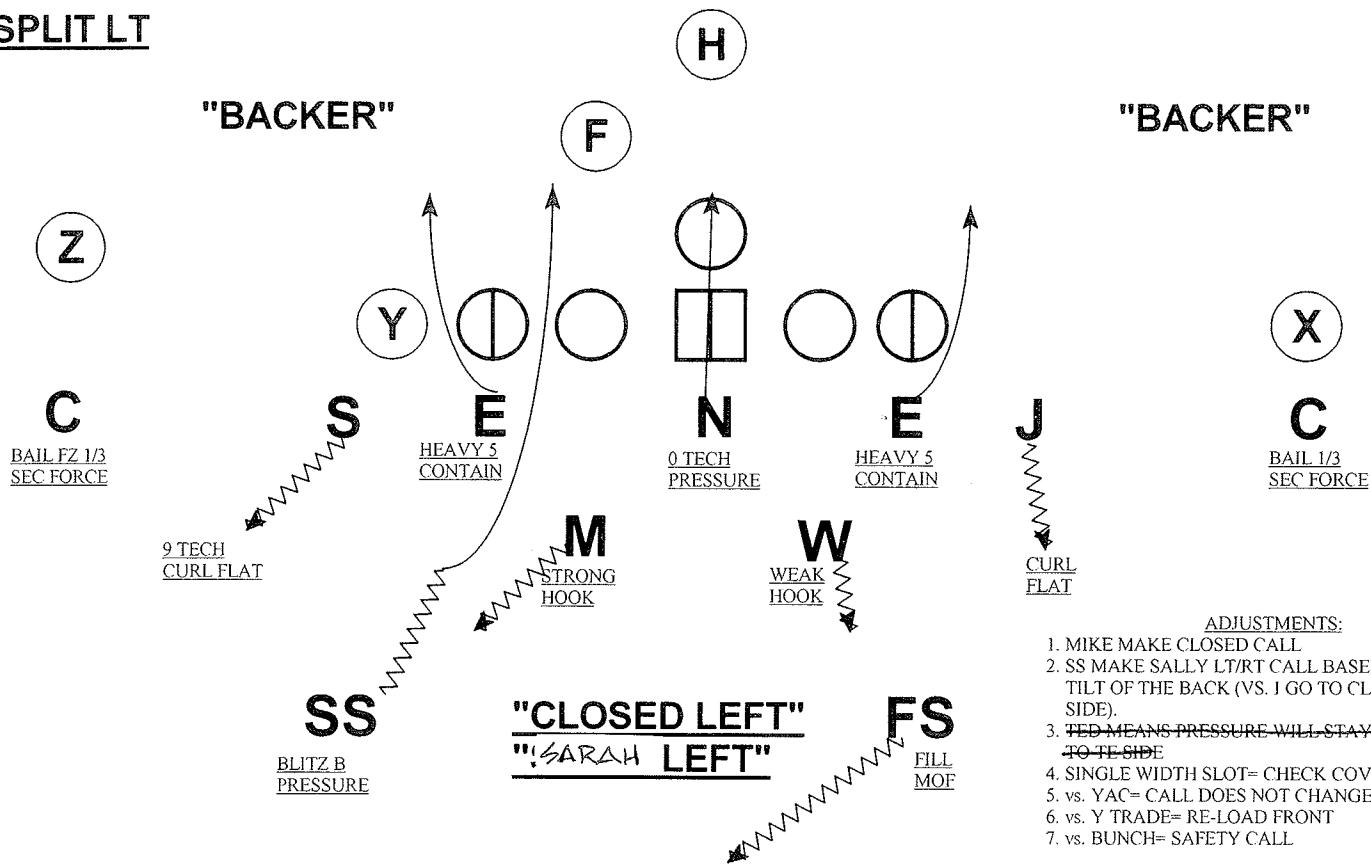


RUN WEAK



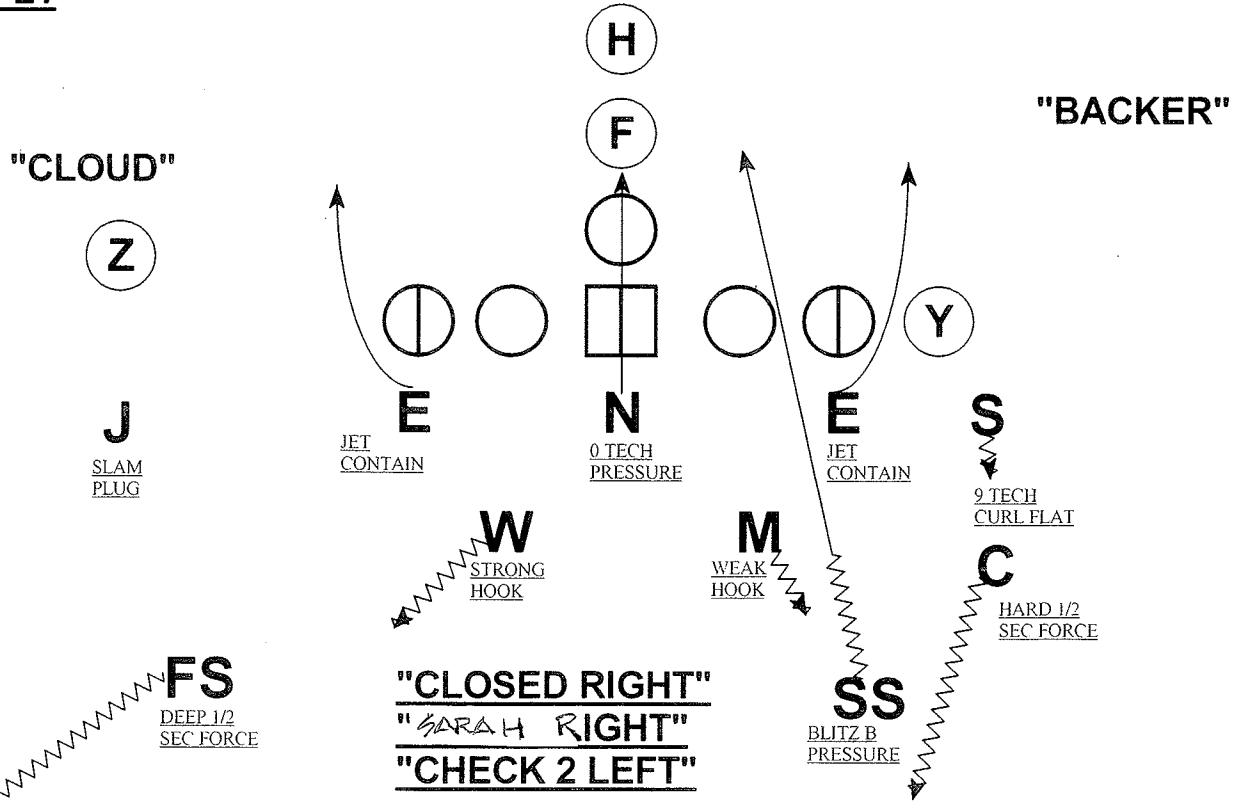
# BASE TILT SARAH F.Z.

SPLIT LT



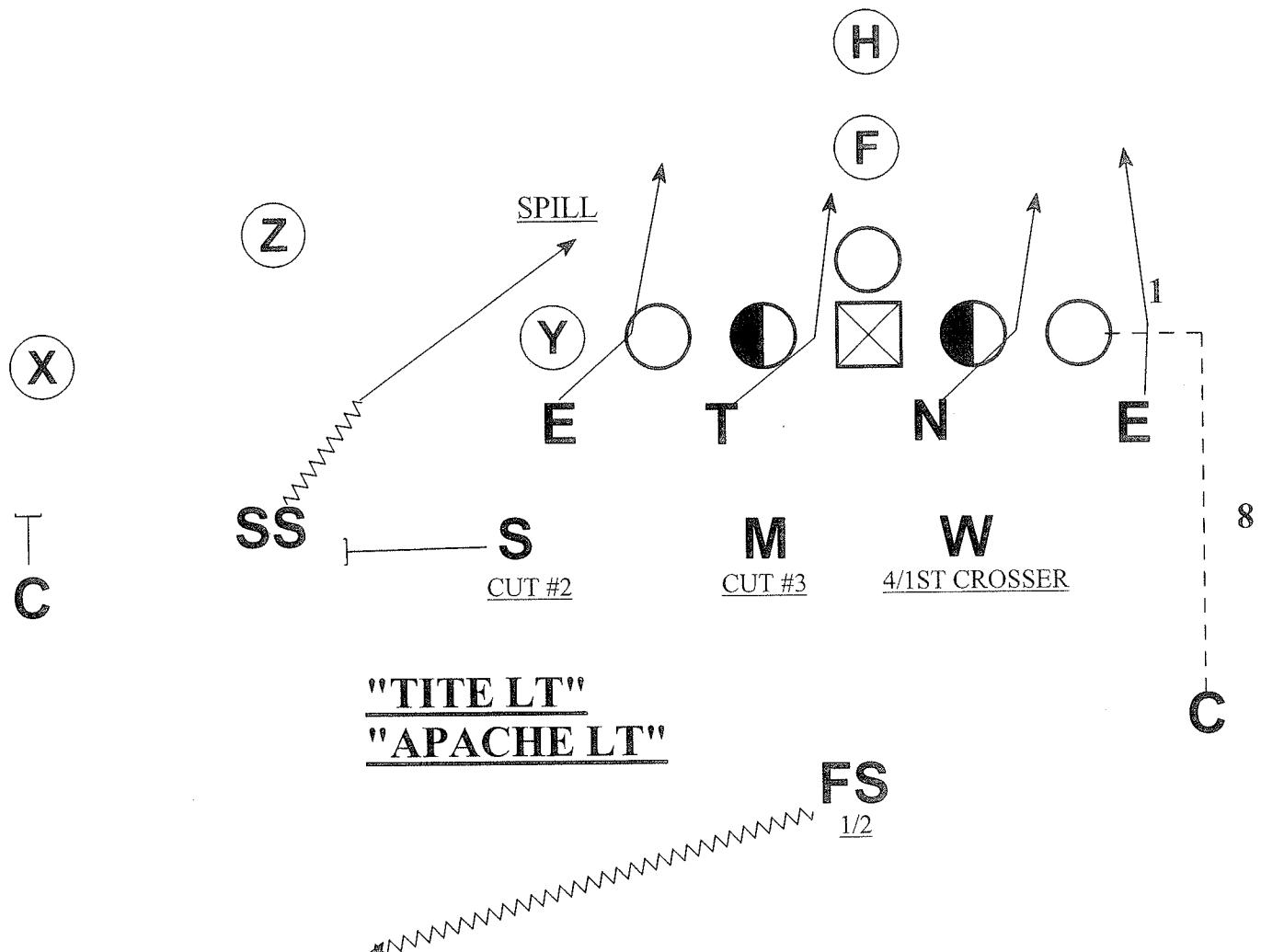
# BASE TILT SARAH TED

SPLIT SLOT LT



# CHECK APACHE

IN ALL 40 FZ WE WILL PLAY WITH 2 TRAP COVERAGE



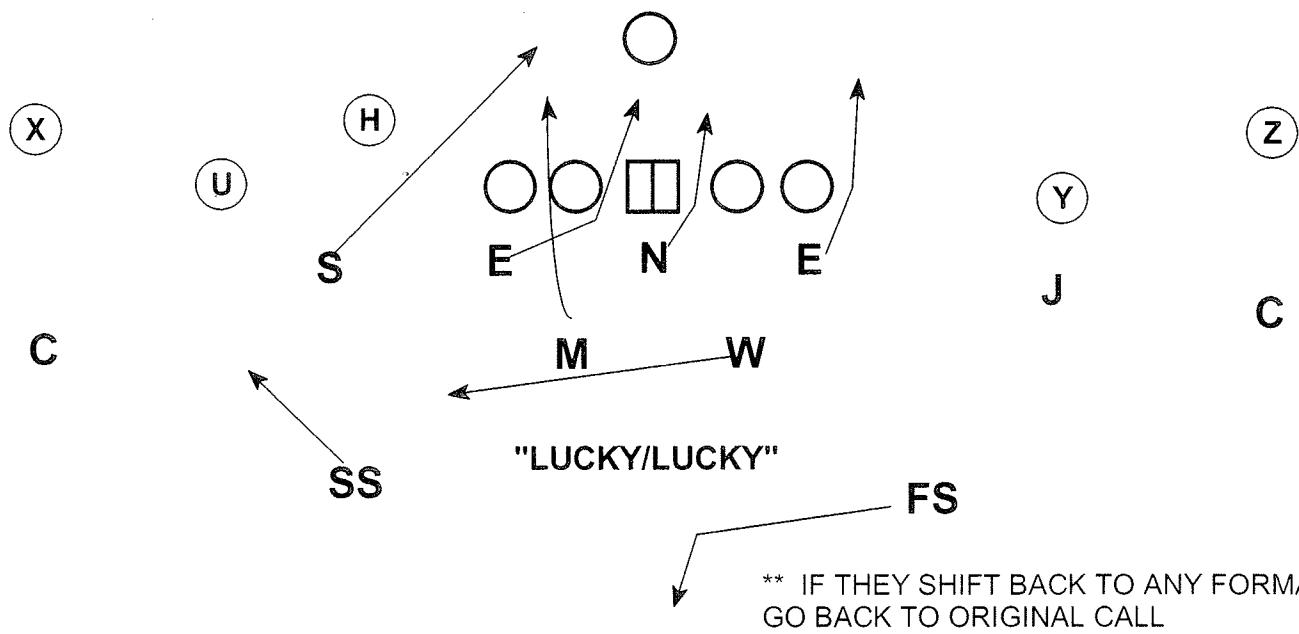
# BASE VS. REGULAR EMPTY

## KINGS - QUEENS

### KINGS (STRONG)

#### FIELD FRISCO A CH STR FZ CH KINGS

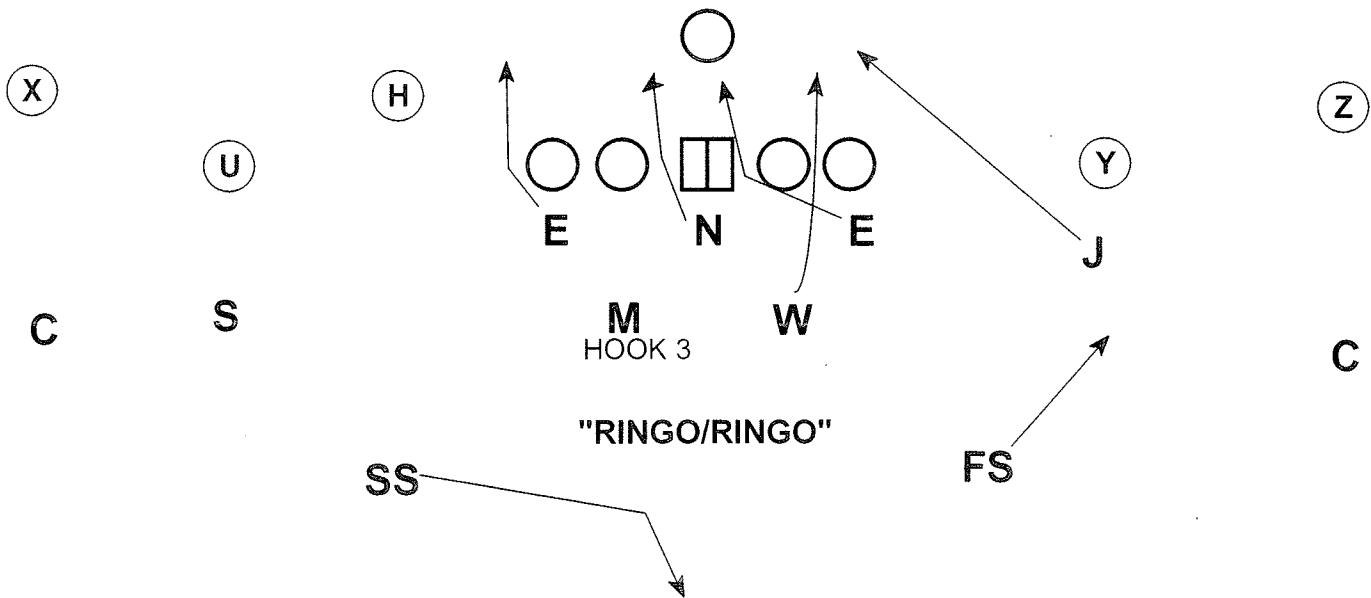
ONCE IT GOES EMPTY WE WILL RUN KINGS  
VS. RELOAD MOTION WE WILL STILL RUN KINGS  
\*\*MIKE BE READY TO READ OUT



### QUEENS (WEAK)

#### FIELD SONIC CH STR FZ CH QUEENS

\*SAME RULES APPLY TO QUEENS\*



# NICKEL/DIME FLEX PHILLY 2E

## BLUE FLEX LEFT

"CLOUD"



C  
SQUAT



CUT

CONTAIN

2ND



1ST

CONTAIN

"CLOUD"

ENGAGE  
3 TO 1

ENGAGE  
CONTAIN

ENGAGE  
CONTAIN

VERTICAL  
HOOK

M  
BLITZ A

\$  
BLITZ A



C  
SQUAT

**"TITE RT"  
"CUT LT"**

FS

SS  
DEEP 1/2  
SEC FORCE

### ADJUSTMENTS

1. MAC MAKE TITE LT/RT CALL
2. SAFETIES MAKE CUT LT/RT CALL
3. MAC/\$ EXCHANGE RUSH/COVER RESPONSIBILITIES WITH ENDS
4. STRONG END DRIPS 3 TO 1 WEAK END DROPS VERTICAL HOOK
5. STAR CUT ON #2 STRONG
6. NORMAL COVER 2 ADJ.

## BLUE TRAIN LEFT

"CLOUD"



CUT

CONTAIN

1ST



2ND

CONTAIN

"CLOUD"

ENGAGE  
3 TO 1

\$  
BLITZ A

M  
BLITZ A

C  
SQUAT

**"TITE LEFT"  
"CUT LEFT"**

SS

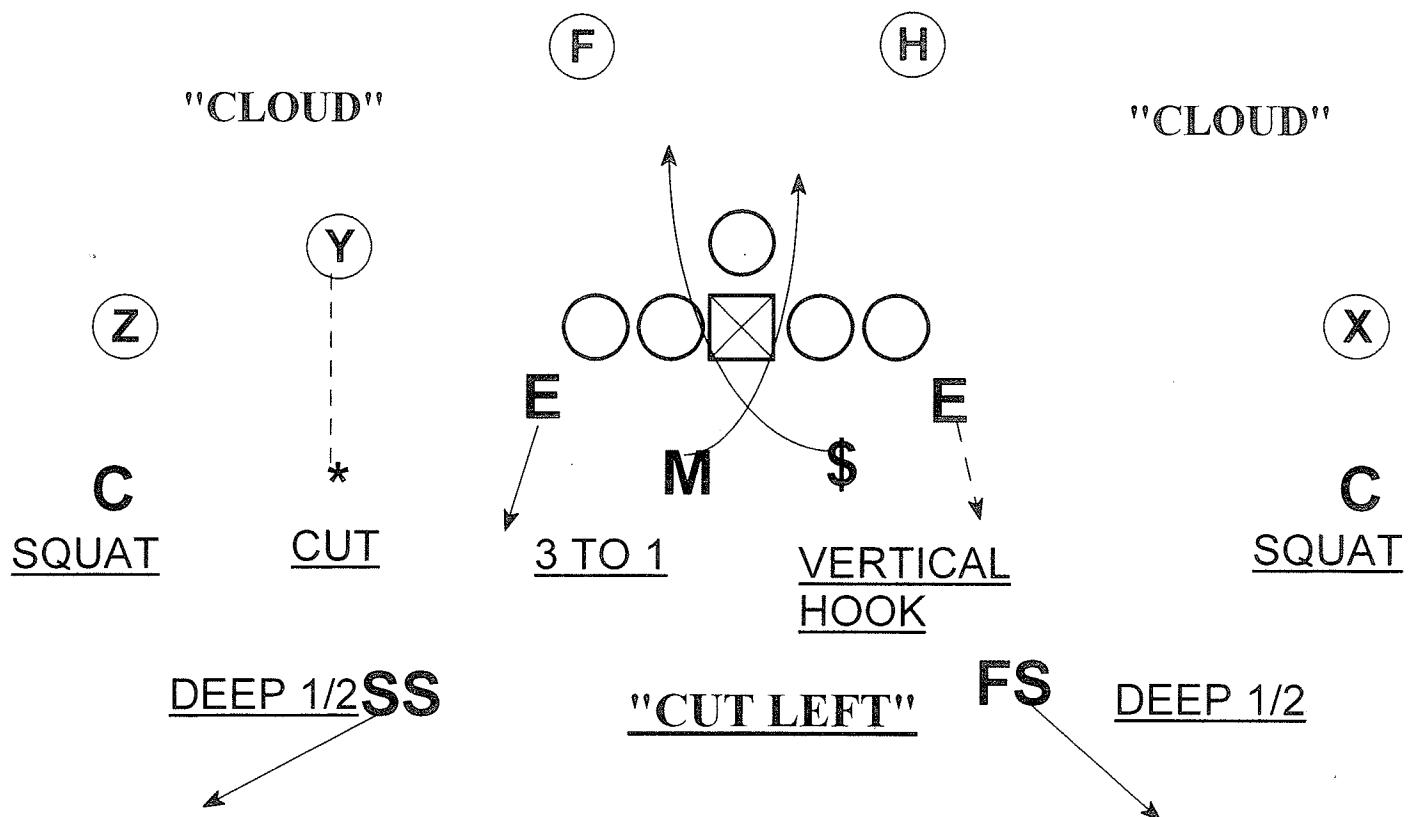
DEEP 1/2  
SEC FORCE

FS

DEEP 1/2  
SEC FORCE

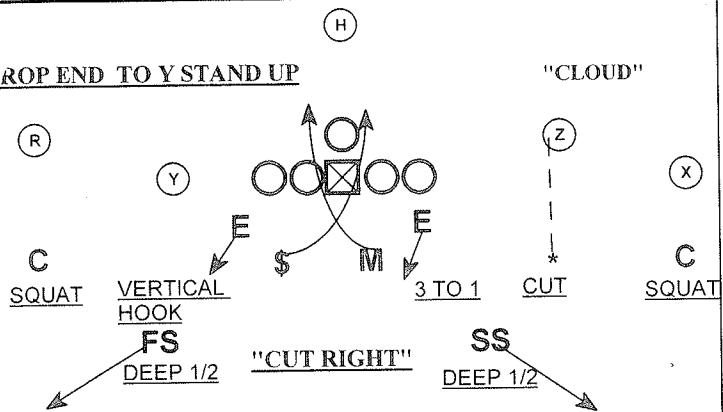
# NICKEL/DIME FLEX PHILLY 2E

GOLD SPLIT LT

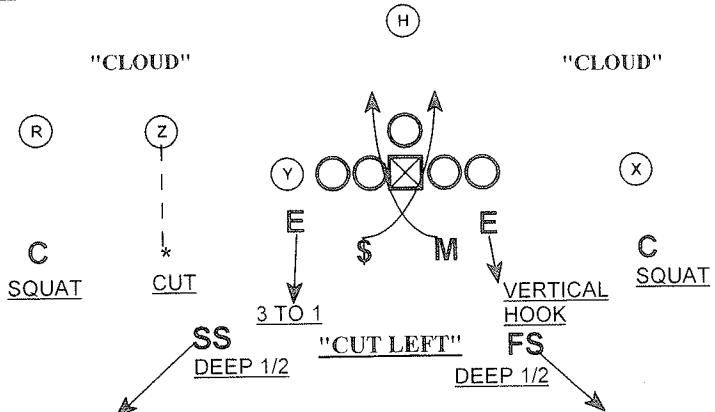


# NICKEL/DIME FLEX PHILLY 2E: ADJUSTMENTS

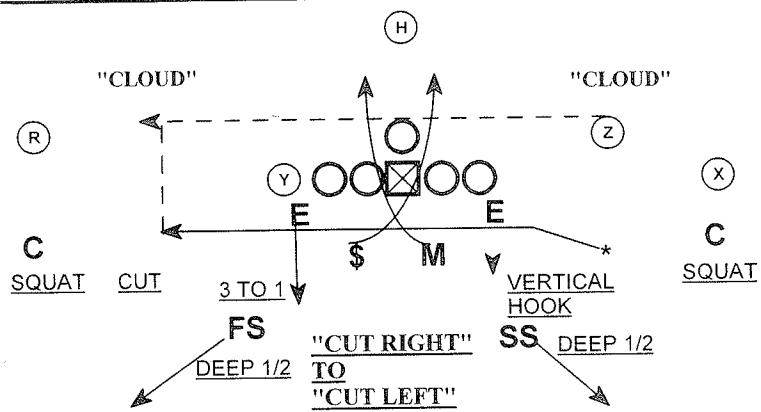
## BLUE FLEX DOLPHIN RT



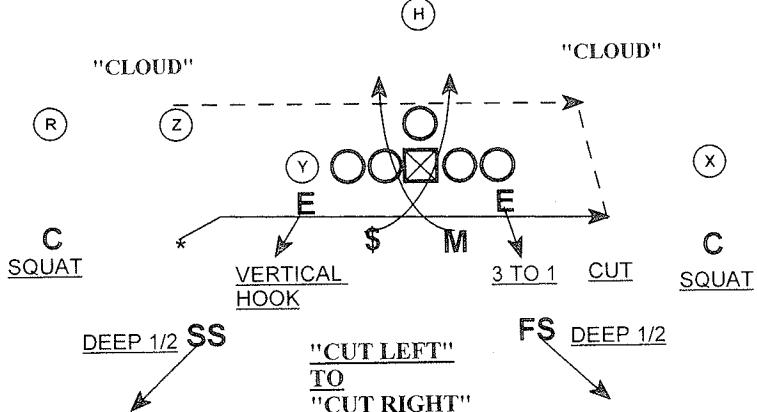
## BLUE TRAIN LT



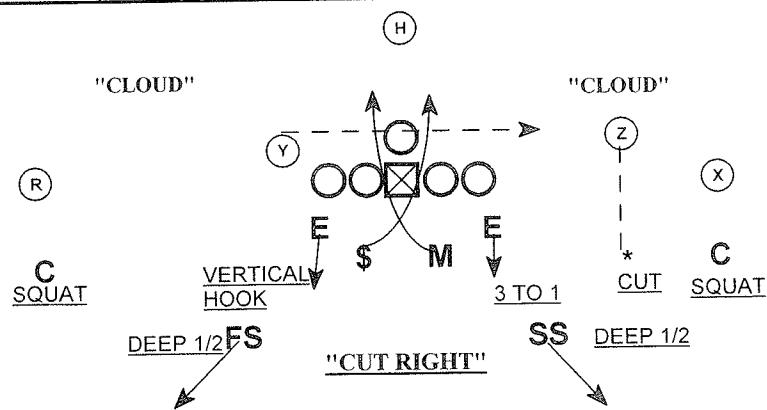
## BLUE (ZAC) TRAIN LT



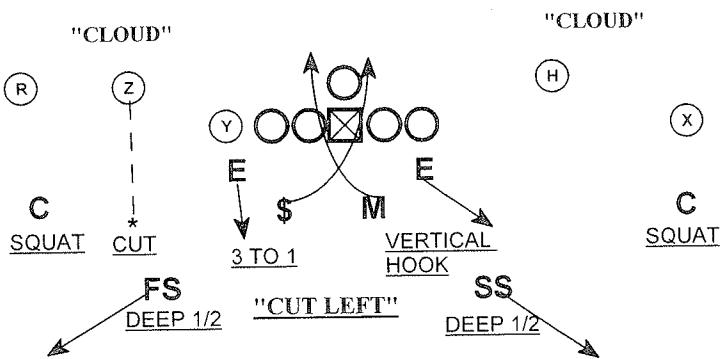
## BLUE (ZAC) FLEX RT



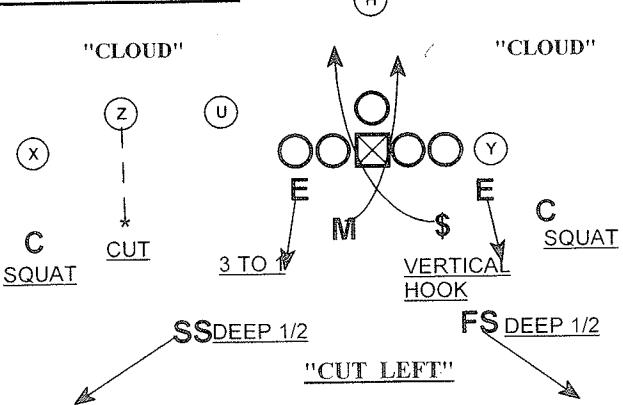
## BLUE (YAC) TRAIN LT Y OFF



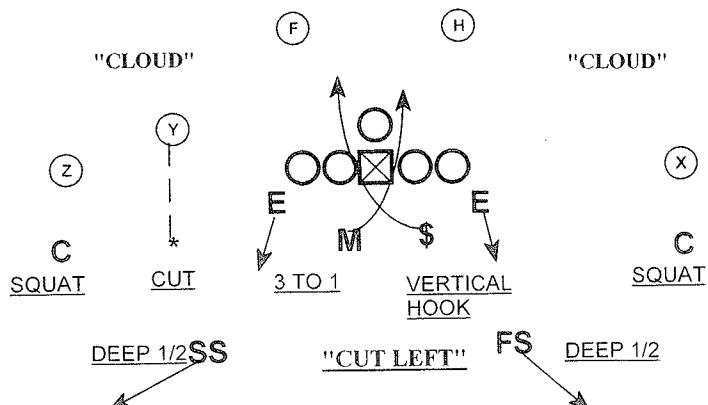
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT

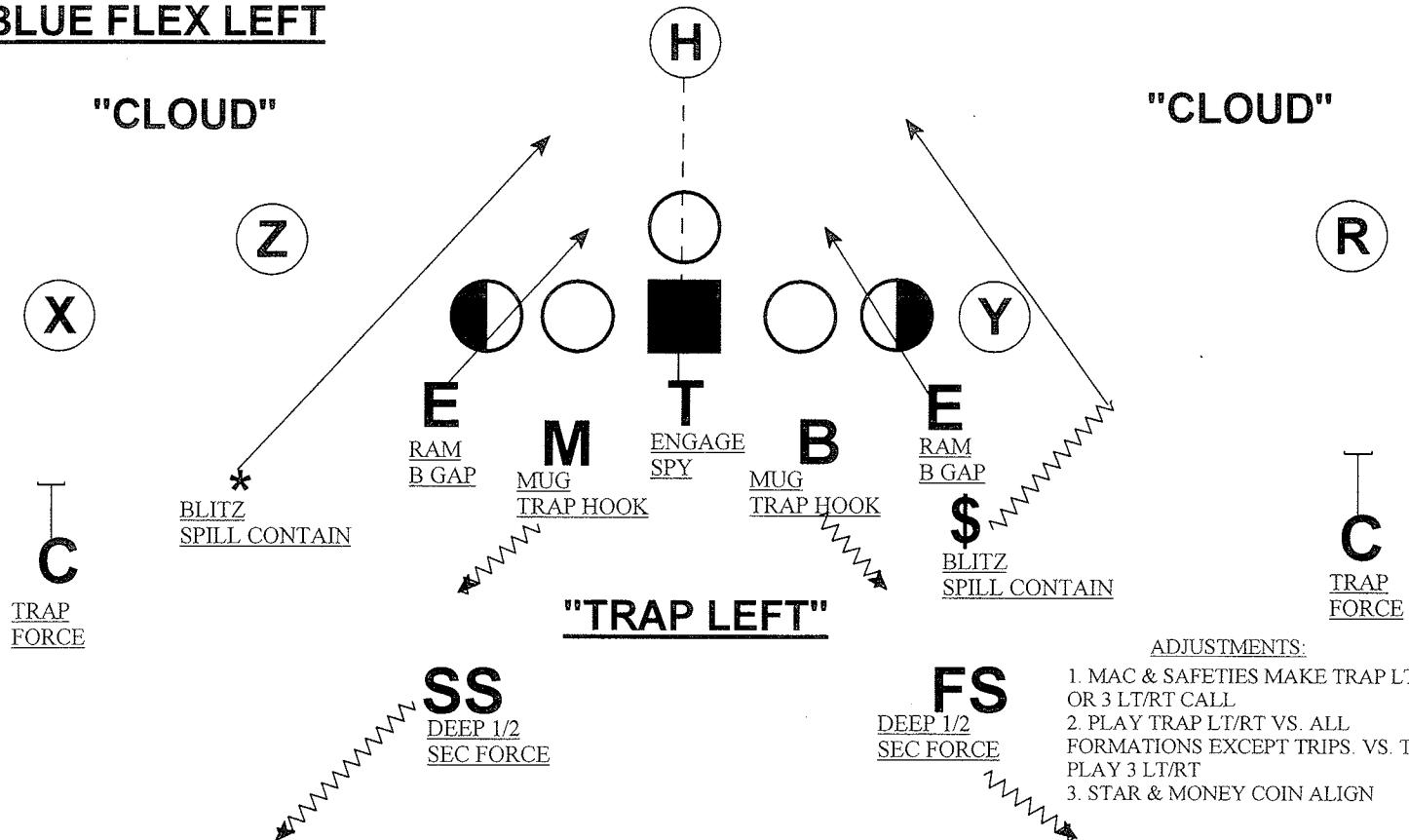


## GOLD SPLIT LT

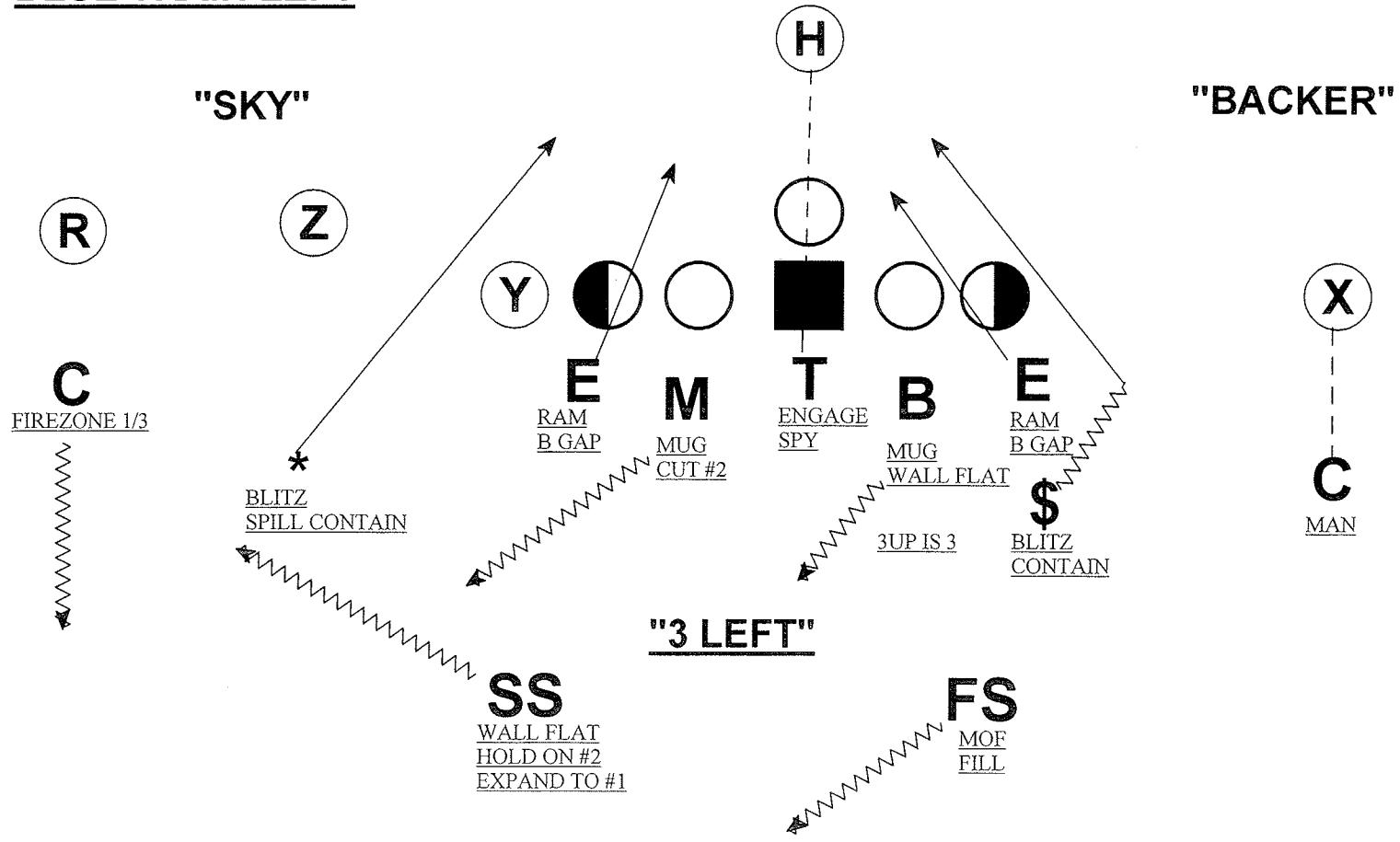


# N/D ODD COIN DAKOTA 2 TRAP / 3

## BLUE FLEX LEFT

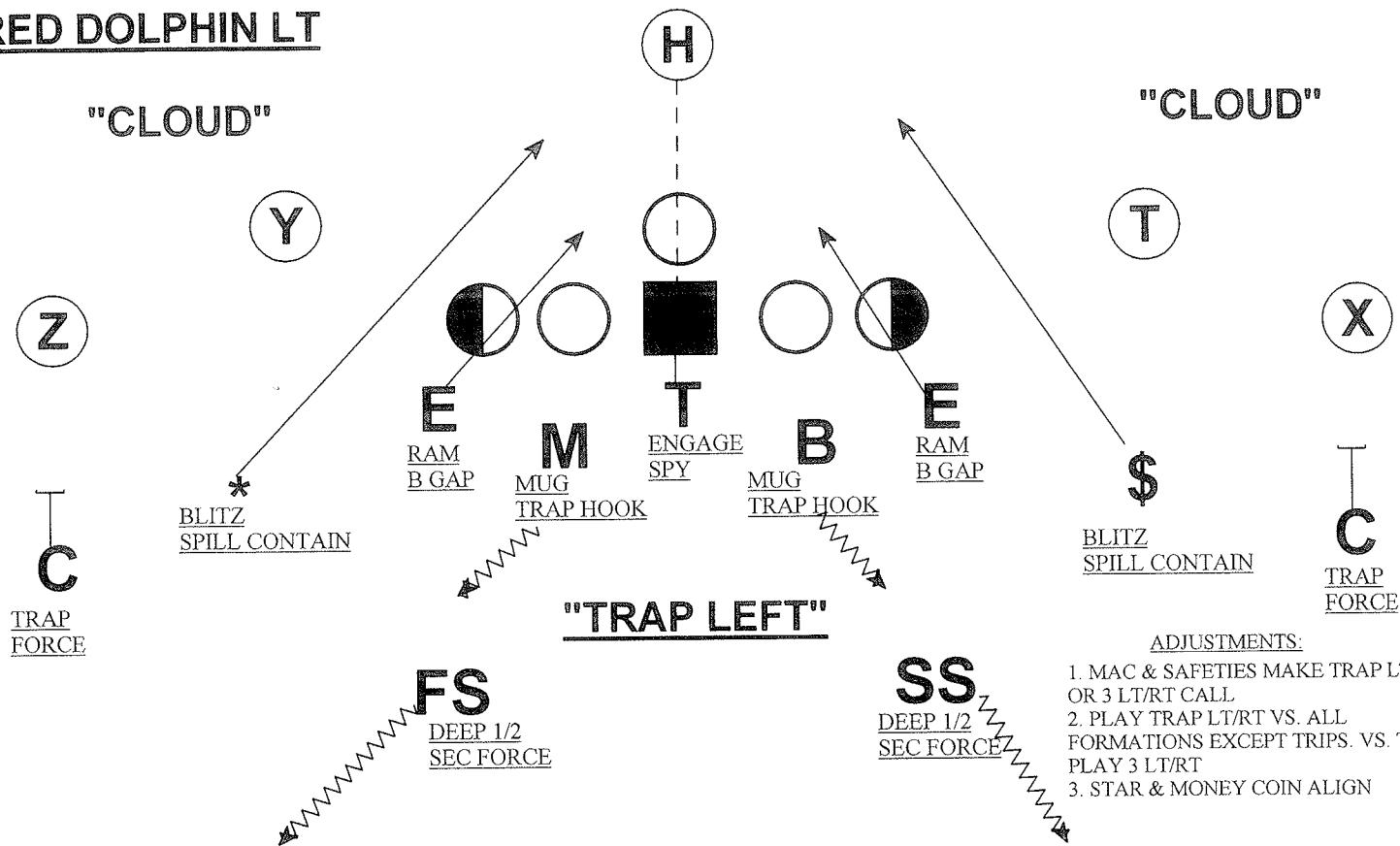


## BLUE TRAIN LEFT

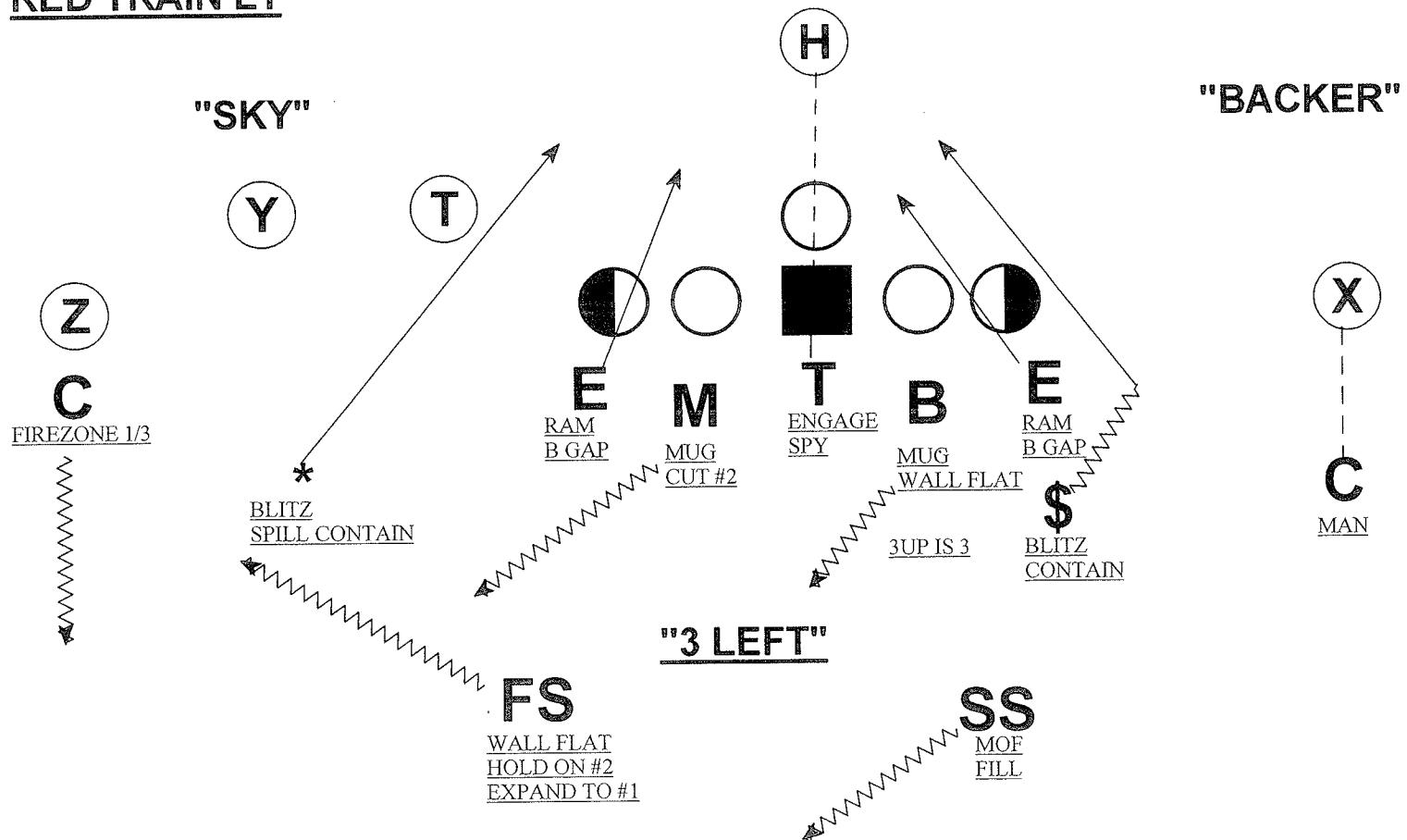


# N/D ODD COIN DAKOTA 2 TRAP / 3

## RED DOLPHIN LT

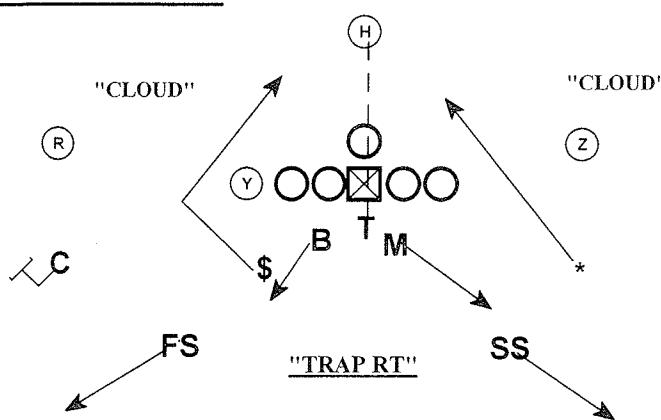


## RED TRAIN LT

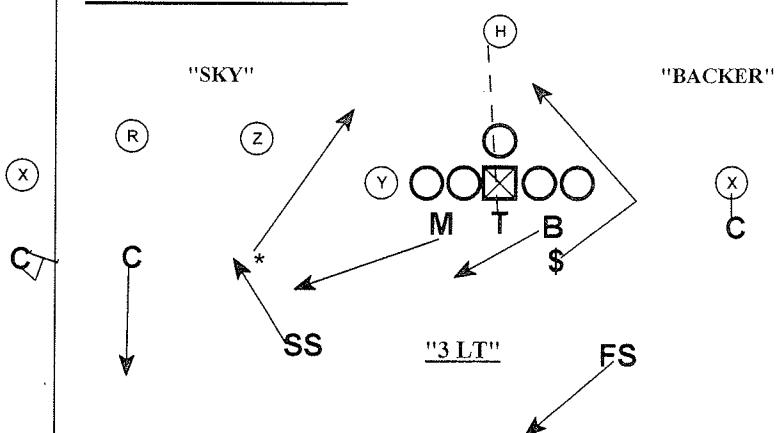


# NICKEL/DIME ODD COIN DAKOTA 2 TRAP/3

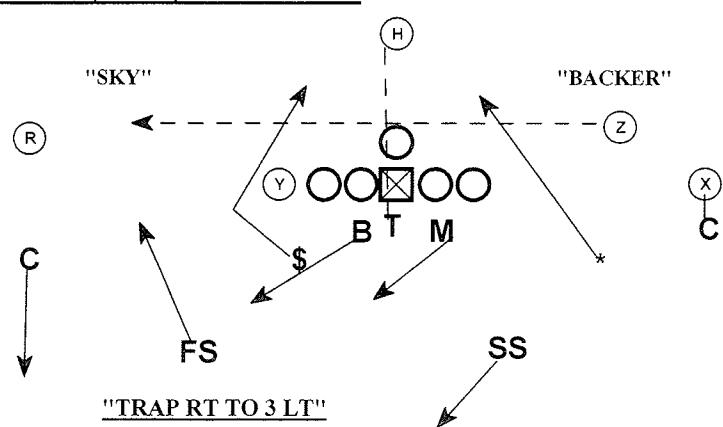
## BLUE FLEX RT



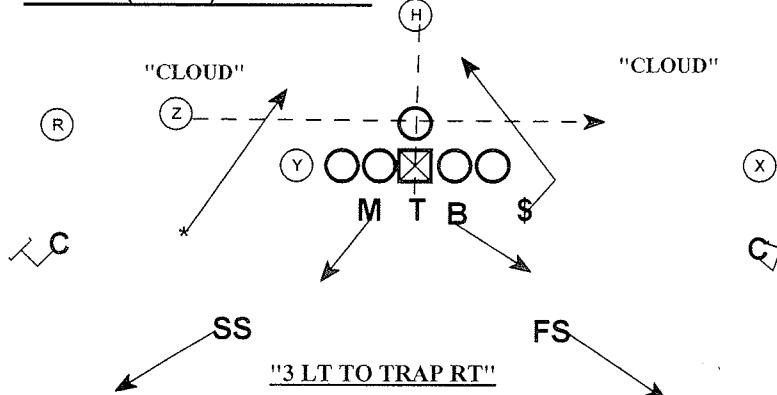
## BLUE TRAIN LT



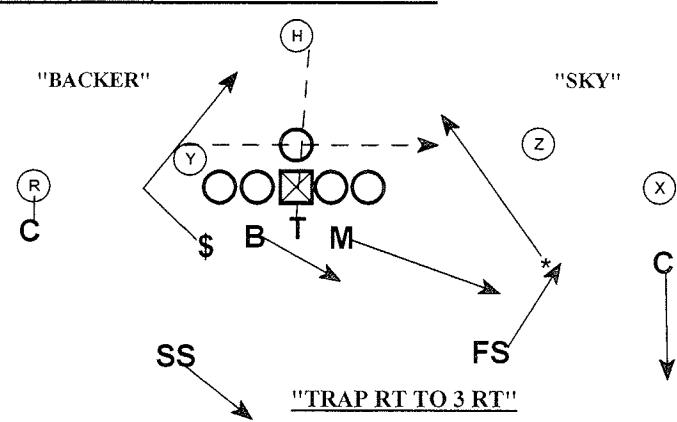
## BLUE (ZAC) TRAIN LT



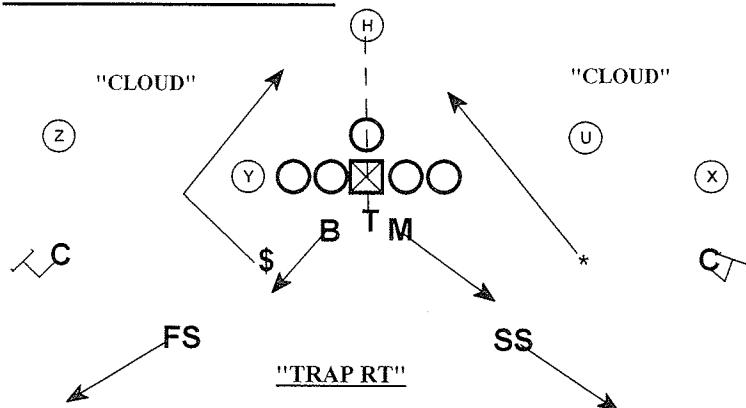
## BLUE (ZAC) FLEX RT



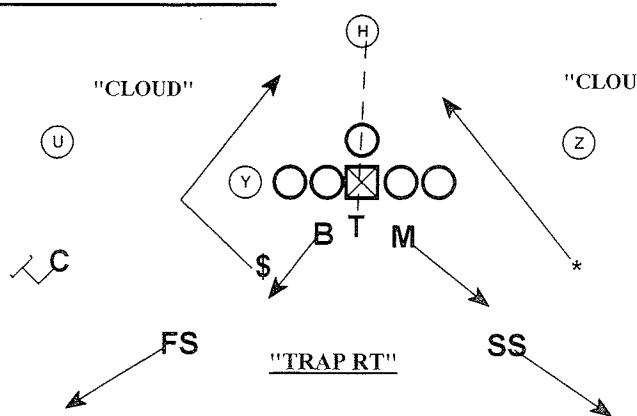
## BLUE (YAC) TRAIN LT Y OFF



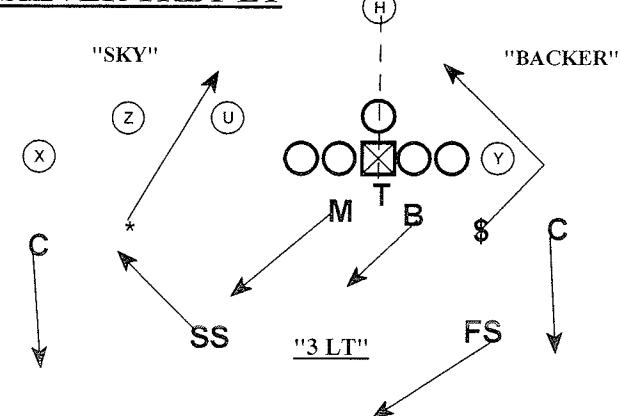
## SILVER DOUBLE RT



## SILVER FLEX RT

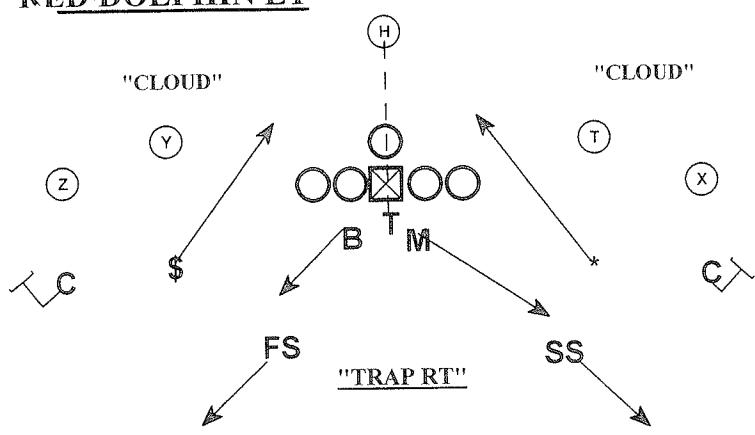


## SILVER TREY LT

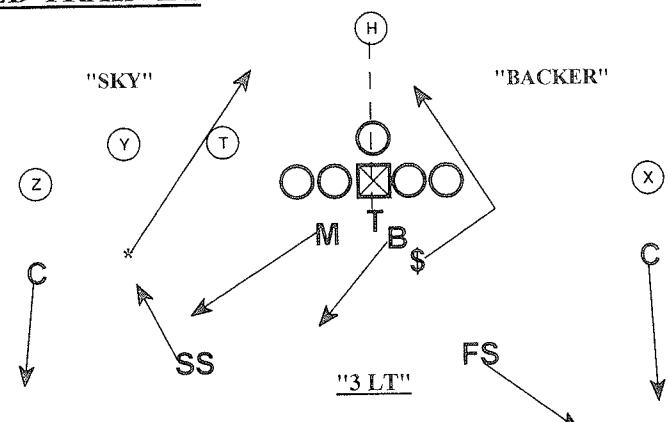


# NICKEL/DIME ODD COIN DAKOTA 2 TRAP/3

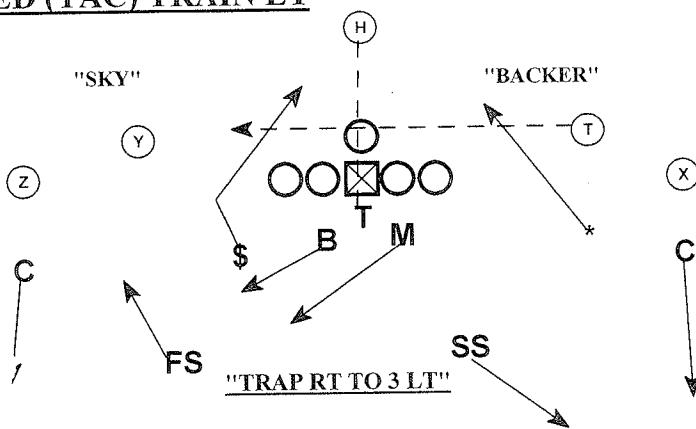
## RED DOLPHIN LT



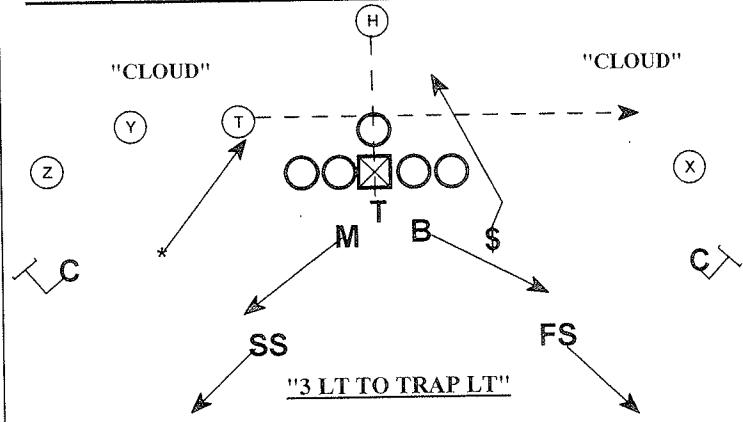
## RED TRAIN LT



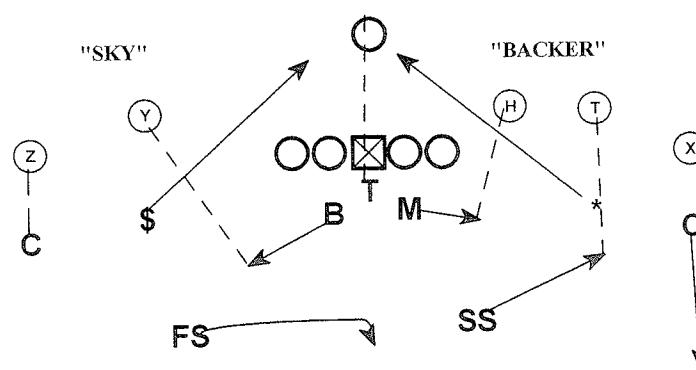
## RED (TAC) TRAIN LT



## RED (TAC) DOLPHIN LT

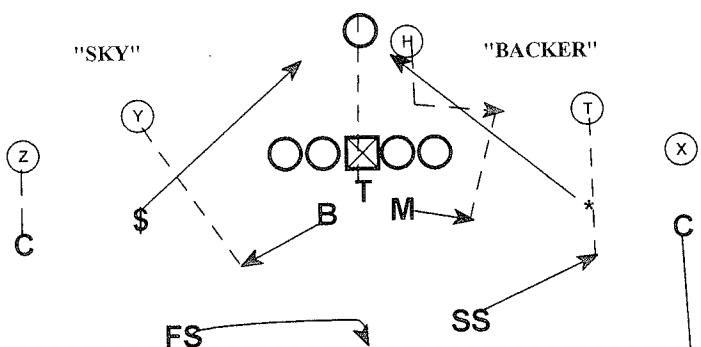


## EMPTY



FOR TODAY, CHECK HOLE (UNLESS TAGGED)

## EMPTY

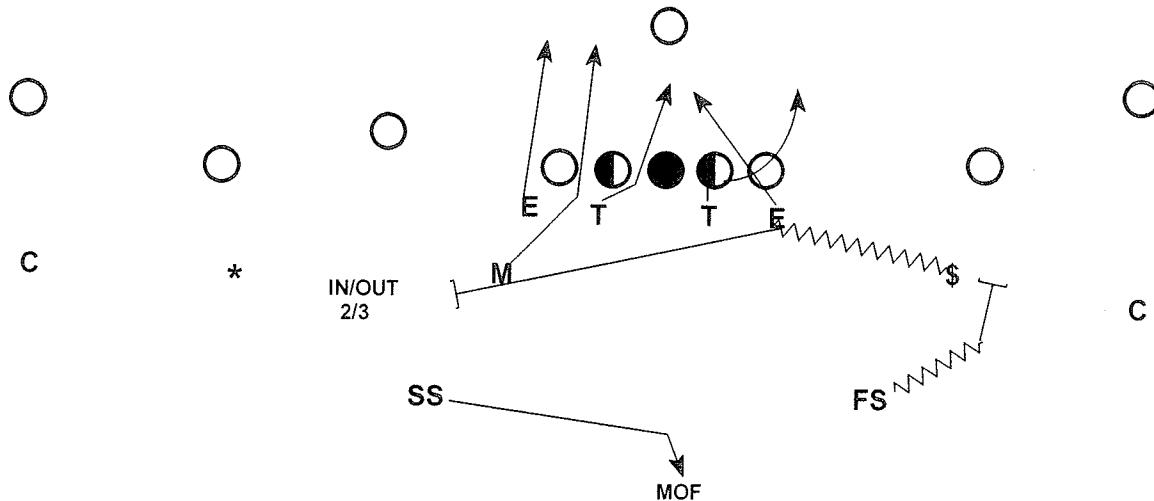


ON MOTION TO EMPTY THE SAFETY TO THAT SIDE WILL HANDLE MOTION AND CHECK HOLE

# SLAP - PUNCH

## "CHECK PUNCH"

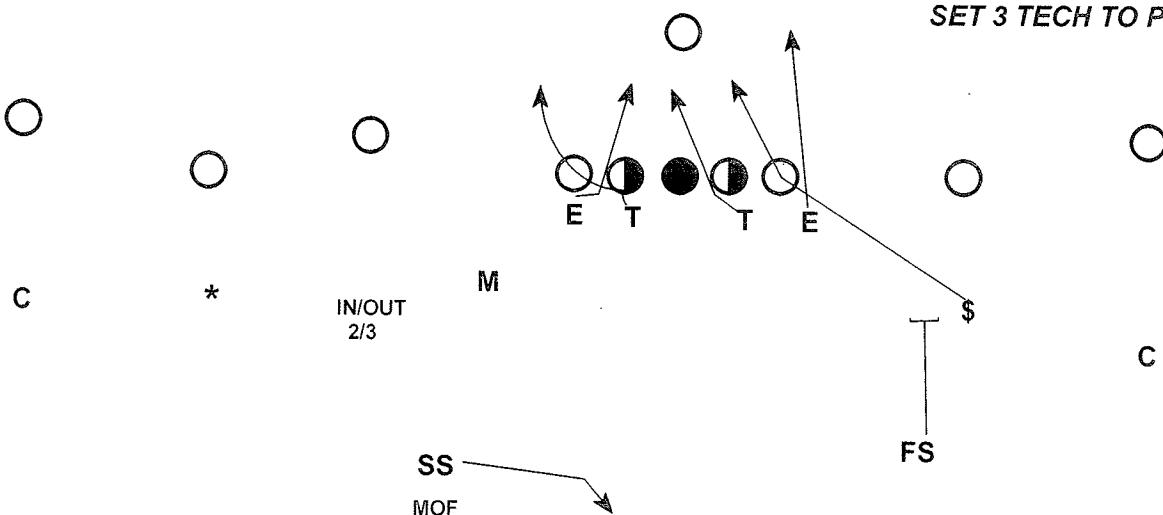
"TITE LEFT" PUNCH TO STRONG SIDE  
"PUNCH LEFT" (MIKE)  
SET 3 TECH TO PRESSURE



\* WE CAN DROP 3 TECH TO THE CALL BUT NOT TODAY  
WE CAN CHANGE "PUNCH" WEEK TO WEEK TO ATTACK PROTECTIONS.

## "CHECK SLAP"

"TITE RIGHT" SLAP TO WEAK SIDE  
"SLAP RIGHT"  
SET 3 TECH TO PRESSURE



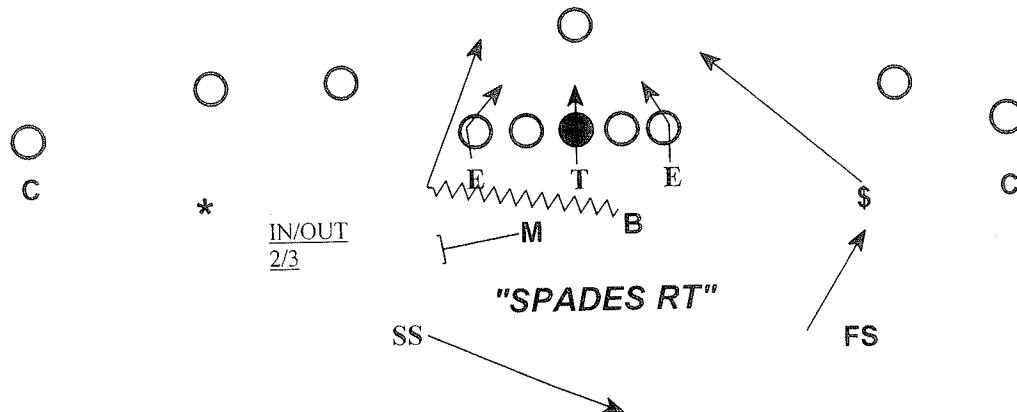
\* WE CAN DROP THE 3 TECH TO THE CALL BUT NOT TODAY  
WE CAN CHANGE "SLAP" WEEK TO WEEK TO ATTACK PROTECTIONS.

# SPADES/CLUBS EMPTY CHECK

## ODD SPADES

ALIGNED EMPTY CHECK  
SPADES IS TO 2 MAN SIDE

\*\*\*VS. EMPTY RELOAD WE WILL RUN

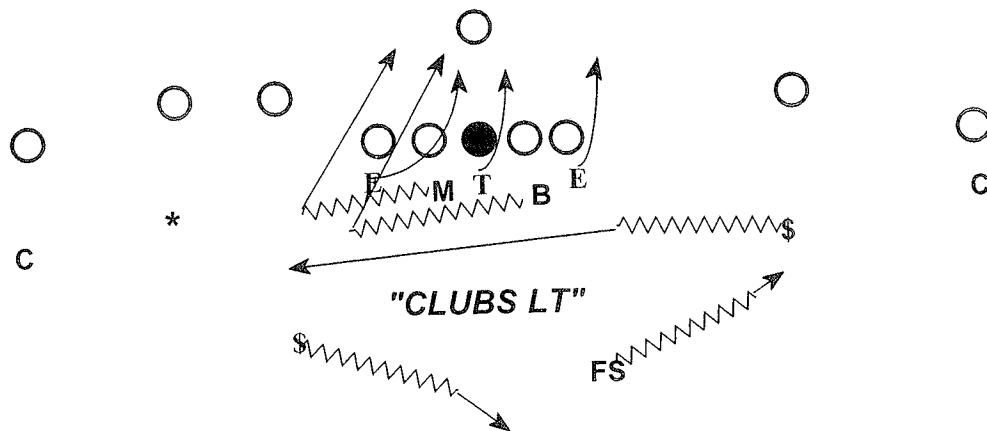


RULES:

1. SPADES MUST BE TAGGED IN CALL.
2. BUCK RUSHES OFF EDGE (AWAY FROM CALL).
3. BOTH ENDS RUSH B TO A
4. BUCK PRESSURE 3 MAN SIDE.
5. MONEY PRESSURE 2 MAN SIDE

## ODD CLUBS

ALIGNED EMPTY CHECK  
CLUBS IS TO 3 MAN SIDE



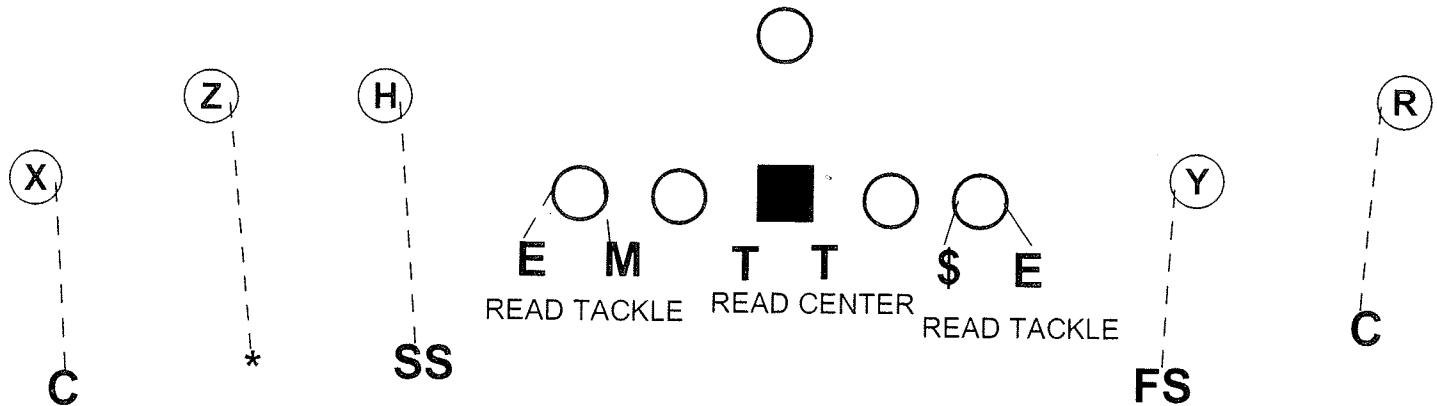
RULES:

1. CLUBS MUST BE TAGGED IN CALL.
2. MAC AND BUCK PRESSURE 3 MAN SIDE.
3. DL GO AWAY FROM CLUBS CALL.

# STORM

## STORM - EMPTY CHECK - ALL OUT READ BLITZ

NOTE: EVERYONE IS BLITZING -> POP OUT IF BLOCKED BY THE GUY THAT YOU ARE READING



MAC: INSIDE FOOT UP / OUTSIDE FOOT ON OT'S INSIDE LEG  
\$: INSIDE FOOT UP / OUTSIDE FOOT ON OT'S INSIDE LEG

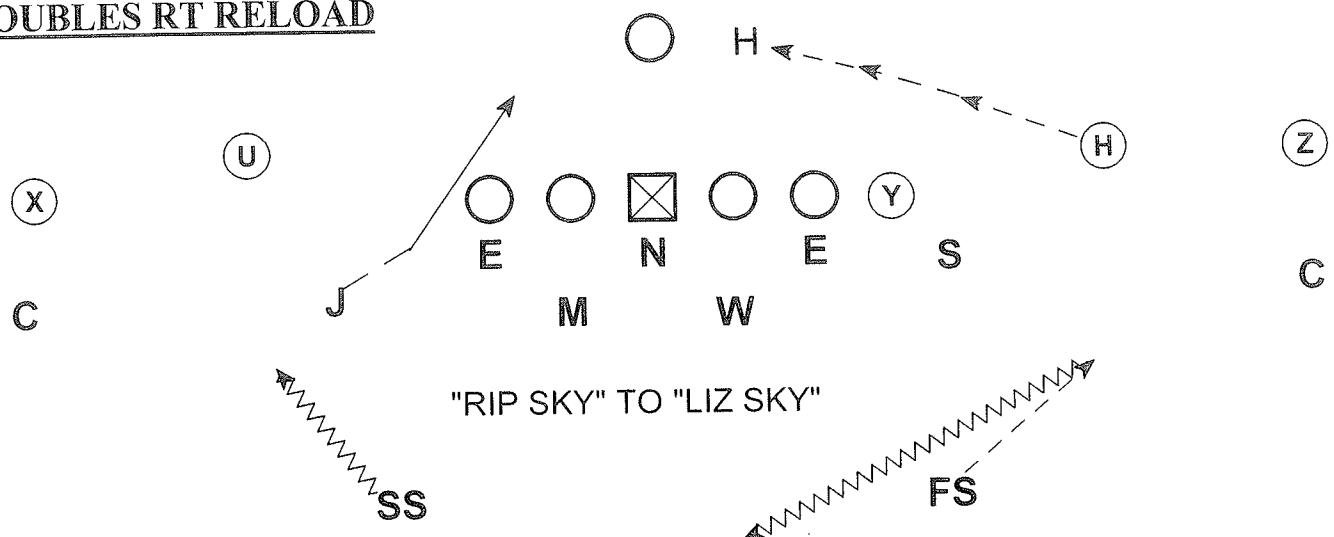
BLITZ COVERAGE FOR SECONDARY (PUSH ALERT)

# EMPTY RELOAD VS. REGULAR/SILVER

BASE STRONG 3 AUTO WE WILL AUTO ADJUST

CHECK STRONG - AUTO ADJUST

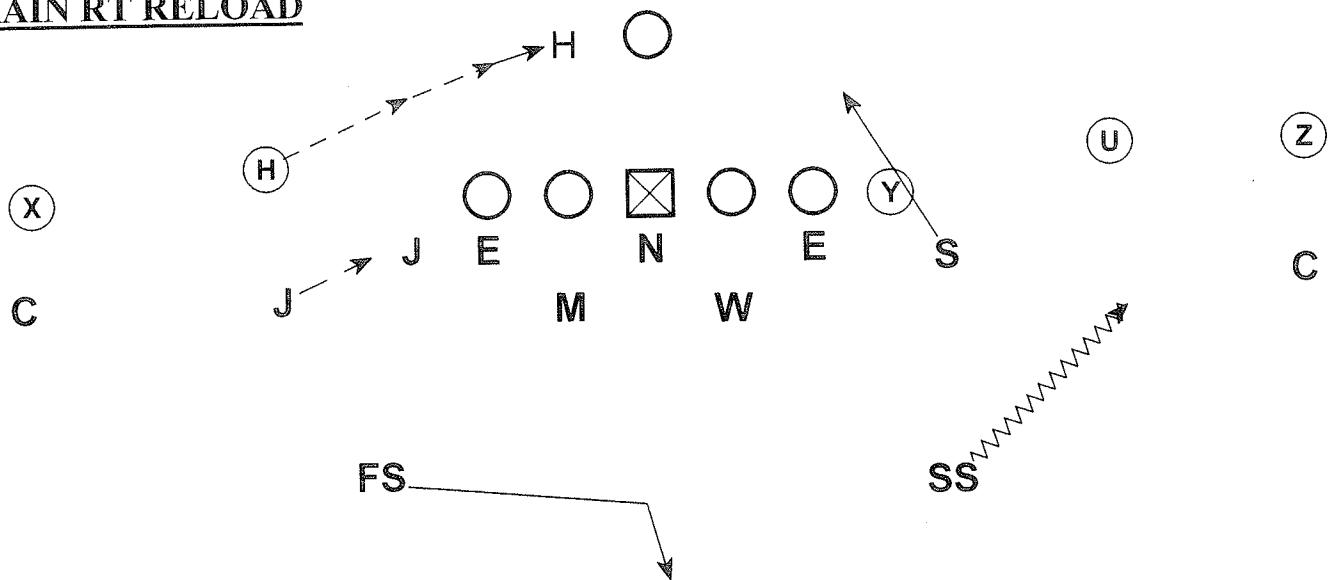
DOUBLES RT RELOAD



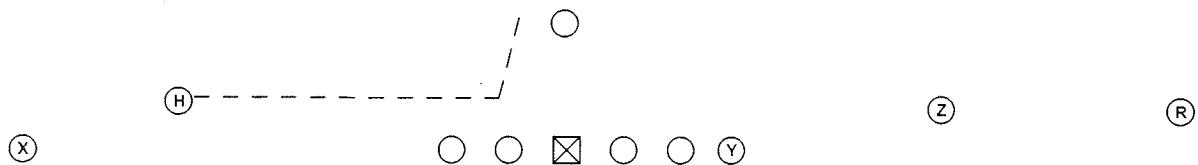
VS. RELOAD BE READY TO GO AUTO THE OTHER WAY

TRAIN RT RELOAD

BS WK JACK 2 CH STRONG  
WE WILL CH STRONG "RALPH"  
VS. RELOAD GOES TO "LARRY"



# EMPTY RELOAD VS. SUB



ANY FORM OF EMPTY CHK PRESSURE (RAIN, SLAP., PUNCH)  
WE WILL AUTOMATICALLY GO TO CAROLINA ADJ

ONCE WE ARE IN RAIN /SLAP/PUNCH WE WILL NOT GO BACK TO ORIGINAL CALL.

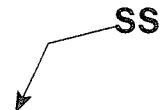
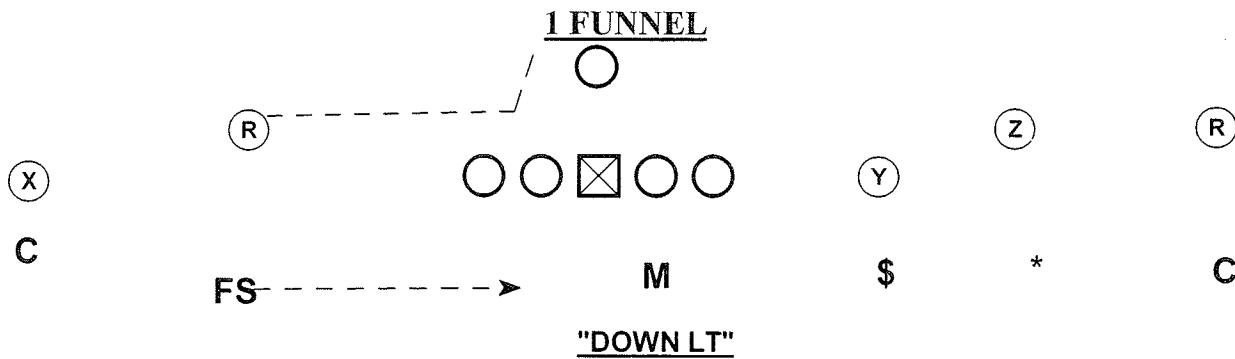
(EX.) FLEX TITE STING CK SLAP IF THEY RELOAD WE WILL CK CAROLINA ADJ

NOTE: THE MAC & \$ MAY HAVE TO CHANGE SIDES TO GET TO ORIGINAL ALIGNMENT

---

VS. COVERAGES ADJUST OUT

- ZONE OPEN CK ZEBRA STAY 6 ON MOTION
- 7 SWITCH = MAC & \$ MAY HAVE TO MIX
- 1 FUNNEL CK RAZOR SLIDE ADJ SAFETY IN BOX 1 FUNNEL (ALL COV 1 CALLS VS. EMPTY RELOAD ADJ THIS WAY TODAY)





# 2008 ALABAMA DEFENSE

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

END
93 GREENWOOD
52 MCCULLOUGH
90 TALBERT
92 SQUARE

NOSE
97 WASHINGTON
99 CHAPMAN
62 CODY
94 BILLINGSLEY

END
95 DEADERICK
58 GENTRY
96 L. DAVIS
57 DAREUS

JACK
98 FANNEY
91 WATKINS
41 UPSHAW
89 M. WILLIAMS
54 HARBIN

STAR
28 ARENAS
20 KING
4 BARRON
LESTER/GREEN

MIKE
25 MCCLAIN
21 HALL
51 DEJOHN
42 HESTER

DIME \$
26 SHARRIEF
20 KING
3 K. JACKSON
43 BURNTHALL

RC
3 K. JACKSON
8 ROGERS
23 GREEN
33 H. GRAY

FS
49 R. JOHNSON
20 KING
43 BURNTHALL
46 NEIGHBORS

SS
27 WOODALL
26 SHARRIEF
4 BARRON
37 LESTER

LC
28 ARENAS
24 MQ. JOHNSON
15 LAWRENCE
39 PENNINGTON



# HIPPO

8/8/2008

SAM	LE	99 CHAPMAN
55 WILLIAMS	93 GREENWOOD	
32 ANDERS	90 TALBERT	
5 HARRIS	97 WASHINGTON	
KIRSCHMAN/BULLARD	52 MCCULLOUGH	

LT	99 CHAPMAN
62 CODY	
92 SQUARE	
96 DAVIS	

RE	95 DEADERICK
57 DAREUS	
58 GENTRY	

JACK	98 FANNEY
41 UPSHAW	
91 WATKINS	
HARBIN/WILLIAMS	

MIKE	
25 MCCLAIN	
21 HALL	
51 DEJOHN	

WILL	
45 HIGGENBOTHAM	
30 HIGHTOWER	
13 REAMER	

FS	
ARENAS/WOODALL	
ROGERS/KING	
BURNTHALL/LAWRENCE	

SS	
49 R. JOHNSON	
26 SHARRIEF	
4 BARRON	

LC	
3 K. JACKSON	
24 M. JOHNSON	
23 R. GREEN	

# ELEPHANT



8/8/2008

SAM	
55 WILLIAMS	
32 ANDERS	
5 HARRIS	

LE	
93 GREENWOOD	
90 TALBERT	
52 McCULLOUGH	

LT	
99 CHAPMAN	
94 BILLINGSLEY	
58 GENTRY	

NOSE	
62 CODY	
97 WASHINGTON	
92 SQUARE	

RE	
98 FANNEY	
41 UPSHAW	
91 WATKINS	

SC	
3 K. JACKSON	
28 ARENAS	
24 M. JOHNSON	
8 ROGERS	
23 GREEN	

EXTRA MIKE	
BUCK	
21 HALL	
42 HESTER	

RT	
95 DEADERICK	
57 DAREUS	
96 DAVIS	

SS	
49 R. JOHNSON	
27 WOODALL	
26 SHARREF	
4 BARRON	



# NICKEL RABBITS

	LE	TACKLE	TACKLE	RE
1'S	55	93	62/95	98
2'S	32	52	99/58	91
3'S	41	90	96	30/87
4'S	54/35	94	57	89

AUG: 8, 2008

# Turnovers Fall 2008

PRACTICE #8

Sacks	Pass Deflections	Interceptions	Forced Fum.	Fumble Rec.
32 Anders (2)	28 Arenas (3)	46 Neighbors (3)		
97 Washington (2)	24 M. Johnson (2)	23 Green		
55 C. Williams	3 Jackson	35 Kirschman		
4 Barron	43 Burnhall			
	46 Neighbors			
	49 R. Johnson			
	8 Rogers			
	23 Green			
	42 Hester			

### ALABAMA FALL 2008 3<sup>RD</sup> DOWN EFFICIENCY



PRACTICE: 8 8-7-08

**TOTAL:**      **WINS: 21**    **LOSS: 6 = 77 %**

**TOTAL:**

**WINS: 14 LOSS: 4 = 77%**

**TEAM TOTAL: WINS 35 LOSS 10 = 77%**

**FALL AVG. 75%**

**TEAM GOAL: 70%+**

### PRACTICE: (NUMBER & %)

# 2008 ALABAMA FOOTBALL

## FALL PRACTICE INSTALL

### DAY 9 AM

#### **BASE DEFENSE**

FRONTS	COVERAGE	PRESSURE
	1. SLOT (VS. SLOT)	

#### **BASE CALLS**

	SHORT YARDAGE
	1. HIPPO DIAMOND 9
	2. HIPPO DIAMOND STICK

#### **SUB DEFENSE**

FRONTS	COVERAGES	PRESSURE
	1. 2 BUSTER	1. D. EVEN 5 R/C CHANGE
	2. 55 - LOCK	
	3. 75 CUT	
		BASE SUB PACKAGE
		1. BENCH BASE TRP 88 / PALMS

#### **SUB CALLS**

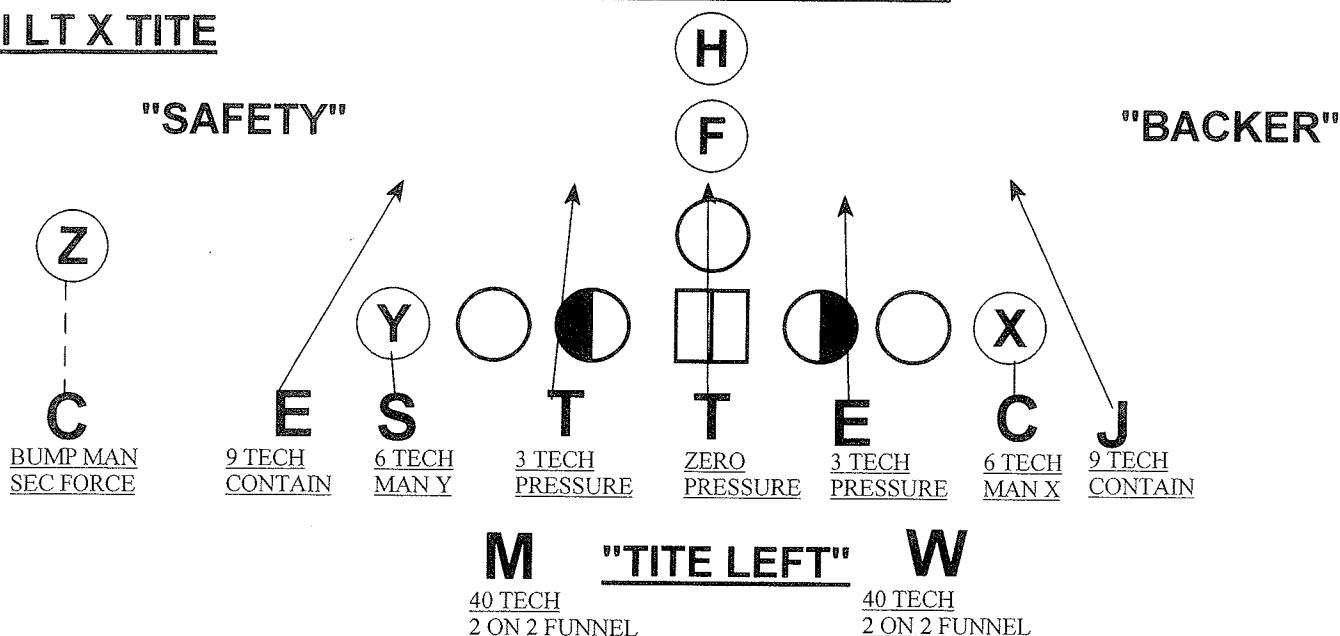
1. EVEN 2 BUSTER	BASE SUB PACKAGE
2. EVEN 55 - LOCK	1. BENCH BASE TRP 88 / PALMS
3. EVEN 75 CUT	
4. D EVEN 5 R/C CHANGE	

**ALABAMA  
CRIMSON TIDE**

# HIPPO DIAMOND 9

I LT X TITE

"SAFETY"

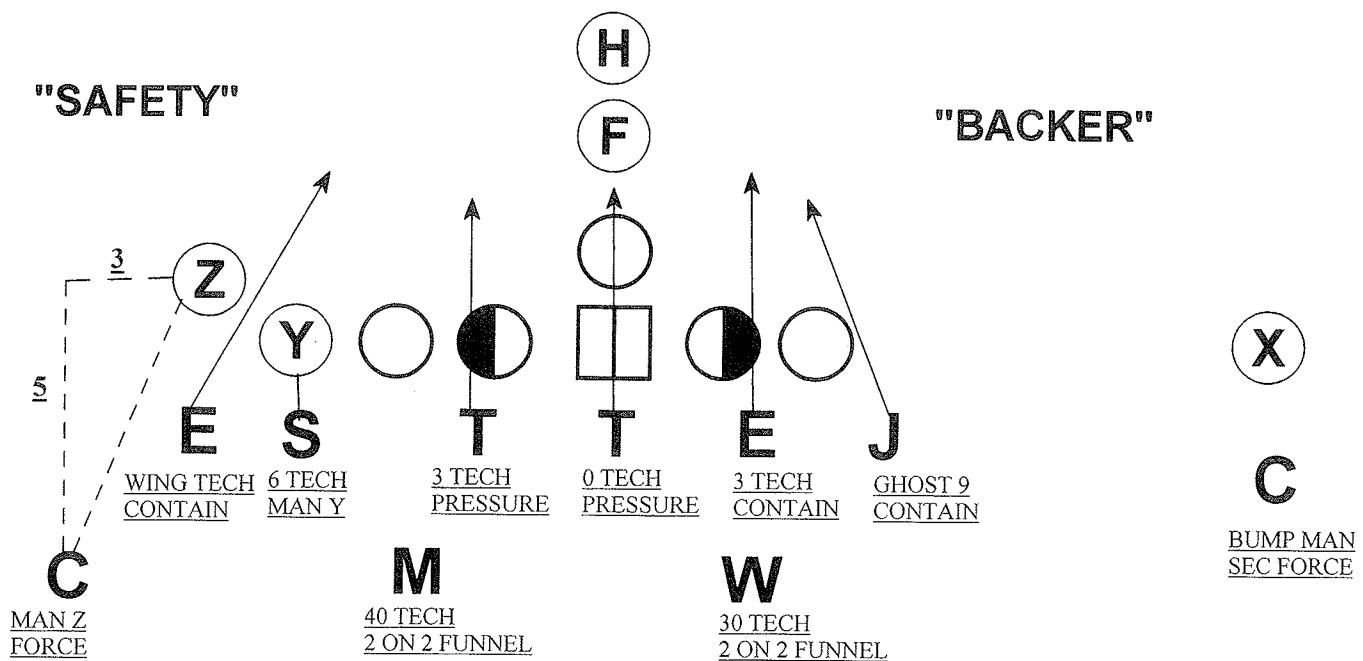


ADJUSTMENTS:

1. MIKE MAKE TITE CALL
2. MIKE SLIDE LT CALL
3. SAM ALIGN AWAY FROM WR  
JACK ALIGN TO RT SIDE AWAY FROM SLIDE CALL
4. SS ALIGN DOWN STRONG  
2 TE ON LOS = 40 TECH / 2 ON 2 FUNNEL  
1 TE ON LOS = COVER 2 MAN

I PAIRS LT

"SAFETY"

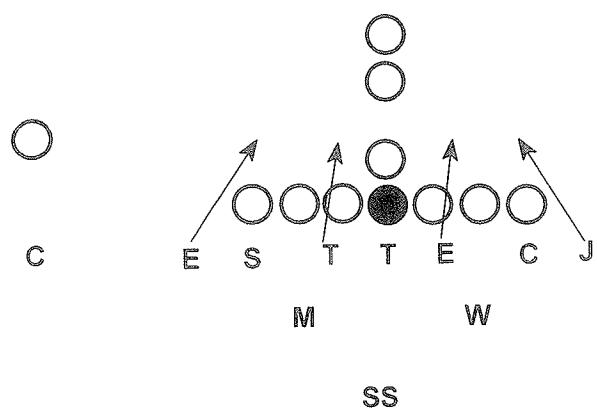


"TITE LEFT"

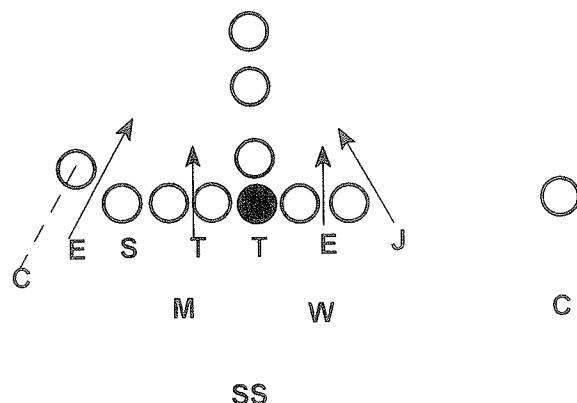
**SS**  
MOF  
FILL

# HIPPO DIAMOND 9

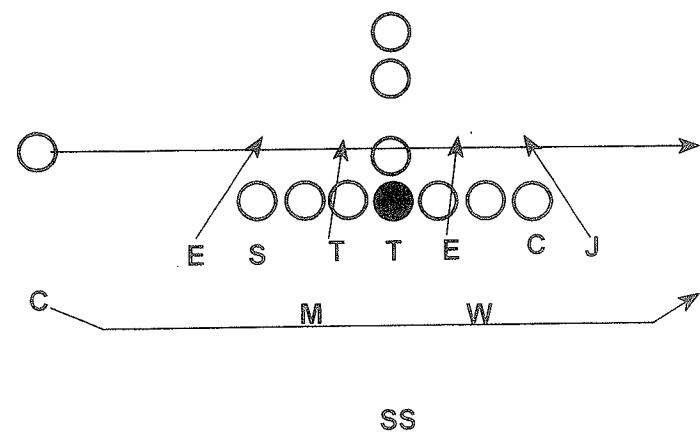
HIPPO DIAMOND 9



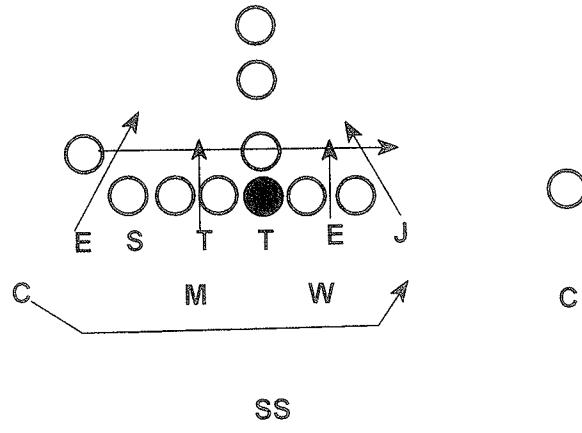
2. HIPPO DIAMOND 9



3. HIPPO DIAMOND 9



4. HIPPO DIAMOND 9

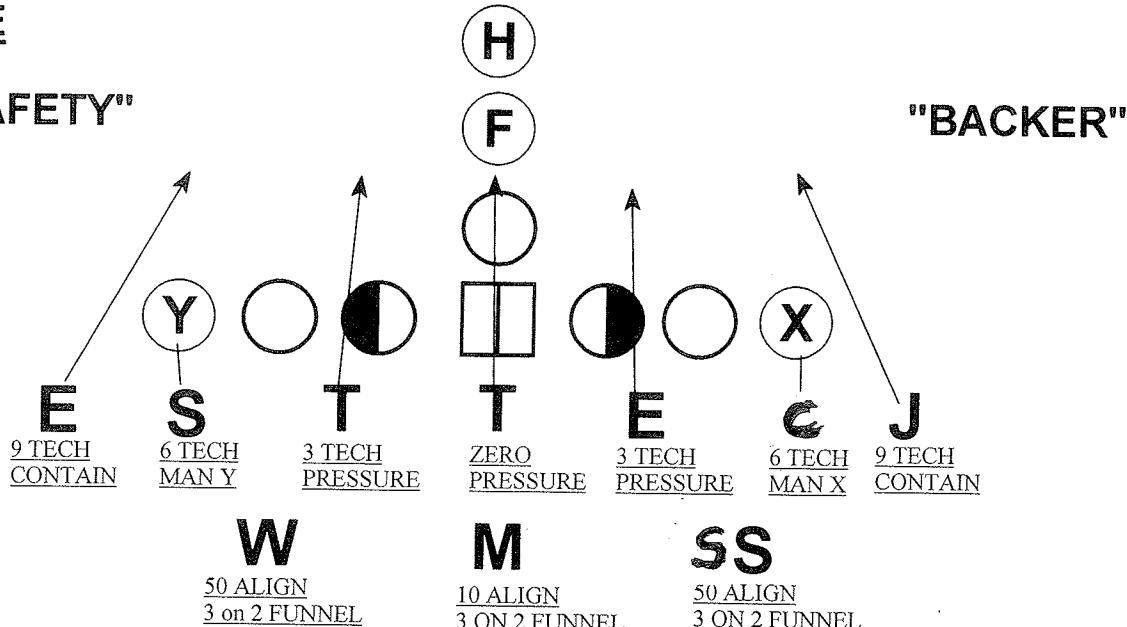


# HIPPO DIAMOND STICK

## ILT X TITE

"SAFETY"

Z  
C  
BUMP MAN SEC FORCE



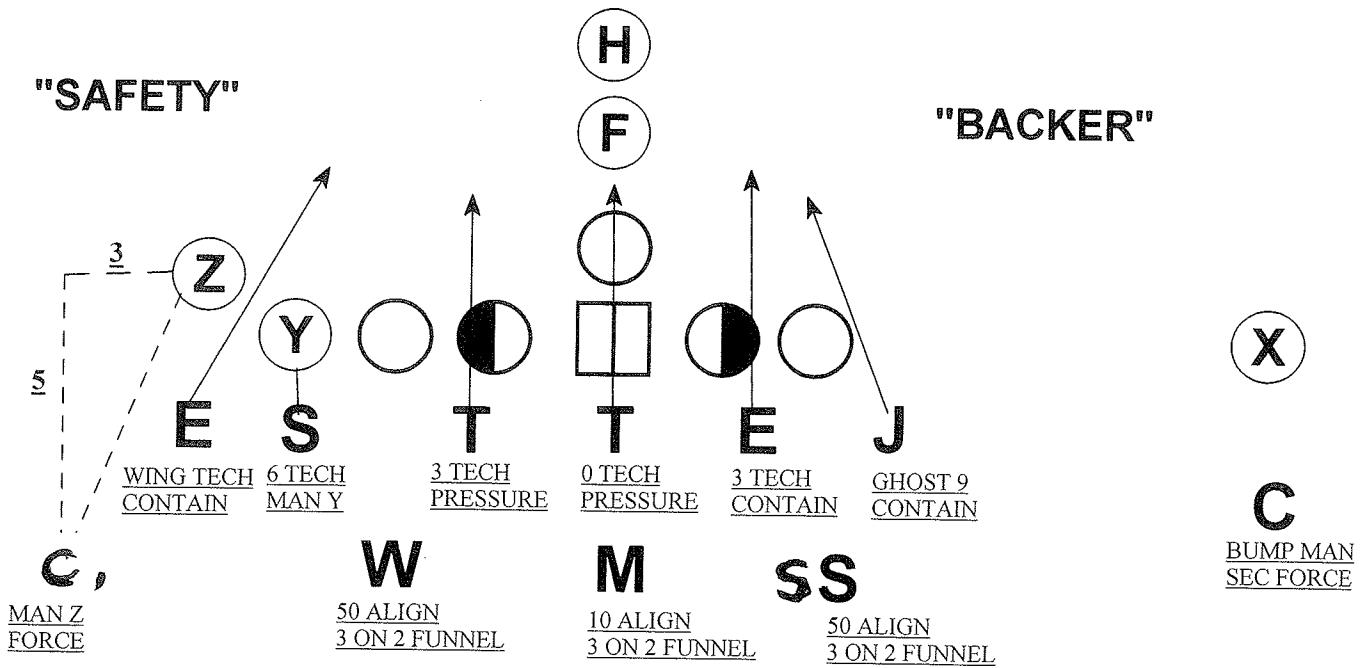
"BACKER"

### ADJUSTMENTS:

1. MIKE MAKE TITE CALL
2. MIKE SLIDE LT CALL
3. SAM ALIGN AWAY FROM WR
4. JACK ALIGN TO RT SIDE AWAY
5. SS ALIGN DOWN STRONG
6. 2 TE ON LOS = 50 TECH / 2 ON 2 FUNNEL
7. 1 TE ON LOS = COVER 2 MAN
8. FS ALIGN DOWN WEAK IN 50 ALIGNMENT
9. PLAY 3 ON 2 FUNNEL ON BACKS

## I PAIRS LT

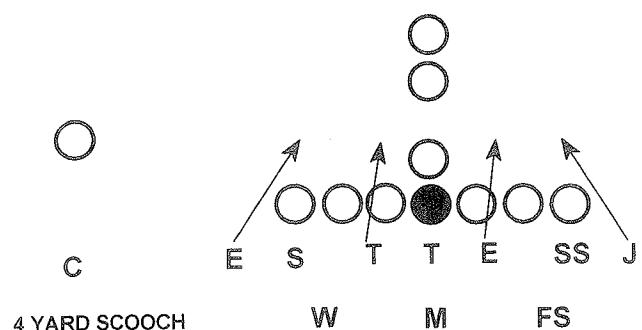
"SAFETY"



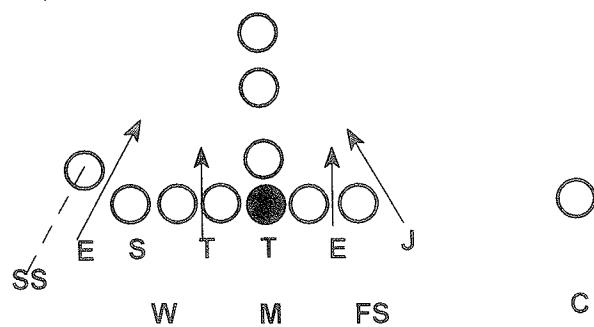
"TITE LEFT"

# HIPPO DIAMOND STICK

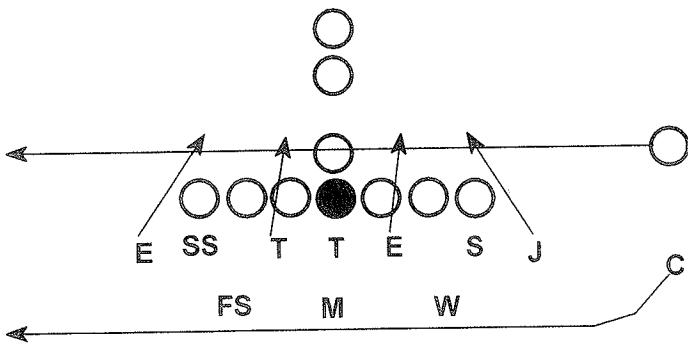
## HIPPO DIAMOND STICK



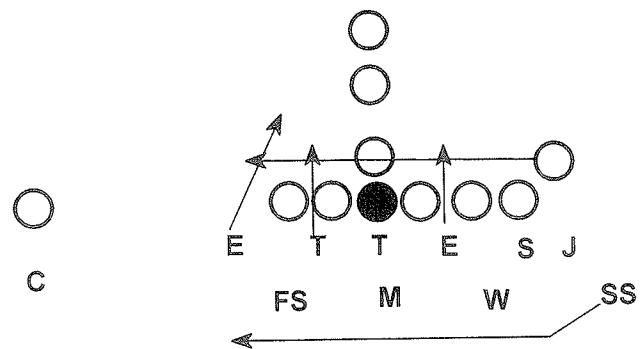
## 2. HIPPO DIAMOND STICK



## 3. HIPPO DIAMOND STICK

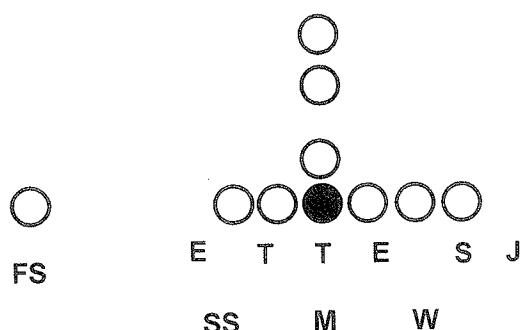


## 4. HIPPO DIAMOND STICK

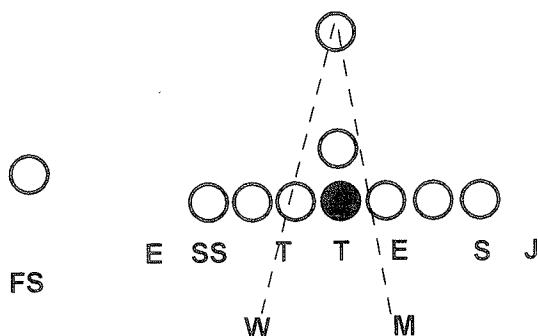


**STICK - FS DOWN SE SIDE**

## 1. VS REGULAR



## 2. VS SILVER



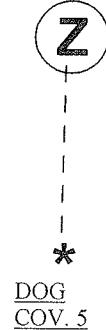
# NICKEL / DIME EVEN 5 R/C CHANGE

## BLUE FLEX LT

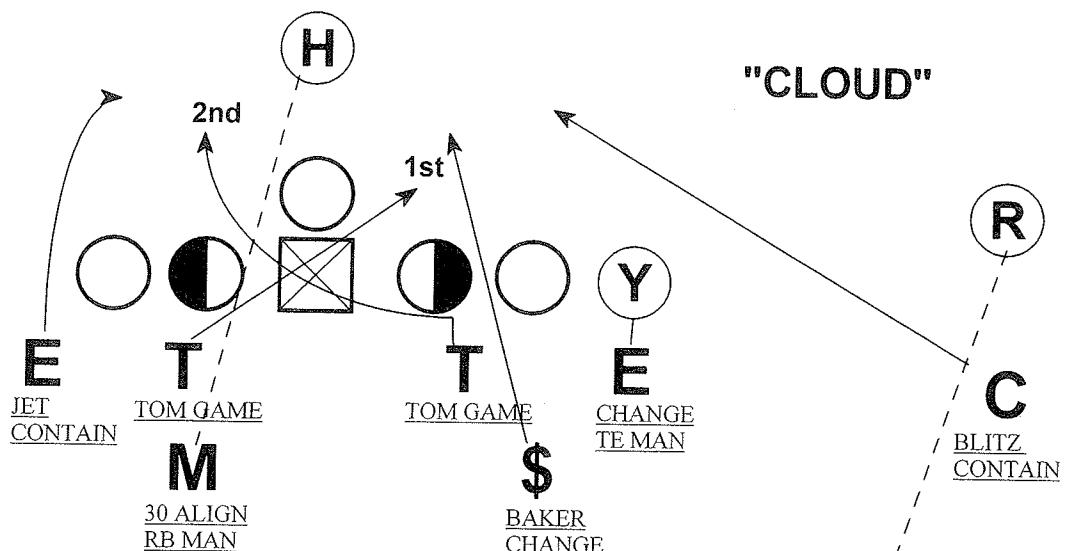
"EASY"



DOG COV. 5



DOG COV. 5



**SS**  
DEEP 1/2

JET  
CONTAIN

30 ALIGN  
RB MAN

TOM GAME

BAKER  
CHANGE

CHANGE  
TE MAN



BLITZ  
CONTAIN

"CLOUD"

**FS**  
R MAN

RULES

1. RIGHT CORNER BLITZ
2. POSSIBLE SWITCH CALL BY CORNER TO SAFETY:
  - A. SWITCH VS. WIDE SPLIT BY #1
  - B. SWITCH VS. ANY #2 ALIGNED OPEN RECEIVER TO RIGHT SIDE
3. RIGHT END BAKER CHANGE VS. ANY OFFS' BACK OR C-AREA PLAYER TO RIGHT SIDE

## BLUE GUN FAR TRAIN LT

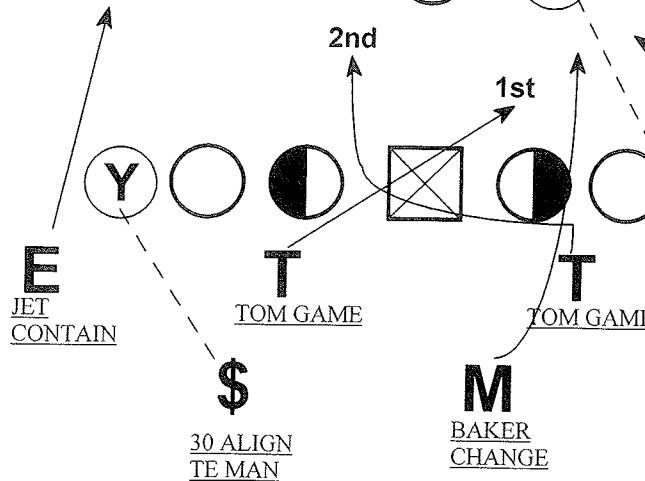
"EASY"



DOG COV. 5



DOG COV. 5



**SS**  
DEEP 1/2

JET  
CONTAIN

30 ALIGN  
TE MAN

BAKER  
CHANGE

"CLOUD"

CHANGE  
RB MAN

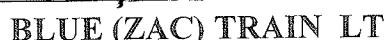
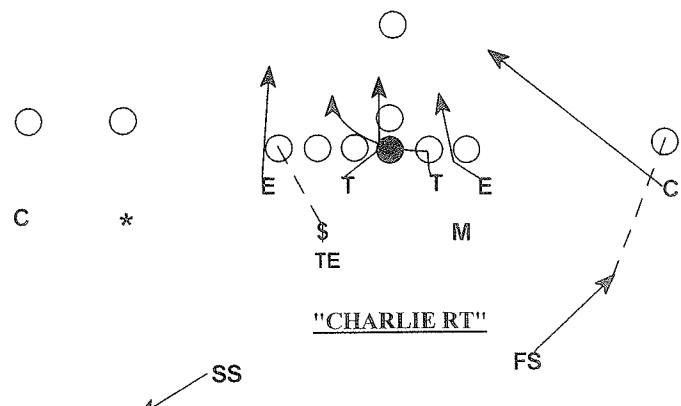
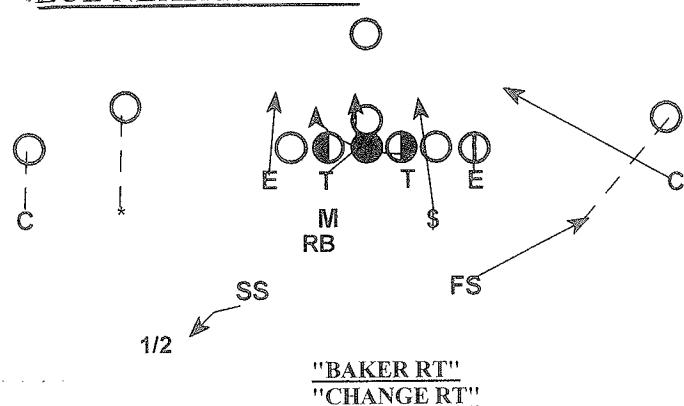


BLITZ  
CONTAIN

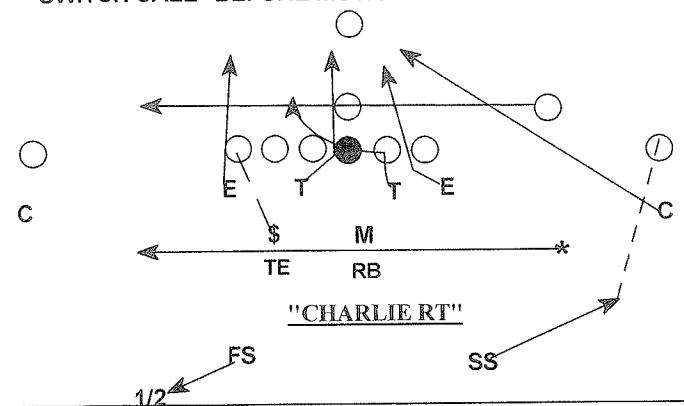
**FS**  
X MAN

**"BAKER RIGHT"  
"CHANGE RIGHT"**

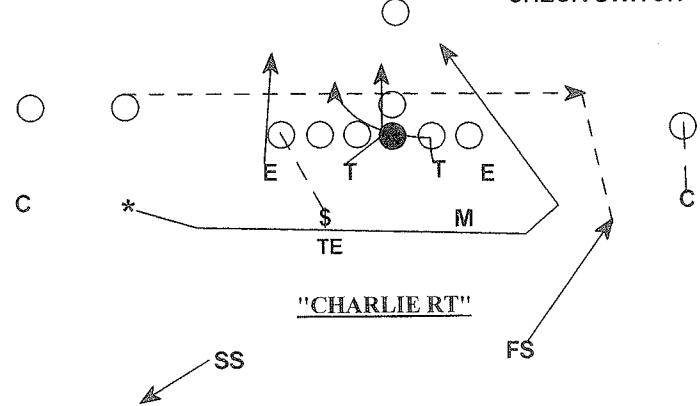
## N/D EVEN 5 R/C CHANGE: ADJUSTMENTS



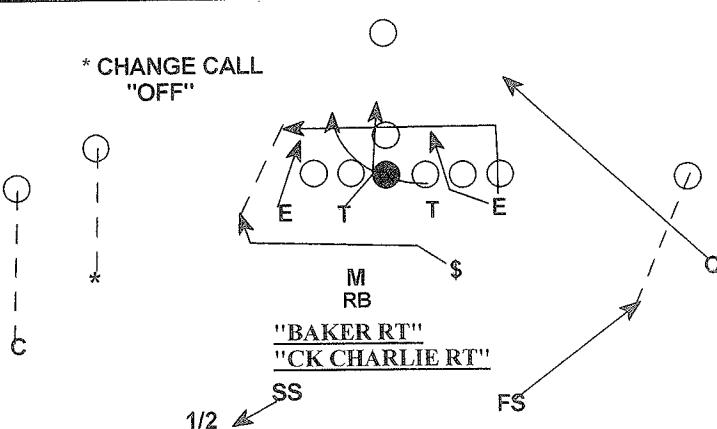
#### **"SWITCH CALL" BEFORE MOTION**



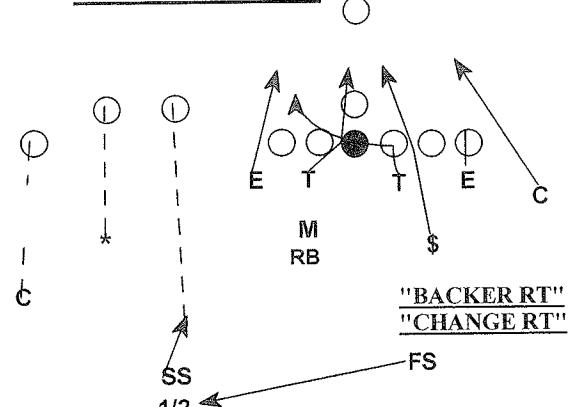
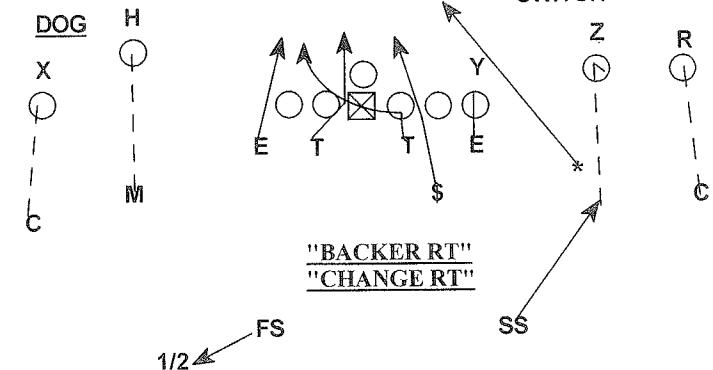
### CHECK SWITCH



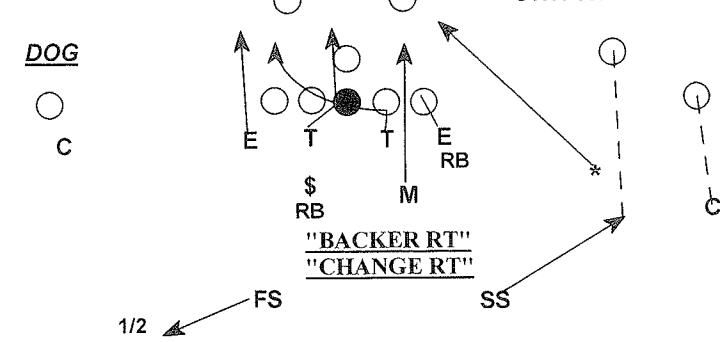
\* CHANGE CALL  
"OFF"



"SWITCH"



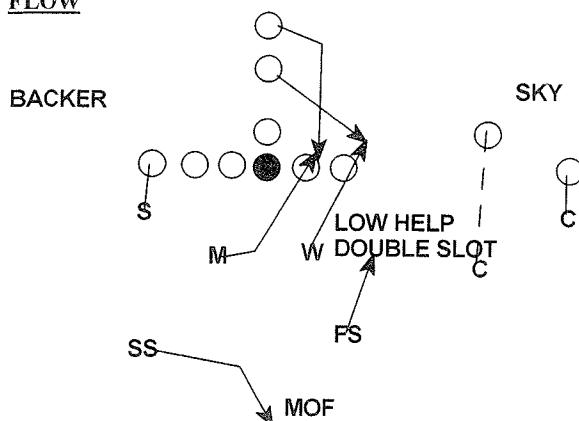
## "SWITCH"



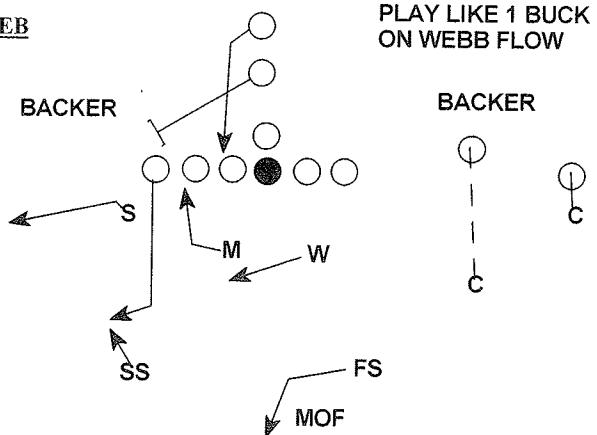
# SLOT COVERAGE

SLOT CHECK FOR SLOT FORMATION. COVER SLOT IS COVER 1 PRINCIPLE WITH LOW RAT AND POST HELP. SAFTIES KEY DOWN LIKE ZONE - ALERT BUMP, BUT LB'S ARE 3 ON 3 ON RB/TE. VS ANY FORM OF 1 BACK SLOT CHECK COVER 1 ROCKET ADJUST.

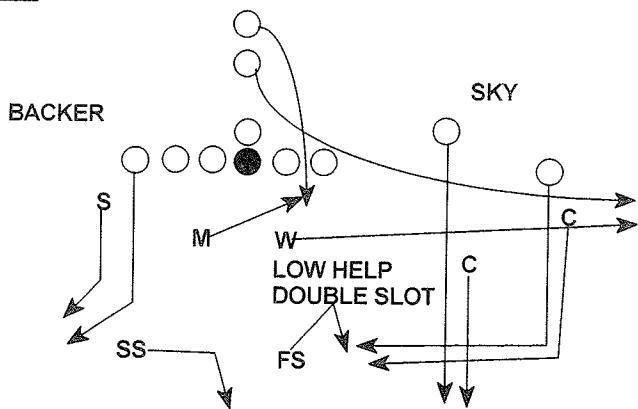
## 1. FLOW



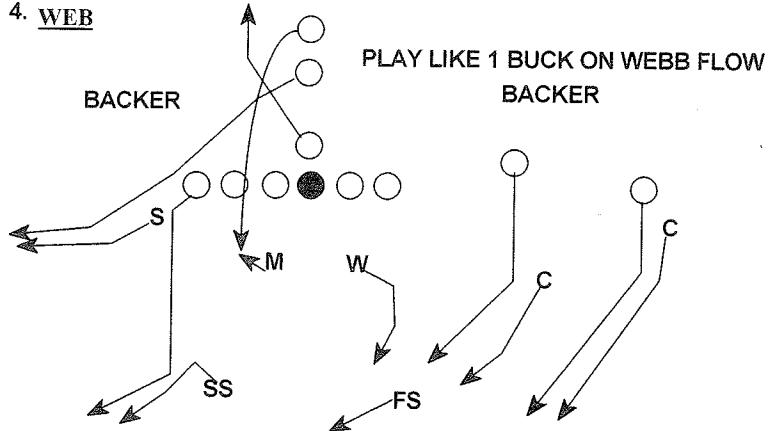
## 2. WEB



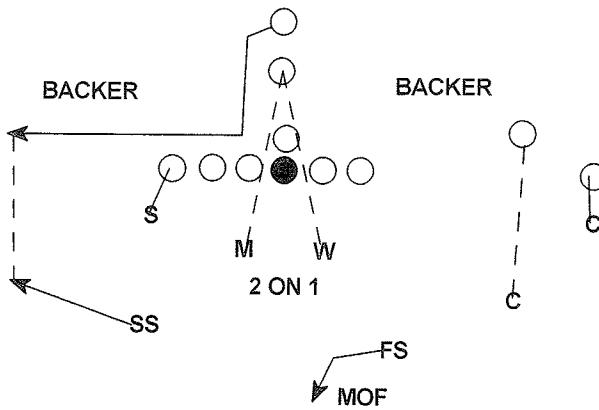
## 3. FLOW



## 4. WEB



## 5. VS 1 BACK ROCKET ADJUST



# NICKEL BENCH BASE TRIPLE 88 / PALMS

BLUE FLEX

PALMS = POACH WITH CLAMP ON 1 & 2

"KATHY"  
ALERT SMASH

FS

"LARRY/LARRY"  
"COVER 88"

COVER 88

Z

\*  
NO CARRY

X  
C

BLUE TRAIN LT

PALMS

"CLAMP"

CLAMP ON  
#1 & #2

C

READ #2 ONLY

POST #3  
VERTICLE

4/1ST  
CROSSER

SS

"LEE/LEE"  
"POACH"

FS  
POACH

X  
C  
MEG

"MEG"

R

Z

H

J  
E  
N  
E

Y

E

\$

M

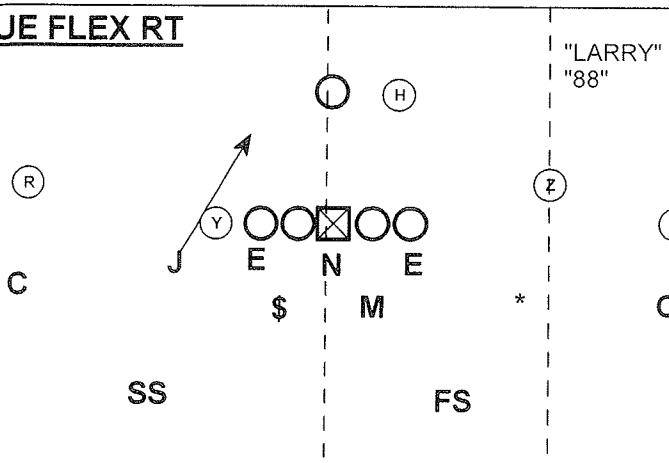
R  
T  
C  
J  
Y  
E  
N  
E

\$  
M

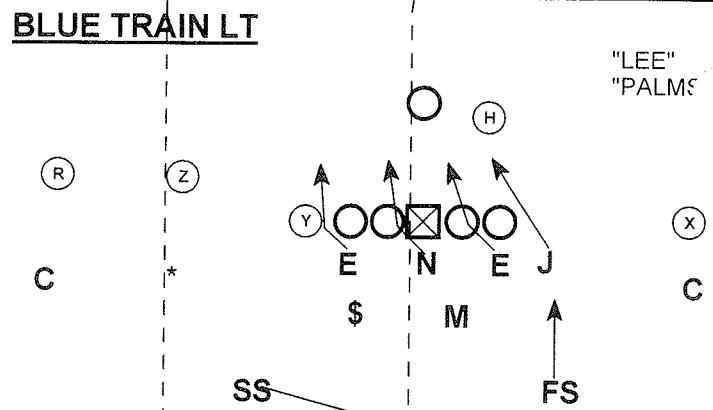
SS

# NICKEL BENCH BASE TRIPLE 88 / PALMS: ADJUSTMENTS

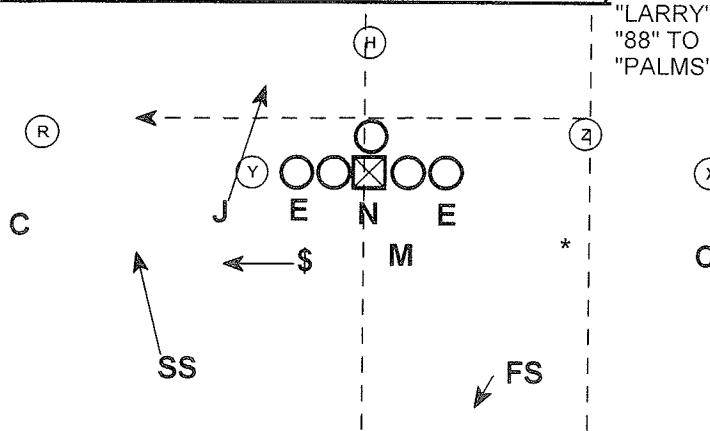
## BLUE FLEX RT



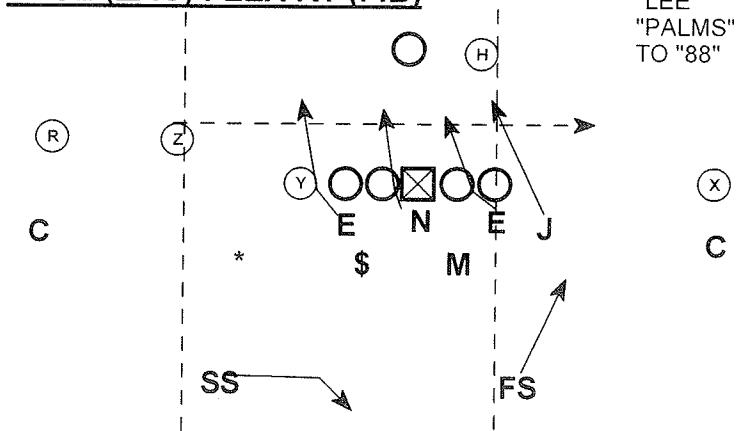
## BLUE TRAIN LT



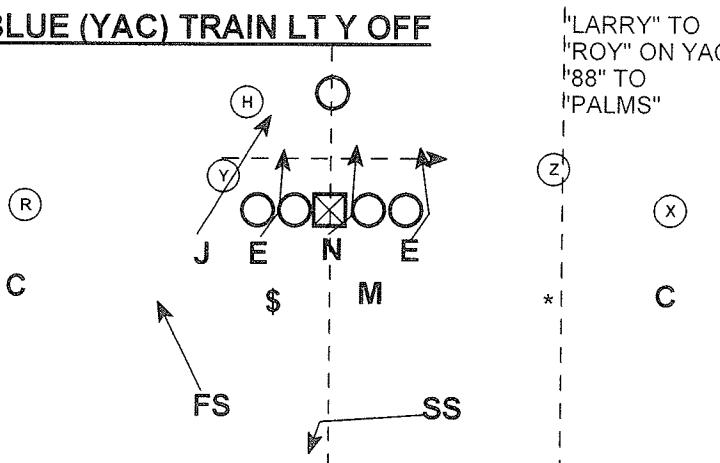
## BLUE (ZAC) TRAIN LT (TRIPS TO BDRY)



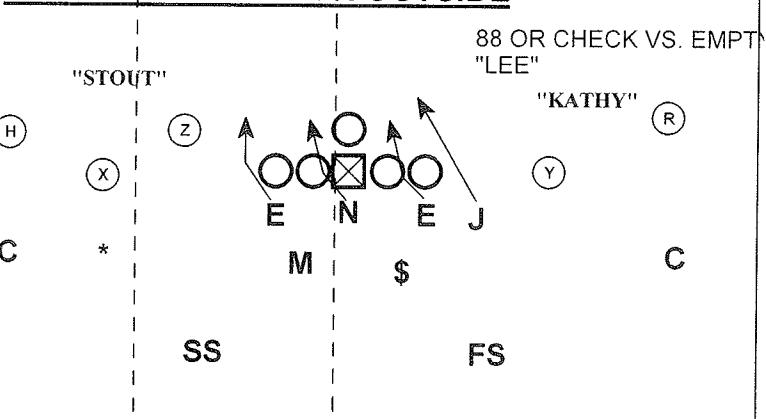
## BLUE (ZAC) FLEX RT (FIB)



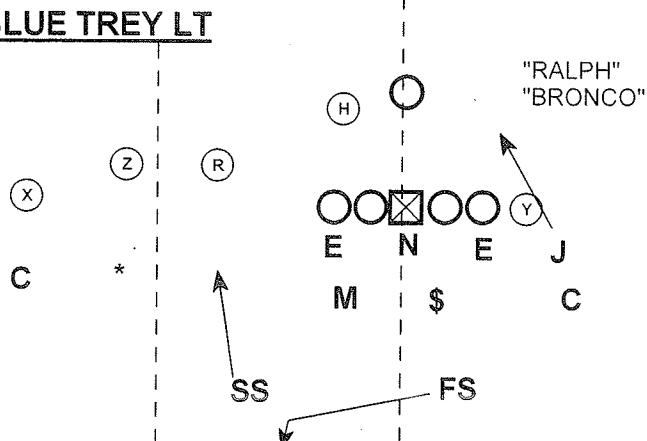
## BLUE (YAC) TRAIN LT Y OFF



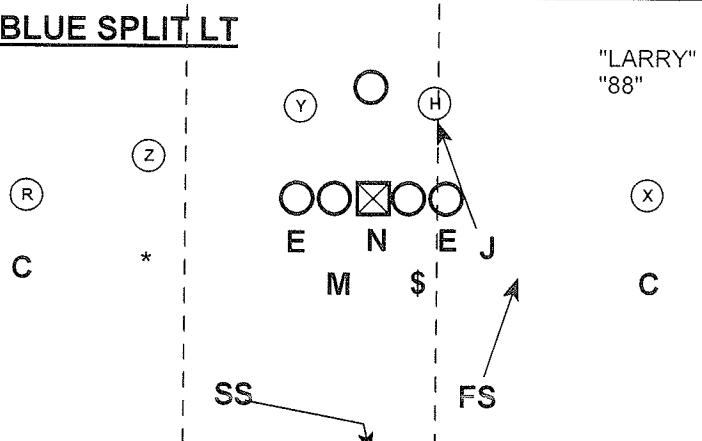
## BLUE EMPTY TRAIN H OUTSIDE



## BLUE TREY LT



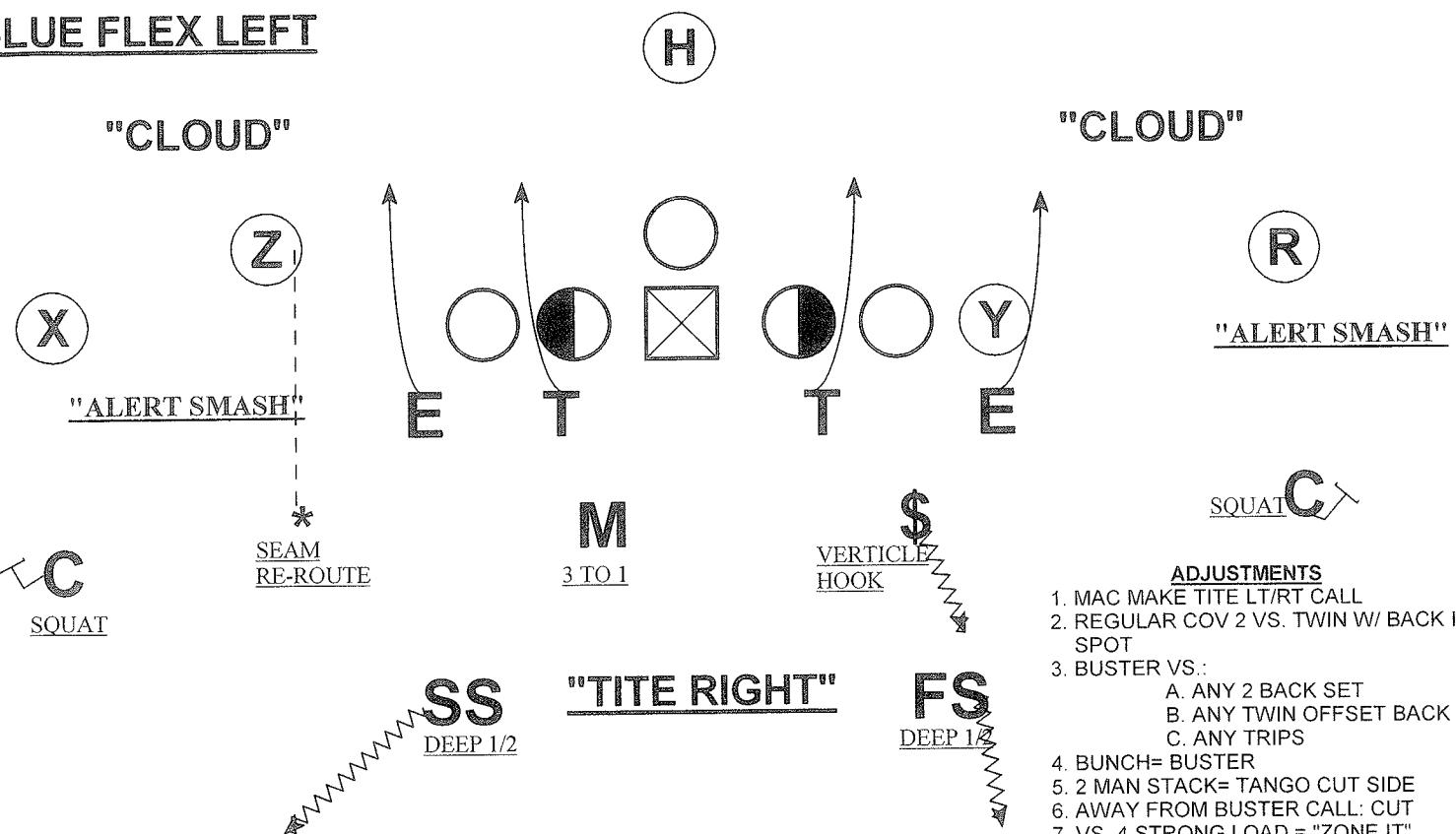
## BLUE SPLIT LT



# NICKEL/DIME EVEN 2 BUSTER

MASTER

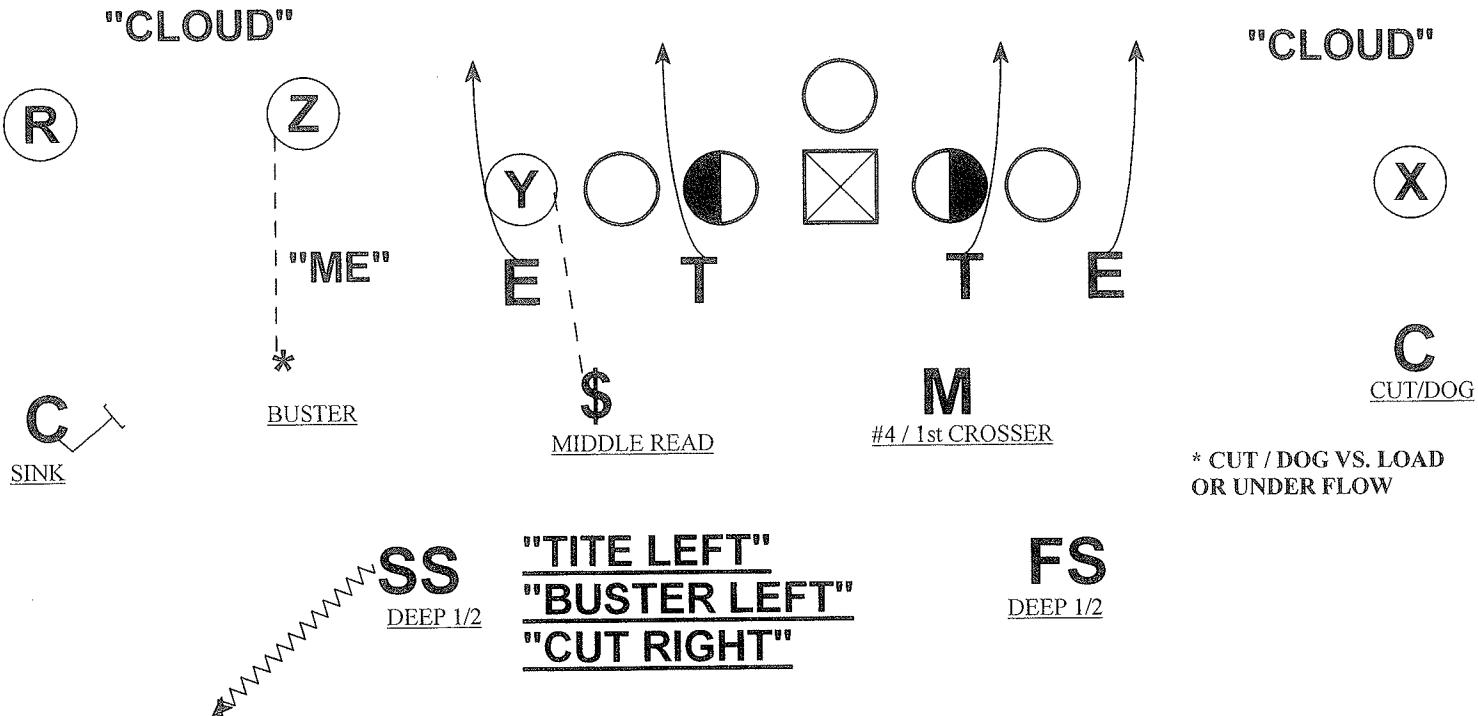
## BLUE FLEX LEFT



## BLUE TRAIN LEFT

\*\* "ME" CALL UNLESS  
#3 GOES FAST TO FLAT.  
\$ OR MAC WILL MAKE A  
PUSH CALL  
\* 4 STRONG LOAD = "ZONE IT"

\* ANY #1 & #2 STACKS  
TO THE BUSTER SIDE  
"ZONE IT"

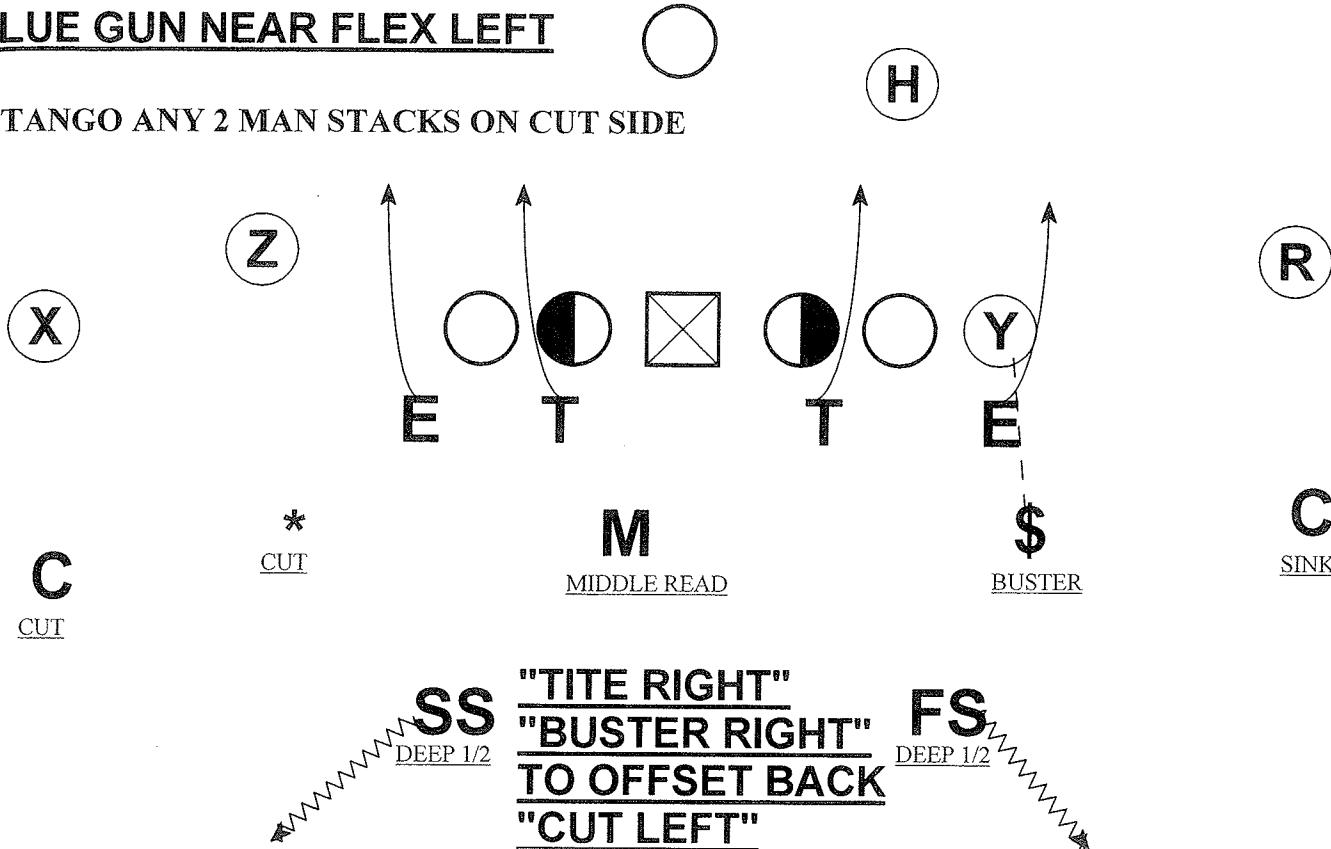


# NICKEL/DIME EVEN 2 BUSTER

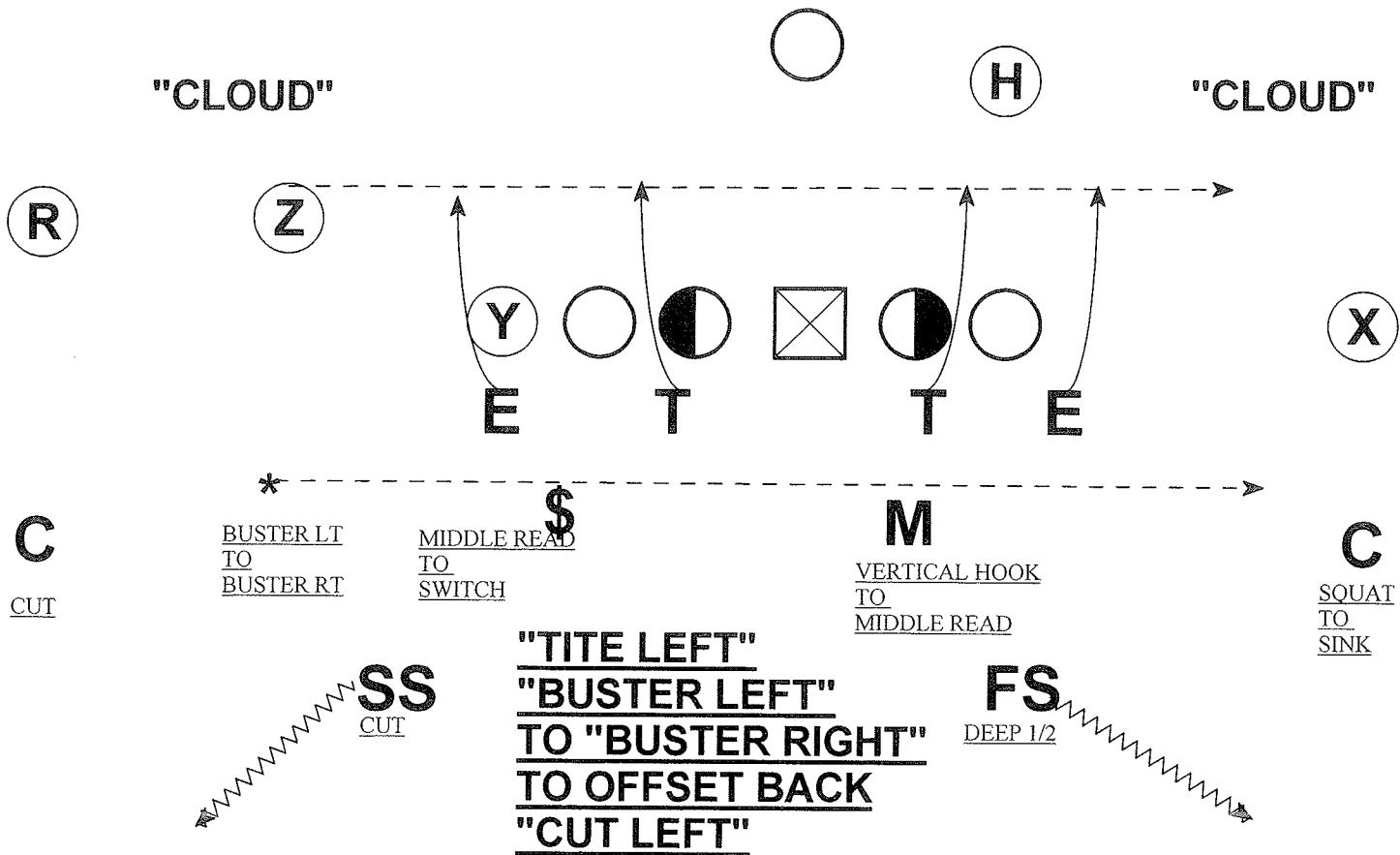
MASTER

## BLUE GUN NEAR FLEX LEFT

\*\* TANGO ANY 2 MAN STACKS ON CUT SIDE

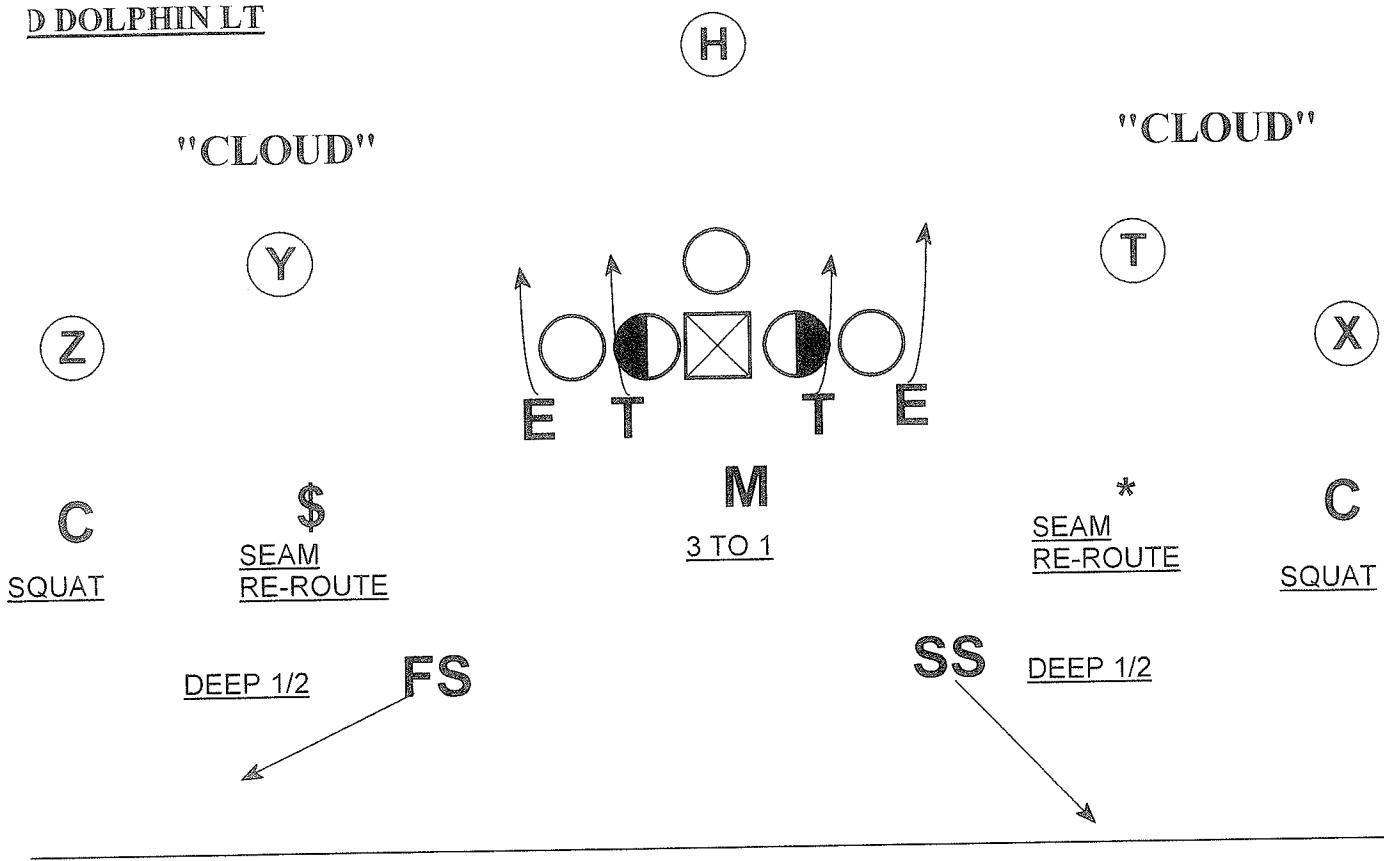


## BLUE (ZAC) GUN FAR FLEX RIGHT

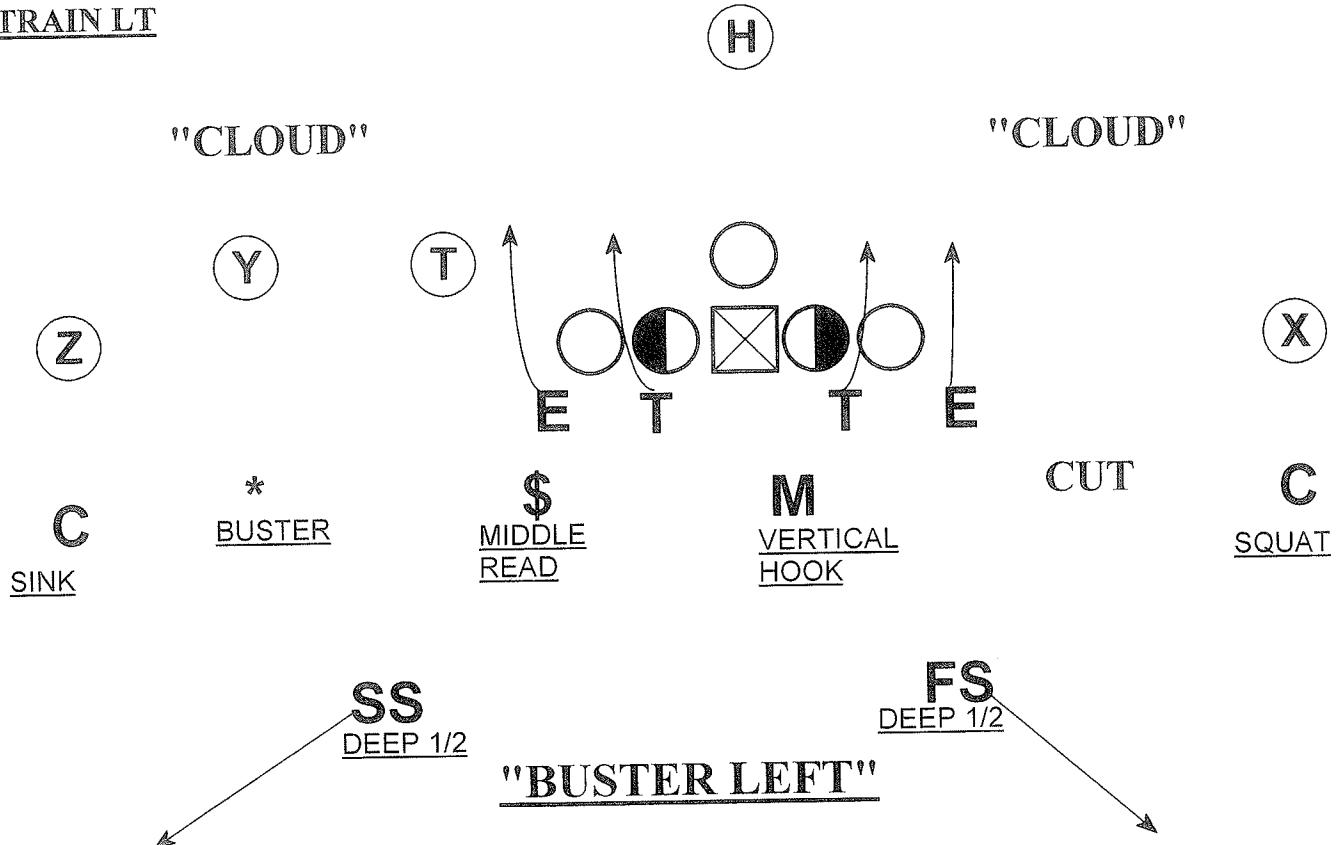


# NICKEL/DIME EVEN 2 BUSTER

D DOLPHIN LT



RED TRAIN LT

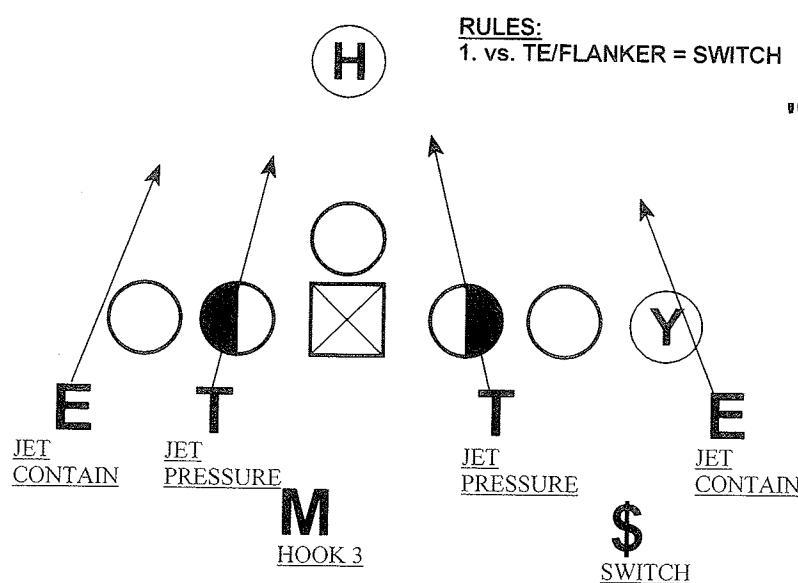


# NICKEL/DIME EVEN 75 CUT

## BLUE FLEX LT

"CLOUD"

Z  
X  
C  
PRESS (TRAP)  
FORCE  
\*  
CUT



"SKY"

R  
C  
MEG

SS

DEEP 1/2  
FORCE

**"TITE RIGHT"  
"5 CUT LT"  
"SWITCH RT"**

FS

SWITCH  
SEC FORCE

## BLUE TRAIN LT

### CHECK STUBBIE

"SKY"

R

C  
MEG

\*  
READ 3 TO 2

**"STUBBIE"**

SS  
READ 3 TO 2

CARRY #3  
UNLESS PUSH ALERT

H

"SKY"

X  
C  
MEG

M

#4/1ST CROSSER

**"MEG/CONE"**

**"TITE LEFT"  
"STUBBIE/MEG"**

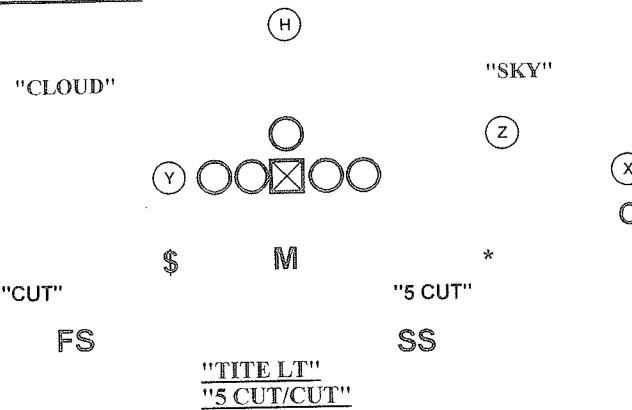
FS

READ X RELEASE  
FORCE

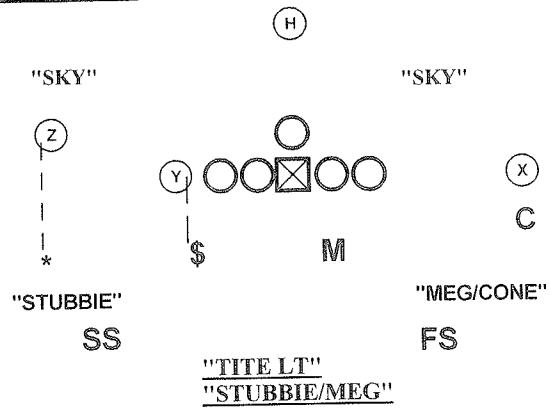
\*MEG OR CONE OFF SPLIT OF X

# NICKEL/DIME EVEN 75: ADJUSTMENTS

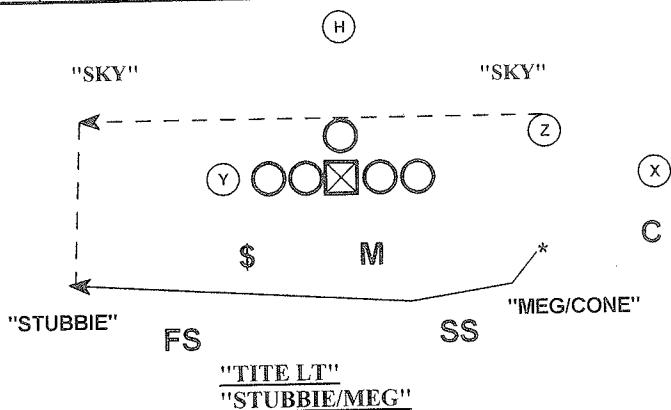
## BLUE FLEX RT



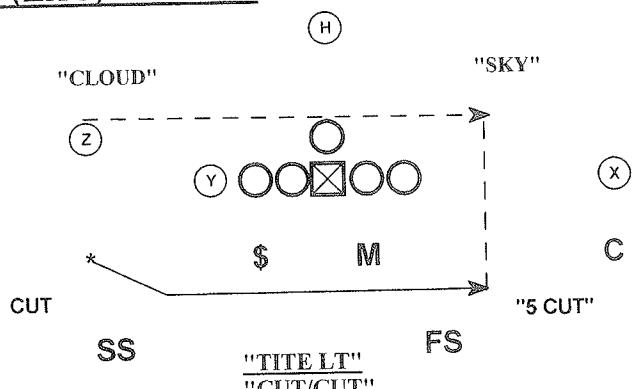
## BLUE TRAIN LT



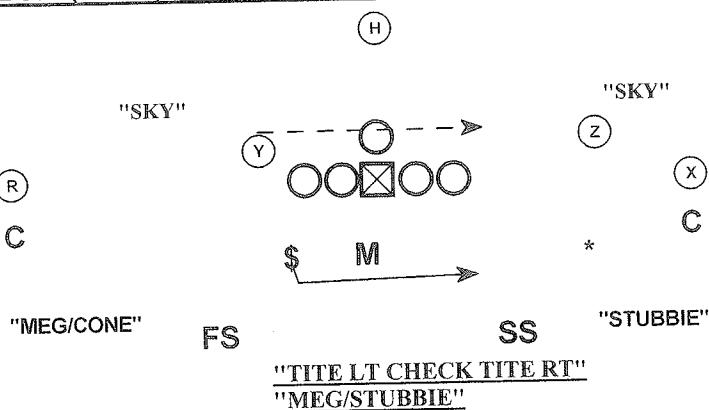
## BLUE (ZAC) TRAIN LT



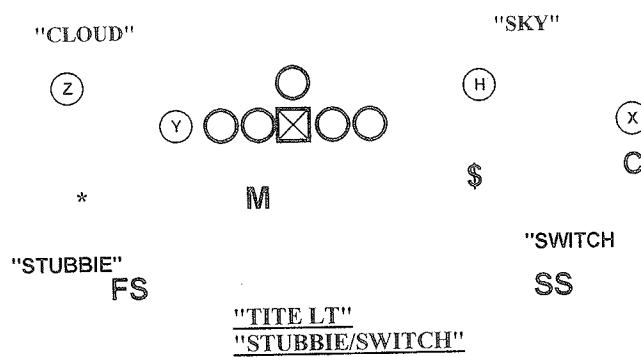
## BLUE (ZAC) FLEX RT



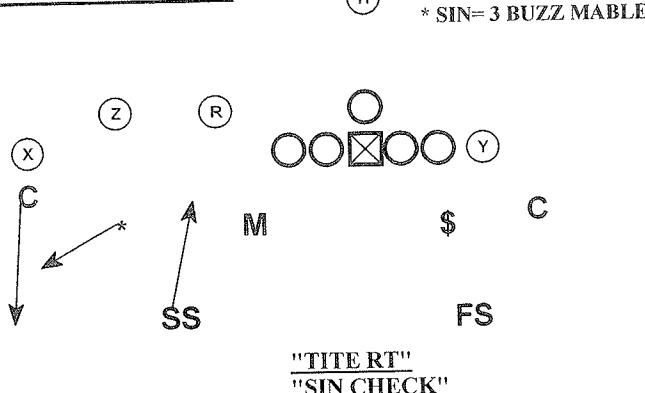
## BLUE (YAC) TRAIN LT Y OFF



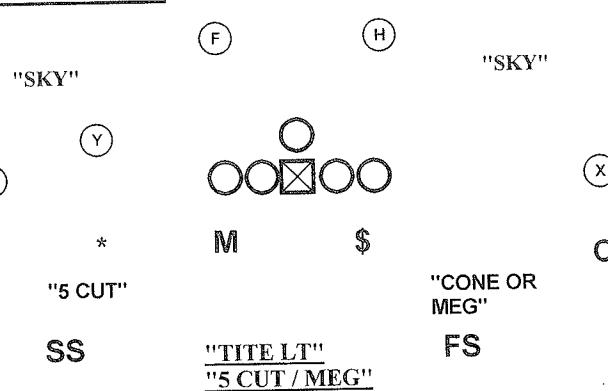
## BLUE EMPTY TRAIN H OUT



## BLUE TREY LT

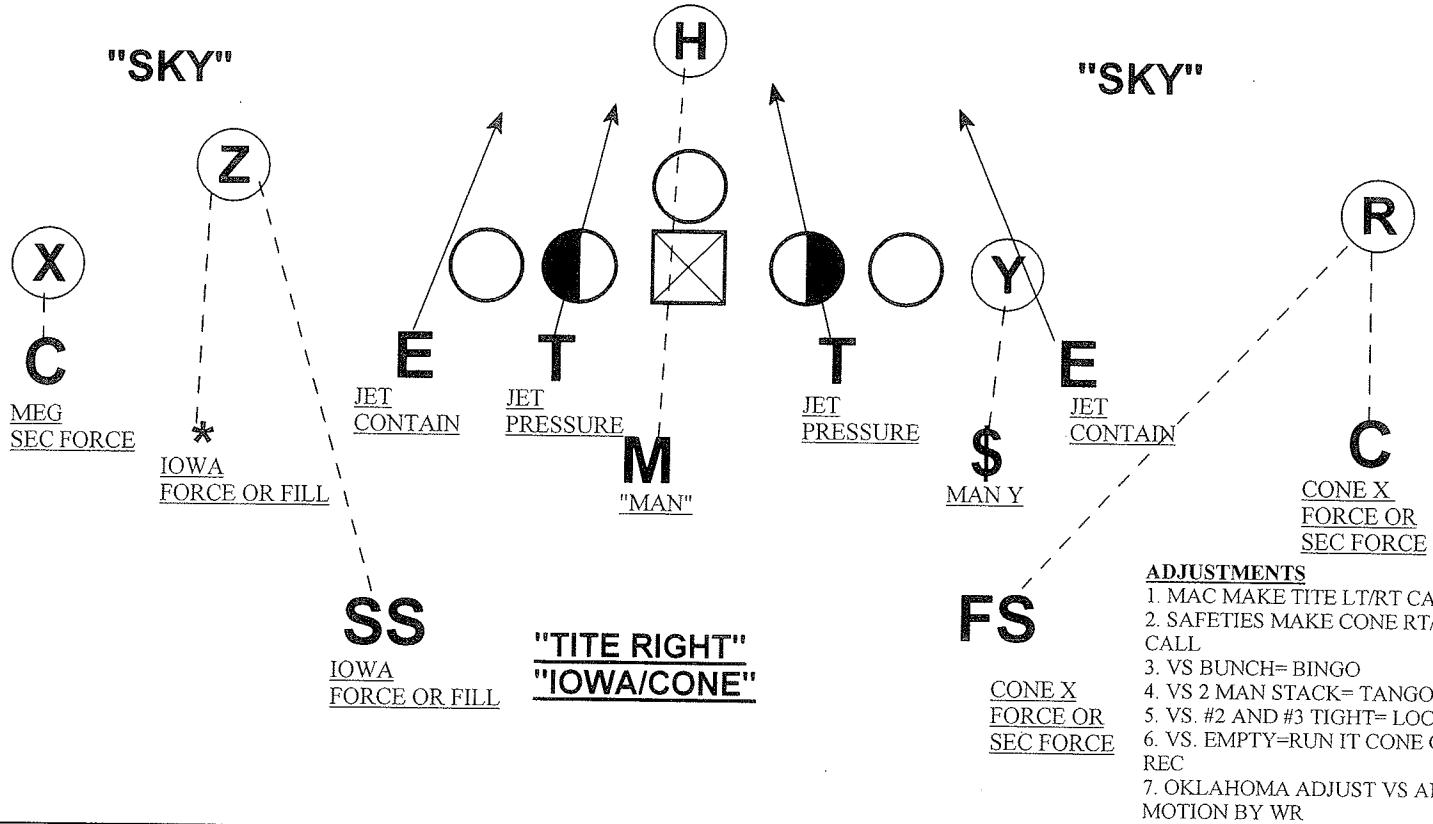


## GOLD SPLIT LT

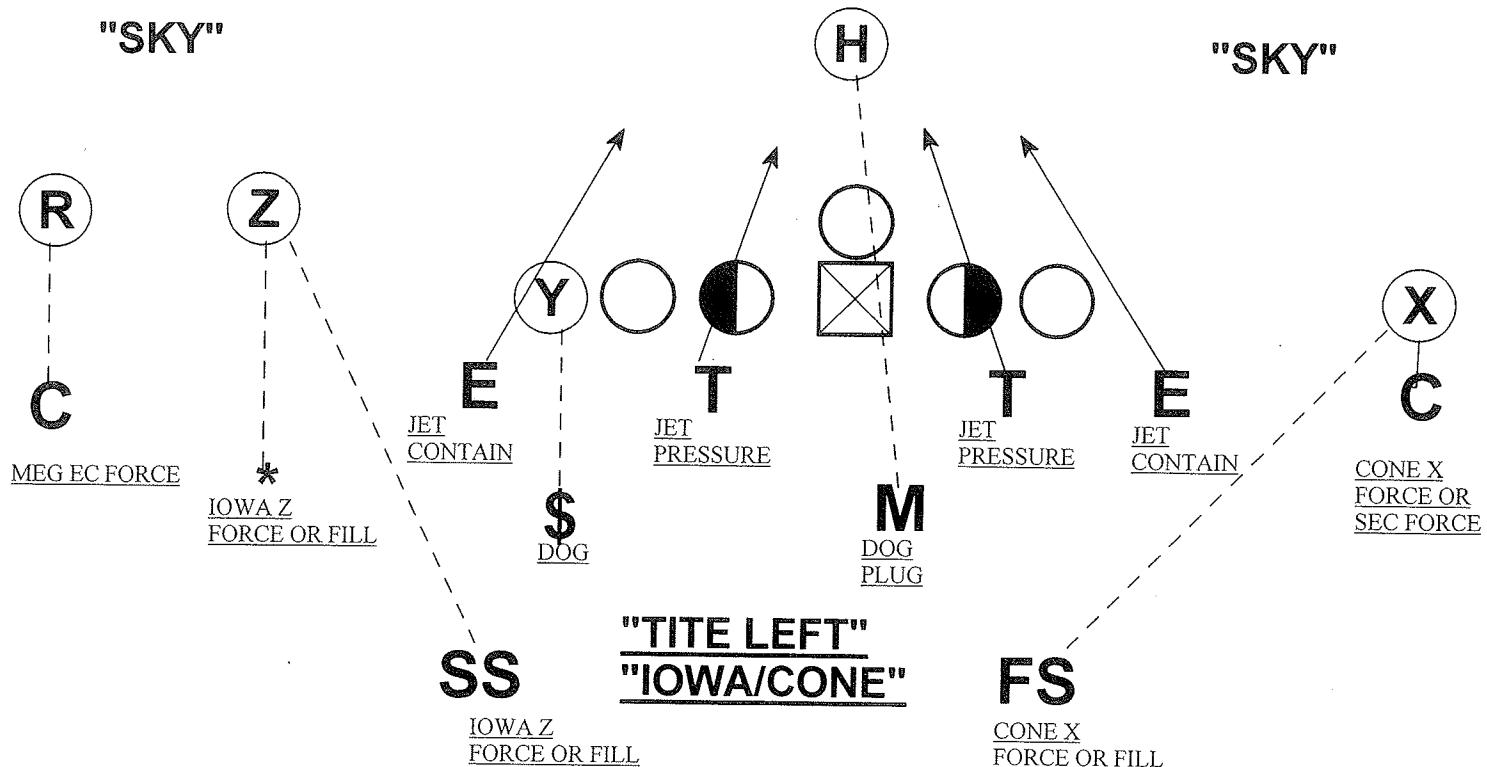


# NICKEL EVEN 55 LOCK

## BLUE FLEX LT

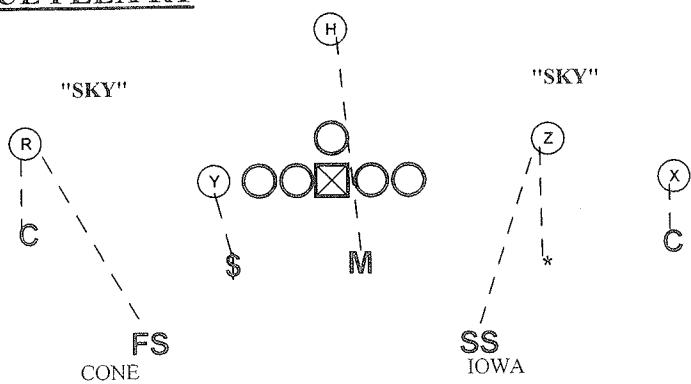


## BLUE TRAIN LT

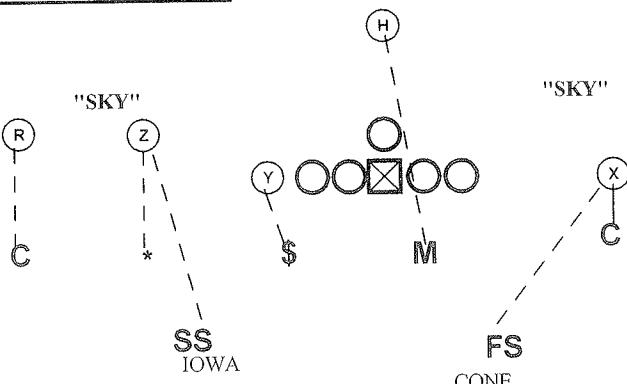


## NICKEL/DIME EVEN 55 LOCK: ADJUSTMENTS

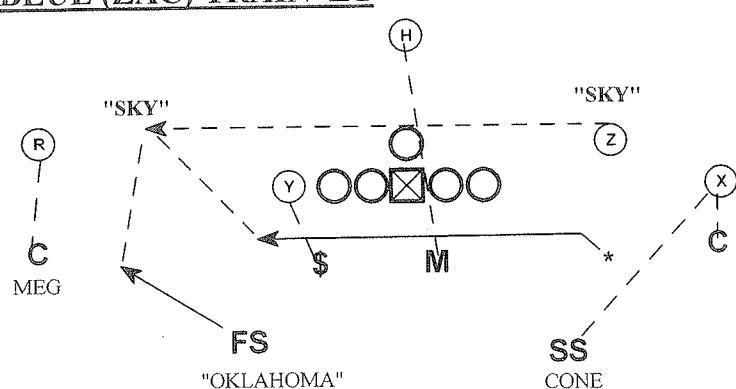
### BLUE FLEX RT



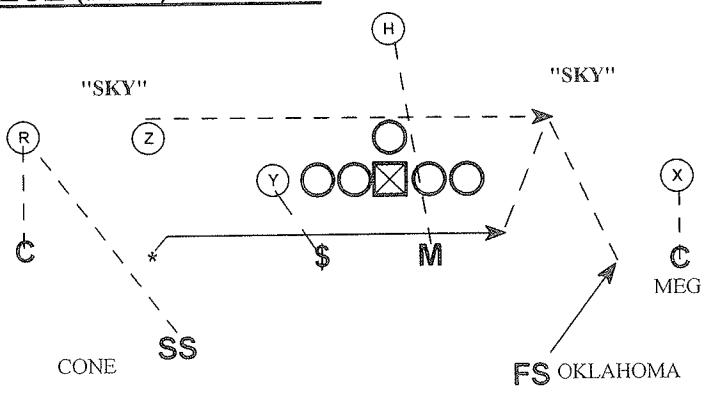
### BLUE TRAIN LT



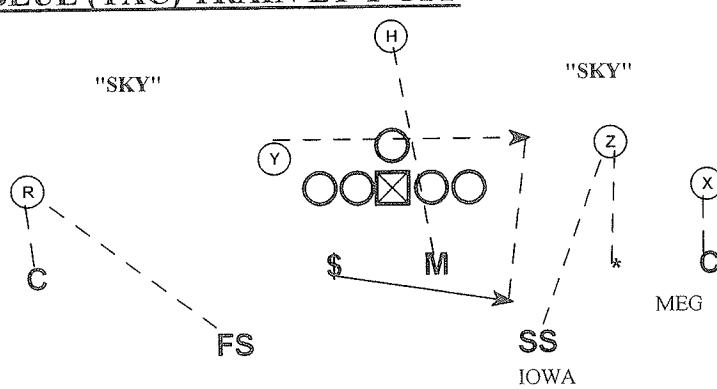
### BLUE (ZAC) TRAIN LT



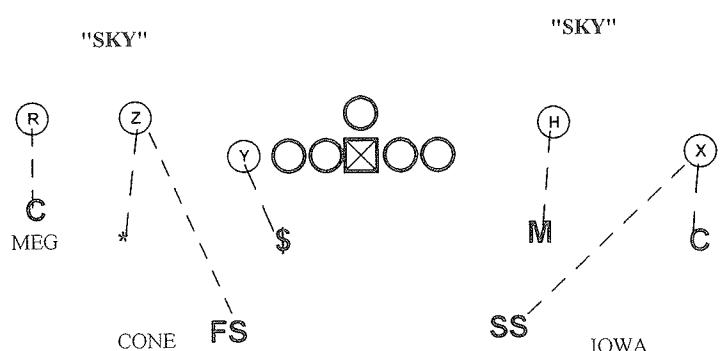
### BLUE (ZAC) FLEX RT



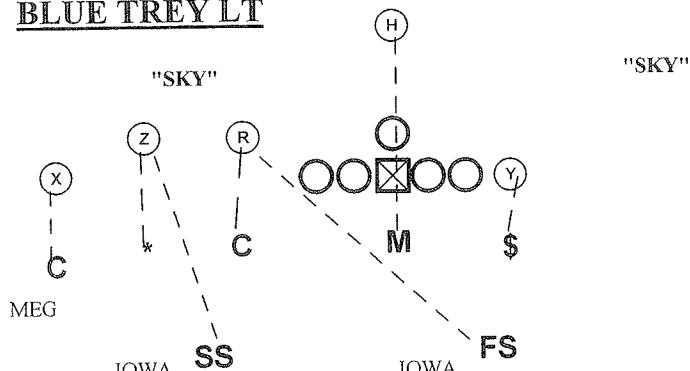
### BLUE (YAC) TRAIN LT Y OFF



### BLUE EMPTY TRAIN H OUT



### BLUE TREY LT



### GOLD SPLIT LT

