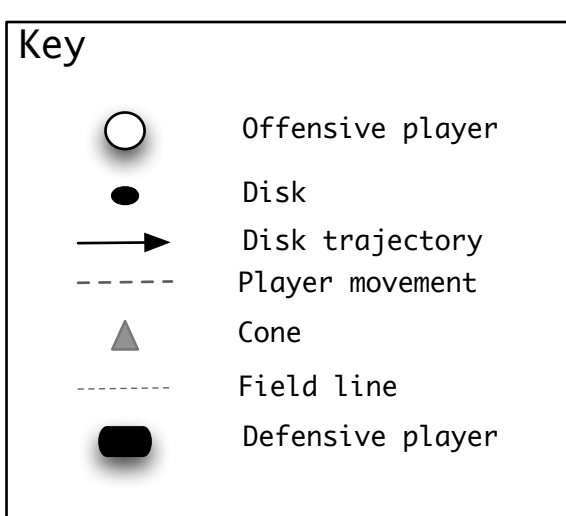
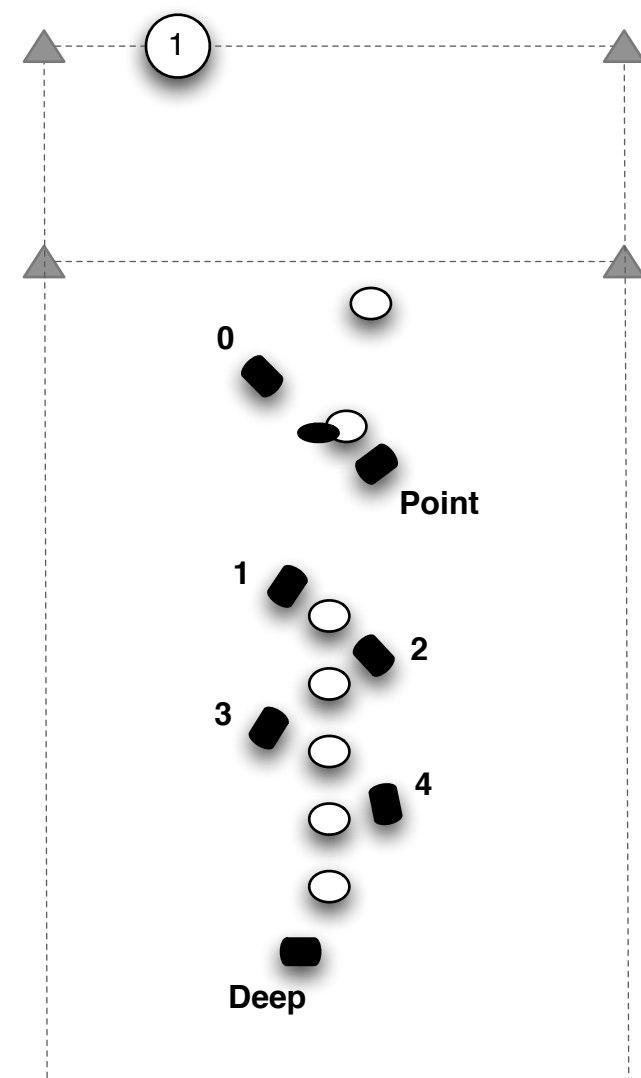


COLORADO Man D 4

(1) Positions and names



COLORADO Man D 4

(2) Areas of responsibility

O = cheat on the force side, try to interrupt the mark.

Giving up the dump is ok if it is straight back or break.

Point = Standard force to one side.

Must pick up the dump on break side throws.

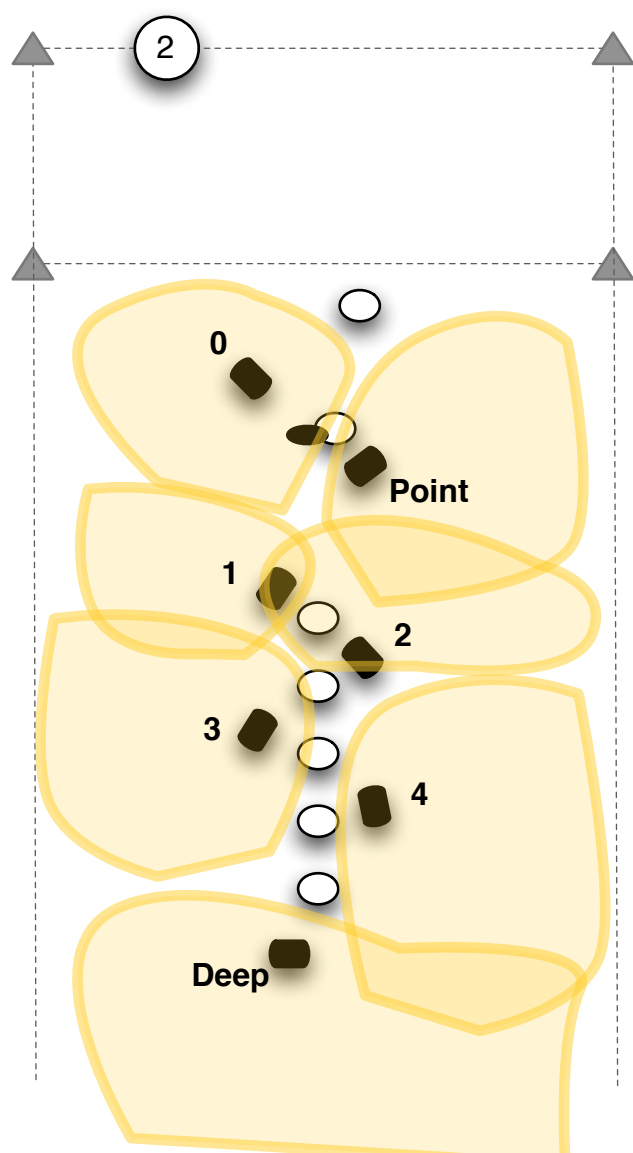
1 = Short open side throws, poaching on deep cuts in.

2 = Short break side and wide break side cuts.

3 = Deep open side throws.

4 = BIG area of break side deep throws.

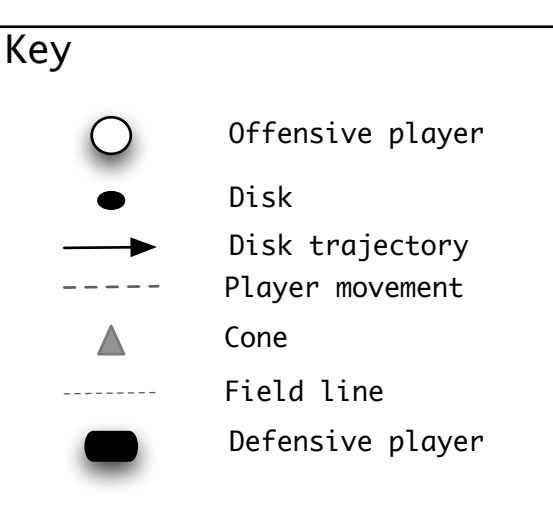
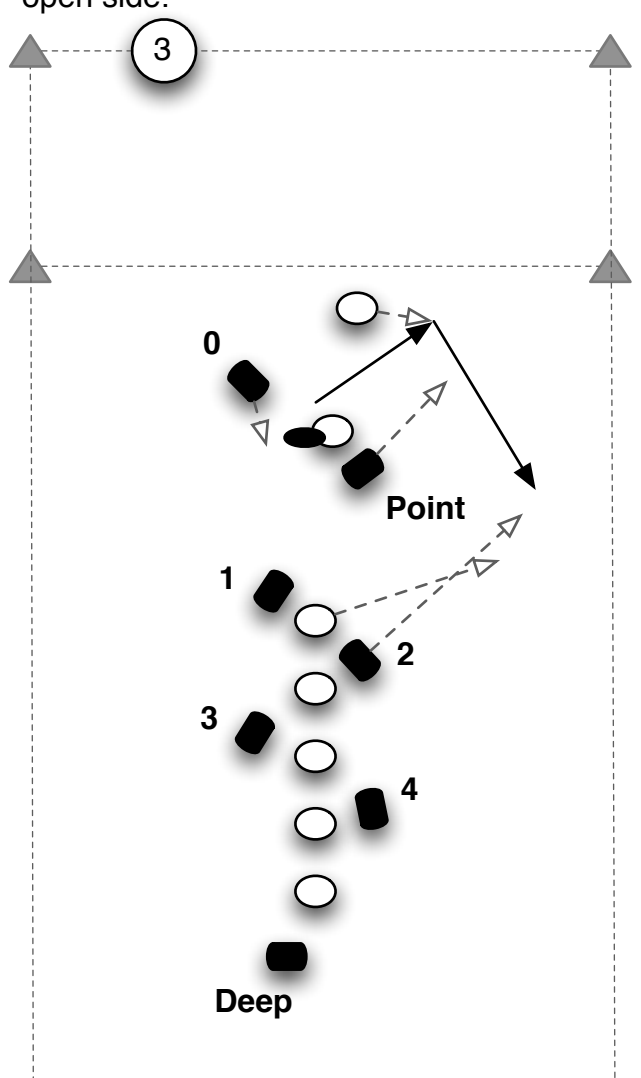
Deep = Any end zone shots. Keep everything in front of you.



(3) Baiting the break side

The "2" on D is the money guy for getting a quick D, because we are showing a vulnerability to the dump swing to the break side. This is what you are baiting the offense to throw.

The Point takes the Dump. The "0" does not over pursue the dump. He must pass off and cover the open side.



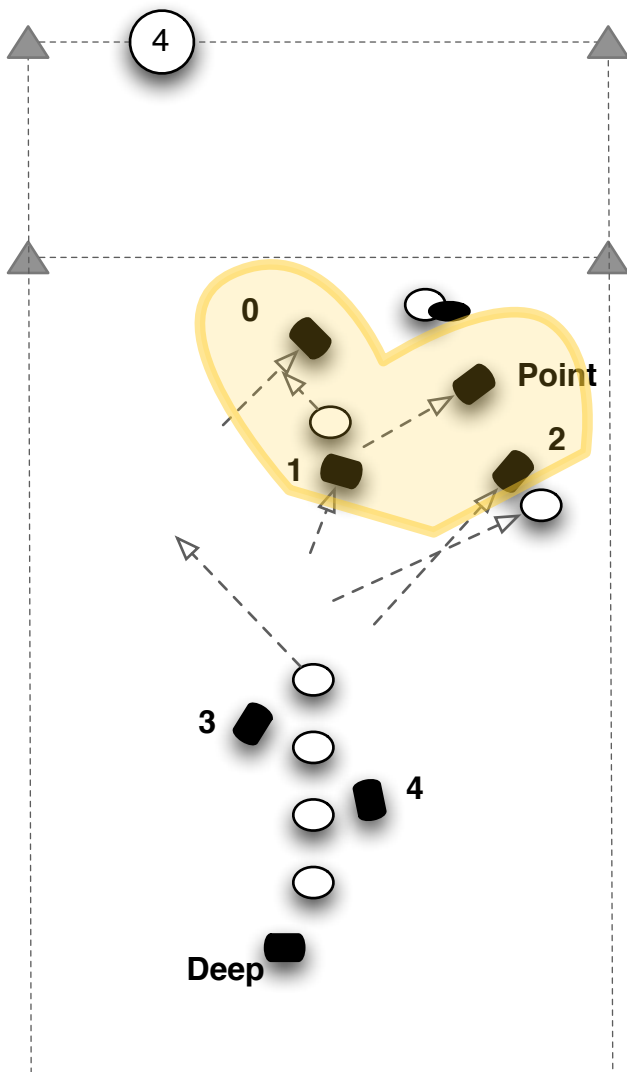
COLORADO Man D 4

(4) If no quick D, CONTAIN.

If the dump pass is complete and the 2 has cut off the break throw, the 0 must pass off to the Point.

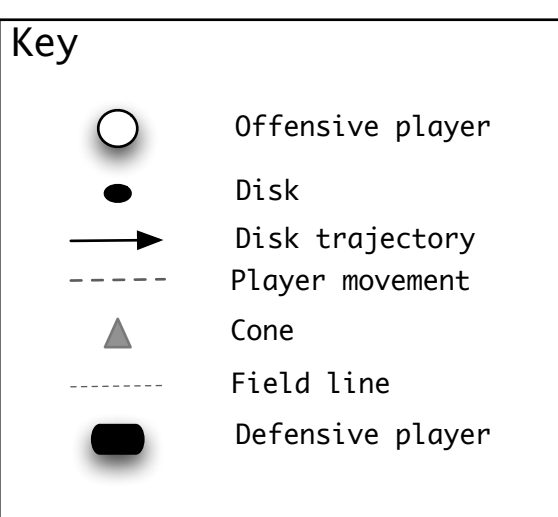
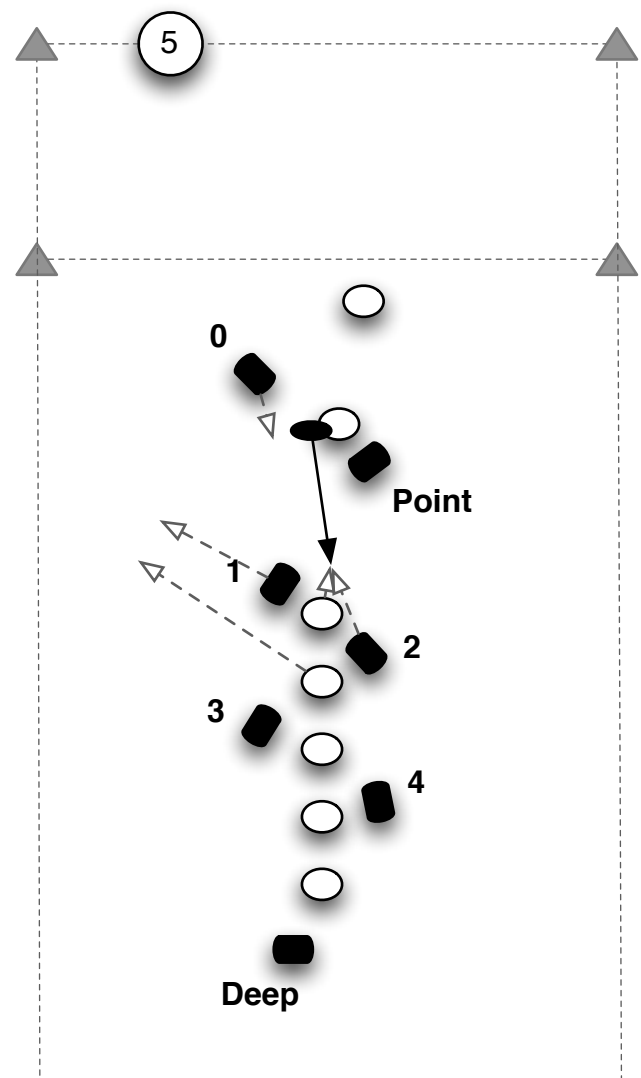
The Point picks up the mark, cheating to cut off the break throw.

Notice how the positioning of the 0, Point, 1 and 2 forms a kind of cup, cutting off both the deep shot and the easy short throw.



(5) Vulnerabilities

If the 2's player flashes to open side, thinking he is poached, the 1 will pick him up. This leaves a small window for the thrower to hit the offensive 1 in the stack on a short IO throw. This is the D2's responsibility.



(6) Reaction

If this throw is completed, you DROP INTO MAN D.

The point of the clam is to confuse the offense and get a quick D. If you do not get the quick D, you have at least cut off the set play for a Deep Shot, and now you drop into Man D.

And Man D is our strength.

