

1998 DEFENSIVE BACKS

I. PHILOSOPHY AND THEORY OF SECONDARY PLAY

A. INTRODUCTION

We operate on the philosophy that a mixture of coverage's, with proper disguises create multiple problems for the offense. We cannot afford to just be a good man to man secondary or a good zone secondary, as is the case with many NFL teams. Our goal is to do both and do each well. In order to accomplish this goal, we must keep these points firmly in mind:

1. Pay attention to details. Know your alignment and assignment and the responsibility of the entire coverage. Understand the concept of the coverage. Know the adjustments and/or audible for each coverage. Disguise pre-snap reads intelligently.
2. Be sound technically. Work hard on your fundamentals. Refine your techniques - strive to improve every day!
3. Be prepared. Good study habits! Learn as much as possible about each opponents' offense and their receivers. Study yourself and how you play each receiver and coverage. Are you giving anything away? Study other NFL players at your position.
4. Give great effort! Work at maximum effort while practicing. Practice the way you will play on game day. On game day give 100% effort on every play. You never know when a big play will happen or which big play will determine the outcome of the game. Do a little bit extra!

The importance of good secondary play cannot be over emphasized. A closely knit, hard hitting secondary that strives to destroy the effectiveness of an offensive attack is indispensable to our success. We want to be a great run support unit as well as a great pass defense unit. The goal of the defensive secondary is to prevent a long touchdown run or pass and to combine with the defensive line and linebackers in stopping a long, sustained drive by the offense. A good defensive secondary should never allow a long touchdown run, since only two ingredients are necessary to stop a long run - good tackling and a "desire" to pursue properly. Teams that win consistently lead the league in fewest points allowed. The second measure of a great defense is takeaways. You must be offensive minded - alert for interceptions and fumbles that will give our own offensive team good field position or give us a touchdown.

B. RESPONSIBILITY

1. Defend against the opponents' passing attack.
2. Defend against the opponents' outside run.
3. Defend against the opponents' inside plays by converging in proper lanes and holding them to a minimum gain.

C. **PERSONAL REQUIREMENTS** Physical, mental, and emotional toughness and balance

1. Physically - Great athlete with excellent movement skills. You must work to be in peak condition to cover, support, break, drive, and pursue on every play. Be tough and aggressive in your tackling. Make receivers and running backs pay the price. Be intimidating.
2. Mentally, you must be aggressive and tough. You have to know your responsibility on every defense and hopefully the concept of each defense. You must be able to get your job done correctly against both the run and the pass. Concentrate on winning the play!
3. Emotionally, you have to be extremely tough. Get yourself ready to play every play. Enjoy what you are doing. Welcome the challenges. Stay focused and try to stay on an even keel.

D. **BASIC PRINCIPLES OF SECONDARY PLAY**

1. Calls - secondary calls are made on every play. Force calls, coverage calls adjustments or checks will be made at the line of scrimmage. Review the calls and possible checks for each defense as you move to your position. Communicate with one another verbally (call) and visually (hand signal).
2. Alignment - your position is determined by the defensive call, offensive formation, down and distance, hash mark, field position, score, and time remaining.
3. Stance - by position (see description)
4. Key - each defense has a specific person or area you must watch in order to determine your movement.
5. Reaction - as play development unfolds, you must move and adjust according to the defense.
 - a. Pass - Quick, Dropback, Play Action, Boot, Sprint, Dash, Screen, Flow and Flood.
 - b. Run - Outside to, Inside, Away

II. INDIVIDUAL SECONDARY TECHNIQUES

A. **ALIGNMENTS**

1. **CORNERS**

- a. OFF - 7 to 8 yards from receiver that is split. The position inside or outside is determined by the coverage and split rule.
- b. ON - "Bump" - This is an on the line alignment to a yard off.
- c. Funnel Position - 5 to 7 yards off the receiver on outside shoulder.

2. STRONG SAFETY

- a. Force "Slam" - Align 3 to 4 yards outside #2 receiver (TE) and 0 to 6 yards deep. Your depth is roughly half the width of the wide receivers split to beat the crack back block.
- b. Deep - Align 0 to 2 yards outside #2 receiver (TE) and 8 to 12 yards deep.
- c. Man - By coverage responsibility (Disguise).

WEAK SAFETY

- a. Force "Slam" - Align 3 to 4 yards wide and 3 to 6 yards deep.
- b. Deep - 12 to 14 yards deep head up on Weak Tackle to 1 yard wider.
- c. Man - By coverage responsibility (Disguise).

B. STANCE -

Our stance will put us in the most advantageous position to begin movement and direction.

1. CORNERS

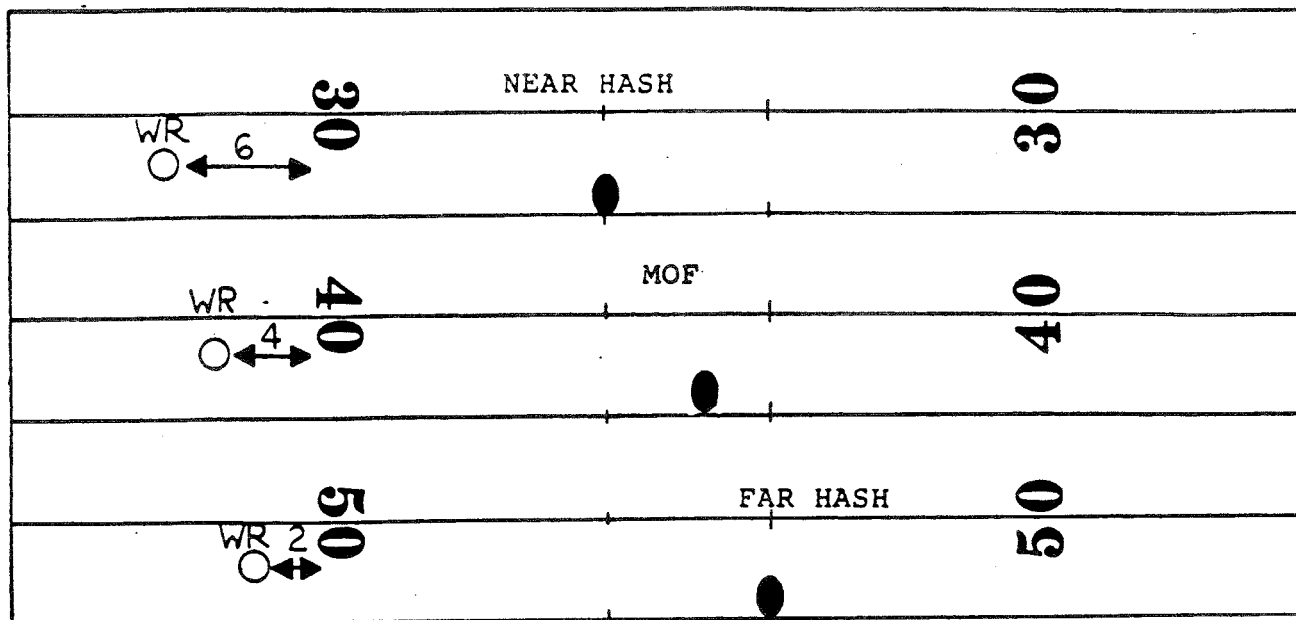
- a. Off Alignment - Outside foot up with a toe to heel relationship and a narrow base with feet close together, no wider than hips. The weight is on the front foot with the shoulders over the front foot. The knees should be bent and the hips lowered. Waist should be bent with back slightly rounded and shoulders forward toward the line of scrimmage. Keep head and shoulders over the front foot, emphasis on forward body lean. Keep your nose over your toes. Set low, prevent yourself from dipping before moving. Allow your arms to hang in a loose relaxed manner over the front foot. Keep vision on quarterback through the receiver.
- b. On Alignment "Bump" - Feet are now parallel and close together, six inches, and shoulders are square to the line of scrimmage. The weight is on the balls of your feet - evenly distributed and heels are on the ground. The knees should be bent and the hips lowered. Bend at the waist, keep your head and shoulders over your feet. Hands must be no lower than waist, high in a ready position.

2. SAFETIES

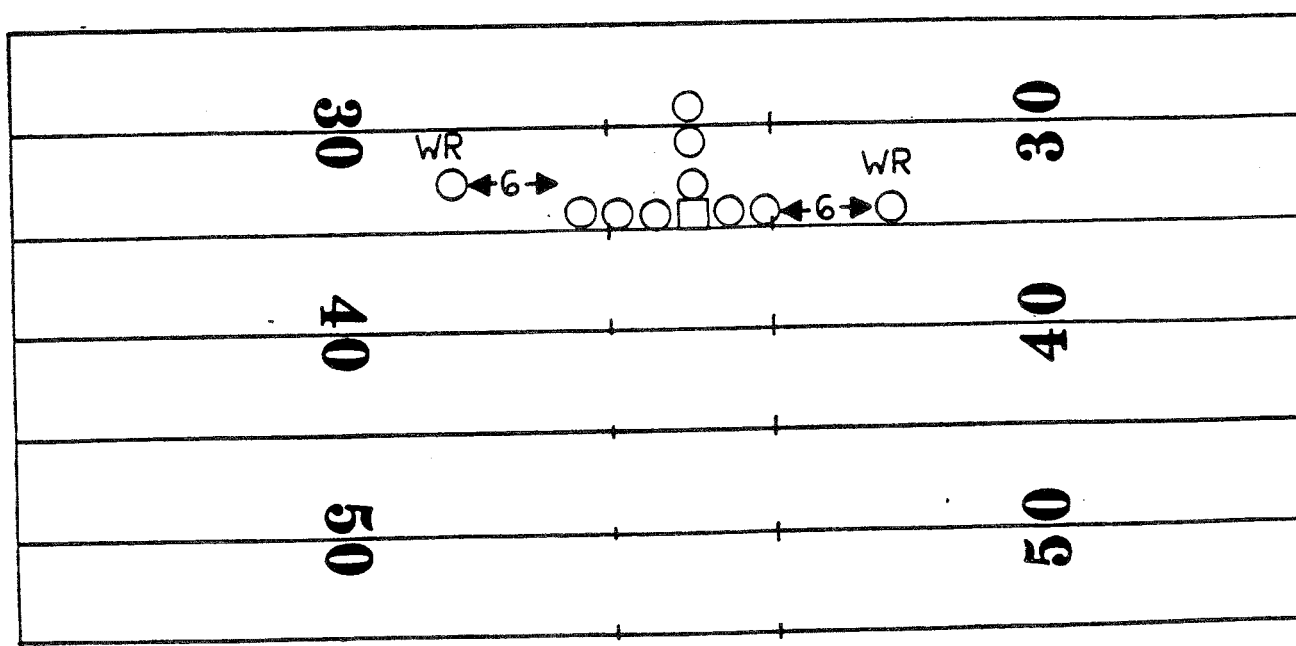
Slightly staggered or parallel stance. The weight is on the balls of your feet - evenly distributed. Your heels are slightly raised off the ground. You should have a bend in the knees and the hips lowered. Bend at the waist and your back should be slightly rounded. Allow your arms to hang down in a relaxed manner.

HASH SPLIT RULES

1. OVER SPLIT - THE WIDE RECEIVER IS OVER SPLIT WHEN: HE IS SIX YARDS OUTSIDE THE NUMBERS WITH THE BALL ON THE NEAR HASH; WHEN HE IS FOUR YARDS OUTSIDE THE NUMBERS WITH THE BALL IN THE MOF; WHEN HE IS TWO YARDS OUTSIDE THE NUMBERS WITH THE BALL ON THE FAR HASH ANYTIME THE WIDE RECEIVER IS IN THESE LOCATIONS OR WIDER, WE WILL PLAY INSIDE TECHNIQUE.



2. UNDER SPLIT - THE WIDE RECEIVER IS UNDER SPLIT WHEN: HE IS ALIGN SIX YARDS OR LESS FROM THE END MAN ON THE LOS. THE RECEIVERS CAN ALIGN IN THIS LOCATION OR MOTION TO IT. GAME PLAN AND TAPE STUDY WILL TELL YOU THE ROUTES THEY LIKE TO RUN FROM THESE LOCATIONS.



3. GENERALLY KNOWING THE SPLIT RULES AND THE ROUTES RECEIVERS RUN WHEN OVER OR UNDER SPLIT. YOU CAN ELIMINATE ROUTES BY PUTTING YOURSELF IN BETTER POSITION BASED ON ALIGNMENT.

C. INITIAL MOVE - START

1. CORNERS

Off Alignment - Your first step(s) is (are) slow step(s) to read through receiver to QB for 3 step drop, Quick Passing Game. Push off front foot and step with back foot. The first three steps are crucial. They put you in the proper position, both vertically and horizontally to cover the receiver. These are "Read and Position" steps.

2. SAFETIES

Your first step(s) is (are) slow step(s) to read key(s) through to QB. The first three steps are crucial. They put you in the proper position, both vertically and horizontally. These are "Read and Position" steps.

D. BACKPEDAL

The basic technique you must master in order to be an outstanding defensive back. Your ability to run backwards with maximum controlled speed, break to the ball, and get to the interception point is essential for you to play well and help us win.

1. Technique - Once the QB 3 step drop is cleared, the DB must focus on the receiver. The backpedal technique must allow you to maintain no less than a three yard cushion on the receiver.
 - a. You should backpedal at a quick but controllable speed. This will enable you to gather, come under control and break efficiently in the direction the receiver breaks. If you are backpedaling out of control, it is much more difficult to react.
 - b. While backpedaling the player should reach back with each step and pull his weight over his feet just as though he were running forward with his weight on the balls of his feet.
 - c. Raise the feet only high enough from the ground to have the cleats clear the grass. Speed is gained only when the feet are in contact with the ground. Lifting the feet too high is wasted motion.
 - d. Take small to medium size steps. Do not over stride.
 - e. Keep the knees bent to permit the feet to extend back past the hips.
 - f. Work to maintain good upper body position. Good forward lean with head and shoulders out in front of the forward foot. Keep the chin pulled down. Keep hips set low.
 - g. Move the arms in a normal relaxed manner with elbows in at the sides and bent at a 90 degree angle. Move them in a pumping action from the shoulders. Don't cross hands in front of your body.

- h. Maintain proper position. Keep proper vertical (depth) and horizontal (width) leverage on the receiver.
- i. We mentioned vertical leverage, cushion in maintaining a 3 to 5 yard cushion. We would like to stay in our backpedal 18 to 21 yards from the LOS. When the receiver is 10 yards down field you should be 15 yards deep - the receiver is at 15 yards, you should be 18 yards deep - receiver is at 18 yards deep, you should be 21 yards deep.
- j. Maintaining horizontal leverage either inside or outside depending on the coverage. Keep your inside/outside shoulder to his outside/inside shoulder. No more than one yard inside or outside depending on your technique. Never allow the receiver head up on you. If you maintain vertical leverage, you should be able to maintain horizontal leverage.

E. CHANGE OF DIRECTION IN BACKPEDAL

1. WEAVE

To counter receiver's releases and stems, you must be able to backpedal at various angles to the line of scrimmage. Keeping your original horizontal position on the receiver. Keep your hips facing the line of scrimmage and change your angle without crossing your legs. In order to maintain your backpedal, you must step around with the leg opposite the direction you want to go.

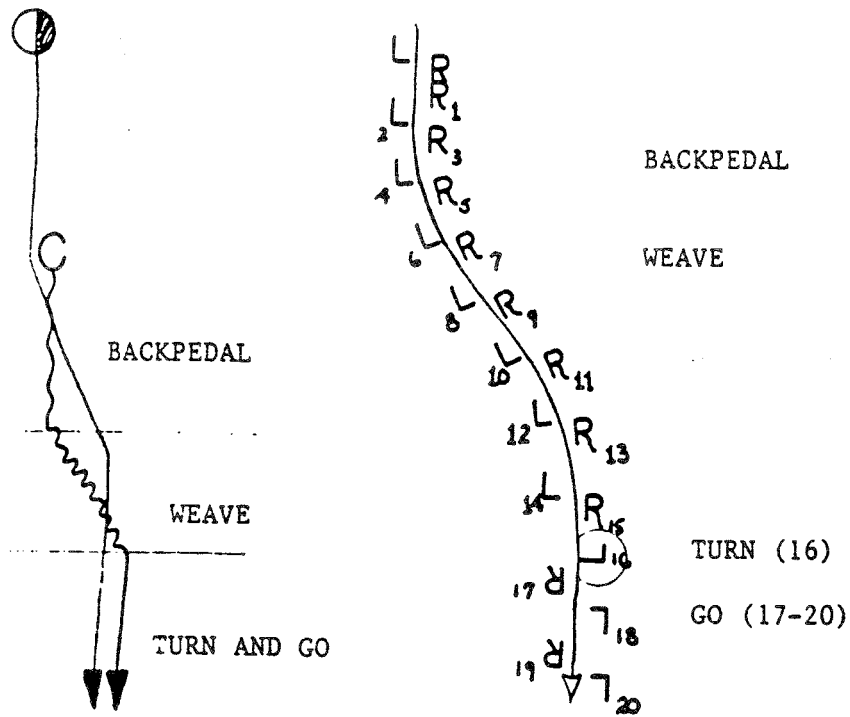
2. TURN AND GO

This is the most important change of direction from the backpedal. You want to stay in your backpedal as long as possible, hopefully to 18 to 21 yards from the LOS. When you lose your vertical cushion, turn and run, snap your head around downfield and use your turn side arm, hip, and knee to whip yourself downfield without a wasted step. You have to accelerate as soon as you whip yourself around. Burst out of the turn.

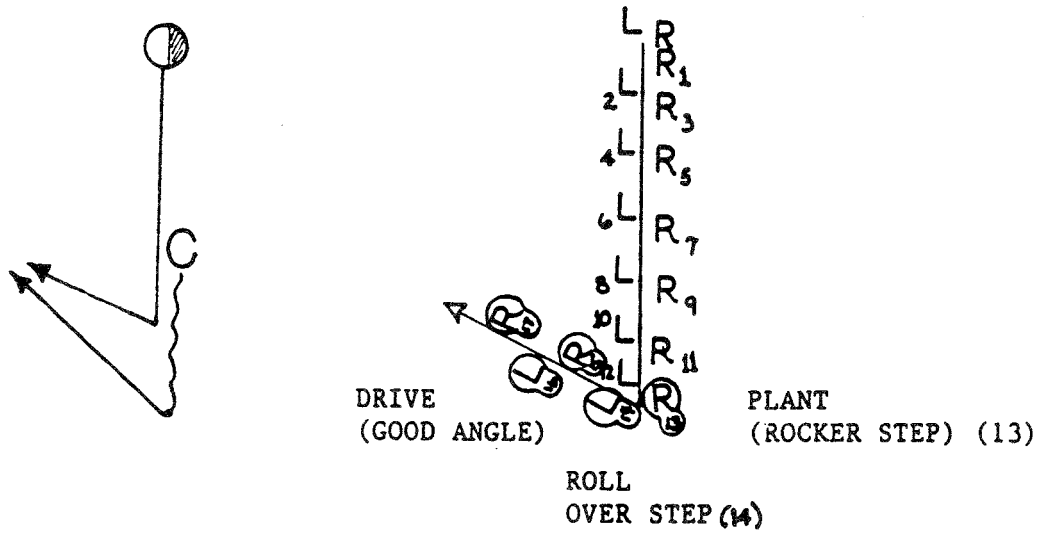
3. PLANT AND DRIVE

When you are forced to get out of your backpedal, you must take a short rocker step and roll over the foot in the direction that you want to go. You snap your head in the direction you want to go and throw your shoulders and hips in the desired direction. Accelerate out of the break, close on the receiver to the interception point.

E1. WEAVE - TURN AND GO



E3. PLANT AND DRIVE



4. PLANT, PIVOT, AND DRIVE

If forced out of your backpedal by a receiver and you turn and run but the receiver turns and pulls away, you must take a short plant step with your downfield foot. Snap your head in the direction you want to go. Pivot, open your hip and step with your upfield foot in the direction you want to go (point your toe). Drop your hips and throw your shoulders in the desired direction. Accelerate out of the break, close on the receiver to the interception point.

5. SPEED TURN (ROLLBACK)

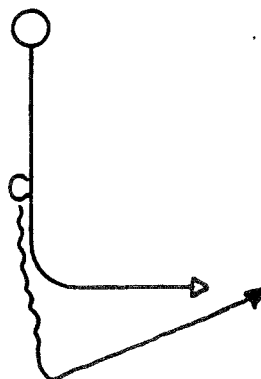
If you are forced out of your backpedal by a receiver and the receiver then breaks in the opposite direction, you should use the Rollback Technique to recover lost ground. This technique requires you to roll your back to the receiver. Snap your head around quickly, locate the receiver, and accelerate to the interception point.

F. RECOGNITION POINT

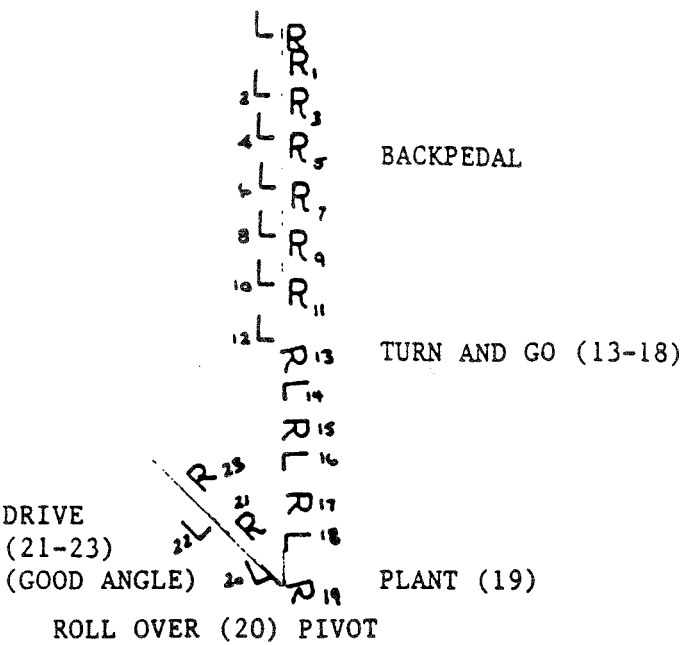
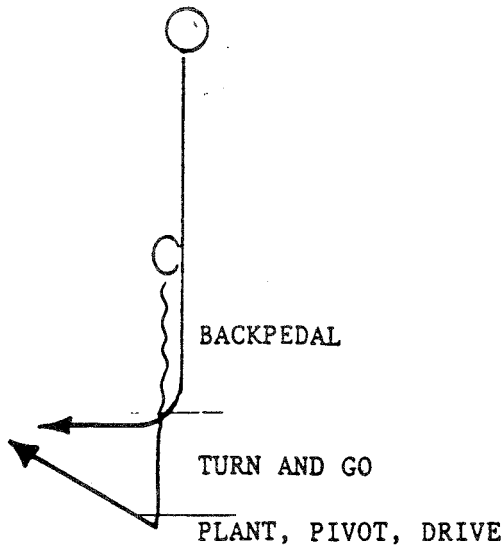
This is the point where the defensive back recognizes the route the receiver is running. Recognition of pass routes is vital. It must come during your backpedal with no lost speed. How did the receiver release off the line of scrimmage, the various legs or stems in his route. Has he given you any tips? (Study and Preparation). Plus or minus splits are very important indicators.

G. INTERCEPTION POINT

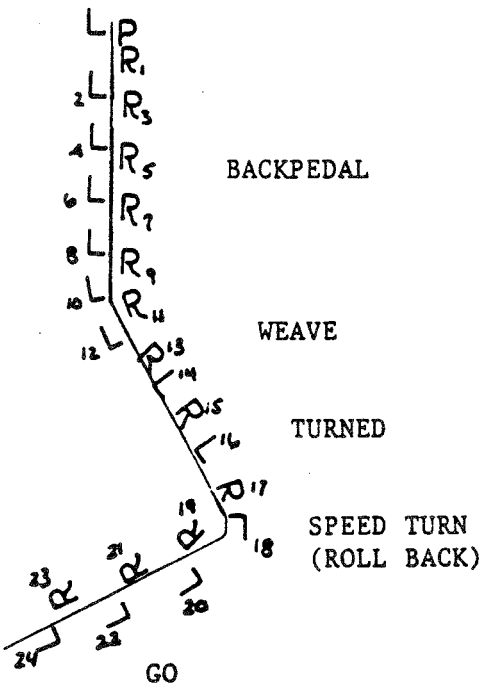
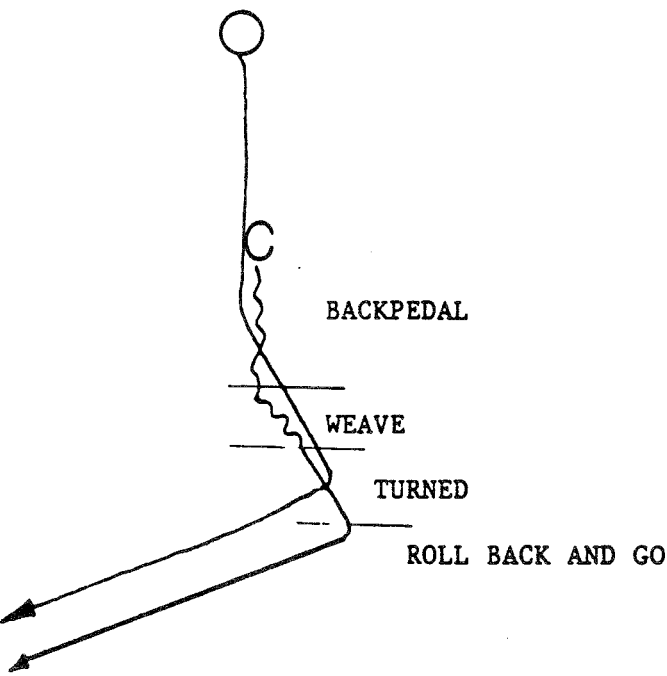
This is the point where the ball will usually be caught by the receiver. It is usually a point six yards in front of the receiver, with the exception of hitches and turns.



E4. PLANT, PIVOT, AND DRIVE



E5. SPEED TURN (ROLL BACK)



H. PLAYING THE BALL

1. INTERCEPTION:

Be aggressive and decisive. Drive to the interception point, close the cushion on the receiver by accelerating, get into position, then look for the ball. Remember, you have equal rights to the ball once it's in the air, so play rough! Play the ball not the man. Watch the interception into your hands and tuck it away. Practice making the interception at the ball's highest point. If you try to take it lower and/or wait, the receiver will usually get it. When making an interception in a crowd, be sure to twist at the same time your opponent is attempting to the ball away from you. You will get the ball every time. Focus on the nose of the ball on long passes to improve your judgment as to timing for an interception. When you get a "Ball" call, look to intercept if you have position on the receiver. If the Quarterback attempts to over-throw a receiver, stay after the ball. Run through it. You may get an interception. Don't quit! When you get an interception, be offensive - put the ball away and head for the nearest sideline. Your return yardage will be greater. After an interception, most tackles are made by the intended receiver. The nearest defensive back should block the intended receiver. All blocks must be above the waist. Pick out a different color jersey.

2. KNOCKDOWN:

You should break on every ball for the interception or to make a play on the ball. If you question your chance at the interception or can't get both hands on the ball, knock the ball down. Use your near arm, closest to the receiver, to knock the ball down. Use your far arm to grab the receiver in case you miss the knockdown.

3. STRIPPING THE RECEIVER

If you can't make a play on the ball, be aggressive and make a play on the receiver. If the ball beats you to the receiver, get on course for a great hit! The most spectacular and intimidating way to strip the ball from a receiver is to hit him so hard the ball flies out! There is no way of measuring the significance of a great hit, so we will strive for hitting receivers as hard, clean, and as often as possible. Most receivers have scouted you thoroughly. All of them are very conscious of the defenders who are "big hitters". A secondary with a tough, hard-hitting image will get a lot of dropped balls over the course of a season. This is an edge we must have each week.

When the big hit is not possible, play the ball with the hand nearest the ball. Rip the receiver's upfield arm which is the furthest from the ball and is the stop hand. Rip him with your downfield arm and grab at the bend of the elbow and pull down hard. Swing your other arm over the near arm and try to jar the ball loose. When covering the turn, establish what side the ball is coming and rip that arm and punch through with the other hand. You're still in good position to make the tackle if he holds onto the ball. If a tackle is to be made, make a sure tackle.

If trailing a receiver, especially on a deep ball, accelerate to a control position on receiver's hip - do not look for the ball. Look into the receiver's eyes and hands. Play through his hand and punch the pocket as you pick up the blur of the ball. Run and stay in the pocket. Good things come from extremely aggressive play, tipped balls, deflections, and receivers getting intimidated - all of which create interception opportunities.

I. **BUMP AND RUN TECHNIQUES:**

1. **Head Up Mirror Jam** - Align head up, nose to nose in a good bump stance. You must mirror his moves, play defense with your feet. Don't reach for the receiver or over-play him. Focus on the bottom of his numbers, quick feet are a must. All your moves are parallel to his moves. The better your mirror technique, the wider angle he must take to get his release. This buys the pass rush time. As the receiver comes off the LOS, step in the same direction he steps. On an outside release, slide outside with him and "catch jam" through his outside or inside shoulder as he attempts to turn upfield. Good leverage, quick feet, quick hands, and forearm strength will aid you in controlling him. Use your inside hand to continue to widen his releases as he turns upfield. If the receiver has out-manuevered you to the outside (or the receiver has come off the jam), get in the inside trail position one yard inside him and on his hip, **DO NOT RUN DIRECTLY BEHIND** at any time. Feel the receiver as you gain control position. **DO NOT OVER-RUN HIM UPFIELD**. If the receiver attempts to inside release, you must slide inside with him and "catch" jam - denying him this release or driving him down the LOS. If he does get inside, regain inside position recover to his inside hip and anticipate an inside route. Get into control position on his hip.

2. **Inside Mirror Jam** - Align with your nose on the inside eye of the receiver. Your feet must be parallel and your shoulders square to the LOS with the weight on your outside foot. You will take a short step with your inside foot. Do not attack or reach for him. You will use your inside hand and foot to restrict any inside release by the receiver. As the receiver comes off the LOS, you must not react to any outside fake, except to step back from him. Don't let the receiver get into your body, use quick hands and jam with good strength (elbows locked) to prevent this. Once his release is determined, use your inside hand to build a wall between the receiver and inside or to contact his outside release. Absorb his release and slide your feet to maintain your inside position. Once you have succeeded in forcing him outside, you must now establish a position one yard inside him and on his hip. **DO NOT RUN DIRECTLY BEHIND HIM** at any time. **DO NOT OVER-RUN HIM UPFIELD** and let the receiver back underneath and inside. Be patient! Concentrate on the receiver and try to "feel" him as you gain control. Having gained position you now must only stay between the receiver and the quarterback. Look into the receivers eyes and when his head turns you may turn to see the ball. If you can't turn, just put your hands in his hands when the receiver extends his hands.

3. Outside Mirror Jam - Align with your nose on the outside eye of the receiver. Good "Bump" stance with the weight on your inside foot and take a short step with your outside foot. You will use the outside hand and foot to restrict any outside release. As the receiver comes off the line, you will not attack or reach for him or react to any inside fakes. Using the outside hand, you will now force him inside as far as possible before the receiver can get upfield. Maintain a position on the receiver's outside shoulder and from this position, you will be able to locate the QB through the receiver's body. If the receiver does try to get outside, make his release too wide for an effective pattern to be effective.

4. Soft Mirror Jam - In this technique, you align in a head up mirror jam position in a good "Bump" stance. We are going to change the timing off the jam and cushion the fade. The key point in this technique to master is the retreat step(s) on the snap. We want to get separation from the receiver. The footwork is essential once we retreat (sink) we must be able to mirror the movement of the receiver. This is a side to side slide of the feet that puts you in proper position to jam the receiver. You can use this technique while playing man to man with help or without help. With no help, you will retreat (sink) inside and mirror jam the inside shoulder. With help, you will retreat and jam the shoulder opposite your help. If you retreat and the release is radical (outside or inside) and you cannot get a jam after you sink, run to the cut-off point which is the control position on the receiver's hip.

5. Catch Mirror Jam - This technique follows bump principles but is played from a disguised alignment. You should align 5 to 7 yards off of the receiver and move into the legal contact zone on or slightly before the snap. You should jam the receiver maintaining inside leverage and then run with the receiver. Change up technique that is good when you have deep help.

6. Yale Technique - Can be used with inside mirror jam, soft mirror jam, catch mirror jam, or off. Follow the technique you chose as the receiver releases. As the receiver reaches your depth, you will be turned outside, run with him keeping inside (1 yard) and an underneath position (1-2 yards less than his depth). Your position allows you to overplay all inside routes, at least 80% of all routes by wide receivers are inside ones. If the receiver runs an inside route, roll with him (your back to the QB) and mirror his inside shoulder. Do not look back to the QB until you are certain he has completed his route and you are running on a parallel course with him. Read his eyes and hands, Then get your head around and focus back to the QB as you run with him. If the receiver runs and out break underneath him at angle of approximately 30 degrees - to intercept the ball. Do not break at the same angle as the receiver or you will be in a trail position and not be able to make the play. If the receiver runs any other outside routes, get in a trail position breaking at the same angle he breaks cover him as tight as possible.

7. Attempts to Beat Bump and Run Coverage -

1. Deep - They will run deep patterns and use their speed to defeat you deep. Remember the bump is very important to stop the receiver from going full speed. An eligible receiver can only be bumped once within an area extending from the LOS to a point 5 yards down field. Make him start over in those first 5 yards. Destroy the timing of the GO. Think GO on a quick outside release.
2. Outside Routes - They will try to run outside patterns by moving close into your body, then making their out, corner moves. Quickness is essential for the receiver in these types of patterns. This is one reason to know the position of the Wide Receiver (split) and how much room he has outside. Always use the sideline to your advantage.
3. Underneath Routes - They will try to get you to overrun them then get underneath you. The bump is important and don't be in a big hurry to run too far from the receiver. (They will push off with their hand). Be patient, get in a control position. Some receivers are pivoting into you, then pulling away.
4. Flail - Receivers are using their arm to flail your arm so that you will not bump them. Remember that you are allowed to use your hands to protect yourself as long as he is in front of you. The receiver cannot use his hand legally on you.

J. **MAN TO MAN COVERAGE COACHING POINTS**

1. You will line up on proper position on receiver (either inside or outside depending on coverage called). We will try to conceal man coverage as much as possible.
2. Look at and concentrate on the receiver. Concentration is the most important factor in man to man coverage. Do not worry about the ball.
3. You must react quickly to the movements of the receiver. Reaction Time!
4. Understand the concept of leverage and know what type of leverage you need to have with each type of man coverage.
5. Stay square until you are forced to turn by the receiver. You want to stay in your backpedal as long as possible so that you can react either way on any routes. Once you turn your legs, you are easier to beat.
6. Keep the proper cushion on the receiver, both vertically and horizontally.
7. Do not honor fakes away from your horizontal cushion.
8. Use roll back technique if you get turned and the receiver breaks the opposite direction.

9. Keep good body position to allow for good reaction time.
10. Foot quickness is more important in the backward run than speed. Short, quick steps allow you to maintain good body position.
11. Maintain your backward run and weave with receiver until you are forced to turn.
12. Use short roll over step to break instead of planting and stepping to avoid slipping.
13. Run to the receiver's upfield shoulder on breaking routes. Do not look for the ball - get to the receiver then pick up the ball.
14. Go to the interception point not to the man.
15. NEVER GIVE UP:
If you are beat deep:
 - a. Do not look for ball - catch receiver.
 - b. If you gain "control" you may look.
 - c. If not, when he reaches for ball, put hands in his. Think "incompletion".
16. Individual pass cuts can be classified into 3 categories:
 - a. Quicks - 3 step routes.
 - b. Intermediate - sharp cuts at 8-14 yards.
 - c. Deep - rounded off at 18 yards.
17. Most receivers who are bent over and running with their head down cannot make a sharp cut going full speed. They can only make a sharp cut when they raise their shoulders and gather under control. When they do this, you should be watching the receivers belt and his shoulder, when he gathers, you should gather and anticipate the post move first.
18. Safety must be aware of stress backers or mismatches at the corner when you are free.
19. If a pass is thrown to your man in front of you and you cannot intercept, go through his upfield shoulder - NEVER GO IN FRONT UNLESS YOU CAN GET BOTH HANDS ON THE BALL.
20. As long as the ball is behind the L.O.S. and receivers are downfield, we must maintain tight coverage.
21. Tighten coverage when you are in a blitz or dog of some kind.
22. Post route is the most dangerous route you must defend against. Therefore, you must honor any inside fake as potential post. Never take an outside fake. You may get help in the post, but it will be a bonus.
23. Be aware of the receivers split. Generally, a receiver who is going to run an outside route will reduce his split. A receiver who is going to run an inside route will increase his split.

24. Always be aware of the situation.
 - a. Down and Distance, field position, score, tendencies, etc.
 - b. Receivers ability and tendencies.
 - c. QB's ability and tendencies.
 - d. Tip offs on play or route.
25. When using man for man coverage, it is more difficult to get interceptions. However, you must use focus on the receiver and peripheral vision on the quarterback.
26. Man for man coverage is "no stronger than its weakest link" (deep back). Therefore, we must devote more time to perfect our coverage. Work on your weaknesses.
27. Since it is easier to fool the defender you must develop your footwork to perfection and always be on balance. If you can cover in our "one on one drills", you can certainly cover him in the game. Be sure and work for position on the receiver in this type of drill.
28. Remember, during a game you never have time to really think out an offensive pattern. Instant reaction is demanded. This will only occur from constant drilling and is a must with individual coverage.
29. When driving and receiver changes direction, take the incidental contact, collision him in such a way that you use the collision to regain ground. **DO NOT** lunge at the receiver. Absorb him.
NOTE: The biggest mistake you can make is to look back for the ball when the receiver makes his cut. This is the time to really close ground by concentrating on the receiver.

K. MAN TO MAN TECHNIQUES

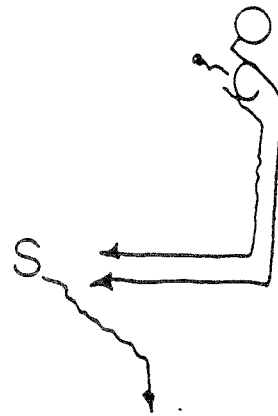
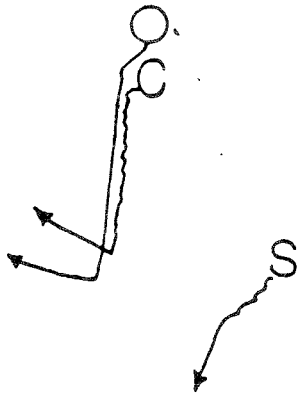
1. **INSIDE FROM OFF** - Align 7 to 8 yards deep and on the inside shoulder of the receiver. If the wide receiver is over-split, align 1 yard inside him. (After alignment to disguise coverage and technique). Get a good start to read and position yourself on the receiver. Use a good backpedal, stay low, and focus on the waist (hips) of the receiver. Keep good body position and maintain inside leverage. You may have to weave to stay inside. Read the receiver, stay square - do not turn your hips until you are forced to do so by the receiver. Never take on outside fake. When in doubt, turn inside - protect the post and high percentage inside throws. Use a speed rollback to cover the Post Corner. Longer ball reaction time will allow you to recover.
2. **OUTSIDE FROM OFF** - Align 7 to 8 yards deep and on the outside shoulder of the receiver (After alignment to disguise coverage and technique) Get a good start to read and position yourself on the receiver. Use a good backpedal, stay low, and focus on the waist (hips) of the receiver. Keep good body position and maintain outside leverage. You may have to weave to stay outside. Read the receiver, stay square, do not turn your hips until you are forced to do so by the receiver. Use this technique when you have inside help.

3. BUMP - With no help, use inside mirror jam as described, unless playing receiver in the slot or with a tight split (flex or float alignment) then use a head up mirror jam. If you have help inside, use an outside mirror. You can use soft mirror jam as a change up, sink inside with no help and outside with inside help.
4. MAN COVERAGE ON TIGHT RECEIVERS - Play the Tight End from off, you want to execute a few basic techniques. Mirror the release of the Tight End. If the Tight End releases vertical, backpedal off under control to about 12 yards, gradually settle and take the incidental contact. If no help, keep inside leverage, if you have inside help, keep outside leverage. On a straight (flat) release or an over release, close as fast as you can to his upfield shoulder.

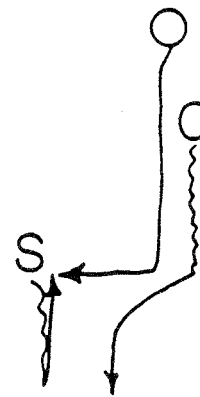
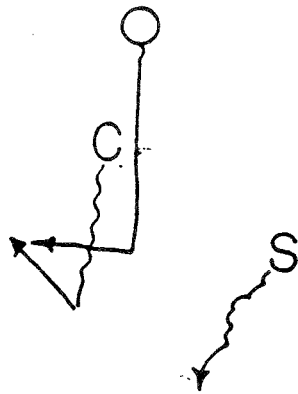
L. DOUBLE COVERAGE TECHNIQUES

1. FIST OR YALE - This technique allows for double coverage on the receiver short and deep. The short defender will use a trail (Yale) technique and run under all routes. Go for the interception!! You are insured deep help. The deep defender will use deep technique. The short defender can use a head up, inside, soft, or catch mirror jam. The deep defender should get good depth. Don't be fighting for depth! Maintain good leverage on the receiver(s) and vision on the QB and ball. Insure deep coverage on the receiver(s).
2. SLICE - This technique allows for double coverage on a number one receiver inside and outside. The outside defender (corner) over plays outside releases from head, outside, soft, or catch mirror jam. Be ready to intercept the out! Inside defender (Safeties) on outside routes get depth, read the QB. On Go routes that split both of you turn toward the near shoulder and take the receiver man for man. On inside routes, the safety looks for the interception through the receiver. Corner must back you up and get depth. The corner must provide deep help on the post, the turn and go and the post corner. Safeties must protect the corners on outside moves.
3. CONNIE - This is the same technique as a slice except it is applied to a number two receiver.
4. CONRAD - This technique allows for double coverage on the number two receiver inside and outside. In this technique the corner is inside and the safety is outside. All other techniques of the slice apply.

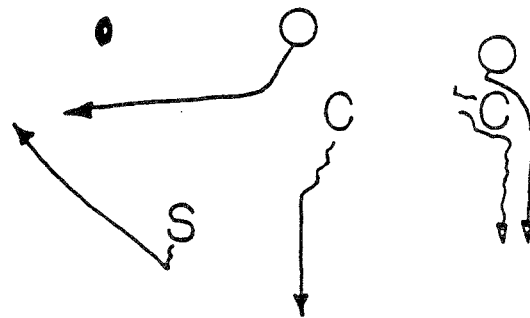
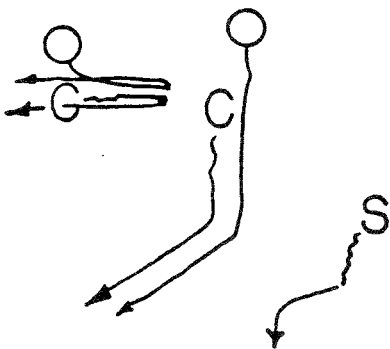
GENERAL RULE: Once the receiver makes a break either the corner or safety become free and must give help not only to the other defensive back but to the linebackers as well.



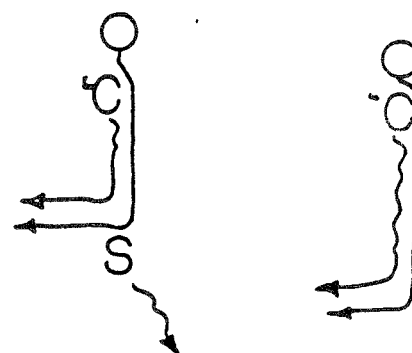
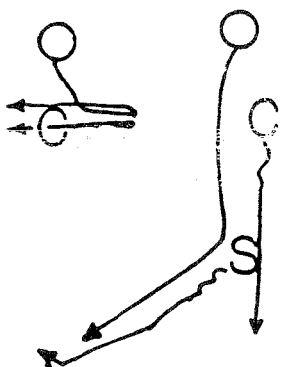
SLICE



CONNIE

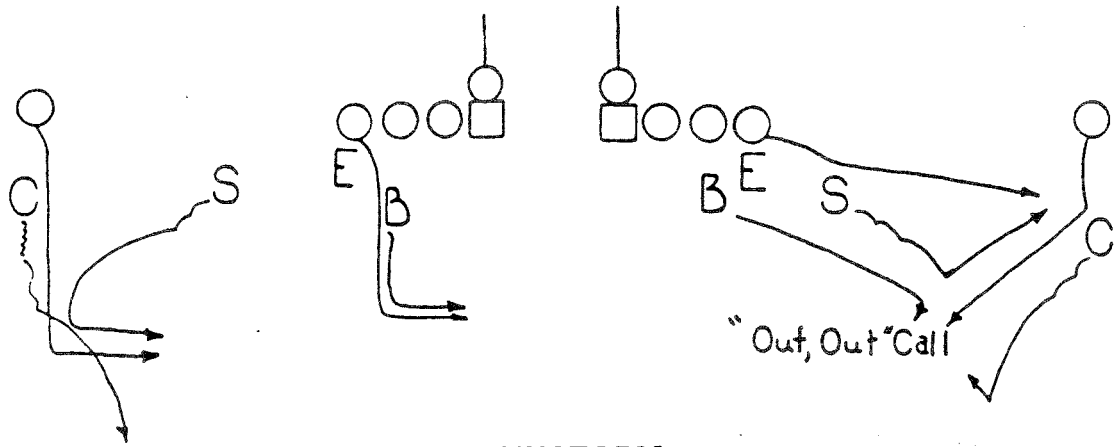


CONRAD

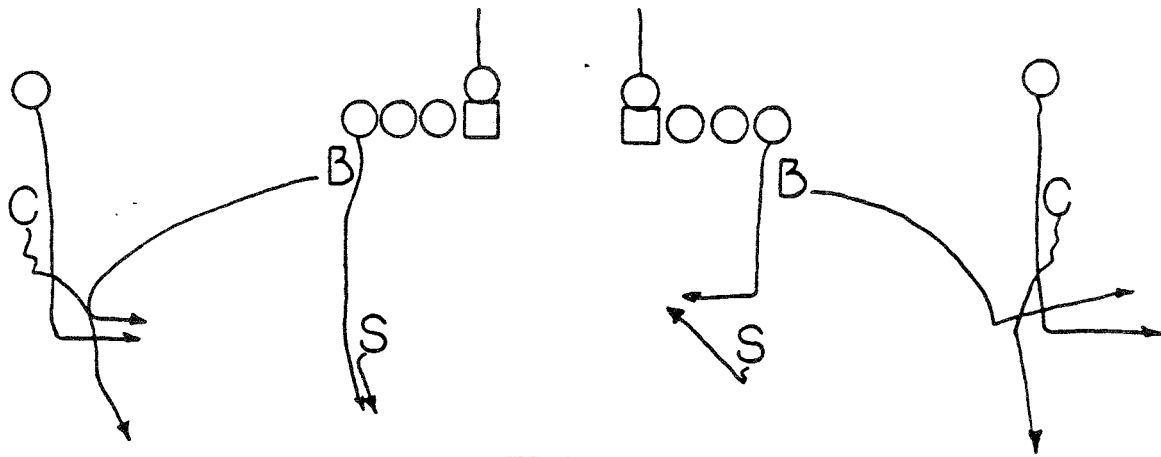


5. **THUMBS** - This technique allows for double coverage on a number one receiver short and deep. The safety gets in a slam force alignment and on pass turns and runs to a trail position 1 yard inside and on underneath position 1-2 yards less than his depth. Run under all routes. Go for the interception!! You are insured deep help. The deep defender (Corner) will use an over-the-top technique. On an "Out, Out" call come off of the number one receiver and pick up the number two receiver going to the flat.
6. **RAINSTORM** - This technique allows for three on two coverage on the number one and two receivers. The safety trails the number two receiver, the inside corner (linebacker, nickel or dime) trails the number one receiver. Run under all routes. Go for the interception! The outside corner insures the deep coverage, over-the-top technique.
7. **OVER-THE-TOP TECHNIQUE** - This technique is used by the deep defender in a thumbs or rainstorm call. The corner uses an off alignment. On the snap the corner checks his keys for run pass. On pass, read the QB for a three step drop so you can react to the throw. Once the QB has cleared the 3 step drop, read the number two receiver. If the number two receiver runs up the seam, get depth and maintain good leverage on both receivers. Read the QB and ball reach. Insure deep coverage on both receivers. If the number two receiver is no threat, identify with the number one receiver deep inside man to man.
8. **TRIO** - This technique allows for three on two coverage on the number one and two receivers. The defenders will pattern read to define their coverage. The inside defender will identify with the number two receiver with inside leverage or wall the first inside crosser. If the number two receiver goes out, call "out, out" and zone the alley. Look for number one coming inside. The outside defender will read two to one and identify with the number one receiver with outside leverage or the first outside route. If the number one receiver goes inside, call "In, In" and double (outside) the upfield release of number two. If the number two receiver comes out settle protect the upfield release of number one and react to number two to the flat. The deep defender will read two to one. Cover the number two receiver man to man with inside leverage on a seam. If the number two receiver goes inside (under 12 yards), slide the number one receiver with the outside defender. You are inside and outside defender is outside. If the number two receiver goes outside, expand to number one and cover him deep inside using the sideline to help. If the number one receiver comes inside, or runs a smash, slide the number two receiver with the outside defender. This technique should be used when the split between the number one and two receivers is tight. The wider the split, the deeper the deep defender should get.
9. **TRIANGLE** - This is a trio on the number two and three receivers.

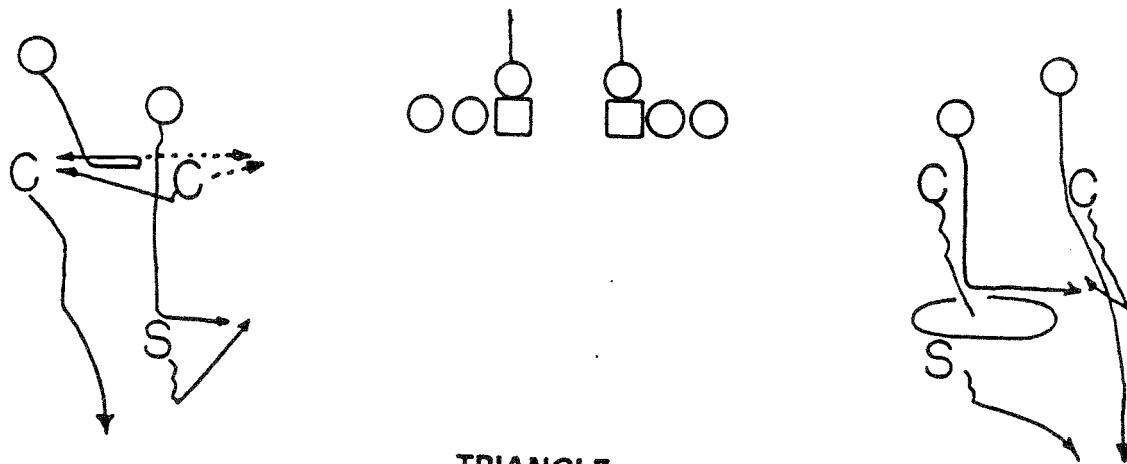
THUMBS



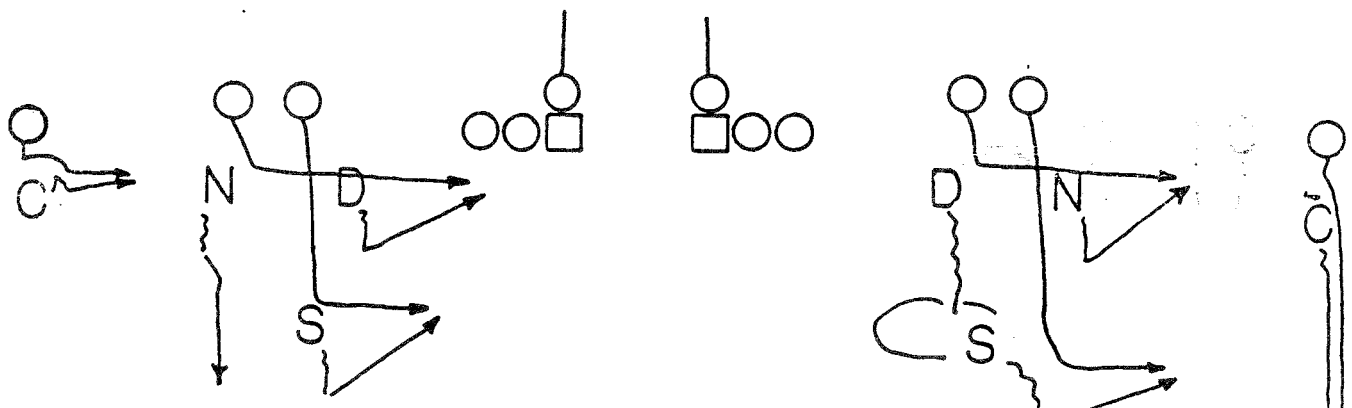
RAINSTORM



TRIO



TRIANGLE



TIPS FOR DEFENSIVE BACKS

1. Always know down, distance, time remaining in the game, and position on the field.
2. Try to know speed of the receiver.
3. Always go for the ball and intercept it high.
4. If passer fumbles the ball and receivers are downfield, cover receivers until whistle blows.
5. Deep backs, never go for man hooking in front of you until the ball is in the air. Keep a cushion.
6. Good position on the pass receiver is very important.
7. CONCENTRATION is vital to all phases of great pass defense.
8. You must constantly talk on defense. Talk-Talk.
9. Punish the receiver who has caught the football.
10. Never go on front of the receiver unless you can get both hands on the ball.
11. When playing through a receiver, always go high and take away the upfield arm and head. Don't play low through the hips or legs.
12. Repeat to yourself the type of coverage. Cover 2, 3, etc.
13. Repeat your key to yourself.
14. Reading your keys demands strict mental discipline. Be alert.
15. You should always be able to see through the receiver to the ball as it is thrown.
16. If for some reason you have your back turned to the ball, run with the receiver and look for the ball as he looks for the ball.
17. Yell "OUT" when the receiver runs an out cut and yell "CORNER" when the receiver runs a corner pattern, "IN" when he runs and in cut, etc.
18. Balance up to a hit position as you approach the ball carrier. Tackle him face high. Drive through the ball carrier.
19. Be mentally alert, read keys, communicate with each other, hustle, react to the ball when it is thrown. These are the traits of a great defensive back.
20. Be mentally and physically tough!

ZONE PRINCIPLES

1. Determine before the snap your coverage responsibility. Be aware of formation and what receivers are threats to your area of responsibility. Know ability alignment.
2. Be as deep as the deepest and as wide as the widest man in your zone.
3. You can never let a receiver get behind you when you have a deep zone.
4. Always keep your receiver far enough in front so you can see through to the passer.
5. Do not play air - go only as wide and as deep as you have to go to cover your responsibility.
6. Read the QB and try to identify which half of the field he wants to throw the ball and slide a half zone in that direction. Never break until the ball is thrown.
7. See the ball at all times - your attention should be directed towards the passer and peripherally you should see the receivers. Remember zone coverage is 100% ball reaction.
8. In zone coverage, carry a receiver approximately 3-5 yards and do so cautiously. Watch for a crossing man into your zone.
9. If two men come into one defensive man's zone, the defender is responsible for the deeper man of the two.
10. Don't worry about short passes being completed in front of you. They may bring first downs, but the long ones will bring the touchdowns.
11. Stop the "HOME-RUN" pass. There is no reason for this type of pass being completed against a zone.
12. All deep backs and linebackers in a zone should see the ball leave the passer's hand. You should not be turned before a minimum of 15 yards.
13. TALK - TALK - TALK. This will improve your coverage and allow for the necessary cohesion among the deep backs.
14. On an interception, the interceptor should get to the sideline and other deep backs should become blockers. Be sure we block the intended receiver first. All blocks must be above the waist.
15. Most interceptions are made as the defender moves forward into the ball.
16. A tipped ball should be an interception if we are hustling. (1 of every 2 tipped balls is an interception - we should improve on that).

17. Ball reaction is paramount to successful zone pass defense - break on the QB's left hand coming off of the ball and down.
18. When responsible for a short zone, gamble for the interception.
19. When responsible for a deep zone, never go in front of the intended receiver unless you can get both hands on the ball.
20. Interference results when the defender plays the receiver rather than the ball.
21. Safety must keep all receivers in front of him.
22. Use Cheat Rule when flow goes away. Cheat in the direction of flow when you can keep all receivers inside and underneath. Slide the zones.
23. Search any receiver who does catch the ball.
 - a. Attack him high.
 - b. Pull his arms apart - expand your chest.
 - c. Drive through him.
 - d. Keep your legs moving - do not lunge.
24. Move to a spot in your zone as dictated by:
 - a. defensive call
 - b. formation
 - c. sideline and hash mark rule
 - d. ball action
 - e. play (route) recognition
 - f. down and distance

SUMMARY REVIEW

N. ZONE COVERAGE - HOW TO PLAY VS OFFENSE'S FAVORITE ROUTES:

1. PLAYING OUT

On the receiver's initial movement, back-pedal, maintaining original cushion and calling "PASS, PASS". Keep your hips parallel with receiver's hips.

As you recognize the cut, call "OUT, OUT", and roll over outside foot at angle to close the upfield shoulder of the receiver. It is important that you close to the receiver and not run parallel to the receiver.

As you close the receiver, do not look for the ball until you can look through the receiver.

You must now decide whether to go across receiver's face for the interception or play through the receiver's upfield arm for an incompletion. If you go across the receiver's face, you must be 100 percent sure of the interception and go for the interception with both hands.

If you are playing for the incompletion, you will pull the receiver's upfield arm back toward you with your outside arm, as he contacts the football. Make sure to lock the receiver up with your inside arm.

Due to the body position we will have on the receiver, we are able to play the out tough, but you must mentally think deep and have body position on the receiver.

2. OUT AND UP

Play the out portion of the pattern as you would a normal out. As you close to the upfield shoulder of the receiver on the out cut, you are mentally thinking deep.

As the receiver starts up, he should turn his numbers into you. As his numbers become visible, you should bump his numbers with the palms of your hands. Bump him so as to force him to the sideline.

After you have bumped him and he is even with you, bite his ear and run with him.

By keeping this position on the receiver, the football must be thrown over you and inside of the sideline.

Do not look for ball until receiver looks for the ball.

3. PLAYING TURN (HOOK)

On the receiver's initial movement, backpedal, maintaining original cushion. Keep your hips parallel with receiver's hips. As you recognize the cut, call "IN-IN", and explode back at an angle so as to close to the outside shoulder of the receiver. It is important that you close to the receiver.

As you close the receiver, you must decide whether to go across the receiver's face for the interception or play through the receiver's upfield arm for an incompletion. If you go across receiver's face, you must be 100% sure of the interception. Go for the interception with both hands.

If you are playing for the incompletion, you will pull the receiver's inside arm back toward you with your inside arm, as he makes contact with the ball. Make sure to lock the receiver up with your inside arm.

By getting your body position on the receiver, you can play the turn tough and mentally think deep.

On inside cut, you may look through receiver to quarterback, once you have body position on the receiver.

4. TURN AND UP

Play the turn portion of the pattern as you would a normal turn. As you close to the outside shoulder of the receiver on the turn. You are able to play the go because of body position and mentally thinking deep.

As the receiver starts up, he should turn his numbers into you. As his numbers become visible, you should bump his numbers with the palms of your hands. Bump him so as to force him to the sideline.

After you have bumped him and he is even with you, bite his ear and run with him.

By keeping this position on the receiver, the football must be thrown over you and inside of the sideline.

Do not look for the ball until the receiver looks for the ball.

5. PLAYING DIG

On the receiver's initial movement, backpedal, maintaining original cushion and call "PASS-PASS". Keep your hips parallel with receiver's hips.

As you recognize the cut call, "IN-IN", and explode back at an angle so as to close to the upfield shoulder of the receiver. It is important that you close to the receiver and not run parallel to the receiver.

As you close the receiver, you must decide whether to go across receiver's face for the interception or play through the receiver's upfield arm for the incompletion. If you go across receiver's face, you must be 100% sure of the interception and go for the interception. You will pull the receiver's upfield arm back towards you with your inside arm, as he contacts the football. Make sure to lock the receiver up with your outside arm.

6. PLAYING POST CORNER

On the receiver's initial movement, start your backpedal. You will backpedal and keep your original cushion until you recognize the pattern as a deep pattern. ;You will now open up and explode deep, trying to get on the upfield shoulder of the receiver. As you get in this position, and receiver starts to break the flat, you must roll over upfield foot and drive downfield foot in front so as to cross your feet over and outside upfield foot. You must now locate the receiver and explode to his upfield shoulder.

Don't look for football until receiver looks for the football. If you are going for the interception, go across his face with both hands.

If you are going for the incompleteness, pull his upfield arm away. If you are going for the interception, go across his face with both hands.

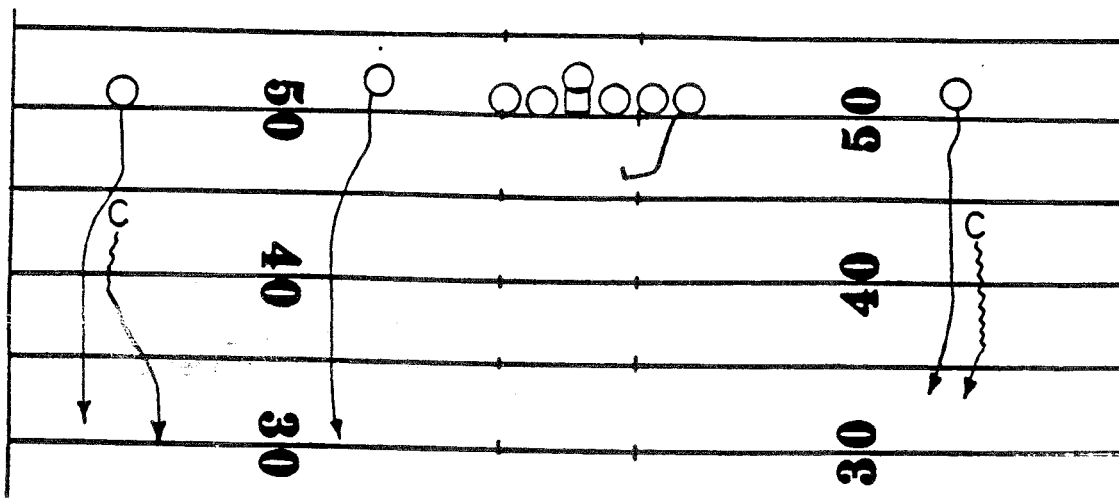
7. PLAYING POST

On the receiver's initial movement, start your backpedal. You will backpedal and keep your original cushion until you recognize the pattern as a deep pattern. You will now open up and explode deep, trying to get on the upfield shoulder of the receiver. Force the receiver to the middle of the field into free safety.

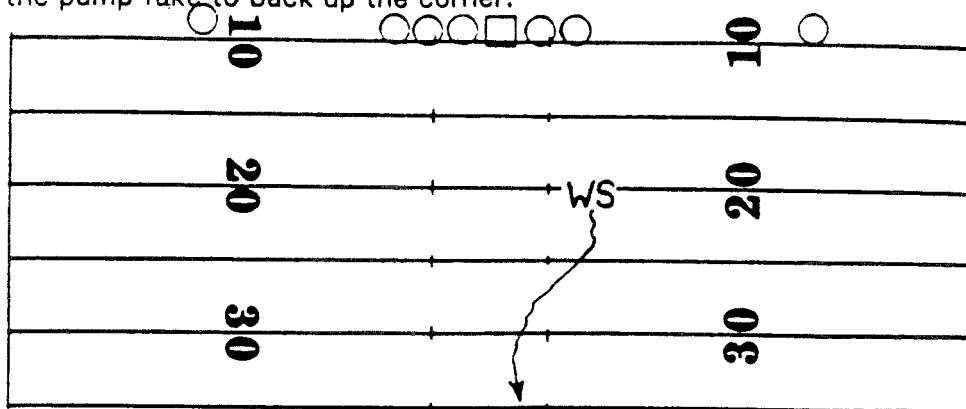
If you are on the upfield shoulder of receiver, you can look through the receiver to the quarterback. If the receiver has closed your cushion, you must now bite his ear and look for the football when receiver looks for football. If you are beaten on the pattern, forget the football and play the receiver only.

0. ZONE COVERAGE TECHNIQUES

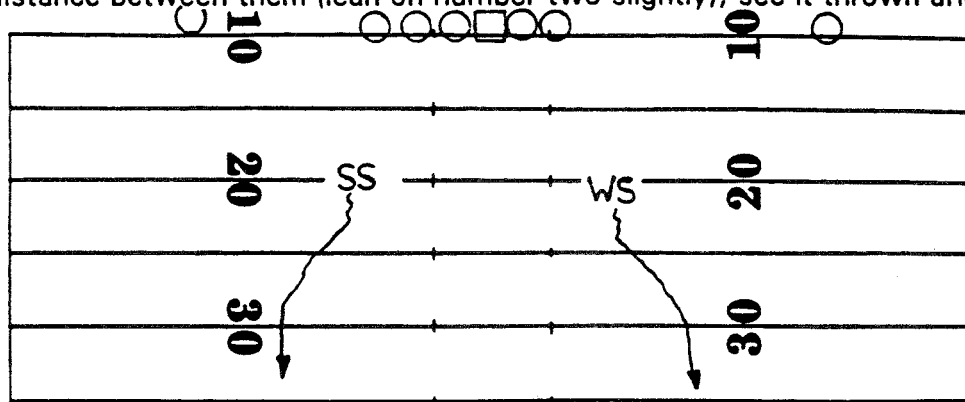
1. **DEEP OUTSIDE THIRD** - Inside or outside alignment on the receiver depending on his split. On the snap begin your backpedal keeping vision through the receiver(s) to the ball. Read the QB for the 3, 5, or 7 step drop. As the pattern develops, get into a man-to-man relationship with the deepest receiver in your zone. If you get two receivers deep in your zone at the same time, get equal distance between them and play the ball.



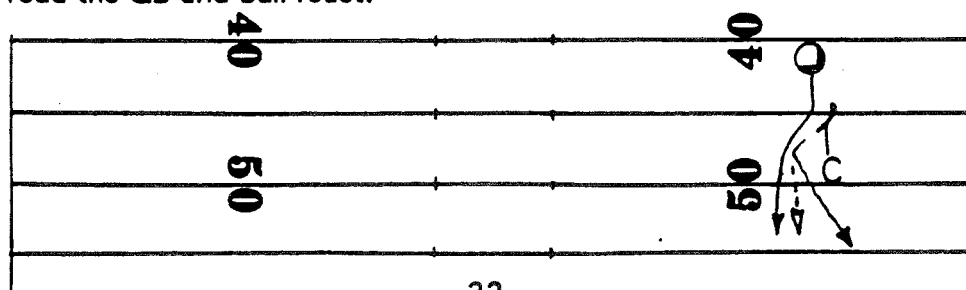
2. **DEEP MIDDLE** - This is basically a safety technique but could be a corner technique. From the basic alignment, the safety should key the ball and uncovered linemen. If pass shows you should start straight back, stay square, then drop at an angle that will take you to a point twenty yards deep and in the middle of the formation. When you reach this point you should get into your backpedal or stay in it until forced to turn and run. Read the QB. Don't let him look you off. Try to determine which half of the field he is reading. Know the pressure of the pattern being run. See it thrown and ball react. On a pump fake, take off to the side of the pump fake to back up the corner.



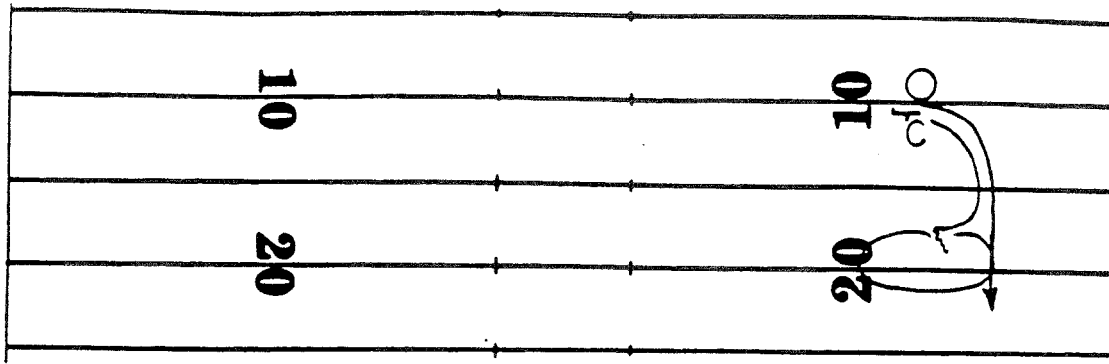
3. **DEEP HALF** - From your alignment start straight back then drop at an angle that takes you to a point 20 to 22 yards deep and 2 yards inside the numbers while reading the route of the number two receiver to your side. After the pattern develops, get into a man to man relationship with the deepest receiver in your zone. If you get two receivers deep in your zone at the same time, get equal distance between them (lean on number two slightly), see it thrown and ball react.



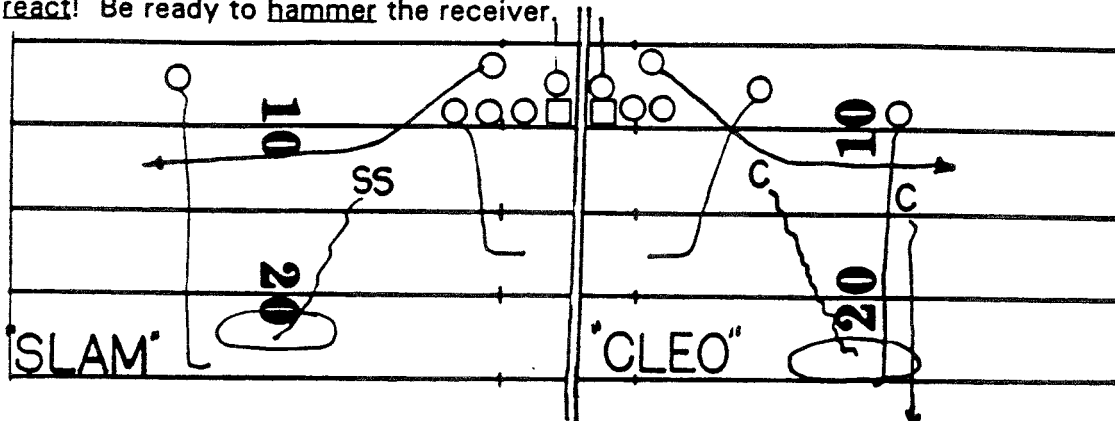
4. **OUTSIDE FLAT** - Usually a corner technique. Align in a bump or funnel position. On the snap, square your shoulders and stance and mirror jam the outside shoulder of the receiver. Make sure you're in the legal contact zone. Squeeze the receiver down to the alley and read for the inside receiver (#2 or #3) coming to the flat. When you are responsible for the flat you are responsible for carrying anybody through the flat. If the receiver tries to get outside, widen his release, sink and get vision back inside for the inside receiver. No threat from inside to the flat sink read the QB and ball react.



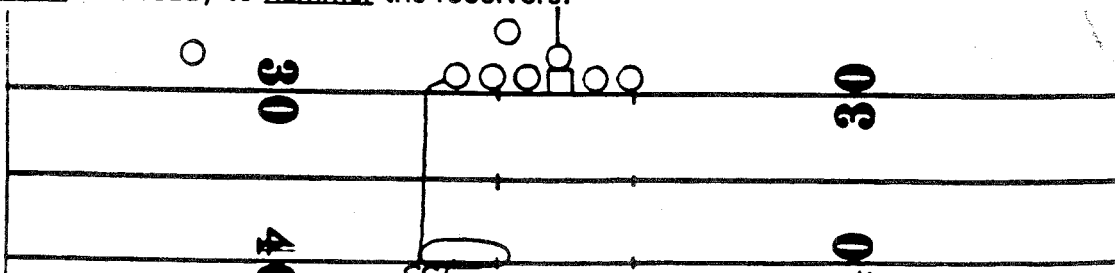
5. **INSIDE FLAT** - Usually a corner technique. Align on the LOS in bump position with inside leverage on the receiver. On the snap, mirror jam the inside shoulder, force the receiver wide, stretch his release, head downfield with the receiver, then roll back inside and read for the inside receiver coming to the flat. If the receiver tries to force and inside release force him flat down the LOS and cover him man to man. Used with a Roll or Clara call.



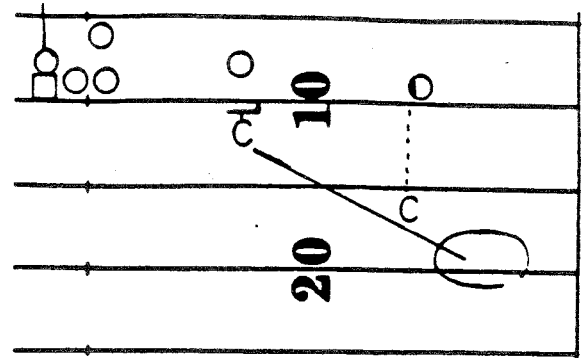
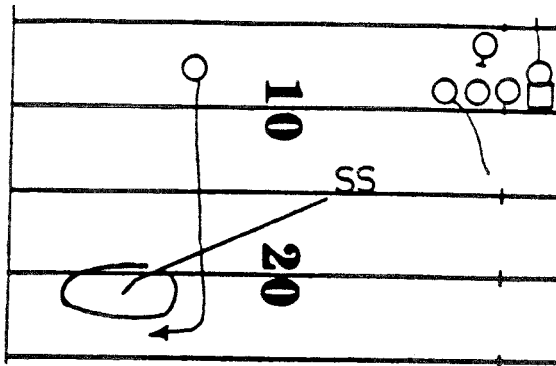
6. **ALLEY/FLAT** - This technique is used when you have force and your coverage responsibility is the alley flat. It is used by the safeties on a "SLAM" call and by the corners on a "CLEO" call. You will take a drop angle that will take you to a point 12 yards deep and on the numbers. When you get to the point identify with the upfield releasers. Keep leverage on any flat releasers in case he goes through the flat to the fade. You have to carry any receiver that goes through the flat. Hold in the numbers until the linebackers can widen to replace you then widen to the flat. Force the ball to be thrown to the outside and/or to the receiver closest to the LOS. Read the QB. Be on balance, ready to break in any direction. Determine which half of the field the QB is reading. Slide, see it thrown, and ball react! Be ready to hammer the receiver.



7. **HOOK** - This technique is used by the safeties when the force is backer in zone coverage and they have the alley and you now have the inside zone. The safety can disguise this coverage well. You must see #2 and #3 receivers. Keep inside leverage on the upfield releaser of #2 or #3; if no one is there, then look to the #1 receiver. Read the QB. Be on balance, ready to break in any direction. Determine which half of the field the QB is reading, slide your zone, see it thrown and ball react! Be ready to hammer the receivers.



8. **STAFF** - This technique is used by the flat defender as a way to take away outside breaks by the #1 receiver. On the snap, once you read pass, sprint for an outside position on the #1 receiver 10 to 12 yards deep. If #1 runs a smash route, identify with #1 man to man.



9. **SILVER TECHNIQUES**

1. **FLAT** - In this technique once you read pass drop to a point 10 to 12 yards deep outside the numbers area. Carry the number 2 or 3 receiver to the flat and through the flat. On a smash route or inside route by #1 identify with him unless you get an "OUT-OUT" call.
2. **ALLEY** - In this technique once you read pass, identify with the number 2 receiver. Play him with inside leverage on through's and in's. If he goes out or the number three receiver goes out, identify with the number one receiver with inside leverage. If the number two receiver goes inside and the number three receiver releases vertically upfield, hold inside leverage on him. You are responsible for the second level in.
3. **WALL** - In this technique once you read pass, identify with the number three receiver. Play him with inside leverage on through's and in's. If he goes out, call "OUT-OUT" and relate to the number two receiver with inside leverage. If the number three receiver releases vertically and the number two receiver comes inside take the first inside crosser man to man.

DISGUISE

Our ability to move in and out of various alignments and looks will be governed by:

1. The length of the cadence.
2. Ability of the offense to audiblize.
3. Two minute situation.
4. Our ability to get to our positions once the ball is snapped.

Disguise does not take precedent over being able to execute the defense. Do not put yourself in an impossible alignment to execute. Do not get caught out of position.

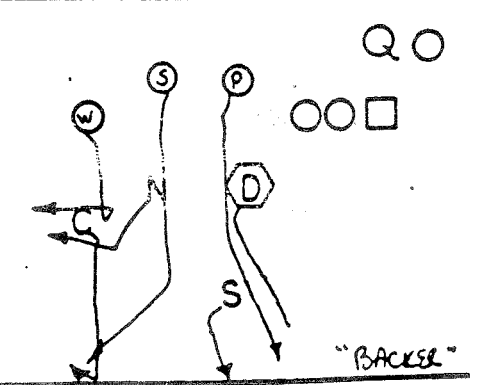
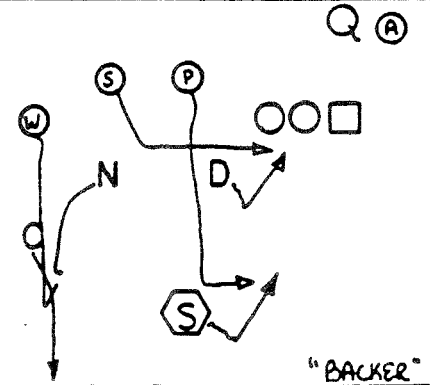
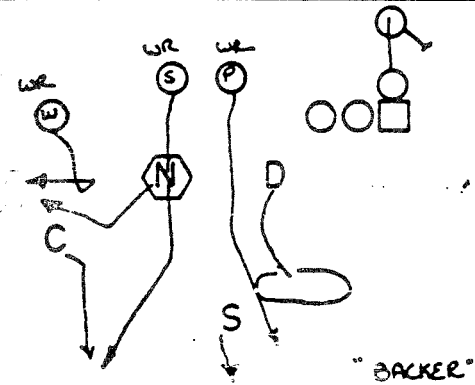
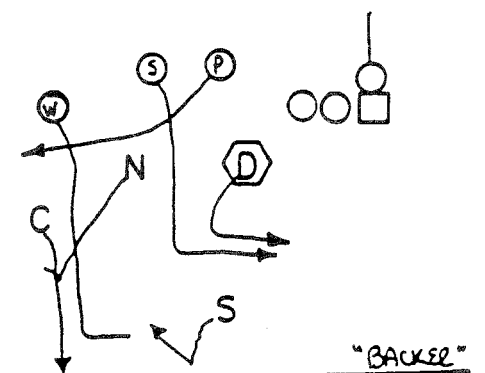
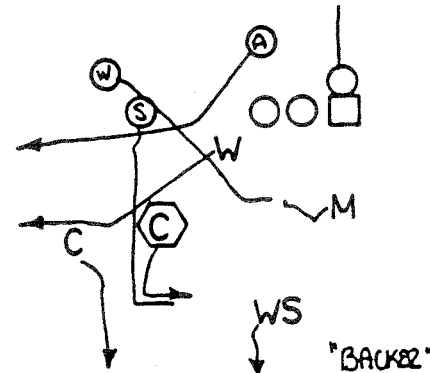
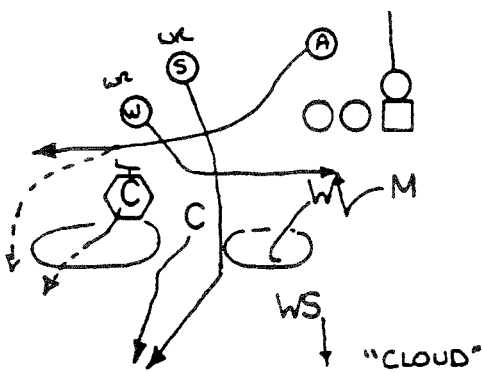
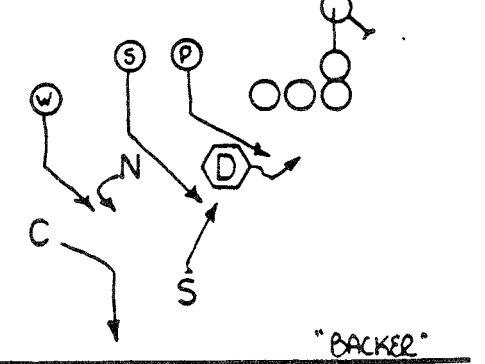
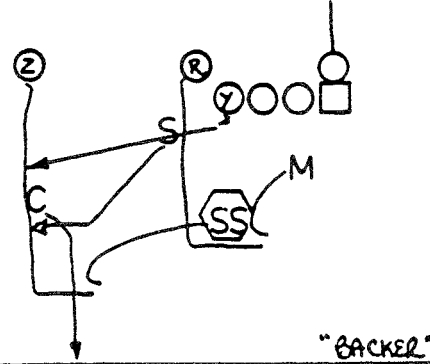
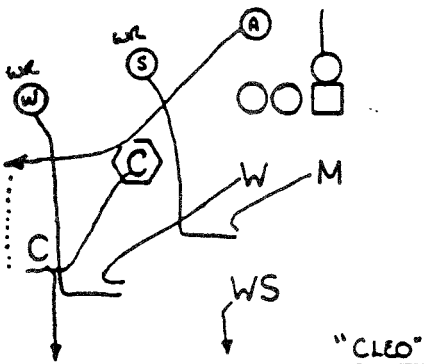
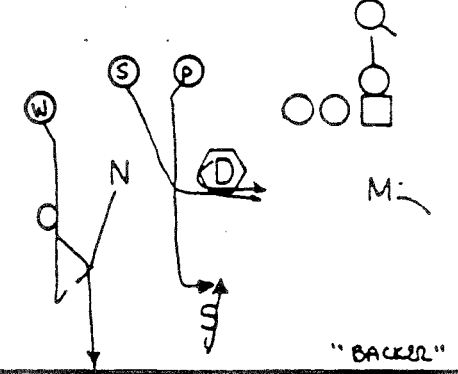
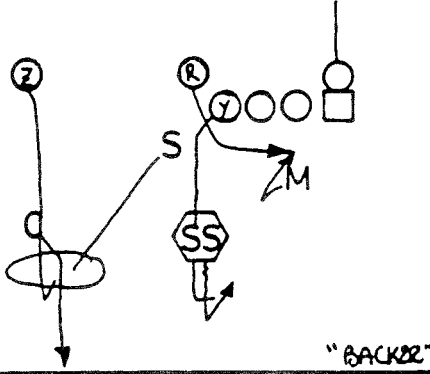
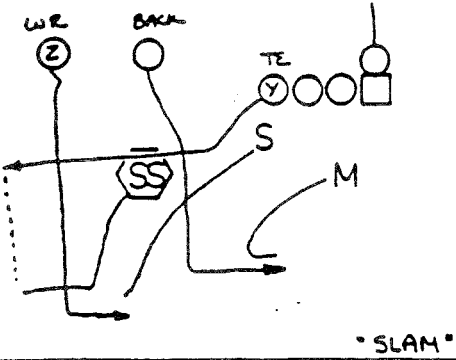
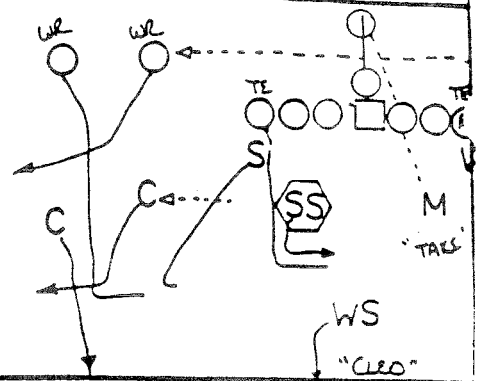
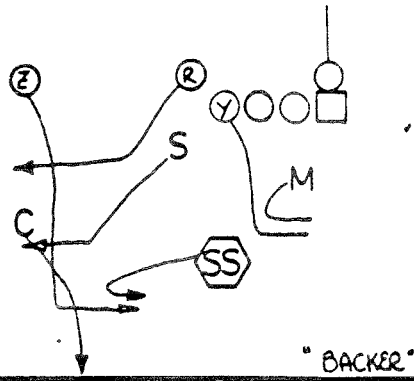
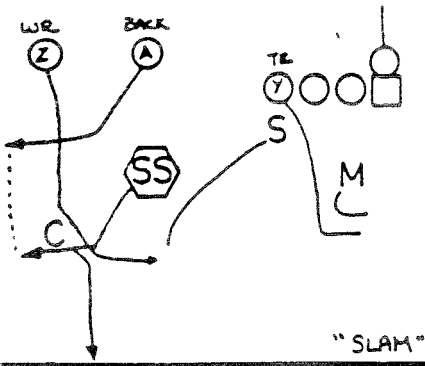
There is no doubt that our ability to disguise will improve the effectiveness of our ability to cover and make big plays.

Corners can move up and back. SSS should move in various lateral and vertical alignments. The WSS should move very little.

FLAT

ALLEY

WALL



TAPE STUDY OBJECTIVES

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

PREPARATION

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

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

2. What is his favorite?

- a. Inside pattern
- b. Outside pattern

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

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

1. TD area

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

- 2. Third down - long yardage
- 3. Third down - medium yardage
- 4. Third down - short yardage

G. What does your receiver do when?

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

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

- 1. Blitzing situation.
- 2. Ball control situation.
- 3. Normal down
- 4. TD area

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

TACKLING

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

TACKLE SITUATIONS

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

BASIC TACKLING PRINCIPLES

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

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

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

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

PRACTICE PROGRAM OBJECTIVES

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

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

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

DO YOU WANT TO BE "GREAT"?

Master the fundamentals!!

Repetition is the secret!!

TO DEFEAT HIGH LEAD:

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

TO DEFEAT LOW LEAD:

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

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

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

GENERAL REMINDERS

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

BLOCK PROTECTION

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

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

TO DEFEAT STALK BLOCK:

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

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

RUN SUPPORT

THERE ARE FOUR KEY ELEMENTS OF RUN SUPPORT

FORCE

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

"SLAM" -SAFETY FORCE

"CLOUD" -CORNER FORCE

"BACKER" -LINEBACKER FORCE

FILL

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

PURSUIT

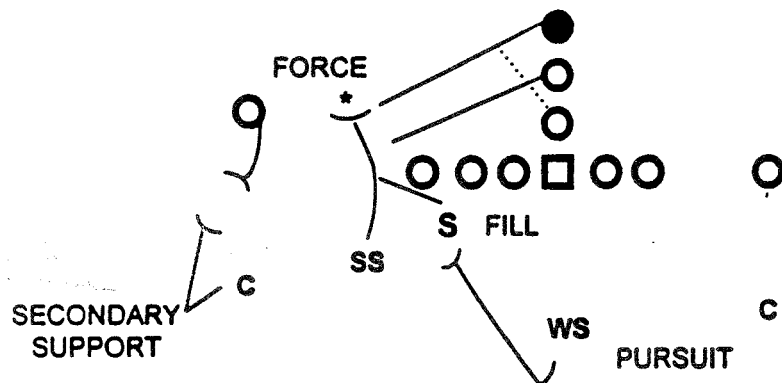
THE DESCRIPTION OF THE RESPONSIBILITY FOR INSIDE LEVERAGE OR CUTBACKS ON AN OUTSIDE RUN. (USUALLY HANDLED BY THE DEFENSIVE LINEMAN, INSIDE BACKER, AND BACKED UP BY THE FREE SAFETY).

SECONDARY SUPPORT

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

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

"SLAM" FORCE



TO DEFEAT THE CRACKBACK BLOCK:

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

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

TO DEFEAT CUT-OFF BLOCK:

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

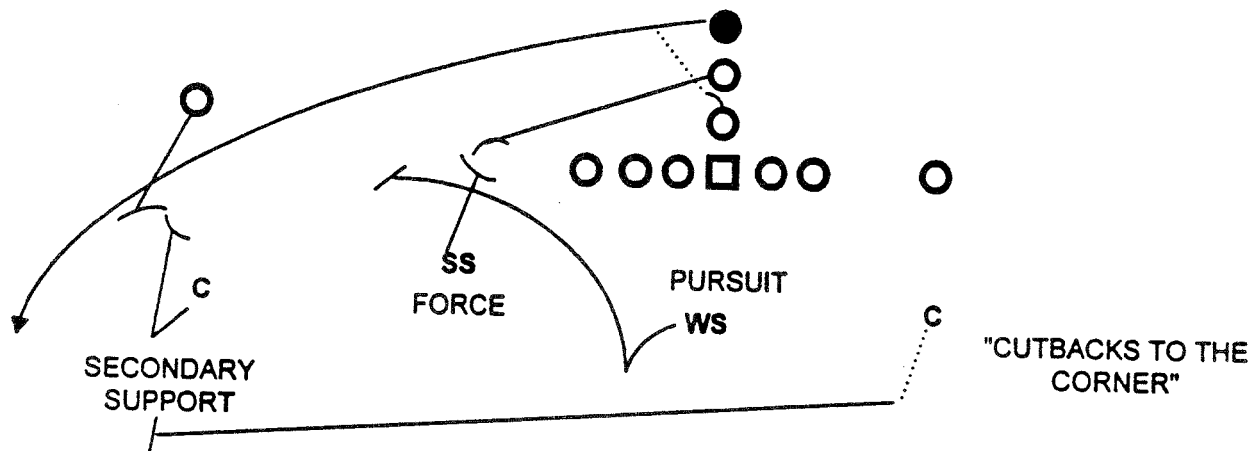
PURSUIT FOR THE SECONDARY

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

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

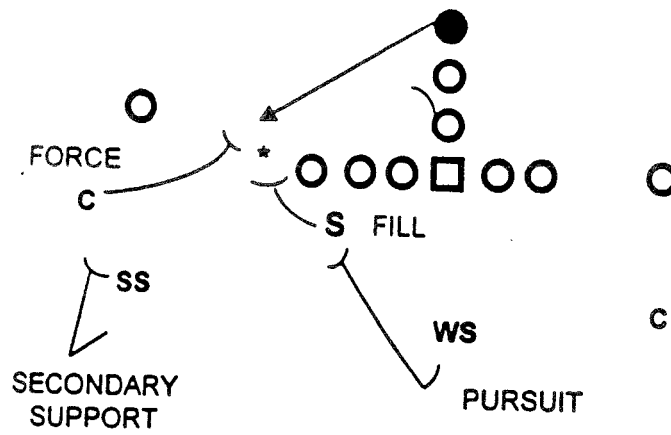
AT LEAST THREE DB'S MUST BREAK DOWN FOR A LONG TD PLAY TO OCCUR. KNOWING YOUR ASSIGNMENTS IS ONLY WORTHWHILE IF YOUR EFFORT MATCHES THE SITUATION. CONSISTENT EFFORT IS A NECESSITY, FOR ANY PLAY CAN BREAK AT THE POINT OF ATTACK AND WE MUST ALWAYS BE PREPARED.

EXAMPLE: "SLAM" FORCE

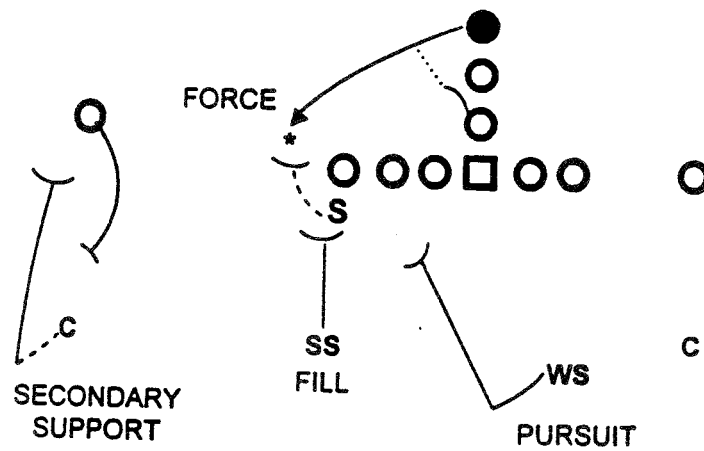


1. BALL BREAKS FORCE MAN. SECONDARY SUPPORT MAN MUST NEVER LET THE BALL GET ON THE SIDELINES, TURN THE BALL BACK INTO PURSUIT.

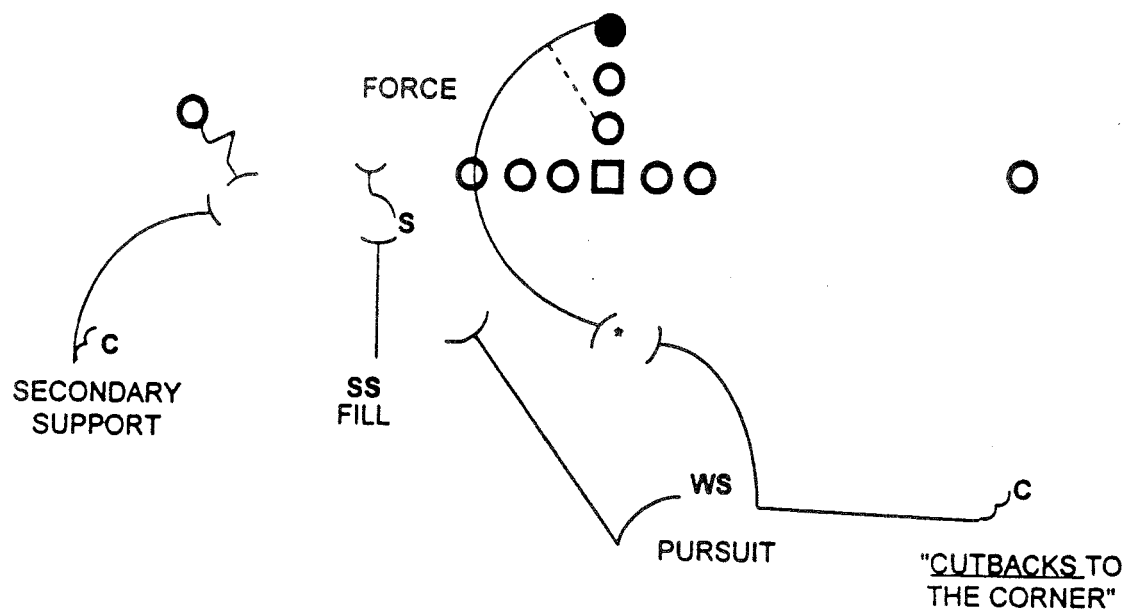
"CLOUD" FORCE



"BACKER" FORCE

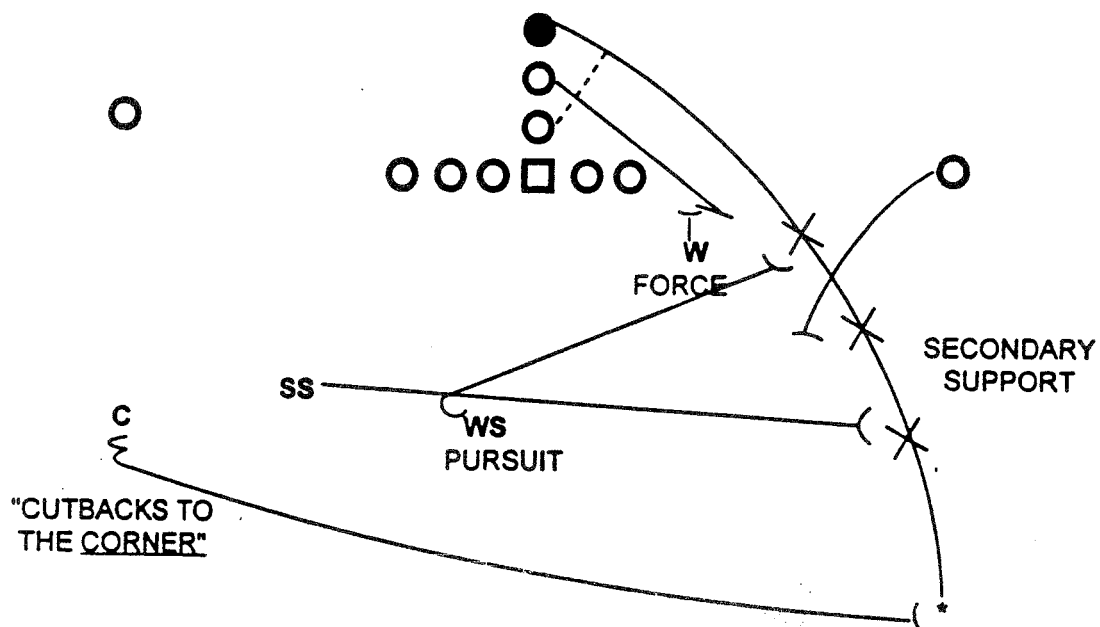


EXAMPLE: "BACKER"

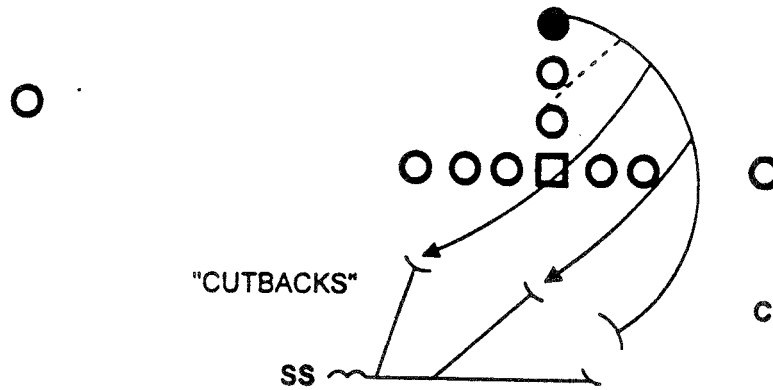


1. SECONDARY SUPPORT MAN TURNS BALL BACK IN TO THE PURSUIT MAN.
2. BALL CUTS BACK ONN PURSUIT MAN, THE "CUTBACK" CORNER MAKES THE PLAY.

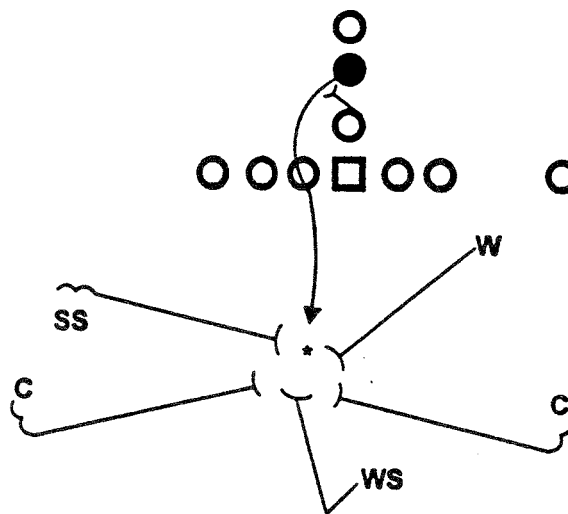
EXAMPLE: OUTSIDE RUN WEAK



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



EXAMPLE: INSIDE RUN BREAKING UP THE MIDDLE.



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

LINEBACKERS

NON-COMPROMISING IDEALS

1. **PUNCTUALITY:** BE AHEAD OF TIME FOR ALL MEETINGS. BETTER TO BE AN HOUR EARLY, RATHER THAN 1 SECOND LATE. DON'T WASTE MY TIME OR THE TIME OF YOUR TEAMMATES. DON'T PUT YOURSELF BEFORE THE TEAM. BE A TEAM PLAYER.
2. **CONCENTRATION:** THROUGH ALL MEETINGS, PRACTICES, FILM SESSIONS. PAY ATTENTION. WHEN I AM TALKING, YOU LISTEN. DON'T ASK QUESTIONS OF A TEAMMATE WHILE SOMETHING IS BEING EXPLAINED OR DEMONSTRATED. IF YOU HAVE A QUESTION - ASK ME. DON'T DAYDREAM - BE A PARTICIPANT, NOT A SPECTATOR. IF I DON'T HAVE AN ANSWER, I'LL GET IT!
3. **EFFORT:** LAY IT ON THE LINE EVERY DAY. DO THINGS OUR WAY, NOT YOURS. YOUR EFFORT MUST BE 100% PHYSICALLY AND MENTALLY. DON'T LET ANYONE GIVE MORE EFFORT THAN YOU. BE RELENTLESS.
4. **COMMUNICATION:** ASK QUESTIONS WHEN YOU DON'T UNDERSTAND OR YOU ARE CONFUSED, THEN LISTEN. WE WILL DISCUSS QUESTIONS IN MEETINGS, BUT WILL WORK ON THE FIELD. IF YOU HAVE A PROBLEM, DON'T LET IT BUILD UP. MY TIME IS YOURS.
5. **DEPENDABILITY:** YOUR TEAMMATES ARE COUNTING ON YOU. ON EVERY PLAY ON DEFENSE, 10 OTHER GUYS ARE EXPECTING YOU TO DO YOUR JOB SO THEY CAN DO THEIRS. DON'T PUT YOURSELF BEFORE THE TEAM. BE A TEAM PLAYER.
6. **RESPECT:** FOR YOUR COACHES, TEAMMATES, AND YOURSELF. DON'T DO THINGS TO HURT ANY OF THEM. YOU DON'T HAVE TO LIKE A PERSON, BUT IN ORDER TO BE A TEAM, WE MUST RESPECT EACH OTHER'S FEELINGS AND GOALS. MAKE WINNING YOUR #1 PRIORITY, AND EVERYONE WILL GAIN.
7. **MENTAL TOUGHNESS:** NO ONE EVER SAID IT WOULD BE EASY OR FAIR. YOU HAVE TO PLAY WITH PAIN, SUFFER IN SILENCE, NEVER SHOW PAIN TO THE ENEMY, AND NEVER, EVER GIVE UP. MAKE THE OTHER GUY QUIT, BECAUSE HE KNOWS YOU NEVER WILL.

THERE IS NO BARGAINING OR COMPROMISING WITH ANY OF THESE PRINCIPLES. IF YOU UNDERSTAND THEM AND LIVE BY THEM, WE WILL BE THE BEST UNIT ON THE FIELD AND IN THE NATIONAL FOOTBALL LEAGUE.

MENTALITY FOR LINEBACKER PLAY

1. **Swarm**- This is the first and foremost principle of our defense. Great swarm prevents scores. In the final analysis, the effectiveness of a defensive team is measured by the number of points scored against it. This is also the best way to "intimidate" an offense.
2. **"Out Physical" the Opponent**- Every Sunday, our opponents must fear the idea of playing against a tough, physical defense. There is a direct correlation between this and our swarming ability. This also pertains to being a great tackling team. We must tackle in an aggressive wrapping fashion. Missed tackles will not be tolerated. Missed tackles are the disease that can completely cripple a defense.
3. **Assignment Execution**- Each man must know his individual assignment responsibility on every defense and execute, to the best of his ability, each play. Any gambling or hunch defense by an individual can only lead to a breakdown of our team effort and cause a long run or pass. Don't confuse this with taking a "calculated" risk to make plays. Don't be a robot.
4. **No Long Runs or Passes**- Through team effort, we will keep all gains to a minimum and prevent the long run or pass for a score, or force an offensive error or turnover.
5. **Confidence**- When we break the huddle, we are confident in what we are doing. Confidence is contagious. Cockiness is stupidity. We have a confident, fearless attitude about playing this game. We will be a great defense.

PRE SNAP RESPONSIBILITIES FOR LINEBACKERS

1. **Signal callers - Be the Defensive Leader** - Never let this be questioned. Look into the eyes of every man in the defensive huddle and make sure they are looking at you. Have discipline in your huddle. Be sure every man has heard and understands the call correctly. Break the huddle sharply. Always look up and never make a bad call in your own mind.
2. **Know the Defense Called Position by Position** - If one of your teammates lines up incorrectly, you should recognize this immediately and move him into position before the ball snaps. Should the defense be breaking down through an error of a teammate, be able to explain the error to him. In order to do this, you will have to study football. Know your alignment, run responsibility and pass responsibility perfectly so that you will never have any question in your mind.
3. **Know the Strength and Weakness of the Defense** - To make sound defensive call, know in what situations to call each defense. There will always be downs that a certain defense would be a bad call. Eliminate all of these poor calls.
4. **Know Situations**
 - A. **Down and Distance** - You should always know the down and distance to go. Opponent call their offense by down and distance, too. Know what to expect on each down and distance situation according to field position.
 - B. **Field Positions** - This is equally or even more important than down and distance. You should know what the opponent will do when backed up on his own goal line. Will he gamble. At what position on the field will he run his regular offense, what position will he use trick plays and gamble on 4th down, etc.
 - C. **Know the Quarter and Time Remaining** - Many a game has been lost because a team misjudged the time left to play in each half and what an opponent does during this time. In games where two teams are equal, the time employed intelligently by a team often determined the winner. You should know how our opponents stop the clock to save time and how he uses his offense to kill time. Our defensive play can determine whether or not the offense can control the time.
5. **Tendencies**
 - A. **Formations** - What is the opponent's tendency by formation? Does he run to or away from his formation? Every formation has a favorite play from it and you should know this play or plays. We will strip his favorite play by formation and force him to run something which will not win for him. Be sure we have adjusted the defense correctly to the formation.

* ALWAYS, ALWAYS...

1. Check receiver and lineman splits.
2. Read proper keys - HABITIZE.
- B. Personnel - Some teams may favor particular plays or passes when they have deployed certain people in certain backfield or flank positions. You should be aware of such a tendency. Always be aware of an extra tight end or extra wide receiver in the game.

6. Opponent's Offense

- A. Huddle - Know where their personnel line up in their huddle to quickly determine strength. Also, know how long they stay in the huddle. This will determine how long you have to get in and out of the defensive huddle in order to see the offense break their huddle. In the course of the game, you may have to encourage your men to get into the defensive huddle quicker. You should always be aware of a no-huddle play when the opponent is behind and time is running out.
- B. Alignment - Know if they run from pre-shift formation. Know if they like to go on a quick or long count and in what situation do they do this. Know if they take unusually large line splits. This may encourage certain dogs if the splits are above average.
- C. Be aware of a 40 second clock - over right side of offensive huddle.

7. Special Situations

- A. Know who the opponent calls on in the clutch.
- B. Know who the change of quarterback affects the game.
- C. Be aware of a play being run at our new substitute after an injury to one of our own men.
- D. Watch for the home run play after we have the ball on a sudden change.
- E. Every time the opponent puts in a substitute, be sure to recognize his number and position. This could constitute a change in our defense.

LINEBACKER TIPS

1. Gang Tackling - is the most demoralizing maneuver in football and is a must for all good defensive teams. The linebackers are the Leaders in gang tackling. Be alert to strip the ball.
2. Never, Never take for granted a man is tackled.
3. Sprint back to cover your area and break at the proper angle. You must be under control at 10 yards so you can react without taking extra steps. Don't lose ground by breaking at the wrong angles.
4. BE AWARE OF DOWN AND DISTANCE. LINE UP ACCORDINGLY.
5. Be cognizant of field position in regard to hashmark and area of field. Example: Own 20 yard line opponent's 20 yard line.
6. Recognize Offensive Formations. Know where receivers are. You must know if there are three receivers to one side.
7. Is there a close receiver to your side? You may be able to hold him up or knock him down if a pass develops.
8. Read backs when they come up to the line. Many times they will look where they are going. Also, check their stance: weight forward, may be coming forward; weight back, may be going laterally.
9. Read Stance of Lineman. Weight forward, may be coming straight ahead. Weight back, may be pulling pass protection. (Look for any tip.)
10. Do not give away a stunt of particular defense by your line-up or by moving before the snap. The offense can also read.
11. On the defense called, know who can block on you and be prepared to whip the block.
12. Your first responsibility is to stop a run and second responsibility is pass defense. On a definite passing situation, it is the opposite.
13. You must tackle a running play to your side and be in on the tackle on any running play.
14. If a potential ball carrier heads for your area of responsibility, you must play the blocker tough and whip him.

15. Meet any lead blocker (back coming through line or pulling guard) on their side of the line of scrimmage. There will be no lateral hole for ball carrier to angle out.
16. Play an open field blocker with your hands.
17. Hit any running play outside from inside out. (Head across the bow)
18. Hit ball carrier in the middle and knock him back. Knock the ball loose. (Ball carriers gain up to two yards when they fall forward).
19. If two remaining Backs cross, hold and take the Back to your side until you know where the ball is.
20. On normal pass responsibility, you always turn outside first.
21. On normal pass responsibility, when a pass shows, take a glance to outside and see if a receiver is coming close enough for you to hold up or knock down.
22. Rules in regard to hold up or knock down receivers:
 - A. If the ball is not in the air:
 1. You may jam the receiver within five yards of the LOS as long as you are in front or even with him.
Do not commit unnecessary roughness.
 2. You cannot grab a receiver and hold him at any time.
 - B. If the ball is in the air:
 1. You cannot hit a receiver in any manner, except as you go for the ball.
23. On any normal responsibility, keep receivers outside you. Mash any receiver trying to cross, if he is not more than five yard beyond LOS. Alert to formations, ie.. "Bunch" where receivers are likely to cross.
24. Go to the ball as fast as you can regardless of where it is thrown.
 - A. Intercept the ball at highest point in your zone.
 - B. Go through receiver to ball; strip the ball.
 - C. Tackle receiver if opponent catches the ball.
 - D. On interception by another defender, block first different colored shirt.
 - E. On lateral pass always cover ball. It is a free ball. Let ref make decision. Get excited. Same with fumbles.

25. On any "Dog" or blitz stunt, expect a Back to block by using a chop block. Be ready to hurdle him.
26. To play your technique and carry out your responsibility with confidence, you must have a knowledge of the purpose of defense and each man's general area responsibility.

TOOLS OF THE LINEBACKER TRADE

1. Eyes - The proper use of a player's eyes is as important an area to stress as any other physical area. It is probably the most neglected. What a player keys and sees is what he will react to. Therefore, the player must be coached to look at the correct things in order to make the proper reactions.
2. Feet - Feet are important for every defensive football player. We try to stress this importance and we work on getting the feet educated and quicker through drill repetition and constant emphasis in all competitive situations. You can't have maximum use of your feet if they are slow or if they are constantly being tied up. That's why hands are next in importance.
3. Hands - Knowing how to deliver the "hand shiver" to control the offensive player is very important to the Inside and Outside Linebackers. Our success will be determined to a large degree as to how well the Inside and Outside Linebackers can control the player attempting to block him and how well he uses his hands to keep himself clean of a "tie-up" situation. These and repetition of sleds, bags and physical drills will allow us to become excellent at using our hands.
4. Forearm/Shoulder - This is an area of technique which we work on and use, but only in certain situations. We would prefer to use our hands, but sometimes the offensive play will dictate that we use this technique. We realize it is a weapon for us, so we will stress this area every day to some extent. This technique is important because of the size the opposing linemen.
5. Attack - Hands, eyes, and feet all play a major role in attacking the line of scrimmage or a ball carrier. We must be attackers!!
6. Communicate - Constantly talk to your teammates. Be loud and sure of yourself. No secrets!

"GOOD PLAYERS INSPIRE THEMSELVES....

GREAT PLAYERS INSPIRE THEIR TEAMMATES!"

LINEBACKER PROGRESSIVE TEACHING (PER PLAY ROUTINE CHECK LIST)

1. Defensive call - personnel in game
2. Formation recognition / tight call / strength
3. Alignment / depth per defense called.
4. Assignment / possible adjustments.
5. Stance
6. 3 R's (read, recognize, react)
7. Footwork
8. Head / hands placement
9. Body position / leverage
10. Execution
11. Pursue / drive / hit
12. Tackle

1-6 = Mental Discipline

7-10 = Technique discipline

11-12 = Effort

TACKLING

When a defense plays poorly, a major contributor to that lack of success is usually poor tackling. Tackling is a base fundamental of playing successful defense. Fundamentals are skills that can be taught, learned and constantly improved upon. It is imperative that each player have a thorough understanding of how we tackle the different types of tackles, and what we want to accomplish from these different types of tackles. Learning the proper tackling techniques can help to prevent injuries to you and to other players. The most important part of tackling is (obviously) stopping the forward progress of the ball carrier by bringing him to the ground. Like all football skills, there are elements of tackling that are consistent in all types of tackles. The prerequisite, however, is a good football position. This is the most comfortable and natural position from which a football player can operate. The following points outline a good football position:

1. Bend at the legs, not in your back.
2. Your back should be straight with your head up and tail down. This should balance the weight of your body over the balls of your feet. (Never get overextended or have your weight in front of or behind your feet.)
3. Your weight should be on the balls of your feet, with your toes slightly pointed in.
4. Your feet should be spread about the shoulder width with arms dangling in a comfortable position with elbows slightly bent.
5. Make sure you can "operate" from side to side. Keep your cleats in the ground. Skim grass!

There are five elements that are essential in all types of tackles. These are consistent in every situation in which you can be placed. A mastering of the following will improve your tackling immensely.

1. Eyes- Your eyes should concentrate on the bottom of the numbers of the ball carrier. All reactions come from what you see. Your overall body control comes from what your eyes tell the body to do. Concentration on the hips or belt buckle has a tendency to cause the body to bend over (too much) and overextend.
2. Contact Point- This is the part of your body that makes initial contact with the ball carrier. Your head should be up with your neck bulled. Your shoulders should end up in the number area of the ball carrier. Top of the shoulder pad.
3. Shoulders Parallel- Your shoulders should be parallel when you gather to tackle. This will allow you to react properly in either direction.

NOTE: Shoulders should be parallel to aiming point on ball carrier. Quarter the ball carrier in half. 45 degree angle tackles at side.

4. **Arm Wrap-** Upon contact, your arms should come up along side the ball carrier. You lock your arms around the body of the ball carrier. If you cannot lock, then grab as much cloth of the ball carrier as you possibly can. The combination of arms and legs will determine whether a ball carrier falls forward or backwards after contact. Use same arm/same leg as a principle for most power and jarring tackle!
5. **Legs-** Your legs are very important in getting lift into your tackle. This will offset the forward drive of the ball carrier by getting his cleats off the ground. When you make contact, you should "rise" through the ball carrier. "(6" rising blow)" Your legs also are essential in driving the ball carrier backwards following initial contact. The ability to move your legs "through" a ball carrier is essential. "(2 step redirect)" and accelerate feet.

To be a successful tackler, you must make judgements as to when to use certain types of tackles. However, you cannot allow these judgements to distract your natural ability in getting the job done. End result is always the most important statistic. "Did you tackle him or not?" The following is an explanation of the types of tackles we have at the Rams. Note that there are certain types that are appropriate for different situations.

1. **Sellout Tackle-** This is probably the most often used type of tackle. It is the most subconscious tackle of all. This is used when you feel or see teammates around you. This is a daring tackle that you employ because you know you will have immediate help. sellout tackles are usually the hardest hitting tackles. They create the most sound tackles. In this type of tackle, you hit the ball carrier as hard as you can. In a Sellout tackle, the following coaching points should be noted:

Objective- Make the Tackle. Create a solid collision. Take a chance.

- A. Run through the ball carrier after finding hit point.
- B. Keep head up. Get to hit point.
- C. Step to contact, explode hips from closed hip position w/ 6" rising blow.
- D. 2 step redirect and accelerate!
- E. Do not hesitate. Example: You could be coming from quite a distance.

You have done a great job in a sellout tackle if you cause a fumble or knock the ball carrier backwards.

2. **Angle Tackle (Sideline)-** Many people think football is a game of angles. We must be able to "angle" tackle properly. This year, we will have great swarm on defense. Swarm and angle tackling coincide. An angle tackle occurs anywhere between a 45 degree and 90 degree angle created by the tackle's position in relation to the ball carrier. Angle tackles can occur with long and short distances between them. For example: An "open" OLB can make an angle tackle after running 20 yards. On the other hand, Mike can make an "Angle" tackle by shuffling two yards and scraping off tackle or off the "Tight" OLB. In an angle tackle, the following coaching points should be noted:

Objective- Make an inside-out tackle on a ball carrier by approaching on a path so as not to allow him to cut back across your face.

- A. Bring your speed under control once you realize you must perform an angle tackle. "(closing speed)"
- B. Position yourself in relation to the ball carrier, so that if he decides to cut back across the grain, he will run directly into you.
- C. On approach to the ball carrier, your aiming point should be the near shoulder.
- D. On contact (with the near shoulder) attempt to "jar" the ball carrier in an east-west direction. As you make contact, explode your outside arm across his body to his outside shoulder. Your inside arm should come across his back following the initial contact and outside arm follow-through.
- E. Wrap your arms and drive your feet through him. ("2 step redirect")

The angle tackle becomes an upper body tackle. You have done a great job if the ball carrier does not cut back across your face.

- 3. **Sure Tackle-** This is also commonly known as an open tackle. This is used in situation when you must bring the ball carrier down by yourself. This usually occurs in the open field. A sure tackle can also occur (at times) on a quarterback sack. Before describing a sure tackle, you must understand body balance and control. You must not be faked out in this situation. Patience and field awareness are two characteristics that you must be aware of. In a sure tackle the following coaching points should be noted:

Objective:- To make a high, sure tackle. Make sure you grab some part of cloth or some part of the ball carrier. Do not allow him to get away.

- A. Bring your body under complete control. "(closing speed)"
- B. Do not stop your feet from moving. "(tamp)"
- C. Keep the weight on the balls of your feet. "(cleats in the ground)"
- D. Allow yourself enough distance to be able to move to either side once the ball carrier declares himself. Use Boundary/Teammates!
- E. Keep your eyes on his numbers and midsection. Do not go for a shoulder or head fake. Do not duck your head.
- F. As you begin to wrap, grab and keep high.
- G. Do not leave your feet until you feel him going down.

The sure tackle is a high tackle. You have accomplished this if you get the ball carrier down on the ground. You are not necessarily looking for a tackle in which you knock the ball carrier backwards.

4. **Goal Line Tackle-** This type of tackle is used mostly by linebackers and safeties in goal line and short yardage situations. It can also be used in normal situations. Goal line tackles should knock a ball carrier backwards. They are usually high tackles that occur above a pile of bodies or in mid-air as a ball carrier attempts to jump across a goal line or certain point. In a goal line tackle, the following coaching points should be noted:

Objective- Make a "high, hard" tackle and knock the ball carrier backwards. Do not allow any forward progress. Stop him in mid-air, and you will get immediate help.

- A. Stay square.
- B. When you see the ball carrier, explode up through his numbers. As you explode, bring your hips through and up into the ball carrier.
- C. All movement must be done in a lateral fashion.
- D. Keep your head high.
- E. Keep your feet moving/and underneath, cleats in ground!

You have done a great job in a goal line tackle if you stop the progress of the ball carrier in mid-air and knock him backwards.

5. **Solid Tackle-** This is also referred to as a "form" or perfect tackle. A solid tackle is a tackle that exhibits all the components of tackling in a face-up situation of a ball carrier and a tackler. A solid tackle is a tackle that occurs probably five or six times a game. This is the type of tackle you must learn first. In a solid tackle, the following coaching points should be noted:

Objective- Bring the ball carrier to the ground from a face-up situation by executing all the components of a base tackle.

- A. When you see the ball carrier, focus in on his numbers with your eyes.
- B. Aim your shoulder pads for his numbers.
- C. Make sure you keep your shoulders square with him.
- D. As you begin to make contact, throw your arms around him as you follow through with your hips.
- E. Keep your feet moving.

You have done a great job in a solid tackle if the ball carrier snaps backwards after contact and you put him on his back.

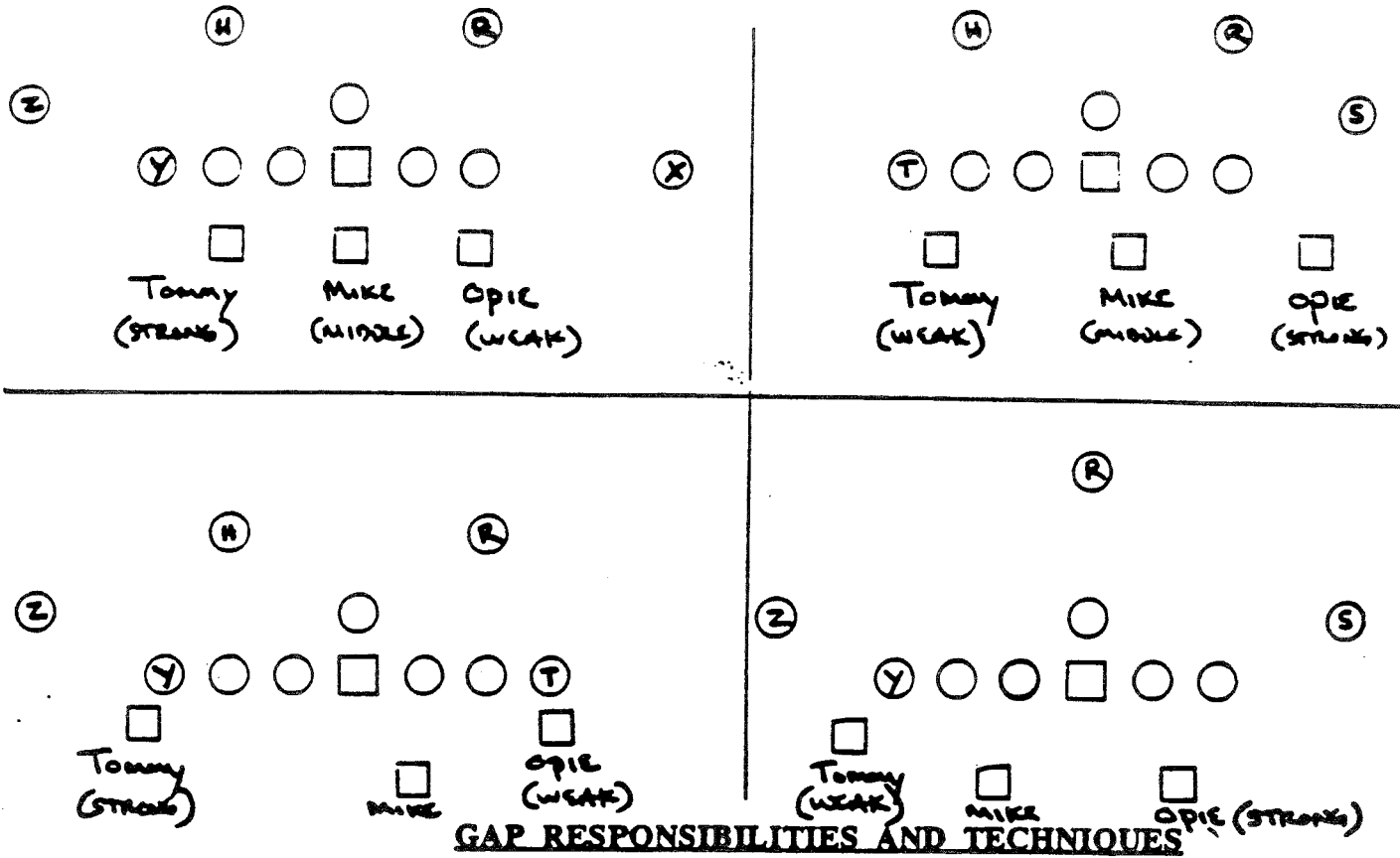
In all phases of tackling, the mental attitude which you take to tackle is of extreme importance. A burning desire to accomplish this skill will always supersede perfect form. If you have the combination of the two, you can be devastating. Tackling (and swarm) is what defense is all about. Hard tackling discourages ball carriers from running hard. Hard tackling can change the momentum of an offense and a game.

Ask yourself how good a tackler you are. You can improve. You will improve! We will not miss tackles this year. We will be the best tackling team (and linebackers) in the NFL!

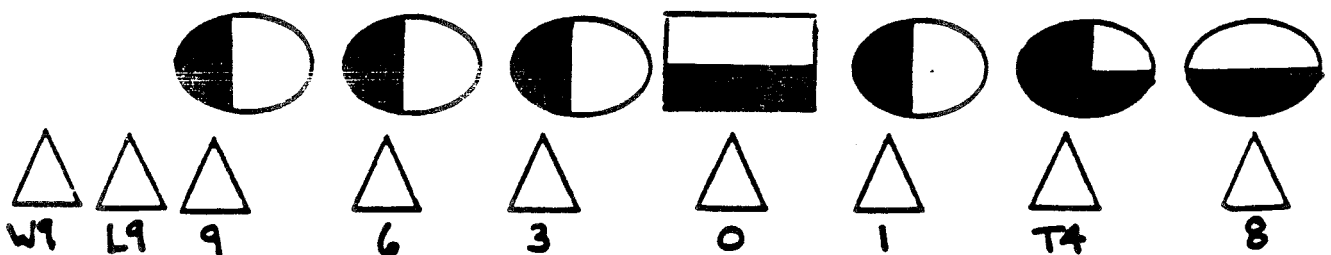
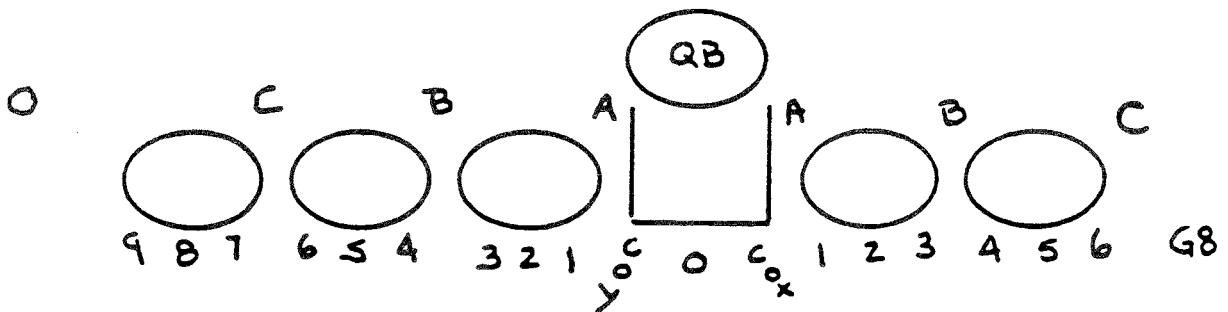
LB SYSTEM OF ALIGNMENTS, RESPONSIBILITIES AND TECHNIQUES

A. Position of Linebackers - According to Location of "Y" (TE).

1. Tommy - on "Y" (TE to side of strength)
2. Mike = Middle linebacker
3. Opie = Open side LB = Two TE or No TE = Opie is Weak side

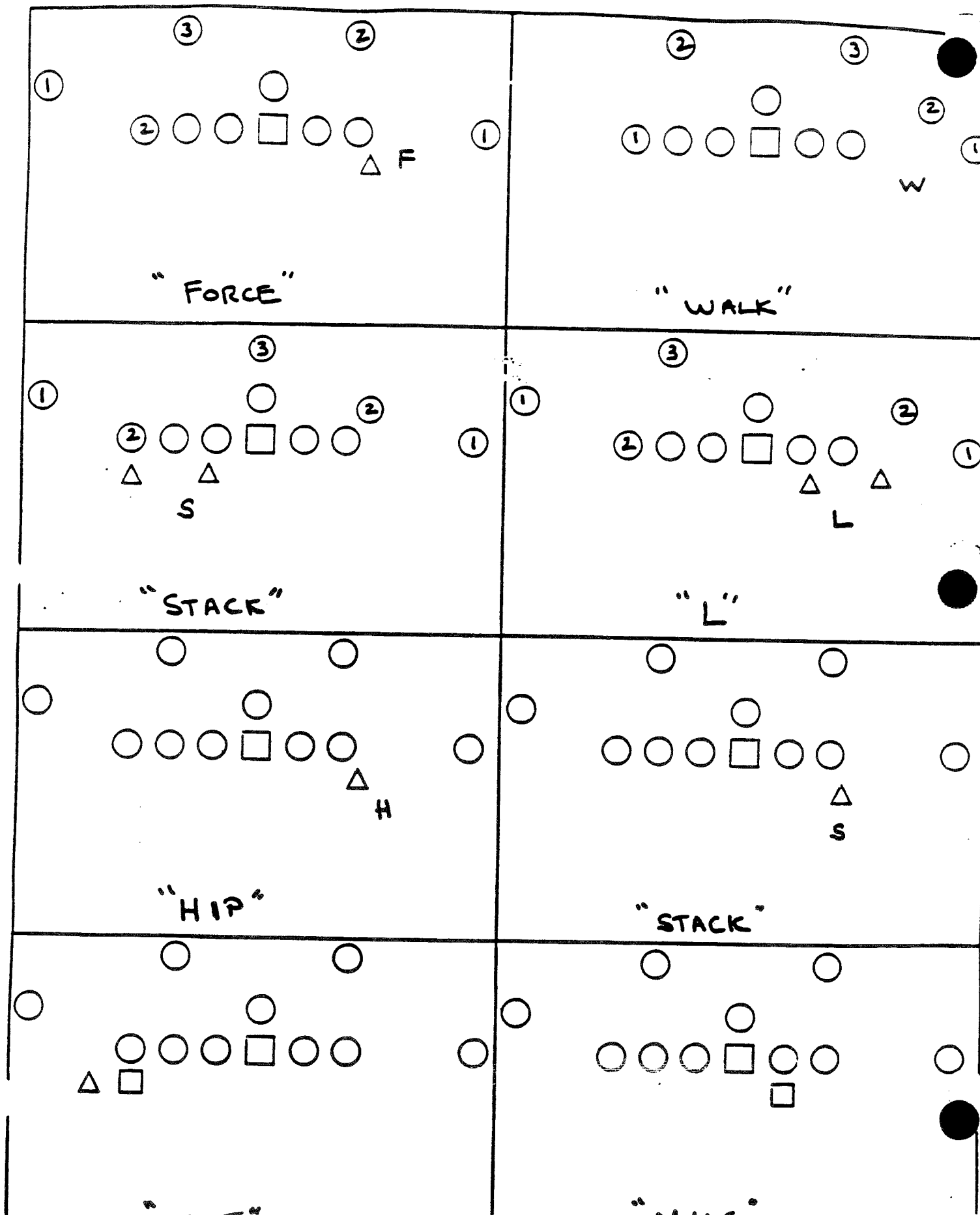


GAP RESPONSIBILITIES AND TECHNIQUES



LINEBACKER LOCATIONS
RECEIVER RECOGNITION AND DISTRIBUTION

LB-16



GENERAL POINTS IN PASS CONCEPTS

A. General Principles in Zone Coverage

1. Initial Drop Technique

- a. **Aim Point** - Every time we drop we will have an initial aiming point. This aiming point angle will change once the pass receivers release. Generally Inside Linebackers will aim 12 yards deep and inside of nearest receiver (on LOS) and/or #2's original position. Outside Linebackers' drop usually will vary based on call but when covering a flat zone generally the Outside Linebacker will aim 12 yards deep and 1 yard inside #1's original position. This should force a cushion through turn-in area to the out.
- b. **Vision Point vs. 3-Step QB Drop** - On any 3-step drop by the QB, we can be a factor if the receiver must be located ("visioned") by 6 yards into his route. This usually is by the 3rd step of linebacker drop.

2. **Pass Key (Pattern Read)** - On every zone drop, the linebacker (inside/outside) will have a pass receiver to key. Once the key is established this will determine the angle of the drop. This angle will put the linebacker in a better and faster cover position on a receiver. Remember, a pass key can only go: 1) inside, 2) outside, 3) straight, 4) block, or 5) release across formation in the backfield. Work hard to anticipate/feel routes. See QB but don't "stare QB down"!!

3. **Disrupt Receivers** - Disrupt receivers anytime it is possible without distorting your own drop. Be sure to communicate the receiver's route to other defenders, especially crossing routes. Get to depth quickly.

4. **Head On "Swivel"** - Once the pattern is read and the linebacker is in the throwing lane, the head must get back to view the QB and the ball. Read QB to break on ball. Stay low in your stance with shoulders forward. "Zone" in close enough to threaten receivers to catch the ball. Do not "zone" empty area.

5. **Match** - The Linebacker will play man-to-man with a Zone Concept. You will start to drop in your zone, then pick up your man all over the field. Alert to "plaster" vs. a scrambling QB.

6. **Breaking on Ball** - The linebacker must work back to QB since the Receiver is usually working back to the QB. While moving to the ball be sure to get the ball at its highest point. You must sprint to the ball in the air - no matter where you are in relation to the ball and/or receiver.

7. **Intercept** - Catch the ball with two hands and concentrate.

Note: The QB sets at various depths. This will determine the depth of the receiver's route.

- 3-step drop = short, quick routes (5-6 yards)
- 5-step drop = medium routes (8-12 yards)
- 7-step drop = deep/crossing routes (15+ yards)

B. General Principles of Man Coverage

1. **Receiver Concentration** - In man-to-man, the Linebacker must concentrate on his man totally. The exact positioning will vary based on where help is coming from in the coverage. Concentrate on his waist or the base of his numbers.
2. **Help** - There are basically three ways to play man-to-man -- help inside, help outside, and no help. Your positioning will vary based on the help -- but your techniques will basically remain the same.
3. **Make Tackle** - Always be in position to at least make the tackle. Never be out of position to make the play (see below).

C. Basic Coverage Techniques in Man-to-Man

1. **Footwork** - Take short, quick steps. Shuffle and "soft catch" as long as the receiver is vertical. Never, never cross over early. Shuffle forward early to get in "position" with proper footwork. Fight to keep your shoulders square. (Try not to open gates, i.e., let receiver have a free release.) Be a good tamper!
2. **Position** - When holding an inside position "form a wall" and never allow the receiver inside. Extend the arm and catch the receiver. Don't allow the receiver into your body. If the receiver gets his shoulders into you he will be able to explode away. When you feel this technique, use your arms as cushions, pull on receiver -- do not give him a hard surface to use as a launching pad. Make sure you stay low -- bend at the knees and ankles and keep your feet alive.
3. **Closing on the Receiver** - Once the receiver has committed, sprint to him, close the cushion. Look to the receiver and don't look for the ball until you are close enough to touch him. Once you can touch him, get in stride, work your hips to the receiver and look to the QB.
4. **Closing to the Ball in the Air** - When the ball is thrown, accelerate and meet the ball at its highest point. If going for interception, get the ball at its highest point (work hips tight to the receiver). If the receiver is too far away from you... catch up. Never, never look at QB until you control the receiver. Never, never "stare" at QB in M/M coverage.
5. **Strip Receiver** - When making the tackle on the receiver, make certain you "strip" the upfield arm, or at least the arm you are closest to and drive the arm down and/or out. Be sure of the tackle.

6. Block for Man Who Intercepts - Block the intended receiver; he normally makes the tackle. A block on him usually means a long return. Get the Quarterback.

INSIDE LINEBACKER PASS DROP TECHNIQUE

A. Zone Coverage Technique

1. Strong Hook Drop - Key closest receiver on or near the LOS (standard sets #2 strong). Hold an inside technique on a straight release by receiver. On a flat release by pass key, look to #1 (standard set) coming inside. Aim point is 12 yards deep, 2 and 1/2 yards outside hash.
2. Weak Hook Drop - Key #2 weak and follow above principles (to weak side).
3. "Hole" (Middle Area Drop) - This tells Linebacker to drop to the middle of the formation or to favor the side of #3's release. At all costs in this drop, any threat to the middle area must be carried deeper than normal application, at least 20 yards. This requires the linebacker to find #2 or #2 weak if he is on the LOS.
4. Slide Half Zone - Linebackers adjust to QB's eyes, shoulder.

B. Man Coverage Zone

1. Alone - Inside technique (see man-to-man technique).
2. Outside Help (On Receiver) - Inside technique, and with all hard outside releases by your man, help on next receiver wide.
C.P.: Be sure to step up and follow man coverage technique. Do not allow receiver inside.
3. Banjo - Tells inside Linebacker that someone is there to cover an outside release by "Y" if it occurs, then Linebacker has the back to that side. If "Y" releases inside, cover "Y" man-to-man.
C.P.: Be sure to step up!

OUTSIDE LINEBACKER PASS DROP TECHNIQUE

A. Zone Coverage Technique

1. "#1's Defender" (Curl to flat) - The Outside Backer will drop 12 yards deep and 1-2 yards inside #1's original position, then adjust to the flat based on the release of #2 and the pattern of #1.

2. **"Alley"** - The area 12 to 15 yards inside the numbers is considered the Alley. However, it is basically a position inside of #1's inside routes. Also used in silver coverage, where the defender matches the final #2 receiver.
 3. **Hook** - Maintain an inside position on nearest receiver or #2. On an outside release by the pass key, look to help on inside routes by the outside receiver. On an inside release by Tight End - collapse.
 4. **"Flat"** - Area outside the numbers on the field. Also, describes in silver coverage the defender who matches the final #1 receiver.
 5. **Slide Half Zone** - Linebackers adjust to QB's eyes, shoulder.
- B. **Man Coverage**
1. **"Bracket"** - Follow man coverage principles from an outside technique (i.e., Plug Cover). If your man runs a definite inside release generally you are free to help on wide-out or crossing receiver.
 2. **Alone** - Follow man coverage principles from an inside technique.

PASS RUSH TECHNIQUE

A. **General Points**

1. Don't give blitz away. Don't stare at the ball. Be aware of your coverage if not in blitz. Don't go into a game not knowing your green dog/kay blitz opportunities.
2. Have a plan, and a counter plan. You can always get better. Be creative.
3. Get off the ball quickly, a good start is critical - limit lateral movement. Keep feet moving at all costs, keep hands inside blocker's hands. Don't stop so you have to restart. First think about "out-quicking" blocker, then about a non-contact move on blocker, then about the move to make on contact. Keep separation from blocker and be sure not to lose sight of the QB - Feel the blocker and see the QB. If you make moves too soon, then blocker can recover. If you make the move too late, you will be too close to the blocker and he will get into your body.

- b.) Step Fake - Grab & Swim past - Turn blocker's shoulders with a step fake inside instead of getting frontal and execute swim opposite the turn. Grab cloth behind shoulder pad, pull and go by!

When to use Swim:

- Use Vs. blocker who refuses to lean forward (large blocker)
- Use Vs. blocker who is single blocking with no help.
- Use Vs. blocker who turns his shoulder quickly, early.

4. Power Rush - Use when you are stronger than blocker (i.e.: Back) - just get frontal, dip and explode, lock out, and keep separation. Drive blocker into pocket and into QB. It is critical to keep feet moving in this technique. As you approach QB reach with outside arm if you can't push blocker in QB.
5. Stride Over - Anticipate "chop" block, especially when being blocked by a back. Step over or to the side (low shed) and regain lost ground.

DEFENSIVE LINE PLAY

To play Defensive Line, you must have the ability to play the running game, rush the passer, and give 100% effort and hustle on every play. Your stance and first steps are the most important for effective line play. You must get off the line of scrimmage, reacting to reads on the move. Pre snap reads will help you anticipate the offensive play. It is important that you know down and distance and formation (as it affects you) on every play.

LINE PLAY VS. RUN OFFENSE--"READ ON THE MOVE"

- A. STANCE--It is important that you have good balance in order to have initial explosion. Your shoulders should be parallel to L.O.S., tail slightly lower (get hips down), your feet a little wider than shoulders and behind your butt. Stagger one foot approximately 3" behind heel of opposite foot. You must have flex in your knees and ankles so that you may get maximum power producing angles.
- B. READ AND REACTING TO THE RUN--Your initial movement will be upfield triggered by the first movement of the offensive lineman or ball, NOT SOUND! Take a quick short step (3"-6") with proper foot in direction of the key, staying low, being under control, and reacting to

your keys. Counter blocker and man your area of responsibility.

- C. READ AND REACT TO THE PASS--Your initial pass key will be the high hat of the offensive lineman. Immediately put pressure on passer by getting to him in as straight a line as possible.

LINE PLAY VS. PASS OFFENSE--"SCREAM" TECHNIQUE

- A. STANCE--Crowd the ball. You must get down lower than your normal stance. Your feet should be narrow and behind your butt. Hand stretched out in front with head up. The knee in your up foot should be pointing almost straight into ground (you must have space between your up foot thigh and your chest). Your hips have to be lower than your shoulders so that you are able to maximize your take off power. Your initial take off will be triggered by ball movement, not sound! You must drive all your weight through your up leg and foot, push off of it with all the power you have in your body. Your opposite foot should drive up field and minimize the time that foot is off the ground (it should skim grass all the way). You must get to your blocker as quickly as possible close cushion; get him off balance, counter move him and accelerate to the QB.

LINEBACKER TERMINOLOGY**DEFENSIVE PERSONNEL
AND PASS RUN STRENGTH**

LIN	Left defensive tackle.
LON	Left defensive end.
MIKE	Middle LBer.
OPENSIDE	The side away from the tight side, usually but not always to the OT with no TE in the 'D' area.
OPIE	Outside LBer to the open side.
RIC	Right defensive tackle.
ROY	Right defensive end.
STRONGSIDE	Has to do with receiver (pass strength), usually the two or three receiver side.
TIGHTSIDE	A call used to set our front, usually but not always to the TE.
TOMMY	Outside LBer to the tight side.
WEAKSIDE	Has to do with the side away from receiver strength usually to X.

FORCE AND TAKING ON BLOCKS

BACKER	LBer force; backer also has alley to flat in Cover 3.
CLEO	Inside corner force (slot).
CLOUD	Corner force in cover 3; corner also has alley to flat in coverage.

EASY	Defensive end force (openside).
FILL	This term describes the responsibility for the middle position between the force and pursuit (two gap).
HAMMER	Technique used to take on a block; your nose to outside eye of blocker keeping outside arm force.
JOIST	A defender using a shoulder to leverage into blocker to maintain gap integrity.
READ CUT-OFF	A technique by outside LBer and defensive end vs. scoop block open or tight.
REPLACE FORCE	Backer vs. pair look.
SLAM	Safety force; safety also has alley to flat in coverage.
SPLATTER	Technique term used to take on a block; your nose to inside eye of blocker keeping inside arm force.
STOUT	Defensive end alignment.

ALIGNMENT OPTIONS & DEFENSIVE FRONT STUNTS

ABILITY SHADE	LBer aligning over a TE based on his ability to carry out his job.
BOOST	Adjustment by Mike, Opie and Bubble End in Under to triple.
BOSS	Call to move Lbers over to the strong (tight) side.
BOW	Call to move Lbers over to the weak (open) side.

COY/COX	DT alignment at a 45° angle on the center = (COY to Y) (COX to X).
EDGE	Bubble end in under aligns in loose 6.
FOLD	OLBer or safety folds back through the cutback area away from point of attack.
JET	DLine in pass rush mode.
L	Adjustment by Op and the defensive end to the openside.
LIGHTENING	FS down to create eight in the box to the openside.
LOS	Line of scrimmage.
MIRROR	2 gap technique where DLine plays frontside.
NAIL	3 technique stunts to the A Gap.
OVERLOAD	Alignment change in over defense including 3 LBers and a safety.
PENETRATOR	2 gap technique where DLine plays backside.
POA	Point of attack.
RAM	Bubble end stunts to the B Gap.
REDUCED	Front adjust in under and over where OLBer aligns on LOS and we tighten our DLine to that side.
SID	Defensive end in over, aligning inside the TE.
SOLID	Bubble end and NG 2 gapping - penetrators.
SPIKE	DEnd in over defense stunts to the C Gap.

STOUT	Defensive end in over, aligning outside a TE.
STUD	Defensive end in over, aligning head up a TE.
THUNDER	SS down to create eight in the box to the tightside.
TIGHT	Call to a DLineman to tighten his alignment because LBer has walked out to his coverage responsibility.
VERTICAL	OLine straight ahead with no lead back (i.e., one back or split flow).
WIDE	An adjust in under where 3 DLinemen adjust to the tightside.

PASS COVERAGE & FORMATION TERMS

ALLEY	Pass coverage responsibility 12+ yards deep from hook to #'s area.
BLUE	Color audible to Cover 1.
COVER 1	Basic man-to-man coverage with a safety in the deep middle.
FLAT	Pass coverage responsibility 10-12 yards halfway between #'s and sideline.
FLOOD	Both backs going to weakside in pass.
FLOW	Both backs going to strongside in pass.
FLOW OPEN	Run play with both backs going to open side.

FLOW PICK-UP	M/M equal core of TE and 2 backs. Zone equal pro only.
FLOW TIGHT	Run play with both backs going to TE side.
H	Move back or blocking back.
HOLE	Pass coverage area between hash marks 12 yards deep.
HOOK	Pass coverage responsibility 12+ yards deep from hash +2.
PAIR	Two TE's side by side in TE/wing position.
R	Halfback or remaining back.
S	Inside receiver in slot.
SPLIT FLOW	Divided action by backs.
SQUEEZE	Bunch, 3 receivers clustered together.
T	Backside TE in slot.
THRUS & INS	A back running a seam route up the field or inside at 10-12 yards.
THRUS & OUTS	A back running a seam route up the field or breaking it out at 10-12.
W	Outside receiver in slot.
WALL	Technique in silver to not let #3 back inside.
X	Split end.
"Y"	TE

Y OFF	TE aligns off the LOS.
Y TRADE	TE shifts from one side to the other. Possible reset.
YAC	TE motions across the formation.
Z	Flanker in normal set.

COVER 1 CALLS

ASTRO	Man coverage to place a safety on a back and the LBers cover the TE and remaining back.
BANDIT	Call where the strong LBer soft drops, zones the alley and takes Y or back in this area. The MLBer soft drops, zones the hook area and walls Y or Back in this area. The strong safety has Y or Back deep, man to man. No deep receiver, cut to Z. Usually with backer force (alert flow).
BANJO	Call in M/M coverage when two LBers play in and out based on the release of the tight end and back or the two backs.
BLACK	Color audible in Cover 2.
COVER 2	Two deep double rotation to deep alleys, half for safeties with 5 underneath zones.
COVER 3	Basic zone coverage with 4 underneath and 3 deep zones.
DIAMOND	Call in astro to place LBers on the TE and remaining back with the LBers soft dropping in coverage.

DICE In and out M/M coverage by two DB's on two potential receivers. Coverage defined by releases.

LARRY Call in cover 3 to rotate zone to the left, or call in combo cov. to identify safety rotation.

PIRATE Call for 3 LBers to cover TE and remaining back in a near position to the TE; LBers keying backs release.

PLUG Call where the SS is M/M on Y, the outside LBers have the backs M/M thrus and outs, the MLBer drops and zones the hole (alert flow).

RAIDER Call for the 3 LBers to cover TE and remaining back.

REGGIE Two LBers key the same back to determine their drops and coverage responsibility.

ROGER Call in Cover 3 to rotate zone to the right, or call in combo cov. to identify safety rotation.

SILVER Call where we play an overloaded zone strong and play man weak.

SILVER BACKER Call in silver where SSB has the flat and force. SS has the alley. MLB has the wall.

SILVER CLOUD Call in silver where SSC has flat and force. SSB has the alley. MLB has the wall.

SILVER LOCK Call in silver with WSB remains M/M on remaining back regardless of flow.

SILVER SCAN Call in silver where LBers zone drop to responsibility, WSB zone weak hook, play loose man on #2.

SILVER SLAM	Call in silver where SS has the flat and force. SSB has alley. SLB has the wall.
SILVER ZIP	Call in silver with WSB on #2 weak unless he blocks. Then he airplanes to X; DE picks up #2.
STANDARD	Call where the double is on Y by the strong safety and either the strong or middle LBer based on Y's release. Usually with slam force (alert flow).
STORM	In and out M/M coverage by safety and LBer on two potential receivers. Coverage defined by releases.
WIZARD	Call vs. flood to push the LBers to drop weak and take #2, #3. SS has Y M/M and Tommy zones strong hook vs. Y SLO SS and Tommy swap assignments.
YALE	Man under trail technique with 2 deep safeties.
YELLOW	Color audible for Cover 3.
YO-YO	Man cover call in Cover 1 vs. triple that places a double on the #2 receiver strong by the SS and MLBer, the SLBer is M/M on #3.
ZIP GO	Call in silver where WDE has #2 weak M/M. WSB airplane technique on X.
ZORRO	Call to place the double on the Z with the corner inside and the strong LBer outside (alert flow).

OTHER TERMS

COVER 6	Weak rotation; zone coverage. 4 under 3 deep zone.
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COVER 44	Two deep zone coverage with LBers zone dropping and ball reacting. Corners and safeties pattern reading to define coverage responsibility.
COVER 44 LOCK	Alternate technique with OLBers M/M on outs by two or three.
LIGHTENING ZONE	Basic zone coverage where WS walks down to openside and we play cover 6, corners frozen.
MOE	Inside Lber dogging (with others) with outside rushers peeling on remaining back.
SOLO	Call between LBers to signify 1 Gap responsibility.
THUNDER ZONE	Basic zone coverage where SS walks down to TE side and we play 3 backer, corners frozen.

COVER 7 TERMS

CLARA	Inside corner and outside corner are in and out on #2. WS has #1 M/M inside out, deep.
CONNIE	Inside corner and WS are out and in on #2.
CONRAD	Inside corner and WS are in and out of #2 (reversed Connie).
COVER 7	Man-to-man coverage with weak safety doubling to the openside.
FIST	Corner has WR M/M trail (yale) technique safety zones deep half. LBer man under.
KEY	Weak corner play X M/M inside. Opie zones flat. WS has #2 M/M except to flat.

KICK Outside corner jams #1 and zones flat inside corner M/M on #1 WS M/M on #2 (flat help).

"PURPLE" Color audible to Cover 7.

ROLL Weak corner zones flat, WS has #1 M/M inside out. Opie has #2 M/M except flat.

R'STORM WC zones deep half over the top technique. OSB has #1 M/M airplane technique. WS has #2 M/M.

SLICE Weak corner and weak safety are in and out of #1 man to man. Opie has #2 M/M.

STAFF Inside corner jams #2 and zones the flat. Outside corner has #1 M/M inside. WS has #2 M/M except flat.

THUMBS WC zones deep half over the top technique WS has #1 M/M airplane tech. Opie has #2 M/M.

TRIANGLE Three on two coverage on #2 and #3. Cover is defined by pass patterns run by #1 and #2.

TRIO Three on two coverage on #1 and #2. Coverage is defined by pass patterns run by #1 and #2.

WAD The OSB and MLB doubling #2 weak (TE (+15) vs. Double Slot formation).

GENERAL INFORMATION ON TECHNIQUES-TACKLES AND ENDS

There are two types of play involved in your technique. By using these principles you will be able to keep your key off balance without changing the whole defensive scheme.

A. READ ON THE MOVE-This will be our basic style of play. It means we will take off on the snap, attack your key (with your hands, arms, wide base) and mirror him. Leverage all plays at you or outside of you. Squeeze (chase or stack) all plays away from you.

1. LEVERAGE-Keep outside position on your key with your body, close inside area with your keys body (you must always constrict inside areas and make ball come to you).
2. CHASE - Squeeze blocker into "B" area and then come around blocker as quickly as possible (straight line chase) and constrict cutback area with blockers body. You must feel boot and reverse.

*If you are able to execute these three responsibilities without giving round, we will be successful.

B. SCREAM - This style of play will be used when we are in an all out pass rush situation and we will react to any run, instead of taking the blocks away as we normally do. This means you should make the play on their side of the line of scrimmage.

DEFENSIVE LINEMEN

PURSUIT AND HUSTLE

There is no effective pursuit without proper execution of "read on the move" or "scream" techniques. After correct read, reaction and initial angle to the ball, pursuit is started with a desire to get to the football and make plays. You must have an intense 100% attitude on each and every play.

DEFENSIVE LINEMEN GLOSSARY

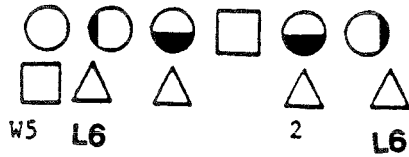
(Excludes Blocking Patterns and Fronts)

BOX	Name of 4 man control stunt, T's free.
BLAST	Name of 4 man control stunt, E's free.
BALL	Guide for alignment and stimulus for movement (Get off).
"BINGO"	Pass alert or tip-off.
BULL RUSH	Straight ahead power rush.
CHECK	Final maneuver or catapult in P.R. move.
CLUB	A sudden arm movement used to take advantage of opponent's momentum.
COX-COY	Alignment at 45 degree on center.
COME AROUND GUY	2nd or 3rd man in stunt/game.
CORNER	The outside edge for an end in the T.S.L.
CYLINDER	The frame of your body which determines run through or cross face.
DELAY	Timing used in game execution.
DOUBLE DELAY	Timing used in game execution.
EAR HOLE	The condensing and squeezing of a hold by a 2 gap player.
EGG	Educated guess.
FAKE	A definite and deliberate P.R. maneuver.
FLAG	Deliberate hand fake in a P.R. maneuver.
GAME	A cross-charge (delayed) used vs. pass.
GRAB	The deliberate holding/picking in a game/stunt.
HAIR TRIGGER	The nervous and sensitive position prior to a great get off.
HANDS	The usage and advantage to a defensive player in P.R.
JOIST	Read by noseman vs. double back block.
IN-OUT-IN	A P.R. move using a double fake.
"ISO _____"	Name of 3 man, double pick, game.
"ISX"	Name of 2 man inside game (twist).
JAB	Fake step used in P.R.
JUMP START	The simultaneous moving (shifting) to a new alignment and getting off.
"KICK"	The movement (shifting) of the line - LT/RT.
LANE	Any of the 4 openings of protection (L.O., L.I., R.I., R.O.)
LEAN	The angle of rusher in a get off, head and shoulders first.
LIN	Left inside player on line.
LON	Left outside player on line.
"LON"	Name of 2 man game/stunt (E/T, E/N).
LONG ARM AND LIFT	P.R. move using a blow and hands.
"LUCKY"	Name of 4 man game (LON/REX).
MAN	Man-Man pass protection.
MIRROR	A 2 Gap technique (Tough) where lineman works across opponent's face.
MOVEMENT	Stimulus for get off.

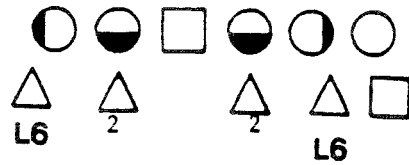
"NOSE" Name of 2 man ISX game/stunt.
OUT END The defensive outside in Steeler, Bear defenses.
OUT-IN-OUT A P.R. move using a double fake.
"PACKER" Name of 2 man bull rush game (T/T).
POWER A hard charging 2 gap technique.
JET The upfield speed rush in P.R. or the penetrating 1 Gap charge used in various fronts.
RESPONSE The automatic reaction to a stimulus.
"REX" Name of 2 man game/stunt (T/E, N/E).
RIC Right inside player on line.
RICOCHET The pushing off of a moving opponent in run defense or P.R.
"RINGO" Name of 4 man game (ROY/LEX).
ROY Right inside player on line.
"ROY" Name of 2 man game/stunt (ROY/LEX).
SCREW The focal point of an opponent's head.
"SMELL A RAT" Gimmick, sucker or trick tip-off.
SPLATTER Technique to close a trap with inside eye.
SPIN A reaction to block if stuck or deeper than ball.
SPIN A pre-determined P.R. maneuver or charge in a game.
SQUEEZE The closing and playing a gap with opponent's body.
STIMULUS The initial start to movement.
STUNT A cross-charge (quick) vs. run.
SWIM Arm over maneuver used in P.R.
SWIRL Double arm lift maneuver used in P.R.
"TABLES" Hot dummy call used in games/stunts.
TACKLE-SET-LINE Principle used to determine race/race and club by end in P.R.
"TEXAS" Name of 4 man game (T/E).
"TOPS" Name of 2 or 4 man spin game.
TWIRL Double arm drop maneuver used in P.R.
UNCOVERED The offensive or defensive linemen with no one in his face.
UNDER Arm under (RIP) maneuver used in P.R.
VACATE The leaving of an offensive lineman.
W.C.O.Y We're counting on you! 2 Gap tough technique.
WAG Wild ass guess.
WHEEL The flattening out pursuit angle in run defense.
WHITE KNUCKLE Run alert or tip-off.

III. ALL ALIGNMENTS BY FRONTS

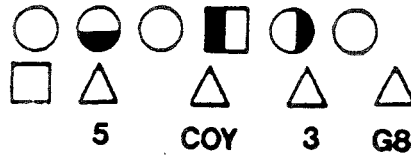
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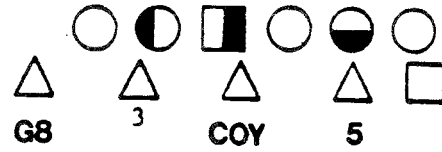
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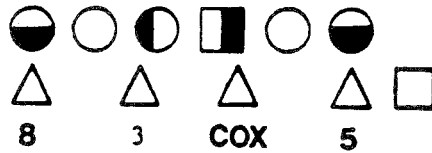
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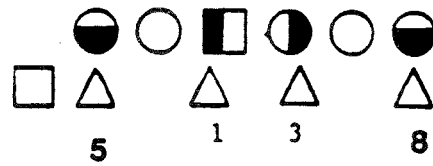
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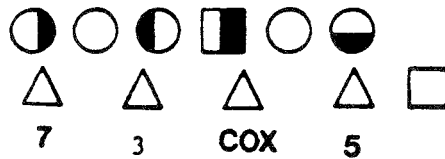
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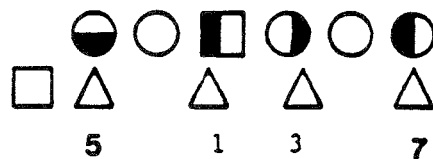
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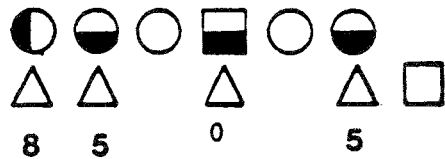
OVER STACK



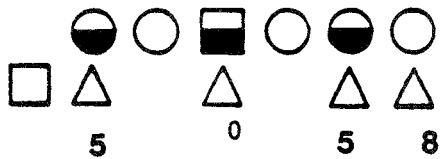
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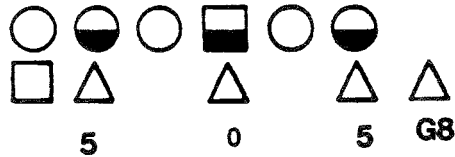
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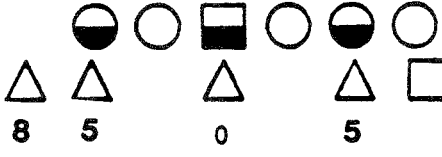
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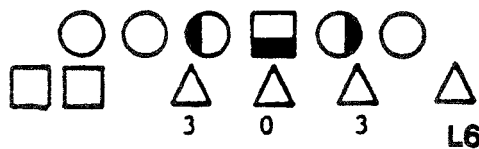
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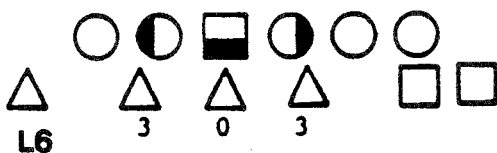
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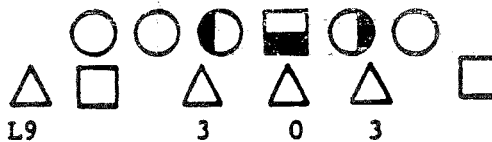
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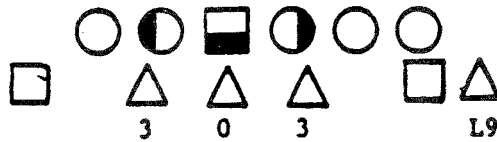
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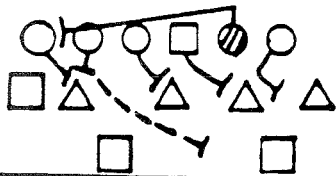
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BEAR

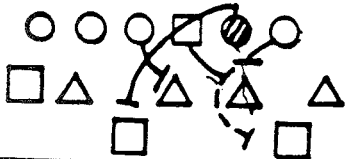


POWER-O



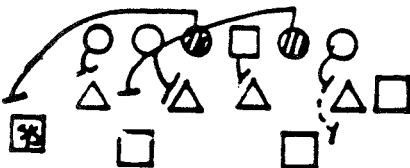
GUARD AND CENTER BLOCKING BACK ON NOSE AND DT-"O" GUARD PULLING TO TRAP AT P.O.A. AND COMBO AT P.O.A. ON DE AND LB BY TE AND TACKLE.

PINCH



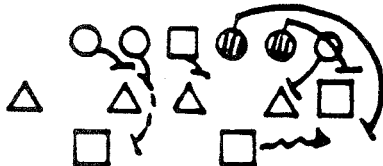
CENTER AND BACKSIDE TACKLE WORKING COMBO ON DT AND LB WITH "O" GUARD PULLING FOR ONSIDE LB. GUARD BLOCKS DOWN.

G-O



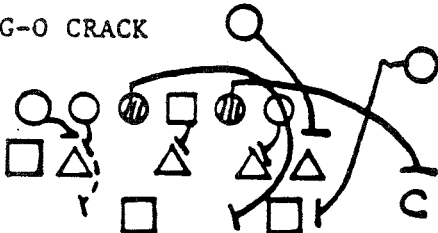
ONSIDE GUARD PULLING TO BLOCK SUPPORT AND BACKSIDE GUARD PULLING FOR ONSIDE LB.

UG



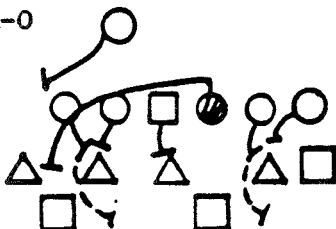
TECHNIQUE FOR ONSIDE GUARD AND TACKLE TO PULL AND LEAD ONSIDE. TE BLOCKS DOWN.

BIM G-O CRACK



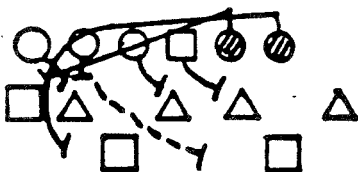
BOTH "G" AND "O" GUARDS PULLING AND BACK BLOCKING DE ON LINE OF SCRIMMAGE.

BIM-O



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

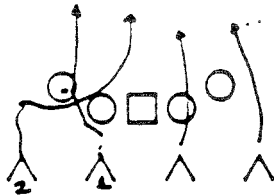
O-T



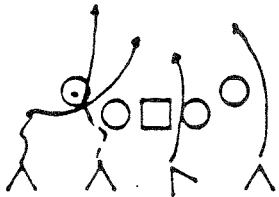
BACKSIDE GUARD AND TACKLE PULLING TO PLAY SIDE. "O" GUARD TRAPS AT P.O.A. AND "T" TACKLE LEADS UP INSIDE. GAP BLOCKING IN MIDDLE. POWER AT P.O.A.

LEX

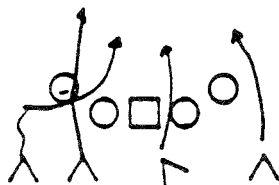
(2 MAN TACKLE-END GAME)



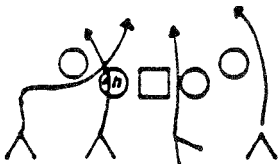
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"L"



BULL

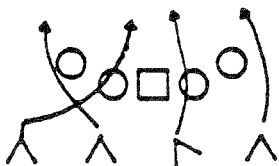


GRAB



TEXAS

Q 43



Q "L"

DELAYED

LIN: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

LON: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off LIN's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

BULL LEX/REX

LIN: Get off. Charge right for O.T. Collide into his near shoulder and ricochet upfield.

LON: Get off. Delay 2 steps upfield. Keep eye contact and loop off LIN's tail (no light between). Be ready to take on O.G. Get inside.

C.P.: Can be run as grab game in under/over - "L".
Can be run from wide align by D.T.

QUICK "Q"

(C.P.: Used as run counter)

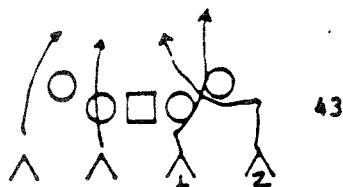
LIN: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.

LON: Get off. Jab at O.T. then break inside. Loop off LIN's tail (no light). Look for O.G. Cross face and get down to A gap.

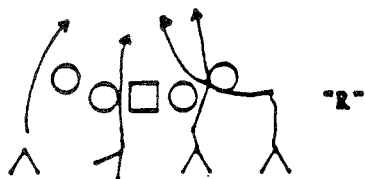
RUSHMEN STUNT PACKAGE

REX

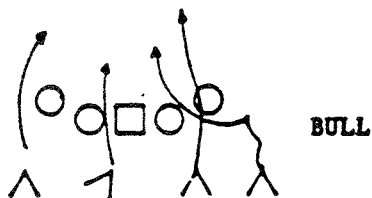
(2 MAN TACKLE-END GAME)



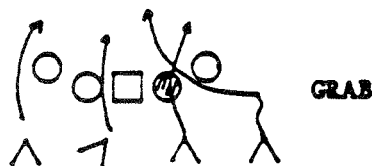
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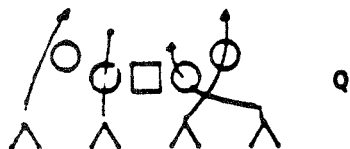
"R"



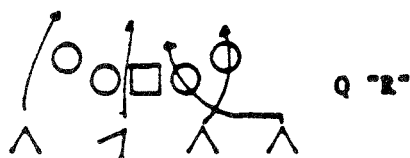
BULL



GRAB



Q



Q "R"

DELAYED

RIC: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off RIC's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

BULL LEX/REX

RIC: Get off. Charge right for O.T. Collide into his near shoulder and ricochet upfield.

ROY: Get off. Delay 2 steps upfield. Keep eye contact and loop off RIC's tail (no light between). Be ready to take on O.G. Get inside.

C.P.: Can be run as grab game in under/over - "R". Can be run from wide align by D.T.

QUICK "Q"

(C.P.: Used as run counter)

RIC: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.

ROY: Get off. Jab at O.T. then break inside. Loop off RIC's tail (no light). Look for O.G. Cross face and get down to A gap.

NICKEL/DIME STUNT

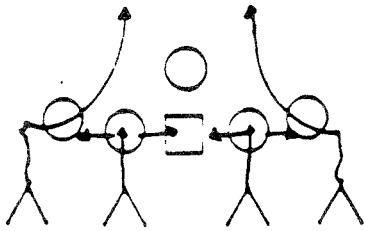
C.P.: RUN DELAYED

43

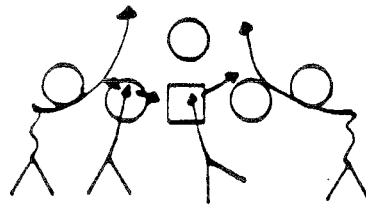
"L" CALL

"R" CALL

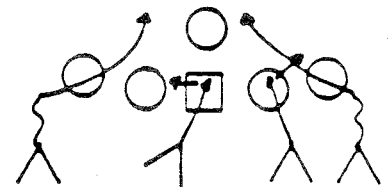
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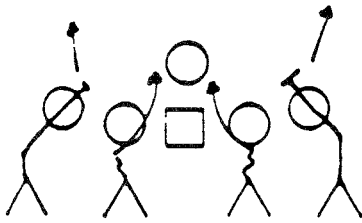
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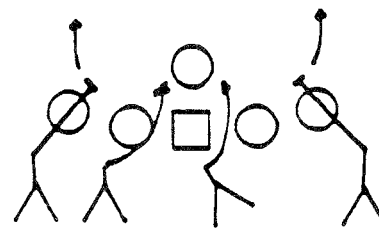
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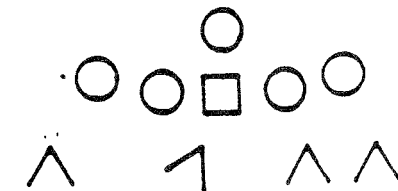
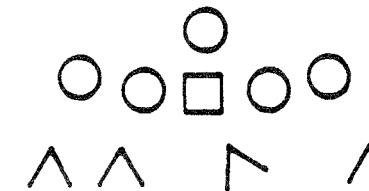
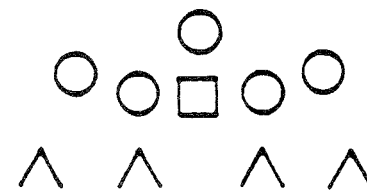
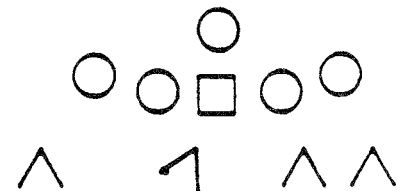
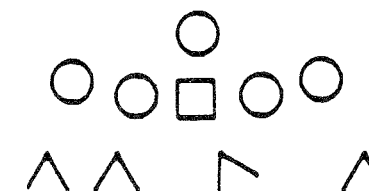
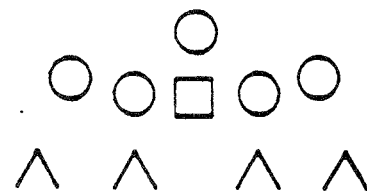
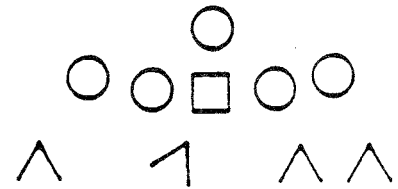
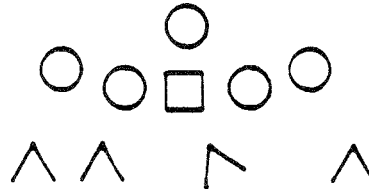
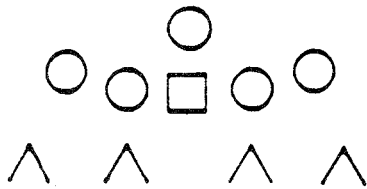
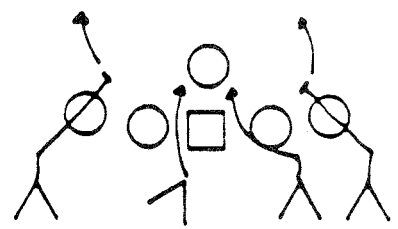
BOX



BOX



BOX



PREVENT (EXTRA) GAMES

<p>LON</p>	<p>ROY</p>	<p>BLAST</p>
<p>REX</p>	<p>LEX</p>	<p>BOX</p>

NICKEL/DIME STUNTS

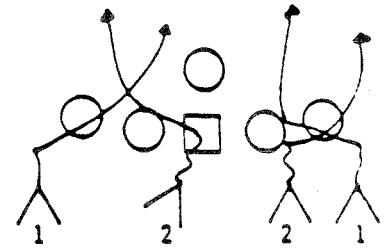
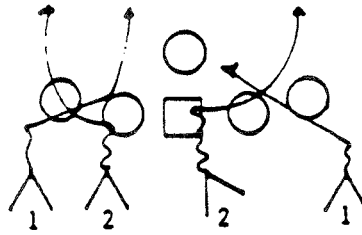
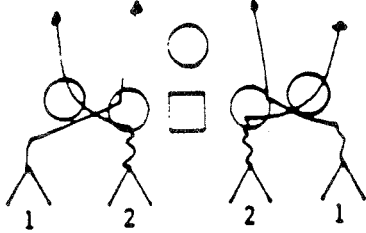
C.P.: ALL DELAYED

43

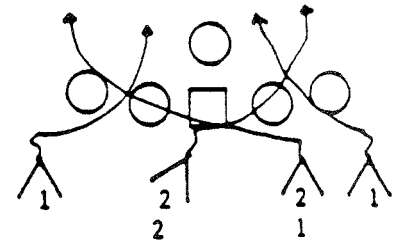
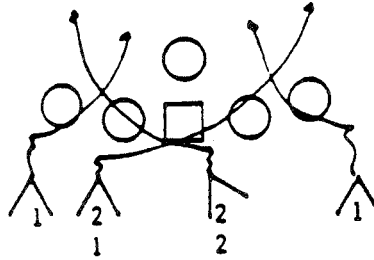
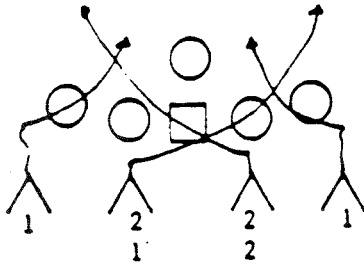
"L" CALL

"R" CALL

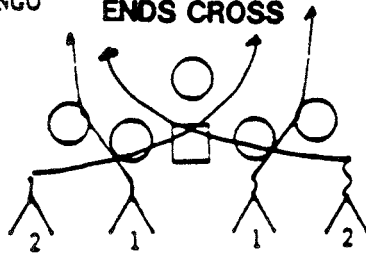
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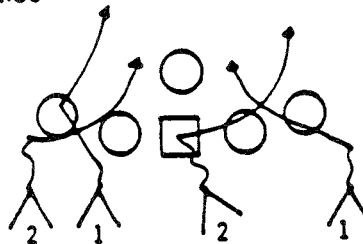
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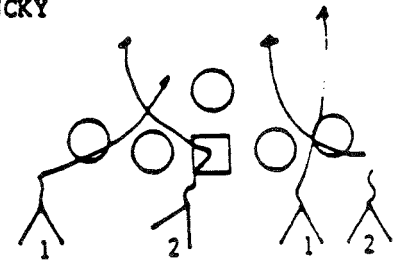
TANGO
DOUBLE TEXAS
ENDS CROSS



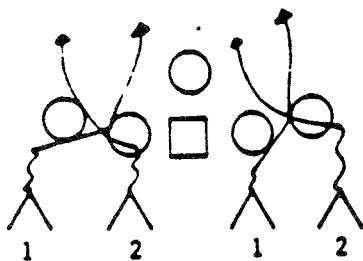
RINGO



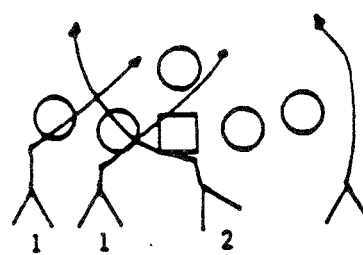
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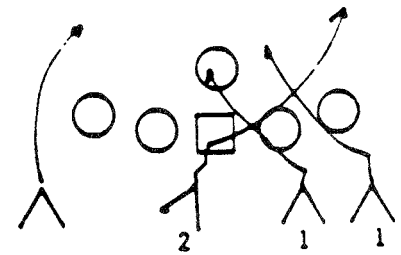
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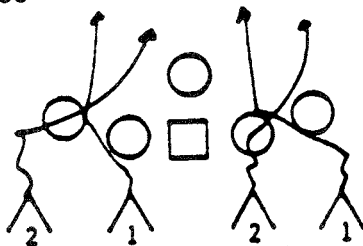
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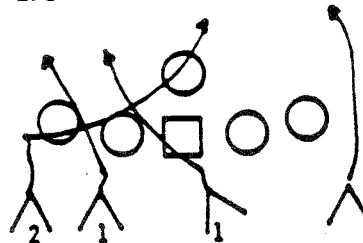
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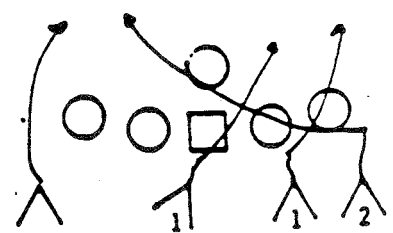
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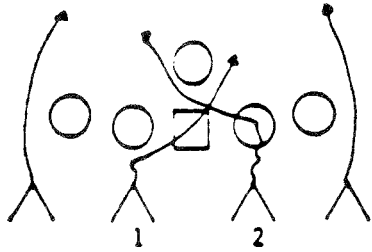
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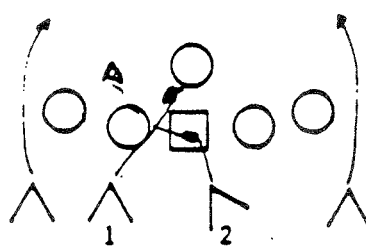
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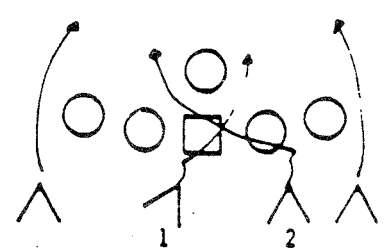
ISX LIN



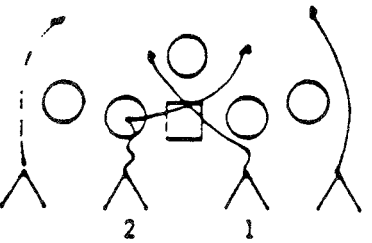
ISX WIDE (LIN)



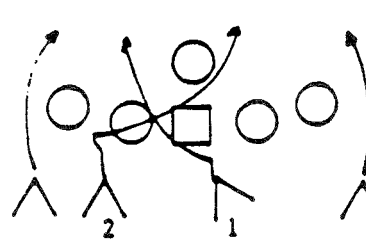
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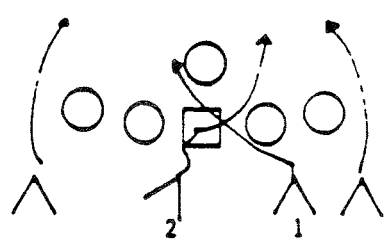
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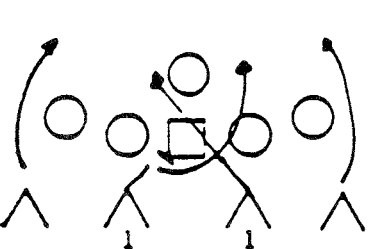
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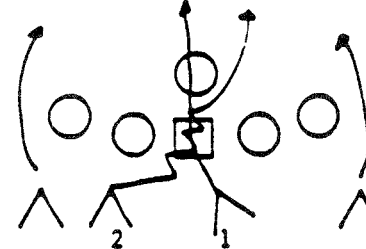
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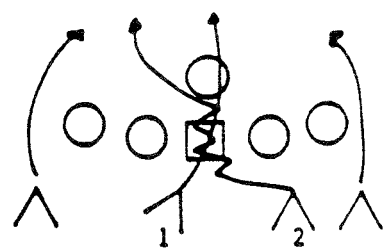
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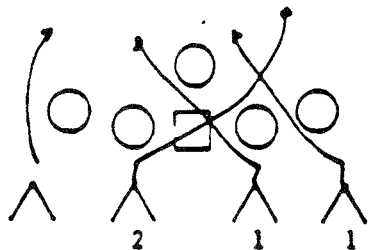
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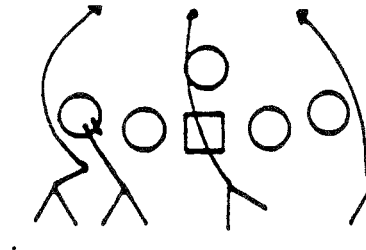
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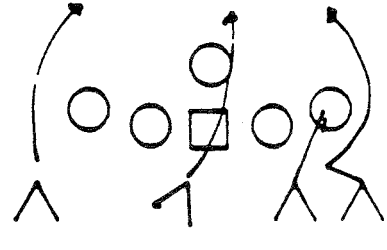
ISO LIN



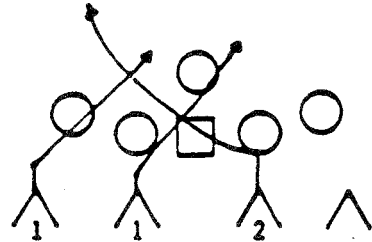
FAKE TEXAS



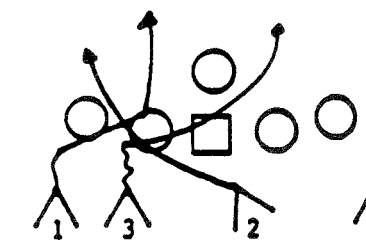
L



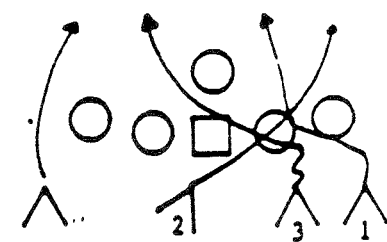
ISO RIC



LON-NOSE-TWIST



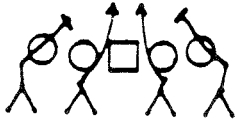
ROY-NOSE-TWIST



ROSBURN STUNT PACKAGE

BOX

(4 MAN GUT PRESSURE)



TACKLES: Get off. Start 2 steps upfield and work (LIN/RIC) inside move. Take shortest route to QB. Stay active and get there.

ENDS: Get off. Start 2 steps upfield and then (LIN/ROY) attack O.T. with quick hands inside or butt technique. (If his arms are extended, grab forearms and lift!) Keep feet going and push. Condense pocket.

NICKEL/DIME STUNTS

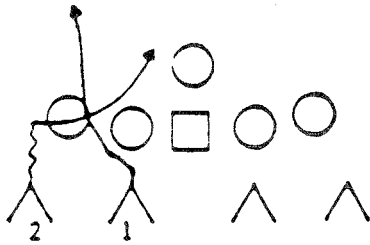
C.P.: ALL DELAYED

43

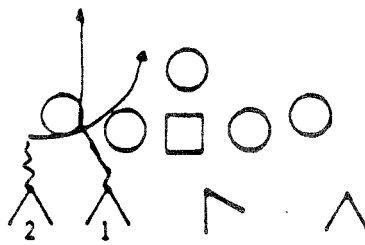
"L" CALL

"R" CALL

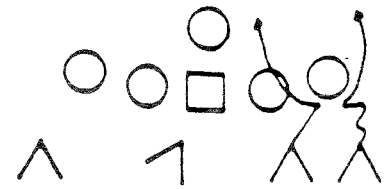
LEX



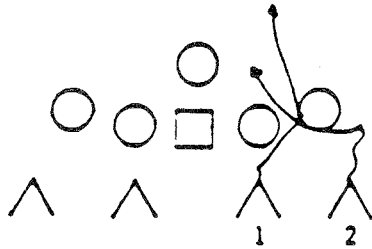
LEX



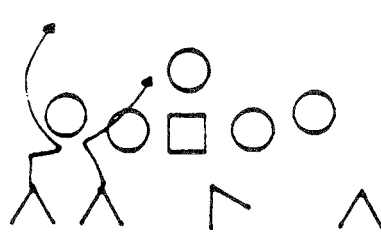
(FAKE REX)



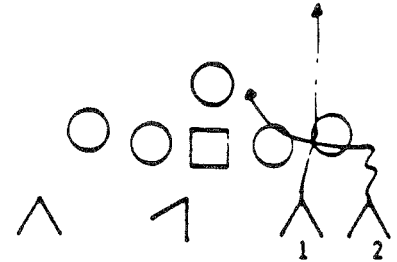
REX



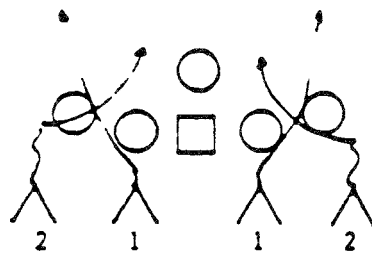
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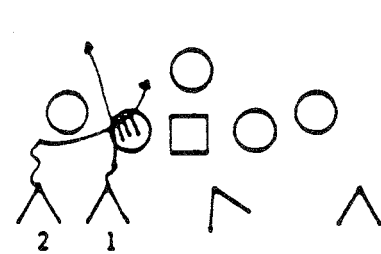
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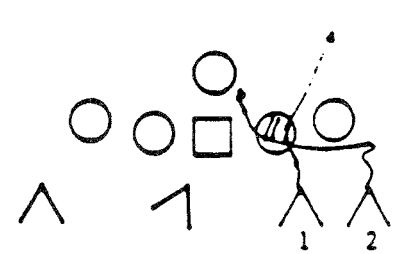
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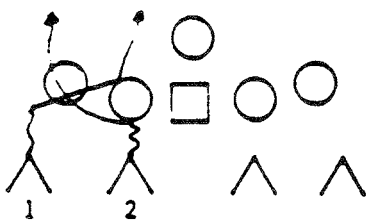
LEX W/GRAB



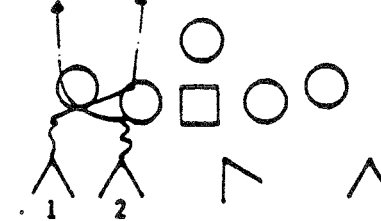
REX W/GRAB



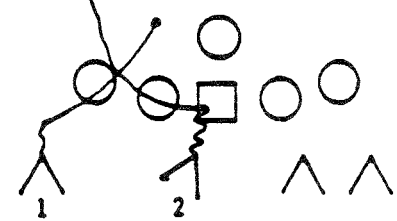
LON EL PASO



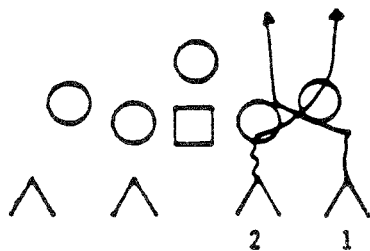
LON



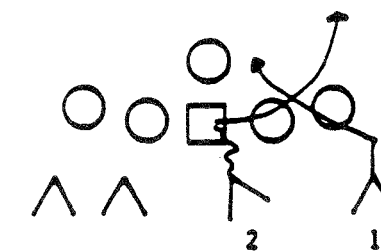
LON ECHO



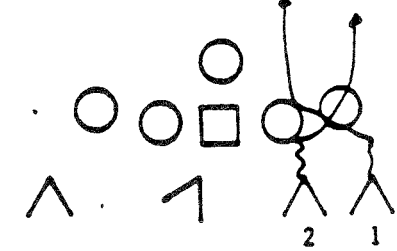
ROY EL PASO



ROY ECHO



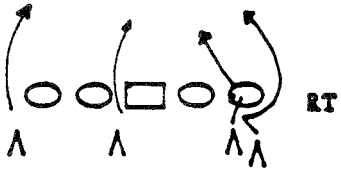
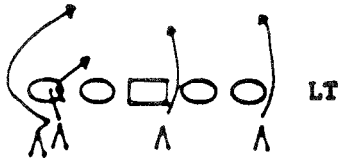
ROY



RUSHMEN STUNT PACKAGE

FAKE TEXAS

(2 MAN TACKLE-END GAME)



TACKLE: Jump out to anchor alignment on O.T. Get (LIN/RIC) off. Charge directly into O.T. and grab. Pull him into B gap and work upfield. Let end clear and release (2 seconds).

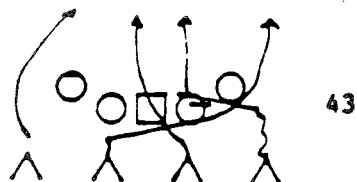
END: Align off ball and cheat to head up. Put (LON/ROY) weight on heels. Jab, flash, fake, sell and sell inside charge. Push off and loop back around to outside. Lower inside shoulder on O.G.

C.P.: Tackle on side opposite cheat down and rush "A" gap.

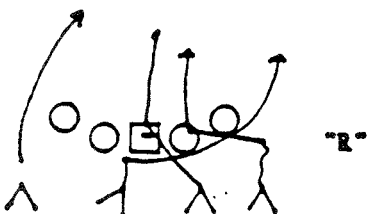
ISO LIN

(3 MAN TACKLE-TACKLE-END GAME)

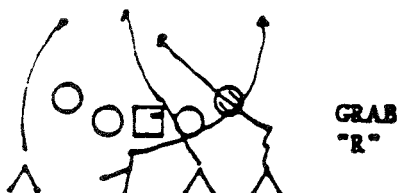
C.P.: OPPOSITE END, LOW, STAY OUTSIDE



43



"R"



GRAB
"R"

RIC: Get off. Step and gain ground with near foot. Slap/swim/rip to center's back. Penetrate and fight through to R.I. lane.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn you shoulders; make yourself small. If O.G.'s back is there, push off and ricochet upfield. If block is toward you, penetrate and work inside. Get to L.I. lane.

LIN: Get off. Jab upfield. Break outside and loop off ROY's tail (no light). Lower inside shoulder and get to L.O. lane.

C.P.: In "L" call, jab and fake to bubble "R" call side of center, then loop.

WITH GRAB

RIC: Get off. Step and gain ground with near foot. Slap/swim/rip to center's back. Penetrate and fight through to R.I. lane.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel RIC clear and let go (2 seconds).

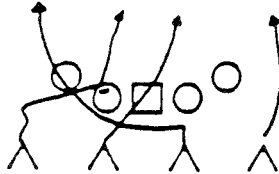
LIN: Get off. Jab upfield, break outside and loop off ROY's tail (no light). This will be a short corner! Get upfield.

RUSHMEN STUNT PACKAGE

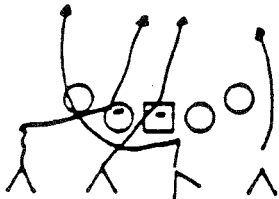
ISO RIC

(3 MAN TACKLE-TACKLE-END GAME)

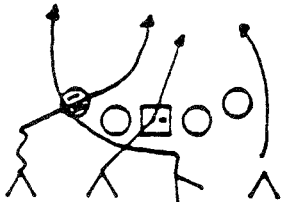
C.P.: OPPOSITE END, ROY, STAY OUTSIDE



43



-L-



GRAB
-L-

LIN: Get off. Step and gain ground with near foot. Slap/swim/rip to center's back. Penetrate and fight through to R.I. lane.

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn you shoulders; make yourself small. If O.G.'s back is there, push off and ricochet upfield. If block is toward you, penetrate and work inside. Get to L.I. lane.

RIC: Get off. Jab upfield. Break outside and loop off LON's tail (no light). Lower inside shoulder and get to L.O. lane.

C.P.: In "L" call, jab and fake to bubble side of center, then loop.

WITH GRAB

LIN: Get off. Step and gain ground with near foot. Slap/swim/rip to center's back. Penetrate and fight through to R.I. lane.

LON: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel RIC clear and let go (2 seconds).

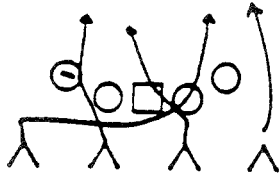
RIC: Get off. Jab upfield, break outside and loop off LON's tail (no light). This will be a short corner! Get upfield.

RUSHMEN STUNT PACKAGE

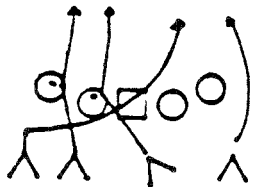
ISO LON

(3 MAN END-TACKLE-TACKLE GAME)

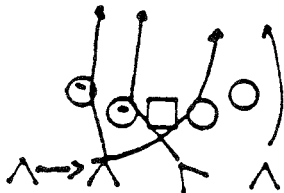
C.P.: OPPOSITE END, ROY, STAY OUTSIDE



43



"L"



LIN: Get off. Step and gain ground with near foot. Slap/swim/rip outside. Turn your shoulders; make yourself small. Get to O.T.'s back. Push off, ricochet and get upfield. Get to L.O. lane.

RIC: Get off. Jab upfield 2 steps and break to center. Slap/swim/rip across O.G. If center's back is there, push off and ricochet upfield. If block is toward you, penetrate and work inside. Get to L.I. lane.

C.P.: In "L" call, work across center into A gap on snap. Look for o.G.'s back.

LON: Get off. Delay 1 step upfield and sell outside move. Break inside and loop off RIC's tail (no light). Come across the ball looking for O.G. Work a move; keep head up for scramble. Stay in R.I. lane.

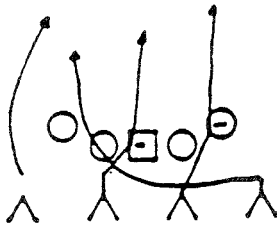
C.P.: IN "L" call, move down to inside O.T. as change up.

RUSHMEN STUNT PACKAGE

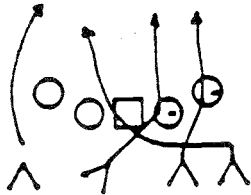
ISO ROY

(3 MAN END-TACKLE-TACKLE GAME)

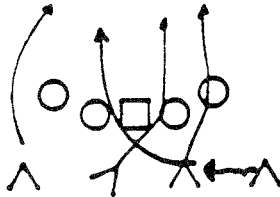
C.P. OPPOSITE END, LON, STAY OUTSIDE



43



"R"



RIC: Get off. Step and gain ground with near foot. Slap/swim/rip outside. Turn your shoulders; make yourself small. Get to O.T.'s back. Push off, ricochet and get upfield. Get to L.O. lane.

LIN: Get off. Jab upfield 2 steps and break to center. Slap/swim/rip across O.G.'s. If center's back is there, push off and ricochet upfield. If block is toward you, penetrate and work inside. Get to L.I. lane.

C.P.: In "L" call, work across center into A gap on snap. Look for O.G.'s back.

ROY: Get off. Delay 1 step upfield and sell outside move. Break inside and loop off RIC's tail (no light). Come across the ball looking for O.G. Work a move; keep head up for scramble. Stay in R.I. lane.

C.P.: In "R" call, move down to inside O.T. as change up.

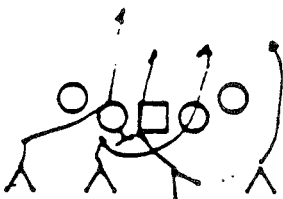
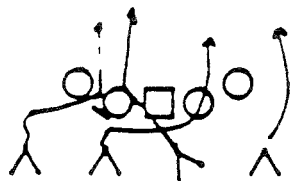
RUSHMEN STUNT PACKAGE

LON-NOSE-TWIST

ROY-NOSE-TWIST

(3 MAN END - ISX GAME)

C.P.: OPPOSITE END, STAY OUTSIDE

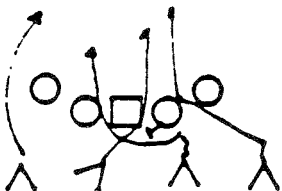
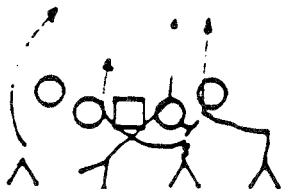


DELAYED

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

WIDE TACKLE: Get off. Threaten O.G. Head up. Delay and mesmerize. Keep eye contact. Flash and fake. Loop tight off nose's tail (no light). Lower inside shoulder on center and get upfield. (Spin back if pushed out of inside lane.)

NOSE: Get off. Step and gain ground with enar foot. Slap/swim/rip on center. Turn your shoulders; make yourself small. Look to guard. If slide away, push off his back and ricochet upfield. If block is toward you, penetrate and push through.



ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

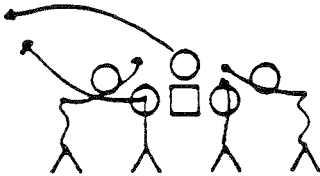
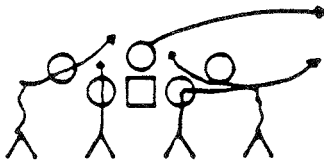
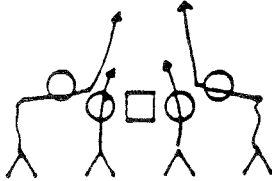
WIDE TACKLE: Get off. Threaten O.G. Head up. Delay and mesmerize. Keep eye contact. Flash and fake. Loop tight off nose's tail (no light). Lower inside shoulder on center and get upfield. (Spin back if pushed out of inside lane.)

NOSE: Get off. Step and gain ground with enar foot. Slap/swim/rip on center. Turn your shoulders; make yourself small. Look to guard. If slide away, push off his back and ricochet upfield. If block is toward you, penetrate and push through.

RUSHMEN STUNT PACKAGE

BLAST

(4 MAN GUT PRESSURE)



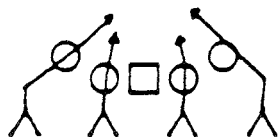
TACKLES: Get off. Get into O.G. with quick hands (LIN/RIC) inside or butt technique. (If his arms are extended, grab forearms and lift!) Keep feet going, going and going! Push O.G. (and/or center) back into QB. Do not pick a side. Collapse pocket so QB can't step up. Be ready to come off and contain QB outside.

ENDS: Get off. Delay 2 steps upfield. Sell (LON/ROY) outside move. Rip/swim/lclub inside. Turn your shoulders; make yourself small. Push off O.G.'s back and ricochet if it's there. Keep coming. Spin if pushed past football.

RUSHMEN STUNT PACKAGE

POWER

(4 MAN BULL RUSH)



TACKLES: Get off. Get into O.G. with quick hands (LIN/RIC) inside or butt technique. (If his arms are extended grab forearms and lift!) Keep feet going, going and going! Push O.G. (and/or center) back into QB. Collapse pocket so QB can't step up.

ENDS: Get off. Start 2 steps upfield and then (LON/ROY) attack O.T. with quick hands inside or butt technique. (If his arms are extended, grab forearms and lift!) Keep feet going and push. Condense pocket.

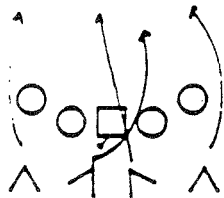
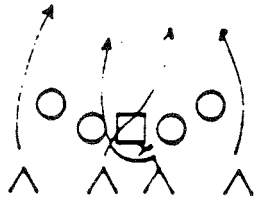
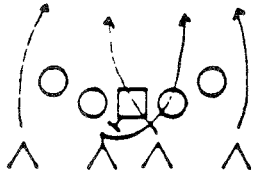
RUSHMEN STUNT PACKAGE

ISX OPTION

(2 MAN TACKLE-TACKLE GAME)

READ START

C.P.: ENDS STAY OUTSIDE IN ALL ISX GAMES



COCKED

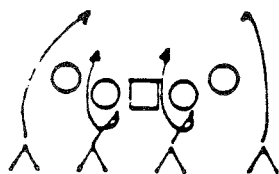
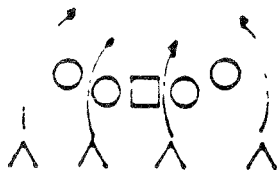
LIN: Get off. Gain ground inside on first step. Charge towards center's back. Think penetration and run through across ball. If blocked by center, pull out and loop. You are now the come around man. Lower inside shoulder and work as close to RIC's tail as possible. Look for O.G. Get to R.I. lane.

RIC: Get off. Gain ground inside on first step. Charge towards center's back. Think penetration and run through across ball. If blocked by center, pull out and loop. You are now the come around man. Lower inside shoulder and work as close to LIN's tail as possible. Look for O.G. Get to L.I. lane.

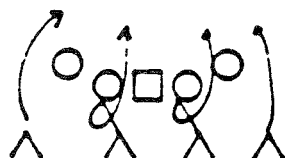
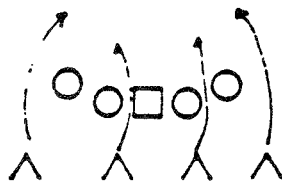
C.P.: Tackles align inside shoulder of offensive guards or double cock.

LOG/ROC

(2 MAN TACKLE SLANT)



TOPS



TOPS

LOG

LIN: Align in 3. Get off. Penetrate "B" gap. Work a move on guard's outside shoulder and occupy L.I. lane.

RIC: Align in 2 inside. Get off. Penetrate "A" gap. Work a move on guard's inside shoulder. Look for center. On slide away, push off his back and ricochet upfield. On block towards, fight upfield in R.I. lane. Spin back if pushed across ball.

ROC

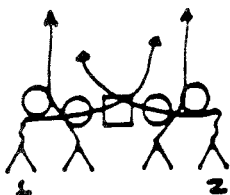
RIC: Align in 3. Get off. Penetrate "B" gap. Work a move on guard's outside shoulder and occupy L.I. lane.

LIN: Align in 2 inside. Get off. Penetrate "A" gap. Work a move on guard's inside shoulder. Look for center. On slide away, push off his back and ricochet upfield. On block towards, fight upfield in R.I. lane. Spin back if pushed across ball.

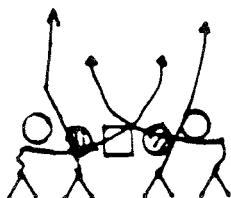
C.P.: Can also be run as double spin, "Tops".

TEXAS CROSS

(4 MAN TACKLE-END TWIST GAME)
"ME" CALL OR #3, THUMBS SIGNAL



43



GRAB

LIN: Get off. Threaten O.G. Head on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

LOH: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off LIN's tail (no light between). Lower shoulder and work move on center or guard. Work to right inside lane.

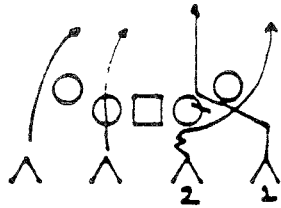
RIC: Get off. Threaten O.G. Head on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off RIC's tail (no light between). Lower shoulder and work move on center or guard. Work to right inside lane.

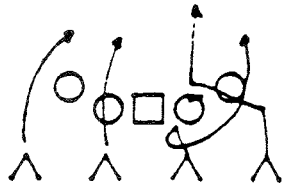
C.P.: Can be run with grab

EL PASO

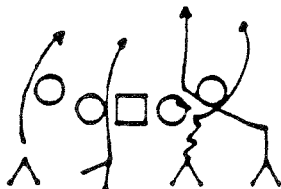
(2 MAN END-TACKLE GAME)



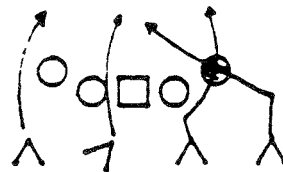
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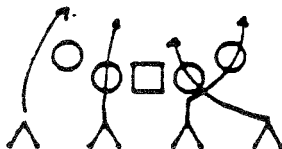
SPIN



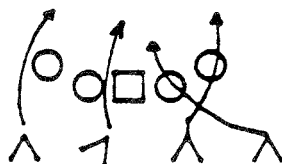
"R"



GRAB



Q



Q "R"

DELAYED

ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off ROY's tail (no light between) lower shoulder on O.T. Get outside and up.

C.P.: Also run with "spin".

WITH GRAB

ROY: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off ROY's tail (no light between.) This will be a short corner! Get upfield.

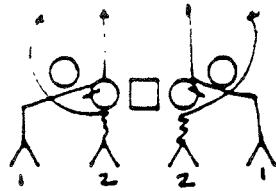
QUICK 'Q'

(C.P.: Used as run counter)

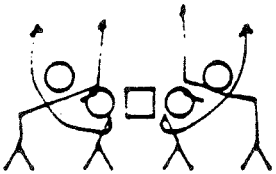
ROY: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

RIC: Get off. Jab at O.G. then break outside. Loop off ROY's tail (no light) and look for O.T. Get to B gap, but cross face any down block.

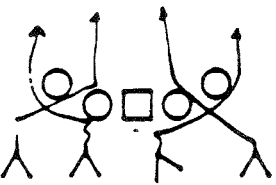
(4 MAN - END TACKLE GAME)



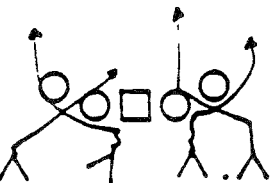
43



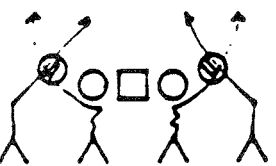
SPIN



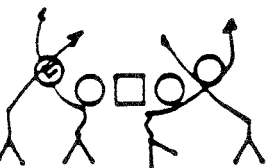
"L"



"R"



GRAB



GRAB
"L"

DELAYED

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off LON's tail (no light between) lower shoulder on O.T. Get outside and up.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off ROY's tail (no light between) lower shoulder on O.T. Get outside and up.

C.P.: Also run with "spin".

WITH GRAB

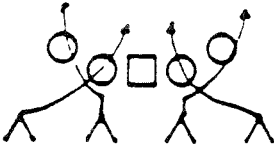
LON: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off LON's tail (no light between.) This will be a short corner! Get upfield.

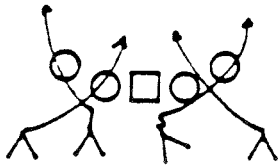
ROY: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off ROY's tail (no light between.) This will be a short corner! Get upfield.

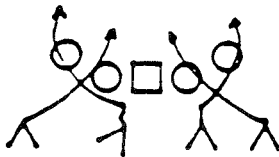
CONTINUED



Q



Q -L-



Q -R-

QUICK 'Q'

(C.P.: Used as run counter)

LON: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

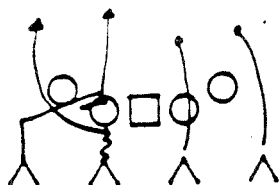
LEN: Get off. Jab at O.G. then break outside. Loop off LON's tail (no light) and look for O.T. Get to B gap, but cross face any down block.

ROY: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

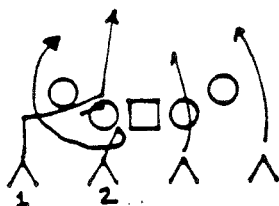
RIC: Get off. Jab at O.G. then break outside. Loop off ROY's tail (no light) and look for O.T. Get to B gap, but cross face any down corner.

LON EL PASO

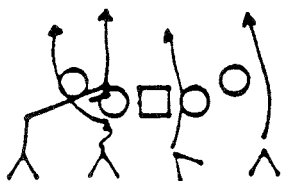
(2 MAN END - TACKLE GAME)



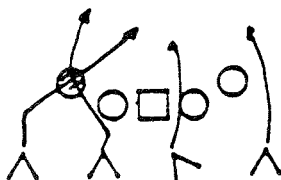
43



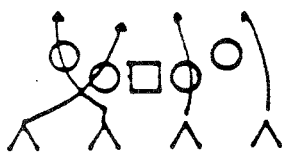
SPIN



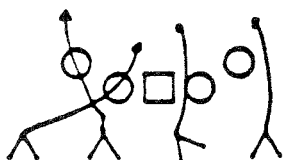
"L"



GRAB



Q



Q "L"

DELAYED

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off LON's tail (no light between) lower shoulder on O.T. Get outside and up.

C.P.: Also run with "spin".

WITH GRAB

LON: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off LON's tail (no light between.) This will be a short corner! Get upfield.

QUICK 'Q'

(C.P.: Used as run counter)

LON: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

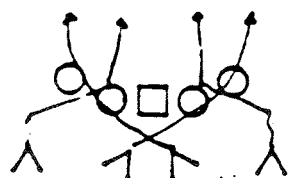
LIN: Get off. Jab at O.G. then break outside. Loop off LON's tail (no light) and look for O.T. Get to B gap, but cross face any down block.

RUSHMEN STUNT PACKAGE

DBL EL PASO CROSS



43



COCKED



GRAB

DELAYED

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

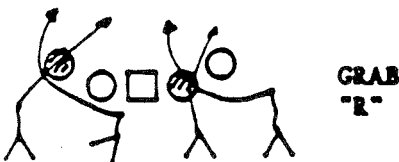
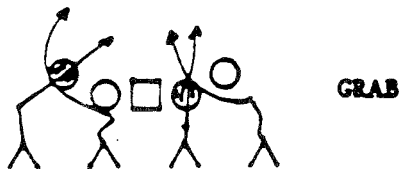
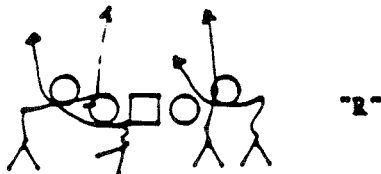
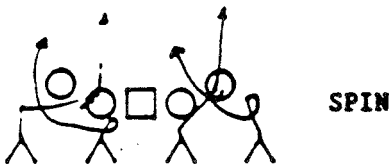
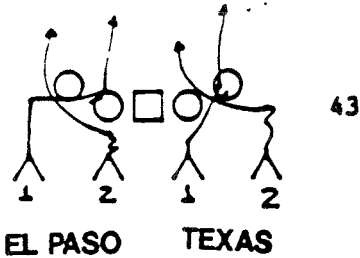
LIN: Get off. Loop around and off ROY's tail (no light). Work to R.O. lane.

RIC: Get off. Jab and allow LIN to pass underneath. Loop around off LON's tail (no light). Work to L.O lane.

RUSHMEN STUNT PACKAGE

LUCKY

(4 MAN END-TACKLE, TACKLE-END GAME)



DELAYED

LON: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off LON's tail (no light between) lower shoulder on O.T. Get outside and up.

RIC: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off RIC's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

WITH GRAB

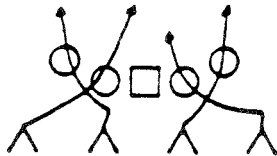
LON: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

LIN: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off LON's tail (no light between.) This will be a short corner! Get upfield.

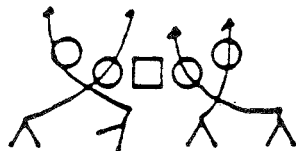
RIC: Get off. Charge right for O.T. Charge into O.G.'s outside shoulder. Pull him outside and work upfield.

ROY: Get off. Delay 2 steps upfield. Keep eye contact and loop off RIC's tail (no light between). Be ready to take on center. Get inside.

LUCKY - CONTINUED



Q



Q "R"

QUICK 'Q'

(C.P.: Used as run counter)

LON: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

LIN: Get off. Jab at O.G. then break outside. Loop off LON's tail (no light) and look for O.T. Get to B gap, but cross face any down block.

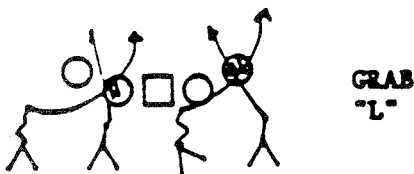
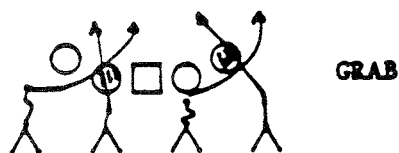
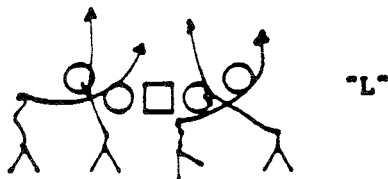
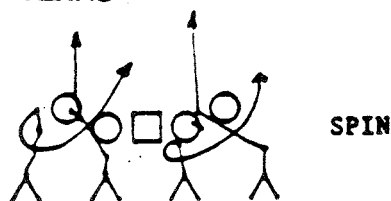
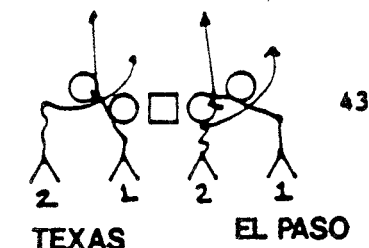
RIC: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.

ROY: Get off. Jab at O.T. then break inside. Loop off RIC's tail (no light). Look for O.G. Cross face and get down to A gap.

RUSHMEN STUNT PACKAGE

RINGO

(4 MAN TACKLE-END, END-TACKLE GAME)



DELAYED

LIN: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

LON: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off LIN's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Rip/swim/club inside. Turn your shoulders; make yourself small. Get to O.G.'s back. Push off, ricochet and get upfield.

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop off RIC's tail (no light between) lower shoulder on O.T. Get outside and up.

C.P.: Also run with "spin".

WITH GRAB

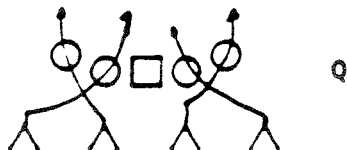
LIN: Get off. Charge into O.G.'s outside shoulder. Pull him outside and work upfield.

LON: Get off. Delay 2 steps upfield. Keep eye contact and loop off LIN's tail (no light between). Be ready to take on center. Get inside.

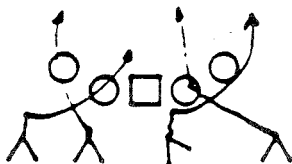
ROY: Get off. Delay 2 steps upfield. Sell outside move. Break inside and grab O.T. Pull him down inside. Keep moving inside and upfield. Feel tackle clear and let go (2 seconds).

RIC: Get off. Threaten O.G. Head-on or inside. Keep eye contact. Loop tight off RIC's tail (no light between.) This will be a short corner! Get upfield.

RINGO - CONTINUED



Q



Q "L"

QUICK "Q"

(C.P.: Used as run counter)

LDN: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.

LON: Get off. Jab at O.T. then break inside. Loop off LDN's tail (no light). Look for O.G. Cross face and get down to A gap.

ROY: Get off. Must beat O.T. Down inside. Turn your shoulders; make yourself small. Can't get cut off. Read shoulder of O.G. Go with or behind him inside. Get across his face on turnout. Give ground if you have to. Get to A gap.

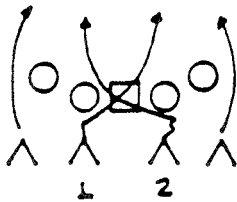
RIC: Get off. Jab at O.G. then break outside. Loop off RIC's tail (no light) and look for O.T. Get to B gap, but cross face any down block.

RUSHMEN STUNT PACKAGE

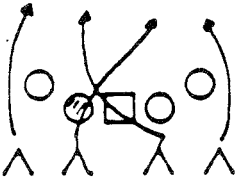
ISX LIN

(2 MAN, TACKLE-TACKLE GAME)

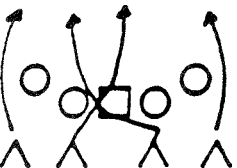
C.P.: ENDS STAY OUTSIDE IN ALL ISX GAMES



43



GRAB



Q

DELAYED

LIN: Get off. Threaten O.G. head-on or outside with first step. Slap/swim/rip inside. Look to center. If slide away, push off his back and ricochet upfield. If block is toward you, penetrate. Must push through and cross football. Get to R.I. lane.

RIC: Get off. Threaten O.G. head-on. Flash outside. Loop tight off LIN's tail. (No light) Lower shoulder on O.G. and get upfield. (Spin back if pushed out of L.I. lane.)

WITH GRAB

LIN: Get off. Threaten O.G. head-on or with first step. Break inside and grab O.G. as you go. Pull for 2 seconds. Push through and knock off center or opposite guard. Fight across football to R.I. lane.

RIC: Get off. Threaten O.G. head-on. Flash outside. Loop tight on LIN's tail. (No light) This will be a short corner! Lower inside shoulder looking for center or opposite guard.

QUICK "Q"

LIN: Get off. Gain ground inside on first step. Slap/swim/rip to center's back. Penetrate. Force a double team. Fight across football to R.I. lane.

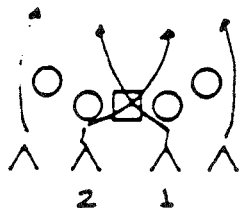
RIC: Get off. Threaten O.G. head-on. Flash. Loop quick and tight on LIN's tail. (No light) This will be a short corner! Lower inside shoulder on O.G. and get upfield. (Spin back if pushed out of L.I. lane.)

RUSHMEN STUNT PACKAGE

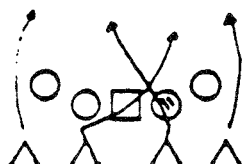
ISX RIC

(2 MAN, TACKLE-TACKLE GAME)

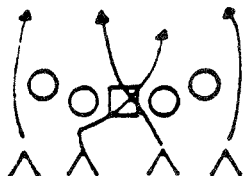
C.P.: ENDS STAY OUTSIDE IN ALL ISX GAMES



4-3



GRAB



Q

DELAYED

RIC: Get off. Threaten O.G. head-on or outside with first step. Slap/swim/rip inside. Look to center. If slide away, push off his back and ricochet upfield. If block is toward you, penetrate. Must push through and cross football. Get to R.I. lane.

LIN: Get off. Threaten O.G. head-on. Flash outside. Loop tight off LIN's tail. (No light) Lower shoulder on O.G. and get upfield. (Spin back if pushed out of L.I. lane.)

WITH GRAB

RIC: Get off. Threaten O.G. head-on or with first step. Break inside and grab O.G. as you go. Pull for 2 seconds. Push through and knock off center or opposite guard. Fight across football to R.I. lane.

LIN: Get off. Threaten O.G. head-on. Flash outside. Loop tight on LIN's tail. (No light) This will be a short corner! Lower inside shoulder looking for center or opposite guard.

QUICK "Q"

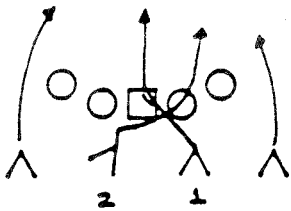
RIC: Get off. Gain ground inside on first step. Slap/swim/rip to center's back. Penetrate. Force a double team. Fight across football to R.I. lane.

LIN: Get off. Threaten O.G. head-on. Flash. Loop quick and tight on LIN's tail. (No light) This will be a short corner! Lower inside shoulder on O.G. and get upfield. (Spin back if pushed out of L.I. lane.)

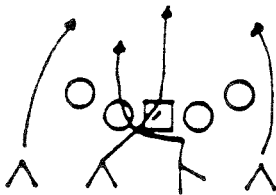
ISX WIDE (LIN/RIC)

(2 MAN, TACKLE-NOSE GAME)

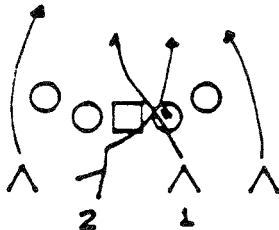
C.P. ENDS STAY OUTSIDE IN ALL ISX GAMES.



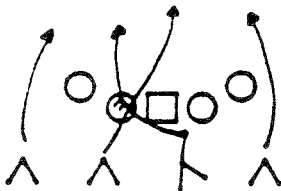
"R"



"L"



GRAB
"R"



GRAB
"L"

WIDE TACKLE: Get off. Step and gain ground with near foot. Slap/swim/rip inside. Turn your shoulders; make yourself small. Look to center, if slide away, push off his back and ricochet upfield. If block is toward you, penetrate. Must push through and cross football. Get to opposite inside lane.

NOSE: Get off. Threaten center to bubble side. Flash and fake. Loop tight off wide tackle's tail. (No light) Lower shoulder on O.G. and get upfield. (Spin back if pushed out of inside lane.)

WITH GRAB

WIDE TACKLE: Get off. Step and gain ground with near foot. Grab O.G. as you go. Pull for 2 seconds. Push through and knock off center or opposite guard. Fight across football to opposite inside lane.

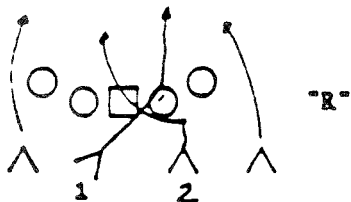
NOSE: Get off. Threaten center to bubble side. Flash and fake. Loop tight off wide tackle's tail. (No light) This will be a short corner! Lower inside shoulder looking for center or opposite guard.

RUSHMEN STUNT PACKAGE

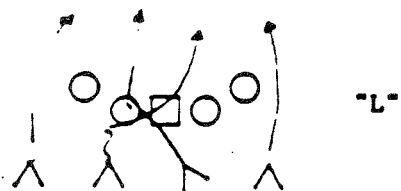
ISX NOSE

(2 MAN, NOSE-TACKLE GAME)

C.P.: ENDS STAY OUTSIDE IN ALL ISX GAMES



NOSSE: Get off. Step and gain ground with near foot. Slap/swim/rip on center. Turn your shoulders; make yourself small. Look to guard. If slide away, push off his back and ricochet upfield. If block is toward you, penetrate and push through



WIDE TACKLE: Get off. Threaten o.G. outside. Flash and fake. Loop tight off nose's tail. (no light) Lower inside shoulder on O.G. and get upfield. (Spin back if pushed out of inside lane.)

DEFENSIVE INSTALLATION

AS OF 7/25

FRONTS	DOGS / COVER
43 ADJUSTMENTS (BOSS, STACK, L)	OPIE GUN / COVER 10/0
43 SWIM	TOMMY GUN / COVER 10
43 THUNDER	MAC I / COVER 10
43 LIGHTNING	RED DOG (AUDIBLE = 2D)
43 BOSS LIGHTNING	UNDER FIRE ZONE
UNDER (OPTIONS - SOLID / EDGE)	OVER FIRE ZONE AUTOMATIC
UNDER WIDE LIGHTNING	UNDER SMOKE ZONES (AB, AA, CROSS, ETC)
OVER (OPTIONS)	UNDER NOSE ZONE AUTOMATIC
OVER SLIDE	FALCON TIGHT BLITZ (MOE) / COVER 0
OVER LOAD LIGHTNING ZONE	
BRUIN	
FALCON	

COVERAGES	NICKEL
COVER 1 + ASTRO, ETC.	COVER 11 DIVIDE, PLUG, 11 MOON, 12
COVER 1 OPTION	COVER 33
COVER 1 PLUG	COVER 44
ZONE	COVER 66
COMBO	COVER 77 (70)
COVER 3 (SILVER)	SKY OPTION
COVER 6 (GOLD)	RED DOG
COVER 7	FIRE ZONE - NICKEL UNDER
COVER 22 (COVER 2 OR COVER 8) CK GREY	MONSTER & MONSTER MOE / COVER 10
COVER 44	DOUBLE CATS / COVER 0
(COMBO OPTION) (1 LOCK) (44)	
1 LOCK	
GOAL LINE	
GL WEDGE	
GL TITE INSIDE	
GL SHADE (LOU OR ROSE)	
GL GAP	
GL BULLETS	
GL DOUBLE A	

PHILOSOPHY OF DEFENSE

OUR DEFENSIVE PHILOSOPHY IS SIMPLE. WE WILL DO ANYTHING AND EVERYTHING TO WIN - WITHIN THE RULES. OUR APPROACH IS TO WIN THE GAME WITH DEFENSE, SINCE WE CAN ONLY CONTROL WHAT WE DO ON OUR SIDE OF THE BALL.

I. TO WIN, WE MUST:

1. SCORE ON DEFENSE.
2. CREATE TURNOVERS.
3. CONTROL FIELD POSITION.
4. DEFENSE THE RUNNING GAME FIRST - IT BUILDS THE AGGRESSIVE ATTITUDE.
5. PLAY GREAT 3RD DOWN DEFENSE.
6. STOP OUR OPPONENT IN SHORT YARDAGE AND GOAL LINE SITUATIONS.

II. PURSUIT (THE BACKBONE OF IT ALL)

- * 1. THE HEART OF EVERY GREAT DEFENSE IS (FANATICAL) PURSUIT. NO ONE OUT HUSTLES US!!!
2. VERY SIMPLY, IT MEASURES TEAM MORALE - ARE WE COMMITTED TO GETTING IT DONE?
3. IT IS POSSIBLE TO ACHIEVE, REGARDLESS OF THE TALENT LEVEL.
4. AGGRESSIVENESS - IT SAYS EVERYTHING ABOUT THE BACKBONE OF A DEFENSE.

5. IT CANNOT BE A SOMETIMES THING - IT IS AN **ALL THE TIME, EVERY DOWN COMMITMENT.**
6. IT MEASURES MORALE
CONDITIONING
AGGRESSIVENESS **DESIRE, ETC.**
7. IT MUST BE A **HABIT** OR IT DOESN'T WORK

III. STOP THE RUN FIRST!

THERE HAS NEVER BEEN A GOOD (MUCH LESS GREAT) DEFENSE THAT DID NOT STOP THE RUN EFFECTIVELY. IF OUR DEFENSE CANNOT STOP THE RUN, WE WILL BE ON OUR HEELS AND RECEIVING PUNISHMENT. THIS SAPS THE MORALE AND EVENTUALLY ERODES ALL SEGMENTS OF THE DEFENSE. WE MUST NEVER ALLOW THIS TO HAPPEN!

IV. SUMMARY

NEVER MISS AN OPPORTUNITY TO PUNISH AN OPPONENT. WE MUST **DOMINATE** AND **INTIMIDATE**. AN **ATTACK ATTITUDE** IS ABSOLUTELY ESSENTIAL!

DEFENSE IS A **TEAM EFFORT**. EACH MAN MUST KNOW HIS ASSIGNMENT AND RESPONSIBILITY, AND CARRY IT OUT COMPLETELY FOR US TO FUNCTION SUCCESSFULLY AS A DEFENSE. ANY BREAKDOWN IN OUR DEFENSE CAN BE TRACED TO THE FAILURE OF A MAN TO CARRY OUT HIS RESPONSIBILITY.

EVERYONE MUST KNOW THE GAME PLAN AND THE TENDENCIES OF THE OPPONENT. THE BETTER YOU KNOW YOUR OPPONENT, THE BETTER CHANCE YOU HAVE OF DEFEATING HIM.

*** YOU MUST BE IN GREAT PHYSICAL CONDITION TO PLAY GREAT DEFENSE. THE TOUGHEST ASSIGNMENT IN FOOTBALL IS TO RUSH THE PASSER AND PLAY PASS COVERAGE, DOWN AFTER DOWN. TO DO THIS FOR 4 QUARTERS, YOU MUST BE IN GREAT SHAPE. WORK HARD ON YOUR PHYSICAL CONDITIONING. YOU MUST BE ABLE TO THINK CLEARLY WHEN YOU ARE TIRED. TREAT ALL INJURIES IMMEDIATELY, STRETCH EXTRA IF YOUR REQUIRE IT, AND KEEP YOUR BODY WEIGHT AT A POINT THAT ENABLES YOU TO FUNCTION AT YOUR BEST CAPACITY. A WELL-CONDITIONED ATHLETE DOES NOT GET INJURED.**

*** IF WE ARE A SMART, TOUGH, WELL-CONDITIONED DEFENSE - WE WILL WIN!**

THREE TYPES OF DEFENSIVE PLAY

NORMAL:

IN OUR NORMAL DEFENSES, THE PURPOSE IS TO CONTAIN OUR OPPONENT'S RUNNING & PASSING GAME. IN GENERAL, THESE DEFENSES ARE DELAYING - TYPE DEFENSES WITH GREAT PURSUIT & GANG - TACKLING. WE WILL MAKE OUR OPPONENT WORK FOR EVERY YARD, AND WILL NEVER ALLOW A LONG RUN OR A LONG PASS. GAME SITUATIONS WILL DETERMINE THE USE OF THIS TYPE OF DEFENSE.

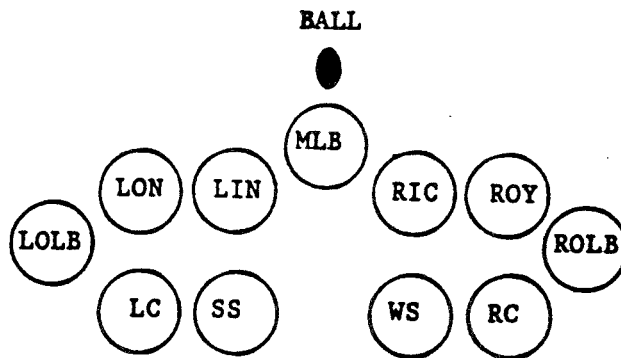
PENETRATING:

IN OUR PENETRATING DEFENSE, THE PURPOSE IS TO FORCE MISTAKES, TO THROW OUR OPPONENT FOR A LOSS, AND TO PLACE GREAT PRESSURE ON THE PASSER. WE WILL USE PENETRATING-TYPE DEFENSE A MAJORITY OF THE TIME, IN ALL POSITIONS OF THE FIELD. THE PENETRATING DEFENSE REQUIRES ABILITY TO READ ON THE MOVE. WE MUST MAKE A GREAT EFFORT TO GET INTO PROPER PURSUIT PATTERNS. WE FEEL WITH THE SPEED AND ABILITY OF OUR TEAM, WE CAN ACHIEVE GREAT SUCCESS WITH THESE DEFENSES.

PREVENT:

OUR PREVENT DEFENSE WILL GENERALLY BE A NICKEL PREVENT. THIS DEFENSE WILL BE USED LATE IN THE HALF OR LATE IN THE GAME WHEN WE ARE AHEAD. THE PURPOSE IS TO DELAY THE OFFENSIVE TEAM. GET UP SLOW -- PREVENT THE BIG GAINER RUN OR PASS. BE ALERT FOR TRICK PLAYS, SCREENS, DRAWS, ETC. WE MAY ALSO USE THE PREVENT IN A LONG YARDAGE SITUATION AFTER A BIG LOSS OR A PENALTY.

DEFENSIVE MECHANICS



HUDDLE PROCEDURE:

A. BASIC CALL

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

B. ALERTS:

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

C. "BREAK"

AT THE LINE PROCEDURE

A. OFFENSE BREAKS HUDDLE

1. TIGHT END ALIGNMENT ("TIGHT" CALL TO TE SIDE)
2. BACKFIELD SET (LBer CALL AT LOS)
3. RECEIVER STRENGTH (LEFT or RIGHT CALL AT LOS)
4. TIPS
 - a. CHEATS
 - b. STANCE
 - c. SPLITS

B. LINE CALLS

1. FRONT: POSSIBLE GAME PLAN CALLS
2. LINE STUNT OR CHARGE

C. COVERAGE CALL

1. COVERAGE
2. FORCE - SECONDARY CALL TO LBer
3. RECEIVER SPLITS IN RELATION TO NUMBERS

DEFENSIVE SIGNAL SYSTEM:

EXAMPLES:

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

DEFENSIVE PLAYER DESCRIPTION

4-3

SC
STRONG
CORNER

SS
STRONG
SAFETY

MIKE
(MLB)

WS
WEAK
SAFETY

WC
WEAK
CORNER

RUN AND COVERAGE
STRENGTH LEFT

4-3

SS
STRONG
SAFETY

MIKE
(MLB)

WS
WEAK
SAFETY

WC
WEAK
CORNER

SC
STRONG
CORNER

RUN STRENGTH LEFT

COVERAGE STRENGTH RIGHT

UNDER

SC
STRONG
CORNER

SS
STRONG SAFETY

WS
WEAK SAFETY

WC
WEAK
CORNER

STRENGTH LEFT

OVER

SC
STRONG
CORNER

SS
STRONG
SAFETY

TOMMY

MIKE
(MLB)

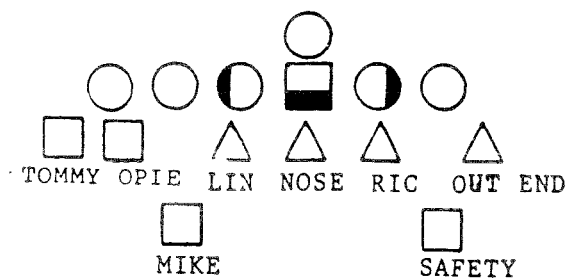
WC
WEAK
CORNER

STRENGTH LEFT

DEFENSIVE PLAYER DESCRIPTION

EAGLE

SC
STRONG
CORNER

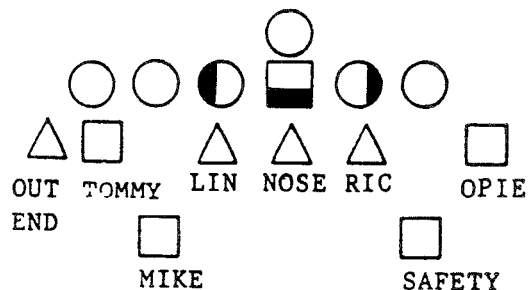


WC
WEAK
CORNER

S
SAFETY

BEAR

SC
STRONG
CORNER



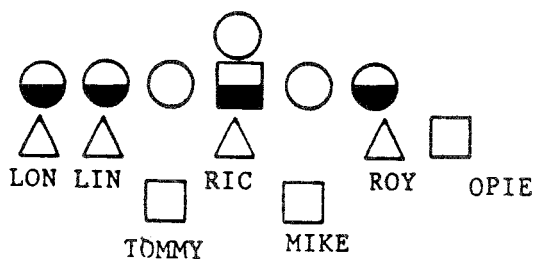
WC
WEAK
CORNER

S
SAFETY

KC

SC
STRONG
CORNER

SS
STRONG
SAFETY

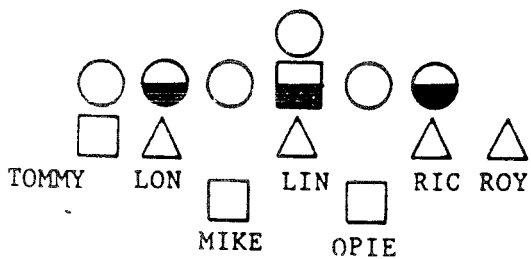


WC
WEAK
CORNER

WS
WEAK SAFETY

CHIEF

SC
STRONG
CORNER



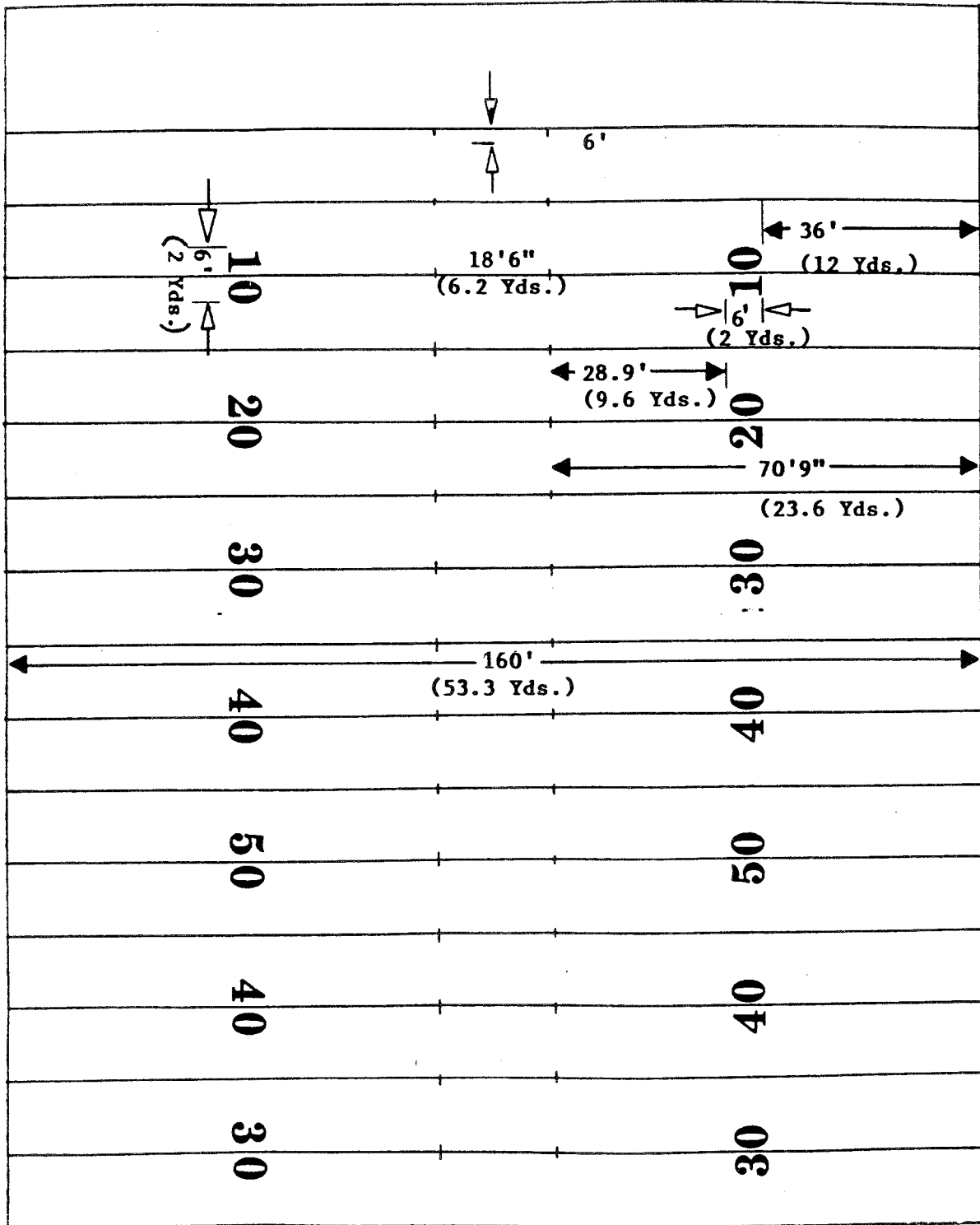
WC
WEAK
CORNER

SS
STRONG SAFETY

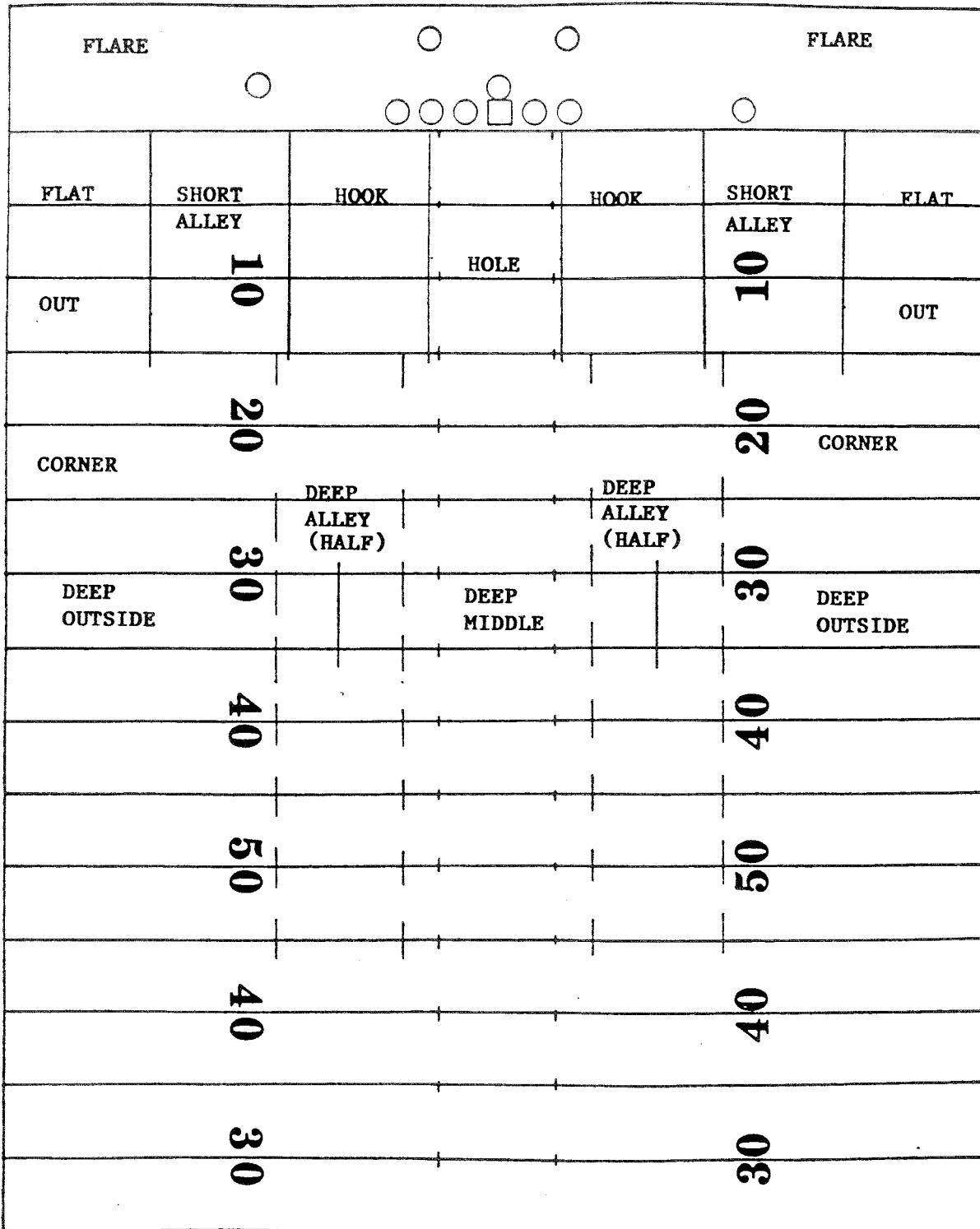
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WS
WEAK SAFETY

FIELD DIMENSIONS



PASS DEFENSE ZONES



LOS

FORCE VS. OUTSIDE RUN AND RUN/PASS

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

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

*Squeeze Contain

Responsibility for Force is designated by:

SLAM - SAFETY FORCE

BACKER - LINEBACKER FORCE

CLOUD - CORNER FORCE

EASY - DEFENSIVE END FORCE
(OPENSIDE)

STOUT - DEFENSIVE END FORCE
(TIGHT END)

CLEO - INSIDE CORNER FORCE (SLOT)
REPLACE - BACKER VS. PAIR LOOK

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

*Two gap

3. **PURSUIT:** This term describes the responsibility for inside leverage on cutbacks vs. an outside run. All pursuit must maintain an inside-out attitude when approaching the ball carrier. All defenders must have an awareness for the ball location to avoid overrunning the ball (losing inside-out leverage). The pursuit man can be an inside backer, defensive lineman or safety.

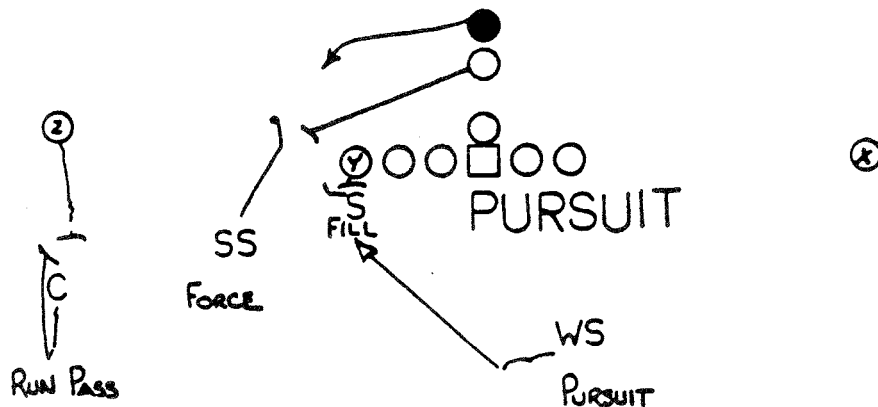
*DESIRE and EFFORT are the primary ingredients of successful pursuit.

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

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

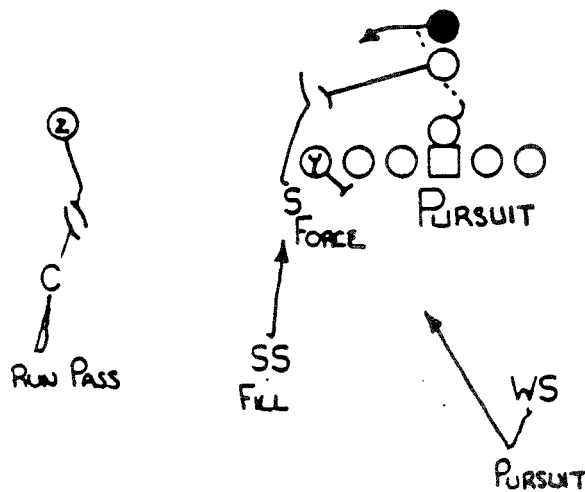
SLAM FORCE - TIGHTSIDE

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



BACKER FORCE - TIGHTSIDE

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



CLOUD FORCE - TIGHTSIDE

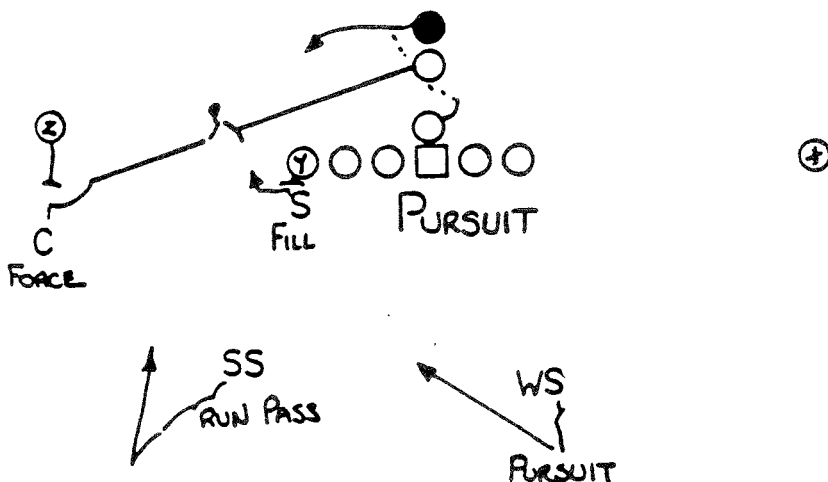
SS **FORCE.** Read key and progression (TE block, lineman pulling, flow of backs). If "Z" sets to block you beat him across the LOS. Take an angle that allows you to meet the lead blocker on or behind the LOS and squeezes the running lane. Take on the blocker as quickly and tough as possibly. Squeeze contain it forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive - DO NOT trade one for one. (Never get pulled up on your side of the LOS. Always penetrate to the running lane).

TOMMY **FILL.** Read key and progression. Attack the blocker (tight end, pulling lineman) at his depth and control him. Two gap responsibility. DO NOT take a side until ball carrier commits. If Tight End releases (EASY) with flow responsibility changes to backer force. If Tight End blocks you and then releases for run/pass stay with him man to man.

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

WS **PURSUIT.** Read keys and progression. Play pass first! Work strongside check for inside routes by Tight End or Flanker.

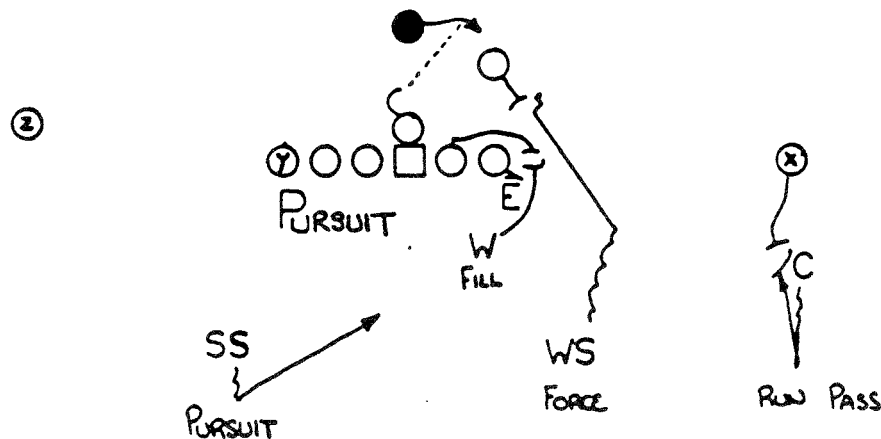
Be sure on run. Get into pursuit and support to ball inside out.



SLAM FORCE - OPENSIDE

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

Be sure on run. Get into pursuit and support to the ball inside out.



BACKER FORCE - OPEN SIDE

OPIE **FORCE.** Read key and progression. If run shows, react to run, meet the lead blocks behind the LOS as quickly and as tough as possible. Squeeze contain it, forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive - DO NOT trade one for one.
C.P. vs. OT turn out block it becomes "Easy" force.

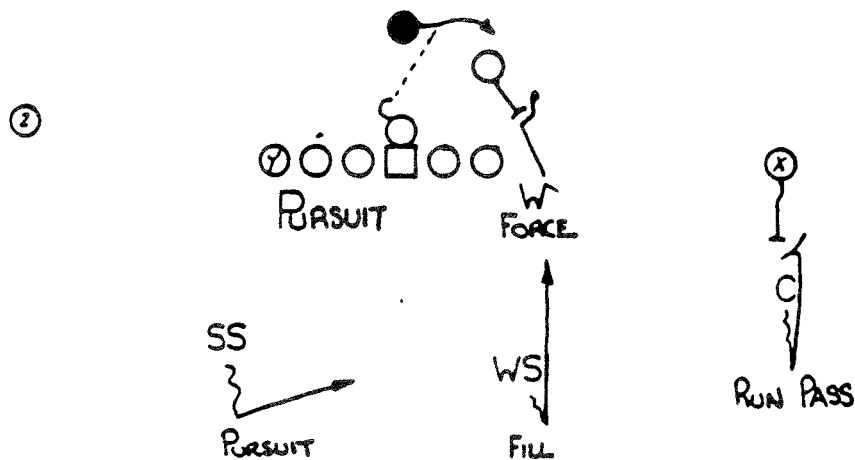
W/END **FILL.** Read key and progression. Attack the blocker and control him. Work out along the line of scrimmage. Do not overrun the ball.
C. P. vs. OT turn out block it becomes "EASY" force.

WS **FILL.** Read key and progression. Fill off the force of the Will. Support inside out. Be alert for "spillage" responsibility.

WC **RUN PASS.** Read keys and progression. Play pass first! Cover receiver, "X," man to man if releases until play shows definitely as run then become secondary support. If the receiver blocks (cracks) on the Will or blocks on you then force from outside in. Receiver crack back angle is at 45° or less - call out "Crack, Crack" to Will and force run.

SS **PURSUIT.** Read keys and progression. Work weakside - check for inside route by "X."

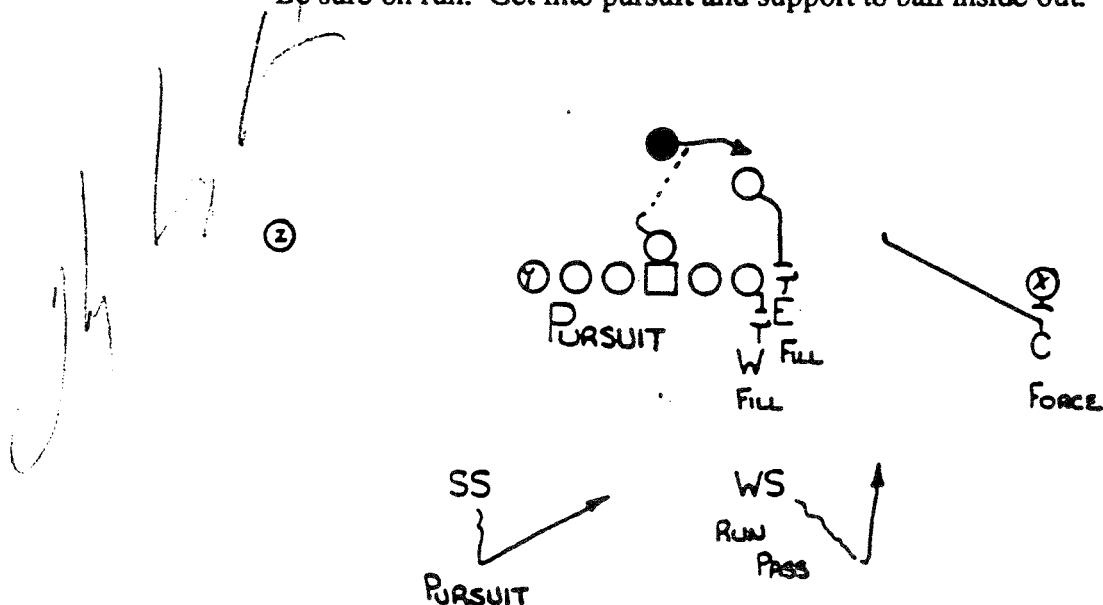
Be sure on run. Get into pursuit and support to ball inside out.



CLOUD FORCE - OPEN SIDE

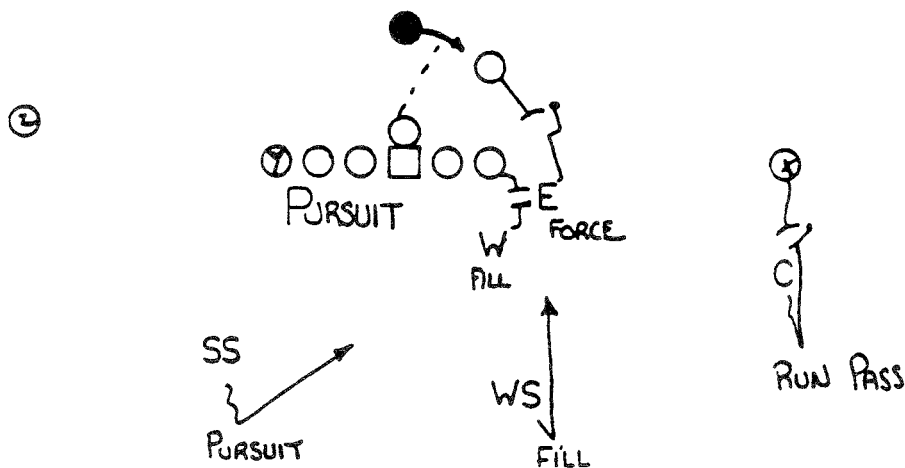
- WC** **FORCE.** Read key and progression. Work through "X." If "X" sets to block you, beat him across the LOS. Take an angle that allows you to meet the lead blocker on or behind the LOS and squeeze the running lane. Take on the blocker as quickly and as tough as possible. Squeeze contain it forcing the ball carrier to cut back inside. If the ball carrier continues wide, drive him deep and string it out to the sideline. Stay alive. **DO NOT** trade one for one. (Never get pulled up on your side of the LOS. Always penetrate to the running lane).
- OPIE** **FILL.** Read key and progression. Attack the blocker at his depth and control him. Two gap responsibility. **DO NOT** take a side until the ball carrier commits. React - make the play.
- W/END** **FILL.** Read keys and progression. Attack the blocker and control him. Work out along the line of scrimmage. **DO NOT** overrun the ball.
- WS** **RUN PASS.** Read keys and progression. Play pass first! Cover "X" receiver, "X," man to man if releases until play shows definitely as run then become secondary support. If "X" blocking corner, support run immediately where needed.
- SS** **PURSUIT.** Read keys and progression. Play pass first! Work weakside - check for inside routes.

Be sure on run. Get into pursuit and support to ball inside out.



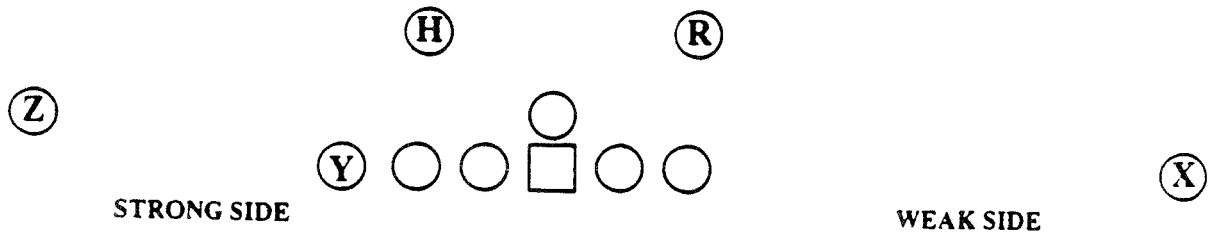
END "EASY" FORCE - OPEN SIDE

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

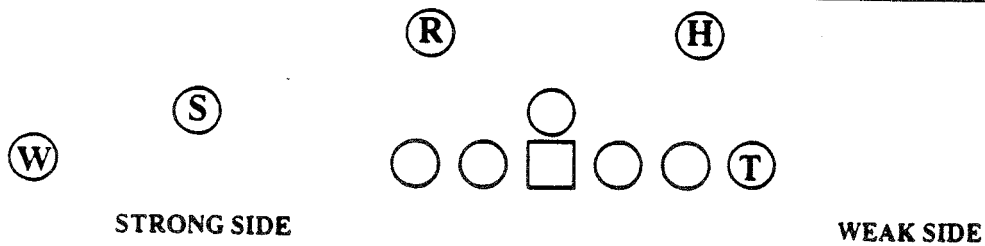


STRENGTH

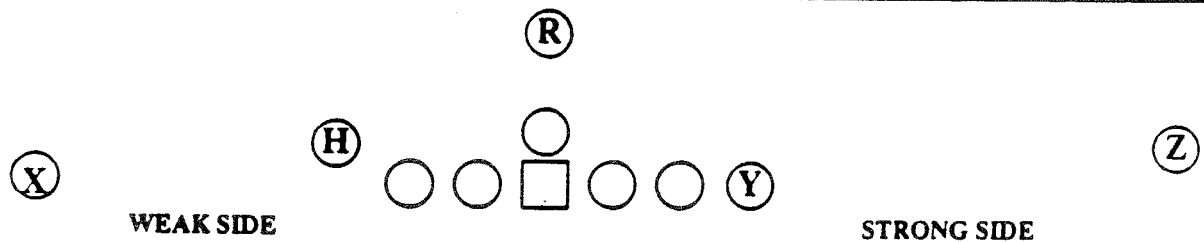
- A. STRENGTH IS DEFINED AS THE TWO RECEIVER SIDE FOR COVERAGES PURPOSES WHETHER IT IS REGULAR FORMATION OR A SLOT FORMATION.
- B. THE DEFENSIVE FRONT STRENGTH IS ALWAYS DETERMINED BY THE LOCATION.
- C. THE BACKFIELD SET IS DESCRIBED SEPERATELY AND DOES NOT CHANGE STRENGTH.



SPLIT LEFT

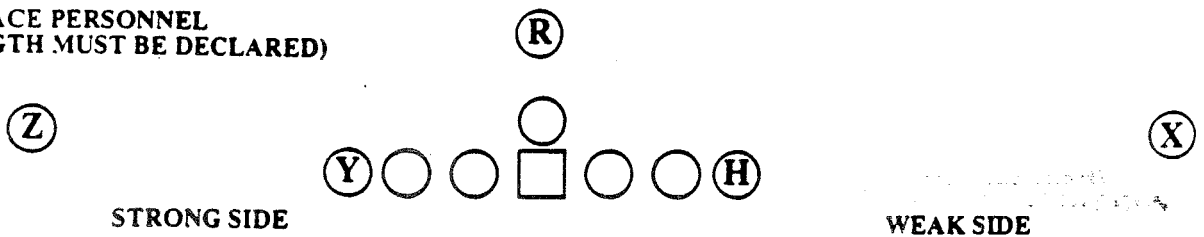


SPLIT SLOT LEFT



DOUBLE RIGHT

ACE PERSONNEL
(STRENGTH MUST BE DECLARED)



DOUBLE LEFT

PERSONNEL NAMES

The following is a list of names used to denote the personnel in the game:

Regular: 1 TE, 2 WR's & 2 RB's
Ace: 2 TE's, 2 WR's & 1 RB
Deuce: 2 TE's, 2 RB's & 1 WR
Queens: 3 WR's & 2 RB's
Kings: 3 WR's, 1 TE & 1 RB
Flush: 4 WR's, 1 RB
Power: 3 TE's & 2 RB's (S.Y. and G.L. situations usually)
Jacks: 3 TE's, 1 RB & 1 WR
3B: 3 RB's, 1 TE & 1 WR
Straight Flush 1 TE & 4 WR's
Royal Flush 5 WR's

The defensive signal callers, the safeties and linebackers will yell out the personnel as they enter the game (Corners are responsible for knowing wide receiver in game.)

The following is a list of names used to denote formations:

Split: Backs split
Near: R Back offset to TE
Far: R Back offset away from TE
Strong: H Back set to TE (R is deep)
Weak: H Back set away from TE (R is deep)
I: Backs in I formation (I slot)
Double: Two receivers on both sides with the WO's on opposite sides
Double Slot: Two receivers on one side with the WO's on same side
Triple: Three receivers on same side with the WO's on opposite sides
Triple Slot: Three receivers on same side including the WO's
Spread: No Backs in the backfield
Empty: Motion out of the backfield to no backs

PERSONNEL CATEGORIES

(REGULAR) SPLIT LEFT	(H) (R)	2 - BACKS 1 - TITE END 2 - WIDE RECEIVERS
(Z)	(Y) (O) (O) (□) (O) (O)	(X)
(ACE) DOUBLE LEFT	(R)	1 - BACK 2 - TITE ENDS 2 - WIDE RECEIVERS
(Z)	(Y) (O) (O) (□) (O) (O) (H)	(X)
(DEUCE) SPLIT LEFT	(H) (R)	2 - BACKS 2 - TITE ENDS 1 - WIDE RECEIVERS
(Z)	(Y) (O) (O) (□) (O) (O) (T)	
(QUEENS) SPLIT SLOT LEFT	(H) (R)	2 - BACKS 3 - WIDE RECEIVERS
(W) (S)	(O) (O) (□) (O) (O)	(X)
(KINGS) DOUBLE SLOT LEFT	(R)	1 - BACK 1 - TITE END 3 - WIDE RECEIVERS
(W) (S)	(O) (O) (□) (O) (O) (Y)	(Z)
(FLUSH) LEFT GUN	(R) (Q)	1 - BACK 4 - WIDE RECEIVERS
(W) (S)	(O) (O) (□) (O) (O)	(H) (X)
(POWER) FAR LEFT	(H) (R)	2 - BACKS 3 - TITE ENDS
(U)	(Y) (O) (O) (□) (O) (O) (T)	
(JACKS) TRIPLE LEFT BUNCH	(R)	1 - BACK 3 - TITE ENDS 1 - WIDE RECEIVER
(T) (H)	(Y) (O) (O) (□) (O) (O)	(X)
(STRAIGHT FLUSH) SPREAD LEFT GUN	(Q)	1 - TITE END 4 - WIDE RECEIVERS
(W) (S)	(Y) (O) (O) (□) (O) (O)	(H) (X)
(ROYAL FLUSH) SPREAD RIGHT GUN	(Q)	5 - WIDE RECEIVERS
(W) (S)	(O) (O) (□) (O) (O)	(R) (H) (X)

RECEIVER ALIGNMENT

"Z" ALIGNMENTS

NORMAL

(Z)

FLOAT

(Z)

(3-5 YDS)

CLOSE

(Z)

(1-2 YDS)

(Y)

(O)

(O)

(O)

(S)

(O)

(O)

(H)

(R)

"X" ALIGNMENTS

TITE

(X)

(1-2 YDS)

FLEX

(X)

(3-5 YDS)

NORMAL

(X)

"FLIP" & "T" ALIGNMENTS

(W)

NORMAL

(S)

CLOSE

(S)

(O)

(O)

(O)

(S)

(O)

(O)

(T)

(H)

(R)

OPEN

(T)

"Y" ALIGNMENTS

(Y)

EXCHANGE

(Z)

(Y)

POC

OFF

(Y)

(Y)

NORMAL

(O)

(O)

(O)

(S)

(O)

(O)

(H)

(R)

(X)

"SLOT" & "T" ALIGNMENTS

(W)

NORMAL

(S)

CLOSE

(S)

(O)

(O)

(O)

(S)

(O)

(O)

(T)

(R)

(H)

OPEN

(T)

"BACK" ALIGNMENTS (TE SIDE)

WIDER

(H)

WIDE

(H)

WING

(H)

(Y)

(O)

(O)

(O)

(S)

(O)

(O)

OFF

(H)

(R)

(OPEN SIDE)

OUT

(H)

OUTSIDE

(H)

(X)

COULD BE "R"

FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

(Z)

(H)

(R)

(Y)

(O)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG SIDE

WEAK SIDE

SPLIT LEFT

(H)

(R)

(S)

(W)

SPLIT SLOT RIGHT

(H)

(R)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

SPLIT SLOT RIGHT ZAC

(H)

(R)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

SPLIT LEFT ZIN

(H)

(R)

(Z)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

SPLIT LEFT SAC

(H)

(R)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

SPLIT LEFT Y OFF

(H)

(R)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

SPLIT RIGHT Y OFF YAC

(R)

(H)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

SPLIT LEFT SWITCH

(H)

(R)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

SPLIT SLOT RIGHT OPEN

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(S)

(W)

SPLIT FLIP RIGHT

(Z)

(H)

(R)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

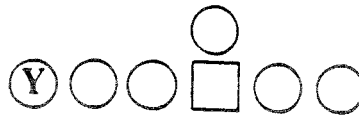
SPLIT LEFT H HOT

FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

(Z)

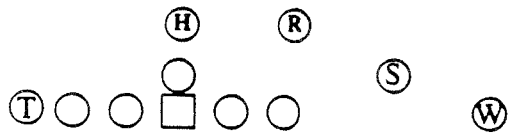
STRONG SIDE



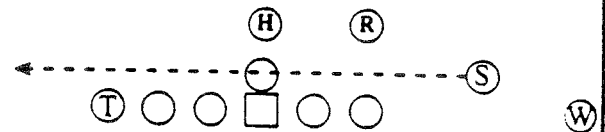
WEAK SIDE

(X)

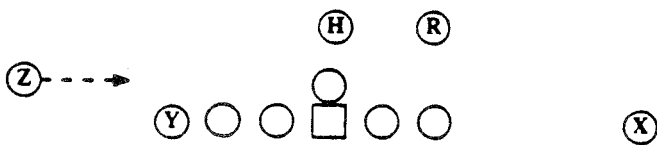
FAR LEFT



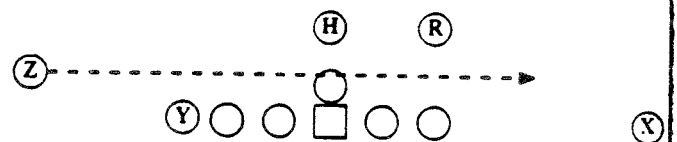
FAR SLOT RIGHT



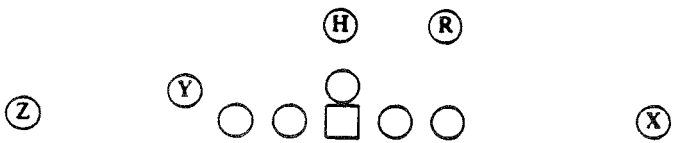
FAR LEFT SAC



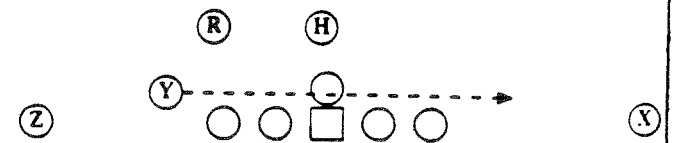
FAR LEFT ZIN



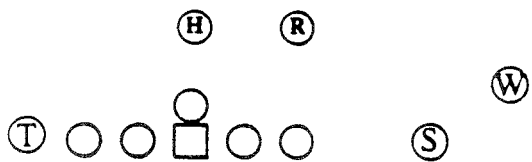
FAR SLOT RIGHT ZAC



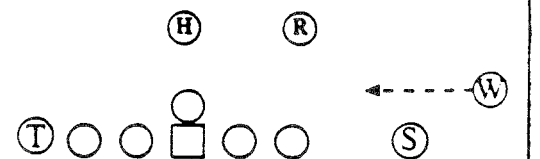
FAR LEFT Y OFF



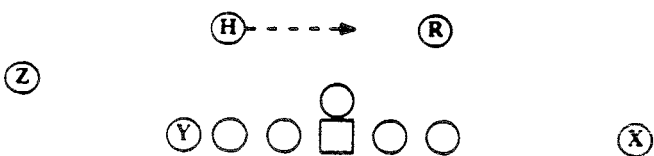
FAR RIGHT Y OFF YAC



FAR FLIP RIGHT



FAR FLIP RIGHT WIN



FAR LEFT HOP



FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

(Z)

(R)

(H)

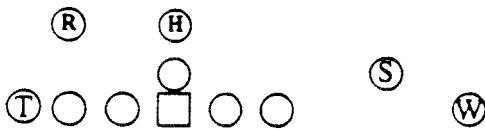
STRONG SIDE



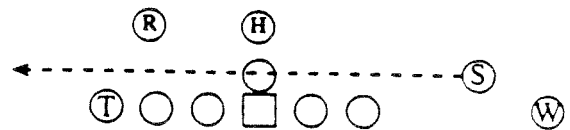
WEAK SIDE

(X)

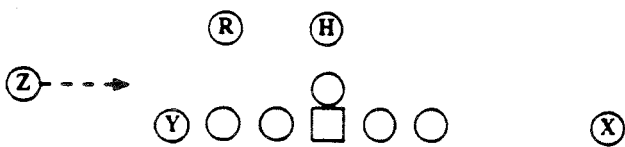
NEAR LEFT



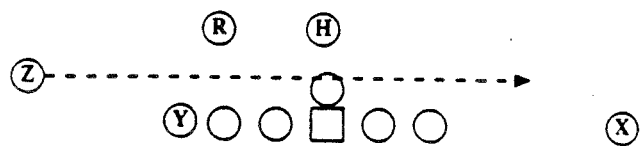
NEAR SLOT RIGHT



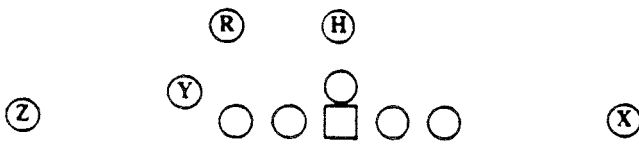
NEAR LEFT SAC



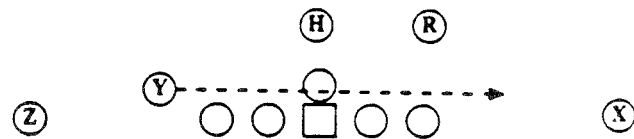
NEAR LEFT ZIN



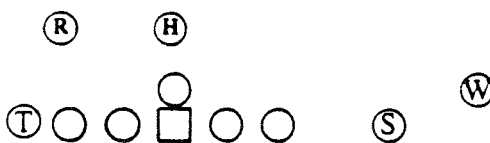
NEAR SLOT RIGHT ZAC



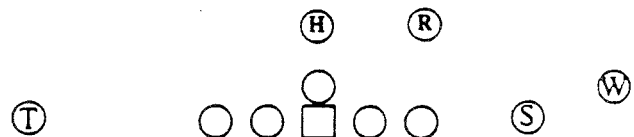
NEAR LEFT Y OFF



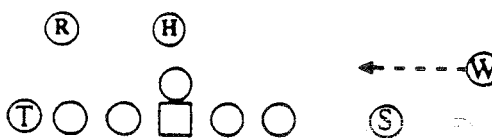
NEAR RIGHT Y OFF YAC



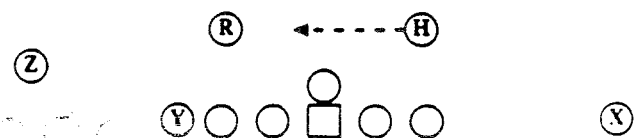
NEAR FLIP RIGHT



NEAR FLIP RIGHT OPEN



NEAR FLIP RIGHT WIN



NEAR LEFT HOT

FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

(Z)

(H)

(R)

(Y)

(O)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG SIDE

WEAK SIDE

STRONG LEFT

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(S)

(W)

STRONG SLOT RIGHT

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

STRONG LEFT SAC

(R)

(H)

(Z)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG LEFT ZIN

(R)

(H)

(Z)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG SLOT RIGHT ZAC

(R)

(H)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG LEFT Y OFF

(R)

(H)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG RIGHT Y OFF YAC

(R)

(H)

(Z)

(Y)

(O)

(O)

(S)

(O)

(O)

(X)

STRONG LEFT HOT

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

STRONG SLOT RIGHT OPEN

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

STRONG FLIP RIGHT

(R)

(H)

(T)

(O)

(O)

(S)

(O)

(O)

(W)

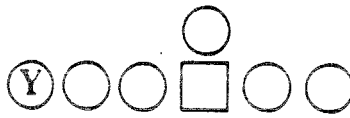
STRONG FLIP RIGHT WIN

FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

(Z)

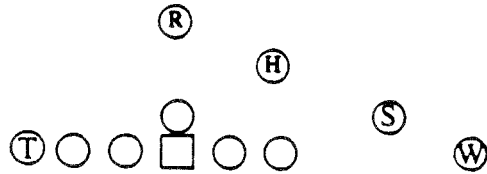
STRONG SIDE



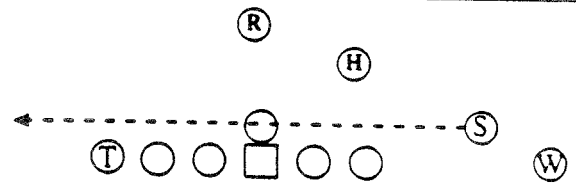
WEAK SIDE

(X)

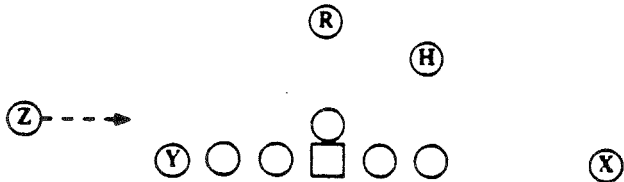
WEAK LEFT



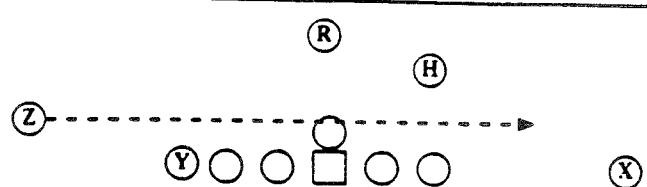
WEAK SLOT RIGHT



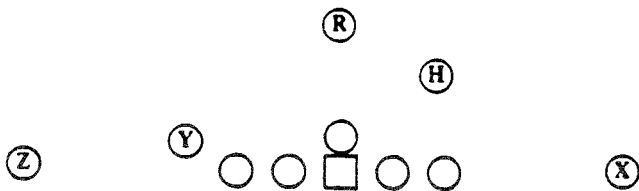
WEAK LEFT SAC



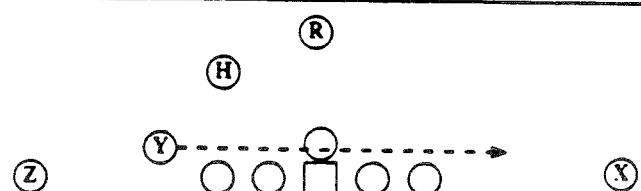
WEAK LEFT ZIN



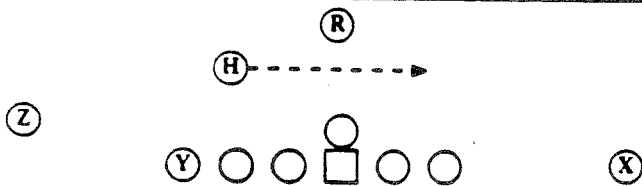
WEAK SLOT RIGHT ZAC



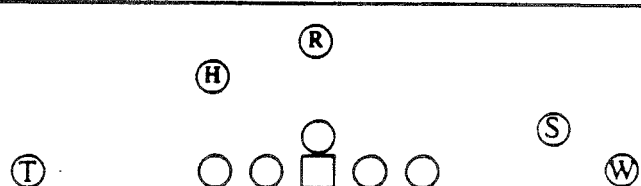
WEAK LEFT Y OFF



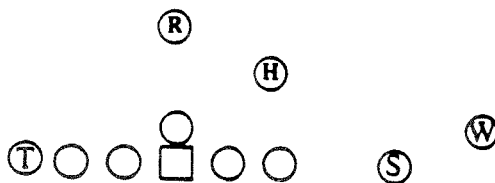
WEAK LEFT Y OFF YAC



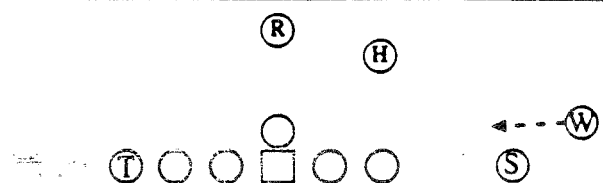
WEAK LEFT HOP



WEAK SLOT RIGHT OPEN



WEAK FLIP RIGHT



WEAK FLIP RIGHT WIN

FORMATIONS

REGULAR PERSONNEL
H - FULLBACK (BLOCKING BACK)
R - RUNNING BACK

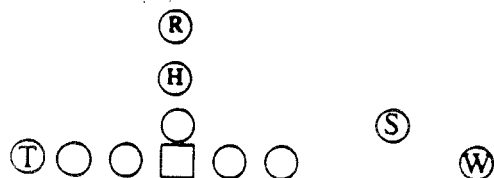
(Z)

STRONG SIDE

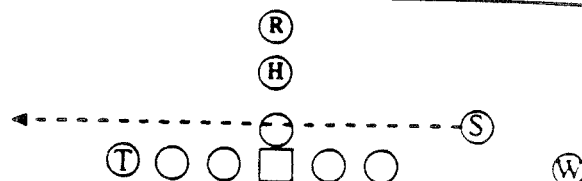


WEAK SIDE

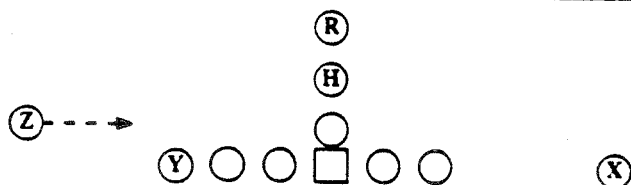
I LEFT



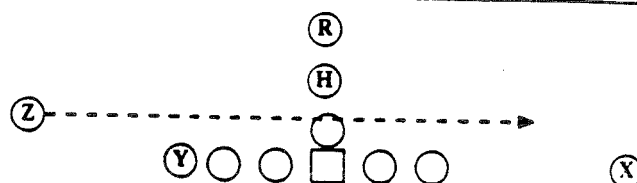
I SLOT RIGHT



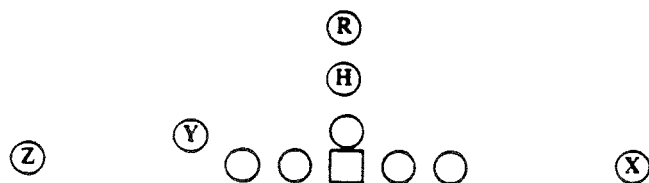
I LEFT SAC



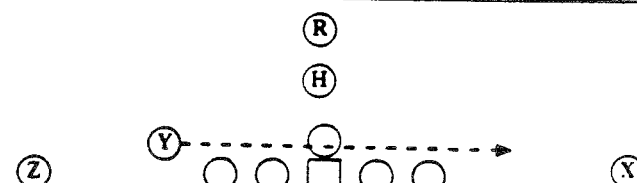
I LEFT ZIN



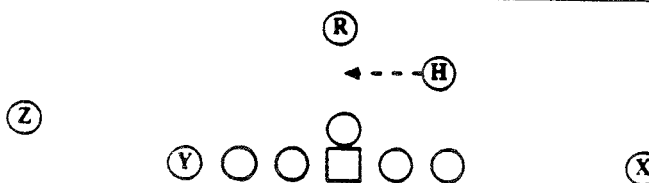
I SLOT RIGHT ZAC



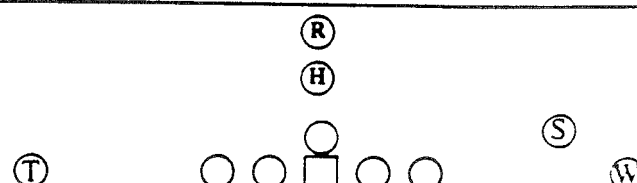
I LEFT Y OFF



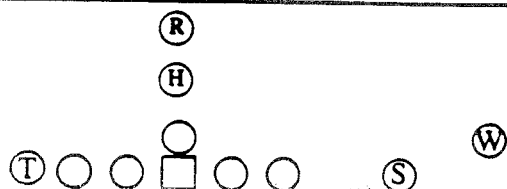
I RIGHT Y OFF YAC



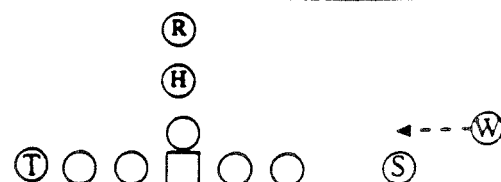
I LEFT HOT



I SLOT RIGHT OPEN



I FLIP RIGHT



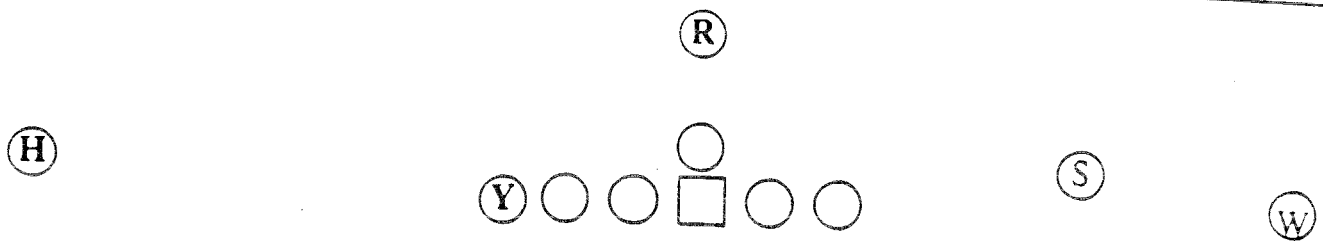
I FLIP RIGHT WIN

DOUBLE SETS (REGULAR PERSONNEL)

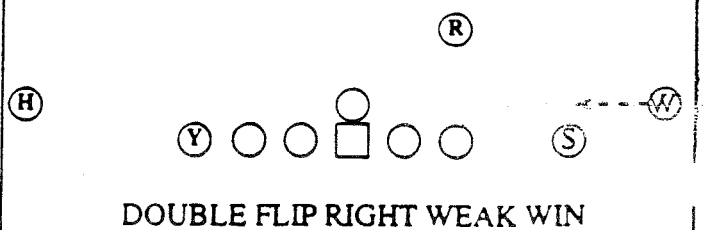
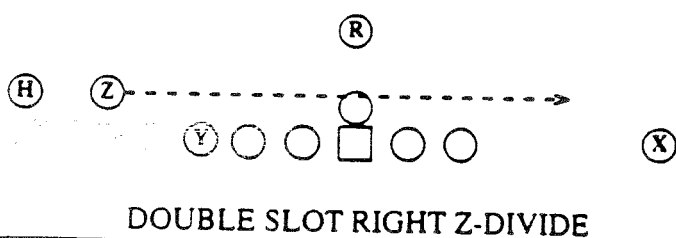
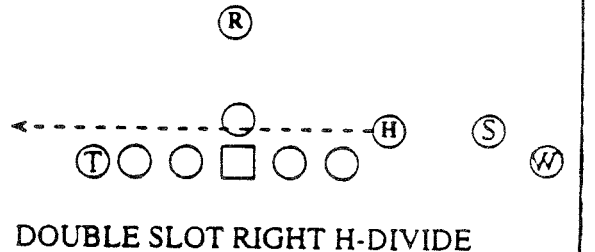
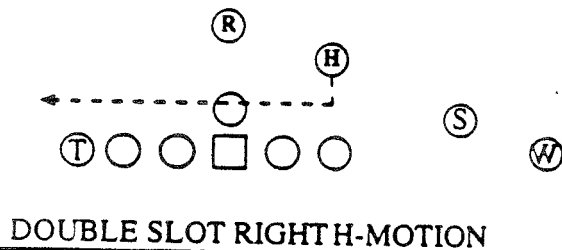
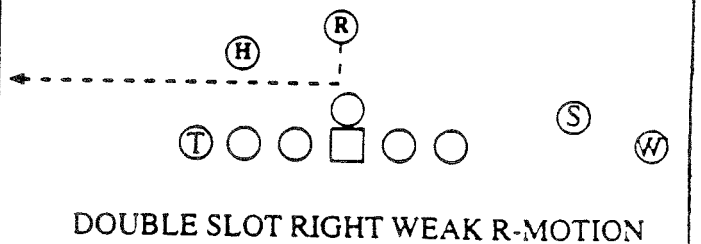
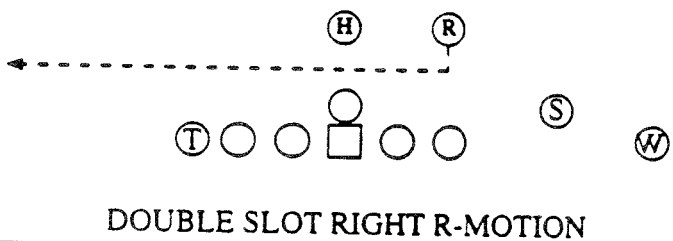
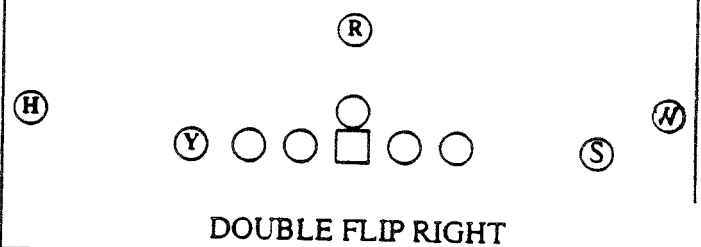
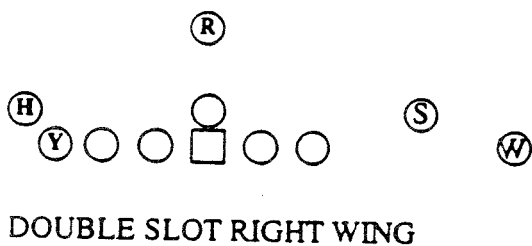
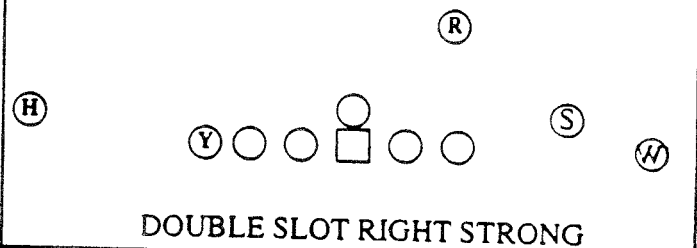
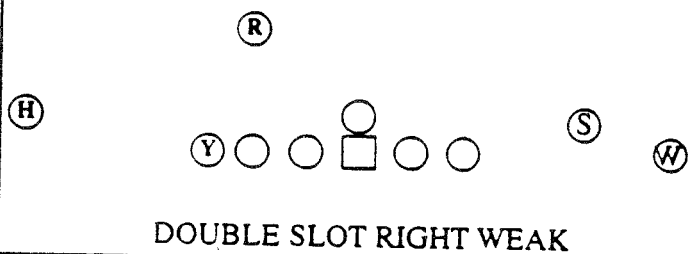
<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (H) (X)</p> <p style="text-align: center;">DOUBLE LEFT</p>	
<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (H) (X)</p> <p style="text-align: center;">DOUBLE LEFT OUT</p>	<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (X) (H)</p> <p style="text-align: center;">DOUBLE LEFT OUTSIDE</p>
<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (H) (X)</p> <p style="text-align: center;">DOUBLE LEFT STRONG</p>	<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (X) (H)</p> <p style="text-align: center;">DOUBLE LEFT WEAK</p>
<p style="text-align: center;">(R)</p> <p>(Z) (H) —————→</p> <p>(Y) ○ ○ □ ○ ○ (X)</p> <p style="text-align: center;">DOUBLE LEFT H MOTION</p>	<p style="text-align: center;">(R)</p> <p>(Z) (H) —————→</p> <p>(Y) ○ ○ □ ○ ○ (X)</p> <p style="text-align: center;">DOUBLE LEFT H DIVIDE</p>
<p style="text-align: center;">(R) (H)</p> <p>—————→</p> <p>(Z) (Y) ○ ○ □ ○ ○ (X)</p> <p style="text-align: center;">DOUBLE LEFT R MOTION</p>	<p style="text-align: center;">(R)</p> <p>(H) —————→</p> <p>(Z) (Y) ○ ○ □ ○ ○ (X)</p> <p style="text-align: center;">DOUBLE LEFT R MOTION</p>
<p style="text-align: center;">(R)</p> <p>←————— (H) ———→ (S)</p> <p>(T) ○ ○ □ ○ ○ (W)</p> <p style="text-align: center;">DOUBLE LEFT S DIVIDE</p>	<p style="text-align: center;">(R)</p> <p>(Z) (Y) ○ ○ □ ○ ○ (X) (H) ←—————</p> <p style="text-align: center;">DOUBLE LEFT WEAK OUTSIDE HIN</p>

DOUBLE SLOT SETS (REGULAR PERSONNEL)

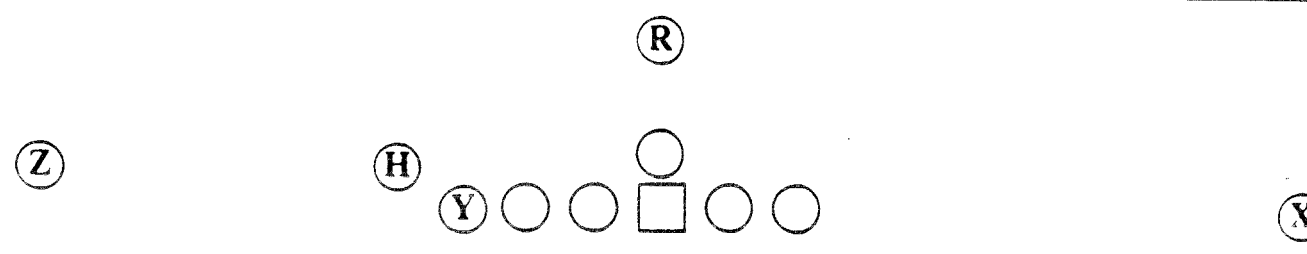
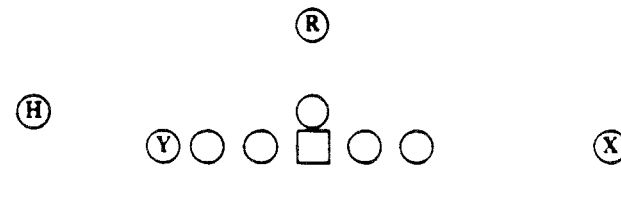
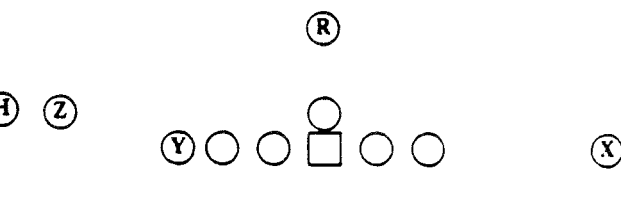
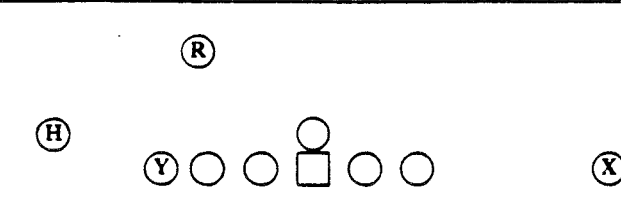
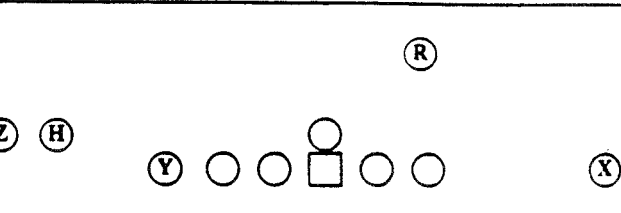
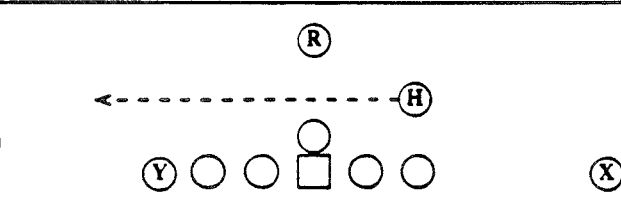
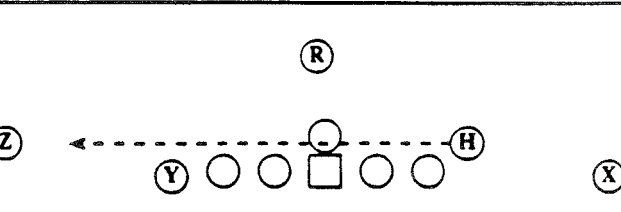
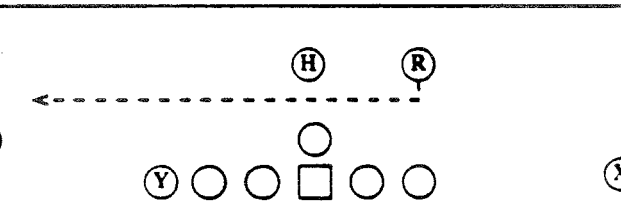
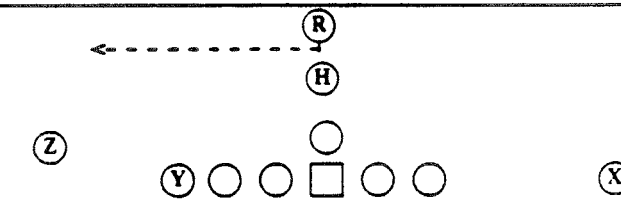
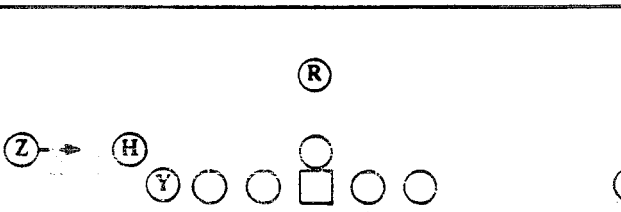
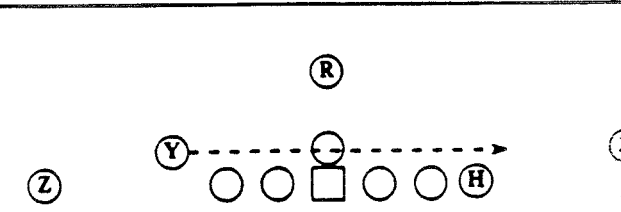
*BOTH WO'S ON THE SAME SIDE



DOUBLE SLOT RIGHT

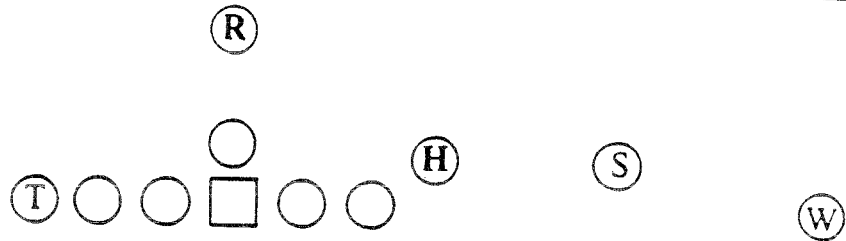


TRIPLE SETS (REGULAR PERSONNEL)

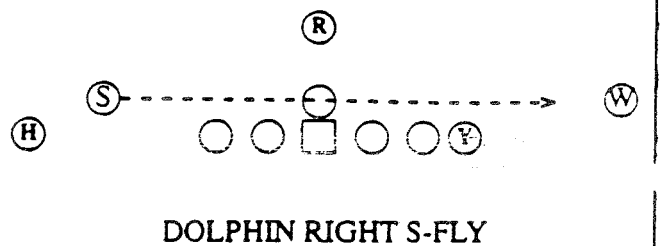
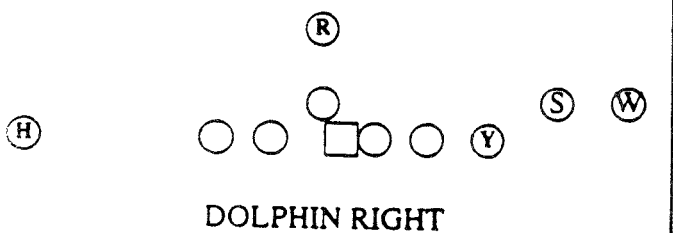
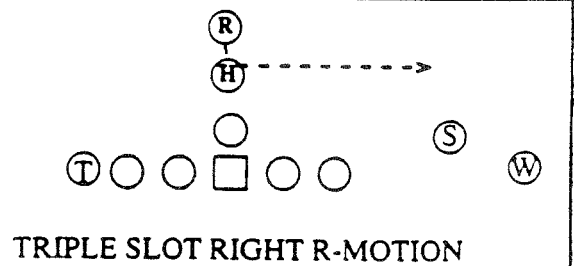
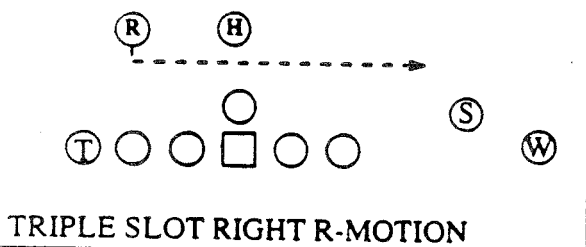
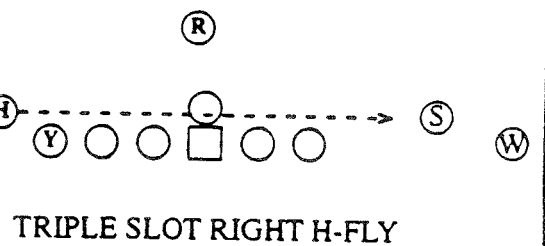
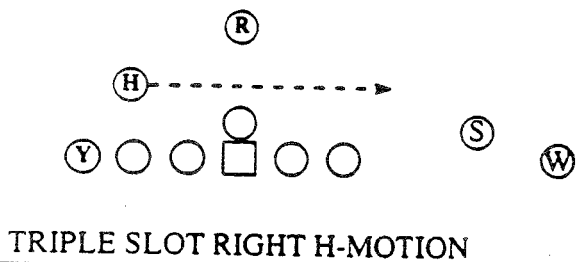
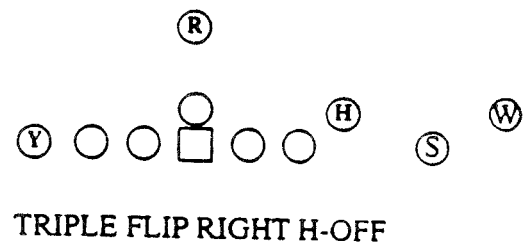
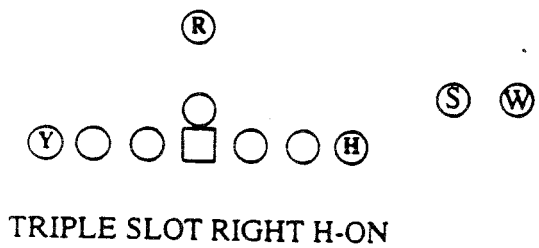
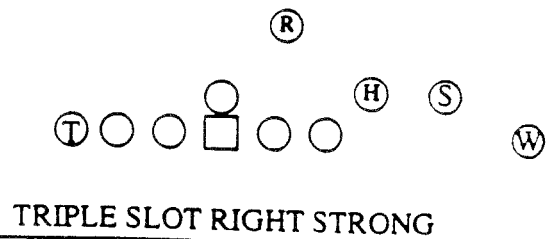
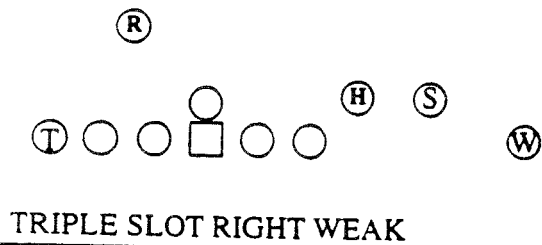
 <p>TRIPLE LEFT H-WING</p>	
 <p>TRIPLE LEFT H-WIDE</p>	 <p>TRIPLE LEFT H-WIDER</p>
 <p>TRIPLE LEFT STRONG</p>	 <p>TRIPLE LEFT WEAK</p>
 <p>TRIPLE LEFT H-MOTION</p>	 <p>TRIPLE LEFT H-FLY</p>
 <p>TRIPLE LEFT R MOTION</p>	 <p>TRIPLE LEFT R MOTION</p>
 <p>TRIPLE LEFT BUNCH ZIN</p>	 <p>TRIPLE RIGHT PAIR Y-OFF YAC</p>

TRIPLE SLOT SETS (REGULAR PERSONNEL)

*BOTH WO'S ON THE SAME SIDE



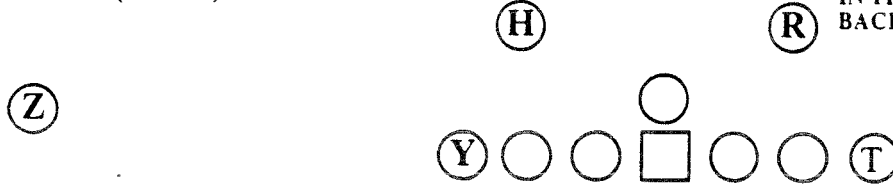
TRIPLE SLOT RIGHT



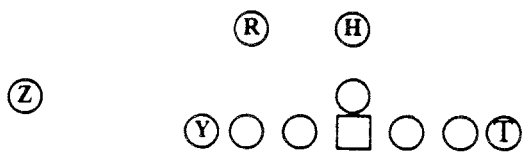
DEUCE

PERSONNEL = 1 WO (Z), 2 TE'S (Y & T),
2 BACKS (R & H)

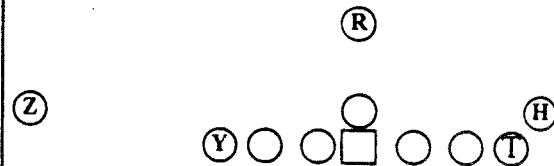
NORMAL SET: Z & Y ALIGNED ON STRONG
SIDE IN TIGHT POSITION. T ALIGNED
IN TITE POSITION ON OPPOSITE SIDE; BOTH
BACKS (R & H) ALIGNED IN THE BACKFIELD



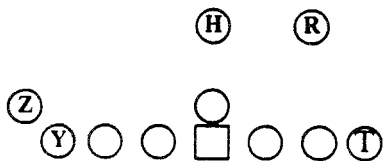
SPLIT LEFT



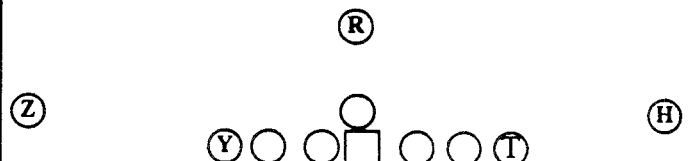
NEAR LEFT



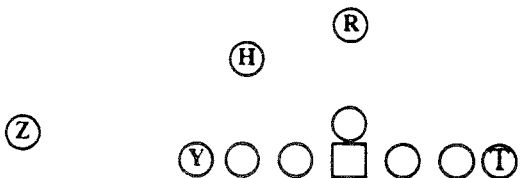
DOUBLE LEFT WING



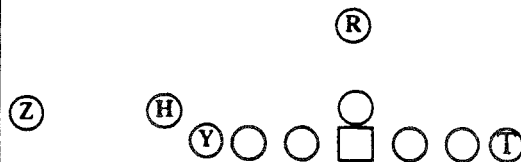
FAR LEFT CLOSE



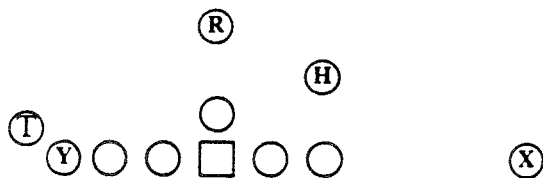
DOUBLE LEFT



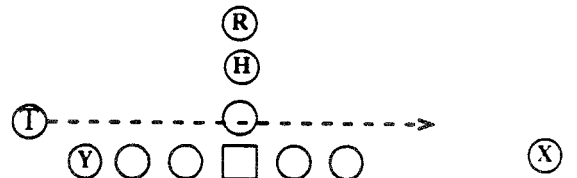
STRONG LEFT



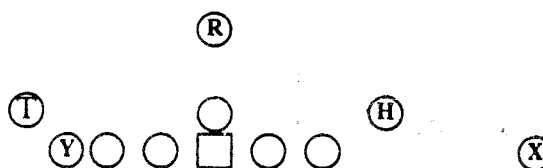
TRIPLE LEFT WING



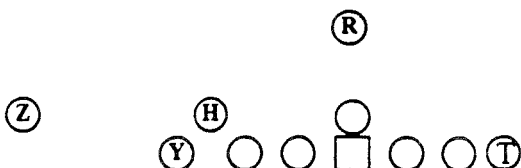
DEUCE WEAK LEFT PAIR



DEUCE I SLOT RIGHT TAC



DOUBLE LEFT PAIR OFF



TRIPLE LEFT POC

ACE

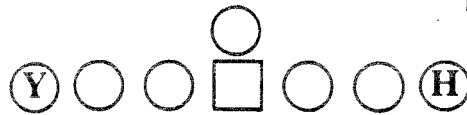
PERSONNEL = 2 WO'S, 2 TE'S & R

DOUBLE SET: WO'S ALIGNED ON OPPOSITE SIDES OFF THE LOS. TE AND H ARE ALIGNED ON OPPOSITE SIDES IN TIGHT POSITION; R IS IN BACK FIELD

(Z)

(R)

(X)



DOUBLE LEFT

(R)

(Z)

(X)



DOUBLE LEFT STRONG

(R)

(Z)

(X)



TRIPLE LEFT PAIR

(R)

(Z)

(X)



DOUBLE LEFT H-OFF

(R)

(Z)

(X)



TRIPLE LEFT PAIR EXCHANGE

(R)

(W)

(S)

(X)



DOUBLE SLOT LEFT PAIR

(R)

(Z)

(H)

(X)



TRIPLE LEFT BUNCH

(R)

(W)

(S)

(H)



DOUBLE SLOT LEFT

(R)

(W)

(S)

(X)



TRIPLE SLOT LEFT

(R)

(W)

(S)

(H)



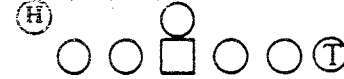
DOUBLE FLIP LEFT PAIR

(R)

(W)

(S)

(H)

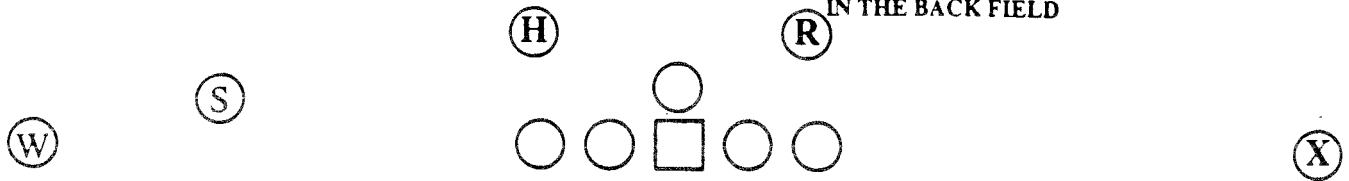


TRIPLE SLOT LEFT H-OFF

QUEENS

PERSONNEL = 3 WO'S (S, W, & X), 2 BACKS (R & H)

NORMAL SET: TWO WO'S (S & W) ALIGNED ON THE STRONG SIDE AND X ALIGNED ON THE WEAK SIDE; WITH BOTH BACKS ALIGNED IN THE BACK FIELD



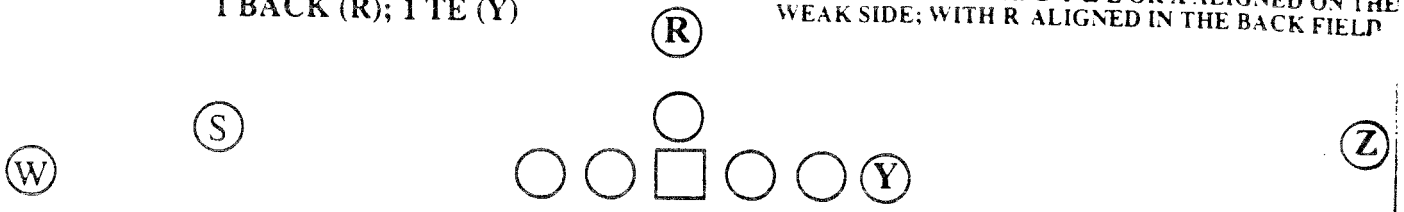
SPLIT SLOT LEFT

<p>FAR SLOT LEFT</p>	<p>TRIPLE SLOT LEFT</p>
<p>STRONG FLIP LEFT</p>	<p>TRIPLE FLIP LEFT</p>
<p>DOUBLE SLOTLEFT</p>	<p>TRIPLE SLOT LEFT H-WIDE</p>
<p>DOUBLE SLOT LEFT H-OUTSIDE</p>	<p>TRIPLE SLOT LEFT H-WIDER</p>
<p>DOUBLE SLOT LEFT CLOSE</p>	<p>TRIPLE SLOT LEFT H-OUT (DOLPHIN)</p>

KINGS

PERSONNEL = 3 WO'S (S, W, & X OR Z),
1 BACK (R); 1 TE (Y)

NORMAL SET: TWO WO'S (S & W) ALIGNED ON
THE STRONG SIDE AND Y & Z OR X ALIGNED ON THE
WEAK SIDE; WITH R ALIGNED IN THE BACK FIELD



DOUBLE SLOT LEFT

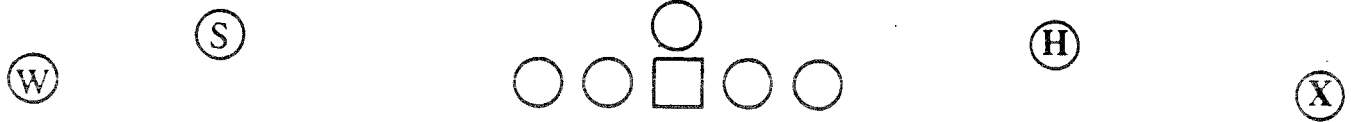
<p>DOUBLE SLOT LEFT</p>	<p>TRIPLE LEFT</p>
<p>DOUBLE FLIP LEFT</p>	<p>TRIPLE LEFT WEAK</p>
<p>DOUBLE SLOT LEFT CLOSE</p>	<p>TRIPLE LEFT Y-OFF</p>
<p>DOUBLE SLOT LEFT Y-OFF</p>	<p>TRIPLE SLOT LEFT</p>
<p>DOUBLE FLIP LEFT STRONG WING</p>	<p>TRIPLE FLIP LEFT</p>

FLUSH

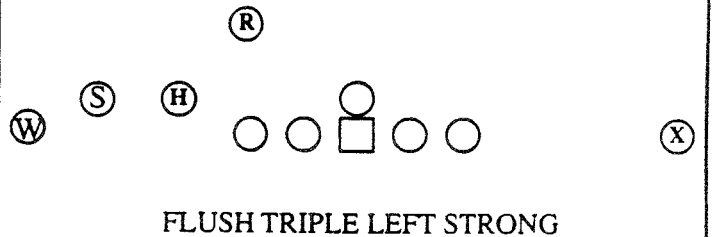
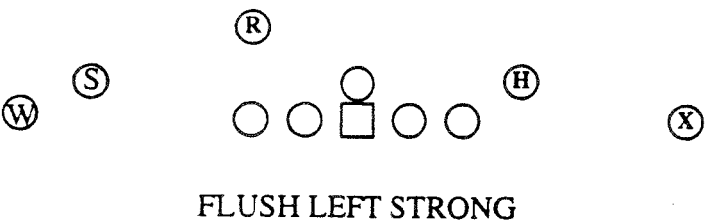
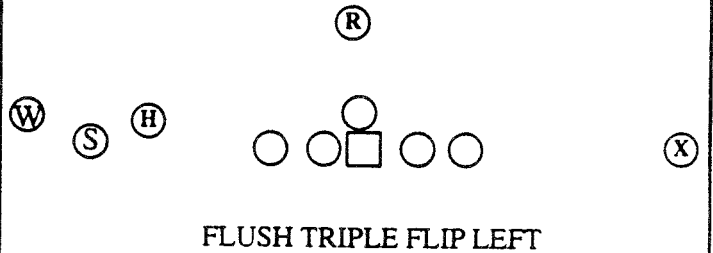
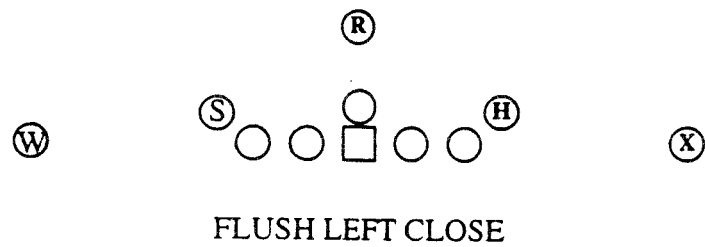
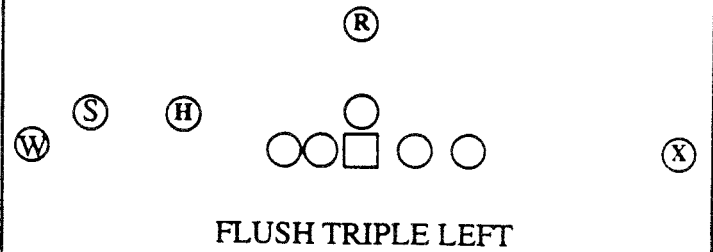
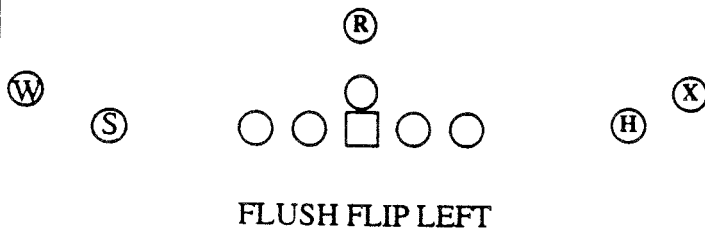
PERSONNEL = 4 WO'S (S, W, X & H),
1 BACK (R)

NORMAL SET: TWO WO'S (S & W) ALIGNED ON
THE STRONG SIDE AND TWO WO'S ALIGNED ON THE
WEAK SIDE AND R ALIGNED IN THE BACK FIELD

(R)

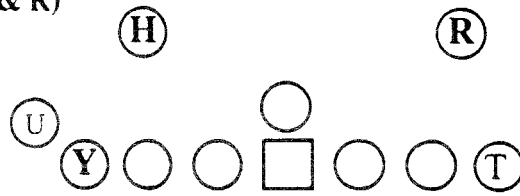


FLUSH LEFT

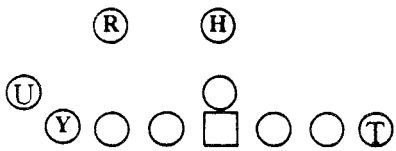


POWER

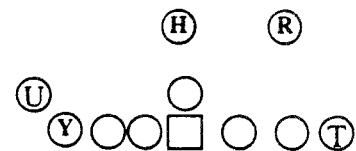
PERSONNEL = 3 TE'S (Y, T & U)
2 BACKS (H & R)



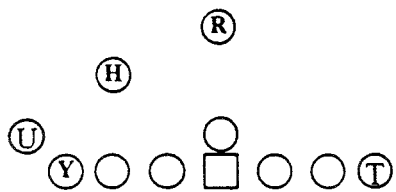
SPLIT LEFT



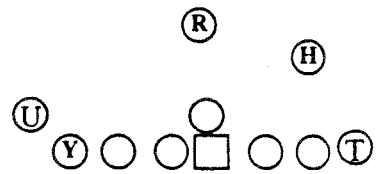
NEAR LEFT



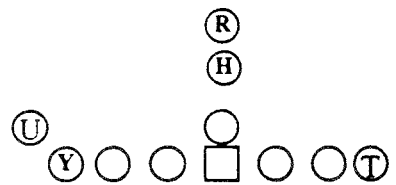
FAR LEFT



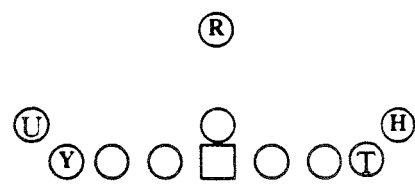
STRONG LEFT



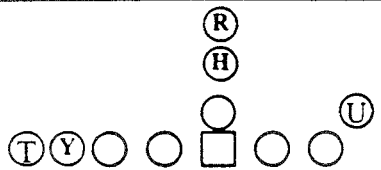
WEAK LEFT



I LEFT



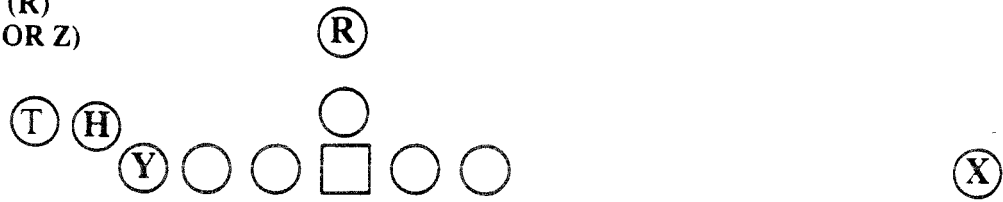
DOUBLE LEFT PAIR



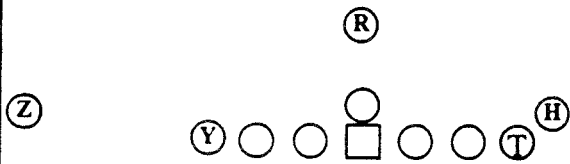
I UNBALANCED LEFT

JACKS

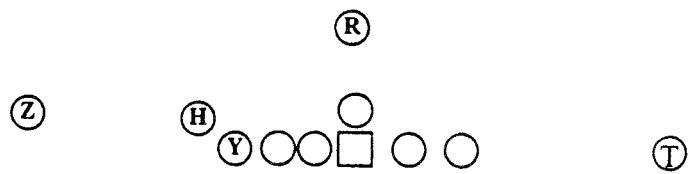
PERSONNEL = 3 TE'S (Y, T & H)
1 BACK (R)
1 WO (X OR Z)



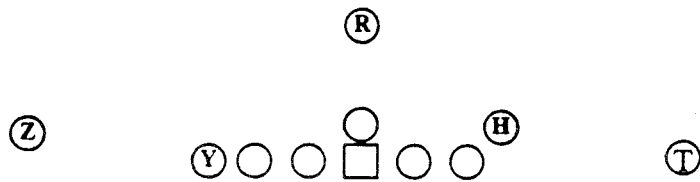
TRIPLE LEFT BUNCH



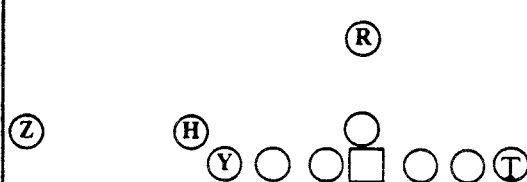
DOUBLE LEFT PAIR



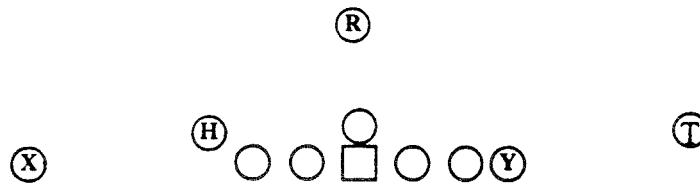
TRIPLE LEFT PAIR T-OPEN



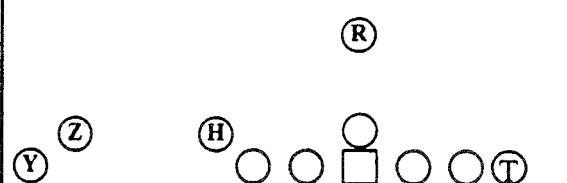
J DOUBLE LEFT H-OFF



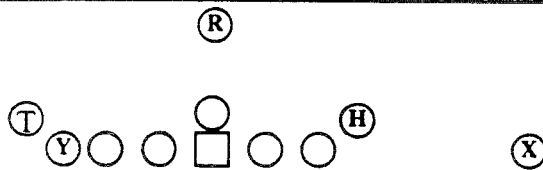
TRIPLE LEFT PAIR



DOUBLE RIGHT H-OFF



TRIPLE LEFT H-OFF Y-WIDER



DOUBLE LEFT PAIR H -OFF

SHOTGUN

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

(Z)

(H)

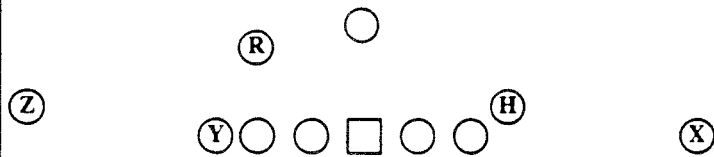


(R)

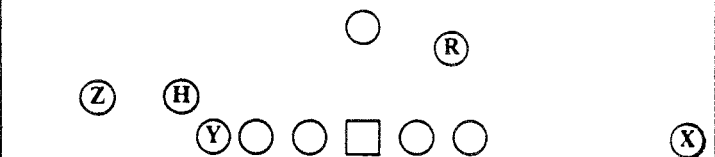


(X)

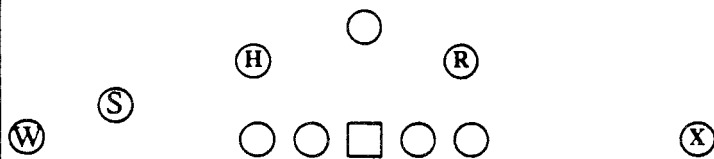
SPLIT LEFT GUN



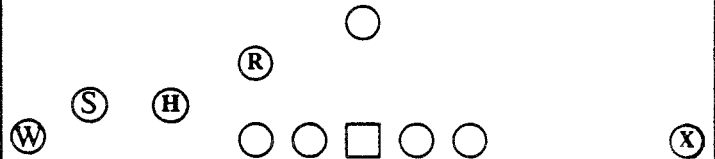
DOUBLE LEFT STRONG GUN



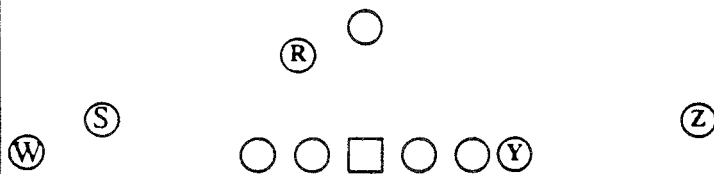
TRIPLE LEFT WEAK GUN



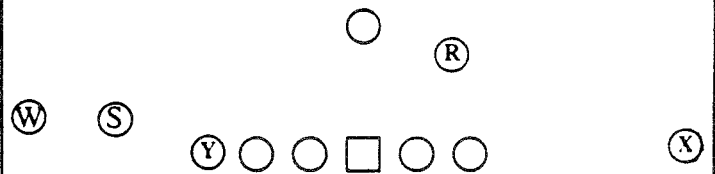
QUEENS SPIT SLOT LEFT GUN



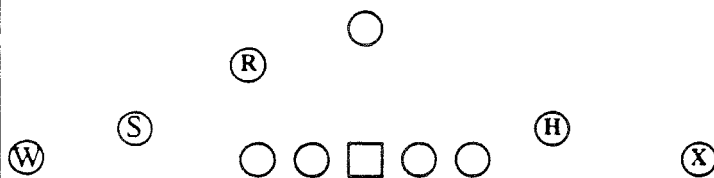
QUEENS TRIPLE SLOT LEFT STRONG GUN



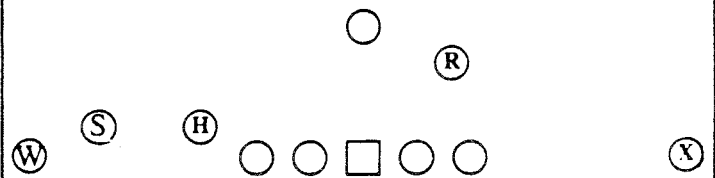
KINGS DOUBLE SLOT LEFT STRONG



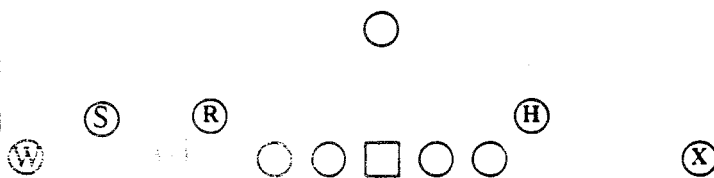
KINGS TRIPLE LEFT WEAK GUN



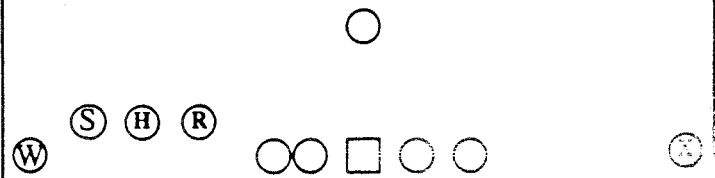
FLUSH LEFT STRONG GUN



FLUSH TRIPLE WEAK GUN



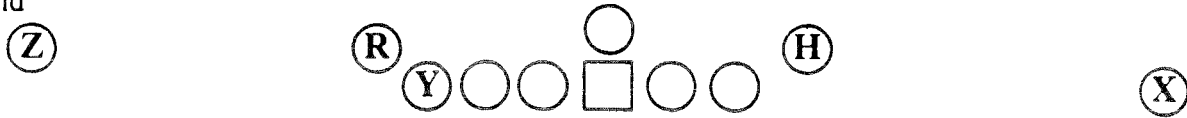
FLUSH SPREAD LEFT GUN



FLUSH QUADS LEFT GUN

SPREAD

SPREAD: Can be used with any personnel group. Three receivers strong and two receivers are weak with no backs in the backfield

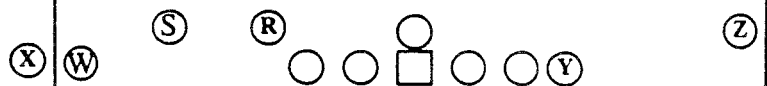


REGULAR PERSONNEL

SPREAD LEFT



QUEENS SPREAD LEFT



KINGS SPREAD LEFT



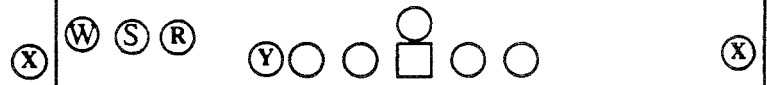
FLUSH SPREAD LEFT



KINGS SPREAD LEFT R-WIDER



FLUSH SPREAD LEFT



KINGS QUADS LEFT

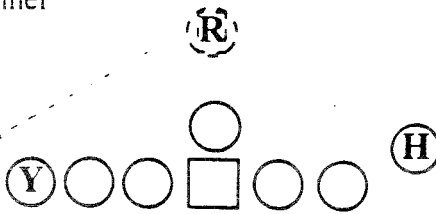


KINGS QUADS SLOT LEFT TITE

EMPTY

EMPTY: Can be used with any personnel grouping where the backs motion and vacate the backfield.

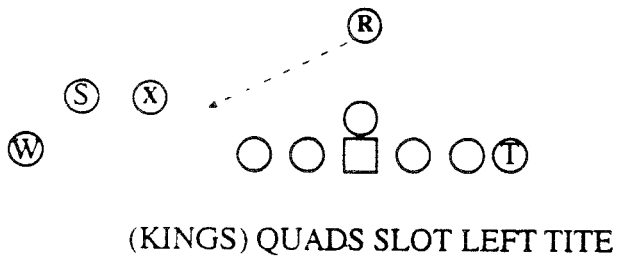
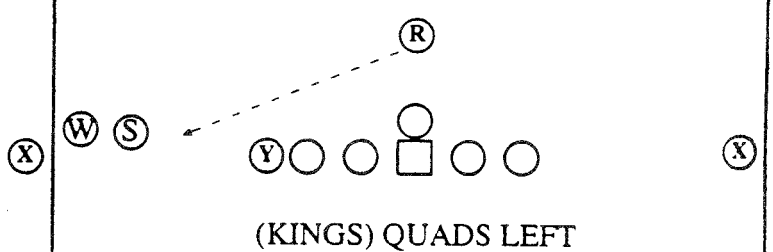
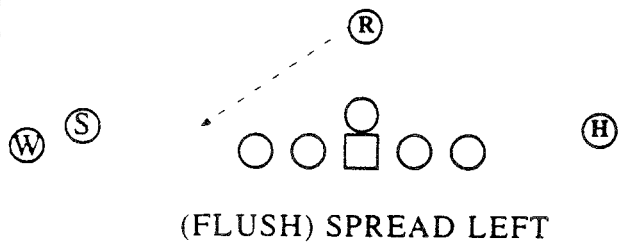
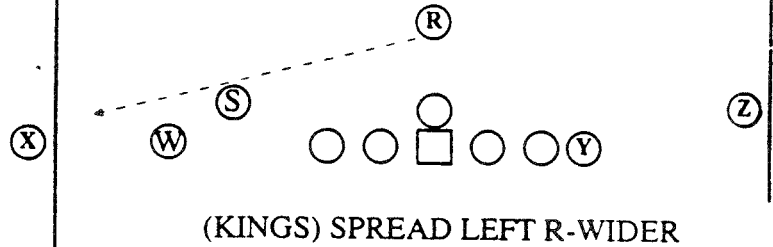
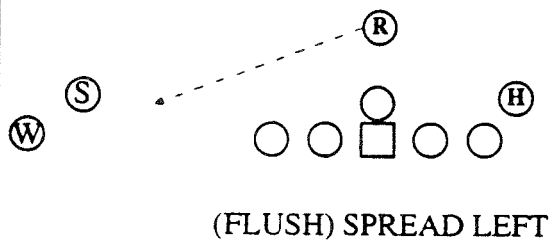
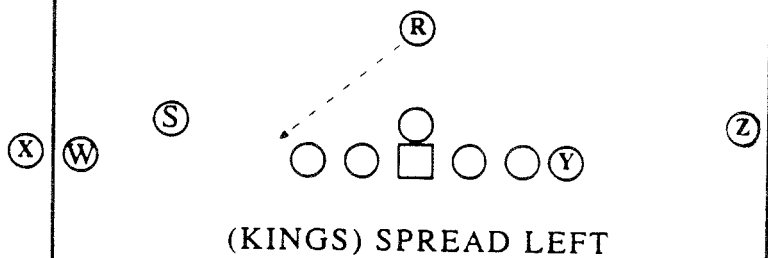
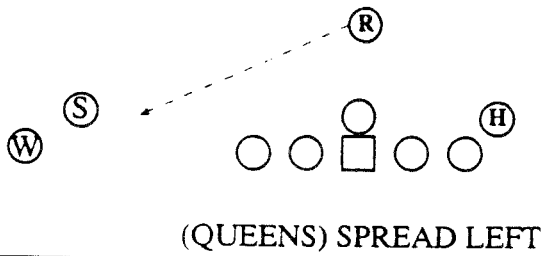
(Z)



(X)

REGULAR PERSONNEL

SPREAD LEFT



MOTIONS

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

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

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

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

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

1. YAC -Y MOTION ACROSS THE BALL. THIS CHANGES STRENGTH.
2. YIN -Y MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.
3. YIG -Y MOTION IN TOWARD THE BALL AND BACK OUT THE SAME WAY.
4. YING -Y MOTION IN TOWARD THE BALL INSIDE THE BOX.

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

1. WAC -W MOTION ACROSS THE BALL. THIS CHANGES STRENGTH.
2. WIN -W MOTION IN TOWARD THE BALL. DOES NOT CHANGE STRENGTH.
3. WIG -W MOTION IN TOWARD THE BALL AND BACK OUT THE SAME WAY.

E. MOTIONS WITH ONLY ONE BACK IN THE BACKFIELD (FOUR CATEGORIES)

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

F. MOTION THAT END UP WITH ONLY ONE BACK IN THE BACKFIELD.

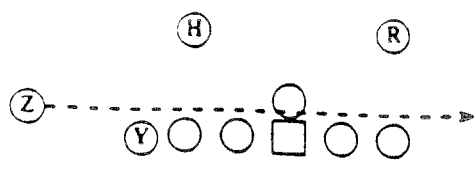
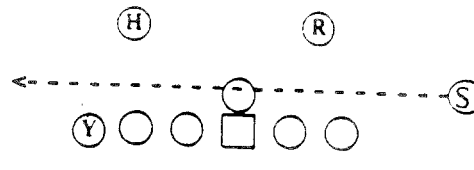
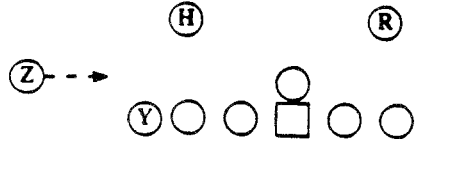
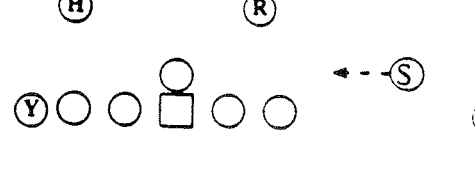
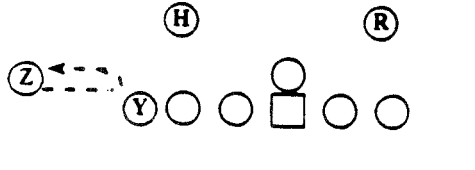
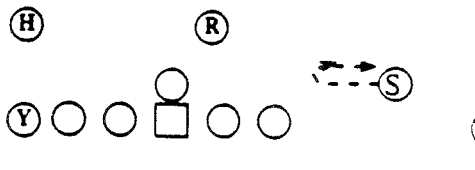
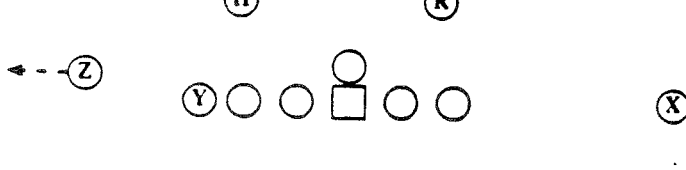
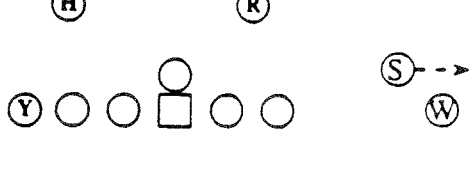
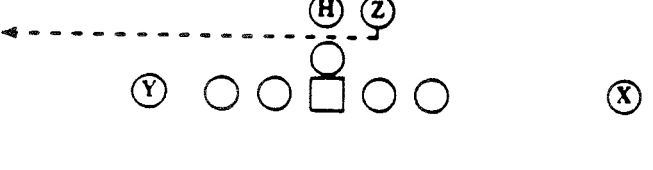
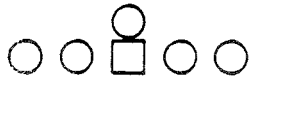
1. (R & H) -MOTION THAT CREATES A ONE-BACK FORMATION.

G. SHORT MOTIONS BY THE BACK.

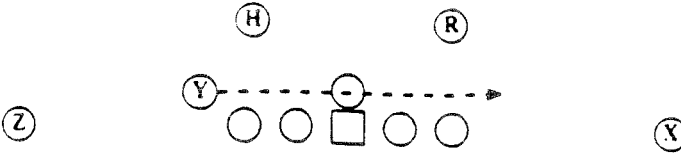
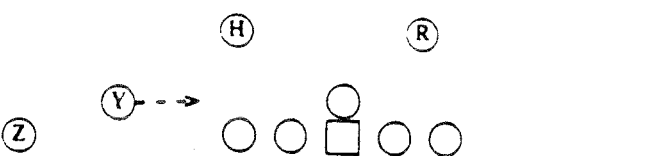
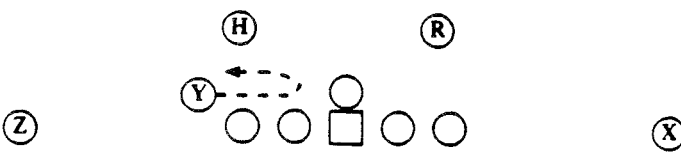
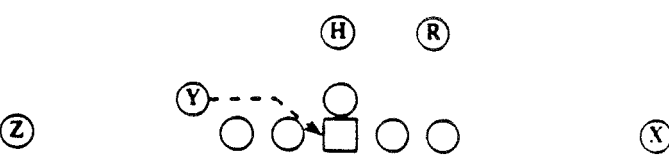
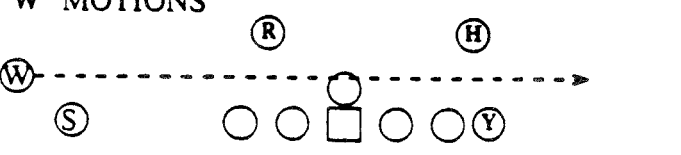
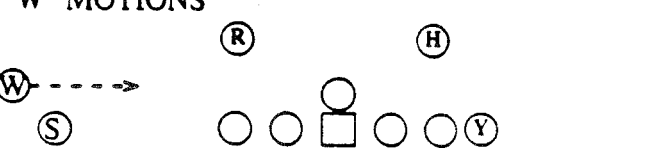
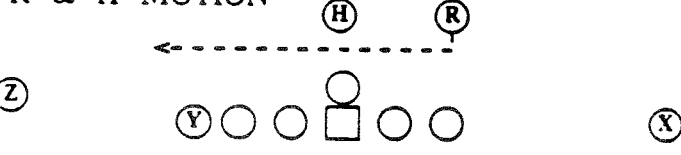
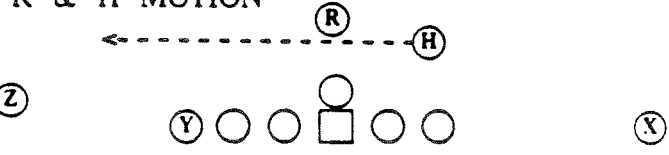
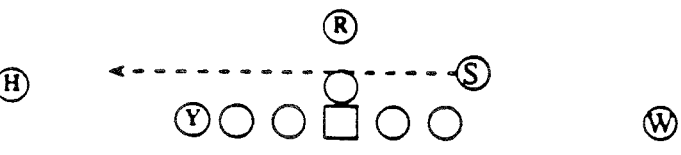
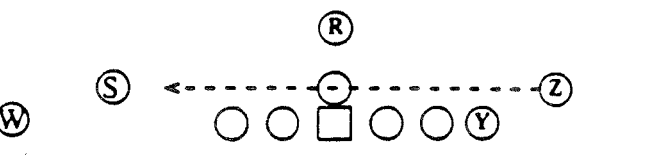
1. HOT -MOTION BY "H" OR "R" TOWARD THE TIGHT END.
2. HOP -MOTION BY THE "H" OR "R" AWAY FROM THE TIGHT END (OPEN)

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

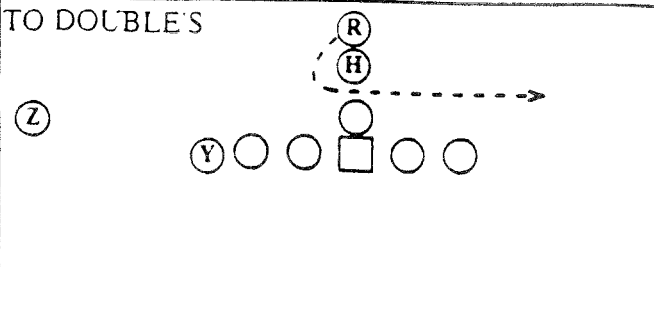
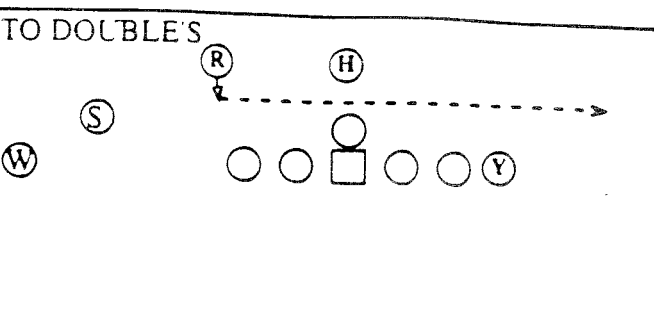
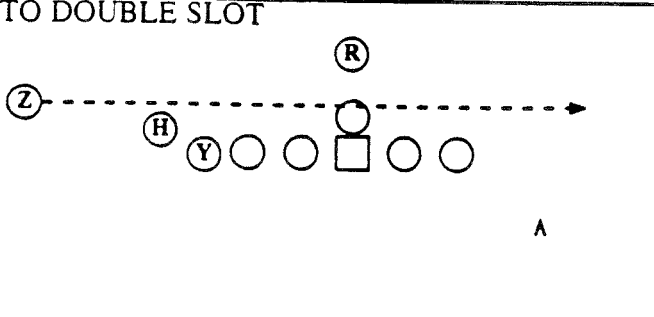
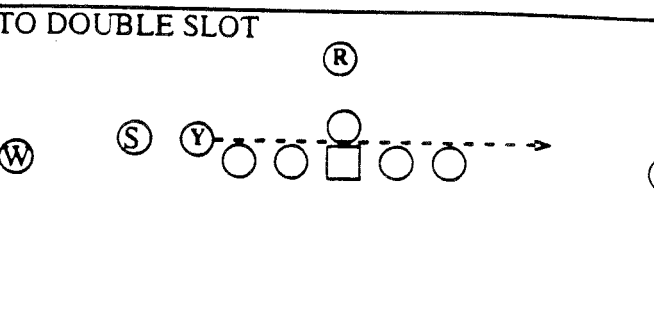
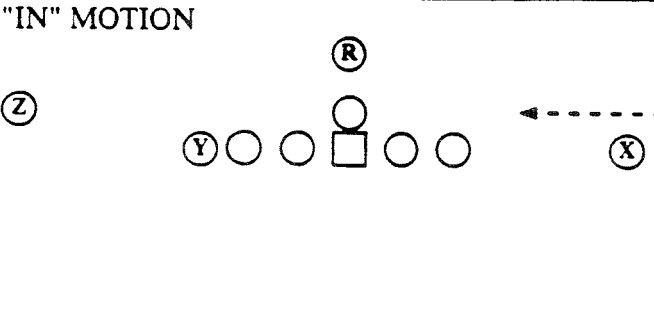
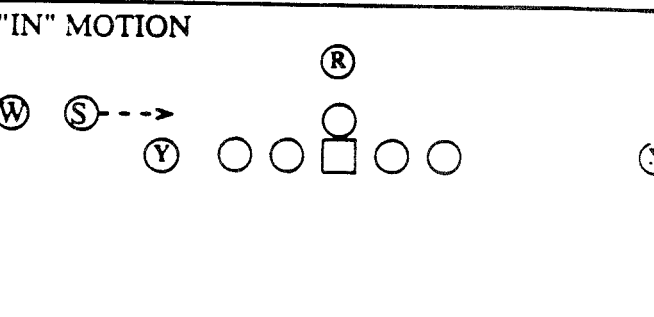
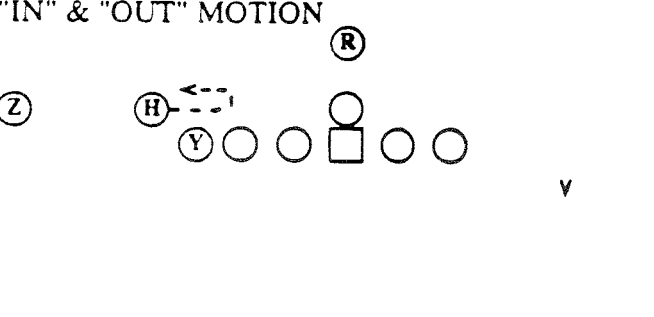
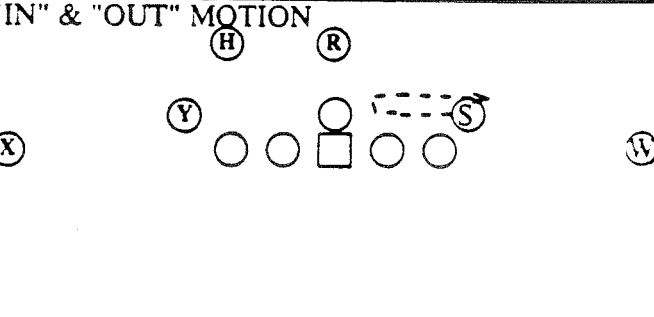
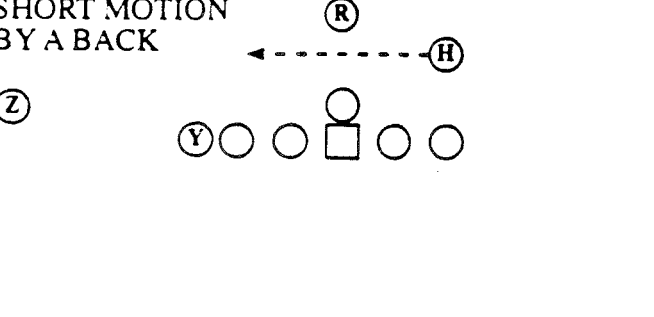
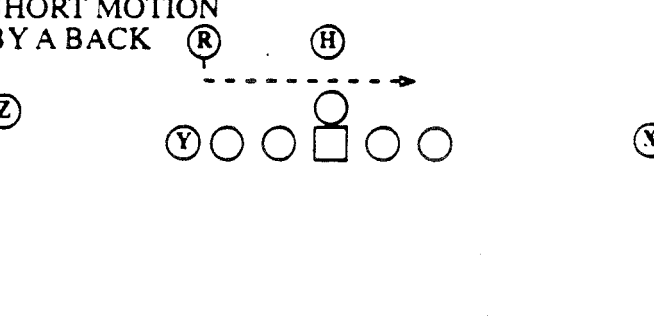
MOTIONS

 <p>ZAC</p>	 <p>SAC</p>
 <p>ZIN</p>	 <p>SIN</p>
 <p>ZIG</p>	 <p>SIG</p>
 <p>ZOT</p>	 <p>SOT</p>
 <p>Z MOTION</p>	

MOTIONS

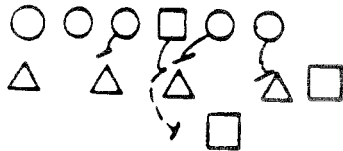
 <p>YAC</p>	 <p>YIN</p>
 <p>YIG</p>	 <p>YING</p>
<p>"W" MOTIONS</p>  <p>WAC</p>	<p>"W" MOTIONS</p>  <p>WIN</p>
<p>"R" & "H" MOTION</p>  <p>R-MOTION</p>	<p>"R" & "H" MOTION</p>  <p>H-MOTION</p>
 <p>TRIPLE LEFT WIDER S-FLY</p>	 <p>KINGS TRIPLE SLOT LEFT Z-FLY</p>

MOTIONS

<p>TO DOUBLE'S</p>  <p>R-MOTION</p>	<p>TO DOUBLE'S</p>  <p>R-MOTION</p>
<p>TO DOUBLE SLOT</p>  <p>Z-DIVIDE</p>	<p>TO DOUBLE SLOT</p>  <p>Y-DIVIDE</p>
<p>"IN" MOTION</p>  <p>HIN</p>	<p>"IN" MOTION</p>  <p>SIN</p>
<p>"IN" & "OUT" MOTION</p>  <p>HIG</p>	<p>"IN" & "OUT" MOTION</p>  <p>SIG</p>
<p>SHORT MOTION BY A BACK</p>  <p>H-HOT</p>	<p>SHORT MOTION BY A BACK</p>  <p>R-HOP</p>

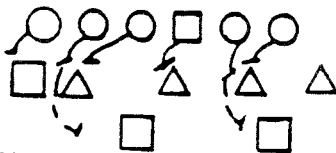
OFFENSIVE LINE BLOCKING

SCOOP

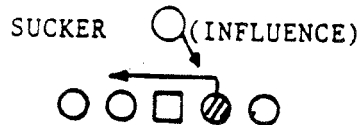


TWO BACKSIDE ADJACENT LINEMEN COORDINATING REACH BLOCKS ON 2 DEFENDERS. USUALLY THE CENTER AND GUARD WORKING ON THE NOSE AND LINEBACKER.

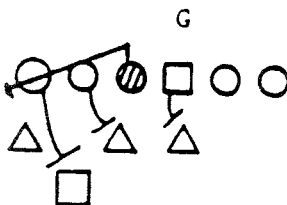
SCOOP



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

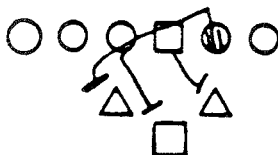


A GUARD PULLING AWAY FROM THE P.O.A.



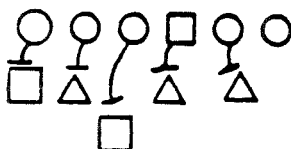
PERTAINS TO THE ONSIDE GUARD PULLING TO KICK OUT OR LOG BLOCK MAN ON END OF LINE.

LOG (LG)



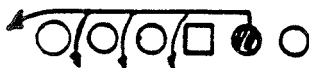
LIKE A TRAP BLOCK ONLY BLOCK THE MAN OUTSIDE IN.

STRAIGHT MAN (M)



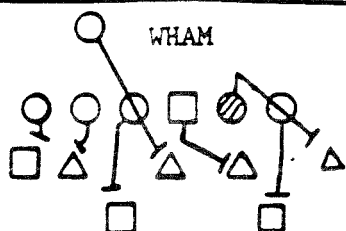
SIGNIFIES AN OFFENSIVE LINEMAN BLOCKING A MAN ON OR OFF THE L.O.S... BUT OVER HIM.

"O"

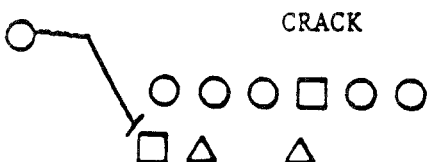


A DESCRIPTION TELLING THE OFFSIDE GUARD TO PULL AND LEAD THROUGH THE BALL.

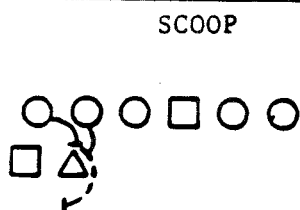
OFFENSIVE LINE BLOCKING



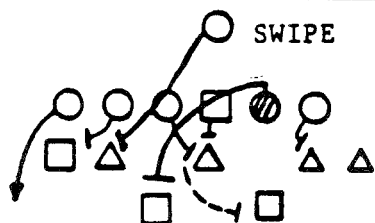
DOUBLE TEAM ON NOSE MAN BY BACK AND CENTER.



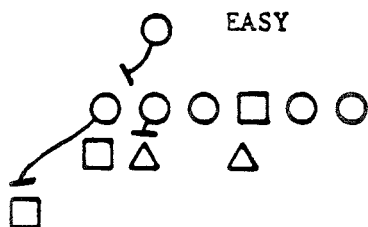
ANY WIDE RECEIVER OR BACK BLOCKING FROM THE OUTSIDE ON A MAN ALIGNED TO HIS INSIDE. (IT MUST BE ABOVE THE WAIST WITH YOUR HEAD IN FRONT).



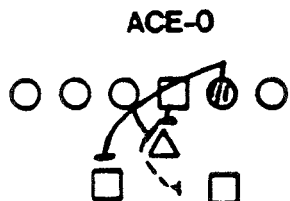
Y AND T AWAY FROM P.O.A., SLIP BLOCKING DEFENSIVE END AND OLB.



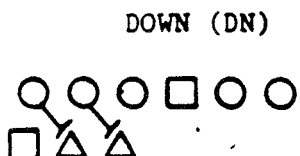
CENTER AND GUARD POWER BLOCK WITH OFF GUARD LEADING AT P.O.A., TACKLE TURN OUT AND WHAM BLOCK BY BACK.



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

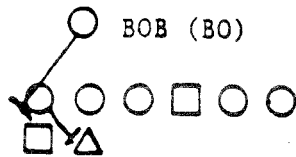


CENTER AND GUARD POWER BLOCK WITH OFF GUARD LEADING AT P.O.A.

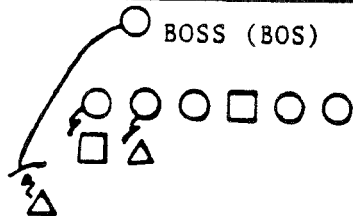


BLOCK BY AN OFFENSIVE MAN ON A DEFENSIVE MAN TO HIS INSIDE ON OR OFF THE L.O.S.

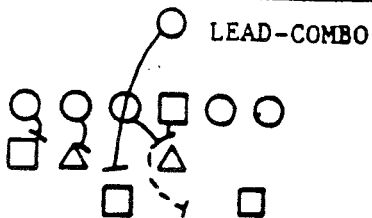
BACKFIELD BLOCKING



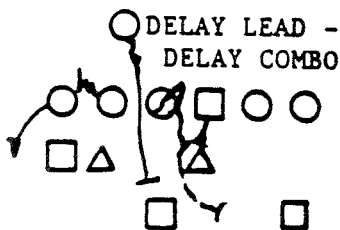
BACK BLOCKING END MAN ON L.O.S.



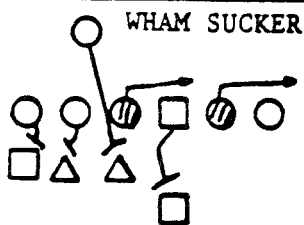
A BACK BLOCKING LEAD ON A SECONDARY MAN FORCING.



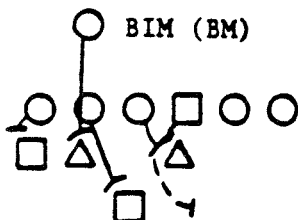
BACK LEAD BLOCK AT P.O.A. COMBINATION BLOCK BETWEEN GUARD AND CENTER ON NOSE AND LINEBACKER.



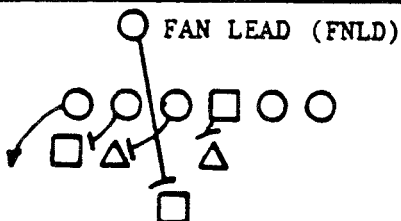
BACK LEAD BLOCK AT P.O.A. WITH DELAY BY BACK AND PASS SETS BY O-LINE. SAME AS ABOVE ONLY COMBINATION BLOCK IS DELAYED.



AN ISOLATION BLOCK BY A BACK ON A LINEMAN.



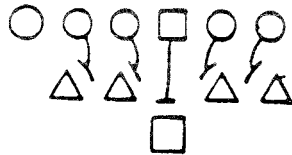
A BACK BLOCKING THE 1ST MAN ON TO OUTSIDE THE NOSE OF THE OFFENSIVE TACKLE TO THE STRONGSIDE OR WEAKSIDE.



TACKLE AND GUARD TURN OUT - HB LEADS.

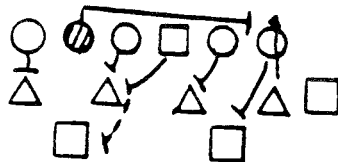
OFFENSIVE LINE BLOCKING

WEDGE (WG)



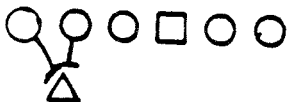
A LINE BLOCKING SCHEME APEXED AT P.O.A. WITH A SHOULDER TO HIP OFFENSIVE RELATIONSHIP.

TACKLE TRAP (TTR)



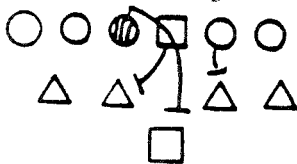
THE OFFSIDE TACKLE PULLS, BLOCKS INSIDE-OUT AT P.O.A.

POWER (PO)



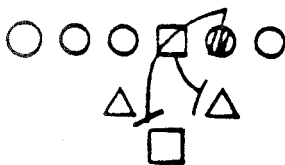
A DOUBLE TEAM BLOCK AT THE P.O.A. THAT STAYS ON.

G-FOLD



C - FRONTSIDE
CENTER AND GUARD EXCHANGE

G-FOLD



F - BACKSIDE
FOLD BLOCK BY CENTER AND OFF GUARD

REACH (RC)



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

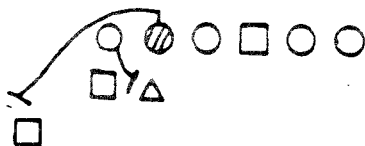
CUT OFF (SCO)



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

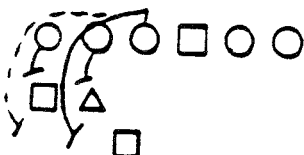
OFFENSIVE LINE BLOCKING

TOSS



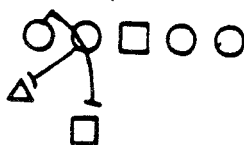
A PULL BY THE PLAYSIDE TACKLE WHO BLOCKS THE FORCE MAN.

OPTION



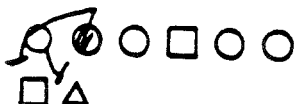
FRONTSIDE GUARD PULLING TO BLOCK FRONTSIDE LB.

GUT



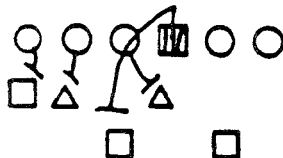
A TACKLE AND GUARD COMBINATION BLOCK WITH THE INSIDE MAN OR GUARD GOING FIRST AND THE TACKLE CROSSING BEHIND.

U BLOCK



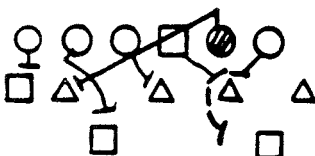
A TIGHT END BLOCKING DOWN AND THE TACKLE TRAPPING OUT.

C-FOLD



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

TRAP



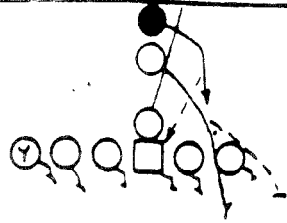
THE OFFSIDE GUARD PULLS, BLOCKS INSIDE-OUT AT P.O.A. PINCH BLOCK ON 3 TECHNIQUE.

FAN (FN)

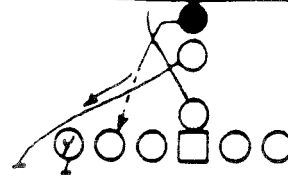


A BLOCK BY AN OFFENSIVE LINEMAN ON A DEFENSIVE MAN TO HIS OUTSIDE.

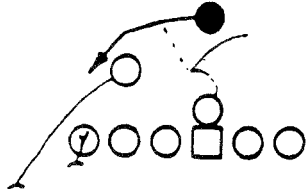
BACKFIELD ACTIONS



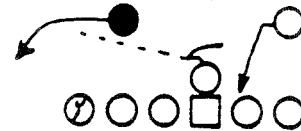
25 STRETCH



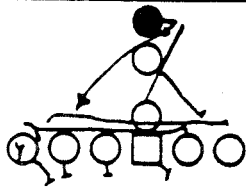
26 SLANT



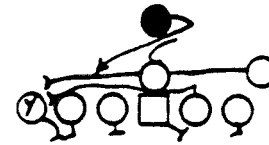
28 TOSS



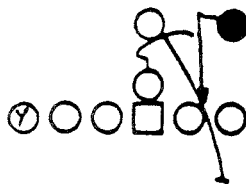
38 TOSS



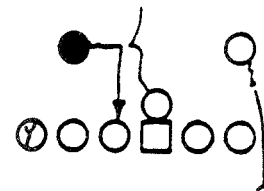
26 COUNTER OT



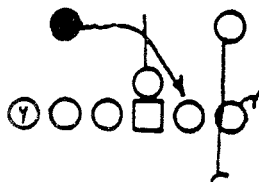
26 OR



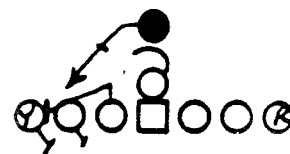
25 LAG DRAW



32 DRAW

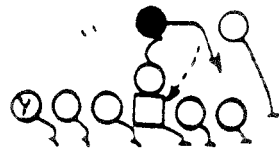


35 LEAD DRAW

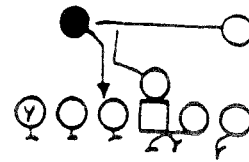


36 G

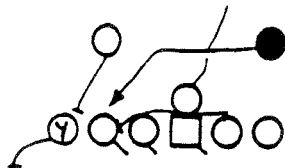
BACKFIELD ACTIONS



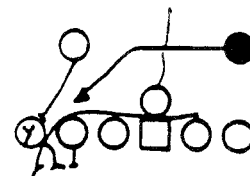
35 LEAD



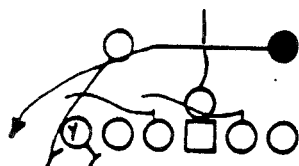
32 DIVE



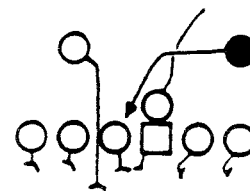
24 EAST



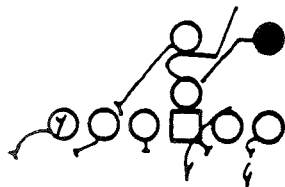
26 POWER



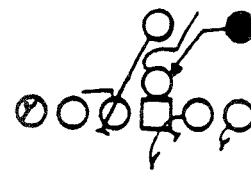
28 SWEEP BOB



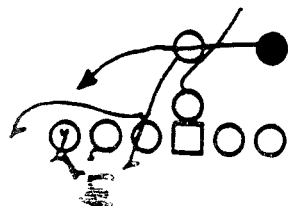
24 LEAD



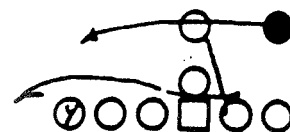
24 RIDE



22 INFLUENCE WHAM



28 RIDE

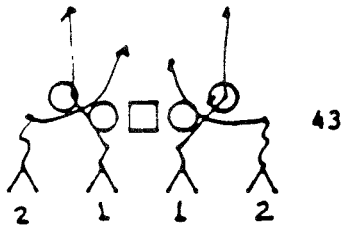


P. 28 PLUNGE

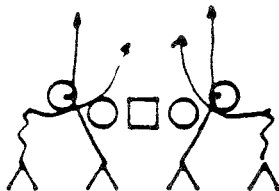
DL STUNT PACKAGE

DBL TEXAS

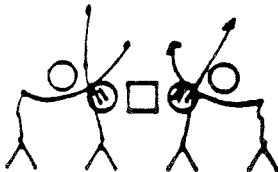
(4 MAN, TACKLE-END GAME)



43



BULL



GRAB

DELAYED

LIN: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

LON: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off LIN's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

RIC: Get off. Threaten O.G. Head-on or inside with first step. Break to the O.T.'s back. Turn your shoulders; make yourself small. Push off, ricochet and get upfield.

ROY: Get off. Delay 2 steps upfield. Sell outside move. Threaten O.T. and keep eye contact. Loop off RIC's tail (no light between). Lower shoulder and work move on O.G. Get inside and up.

BULL LEX/REX

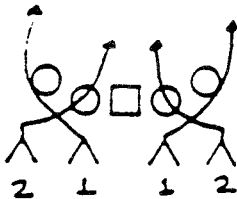
LIN: Get off. Charge right for O.T. Collide into his near shoulder and ricochet upfield.

LON: Get off. Delay 2 steps upfield. Keep eye contact and loop off LIN's tail (no light between). Be ready to take on O.G. Get inside.

RIC: Get off. Charge right for O.T. Collide into his near shoulder and ricochet upfield.

ROY: Get off. Delay 2 steps upfield. Keep eye contact and loop off RIC's tail (no light between). Be ready to take on O.G. Get inside.

C.P.: Can be run as grab game.



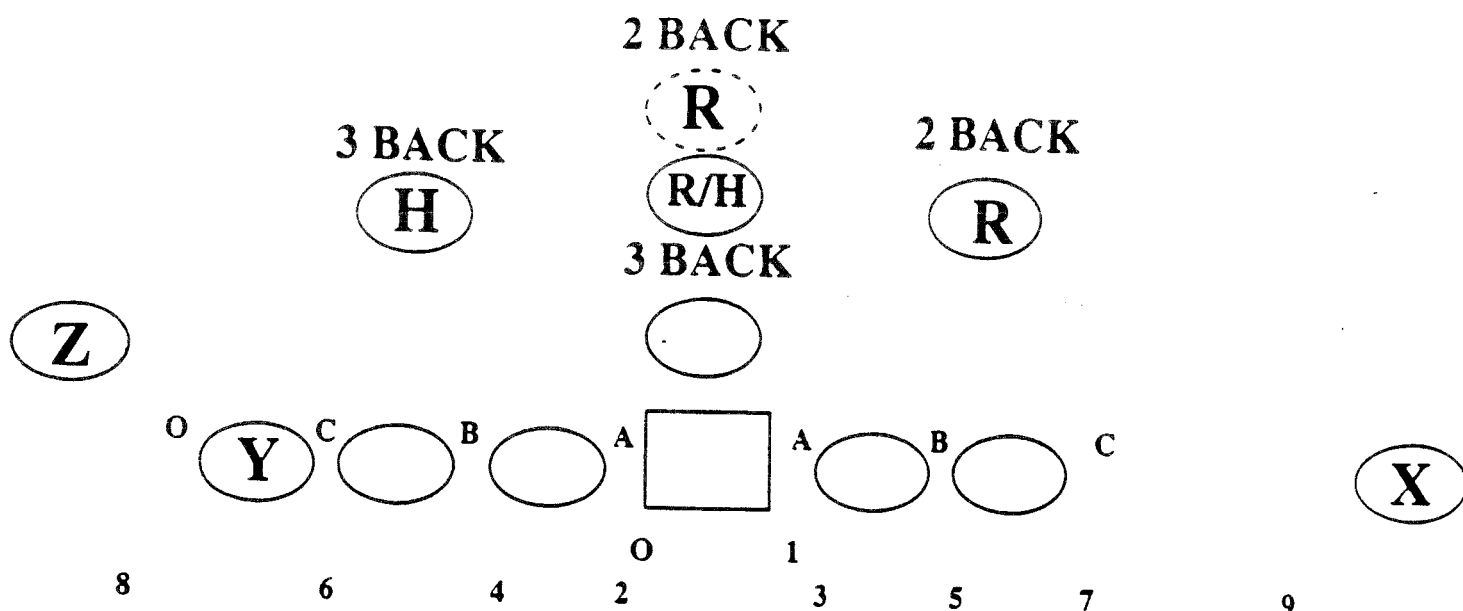
Q

QUICK TEXAS

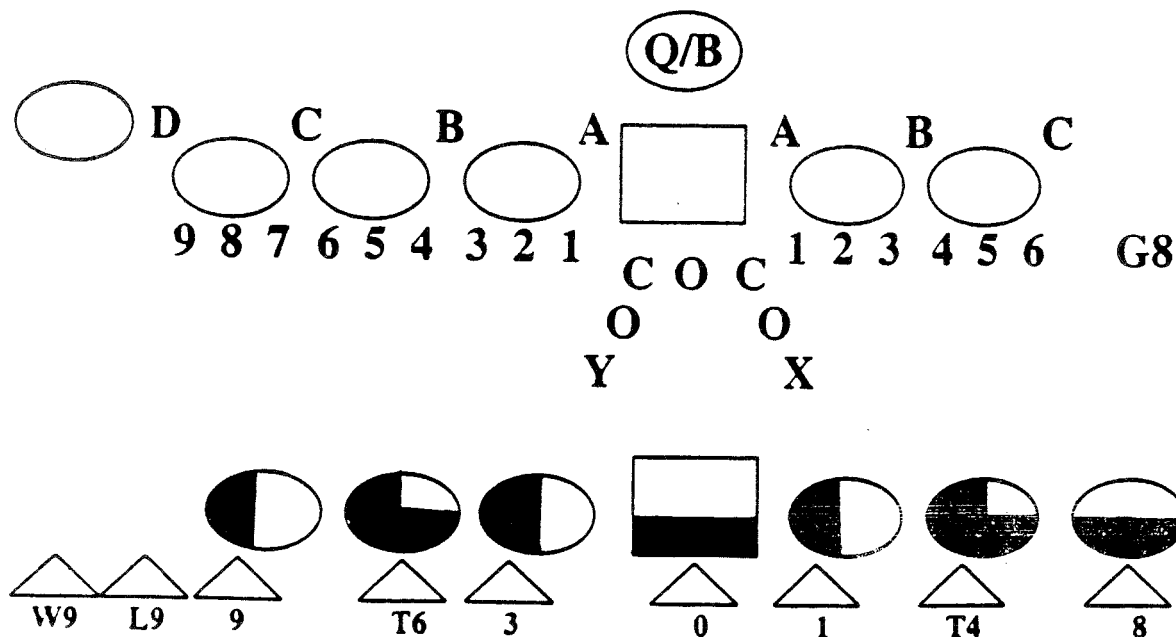
(C.P.: Used as run counter)

- LIN: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.
- LON: Get off. Jab at O.T. then break inside. Loop off LIN's tail (no light). Look for O.G. Cross face and get down to A gap.
- RIC: Get off. Must beat O.G. outside. Can't be hooked. Read shoulder of O.T. Go with or behind him outside, get across his face on down block.
- ROY: Get off. Jab at O.T. then break inside. Loop off RIC's tail (no light). Look for O.G. Cross face and get down to A gap.

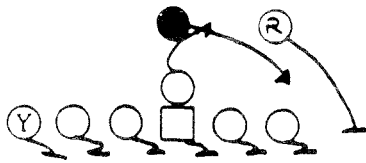
HOLE NUMBERING AND BACK RESPONSIBILITIES



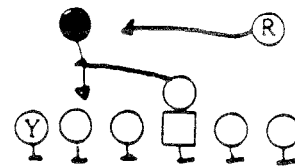
- A. METHOD FOR IDENTIFYING OUR OPPONENT'S' RUNNING PLAYS.
1. EVEN NUMBERS ARE ALWAYS TO THE LEFT.
 2. ODD NUMBERS ARE ALWAYS TO THE RIGHT.
 3. HOLE NUMBERS ARE DESIGNATED BY THE GAPS BETWEEN OFFENSIVE LINEMAN.
 4. BALL CARRIERS ARE IDENTIFIED BY THE NUMBER IN PLAY CALL:
 20 SERIES = HB IS THE BALL CARRIER.
 30 SERIES = FB IS THE BALL CARRIER.
- B. GAP RESPONSIBILITY AND TECHNIQUE.
- "A" AREA/GAP = FROM THE CROTCH OF THE CENTER TO THE CROTCH OF THE GUARD.
- "B" AREA/GAP = FROM THE CROTCH OF THE GUARD TO THE CROTCH OF THE TACKLE.
- "C" AREA/GAP = FROM THE CROTCH OF THE TACKLE TO THE CROTCH OF THE TE.
- "D" AREA/GAP = FROM THE CROTCH OF THE TIGHTEND TO THE CROTCH OF THE WINGBACK.
- "O" AREA = FROM THE CROTCH OF THE TE TO THE SIDELINE OR OUTSIDE RECEIVER.



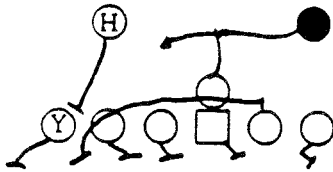
BACKFIELD ACTIONS



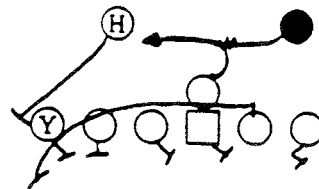
37 SLANT OPEN



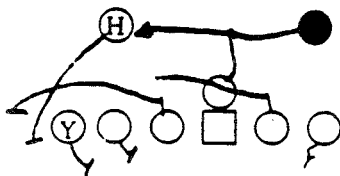
32 DIVE



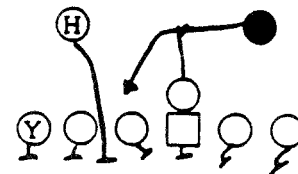
24 POWER O EASY



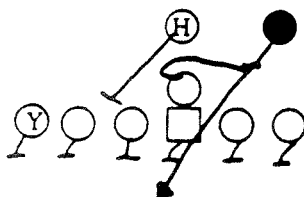
26 POWER O



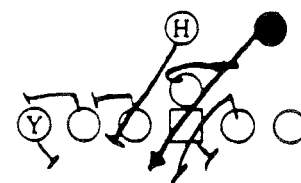
28 SWEEP GO



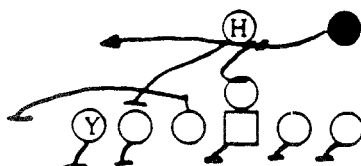
24 LEAD



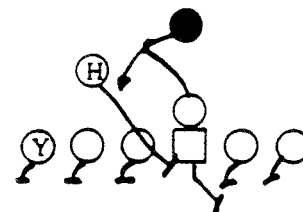
21 CTR DIVE



22 WHAM (INFLUENCE)

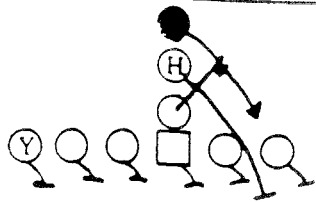


28 RIDE G

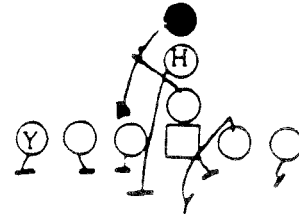


22 WHAM

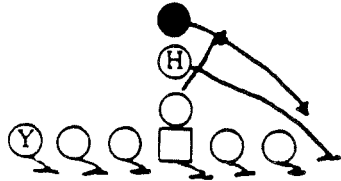
BACKFIELD ACTIONS



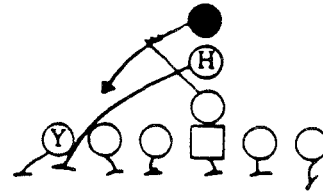
25 LEAD OPEN



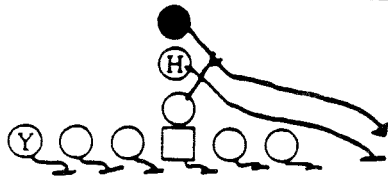
24 LEAD G FOLD



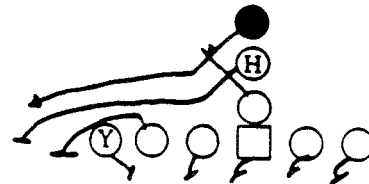
27 SLANT OPEN



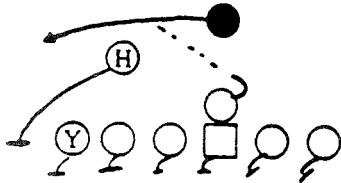
26 SLANT EASY



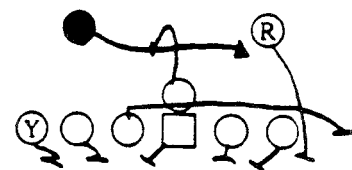
29 STRETCH OPEN



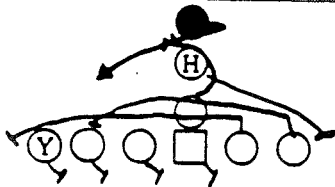
28 STRETCH U



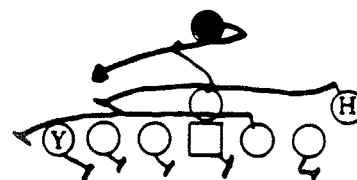
28 TOSS



37 BIM O

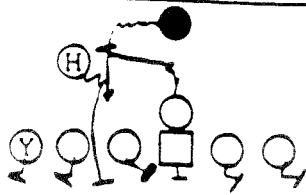


26 CTR OT

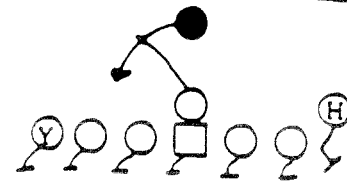


26 CTR O-H

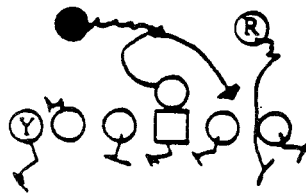
BACKFIELD ACTIONS



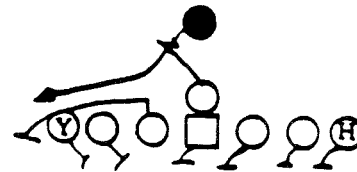
24 LEAD DRAW



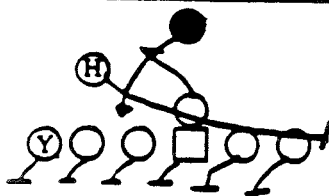
24 ROLL



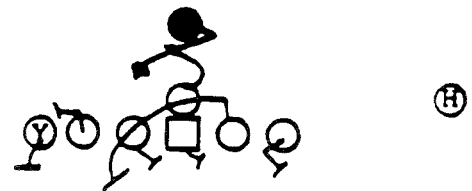
35 LEAD DRAW OPEN



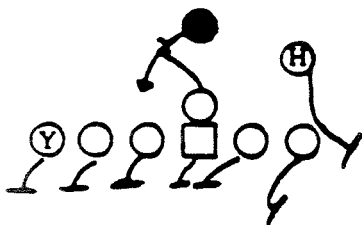
36 G



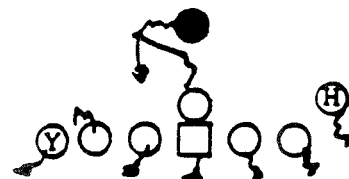
24 BREAK



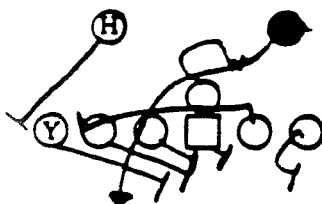
24 COUNTER O



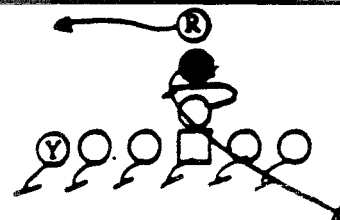
24 DIVIDE



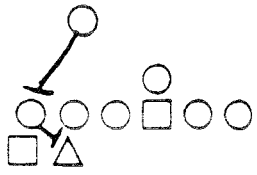
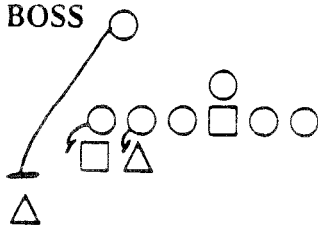
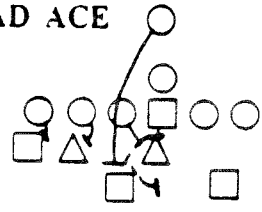
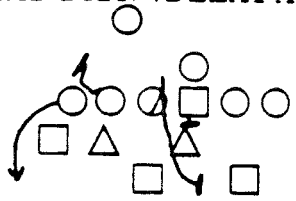
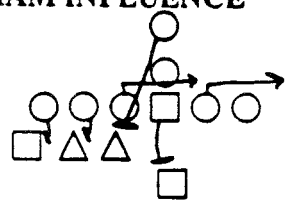
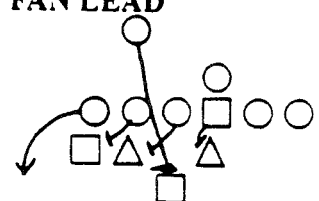
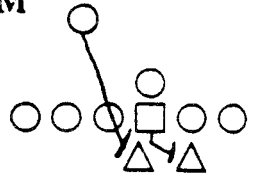
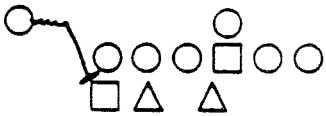
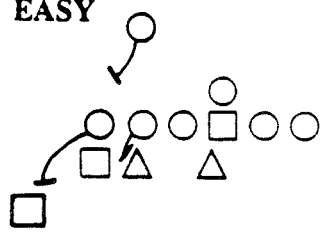
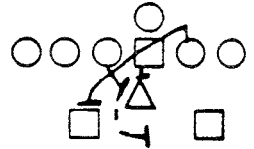
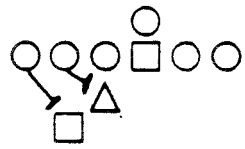
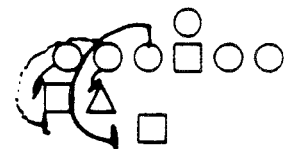
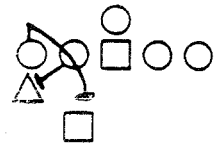
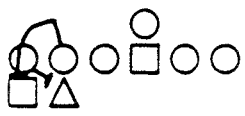
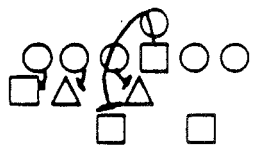
20/21 DRAW



24 TRAP



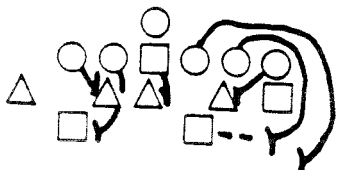
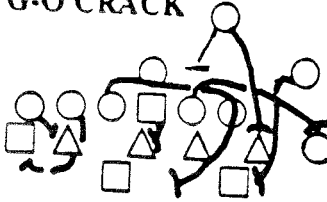
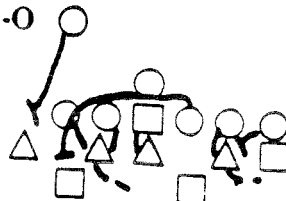
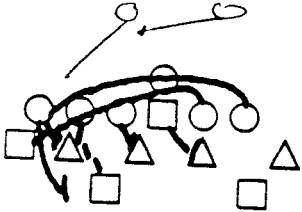
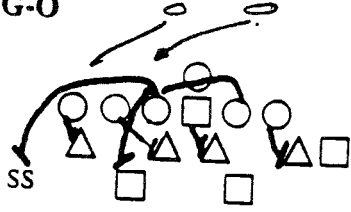
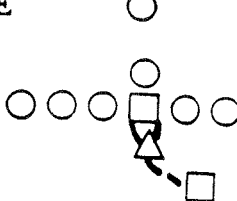
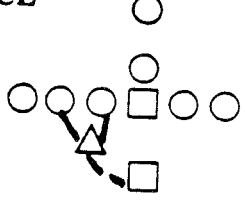
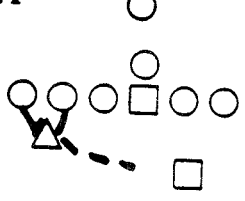
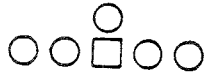
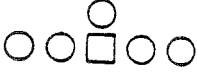

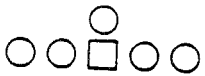

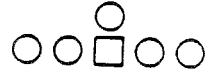
30 BELLY

BACK ON BACKER.	A BACK BLOCKING ON SECONDARY MAN FORCING.	A BACK LEAD BLOCKING AT P.O.A. COMBO BLOCK BETWEEN GUARD & CENTER ON NOSE AND LINEBACKER
BOB 	BOSS 	LEAD ACE 
A BACK LEAD BLOCKING AT P.O.A. WITH DELAY BY BACK AND PASS SETS BY O-LINE.	AN ISOLATION BLOCK BY A BACK ON A LINEMAN. (USUALLY A 3-TECH)	A BACKLEAD BLOCKING AT P.O.A. TACKLE AND GUARD TURN OUT.
LEAD DRAW/DELAY ACE 	WHAM INFLUENCE 	FAN LEAD 
DOUBLE TEAM ON NOSE MAN BY BACK AND CENTER.	BLOCK BY RB/WO FROM OUTSIDE TO BLOCK INSIDE DEFENDER.	"Y" OR "X" TITE RELEASING OUTSIDE FOR A SECONDARY DEFENDER.
WHAM 	CRACK 	EASY 
CENTER AND GUARD POWER BLOCK WITH OFF GUARD LEADING AT P.O.A	BLOCK BY AN OFFENSIVE MAN ON A DEFENSIVE MAN TO HIS INSIDE ON OR OFF THE L.O.S	FRONTSIDE GUARD PULLING TO BLOCK FRONTSIDE LINBACKER.
LEAD O 	DOWN 	IF 
OT AND GUARD COMBO BLOCK WITH THE INSIDE MAN OR GUARD GOING 1ST & THE TACKLE X-ING BEHIND.	A TITE END BLOCKING DOWN & THE TACKLE PULLING (TRAP OR LOG).	A GUARD BLOCKING DOWN ON NOSE AND CENTER PULLING AROUND FOR INSIDE LB.
GUT 	U 	C FOLD 

OFFENSIVE LINE BLOCKING

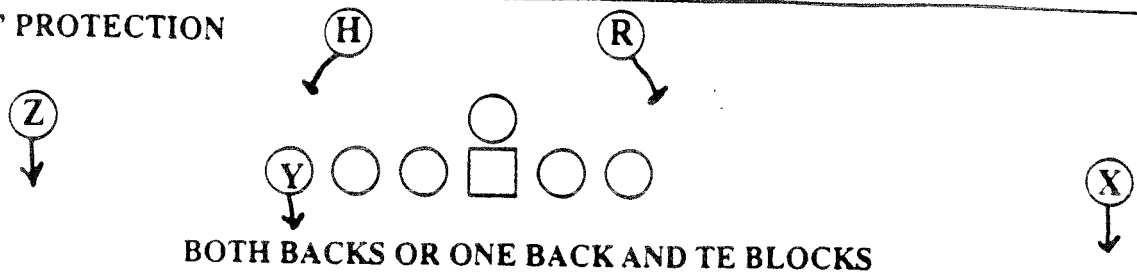
THE OFFSIDE GUARD PULLS. BLOCKS INSIDE OUT AT P.O.A. PINCH ON 3-TECH (BACKSIDE).	A BLOCK BY AN OFFENSIVE LINE MAN ON A DEFENSIVE MAN TO HIS OUTSIDE.	A LINE BLOCKING SCHEME APENED AT P.O.A. WITH A SHOULDER TO HIP OFFENSIVE RELATIONSHIP.
TRAP 	FAN 	WEDGE
THE OFFSIDE TACKLE PULLS. BLOCKS INSIDE-OUT AT P.O.A.	A DOUBLE TEAM BLOCK AT THE P.O.A. (STAYS ON).	F - BACKSIDE FOLD BY CENTER AND OFF GUARD.
TACKLE TRAP 	POWER 	G-FOLD
BLOCK BY LINEMAN HOOKING A DEFENSIVE LINEMAN WHO IS TOWARDS THE P.O.A.	BLOCK TO CUT OFF PURSUIT OF DEFENSIVE LINEMAN AWAY FROM P.O.A.	2 BACKSIDE ADJACENT LINEMAN COORDINATING REACH BLOCK ON 2 DEFENDERS. USUALLY THE CENTER AND GUARD WORKING ON THE NOSE AND THE LINEBACKER
REACH 	CUT OFF 	SCOOP
OFFENSIVE LINEMAN COORDINATING REACH BLOCK ON DEFENDERS ON OR OFF L.O.S. RB OPTIONS OUTSIDE/IN	PERTAINS TO THE ONSIDE GUARD PULLING TO KICK OUT OR LOG MAN ON END OF LINE	LIKE A TRAP BLOCK ONLY BLOCK THE MAN OUTSIDE IN.
STRETCH 	G 	LOG
SIGNIFIES AN OFFENSIVE LINEMAN BLOCKING A MAN ON OR OFF THE L.O.S... BUT OVER HIM.	A DESCRIPTION TELLING THE OFFSIDE GUARD TO PULL AND LEAD THROUGH THE HOLE.	GUARD AND CENTER BLOCKING BACK ON NOSE AND DT. "O" GUARD PULLING TO TRAP AT P.O.A. AND TREY AT P.O.A. ON DE AND LB BY THE TE AND TACKLE.
STRAIGHT MAN 	"O" 	POWER O

OFFENSIVE LINE BLOCKING

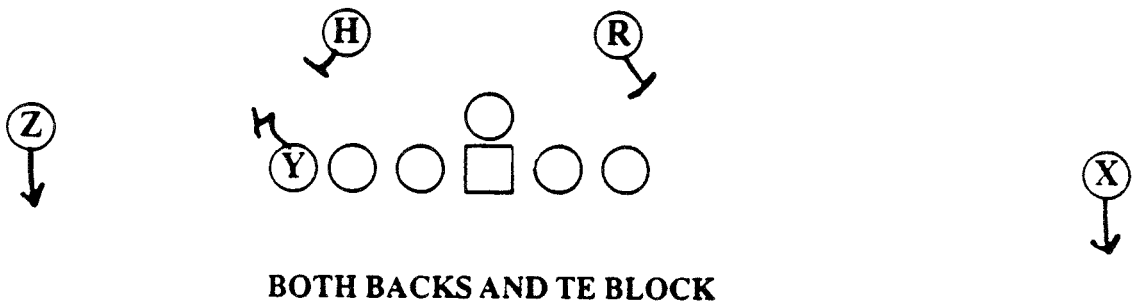
TECHNIQUE FOR ONSIDE GUARD AND TACKLE TO PULL AND LEAD ONSIDE	BOTH G AND O GUARDS PULLING AND BACK BLOCKING DE ON LINE OF SCRIMMAGE.	BACK BLOCKING DE ON L O S WITH O GUARD PULLING TO BLOCK ON LB.
UG 	BIM G-O CRACK 	BIM -O 
BACKSIDE GUARD AND OT PULLING TO PLAY SIDE. O GUARD TRAPS AT P.O.A. & T TACKLE LEADS UP INSIDE. GAP BLOCKING IN MIDDLE. POWER AT P.O.A.	ONSIDE GUARD PULLING TO BLOCK SUPPORT AND BACKSIDE GUARD PULLING FOR ONSIDE LINEBACKER.	CENTER AND GUARD BLOCK NOSE TACKLE & BACKSIDE LINEBACKER
O-T 	G-O 	ACE 
GUARD AND TACKLE BLOCK DT AND LINEBACKER	TACKLE AND TIGHT END BLOCK DEFENSIVE END AND LINEBACKER	
DEUCE 	TREY 	
		
		

PASS PROTECTION

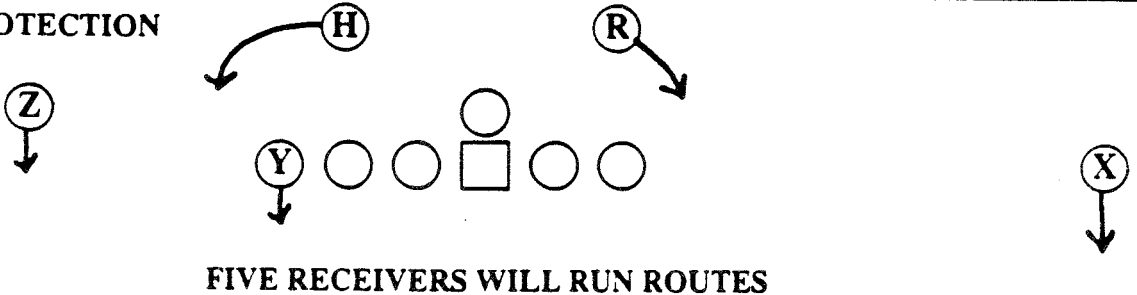
"POCKET" PROTECTION



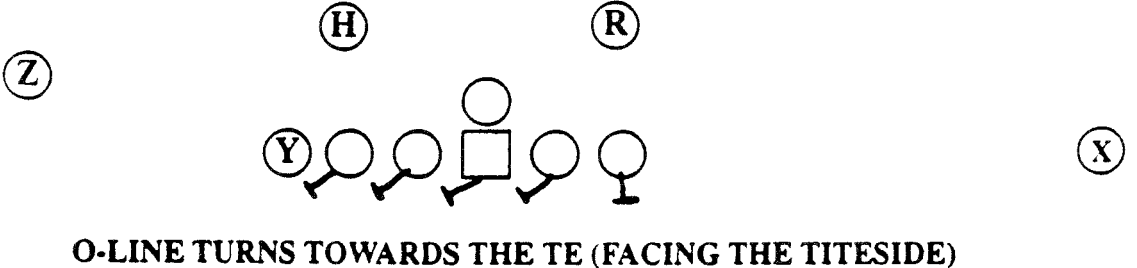
"MAX" PROTECTION



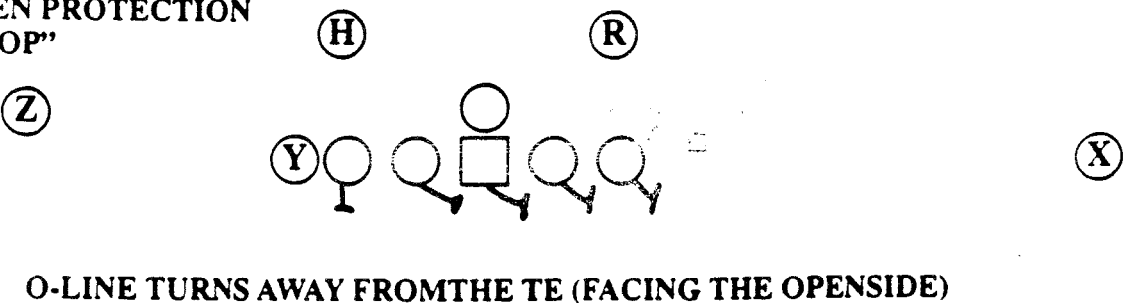
"MIN" PROTECTION



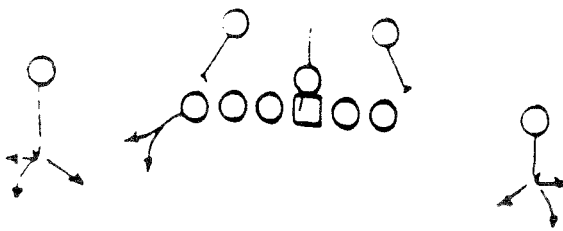
TURN PROTECTION



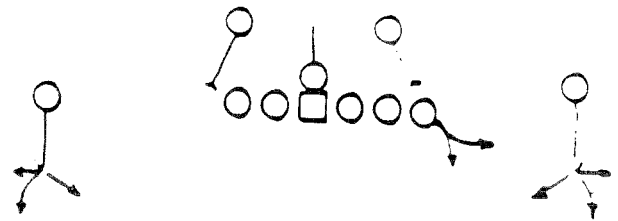
TURN OPEN PROTECTION "TOP"



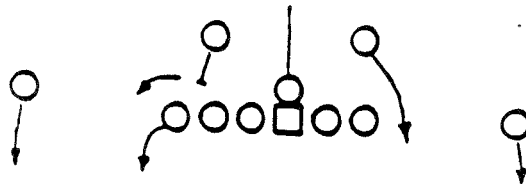
PASS ACTIONS



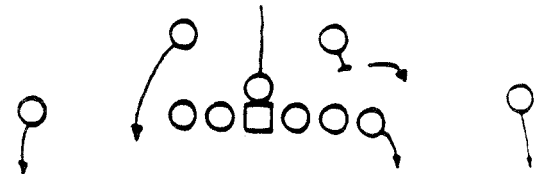
50 SERIES - 3 STEP DROP - QUICK PASSING GAME



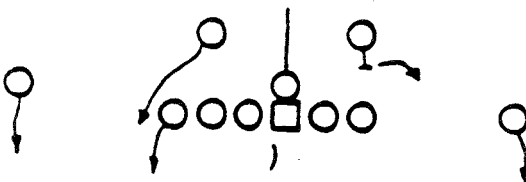
50 SERIES - 3 STEP DROP. QUICK PASSING GAME



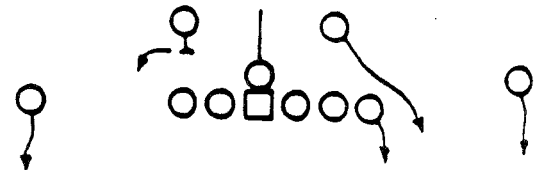
60 SERIES - 5 or 7 STEP DROP SPLIT FLOW
WEAK BACK FREE RELEASE
(LINE SLIDES WEAK)



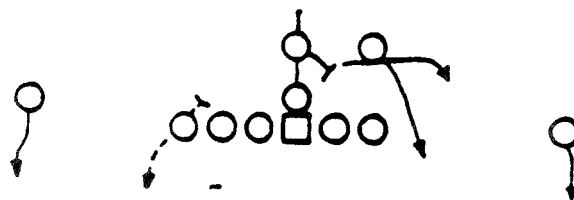
60 SERIES - 5 or 7 STEP DROP. SPLIT FLOW
WEAK BACK FREE RELEASE



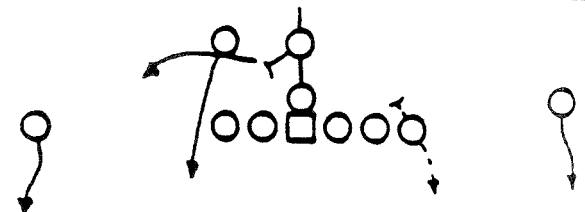
70 SERIES - 5 or 7 STEP DROP - SPLIT FLOW
STRONG BACK FREE RELEASE
(LINE SLIDES)



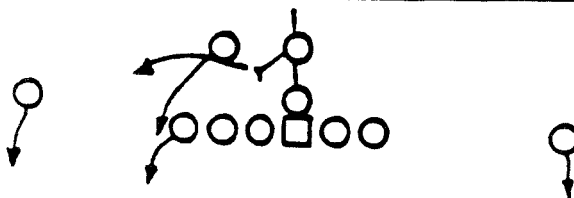
70 SERIES - 5 or 7 STEP DROP. SPLIT FLOW
STRONG BACK FREE RELEASE



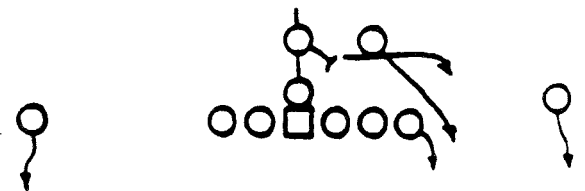
80 SERIES - 5 or 7 STEP DROP. FLOOD
WEAK BACK FREE RELEASE,
STRONG BACK GOES WEAK (TE SLOW)



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

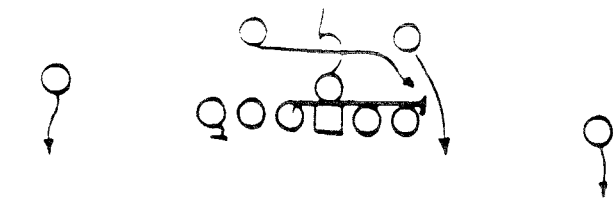


90 SERIES - 5 or 7 STEP DROP. FLOW
STRONG BACK FREE RELEASE,
WEAK BACK GOES STRONG.

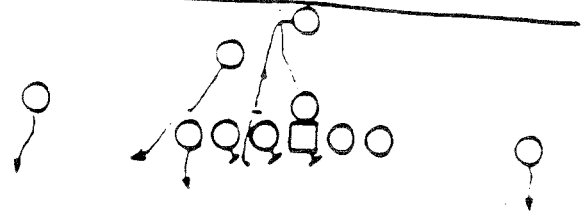


90 SERIES - 5 or 7 STEP DROP. FLOW
STRONG BACK FREE RELEASE,
WEAK BACK GOES STRONG

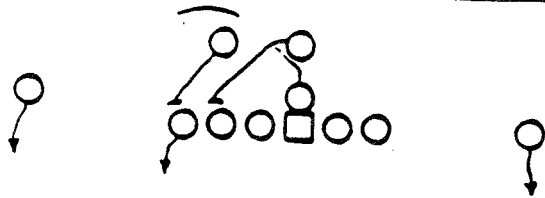
PLAY ACTION AND MOVEMENT PASSES



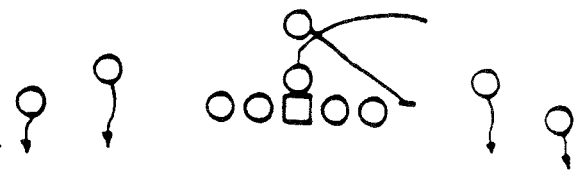
100 SERIES - QB FAKES REGULAR PLAY THEN
SETS UP
137 BIM PASS



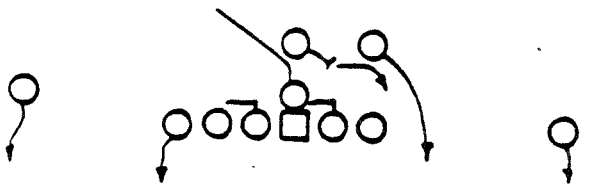
100 SERIES - QB FAKES REGULAR PLAY THEN
SETS UP.
124 PASS



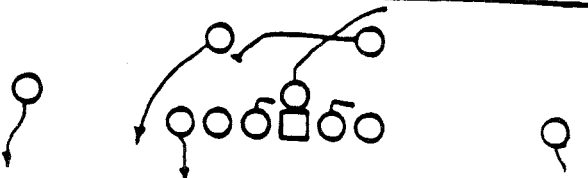
SPRINT OUT - QB ROLLS OUT WITH
ONE OR BOTH BACKS LEADING AND
BREAKS THE POCKET (8 LEFT-9 RT.)
SPRINT AT 8



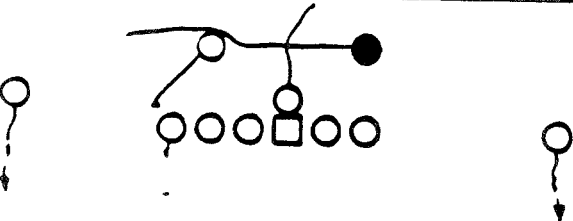
SPRINT OUT - QB ROLLS OUT WITH
ONE OR BOTH BACKS LEADING AND
BREAKS THE POCKET (8 LEFT,
9 RIGHT) SPRINT AT 9



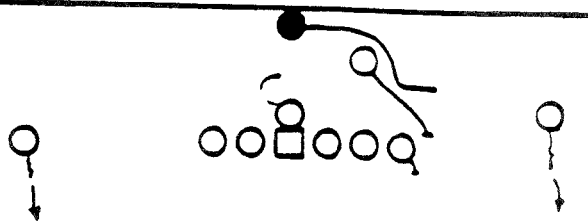
WAGGLE - QB GOES ONE WAY, THE
BACKS THE OTHER, WEAK & STRONG
RIGHT, LEFT. (8 LEFT, 9 RIGHT)
WAGGLE AT 8 STRONG



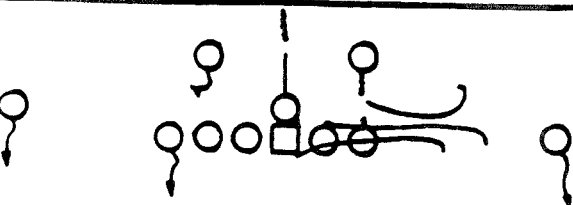
WAGGLE-QB GOES ONE WAY, THE
BACKS THE OTHER, WEAK AND
STRONG, RIGHT AND LEFT
(8 LEFT, 9 RIGHT)
WAGGLE AT 9 WEAK



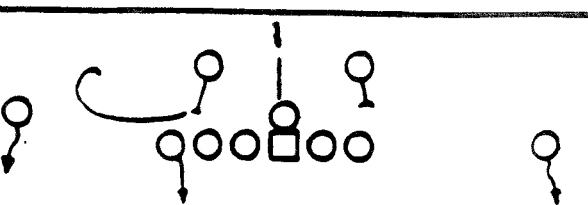
HALFBACK OPTION PASS
OPTION PASS AT 8



HALFBACK OPTION PASS
OPTION PASS AT 9

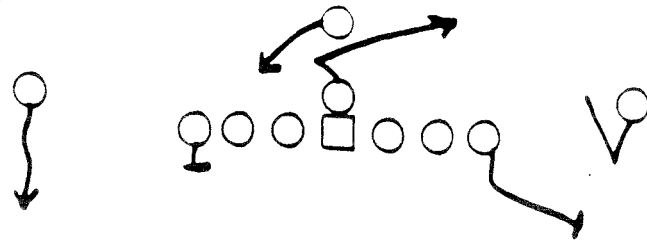


SCREENS - REGULAR SCREENS
H SCR AT 9

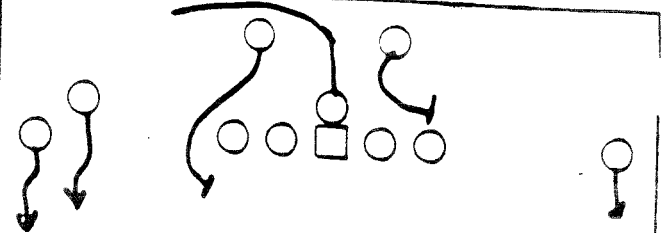


REGULAR SCREENS
R SCR AT 8

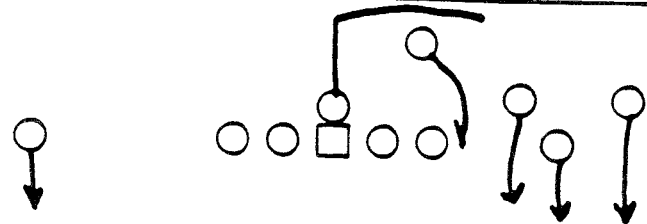
PLAY ACTION AND MOVEMENT PASSES



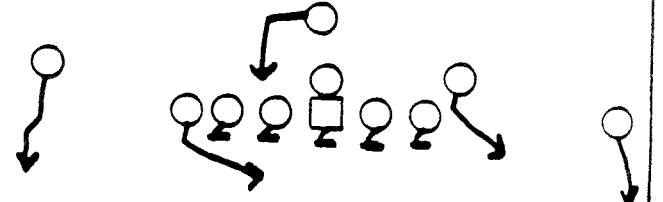
QUICK SCREENS
X QUICK SCREEN AT 9



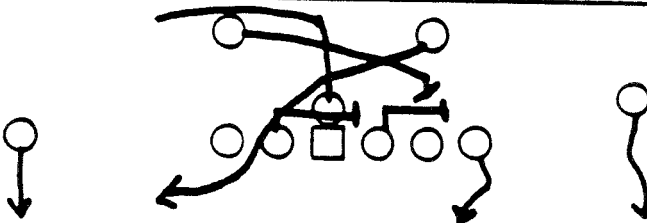
DASH- QB BEGINS DROPBACK
AND THEN ROLLS OUT WITH PROTECTION
DASH AT 8



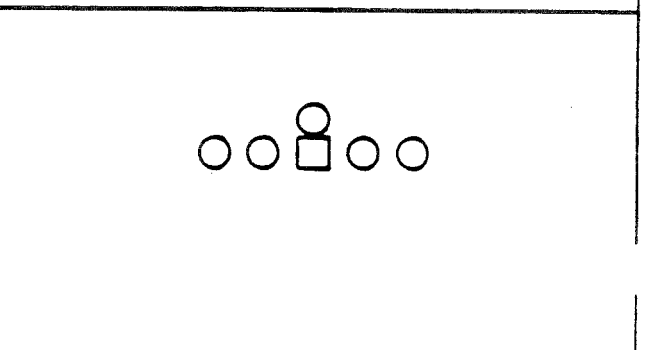
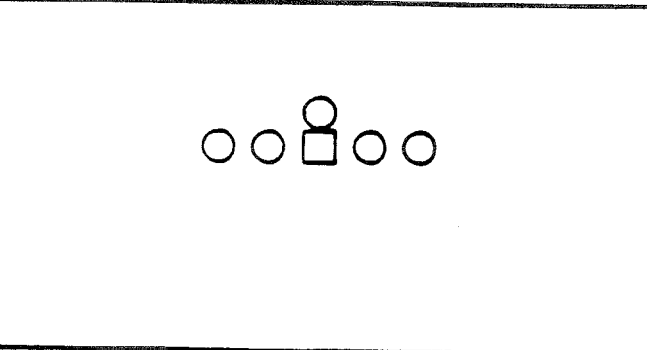
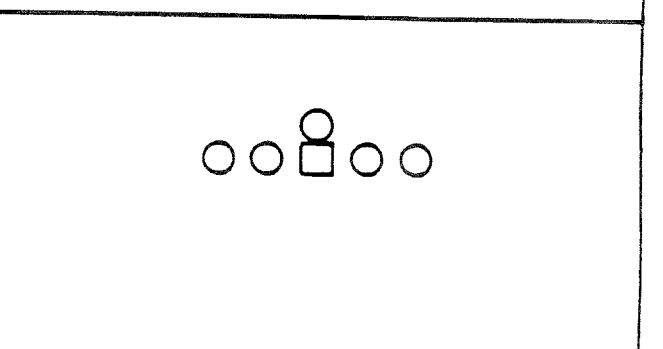
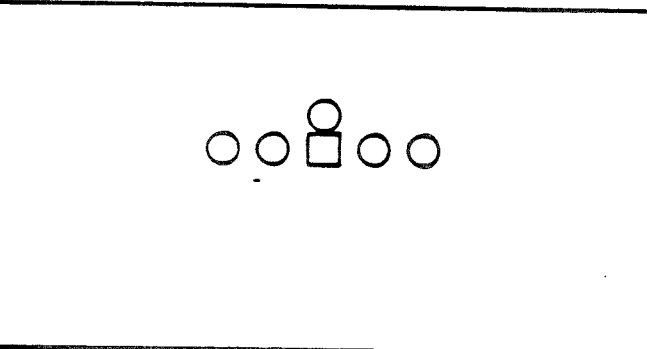
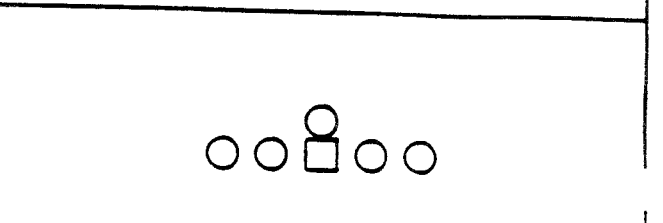
DASH- QB BEGINS DROPBACK
AND THEN ROLLS OUT WITH PROTECTION
DASH AT 9



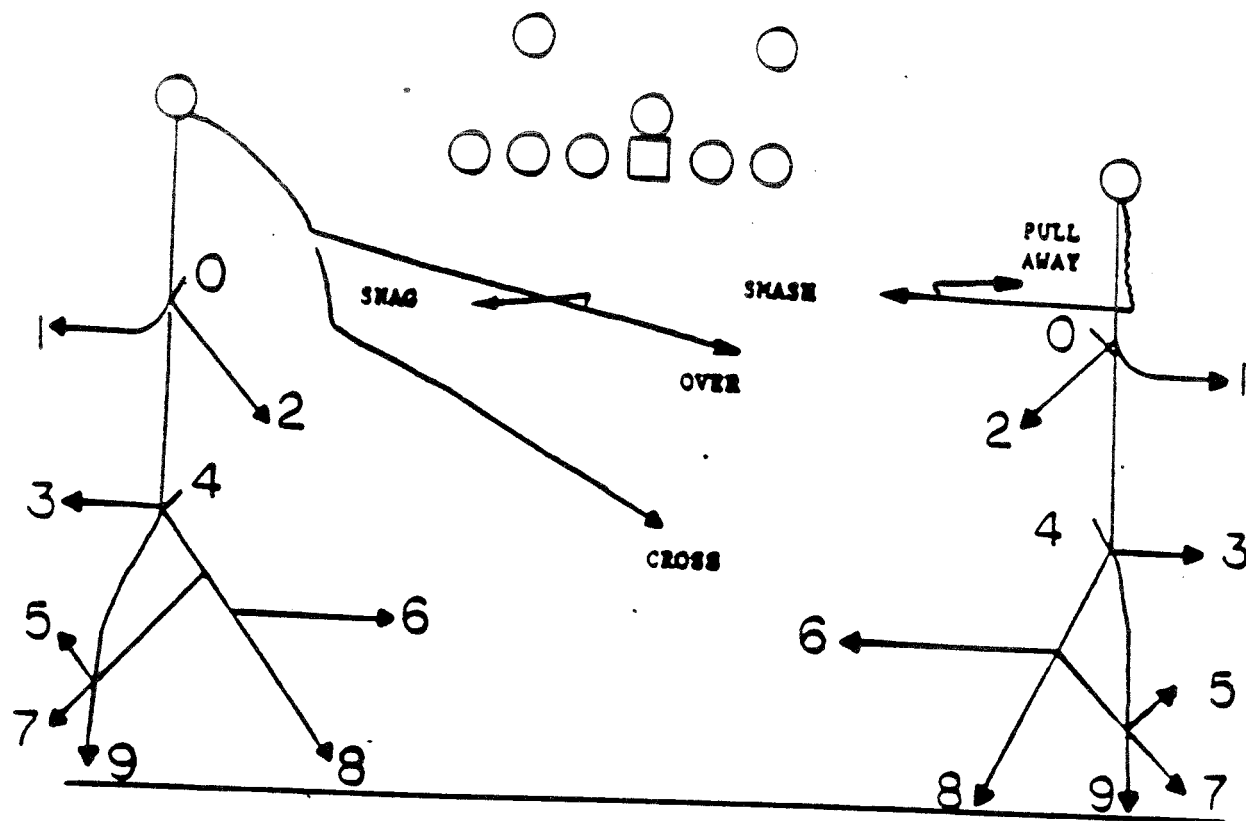
BOOT SERIES - QB FAKES REGULAR PLAY
ROLLS OUT AWAY FROM FAKE - OL SELLS
THE PLAY (126 BOOT A 9)



BOOT SERIES - QB FAKES REGULAR PLAY
ROLLS OUT AWAY FROM FAKE - OL SELLS
THE PLAY (SWAP BOOT A 8)



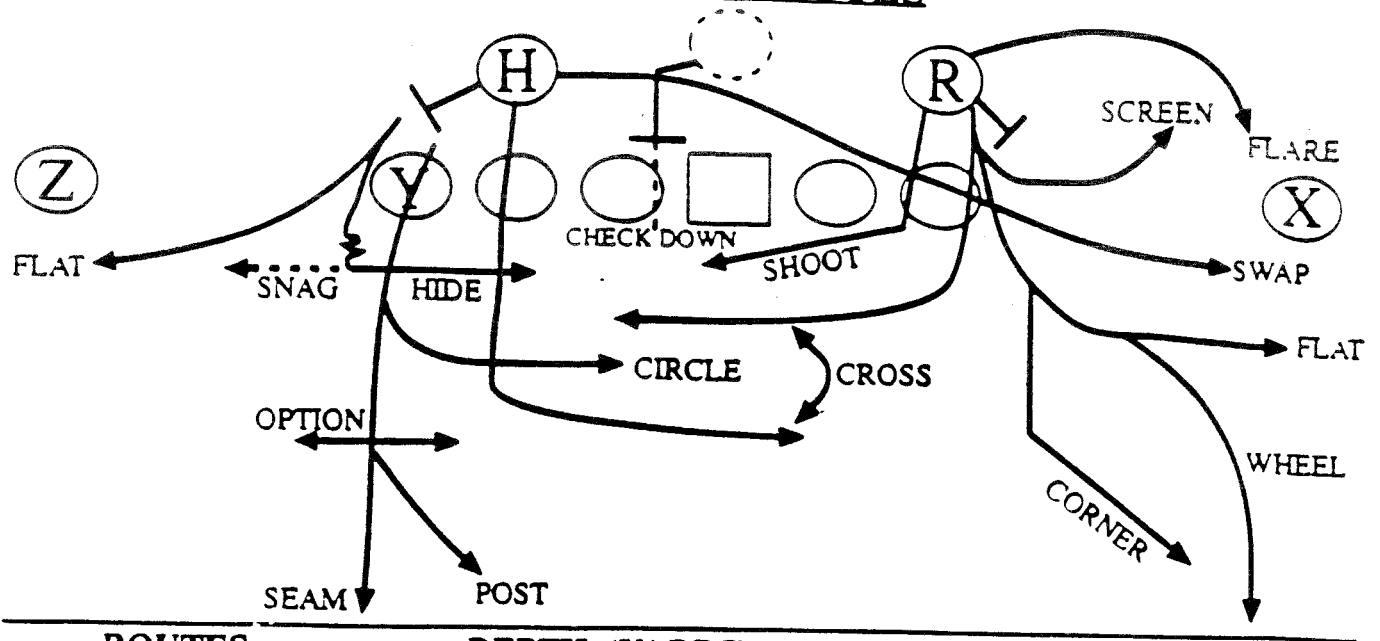
WIDE RECEIVER ROUTES



WIDE RECEIVER ROUTES

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

BACKFIELD ROUTES



ROUTES

DEPTH (YARDS)

Screen	Behind LOS
Flare	LOS
Flat	5 yds
Hide/Snag	4 yds
Circle	4-6 yds
Option	6-10 yds
Corner	10 - 12 yds
Post	10 - 12 yds
Seam	
Go Wheel (Flat & Up)	
Check Down	LOS
Shoot	Through LOS & breaks across ball
Backs Cross	Both backs through LOS & Cross
Swap	Back is behind LOS and goes to opposite flat

NOTE: EITHER BACK CAN RUN THE ROUTE

IT'S ALL IN A STATE OF MIND

If you think you are beaten, you are;
If you think you dare not, you won't;
If you like to win, but don't think you can,
It's almost a cinch you won't.

If you think you'll lose, you're lost;
For out in the world you'll find
Success begins with a fellow's will;
It's all in a state of mind.

For many a game is lost
Ere even a play is run,
And many a coward fails
Ere even his work is begun.

Think big and your deeds will grow,
Think small and you'll fall behind;
Think that you can and you will;
It's all in a state of mind.

If you think you are out-classed, you are;
You've got to think high to rise;
You've got to be sure of yourself before
You can even win a prize.

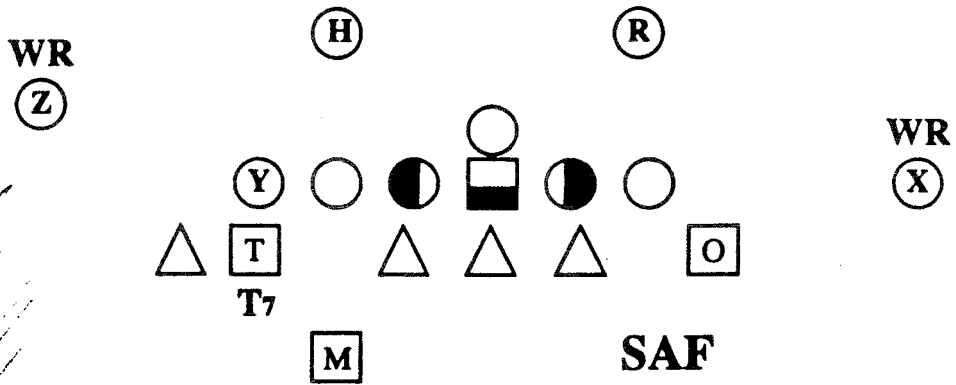
Life's battles don't always go
To the stronger or faster man,
But sooner or later, the man who wins
Is the fellow who thinks he can.

DEFENSIVE LINE
RULES IN STOPPING THE RUN

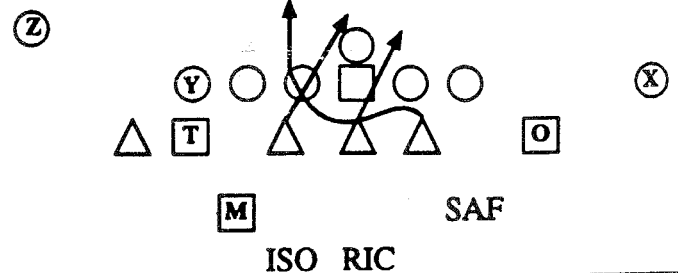
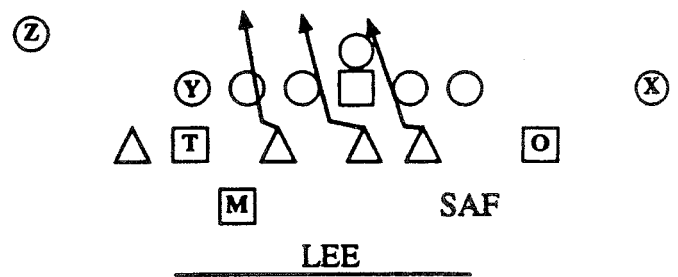
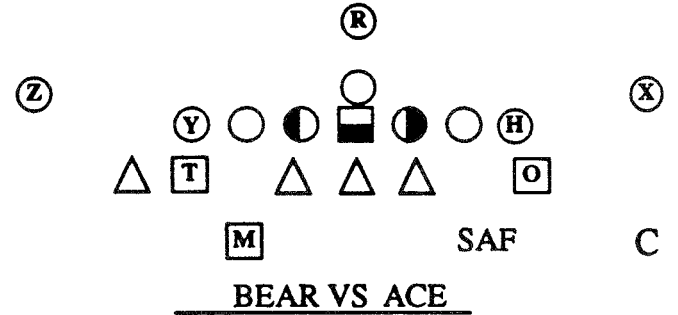
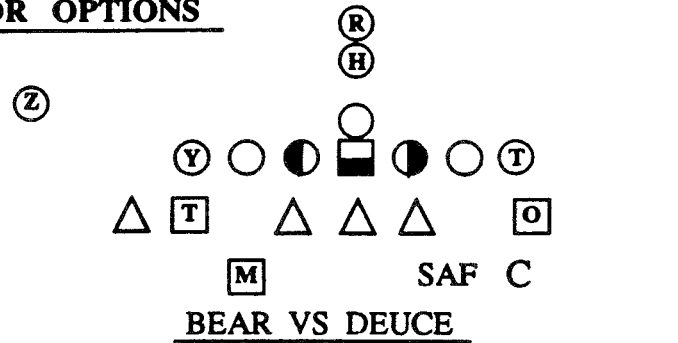
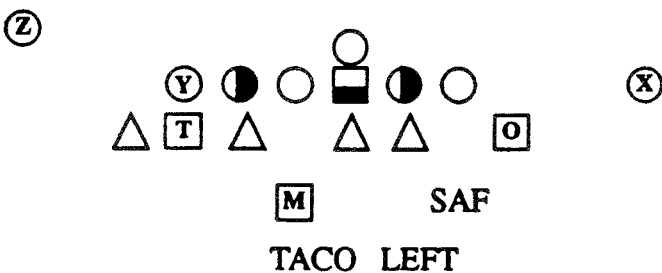
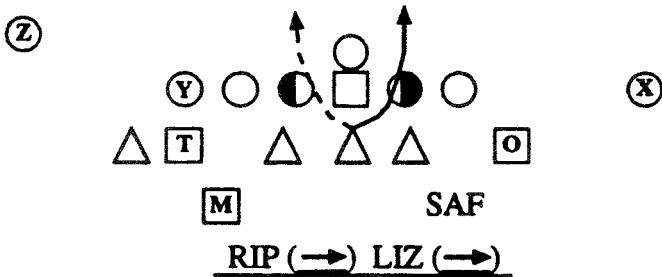
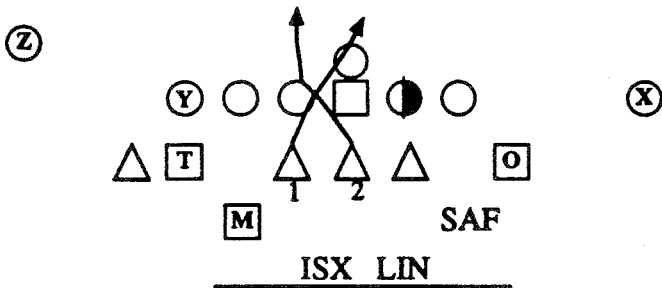
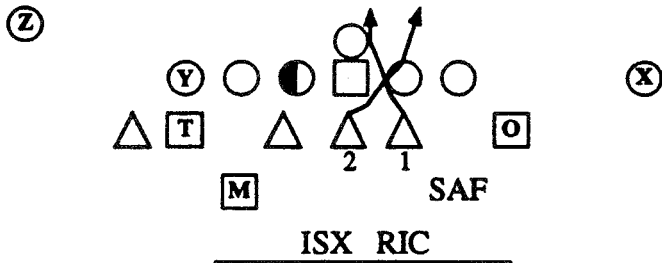
- 1) ALIGNMENT - ASSUME THE PROPER STANCE AND ALIGNMENT. DO NOT GIVE YOUR OPPONENT AN ADVANTAGE BEFORE THE BALL IS SNAPPED (OR PUT YOURSELF IN THE HOLE!)
- 2) TECHNIQUE - PLAY THE TECHNIQUE CALLED. IT IS DESIGNED TO FIT INTO OUR DEFENSIVE SCHEME.
- 3) RESPONSIBILITY - DO YOUR JOB FIRST! HAVE CONFIDENCE IN YOUR TEAM MATE. TOGETHER WE CAN STOP ANYTHING.
- 4) REACT - FIND THE "KEY" AND READ ON THE MOVE; IT WILL TAKE YOU TO THE BALL. WHEEL AND PURSUE.
- 5) HIT HIM, EVERY PLAY - NEVER ALLOW AN EASY RELEASE. HIT YOUR MAN, SHED, AND FIND THE BALL. LET HIM KNOW HE IS IN A BATTLE (CONTROL).
- 6) GO ALL THE WAY - COMPLETE THE JOB. UNLOAD ON THE BALL CARRIER. FINISH OFF A HELD-UP OR WOUNDED OPPONENT. KNOCK, RIP, AND SLAP THE BALL LOOSE.
- 7) INTENSITY - BE SHARP. WE WANT ASSASSINS. BE QUICK, SHARP, AND SUDDEN. BE READY, REACT, AND GO.

BEAR

Yeah Right



VARIATIONS OR OPTIONS

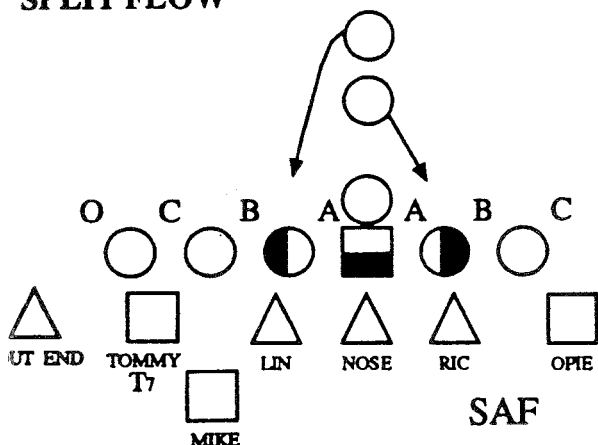


BEAR

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

SPLIT FLOW

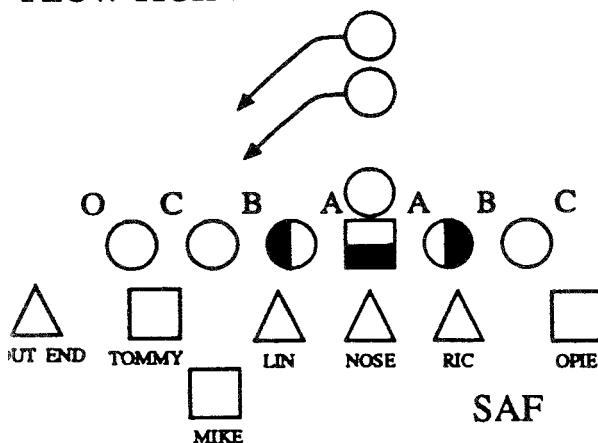


LIN: KEY BALL & RIGHT GUARD
SPLIT FLOW AREA RESP. B GAP
FLOW TIGHT AREA RESP. B GAP
FLOW OPEN AREA RESP. B GAP, SQUEEZE A GAP

NOSE: KEY BALL & CENTER
SPLIT FLOW AREA RESP. A GAP, EITHER SIDE
FLOW TIGHT AREA RESP. A GAP, FRONTSIDE
FLOW OPEN AREA RESP. A GAP, BACKSIDE

RIC: KEY BALL & LEFT GUARD
SPLIT FLOW AREA RESP. B GAP
FLOW TIGHT AREA RESP. B GAP, SQUEEZE A GAP
FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

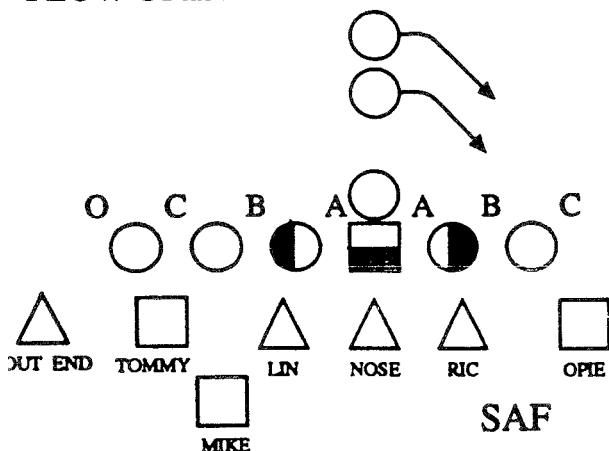


OUTSIDE END: KEY BALL & TE TO NEAR BACK
SPLIT FLOW AREA RESP. O GAP, CONTAIN
FLOW TIGHT AREA RESP. O GAP, SQUEEZE CONTAIN
FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

TOMMY: KEY TIGHT END, TRIANGLE
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP
FLOW OPEN AREA RESP. SQUEEZE B GAP, CUTBACK

MIKE: KEY NEAR BACK TO TACKLE
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP
FLOW OPEN AREA RESP. A GAP, CUTBACK, OPENSIDE

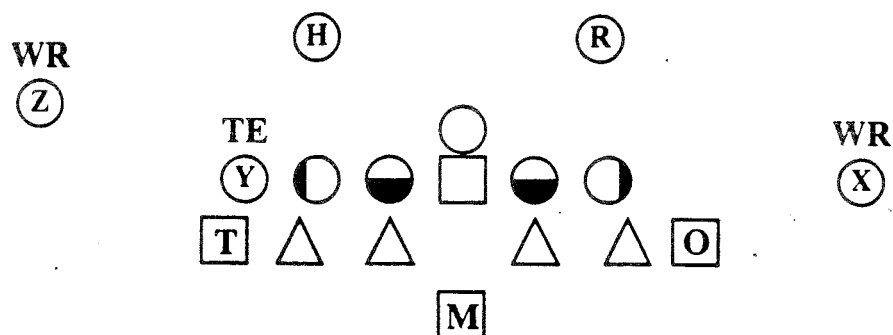
FLOW OPEN



OPIE: KEY NEAR BACK, BALL, TRIANGLE
SPLIT FLOW AREA RESP. O GAP, FORCE
FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
FLOW OPEN AREA RESP. FORCE, O GAP CONTAIN

SAF: KEY TACKLE, NEAR BACK
SPLIT FLOW AREA RESP. STACK & BALL REACT
FLOW TIGHT AREA RESP. BACKSIDE LEVERAGE ON BALL
FLOW OPEN AREA RESP. C GAP, KEEP OUTSIDE LEVERAGE

ALIGNMENT	BEAR RUN RESPONSIBILITY	KEYS
LIN/RIC: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: B Gap. Can't get hooked. Penetrate. FLOW AWAY: Squeeze A Gap. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: Either A Gap or two gap technique.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
OUTSIDE END: WIDE 9 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: O Gap contain. Keep outside leverage on all blocks. FLOW AWAY: Reverse.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme Near back
TOMMY: TRACK 7 ON TIGHT END TIGHT ON BALL *VS 1 BACK?	TARGET: Tight End. Choke 'em. AREA RESP: SPLIT FLOW: Control tight end. C Gap to ball. FLOW TIGHT: Control tight end. C Gap to ball. FLOW OPEN: Control tight end. C Gap to ball.	PRIMARY: Tight End, Tackle and blocking scheme
MIKE: 5 TECHNIQUE ON TACKLE TO TIGHT SIDE; NO STRONG BACK - HEAD UP ON GUARD; ONE BACK FORMATION - HEAD UP ON CENTER	TARGET & TECH: Backfield action & blocking scheme. AREA RESP: Read blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep outside leverage on man blocking you. FLOW OPEN: Keep cutback leverage on ball.	PRIMARY: Tackle, near back and blocking scheme
OPIE: GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET & TECH: Near shoulder of blocker. AREA RESP: SPLIT FLOW: Force. Squeeze contain. FLOW TIGHT: Reverse. FLOW OPEN: Force. Squeeze contain.	PRIMARY: Near back, blocking scheme and backfield action
SAFETY: OPEN SIDE - HEAD UP ON TACKLE - 4 PLUS YARDS DEEP. C.P.: MAKE ADJUSTMENTS TO ONE BACK FORMATIONS	TARGET & TECH: Backfield action & blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep cutback leverage on ball. FLOW OPEN: Play the tackle. If he blocks down or out, play lead blocker with outside leverage. HAMMER.	PRIMARY: Tackle, near back and blocking scheme

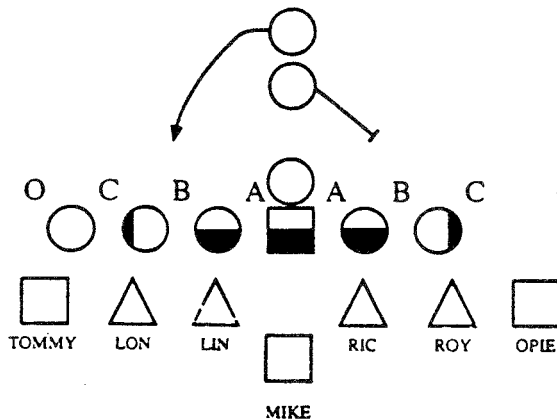


<p>(Z) (H) (R)</p> <p>"LOG"</p>	<p>(Z) (X)</p> <p>2 MAN SHADE</p>	<p>(R) (H) (X)</p> <p>"ROCK"</p>
<p>(Z) (H) (R)</p> <p>PLUS (TO TE) "LOU" CALL</p>	<p>(Z) (X)</p> <p>3 MAN SHADE</p>	<p>(Z) (H) (X)</p> <p>MINUS (AWAY TE) "ROSE" CALL</p>
<p>(Z)</p> <p>"TEX"</p>	<p>(Z) (X)</p> <p>STUNTS</p>	<p>(Z) (X)</p> <p>WING (---PASS)</p>
<p>(Z)</p> <p>43 SWIM</p>	<p>(Z) (X)</p> <p>VARIATIONS</p>	<p>(R) (H) (X)</p> <p>43 "L" VS. I</p>

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

SPLIT FLOW

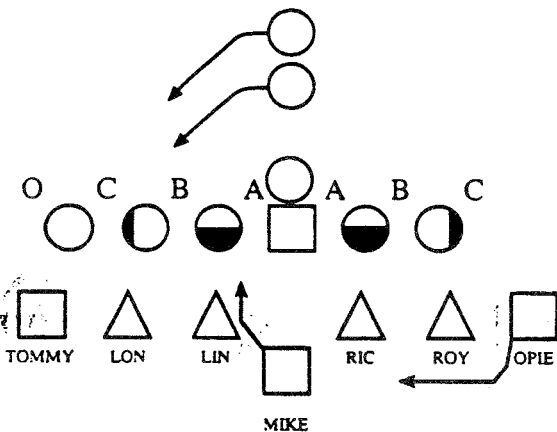


LON: KEY BALL & TACKLE
SPLIT FLOW AREA RESP. C GAP, SQUEEZE B
FLOW TIGHT AREA RESP. C GAP
FLOW OPEN AREA RESP. C GAP, SQUEEZE B (REVERSE)

LIN: KEY BALL & GUARD
SPLIT FLOW AREA RESP. A or B GAP
FLOW TIGHT AREA RESP. TITESIDE B GAP
FLOW OPEN AREA RESP. SQUEEZE TITESIDE A GAP

RIC: KEY BALL & GUARD
SPLIT FLOW AREA RESP. A or B GAP
FLOW TIGHT AREA RESP. SQUEEZE OPENSIDE A GAP
FLOW OPEN AREA RESP. OPENSIDE B GAP (REVERSE)

FLOW TIGHT

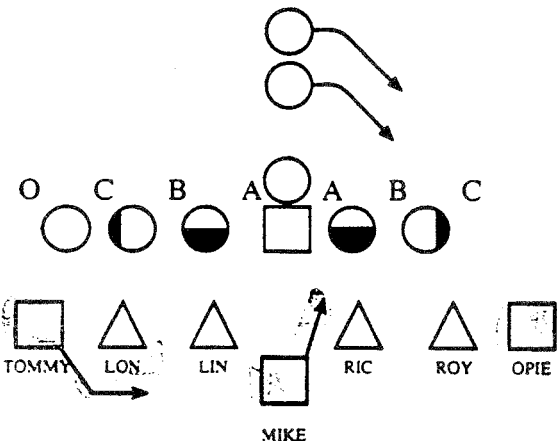


ROY: KEY BALL & TACKLE
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP, SQUEEZE B (REVERSE)
FLOW OPEN AREA RESP. C GAP

TOMMY: KEY TIGHTEND. BF TRIANGLE
SPLIT FLOW AREA RESP. FILL SQUEEZE C TO B GAP
FLOW TIGHT AREA RESP. FILL OR FORCE
FLOW OPEN AREA RESP. B GAP TO BALL

MIKE: KEY CENTER, BF TRIANGLE
SPLIT FLOW AREA RESP. EITHER A GAP
FLOW TIGHT AREA RESP. TITESIDE A GAP
FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW OPEN

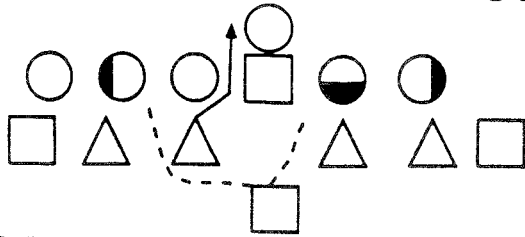


OPIE: KEY TACKLE, BALL, BF TRIANGLE
SPLIT FLOW AREA RESP. FOLD, FILL OR SUPPORT
FLOW TIGHT AREA RESP. B GAP TO BALL
FLOW OPEN AREA RESP. FORCE

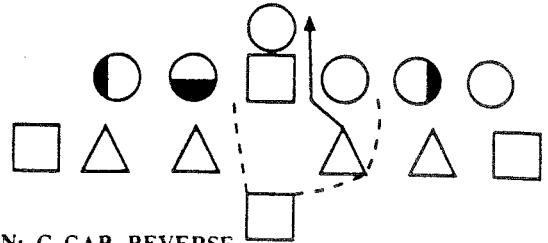
ALIGNMENT	43 RUN RESPONSIBILITY	KEYS
LON: LOOSE 6 TECHNIQUE TIGHT ON BALL	TARGET: Tackle to inside running lane. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: SPLIT FLOW: C GAP - Squeeze B Gap. FLOW TIGHT: C GAP - Can't get hooked work outside and up. DOWN BLOCK: Trap, splatter. Pull = penetrate. FLOW OPEN: C GAP - Squeeze B, chase. (Reverse)	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
LIN: 2 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: Two Gap G. Find ball and enter. FLOW TIGHT: B Gap. Down Block = trap. Pull outside or pull across = PENETRATE (SPLATTER). FLOW OPEN: Squeeze A gap.	PRIMARY: Ball movement Guard, center SECONDARY: Blocking scheme
RIC: 2 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: Two Gap G. Find ball and enter. FLOW TIGHT: Squeeze A gap. FLOW OPEN: B Gap. Down Block = trap. Pull outside or across = penetrate.	PRIMARY: Ball movement. Guard, center SECONDARY: Blocking scheme
ROY: LOOSE 6 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: C Gap. FLOW TIGHT: C Gap, Squeeze B (Reverse). FLOW OPEN: C Gap outside leverage. Squeeze. DOWN BLOCK: Splatter.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
TOMMY: 9 TECHNIQUE ON "Y" (TE) ABILITY SHADE 9 TECH - SLAM OR CLOUD L9 TECH - BACKER	TARGET & TECH: Determined by backfield action blocking scheme and support pattern. AREA RESP: SPLIT FLOW: Squeeze. FLOW TIGHT: A. Two gap hook block by "Y" or O.T. fill. B. "Y" blocks down, close and splatter C Gap vs. kick out by near back or trap by OL. C. Y blocks down for G deep pull <u>contain</u> . Near back hook block sweep contain. Y release block on SS <u>contain</u> = backer. FLOW OPEN: Squeeze C Gap.	PRIMARY: "Y," nearback and blocking scheme
MIKE: HEAD UP ON CENTER 2 TO 3 YARDS DEEP	TARGET & TECH: Determined by bkfield action & blking scheme. AREA RESP: A Gap to side of flow. Support B and C Gaps from inside/out. C.P. center blocks back = Trap Stack. DT away from center vs. G fold hit G flush up, 2 Gap.	PRIMARY: Center and guards Backfield action and ball
OPIE: DETERMINED BY BACKFIELD SET, COVERAGE AND SUPPORT PATTERN	TARGET & TECH: Leverage 1st blocker dictated by both blockers path and support pattern. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Cut back or fold "B" Gap player determined by support or open end technique. FLOW OPEN: Maintain outside leverage on first blocker you have force. C.P. CLOUD FORCE: Play 2 Gap responsibility on blocker (FILL).	PRIMARY: Near back ball, triangle blocking scheme backfield action

43 STUNTS

TOM TOM

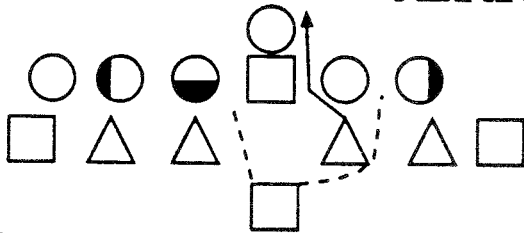


LON: C GAP, REVERSE
LIN: A GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT B GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

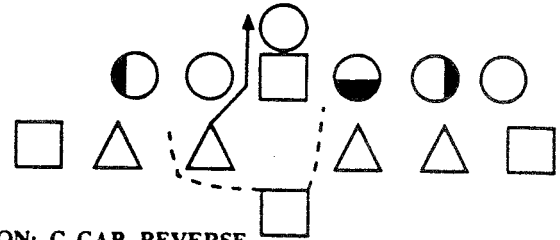


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: A GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT B GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

JERRY JERRY

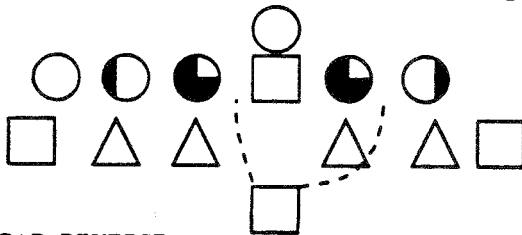


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: A GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN B GAP
OPIE: O GAP, CUTBACK

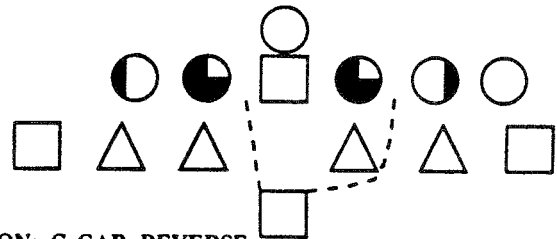


LON: C GAP, REVERSE
LIN: A GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN B GAP
OPIE: O GAP, CUTBACK

LOG LOG

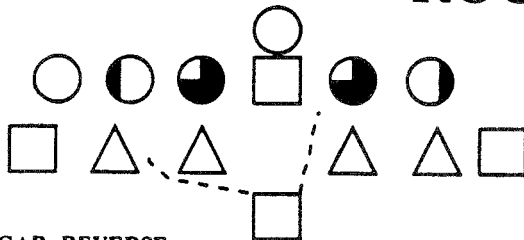


LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP
ROY: C GAP REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN B GAP
OPIE: O GAP, CUTBACK

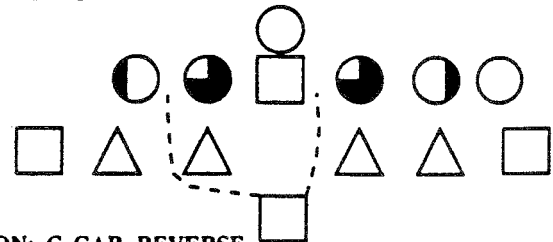


LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN B GAP
OPIE: O GAP, CUTBACK

ROCK ROCK



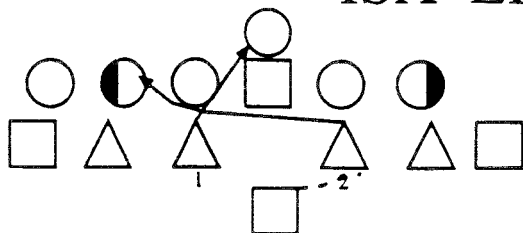
LON: C GAP, REVERSE
LIN: A GAP
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT B GAP, OPEN A GAP
OPIE: O GAP, CUTBACK



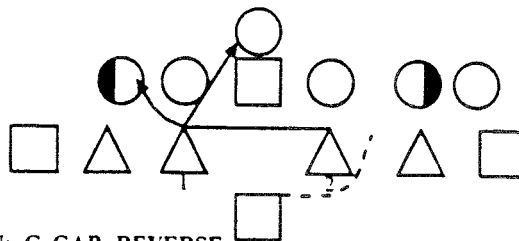
LON: C GAP, REVERSE
LIN: A GAP
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN B GAP
OPIE: O GAP, CUTBACK

43 OPTIONS (STUNTS)

ISX LIN ISX LIN

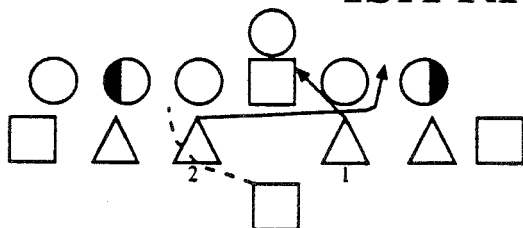


LON: C GAP, REVERSE
LIN: A GAP
RIC: STRONG B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: OPEN B GAP
OPIE: O GAP, CUTBACK

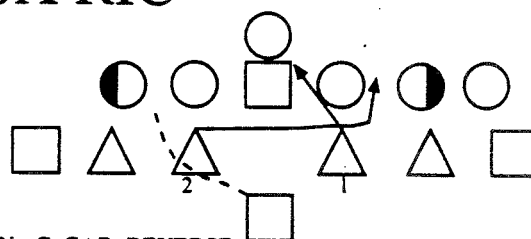


LON: C GAP, REVERSE
LIN: A GAP
RIC: STRONG B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT B GAP
OPIE: O GAP, CUTBACK

ISX RIC ISX RIC

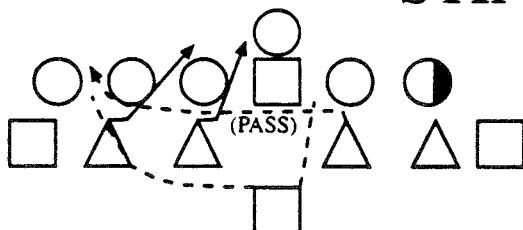


LON: C GAP, REVERSE
LIN: WEAK B GAP
RIC: A GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT B GAP
OPIE: O GAP, CUTBACK

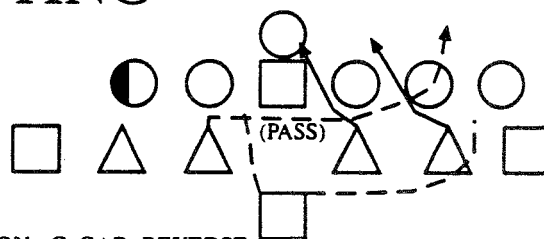


LON: C GAP, REVERSE
LIN: WEAK B GAP
RIC: A GAP, REVERSE
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: OPEN B GAP
OPIE: O GAP, CUTBACK

STING STING

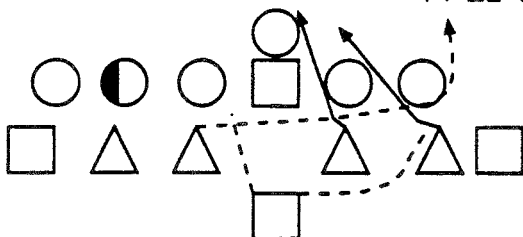


LON: B GAP
LIN: A GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP REVERSE
TOMMY: O GAP, CUTBACK, REVERSE
MIKE: TIGHT C GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

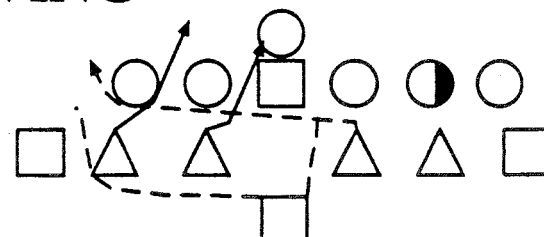


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: A GAP
ROY: B GAP
TOMMY: O GAP, CUTBACK, REVERSE
MIKE: TIGHT C GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

WING WING



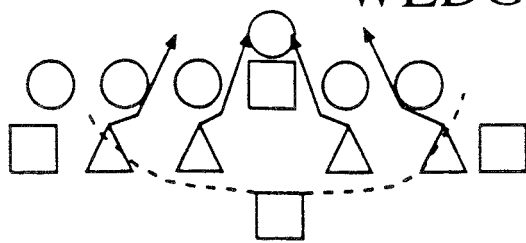
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: A GAP
ROY: B GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN C GAP
OPIE: O GAP, CUTBACK, REVERSE



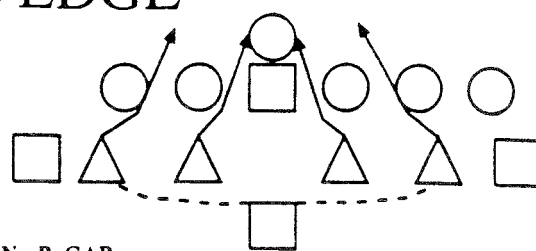
LON: B GAP
LIN: A GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN C GAP
OPIE: O GAP, CUTBACK, REVERSE

43 OPTIONS (STUNTS)

WEDGE WEDGE

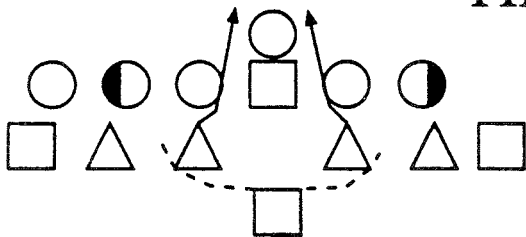


LON: B GAP
LIN: A GAP
RIC: A GAP
ROY: B GAP
TOMMY: O GAP, CUTBACK, REVERSE
MIKE: TIGHT, OPEN C GAP
OPIE: O GAP, CUTBACK, REVERSE

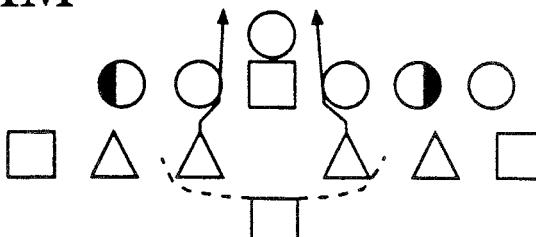


LON: B GAP
LIN: A GAP
RIC: A GAP
ROY: B GAP
TOMMY: O GAP, CUTBACK, REVERSE
MIKE: TIGHT, OPEN C GAP
OPIE: O GAP, CUTBACK, REVERSE

TIM TIM

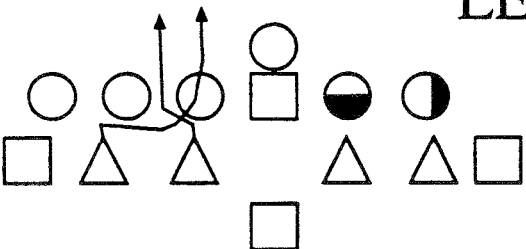


LON: C GAP, REVERSE
LIN: A GAP
RIC: A GAP
ROY: C GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT, OPEN B GAP
OPIE: O GAP, CUTBACK

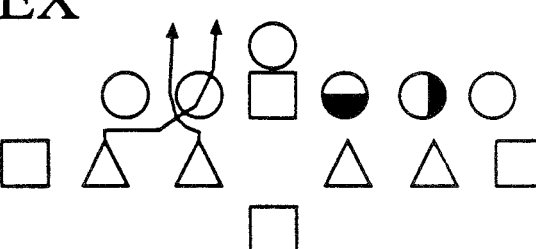


LON: C GAP, REVERSE
LIN: A GAP
RIC: A GAP
ROY: C GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT, OPEN B GAP
OPIE: O GAP, CUTBACK

LEX LEX

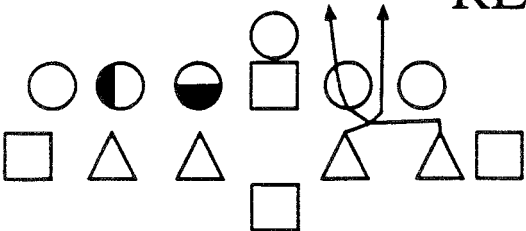


LON: A GAP
LIN: B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP REVERSE
TOMMY: O GAP, CUTBACK, REVERSE
MIKE: TIGHT C GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

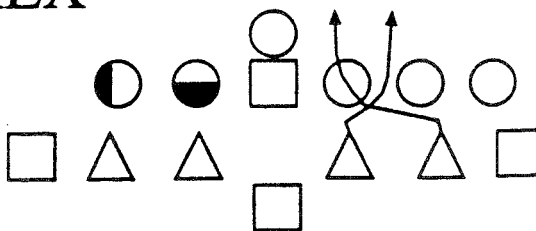


LON: A GAP
LIN: B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, REVERSE
MIKE: A GAP, OPEN C GAP
OPIE: O GAP, CUTBACK

REX REX



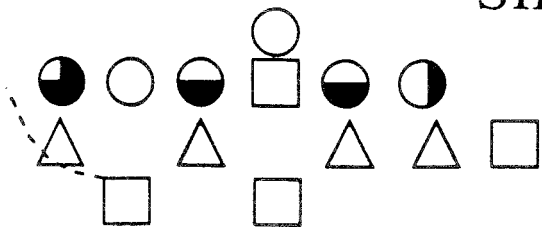
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: B GAP
ROY: A GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT A GAP, OPEN C GAP
OPIE: O GAP, CUTBACK, REVERSE



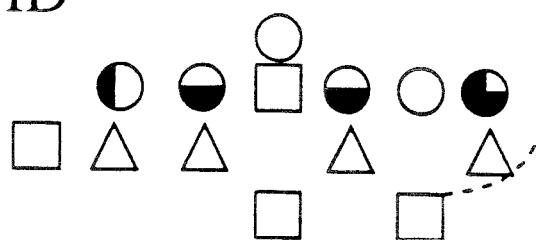
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: B GAP
ROY: A GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT C GAP, OPEN A GAP
OPIE: O GAP, CUTBACK

43 TIGHT SIDE CALLS

SID SID

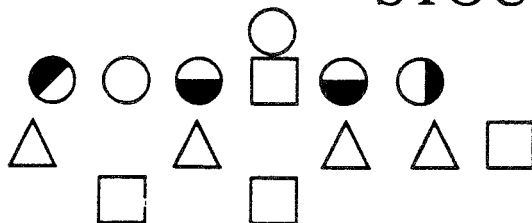


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

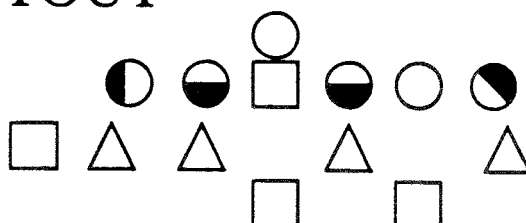


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

STOUT STOUT

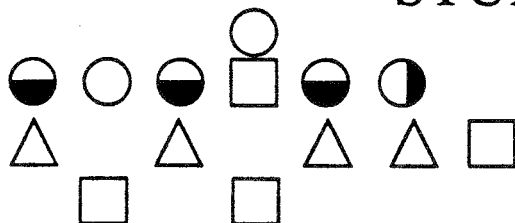


LON: O GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: C GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

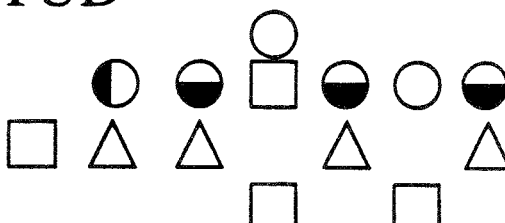


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: O GAP, REVERSE
TOMMY: C GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

STUD STUD

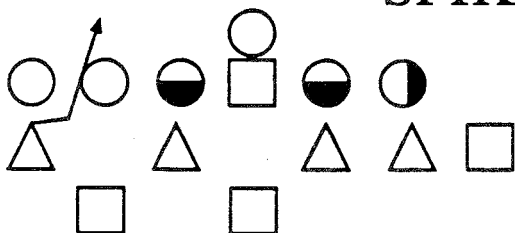


LON: O GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: C GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

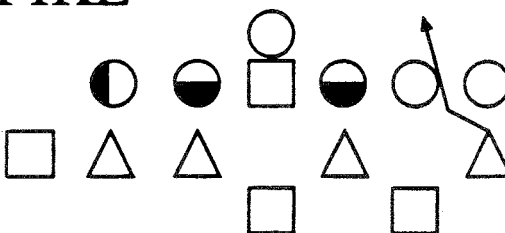


LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: O GAP, REVERSE
TOMMY: C GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

SPIKE SPIKE



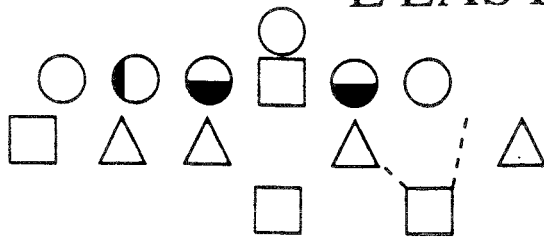
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK



LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

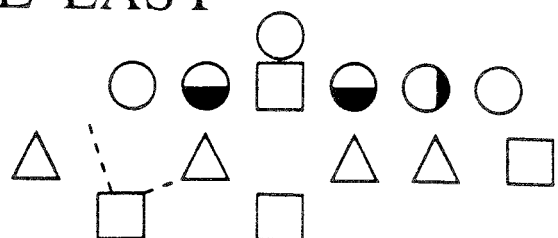
43 OPEN SIDE CALLS

"L EASY"



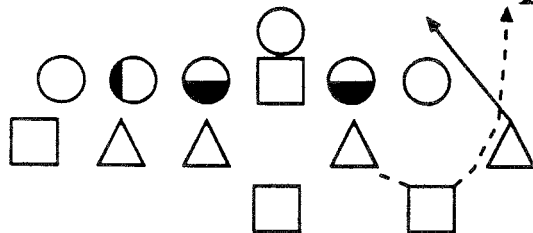
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: O GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: C GAP, CUTBACK

"L EASY"



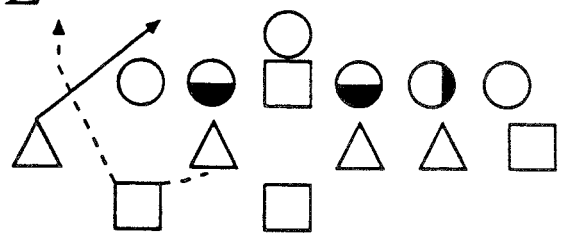
LON: O GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: C GAP, CUTBACK

"L"



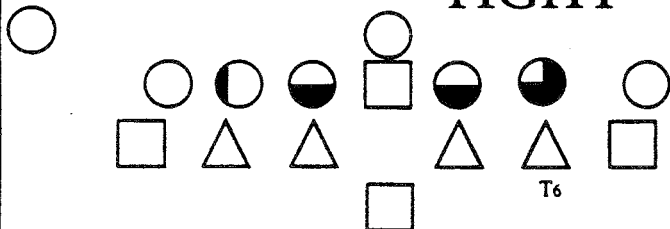
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, CUTBACK
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

"L"



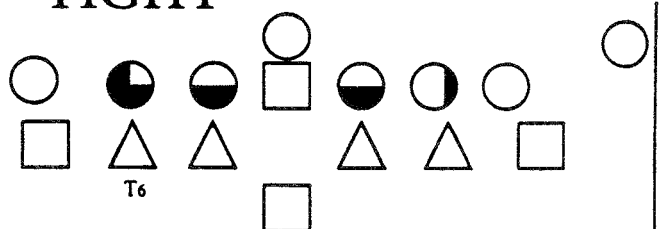
LON: C GAP
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: O GAP, CUTBACK

TIGHT



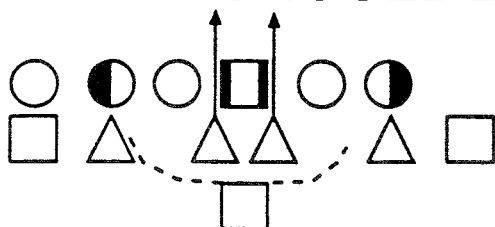
LON: C GAP, REVERSE
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, CUTBACK
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: WALKED OUT, REVERSE

TIGHT



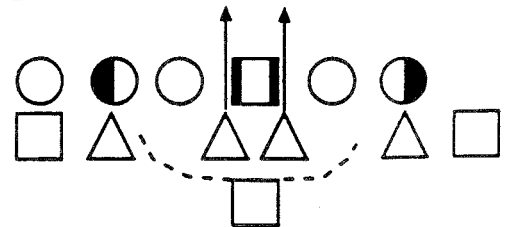
LON: C GAP, CUTBACK
LIN: FLOWSIDE A, B GAP
RIC: FLOWSIDE A, B GAP
ROY: C GAP, REVERSE
TOMMY: O GAP, CUTBACK
MIKE: STACK, ENTER TO BALL
OPIE: WALKED OUT, REVERSE

SHOULDER



LON: C GAP, REVERSE
LIN: A GAP
RIC: A GAP
ROY: C GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT, OPEN B GAP
OPIE: O GAP, CUTBACK

SHOULDER



LON: C GAP, REVERSE
LIN: A GAP
RIC: A GAP
ROY: C GAP
TOMMY: O GAP, CUTBACK
MIKE: TIGHT, OPEN B GAP
OPIE: O GAP, CUTBACK

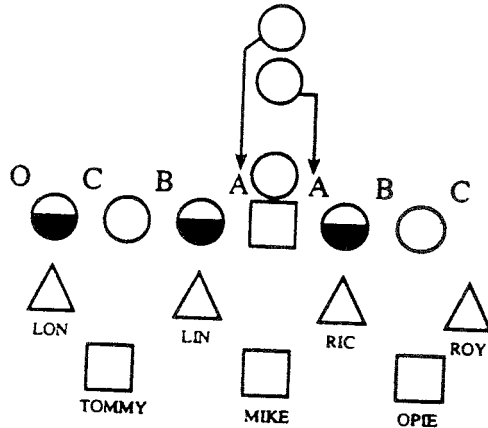
43 SWIM

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

NOTE: 43 STUNTS AVAILABLE

SPLIT FLOW



LON: KEY BALL & TIGHTEND
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. A or B GAP
 FLOW TIGHT AREA RESP. TITESTIDE B GAP
 FLOW OPEN AREA RESP. SQUEEZE TITESTIDE A GAP

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. A or B GAP
 FLOW TIGHT AREA RESP. SQUEEZE OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE B GAP

ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. C GAP, DOWN BLK = SPLATTER

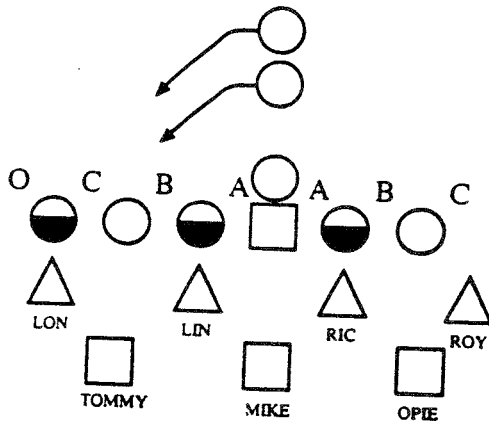
TOMMY: KEY TACKLE-GUARD, BF TRIANGLE
 SPLIT FLOW AREA RESP. C GAP TO BALL
 FLOW TIGHT AREA RESP. SCRAPE TO O GAP
 FLOW OPEN AREA RESP. TITESTIDE B GAP TO BALL

MIKE: KEY CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP, SPLATTER
 FLOW OPEN AREA RESP. OPENSIDE A GAP

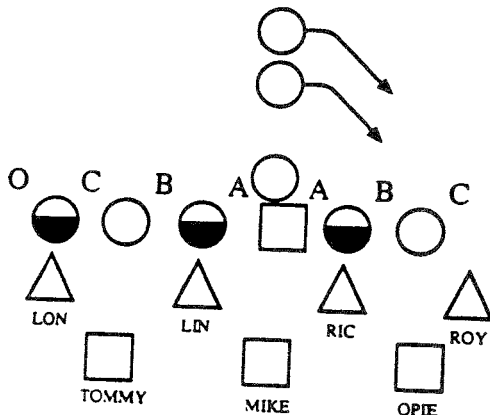
OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. OPENSIDE B GAP TO BALL
 FLOW TIGHT AREA RESP. OPENSIDE B GAP TO BALL
 FLOW OPEN AREA RESP. SCRAPE-KEEP OUTSIDE LEV. ON BALL, HAMMER

"EASY" CALL: OPENSIDE END (ROY)
 FORCE, (SQUEEZE CONTAIN)
 OPIE = FILL

FLOW TIGHT



FLOW OPEN



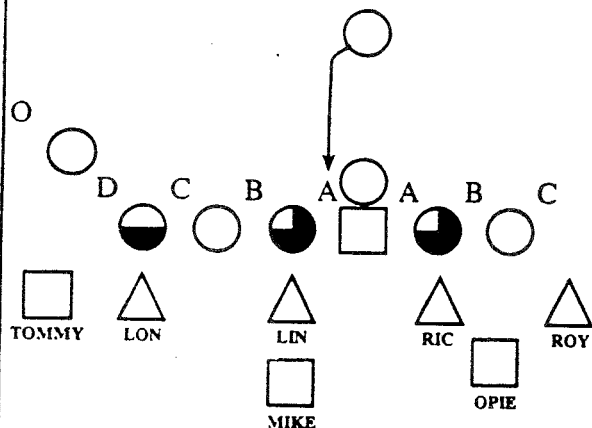
43 STACK ROCK (STUD TO DE)

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

NOTE: 43 STUNTS AVAILABLE

SPLIT FLOW

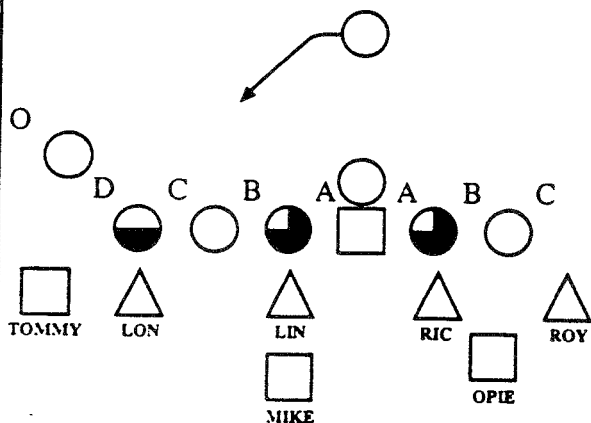


LON: KEY BALL, TIGHTEND & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE C

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. A GAP
 FLOW TIGHT AREA RESP. A GAP, SQUEEZE B
 FLOW OPEN AREA RESP. A GAP

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A
 FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

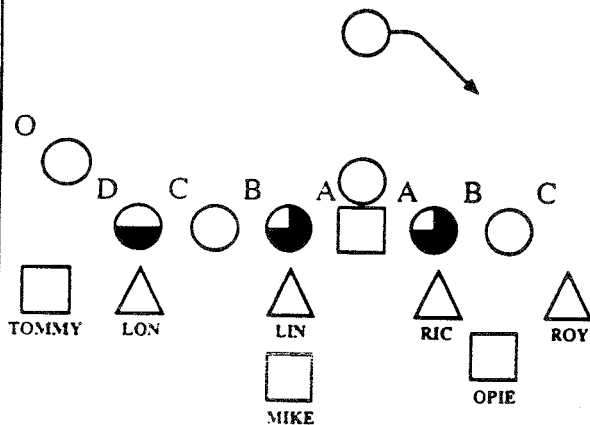


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. C GAP, DOWN BLK = SPLATTER

TOMMY: KEY TIGHTEND & WING
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER, BACK
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP LEVERAGE TO BALL
 FLOW OPEN AREA RESP. TITESTIDE B GAP TO BALL

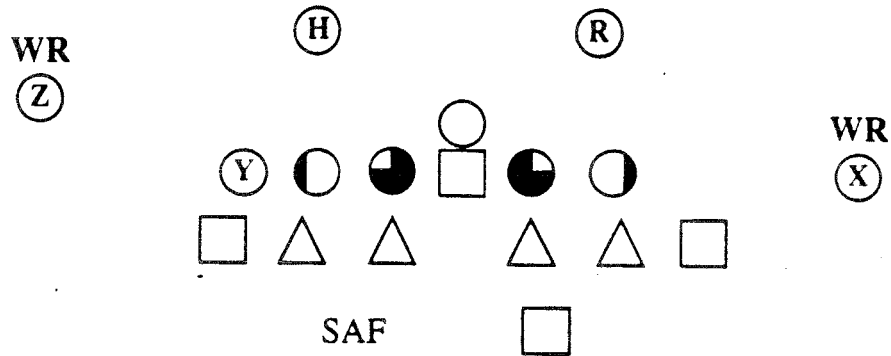
FLOW OPEN



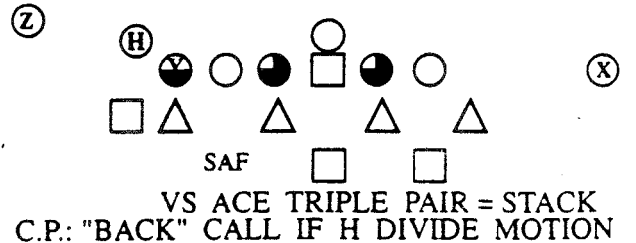
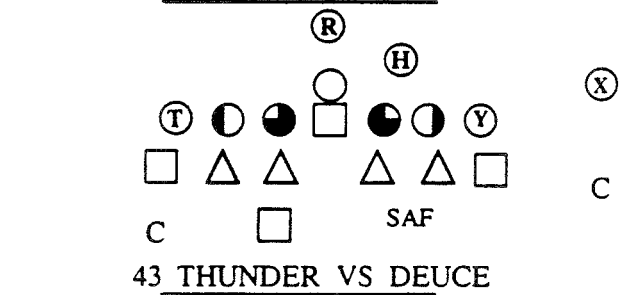
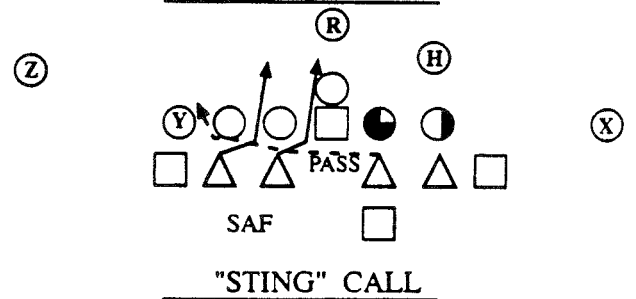
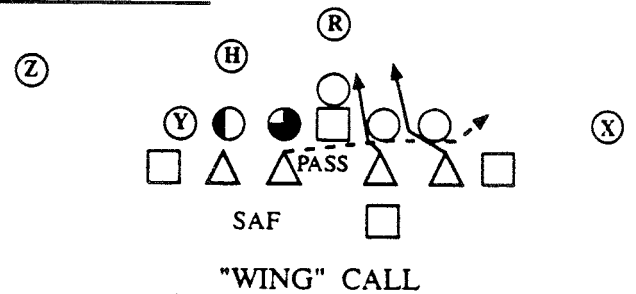
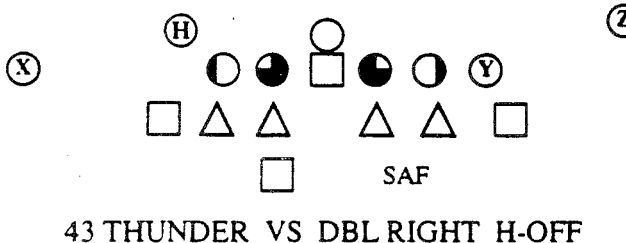
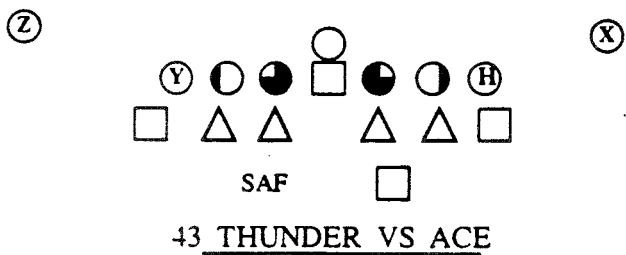
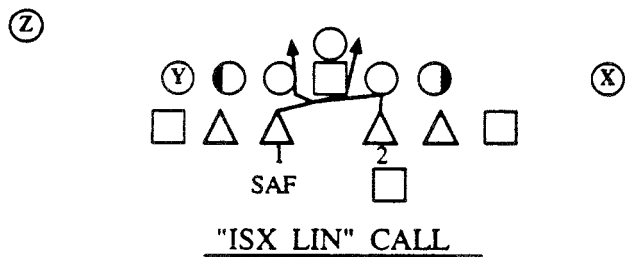
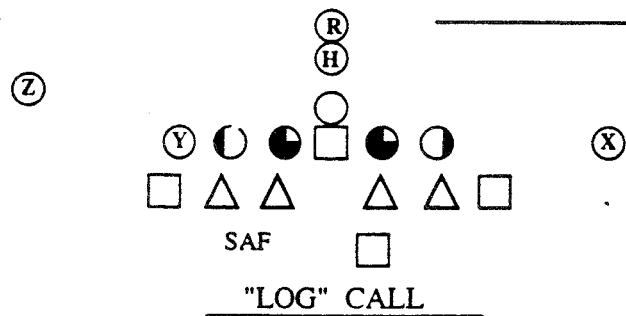
OPIE: KEY GUARD-CENTER, BACK
 SPLIT FLOW AREA RESP. A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP TO BALL
 FLOW OPEN AREA RESP. OPENSIDE A GAP TO BALL

"EASY" CALL: OPENSIDE END (ROY)
 FORCE, (SQUEEZE CONTAIN)
 OPIE = FILL

43 THUNDER



C.P.: ALL 43 VARIATIONS
AND STUNTS AVAILABLE



C.P.: "BACK" CALL IF H DIVIDE MOTION

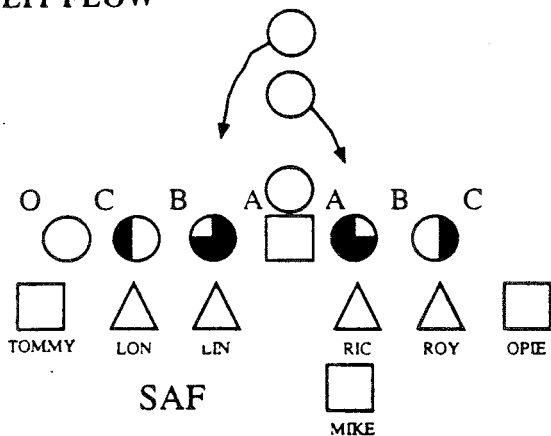
43 THUNDER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL 43 STUNTS ARE AVAILABLE

SPLIT FLOW

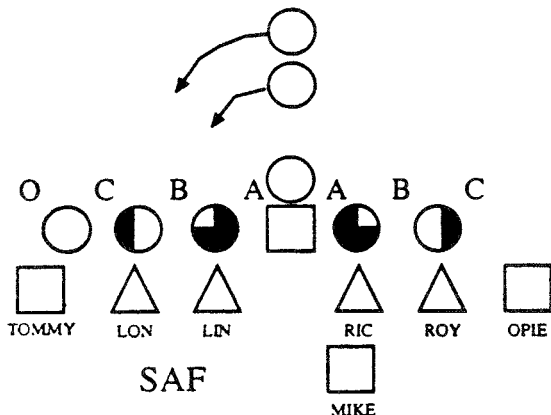


LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. TITESTIDE A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. TITESTIDE A GAP, SQUEEZE B

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A, SQUEEZE B

FLOW TIGHT

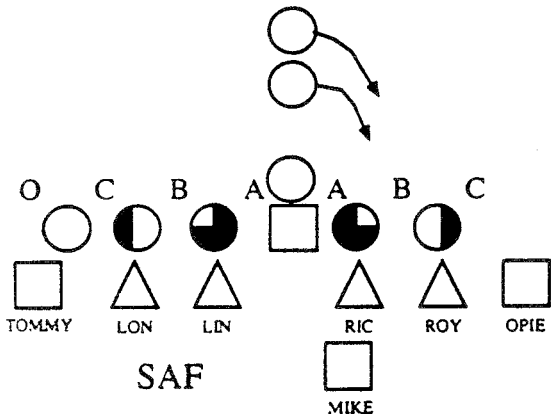


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE B
 FLOW OPEN AREA RESP. C GAP, DOWN = SPLATTER

TOMMY: KEY TIGHTEND, TRIANGLE
 SPLIT FLOW AREA RESP. SQUEEZE C GAP
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. OPENSIDE B GAP
 FLOW TIGHT AREA RESP. STACK-CUTBACK LEVERAGE
 FLOW OPEN AREA RESP. OPENSIDE B GAP, SPLATTER

FLOW OPEN



OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. STACK
 FLOW TIGHT AREA RESP. FOLD TO B GAP, CUTBACK
 FLOW OPEN AREA RESP. FORCE

SAFETY: KEY KEY BY COVERAGE
 SPLIT FLOW AREA RESP. TITESTIDE B GAP
 FLOW TIGHT AREA RESP. TITESTIDE B GAP, HAMMER
 FLOW OPEN AREA RESP. STACK - CUTBACK LEVERAGE

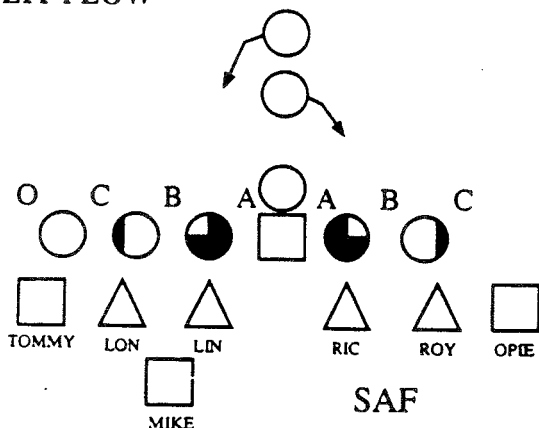
43 LIGHTNING

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL 43 STUNTS ARE AVAILABLE

SPLIT FLOW

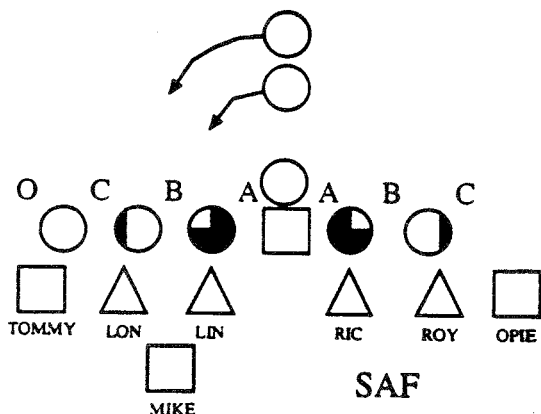


LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. TITESTIDE A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A, SQUEEZE B
 FLOW OPEN AREA RESP. TITESTIDE A GAP

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A, SQUEEZE B

FLOW TIGHT

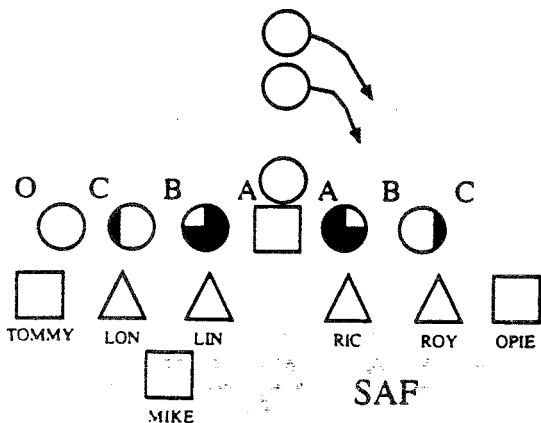


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. REVERSE SQUEEZE B
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

TOMMY: KEY TIGHTEND, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. FORCE SQUEEZE C
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY GUARD-CENTER, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. TITESTIDE B GAP
 FLOW TIGHT AREA RESP. TITESTIDE B GAP, HAMMER
 FLOW OPEN AREA RESP. STACK - CUTBACK LEVERAGE (HOLD)

FLOW OPEN



OPIE: KEY TACKLE, B. F. TRIANGLE
 SPLIT FLOW AREA RESP. STACK
 FLOW TIGHT AREA RESP. FOLD TO B GAP, CUTBACK/LEV.
 FLOW OPEN AREA RESP. FORCE

SAFETY: KEY KEY BY COVERAGE
 SPLIT FLOW AREA RESP. OPENSIDE B GAP
 FLOW TIGHT AREA RESP. CUTBACK LEVERAGE ON BALL
 FLOW OPEN AREA RESP. OPENSIDE B GAP, SPLATTER

	43 ADJUSTMENTS	OPIE "HIP" to I & "L" to SPLIT MIKE & OPIE "BOSS" to STRONG ENTIRE FRONT "STACK" to PAIR
<p>I</p> <p>POSSIBLE "L" by Game Plan</p>	<p>I Y OFF "YAC"</p>	<p>SPLIT</p>
<p>STRONG</p> <p>POSSIBLE "BOSS L" by Game Plan</p>	<p>STRONG "HOT"</p> <p>POSSIBLE "BOSS L" by Game Plan</p>	<p>TRIPLE</p>
<p>WEAK</p>	<p>WEAK "HOP"</p>	<p>TRIPLE "H FLY"</p>
<p>DOUBLE</p>	<p>DOUBLE "H DIVIDE"</p> <p>Cover 1 "ASTRO" Call NO "BACK" Call</p>	<p>TRIPLE PAIR</p>
<p>DOUBLE SLOT</p>	<p>DOUBLE SLOT PAIR</p>	<p>TRIPLE SLOT</p>

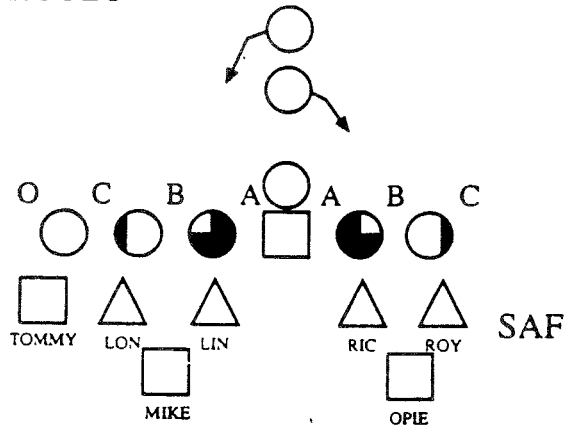
43 BOSS LIGHTNING

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL 43 STUNTS ARE AVAILABLE

SPLIT FLOW

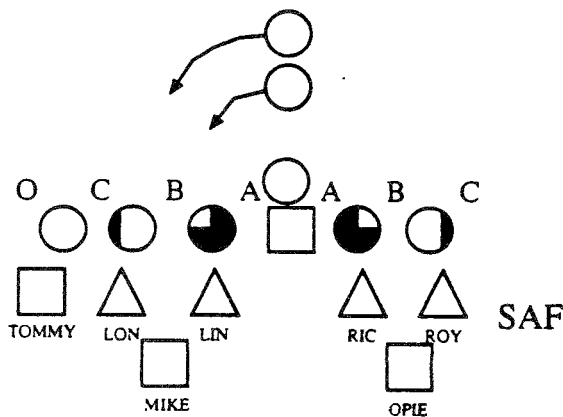


LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. TITESTIDE A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A, SQUEEZE B
 FLOW OPEN AREA RESP. TITESTIDE A GAP

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A, SQUEEZE B

FLOW TIGHT

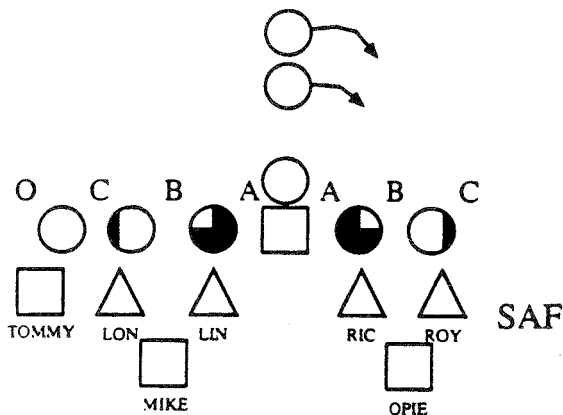


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. REVERSE SQUEEZE B GAP
 FLOW OPEN AREA RESP. C GAP, DOWN = SPLATTER

TOMMY: KEY TIGHTEND, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. FORCE SQUEEZE C GAP
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

MIKE: KEY GUARD-CENTER, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. TITESTIDE B GAP
 FLOW TIGHT AREA RESP. TITESTIDE B GAP, HAMMER
 FLOW OPEN AREA RESP. STACK - CUTBACK LEVERAGE (HOLD)

FLOW OPEN



OPIE: KEY GUARD-CENTER, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. OPENSIDE B GAP, SPLATTER
 FLOW TIGHT AREA RESP. TITESTIDE A GAP, CB LEV. ON BALL
 FLOW OPEN AREA RESP. OPENSIDE B GAP, SPLATTER

SAFETY: KEY BY COVERAGE
 FLOW TIGHT AREA RESP. FOLD TO B GAP, CB LEV. ON BALL
 FLOW OPEN AREA RESP. FORCE

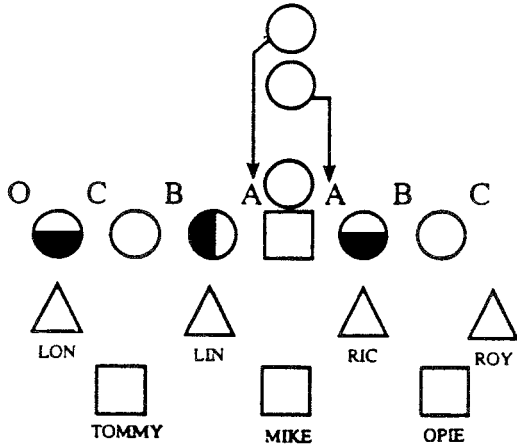
43 STUD

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

NOTE: 43 STUNTS AVAILABLE

SPLIT FLOW

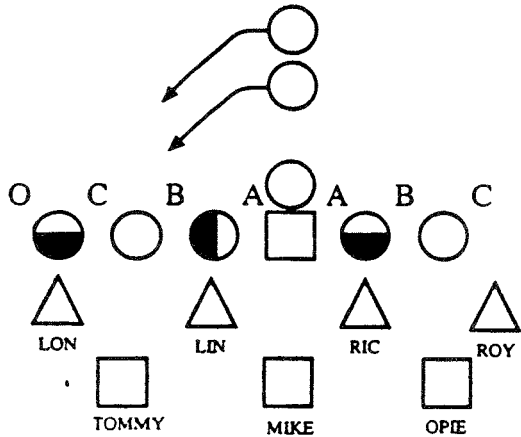


LON: KEY BALL & TIGHTEND
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP
FLOW OPEN AREA RESP. SQUEEZE C GAP, (REVERSE)

LIN: KEY BALL, GUARD & CENTER
SPLIT FLOW AREA RESP. TITESIDE B GAP
FLOW TIGHT AREA RESP. TITESIDE B GAP
FLOW OPEN AREA RESP. SQUEEZE TITESIDE A GAP

RIC: KEY BALL & GUARD
SPLIT FLOW AREA RESP. OPENSIDE A GAP
FLOW TIGHT AREA RESP. OPENSIDE A GAP
FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

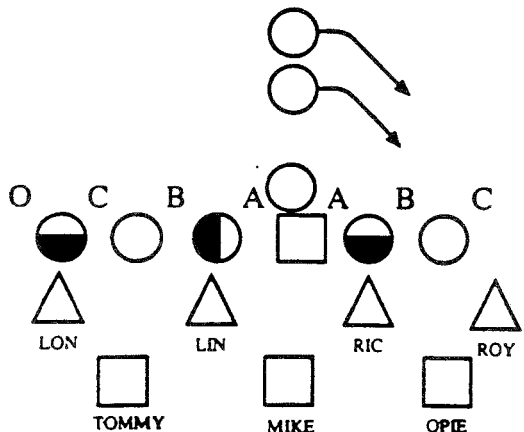


ROY: KEY BALL & TACKLE
SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
FLOW OPEN AREA RESP. C GAP, DOWN BLK = SPLATTER

TOMMY: KEY TACKLE-GUARD, BF TRIANGLE
SPLIT FLOW AREA RESP. C GAP TO BALL
FLOW TIGHT AREA RESP. SCRAPE TO O GAP
FLOW OPEN AREA RESP. TITESIDE A GAP TO BALL

MIKE: KEY CENTER, BF TRIANGLE
SPLIT FLOW AREA RESP. TITESIDE A GAP
FLOW TIGHT AREA RESP. TITESIDE A GAP, SPLATTER
FLOW OPEN AREA RESP. OPENSIDE B GAP TO BALL

FLOW OPEN

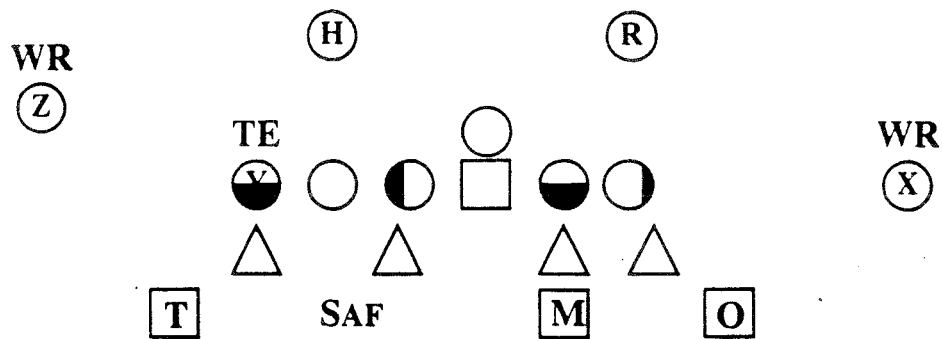


OPIE: KEY GUARD-CENTER, BF TRIANGLE
SPLIT FLOW AREA RESP. OPENSIDE B GAP TO BALL
FLOW TIGHT AREA RESP. OPENSIDE B GAP TO BALL
FLOW OPEN AREA RESP. SCRAPE-KEEP OUTSIDE LEV. ON BALL, HAMMER

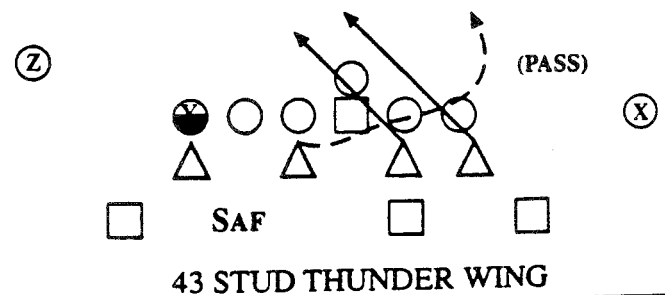
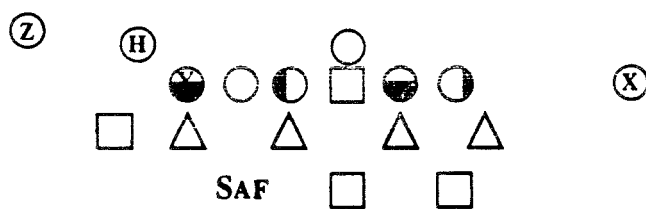
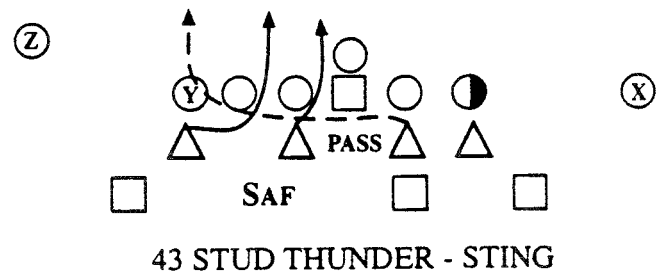
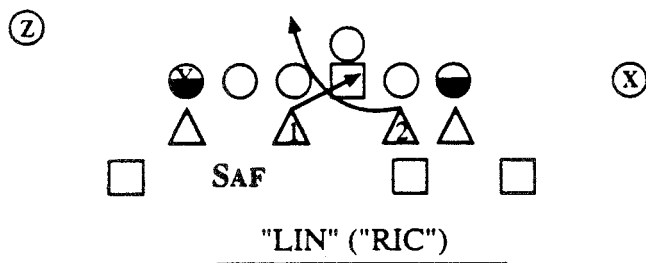
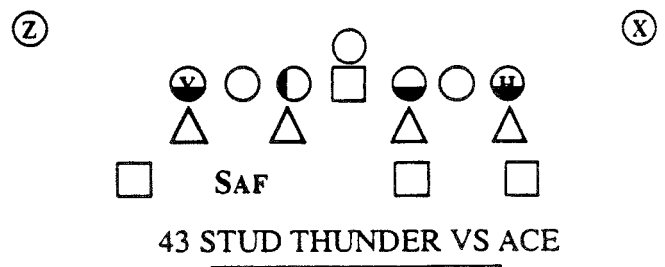
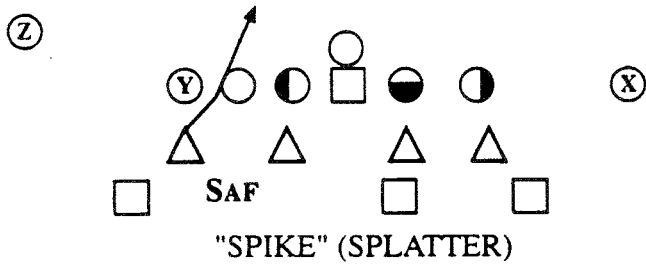
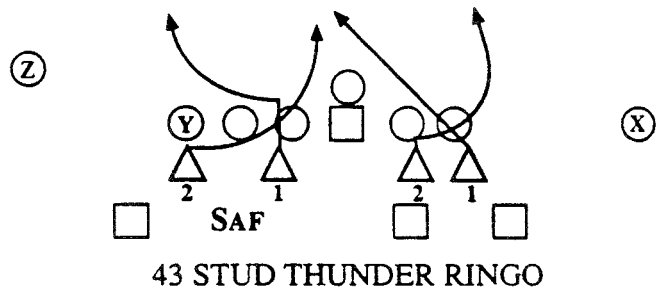
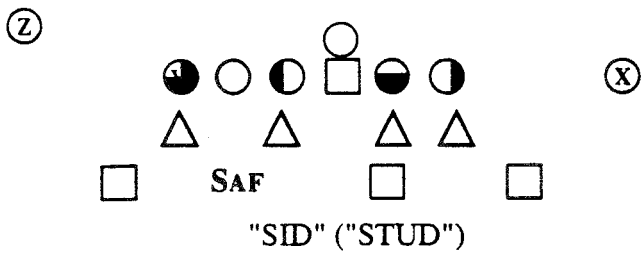
"EASY" CALL: OPENSIDE END (ROY)
 FORCE, (SQUEEZE CONTAIN)
 OPIE = FILL

C.P. STOUT ALIGNMENT = "EASY" FORCE

43 STUD THUNDER



VARIATIONS OR OPTIONS



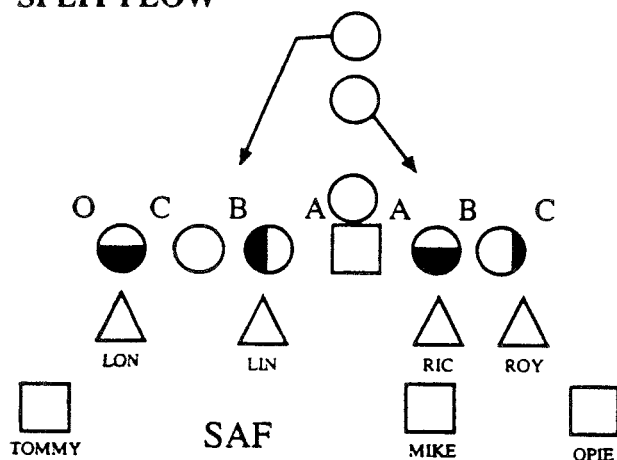
43 STUD THUNDER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL STUNTS ARE AVAILABLE

SPLIT FLOW

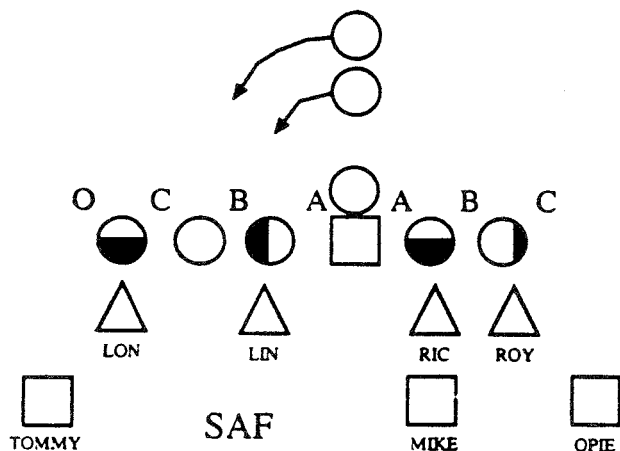


LON: KEY BALL, TIGHTEND & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, GUARD & CENTER
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

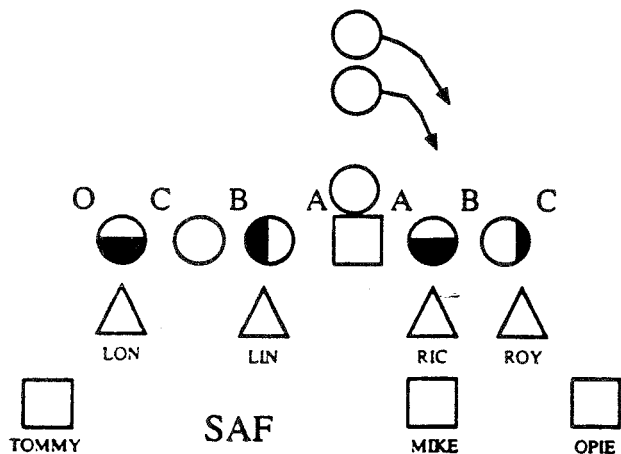


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP, REVERSE
 FLOW OPEN AREA RESP. C GAP, DN BLOCK = SPLATTER

TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TO BALL
 FLOW TIGHT AREA RESP. TITISIDE A GAP, CB LEVERAGE
 FLOW OPEN AREA RESP. STACK, ENTER B GAP TO C GAP SPLATTER

FLOW OPEN



OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. STACK, ENTER
 FLOW TIGHT AREA RESP. OPENSIDE B GAP
 FLOW OPEN AREA RESP. FORCE O GAP

SAFETY: KEY BY COVERAGE
 SPLIT FLOW AREA RESP. A GAP TO BALL
 FLOW TIGHT AREA RESP. C GAP TO O GAP, HAMMER
 FLOW OPEN AREA RESP. A GAP TO BALL, CB LEVERAGE

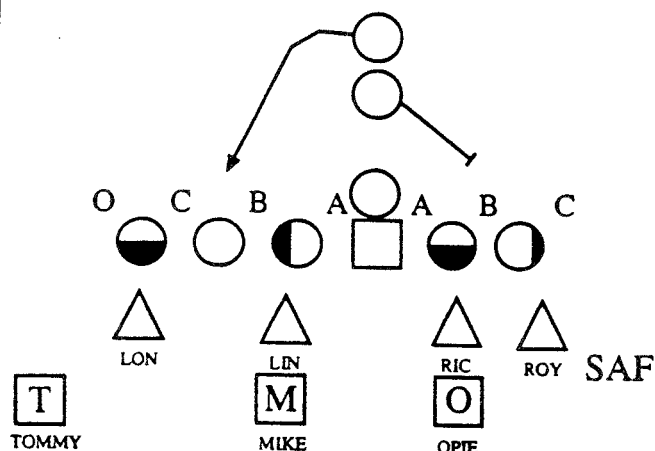
UNDER ADJUSTMENTS		
<p>I</p> <p>"TUFF" WS</p>	<p>I Y OFF "YAC"</p> <p>"HIP" WS</p>	<p>SPLIT</p> <p>"REGULAR" WS</p>
<p>STRONG</p> <p>POSSIBLE "BOOST" by Game Plan</p>	<p>STRONG "HOT"</p> <p>POSSIBLE "BOOST" by Game Plan</p>	<p>TRIPLE</p> <p>"BOOST"</p>
<p>WEAK</p> <p>POSSIBLE "NAIL" or "REDUCED" for Coverage</p>	<p>WEAK "HOP"</p> <p>POSSIBLE "NAIL" or "REDUCED" for Coverage</p>	<p>TRIPLE "H FLY"</p> <p>"BOOST"</p>
<p>DOUBLE</p> <p>POSSIBLE "NAIL" or "REDUCED" for Coverage</p>	<p>DOUBLE "H DIVIDE"</p> <p>"BACK"</p>	<p>TRIPLE PAIR</p> <p>"BOOST"</p>
<p>DOUBLE SLOT</p> <p>"TIGHT" or "REDUCED" Call if OPIE has to walk out in Coverage [44 or 77]</p>	<p>DOUBLE SLOT PAIR</p> <p>"BOOST"</p> <p>"TIGHT" or "REDUCED" Call if OPIE has to walk out in Coverage [44 or 77]</p>	<p>TRIPLE SLOT</p> <p>"BOW"</p>

43 STUD LIGHTNING

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

SPLIT FLOW



LON: KEY BALL, TIGHTEND & TACKLE
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP
FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
SPLIT FLOW AREA RESP. B GAP
FLOW TIGHT AREA RESP. B GAP
FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, GUARD & CENTER
SPLIT FLOW AREA RESP. OPENSIDE A GAP
FLOW TIGHT AREA RESP. OPENSIDE A GAP
FLOW OPEN AREA RESP. OPENSIDE A GAP

ROY: KEY BALL & TACKLE
SPLIT FLOW AREA RESP. C GAP
FLOW TIGHT AREA RESP. C GAP, REVERSE
FLOW OPEN AREA RESP. C GAP, DN BLOCK = SPLATTER

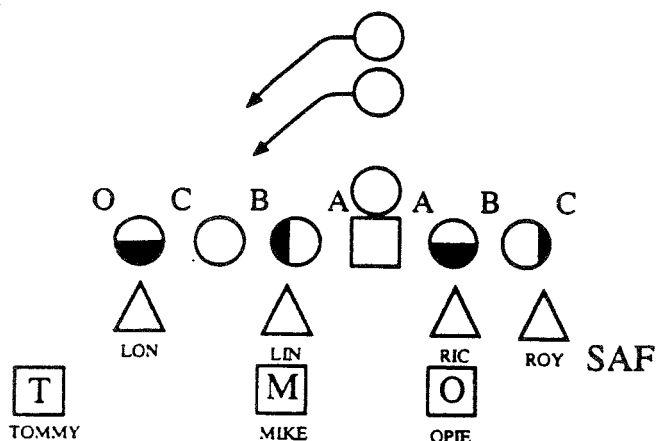
TOMMY: KEY TIGHTEND, BF TRIANGLE
SPLIT FLOW AREA RESP. FORCE
FLOW TIGHT AREA RESP. FORCE
FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER, BF TRIANGLE
SPLIT FLOW AREA RESP. A GAP TO BALL
FLOW TIGHT AREA RESP. C GAP TO O GAP, HAMMER
FLOW OPEN AREA RESP. A GAP TO BALL

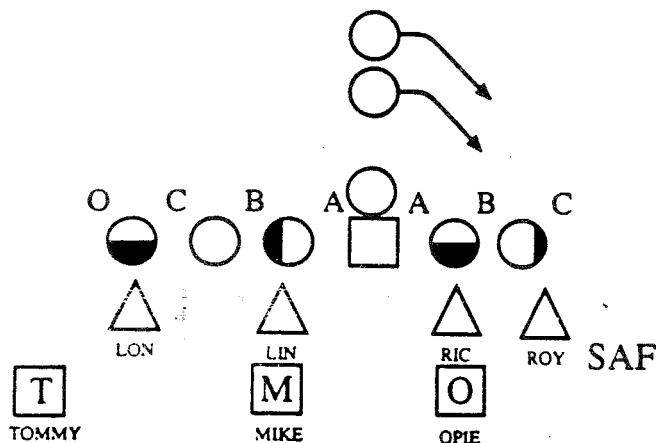
OPIE: KEY GUARD-CENTER, BF TRIANGLE
SPLIT FLOW AREA RESP. B GAP TO BALL
FLOW TIGHT AREA RESP. TITESTIDE A GAP, CB LEVERAGE
FLOW OPEN AREA RESP. STACK, ENTER B GAP TO C GAP, SPLATTER

SAFETY: KEY TACKLE, BF TRIANGLE
SPLIT FLOW AREA RESP. FORCE,
FLOW TIGHT AREA RESP. B GAP, CUTBACK
FLOW OPEN AREA RESP. O GAP - FORCE

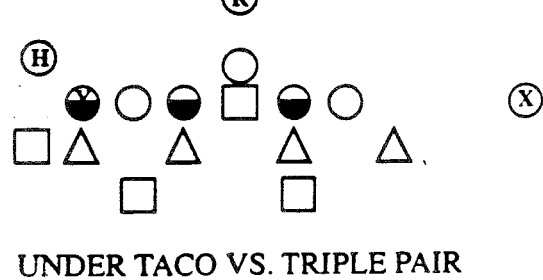
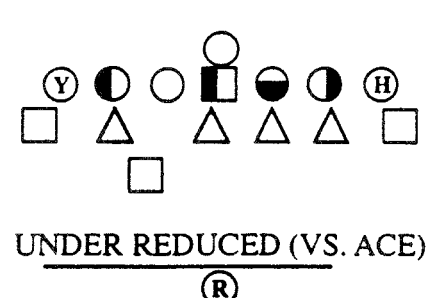
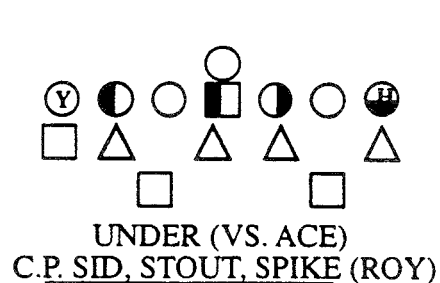
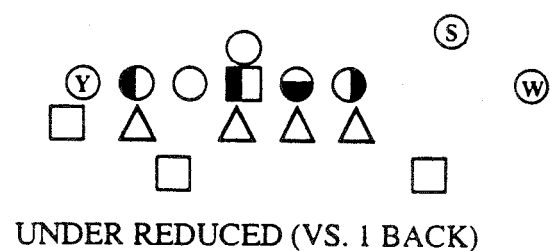
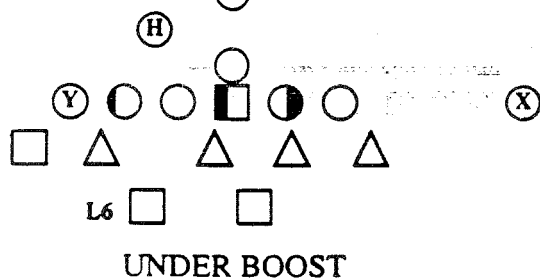
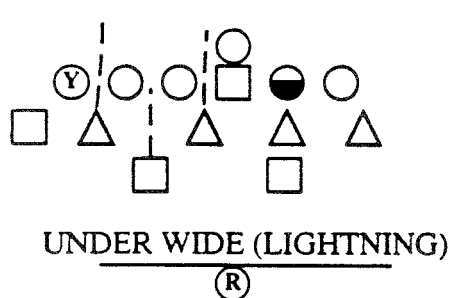
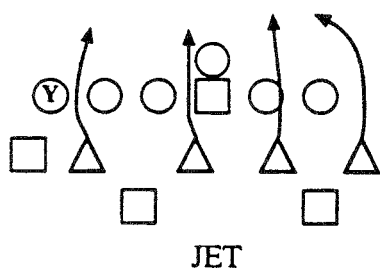
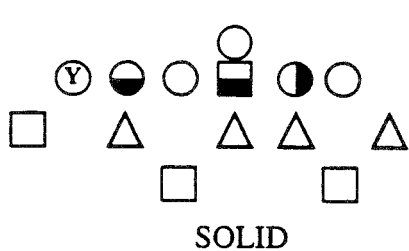
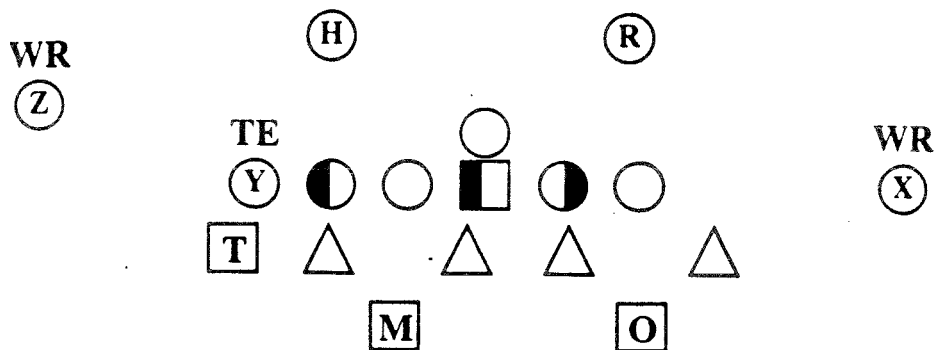
FLOW TIGHT



FLOW OPEN



UNDER

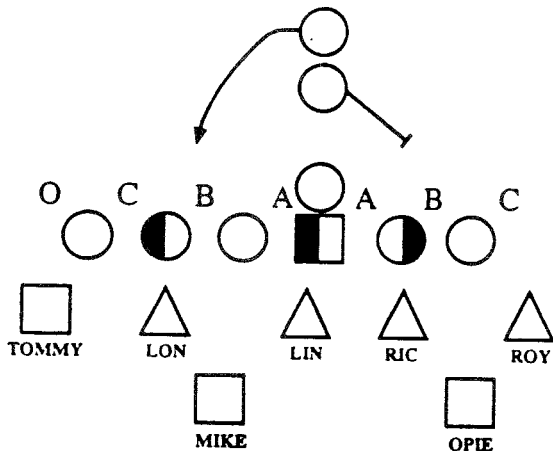


UNDER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

SPLIT FLOW



LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. TITESTIDE A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. TITESTIDE A, (SQUEEZE)

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A
 FLOW OPEN AREA RESP. B GAP

ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B
 FLOW TIGHT AREA RESP. SQUEEZE, CHASE (REVERSE)
 FLOW OPEN AREA RESP. C GAP, DOWN = SPLATTER

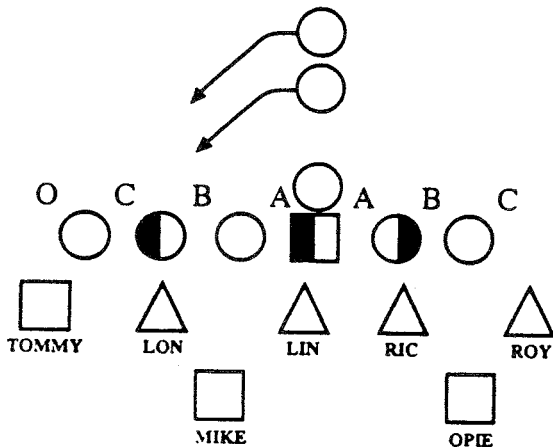
TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C
 FLOW TIGHT AREA RESP. FILL OR FORCE (BY CALL)
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TO BALL
 FLOW TIGHT AREA RESP. TITESTIDE B GAP TO BALL
 FLOW OPEN AREA RESP. OPENSIDE A GAP

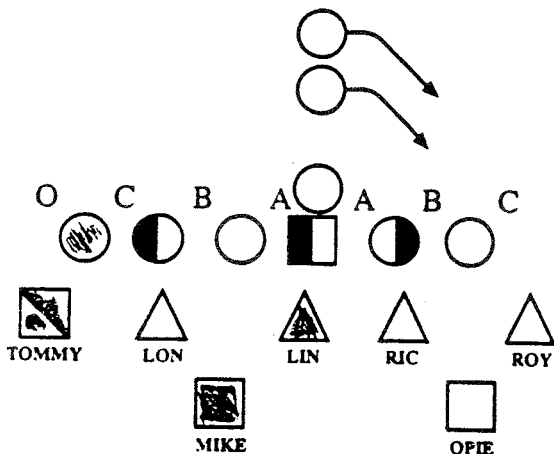
OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. SCRAPE, KEEP OUTSIDE
 LEVERAGE ON BALL

"EASY" CALL: OPENSIDE END (ROY)
 FORCE (SQUEEZE CONTAIN)
 OPIE = FILL

FLOW TIGHT



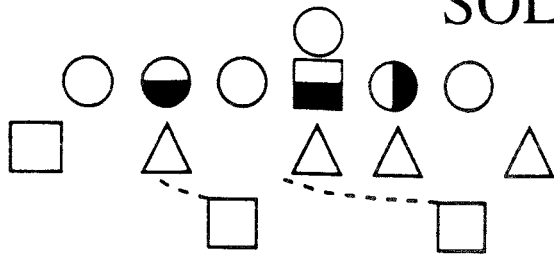
FLOW OPEN



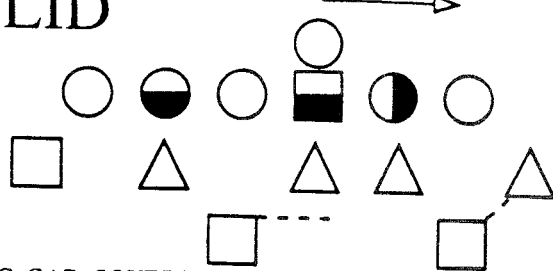
ALIGNMENT	UNDER RUN RESPONSIBILITY	KEYS
LON: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: V of Tackle's neck. CHARGE: Get on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: C Gap. FLOW TIGHT: C Gap. Don't get hooked. Down block squeeze it. FLOW OPEN: C Gap, squeeze B, chase.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
LIN: COY TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: V of Center's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: Frontside A Gap. FLOW TIGHT: Frontside A. Can't get hooked or cut - penetrate. FLOW OPEN: Squeeze A. Keep center off MLB.	PRIMARY: Ball movement and center SECONDARY: Blocking scheme
RIC: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Squeeze A Gap. FLOW OPEN: B Gap. Can't be hooked. Penetrate.	PRIMARY: Ball movement and guard SECONDARY: Blocking scheme
ROY: GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of Tackle. CHARGE: Get off on ball. AREA RESP: SPLIT FLOW: C Gap - Squeeze B. FLOW TIGHT: Squeeze B Gap. Check reverse, boot. FLOW OPEN: C Gap. Splatter lead blocker.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
TOMMY: 9 TECHNIQUE ON "Y" (TE) ABILITY SHADE 9 TECH. SLAM OR CLOUD L9 TECH. BACKER	TARGET & TECH: Determined by backfield action blocking scheme and by support pattern. AREA RESP: SPLIT FLOW: Played same as FLOW TIGHT. FLOW TIGHT: A. Two gap hook block by "Y" or O.T. Fill. B. "Y" blocks down, close and splatter "C" Gap vs. kick out by near back on trap by OL. C. "Y" blocks down for G deep pull - <u>contain</u> . Near back hook block sweep contain. "Y" release block on SS <u>contain</u> = "Backer." FLOW OPEN: Squeeze "C" Gap reverse.	PRIMARY: "Y," near back and blocking scheme.
MIKE: TRACK 3 TECHNIQUE ON GUARD TO TIGHT END SIDE 4 YARDS DEEP	TARGET & TECH: Scrape to backfield action & blocking scheme by support. AREA RESP: Tight side B Gap - Openside A Gap. SPLIT FLOW: "B" Gap, find ball and react. Keep outside leverage on blocker. <u>Except</u> G fold block - two gap "G." FLOW TIGHT: Fill "B" Gap, find ball, keep outside leverage on first blocker. FLOW OPEN: Scrape to open "A" gap. Keep inside leverage on ball.	PRIMARY: Guard, center Backfield action Ball
OPIE: TRACK 6 TECHNIQUE ON TACKLE. 4 PLUS YARDS DEEP	TARGET & TECH: Scrape to backfield action & blocking scheme. AREA RESP: Ball to you, "C" gap - outside leverage. Ball away openside "A" to the ball. SPLIT FLOW: Stack over O.T. "A" Gap to ball - Attack OG keep inside arm free. FLOW TIGHT: Openside "A" gap. Keep leverage on ball. FLOW OPEN: Scrape - stack and enter to ball! "EASY" CALL: End forces and OPIE FILLS.	PRIMARY: O.T. - Blocking Scheme - backfield action

UNDER OPTION ("TIGHT LEFT" CALL)

SOLID SOLID

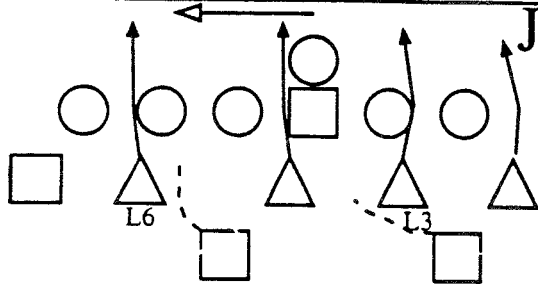


LON: B GAP
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: SQUEEZE B, CHASE (REVERSE)
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE STACK, ENTER
OPIE: A GAP TIGHTSIDE



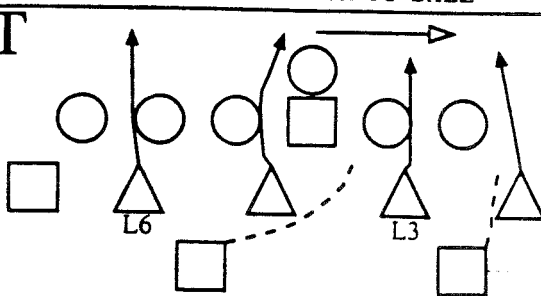
LON: C GAP, SQUEEZE B
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE, STACK, ENTER
OPIE: SCRAPE, STACK AND ENTER TO BALL

JET



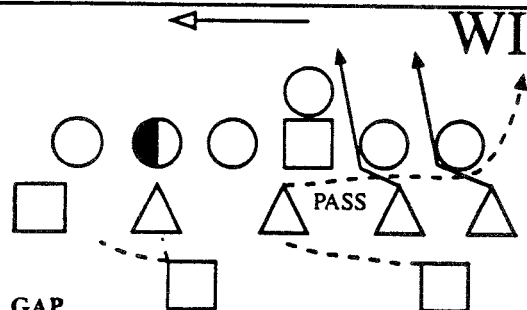
LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: SQUEEZE B, CHASE (REVERSE)
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: A GAP OPENSIDE

JET



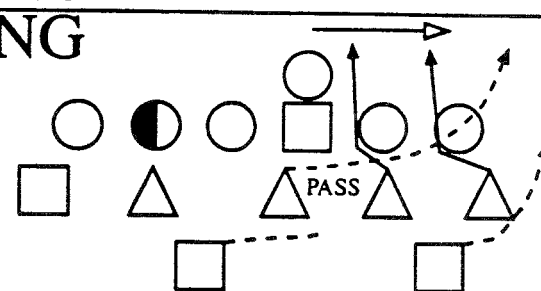
LON: C GAP REVERSE
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: O GAP CONTAIN
TOMMY: FOLD, B GAP CUTBACK
MIKE: A GAP OPENSIDE
OPIE: C GAP

WING



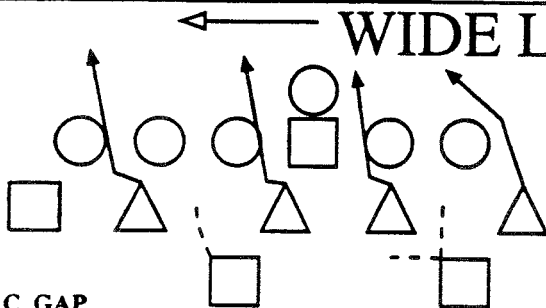
LON: C GAP
LIN: A GAP FRONTSIDE (HIGH HAT)
RIC: A GAP BACKSIDE
ROY: B GAP CUTBACK
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: CUTBACK LEVERAGE ON BALL

WING



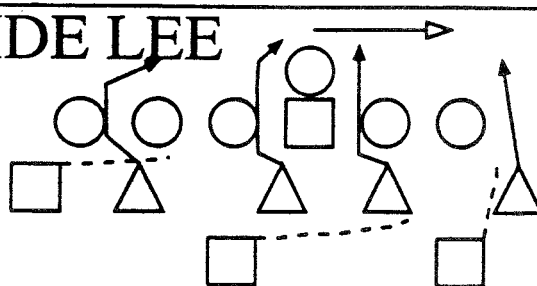
LON: B GAP
LIN: A GAP BACKSIDE (HIGH HAT)
RIC: A GAP FRONTSIDE
ROY: B GAP FRONTSIDE
TOMMY: REVERSE, SQUEEZE C
MIKE: C GAP OPENSIDE
OPIE: O GAP

WIDE LEE



LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: REVERSE
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK

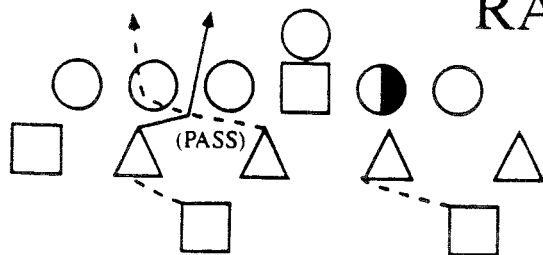
WIDE LEE



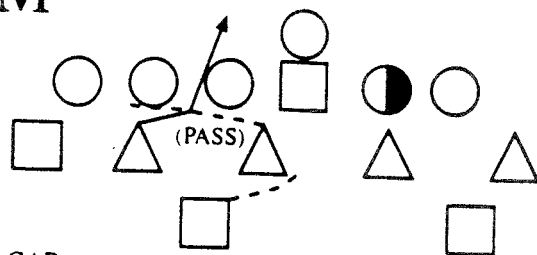
LON: C GAP, REVERSE
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: FOLD, B GAP CUTBACK
MIKE: B GAP OPENSIDE
OPIE: SCRAPE

UNDER OPTION ("TIGHT LEFT" CALL)

RAM RAM

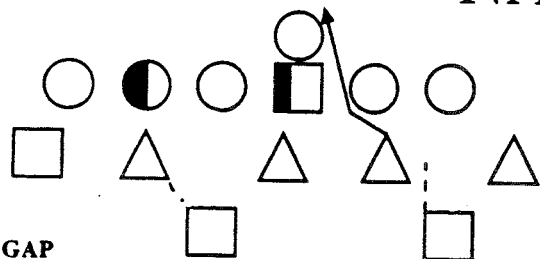


LON: B GAP
LIN: A GAP FRONTSIDE (HIGH HAT)
RIC: B GAP BACKSIDE
ROY: REVERSE
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE
OPIE: A GAP OPENSIDE, CUTBACK

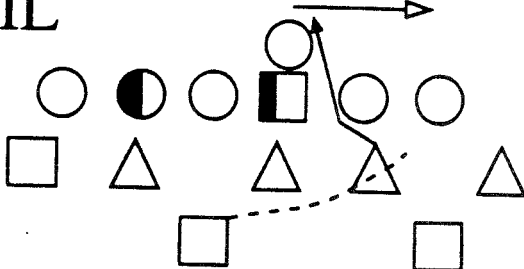


LON: B GAP
LIN: A GAP BACKSIDE (HIGH HAT)
RIC: B GAP
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE
OPIE: SCRAPE

NAIL NAIL

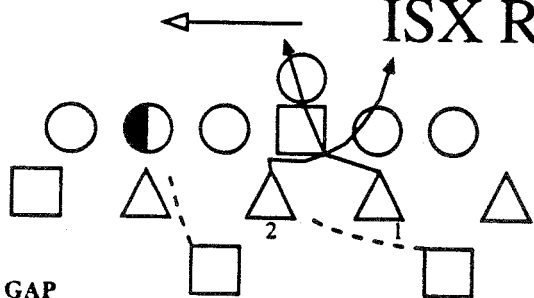


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: REVERSE
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK TO BALL

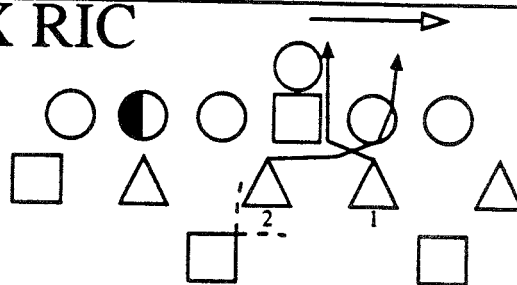


LON: B GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: B GAP OPENSIDE
OPIE: SCRAPE

ISX RIC ISX RIC

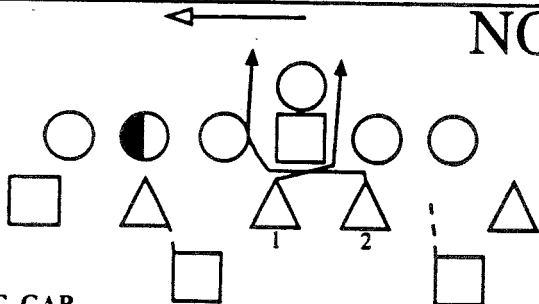


LON: C GAP
LIN: B GAP BACKSIDE
RIC: A GAP BACKSIDE
ROY: REVERSE
TOMMY: O GAP
MIKE: B GAP
OPIE: A GAP TIGHTSIDE

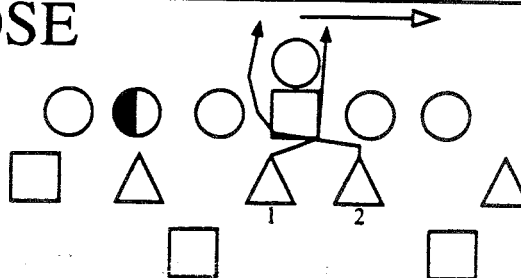


LON: B GAP
LIN: B GAP FRONTSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP TIGHTSIDE, TO BALL
OPIE: SCRAPE

NOSE NOSE



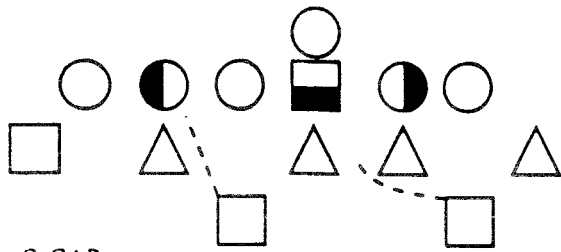
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LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: REVERSE
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK



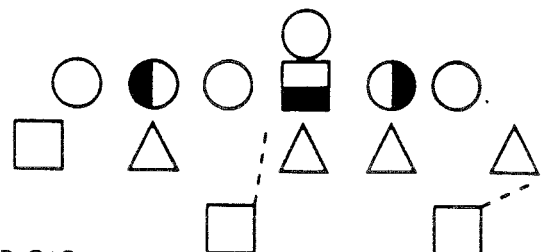
LON: B GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: B GAP OPENSIDE
OPIE: SCRAPE

UNDER OPTION ("TIGHT LEFT" CALL)

VIKING VIKING

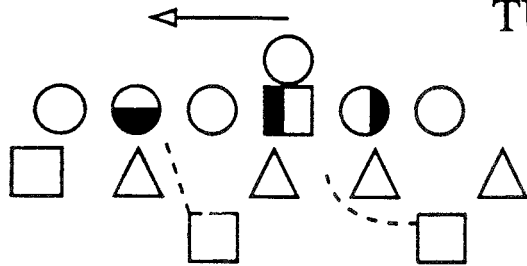


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: SQUEEZE B. CHASE (REVERSE)
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: A GAP OPENSIDE

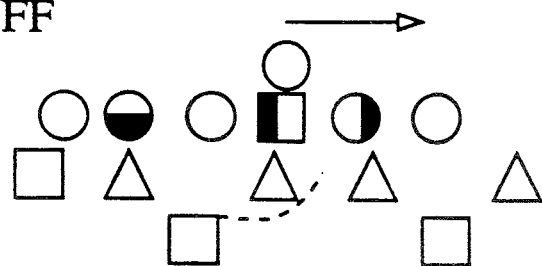


LON: B GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP TIGHTSIDE
OPIE: SCRAPE, STACK & ENTER TO BALL

TUFF TUFF

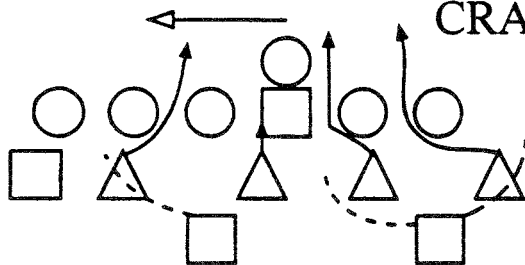


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: SQUEEZE B. CHASE (REVERSE)
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: A GAP OPENSIDE

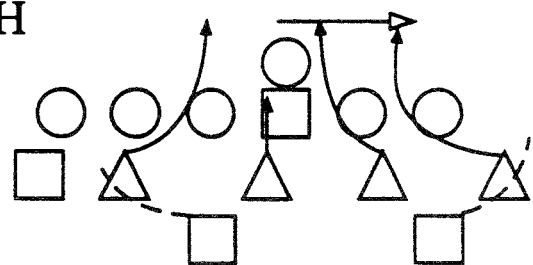


LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE
OPIE: SCRAPE, STACK & ENTER TO BALL

CRASH CRASH



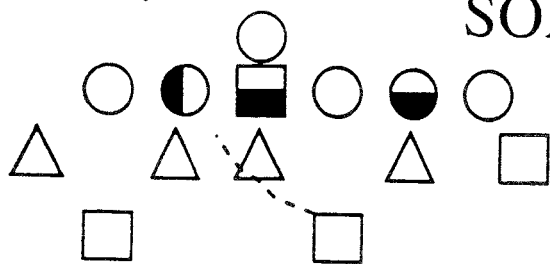
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LIN: A FRONTSIDE (PASS MIRROR QB)
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE
OPIE: CUTBACK LEVERAGE ON BALL



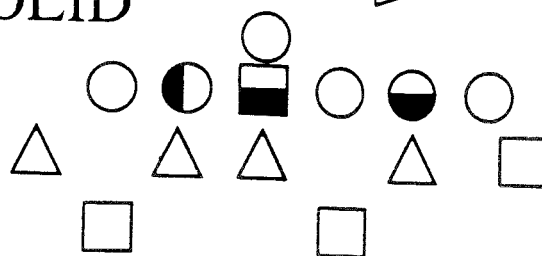
LON: B GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: CUTBACK LEVERAGE ON BALL
OPIE: SCRAPE O GAP

UNDER OPTION ("TIGHT RIGHT" CALL)

SOLID SOLID

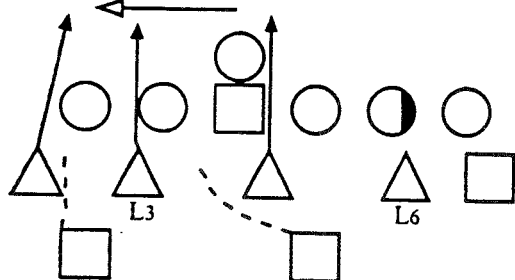


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: C GAP, SQUEEZE B
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE, STACK, ENTER
OPIE: SCRAPE

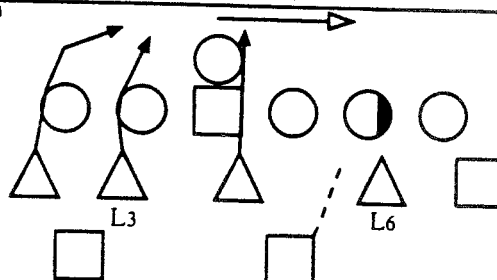


LON: REVERSE
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE, STACK, ENTER
OPIE: A GAP TIGHTSIDE

JET JET

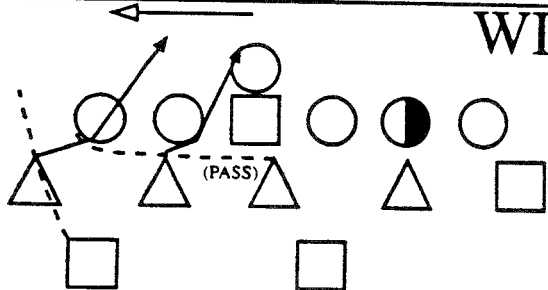


LON: O GAP CONTAIN
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: C GAP REVERSE
TOMMY: FOLD, B GAP CUTBACK
MIKE: A GAP OPENSIDE
OPIE: C GAP

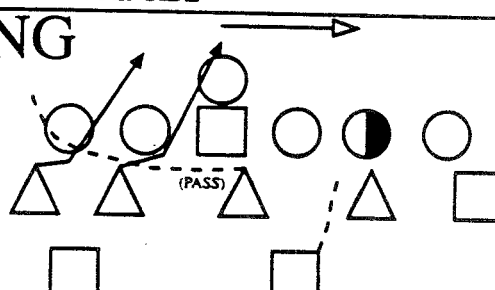


LON: SQUEEZE B, CHASE (REVERSE)
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: A GAP OPENSIDE

WING WING

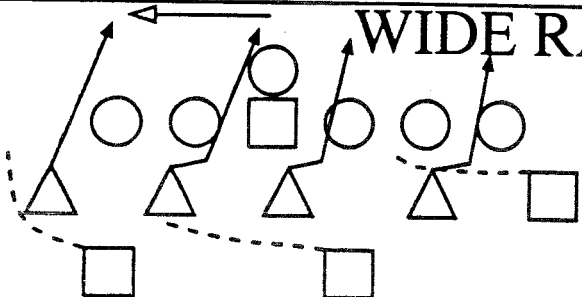


LON: B GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE (HIGH HAT)
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: C GAP OPENSIDE
OPIE: O GAP

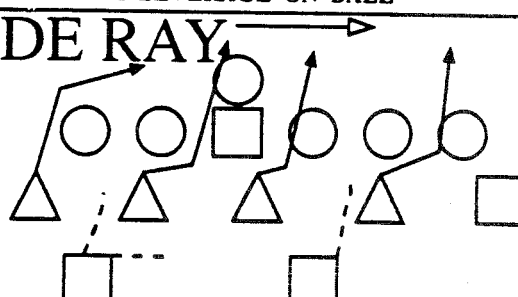


LON: B GAP CUTBACK
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE (HIGH HAT)
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: CUTBACK LEVERAGE ON BALL

WIDE RAY WIDE RAY



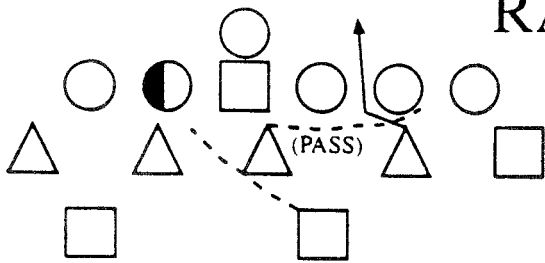
LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP, REVERSE
TOMMY: FOLD, B GAP CUTBACK
MIKE: B GAP OPENSIDE
OPIE: SCRAPE



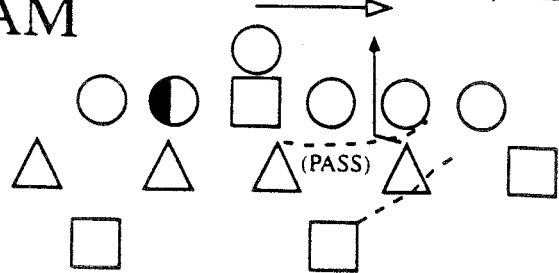
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LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK

UNDER OPTION ("TIGHT RIGHT" CALL)

RAMRAM

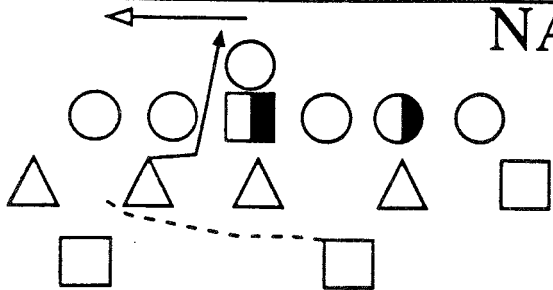


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE (HIGH HAT)
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE
OPIE: SCRAPE

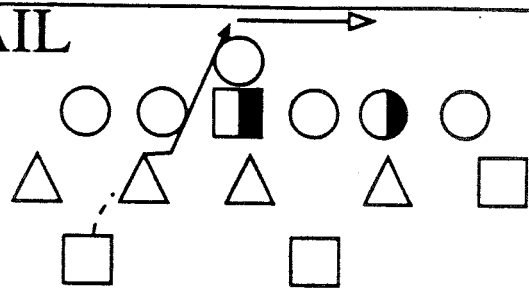


LON: REVERSE
LIN: B GAP BACKSIDE
RIC: A GAP FRONTSIDE (HIGH HAT)
ROY: B GAP
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE
OPIE: A GAP OPENSIDE, CUTBACK

NAIL	NAIL
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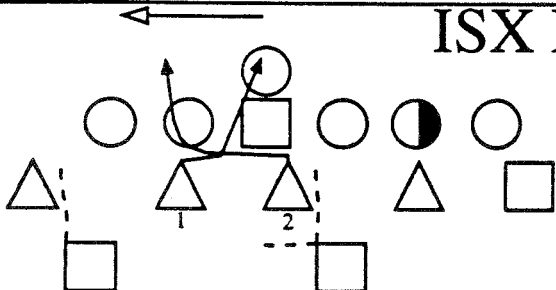


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: B GAP OPENSIDE
OPIE: SCRAPE

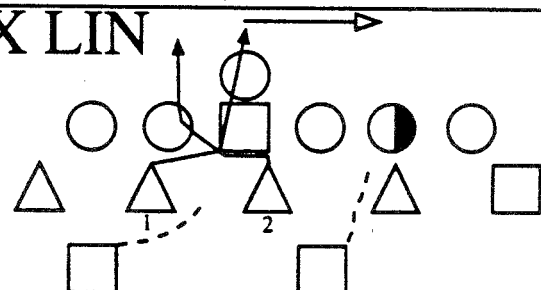


LON: REVERSE
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK

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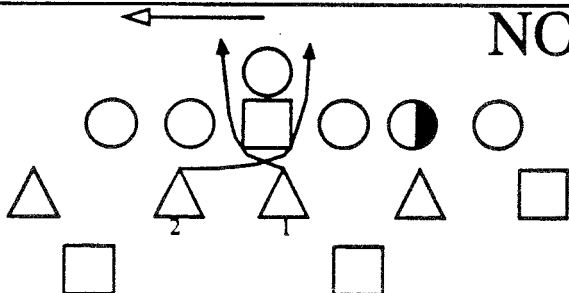


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP TIGHTSIDE TO BALL
OPIE: SCRAPE

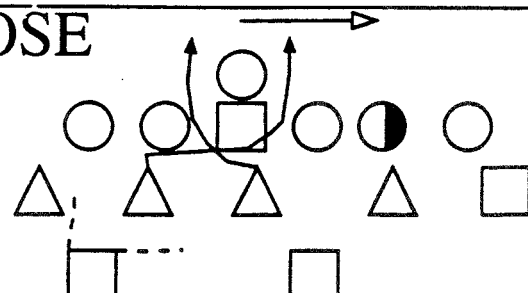


LON: REVERSE
LIN: A GAP BACKSIDE
RIC: B GAP BACKSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: A GAP TIGHTSIDE

NOSE	NOSE
------	------



LON: C GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: B GAP TIGHTSIDE, CUTBACK
OPIE: SCRAPE

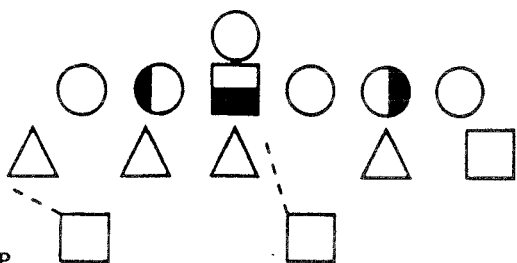


LON: REVERSE
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP OPENSIDE, CUTBACK

UNDER OPTION ("TIGHT RIGHT" CALL)



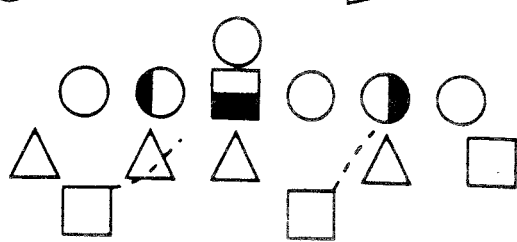
VIKING



LON: C GAP
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C GAP
MIKE: A GAP TIGHTSIDE
OPIE: SCRAPE



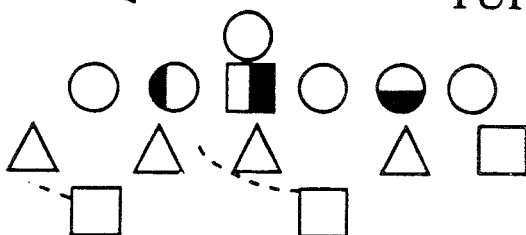
VIKING



LON: REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP
OPIE: A GAP OPENSIDE



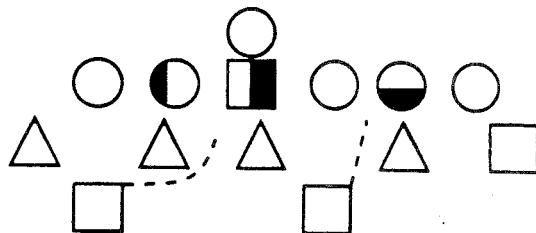
TUFF



LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: C GAP REVERSE
TOMMY: REVERSE, SQUEEZE C GAP
MIKE: A GAP OPENSIDE
OPIE: SCRAPE



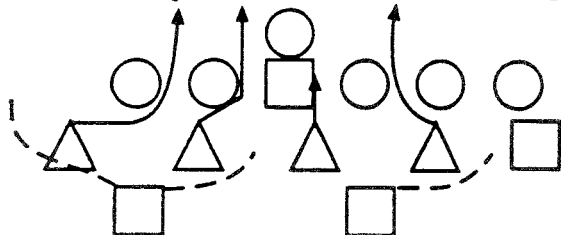
TUFF



LON: REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP
OPIE: A GAP OPENSIDE



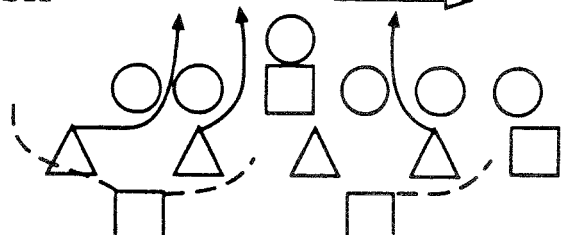
CRASH



LON: B GAP
LIN: A FRONTSIDE (PASS MIRROR QB)
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: O GAP
MIKE: C GAP TIGHTSIDE
OPIE: CUTBACK LEVERAGE ON BALL



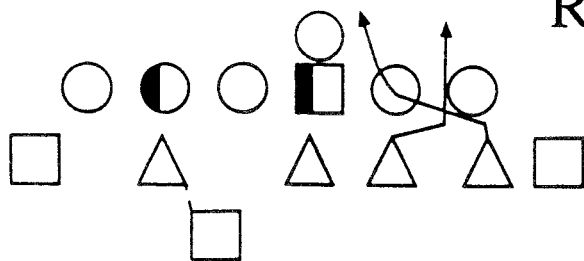
CRASH



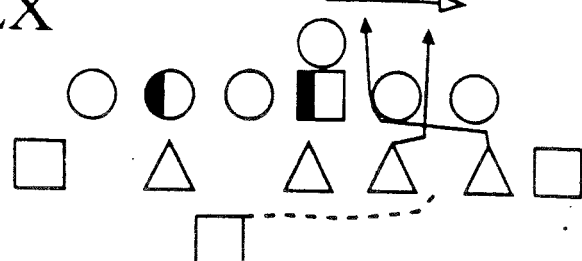
LON: B GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: CUTBACK LEVERAGE ON BALL
OPIE: SCRAPE O GAP

UNDER REDUCED OPTION ("TIGHT LEFT" CALL)

REX REX

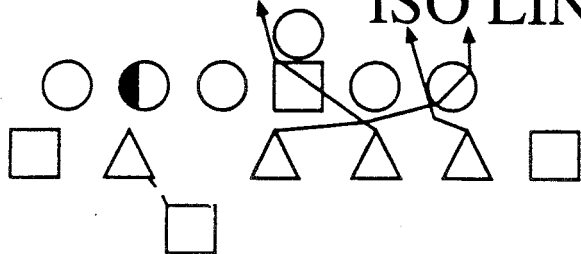


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: A GAP BACKSIDE
TOMMY: O GAP
MIKE: B GAP
OPIE: REVERSE



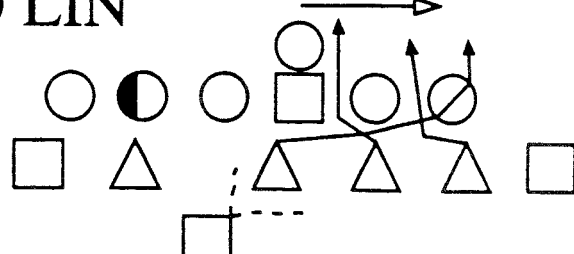
LON: C GAP, SQUEEZE B
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: A GAP FRONTSIDE
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP OPENSIDE
OPIE: O GAP

ISO LIN



LON: C GAP
LIN: A GAP (HIGH HAT)
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: O GAP
MIKE: B GAP
OPIE: FOLD, CUTBACK LEVERAGE

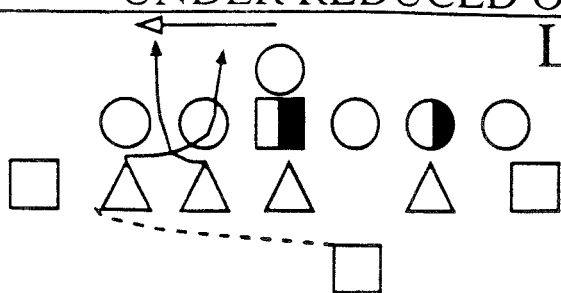
ISO LIN



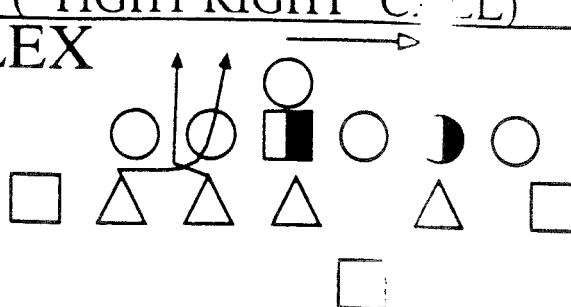
LON: C GAP, SQUEEZE B
LIN: C GAP FRONTSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP TIGHTSIDE TO BALL
OPIE: O GAP

UNDER REDUCED OPTION ("TIGHT RIGHT" CALL)

LEX LEX

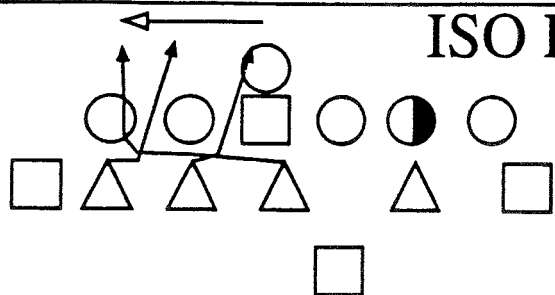


LON: A GAP FRONTSIDE
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: C GAP, SQUEEZE B
TOMMY: REVERSE, SQUEEZE C
MIKE: C GAP OPENSIDE
OPIE: O GAP

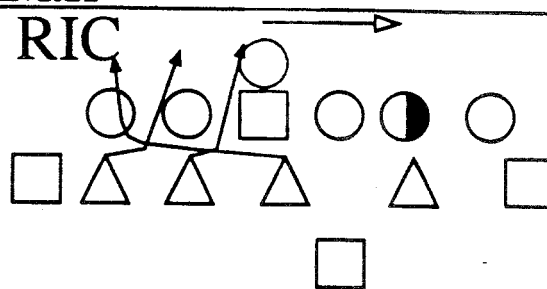


LON: A GAP BACKSIDE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE

ISO RIC ISO RIC



LON: B GAP
LIN: A GAP FRONTSIDE
RIC: C GAP FRONTSIDE
ROY: C GAP, SQUEEZE B
TOMMY: REVERSE, SQUEEZE C
MIKE: A GAP TIGHTSIDE TO BALL
OPIE: O GAP



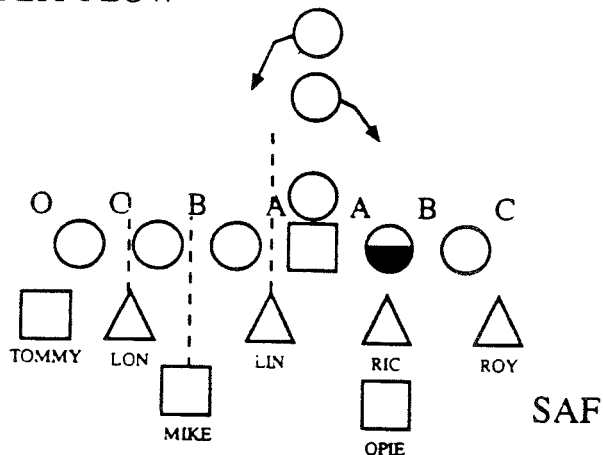
LON: B GAP
LIN: A GAP BACKSIDE
RIC: A GAP (HIGH HAT)
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: FOLD, CUTBACK LEVERAGE

UNDER WIDE LIGHTNING

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

SPLIT FLOW

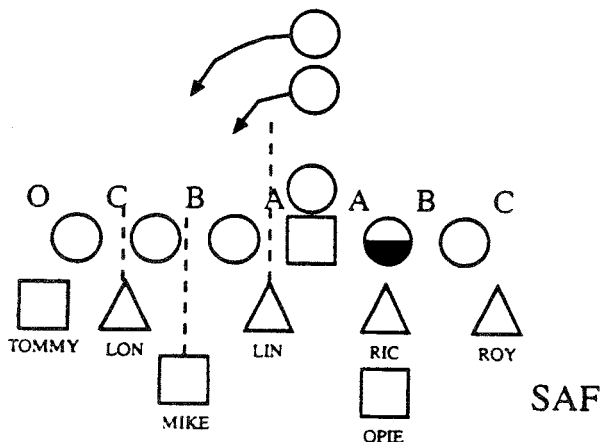


LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. TITESTIDE A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. TITESTIDE A GAP

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. OPEN A GAP
 FLOW TIGHT AREA RESP. OPEN A GAP
 FLOW OPEN AREA RESP. OPEN A GAP

FLOW TIGHT

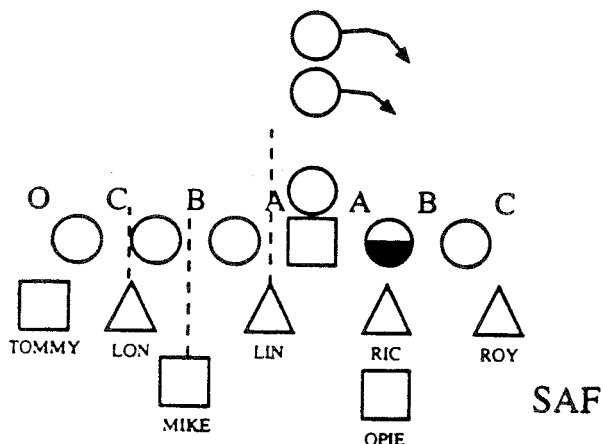


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE B GAP
 FLOW OPEN AREA RESP. C GAP

TOMMY: KEY TIGHTEND, B.F. TRIANGLE
 SPLIT FLOW AREA RESP. FILL SQUEEZE C GAP
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TITESTIDE
 FLOW TIGHT AREA RESP. B GAP TITESTIDE (HAMMER)
 FLOW OPEN AREA RESP. B GAP TITESTIDE TO BALL (HOLD)

FLOW OPEN



OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. CUTBACK LEVERAGE ON BALL
 FLOW OPEN AREA RESP. B GAP OPENSIDE TO BALL SPLATTER

SAFETY: KEY BY COVERAGE, BF. TRIANGLE
 SPLIT FLOW AREA RESP. FILL
 FLOW TIGHT AREA RESP. FOLD TO B GAP, CUTBACK
 FLOW OPEN AREA RESP. FORCE

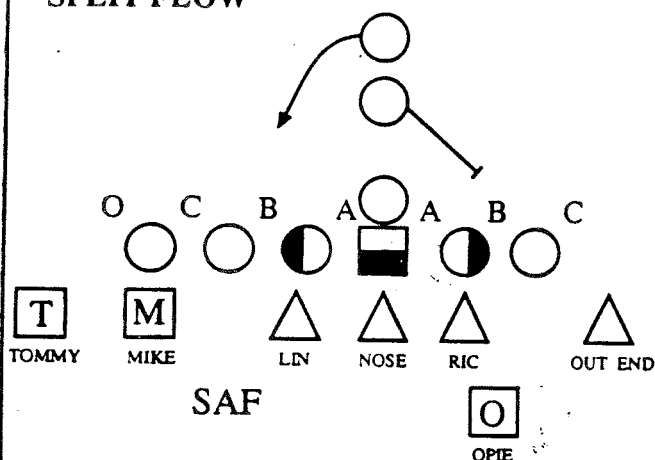
FALCON

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

C.P.: MOVE FROM UNDER TO FALCON

SPLIT FLOW

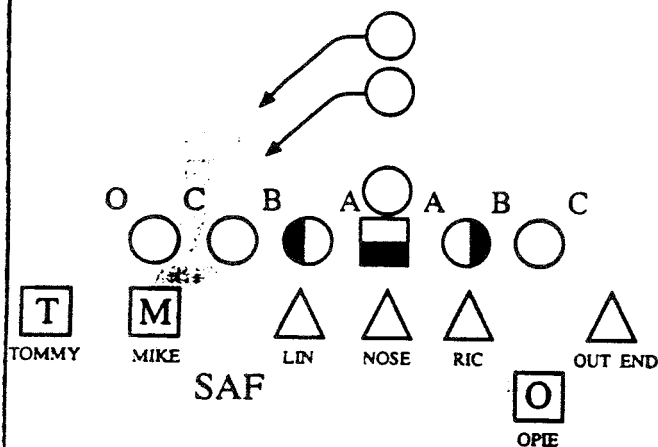


LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. A GAP, EITHER SIDE
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP
CP: MIRROR PLAYER

RIC: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A
 FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

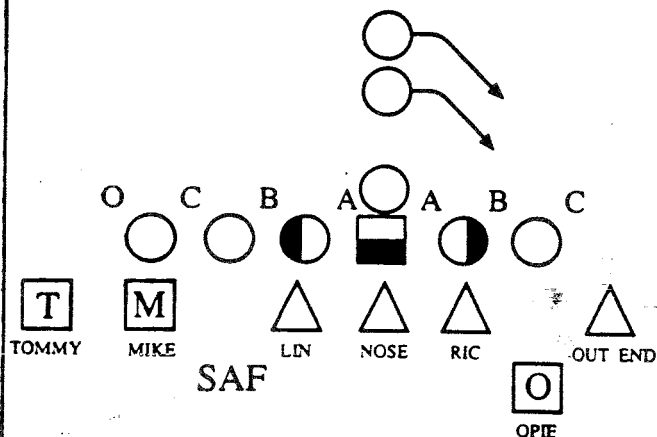


OUTSIDE END: KEY BALL & TACKLE TO NEAR BACK
 SPLIT FLOW AREA RESP. C GAP, CONTAIN
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. C GAP, DOWN = SPLATTER

TOMMY: KEY TIGHTEND, NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. O GAP, CONTAIN
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY TIGHTEND
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE B GAP, CUT BACK

FLOW OPEN



OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. BACKSIDE LEVERAGE ON BALL
 FLOW OPEN AREA RESP. SCRAPE, KEEP OUTSIDE LEV. ON BALL

SAFETY: KEY NEAR BACK TO TACKLE
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. STACK, OUTSIDE LEV. ON BALL
 FLOW OPEN AREA RESP. BACKSIDE LEVERAGE ON BALL

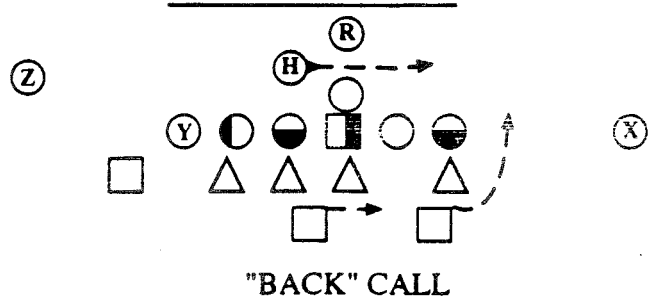
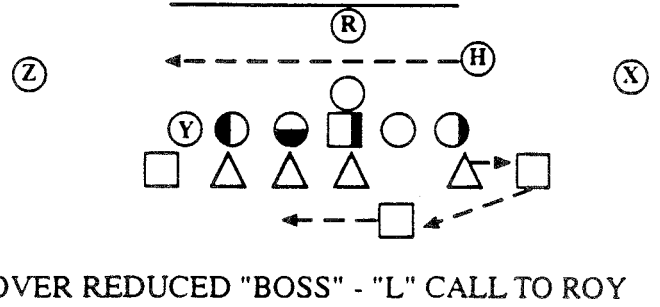
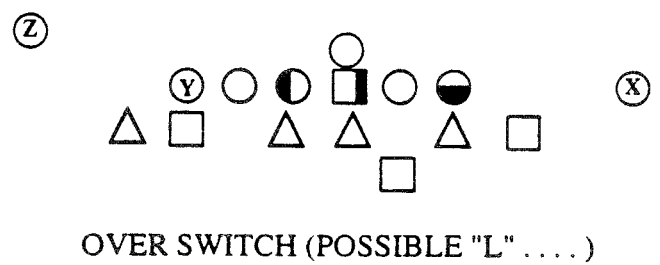
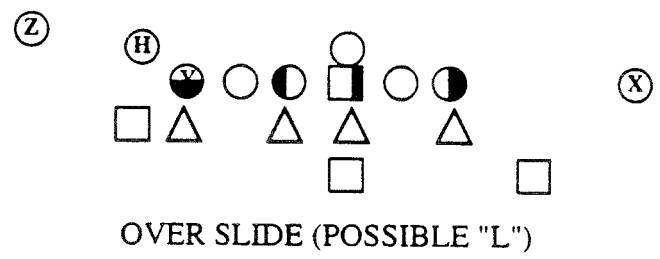
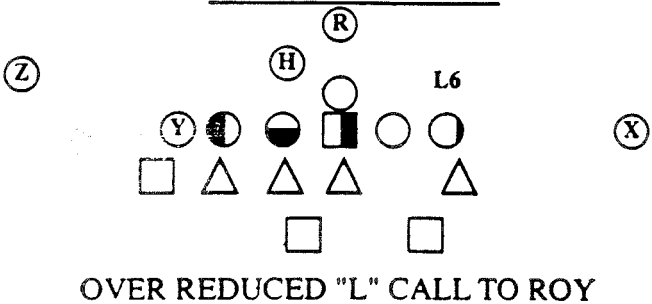
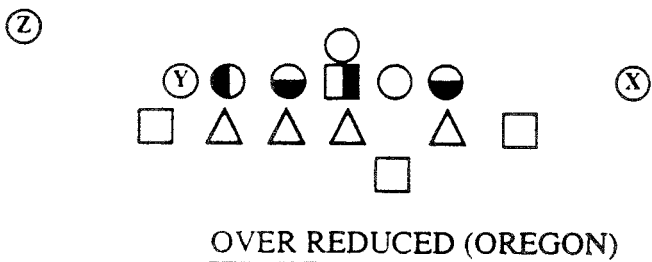
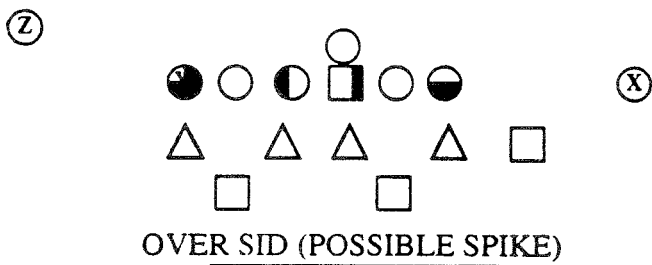
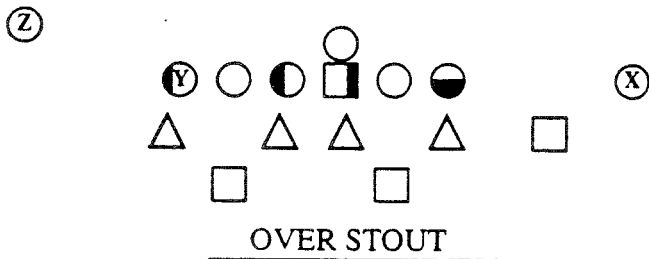
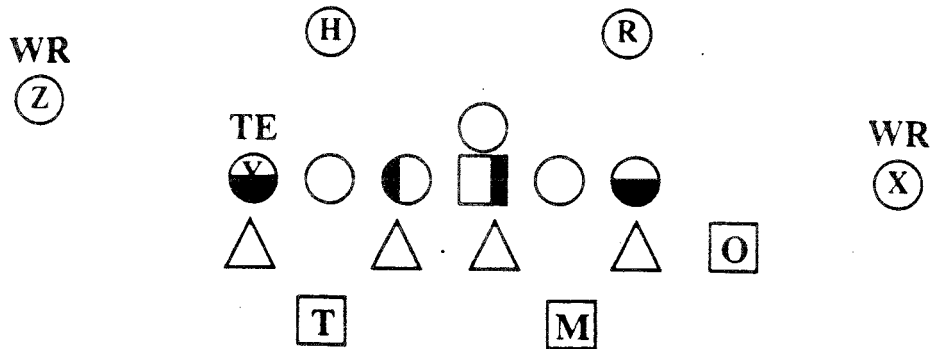
"EASY" CALL: OPENSIDE END (ROY)
 FORCE (SQUEEZE CONTAIN)
 OPIE = FILL

ALIGNMENT		FALCON RUN RESPONSIBILITY		KEYS
LIN/RIC:	3 TECH ON GUARD TIGHT ON BALL	TARGET: CHARGE:	V OF GUARD'S NECK. GET OFF ON BALL. DELIVER HARD & QUICK PUNCH, HANDS INSIDE, FIGHT PRESSURE. KEEP SEPERATION.	PRIMARY: BALL MOVEMENT & GUARD SECONDARY: BLOCKING SCHEME
		AREA RESP: FLOW TO: FLOW AWAY:	B GAP. CAN'T GET HOOKED. PENETRATE. SQUEEZE A GAP. PENETRATE.	
NOSE:	0 TECH ON CENTER TIGHT ON BALL	TARGET: CHARGE:	CENTER. CHOKE 'EM. GET OFF ON BALL. DELIVER HARD & QUICK PUNCH, HANDS INSIDE, FIGHT PRESSURE. KEEP SEPERATION.	PRIMARY: BALL MOVEMENT & CENTER SECONDARY: BLOCKING SCHEME
		AREA RESP:	EITHER A GAP - TWO GAP TECHNIQUE.	
OUTSIDE END:	GHOST 8 TECH TIGHT ON BALL	TARGET: CHARGE:	OUTSIDE HIP OF TACKLE. GET OFF ON BALL. DELIVER HARD & QUICK PUNCH, HANDS INSIDE, FIGHT PRESSURE. KEEP SEPERATION.	PRIMARY: BALL MOVEMENT & TACKLE SECONDARY: BLOCKING SCHEME NEAR BACK
		AREA RESP: FLOW TO:	C GAP CONTAIN. KEEP OUTSIDE LEVERAGE ON ALL BLOCKS. SQUEEZE B. DOWN BLOCK = SPLATTER.	
		FLOW AWAY:	SQUEEZE B GAP. RELEASE TO REVERSE.	
TOMMY:	1 YARD OUTSIDE TIGHT END ON LOS TIGHT ON BALL	TARGET & TECH: AREA RESP: SPLIT FLOW: FLOW TIGHT: FLOW OPEN:	NEAR SHOULDER OF BLOCKER. FORCE. SQUEEZE CONTAIN. FORCE. SQUEEZE CONTAIN. REVERSE.	PRIMARY: NEAR BACK, BLOCKING SCHEME, & BACKFIELD ACTION.
MIKE:	TRACK 7 ON TE TIGHT ON BALL	TARGET & TECH: AREA RESP: SPLIT FLOW: FLOW TIGHT: FLOW OPEN:	TIGHT END. CHOKE 'EM. CONTROL TIGHT END. C GAP TO BALL. CONTROL TIGHT END. C GAP TO BALL. CONTROL TIGHT END. C GAP TO BALL.	PRIMARY: TIGHT END, TACKLE, & BLOCKING SCHEME
OPIE:	5 TECHNIQUE ON TACKLE TO SIDE; 5 PLUS YARDS DEEP. CHEAT TO B.F. TRIANGLE	TARGET & TECH: SPLIT FLOW: FLOW TIGHT: FLOW OPEN:	BACKFIELD ACTION & BLOCKING SCHEME. STACK & BALL REACT. KEEP CUTBACK LEVERAGE ON BALL PLAY THE TACKLE. IF HE BLOCKS DOWN OR OUT PLAY LEAD BLOCKER WITH OUTSIDE LEVERAGE. HAMMER.	PRIMARY: TACKLE, NEAR BACK, & BLOCKING SCHEME.
SAFETY:	5 TECHNIQUE ON TACKLE TO SIDE; 6 PLUS YARDS VS WEAK SET, HEAD UP ON GUARD. SAFETY MAKES ONE BACK ADJ.	TARGET & TECH: AREA RESP: SPLIT FLOW: FLOW TIGHT: FLOW OPEN:	BACKFIELD ACTION & BLOCKING SCHEME. READ BLOCKING SCHEME. STACK & BALL REACT. KEEP OUTSIDE LEVERAGE ON MAN BLOCKING YOU. KEEP CUTBACK LEVERAGE ON BALL.	PRIMARY: TACKLE, NEAR BACK, & BLOCKING SCHEME.

OVER ADJUSTMENTS		
<p>I</p> <p>"HIP" WS</p> <p>POSSIBLE "L" by Game Plan</p>	<p>I Y OFF "YAC"</p>	<p>SPLIT</p> <p>"HIP" WS</p> <p>POSSIBLE "L" by Game Plan</p>
<p>STRONG</p> <p>"HIP" WS</p> <p>POSSIBLE "L" or "SLIDE" by Game Plan</p>	<p>STRONG "HOT"</p>	<p>TRIPLE</p> <p>"SLIDE"</p>
<p>WEAK</p> <p>WS</p>	<p>WEAK "HOP"</p>	<p>TRIPLE "H FLY"</p>
<p>DOUBLE</p> <p>WS</p> <p>C.P. POSSIBLE "TITE" CALL IF OPIE WALKS [DOUBLE OUT]</p>	<p>DOUBLE "H DIVIDE"</p>	<p>TRIPLE PAIR</p> <p>"SLIDE"</p>
<p>DOUBLE SLOT</p> <p>"EASY" WS</p> <p>"TITE"</p> <p>COVER 44</p> <p>SLIDE with Single Digit Coverage Call</p>	<p>DOUBLE SLOT PAIR</p> <p>"SLIDE L" WS</p> <p>No "SLIDE" Call if OPIE has to walk out in Coverage [44 or 77]</p>	<p>TRIPLE SLOT</p> <p>WS</p>

OVER

NOTE: OVER REDUCED CAN BE REFERRED TO AS "OREGON"

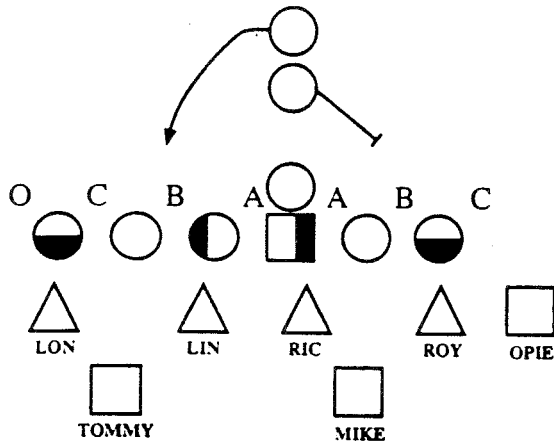


OVER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

SPLIT FLOW



LON: KEY BALL, TIGHTEND & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE C GAP (REVERSE)

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. TWO GAP, B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. C GAP

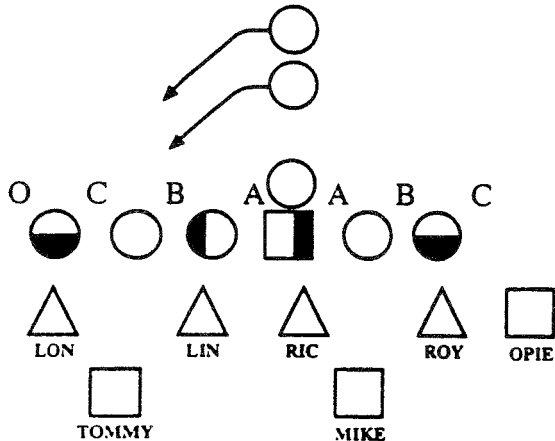
TOMMY: KEY TACKLE-GUARD, BF TRIANGLE
 SPLIT FLOW AREA RESP. TITESIDE A GAP TO BALL
 FLOW TIGHT AREA RESP. O GAP TO BALL
 FLOW OPEN AREA RESP. A GAP TO BALL

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. OPENSIDE B GAP TO BALL
 FLOW TIGHT AREA RESP. TITESIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE B GAP

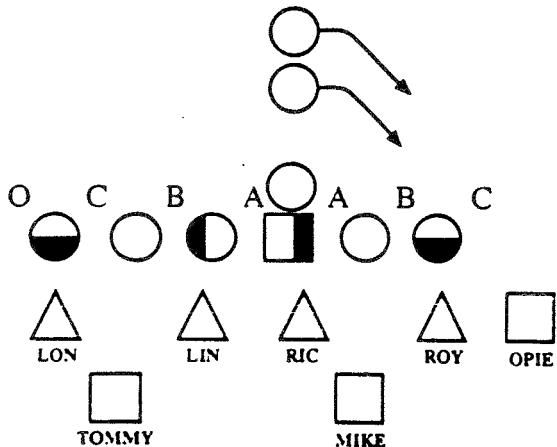
OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE, FILL BY COVERAGE
 FLOW TIGHT AREA RESP. SQUEEZE C, REVERSE
 FLOW OPEN AREA RESP. FORCE

"L" CALL: OPENEND (ROY) ALIGN IN LOOSE 6
 TECHNIQUE, C GAP, DOWN = SPLATTER
 OPIE ALIGNS BY COVERAGE

FLOW TIGHT



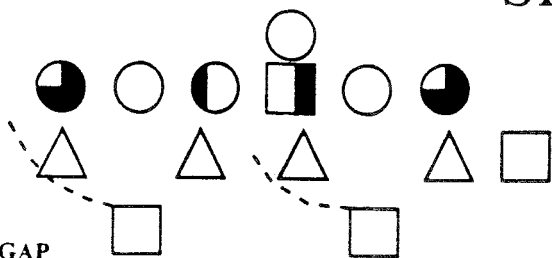
FLOW OPEN



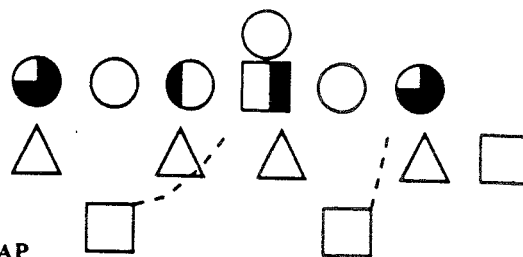
ALIGNMENT	OVER RUN RESPONSIBILITY	KEYS
LON: 8 TECHNIQUE ON TE TIGHT ON BALL	TARGET: Tight end. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: C Gap. FLOW TIGHT: Two Gap TE. C-Gap FLOW OPEN: C Gap. Close for cutback. Check reverse.	PRIMARY: Ball movement and tight end SECONDARY: Blocking scheme
LIN: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Can't get hooked. Penetrate. FLOW OPEN: B Gap. Squeeze A Gap.	PRIMARY: Ball movement and guard SECONDARY: Blocking Scheme
RIC: COX TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: V of Center's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: Backside A Gap. FLOW TIGHT: Squeeze A Gap. Keep Center off MLB. FLOW OPEN: Front side A Gap. Can't get hooked or cut. Penetrate.	PRIMARY: Ball movement and center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: V of Tackle's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: Two Gap, B Gap to C Gap. FLOW TIGHT: B Gap. FLOW OPEN: C Gap. Don't get hooked. Down block squeeze it.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
TOMMY: TRACK 6 TECHNIQUE ON TACKLE 4+ YARDS DEEP	TARGET & TECH: Backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Shuffle, stack over DT. Tightside A Gap. Find ball and enter. FLOW TIGHT: Scrape to tight side - O Gap. FLOW OPEN: Tight side A Gap. Keep leverage on ball.	PRIMARY: O.T. - Blocking scheme - Backfield action
MIKE: TRACK 3 TECHNIQUE ON GUARD TO OPEN SIDE 4 YARDS DEEP	TARGET & TECH: Scrape to backfield action & blocking scheme. AREA RESP: Openside B Gap - Tightside A Gap. SPLIT FLOW: B Gap, find ball and react. Keep outside leverage on blocker. <u>Except</u> G fold. Two gap G. FLOW TIGHT: Scrape to Tight A Gap. Keep inside leverage on ball. FLOW OPEN: Fill B Gap. Find ball. Splatter Leads	PRIMARY: Guard, center Backfield action and ball
OPIE: 1-1/2 YARDS OUTSIDE TACKLE ON LOS DETERMINED BY BACKFIELD SET, COVERAGE AND SUPPORT PATTERN	TARGET & TECH: Leverage 1st blocker by both blocker's path and support pattern. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Cutback or fold B Gap. Determined by support or open end technique. FLOW OPEN: Maintain outside leverage on first blocker you have force. C.P. CLOUD FORCE: Play 2 Gap responsibility on blocker.	PRIMARY: Near back, ball triangle Blocking scheme - backfield action.

OVER OPTION ("TIGHT LEFT" CALL)

SID SID

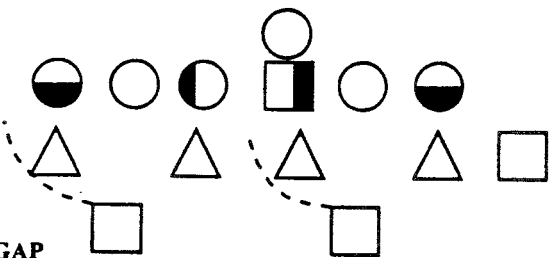


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

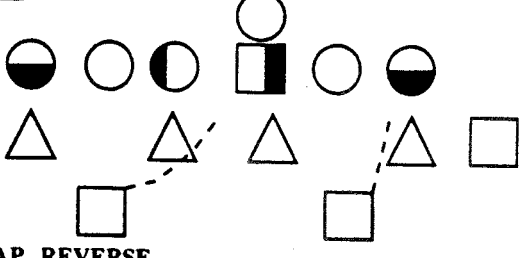


LON: C GAP
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

STUD STUD

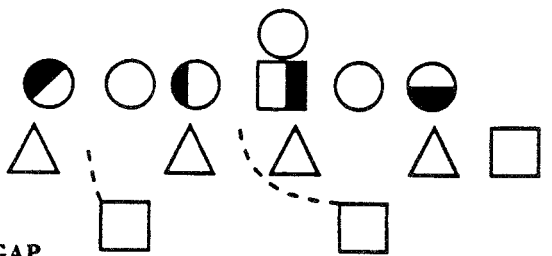


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

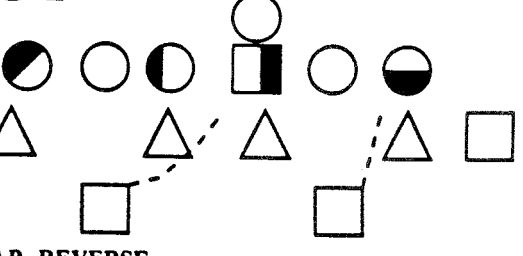


LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

STOUT STOUT

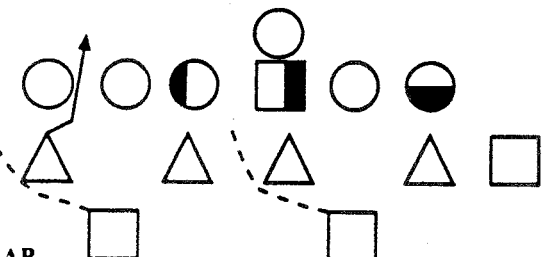


LON: O GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: C GAP TIGHTSIDE
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

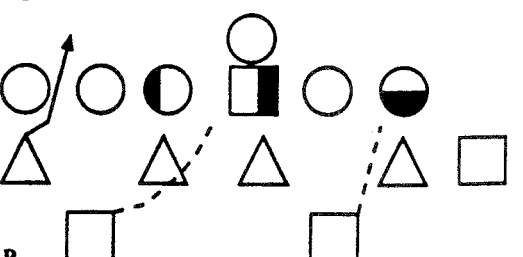


LON: O GAP, REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

SPIKE SPIKE

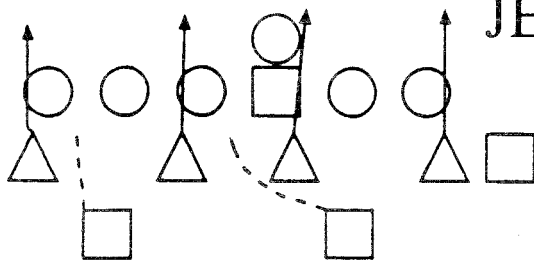


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

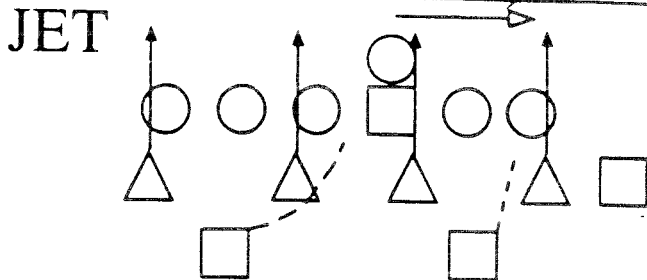


LON: C GAP
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

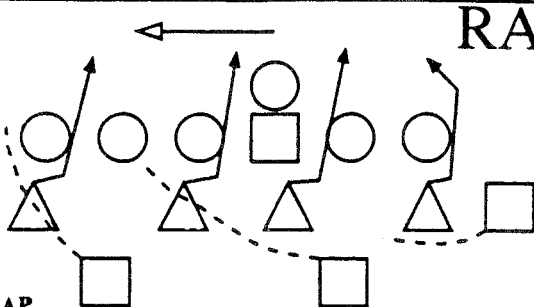
OVER OPTION ("TIGHT LEFT" CALL)



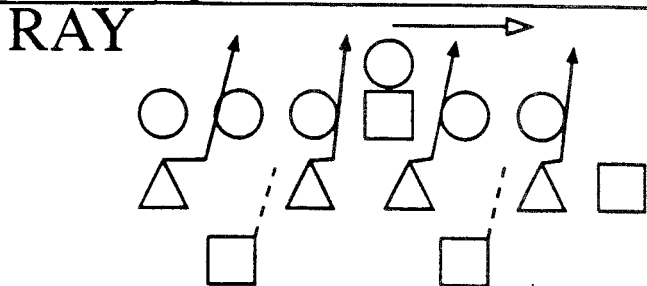
LON: O GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: C GAP TIGHTSIDE
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE



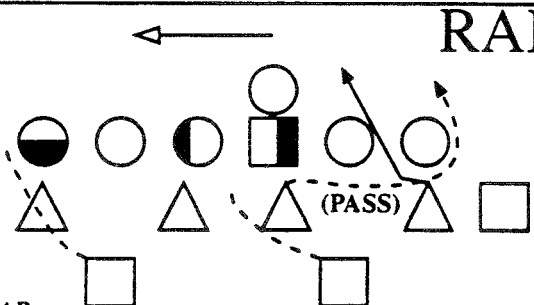
LON: O GAP, REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



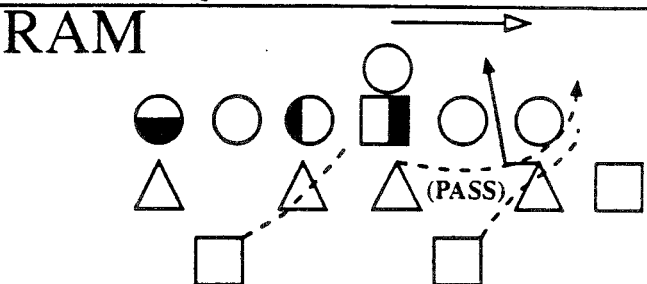
LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP, REVERSE
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP, CUTBACK



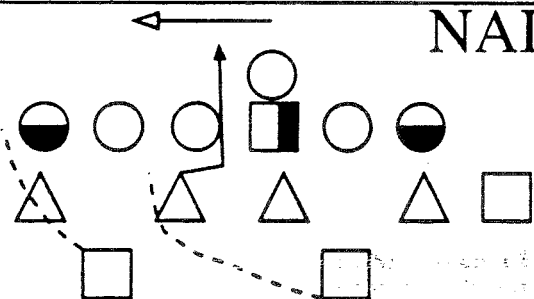
LON: C GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



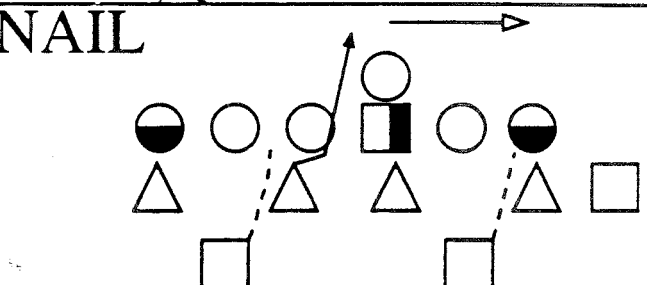
LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE (PASS = CONTAIN)
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE



LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE (PASS = CONTAIN)
ROY: B GAP
TOMMY: A GAP TIGHTSIDE
MIKE: C GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



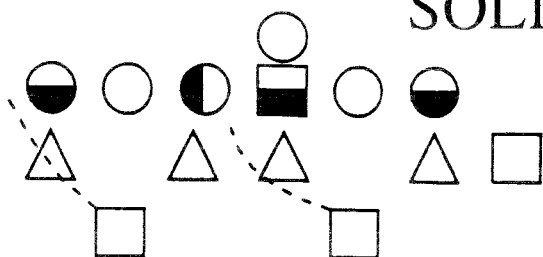
LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE



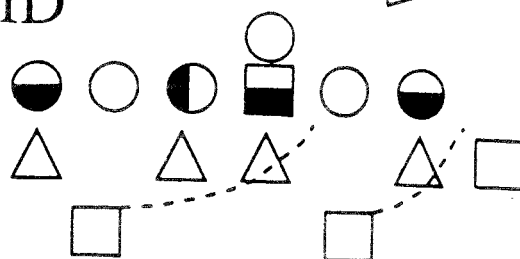
LON: C GAP, REVERSE
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

OVER OPTION ("TIGHT LEFT" CALL)

SOLID SOLID

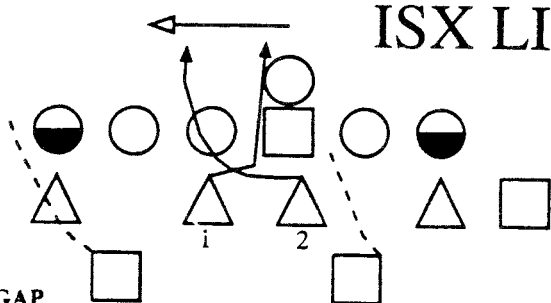


LON: C GAP
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

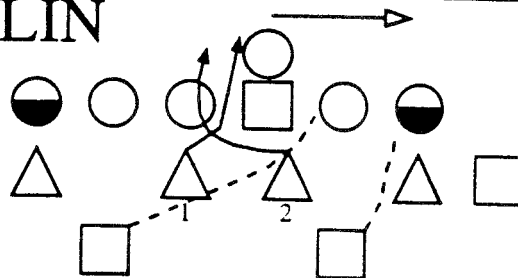


LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: A GAP OPENSIDE
MIKE: C GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

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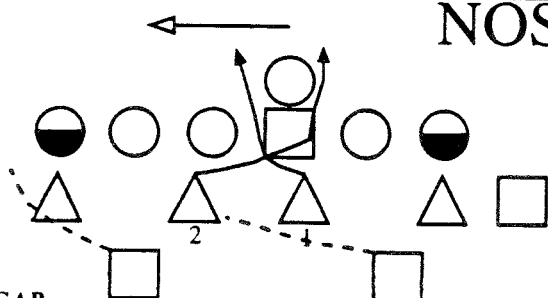


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP FRONTSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP OPENSIDE TO BALL
OPIE: REVERSE

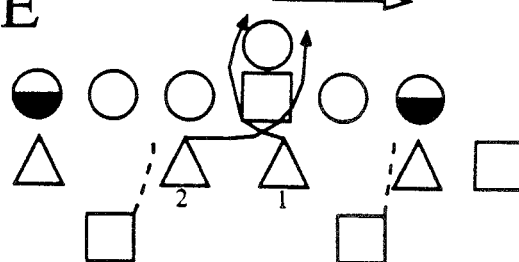


LON: C GAP, REVERSE
LIN: A GAP BACKSIDE
RIC: B GAP BACKSIDE
ROY: C GAP
TOMMY: A GAP OPENSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

NOSE NOSE

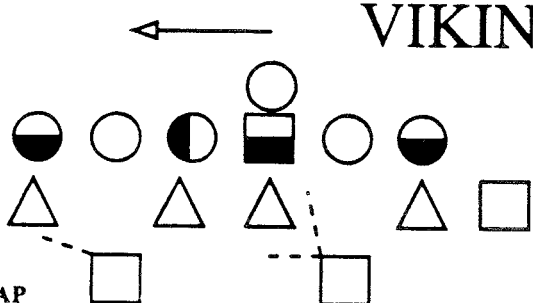


LON: C GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE

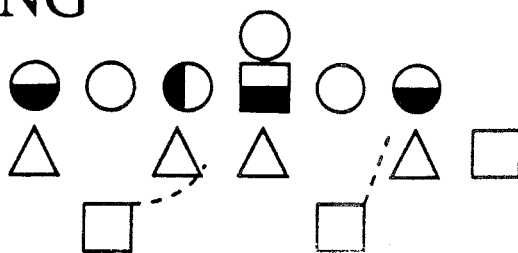


LON: C GAP, REVERSE
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

VIKING VIKING



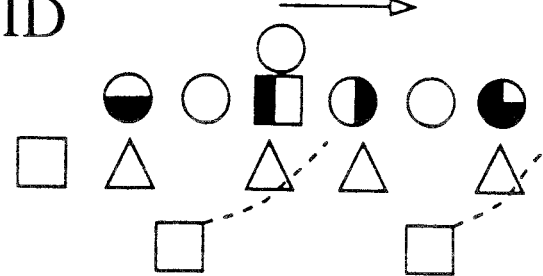
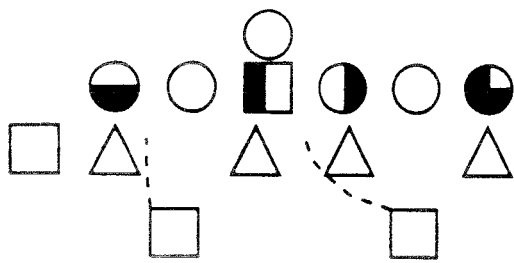
LON: C GAP
LIN: B GAP FRONTSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP
MIKE: A GAP OPENSIDE TO BALL
OPIE: REVERSE



LON: C GAP, REVERSE
LIN: B GAP
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

OVER OPTION ("TIGHT RIGHT" CALL)

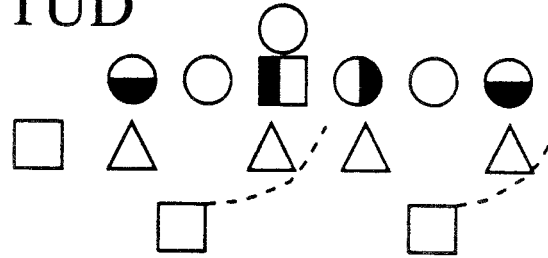
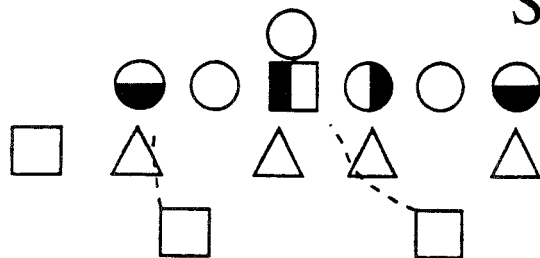
SID SID



LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

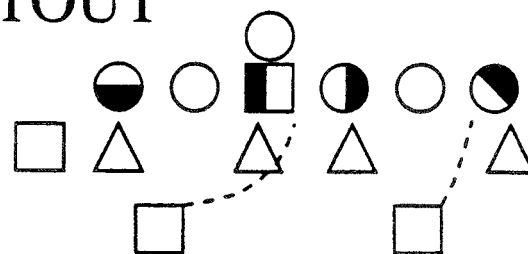
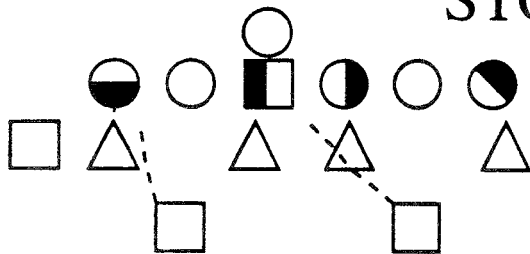
STUD STUD



LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP
OPIE: O GAP, SQUEEZE CONTAIN

LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

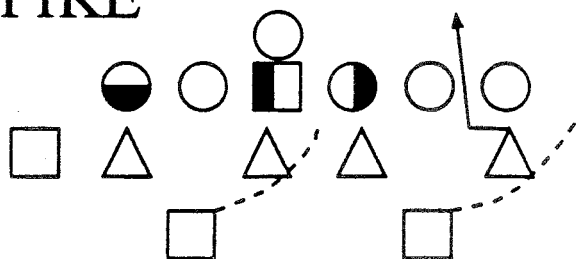
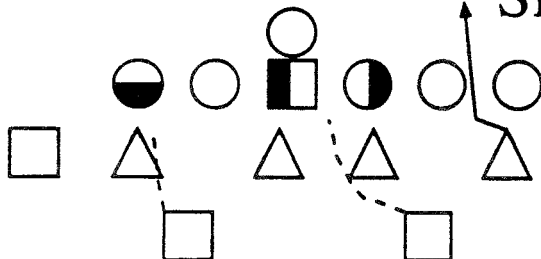
STOUT STOUT



LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: O GAP, REVERSE
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: O GAP
TOMMY: C GAP TIGHTSIDE
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

SPIKE SPIKE

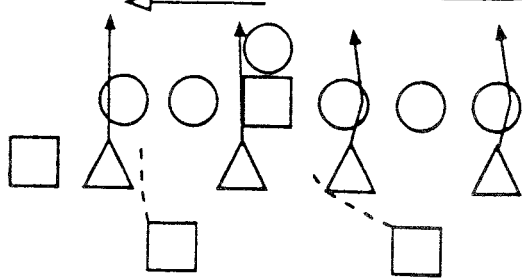


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

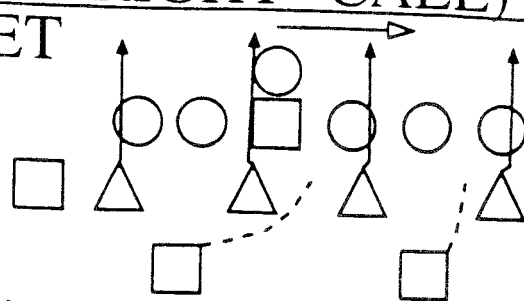
LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

OVER OPTION ("TIGHT RIGHT" CALL)

JET JET

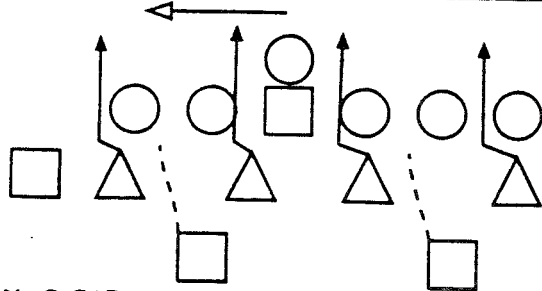


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

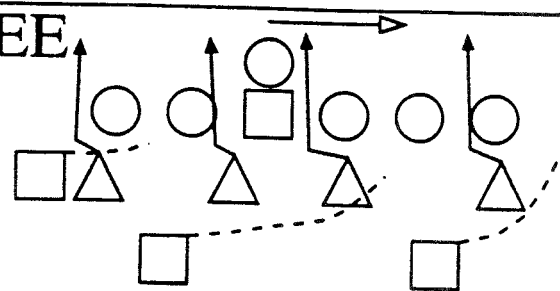


LON: B GAP
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: O GAP
TOMMY: C GAP TIGHTSIDE
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

LEE LEE

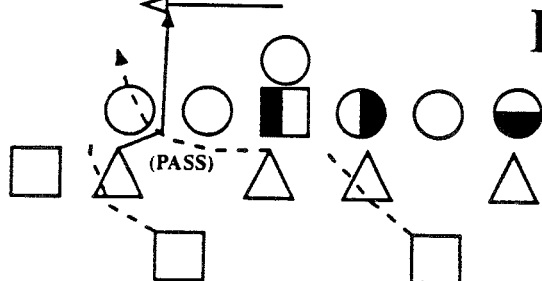


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

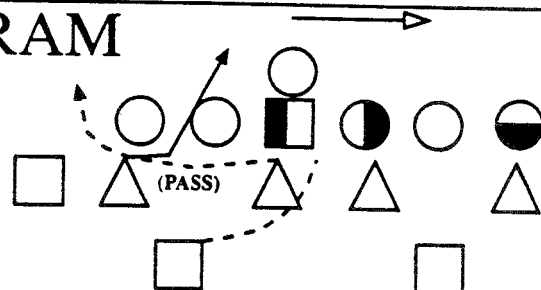


LON: C GAP, REVERSE
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: B GAP, CUTBACK

RAM RAM

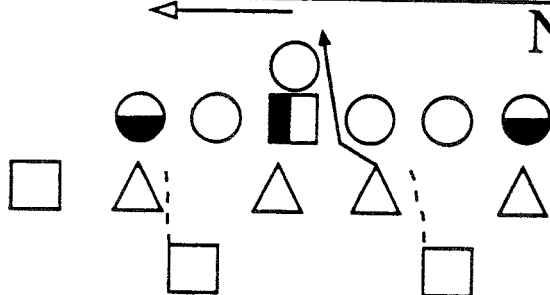


LON: B GAP
LIN: A GAP FRONTSIDE (PASS = CONTAIN)
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP TIGHTSIDE, CUTBACK
MIKE: C GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

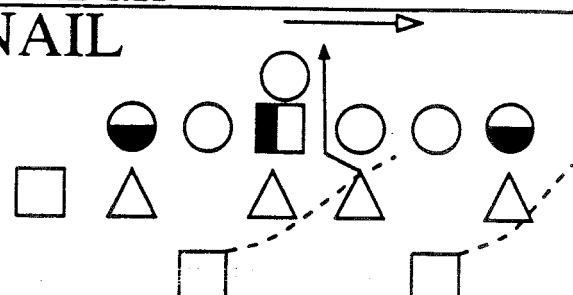


LON: B GAP
LIN: A GAP BACKSIDE (PASS = CONTAIN)
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP TIGHTSIDE
OPIE: REVERSE

NAIL NAIL



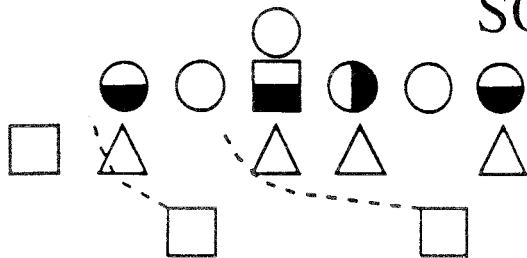
LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP, REVERSE
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



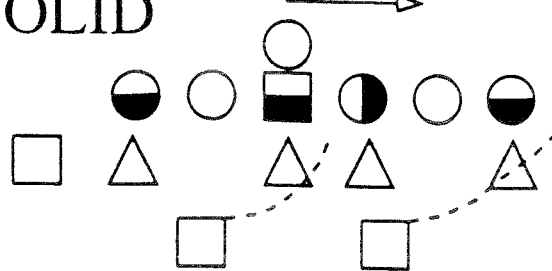
LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE

OVER OPTION ("TIGHT RIGHT" CALL)

SOLID SOLID

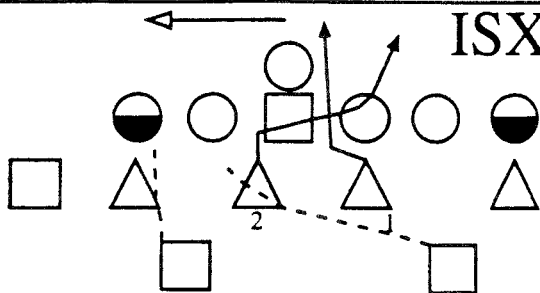


LON: B GAP
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP OPENSIDE
MIKE: C GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

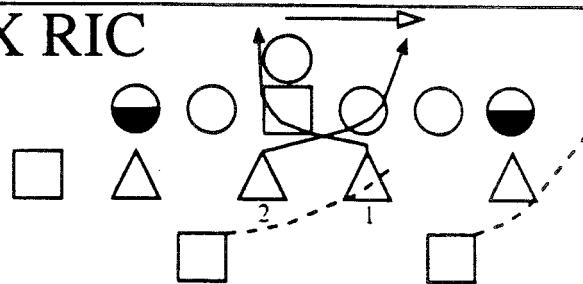


LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP OPENSIDE
OPIE: REVERSE

ISX RIC ISX RIC

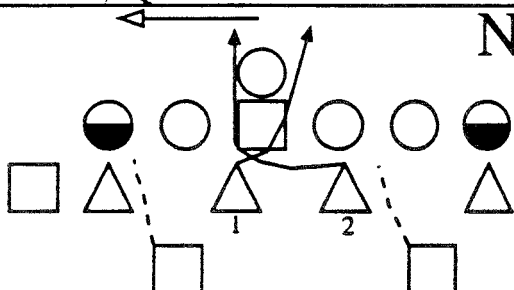


LON: C GAP
LIN: B GAP BACKSIDE
RIC: A GAP BACKSIDE
ROY: C GAP, REVERSE
TOMMY: A GAP OPENSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

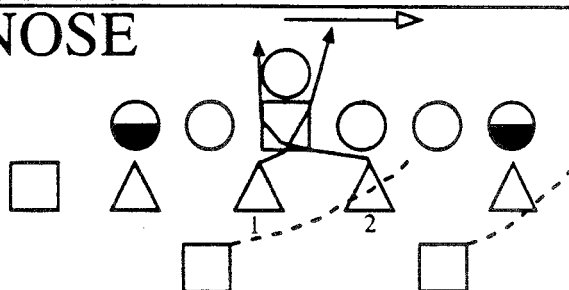


LON: B GAP, CUTBACK
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE

NOSE NOSE

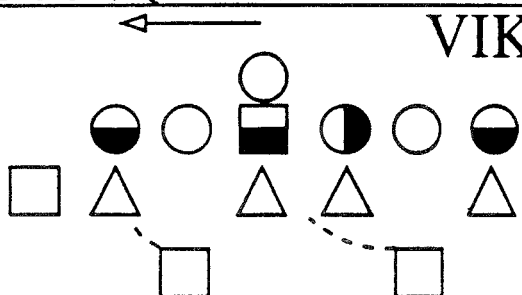


LON: C GAP
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP, REVERSE
TOMMY: B GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

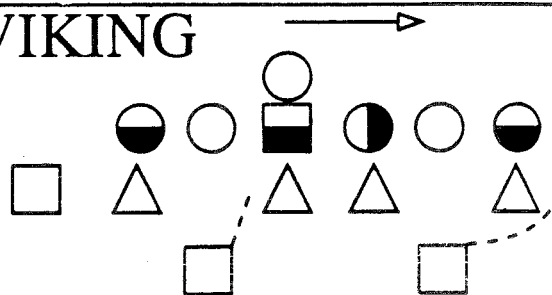


LON: B GAP, CUTBACK
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP
TOMMY: O GAP
MIKE: B GAP TIGHTSIDE
OPIE: REVERSE

VIKING VIKING

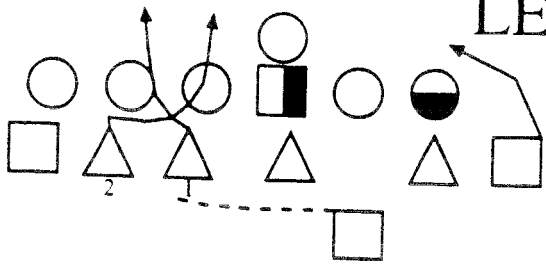


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP, REVERSE
TOMMY: A GAP TIGHTSIDE
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

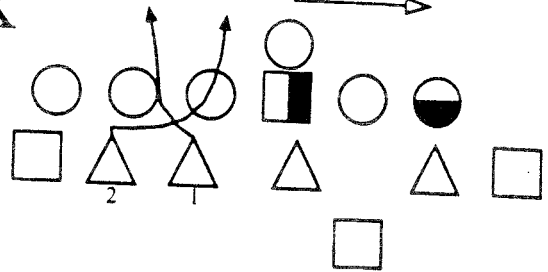


LON: B GAP, CUTBACK
LIN: A GAP FRONTSIDE
RIC: B GAP
ROY: C GAP
TOMMY: O GAP
MIKE: A GAP OPENSIDE
OPIE: REVERSE

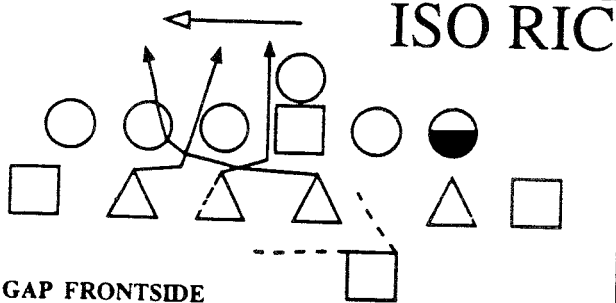
OVER REDUCED ("TIGHT LEFT" CALL)



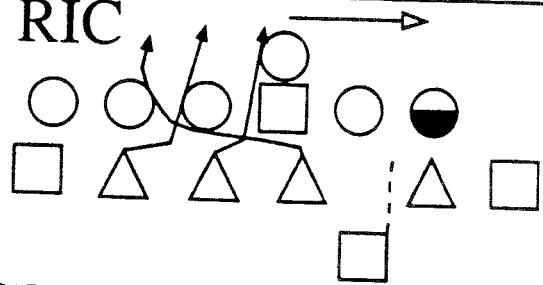
LON: A GAP FRONTSIDE
LIN: B GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP, SQUEEZE
MIKE: C GAP TIGHTSIDE
OPIE: REVERSE



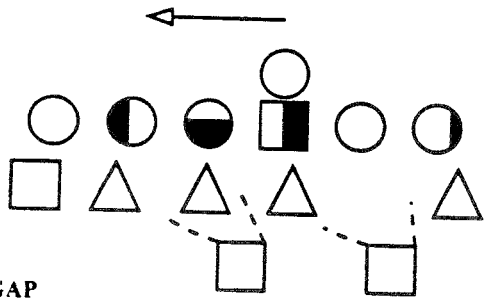
LON: A GAP BACKSIDE
LIN: B GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



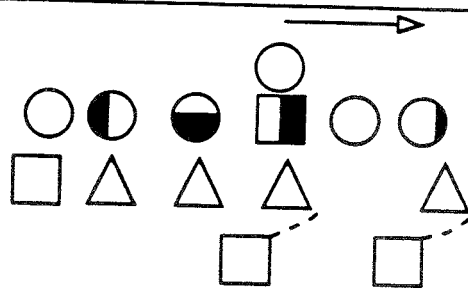
LON: B GAP FRONTSIDE
LIN: A GAP FRONTSIDE
RIC: B GAP FRONTSIDE
ROY: B GAP, CUTBACK
TOMMY: O GAP, SQUEEZE CONTAIN (C.P. BY SUPPORT)
MIKE: A GAP OPENSIDE TO BALL
OPIE: REVERSE



LON: B GAP BACKSIDE
LIN: A GAP BACKSIDE
RIC: C GAP BACKSIDE
ROY: C GAP
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN



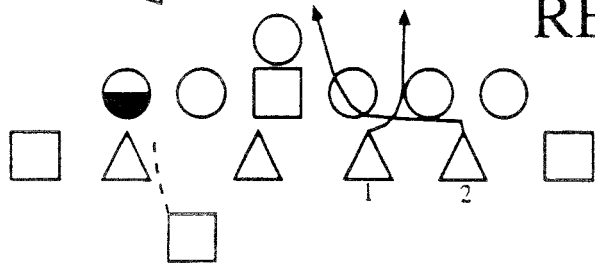
LON: C GAP
LIN: B GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: REVERSE
TOMMY: O GAP, SQUEEZE CONTAIN (C.P. BY SUPPORT)
MIKE: B GAP TIGHTSIDE TO BALL
OPIE: B GAP OPENSIDE TO BALL



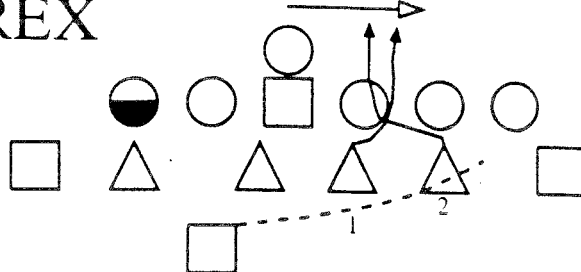
LON: C GAP, SQUEEZE B
LIN: A GAP BACKSIDE
RIC: A GAP FRONTSIDE
ROY: C GAP
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: SCRAPE, STACK, ENTER

OVER REDUCED OPTION ("TIGHT RIGHT" CALL)

REX REX

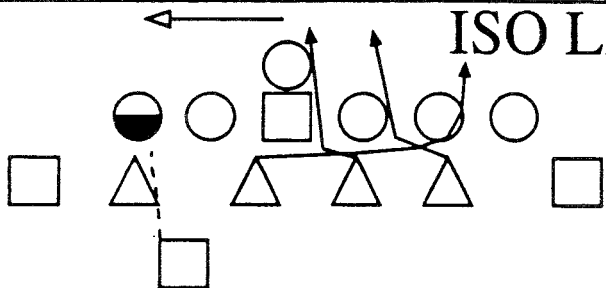


LON: C GAP
LIN: A GAP FRONTSIDE
RIC: B GAP BACKSIDE
ROY: A GAP BACKSIDE
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

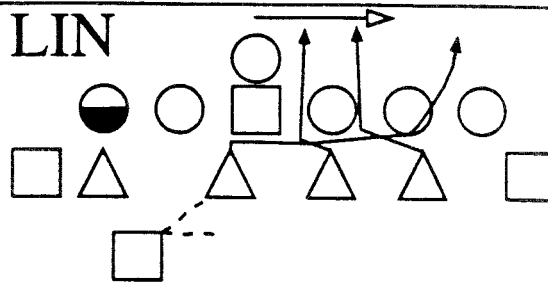


LON: B GAP, CUTBACK
LIN: A GAP BACKSIDE
RIC: B GAP FRONTSIDE
ROY: A GAP FRONTSIDE
TOMMY: O GAP, SQUEEZE CONTAIN (C.P. BY SUPPORT)
MIKE: C GAP TIGHTSIDE
OPIE: REVERSE

ISO LIN ISO LIN

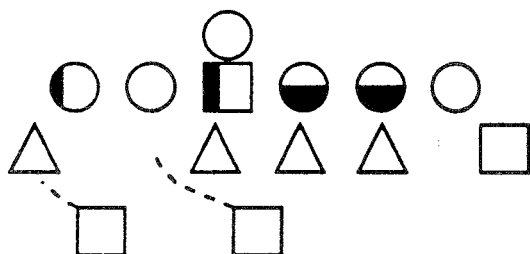


LON: C GAP
LIN: C GAP BACKSIDE
RIC: A GAP BACKSIDE
ROY: B GAP
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: O GAP, SQUEEZE CONTAIN

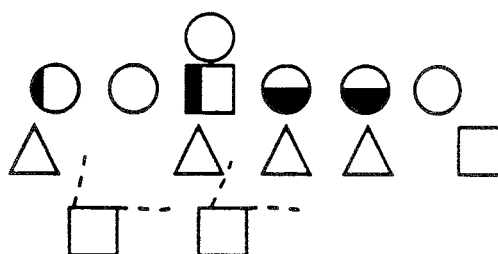


LON: B GAP, CUTBACK
LIN: C GAP FRONTSIDE
RIC: A GAP FRONTSIDE
ROY: B GAP
TOMMY: O GAP, SQUEEZE CONTAIN (C.P. BY SUPPORT)
MIKE: A GAP OPENSIDE TO BALL
OPIE: REVERSE

"L" "L"



LON: C GAP
LIN: A GAP FRONTSIDE
RIC: A GAP BACKSIDE
ROY: C GAP, SQUEEZE B
TOMMY: REVERSE (C.P. BY SUPPORT)
MIKE: B GAP OPENSIDE
OPIE: SCRAPE, STACK, ENTER



LON: REVERSE
LIN: A GAP BACKSIDE
RIC: B GAP FRONTSIDE
ROY: C GAP
TOMMY: O GAP, SQUEEZE CONTAIN (C.P. BY SUPPORT)
MIKE: A GAP TIGHTSIDE
OPIE: B GAP OPENSIDE TO BALL

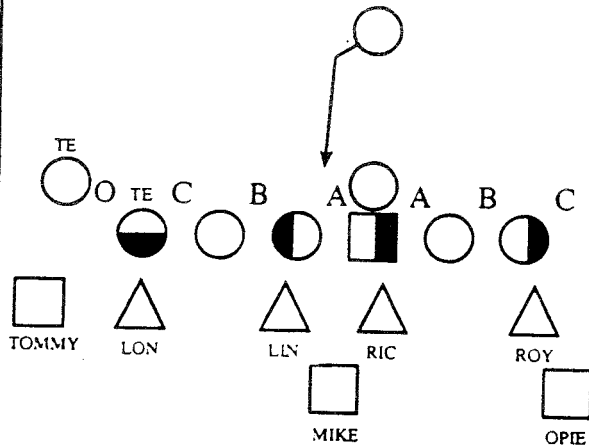
OVER SLIDE

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO ONE BACK

SPLIT FLOW



LON: KEY BALL, TIGHTEND, TACKLE
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. SQUEEZE C GAP

LIN: KEY BALL & GUARD
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP

RIC: KEY BALL, CENTER & GUARD
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

ROY: KEY BALL & TACKLE
 FLOW TIGHT AREA RESP. SQUEEZE B GAP, REVERSE
 FLOW OPEN AREA RESP. C GAP, FORCE DOWN = SPLATTER

TOMMY: KEY TIGHTEND, WING
 FLOW TIGHT AREA RESP. FORCE, FILL BY COVERAGE
 FLOW OPEN AREA RESP. SQUEEZE D, REVERSE BY COV.

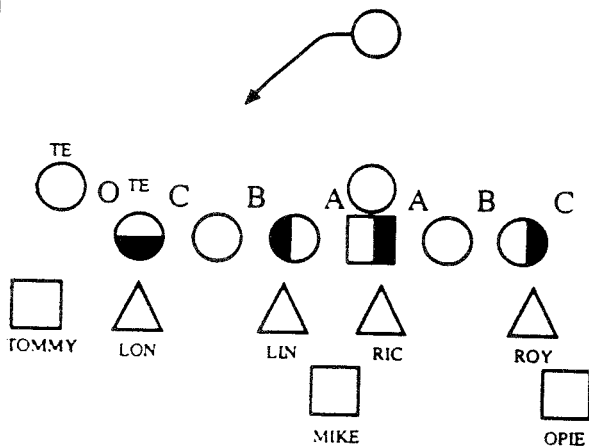
MIKE: KEY GUARD-CENTER, BACK
 FLOW TIGHT AREA RESP. TITESTIDE A GAP TO THE BALL
 FLOW OPEN AREA RESP. TITESTIDE A GAP TO THE BALL

OPIE: KEY GUARD-CENTER, BACK
 FLOW TIGHT AREA RESP. OPENSIDE B GAP TO BALL
 FLOW OPEN AREA RESP. STACK B GAP OUTSIDE
 LEVERAGE ON BALL

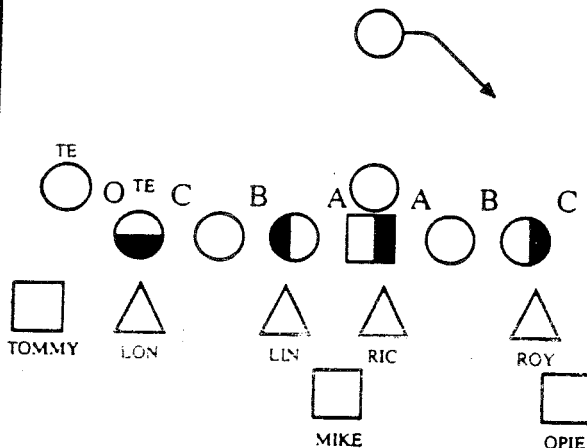
SAFETY: BACKER FORCE = D GAP
 SLAM FORCE = O GAP

"EASY" CALL: OPENSIDE END (ROY)
 FORCE, (SQUEEZE CONTAIN)
 OPIE = FILL

FLOW TIGHT



FLOW OPEN



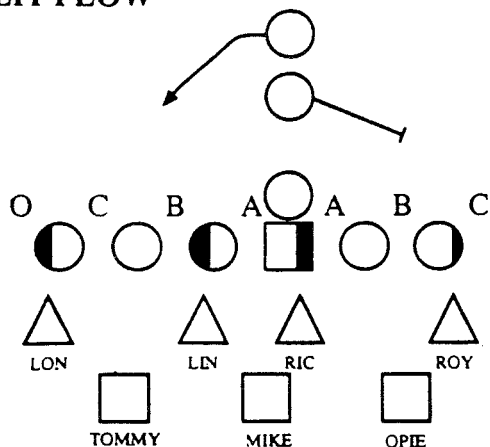
OVER GAP

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

C.P. POSSIBLE FINE CONTROLS FOR LON (DE TO TIGHTEND SIDE)

SPLIT FLOW

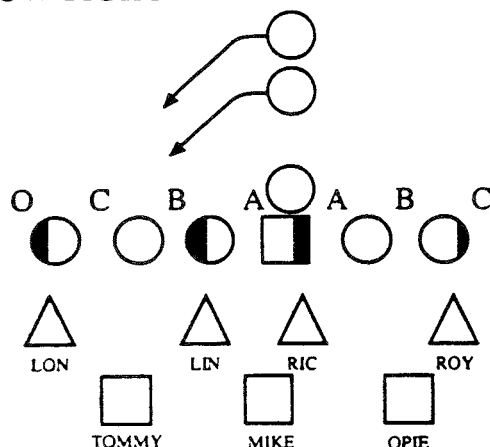


LON: KEY BALL & TIGHTEND
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C
 FLOW TIGHT AREA RESP. SQUEEZE C
 FLOW OPEN AREA RESP. SQUEEZE C, REVERSE

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

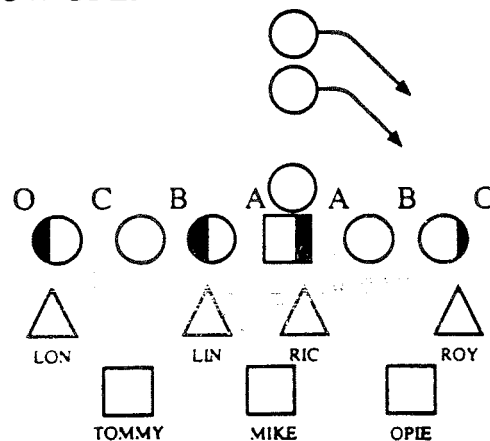


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B
 FLOW TIGHT AREA RESP. SQUEEZE B, REVERSE
 FLOW OPEN AREA RESP. C GAP, DOWN = SPLATTER

TOMMY: KEY TACKLE-GUARD, BF TRIANGLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. STACK & ENTER C TO O
 FLOW OPEN AREA RESP. A GAP TO BALL

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. TITESIDE A GAP
 FLOW TIGHT AREA RESP. TITESIDE A GAP, SPLATTER
 FLOW OPEN AREA RESP. OPENSIDE B GAP, SPLATTER

FLOW OPEN



OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. OPENSIDE B GAP TO BALL
 FLOW OPEN AREA RESP. SCRAPE, KEEP OUTSIDE LEV. ON BALL BY FORCE

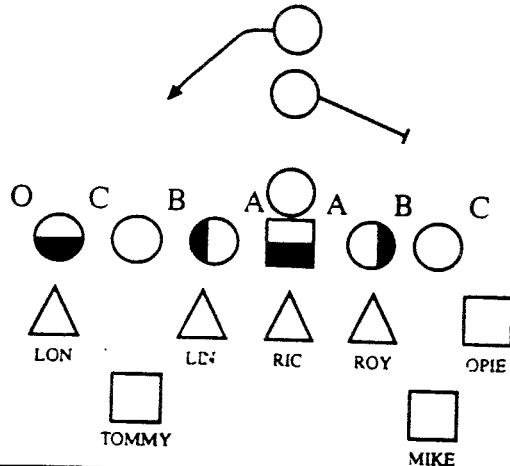
"EASY" CALL: OPENSIDE END (ROY)
 FORCE (SQUEEZE CONTAIN)
 OPIE = FILL

OVER WET

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme.

SPLIT FLOW

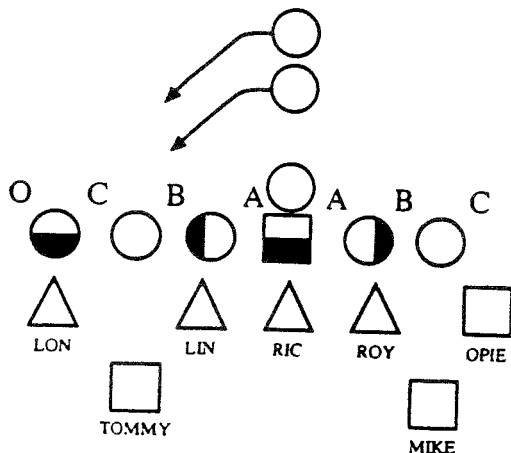


LON: KEY BALL & TIGHTEND
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE C

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP

RIC: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

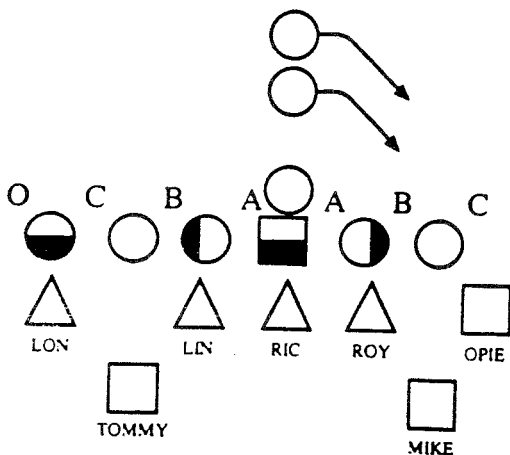


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP

TOMMY: KEY GUARD-TACKLE, BF TRIANGLE
 SPLIT FLOW AREA RESP. A GAP TO BALL
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. A GAP TO BALL

MIKE: KEY GUARD-TACKLE, BF TRIANGLE
 SPLIT FLOW AREA RESP. STACK, REACT TO BALL
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. C GAP

FLOW OPEN



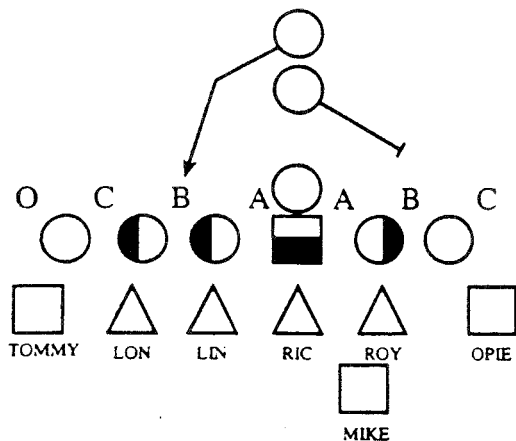
OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. O GAP, FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. O GAP, FORCE

BRUIN

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

SPLIT FLOW

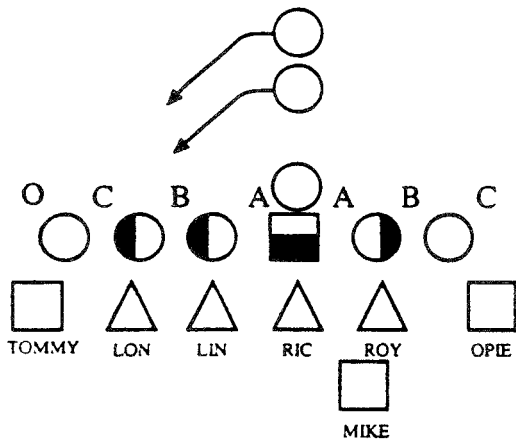


LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B (READ)

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. TITESTIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

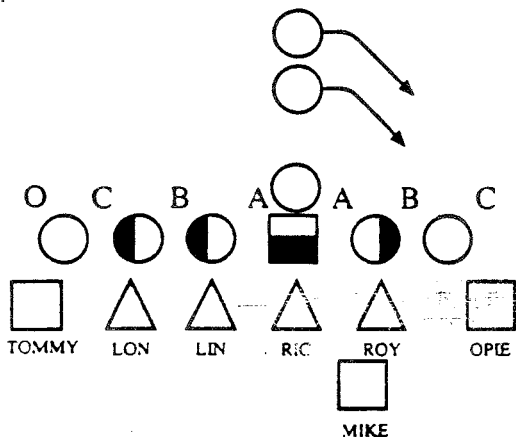


ROY: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A
 FLOW OPEN AREA RESP. B GAP

TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. O GAP FORCE
 FLOW TIGHT AREA RESP. O GAP FORCE
 FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER & BF TRIANGLE
 SPLIT FLOW AREA RESP. STACK, BALL REACT INS/OUT
 FLOW TIGHT AREA RESP. STACK, BALL REACT INS/OUT
 FLOW OPEN AREA RESP. OPENSIDE C GAP

FLOW OPEN

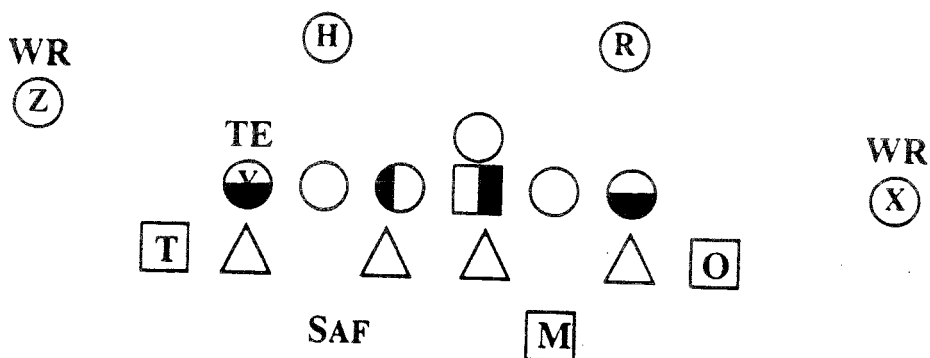


OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. O GAP FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. O GAP FORCE

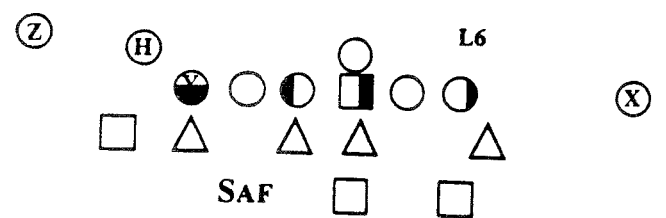
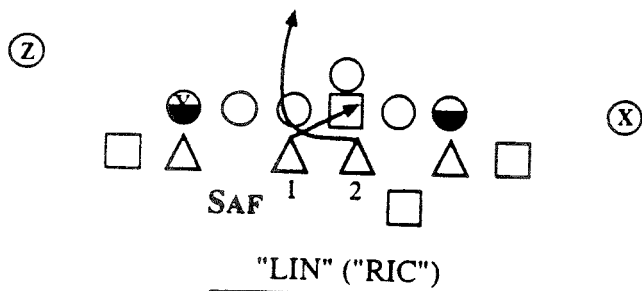
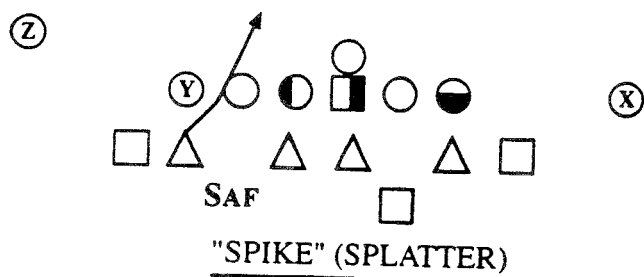
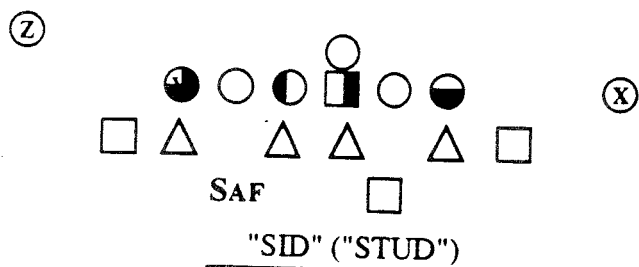
[OPIE: "I'M GONE" ROY EXPAND FOR CONTAIN OR ISX GAME.]

C.P.: POSSIBLE ISX RIC FOR CONTAINMENT.

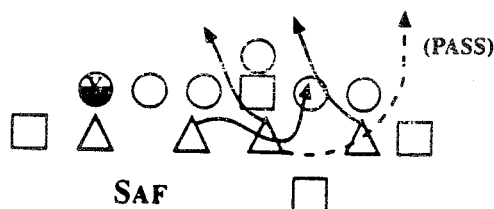
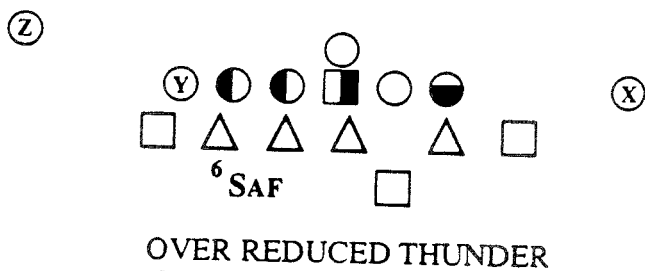
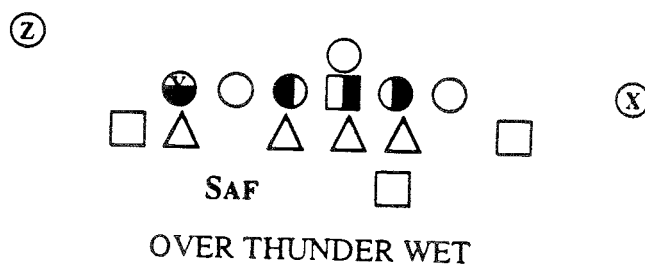
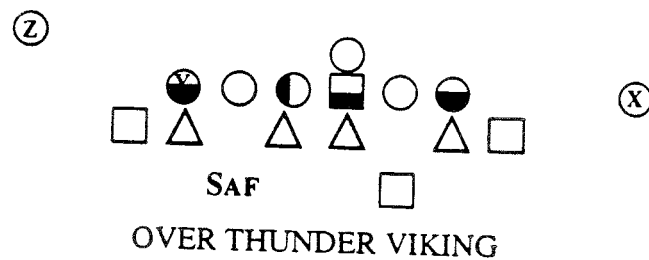
OVER THUNDER



VARIATIONS OR OPTIONS



OVER THUNDER "SLIDE L" (TRIPLE ADJUST.)



"RAM NOSE"

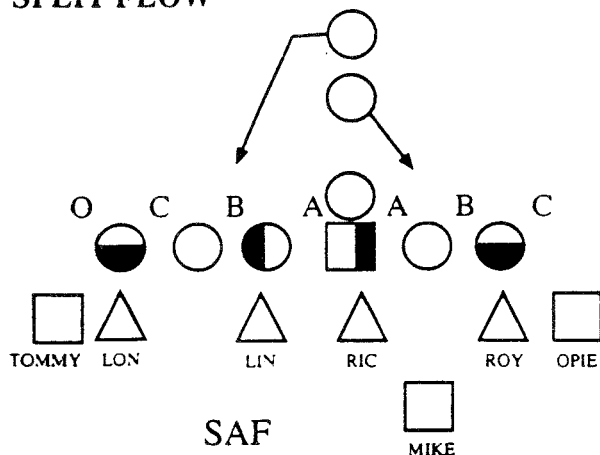
OVER THUNDER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL STUNTS ARE AVAILABLE

SPLIT FLOW

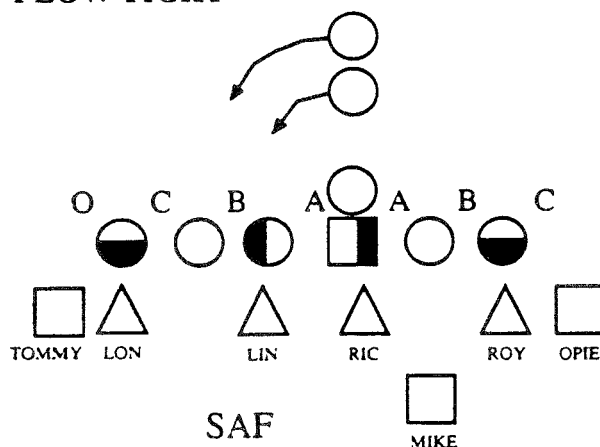


LON: KEY BALL, TIGHTEND & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

FLOW TIGHT

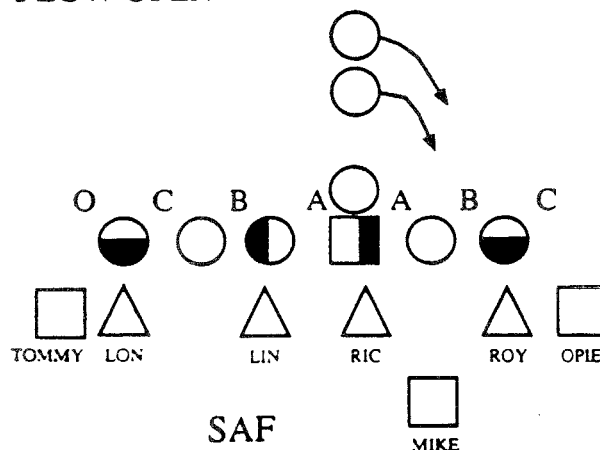


ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. B AND C GAPS
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. C GAP

TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TO BALL
 FLOW TIGHT AREA RESP. TITESIDE A GAP, CB LEVERAGE
 FLOW OPEN AREA RESP. STACK, ENTER B GAP TO C GAP SPLATTER

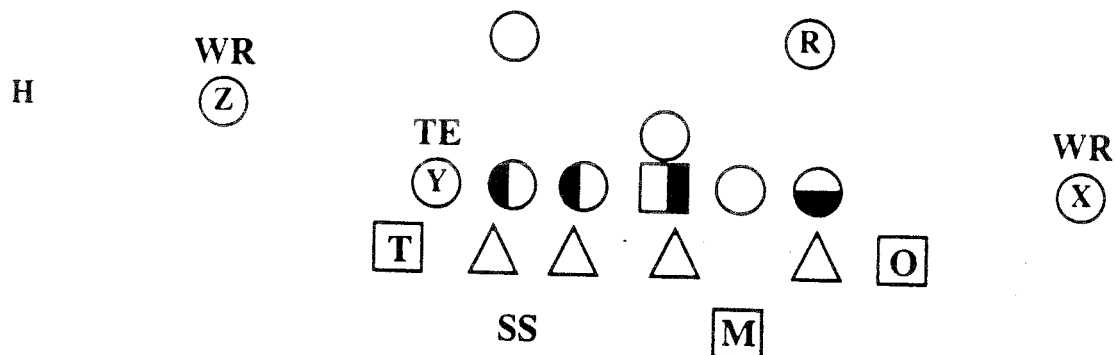
FLOW OPEN



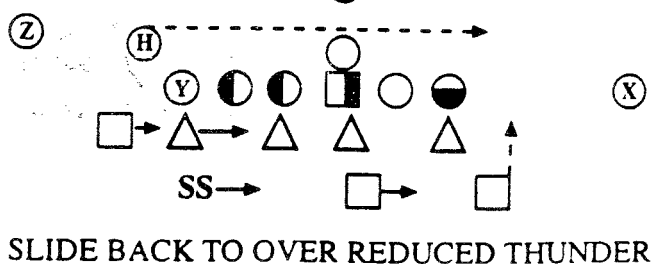
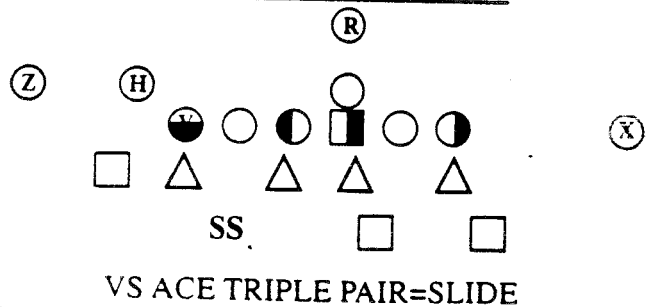
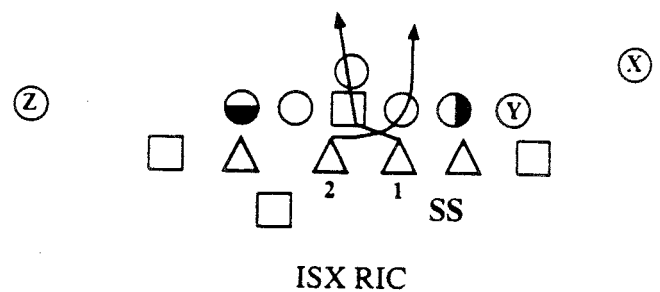
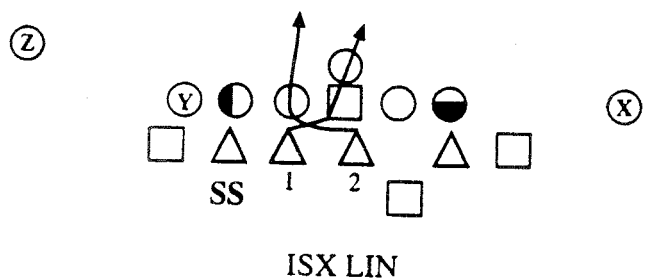
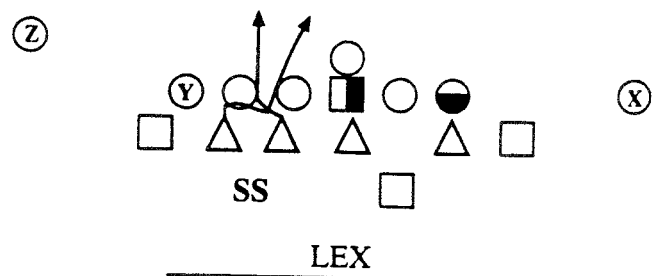
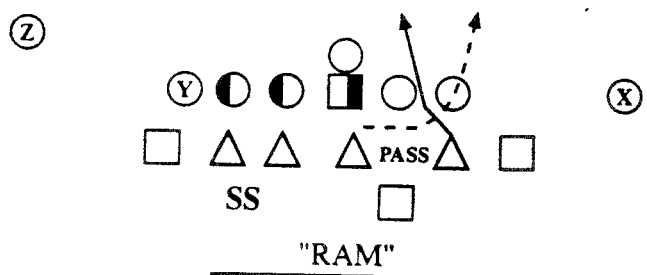
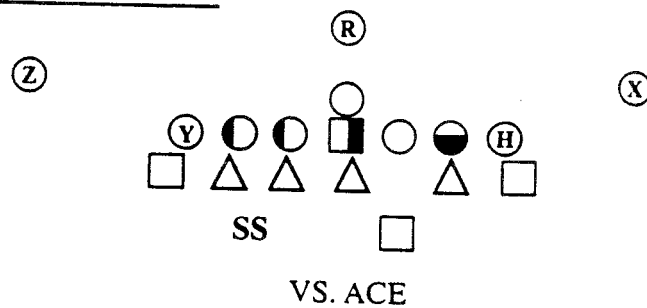
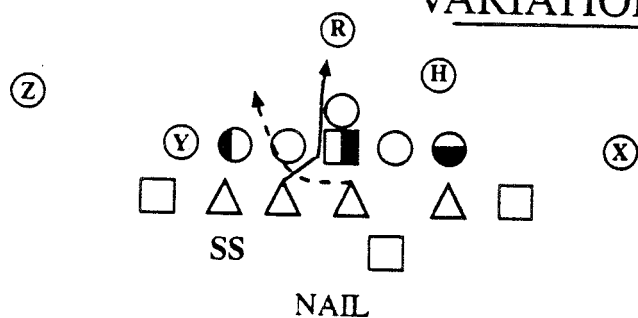
OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. FORCE O GAP

SAFETY: KEY BY COVERAGE
 SPLIT FLOW AREA RESP. A GAP TO BALL
 FLOW TIGHT AREA RESP. C GAP TO O GAP, HAMMER
 FLOW OPEN AREA RESP. A GAP TO BALL, CB LEVERAGE

OVER REDUCED "OREGON" THUNDER



VARIATIONS OR OPTIONS



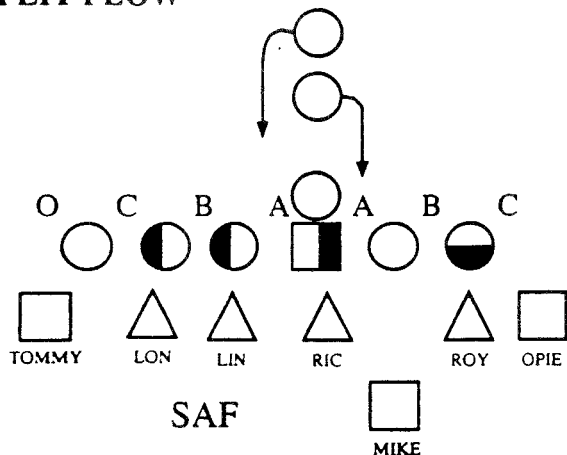
OVER REDUCED THUNDER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

NOTE: ALL OVER STUNTS ARE AVAILABLE

SPLIT FLOW



LON: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP

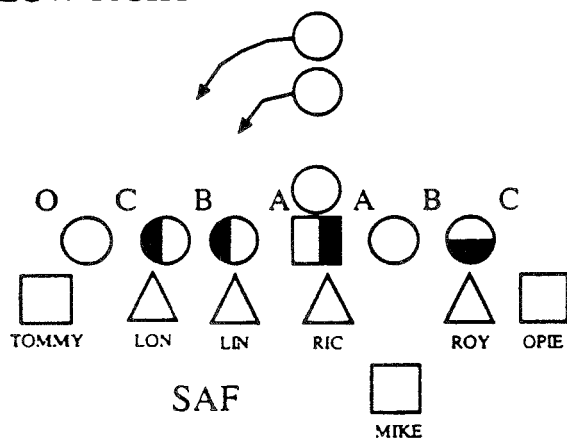
RIC: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. C GAP

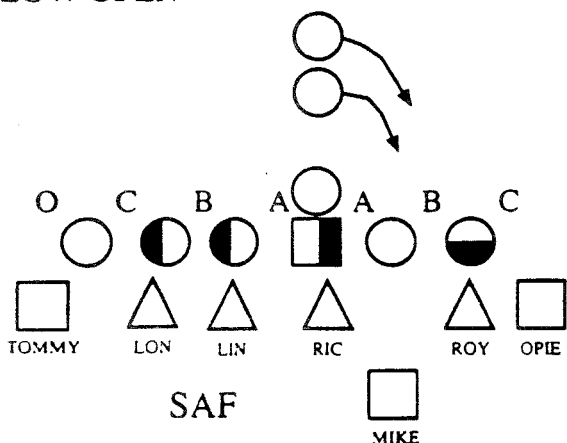
TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE, O GAP
 FLOW TIGHT AREA RESP. FORCE, O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TO BALL
 FLOW TIGHT AREA RESP. TITESTIDE A GAP, CB LEVERAGE
 FLOW OPEN AREA RESP. STACK, ENTER B GAP TO C GAP, SPLATTER

FLOW TIGHT



FLOW OPEN



OPIE: KEY TACKLE, BALL, BF TRIANGLE
 SPLIT FLOW AREA RESP. O GAP - FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. O GAP - FORCE

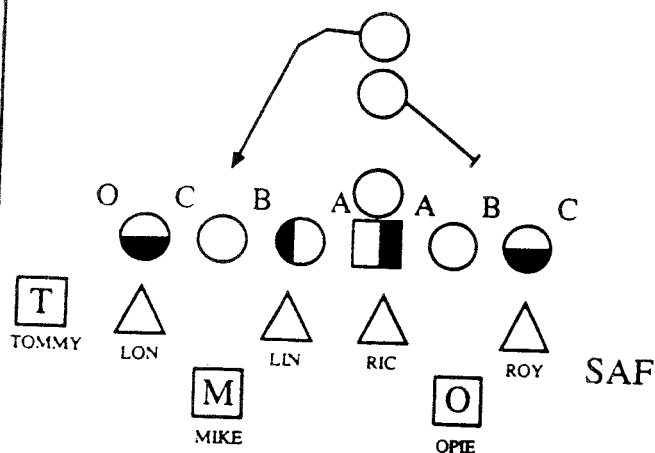
SAFETY: KEY BY COVERAGE
 SPLIT FLOW AREA RESP. A GAP TO BALL
 FLOW TIGHT AREA RESP. STACK ENTER, HAMMER
 FLOW OPEN AREA RESP. A GAP TO BALL, CB LEVERAGE

OVERLOAD LIGHTNING

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - will be determined by blocking scheme and backfield action.

SPLIT FLOW



LON: KEY BALL, TIGHTEND & TACKLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B

LIN: KEY BALL & GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A

RIC: KEY BALL, CENTER & GUARD
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. OPENSIDE A GAP
 FLOW OPEN AREA RESP. OPENSIDE A GAP

ROY: KEY BALL & TACKLE
 SPLIT FLOW AREA RESP. B AND C GAPS
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. C GAP

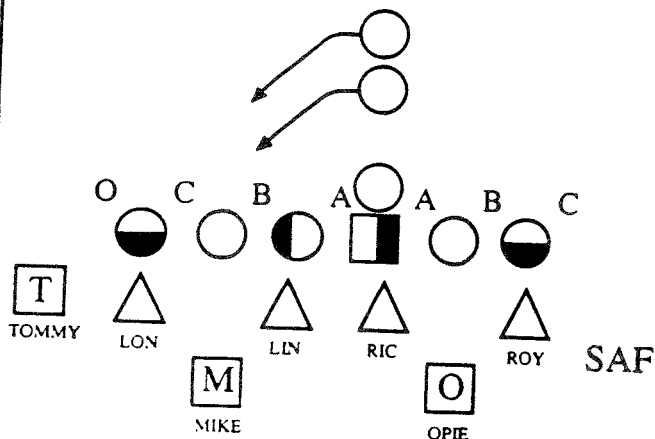
TOMMY: KEY TIGHTEND, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE
 FLOW TIGHT AREA RESP. FORCE
 FLOW OPEN AREA RESP. REVERSE

MIKE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. A GAP TO BALL
 FLOW TIGHT AREA RESP. C GAP TO O GAP, HAMMER
 FLOW OPEN AREA RESP. A GAP TO BALL

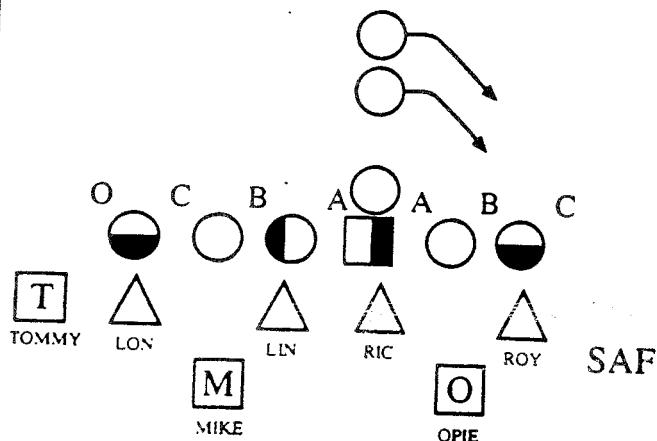
OPIE: KEY GUARD-CENTER, BF TRIANGLE
 SPLIT FLOW AREA RESP. B GAP TO BALL
 FLOW TIGHT AREA RESP. TITESTIDE A GAP, CB LEVERAGE
 FLOW OPEN AREA RESP. STACK, ENTER B GAP TO C GAP, SPLATTER

SAFETY: KEY TACKLE, BF TRIANGLE
 SPLIT FLOW AREA RESP. FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. O GAP - FORCE

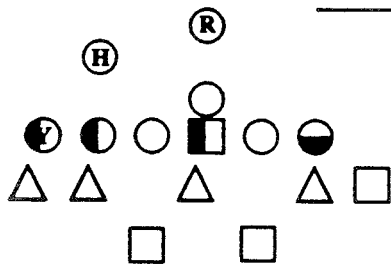
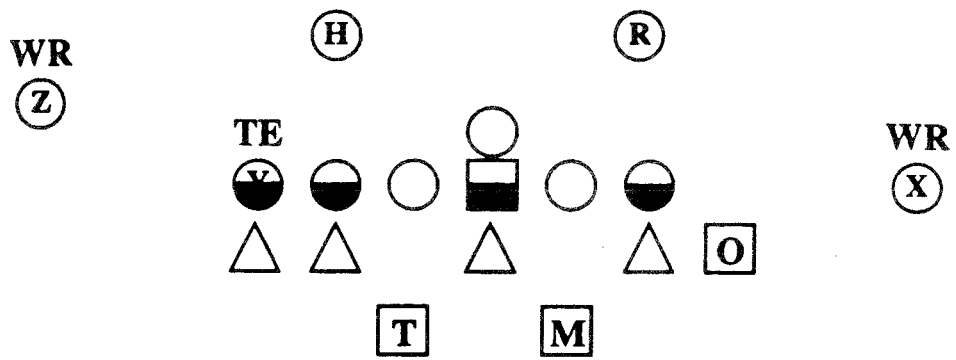
FLOW TIGHT



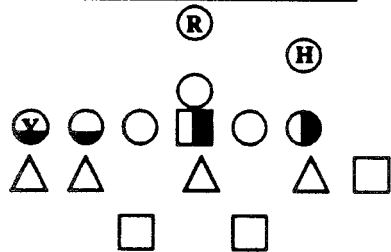
FLOW OPEN



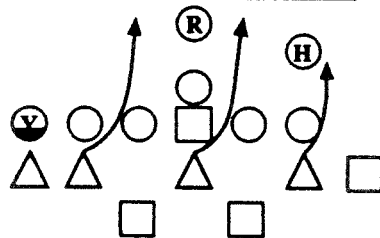
KC



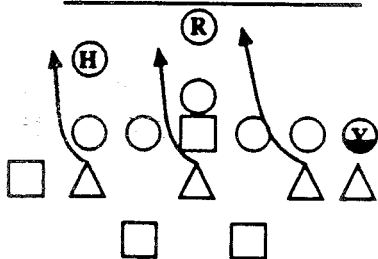
PLUS "LOU" (TO TE)



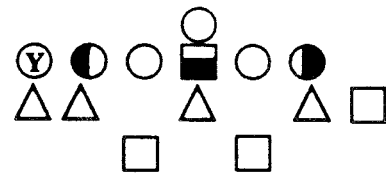
MINUS "ROSE" (AWAY FROM TE)



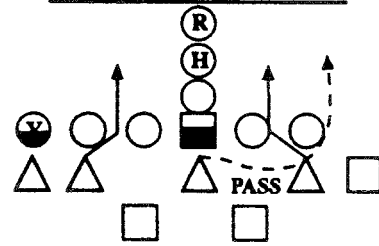
SLANT "RAY"



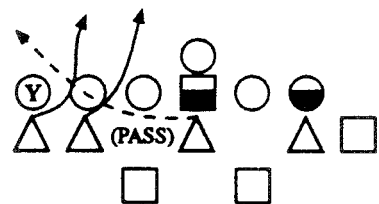
SLANT "LEE"



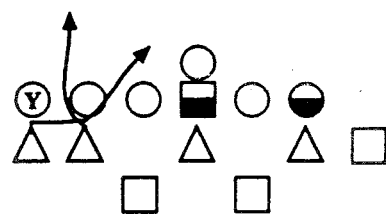
BASE



PINCH



STING (STRONG SIDE WING)



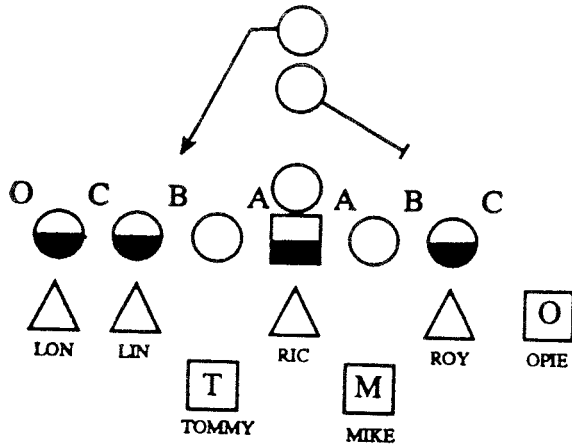
LEX (REX)

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



LON: KEY BALL & TIGHT END TO NEAR BACK
SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
FLOW TIGHT AREA RESP. O GAP
FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LIN: KEY BALL & RIGHT TACKLE
SPLIT FLOW AREA RESP. B GAP TO C GAP
FLOW TIGHT AREA RESP. B GAP
FLOW OPEN AREA RESP. CUTBACK OR B GAP

RIC: KEY BALL & CENTER
SPLIT FLOW AREA RESP. EITHER A GAP
FLOW TIGHT AREA RESP. BACKSIDE A GAP
FLOW OPEN AREA RESP. BACKSIDE A GAP

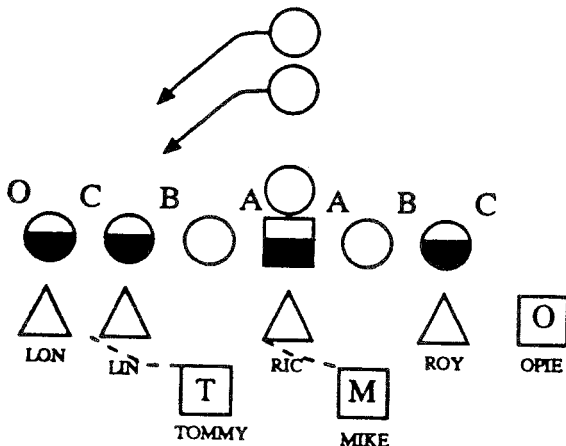
ROY: KEY BALL & LEFT TACKLE
SPLIT FLOW AREA RESP. B GAP TO C GAP
FLOW TIGHT AREA RESP. B GAP - CUTBACK
FLOW OPEN AREA RESP. B GAP

TOMMY: KEY STRONG GUARD TO TRIANGLE
SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
FLOW OPEN AREA RESP. A GAP OPENSIDE

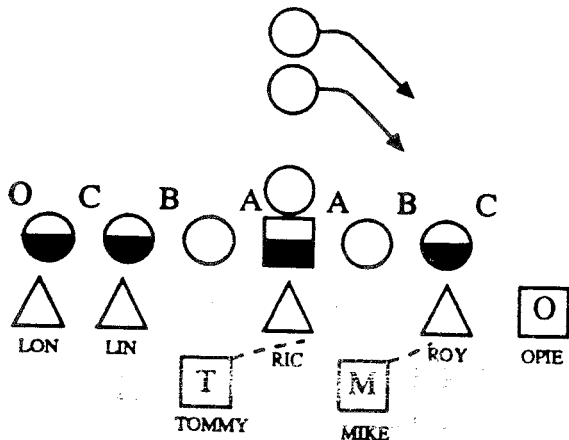
MIKE: KEY WEAK GUARD TO TRIANGLE
SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
FLOW OPEN AREA RESP. STACK & ENTER C GAP TO B GAP

OPIE: KEY BALL, NEAR BACK, G & T TRIANGLE
SPLIT FLOW AREA RESP. O GAP
FLOW TIGHT AREA RESP. REVERSE
FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



ALIGNMENT	KC RUN RESPONSIBILITY	KEYS
LON: 8 TECHNIQUE ON TIGHT END TIGHT ON BALL	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LIN: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: Hook/Drive - B Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: B Gap. Squeeze play cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
RIC: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: B Gap. Squeeze. Play cutback. FLOW OPEN: Hook/Drive B Gap. Down = Trap. Pull = penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TOMMY: 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: Scrape to C Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
MIKE: 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OPIE: ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Reverse. Squeeze C. FLOW OPEN: Maintain outside leverage on first blocker. You have force, C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

WR (H) (R)

(Z) TE WR

(Y) (Y) (X)

[T] [M] [O]

VARIATIONS OR OPTIONS

(Z) (X)

PLUS "LOU" (TO TE)

(Z) (X)

BASE

(Z) (X)

MINUS "ROSE" (AWAY FROM TE)

(Z) (X)

PINCH

(Z) (X)

SLANT "LEE"

(Z) (X)

WING

(Z) (X)

SLANT "RAY"

(Z) (X)

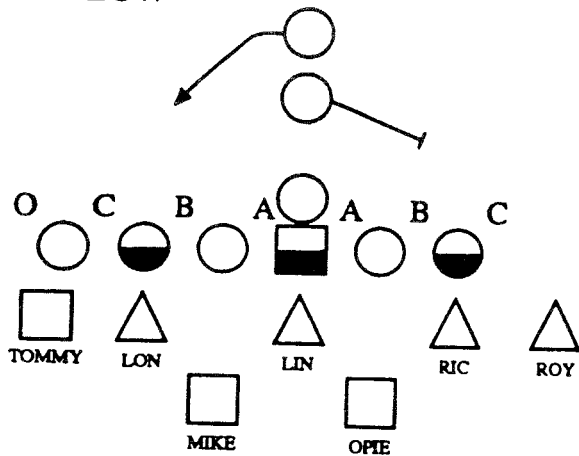
REX

CHIEF

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme.

SPLIT FLOW

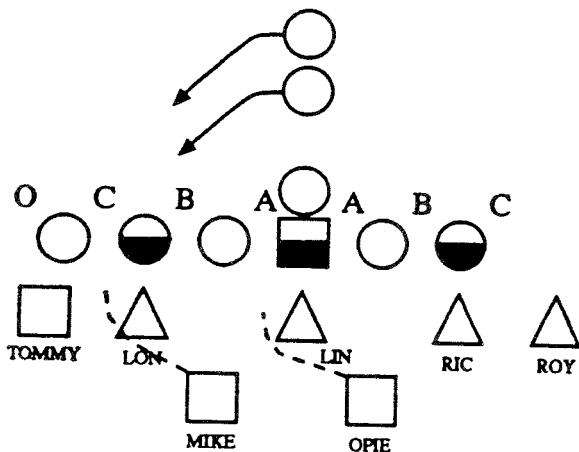


LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, CUTBACK

LIN: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

RIC: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP, CUTBACK
 FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

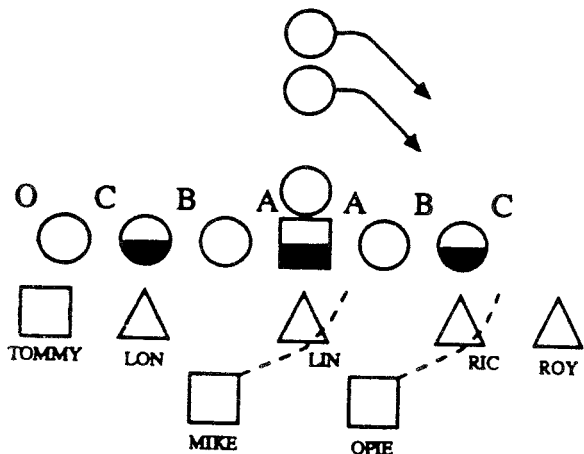


ROY: KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. O GAP

TOMMY: KEY TE TO BACKFIELD TRIANGLE
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C
 FLOW TIGHT AREA RESP. FILL TWO GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

MIKE: KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

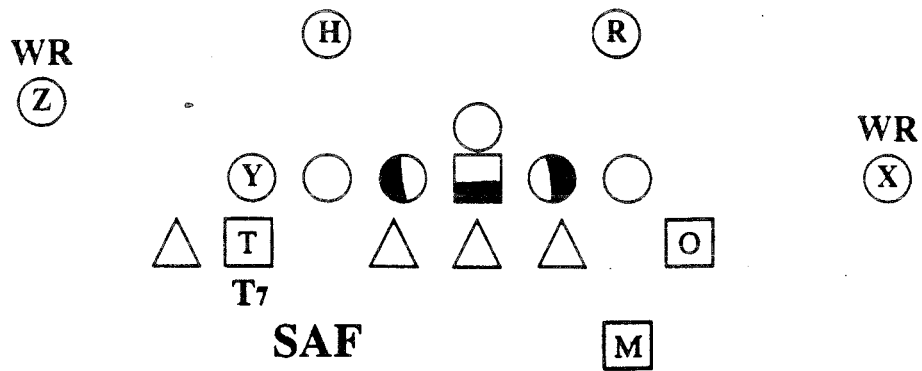
FLOW OPEN



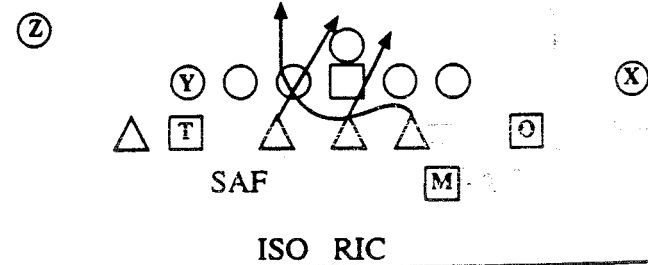
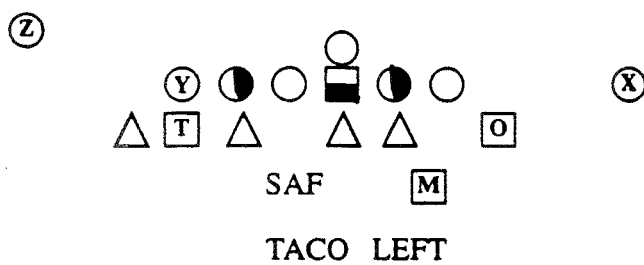
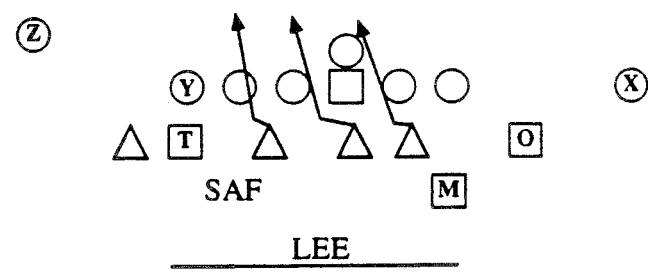
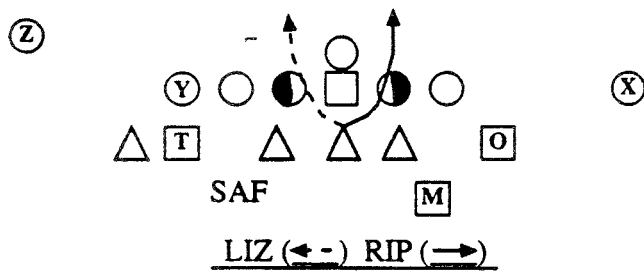
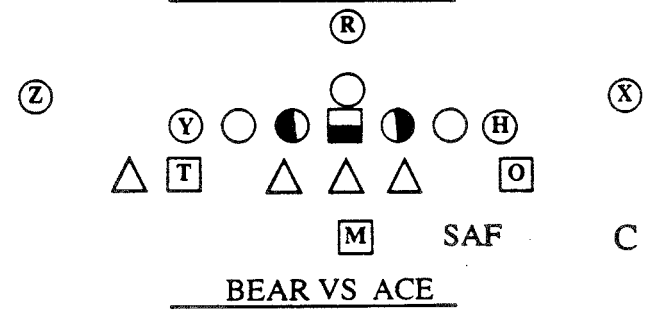
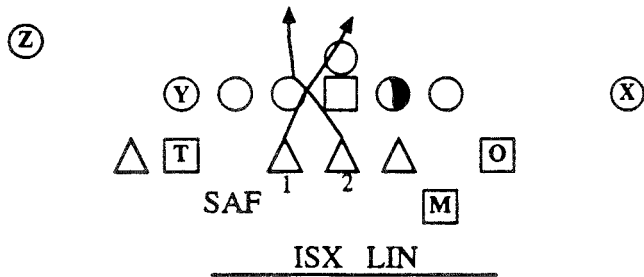
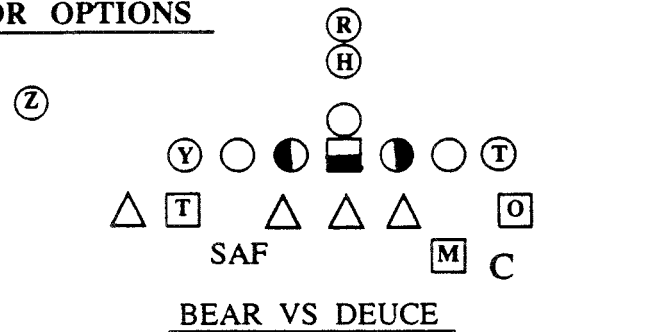
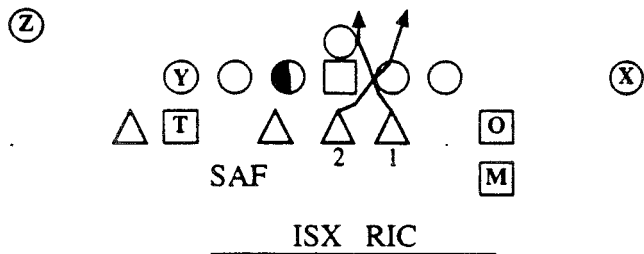
OPIE: KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. STACK & ENTER, C GAP TO B GAP

ALIGNMENT	CHIEF RUN RESPONSIBILITY	KEYS
LON: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: Hook/Drive - B Gap - Down = trap. Pull = penetrate joist. FLOW OPEN: B Gap. Squeeze play cutback.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
LIN: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap Center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
RIC: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: B Gap. Squeeze. Play cutback. FLOW OPEN: Hook/Drive. B Gap.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
ROY: GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of the Tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap, Squeeze C. FLOW TIGHT: Reverse, Squeeze C. FLOW OPEN: O Gap.	PRIMARY: Ball movement SECONDARY: Blocking scheme
TOMMY: 9 TECHNIQUE ON "Y" (TE) ABILITY SHADE BASED ON FORCE CALL	TARGET & TECH: Determined by backfield action, blocking scheme, and by support pattern. AREA RESP: SPLIT FLOW: Played same as FLOW TIGHT. FLOW TIGHT: A. Two gap hook block by "Y" or O.T. Fill. B. "Y" blocks down, close and splatter "C" Gap vs. kick out by near back on trap by OL. C. "Y" blocks for G deep pull - contain. Near back hook block sweep contain. "Y" release block or SS contain = Backer. FLOW OPEN: Squeeze "C" Gap. Reverse.	PRIMARY: "Y," near back and blocking scheme
MIKE: 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action, and blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to ball. FLOW TIGHT: Scrape to C Gap - tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside. Cutback leverage.	PRIMARY: Guard and backfield action Blocking scheme
OPIE: 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action and blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape, C Gap maintain outside leverage. Squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme

BEAR



VARIATIONS OR OPTIONS

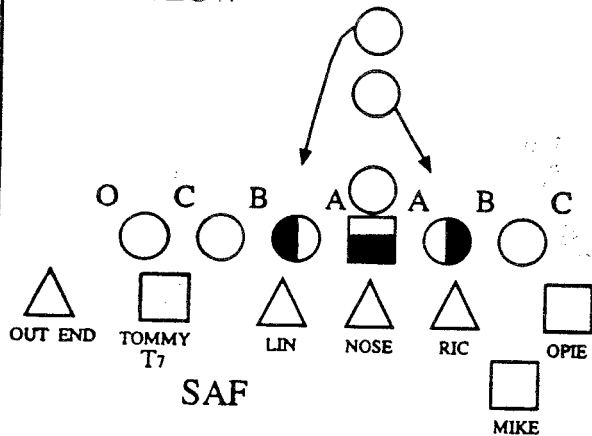


BEAR

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

SPLIT FLOW

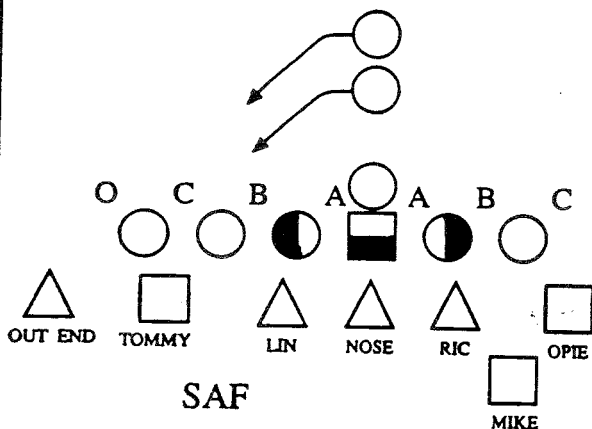


LIN: KEY BALL & RIGHT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. A GAP, EITHER SIDE
 FLOW TIGHT AREA RESP. A GAP, FRONTSIDE
 FLOW OPEN AREA RESP. A GAP, BACKSIDE

RIC: KEY BALL & LEFT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A GAP
 FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

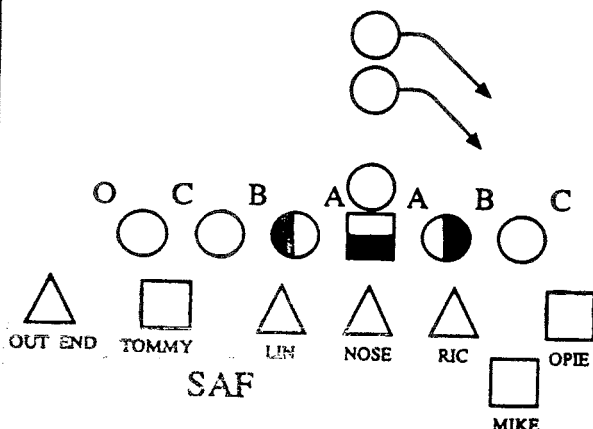


OUTSIDE END: KEY BALL & TE TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. O GAP, SQUEEZE CONTAIN
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

TOMMY: KEY TIGHT END, TRIANGLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE B GAP, CUTBACK

MIKE: KEY NEAR BACK TO TACKLE
 SPLIT FLOW AREA RESP. STACK & BALL REACT
 FLOW TIGHT AREA RESP. A GAP, CUTBACK LEVERAGE
 FLOW OPEN AREA RESP. C GAP, HAMMER

FLOW OPEN



OPIE: KEY NEAR BACK, BALL, TRIANGLE
 SPLIT FLOW AREA RESP. O GAP, FORCE
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C
 FLOW OPEN AREA RESP. FORCE, O GAP CONTAIN

SAF: KEY TACKLE, NEAR BACK
 SPLIT FLOW AREA RESP. STACK & BALL REACT
 FLOW TIGHT AREA RESP. STACK, ENTER HAMMER
 FLOW OPEN AREA RESP. A GAP, CUTBACK LEVERAGE

ALIGNMENT	BEAR RUN RESPONSIBILITY	KEYS
LIN/RIC: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: B Gap. Can't get hooked. Penetrate. FLOW AWAY: Squeeze A Gap. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: Either A Gap or two gap technique.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
OUTSIDE END: WIDE 9 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: O Gap contain. Keep outside leverage on all blocks. FLOW AWAY: Reverse.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme Near back
TOMMY: TRACK 7 ON TIGHT END TIGHT ON BALL VS 1 BACK CHEAT BACK TO 3 YDS DEEP.	TARGET: Tight End. Choke 'em. AREA RESP: SPLIT FLOW: Control tight end. C Gap to ball. FLOW TIGHT: Control tight end. C Gap to ball. FLOW OPEN: Control tight end. C Gap to ball.	PRIMARY: Tight End, Tackle and blocking scheme
MIKE: 5 TECH ON TACKLE TO OPEN SIDE. CHEAT TO BACKFIELD SETS ONE BACK CHEAT BACK 5 YDS DEEP ON CENTER.	TARGET & TECH: Backfield action & blocking scheme. AREA RESP: Read blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Stack Stack cutback leverage on ball. FLOW OPEN: C Gap. HAMMER! C.P. GUARD PULL GO!	PRIMARY: Tackle, near back and blocking scheme
OPIE: GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET & TECH: Near shoulder of blocker. AREA RESP: SPLIT FLOW: Force. Squeeze contain. FLOW TIGHT: Reverse. FLOW OPEN: Force. Squeeze contain.	PRIMARY: Near back, blocking scheme and backfield action
SAFETY: TIGHTSIDE-HEAD UP ON TACKLE - 4 PLUS YARDS DEEP. C.P.: MAKE ADJUSTMENTS TO B'FIED SETS & ONE BACK FORMATIONS	TARGET & TECH: Backfield action & blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Play th he tackle. If he blocks down or out, play lead blocker with outside leverage. HAMMER! FLOW OPEN: Stack cut back leverage on ball. C.P. GUARD PULL GO!	PRIMARY: Tackle, near back and blocking scheme

COVER 1 AUDIBLE: BLUE

Basic Man to Man Coverage with a Safety free in the deep middle.

A. Against Two Backs

1. This coverage has variation calls to TE side.
2. We can use the following variations against two backs.

Standard
Zorro
Bandit
Plug
Astro

3. All Flows are played the same by the Strong Safety and Linebackers regardless of variation.
4. All Floods are played the same regardless of variation.

B. Against One Back Sets

1. We can use the following variations against one back sets.
Double = Astro, Diamond (Raider, Pirate)
Double Slot = Astro (Raider, Pirate)
Triple = Yo-Yo, Standard, Astro, Bandit
Triple Slot = Silver

COVER 1

VARIATIONS VS TWO BACKS

1. **STANDARD:** Call where the Double is on the Y by the Strong Safety and either the Strong or Middle Linebacker based on the release of Y.
2. **ZORRO:** Call to place the Double on the Z with the Corner inside and Strong Linebacker outside.
3. **BANDIT:** Call where the Strong Linebacker soft drops, zones the alley and takes Y or H in this area. The Middle Linebacker soft drops, zones the Hook area and walls Y or H in this area. The Strong Safety has Y or H deep, Man to Man. No deep receiver, Cut to Z.
4. **PLUG:** Call where the Strong Safety is Man to Man on Y. The Outside Linebackers have the backs Man to Man Thrus and Outs. The Middle Linebacker drops and zones the hole and takes the first crosser.
5. **ASTRO:** Call to place the Weak Safety Man to Man on back to open side. The Linebackers are on the Tight End and Remaining Back. (Under vs. Weak Set)
6. **TOMMY:** Call where the Tommy Linebacker DOGS. The Strong Corner has #1 man to man, the Strong Safety has #2 "Y" man to man, and the Middle Linebacker has #3 man to man. (vs. Weak or Far Slot Sets)

VARIATIONS VS ONE BACK

A. DOUBLE:

1. Astro call where the Safety has #2 (H or Y) Man to Man. The Linebackers are responsible for the Tight End(Y or H) and the Remaining Back.

B. DOUBLE SLOT:

1. Astro call where the Strong Safety has #1 weak Man to Man. The Linebackers are responsible for the Tight End and Remaining Back.

C. TRIPLE:

1. Astro call that places the Strong Safety Man to Man on #2. The Linebackers are responsible for the Tight End (#3) and the Remaining Back.
2. Yo-Yo call that places a double on the #2 receiver strong by the Strong Safety and Middle Linebacker. The Strong Linebacker is Man to Man on the #3 receiver.
3. Standard call against a pair that places a double on the #3 receiver (down TE) by the Strong Safety and Middle Linebacker. The Strong Linebacker is Man to Man on the #2 receiver.

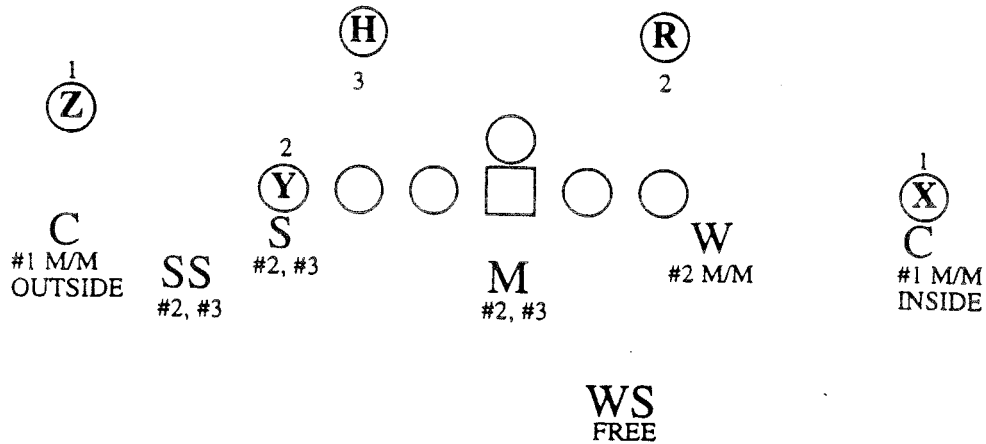
D. TRIPLE SLOT:

1. Audible SILVER

LINEBACKER CALLS:

1. **REGGIE:** Two Linebackers key the same Back to determine their drops and coverage responsibility.
2. **BANJO:** Call in Man to Man coverage when two Linebackers play in and out based on the release of the Tight End and Back or the two Backs.
3. **DIAMOND:** Call in Astro where the linebackers soft drop in coverage relating to the Tight End and remaining back.
4. **RAIDER:** Call in Astro to place the linebackers on the Tight End and remaining back where the OLB and ILB bracket the Tight End and the LBer not in bracket covers the remaining back Man to Man.
5. **PIRATE:** Call in Astro to place the linebackers on the Tight End and remaining back due to his alignment (off-set to the TE). The OLB covers the "R" Man to Man and the two remaining LBers bracket the Tight End.

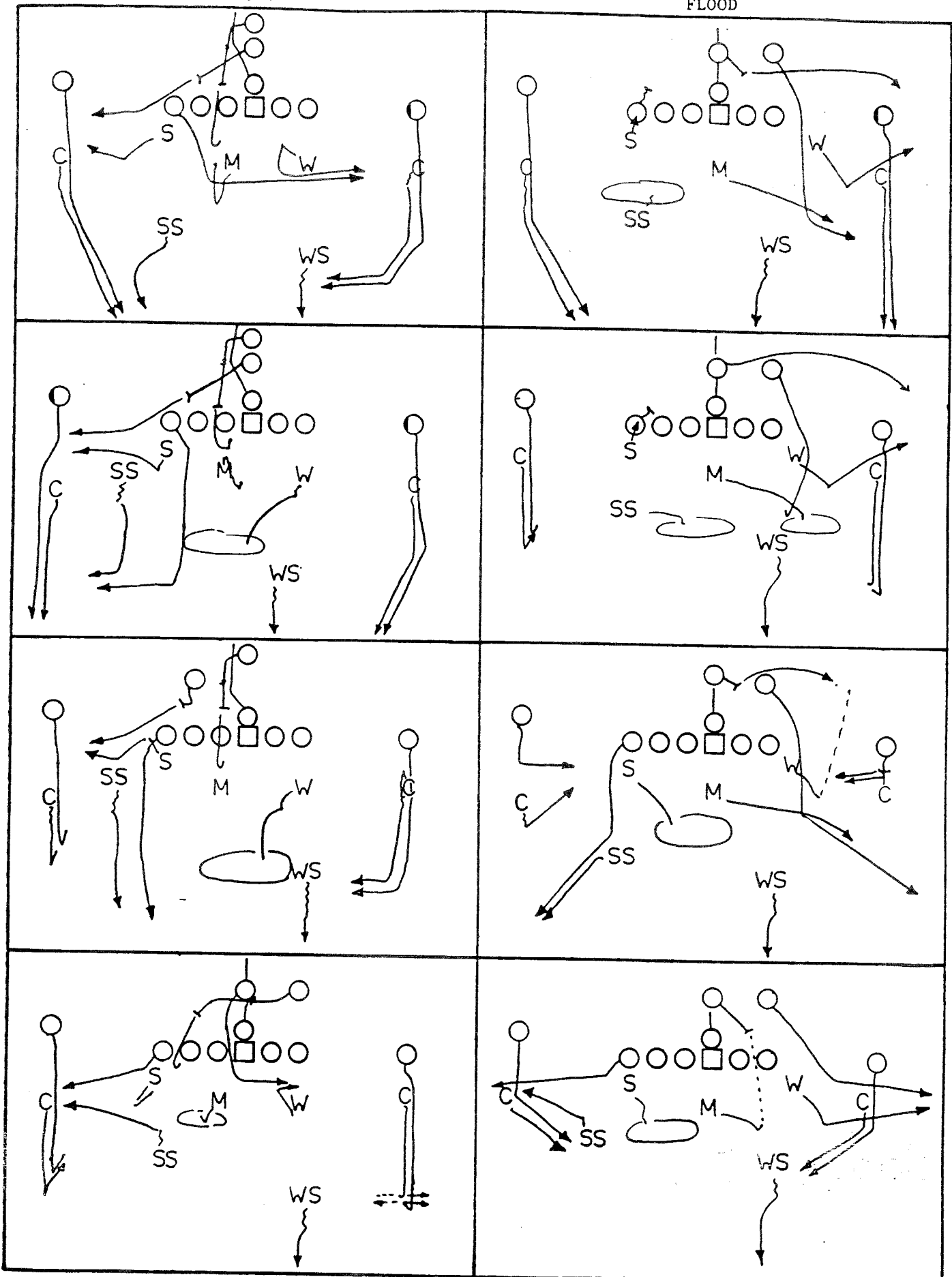
COVER 1 STANDARD



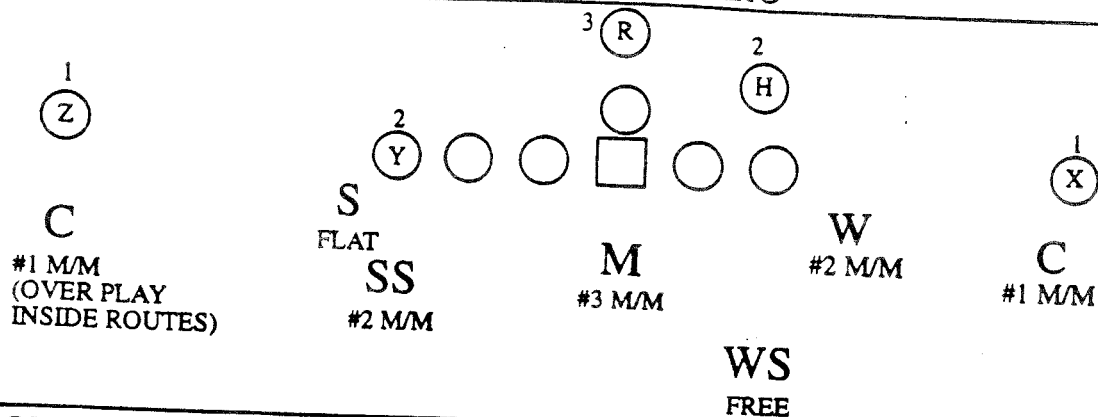
STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER					
ALIGN: SLAM KEY: #2, #3 FORCE: SLAM RESPONSE: 1. STRONG BACK TOWARD YOU. A. Y INSIDE-COVER #3 M/M C.P. HUG UP B. Y OUTSIDE - WALL ALLEY WITH INSIDE LEVERAGE UP TO 15YDS. C. Y FLAT - ZONE ALLEY Z CURL D. Y SLO OR AGG & POCKET PASS M/M ON Y FLOOD: WIZARD (WEAK ZONE) Y - SLO - ENGAGE Y - RELEASE - ZONE STRONG HOOK FLOW: WIDEST BACK M/M.		ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: RESPONSE: 1. STRONG BACK TOWARD YOU A. Y - INSIDE - COVER #2 M/M ON INSIDE MOVES. B. Y - OUTSIDE - COVER #3 M/M. C.P. IF DOUBLE OUTSIDE RELEASE "OUT" CALL - TAKE INSIDE REC'R FLOOD: WIZARD DROP TO WEAK SIDE HOOK C.P. CARRY SEAM FLOW: INSIDE BACK M/M		ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER 1. COVER 1ST BACK WEAK M/M HUG UP 2. BACK BLOCKS-HOLD SCREENS CHECK DOWNS C.P. HUG UP FLOOD: WIZARD ZONE ALLEY. KEEP LEVERAGE ON WIDEST REC'R FLOW: OPEN STRONG & LOOK FOR FIRST CROSSER. NO CROSSER - ZONE BACK FOR X TO Z ON DIG.					
STRONG CORNER		STRONG SAFETY		WEAK SAFETY		WEAK CORNER			
ALIGN: HEAD UP TO OUTSIDE. B & R OR OFF. KEY: #1 FORCE: SLAM RESPONSE: COVER #1 M/M C.P. SPLIT RULE. HELP TO POST FROM WEAK SAFETY. HELP INSIDE FROM SS OR LBKR. C.P. CHASE INSIDE- DON'T COME OFF, UNLESS YOU GET "CUT" CALL.		ALIGN: 4 X 6 C.P. DISGUISE KEY: #2, #3 FORCE: SLAM RESPONSE: 1. SPLIT FLOW A. Y - OUTSIDE OR DEEP M/M B. Y - INSIDE - ZONE ALLEY OR CUT TO Z C. Y - SLO - #3 BECOMES Y FLOOD: COVER Y M/M Y - SLO ZONE HOOK FLOW: NORMAL UNLESS Y CROSSES CUT TO Z		ALIGN: 11-12 YDS DEEP OVER WEAK BACK. THINK OPEN SIDE. KEY: OL & BACKFIELD TRIANGLE - Q & BALL FORCE: BACKER RESPONSE: ZONE THE DEEP MIDDLE. READ QB- BALL REACT. "X" OR "Z" POST IS 1ST RESPONSE. ALERT TO HELP LBKR ON DEEP CROSS. C.P. PUMP FAKE - BACK-UP C IN DIRECTION OF PUMP FLOW: Y CROSSES LEAN ON X.		ALIGN: HEAD UP TO INSIDE. B & R OR OFF. KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M C.P. SPLIT RULE WILL HAVE HELP ON POST FROM WEAK SAFETY. C.P. NO SHORT HELP INSIDE OR OUTSIDE. C.P. : POSSIBLE SLICE CALL (FLEX)			
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)		DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)	
C.P. POSSIBLE CONNIE CALL		ASTRO		ASTRO YO - YO STANDARD BANDIT		ASTRO		SILVER CLEO	

FLOW

FLOOD



COVER 1 ZORRO



STRONG LINEBACKER

ALIGN: BACKER
KEY: #2, #3
FORCE: BACKER
RESPONSE: FAST DROP TO FLAT
COVER #2 OR #3 THRU FADE AREA
C.P. SMASH

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2, #3
RESPONSE: #3 M/M
EXCEPT #3 FLAT - HELP INSIDE

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2
FORCE: BACKER
RESPONSE: SAME AS COVER 1

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

STRONG CORNER

ALIGN: OFF
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1
M/M - OVER PLAY INSIDE
ROUTES. YOU HAVE HELP
UNDERNEATH TO THE
OUTSIDE.

STRONG SAFETY

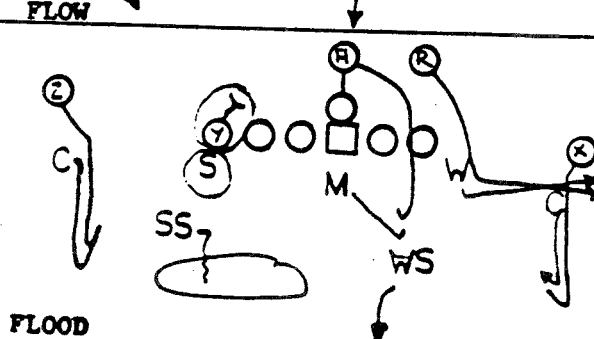
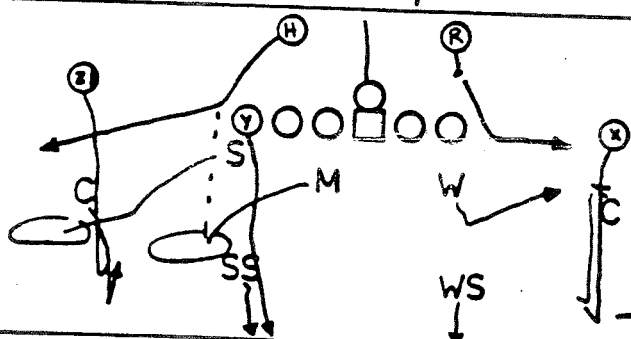
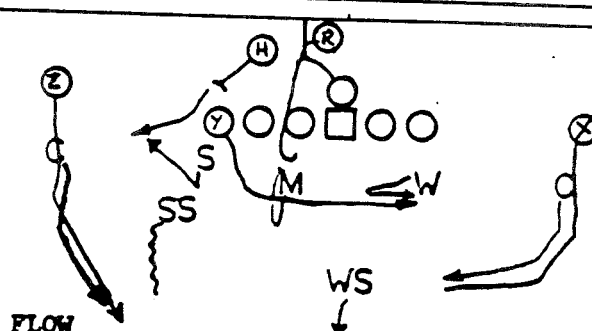
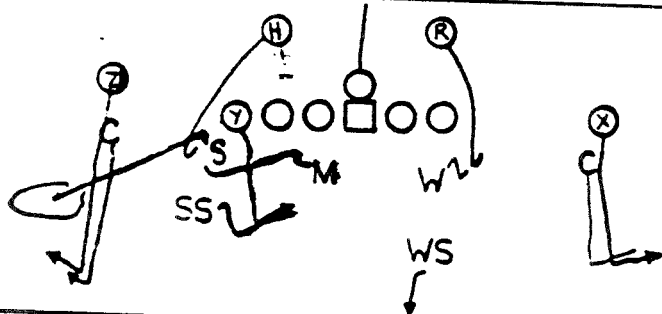
ALIGN: DISGUISE
KEY: #2, #3
FORCE: BACKER
RESPONSE: #2 M/M
EXCEPT FLAT - CUT
TO #1 (Z).
C.P. FLOOD & FLOW
SAME AS COVER 1
C.P. HELP IN FLAT AND
TO THE POST

WEAK SAFETY

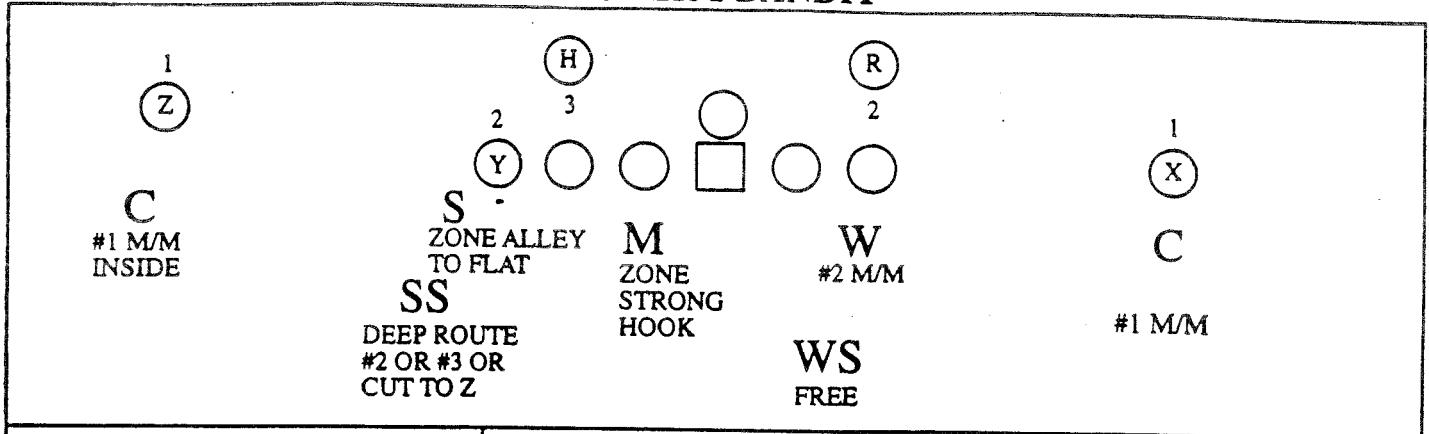
ALIGN: SAME AS COV. 1
KEY: SAME AS COV. 1
FORCE: BACKER
RESPONSE: SAME AS
COVER 1

WEAK CORNER

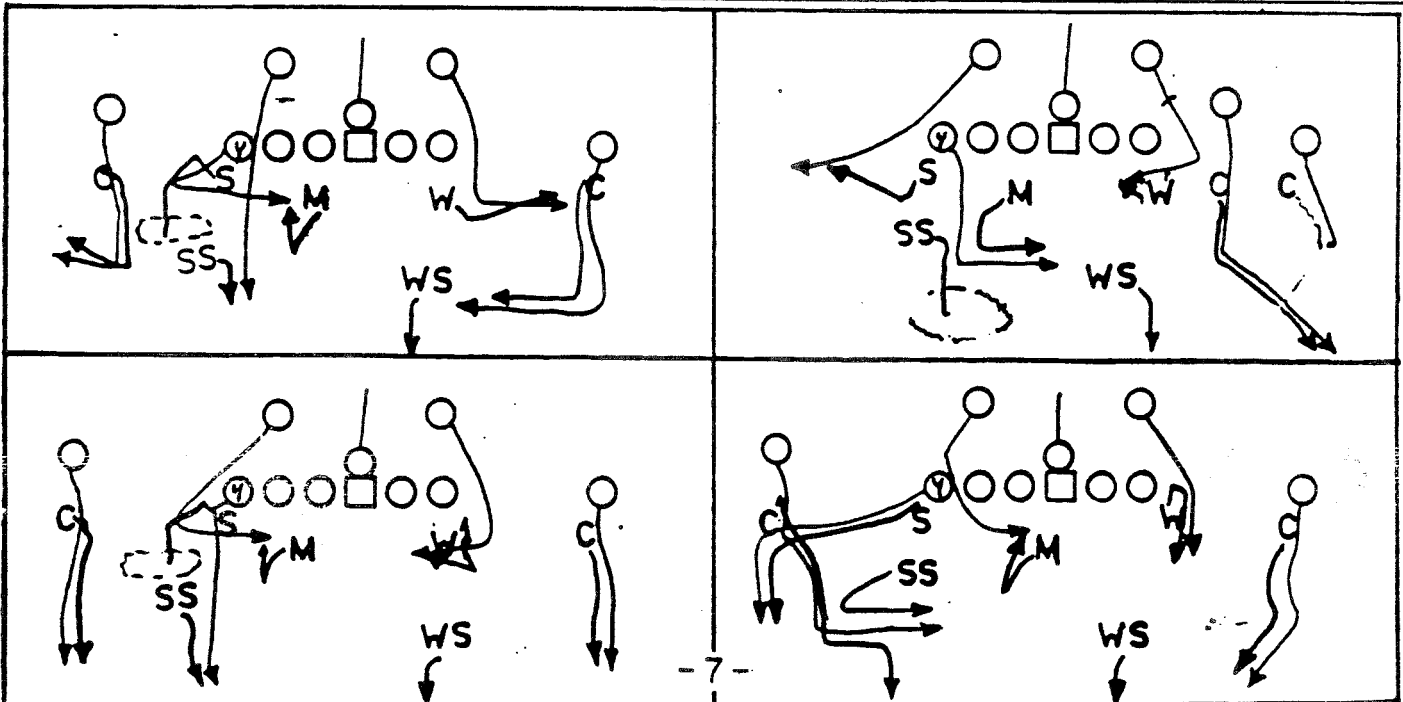
ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER
RESPONSE: SAME AS
COVER 1



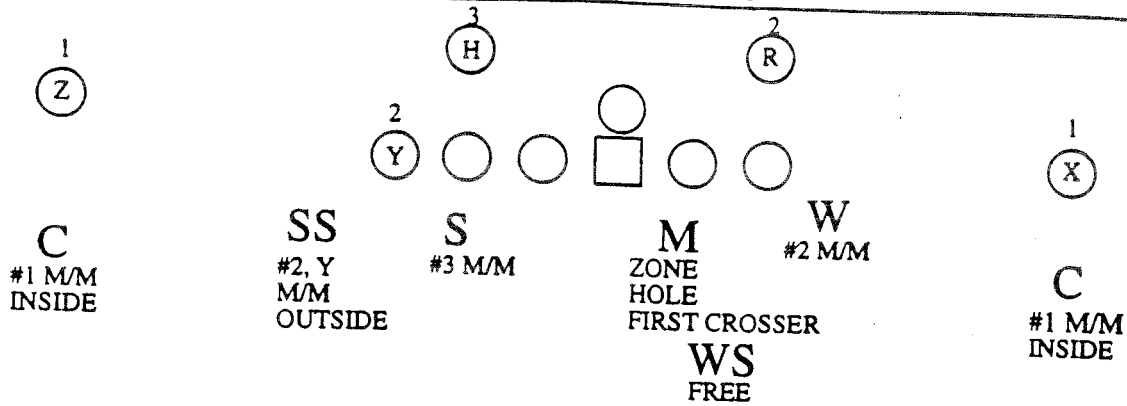
COVER 1 BANDIT



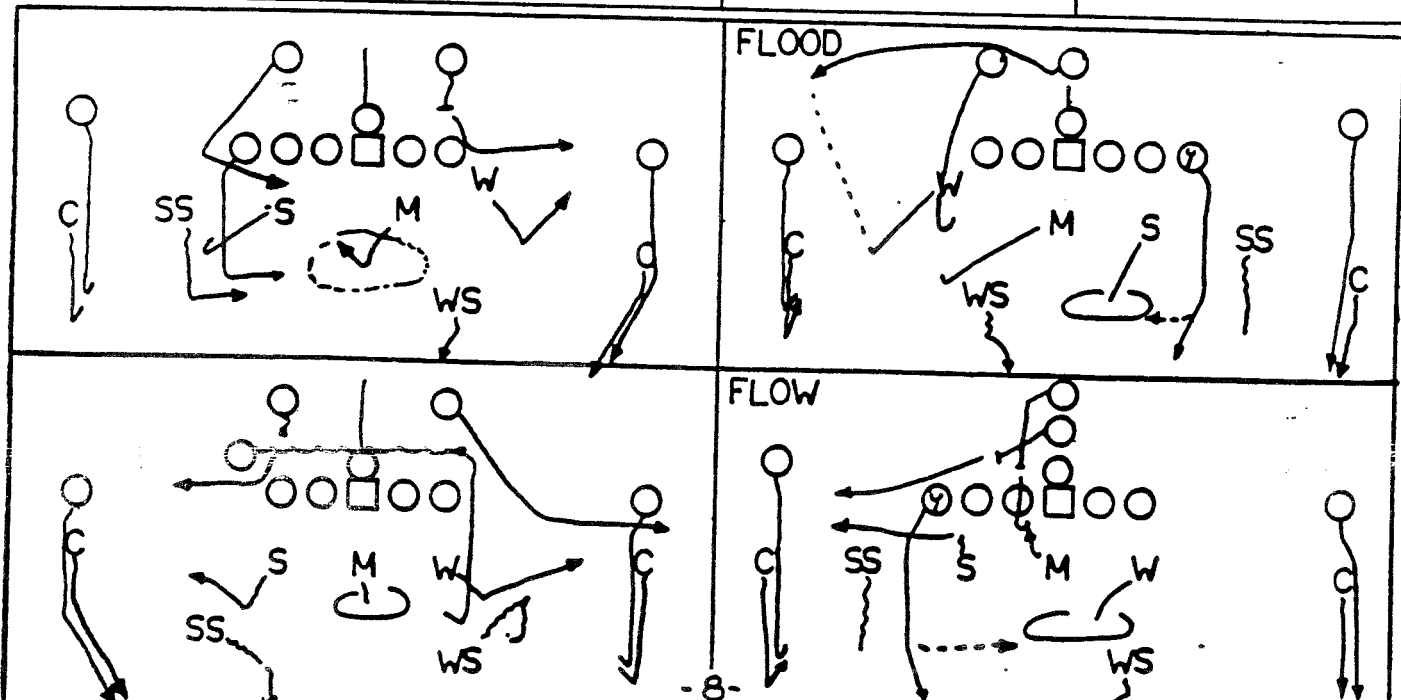
STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER	
<p>ALIGN: BACKER KEY: #2, #3 FORCE: BACKER RESPONSE: SOFT DROP. ZONE ALLEY/FLAT. TAKE #2 OR #3 IN THIS AREA.</p> <p>FLOOD SAME AS COVER 1 C.P.: Y FLAT COVER Y MAN TO MAN</p> <p>FLOW SAME AS COVER 1</p>	<p>ALIGN: BY FRONT CALL KEY: #2, #3 RESPONSE: WALL #2 OR #3 AS YOU ZONE HOOK AREA.</p> <p>FLOOD SAME AS COVER 1 FLOW SAME AS COVER 1</p>	<p>ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER RESPONSE: SAME AS COVER 1</p> <p>FLOOD SAME AS COVER 1 FLOW SAME AS COVER 1</p>	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: INSIDE #1 KEY: #1 FORCE: BACKER RESPONSE: COVER #1 RECEIVER M/M INSIDE.</p> <p>C.P. SPLIT RULE C.P. POSSIBLE SLICE CALL NO SLICE ON STANDARD OR PLUG</p>	<p>ALIGN: DISGUISE KEY: #2, #3 FORCE: BACKER RESPONSE: DEEPEST OF #2 OR #3. SLIGHT OUTSIDE LEVERAGE - PUSH TE INTO FS. NEITHER DEEP - CUT TO Z. C.P. POSS SLICE ON Z FLOOD: Y FLAT, CUT TO Z OR ZONE STRONG HOOK BY GAME PLAN.</p>	<p>ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1</p>	<p>ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1</p>



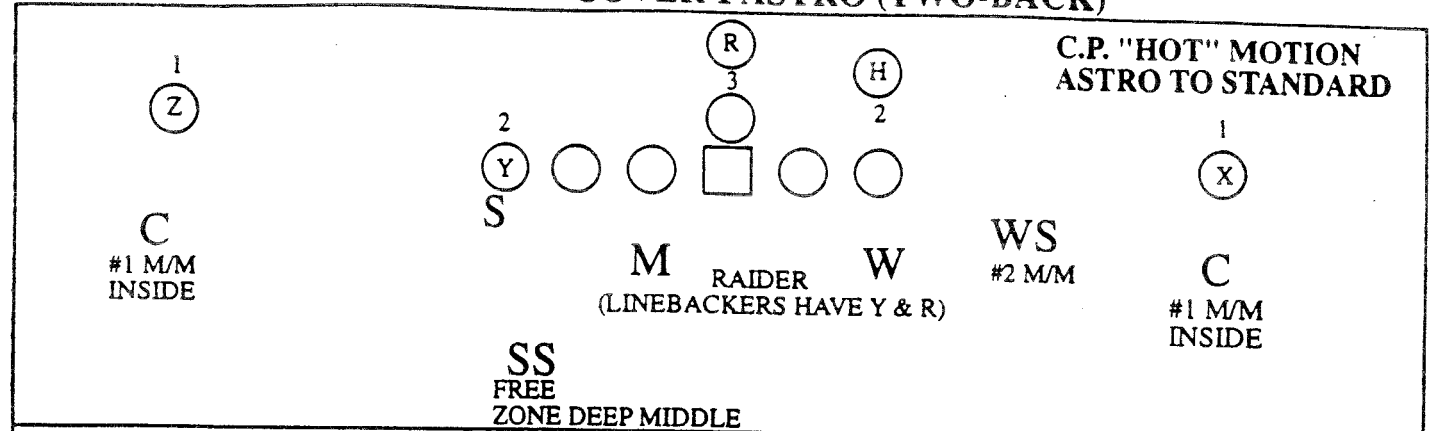
COVER 1 PLUG



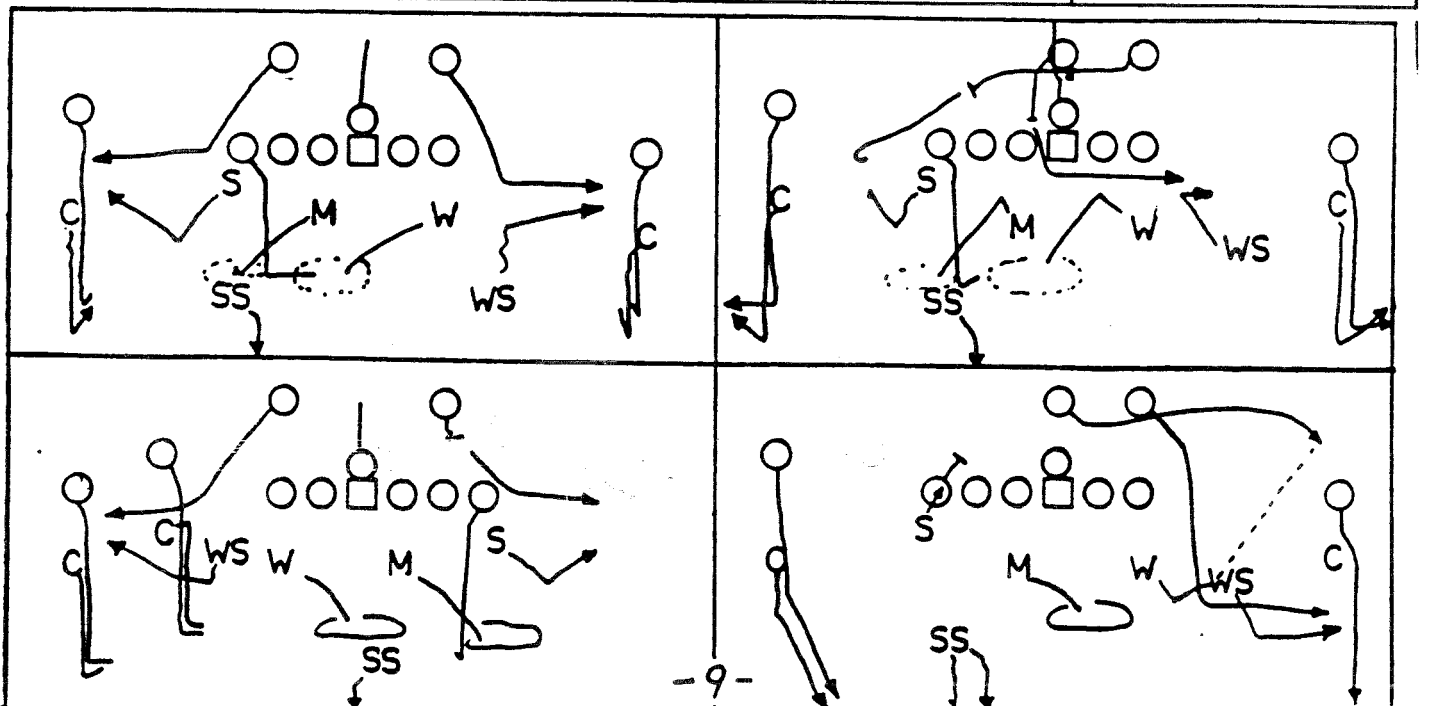
STRONG LINEBACKER		MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #3 FORCE: SLAM OR BACKER RESPONSE: LOOSE M/M ON #3, WITH OUTSIDE LEVERAGE.		ALIGN: BY FRONT CALL KEY: #2, #3 RESPONSE: DROP TO MIDDLE, KEY QB. YOU HAVE TE SHORT TO MEDIUM CROSSES. NO CROSSER, ZONE HOLE.	ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER RESPONSE: LOOSE M/M ON #2 WITH OUTSIDE LEVERAGE.	
FLOOD HOLD INSIDE OF Y FLOW WIDEST OF BACKS M/M		FLOOD SAME AS COVER 1 FLOW INSIDE BACK M/M	FLOOD SAME AS COVER 1 FLOW OPEN STRONG, 1ST CROSSER	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
ALIGN: SAME AS COV. 1 KEY: #1 FORCE: SLAM OR BACKER RESPONSE: COVER #1 M/M WITH INSIDE LEVERAGE. C.P. SPLIT RULE	ALIGN: DISGUISE KEY: #2 FORCE: SLAM OR BACKER RESPONSE: COVER #2 M/M WITH OUTSIDE LEVERAGE. UNLESS Y OVER THEN ZONE THE HOLE. FLOOD: Y M/M FLOW: SAME AS COV. 1	ALIGN: SAME AS COV. 1 KEY: SAME AS COV. 1 FORCE: BACKER RESPONSE: SAME AS COVER 1 C.P. Y OFF YAC MOTION LBKR ON LOS - STANDARD LBKR OFF LOS - PLUG	ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1	



COVER 1 ASTRO (TWO-BACK)



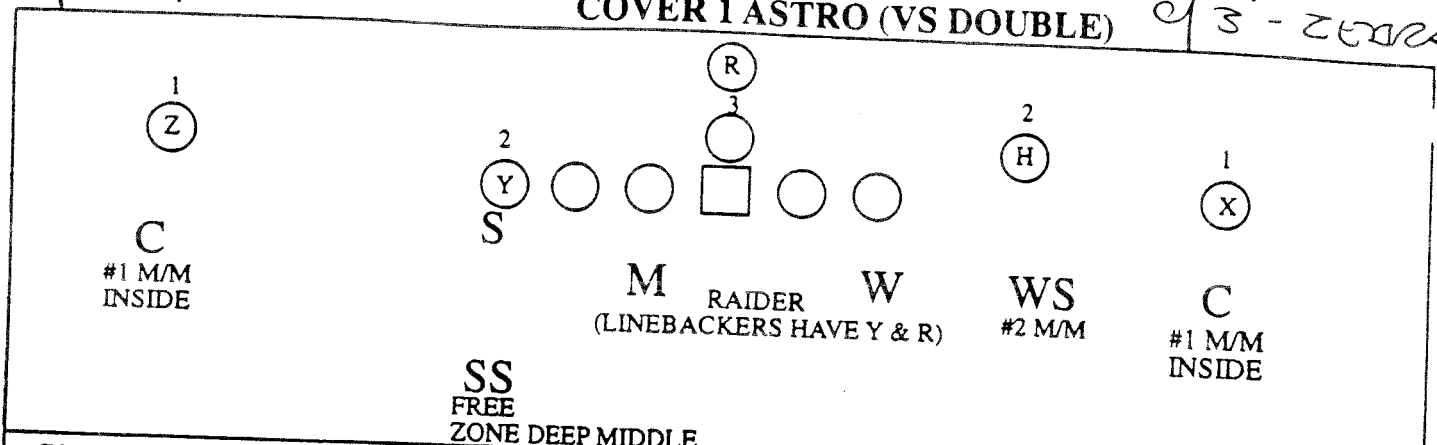
STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: BACKER RESPONSE: COVER #2 M/M. THRU'S & OUTS. C.P. #3 FLARES, FLAT #2 INSIDE COVER #3 LOOSE M/M. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD PLAY IT! FLOW PLAY AS 3 WAY	ALIGN: BY FRONT CALL KEY: #3 RESPONSE: #3 FLARES, FLAT TO TE COVER #2 M/M OUTSIDE TECH ON THRU'S & OUTS. #3 AWAY FROM TE ZONE HOLE. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD PLAY IT! FLOW PLAY AS 3 WAY	ALIGN: BY FRONT CALL KEY: #3 FORCE: SLAM RESPONSE: #3 TO TE. ZONE HOLE. #3 TO YOU, LOOSE M/M ON THRU'S & OUTS. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD PLAY IT! FLOW PLAY AS 3 WAY	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M.	ALIGN: 8-10 YDS OVER Y KEY: #2, QB, BALL FORCE: BACKER RESPONSE: ZONE DEEP MIDDLE, READ QB, BALL REACT.	ALIGN: DISGUISE KEY: #2 FORCE: SLAM RESPONSE: COVER #2 M/M. YOU HAVE HELP IN THE DEEP MIDDLE. FLOOD: PLAY IT! FLOW: 1ST CROSSER. NO CROSSER, ZONE ALLEY OR CUT TO X	ALIGN: SAME AS COV. 1 KEY: FORCE: RESPONSE: COVER #1 M/M INSIDE



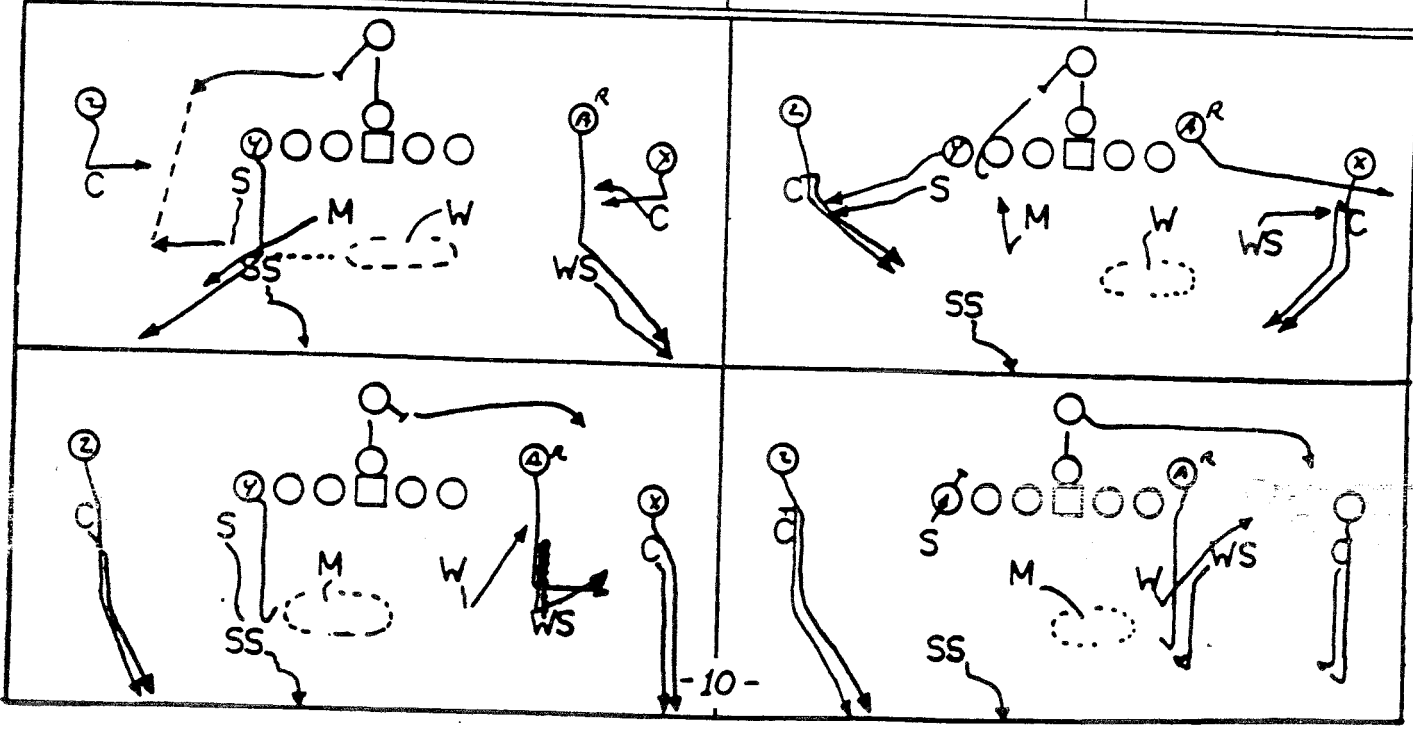
AUTOMATIC 1 variation
 W/ C-9

(1000ps 5M on TE)
 3 - 2002A

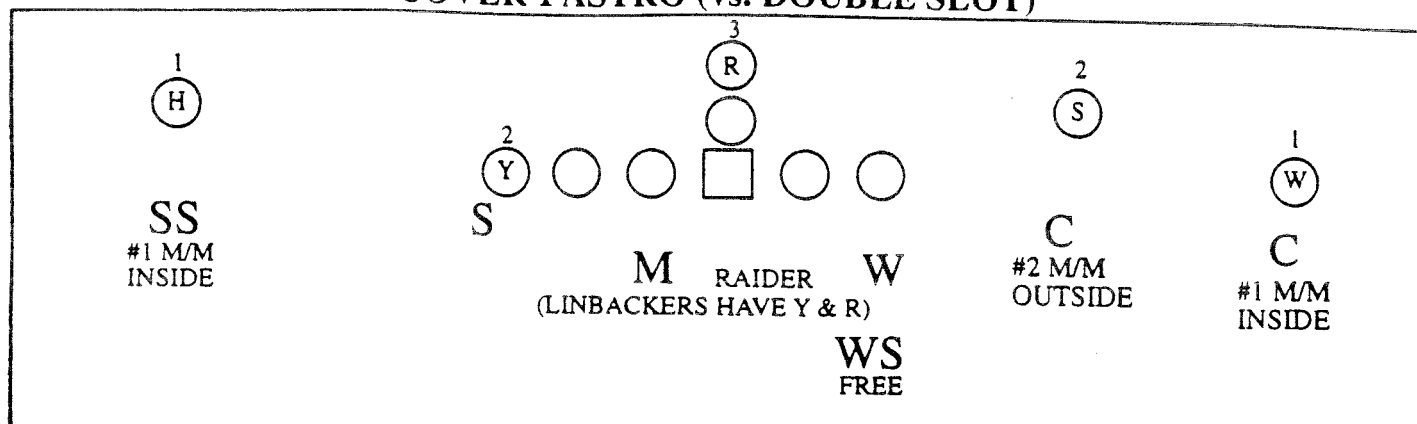
COVER 1 ASTRO (VS DOUBLE)



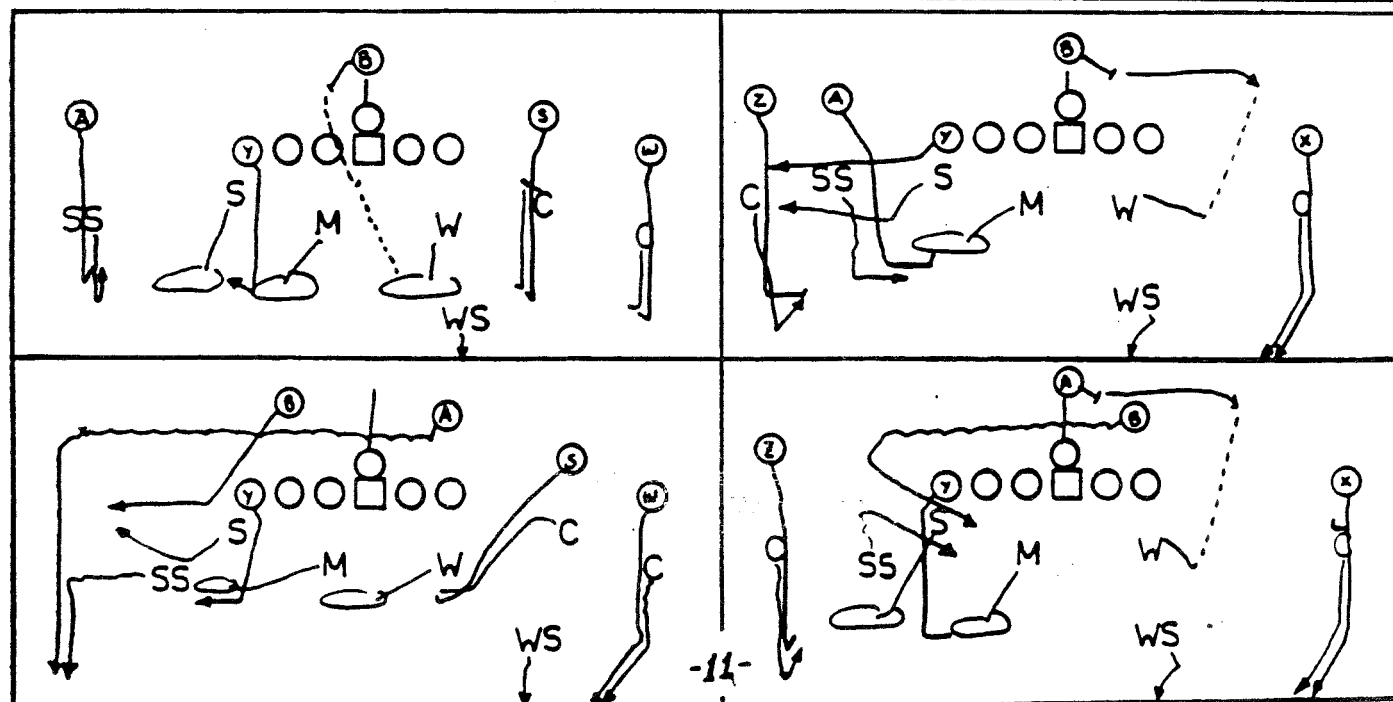
STRONG LINEBACKER		MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #2 & #3 FORCE: BACKER RESPONSE: COVER #2 M/M THRU'S & OUTS. C.P. #3 FLARES, FLAT #2 INSIDE COVER #3 LOOSE M/M = 3 WAY. RAIDER TECHNIQUE = M/M. OUTSIDE BACKER ON Y. C.P. PIRATE CALL IF "R" OFFSETS TO TE.		ALIGN: BY FRONT CALL KEY: #3 (REMAINING BACK) RESPONSE: #3 FLARES, FLAT TO TE COVER #2 M/M OUTSIDE TECH ON THRU'S & OUTS = 3 WAY. RAIDER TECHNIQUE = BRACKET Y/COVER "R" ON RELEASE. C.P. PIRATE CALL, "R" ALIGNMENT	ALIGN: BY FRONT CALL KEY: #3 (REMAINING BACK) FORCE: BACKER, SLAM, OR EASY RESPONSE: #3 TO TE. ZONE HOLE. #3 TO YOU, LOOSE M/M ON THRU'S & OUTS. RAIDER TECHNIQUE = BRACKET Y/COVER "R" ON RELEASE. C.P. PIRATE CALL, "R" ALIGNMENT	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: HEAD UP INSIDE #1 KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M.	ALIGN: 8-10 YDS OVER Y KEY: #2, QB, BALL FORCE: BACKER RESPONSE: ZONE DEEP MIDDLE, READ QB, BALL REACT. C.P. POSSIBLE CONNIE ON #2	ALIGN: DISGUISE KEY: #2 FORCE: RESPONSE: COVER #2 M/M. YOU HAVE HELP IN THE DEEP MIDDLE. C.P. POSSIBLE CONNIE ON #2		ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER, SLAM OR EASY RESPONSE: SAME AS COVER 1



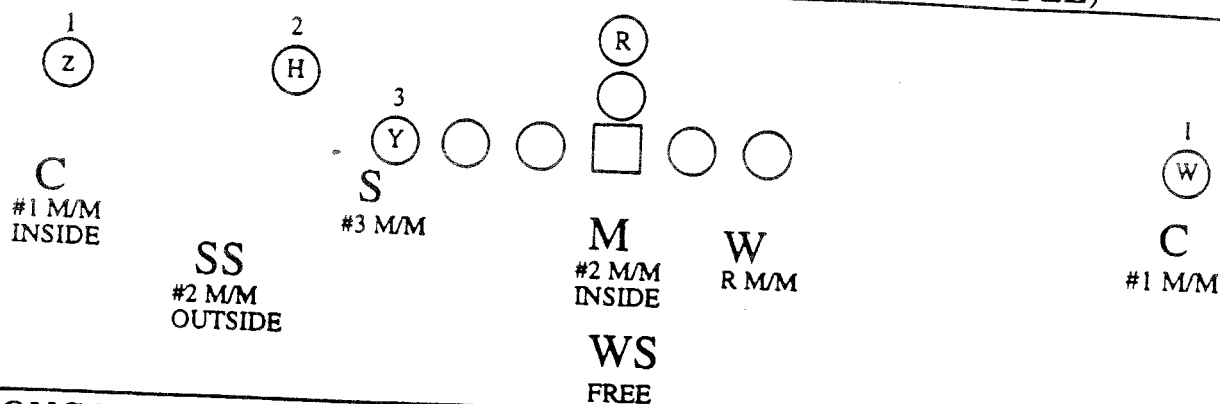
COVER 1 ASTRO (vs. DOUBLE SLOT)



STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: BACKER RESPONSE: COVER #2 M/M ON THRU'S & OUTS. C.P. #3 FLARES #2 INSIDE COVER. #3 LOOSE M/M. RAIDER TECHNIQUE. C.P. Y SLO C.P. PIRATE CALL IF "R" OFFSETS TO TE.	ALIGN: BY FRONT CALL KEY: #3 RESPONSE: #3 FLARES TO TE. COVER #2 M/M OUTSIDE TECHNIQUE ON THRU'S & OUTS. #3 AWAY FROM TE, ZONE HOLE. RAIDER TECHNIQUE. C.P. PIRATE CALL, "R" ALIGNMENT.	ALIGN: BY FRONT CALL KEY: #3 FORCE: BACKER OR EASY RESPONSE: #3 TO TE, ZONE HOLE #3 TO YOU, LOOSE M/M ON THRU'S & OUTS. RAIDER TECHNIQUE. C.P. PIRATE CALL, "R" ALIGNMENT.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: INSIDE #1 KEY: #1 FORCE: BACKER OR EASY RESPONSE: COVER #1 M/M INSIDE.	ALIGN: #1 OR #2 KEY: #1 OR #2 FORCE: BACKER OR SLAM RESPONSE: VS. DOUBLE SLOT COVER #1 M/M VS. TRIPLE COVER #2 M/M	ALIGN: SAME AS COV. 1 KEY: SAME AS COV. 1 FORCE: BACKER OR EASY RESPONSE: SAME AS COVER 1	ALIGN: #2 (SLOT) KEY: #2 (SLOT) FORCE: BACKER RESPONSE: VS. DOUBLE SLOT COVER #2 M/M. HEAD UP TO OUTSIDE. VS. TRIPLE COVER #1 M/M INSIDE.



COVER 1 - YO-YO (VS. TRIPLE)



STRONG LINEBACKER

ALIGN: OUTSIDE SHOULDER #3
KEY: #3
FORCE: SLAM
RESPONSE: COVER #3 RECEIVER M/M

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2
RESPONSE: DOUBLE #2 RECEIVER M/M ON ALL INSIDE ROUTES. IF #2 GOES OUTSIDE OR THRU - FREE UP.
C.P. ALERT REGGIE WITH WB.

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: R
FORCE: BACKER
RESPONSE: SAME AS COVER 1.
C.P. ALERT REGGIE WITH MIKE.

STRONG CORNER

ALIGN: BUMP & RUN
KEY: #1
FORCE: SLAM
RESPONSE: COVER #1 RECEIVER M/M.

C.P. BUMP & RUN

STRONG SAFETY

ALIGN: SAME AS COV. 1
KEY: #2, #3
FORCE: SLAM
RESPONSE: COVER #2 RECEIVER M/M ON THRU'S & OUTS. INSIDE ROUTE - ZONE ALLEY.

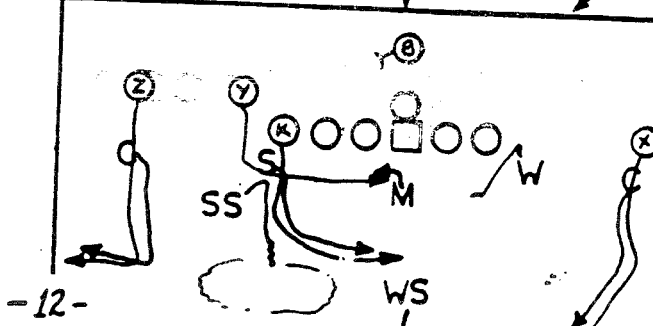
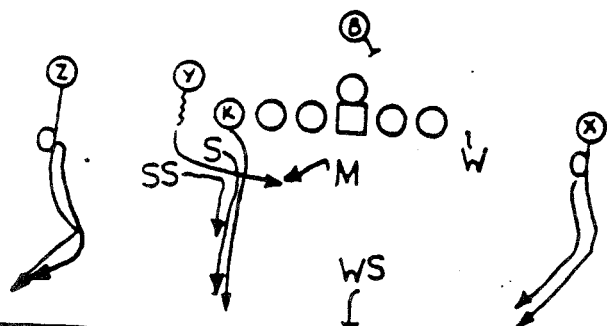
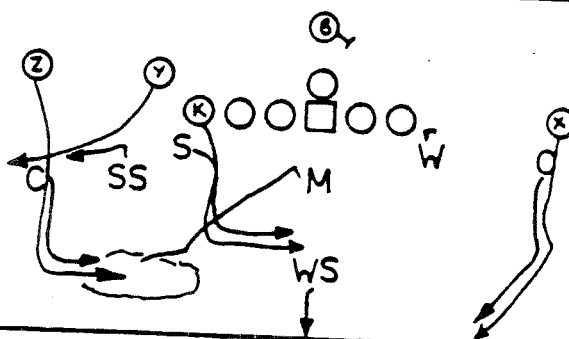
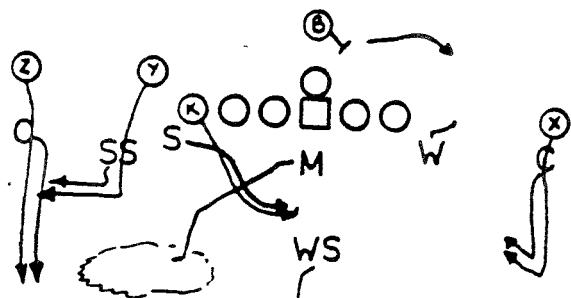
WEAK SAFETY

ALIGN: SAME AS COV. 1
KEY: SAME AS COV. 1
FORCE: BACKER
RESPONSE: SAME AS COVER 1

WEAK CORNER

ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER
RESPONSE: SAME AS COVER 1

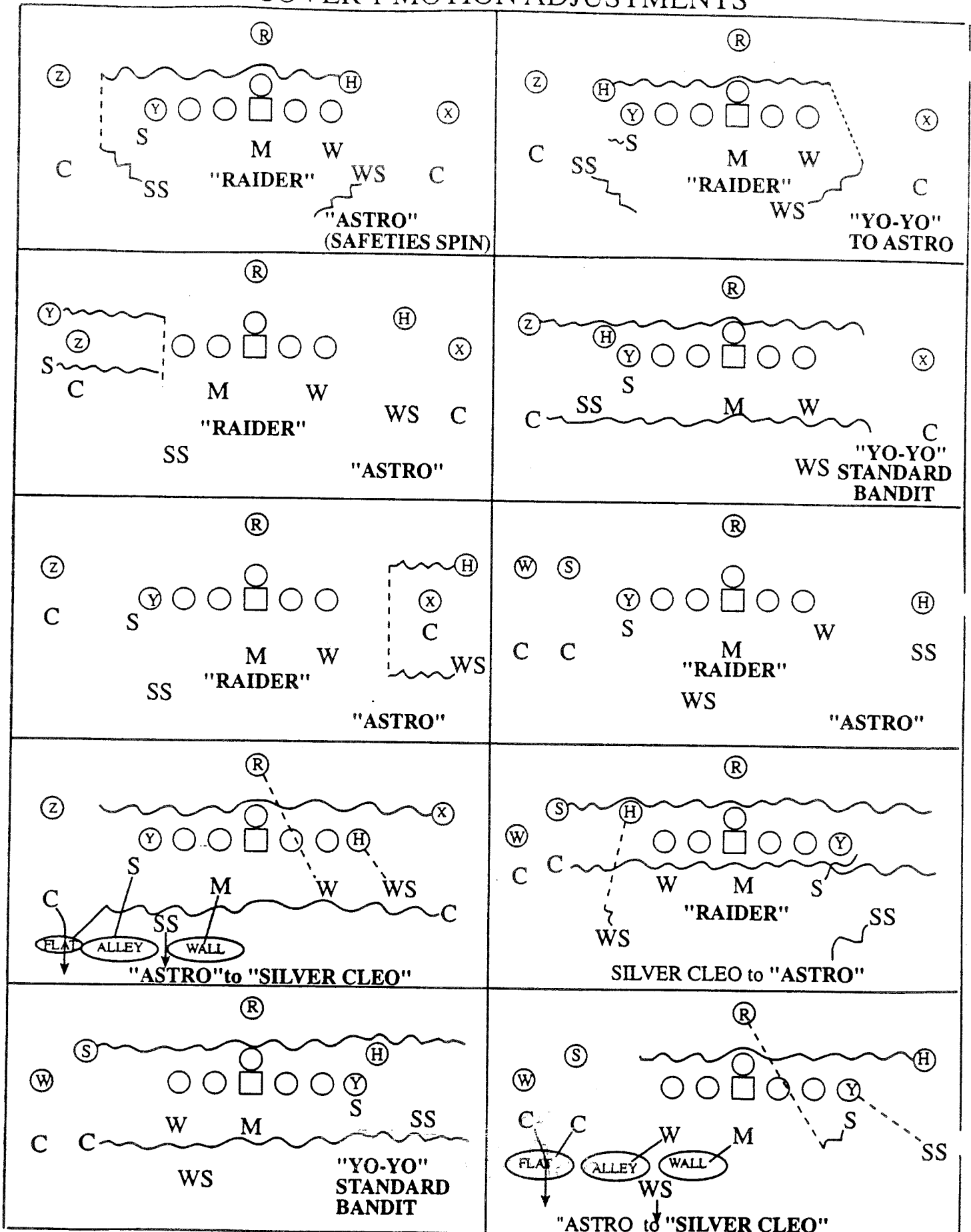
C.P. ALERT BACKSIDE OF TRIPLES - SLANT.



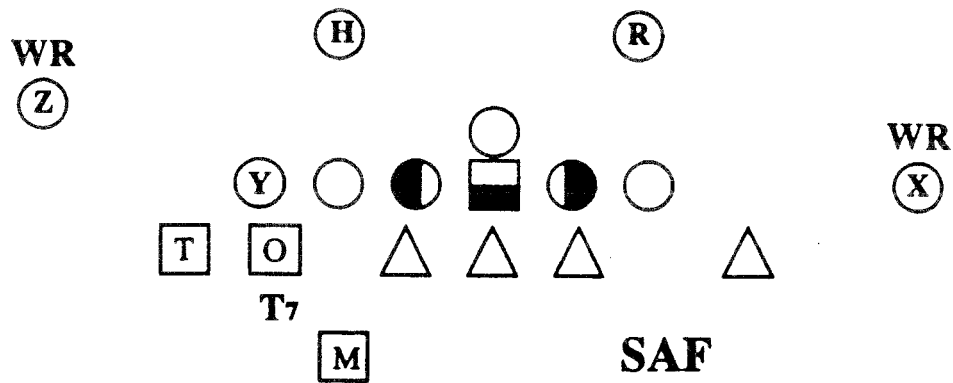
COVER 1 ADJUSTMENT

<p>"RAIDER"</p> <p>SS</p> <p>WS "ASTRO"</p>	<p>"YO-YO" STANDARD BANDIT</p>
<p>"RAIDER"</p> <p>SS</p> <p>WS "ASTRO"</p>	<p>"PIRATE"</p> <p>WS</p> <p>"ASTRO" C.P. POSS. "YO-YO"</p>
<p>"RAIDER"</p> <p>SS</p> <p>WS "ASTRO"</p>	<p>"RAIDER"</p> <p>WS</p> <p>"ASTRO" POSSIBLE SILVER CLEO</p>
<p>"RAIDER"</p> <p>SS</p> <p>WS "ASTRO"</p>	<p>"RAIDER"</p> <p>SS</p> <p>WS "SILVER CLEO"</p>
<p>"RAIDER"</p> <p>SS</p> <p>WS "YO-YO" STANDARD BANDIT</p>	<p>"RAIDER"</p> <p>SS</p> <p>WS "ASTRO"</p>

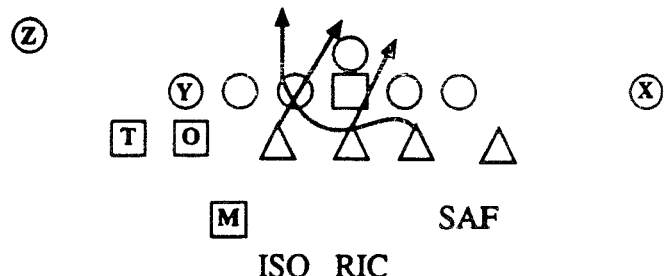
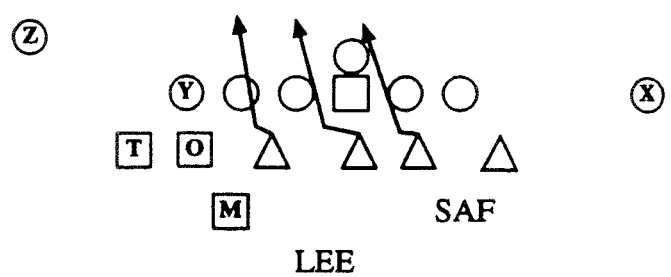
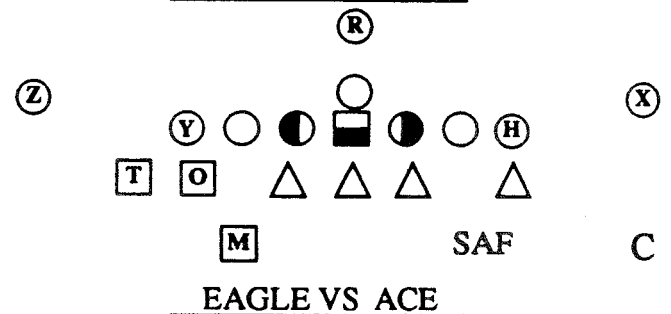
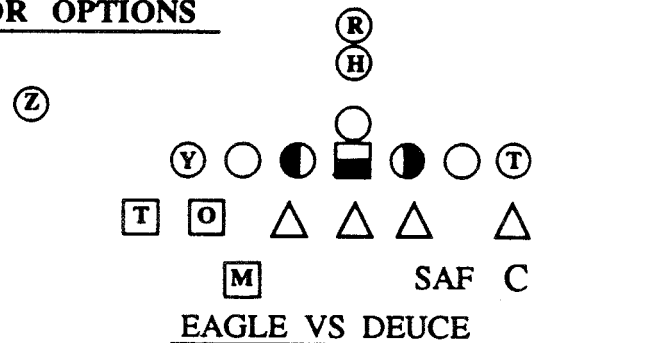
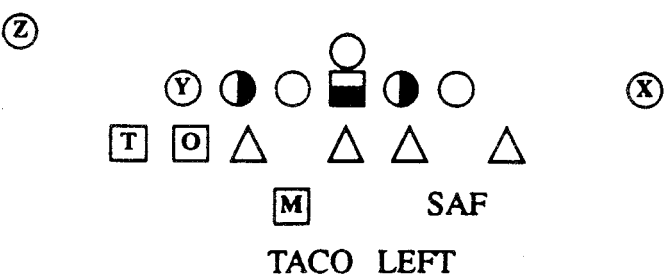
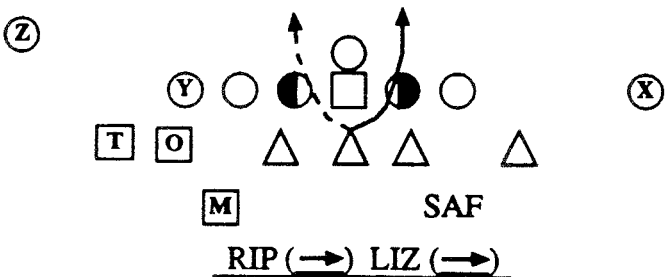
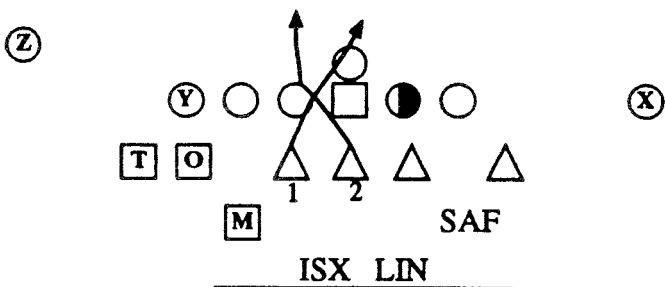
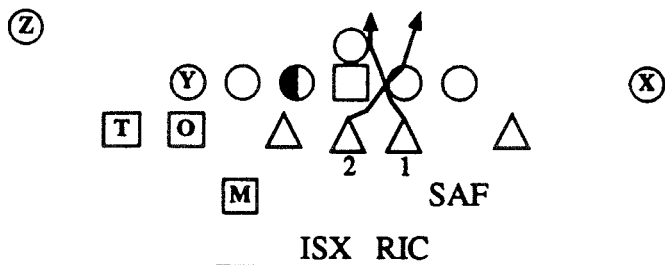
COVER 1 MOTION ADJUSTMENTS



EAGLE



VARIATIONS OR OPTIONS

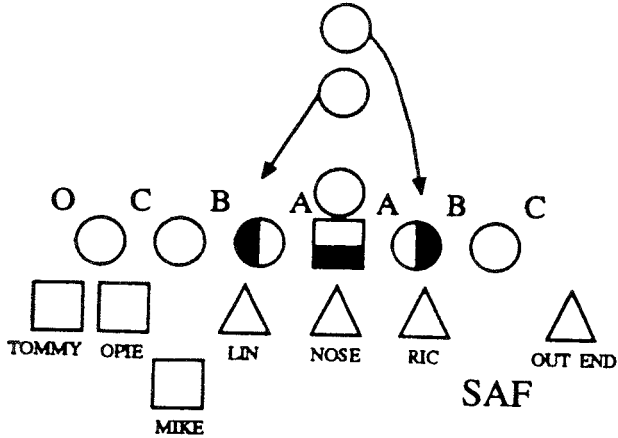


EAGLE

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

SPLIT FLOW

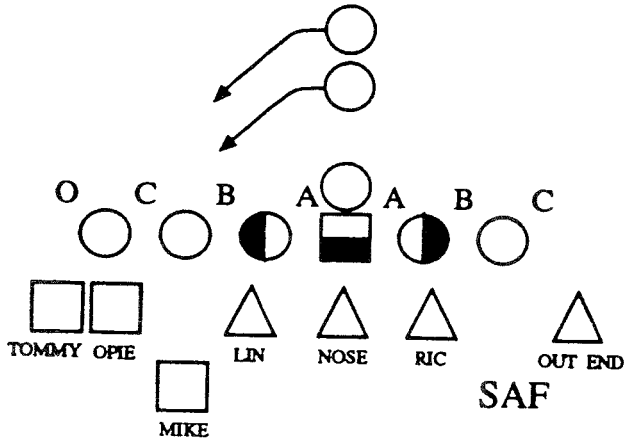


LIN: KEY BALL & RIGHT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. A GAP, EITHER SIDE
 FLOW TIGHT AREA RESP. A GAP, FRONTSIDE
 FLOW OPEN AREA RESP. A GAP, FRONTSIDE

RIC: KEY BALL & LEFT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A GAP
 FLOW OPEN AREA RESP. B GAP

FLOW TIGHT

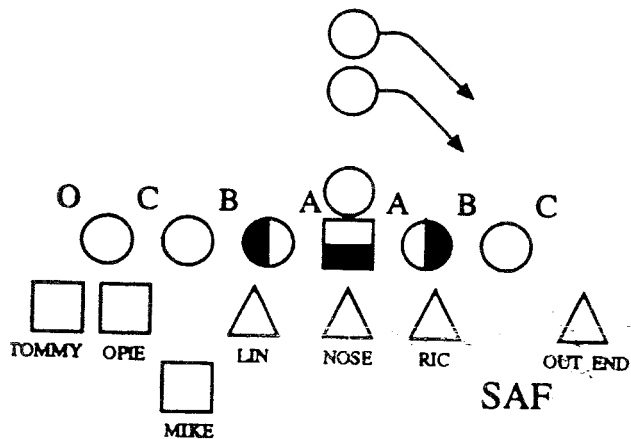


OUTSIDE END: KEY BALL & LEFT TACKLE TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. O GAP, CONTAIN

TOMMY: KEY TIGHT END, NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. O GAP, CONTAIN
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

MIKE: KEY NEAR BACK TO TACKLE
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. STACK, OUTSIDE LEVERAGE ON BALL
 FLOW OPEN AREA RESP. BACKSIDE LEVERAGE ON BALL

FLOW OPEN



OPIE: KEY TIGHT END
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE B GAP, CUT BACK

SAF: KEY LEFT TACKLE, NEAR BACK
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. BACKSIDE LEVERAGE ON BALL
 FLOW OPEN AREA RESP. C GAP, KEEP OUTSIDE LEVERAGE ON BALL

ALIGNMENT	EAGLE RUN RESPONSIBILITY	KEYS
LIN/RIC: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: B Gap. Can't get hooked. Penetrate. Buy us 3 yards. FLOW AWAY: Squeeze A Gap. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: Either A Gap or two gap technique.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
OUTSIDE END: GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: O Gap contain. Keep outside leverage on all blocks. Squeeze B. Down block = splatter. FLOW AWAY: Squeeze B Gap, release to reverse.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme Near back
TOMMY: 1 YARD OUTSIDE TIGHT END ON LOS TIGHT ON BALL	TARGET: Near shoulder of blocker. AREA RESP: SPLIT FLOW: Force. Squeeze contain. FLOW TIGHT: Force. Squeeze contain. FLOW OPEN: Reverse.	PRIMARY: Near back, blocking scheme and backfield action
MIKE: 5 TECHNIQUE ON TACKLE TO TIGHT SIDE; NO STRONG BACK - HEAD UP ON GUARD; ONE BACK FORMATION - HEAD UP ON CENTER.	TARGET & TECH: Backfield action & blocking scheme. AREA RESP: Read blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep outside leverage on man blocking you. FLOW OPEN: Keep cutback leverage on ball.	PRIMARY: Tackle, near back and blocking scheme
OPIE: TRACK 7 ON TIGHT END TIGHT ON BALL * VS 1 BACK?	TARGET & TECH: Tight End. Choke 'em. AREA RESP: SPLIT FLOW: Control tight end. C Gap to ball. FLOW TIGHT: Control tight end. C Gap to ball. FLOW OPEN: Control tight end. C Gap to ball.	PRIMARY: Tight End, Tackle and blocking scheme
SAFETY: OPEN SIDE - HEAD UP ON TACKLE - 4 PLUS YARDS DEEP. C.P.: MAKE ADJUSTMENTS TO ONE BACK FORMATIONS.	TARGET & TECH: Backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep cutback leverage on ball. FLOW OPEN: Play the tackle. If he blocks down or out, play lead blocker with outside leverage. HAMMER.	PRIMARY: Tackle, near back and blocking scheme

THE 3-4 DEFENSE

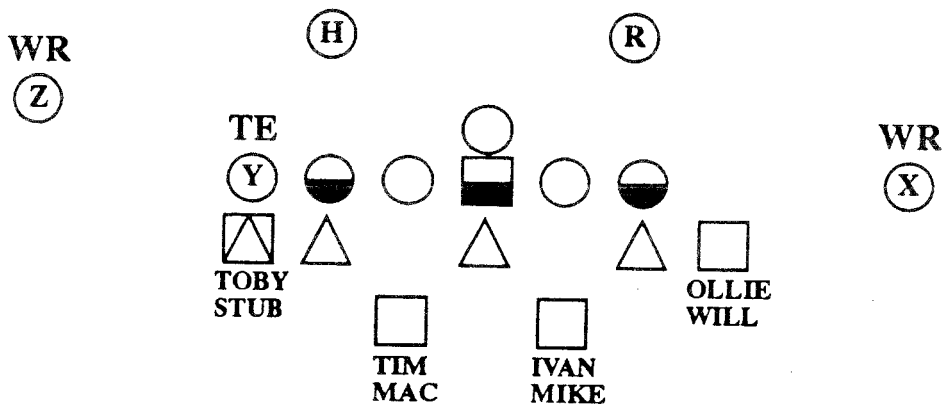
The 3-4 Defensive Fronts will be played from TWO different line-up schemes; TOLEDO or OHIO. One DE will become the BULL, and he will flip-flop to the tight side (TOLEDO) or the open side (OHIO.) He is the fourth Lber in the 3-4 Defensive Scheme, and will determine the position of the remaining three backers.

Normally, we will DUAL CALL ALL OUR COVERAGES and designate the Lber who is to rush (either by stunt or alignment variation.) The Dual Call system involves TWO coverage calls. The FIRST call is to be played vs. NORMAL (PRO-TYPE) FORMATIONS. The SECOND call is to be played vs. SLOT FORMATIONS.

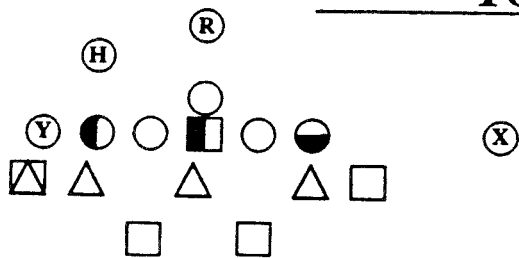
In the event we want ALL FOUR Lbers in coverage, we will preface our call by 3-4 (i.e. 34 cov. 1; 34 cov. 3, etc.)

There are SIX Defensive Fronts: TOUGH, BASE, PLUS, MINUS, WET, SINK, and STEELER. Each can be played from either the TOLEDO or the OHIO front.

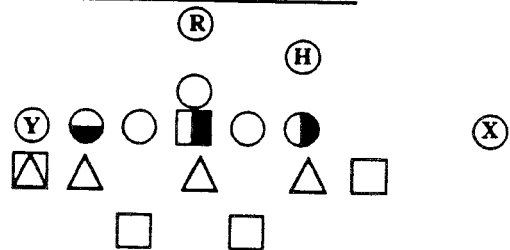
TOLEDO



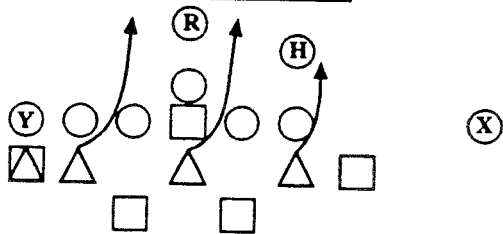
TOUGH



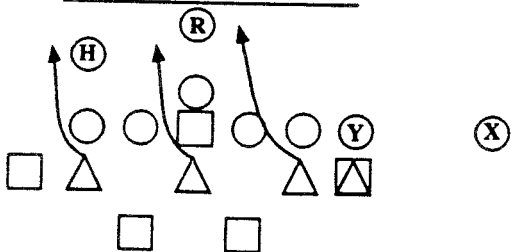
PLUS "LOU" (TO TE)



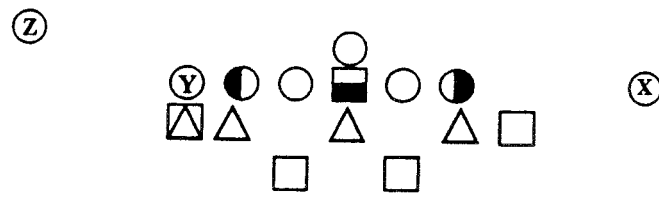
MINUS "ROSE" (AWAY FROM TE)



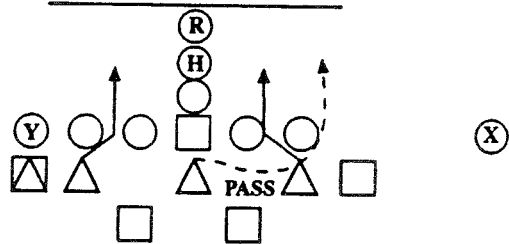
SLANT "RAY"



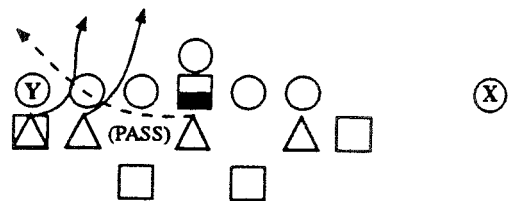
SLANT "LEE"



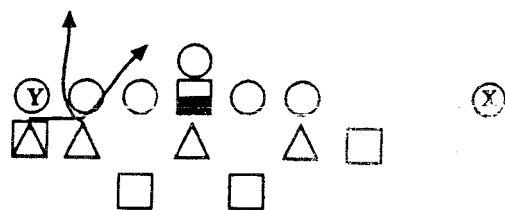
BASE



PINCH



STING (STRONG SIDE) WING (WEAK SIDE)



LEX (REX)

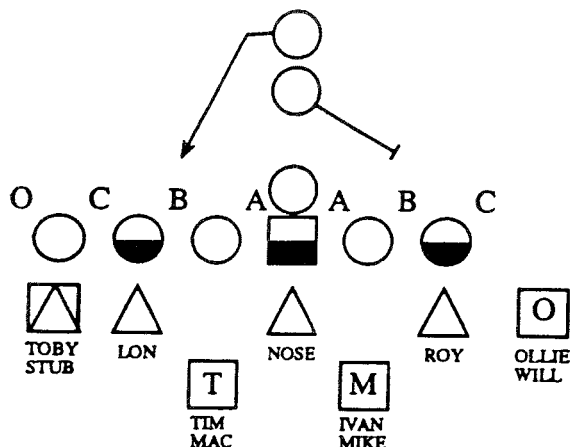
TOLEDO TOUGH

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, CUTBACK

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

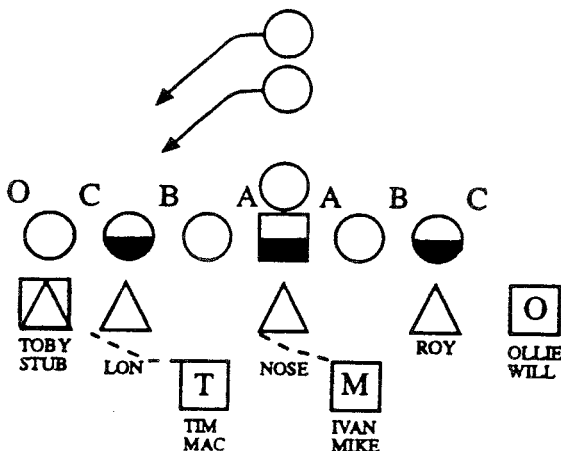
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP - CUTBACK
 FLOW OPEN AREA RESP. B GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

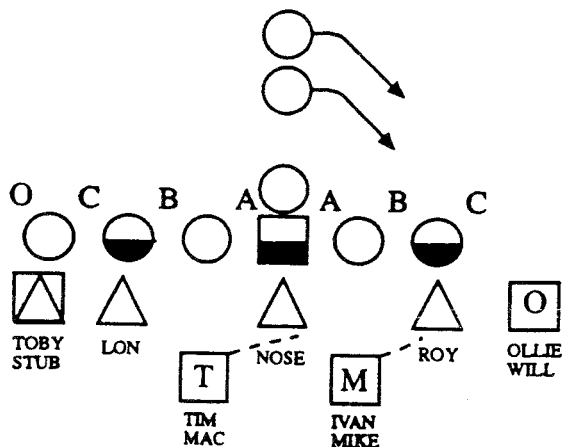
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. STACK & ENTER C GAP TO B GAP

OLLIE (WILL): KEY BALL - NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT

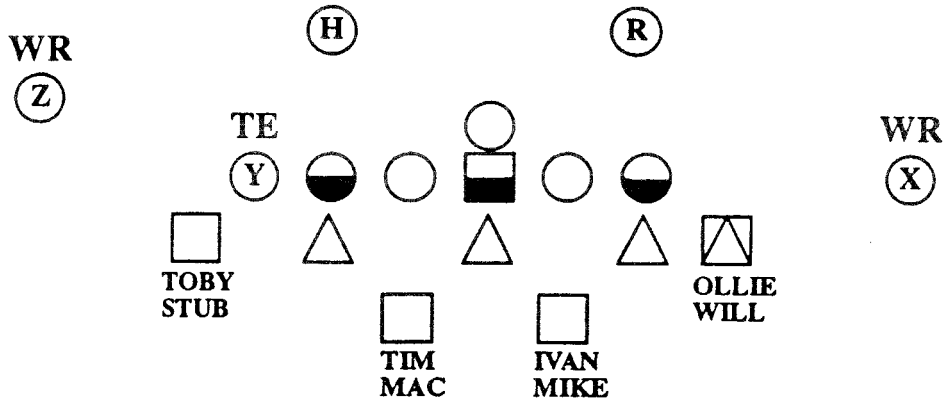


FLOW OPEN

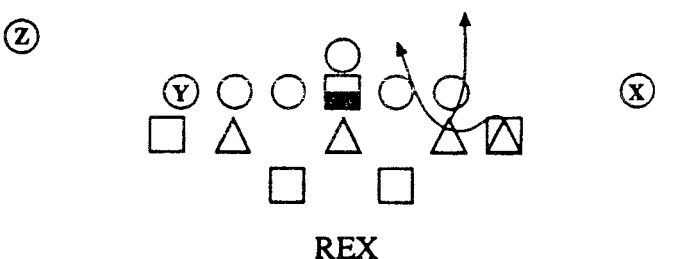
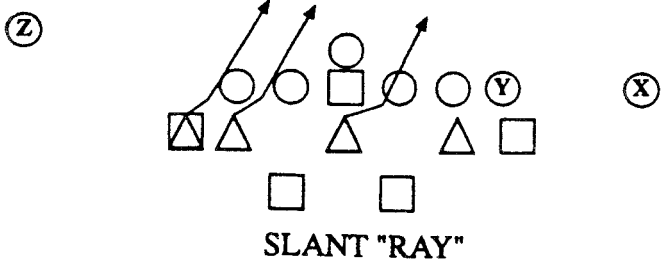
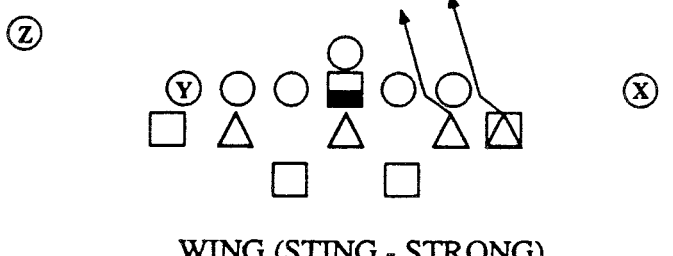
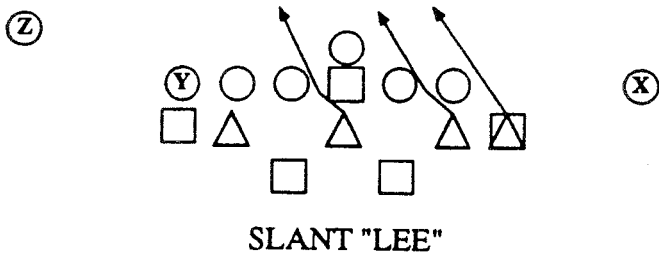
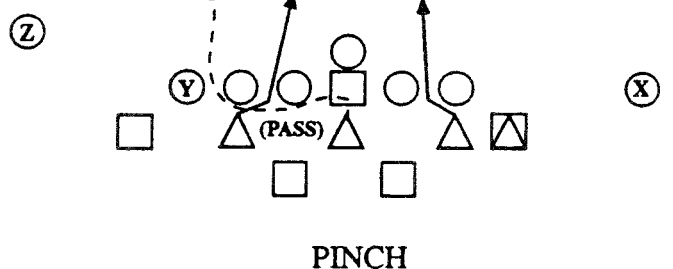
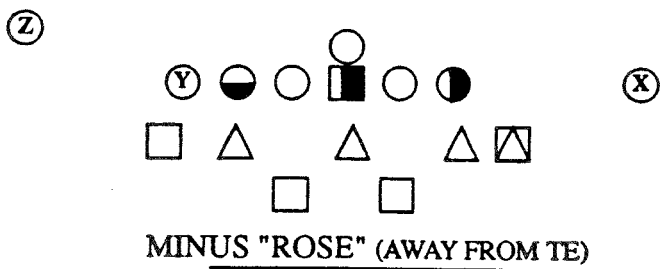
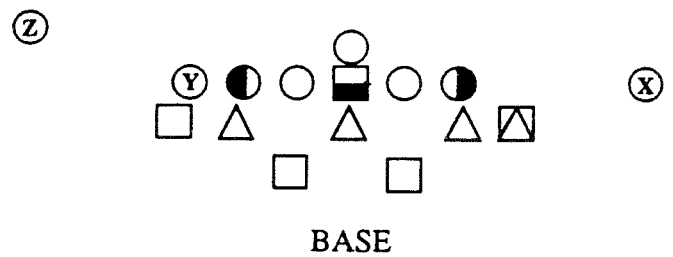
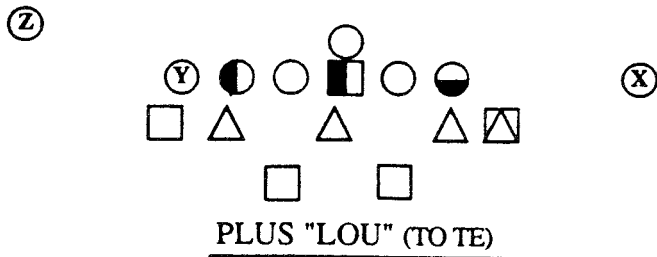


ALIGNMENT	TOLEDO TOUGH RUN RESPONSIBILITY	KEYS
TOBY (STUB): 8 TECHNIQUE ON TIGHT END TIGHT ON BALL	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: Hook/Drive - B Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: B Gap. Squeeze play cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: B Gap. Squeeze. Play cutback. FLOW OPEN: Hook/Drive B Gap. Down = Trap. Pull = Penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: Scrape to C Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Reverse. Squeeze C. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

OHIO



TOUGH

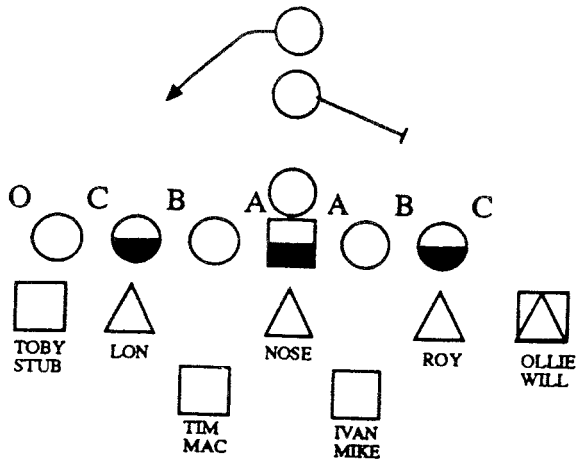


OHIO TOUGH

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme.

SPLIT FLOW



TOBY (STUB): KEY TE TO BACKFIELD TRIANGLE
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C
 FLOW TIGHT AREA RESP. FILL TWO GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, CUTBACK

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

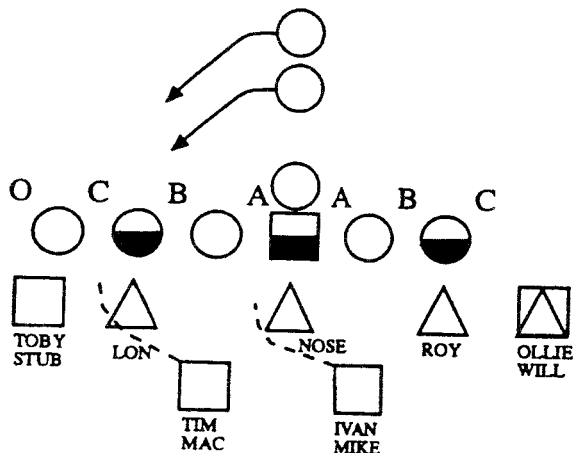
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP, CUTBACK
 FLOW OPEN AREA RESP. B GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER READ GUARD
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

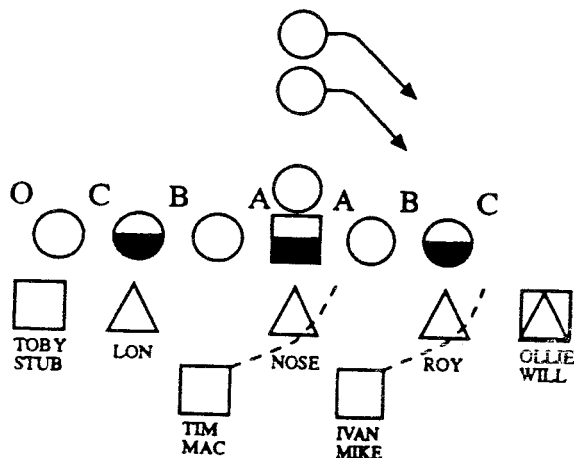
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. STACK & ENTER, C GAP TO B GAP

OLLIE (WILL): KEY BALL NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



ALIGNMENT	OHIO TOUGH RUN RESPONSIBILITY	KEYS
TOBY (STUB): 9 TECHNIQUE ON "Y" (TE) ABILITY SHADE BASED ON FORCE CALL	TARGET & TECH: Determined by backfield action, blocking scheme, and by support pattern. AREA RESP: SPLIT FLOW: Played same as FLOW TIGHT. FLOW TIGHT: A. Two gap hook block by "Y" or O.T. Fill. B. "Y" blocks down, close and splatter "C" Gap vs. kick out by near back on trap by OL. C. "Y" blocks for G deep pull - contain. Near back hook block sweep contain. "Y" release blocks on SS contain = Backer. FLOW OPEN: Squeeze "C" Gap. Reverse.	PRIMARY: "Y," near back and blocking scheme
LON: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: Hook/Drive - B Gap - Down = Trap. Pull = Penetrate joist. FLOW OPEN: B Gap. Squeeze play cutback.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
NOSE: 0 TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap Center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: B Gap. Squeeze. Play cutback. FLOW OPEN: Hook/Drive. B Gap.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to ball. FLOW TIGHT: Scrape to C Gap - tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside. Cutback leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape, C Gap maintain outside leverage. Squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of the Tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap, squeeze C. FLOW TIGHT: Reverse, squeeze C. FLOW OPEN: O Gap.	PRIMARY: Ball movement SECONDARY: Blocking scheme

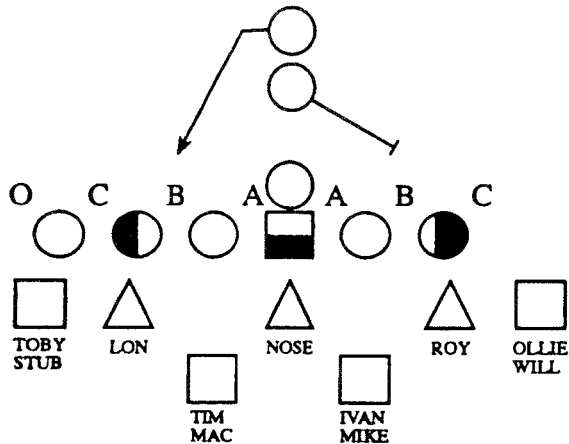
BASE

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW

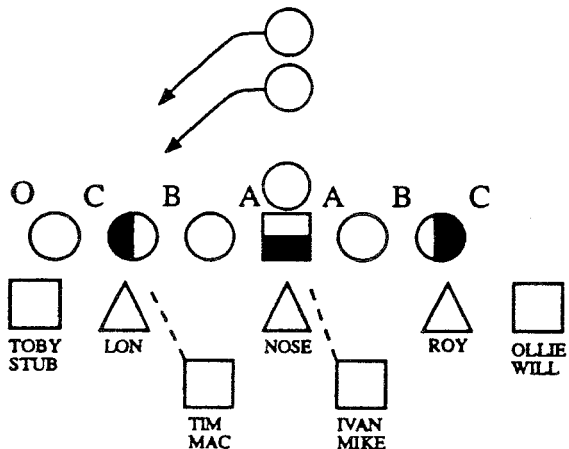


TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP
 C.P.: SLAM OR CLOUD - FOLD, FILL, CUTBACK

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. FRONTSIDE A GAP
 FLOW OPEN AREA RESP. FRONTSIDE A GAP

FLOW TIGHT

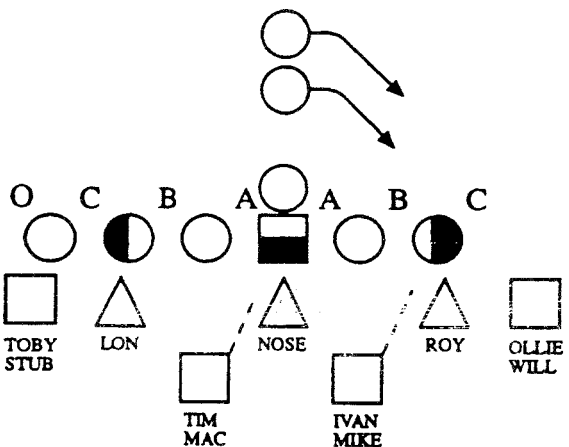


ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. C GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. B GAP TIGHTSIDE TO THE BALL
 FLOW OPEN AREA RESP. A GAP TIGHTSIDE

IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. A GAP OPENSIDE
 FLOW OPEN AREA RESP. B GAP TO THE BALL

FLOW OPEN



OLLIE (WILL): KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. FOLD - B GAP CUTBACK
 FLOW OPEN AREA RESP. O GAP

ALIGNMENT	BASE RUN RESPONSIBILITY	KEYS
TOBY (STUB): 9 TECHNIQUE ON TIGHT END TIGHT ON BALL ABILITY SHADE	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap. C.P.: SLAM or CLOUD - Fold & fill cutback.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: C Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: Squeeze B Gap. Cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Frontside A Gap. FLOW OPEN: Frontside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: C Gap. Squeeze B Gap. (Reverse) FLOW OPEN: Hook/Drive C Gap. Down = Trap. Pull = Penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: B Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap tightside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: A Gap openside - cutback leverage. FLOW OPEN: B Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE C.P.: HIP POSITION	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW OPEN. FLOW TIGHT: Fold B Gap. Cutback leverage on ball. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

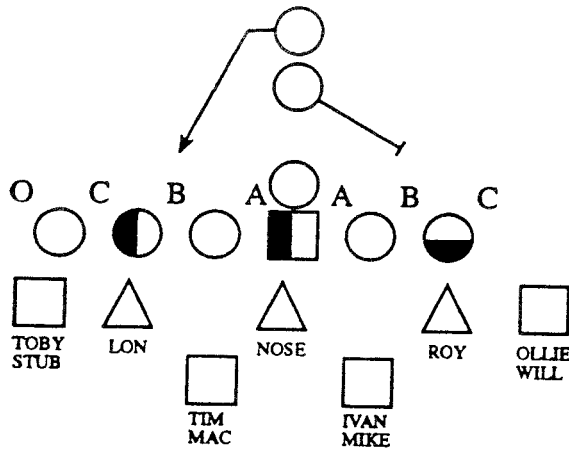
PLUS

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP
 C.P.: SLAM OR CLOUD - FOLD, B GAP CUTBACK

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. CUTBACK, SQUEEZE B GAP (REVERSE)

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. TIGHTSIDE A GAP
 FLOW TIGHT AREA RESP. FRONTSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

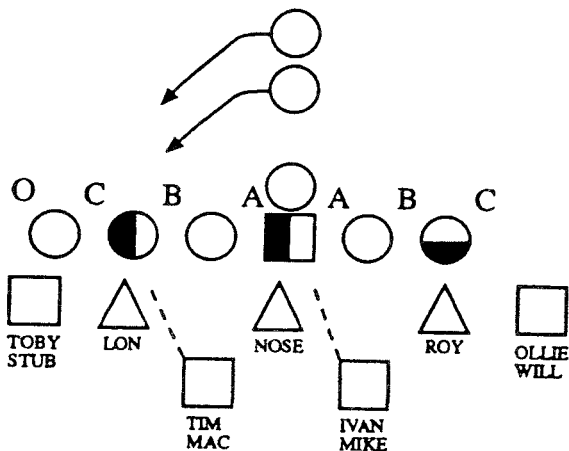
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. C GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. B GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

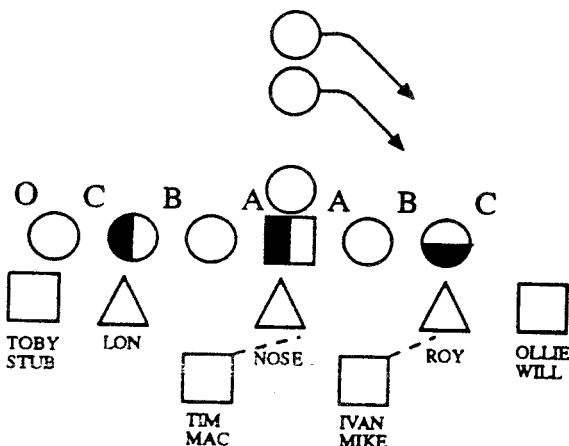
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. A GAP - READ GUARD
 FLOW TIGHT AREA RESP. A GAP OPENSIDE
 FLOW OPEN AREA RESP. B GAP TO THE BALL

OLLIE (WILL): KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. FOLD - B GAP CUTBACK
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



ALIGNMENT	PLUS RUN RESPONSIBILITY	KEYS
TOBY (STUB): 9 TECHNIQUE ON TIGHT END TIGHT ON BALL ABILITY SHADE	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap. C.P.: SLAM or CLOUD - Fold & fill cutback.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: Hook/Drive B Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: B Gap. Squeeze play Cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: 1 TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Tightside A Gap. FLOW TIGHT: Frontside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two Gap & protect linebacker. FLOW TIGHT: B Gap. Squeeze. Play Cutback. FLOW OPEN: Hook/Drive B Gap. Down = Trap. Pull = Penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: B Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack & Enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Reverse. Squeeze C. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

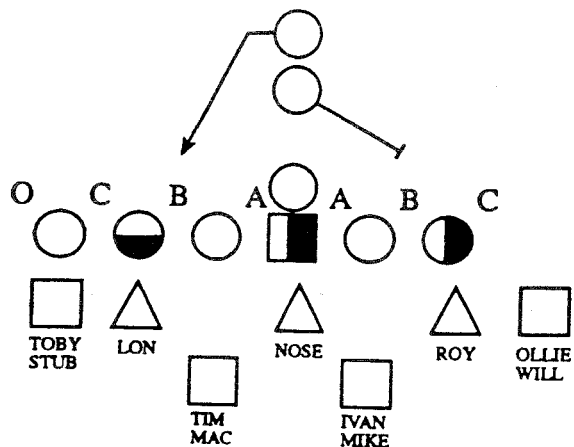
MINUS

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. CUTBACK OR B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. FRONTSIDE A GAP

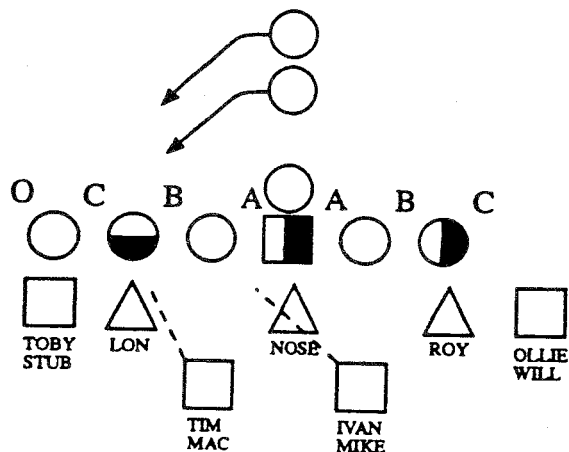
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. C GAP TO B GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. C GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. A GAP TIGHTSIDE
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP TIGHTSIDE

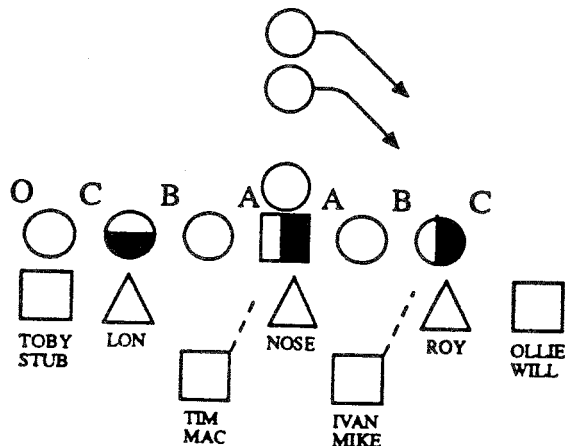
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. B GAP TO THE BALL

OLLIE (WILL): KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP - FILL
 FLOW TIGHT AREA RESP. FOLD - CUTBACK
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



ALIGNMENT	MINUS RUN RESPONSIBILITY	KEYS
TOBY (STUB): 8 TECHNIQUE ON TIGHT END TIGHT ON BALL	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. (Fill) FLOW OPEN: Reverse, squeeze C Gap.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two Gap & protect linebacker. FLOW TIGHT: Hook/Drive - B Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: B Gap. Squeeze play Cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: 1 TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Openside A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Frontside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: Reverse. Squeeze B Gap. FLOW OPEN: C Gap. Down = Trap. Pull = Penetrate, Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. A Gap to the ball. FLOW TIGHT: Scrape to C Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap tightside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: B Gap - maintain outside leverage.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE C.P.: HIP POSITION	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Fold B Gap. Cutback. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

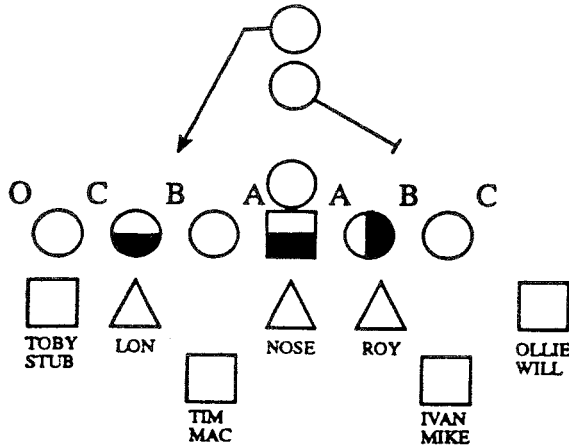
TOUGH WET

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW

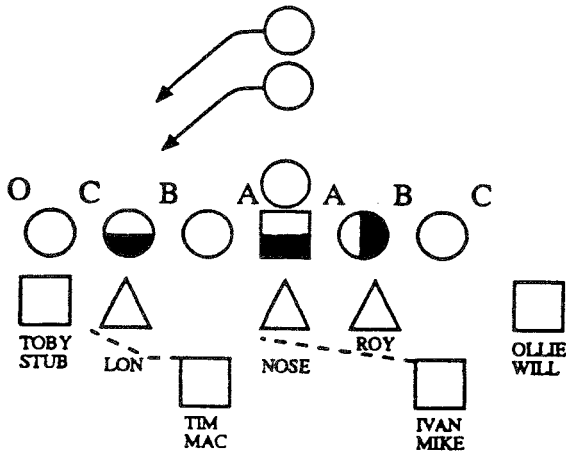


TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. CUTBACK OR B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

FLOW TIGHT

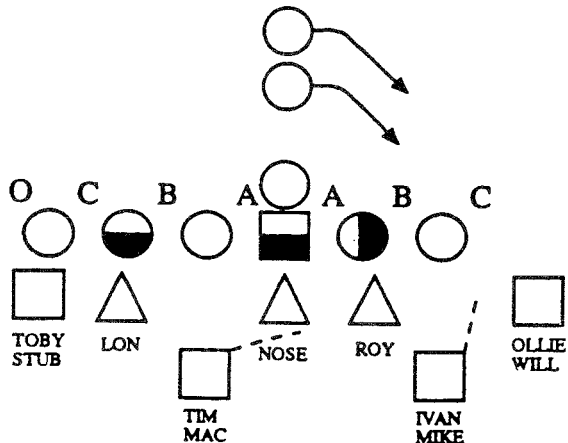


ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP - CUTBACK
 FLOW OPEN AREA RESP. B GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. C GAP

FLOW OPEN



OLLIE (WILL): KEY BALL - NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. O GAP

ALIGNMENT	TOUGH WET RUN RESPONSIBILITY	KEYS
TOBY (STUB): 8 TECHNIQUE ON TIGHT END TIGHT ON BALL	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: Hook/Drive = B Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: B Gap. Squeeze play cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Squeeze A Gap. FLOW OPEN: B Gap. Can't be hooked. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: Scrape to C Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Reverse. Squeeze C. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

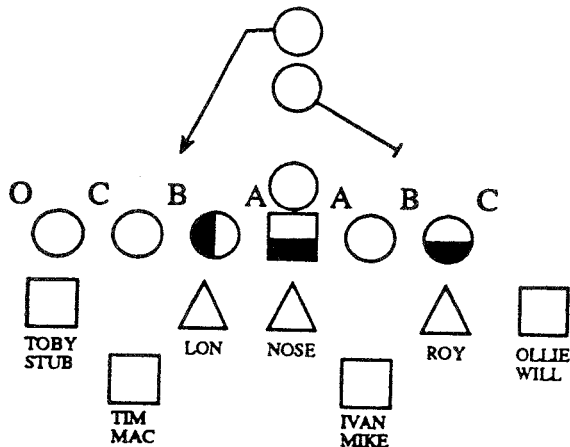
TOUGH SINK

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. CUTBACK OR B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. EITHER A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

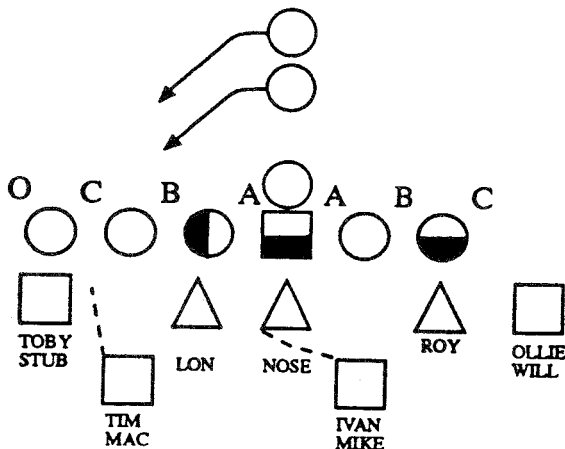
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP - CUTBACK
 FLOW OPEN AREA RESP. B GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE
 FLOW OPEN AREA RESP. A GAP OPENSIDE

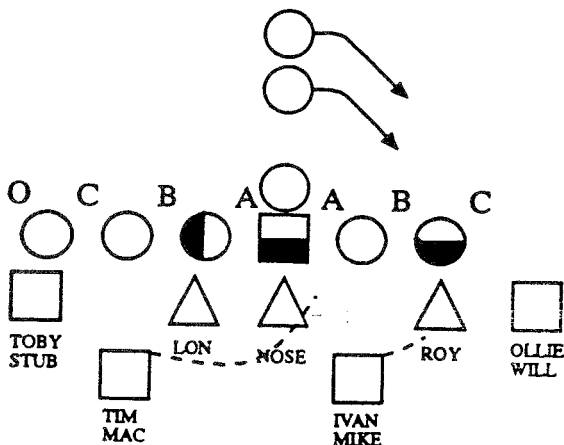
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. STACK & ENTER - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. STACK & ENTER C GAP TO B GAP

OLLIE (WILL): KEY BALL - NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



ALIGNMENT	TOUGH SINK RUN RESPONSIBILITY	KEYS
TOBY (STUB): 8 TECHNIQUE ON TIGHT END TIGHT ON BALL	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep Separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Can't get hooked. Penetrate. FLOW OPEN: B Gap. Squeeze A Gap.	PRIMARY: Ball movement and guard SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 5 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap and protect LBer. FLOW TIGHT: B Gap. Squeeze. Play cutback. FLOW OPEN: Hook/Drive = B Gap. Down = Trap. Pull = Penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: Scrape to C Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. Stack and enter to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: Scrape C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW TIGHT. FLOW TIGHT: Reverse. Squeeze C. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

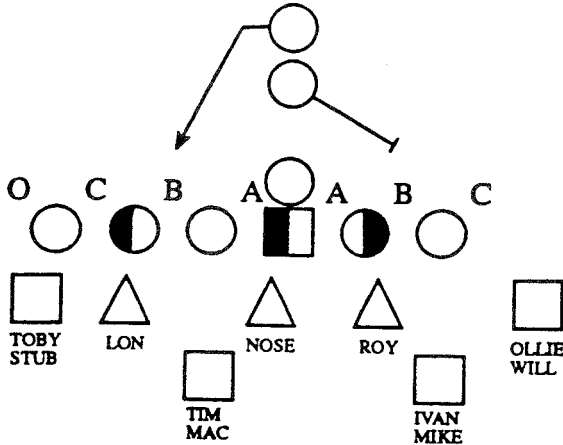
BASE WET

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW

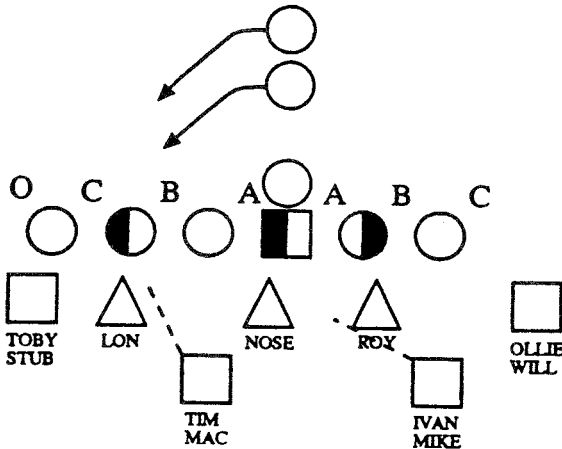


TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP
 C.P.: SLAM OR CLOUD - FOLD, FILL, CUTBACK

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. C GAP, SQUEEZE B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. TIGHTSIDE A GAP
 FLOW TIGHT AREA RESP. FRONTSIDE A GAP
 FLOW OPEN AREA RESP. BACKSIDE A GAP

FLOW TIGHT

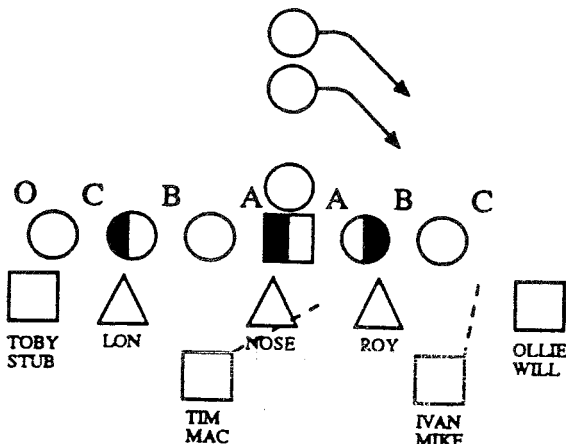


ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP - CUTBACK
 FLOW OPEN AREA RESP. B GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. B GAP TIGHTSIDE TO THE BALL
 FLOW OPEN AREA RESP. A GAP OPENSIDE

IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. A GAP OPENSIDE
 FLOW TIGHT AREA RESP. A GAP OPENSIDE
 FLOW OPEN AREA RESP. B GAP TO THE BALL

FLOW OPEN



OLLIE (WILL): KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. FOLD - B GAP CUTBACK
 FLOW OPEN AREA RESP. O GAP

ALIGNMENT	BASE WET RUN RESPONSIBILITY	KEYS
TOBY (STUB): 9 TECHNIQUE ON TIGHT END TIGHT ON BALL ABILITY SHADE	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap. C.P.: SLAM or CLOUD - Fold & fill cutback.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: C Gap. Down = Trap. Pull = Penetrate, Joist. FLOW OPEN: Squeeze B Gap. Cutback.	PRIMARY: Ball movement and tackle SECONDARY: Blocking scheme
NOSE: 1 TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Two gap center either A Gap. FLOW TIGHT: Frontside A Gap. FLOW OPEN: Backside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Squeeze A Gap. FLOW OPEN: B Gap. Can't be hooked. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: B Gap tightside, maintain outside leverage - squeeze B Gap. FLOW OPEN: A Gap openside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Stack A Gap openside to the ball. FLOW TIGHT: A Gap openside - cutback leverage. FLOW OPEN: C Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE C.P.: HIP POSITION	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: Fold B Gap. Cutback leverage on ball. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

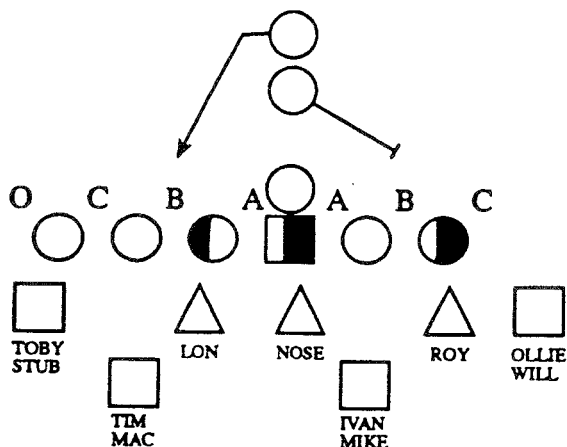
BASE SINK

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Will be determined by blocking scheme and backfield action.

NOTE: ADJUSTMENT TO PAIR

SPLIT FLOW



TOBY (STUB): KEY BALL & TIGHT END TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, SQUEEZE C GAP
 FLOW TIGHT AREA RESP. O GAP
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP
 C.P.: SLAM OR CLOUD - FOLD, FILL, CUTBACK

LON: KEY BALL & RIGHT TACKLE
 SPLIT FLOW AREA RESP. B GAP TO C GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. CUTBACK OR B GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. OPENSIDE A GAP
 FLOW TIGHT AREA RESP. BACKSIDE A GAP
 FLOW OPEN AREA RESP. FRONTSIDE A GAP

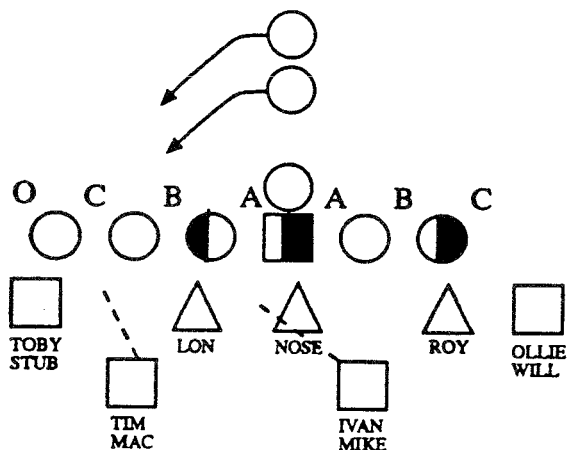
ROY: KEY BALL & LEFT TACKLE
 SPLIT FLOW AREA RESP. C GAP, SQUEEZE B GAP
 FLOW TIGHT AREA RESP. REVERSE
 FLOW OPEN AREA RESP. C GAP

TIM (MAC): KEY STRONG GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. A GAP TIGHTSIDE TO THE BALL
 FLOW TIGHT AREA RESP. C GAP TIGHTSIDE TO THE BALL
 FLOW OPEN AREA RESP. A GAP TIGHTSIDE

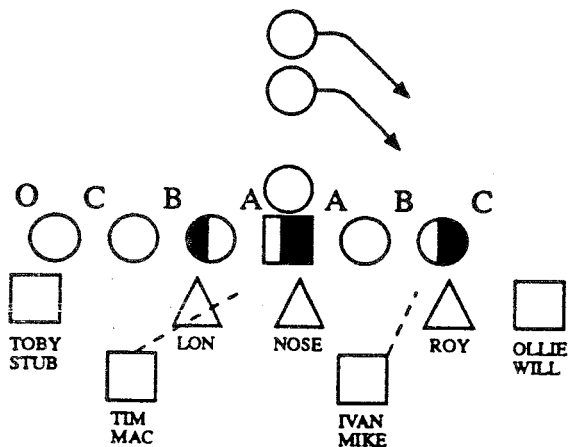
IVAN (MIKE): KEY WEAK GUARD TO TRIANGLE
 SPLIT FLOW AREA RESP. B GAP - READ GUARD
 FLOW TIGHT AREA RESP. A GAP TIGHTSIDE
 FLOW OPEN AREA RESP. B GAP TO THE BALL

OLLIE (WILL): KEY BALL, NEAR BACK, G & T TRIANGLE
 SPLIT FLOW AREA RESP. O GAP
 FLOW TIGHT AREA RESP. FOLD - B GAP CUTBACK
 FLOW OPEN AREA RESP. O GAP

FLOW TIGHT



FLOW OPEN



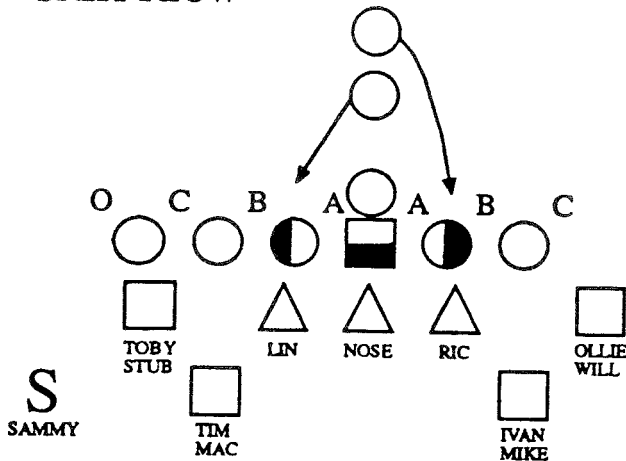
ALIGNMENT	BASE SINK RUN RESPONSIBILITY	KEYS
TOBY (STUB): 9 TECHNIQUE ON TIGHT END TIGHT ON BALL ABILITY SHADE	TARGET: Tight End. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: O Gap Squeeze, C Gap (two gap). FLOW TIGHT: O Gap. FLOW OPEN: Reverse, squeeze C Gap. C.P.: SLAM or CLOUD - Fold & fill cutback.	PRIMARY: Ball movement and Tight End SECONDARY: Blocking scheme
LON: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. Keep Separation. AREA RESP: SPLIT FLOW: B Gap. FLOW TIGHT: B Gap. Can't get hooked. Penetrate. FLOW OPEN: B Gap. Squeeze A Gap.	PRIMARY: Ball movement and guard SECONDARY: Blocking scheme
NOSE: 1 TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: Openside A Gap. FLOW TIGHT: Backside A Gap. FLOW OPEN: Frontside A Gap.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme
ROY: 6 TECHNIQUE ON TACKLE TIGHT ON BALL	TARGET: Tackle. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside. Fight pressure. AREA RESP: SPLIT FLOW: C Gap. Squeeze B Gap. FLOW TIGHT: C Gap. Squeeze B Gap. (Reverse) FLOW OPEN: Hook/Drive C Gap. Down = Trap. Pull = Penetrate Joist.	PRIMARY: Ball movement and Tackle SECONDARY: Blocking scheme
TIM (MAC): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Stack over DT. Tightside A Gap to the ball. FLOW TIGHT: C Gap tightside, maintain outside leverage. FLOW OPEN: A Gap tightside - cut back leverage.	PRIMARY: Guard and backfield action Blocking scheme
IVAN (MIKE): 2 TECHNIQUE ON GUARD 4 PLUS YARDS OFF BALL	TARGET & TECH: Determined by backfield action & blocking scheme. AREA RESP: SPLIT FLOW: Step up, read guard. B Gap to the ball. FLOW TIGHT: A Gap tightside - cutback leverage. FLOW OPEN: B Gap - maintain outside leverage - squeeze B Gap.	PRIMARY: Guard and backfield action Blocking scheme
OLLIE (WILL): ALIGNMENT DEPENDS ON BACKFIELD SET AND COVERAGE C.P.: HIP POSITION	TARGET & TECH: Outside leverage on 1st blocker. AREA RESP: SPLIT FLOW: Same as FLOW OPEN. FLOW TIGHT: Fold B Gap. Cutback leverage on ball. FLOW OPEN: Maintain outside leverage on first blocker. You have force. C.P. - LBers BOSS or BOW.	PRIMARY: Near back ball triangle. Backfield action Blocking scheme

STEELER

GENERAL INFORMATION:

1. Primary Key - Ball and man in front of you.
2. Secondary Key - Backfield action.
3. Area Responsibility - Determined by blocking scheme and backfield action.

SPLIT FLOW



TOBY (STUB): KEY TIGHT END
 SPLIT FLOW AREA RESP. C GAP
 FLOW TIGHT AREA RESP. C GAP
 FLOW OPEN AREA RESP. SQUEEZE B GAP, CUT BACK

LIN: KEY BALL & RIGHT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP
 FLOW OPEN AREA RESP. B GAP, SQUEEZE A GAP

NOSE: KEY BALL & CENTER
 SPLIT FLOW AREA RESP. A GAP, EITHER SIDE
 FLOW TIGHT AREA RESP. A GAP, FRONTSIDE
 FLOW OPEN AREA RESP. A GAP, FRONTSIDE

RIC: KEY BALL & LEFT GUARD
 SPLIT FLOW AREA RESP. B GAP
 FLOW TIGHT AREA RESP. B GAP, SQUEEZE A GAP
 FLOW OPEN AREA RESP. B GAP

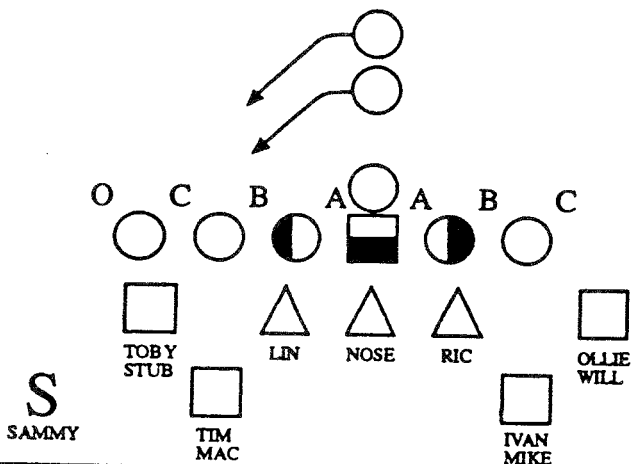
SAMMY: KEY TIGHT END, NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. O GAP, CONTAIN
 FLOW OPEN AREA RESP. REVERSE, SQUEEZE C GAP

TIM (MAC): KEY NEAR BACK TO TACKLE
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. STACK, OUTSIDE LEVERAGE ON BALL
 FLOW OPEN AREA RESP. BACKSIDE LEVERAGE ON BALL

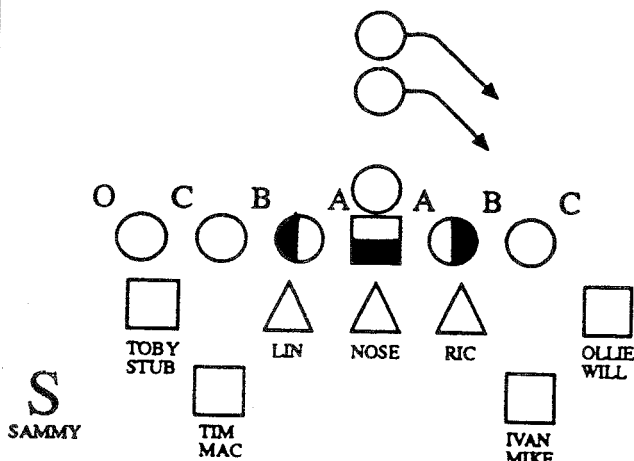
IVAN (MIKE): KEY LEFT TACKLE, NEAR BACK
 SPLIT FLOW AREA RESP. STACK & ENTER
 FLOW TIGHT AREA RESP. BACKSIDE LEVERAGE ON BALL
 FLOW OPEN AREA RESP. C GAP, KEEP OUTSIDE LEVERAGE ON BALL

OLLIE (WILL): KEY BALL & LEFT TACKLE TO NEAR BACK
 SPLIT FLOW AREA RESP. O GAP, CONTAIN
 FLOW TIGHT AREA RESP. REVERSE, SQUEEZE C GAP
 FLOW OPEN AREA RESP. O GAP, CONTAIN

FLOW TIGHT



FLOW OPEN



ALIGNMENT	STEELER RUN RESPONSIBILITY	KEYS
TOBY (STUB): TRACK 7 ON TIGHT END TIGHT ON BALL * VS 1 BACK?	TARGET & TECH: Tight end. Choke 'em. AREA RESP: SPLIT FLOW: Control tight end. C Gap to ball. FLOW TIGHT: Control tight end. C Gap to ball. FLOW OPEN: Control tight end. C Gap to ball.	PRIMARY: Tight End, Tackle and blocking scheme
LIN/RIC: 3 TECHNIQUE ON GUARD TIGHT ON BALL	TARGET: V of Guard's neck. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: B Gap. Can't get hooked. Penetrate. Buy us 3 yards. FLOW AWAY: Squeeze A Gap. Penetrate.	PRIMARY: Ball movement and Guard SECONDARY: Blocking scheme
NOSE: O TECHNIQUE ON CENTER TIGHT ON BALL	TARGET: Center. Choke 'em. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: Either A Gap or two gap technique.	PRIMARY: Ball movement and Center SECONDARY: Blocking scheme.
SAM (SAFETY): 1 YARD OUTSIDE TIGHT END ON LOS TIGHT ON BALL DEPENDS ON COVERAGE	TARGET: Near shoulder of blocker. AREA RESP: SPLIT FLOW: Force. Squeeze contain. FLOW TIGHT: Force. Squeeze contain. FLOW OPEN: Reverse.	PRIMARY: Near back, blocking scheme and backfield action.
TIM (MAC): 5 TECHNIQUE ON TACKLE TO TIGHT SIDE; NO STRONG BACK HEAD UP ON GUARD; ONE BACK FORMATION HEAD UP ON CENTER	TARGET & TECH: Backfield action and blocking scheme. AREA RESP: Read blocking scheme. SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep outside leverage on man blocking you. FLOW OPEN: Keep cutback leverage on ball.	PRIMARY: Tackle, near back and blocking scheme.
IVAN (MIKE): OPEN SIDE - HEAD UP ON TACKLE - 4 PLUS YARDS DEEP. C.P.: MAKE ADJUSTMENTS TO ONE BACK FORMATIONS.	TARGET & TECH: Backfield action and blocking scheme. AREA RESP: SPLIT FLOW: Stack and ball react. FLOW TIGHT: Keep cutback leverage on ball. FLOW OPEN: Play the tackle. If he blocks down or out play lead blocker with outside leverage. HAMMER.	PRIMARY: Tackle, near back and blocking scheme.
OLLIE (WILL): GHOST 8 TECHNIQUE TIGHT ON BALL	TARGET: Outside hip of tackle. CHARGE: Get off on ball. Deliver hard and quick punch, hands inside, fight pressure. Keep separation. AREA RESP: FLOW TO: O Gap contain. Keep outside leverage on all blocks. Squeeze B. Down block = splatter. FLOW AWAY: Squeeze B Gap, release to reverse.	PRIMARY: Ball movement and Tackle. SECONDARY: Blocking scheme Near back

COVERAGE TERMINOLOGY

<u>COVER 1</u>	Basic man to man coverage with a safety free in the deep middle.
"BLUE"	Color audible to Cover 1.
STANDARD	Call to double the TE (Y) by SS and either Tommy or MLB based on the release of Y.
BANDIT	Call where the Tommy soft drops and zones the alley, Mike soft drops and zones the hook. Take Y or strongback in your area. SS has Y or strongback deep M/M. No deep receiver cut to Z.
ZORRO	Call to place the double on the Z with the corner inside and Tommy outside.
PLUG	Call where SS is M/M on Y. Tommy is M/M on the strong back. MLB zone drops and takes 1st crosser.
ASTRO	Call to place the safety on a back and the linebackers are on the TE and remaining back.
TOMMY	Call where Tommy Dogs. The SSC has #1 M/M, the SSS has #2 M/M and the MLB has #3 M/M. (vs weak or for sets)
YO-YO	Call vs Triple that places the double on the #2 receiver by SS & MLB. Tommy has #3 M/M.
WAD	Call in Astro to place the double on the tight end by the Tommy and MLB.
YANKEE	Call to push linebackers strong vs triple with remaining back offset to the triple side.
RAIDER	Call in Astro to place the linebackers on the TE and remaining back where the OLB and ILB bracket the TE and LBers not in bracket cover the back.

Coverage Terminology
Page 2
continued

PIRATE	Call in Astro 1 to place the LBers M/M on the TE and remaining back due to the alignment of "R". The OLB covers "R" and the remaining LBers cover the TE.
DIAMOND	Call in Astro to place the linebackers on the TE and remaining back - soft dropping with Raider responsibility.
WIZARD	Call vs flood to push the linebackers to drop weak & take #2; #3.
SOD	Call vs Triple that places the double on the #3 receiver by Tommy & Mike. SS has #2 M/M.
<u>COVER 2</u>	Two deep Double rotation to deep alleys, half, for safeties with five underneath zones.
'BLACK'	Color audible for Cover 2.
YALE	Two deep zone with five underneath playing tight man to man coverage. (trail technique)
LATCH	Call to place the Tommy linebacker man to man on TE unless he runs to the flat, everyone else plays zone.
BOLT	Audible against triple in Cover 2. Slide to triple and play man weak.
<u>COVER 3</u>	Basic zone coverage with three deep and four short zones rotating to the strong side.
"YELLOW"	Color audible for Cover 3.
SLAM	Call in Cover 3 where strong side safety zones the alley to flat and has force.

Coverage Terminology
Page 3
continued

BACKER	Call in Cover 3 where strongside linebacker zones the alley to flat and has force.
CLOUD	Call in Cover 3 where the strong side corner zones the alley to flat and has force.
TAXI	Call in Cover 3 where both corners keep inside leverage on upfield releases of X & Z. WSB and SS (slam) SSB (Backers) Zone flat.
LARRY	Call in Cover 3 to rotate zone to left.
ROGER	Call in Cover 3 to rotate zone to right.
DROPKICK	Call in Cover 3 with both WR's inside number. WS takes deep crosser and corners squeeze deep post.
ROBBER	Call in Cover 3 vs I or Strong. WS robs #2 seam or X or Z dig. C's loose inside M/M.
CLEO	Call in Cover 3 or silver vs Slot formation where inside corner zones alley to flat and has force.
SILVER	Call where we play an over loaded zone strong and play man weak.
SLAM	Call in silver where SSS has flat and force. SSB has alley. MLB has the wall.
BACKER	Call in silver where SSB has flat & force. SSS has alley. MLB has the wall.
CLOUD	Call in silver whee SSC has flat & force. SSB has alley. MLB has the wall.

Coverage Terminology

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continued

- SILVER SCAN** Call in silver where LBers zone drop to responsibility.
WSB zone weak hook play. Loose M/M on #2.
- SILVER LOCK** Call in silver with WSB remains M/M on running back
regardless of flow.
- GOLD** Call where we play an over loaded zone strongside the WWS
becomes the wall player and the SSS zones the deep middle
We play men weak.
- SILVER ZIP** Call in silver with WSB M/M on #2 weak unless he blocks ,
then airplanes to X. DE picks up #2.
- ZIP GO** Call in silver where WDE has #2 weak M/M. WSB double
X inside (airplane technique).
- COVER 44** Two deep zone coverage with LBers zone dropping and ball
reacting. Corners and safeties pattern read to define
coverage responsibility.
- "SPECIAL"** Audible against triple in Cover 4. SSB keeps leverage on
#2 or #3 to flat.
- COVER 5** Man to man tight side rotation with combination coverage
on strong (tight) side receivers.
- RELEASE** Call in Cover 5 with three on two coverage on flanker and
tight end by SSC, SS and WS based on release of Y.
- KICK** Call in Cover 5. SSC forces outside release by "Z" and zones
the flat. SSS has Z M/M and WSS has Y M/M. (except flat)
- STAFF** Call in Cover 5 SSC has Z M/M inside and SSS zones the flat
WSS has Y M/M (except flat) .

SPOUT	Call in Cover 5 SSS has Y M/M (bump and run) SSC & WS are in and out on Z (vs Zin or float)
RAINBOW (AIRPLANE)	From inside alignment the outside defender zones deep half, over the top. Two inside defenders work to the inside of #1 and #2. Playing airplane technique. MLB calls.
“YOU”	WSB (OPIE) has #2 M/M. MLB airplanes to #1 playing inside trail and underneath technique.
“ME”	WSB (OPIE) airplanes to #1 playing inside and underneath trail technique. MLB has #2 M/M.
“US”	WSB & MLB double #2 unless he shows quick one way or the other. LB cut to X.
DICE	Man to man coverage to tight end side where SS and WS cover TE and strong back.
WONDA	Call in Cover 5. WSC plays #1 M/M inside and WSB zones the flat. MLB has #2 M/M.
<u>THUNDER ZONE</u>	Basic zone coverage where SSS walks down to TE side and we play 3 backer. Corners frozen.
TWILIGHT	Audible for lightning zone and Cover 6.
<u>LIGHTNING ZONE</u>	Basic zone where WSS walks down to the openside and we play Cover 6. Corners frozen.
<u>COMBO TITE</u>	Man to man coverage with tight side rotation. Combination coverage on receivers.

Coverage Terminology

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continued

COMBO OPEN	Man to man coverage with open side rotation. Combination coverage on receivers.
<u>COVER 7</u>	Man to man coverage with weak safety doubling to the openside.
'PURPLE'	Color audible for Cover 7.
FIST	Corner has WR M/M trail (yale) technique. Safety zones deep half. LBer play man under technique.
KEY	Weak corner play X M/M inside out. Opie zones flat. WS has #2 M/M except to flat.
ROLL	Weak corner zones flat, WS has #1 M/M inside out. Opie has #2 M/M except flat.
SLICE	Weak corner and weak safety are in and out on #1 M/M. Opie has #2 M/M.
THUMBS	WC zones deep half over the top technique. WS has #1 M/M airplane tech. Opie has #2 M/M.
R'STORM	WC zones deep half over the top technique. WSB has #1 M/M airplane technique. WS has #2 M/M.
CONNIE	Inside corner and WS are out and in on #2.
CONRAD	Inside corner and WS are in and out on #2 (reversed Connie)
CLARA	Inside corner and outside corner are in and out on #2. WS has #1 M/M inside out, deep.
STAFF	Inside corner jams #2 and zones the flat. Outside corner has #1 M/M inside. WS has #2 M/M except flat.

Coverage Terminology

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continued

TRIO	Three on two coverage on #1 and #2. Coverage is defined by pass pattern run by #1 and #2.
TRIANGLE	Three on two coverage on #2 & #3. Cover is defined by pass pattern run by #1 and #2.
KICK	Outside corner jams #1 and zones flat. Inside corner M/M #1. WS M/M on #2 (flat help).
WAD	The OSB and MLB double #2 weak (TE (+15) vs double slot formation.)
<u>COVER 8</u>	Built in audible to play two deep zone coverage corners over against slot formation.
‘BROWN’	Color audible for Cover 8.
BIRD DOG	Call to place inside corner M/M on #2 in Cover 8. Everyone else play zone.
BANJO	In and out M/M coverage by two adjacent LBers on two receivers. Coverage defined by releases.
STORM	In and out M/M coverage by safety and LBers on two receivers. Coverage defined by releases.
DICE	In and out M/M coverage by two defensive backs on two receivers. Coverages defined by releases.

COVER 1 AUDIBLE: BLUE

Basic Man to Man Coverage with the Weak Safety free in the deep middle.

1. This coverage has variation calls to TE side.
2. We can use the following variations against two backs.

Standard
Zorro
Bandit
Plug
Astro

3. All Flows are played the same by the Strong Safety and Linebackers regardless of variation.
4. All Floods are played the same regardless of variation.
5. We can use the following variations against one back sets.

Double = Astro, Diamond
Double Slot = Astro, Wad
Triple = Yo-Yo, Standard, Astro

COVER 1

VARIATIONS VS TWO BACKS

1. **STANDARD:** Call where the Double is on the Y by the Strong Safety and either the Strong or Middle Linebacker based on the release of Y.
2. **ZORRO:** Call to place the Double on the Z with the Corner inside and Strong Linebacker outside.
3. **BANDIT:** Call where the Strong Linebacker soft drops, zones the alley and takes Y or H in this area. The Middle Linebacker soft drops, zones the Hook area and walls Y or H in this area. The Strong Safety has Y or H deep, Man to Man. No deep receiver, Cut to Z.
4. **PLUG:** Call where the Strong Safety is Man to Man on Y. The Outside Linebackers have the backs Man to Man Thrus and Outs. The Middle Linebacker drops and zones the hole and takes the first crosser.
5. **ASTRO:** Call to place the Weak Safety Man to Man on back to open side. The Linebackers are on the Tight End and Remaining Back.
6. **TOMMY:** Call where the Tommy Linebacker DOGS. The Strong Corner has #1 man to man, the Strong Safety has #2 "Y" man to man, and the Middle Linebacker has #3 man to man.
(VS Weak or Far Set)

VARIATIONS VS ONE BACK

A. DOUBLE:

1. Astro call where the Weak Safety has #2 weak Man to Man. The Linebackers are responsible for the Tight End and Remaining Back.

B. DOUBLE SLOT:

1. Astro call where the Strong Safety has #1 weak Man to Man. The Linebackers are responsible for the Tight End and Remaining Back.
2. Wad call where the Strong Safety has #1 weak Man to Man. The Linebacker and Middle Linebacker double #2 weak.

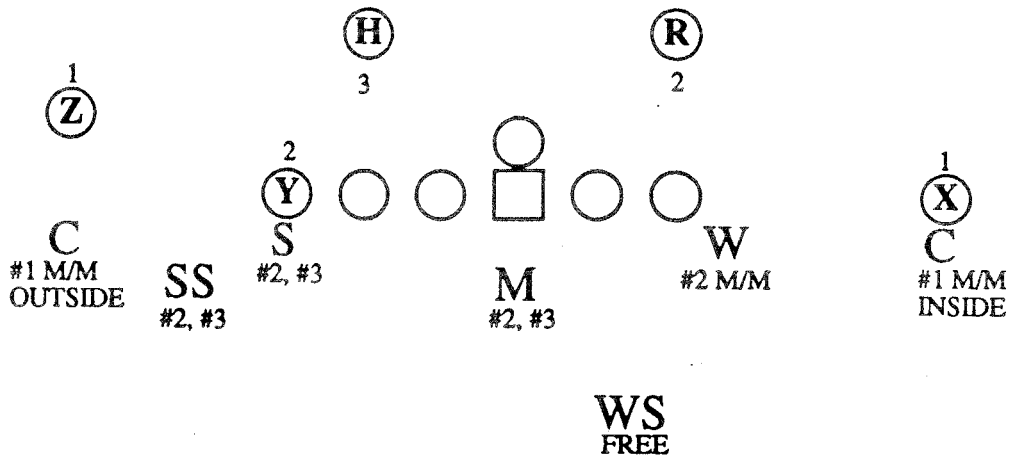
C. TRIPLE:

1. Astro call that places the Strong Safety Man to Man on #2. The Strong Linebacker Man to Man on #3 and the Middle Linebacker soft drops and zones the hole.
2. Yo-Yo call that places a double on the #2 receiver strong by the Strong Safety and Middle Linebacker. The Strong Linebacker is Man to Man on the #3 receiver.
3. Standard call against a pair that places a double on the #3 receiver (down TE) by the Strong Safety and Middle Linebacker. The Strong Linebacker is Man to Man on the #2 receiver.

LINEBACKER CALLS:

1. **REGGIE:** Two Linebackers key the same Back to determine their drops and coverage responsibility.
2. **BANJO:** Call in Man to Man coverage when two Linebackers play in and out based on the release of the Tight End and Back or the two Backs.
3. **DIAMOND:** Call in Astro to place Linebackers on the Tight End and remaining back with the linebackers soft dropping in coverage.
4. **RAIDER:** Call in Astro to place the linebackers on the Tight End and remaining back where the OLB and ILB bracket the Tight End and the LBer not in bracket covers the remaining back Man to Man.
5. **PIRATE:** Call in Astro to place the linebackers on the Tight End and remaining back due to his alignment (off-set to the TE). The OLB covers the "R" Man to Man and the two remaining LBers bracket the Tight End.

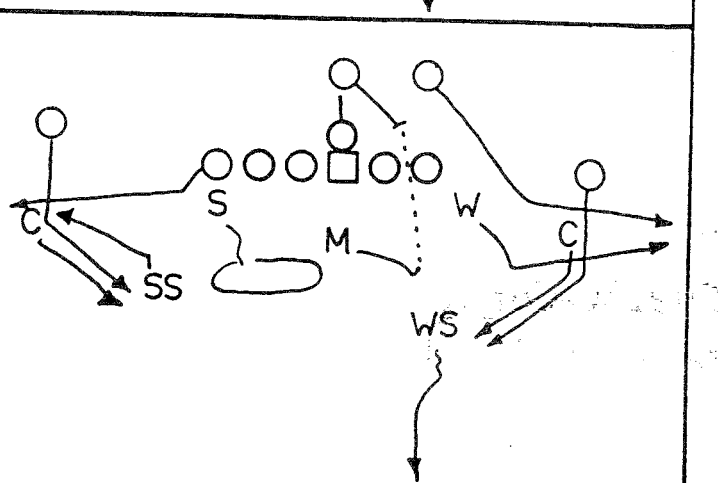
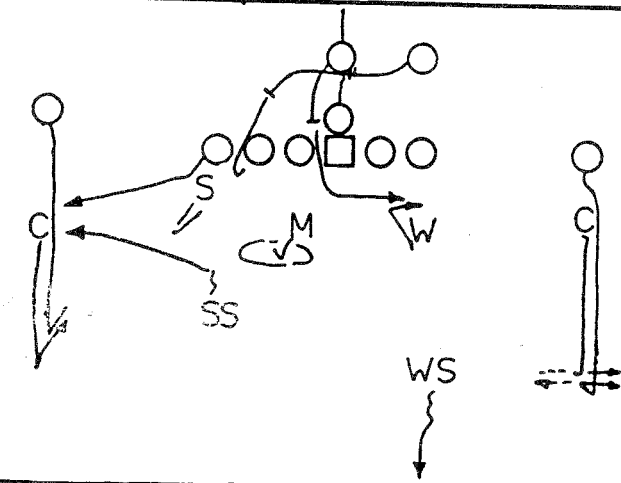
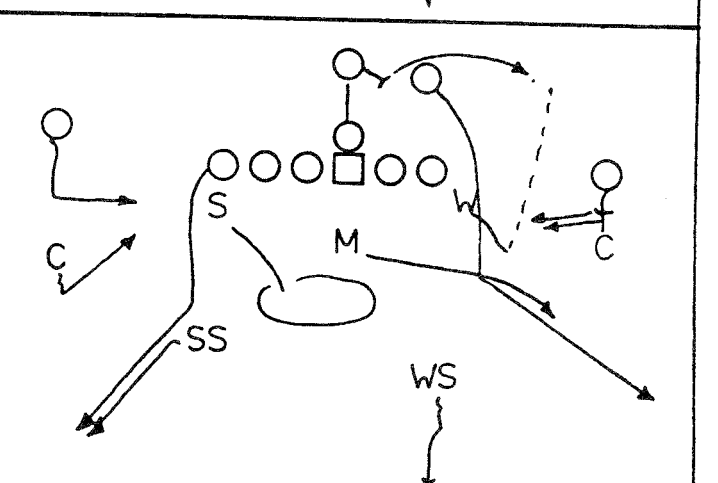
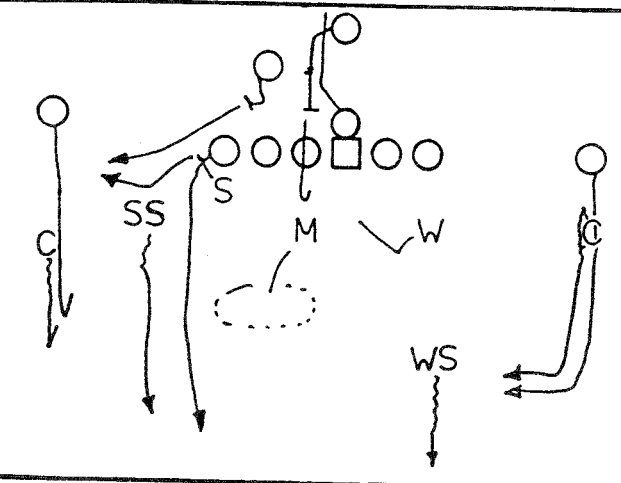
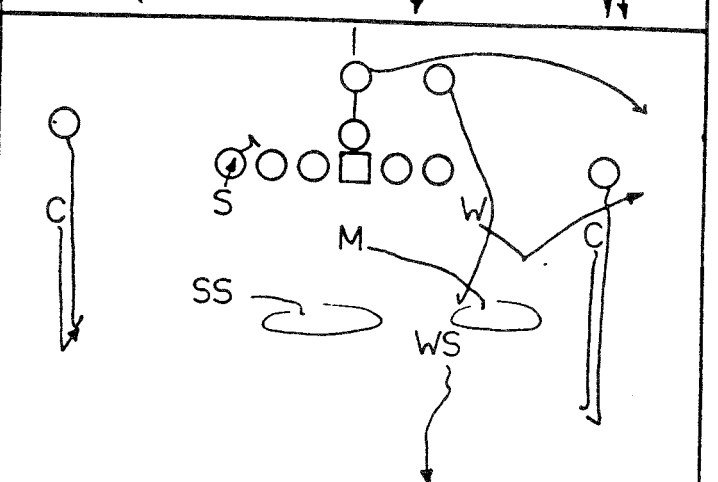
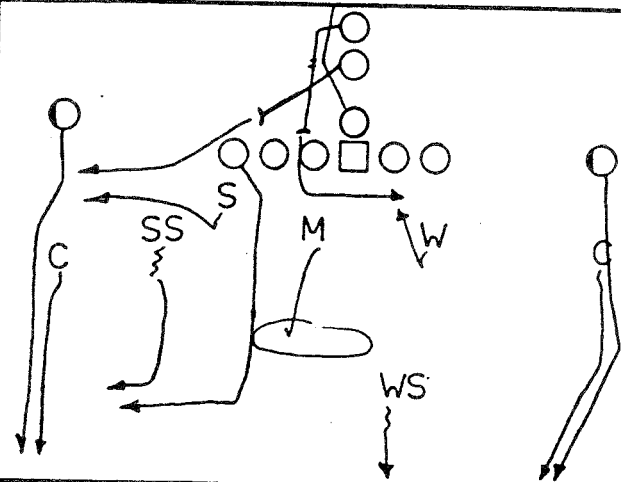
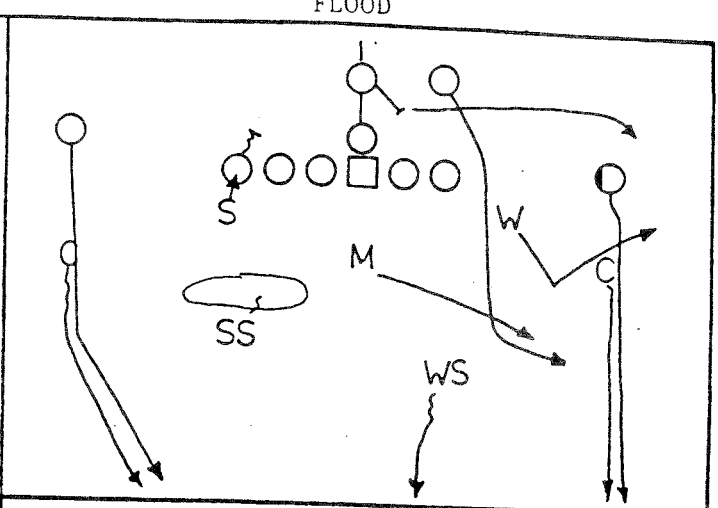
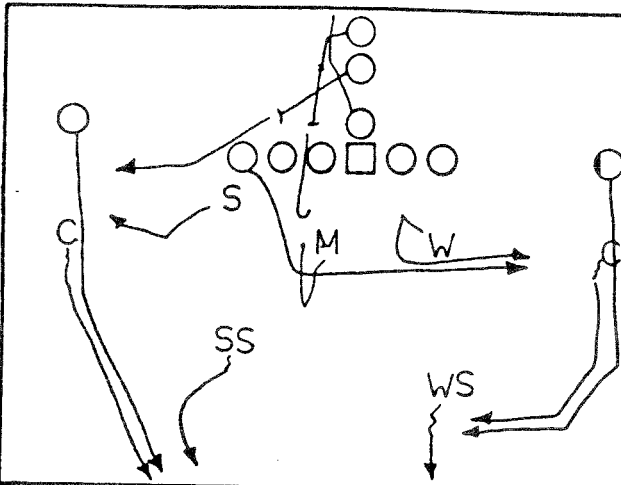
COVER 1 STANDARD



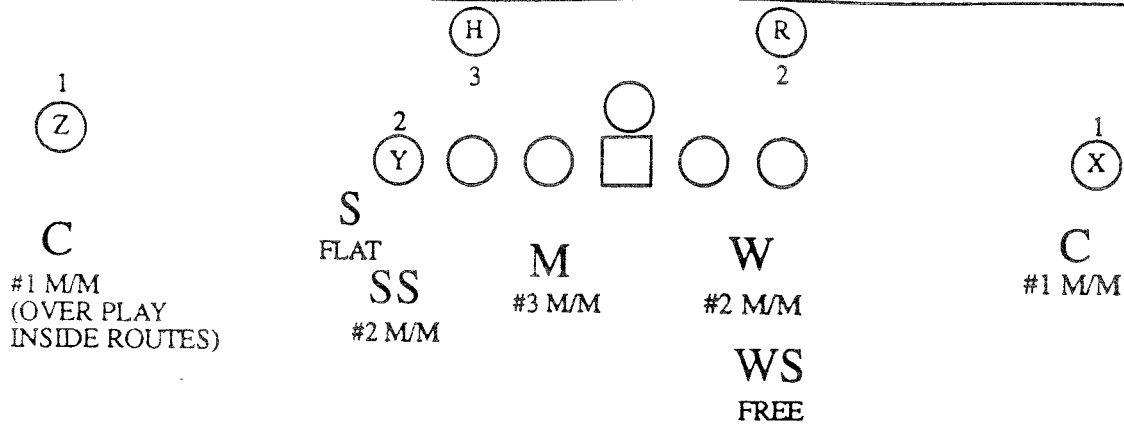
STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER					
ALIGN: SLAM KEY: #2, #3 FORCE: SLAM RESPONSE: 1. STRONG BACK TOWARD YOU. A. Y INSIDE-COVER #3 M/M C.P. HUG UP B. Y OUTSIDE - WALL ALLEY WITH INSIDE LEVERAGE UP TO 15YDS. C. Y FLAT - ZONE ALLEY Z CURL D. Y SLO OR AGG & POCKET PASS M/M ON Y FLOOD: WIZARD (WEAK ZONE) Y - SLO - ENGAGE Y - RELEASE - ZONE STRONG HOOK FLOW: WIDEST BACK M/M.		ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: RESPONSE: 1. STRONG BACK TOWARD YOU A. Y - INSIDE - COVER #2 M/M ON INSIDE MOVES. B. Y - OUTSIDE - COVER #3 M/M. C.P. IF DOUBLE OUTSIDE RELEASE "OUT" CALL - TAKE INSIDE REC'R FLOOD: WIZARD DROP TO WEAK SIDE HOOK C.P. CARRY SEAM FLOW: INSIDE BACK M/M		ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER 1. COVER 1ST BACK WEAK M/M HUG UP 2. BACK BLOCKS-HOLD SCREENS CHECK DOWNS C.P. HUG UP FLOOD: WIZARD ZONE ALLEY. KEEP LEVERAGE ON WIDEST REC'R FLOW: OPEN STRONG & LOOK FOR FIRST CROSSER. NO CROSSER - ZONE BACK FOR X TO Z ON DIG.					
STRONG CORNER		STRONG SAFETY		WEAK SAFETY		WEAK CORNER			
ALIGN: HEAD UP TO OUTSIDE. B & R OR OFF. KEY: #1 FORCE: SLAM RESPONSE: COVER #1 M/M C.P. SPLIT RULE. HELP TO POST FROM WEAK SAFETY. HELP INSIDE FROM SS OR LBKR. C.P. CHASE INSIDE- DON'T COME OFF, UNLESS YOU GET "CUT" CALL. C.P. POSS SLICE CALL W/BANDIT. NO SLICE ON STANDARD OR PLUG.		ALIGN: 4 X 6 C.P. DISGUISE KEY: #2, #3 FORCE: SLAM RESPONSE: 1. SPLIT FLOW A. Y - OUTSIDE OR DEEP M/M B. Y - INSIDE - ZONE ALLEY OR CUT TO Z C. Y - SLO - #3 BECOMES Y FLOOD: COVER Y M/M Y - SLO ZONE HOOK FLOW: NORMAL UNLESS Y CROSSES CUT TO Z		ALIGN: 11-12 YDS DEEP OVER WEAK BACK. THINK OPEN SIDE. KEY: OL & BACKFIELD TRIANGLE - Q & BALL FORCE: BACKER RESPONSE: ZONE THE DEEP MIDDLE. READ QB- BALL REACT. "X" OR "Z" POST IS 1ST RESPONSE. ALERT TO HELP LBKR ON DEEP CROSS. C.P. PUMP FAKE - BACK-UP C IN DIRECTION OF PUMP.		ALIGN: HEAD UP TO INSIDE. B & R OR OFF. KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M C.P. SPLIT RULE WILL HAVE HELP ON POST FROM WEAK SAFETY. C.P. NO SHORT HELP INSIDE OR OUTSIDE. C.P.: POSSIBLE SLICE CALL (FLEX)			
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)		DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)	
C.P. POSSIBLE CONNIE CALL		ASTRO		ASTRO OR YO - YO		ASTRO		ASTRO OR YO - YO	

FLOW

FLOOD



COVER 1 ZORRO



STRONG LINEBACKER

ALIGN: BACKER
KEY: #2, #3
FORCE: BACKER
RESPONSE: FAST DROP TO FLAT
 COVER #2 OR #3 THRU FADE AREA
 C.P. SMASH

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2, #3
RESPONSE: #3 M/M
 EXCEPT #3 FLAT - HELP INSIDE

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2
FORCE: BACKER
RESPONSE: SAME AS COVER 1

FLOOD SAME AS COVER 1
FLOW SAME AS COVER 1

STRONG CORNER

ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1
 M/M - OVER PLAY INSIDE
 ROUTES. YOU HAVE HELP
 UNDERNEATH TO THE
 OUTSIDE.

STRONG SAFETY

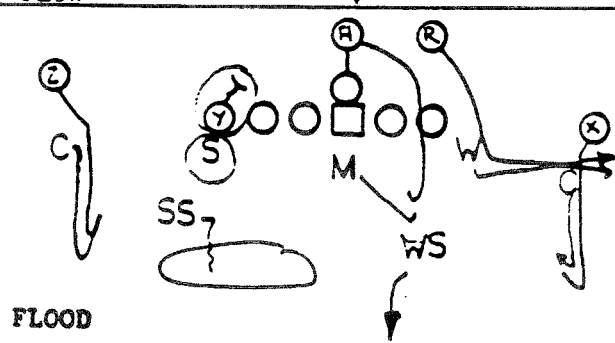
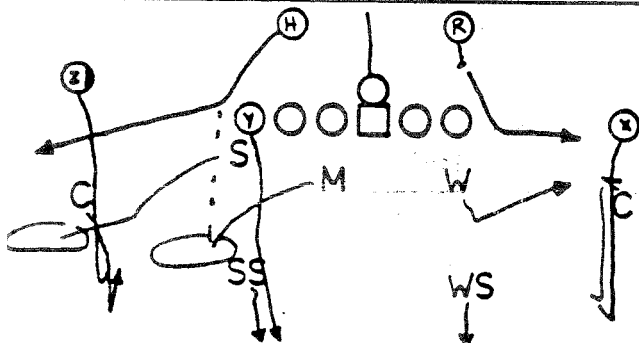
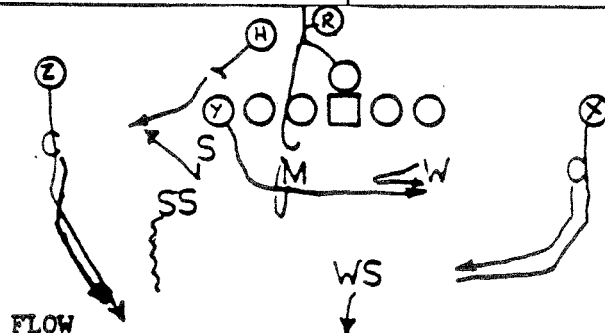
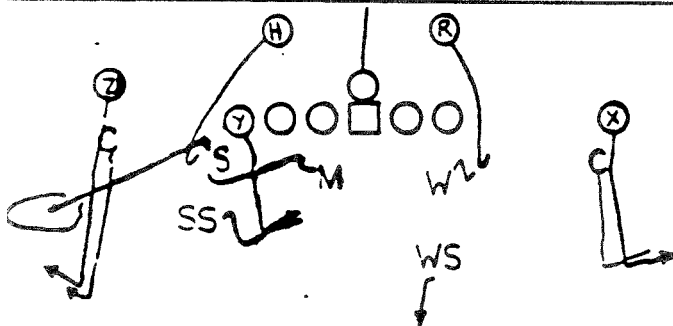
ALIGN: DISGUISE
KEY: #2, #3
FORCE: BACKER
RESPONSE: #2 M/M
 EXCEPT FLAT - CUT
 TO #1 (Z).
 C.P. FLOOD & FLOW
 SAME AS COVER 1

WEAK SAFETY

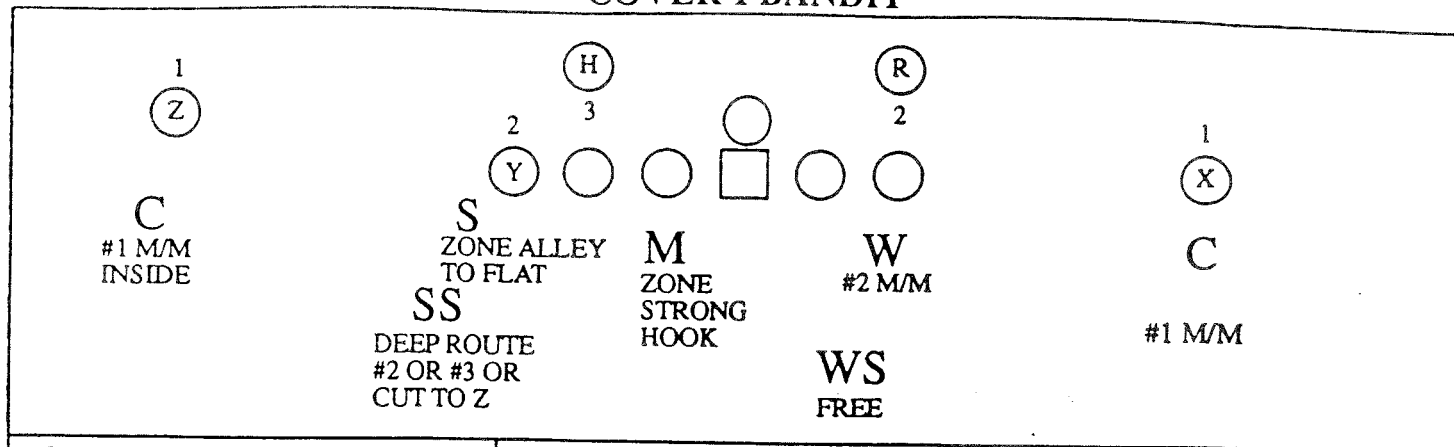
ALIGN: SAME AS COV. 1
KEY: SAME AS COV. 1
FORCE: BACKER
RESPONSE: SAME AS
 COVER 1

WEAK CORNER

ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER
RESPONSE: SAME AS
 COVER 1

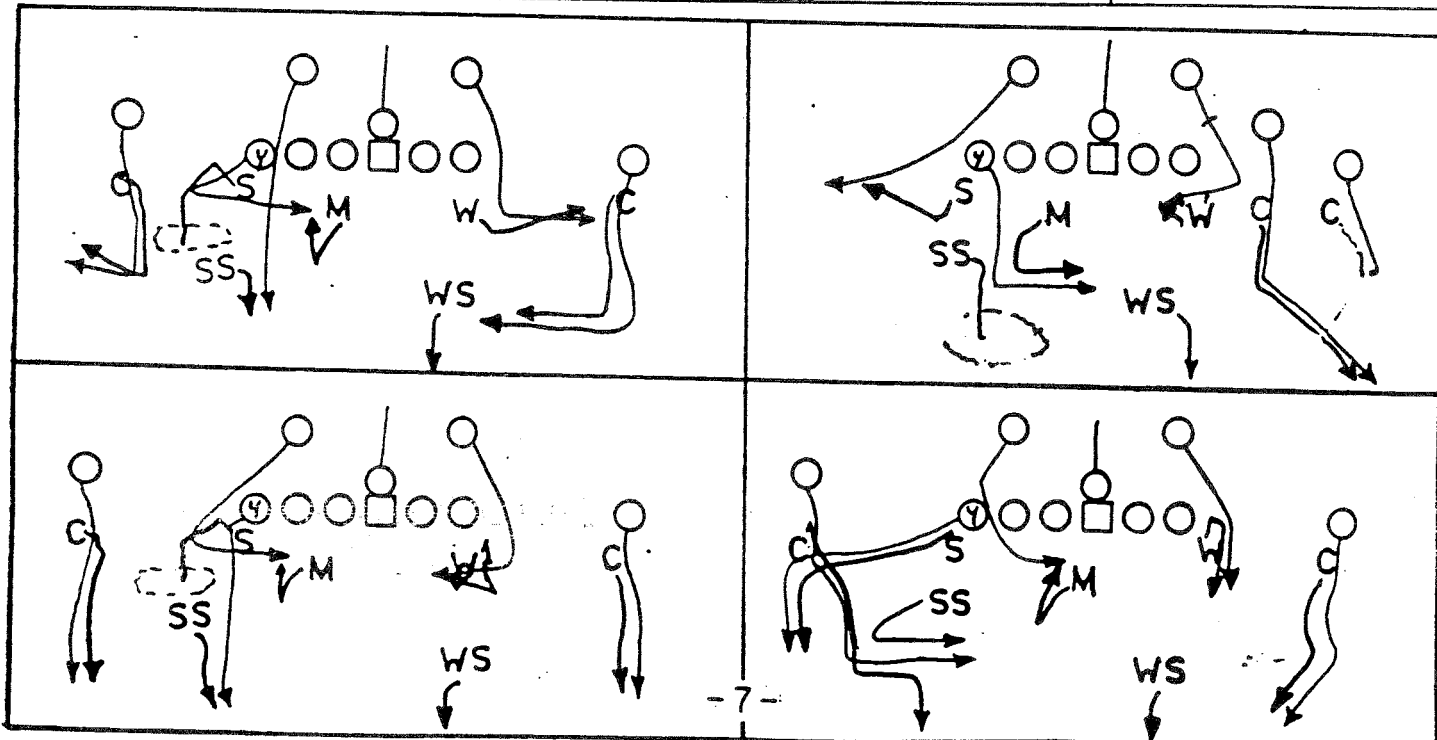


COVER 1 BANDIT

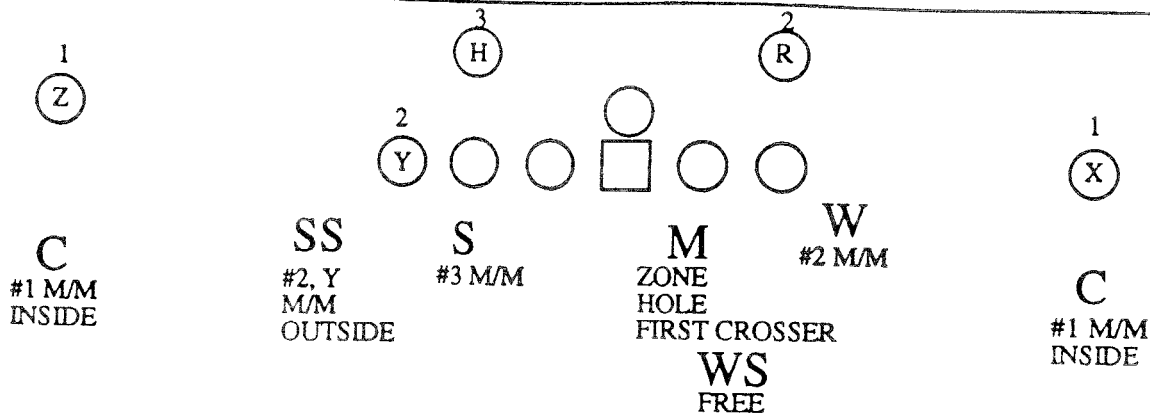


STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER
ALIGN: BACKER KEY: #2, #3 FORCE: BACKER RESPONSE: SOFT DROP. ZONE ALLEY/FLAT. TAKE #2 OR #3 IN THIS AREA. FLOOD SAME AS COVER 1 C.P.: Y FLAT COVER Y MAN TO MAN FLOW SAME AS COVER 1	ALIGN: BY FRONT CALL KEY: #2, #3 RESPONSE: WALL #2 OR #3 AS YOU ZONE HOOK AREA. FLOOD SAME AS COVER 1 FLOW SAME AS COVER 1	ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER RESPONSE: SAME AS COVER 1 FLOOD SAME AS COVER 1 FLOW SAME AS COVER 1

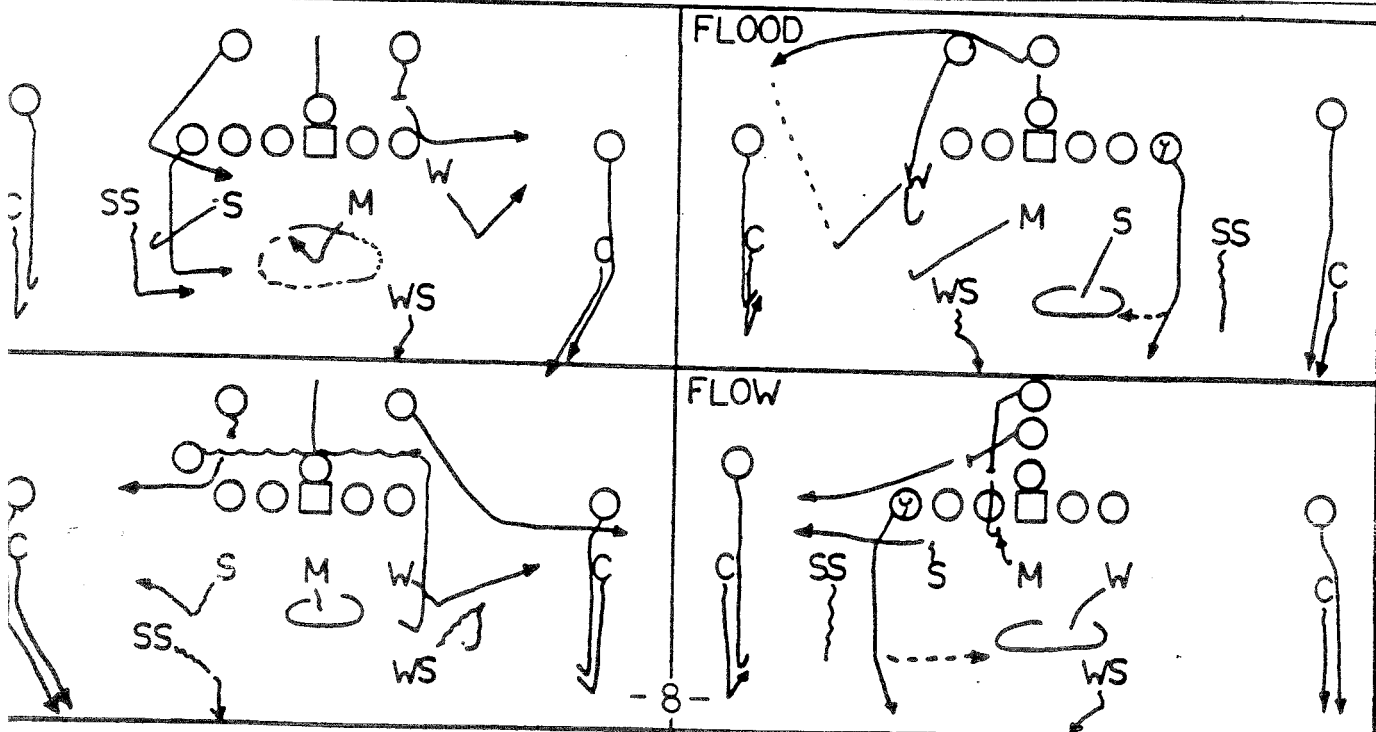
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: INSIDE #1 KEY: #1 FORCE: BACKER RESPONSE: COVER #1 RECEIVER M/M. C.P. SPLIT RULE C.P. SMASH	ALIGN: DISGUISE KEY: #2, #3 FORCE: BACKER RESPONSE: DEEPEST OF #2 OR #3. SLIGHT OUTSIDE LEVERAGE - PUSH TE INTO FS. NEITHER DEEP - CUT TO Z. FLOOD: Y FLAT, CUT TO Z OR ZONE STRONG HOOK BY GAME PLAN.	ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1	ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1



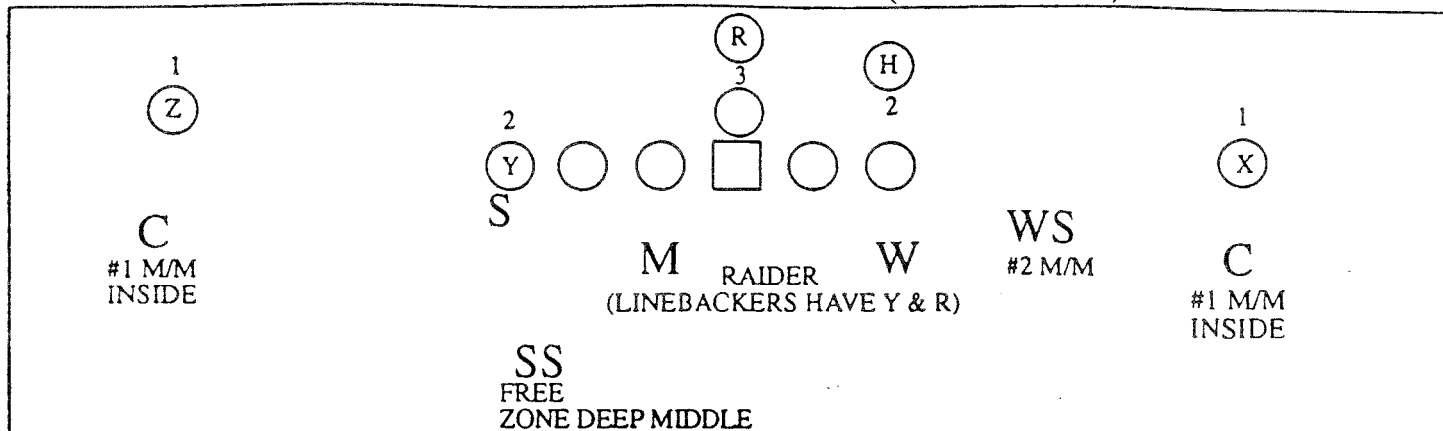
COVER 1 PLUG



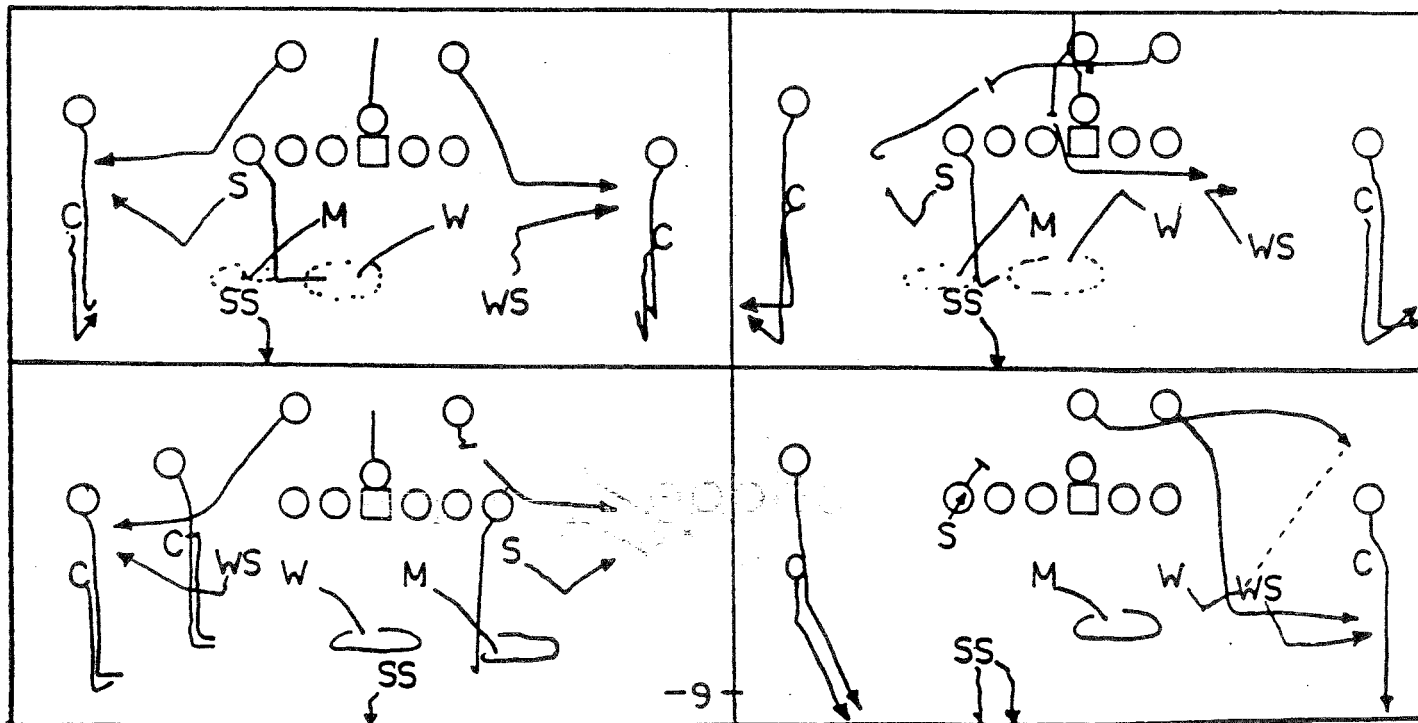
STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER	
<p>ALIGN: BY FRONT CALL KEY: #3 FORCE: SLAM OR BACKER RESPONSE: LOOSE M/M ON #3, WITH OUTSIDE LEVERAGE.</p> <p>FLOOD HOLD INSIDE OF Y FLOW WIDEST OF BACKS M/M</p>	<p>ALIGN: BY FRONT CALL KEY: #2, #3 RESPONSE: DROP TO MIDDLE, KEY QB. YOU HAVE TE SHORT TO MEDIUM CROSSES. NO CROSSER, ZONE HOLE.</p> <p>FLOOD SAME AS COVER 1 FLOW INSIDE BACK M/M</p>	<p>ALIGN: BY FRONT CALL KEY: #2 FORCE: BACKER RESPONSE: LOOSE M/M ON #2 WITH OUTSIDE LEVERAGE.</p> <p>FLOOD SAME AS COVER 1 FLOW OPEN STRONG, 1ST CROSSER</p>	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: SAME AS COV. 1 KEY: #1 FORCE: SLAM OR BACKER RESPONSE: COVER #1 M WITH INSIDE LEVERAGE.</p> <p>SPLIT RULE</p>	<p>ALIGN: DISGUISE KEY: #2 FORCE: SLAM OR BACKER RESPONSE: COVER #2 M/M WITH OUTSIDE LEVERAGE. UNLESS OVER ROUTE, ZONE HOLE.</p> <p>FLOOD: Y M/M FLOW: SAME AS COV. 1</p>	<p>ALIGN: SAME AS COV. 1 KEY: SAME AS COV. 1 FORCE: BACKER RESPONSE: SAME AS COVER 1</p> <p>C.P. Y OFF YAC MOTION LBKR ON LOS - STANDARD LBKR OFF LOS - MUG</p>	<p>ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: SAME AS COVER 1</p>



COVER 1 ASTRO (TWO-BACK)



STRONG LINEBACKER		MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: BACKER RESPONSE: COVER #2 M/M. THRU'S & OUTS. C.P. #3 FLARES, FLAT #2 INSIDE COVER #3 LOOSE M/M. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD PLAY IT FLOW PLAY AS 3 WAY		ALIGN: BY FRONT CALL KEY: #3 RESPONSE: #3 FLARES, FLAT TO TE COVER #2 M/M OUTSIDE TECH ON THRU'S & OUTS. #3 AWAY FROM TE ZONE HOLE. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD PLAY IT FLOW PLAY AS 3 WAY	ALIGN: BY FRONT CALL KEY: #3 FORCE: SLAM RESPONSE: #3 TO TE. ZONE HOLE. #3 TO YOU, LOOSE M/M ON THRU'S & OUTS. RAIDER TECHNIQUE. C.P. PIRATE CALL FLOOD RUN IT! FLOW PLAY AS 3 WAY	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
ALIGN: SAME AS COV. 1 KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M.	ALIGN: 8-10 YDS OVER Y KEY: #2, QB, BALL FORCE: BACKER RESPONSE: ZONE DEEP MIDDLE, READ QB, BALL REACT.	ALIGN: DISGUISE KEY: #2 FORCE: SLAM RESPONSE: COVER #2 M/M. YOU HAVE HELP IN THE DEEP MIDDLE. FLOOD: RUN IT FLOW: 1ST CROSSER. NO CROSSER, ZONE ALLEY OR CUT TO X	ALIGN: SAME AS COV. 1 KEY: FORCE: RESPONSE: COVER #1 M/M INSIDE	



COVER 1 ASTRO (VS DOUBLE)

1
Z

C
#1 M/M
INSIDE

2
Y
S

M RAIDER
(LINEBACKERS HAVE Y & R)

W

2
H

WS
#2 M/M

1
X

C
#1 M/M
INSIDE

SS
FREE
ZONE DEEP MIDDLE

STRONG LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2 & #3
FORCE: BACKER
RESPONSE: COVER #2 M/M THRU'S
& OUTS. C.P. #3 FLARES, FLAT #2
INSIDE COVER #3 LOOSE M/M = 3
WAY. RAIDER TECHNIQUE = M/M.
OUTSIDE BACKER ON Y.

C.P. PIRATE CALL IF "R" OFFSETS
TO TE.

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3 (REMAINING BACK)
RESPONSE: #3 FLARES, FLAT TO TE
COVER #2 M/M OUTSIDE TECH ON
THRU'S & OUTS = 3 WAY. RAIDER
TECHNIQUE = BRACKET Y/COVER
"R" ON RELEASE.

C.P. PIRATE CALL, "R" ALIGNMENT

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3 (REMAINING BACK)
FORCE: BACKER, SLAM, OR EASY
RESPONSE: #3 TO TE. ZONE HOLE.
#3 TO YOU, LOOSE M/M ON THRU'S
& OUTS.
RAIDER TECHNIQUE = BRACKET
Y/COVER "R" ON RELEASE.

C.P. PIRATE CALL, "R" ALIGNMENT

STRONG CORNER

ALIGN: HEAD UP INSIDE #1
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1
M/M.

STRONG SAFETY

ALIGN: 8-10 YDS OVER Y
KEY: #2, QB, BALL
FORCE: BACKER
RESPONSE: ZONE DEEP
MIDDLE, READ QB, BALL
REACT.

C.P. POSSIBLE CONNIE
ON #2

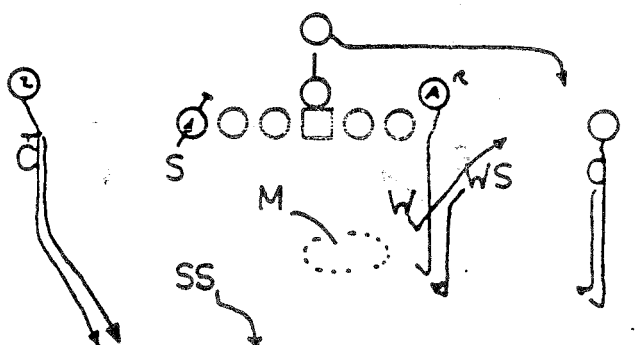
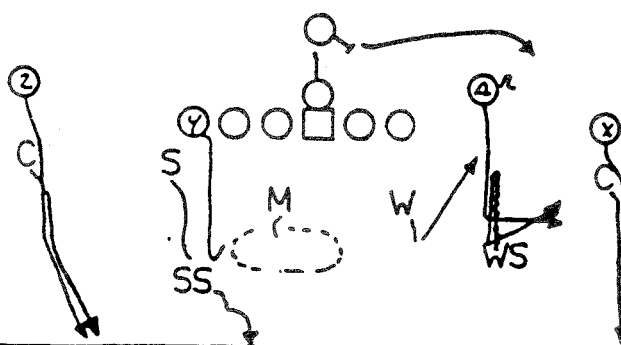
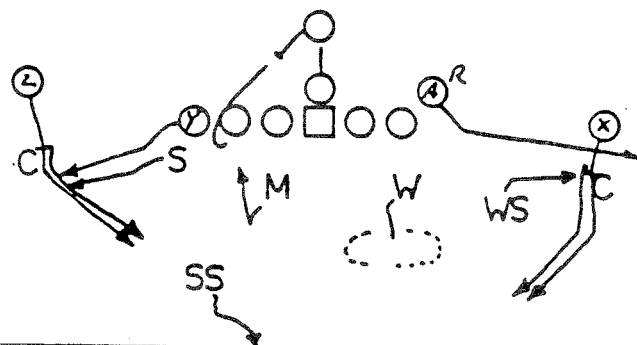
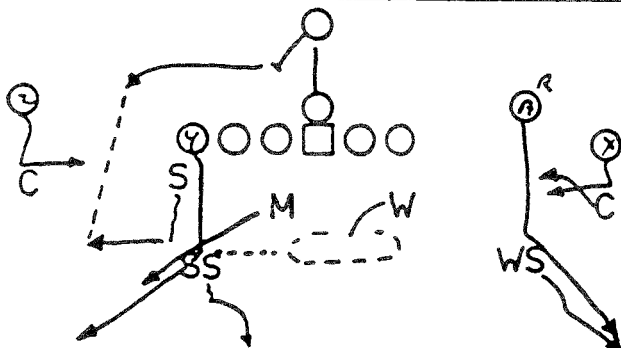
WEAK SAFETY

ALIGN: DISGUISE
KEY: #2
FORCE:
RESPONSE: COVER #2
M/M. YOU HAVE HELP IN
THE DEEP MIDDLE.

C.P. POSSIBLE CONNIE
ON #2

WEAK CORNER

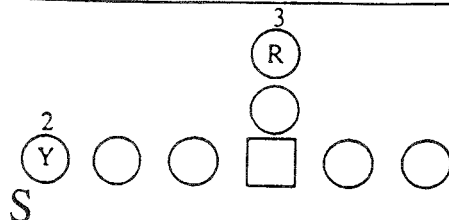
ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER, SLAM
OR EASY
RESPONSE: SAME AS
COVER 1



COVER 1 ASTRO

1
(H)

SS
#1 M/M
INSIDE



M RAIDER
(LINBACKERS HAVE Y & R)

WS
FREE

2
(S)

C
#2 M/M
OUTSIDE

1
(W)

C
#1 M/M
INSIDE

STRONG LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2, #3
FORCE: BACKER
RESPONSE: COVER #2 M/M ON
THRU'S & OUTS. C.P. #3 FLARES
#2 INSIDE COVER. #3 LOOSE M/M.
RAIDER TECHNIQUE.
C.P. Y SLO

C.P. PIRATE CALL IF "R" OFFSETS
TO TE.

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3
RESPONSE: #3 FLARES TO TE.
COVER #2 M/M OUTSIDE
TECHNIQUE ON THRU'S & OUTS.
#3 AWAY FROM TE. ZONE HOLE.
RAIDER TECHNIQUE.

C.P. PIRATE CALL, "R" ALIGNMENT.

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3
FORCE: BACKER OR EASY
RESPONSE: #3 TO TE, ZONE HOLE
#3 TO YOU, LOOSE M/M ON THRU'S
& OUTS.
RAIDER TECHNIQUE.

C.P. PIRATE CALL, "R" ALIGNMENT.

STRONG CORNER

ALIGN: INSIDE #1
KEY: #1
FORCE: BACKER OR EASY
RESPONSE: COVER #1
M/M INSIDE.

STRONG SAFETY

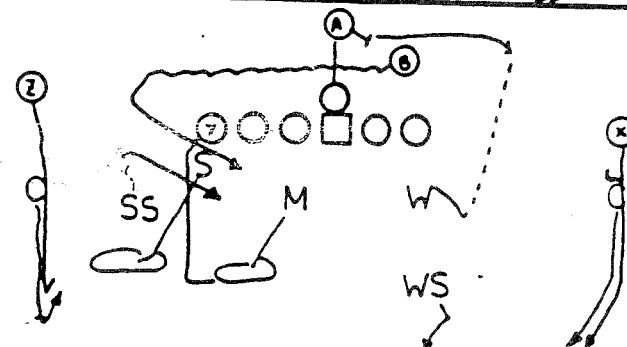
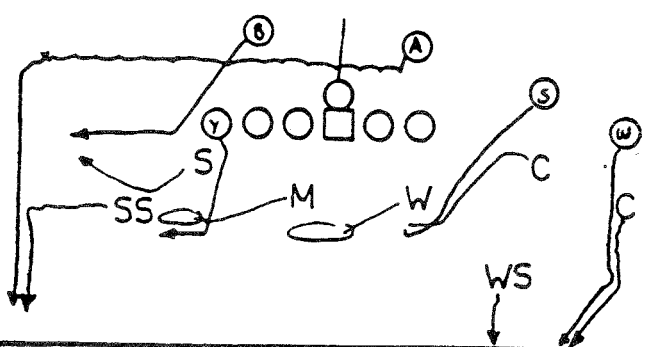
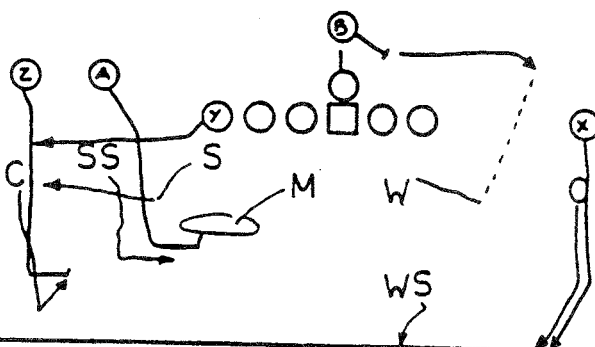
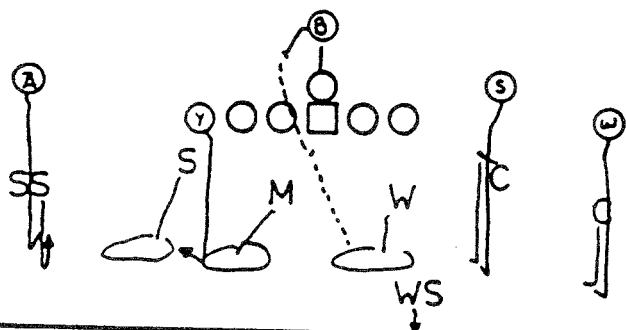
ALIGN: #1 OR #2
KEY: #1 OR #2
FORCE: BACKER OR SLAM
RESPONSE: VS. DOUBLE
SLOT COVER #1 M/M
VS. TRIPLE COVER #2 M/M

WEAK SAFETY

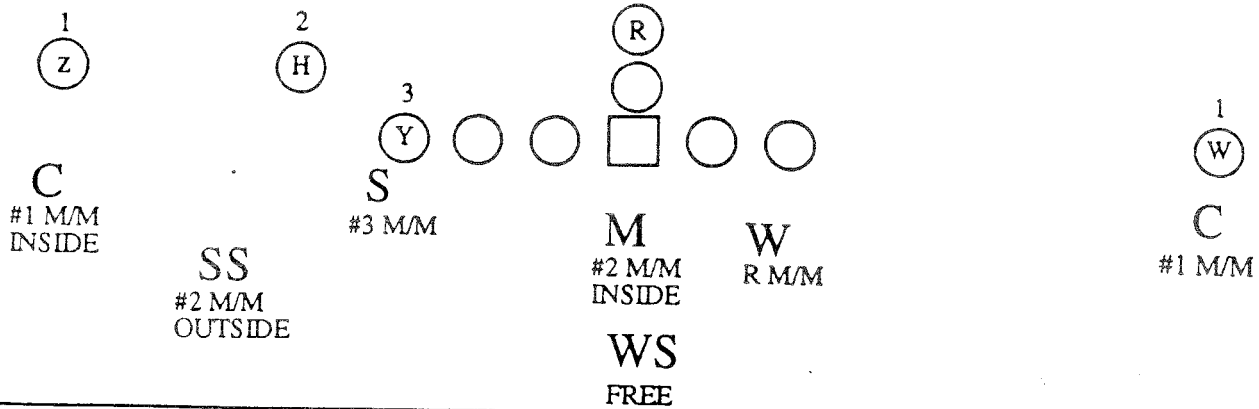
ALIGN: SAME AS COV. 1
KEY: SAME AS COV. 1
FORCE: BACKER OR EASY
RESPONSE: SAME AS
COVER 1

WEAK CORNER

ALIGN: #2 (SLOT)
KEY: #2 (SLOT)
FORCE: BACKER
RESPONSE: VS. DOUBLE
SLOT COVER #2 M/M.
HEAD UP TO OUTSIDE.
VS. TRIPLE COVER #1
M/M INSIDE.



COVER 1 - YO-YO (VS. TRIPLE)



STRONG LINEBACKER

ALIGN: OUTSIDE SHOULDER #3
KEY: #3
FORCE: SLAM
RESPONSE: COVER #3 RECEIVER M/M

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2
RESPONSE: DOUBLE #2 RECEIVER M/M ON ALL INSIDE ROUTES. IF #2 GOES OUTSIDE OR THRU - FREE UP.
C.P. ALERT REGGIE WITH WB.

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: R
FORCE: BACKER
RESPONSE: SAME AS COVER 1.
C.P. ALERT REGGIE WITH MIKE.

STRONG CORNER

ALIGN: BUMP & RUN
KEY: #1
FORCE: SLAM
RESPONSE: COVER #1 RECEIVER M/M.

C.P. BUMP & RUN

STRONG SAFETY

ALIGN: SAME AS COV. 1
KEY: #2, #3
FORCE: SLAM
RESPONSE: COVER #2 RECEIVER M/M ON THRU'S & OUTS. INSIDE ROUTE - ZONE ALLEY.

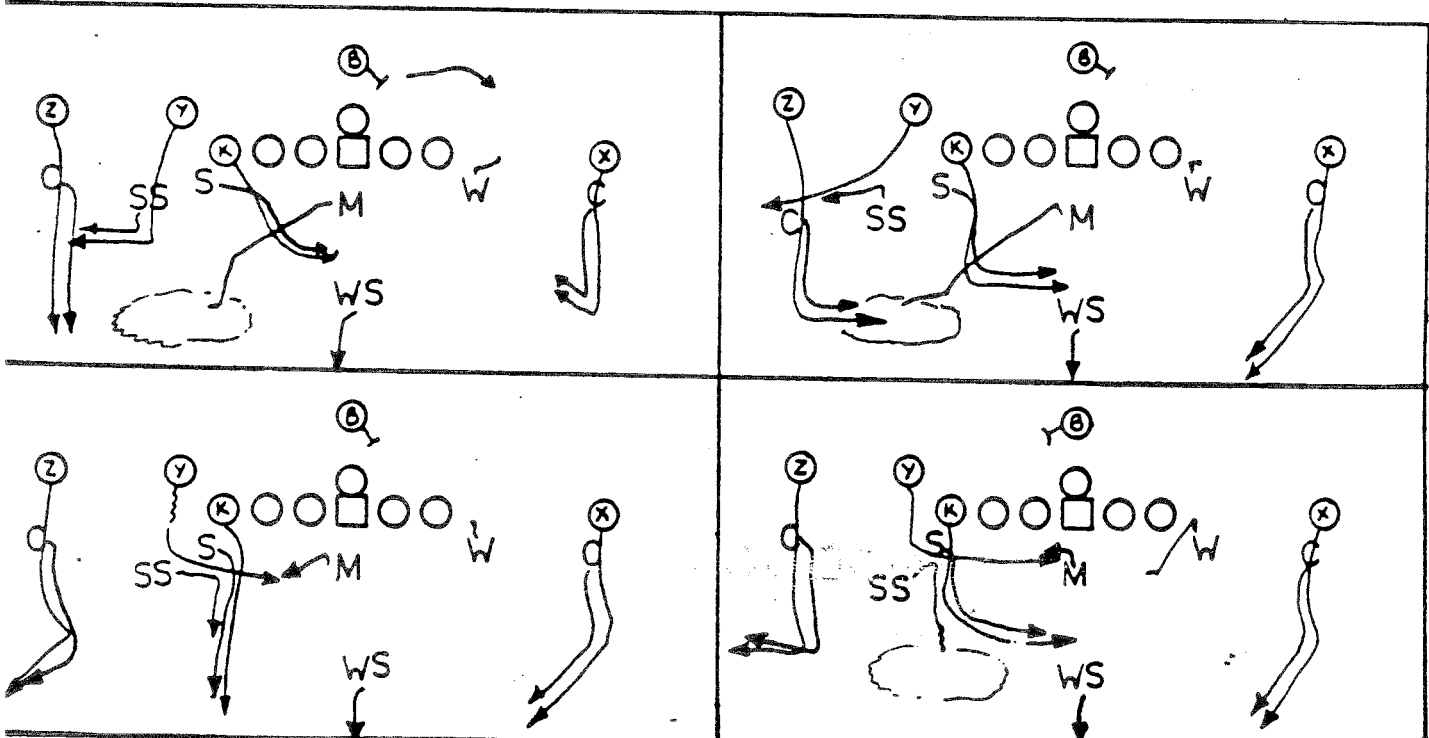
WEAK SAFETY

ALIGN: SAME AS COV. 1
KEY: SAME AS COV. 1
FORCE: BACKER
RESPONSE: SAME AS COVER 1

WEAK CORNER

ALIGN: SAME AS COV. 1
KEY: #1
FORCE: BACKER
RESPONSE: SAME AS COVER 1

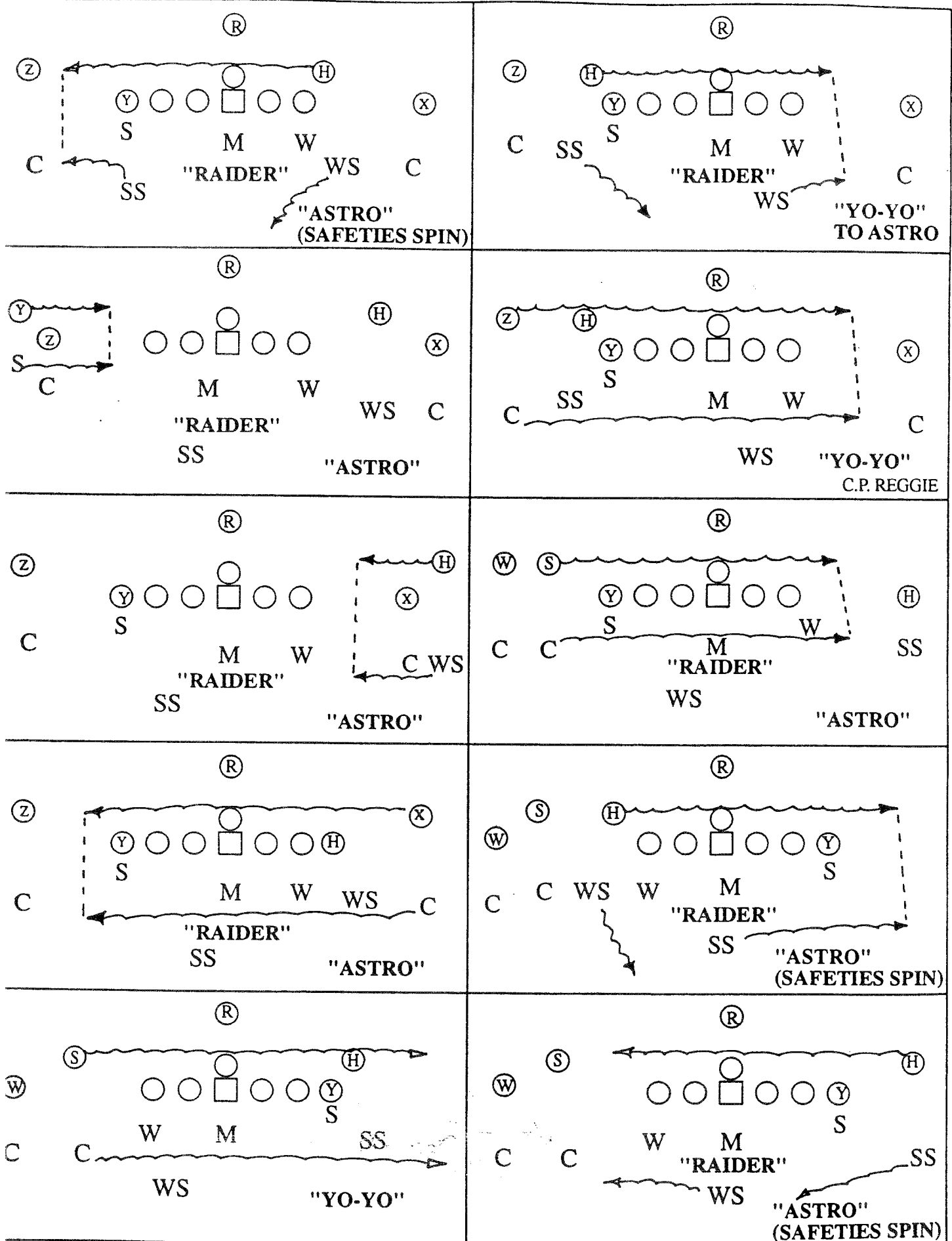
C.P. ALERT BACKSIDE OF TRIPLES - SLANT.



COVER 1 ADJUSTMENT

<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS "RAIDER" WS "ASTRO"</p>	<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS WS "YO-YO"</p> <p style="text-align: right;">C.P. POSS. REGGIE</p>
<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS "RAIDER" WS "ASTRO"</p>	<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS "PIRATE" WS "ASTRO"</p> <p style="text-align: right;">C.P. POSS. "YO-YO"</p>
<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS "RAIDER" WS "ASTRO"</p>	<p style="text-align: center;">(R)</p> <p>(W) (S) (H) (X)</p> <p>CC S M W SS</p> <p>"RAIDER" WS "ASTRO"</p>
<p style="text-align: center;">(R)</p> <p>(Z) (H) (X)</p> <p>C S M W C</p> <p>SS "RAIDER" WS "ASTRO"</p>	<p style="text-align: center;">(R)</p> <p>(W) (S) (H) (Y)</p> <p>CC WS W M S</p> <p>"RAIDER" SS "ASTRO"</p>
<p style="text-align: center;">(R)</p> <p>(W) (S) (H) (Y)</p> <p>C C W M SS</p> <p>WS "YO-YO"</p> <p style="text-align: right;">C.P. POSS. REGGIE</p>	<p style="text-align: center;">(R)</p> <p>(W) (S) (H) (Y)</p> <p>C C W M SS</p> <p>"RAIDER" WS "ASTRO"</p>

COVER 1 MOTION ADJUSTMENTS



COVER 2 (ZONE) (AUDIBLE: BLACK)

This is a flexible type of zone that relies on pattern recognition in order to know which way to stretch; laterally with breaking routes under or vertically with deep seams and fades.

Since it is two deep, everyone must be aware of the second receiver threatening the post. The corner involved must cushion post-corner route by wide receivers.

The QB drop and lateral routes by the inside receivers flattens the whole coverage out and it is then more effective from sideline to sideline, since there are five short routes.

STRENGTH: Five short zones against breaking type patterns should provide solid coverage across the field.

WEAKNESS: Two deep safeties must have help if there are upfield releases.

BASIC RULE: Prevent the fast release of all receivers at the line:
Reduce the depth of all routes.

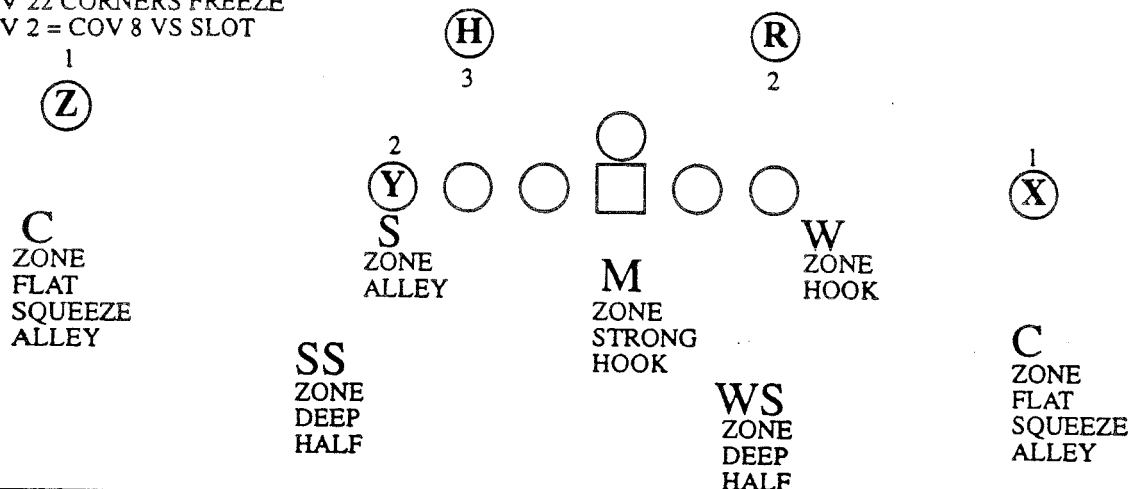
Disguise is an important game plan.

COVER 2 YALE M/M

Double rotation to deep alleys for safeties, 5 underneath play in tough man to man coverage. Audible is Yale.

COVER 2 (AUDIBLE IS BLACK)

C.P. COV 22 CORNERS FREEZE
C.P. COV 2 = COV 8 VS SLOT



STRONG LINEBACKER

ALIGN: BY FRONT CALL
KEY: QB, #2, #3
FORCE: CLOUD
RESPONSE: JAM #2 (Y) & READ #3 IF #3 TOWARD YOU:
Y - FLAT - ZONE ALLEY
Y - OUTSIDE & VERTICAL - M/M ON #2 - Y
INSIDE TECHNIQUE
Y-INSIDE - JAM ZONE ALLEY
C.P. #3 TO YOU SHORTEN DROP ADJUST TO HIS ROUTE.
5-7 YDS DEEP ALLEY AREA.
FLOOD: STACK DROP. Y OUTSIDE: STRETCH RELEASE ZONE ALLEY.
FLOW: COVER Y SEAM. Y INSIDE ZONE ALLEY.

C.P. "SMASH" CALL BY CORNER
DROP #2 AND REACT TO #1

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: QB, #2, #3
RESPONSE: OPEN TO SIDE OF STRONG BACK'S MOVE. READ RELEASE OF #2 (Y). IF #2 RELEASES INSIDE AND RUNS SEAM ROUTE, COVER #2 M/M. NO SEAM ROUTE BY #2 GET DEPTH TO STRONG HOOK 12 YDS DEEP!
READ QB - BALL REACT!
FLOOD: ZONE WEAK HOOK - INSIDE RELEASE OF #2 OR #3.
FLOW: INSIDE RELEASER OF THE 2 BACKS.

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: QB; #2
FORCE: CLOUD
RESPONSE: DROP TO WEAK HOOK & READ RELEASE OF #2. IF #2 RUNS SEAM ROUTE - M/M ON #2 - INSIDE TECHNIQUE UP TO 15 YDS.
C.P. "SMASH CALL BY CORNER.
FLOOD: WIDEN TO ALLEY AS PATTERN ALLOWS.
FLOW: OPEN STRONG - FIRST CROSSER (LOOK TO TE) DEEP TO SHORT.
NO CROSSER, ZONE DEEP HOLE X TO Z DIG.

STRONG CORNER

ALIGN: OFF (BUMP)
KEY: BACKS THRU TO TE TO PULLERS TO #1.
FORCE: CLOUD
RESPONSE: DISRUPT PATTERN OF #1. FORCE INSIDE RELEASE.
INSIDE RELEASE: SQUEEZE TO ALLEY. LOOK FOR INSIDE REC'R COMING OUT. PROTECT CORNER ROUTE. C.P. COVER #2 OR #3 THRU FADE.
OUTSIDE RELEASE: JAM #1. FORCE OB-CP = PROTECT UPFIELD RELEASE.

STRONG SAFETY

ALIGN: 8-10 YDS DEEP 2 YDS OUTSIDE
KEY: TE BACKFIELD TRIANGLE TO #1
FORCE: CLOUD
RESPONSE: ZONE 1/2 FIELD. SPRINT TO # LANDMARK. READ RELEASE OF #2. IF #2 RUNS SEAM, FAVOR #2.
QB - 3 STEP DROP - PLAY FADE OR SLANT ON QB READ. SEE QB BALL REACT
FLOW: ZONE OUTSIDE 1/3 RELATE TO #1.

WEAK SAFETY

ALIGN: 11-12 YDS DEEP OVER WEAK BACK.
KEY: B'FIELD TRIANGLE
FORCE: CLOUD
RESPONSE: ZONE 1/2 FIELD. SPRINT TO LANDMARK. READ QB & RELEASE OF X. IF #2 RUNS SEAM, FAVOR #2. QB - 3 STEP DROP. PLAY FADE OR SLANT ON QB READ.
FLOOD: READ QB THINK X
FLOW: ZONE WEAK 2/3. READ Y! Y SEAM OR ZPOST Y OVER STR'T BACK READ QB BALL REACT!

WEAK CORNER

ALIGN: OFF (BUMP)
KEY: BACKS THRU TO PULLERS TO #1
FORCE: CLOUD
RESPONSE: DISRUPT PATTERN OF #1. FORCE INSIDE RELEASE.
INSIDE RELEASE: SQUEEZE ALLEY. LOOK FOR INSIDE REC'R COMING OUT. PROTECT CORNER ROUTE. C.P. #2 FLAT - COVER #2 M/M THRU FADE.
OUTSIDE RELEASE: JAM #1 FORCE OB. PROTECT UPFIELD RELEASE. FLOW: #1 M/M.

SLOT (Motion To)

COVER 8 - SLOT
CORNER "BIRD
DOG" - #2 M/M

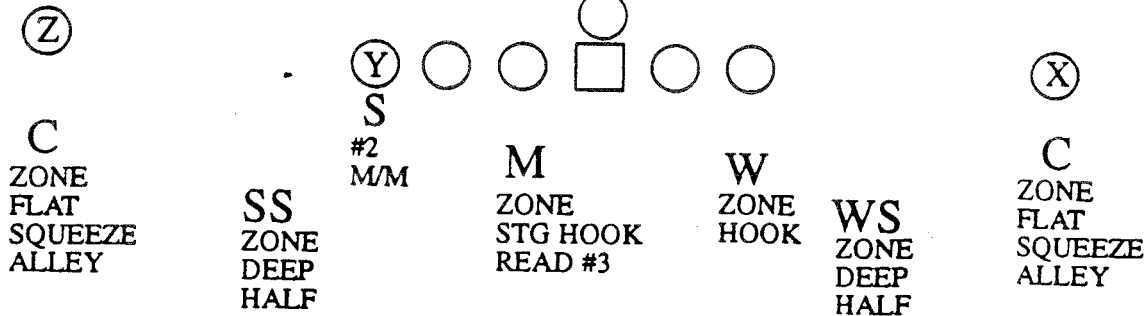
DOUBLE (Motion To)

TRIPLE (Motion To)

DOUBLE SLOT (Motion To)

TRIPLE SLOT (Motion To)

COVER 2 LATCH



STRONG LINEBACKER

ALIGN: KEY: #2
FORCE: CALL
RESPONSE: MIRROR JAM #2, "Y"
RELEASE INSIDE, M/M ALL THE WAY.
"Y" RELEASE OUTSIDE, M/M UNLESS
FLAT OR SMASH CALL.

FLOOD
FLOW

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3, QB
RESPONSE: ZONE HOOK TO ALLEY
AND PATTERN READ ON #3.

FLOOD
FLOW

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2
FORCE: CLOUD
RESPONSE: SAME AS COVER 2
ZONE

FLOOD
FLOW

STRONG CORNER

ALIGN: OFF
KEY: #1 TO BACKS, PULLER
FORCE: CLOUD
RESPONSE: SAME AS
COVER 2 ZONE.

STRONG SAFETY

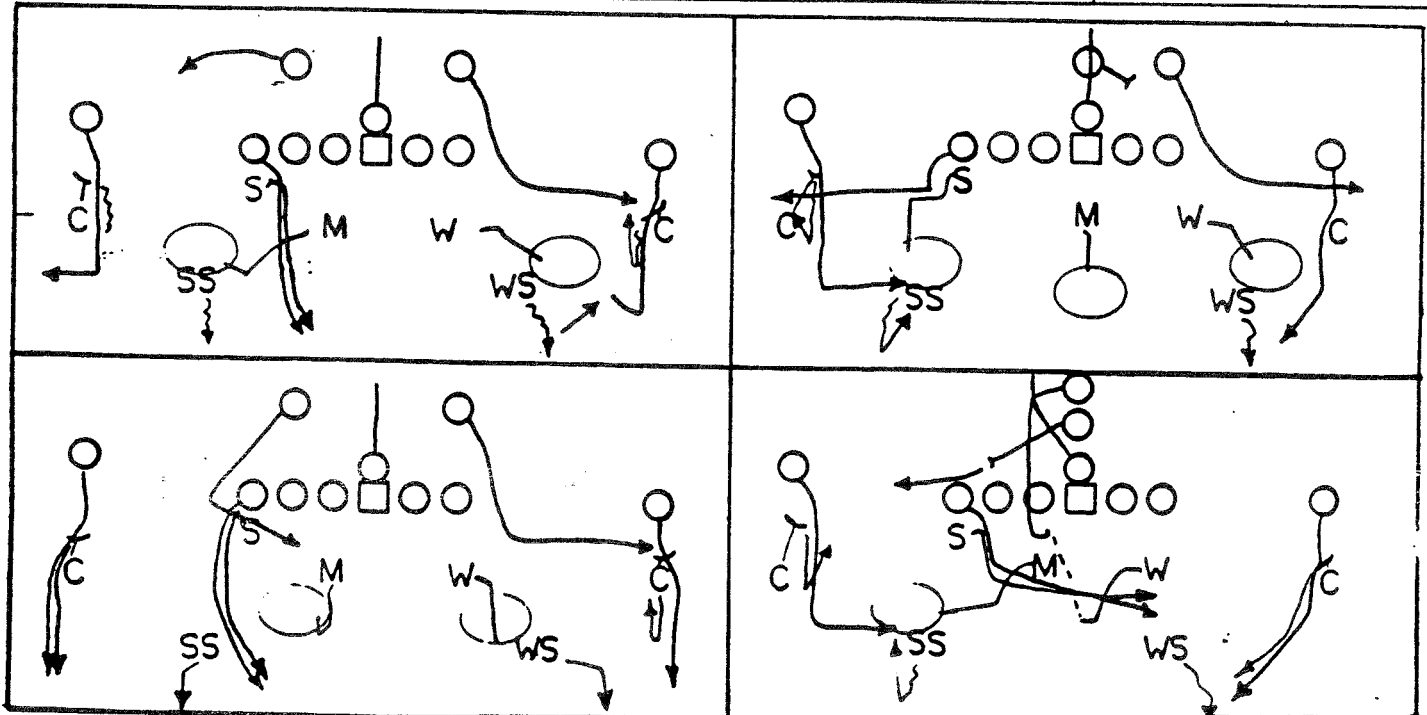
ALIGN: SAME AS COVER 2
KEY: FORCE: CLOUD
RESPONSE: READ
RELEASE OF #1. OUTSIDE
RELEASE - SAME AS
COVER 2 ZONE. INSIDE
RELEASE - POINT DROP
LOOSE CUSHION ON
IN ROUTE. C.P. POST.

WEAK SAFETY

ALIGN: SAME AS COVER 2
KEY: FORCE: CLOUD
RESPONSE: READ
RELEASE OF #1. OUTSIDE
RELEASE - SAME AS COVER
2 ZONE. INSIDE RELEASE -
POINT DROP LOOSE
CUSHION ON IN ROUTE.
C.P. POST.

WEAK CORNER

ALIGN: OFF
KEY: #1 TO BACKS, PULLER
FORCE: CLOUD
RESPONSE: SAME AS
COVER 2 ZONE



COVER 2 BOLT

(AUDIBLE VS TRIPLE)

<div style="text-align: center;"> <p>1 (Z) 2 (H) 3 (Y) 4 (R)</p> <p>C S M W C</p> <p>#1 LOOSE M/M UNLESS #2 OR #3 FLAT ZONE ALLEY WALL #2 ZONE STRONG HOOK WALL #3 WEAK BACK M/M #1 M/M (UNDERNEATH)</p> <p>"BOLT" SS WS "YALE"</p> <p>#2 OR #3 SEAM #2 OR #3 FLAT - ZONE DEEP HALF ZONE DEEP HALF</p> </div>				
STRONG LINEBACKER ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: BACKER RESPONSE: ZONE ALLEY. KEEP INSIDE LEVERAGE ON #2 ON THRU'S & IN'S. #2 OUT, WALL #1. C.P. "OUT, OUT, OUT" CALL. BANJO READ #2 & #3 WITH MLB.	MIDDLE LINEBACKER ALIGN: BY FRONT CALL KEY: #2, #3 RESPONSE: ZONE STRONG HOOK. WALL 1ST CROSSER. KEEP INSIDE LEVERAGE ON #3 ON THRU'S & IN'S. #3 "OUT, OUT, OUT" CALL. WALL #2 BANJO READ #2 & #3 WITH OLB.		WEAK LINEBACKER ALIGN: BY FRONT CALL KEY: #2 WEAK FORCE: BACKER RESPONSE: COVER WEAK BACK M/M. GET INSIDE POSITION ON RECEIVER. C.P. HUG UP.	
STRONG CORNER ALIGN: OFF KEY: #2, #1 FORCE: BACKER RESPONSE: LOOSE COVER 3 ON #1. UNLESS #2 OR #3 COME TO THE FLAT. COME OFF #1 & REACT TO THE FLAT. C.P. #1 OUTSIDE RELEASE PROTECT FADE - REACT TO FLAT.	STRONG SAFETY ALIGN: NORMAL KEY: #2, #3 FORCE: BACKER RESPONSE: DROP STRAIGHT BACK & READ #2 & #3. IF #2 OR #3 GOES FLAT. EXPAND TO #1, ZONE DEEP HALF. NEITHER FLAT - TAKE SEAM BY #2 OR #3. BOTH ON SEAMS - SPLIT THEM. NEITHER DEEP - EXPAND TO #1.	WEAK SAFETY ALIGN: NORMAL, DISGUISE KEY: #1; QB FORCE: BACKER RESPONSE: ZONE DEEP HALF. READ QB, BALL REACT! C.P.: BE READY TO HELP STRONG SIDE ON #3 UP THE SEAM.	WEAK CORNER ALIGN: BUMP OR OFF DISGUISE KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M UNDERNEATH. YALE TECHNIQUE.	
SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)

COVER 3 AUDIBLE IS YELLOW

Basic Zone Coverage with three deep and four short zones-rotating to the call side.

Cover 3 should allow very few touchdown passes. It is intended to cover deep to short--the ball should be thrown most frequently to receivers closest to the line of scrimmage.

Successful execution is based on:

1. Awareness of the QB's Drop-3,5,7 step or play action.
 - A. Develop pattern recognition during his drop.
 - B. Reduce the pattern to its simplest terms whenever possible--that is, recognize and identify with up field releases.
2. Awareness of the QB's readiness to throw.
 - A. Be on balance and achieve receiver relationship within your zone.
 - B. Ball reaction on his left shoulder.

The attitude in playing COVER 3 is to play deep to short and inside to outside. The idea is to force the ball to be thrown in front of the coverage. The ability to get pattern recognition during your drop and to have good receiver relationships when QB is ready to throw are the keys to good execution.

BASIC RULE: Force the ball to be thrown short and outside.

STRENGTHS: Zone concept of pattern recognition of receivers rather than running with them. Defend from the goal line forward. QB tells you how to play by his drop.

WEAKNESSES: Separation between the 3 deep zones and 4 short zones.
Soft vs. check through routes and the shallow flat.

We also use "Larry" and "Roger" calls in our defense and they pertain to the secondary. They are: i.e.; "Larry" means zone left; "Roger" means zone right. We also use Larry and Roger when we want to rotate either to the left or right side of the field. i.e.; "Zone the Formation".

COVER 3 - STRONG ZONE

1. **CLOUD:** Call in three where SSC has alley to flat.
2. **SLAM:** Call in three where SSS has alley to flat.
3. **BACKER:** Call in three where SSB has alley to flat.
4. **TAXI:** Call to both sides in three where both corners keep inside leverage on upfield releases of X and Z and WSB and SSS (SLAM) or SSB (BACKER) zone to flat (not alley). CP + 15 coverage call.
5. **LARRY:** Call in three telling us to zone left.
6. **ROGER:** Call in three telling us to zone right.
7. **SILVER:** A call in COVER 3 where we end up playing man weak and an overloaded zone strong.
8. **SILVER SCAN:** Call in silver where LBer's zone drop. SSB zones alley. MLB zones strong hook, keeping inside leverage on #2 or #3. WSB zone drops weak hook, keeping outside leverage on #2 (CP X hook) WC outside M/M on #1. Flow-WSB zone drop take away X hook look to wall 1st crosser from strong side.
9. **YELLOW:** Audible for COVER 3.
10. **DROPKICK:** Call in three when both WR's are inside the numbers and we get play action pass. WS takes the deep crosser. C's squeeze the post & zone deep half.
11. **ROBBER:** Call in three vs I or strong formation for flow pass. WS has #2 strong M/M on seam, no seam he looks for Z or X on dig. C's loose inside M/M on #1.
12. **CLEO:** Force call in COVER 3 against slot formation where the inside corner is the force man and alley/flat dropper.
13. **GOLD:** Silver Adjustment
FLAT-SB; ALLEY-MIKE; WALL-F/S; R-WB; MOF-S.

COVER 3 - STRONG ZONE

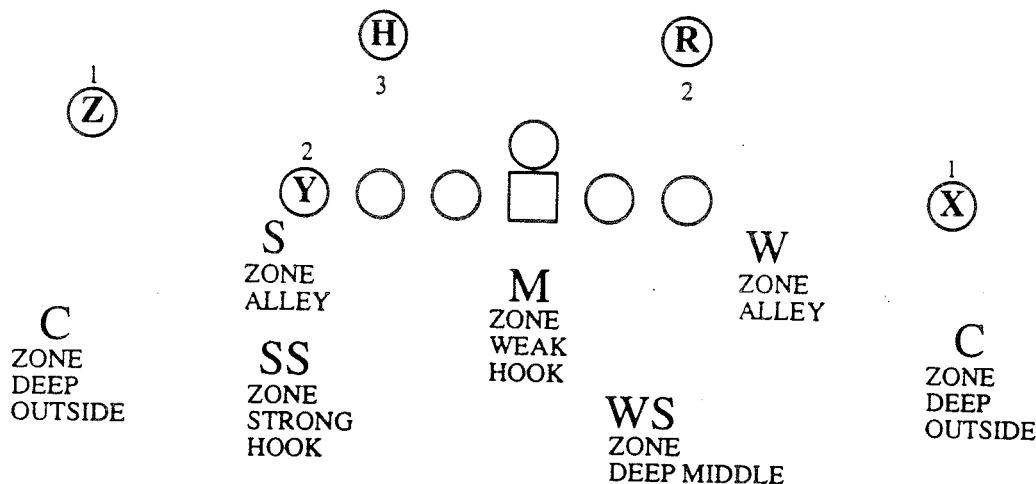
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3. **BACKER-** Call in three where SSB has alley to flat.
4. **TAXI-** Call to both sides in three where both corners keep inside leverage on upfield releases of X and Z and WSB and SSS (SLAM) or SSB (BACKER) zone to flat (not alley). CP + 15 coverage call.
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11. **ROBBER-** Call in three vs I or strong formation for flow pass. WS has #2 strong M/M on seam, no seam he looks for Z or X on dig. C's loose inside M/M on #1.
12. **FLIP-** Call in COVER 3 to rotate to the coverage to the slot side.
13. **CLEO-** Force call in COVER 3 against slot formation where the inside corner is the force man and alley/flat dropper.

Diagram illustrating a 10-man line drill formation. The formation is a horizontal line of 10 positions. From left to right:

- Position 1: A circle with 'Z' and '1' above it. Label: C ZONE DEEP OUTSIDE THIRD.
- Position 2: A circle with 'Y' and '2' above it. Label: SS ZONE ALLEY and S ZONE STRONG HOOK.
- Position 3: An empty circle.
- Position 4: An empty circle.
- Position 5: A square with a circle on top. Label: M ZONE WEAK HOOK.
- Position 6: An empty circle.
- Position 7: An empty circle.
- Position 8: A circle with 'R' and '2' above it. Label: W ZONE ALLEY and WS ZONE DEEP MIDDLE.
- Position 9: A circle with 'X' and '1' above it. Label: C ZONE DEEP OUTSIDE THIRD.
- Position 10: A circle with 'H' and '3' above it.

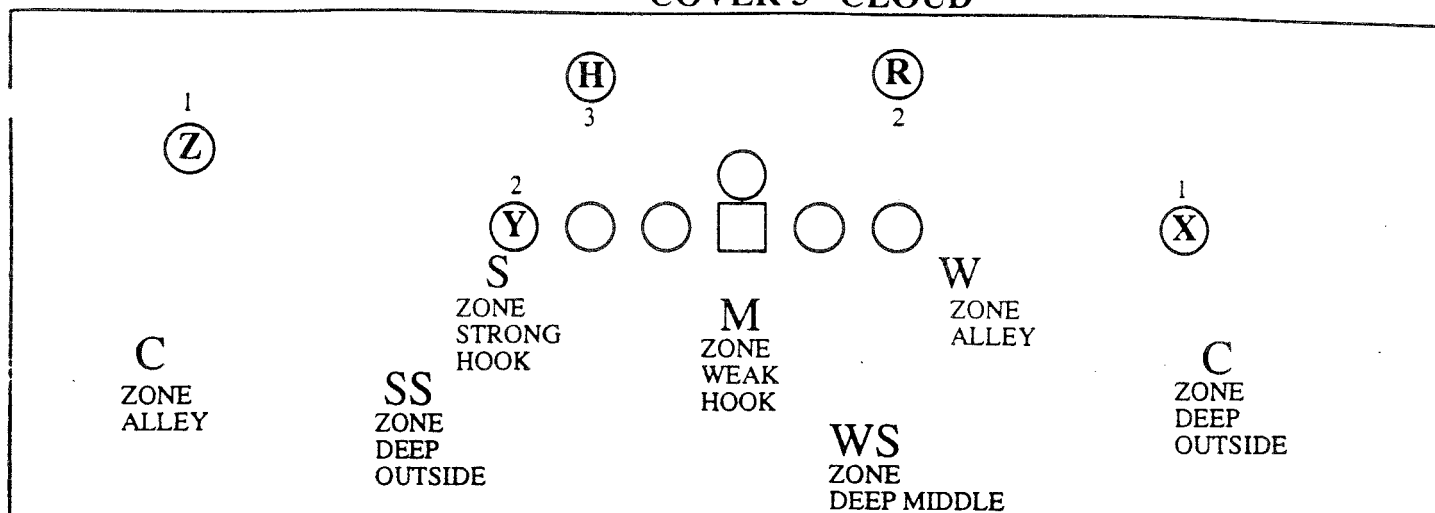
STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: QB & PATTERN FORCE: SLAM RESPONSE: ZONE HOOK. KEEP INSIDE LEVERAGE ON UPFIELD RECEIVER. READ QB. BALL REACT. FLOOD: WIZARD EXPAND ZONE TO WEAK SIDE. FLOW: ZONE HOOK - READ "Y" "Y" CROSS - CHECK DOWN "Y" SEAM - CARRY SEAM "Y" OUT - STRONG HOOK (FLOW - MORE PATTERN I.D.)		ALIGN: BY FRONT CALL KEY: QB & PATTERN RESPONSE: ZONE WEAK HOOK. PATTERN READ RELEASE OF #2. C.P. STACK DROP FLOOD: WIZARD EXPAND ZONE TO WEAK ALLEY. C.P. SEAM ROUTE BY #2. FLOW: READ "Y" ROUTE. "Y" CROSS - "Z" OR "X" IN "Y" UP OR OUT - ZONE HOOK.		ALIGN: BY FRONT CALL KEY: QB & PATTERN FORCE: BACKER RESPONSE: ZONE ALLEY, REACT TO FLAT. C.P. PATTERN READ #2 REC'EIVER CARRY #2 THRU ZONE. FLOOD: WIZARD TAKE DEEPER OUTSIDE ROUTE FOR #2 OR #3 RECEIVER. EXPAND TO FLAT. FLOW: LOOK FOR "Y" ON CROSSING ROUTE, NONE - ZONE ALLEY - LOOK FOR "X" DIG.	
STRONG CORNER		STRONG SAFETY		WEAK SAFETY	
ALIGN: BUMP OR OFF DISGUISE. KEY: QB, BACKFIELD TRIANGLE, #1 FORCE: SLAM RESPONSE: ZONE DEEP OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN, UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P. : 3 STEP DROP. FLOOD: LOOSE M/M #1.		ALIGN: NORMAL DISGUISE KEY: PULLING OL & BACKFIELD TRIANGLE, #2 FORCE: SLAM RESPONSE: SEE "Y" RELEASE. ZONE ALLEY (8-12 YDS DEEP) REACT TO FLAT. CARRY #2 OR #3 THRU FADE AREA. WHEEL ROUTE. C.P. REACTIONS TO Y SEAM ROUTES. INSIDE OR OUTSIDE RELEASE. FLOOD: EXPAND ZONE WEAKSIDE. READ "Y" RTES.		ALIGN: NORMAL KEY: BACKFIELD TRIANGLE, QB FORCE: BACKER RESPONSE: READ QB. ZONE DEEP MIDDLE 1/3. C.P. CAN START COVER 6 ROTATION. 4 STEPS THEN ZONE MIDDLE. READ PATTERN QB & BALL REACT! C.P. LT. SHOULDER & FOOT. C.P. QB PUMP FAKE. BACK-UP C IN DIRECTION OF PUMP. C.P. QB 3 STEP DROP SLANT. RECOGNIZE PRESSURE POINT OF PLAY PASS. CALL "RUN" OR "PASS."	
WEAK CORNER		ALIGN: BUMP OR OFF DISGUISE KEY: QB, BACKFIELD TRIANGLE, #1. FORCE: BACKER RESPONSE: ZONE DEEP-OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P. : 3 STEP DROP! FLOW: LOOSE M/M #1			
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)	
DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)			
SILVER		RUN IT		SILVER	
ROTATE TO STRONG SIDE SILVER TO YELLOW		SILVER			

COVER 3 BACKER



STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER	
ALIGN: BACKER KEY: QB, "Y" & PATTERN FORCE: BACKER RESPONSE: ZONE THE ALLEY & REACT TO THE FLAT. C.P. CARRY #2 OR #3 THRU FADE C.P. REACTION TO Y SEAM RTES. FLOOD: WIZARD EXPAND ZONE TO WEAK SIDE. FLOW: EXPAND ZONE TO STRONG SIDE.		ALIGN: BY FRONT CALL KEY: QB & PATTERN RESPONSE: ZONE WEAK HOOK. PATTERN READ RELEASE OF #2. C.P. STACK DROP FLOOD: WIZARD EXPAND ZONE TO WEAK ALLEY. C.P. SEAM ROUTE BY #2. FLOW: READ "Y'S" ROUTE. "Y" CROSS - "Z" OR "X" IN "Y" UP OR OUT - ZONE HOOK.		ALIGN: BY FRONT CALL KEY: QB & PATTERN FORCE: BACKER RESPONSE: ZONE ALLEY, REACT TO FLAT. C.P. PATTERN READ #2 REC'EIVER CARRY #2 THRU FADE AREA. FLOOD: WIZARD TAKE DEEPER OUTSIDE ROUTE FOR #2 OR #3 RECEIVER. EXPAND TO FLAT. FLOW: LOOK FOR "Y" ON CROSSING ROUTE, NONE - ZONE ALLEY - LOOK FOR "X" DIG.	
STRONG CORNER		STRONG SAFETY		WEAK SAFETY	
ALIGN: BUMP OR OFF DISGUISE. KEY: QB, BACKFIELD TRIANGLE. #1 FORCE: BACKER RESPONSE: ZONE DEEP OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN, UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM - PLAY TRUE ZONE RESPONSIBILITY. READ QB BALL REACT! C.P. : 3 STEP DROP. FLOOD: LOOSE M/M #1.		ALIGN: NORMAL DISGUISE KEY: OL PULLING & FLOW FORCE: BACKER RESPONSE: ZONE STRONG HOOK. INSIDE LEVERAGE ON UPFIELD RELEASER OF #2 OR #3. C.P. REACTION TO SEAM ROUTES FLOOD: EXPAND ZONE WEAKSIDE FLOW: ZONE HOOK C.P. Y CROSS-CHECK DOWN Y SEAM - CARRY SEAM		ALIGN: NORMAL KEY: BACKFIELD TRIANGLE, QB FORCE: BACKER RESPONSE: READ QB. ZONE DEEP MIDDLE 1/3. C.P. CAN START COVER 6 ROTATION, 4 STEPS THEN ZONE MIDDLE. READ PATTERN, QB. & BALL REACT! C.P. LEFT SHLDR & FOOT. C.P. QB PUMP FAKE, BACK-UP C IN DIRECTION OF PUMP. C.P. QB 3 STEP DROP SLANT. RECOGNIZE PRESSURE POINTS OF PLAY PASS. CALL "RUN" OR "PASS."	
WEAK CORNER					
ALIGN: BUMP OR DISGUISE KEY: QB, BACKFIELD TRIANGLE, #1. FORCE: BACKER RESPONSE: ZONE DEEP-OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P. : 3 STEP DROP! FLOW: LOOSE M/M ON #1.					
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)	
SILVER		RUN IT		SILVER	
DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)			
RUN IT; ROTATE STRONG SIDE SILVER TO YELLOW		SILVER			

COVER 3 CLOUD



STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER
ALIGN: BY FRONT CALL KEY: QB, "Y" & PATTERN FORCE: CLOUD RESPONSE: ZONE HOOK AREA. KEEPING INSIDE LEVERAGE ON UPFIELD INSIDE RELEASES. READ QB. BALL REACT. C.P. "Y" SEAM - STRONG HOOK. C.P. : REACTIONS TO Y SEAM RTES. FLOOD: WIZARD EXPAND ZONE TO WEAK SIDE. FLOW: ZONE HOOK - READ "Y" "Y" CROSS - CHECK DOWN "Y" SEAM - CARRY SEAM "Y" OUT - STRONG HOOK	ALIGN: BY FRONT CALL KEY: QB & PATTERN RESPONSE: ZONE WEAK HOOK. PATTERN READ RELEASE OF #2. C.P. STACK DROP FLOOD: WIZARD EXPAND ZONE TO WEAK ALLEY. C.P. SEAM ROUTE BY #2. FLOW: READ "Y" ROUTE. "Y" CROSS - "Z" OR "X" IN "Y" UP OR OUT - ZONE HOOK.	ALIGN: BY FRONT CALL KEY: QB & PATTERN FORCE: BACKER RESPONSE: ZONE ALLEY, REACT TO FLAT. C.P. PATTERN READ #2 RECEIVER CARRY #2 THRU FADE AREA. FLOOD: WIZARD TAKE DEEPER OUTSIDE ROUTE FOR #2 OR #3 RECEIVER. EXPAND TO FLAT. FLOW: LOOK FOR "Y" ON CROSSING ROUTE, NONE - ZONE ALLEY - LOOK FOR "X" DIG.

STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: BUMP OR OFF DISGUISE. KEY: OL, FLOW, & "Y" FORCE: CLOUD RESPONSE: OUTSIDE RELEASE, DISREGARD, ZONE ALLEY INSIDE RELEASE, TOUGH JAM ZONE ALLEY. REACT TO FLAT. FLOW: ZONE ALLEY TO FLAT. COVER #2 OR #3 M/M THRU FADE AREA.	ALIGN: NORMAL DISGUISE KEY: QB & #1 (Z) FORCE: CLOUD RESPONSE: ROTATE TO NUMBERS AREA. YOU HAVE Z FADE, M/M. OVER RUN Z ON POST. ZONE DEEP OUTSIDE 1/3. READ QB. BALL REACT.	ALIGN: NORMAL KEY: BACKFIELD TRIANGLE, QB FORCE: BACKER RESPONSE: READ QB. ZONE DEEP MIDDLE 1/3. C.P. CAN START COVER 6 ROTATION, 4 STEPS THEN ZONE MIDDLE. READ PATTERN QB & BALL REACT! C.P. LT. SHOULDER & FOOT. C.P. QB PUMP FAKE, BACK-UP C IN DIRECTION OF PUMP. C.P. QB 3 STEP DROP SLANT. RECOGNIZE PRESSURE POINT OF PLAY PASS. CALL "RUN" OR "PASS."	ALIGN: BUMP OR DISGUISE KEY: QB, BACKFIELD TRIANGLE, #1. FORCE: BACKER RESPONSE: ZONE DEEP-OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P. : 3 STEP DROP! FLOW: LOOSE M/M #1.

SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)
SILVER	RUN IT	SILVER	ROTATE TO STRONG SIDE SILVER TO YELLOW	SILVER

COVER 3 ROBBER

*NO FLOW = YELLOW

1
Z

2
Y

R
H

1
X

C
#1 LOOSE
INSIDE
M/M

SS
ZONE
ALLEY
FLAT

S
ZONE
STRONG
HOOK

M
ZONE
WEAK
HOOK

W
ZONE
WEAK
ALLEY
FLAT

C
#1 LOOSE
INSIDE
M/M

WS
ROBBER

STRONG LINEBACKER

ALIGN: BY FRONT CALL
KEY: SAME AS COVER 3
FORCE: SLAM OR BACKER
RESPONSE: SAME AS COVER 3 OR
ZONE.

C.P. : GET DEPTH

FLOOD
FLOW

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: SAME AS COVER 3
RESPONSE: SAME AS COVER 3 OR
ZONE.

C.P. : GET DEPTH

FLOOD
FLOW

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: SAME AS COVER 3
FORCE: BACKER
RESPONSE: SAME AS COVER 3 OR
ZONE.

C.P. : GET DEPTH

FLOOD
FLOW

STRONG CORNER

ALIGN: OFF
KEY: SAME AS COV. 3
FORCE: SLAM
RESPONSE: #1 - LOOSE
INSIDE M/M. YOU MUST
PROTECT POST. #1 ON DIG
ZONE DEEP HALF LOOK
FOR POST FROM THE
OTHER SIDE

STRONG SAFETY

ALIGN: DISGUISE
KEY: SAME AS COVER 3
FORCE: SLAM OR BACKER
RESPONSE: SAME AS
COVER 3 OR ZONE.
C.P. : GET DEPTH.

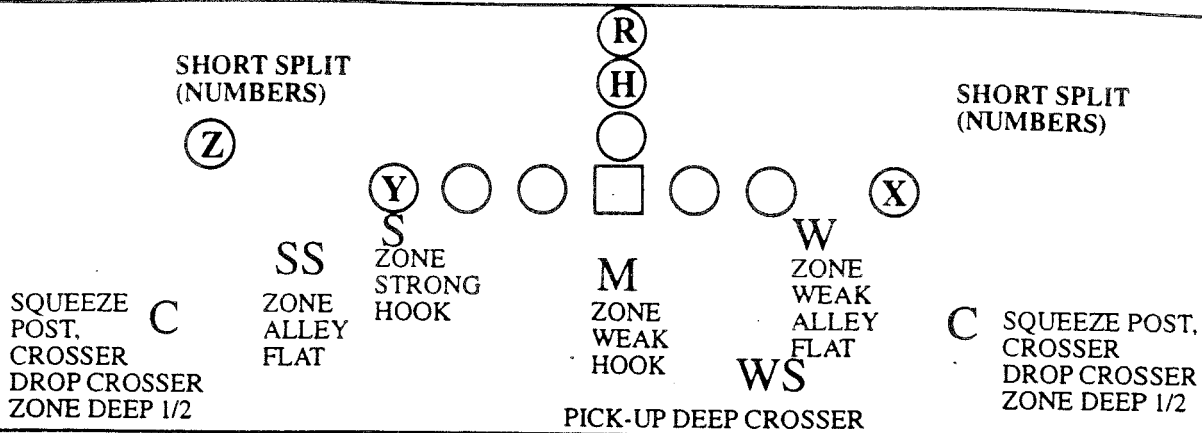
WEAK SAFETY

ALIGN: NORMAL
KEY: #2 STRONG
FORCE: BACKER
RESPONSE: #2 RUNS
SEAM. TAKE #2 M/M. NO
SEAM BY #2. LOOK FOR
DIG FROM Z TO X.

WEAK CORNER

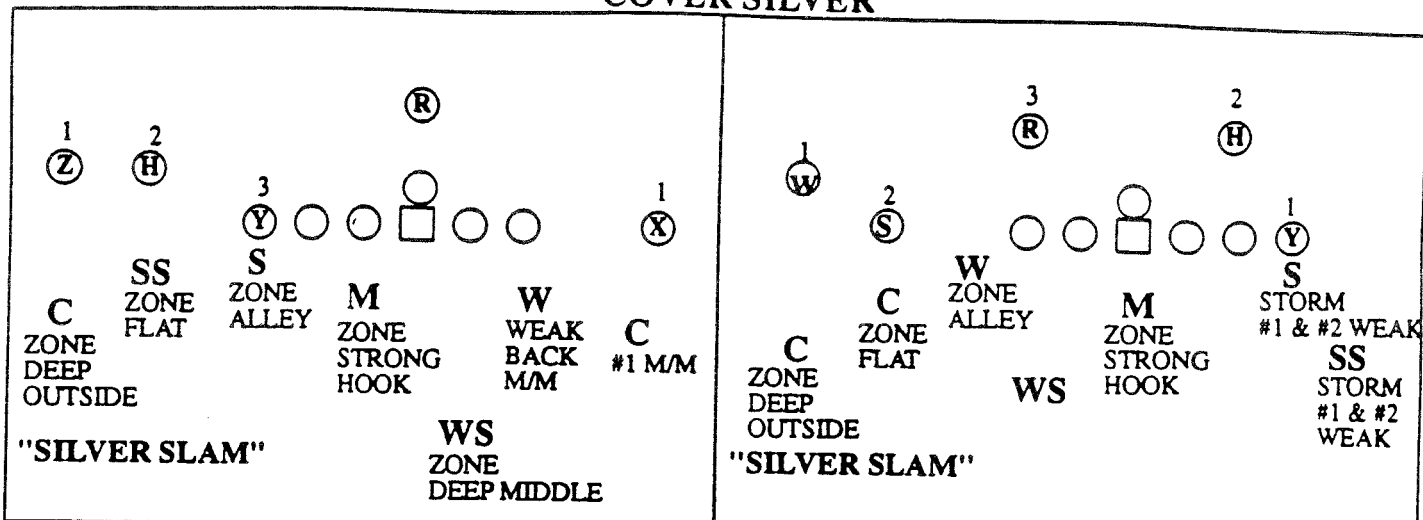
ALIGN: OFF
KEY: SAME AS COV. 3
FORCE: BACKER
RESPONSE: #1 LOOSE
INSIDE M/M. YOU MUST
PROTECT POST. #1 ON DIG
ZONE DEEP HALF. LOOK
FOR POST FROM OTHER
SIDE.

COVER 3 "DROPKICK" CALL



STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: SAME AS COVER 3 FORCE: SLAM OR BACKER RESPONSE: ZONE STRONG HOOK BACKER - ZONE ALLEY TO FLAT	ALIGN: BY FRONT CALL KEY: SAME AS COVER 3 RESPONSE: ZONE WEAK HOOK	ALIGN: BY FRONT CALL KEY: SAME AS COVER 3 FORCE: BACKER RESPONSE: ZONE WEAK ALLEY TO FLAT. GET DEPTH TO HELP ON DEEP CROSSERS.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: SAME AS COV. 3 KEY: SAME AS COV. 3 FORCE: CLOUD RESPONSE: #1 RUNS POST SQUEEZE #1 OUTSIDE/IN. #1 RUNS DEEP CROSS SQUEEZE HIM DOWN & ZONE DEEP HALF. LOOK FOR POST FROM OTHER SIDE.	ALIGN: SAME AS COVER 3 KEY: SAME AS COVER 3 FORCE: SLAM OR BACKER RESPONSE: ZONE ALLEY TO FLAT. GET DEPTH TO HELP ON DEEP CROSSER. BACKER - ZONE STRONG HOOK.	ALIGN: NORMAL KEY: SAME AS COVER 3 FORCE: BACKER RESPONSE: LOOK FOR DEEP CROSSER. PICK HIM UP AS HE CROSSES.	ALIGN: SAME AS COVER 3 KEY: FORCE: RESPONSE: #1 RUNS POST, SQUEEZE #1 OUTSIDE/IN. #1 RUNS DEEP CROSS SQUEEZE HIM DOWN & ZONE DEEP HALF. LOOK FOR POST FROM OTHER SIDE.

COVER SILVER



STRONG LINEBACKER

ALIGN: BY CALL
 KEY: #2, #3
 FORCE: SLAM, BACKER, OR CLOUD
 RESPONSE:
 SLAM OR CLOUD - ZONE ALLEY.
 KEEP INSIDE LEVERAGE ON #2 ON
 THRU'S & IN'S. #2 OUT, WALL #1.
 C.P. "OUT-OUT-OUT" CALL.
 BACKER - ZONE FLAT. CHECK #1.
 #1 DOWN INSIDE OVER, SMASH
 ROUTE. COVER #1 M/M. UNLESS
 "OUT-OUT-OUT" CALL.
 FLOOD: COVER 3 - NO SILVER!

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
 KEY: STRONG BACK - #2
 REMAINING BACK - #3
 RESPONSE: ZONE STRONG HOOK.
 WALL 1ST CROSSER. KEEP INSIDE
 LEVERAGE ON #3. #3 OUT, "OUT-
 OUT-OUT" CALL & WALL #2.
 BANJO READ #2 & #3.

C.P. FLOW
 FLOOD: COVER 3 - NO SILVER!

WEAK LINEBACKER

ALIGN: BY FRONT CALL
 KEY: #2 WEAK BACK
 FORCE: BY CALL.
 RESPONSE: COVER WEAK BACK.
 LOOSE M/M.
 C.P. FLOW - BUILD WALL ON 1ST
 CROSSER.
 "ZIP" CALL - M/M ON #2 UNLESS HE
 BLOCKS OR FLARES, THEN
 AIRPLANE TO X.
 "ZIP - GO" CALL - DOUBLE X, INSIDE
 AIRPLANE TECHNIQUE.
 "STORM" - IN & OUT WITH WC OR SS
 ON REC. & BACK.

STRONG CORNER

ALIGN: BY CALL
 KEY: #1
 FORCE: SLAM, BACKER,
 CLOUD
 RESPONSE:
 SLAM OR BACKER: ZONE
 DEEP OUTSIDE THIRD.
 C.P. GET TO NUMBERS
 AREA. MIDDLE OF THE
 ZONE.
 CLOUD: ZONE FLAT
 CHECK #1
 C.P. SMASH, OVER
 ROUTES.

STRONG SAFETY

ALIGN: NORMAL, DISGUISE
 KEY: #2, #3
 FORCE: SLAM, BACKER,
 CLOUD
 RESPONSE:
 SLAM - ZONE FLAT. CHECK
 #1. C.P. SMASH, OVER.
 BACKER - ZONE ALLEY.
 KEEP INSIDE LEVERAGE ON
 #2 ON THRU'S & IN'S. #2
 OUT, "OUT-OUT-OUT" CALL.
 WALL #1. STORM - READ
 FOR #2 OR #3.
 CLOUD: ZONE DEEP
 OUTSIDE THIRD.
 C.P. NUMBERS AREA.

WEAK SAFETY

ALIGN: NORMAL
 KEY: BACKFIELD
 TRIANGLE TO QB.
 FORCE: BY CALL.
 RESPONSE: ZONE DEEP
 MIDDLE. KEEP LEVERAGE
 ON ANY POST FROM THE
 STRONG SIDE.
 C.P. DISGUISE COVERAGE.

WEAK CORNER

ALIGN: BUMP OR OFF
 DISGUISE.
 KEY: #1
 FORCE: BY CALL.
 RESPONSE: COVER #1 M/M
 INSIDE TECHNIQUE.
 UNLESS "X" TITE OR FLEX.
 PULL OFF LATE ON
 CROSSING ROUTE. ZONE
 OUTSIDE THIRD.
 C.P. "X" TITE - CLOUD
 FORCE STORM WITH WLB.
 "ZIP - GO" - OUTSIDE M/M
 ON #1.
 SLOT: YOU NOW PLAY SS
 RESPONSIBILITY.

SLOT (Motion To)

DOUBLE (Motion To)

TRIPLE (Motion To)

DOUBLE SLOT (Motion To)

TRIPLE SLOT (Motion To)

COVER SILVER

SPLIT-FLOW RULES:

"FLAT" RESPONSIBILITY = ZONE FLAT AS PER DOWN AND DISTANCE. DEPTH OF DEEPEST FLAT RECEIVER.
C.P. CHECK #1.

"ALLEY" RESPONSIBILITY = M/M #2 IN SEAM UNLESS OUT-OUT-OUT CALL, THEN WALL #1.

"WALL" RESPONSIBILITY = WALL INSIDE CROSSER, CALL OUT-OUT-OUT IF #3 GOES OUT & THEN WALL WHOEVER COMES INSIDE.

*NOTE: INSIDE WALL GUY MUST CONTROL "ALLEY MAN" WITH OUT-OUT-OUT CALL, IF NEEDED.

FLOW RULES:

"FLAT" RESPONSIBILITY = ZONE FLAT ALL THE WAY.

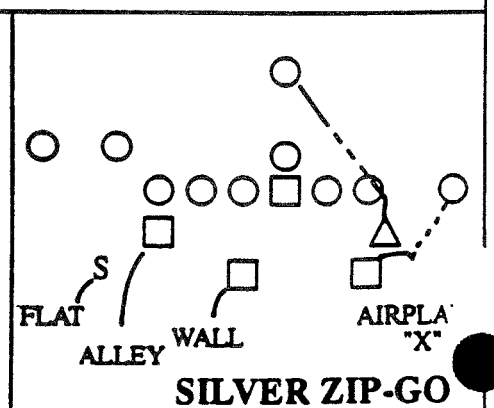
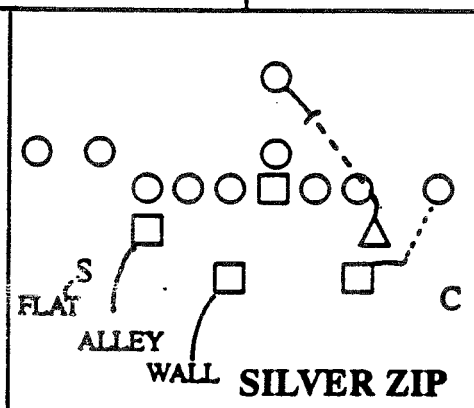
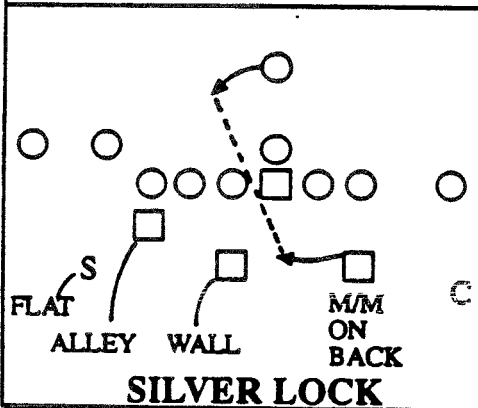
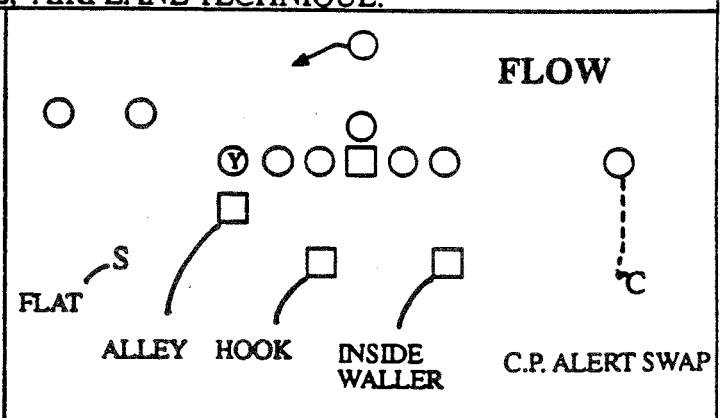
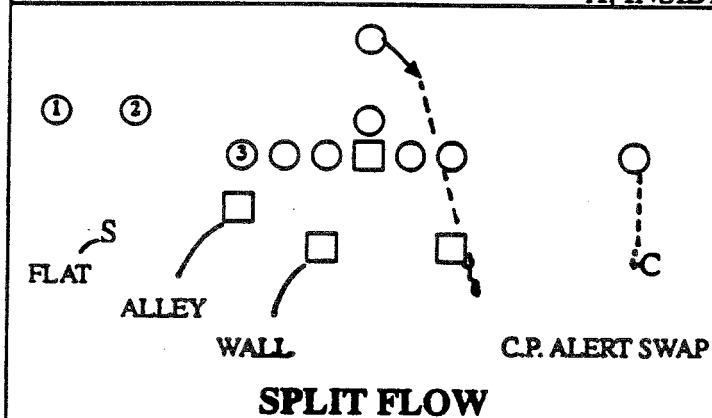
"ALLEY" RESPONSIBILITY = ZONE ALLEY ALL THE WAY.

"WALL" RESPONSIBILITY = ZONE THE HOOK ZONE, COVER 2ND CROSSER.

"INSIDE WALLER" = (WEAK LBKR) BUILD WALL ON 1ST CROSSER.

SILVER VARIATIONS:

- A. **SILVER LOCK** - WEAK LBKR M/M ON REMAINING BACK REGARDLESS OF "FLOW" OR "FLOOD." "ALLEY" & "WALL" PLAYERS PLAY AS PER "SPLIT FLOW."
- B. **SILVER WITH "ZIP"** - WEAK LBKR M/M ON REMAINING BACK UNLESS HE BLOCKS OR FLARES, THEN AIRPLANE TO #1 (X).
- C. **SILVER WITH "ZIP-GO"** - DE HAS #2 M/M. WLB DOUBLE X, INSIDE, AIRPLANE TECHNIQUE.



COVER 4

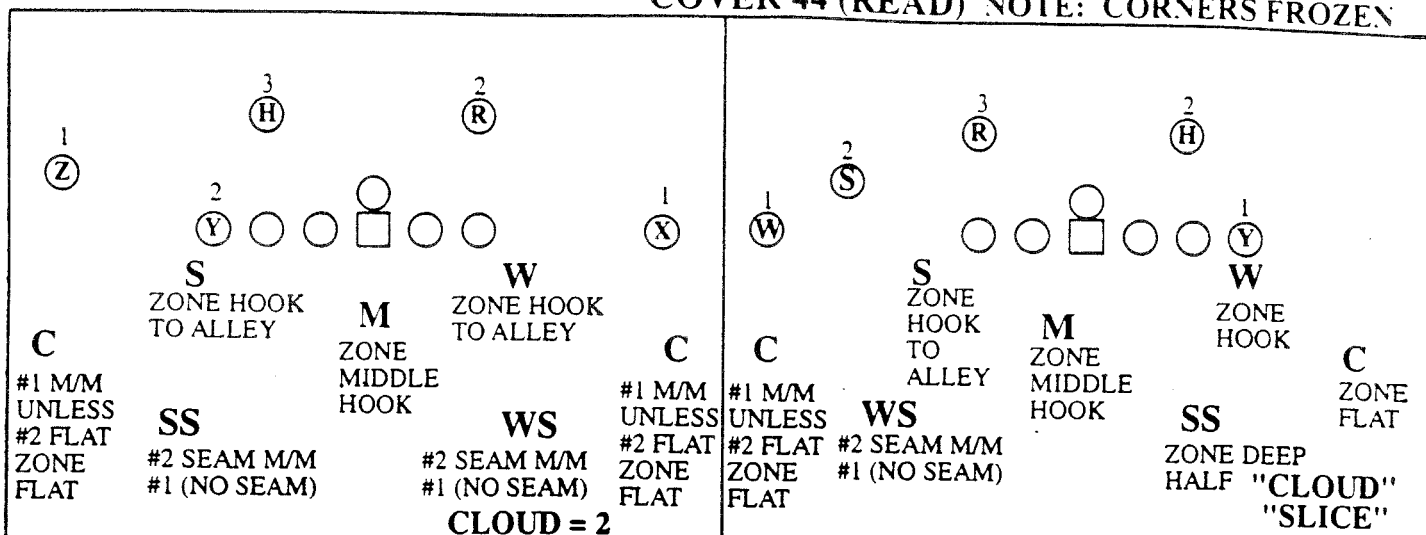
COVER 44

Two deep coverage with the linebackers zone dropping and ball reacting. The corners and safeties are pattern reading to define their coverage responsibilities.

COVER 42

Two deep cover with the strongside corner, safety and linebackers playing cover 4 and the weakside corner, safety and linebacker playing cover 2.

COVER 44 (READ) NOTE: CORNERS FROZEN



STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER
<p>ALIGN: BY CALL KEY: #2, #3, QB FORCE: BACKER (EASY) RESPONSE: JAM #2 WITH #3 IN Q POS. ZONE HOOK TO ALLEY. KEEP OUTSIDE LEVERAGE ON #2 OR #3 TO THE ALLEY, ZONE ALLEY. #2 FLAT, CORNER HAS FLAT, ZONE ALLEY. #3 FLARE OR FLAT, KEEP LEVERAGE, LATE REACT TO FLAT. GET VISION BACK TO QB, BALL REACT. C.P. SMASH. FLOW: ZONE ALLEY. ALERT 1ST BACK FLOOD: ZONE HOOK, ALERT COLLAPSE. SQUEEZE: BLACK SLOT: DROP TO #2. TAKE AWAY TURN ZONE HOOK TO ALLEY.</p>	<p>ALIGN: BY FRONT CALL KEY: #3, QB RESPONSE: ZONE MIDDLE HOOK. OPEN TO SIDE OF STRONG BACK'S MOVE. GET DEPTH (10-12 YDS). TAKE #3 ON GO ROUTE. GET VISION BACK TO QB, BALL REACT. C.P. HIDE & SCREEN FLOOD: ZONE MIDDLE TO WEAK HOOK OFF #3. FLOW: ZONE STRONG HOOK. INSIDE RELEASER OF THE TWO BACKS. C.P. 1 BACK (TRIPLE) SLOT: ZONE DROP RELATE TO #3</p>	<p>ALIGN: BY FRONT CALL KEY: #2, QB FORCE: BACKER (CLOUD) RESPONSE: ZONE WEAK HOOK. GET DEPTH. GET VISION BACK TO QB. READ QB, BALL REACT! C.P. BE ALERT FOR CROSSING ROUTES FROM STRONG SIDE. HIDE C.P. SMASH. FLOOD: ZONE WEAK HOOK TO ALLEY. FLOW: OPEN STRONG- FIRST CROSSER (LOOK TO TE) DEEP TO SHORT. NO CROSSER, ZONE DEEP HOLE X TO Z DIG. SLOT: "SLICE" ZONE HOOK KEEP LEVERAGE ON #2 TO FLAT. "CLOUD" ZONE HOOK.</p>

STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: OFF OR PRESS (BAIL) KEY: #2, #1 FORCE: BACKER RESPONSE: READ #2 TO #1. SEE QB! #2 VERTICAL: COVER #1 M/M. HOLD OUTSIDE COVERAGE ON #1. READ QB. BALL REACT. C.P. - SPLIT RULE. C.P. BE PREPARED TO WEAVE INSIDE ON #1. #2 FLAT: ZONE FLAT. C.P. WHEEL #2 INSIDE: TIGHT SLICE #1. C.P. SMASH ROUTE. SQUEEZE = BLACK. CP. ZIN/ FLOAT= TRUE ZONE</p>	<p>ALIGN: 2 X 10-12 DISGUISE KEY: #2, OL, QB, PERIPH #1 FORCE: BACKER (EASY) RESPONSE: DROP STRAIGHT BACK & READ #2 C.P. OUTSIDE LEVERAGE. #2 VERTICAL: COVER #2 M/M OUTSIDE LEVERAGE UNTIL HE GETS 2 YDS FROM THE NUMBERS, THEN COME INSIDE. ROUTE RECOGNITION. #2 FLAT: EXPAND TO #1. COVER #1 M/M INSIDE/OUT. #2 INSIDE OR BLOCKS: LEAN ON #1 SQUEEZE = BLACK. SLOT: SLICE or CLOUD CP. ZIN/ FLOAT= TRUE ZONE</p>	<p>ALIGN: 2 X 10-12 DISGUISE KEY: #2, OL, QB, PERIPH #1 FORCE: BACKER RESPONSE: DROP STRAIGHT BACK & READ #2. C.P. OUTSIDE LEVERAGE. #2 VERTICAL: COVER #2 M/M OUTSIDE LEVERAGE UNTIL HE GETS 2 YDS FROM THE NUMBERS, THEN COME INSIDE. ROUTE RECOGNITION. #2 FLAT: EXPAND TO #1. COVER #1 M/M INSIDE/OUT. #2 INSIDE OR BLOCKS: LEAN ON #1 FLOW: CHECK #3 ON GO. NO GO - HELP ON #1. "CLOUD" PLAY SAME AS COVER 2.</p>	<p>ALIGN: OFF OR PRESS (BAIL) KEY: #2, #1 FORCE: BACKER RESPONSE: READ #2 TO #1. SEE QB! #2 VERTICAL: COVER #1 M/M. HOLD OUTSIDE COVERAGE ON #1. READ QB. BALL REACT. C.P. - SPLIT RULE. C.P. BE PREPARED TO WEAVE INSIDE ON #1. #2 FLAT: ZONE FLAT. #2 INSIDE: TIGHT SLICE #1. C.P. SMASH ROUTE. SQUEEZE = BLACK. "CLOUD" PLAY SAME AS COVER 2.</p>

SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)
SLICE CLOUD		SPECIAL - 2 -		SPECIAL

COVER 44 LOCK

1
(Z)

(H)
3

(R)
2

2
(Y)

(O)

(O)

(O)

(O)

(O)

1
(X)

C

#1
M/M

S

ZONE
HOOK
ALLEY

M

ZONE HOOK
3 RECEIVER SIDE

W

ZONE
HOOK
ALLEY

C

#1
M/M

SS

#2 SEAM = M/M
#1 (NO SEAM BY #2)

WS

#2 SEAM = M/M
#1 (NO SEAM BY #2)

STRONG LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2, #3, QB
FORCE: BACKER
RESPONSE: DROP ON A 45 DEGREE
ANGLE. PATTERN READ AND RELATE
TO #2 OR #3. LEVERAGE #2 OR #3 TO
FLAT, NO FLAT THREAT, LOOK TO
SQUEEZE #2 OR #3 WITH OUTSIDE
LEVERAGE.

FLOW: OUTSIDE RELEASER OF #2
OR #3.

C.P.: SMASH.
REACT TO FLARE FROM ALLEY.

MIDDLE LINEBACKER

ALIGN: BY FRONT CALL
KEY: #3, QB
RESPONSE:
OPEN TO SIDE OF STRONG BACK'S
MOVE ZONE HOOK,
GET DEPTH (10-12 YDS).
PATTERN READ OFF #2.
LEVERAGE #2 OR #3.
GET VISION BACK TO QB.
READ QB, BALL REACT.
C.P.: HIDE
#3 VERTICAL

FLOW: INSIDE RELEASER OF THE
2 BACKS.

WEAK LINEBACKER

ALIGN: BY FRONT CALL
KEY: #2, QB
FORCE: BACKER (CLOUD)
RESPONSE: ZONE WEAK HOOK TO
ALLEY. KEEP OUTSIDE LEVERAGE
ON #2 TO FLAT, OR FLARE.
C.P.: SMASH

C.P.: "CLOUD" PLAY -SAME AS
COVER 2.[vs. WEAK SET]

FLOW: OPEN STRONG-FIRST
CROSSER (LOOK TO TE) DEEP TO
SHORT.
NO CROSSER. ZONE DEEP HOLE
X TO Z DIG.

STRONG CORNER

ALIGN: OFF OR PRESS
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1
M/M FROM OUTSIDE,
UNLESS OVER SPLIT,
THEN COVER FROM
INSIDE.

C.P.: SMASH

STRONG SAFETY

ALIGN: 2X 10-12 DISGUISE
KEY: #2, OL; QB, PERIPH #1
FORCE: BACKER
RESPONSE: DROP
STRAIGHT BACK & READ
#2. #2 VERTICAL - COVER
#2 M/M. WITH OUT SIDE
LEVERAGE UNTIL HE GETS
2 YDS. FROM THE NUMBERS
THEN COME INSIDE. ROUTE
RECOGNITION.
#2 NOT VERTICAL - LOOSE
SLICE ON #1.
FLOW: SAME RESPONSE.

WEAK SAFETY

ALIGN: 2X 10-12 DISGUISE
KEY: #2, OL; QB, PERIPH #1
FORCE: BACKER
RESPONSE: DROP
STRAIGHT BACK & READ
#2. #2 VERTICAL - COVER
#2 M/M. WITH OUT SIDE.
#2 NOT VERTICAL - LOOSE
SLICE ON #1.
FLOW: DROP STRAIGHT
BACKPROTECT WSC, ZONE
DEEP MIDDLE. POST STRONG
C.P.: "CLOUD" PLAY-SAME
AS COVER 2[vs. WEAK SET]

WEAK CORNER

ALIGN: OFF OR PRESS
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1
M/M FROM OUTSIDE,
UNLESS OVER SPLIT,
THEN COVER FROM
INSIDE.

C.P.: SMASH

FLOW: COVER #1 M/M.
C.P.: "CLOUD" SAME AS
COVER 2. [vs. WEAK SET]

SLOT
(Motion To)

DOUBLE
(Motion To)

TRIPLE
(Motion To)

DOUBLE SLOT
(Motion To)

TRIPLE SLOT
(Motion To)

SPECIAL

SPECIAL

COVER 44 SPECIAL

(AUDIBLE VS TRIPLE)

1
(Z)2
(H)

(R)

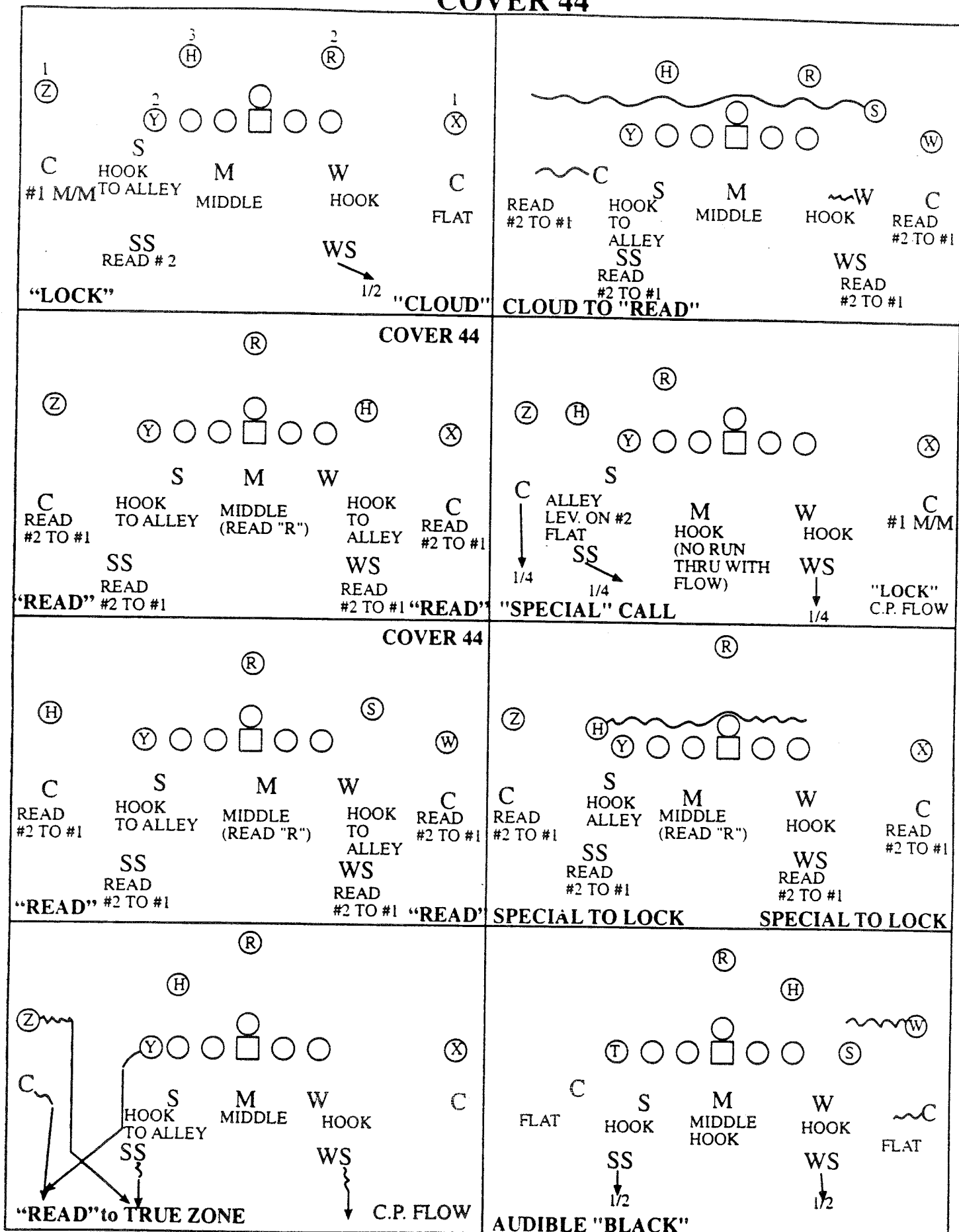
3
(Y)1
(X)C
#1
M/MS
ZONE
HOOK
TO
ALLEYSS
#2 & #3M
ZONE
HOOKW
ZONE
WEAK
HOOKC
#1
M/M

WS

STRAIGHT BACK ZONE WEAK HALF
(LOOK TO HELP STRONG SIDE)

STRONG LINEBACKER		MIDDLE LINEBACKER	WEAK LINEBACKER	
ALIGN: ADJUST TO TRIPLE BY FRONT KEY: #2, #3 FORCE: BACKER RESPONSE: ZONE STRONG HOOK TO ALLEY. KEEP OUTSIDE LEVERAGE ON #2 OR #3 TO FLAT. GET VISION BACK TO QB & BALL REACT.		ALIGN: BY FRONT CALL KEY: #3, QB RESPONSE: ZONE MIDDLE HOOK. DROP TO #3. GET DEPTH (12 YDS). SPLIT FLOW CARRY #3 ON SEAM ROUTE. FLOW: ZONE HOOK. GET VISION BACK TO QB. BALL REACT.	ALIGN: ADJUST TO TRIPLE BY FRONT KEY: #2, QB FORCE: BACKER (CLOUD) RESPONSE: ZONE WEAK HOOK. GET DEPTH. GET VISION BACK TO QB. KEEP LEVERAGE ON #2 TO FLAT. CALLS: READ: ZONE WEAK HOOK. GET DEPTH. GET VISION BACK TO QB. C.P.: ALERT FOR CROSSING ROUTES FROM STRONG SIDE. CLOUD: PLAY SAME AS COVER 2. LOCK: ZONE WEAK HOOK. GET DEPTH. KEEP LEVERAGE ON #2 TO FLAT.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
ALIGN: OFF OR PRESS KEY: #1 FORCE: BACKER RESPONSE: COVER #1 M/M FROM ON TOP. UNLESS OVER SPLIT, THEN COME INSIDE. C.P.'s.: ZONE TURN SMASH	ALIGN: 10-12 YDS DEEP DISGUISE KEY: #2, #3 FORCE: BACKER RESPONSE: DROP STRAIGHT BACK & READ #2 & #3. #2 & #3 VERTICAL = SPLIT THEM. #2 or #3 VERTICAL = IDENTIFY WITH THE VERTICAL RELEASE. NO VERTICALS = LEAN ON #1.	ALIGN: 2X 10-12 YDS DISGUISE KEY: #2, OL; QB PERIPH #1 FORCE: BACKER (CLOUD) RESPONSE: DROP STRAIGHT BACK. ZONE DEEP HALF. READ QB. BALL REACT! C.P.: BE READY TO HELP STRONG SIDE ON #3 UP THE SEAM. (FLOW: #3 ON SEAM = M/M) CALLS: LOCK: PLAY SAME AS LOCK READ: PLAY SAME AS COV. 4 READ CLOUD: PLAY SAME AS COV. 2	ALIGN: OFF OR PRESS KEY: #1 FORCE: BACKER (CLOUD) RESPONSE: COVER #1 M/M FROM OUTSIDE. UNLESS OVER SPLIT, THEN COME INSIDE. CALLS: LOCK: COVER #1 M/M C.P. SPLIT READ: PLAY SAME AS COV. 4 READ CLOUD: PLAY SAME AS COV. 2 FLOW = #1 M/M	
SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)

COVER 44



COVER 5 AND COVER 5 VARIATIONS

A man to man strong (tight) side rotation coverage with combination coverages on strong (tight) side receivers!

STRONGSIDE (TIGHTSIDE) VARIATIONS

Release

Kick

Staff

Spout

Triangle

Fist

Thumbs

Cowboy (vs. Zin or Float)

WEAKSIDE (OPENSIDE) VARIATIONS

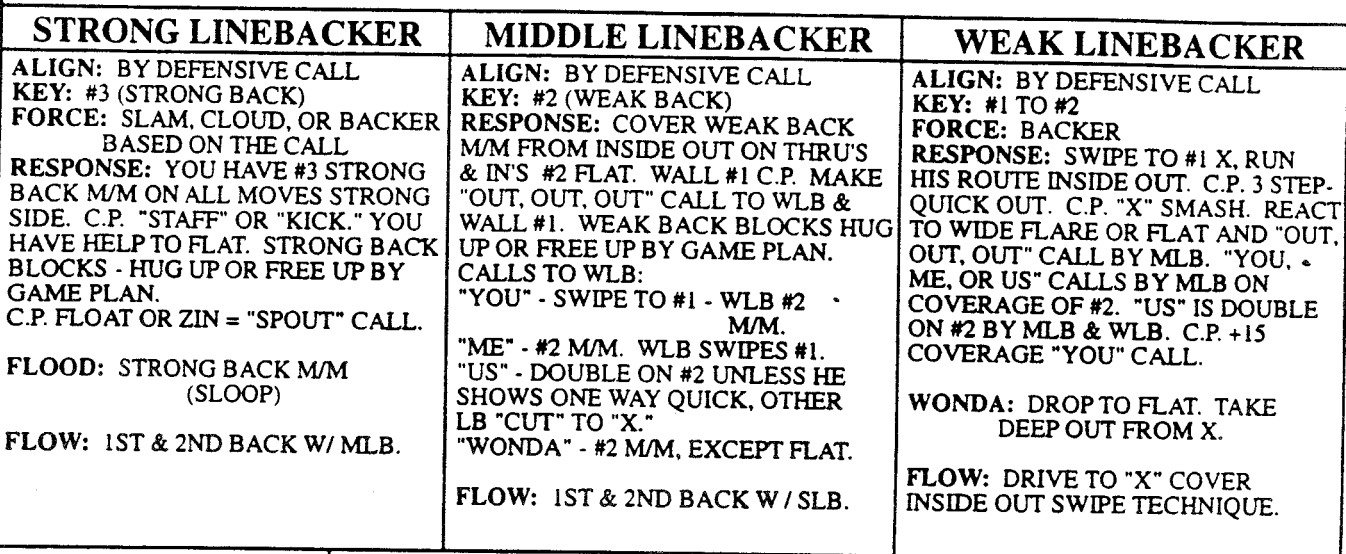
Swipe

(You, Me or Us)

~~Wonda~~

Zorve

- 3 -



STRONG CORNER		STRONG SAFETY		WEAK SAFETY		WEAK CORNER			
ALIGN: BUMP OR OFF KEY: #1, "Z" FORCE: BASED ON CALL. RESPONSE: STAFF - COVER #1 M/M INSIDE TECH. NO SURE HELP INSIDE. C.P. "SMASH" CALL. RELEASE: COVER #1 M/M OUTSIDE. YOU WILL GET HELP INSIDE FROM A SAFETY. PULL OFF INSIDE MOVES LATE. ZONE ALLEY SPOUT: VS. ZIN OR FLOAT COVER #1 M/M. OUTSIDE MOVES. ZONE ALLEY VS. INSIDE MOVE.		ALIGN: NORMAL KEY: #2, "Y"; #3 FORCE: BASED ON CALL RESPONSE: STAFF DROP TO TAKE OUT FROM #1. C.P. 3 STEP DROP QUICK OUT OR SLANT! C.P. "SMASH" CALL FROM SC. REACT TO WIDE FLARE FLAT #3 ROUTES - CARRY THRU FADE AREA. RELEASE: "Y" RELEASE OUTSIDE = M/M. "Y" INSIDE -DOUBLE "Z" INSIDE, OUT. SPOUT: "Y" M/M IN BUMP.		ALIGN: NORMAL KEY: #2, "Y"; #3 RESPONSE: STAFF: COVER "Y" M/M EXCEPT IN FLAT. "CUT" VS "Y" FLAT. "Y" SLOW - HOLD ON Y FOR DELAY. RELEASE: "Y" INSIDE = M/M "Y" OUTSIDE = DOUBLE Z INSIDE, OUT. SPOUT: COVER "Z" IN & OUT WITH SC.		ALIGN: BUMP OR OFF KEY: #1, BACKFIELD TRIANGLE. FORCE: BACKER RESPONSE: SWIPE "YOU" "ME" CALLS. ZONE DEEP HALF OVER THE TOP TECHNIQUE. WONDA: COVER #1 M/M INSIDE TECHNIQUE. NO INSIDE HELP! C.P. SMASH.			
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)		DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)	
COVER 44		COVER 44		COVER 44		COVER 44		COVER 44	

COVER 5 TIGHT SIDE DOUBLE

TIGHT SIDE CALLS

1. **RELEASE:** Three on two coverage on the flanker(Z) and tight end (Y). By the SSC, the SS, and the WS based on the release of Y.
Tommy M/M #3 w/ h/p
2. **STAFF:** SSC has "Z" M/M inside and SSS zones the flat and is responsible for fade area. WSS covers "Y" M/M. (except on flat route).
#3 help fist
3. **KICK:** SSC forces an outside release by "Z" and zones the flat, SSS has "Z" M/M inside out (SMASH ALERT) and WSS has "Y" M/M (except in flat).
#3 help fist
4. **SROUT:** SSS has "Y" M/M bump and run. WSS and SSC are in and out on "Z". Used vs. ZIN or FLOAT.
5. **TRIANGLE:** SSS and TOMMY soft drop and loose STORM ON #2 & #3. WSS has Y or H deep, neither deep cut to #1.
like Mike LB in Bowditch
6. **FIST** SSC has "Z" M/M trail technique. The SS has "Y" man. TOMMY has #3 M/M storm.
1-20L corner WSS
7. **THUMBS:** SSS has "Z" M/M swipe technique. The ~~TOMMY~~ has "Y" M/M (C.P. Out, Out Call). ~~WSS~~ zone deep half.
cowboy vs. Zin

OPEN SIDE CALLS

1. **SWIPE (ME):** From an inside alignment the outside defender zones deep half, over the top technique. The two inside defenders work to the inside of #1 and #2 playing inside man technique (SWIPE). If #2 goes out-call "out, out, out" and zone alley or look for #1 coming inside.
Mike has back
m30 have back
2. **SWIPE (YOU):** WSC zone deep half, over the top technique. The WLB covers #2 M/M and MLB swipes to #1 playing inside man technique.
Opie has back
3. **WONDA:** WSC plays #1 M/M inside, WLB zone the flat. MLB has #2 M/M.

<p>I. STRONG SPLIT, NEAR</p> <p>COVER 5</p> <p>1. RELEASE 2. STAFF 3. TRIANGLE 4. KICK</p>	<p>STRONG SLOT SPLIT SLOT NEAR SLOT</p> <p>COVER 44</p> <p>CLOUD C WS READ</p>
<p>WEAK, FAR</p> <p>COVER 5</p> <p>1. RELEASE 2. STAFF 3. THUMBS</p>	<p>WEAK SLOT FAR SLOT</p> <p>COVER 44</p> <p>SLICE C WS READ</p>
<p>DOUBLE</p> <p>COVER 44</p> <p>READ SS WS READ</p>	<p>DOUBLE SLOT PAIR</p> <p>COVER 44</p> <p>CLOUD C WS READ</p>
<p>TRIPLE</p> <p>OV SLIDE COVER 44</p> <p>SPECIAL flow lock WS</p>	<p>DOUBLE SLOT</p> <p>COVER 44</p> <p>READ SS WS READ</p>
<p>TRIPLE PAIR</p> <p>OV SLIDE COVER 44</p> <p>SPECIAL WS</p>	<p>TRIPLE SLOT</p> <p>COVER 44</p> <p>SLICE C WS READ</p>

COVER 5 AND COVER 5 VARIATIONS

A man to man strong (tight) side rotation coverage with combination coverages on strong (tight) side receivers! ✖

STRONGSIDE (TIGHTSIDE) VARIATIONS

Release
Kick
Staff
Spout
Triangle
Fist
Thumbs

WEAKSIDE (OPENSIDE) VARIATIONS

Swipe
(You, Me or Us)
Wonda

COVER 5 TIGHT SIDE DOUBLE

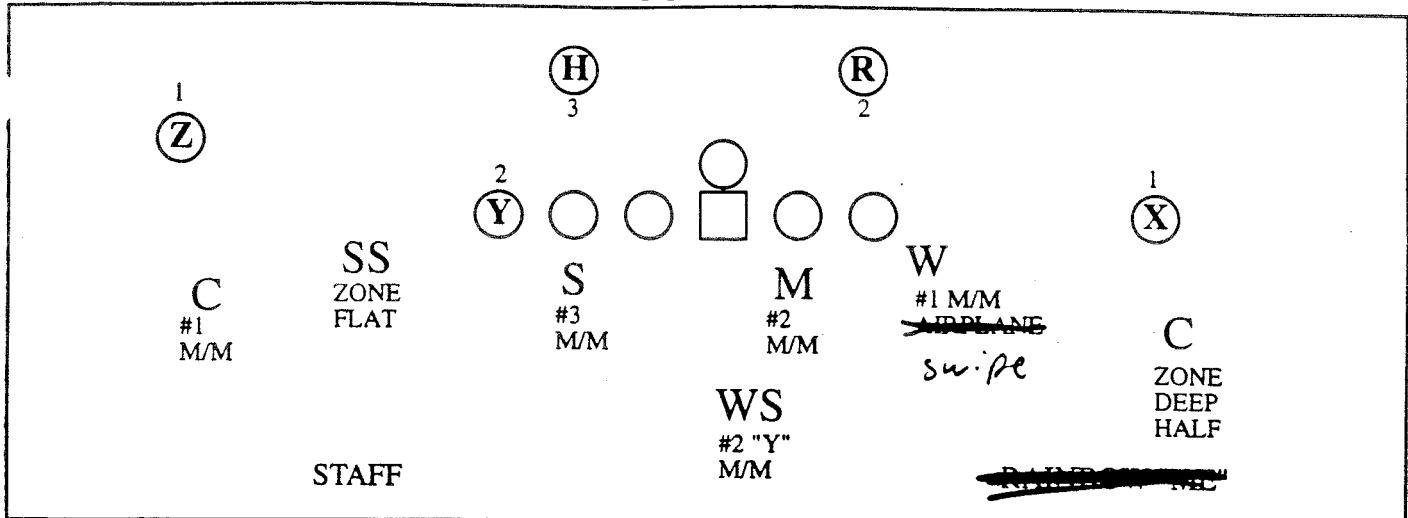
TIGHT SIDE CALLS

1. **RELEASE:** Three on two coverage on the flanker(Z) and tight end (Y). By the SSC, the SS, and the WS based on the release of Y.
2. **STAFF:** SSC has "Z" M/M inside and SSS zones the flat and is responsible for fade area. WSS covers "Y" M/M. (except on flat route).
3. **KICK:** SSC forces an outside release by "Z" and zones the flat, SSS has "Z" M/M inside out (SMASH ALERT) and WSS has "Y" M/M (except in flat).
4. **SPOUT:** SSS has "Y" M/M bump and run. WSS and SSC are in and out on "Z". Used vs. ZIN or FLOAT.
5. **TRIANGLE:** SSS and TOMMY soft drop and loose STORM ON #2 & #3. WSS has Y or H deep, neither deep cut to #1.
6. **FIST** SSC has "Z" M/M trail technique. The SS has "Y" man. TOMMY has #3 M/M storm.
7. **THUMBS:** SSS has "Z" M/M swipe technique. The WSS has "Y" M/M (C.P. Out, Out Call). SSC zone deep half.

OPEN SIDE CALLS

1. **SWIPE (ME):** From an inside alignment the outside defender zones deep half, over the top technique. The two inside defenders work to the inside of #1 and #2 playing inside man technique (SWIPE). If #2 goes out-call "out, out, out" and zone alley or look for #1 coming inside.
2. **SWIPE (YOU):** WSC zone deep half, over the top technique. The WLB covers #2 M/M and MLB swipes to #1 playing inside man technique.
3. **WONDA:** WSC plays #1 M/M inside, WLB zone the flat. MLB has #2 M/M.

COVER 5

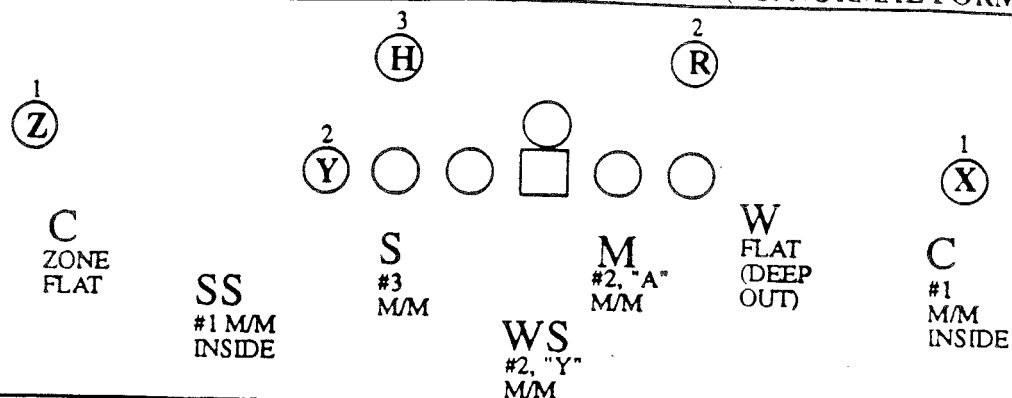


STRONG LINEBACKER	MIDDLE LINEBACKER	WEAK LINEBACKER
<p>ALIGN: BY DEFENSIVE CALL KEY: #3 (STRONG BACK) FORCE: SLAM, CLOUD, OR BACKER BASED ON THE CALL RESPONSE: YOU HAVE #3 STRONG BACK M/M ON ALL MOVES STRONG SIDE. C.P. "STAFF" OR "KICK." YOU HAVE HELP TO FLAT. STRONG BACK BLOCKS - HUG UP OR FREE UP BY GAME PLAN. C.P. FLOAT OR ZIN = "SPOUT" CALL.</p> <p>FLOOD: STRONG BACK M/M (SLOOP)</p> <p>FLOW: 1ST & 2ND BACK W/ MLB.</p>	<p>ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER WEAK BACK M/M FROM INSIDE OUT ON THRU'S & IN'S #2 FLAT. WALL #1 C.P. MAKE "OUT, OUT, OUT" CALL TO WLB & WALL #1. WEAK BACK BLOCKS HUG UP OR FREE'UP BY GAME PLAN. CALLS TO WLB: "YOU" - SWIPE TO #1 - WLB #2 M/M. "ME" - #2 M/M. WLB SWIPES #1. "US" - DOUBLE ON #2 UNLESS HE SHOWS ONE WAY QUICK, OTHER LB "CUT" TO "X." "WONDA" - #2 M/M, EXCEPT FLAT.</p> <p>FLOW: 1ST & 2ND BACK W / SLB.</p>	<p>ALIGN: BY DEFENSIVE CALL KEY: #1 TO #2 FORCE: BACKER RESPONSE: SWIPE TO #1 X, RUN HIS ROUTE INSIDE OUT. C.P. 3 STEP-QUICK OUT. C.P. "X" SMASH. REACT TO WIDE FLARE OR FLAT AND "OUT, OUT, OUT" CALL BY MLB. "YOU, ME, OR US" CALLS BY MLB ON COVERAGE OF #2. "US" IS DOUBLE ON #2 BY MLB & WLB. C.P. +15 COVERAGE "YOU" CALL.</p> <p><i>30' 10'</i> 30' 10' DROP TO FLAT. TAKE DEEP OUT FROM X.</p> <p>FLOW: DRIVE TO "X" COVER INSIDE OUT SWIPE TECHNIQUE.</p>

STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: BUMP OR OFF KEY: #1, "Z" FORCE: BASED ON CALL. RESPONSE: STAFF - COVER #1 M/M INSIDE TECH, NO SURE HELP INSIDE. C.P. "SMASH" CALL. RELEASE: COVER #1 M/M OUTSIDE. YOU WILL GET HELP INSIDE FROM A SAFETY. PULL OFF INSIDE MOVES LATE. ZONE ALLEY SPOUT: VS. ZIN OR FLOAT COVER #1 M/M. OUTSIDE MOVES. ZONE ALLEY VS. INSIDE MOVE.</p>	<p>ALIGN: NORMAL KEY: #2, "Y"; #3 FORCE: BASED ON CALL RESPONSE: STAFF DROP TO TAKE OUT FROM #1. C.P. 3 STEP DROP QUICK OUT OR SLANT! C.P. "SMASH" CALL FROM SC. REACT TO WIDE FLARE FLAT #3 ROUTES - CARRY THRU FADE AREA. RELEASE: "Y" RELEASE OUTSIDE = M/M. "Y" INSIDE -DOUBLE "Z" INSIDE, OUT. SPOUT: "Y" M/M IN BUMP.</p>	<p>ALIGN: NORMAL KEY: #2, "Y"; #3 RESPONSE: STAFF: COVER "Y" M/M EXCEPT IN FLAT. "CUT" VS "Y" FLAT. "Y" SLOW - HOLD ON Y FOR DELAY. RELEASE: "Y" INSIDE = M/M "Y" OUTSIDE = DOUBLE Z INSIDE, OUT. SPOUT: COVER "Z" IN & OUT WITH SC.</p>	<p>ALIGN: BUMP OR OFF KEY: #1, BACKFIELD TRIANGLE. FORCE: BACKER RESPONSE: SWIPE "YOU" "ME" CALLS. ZONE DEEP HALF OVER THE TOP TECHNIQUE. WONDA: COVER #1 M/M INSIDE TECHNIQUE. NO INSIDE HELP! C.P. SMASH.</p>

SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)
COVER 44	COVER 44	COVER 44	COVER 44	COVER 44

COVER 5 KICK (VS. NORMAL FORMATIONS)



STRONG LINEBACKER

ALIGN: BY DEFENSIVE CALL
KEY: #3 STRONG BACK
FORCE: CLOUD
RESPONSE: COVER #3 (STRONG BACK) M/M. EXCEPT #3 FLAT THEN WALL #1.

C.P.: COVER #3 M/M TO NUMBERS AREA.

MIDDLE LINEBACKER

ALIGN: BY DEFENSIVE CALL
KEY: #2 (WEAK BACK)
RESPONSE: SAME AS COVER 5

WEAK LINEBACKER

ALIGN: BY DEFENSIVE CALL
KEY: #1, 'B' FIELD TRIANGLE
FORCE: BACKER
RESPONSE: SAME AS COVER 5

STRONG CORNER

ALIGN: EXAGGERATED INSIDE 1 - 5 YDS DEEP.
KEY: #1
FORCE: CLOUD
RESPONSE: FORCE #1 TO OUTSIDE RELEASE. ZONE FLAT AND TAKE #2 OR #3 THRU FADE AREA.

C.P. - SMASH

STRONG SAFETY

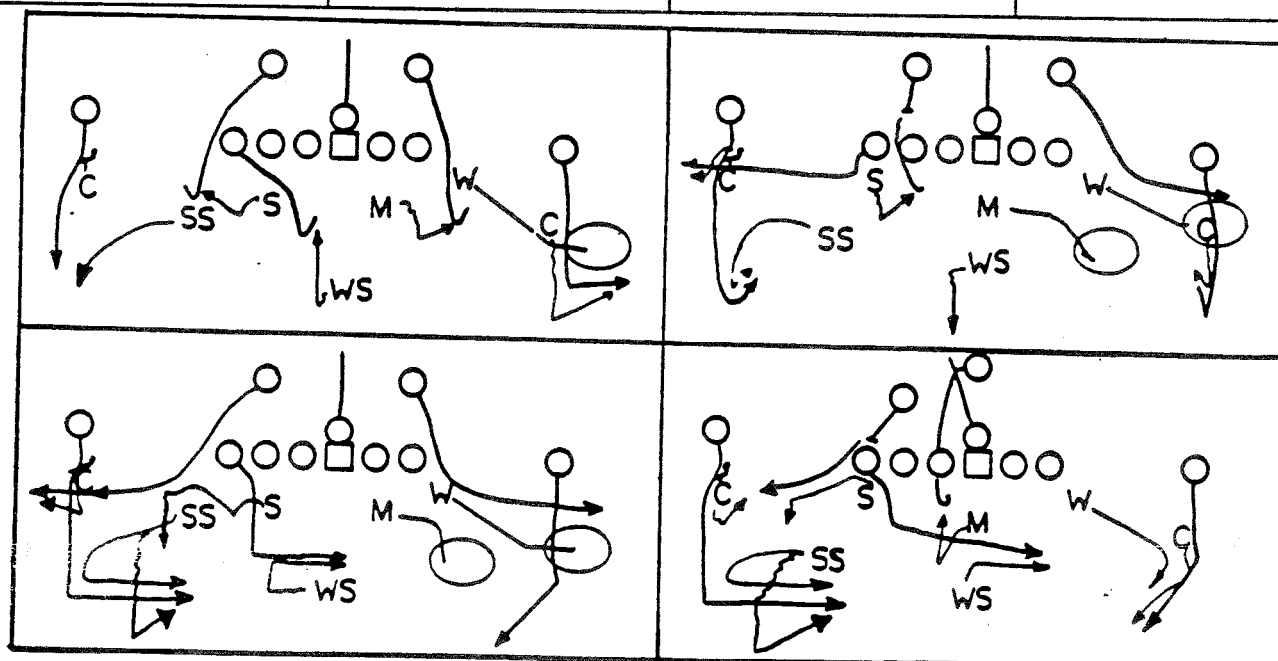
ALIGN: DISGUISE
KEY: #1
FORCE: CLOUD
RESPONSE: ROTATE TO INSIDE POSITION ON #1 & COVER HIM M/M INSIDE. SMASH - ZONE DEEP OUTSIDE THIRD.

WEAK SAFETY

ALIGN: NORMAL
KEY: #2, #3
FORCE: BY CALL
RESPONSE: COVER #2, "Y" M/M EXCEPT FLAT, THEN FREE UP & BALL REACT.

WEAK CORNER

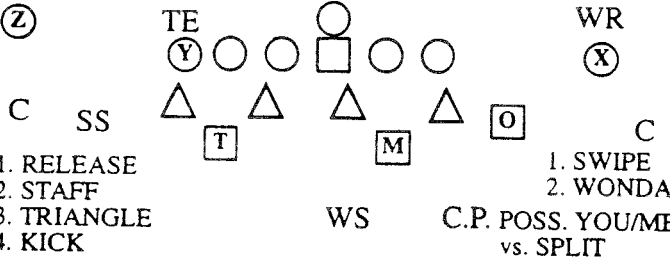
ALIGN: INSIDE TECH DISGUISE
KEY: #1
FORCE: BACKER
RESPONSE: COVER #1 M/M INSIDE TECH.



OVER COVER 5 / 44

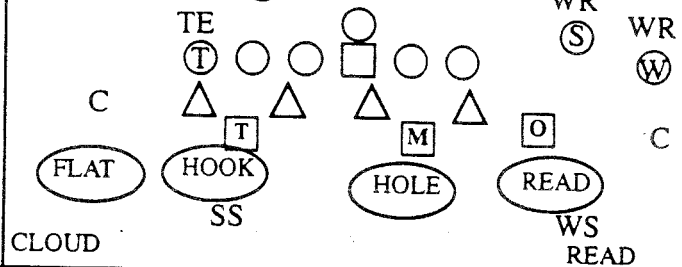
I, STRONG
SPLIT, NEAR
WR
(Z)

COVER 5



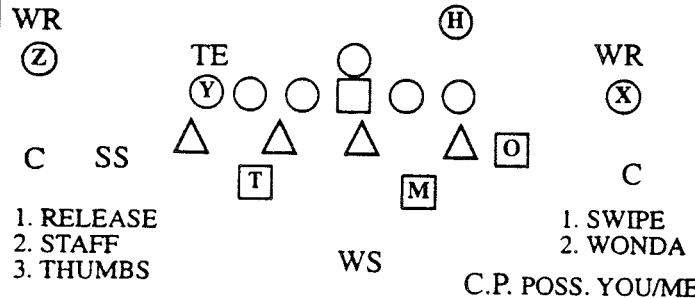
STRONG SLOT
SPLIT SLOT
NEAR SLOT

COVER 44



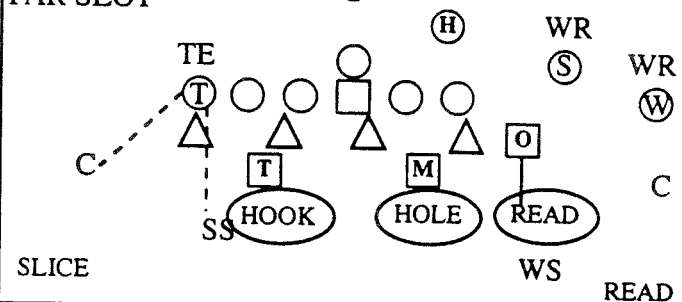
WEAK, FAR

COVER 5



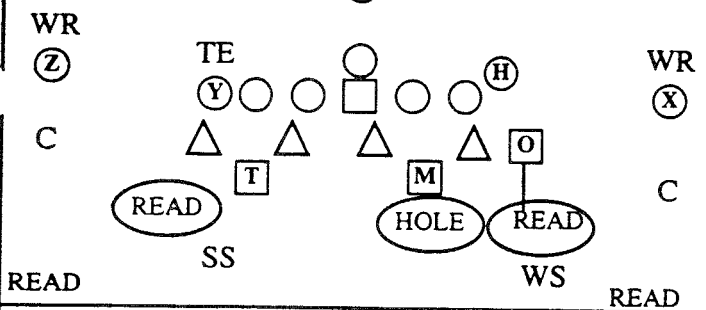
WEAK SLOT
FAR SLOT

COVER 44



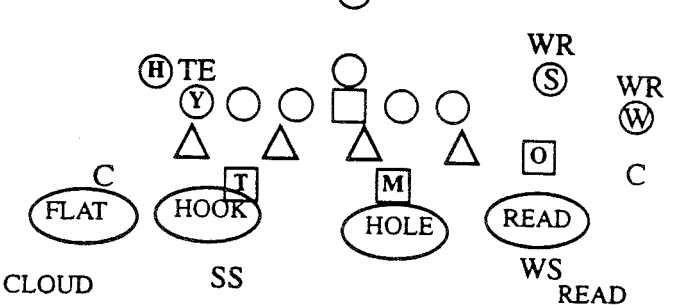
DOUBLE

COVER 44



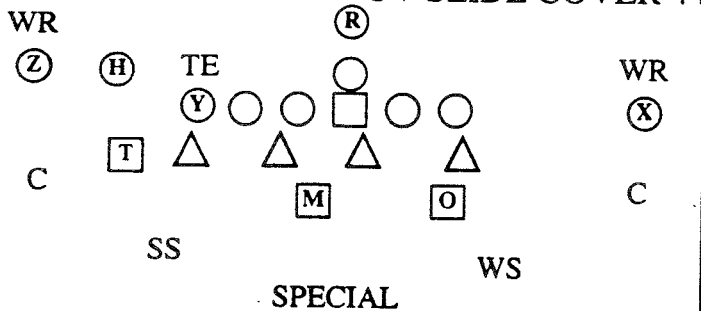
DOUBLE SLOT PAIR

COVER 44



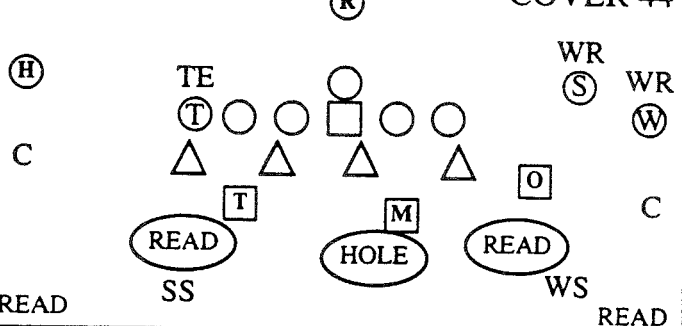
TRIPLE

OV SLIDE COVER 44



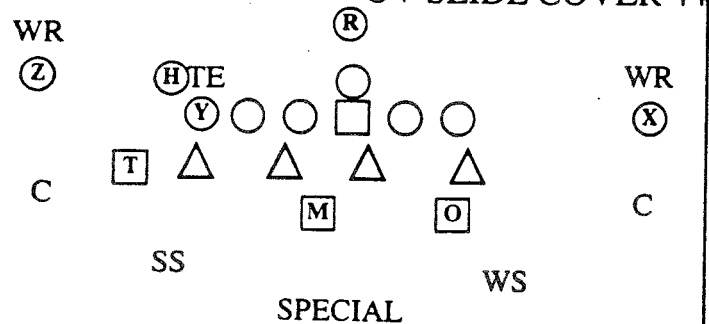
DOUBLE SLOT

COVER 44



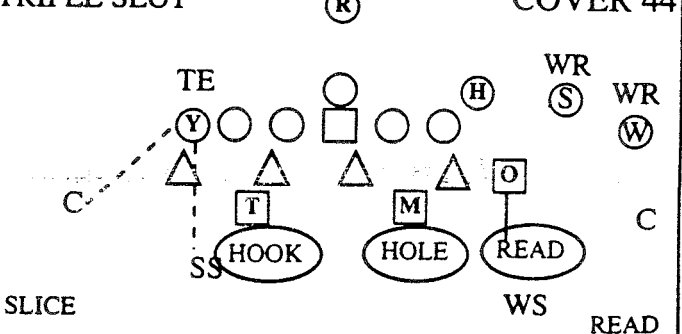
TRIPLE PAIR

OV SLIDE COVER 44



TRIPLE SLOT

COVER 44



COVER 6

Basic ZONE COVERAGE with THREE DEEP and FOUR SHORT ZONES - rotating to the WEAK side. (C.P.: possible Silver or Gold audible vs. slot or triple).

COVER 6 should allow very few touchdown passes. It is intended to cover DEEP TO SHORT--the ball should be thrown most frequently to receivers closest to the line of scrimmage.

SUCCESSFUL EXECUTION IS BASED ON:

- A. Awareness of the QB's DROP-3,5,7 step of play action.
- B. Reduce the pattern to its simplest terms whenever possible--that is RECOGNIZE AND IDENTIFY WITH UPFIELD RELEASERS.
- C. Awareness of the QB's readiness to throw.
 1. Be on BALANCE and achieve RECEIVER RELATIONSHIP within your zone.
 2. BALL REACTION on his left elbow and left foot.

The attitude in playing COVER 6 is to play DEEP TO SHORT and INSIDE TO OUTSIDE. Short or deep coverage responsibility. The idea is to FORCE THE BALL TO BE THROWN IN FRONT OF THE COVERAGE. The ability to get pattern recognition during your drop and to have good receiver relationships when QB is ready to throw are the keys to good execution.

BASIC RULE: Force the ball to be thrown short & outside.

STRENGTHS: Zone concepts of PATTERN RECOGNITION OF RECEIVERS rather than running with them.
Defend from the goal line forward.
QB tells you how to play by his drop.

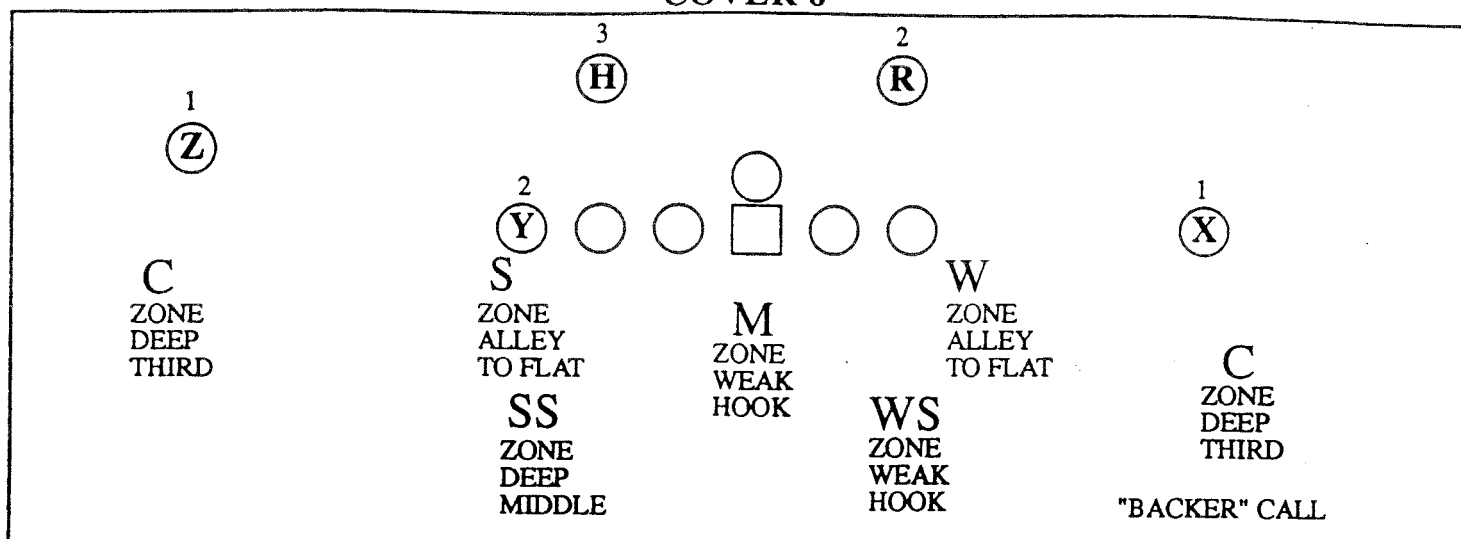
WEAKNESSES: Separation between the 3 deep zones and the four short zones.
Soft vs. check through routes and the shallow flat.

We also use "LARRY" and "ROGER" calls in our defense and they pertain to the secondary. They are: EX: "LARRY" means zone left; "ROGER" means zone right. We usually use these calls when we call "DIRECTIONS" for a huddle call and the secondary has to rotate opposite the angle charge of the defensive line. We also use "LARRY" and "ROGER" when we want to rotate either to the left or right side of the field. I.E.: "ZONE THE FORMATION".

COVER 6 -WEAKSIDE ZONE

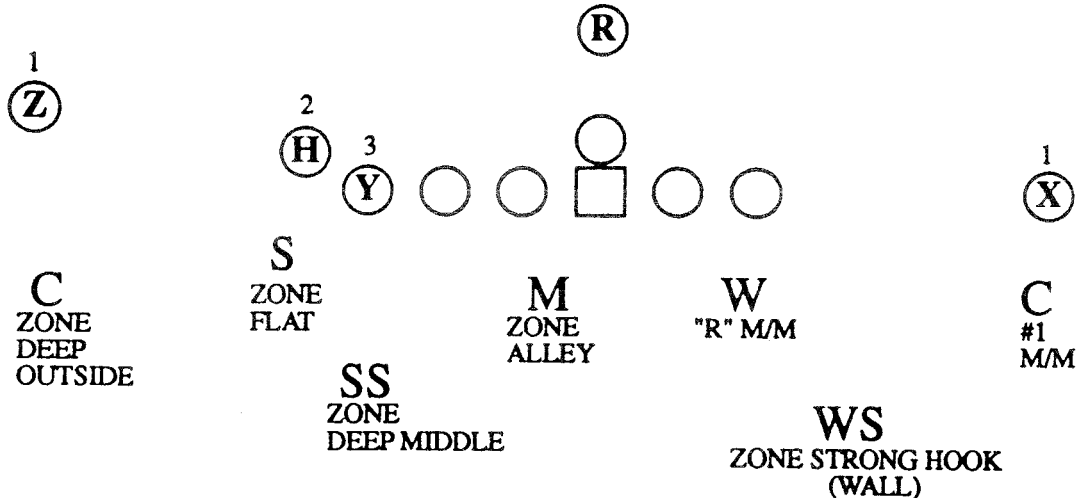
- | | |
|-------------|------------------------------------------------|
| 1. CLOUD - | Call where corner (WSC) has front zone (FLAT). |
| 2. SLAM - | Call where W/S safety has alley to flat. |
| 3. BACKER - | Call where W/S backer has alley to flat. |
| 4. LARRY - | Zone left. |
| 5. ROGER - | Zone right. |
| 6. SILVER - | Audible vs. slot or triple. |
| 7. GOLD - | Audible vs. slot or triple. |

COVER 6



STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER	
ALIGN: BACKER KEY: NEAR BACK, TE, QB FORCE: BACKER RESPONSE: ZONE THE ALLEY. REACT TO THE FLAT. HANG VS. Z CURL. COVER #2 OR #3 THRU FADE. FLOOD: EXPAND ZONE TO WEAK SIDE. FLOW: EXPAND ZONE TO STRONG SIDE.		ALIGN: BY FRONT CALL KEY: TE, SB TO QB RESPONSE: ZONE THE STRONG SIDE. HOOK, KEEPING INSIDE LEVERAGE ON UPFIELD RELEASER. FLOOD: EXPAND ZONE TO WEAK SIDE. FLOW: EXPAND ZONE TO STRONG SIDE		ALIGN: BY FRONT CALL KEY: WEAK BACK TO QB FORCE: SLAM, CLOUD, OR BACKER. RESPONSE: SLAM OR CLOUD ZONE WEAKSIDE - HOOK & PATTERN READ #2. BACKER: ZONE ALLEY TO FLAT. C.P. COVER #2 THRU FADE. C.P. #2 SEAM ROUTES. FLOOD: EXPAND ZONE WEAKSIDE. FLOW: EXPAND ZONE TO STRONG SIDE. NO "Y" CROSS.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER	
ALIGN: BUMP OR OFF DISGUISE. KEY: BACKFIELD TRIANGLE, QB, WR FORCE: BACKER RESPONSE: ZONE DEEP OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN, UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P.: 3 STEP DROP. FLOOD: LOOSE M/M #1.	ALIGN: 8-10 YDS DEEP OVER Y DISGUISE. KEY: BACKFIELD TRIANGLE, PULLERS FORCE: BACKER RESPONSE: ZONE DEEP MIDDLE. KEEP INSIDE LEVERAGE ON "Y" POST. NO POST, ZONE DEEP MIDDLE. READ QB! BALL REACT!	ALIGN: NORMAL KEY: BACKFIELD TRIANGLE, QB FORCE: SLAM, CLOUD, BACKER RESPONSE: SLAM ZONE ALLEY. REACT TO FLAT. CLOUD ROTATE TO NUMBERS AREA. ZONE OUTSIDE THIRD. C.P. X FADE BACKER: ZONE WEAK HOOK. PATTERN READ #2 C.P. #2 SEAM ROUTES. FLOW or FLOOD EXPAND ZONE		ALIGN: BY CALL DISGUISE KEY: BACKFIELD TRIANGLE, QB, WR. FORCE: SLAM, CLOUD, BACKER RESPONSE: SLAM OR BACKER -- ZONE DEEP-OUTSIDE 1/3. SQUEEZE #1 OUTSIDE, IN UNLESS #2 RUNS SEAM ROUTE. IF #2 RUNS SEAM, PLAY TRUE ZONE RESPONSIBILITY. READ QB! BALL REACT! C.P.: 3 STEP DROP! CLOUD: ZONE ALLEY TO FLAT FLOW: LOOSE M/M #1	
SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)	
POSSIBLE SILVER OR GOLD AUDIBLE	RUN IT!	SILVER OR GOLD	RUN IT, WEAKSIDE SILVER OR GOLD TO YELLOW (3)	SILVER OR GOLD	

COVER GOLD



STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER	
ALIGN: BY FRONT CALL KEY: #2, #3 FORCE: BACKER RESPONSE: ZONE FLAT. C.P.: CHECK #1 (SPLIT) ALERT SMASH		ALIGN: BY FRONT CALL KEY: #2; #3 RESPONSE: ZONE ALLEY. KEEP INSIDE LEVERAGE ON #2 ON THRU'S & IN'S #2 OUT, WALL #1.		ALIGN: BY FRONT CALL KEY: #2 WEAK FORCE: BY CALL RESPONSE: COVER WEAK BACK LOOSE M/M. SCAN TECHNIQUE. C.P.: FLOW BUILD WALL ON 1ST CROSSER. "ZIP" CALL M/M ON #2 UNLESS BLOCKS OR FLARES, THEN AIRPLANE TO X. "ZIP GO" CALL - DOUBLE X, INSIDE AIRPLANE TECHNIQUE.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER	
ALIGN: BUMP OR OFF DISGUISE KEY: #1 FORCE: BACKER RESPONSE: ZONE DEEP OUTSIDE THIRD. C.P.: GET TO NUMBERS AREA, MIDDLE OF THE ZONE.	ALIGN: NORMAL, DISGUISE KEY: #2, #3 FORCE: BACKER RESPONSE: ZONE DEEP MIDDLE. KEEP LEVERAGE ON ANY POST OR DEEP CROSS FROM THE STRONG SIDE.	ALIGN: BY CALL KEY: #2; #3 FORCE: BACKER RESPONSE: ZONE STRONG HOOK, WALL 1ST CROSSER. KEEP INSIDE LEVERAGE ON #3. #3 OUT - "OUT, OUT" CALL WALL #2. C.P.: DISGUISE COVERAGE. FLOW: 2ND LEVEL CROSSER.		ALIGN: BUMP OR OFF DISGUISE KEY: #1 FORCE: BY CALL RESPONSE: COVER #1 M/M INSIDE TECHNIQUE, UNLESS "X" TITE OR FLEX. PULL OFF LATE ON CROSSING ROUTE. ZONE OUTSIDE THIRD. "ZIP GO" - OUTSIDE M/M ON #1.	
SLOT (Motion To)	DOUBLE (Motion To)	TRIPLE (Motion To)	DOUBLE SLOT (Motion To)	TRIPLE SLOT (Motion To)	

COVER 7 (AUDIBLE = PURPLE)

Man to Man coverage with weak side safety doubling to the open side and middle linebacker or strong linebacker doubling on A (or "T"). This coverage gives us double coverage on both wide receivers. Audible is purple.

WEAKSIDE (OPEN SIDE) VARIATIONS (CALLS)

1. **FIST:** Weak corner has #1 (X) M/M-man under technique (Yale technique) and weak side safety zones deep half.
2. **KEY:** Weak corner plays #1 (X) M/M, weak linebacker zones the flat. Weak side safety keys release of #2 (A).
3. **ROLL:** Weak corner zones flat and weak side safety has man to man inside out deep on #1 (X).
4. **SLICE:** Weak corner and weak safety are in and out of #1 (X) man to man.
5. **THUMBS:** Weak corner zones deep half over the top technique. Weak safety has #1 (X)-M/M airplane technique. Weak linebacker has #2 M/M(C.P.- "OUT- OUT " CALL).
6. **RAINSTORM:** Weakside linebacker plays #1 M/M. Run his route inside-out. Weak corner zones deep half, over the top technique. Weak safety M/M on #2. Middle linebacker M/M on #3. (C.P."OUT-OUT" call).

STRONGSIDE (TIGHT SIDE) VARIATIONS (CALLS)

1. **RAINSTORM:** Strongside linebacker plays #1 M/M. Run his route inside-out. Strong corner zones deep half, over the top technique. Strong safety M/M on #2. Middle linebacker M/M on #3.
2. **BANDIT:** Strong corner plays #1 M/M, outside technique. Strong safety plays deepest of #2 or #3. No deep threat, cut to #1 (Z). Strong linebacker and middle linebacker - loose ZEBRA on #2 and #3.
3. **ZORRO:** Strong side linebacker buzzes the flat. Strong corner M/M on #1, inside technique. Strong safety M/M on #2, inside technique. Middle linebacker M/M on #3.
4. **FIST:** Strong corner has #1 (Z) M/M-man under technique (YALE) and strong safety zones deep half. Strong linebacker and middle linebacker M/M on #2: #3 poss. ZEBRA.
5. **SLICE:** Strong corner and strong safety are in and out on #1 (Z) man to man.
6. **PLUG:** Strong corner has #1 M/M. Strong safety has #2 M/M. Strong linebacker has #3 M/M. Middle linebacker drops and zones the hole.

COVER 7

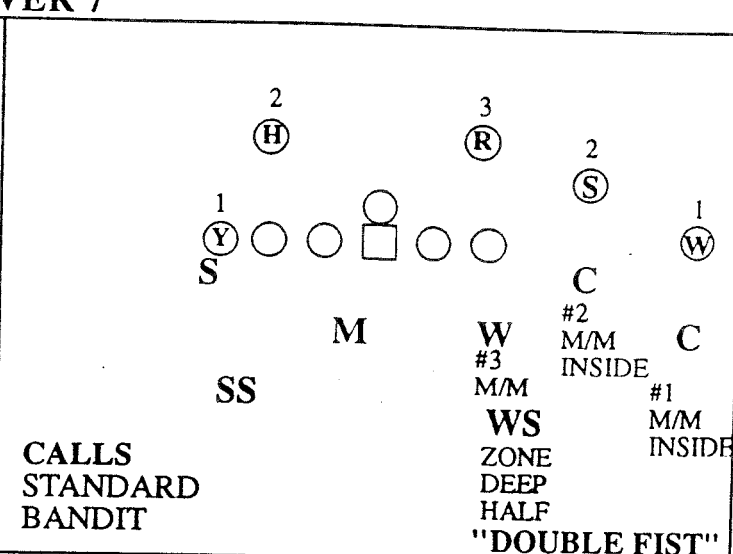
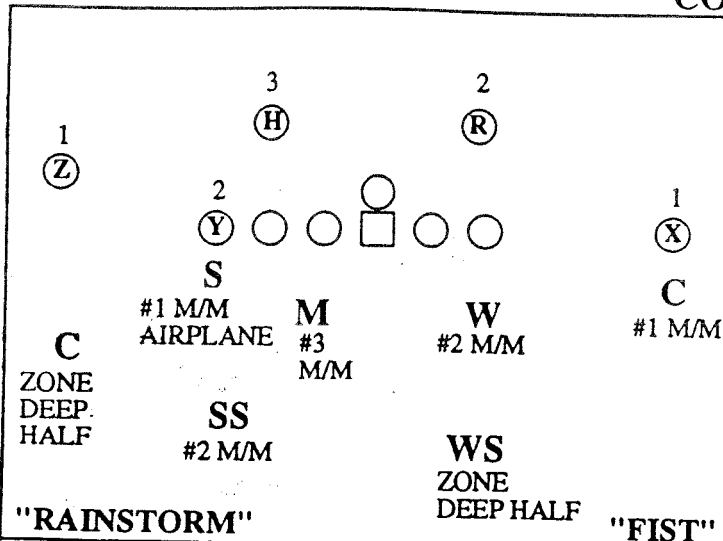
SLOT VARIATION (CALLS)

1. **DOUBLE FIST:** Corners have #1 (W) and #2 (S)-man under technique and weak side safety zones deep half.
2. **SLICE:** Outside corner and weak safety are in and out on #1 (W).
3. **CONNIE:** Inside corner and weak safety are in and out on #2 (S).
4. **CONRAD:** Inside corner and weak safety are out and in on #2 (S), a reverse CONNIE.
5. **CLARA:** Inside corner and outside corner are in and out on #2 (S) and the weak safety has #1 man to man inside out.
6. **STAFF:** Inside corner jams #2 then zones the flat. Outside corner has #1 M/M inside, weak safety has #2 M/M inside.
7. **TRIANGLE:** Three on two coverage vs. #2 and #3. The coverage is predicated upon the patterns run by #2 and #3.
8. **TRIO:** Three on two coverage vs. #1 and #2. The coverage is predicated upon the patterns run by #1 and #2.
9. **KICK:** Outside corner zones outside. Inside corner M/M #1 (W) and WS is M/M on #2 (S) + 15 coverage.

TIGHT SIDE OF SLOT VARIATIONS (CALLS)

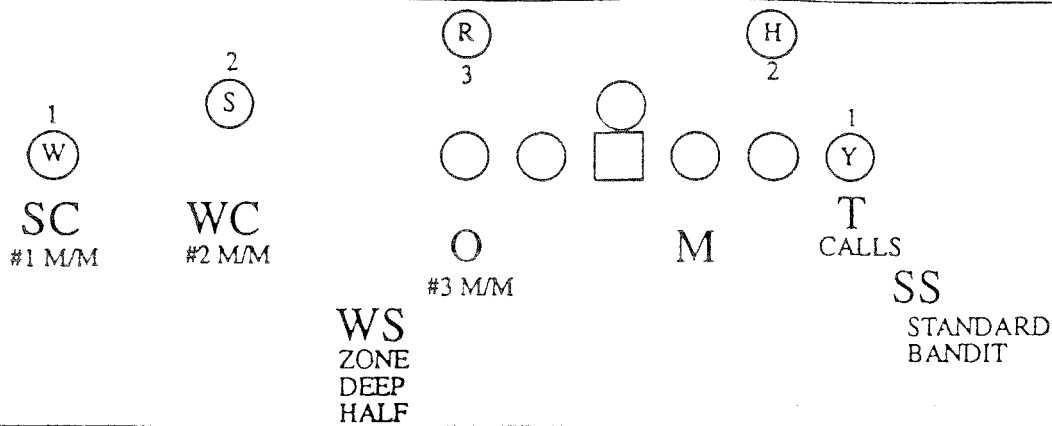
1. **STANDARD:** Played from slam force as per COVER 1.
2. **BANDIT:** Played from backer force as per COVER 1.
3. **RAINBOW:** Call vs. double slot (or motion to) strong safety zones deep half. Over the top technique. The two linebackers airplane to the inside of #1 and #2. Run their routes inside, out. If #2 goes out - make "OUT-OUT" call and zone the alley, look for #1 coming in.
4. **WAD:** Call vs. double slot (or motion to) usually in + 15. Strong safety has #1 M/M. The two linebackers double #2.

COVER 7

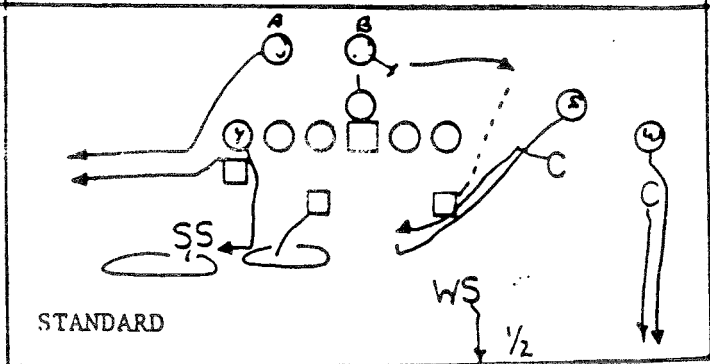
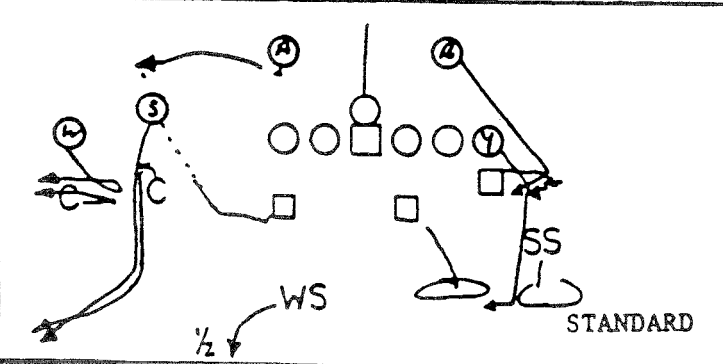
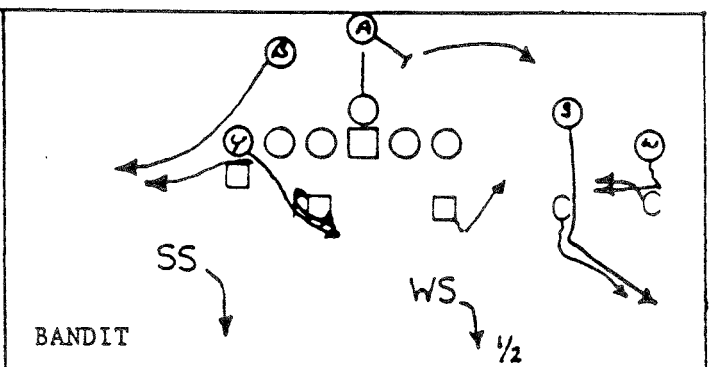
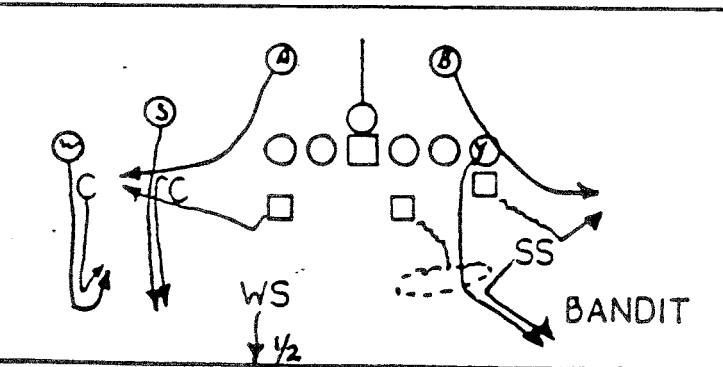


STRONG LINEBACKER		MIDDLE LINEBACKER		WEAK LINEBACKER					
ALIGN: BY FRONT CALL KEY: #2, #3, QB FORCE: BACKER RESPONSE: ZORRO: ZONE FLAT. TAKE #2, #3 THRU FADE AREA. RAINSTORM & RAINBOW: COVER #1 M/M UNDERNEATH. RUN HIS ROUTE INSIDE OUT. C.P. Y FLAT. C.P. "OUT-OUT-OUT" CALL. BANDIT: LOOSE BANJO ON #2 & #3 WITH MLB. SLOT: STANDARD, BANDIT. SAME AS COVER 1 WAD: DOUBLE #2 WITH MLB.		ALIGN: BY FRONT CALL KEY: #3 RESPONSE: ZORRO: COVER #3 M/M. RAINSTORM: COVER #3 M/M. BANDIT: LOOSE BANJO ON #3 & #2 WITH SLB. RAINBOW: COVER #2 M/M UNDERNEATH. RUN HIS ROUTE INSIDE/OUT. C.P. "OUT, OUT" CALL. SLOT: STANDARD, BANDIT. SAME AS COVER 1. RAINSTORM: C.P. "OUT, OUT" CALL. WAD: DOUBLE #2 WITH MLB.		ALIGN: BY FRONT CALL KEY: #2 (WEAK) FORCE: BACKER - FIST & ZORRO CALLS. SLAM - THUMB CALL. CLOUD - SLICE & ROLL CALLS. RESPONSE: COVER #2 M/M - ADJUST BY COVERAGE CALL. KEY: ZONE FLAT. TAKE #2 THRU FADE. C.P. SMASH. ROLL: COVER #2 M/M ON THRU'S & IN'S. FLAT = WALL #1. SLOT: COVER #3 M/M. TRIANGLE: IN & OUT COVERAGE ON #2 & #3 WITH INSIDE CORNER & LINEBACKER.					
STRONG CORNER		STRONG SAFETY		WEAK SAFETY		WEAK CORNER			
ALIGN: BUMP OR OFF DISGUISE. KEY: #1, BACKFIELD, TRIANGLE, & QB FORCE: BACKER RESPONSE: ZORRO: COVER #1 M/M INSIDE. RAINSTORM: ZONE DEEP HALF. OVER THE TOP TECHNIQUE. BANDIT: COVER #1 M/M INSIDE TECHNIQUE. SLOT: OUTSIDE CORNER CALLS.		ALIGN: DISGUISE KEY: #2, #3, & OL FORCE: BACKER RESPONSE: ZORRO COVER #2 M/M. SAME AS COVER #1. BANDIT: COVER DEEPEST OF #2, #3. NO DEEP THREAT CUT TO #1. RAINBOW: ZONE DEEP HALF OVER THE TOP TECHNIQUE. RAINSTORM: COVER #2 M/M. C.P. "OUT" CALL. SLOT: STANDARD, BANDIT SAME AS COVER 1. WAD: COVER #1 M/M.		ALIGN: NORMAL KEY: BACKFIELD TRIANGLE TO QB. FORCE: BACKER - FIST & KEY. SLAM - THUMBS. CLOUD - SLICE & ROLL. RESPONSE: FIST IS BASE CALL UNLESS YOU CALL OTHERWISE ZONE DEEP HALF. CALL VARIATIONS: SLICE: IN & OUT W/WC ON #1. C.P. X TITE. KEY: #2 BY HIS RELEASE. ROLL: #1 M/M INSIDE OUT. THUMBS: #1 M/M AIRPLANE TECHNIQUE. KEY: #2 M/M UNLESS FLAT, THEN CUT TO #1.		ALIGN: BUMP OR OFF DISGUISE. KEY: #1, BACKFIELD, TRIANGLE, QB. FORCE: BACKER - FIST & KEY. SLAM - THUMBS. CLOUD - SLICE & ROLL. RESPONSE: FIST COVER #1 M/M YALE TECHNIQUE. CALL VARIATIONS: SLICE: IN & OUT W/WS ON #1. C.P. X TITE. KEY: #1 M/M INSIDE. THUMBS: ZONE DEEP HALF ROLL: JAM #1 - ZONE FLAT SLOT: INSIDE CORNER CALLS. TRIANGLE: IN & OUT ON #2, #3.			
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)		DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)	

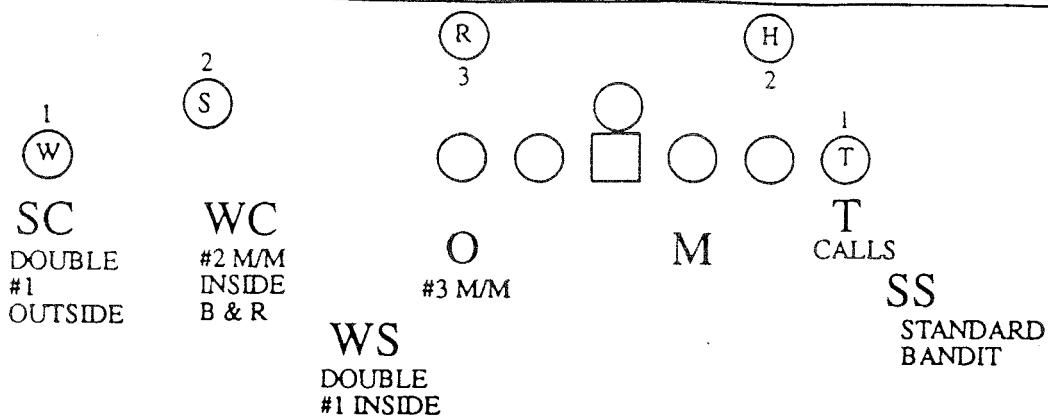
COVER 7 "DOUBLE FIST" VS. SLOT



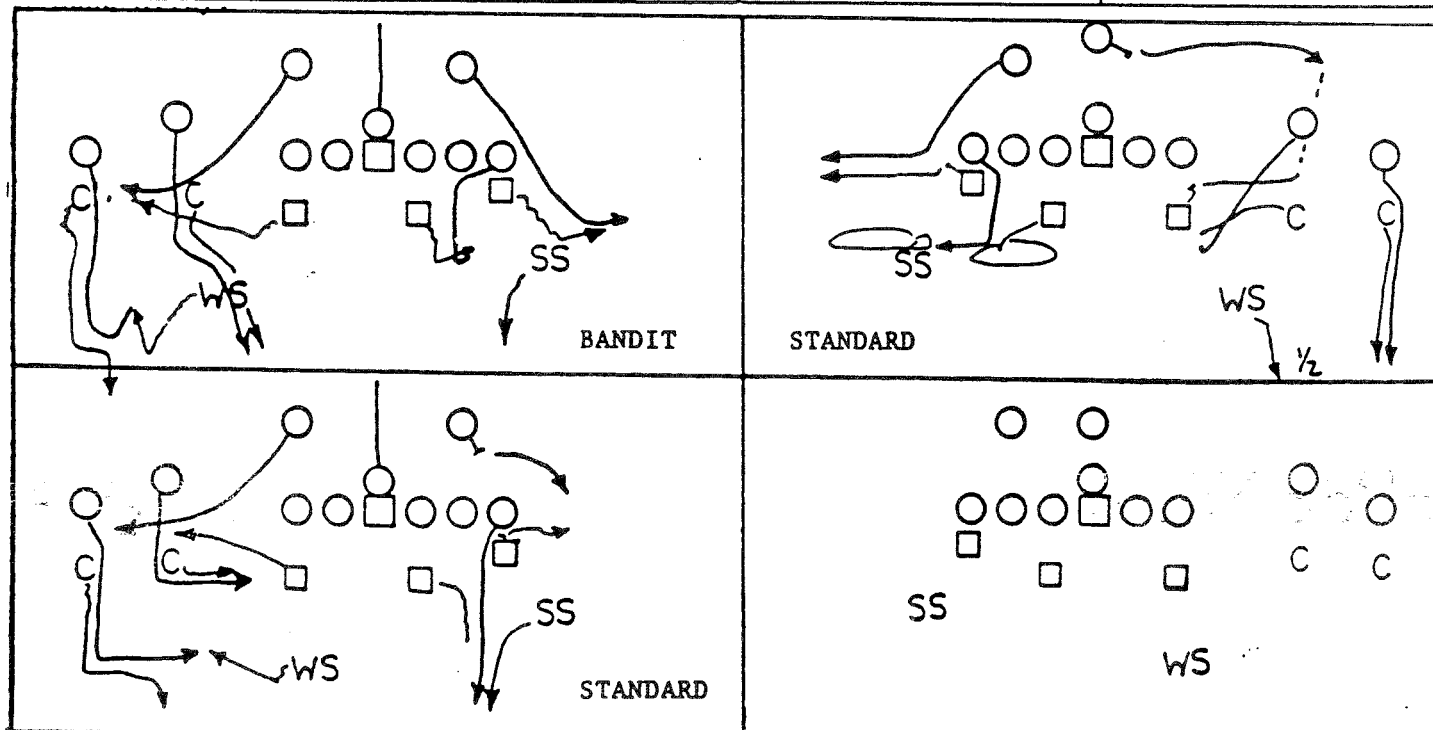
STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN.		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT	ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT	
FLOW: SPECIAL FLOW RULE		FLOW: SPECIAL FLOW RULE	FLOW: SPECIAL FLOW RULE	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
ALIGN: BUMP & RUN KEY: #1 FORCE: BY CALL RESPONSE: COVER #1, "W", M/M ALL OVER. YALE TECHNIQUE. DEEP HELP ONLY.	ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE	ALIGN: 12-15 YDS DEEP ON OT KEY: #1, #2, & QB FORCE: BY CALL RESPONSE: ROTATE TO NUMBERS. ZONE DEEP HALF. READ QB. BALL REACT.	ALIGN: HEAD UP, B & R KEY: #2 FORCE: BY CALL RESPONSE: COVER #2, "S", M/M ALL OVER. YALE TECHNIQUE. DEEP HELP ONLY.	



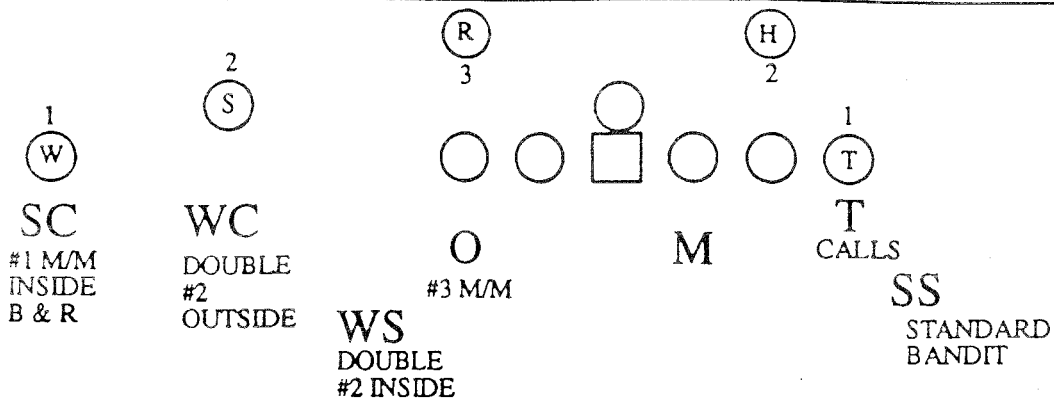
COVER 7 "SLICE" VS. SLOT



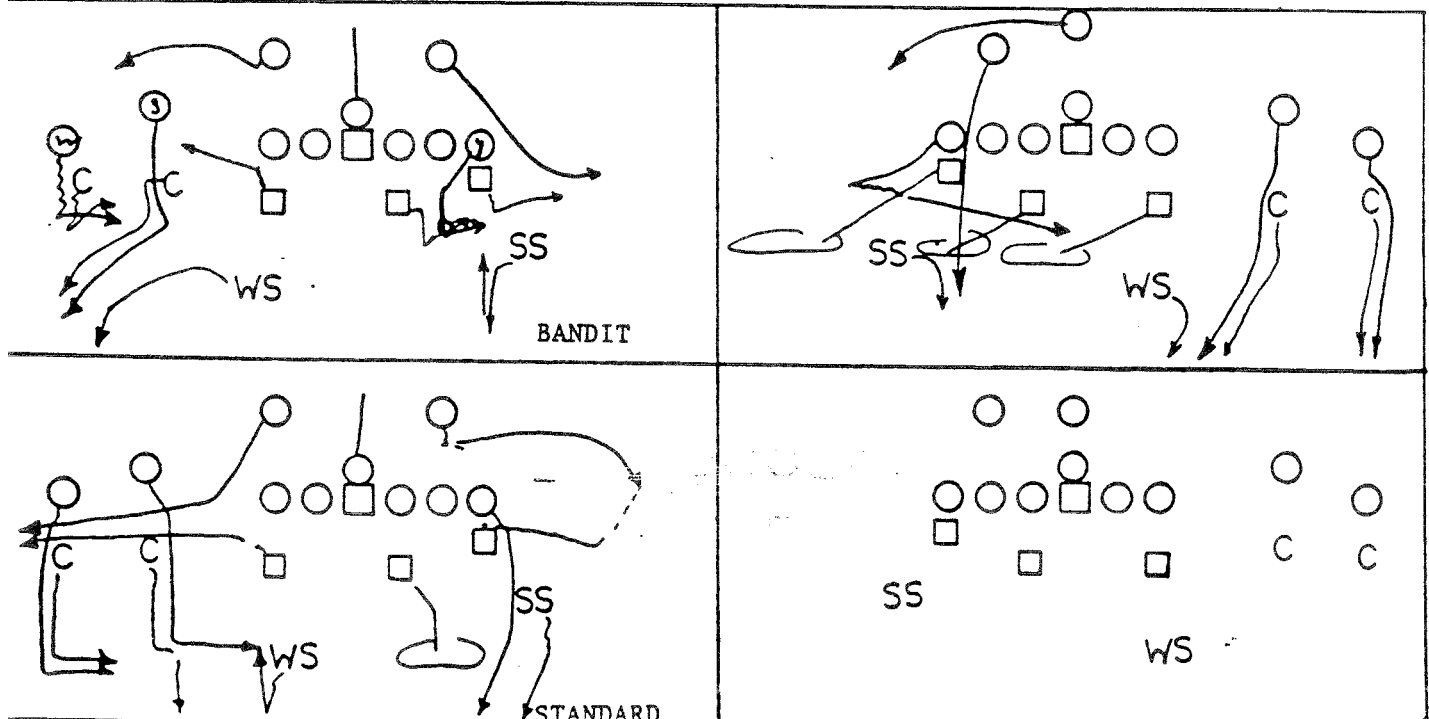
STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN.		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT	ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT	
FLOW: SPECIAL FLOW RULE		FLOW: SPECIAL FLOW RULE	FLOW: SPECIAL FLOW RULE	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: INSIDE B & R KEY: #1 FORCE: BY CALL RESPONSE: DOUBLE COVER #1 FROM OUTSIDE, FORCE INSIDE RELEASE & FUNNEL "W" TO WS. COVER ALL THRU'S & OUT'S M/M. INSIDE ROUTES FREE UP ZONE ALLEY.	ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE	ALIGN: NORMAL KEY: #1 FORCE: BY CALL RESPONSE: DOUBLE #1. YOU HAVE ALL THRU'S & INSIDE ROUTES M/M. C.P. SPLIT NO INSIDE MOVE, FREE UP ZONE ALLEY.		ALIGN: INSIDE B & R KEY: #2 FORCE: BY CALL RESPONSE: COVER #2 M/M. NO DEEP HELP.



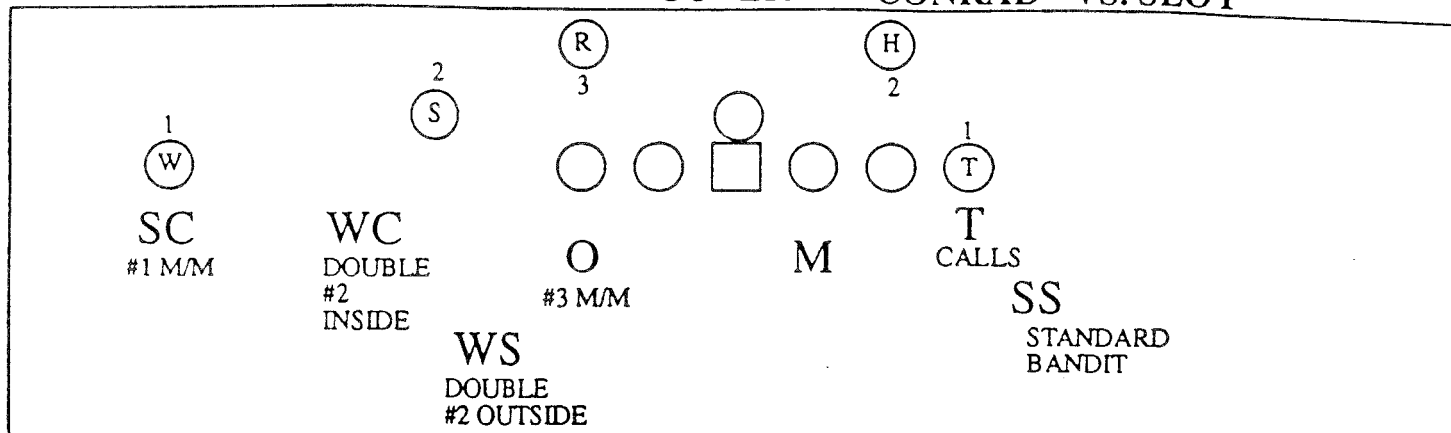
COVER 7 "CONNIE" VS. SLOT



STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN. FLOW: SPECIAL FLOW RULE		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE	ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: INSIDE B & R KEY: #1 FORCE: BY CALL RESPONSE: COVER #1 M/M. NO HELP DEEP.	ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE	ALIGN: NORMAL KEY: #2, "S" FORCE: BY CALL RESPONSE: DOUBLE COVER #2 WITH WEAK CORNER. INSIDE TECHNIQUE. C.P. SPLIT BY #2.		ALIGN: OUTSIDE B & R KEY: #2 FORCE: BY CALL RESPONSE: DOUBLE COVER #2 WITH WEAK SAFETY. OUTSIDE TECHNIQUE. C.P. SPLIT BY #2.

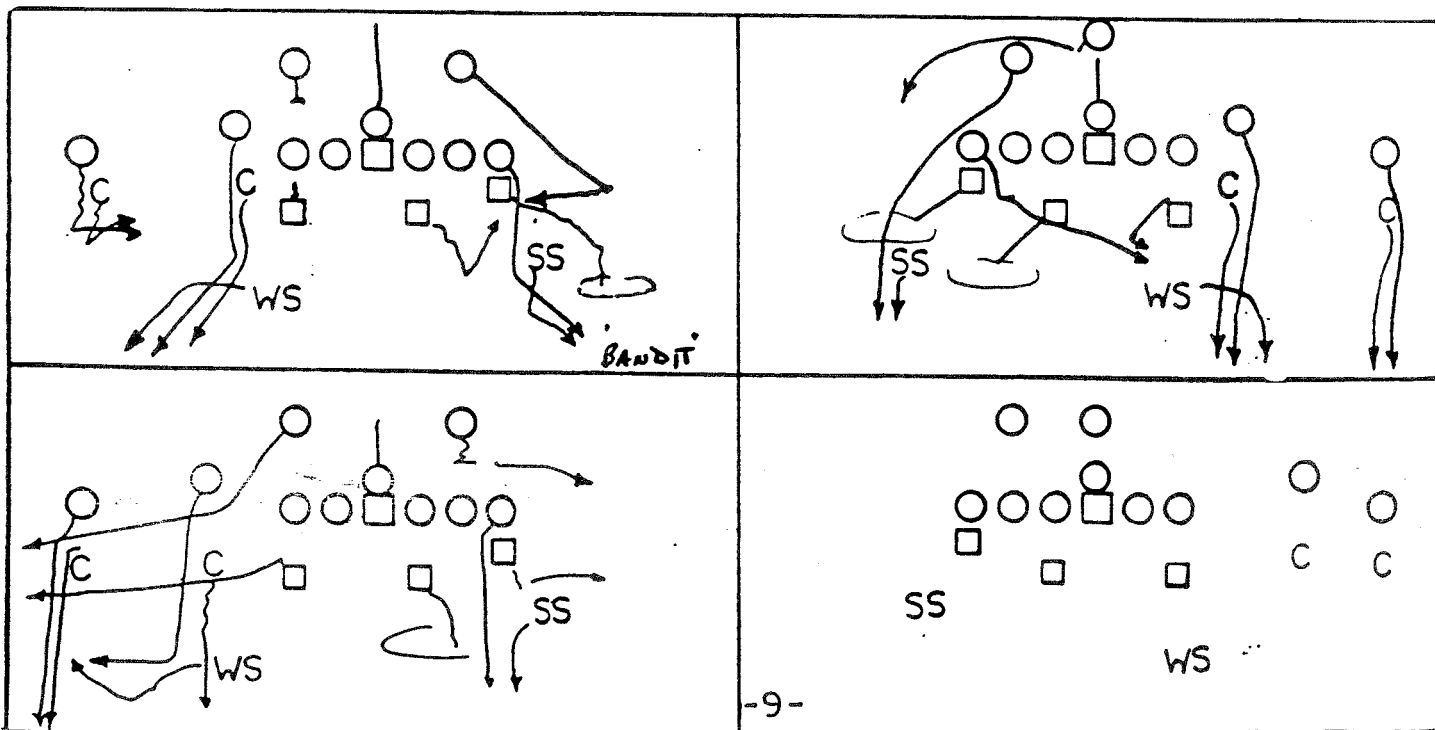


COVER 7 "CONRAD" VS. SLOT

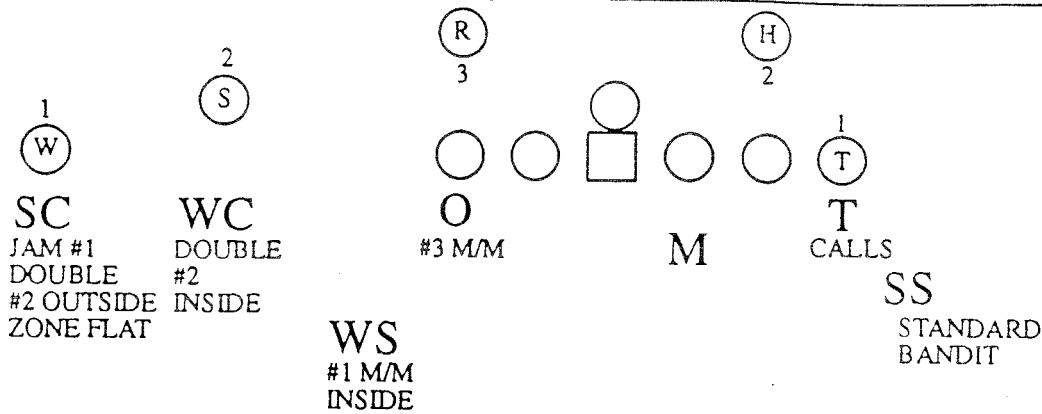


STRONG LINEBACKER (O)	MIDDLE LINEBACKER	WEAK LINEBACKER (T)
<p>ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN.</p> <p>FLOW: SPECIAL FLOW RULE</p>	<p>ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT</p> <p>FLOW: SPECIAL FLOW RULE</p>	<p>ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT</p> <p>FLOW: SPECIAL FLOW RULE</p>

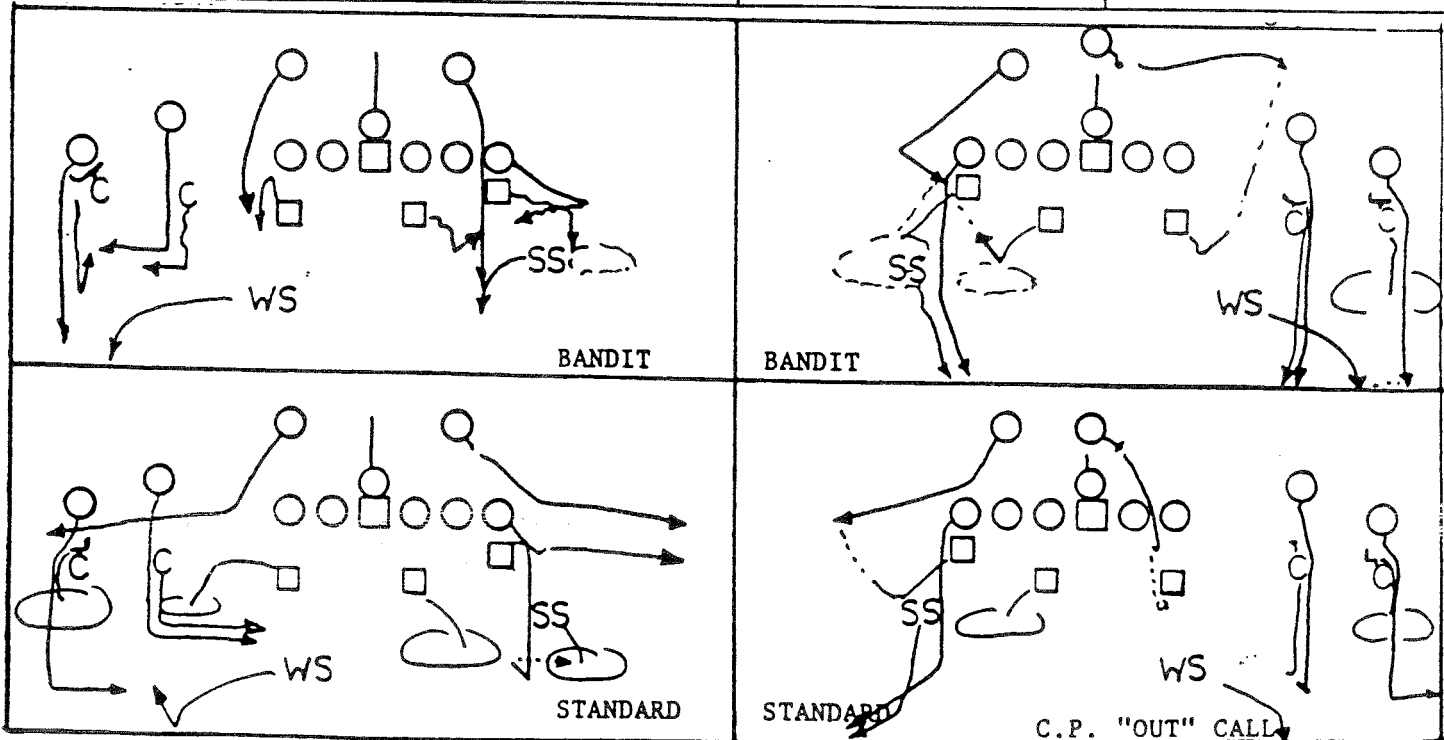
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: INSIDE B & R KEY: #1 FORCE: BY CALL RESPONSE: COVER #1, "W", M/M ALL OVER. YALE TECHNIQUE. NO HELP DEEP!</p>	<p>ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT</p> <p>SPECIAL FLOW RULE</p>	<p>ALIGN: 12-15 YDS DEEP ON OT KEY: #2, "S" FORCE: BY CALL RESPONSE: YOU ARE DOUBLING #2, "S". YOU HAVE THRU'S + OUT'S. 1ST 4 STEPS SHOULD LOOK LIKE DOUBLE FIST. C.P. SPLIT OF S DETERMINES CALL.</p>	<p>ALIGN: INSIDE B & R KEY: #2 FORCE: BY CALL RESPONSE: YOU & WS ARE DOUBLING #2 "S" YOU HAVE THRU'S & IN'S. C.P. USED WHEN #2 HAS A CLOSE SPLIT.</p>



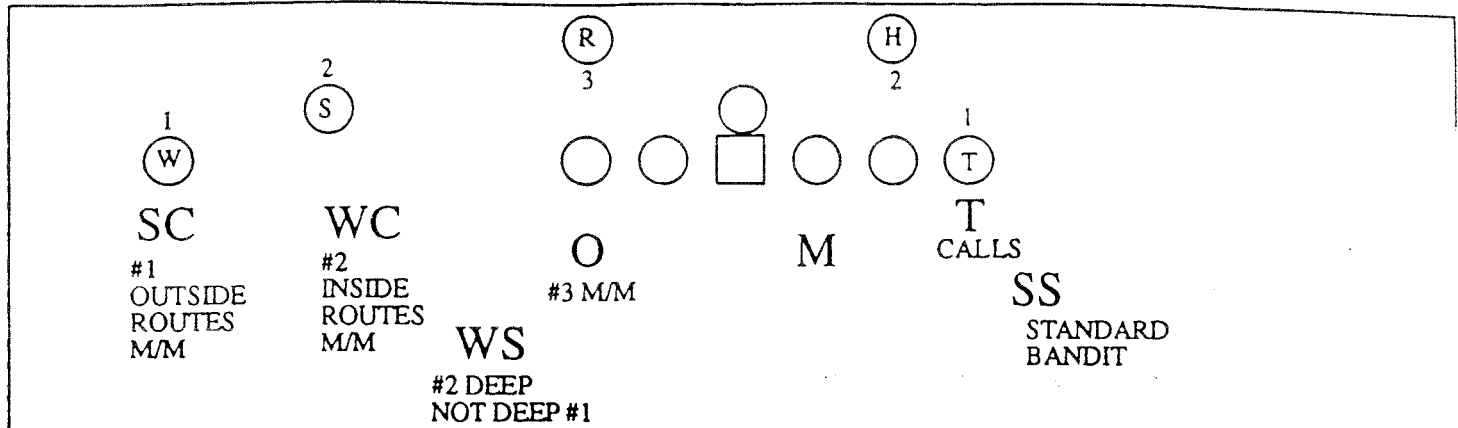
COVER 7 "CLARA" VS. SLOT



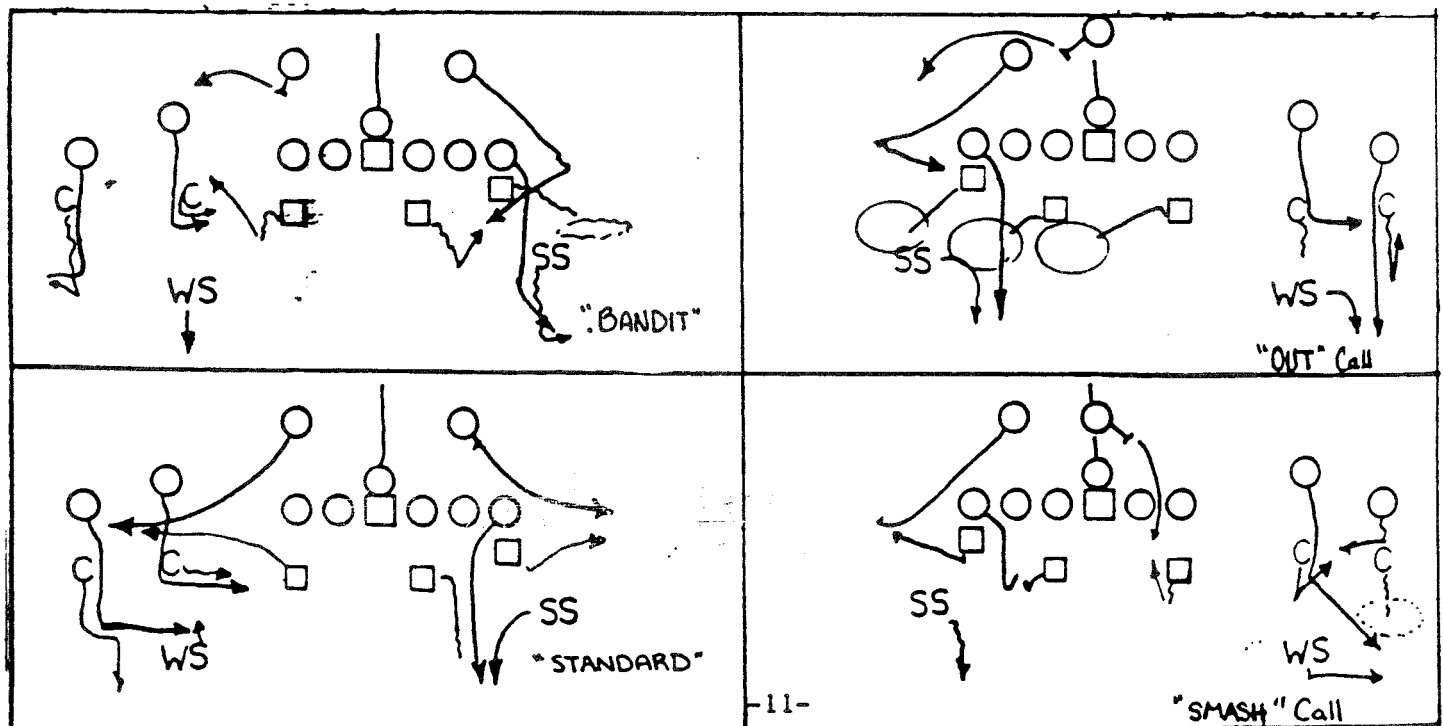
STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
<p>ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN. C.P. YOU HAVE HELP IN FLAT FLOW: SPECIAL FLOW RULE</p>		<p>ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE</p>	<p>ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE</p>	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
<p>ALIGN: INSIDE B & R KEY: #1, #2 FORCE: BY CALL RESPONSE: FORCE #1 TO OUTSIDE RELEASE. FIST DISGUISE ON 1ST 5 STEPS, THEN DOUBLE #2 ON ALL OUTSIDE MOVES. NO OUTSIDE MOVE, ZONE FLAT. C.P. SMASH TAKE IT.</p>	<p>ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE</p>	<p>ALIGN: NORMAL KEY: #1 FORCE: BY CALL RESPONSE: ROTATE & COVER #1 M/M INSIDE OUT.</p>	<p>ALIGN: INSIDE B & R KEY: #2 FORCE: BY CALL RESPONSE: DOUBLE #2 INSIDE OUT. YOU HAVE ALL THRU'S & INSIDE ROUTES. NO HELP DEEP MIDDLE. #2 ON OUTSIDE ROUTE. ZONE ALLEY - LOOK FOR #1. C.P. LOOSEN ALIGNMENT</p>	



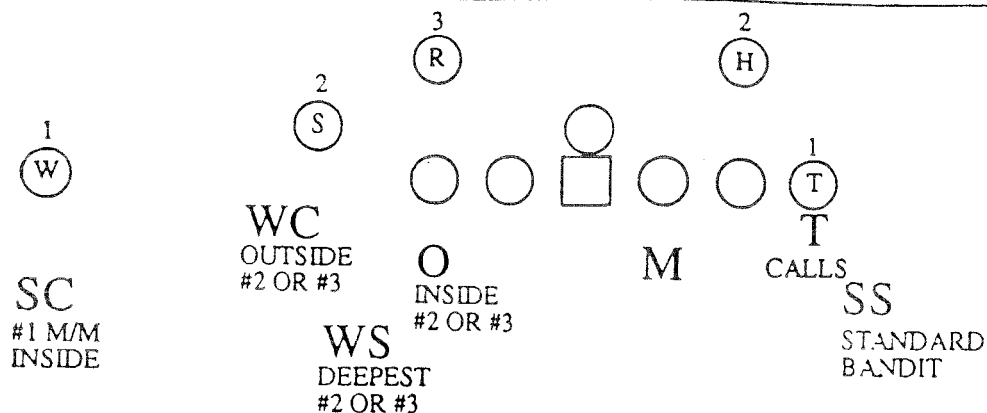
COVER 7 "TRIO" VS. SLOT



STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN.		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT	ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT	
FLOW: SPECIAL FLOW RULE		FLOW: SPECIAL FLOW RULE	FLOW: SPECIAL FLOW RULE	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: OUTSIDE OFF KEY: #1, #2 FORCE: BY CALL RESPONSE: COVER #1 LOOSE OUTSIDE M/M ON GO'S & OUT'S. UNLESS "OUT" CALL BY WC. TAKE #2 ON OUT. INSIDE ROUTE BY #1 "IN, IN" CALL. FREE UP. READ QB. BALL REACT!	ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE	ALIGN: 12-15 YDS DEEP ON #2 KEY: #2, #1 FORCE: BY CALL RESPONSE: READ #2, BACK STRAIGHT UP LOOSE INSIDE CUSHION M/M. IF #2 RUNS INSIDE OR OUTSIDE ROUTE GO TO #1.		ALIGN: INSIDE ON OR OFF KEY: #2, #1 FORCE: BY CALL RESPONSE: COVER #2 M/M ON ALL INSIDE ROUTES. YOU HAVE DEEP HELP. #2 GOES OUTSIDE "OUT-OUT-OUT" CALL. LOCATE #1 FOR INSIDE ROUTE. "IN-IN-IN" CALL COVER #1 M/M. C.P. GAME PLAN DROP #2 AT 12 YDS.



COVER 7 "TRIANGLE" CALL VS. SLOT



STRONG LINEBACKER (O)

ALIGN: BY DEFENSIVE CALL
KEY: #2; #3
FORCE: SLAM
RESPONSE: ZEBRA READ WITH WC
ON #2; #3. WALL 1ST CROSSER.
KEEP INSIDE LEVERAGE ON #3.

MIDDLE LINEBACKER

ALIGN: BY DEFENSIVE CALL
KEY: #2 WEAK BACK
RESPONSE: COVER #2, WB M/M
CALLS: STANDARD, BANDIT

WEAK LINEBACKER (T)

ALIGN: BY DEFENSIVE CALL
KEY: #1, "T"; #2
FORCE: BY CALL
RESPONSE: COVER #1 M/M CALLS
STANDARD, BANDIT

STRONG CORNER

ALIGN: ON OR OFF INSIDE
KEY: #1
FORCE: BY CALL
RESPONSE: COVER #1
M/M INSIDE TECHNIQUE.

STRONG SAFETY

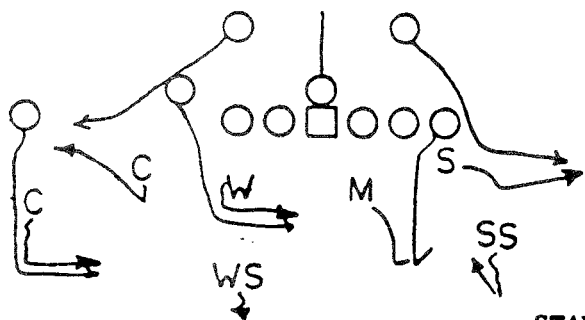
ALIGN: DISGUISE
KEY: #1, "T"; #2
FORCE: BY CALL
RESPONSE: CALLS:
STANDARD, BANDIT

WEAK SAFETY

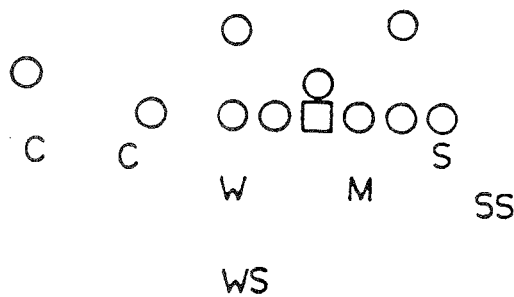
ALIGN: NORMAL
KEY: #2
FORCE: SLAM
RESPONSE: DROP
STRAIGHT BACK & READ
#2; #3. COVER THE
DEEPEST OF #2 OR #3
WITH INSIDE LEVERAGE.

WEAK CORNER

ALIGN: HEAD UP TO
OUTSIDE
KEY: #2, #3
FORCE: SLAM
RESPONSE: ZEBRA READ
WITH OLB. KEEP
OUTSIDE LEVERAGE ON
#2 OR #3. M/M IN FLAT.



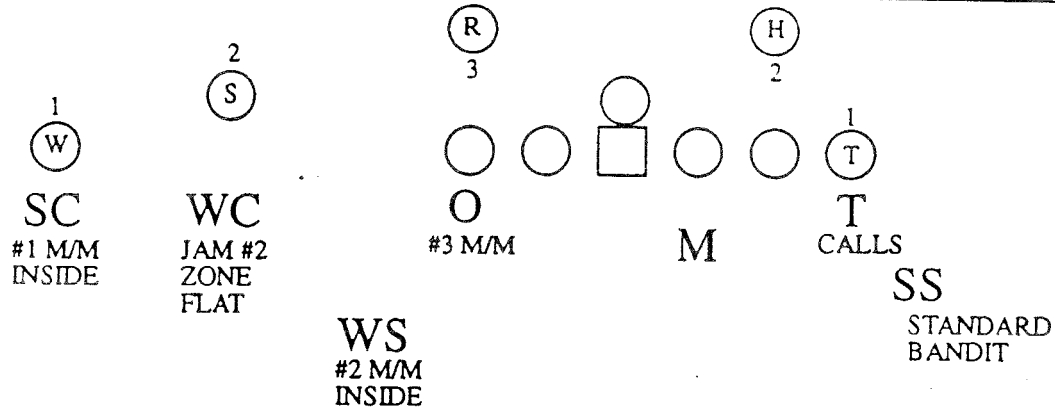
STANDARD



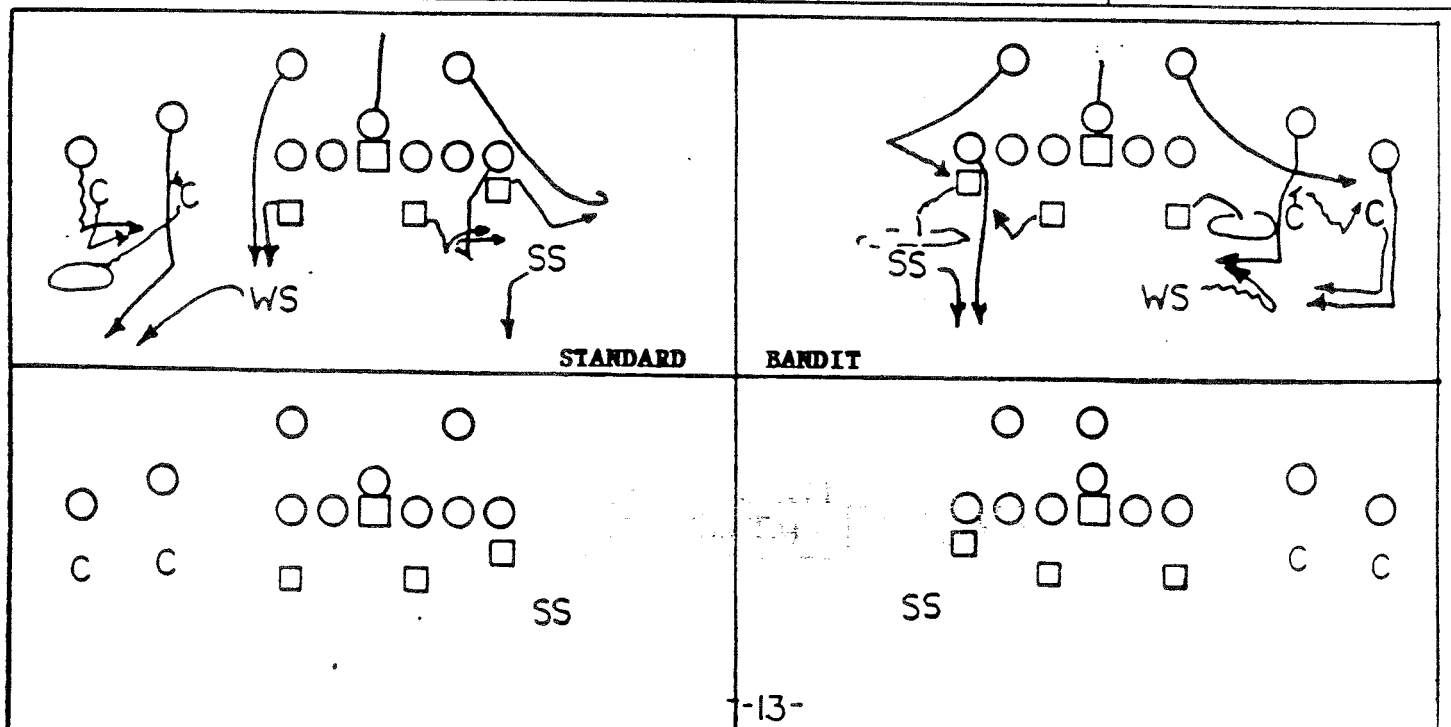
STANDARD



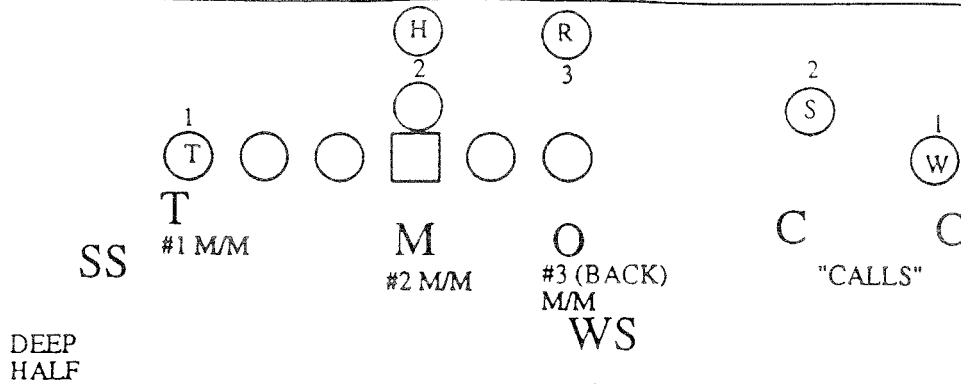
COVER 7 "STAFF" CALL VS. SLOT



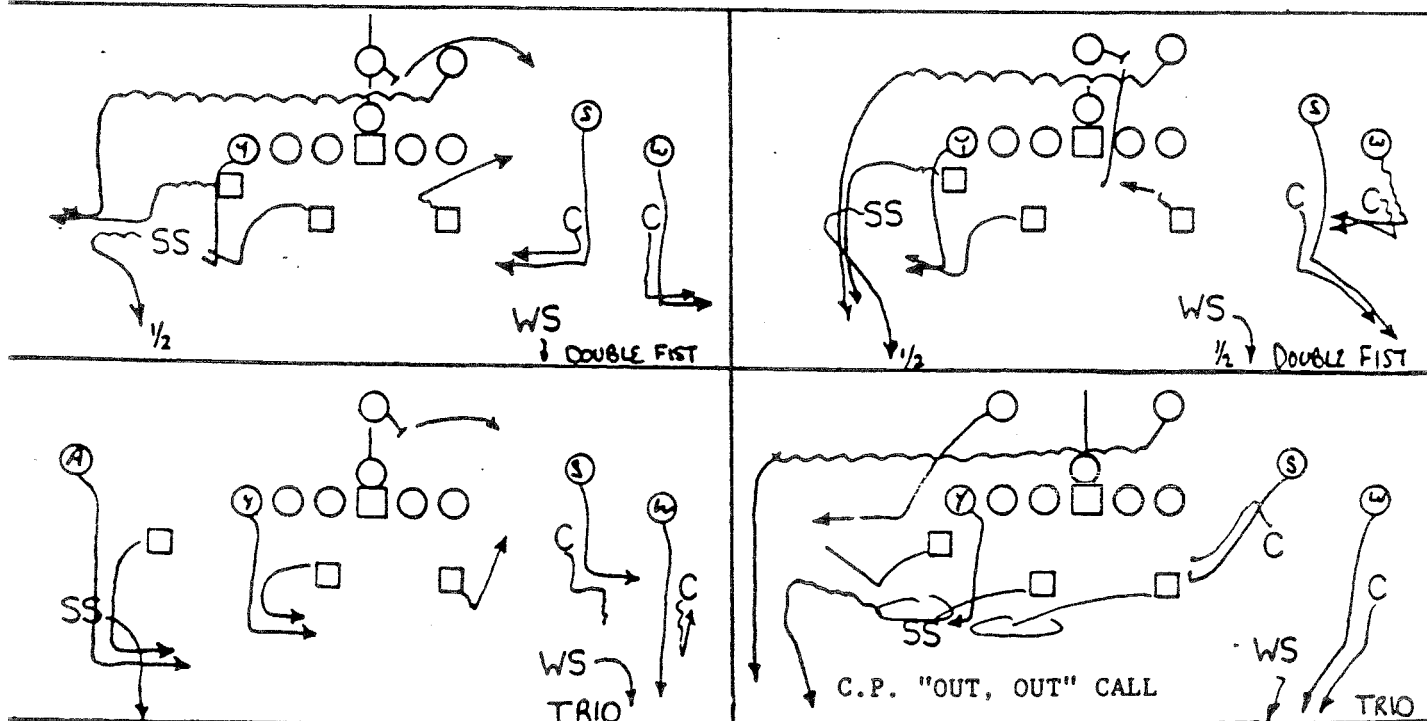
STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 STRONG BACK MAN TO MAN. C.P. YOU HAVE HELP IN FLAT FLOW: SPECIAL FLOW RULE		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2, WB, M/M CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE	ALIGN: BY DEFENSIVE CALL KEY: #1, "T"; #2 FORCE: BY CALL RESPONSE: COVER #1, "T"; M/M. CALLS: STANDARD, BANDIT FLOW: SPECIAL FLOW RULE	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: ON OR OFF INSIDE KEY: #1 FORCE: BY CALL RESPONSE: COVER #1 M/M ALL OVER INSIDE TECHNIQUE. NO HELP.	ALIGN: DISGUISE KEY: #1 "T"; #2 FORCE: BY CALL RESPONSE: CALLS: STANDARD, BANDIT SPECIAL FLOW RULE	ALIGN: NORMAL KEY: #2 FORCE: BY CALL RESPONSE: COVER #2 M/M, INSIDE TECHNIQUE C.P. YOU HAVE HELP ON OUTSIDE MOVES.		ALIGN: HEAD UP TO OUTSIDE 1-5 YDS DEEP. KEY: #2 FORCE: BY CALL RESPONSE: JAM #2, "S" ZONE FLAT. COVER #2 OR #3 M/M THRU FADE AREA.



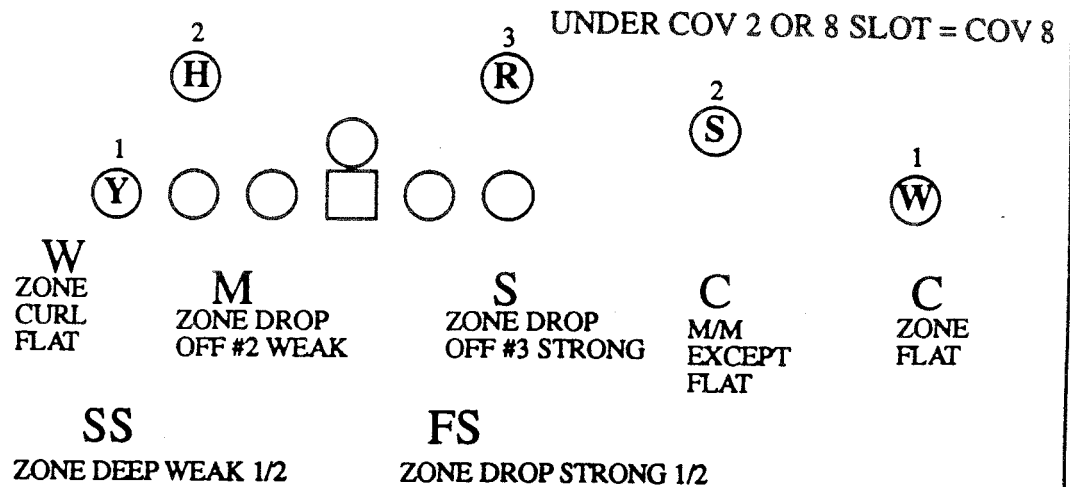
COVER 7 "RAINBOW"



STRONG LINEBACKER (O)		MIDDLE LINEBACKER	WEAK LINEBACKER (T)	
ALIGN: BY DEFENSIVE CALL KEY: #3 FORCE: BY CALL RESPONSE: COVER #3 (REMAINING BACK) M/M.		ALIGN: BY DEFENSIVE CALL KEY: #2 (WEAK BACK) RESPONSE: COVER #2 WEAK INSIDE M/M. YOU HAVE DEEP HELP. C.P.: "OUT, OUT" CALL	ALIGN: BY DEFENSIVE CALL KEY: #1 FORCE: BY CALL RESPONSE: COVER #1 M/M. INSIDE AIRPLANE TECHNIQUE. YOU HAVE DEEP HELP. C.P.: "OUT, OUT" CALL	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY		WEAK CORNER
ALIGN: KEY: FORCE: RESPONSE: SAME AS COVER 7 VS. SLOT. PLAY "CALLS."	ALIGN: BY CALL KEY: #1 FORCE: BY CALL RESPONSE: WORK INSIDE TO ZONE DEEP HALF. SPECIAL FLOW RULE	ALIGN: KEY: FORCE: RESPONSE: SAME AS COVER 7 VS. SLOT. PLAY "CALLS."		ALIGN: KEY: FORCE: RESPONSE: SAME AS COVER 7 VS. SLOT. PLAY "CALLS"



COVER 8 = BUILT IN AUDIBLE FOR 2 AGAINST SLOT (AUDIBLE IS BROWN)



WEAK LINEBACKER		MIDDLE LINEBACKER		STRONG LINEBACKER	
ALIGN: BY FORCE KEY: WEAKSIDE #1, #2, & QB RESPONSE: CURL FLAT WEAKSIDE. C.P.: 2ND MAN THROUGH YOUR ZONE M/M.		ALIGN: BY FRONT KEY: #2, #1, & QB RESPONSE: DROP INSIDE #2, HOOK TO TE SIDE. C.P. : MUST GET DEPTH IN INITIAL DROP SO MATCH UP CAN BE CREATED. BACK BLOCKS - STACK DROP.		ALIGN: BY FRONT KEY: #3, #2, & QB RESPONSE: ZONE THE #3 RECEIVER - HASH 8-12 YDS. C.P. : IF #3 OR #2 ESCAPES TO SEAM COVER M/M. ALERT: TO OVER ROUTE BY STRONG SIDE RECEIVERS. C.P. BIRD DOG. STACK DROP ON #3. #3 TO FLAT - WIDEN TO #1.	
STRONG CORNER		STRONG SAFETY		WEAK SAFETY	
ALIGN: SHOW COVER 7. FUNNEL, OFF, BUMP KEY: #3, #2, #1, & QB FORCE: CLOUD RESPONSE: FLAT ZONE STRONG SIDE. RE-ROUTE #1 & DISRUPT HIS PATTERN FUNNEL #1 INSIDE. VS. #1 FADE - TURN INSIDE, KEEP VISION, LOCATE #2 OR #3 AS YOU GET DEPTH TO 15-18 YDS. C.P. : 2ND MAN THRU ZONE M/M. C.P. : "SMASH" LOOSE IDENTIFICATION		ALIGN: 2 YDS BY 8 YDS ON TE. KEY: WEAKSIDE #1, #2 & QB. RESPONSE: ZONE DEEP WEAKSIDE HALF. C.P. : GET DEPTH, COVER DEEPEST MAN IN ZONE. READ & REACT TO QB. ALERT: FOR CROSSING ROUTES FROM SLOT SIDE. TE BLOCKS - LOOK STRONGSIDE FOR POST OR DEEP CROSSER.		ALIGN: NORMAL DISGUISE 12YDS DEEP SLOT SIDE. KEY: #3, #2, #1, & QB FORCE: BACKER RESPONSE: ZONE DEEP STRONGSIDE HALF. C.P. : GET DEPTH, COVER DEEPEST MAN IN ZONE, READ & REACT TO QB. C.P. BIRD DOG - CORNER HAS SLOT M/M ON THRU'S & IN'S.	
WEAK CORNER					
ALIGN: SHOW COVER 7. FUNNEL, BUMP. KEY: #2, INSIDE. RESPONSE: BIRD DOG = SLOT M/M INSIDE & UNDERNEATH, EXCEPT FLAT, THEN ZONE THE ALLEY. C.P.: BROWN CALL. STRONG ALLEY FUNNEL & RE-ROUTE #2 OUTSIDE. C.P. : "SMASH" CALL BY OUTSIDE CORNER.					
SLOT (Motion To)		DOUBLE (Motion To)		TRIPLE (Motion To)	
DOUBLE SLOT (Motion To)		TRIPLE SLOT (Motion To)			
AUTOMATIC BIRD DOG UNLESS SQUEEZE				GREY	

BRUIN COMBO OPTION

<p>WR (Z) TE (Y) (R) (H) 1B WR (X)</p> <p>C Banjo or Bandit SS M SWIPE C WS</p> <p>"LARRY"</p>	<p>WR (Z) TE (Y) (R) (H) DOUBLE R WR (X)</p> <p>C SWIPE SS M WS C</p> <p>"ROGER"</p>
<p>WR (Z) TE (Y) (R) (H) STRONG WR (X)</p> <p>C Banjo or Bandit SS M SWIPE C WS</p> <p>"LARRY"</p>	<p>(H) TE (Y) (R) (H) DOUBLE SLOT WR (S) WR (W)</p> <p>C SWIPE SS M Trio WS C</p> <p>"OREGON" OVER RED TH COMBO "ROGER"</p>
<p>WR (Z) TE (Y) (R) (H) WEAK WR (X)</p> <p>C SWIPE SS M WS C</p> <p>"ROGER"</p>	<p>WR (Z) TE (Y) (R) (H) TRIPLE PAIR WR (X)</p> <p>C Banjo or Bandit SS M SWIPE C WS</p> <p>"LARRY"</p>
<p>WR (O) TE (Y) (R) (H) SPLIT WR (O)</p> <p>C Banjo or Bandit SS M SWIPE C WS</p> <p>"LARRY"</p>	<p>WR (Z) TE (Y) (R) (H) TRIPLE WR (X)</p> <p>C Banjo or Bandit SS M SWIPE C WS</p> <p>"LARRY"</p>
<p>(R) (H) I SLOT WR (S) WR (W)</p> <p>TE (Y) (T) (T) Bandit SS M Trio WS C</p> <p>"OREGON" OVER RED TH COMBO "ROGER"</p>	<p>(R) (H) TRIPLE SLOT WR (S) WR (W)</p> <p>R TE (Y) (T) (T) TOMMY C M Wall Alley Flat C</p> <p>SS WS</p> <p>"OREGON" OVER REDUCED "SILVER SLAM"</p>

EIGHT MAN FRONT COVERAGE

The following coverage's will be played when a safety is walked up into one of our fronts.

43 LIGHTNING, 44 LIGHTNING, 43 THUNDER and OVER THUNDER

1. ZONE
2. COMBO
3. SILVER

EAGLE and BEAR

1. ZONE
2. COMBO
3. 1 LOCK

NOTE: Corners are frozen. The linebacker will make the adjustment unless the safety says I'm gone.

ZONE

Basic zone coverage with three deep and four short zones. Cover zone should allow very few touchdown passes. It is intended to cover deep to short. The ball should be thrown frequently to receivers closest to the line of scrimmage.

COMBO

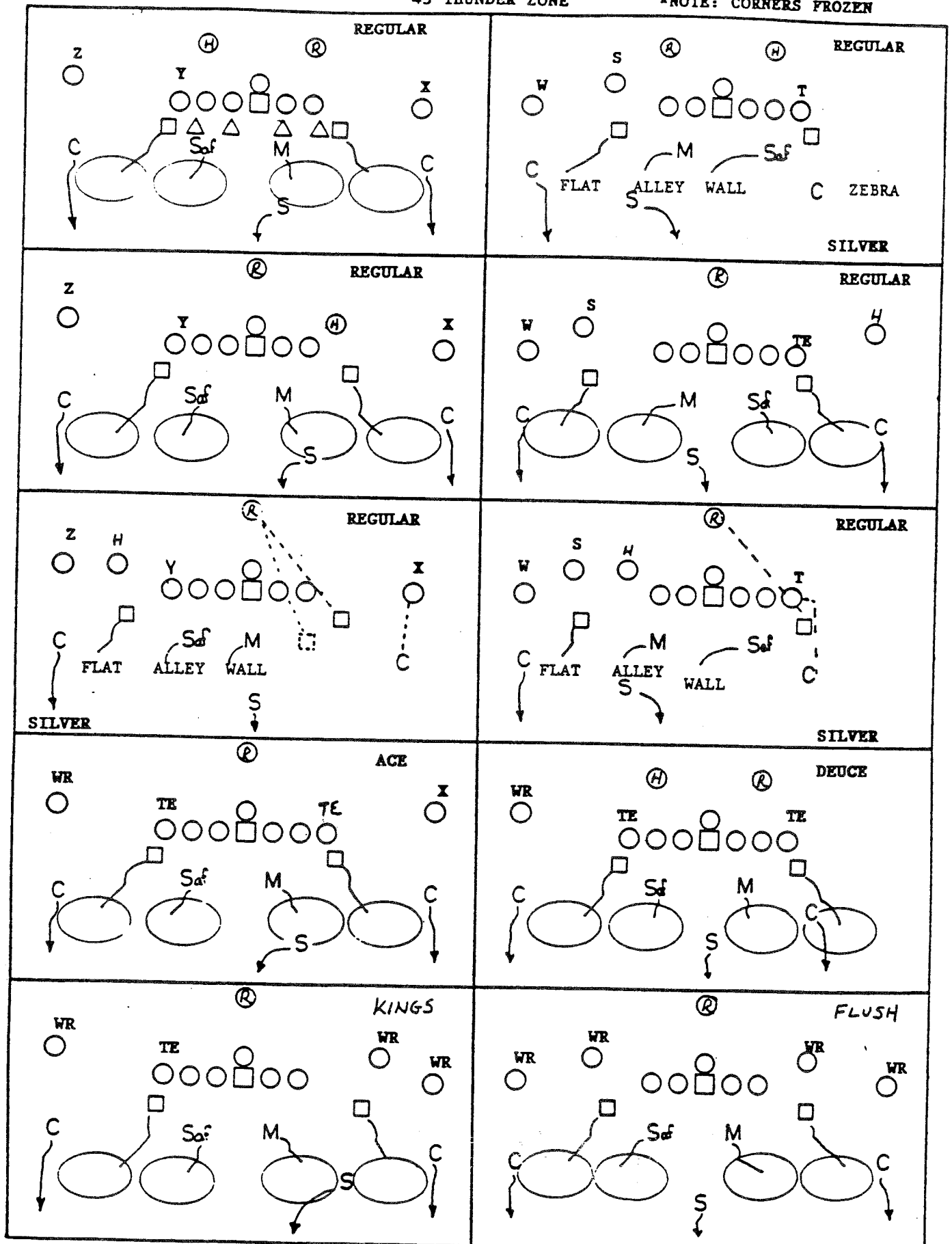
A man to man rotation coverage. The direction of the rotation will be fine controlled at the line of scrimmage. A "Larry" or "Roger" will give the direction of the rotation. The rotation can be open or tight.

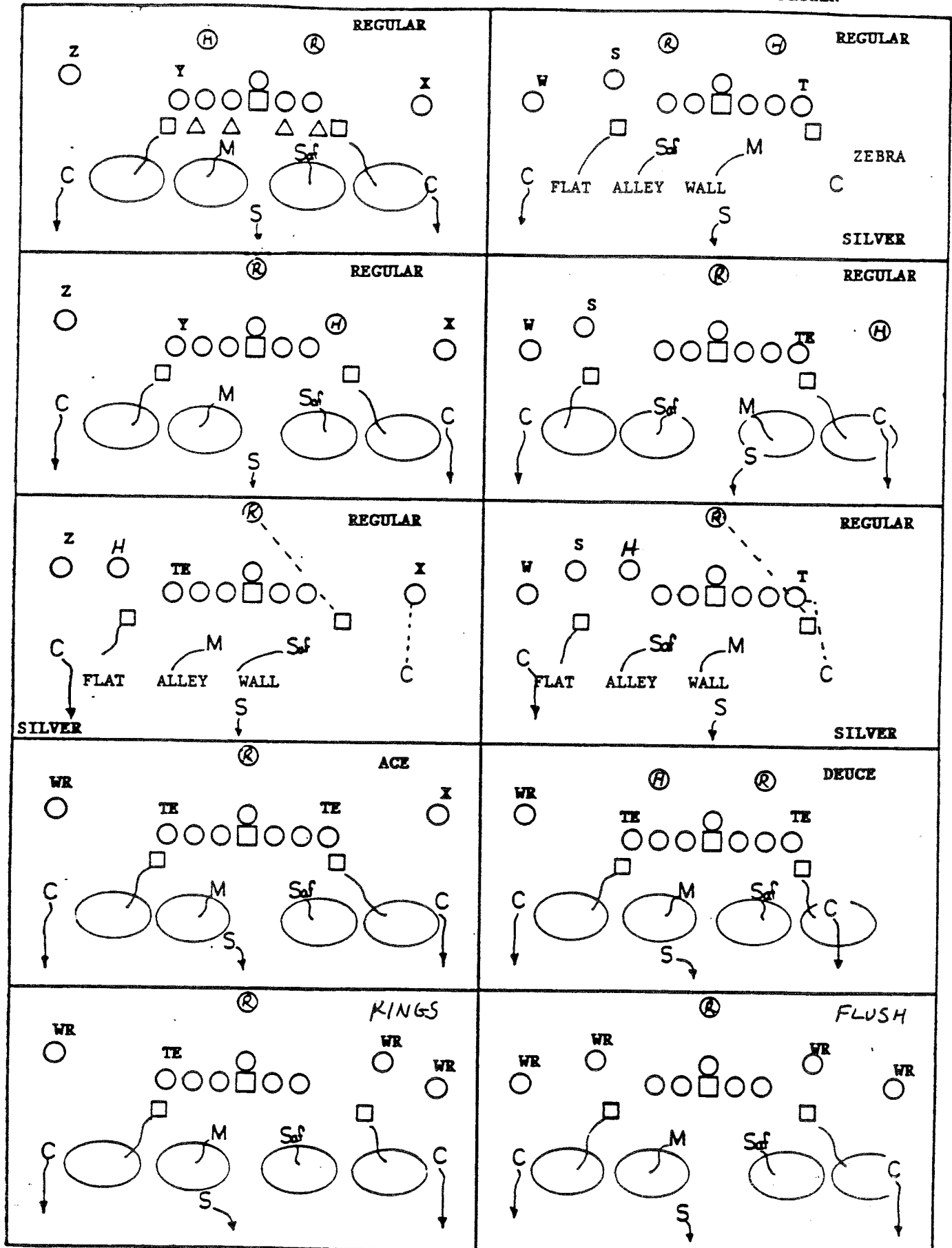
SILVER BACKER

A zone coverage variation where we end up playing man weak and an overload zone strong.

COVER 1 LOCK

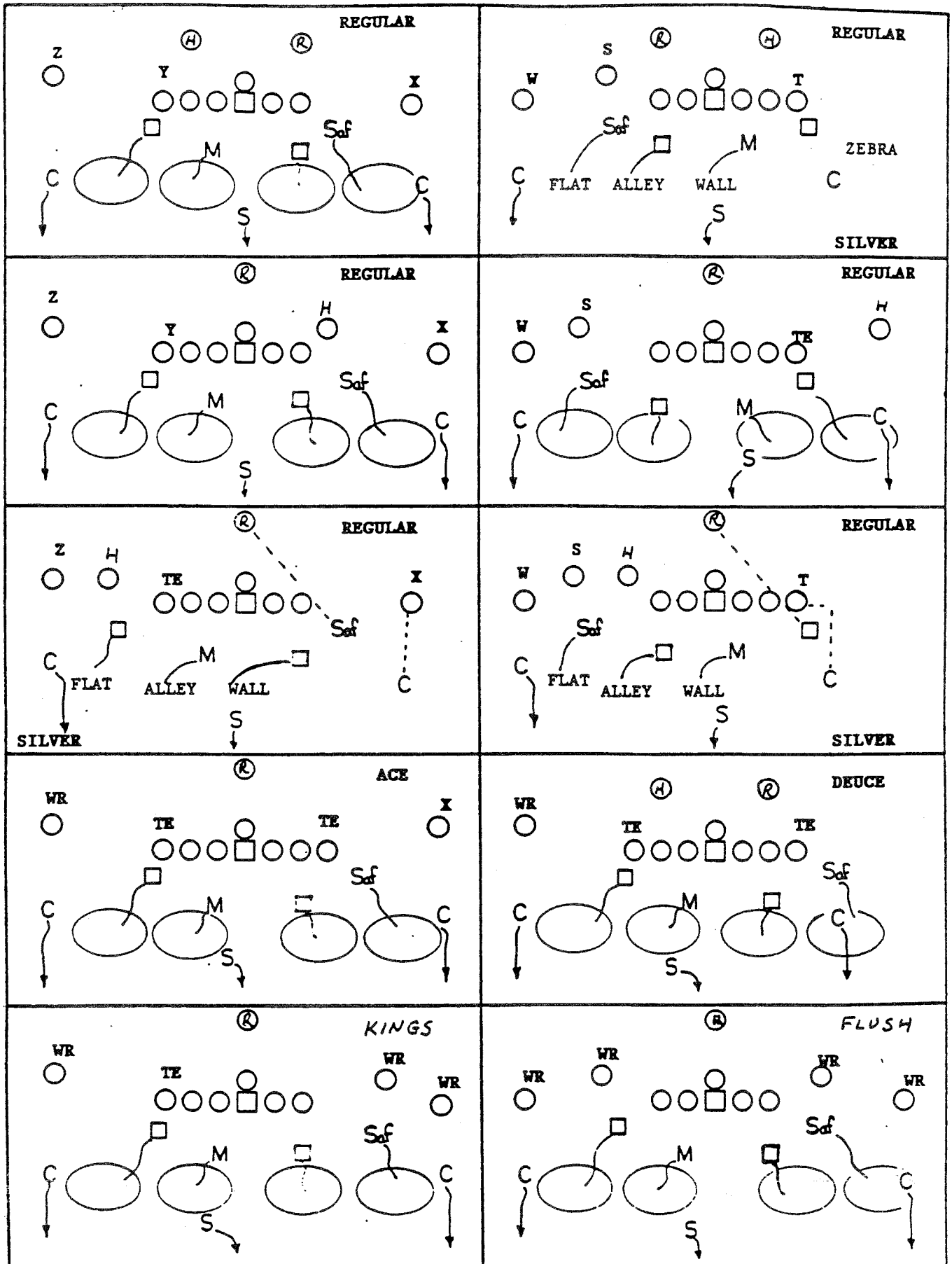
Basic man to man coverage with a safety free in the deep middle and a five man rush.

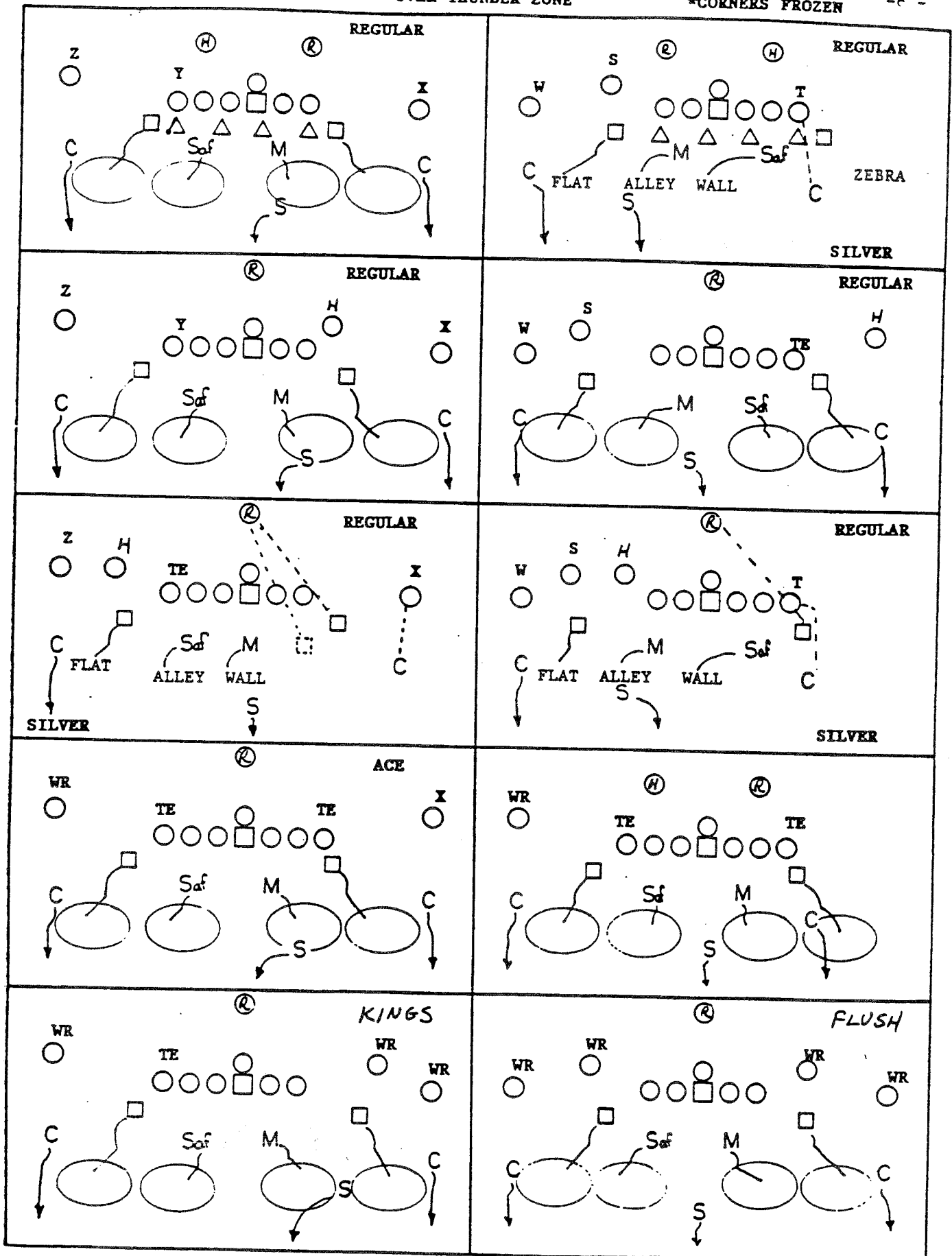




44 LIGHTNING ZONE

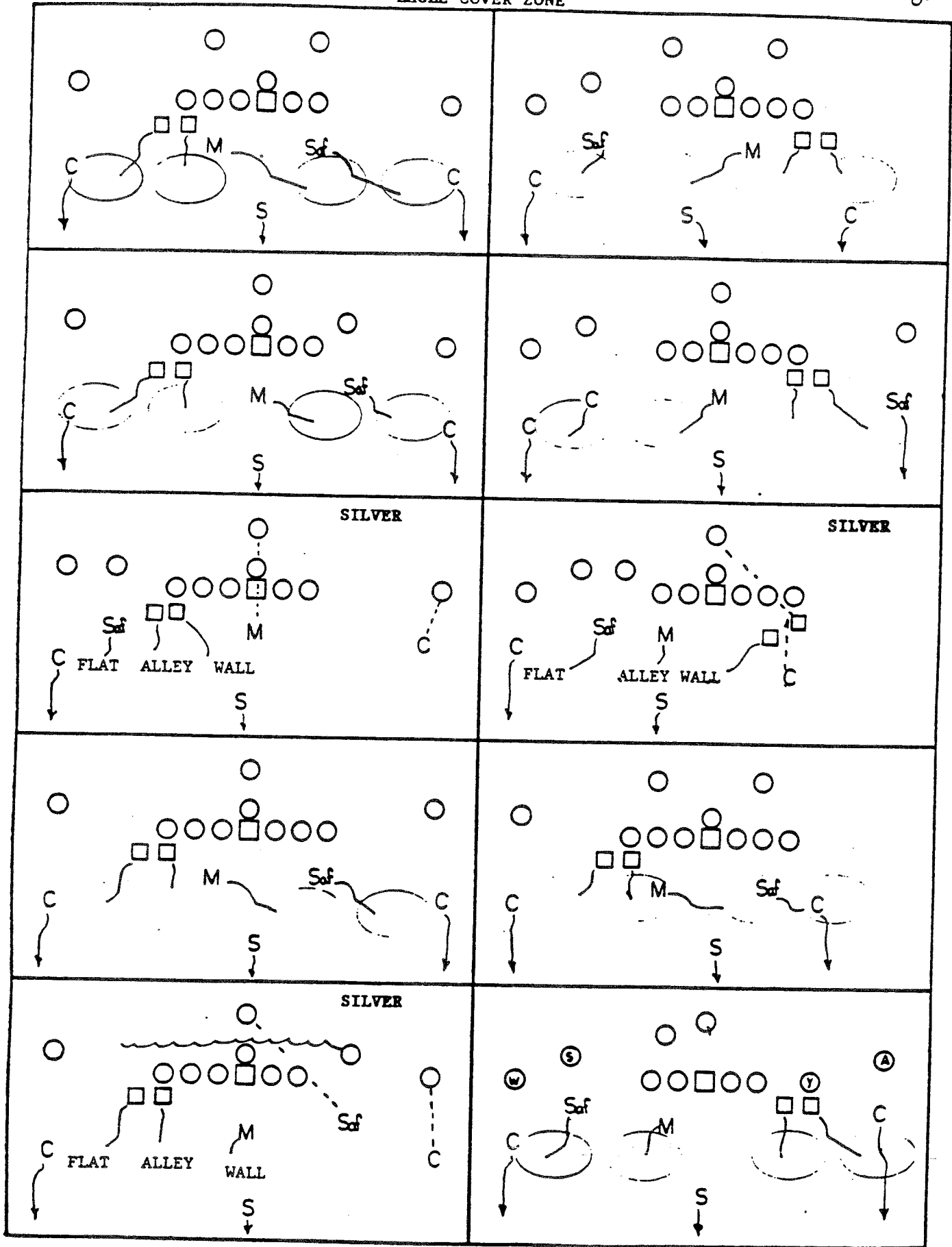
*CORNERS FROZEN





***CORNERS FROZEN**





THUNDER COMBO / 7

I, STRONG
SPLIT, NEAR

WR

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TE

(Y)

(O)

(O)

(R)

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C

1. SWIPE

2. WONDA

1. FIST

WS

LARRY

C.P. POSS. YOU/ME
vs. SPLIT

COMBO

I, STRONG SLOT
SPLIT, NEAR SLOT

(R)

(H)

COVER 7

WR

(S)

WR

(W)

WR

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1. BANDIT
2. STANDARD

SS

WS

7 CALLS

WEAK, FAR

(R)

COMBO

WR

(Z)

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C

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SS

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1. SWIPE

2. ZORRO

WS

ROGER

1. FIST

2. SLICE

DOUBLE

(R)

COMBO

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1. SWIPE

2. ZORRO

ROGER

WS

1. FIST

2. SLICE

TRIPLE

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COMBO

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C

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1. FIST

(C.P. Triple Wider SS Adjust)

LARRY

WS

1. SWIPE

2. WONDA

TRIPLE PAIR

(R)

COMBO

WR

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1. FIST

LARRY

WS

LARRY

1. SWIPE

2. WONDA

TRIPLE SLOT

(R)

SILVER CLEO

WR

(S)

WR

(W)

WR

(W)

C

C

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C

LIGHTNING COMBO or 7

<p>I, STRONG SPLIT, NEAR</p> <p>WR (Z)</p> <p>TE (Y)</p> <p>C</p> <p>(R) (H)</p> <p>COMBO</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. WONDA</p> <p>SS LARRY</p> <p>1. FIST</p>	<p>I, STRONG SLOT SPLIT, NEAR SLOT</p> <p>WR (S)</p> <p>WR (W)</p> <p>C</p> <p>C</p> <p>WS</p> <p>7 CALLS</p> <p>SS</p> <p>1. BANDIT 2. STANDARD</p> <p>TE (T)</p> <p>(R) (H)</p> <p>COMBO 7</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. WONDA</p> <p>SS</p> <p>1. FIST</p>
<p>WEAK, FAR</p> <p>WR (Z)</p> <p>TE (Y)</p> <p>C</p> <p>(R) (H)</p> <p>COMBO</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>	<p>WEAK SLOT FAR SLOT</p> <p>WR (S)</p> <p>WR (W)</p> <p>C</p> <p>C</p> <p>WS</p> <p>7 CALLS</p> <p>SS</p> <p>1. BANDIT 2. STANDARD</p> <p>TE (T)</p> <p>(R) (H)</p> <p>COMBO 7</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>
<p>DOUBLE</p> <p>WR (Z)</p> <p>TE (Y)</p> <p>C</p> <p>(R) (H)</p> <p>COMBO</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>	<p>DOUBLE SLOT PAIR</p> <p>WR (S)</p> <p>WR (W)</p> <p>C</p> <p>C</p> <p>WS</p> <p>7 CALLS</p> <p>SS</p> <p>1. BANDIT 2. STANDARD</p> <p>TE (T)</p> <p>(R) (H)</p> <p>COMBO 7</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>
<p>TRIPLE</p> <p>WR (Z)</p> <p>TE (Y)</p> <p>C</p> <p>(R) (H)</p> <p>COMBO</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. FIST 2. BANDIT</p> <p>SS</p> <p>1. SWIPE 2. WONDA</p>	<p>DOUBLE SLOT</p> <p>WR (S)</p> <p>WR (W)</p> <p>C</p> <p>C</p> <p>WS</p> <p>7 CALLS</p> <p>SS</p> <p>1. BANDIT 2. STANDARD</p> <p>TE (T)</p> <p>(R) (H)</p> <p>COMBO 7</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>
<p>TRIPLE PAIR</p> <p>WR (Z)</p> <p>TE (Y)</p> <p>C</p> <p>(R) (H)</p> <p>COMBO</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. FIST 2. BANDIT</p> <p>SS</p> <p>LARRY</p> <p>1. SWIPE 2. WONDA</p>	<p>TRIPLE SLOT</p> <p>WR (S)</p> <p>WR (W)</p> <p>C</p> <p>C</p> <p>WS</p> <p>7 CALLS</p> <p>SS</p> <p>1. BANDIT 2. STANDARD</p> <p>TE (T)</p> <p>(R) (H)</p> <p>COMBO 7</p> <p>WR (X)</p> <p>C</p> <p>WS</p> <p>1. SWIPE 2. ZORRO</p> <p>SS</p> <p>ROGER</p> <p>1. FIST 2. SLICE</p>

BEAR COMBO AUTOMATIC

<p>I, STRONG SPLIT, NEAR</p> <p>WR (Z)</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] △ △ △ △ △ [O]</p> <p>SS ISX RIC [M]</p> <p>1. FIST</p> <p>WS LARRY</p> <p>COMBO</p> <p>WR (X)</p> <p>1. SWIPE 2. WONDA</p> <p>C.P. POSS. YOU/ME vs. SPLIT</p>	<p>I, STRONG SLOT SPLIT, NEAR SLOT</p> <p>WR (S) WR (W)</p> <p>TE (T) ○ ○ ○ ○ ○</p> <p>C [T] △ △ △ △ △ [O]</p> <p>SS ISX RIC [M]</p> <p>1. BANDIT 2. STANDARD</p> <p>WS 7 CALLS</p> <p>COVER 7</p>
<p>WEAK, FAR</p> <p>WR (Z)</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. SWIPE 2. ZORRO</p> <p>WS ROGER</p> <p>COMBO</p> <p>WR (X)</p> <p>1. FIST 2. SLICE</p>	<p>WEAK SLOT FAR SLOT</p> <p>TE (T) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. BANDIT 2. STANDARD</p> <p>WS 7 CALLS</p> <p>SILVER CLEO</p> <p>WR (S) WR (W)</p> <p>[O] C C</p> <p>[M] WALL ALLEY FLAT</p>
<p>DOUBLE</p> <p>WR (Z)</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. SWIPE 2. ZORRO</p> <p>ROGER WS</p> <p>COMBO</p> <p>WR (X)</p> <p>1. FIST 2. SLICE</p>	<p>DOUBLE SLOT PAIR</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. BANDIT 2. STANDARD</p> <p>WS 7 CALLS</p> <p>COVER 7</p> <p>WR (S) WR (W)</p> <p>[O] C C</p>
<p>TRIPLE</p> <p>WR (Z) (H)</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. SWIPE 2. ZORRO</p> <p>SPECIAL</p> <p>OREGON COVER 44</p> <p>WR (X)</p> <p>1. FIST 2. SLICE</p>	<p>DOUBLE SLOT</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. BANDIT 2. STANDARD</p> <p>WS 7 CALLS</p> <p>OREGON GREY</p> <p>WR (S) WR (W)</p> <p>[O] C</p> <p>[M] TITE CALL</p>
<p>TRIPLE PAIR</p> <p>WR (Z) (H)</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. FIST</p> <p>WS LARRY</p> <p>COMBO</p> <p>WR (X)</p> <p>1. SWIPE 2. WONDA</p>	<p>TRIPLE SLOT</p> <p>TE (Y) ○ ○ ○ ○ ○</p> <p>C [T] SS [M] [O]</p> <p>1. BANDIT 2. STANDARD</p> <p>WS 7 CALLS</p> <p>SILVER CLEO</p> <p>WR (S) WR (W)</p> <p>[O] C C</p> <p>[M] WALL ALLEY FLAT</p>

BEAR - COVER 1 LOCK

<p>(Z) (H) (R)</p> <p>WS FREE</p>	<p>(Z) (H) (R)</p> <p>WS FREE</p>
<p>(Z) (H) (R)</p> <p>WS FREE</p>	<p>(Z) (H) (R)</p> <p>WS FREE</p>
<p>(Z) (H) (R)</p> <p>WS FREE</p>	<p>(Z) (H) (R)</p> <p>WS FREE</p>
<p>(Z) (H) (R)</p> <p>WS FREE</p>	<p>(Z) (H) (R)</p> <p>WS FREE</p>
<p>(H) (Z) (R)</p> <p>WS FREE</p>	<p>(H) (Z) (R)</p> <p>WS FREE</p>

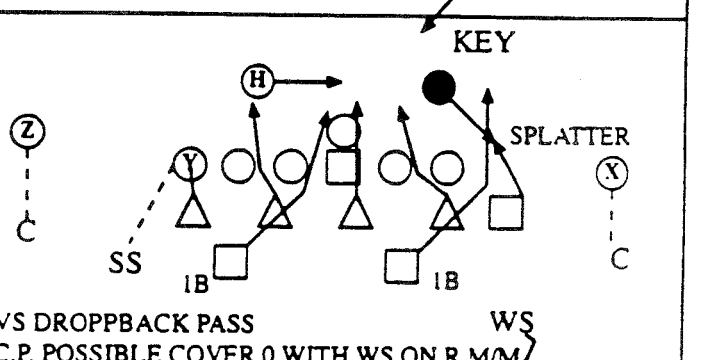
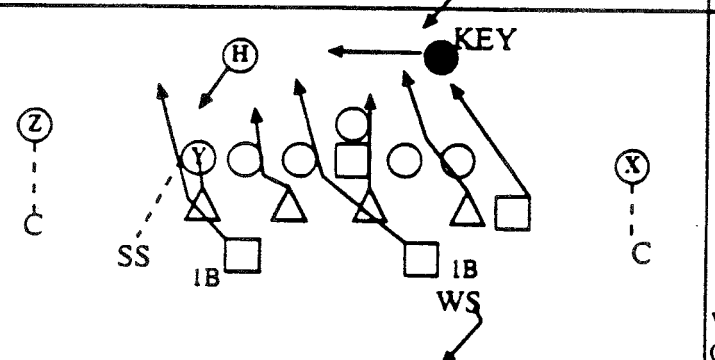
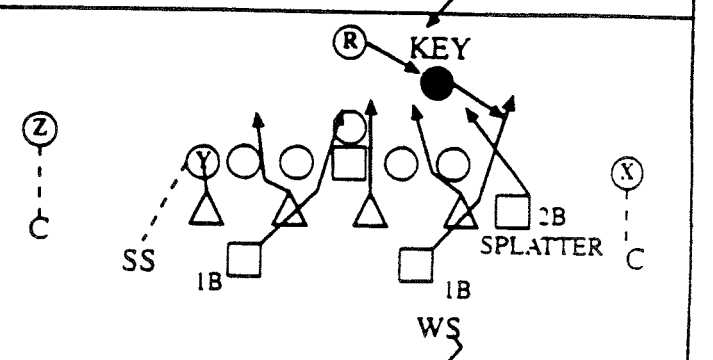
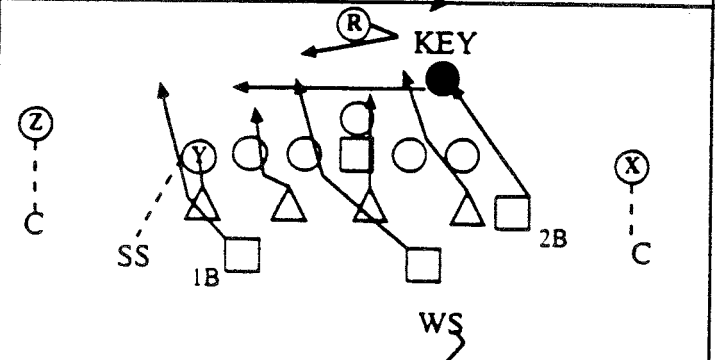
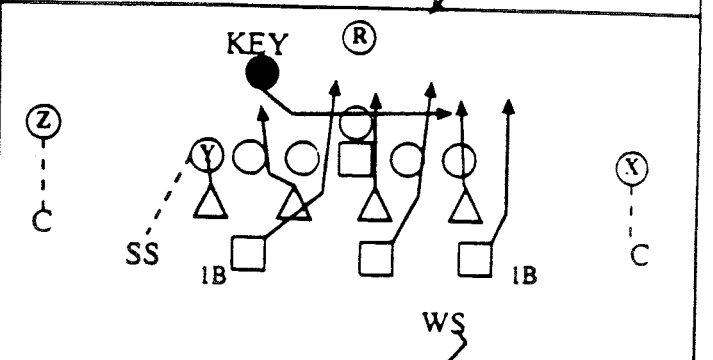
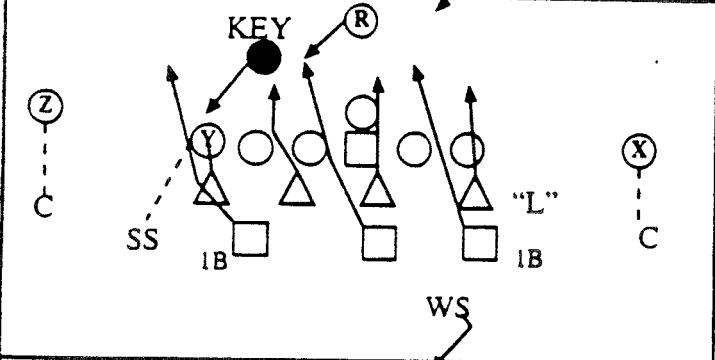
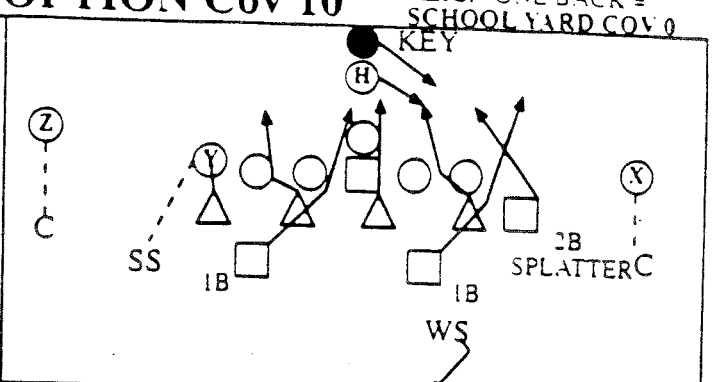
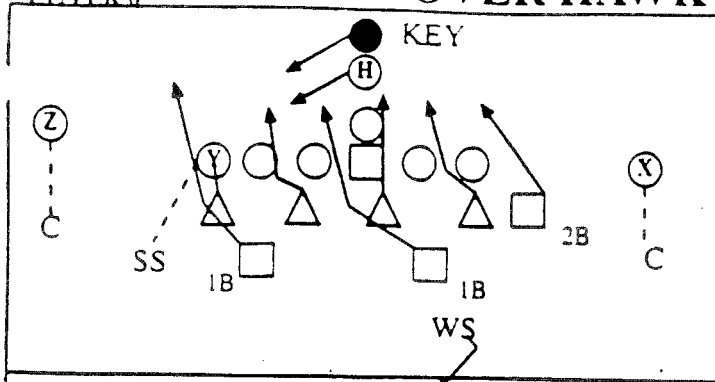
EAGLE COVER 1 LOCK

<p>②</p> <p>C Z M/M</p> <p>S W Sof M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>	<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>
<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>	<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>
<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>	<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>
<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>	<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>
<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>	<p>②</p> <p>C Z M/M</p> <p>S W Sof M Y/M H/M R M/M</p> <p>WS FREE</p> <p>C X M/M</p>

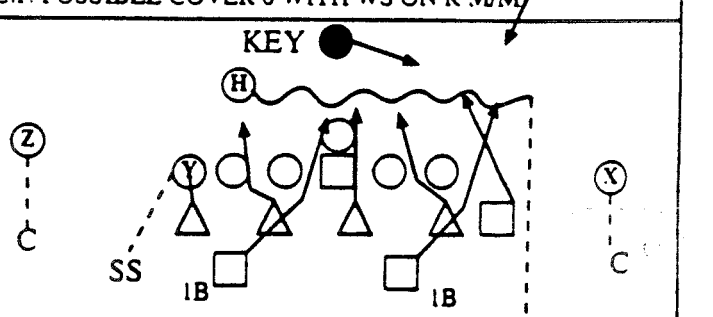
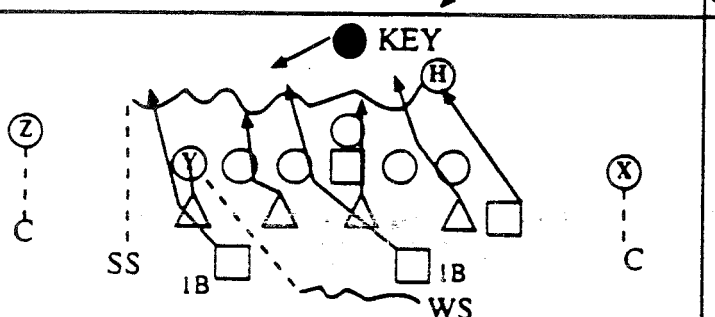
MOTION TO ONE BACK =
COVER 0

OVER HAWK OPTION Cov 10

ALIGN ONE BACK =
SCHOOL YARD COV 0



VS DROPPBACK PASS
C.P. POSSIBLE COVER 0 WITH WS ON R M/M



MOTION TO TE SS TAKES MOTION WS TAKES TE COVER 0
C.P. POSSIBLE DICE

MOTION OPEN WS TAKES MOTION M/M COVER 0

UNDER DOUBLE CAT DOUBLE CROSS

<p>FRONT: UNDER</p> <p>RULES:</p> <p>COVERAGE:</p> <p>vs. I FLOW: SS & WS DICE Y & 1st BACK S & DE PEEL ON 2nd BACK</p> <p>FLOOD: SS HAS Y M/M - WS HAS 1st BACK WEAK. S & DE PEEL ON 2nd BACK.</p> <p>vs. TRIANGLE: SAFETY HAS OFFSET BACK (POSS DICE) DEs PEEL ON BACK BEHIND CENTER.</p> <p>vs. SPLIT: SS HAS Y M/M & WS HAS WEAK BACK M/M. S & DE PEEL ON STRONG BACK.</p> <p>vs. ONE BACK: BACK BEHIND CENTER = COVER 10 BACK OFFSET = COVER 0 OPEN = "WILDCAT"</p>	<p>STRONG</p> <p>DOUBLE</p> <p>C.P. BACK OFFSET OPEN IS COVER 0 "WILDCAT"</p>
<p>WEAK</p> <p>DOUBLE SLOT</p> <p>C.P. BACK OFFSET OPEN IS COVER 0</p>	<p>C.P. POSSIBLE COVER 10 with "TAKE" CALL to SAM LBer.</p> <p>SPLIT</p> <p>TRIPLE</p> <p>"WILDCAT" CALL</p>
<p>I SLOT</p> <p>COVER 10</p>	<p>TRIPLE SLOT</p>

ZONE DOGS

BASIC ZONE COVERAGES WITH A LINEBACKER, A DEFENSIVE BACK, AND/OR COMBINATION OF LINEBACKERS AND DEFENSIVE BACKS DOGGING. A DEFENSIVE LINEMAN OR LINEMEN MAY DROP INTO COVERAGE (FLAME, FIRE, TORCH, TATTOO & SMOKE).

EXAMPLES:

1. OREGON OPIE GUN COVER 9:

THE OPIE LINEBACKER IS THE DOGGER. NO LINEMAN DROPS INTO COVERAGE. WE ARE GETTING A FIVE MAN PASS RUSH WITH ZONE COVERAGE BEHIND THE RUSH.

2. OVER THUNDER SAMMY COVER 99:

THE STRONG SAFETY IS THE DOGGER. NO LINEMAN DROPS INTO COVERAGE. WE FREEZE THE CORNERS AND GET A FIVE MAN PASS RUSH WITH ZONE COVERAGE BEHIND THE RUSH.

3. FLAME ZONE AUTOMATIC:

THE TOMMY AND MIKE LINEBACKERS ARE THE DOGGERS, WHILE THE OPENSIDE END DROPS INTO THE COVERAGE. THE TIGHT CALL IS MADE TO THE FIELD REGARDLESS OF THE OFFENSIVE FORMATION. WE COULD END UP IN AN UNDER OR OVER FRONT. WE FREEZE THE CORNERS AND GET A FIVE MAN RUSH WITH ZONE COVERAGE BEHIND THE RUSH.

4. UNDER FIRE ZONE AUTOMATIC:

THE TOMMY AND MIKE LINEBACKERS ARE THE DOGGERS, WHILE THE OPENSIDE END DROPS INTO THE COVERAGE (CALL TO THE TE SIDE), OR THE OPIE LINEBACKER DOGS, AND NO DEFENSIVE LINEMAN DROPS INTO COVERAGE (CALL TO THE OPENSIDE). WE

ARE GETTING A FIVE MAN PASS RUSH WITH ZONE COVERAGE BEHIND THE RUSH. THE DOG IS DETERMINED BY THE OFFENSIVE PASSING STRENGTH

5. **UNDER SMOKE ZONE AB :**

THE MIKE AND OPIE LINEBACKERS ARE THE DOGGERS, WHILE THE OPENSIDE END DROPS INTO COVERAGE THE END DROPS TO THE SEAM AND KEEPS LEVERAGE ON #2 OR #3, UNLESS HE GETS A "HOLE" CALL, THEN HE DROPS TO THE HOLE AND RELATES #3 TO #2. WE ARE GETTING A FIVE MAN PASS RUSH WITH ZONE COVERAGE BEHIND THE RUSH.

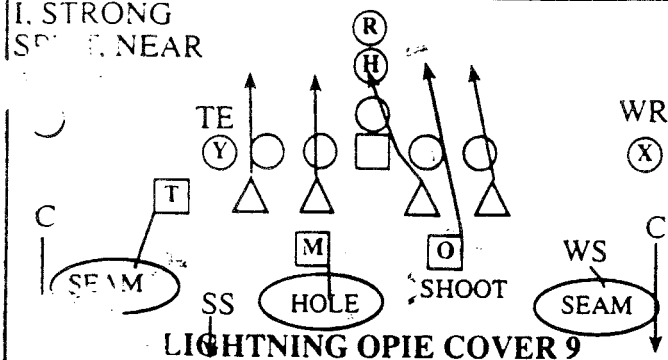
5. **OREGON TORCH ZONE:**

THE MIKE AND OPIE LINEBACKERS ARE THE DOGGERS, WHILE THE THREE TECHNIQUE TACKLE DROPS INTO COVERAGE. THE TACKLE IS A HOLE DROPPER RELATING #3 TO #2. WE ARE GETTING A FIVE MAN PASS RUSH WITH ZONE COVERAGE BEHIND THE RUSH.

OPIE GUN COVER 9

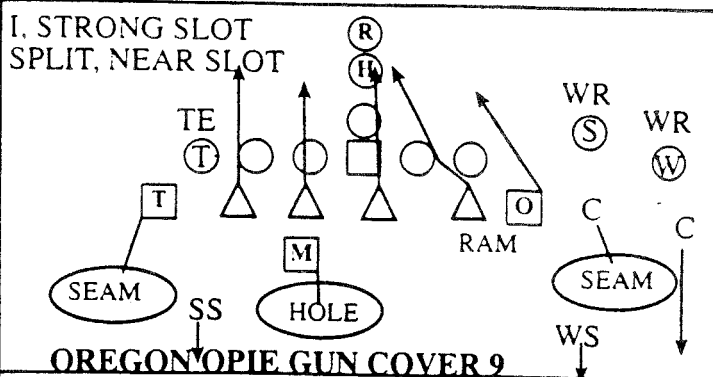
- 3 -

I. STRONG
SLOT, NEAR



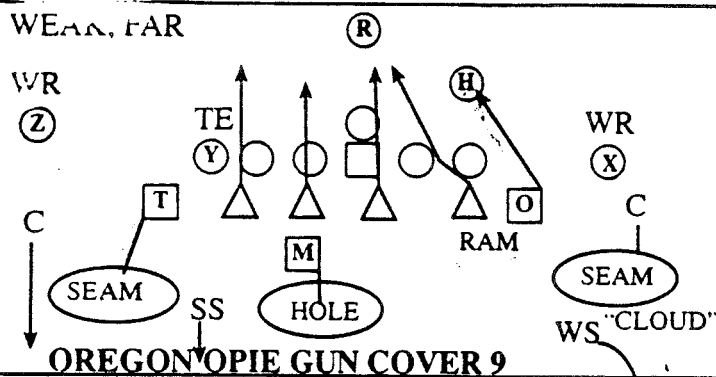
LIGHTNING OPIE COVER 9

I. STRONG SLOT
SPLIT, NEAR SLOT



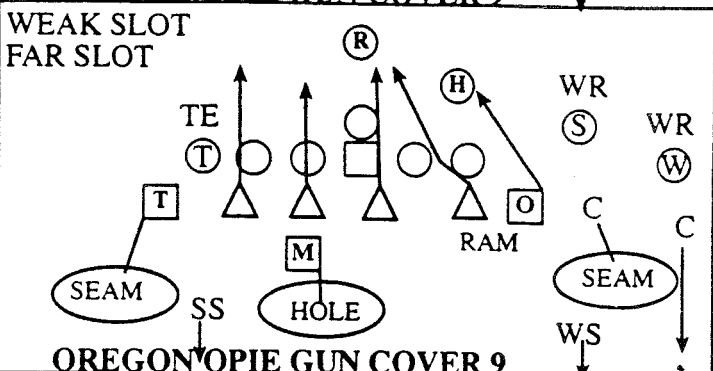
OREGON OPIE GUN COVER 9

WEAK, FAR



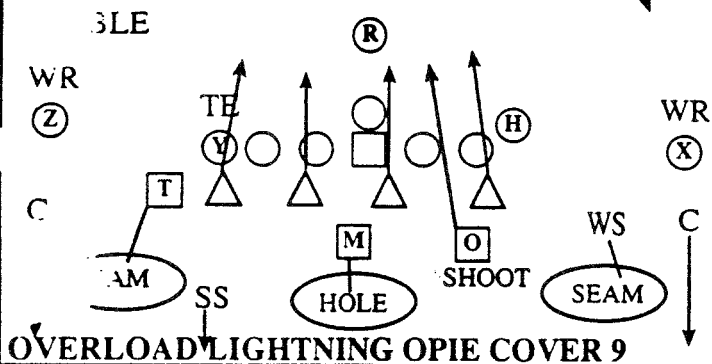
OREGON OPIE GUN COVER 9

WEAK SLOT
FAR SLOT



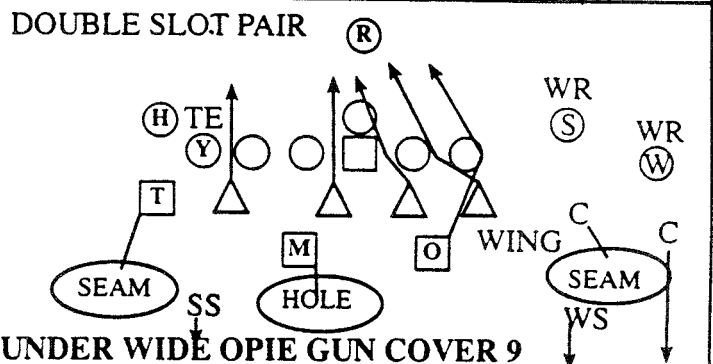
OREGON OPIE GUN COVER 9

BLE



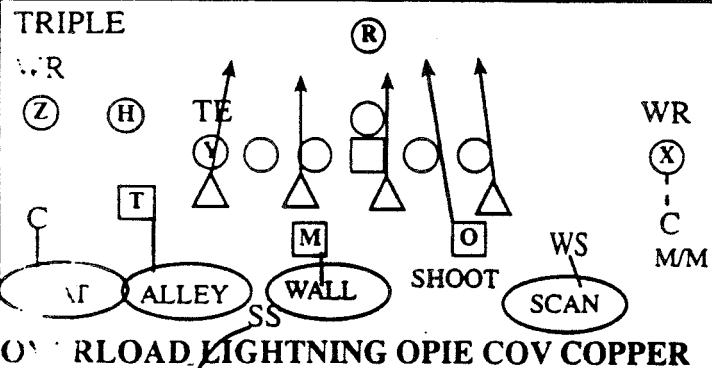
OVERLOAD LIGHTNING OPIE COVER 9

DOUBLE SLOT PAIR



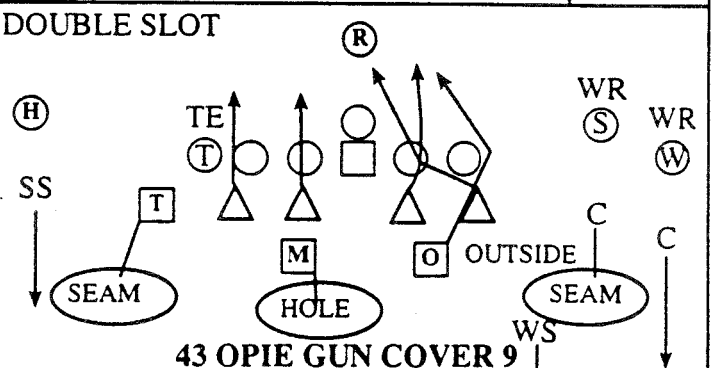
UNDER WIDE OPIE GUN COVER 9

TRIPLE



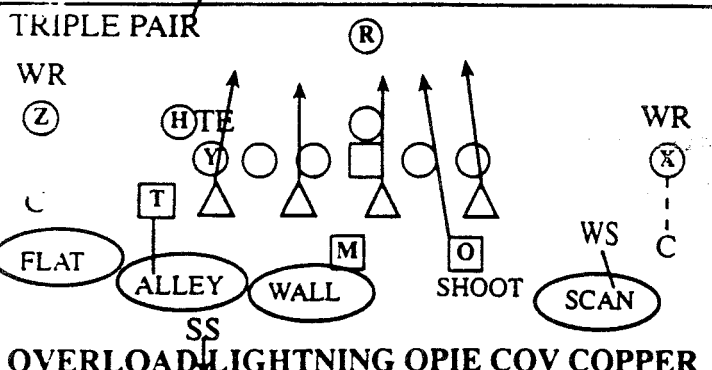
OVERLOAD LIGHTNING OPIE COV COPPER

DOUBLE SLOT



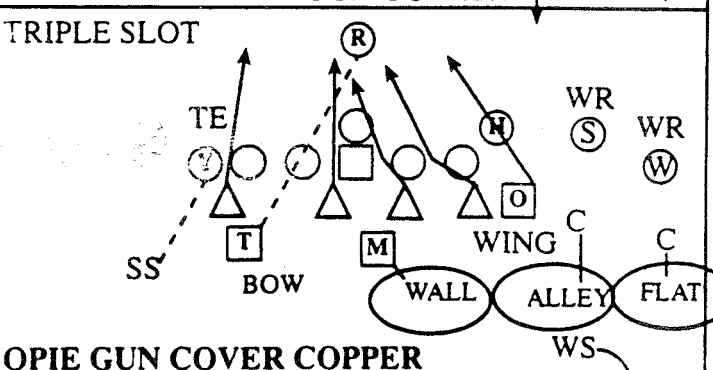
43 OPIE GUN COVER 9

TRIPLE PAIR



OVERLOAD LIGHTNING OPIE COV COPPER

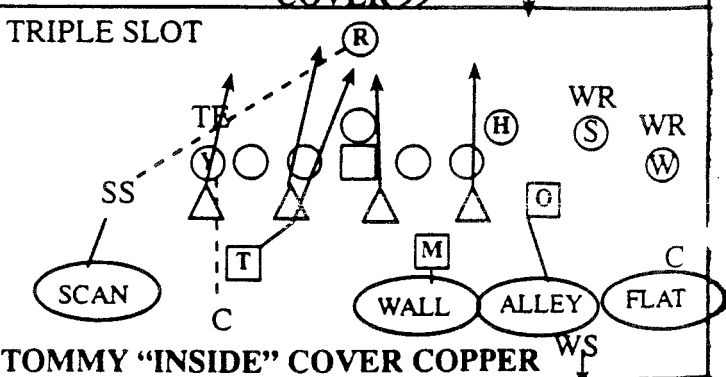
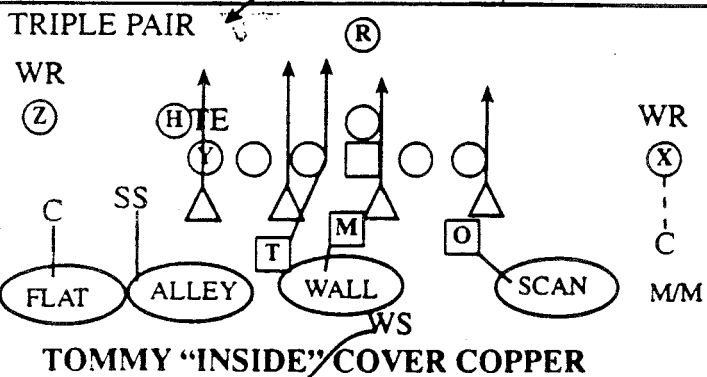
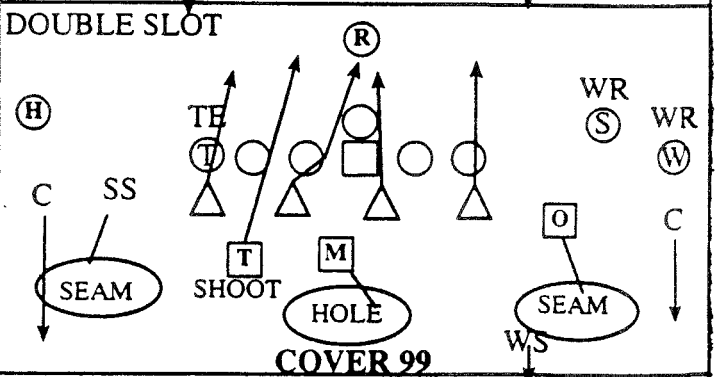
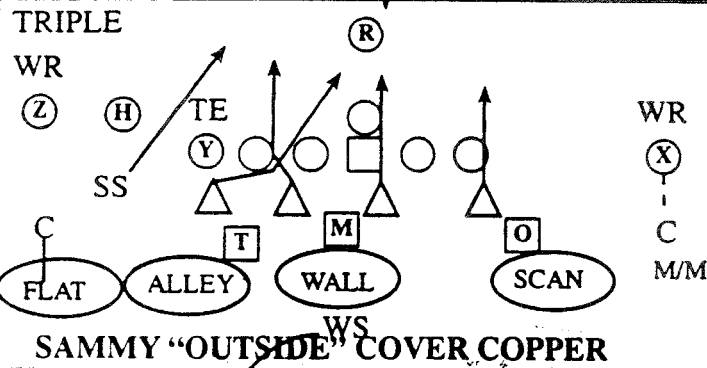
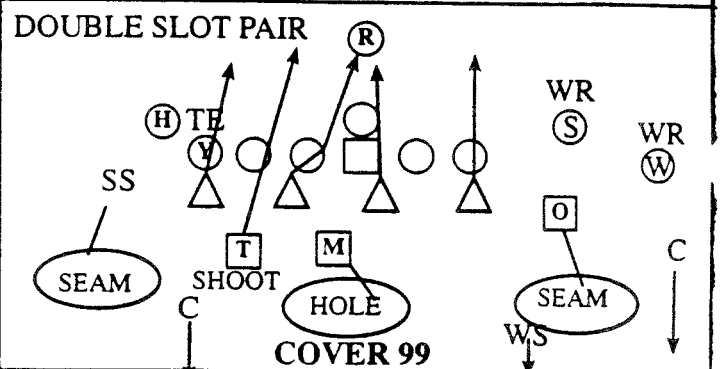
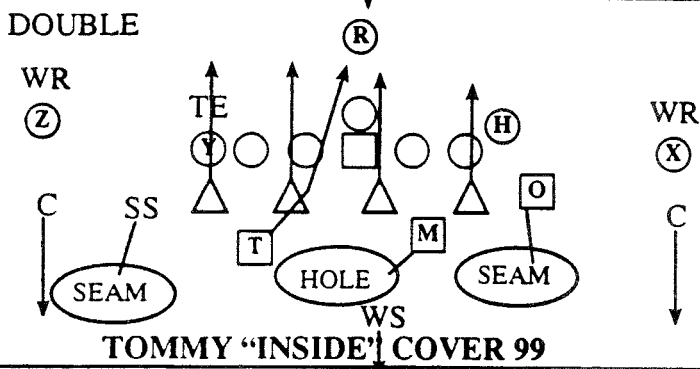
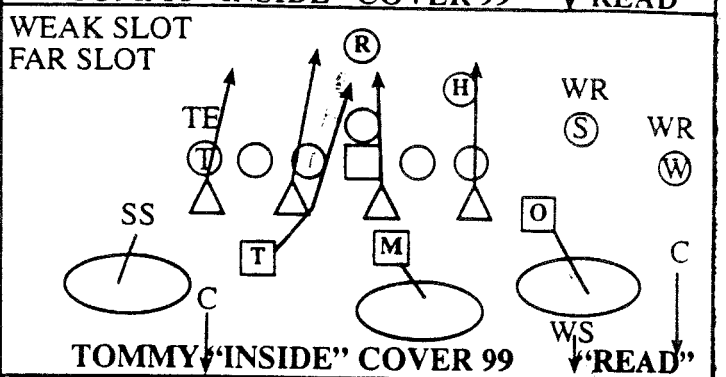
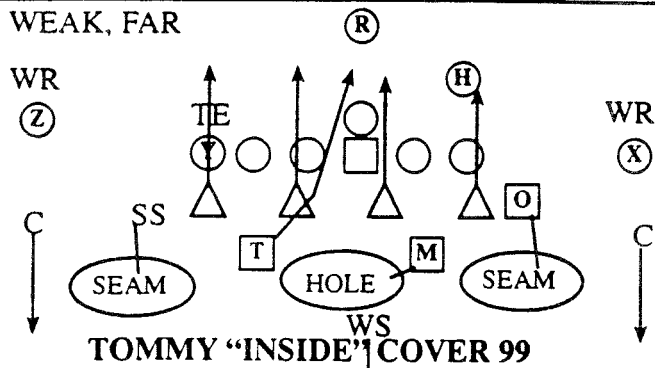
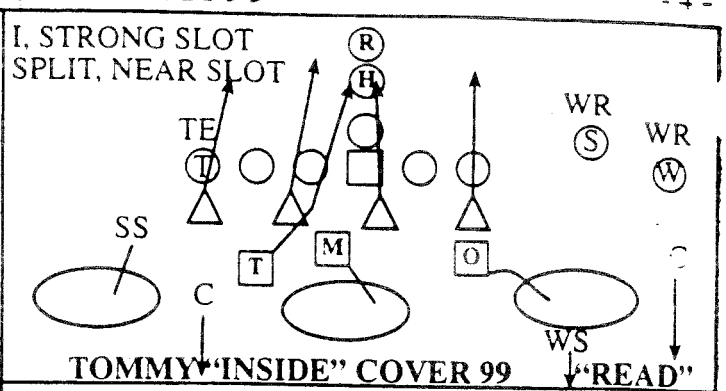
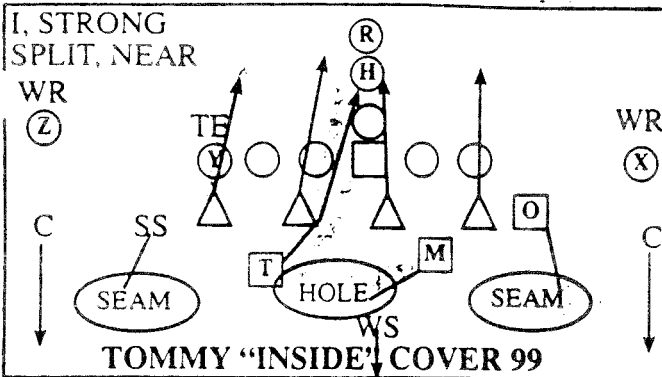
TRIPLE SLOT

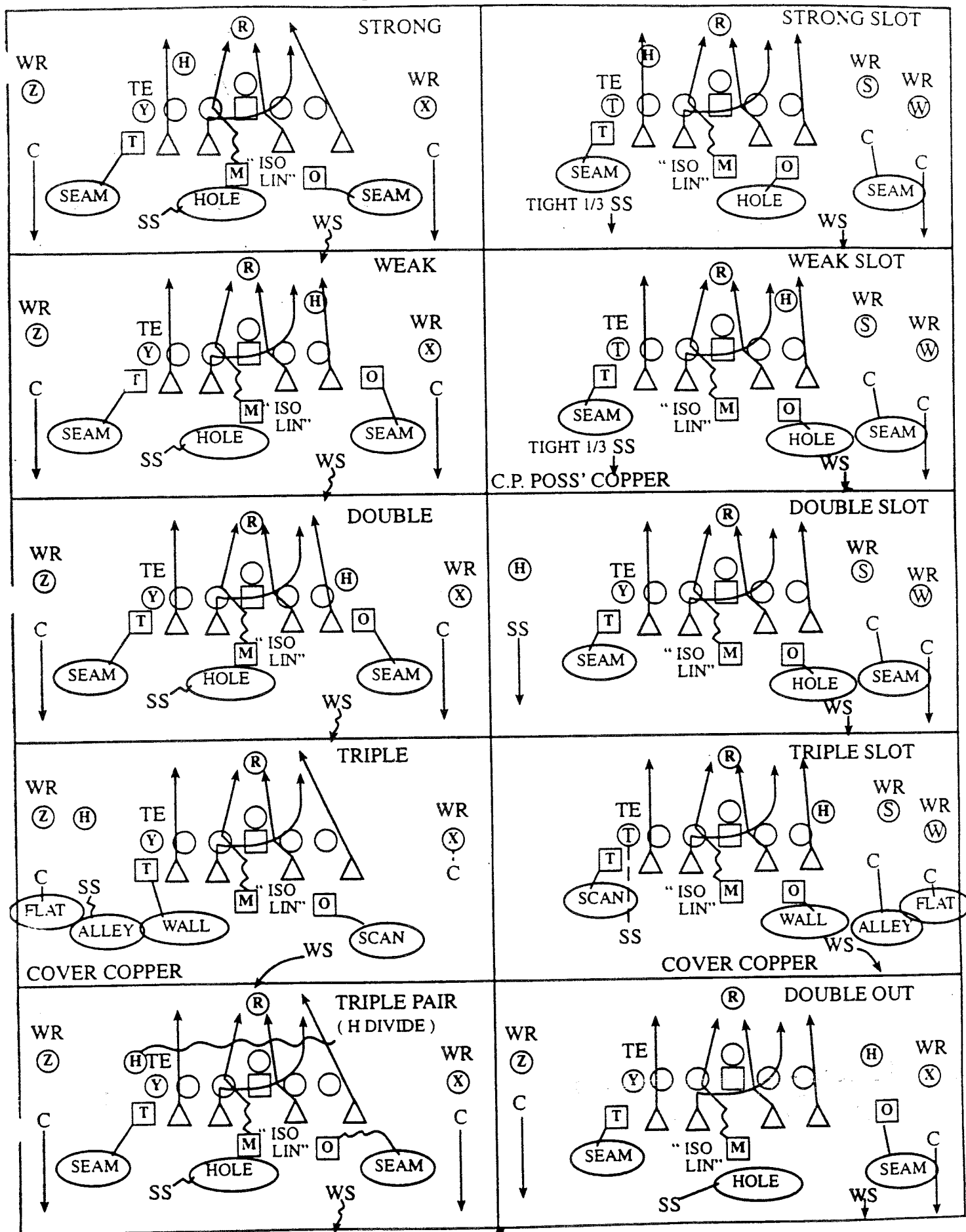


OPIE GUN COVER COPPER

OVER TOMMY COVER 99

- 4 -

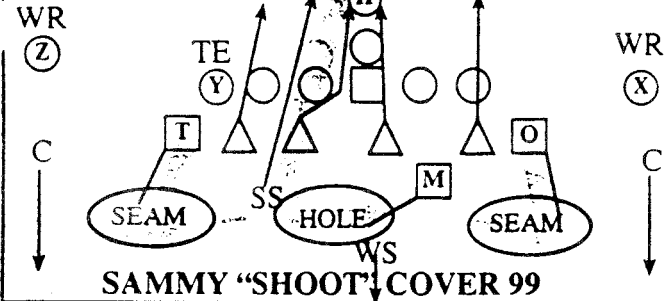




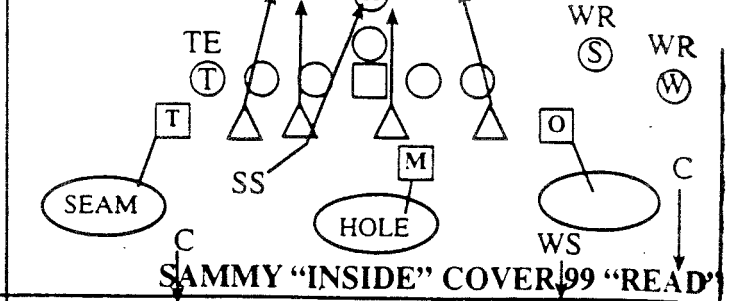
OREGON THUNDER SAMMY COVER 99

-6-

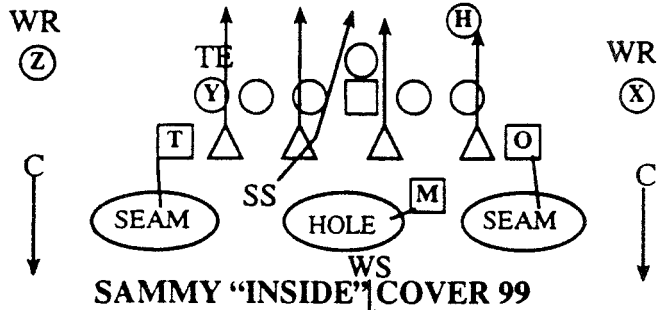
I, STRONG
SPLIT, NEAR



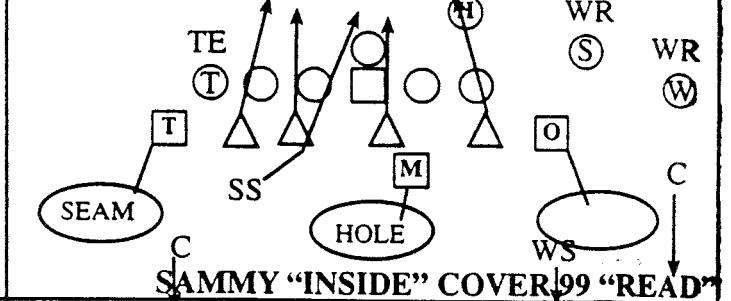
I, STRONG SLOT
SPLIT, NEAR SLOT



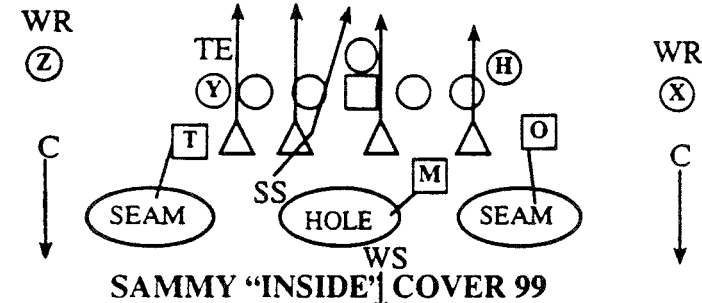
WEAK, FAR



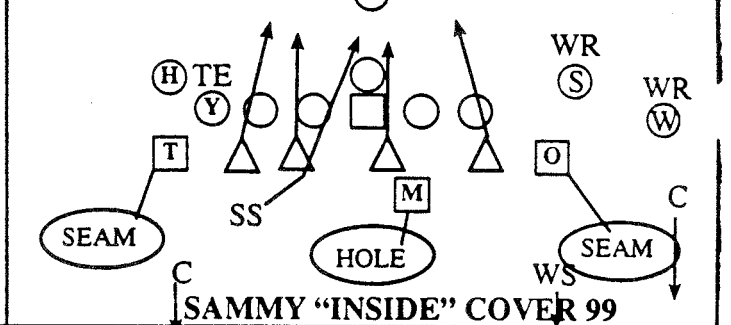
WEAK SLOT
FAR SLOT



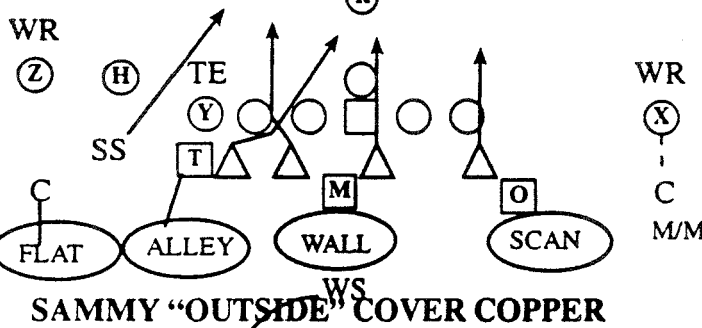
DOUBLE



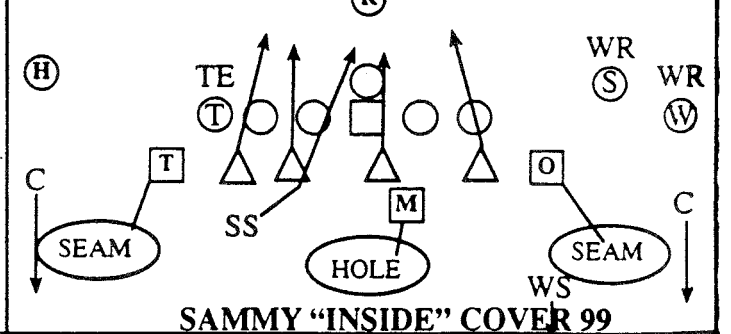
DOUBLE SLOT PAIR



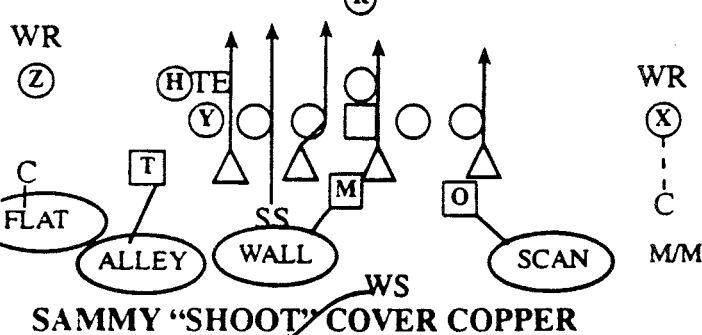
TRIPLE



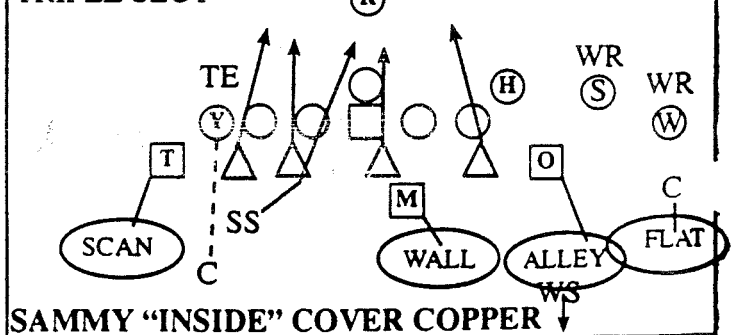
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TRIPLE PAIR



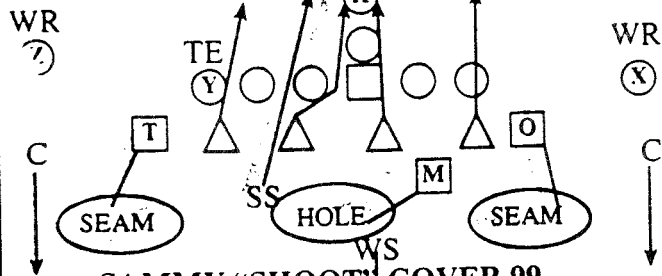
TRIPLE SLOT



OVER THUNDER SAMMY COVER 99

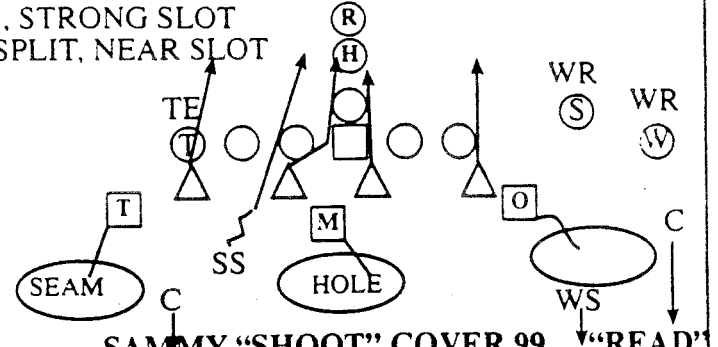
- 7 -

I. STRONG
SPLIT, NEAR



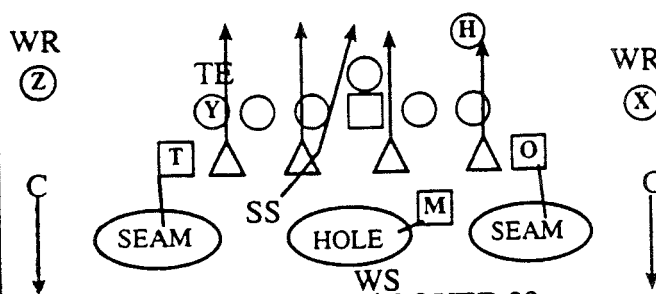
SAMMY "SHOOT" COVER 99

I. STRONG SLOT
SPLIT, NEAR SLOT



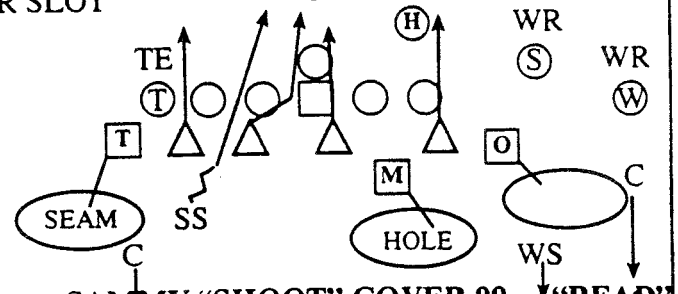
SAMMY "SHOOT" COVER 99 "READ"

WEAK, FAR



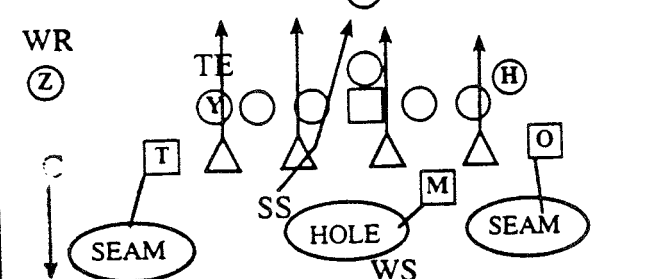
SAMMY "INSIDE" COVER 99

WEAK SLOT
FAR SLOT



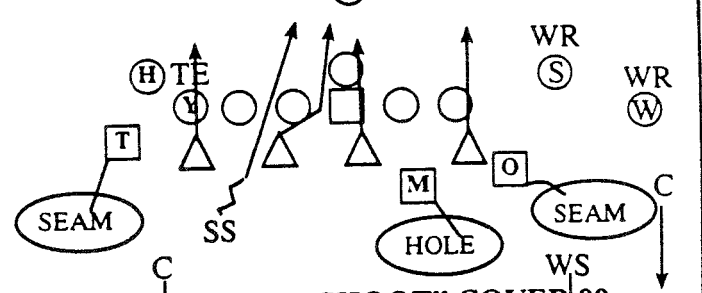
SAMMY "SHOOT" COVER 99 "READ"

DOUBLE



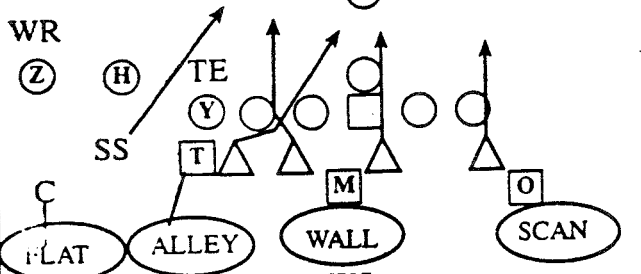
SAMMY "INSIDE" COVER 99

DOUBLE SLOT PAIR



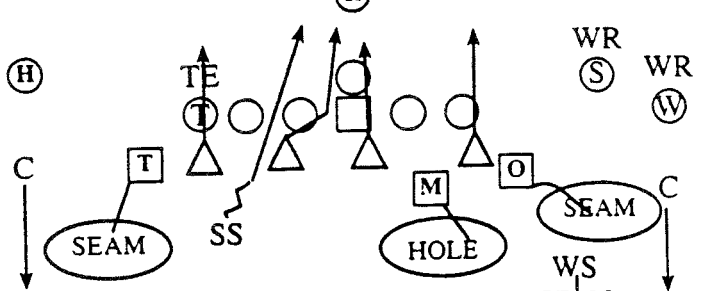
SAMMY "SHOOT" COVER 99

TRIPLE



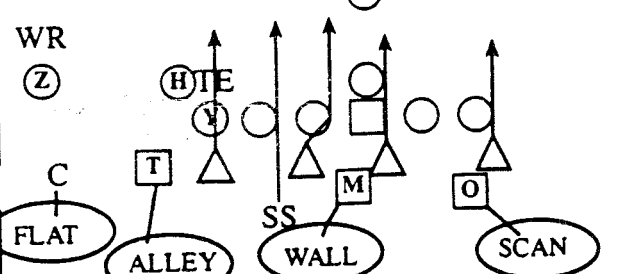
SAMMY "OUTSIDE" COVER COPPER

DOUBLE SLOT



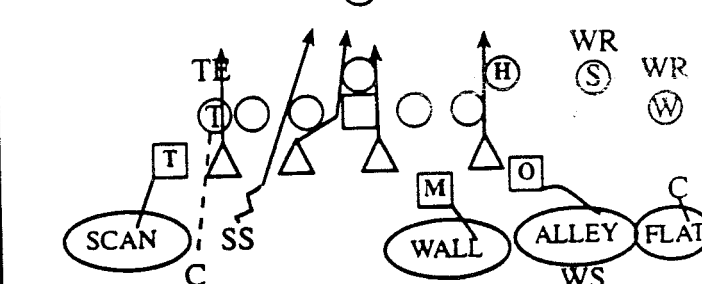
SAMMY "SHOOT" COVER 99

TRIPLE PAIR



SAMMY "OUTSIDE" COVER COPPER

TRIPLE SLOT

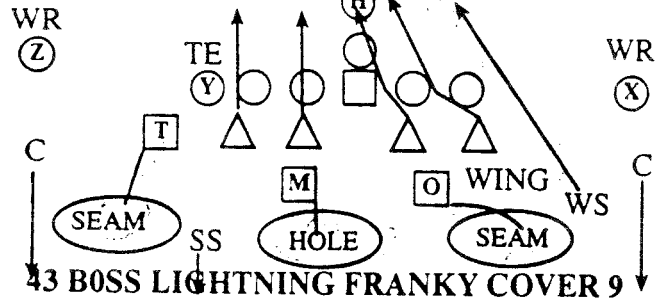


SAMMY "SHOOT" COVER COPPER

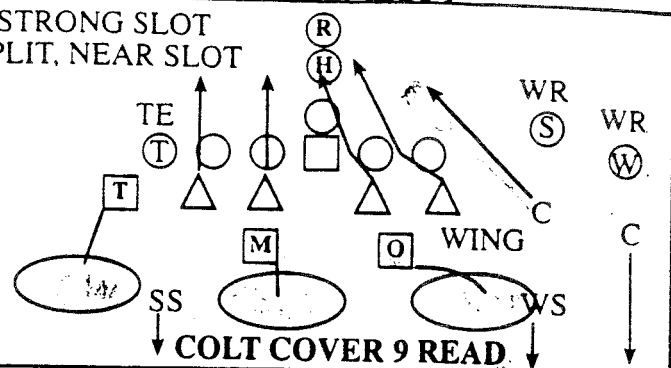
LIGHTNING FRANKY AUTOMATIC COVER 9

- 8 -

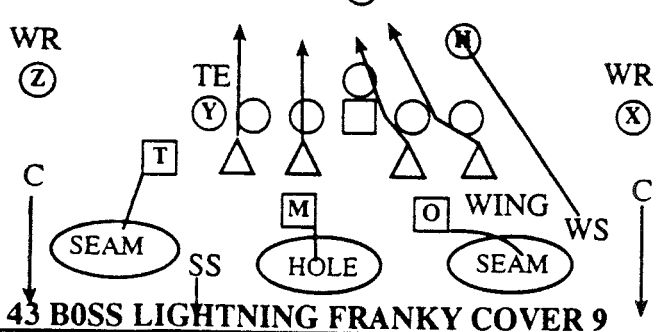
I, STRONG
SPLIT, NEAR



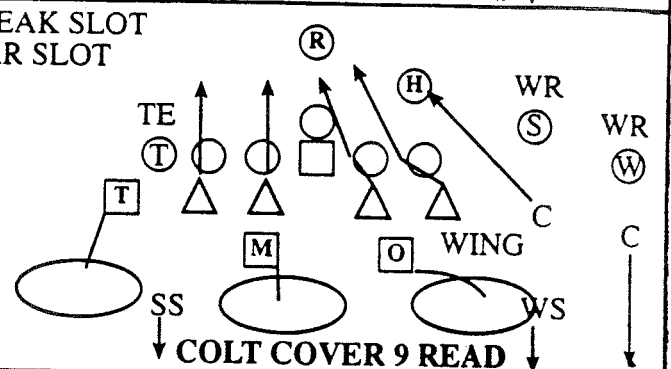
I, STRONG SLOT
SPLIT, NEAR SLOT



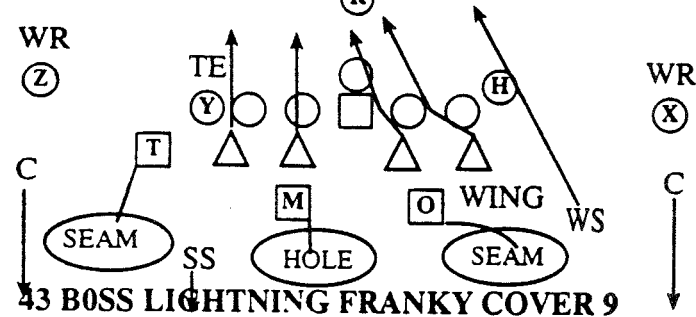
WEAK, FAR



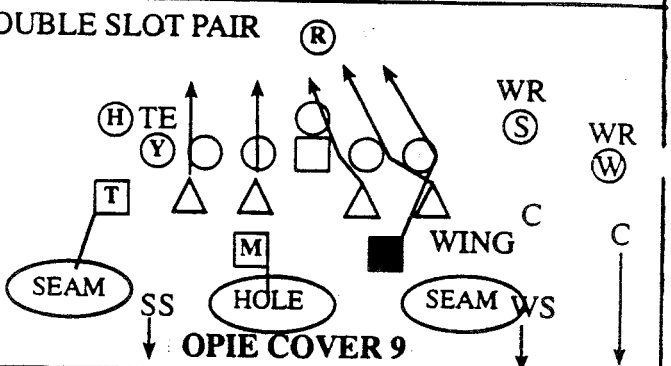
WEAK SLOT
FAR SLOT



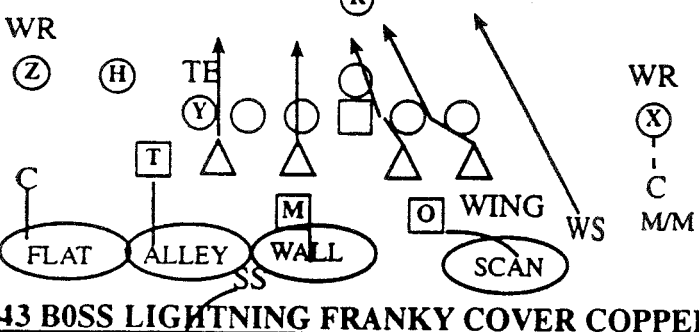
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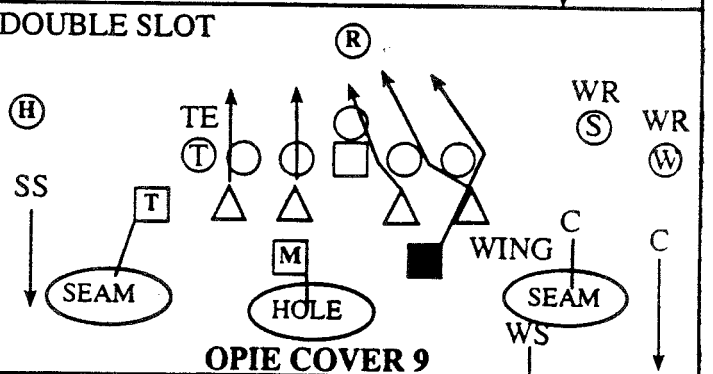
DOUBLE SLOT PAIR



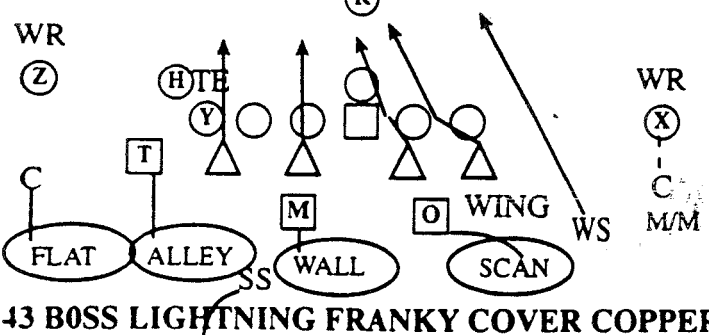
TRIPLE



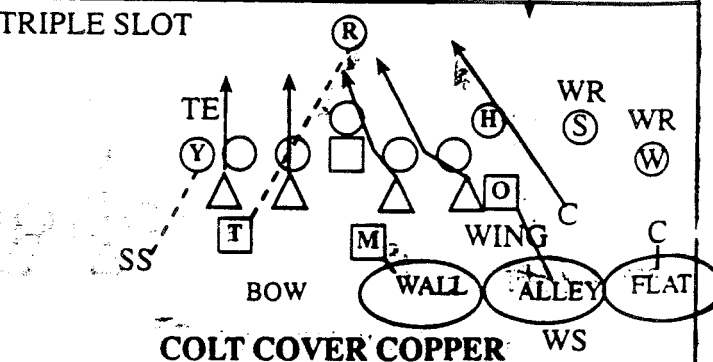
DOUBLE SLOT



TRIPLE PAIR

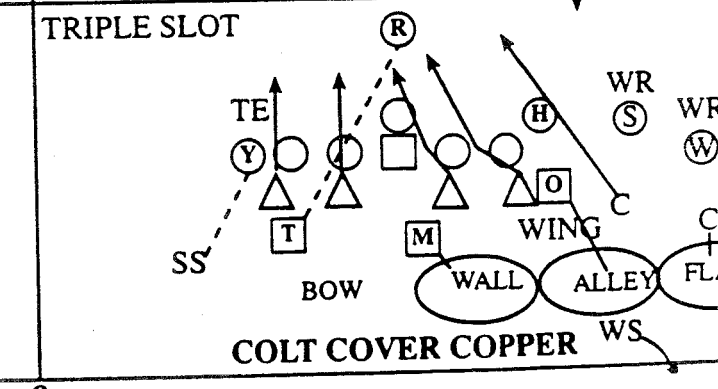
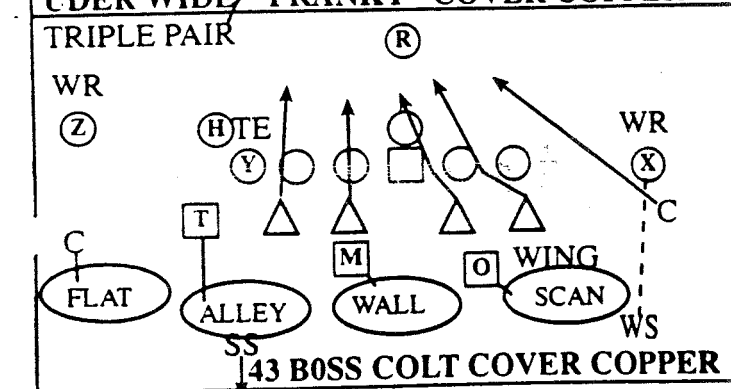
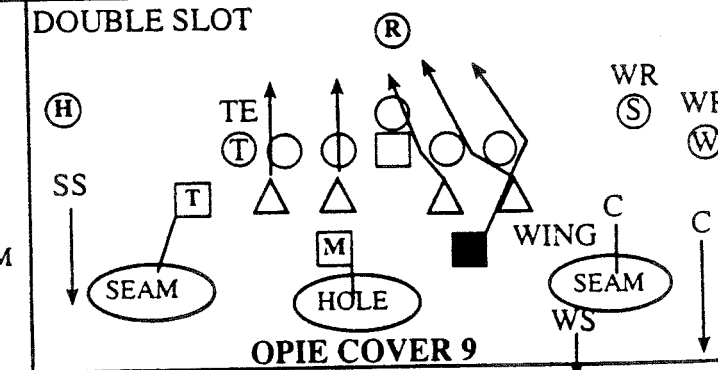
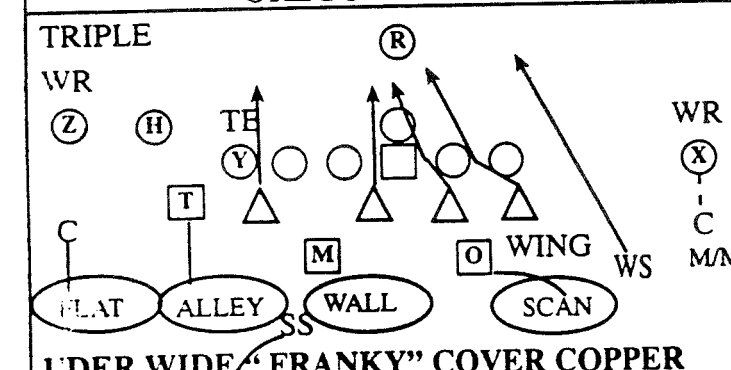
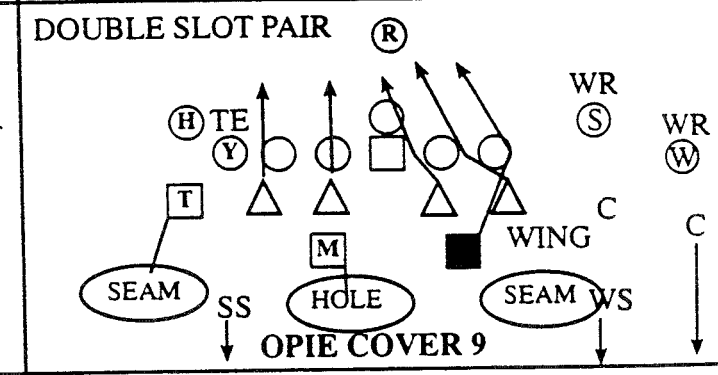
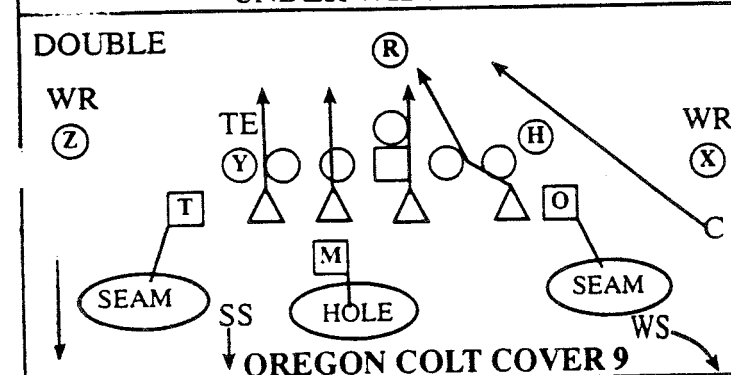
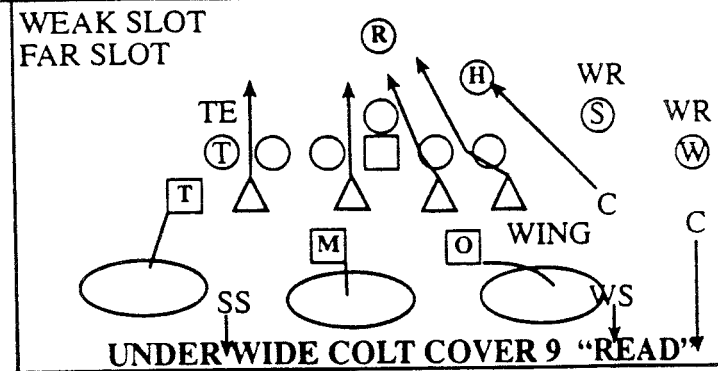
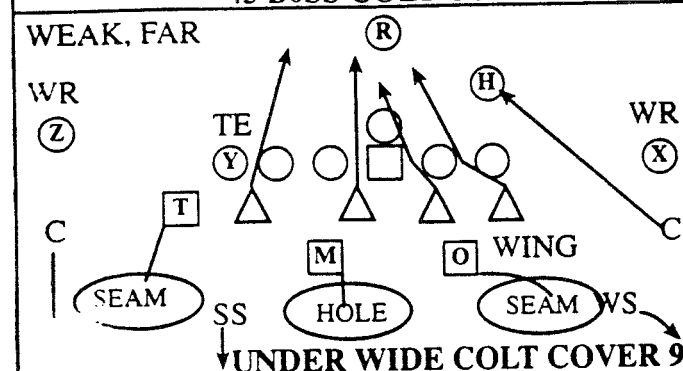
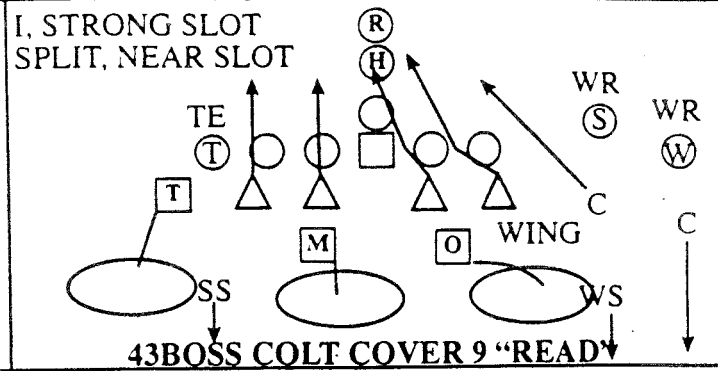
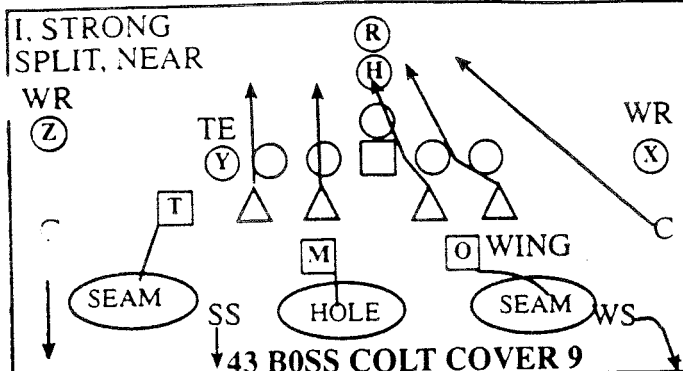


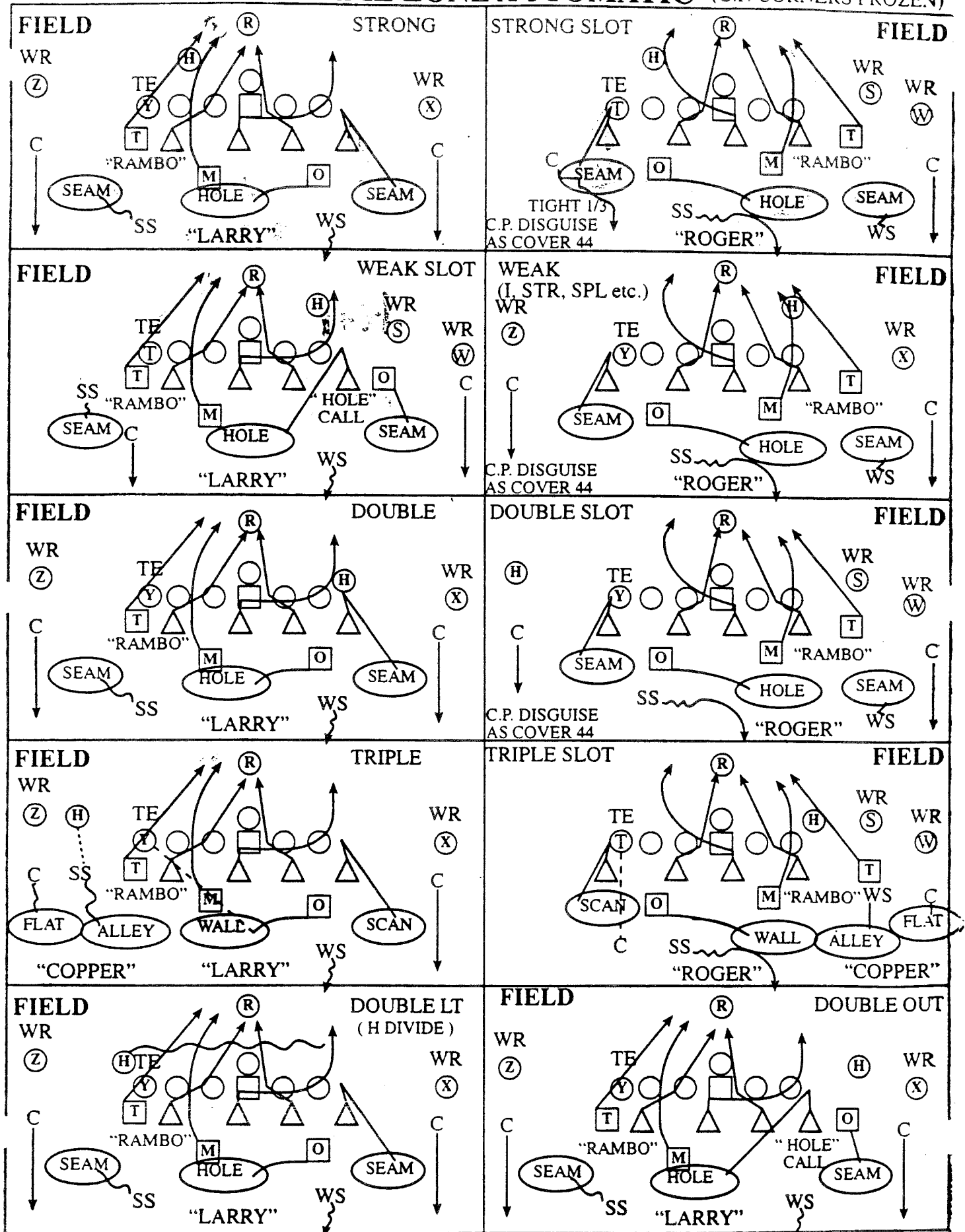
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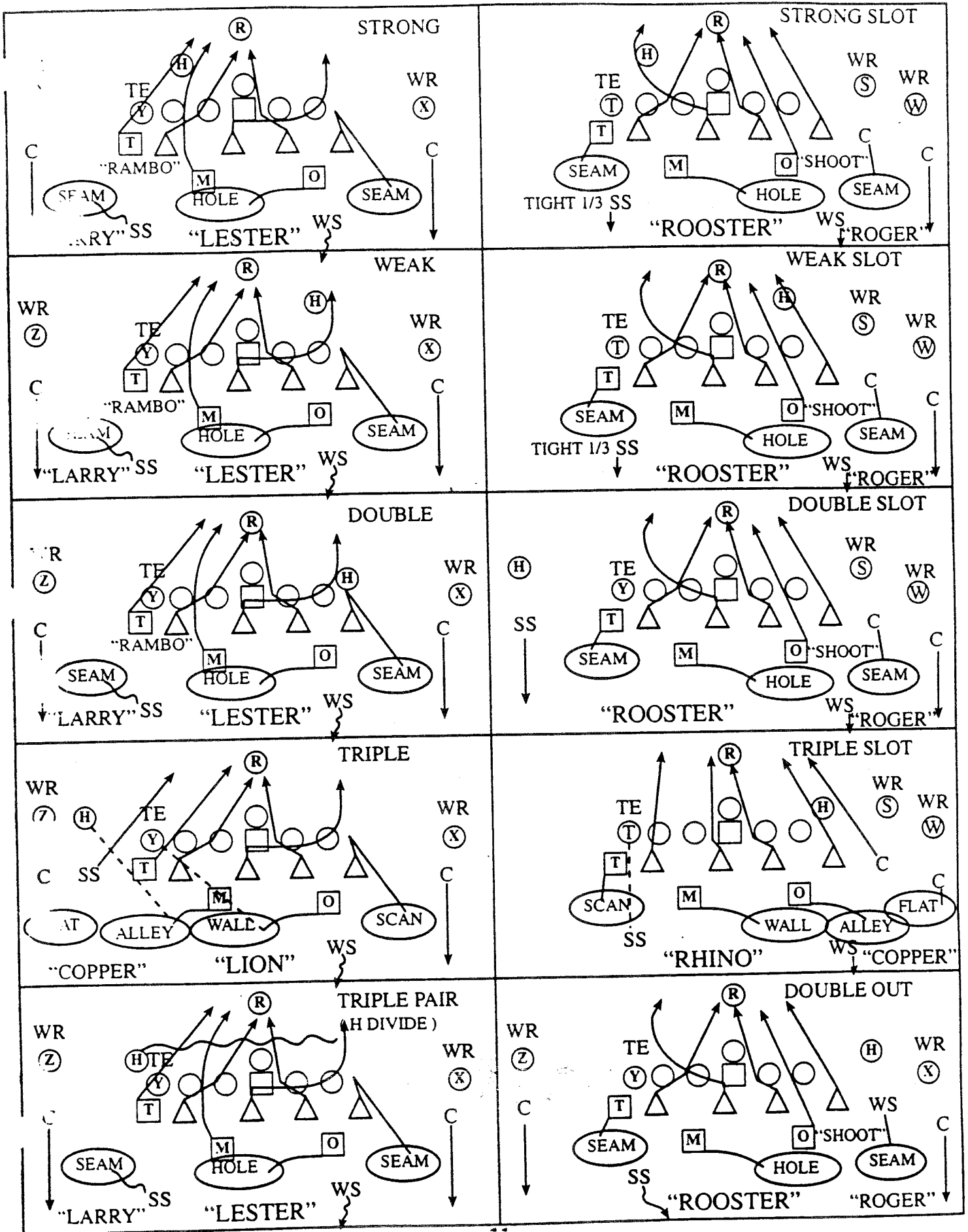


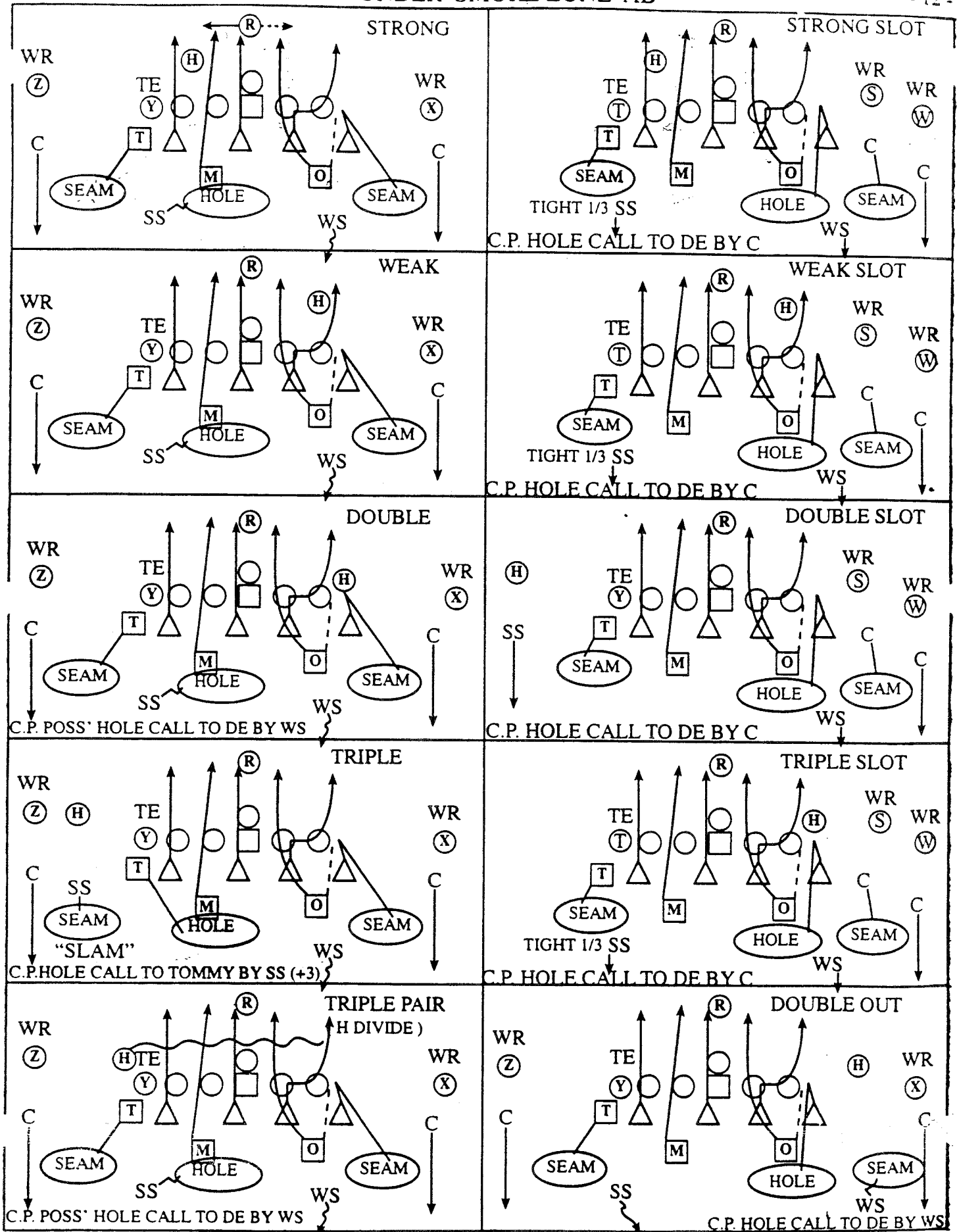
COLT AUTOMATIC COVER 9

- 9 -



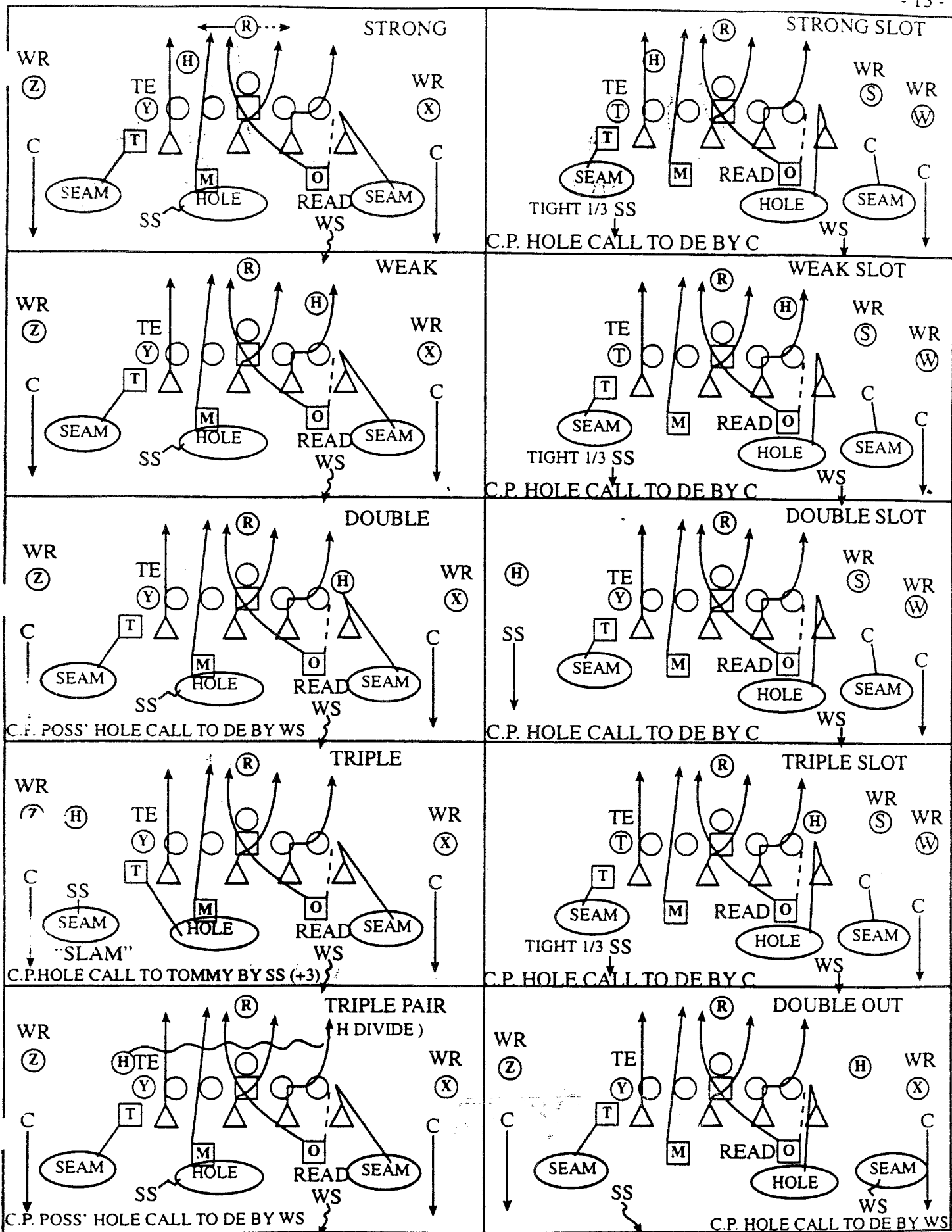






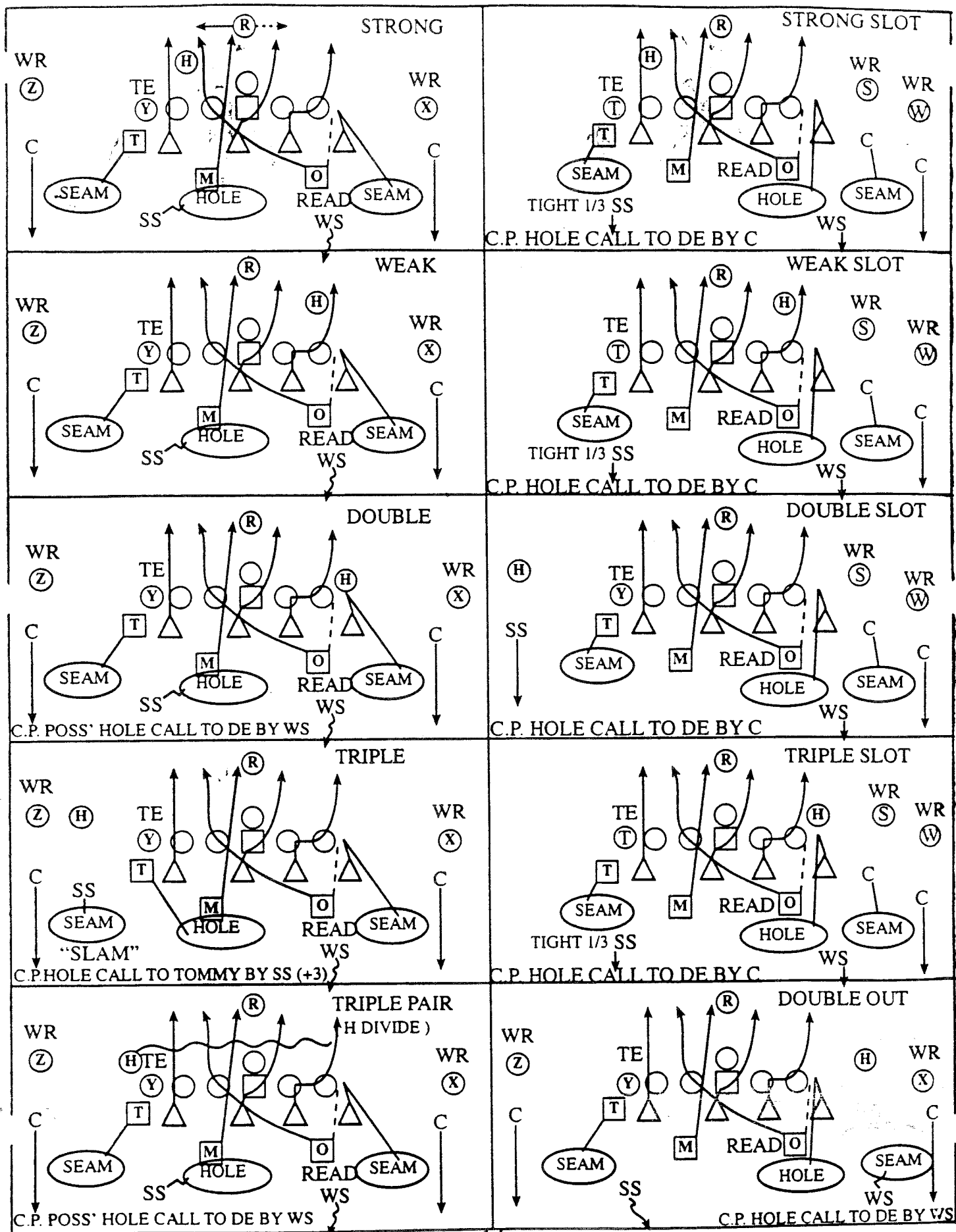
UNDER SMOKE ZONE CROSS

- 13 -



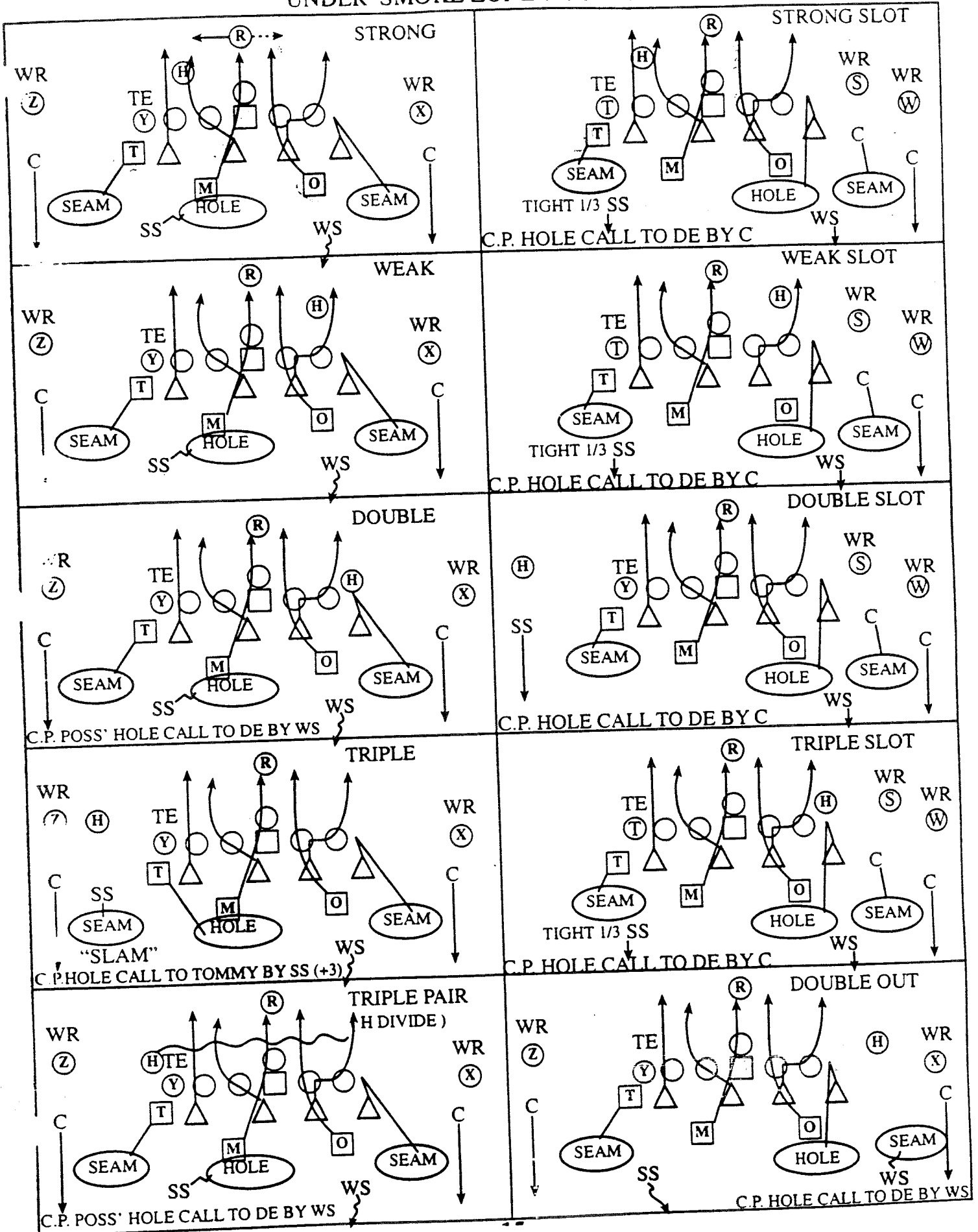
UNDER SMOKE ZONE DOUBLE CROSS

- 14 -



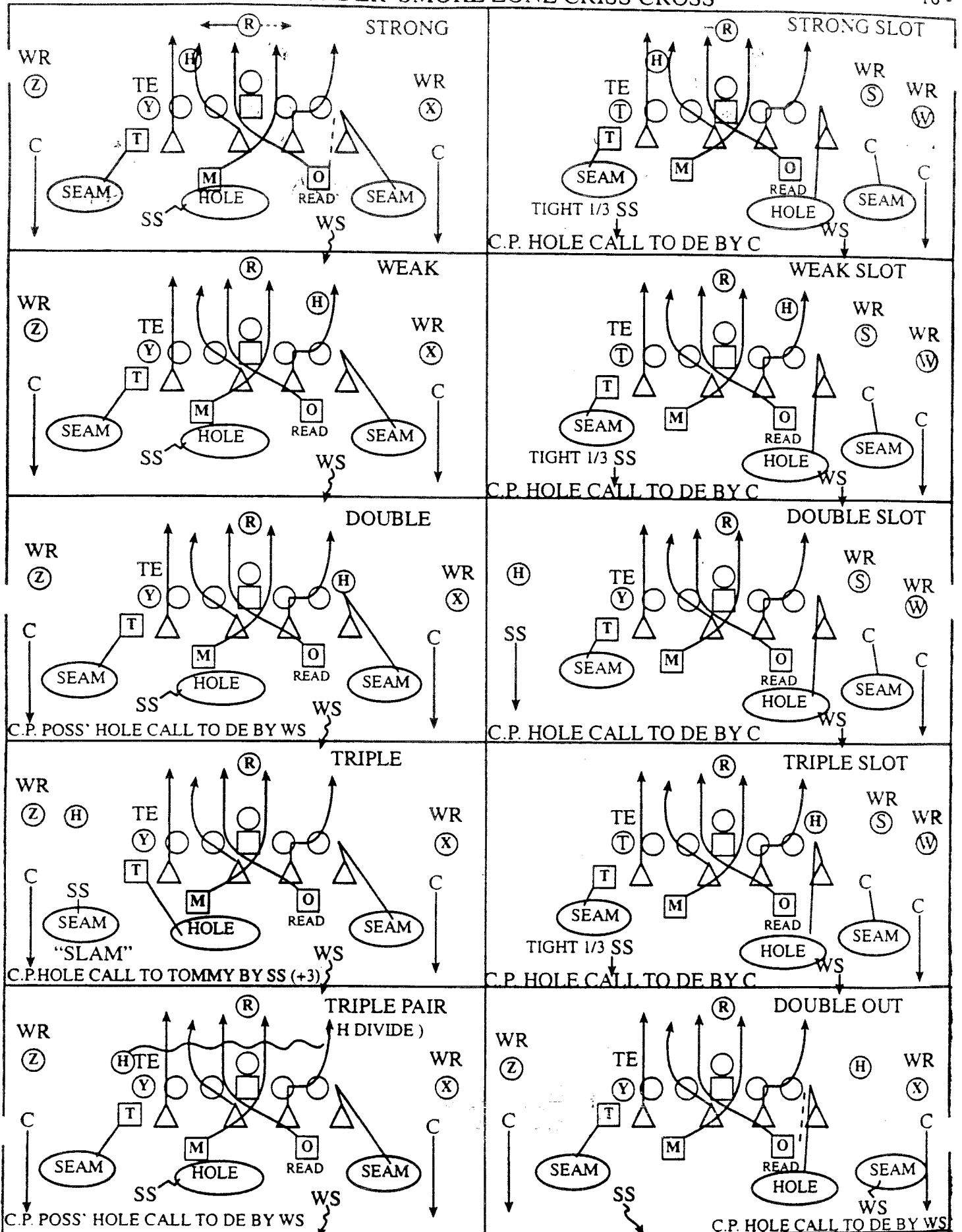
UNDER SMOKE ZONE DOUBLE A

- 15 -

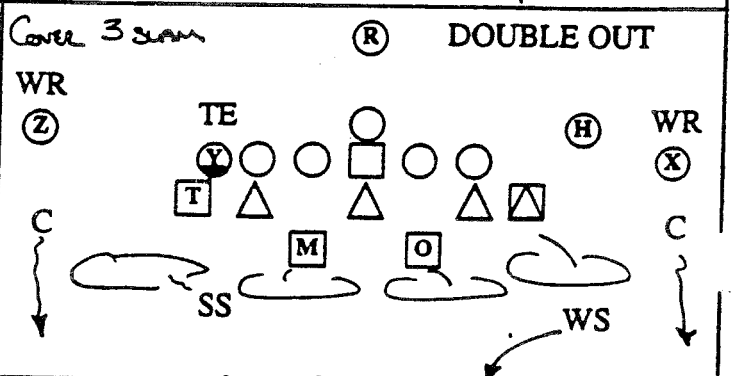
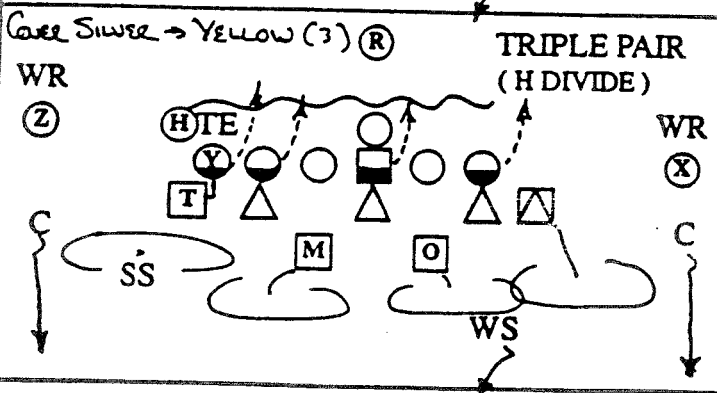
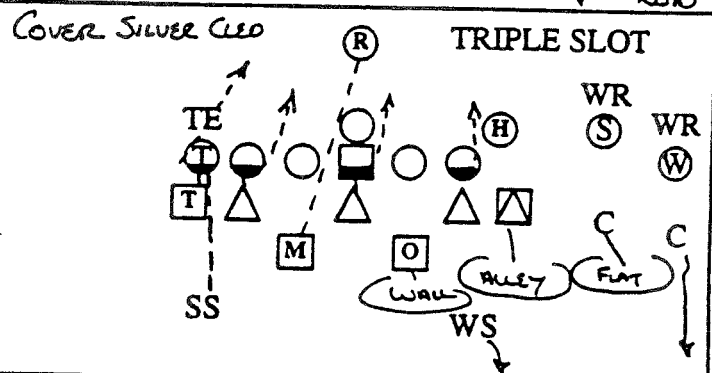
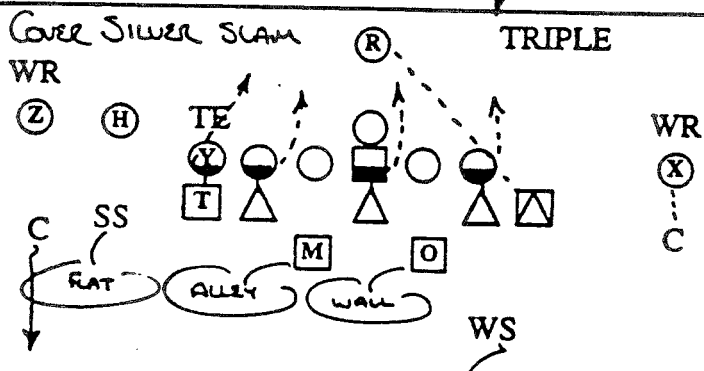
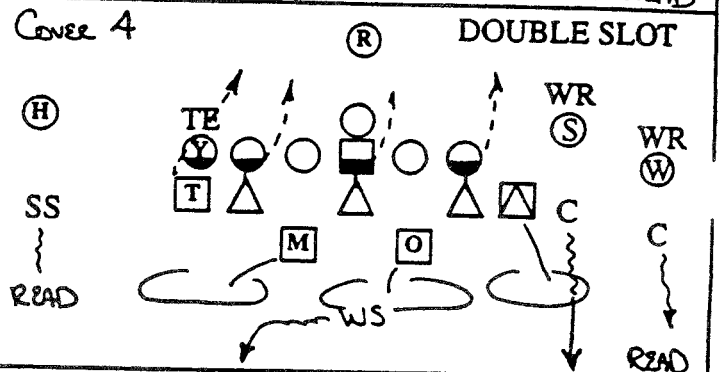
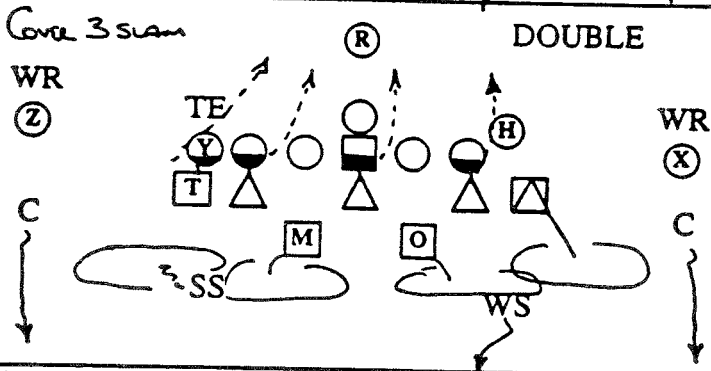
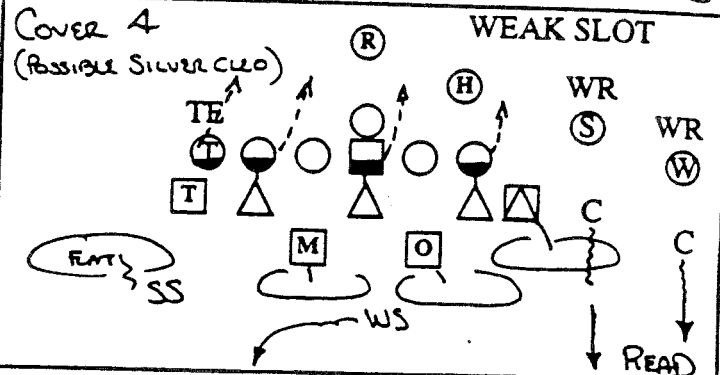
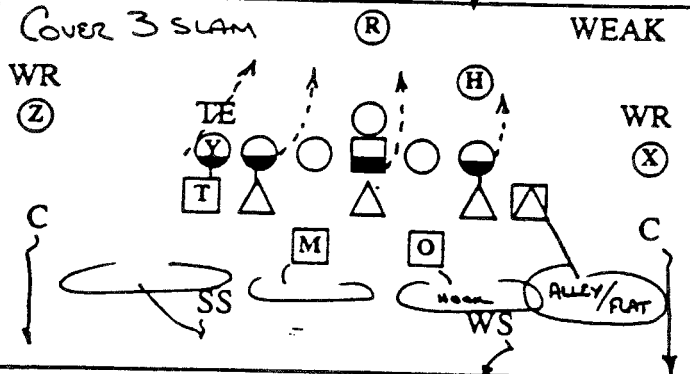
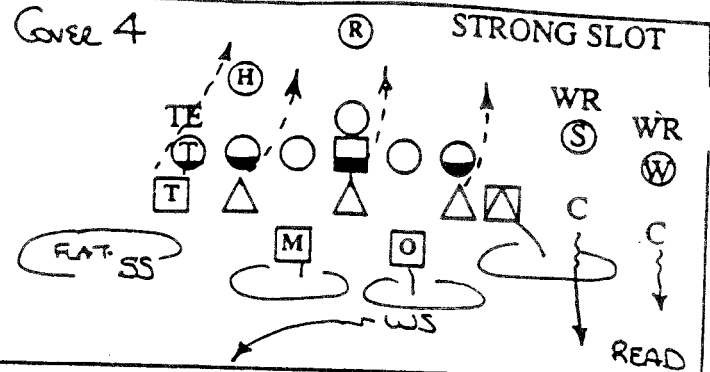
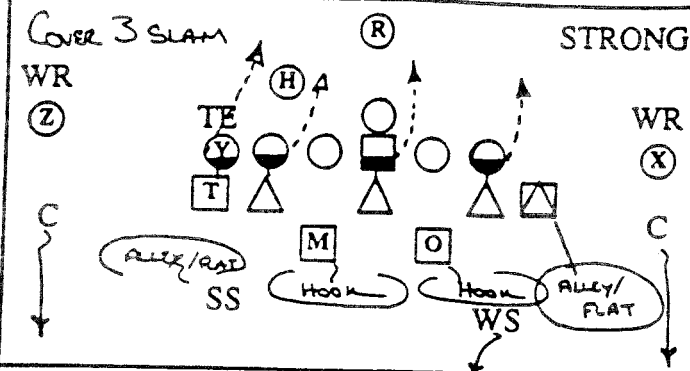


UNDER SMOKE ZONE CRISS CROSS

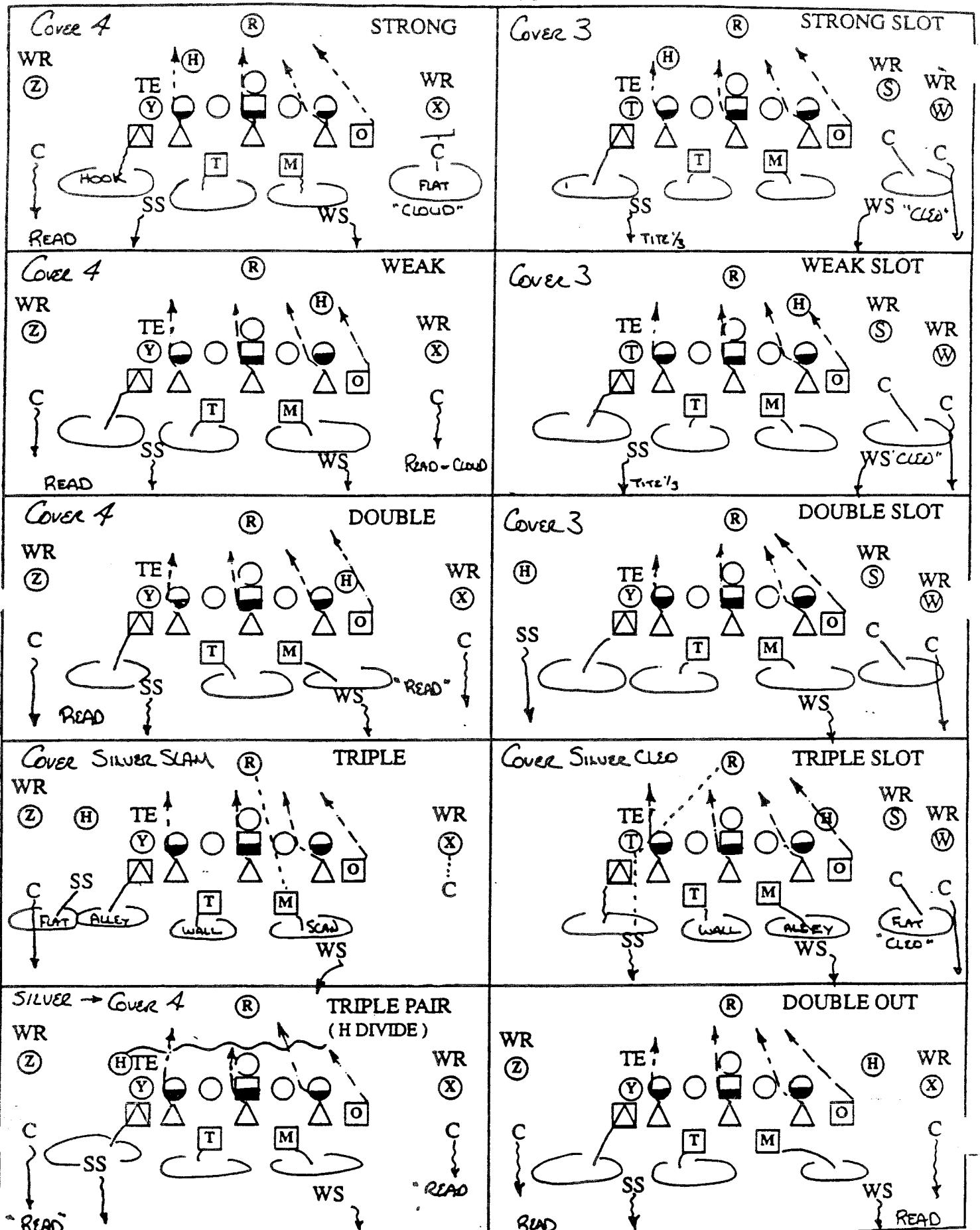
- 16 -



OHIO TOUGH Cover 3/4 TOBY



TOLEDO TOUGH COVER 4/3 OLLIE



DOGGING SYSTEM

L INTRODUCTION:

A. PURPOSE OF DOGS & BLITZES:

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

II. EXPLANATION OF DOGGING SYSTEM:

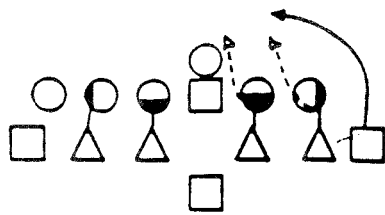
- A. GUN MEANS THE RUSH OF A FIFTH DEFENDER; EITHER A LINEBACKER OR A DEFENSIVE BACK.
- B. DOG MEANS THE RUSH OF A LINEBACKER OR A COMBINATION OF LINEBACKERS FROM ANY POSITION, REGARDLESS OF THEIR LOCATION ON OR OFF THE L.O.S.
- C. **BLITZ** REFERS TO A COMBINATION OF LINEBACKERS AND A DEFENSIVE BACK RUSHING AT THE SAME TIME.
- D. THE DOGS AND BLITZES ARE BASED ON THE FRONT -- LOCATION OF TE AND BACKS -- AND DOES NOT CHANGE VS. SLOT, ETC. . . WE BASE ALL ASSIGNMENTS ON THE CORE OF THE FORMATION.

NOTE: ALL DOGS ARE CORE DOGS.

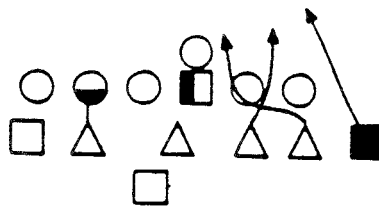
III. CLASSIFICATION OF DOGS:

- A. "OPIE GUN" - "OPIE" IS THE OPEN SIDE LBER; NO OPEN SIDE - WEAKSIDE LBER. THE COVERAGE IS COVER 10 (SAF ADJUSTS TO 1 BACK FORMATIONS.)
 - 1. OPIE ON LOS - "OPIE GUN," NO OTHER CALL. OPIE IS THE CONTAIN RUSHER AND DEFENSIVE LINE EXECUTES THE FRONT CALLED.
 - 2. OPIE ON LOS - "OPIE GUN OUTSIDE." OPIE RUSHES THROUGH "C" GAP. THE DEFENSIVE LINE TO THE CALL SIDE EXECUTES A REX OR A LEX STUNT.
 - 3. OPIE OFF L.O.S. AND INSIDE - OPIE AND DEFENSIVE LINE TO THE CALL SIDE WILL EXECUTE THE CALL MADE.

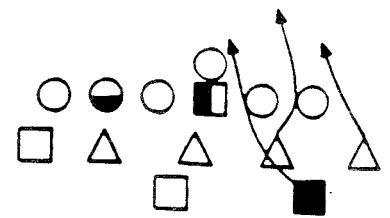
DOGGING SYSTEM



43 "OPIE GUN"
STRAIGHT



UNDER REDUCED
OPIE GUN "OUTSIDE"



UNDER OPIE GUN "INSIDE"

4. OPIE GUN COVER 10: "OSCAR CALL"

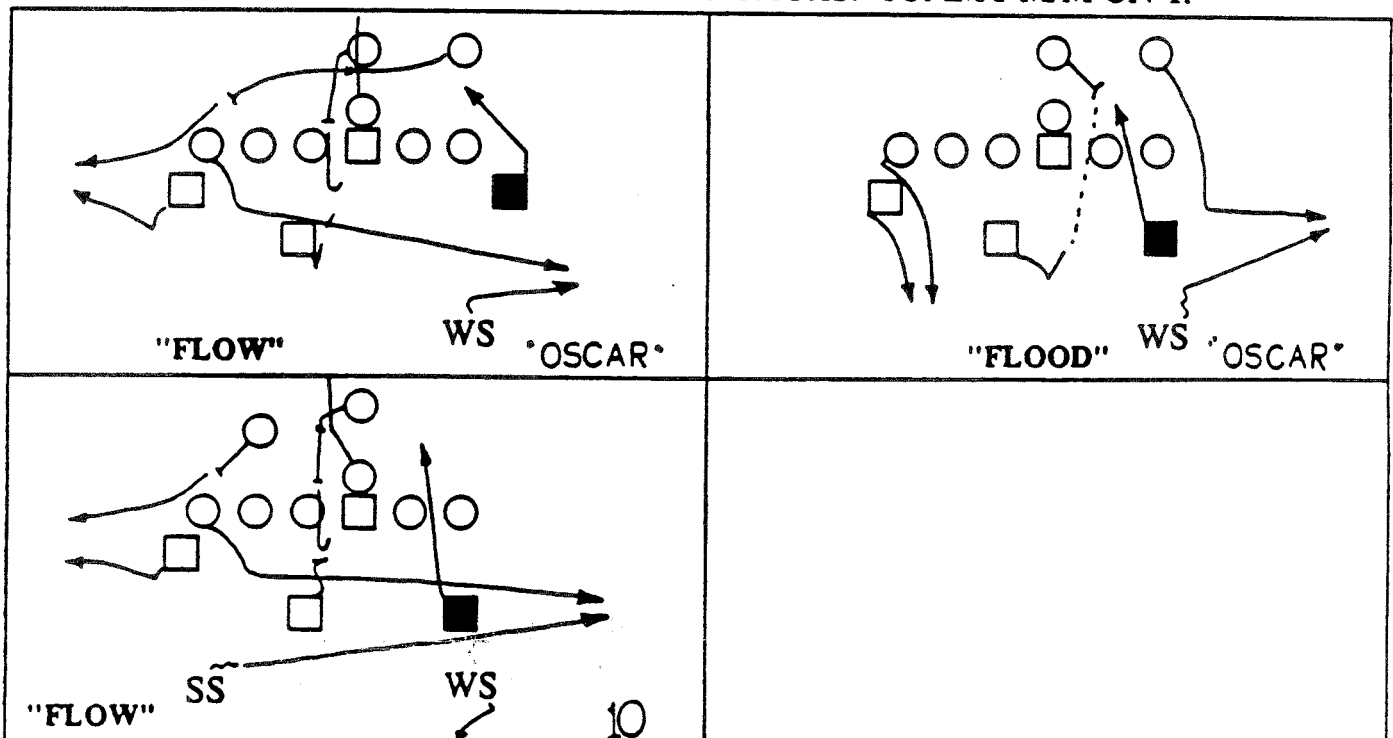
- A) FLOW COVERAGE =
LOOSE M/M ON Y AND TWO BACKS BY TOMMY-MIKE-WS.

TOMMY =
LOOSE M/M ON OUTSIDE RELEASER OF #2 AND #3.
C.P.: Y CROSS - WIDEST BACK M/M.
C.P.: Y SEAM - Y M/M.


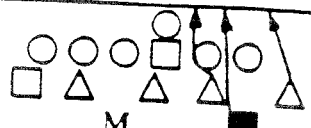

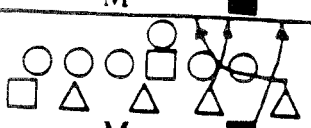


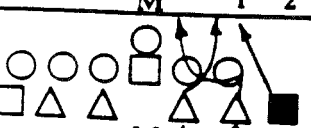
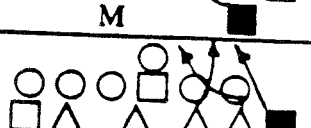

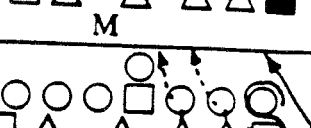
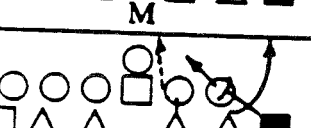
MIKE =
LOOSE M/M ON INSIDE RELEASER OF #2 AND #3.
C.P.: Y CROSS - INSIDE BACK M/M.
C.P.: Y SEAM - WIDEST BACK M/M.





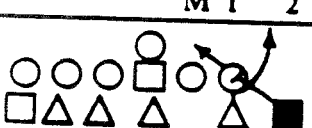
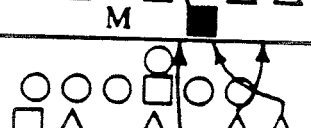
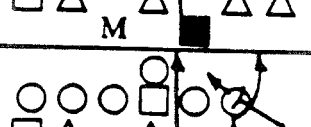

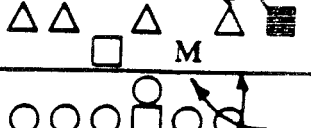
WS = Y CROSS - Y M/M
Y SEAM - INSIDE BACK M/M.

- B) FLOOD COVERAGE =
MIKE & WS M/M ON TWO BACKS. TOMMY M/M ON Y.

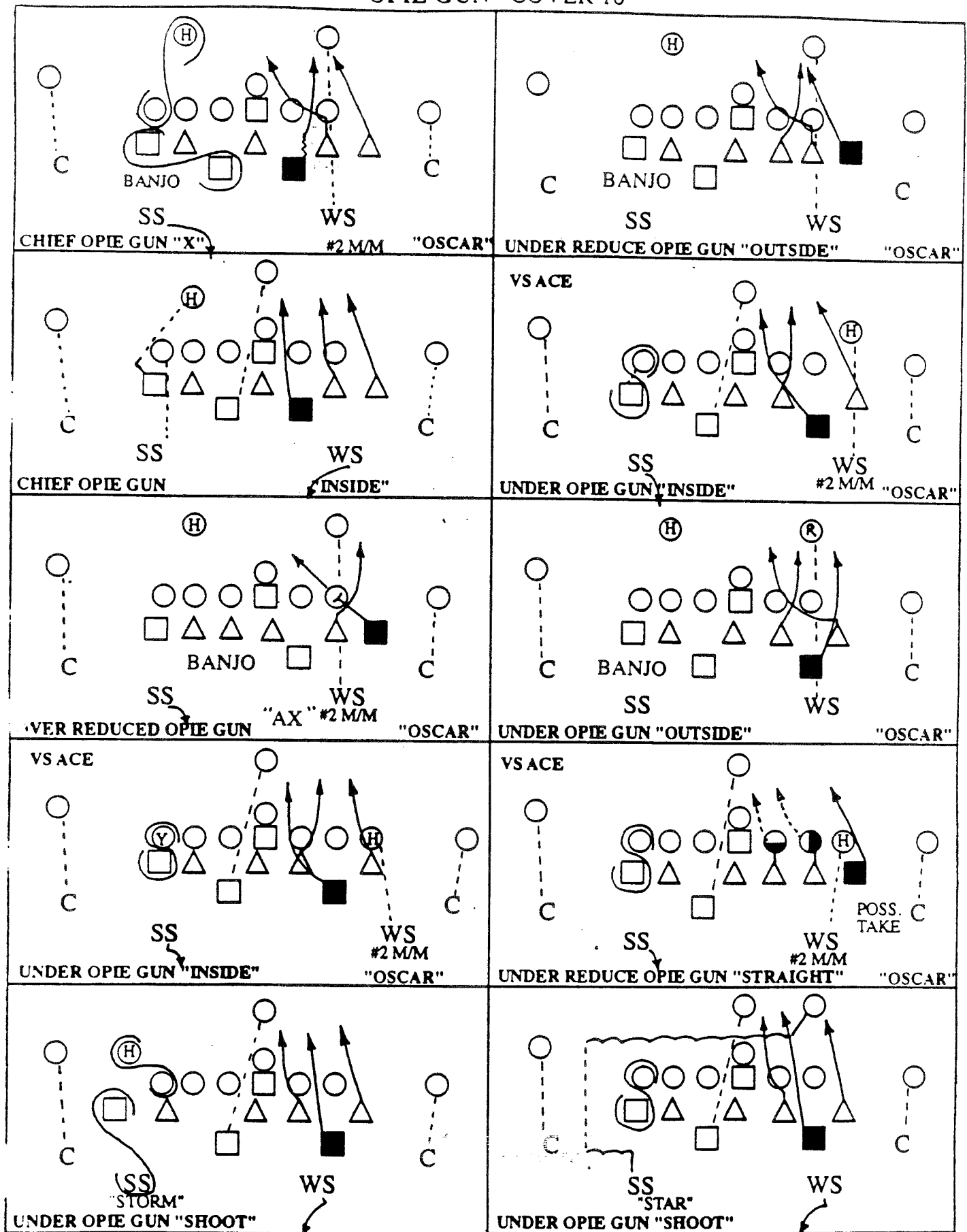


OPIE GUN - COVER 10

43		
		
		
		
		
		

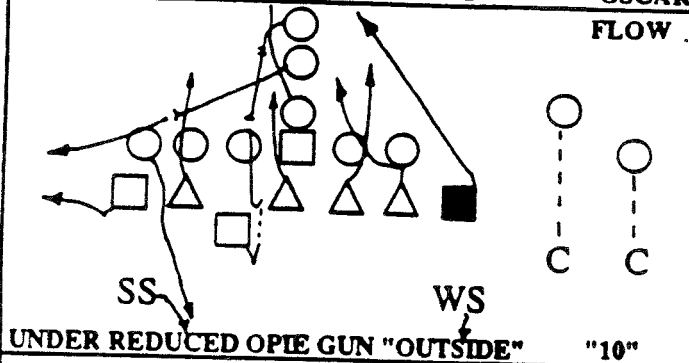
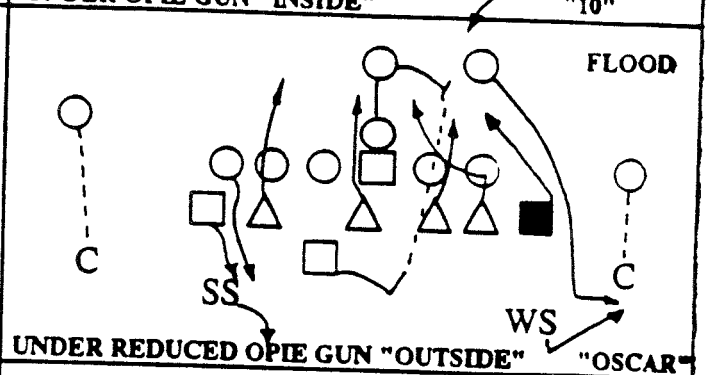
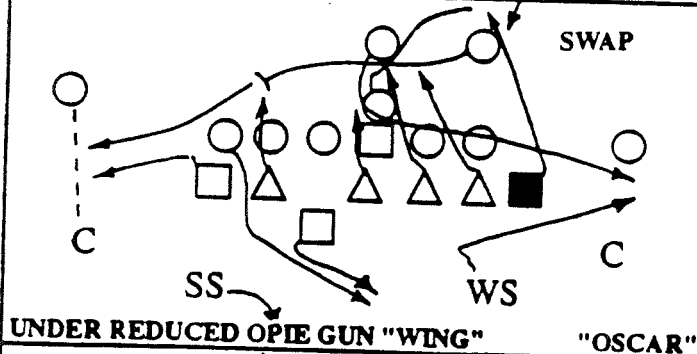
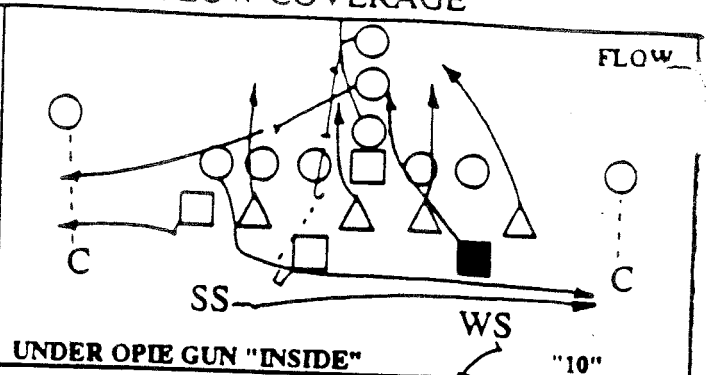
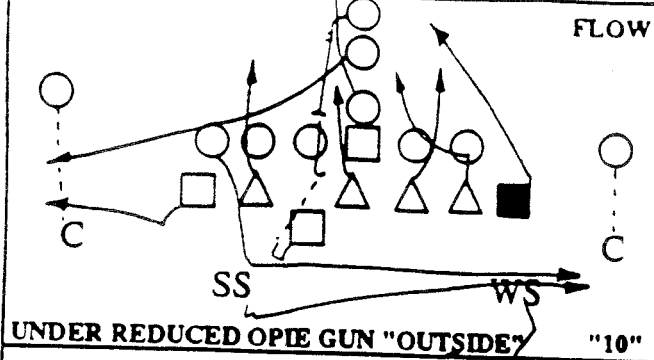
OVER REDUCED		
		
		
		
	KC	
		

OPIE GUN - COVER 10



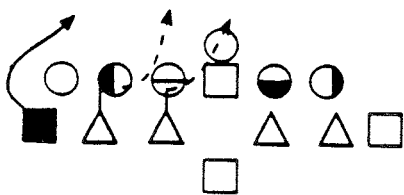
OPIE GUN - COVER 10

ALERT - FLOW COVERAGE

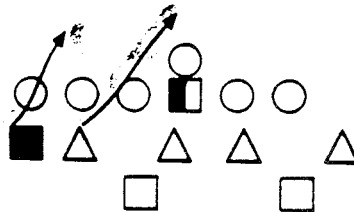


B. "TOMMY GUN" - "TOMMY" IS THE TE SIDE LBER; WITH (2) TE'S - OUTSIDE LBER ON THE STRONGSIDE. THE COVERAGE IS COVER 10. TOMMY GUNS GO TO TWO D COVER 0 VS. 1 BACK FORMATIONS (OR MOTION TO 1 BACK.)

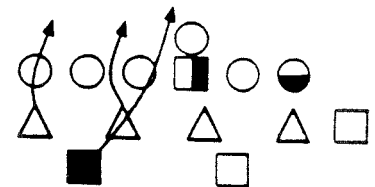
1. TOMMY ON LOS - "TOMMY GUN" - NO OTHER CALL. TOMMY IS THE CONTAIN RUSHER & DEFENSIVE LINE EXECUTES FRONT CALLED. (STRAIGHT CALL)
2. TOMMY ON LOS - "TOMMY GUN RAM" - TOMMY RUSHES THROUGH 0 GAP & THE DEFENSIVE END TO CALL SIDE EXECUTES A "RAM" STUNT RUSHING THROUGH "B" GAP.
3. TOMMY OFF LOS & INSIDE - TOMMY & DEFENSIVE LINE TO THE CALL SIDE WILL EXECUTE THE CALL MADE.



43 "TOMMY GUN" STRAIGHT



UNDER TOMMY GUN "RAM"



"OVER TOMMY GUN" "INSIDE"

4. TOMMY GUN COVER 10

A) FLOW COVERAGE -

SS - LOOSE M/M ON Y.

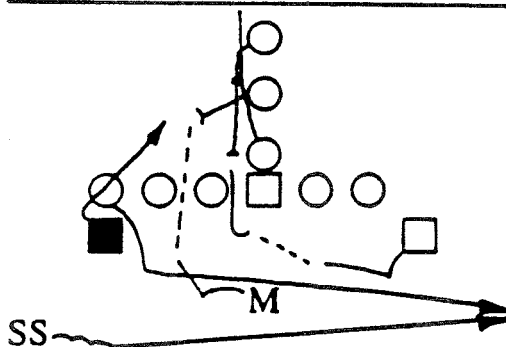
MIKE - LOOSE M/M ON OUTSIDE RELEASER OF THE BACKS.

OPIE - LOOSE M/M ON INSIDE RELEASER OF THE BACKS.

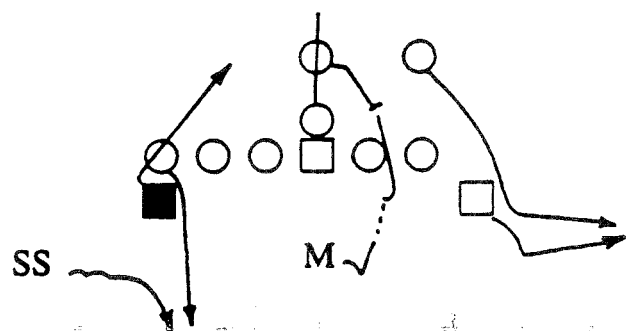
C.P. - POSSIBLE STORM CALL

B) FLOOD COVERAGE -

MIKE & OPIE M/M ON THE TWO BACKS (INDIANA) SS - M/M ON Y.

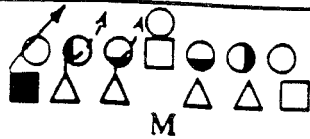
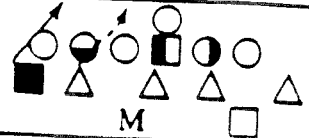




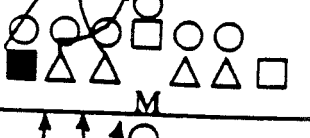
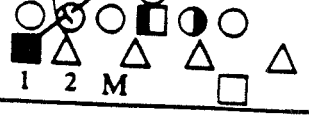




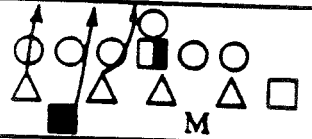
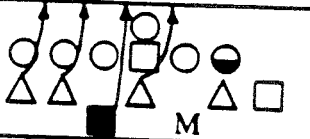
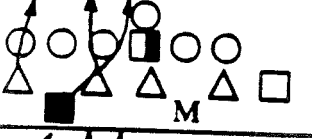

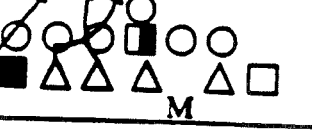
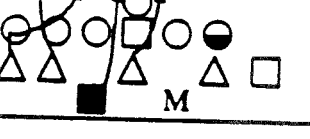
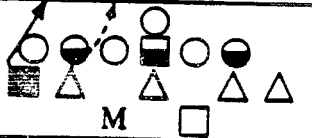

"FLOW"



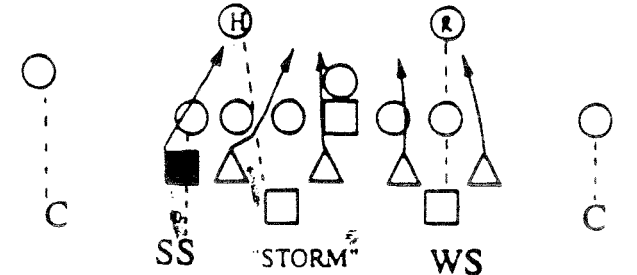
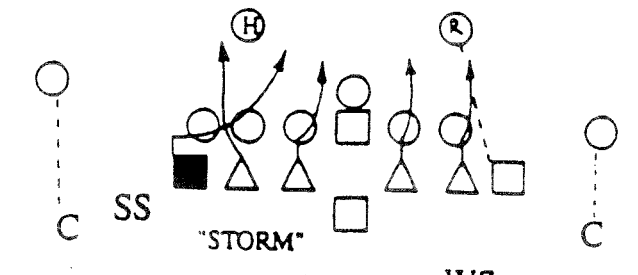
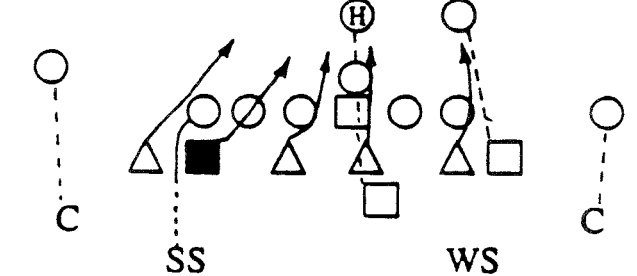
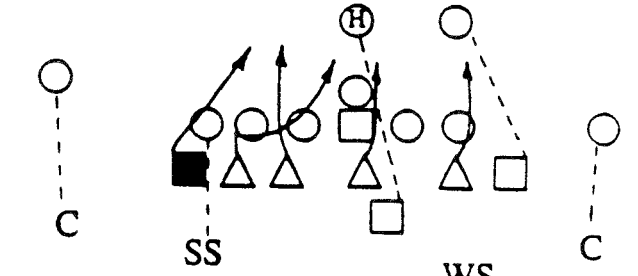
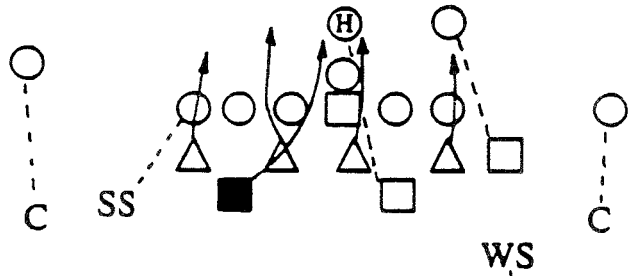
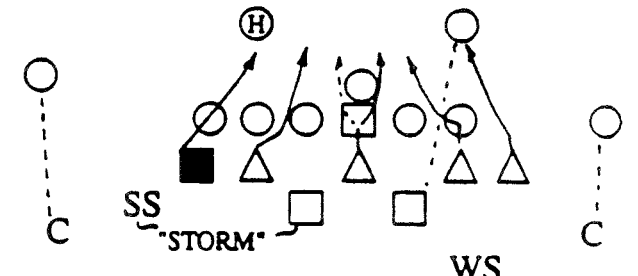
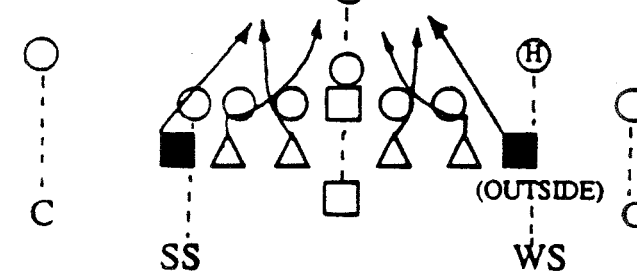
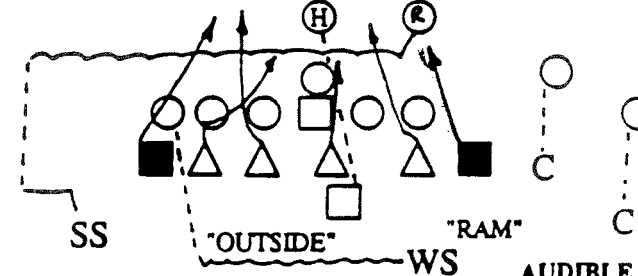
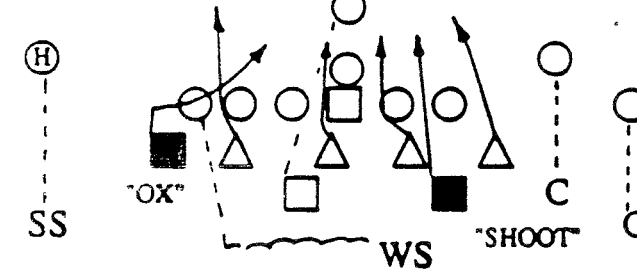
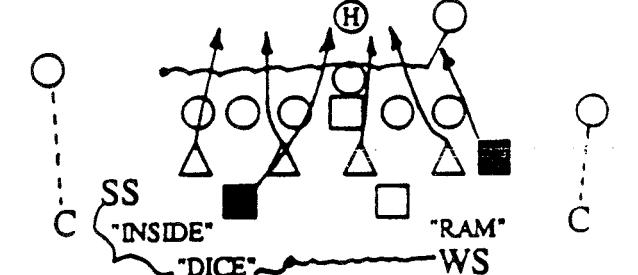
"FLOOD"

TOMMY GUN - COVER 10

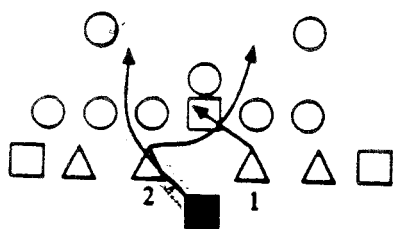
43	 TOMMY GUN STRAIGHT M	 TOMMY GUN STRAIGHT M
 STING M	 RAM M	
 OX 2 1 M	 OX 2 1 M	
 OUTSIDE M	 AX 1 2 M	
 INSIDE M		
 AX 1 2 M		

OVER	 SHOOT M	KC	 INSIDE M
	 INSIDE M		 X M
OVER REDUCED	 OUTSIDE M		 INSIDE LEX M
		CHIEF	 STRAIGHT M
			 RAM M

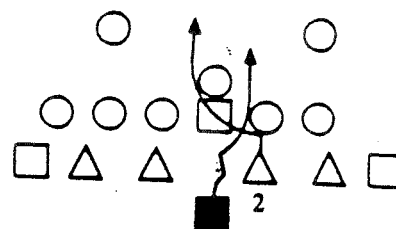
TOMMY GUN - COVER 10 (1 BACK = TWO D COVER 0) AUDIBLE = TWO D²

 <p>UNDER TOMMY GUN "RAM" CALL</p>	 <p>43 TOMMY GUN "OX" CALL</p>
 <p>OVER SWITCH "SHOOT" CALL</p>	 <p>OVER REDUCED TOMMY GUN "OUTSIDE" CALL</p>
 <p>OVER TOMMY GUN "INSIDE" CALL</p>	 <p>CHIEF TOMMY GUN "RAM" CALL</p>
 <p>43 TOMMY GUN "OUTSIDE" AUDIBLE TWO D</p>	 <p>OVER REDUCED TOMMY GUN OUTSIDE AUDIBLE TWO D</p>
 <p>UNDER TOMMY GUN "OX" CALL - AUDIBLE TWO D</p>	 <p>OVER TOMMY GUN "INSIDE" - AUDIBLE TWO D</p>

- C. MAC I - THE MIDDLE LINEBACKER IS THE DOGGER AND THE COVERAGE IS COVER 10. THE DEFENSIVE LINE WILL EXECUTE THE CALL MADE. ANY FRONT CAN BE CALLED.



43 ISX MAC I "ISX RIC"



43 MAC I "Z"

1. MAC I COVER 10:

A) FLOW COVERAGE -

SS - LOOSE M/M ON Y.

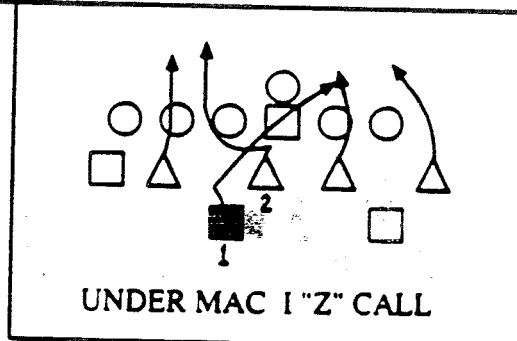
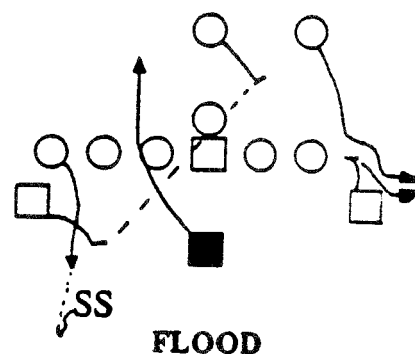
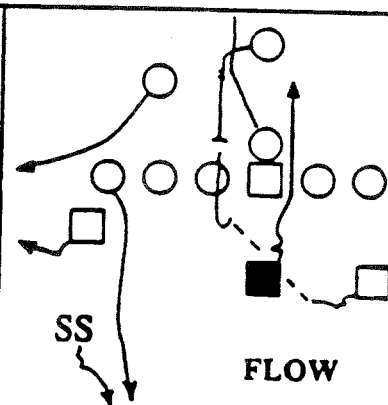
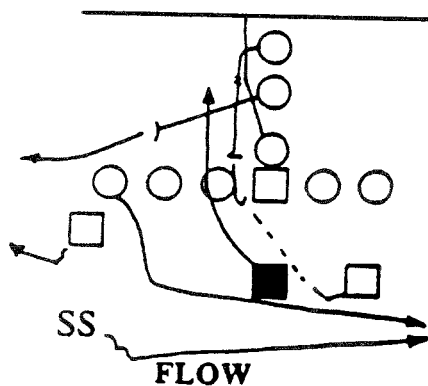
TOMMY - LOOSE M/M ON WIDEST BACK.

OPIE - LOOSE M/M ON INSIDE BACK.

B) FLOOD COVERAGE -

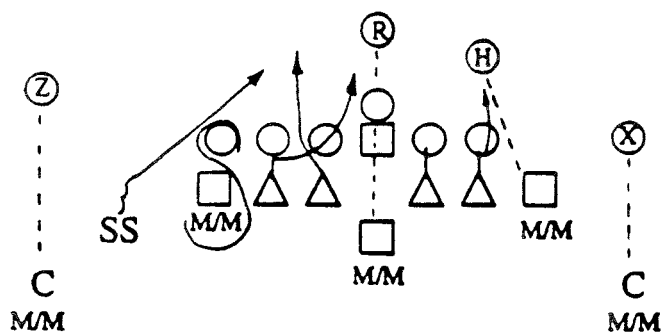
TOMMY & OPIE - M/M ON TWO BACKS

SS - M/M ON Y.

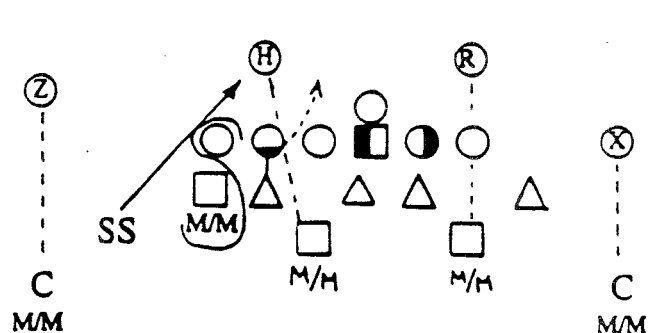


UNDER MAC I "Z" CALL

- D. **SAMMY** - THE STRONG SAFETY IS THE DOGGER AND THE COVERAGE IS COVER 10. THE DEFENSIVE LINE WILL EXECUTE THE CALL MADE.

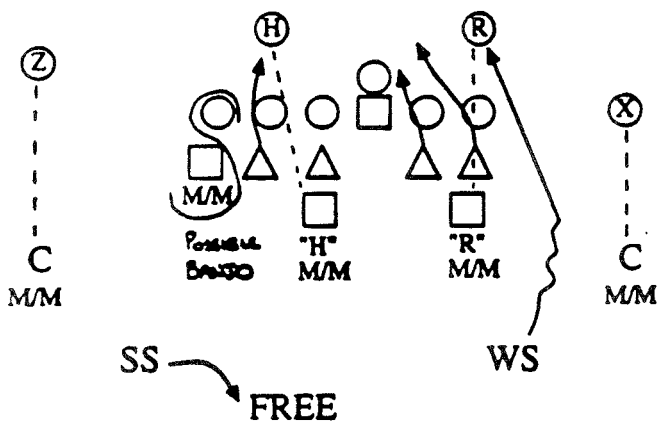


FREE WS
43 SAMMY "OUTSIDE" CALL
C.P. : 1 BACK = OPIE GUN COVER 10

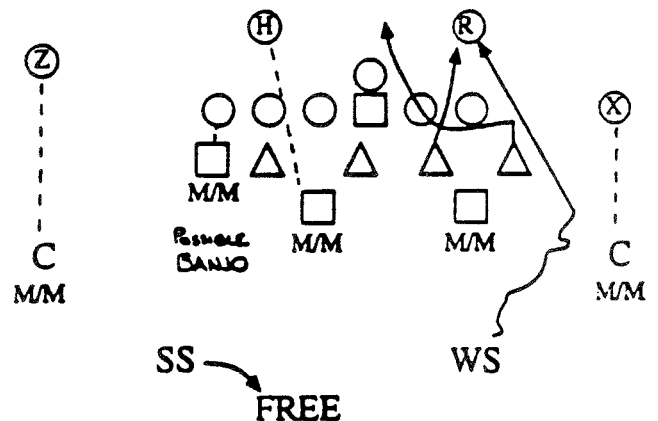


FREE WS
UNDER SAMMY "STRAIGHT" CALL
C.P. : "SHOOT" OR "INSIDE" FROM THUNDER

- E. **FRANKY** - THE FREE SAFETY IS THE DOGGER AND THE COVERAGE IS COVER 10. THE DEFENSIVE LINE WILL EXECUTE THE CALL MADE.

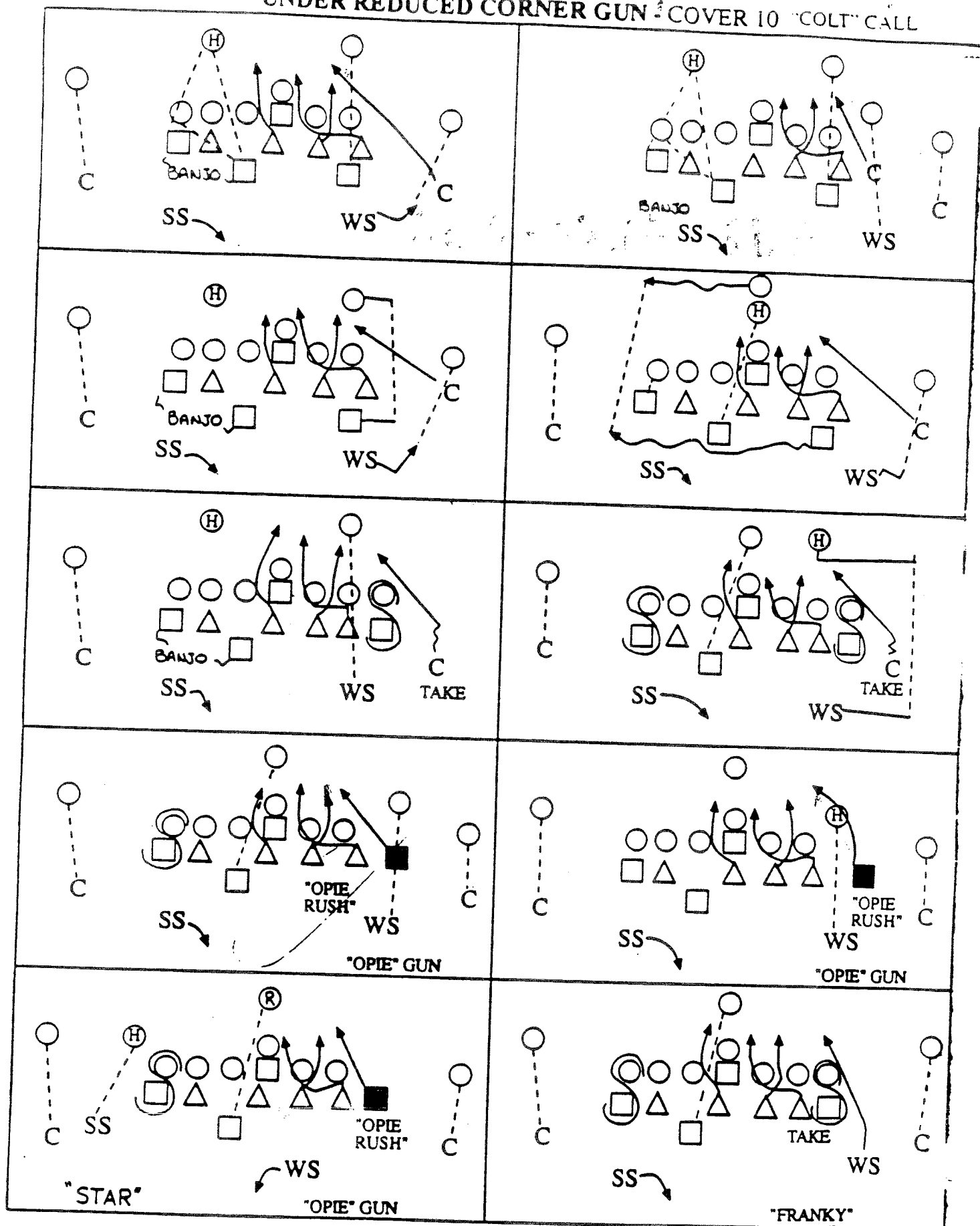


FREE WS
43 BOSS FRANKY "WING" CALL
C.P. : 1 BACK = OPIE GUN COVER 10



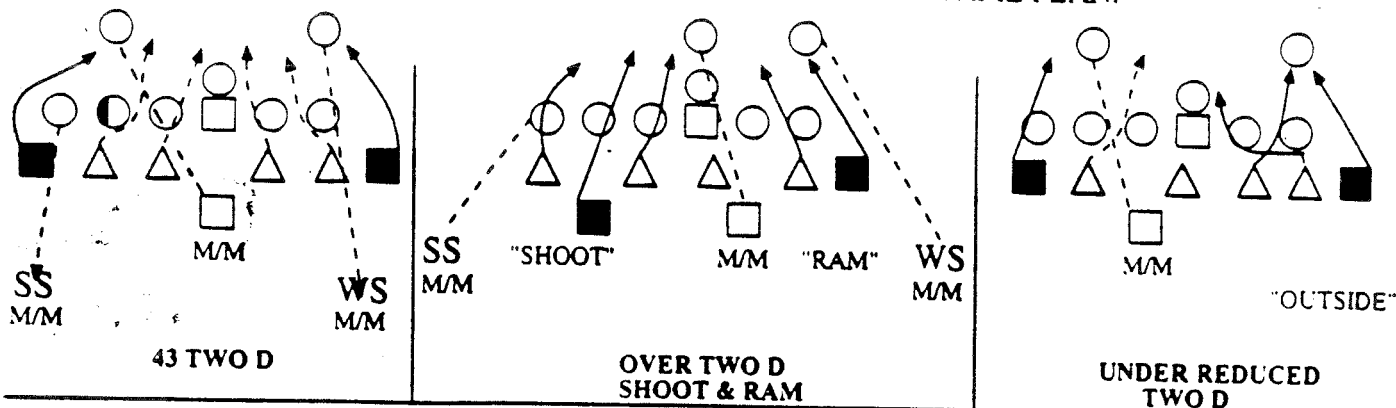
FREE WS
UNDER FRANKY "OUTSIDE" CALL
C.P. : "SHOOT" OR "INSIDE" OPIE ON LOS

UNDER REDUCED CORNER GUN COVER 10 "COLT" CALL

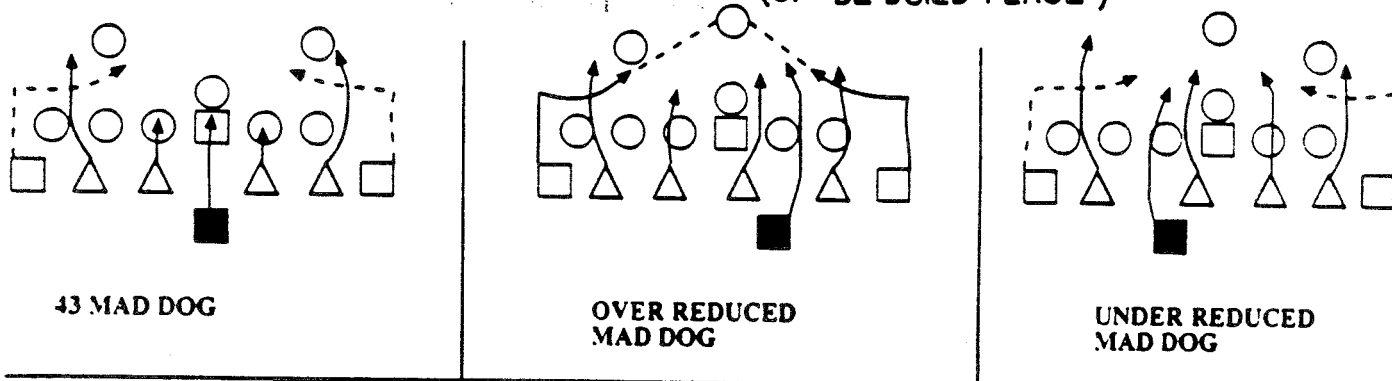


F. TWO D.

THE TWO OUTSIDE LINEBACKERS (TOMMY & OPIE) ARE DOGGING FROM ANY FRONT AND THE COVERAGE IS ZERO. THE DEFENSIVE LINE EXECUTES THE FRONT OR STUNT CALLED. MIDDLE LBER HAS BACK TO TE SIDE OR ANY BACK BEHIND CENTER. TOMMY, OPIE, AND DEFENSIVE LINE RUSH ACCORDING TO STUNT CALL PROGRAMMED ACCORDING TO GAME PLAN.

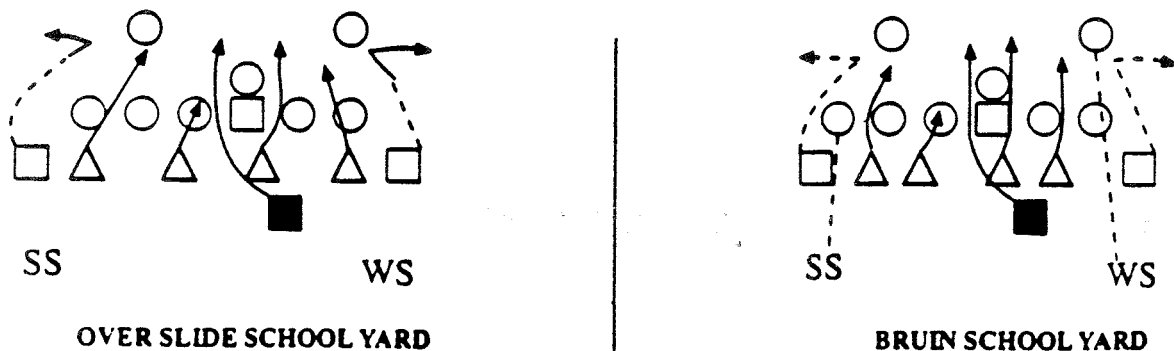


G. MAD DOG - THE MIDDLE LINEBACKER AND OUTSIDE LINEBACKERS ARE DOGGING WITH THE OUTSIDE LINEBACKERS BEING RESPONSIBLE FOR COVERING THE STRONG BACK, BACK BEHIND CENTER IN STRONG OR WEAK, OR REMAINING BACK IN ONE BACK SETS. THE COVERAGE IS ZERO. (CP DL BUILD FENCE)



H. OTHER MAD DOGS

1. SCHOOL YARD - THE MIDDLE LINEBACKER AND TWO OUTSIDE LINEBACKERS ARE DOGGING WITH THE OUTSIDE LINEBACKERS BEING RESPONSIBLE FOR COVERING THE STRONG BACK, BACK BEHIND CENTER IN STRONG OR WEAK, OR REMAINING BACK IN ONE BACK SETS. THE COVERAGE IS ZERO.



43 TWO D - COVER 0

SS (#2 M/M) (STORM) M (#3 M/M) WS (#2 M/M)

43 TEX TWO D - COVER 0

SS (#2 M/M) (STORM) M (#3 M/M) WS (#2 M/M)

43 DOUBLE OX TWO D - COVER 0

SS (#2 M/M) (STORM) M (#3 M/M) WS (#2 M/M)

43 LUCKY TWO D - COVER 0

SS DICE M (#3 M/M) WS

43 RINGO TWO D - COVER 0

SS (#2 M/M) M (#3 M/M) WS (#2 M/M)

43 OVER REDUCED TWO D - COVER 0

SS (#2 M/M) DICE FLOW M (#3 M/M) WS (1st BACK WEAK)

43 UNDER REDUCED TWO D DOUBLE OX - COVER 0

SS (#2 M/M) M (#3 M/M) WS (#2 M/M)

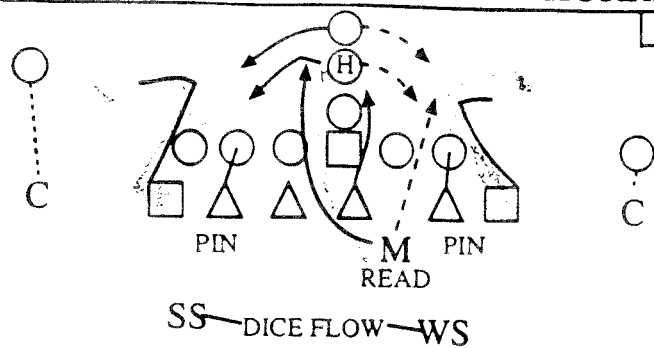
43 THUNDER TWO D - COVER 0

Saf (#2 M/M) M (#3 M/M) R M/M WS (#2 M/M)

43 OVER REDUCED TWO D - COVER 0

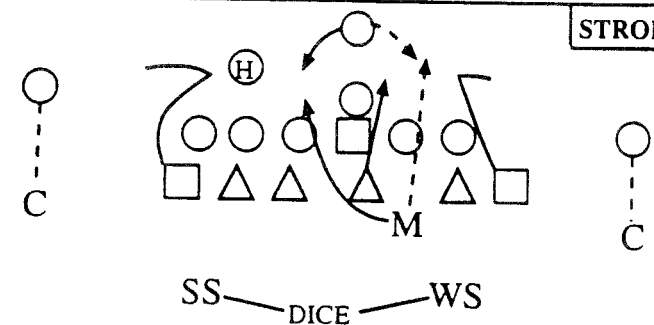
SS DICE (#2 & #3) M (#3 M/M) R M/M WS

OVER REDUCED HURRICANE (MAD DOG) - COVER 0

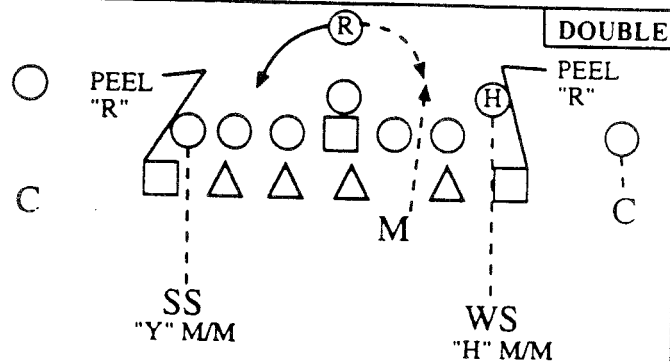


CP: FLOOD

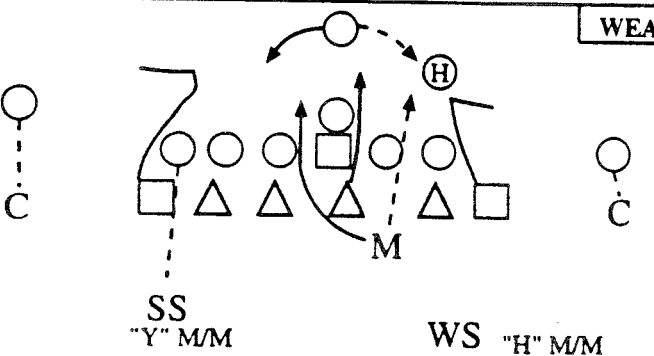
FRONT: OVER REDUCE RULES:
MIDDLE LINEBACKER IS A READ BLITZER
COVERAGE = 0
VS. I FLOW: SS & WS DICE Y & 1ST BACK
S & W PEEL ON 2ND BACK
FLOOD: SS HAS Y M/M. WS HAS 1ST
BACK WEAK. S & W PEEL ON 2ND BACK.
VS. TRIANGLE: SAFETY HAS OFF-SET BACK
(POSS. DICE) PEEL ON BACKBEHIND OC.
VS. SPLIT: SS HAS Y M/M & WS HAS WEAK BACK
M/M. PEEL ON STRONG BACK.



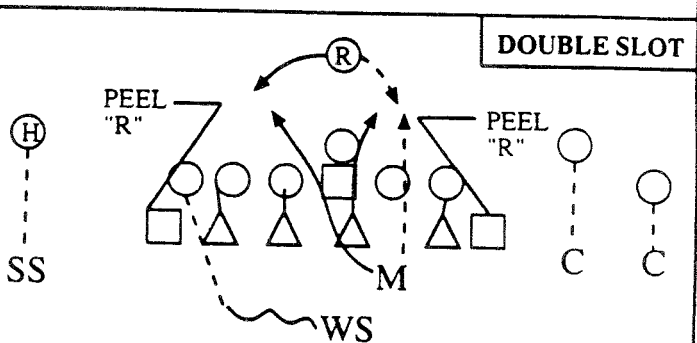
STRONG



DOUBLE

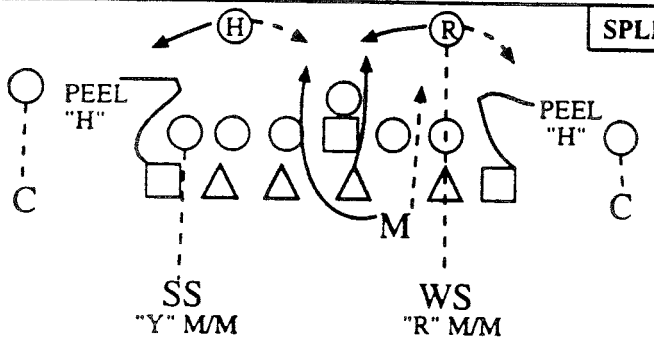


WEAK

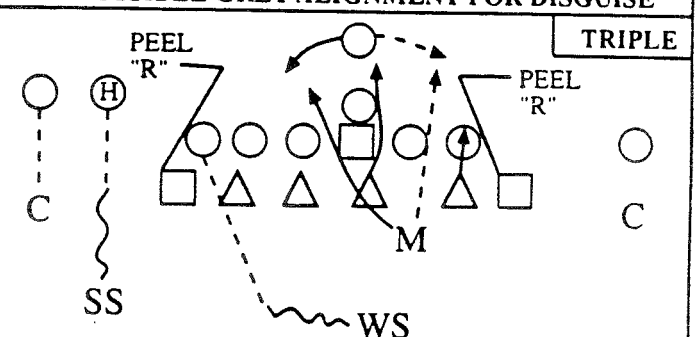


DOUBLE SLOT

CP: POSSIBLE GREY ALIGNMENT FOR DISGUISE

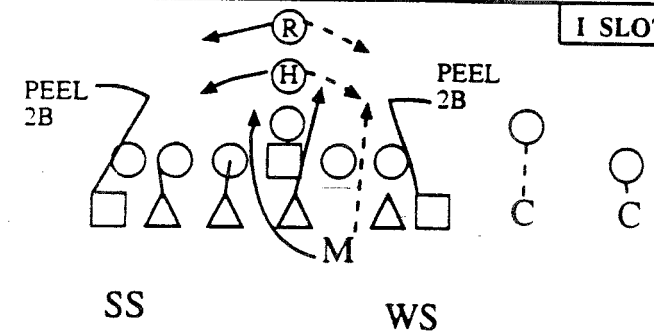


SPLIT

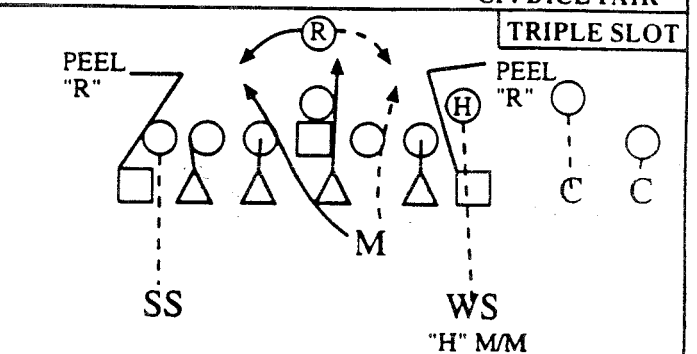


TRIPLE

CP: DICE PAIR



I SLOT



TRIPLE SLOT

CP: FLOOD

43 TATTOO MAD DOG

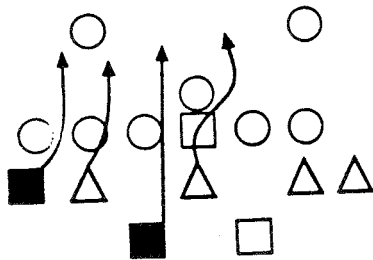
	<p>I</p> <p>FRONT: 43 RULES: TACKLES: PLAY RUN 1st ON PASS DROP STRAIGHT BACK ZONE HOOK. READ QB-BALL REACT. COVERAGE = 0 VS I FLOW: SS & WS DICE Y & 1st BACK S & W PEEL ON 2nd BACK. FLOOD: SS HAS Y M/M: WS HAS 1st BACK WEAK VS. TRIANGLE: SAFETY HAS OFF-SET BACK (POSS DICE) PEEL ON BACK BEHIND CENTER. VS. SPLIT: WS HAS WEAK BACK PEEL ON STRONG BACK.</p>
	<p>STRONG</p> <p>DOUBLE</p>
	<p>WEAK</p> <p>DOUBLE SLOT</p> <p>CP: POSSIBLE GREY ALIGNMENT FOR DISGUISE</p>
	<p>SPLIT</p> <p>TRIPLE</p> <p>CP: DICE PAIR</p>
	<p>I SLOT</p> <p>TRIPLE SLOT</p>

SCHOOL YARD - COVER 0 (MAD DOG)

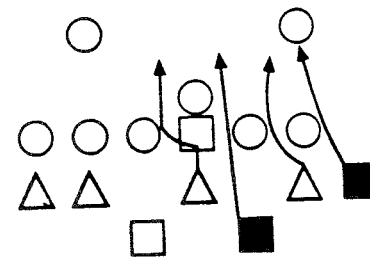
<p>Diagram 1: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 2B) and arrows indicating movement paths.</p>	<p>Diagram 2: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>
<p>OVER REDUCED SCHOOL YARD - COVER 0</p>	<p>OVER SLIDE SCHOOL YARD - COVER 0</p>
<p>Diagram 3: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 2B) and arrows indicating movement paths.</p>	<p>Diagram 4: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>
<p>OVER REDUCED SCHOOL YARD - COVER 0</p>	<p>OVER REDUCED SCHOOL YARD - COVER 0</p>
<p>Diagram 5: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>	<p>Diagram 6: School Yard - Cover 0 (MAD DOG). A grid with various symbols (H, C, Y, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>
<p>OVER SLIDE SCHOOL YARD - COVER 0</p>	<p>OVER REDUCED SCHOOL YARD - COVER 0</p>
<p>Diagram 7: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>	<p>Diagram 8: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>
<p>OVER SLIDE SCHOOL YARD - COVER 0</p>	<p>OVER SLIDE SCHOOL YARD - COVER 0</p>
<p>Diagram 9: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>	<p>Diagram 10: School Yard - Cover 0 (MAD DOG). A grid with various symbols (Z, C, Y, H, R, X, SS, WS, 1B, 1B) and arrows indicating movement paths.</p>
<p>OVER REDUCED SCHOOL YARD - COVER 0</p>	<p>OVER SLIDE SCHOOL YARD - COVER 0</p>

I. **STRONG OR WEAK DOG:**
2 LINEBACKERS RUSHING FROM SAME SIDE.
COVERAGE = 0

- 1) **STRONG DOG =**
TOMMY AND MIKE RUSHING FROM TE SIDE. COVERAGE IS 0.
= TOMMY RUSH "C" GAP. DEFENSIVE END RUSH "B" GAP &
MIKE RUSH "A" GAP (UNDER-CHIEF.) ALTERNATE CALLS BY
GAME PLAN. (RAM - OX - X)
C.P.: NOSE TACKLE RUSHES "A" GAP AWAY FROM DOG.
- 2) **WEAK DOG =**
OPIE AND MIKE RUSHING FROM OPEN SIDE. COVERAGE IS 0.
OPIE RUSH "C" GAP, DEFENSIVE END RUSH "B" GAP, MIKE RUSH
"A" GAP (OVER-OVER GAP-K.C.) ALTERNATE CALLS
AVAILABLE BY GAME PLAN.



CHIEF STRONG DOG



KC WEAK DOG

STRONG DOGS

WEAK DOGS

<p>UNDER STRONG DOG - COVER 0</p>	<p>KC WEAK DOG - COVER 0</p>
<p>CHIEF STRONG DOG - COVER 0</p>	<p>OVER WEAK DOG - COVER 0</p>

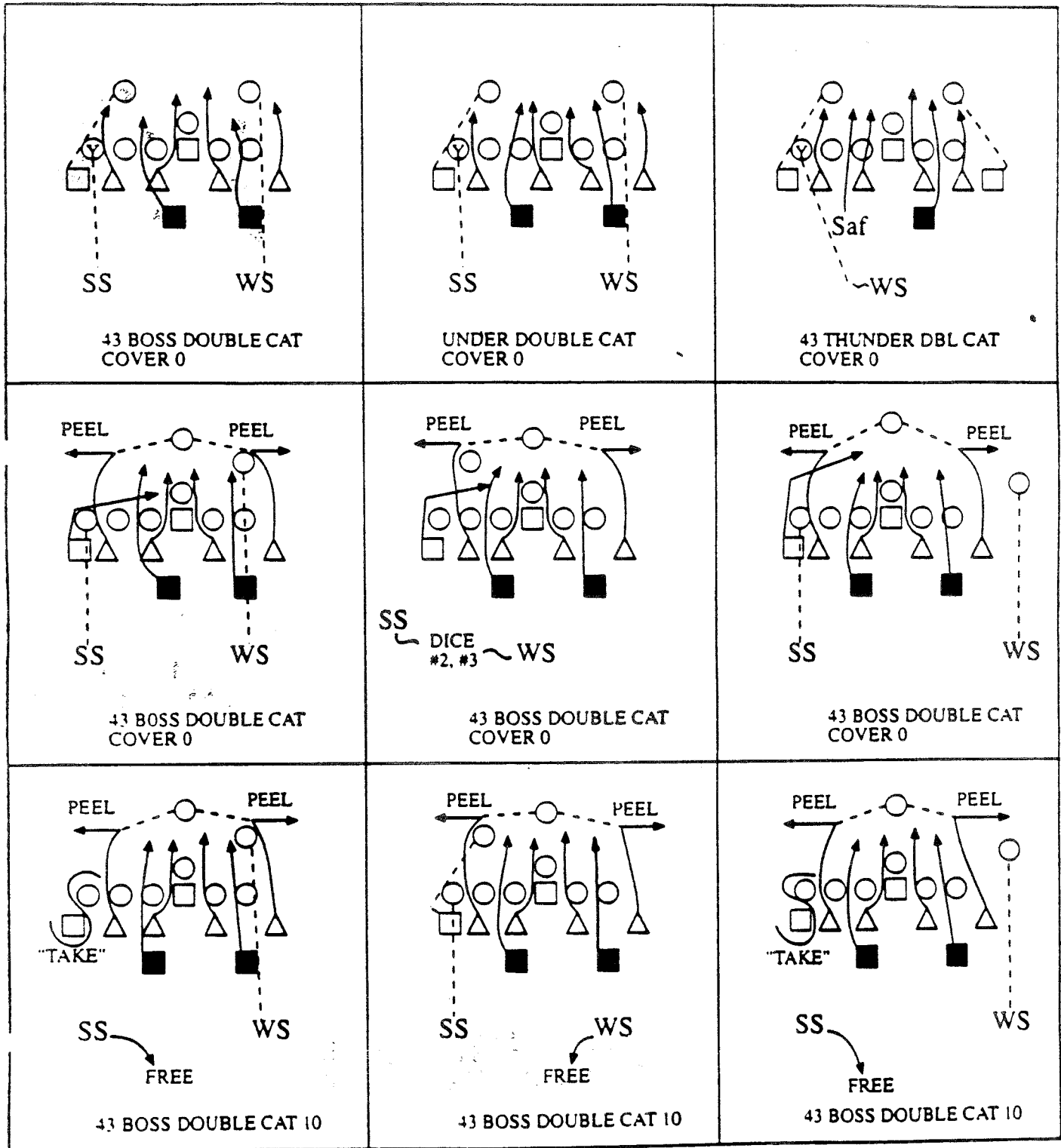
STRONG DOG

<p>STRONG DOG I</p> <p>FRONTS: UNDER = RAMBO 43 OR 43 STACK = SOX COVERAGE = 0 VS I FLOW: SS & WS DICE; WILL HAS CHECK DOWN. FLOOD: SS HAS Y M/M; WS HAS 1 BACK WEAK M/M; WILL HAS CHECK DOWN.</p> <p>VS. TRIANGLE: SAFETY HAS OFF-SET BACK (POSS. DICE) WILL HAS BACK BEHIND CENTER.</p> <p>VS. SPLIT: SS & WS DICE ON TE & STRONG BACK; WILL HAS WEAK BACK M/M.</p>	<p>UNDER DICE FLOW WS</p> <p>C.P.: FLOOD</p>
<p>STRONG DOG STRONG</p> <p>UNDER DICE "Y" + "H" WS</p>	<p>DOUBLE</p> <p>43 STACK</p>
<p>STRONG DOG WEAK</p> <p>UNDER SS "Y" M/M WS "H" M/M</p>	<p>DOUBLE SLOT</p> <p>43 STACK</p>
<p>STRONG DOG SPLIT</p> <p>UNDER DICE WS</p>	<p>TRIPLE</p> <p>43 STACK</p> <p>C.P.: DICE PAIR</p>
<p>STRONG DOG I SLOT</p> <p>UNDER DICE WS</p> <p>C.P.: FLOOD</p>	<p>TRIPLE SLOT</p> <p>UNDER</p>

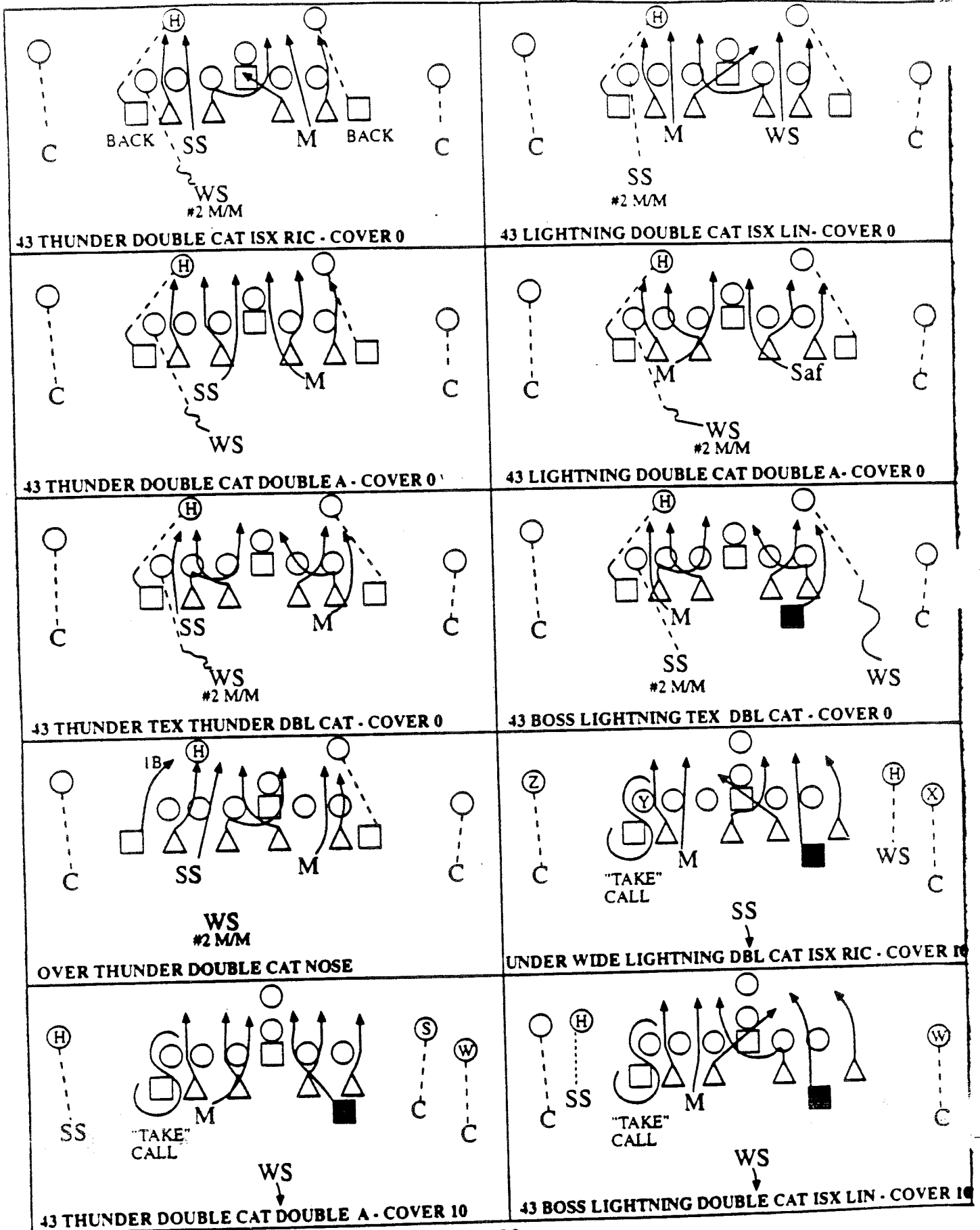
WEAK DOG

<p>I</p> <p>OVER</p> <p>SS</p> <p>S 2B</p> <p>M "RAMBO"</p> <p>WS</p> <p>DICE FLOW</p>	<p>FRONTS:</p> <p>OVER = RAMBO</p> <p>43 = OX</p> <p>COVERAGE = 0</p> <p>VS I FLOW: SS & WS DICE; SAM HAS CHECK DOWN.</p> <p>FLOOD: SS HAS Y M/M; WS HAS I BACK WEAK M/M; SAM HAS CHECK DOWN.</p> <p>VS. TRIANGLE: SAFETY HAS OFF-SET BACK (POSS. DICE) SAM HAS BACK BEHIND CENTER.</p> <p>VS. SPLIT: SS HAS "Y"; POSSIBLE STORM WITH SAM ON "Y" & "H". WS HAS WEAK BACK M/M.</p> <p>RULES:</p> <p>MUG = "X" GAME</p>
<p>STRONG</p> <p>OVER</p> <p>SS</p> <p>"R" M/M</p> <p>M "RAMBO"</p> <p>WS</p> <p>DICE</p>	<p>DOUBLE</p> <p>OVER</p> <p>SS</p> <p>S I B</p> <p>M "RAMBO"</p> <p>WS</p>
<p>WEAK</p> <p>OVER</p> <p>SS</p> <p>"R" M/M</p> <p>M "RAMBO"</p> <p>WS</p> <p>"H" M/M</p>	<p>DOUBLE SLOT</p> <p>43</p> <p>WS</p>
<p>SPLIT</p> <p>OVER</p> <p>SS</p> <p>S</p> <p>POSSIBLE STORM</p> <p>M "X" GAME</p> <p>WS</p> <p>"R" M/M</p>	<p>TRIPLE</p> <p>OVER</p> <p>SS</p> <p>"R" M/M</p> <p>WS</p> <p>"Y" M/M</p>
<p>I SLOT</p> <p>OVER</p> <p>SS</p> <p>S 2B</p> <p>M "RAMBO"</p> <p>WS</p> <p>DICE</p>	<p>TRIPLE SLOT</p> <p>OVER</p> <p>SS</p> <p>"R" M/M</p> <p>WS</p> <p>"H" M/M</p>

J. DOUBLE CATS: COMBINATION OF THE TWO INSIDE LINEBACKERS OR COMBINATION OF THE MIDDLE LINEBACKER & SAFETY (THUNDER & LIGHTNING) DOGGING: THE COVERAGE IS ZERO. DEFENSIVE ENDS ARE SPIES ON BACK BEHIND CENTER ONLY. C.P. BACK BLOCKS HE BECOMES THE 2ND BACK.



DOUBLE CATS FROM THUNDER/LIGHTNING



UNDER DOUBLE CAT DOUBLE CROSS *

	<p>I FRONT: UNDER RULES:</p> <p>COVERAGE: vs. I FLOW: SS & WS DICE Y & 1st BACK S & DE PEEL ON 2nd BACK FLOOD: SS HAS Y M/M. WS HAS 1st BACK WEAK. S & DE PEEL ON 2nd BACK. vs. TRIANGLE: SAFETY HAS OFFSET BACK (POSS DICE) DEs PEEL ON BACK BEHIND CENTER. vs. SPLIT: SS HAS Y M/M & WS HAS WEAK BACK M/M. S & DE PEEL ON STRONG BACK. vs. ONE BACK: BACK BEHIND CENTER = COVER 10 BACK OFFSET = COVER 0 OPEN = "WILDCAT"</p>
	<p>DOUBLE</p>
	<p>DOUBLE SLOT</p>
	<p>TRIPLE</p>
	<p>TRIPLE SLOT</p>

UNDER DOUBLE CAT CRISS CROSS

FRONT: UNDER

RULES:

COVERAGE:

vs. I FLOW: SS & WS DICE Y & 1st BACK

S & DE PEEL ON 2nd BACK

FLOOD: SS HAS Y M/M - WS HAS 1st BACK WEAK.

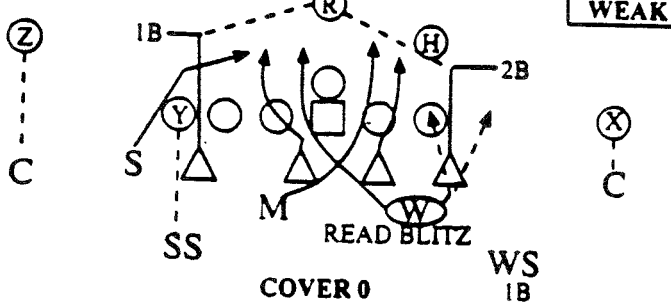
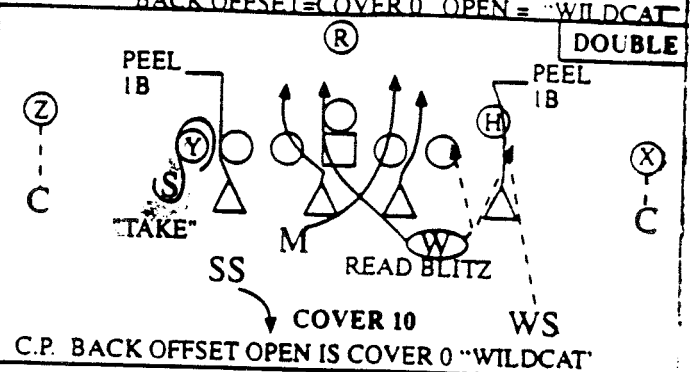
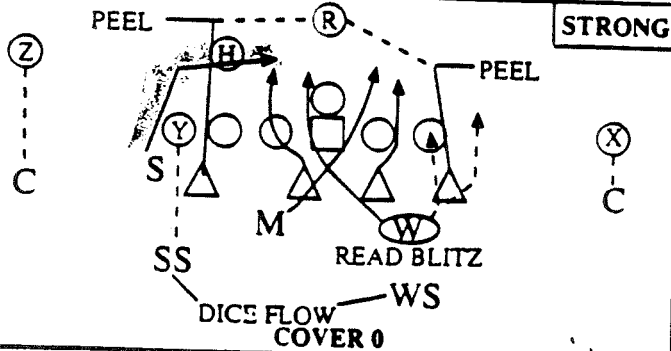
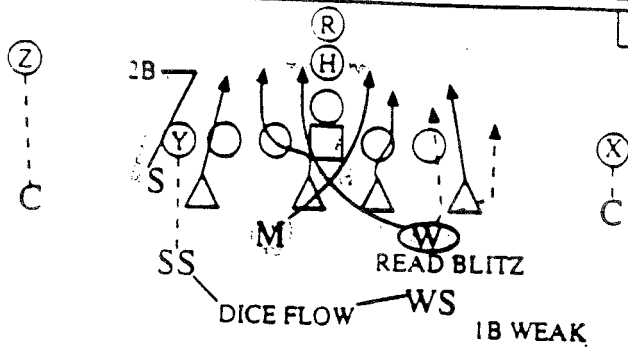
S & DE PEEL ON 2nd BACK.

vs TRIANGLE: SAFETY HAS OFFSET BACK (POSS DICE)
DEs PEEL ON BACK BEHIND CENTER.

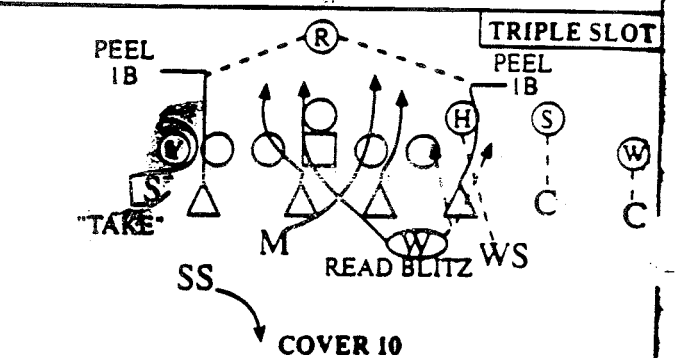
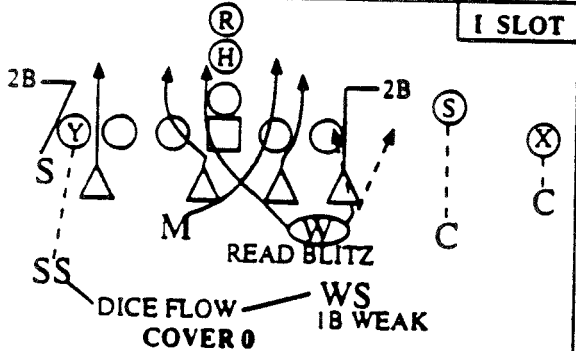
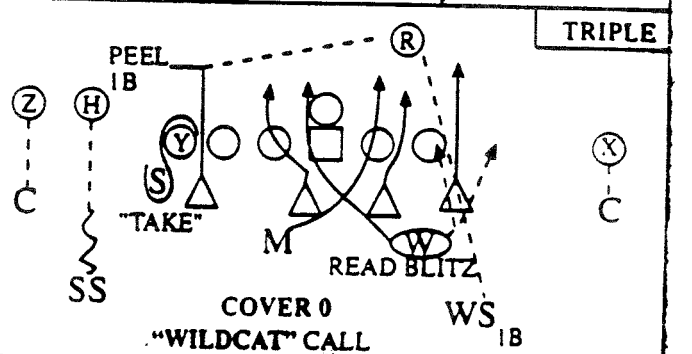
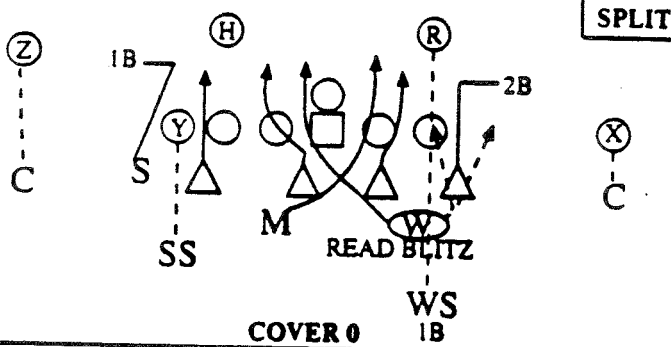
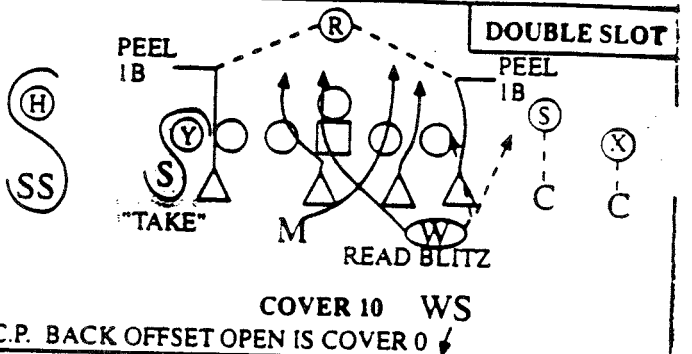
vs SPLIT: SS HAS Y M/M & WS HAS WEAK BACK M/M
S & DE PEEL ON STRONG BACK.

vs ONE BACK: BACK BEHIND CENTER = COVER 10

BACK OFFSET = COVER 0 OPEN = "WILDCAT"

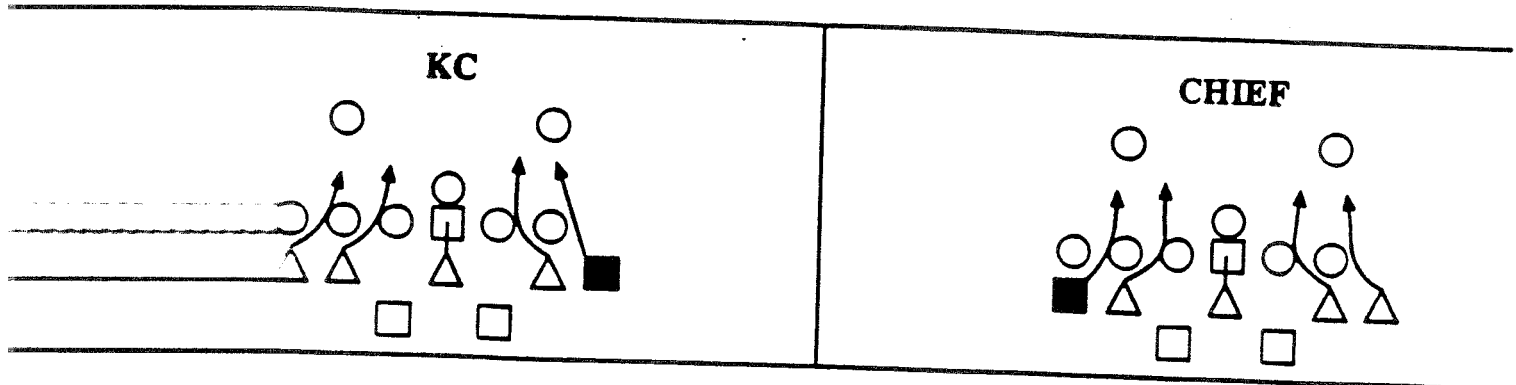


C.P. POSSIBLE COVER 10 with "TAKE" CALL to SAM L Ber.



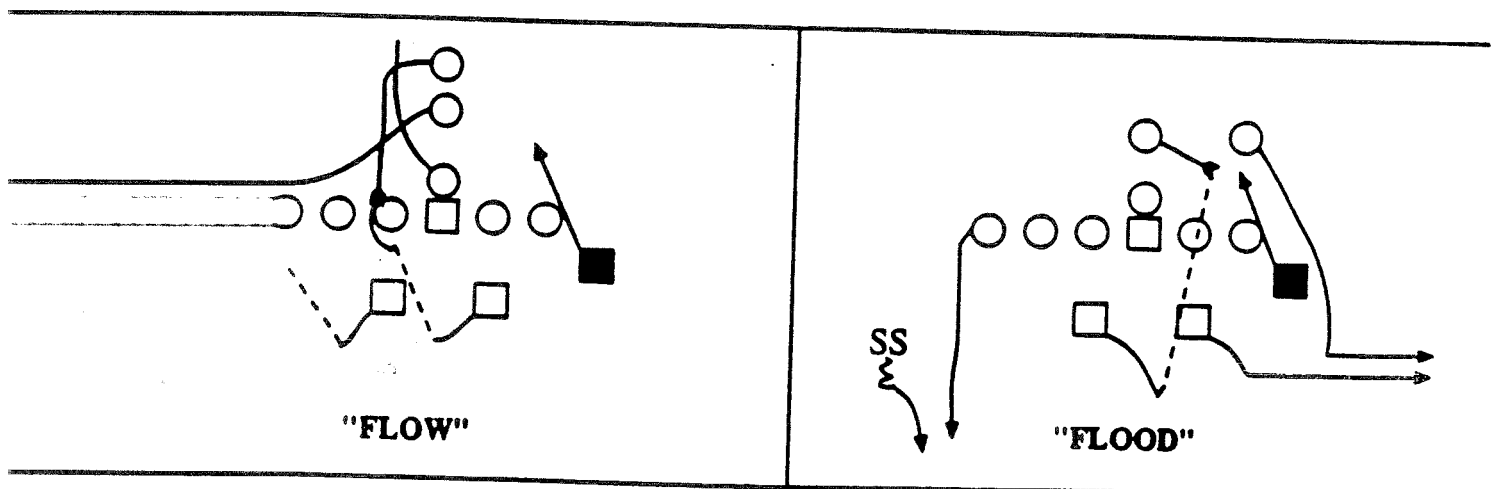
"SQUEEZE" DOG - MEANS THE OUTSIDE LINEBACKER ON THE LOS WILL RUSH THROUGH "C" GAP, UNLESS 1 BACK FORMATION, THEN HE CONTAIN RUSHES OUTSIDE TE WITH BACKER FORCE.

1. **DE TO SIDE OF RUSH BACKER** = RUSHER THRU "B" GAP.
2. **DE & DT AWAY FROM RUSH LINEBACKER** = DE RUSH "C" GAP;
DT RUSH "B" GAP.
3. **NOSE TACKLE** = 2 GAP TECHNIQUE ON CENTER.



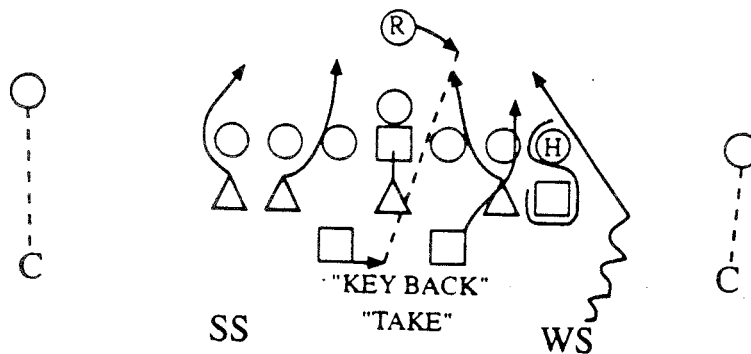
SQUEEZE DOG COVERAGES VS. 2 BACKS - COVER 10:

4. **COVER 10 - SS & STRONG LINEBACKER = STORM CALL ON Y & NEAR BACK.**
 - A) **FLOW = LOOSE M/M WITH SS - MLB - WLB.**
 - 1) **SS = OUTSIDE RELEASER OF #2 & #3, LOOSE M/M.**
C.P.: Y CROSS = WIDEST BACK M/M.
 - 2) **MLB = INSIDE RELEASER OF #2 & #3, LOOSE M/M.**
C.P.: Y CROSS = INSIDE BACK M/M.
 - 3) **WLB = Y CROSS - M/M = NO Y CROSS INSIDE BACK M/M.**
 - B) **FLOOD = LINEBACKERS M/M OR BACKS. POSSIBLE INDIANA.**
SS = M/M TE.



C.) SQUEEZE DOG COVERAGE VS. 1 BACK = "0"

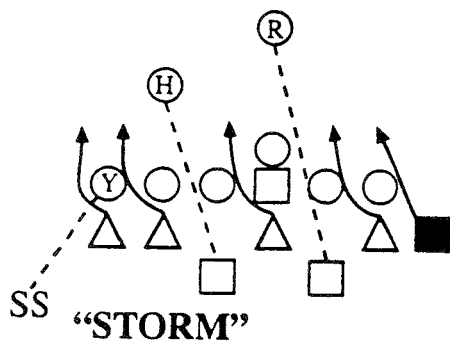
C.P.: POSSIBLE PEEL OUTSIDE RUSHERS ON REMAINING BACK & INSIDE LINEBACKERS SCRAPE RUSH.



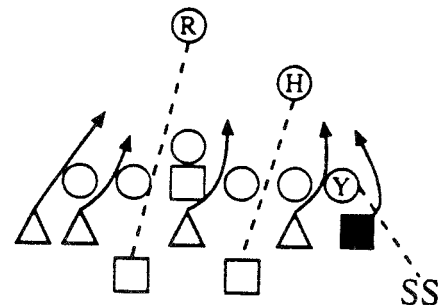
LINEBACKERS CAN MAKE "PEEL" CALLS - OUTSIDE RUSHERS PEEL ON BACK.

J. "SLANT DOG" MEANS THE OUTSIDE LINEBACKER ON THE LOS WILL RUSH THROUGH THE "C" GAP TO THE OPEN SIDE & THROUGH THE "0" GAP TO THE TIGHT END SIDE WITH BACKER FORCE.

DEFENSIVE LINEMAN WILL RUSH THROUGH THE GAP TO THE CALL SIDE. WE WILL FINE CONTROL THE SLANT WITH A "LEE" OR A "RAY" CALL.



KC "SLANT DOG" "LEE"



CHIEF "SLANT DOG" "RAY"

C.P.: "SLANT DOG" WITH TE ON BACKSIDE. DE OR LB WILL TWO GAP THE TE.

C.P.: "SLANT DOG" TO OPEN END SIDE. DE PLAYS WIDE 5 TECHNIQUE ON OT.

"SLANT DOG" COVERAGE VS. 2 BACKS - COVER 10.

COVER 10 - SS AND STRONG LINEBACKER - STORM CALL ON Y & NEAR BACK.

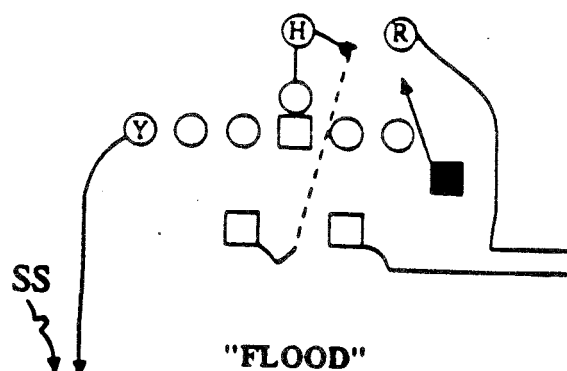
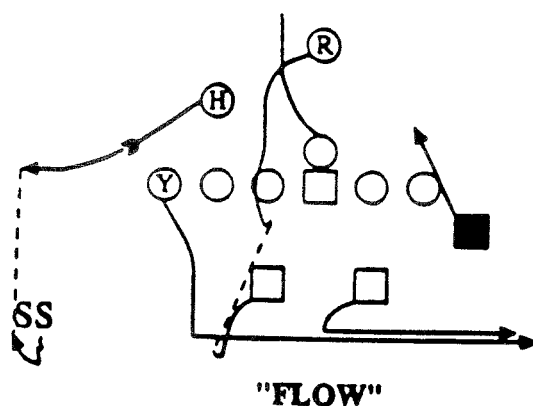
1. FLOW - LOOSE M/M WITH SS & TWO LINEBACKERS.

A.) SS = OUTSIDE RELEASER OF #2 OR #3 - LOOSE M/M.
C.P. Y CROSS - WIDEST BACK M/M.

B.) SSLB = INSIDE RELEASER OF #2 OR #3 - LOOSE M/M.
C.P. Y CROSS - INSIDE BACK M/M.

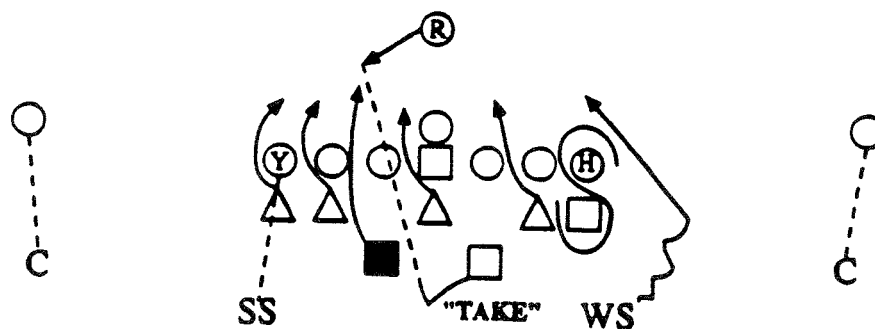
C.) WSLB = Y CROSS - M/M; NO Y CROSS - INSIDE BACK M/M.

2. FLOOD - LINEBACKERS M/M ON BACKS. POSSIBLE INDIANA. SS - M/M ON Y.



"SLANT DOG" COVERAGE VS. 1 BACK = 0

C.P.: POSSIBLE PEEL OUTSIDE RUSHERS ON REMAINING BACK & INSIDE LINEBACKERS SCRAPE RUSH.

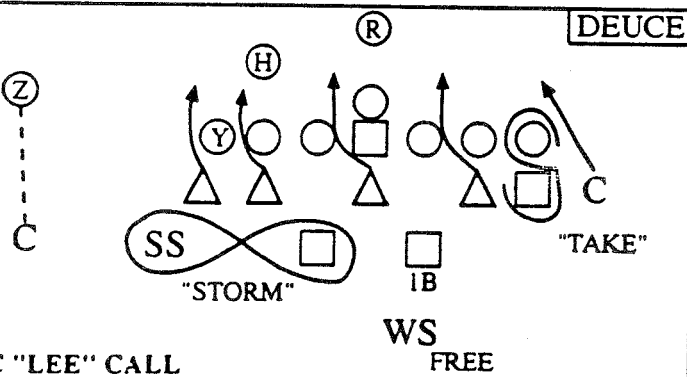
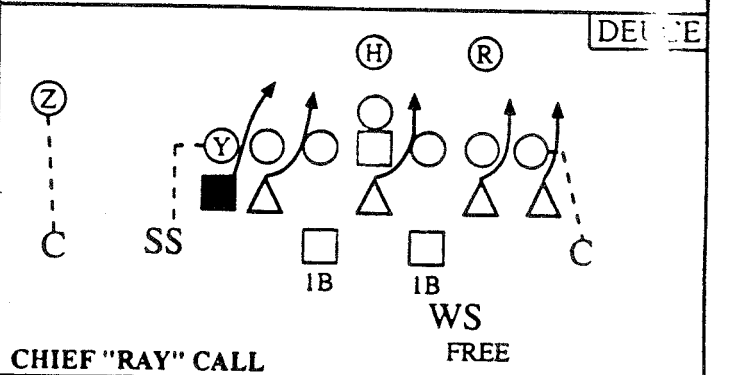
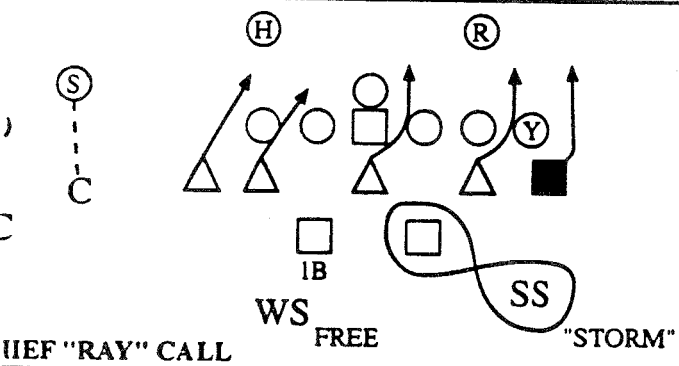
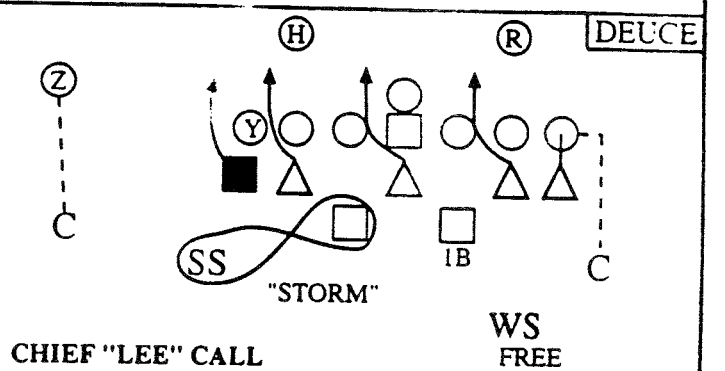
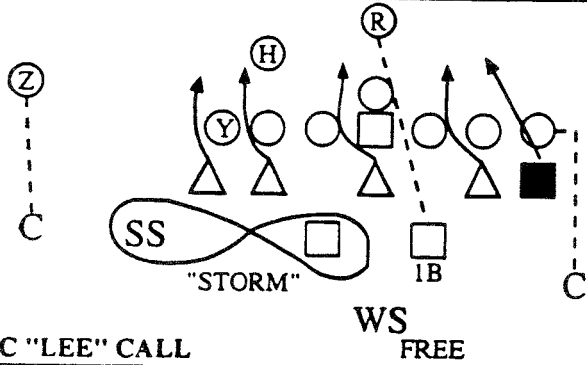
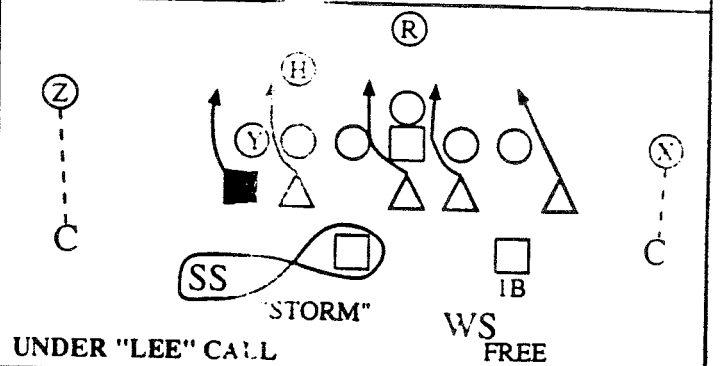
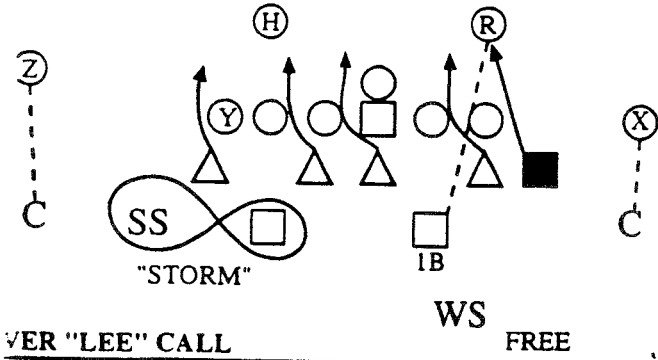
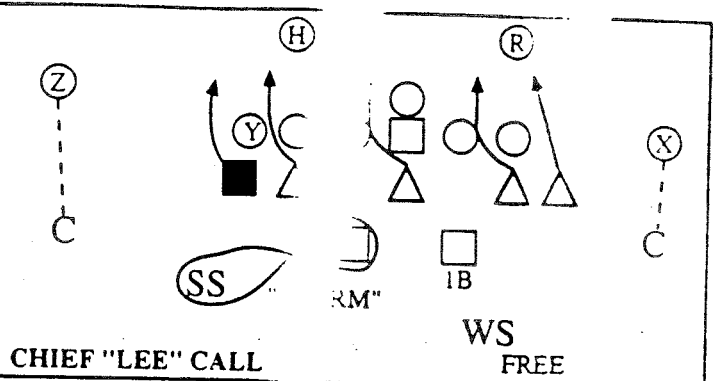
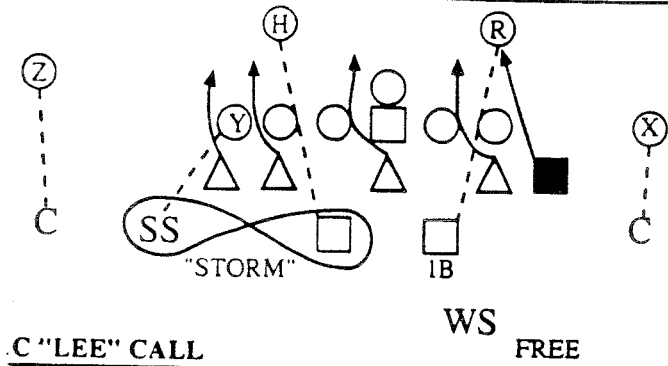


LINEBACKERS CAN MAKE "PEEL" CALL - OUTSIDE RUSHERS PEEL ON BACK.

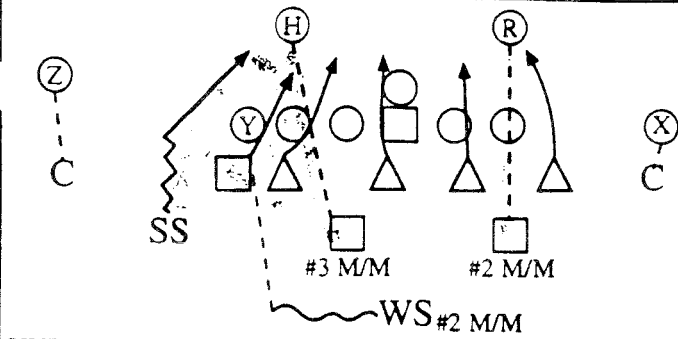
- K. **NAMED BLITZES:** THE FOLLOWING PAGES HAVE EXAMPLES OF OUR NAMED BLITZES, TIGHT BLITZES, OPEN BLITZES, MOE BLITZES, AND MIDDLE BLITZES.

NOW IS THE TIME TO START THE LEARNING PROCESS!!

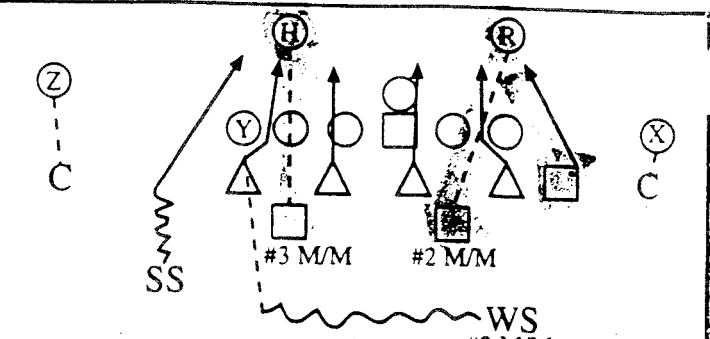
SLANT DOG - COVER 10



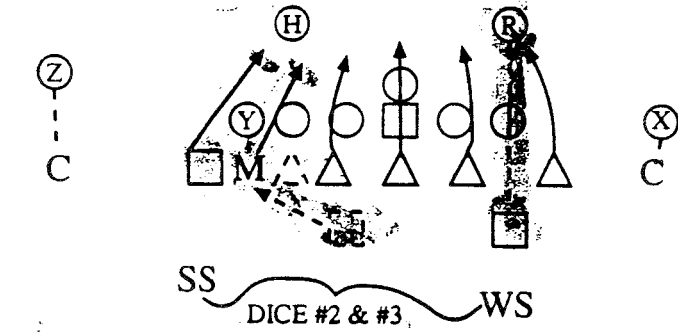
TIGHT BLITZES



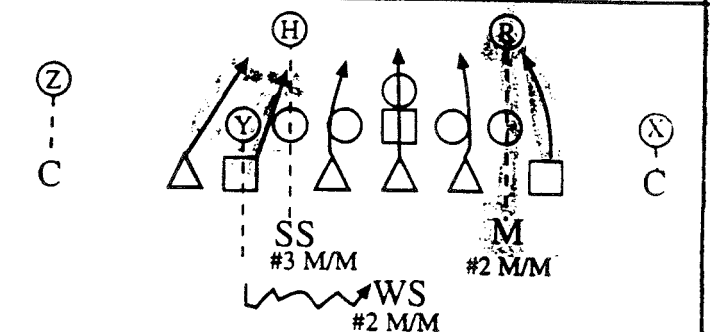
UNDER TIGHT BLITZ - COVER 0



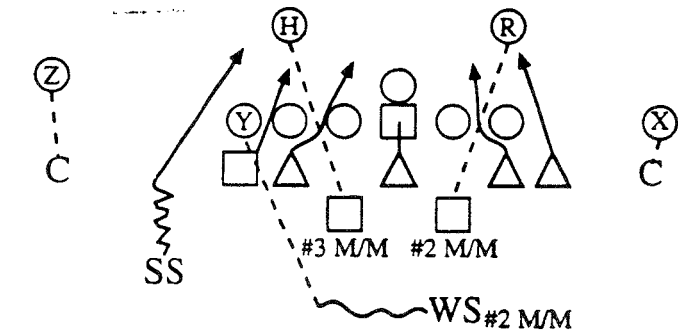
OVER TIGHT BLITZ - COVER 0



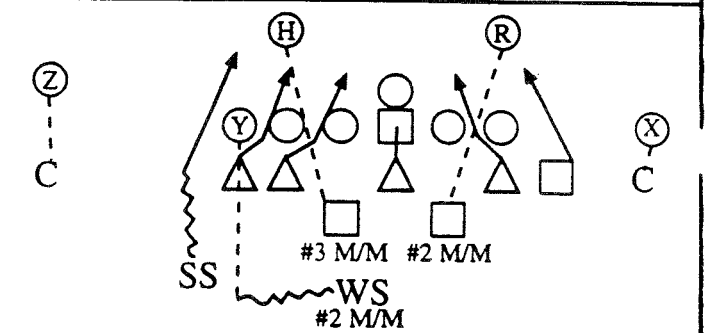
FALCON TIGHT BLITZ - COVER 0



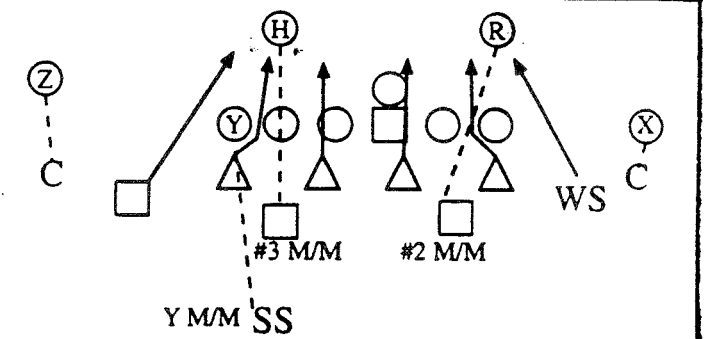
BEAR TIGHT BLITZ - COVER 0



CHIEF TIGHT BLITZ - COVER 0

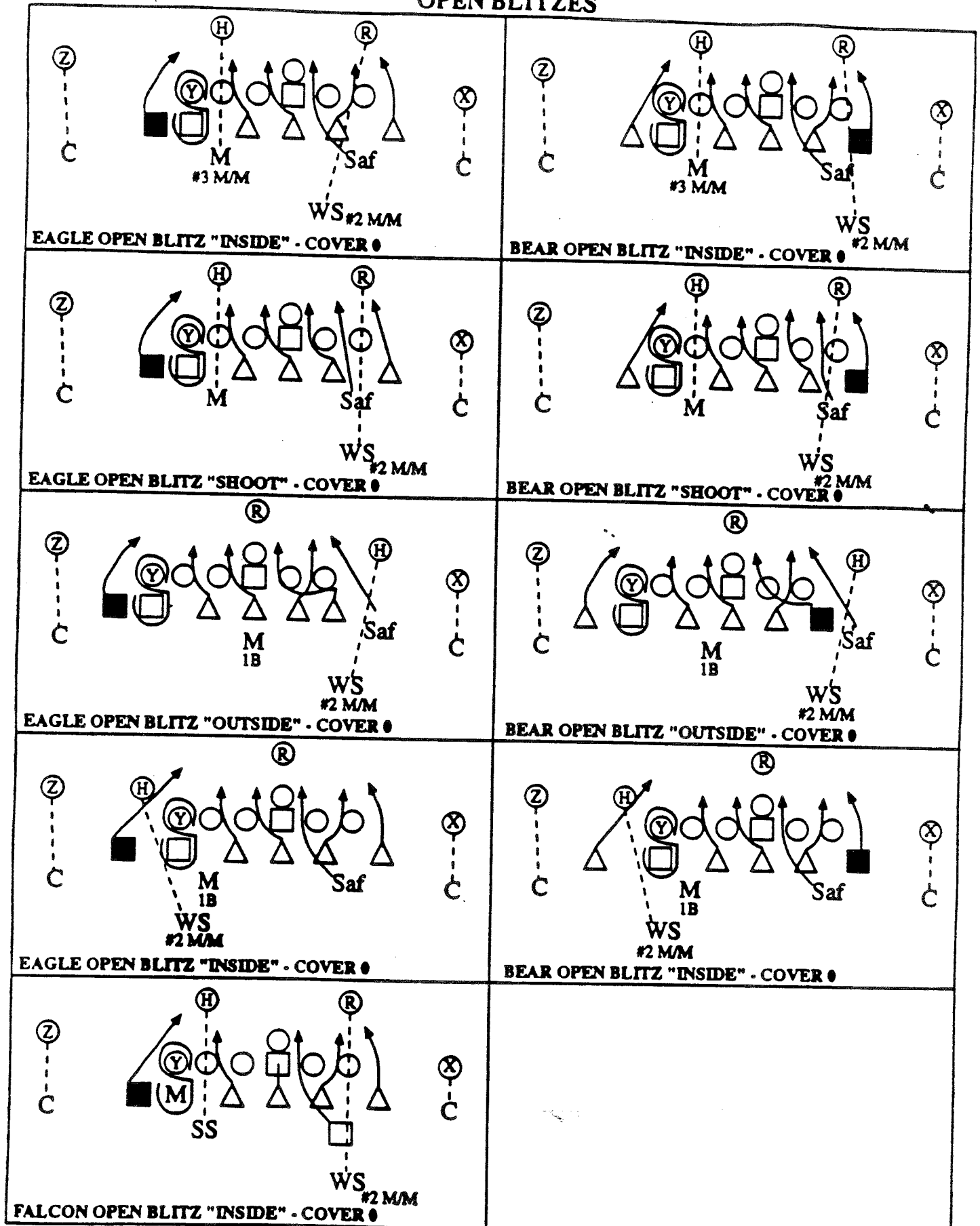


KC TIGHT BLITZ - COVER 0

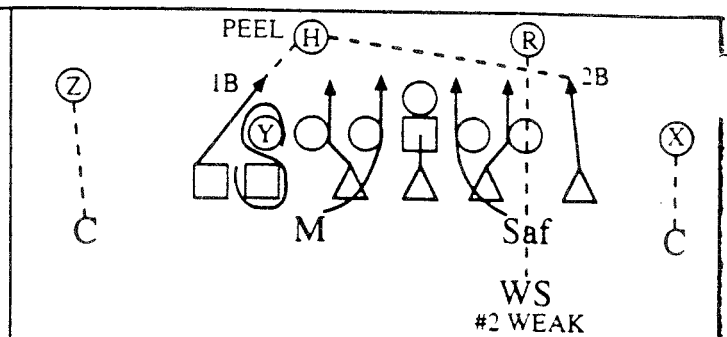
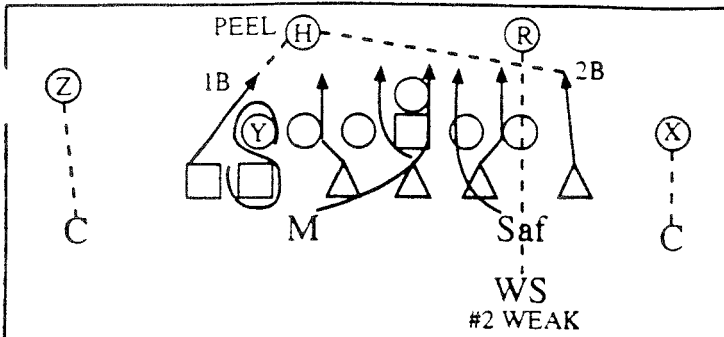


OVERLOAD LIGHTNING TIGHT BLITZ - COVER 0

OPEN BLITZES

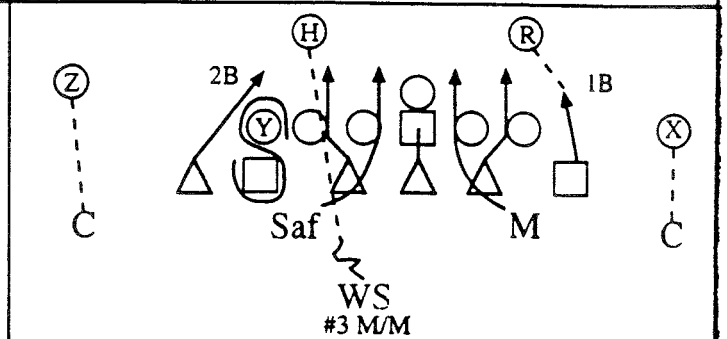
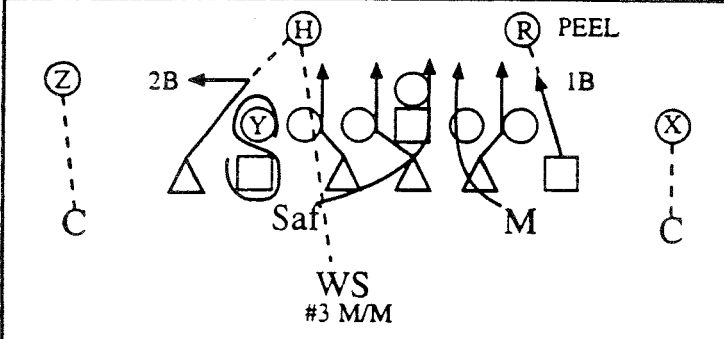


MIDDLE BLITZES



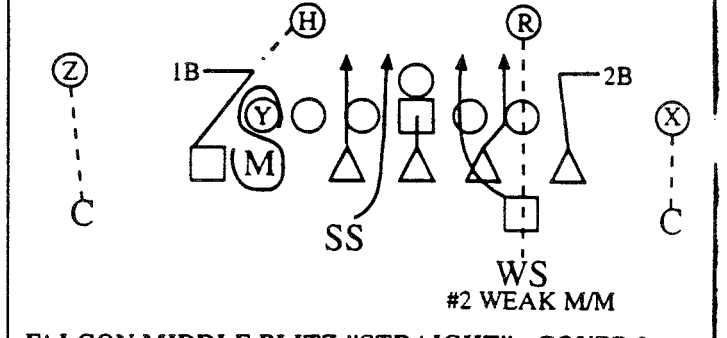
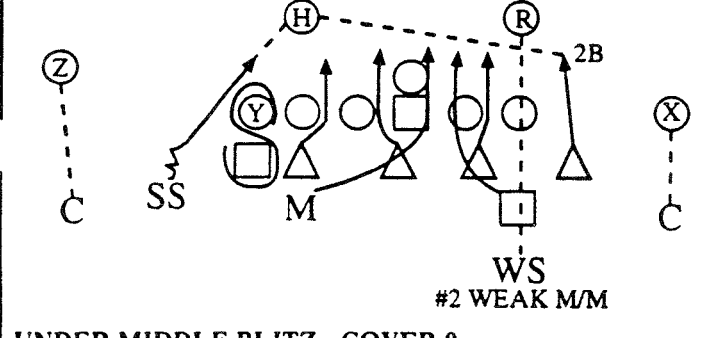
EAGLE MIDDLE BLITZ - COVER 0

EAGLE MIDDLE BLITZ "STRAIGHT" - COVER 0



BEAR MIDDLE BLITZ - COVER 0

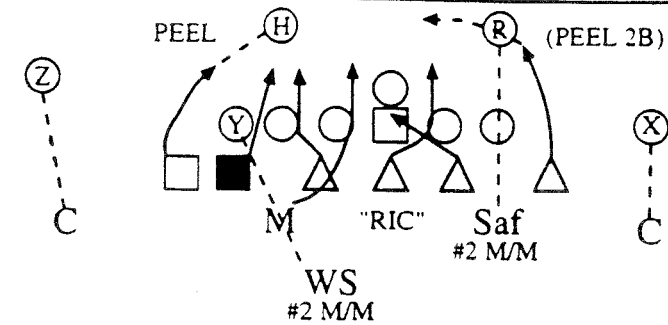
BEAR MIDDLE BLITZ "STRAIGHT" - COVER 0



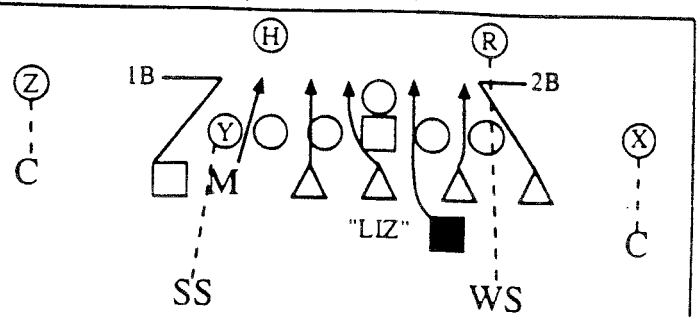
UNDER MIDDLE BLITZ - COVER 0

FALCON MIDDLE BLITZ "STRAIGHT" - COVER 0

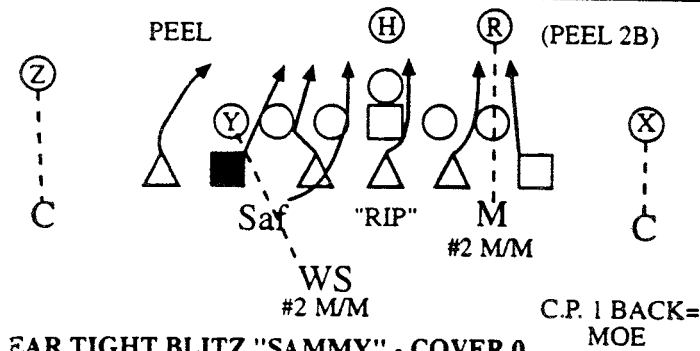
MOE (SAMMY, TOMMY & OPIE) BLITZES



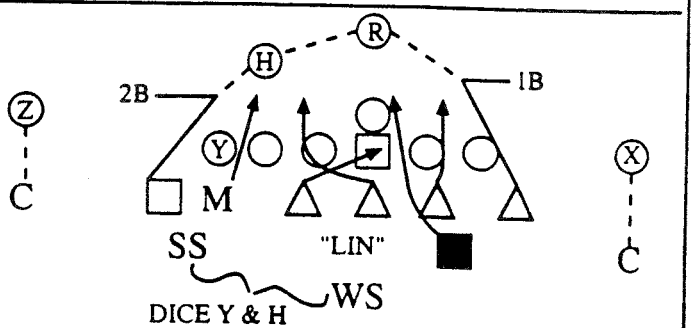
AGLE TIGHT BLITZ "MOE" - COVER 0



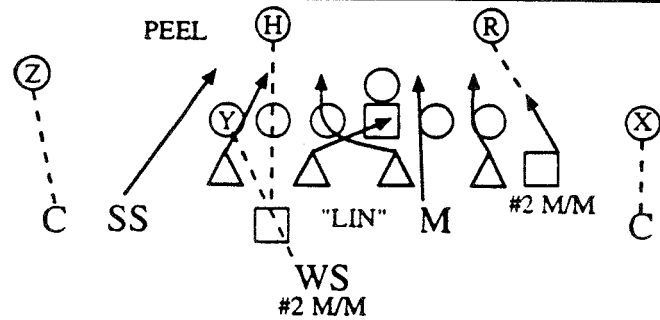
FALCON TIGHT BLITZ "OPE" - COVER 0



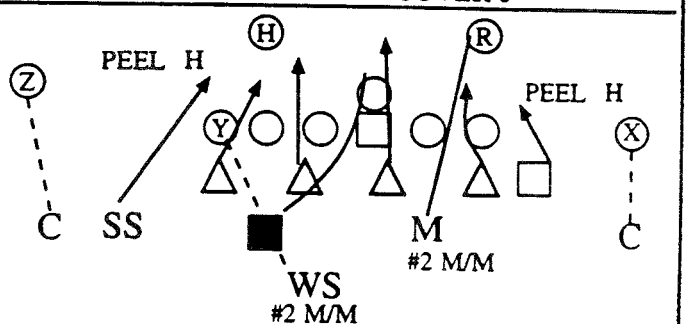
EAR TIGHT BLITZ "SAMMY" - COVER 0



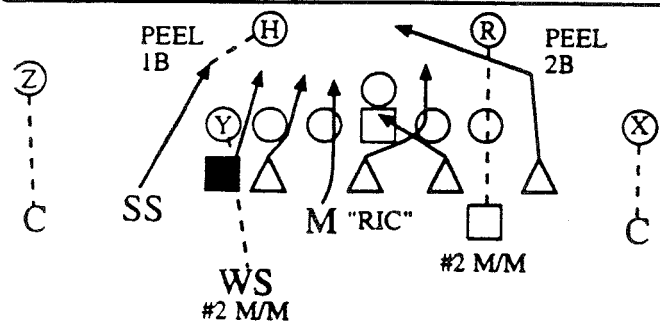
FALCON TIGHT BLITZ "OPIE" - COVER 0



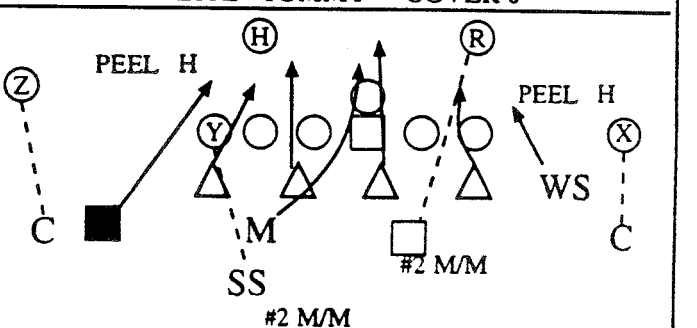
OVER TIGHT BLITZ "MOE" - COVER 0



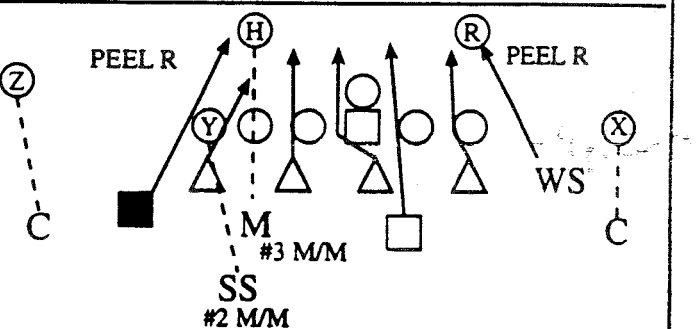
OVER TIGHT BLITZ "TOMMY" - COVER 0



UNDER TIGHT BLITZ "MOE" - COVER 0

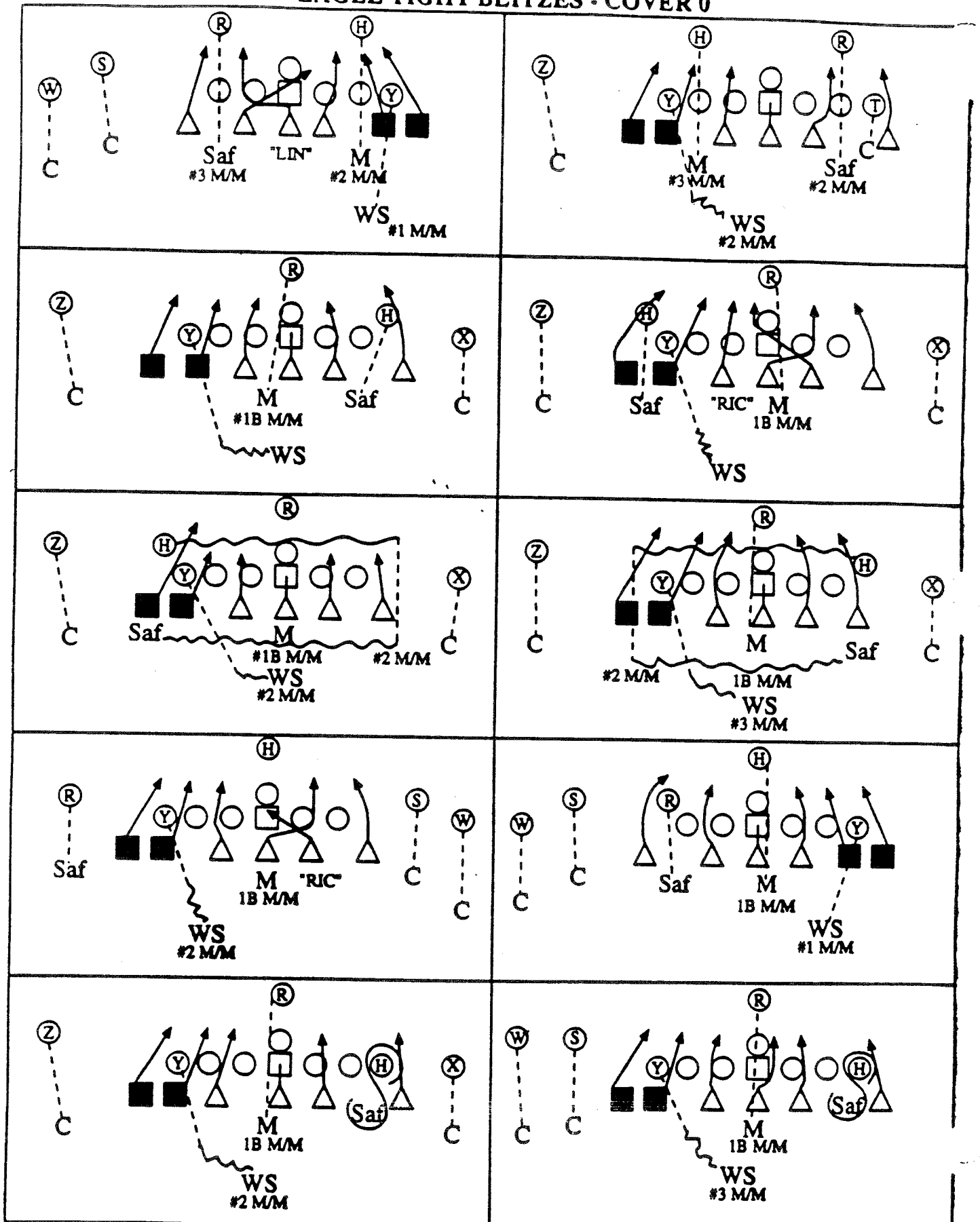


OVERLOAD LIGHTNING TIGHT BLITZ "MOE" COV 0

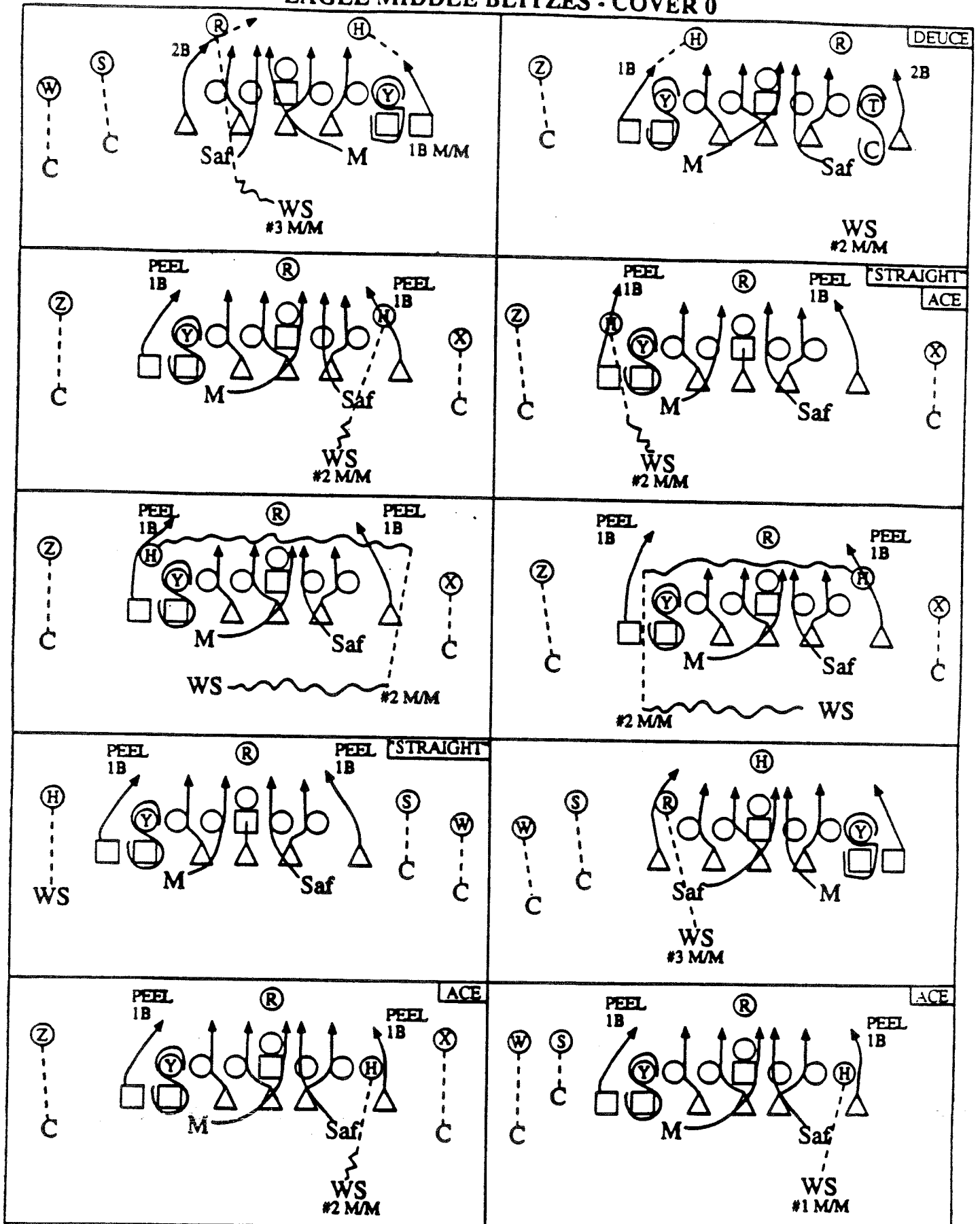


OVERLOAD LIGHTNING TIGHT BLITZ "OPIE" COV 0

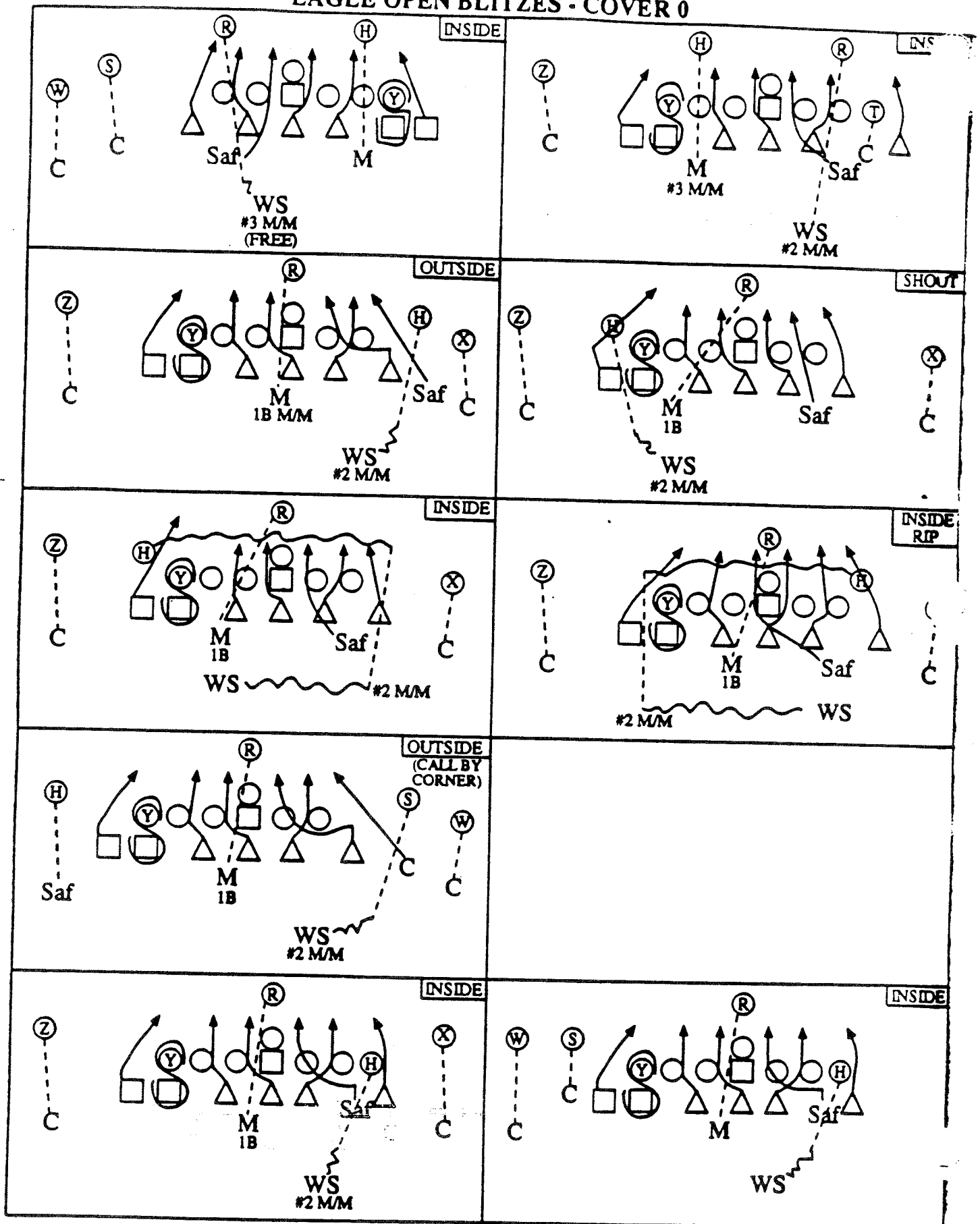
EAGLE TIGHT BLITZES - COVER 0



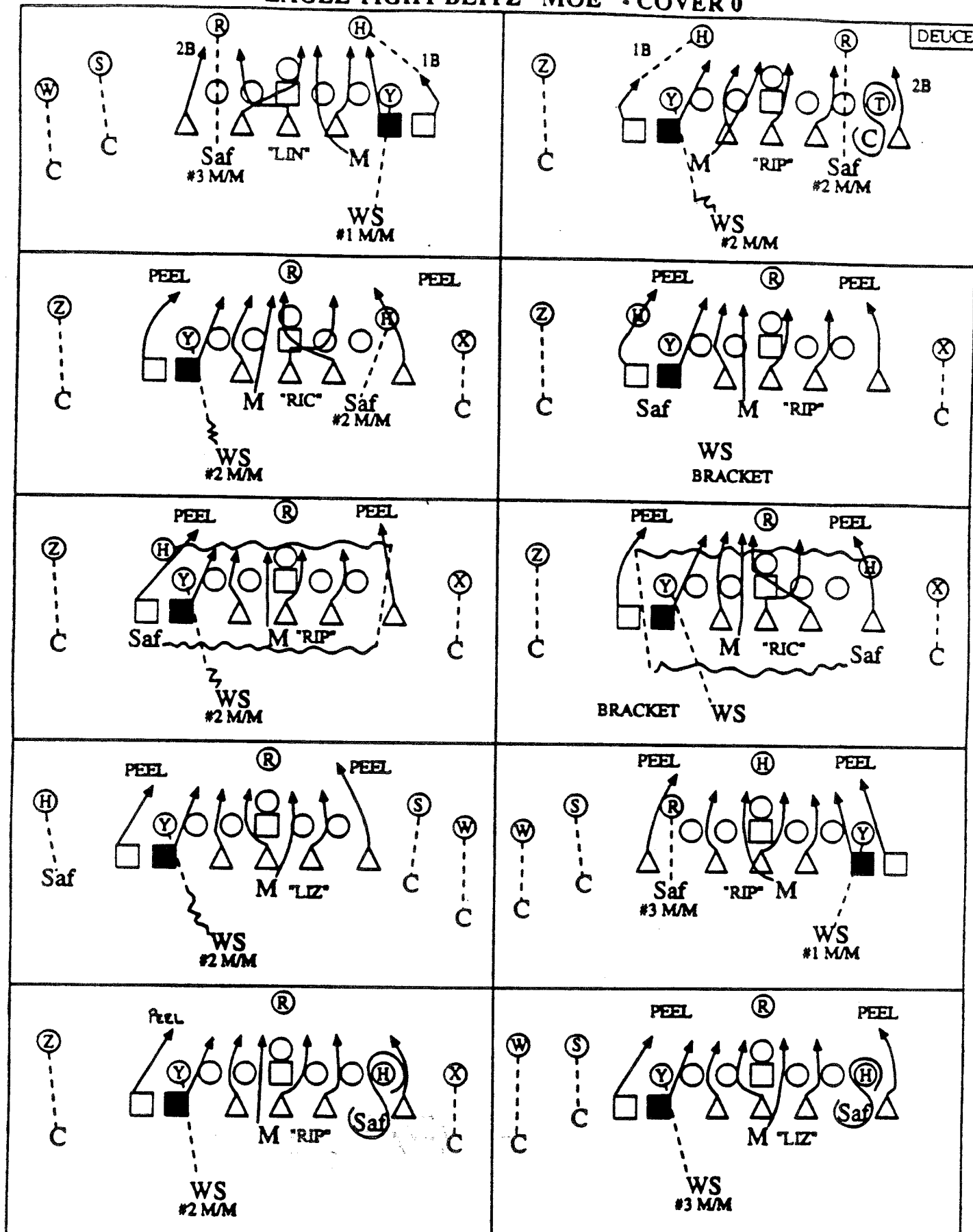
EAGLE MIDDLE BLITZES - COVER 0



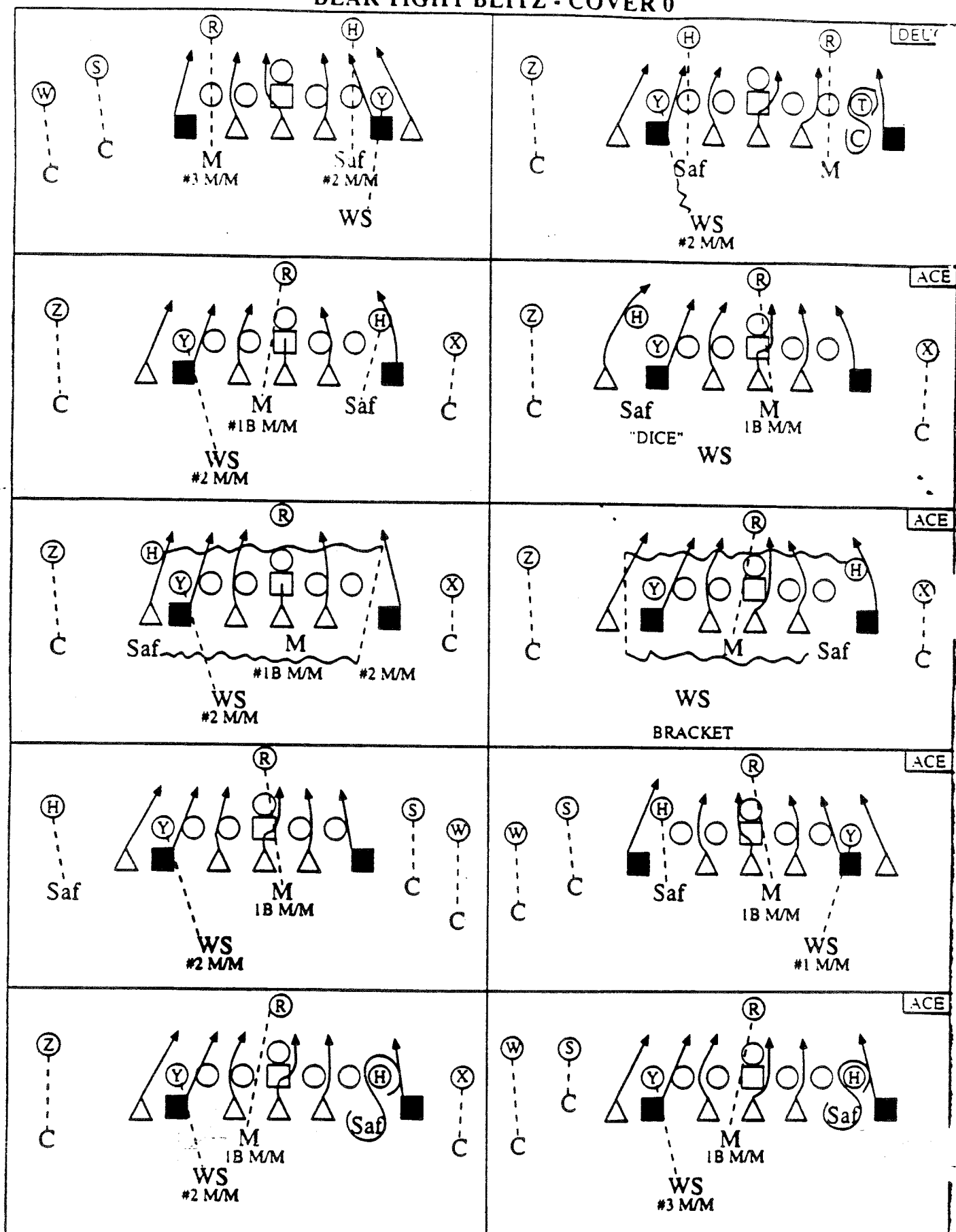
EAGLE OPEN BLITZES - COVER 0



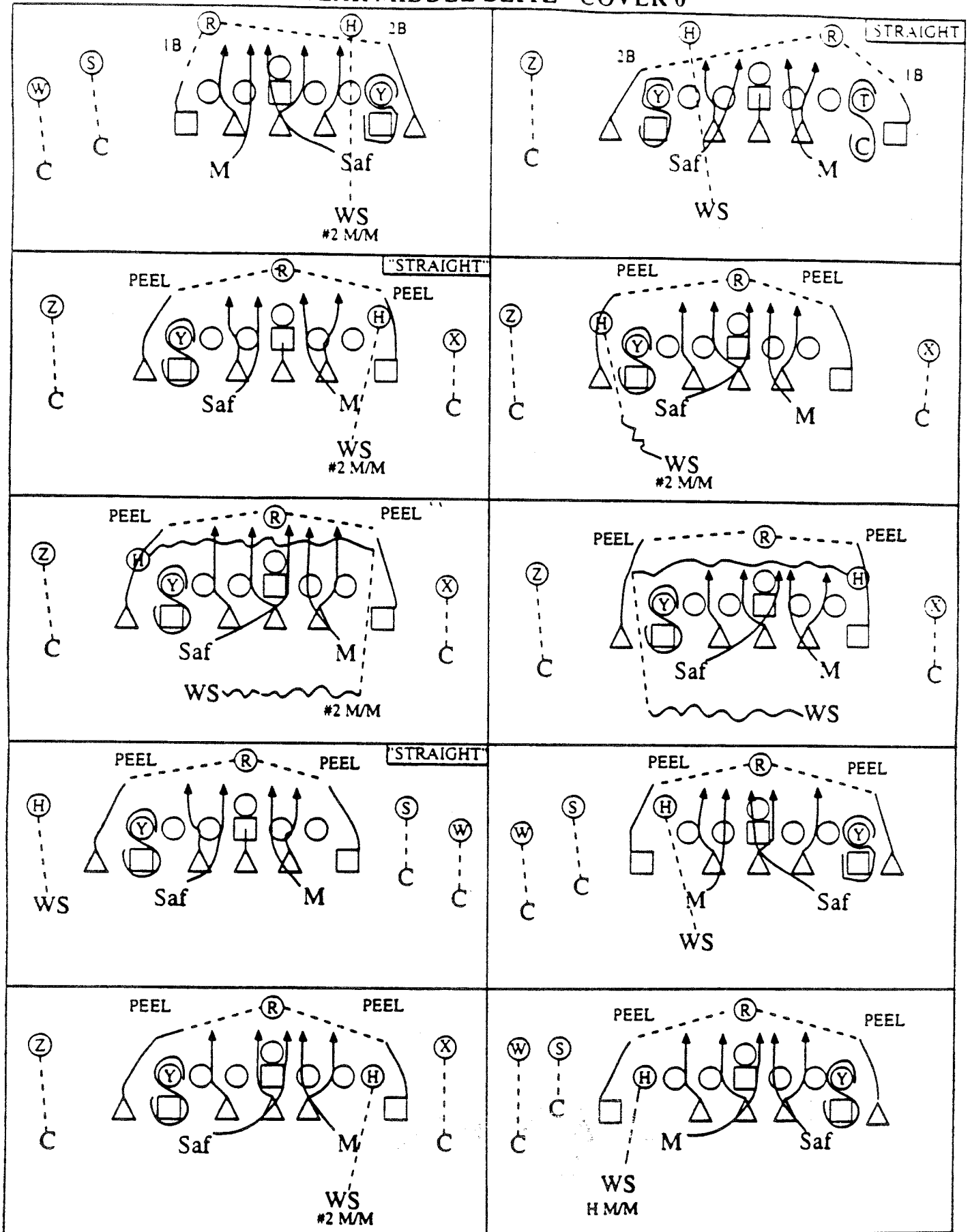
EAGLE TIGHT BLITZ "MOE" - COVER 0



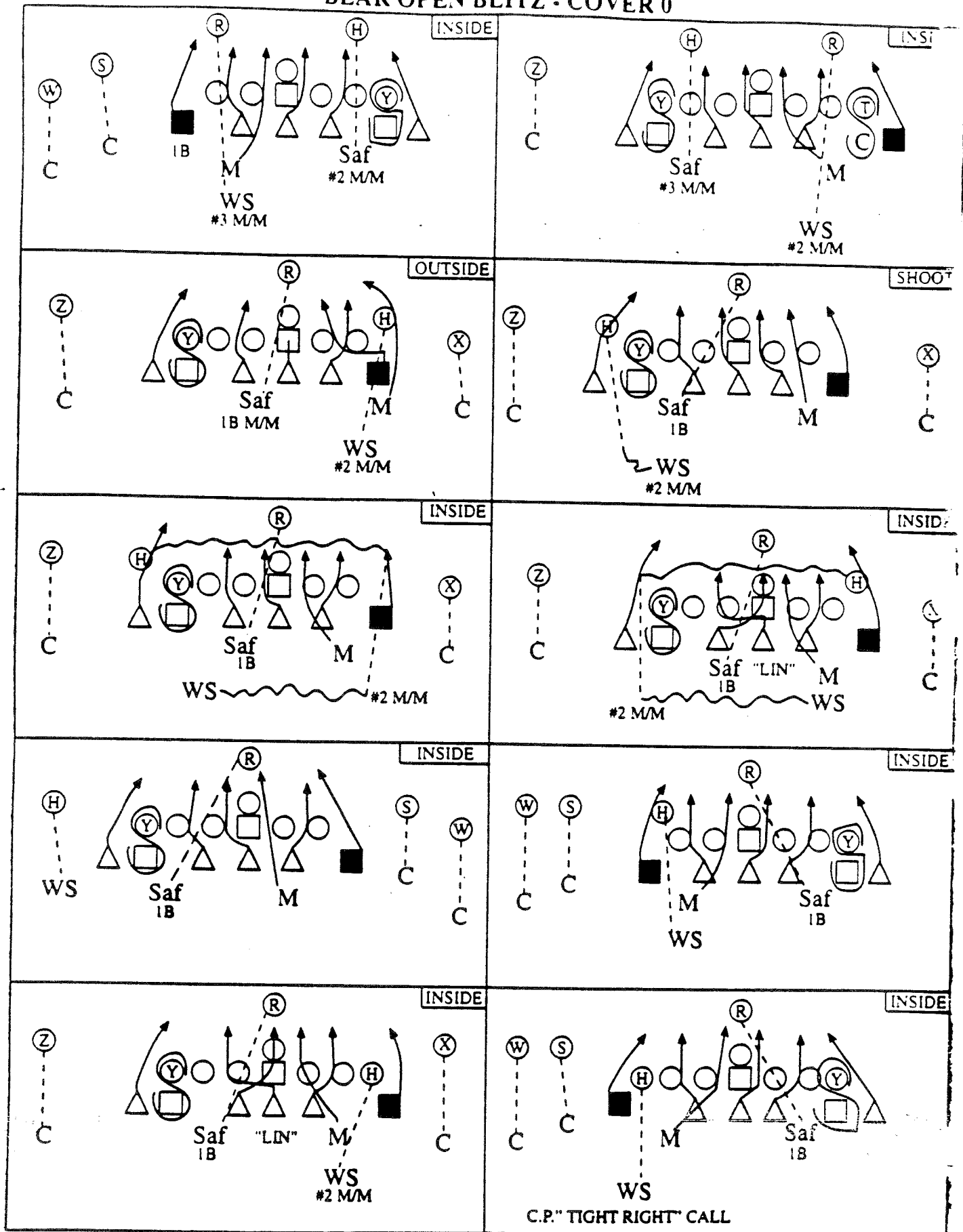
BEAR TIGHT BLITZ - COVER 0



BEAR MIDDLE BLITZ - COVER 0

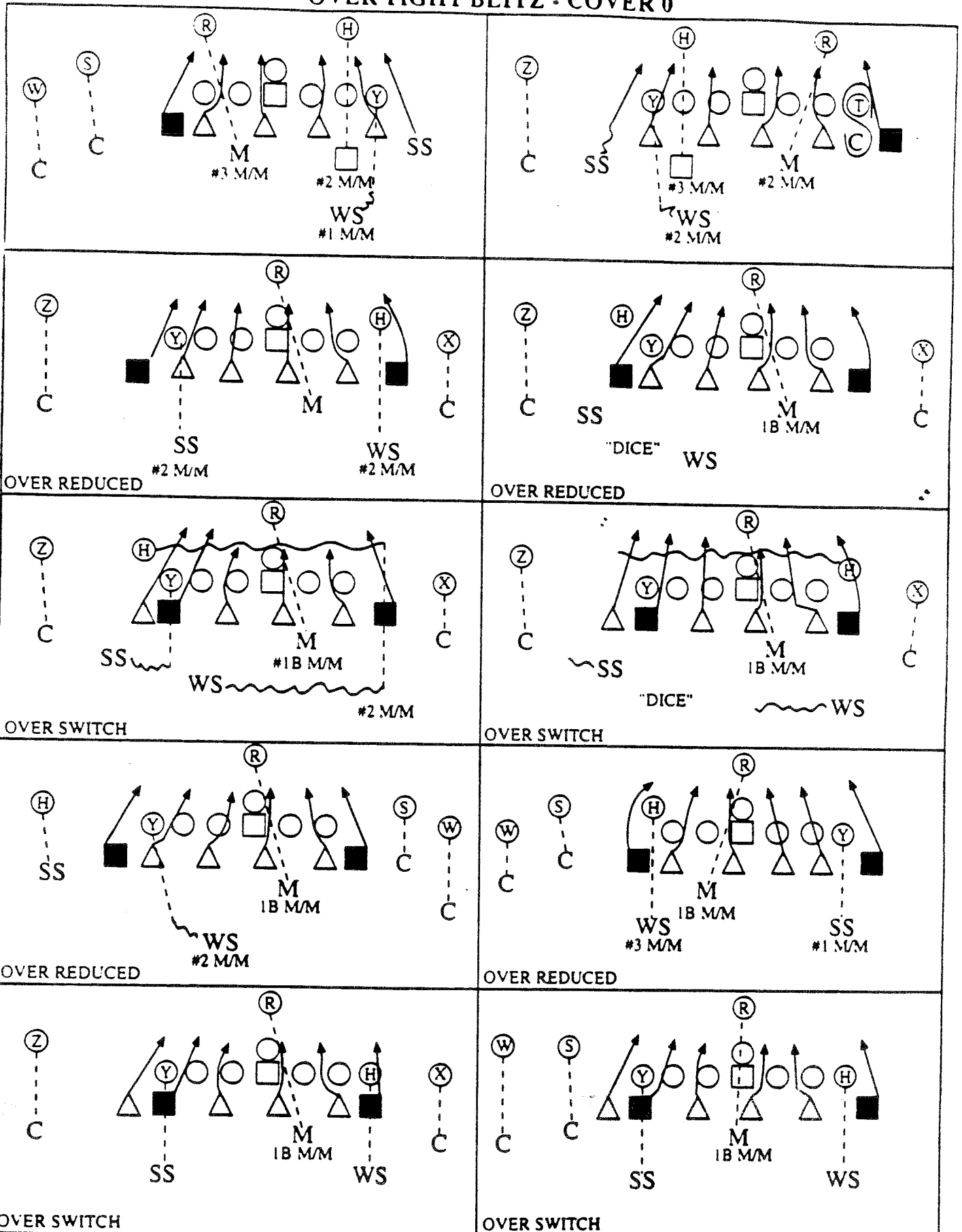


BEAR OPEN BLITZ - COVER 0

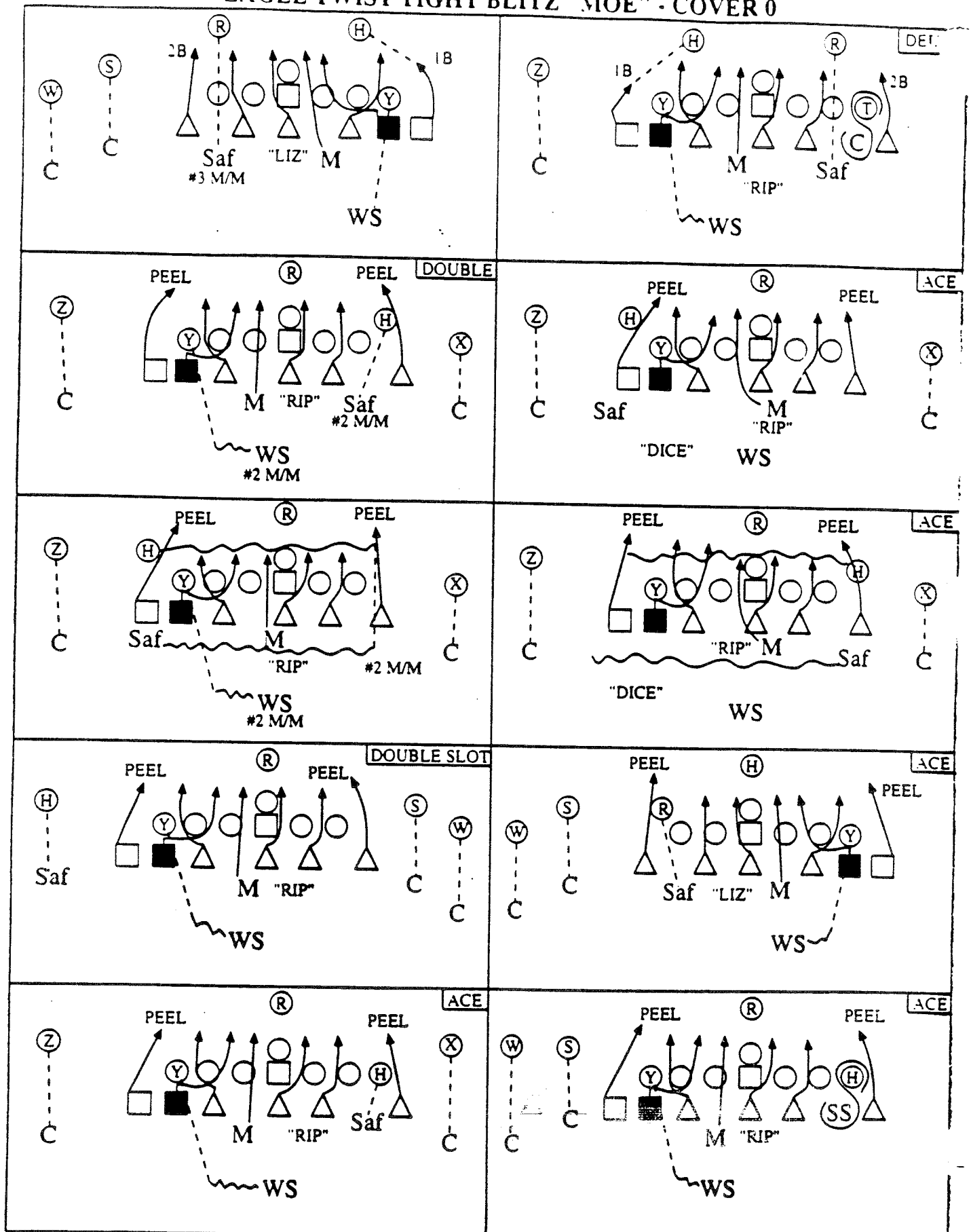


C.P. "TIGHT RIGHT" CALL

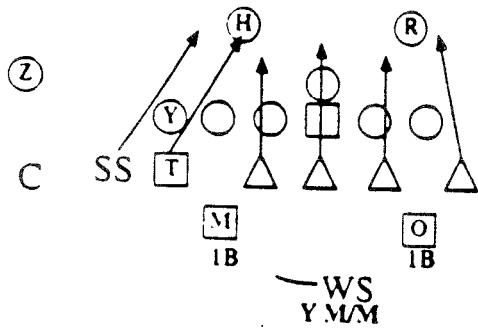
OVER TIGHT BLITZ - COVER 0



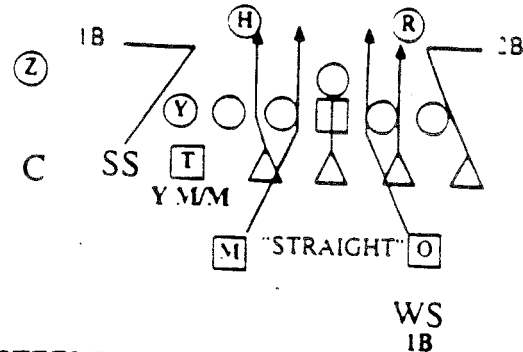
EAGLE TWIST TIGHT BLITZ "MOE" - COVER 0



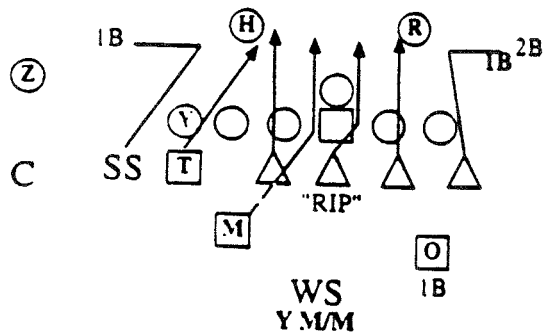
STEELER BLITZES



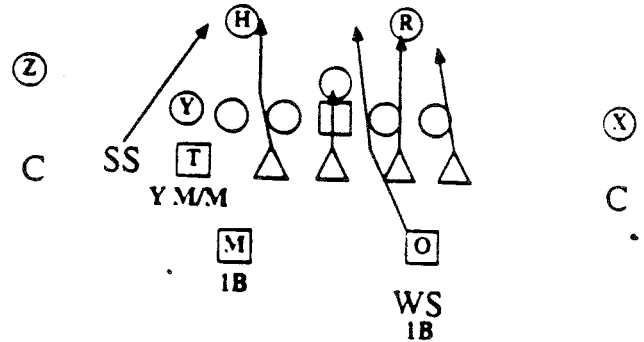
STEELER TIGHT BLITZ COVER 0



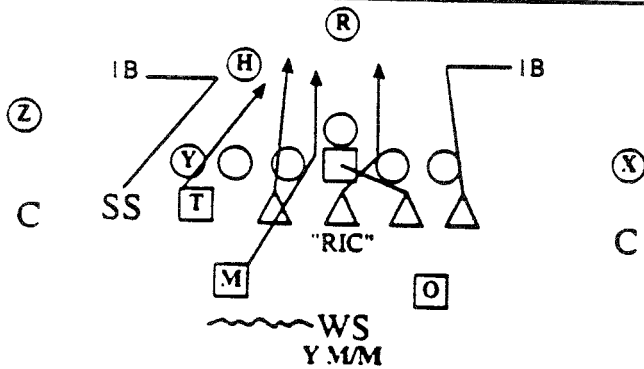
STEELER MIDDLE BLITZ COVER 0



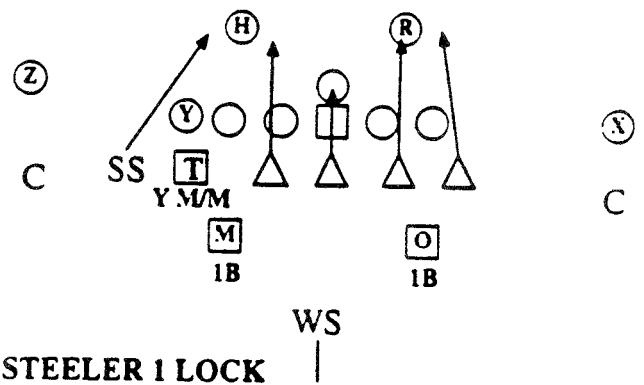
STEELER TIGHT BLITZ "MOE" COVER 0



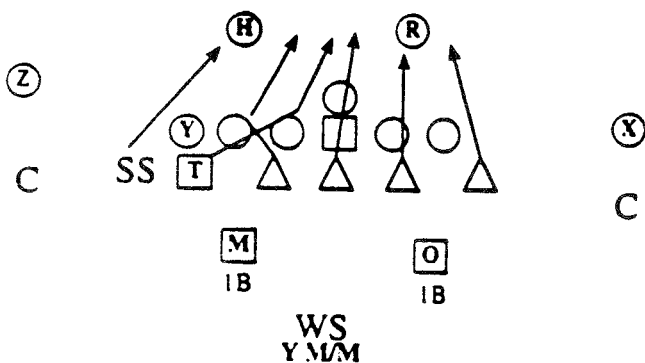
STEELER OPEN BLITZ "INSIDE" COVER 0



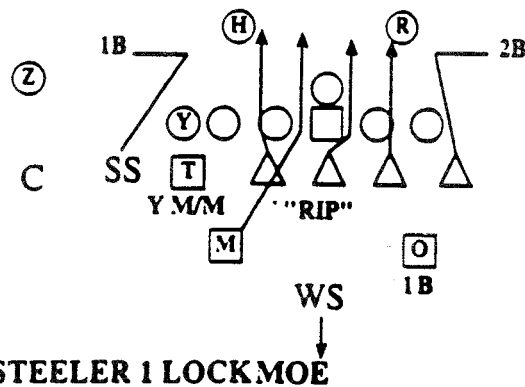
STEELER TIGHT BLITZ "MOE" COVER 0



STEELER 1 LOCK

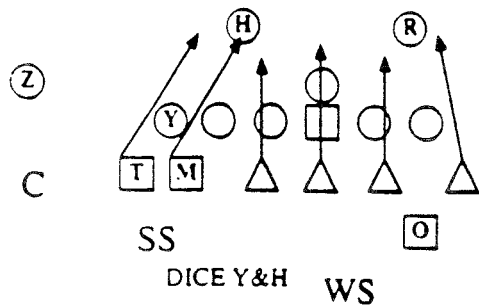


STEELER TWIST TIGHT BLITZ COVER 0

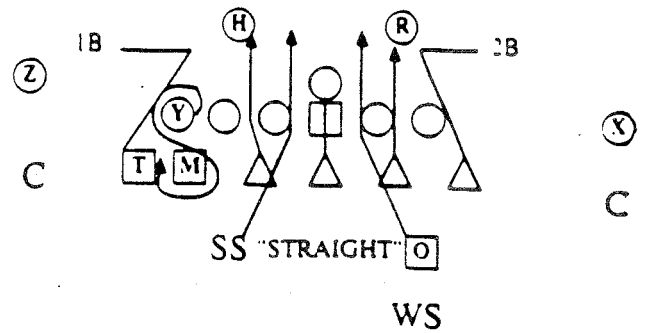


STEELER 1 LOCK MOE

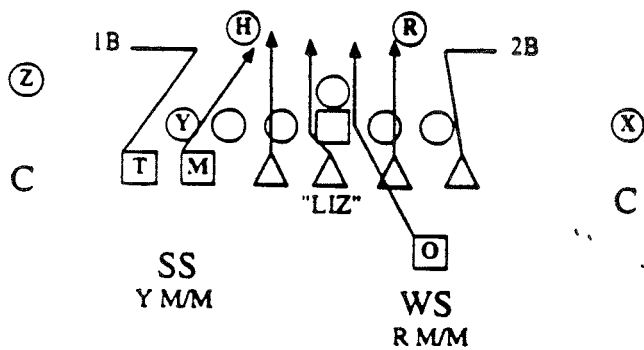
FALCON BLITZES



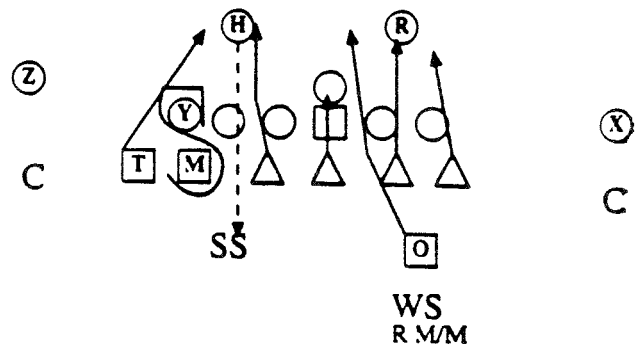
FALCON TIGHT BLITZ COVER 0



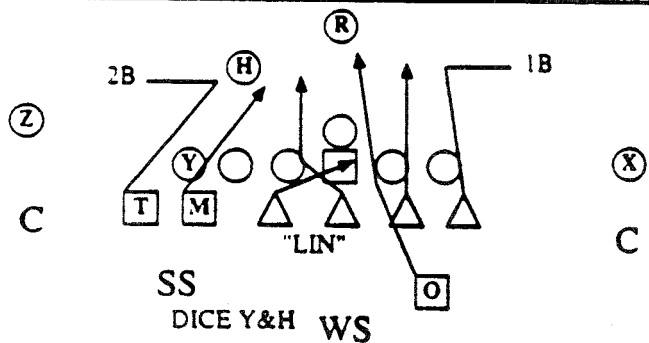
FALCON MIDDLE BLITZ COVER 0



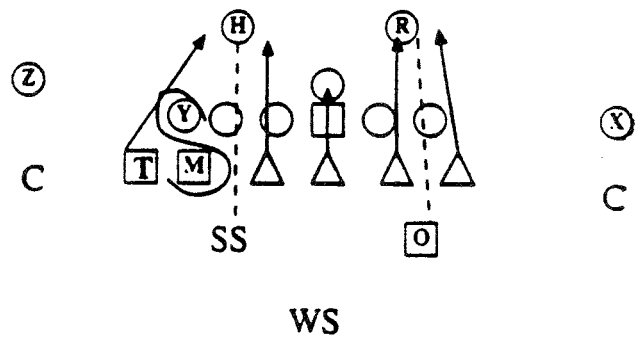
FALCON TIGHT BLITZ "MOE" COVER 0



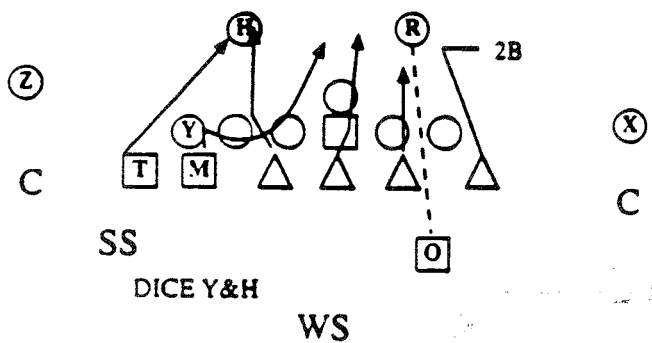
FALCON OPEN BLITZ "INSIDE" COVER 0



FALCON TIGHT BLITZ "MOE" COVER 0

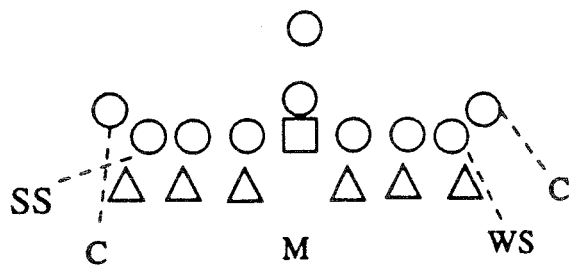


FALCON 1 LOCK



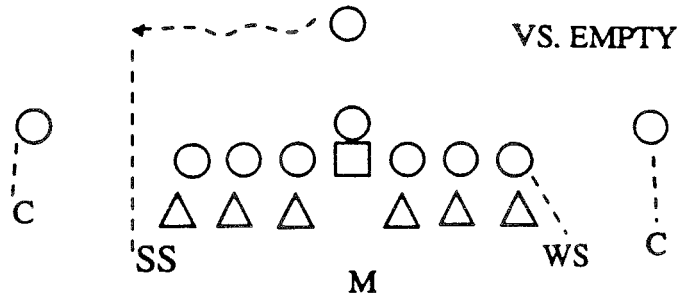
FALCON 1 LOCK MOE

GOAL LINE ADJUSTMENTS



"TAKE"

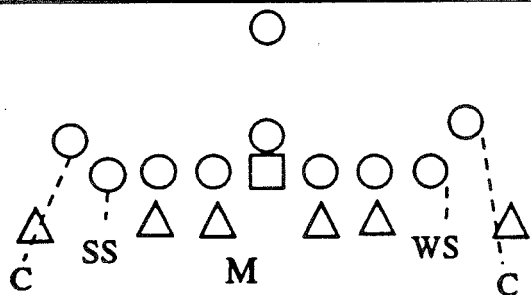
POSSIBLE "OUT" CALL



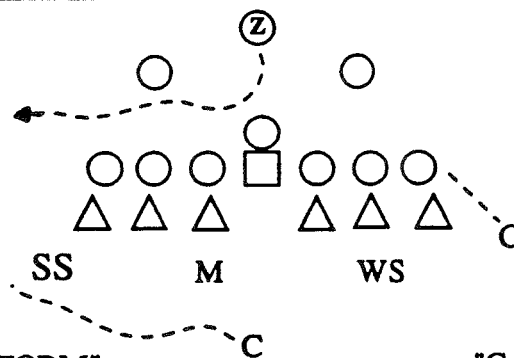
"TAKE"

MIAMI LEFT (RIGHT)

POSSIBLE WEDGE, POSSIBLE TITE INSIDE



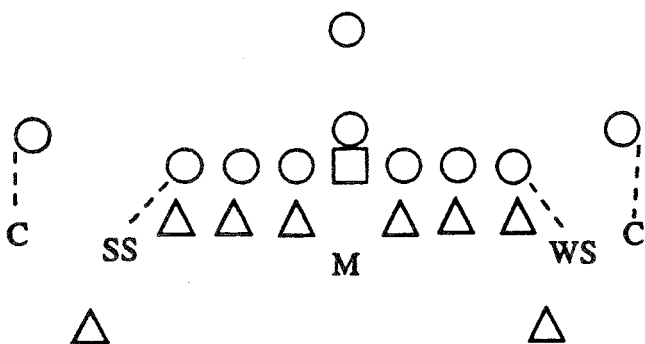
"TAKE" WITH POSSIBLE "OUT" CALL



"STORM"

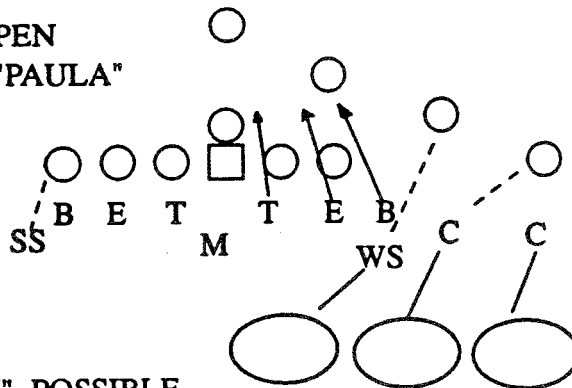
"CAIN"

SC- TAKE Z IN BACKFIELD

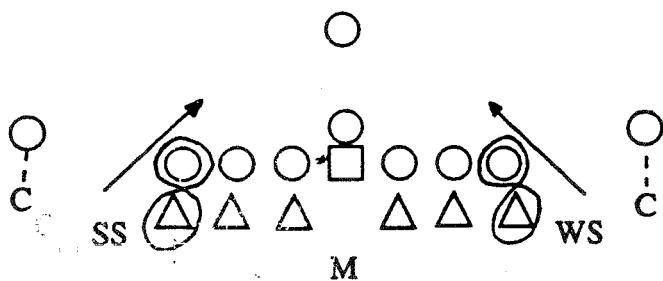


"TAKE" POSSIBLE "OUT" CALL
POSSIBLE "BULLETS"

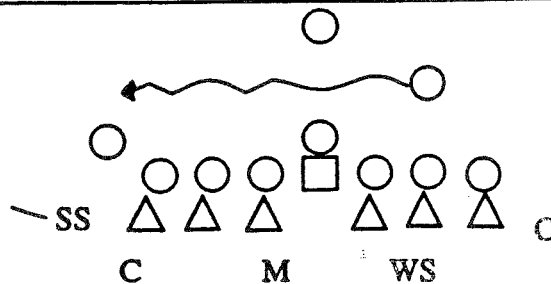
ALL OPEN
SETS= "PAULA"



"3 WAY" POSSIBLE
MIAMI, ALERT "POP"



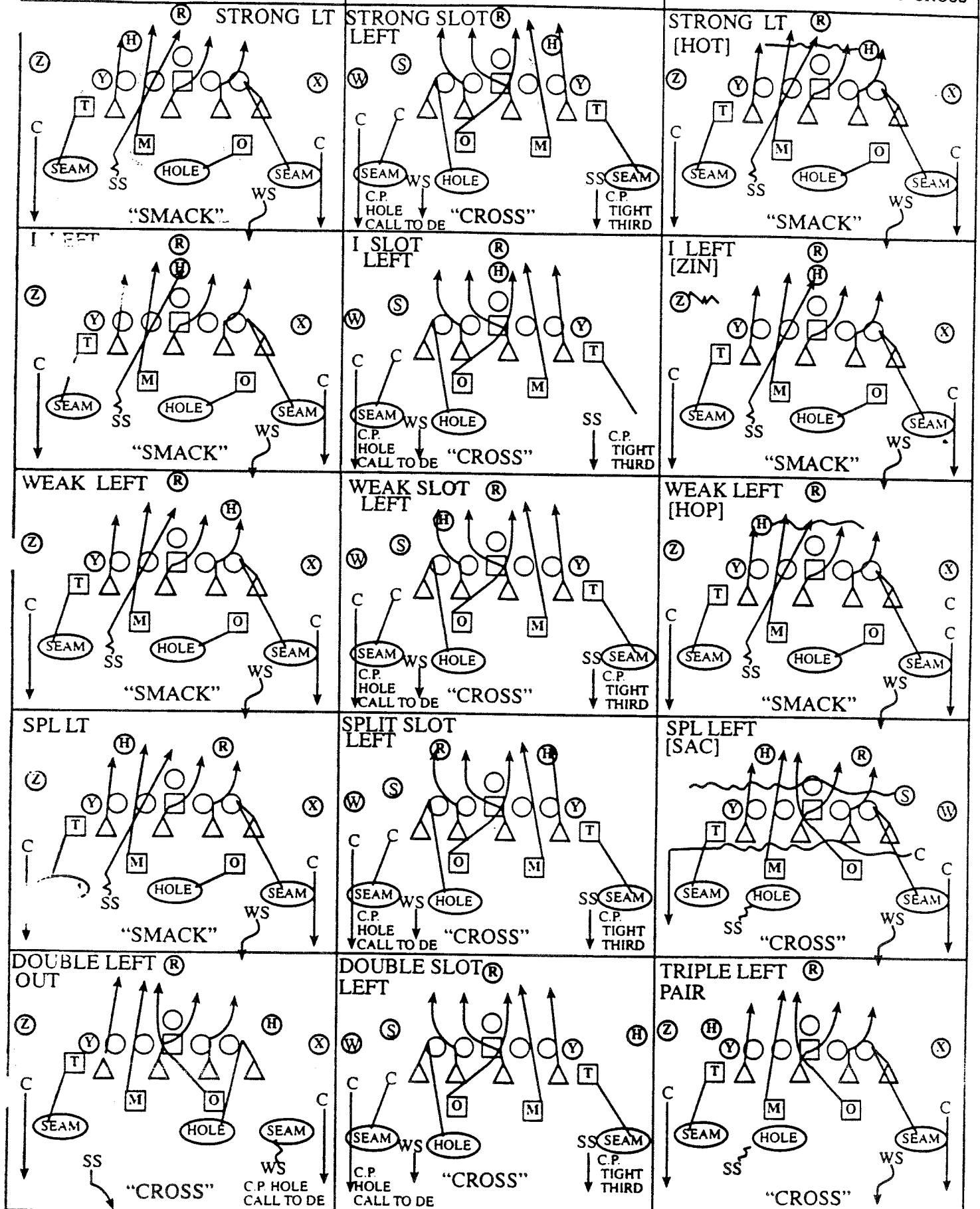
"BULLETS"



" 3 WAY"

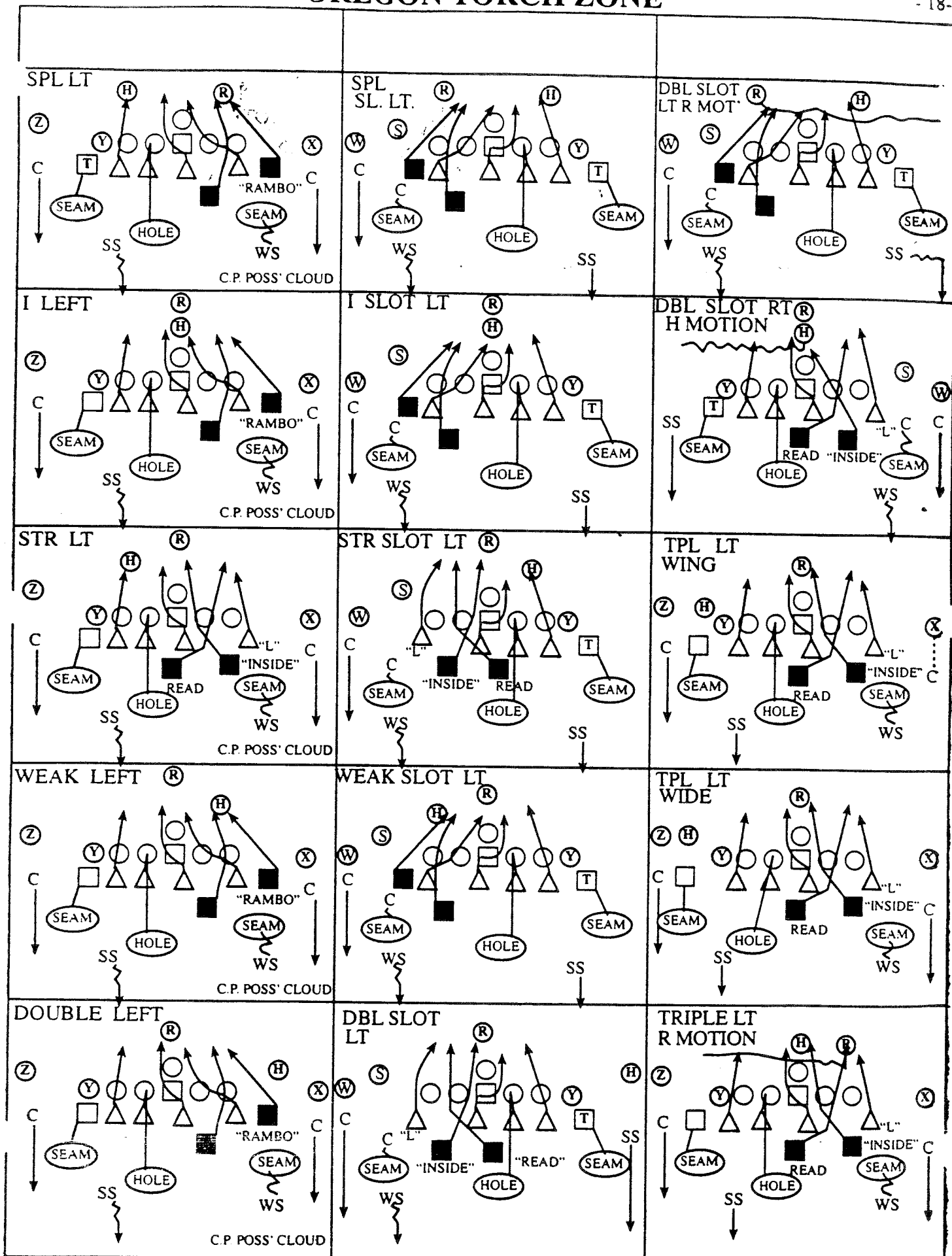
EXTENDED MOTION = SC

UNDER SMOKE ZONE "ADJUST" PRO=SMACK SLOT & ONEBACK=CROSS



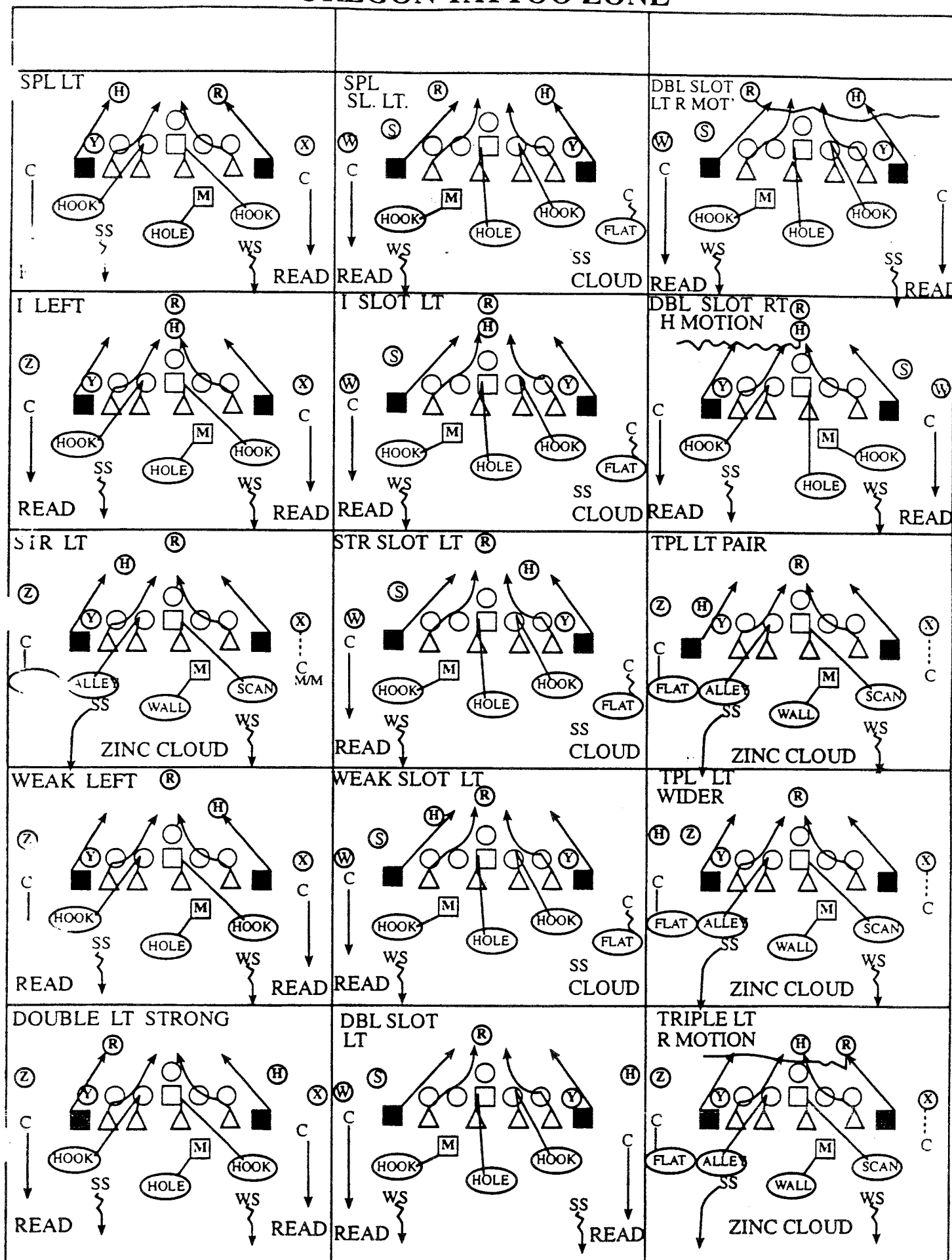
OREGON TORCH ZONE

- 18 -



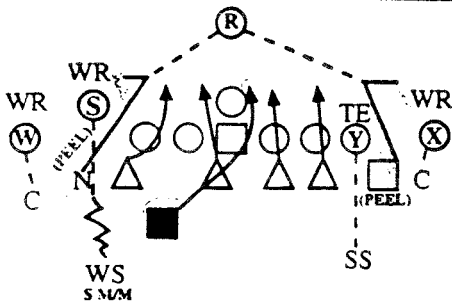
OREGON TATTOO ZONE

- 19 -



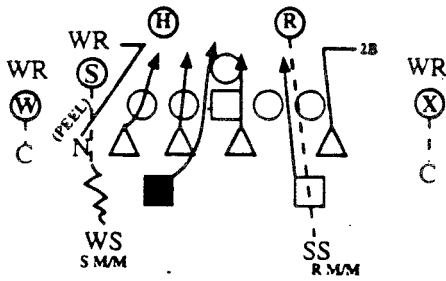
DOGS & BLITZES

KINGS



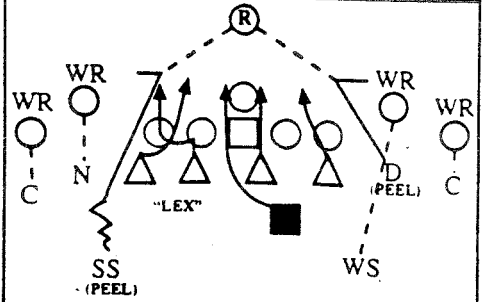
NICKEL OVER SCHOOLYARD COVER 0

QUEENS

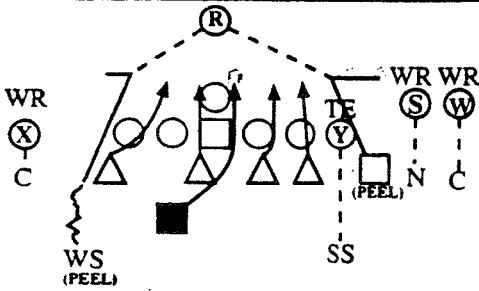


NICKEL OVER SCHOOLYARD COVER 0

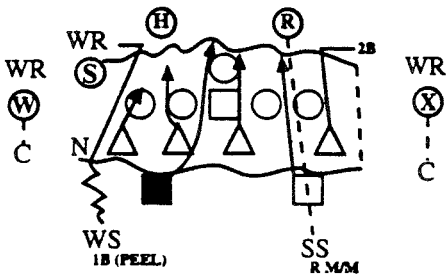
FLUSH



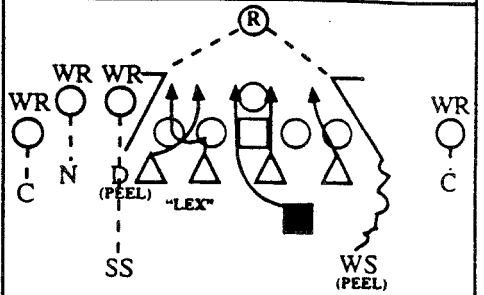
DIME OVER SCHOOLYARD COVER 0



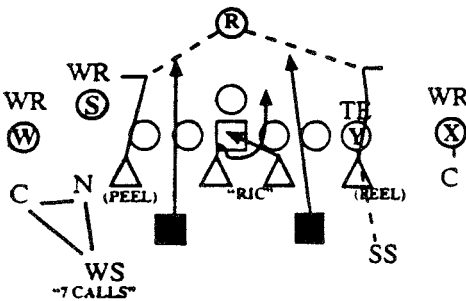
NICKEL OVER SCHOOLYARD COVER 0



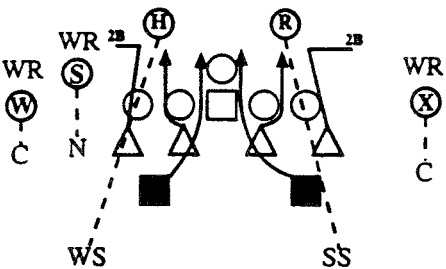
NICKEL OVER'SCHOOLYARD COVER 0



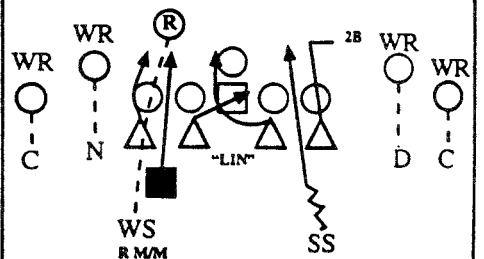
DIME OVER SCHOOLYARD COVER 0



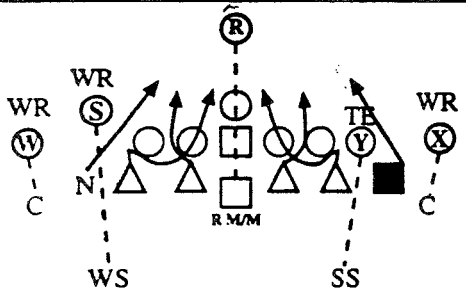
NICKEL OVER ISX DBL CAT COVER 10



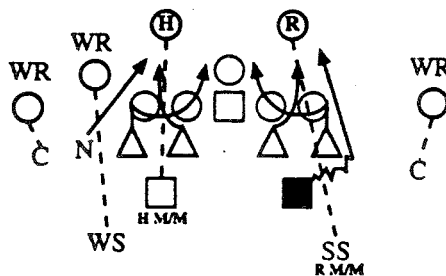
NICKEL 43 DBL CAT AA COVER 0



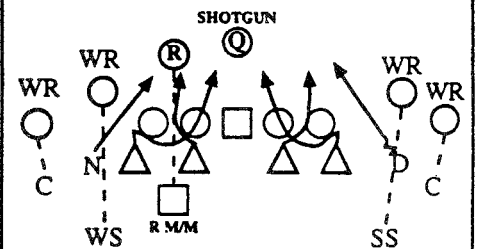
DIME 43 ISX DBL CAT COVER 0



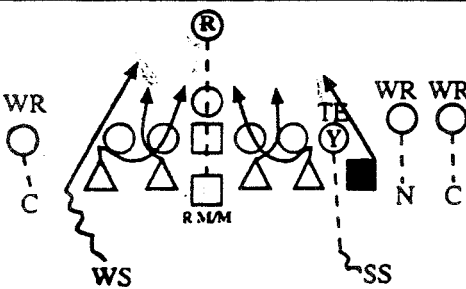
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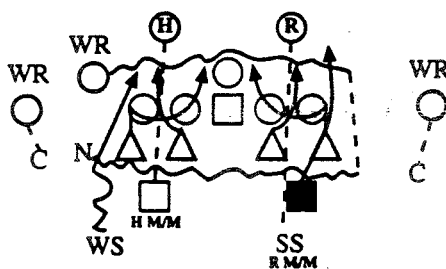
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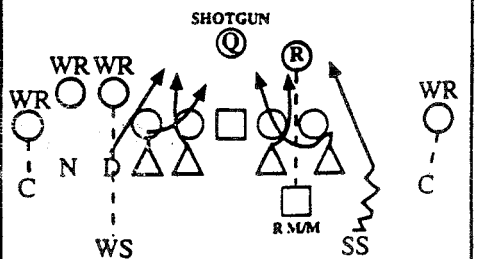
DIME 43 TEX 2D COVER 0



NICKEL 43 TEX 2D COVER 0

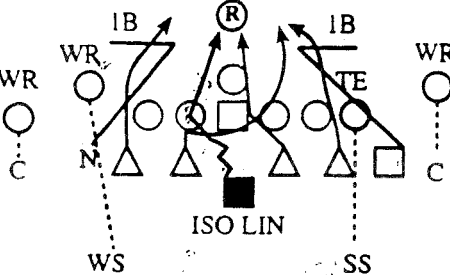
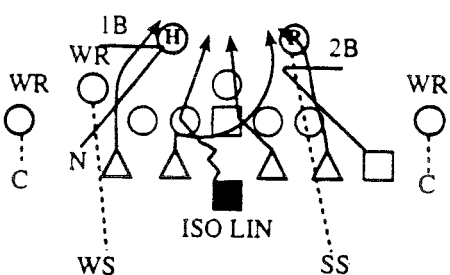
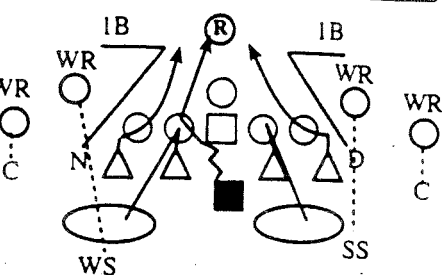
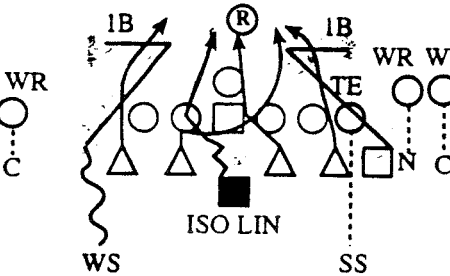
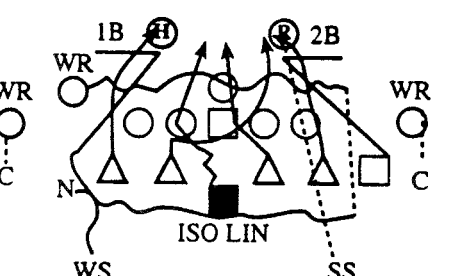
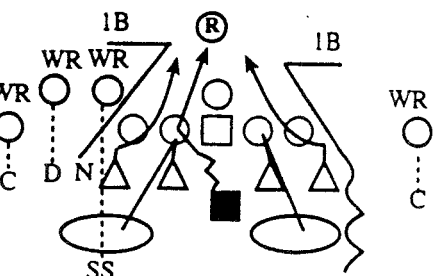
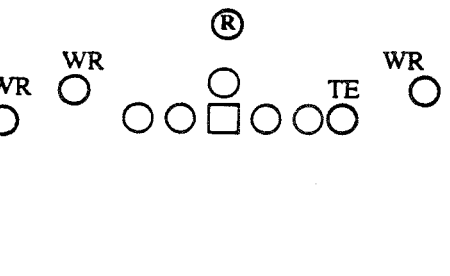
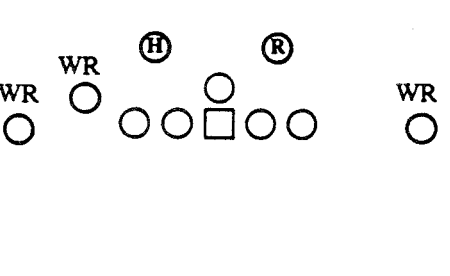
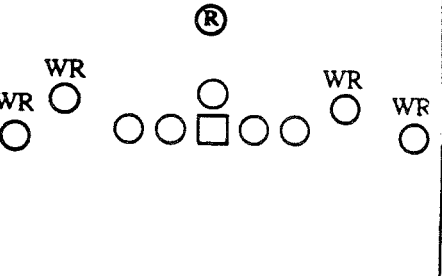
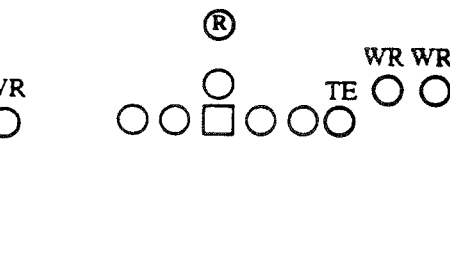
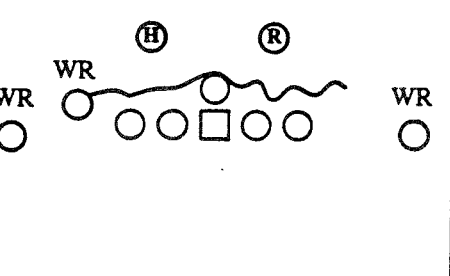
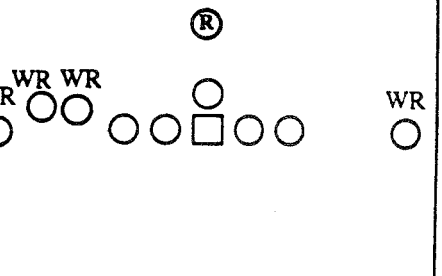
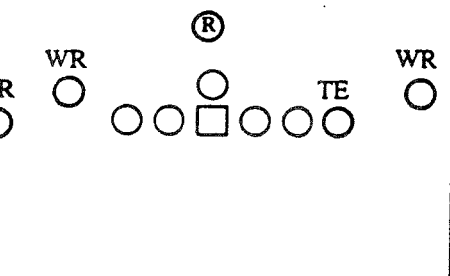
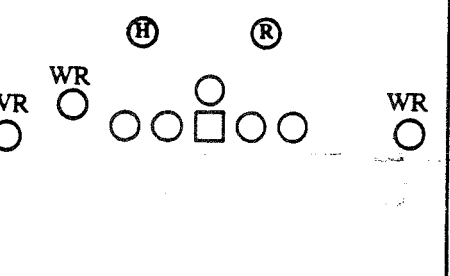
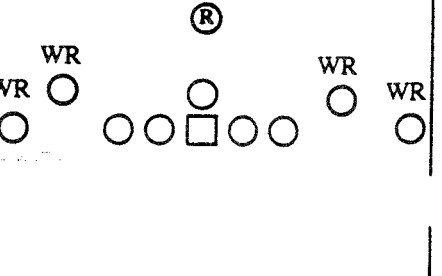


NICKEL 43 TEX 2D COVER 0

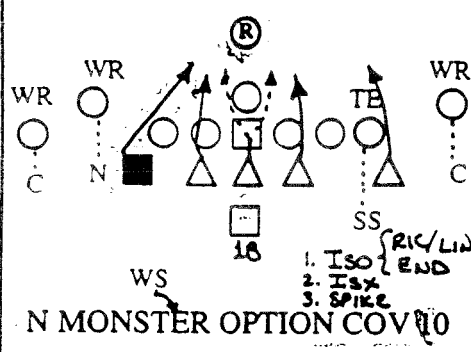
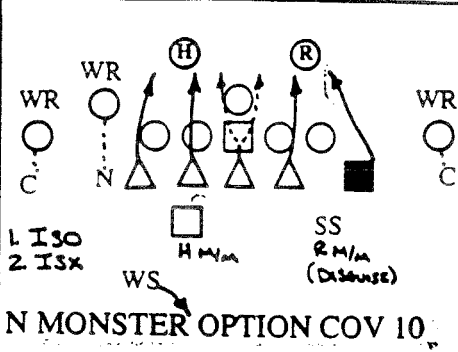
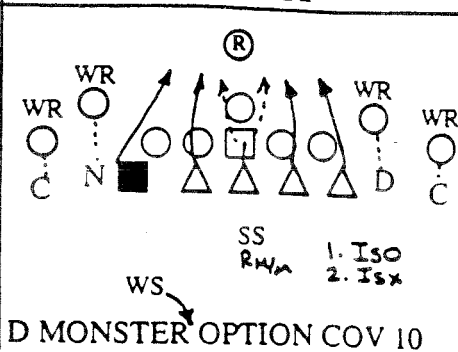
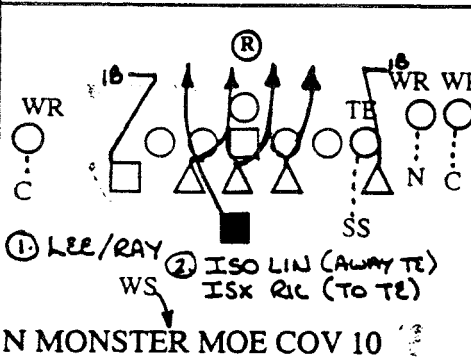
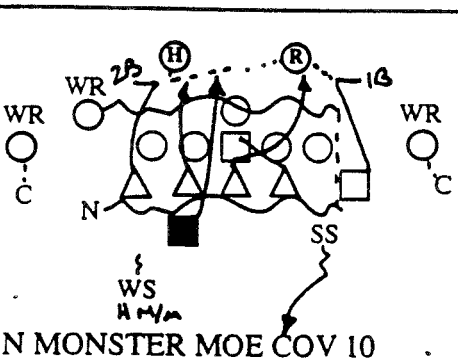
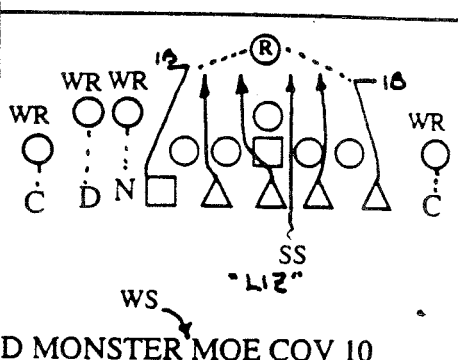
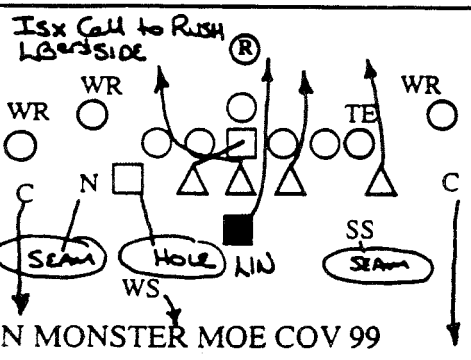
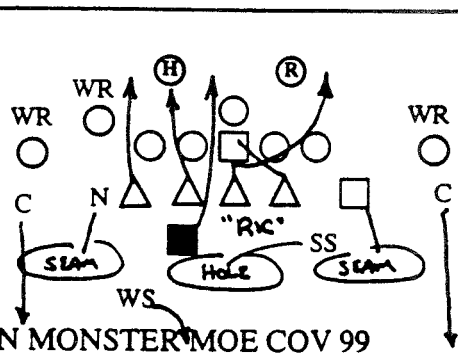
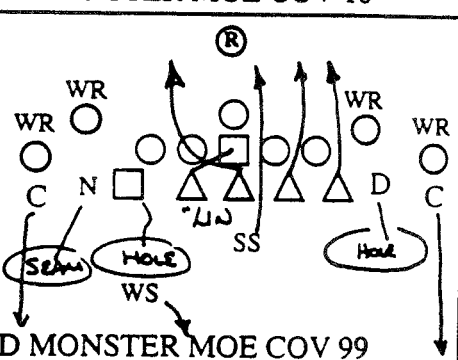
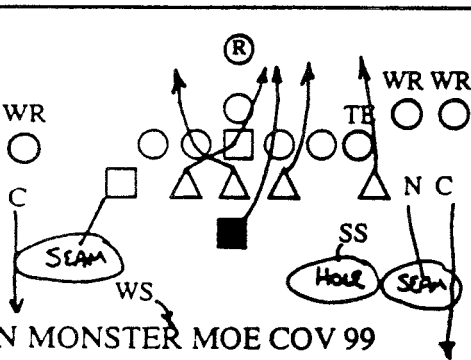
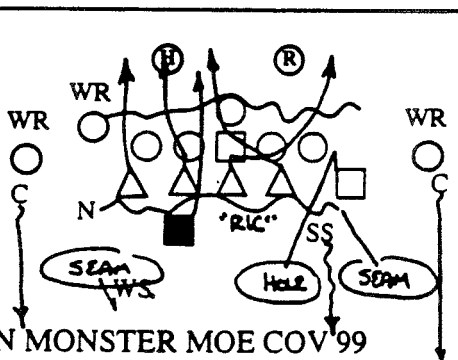
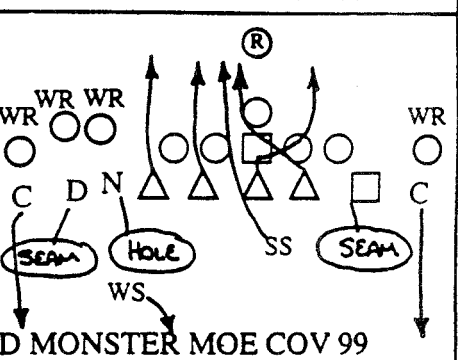
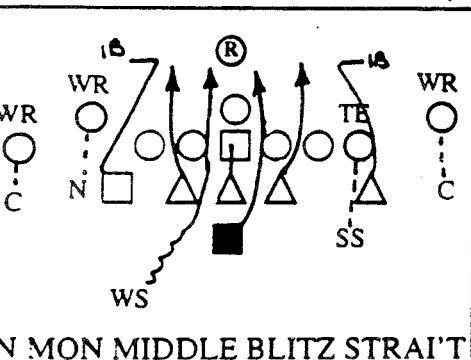
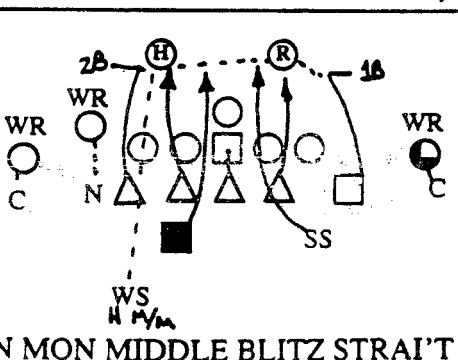
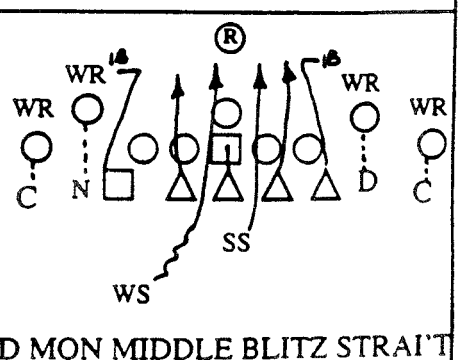


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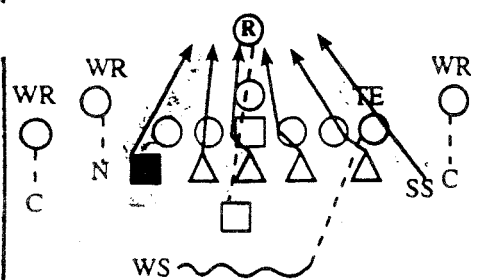
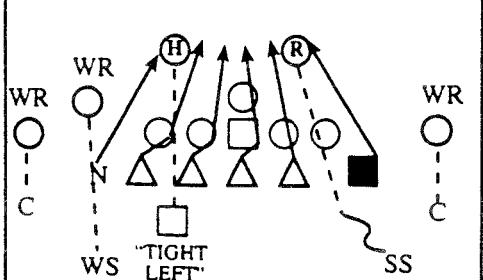
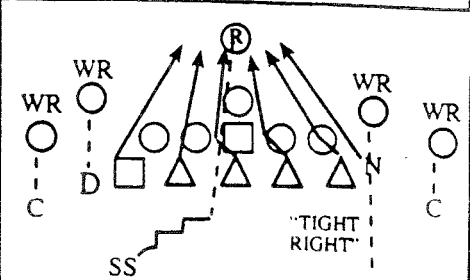
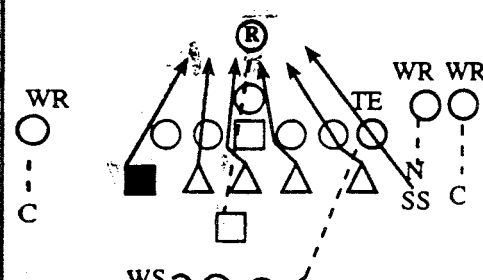
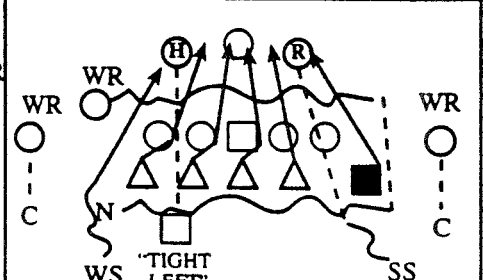
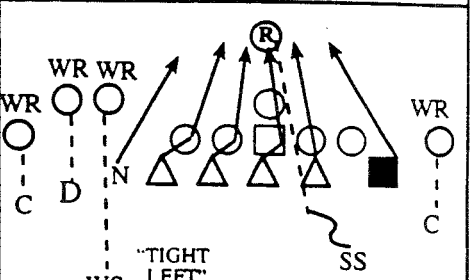
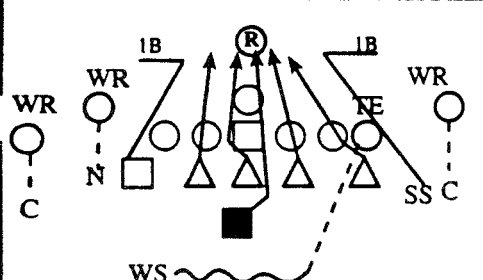
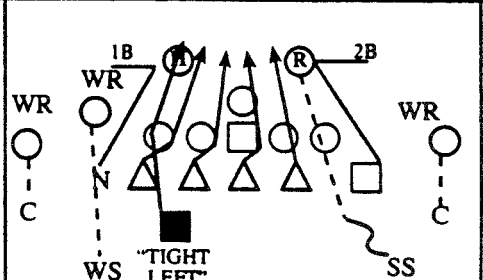
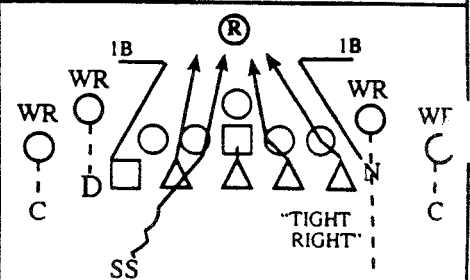
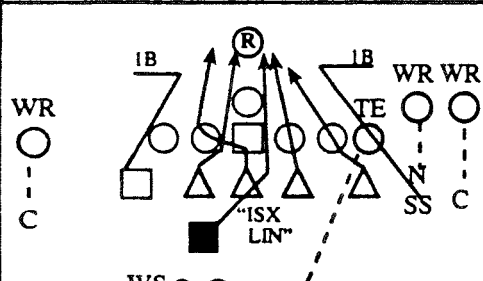
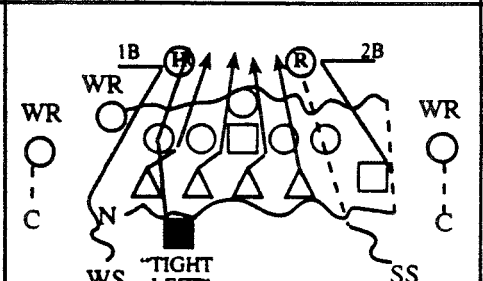
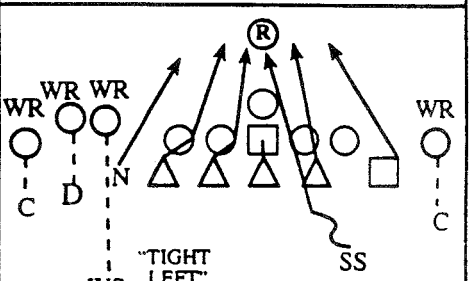
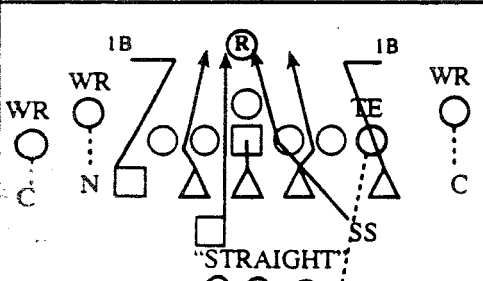
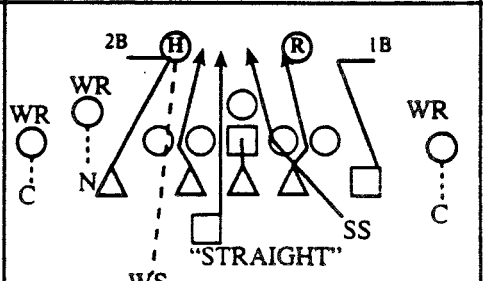
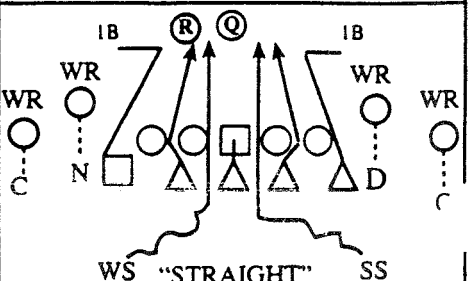
DOGS & BLITZES

KINGS	QUEENS	FLUSH
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 <p>N 43 ISO MAD DOG COVER 0</p>	 <p>N 43 ISO MAD DOG COVER 0</p>	 <p>D 43 TATTOO MAD DOG COV 0</p>
		
		
		

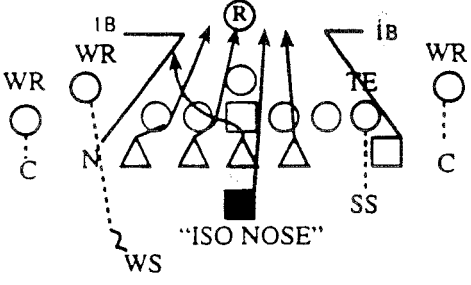
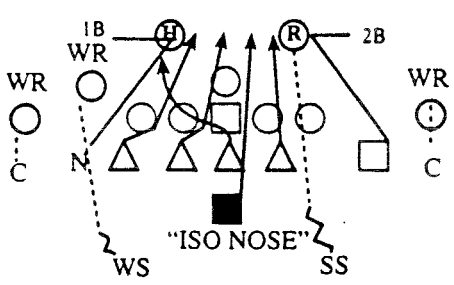
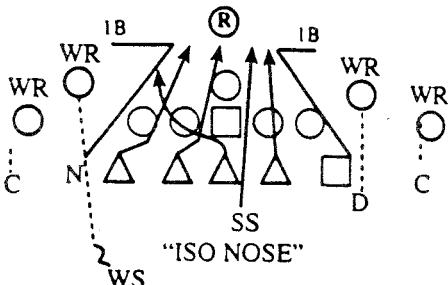
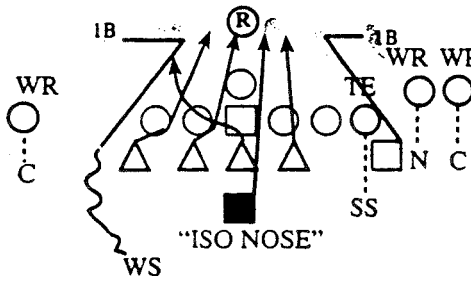
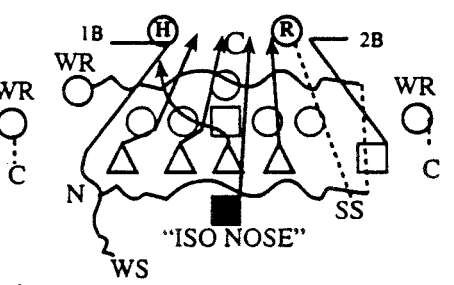
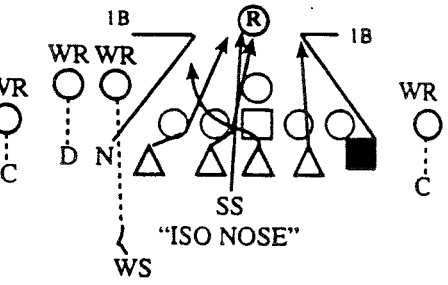
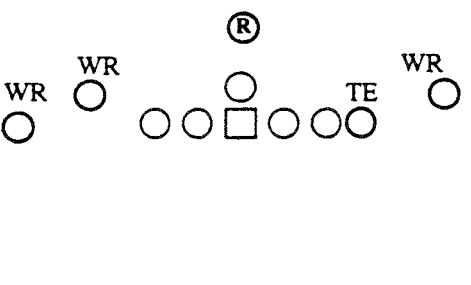
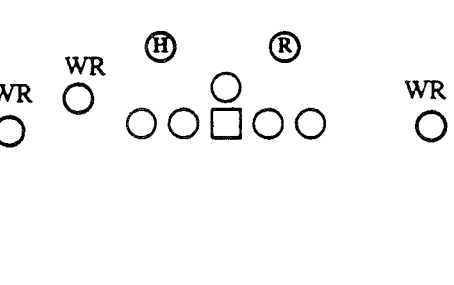
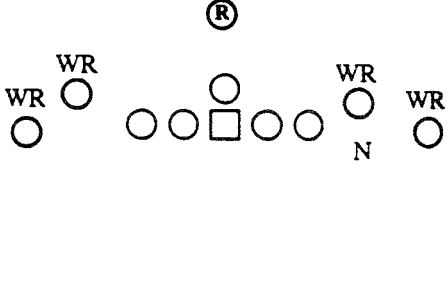
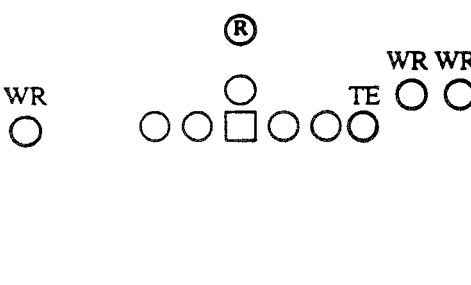
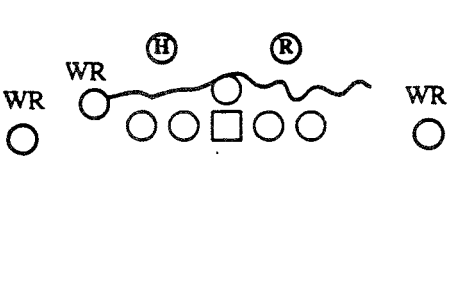
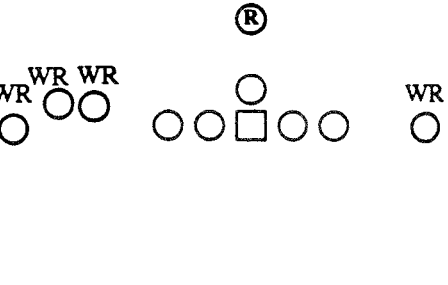
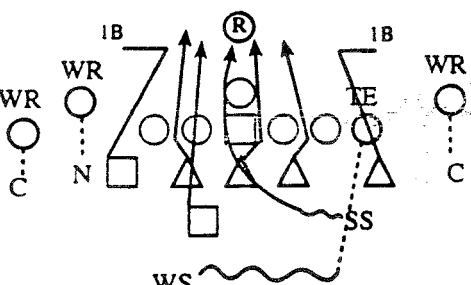
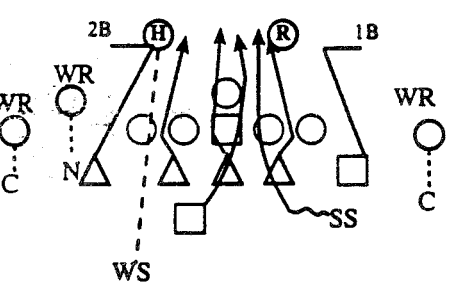
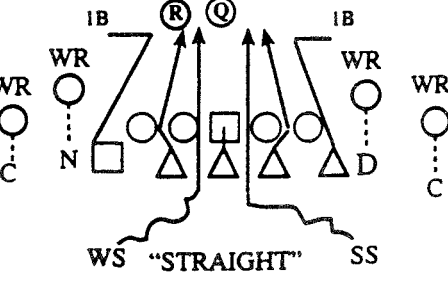
DOGS & BLITZES

KINGS	QUEENS	FLUSH
 <p>N MONSTER OPTION COV 10</p> <p>1. ISO 2. ISX 3. SPIKE</p> <p>SS RIC/LIN END</p>	 <p>N MONSTER OPTION COV 10</p> <p>1. ISO 2. ISX</p> <p>SS RM/M (Disuse)</p>	 <p>D MONSTER OPTION COV 10</p> <p>1. ISO 2. ISX</p> <p>SS RM/M</p>
 <p>N MONSTER MOE COV 10</p> <p>1. LEE/RAY 2. ISO LIN (AWAY TE) ISX RIC (TO TE)</p>	 <p>N MONSTER MOE COV 10</p>	 <p>D MONSTER MOE COV 10</p> <p>"LIZ"</p>
 <p>N MONSTER MOE COV 99</p> <p>ISX Call to Rush LBER SIDE</p> <p>SEAM, HOLE, LIN, SS, SEAM</p>	 <p>N MONSTER MOE COV 99</p> <p>"RIC"</p> <p>SEAM, HOLE, SS, SEAM</p>	 <p>D MONSTER MOE COV 99</p> <p>"LIN"</p> <p>SEAM, HOLE, SS, HOLE, SEAM</p>
 <p>N MONSTER MOE COV 99</p> <p>SEAM, HOLE, SS, SEAM</p>	 <p>N MONSTER MOE COV 99</p> <p>"RIC"</p> <p>SEAM, HOLE, SS, SEAM</p>	 <p>D MONSTER MOE COV 99</p> <p>SEAM, HOLE, SS, SEAM</p>
 <p>N MON MIDDLE BLITZ STRAIT</p>	 <p>N MON MIDDLE BLITZ STRAIT</p>	 <p>D MON MIDDLE BLITZ STRAIT</p>

DOGS & BLITZES

KINGS	QUEENS	FLUSH
 <p>N MONSTER TIGHT BLITZ COV 0</p>	 <p>N MONSTER TIGHT BLITZ COV 0</p>	 <p>D MONSTER TIGHT BLITZ COV 0</p>
 <p>N MONSTER TIGHT BLITZ COV 0</p>	 <p>N MONSTER TIGHT BLITZ COV 0</p>	 <p>D MONSTER TIGHT BLITZ COV 0</p>
 <p>N MONS' TIGHT BLITZ MOE C' 0</p>	 <p>N MONS' TIGHT BLITZ MOE C' 0</p>	 <p>D MONS' TIGHT BLITZ MOE C' 0</p>
 <p>N MONS' TIGHT BLITZ MOE C' 0</p>	 <p>N MONS' TIGHT BLITZ MOE C' 0</p>	 <p>D MONS' TIGHT BLITZ MOE C' 0</p>
 <p>N MON' MIDDLE BLITZ COV 0</p>	 <p>N MON' MIDDLE BLITZ COV 0</p>	 <p>D MON' MIDDLE BLITZ COV 0</p>

DOGS & BLITZES

KINGS	QUEENS	FLUSH
 <p>N MONSTER MAD DOG COV 0</p>	 <p>N MONSTER MAD DOG COV 0</p>	 <p>D MONSTER MAD DOG COV 0</p>
 <p>N MONSTER MAD DOG COV 0</p>	 <p>N MONSTER MAD DOG COV 0</p>	 <p>D MONSTER MAD DOG COV 0</p>
 <p>N MONSTER MAD DOG COV 0</p>	 <p>N MONSTER MAD DOG COV 0</p>	 <p>D MONSTER MAD DOG COV 0</p>
 <p>N MONSTER MAD DOG COV 0</p>	 <p>N MONSTER MAD DOG COV 0</p>	 <p>D MONSTER MAD DOG COV 0</p>
 <p>N MON' MIDDLE BLITZ COV 0</p>	 <p>N MON' MIDDLE BLITZ COV 0</p>	 <p>D MON' MIDDLE BLITZ COV 0</p>

NICKEL OR DIME DEFENSES

OUR NICKEL DEFENSIVE SCHEME WILL BE USED WITH FIVE, NICKEL, OR SIX, DIME, DEFENSIVE BACKS. THESE SCHEMES WILL BE USED BETWEEN THIRTY AND FORTY PERCENT OF OUR TOTAL DEFENSIVE SCHEME.

THE ORDER OF TEACHING WILL FOLLOW THESE LINES:

1. DEFENSIVE FRONTS, 43, OVER, UNDER, ETC... (4 DOWN LINEMEN).
2. DEFENSIVE FRONT LINE STUNTS (IF ANY), TEXAS, ED PASO, LUCKY, RINGO, ETC.
3. COVERAGES ALL DOUBLE DIGIT CALLS WITH THE STRONG SIDE CALL BEING THE FIRST DIGIT AND THE WEAKSIDE CALL BEING THE SECOND DIGIT.
4. ADJUSTMENTS TO VARIATIONS.

NOTE: GENERALLY, ALL OF OUR COVERAGES IN THE NICKEL SCHEME ARE TAUGHT IN OUR BASIC COVERAGE SCHEME. THEREFORE, THERE WILL BE VERY LITTLE NEW LEARNING FOR THE NICKEL COVERAGES. WE EXPECT TO PLAY THE NICKEL COVERAGES WITH OUR REGULAR DEFENSIVE LINE UP AS WELL AS FIVE, NICKEL, OR SIX, DIME, DEFENSIVE BACKS. WE CAN ALSO PLAY WITH THREE DEFENSIVE LINEMEN, THREE LINEBACKERS, AND FIVE DEFENSIVE BACKS, QUARTER, OR THREE DEFENSIVE LINEMEN, TWO LINEBACKERS, AND SIX DEFENSIVE DOLLAR.

QUARTER - 3 DL, 3 Lbers, 5 DB's

DOLLAR - 3 DL, 2 Lbers, 6 DB's

NICKEL DEFENSIVE SIGNAL SYSTEM

DEFENSIVE CALL:

1. DEFENSIVE FRONT
2. LINE STUNT (IF ANY)
3. COVERAGE
4. DOGS AND BLITZES HAVE THEIR OWN ADJUSTMENT RULES.

EXAMPLES:

NICKEL 77 BASIC NICKEL 4-2 FRONT (IF NO OTHER IS SPECIFIED). COVERAGE IS 77 (COVER 7 TO EACH SIDE).

NICKEL OVER COVER 11 BASIC FRONT IS OVER TO TE SIDE OR S/S CALLED BY CONTROL LB'er TO DEFENSIVE LINE. COVERAGE IS 11.

NICKEL LUCKY COVER 77 FRONT IS BASIC 4-2 LINE. STUNT IS "LUCKY" - COVERAGE IS SEVEN TO EACH SIDE.

NOTE: THE DIME COVERAGE SYSTEM IS THE SAME AS THE NICKEL SCHEME. WE SUBSTITUTE A DB FOR ONE OF OUR NICKEL LB'ers IN ORDER TO GET INTO DIME DEFENSE.

IN MOST CASES, WE WILL USE THE DIME DEFENSIVE SITUATIONS THAT HAVE 3 OR 4 WR'S IN THE GAME AND ONLY ONE OFFENSIVE BACK (i.e. FLUSH-KINGS).

HUDDLE PROCEDURE:

1. **DEFENSIVE CALL**
 - A. FRONT
 - B. STUNT (IF ANY)
 - C. COVERAGE
2. **ALERTS**
 - A. DOWN AND DISTANCE
 - B. SUBSTITUTIONS (OFFENSIVE)
 - 1) COACH SIGNALS TO SAFETIES DECLARING OFFENSIVE PERSONNEL IN GAME.
 - 2) SAFETIES DECLARE OFFENSIVE PERSONNEL IN THE HUDDLE - ACE, DEUCE, KINGS, QUEENS, FLUSH, ETC...

LINE PROCEDURE:

1. **OFFENSIVE BREAKS HUDDLE**
 - A. TIGHT END ALIGNMENT (IF ANY)
 - B. STRENGTH FOR COVERAGE
 - C. BACKFIELD SET
 - D. TIPS:
 - 1) CHEATS
 - 2) SPLITS
 - 3) STANCE (READ OFFENSIVE LINEMAN'S STANCE)
2. **LINE CALL (IF ANY NEEDED)**
 - A. LINEBACKER CALLS TO LINEMAN (IF ANY)
 - B. LINE STUNTS
3. **COVERAGE CALL & FORCE**
 - C.P. RECEIVER SPLIT

NICKEL SECONDARY ALIGNMENT

GENERAL RULES:

I. WITH NORMAL PERSONNEL:

CORNERS: LINE UP TO YOUR NORMAL SIDE
SSS: NORMAL - LINE UP TO THE SIDE OF TE
WSS: NORMAL - LINE UP TO SIDE OF X
NICKEL: VS. TWO BACKS IN THE BACKFIELD - LINE UP TO THE
TWO RECEIVER SIDE VS. ONE BACK SET - LINE UP ON
RECEIVER/BACK IN SLOT
WILL/DIME: FOLLOW NORMAL RULES
MLB: FOLLOW NORMAL RULES

II. WITH QUEENS PERSONNEL (3 WR's; 2 BACKS)

CORNERS: LINE UP TO YOUR NORMAL SIDE
SSS: LINE UP TO YOUR NORMAL SIDE
WSS: LINE UP TO YOUR NORMAL SIDE
NICKEL: LINE UP ON WR IN SLOT
WILL/DIME: FOLLOW NORMAL RULES
MLB: FOLLOW NORMAL RULES

III. WITH KINGS PERSONNEL (3 WR's; 1 TE; 1 BACK)

CORNERS: LINE UP TO YOUR NORMAL SIDE
SSS: LINE UP TO YOUR NORMAL SIDE
WSS: LINE UP TO YOUR NORMAL SIDE
NICKEL: LINE UP ON WR IN SLOT
WILL/DIME: LINE UP TO TE SIDE
MLB: FOLLOW NORMAL RULES

IV. WITH ACE PERSONNEL (2 WR's; 2 TE's; 1 BACK)

CORNERS: LINE UP ON WR's
SSS: LINE UP ON STRONG SIDE (DECLARED)
WSS: LINE UP TO WEAK SIDE (DECLARED)
NICKEL: LINE UP TO STRONG SIDE (DECLARED)
WILL/DIME: FOLLOW NORMAL RULES
MLB: FOLLOW NORMAL RULES

V. WITH FLUSH PERSONNEL (4 WR's; 1 BACK)

CORNERS: LINE UP TO YOUR NORMAL SIDE ON OUTSIDE
RECEIVER
SSS: LINE UP TO YOUR NORMAL SIDE
WSS: LINE UP TO YOUR NORMAL SIDE
NICKEL: LINE UP ON WR IN SLOT STRONG SIDE; NUMBER 2
RECEIVER IN TRIPLE
WILL/DIME: LINE UP ON WR IN SLOT WEAK SIDE; NUMBER 3
RECEIVER IN TRIPLE
MLB: FOLLOW NORMAL RULES

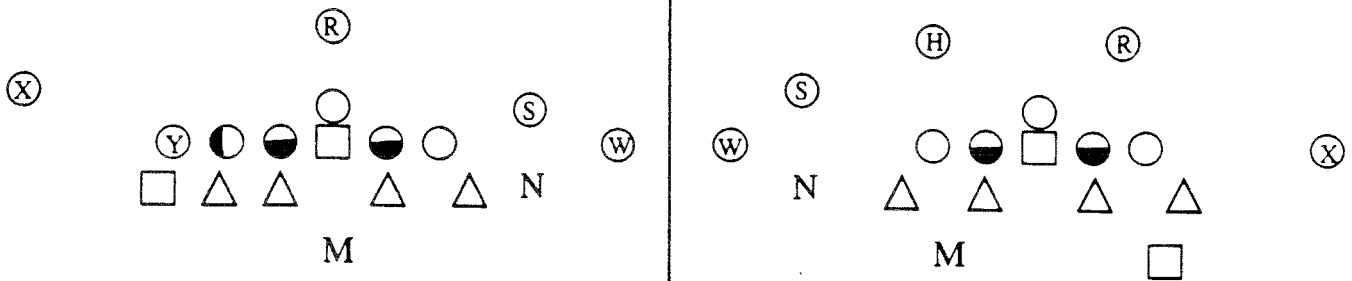
NICKEL BASIC ALIGNMENTS

□ WEAK LINEBACKER
OR DIME

NICKEL/DIME ALIGNMENTS

KINGS	QUEENS	FLUSH
<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, TE, Y, C, N, M, and WS/SS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, H, R, C, N, M, and SS/WS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, Q, C, N, M, D, and SS/WS.</p>
<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, TE, Y, C, N, M, and WS/SS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, H, R, C, N, M, and WS/SS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, Q, C, N, M, D, and WS/SS.</p>
<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, TE, Y, C, N, M, and SS/WS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, H, R, C, N, M, and SS/WS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, Q, C, N, M, D, and SS/WS.</p>
<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, TE, Y, C, N, M, and WS/SS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, H, R, C, N, M, and SS/WS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, Q, C, N, M, D, and SS/WS.</p>
<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, TE, Y, C, N, M, and WS/SS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, H, R, C, N, M, and SS/WS.</p>	<p>Diagram showing a sequence of circles and squares. Labels include WR, S, R, Q, C, N, M, D, and SS/WS.</p>

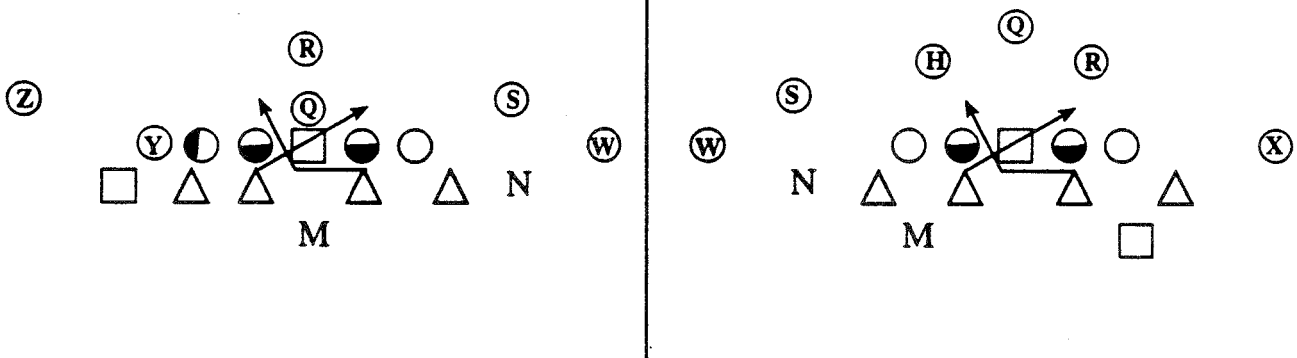
NICKEL 43



NOTE: THE COVERAGE STRENGTH IS THE TWO RECEIVER SIDE. THE "TITE CALL" IS TO THE TWO REC. SIDE ALSO.

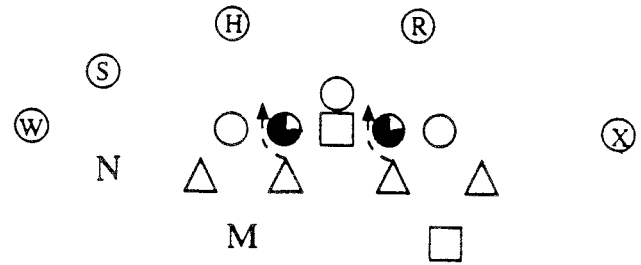
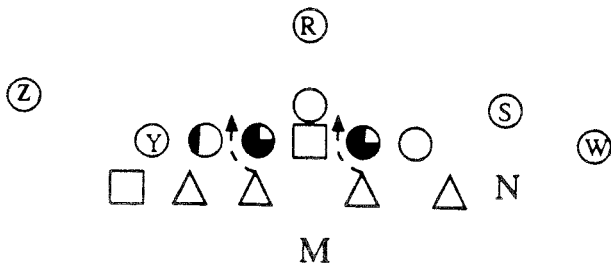
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6 / W6	BALL & OT	C GAP	LEFT OUTSIDE	
LIN	2	BALL & OG	SAME AS 43	LEFT INSIDE	IN & OUT CALL
RIC	2	BALL & OG	SAME AS 43	RIGHT INSIDE	IN & OUT CALL
ROY	W6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS 43		
WLB / DIME					SCRAPE FORCE

NICKEL 43 ISX (LIN-RIC)



POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6 / W6	BALL & OT	C GAP	LEFT OUTSIDE	
LIN	2	BALL & OG	A GAP (RT)	LEFT INSIDE	
RIC	2	BALL & OG	A GAP (LT)	RIGHT INSIDE	
ROY	W6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS 43		
WLB / DIME					

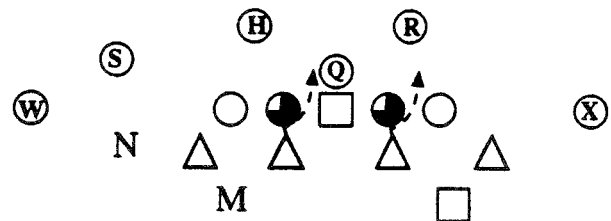
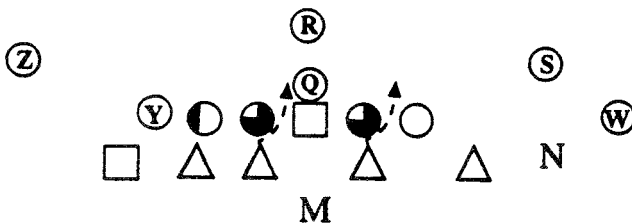
NICKEL 43 LOG



NOTE: THE COVERAGE STRENGTH IS THE TWO RECEIVER SIDE. THE "TITE CALL" IS TO THE TWO REC. SIDE ALSO.

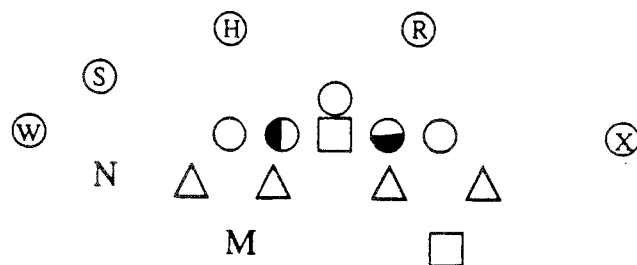
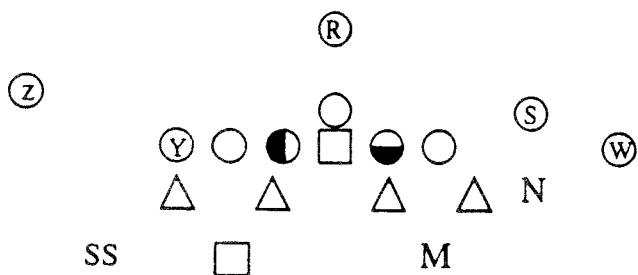
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6 / W6	BALL & OT	C GAP	LEFT OUTSIDE	
LIN	2 (T3)	BALL & OG	B GAP	LEFT INSIDE	
RIC	2 (T1)	BALL & OG	A GAP	RIGHT INSIDE	
ROY	L6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS LOG		
WLB / DIME					

NICKEL 43 ROCK



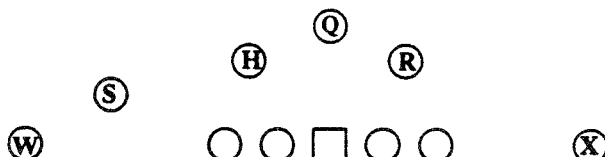
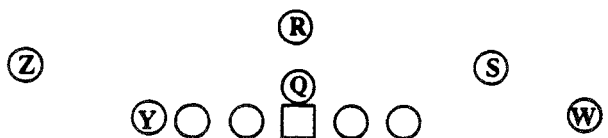
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6	BALL & OT	C GAP	LEFT OUTSIDE	
LIN	2 (T1)	BALL & OG	A GAP	LEFT INSIDE	
RIC	2 (T3)	BALL & OG	B GAP	RIGHT INSIDE	
ROY	G8	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS ROCK		
WLB / DIME					

NICKEL 43 STUD



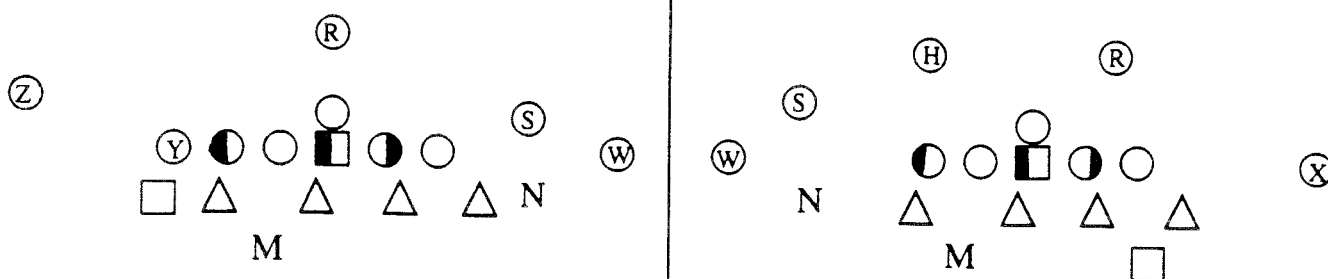
NOTE: THE COVERAGE STRENGTH IS THE TWO RECEIVER SIDE. THE "TITE CALL" IS TO THE TWO REC. SIDE ALSO.

POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	8 / W6	BALL, TE & OT	C GAP	LEFT OUTSIDE	POSSIBLE FINE CONTROL
LIN	3	BALL & OG	B GAP	LEFT INSIDE	IN & OUT CALL
RIC	2	BALL & OG	A GAP	RIGHT INSIDE	IN & OUT CALL
ROY	W6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE		A GAP TO BALL		
WLB / DIME			B GAP TO BALL		



POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON					
LIN					
RIC					
ROY					
MLB					
WLB / DIME					

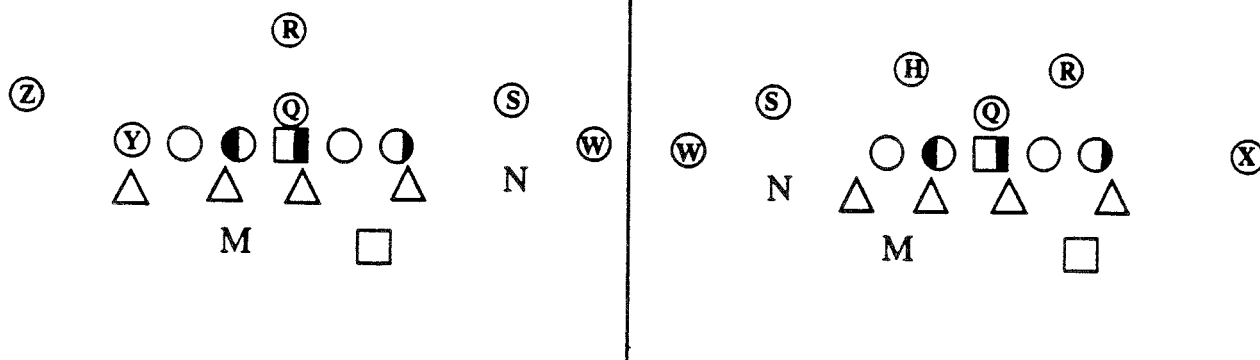
NICKEL UNDER



NOTE: THE COVERAGE STRENGTH IS THE TWO RECEIVER SIDE. THE "TITE CALL" IS TO THE TWO REC. SIDE ALSO.

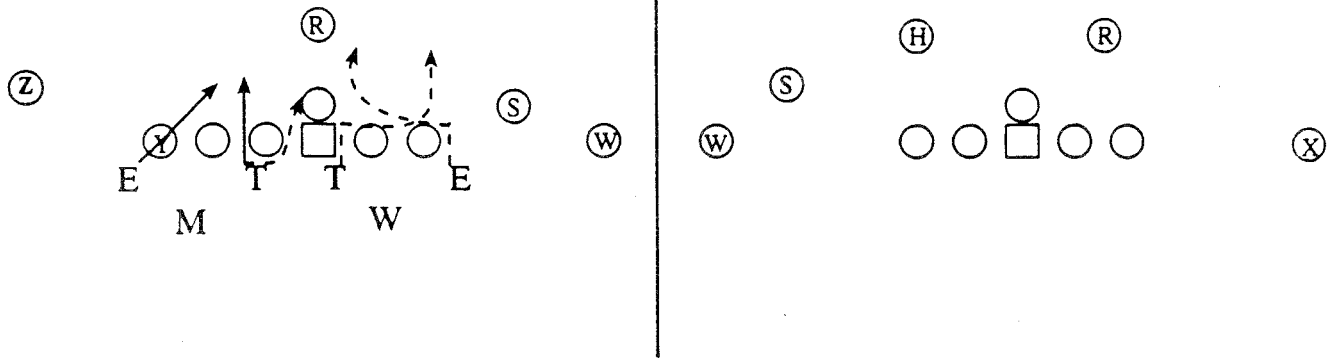
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6 / W6	BALL & OT	C GAP	LEFT OUTSIDE	
LIN	COY	BALL & OC	A GAP	LEFT INSIDE	
RIC	3	BALL & OG	B GAP	RIGHT INSIDE	B TO A PASS RUSH
ROY	G8	BALL & OT	O GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS UNDER		
WLB					

NICKEL OVER



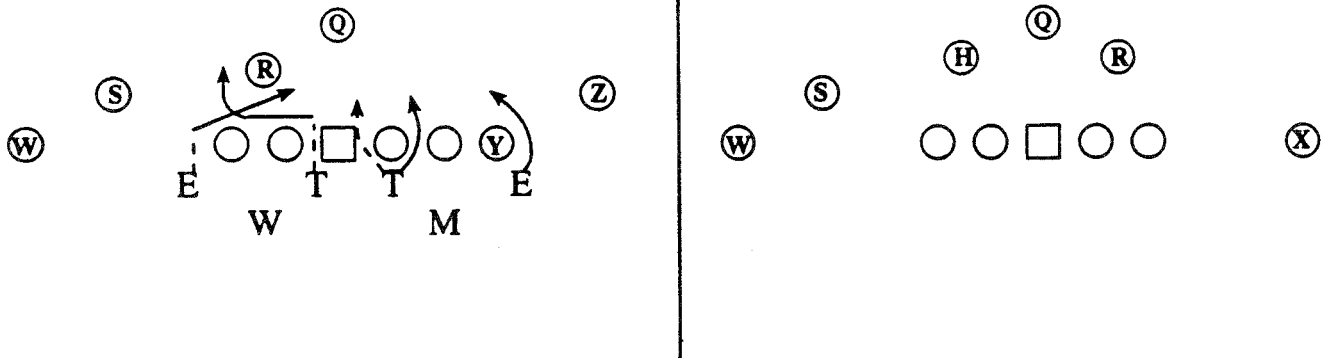
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	T9 / W6	BALL, TE & OT	C GAP (CP: EASY)	LEFT OUTSIDE	POSSIBLE FINE CONTROL
LIN	3	BALL & OG	B GAP	LEFT INSIDE	B TO A PASS RUSH
RIC	COX	BALL & OC	A GAP	RIGHT INSIDE	
ROY	L6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		SAME AS OVER		
WLB					

NICKEL OVER ECHO



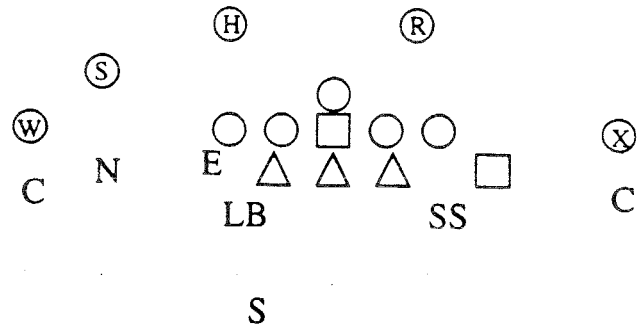
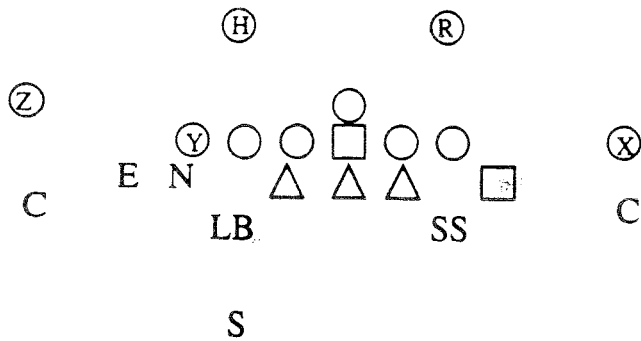
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	T9 / W6	BALL, OT & TE	C GAP (CP:EASY)	LEFT OUTSIDE	CONTAIN QB
LIN	3	BALL & OG	B GAP	2 WAY RUSH	
RIC	COX	BALL & OC	A GAP	A GAP TO CONTAIN	ATTACK C & CONTAIN
ROY	L6	BALL & OT	O GAP	2 WAY RUSH	BEAT OT INSIDE NOSE WILL CONTAIN
MLB					
WLB					

NICKEL OVER - ECHO



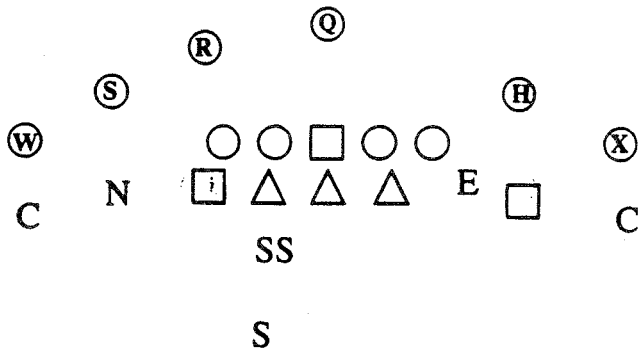
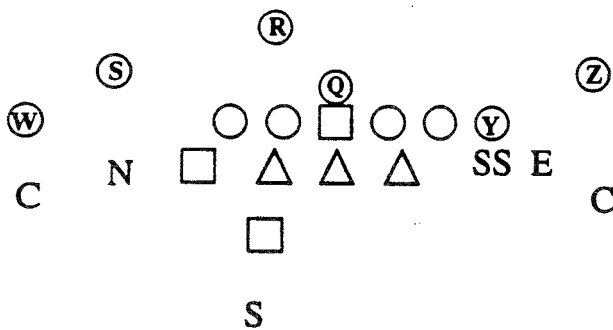
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6	BALL & OT	O GAP	2 WAY RUSH	BEAT OT INSIDE- NOSE WILL CONTAIN
LIN	COX	BALL & OC	A GAP	A GAP TO CONTAIN	ATTACK C & CONTAIN
RIC	3	BALL & OG	B GAP	2 WAY RUSH	
ROY	T9	BALL, OT & TE	C GAP (CP:EASY)	RIGHT OUTSIDE	CONTAIN QB
MLB					
WLB					

NICKEL MONSTER (CP: SHIFT OR STUNT TO)



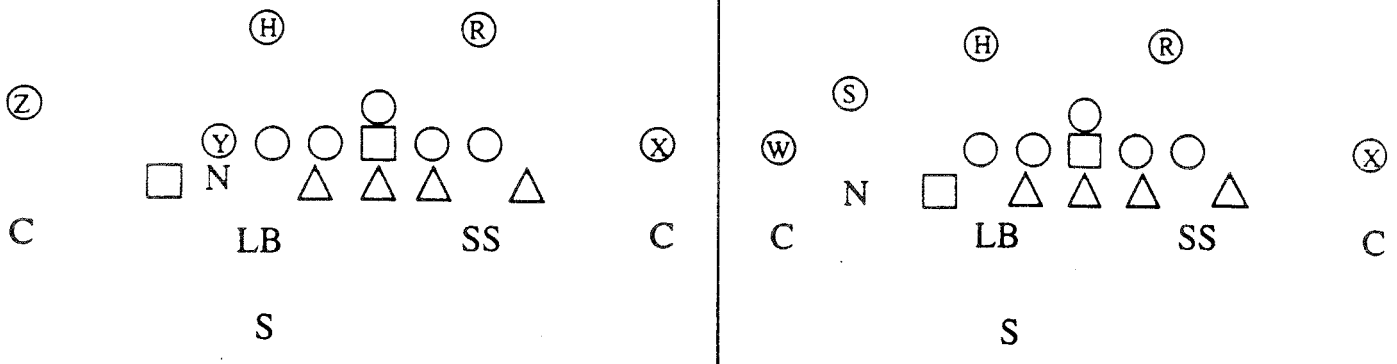
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	3	BALL & OG	B GAP	LEFT INSIDE	
NOSE	0	BALL & OC	PLAYSIDE A GAP	RIGHT INSIDE	
RIC	3	BALL & OG	B GAP	RIGHT OUTSIDE	CONTAIN IF LB/D DROPS IN COVERAGE
END	L9	BALL, OT & B	O GAP	LEFT OUTSIDE	
MLB	4 TECH. ON OT, BACK AND OT		FLOW TO C GAP / FLOW AWAY A GAP		
RUSH LB	1 YD. OUTSIDE OT. NEAR BACK, OG, OT TRIANGLE		FLOW TO O GAP / FLOW AWAY REVERSE		I'M GONE CALL IF DROPPING IN COVERAGE

NICKEL MONSTER



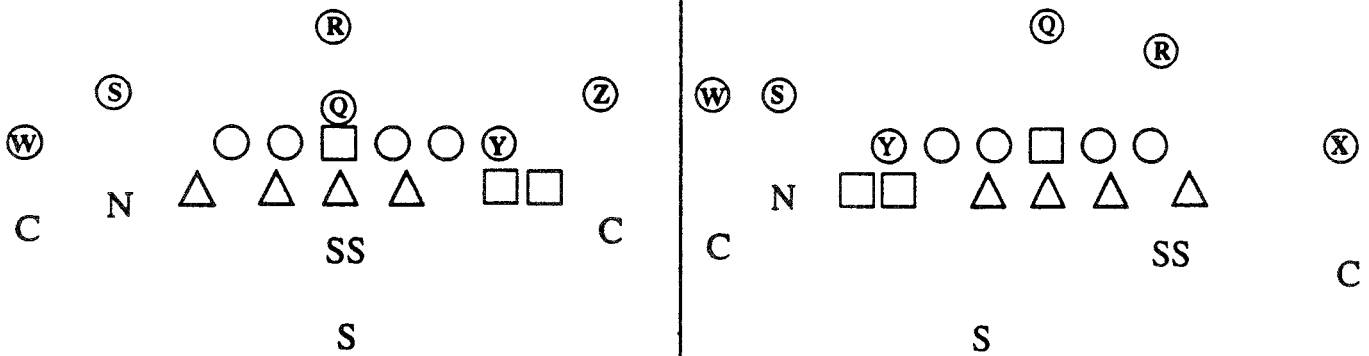
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LIN	3	BALL & OG	B GAP	LEFT OUTSIDE	CONTAIN IF LB DROPS IN COVERAGE
NOSE	0	BALL & OC	PLAYSIDE A GAP	LEFT INSIDE	
RIC	3	BALL & OG	B GAP	RIGHT INSIDE	
END	L9 / L6	BALL, OT & B	O GAP	RIGHT OUTSIDE	
LB / DIME	HEAD UP ON #2 WEAK #2, OG, OT, BACK & TRIANGLE		BASED ON FORMATION 7 DEFENSE CALLED		
RUSH LB	OUTSIDE OT, NEAR BACK, OG, OT & TRIANGLE		FLOW TO O GAP FLOW AWAY REVERSE		BACK BEHIND CENTER-GO / OPENSIDE KINGS-I'M GONE

NICKEL EAGLE (CP: SHIFT OR STUNT TO)



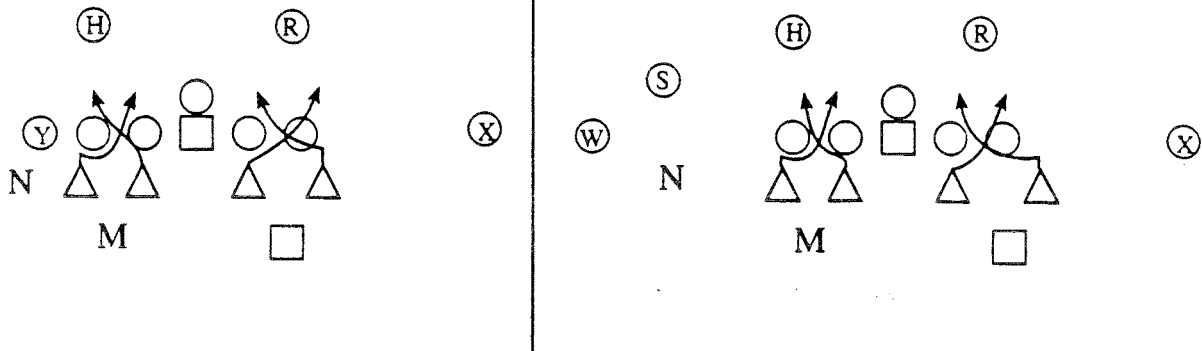
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LIN	3	BALL & OG	B GAP	LEFT OUTSIDE	
NOSE	0	BALL & OC	PLAYSIDE A GAP	LEFT INSIDE	
RIC	3	BALL & OG	B GAP	RIGHT INSIDE	
END	G8 / W6	BALL & OT	C GAP	RIGHT OUTSIDE	
MLB	4 TECH. ON OT, BACK AND OT		FLOW TO C GAP / FLOW AWAY A GAP		
SLB	1 YD. OUTSIDE TE. NEAR BACK, OG, OT TRIANGLE		FLOW TO O GAP / FLOW AWAY REVERSE		

NICKEL EAGLE



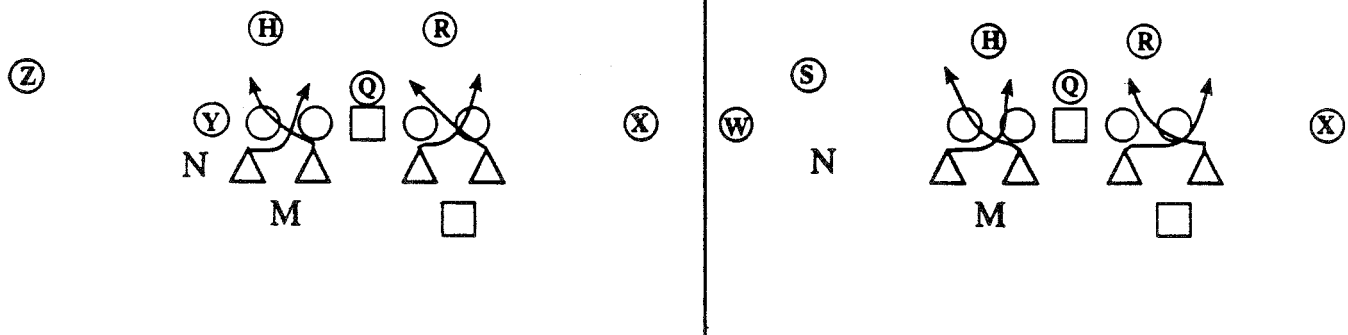
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LIN	3	BALL & OG	B GAP	SIDE TO END-INSIDE SIDE TO LB-OUTSIDE	CONTAIN IF LB DROPS IN COVERAGE
NOSE	0	BALL & OC	PLAYSIDE A GAP	INSIDE	
RIC	3	BALL & OG	B GAP	SIDE TO END-INSIDE SIDE TO LB-OUTSIDE	CONTAIN IF LB DROPS IN COVERAGE
END	W6	BALL, OT & B	O GAP	OUTSIDE	
MBL	BASED ON FORMATION		BASED ON FORMATION		
LB / DIME	HEAD UP ON #2 WEAK		BASED ON FORMATION AND DEFENSE CALLED		

NICKEL TEX



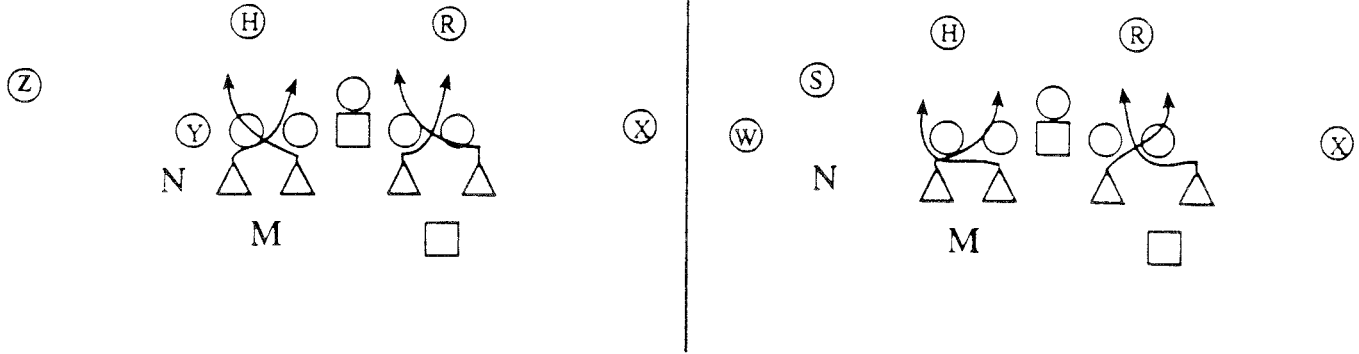
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6	BALL	A GAP	LEFT INSIDE	
LIN	2	BALL	B GAP	LEFT OUTSIDE	
RIC	2	BALL	B GAP	RIGHT OUTSIDE	
ROY	W6	BALL	A GAP	RIGHT INSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		FLOW TO C GAP FLOW AWAY-BACKSIDE LEVRAGE ON BALL		
WLB					

NICKEL EL PASO



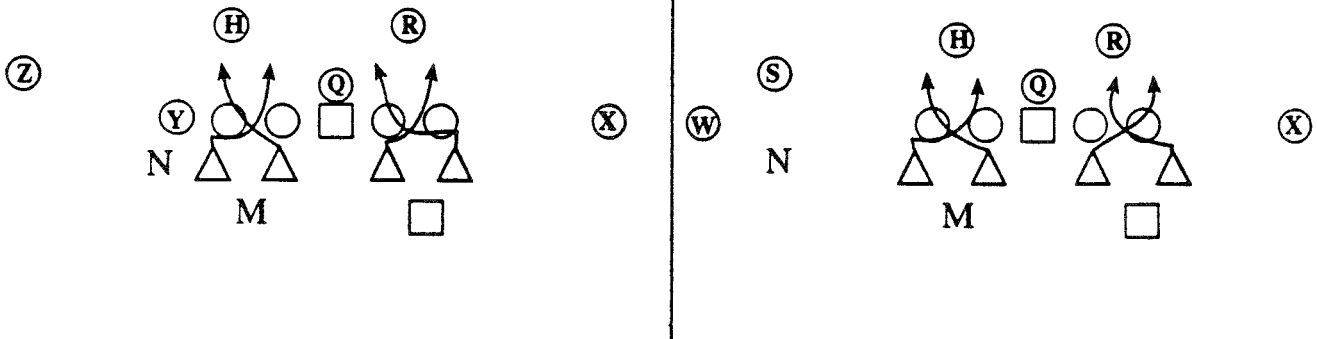
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	L6	BALL	A GAP	LEFT INSIDE	
LIN	2	BALL	B GAP	LEFT OUTSIDE	
RIC	2	BALL	B GAP	RIGHT OUTSIDE	
ROY	W6	BALL	A GAP	RIGHT INSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		FLOW TO C GAP FLOW AWAY-BACKSIDE LEVRAGE ON BALL		
WLB					

NICKEL LUCKY



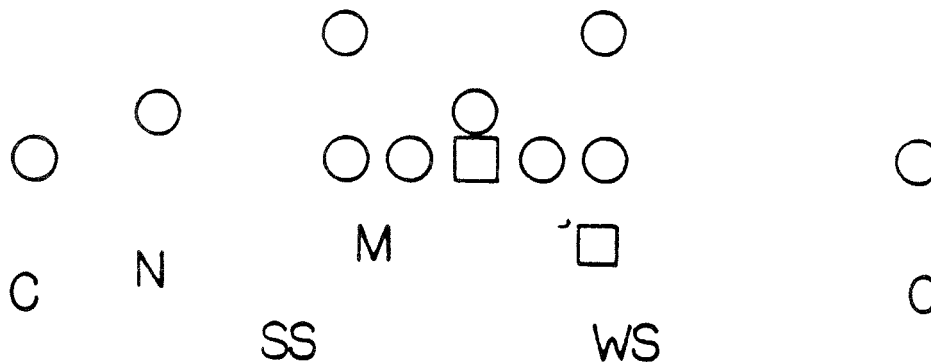
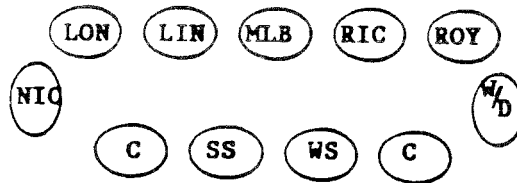
POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	W6	BALL	A GAP	LEFT INSIDE	
LIN	2	BALL	B GAP	LEFT OUTSIDE	
RIC	2	BALL	B GAP	RIGHT OUTSIDE	
ROY	W6	BALL	A GAP	RIGHT INSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		FLOW TO C GAP FLOW AWAY-BACKSIDE LEVERAGE ON BALL		
WLB					

NICKEL RINGO



POS	ALIGN	KEY	RUN RESPONSIBILITY	PASS RUSH LANE	COACHING POINT
LON	W6	BALL	A GAP	LEFT INSIDE	
LIN	2	BALL	B GAP	LEFT OUTSIDE	
RIC	2	BALL	B GAP	RIGHT OUTSIDE	
ROY	W6	BALL	A GAP	RIGHT INSIDE	
MLB	ACCORDING TO COVERAGE AND FORMATION ADJUSTMENT		FLOW TO C GAP FLOW AWAY-BACKSIDE LEVERAGE ON BALL		
WLB					

NICKEL ALIGNMENT - BASIC COVERAGES



STRONG SIDE COVERAGES

COVER 7 - STANDARD
 COVER 7 - BANDIT
 COVER 7 - ZORRO
 COVER 7 - CONNIE
 COVER 7 - SLICE
 COVER 7 - FIST
 COVER 7 - CONRAD
 COVER 7 - CLARA
 COVER 7 - TRIO
 COVER 7 - RAINSTORM
 COVER 3 - SLAM
 COVER 3 - CLOUD
 COVER 3 - BACKER

WEAK SIDE COVERAGES

COVER 7 - FIST
 COVER 7 - SLICE
 COVER 7 - ROLL
 COVER 7 - KEY
 COVER 7 - RAINSTORM
 COVER 7 - KICK
 COVER 6 - CLOUD
 COVER 6 - SLAM
 COVER 6 - BACKER

BALANCED COVERAGES

COVER 11
 COVER 11 - CHINA OR HOLE
 COVER 11 - SPECIAL
 COVER 44
 COVER 44 - READ, CLOUD
 COVER 44 - LOCK
 COVER 44 - SPECIAL
 COVER 22
 COVER 22 - LATCH or DBL. LATCH
 COVER 22 - YALE

OTHER CALLS

COVER 10
 COVER 12
 COVER 70
 COVER 71

NICKEL 77

A STRONGSIDE AND WEAKSIDE COVERAGE WITH THE POSSIBILITY OF USING A FIFTH OR SIXTH DEFENSIVE BACK.

NOTE: ALL TECHNIQUES AND RESPONSIBILITIES ARE BASED ON COVER 7 CALLS STRONG SIDE AND COVER 7 CALLS WEAK SIDE.

STRONG SIDE CALLS: 7

- CONNIE:** NICKEL BACK M/M ON #2 ON ALL OUTSIDE ROUTES, SSS M/M ON #2 ON ALL INSIDE ROUTES (VS. SLOT THE ISC AND SSS WORK CALL).
- CONRAD:** (A REVERSE CONNIE) NICKEL BACK M/M ON #2 ON ALL INSIDE ROUTES, SSS M/M ON ALL OUTSIDE ROUTES. (VS. SLOT THE ISC AND SSS WORK CALL.) CP. CALL WHEN WR'S SPLIT IS CUT DOWN OR CLOSE.
- SLICE:** SSC IS M/M ON #1 ON ALL OUTSIDE ROUTES AND SSS M/M ON #1 ALL INSIDE ROUTES.
- CLARA:** SSC RE-ROUTES AND FORCES #1 OUTSIDE AND COMES OFF TAKING #2 ON ALL OUTSIDE ROUTES, NICKEL BACK HAS #2 ON ALL INSIDE ROUTES, SSS HAS #1 M/M INSIDE OUT. (VS. SLOT THE TWO CORNERS AND SSS WORK THE CALL).
- FIST:** SSC PLAYS YALE TECHNIQUE ON #1 AND NICKEL BACK PLAYS YALE TECHNIQUE ON #2, SSS HAS DEEP HALF OVER THE TOP. (VS. SLOT THE TWO CORNERS AND SSS WORK THE CALL).
- TRIO:** SSC HAS #1 M/M ON THRU'S AND OUT'S. IF #2 GOES TO THE FLAT, TAKE #2 M/M. N, D OR LB (MAN ON SLOT) HAS #2 M/M ON ALL INSIDE MOVES UP TO 12 YARDS. IF #2 GOES OUT, PUSH HIM OUT TO THE NUMBERS, ZONE ALLEY AND WALL #1. C.P. "SMASH" CALL SHORTEN YOUR DROP TAKE SMASH. SSS HAS #2 M/M DEEP WITH INSIDE LEVERAGE. C.P. IF #2 DISAPPEARS, DOUBLE #1 INSIDE OUT.
- RELEASE:** SSC HAS #1 M/M OUTSIDE TECHNIQUE. NB AND SSS READ THE RELEASE OF #2, "Y". COVER #2 M/M OR CUT TO #1. NB HAS #2 ON OUTSIDE RELEASES; SSS HAS #2 ON INSIDE RELEASES (USUALLY VS. REGULAR FORMATION).
- STAFF:** SSC HAS #1 INSIDE M/M AND NICKEL BACK ZONES FLAT AND HAS FADE AREA, SSS HAS #2 M/M INSIDE OUT ON THRU'S AND IN'S. (VS. SLOT THE TWO CORNERS AND SSS WORK THE CALL).
- RAINSTORM:** SSC ZONES DEEP HALF, OVER THE TOP TECHNIQUE. THE NICKEL BACK AND SSS WORK TO THE INSIDE OF #1 AND #2. RUN HIS ROUTE INSIDE OUT. THE SSS WILL CALL "OUT, OUT, OUT" IF #2 GOES TO THE FLAT. THE NICKEL BACK WILL THEN PLAY FLAT AND SSS WILL ZONE THE DEEP ALLEY AND LOOK FOR #1 COMING INSIDE. (VS. SLOT THE TWO CORNERS AND SSS WORK THE CALL).
- STANDARD:** PLAYED AS PER COVER 1.
- ZORRO:** SSC HAS #1 M/M INSIDE TECHNIQUE. N OR LB DROPS TO THE FLAT & ZONES THE FLAT.
- KICK:** SSC ZONES OUTSIDE. N, COVERS #1 M/M INSIDE, OUT, SSS COVER #2. M/M INSIDE, OUT (+15 COVERAGE).

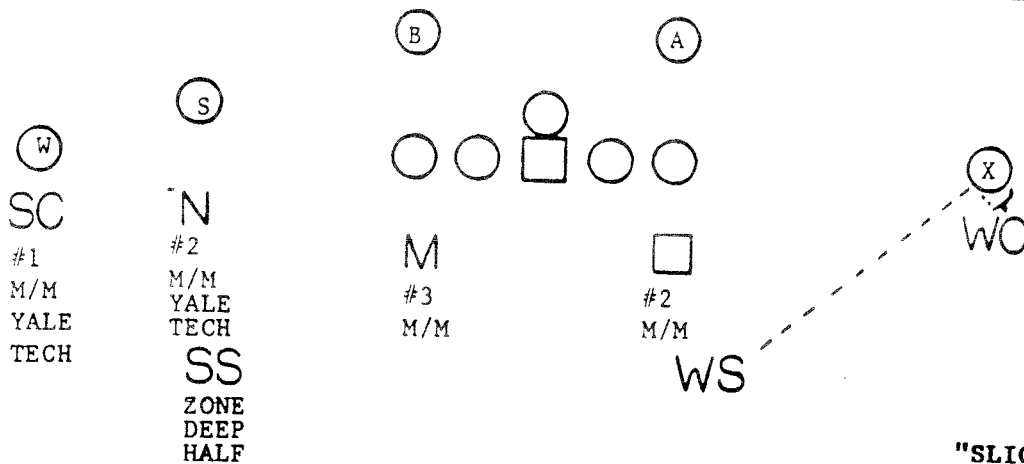
WEAK SIDE CALLS: 7

- SLICE:** A DOUBLE IN AND OUT ON #1 RECEIVER BETWEEN WC AND WS IN REGULAR FORMATION OR BETWEEN NICKEL BACK AND SS ON THE TE IN SLOT FORMATION.
- FIST:** WSC HAS #1 M/M YALE TECHNIQUE AND WSS ZONES DEEP HALF (VS REGULAR FORMATION).
- ROLL:** WSC RE-ROUTE #1 FORCING HIM OUTSIDE THEN ZONE FRONT ZONE. WSS HAS #1 M/M INSIDE OUT DEEP. (VS REGULAR).
- KEY:** WSC PLAYS ON INSIDE TECHNIQUE ON #1, THE WSB (DIME) HAS A WONDA DROP. WSS KEYS RELEASE OF #2 AND PLAYS #2 M/M UNLESS HE GOES TO THE FLAT.
- RAINSTORM:** WSC ZONES DEEP HALF, OVER THE TOP TECHNIQUE. WSB (DIME) AND WSS WORK TO THE INSIDE OF #1 AND #2. RUN HIS ROUTE INSIDE OUT. THE WSS WILL CALL "OUT, OUT, OUT" IF #2 GOES TO THE FLAT. THE WSB (DIME) WILL THEN PLAY THE FLAT AND WSS WILL ZONE THE DEEP ALLEY AND LOOK FOR #1 COMING INSIDE.
- THUMB:** WSC ZONES DEEP HALF OVER THE TOP TECHNIQUE. WSS HAS #1 M/M, RUN HIS ROUTE INSIDE-OUT.
- KICK:** WSC ZONES OUTSIDE, DIME COVERS #1 M/M INSIDE-OUT. THE WSS COVERS #2 M/M INSIDE-OUT (+ 15 COVERAGE).

TRIPLE ADJUSTMENT CALLS: 77

- TRIO:** SSC HAS #1 M/M ON THRU'S AND OUT'S. IF #2 GOES TO THE FLAT, TAKE #2 M/M. N, D, OR LB (MAN ON SLOT) HAS #2 M/M ON ALL INSIDE MOVES UP TO 12 YARDS. IF #2 GOES, PUSH HIM OUT TO THE NUMBERS ZONE ALLEY AND WALL #1. C.P. "SMASH" OR "IN, IN" CALL SHORTEN YOUR DROP TAKE SMASH. SSS HAS #2 M/M DEEP WITH INSIDE LEVERAGE. C.P. IF #2 DISAPPEARS, DOUBLE #1 INSIDE-OUT.
- TRIANGLE:** SSC HAS #1 M/M INSIDE TECHNIQUE. NICKEL, DIME, OR LB, AND SSS PLAY TRIO ON #2 AND #3.
- SILVER:** OVER LOADED ZONE TO THE TRIPLE SIDE WITH M/M COVERAGE ON THE WEAK SIDE. THE WEAK SAFETY ZONES THE DEEP MIDDLE.

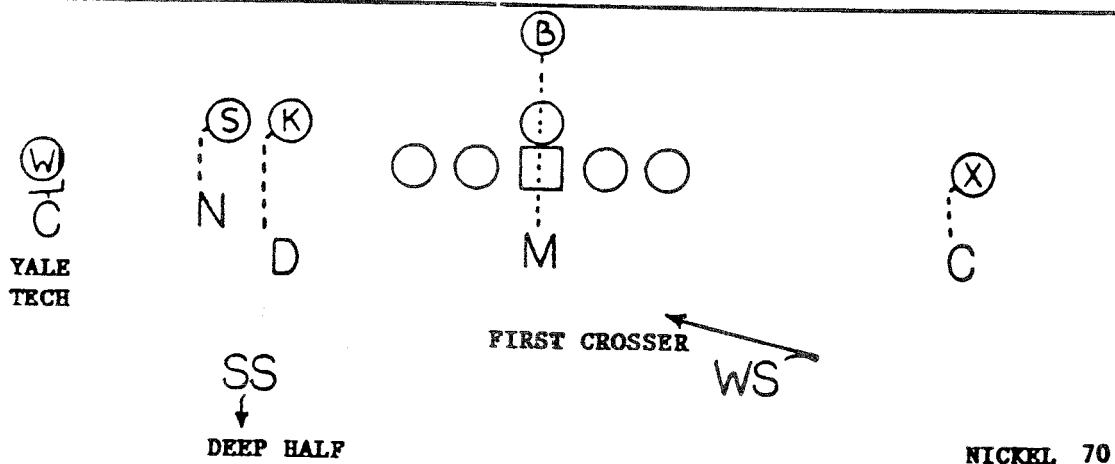
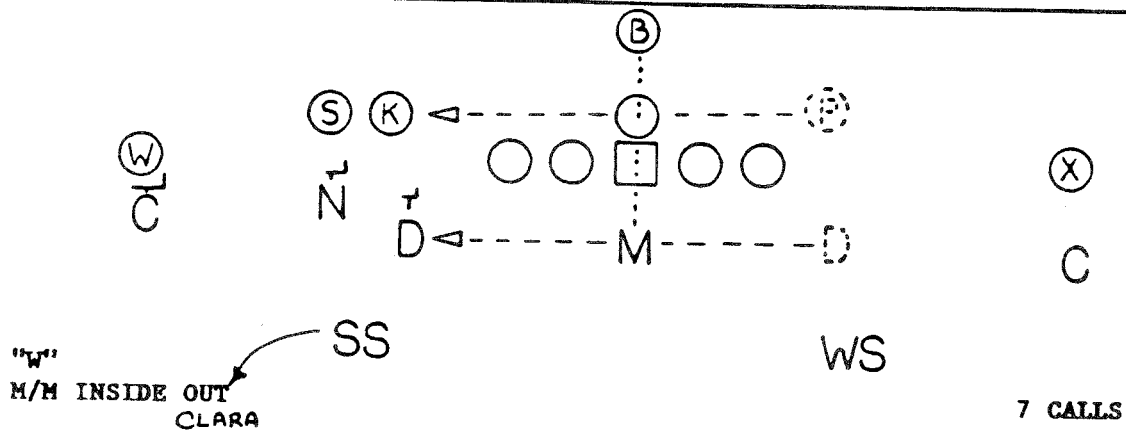
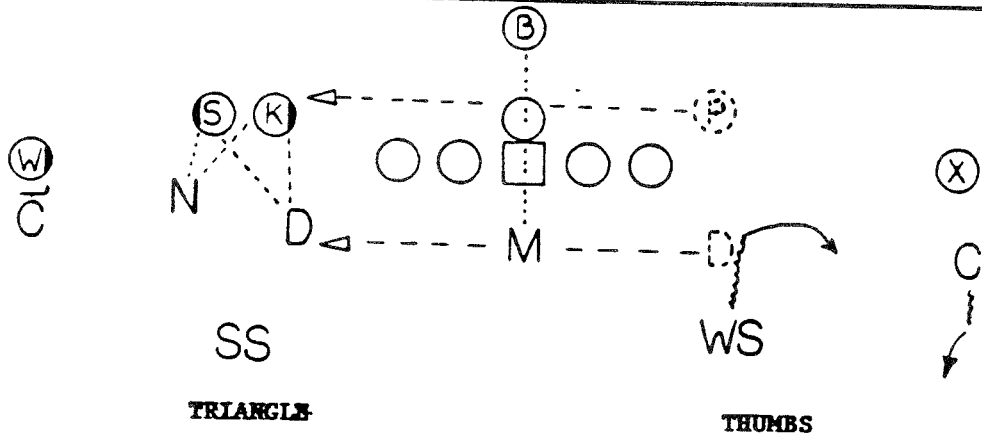
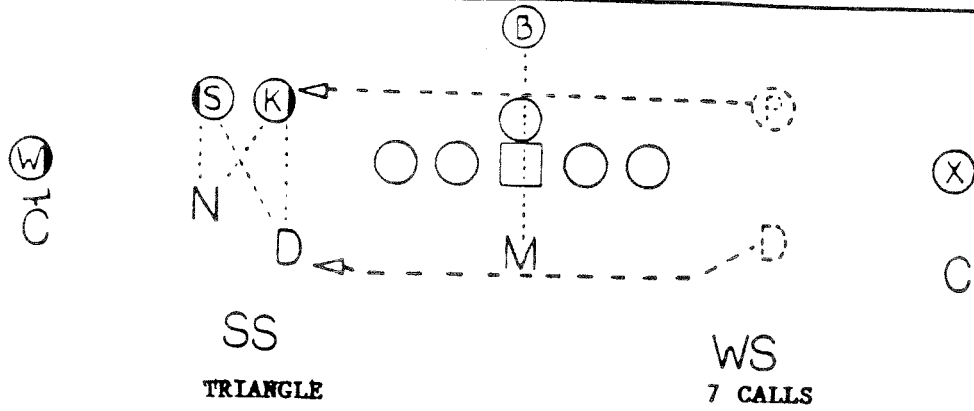
NICKEL 77 FIST/Slice



NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER/DIME
ALIGN: DEPENDS ON FRONT KEY: #2 RESPONS: DEPENDS ON CALL CONNIE: #2 M/M OUTSIDE CONRAD: #2 M/M INSIDE CLARA: #1 M/M INSIDE SLICE: #2 M/M ALL OVER FIST: #2 M/M YALE TECH. STAFF: ZONE FLAT-YOU HAVE FADE RAINSTORM: WORK TO INSIDE #1		ALIGN: BASED ON FRONT CALL KEY: #3 RESPONS: #3 M/M (INS. TECH. ON CONNIE, CLARA, CONRAD, TRIO, FIST, SLICE, RELEASE, #3 M/M EXCEPT TO FLAT ON STAFF OR RAINSTORM. NOTE: POSSIBLE INSIDE TRIO CALL WITH NB AND S/S ON #2 AND #3 RUN IT LIKE TRIO.	ALIGN: BASED ON FRONT CALL KEY: #2 WEAKSIDE RESPONS: #2 WEAKSIDE M/M ON SLICE, FIST. #2 M/M EXCEPT FLAT ON ROLL. ON KEY EXECUTE A WONDA DROP OUTSIDE #1. RAINSTORM: WORK TO INSIDE OF #1.
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: BUMP ON #1 KEY: #1 RESPONS: DEPENDS ON CALL CONNIE: #1 M/M CONRAD: #1 M/M CLARA: REROUTE #1 DOUBLE #2 OUTSIDE SLICE: #1 OUTSIDE FIST: #1 YALE TECH. TRIO: #1 OR #2 ON OUT - #1 ON GO RELEASE: #1 M/M STAFF: #1 M/M INSIDE RAINSTORM: ZONE DEEP HALF	ALIGN: OVER #2 - 12 YARDS DEEP KEY: BY CALL RESPONS: CONNIE: #2 INSIDE M/M CONRAD: #2 OUTSIDE CLARA: #1 INSIDE OUT DEEP M/M SLICE: #1 INSIDE M/M FIST: DEEP 1/2 TRIO: #2 ON GO, #1 ON IN IF #2, #2 ON OUT IF #1 OUT STAFF: #2 M/M RAINSTORM: WORK INSIDE OF #2	ALIGN: 12 YDS. DEEP VARIES AS TO CALL KEY: #1, #2 WEAKSIDE BY CALL RESPONS: SLICE: #1 INSIDE DOUBLE WITH WC FIST: ZONE DEEP 1/2 OF FIELD ROLL: #1 INSIDE OUT DEEP M/M KEY: #2 RELEASE RAINSTORM: WORK INSIDE OF #2.	ALIGN: BUMP ON #1 KEY: #1 RESPONS: TECH. DEPENDS ON CALL SLICE: #1 OUTSIDE DOUBLE WITH W/S FIST: #1 M/M YALE TECH. ROLL: FRONT ZONE AFTER REROUTE #1 KEY: TECH. ON #1 RAINSTORM: ZONE DEEP HALF.

<p>RAINSTORM</p>	<p>SLICE</p>
<p>CONNIE</p>	<p>CLARA</p>
<p>BANDIT</p>	<p>BANDIT</p>
<p>CALLS FIST</p>	<p>7 CALLS</p>

DIME 77 VS. TRIPLE AND MOTION TO TRIPLE

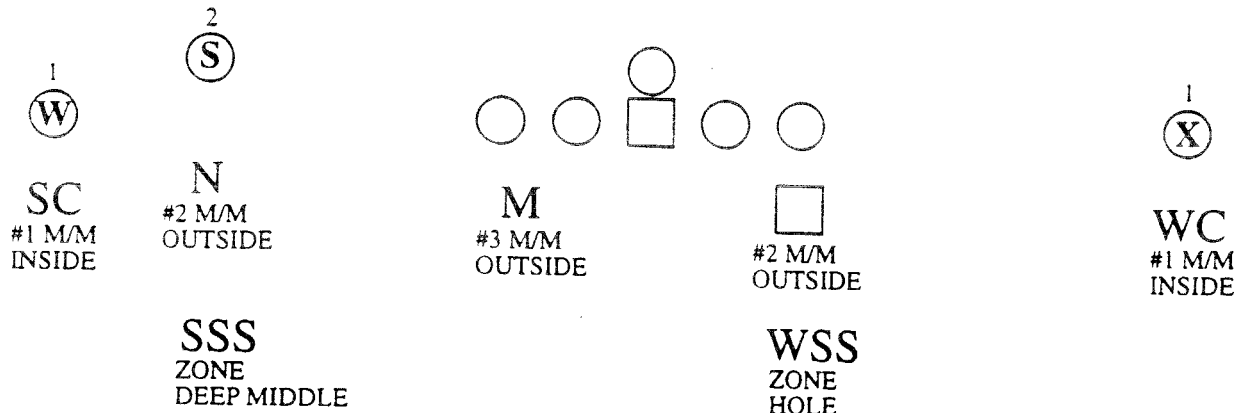


NICKEL 11

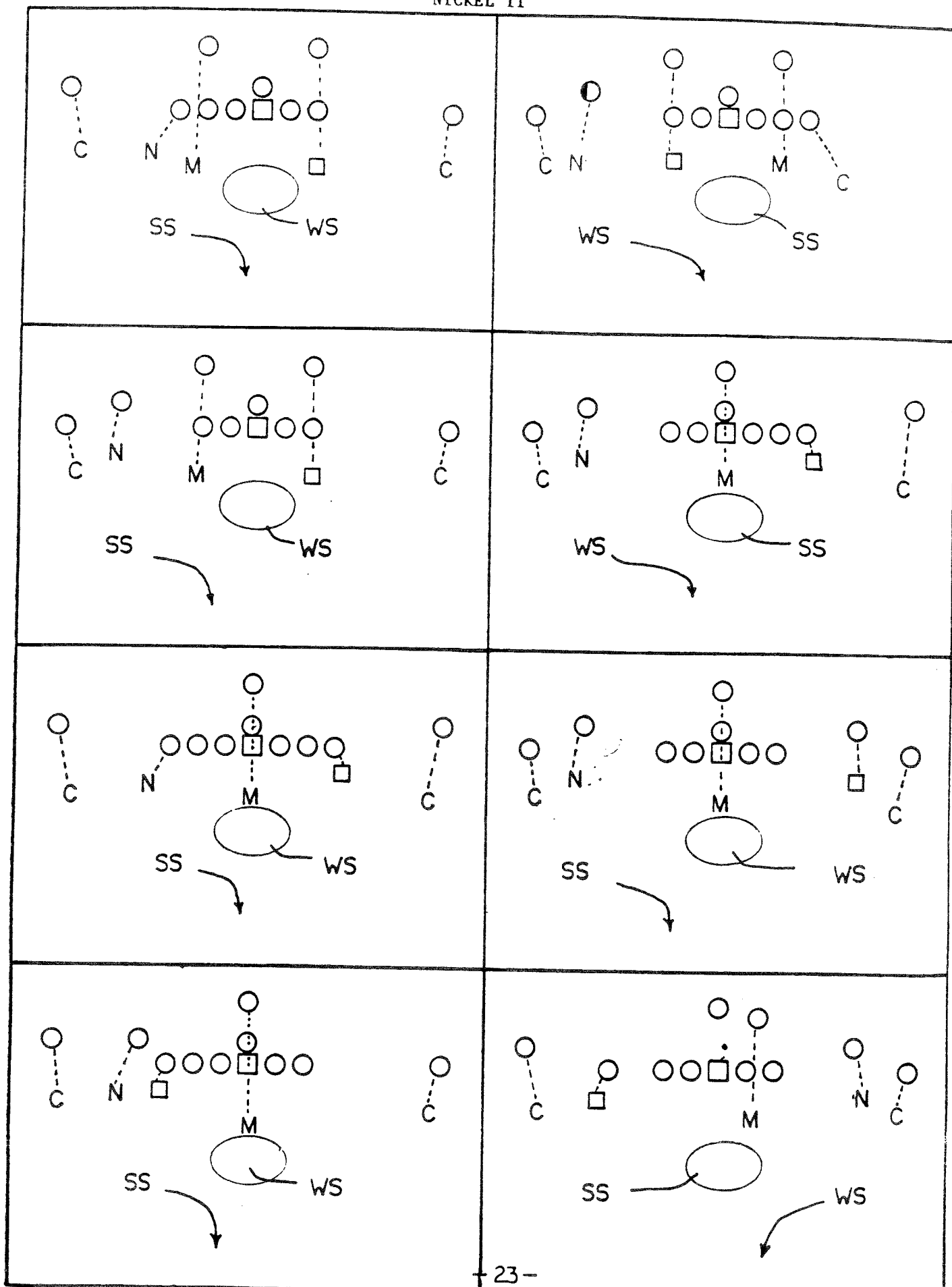
A MAN TO MAN COVERAGE WITH A SAFETY IN THE SHORT MIDDLE AND A SAFETY IN THE DEEP MIDDLE OF THE FIELD.

STRONG CORNER	COVER #1 Z M/M HEAD UP TO INSIDE <i>C.P. SPLIT</i>
STRONG SAFETY:	ZONE DEEP MIDDLE OF FIELD
WEAK SAFETY:	ZONE THE SHORT MIDDLE (HOLE) OF FIELD AND READ CROSSERS AND QB. <i>TALK</i>
WEAK CORNER:	COVER #1 X M/M HEAD UP TO INSIDE. <i>C.P. SPLIT</i>
NICKEL BACK:	COVER #2, "Y" or "SL", M/M OUTSIDE TECH.
MIDDLE LB'ER:	COVER #3 M/M OUTSIDE TECH.
WEAK LB'ER or DIME:	COVER #2 M/M OUTSIDE TECH.

NICKEL 11



NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER / DIME	
ALIGN: OUTSIDE SHADE #2. KEY: #2. RESPONSE: #2 M/M OUTSIDE TECHNIQUE. C.P.: HAVE DEEP POST HELP FROM STRONG SAFETY. C.P.: POSSIBLE HELP IN HOLE FROM A SAFETY.		ALIGN: AS PER FORMATIO N. KEY: STRONG BACK #3. RESPONSE: STRONG BACK M/M OUTSIDE TECHNIQUE. HELP TO INSIDE (REPLACE HOLE MAN)	ALIGN: AS PER FORMATION. KEY: #3 WEAKSIDE. RESPONSE: #2 WEAKSIDE M/M OUTSIDE TECHNIQUE. HELP TO INSIDE (REPLACE HOLE MAN) NOTE: DIME BACK MUST KNOW THIS RESPONSIBILITY.	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER	
ALIGN: BUMP OR OFF. KEY: #1 TO BACKFIELD TRIANGLE IF OFF. C.P.: + SPLIT RESPONSE: #1 - Z M/M HEAD UP TO INSIDE TECHNIQUE. NO HELP, EXCEPT TO DEEP MIDDLE. C.P. SPLIT: HEAD UP TO OUTSIDE IF TIGHT. C.P.: POSSESSION DOWN COVERAGE, PRESS, & BUMP & RUN COVERAGE.	ALIGN: ACCORDING TO FORMATION. KEY: PULLING LINEMAN &/OR FLOW WITH "Y" BLOCKING. RESPONSE: ZONE DEEP MIDDLE.	ALIGN: ACCORDING TO FORMATION. KEY: QB; WEAK BACK RESPONSE: ZONE HOLE 12-14 YDS. READ QB & REACT TO BALL. TAKE THE FIRST CROSSER-"TALK."	ALIGN: BUMP OR OFF. KEY: #1 TO BACKFIELD TRIANGLE. RESPONSE: #1 "X" M/M HEAD UP TO INSIDE TECHNIQUE. HELP IN HOLE. C.P. SPLIT: HEAD UP TO OUTSIDE IF TIGHT. C.P.: POSSESSION DOWN COVERAGE PRESS, BUMP & RUN COVERAGE.	

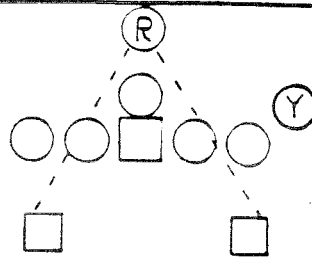


COVER 11 VARIATIONS

vs Kings

W
C
#1 M/M
Inside

S
N
#2 M/M
Outside



Z
C
#1 M/M
Inside

WS

Deep Middle

SS
#2 M/M
Outside

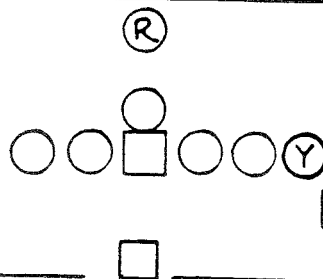
Reggie
HOLE

11 Plug

vs Kings

W
C
#1 M/M
Inside

S
N
#2 M/M
Outside



Z
C
#1 M/M
Inside

WS

Diamond Drop Y and R

Deep Middle

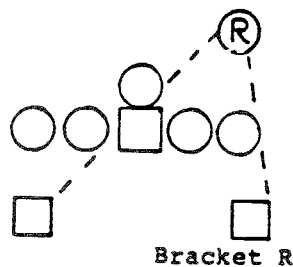
SS

11 Divide

vs Kings

W
C
#1 M/M
Inside

S
N
#2 M/M
Outside
SS
Y M/M
Outside



X
C
#1 M/M
Inside

Deep Middle

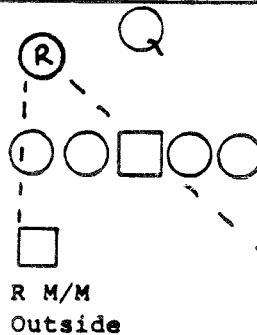
WS

11 Bracket

vs Flush

W
C
#1 M/M
Inside

S
N
#2 M/M
Outside



H
D
#2 M/M
Outside

X
C
#1 M/M
Inside

WS

Deep Middle

SS
R M/M
Inside

The diagram consists of four horizontal panels, each showing a different arrangement of cards and labels. The cards are represented by circles with letters inside, and some are grouped by dashed lines. The labels are placed around the cards, indicating their positions and relationships.

Panel 1 (Top): Shows a layout with cards W, X, S, P, N, D, B, M, C. Labels include #1 M/M INSIDE, #2 M/M OUTSIDE, #3 M/M OUTSIDE, B M/M HOLE, SS, WS, and DEEP MIDDLE. A dashed line connects S and P, and another connects B and M.

Panel 2: Shows a layout with cards W, X, S, P, N, D, B, M, C. Labels include #1 M/M OUTSIDE, 1ST OUT OF #2 OR #3, SS, WS, DEEP MIDDLE, and "11 MOON". A dashed line connects S and P, and another connects B and M.

Panel 3: Shows a layout with cards W, X, S, P, N, D, B, M, C. Labels include SS and WS. A dashed line connects S and P, and another connects B and M.

Panel 4 (Bottom): Shows a layout with cards W, X, S, P, N, D, B, M, C. Labels include SS and WS. A dashed line connects S and P, and another connects B and M.

-25-

NICKEL 66

A WEAKSIDE ZONE ROTATION UTILIZING A FIFTH DEFENSIVE BACK.
IT HAS 4 SHORT ZONES UNDERNEATH AND 3 DEEP.

STRONG SIDE CALLS: 6

BACKER: (PREFERRED) NICKEL BACK HAS ALLEY TO FLAT (FRONT ZONE), SSC HAS DEEP OUTSIDE 1/3 AND SSS HAD DEEP MIDDLE 1/3, SLB HAS STRONG HOOK.

CLOUD: SSC HAS FRONT ZONE, NICKEL BACK HAS DEEP OUTSIDE 1/3, SSS HAS DEEP MIDDLE 1/3, SLB HAS STRONG HOOK.

WEAK SIDE CALLS: 66

CLOUD: (PREFERRED) WSC HAS FRONT ZONE, WSS HAD DEEP OUTSIDE 1/3 AND WLB HAS WEAK HOOK.

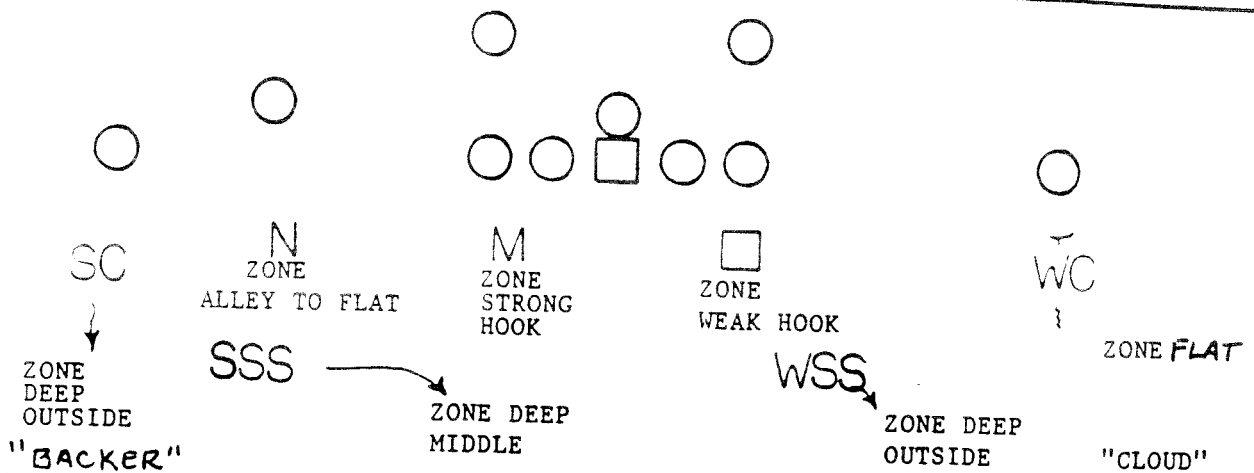
SLAM: WSS HAS ALLEY TO FLAT, WSC HAS DEEP OUTSIDE 1/3 AND WLB HAS WEAK HOOK.

BACKER: WLB HAS FRONT ZONE, WSC HAS DEEP OUTSIDE 1/3 AND WSS HAS WEAK HOOK.

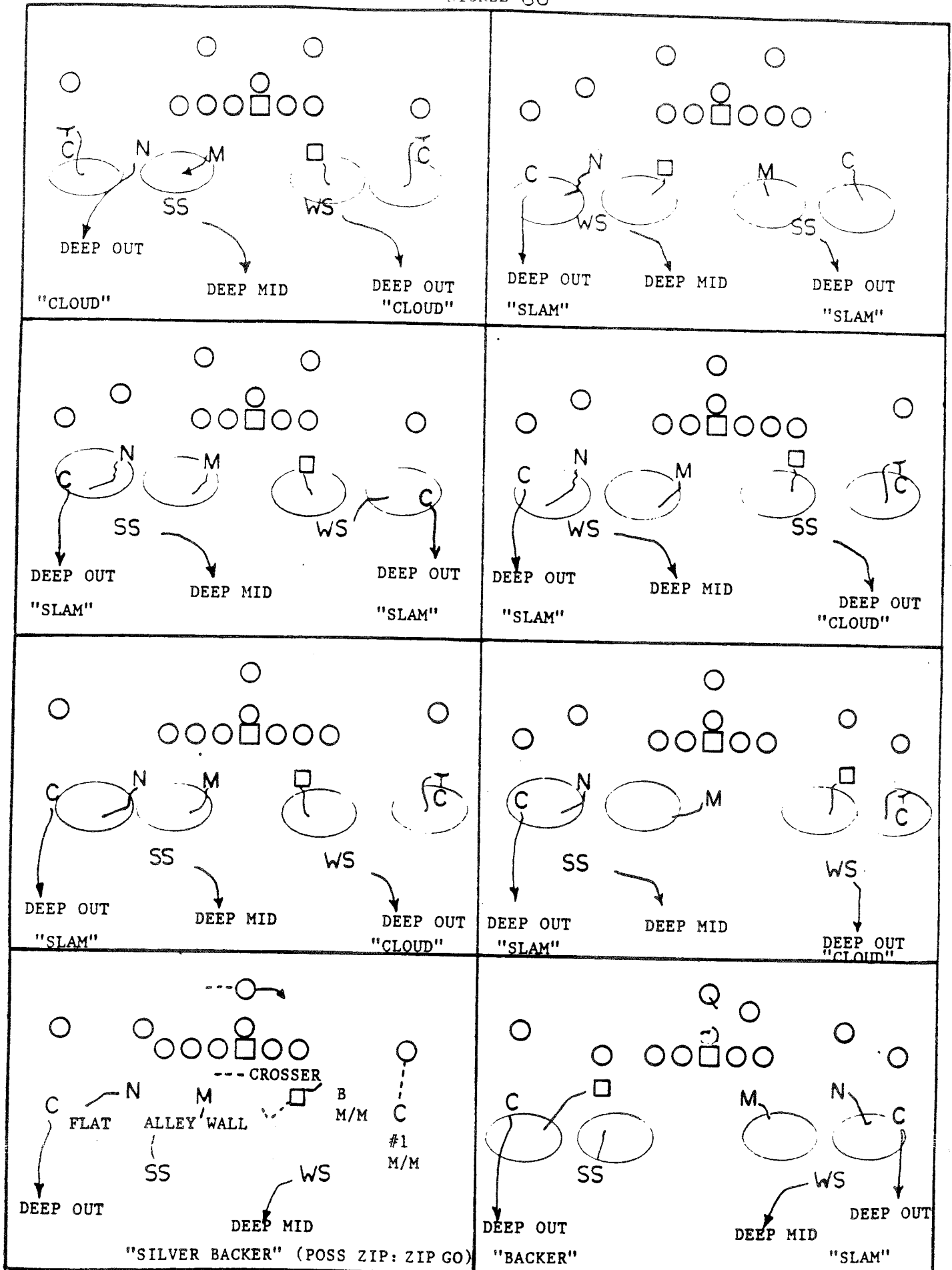
TRIPLE ADJUSTMENT CALLS: AUDIBLES TO SILVER VS. TRIPLE

SILVER: OVER LOADED ZONE TO THE TRIPLE SIDE WITH M/M COVERAGE ON THE WEAKSIDE. THE WEAK SAFETY ZONES THE DEEP MIDDLE.

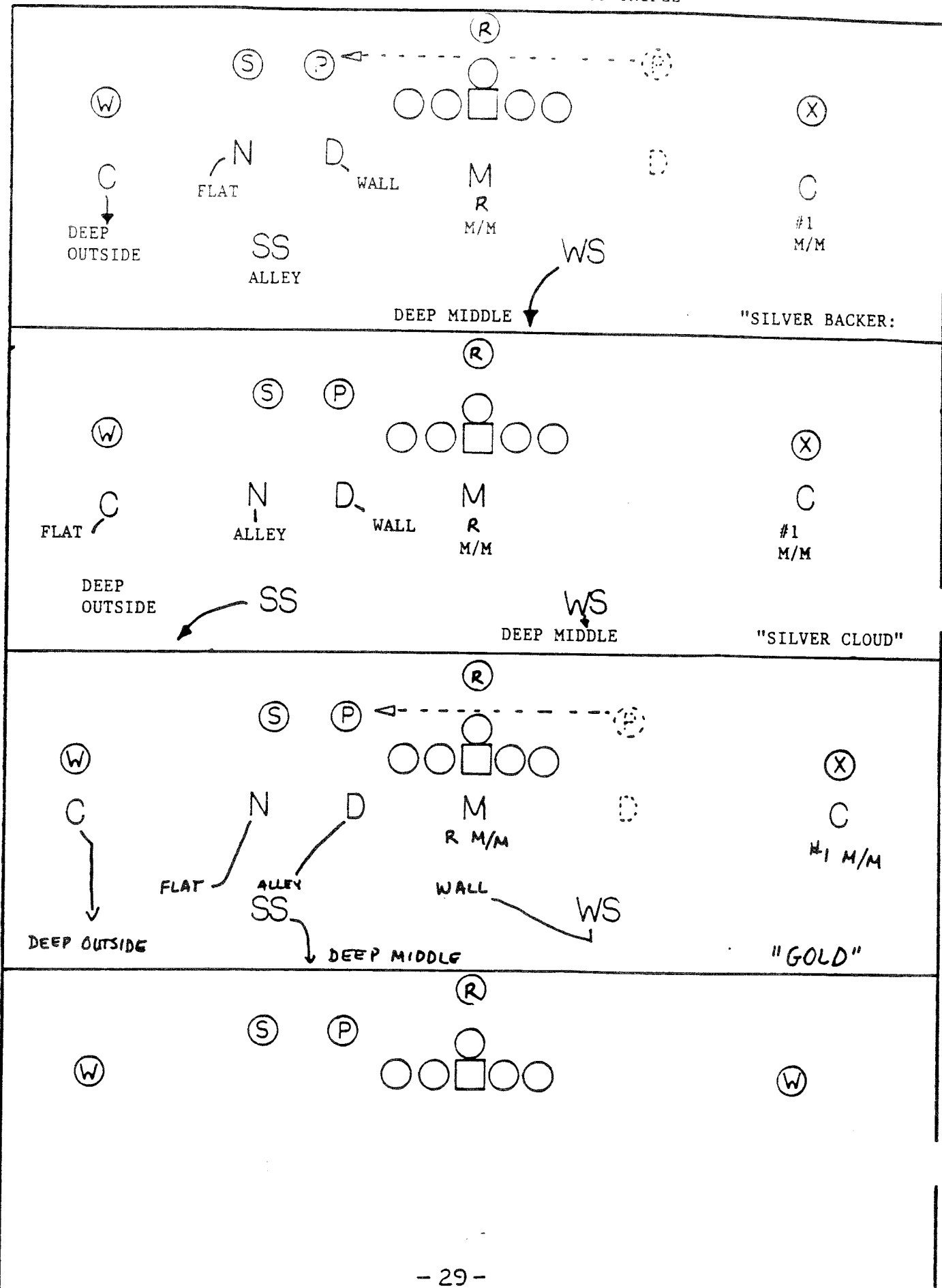
GOLD: OVER LOADED ZONE TO THE TRIPLE SIDE WITH M/M COVERAGE ON THE WEAK SIDE. THE STRONG SAFETY ZONES THE DEEP MIDDLE. THE WEAK SAFETY IS THE WALL DEFENDER.



NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER/DIME
ALIGN: 3 YDS. OUTSIDE #2 5 YARDS DEEP KEY: #2, PULLING LINEMEN BACKFIELD FLOW, QB. RESPONS: ZONE ALLEY TO FLAT VS. SLOT: REROUTE #2 FUNNEL INSIDE AND ZONE ALLEY TO FLAT (BACKER CALL) FLOW: WIDEN STRONG SIDE FLOOD: COLLAPSE TOWARD WEAK SIDE		ALIGN: AS PER FRONT CALL KEY: #2, #3, QB RESPONS: ZONE STRONG HOOK 10-12 YDS. DEEP. BE AWARE OF INSIDE RECEIVER OF #2 OR #3. VS. SLOT: ZONE WEAK HOOK IF OVER WEAK BACK. ZONE STRONG HOOK IF OVER STRONG BACK. FLOW: WIDEN STRONGSIDE FLOOD: COLLAPSE TOWARD WEAKSIDE	ALIGN: AS PER FRONT AND FORMATION DICTATES KEY: #2, QB RESPONS: CLOUD/SLAM: ZONE WEAK HOOK 10-12 YDS. DEEP. READ #2 AND QB. BACKER: ZONE ALLEY TO FLAT FLOOD: WIDEN WEAK SIDE FLOW: COLLAPSE TO STRONG-SIDE
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: OFF ON DISGUISE KEY: #1, QB RESPONS: BACKER ZONE DEEP OUTSIDE 1/3 OF FIELD. COVER THE DEEPEST IN YOUR ZONE. READ QB REACT TO BALL	ALIGN: 10-12 YDS. DEEP OVER #2 KEY: #2, QB RESPONS: ZONE DEEP MIDDLE 1/3 OF FIELD. HOLD OFF #2 ON SEAM. READ QB AND REACT TO BALL.	ALIGN: 10-12 YDS. DEEP OVER #2 KEY: WEAKSIDE #2, #1 QB RESPONS: CLOUD: ZONE DEEP OUTSIDE 1/3 ZONE SLAM: ZONE ALLEY TO FLAT BACKER: ZONE WEAK HOOK 8-10 YDS. DEEP	ALIGN: AS PER FRONT AND FORMATION DICTATES. OFF OR ON DISGUISE KEY: #2, QB RESPONS: CLOUD: REROUTE #1 INSIDE AND ZONE FLAT 12-15 YDS. DEEP SLAM BACKER: ZONE DEEP OUTSIDE 1/3. COVER DEEPEST RECEIVER IN YOUR ZONE. READ QB AND REACT TO BALL.



DIME 66 VS. TRIPLE AND MOTION TO TRIPLE



NICKEL 33

A STRONGSIDE ZONE ROTATION UTILIZING A FIFTH DEFENSIVE BACK. IT HAS FOUR SHORT ZONES UNDERNEATH AND THREE DEEP ZONES.

STRONG SIDE CALLS.

SLAM: SSS HAS THE ALLEY TO FLAT (FRONT ZONE), NICKEL BACK HAS STRONG HOOK, SSC HAS DEEP OUTSIDE THIRD, WSS HAS THE DEEP MIDDLE.

BACKER: NICKEL BACK HAS ALLEY TO FLAT (FRONT ZONE), SSC HAS DEEP OUTSIDE THIRD, SSS HAS THE STRONG HOOK, WSS HAS THE DEEP MIDDLE.

CLOUD: SSC HAS THE FRONT ZONE, NICKEL BACK HAS THE STRONG HOOK. SSS HAS THE DEEP OUTSIDE THIRD, WSS HAS THE DEEP MIDDLE.

WEAKSIDE CALLS

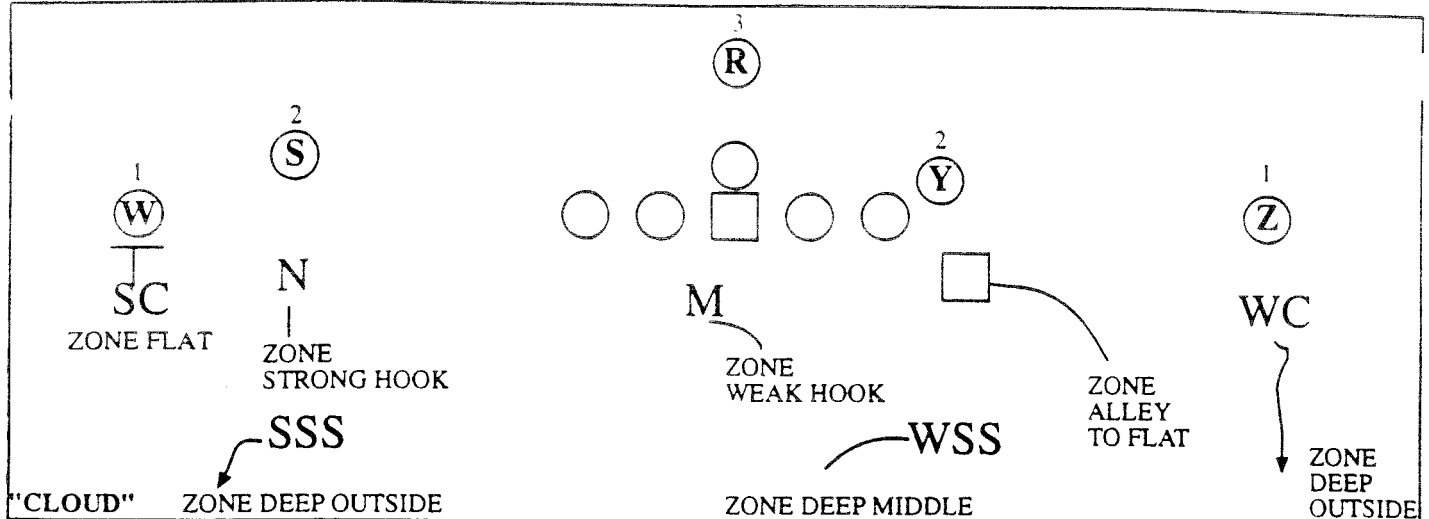
BACKER: WLB ZONES ALLEY FLAT AND WSC HAS THE DEEP OUTSIDE THIRD.

TRIPLE ADJUSTMENT CALLS

SILVER: OVER LOADED ZONE TO THE TRIPLE SIDE WITH M/M COVERAGE ON THE WEAKSIDE. THE WEAK SAFETY ZONES THE DEEP MIDDLE.

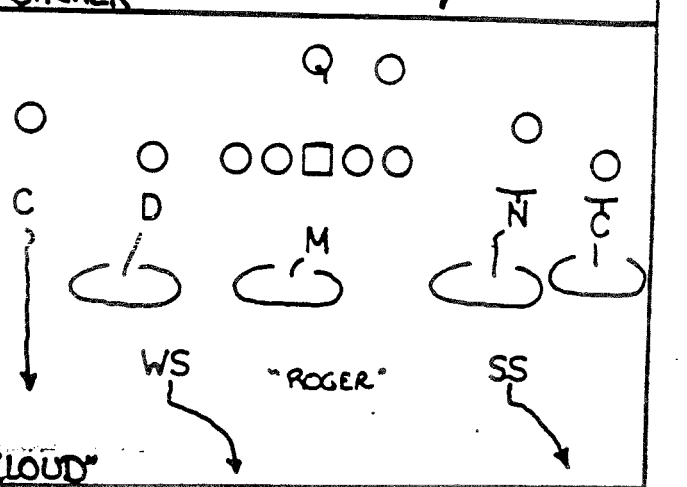
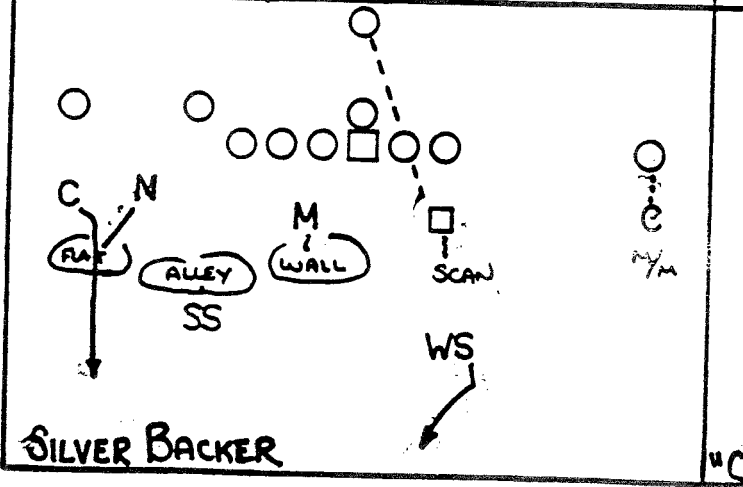
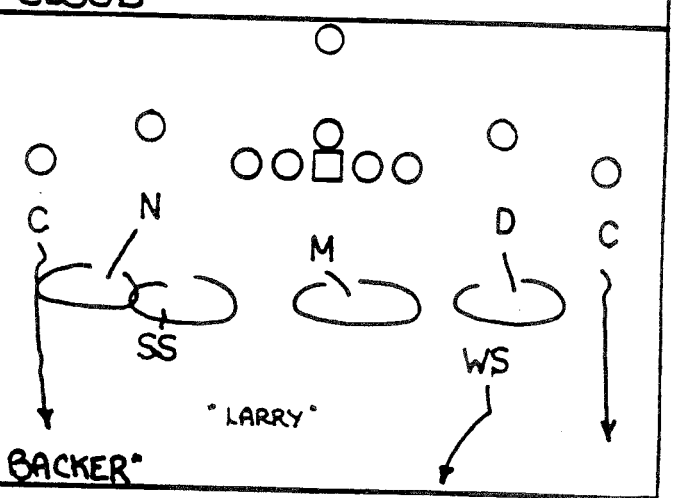
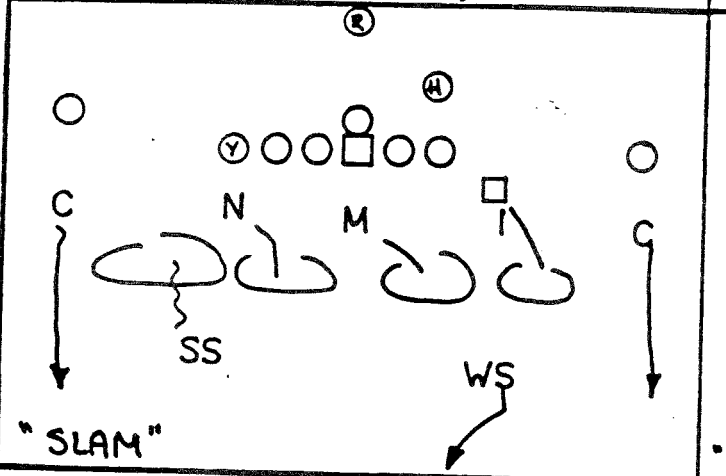
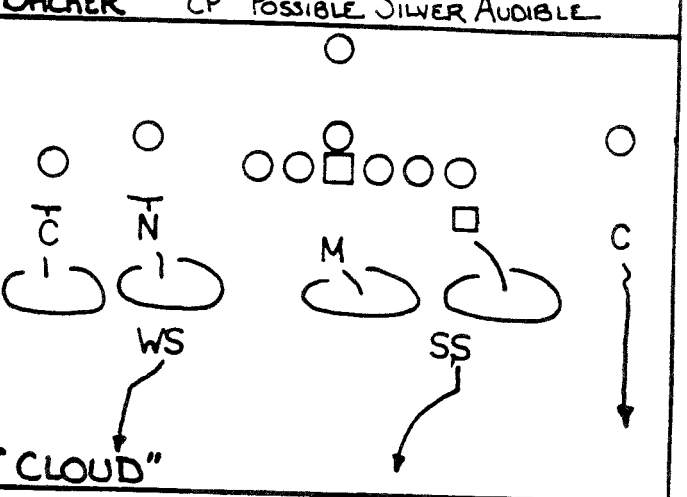
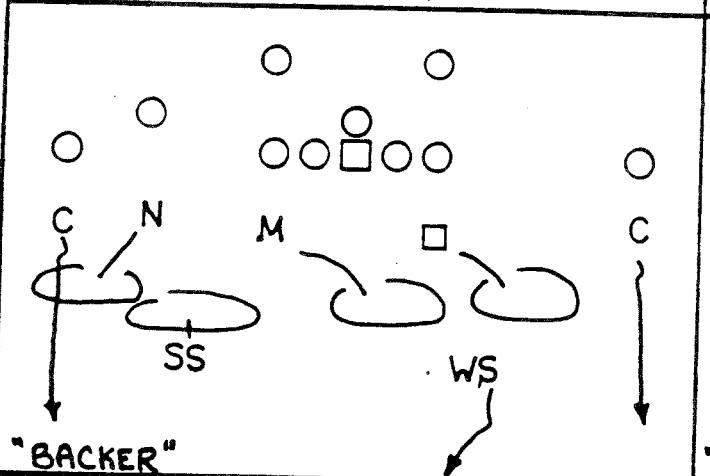
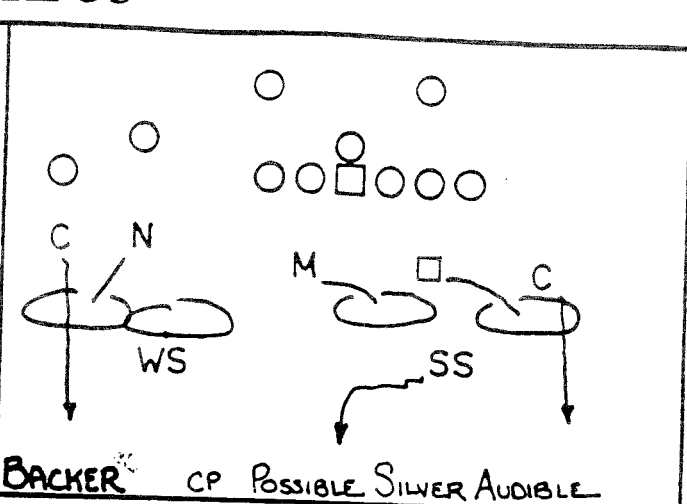
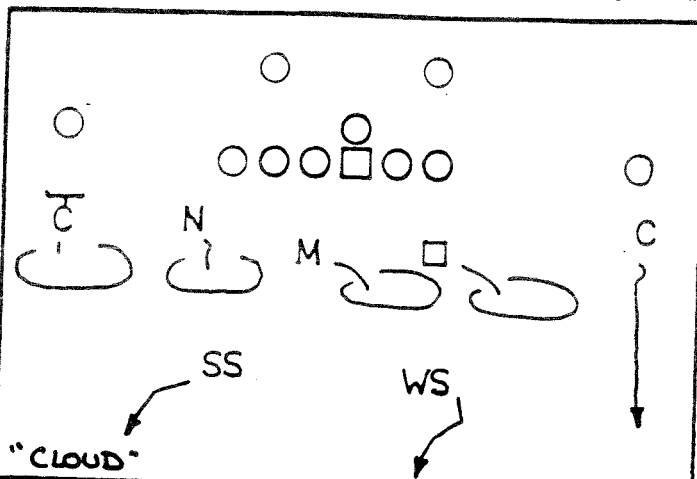
(CLOUD, BACKER OR SLAM CALLS AVAILABLE).

NICKEL 33

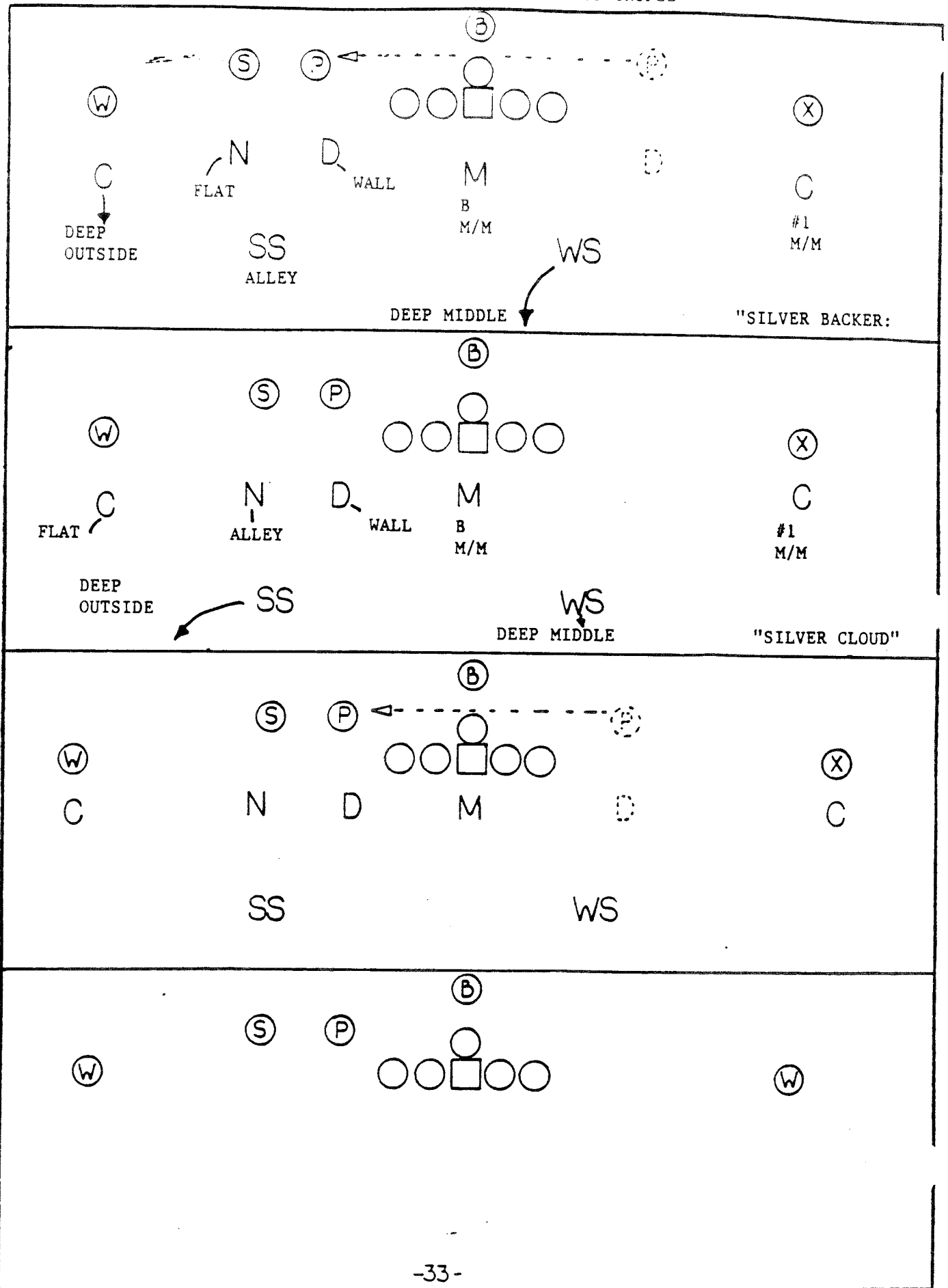


NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER / DIME
ALIGN: #2 ON OR OFF KEY: #2, PULLING LINEMAN, BACKFIELD ACTION, QB. RESPONSE: CLOUD OR SLAM: ZONE STRONG HOOK 10-12 YDS DEEP. VS SLOT - RE-ROUTE #2. IF VERTICAL, RELATE TO INSIDE RECEIVER OF #2; #3. BACKER: ZONE ALLEY TO FLAT. C.P.: KEEP LEVERAGE ON #2 OR #3 TO OR THRU THE FLAT. FLOW: SLIDE ZONE STRONG SIDE. FLOOD: SLIDE ZONE WEAK SIDE.		ALIGN: AS PER FRONT CALL KEY: #2, #3; QB RESPONSE: ZONE WEAK HOOK 10-12 YARDS DEEP.	ALIGN: AS PER FRONT CALL & FORMATION KEY: #2; QB RESPONSE: ZONE WEAK ALLEY TO FLAT. C.P.: KEEP LEVERAGE ON #2 OR #3 TO OR THRU THE FLAT. FLOW: SLIDE ZONE STRONG SIDE. FLOOD: SLIDE ZONE WEAK SIDE.
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: OFF OR ON DISGUISE. KEY: #1; QB RESPONSE: CLOUD: RE-ROUTE #1 ZONE ALLEY TO FLAT. KEEP LEVERAGE ON #2 OR #3 TO OR THRU THE FLAT. C.P.: WIDE OUTSIDE RELEASE BY #1. SLAM OR BACKER: ZONE DEEP OUTSIDE THIRD. SQUEEZE #1 OUTSIDE IN, UNLESS #2 VERTICAL, GET TO MIDDLE OF THE ZONE.	ALIGN: 10-12 YDS DEEP OVER #2. KEY: #2; #1; QB. RESPONSE: CLOUD: ZONE DEEP OUTSIDE THIRD. NUMBERS AREA. BACKER: ZONE STRONG HOOK. INSIDE LEVERAGE ON UPFIELD RELEASE OF #2 OR #3. SLAM: ZONE ALLEY, REACT TO FLAT. CARRY #2 OR #3 THRU FADE AREA.	ALIGN: 10-12 YDS DEEP OVER #2. KEY: WEAK SIDE #2, #1, QB RESPONSE: ZONE DEEP MIDDLE THIRD. GOOD DISGUISE. READ PATTERN, QB, & BALL REACT.	ALIGN: OFF OR ON DISGUISE. KEY: #1; QB. RESPONSE: ZONE DEEP OUTSIDE THIRD. SQUEEZE #1 OUTSIDE IN, UNLESS #2 VERTICAL, THEN GET TO MIDDLE OF THE ZONE.

NICKEL 33



DIME 33 VS. TRIPLE AND MOTION TO TRIPLE



NICKEL 44












TWO DEEP COVERAGE WITH THE LINEBACKERS DROPPING AND BALL REACTING. THE CORNERS AND SAFETIES ARE PATTERN READING TO DEFINE THEIR COVERAGE RESPONSIBILITIES.

TRIPLE ADJUSTMENT CALL : SPECIAL

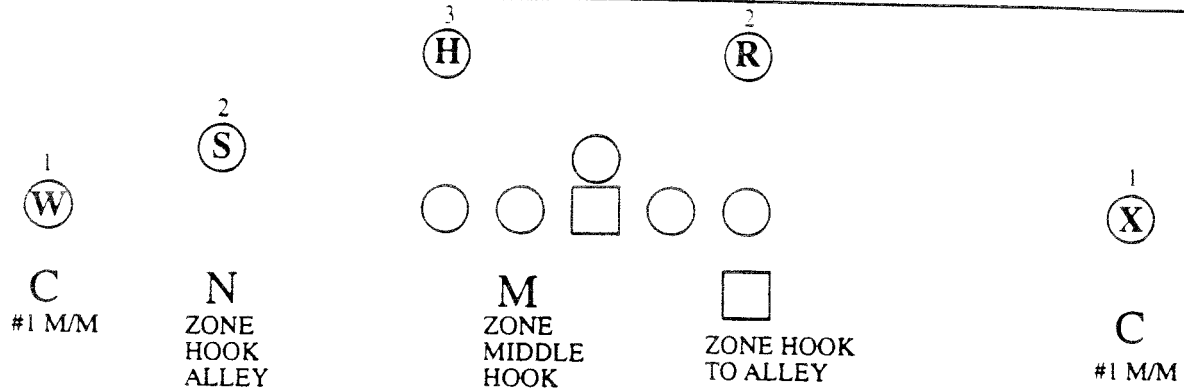
NICKEL 42

TWO DEEP COVER WITH THE STRONGSIDE CORNER, SAFETY, AND LINEBACKERS PLAYING COVER 4 AND THE WEAKSIDE CORNER, SAFETY, AND LINEBACKER PLAYING COVER 2.

TRIPLE ADJUSTMENT CALL: SPECIAL

C.P. COVER 42		<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> ¹  SC #1 LOOSE M/M UNLESS #2 FLAT ZONE WEAK </div> <div style="text-align: center;"> ²  N ZONE HOOK TO ALLEY </div> <div style="text-align: center;"> ³  M ZONE MIDDLE HOOK </div> <div style="text-align: center;"> ²  <div style="display: flex; justify-content: center; gap: 10px;">      </div>  ZONE HOOK TO ALLEY </div> <div style="text-align: center;"> ¹  WC #1 LOOSE M/M UNLESS #2 FLAT ZONE FLAT </div> </div>	
SSS #2 (SEAM) M/M #1 (NO SEAM)		WSS #2 SEAM M/M #1 (NO SEAM)	
NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER / DIME
ALIGN: BY CALL. KEY: #2, #3, QB. FORCE: BACKER RESPONSE: JAM #2. ZONE HOOK TO ALLEY. KEEP OUTSIDE LEVERAGE ON #2 OR #3 TO THE ALLEY. #2 FLAT, CORNER HAS FLAT. ZONE ALLEY. #3 FLARE OR FLAT, KEEP LEVERAGE, LATE REACT TO FLAT. GET VISION BACK TO QB. BALL REACT. C.P. SMASH C.P. ONE BACK SET SQUEEZE: BLACK.		ALIGN: BY FRONT CALL. KEY: #3, QB. RESPONSE: ZONE MIDDLE HOOK. OPEN TO SIDE OF STRONG BACK'S MOVE. GET DEPTH (10-12 YDS). TAKE #3 ON GO ROUTE. GET VISION BACK TO QB. READ QB, BALL REACT. C.P. DELAYS, SCREENS & SNAGS. FLOOD: ZONE MIDDLE TO WEAK HOOK. FLOW: ZONE STRONG HOOK. C.P. 1 BACK.	ALIGN: BY FRONT CALL. KEY: #2, QB FORCE: BACKER (CLOUD) RESPONSE: ZONE WEAK HOOK. GET DEPTH. GET VISION BACK TO QB. READ QB, BALL REACT! C.P.: BE ALERT FOR CROSSING ROUTES FROM STRONG SIDE. C.P. SMASH C.P. ONEBACK SET FLOOD: ZONE WEAK HOOK TO ALLEY. FLOW: OPEN STRONG-FIRST CROSSER DEEP TO SHORT NO CROSSER, ZONE DEEP HOLE X TO Z DIG.
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
ALIGN: OFF OR PRESS (BAIL). KEY: #2, #1 FORCE: BACKER RESPONSE: READ #2 TO #1 SEE QB! #2 VERTICAL: HOLD OUTSIDE COVERAGE ON #1. READ QB. BALL REACT. #2 FLAT: ZONE FLAT. #2 INSIDE: LOOSE SLICE #1. C.P. SMASH ROUTE. SQUEEZE: BLACK.	ALIGN: 2X 10-12 YDS DISGUISE. KEY: #2, OL, QB, PERIPH #1. FORCE: BACKER. RESPONSE: DROP STRAIGHT BACK & READ #2. C.P. OUTSIDE LEVERAGE. #2 VERTICAL: COVER #2 M/M OUTSIDE LEVERAGE UNTIL HE GETS 2 YARDS FROM THE NUMBERS, THEN COME INSIDE. #2 FLAT: EXPAND TO #1. COVER #1 M/M INSIDE-OUT. #2 INSIDE OR BLOCKS: LOOSE SLICE. SQUEEZE: BLACK.	ALIGN: 2X 10-12 YDS DISGUISE. KEY: #2, OL, QB, PERIPH #1. FORCE: BACKER. RESPONSE: DROP STRAIGHT BACK & READ #2. C.P. OUTSIDE LEVERAGE. #2 VERTICAL: COVER #2 M/M OUTSIDE LEVERAGE UNTIL HE GETS 2 YDS FROM THE NUMBERS, THEN COME INSIDE. #2 FLAT: EXPAND TO #1. COVER #1 M/M INSIDE-OUT. #2 INSIDE OR BLOCKS: LOOSE SLICE ON #1. FLOW: CHECK #3 ON GO. NO GO - HELP ON #1.	ALIGN: OFF OR PRESS (BAIL). KEY: #2, #1. FORCE: BACKER. RESPONSE: READ #2 TO #1. SEE QB! #2 VERTICAL: HOLD OUTSIDE COVERAGE ON #1. READ QB - BALL REACT. #2 FLAT: ZONE FLAT. #2 INSIDE OR BLOCKS: LOOSE SLICE ON #1. C.P. SMASH ROUTE. FLOW: TAKE #1 M/M OUTSIDE LEVERAGE.

NICKEL 44 LOCK



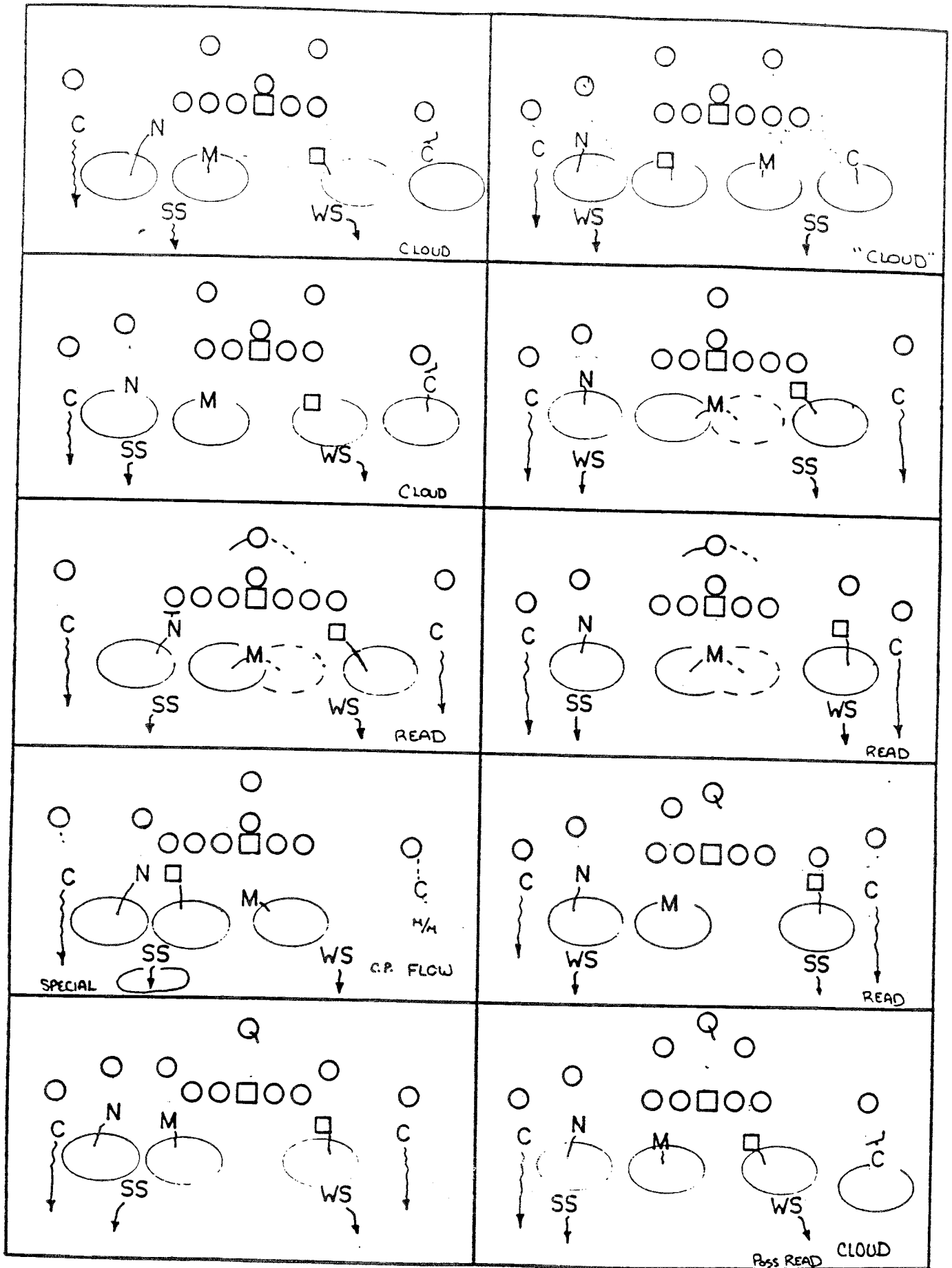
SSS

#2 SEAM = M/M
#1 (NO SEAM BY #2)

WSS

#2 SEAM = M/M
#1 (NO SEAM BY #2)

NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER / DIME
<p>ALIGN: BY FRONT CALL. KEY: #2, #3, QB. FORCE: BACKER RESPONSE: ZONE HOOK TO ALLEY. KEEP OUTSIDE LEVERAGE ON #2 OR #3 TO FLAT. #3 FLARE OR FLAT, KEEP LEVERAGE, LATE REACT TO FLAT. GET VISION BACK TO QB, BALL REACT. C.P. SMASH C.P. JAM #2, WITH NO NB PRESENT.</p> <p>FLOW: OUTSIDE RELEASER OF THE TWO BACKS.</p> <p>C.P. MATCH ON #2, IF #3 GOES AWAY.</p>		<p>ALIGN: BY FRONT CALL. KEY: #3, QB. RESPONSE: ZONE MIDDLE HOOK. OPEN TO SIDE OF STRONG BACK'S MOVE. GET DEPTH (10-12 YDS). TAKE #3 ON SEAM ROUTE. GET VISION BACK TO QB. READ QB, BALL REACT.</p> <p>FLOOD: ZONE MIDDLE TO WEAK HOOK.</p> <p>FLOW: INSIDE RELEASER OF THE TWO BACKS.</p>	<p>ALIGN: BY FRONT CALL. KEY: #2, QB. FORCE: BACKER (CLOUD) RESPONSE: ZONE WEAK HOOK TO ALLEY. KEEP OUTSIDE LEVERAGE ON #2 TO FLAT OR FLARE. C.P. SMASH C.P. MATCH ON #2, IF #3 GOES AWAY</p> <p>TIGHT SIDE OF SLOT: ZONE HOOK TO ALLEY.</p> <p>FLOW: OPEN STRONG - FIRST CROSSER DEEP TO SHORT. NO CROSSER, ZONE DEEP HOLE X TO Z DIG.</p>
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: OFF OR PRESS. KEY: #1. FORCE: BACKER RESPONSE: COVER #1. M/M FROM OUTSIDE, UNLESS OVER SPLIT, THEN COVER FROM INSIDE.</p> <p>C.P.: SMASH.</p>	<p>ALIGN: 2X 10-12 YDS DISGUISE. KEY: #2, OL, QB, PERIPH #1. FORCE: BACKER. RESPONSE: DROP STRAIGHT BACK & READ #2.</p> <p>#2 VERTICAL: COVER #2 OUTSIDE M/M.</p> <p>#2 NOT VERTICAL: LOOSE SLICE ON #1.</p> <p>SLOT: SLICE CALL= SLICE ON #1 (TE) WITH WC. CLOUD CALL ZONE TIGHT DEEP ONE HALF.</p>	<p>ALIGN: 2X 10-12 YDS DISGUISE. KEY: #2, OL, QB, PERIPH #1. FORCE: BACKER. RESPONSE: DROP STRAIGHT BACK & READ #2.</p> <p>#2 VERTICAL: COVER #2 OUTSIDE M/M.</p> <p>#2 NOT VERTICAL: LOOSE SLICE ON #1.</p>	<p>ALIGN: OFF OR PRESS. KEY: #1. FORCE: BACKER. RESPONSE: COVER #1 M/M FROM OUTSIDE, UNLESS OVER SPLIT, THEN COVER FROM INSIDE.</p> <p>C.P.: SMASH.</p> <p>FLOW: COVER #1 M/M.</p> <p>TIGHT SIDE OF SLOT: SLICE CALL =SLICE ON #1 (TE) WITH SS. CLOUD CALL ZONE FLAT SAME AS COVER 2</p>



NICKEL 22 (ZONE) (AUDIBLE: BLACK)

This is a flexible type of zone that relies on pattern recognition in order to know which way to stretch; laterally with breaking routes under or vertically with deep seams and fades.

Since it is two deep, everyone must be aware of the second receiver threatening the post. The corner involved must carry post-corner route by wide receivers.

The QB drop and lateral routes by the inside receivers flattens the whole coverage out and it is then more effective from sideline to sideline, since there are five short routes.

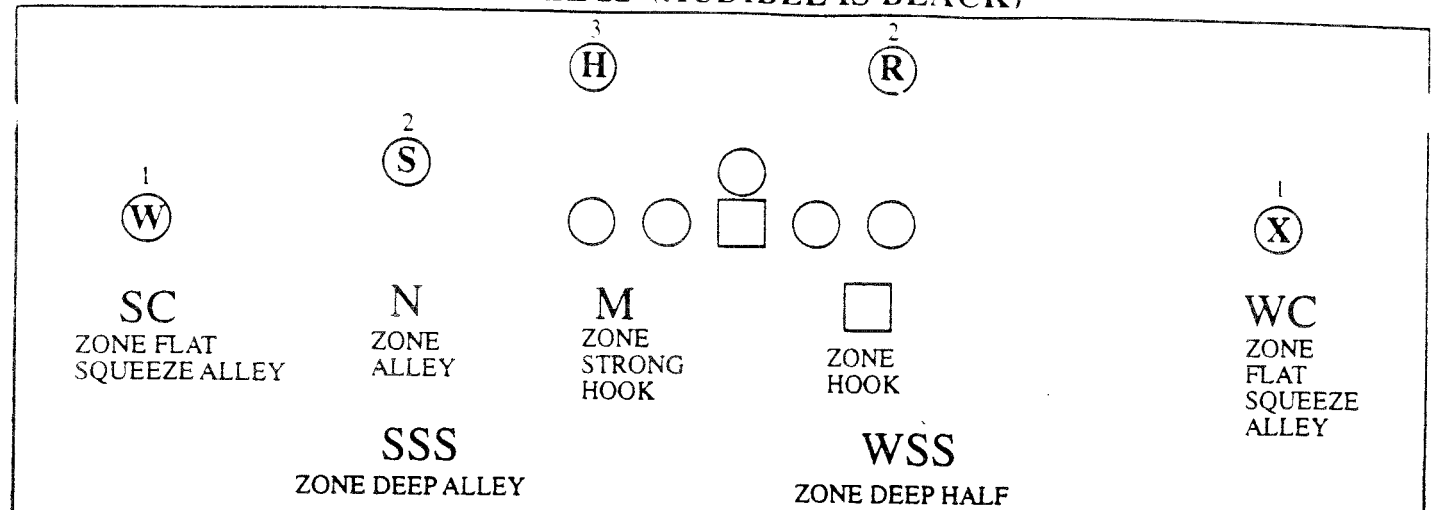
STRENGTH: Five short zones against breaking type patterns should provide solid coverage across the field.

WEAKNESS: Two deep safeties must have help if there are upfield releases.

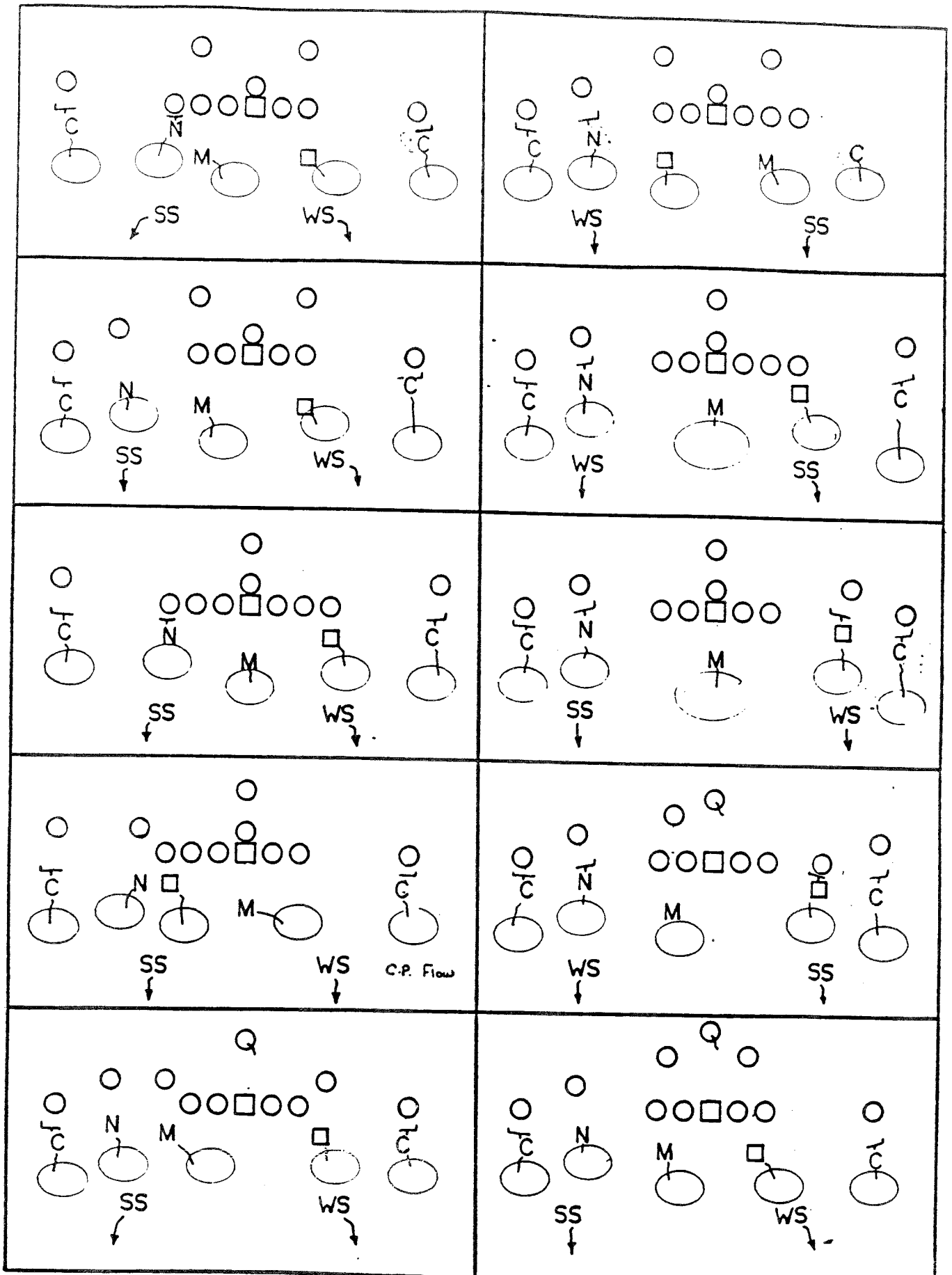
BASIC RULE: Prevent the fast release of all receivers at the line: Reduce the depth of all routes.

Disguise is an important game plan.

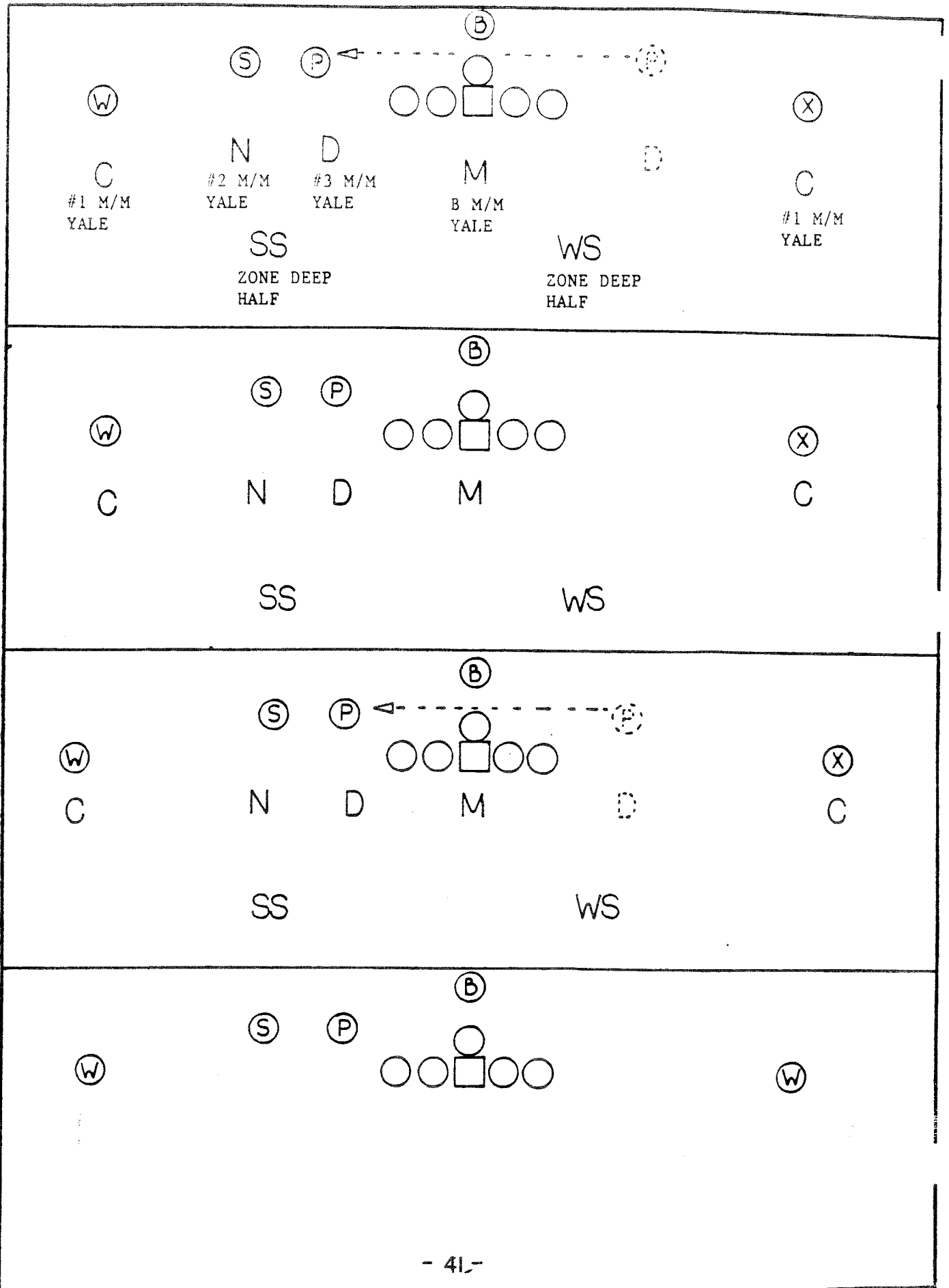
NICKEL 22 (AUDIBLE IS BLACK)



NICKEL BACK		MIDDLE LINEBACKER	WEAK LINEBACKER / DIME
<p>ALIGN: BY FRONT CALL & FORMATION.</p> <p>KEY: QB, #2, #3.</p> <p>FORCE: CLOUD.</p> <p>RESPONSE: JAM #2. NO QUICK VERTICAL RELEASE, FORCE OUTSIDE RELEASE. "Y," "S," & READ #3. IF #3 TOWARD YOU: #2 FLAT - ZONE ALLEY. #2 OUTSIDE & VERTICAL - M/M ON #2 - INSIDE TECHNIQUE. #2 INSIDE - JAM - ZONE ALLEY. C.P. #3 TO YOU - SHORTEN DROP ADJUST TO HIS ROUTE. C.P. #2 WIDE JAM #2 - KEEP INSIDE LEVERAGE. FLOOD: MATCH ON #2 VISION TO FLOOD SIDE. #2 FLAT - WALL #1. FLOW: COVER Y SEAM OR ALLEY. C.P. "SMASH" CALL BY CORNER. DROP #2 & REACT TO #1.</p> <p>C.P. POSSIBLE BIRD DOG</p>		<p>ALIGN: BY FRONT CALL.</p> <p>KEY: QB, #2, #3.</p> <p>RESPONSE: OPEN TO SIDE OF STRONG BACK'S MOVE. READ RELEASE OF #2 & #3. GET DEPTH! IF #2 RELEASES INSIDE & RUNS: SEAM ROUTE: COVER #2 M/M. NO SEAM ROUTE: GET DEPTH TO STRONG HOOK, READ QB, BALL REACT!</p> <p>FLOOD: ZONE WEAK HOOK - INSIDE RELEASE OF #2 OR #3.</p> <p>FLOW: COVER STRONG HOOK. Y INSIDE; COVER Y SEAM M/M; Y CROSS ZONE STRONG HOOK.</p> <p>C.P. BIRD DOG.</p>	<p>ALIGN: BY FRONT CALL.</p> <p>KEY: QB; #2.</p> <p>FORCE: CLOUD.</p> <p>RESPONSE: DROP TO WEAK HOOK & READ RELEASE OF #2. IF #2 RUNS SEAM ROUTE - M/M ON #2 - INSIDE TECHNIQUE.</p> <p>FLOOD: WIDEN TO ALLEY AS PATTERN ALLOWS.</p> <p>FLOW: OPEN STRONG - ZONE HOOK FIRST CROSSER; NO CROSSER - CHECK DOWN.</p> <p>C.P. "SMASH" CALL BY CORNER.</p>
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: OFF OR BUMP.</p> <p>KEY: #1 TO BACKS THRU TO PULLERS.</p> <p>FORCE: CLOUD</p> <p>RESPONSE: DISRUPT PATTERN OF #1. FORCE INSIDE RELEASE.</p> <p>INSIDE RELEASE: SQUEEZE TO ALLEY. LOOK FOR INSIDE RECEIVER COMING OUT. PROTECT CORNER ROUTE. C.P. COVER #2 OR #3 THRU FADE.</p> <p>OUTSIDE RELEASE: JAM #1. FORCE OB-CP = PROTECT UPFIELD RELEASE. NO OUTSIDE RELEASE WITH OUT JAM!</p>	<p>ALIGN: 8-10 YDS DEEP 2 YDS OUTSIDE.</p> <p>KEY: BACKFIELD TRIANGLE TO PULLERS.</p> <p>FORCE: CLOUD.</p> <p>RESPONSE: ZONE 1/2 FIELD. SPRINT TO # LANDMARK. READ RELEASE OF #2. IF #2 RUNS SEAM, FAVOR #2. QB - 3 STEP DROP - PLAY FADE OR SLANT ON QB READ.</p> <p>FLOW: ZONE OUTSIDE - THIRD. RELATE TO #1.</p>	<p>ALIGN: 11-12 YDS DEEP OVER WEAK BACK.</p> <p>KEY: BACKFIELD TRIANGLE TO RELEASE.</p> <p>FORCE: CLOUD.</p> <p>RESPONSE: ZONE 1/2 FIELD. SPRINT TO LAND-MARK. READ QB & RELEASE OF "X." IF #2 RUNS SEAM, FAVOR #2. QB - 3 STEP DROP - PLAY FADE OR SLANT ON QB READ.</p> <p>FLOW: ZONE WEAK TWO THIRDS.</p> <p>C.P. Y SEAM.</p>	<p>ALIGN: OFF OR BUMP.</p> <p>KEY: #1 TO BACKS THRU TO PULLERS.</p> <p>FORCE: CLOUD.</p> <p>RESPONSE: DISRUPT PATTERN OF #1. FORCE INSIDE RELEASE.</p> <p>INSIDE RELEASE: SQUEEZE TO ALLEY. LOOK FOR INSIDE RECEIVER COMING OUT. PROTECT CORNER ROUTE. C.P. #2 FLAT - COVER #2 M/M.</p> <p>OUTSIDE RELEASE: JAM #1. FORCE OB. PROTECT UPFIELD RELEASE.</p> <p>FLOW: #1 M/M - MAN UNDER TECHNIQUE.</p>



DIME 22 YALE VS. TRIPLE AND MOTION TO TRIPLE



NICKEL 22 YALE

A COMBINATION MAN TO MAN AND ZONE COVERAGE WITH 5 UNDERNEATH AND 2 DEEP ZONE UTILIZING A FIFTH DEFENSIVE BACK. (THE DIME WOULD BE THE SAME AS WEAK LINEBACKER).

STRONG CORNER:	#1 M/M YALE TECH.
STRONG SAFETY:	ZONE DEEP HALF OF FIELD.
WEAK SAFETY:	ZONE DEEP HALF OF FIELD.
WEAK CORNER:	#1 M/M YALE TECH.
NICKEL BACK:	#2 WEAK M/M YALE TECH.
STRONG LB'ER:	#3 STRONGSIDE M/M YALE TECH.
WEAK LB'ER (DIME)	#2 WEAKSIDE M/M YALE TECH.

○
SC
#1 M/M
YALE

○
N
#2 M/M
YALE

○ ○ ○
M
#3 M/M
YALE

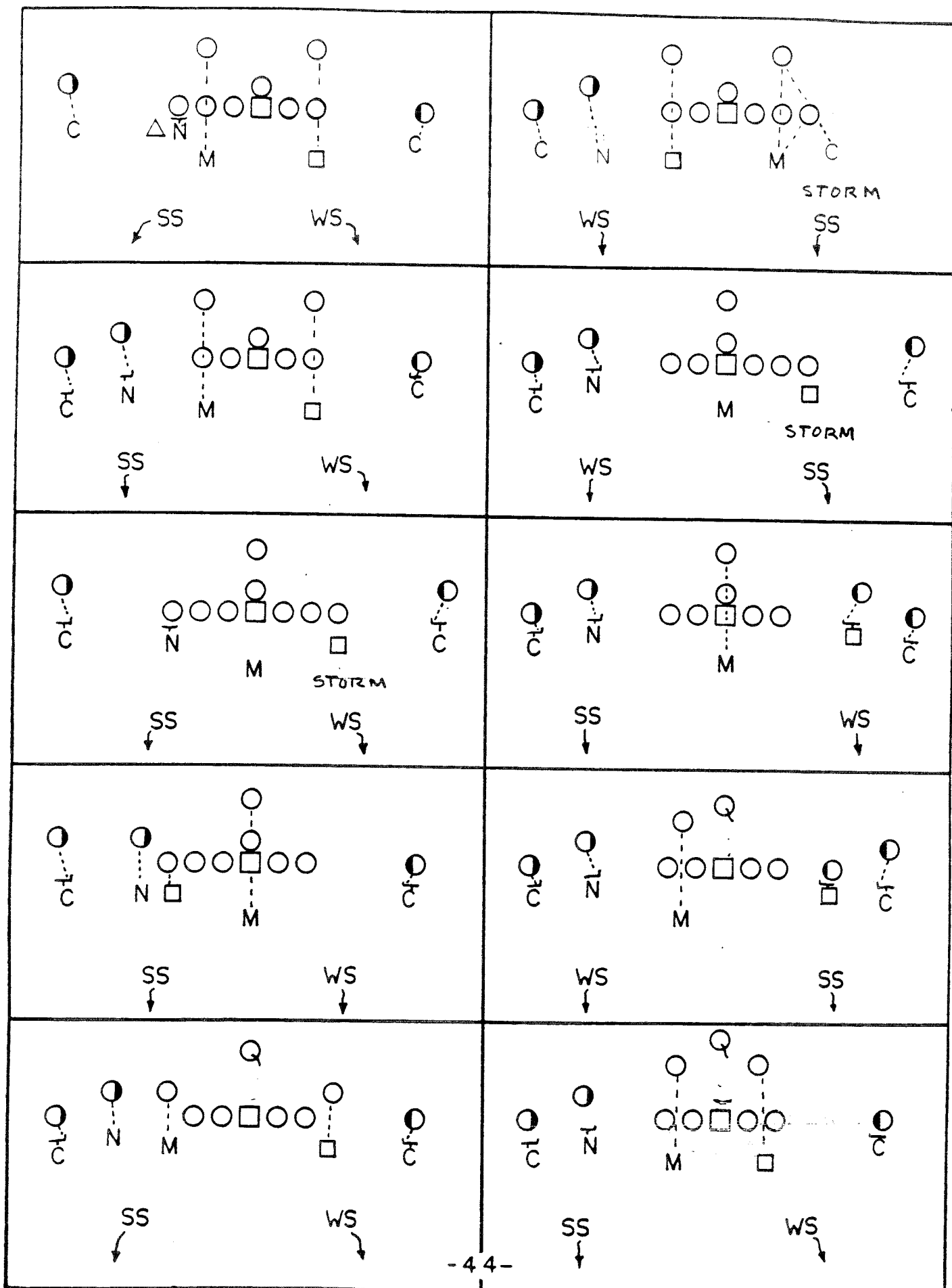
○
□
#2 M/M
YALE

○
WC
#1 M/M
YALE

SSS
ZONE
DEEP HALF

WSS
ZONE
DEEP HALF

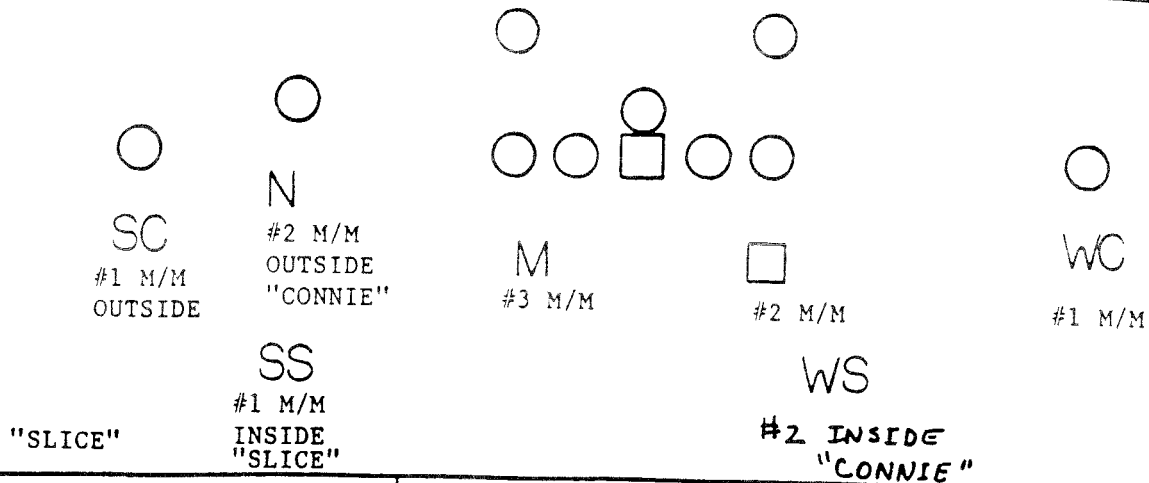
NICKEL BACK	MIDDLE LINEBACKER	WEAK LINEBACKER/DIME	
<p>ALIGN: According To Front Bump or Off #2. KEY: #2, QB, Backfield Flow, Pulling Linemen RESPONS': #2, Y or SL, M/M</p>	<p>ALIGN: As Per Front and Formation KEY: #3, QB, Backfield Flow, Pulling Linemen RESPONS': #3 M/M C.P.: Possible BANSA With Nickel On "Y" and "F"</p>	<p>ALIGN: As Per Front And Formation KEY: #2, QB, Backfield Flow, Pulling Linemen RESPONS': #2 M/M Yale Tech.</p>	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: Bump KEY: #1 RESPONS': #1 M/M Yale Tech., Same As 2 Yale</p>	<p>ALIGN: Disguise KEY: #2 To Backs To QB RESPONS': Deep 1/2 Of Field. Same As Cover 2 Yale.</p>	<p>ALIGN: Disguise KEY: #2 To Backs To QB RESPONS': Deep 1/2 Of Field. Same As Cover 2 Yale.</p>	<p>ALIGN: Bump KEY: #1 RESPONS': #1 M/M Yale Tech., Same As 2 Yale</p>



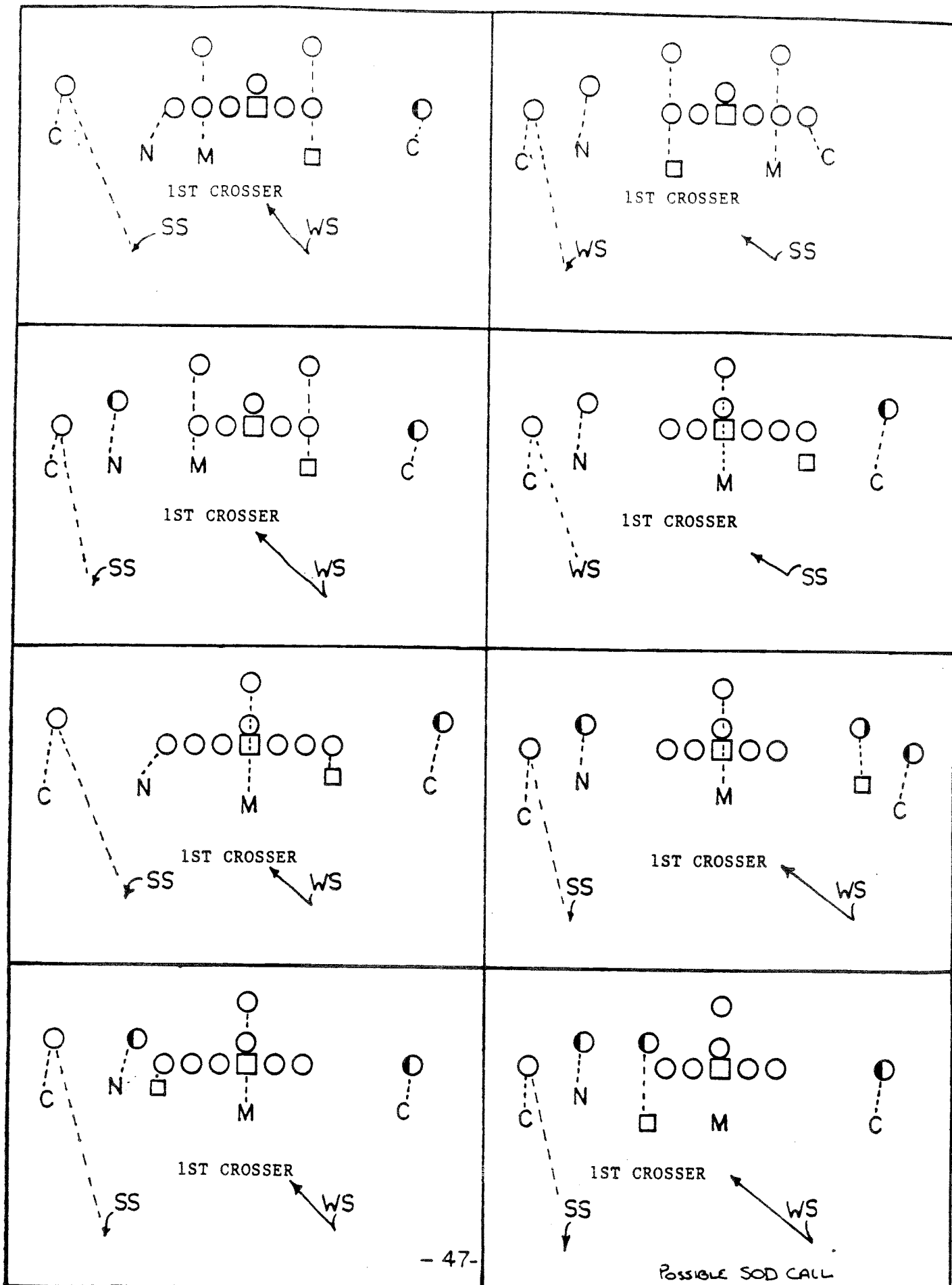
NICKEL 70

A MAN TO MAN COVERAGE WHERE WE PLAY COVER 7 CALLS TO STRONGSIDE WITH "O" COVERAGE TO WEAKSIDE.

STRONG CORNER:	WORK 7 CALLS WITH SSS.
STRONG SAFETY:	WORK 7 CALLS WITH SSC.
WEAK SAFETY:	WORK 7 CALLS WITH NICKEL
WEAK CORNER:	WORK M/M ON #1 ALONE
NICKEL BACK:	WORK 7 CALLS WITH WSS
MIDDLE LB'ER:	M/M ON #3, STRONG BACK
WEAK LB'ER:	M/M ON #2, WEAK BACK.



NICKEL BACK	MIDDLE LINEBACKER	WEAK LINEBACKER/DIME	
<p>ALIGN: According To Formation Or Front</p> <p>KEY: Normal - #2, "Y" To Backfield. Slot - #1, T, To Backfield.</p> <p>RESPONS: Normal = Connie #2 With W/S In and Out. Slot = T M/M No Help 3WR = Connie In and Out With W/S.</p> <p>C.P. SOD CALL BY WSS USE 7 CALLS WITH SS AND SC</p>	<p>ALIGN: According To Formation or Front</p> <p>KEY: Strong Back</p> <p>RESPONS: Strong Back M/M</p> <p>SOD: PLACES THE DOUBLE ON #3 WITH WS. MLB OUTSIDE AND WS INSIDE</p>	<p>ALIGN: According To Formation or Front</p> <p>KEY: Weak Back</p> <p>RESPONS: Weak Back M/M</p>	
STRONG CORNER	STRONG SAFETY	WEAK SAFETY	WEAK CORNER
<p>ALIGN: Bump or Off</p> <p>KEY: #1 Alert Run Call</p> <p>RESPONS: Slice #1 With S/S Vs. Normal and 3WR. Vs. Slot = Slice #1 With WSS.</p> <p>C.P. Calls Could Change</p> <p>C.P. SOD USE 7 CALLS WITH SS AND NB</p>	<p>ALIGN: According To Formation Disguise</p> <p>KEY: Normal #1 To #2 To QB.</p> <p>RESPONS: Slice #1 With SSC Vs. Normal Vs. Slot Connie #2 With ISC. Vs. 3R = Slice #1 With SSC.</p> <p>C.P.: Calls Could Change.</p> <p>C.P. SOD USE 7 CALLS WITH NB : SC</p>	<p>ALIGN: According To Formation.</p> <p>KEY: #2 To #3 Strongside.</p> <p>RESPONS: Normal = Connie #2 With Nickel. Slot = Slice #1 With SCC. 3WR = Connie #2 With Nickel Back.</p> <p>C.P.: Calls Could Change.</p> <p>C.P. SOD DOUBLE #3 WITH MLB. MLB OUTSIDE AND WS INSIDE.</p>	<p>ALIGN: Bump or Off</p> <p>KEY: #1, Alert Run Call.</p> <p>RESPONS: #1 M/M</p>



NICKEL SKY OPTION

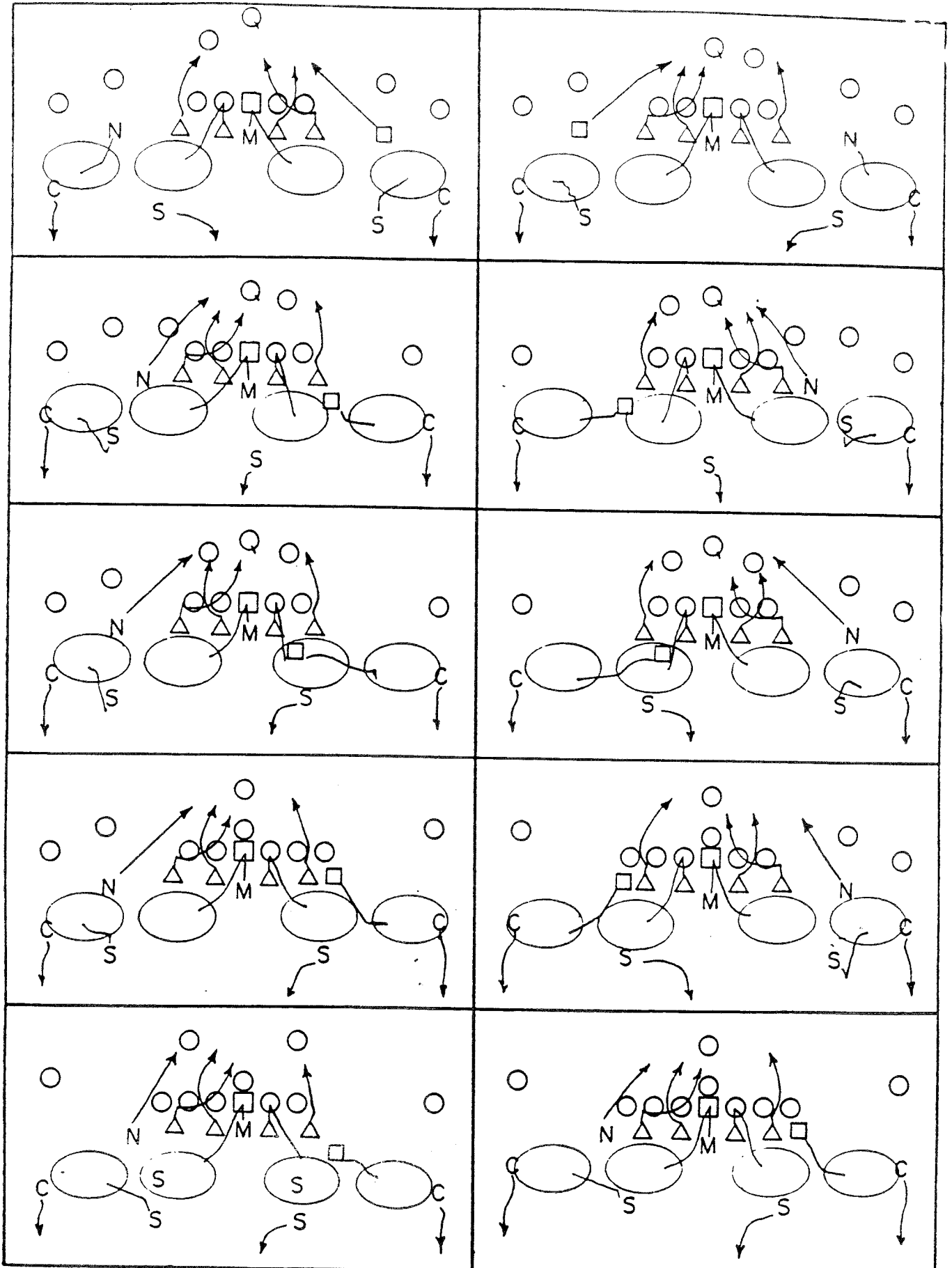
SKY RULES:

2 BACKS: STRONGSIDE
1 BACK BALL ON HASH: LARRY OR ROGER TO WIDE SIDE OF FIELD
1 BACK BALL IN MIDDLE: SKY LEFT - LARRY
GUN AND QUARTER: SKY AWAY FROM BACK

DEFENSIVE LINE AND LINEBACKERS:

LEX-REX - TO SIDE OF CALL - "LARRY/ROGER"
D.T. AWAY FROM CALL - ZONE HOOK AWAY FROM CALL (BUTT, JERK & DROP)
LB TO SIDE OF SKY - ZONE HOOK TO SIDE OF CALL.

NICKEL SKY OPTION



NICKEL DOUBLE CAT

DOUBLE CAT: LINEBACKERS RUSH "B" GAPS

DOUBLE CAT DOUBLE "AA": LINEBACKERS RUSH "A" GAPS

TEXAS DOUBLE CAT: LINEBACKERS RUSH "O" GAPS

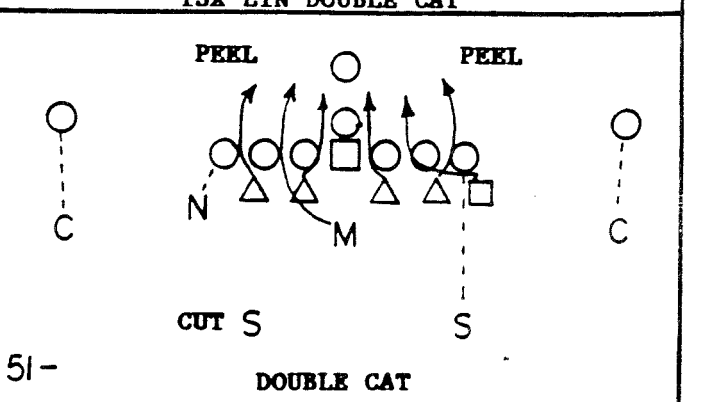
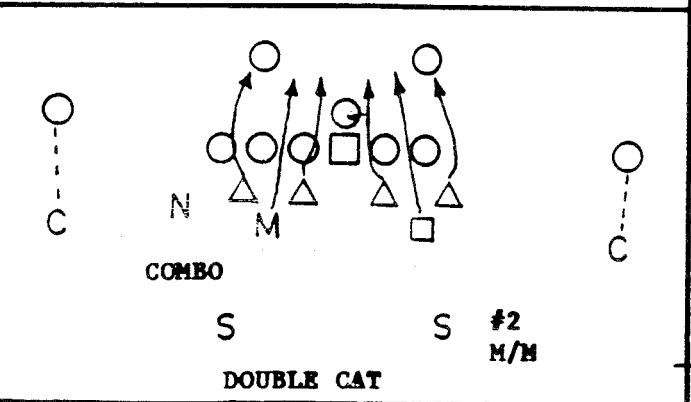
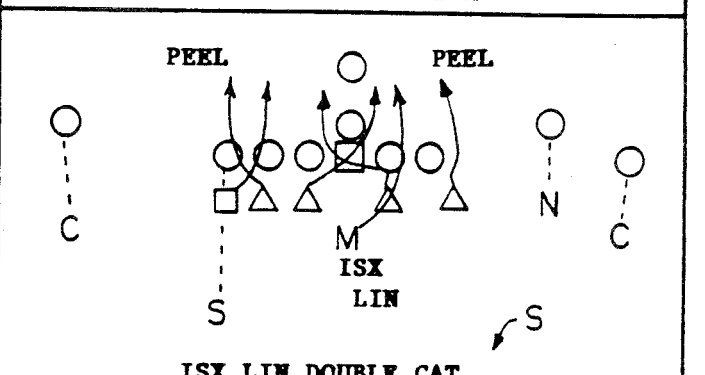
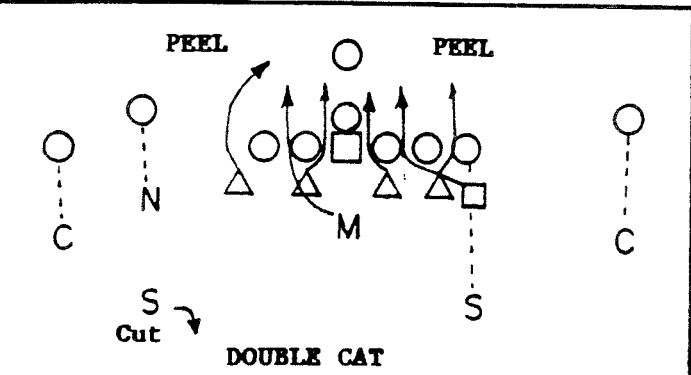
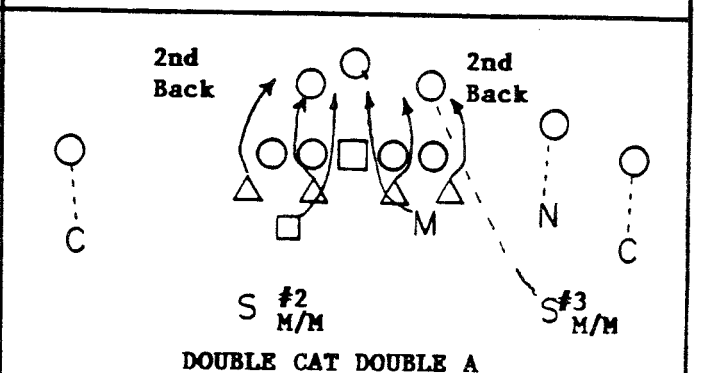
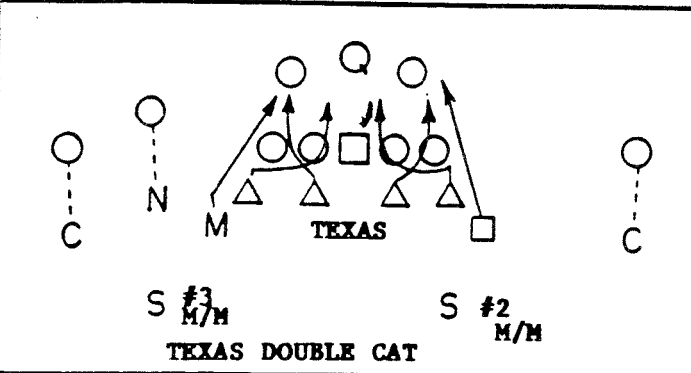
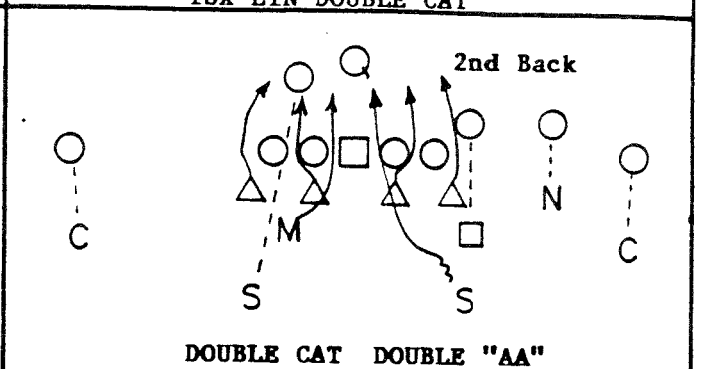
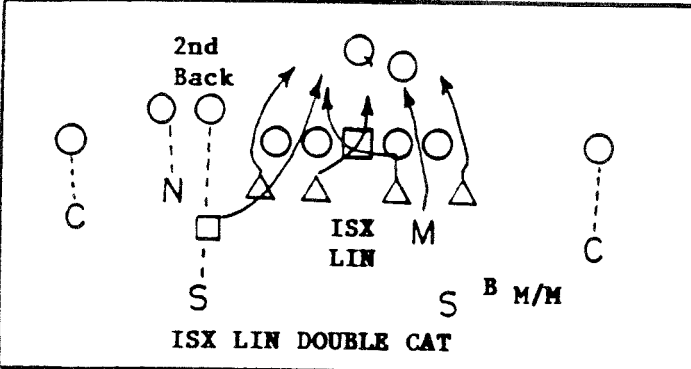
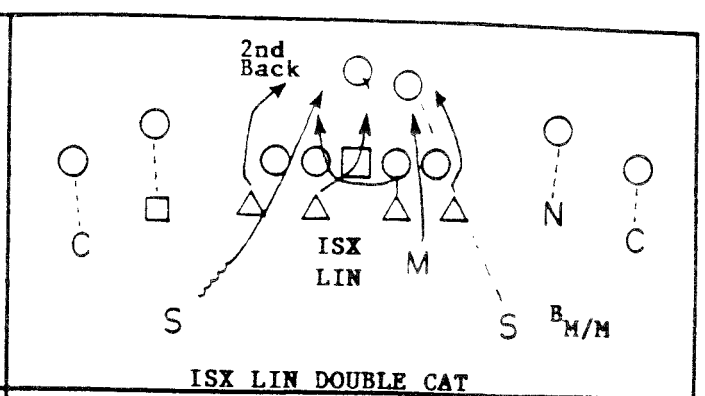
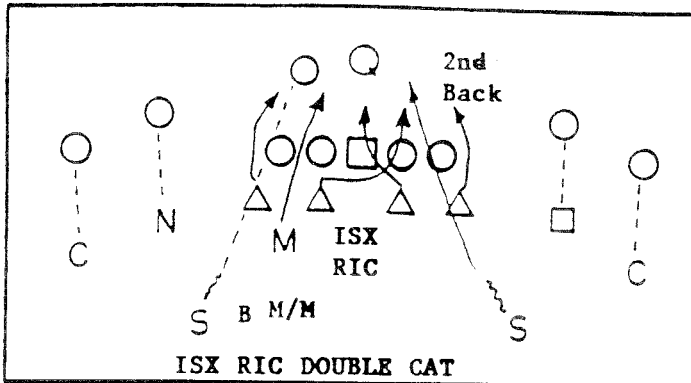
ISX: RIC, LIN (BY GAME PLAN)

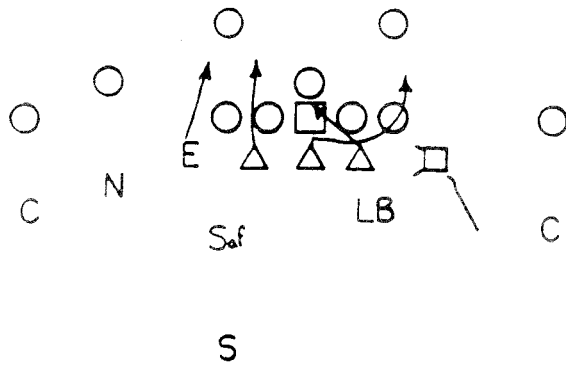
NOTES: SAFETY REPLACES LINEBACKER OR DIME VS. QUARTER FORMATIONS.

DEFENSIVE ENDS VS:

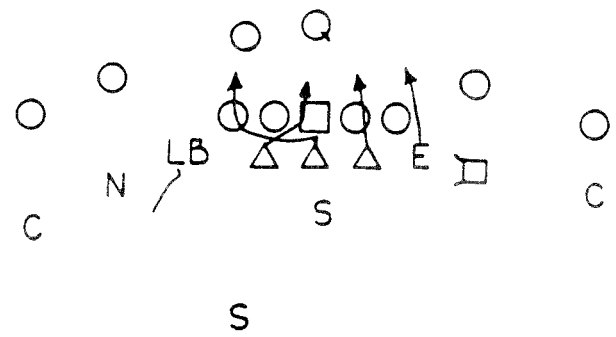
- 2 BACKS - SECOND BACK
- 2 BACK - 1 BEHIND CENTER - PEEL ON BACK BEHIND CENTER
- 1 BACK BEHIND CENTER - PEEL
- 1 BACK WEAK OR STRONG - DE AWAY FROM BACK - SECOND BACK RULE.

NICKEL DOUBLE CAT

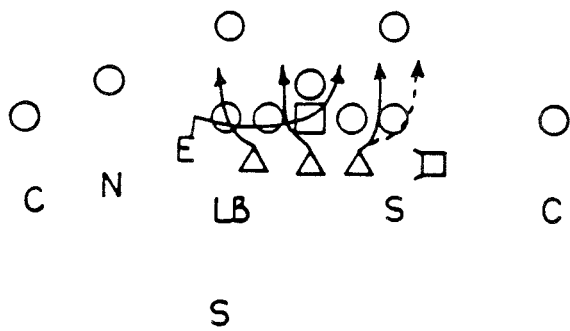




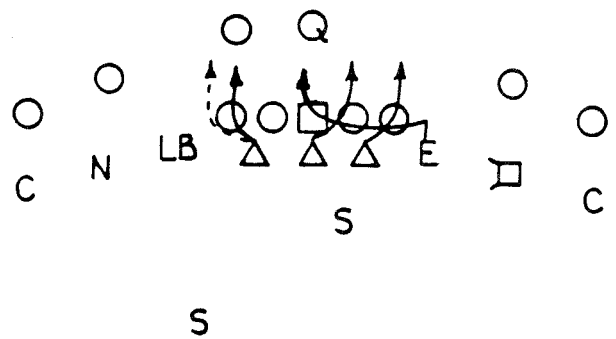
ISX RIC



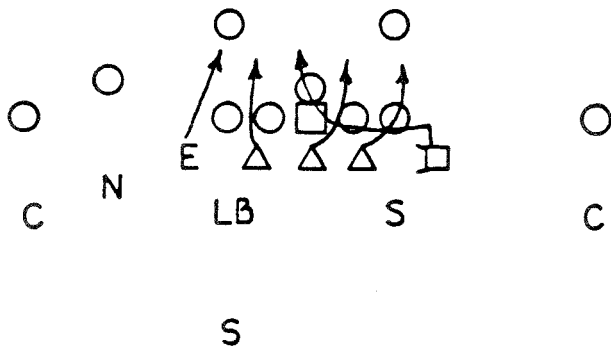
ISX LIN



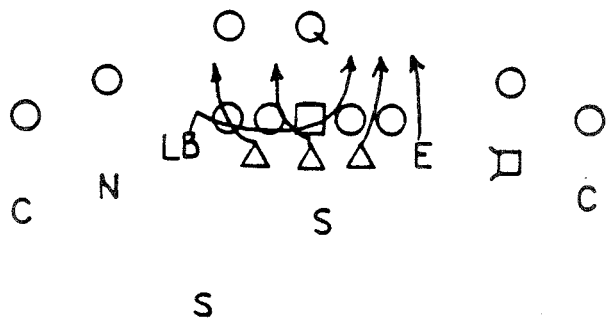
ISO END



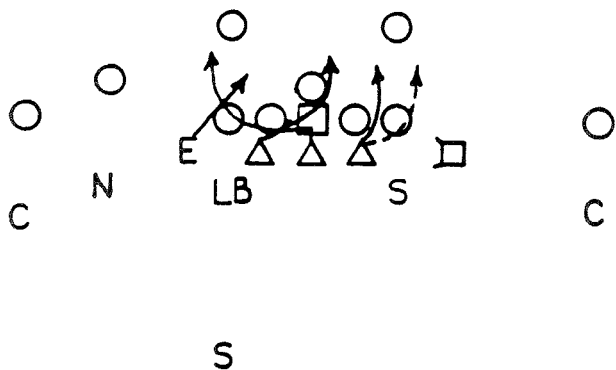
ISO END



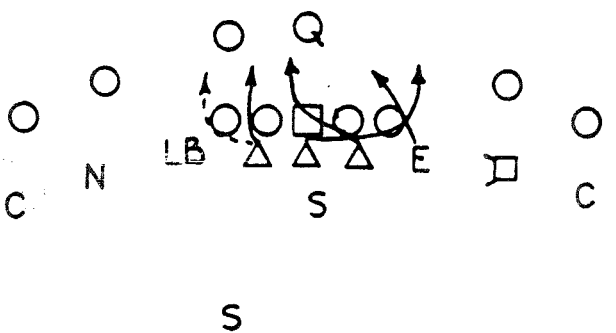
ISO BACKER



ISO BACKER



ISO NOSE "LOU"

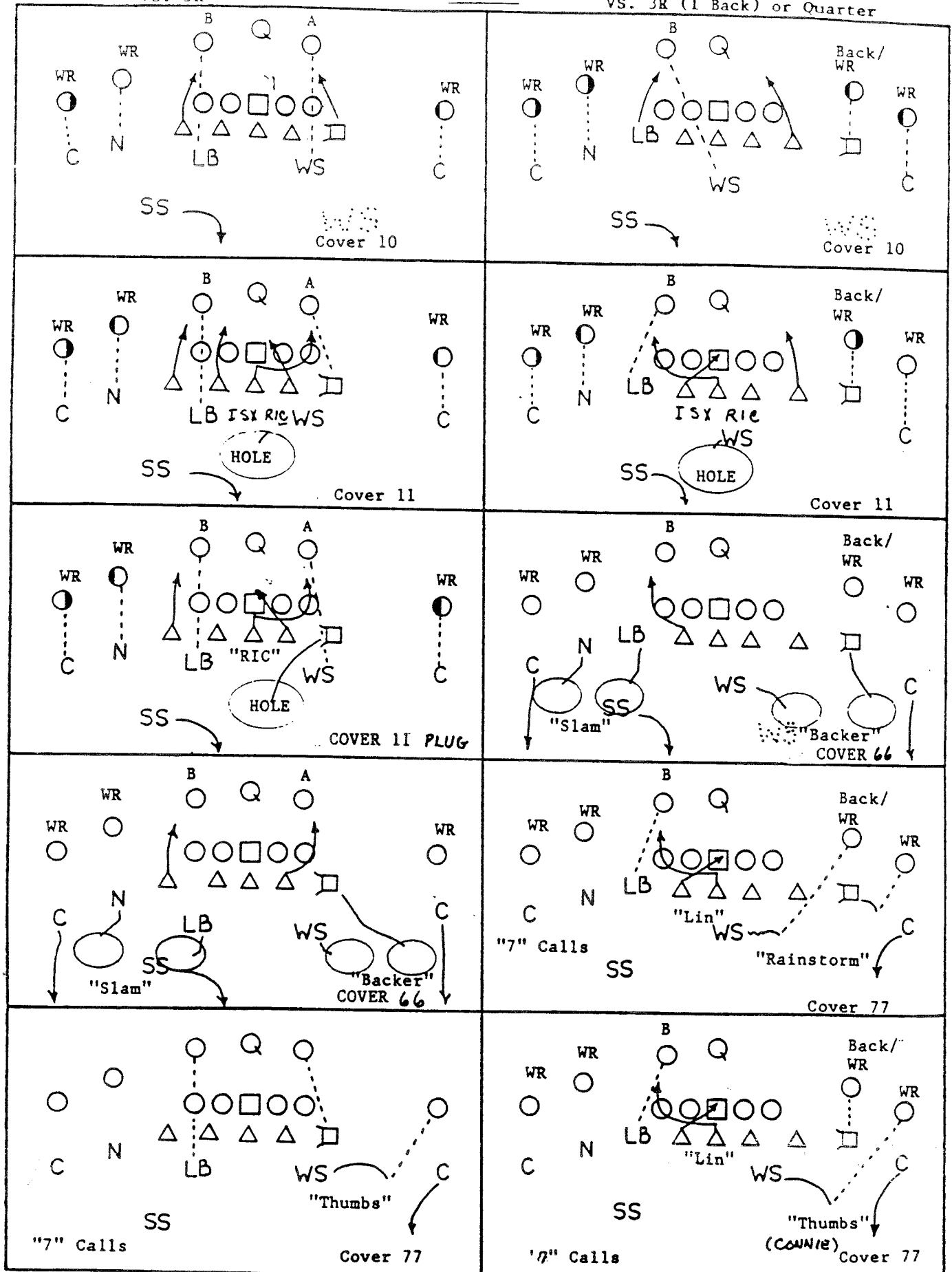


ISO NOSE "ROSE"

VS. 3R

MONSTER

VS. 3R (1 Back) or Quarter



TWO MINUTE DEFENSE

One of the most important parts of a ball game is the last 2 minutes of a half or the fourth quarter. Actually, it is the last "one minute" of these situations that can have a direct bearing on winning or losing. Teams that can handle themselves through this time without confusion and frustration usually win the game. It is very important during this critical time period that we maintain poise, confidence and execution. We must control the play in these situations.

Most of the time, one of two situations exist during the last 2 minutes.

A. We are leading - We must run out the clock and not contribute to their attempt to score.

1. Our defensive plan will be influenced by the number of points (field goal or touchdown) our opponents need. We have several defenses to control this situation. Remember, we may or may not have time for a huddle, so it is very important we keep lines of communication open between all members of our defensive team.

VERY IMPORTANT REMINDERS:

- a. Do not allow ball carrier to get out of bounds. Protect the sideline.
- b. Do not call time out unless it is called from the sideline.
- c. No penalties.
- d. Be slow to unpile but get back to L.O.S. quickly so we are ready for next snap. (Be aware of officials).

B. We are behind - we must conserve time and regain possession of the ball.

1. Do not relax - do everything possible to strip the ball from opponent's hands.
2. Unpile quickly and get into defensive huddle.
3. Force the ball carrier out of bounds.
4. It is very important for signal callers to watch the sideline for instructions as to when to use a called time out.

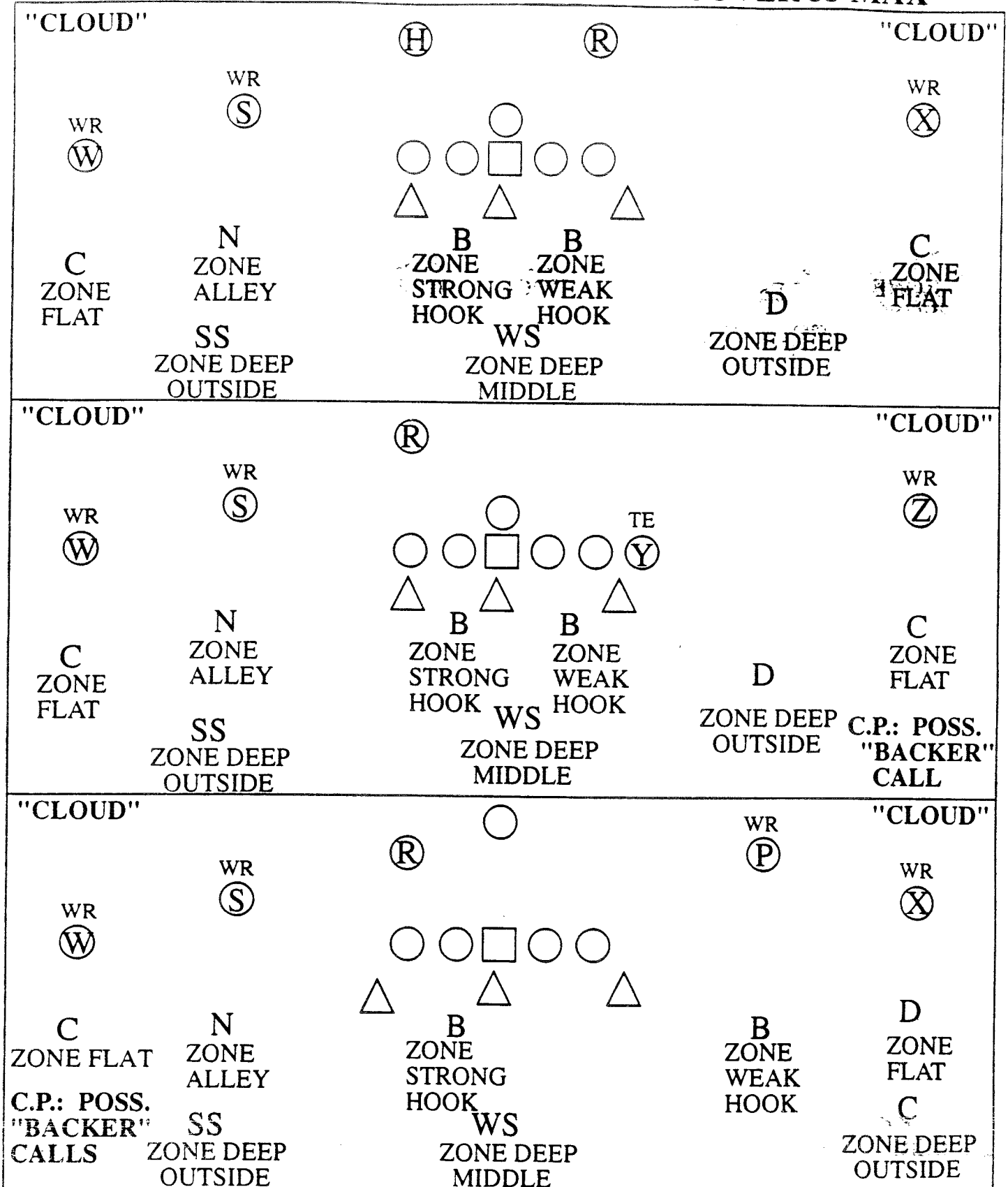
VERY IMPORTANT REMINDERS:

- a. The clock is stopped on: incomplete pass, ball out of bounds, penalty, official time out or a called time out.

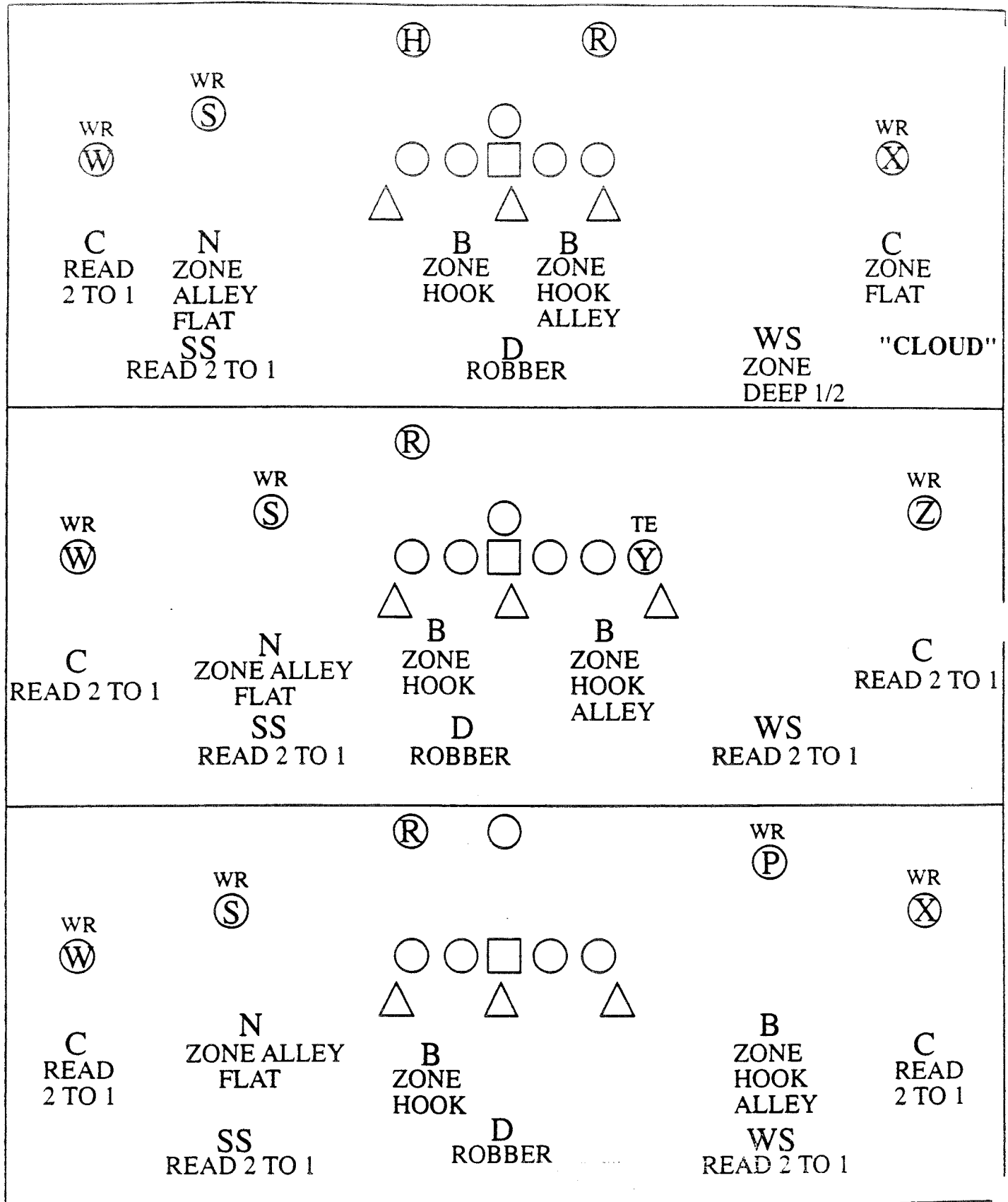
Generally speaking, offensive teams run one play every 46 to 48 seconds under normal situations. The average "NO HUDDLE" time needed to run a play is 24 to 28 seconds. When they are behind in the last 1 minute of a game, the average time needed to run a play is 13.7 seconds.

Most importantly, each member of our defensive team must know the "NO HUDDLE" calls from various defensive groupings for the week and execute the "call."

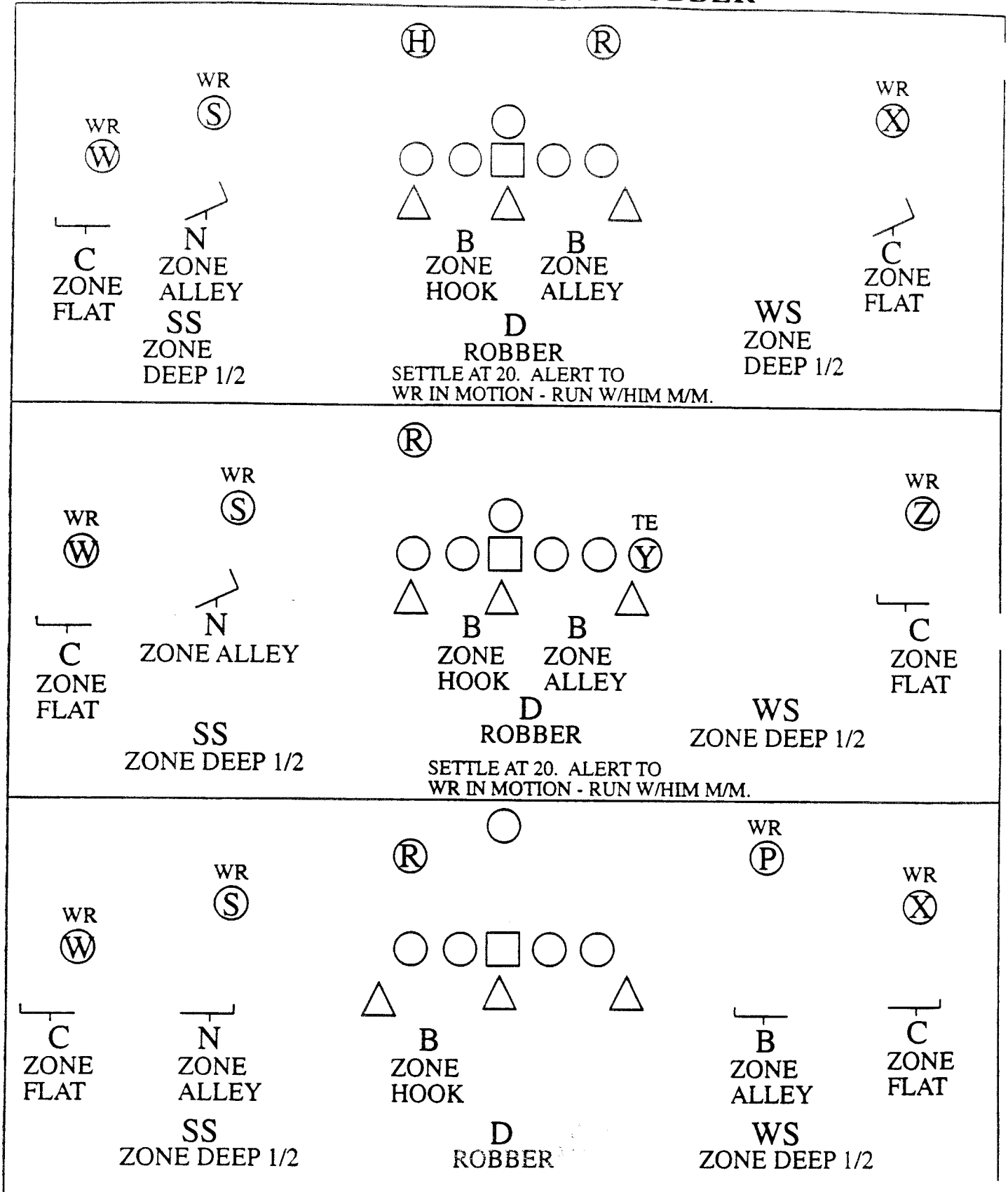
TWO MINUTE DEFENSE - DOLLAR COVER 33 MAX



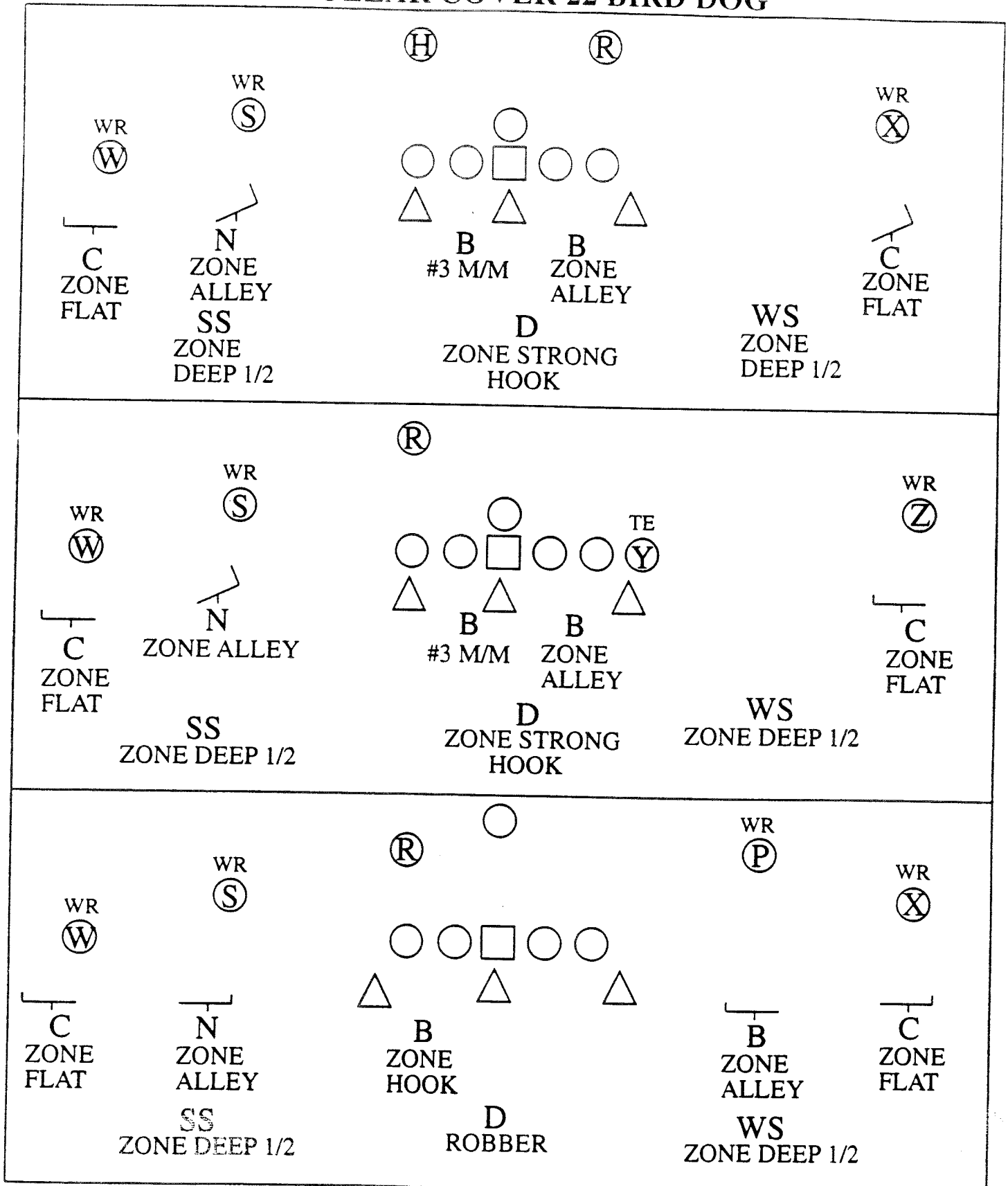
DOLLAR COVER 44 ROBBER



DOLLAR COVER 22 ROBBER



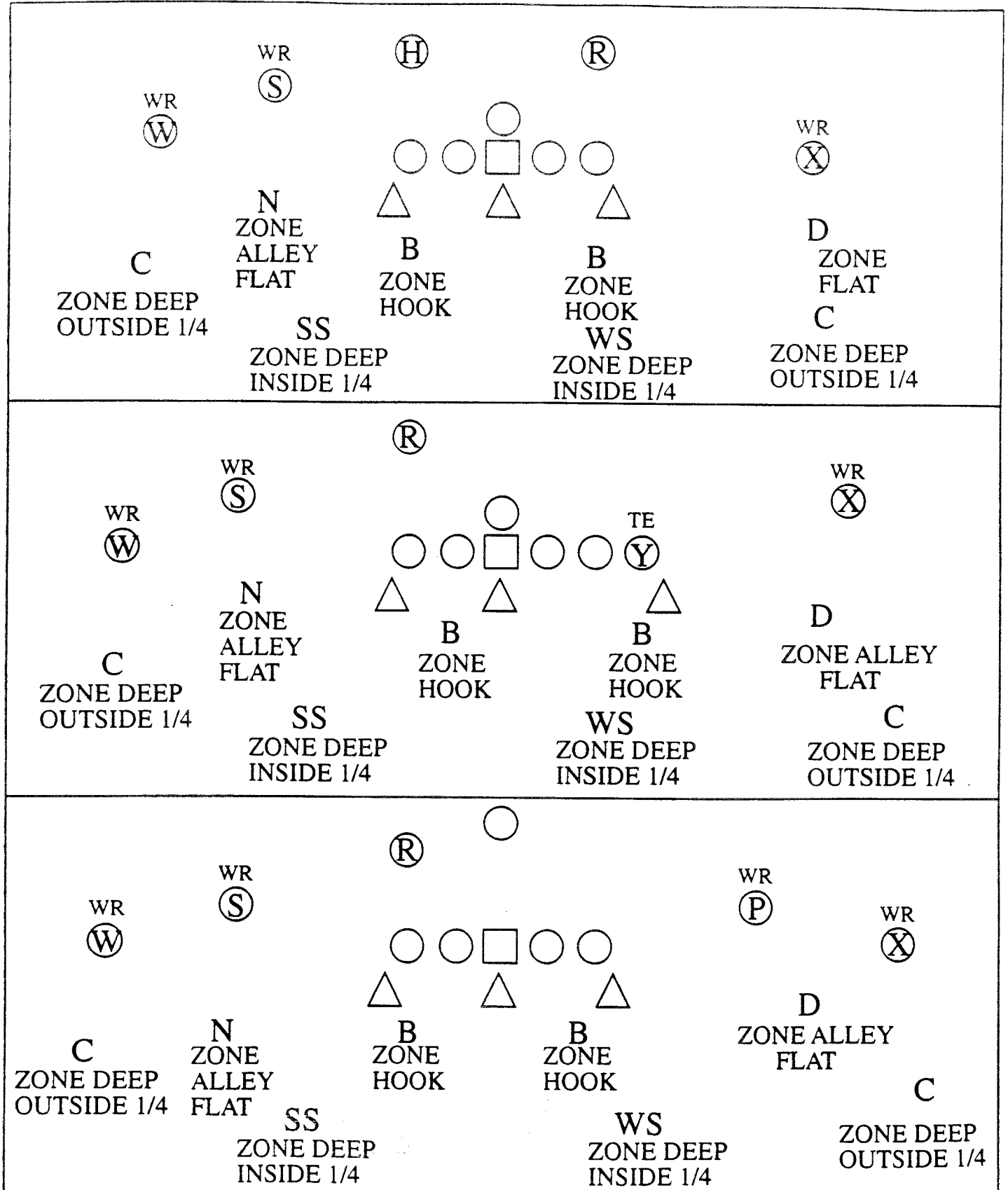
DOLLAR COVER 22 BIRD DOG



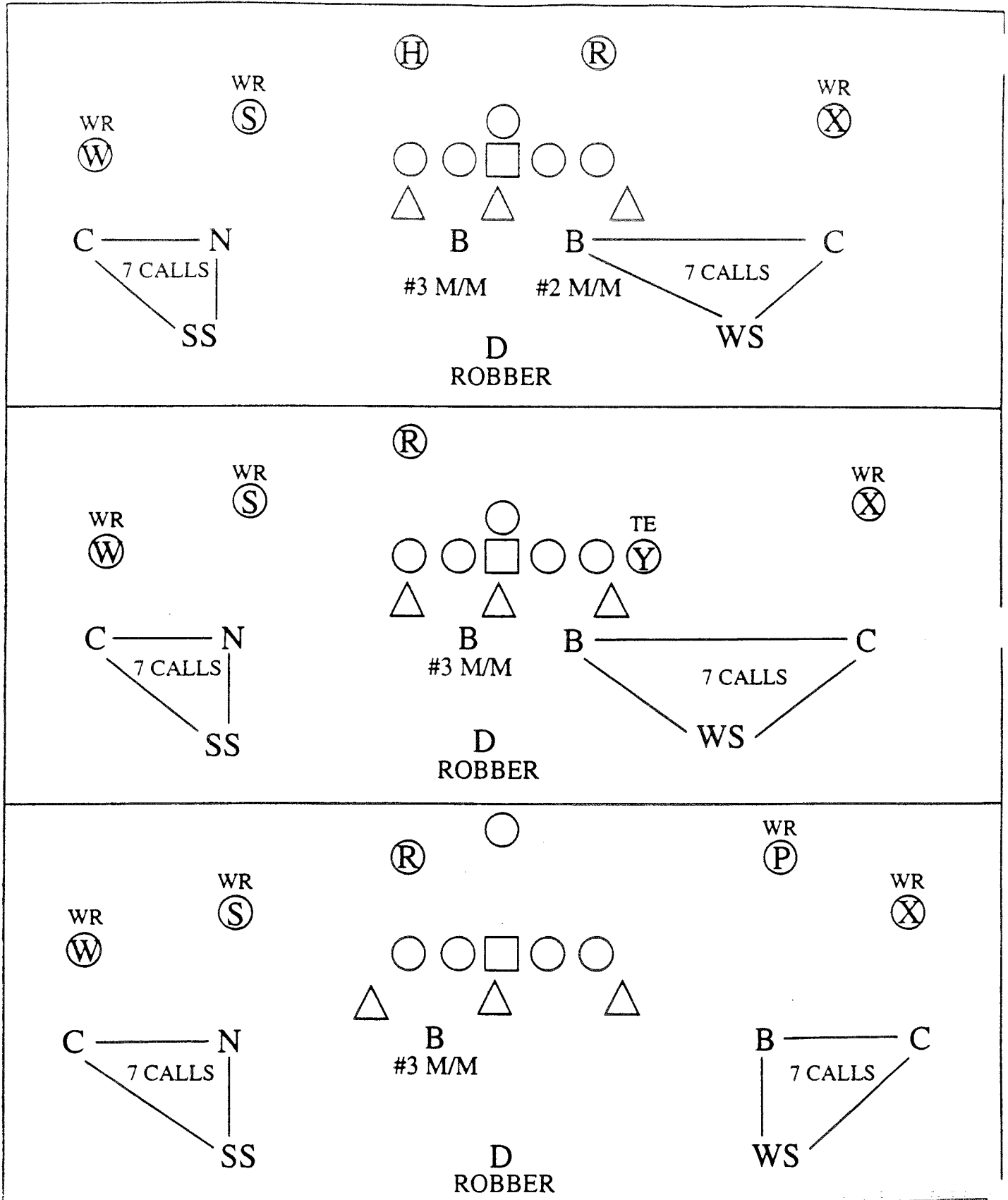
The diagrams illustrate three different football plays from a top-down perspective of the field. Each diagram shows a line of scrimmage with a center (square), two guards (circles), and two tackles (circles). Backfield players are represented by triangles. The plays are labeled with their names and the depth of the zone.

- Top Diagram:** Labeled "D ROBBER" and "WS ZONE DEEP 1/2". The backfield consists of three players: a fullback (#3 M/M) and two halfbacks (#2 M/M). The line of scrimmage is marked with "C #1 M/M YALE", "N #2 M/M YALE", and "SS ZONE DEEP 1/2".
- Middle Diagram:** Labeled "D ROBBER" and "WS ZONE DEEP 1/2". The backfield consists of three players: a fullback (#3 M/M) and two halfbacks (#2 M/M). The line of scrimmage is marked with "C #1 M/M YALE", "N #2 M/M YALE", and "SS ZONE DEEP 1/2".
- Bottom Diagram:** Labeled "D ROBBER" and "WS ZONE DEEP 1/2". The backfield consists of three players: a fullback (#3 M/M) and two halfbacks (#2 M/M). The line of scrimmage is marked with "C #1 M/M YALE", "N #2 M/M YALE", and "SS ZONE DEEP 1/2".

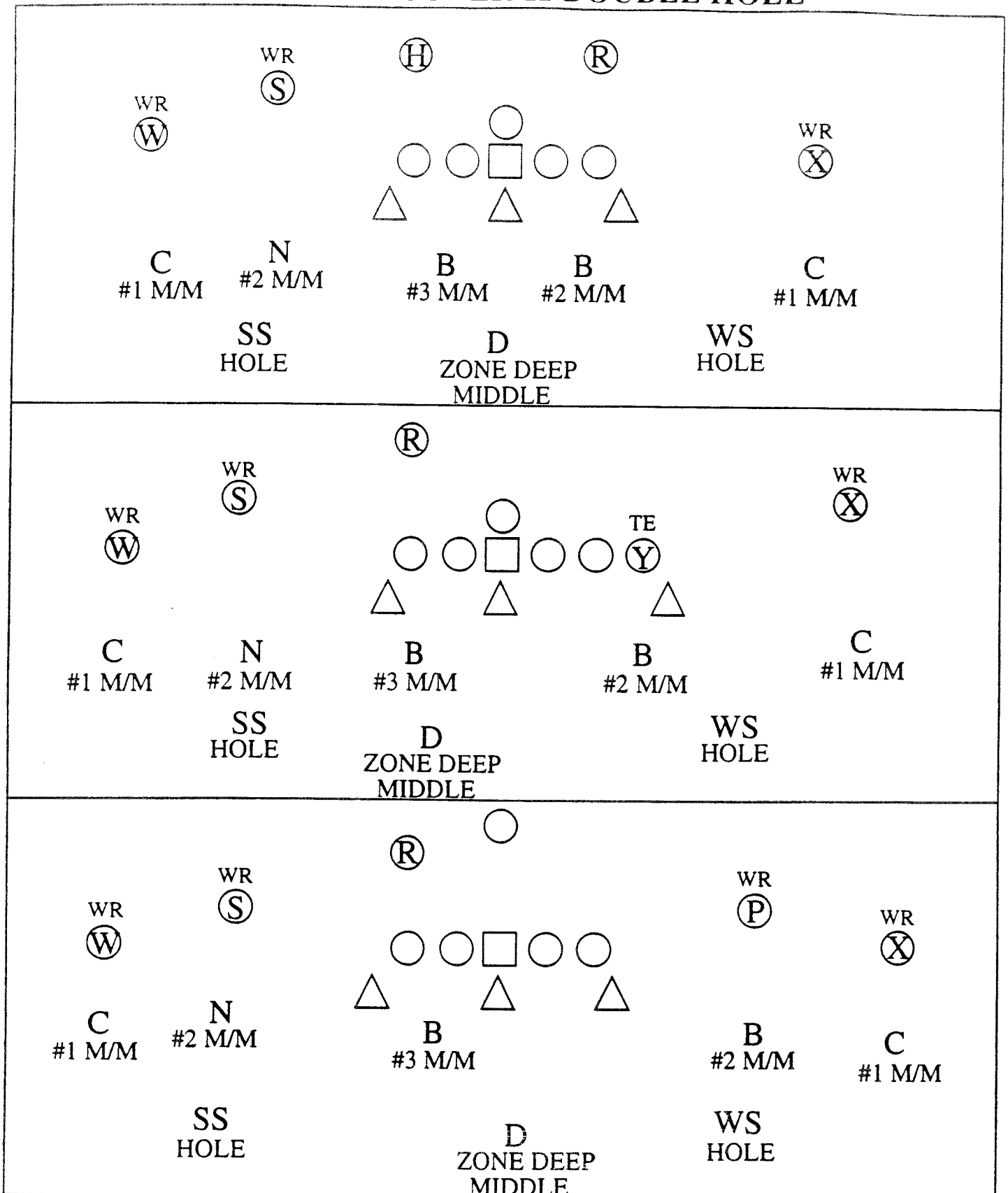
DOLLAR COVER 44 MAX



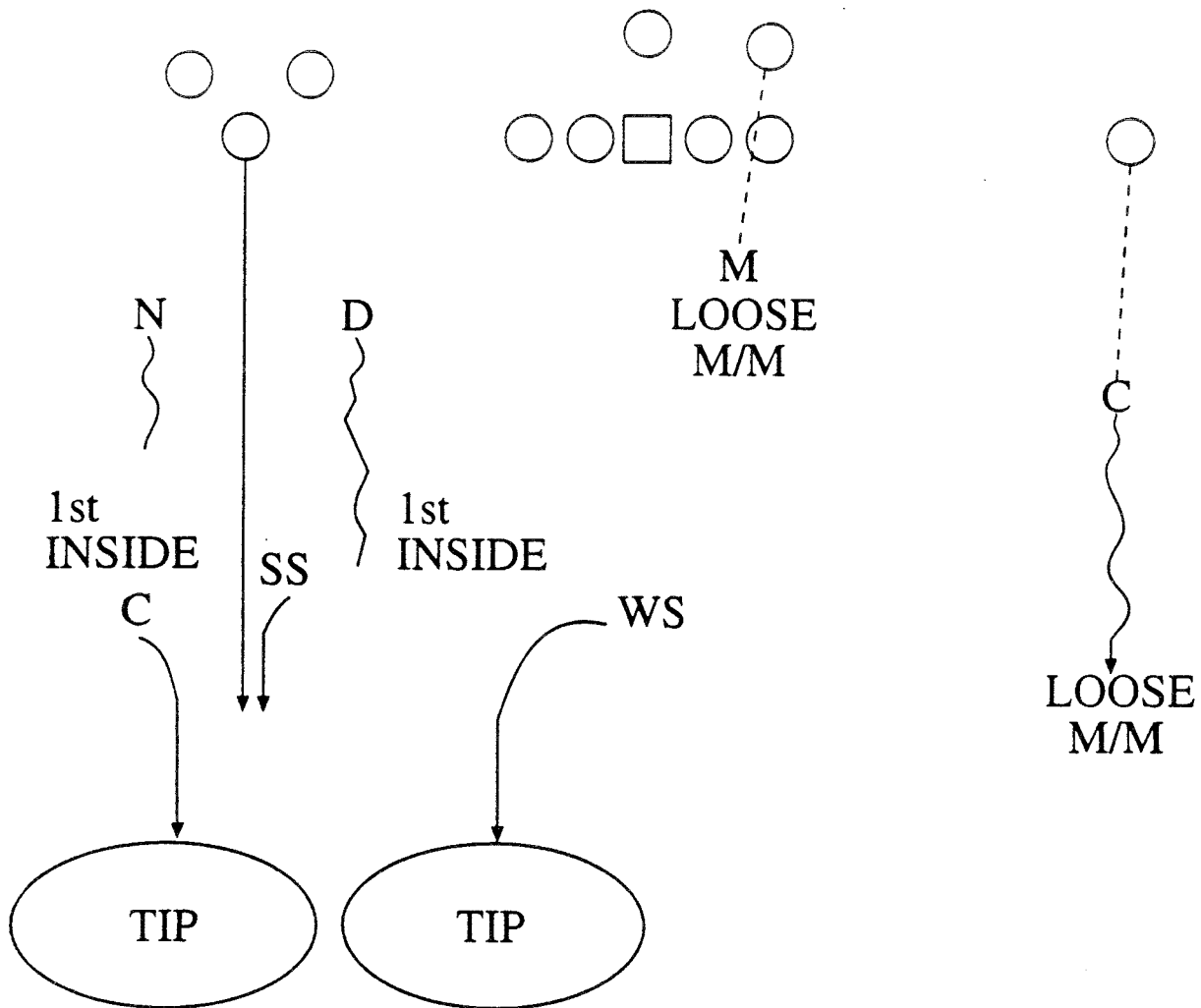
DOLLAR COVER 77 ROBBER



DOLLAR COVER 11 DOUBLE HOLE



DIME 33 VS HAIL MARY



"SILVER BACKER"

N - D - SS ARE INTERCEPTORS.
 N & D CAN JAM WR's, DISRUPT RELEASES, & TRAIL.
 SC & WS ARE PLAYING OVER THE TOP FOR THE TIP.

GOAL LINE DEFENSES

(ALSO RUN SITUATION +15)

1. A DEFENSE DESIGNED FOR GOAL LINE AND SHORT YARDAGE SITUATION. IT IS BASICALLY A SIX-MAN RUSH. MIKE IS IN A B GAP LOCATION BASED ON THE BACKFIELD ALIGNMENT, AND BOTH OUTSIDE BACKERS IN A 3-POINT STANCE, DOWN AND GOING.
2. THE BASIC CALL IS GOAL LINE. GOAL LINE CONSTITUTES BOTH THE FRONT AND TYPE OF COVERAGE WE ARE USING. GOAL LINE IS A COVERAGE CALL.
3. GOAL LINE CALLS DEFENSE MUST KNOW:
 - A. CAIN
 - B. COMBO
 - C. STORM
 - D. PAULA
 - E. TAKE
 - F. OUT
 - G. ZEBRA
 - H. BULLETS
4. OUTLINED ON THE FOLLOWING PAGES ARE BASIC RUN AND PASS RESPONSIBILITY FOR GOAL LINE DEFENSE.
5. GOAL LINE AUDIBLE MEANS THAT WE WILL CHANGE OUR GOAL LINE CALL ACCORDING TO BACKFIELD SETS.
6. BROKEN FORMATIONS - OPEN SIDE RULE: THIS APPLIES TO STRONG AND WEAK SIDE ENDS. THIS MEANS THAT WE HAVE AUTOMATIC PINCH VS. ANY OPEN SIDE. MIKE OR WEAK SAFETY CAN CALL PINCH (PAULA) TO REMIND END OF INSIDE MOVE.
7. "GO GO": AUDIBLE CALL TO PLAY GOAL LINE DEFENSE. "CAN" ALL OTHER CALLS.

GOAL LINE DEFENSES

A. GOAL LINE DEFENSES

LINE AND OUTSIDE LINEBACKERS RUN RESPONSIBILITY.
MIDDLE LINEBACKERS AND SECONDARY RUN AND PASS
RESPONSIBILITY.

GOAL LINE IS A FRONT AND COVERAGE CALL.

B. GOAL LINE VARIATIONS

- | | | |
|----|-----------------------|----------------------------------------------------------------------------------------------------|
| 1. | GOAL LINE WEDGE | 4 MAN VARIATION |
| 2. | GOAL LINE GAP | 6 MAN VARIATION |
| 3. | GOAL LINE TITE INSIDE | 6 MAN VARIATION |
| 4. | GOAL LINE SHADE | LOU OR ROSE CALL |
| 5. | GOAL LINE TAKE | VARIATION TO ONE SIDE |
| 6. | GOAL LINE BULLETS | VARIATION TO BOTH SIDES |
| 7. | GOAL LINE OUT | PUTS END OR LINEBACKER OUTSIDE
GOING AND LINEBACKER OR
DEFENSIVE BACK INSIDE IN
COVERAGE. |

C. PERSONNEL

1. JUMBO GOAL LINE - 6 DEFENSIVE LINEMEN, 4 LINEBACKERS, 1
SECONDARY
2. REGULAR - 4 DEFENSIVE LINEMEN, 3 LINEBACKERS, 4
SECONDARY

D. ONE BACK SETS

1. AUDIBLE "OUT, OUT"

DEFENSIVE GOAL LINE AND SHORT YARDAGE CHARGES

I. BASIC CHARGE

A. DEFENSIVE ENDS:

ALIGN IN A 4-POINT STANCE. SPLIT CROTCH OF O.T. WITH INSIDE FOOT, INSIDE EYE TO OUTSIDE EYE. TRACK 6 ALIGNMENT. CROWD THE BALL, GET OFF ON MOVEMENT. DRIVE INSIDE SHOULDER THROUGH OUTSIDE KNEE OF O.T. IMMEDIATELY BRING YOUR LEG, KEEP FEET MOVING AND WORK UPFIELD (PENETRATE) UNDER BLOCKER. NEVER ALLOW O.T. DOWN INSIDE OR TO MIKE. RIDE DOWN BLOCK AND SQUEEZE TRAP.

B. DEFENSIVE TACKLES:

ALIGN IN A 4-POINT STANCE. SPLIT CROTCH OF O.G. WITH OUTSIDE FOOT, OUTSIDE EYE TO INSIDE EYE. TRACK 1 ALIGNMENT. CROWD THE BALL, GET OFF ON MOVEMENT. DRIVE OUTSIDE SHOULDER THROUGH INSIDE KNEE OF O.G. IMMEDIATELY BRING YOUR LEG, KEEP FEET MOVING AND WORK UPFIELD UNDER BLOCKER. PENETRATE INTO A GAP. CAN'T BE COLLAPSED. LOOK INSIDE ON OUTSIDE PULLS BY O.G.

C. LINEBACKERS (OUTSIDE ENDS JUMBO) - POP CHARGE

ALIGN IN A 3 OR 4-POINT STANCE. NOSE TO OUTSIDE EYE OF THE TIGHT END, SLIGHT SLOPE OUTSIDE/IN. KEEP HEAD UP AND EYES OPEN. GET OFF ON ANY MOVEMENT. EXPLODE UPFIELD AND WORK QUICK HANDS INSIDE. MIRROR, LOCK OUT AND SEPARATE. DO NOT LET TE FREE RELEASE.

II. INSIDE CHARGE ("WEDGE OR "TITE INSIDE" CALL)

A. DEFENSIVE ENDS, TACKLES, AND LBER OR OUTSIDE END (JUMBO)

ALIGN IN TRACK OR HEAD UP (DEPENDING UPON SPLITS) IN A FOUR-POINT STANCE. CROWD THE BALL. GET OFF ON ANY MOVEMENT. STEP WITH INSIDE FOOT AND GAIN GROUND. DRIVE OUTSIDE SHOULDER THROUGH INSIDE KNEE OF O.L. BRING FEET AND KEEP THEM MOVING. DO NOT GET COLLAPSED. READ NEXT NEAR SHOULDER AND REACT.

III. OUTSIDE CHARGE ("DOUBLE A" CALL)

DEFENSIVE ENDS, TACKLES AND LBER OR OUTSIDE END (JUMBO) =
POW TECHNIQUE

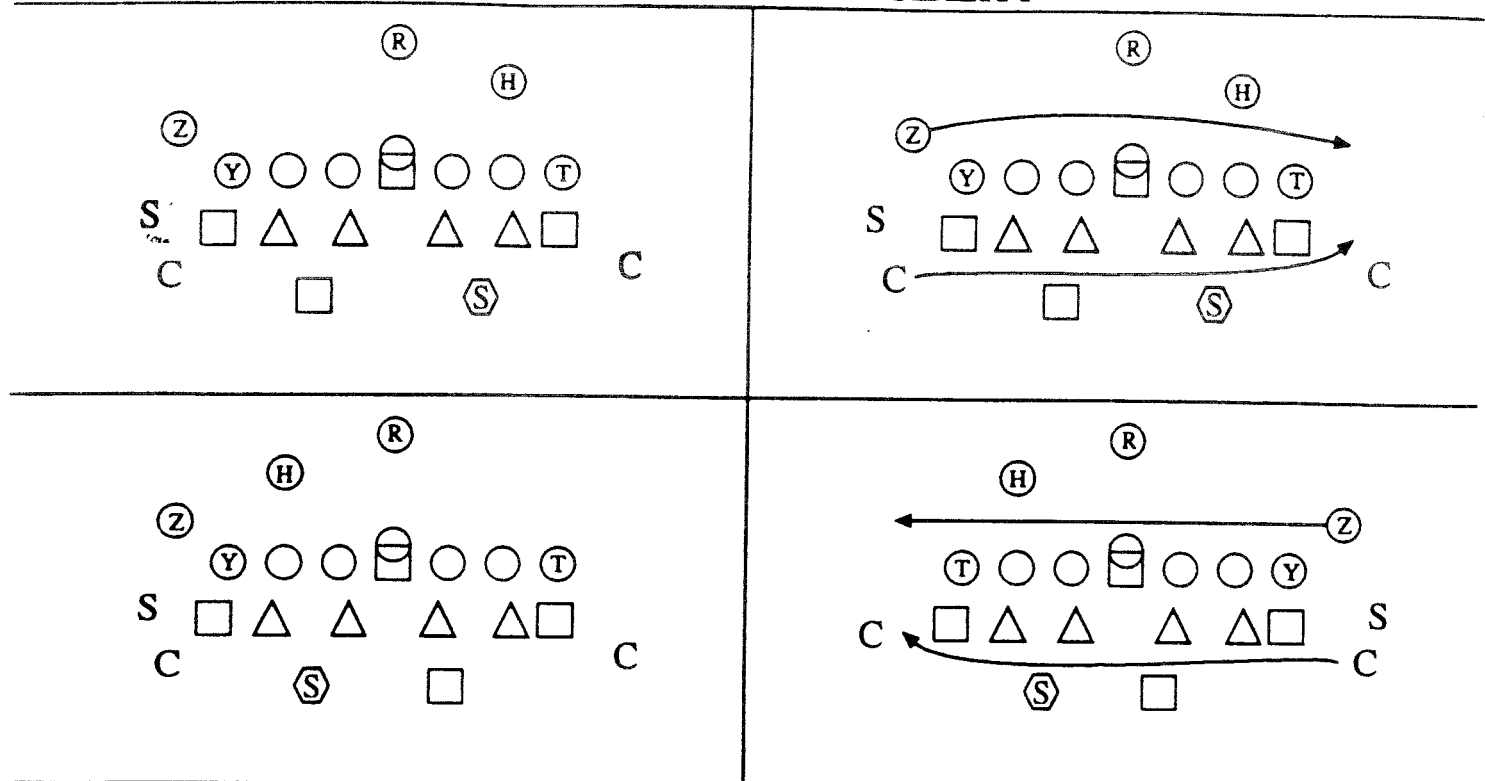
ALIGN IN TRACK OR HEAD UP (DEPENDING UPON SPLITS) IN A FOUR-
POINT STANCE. SHORT STEP WITH OUTSIDE FOOT AND DRIVE INSIDE
SHOULDER THROUGH THE OUTSIDE KNEE OF THE OFFENSIVE
LINEMAN. EXPLODE, BRING FEET AND KEEP THEM MOVING.

IV. GAP CHARGE

DEFENSIVE ENDS, TACKLES AND LBER

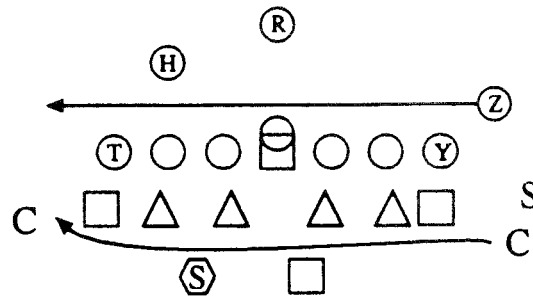
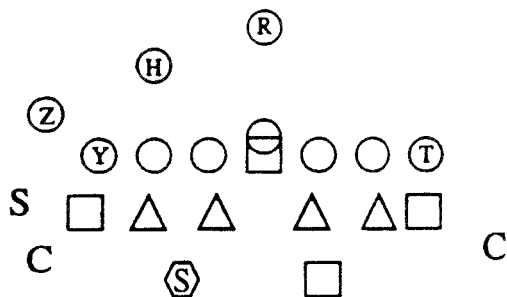
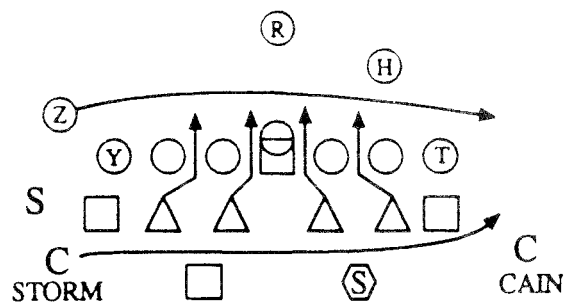
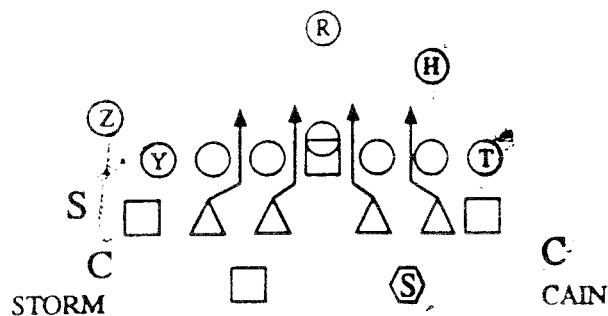
ALIGN IN TRACK TECHNIQUE (GAP), CROWD THE BALL IN A FOUR-
POINT STANCE. GET OFF ON ANY MOVEMENT. STEP WITH OUTSIDE
FOOT, DRIVE OUTSIDE SHOULDER THROUGH THE INSIDE KNEE OF
THE OFFENSIVE LINEMAN. BRING FEET AND KEEP THEM MOVING.
DO NOT GET COLLAPSED.

GOAL LINE - RUN RESPONSIBILITY



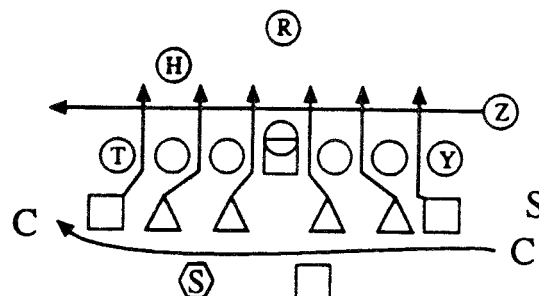
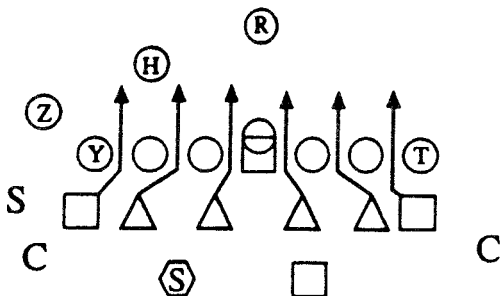
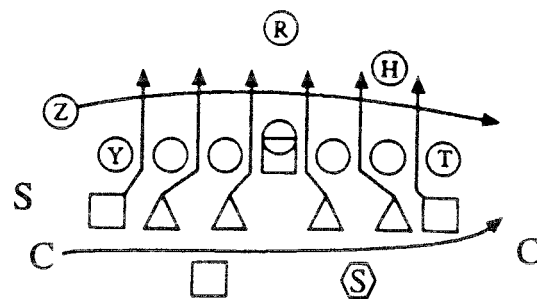
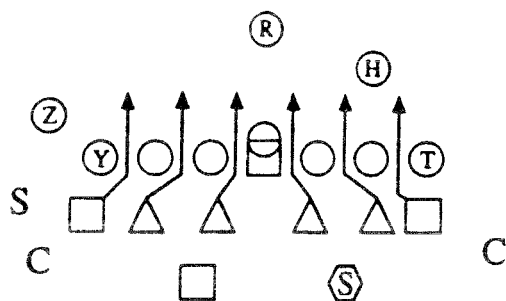
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	TRACK 6 ON OT	KEY: OT. CHARGE: DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OT.	C GAP
LIN (TACKLE)	TRACK 1 ON OG	KEY: OG. CHARGE: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP
RIC (TACKLE)	TRACK 1 ON OG	KEY: OG. CHARGE: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP
ROY (END)	TRACK 6 ON OT	KEY: OT. CHARGE: DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OT.	C GAP
LOLB (OUT END)	TRACK 9 ON TE (Y)	KEY: TE (Y). CHARGE: CHOKE HIM, FACEMASK TO FACEMASK. POP TECHNIQUE.	EXPLODE UPFIELD. MIRROR, LOCK - OUT, SEPERATE. D GAP IF 'Y' DISAPPEARS, CLOSE THRU PULLING LANE. SPLATTER.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP	KEY: FULLBACK (H) IN I / SPLIT; R WITH TRIANGLE.	MIRROR FULLBACK TO POINT OF ATTACK (P.O.A.) RUN TO = HAMMER/ RUN AWAY = PURSUE C.P. FB DIVE & NEAR GUARD PULLS - CONTAIN QB.
ROLB (OUT END)	TRACK 9 ON TE (T)	KEY: TE (T). CHARGE: CHOKE HIM, FACEMASK TO FACEMASK. POP TECHNIQUE.	EXPLODE UPFIELD. MIRROR, LOCK - OUT, SEPERATE. D GAP IF 'T' DISAPPEARS, CLOSE THRU PULLING LANE. SPLATTER.
SC (SS/SC)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE = B&R	KEY: Z; Y TO R BACK.	FILL
WC	ON LOS 1 YARD OUTSIDE TE(T)	TE (T) AND NEAR BACK TO PULLERS	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) AND NEAR BACK TO PULLERS	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP	KEY: OL TO NEAR BACK.	B GAP TO FOA. RUN TO = HAMMER / RUN AWAY = PURSUE ALERT SCRAPE TO CONTAIN VS OUTSIDE RUN C.P.: NB DIVE & NEAR GUARD PULLS - CONTAIN QB.

GOAL LINE - WEDGE RESPONSIBILITY



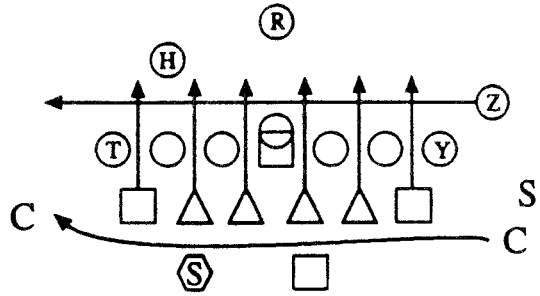
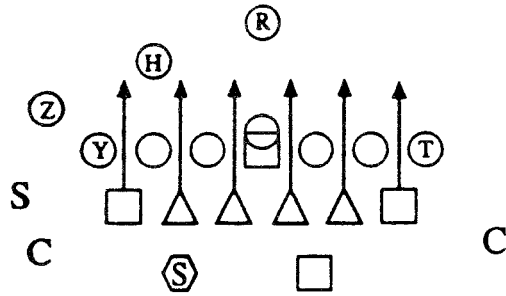
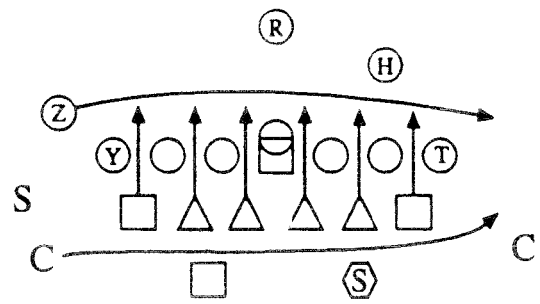
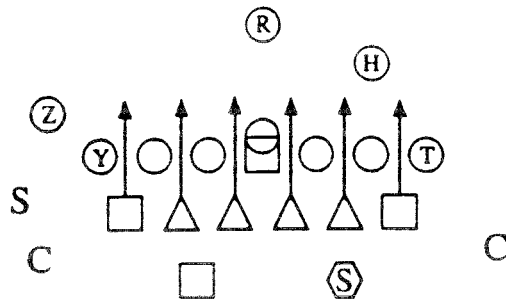
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	FIVE TECHNIQUE ON OT	WEDGE - DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OT.	B GAP
RIC (TACKLE)	TWO TECHNIQUE ON OG	WEDGE - DRIVE OUTSIDE.	A GAP
ROY (END)	FIVE TECHNIQUE ON OT	WEDGE	B GAP
LOLB (OUT END)	TRACK 9 ON TE (Y)	TIGHT END - POP TECHNIQUE. CHOKE HIM FACEMASK TO FACEMASK.	EXPLODE UPFIELD. MIRROR, LOCK - OUT, SEPERATE. D GAP IF 'Y' DISAPPEARS, CLOSE THRU PULLING LANE. SPLATTER.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YDS DEEP. LOOSEN SLIGHTLY.	KEY: FULLBACK (H).	MIRROR FULLBACK TO POINT OF ATTACK (P.O.A.) HAMMER LEAD IN C GAP. TEMPO BALL CARRIER C GAP INSIDE/OUT.
ROLB (OUT END)	TRACK 9 ON TE (T)	TIGHT END - POP TECHNIQUE. CHOKE HIM FACEMASK TO FACEMASK.	EXPLODE UPFIELD. MIRROR, LOCK - OUT, SEPERATE. D GAP IF 'T' DISAPPEARS, CLOSE THRU PULLING LANE. SPLATTER.
SC (B&B)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE- B&R	KEY: Z; Y TO R BACK.	FILL
WC	ON LOS 1 YARD OUTSIDE TE (T)	TE (T) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
VS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z.	TE (Y) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP. LOOSEN SLIGHTLY.	KEY: OL TO NEAR BACK.	MIRROR NEAR BACK TO POA. HAMMER LEAD IN C GAP. ALERT SCRAPE TO CONTAIN VS OUTSIDE RUN.

GOAL LINE TITE INSIDE - RUN RESPONSIBILITY



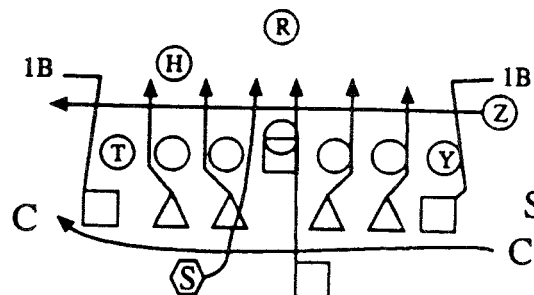
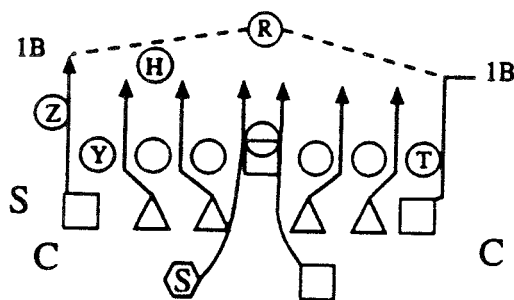
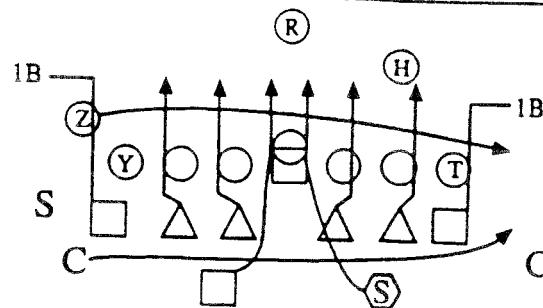
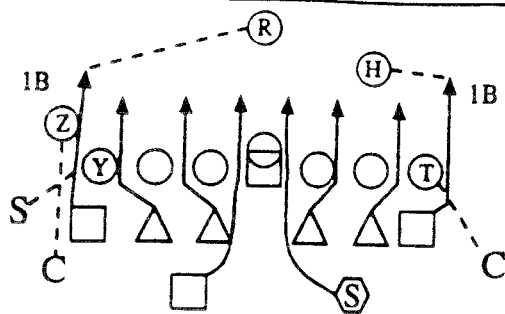
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	5 TECHNIQUE ON OT	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OT.	B GAP
LIN (TACKLE)	2 TECHNIQUE ON OG	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP
RIC (TACKLE)	2 TECHNIQUE ON OG	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP
ROY (END)	5 TECHNIQUE ON OT	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OT.	B GAP
LOLB (OUT END)	8 TECHNIQUE ON TE (Y)	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF TE (Y).	C GAP C.P.: DON'T GET COLLAPSED
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE SLIGHTLY DEEPER	KEY: FULLBACK (H).	MIRROR FULLBACK TO POINT OF ATTACK (P.O.A.) FLOW TO YOU - SCRAPE "0" GAP. LEAD - HAMMER. FLOW AWAY - PURSUE.
ROLB (OUT END)	8 TECHNIQUE ON TE (T)	SLANT: DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF TE (T).	C GAP C.P.: DON'T GET COLLAPSED
SC (B&C)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE = B&R	KEY: Z; Y TO R BACK.	FILL
WC	ON LOS 1 YARD OUTSIDE TE(T)	TE (T) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP SLIGHTLY DEEPER	KEY: NEAR BACK.	MIRROR NEAR BACK TO POA. FLOOD - SCRAPE OUTSIDE OF CORNER & CONTAIN. C.P.: HAMMER LEAD.

GOAL LINE GAPS - RUN RESPONSIBILITY



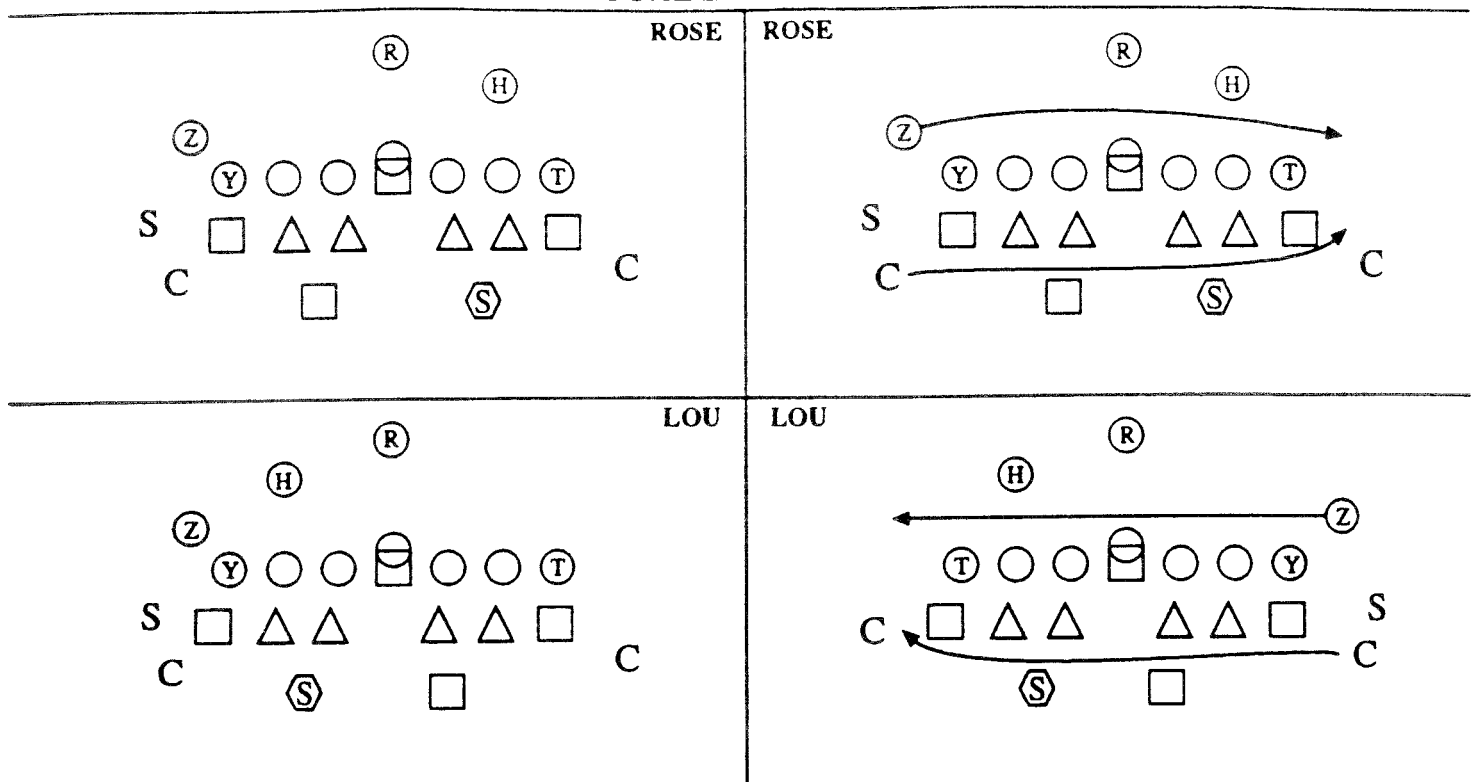
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	GUARD - TACKLE GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OT.	B GAP C.P.: DON'T GET COLLAPSED
N (ALB)	CENTER - GUARD GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP C.P.: DON'T GET COLLAPSED
RIC (TACKLE)	CENTER - GUARD GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OG.	A GAP C.P.: DON'T GET COLLAPSED
ROY (END)	GUARD - TACKLE GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF OT.	B GAP C.P.: DON'T GET COLLAPSED
LOLB (OUT END)	END - TACKLE GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF TE (Y).	C GAP C.P.: DON'T GET COLLAPSED
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YDS DEEP. SLIGHTLY DEEPER	KEY: FULLBACK (H).	MIRROR FULLBACK TO POINT OF ATTACK (P.O.A.) C.P.: SCRAPE OUTSIDE CORNER & CONTAIN.
ROLB (OUT END)	END - TACKLE GAP	DRIVE OUTSIDE SHOULDER THRU INSIDE KNEE OF TE (T).	C GAP C.P.: DON'T GET COLLAPSED
SC (SS/EC)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE - B&R	KEY: Z; Y TO R BACK.	FILL
WC	ON LOS 1 YARD OUTSIDE TE(T)	TE (T) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE. C.P.: SPLATTER.
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) AND NEAR BACK TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. SPLATTER ALL BACKS. C.P.: "OUT" CALL C.P.: NB DIVE & OG PULL - NEAR END ON CORNER ROUTE. C.P.: SPLATTER.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP. SLIGHTLY DEEPER	KEY: NEAR BACK.	MIRROR NEAR BACK TO POA. C.P.: SCRAPE OUTSIDE CORNER & CONTAIN.

GOAL LINE DOUBLE A



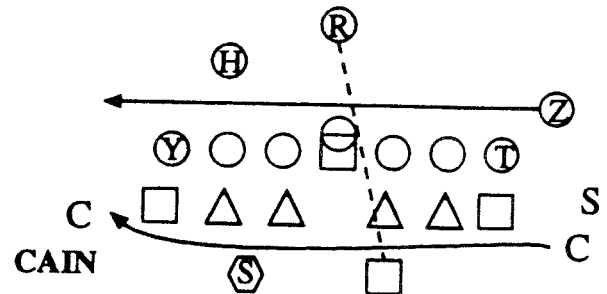
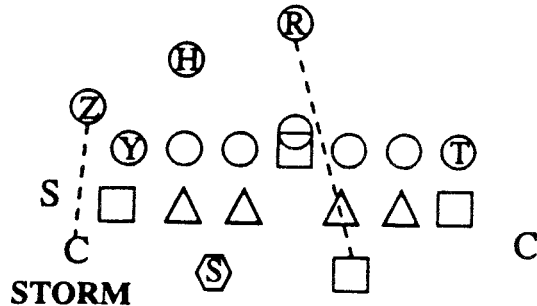
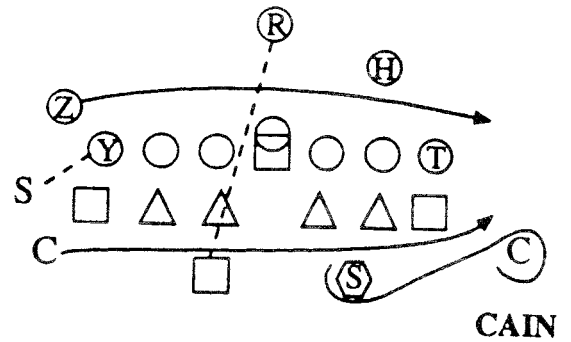
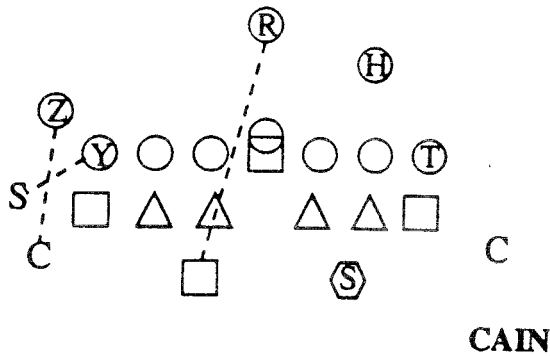
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	TRACK 6 ON OT	DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OT.	C GAP
LIN (TACKLE)	TWO TECHNIQUE ON OG	DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OG.	B GAP
RIC (TACKLE)	TWO TECHNIQUE ON OG	DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OG.	B GAP
ROY (END)	TRACK 6 ON OT	DRIVE INSIDE SHOULDER THRU OUTSIDE KNEE OF OT.	C GAP
LOLB (OUT END)	TRACK 9 ON TE (Y)	KEY: TE TO NEAR BACK; DRIVE INSIDE SHOULDER THRU OUT- SIDE KNEE OF TE-POW TECH.	O GAP - PENETRATE THRU OUTSIDE KNEE OF TE. GET VISION TO NEARBACK. ON PASS - YOU HAVE FIRST BACK MAN TO MAN.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP.	BLITZ - PENETRATE THRU A GAP.	A GAP
ROLB (OUT END)	TRACK 9 ON TE (T)	KEY: TE TO NEAR BACK; DRIVE INSIDE SHOULDER THRU OUT- SIDE KNEE OF TE-POW TECH.	O GAP - PENETRATE THRU OUTSIDE KNEE OF TE. GET VISION TO NEAR BACK. ON PASS - YOU HAVE FIRST BACK MAN TO MAN.
SC (3&2C)	HEAD UP ON Z 3 YARDS DEEP. C.P.: Z WIDE-B&R	KEY: Z, Y TO BACKS.	FILL ON PASS - YOU HAVE "Z" MAN TO MAN.
WC	ON LOS 1 YD OUTSIDE TE (T)	KEY: TE & NB TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN. ON PASS - YOU HAVE TIGHT END (T) MAN TO MAN.
SS	ON LOS 1 YD OUTSIDE TE (Y)	KEY: TE & NB TO PULLERS.	FORCE (SLAM) SQUEEZE CONTAIN. ON PASS - YOU HAVE TIGHT END (Y) MAN TO MAN.
WS	ALIGN IN B GAP TO OFFSET BACK	BLITZ - PENETRATE THRU A GAP.	A GAP

GOAL LINE SHADE



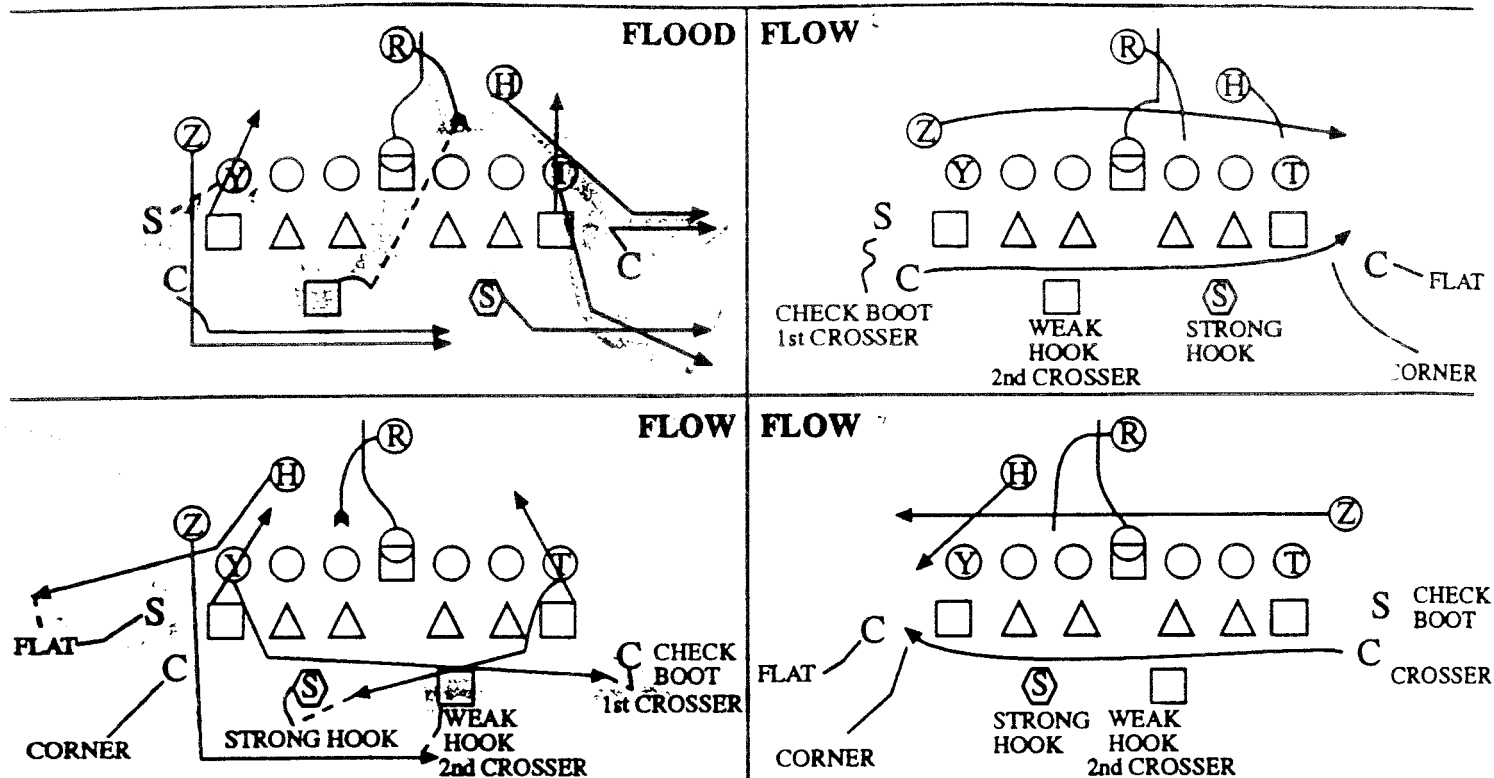
POS	ALIGNMENT	KEY / CHARGE	RUN RESPONSIBILITY
LON (END)	LOU = 6 TECHNIQUE ROSE = 4 TECHNIQUE	KEY: OT. CHARGE: PENETRATE.	LOU = C GAP ROSE = B GAP
N LD	LOU = 3 TECHNIQUE ROSE = 1 TECHNIQUE	KEY: OG. CHARGE: PENETRATE.	LOU = B GAP ROSE = A GAP
RIC (TACKLE)	LOU = 1 TECHNIQUE ROSE = 3 TECHNIQUE	KEY: OT. CHARGE: PENETRATE.	LOU = A GAP ROSE = B GAP
ROY (END)	LOU = 4 TECHNIQUE ROSE = 6 TECHNIQUE	KEY: OT. CHARGE: PENETRATE.	LOU = B GAP ROSE = C GAP
LOLB (OUT END)	LOU = 9 TECHNIQUE ROSE = 8 TECHNIQUE	KEY: TE (Y).	LOU = O GAP ROSE = TWO GAP
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP.	KEY: FB (H).	MIRROR FB (H) TO P.O.A.
ROLB (OUT END)	LOU = 8 TECHNIQUE ROSE = 9 TECHNIQUE	KEY: TE (T).	LOU = TWO GAP ROSE = O GAP
SC (LB/BC)	HEAD UP ON Z 3 YARDS DEEP. C.P.: Z WIDE=B&R	KEY: Z; Y.	FILL
WC	ON LOS 1 YARD OUTSIDE TE.	KEY: TE & NB TO PULLERS.	FORCE (CLOUD) SQUEEZE CONTAIN
SS	ON LOS 1 YARD OUTSIDE TE.	KEY: TE & NB TO PULLERS.	FORCE (SLAM) SQUEEZE CONTAIN
WS	ALIGN IN B GAP TO OFFSET BACK. 5 1/2 YARDS DEEP.	KEY: NEAR BACK.	MIRROR NEAR BACK TO P.O.A.

GOAL LINE PASS COVERAGE



POS	ALIGNMENT	KEY	PASS RESPONSIBILITY
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) & NEAR BACK TO PULLERS.	TE M/M. "STORM" CALL - IN & OUT WITH WS (OR M) ON TE & NEAR BACK. "OUT" CALL - SWITCH LB OUT, ALIGN ON TE & COVER HIM M/M. FLOW=ZONE FLAT. FLOOD = "Y" M/M. Y SLO - RUSH OR COVER BY GAME PLAN.
LOLB (OUT END)	TRACK 9 ON TE (Y)	TE	NO PASS COVERAGE RESPONSIBILITY - RUSH. "OUT" CALL - SWITCH ALIGNMENT WITH SS & RUSH. "TAKE" CALL - M/M ON TE. DOUBLE A = 1ST BACK M/M.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP	NEAR BACK (NB) & OG.	BACK BEHIND CENTER M/M. "STORM" CALL - IN & OUT WITH SS ON TE & NEAR BACK. "OUT" OR "TAKE" CALL - COVER NB M/M. FLOW = ZONE HOOK. FLOOD = NB M/M.
ROLB (OUT END)	TRACK 9 ON TE (T)	TE	NO PASS COVERAGE RESPONSIBILITY - RUSH. "OUT" CALL - SWITCH ALIGNMENT WITH WC & RUSH. "TAKE" CALL - M/M ON TE. DOUBLE A = 1ST BACK M/M.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP	NEAR BACK (NB) & OG.	"CAIN" CALL - IN & OUT WITH WC ON TE & NEAR BACK. "OUT" OR "TAKE" CALL - COVER NB M/M. FLOW = ZONE HOOK. FLOOD = "CAIN" WITH WC.
WC	ON LOS 1 YARD OUTSIDE TE (T)	TE (T) AND NEAR BACK TO PULLERS.	TE M/M. "CAIN" CALL - IN & OUT WITH WS ON TE & NEAR BACK. "OUT" CALL - SWITCH LB OUT, ALIGN ON TE & COVER HIM M/M. FLOW = 1ST CROSSER OR BOOT. FLOOD="CAIN" WITH WS.
SC (S&S)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE = B&R	Z	COVER Z MAN TO MAN. FLOW=ZONE CORNER. FLOOD= Z M/M.

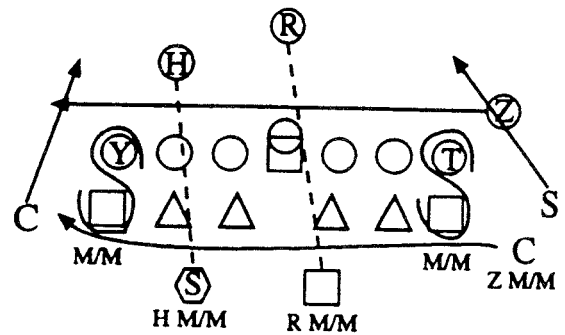
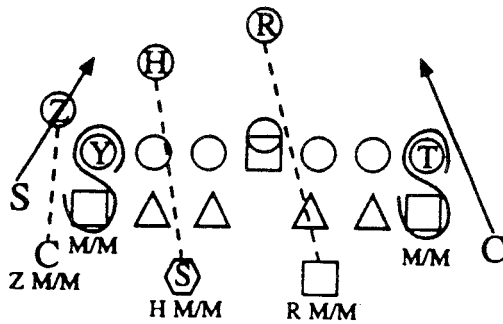
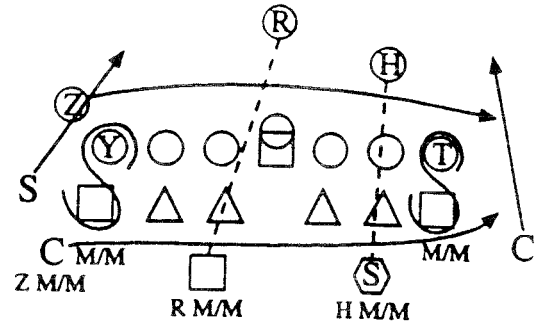
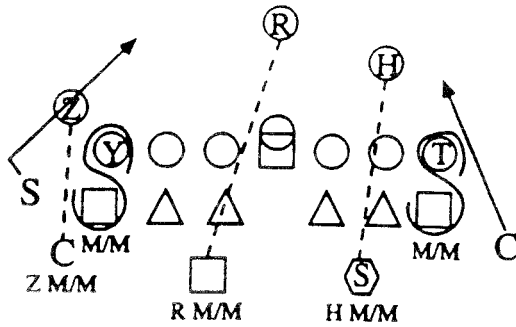
GOAL LINE COVERAGE - FLOW & FLOOD PASSING



POS	ALIGNMENT	KEY	PASS RESPONSIBILITY
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) & NEAR BACK TO PULLERS.	FLOW = WIDEST BACK ZONE FLAT. FLOOD = "Y" M/M. "Y" SLOW - RUSH OR COVER BY GAME PLAN.
LOLB (OUT END)	TRACK 9 ON TE (Y)	TE (Y)	RUSH - NO PASS COVERAGE RESPONSIBILITY.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP	NEAR BACK (NB) & OG.	FLOW = STRONGSIDE ZONE STRONG HOOK, T CROSS. WEAKSIDE ZONE WEAK HOOK - 2ND CROSSER. FLOOD = FB (H) M/M.
ROLB (OUT END)	TRACK 9 ON TE (T)	TE (T)	RUSH - NO PASS COVERAGE RESPONSIBILITY.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP	NEAR BACK (NB) & OG.	FLOW = STRONGSIDE ZONE STRONG HOOK, T CROSS. WEAKSIDE ZONE WEAK HOOK 2ND CROSSER. FLOOD = "CAIN" IN & OUT WITH WC ON NEAR END & BACK.
WC	ON LOS 1 YARD OUTSIDE TE (T)	TE (T) & NEAR BACK TO PULLERS.	FLOW = CHECK FOR BOOT. BOOT - COVER TE (T) M/M. NO BOOT - LOOK FOR 1ST CROSSER. FLOOD = "CAIN" IN & OUT WITH WS ON NEAR END & BACK.
C G	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE = B&R	Z	FLOW = ZONE CORNER. FLOOD = Z M/M.

C.P. NO FLOW COVERAGE ON "BULLETS" OR "OUT" CALL.

GOAL LINE COVERAGE - BULLETS



POS	ALIGNMENT	KEY	PASS RESPONSIBILITY
SS	ON LOS 1 YARD OUTSIDE TE (Y) - OUTSIDE Z	TE (Y) & NEAR BACK TO PULLERS.	BLITZ AND SQUEEZE CONTAIN. NO PASS RESPONSIBILITY UNLESS "OUT" CALL, THEN "Y" M/M.
LOLB (OUT END)	TRACK 9 ON TE (Y)	TE (Y)	TIGHT END "Y" - MAN TO MAN "OUT" CALL - YOU BLITZ & SQUEEZE CONTAIN.
MIKE	ALIGN IN B GAP NO NB - CHEAT TO TRIANGLE 5 YARDS DEEP	NEAR BACK (NB) & OG.	BACK BEHIND CENTER - MAN TO MAN. SPLIT BACKS - STRONG BACK MAN TO MAN.
ROLB (OUT END)	TRACK 9 ON TE (T)	TE (T)	TIGHT END "T" MAN TO MAN. "OUT" CALL - YOU BLITZ & SQUEEZE CONTAIN.
WS	ALIGN IN B GAP TO OFFSET BACK 5 1/2 YARDS DEEP	NEAR BACK (NB) & OG.	OFFSET BACK MAN TO MAN. SPLIT BACKS - TAKE WEAK BACK MAN TO MAN. TAKE ALL MOTIONS FROM BACKFIELD M/M.
WC	ON LOS 1 YARD OUTSIDE TE (T)	TE (T) & NEAR BACK TO PULLERS.	BLITZ & SQUEEZE CONTAIN. NEAR END "T" OR "X" OPEN - TAKE HIM MAN TO MAN.
SC (SS/SC)	HEAD UP ON Z 3 YARDS DEEP C.P. Z WIDE - B&R	Z	Z MAN TO MAN.

C.P. NO FLOW COVERAGE ON "BULLETS" OR "OUT" CALL.

GOAL LINE DEFENSE

<p>GOAL LINE FRONT & COVERAGE</p>	<p>GOAL LINE TITE INSIDE</p>
<p>GOAL LINE WEDGE</p>	<p>GOAL LINE BULLETS</p>
<p>GOAL LINE SLANT</p>	<p>GOAL LINE GAPS</p>
<p>GOAL LINE "OUT" TO BROKEN FORMATION</p>	<p>GOAL LINE BOOTLEG</p>
<p>GOAL LINE OUT</p>	<p>GOAL LINE OUT</p>

SHORT YARDAGE AND DEUCE DEFENSES

A. SHORT YARDAGE

1. 43 GOAL LINE COVER 2 ROLL
2. 43 GOAL LINE WEDGE COVER 2 ROLL (C.P. POSSIBLE TITE INSIDE)
3. KC OPTION COVER 3 OR 4
4. CHIEF OPTION COVER 4 OR 3
5. BRUIN RED DOG COVER 0; BRUIN OPIE GUN COVER 10
6. EAGLE COVER 1 LOCK (GIANT PERSONNEL)
7. EAGLE BLITZES COVER 0 (GIANT PERSONNEL)

B. DEUCE

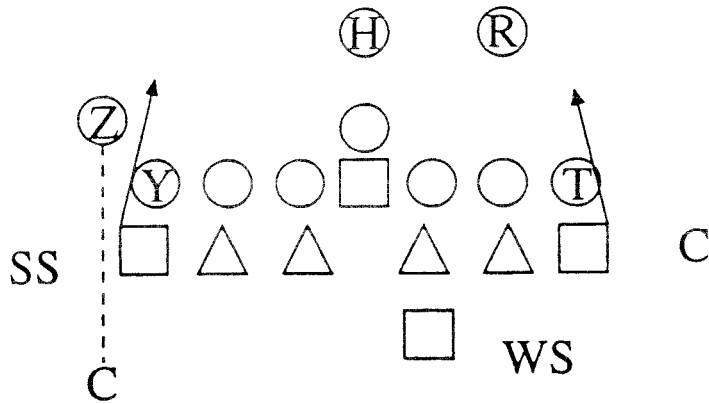
- REGULAR:
1. UNDER COVER 4/3
 2. CHIEF COVER 4/3
 3. KC COVER 3/4
 4. OVER THUNDER ZONE
 5. 43 THUNDER ZONE

- XTRA:
1. 43 THUNDER ZONE
 2. OVER THUNDER ZONE
 3. BEAR 1 LOCK
 4. BEAR 1 LOCK MOE
 5. BEAR BLITZES COVER 0

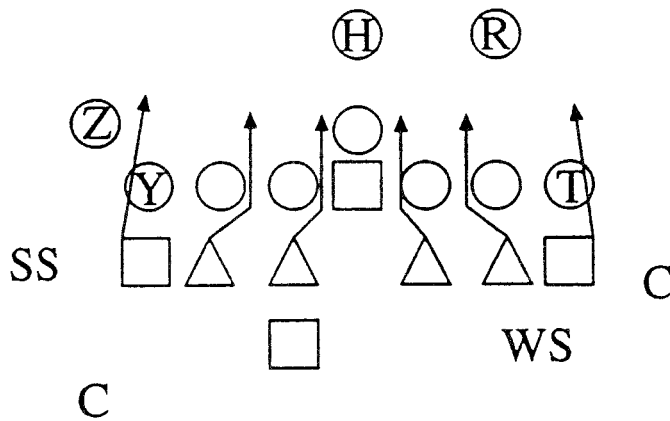
C. PERSONNEL

1. REGULAR - 4 DEFENSIVE LINEMEN, 3 LINEBACKERS, 4 SECONDARY
2. XTRA - 4 DEFENSIVE LINEMEN, 4 LINEBACKERS, 3 SECONDARY
3. GIANT - 5 DEFENSIVE LINEMEN, 4 LINEBACKERS, 2 SECONDARY
4. JUMBO GOAL LINE - 6 DEFENSIVE LINEMEN, 4 LINEBACKERS, 1 SECONDARY

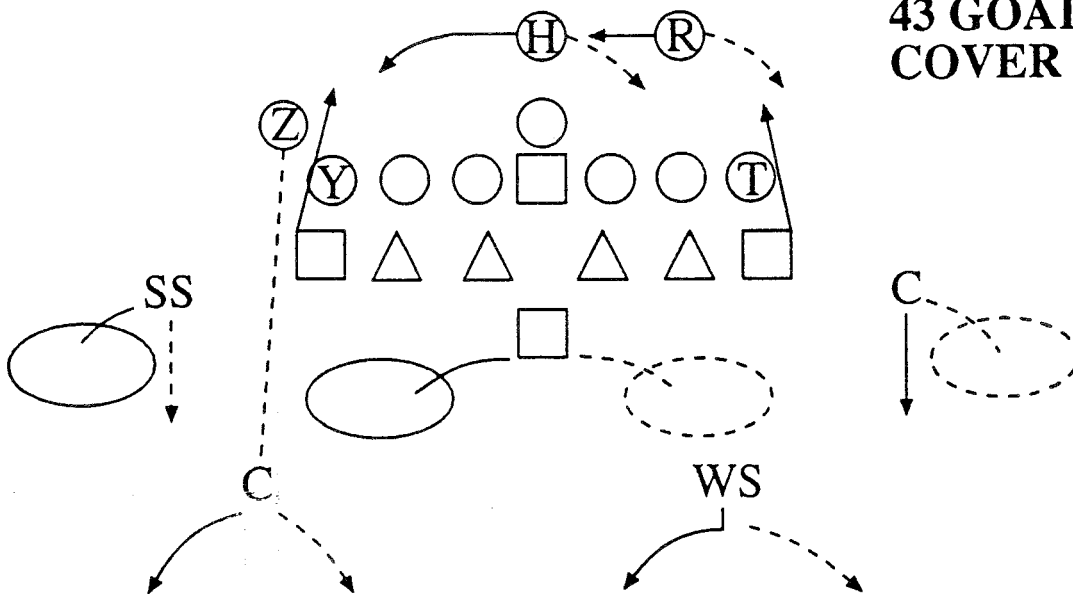
SHORT YARDAGE



**43 GOAL LINE
LBKR's ARE
BLITZING.
GOAL LINE
CALLS
AVAILABLE.
COVERAGE IS
2 ROLL.**

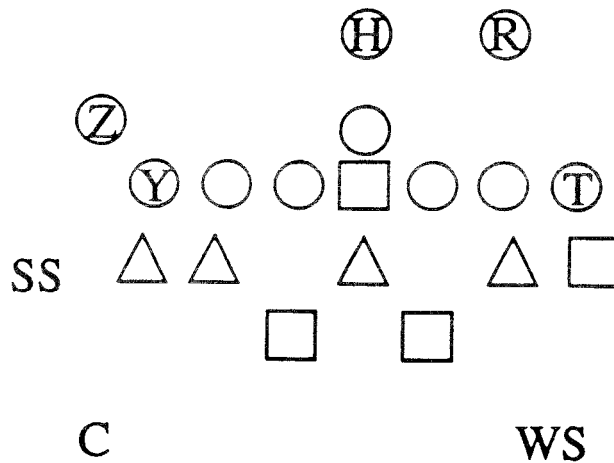


**43 GOAL LINE
"WEDGE" CALL.
COVER 2 ROLL.
(C.P.: POSS.
TITE INSIDE.)**



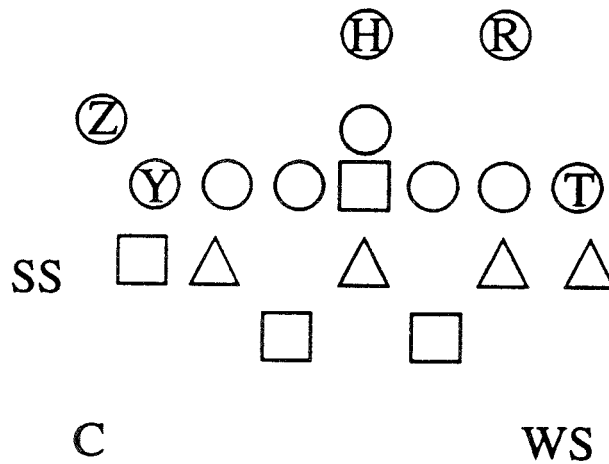
**43 GOAL LINE
COVER 2 ROLL.**

SHORT YARDAGE



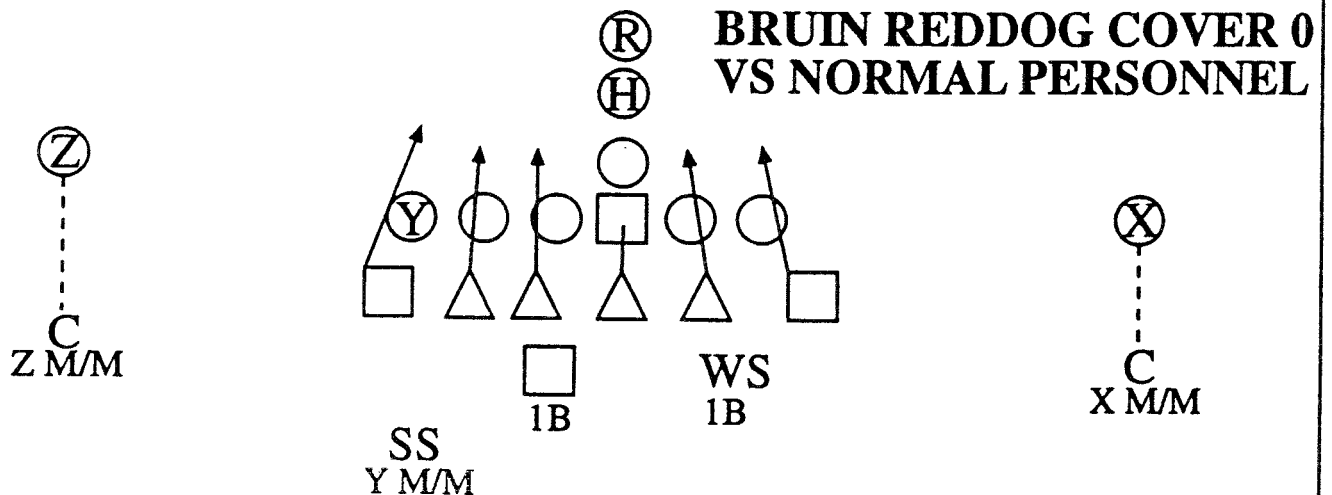
**KC OPTION
COVER 3 OR 4**

**CALLS: SOLID
PINCH
ROSE
RAY**



**CHIEF OPTION
COVER 4 OR 3**

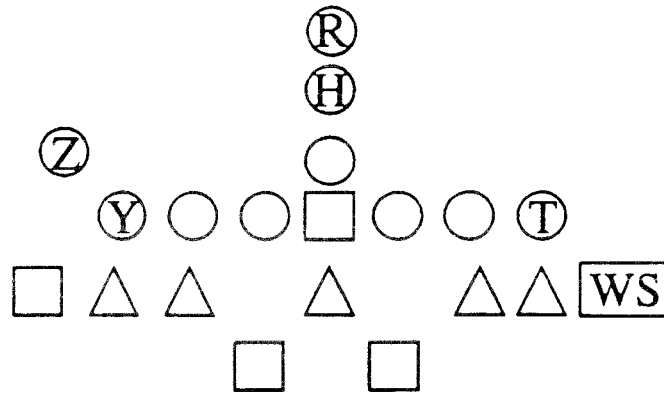
**CALLS: SOLID
PINCH
LOU
LEE**



**BRUIN REDDOG COVER 0
VS NORMAL PERSONNEL**

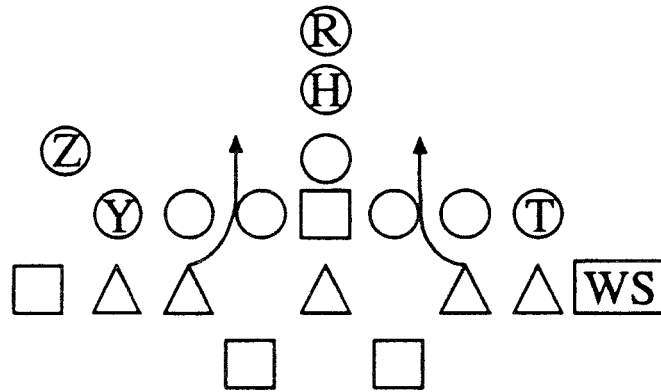
GIANT SHORT YARDAGE

COVER 2 ROLI



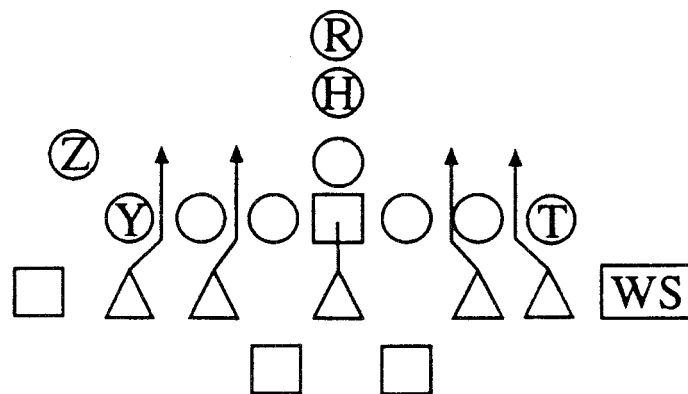
SOLID

COVER 2 ROLL



PINCH

COVER 2 ROLL

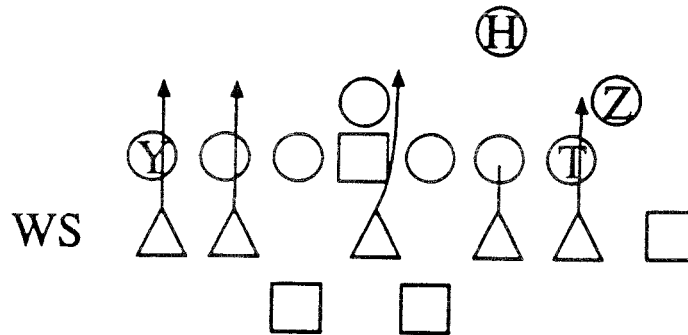


SQUEEZE

GIANT SHORT YARDAGE

Ⓡ

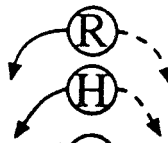
COVER 2 ROLL



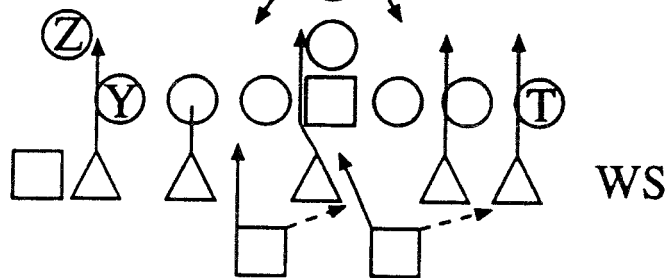
C

SS

SHADE STRONG RIGHT (ROSE)



COVER 2 ROLL



C

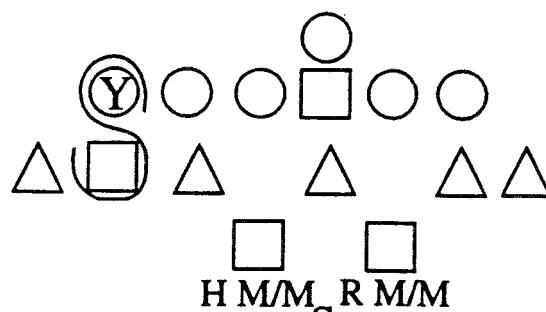
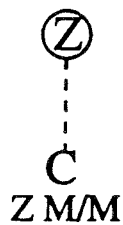
SS

SHADE STRONG LEFT (LOU)

Ⓡ

Ⓡ

COVER 1 LOCK



H M/M R M/M

FREE

OUT CALL (C.P.: VS BROKEN FORMATION & 1 BACK)

BEAR

vs. DEUCE

'XTRA BEAR

<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ [O]</p> <p>[M] SS</p> <p>WS</p>	<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ [X] [O]</p> <p>[M] SS</p> <p>WS</p>
<p>○</p> <p>○</p> <p>○</p> <p>△ [T] △ △ △ △ [O]</p> <p>C [M] SS</p> <p>WS</p> <p>WR ○ C</p>	<p>○</p> <p>○</p> <p>○</p> <p>△ [T] △ △ △ △ [O]</p> <p>[X] [M] SS</p> <p>WS</p> <p>WR ○ C</p>
<p>○</p> <p>○</p> <p>○</p> <p>△ [T] △ △ △ △ [O]</p> <p>C [M] SS</p> <p>WS</p> <p>WR ○ C</p>	<p>○</p> <p>○</p> <p>○</p> <p>△ [T] △ △ △ △ [O]</p> <p>[X] [M] SS</p> <p>WS</p> <p>WR ○ C</p>
<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ SS [O]</p> <p>[M]</p> <p>WS</p>	<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ [X] [O]</p> <p>[M] SS</p> <p>WS</p>
<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ [O]</p> <p>SS [M]</p> <p>WS</p>	<p>WR ○</p> <p>C</p> <p>△ [T] △ △ △ △ [X] [O]</p> <p>SS [M]</p> <p>WS</p>

EAGLE

vs. DEUCE

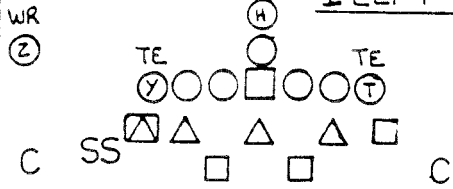
'XTRA EAGLE

KC (TOLEDO)

Cover 3 or 4

vs. DEUCE

I LEFT



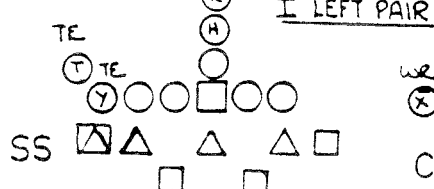
Cover 3

KC (TOLEDO)

Cover 3 or 4

vs. DEUCE

I LEFT PAIR



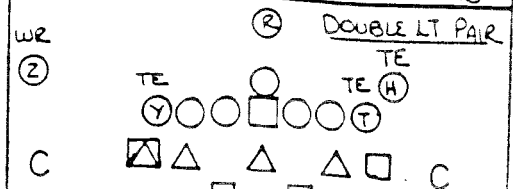
Cover 3

KC (TOLEDO)

Cover 3 or 4

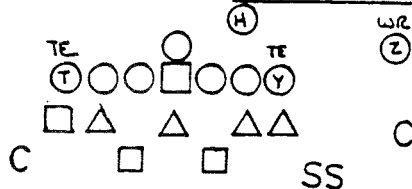
vs. JACKS

DOUBLE LT PAIR



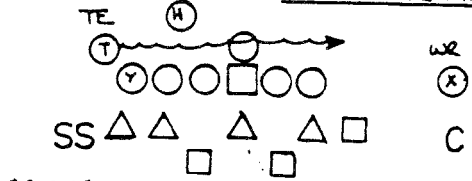
Cover 4

STRONG RIGHT



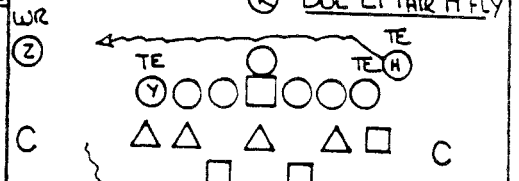
Cover 3 POSSIBLE SILVER

STRONG L PAIR TAC



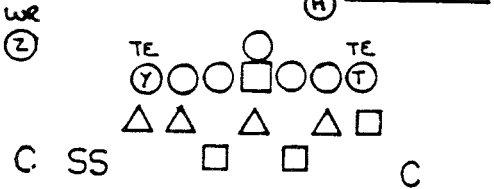
Cover 3 to Cover 4

DBL LT PAIR H FLY



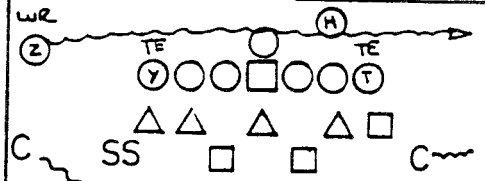
Cover 4 to SILVER SLAM

WEAK LEFT



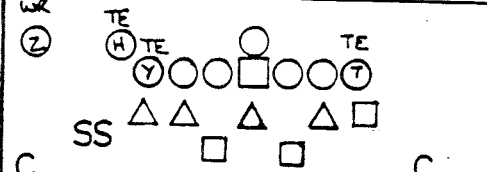
Cover 3

WEAK LEFT ZAP



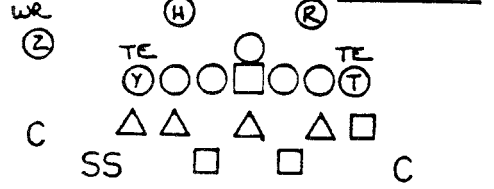
Cover 3 to Cover 4

TRIPLE LEFT PAIR



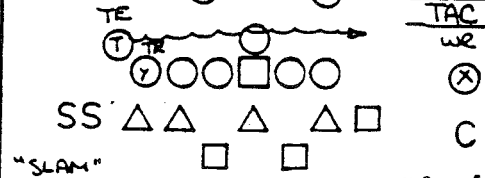
SILVER SLAM

SPLIT LEFT



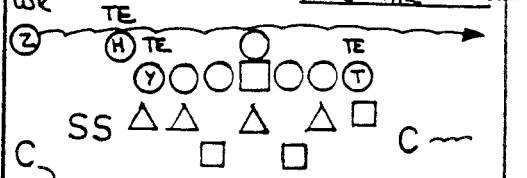
Cover 3

SPL LEFT PAIR TAC



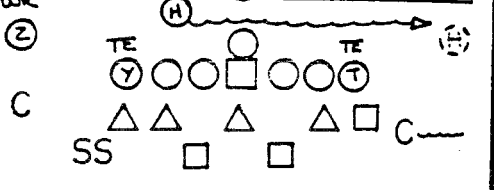
Cover 3 to Cover 4

TRIPLE L PAIR Z DIVIDE

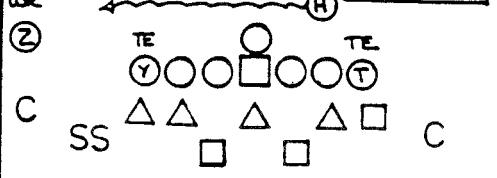


SILVER to Cover 4

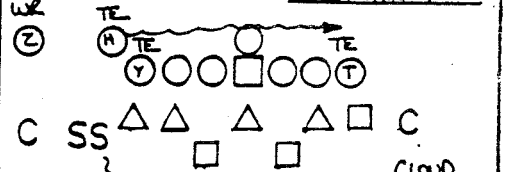
STRONG L H DIVIDE



WEAK LT H FLY



TRIPLE L PAIR H DIVIDE



CLOUD OR READ BASED ON WIDTH OF

CHIEF (OHIO)
Cover 4 or 3 vs. DEUCE

WR (Z) (R) (H) I LEFT

SS WS

COVER 4

CHIEF (OHIO)
Cover 4 or 3 vs DEUCE

WR (Z) (R) (H) I LEFT PAIR

SS WS

CHIEF (OHIO)
Cover 4 or 3 vs. JACKS

WR (Z) (R) (H) DOUBLE LT PAIR

SS WS

WR (Z) (R) (H) STRONG RIGHT

S S

COVER 4

WR (Z) (R) (H) STRONG L PAIR TAC

S S

COVER 4 to COVER 3 SLAM

WR (Z) (R) (H) DBL LT PAIR H FLY

S S

COVER 4 to SILVER SLAM (BACKER)

WR (Z) (R) (H) WEAK LEFT

S S

COVER 4

WR (Z) (R) (H) WEAK LEFT ZAP

S S

COVER 4 to COVER 3 SLAM POSSIBLE SILVER

WR (Z) (R) (H) TRIPLE LEFT PAIR

S S

SILVER SLAM or BACKER

WR (Z) (R) (H) SPLIT LEFT

S S

COVER 4

WR (Z) (R) (H) SPL LEFT PAIR TAC

S S

COVER 4 to COVER 3 SLAM

WR (Z) (R) (H) TRIPLE L PAIR Z DIVIDE

S S

SILVER to COVER 4

WR (Z) (R) (H) STRONG L H DIVIDE

S S

COVER 4

WR (Z) (R) (H) WEAK L H FLY

S S

COVER 4 to SILVER SLAM

WR (Z) (R) (H) TRIPLE L PAIR H DIVIDE

S S

SILVER to COVER 4