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BASED ON YEARS 2000 - 2001

**** 138 PAGES of defensive Xs and Os on CD-ROM****

3-3-5 / 33 STACK - Sweeping the football nation!

The modern home of this innovative defense - Mississippi State University.

Learn how MSU's 33 stack defended the isolation, option, inside & outside zone, toss, counter, sweep, quick passing game, play action, waggle, sprintout, and dropback game in the 2001 season.

Blitz, stunt, and slant your way to defensive success. Eat up your competition based on offensive tendencies. A unique item for any MSU fan and an awesome resource for any serious coach.

Study the defense born out of one of the most feared defensive coordinators in college football history. Joe Lee Dunn is truly an innovator. 1996 was Dunn's 1st year at Mississippi State and, that year, the defense set a school record with 39 sacks. In 1998, the Bulldogs held five opponents scoreless on their way to the Southeastern Conference championship game. In 1999, the Bulldogs had the No. 1 defense in the nation. In the coaching community, Dunn's unique approach sets him apart. He began tinkering with the standard five-linemen, two-linebacker alignment while an assistant coach in the mid-1970s at his alma mater, the University of Tennessee-Chattanooga. Instead of rushing seven, he wondered, what if you rushed eight? Nine? Even 10 or 11? What if you moved around, slanted, slashed, stunted? The answers came in victories and gaudy defensive statistics.

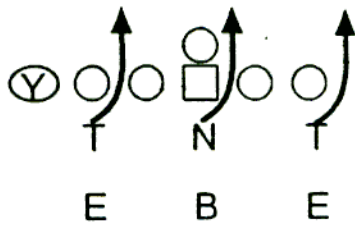
2000/2001 Compilation

Mississippi State Bulldogs Defense

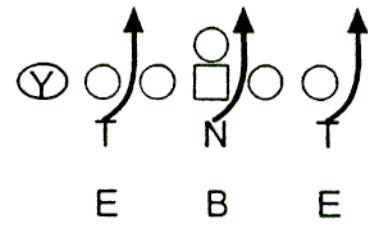


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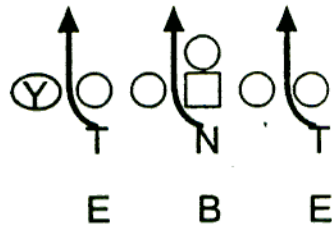
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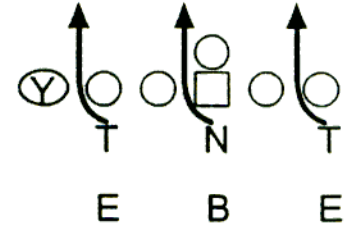
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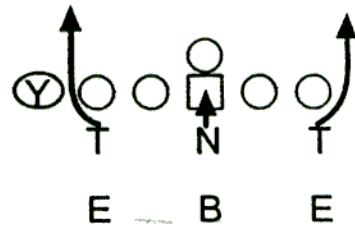
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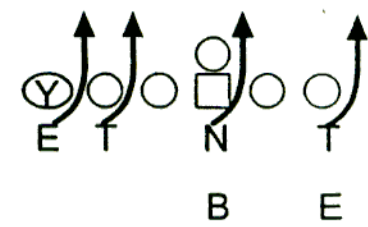
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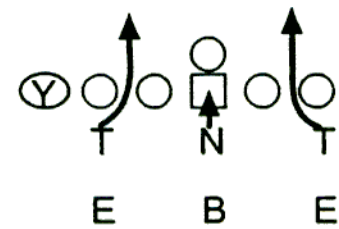
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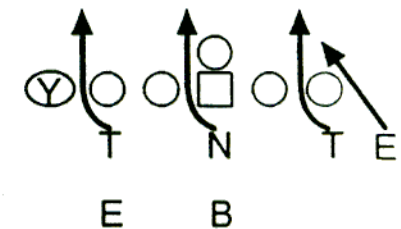
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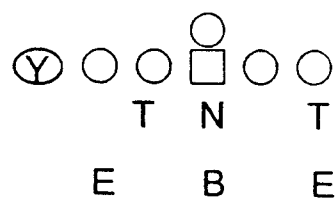
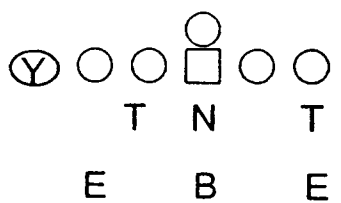
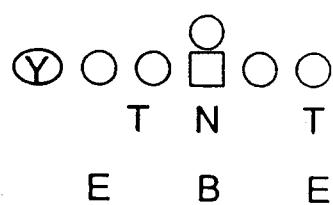
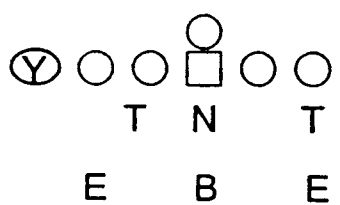
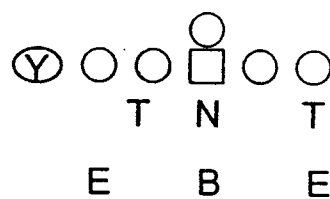
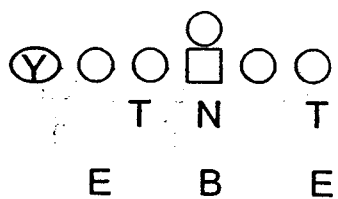
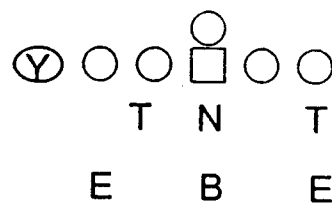
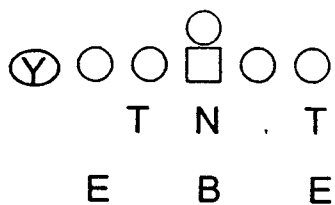
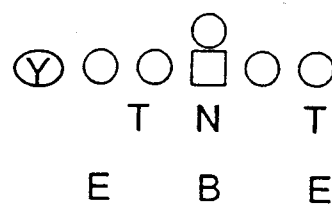
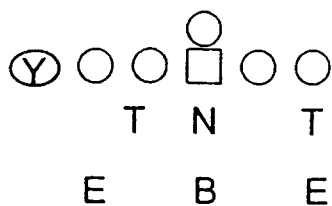


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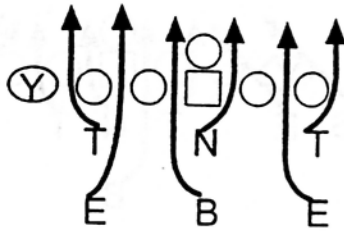
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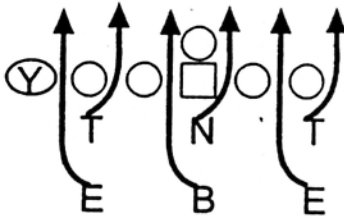


33 FRONTS AND COVERAGES

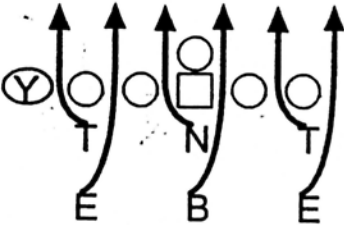
33 TRIPS 5



33 RT TRIPS 5

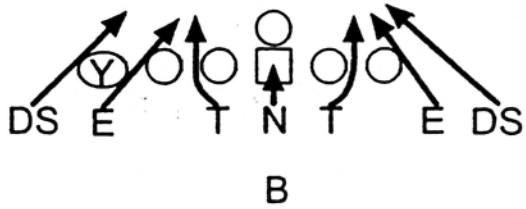


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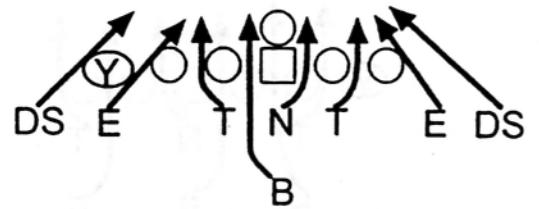


33 DOUBLE EAGLE SPECIAL

33 DOUBLE EAGLE SPECIAL 3M

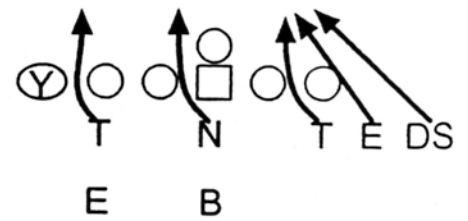
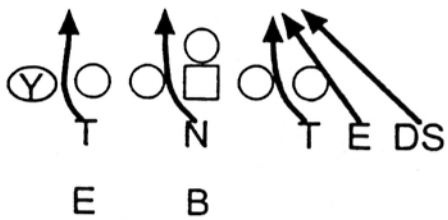
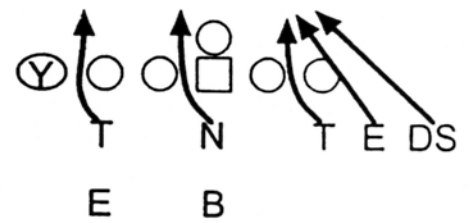
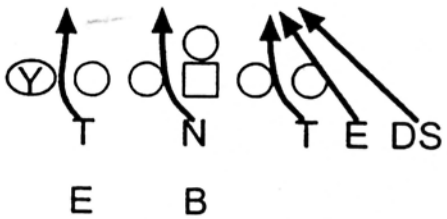
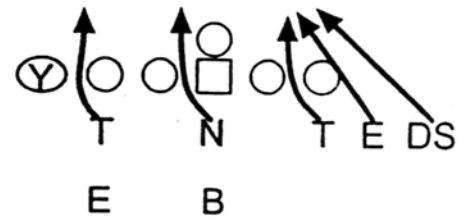
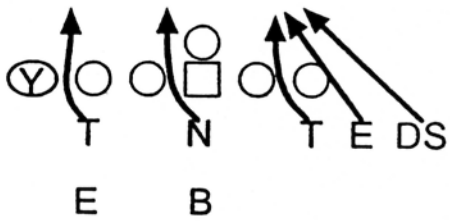
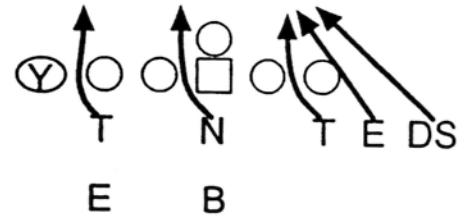
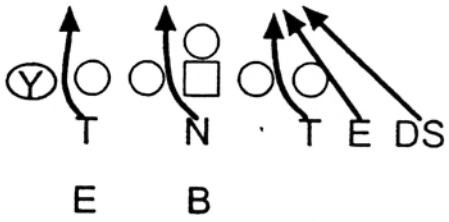
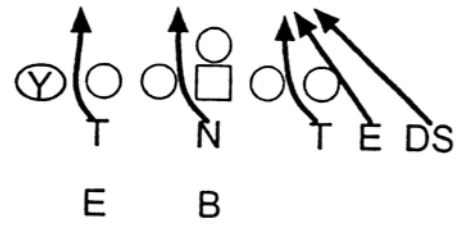
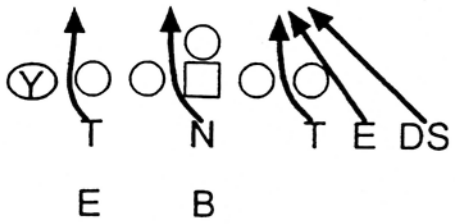


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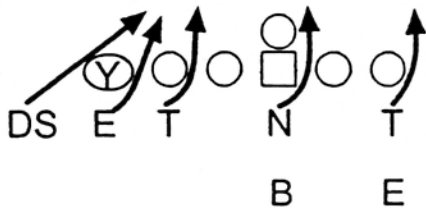
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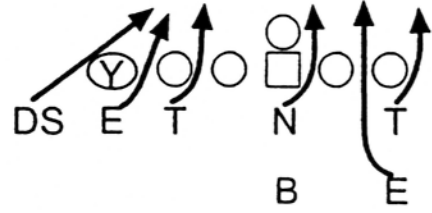


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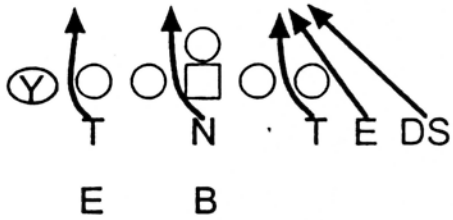
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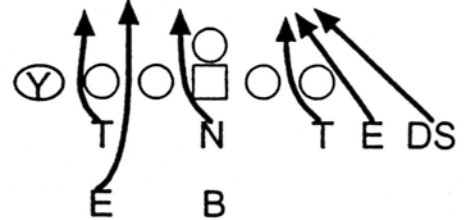
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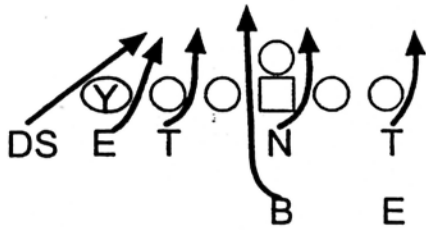
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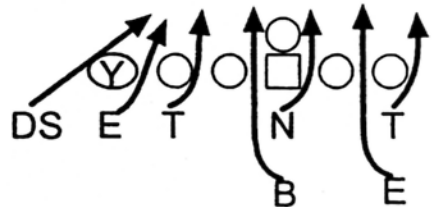
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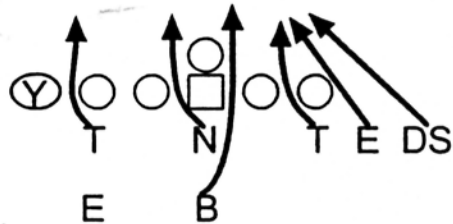
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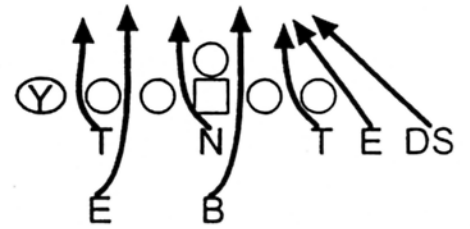
33 MAD RT COMBO



33 MAD LT X

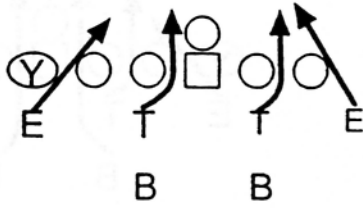


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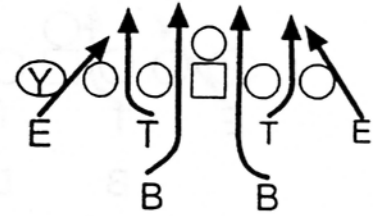


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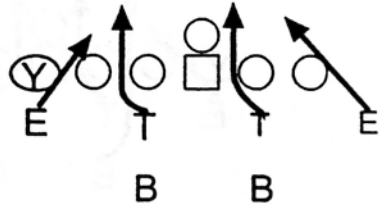
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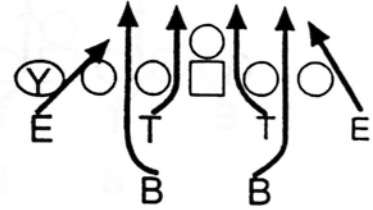
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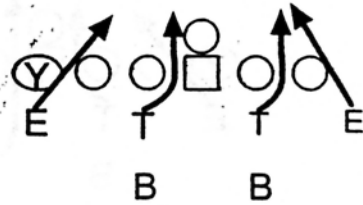
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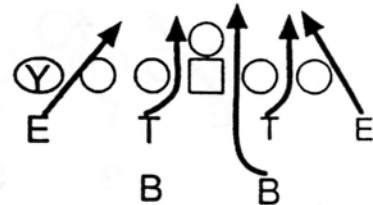
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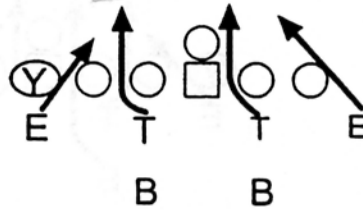
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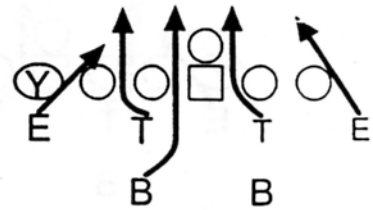
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SPLIT LIGHTNING

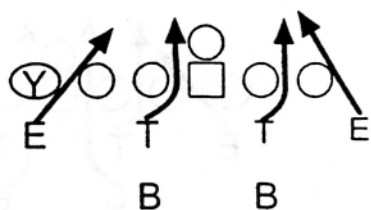


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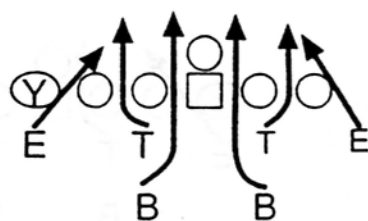


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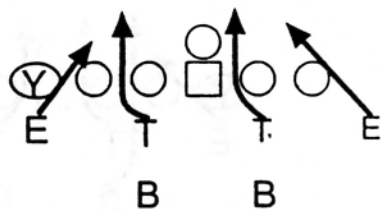
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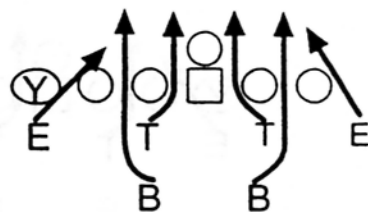
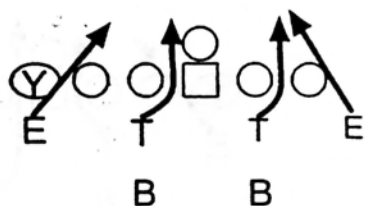
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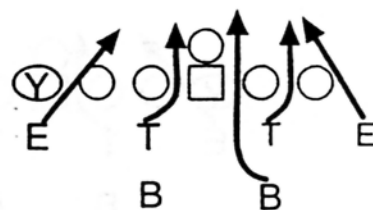
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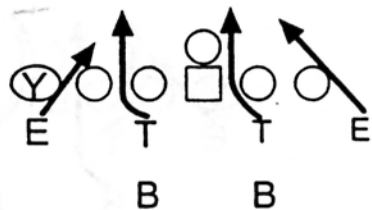
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**SPLIT THUNDER 3Z OR 5F**

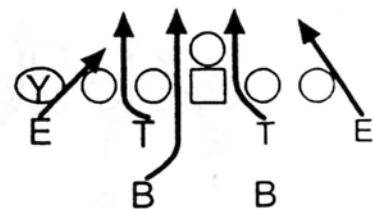
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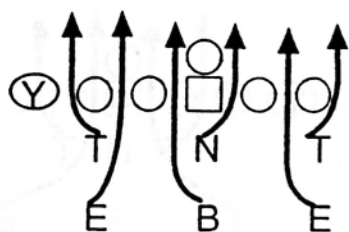
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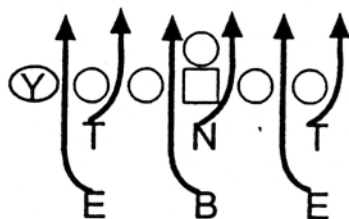
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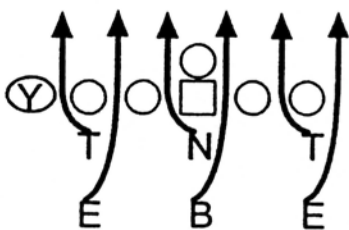
33 TRIPS



33 RT TRIPS

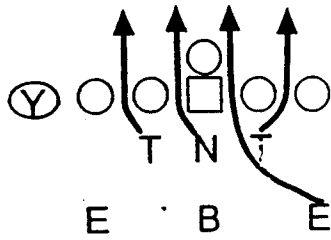


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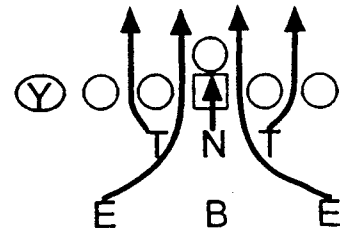


33 DOUBLE EAGLE -- 33 DOUBLE HAWK

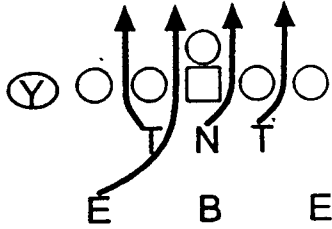
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33 DOUBLE EAGLE FLYER

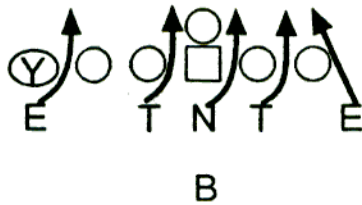


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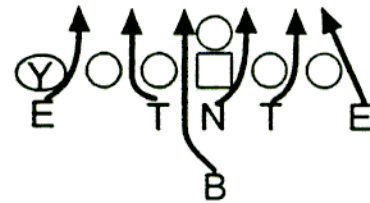


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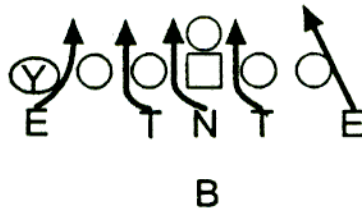
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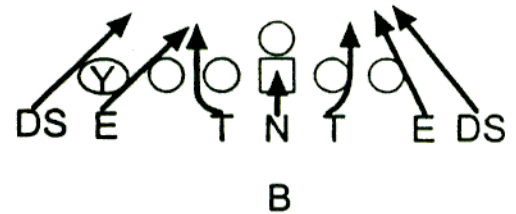
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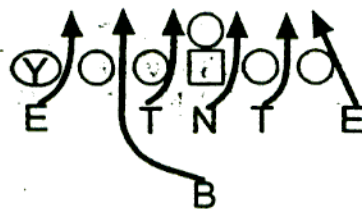
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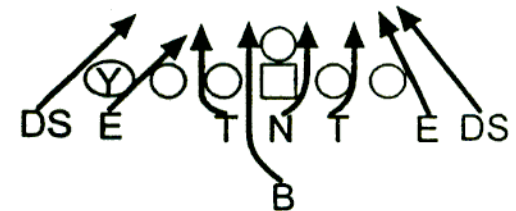
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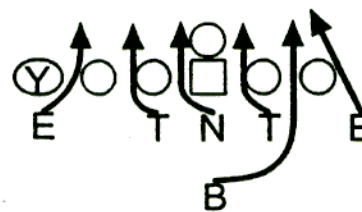
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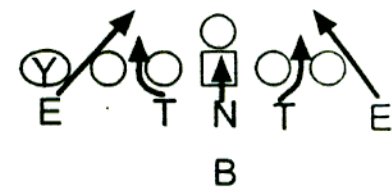
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51 DE LT X



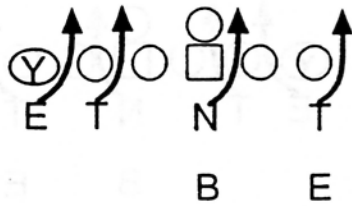
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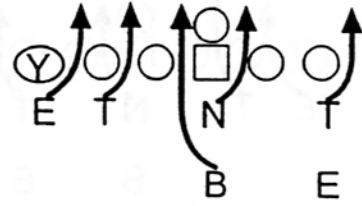
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42 FRONTS

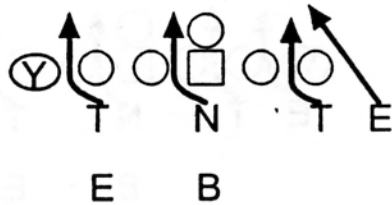
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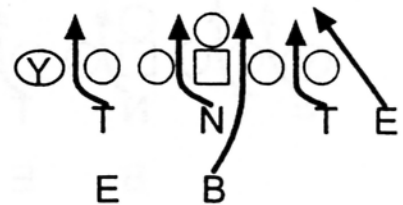
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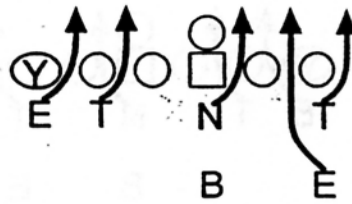
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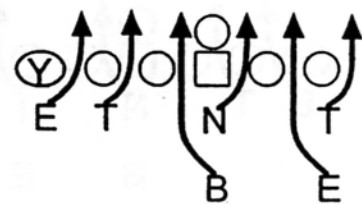
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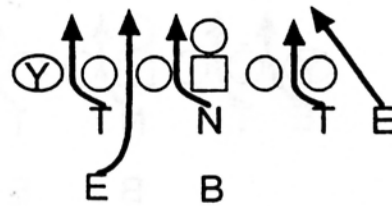
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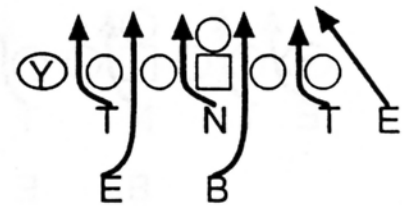
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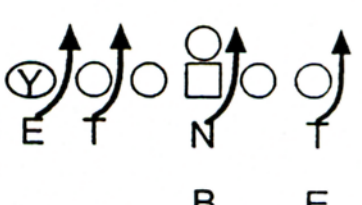
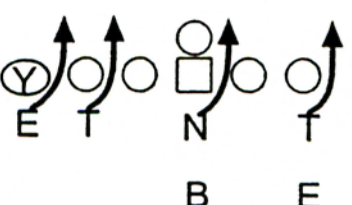
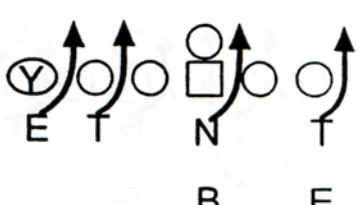
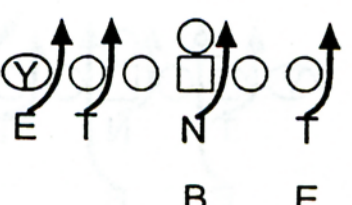
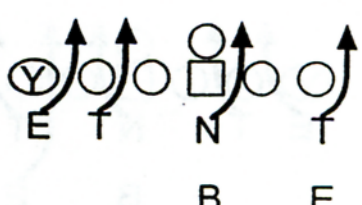
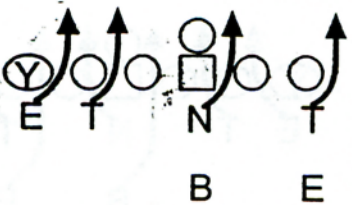
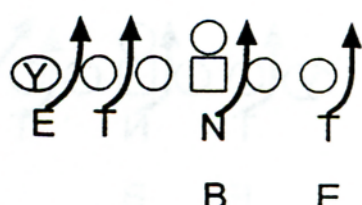
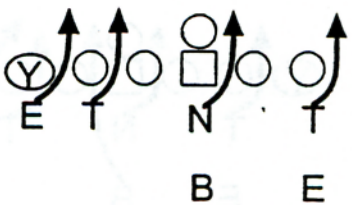
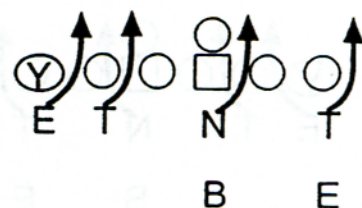
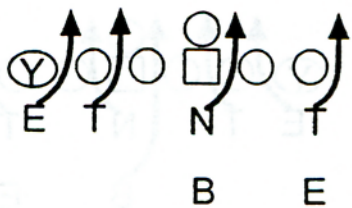


42 LT FIRE



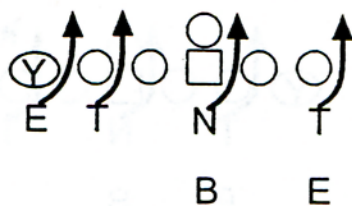
42 LT COMBO



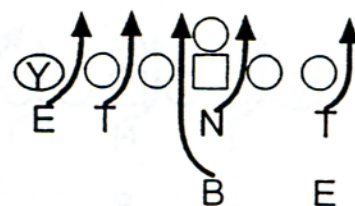


42 FRONTS AND COVERAGES

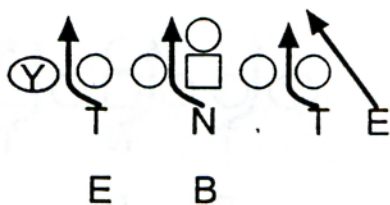
42 RT 3Z OR 5F



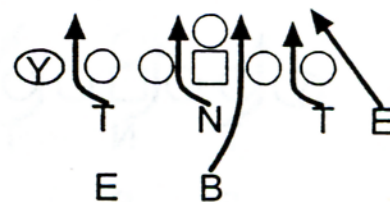
42 RT X 5F



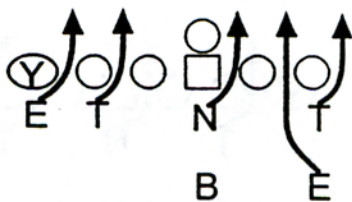
42 LT 3Z OR 5F



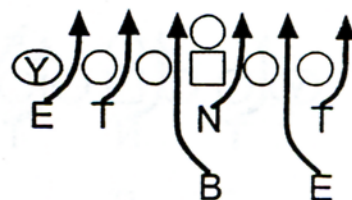
42 LT X 5F



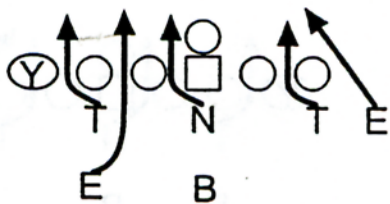
42 RT FIRE 5F



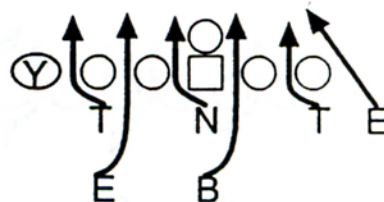
42 RT COMBO 5

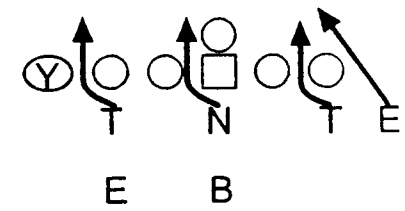
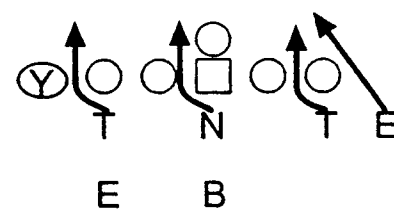
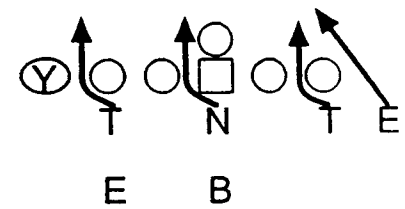
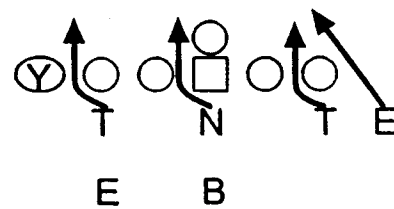
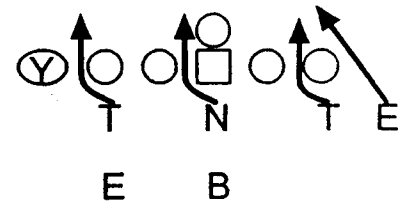
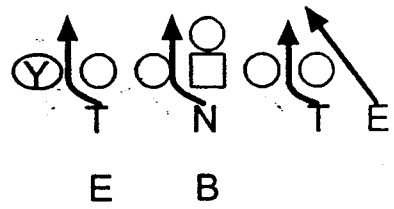
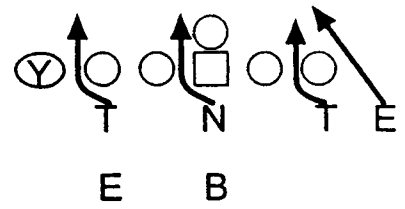
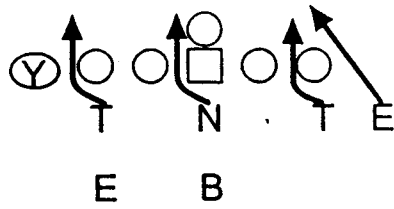
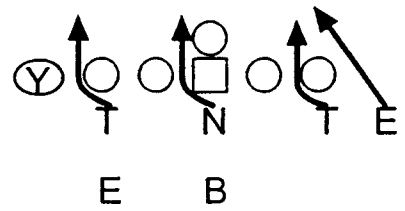
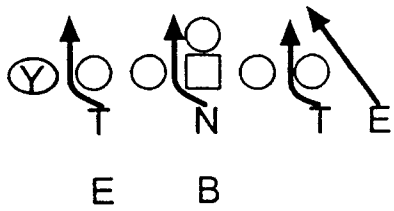


42 LT FIRE 5F



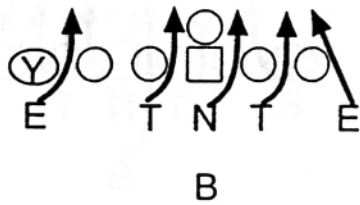
42 LT COMBO 5



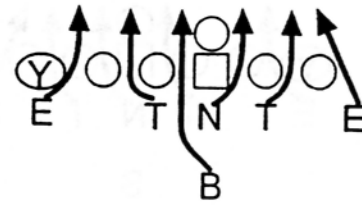


51 DOUBLE EAGLE AND COVERAGES

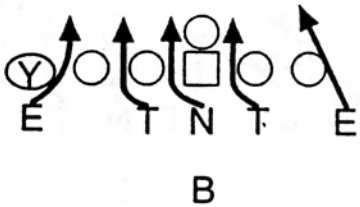
51 DE RT 5F



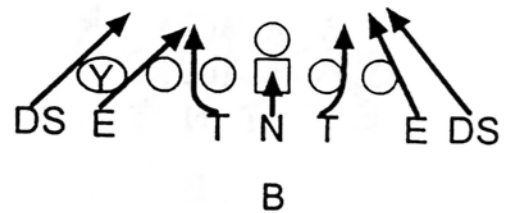
51 DE X 5



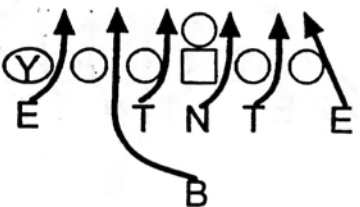
51 DE LT 5F



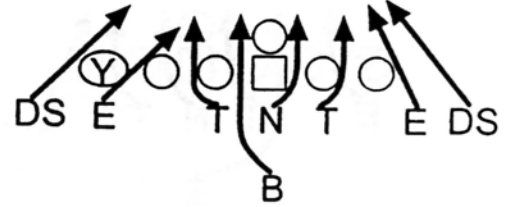
51 DE SPECIAL 3M



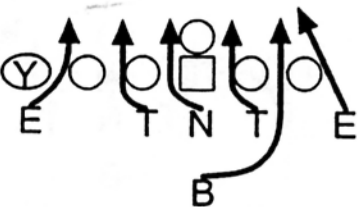
51 DE RT X 5



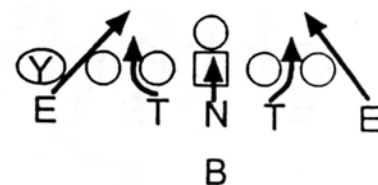
51 DE SPECIAL X 3M



51 DE LT X 5

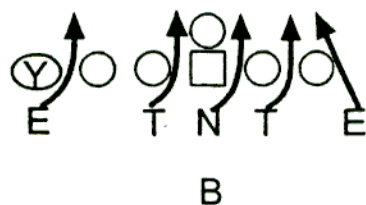


51 DE BULLETS 5F

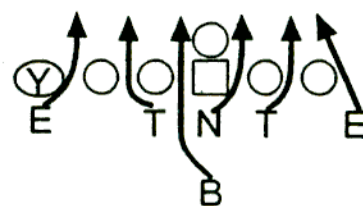


51 DOUBLE EAGLE

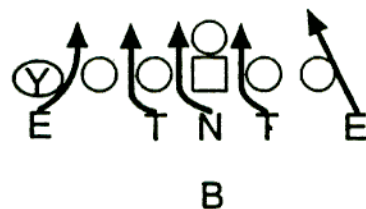
51 DE RT



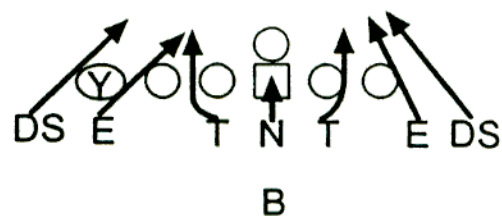
51 DE X



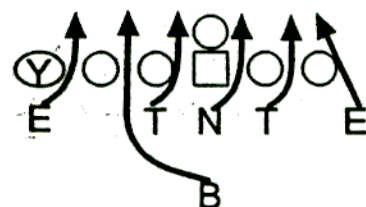
51 DE LT



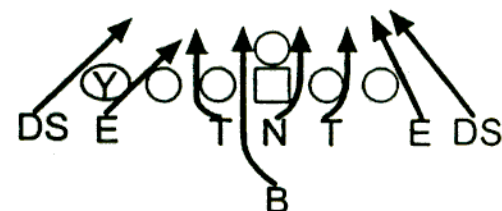
51 DE SPECIAL



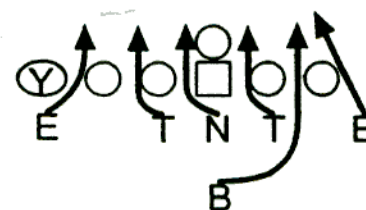
51 DE RT X



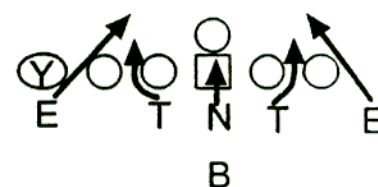
51 DE SPECIAL X



51 DE LT X

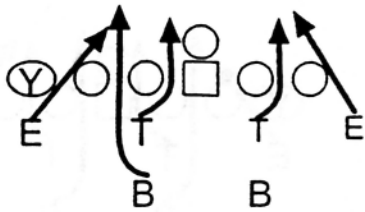


51 DE BULLETS

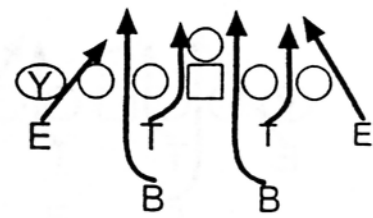


SPLIT FRONTS AND COVERAGES

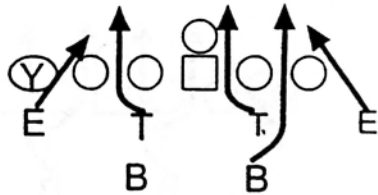
SPLIT RT X 3Z OR 5F



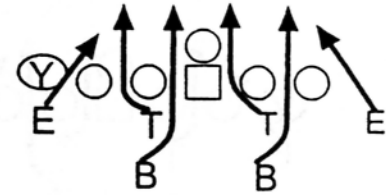
SPLIT RT COMBO 5



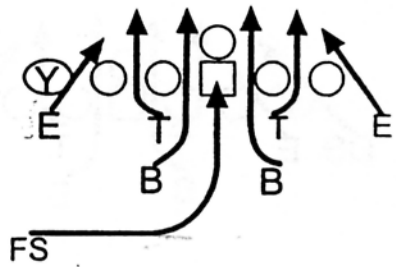
SPLIT LT X 3Z OR 5F



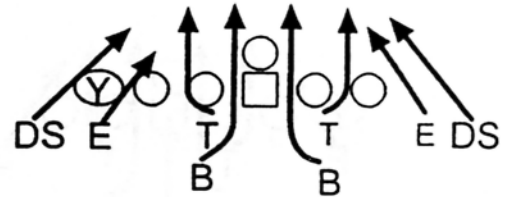
SPLIT LT COMBO 5



SPLIT RIPPER 3M

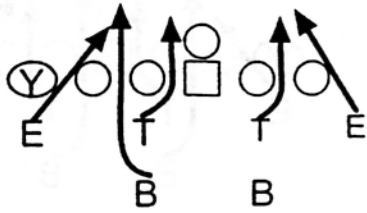


SPLIT SACK 3M

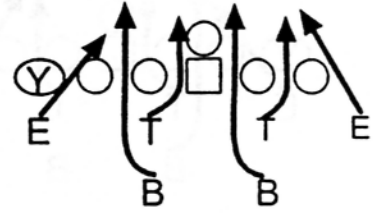


SPLIT FRONTS

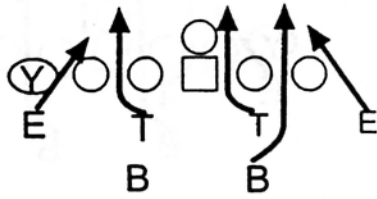
SPLIT RT X



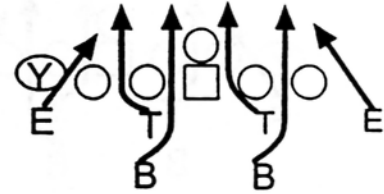
SPLIT RT COMBO



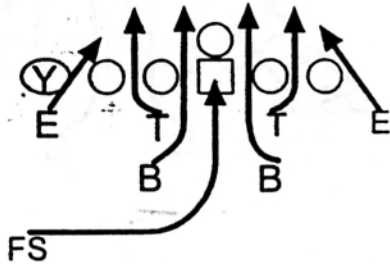
SPLIT LT X



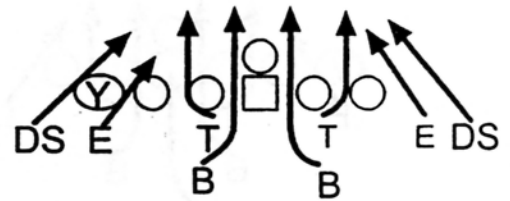
SPLIT LT COMBO



SPLIT RIPPER

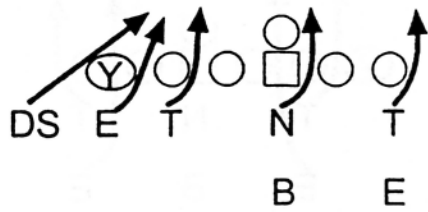


SPLIT SACK

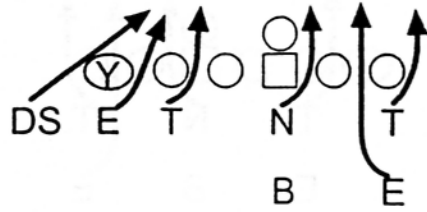


33 MAD

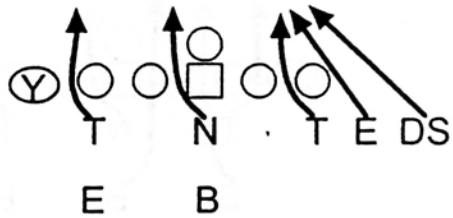
33 MAD RT 5F



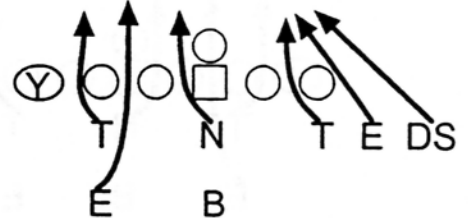
33 MAD RT FIRE 5



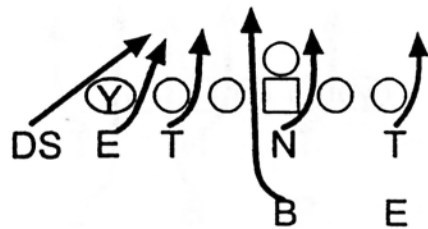
33 MAD LT 5F



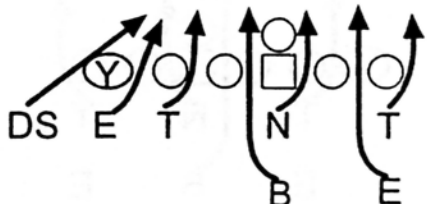
33 MAD LT FIRE 5



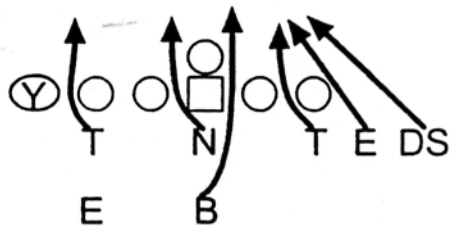
33 MAD RT X 5



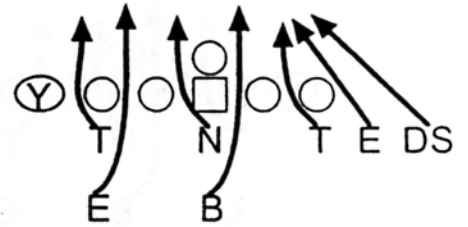
33 MAD RT COMBO 5



33 MAD LT X 5

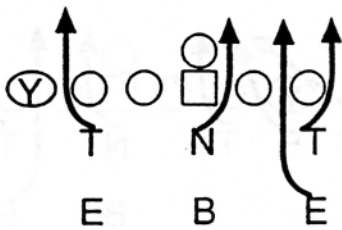


33 MAD LT COMBO 5

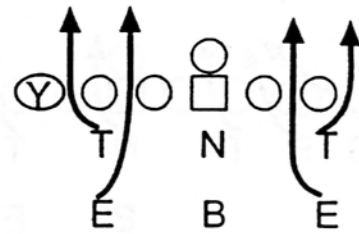


33 FRONTS AND COVERAGES

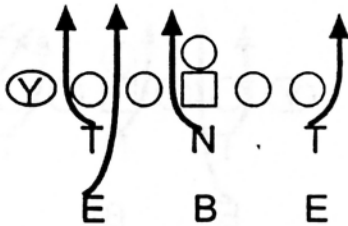
33 RAM 3Z OR 5F



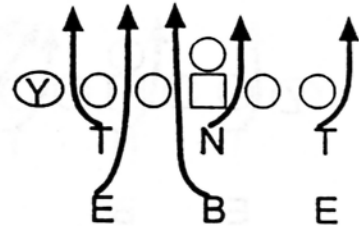
33 SPIKE 5F



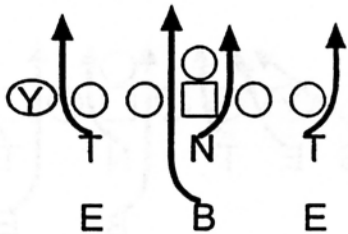
33 LION 3Z OR 5F



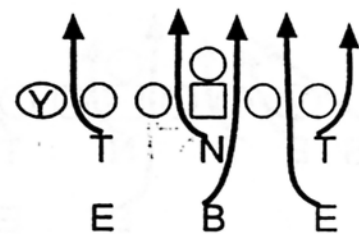
33 GO 5F



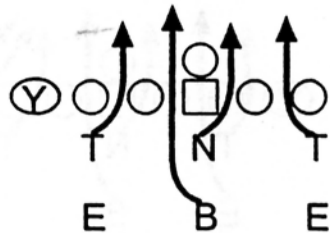
33 LOOP X 3Z OR 5F



33 AWAY 5F

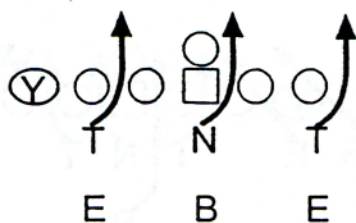


33 PINCH X 3Z OR 5F

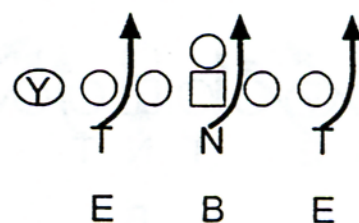


33 FRONTS AND COVERAGES

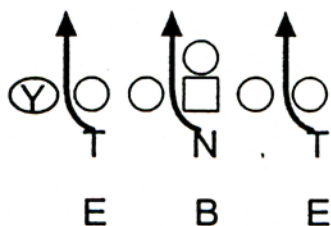
33 RT 3Z OR 5F



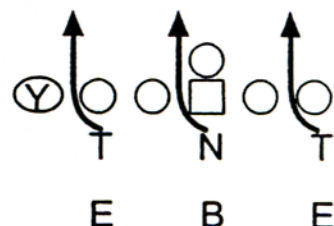
33 OPEN 3Z OR 5F



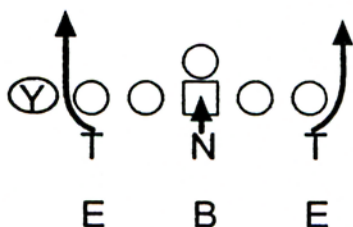
33 LT 3Z OR 5F



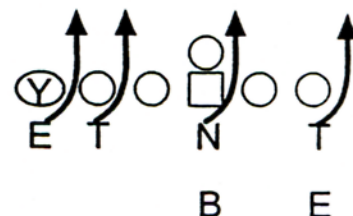
33 TIGHT 3Z OR 5F



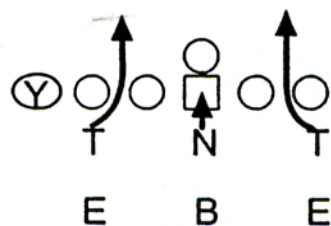
33 LOOP 3Z OR 5F



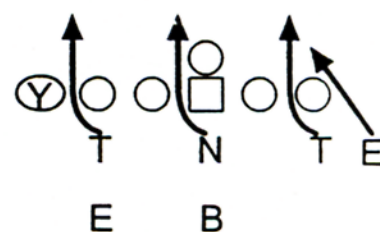
33 THUNDER 3Z OR 5F



33 PINCH 3Z OR 5F

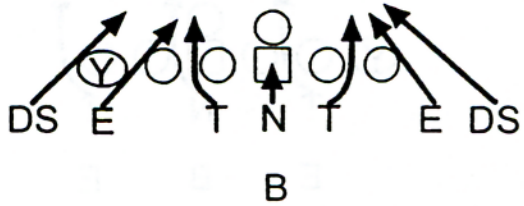


33 LIGHTNING 3Z OR 5F

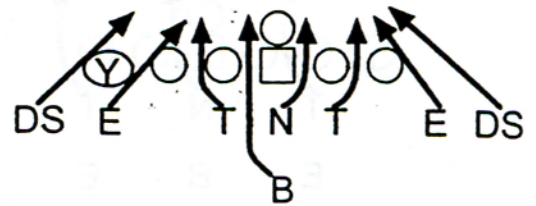


33 DOUBLE EAGLE SPECIAL

33 DOUBLE EAGLE SPECIAL

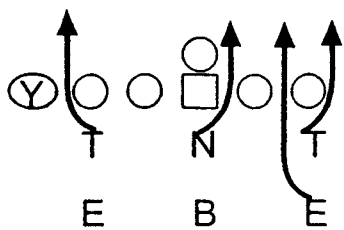


33 DOUBLE EAGLE SPECIAL X

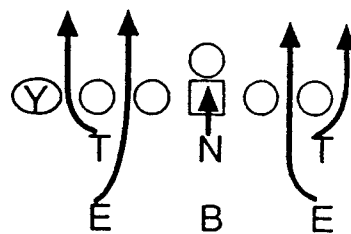


33 FRONTS

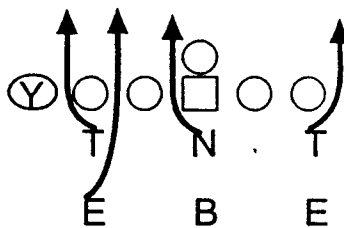
33 RAM



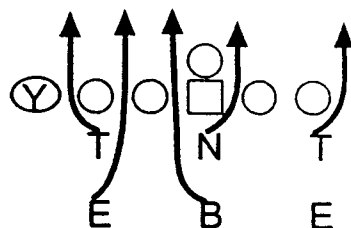
33 SPIKE



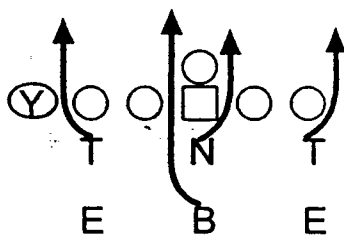
33 LION



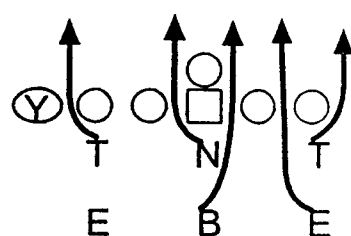
33 GO



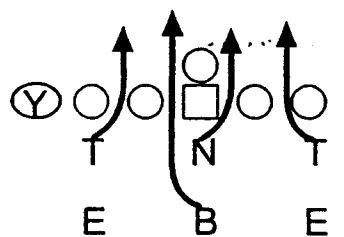
33 LOOP X



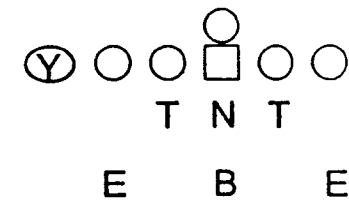
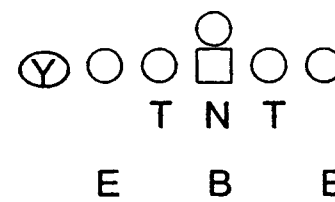
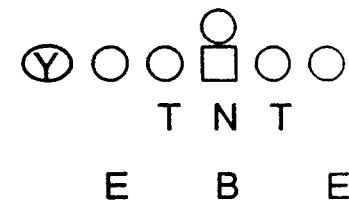
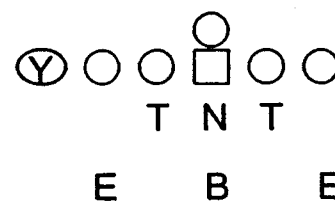
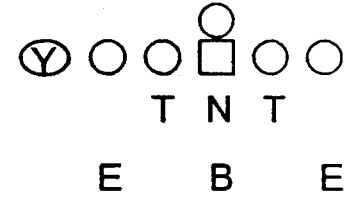
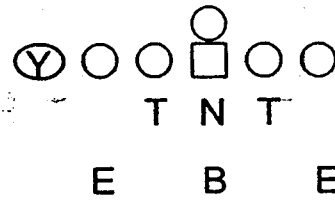
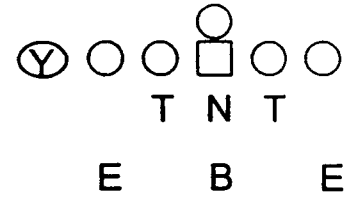
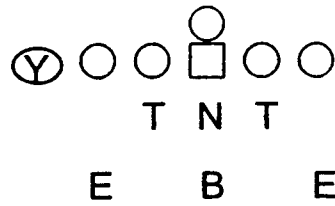
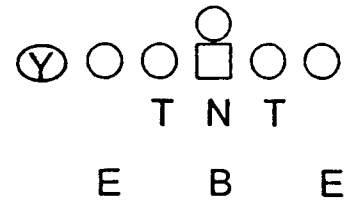
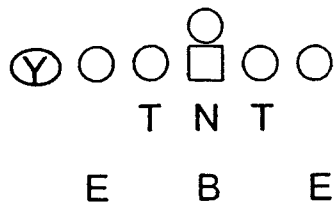
33 AWAY



33 PINCH X

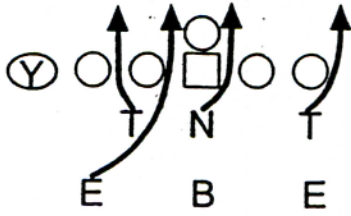


33 Double Eagle

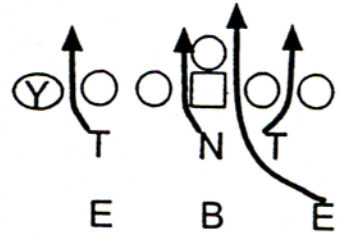


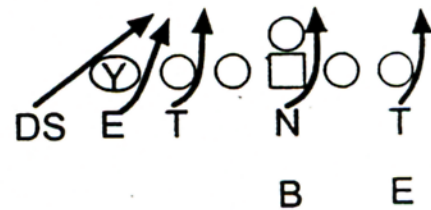
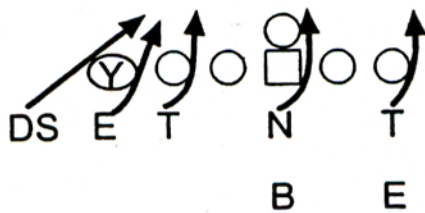
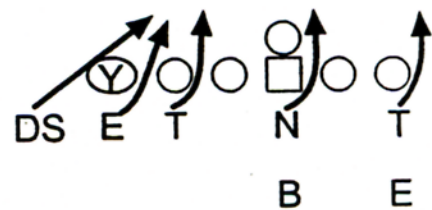
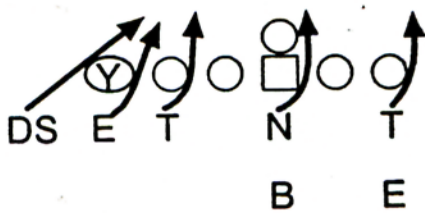
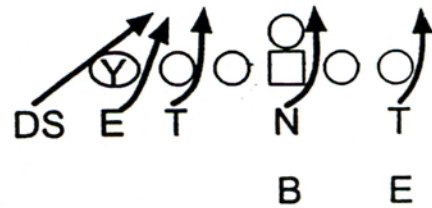
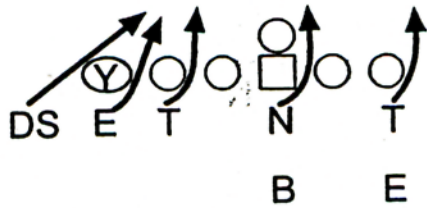
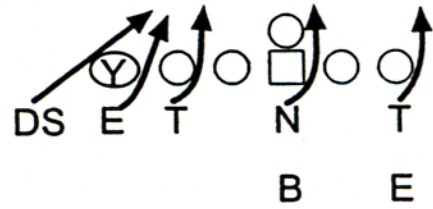
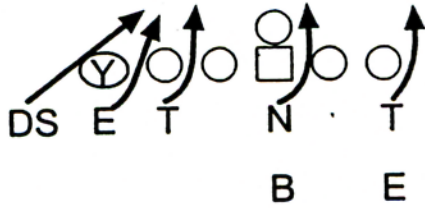
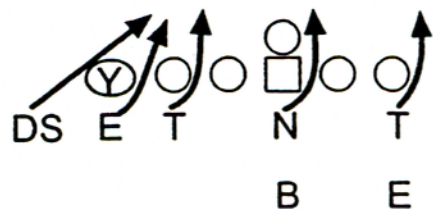
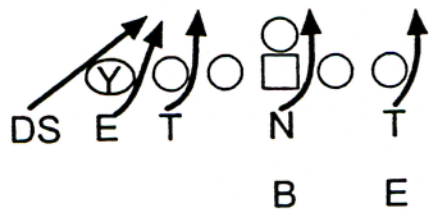
33 HAWK -- 33 EAGLE

33 HAWK FLY



33 EAGLE FLY





Y O O □ O O
T N T
E B E

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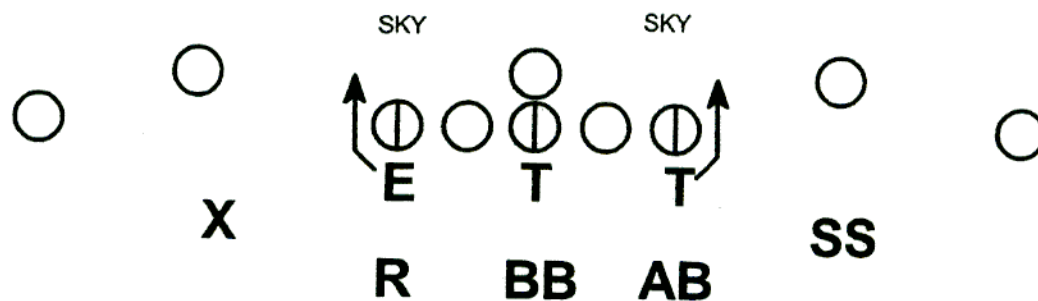
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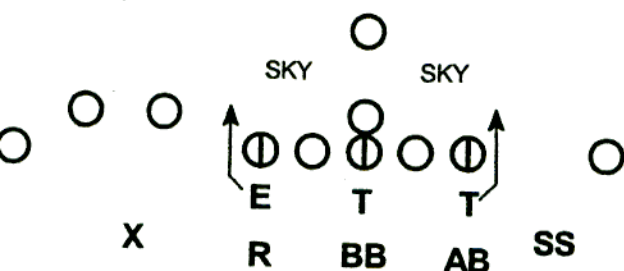
FIELD LEFT

(SUB) STACK

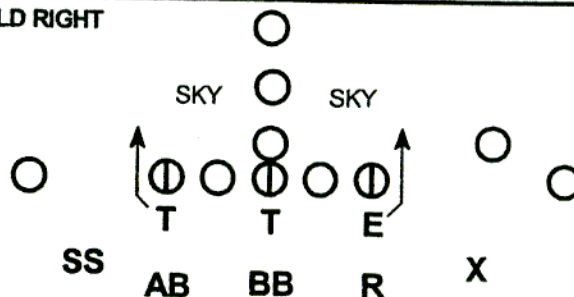


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	2 GAP	
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	MAKE NOSE RIGHT	MAKE NOSE RIGHT	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

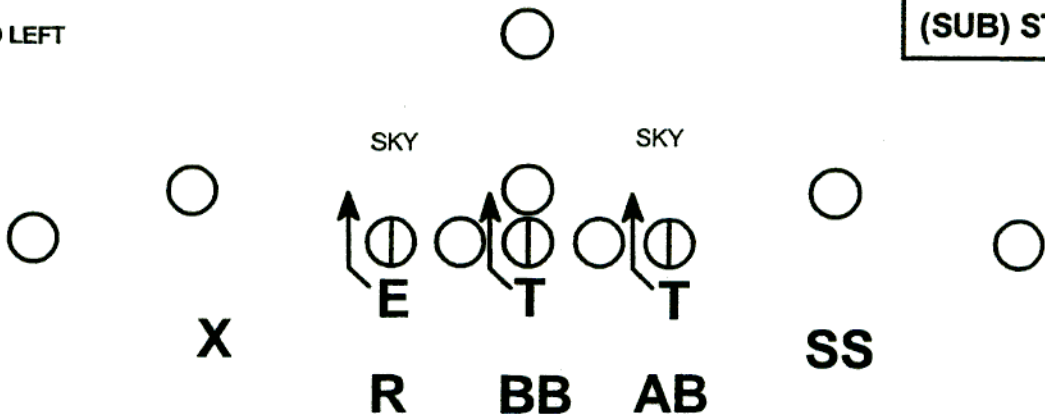


FIELD RIGHT



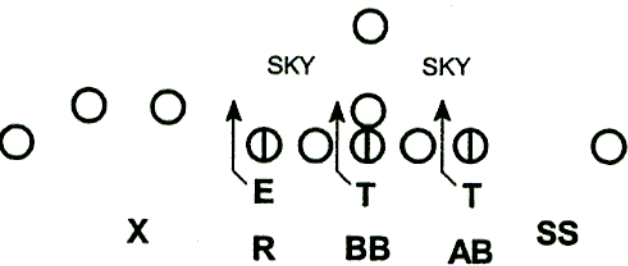
FIELD LEFT

(SUB) STACK FIELD

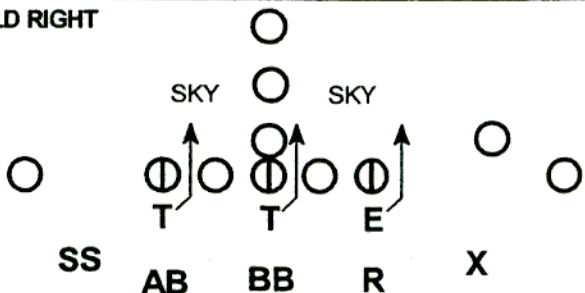


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	2 GAP	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	B	B	INSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	BOUNDARY A GAP	BOUNDARY A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	BOUNDARY C GAP	BOUNDARY C GAP	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

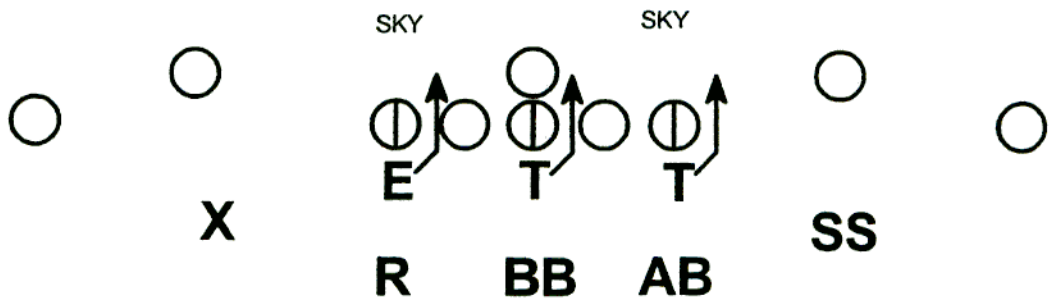


FIELD RIGHT



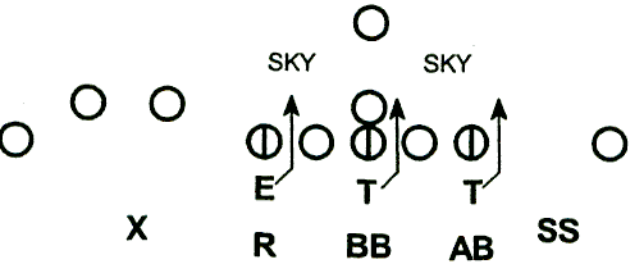
FIELD LEFT

(SUB) STACK BOUNDARY

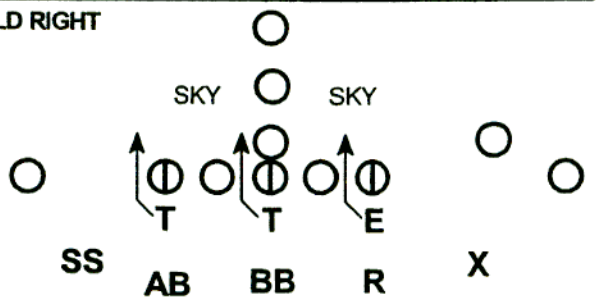


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	INSIDE BOUNDARY	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	B	B	INSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	C	C	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	FIELD A GAP	FIELD A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

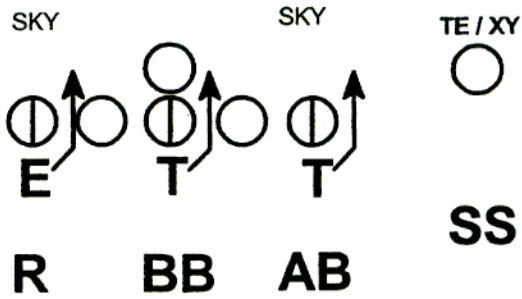


FIELD RIGHT



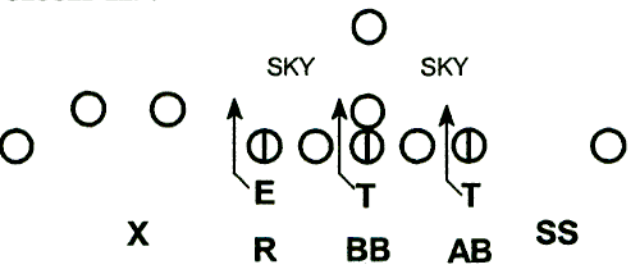
CLOSED RIGHT

(SUB) STACK CLOSED

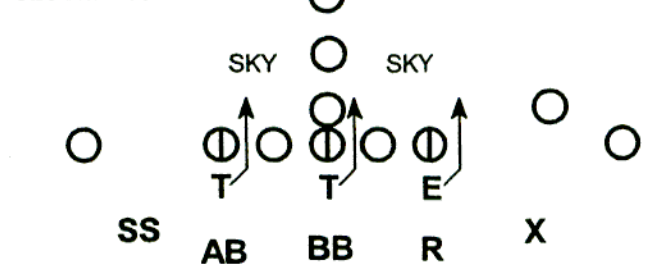


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	CLOSED A	CLOSED A	INSIDE CLOSED	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE CLOSED	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	B	B	INSIDE OPEN	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	C	C	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	OPEN A GAP	OPEN A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
X TROJAN	ALIGN ON #2 TO FIELD MOF= LEFT	C.O.B THRU #2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON #2 TO BNDY MOF= RIGHT	C.O.B THRU #2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

CLOSED LEFT

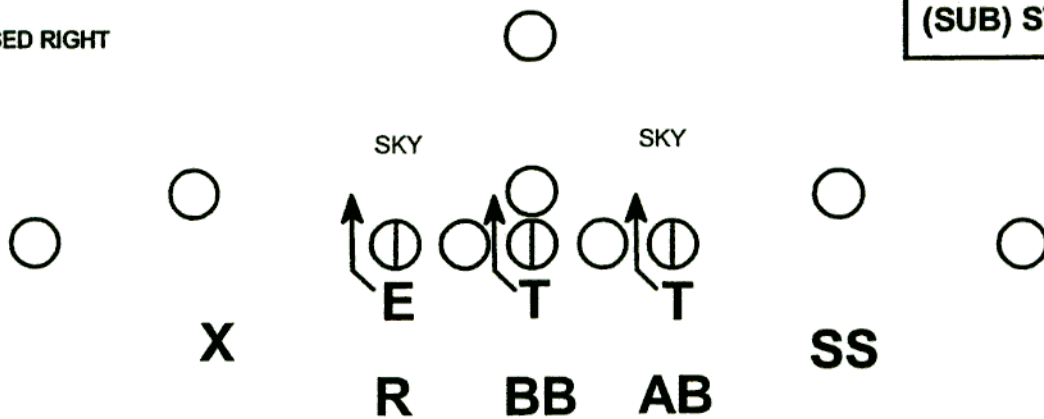


CLOSED RIGHT



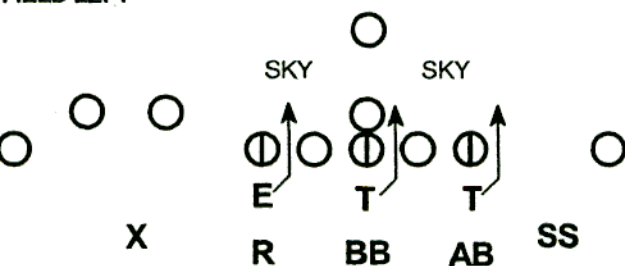
CLOSED RIGHT

(SUB) STACK OPEN

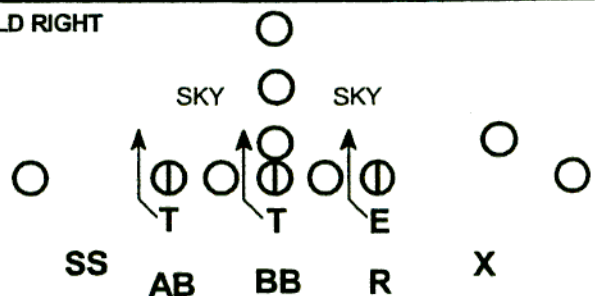


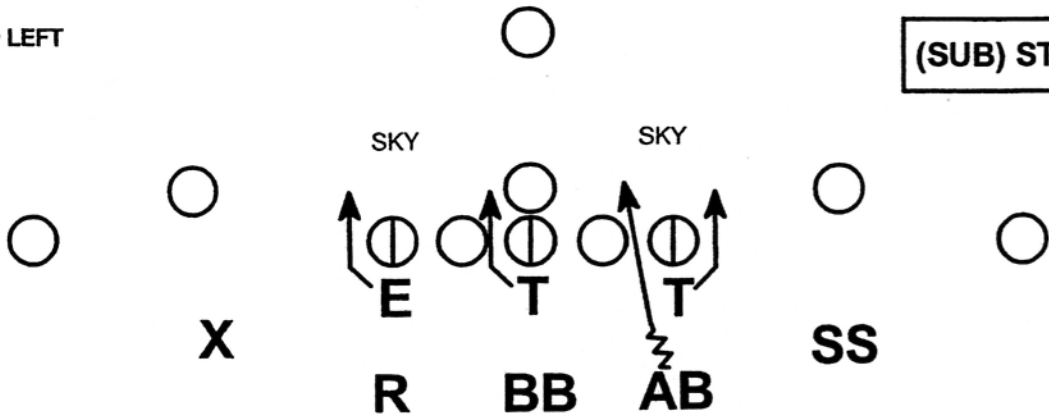
POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	OPEN A	OPEN A	2 GAP	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	B	B	INSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	CLOSED A GAP	CLOSED A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	C	C	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

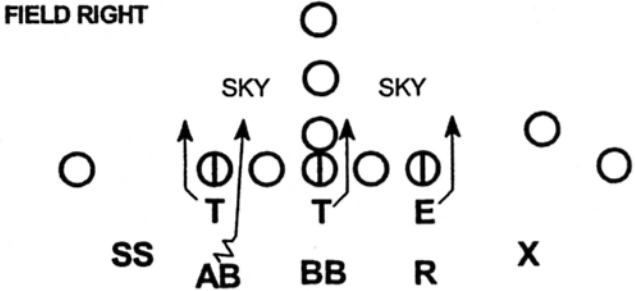
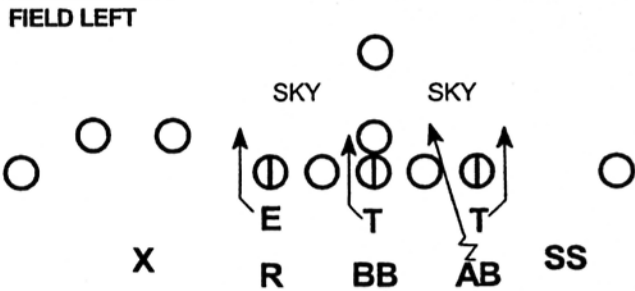


FIELD RIGHT



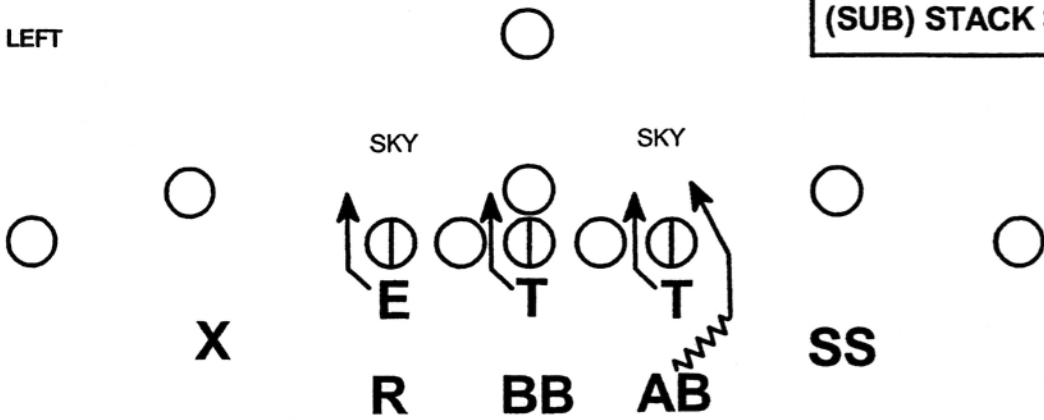


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	FIELD A	FIELD A	INSIDE FIELD	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	BOUNDARY A GAP	BOUNDARY A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	INSIDE BOUNDARY	BLITZ THRU B GAP
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	



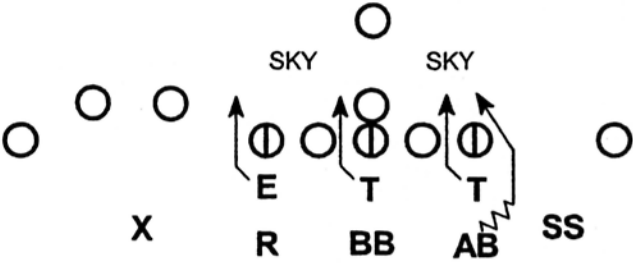
FIELD LEFT

(SUB) STACK SLANT BOB

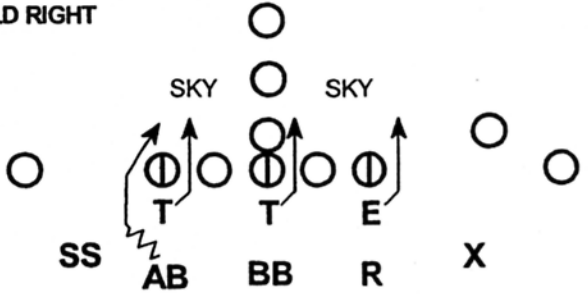


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	2 GAP	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	B	B	INSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	BOUNDARY A GAP	BOUNDARY A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	BOUNDARY C GAP	BOUNDARY C GAP	OUTSIDE BOUNDARY	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

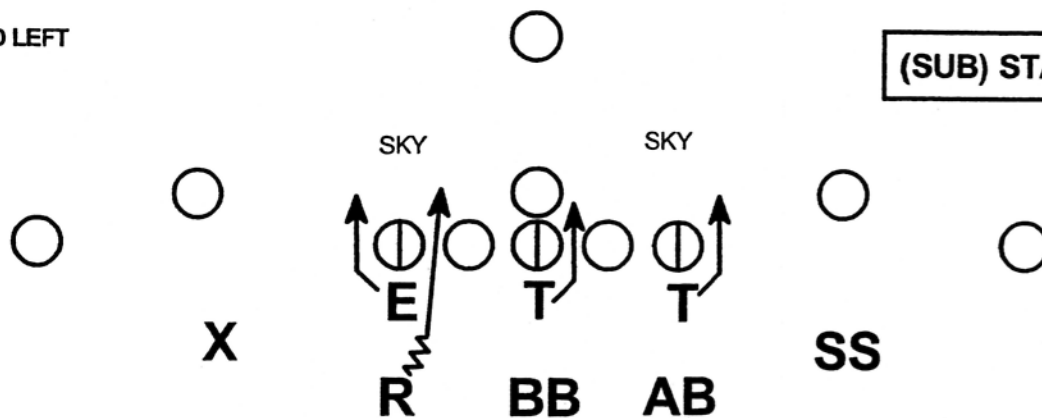


FIELD RIGHT



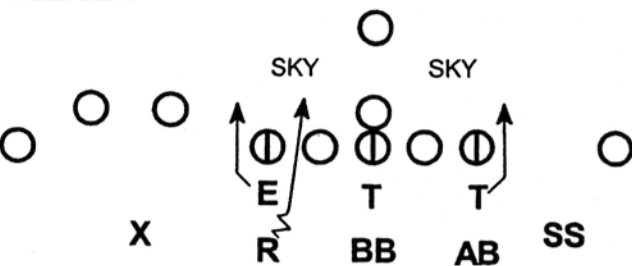
FIELD LEFT

(SUB) STACK FRITZ

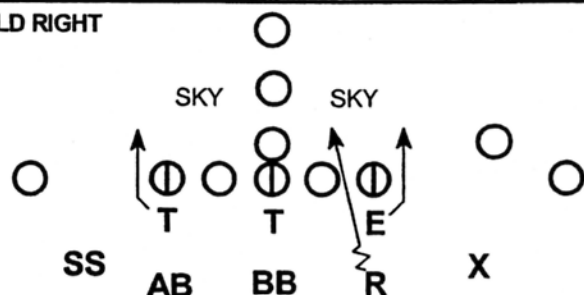


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	BOUNDARY A GAP	BOUNDARY A GAP	2 GAP	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	INSIDE FIELD	BLTIZ THRU B GAP
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	FIELD A GAP	FIELD A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

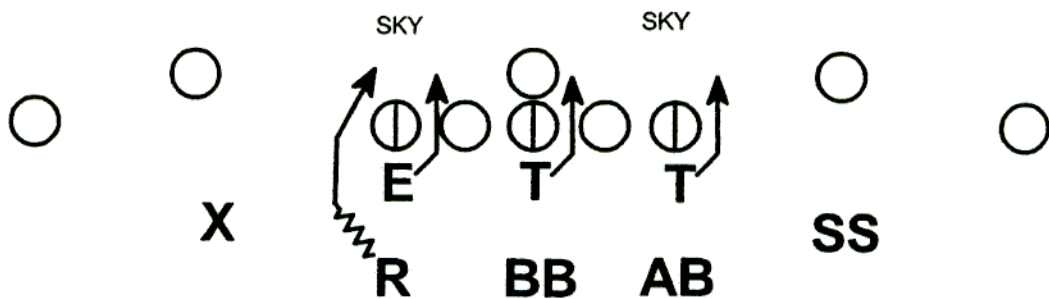


FIELD RIGHT



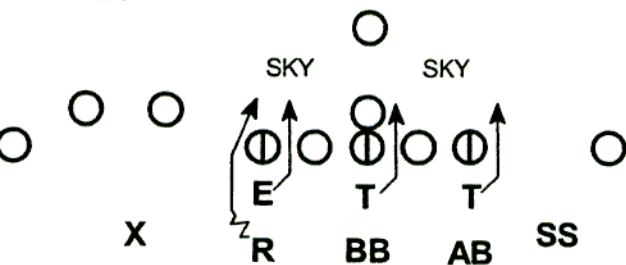
FIELD LEFT

(SUB) STACK SLANT FOGG

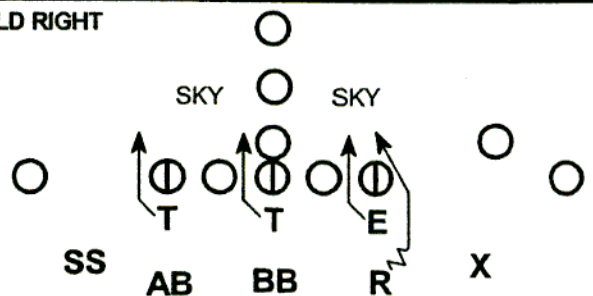


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	BOUNDARY A GAP	BOUNDARY A GAP	INSIDE BOUNDARY	ANGLE TECHNIQUE
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	B	B	INSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	C	C	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	FIELD A GAP	FIELD A GAP	NONE - COVERAGE	
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
X TROIJAN	ALIGN ON #2 TO FIELD MOF= LEFT	C.O.B THRU #2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON #2 TO BNDY MOF= RIGHT	C.O.B THRU #2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

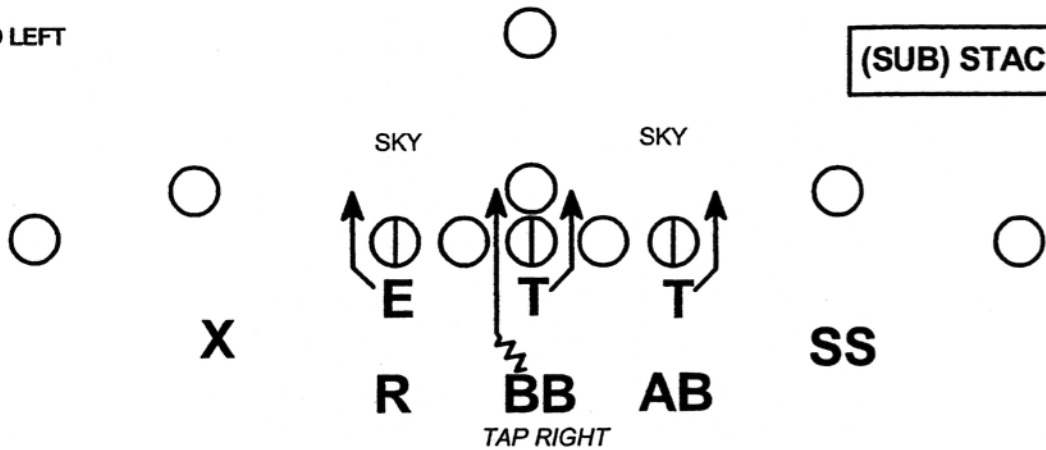


FIELD RIGHT



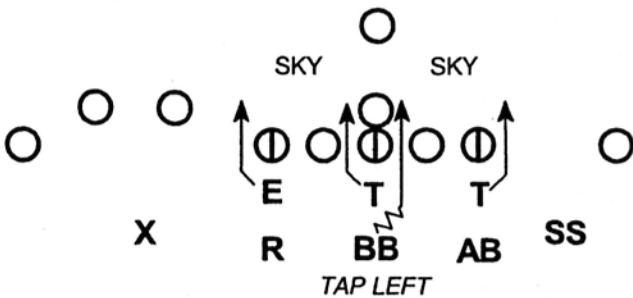
FIELD LEFT

(SUB) STACK MAC GO

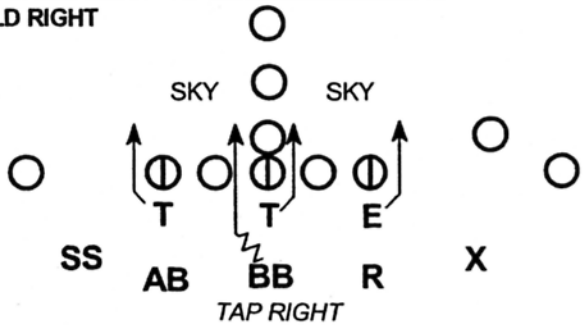


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	INSIDE TO TAP SIDE	GO TO SIDE THAT MAC TAPS
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	A	A	INSIDE OPPOSITE TAP SIDE	BLITZ TAP HIP OF NT TO TELL HIM WHICH SIDE HE IS GOING
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	NONE - COVERAGE	
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	

FIELD LEFT

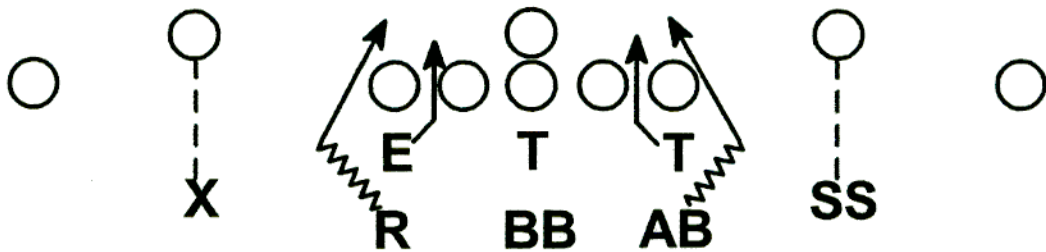


FIELD RIGHT



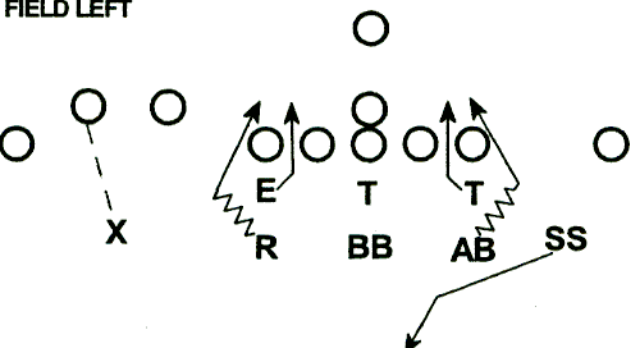
FIELD LEFT

(SUB) STACK
DOUBLE CRASH
(COVER: LIBERTY)

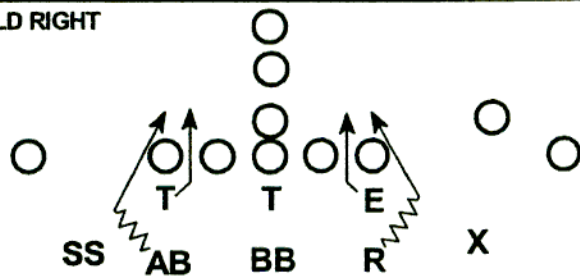


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	CENTER	A	A	INSIDE 2 GAP	
T BNDY TKL	H - 5	BALL	B	B	INSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	B	B	INSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	C	C	OUTSIDE FIELD	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	MAKE NOSE RIGHT	MAKE NOSE RIGHT	LIBERTY COVERAGE	MAN TO MAN REMAINING BACK VS. 2 BACKS = 1ST BACK TO FIELD
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	C	C	OUTSIDE BOUNDARY	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	CRACK AND REPLACE		LIBERTY COVERAGE	
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT DEEP 1/2	C.O.B THRU # 2	CRACK AND REPLACE		LIBERTY COVERAGE	VS 2 X 2 = MAN # 2 TO BOUNDARY VS 3 X 1 = ROCK'N'ROLL DEEP MIDDLE VS 2 RB'S = 1ST BACK YOUR SIDE

FIELD LEFT

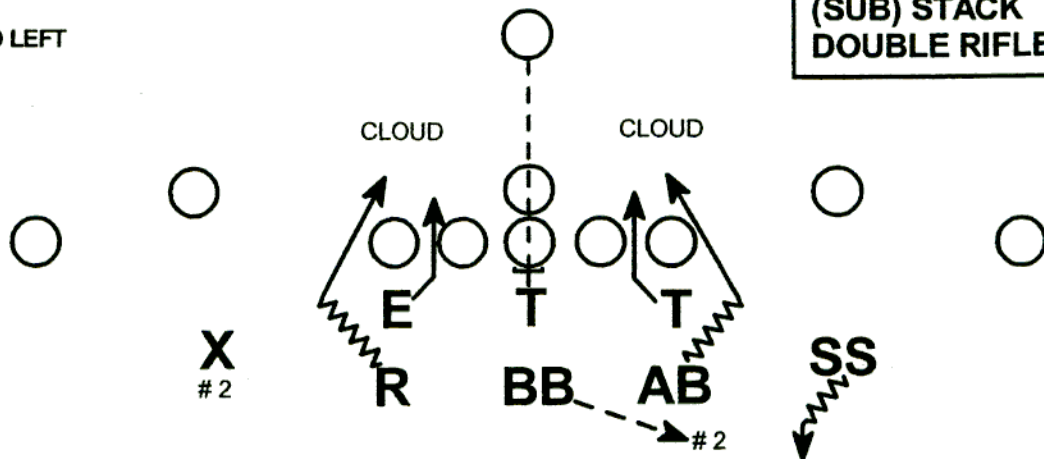


FIELD RIGHT



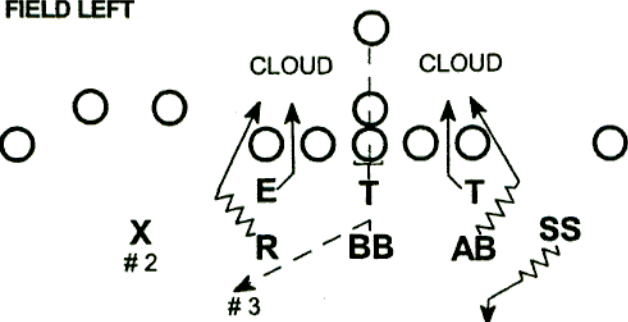
FIELD LEFT

(SUB) STACK
DOUBLE RIFLE - PEEK

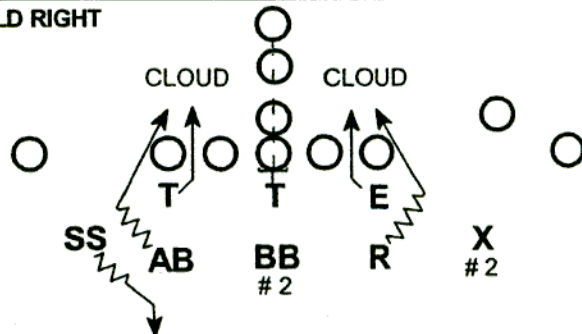


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	CENTER	A	A	PEEK	PEEK = MAN TO MAN ON RB
T BNDY TKL	H - 5	BALL	B	B	INSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	B	B	INSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	C	C	OUTSIDE FIELD	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	MAKE NOSE RIGHT	MAKE NOSE RIGHT	NONE - COVERAGE	TRIPS WITH COVER 2 = X BUZZ # 2 BB BUZZ # 3
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	C	C	OUTSIDE BOUNDARY	BLITZ FLAT COURSE STAY ON OT'S HIP STAY OUTSIDE FAN BLOCK
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	RUN TO: SPILL CLOUD FORCE RUN AWAY: SQUEEZE		NONE - COVERAGE	TRIPS WITH COVER 2 = X BUZZ # 2 BB BUZZ # 3
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT DEEP 1/2	BALL	LATE / ALLEY		DEEP 1/2	SHOW STACK ALIGNMENT WORK BACK TO DEEP 1/2 DURING CADENCE

FIELD LEFT

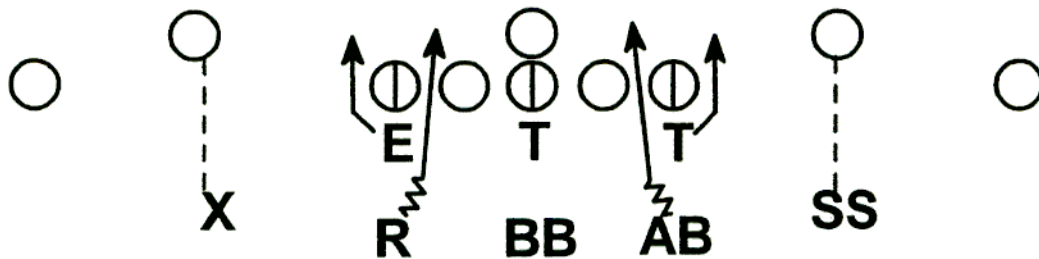


FIELD RIGHT



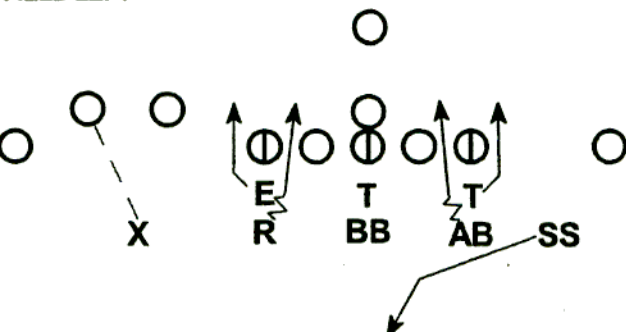
FIELD LEFT

(SUB) STACK
FRITZ & BILL
(COVER LIBERTY)

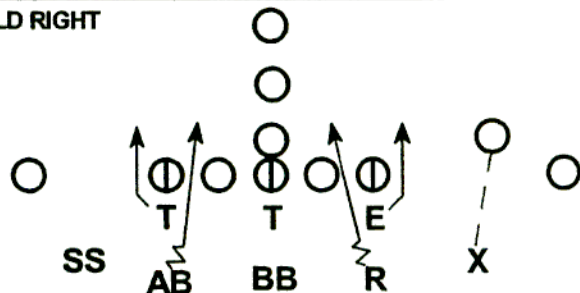


POS	ALIGN. CHARGE	KEY	GAP RESPONSIBILITY		RUSH LANE OR COVERAGE	COACHING POINTS
			RUN OPEN	RUN CLOSED		
T FLD TKL	0	BALL	A	A	2 GAP	
T BNDY TKL	H - 5	BALL	C	C	OUTSIDE BOUNDARY	ANGLE TECHNIQUE
E FIELD END	H - 5	BALL	C	C	OUTSIDE FIELD	ANGLE TECHNIQUE
R RUSH END	50 ALIGN TO FIELD CALL MOF= LEFT	GUARD TO TACKLE	B	B	INSIDE FIELD	BLTIZ THRU B GAP
BB MAC LB	0 TECH HEAD UP ON CENTER FLOW TO BALL	FLOW TO GUARD	MAKE NOSE RIGHT	MAKE NOSE RIGHT	LIBERTY COVERAGE	MAN TO MAN REMAINING BACK VS. 2 BACKS = 1ST BACK TO FIELD
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL MOF= RIGHT	GUARD TO TACKLE	B	B	INSIDE BOUNDARY	BLTIZ THRU B GAP
X TROJAN	ALIGN ON # 2 TO FIELD MOF= LEFT	C.O.B THRU # 2	CRACK AND REPLACE		LIBERTY COVERAGE	MAN TO MAN # 2 TO FIELD
SS STRONG SAFTEY	ALIGN ON # 2 TO BNDY MOF= RIGHT	C.O.B THRU # 2	CRACK AND REPLACE		LIBERTY COVERAGE	VS 2 X 2 = MAN # 2 TO BOUNDARY VS 3 X 1 = ROCK'N'ROLL DEEP MIDDLE VS 2 RB'S = 1ST BACK YOUR SIDE

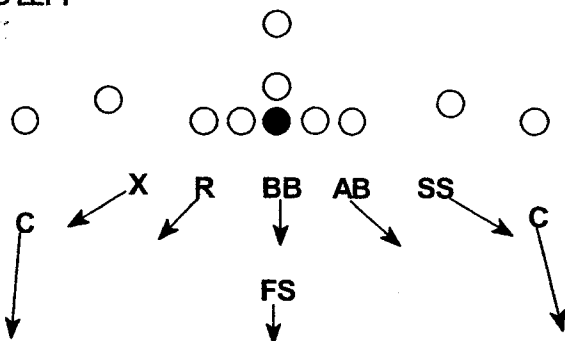
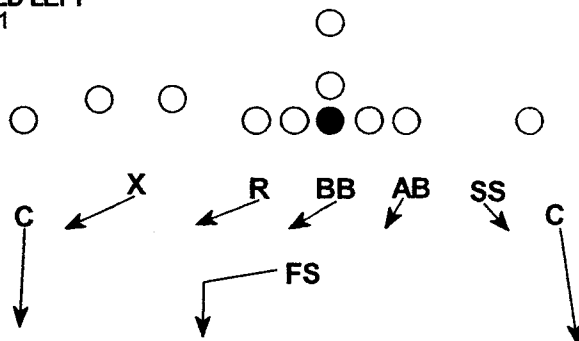
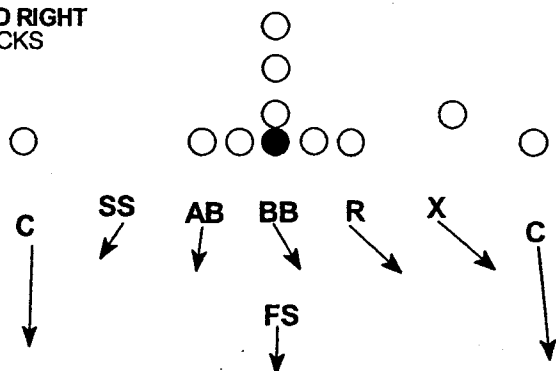
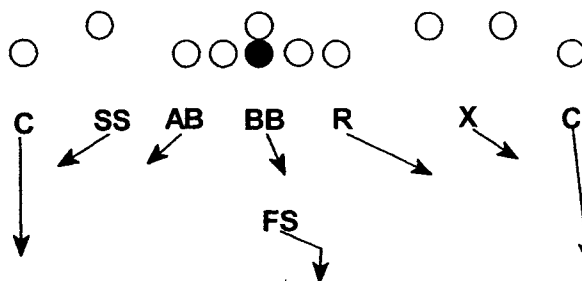
FIELD LEFT



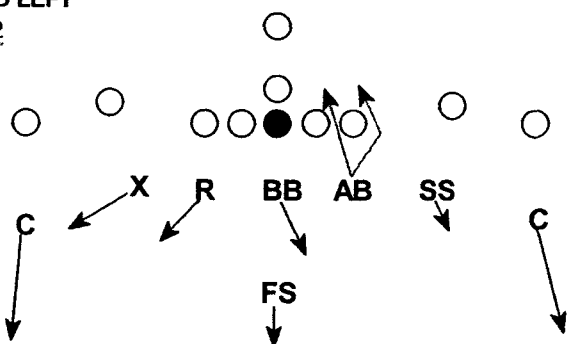
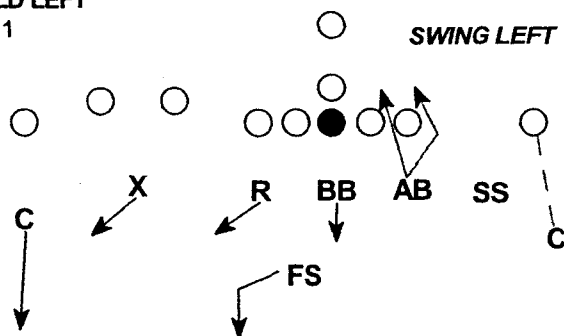
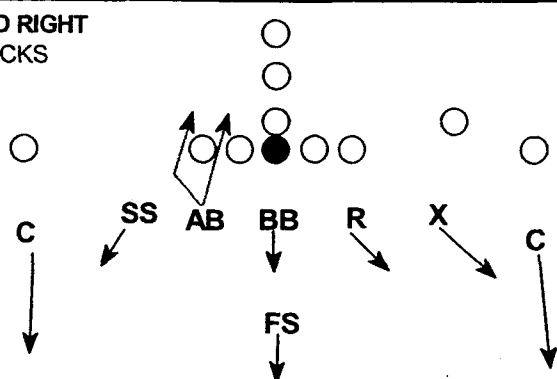
FIELD RIGHT



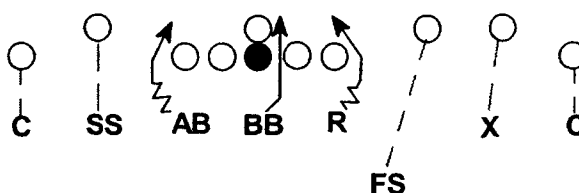
	POSITION	RUN RESPONSIBILITY	DROP BACK RESPONS.	PLAY ACTION RESPONS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT SPOT DROP TO TOP NUMBERS	CURL TO FLAT SPOT DROP TO TOP NUMBERS
BB MAC LB	0 TECH	INSIDE A GAP	SPOT DROP TO MIDDLE OF FIELD	SPOT DROP TO MIDDLE OF FIELD
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	B GAP	HOOK CURL SPOT DROP TO 5 YARDS OUTSIDE HASH	HOOK CURL SPOT DROP TO 5 YARDS OUTSIDE HASH
C FIELD CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT SPOT DROP TO TOP NUMBERS	CURL TO FLAT SPOT DROP TO TOP NUMBERS
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	LATE	DEEP MIDDLE 1/3	DEEP MIDDLE 1/3
C BNDY CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3
R RUSH END	50 ALIGN TO FIELD CALL	B GAP	HOOK CURL SPOT DROP TO 5 YARDS OUTSIDE HASH	HOOK CURL SPOT DROP TO 5 YARDS OUTSIDE HASH

FIELD LEFT
2 X 2-FIELD LEFT
3 X 1FIELD RIGHT
2 BACKSFIELD RIGHT
EMPTY

	POSITION	RUN RESPONSIBILITY	DROP BACK RESPNS.	PLAY ACTION RESPNS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT	CURL TO FLAT
BB MAC LB	0 TECH	BOUNDARY A GAP	HOOK/CURL TO BOUNDARY VS TRIPS: SWING CHK = KEY DROP OFF # 2 WEAK	HOOK/CURL TO BOUNDARY VS TRIPS: SWING CHK = KEY DROP OFF # 2 WEAK
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	BLITZ B GAP OR C GAP	BLITZ	BLITZ
C FIELD CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT VS TRIPS: SWING CHK= MAN #2 WEAK. NO # 2 = CUT TO # 1	CURL TO FLAT VS TRIPS: SWING CHK= MAN #2 WEAK. NO # 2 = CUT TO # 1
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	LATE	DEEP MIDDLE 1/3	DEEP MIDDLE 1/3
C BNDY CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3 VS TRIPS: MAN # 1	DEEP OUTSIDE 1/3 VS TRIPS: MAN # 1
R RUSH END	50 ALIGN TO FIELD CALL	B GAP	HOOK/CURL VS TRIPS: DRIVE TO CURL	HOOK/CURL VS TRIPS: DRIVE TO CURL

FIELD LEFT
2 X 2FIELD LEFT
3 X 1FIELD RIGHT
2 BACKSFIELD RIGHT
EMPTY

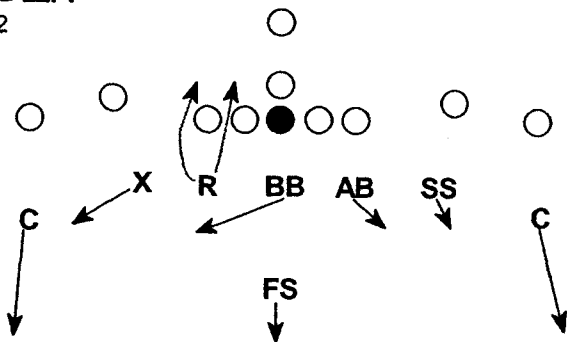
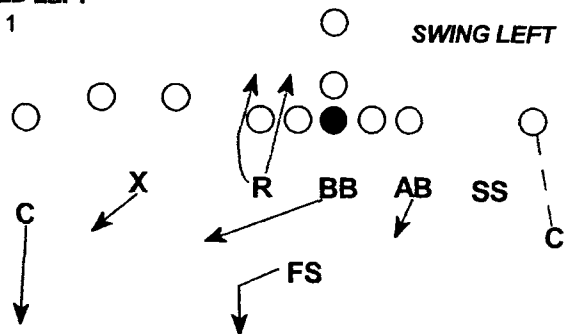
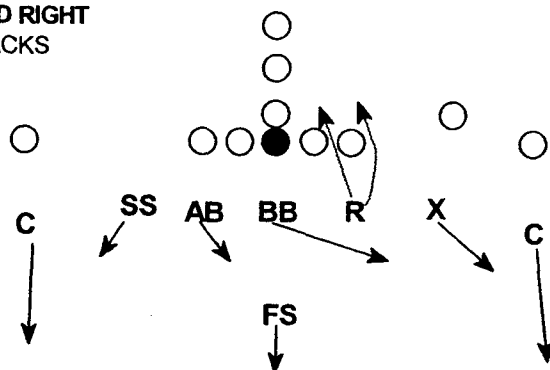
CHK ZOO BLUE



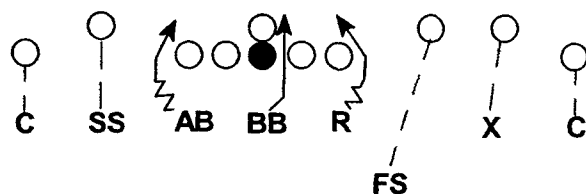
COVER: 3 SWING

STACK FRITZ / SLANT FOG

	POSITION	RUN RESPONSIBILITY	DROP BACK RESPONS.	PLAY ACTION RESPONS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT	CURL TO FLAT
BB MAC LB	0 TECH	FIELD A GAP	HOOK CURL TO FIELD	HOOK CURL TO FIELD
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	B GAP	HOOK/CURL WEAK VS TRIPS: SWING CHK = KEY DROP OF # 2	HOOK/CURL WEAK VS TRIPS: SWING CHK = KEY DROP OF # 2
C FIELD CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL TO FLAT VS TRIPS: SWING CHK= MAN #2 WEAK. NO # 2 = CUT TO # 1	CURL TO FLAT VS TRIPS: SWING CHK= MAN #2 WEAK. NO # 2 = CUT TO # 1
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	LATE	DEEP MIDDLE 1/3	DEEP MIDDLE 1/3
C BNDY CORNER	PRESS BAIL 7 X 1	LATE	DEEP OUTSIDE 1/3 VS TRIPS: SWING CHK = MAN # 1	DEEP OUTSIDE 1/3 VS TRIPS: SWING CHK = MAN # 1
R RUSH END	50 ALIGN TO FIELD CALL	BLITZ B GAP OR C GAP	BLITZ	BLITZ

FIELD LEFT
2 X 2FIELD LEFT
3 X 1FIELD RIGHT
2 BACKSFIELD RIGHT
EMPTY

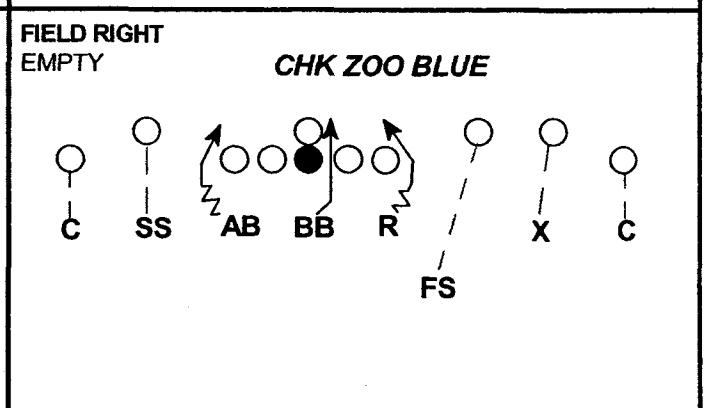
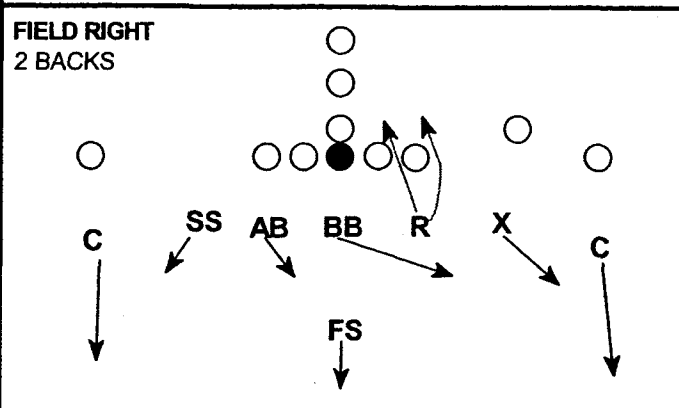
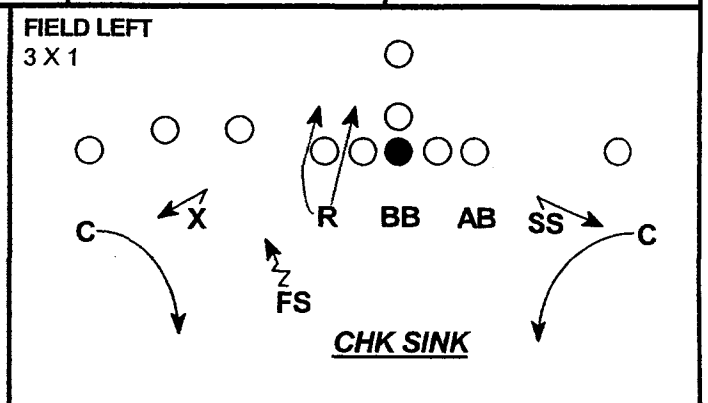
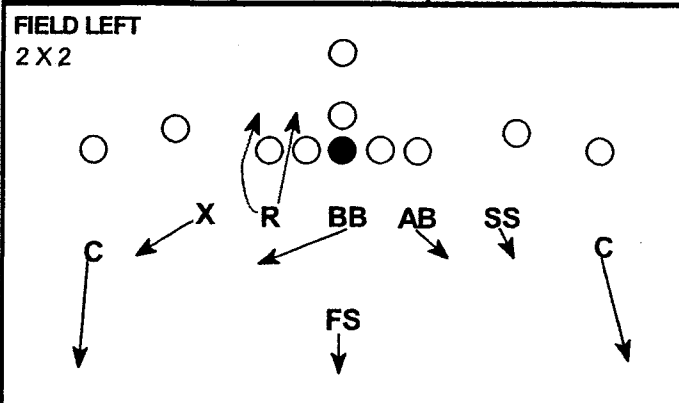
CHK ZOO BLUE



COVER: 3 SINK

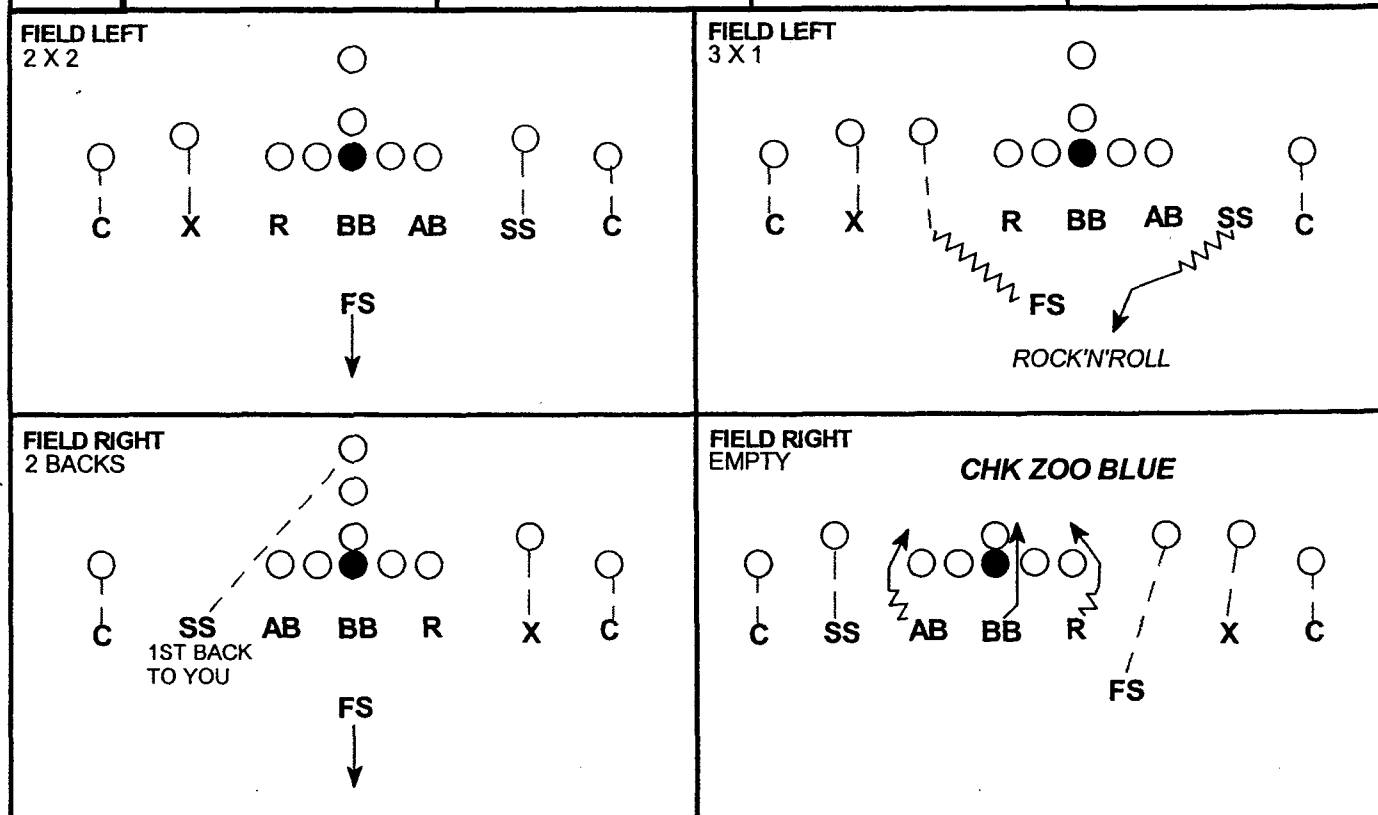
STACK FRITZ / SLANT FOG

	POSITION	RUN RESPONSIBILITY	DROP BACK RESPONS.	PLAY ACTION RESPONS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL/FLAT VS 3X1: CHK SINK = SKATE	CURL/FLAT VS 3X1: CHK SINK = SKATE
BB MAC LB	0 TECH	FIELD A GAP	2X2: HOOK CURL 3X1: CHK SINK = TURN ON # 3	2X2: HOOK CURL 3X1: CHK SINK = TURN ON # 3
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	B GAP	VS 2 X 2 = HOOK / CURL VS 3 X 1 = DRIVE TO CURL	VS 2 X 2 = HOOK / CURL VS 3 X 1 = DRIVE TO CURL
C FIELD CORNER	PRESS BAIL 7 X 1	LATE	2X2: DEEP OUTSIDE 1/3 3X1: CHK SINK = INVERTED DEEP 1/2	2X2: DEEP OUTSIDE 1/3 3X1: CHK SINK = INVERTED DEEP 1/2
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	RUN TO: SKY FORCE RUN AWAY: SQUEEZE	CURL/FLAT VS 3X1: CHK SINK = SKATE	CURL/FLAT VS 3X1: CHK SINK = SKATE
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	LATE	2X2: DEEP MIDDLE 1/3 3X1: CHK SINK = ROBBER MAN #3 VERTICAL	2X2: DEEP MIDDLE 1/3 3X1: CHK SINK = ROBBER MAN #3 VERTICAL
C BNDY CORNER	PRESS BAIL 7 X 1	LATE	2X2: DEEP OUTSIDE 1/3 3X1: CHK SINK = INVERTED DEEP 1/2	2X2: DEEP OUTSIDE 1/3 3X1: CHK SINK = INVERTED DEEP 1/2
R RUSH END	50 ALIGN TO FIELD CALL	BLITZ B GAP OR C GAP	BLITZ	BLITZ



COVER: LIBERTY

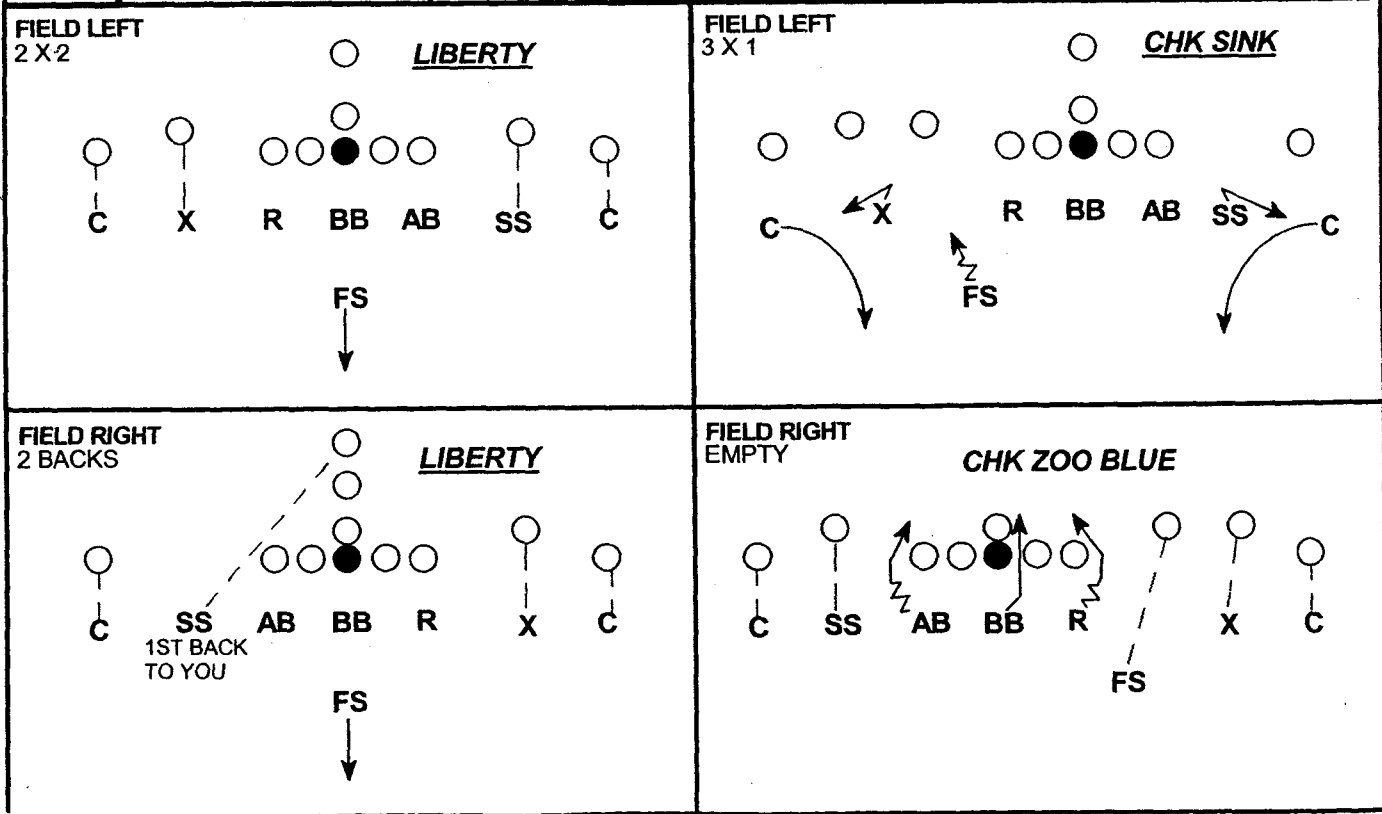
	POSITION	RUN RESPONSIBILITY	DROP BACK RESPONS.	PLAY ACTION RESPONS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	CRACK AND REPLACE	MAN TO MAN # 2 TO FIELD	MAN TO MAN # 2 TO FIELD
BB MAC LB	0 TECH	BLITZ OR INSIDE A GAP	BLITZ OR "ME / YOU" CALL	BLITZ OR "ME / YOU" CALL
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	BLITZ OR B GAP	BLITZ OR "ME / YOU" CALL	BLITZ OR "ME / YOU" CALL
C FIELD CORNER	PRESS OR PRESS AND BAIL	CRACK AND REPLACE	MAN ON # 1 YOUR SIDE	MAN ON # 1 YOUR SIDE
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	CRACK AND REPLACE	MAN TO MAN # 2 TO BOUNDARY VS 3X1: ROCK'N'ROLL W/FS = POST PLAYER	MAN TO MAN # 2 TO BOUNDARY VS 3X1: ROCK'N'ROLL W/FS = POST PLAYER
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	LATE	DEEP MIDDLE / POST VS 3X1: ROCK'N'ROLL W/SS = MAN # 3	DEEP MIDDLE / POST VS 3X1: ROCK'N'ROLL W/SS = MAN # 3
C BNDY CORNER	PRESS OR PRESS AND BAIL	CRACK AND REPLACE	MAN ON # 1 YOUR SIDE	MAN ON # 1 YOUR SIDE
R RUSH END	50 ALIGN TO FIELD CALL	BLITZ OR B GAP	BLITZ OR "ME / YOU" CALL	BLITZ OR "ME / YOU" CALL



actor in the
table TB

COVER: LIBERTY SINK

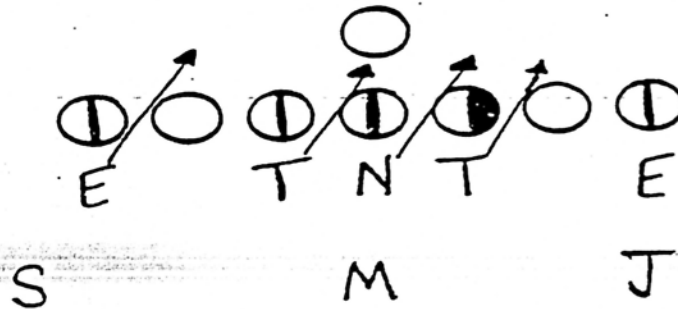
	POSITION	RUN RESPONSIBILITY	DROP BACK RESPONS.	PLAY ACTION RESPONS.
X TROJAN	TO FIELD PRESS OR 5 X 1 OUTSIDE # 2	VS 2X2: CRACK & REPLACE VS 3X1: SKATER SKY FORCE	VS 2X2: MAN TO MAN # 2 TO FIELD VS 3X1: SKATE	VS 2X2: MAN TO MAN # 2 TO FIELD VS 3X1: SKATE
BB MAC LB	0 TECH	BLITZ OR INSIDE A GAP	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3
AB ADJ LB	50 ALIGN AWAY FROM FIELD CALL	BLITZ OR B GAP	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3
C FIELD CORNER	PRESS OR PRESS AND BAIL	VS 2X2: CRACK & REPLACE VS 3X1: LATE	VS 2X2: MAN ON # 1 YOUR SIDE VS 3X1: INVERTED 1/2	VS 2X2: MAN ON # 1 YOUR SIDE VS 3X1: INVERTED 1/2
SS STRONG SAFETY	TO BOUNDARY PRESS OR 5 X 1 OUTSIDE # 2	VS 2X2: CRACK & REPLACE VS 3X1: SKATER SKY FORCE	VS 2X2: MAN TO MAN # 2 TO BOUNDARY VS 3X1: SKATE	VS 2X2: MAN TO MAN # 2 TO BOUNDARY VS 3X1: SKATE
F FREE SAFETY	10 YARDS DEEP OVER THE BALL	VS 2X2: LATE VS 3X1: ROBBER / ALLEY	VS 2X2: DEEP MIDDLE VS 3X1: SINK CHECK ROBBER MAN # 3 VERTICAL	VS 2X2: DEEP MIDDLE VS 3X1: SINK CHECK ROBBER MAN # 3 VERTICAL
C BNDY CORNER	PRESS OR PRESS AND BAIL	VS 2X2: CRACK & REPLACE VS 3X1: LATE	VS 2X2: MAN ON # 1 YOUR SIDE VS 3X1: INVERTED 1/2	VS 2X2: MAN ON # 1 YOUR SIDE VS 3X1: INVERTED 1/2
R RUSH END	50 ALIGN TO FIELD CALL	BLITZ OR B GAP	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3	VS. 2X2: BLITZ OR "ME / YOU" CALL VS 3X1: NON BLITZER= TURN ON #3



STUD SLANT (LIZ OR RIP)



(RIP CALL)

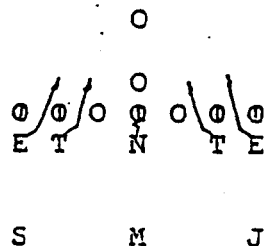


BEST COVERAGE(S): 0 or Roll

CONTROLS: SHORT YARDAGE

PLAYER	ALIGN	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	READ	C TO D	DIVE-QB	DEPENDS ON SCHEME
ST	3	STUNT	B GAP	DIVE	45 DEGREE STEP
N	0	STUNT	A STRONG	DIVE	45 DEGREE STEP
WT	2 HEAD	STUNT	A GAP	DIVE	45 DEGREE STEP
WE	6	STUNT	C GAP	DIVE-QB	45 DEGREE STEP
SAM	60	READ	C TO D	QB-PITCH	
JACK	60	READ	C TO D	QB-PITCH	
MIKE	STACK ON NG	READ	WORK FLOW	DIVE-QB	

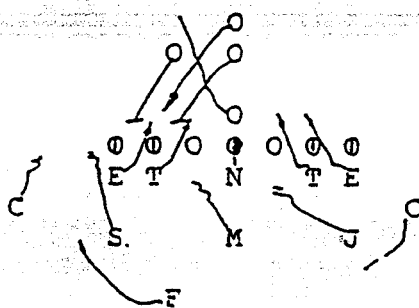
FRONT: "STUD - PINCH" (Cover Zero)



TECHNIQUE:

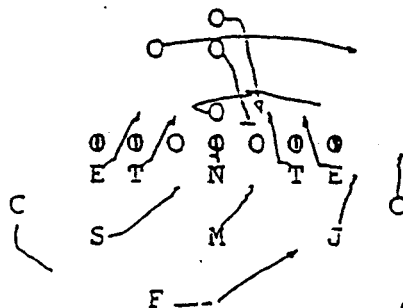
SE: 6 tech/bullet
ST: 4 tech/pinch
WT: 4 tech/pinch
WE: 6 tech/bullet
NT: 0 tech/stuff
MIKE: 00 tech
JACK: 90 tech
SAM: 90 tech

Flow Strong



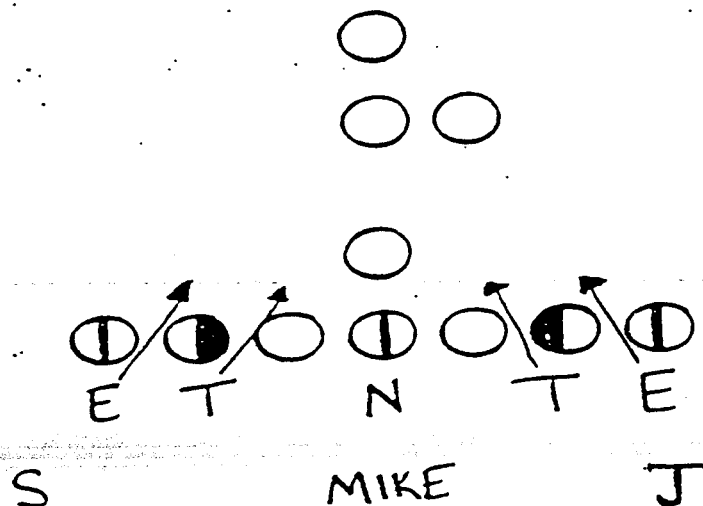
Notes...

Flow Weak



Notes...

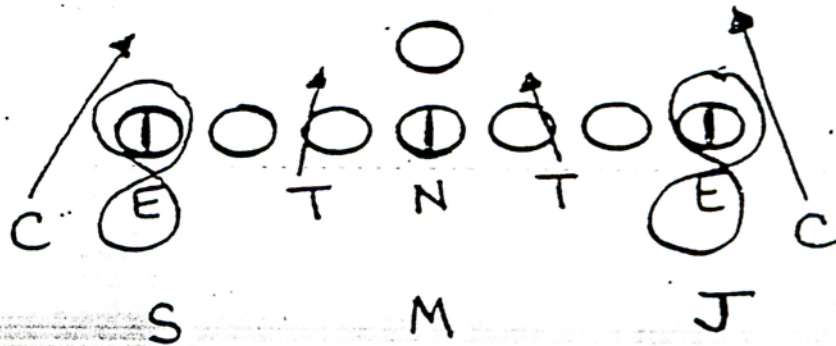
STUD PINCH



BEST COVERAGE(S): 0 or Roll

CONTROLS: SHORT YARDAGE

PLAYER	ALIGN'	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	STUNT	C GAP	DIVE-QB	45 DEGREE STEP
ST	4	STUNT	B GAP	DIVE	45 DEGREE STEP
N	0	READ	BOTH A GAPS	DIVE	
WT	4	STUNT	B GAP	DIVE	45 DEGREE STEP
WE	6	STUNT	C GAP	DIVE-QB	45 DEGREE STEP
SAM	90	READ	D TO A	QB-PITCHE	
JACK	90	READ	D TO A	QB-PITCHE	
MIKE	STACK ON NG	READ	A TO A D	DIVE-QB	

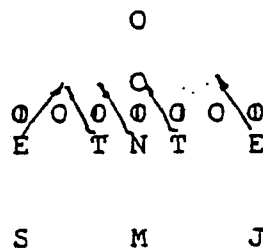


BEST COVERAGE(S): G.L. MAN

CONTROLS: SHORT YARDAGE

PLAYER	ALIGN	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	MAN COV. ON ON TE	C TO D	DIVE-QB	DEPENDS ON SCHEME
ST	WIDE 3	TOUGH STUNT	B GAP	DIVE	STEP TOUGH W/SHAI FOO?
N	0	READ	BOTH A GAPS	DIVE	
WT	WIDE 3	TOUGH STUNT	B GAP	DIVE	STEP TOUGH W/SHAI FOO?
WE	6	MAN COV. ON TE	C TO D	DIVE-QB	DEPENDS ON SCHEME
SAM	60	MAN COV..	FLOW	QB-PITCH	
JACK	60	MAN COV.	FLOW	QB-PITCH	
MIKE	STACK ON NG	MAN COV.	FLOW	DIVE-QB	

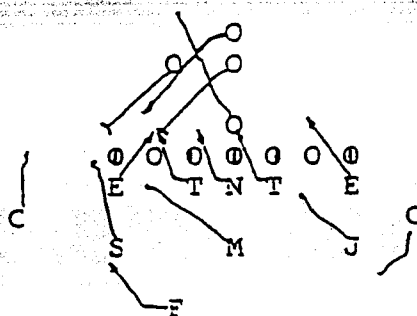
FRONT: "STUD - PUSH" (Cover Zero)



TECHNIQUE:

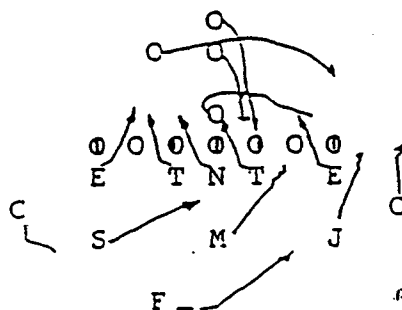
SE: 6 tech/bullet
ST: 3 tech/slant
WT: 3 tech/slant
WE: 6 tech/slant
NT: 0 tech/stuff
MIKE: 00 tech
JACK: 70 tech
SAM: 70 tech

Flow Strong

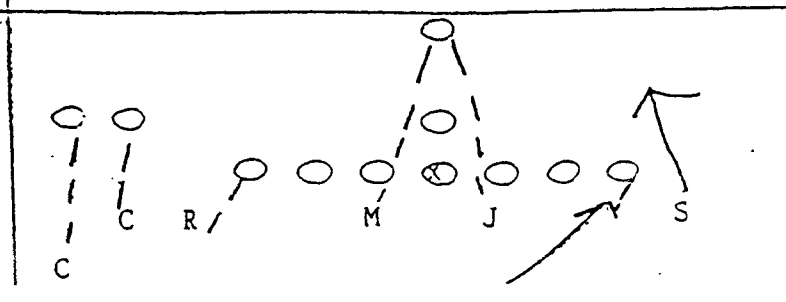
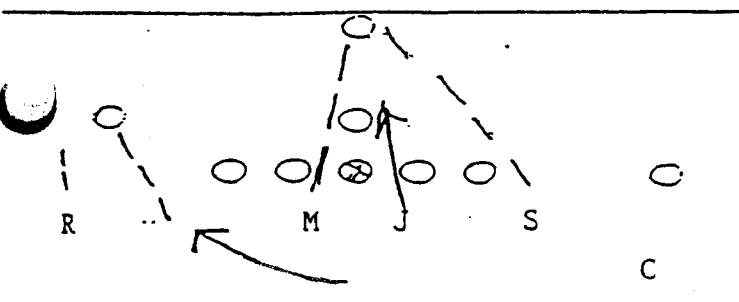
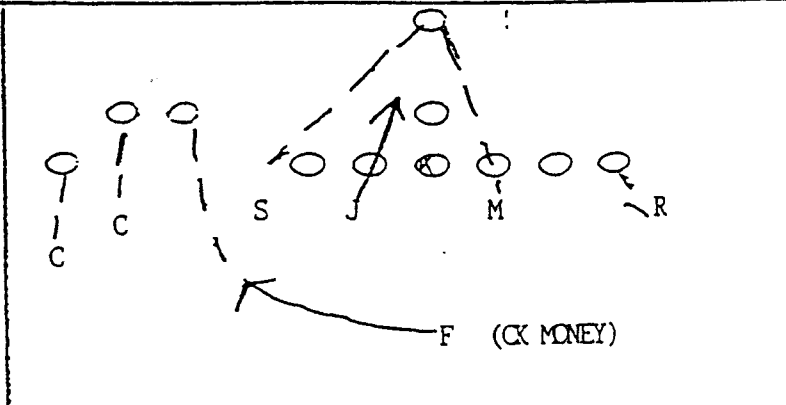
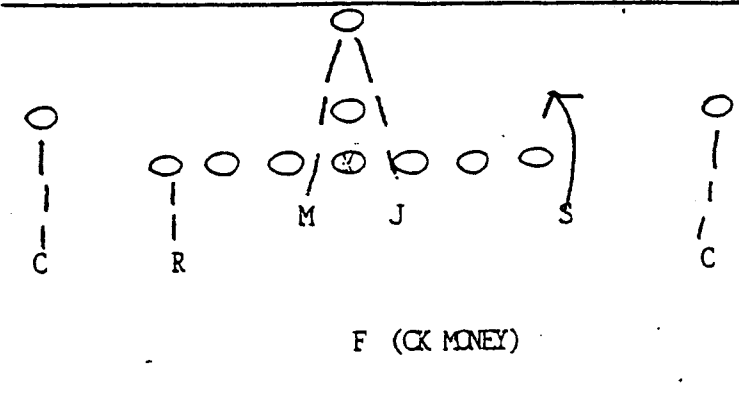
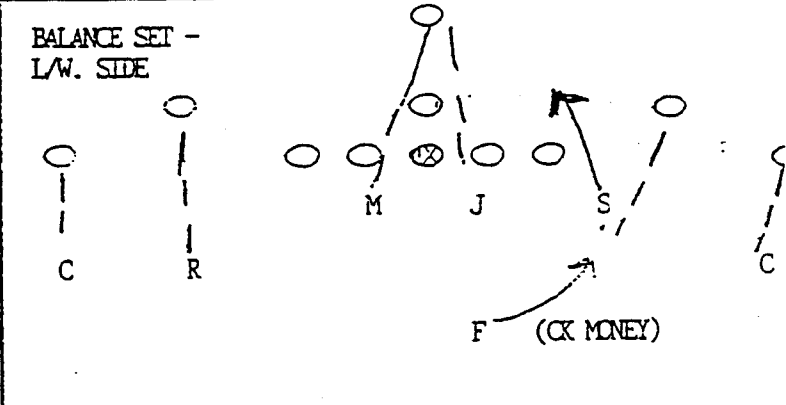
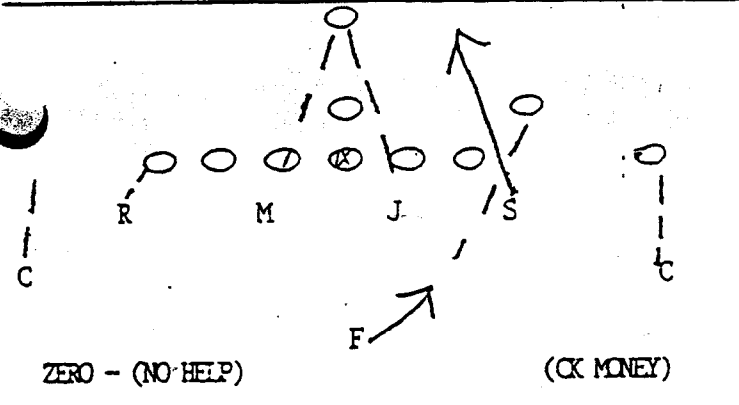
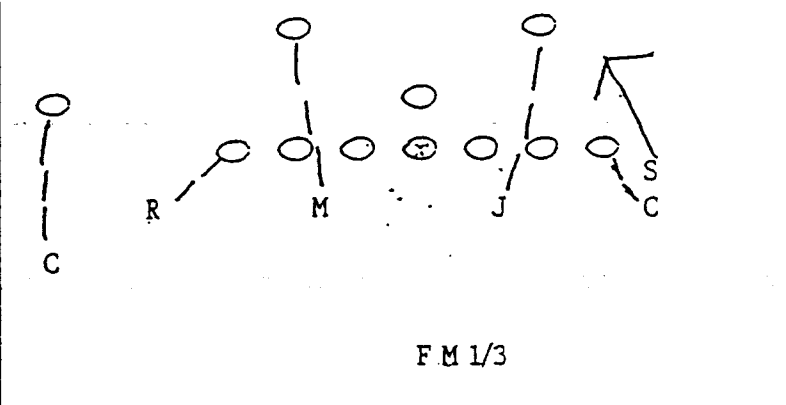
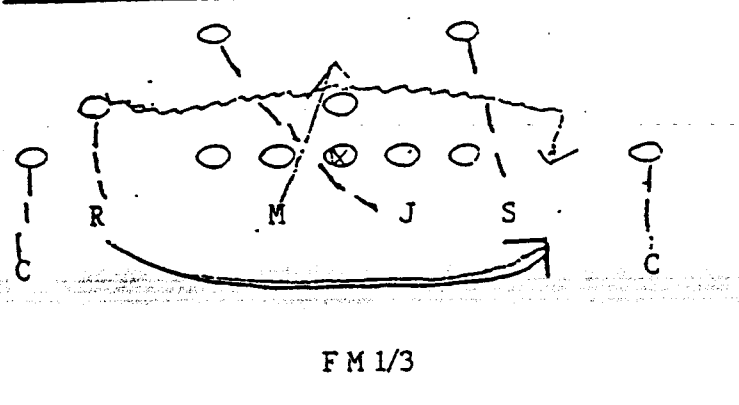
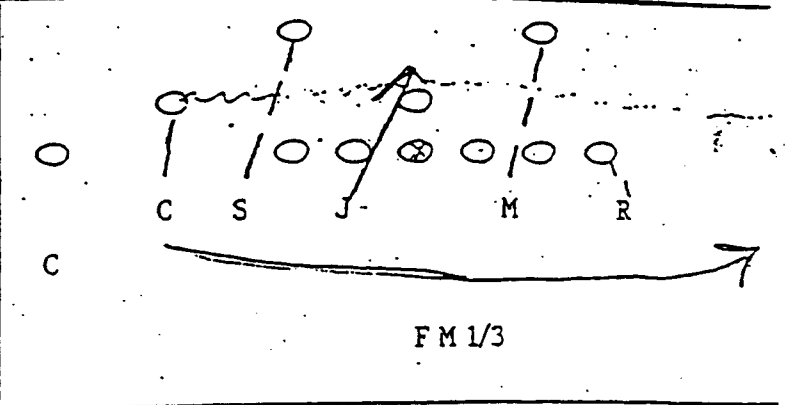
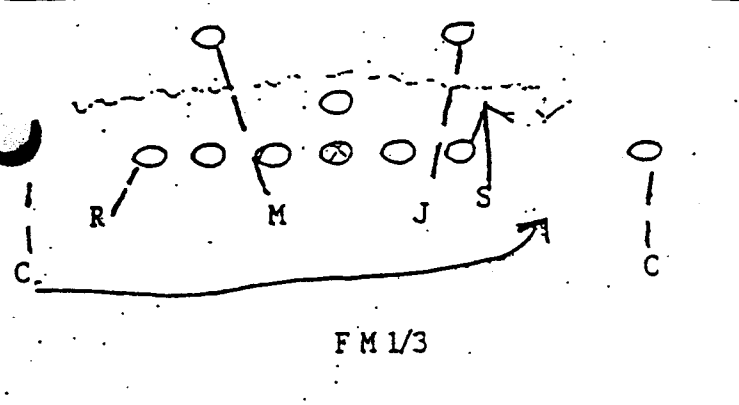


Notes...

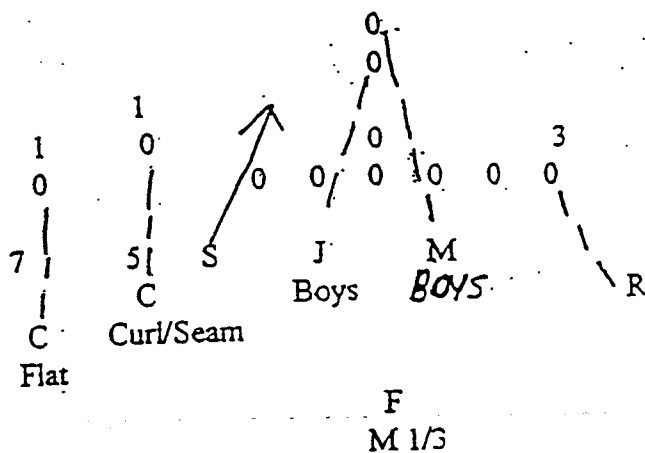
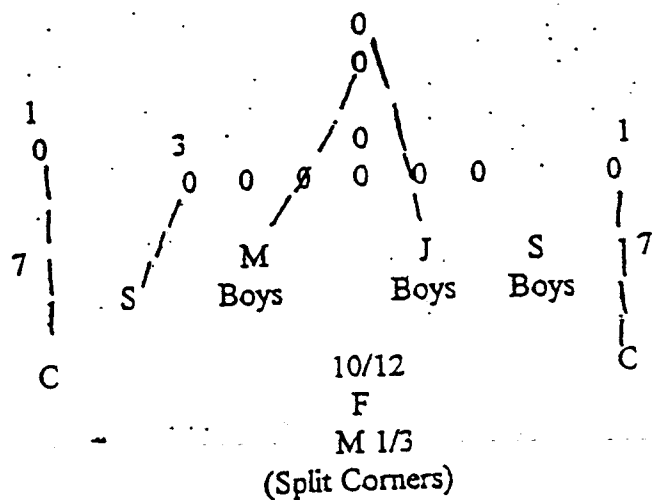
Flow Weak



Notes...

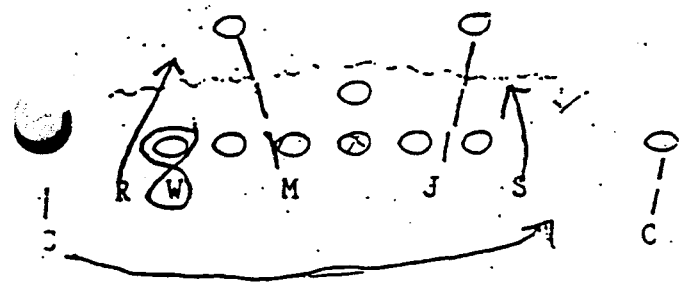


52 - COVER 1

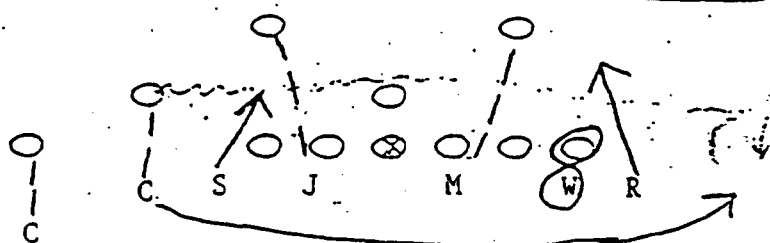


(C.K. Money vs. 1 Back Set)

COVER 1	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	#1 M/M O/S
/ER	QB to #2 Receiver or TE	Force late	Fold	#2 M/M or TE O/S
FREE SAFETY	QB to Uncovered linemen-Get jump on ball	Force I/S Out	Force I/S Out	Deep Middle 1/3
RIGHT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	#1 M/M O/S
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if not in B
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if not in B
SAM	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if not in F

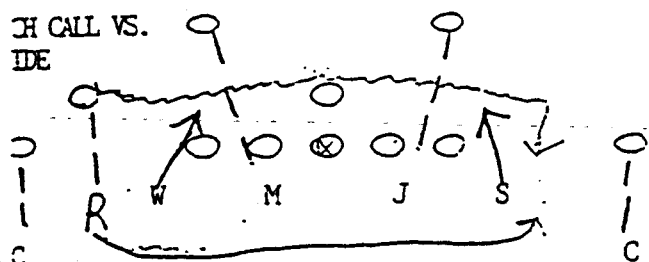


F M 1/3

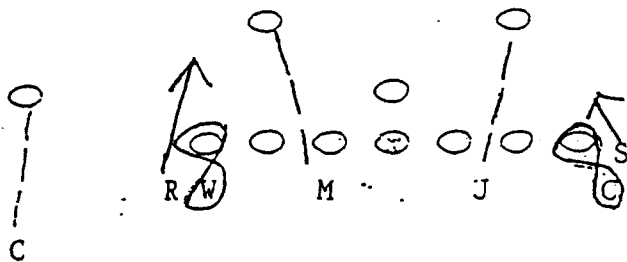


F M 1/3

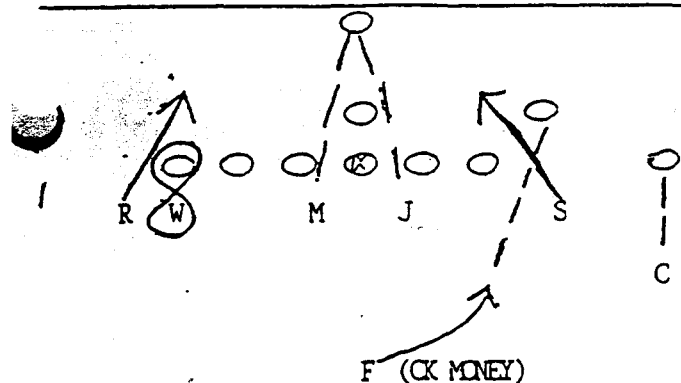
CH CALL VS.
IDE



F M 1/3

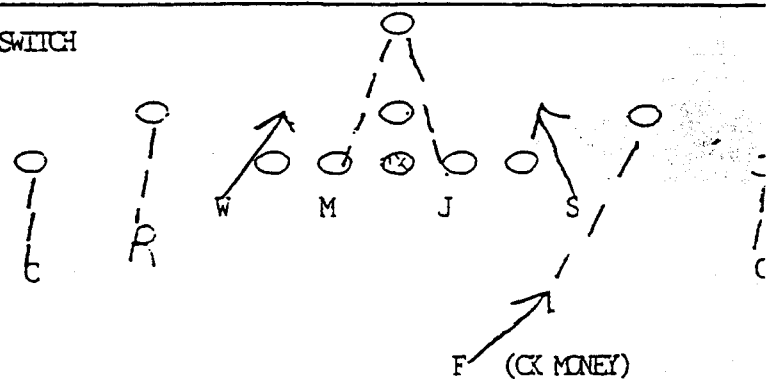


F M 1/3

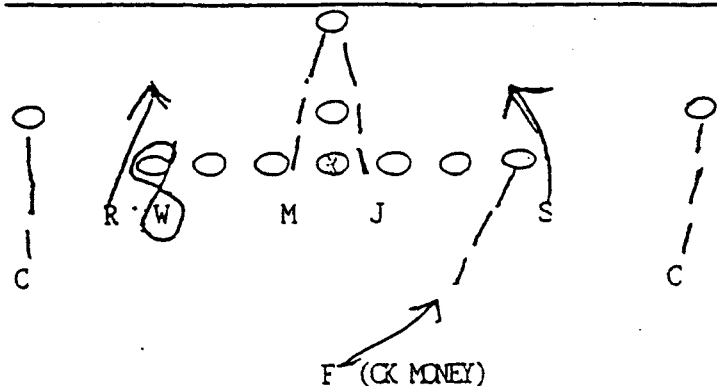


F (CK MONEY)

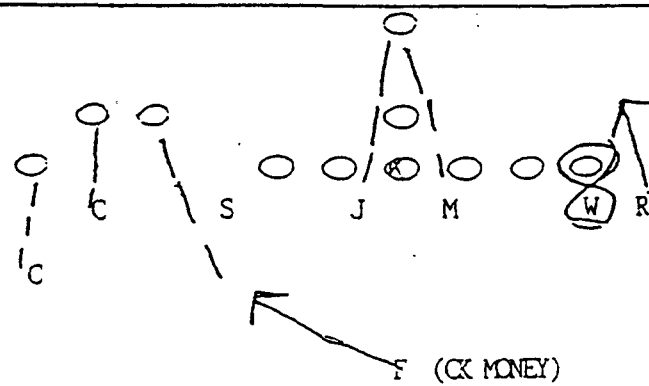
SWITCH



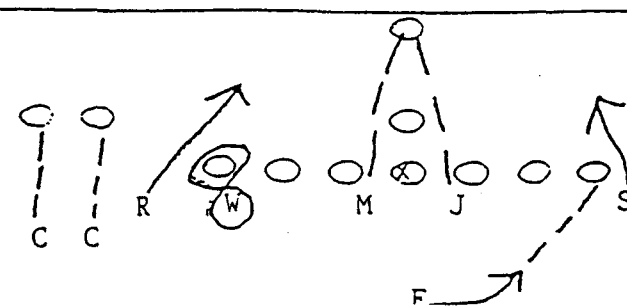
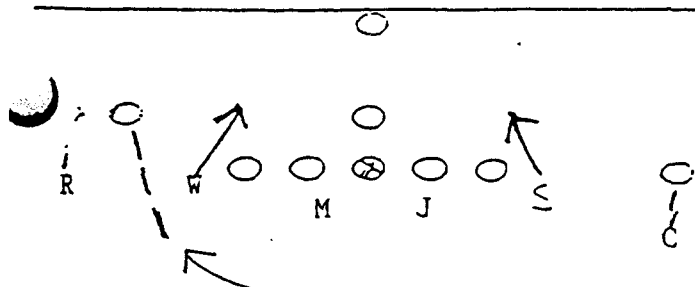
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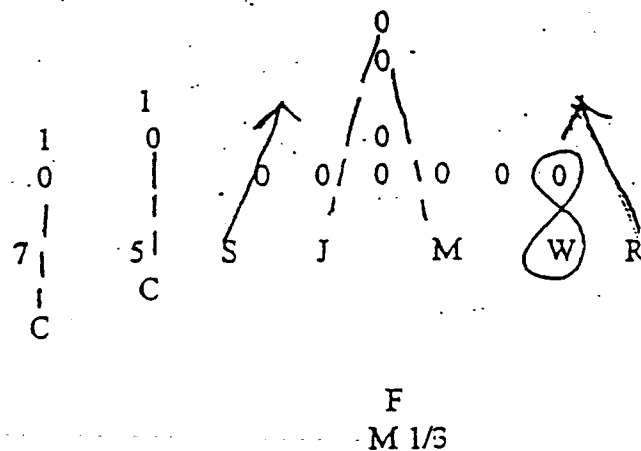
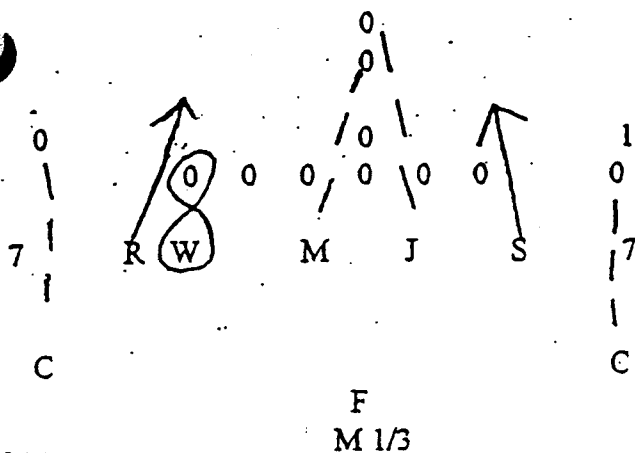
F (CK MONEY)



F (CK MONEY)

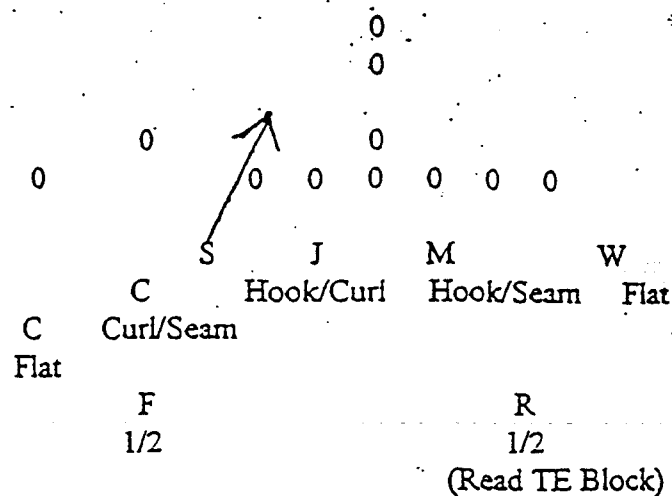
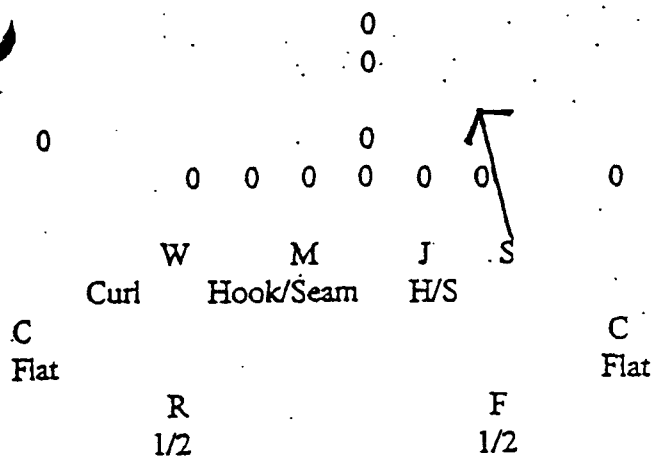


52 COVER 1 WRECKER

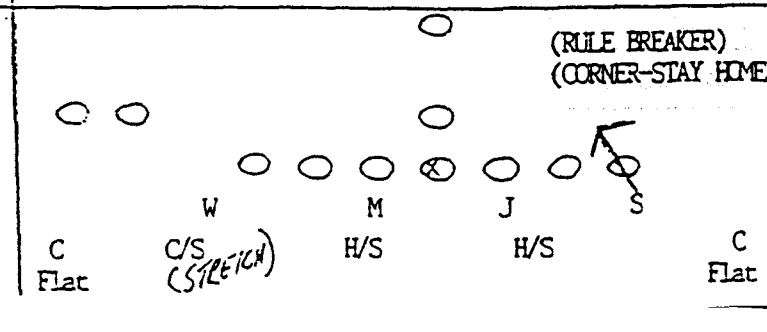
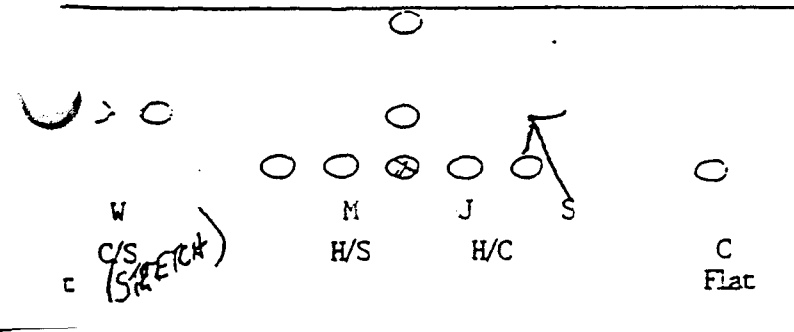
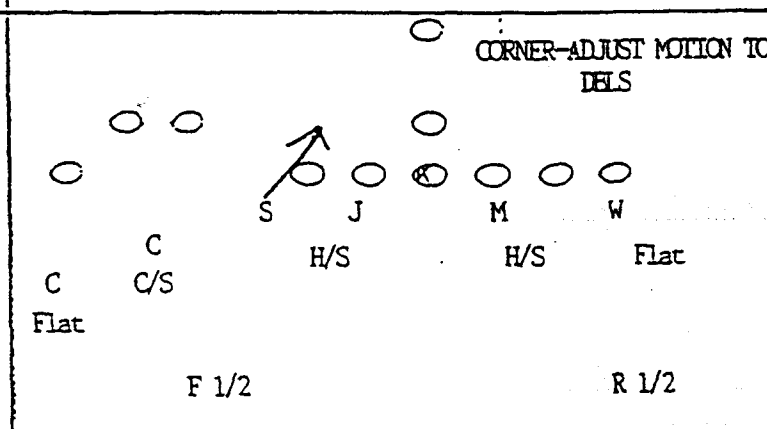
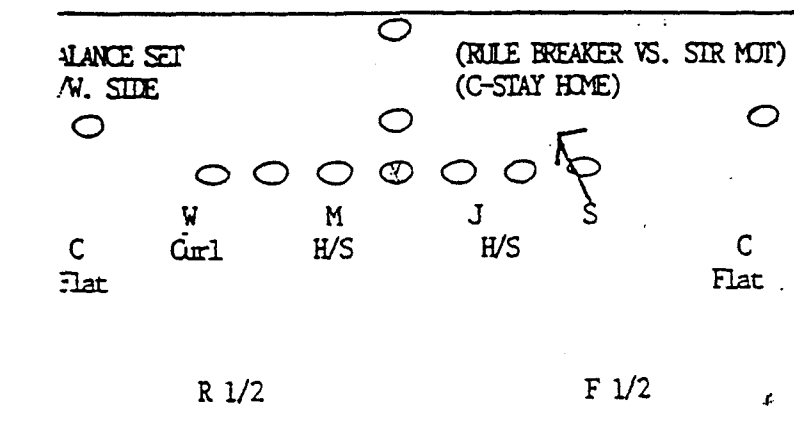
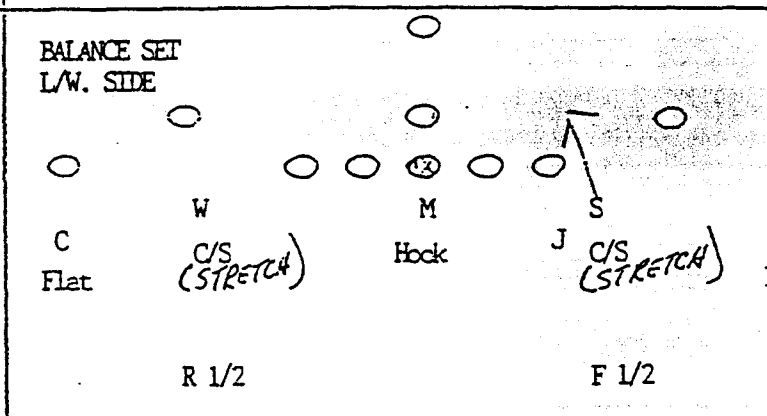
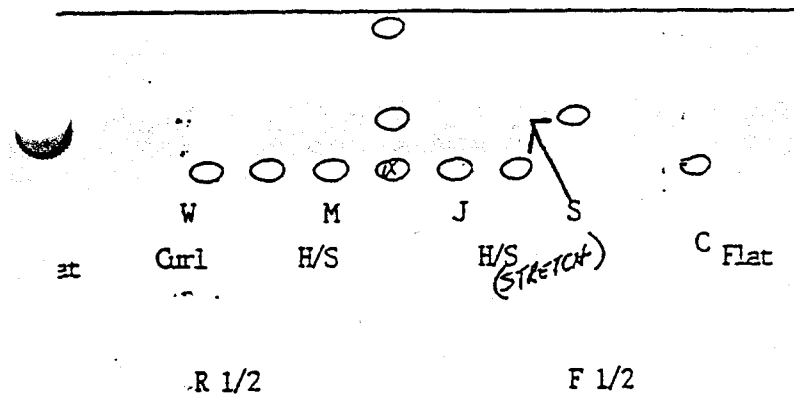
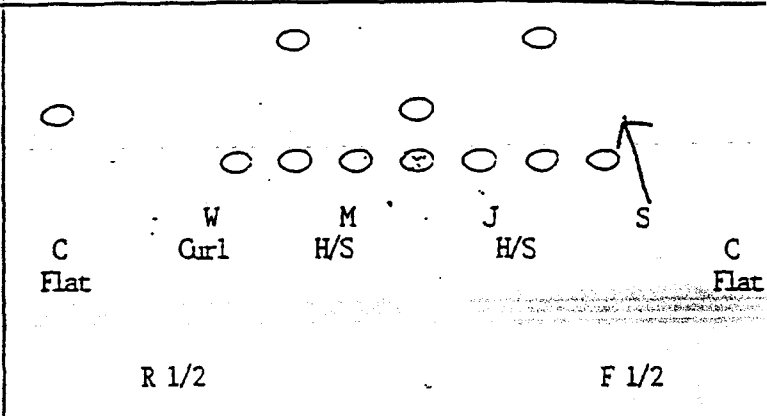
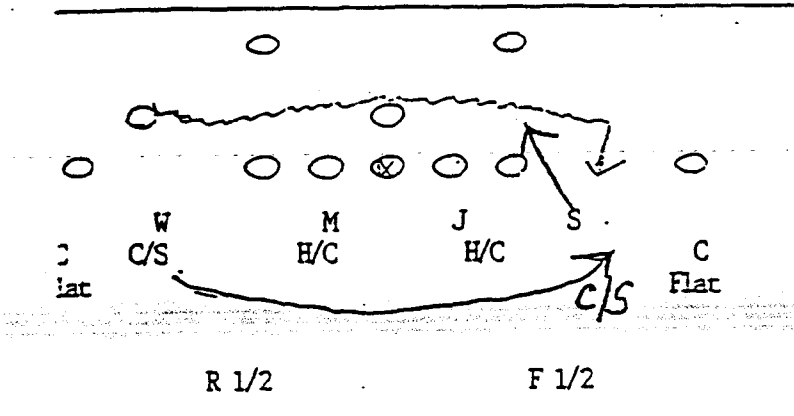
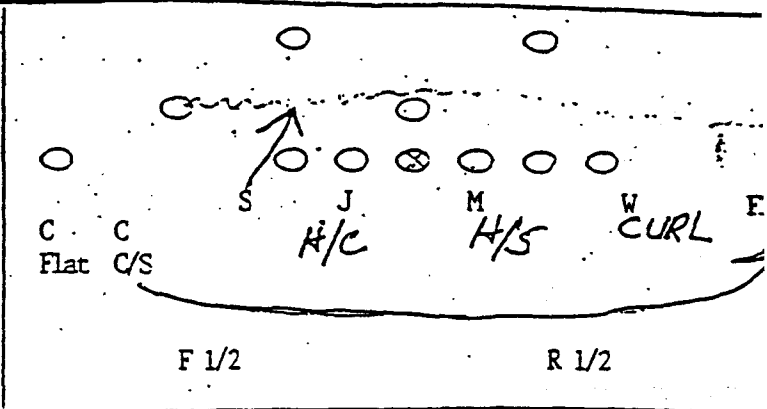
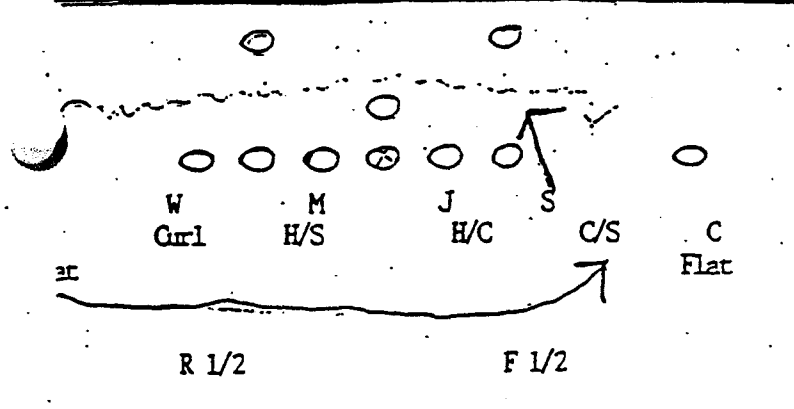


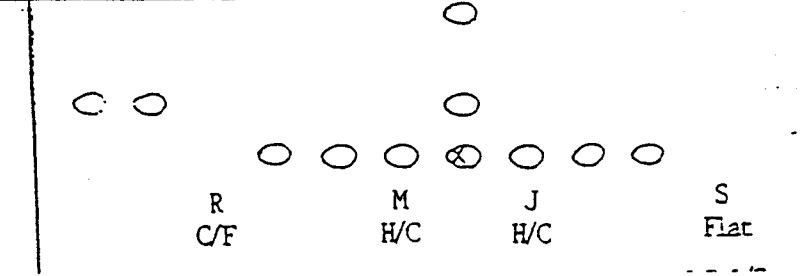
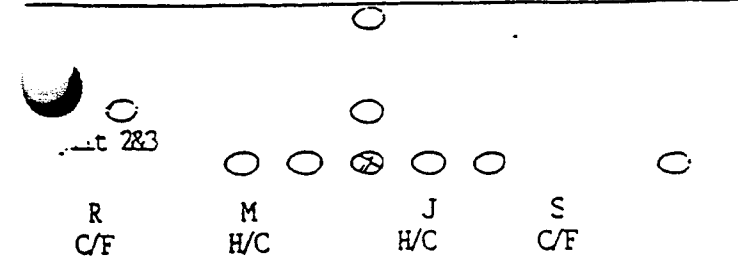
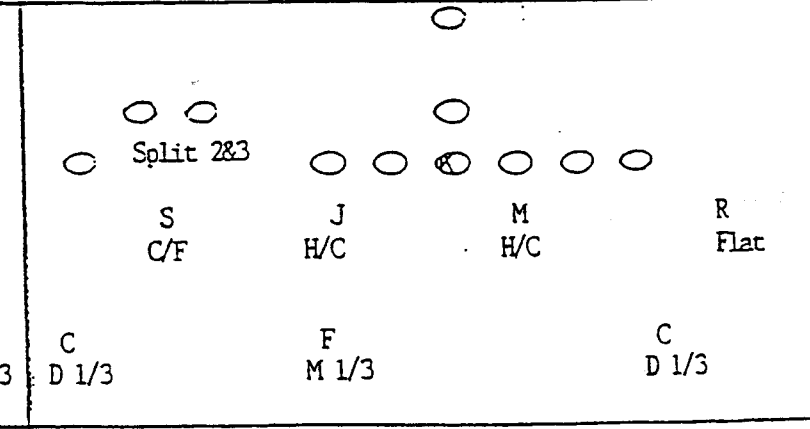
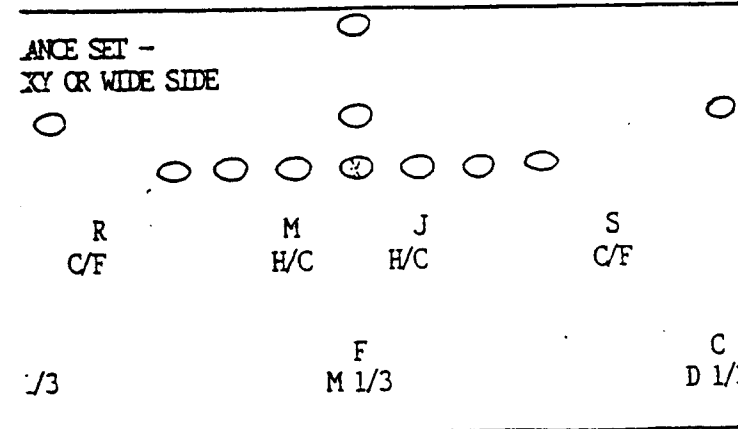
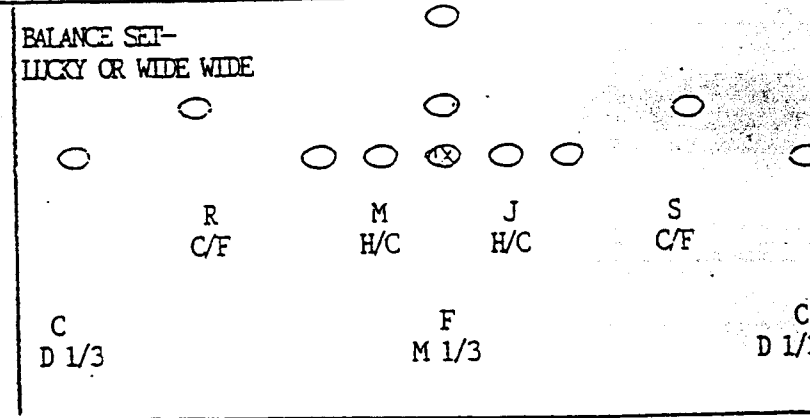
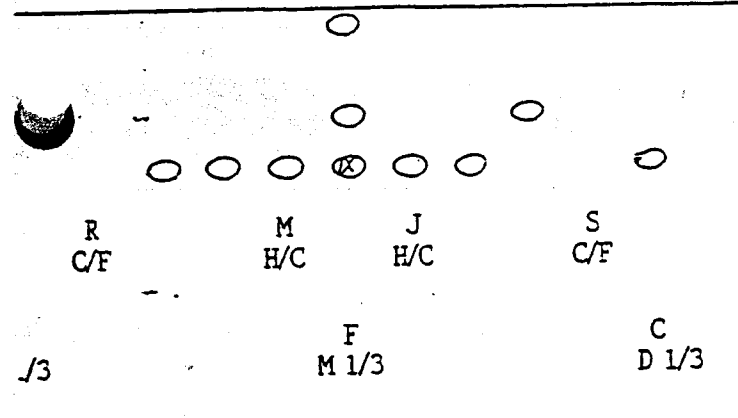
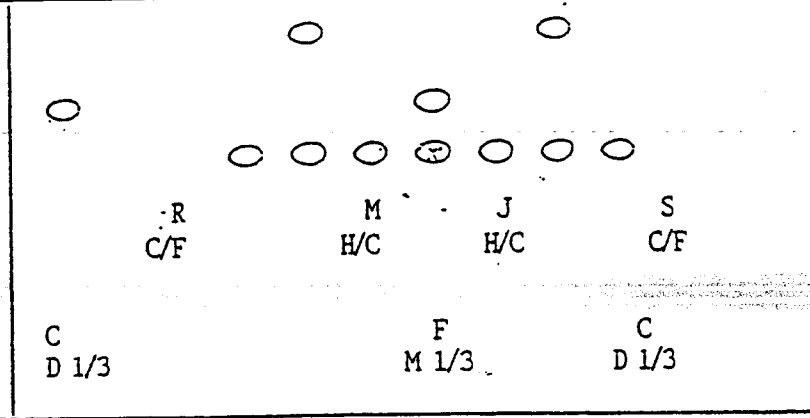
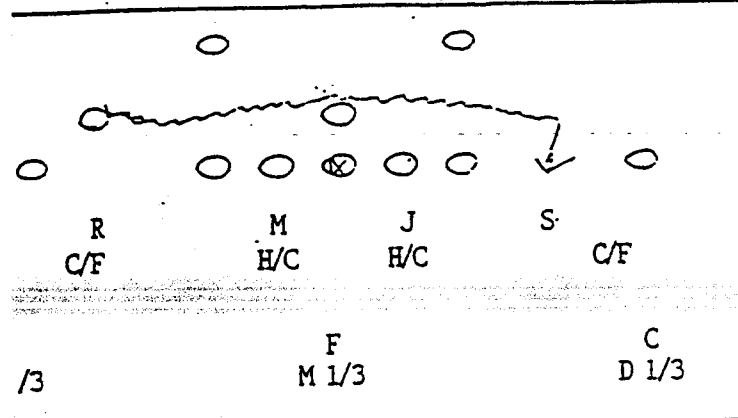
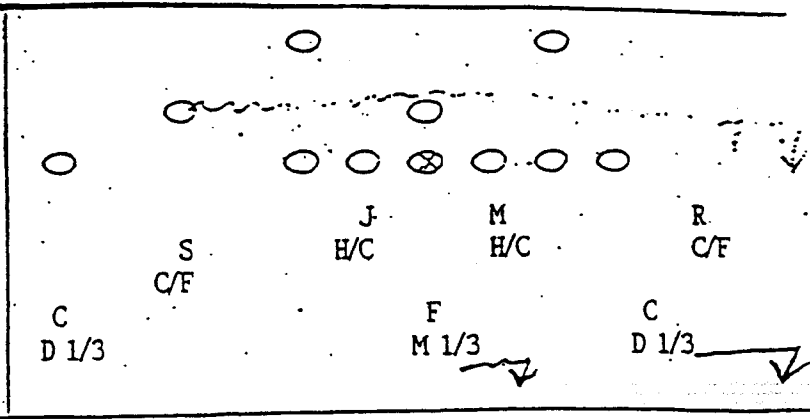
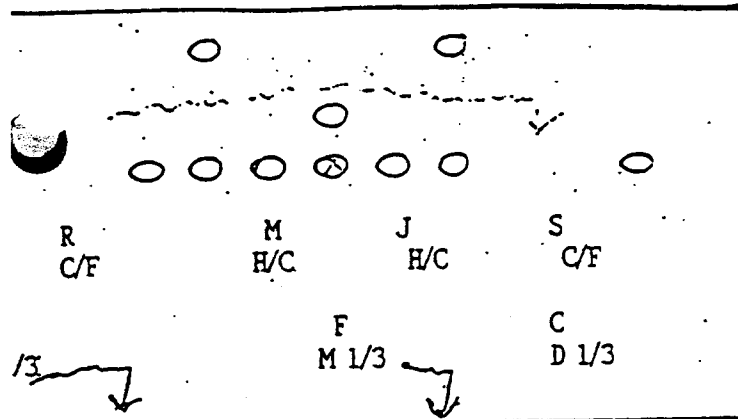
1 WRECKER	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	#1 M/M O/S
TE	Ball	Force	Trail	O/S Contain Blitz
FREE SAFETY	QB to Uncovered lineman-Get jump on ball	Force I/S Out	Force I/S Out	Deep Middle 1/3
RIGHT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	#1 M/M O/S
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz
A	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz
WRECKER	TE	M/M TE-Get off Block	M/M TE Fold	M/M TE

52 - COVER 2



COVER 2	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Force	M/M #1 Backside Leverage	Flat-Jam #1; Clue #2
TER	QB to #1 Receiver	Secondary Support Fill	Secure Deep Area, Fill	Deep 1/2 Break on Ball
FREE SAFETY	QB to #1 Receiver	Secondary Support Fill	Secure Deep Area, Fill	Deep 1/2 Break on Ball
RIGHT CORNER	QB to Receiver	Force	M/M #1 Backside Leverage	Flat - Jam #1, Clue #2
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Seam CLUE #2
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Seam CLUE #2
SAM	Depends on Front Call	Depends on Front Call	Depends on Front Call	Blitz
JECKER	Depends on Front Call	Depends on Front Call	Depends on Front Call	Curl or Flat #2 Wide/Curl/Seam





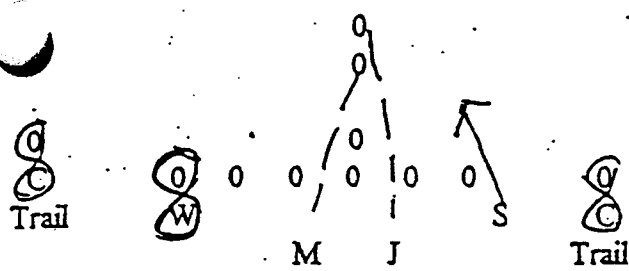
52 - COVER 3

0
0
0
0 0 0 0 0 0 0
R M J S
Curl/Flat Hook/Curl H/C C/F
C F C
Deep 1/3 Middle 1/3 Deep 1/3
(Split both corners)

0
0
0
0 0 0 0 0 0
S J M R
Curl/Flat Hook/Curl Hook/Curl Flat
C F C
Deep 1/3 Mid 1/3 Deep 1/3

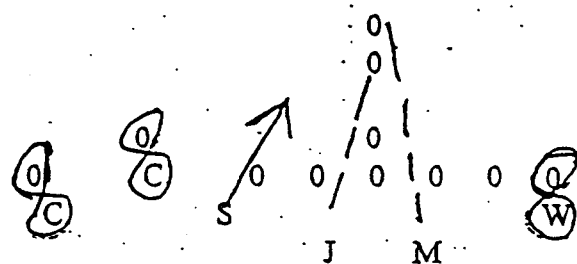
COVER 3	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Secondary Support	Backside Leverage	Deep 1/3
ER	QB to #2	Force	Fold	Curl/Flat
FREE SAFETY	QB to #2 (uncovered lineman)	Force	Fold	Curl/Flat
RIGHT CORNER	QB to Receiver	Secondary Support	Backside Leverage	Deep 1/3
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop CLUE #2
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop CLUE #2
SAM	Depends on Front Call	Depends on front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop

52 COVER 5



R
D 1/2
(10-12 yds)

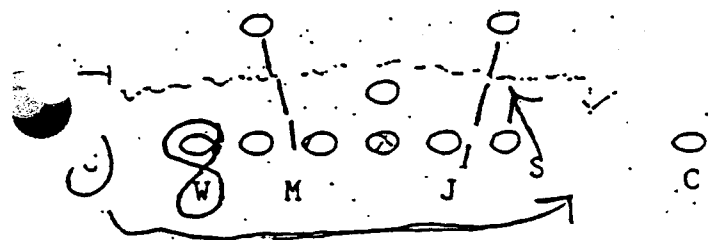
F
D 1/2
(10-12 yds)



F
D 1/2
(10-12 yds)

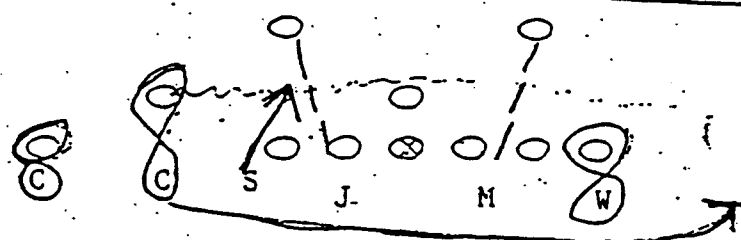
R
D 1/2
(10-12 yds)

OVER 5	KEY	RUN TO	RUN AWAY	PASS
EFT CORNER	#1 Receiver #2 Receiver in Twins	Secondary Support	M/M #1 Backside Leverage	Trail - M/M on #1
	QB to Uncovered linemen	Force	Alley - Fill	Deep 1/2 Break on Ball
REE SAFETY	QB to Uncovered lineman	Force	Alley - Fill	Deep 1/2 Break on ball
IGHT CORNER	#1 Receiver #2 Receiver in Twins	Secondary Support	M/M #1 Backside Leverage	Trail - M/M on #1
IKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - #3 Strong
ACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - #2 Weak
	Depends on Front Call	Depends on Front Call	Depends on Front Call	Blitz - If no Blitz - Robb
RECEIVED	TE/#2 Strong	M/M TE Get off	M/M TE Fill	M/M TE/#2 Strong



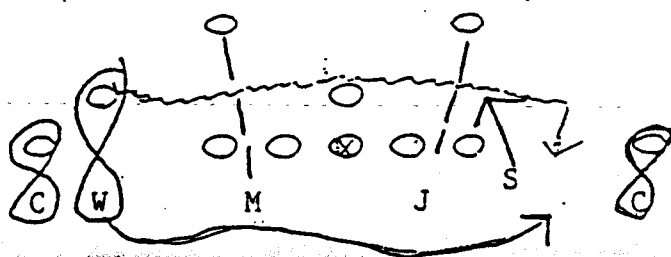
R 1/2

F 1/2



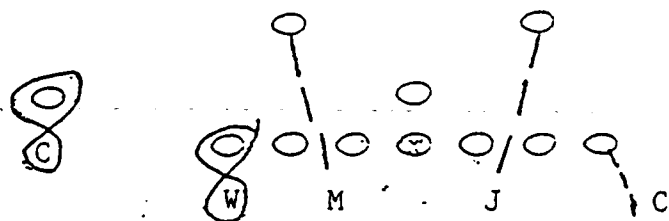
F 1/2

R 1/2



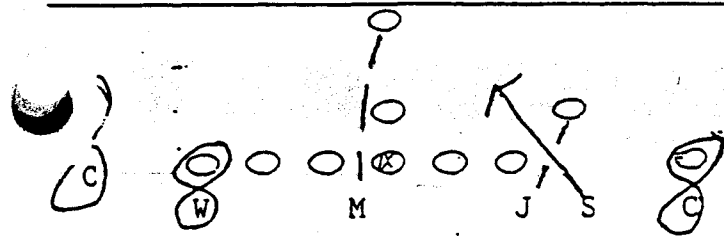
R 1/2

F 1/2



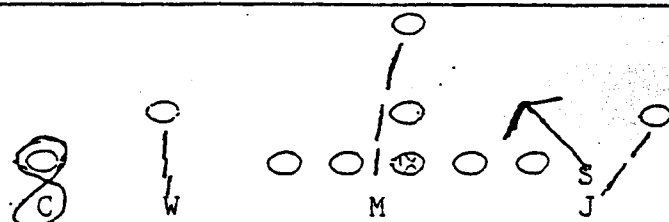
R 1/2

F 1/2



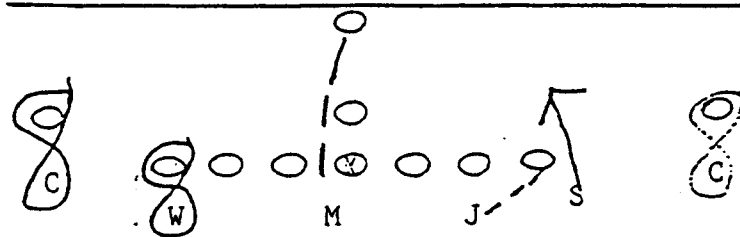
R 1/2

F 1/2



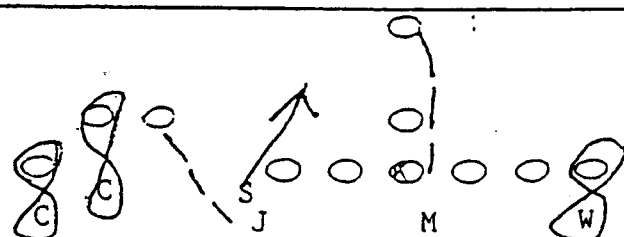
R 1/2

F 1/2



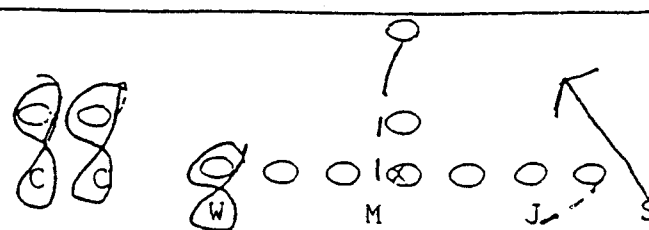
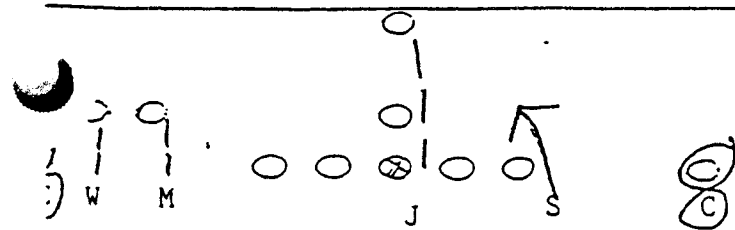
R 1/2

F 1/2

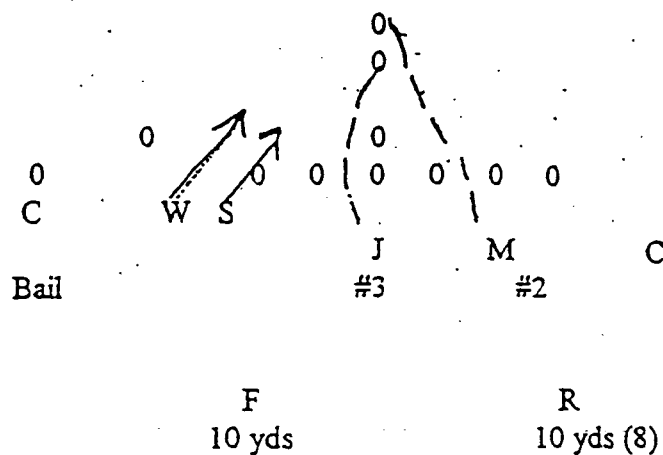
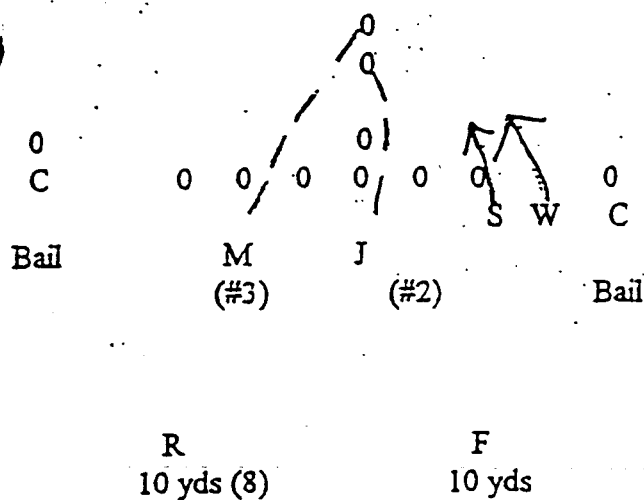


F 1/2

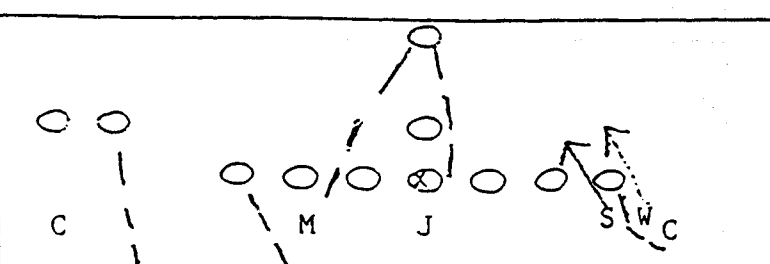
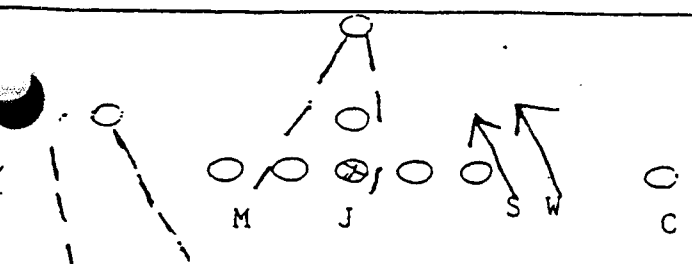
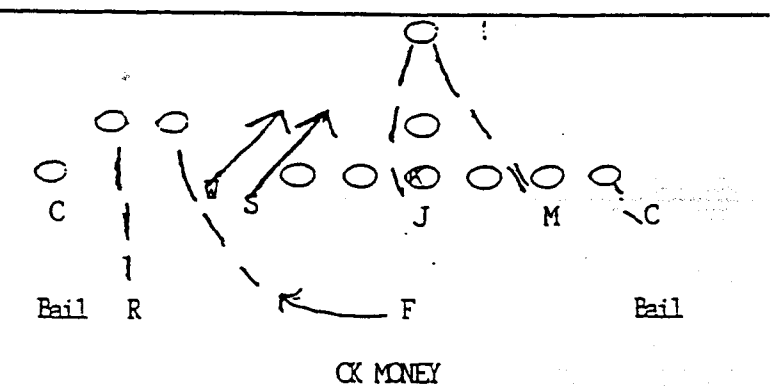
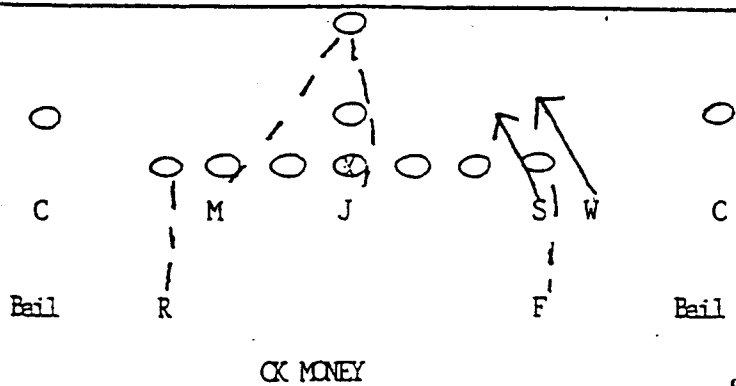
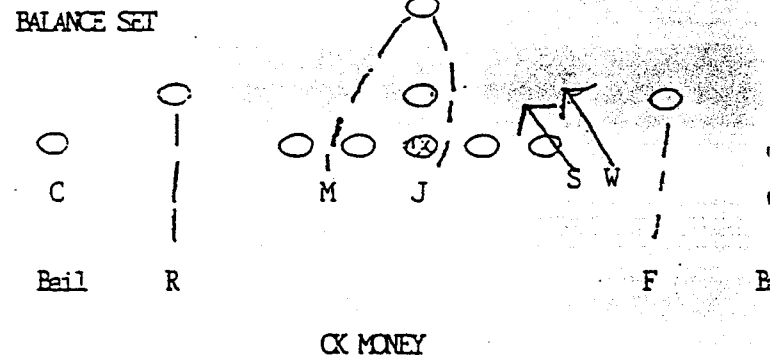
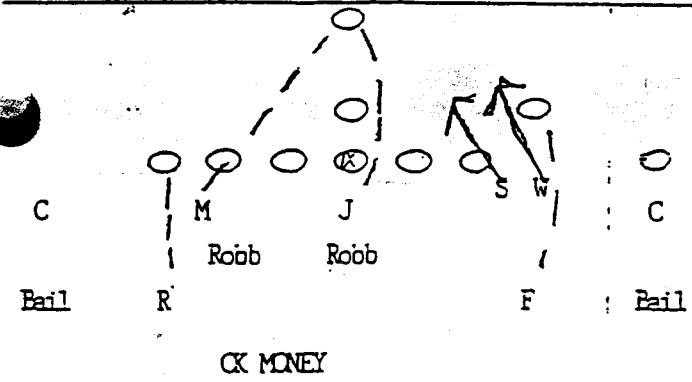
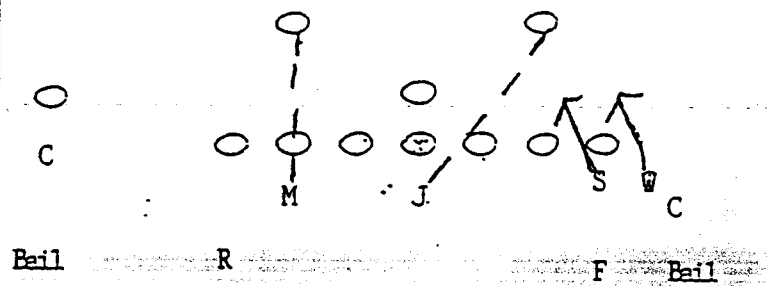
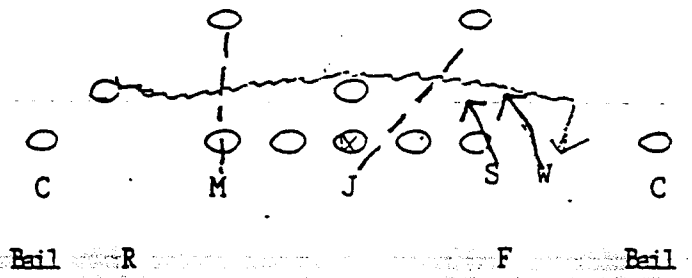
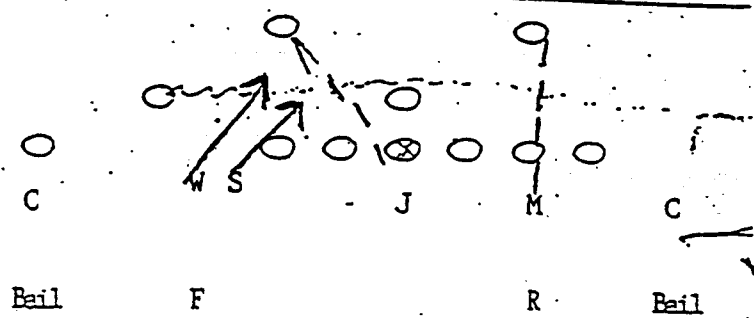
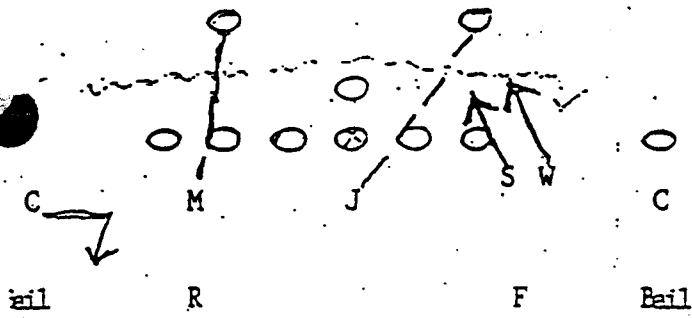
R 1/2



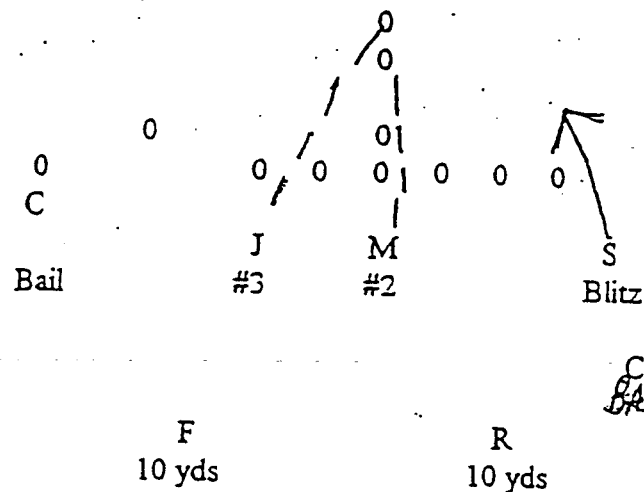
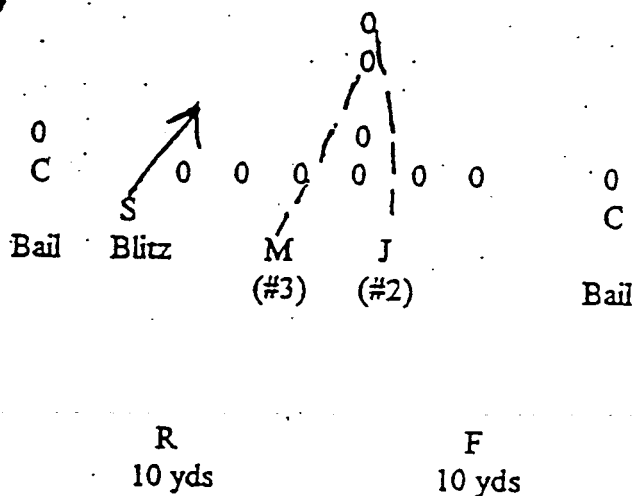
BAD COVER 4



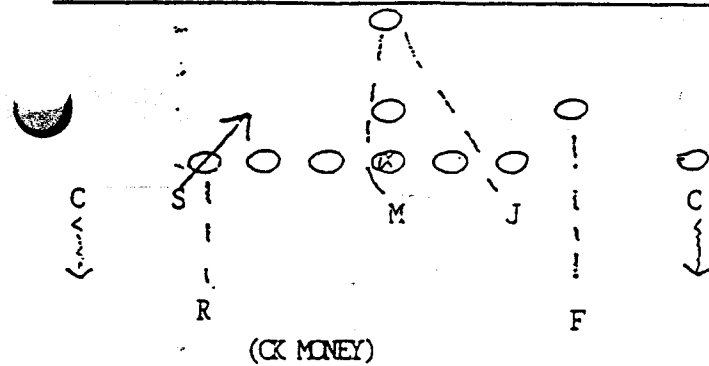
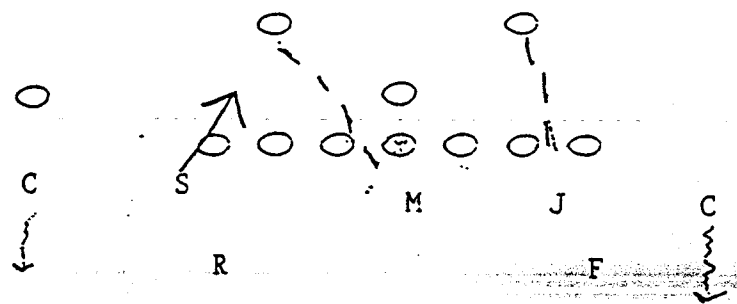
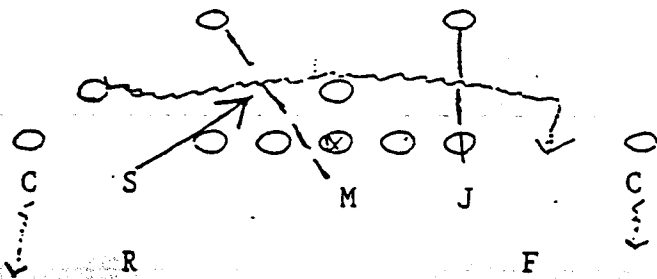
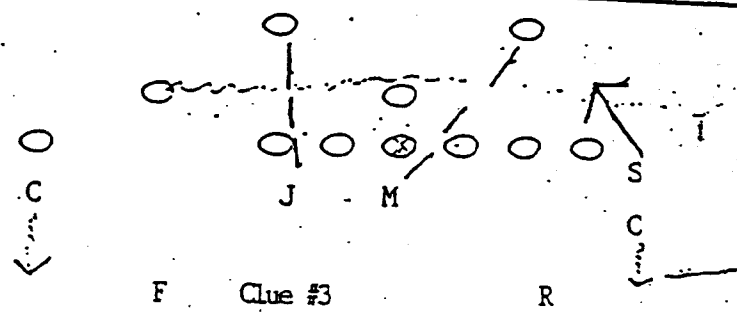
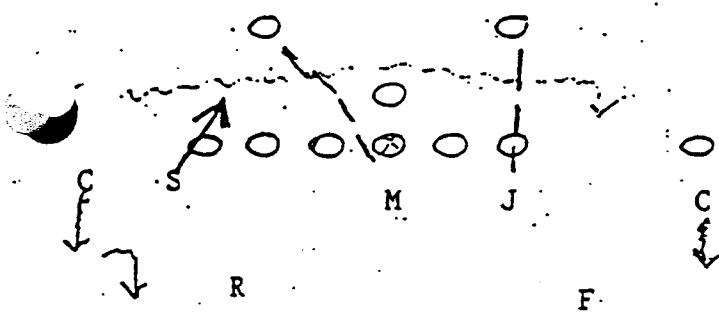
	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver or #2 Receiver	Secondary Support O/S 1/3	Secure #1, Backside Leverage, O/S 1/3	Sprint Out - O/S 1/3 Drop Back-M/M #1
7'ER	QB to #2 Receiver	Force	Secure M 1/3 Fill - Alley	Sprint To - Curl/Flat Sprint Away - M 1/3 Drop Back M/M #1
FREE SAFETY	QB to #2 Receiver	Force	Secure - M 1/3 Fill - Alley	Sprint To - Curl/Flat Sprint Away-M 1/3 Drop Back M/M #1
RIGHT CORNER	Same as Left Corner	Same as Left Corner	Same as Left Corner	Same as Left Corner
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	M/M #3
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	M/M #2
SAM	Depends on Front Call	Depends on Front Call	Depends on Front Call	Blitz



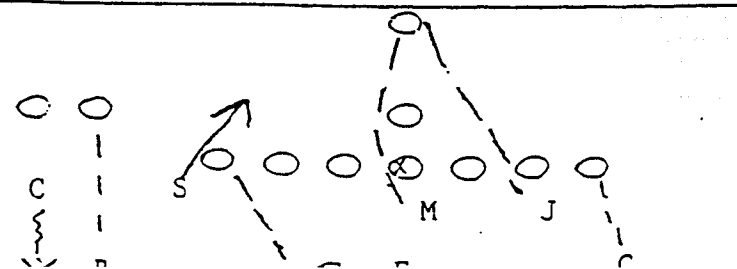
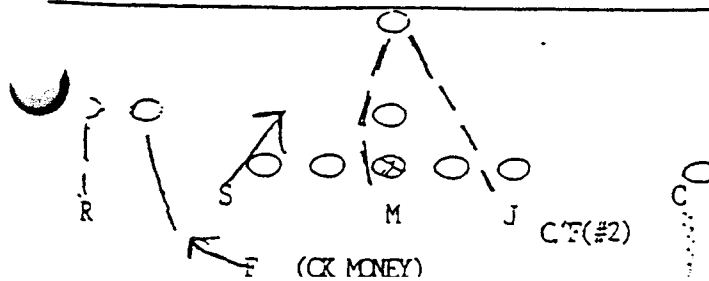
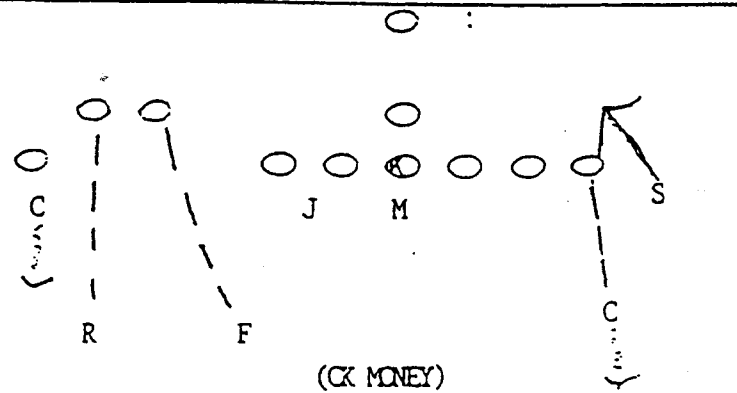
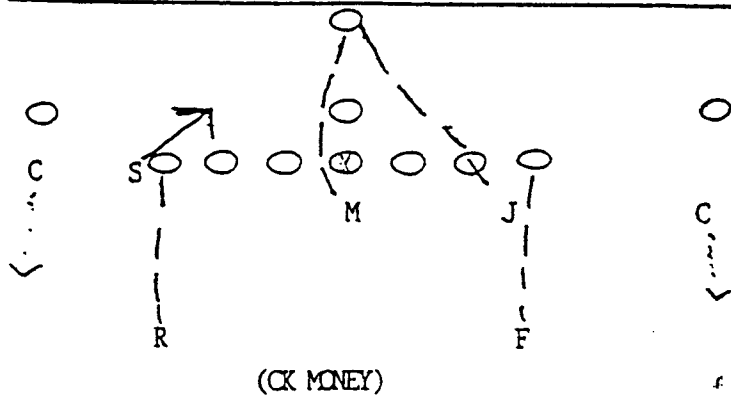
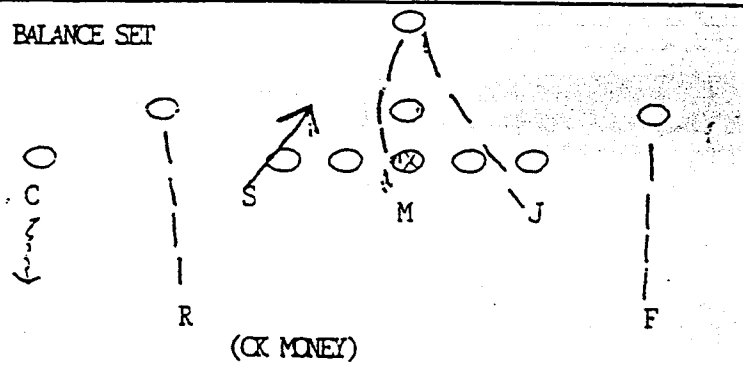
MAD COVER 4



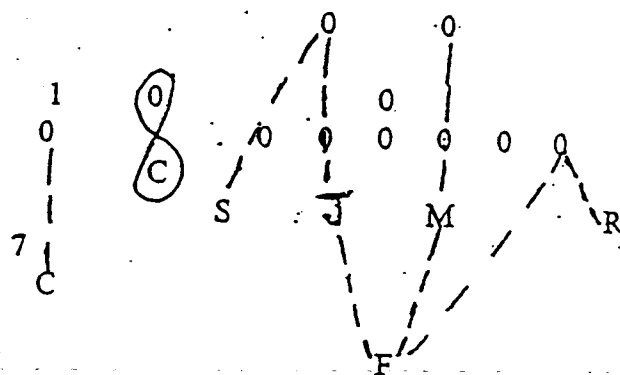
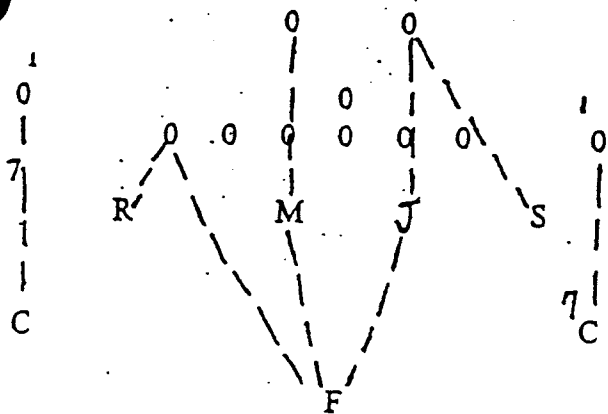
	KEY	RUN TO	RUN AWAY	PASS
FT CORNER	QB to #1 Receiver or #2 Receiver	Secondary Support O/S 1/3	Secure #1, Backside Leverage, O/S 1/3	Sprint Out - O/S 1/3 Drop Back-M/M #1
CORNER	QB to #2 Receiver	Force	Secure M 1/3 Fill - Alley	Sprint To - Curl/Fiat Sprint Away - M 1/3 Drop Back #2
FREE SAFETY	QB to #2 Receiver	Force	Secure - M 1/3 Fill - Alley	Sprint To - Curl/Flat Sprint Away-M 1/3 Drop Back-Clue #2
RIGHT CORNER	QB to #1 Receiver or #2 Receiver	Secondary Support O/S 1/3	Secure #1 Backside Leverage O/S 1/3	Sprint Out-O/S 1/3 Drop Back-M/M #1
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	M/M #2 or #3
OK	Depends on Front Call	Depends on Front Call	Depends on Front Call	M/M #2 or #3 Clue #2
	#3 Strong	Force	Trail	Blitz - Contain Rush



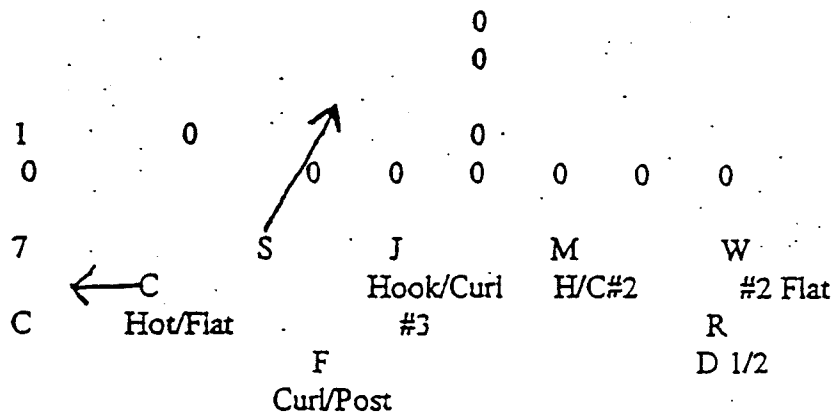
BALANCE SET



52 COVER (0)

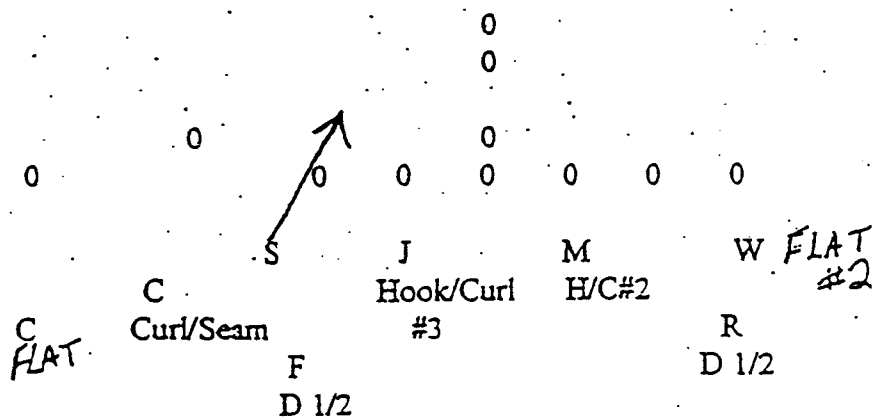


	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver Read	Secondary Support	M/M #1, Backside Leverage	I/S M/M #1
ROVER	#2/TE To Ball	Depends on Blitz	Depends on Blitz	No Blitz #2 STR/TE
FREE SAFETY	TE or Back (Depends on Blitz)	Depends on Blitz	Depends on Blitz	1) Replace Rover on Blitz-#2/TE 2) 4-Man Blitz-take RB to Blitz Side 3) 8-Man Blitz- Replace Rover
RIGHT CORNER	TE or Back (Depends on Blitz)	Secondary Support	M/M #1 Backside Leverage	I/S M/M #1
MIKE	Ball to Back	Depends on Blitz	Depends on Blitz	Boys Unless Blitz
JACK	Ball to Back	Depends on Blitz	Depends on Blitz	Boys Unless Blitz
SAM	Ball to Back	Depends on Blitz	Depends on Blitz	#2 Wk I/S M/M Unless Blitz

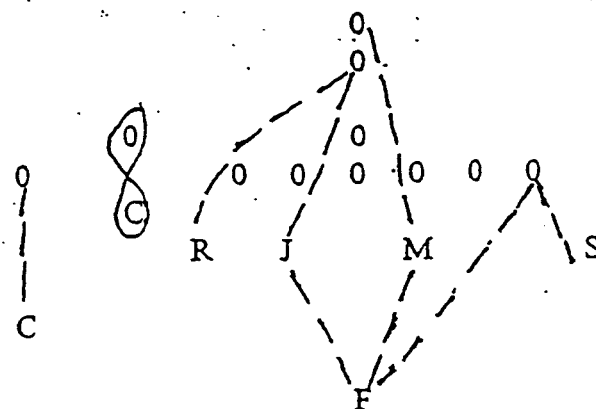
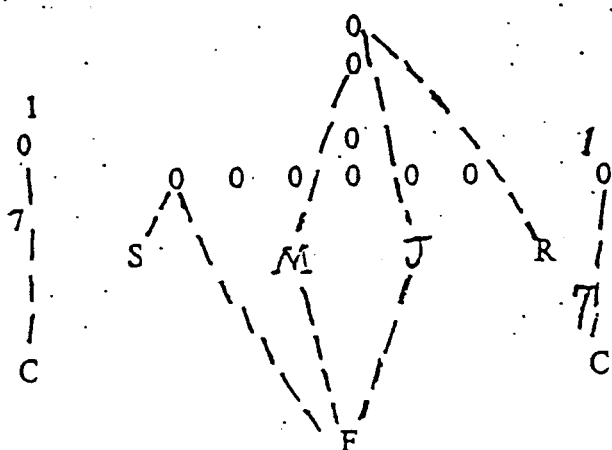


COVER 6	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #2 Receiver	Secondary Support	Secure #1, Backside Leverage	#1 Vertical-M/M, #1 Short-Zone O/S 1/3
VER	QB to TE	Force TE Block	Secure D 1/2, Backside Leverage	D 1/2
FREE SAFETY	QB to #2	Fill - Alley	Fill - Alley	Clue #2 Curl/Post #2 Vertical
INSIDE CORNER	QB to #2	Force	Secure #2 on Post	Hot to Flat, Clue #2
MIKE	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #2
JACK	Depends on Front	Depends on Front	Depends on Front	Hook, Clue #3
SAM	Depends on Front	Depends on Front	Depends on Front	Blitz- If No Blitz-Robb

52 COVER 6 CLOUD

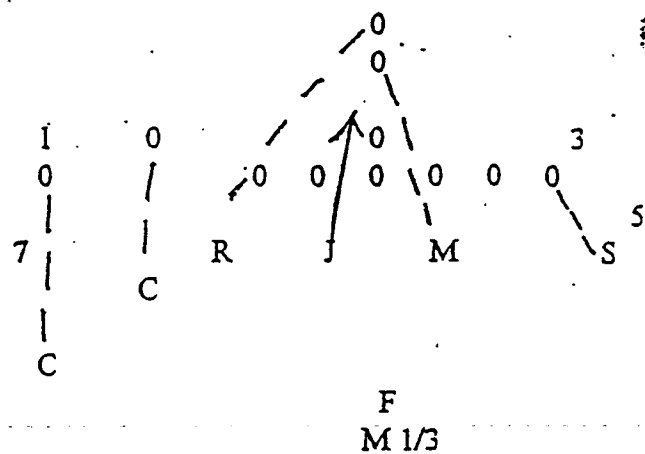
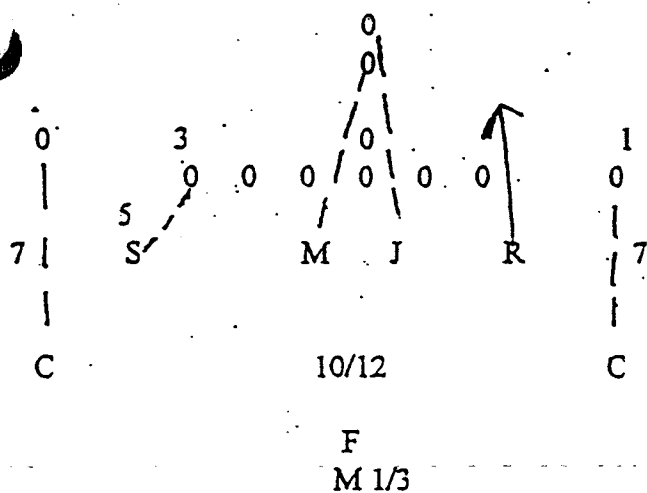


COVER 6	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Force	M/M #1, Backside Leverage	Flat
RIGHT CORNER	QB to TE	Force Read TE	Secure D 1/2, Backside Leverage	Deep 1/2 Read TE
FREE SAFETY	QB to #2	Secondary Support Fill - Alley	Secure D 1/2, Fill	D 1/2
INSIDE CORNER	QB to #2	Fill - Alley	Jam #2, Fold	Curl/Seam, Clue #2
MIKE	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #2
JACK	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #3
SAM	Depends on Front	Depends on Front	Depends on Front	Blitz- If No Blitz-Robb

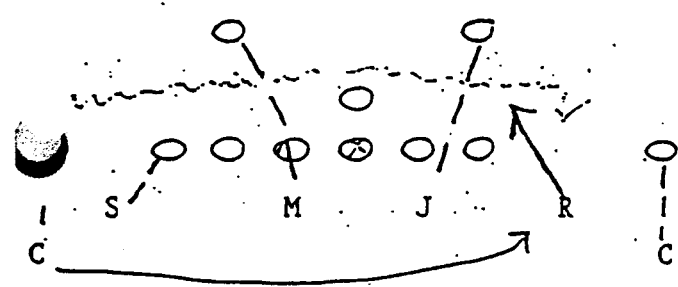


	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver Read	Secondary Force	M/M #1, Backside Leverage	I/S M/M #1
ROVER	Ball to Back	Depends on Blitz	Depends on Blitz	#2 WK I/S M/M Unless Blitz
FREE SAFETY	TE or Back (Depends on Blitz)	Depends on Blitz	Depends on Blitz	1) Replace Sam on Blitz #2/TE 2) 4-Man take RB to Blitz Side 3) 8-Man Blitz- Replace Sam
RIGHT CORNER	QB to #1 Read	Secondary Force	M/M #1 Backside Leverage	I/S M/M #1
MIKE	Ball to Back	Depends on Blitz	Depends on Blitz	Boys Unless Blitz
JACK	Ball to Back	Depends on Blitz	Depends on Blitz	Boys Unless Blitz
SAM	#2/TE to Ball	Depends on Blitz	Depends on Blitz	No Blitz, #2 Strong/TE

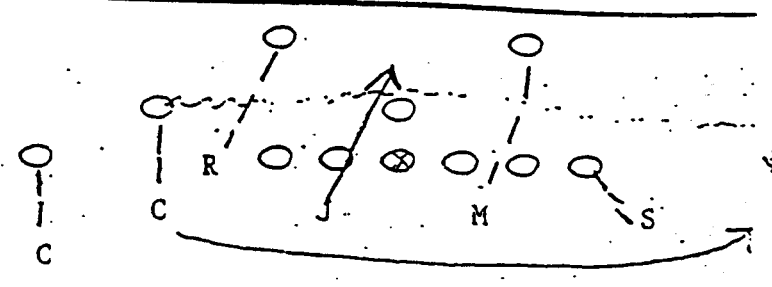
43 COVER 1 (CAN CALL SMOKIE)



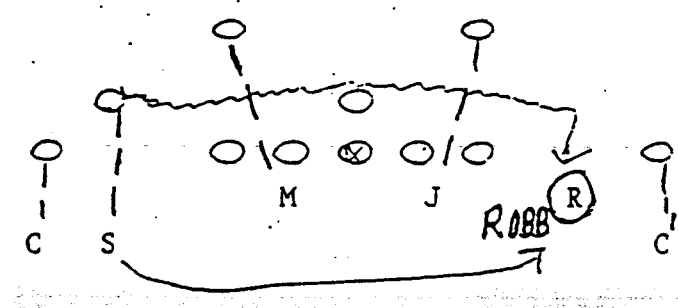
COVER 1	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	M/M #1
ER	QB to #2 Receiver	Force	Fold	M/M #2 Weak, If no Blitz
FREE SAFETY	QB to Uncovered lineman	Force	Force	Deep Middle 1/3
RIGHT CORNER	QB to #1 Receiver (Read)	Secondary Support	M/M #1 Backside Leverage	M/M #1
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz
I	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - if no Blitz



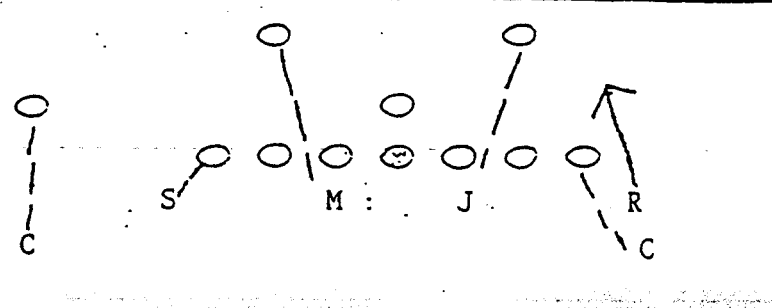
F M 1/3



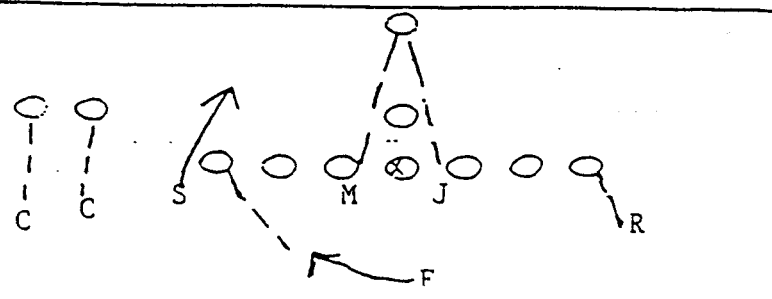
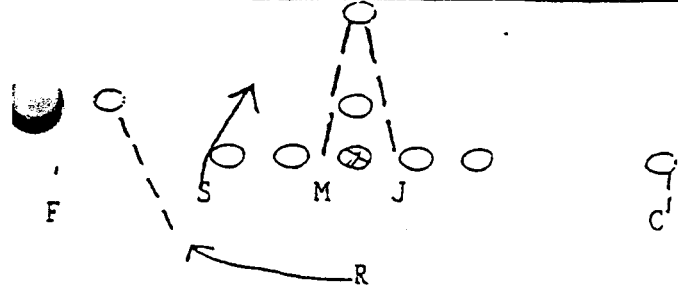
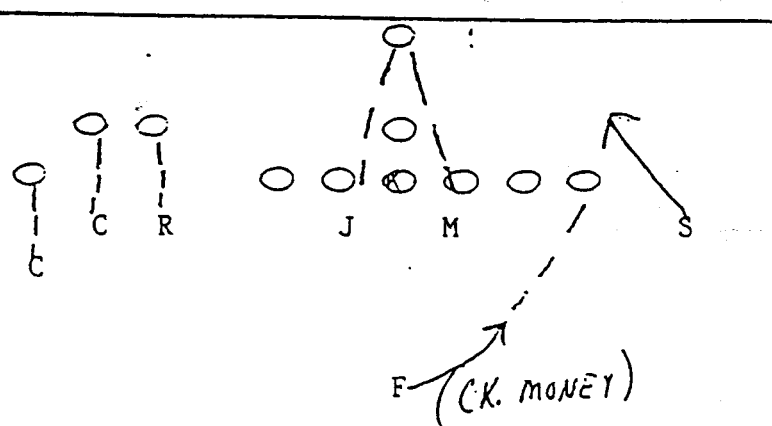
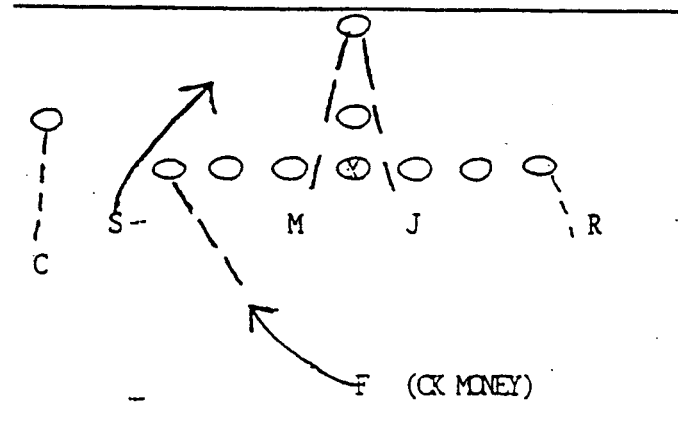
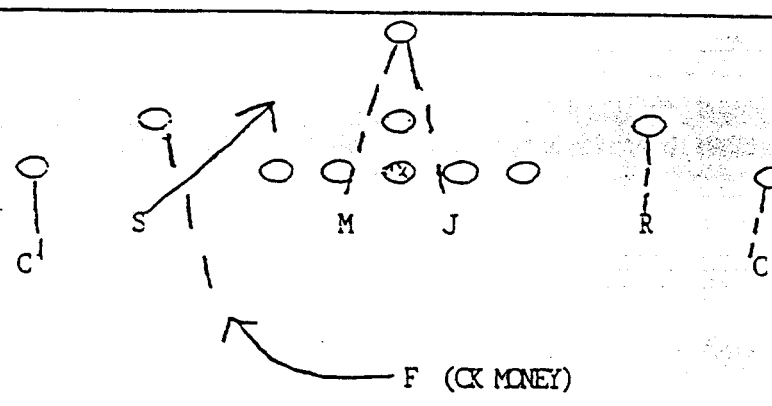
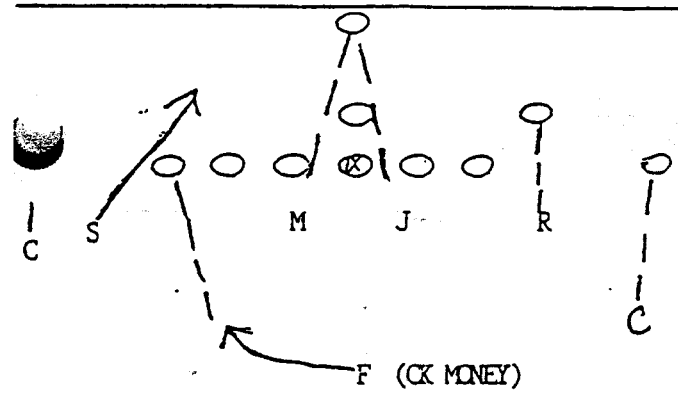
F M 1/3



F M 1/3



F M 1/3

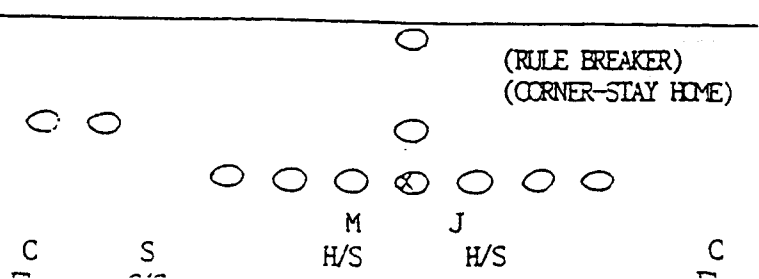
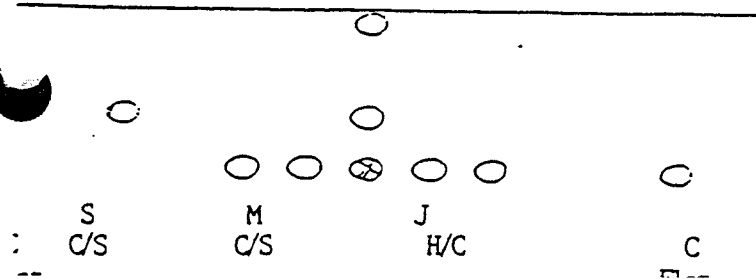
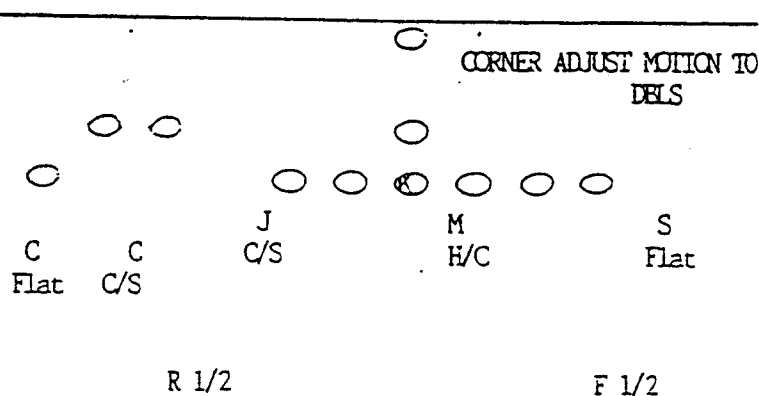
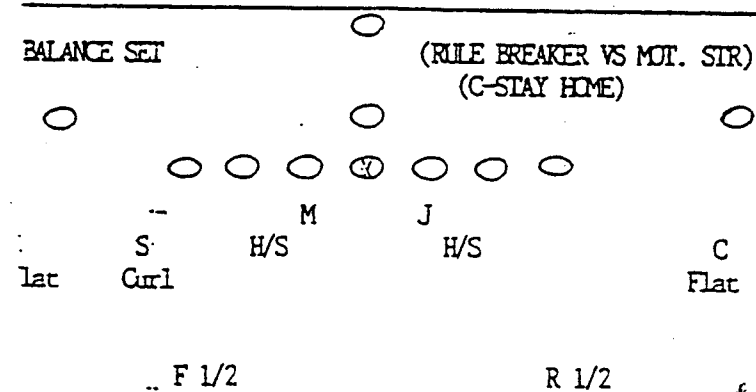
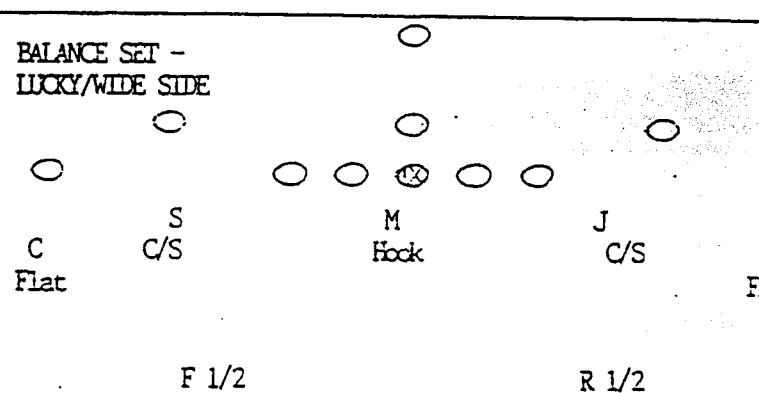
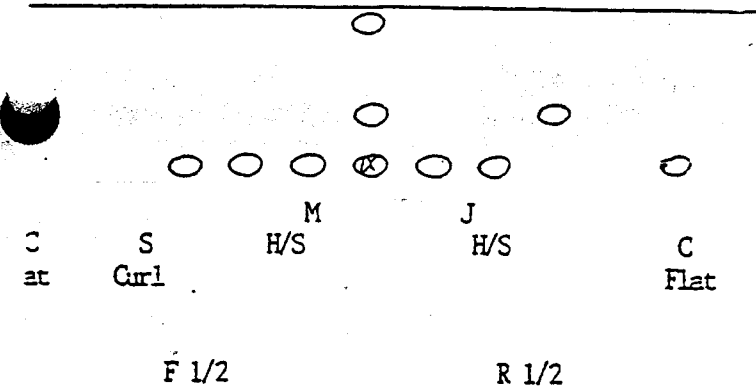
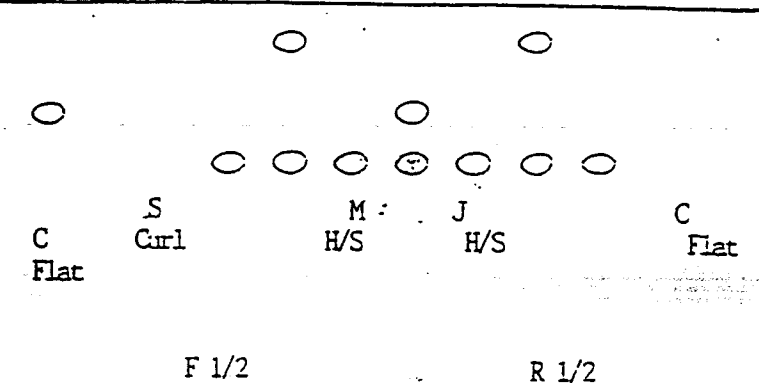
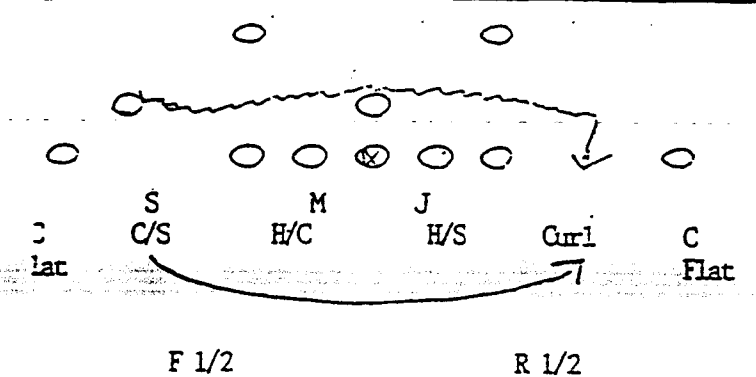
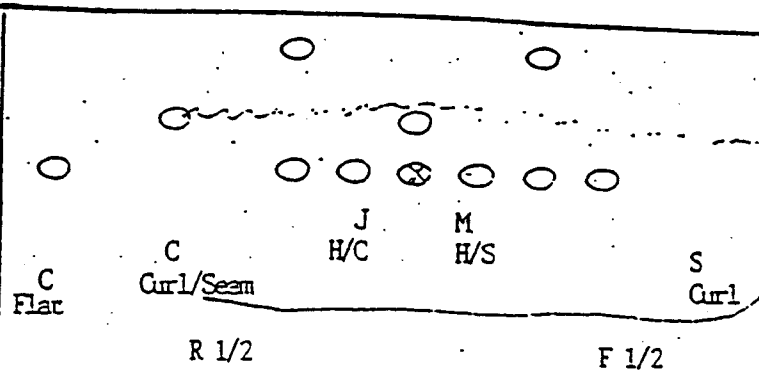
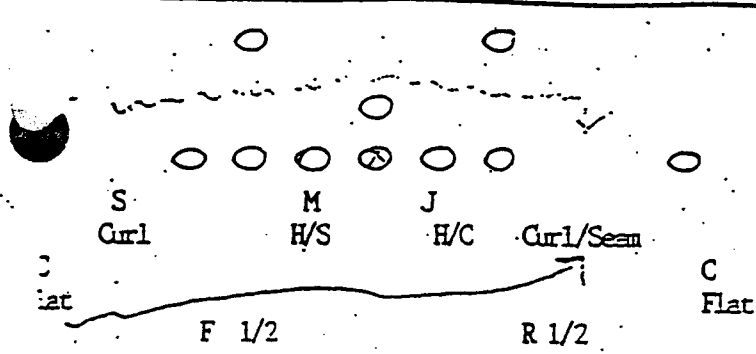


S	M	J
Curl	Hook/Seam	H/S

F	R
Deep 1/2 (10/12 Hash)	Deep 1/2 (10/12 Hash)

				0			
				0			
	0			0			
0		0	0	0	0	0	0
	C		J		M		S
	Curl		Hook/Seam		Hook/Seam		Flat
C							
Flat							
	R				C		
	Deep 1/2				Deep 1/2		
	(10/12 Hash)				(10/12 Hash)		

COVER 2	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Force	M/M #1 Backside Leverage	Flat-Jam #1; Clue #2
ER	QB to #1 Receiver	Secondary Support Fill	Secure Deep Area, Fill	Deep 1/2 Break on Ball
FREE SAFETY	QB to #1 Receiver	Secondary Support Fill	Secure Deep Area, Fill	Deep 1/2
RIGHT CORNER	QB to Receiver	Force	M/M #1 Backside Leverage	Flat - Jam #1, Clue #2
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook-Run with Seam
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Curl Run with Seam
SAM	Depends on Front Call	Depends on Front Call	Depends on Front Call	Curl - Clue #2



0 0 0 0 0 0 0 0

S M J R
Curl/Flat Hook/Curl H/C C/F

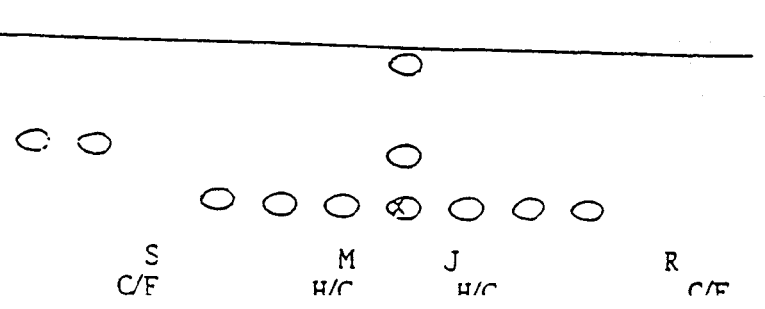
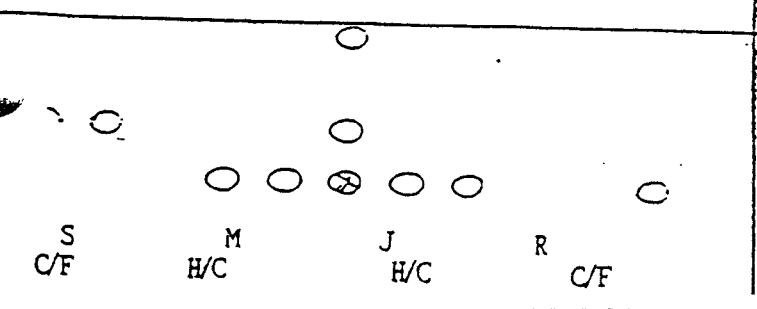
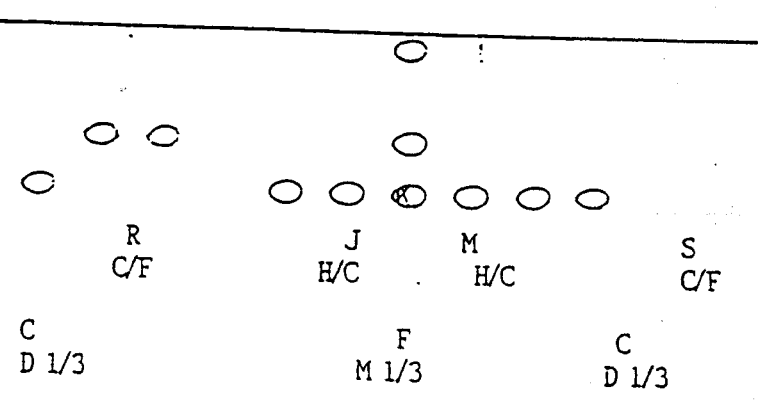
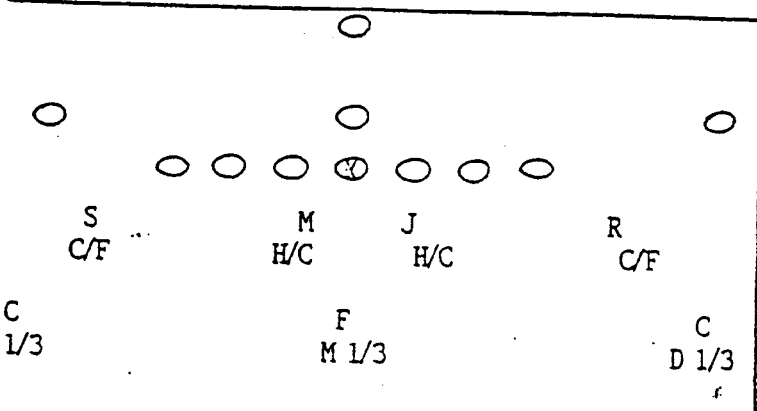
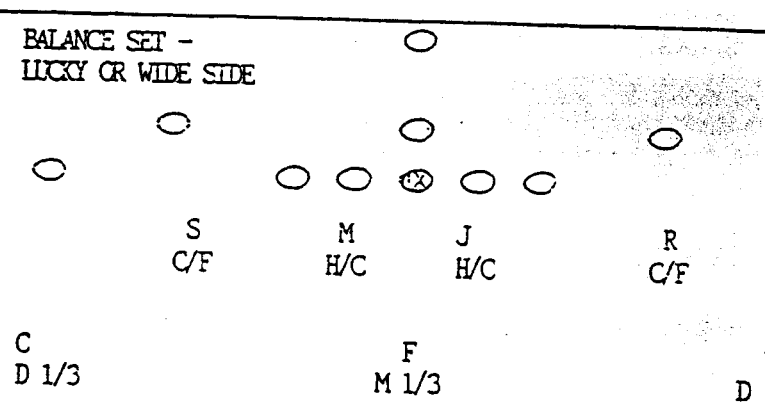
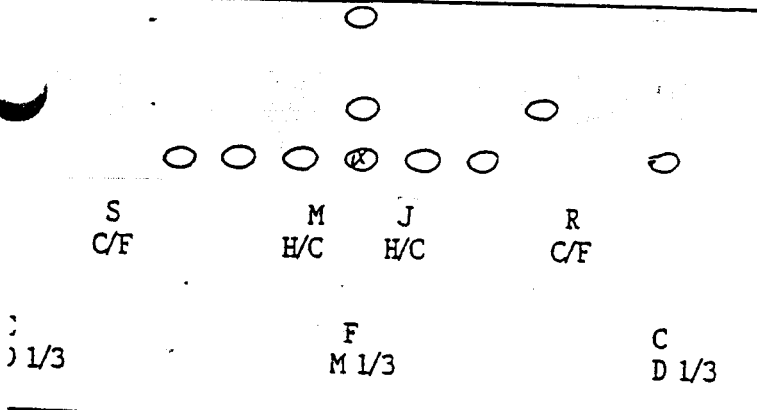
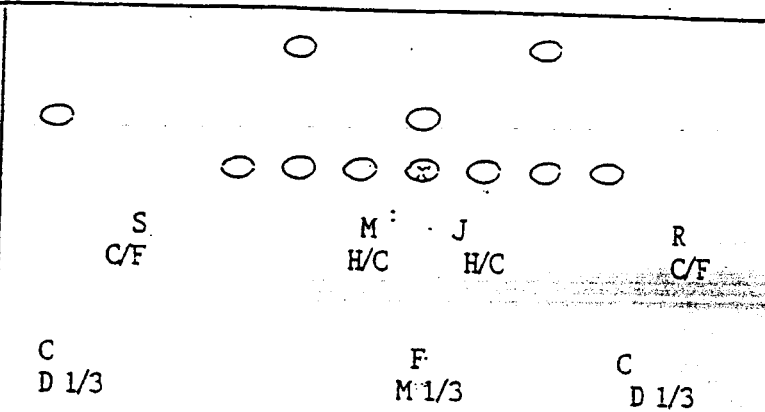
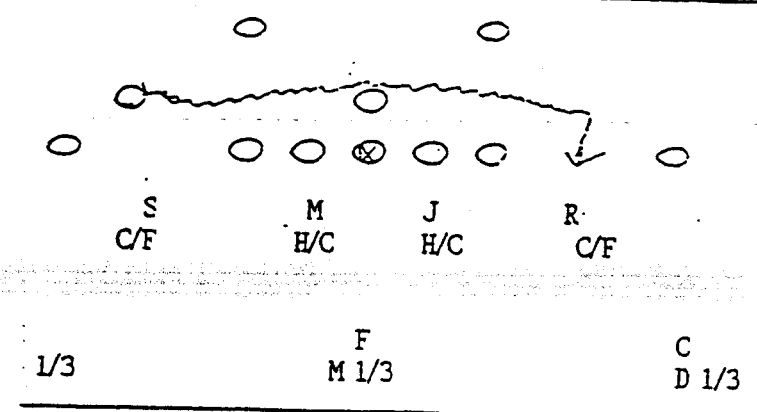
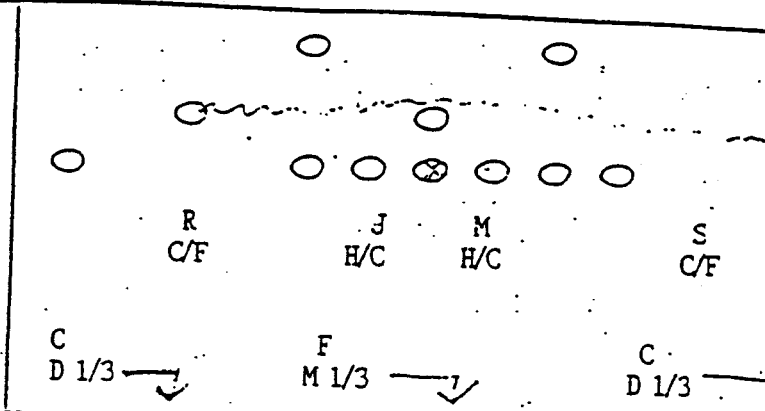
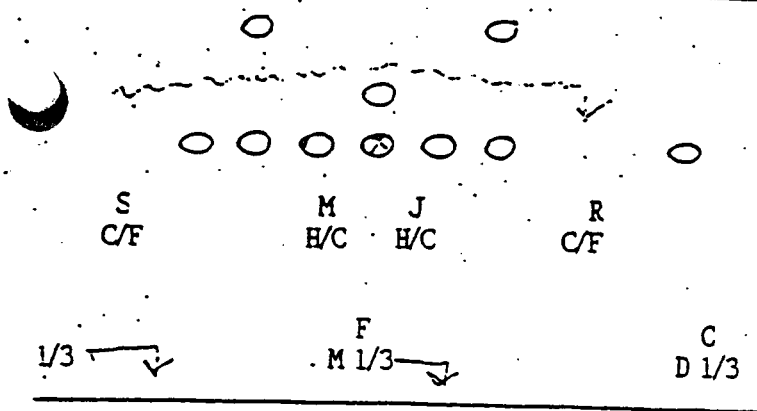
C F C
Deep 1/3 Middle 1/3
(Split Corners) Deep 1/3

0 0 0 0 0 0 0

R J M S
Curl/Flat Hook/Curl Hook/Curl Flat

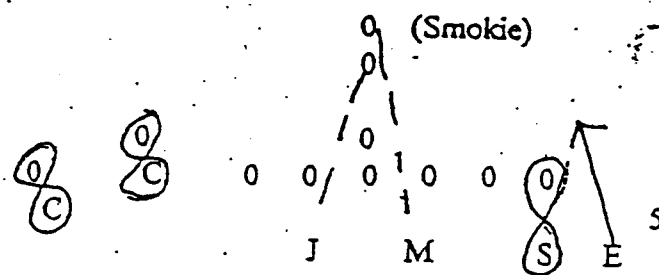
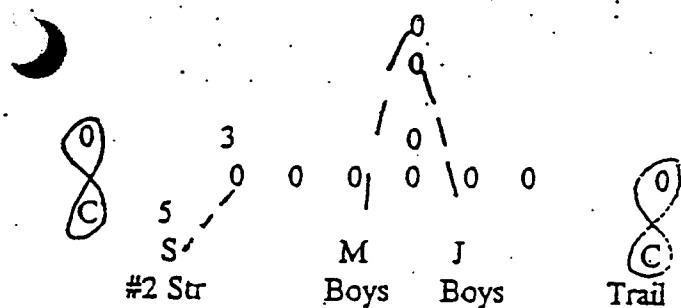
C F C
Deep 1/3 Mid 1/3
(Split Corners) Deep 1/3

COVER 3	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Secondary Support	Backside Leverage	Deep 1/3
ER	QB to #2	Force	Fold	Curl/Flat
FREE SAFETY	QB to #2	Fill in Alley	Fill in Alley	Middle 1/3
RIGHT CORNER	QB to Receiver	Secondary Support	Backside Leverage	Deep 1/3
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop
SAM	Depends on Front Call	Depends on front Call	Depends on Front Call	Hook/Curl Middle & Hash Drop



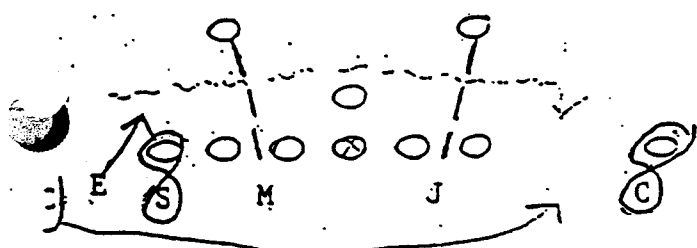
BALANCE SET -
LUCKY OR WIDE SIDE

43 COVER 5 (CAN CALL SMOKE)



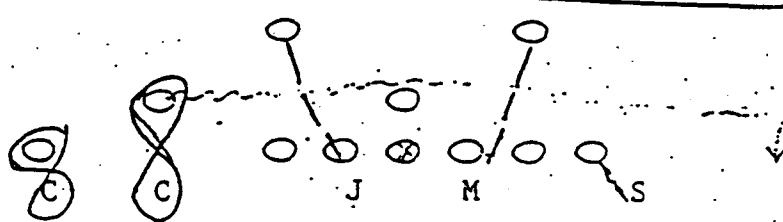
COVER 5	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	#1 Receiver #2 Receiver in Twins	Secondary Support	M/M #1 Backside Leverage	Trail - M/M on #1
ROVER	QB to Uncovered linemen	Force	Alley - Fill	Deep 1/2 Break on Ball
FREE SAFETY	QB to Uncovered lineman	Force	Alley - Fill	Deep 1/2 Break on ball
RIGHT CORNER	#1 Receiver #2 Receiver in Twins	Secondary Support	M/M #1 Backside Leverage	Trail - M/M on #1
MIKE	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - #3 Strong
JACK	Depends on Front Call	Depends on Front Call	Depends on Front Call	Boys - #2 Weak
SAM	Depends on Front Call	Depends on Front Call	Depends on Front Call	#2 Strong or TE

IMMATION CHART: 43 COVER 5



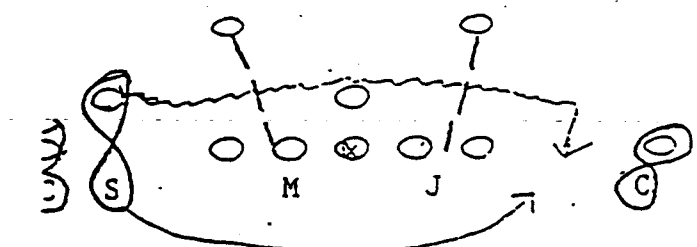
F D 1/2

R D 1/2



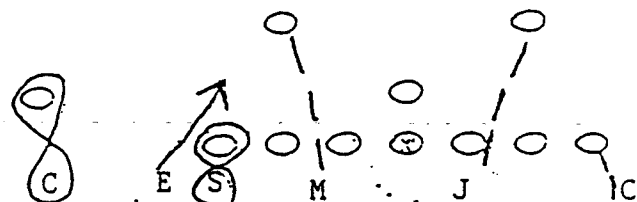
R 1/2

F 1/2



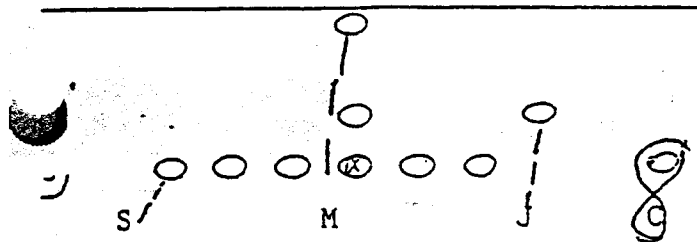
F 1/2

R 1/2



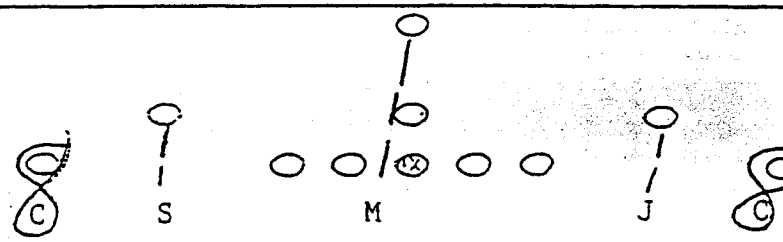
F 1/2

R 1/2



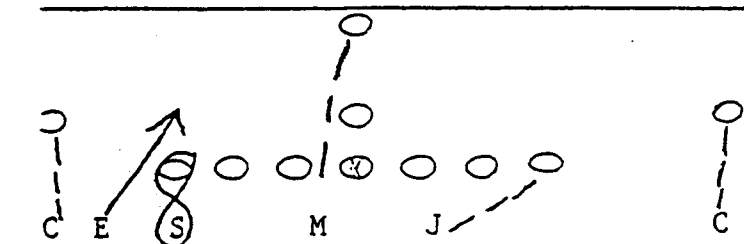
F 1/2

R 1/2



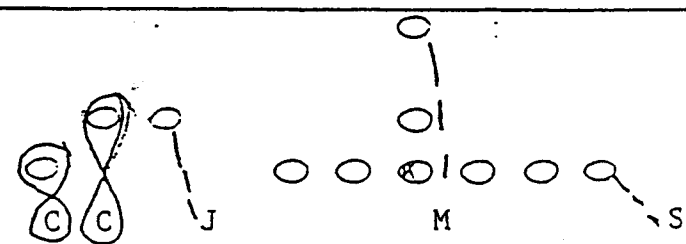
F 1/2

R 1/2



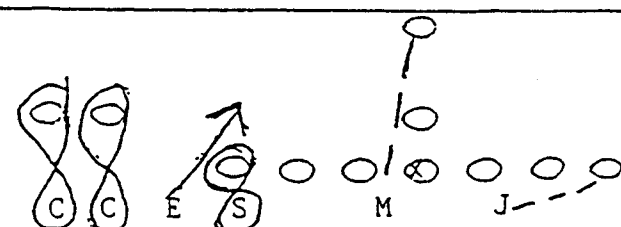
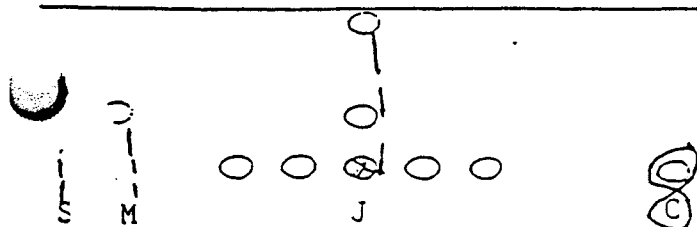
F 1/2

R 1/2

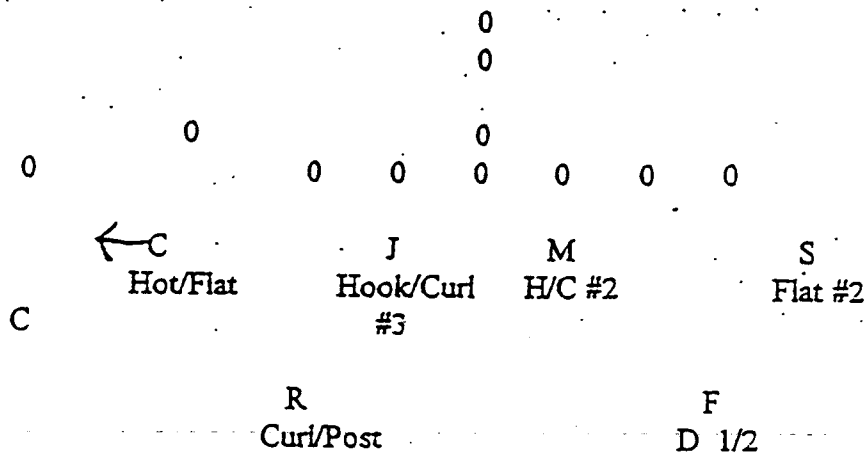


R 1/2

F 1/2



43 COVER 6

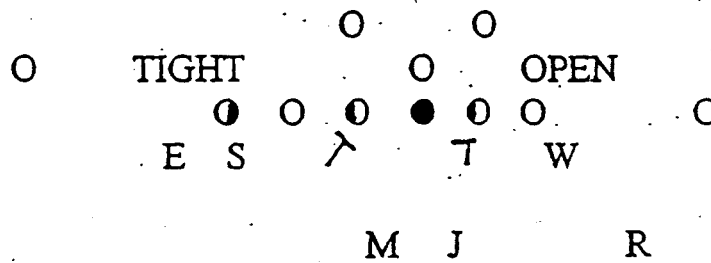


	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to #2 Receiver	Secondary Support	Secure #1, Backside Leverage	#1 Vertical - M/M #1 Short-Zone O/S 1/3
ER	QB to #2 Receiver	Fill - Alley	Fill - Alley	Clue #2 Curl/Post #2 Vertical/ M/M
FREE SAFETY	QB to TE	Force	Secure D 1/2	D 1/2
INSIDE CORNER	QB to #2	Force	Secure #2 on Post	Hot to Flat Clue #2
MIKE	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #2
JACK	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #3
	Depends on Front	Depends on Front	Depends on Front	Flat- Clue #2

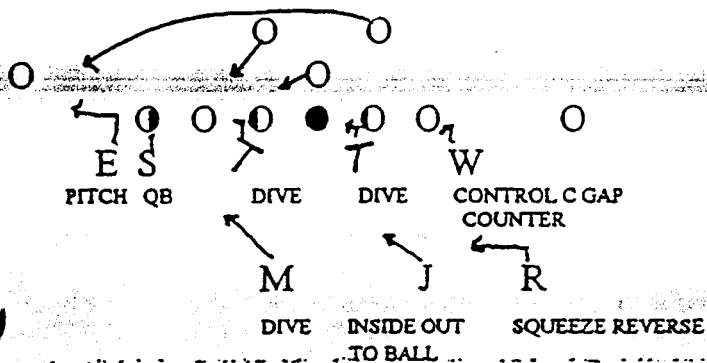
43 COVER 6 CLOUD

0
0
0
0 0 0 0 0 0
C J M S
Curl/Seam Hook/Curl H/C #2 Flat #2
C
Flat
R F
D 1/2 D 1/2

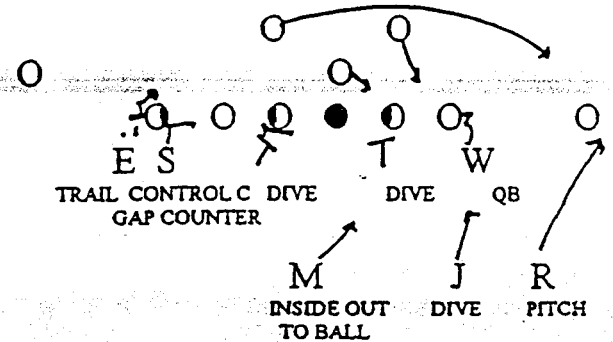
	KEY	RUN TO	RUN AWAY	PASS
LEFT CORNER	QB to Receiver	Force	M/M #1, Backside Leverage	Flat
OVER	QB to #1 Receiver	Secondary Support Fill - Alley	Secure D 1/2 Fill	Deep 1/2
FREE SAFETY	QB to TE	Force	Secure D 1/2 Backside Leverage	D 1/2
INSIDE CORNER	QB to #2	Fill - Alley	Jam #2; Fold	Curl/Seam Clue #2
MIKE	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #2
JACK	Depends on Front	Depends on Front	Depends on Front	Hook/Curl Clue #3
SAM	Depends on Front	Depends on Front	Depends on Front	Flat- Clue #2



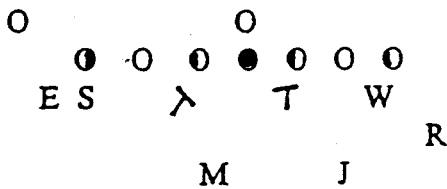
RUN STRONG



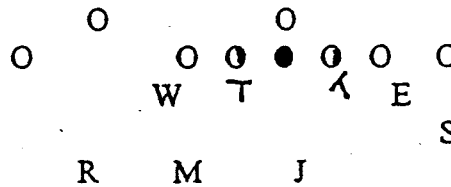
RUN WEAK



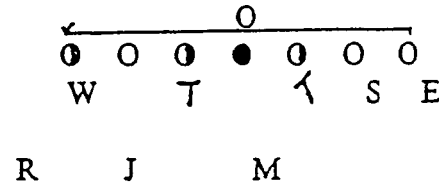
VS TIGHT



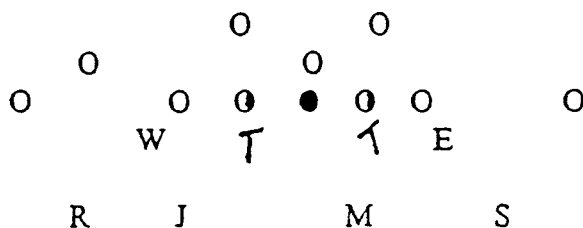
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

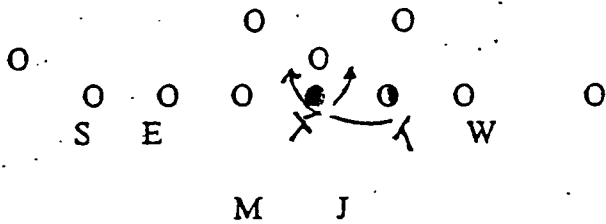
1. EIGHT MAN FRONT.
2. PITCH TAKEN FROM FRONT.
3. NOSE - 3 TECH.
4. TACKLE - 1 TECH.
5. SAM MUST CONTROL C GAP - TE CANNOT BE REACHED.
6. NOSE CANNOT BE REACHED.
7. MIKE A GAP TO BALL.
8. JACK B GAP TO BALL.

PASS RUSH STUNTS

43 OVER TOM -

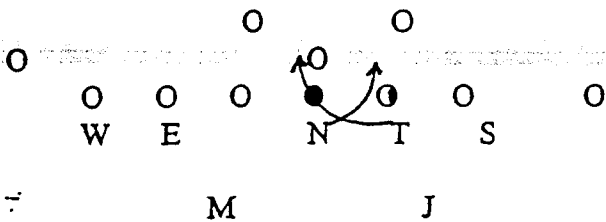
TACKLES TWIST STRONG SIDE TACKLE GOES FIRST - TRY TO TAKE CENTER WITH YOU.

NOTE: MAY RUN FROM OVER FRONTS.



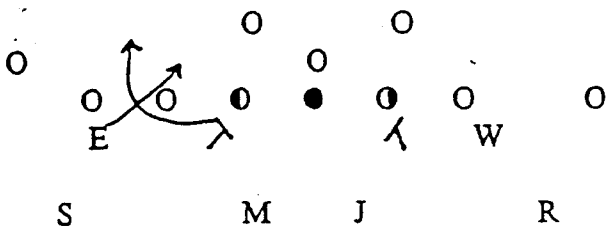
52 EAGLE TAG -

TACKLE GOES FIRST - MAY BE RUN FROM OTHER FRONTS



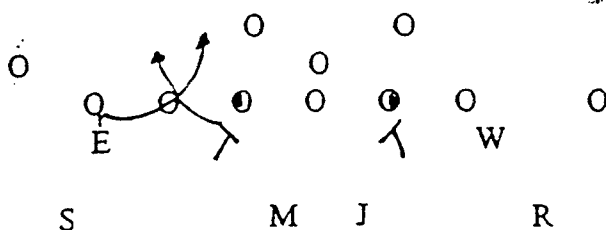
43 RINGO -

END GOES FIRST - TACKLE MUST CONTAIN - MAY RUN WEAK OR STRONG AND FROM OTHER FRONT.



43 RAMBO -

TACKLE GOES FIRST - MUST CONTAIN - END SHOULD PUSH UPFIELD THEN BACK UNDER. MAY RUN OTHER FRONTS - STRONG OR WEAK



NOTE: WORK "JET" - MEANS ALL FRONT PEOPLE T-OFF AND COME ALL OUT.

52 DEFENSE

I. PERSONNEL TERMINOLOGY

- A. WRECKER - This individual will always line up on the opponent's tight end. If the opponent has two tight ends, then he will go to the formation. (If this rule varies, it will be a game plan situation). If the opponent does not use a tight end, he will then go to the strength of the offense formation.
- B. SAM - He will align to the split end side of the offensive formation. He will be required to know how to play Wrecker, as there will be times when we plan people who use two tight ends in their offensive formation.

II. DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of end, nose and tackle.

- A. END - The end will always go with the Wrecker and play a 4 tech on the offensive tackle.
- B. NOSE - Will align head up on the center playing a 0 Technique.
- C. TACKLE - Will always go to the split or open side, with Sam always away from Tight call. He will align head up on offensive tackle, in a 4 Technique.

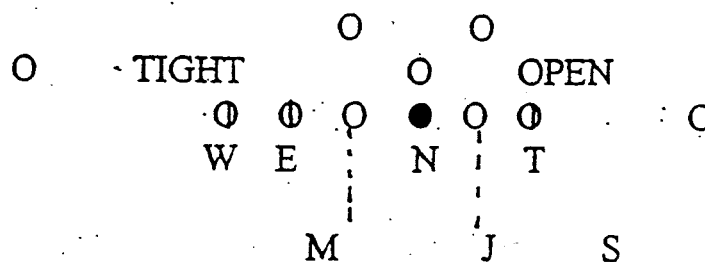
III. INSIDE LINEBACKERS

- A. MIKE - Will always line up on the offense's tight end side of the football. He will station himself on the outside eye of the offensive guard at a depth of 5 yards. His alignment rule is the same as the Wrecker. When there are two tight ends, the Mike will go to the formation. (If this rule varies, it will be a game plan situation). If the team does not have a tight end, then you go to the formation strength just like the Wrecker.
- B. JACK - The Jack will line up to the offensive's split end side, or open side on the outside eye of the offensive guard at a depth of 5 yards. If the offense has two tight ends, then you will still go away from the strength (unless game plan indicates you do different) and perform your duties with the knowledge that there is no wide out to your side.

IV. SECONDARY

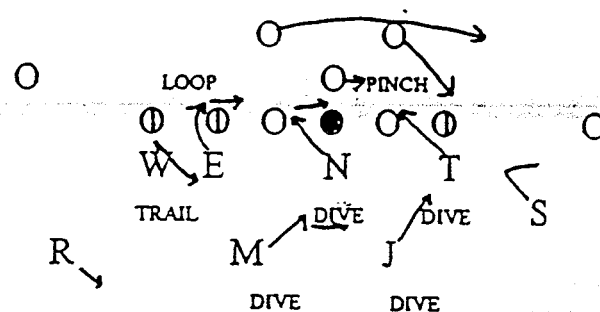
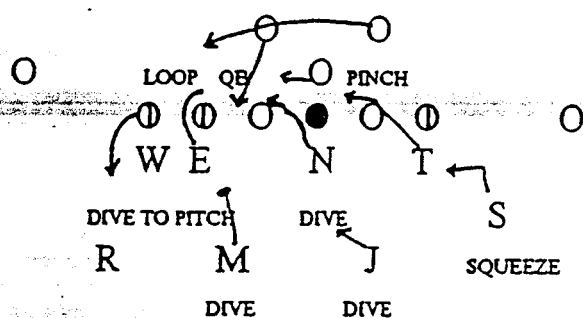
We will have four members of the secondary. They will be called right and left cornerbacks, Rover and free safety respectable.

- A. CORNERBACKS - We will have two cornerbacks and they will be called right and left cornerbacks. They will not flip-flop unless game plan dictates otherwise. We will at times put both to same side of field due to formation and game plan.
- B. ROVER - The Rover dictates formation for us. He will call strength of formation. He will go the side of the offense's two receivers unless game plan dictates otherwise.
- C. FREE SAFETY - He will always line up opposite the Rover in our basic 52 Defense. His depth and alignment will be different from the Rover. This will be determined by defense called.



RUN STRONG

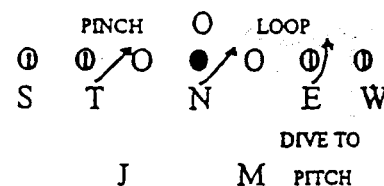
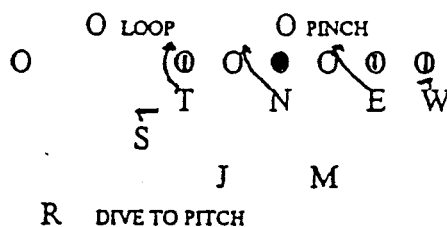
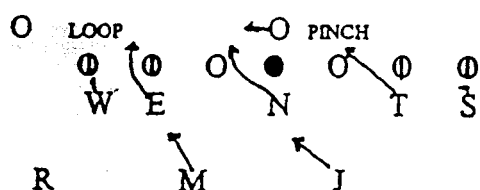
RUN WEAK



VS TIGHT

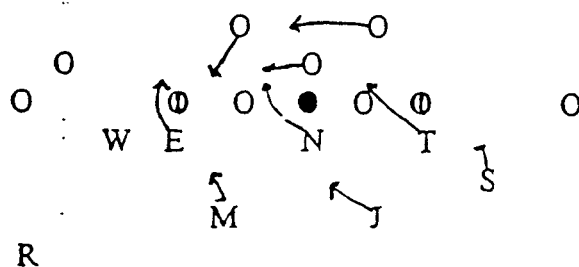
VS TWINS

VS Y TRADE

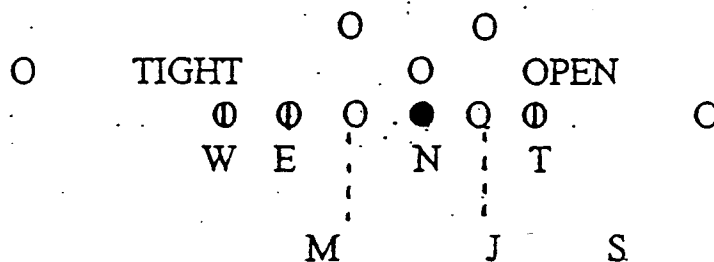


VS TWINS OPEN

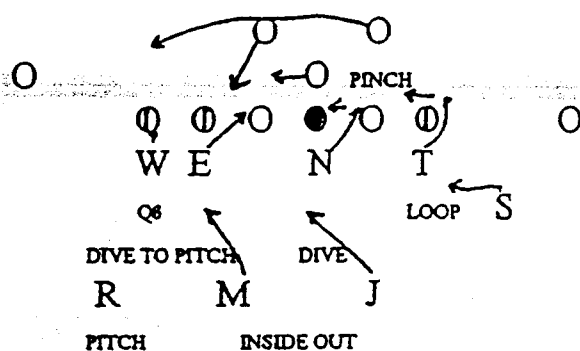
ADDITIONAL INFORMATION:



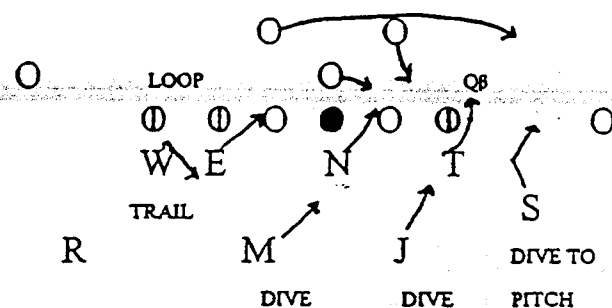
1. DIRECTION OF FRONT TO ROVER CALL.
2. ROVER TO 2 RECEIVER SIDE OF FORM.
3. ONCE ROVER CALL IS MADE, STAY WITH THAT DIRECTION.
4. WE WILL TAKE PITCH FROM SECONDARY COVERAGE CALL.



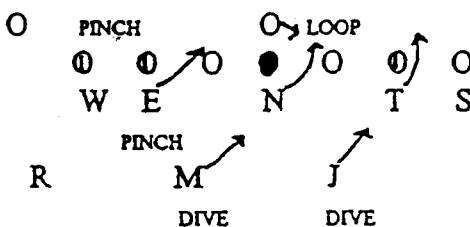
RUN STRONG



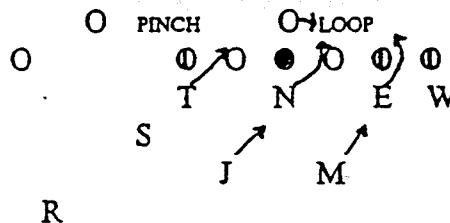
RUN WEAK



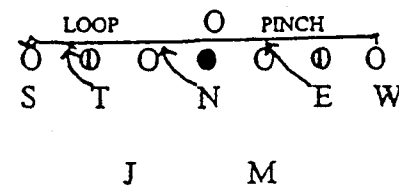
VS TIGHT



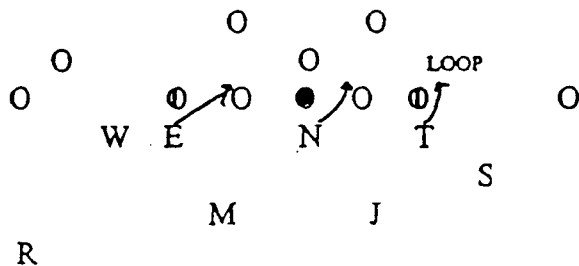
VS TWINS



VS Y TRADE



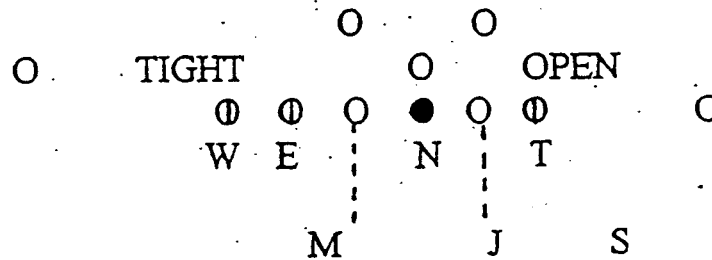
VS TWINS OPEN



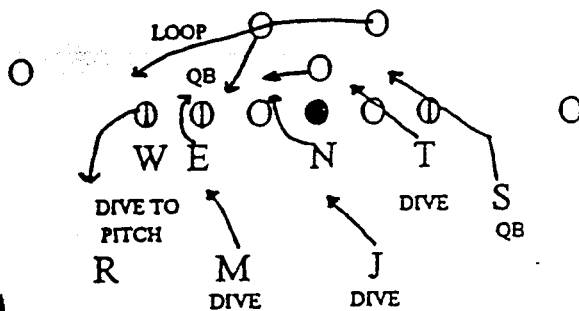
ADDITIONAL INFORMATION:

1. DIRECTION OF FRONT AWAY FROM ROVER CALL.
2. ROVER TO 2 RECEIVER SIDE OF FORM.
3. ONCE ROVER CALL IS MADE, STAY WITH THAT DIRECTION.
4. WE WILL TAKE PITCH FROM SECONDARY COVERAGE CALL.

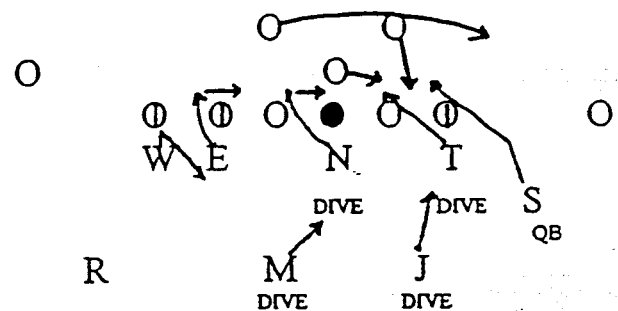
1. END AND TACKLE PINCH.
2. MUST STILL GIVE RIGHT/LEFT CALL FOR ROVER AND TIGHT CALL.
3. LB'S HAVE OUTSIDE DIVE.
4. NOSE STUFF.
5. WRECKER PASS SHOW CONTAIN; MAY DO SAME WITH SAM.
6. COVERAGE CALL.



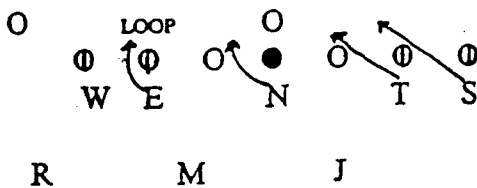
RUN STRONG



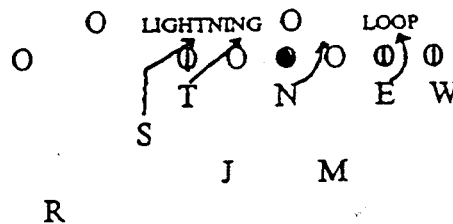
RUN WEAK



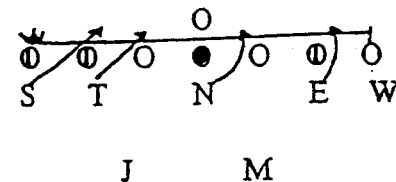
VS TIGHT



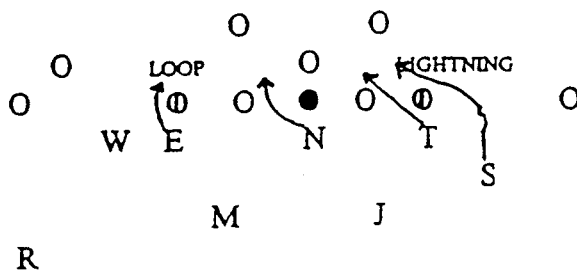
VS TWINS



VS Y TRADE

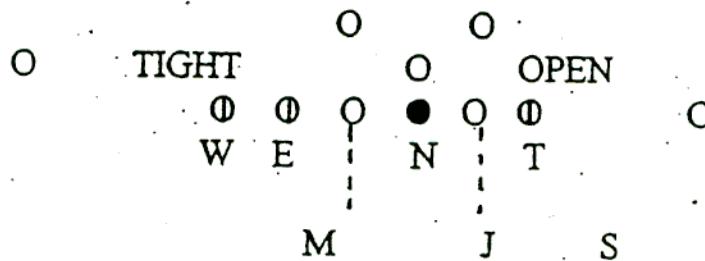


VS TWINS OPEN

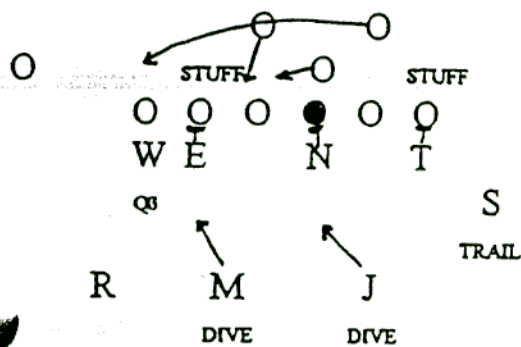


ADDITIONAL INFORMATION:

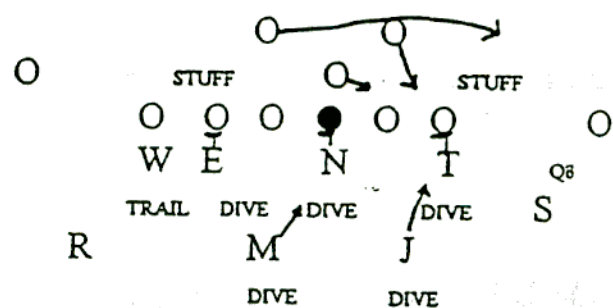
1. BULLET CHARGE FROM OPEN SIDE.
2. NOSE AND END 60 TIGHT.
3. ROVER ALIGN TO 2 RECEIVER SIDE.
4. PITCH IS TAKEN FROM SECONDARY.
5. FULL ADDS WRECKER IN GUARD TACKLE GAP.
6. MAY FIRE MIKE OR JACK.
7. COVERAGE CALLS.



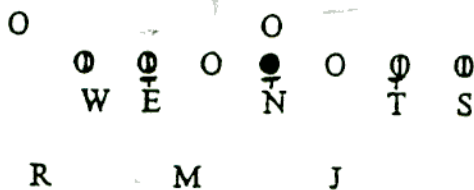
RUN STRONG



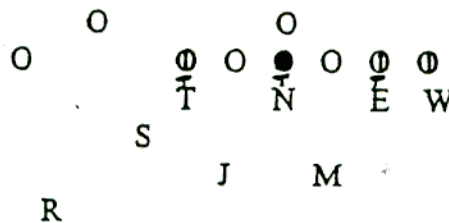
RUN WEAK



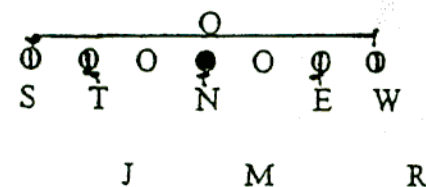
VS TIGHT



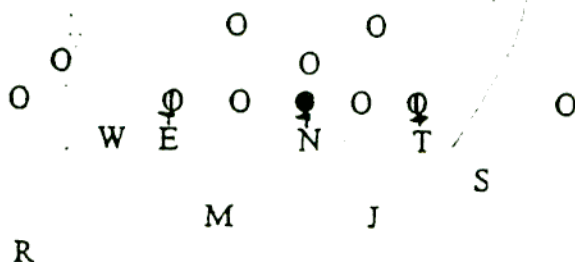
VS TWINS



VS Y TRADE

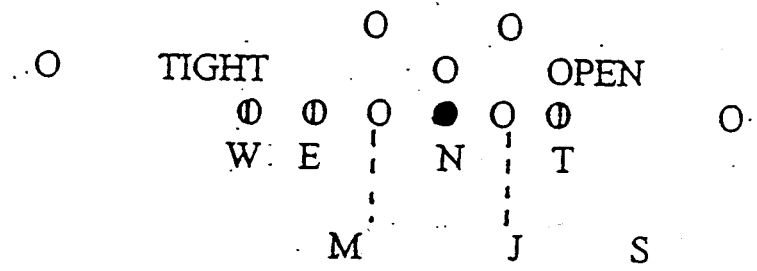


VS TWINS OPEN

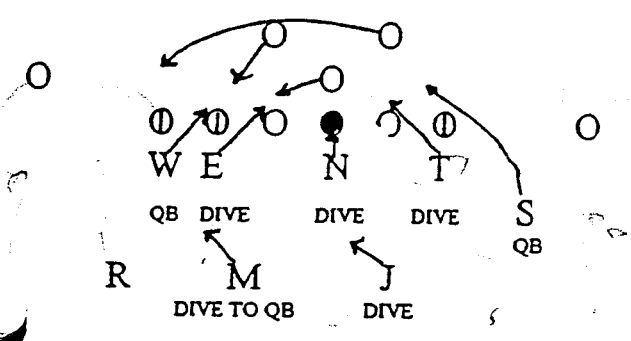


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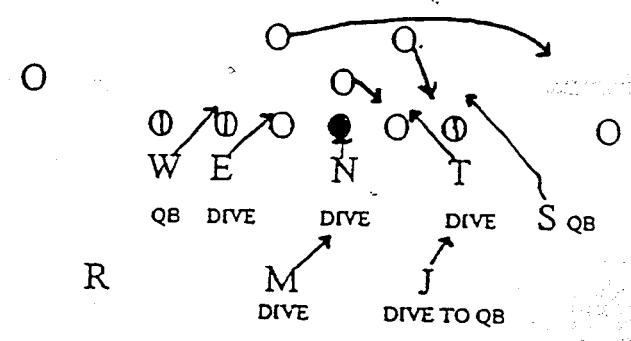
1. NO DIRECTIONS. END, TACKLE, NOSE ARE TWO GAP PLAYERS.
2. WE CAN CALL TIGHT OR OPEN STUFF.
3. WRECKER RUSH CONTAIN ON PASS; MAY DO SAME WITH SAM.
4. COVERAGE CALL.



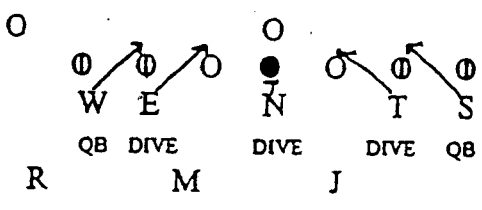
RUN STRONG



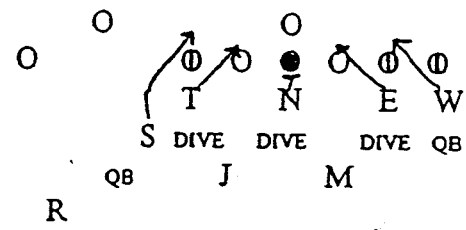
RUN WEAK



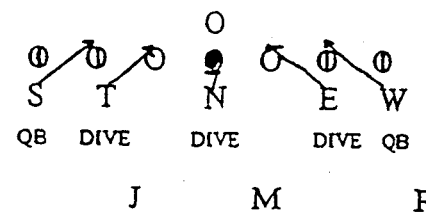
VS TIGHT



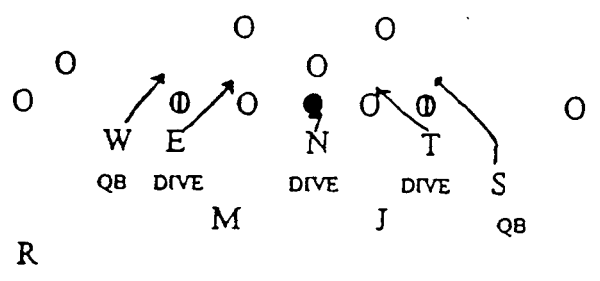
VS TWINS



VS Y TRADE



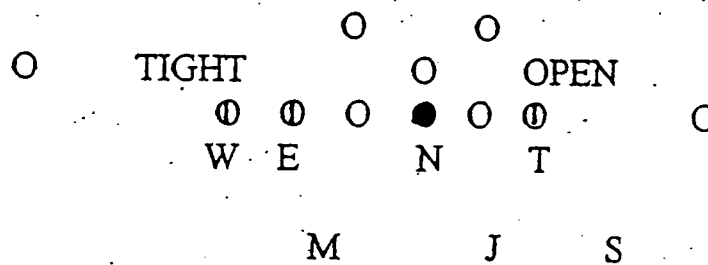
VS TWINS OPEN



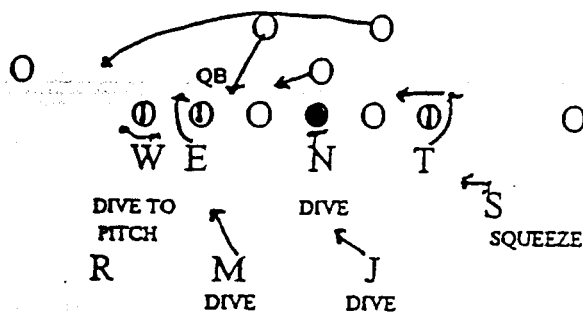
ADDITIONAL INFORMATION:

1. BOTH TIGHT AND OPEN SIDE CHARGE.
2. LB'S WORK OUTSIDE ON FLOW.
3. PITCH IS TAKEN BY SECONDARY.
4. COVERAGE CALL.

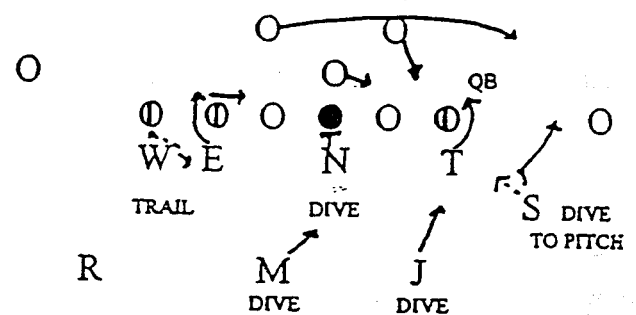
NOTE: LB'ER SPY TECH. ON FULL FLOW AWAY.



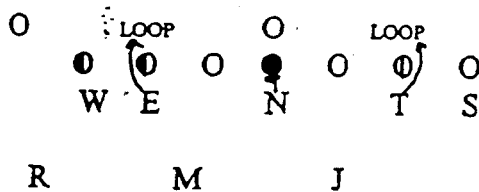
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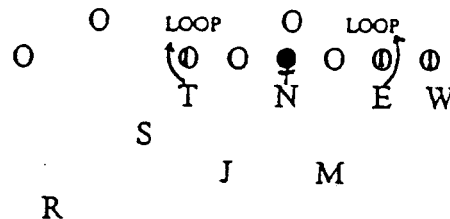
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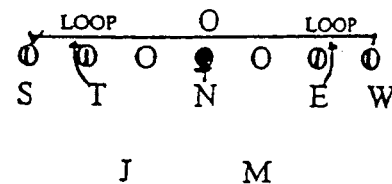
VS TIGHT



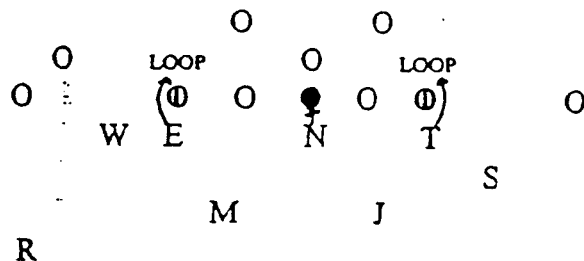
VS TWINS



VS Y TRADE

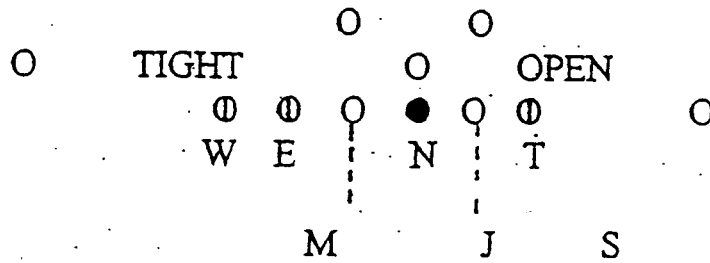


VS TWINS OPEN

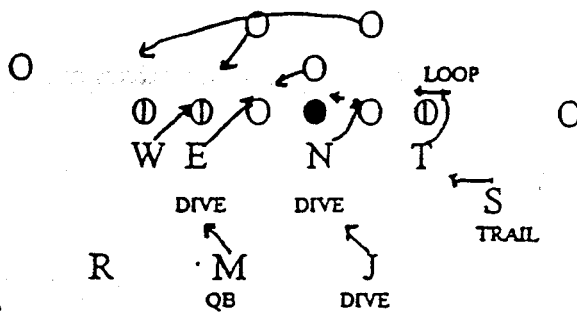


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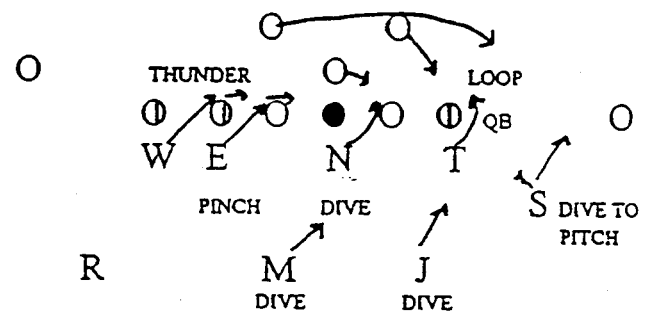
1. END AND TACKLE LOOP TECH.
2. NOSE STUFF.
3. WRECKER AND SAM PLAY LOOP TACKLE TECH.
4. PITCH IS TAKEN FROM SECONDARY.
5. END AND WEAK TACKLE CONTAIN QB ON PASS.
6. COVERAGE CALL.



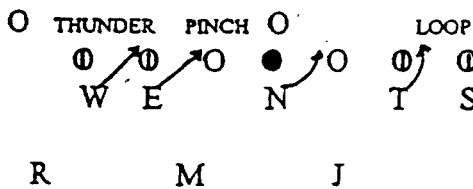
RUN STRONG



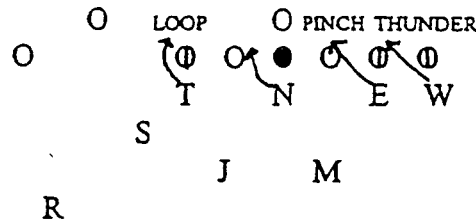
RUN WEAK



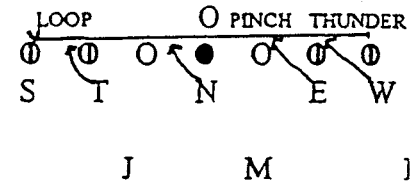
VS TIGHT



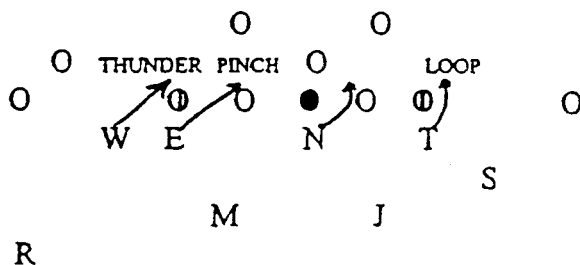
VS TWINS



VS Y TRADE



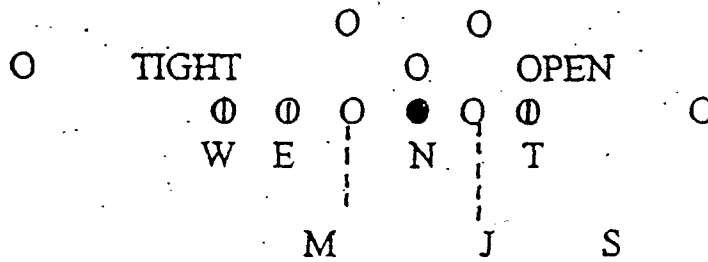
VS TWINS OPEN



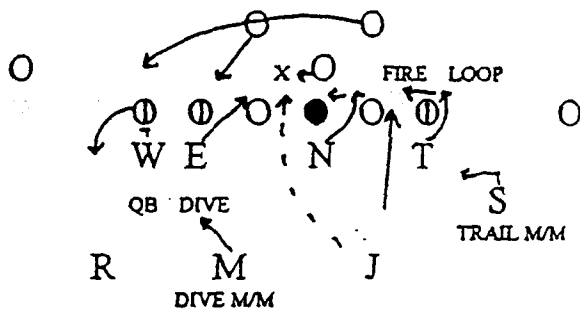
ADDITIONAL INFORMATION:

1. BULLETS ALWAYS CHARGE FROM TIGHT SIDE.
 2. NOSE AND TACKLE DIRECT AWAY FROM TIGHT CALL.
 3. ROVER ALIGN TO 2 RECEIVER SIDE.
 4. PITCH IS TAKEN FROM SECONDARY.
 5. COVERAGE CALL.
- NOTE: LB'ER TO TIGHT SIDE SPY TECH. ON FUL FLOW AWAY.

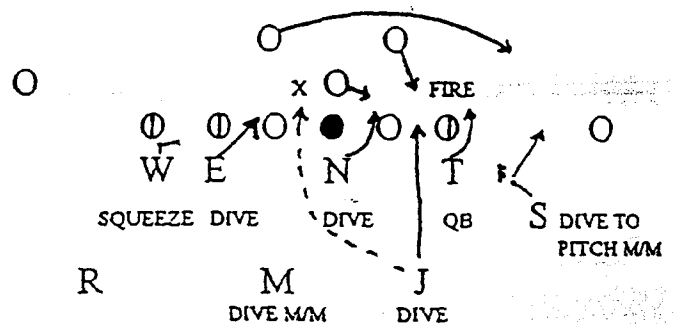
52 ANGLE JACK FIRE OR X



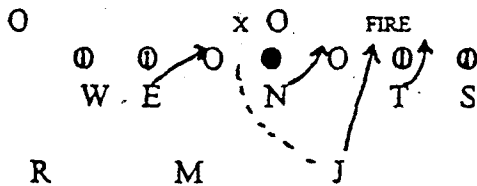
RUN STRONG



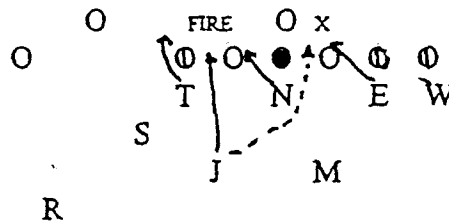
RUN WEAK



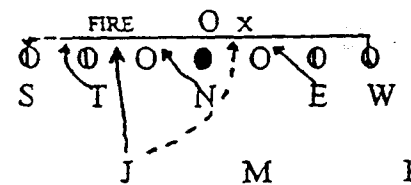
VS TIGHT



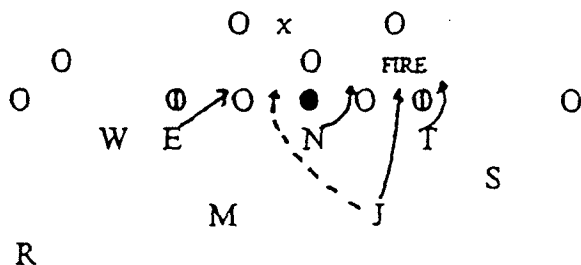
VS TWINS



VS Y TRADE

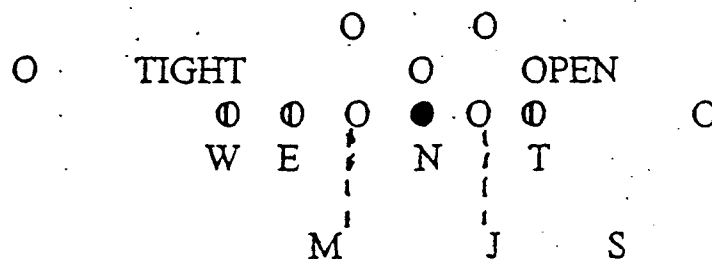


VS TWINS OPEN

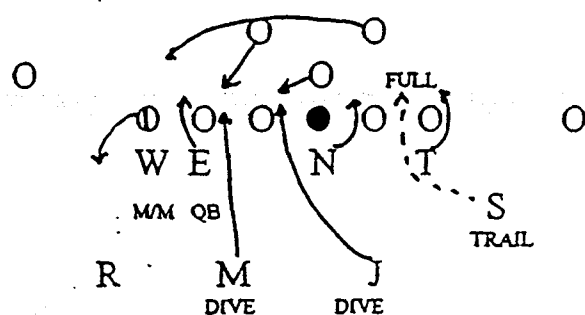


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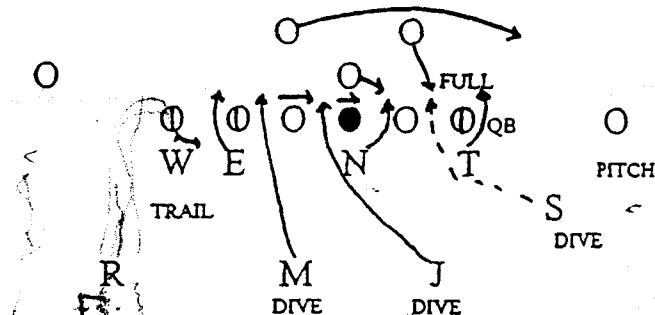
1. NOSE, TACKLE, AND END GO TO OPEN SIDE.
2. JACK-FIRE GO OPEN G-T GAP.
3. JACK-X GO TO TIGHT G-T GAP.
4. WRECKER-PINCH TACKLE TECH.
5. SAM-LOOP TACKLE TECH.
6. COVERAGE CALL.



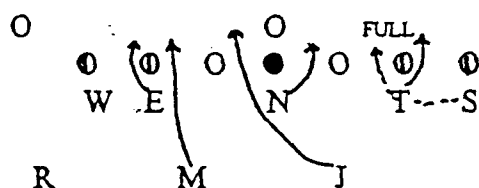
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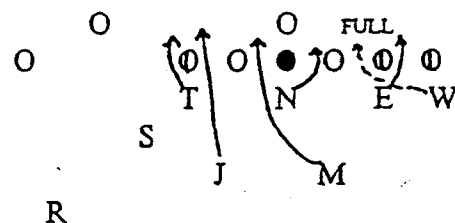
RUN WEAK



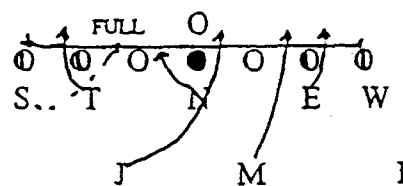
VS TIGHT



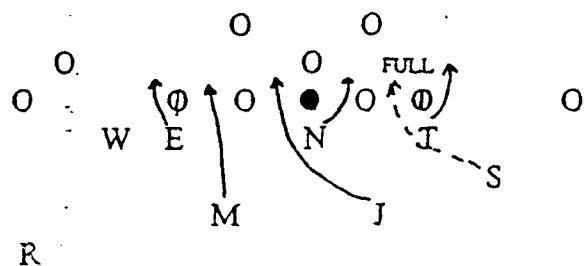
VS TWINS



VS Y TRADE



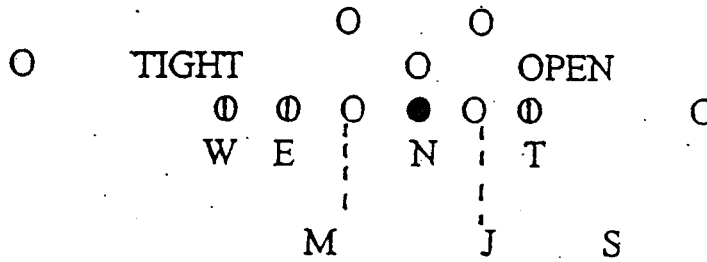
VS TWINS OPEN



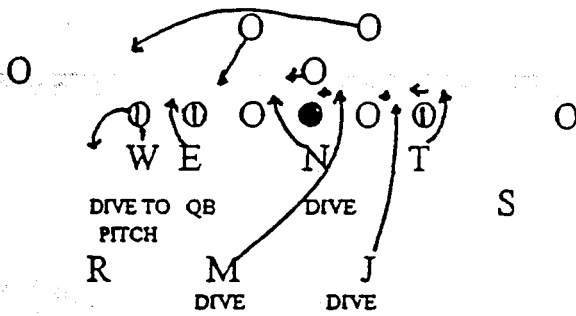
ADDITIONAL INFORMATION:

1. NOSE, C-G GAP AWAY FROM ROVER CALL.
2. TACKLE AND END LOOP TECH.
3. MIKE AND JACK GO TO ROVER CALL.
4. WRECKER AND SAM LOOP TACKLE TECH. BACKS OUT.
5. (NOTE) FULL BRINGS SAM GUARD-TACKLE GAP.
6. (NOTE) SWITCH-MIKE GOES C-G GAP. JACK G-T GAP.
7. COVERAGE CALL.

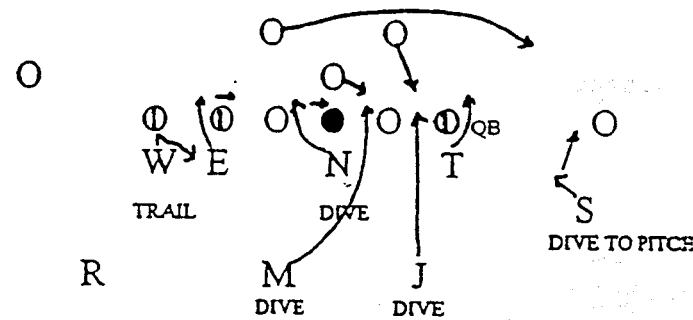
52 AWAY (FULL)



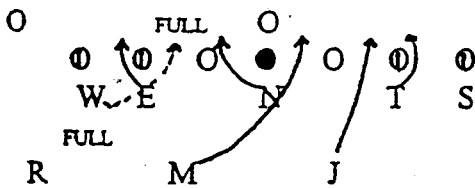
RUN STRONG



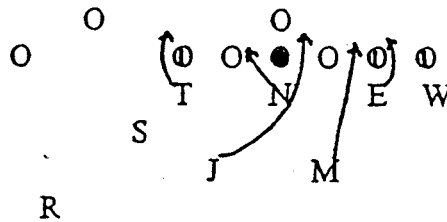
RUN WEAK



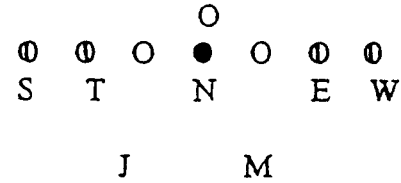
VS TIGHT



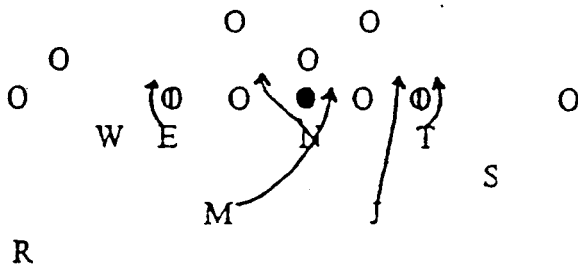
VS TWINS



VS Y TRADE

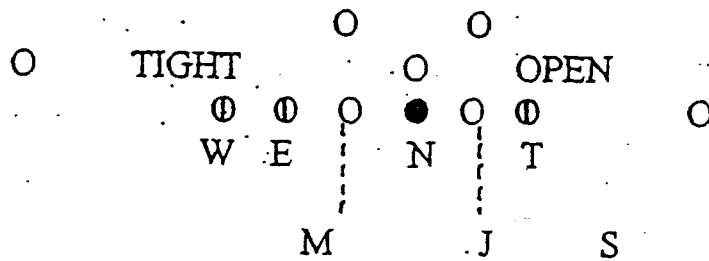


VS TWINS OPEN

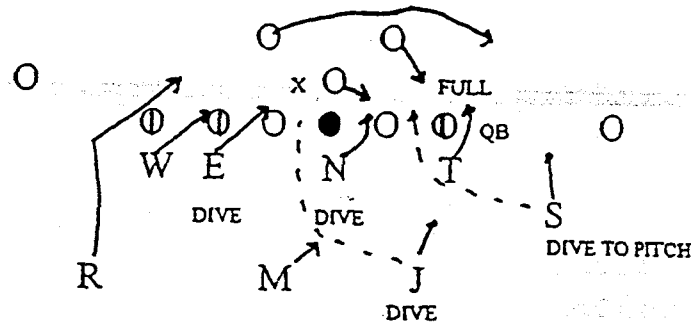
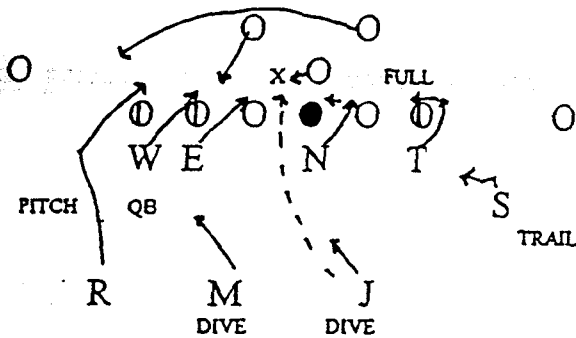


ADDITIONAL INFORMATION:

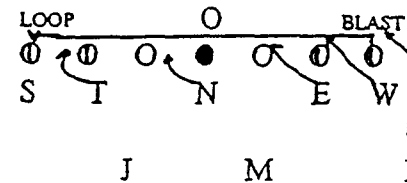
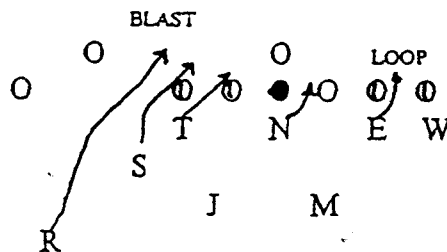
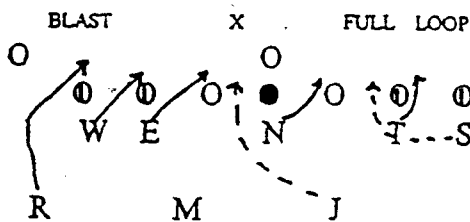
1. NOSE, C-G GAP TOWARD ROVER CALL.
2. END - TACKLE LOOP TECH.
3. MIKE-JACK BLITZ AWAY FROM ROVER CALL
4. SAM-WRECKER LOOP TACKLE TECH. BACKS OUT.
5. FULL ADDS WRECKER TO BLITZ.
(NOTE) FS HAVE BACK OUT STRONG.
6. COVERAGE CALL.



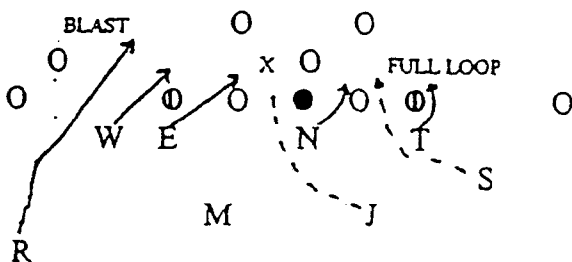
RUN WEAK



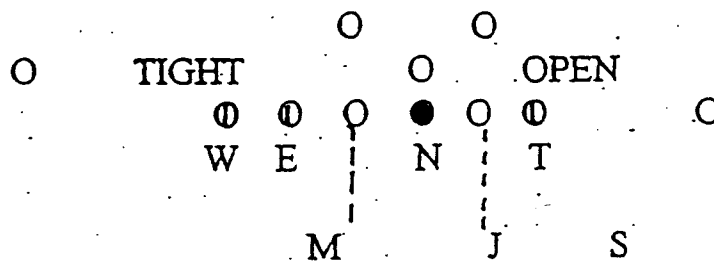
VS Y TRADE



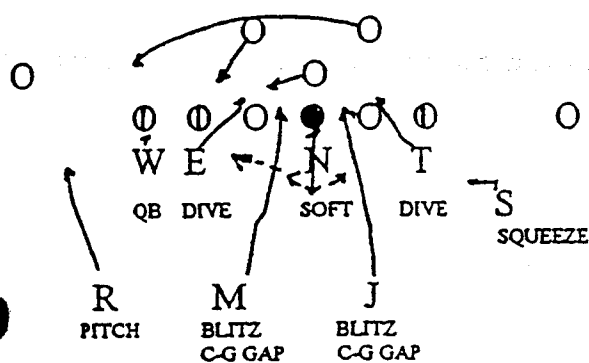
ADDITIONAL INFORMATION:



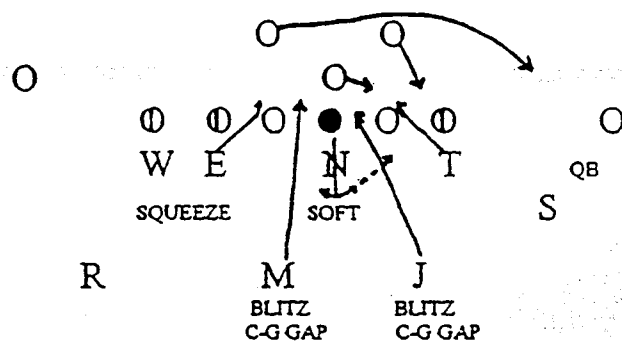
1. BLAST-ROVER ALIGN TO 2 RECEIVER SIDE.
2. LINE GOES AWAY FROM ROVER CALL.
3. FLOW AWAY FROM ROVER - CHECK RECEIVER.
4. BLAST X JACK AND NOSE RUN "X" STUNT.
5. FULL BLAST BRINGS SAM UNDER LOOP TACKLE G-T GAP.
6. COVERAGE CALL.



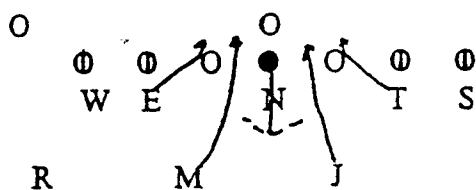
RUN STRONG



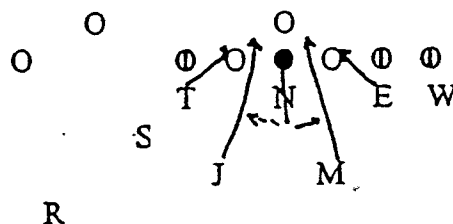
RUN WEAK



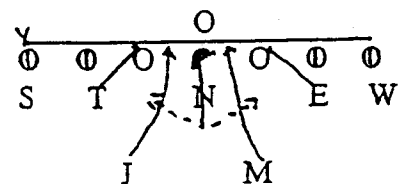
VS TIGHT



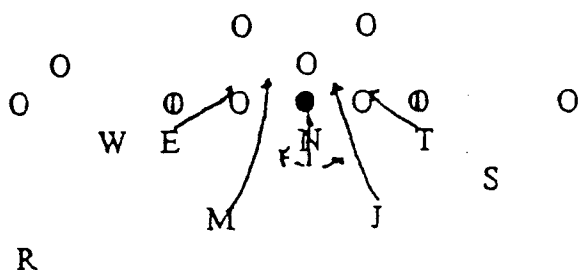
VS TWINS



VS Y TRADE

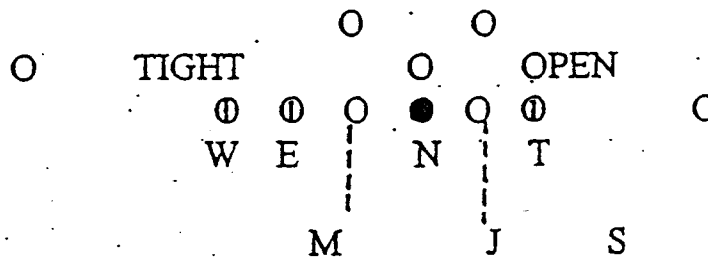


VS TWINS OPEN

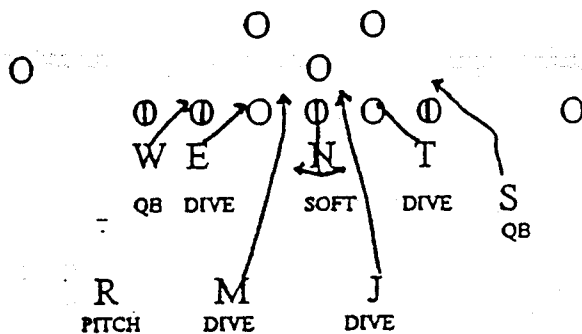


ADDITIONAL INFORMATION:

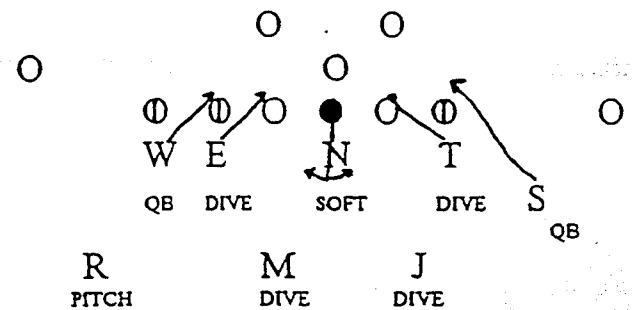
1. MIKE AND JACK BLITZ.
2. END AND TACKLE PINCH.
3. SAM AND WRECKER PLAY PINCH TACKLE TECH.
4. NOSE PULL CENTER THEN SOFT SCRAPE TO BALL.
5. COVERAGE CALL.



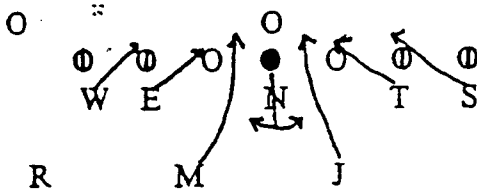
RUN STRONG



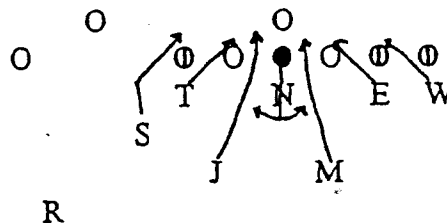
RUN WEAK



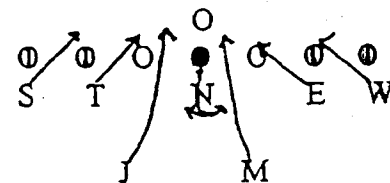
VS TIGHT



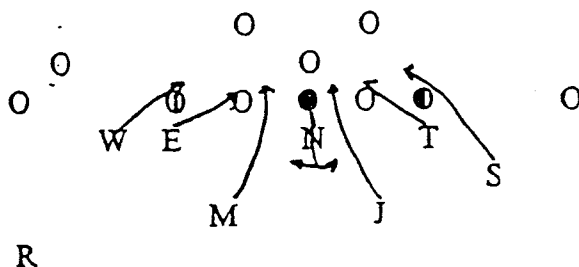
VS TWINS



VS Y TRADE



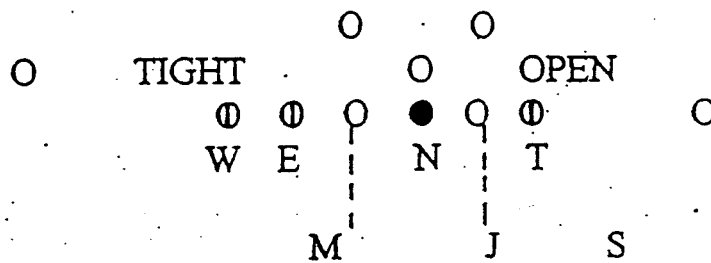
VS TWINS OPEN



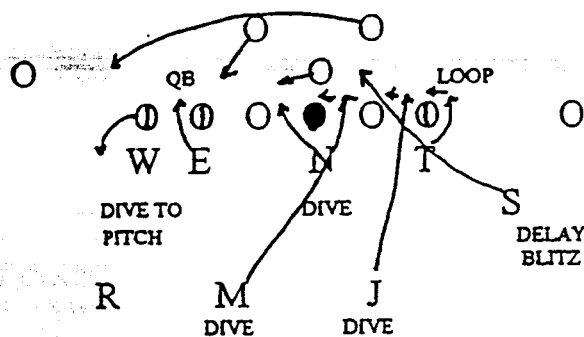
ADDITIONAL INFORMATION:

1. SHORT YARDAGE DEFENSE-WHEN WE DO WISH TO GO TO OUR STUD PACKAGE.
2. MIKE AND JACK BLITZ C-G GAP.
3. BULLETS CHARGE BY SAM, WRECKER, END AND TACKLE.
4. NOSE PULL CENTER AND SCRAPE.
5. COVERAGE CALL.

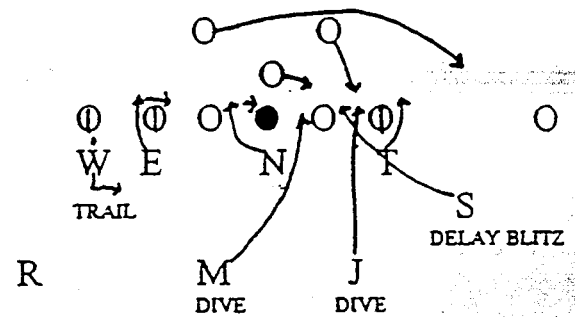
52 AWAY TRIPS



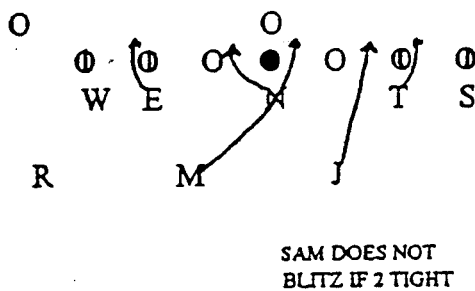
RUN STRONG



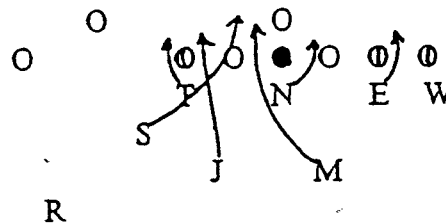
RUN WEAK



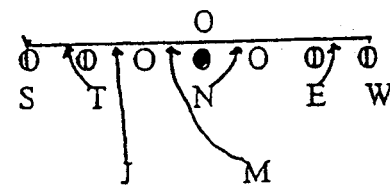
VS TIGHT



VS TWINS

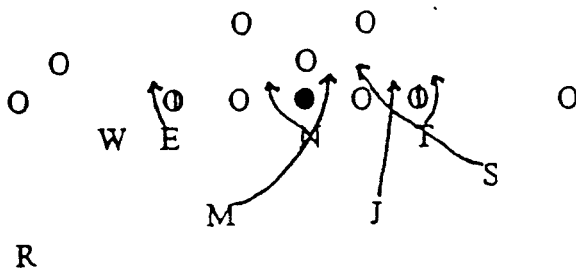


VS Y TRADE



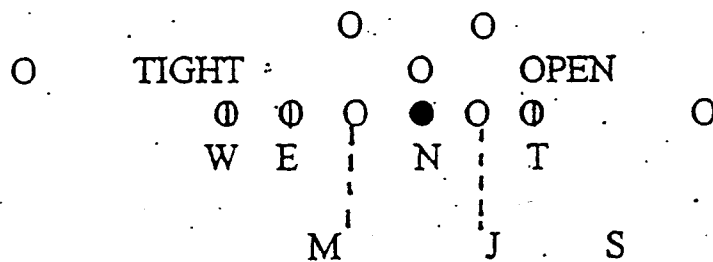
SAM DOES NOT BLITZ

VS TWINS OPEN

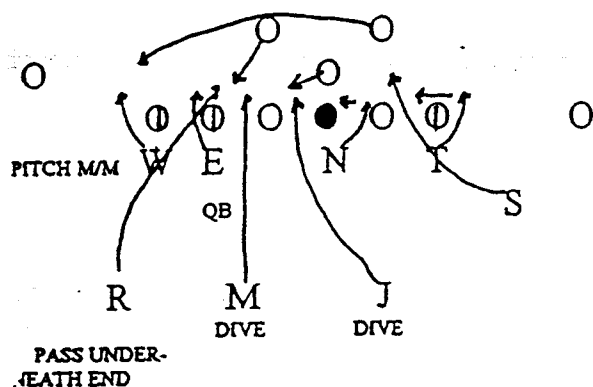


ADDITIONAL INFORMATION:

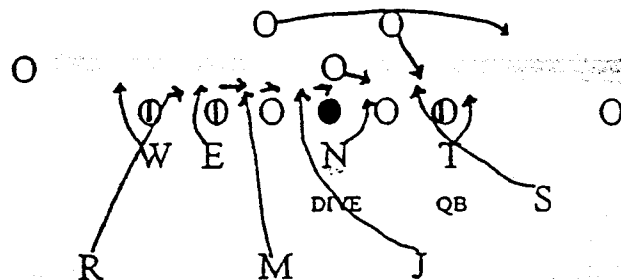
1. TWO TIGHT SAM DOES NOT BLITZ.
2. EVERYONE ELSE SAME AS AWAY.
3. COVERAGE CALL.



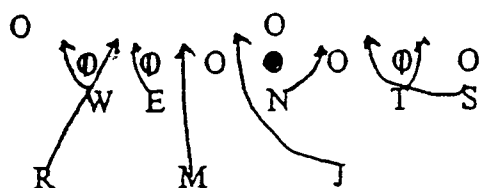
RUN STRONG



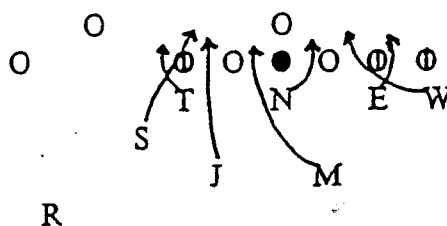
RUN WEAK



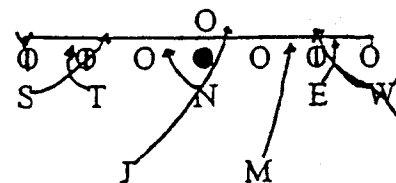
VS TIGHT



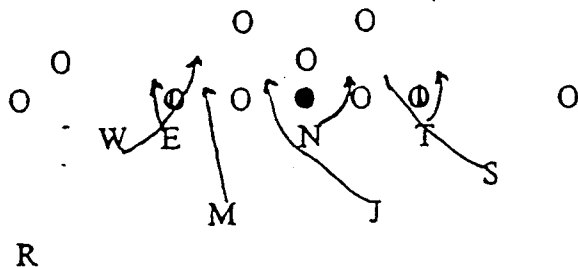
VS TWINS



VS Y TRADE



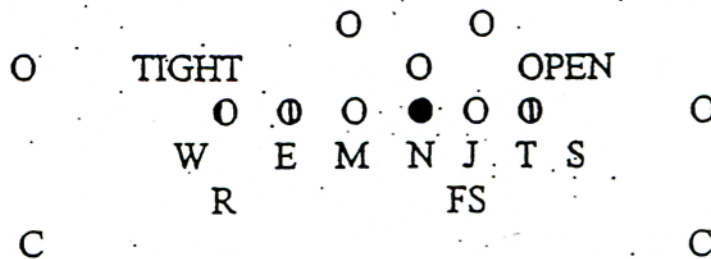
VS TWINS OPEN



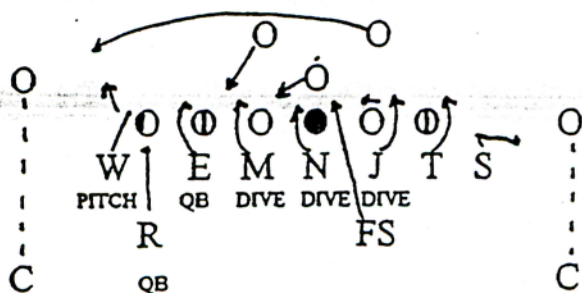
ROVER COMES OFF

ADDITIONAL INFORMATION:

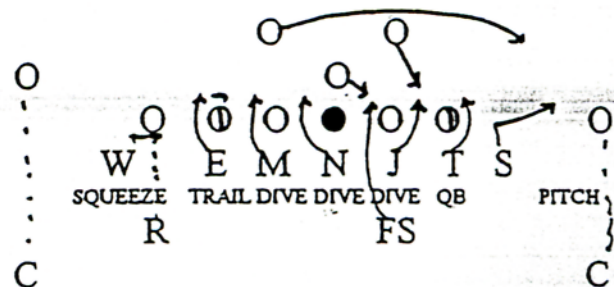
1. ONLY USED FOR MAXIMUM PRESSURE.
2. COVERAGE CALL.



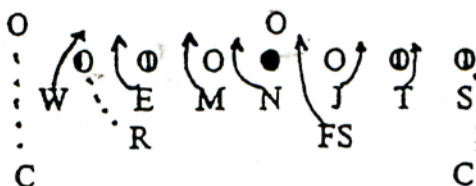
RUN STRONG



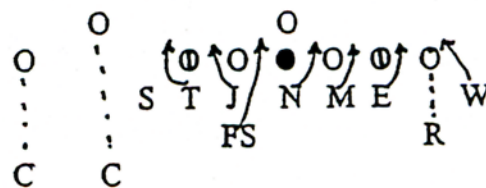
RUN WEAK



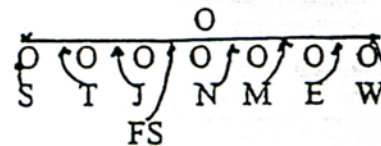
VS TIGHT



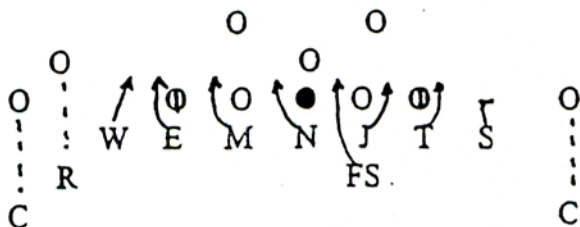
VS TWINS



VS Y TRADE



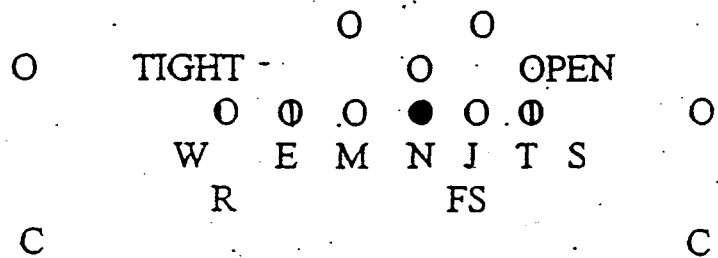
VS TWINS OPEN



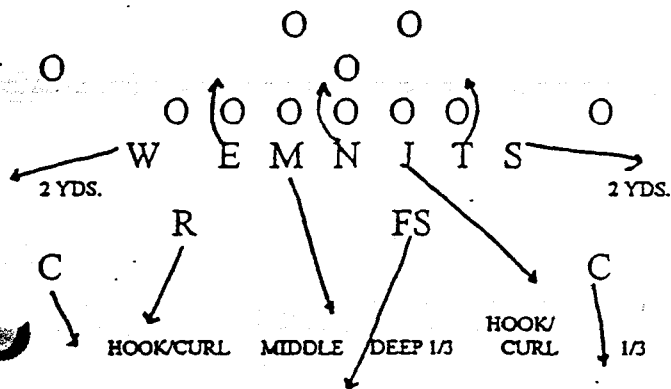
ADDITIONAL INFORMATION:

1. SURPRISE DEFENSE TO PUT PRESSURE ON OFFENSE.
2. MIKE AND JACK WALK UP ON LOS.
3. FREE SAFETY A GAP BLITZ ON WEAK.
4. COVERAGE - 0.
5. NOSE GOES TO STRENGTH.

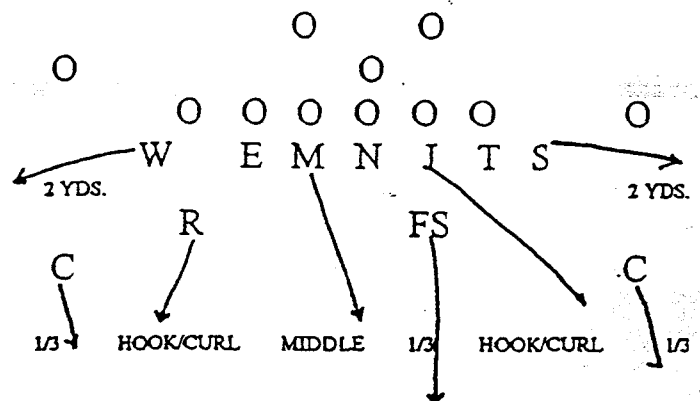
52 PRESS COVER



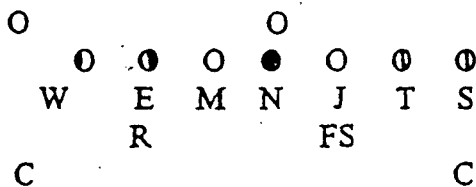
RUN STRONG



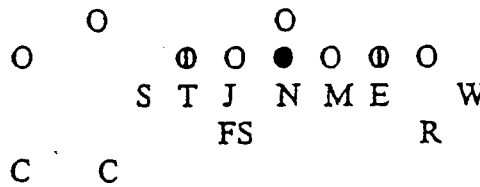
RUN WEAK



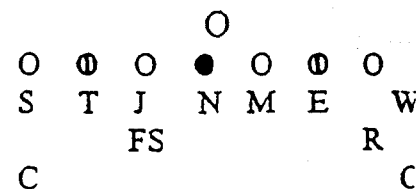
VS TIGHT



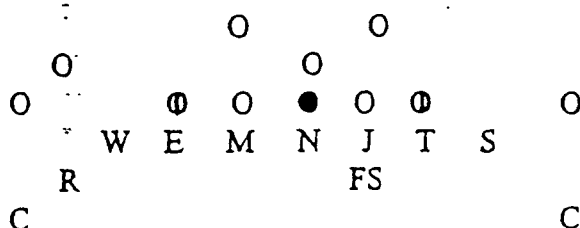
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

1. NOSE, END AND TACKLE SAME AS 52 PRESS.
2. WRECKER AND SAM WIDEN BEFORE BALL IS SNAPPED AND CHECK SPLIT-OF RECEIVER TO SEE SPOT TWO YARDS IN FRONT. ON SNAP EXPLODE TO SPOT READING EYES OF QB. IF PASS SHOWS TAKE AWAY THE QUICK HIT AND SLANT REACT TO OTHER PASSES. RUN REACT FROM OUTSIDE IN, RUN AWAY COUNTER CUTBACKS.

52 STACK DEFENSE

I. PERSONNEL TERMINOLOGY

- A. WRECKER - This individual will always line up on the opponent's tight end. If the opponent has two tight ends, then he will go to the formation. (If this rule varies, it will be a game plan situation). If the opponent does not use a tight end, he will then go to the strength of the offense formation.

II. DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of end, nose and tackle.

- A. END - The end will always go with the Wrecker and play a 4 tech on the offensive tackle.
- B. NOSE - Will align head up on the center playing a 0 Technique.
- C. TACKLE - Will always go to the split or open side, with Sam always away from Tight call. He will align head up on offensive tackle, in a 4 Technique.

III. INSIDE LINEBACKERS

We will have three stacked backers in our Stack Defense. They are Mike, Jack and Sam.

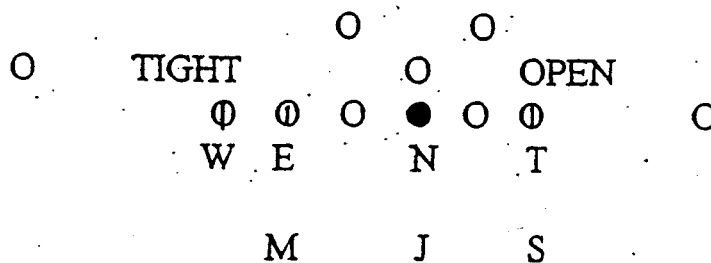
- A. MIKE - Will always line up on the offense's tight end side of the football. He will align stacked in a 4 Technique behind the end at a depth of 5 yards. His alignment rule is the same as the Wrecker. When there are two tight ends, the Mike will go to the formation. (If this rule varies, it will be a game plan situation).
- B. JACK - The Jack will line up in a 0 Technique stacked behind our Nose at a depth of 5 yards. (If this rule varies it will be a game plan situation).
- C. SAM - He will align to the split end or open side of formation. Stacked in a 4 Technique directly behind our tackle at a depth of 5 yards. (If this rule varies it will be a game plan situation).

IV. SECONDARY

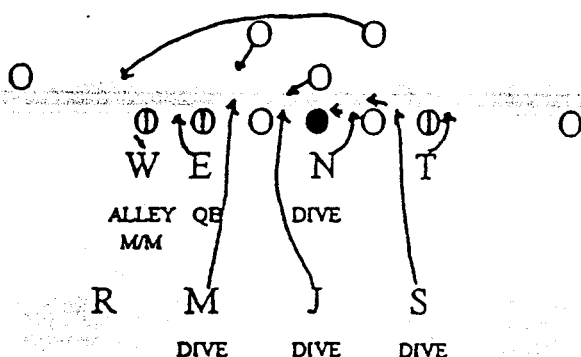
We will have four members of the secondary. They will be called right and left cornerbacks, Rover and Free Safety respectable.

- A. CORNERBACKS - We will have two cornerbacks and they will be called right and left cornerbacks. They will not flip-flop unless game plan dictates otherwise. We will at times put both to same side of field due to formation and game plan.
- B. ROVER - The Rover dictates formation for us. He will call strength of formation. He will go the side of the offense's two receivers unless game plan dictates otherwise.
- C. FREE SAFETY - He will always line up opposite the Rover in all our Defense. His depth and alignment will be different from the Rover. This will be determined by defense called.

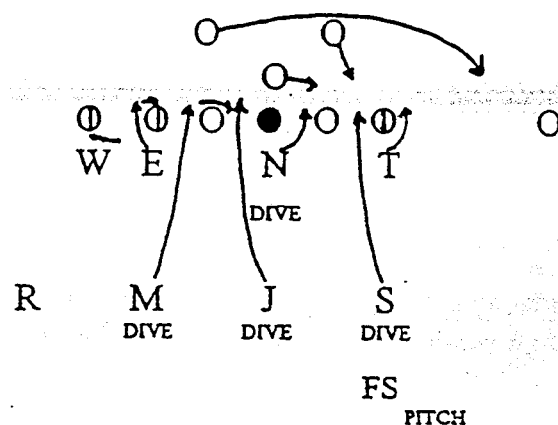
52 STACK TRIPS



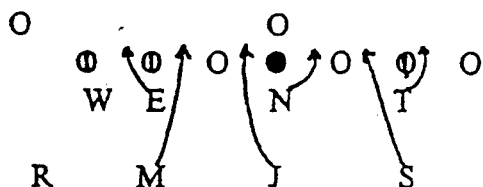
RUN STRONG



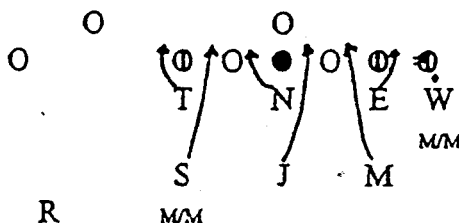
RUN WEAK



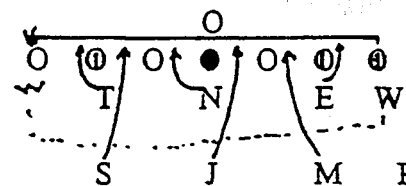
VS TIGHT



VS TWINS

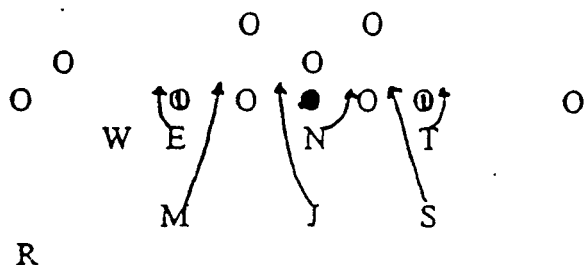


VS Y TRADE



NOTE: DO NOT CHANGE DEF. CALL.

VS TWINS OPEN

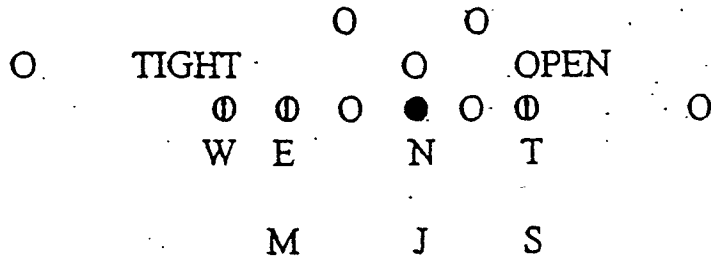


ADDITIONAL INFORMATION:

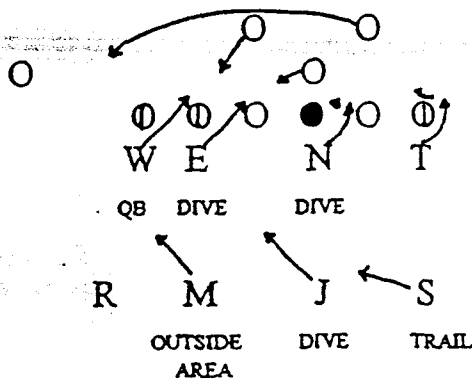
1. SAM, JACK OR MIKE BLITZ AWAY FROM ROVER CALL.
2. NOSE GOES TO ROVER CALL.
3. END AND TACKLE LOOP TECH.
4. WRECKER PLAY LOOP TECH.
5. F/S FAVOR OPEN SIDE OF FORMATION.
6. COVERAGE CALL.

52 STACK THUNDER

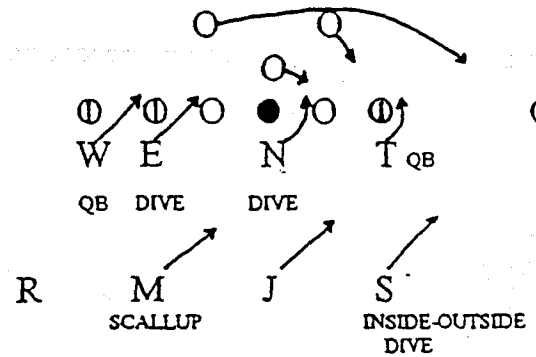
MAX X THUNDER WITH JACK.



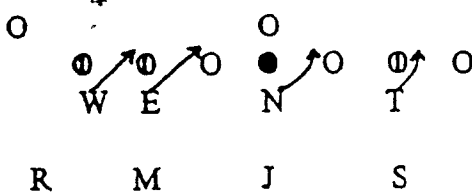
RUN STRONG



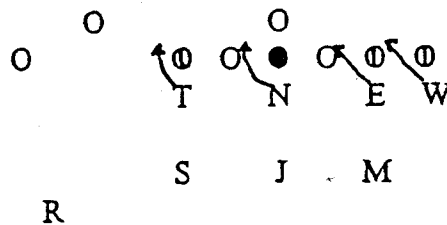
RUN WEAK



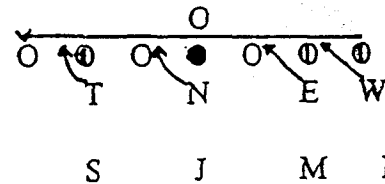
VS TIGHT



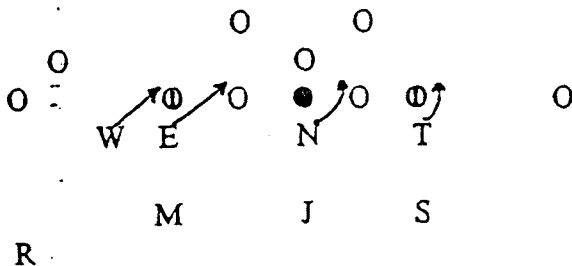
VS TWINS



VS Y TRADE



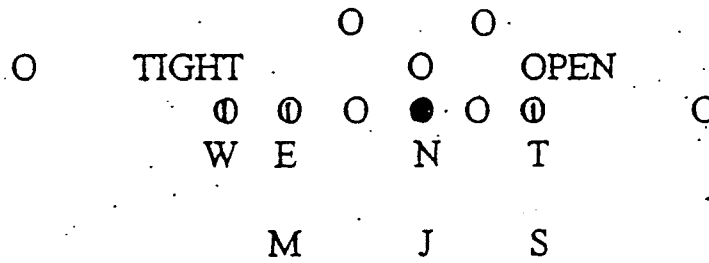
VS TWINS OPEN



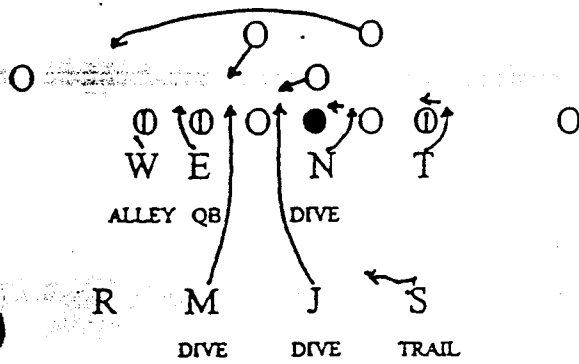
ADDITIONAL INFORMATION:

1. BULLETS CHARGE FROM TIGHT SIDE.
2. THUNDER - NOSE, END, TACKLE - 60 OPEN.
3. SAM HAS INSIDE OUTSIDE DIVE ON NEAR BACK READ.
4. PITCH TAKEN FROM SECONDARY.
5. F/S CHEAT TO OPEN SIDE.
6. COVERAGE CALL:
BLITZ - THUNDER FIRE
THUNDER X

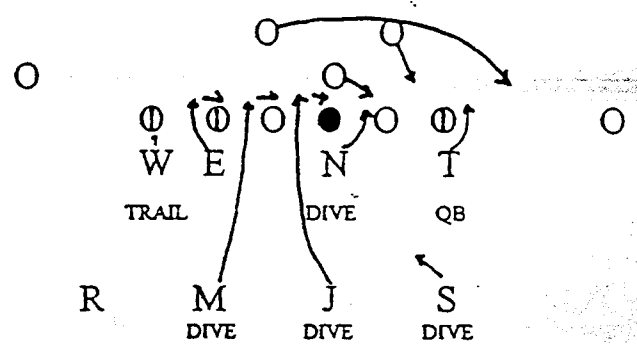
52 STACK GO



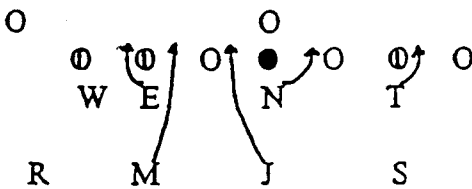
RUN STRONG



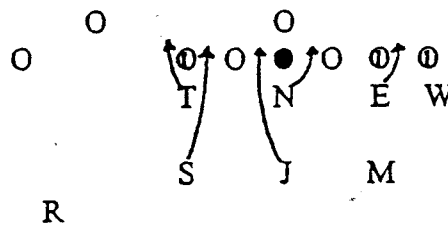
RUN WEAK



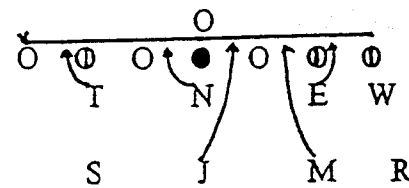
VS TIGHT



VS TWINS

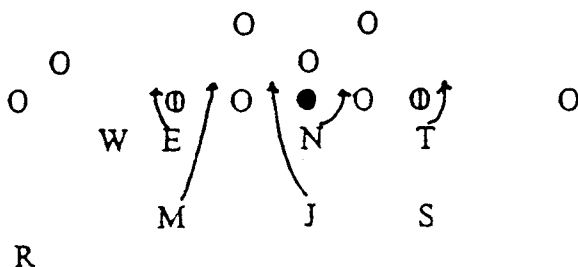


VS Y TRADE



NOTE: DO NOT CHANGE DEF. CALL.

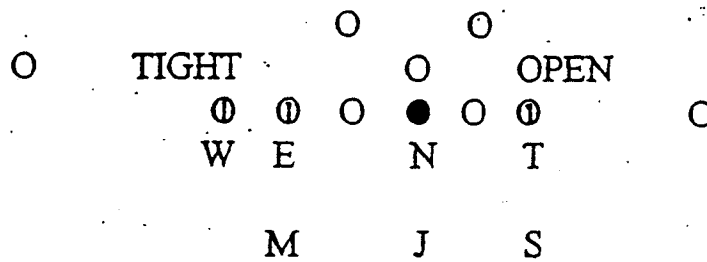
VS TWINS OPEN



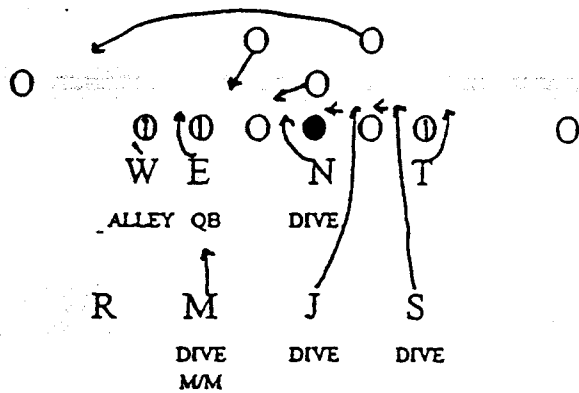
ADDITIONAL INFORMATION:

1. MIKE AND JACK OR SAM BLITZ TO ROVER CALL.
2. NOSE GOES AWAY FROM ROVER CALL.
3. NOSE-TACKLE - LOOP TECH.
4. WRECKER - PLAY LOOP TECH - M/M ON BACK
5. F/S FAVOR OPENSIDE PLAY PITCH.
6. COVERAGE CALL.

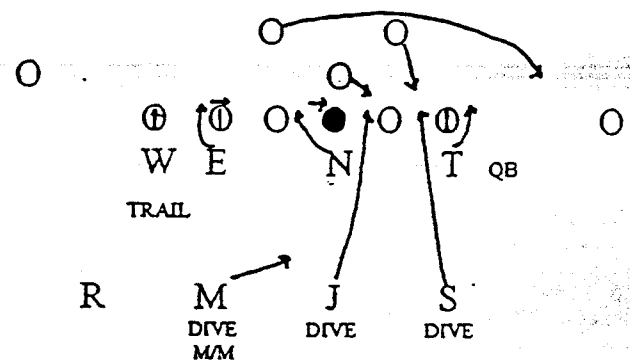
52 STACK AWAY



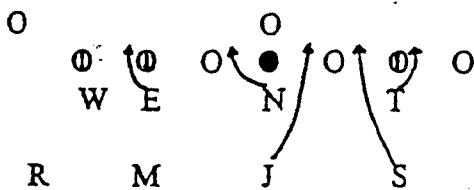
RUN STRONG



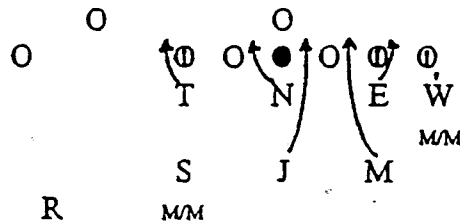
RUN WEAK



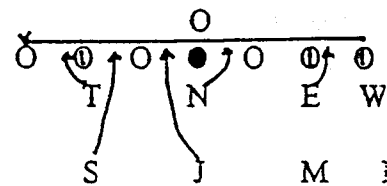
VS TIGHT



VS TWINS

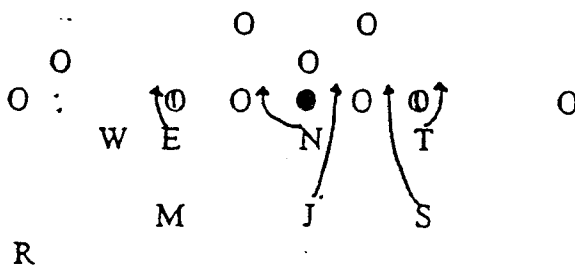


VS Y TRADE



NOTE: DO NOT CHANGE DEF. CALL.

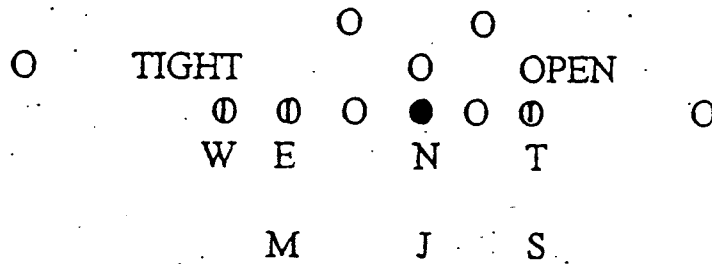
VS TWINS OPEN



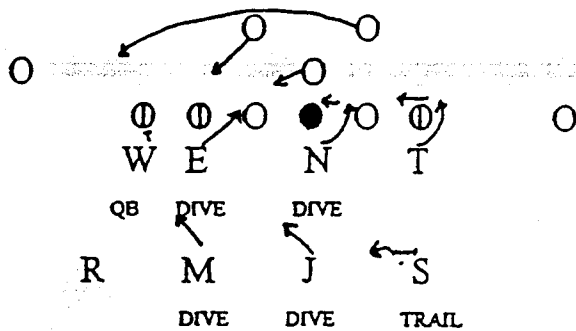
ADDITIONAL INFORMATION:

1. SAM, JACK OR MIKE BLITZ AWAY FROM ROVER CALL.
2. NOSE GOES TO ROVER CALL.
3. END AND TACKLE LOOP TECH.
4. WRECKER PLAY LOOP TECH.
5. F/S FAVOR OPEN SIDE OF FORMATION.
6. COVERAGE CALL.

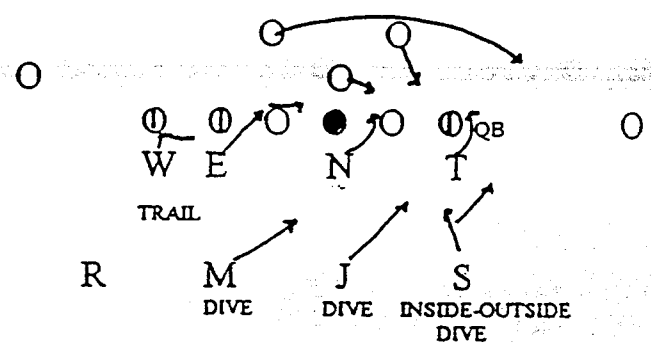
52 STACK ANGLE



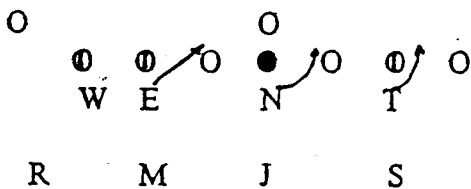
RUN STRONG



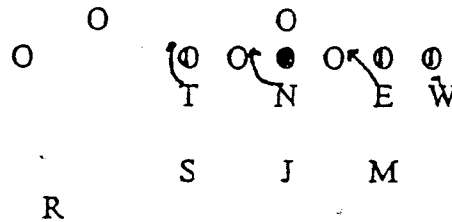
RUN WEAK



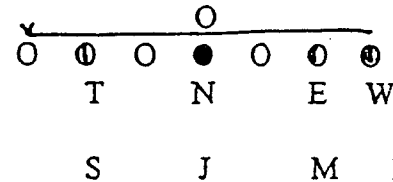
VS TIGHT



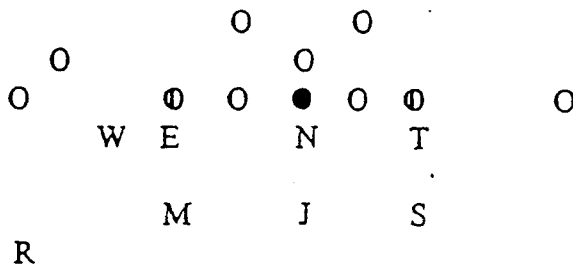
VS TWINS



VS Y TRADE



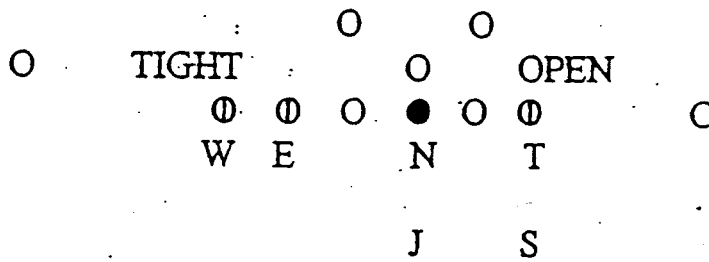
VS TWINS OPEN



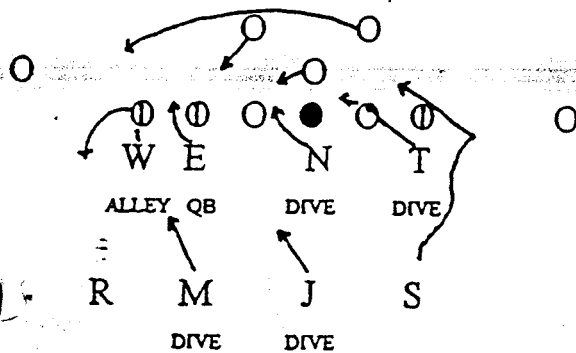
ADDITIONAL INFORMATION:

1. NOSE, END AND TACKLE - GOES OPEN.
2. WRECKER PLAYS PINCH TACKLE TECH.
3. SAM READ NEAR BACK FOR INSIDE OUTSIDE DIVE.
4. MIKE OR SAM FLOW AWAY SCALLOP TECH.
5. PITCH TAKEN FROM SECONDARY.
6. WILL DEFINITELY BLITZ ALL OF THIS.

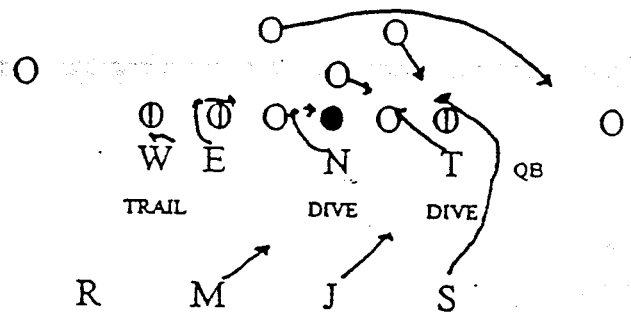
52 STACK LIGHTNING (THUNDER)



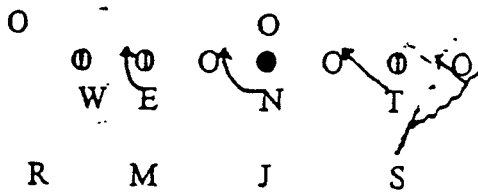
RUN STRONG



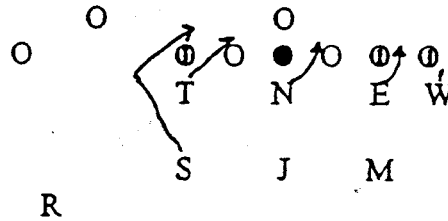
RUN WEAK



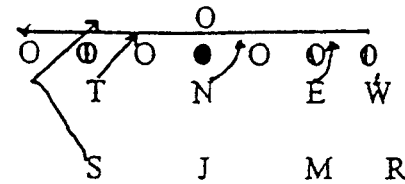
VS TIGHT



VS TWINS

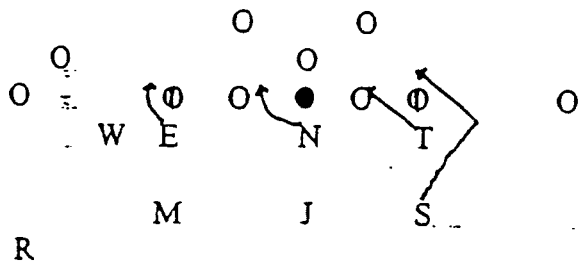


VS Y TRADE



NOTE: DO NOT CHANGE DEF. CALL.

VS TWINS OPEN



ADDITIONAL INFORMATION:

1. BULLETS FROM OPEN SIDE OF FORMATION.
2. NOSE-END - TACKLE - 60 TIGHT.
3. SAM WALK UP LATE FROM STACK.
4. F/S CHEAT TO OPEN SIDE OF FORMATION.
5. COVERAGE CALL.

53 DEFENSE

I. PERSONNEL TERMINOLOGY

- A. WRECKER - This individual will always line up on the opponent's tight end. If the opponent has two tight ends, then he will go to the formation. (If this rule varies, it will be a game plan situation). If the opponent does not use a tight end, he will then go to the strength of the offense formation.
- B. SAM - He will align to the split end side of the offensive formation. He will be required to know how to play Wrecker, as there will be times when we plan people who use two tight ends in their offensive formation. If no tight end play a Ghost 6 Technique.

II. DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of end, nose and tackle.

- A. END - The end will always go with the Wrecker and play a 4 tech on the offensive tackle.
- B. NOSE - Will align head up on the center playing a 0 Technique.
- C. TACKLE - Will always go to the split or open side, with Sam always away from Tight call. He will align head up on offensive tackle, in a 4 Technique.

III. INSIDE LINEBACKERS

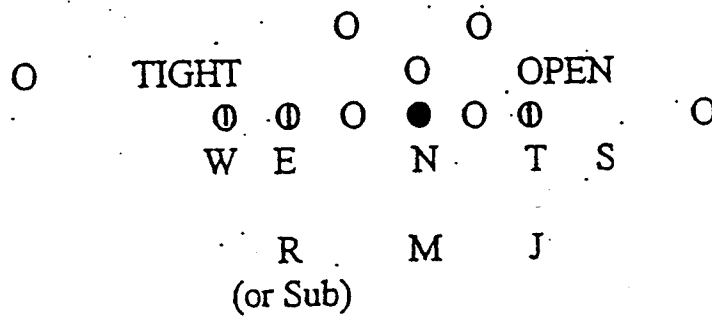
We will have three inside linebackers - Mike, Jack, and either the Rover or we'll sub an extra Backer for the Rover.

- A. MIKE - Will always line up directly behind the Nose in a 0 Technique at a depth of 5 yards. (If this rule varies, it will be a game plan situation).
- B. JACK - The Jack backer will line up stacked directly behind our tackle in a 4 Technique at a depth of 5 yards. (If this rule varies, it will be a game plan situation).
- C. ROVER OR EXTRA BACKER - Will align in a 4 Technique directly behind our end at a depth of 5 yards. (If this rule varies, it will be a game plan situation).

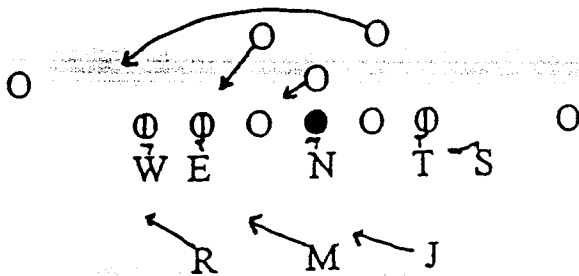
IV. SECONDARY

In our 53 Package we will play a three deep look which consists of a right corner, left corner and a free safety.

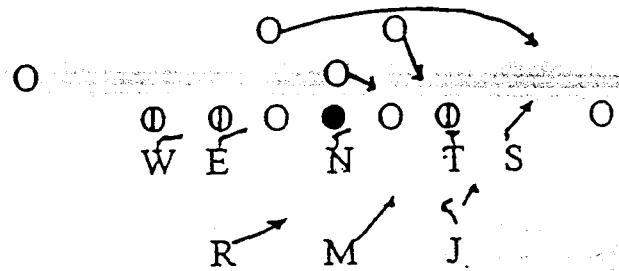
- A. CORNERBACKS - We will have two cornerbacks and they will be called right and left cornerbacks. They will not flip-flop unless game plan dictates otherwise.
- B. FREE SAFETY - He will always align in center field. His depth will depend on game plan, down, distance, and coverage called.



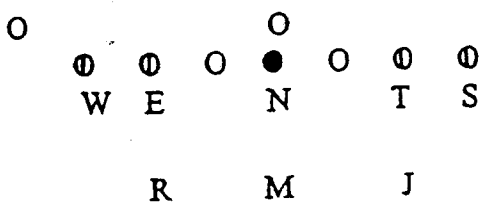
RUN STRONG



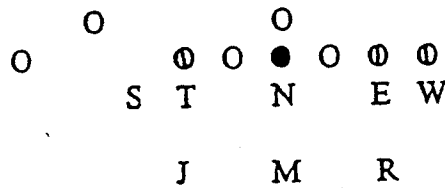
RUN WEAK



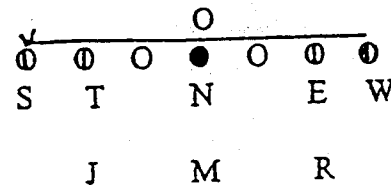
VS TIGHT



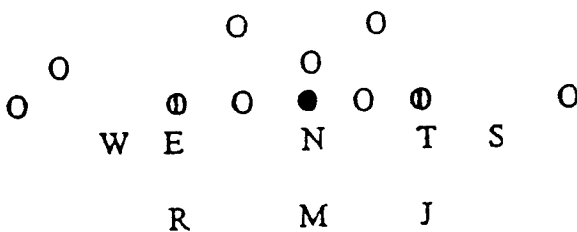
VS TWINS



VS Y TRADE

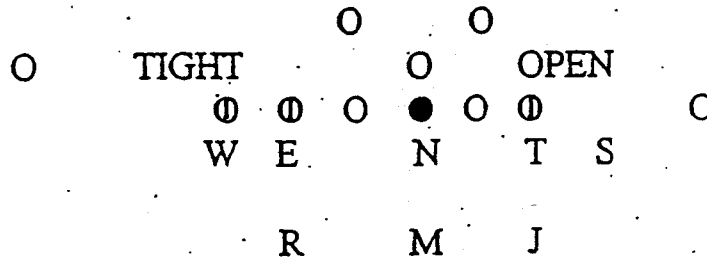


VS TWINS OPEN

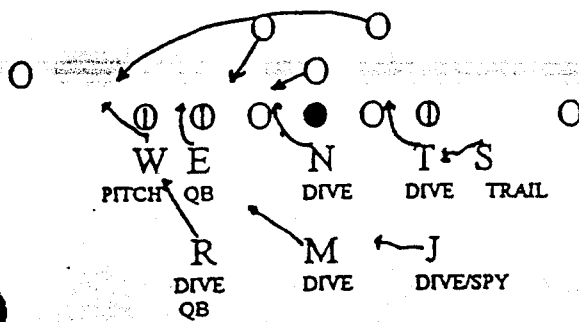


ADDITIONAL INFORMATION:

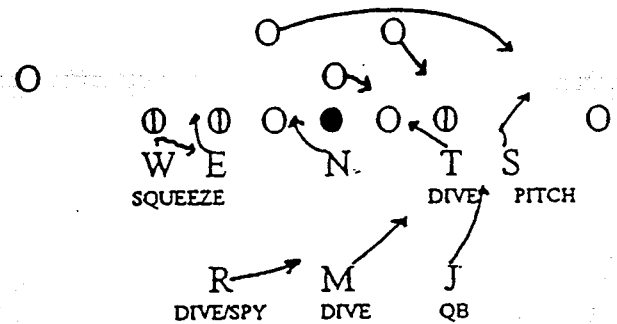
1. WE WILL MOVE AND ATTACK IN 53.
2. MAY SUB ANOTHER LB FOR ROVER.
3. 8-MAN FRONT.
4. COVERAGE CALL.



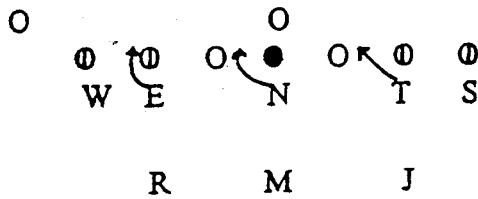
RUN STRONG



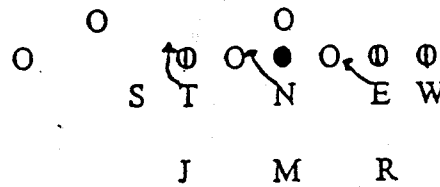
RUN WEAK



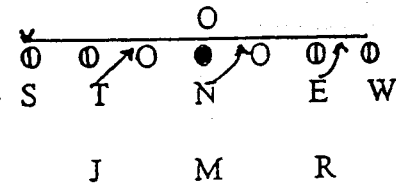
VS TIGHT



VS TWINS

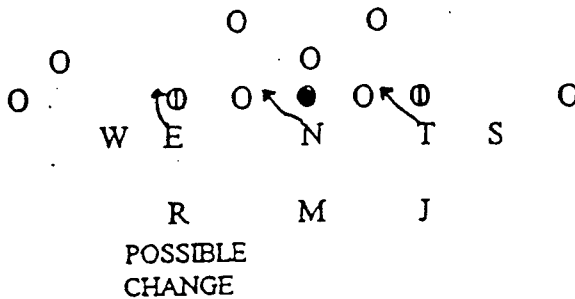


VS Y TRADE



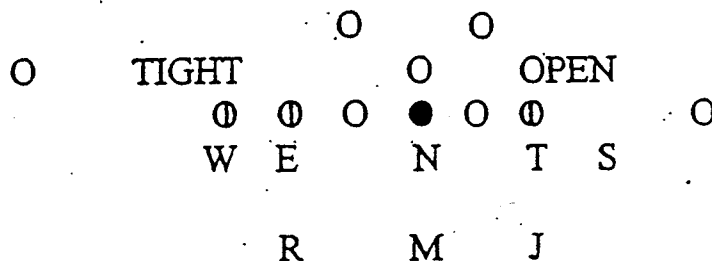
NOTE: NO CHANGE IN CALL.

VS TWINS OPEN

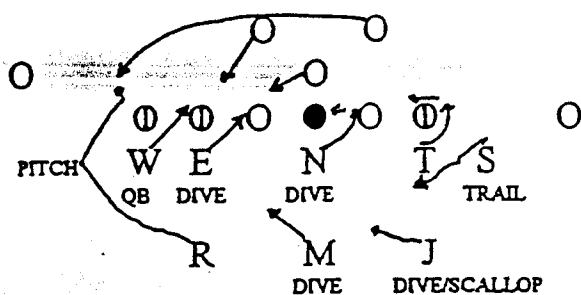


ADDITIONAL INFORMATION:

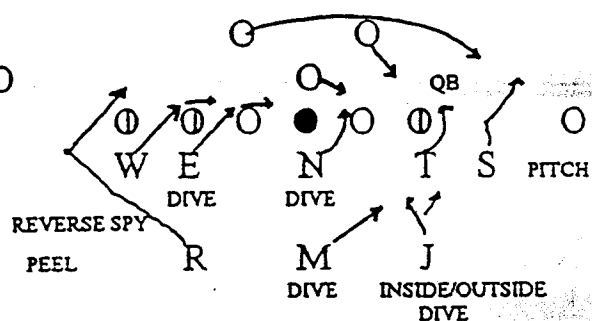
1. 8-MAN FRONT-ROVER ALIGN 2 RECEIVER SIDE.
2. NOSE, END AND TACKLE GO TIGHT.
3. WRECKER AND SAM PLAY PITCH CONTAIN.
4. BLITZ - AWAY, GO, LIGHTNING, THUNDER, FIRE OR X - PINCH BULLETS.
5. COVERAGE CALL.



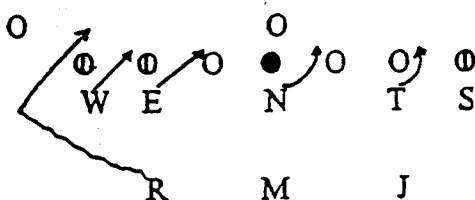
RUN STRONG



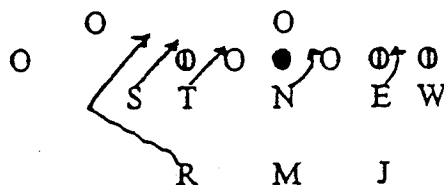
RUN WEAK



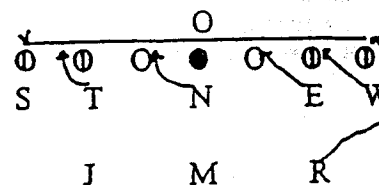
VS TIGHT



VS TWINS

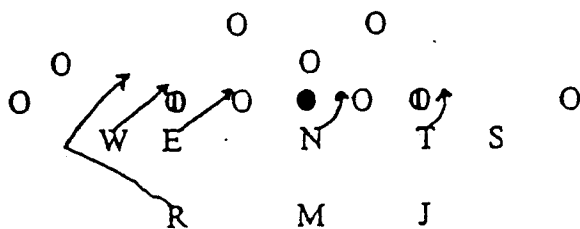


VS Y TRADE



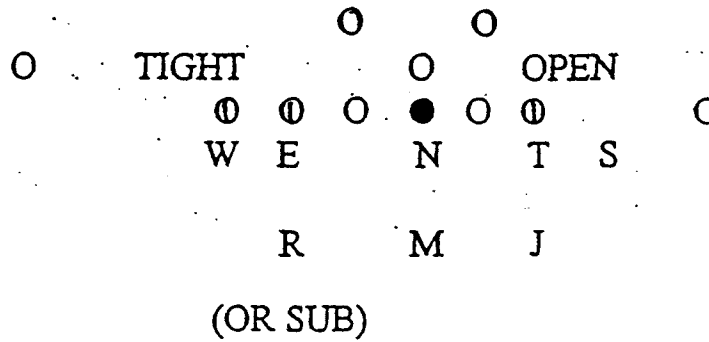
NOTE: NO CHANGE IN CALL.

VS TWINS OPEN

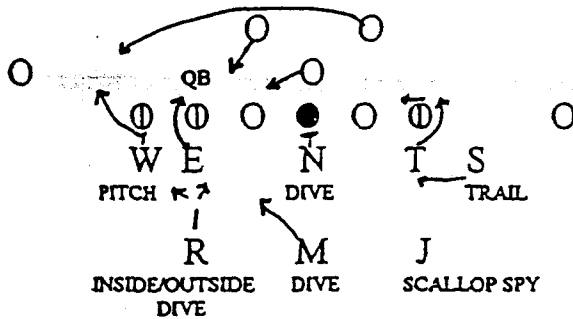


ADDITIONAL INFORMATION:

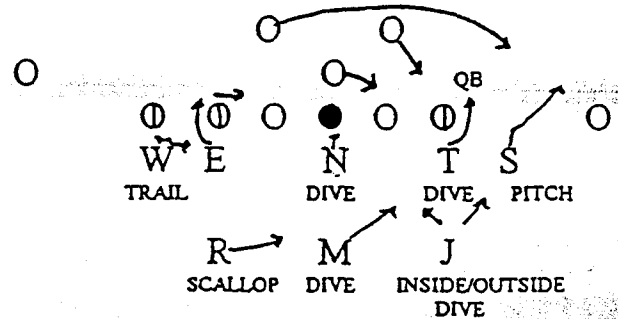
1. ROVER ALIGN ON LOS 2 RECEIVER SIDE.
2. BLAST - END, NOSE, TACKLE GO AWAY FROM ROVER CALL.
3. ROVER BLITZ FOR PITCH.
4. COVERAGE CALL.



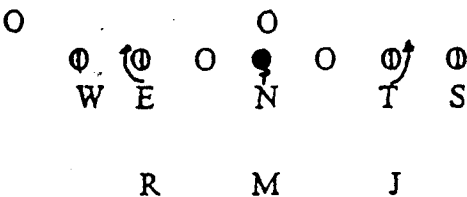
RUN STRONG



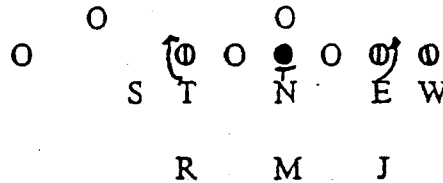
RUN WEAK



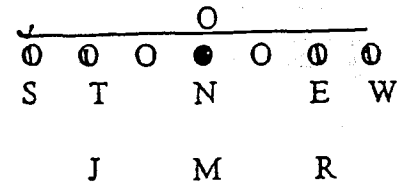
VS TIGHT



VS TWINS

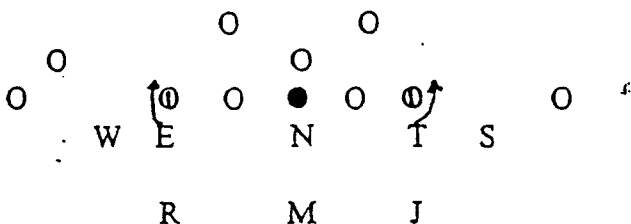


VS Y TRADE



NOTE: NO CHANGE IN CALL.

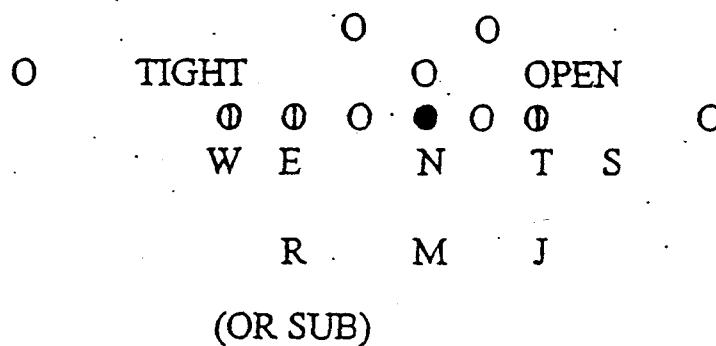
VS TWINS OPEN



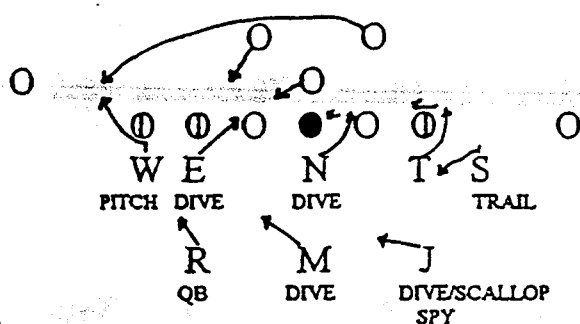
POSSIBLE
ROVER/WRECKER SWITCH

ADDITIONAL INFORMATION:

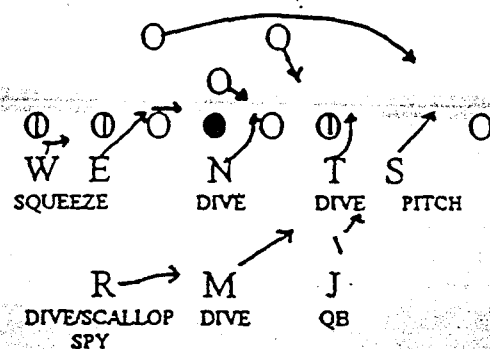
1. END AND TACKLE LOOP-NOSE STUFF.
2. STRONG SIDE BACKER READ ANGLE OF NEA BACK.
3. LOOP END - TACKLE TAKE QB.
4. SAM AND WRECKER - STAY ON PITCH CONTAIN.
5. COVERAGE CALL.
6. BLITZ - SPIKE, TRIPS.



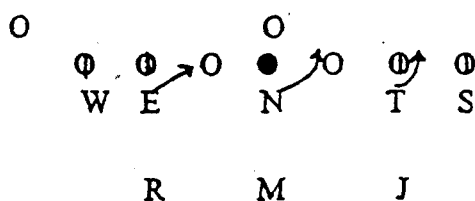
RUN STRONG



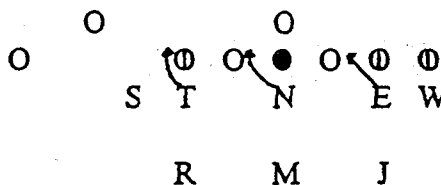
RUN WEAK



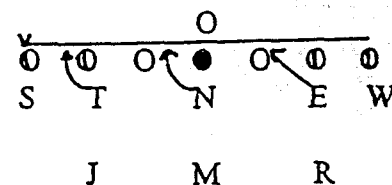
VS TIGHT



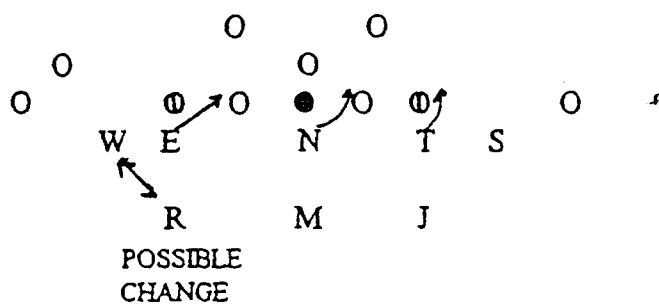
VS TWINS



VS Y TRADE

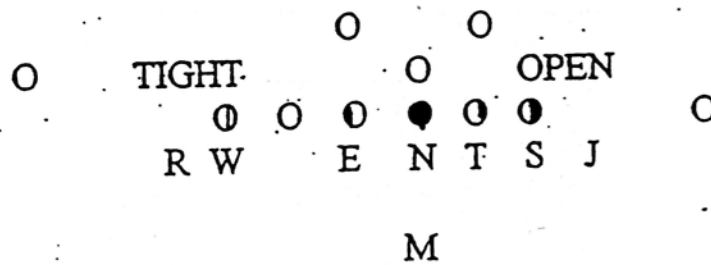


VS TWINS OPEN

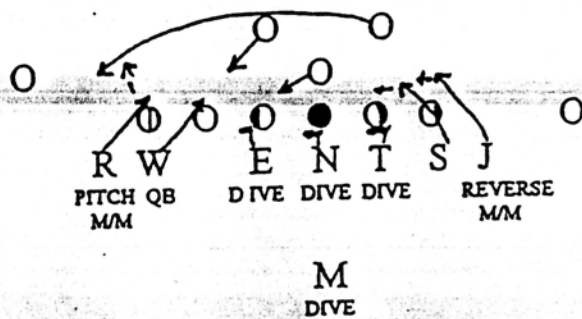


ADDITIONAL INFORMATION:

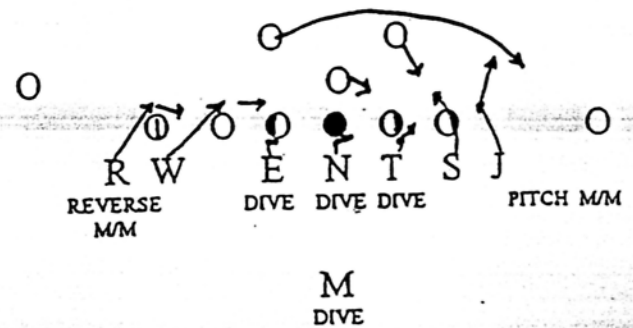
1. 8-MAN FRONT-ROVER ALIGN 2 RECEIVER SIDE.
2. NOSE, END AND TACKLE GO TO OPEN CALL.
3. WRECKER AND SAM PLAY PITCH CONTAIN.
4. BLITZ AND OTHER CALLS - LIGHTNING GO, AWAY, THUNDER, PINCH, BULLETS.
5. COVERAGE CALL.



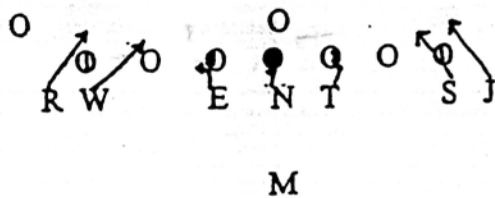
RUN STRONG



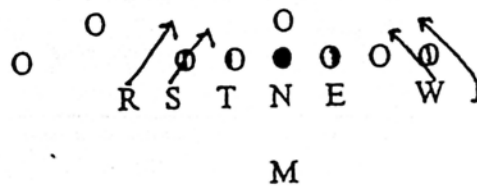
RUN WEAK



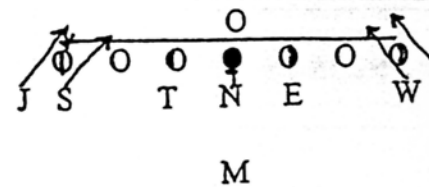
VS TIGHT



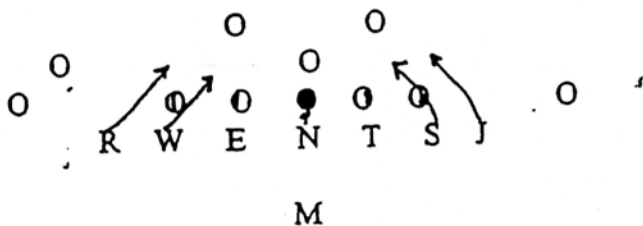
VS TWINS



VS Y TRADE

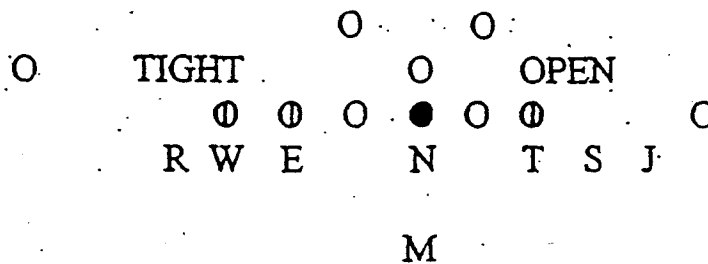


VS TWINS OPEN

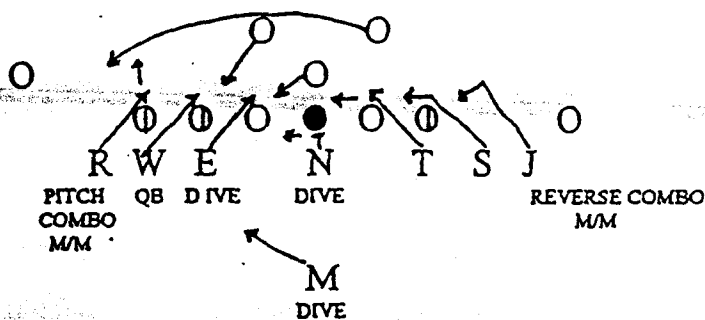


ADDITIONAL INFORMATION:

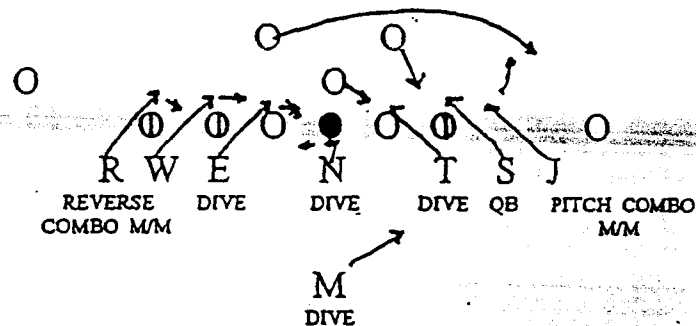
1. SPECIAL WITH END AND TACKLE EAGLE ON GUARDS.
2. COMBO BACKS OUT BOTH SIDES.
3. SHORT YARDAGE WRECKER AND SAM WOULD HARD 7 TECH.
4. COVERAGE CALL.



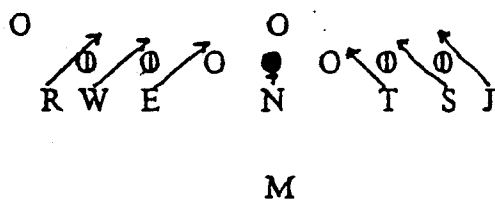
RUN STRONG



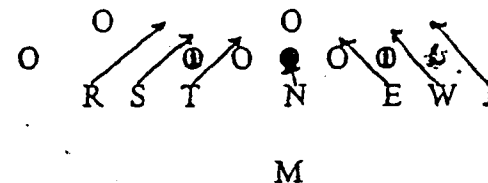
RUN WEAK



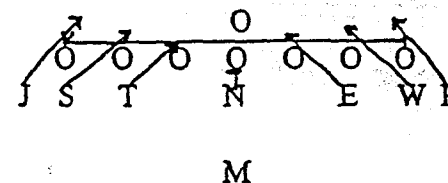
VS TIGHT



VS TWINS

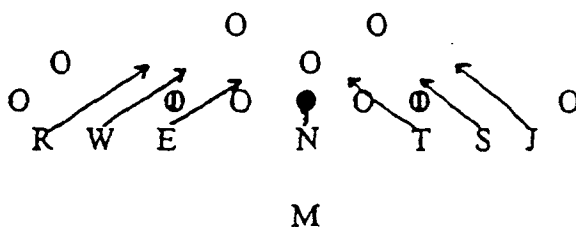


VS Y TRADE



NOTE: NO ADJUSTMENT STAY WITH CALL.

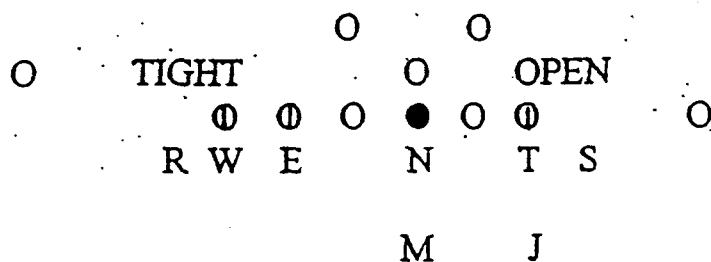
VS TWINS OPEN



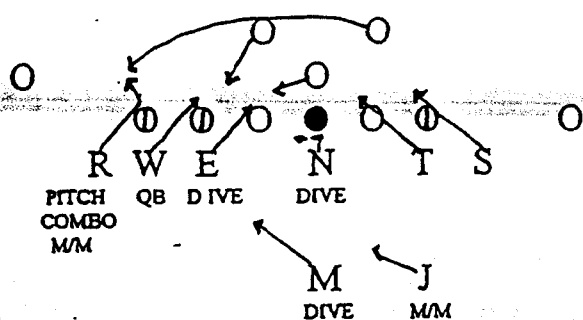
ADDITIONAL INFORMATION:

1. ROVER LOS TO 2 RECEIVER SIDE OF FORMATION.
2. JACK ON LOS SCRIMMAGE AWAY FROM ROVER.
3. BULLETS FOR WRECKER, END, TACKLE AND SAM.
4. COMBO COVER BACKS OUT.
5. BLITZ - SPECIAL SWITCH (WRECKER ROVER)(SAM & JACK)-SWITCH RESPONSIBILITIES-SPECIAL X - MIKE BLITZ STRONG A GAP. NOSE 90 WEAK A.

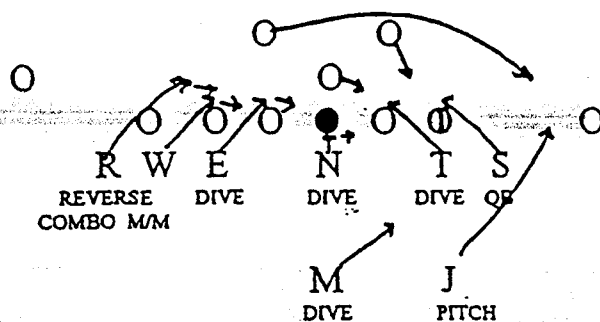
53 TIGHT SPECIAL



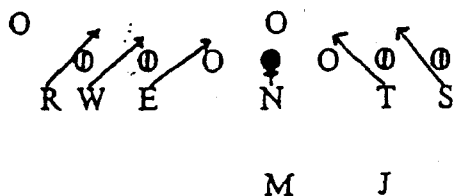
RUN STRONG



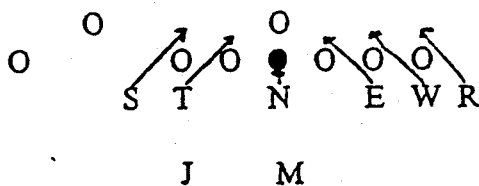
RUN WEAK



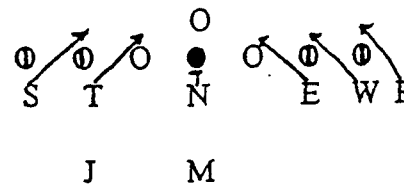
VS TIGHT



VS TWINS

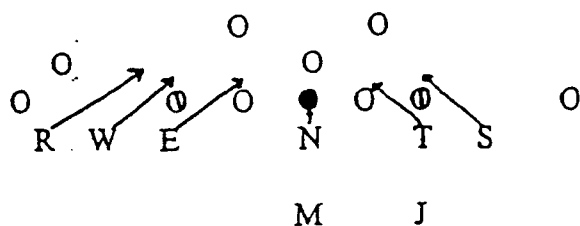


VS Y TRADE



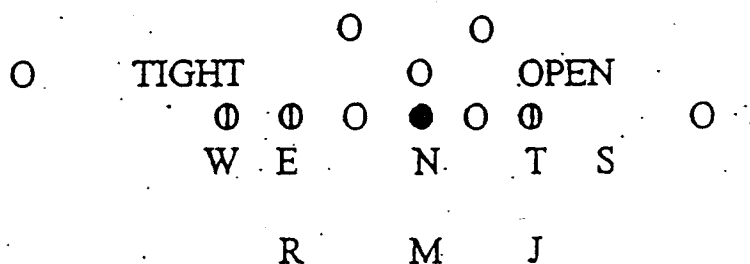
NOTE: NO ADJUSTMENT STAY WITH CALL.

VS TWINS OPEN

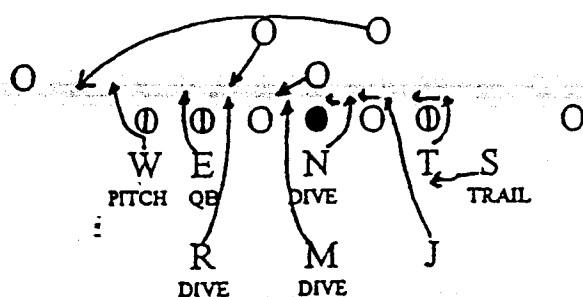


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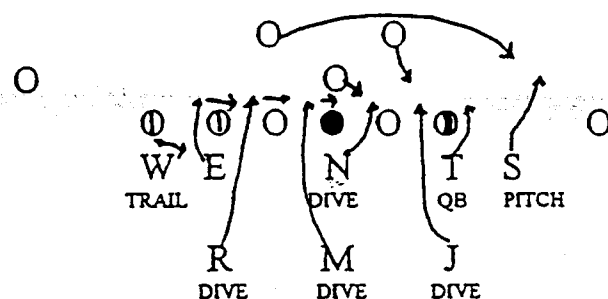
1. ROVER RUN SPECIAL FROM TIGHT SIDE.
2. JACK STACK PLAY BULLETS-PITCH.
3. COMBO BACK OUT TO SPECIAL SIDE.
4. BULLETS STUNT TO OPEN SIDE.
5. COVERAGE CALL.
6. MAY RUN 53 OPEN SPECIAL. SPECIAL TO OPEN SIDE-BULLETS TO TIGHT SIDE.



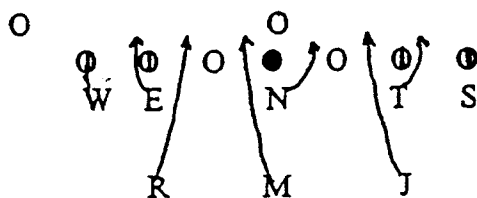
RUN STRONG



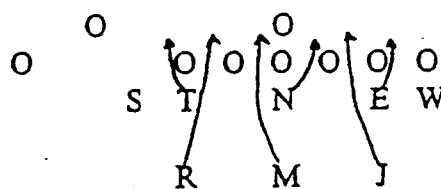
RUN WEAK



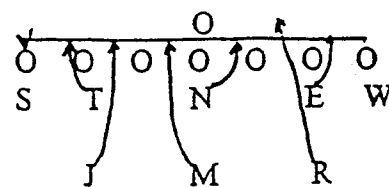
VS TIGHT



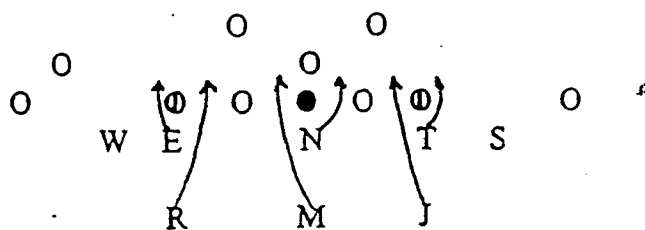
VS TWINS



VS Y TRADE

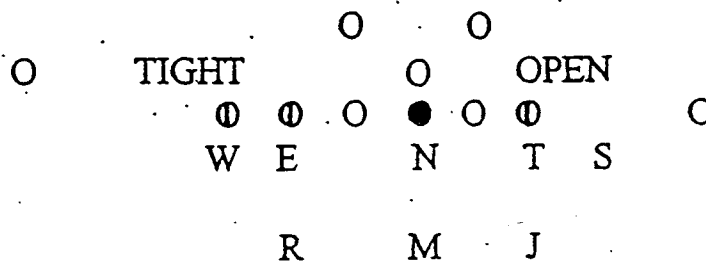


VS TWINS OPEN

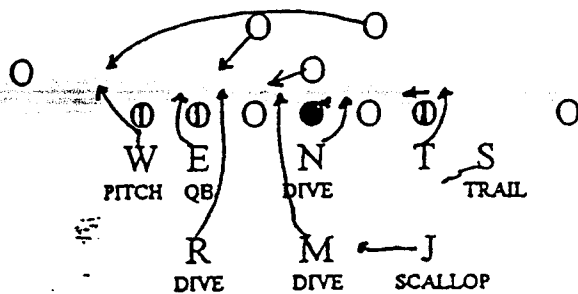


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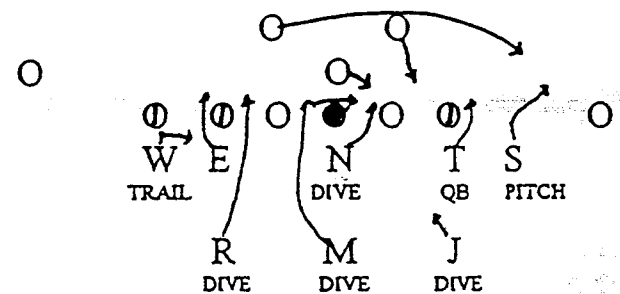
1. ROVER, MIKE AND JACK BLITZ.
2. NOSE ALWAYS OPEN SIDE C - G GAP.
3. END AND TACKLE LOOP TECHNIQUE.
4. WRECKER AND SAM TAKE PITCH CONTAIN AND M/M.
5. MAY USE DIRECTION CALL.



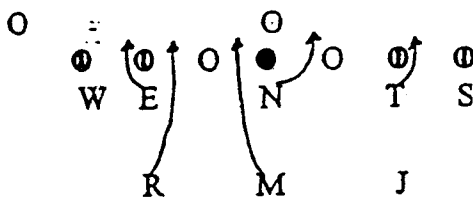
RUN STRONG



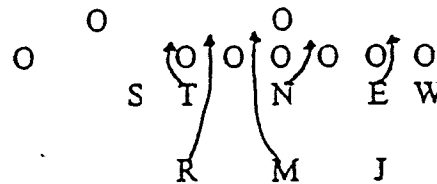
RUN WEAK



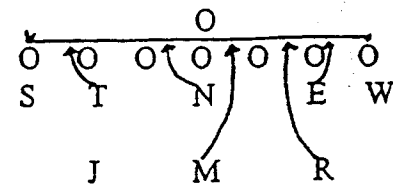
VS TIGHT



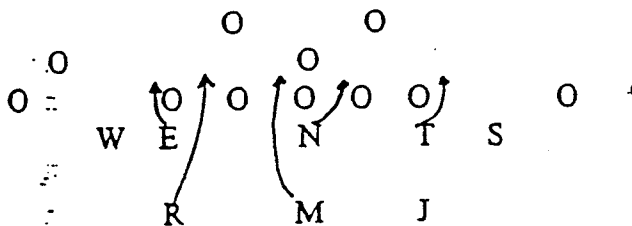
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

1. LB'S BLITZ TO ROVER CALL.
2. NOSE GO AWAY FROM ROVER CALL.
3. END AND TACKLE - LOOP TECH.
4. WRECKER AND SAM TAKE PITCH CONTAIN.

NOTE: 53 AWAY - LB'S BLITZ AWAY FROM ROVER CALL, NOSE GO TO ROVER CALL.

I. PERSONNEL TERMINOLOGY

- A. WRECKER - This individual will always line up on the opponent's tight end. If the opponent has two tight ends, then he will go the formation. (If this rule varies, it will be a game plan situation). If the opponent does not use a tight end, he will then go to the strength of the offense formation.
- B. SAM - Will align in a wide 9 Technique to the tight end side of the formation. He will have Pitch and always stay as deep as the deepest back.

II. DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of end, nose, and tackle.

- A. END - The end will always go with the Wrecker and play a 4 Tech on the offensive tackle.
- B. NOSE - Will align head up on the center playing a 0 Technique.
- C. TACKLE - Will always go the split or open side, with Sam always away from Tight call. He will align head up on offensive tackle, in a 4 Technique.

III. INSIDE LINEBACKERS

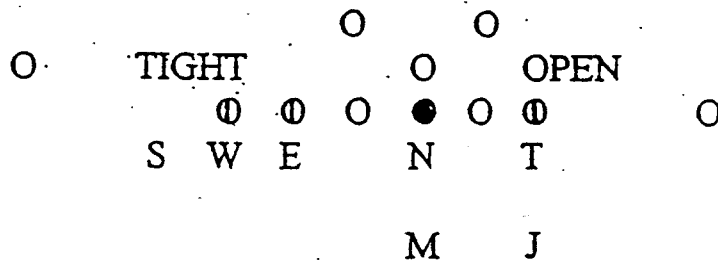
- A. MIKE - He will line up in a 0 Technique stacked behind our Nose at a depth of 5 yards. (If this rule varies, it will be a game plan situation).
- B. JACK - The Jack will line up in a 4 Technique stacked behind our tackle at a depth of 5 yards.

IV. SECONDARY

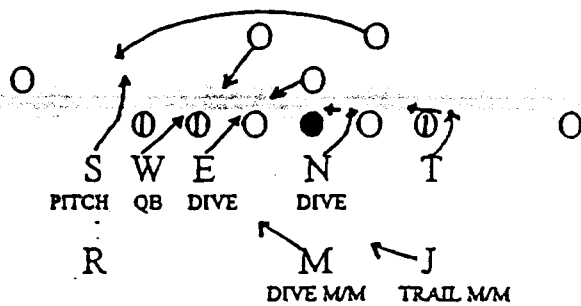
We will have four members of the secondary. They will be called right and left cornerbacks, Rover and free safety respectable.

- A. CORNERBACKS - We will have two cornerbacks and they will be called right and left cornerbacks. They will not flip-flop unless game plan dictates otherwise. We will at times put both to same side of field due to formation and game plan.
- B. ROVER - The Rover dictates formation for us. He will strength call of formation. He will go the side of the offense's two receivers unless game plan dictates otherwise.
- C. FREE SAFETY - He will always line up opposite the Rover in our Basic 52 Defense. His depth and alignment will be different from the Rover. This will be determined by defense called.

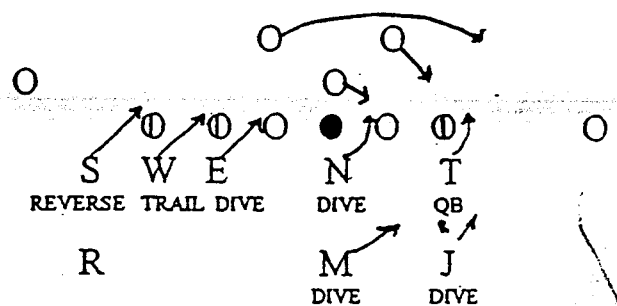
NOTE: We play 4 across a lot of the time. The Rover and Safety will key number 2 receiver each side - no number two in Route, will pick receiver number one. Versus Run we will have Invert Force. Corners may slow Bump and Run.



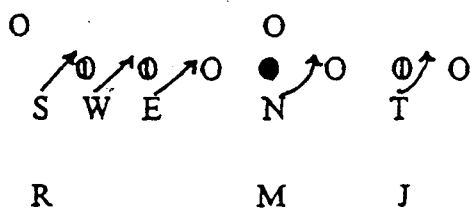
RUN STRONG



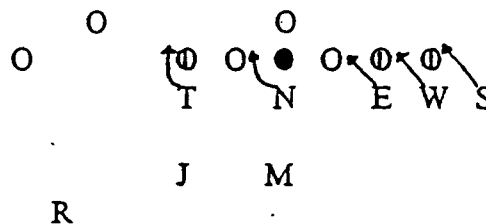
RUN WEAK



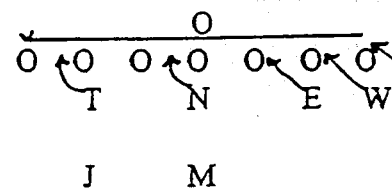
VS TIGHT



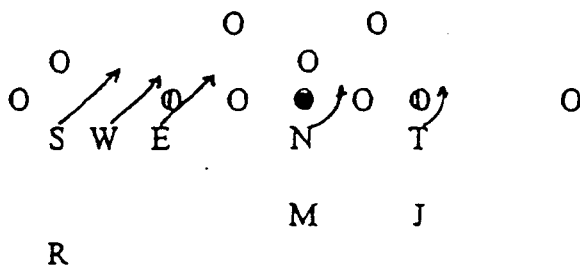
VS TWINS



VS Y TRADE

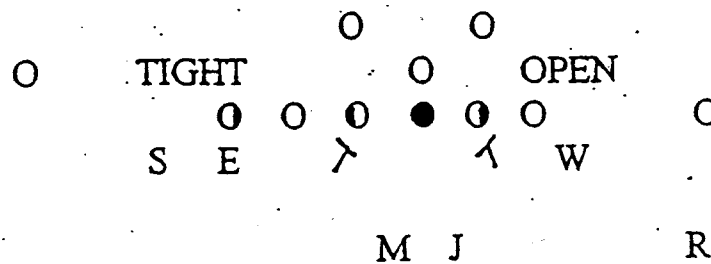


VS TWINS OPEN

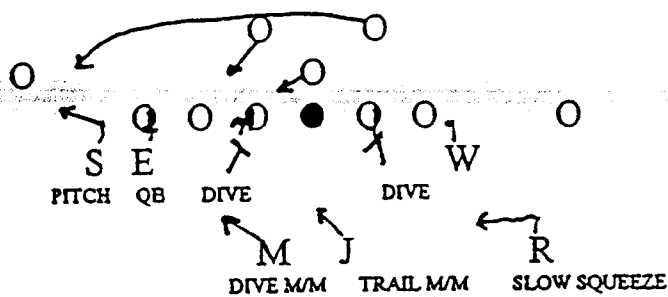


ADDITIONAL INFORMATION:

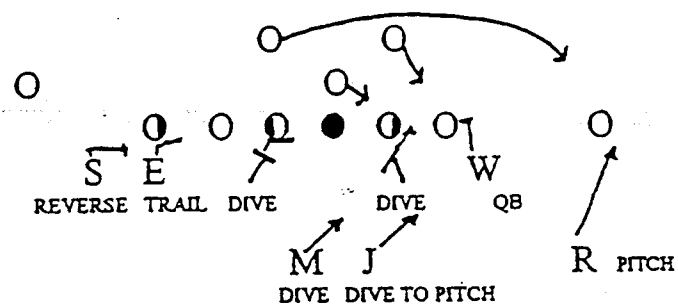
1. SAM ALIGN TO TIGHT SIDE OF FORMATION.
2. SAM DEEP AS DEEPEST BACK-PITCH PEEL BLITZ.
3. NOSE, END, AND TACKLE - GO OPEN.
4. MIKE AND JACK STACK TO OPEN SIDE.
5. F/S FAVOR OPENSIDE OF FORMATION.
6. COVERAGE CALL.
7. BLITZ - MAD AWAY, X OR FIRE.



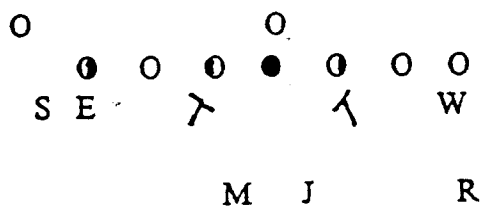
RUN STRONG



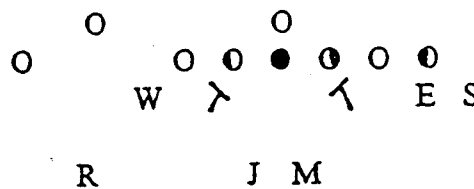
RUN WEAK



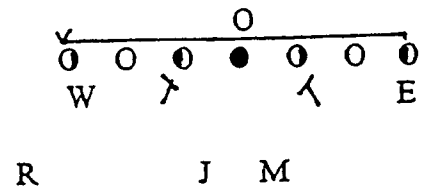
VS TIGHT



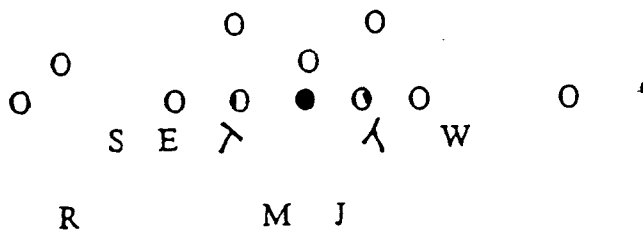
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

1. SAM ALIGN TO TIGHT SIDE OF FORMATION.
2. SAM DEEP AS DEEPEST BACK-PITCH PEEL BLITZ.
3. NOSE, END, AND TACKLE - GO OPEN.
4. MIKE AND JACK PLAY NORMAL 43 MIDDLE.
5. F/S FAVOR OPENSIDE OF FORMATION.
6. WRECKER PLAY LIKE 43.
7. COVERAGE CALL.

MAD 43 RED DOG

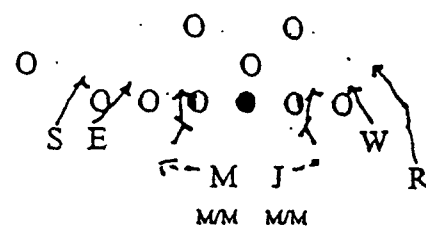
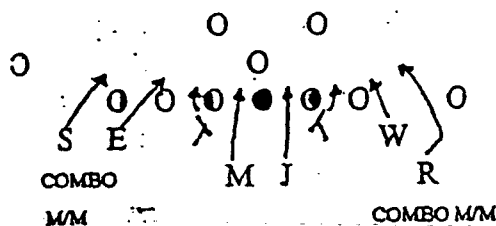
TIGHT
S E W
O O O O O

MAD 43 RED DOG SACK

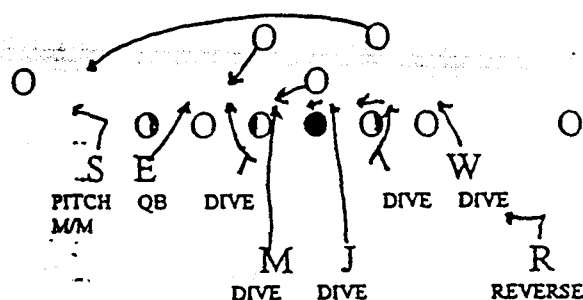
M J

R

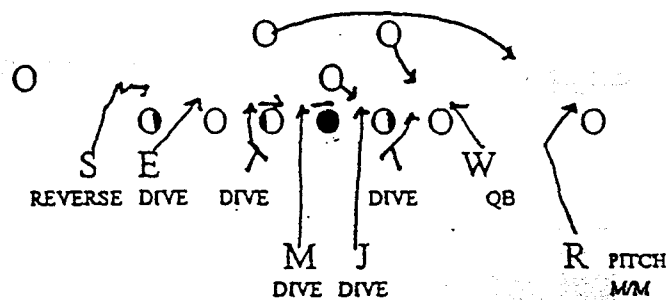
43 RED DOG GOV



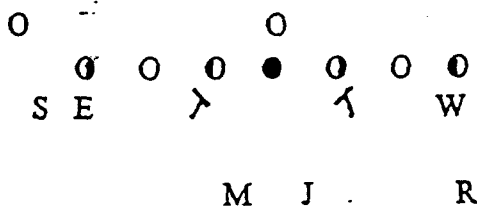
RUN STRONG



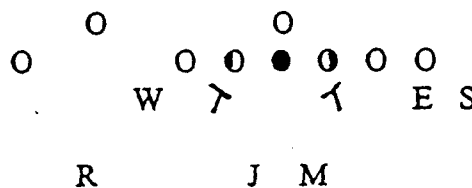
RUN WEAK



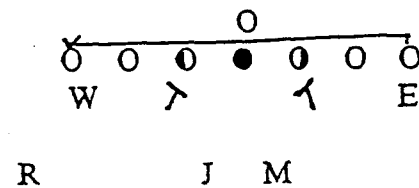
VS TIGHT



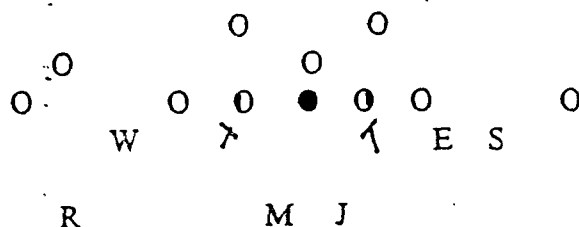
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

1. SAM ALIGN TO TIGHT SIDE OF FORMATION
2. SAM DEEP AS DEEPEST BACK-PITCH PEEL BLITZ.
3. NOSE, END, AND TACKLE - GO OPEN.
4. MIKE AND JACK PLAY NORMAL 43 MIDDLE
5. F/S FAVOR OPENSIDE OF FORMATION.
6. WRECKER PLAY LIKE 43.
7. COVERAGE CALL.
8. ALSO MAY RUN MAD 43 BLUE DOG.

BAD

I PERSONNEL TERMINOLOGY

- A. WRECKER - This individual on Bad will always align away from strength call outside of the Sam in a wide Ghost 9 Technique. Always go as deep as deepest back. You have Pitch on Option.
- B. SAM - This individual on Bad will always go away from strength call and align in a 6 Technique. (If this rule varies, it will be a game plan situation.)

II DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of end, nose and tackle.

- A. END - The end will always go with the Strength Call and play a 4 tech on the offensive tackle.
- B. NOSE - Will align head up on the center playing a 0 Technique.
- C. TACKLE - Will always go to the split or open side, with Sam always away from Tight call. He will align head up on offensive tackle, in a 4 Technique.

III INSIDE LINEBACKERS

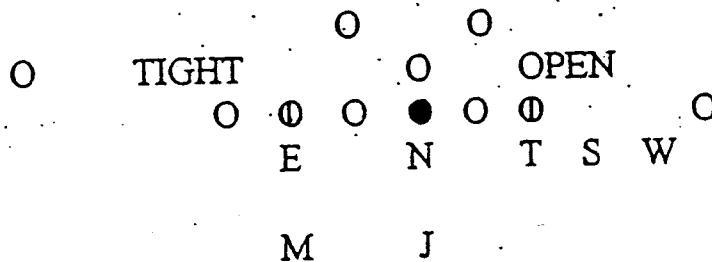
- A. MIKE - Will always line up directly behind the end in a 4 Technique at a depth of 5 yards. (if this rule varies, it will be a game plan situation).
- B. JACK - Will always line up directly behind the Nose in a 0 Technique at a depth of 5 yards. (If this rule varies, it will be a game plan situation.)

IV. SECONDARY

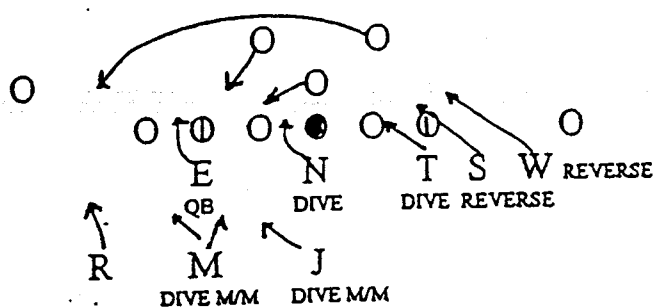
We will have four members of the secondary. They will be called right and left cornerbacks, Rover and free safety respectable.

- A. CORNERBACKS - We will have two cornerbacks and they will be called right and left cornerbacks. They will not flip-flop unless game plan dictates otherwise. We will at times put both to same side of field due to formation and game plan.
- B. ROVER - The Rover dictates formation for us. He will strength call of formation. He will go the side of the offense's two receivers unless game plan dictates otherwise.
- C. FREE SAFETY - He will always line up opposite the Rover in our basic 52 Defense. His depth and alignment will be different from the Rover. This will be determined by defense called.

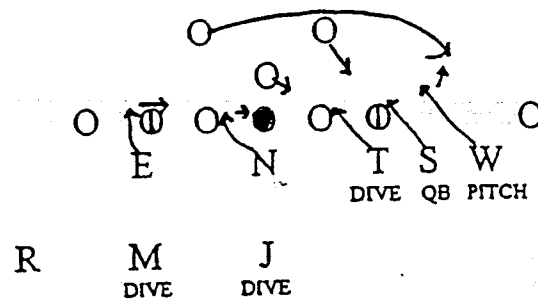
NOTE: We play a 4 Across a lot of the time. The Rover and Safety will key number 2 receiver each side. No number two in route, will pick receiver number one.



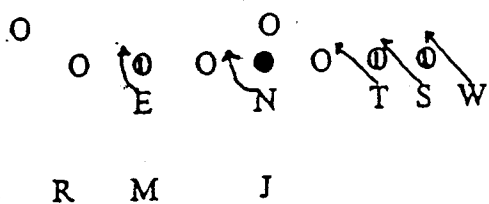
RUN STRONG



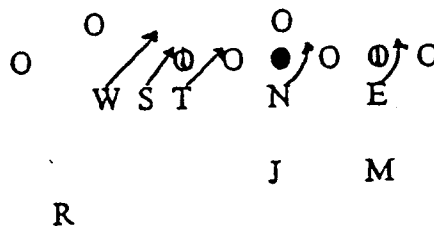
RUN WEAK



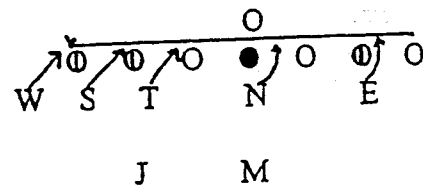
VS TIGHT



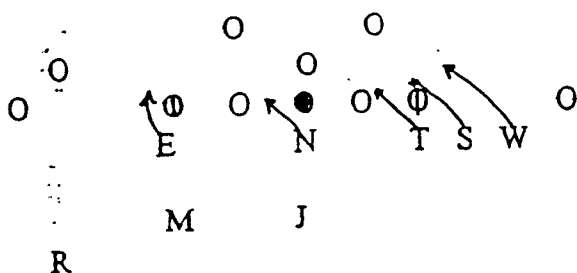
VS TWINS



VS Y TRADE



VS TWINS OPEN



ADDITIONAL INFORMATION:

1. SAM ALIGN TO OPEN SIDE OF FORMATION.
2. SAM PITCH AND PEEL BLITZ.
3. NOSE, END, AND TACKLE - GO TIGHT.
4. F/S FAVOR TIGHT SIDE OF FORMATION.
5. COVERAGE CALL.
6. MIKE & JACK MAN COVER ON BACKS.
7. BLITZ - STORM-MIKE B GAP - JACK A GAP

STUD PACKAGE

Our Stud Package is our short yardage goal line defense. We will make substitutions when in this package.

I. PERSONNEL TERMINOLOGY

- A. END - May be our Wrecker. We will just play left to right in our Stud Package (left end). will align in a 6 Technique. If tight end your side, you are a D Gap player. Openside you are a C Gap player.
- B. RIGHT END - or a Wrecker. Always align to our defensive right. Will align in a 6 Technique. If a tight end your side, you are a D Gap player. Open side you are a C Gap player.

II. DEFENSIVE DOWN LINEMAN

We will have three down linemen. They will consist of left tackle, nose and right tackle.

- A. LEFT TACKLE - Always align in a 4 Eye Technique - you are a B Gap player.
- B. NOSE - Will align head up on the center playing a 0 Technique. You have both A Gaps.
- C. RIGHT TACKLE - Will always go align in a 4 Eye Technique. You are a B Gap player.

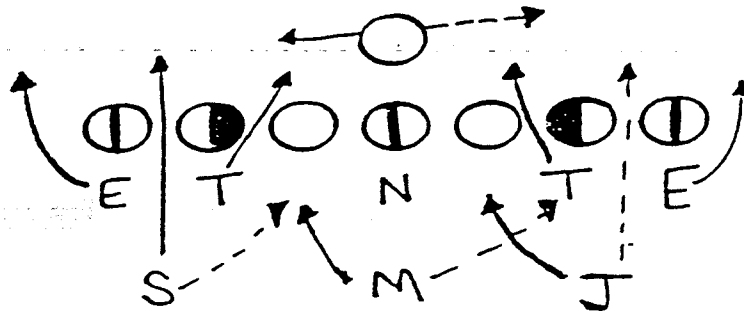
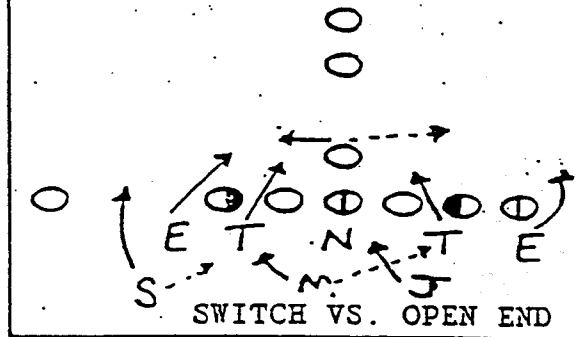
III. LINEBACKERS

- A. MIKE - Align stacked on Nose in a 0 Technique. Flow to ball, A gap to C Gap - Dive-QB on Option. Read backfield action.
- B. JACK - The Jack will always align to our right in a 7 Technique - usually will have flow stunt. If tight end in front of you, you are a C Gap player, no tight end D Gap player. On Option QB to Pitch - Read backfield flow.
- C. SAM - Will always align to our left in a 7 Technique - usually will have flow stunt, If Tight end in front of you, you are a C Gap player, no tight end D Gap player. On Option QB to Pitch - Read backfield flow.

IV. SECONDARY

In our Stud Package we will play a right corner, left corner and free safety. Best Coverages - 0 or Roll.

STUD BLITZ

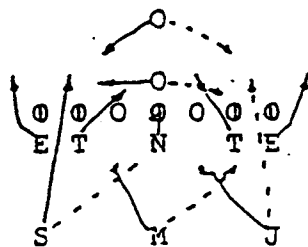


BEST COVERAGE(S): 0 or Roll

CONTROLS: a) SHORT YARDAGE
b) POWER OFFENSES

PLAYER	ALIGN	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	STUNT	TE-D GAP OPEN-C GAP	PITCH QB	SWITCH CALL VS. OP 45 DEGREE STEP
ST	4	STUNT	B GAP	DIVE	45 DEGREE STEP
N	0	READ	BOTH A GAPS	DIVE	
WT	4	STUNT	B GAP	DIVE	45 DEGREE STEP
WE	6	STUNT	TE-D GAP OPEN-C GAP	PITCH QB	SWITCH CALL VS. OP 45 DEGREE STEP
SAM	70	FLOW STUNT ^f	TE-C GAP OPEN-D GAP	QB PITCH	READ BACKFIELD FLO
JACK	70	FLOW STUNT	TE-C GAP OPEN-D GAP	QB PITCH	READ BACKFIELD FLO
MIKE	STACK ON NG	FLOW	A TO C	DIVE-QB	

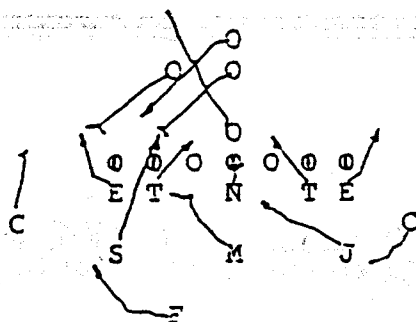
FRONT: "STUD - BLITZ" (Cover Zero)



TECHNIQUE:

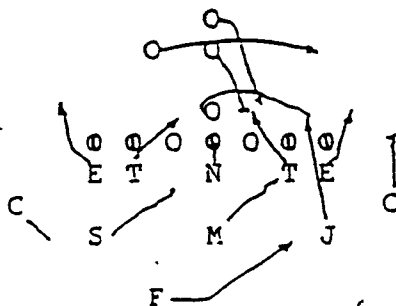
SE: 6 tech/loop
 ST: 4 tech/pinch
 WT: 4 tech/pinch
 WE: 6 tech/loop
 NT: 0 tech/stuff
 MIKE: 00 tech
 JACK: 70/flow blitz
 SAM: 70/flow blitz

Flow Strong



Notes...

Flow Weak

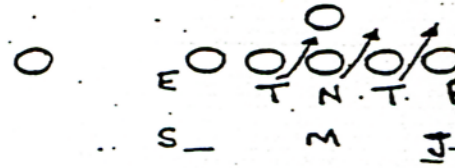


Notes...

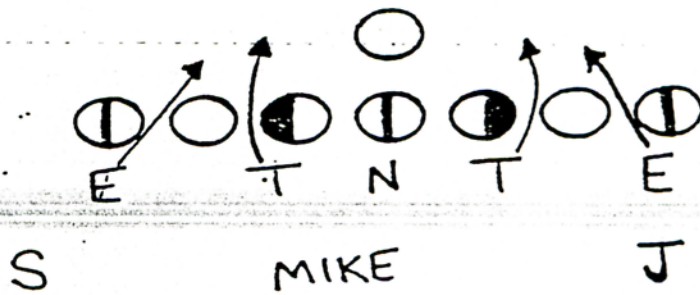
STUD - TAP

PUSH
ADJUSTMENT ○
W/OPEN &
RIGHT END ○

PUSH
RIGHT



Loose 5

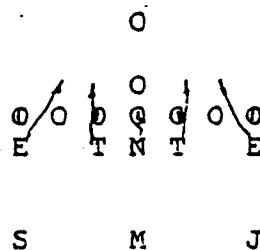


BEST COVERAGE(S) : 0 or Roll

CONTROLS: SHORT YARDAGE

PLAYER	ALIGN	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	STUNT	C GAP	DIVE-QB	45 DEGREE STEP
ST	3	STUNT	B GAP	DIVE	45 DEGREE STEP
N	0	READ	BOTH A GAPS	DIVE	
WT	3	STUNT	B GAP	DIVE	45 DEGREE STEP
WE	6	STUNT	C GAP	DIVE-QB	45 DEGREE STEP
SAM	90	READ	D TO A	QB-PITCH	
JACK	90	READ	D TO A	QB-PITCH	
MIKE	STACK ON NG	READ	A TO D	DIVE-QB	

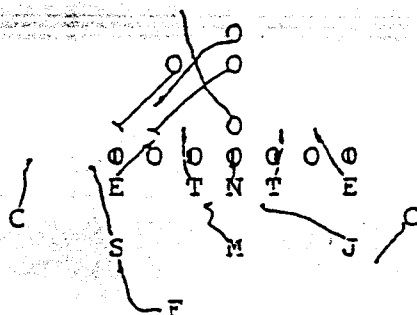
FRONT: "STUD - TAP" (Cover Zero)



TECHNIQUE:

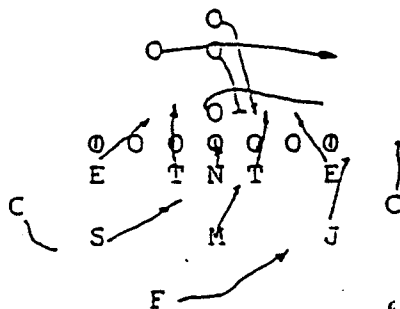
SE: 6 tech/bullet
ST: 3 tech
WT: 3 tech
WE: 6 tech/bullet
NT: 0 tech/stuff
MIKE: 00 tech
JACK: 90 tech
SAM: 90 tech

Flow Strong



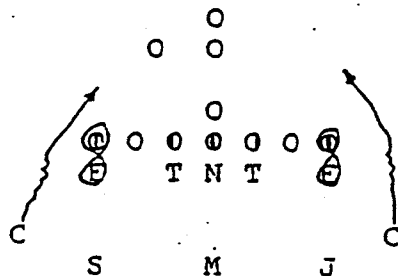
Notes...

Flow Weak



Notes...

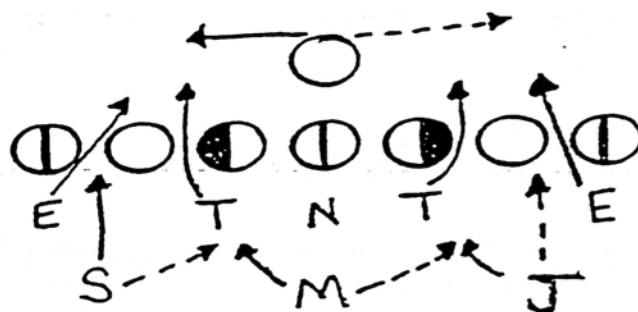
FRONT: "STUD - TAP - COWBOY"



TECHNIQUE:

SE: 6 tech/man TE
ST: 3 tech
WT: 3 tech
WE: 6 tech/man TE
NT: 0 tech/stuff
MIKE: 00 tech
JACK: 90 tech
SAM: 90 tech

STUD JUMP

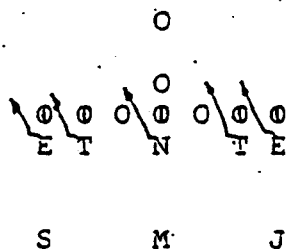


BEST COVERAGE(S): 0 or Roll

CONTROLS: SHORT YARDAGE

PLAYER	ALIGN	TECHNIQUE	AREA RESPONSIBILITY	OPTION RESPON	COACHING POINTS
SE	6	STUNT	C GAP	QB	
ST	3	STUNT	B GAP	DIVE	
N	0	READ	BOTH A GAPS	DIVE	PUSH CENTER BACK - HANDS INTO THE FRAMEWORK & LOCK
WT	3	STUNT	B GAP	DIVE	
WE	6	STUNT	C GAP	QB	
SAM	70	FLOW STUNT	C TO INSIDE	QB	READ BACKFIELD FLO
JACK	70	FLOW STUNT	C TO INSIDE	QB	READ BACKFIELD FLO
MIKE	STACK ON N	FLOW	A TO C	DIVE	

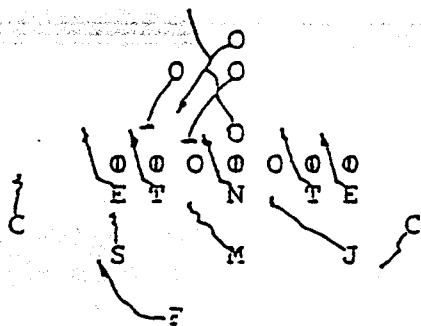
FRONT: "STUD - SLANT" (Cover Zero)



TECHNIQUE:

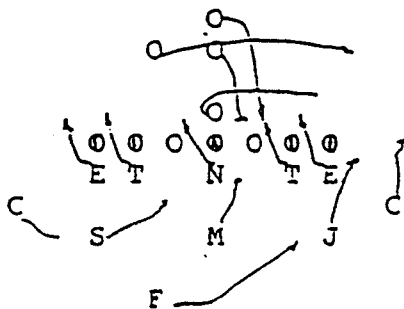
SE: 6 tech/slant
ST: 4 tech/slant
WT: 4 tech/slant
WE: 6 tech/slant
NT: 0 tech/slant
MIKE: 00 tech
JACK: 60 tech
SAM: 60 tech

Flow Strong



Notes...

Flow Weak



Notes...