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**** 126 PAGES ****

**** of 33 stack / 3-3-5 defensive Xs and Os ****

BOOK DELIVERED ON CD-ROM IN pdf FORMAT

An in-depth study and detailed presentation of the defense employed by Air Force defensive coordinator coach Richard Bell. This book is compiled and based on the 2002-2004 AIR FORCE 3-3-5 Defensive Playbooks. If you are interested in this defense that is sweeping high school and college football, this is an excellent resource.

Find out why the AIR FORCE DEFENSIVE STAFF believes in the 33 stack defense. The stack enables you to build a defense that gives a variety of looks with minimum teaching and is easy to stem 'into' and 'out of' which can cause offensive confusion. The system also makes it easier to anticipate how offenses will attempt to attack. Each page includes alignments, techniques, and calls for all 11 positions and presents defensive alignments and base coverage responsibilities versus multiple offensive formations.

A wonderful resource for serious coaches. COACH'EM UP!



**TOGETHER
WE
WILL**

TECHNIQUES

DEFENSIVE LINE

WHAT IT TAKES TO BE A FALCON DEFENSIVE LINEMAN:

- A. PRIDE: You must have pride in yourself, in your teammates, in your school, in your scheme and coaching staff.
- B. AGGRESSIVENESS: At the Air Force Academy we want to develop a reputation as tough, hardnosed, aggressive football players. Once we gain this reputation we will have a mental edge on our opponents. The Prick Factor.
- C. TOUGHNESS: You were placed on defense here at Air Force because you are tough...you like to throw your body around...you are reckless...you will practice and play with pain in order to become a great one!

ESSENTIALS OF GOOD DEFENSIVE LINE PLAY:

- A. INITIAL MOVE: You must attack and react on the move and the play will be made on their ground, establish a new L.O.S.
- B. KEYS: Your ability to react to blocking schemes that tell you run or pass. Stance of OL, line splits, etc. Be attentive!
- C. TECHNIQUE: Proper use of your body to defeat any blocking scheme which will put you in position to make the play.
- D. CONTACT: Your ability to attack the blocker by delivering a blow in such a manner that you defeat his block or gain position on him.
- E. ESCAPE: The ability to cause separation between you and the blocker to enable you to flow to the ball.
- F. PURSUIT: An all-out effort to get to the ball.
- G. TACKLING: Contact which punishes the ball carrier and knocks him back.
- H. PASS RUSH: The best pass defense.
- I. HUSTLE: Simply wanting to "get there" more than the blocker wants to keep you from getting there!

SLED PROGRESSION

6 POINT STAB FACEMASK:

1. Align on hands and knees, with your head back bow your neck and drive thru the bag with your facemask.
2. On contact feel your hips roll into your punch.

6 POINT STAB HANDS:

1. Align on hands and knees, shoot your hands through the sled with your palms up and your thumbs pointed toward each other.
2. Whoever gets their hands inside will control the other.

FIT POSITION:

1. Align in a two point stance with your hands placed on the pads.
2. Your arms should be straight and elbows locked.
3. Upper body should be at pad level with your head up.
4. With toes dug into the ground, drive the sled in a rocking like motion feeling your hips roll into your punch.

POWER STEP

1. The emphasis is on this initial power step and making contact off two feet.
2. After contact is made you should end up in the Fit Position.

PUNCH & SEAT ROLL

1. Off the Two Step Punch, strike the Sled and Seat Roll to the other pad, repeat the process. (Put it all together).

FALCON STANCE

FEET: Should be wider than shoulder width and under you with weight on the balls of your feet. Heels should clear the ground with toes pointed straight up field.

SHOULDERS: Parallel to L.O.S.

HEAD: Natural extension so you can see the stances of the linemen in front of you.

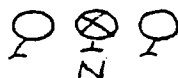
ARMS: Extended straight down from shoulders with elbows straight. With your off arm, rest it on your thigh ready to shoot.

BACK: Flat, tail slightly up and knees bent so you are ready to uncoil.

WEIGHT: Equally distributed on hands and feet.

"O" TECHNIQUE

- A. Alignment: Shoe-to-shoe, eyeball-to-eyeball, and nose-on-nose with the Center. Play as tight to Center as possible and still be able to key, react, and attack
- B. KEY: Movement of the Center's hand. Attack it!
- C. Responsibility: You have the "back-side" A Gap, attack and control it. You have cut back when Center leads you.
- D. Execution: Step with whichever foot is most comfortable to you and follow with the other. As you fire into Center, deliver a blow with your facemask and hands. Must deliver the blow from down to up, thus establishing good leverage under the pads of the Center. As you deliver blow with hands, uncoil hips and arch back. After delivering blow, extend arms out to get separation. Keep your feet moving with your shoulders square, shed blocker and flow to the football. **Play aggressively! Attack Center!**
1. VS. Base Block:
Destroy Center block with your charge. Keep your feet moving with your shoulders square. Don't pick a side until you find the ball.



2. Vs. Reach Blocks:
You must destroy his block first, let his head hook you. Keep your shoulders square and squeeze through his back-side looking for cut back; Flat down L.O.S.



- E. Coaching Points:
1. Protect "back-side" A Gap. Hold ground on Double Team.
 2. Rush Passer in proper lane (you will be a bull rusher looking for draw or QB to step up).
 3. Get in Center's back-door and pursue flat down L.O.S. looking for the big hit on a cut back vs. reach block.

"ANGLE" TECHNIQUE (NOSE)

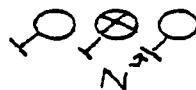
- A. Alignment: Same as "0" Technique except back off ball a little.
- B. Key: The Guard and see the football out of the corner of your eye.
- C. Responsibility: You have the "A" Gap, attack and control it.
- D. Execution: When the Guard or football moves, step on 45 degree angle with the foot to the side you are angling to. Your aiming point is the hip of the Guard.
 - 1. Vs. Reach: As Guard goes away from you, the Center will be trying to hook. Flatten him down the L.O.S., escape and run to the football. Keep shoulders square.



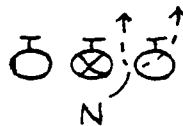
- 2. Vs. Scoop: As the Guard comes flat down L.O.S. towards you, flatten him as Center goes away. Escape and run to the football. Keep shoulders square.



- 3. Vs. Down Block: Attack the Vee of his neck of Guard. Squeeze him back into hole keeping your feet moving. You can also cross face.



- 4. Vs. Pass Set: Attack and Rush through "A" Gap.

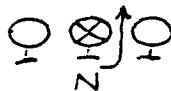


E. Coaching Points:

- 1. Key the Guard and ball to get a good jump.
- 2. Pursue flat down L.O.S. on ball away and to.
- 3. Rush passer in proper lane.

"RIP" TECHNIQUE (NOSE)

- A. Alignment: Same as "O" Technique.
- B. Key: The Guard you're ripping to. He's your visual key and the Center is your pressure key.
- C. Responsibility: You have the A Gap you are ripping. Attack and control it, find the ball.
- D. Execution: Back off the ball slightly. When the Guard moves, step with the foot to the side you are ripping to. The initial move requires you to turn your shoulders and square back up on your second step. the Guard will tell you how to react to the block.
1. VS. Base Block: With your backside arm, quickly rip it to the side you're moving to. As guard fires straight out, you should beat the Center block on your initial step. Find the ball!



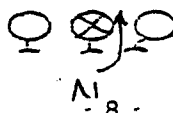
2. Vs. Reach, Hook Block: Step as normal to the side you're moving to. As Guard goes away from you, you will feel the Center trying to hook you. Run flat down L.O.S. in direction he is trying to hook you.



3. Vs. Scoop Away: Explode low on snap. See OG coming at you and feel Center go away. Flatten down L.O.S. and chase ball.

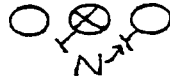


4. Vs. Double Team: Explode low like Base Block. See OG come at you and feel Center. Drive hard into OG and penetrate the seam. Turn shoulders toward OG and create a pile.



(cont. "Rip" Technique)

5. Vs. Down Block Away: Explode low towards OG. As you see him block down on you, stuff him back and find the ball.



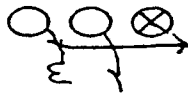
E. Coaching Points:

1. Key the Guard and get there on the snap.
2. Rush Passer in proper lane.
3. Must close back fast and flat down L.O.S. on plays from Rip!
4. "Rip" move is good for teams who are trying to single block us.

"3" TECHNIQUE CHARGE

- A. **Alignment:** Align in the guard tackle gap. Play as tight to the L.O.S. as possible.
- B. **Key:** Movement of the ball.
- C. **Responsibility:** You have the B Gap. Attack it with your shoulders square, and penetrate.
- D. **Execution:** Step with your "covered" foot and follow with the other. As you charge, deliver blow, keeping your shoulders square. Keep your feet moving and react to the offensive lineman's block.

- 1. **Vs. Scoop Block:** On your initial charge, knock OT back keeping your feet moving. Maintain inside leverage on the offensive tackle with your shoulders square.



- 2. **Vs. Reach, Hook Block:** You must destroy guard's block first, then escape outside. Your alignment will allow you to attack straight up the field.



- 3. **Vs Double Team:** Attack as normal in the gap. Once you feel pressure by the OT, turn your shoulders into the Guard and go down on one knee. If Tackle comes off you, square back up, the play is being run your way.

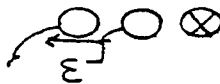


E. **Coaching Points:**

- 1. Protect B Gap.
- 2. Rush Passer in proper lane.
- 3. Attack first and react second.

"ANGLE" TECHNIQUE

- A. Alignment: Head up on the OT 12 inches off the ball..
- B. Key: The Guard and see the football out of the corner of your eye.
- C. Responsibility: You have the "B" Gap. Attack and control it.
- D. Execution: When the Guard or football moves, step flat and angle with the foot to the side you are angling to. Your aiming point is the hip of the Guard. After flat stepping, crossover with your trail foot, ripping the backside arm thru simultaneously.
1. Vs. Scoop by OG: Flat step down inside with your playside foot. As guard comes towards you, he will try to hook you. Punch him with your hands and work outside.



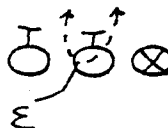
2. Vs. Cut off: As the Guard goes away, feel OT driving down inside trying to cut you off. Flat step down and punch to OT with your hands, keeping your shoulders square.



3. Vs. Fan By OG: Attack the Vee of his neck and squeeze him back into hole. Keep your feet moving as you drive him back.



4. Vs. Pass Set: Attack through hip of OG. You have a two way go on the guard.

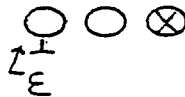


E. Coaching Points:

1. Key the Guard and ball to get a good jump.
2. Always beat the OT's block when going inside vs. a cutoff. You have the B Gap.

"5" TECHNIQUE

- A. Alignment: Align head up on the OT tight to the L.O.S.
 - B. Key: Movement of OT's helmet.
 - C. Responsibility: You have the C Gap. Contain pass rush and trail when ball goes away.
 - D. Execution: Step with your playside foot flat, with your shoulders square. Be ready to punch with your hands and react to OT's block on first step.
1. Vs. Base Block: Flat step and attack OT's outside shoulder and knock him back, keeping your shoulders square.



2. Vs. Reach, Hook Block: Flat step as normal to the outside. As OT tries to hook you, stab him with your hands, keeping your feet moving and shoulders square. Use escape technique and get to the ball.



3. Vs. Down Block: Flat step as normal to the outside. You must get your inside hand on him, pushing him down inside.

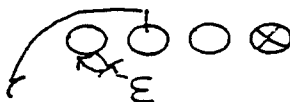


4. Vs. Double Team: Step flat as normal to the outside. As the OT stays on you and you feel pressure by the TE, drop to a knee and use up both blockers.



(cont. 5 Technique)

5. Vs. Y Block : Flat step as normal to the outside. As OT pulls outside, the TE will block down on you. Squeeze him back or punch and cross face..



E. Coaching Points:

1. Protect C Gap. Hold ground on double team.
2. You're a contain pass rusher.
3. Pursue with proper course on ball away.
4. Keep OT off LB'er to your side.

5 TECHNIQUE (SHADE)

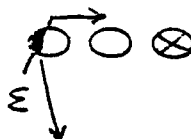
- A. **Alignment:** Outside shade of OT, with inside leg splitting his crotch. Play as tight to OT as possible and still be able to key and react!
- B. **Key:** Same as 5 Technique.
- C. **Responsibility:** Same as 5 Technique.
- D. **Execution:** When OT moves, attack and react to his block. Step with your "covered" foot and follow with the other. As you charge, deliver blow with your face, mask, and hands. Keep your feet moving as you uncoil your hips and arch your back.
1. **Vs. Base Block:** On your initial charge, knock him back and keep your feet moving. Maintain outside leverage.



2. **Vs. Reach, Hook Block:** You must destroy his block first, then escape outside. Your alignment will allow you to attack his outside shoulder. Fight to keep leverage to the outside.



3. **Vs. Down Block or Inside Release:** Attack outside shoulder pad. Be physical and knock him off his path. You must get your hands on him. Squeeze and run flat down L.O.S.



(cont. 5 Technique Shade)

4. **Vs. Double Team**: Attack as normal to the outside shoulder of the OT. Once you feel pressure by the TE, turn your shoulders into the tackle and go down on one knee. If TE comes off you, square back up, the play is being run your way.



E. Coaching Points:

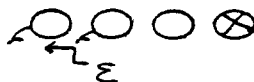
1. Protect C Gap. Hold ground on double team.
2. You're a contain pass rusher.
3. Pursue with proper course on ball away.
4. Keep OT off LBer to your side.

"LOOP" TECHNIQUE END

- A. Alignment: Same as 5 Technique.
 - B. Key: The T.E.
 - C. Responsibility: You have the C Gap. Attack and control it. You are looping from a "5" to a "7" Tech.
 - D. Execution: When the T.E. moves, step with the foot to the side you are looping to.
- I. Vs. Base Block: Feel the Base Block by OT and squeeze back into him. Expect isolation; if option, you have QB.



2. Vs. Reach, Hook Blocks: As you step to the TE and he's blocking out, the OT will be hooking you. Stab him with your hands, keeping your feet moving. Use escape technique and get to the ball.



3. Vs. Double Or Down By TE: Explode into TE and cause a pile if double; if down block and no pressure from OT, hold your ground and make ball bounce. Once ball clears you, cross-face and chase flat down L.O.S. for cutback.

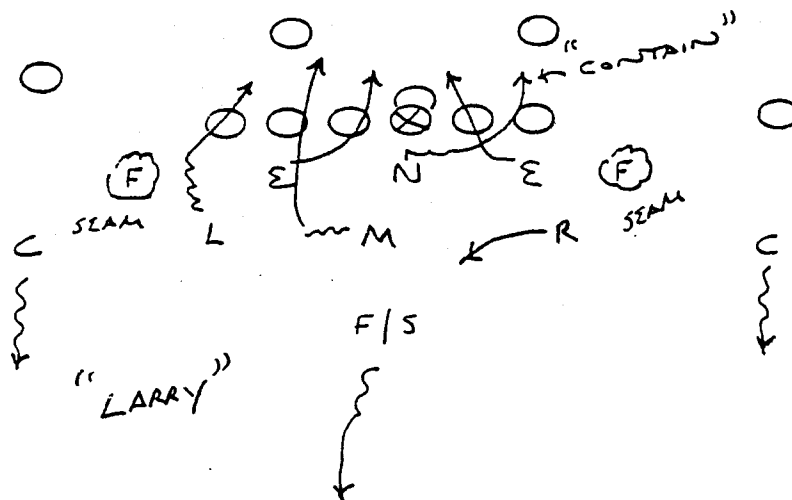


E. Coaching Points:

- 1. Key the TE to get a good read.
- 2. All other coaching points (except keeping OT off LB'er), same as 5 Tech.

RAM TECHNIQUE

- A. Alignment: Ends: Align head up the OT about 18" off the ball.
- B. Key: The Offensive Guard
- C. Responsibility: Frontside End: "A" Gap.
Backside End: "A" or "B" Gap depending on Guard's block.
Nose: Contain on Wrap.
- D. Execution:
1. Frontside End: When the ball or Guard moves, flat step down and attack the Guard frontal. Walk him back with inside control.
 2. Backside End: Flat step down inside and you have a 3-way go on guard. If guard works to you, come under him. If he works down, stay outside of him. If guard just sits there, walk him back.
- E. Example: Stack Field Thunder Wrap



PASS RUSH TECHNIQUES

BULL RUSH

1. THIS TECHNIQUE CAN BE USED BY ALL OF THE INTERIOR LINEMEN
2. ALIGN IN A THREE POINT STANCE
3. ALIGNMENT NORMAL, DEPENDING ON YOUR POSITION
4. ATTACK UNDERNEATH THE CHIN OF THE OFFENSIVE LINEMAN WITH YOUR FACE MASK AND HANDS, MAKING CONTACT IN THE SHOULDER PAD AREA INSIDE OF HIS HANDS
5. AT THE POINT OF CONTACT, STRAIGHTEN YOUR ARMS AND DRIVE HIM BACK TO THE PASSER
6. STAY LOW AND KEEP YOUR HEAD UP
7. KEEP YOUR FEET MOVING WITH A GOOD WIDE BASE

RIP OFF THE BULL RUSH

1. SAME AS THE BULL RUSH
2. AFTER CONTACT, TAKE THE ARM YOU ARE RIPPING WITH AND DRIVE IT UNDER THE ARMPIT OF THE OFFENSIVE LINEMAN
3. WITH THE OFF HAND, DRIVE HIS ELBOW UP TO THE SIDE YOU ARE RIPPING
4. DROP, TURN YOUR SHOULDER, AND ACCELERATE PAST THE LINEMAN TO THE QB
5. KEEP YOUR FEET MOVING

LIFT

1. ALIGN IN A THREE POINT STANCE
2. ALIGNMENT SHOULD BE WIDER THAN NORMAL SO YOU CAN GET A GOOD JUMP
3. WITH YOUR OUTSIDE HAND, ATTACK THE FOREARM OR ELBOW AREA OF THE OFFENSIVE LINEMAN. WITH YOUR OTHER HAND, STAB HIM DOWN THE MIDDLE OF HIS CHEST
4. AT THE POINT OF CONTACT, STRAIGHTEN YOUR ARMS AND DRIVE HIM BACK TO THE PASSER
5. STAY LOW AND KEEP YOUR HEAD UP
6. KEEP YOUR FEET MOVING WITH A GOOD WIDE BASE

SPEED RUSH

1. ALIGN IN A THREE POINT STANCE
2. ALIGNMENT SHOULD BE WIDER THAN NORMAL SO YOU CAN GET A GOOD JUMP
3. WITH YOUR INSIDE FOREARM, RIP THROUGH THE OUTSIDE SHOULDER OF THE OFFENSIVE LINEMAN
4. AS YOU RIP, USE YOUR OFF HAND TO PUSH THE ELBOW IN OR UP, DROPPING AND TURNING YOUR INSIDE SHOULDER, PRESSURING BACK TO THE PASSER
5. THIS MOVE MUST BE EXECUTED WITH SPEED AND QUICKNESS

COUNTER SPIN

1. THIS MOVE IS EXECUTED OFF THE SPEED RUSH
 - A. USING THE RIP TECHNIQUE, PENETRATE DEEP INTO THE OFFENSIVE BACKFIELD
 - B. ONCE THE OFFENSIVE LINEMAN OVER-PLAYS YOU, WHEEL BACK INSIDE, DRIVING THE ELBOW IN THE BACK OF THE OFFENSIVE LINEMAN
 - C. TO BE SUCCESSFUL, YOU MUST KEEP CONSTANT CONTACT WITH THE OFFENSIVE LINEMAN
 - D. KEEP YOUR FEET MOVING AND EXPLODE BACK TO THE QB ONCE YOU HAVE CLEARED THE OFFENSIVE LINEMAN

SWIM

1. THIS TECHNIQUE CAN BE EXECUTED IN ONE OF TWO WAYS:

A. AT THE L.O.S. OR OFF THE L.O.S.

1. THREE POINT STANCE TIGHT TO THE L.O.S.
2. HEAD AND SHOULDER FAKE OPPOSITE THE WAY YOU WANT TO SWIM
3. THRUST YOUR BODY AROUND HIM BEFORE HE HAS TIME TO REACT
4. INSTEAD OF HEAD AND SHOULDER FAKE, YOU CAN ALSO GIVE HIM A FOREARM SHOT TO THE SHOULDER, AGAIN THRUSTING YOUR BODY AROUND
5. THIS MOVE MUST BE EXECUTED WITH SPEED AND QUICKNESS

SIDE SCISSOR

1. THIS TECHNIQUE IS MOSTLY USED BY OUTSIDE RUSHERS
2. ALIGN IN A THREE POINT STANCE
3. ALIGNMENT SHOULD BE WIDER THAN NORMAL SO YOU CAN GET A GOOD JUMP
4. WITH YOUR OUTSIDE HAND, PIN THE OUTSIDE ARM OF THE OFFENSIVE LINEMAN
5. WITH YOUR INSIDE HAND, SWAT HIS INSIDE HAND OUT
6. AFTER CONTACT, DIP YOUR SHOULDER AND THRUST YOUR BODY AROUND HIM BEFORE HE HAS TIME TO REACT
7. THIS MOVE MUST BE EXECUTED WITH SPEED AND QUICKNESS

SCISSOR STAB

1. THIS TECHNIQUE CAN BE USED BY ALL OF THE FOUR INTERIOR LINEMEN
2. ALIGN IN A THREE POINT STANCE
3. ALIGN NORMAL, DEPENDING ON YOUR POSITION
4. AS THE OFFENSIVE LINEMAN SHOWS HIS HANDS, SWAT ONE UP WITH ONE HAND AND SWAT THE OTHER HAND DOWN
5. AS YOU SWAT UP WITH THE ONE HAND, STAB HIM IN THE CHEST AND WALK HIM BACK
6. STAY LOW AND KEEP YOUR HEAD UP
7. KEEP YOUR FEET MOVING WITH A GOOD WIDE BASE

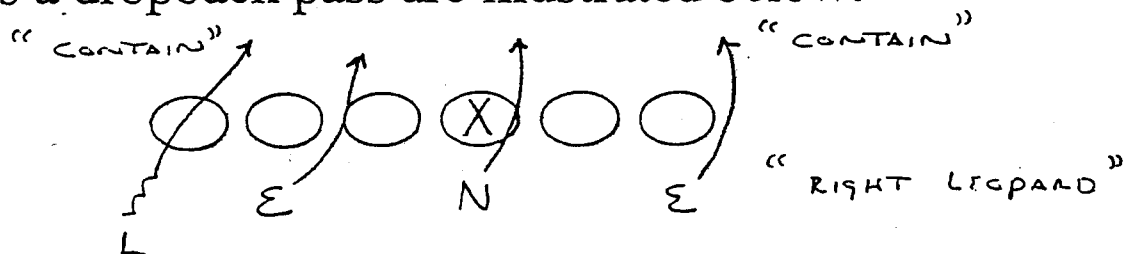
SWAT AND RIP OR SWIM

1. THIS MOVE IS EXECUTED BY OUTSIDE RUSHERS
 - A. ALIGN IN A THREE POINT STANCE, WIDER THAN NORMAL
 - B. GET OFF ON THE SNAP
 - C. AS YOU APPROACH THE OFFENSIVE LINEMAN, SWAT HIS HANDS DOWN WITH YOUR HANDS
 - D. AS CONTACT IS MADE, TAKE YOUR INSIDE ARM AND RIP IT PAST HIM OR SWIM OVER HIM
 - E. WHETHER YOU RIP OR SWIM, AFTER CONTACT, EXPLODE PAST THE OFFENSIVE LINEMAN TO THE QB

PASS RUSH LANES AND RESPONSIBILITIES

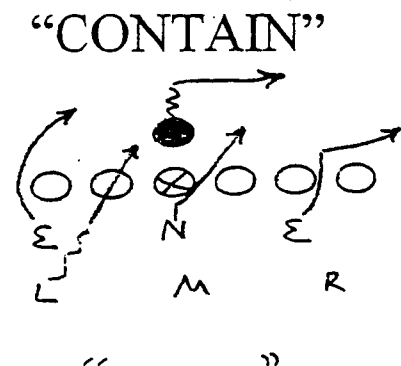
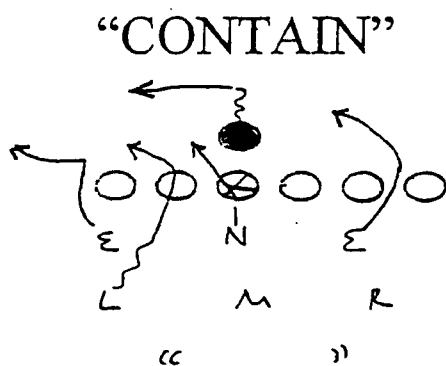
LANES

Regardless of the defense called or pass rush technique you use, it is crucial that defensive linemen understand the concept of a balanced pass rush. Each pass rusher is assigned a general pass rush lane with the freedom to adjust the lane to the QB's movement. A balanced pass rush will help us put more pressure on the QB and prevent him from escaping our rush and running for yardage. Basic pass rush lanes versus a dropback pass are illustrated below:



1,2,3, 4, and Angle Technique: Your lane extends from the ball to the offensive tackle's inside leg.

5,6, and 7 Technique: Your lane extends from the tackle's outside leg out. You have the crucial responsibility of containing the QB.



FALCONS

Falcons – Cov 3 Keys

- 1. Ball**
- 2. Flow of Backs**
- 3. Feel Tight End or Tackle to open end side**

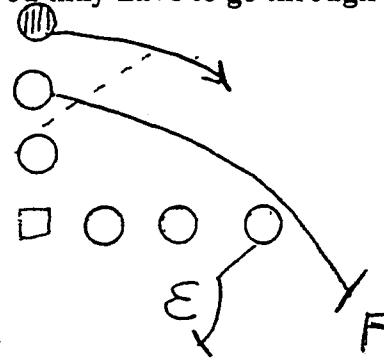
Run to – Outside force

Run away – Fold (cut-back, counter, reverse)

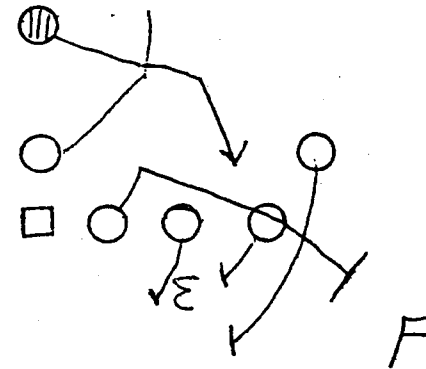
Option – Pitch (if unblocked, hang and break)

Pass – Curl to flat

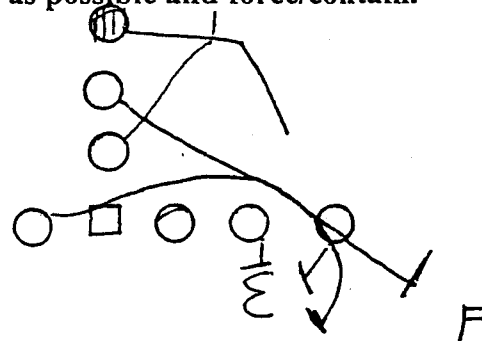
SWEEP – Outside force contain – attack the V of the neck of blocker. Attack with hands and pads square, with outside leg back. Contain and then spin to make play. Don't just give yourself up to blocker. You may have to go through outside knee on occasion to change up technique.



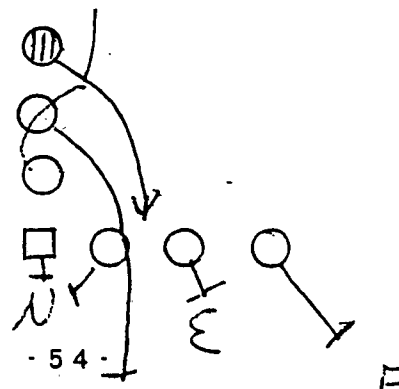
G SCHEME – Attack pulling lineman before he gets his pads turned upfield. Stay low and take his knees out as a rule.



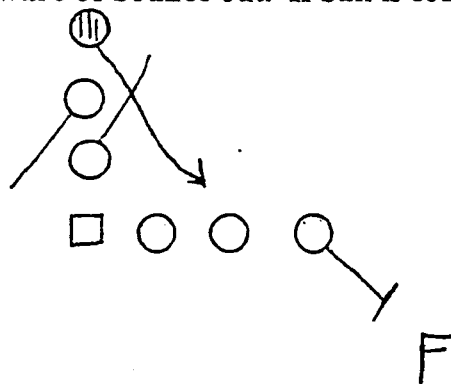
POWER – Attack Fullback as deep as possible and force/contain.



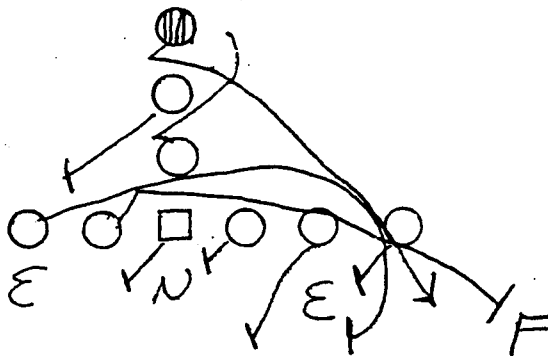
ISO TO YOU – Squeeze out block by TE and be sure ball does not bounce. If ball is committed inside, cross face or spin and get involved in play.



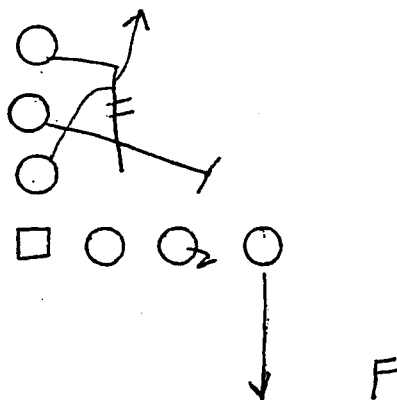
SPLIT FLOW – Attack TE and be aware of bounce out. If ball is committed inside, cross face.



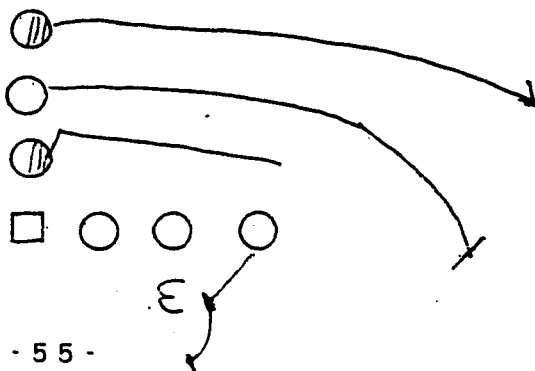
COUNTER – Ball starts away, think cut, counter, reverse. Attack guard through V of his neck or through his outside knee. Attack contain.



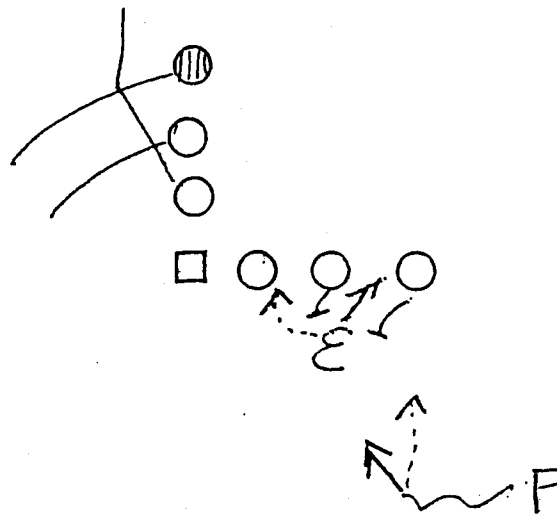
PLAY ACTION – Hard flow with TE release, see high hat of backs and bounce, then drop on pass.



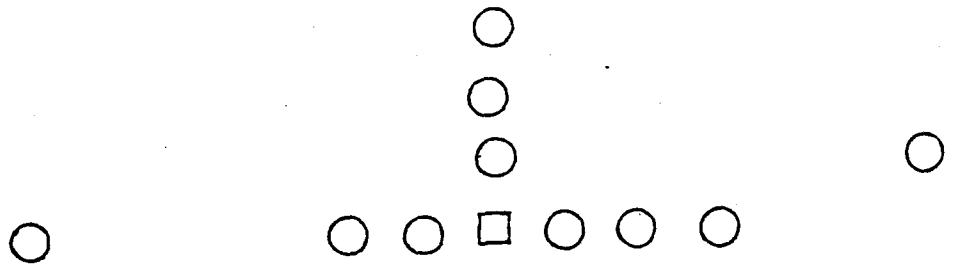
OPTION – QB at level 1 – if no blocker, hang and break on pitch. If lead blocker, play it like a sweep. When QB turns upfield, get in pitch lane.



BALL AWAY – You must know what gap is priority by call. (Is DE out or in?) If he is out, you fold inside of him in A or B gap. If he is in, you have bounce out.



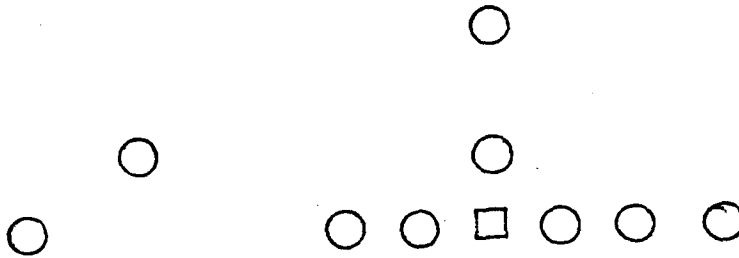
"I am here" (2 back sets)



"I am here"

F

F



F

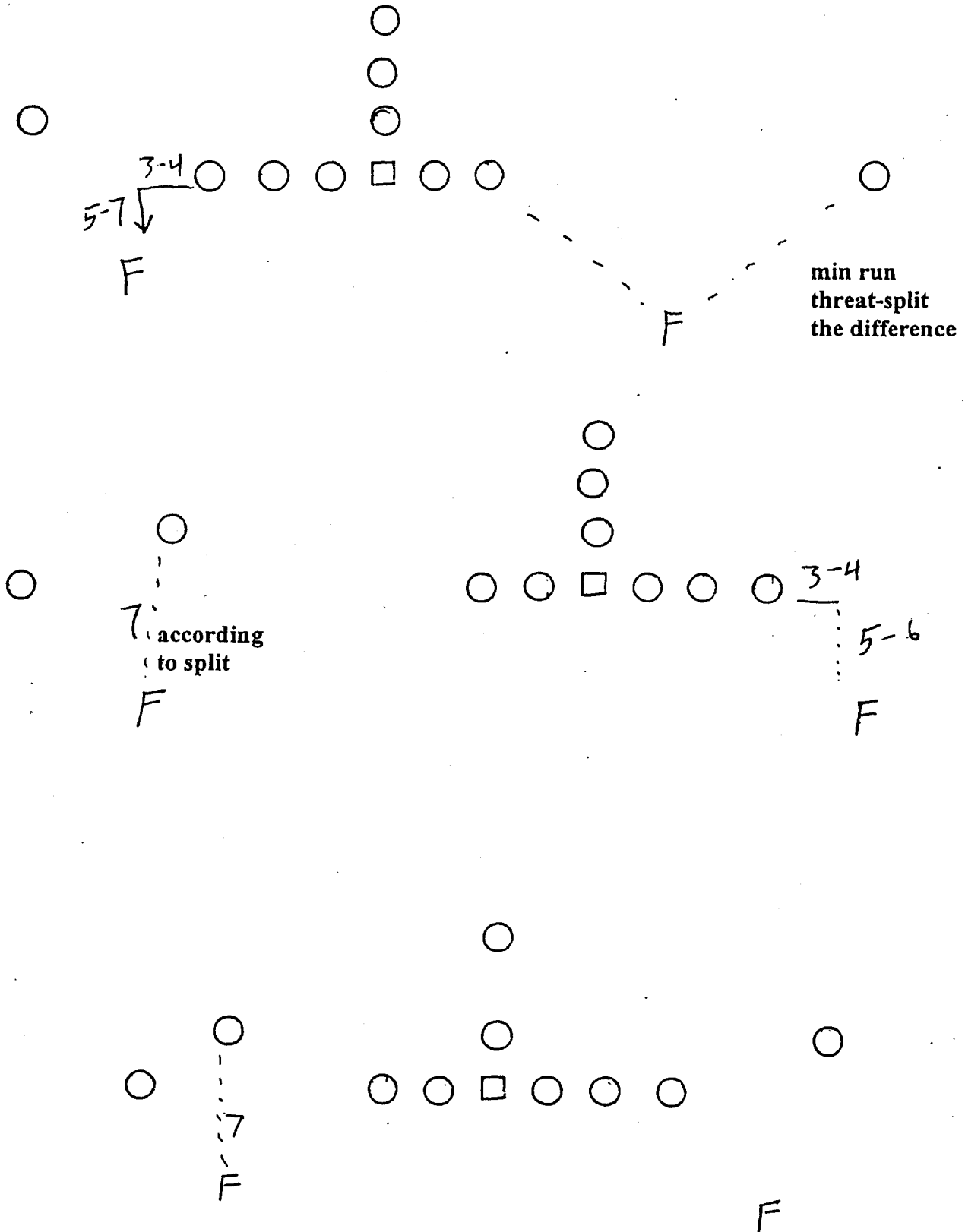
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"I am here"

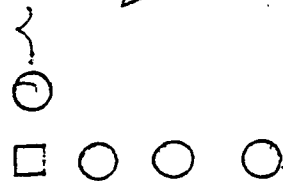
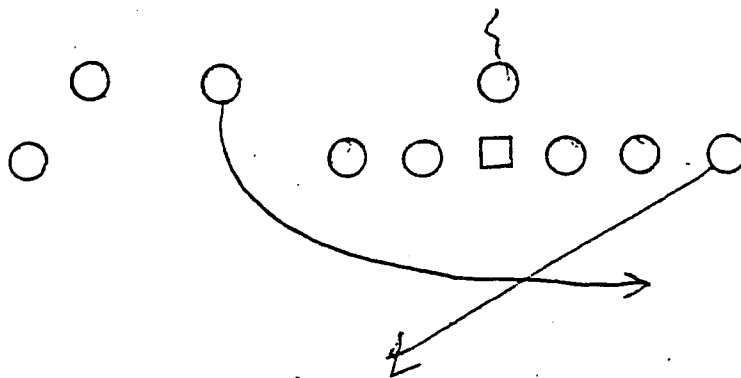
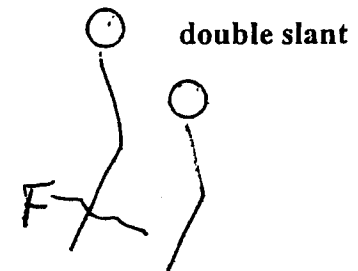
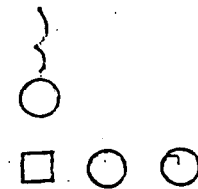
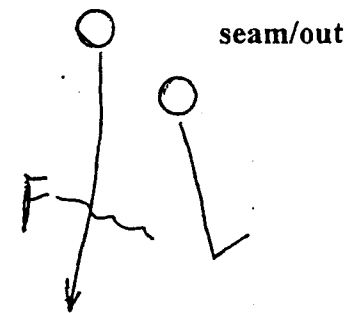
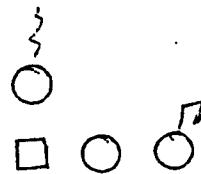
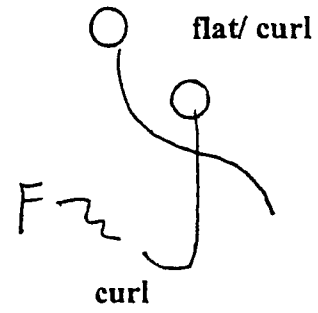
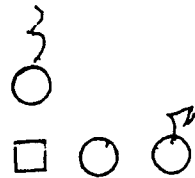
Add on as quick run support in 2 back set when only single receiver to your side of formation.

Falcon Cov 3 Alignments

Always take into account down, distance, hash, and pre-snap reads (stances, splits).

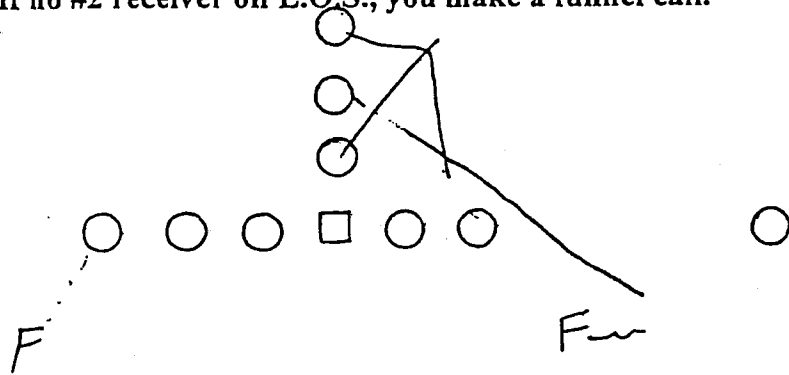


Cov 3 Drops



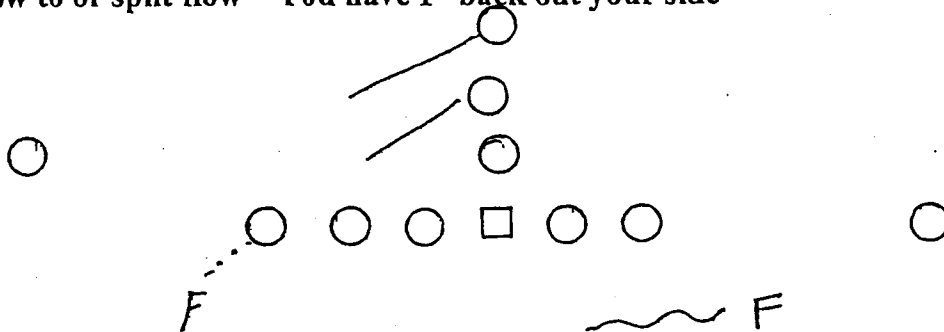
Buzz to single width

If no #2 receiver on L.O.S., you make a funnel call.



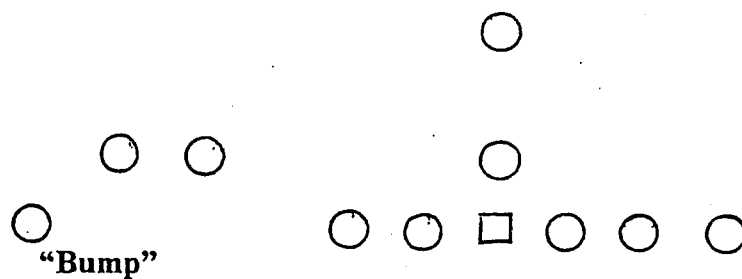
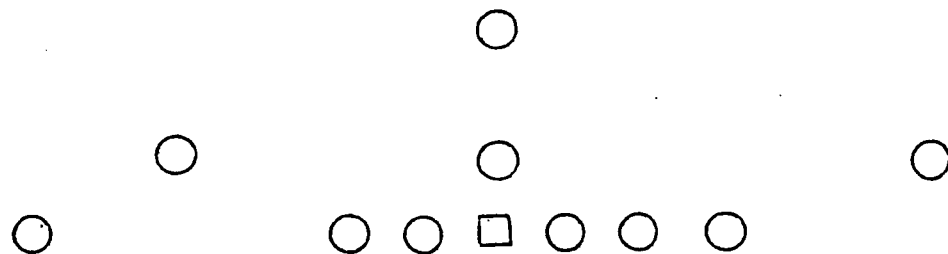
"funnel right"

Flow to or split flow - You have 1st back out your side



Flow away - You are low hole player. Play at about 4 - 5 yard depth and clean up on run. Be aware of any crossers in play action.

Man on #2 receiver.

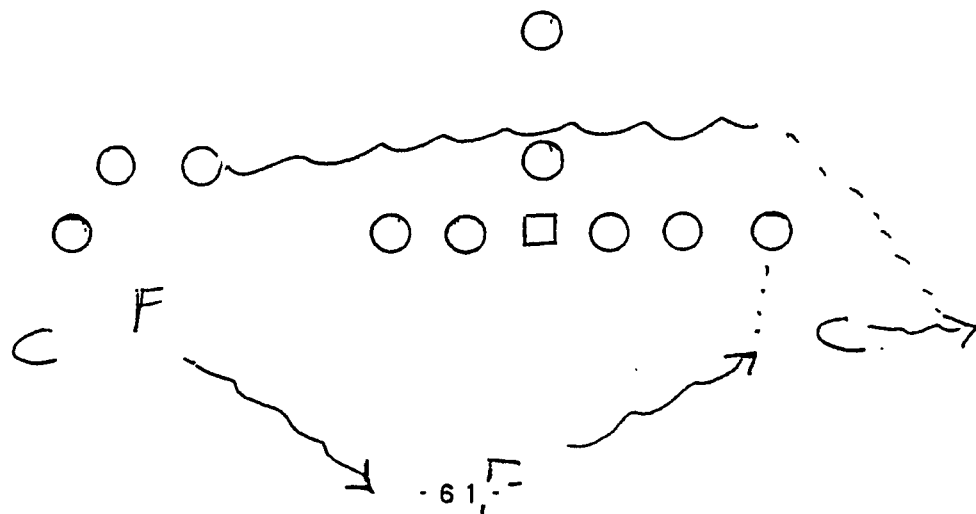


C F Ss

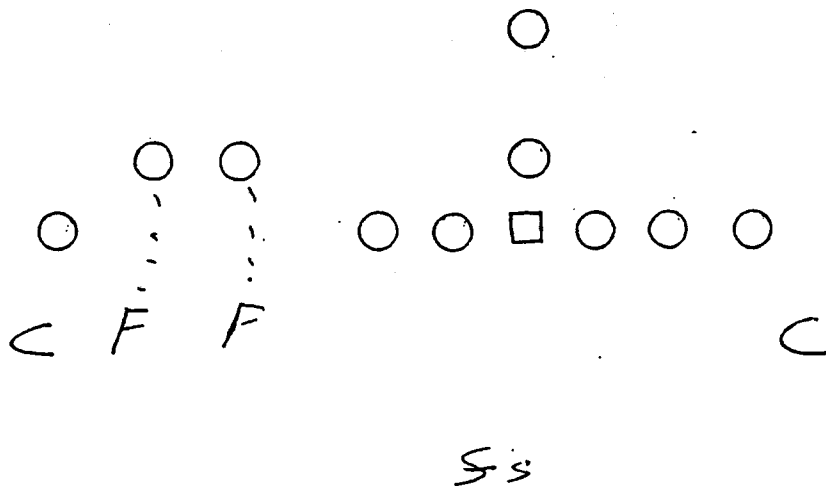
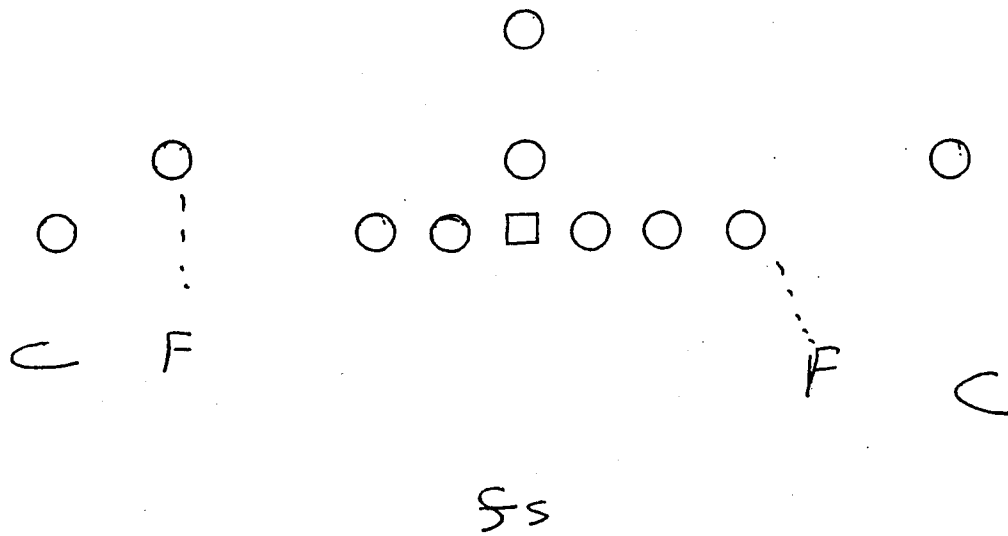
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✓ F 1/3

"Back"

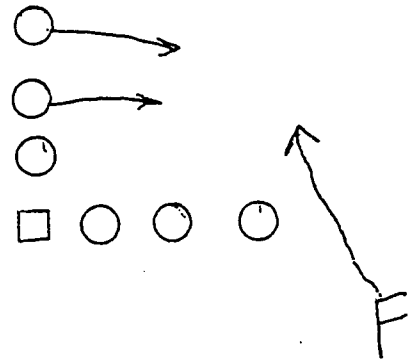


Man # 2 receiver and must travel to trips or motion.

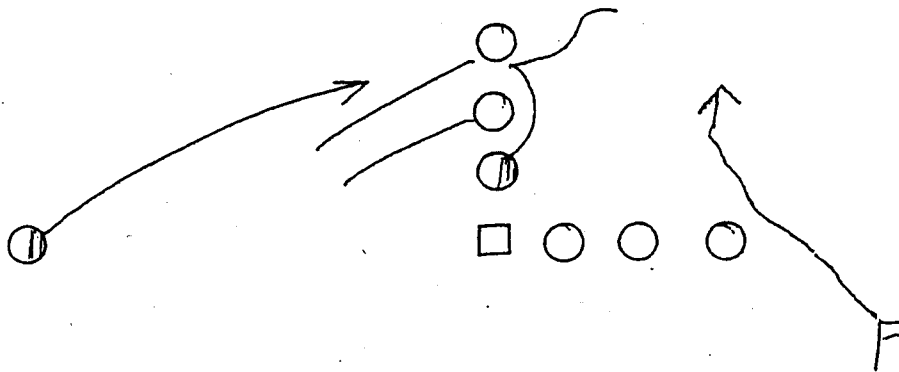


Rita or Linda

Flow to – Force contain on snap blitz and blow it up.



Flow away – Check boot and reverse.



CORNERBACKS AND FREE SAFETIES

DEFENSIVE BACKFIELD

Defensive play that leads to success comes from players who are aggressive and confident. Aggressive play (run and pass) is a result of the player executing his assignments with great confidence. Confidence is the base of successful play.

First, as a candidate for the defensive backfield, we are looking for several basic, tangible qualities: 1) speed, 2) quickness, 3) athletic ability, 4) knowledge of the game, and 5) work habits. Speed is essential in order to match up with receivers on deep routes. Quickness is important for the player to be able to change directions and body momentum to make plays on the short game. Athletic ability gives the player the opportunity to play the ball and avoid blockers. Knowledge of the game allows the player to realize how the offense is trying to attack our schemes in order to anticipate routes and blocking schemes. Work habits promotes improvement of the players overall performance.

Skills that we think are important to playing successful defense begin with being a tackler. Good tackling means strong tackles and open field tackles. Tackle first with your eyes, then feet, then explode to the arm wrap. You must gain a position of leverage before you can make contact. Tackling is a big part of both the run & pass game.

Playing blockers is a skill we work. Whether to play the block with your hands or your pads is a decision the defender must make on the spur of the moment. The key, however, is to avoid being knocked off your feet. As long as you are on your feet, you have a chance to make plays. Making plays is what defensive football is all about.

Mental Attitude. You must want to win, believe you can win, and commit yourself to do what is necessary to win. Set goals for accomplishment. This is the only way to know what you are committing yourself towards and to maintain direction. There are three types of goals: Short range, Intermediate, and Long range goals.

- [] Short Range Goals. The NOW...things that I can begin now to do to improve and get better.
- [] Intermediate Goals. The middle area...hurdles along the way that I will need to clear...a problem exists, find a solution...winning the battle/winning the game.
- [] Long Range Goals. The future to be the best...to win the Mountain West Conference and Air Force's first National Championship.

Establishing personal goals is recognized as possibly the strongest of all forces for motivation. Your goals must be demanding, challenging, and realistic! Know and remember this: Success in the athletic world is achieved by athletes who continually set higher standards for themselves. It is also far easier to reach goals set for yourself than it is to reach goals set for you by others, specifically myself.

You must develop a deep belief that your goals will be reached. The clearer you visualize your goals, the more you kindle your desire for even greater effort.

~~~~~  
NEVER LOSE SIGHT OF YOUR MAJOR/LONG RANGE GOAL  
~~~~~

NOTES ON ATTITUDE

1. More athletes fail through faulty mental attitude than in any other way.
2. Attitudes are habits of thinking. You have it within your power to develop the habit of thinking thoughts that go to make up a winning attitude.
3. The foundation for the proper attitude consists of developing the habit of thinking positive thoughts.
4. Tell yourself constantly that you can do something and you will. Tell yourself you can't and your subconscious mind will find a way for you not to do it.
5. A desire to win and a desire to prepare to win are important ingredients of a winning attitude.
6. Before you can reach the heights of athletic greatness, you must first learn to control yourself from within. Be your own master. Control your emotions.
7. An athlete with a good attitude is coachable. He welcomes criticism, constantly seeks to learn, and avoids criticizing teammates.
8. True success depends on teamwork. All of us must put the good of the team ahead of anything else.
9. Whether you create a winning attitude is entirely up to YOU!

The importance of a good defensive secondary cannot be overemphasized. A closely-knit, consistent tackle secondary that thrives on dominating the execution of an offensive attack is indispensable to success. You must be offensive minded. Be alert for interceptions--make that sudden change from defense to offense, block and return them for touchdowns, cause fumbles and cover them, block kicks or make long punt returns that will give your own offensive team good field position.

OUR PRIMARY GOALS: #1 MAINTAIN THE PERIMETER

The goal of the defensive secondary is to prevent a long touchdown run or pass and to combine with the defensive line in stopping a long sustained drive by the offense. A good secondary should never allow a long touchdown run, since only two ingredients are necessary to stop a long run; full speed pursuit attacking and ball carrier from the correct angle and flawless tackling.

#2 INTERCEPT THE BALL

Our goal is to intercept one of every ten passes thrown. If our opponents do complete a pass, then we hope they will throw again, because we are one step closer to the pass we will intercept. Play the law of averages. Be confident and relax, hoping the ball is thrown into your area so you will have a chance to intercept and score.

Keep this in mind when we play--the quarterback will pass the ball perfectly only five or six times a game. He may hit a certain percentage, but when one bad pass comes along, you are going to intercept and turn the ball over to our offense. The opponent, in order to have an effective passing game, must accomplish a number of requirements, including:

1. The quarterback must have time to throw. We must rush and harass the quarterback.
2. He must be able to read our coverage. We must disguise our intentions.
3. He must throw the ball accurately. We must re-route and disturb the receivers.
4. The receiver must run an accurate route. We must react correctly to the receiver's route.
5. The receiver must catch and hold onto the ball. We must be effective in stripping and punching the ball from the receiver.

The Passing Game: It is here the breaks are made. The winning edge goes to the team that controls the passing game. A good defensive team should like to play against a good passing team because it can virtually win the game on big plays. There are many things that can happen, and BE MADE TO HAPPEN in a passing game. Our primary objectives are to prevent the touchdown by maintaining the perimeter and intercepting the ball.

FUNDAMENTALS OF SECONDARY PLAY

Stance

1. Comfortable - no false movement
2. Narrow base - feet no wider than hips
3. Toe-heel relationship - inside foot back
4. Outside foot in front of nose - weight on front foot
5. Chin over toes - shoulders over knees
6. Bend at waist - arms hang natural

Backpedal

- Start:
1. Narrow base - 6 inches wide
 2. Start with short, quick steps - do not over stride
 3. Use front foot to push off
 4. Keep feet close to ground. Speed is only gained when feet are in contact with ground
 5. Allow shoulders to come up gradually

- Sprint:
1. Reach back with each step and pull body over feet
 1. Knees bent so feet can extend past hips
 2. Keep slight forward lean with shoulders ahead of hips
 3. Move arms in normal running manner
 4. Backpedal about $\frac{3}{4}$ speed of full potential to allow an instant break on the ball or receiver
 5. Stay in backpedal as long as possible - maintain proper cushion
 6. Roll to sprint on keep routes. Break on ball receiver on short routes

Weave (used to maintain desired position)

1. Know the angle you need to take
2. Push off the opposite foot in the direction in which you want to go
3. Throw elbow, shoulder and hips in direction you need to go
4. Stay in backpedal and retain the position you want

Plant and Drive - the ability to react to a receiver's final break - recover lost ground - close the cushion - get to the receiver and pick up the flight of the ball.

1. Plant proper foot - lower hips - drive to interception point - eliminate false steps
2. Lower center of gravity
3. Break at sharp angles

Roll into sprint when receiver gets closer than three yards. Run with the receiver on deep routes. Once you are in stride position with receiver, look back and play ball as if you are the receiver.

Tackling - Good tackling is 90% mental. You will be a strong tackler or you will not play.

SITUATIONS:

Run support. Play blocker first...squeeze cutback...stand ground...come off block inside or outside to make tackle.

Cutback Alley. Time to drill the ball carrier...explode through head on flowside...head up...club arms...hips through...take ball carrier backwards.

Open Field. Keep balance...tackle high...take a side...wrap up...get ball carrier down.

Backside Leverage. Use open field concept...use the sideline.

Goalline. Head on...square up and use proper tackling technique.

BASIC COACHING POINTS OF GOOD TACKLING:

Breakdown. The closer you are to the ball...the more under control you must become.

"Look up at the ball carrier". If you are looking up at the ball carrier, you are broken down in a tackling position. You cannot tackle if you don't BREAKDOWN.

"Look it in". Keep your eyes open. Uncoil your legs and hips. Hit on the rise. Drive across the bow. Put your nose on the ball.

GENERAL SECONDARY PHILOSOPHY, Cont.

"Follow up". After making contact, wrap him up. Drive your legs through him. Make the ball carrier fall backwards.

BASIC PRINCIPLES OF SECONDARY PLAY

1. You must know the defense called, where you are on the field, the situations, down and distance on each play - "COMMUNICATE".
2. Know you alignments, coverage adjustments, motion adjustments and responsibilities on run or pass.
3. Know your keys and how to react to them. When in doubt, play pass.
4. Do not try to do something you cannot do. Think and anticipate.
5. You take care of your job first. The rest of the team is depending on you.
6. Keep your poise - relax and execute your proper techniques.
7. Keep your head in the game - pay attention to detail, make things happen.
8. Stay in coverage on the scramble. Remain in coverage - look for crossing routes. Quarterbacks have the ability to throw deep when scrambling.
9. Break on the ball full speed. Hustle at all times. Sprint to the football.
10. Be a hitter - physically intimidate receivers, blockers and the ball carrier.

RESPONSIBILITIES ON EACH DEFENSE

1. Call - ball position, down and distance, front and coverage.
2. Alignment - the best possible.
3. Stance - head up, knees bent, weight forward, relax and execute.
4. Step, backpedal, hold - depends on responsibility.
5. Flow - direction of backfield and /or ball.
6. Eligibles - key for run/pass pattern recognition.
7. Responsibility - execution and pursuit.
8. Tackle - square up, eyes on ball, get under him, wrap him up, up and through, knock the ball out..

TERMINOLOGY FOR SECONDARY

ANTICIPATION	Mental alertness by the defenders.
BACKSIDE PURSUIT	Applies to DB farthest away from flow. Responsible for reverse - deep throw back and saving a touchdown. Good angle to the ball carrier.
BAIL TECHNIQUE	Technique use in zone coverage showing tight man.
BANJO	Two defenders, inside - outside on two receivers.
BOUNDARY	Refers to the short side of the field as the ball is placed on or near the hash.
BREAKING ON BALL	Technique used in zone coverage.
CATCH TECHNIQUE	Technique used in a man coverage from PRESS alignment
CHECK	Changing to another coverage because of a formation or strength change.
CLOUD	Run support by Corner.
COMBO	Man coverage with 2 defenders on 1 receiver.
CONTAIN	Technique used by defender to keep the offense inside a designated area.
CRACK	Block used by wideouts on inside defenders. (can change run support)
DEEP OUTSIDE THIRD	Tells player he is a security element of this defense. He is not a primary run support defender. Be aware of combination routes deep. Make calls - only on crack will he be part of this force unit.
DELAY	When receiver delays for a count or two before releasing on pattern.

(terminology for secondary, cont.)

DISGUSIE	Make coverage hard to recognize by alignment.
FIELD	Refer to the wide side of the field as the ball is placed on or near the hash.
FILL	Applies to DB who is responsible for going directly to cutback and playing the football inside out. Other specific situations.
FLAT	Area outside TE position which extends to sideline and 12 yards into the defensive backfield.
FORCE ANGLE	Angle that run support defender takes to force the run.
FULL FLOW	Where both backs move to one side on the snap.
HASH	Refers to field markings.
KEYS	Specific indicator on the offensive team when initial movement will help defenders to quickly analyze the play as being run or pass. The three keys are eligible receivers, uncovered lineman, and the football.
LEVERAGE	Either inside or outside a receiver.
MAN	Coverage where defender is assigned to cover single receiver on all routes.
MOTION	When a back or receiver moves until the snap of the ball.
NICKLE	Substituting a defensive back or backs for another player.
OSKIE	Call made to indicate that we have made an interception. Defenders become blockers.

PUNCH	Technique used to destroy the timing of routes.
SALLY	Run support where FREE SAFETY or FALCON is forced to a designated side.
SCOOT STEPS	Initial movement out from stance when playing catch
SHIFT	The movement of one or more offensive players prior to the snap of the ball designed to alter the formation and/or strength of formation.
STAY IN COVERAGE	Refers to always staying in our coverage on scramble play or on running play until ball crosses the LOS.
UNBALANCED	Offensive formation where normal TE aligns on the same side of the ball as the X receiver.
UP-FIELD SHOULDER	Refers to the offensive receiver's hand, arm and shoulder closest to our goalline when catching the ball.
WRONG SHOULDER	Technique by which forced to bounce to outside as opposed to normal scheme of turning ball back to the inside.
ZOOM	Change of strength motion by the z receiver.

SECONDARY KEYING TECHNIQUE

We key for run support or pass coverage. Play pass first, run second. Recognize the formation and locate your keys. Develop the ability of rapidly keying release of receiver and coming back to the quarterback. Experience will enable you to use secondary keys to your advantage.

KEYS FOR RUN SUPPORT:

- Pulling Linemen
- Full Flow of the Backs
- Ball on the Line of Scrimmage

Keys for recognition include:

Sweep: Pulling linemen
Full flow
Receivers blocking

Option: Full flow with ball down the line
Linemen attacking downfield

Pass: Ball off line
Linemen retreat blocking

BACKPEDAL TECHNIQUE

Why Backpedal?

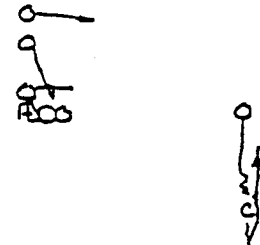
1. This technique allows you to maintain your original alignment on a receiver as you react to reads of the offense. It enables you to maintain your position and control of a receiver or area and react.
2. Backpedaling also enables you to keep your hips and shoulders facing the line of scrimmage and the offense. Since most of the pass patterns take place in front of you, within 15 to 18 yards off the line of scrimmage, the position facing the offense gives you a better mechanical and visual base from which to react straight ahead and from side to side.

Technique - How?

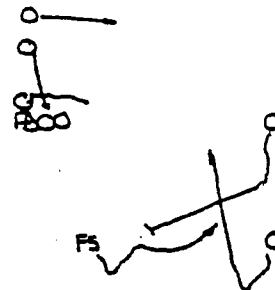
1. Maintain your upper body in the same original position prior to the snap. Keep your chin pulled down, head and shoulders out in front of the forward foot, and upper body at a forward lean. Look at the receiver through your eyebrows.
2. Move your arms in a normal relaxed manner with elbows in at your sides at a 90 degree angle. Move them in a pumping action from the shoulders. Keep the elbows into the sides, avoid crossing your arms in front of your body.
3. Knees should be bent to permit your feet to extend back past the hips.
4. While backpedaling, reach back with each step and pull your weight over your feet, just as though you were running forward. Keep your feet close together with your weight on the balls of your feet. Stay up on your toes.
5. Raise your feet only high enough from the ground to have your cleats clear the grass or turf. Speed is gained only when your feet are in contact with the ground. Lifting your feet too high is wasted motion. Take small to medium sized steps. Do not over-stride - you lose speed and control.
6. Your first steps are critical! They put you in proper position, both horizontally and vertically, to execute your responsibility, whether it be run support or pass defense. These are your "read and position" steps.

The secondary has the responsibility to support the run. Run support is as crucial to the success of our defense as sound pass defense. Every player in the secondary must know who is force, alley and contain support.

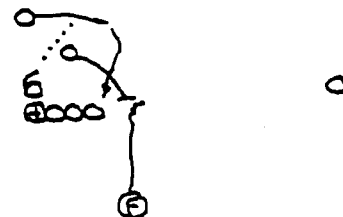
Stalk Defeat. Attack receiver leading with hands and eyes...come under control as you punch receiver, keeping elbows in for maximum power...hold and control the receiver as you drive him back to the L.O.S...avoid letting receiver loose as he can re-block you as ball carrier approaches...if receiver drops to cut your legs, lock out with your arms and sprawl your legs...if you do a good job of leading and controlling with your hands, a cut block will not be successful.



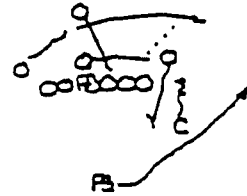
Crack Defeat. Turn into crackback blocker...lead with arms as to control receiver...receiver is now your man in coverage...assume contain run support responsibility.



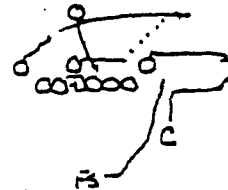
Force Run Support - Sweep. Force technique, key 'run' attack first threat (offensive lineman or back)...penetrate no deeper than two (2) yards into the offensive backfield...take on lead blocker with your inside forearm. Stay down low with weight on outside foot...maintain your shoulders square to the L.O.S...avoid getting reached by the blocker...squeeze the alley...contain the ball carrier.



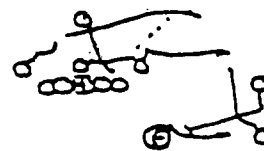
Force Run Support - Load Option. Key 'run' hold on L.O.S... maintain your shoulders square to the L.O.S...hold in the outside area of the quarterback running lane...hold this position as long as you can (slow play)...when pitch man gets even with you, shuffle outside with him...you still have pitch...create indecision for quarterback...buy time for team pursuit.



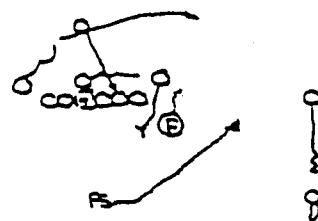
Force Run Support - Arc Option. Key 'run' approach and maintain position on the L.O.S...keep shoulders square...shuffle with arc blocker, maintaining outside leverage...play off blocker...take pitch...protect your legs...do not let pitch man outside of you...buy time for team pursuit.



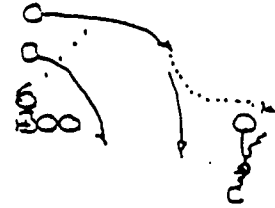
Force Run Support - Crack Option. Key 'run' and hear or feel crack by outside aligned wide receiver...turn back to the crack block and work up field and account for normal force assignment.



Hold Run Support. Key 'run' hold on L.O.S...maintain your shoulders square to the L.O.S...hold for the first threat (could be ball or blocker)...attack first threat. Wrong shoulder blocking threat on sweep. Make ball carrier bounce to supporting defenders.

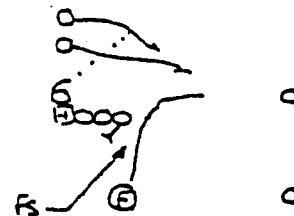


Secondary Contain. Play pass threats first...then run...once sure run is analyzed, start forward, attacking stalk blocker...be aware of toss pass...defeat stalk blocker and contain ball carrier outside-in...maintain the perimeter.

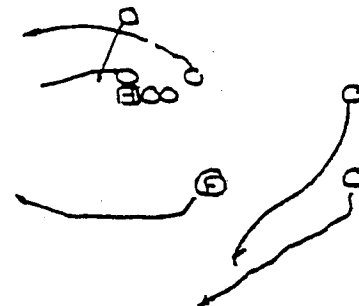


R

Alley Fill. React to run support keys...play pass first, run second...key 'run' make a fast, controlled sprint aiming for the outside foot of our defensive end...maintain full man inside-out leverage on ball carrier...avoid getting head-up or over-running the ball.



Backside Pursuit. React to keys...play over the top of receiver your side...check counter, bootleg, reverse, and throwbacks...take proper pursuit angle that takes you to an intersection point with the ball carrier...you are the last line of defense...be smart...make a sure tackle.



BASIC PRINCIPLES VERSUS THE THROWING GAME

1. Deep backs first responsibility is the pass, never for a touchdown.
2. Never let the receiver get behind you. If necessary, turn your back to the quarterback/ball. Sprint to catch the receiver before you look for the ball.
3. Intercept the ball at its highest point, always watching the ball into your hands. Don't wait for it - fight for it!
4. When anticipating or upon interception, the call is "oski". Sprint to the nearest sideline and other deep backs should become blockers. Be sure we block the intended receiver.
5. Keep your butt down and chin out over your toes in your backpedal. We would like to stay in the backpedal as long as possible, until the receiver breaks our cushion of 3 to 4 yards. When this happens, turn towards the receiver and run. Key head and hands to determine the arrival of the ball.
6. Most interceptions are made as the defender moves forward into the ball.
7. A tipped ball should be an interception if we are hustling (50% of all tipped balls are intercepted).
8. Communication is important. Talk to your teammates, help each other.
9. Interference results when a defender plays the receiver rather than the ball.
10. Keep in constant touch with teammates by talking, "in, out, deep", etc.
11. Always take the shortest route to the ball. Play through the receiver tough and search him. As you pull his arms apart, expand your chest and drive through him. Keep your legs moving - do not lunge.
12. Never take a fake by a back diving into the line.
13. All receiver patterns can be broken into 3 general categories and we must be aware and alert to these potentials throughout our coverage:
 - a. Quicks. 3 to 5 step routes (slant, hitch, quick out)
 - b. Intermediate. 10 to 15 yard routes (out, curl, in)
 - c. Deep. Over 15 yards (post, corner, takeoff)

14. Look for a pass:
 - a. After a time-out
 - b. After a delay of game penalty on the opponent
 - c. After quarter change
 - d. After uncommon substitution changes
 - e. After a penalty (particularly on 1st and 5 yards)
 - f. After a turnover
15. "Coverage" - run to the ball regardless of how far your may be from it. We must have more men catching the ball in the secondary than the offense has receivers. Be in position to catch the tipped ball or block an intended receiver.
16. "Tackle" - we must tackle effectively in the secondary. We're the last line of defense. Be under control, in a good breakdown position and make a sure tackle.
17. When a man leaves your area, watch for another coming back. Make everything happen in front of you.
18. Always strip the receiver when he catches the ball. Search the ball - force the fumble.
19. Protect yourself from blockers - do not allow an opponent to get into your body. Play low and never be knocked off your feet.
20. Never remain stationary. Keep moving and alert at all times.
21. Be outside conscious. Make no move inside until the ball is thrown or run to the inside. Maintain the perimeter, keep everything inside and in front of you unless assigned within the defensive scheme (alley).
22. Alignment will vary according to offensive formations and game situations. One rule: "ALIGN TO EXECUTE THE DEFENSE".
23. Short splits or motion to short splits, think:
 - a. Crack back block
 - b. Outside breaking route
 - c. Crossing route
 - d. Reverse
24. Flow away, think:
 - a. Bootleg
 - b. Play action pass
 - c. Reverse
 - d. Pursue
25. The closer the opponent gets to our goalline, the tighter we must align and play.
26. If you trap the ball, jump up, hold the ball over your head, then give it to the official. Let him make the call.

OFF TECHNIQUE

Alignment. Alignment varies depending on the defense called, field position, and the game situation.

Stance. Be in a good football stance, weight evenly distributed on the balls of your feet, knees flexed, good balance.

Key. Key the release of your assigned receiver for run support.

Concentration. After you have your key for run support, concentrate your attention on the task at hand. If run, execute your support responsibility, defeat blockers first, then make the tackle. If pass, concentrate your attention on the receiver. Ignore everything but the receiver. Discipline yourself.

Backpedal. The ability to backpedal and weave are essential in playing man coverage.

1. Backpedal with your shoulders square to the receiver.
2. Keep weight on the balls of your feet and good balance. Avoid leaning backwards. Keep your shoulders over your knees.
3. Weight should be evenly distributed so that you can drive forward laterally or deep with ease of movement. Use arms and shoulders to assist ease of movement.
4. Stay in your backpedal as long as you can maintain position on your receiver.

Position.

1. Gain a position on the receiver's inside shoulders, 1-3 yards and allowing cushion to reduce to a depth of 3-4 yards as you approach the breaking zone (the area where most routes break, 10-15 yards downfield).
2. Do not allow the receiver to gain a head-up position with you.
3. Be conscious of a stemming release by the receiver and adjust accordingly by backpedaling at an angle (weave).
4. Never let your feet stop moving. Always keep them moving even if you are making minimal progress downfield.

CONCEPT OF MAN COVERAGE - Off Man Coverage, cont.

Drive.

1. When the receiver has made his final break, push yourself to step quickly with his break, still concentrating on the receiver. This may be the most important phase in many of our coverages.
2. As a general rule, plant your inside foot on all outside breaking routes, your outside foot on all inside breaking routes.
3. When you drive with a receiver and he changes directions, be in a position so that he has to make contact with you in order to make that change.
4. As a point of aim, drive to a point to intersect the receiver five strides in front of the breaking point.

Instride.

1. Once you have made your drive and are instride with the receiver, be in position to be looking through the receiver to the ball.
2. Until you achieve an instride position, look and concentrate on the receiver.

Playing the Ball.

1. When the ball is in the air, always be in position to intercept or explode through the receiver to take the ball at the highest point. Strip the receiver.
2. When you get only one hand on the ball, be sure you have the other hand in position to grasp the receiver.
3. Interception rules:
 - Break on the ball from the correct position
 - Go through the receiver to the ball
 - Look the ball into your hands
 - Tuck the ball away
 - Get out of traffic, that's usually toward the nearest sideline
 - SCORE

CONCEPT OF MAN COVERAGE, cont.

CATCH TECHNIQUE

Alignment. Align as tight as possible. Take a "nose up" position.

Stance. Feet should be parallel to LOS with a comfortable base. Good breakdown position. Hands in front of chest.

Responsibility. Man/Man on your receiver.

Pass Technique. As receiver comes off LOS, take scoot steps back - punch receiver with off hand - stay closed as long as possible - run route of receiver as he gets into his route.

1. Scoot steps. "Slide out".
2. Get good hand placement with off hand on chest of receiver.
3. Keep feet moving - concentrate on receiver.
4. Don't rush - relax and execute with patience.
5. As receiver gets upfield, run route of receiver, focusing on receiver first.
6. Always position yourself on hip before looking back to ball.
7. Do not take head fakes of false moves - stay with receiver.
8. When receiver's hands and eyes look back for ball, plant and drive. Look to QB - find ball.
9. Turn inside to QB to find ball - he breaks, you break. He looks, you look.
10. Squeeze the sideline on fades. Lean on receiver. "Butt in path".

Run Support. Secondary contain - backside leverage.

CONCEPTS OF ZONE COVERAGE

Zone Philosophy. Playing areas of the field either by formation or receivers or both. Key through ball while using wide angle vision to keep leverage on the receiver. As defenders, we will melt to the ball on the position of the Quarterback's shoulders. Anticipate and break to the football when the quarterback 'makes direction' (when the QB's front hand is released and throwing motion begins).

1. Know where your help is.
2. Keep everything inside and in front of you.
3. No long runs or passes.
4. Be alert for the deepest receiver to threaten your zone.
5. If zone not threatened, close down to the inside. Watch for flaring backs and crossing receivers.
6. As long as the Quarterback has the ball, continue to get depth as you 'find some work'.
7. Be aggressive at all times. Be a good hitter.
8. Play pass first.

Technique Factors.

1. Field Position.
 - a. Horizontal situations - areas of field threatened laterally. Ball on hash or middle of field.
 - b. Vertical situations - areas of field threatened by distance to goalline.
2. Formation. How is the perimeter being affected by placement of receivers and backs.
3. Flow. Movement of backs and ball.
 - a. Split Flow - Can threaten both sides of formation.
 - b. Full Flow - Can attack both sides of formation with greater emphasis on attacking flow side.
4. Quarterback Set Points. Depth of quarterback's set point correlates with depth of routes.
5. Pass Patterns.
 - a. Vertical Stretch
 - b. Horizontal Stretch
 - c. Combination Theory
 - d. Flood Theory

CONCEPT OF ZONE COVERAGE, cont.

Playing the Ball.

1. Drive to interception point.
2. Drive to interception point by accelerating to receiver, then look to ball.
3. Roll into sprint when you lose cushion.
4. Plant foot - lower hips - drive - to interception point.
5. When you hear 'ball' look to intercept. On deep route, key receiver's eyes and hands.
6. Collision any receiver on an out and up.
7. Intercept ball at highest point.
8. Four stages of Playing Ball.
 - a. When receiver makes actual catch, make sure and strong tackle.
 - b. When receiver just makes catch and DB is close, strip the receiver of the ball.
 - Rip receiver with your down field arm pulling receiver's elbow downward. Make sure to 'secure the play'.
 - Use other arm to swing over upfield arm and try to push the ball loose.
 - c. When DB can tip or bat the ball.
 - Use downfield hand and arm to bat the ball.
 - Use upfield arm to club, wrap up and make the sure tackle.
 - d. Defensive Back is sure of interception.
 - > Never come underneath a receiver unless you are sure of getting both hands on the ball.
 - Intercept, look ball into hands, tuck it away and run up near sideline.

STACK FRONTS

STACK

AIR FORCE DEFENSE

STACK	COVERAGE
<p style="text-align: center;">O</p> <p style="text-align: center;">O</p> <p style="text-align: center;">OOOOOOO</p> <p style="text-align: center;">T E N T</p> <p style="text-align: center;">F F</p> <p style="text-align: center;">L M R</p>	THREE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 FLOW/TO B TO C F/A; B/S A
NOSE TACKLE	0
MIKE BACKER	TIGHT 10 (A GAP TO FLOW)
ROB BACKER	50 F/TO B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. MIKE CALL TO TE
2. LOU/ROB - PATTERN READ
MIKE - DROP OVER # 3
3. "FLY" CALL
4. MUG; HUG

AIR FORCE DEFENSE

TIGHT

COVERAGE

THREE

O

O

OOOOOO
E[^] N[^] E[^]

F F

L M R

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	ANGLE TO CALL
LOU BACKER	50 F/T "C" (SPILL); F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. MIKE - R/L CALL TO TE; NO TE (FORMATION)
2. LOU/ROB - PATTERN READ
MIKE DROP COVE

AIR FORCE DEFENSE

OPEN	COVERAGE
<p style="text-align: center;"> O O OOOOOO E N E F F L M R </p>	THREE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/T TO B TO C; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T "C" (SPILL); F/A B/S A
RIGHT END	ANGLE TO CALL
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. MIKE - CALL TO SE; AWAY FROM FORM
2. LOU/ROB - PATTERN DROP
MIKE - DROP OVER # 3

AIR FORCE DEFENSE

RIGHT	COVERAGE
<p style="text-align: center;">O</p> <p style="text-align: center;">O</p> <p style="text-align: center;">OOOOOO</p> <p style="text-align: center;">E N E</p> <p style="text-align: center;">F F</p> <p style="text-align: center;">L M R</p>	THREE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	ANGLE TO CALL
LOU BACKER	50 F/T "C" SPILL; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. MIKE - "ROGER" CALL
2. LOU/ROB - PATTERN READ
- MIKE - DROP OVER # 3

AIR FORCE DEFENSE

LEFT	COVERAGE
<p style="text-align: center;">O</p> <p style="text-align: center;">O</p> <p style="text-align: center;">OOOOOO</p> <p style="text-align: center;">E N E</p> <p style="text-align: center;">F F</p> <p style="text-align: center;">L M R</p>	THREE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/T TO B TO C; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T "C" (SPILL); F/A B/S A
RIGHT END	ANGLE TO CALL
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. MIKE - "LARRY" CALL
2. LOU/ROB - PATTERN READ
- MIKE - DROP OVER # 3

FOUR MAN RUSH

AIR FORCE DEFENSE

RAM	COVERAGE
	THREE RIGHT ONE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/T TO B TO C; F/A B/S A
NOSE TACKLE	0
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 (BLITZ) F/T "B"; F/A B/S B TO A (BLITZ READ)
RIGHT END	5 (STEP TO "C" GAP)
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

1. "ROGER" CALL FOR RAM
2. ROB - BLITZ
 - LOU - PATTERN READ
 - MIKE - REPLACE ROB; PATTERN READ

AIR FORCE DEFENSE

LION	COVERAGE
	THREE LEFT ONE

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 BLITZ
NOSE TACKLE	0
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50. F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

- "LARRY" CALL
- LOU - BLITZ
ROB - PATTERN READ
MIKE - REPLACE ROB; PATTERN READ

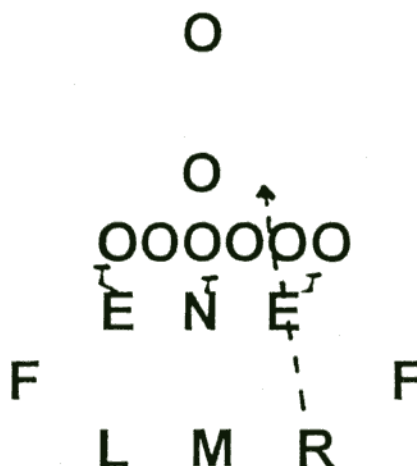
AIR FORCE DEFENSE

TUNA

COVERAGE

THREE CLOSE

ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/T B TO C; F/A B/S A
NOSE TACKLE	0
MIKE BACKER	TIGHT 10 "A" GAP TO FLOW
ROB BACKER	50 (BLITZ; RAM CHARGE)
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

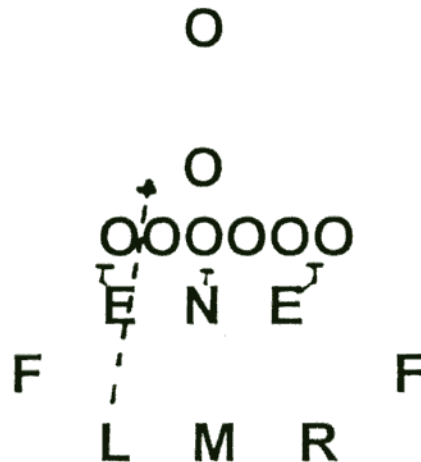
1. CALL TO TE
2. LOU - PATTERN READ
MIKE - PATTERN READ TO TE

AIR FORCE DEFENSE

SHARK

COVERAGE

THREE OPEN
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50' ("LION" BLITZ)
NOSE TACKLE	0
MIKE BACKER	TIGHT 10' "A" GAP TO FLOW
ROB BACKER	50' F/T B TO C F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

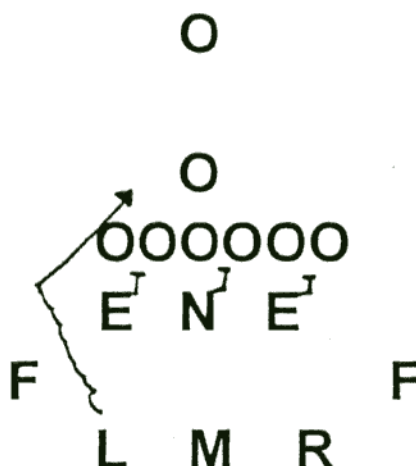
1. CALL TO SE; AWAY FROM FORM
2. ROB - PATTERN READ
MIKE - PATTERN READ TO OPEN SIDE

AIR FORCE DEFENSE

RIGHT - LEOPARD

COVERAGE

THREE LEFT
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	ANGLE TO CALL
LOU BACKER	50 (BLITZ); ANGLE CHARGE (SPILL)
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

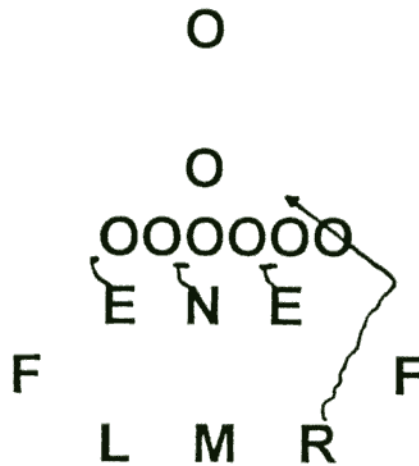
1. "ROGER" CALL
2. ROB - PATTERN READ
MIKE - PATTERN READ LEFT
LOU - BLITZ

AIR FORCE DEFENSE

LEFT - RHINO

COVERAGE

THREE RIGHT
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/TO B TO C; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 (BLITZ); ANGLE CHARGE
RIGHT END	ANGLE TO CALL
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

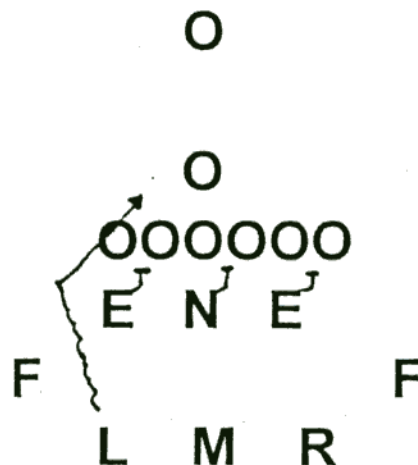
1. "LARRY" CALL
2. LOU - PATTERN READ
MIKE - PATTERN READ RIGHT
ROB - BLITZ

AIR FORCE DEFENSE

TORPEDO

COVERAGE

THREE OPEN
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	ANGLE TO CALL
LOU BACKER	50' (BLITZ) ANGLE CHARGE (LEOPARD)
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 "A" GAP TO FLOW
ROB BACKER	50' F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

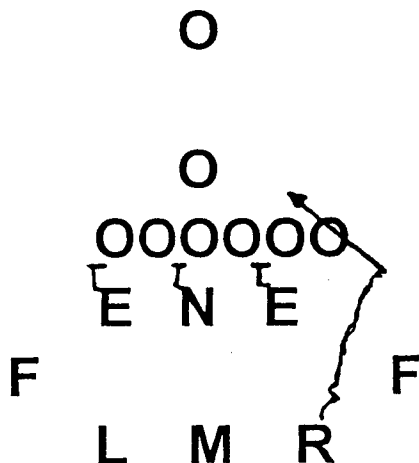
1. L/R TO TE; FORM
2. ROB - PATTERN READ
MIKE - PATTERN READ TO SE

AIR FORCE DEFENSE

ANCHOR

COVERAGE

THREE CLOSE
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5.
LOU BACKER	50 F/T B TO C; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 (RHINO STUNT)
RIGHT END	ANGLE TO CALL
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

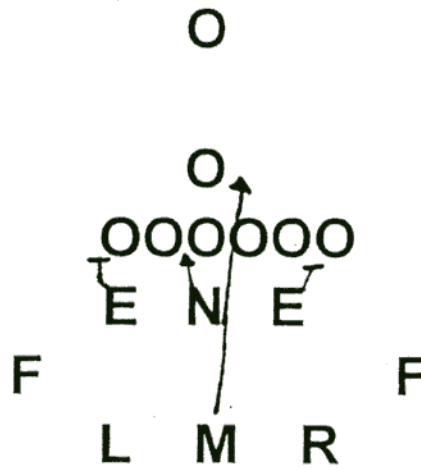
1. CALL TO SPLIT SIDE; AWAY FROM FORM
2. LOU - PATTERN READ
MIKE - PATTERN READ TO TE; FORM

AIR FORCE DEFENSE

X

COVERAGE

THREE SKATE
ONE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	5
LOU BACKER	50 F/T B TO C; F/A B/S A
NOSE TACKLE	RIP (MIKE WILL TAP YOU IN DIRECTION YOU GOING)
MIKE BACKER	TIGHT 10 (BLITZ) "A" GAP TO BLITZ; BLITZ READ
ROB BACKER	50 F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

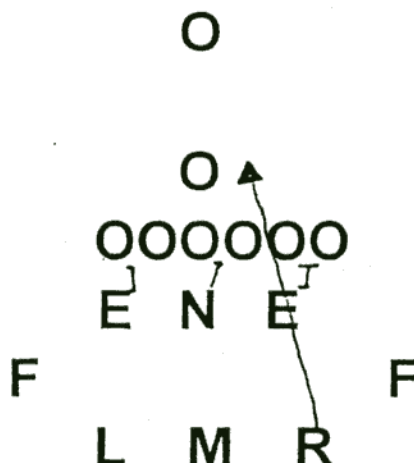
1. CALL TO TE; FORM
2. MIKE BLITZ
LOU/ROB - PATTERN READ
~~MIKE - REPLACE ROB; PATTERN READ~~

AIR FORCE DEFENSE

BOAR (TIGHT)

COVERAGE

3 CLOSE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH
LEFT END	ANGLE TO CALL
LOU BACKER	50 FLOW/TO B TO C F/A; B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 (A GAP TO FLOW)
ROB BACKER	50 (BLITZ; RAM CHARGE)
RIGHT END	5-
RIGHT FALCON	FORCE/FOLD - BUZZ SINGLE WIDTH/HANG CURL DOUBLE WIDTH

CALL ADJUSTMENTS

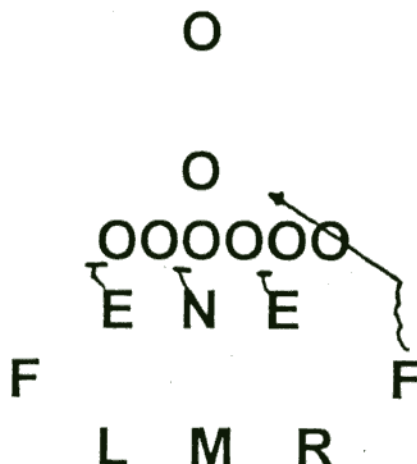
AIR FORCE DEFENSE

LEFT - RITA

COVERAGE

THREE RIGHT

MABEL



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	BUZZ - FOLD
LEFT END	5
LOU BACKER	50 F/T B TO C; F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10 ("A" GAP TO FLOW)
ROB BACKER	50 F/T "C" (SPILL); F/A B/S A
RIGHT END	ANGLE TO CALL
RIGHT FALCON	FORCE

CALL ADJUSTMENTS

- "LARRY" CALL
- LOU - PATTERN READ
ROB - "BUZZ"
MIKE - PATTERN READ RIGHT

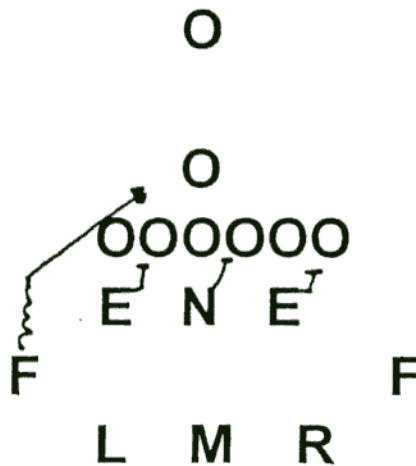
AIR FORCE DEFENSE

RIGHT - LINDA

COVERAGE

THREE LEFT

MABEL



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	FORCE
LEFT END	ANGLE TO CALL
LOU BACKER	50 F/T C (SPILL); F/A B/S A
NOSE TACKLE	ANGLE TO CALL
MIKE BACKER	TIGHT 10' ("A" GAP TO FLOW)
ROB BACKER	50 F/T B TO C; F/A B/S A
RIGHT END	5
RIGHT FALCON	BUZZ/FOLD

CALL ADJUSTMENTS

1. "ROGER" CALL
2. LOU - "BUZZ"
 - ROB - PATTERN READ
 - MIKE - PATTERN READ LEFT

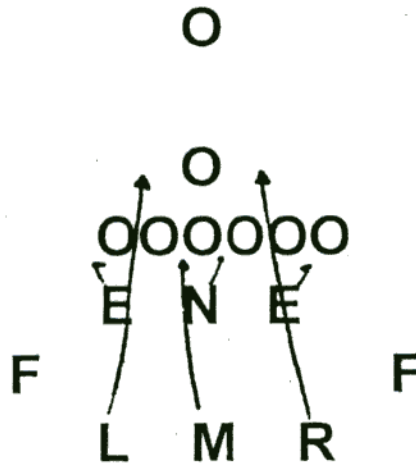
SIX MAN RUSH

AIR FORCE DEFENSE

ZOO

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN. # 2 - FORCE
LEFT END	RIP (FLARE CONTROL)
LOU BACKER	50 (LION)
NOSE TACKLE	RIP (MIKE WILL TAP YOU IN YOUR DIRECTION)
MIKE BACKER	TIGHT 10 ("X" BLITZ)
ROB BACKER	50 (RAM)
RIGHT END	RIP (FLARE CONTROL)
RIGHT FALCON	MAN. # 2 - FORCE

CALL ADJUSTMENTS

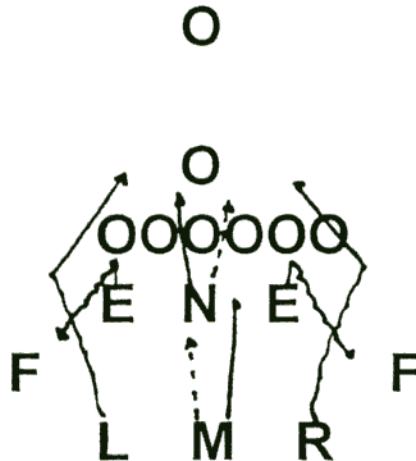
1. R/L TO TE; FORM
2. MIKE WILL TAPE OR TELL NG WAY TO GO

AIR FORCE DEFENSE

ZOO - SPY

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN: #2 - FORCE
LEFT END	SPY
LOU BACKER	LEOPARD
NOSE TACKLE	RIP (MIKE WILL TAP YOU IN YOUR DIRECTION)
MIKE BACKER	X (TAP NOSE TACKLE)
ROB BACKER	RHINO
RIGHT END	SPY
RIGHT FALCON	MAN: #2 - FORCE

CALL ADJUSTMENTS

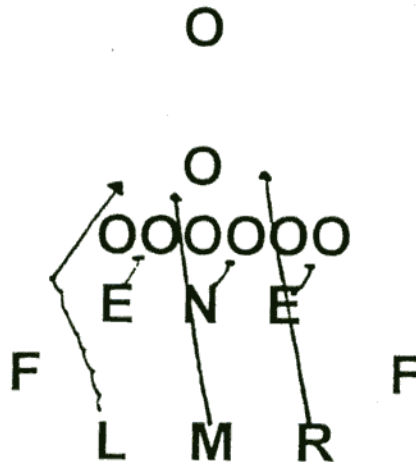
1. L/R TO TE; FORM
2. MIKE TAPE/TELL NG "A" GAP GO TO

AIR FORCE DEFENSE

RIGHT - ZOO

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN #2 - FORCE
LEFT END	RIP (TO CALL)
LOU BACKER	50 (LEOPARD)
NOSE TACKLE	RIP (TO CALL)
MIKE BACKER	TIGHT 10 ("X" AWAY FROM CALL)
ROB BACKER	50 (RAM)
RIGHT END	RIP (5 FLARE CONTROL)
RIGHT FALCON	MAN #2 - FORCE

CALL ADJUSTMENTS

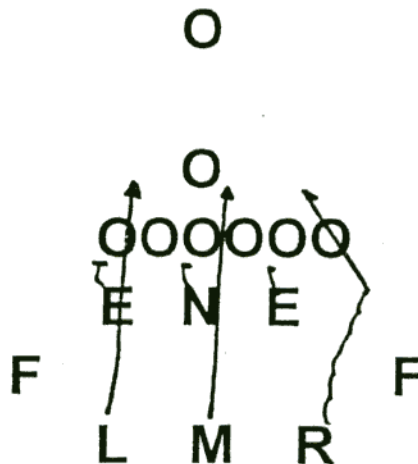
1. "ROGER" CALL

AIR FORCE DEFENSE

LEFT - ZOO

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN # 2 - FORCE
LEFT END	RIP (5 FLARE CONTROL)
LOU BACKER	50 (LION)
NOSE TACKLE	RIP (TO CALL)
MIKE BACKER	TIGHT 10 ("X" AWAY FROM CALL)
ROB BACKER	50 (RHINO)
RIGHT END	RIP (TO CALL)
RIGHT FALCON	MAN # 2 - FORCE

CALL ADJUSTMENTS

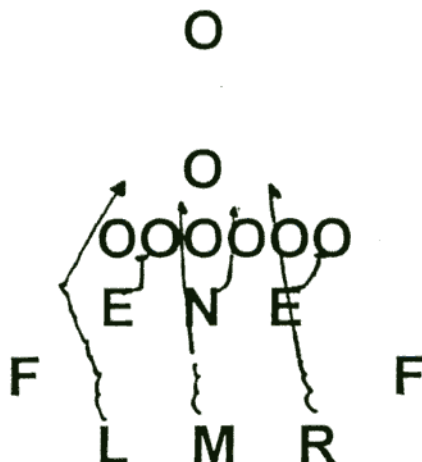
1. LARRY CALL

AIR FORCE DEFENSE

TITE - ZOO

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN: # 2 - FORCE
LEFT END	RIP TO CALL
LOU BACKER	50 (LEOPARD)
NOSE TACKLE	RIP TO CALL
MIKE BACKER	TIGHT 10 ("X" AWAY FROM CALL)
ROB BACKER	50 (RAM)
RIGHT END	"5" RIP TO CALL (FLARE CONTROL)
RIGHT FALCON	MAN: # 2 - FORCE

CALL ADJUSTMENTS

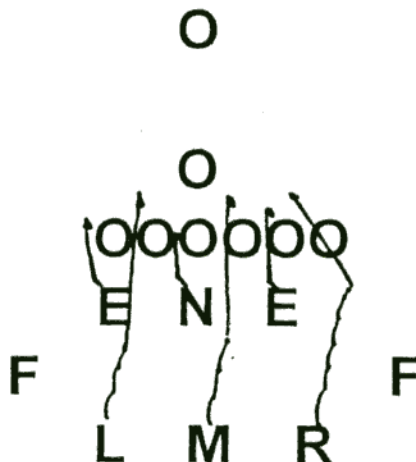
1. L/R TO TE; FORM

AIR FORCE DEFENSE

OPEN - ZOO

COVERAGE

BLUE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN: # 2 - FORCE
LEFT END	"5" RIP TO CALL (FLARE CONTROL)
LOU BACKER	50 (LION)
NOSE TACKLE	RIP TO CALL
MIKE BACKER	TIGHT 10 ("X" AWAY FROM CALL)
ROB BACKER	50 (RHINO)
RIGHT END	RIP TO CALL
RIGHT FALCON	MAN: # 2 - FORCE

CALL ADJUSTMENTS

1. L/R TO SE;

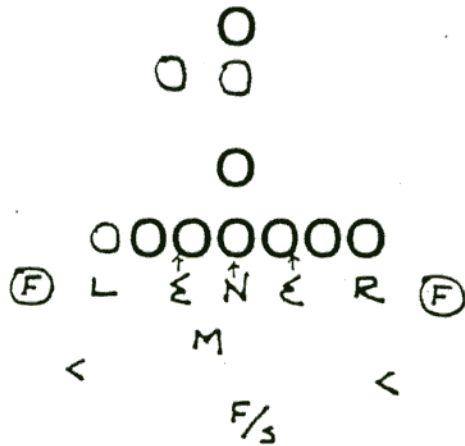
GOALLINE AND SHORT YARDAGE PACKAGE

AIR FORCE DEFENSE

33 WHITE

COVERAGE

WHITE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	✓ FLUSH - RUN SUPPORT (SPILL)
LEFT END	3 TECHNIQUE
LOU BACKER	SIX TECHNIQUE
NOSE TACKLE	0 TECHNIQUE
MIKE BACKER	10 TECHNIQUE
ROB BACKER	SIX TECHNIQUE
RIGHT END	3 TECHNIQUE
RIGHT FALCON	✓ FLUSH - RUN SUPPORT (SPILL)

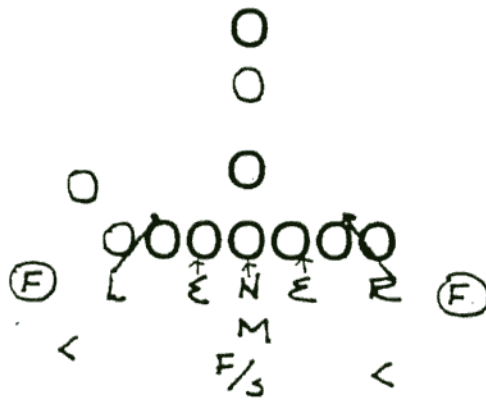
CALL ADJUSTMENTS

AIR FORCE DEFENSE

33 CRASH WHITE

COVERAGE

WHITE



POSITIONAL ASSIGNMENTS

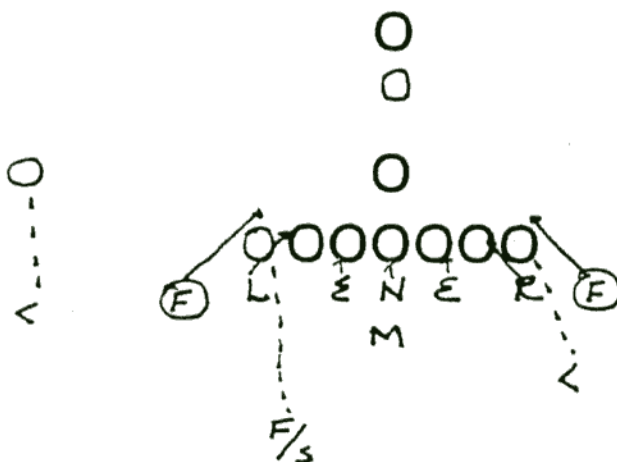
POSITION	TECHNIQUE
LEFT FALCON	CRASH - SPILL
LEFT END	3 TECHNIQUE
LOU BACKER	CRASH TECHNIQUE
NOSE TACKLE	0 TECHNIQUE
MIKE BACKER	10 TECHNIQUE
ROB BACKER	CRASH TECHNIQUE
RIGHT END	3 TECHNIQUE
RIGHT FALCON	CRASH - SPILL

CALL ADJUSTMENTS

AIR FORCE DEFENSE

33 CRASH KILL

COVERAGE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	CRASH - SPILL
LEFT END	3 TECHNIQUE
LOU BACKER	CRASH TECHNIQUE
NOSE TACKLE	0 TECHNIQUE
MIKE BACKER	10 TECHNIQUE
ROB BACKER	CRASH TECHNIQUE
RIGHT END	3 TECHNIQUE
RIGHT FALCON	CRASH - SPILL

CALL ADJUSTMENTS

1. ON KILL FALCONS PEEL WITH FLARE
2. "SNATCH" TECHNIQUE BY LOU/ROB

AIR FORCE DEFENSE

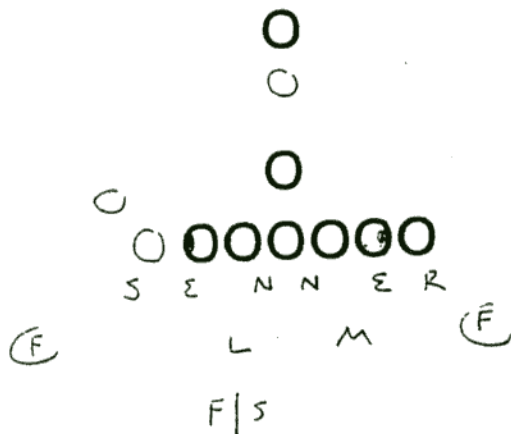
GOALLINE

COVERAGE

GL MAN

FLOW TO 3

BACKS



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	2 BACK - #1 REC; 3 BACK - FLOW
STUD	9 TECHNIQUE
LEFT END	5 TECHNIQUE (SHADE)
LOU BACKER	30 TECHNIQUE
LEFT NOSE	GAP CHARGE
RIGHT NOSE	GAP CHARGE
MIKE BACKER	30 TECHNIQUE
RIGHT END	5 TECHNIQUE (SHADE)
ROB BACKER	9 TECHNIQUE
RIGHT FALCON	2 BACK - #1 REC; 3 BACK - FLOW

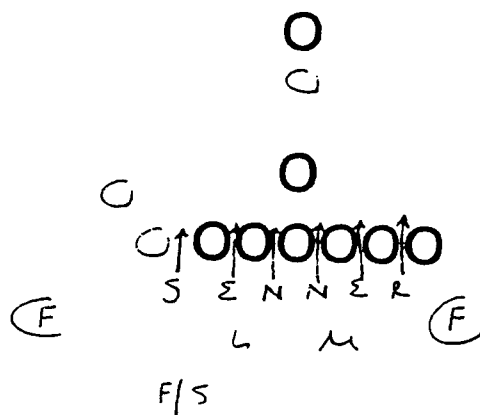
CALL ADJUSTMENTS

1. STUD WILL GO TO FORMATION
2. ROB/MIKE GO AWAY FROM FORMATION
3. SWITCH F/S AND FALCON WIDTH

AIR FORCE DEFENSE

GOALLINE GAP (KILL)

COVERAGE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN #1 OR KILL/SPILL
STUD	C GAP TECHNIQUE
LEFT END	B GAP TECHNIQUE
LOU BACKER	30 TECHNIQUE
LEFT NOSE	A GAP TECHNIQUE
RIGHT NOSE	A GAP TECHNIQUE
MIKE BACKER	30 TECHNIQUE
RIGHT END	B GAP TECHNIQUE
ROB BACKER	GAP TECHNIQUE
RIGHT FALCON	MAN #1 OR KILL/SPILL

CALL ADJUSTMENTS

AIR FORCE DEFENSE

GOALLINE TIGHT SLANT

COVERAGE

O
 C
 O
 C
 T E N N E R
 S E N N E R
 (F) L M (F)
 F/S
 "LARRY"

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN #1 - SQUEEZE
STUD	9 TECHNIQUE LOOP OUT
LEFT END	5 TECHNIQUE LOOP OUT
LOU BACKER	30 TECHNIQUE
LEFT NOSE	GAP TECHNIQUE (RETURN TO CALL)
RIGHT NOSE	GAP TECHNIQUE ANGLE TO CALL
MIKE BACKER	30 TECHNIQUE
RIGHT END	5 TECHNIQUE (RETURN TO CALL)
ROB BACKER	6 TECHNIQUE
RIGHT FALCON	MAN #1 - SPILL

CALL ADJUSTMENTS

1. OPPOSITE/OPPOSITE

AIR FORCE DEFENSE

GOALLINE GAP TIGHT SLANT

COVERAGE

O
 C
 O
 C
 O O O O O O O
 S E N N E R
 F L M F
 F/S
 " L A N N Y "

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	MAN #1 - SQUEEZE
STUD	C GAP TECHNIQUE (RETURN TO CALL)
LEFT END	B GAP TECHNIQUE (RETURN TO CALL)
LOU BACKER	30 TECHNIQUE
LEFT NOSE	A GAP TECHNIQUE (RETURN TO CALL)
RIGHT NOSE	A GAP TECHNIQUE (ANGLE TO CALL)
MIKE BACKER	30 TECHNIQUE
RIGHT END	B GAP TECHNIQUE (RETURN TO CALL)
ROB BACKER	GAP TECHNIQUE (RETURN TO CALL)
RIGHT FALCON	MAN #1 - SPILL

CALL ADJUSTMENTS

1. OPPOSITE/OPPOSITE

AIR FORCE DEFENSE

GOALLINE PINCH (KILL)

COVERAGE

O
 C C
 O
 C O O O O O O
 S E N N E R
 (F) L M (F)
 F/S

POSITIONAL ASSIGNMENTS

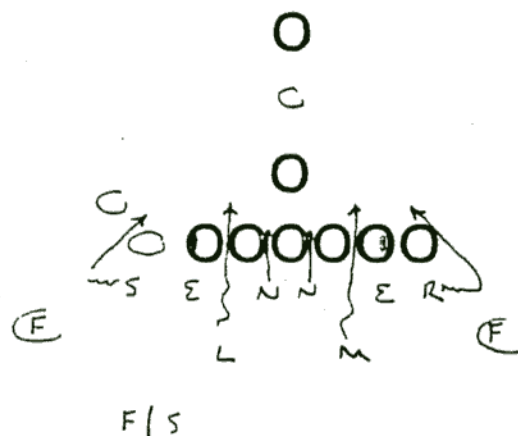
POSITION	TECHNIQUE
LEFT FALCON	MAN #2 - SPILL
STUD	9 TECHNIQUE (RETURN INSIDE)
LEFT END	5 TECHNIQUE (RETURN INSIDE)
LOU BACKER	30 TECHNIQUE
LEFT NOSE	GAP TECHNIQUE
RIGHT NOSE	GAP TECHNIQUE
MIKE BACKER	30 TECHNIQUE
RIGHT END	5 TECHNIQUE (RETURN INSIDE)
ROB BACKER	9 TECHNIQUE (RETURN INSIDE)
RIGHT FALCON	MAN #1 - SPILL

CALL ADJUSTMENTS

AIR FORCE DEFENSE

GOALLINE BEAR

COVERAGE



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT FALCON	CATCH & FOLD
STUD	9 TECHNIQUE (KICK OUT LATE AND RUSH)
LEFT END	5 TECHNIQUE SHADE vs. TE
LOU BACKER	BLITZ B GAP
LEFT NOSE	GAP TECHNIQUE
RIGHT NOSE	GAP TECHNIQUE
MIKE BACKER	BLITZ B GAP
RIGHT END	5 TECHNIQUE SHADE vs. TE
ROB BACKER	9 TECHNIQUE KICK OUT LATE AND RUSH
RIGHT FALCON	CATCH & FOLD

CALL ADJUSTMENTS

1. 5 TECHNIQUE vs. NO TE (2 GAP O.T.)

PASS COVERAGES

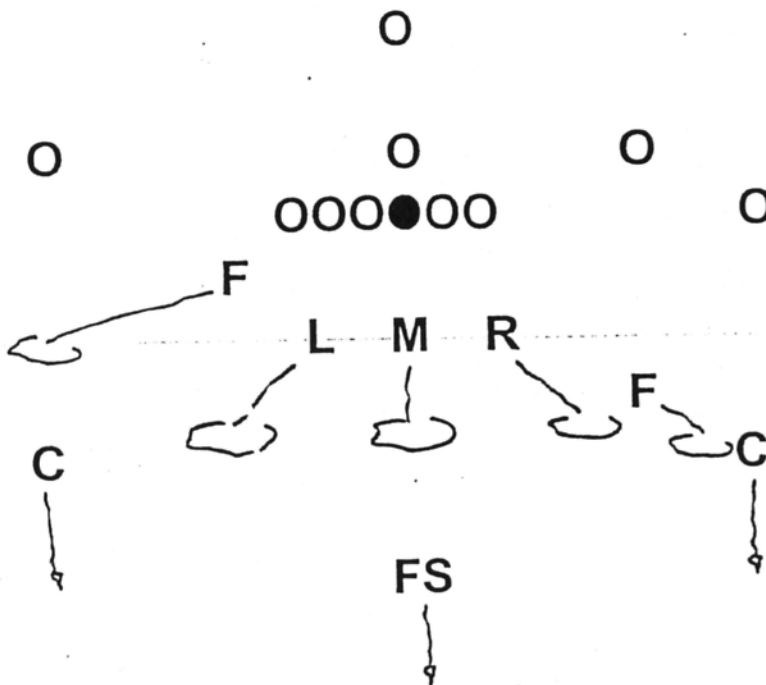
AIR FORCE DEFENSE

COVER - THREE

FRONTS

STACK

X



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER
LEFT FALCON	BUZZ vs SINGLE WIDTH - ZONE/HOLD CURL vs DOUBLE WIDTH
LOU BACKER	PATTERN READ #2
MIKE BACKER	PATTERN READ #3
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	PATTERN READ #2
RIGHT FALCON	BUZZ vs SINGLE WIDTH - ZONE/HOLD CURL vs DOUBLE WIDTH
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER

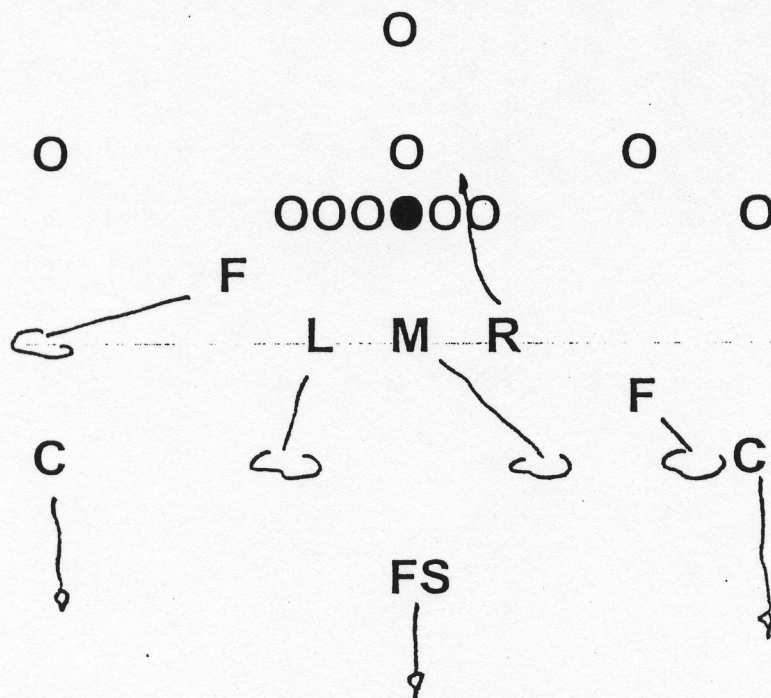
SET ADJUSTMENTS

NO SET ADJUSTMENTS...PLAY vs ALL SETS

AIR FORCE DEFENSE

COVER - THREE RIGHT

FRONTS



RAM
RHINO
RITA

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER
LEFT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD CURL vs. DOUBLE WIDTH
LOU BACKER	PATTERN READ #2 YOUR SIDE
MIKE BACKER	PATTERN READ #2 TO RIGHT SIDE OF FORMATION
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	BUZZ UNDER #1 UNLESS BLITZER
RIGHT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD CURL vs. DOUBLE WIDTH
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER

SET ADJUSTMENTS

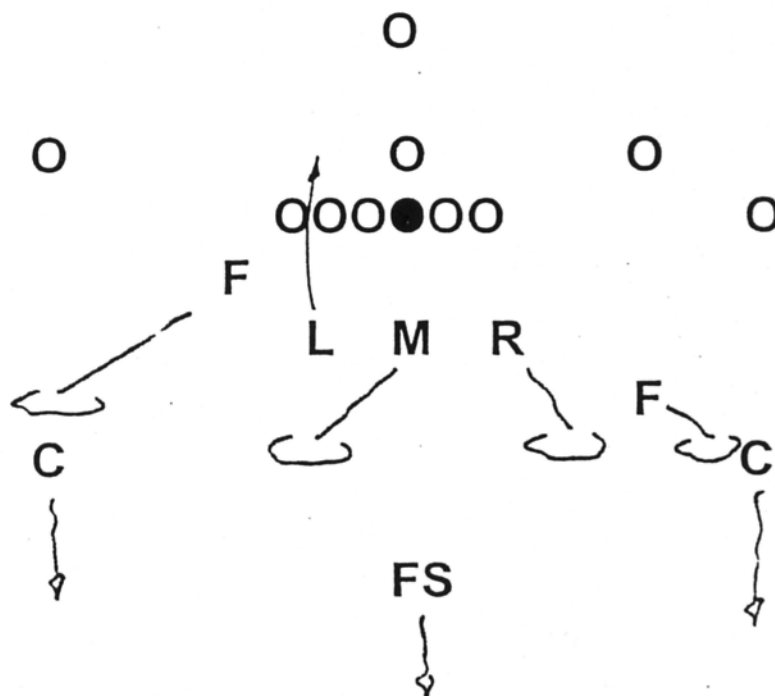
AUTOMATIC SKATE CHECK vs ANY TRIPS SETS STRONG OR WEAK

AIR FORCE DEFENSE

COVER - THREE LEFT

FRONTS

LION
LEOPARD
LINDA



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER
LEFT FALCON	BUZZ vs SINGLE WIDTH - ZONE/HOLD CURL vs DOUBLE WIDTH
LOU BACKER	BUZZ UNDER #1, UNLESS BLITZER
MIKE BACKER	PATTERN READ #2 TO LEFT SIDE OF FORMATION
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	PATTERN READ #2 TO YOUR SIDE
RIGHT FALCON	BUZZ vs SINGLE WIDTH - ZONE/HOLD CURL vs DOUBLE WIDTH
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER

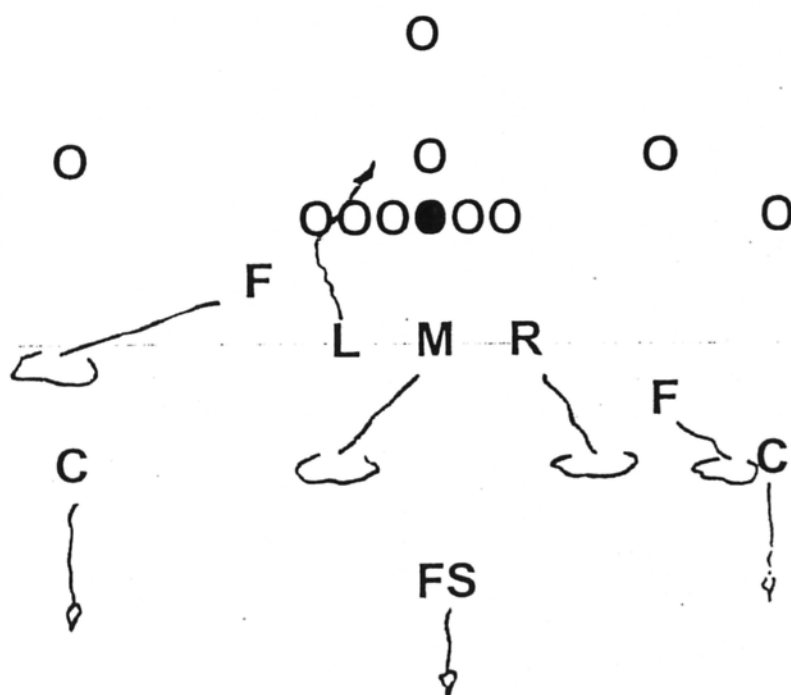
SET ADJUSTMENTS

AUTOMATIC SKATE CHECK vs ANY TRIPS SETS STRONG OR WEAK

AIR FORCE DEFENSE

COVER - THREE CLOSE

FRONTS



TUNA
ANCHOR

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER
LEFT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD CURL vs. DOUBLE WIDTH
LOU BACKER	IF NOT BLITZER - PATTERN READ #2 YOUR SIDE
MIKE BACKER	PATTERN READ #2 TO TIGHT END SIDE OF FORMATION
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	IF NOT BLITZER - PATTERN READ #2 YOUR SIDE
RIGHT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD CURL vs. DOUBLE WIDTH
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER

SET ADJUSTMENTS

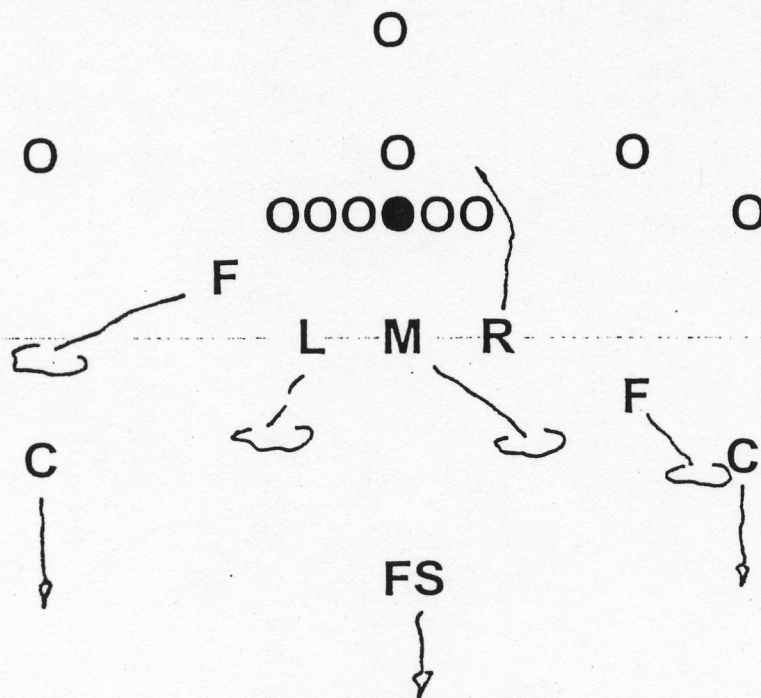
AUTOMATIC SKATE CHECK TO ANY TRIPS SET STRONG OR WEAK

AIR FORCE DEFENSE

COVER - THREE OPEN

FRONTS

SHARK
TORPEDO



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER
LEFT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD; CURL vs. DOUBLE WIDTH
LOU BACKER	IF NOT BLITZER - PATTERN READ #2 YOUR SIDE
MIKE BACKER	PATTERN READ #2 TO OPEN END SIDE OF FORMATION
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	IF NOT BLITZER - PATTERN READ #2 YOUR SIDE
RIGHT FALCON	BUZZ vs. SINGLE WIDTH - ZONE/HOLD; CURL vs. DOUBLE WIDTH
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT, THEN DIVIDER

SET ADJUSTMENTS

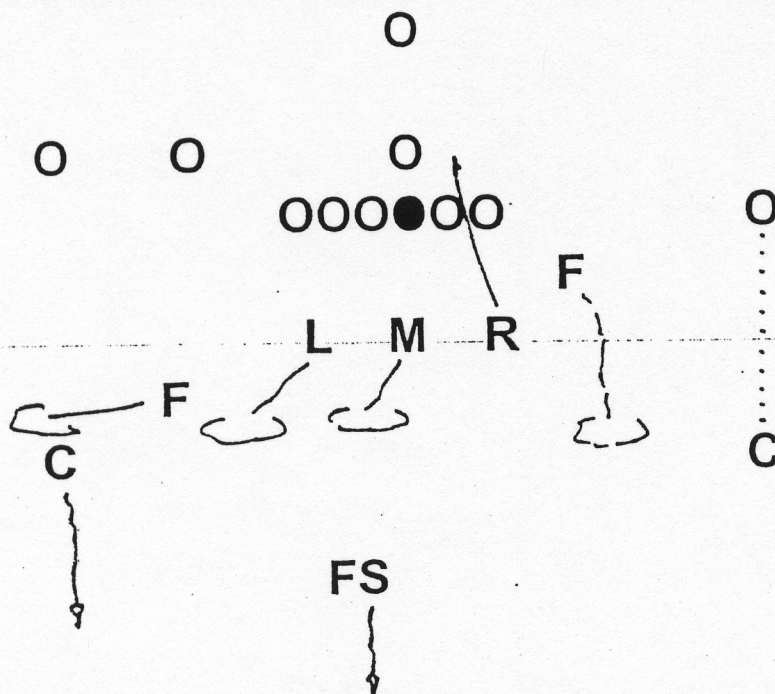
AUTOMATIC SKATE CHECK TO ANY TRIPS SET STRONG OR WEAK

AIR FORCE DEFENSE

COVER - THREE SKATE

FRONTS

RAM/LION
RHINO/LEOPARD
TORPEDO/ANCHOR
TUNA/SHARK



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	DIVIDER TO TRIPS SIDE... MAN #1 TO SINGLE RECEIVER SIDE
STRONG FALCON	BUZZ UNDER #1 TO TRIPS SIDE
LOU BACKER	IF NOT BLITZER - PATTERN READ #2
MIKE BACKER	PATTERN READ #3
FREE SAFETY	ZONE MIDDLE THIRD
ROB BACKER	IF NOT BLITZER - PATTERN READ #2
WEAK FALCON	HANG UNDER #1... MAN FIRST RECEIVER ACROSS FACE
RIGHT CORNER	DIVIDER TO TRIPS SIDE... MAN #1 TO SINGLE RECEIVER SIDE

SET ADJUSTMENTS

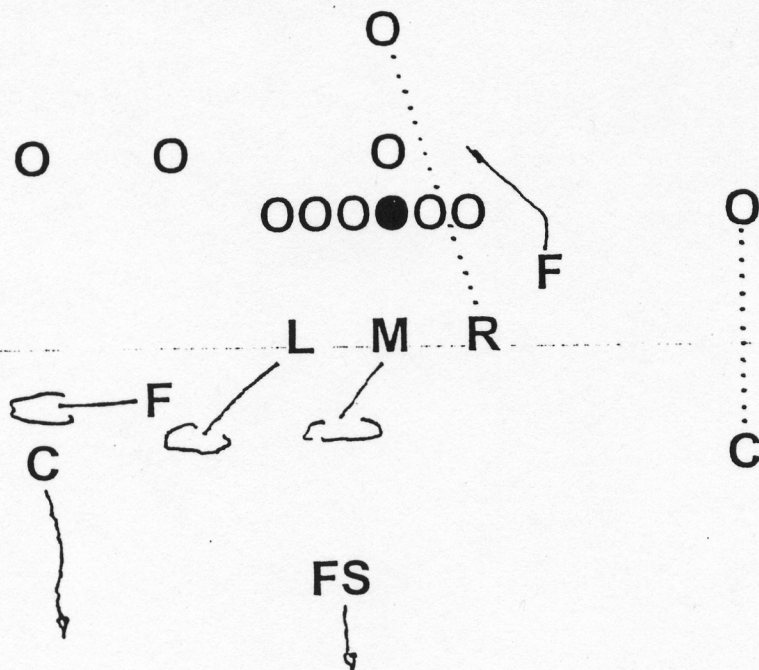
USED AS CHECK TO TRIPS SETS

AIR FORCE DEFENSE

COVER - THREE MABLE

FRONTS

RITA/LINDA



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	DIVIDER TO TRIPS SIDE... MAN #1 TO SINGLE RECEIVER SIDE
STRONG FALCON	BUZZ UNDER #1 TO TRIPS SIDE
LOU BACKER	IF TO TRIPS SIDE, PATTERN READ #2... WEAKSIDE, MAN RB
MIKE BACKER	PATTERN READ #3
FREE SAFETY	ZONE MIDDLE THIRD
ROB BACKER	IF TO TRIPS SIDE, PATTERN READ #2... WEAKSIDE, MAN RB
WEAK FALCON	BLITZ
RIGHT CORNER	DIVIDER TO TRIPS SIDE... MAN #1 TO SINGLE RECEIVER SIDE

SET ADJUSTMENTS

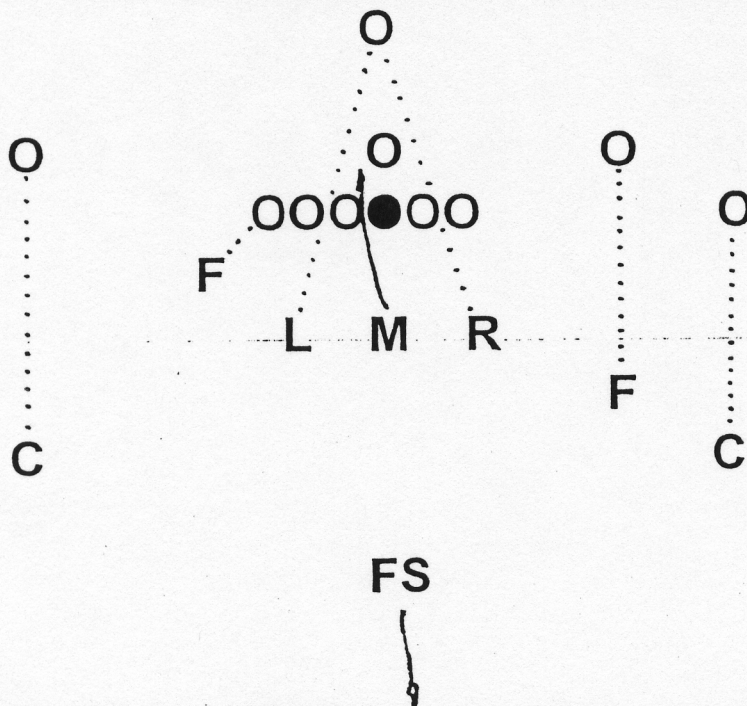
USED AS CHECK TO TRIPS SETS

AIR FORCE DEFENSE

COVER - ONE

FRONTS

vs ONE BACK SETS



RAM/LION
RHINO/LEOPARD
TUNA/SHARK
TORPEDO/ANCHOR
X
BOAR

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1 RECEIVER UNLESS SWITCH CALL THEN DIAL MIDDLE THIRD
LEFT FALCON	MAN #2 - IF NO #2, BUMP CALL TO FS AND ZONE MIDDLE OF FIELD
LOU BACKER	IF NOT BLITZER, COMBO REMAINING BACK
MIKE BACKER	IF NOT BLITZER, COMBO REMAINING BACK
FREE SAFETY	ZONE MIDDLE THIRD, UNLESS BUMP CALL BY FALCON, THEN MAN #3
ROB BACKER	IF NOT BLITZER, COMBO REMAINING BACK
RIGHT FALCON	MAN #2 - IF NO #2, BUMP CALL TO FS AND ZONE MIDDLE OF FIELD
RIGHT CORNER	MAN #1 RECEIVER UNLESS SWITCH CALL THEN DIAL MIDDLE THIRD

SET ADJUSTMENTS

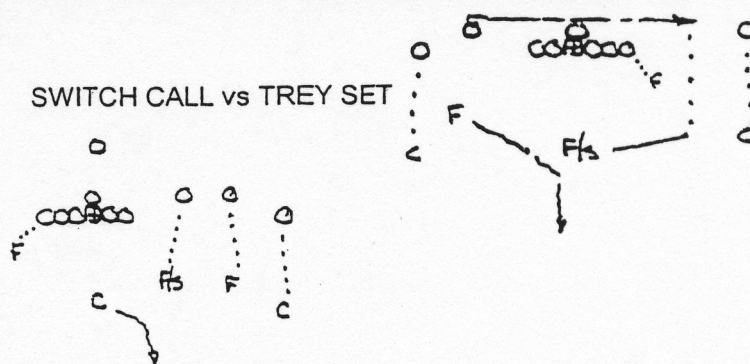
BUMP ALL MOTION/CHANGE OF STRENGTH WITH FALCONS AND FREE SAFETY

WHEN FALCON TO ZONE MIDDLE THIRD...ALIGN IN PRESS

TREAT ALL TILT SETS AS ONE-BACK SETS

IF YOU BUMP YOUR MAN...YOU BECOME MIDDLE THIRD

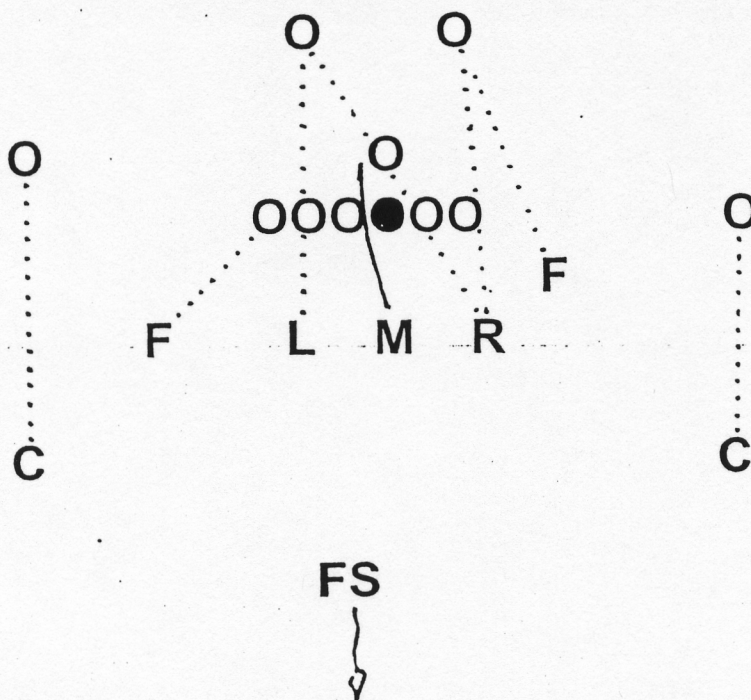
SWITCH CALL vs TREY SET



AIR FORCE DEFENSE

COVER - ONE

vs TWO BACK SETS



FRONTS

RAM/LION
RHINO/LEOPARD
TUNA/SHARK
TORPEDO/ANCHOR
X
BOAR
RAM/LION

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1
LEFT FALCON	MAN #2 - IF NO #2... FUNNEL WITH BACKERS (LET LB'ers KNOW YOUR IN FUNNEL)
LOU BACKER	IF NOT BLITZER, WORK FUNNEL WITH LINEBACKER AND FALCON
MIKE BACKER	IF NOT BLITZER, WORK FUNNEL WITH LINEBACKER AND FALCON
FREE SAFETY	ZONE MIDDLE THIRD
ROB BACKER	IF NOT BLITZER, WORK FUNNEL WITH LINEBACKER AND FALCON
RIGHT FALCON	MAN #2 - IF NO #2... FUNNEL WITH BACKERS (LET LB'ers KNOW YOUR IN FUNNEL)
RIGHT CORNER	MAN #1

SET ADJUSTMENTS

CORNERS/FREE SAFETY HANDLES ALL MOTION/COS

BE PREPARED TO CHECK TO ONE-BACK RULES IF RUNNINGBACK MOTIONS OUT

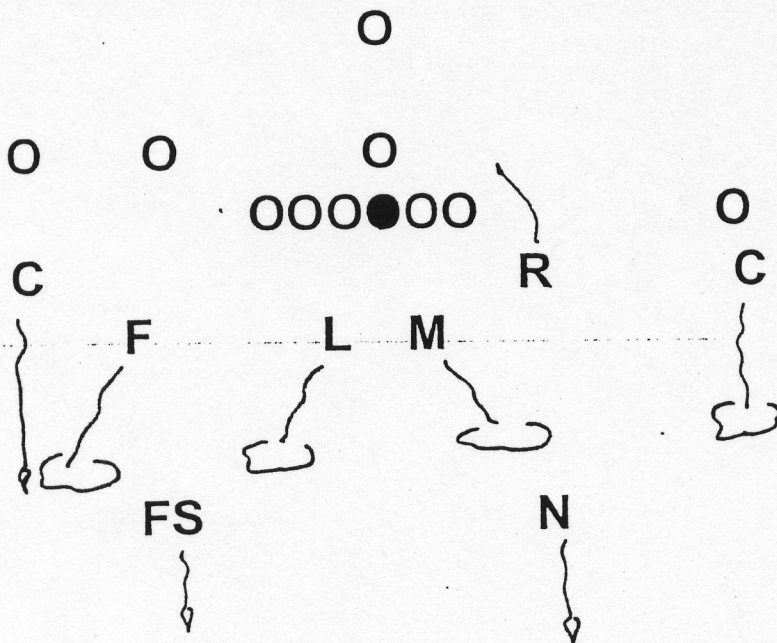
AIR FORCE DEFENSE

COVER - SIX

FRONTS

50

STACK



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	PLAY JOHN TO ALL SETS
FALCON	ZONE CURL FORCE RUN SUPPORT
LOU BACKER	PATTERN READ #2 IF DOUBLES #3 IF TRIPS
MIKE BACKER	PATTERN READ #2 IF DOUBLES #3 IF TRIPS
FREE SAFETY	PATTERN READ #2 IF DOUBLES PLAY TRIANGLE IF TRIPS
ROB BACKER	RUSH
NICKEL BACK	PLAY FRANK TO SINGLE WIDTH JOHN TO DOUBLE WIDTH
RIGHT CORNER	PLAY FRANK TO SINGLE WIDTH JOHN TO DOUBLE WIDTH

SET ADJUSTMENTS

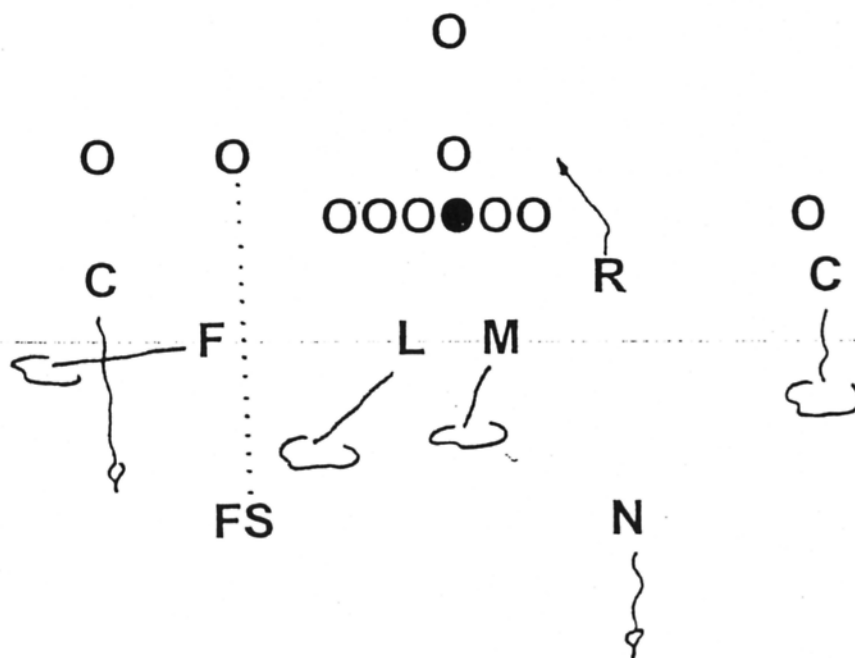
AIR FORCE DEFENSE

COVER - SIX BUZZ

FRONTS

50

STACK



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
STRONG CORNER	INSIDE THIRD TO ALL SETS
FALCON	BUZZ FLAT... FORCE RUN SUPPORT
LOU BACKER	PATTERN READ #2 IF DOUBLES... #3 IF TRIPS
MIKE BACKER	PATTERN READ #2 IF DOUBLES... #3 IF TRIPS
FREE SAFETY	ROBBER READ #2
ROB BACKER	RUSH
NICKEL BACK	PLAY FRANK TO SINGLE WIDTH... JOHN TO DOUBLE WIDTH
WEAK CORNER	PLAY FRANK TO SINGLE WIDTH... JOHN TO DOUBLE WIDTH

SET ADJUSTMENTS

AIR FORCE DEFENSE

COVER - Z

FRONTS

5 - MAN BLITZES

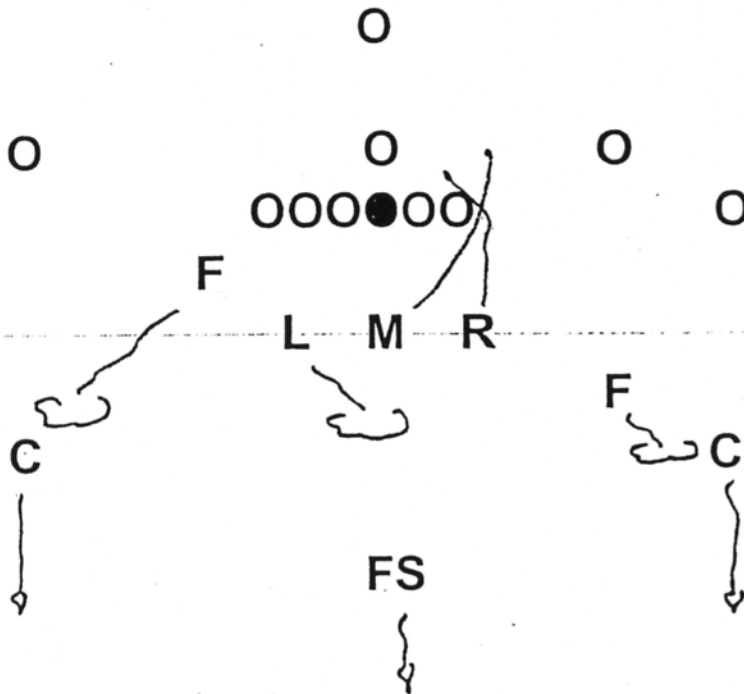
TIGER

SHOOT

BEAR

THUNDER

TORNADO



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT THEN DIVIDER
LEFT FALCON	SEAM (FORCE RUN SUPPORT) FLAT-FOOT READ
LOU BACKER	IF NOT BLITZER - HOLE TECHNIQUE
MIKE BACKER	IF NOT BLITZER - HOLE TECHNIQUE
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	IF NOT BLITZER - HOLE TECHNIQUE
RIGHT FALCON	SEAM (FORCE RUN SUPPORT) FLAT-FOOT READ
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT THEN DIVIDER

SET ADJUSTMENTS

AIR FORCE DEFENSE

COVER - Z PRESS

FRONTS

5 - MAN BLITZES

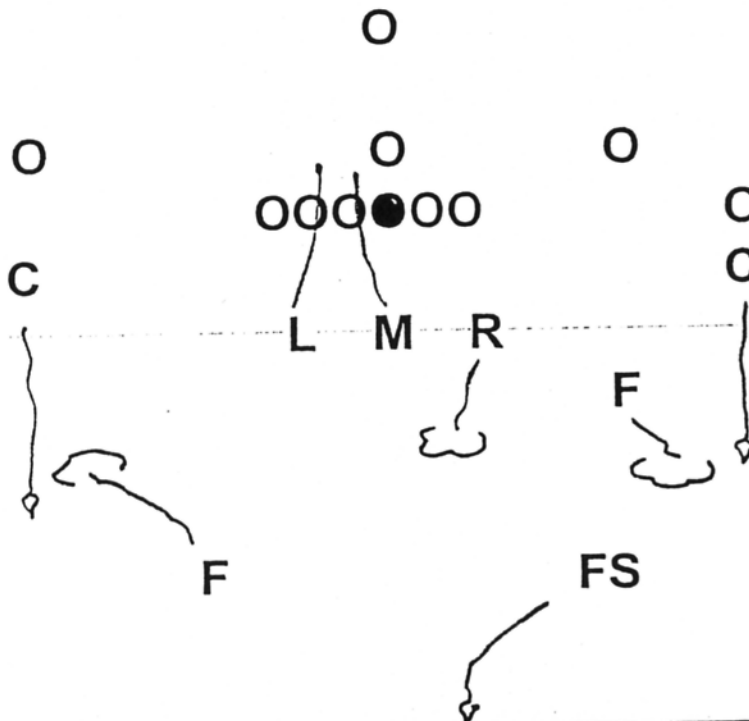
TIGER

SHOOT

BEAR

THUNDER

TORNADO



POSITIONAL ASSIGNMENTS

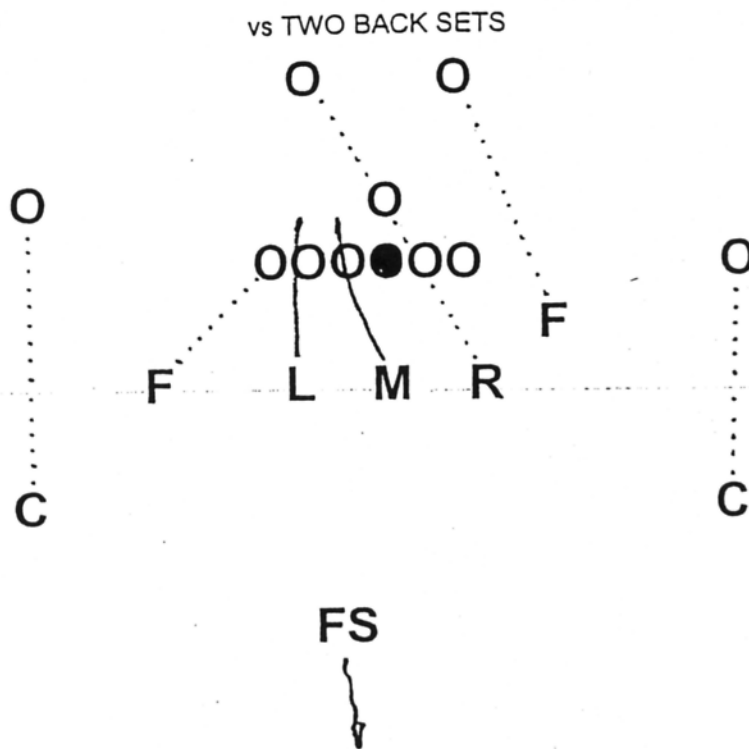
POSITION	TECHNIQUE
LEFT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT THEN DIVIDER
LEFT FALCON	SEAM (FORCE RUN SUPPORT) FLAT-FOOT READ
LOU BACKER	IF NOT BLITZER - HOLE TECHNIQUE
MIKE BACKER	IF NOT BLITZER - HOLE TECHNIQUE
FREE SAFETY	ZONE MIDDLE FIELD (ALLEY RUN SUPPORT)
ROB BACKER	IF NOT BLITZER - HOLE TECHNIQUE
RIGHT FALCON	SEAM (FORCE RUN SUPPORT) FLAT-FOOT READ
RIGHT CORNER	INSIDE THIRD TECHNIQUE UNLESS STRETCH ALERT THEN DIVIDER

SET ADJUSTMENTS

AIR FORCE DEFENSE

COVER - GREEN

FRONTS



TIGER
SHOOT
BEAR
THUNDER
TORNADO

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1
LEFT FALCON	MAN #2 - IF NO #2... WORK NEAR/FAR BACK WITH LINEBACKER
LOU BACKER	IF NOT BLITZER, WORK NEAR/FAR BACK WITH FALCON
MIKE BACKER	IF NOT BLITZER, WORK NEAR/FAR BACK WITH FALCON
FREE SAFETY	ZONE MIDDLE THIRD
ROB BACKER	IF NOT BLITZER, WORK NEAR/FAR BACK WITH FALCON
RIGHT FALCON	MAN #2 - IF NO #2... WORK NEAR/FAR BACK WITH LINEBACKER
RIGHT CORNER	MAN #1

SET ADJUSTMENTS

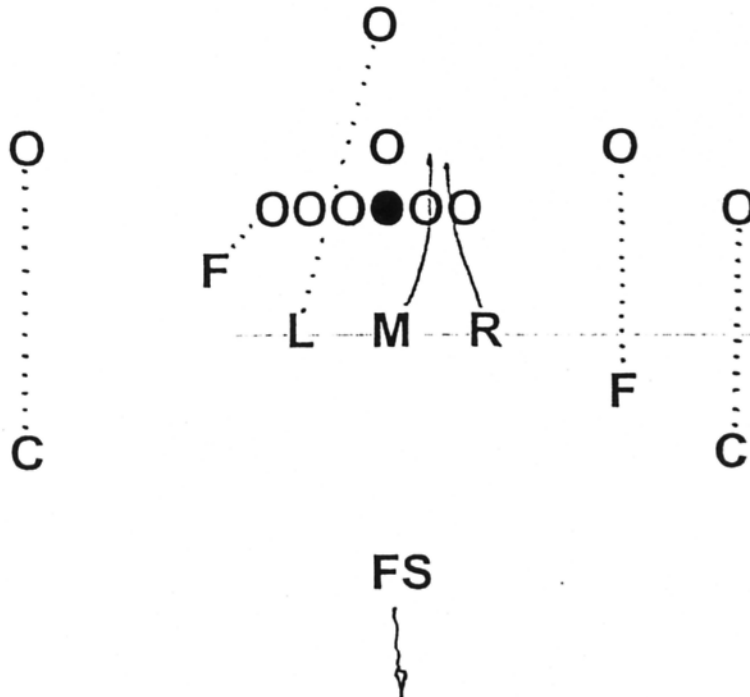
CORNERS/FREE SAFETY HANDLE ALL MOTION/COS

AIR FORCE DEFENSE

COVER - GREEN

FRONTS

vs ONE BACK SETS



TIGER
SHOOT
BEAR
THUNDER
TORNADO

POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1 RECEIVER UNLESS SWITCH CALL THEN DIAL MIDDLE THIRD
LEFT FALCON	MAN #2 - IF NO #2, BUMP CALL TO FS AND ZONE MIDDLE OF FIELD
LOU BACKER	IF NOT BLITZER, MAN REMAINING BACK
MIKE BACKER	IF NOT BLITZER, MAN REMAINING BACK
FREE SAFETY	ZONE MIDDLE THIRD, UNLESS BUMP CALL BY FALCON, THEN MAN #3
ROB BACKER	IF NOT BLITZER, MAN REMAINING BACK
RIGHT FALCON	MAN #2 - IF NO #2, BUMP CALL TO FS AND ZONE MIDDLE OF FIELD
RIGHT CORNER	MAN #1 RECEIVER UNLESS SWITCH CALL THEN DIAL MIDDLE THIRD

SET ADJUSTMENTS

BUMP ALL MOTION/CHANGE
OF STRENGTH WITH FALCONS
AND FREE SAFETY

WHEN FALCON TO ZONE
MIDDLE THIRD AND ALIGNED
TO MIDDLE THIRD, MAKE
SWITCH CALL TO CORNER

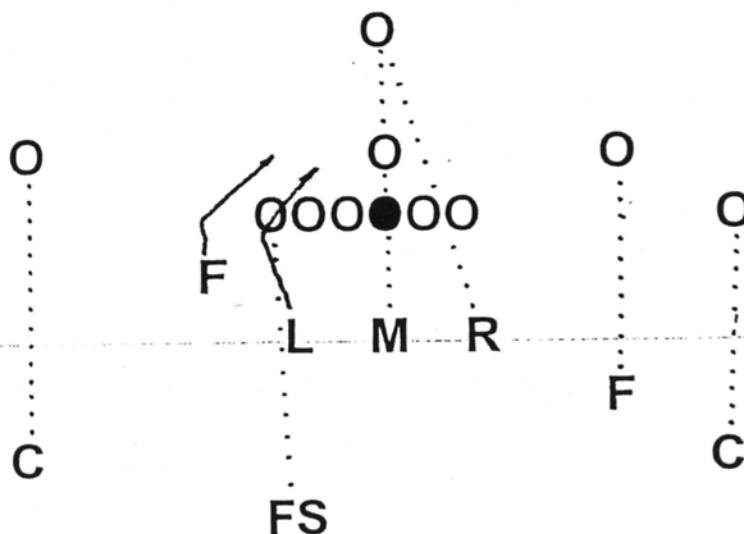
TREAT ALL TILT SETS AS
ONE-BACK SETS

COVER BLACK ROCK

FRONTS

STRIKE

vs ONE BACK SETS



POSITION

TECHNIQUE

LEFT CORNER	MAN #1 YOUR SIDE
LEFT FALCON	IF NOT THE BLITZER, MAN #2 TRAVEL IF NO #2 (TRAVEL)
LOU BACKER	IF NOT THE BLITZER, COMBO REMAINING BACK
MIKE BACKER	COMBO REMAINING BACK
FREE SAFETY	MAN #2 TO TE SIDE UNLESS TREY, THEN MAN #2 STRONG
ROB BACKER	IF NOT THE BLITZER, COMBO REMAINING BACK
RIGHT FALCON	IF NOT THE BLITZER, MAN #2 TRAVEL IF NO #2 (TRAVEL)
RIGHT CORNER	MAN #1 YOUR SIDE

SET ADJUSTMENTS

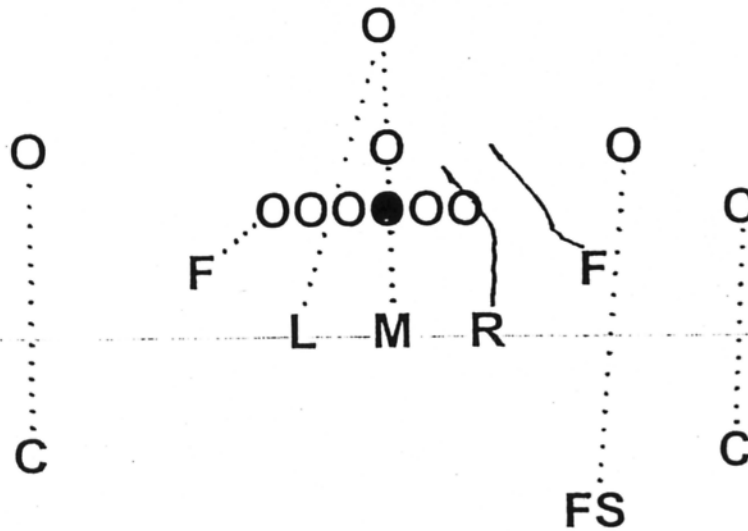
AIR FORCE DEFENSE

COVER BLACK ROLL

FRONTS

vs ONE BACK SETS

TORCH



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1 YOUR SIDE
LEFT FALCON	IF NOT THE BLITZER, MAN #2 TRAVEL IF NO #2 (TRAVEL)
LOU BACKER	IF NOT THE BLITZER, COMBO REMAINING BACK
MIKE BACKER	COMBO REMAINING BACK
FREE SAFETY	MAN #2 TO SPLIT SIDE UNLESS TRIPS STG THEN MAN #2 STG
ROB BACKER	IF NOT THE BLITZER, COMBO REMAINING BACK
RIGHT FALCON	IF NOT THE BLITZER, MAN #2 TRAVEL IF NO #2 (TRAVEL)
RIGHT CORNER	MAN #1 YOUR SIDE

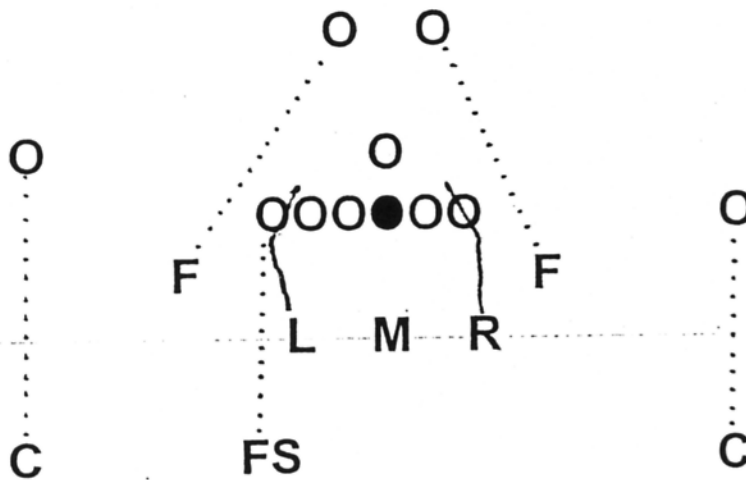
SET ADJUSTMENTS

AIR FORCE DEFENSE

COVER - WHITE

FRONTS

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POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1
LEFT FALCON	NEAR BACK
LOU BACKER	RUN TECHNIQUE
MIKE BACKER	RUN TECHNIQUE SECOND BACK OUT
FREE SAFETY	MAN #2
ROB BACKER	RUN TECHNIQUE
RIGHT FALCON	NEAR BACK
RIGHT CORNER	MAN #1

SET ADJUSTMENTS

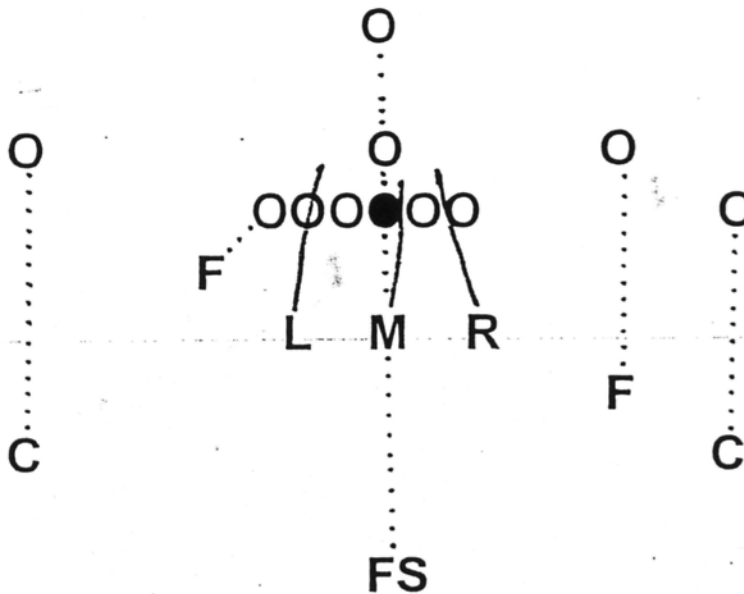
FREE SAFETY MAKE "SNATCH" CALL IF RUNNINGBACK MOTIONS OUT OF BACKFIELD

AIR FORCE DEFENSE

COVER - BLUE

FRONTS

ZOO
ZOO SPY



POSITIONAL ASSIGNMENTS

POSITION	TECHNIQUE
LEFT CORNER	MAN #1
LEFT FALCON	MAN #2
LOU BACKER	BLITZER
MIKE BACKER	BLITZER
FREE SAFETY	MAN #3
ROB BACKER	BLITZER
RIGHT FALCON	MAN #2
RIGHT CORNER	MAN #1

SET ADJUSTMENTS

BUMP ALL MOTION/CHANGE OF STRENGTH