

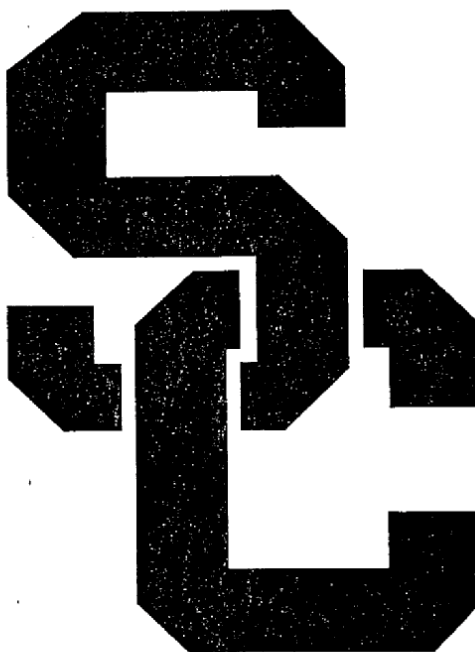
USC

Defense

Keith Burns

1997

# **TROJAN DEFENSE**



## **FOOTBALL**

SIGNALS

BEAR

SIGN

- |    |             |                                    |
|----|-------------|------------------------------------|
| 1) | BEAR STRONG | 2 HANDS CLAW FLEX W/ RIGHT ARM     |
| 2) | BEAR WEAK   | 2 HANDS CLAW W/ RIGHT ARM EXTENDED |
| 3) | SPECIAL     | DRAWING S IN AIR                   |
| 4) | EEL         | WIGGLEING HAND LIKE A WORM         |
| 5) | NAT         | SWIPPING FACE                      |

NICKEL

SIGN

- |    |            |                          |
|----|------------|--------------------------|
| 1) | MIAMI      | BOTH HANDS IN SHAPE OF M |
| 2) | WASHINGTON | 2 FINGERS BEHIND HEAD    |
| 3) | RAIDER     | 1 HAND OVER EYE          |
| 4) | DALLAS     | RIDING HORSE             |
| 5) | LIGHTNING  | RIGHT HAND SLASHING DOWN |

GOALINE

SIGN

- |    |         |                          |
|----|---------|--------------------------|
| 1) | GOALINE | SWIPE ACROSS BELT        |
| 2) | LOOP    | DRAWING CIRCLE           |
| 3) | ANGLE   | RIGHT HAND HELD AT ANGLE |
| 4) | PINCH   | PINCH FAT                |

SHORT YARDAGE

SIGN

- |    |       |                                |
|----|-------|--------------------------------|
| 1) | SHORT | 2 FINGERS ON TOP OF EACH OTHER |
|----|-------|--------------------------------|

## SIGNALS

### BEAR

### SIGN

- |    |             |                                    |
|----|-------------|------------------------------------|
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### SIGN

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| 2) | LOOP    | DRAWING CIRCLE           |
| 3) | ANGLE   | RIGHT HAND HELD AT ANGLE |
| 4) | PINCH   | PINCH FAT                |

### SHORT YARDAGE

### SIGN

- |    |       |                                |
|----|-------|--------------------------------|
| 1) | SHORT | 2 FINGERS ON TOP OF EACH OTHER |
|----|-------|--------------------------------|

SIGNALS

- |     |     |                            |
|-----|-----|----------------------------|
| 19) | 8   | 1 HAND ON TOP OF HEAD      |
| 20) | 33  | 2 HANDS GRAB BOTH OF KNEES |
| 21) | HUG | HUG YOURSELF               |

MOVEMENTS

SIGN

- |     |      |                                |
|-----|------|--------------------------------|
| 1)  | FIRE | BOTH HANDS UP WIGGILING        |
| 2)  | NOT  | TYING A NOT                    |
| 3)  | TON  | HOLDING A WEIGHT               |
| 4)  | TOY  | MOVING HAND (CAR) BACK + FORTH |
| 5)  | TEX  | POINT AT COACH                 |
| 6)  | EAT  | EATING A SANDWICH              |
| 7)  | TOE  | POINT AT TOE                   |
| 8)  | TAM  | RIGHT HAND RUBBING FOREARM     |
| 9)  | NOW  | RIGHT HAND UPRIGHT             |
| 10) | RAM  | HEAD BUTT                      |
| 11) | WEB  | INTERLOCKING FINGERS           |
| 12) | NOS  | FINGER IN MOUTH                |
| 13) | SUN  | RIGHT HAND WHIPPING FORHEAD    |
| 14) | STEM | 2 HANDS WIDDENING              |

BLITZES

SIGN

- |    |         |                                    |
|----|---------|------------------------------------|
| 1) | BULLETS | 2 HANDS SIX-SHOOTER                |
| 2) | RIFLE   | SHOOTING RIFLE                     |
| 3) | SIC'EM  | RIGHT ARM MOVING IN FORWARD MOTION |

## SIGNALS

	<u>POSITIONS</u>	<u>SIGN</u>
23)	ROVER	1 HAND IN FRONT OF BODY (BACK + FORTH)
24)	RAP	FOOT SWIPING GROUND
25)	RAZOR	SHAVING FACE
26)	BANDIT	BOTH INDEX FINGERS ACROSS EYES
27)	BLOW	PLAYING TROMBONE
28)	BLADE	WAVING SWORD IN AIR

	<u>COVERAGE</u>	<u>SIGN</u>
1)	1	LEFT HAND TO RIGHT HAND
2)	2	LEFT HAND TO RIGHT ELBOW
3)	3	LEFT HAND TO RIGHT SHOULDER
4)	0 ( ROBBER )	RIGHT FINGERS TO THUMB FORMING 0
5)	4	RIGHT HAND TO RIGHT SHOULDER
6)	GOLD	GRAB PANTS
7)	BLACK	BOTH HANDS OVER FACE
8)	BLUE	POINT TO SKY
9)	ORANGE	PEELING AN ORANGE
10)	BUMP	BOTH HANDS ON ASS
11)	BAIL	RIGHT HAND WAVING OVER SHOULDER
12)	BUSTER	RIGHT HAND PUNCHING LEFT HAND
13)	SHORT	RIGHT 2 FINGERS ON TOP OF EACH OTHER
14)	GOALINE	HAND ACROSS BELTLINE
15)	PURPLE	GRAB FACEMASK
16)	60	1 HAND TO CHEST
17)	20	BOTH INDEX FINGERS POINTING AT EYES
18)	30	1 HAND CHOKING THROAT

## SIGNALS

<u>FRONTS</u>		<u>SIGN</u>
1)	31	3 FINGERS
2)	13	1 FINGER
3)	22	2 FINGERS ( HORNS )
4)	23	2 FINGERS (HORNS) 3 FINGERS
5)	11	1 FINGER 1 FINGER ( INDEX )
6)	33 ( MACHO )	3 FINGERS 3 FINGERS ( FLEX )
7)	BEAR	BEAR CLAWS ( BOTH HANDS )
<u>POSITIONS</u>		<u>SIGN</u>
8)	END	GRAB END OF INDEX FINGER
9)	EDGAR	FOOT SWIPING GROUND
10)	EXCHANGE	PUT HAND IN POCKET
11)	EXIT	CROSS FOREARMS
12)	WIDE	EXTEND ARMS TO SIDE
13)	STRIKE	SWING + MISS BASEBALL BAT
14)	STAB	STAB IN CHEST
15)	PSYCO	WIGGLE HEAD, BOTH HANDS AT EARS
16)	SAC	HOLDING SAC OVER SHOULDER
17)	ROSS	RIGHT ARM (ELBOW) PUSHING BACK
18)	DROP	HAND DROPPING INVISIBLE OBJECT
19)	NOSE	GRABBING NOSE
20)	TACKLE	TWO FISTS FORMING A +
21)	MIKE	BOTH ARMS OUT FISTS POINTING DOWN
22)	WILL	BOTH ARMS OUT FISTS POINTING UP

SIGNALS

ALIGNMENTS

SIGN

1)	UPS	BOTH THUMBS POINTING UP
2)	BLUFF	GRABBING CUFF LINK
3)	SMOKE	SMOKING CIGARETTE
4)	WALK	2 FINGERS WALKING
5)	RUFF	BOXING STANCE
6)	BOOM	2 HANDS EXPLODING
7)	SKY	2 HANDS PUMPING UP



HUDDLE ALIGNMENT

M  
E T N S  
C B F W R C

\* NOSE:

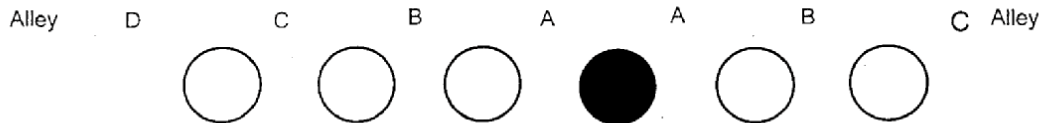
1) SETS HUDDLE OVER THE BALL

\* MIKE:

1) CALLS FRONT & COVERAGE

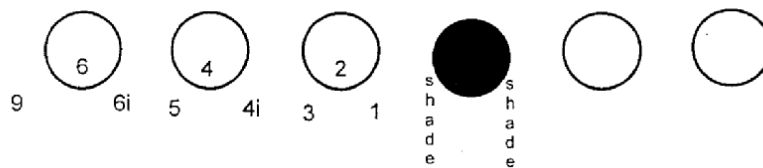
2) CALLS STRENGTH OF FORMATION

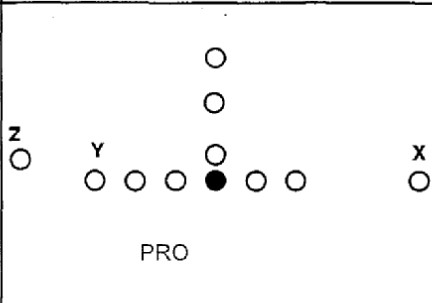
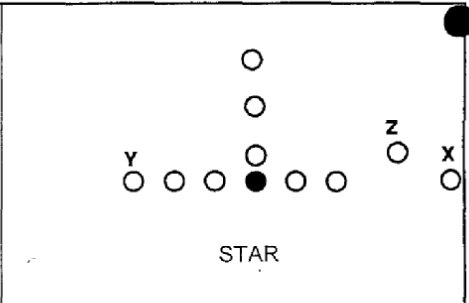
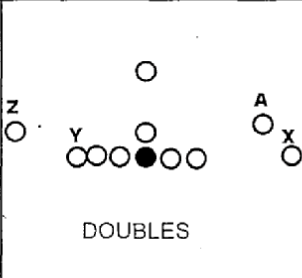
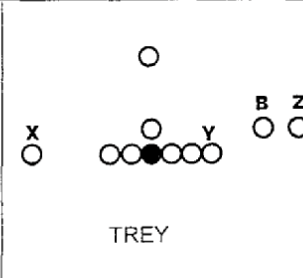
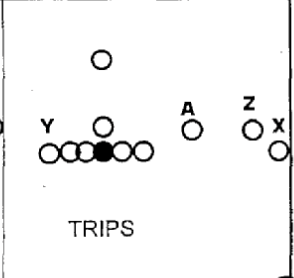
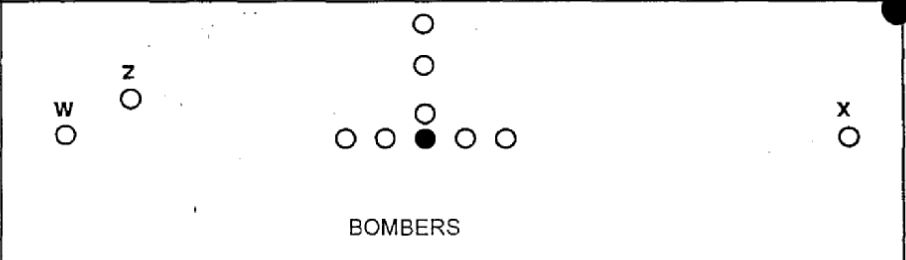
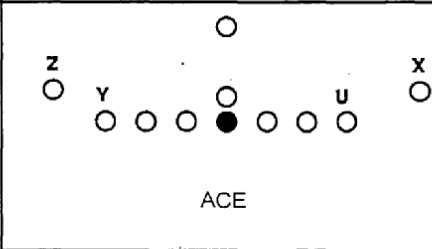
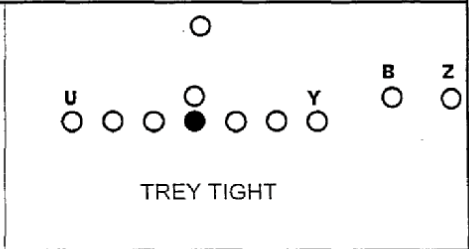
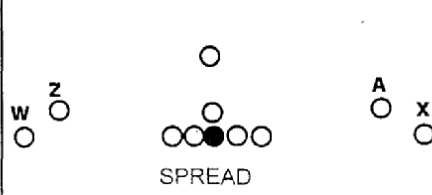
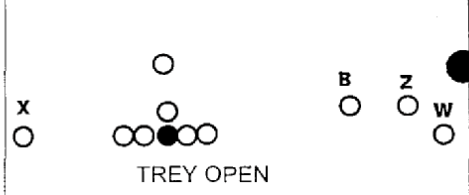
## GAPS



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## TECHNIQUES



PERSONNEL		FORMATIONS		
<u>REGULAR</u> 2 BACKS 1 TE 2 - WR'S		 PRO	 STAR	
<u>3 - WR'S</u> 1 BACK 1 TE 3 - WR'S		 DOUBLES	 TREY	 TRIPS
<u>BOMBERS</u> 2 BACKS 3 - WR'S		 BOMBERS		
<u>ACE</u> 1 BACK 2 TE'S 2 WR'S		 ACE	 TREY TIGHT	
<u>4 - WR'S</u> 1 BACK 4 - WR'S		 SPREAD	 TREY OPEN	

# Backfield Sets

## 1 BACKS

TB

FB



## SPLIT BACKS

FB

TB



## NEAR BACKS

TB

FB



## FAR BACKS

FB

TB



## JACK

TB

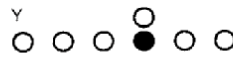
FB



## QUEEN

TB

FB



## JACK OUT

TB



## QUEEN OUT

TB



## ONE BACK - NEAR

FB



## ONE BACK - FAR

TB



## FULL HOUSE

P

FB

TB



## WISHBONE

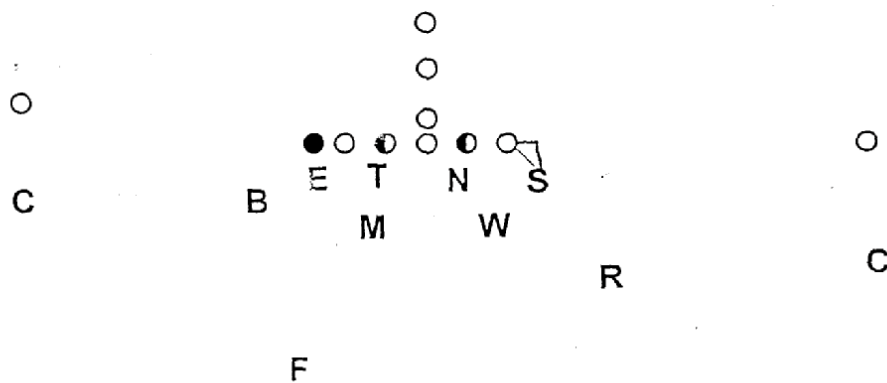
P

TB

FB

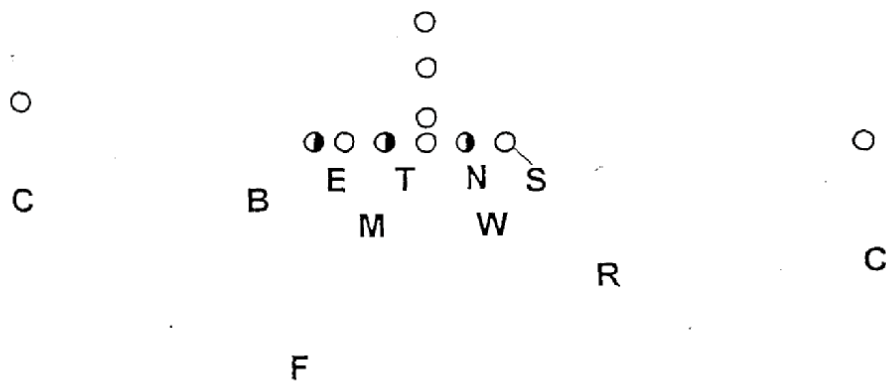


FRONT 31



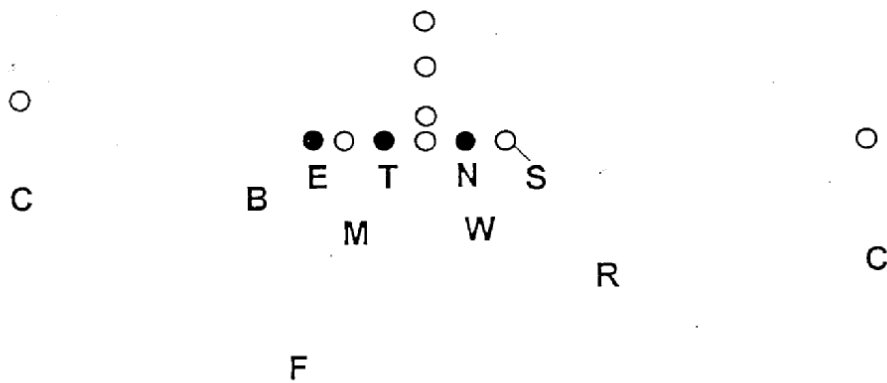
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End	6	C Gap	Squeeze	QB
Tackle	3	B Gap	A Squeeze	Dive
Nose	1	A Gap	A Squeeze	Dive
Strike	5	C Gap	Squeeze	QB
Mike	30	A Gap to outside	Plug and shuffle	Dive
Will	30	B Gap to outside	Plug and shuffle	Dive
Bandit		D Gap	Quick Cut Back Reverse Pursuit	Pitch
Rover				

# FRONT 13



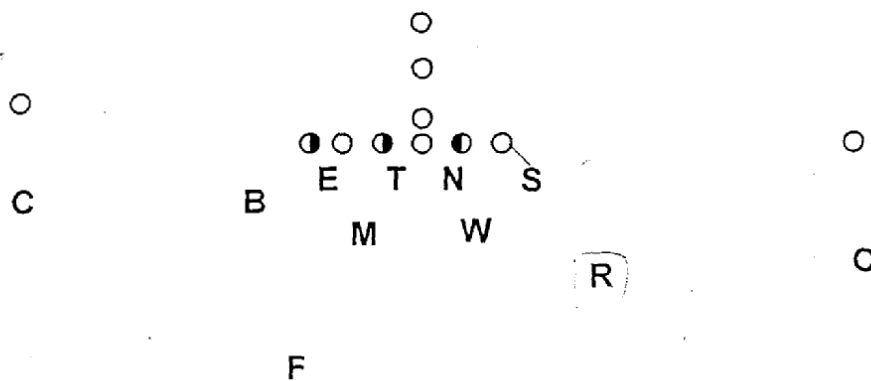
	<u>Tech</u>	<u>Play to</u>	<u>Play Away</u>	<u>Option</u>
End	6I	C Gap	Squeeze	QB
Tackle	1	A Gap	A Squeeze	Dive
Nose	3	B Gap	A Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB
Mike	30	B Gap	Plug and shuffle	Dive
Will	30	A Gap	Plug and shuffle	Dive
Bandit		D Gap	Quick Cut Back Reverse Pursuit	Pitch
Rover				Pitch

FRONT 22



	<u>Tech</u>	<u>Play to</u>	<u>Play Away</u>	<u>Option</u>
End	6	C Gap	Squeeze	QB
Tackle	2	B Gap	A Squeeze	Dive
Nose	2	B Gap	A Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB
Mike	30	A Gap to outside	Plug and shuffle	Dive
Will	30	A Gap to outside	Plug and shuffle	Dive
Bandit		D Gap	Quick Cut Back Reverse Pursuit	Pitch
Rover				Pitch

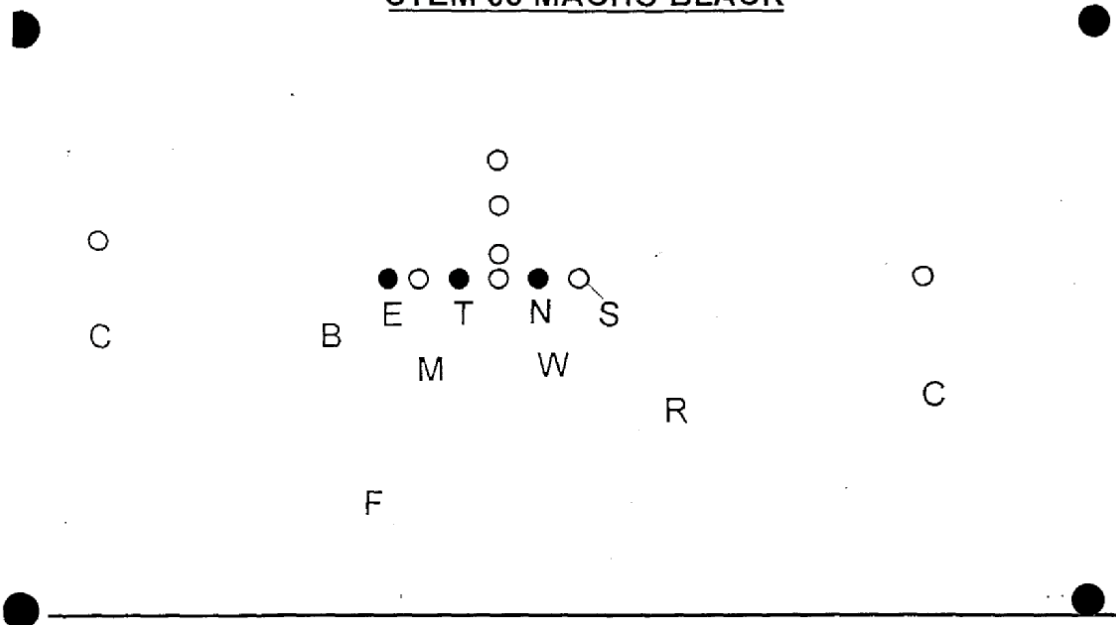
# FRONT 11



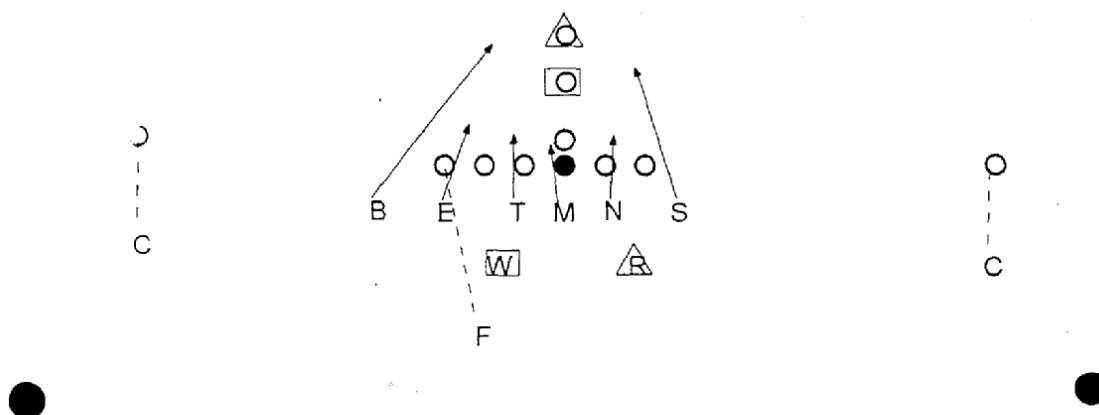
	<u>Tech</u>	<u>Play to</u>	<u>Play Away</u>	<u>Option</u>
End	6I	C Gap	Squeeze	QB
Tackle	1	A Gap	Squeeze	Dive
Nose	2	B Gap	Squeeze	Dive
Strike	5	C Gap	Squeeze	QB
Mike	30	B Gap	Plug and shuffle	Dive
Will	30	B Gap	Plug and shuffle	Dive
Bandit		D Gap	Quick Cut Back Reverse Pursuit	Pitch
Rover				

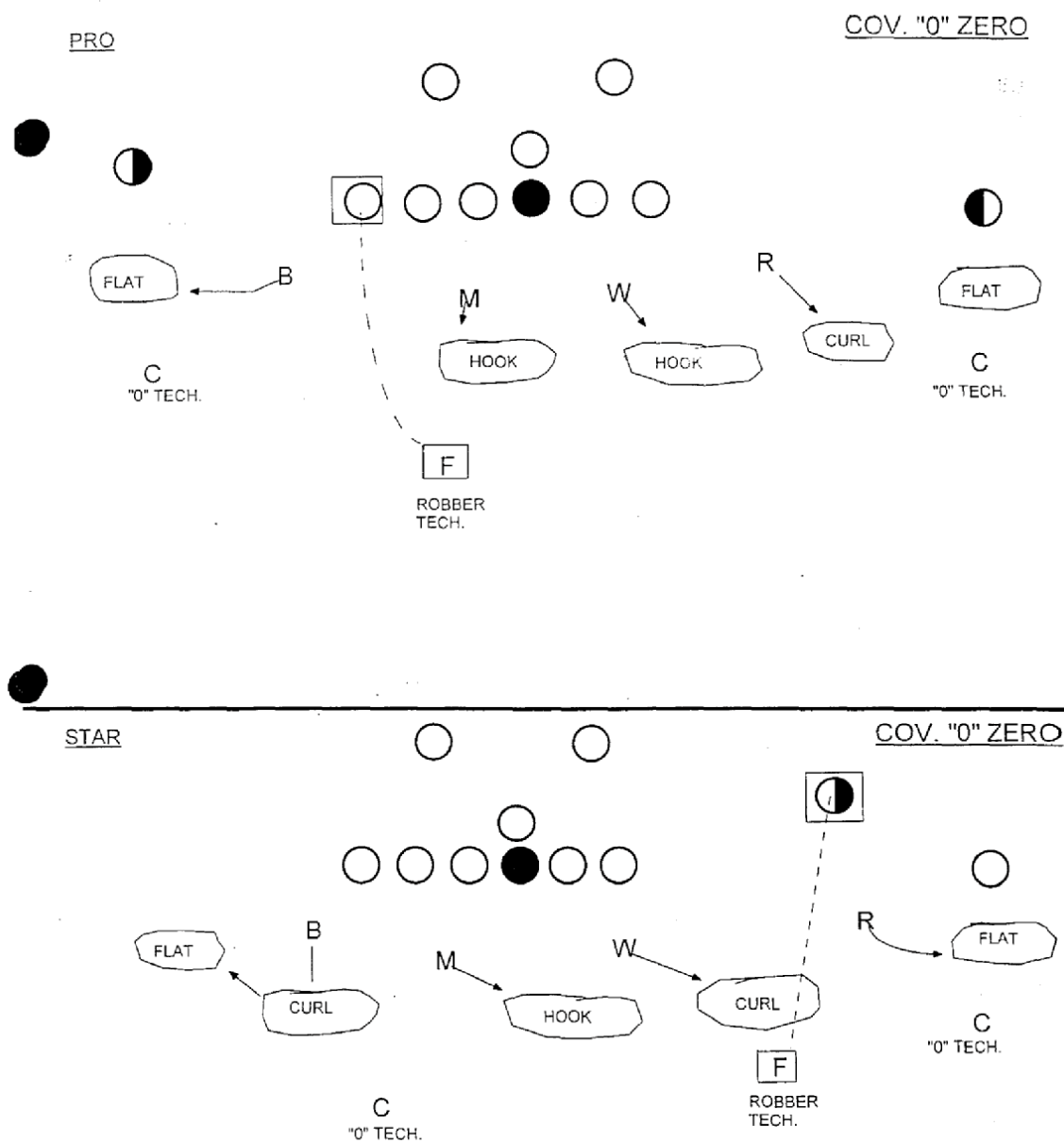


STEM 33 MACHO BLACK



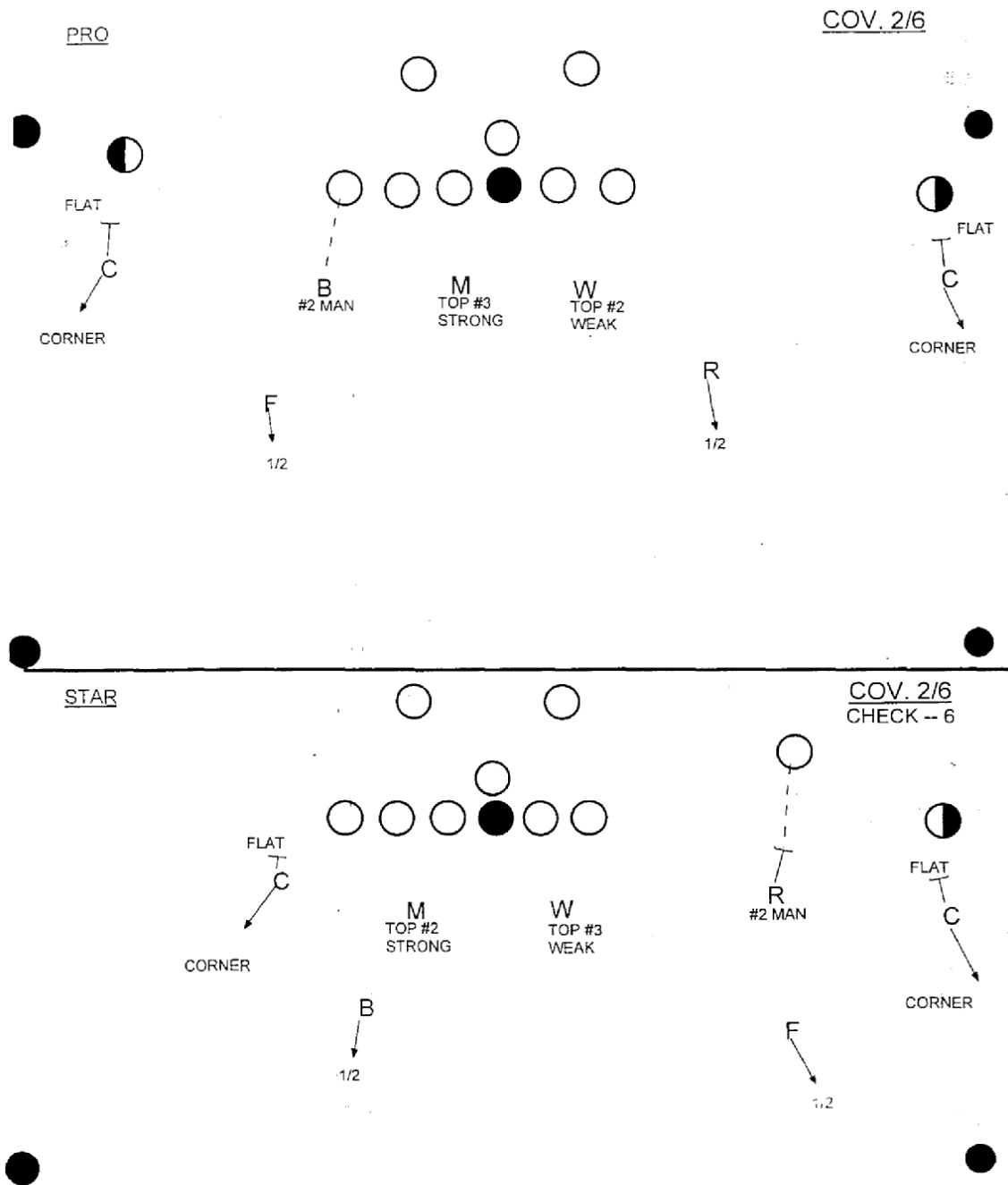
MOVE TO 33 MACHO

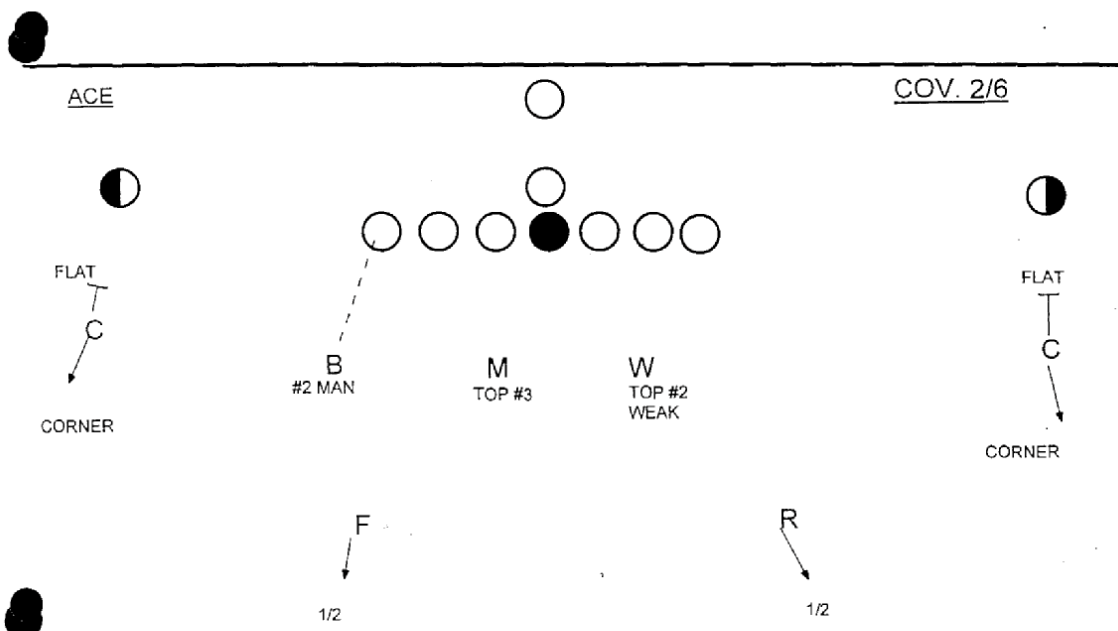
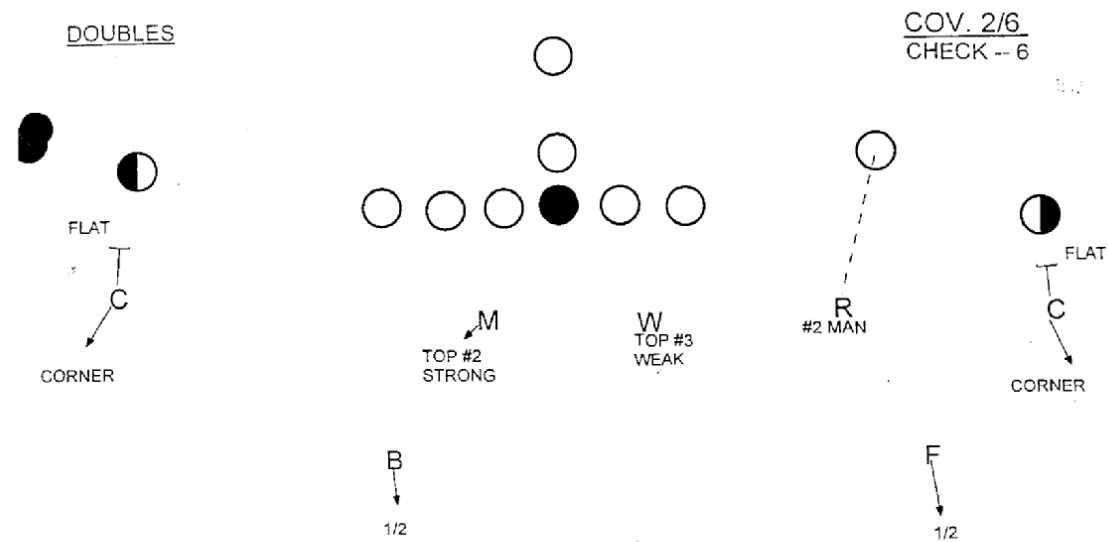




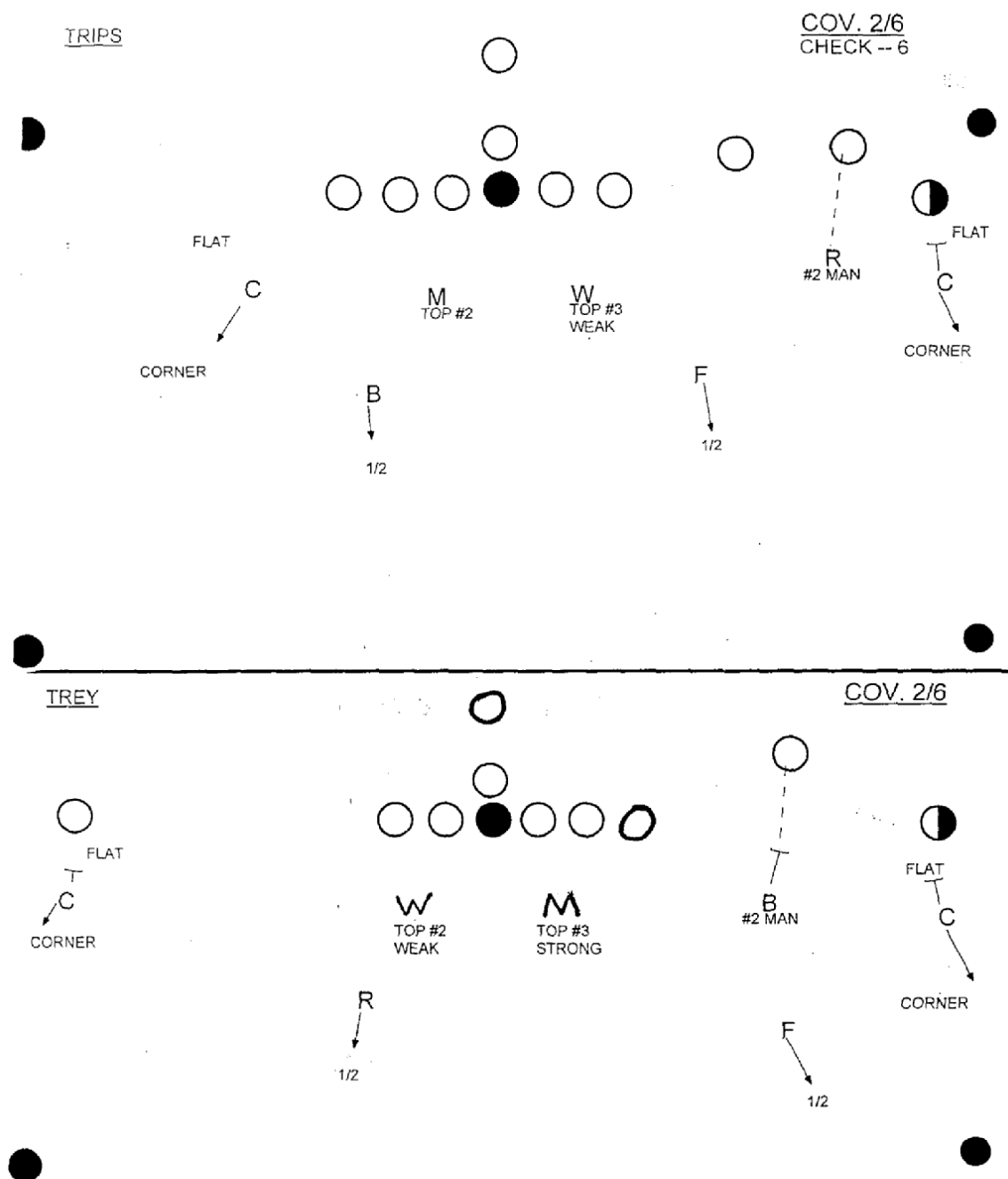
\* CHECK -- 3 VS. ALL OTHER FORMATIONS

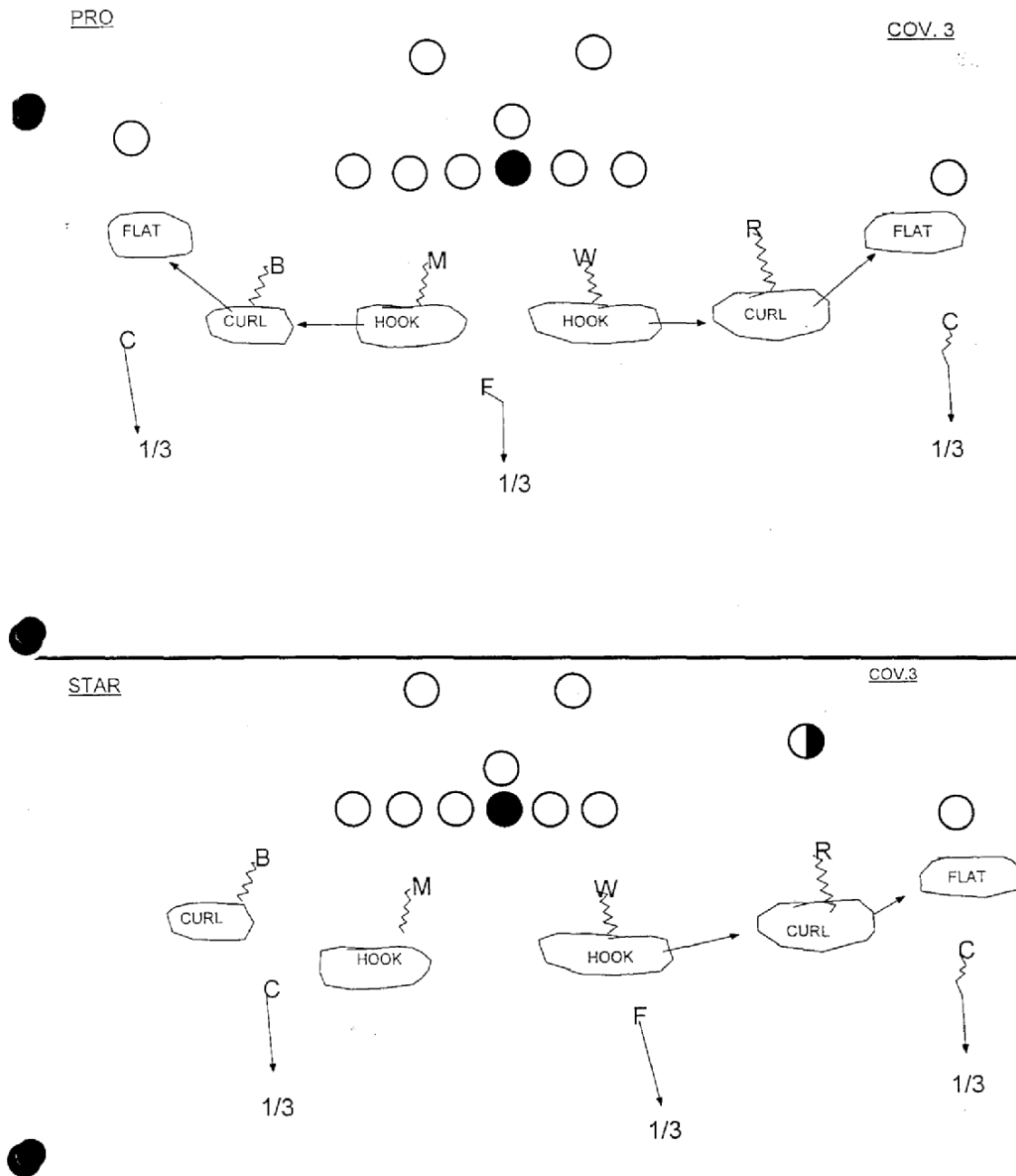
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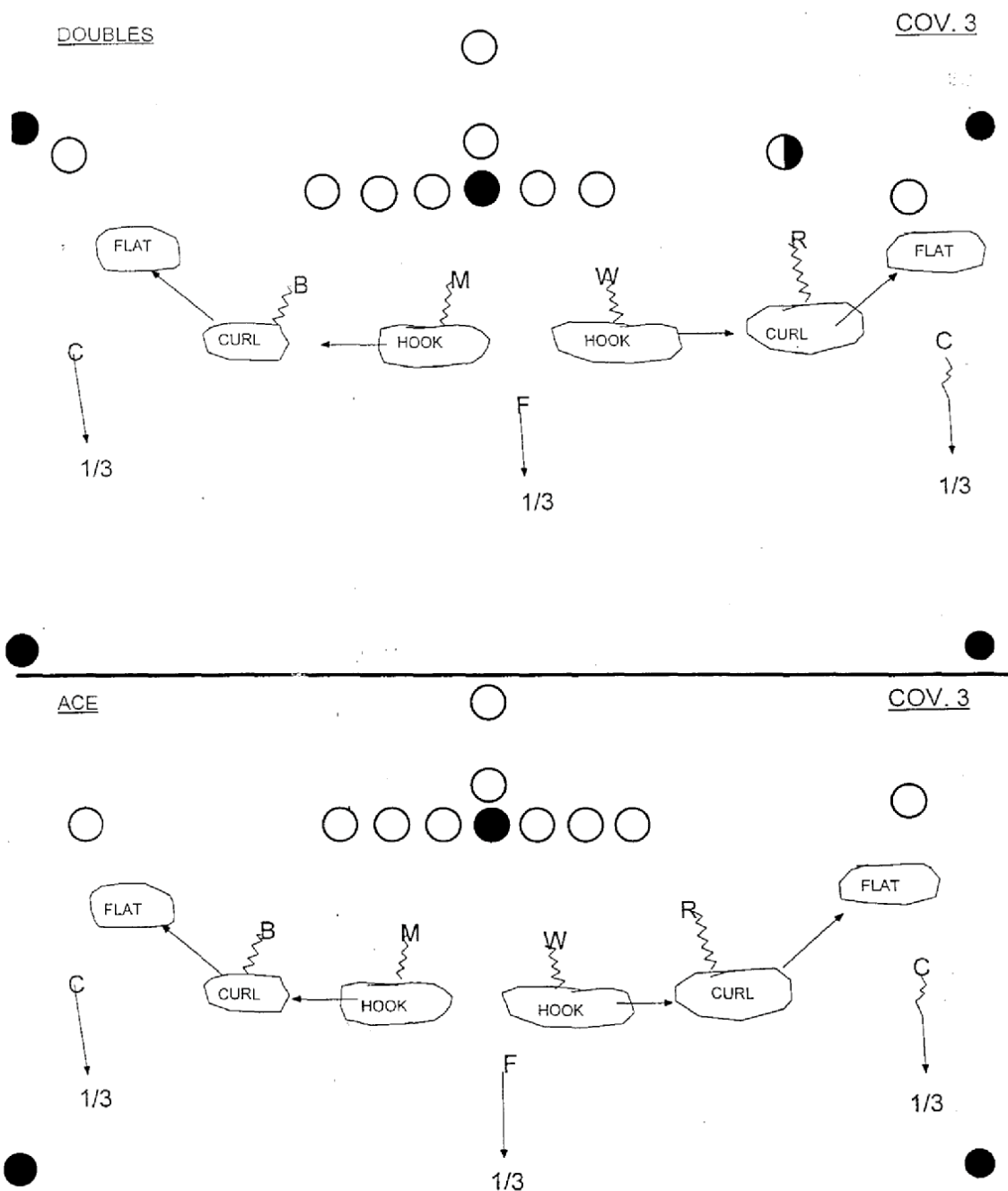


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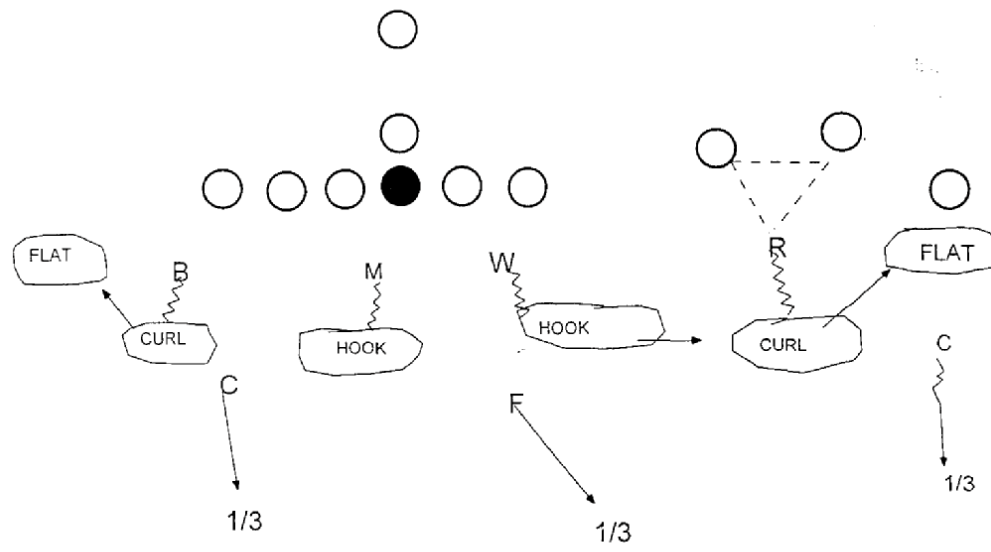


/3

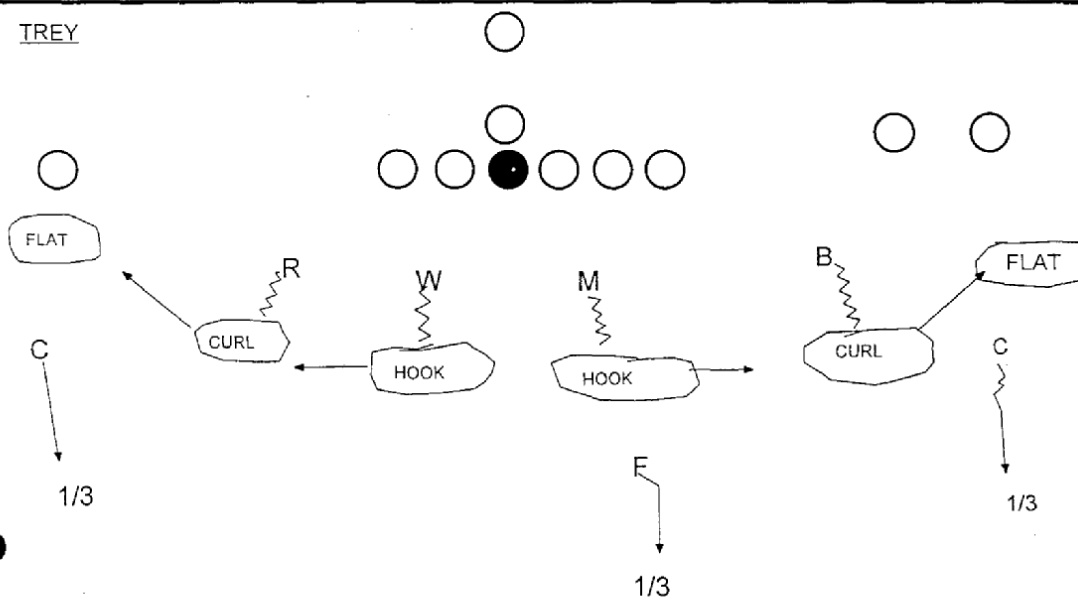


\* C.P.-- CAN ALIGN B & R IN HIP TO TAKE AWAY  
NOT OR VERTICAL BY T.E.

TRIPS

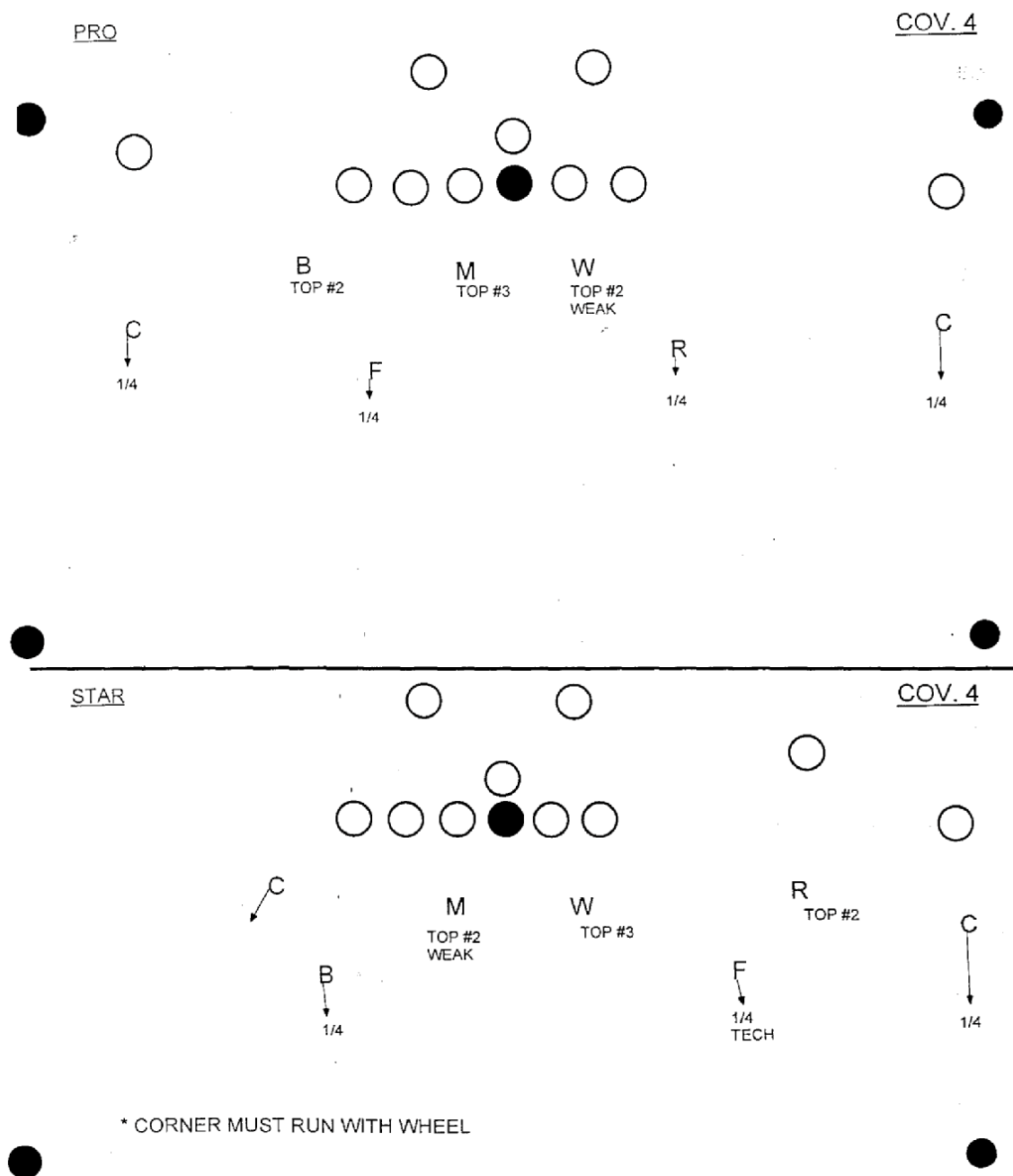


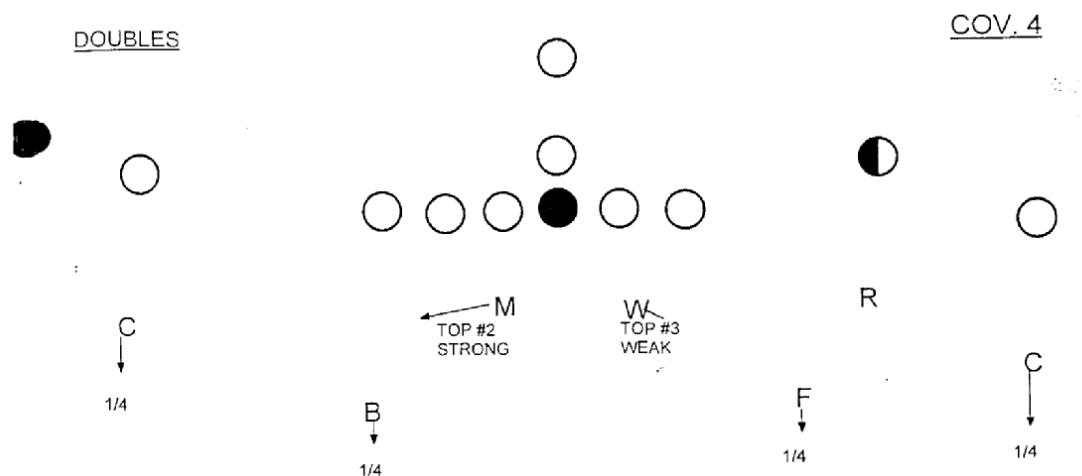
TREY



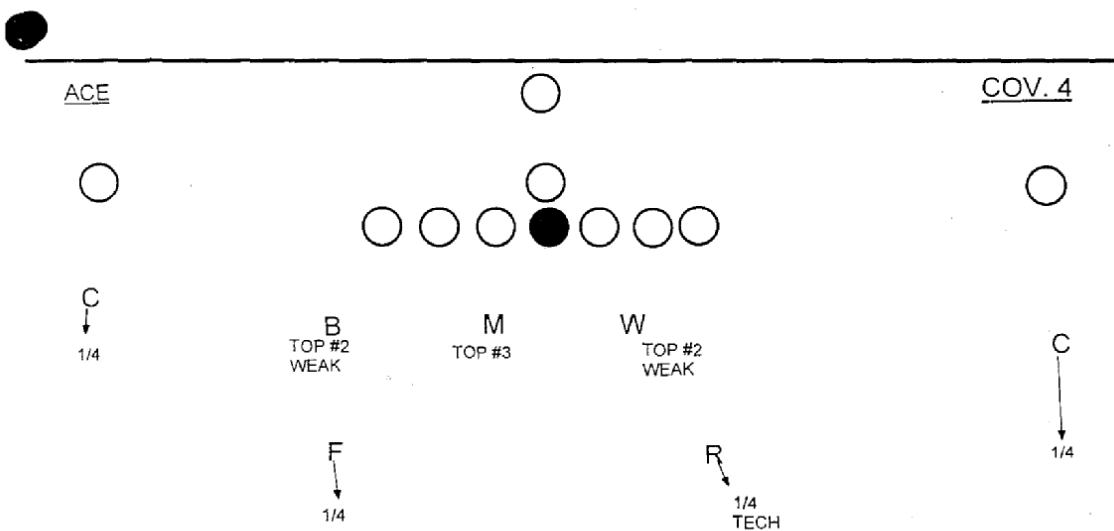
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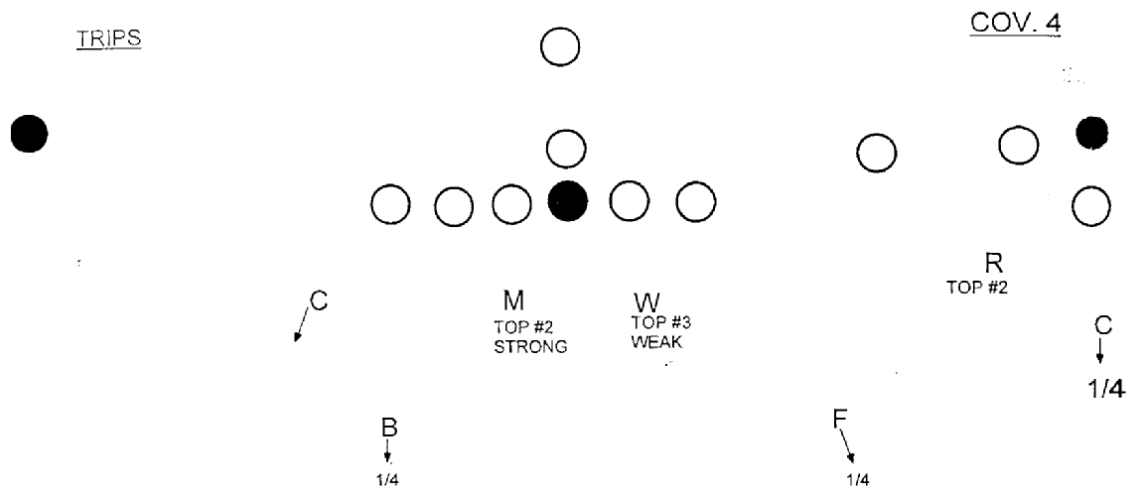




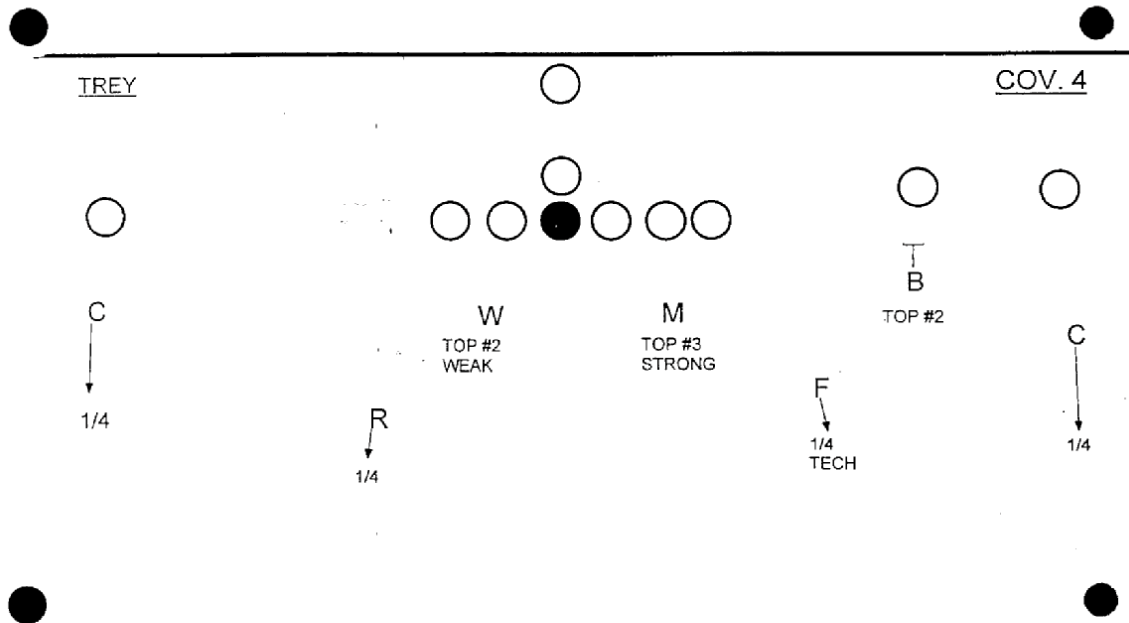
\* B/R/F SEE SAW COVERAGE TO MOST DANGEROUS PASSING SET

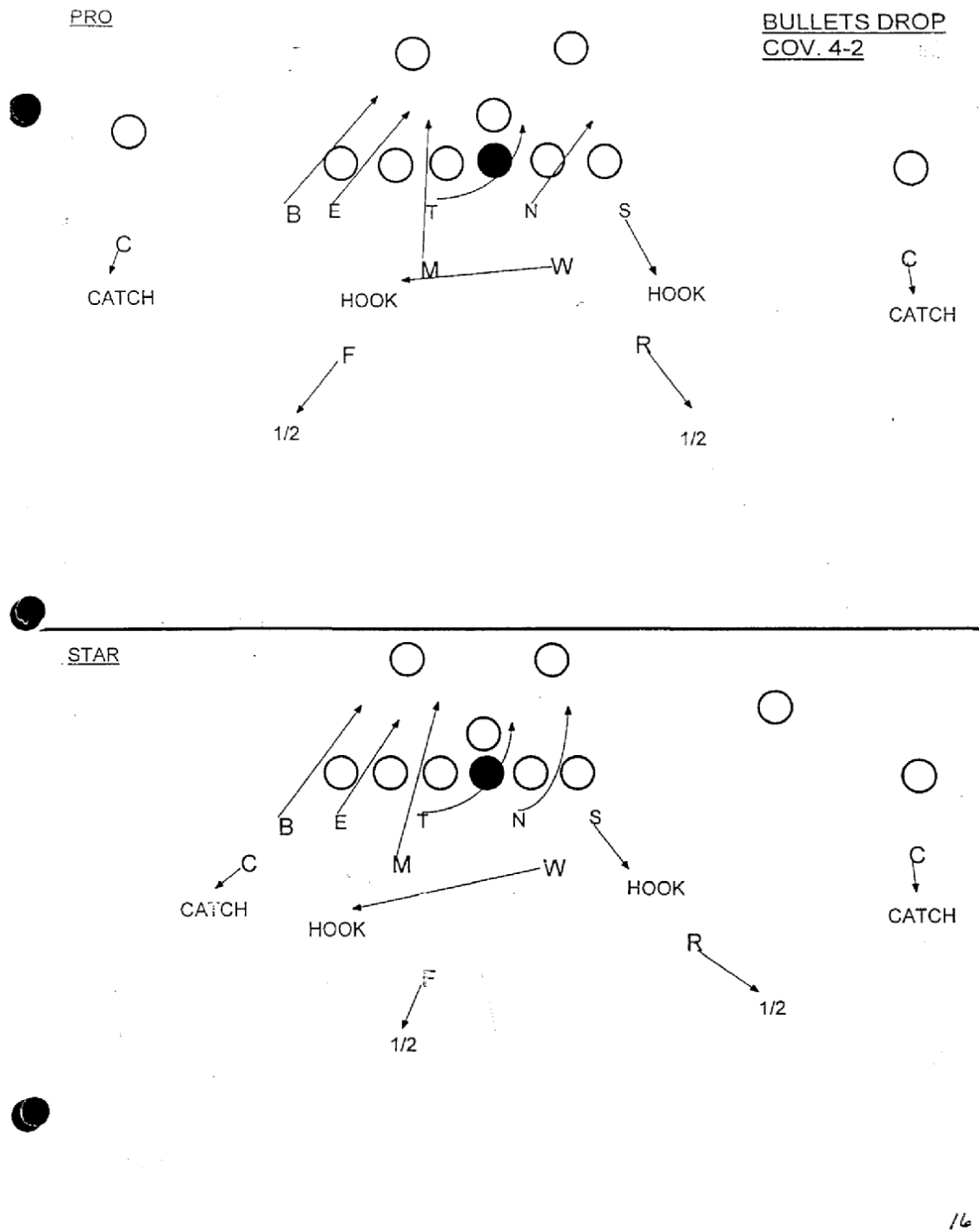


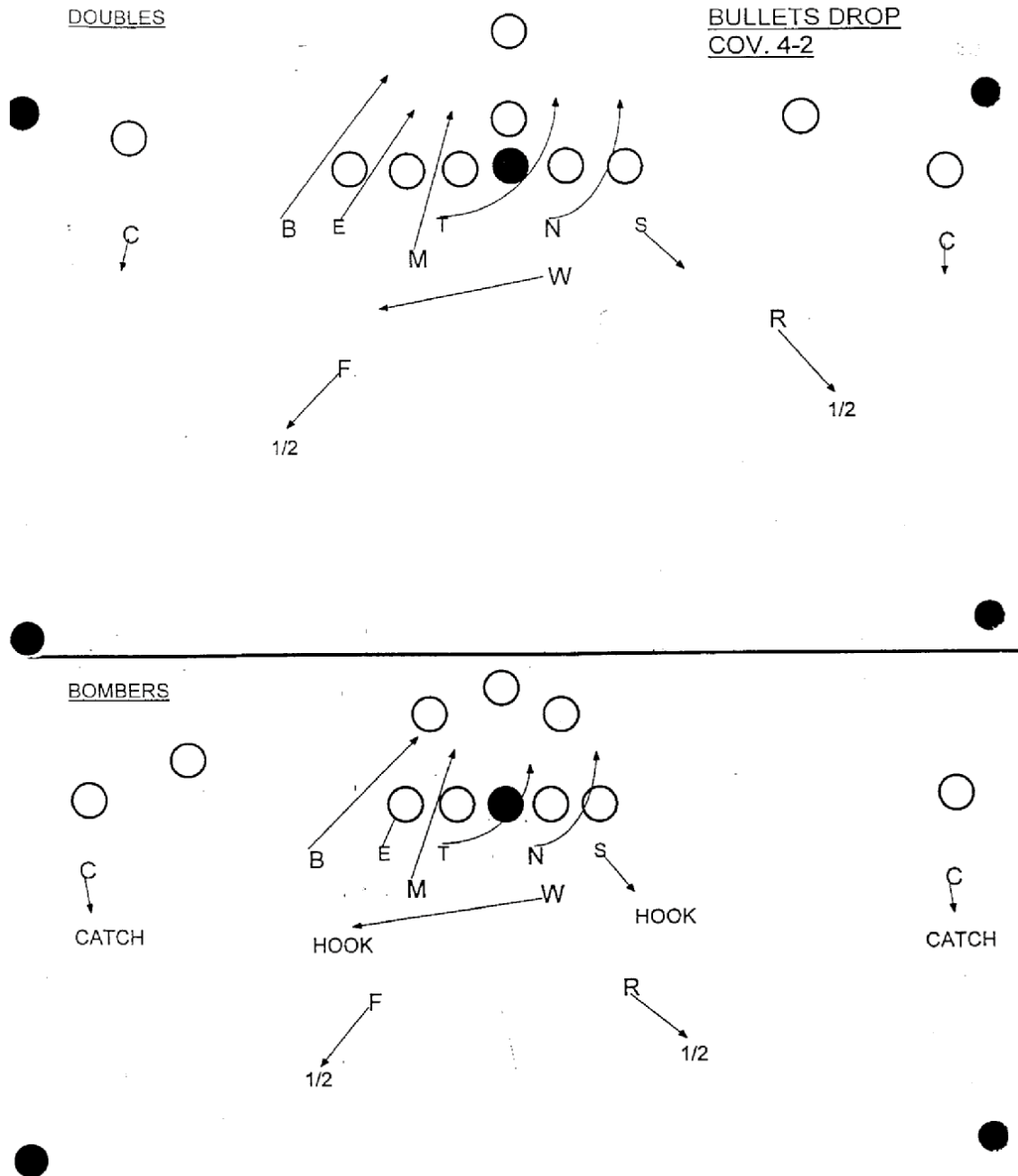
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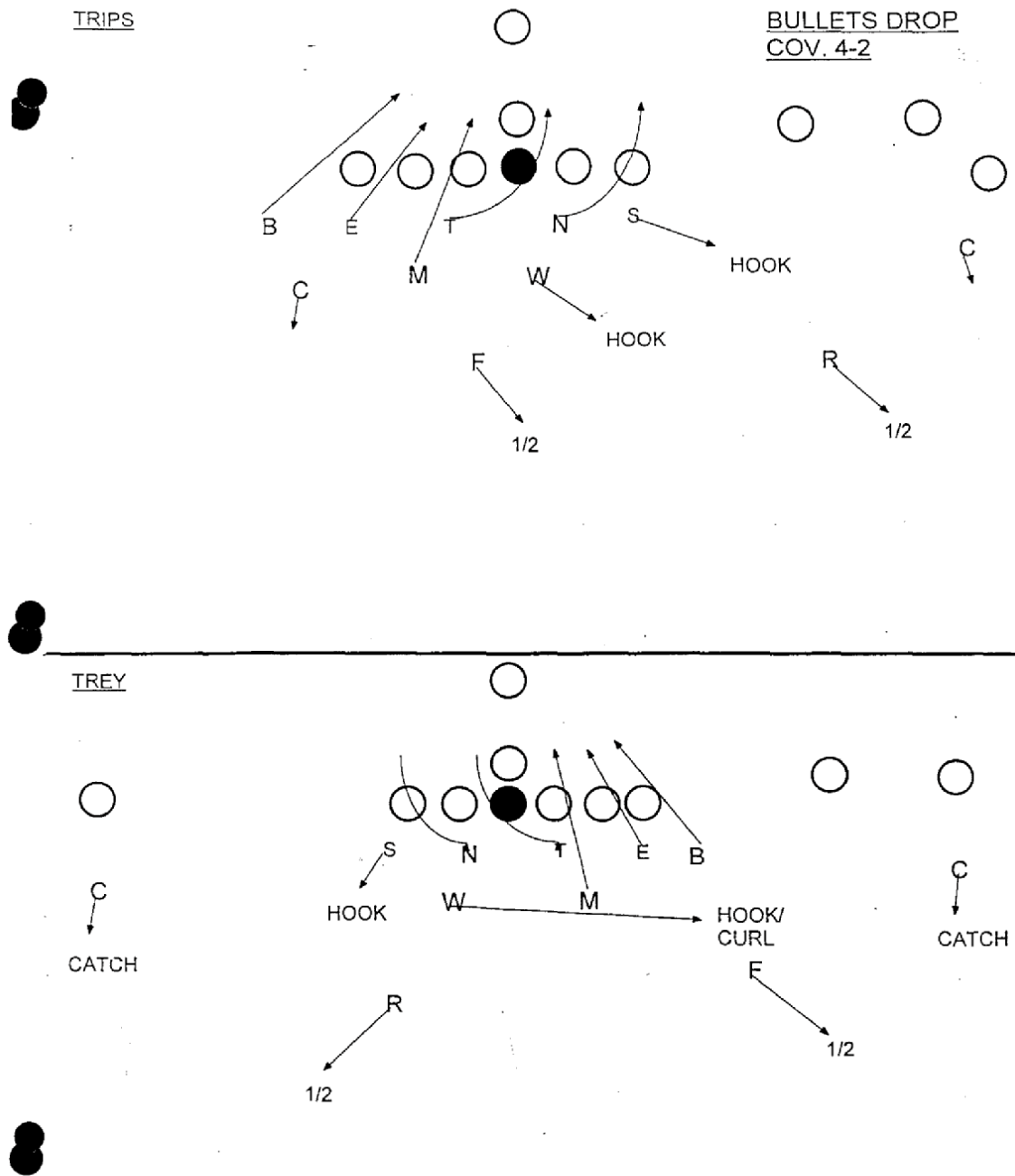


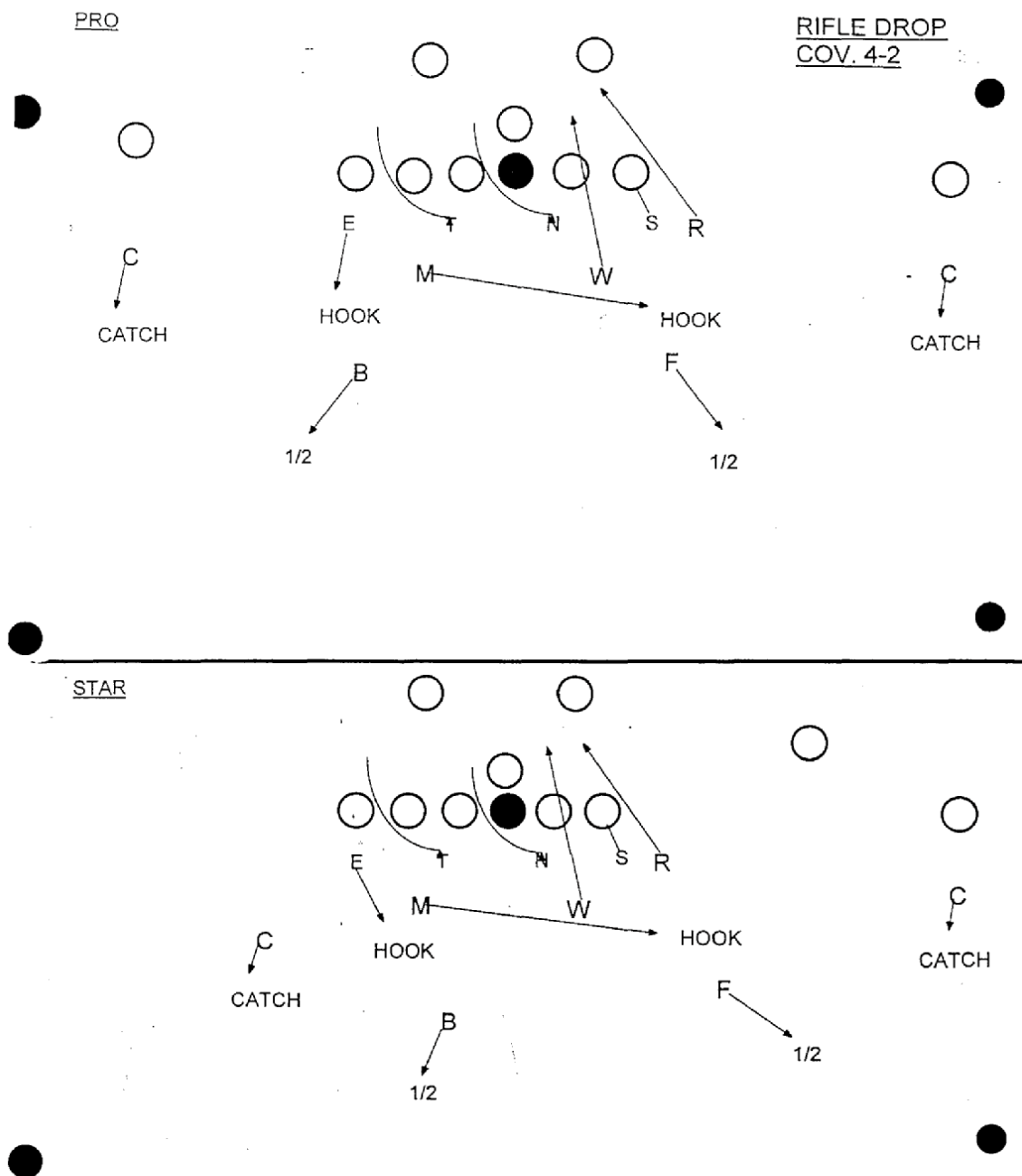
- \* CORNER MUST RUN WITH THE WHEEL
- \* BANDIT LOOK FOR CROSS ROUTE FROM TRIPS SIDE

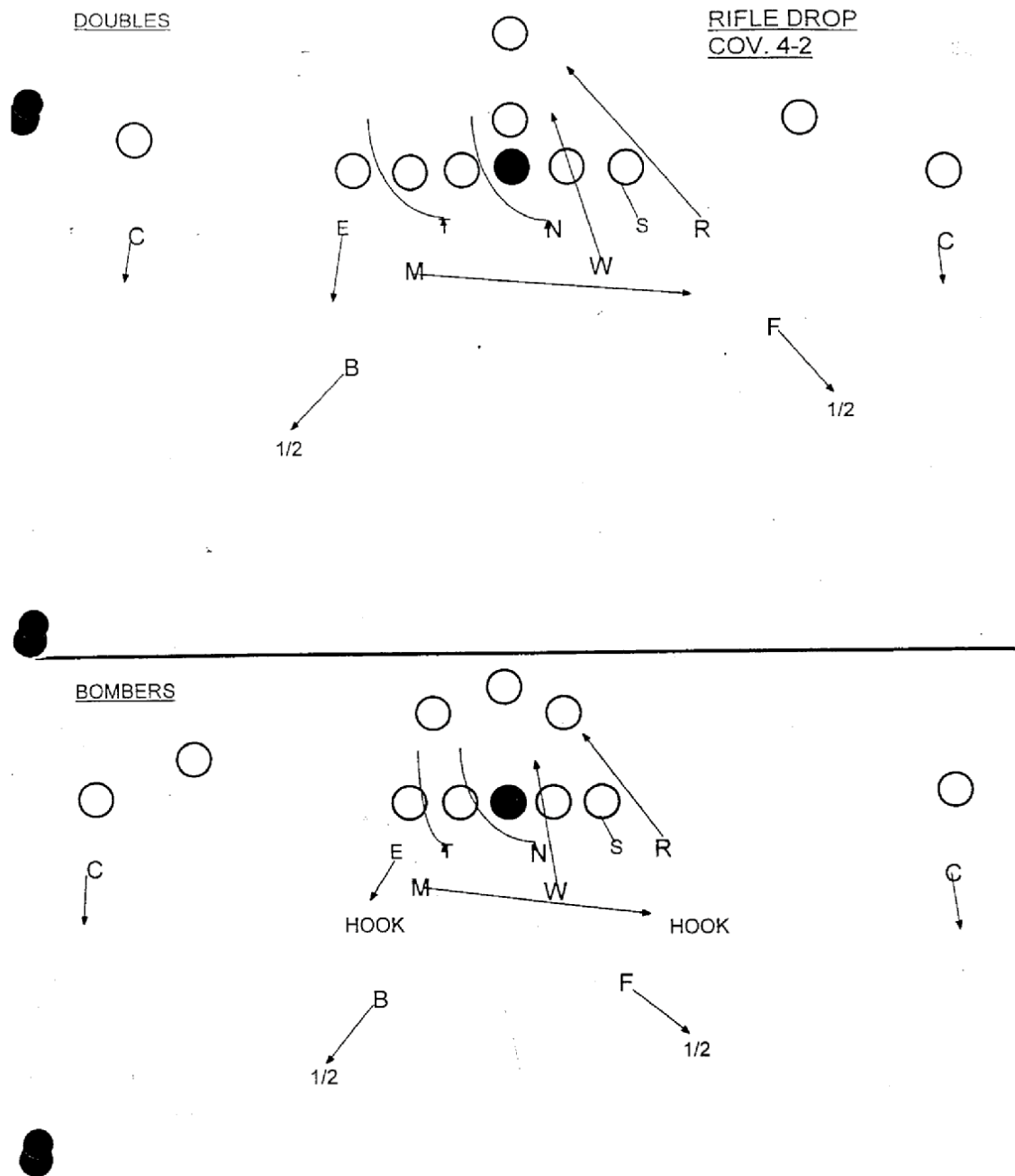






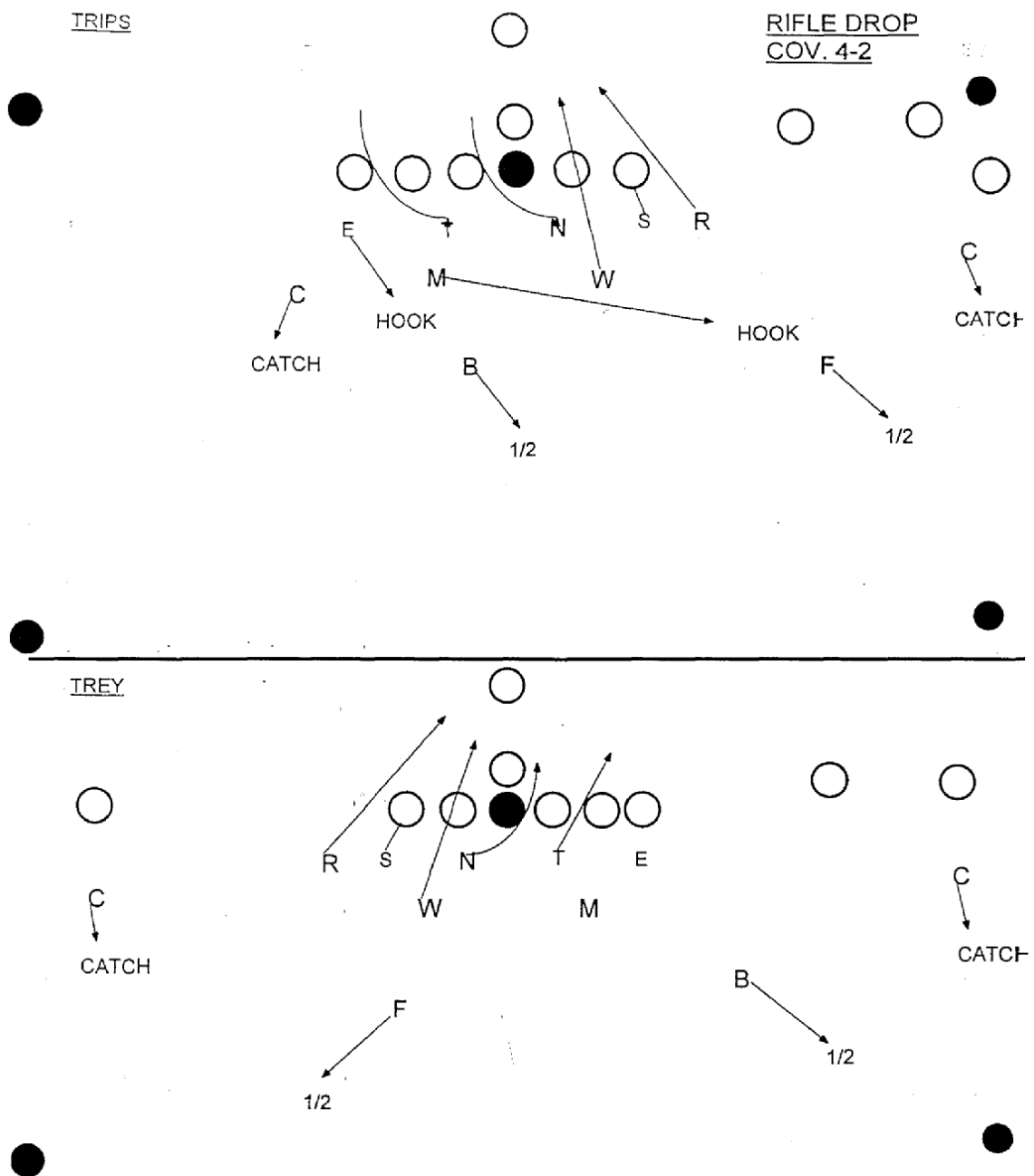


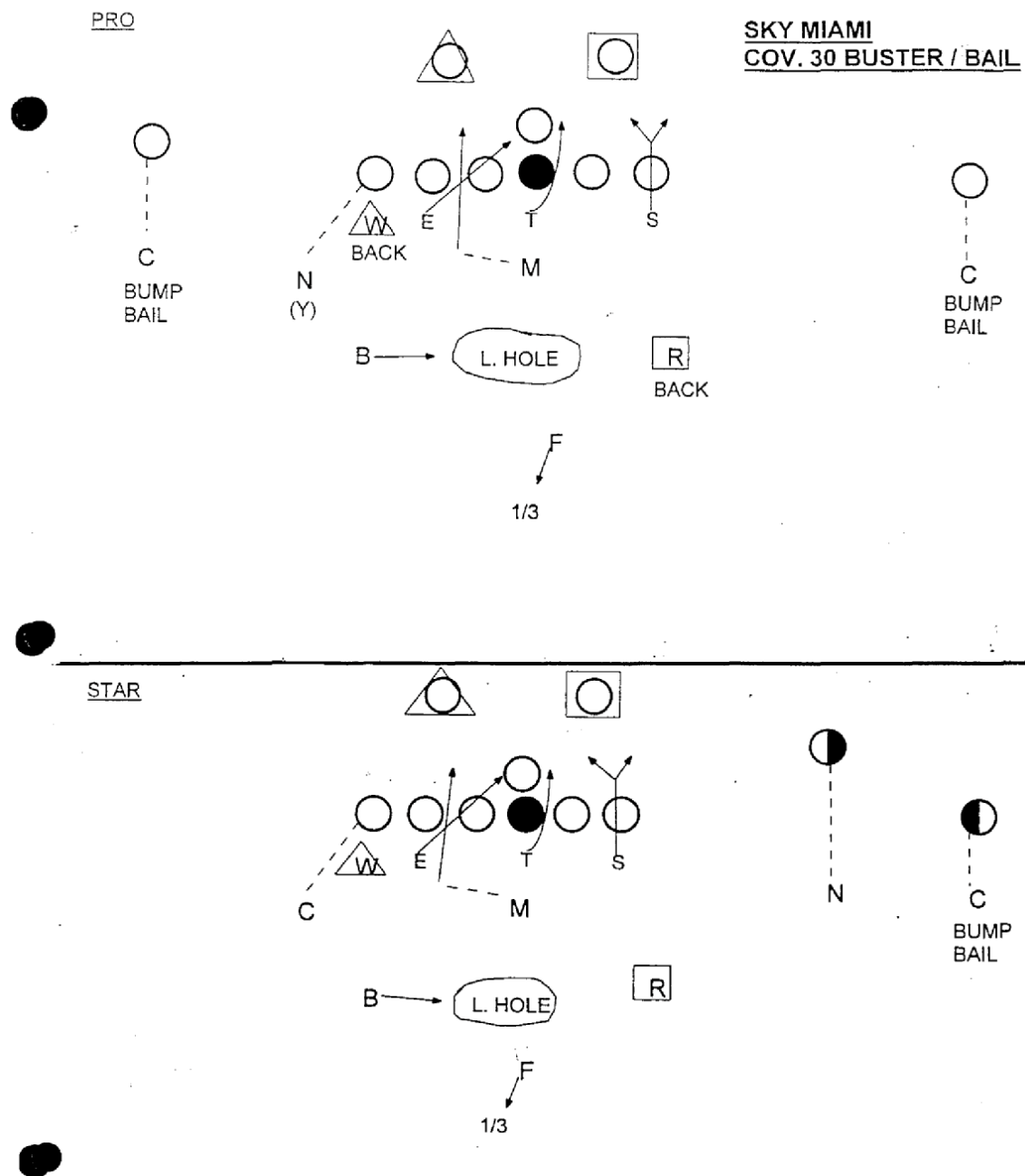




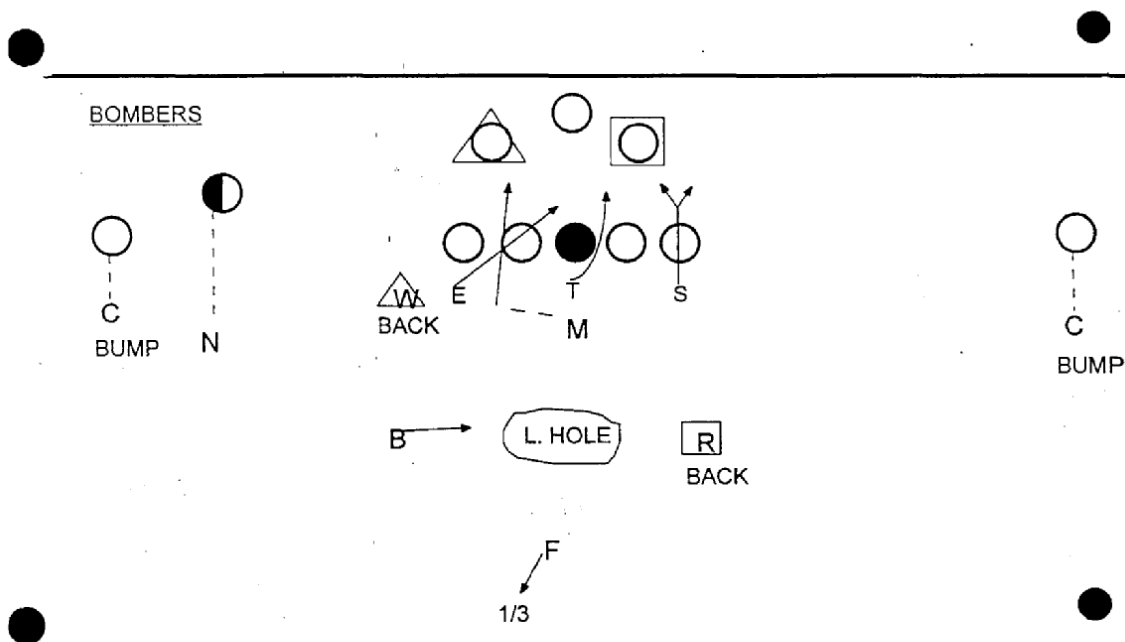
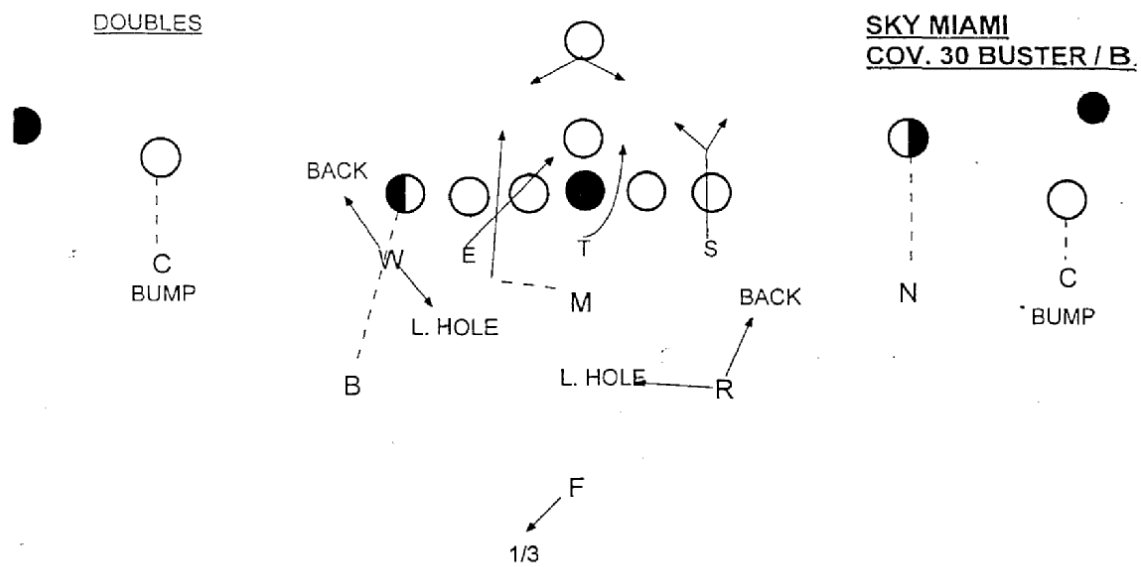
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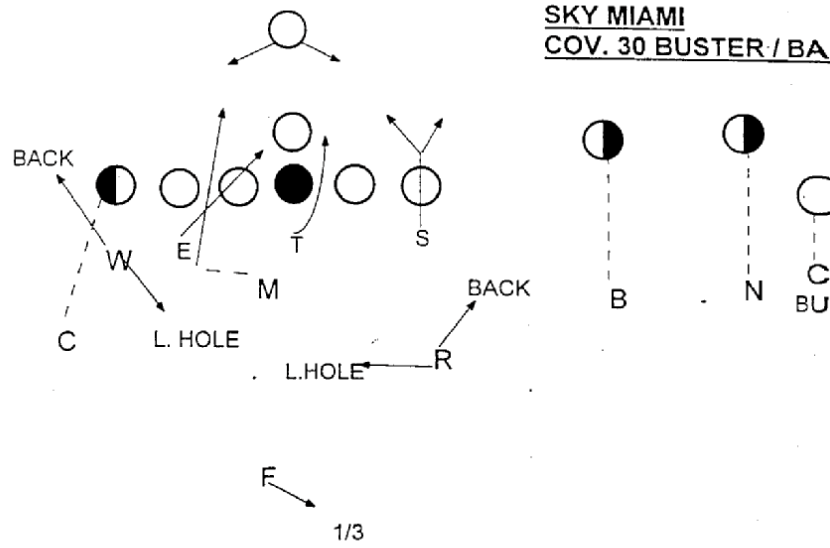


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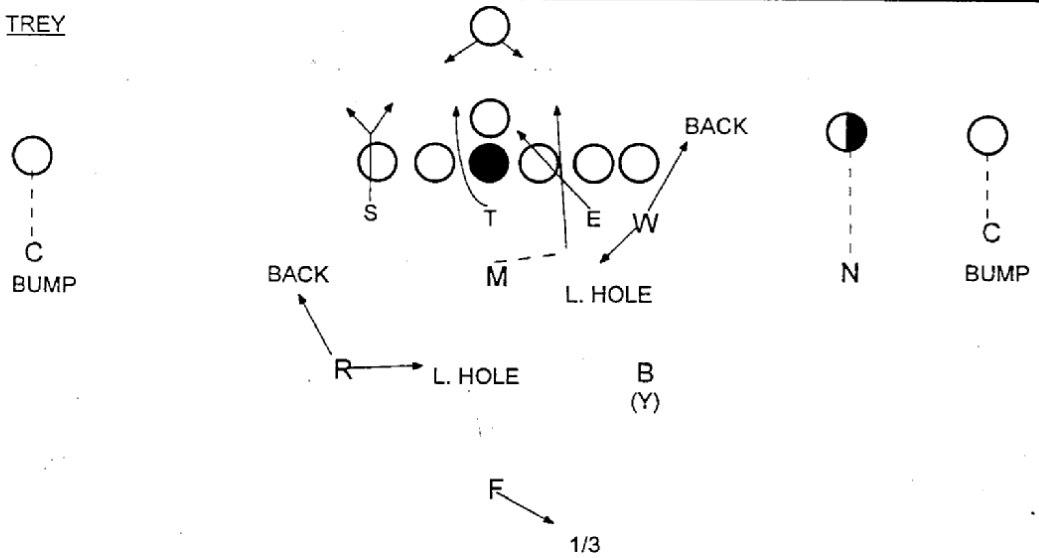


TRIPS

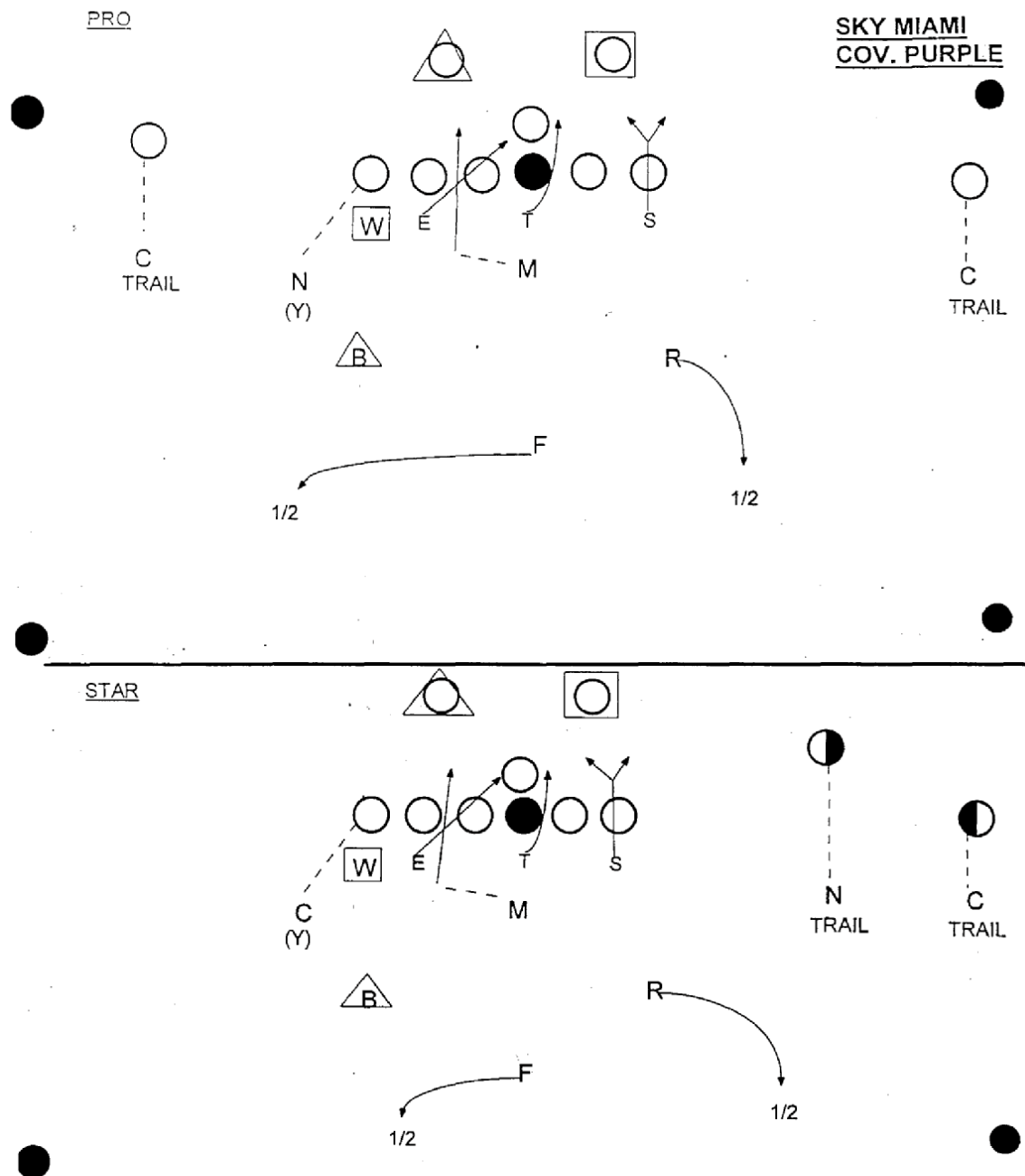
SKY MIAMI  
COV. 30 BUSTER / BA

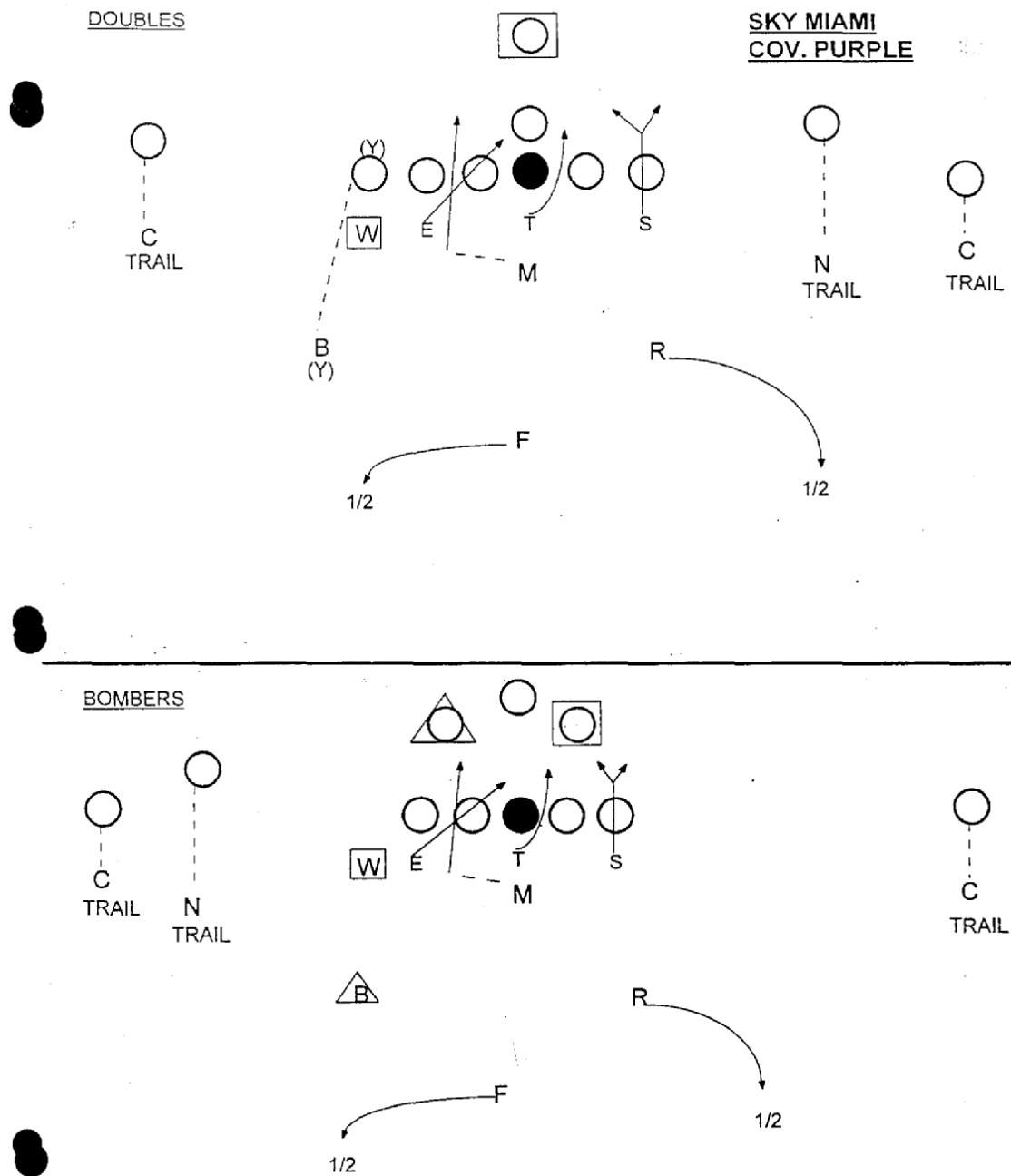


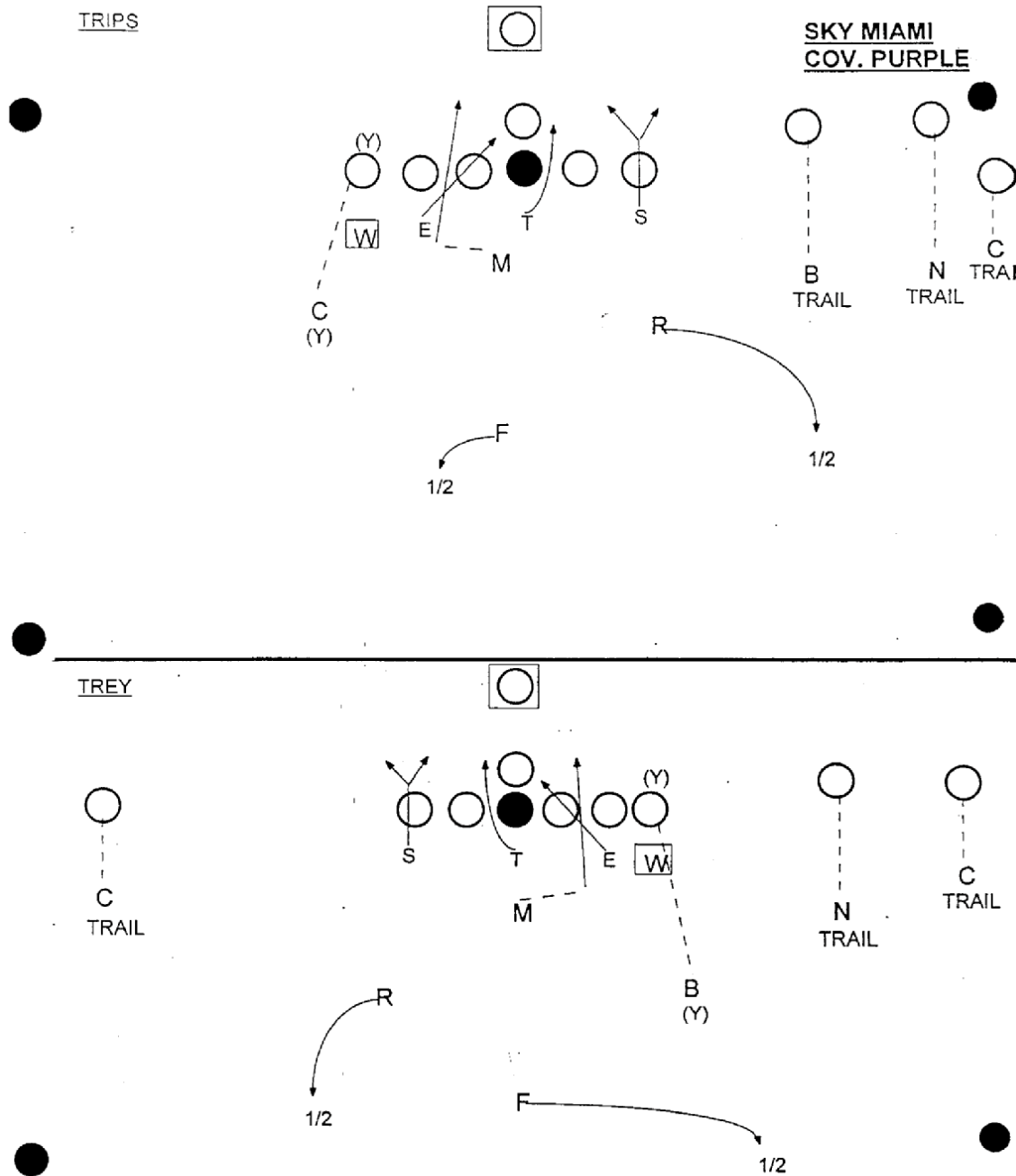
TREY

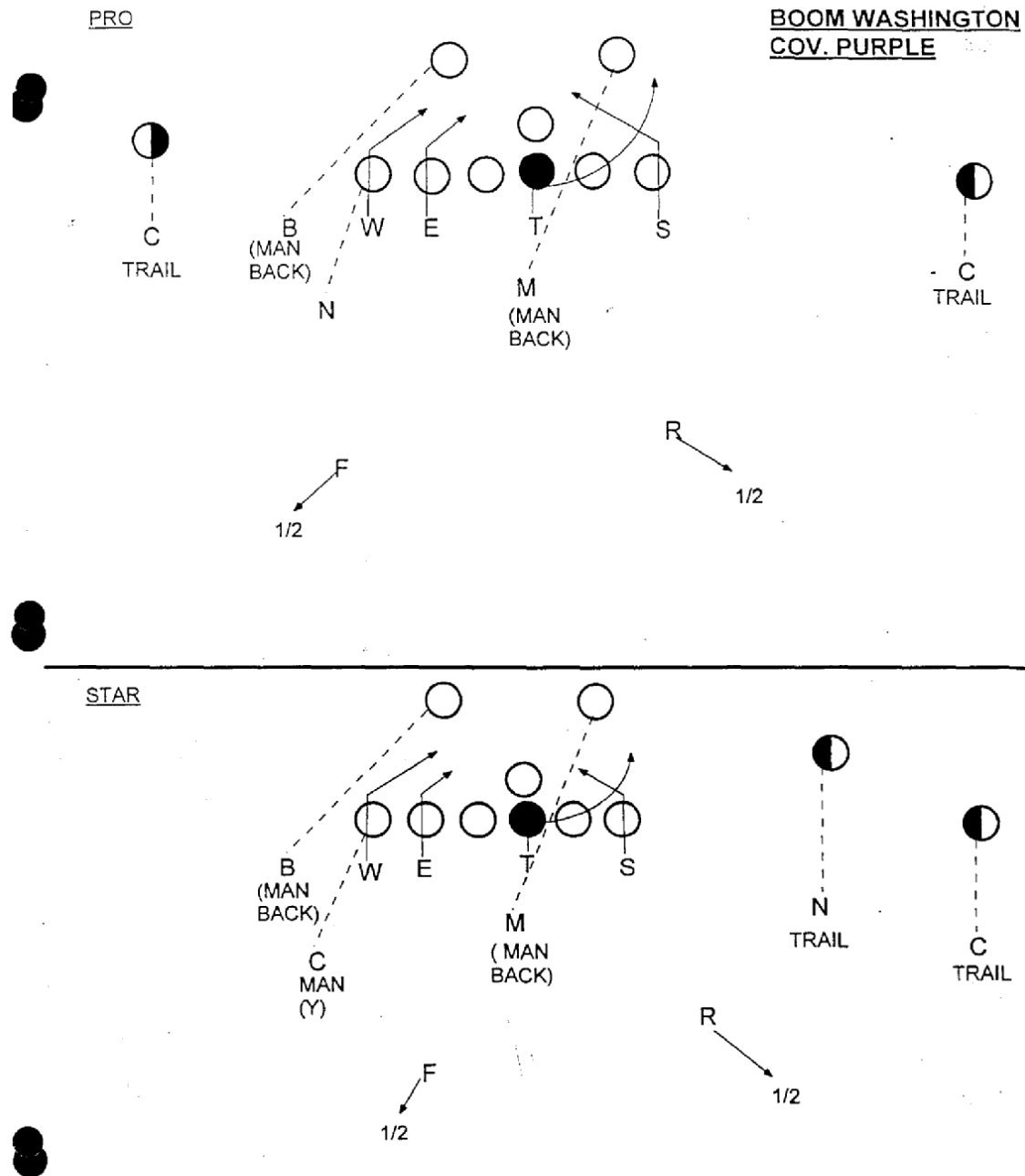


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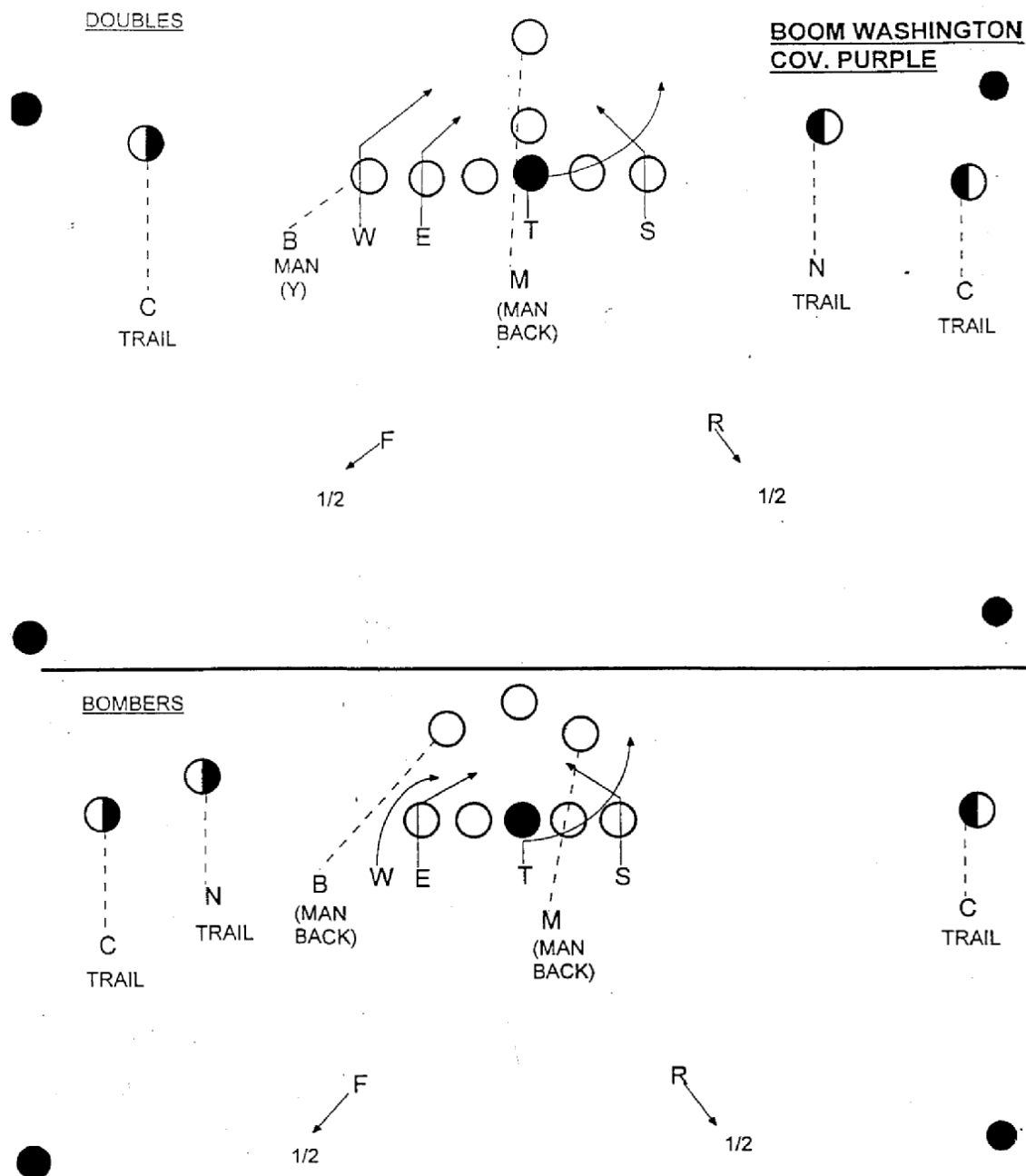


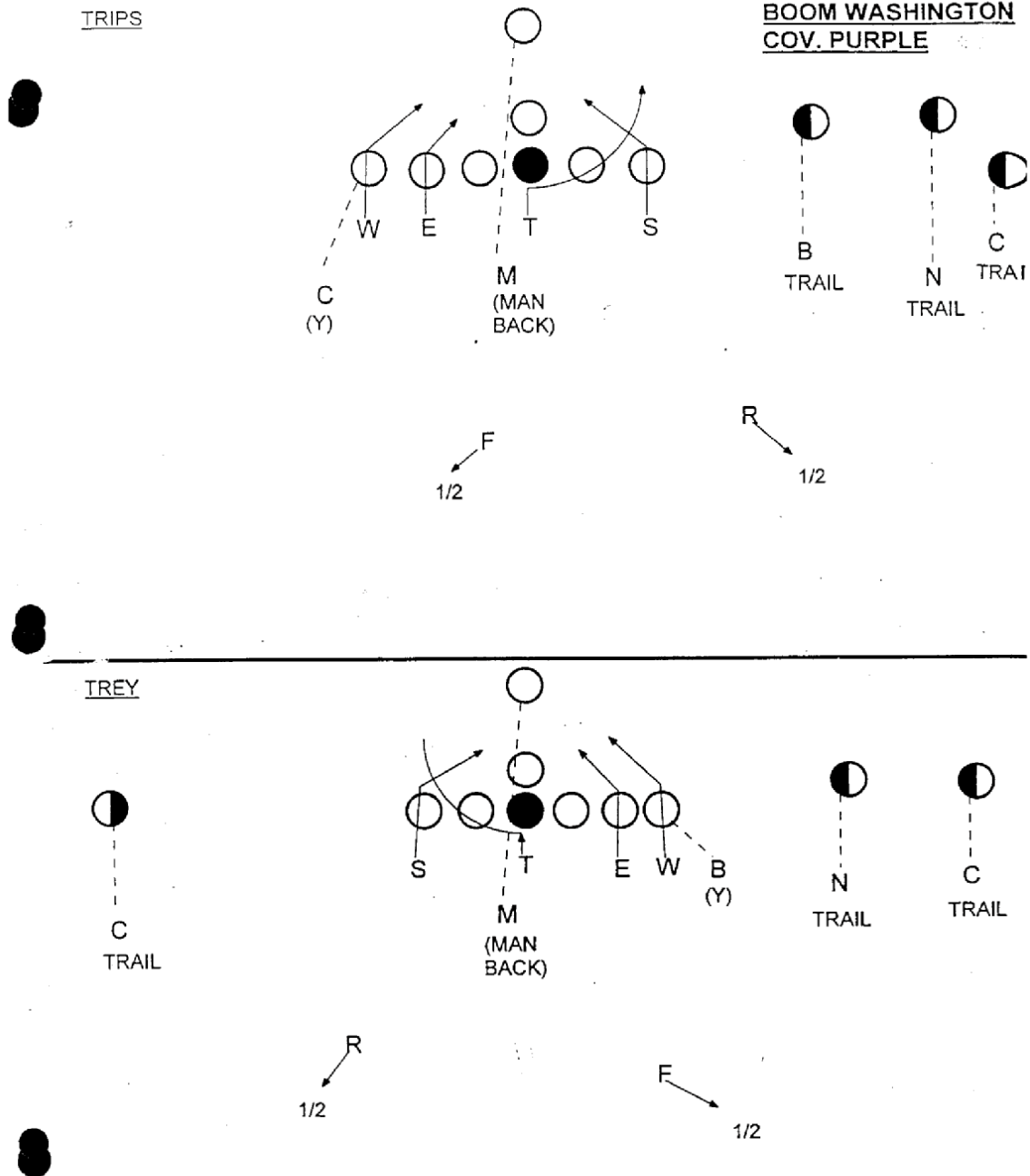


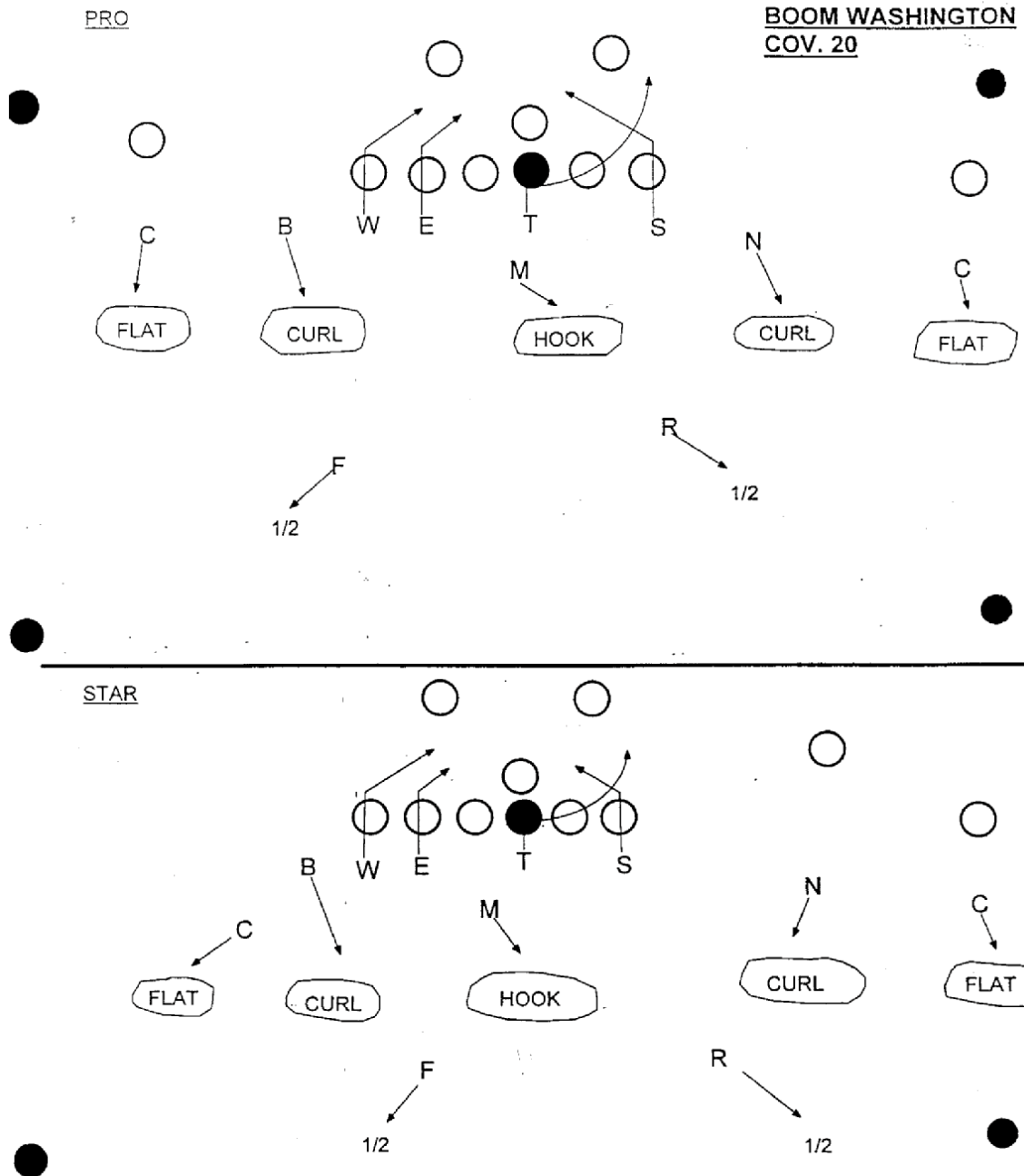


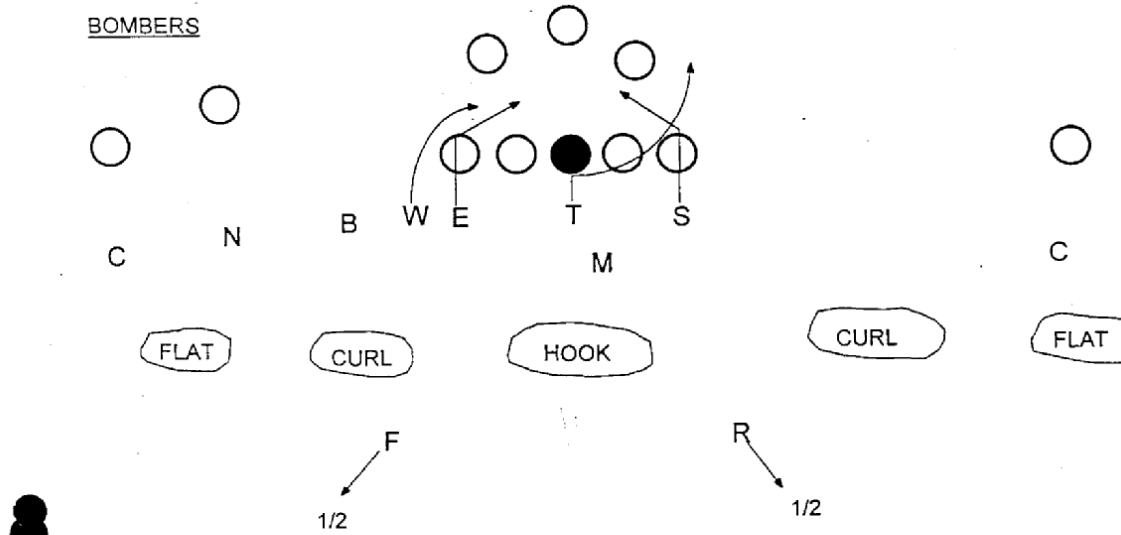
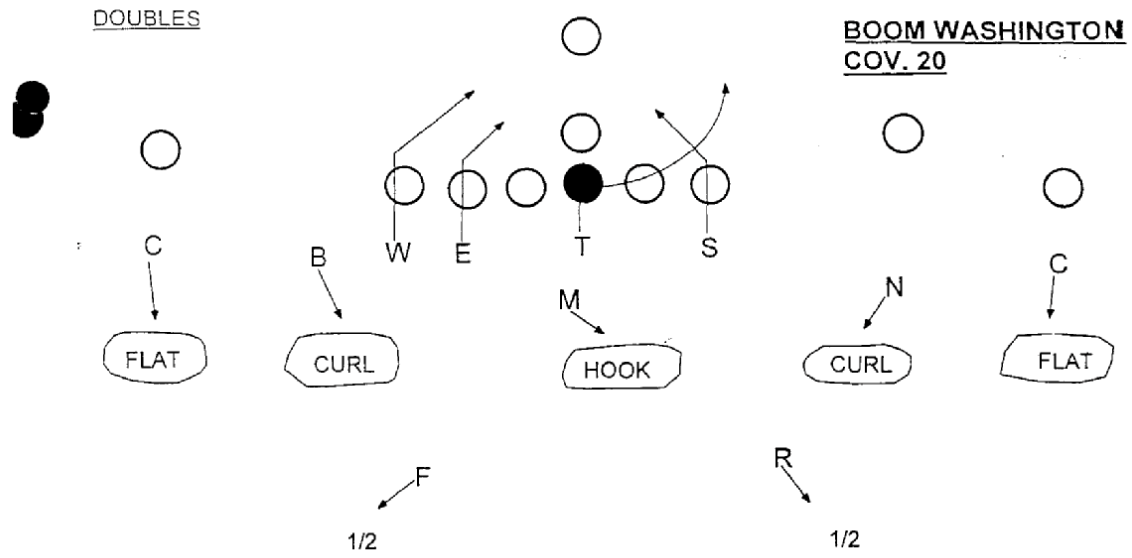


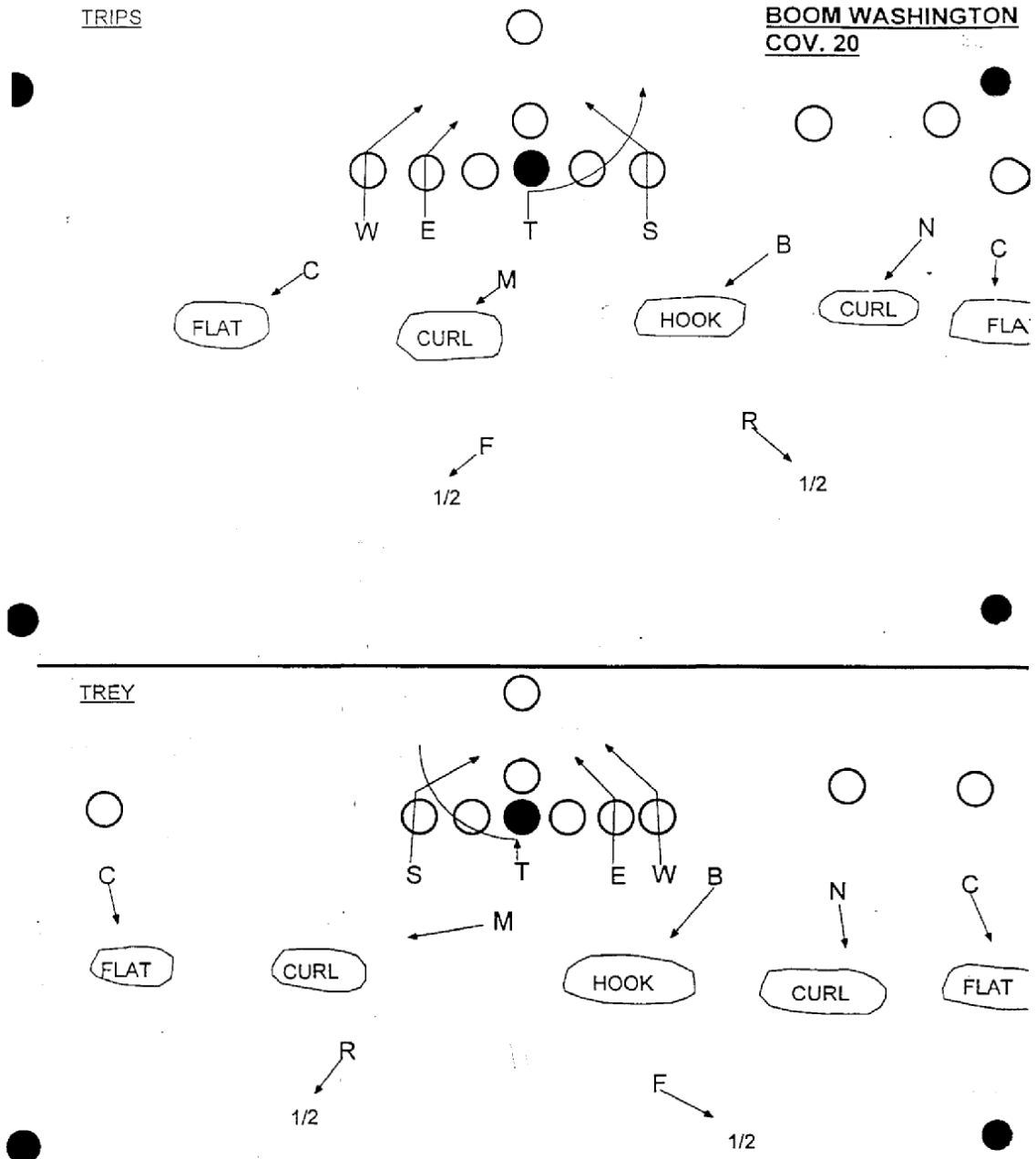


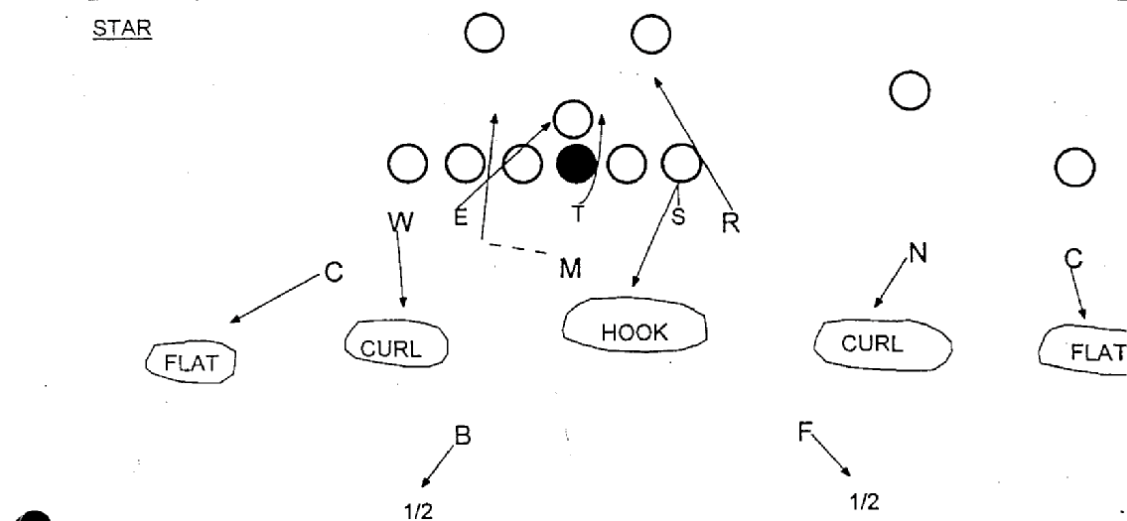
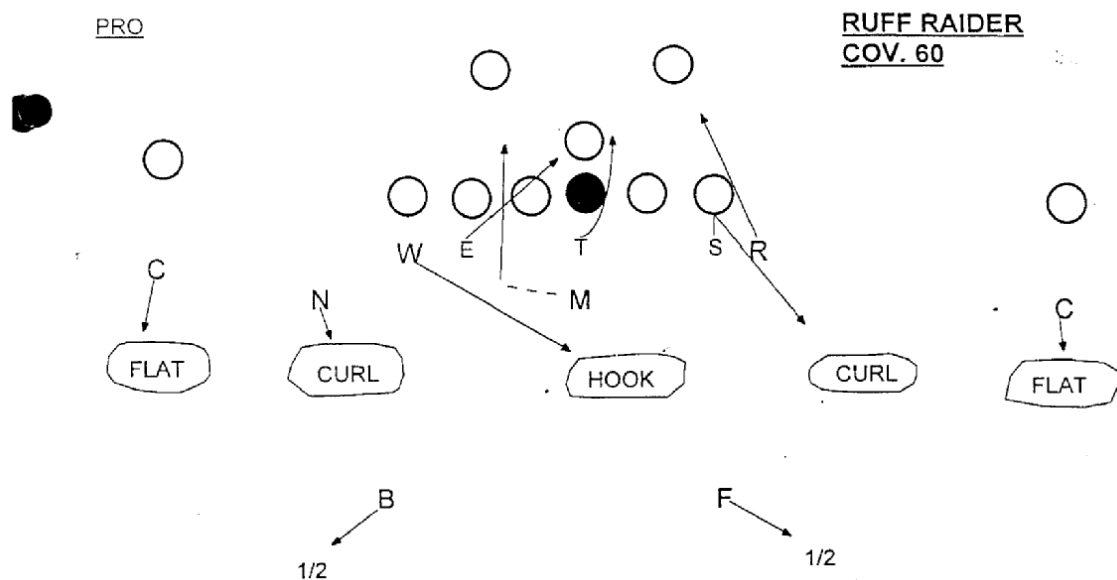


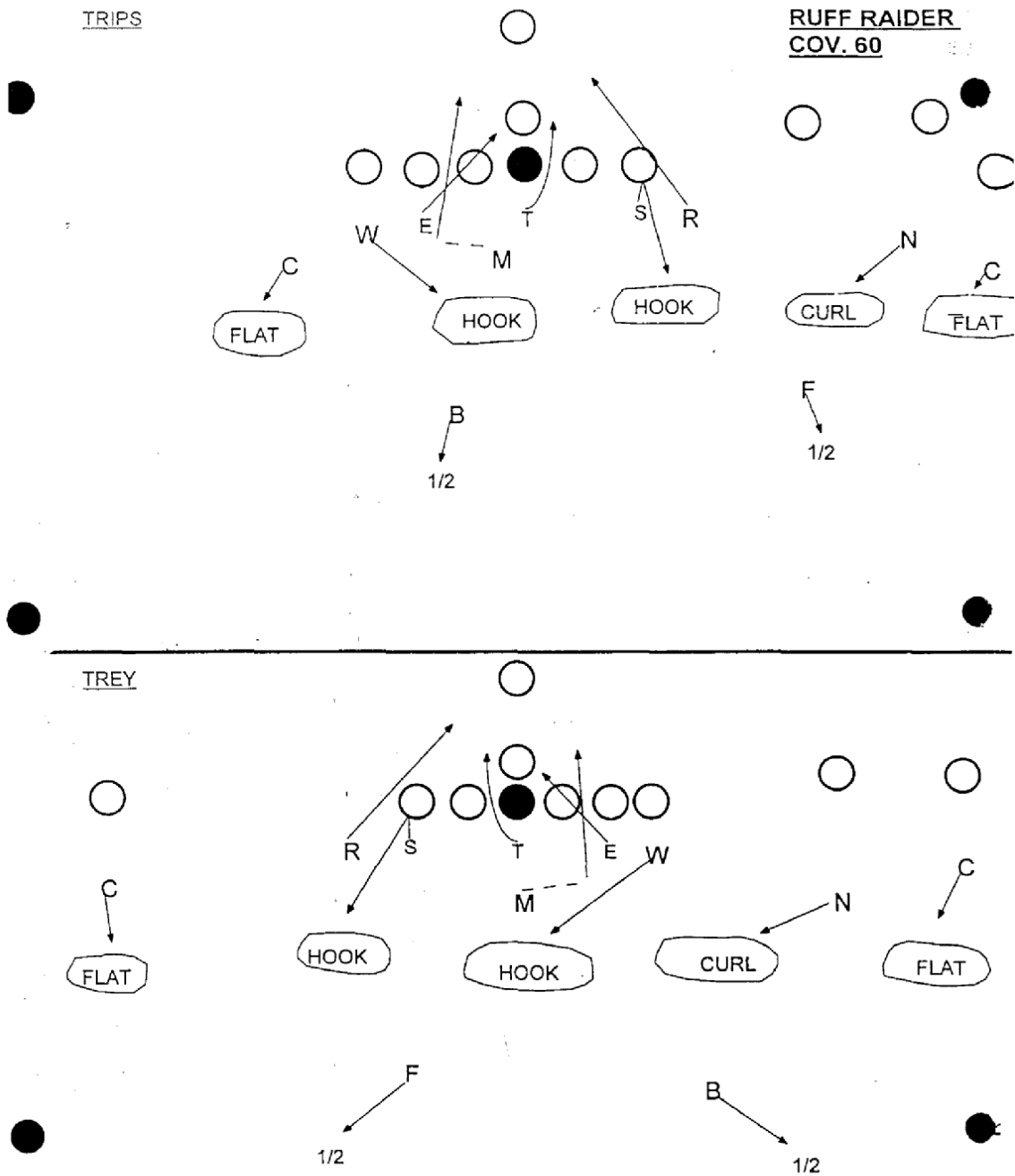


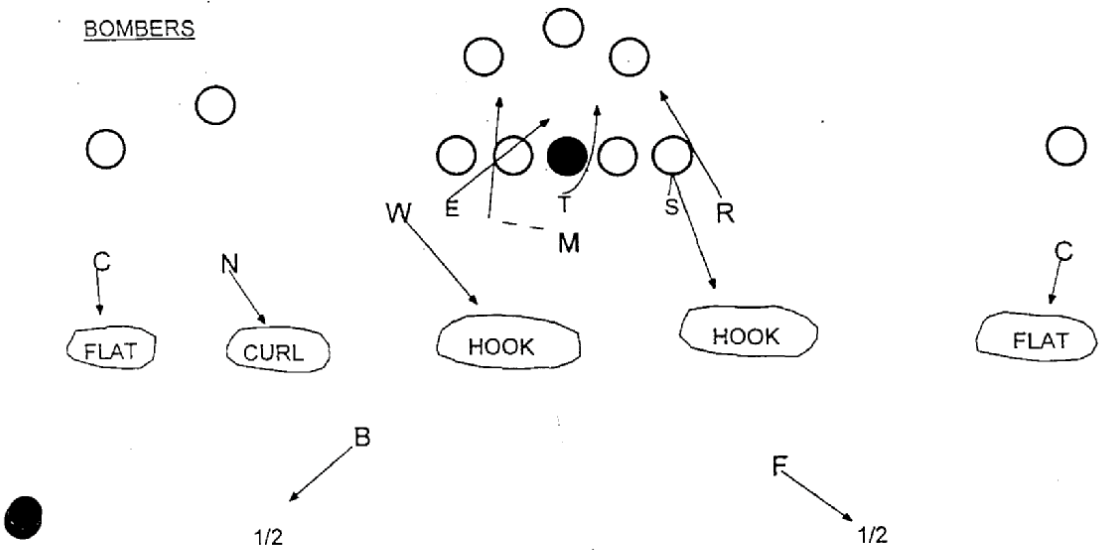
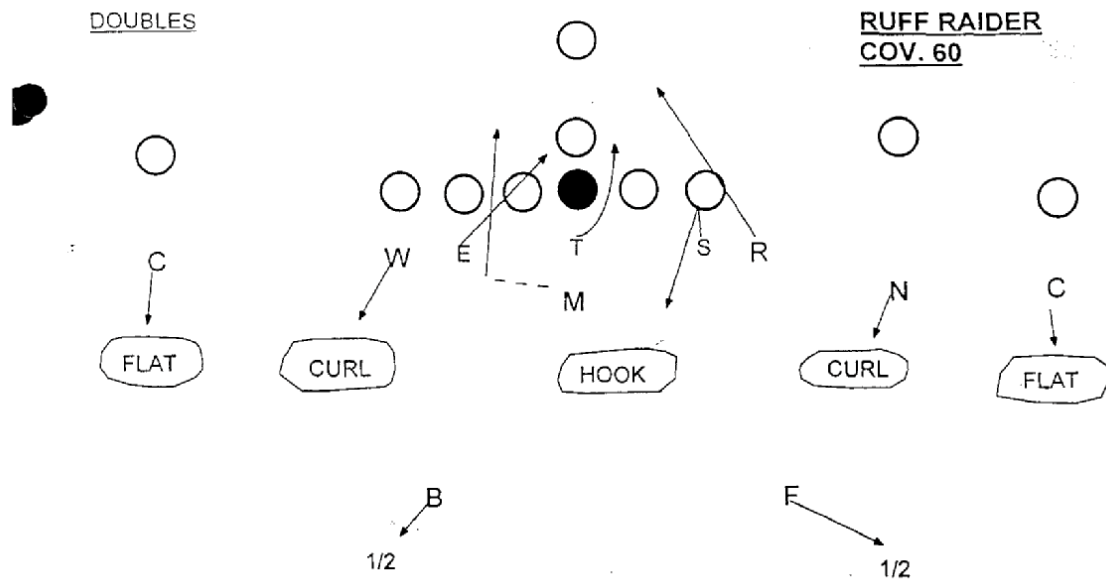




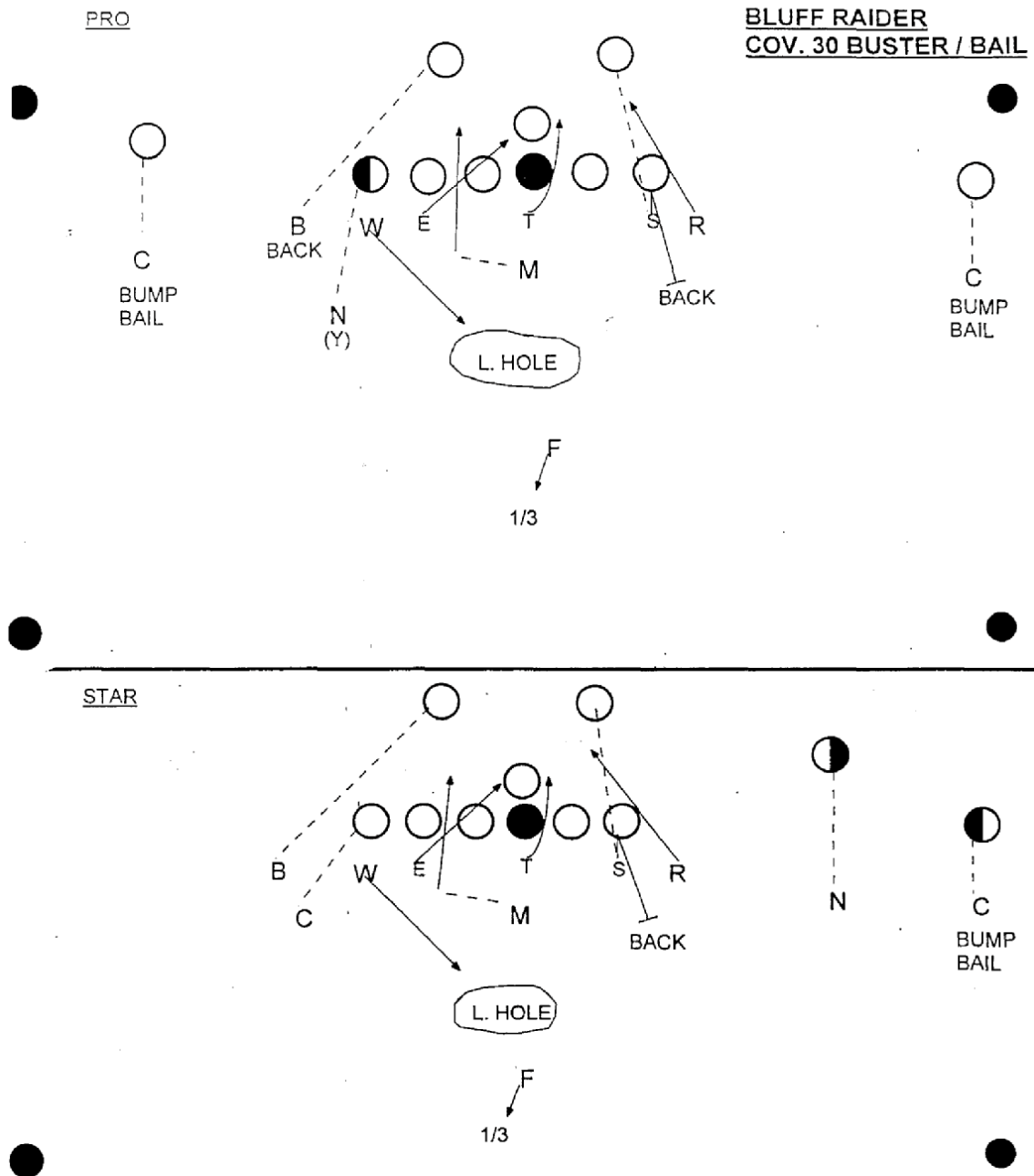


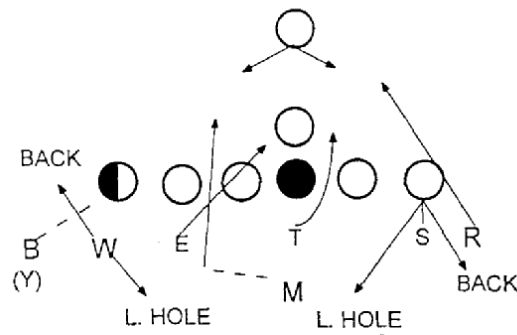
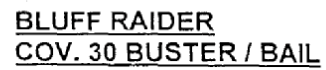
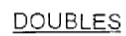




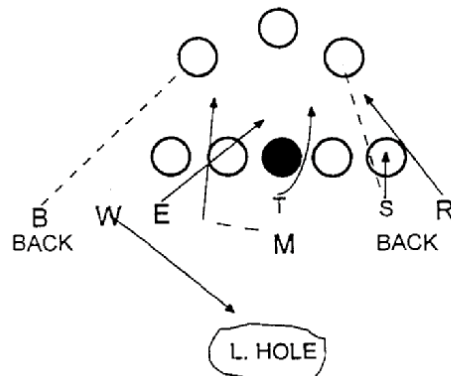


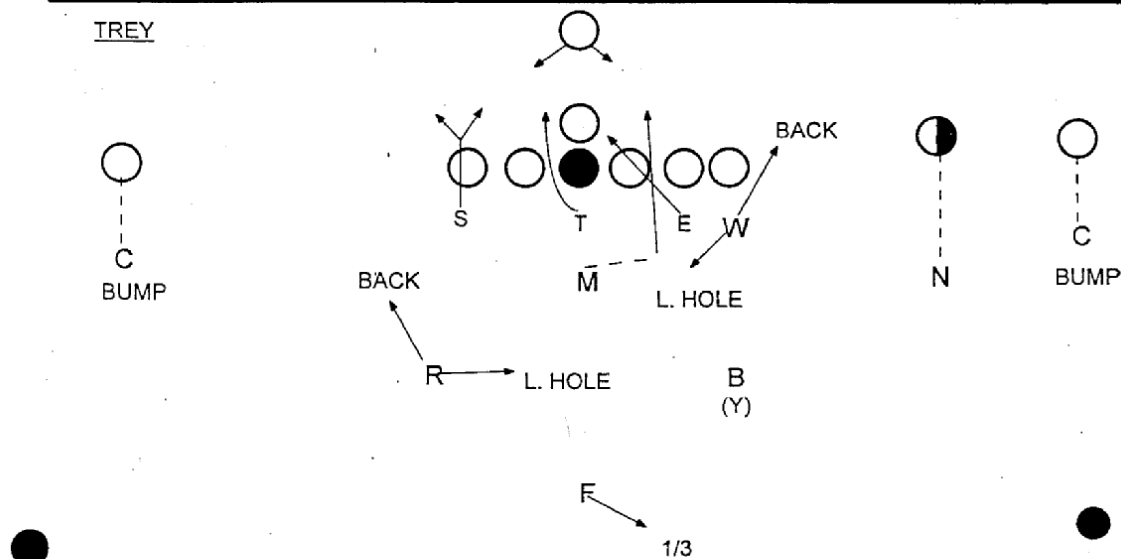
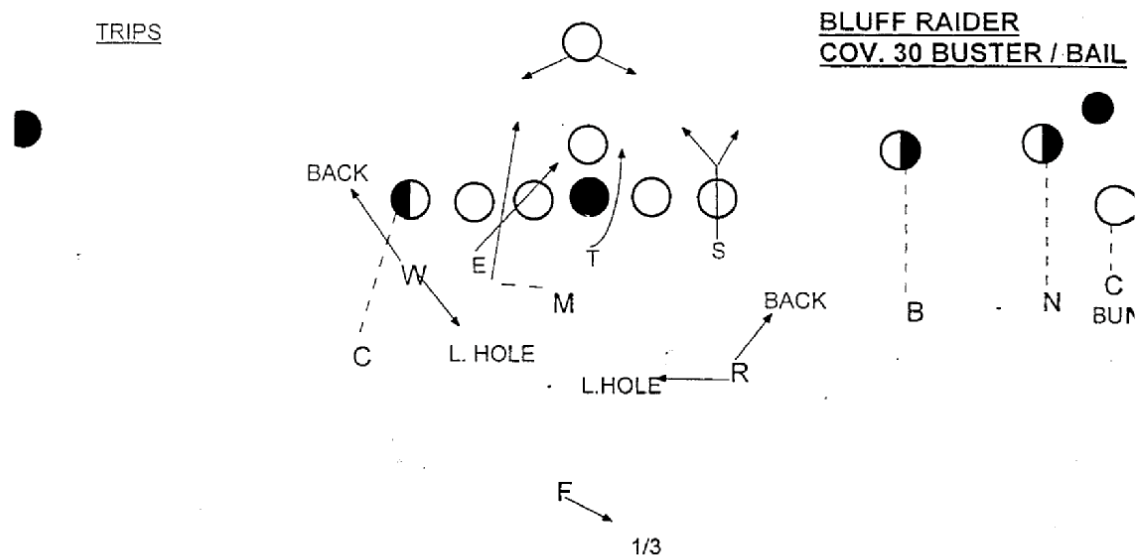


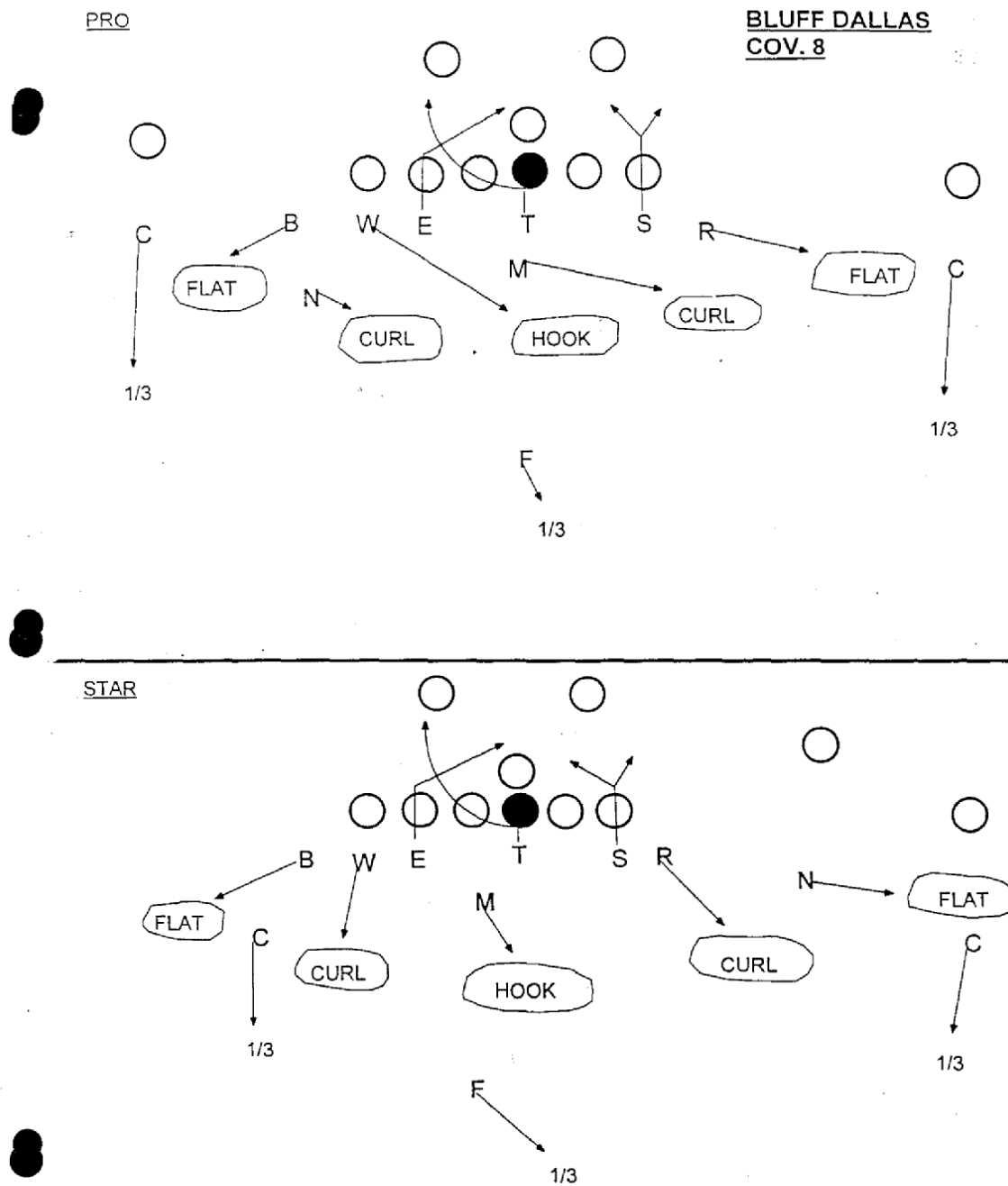




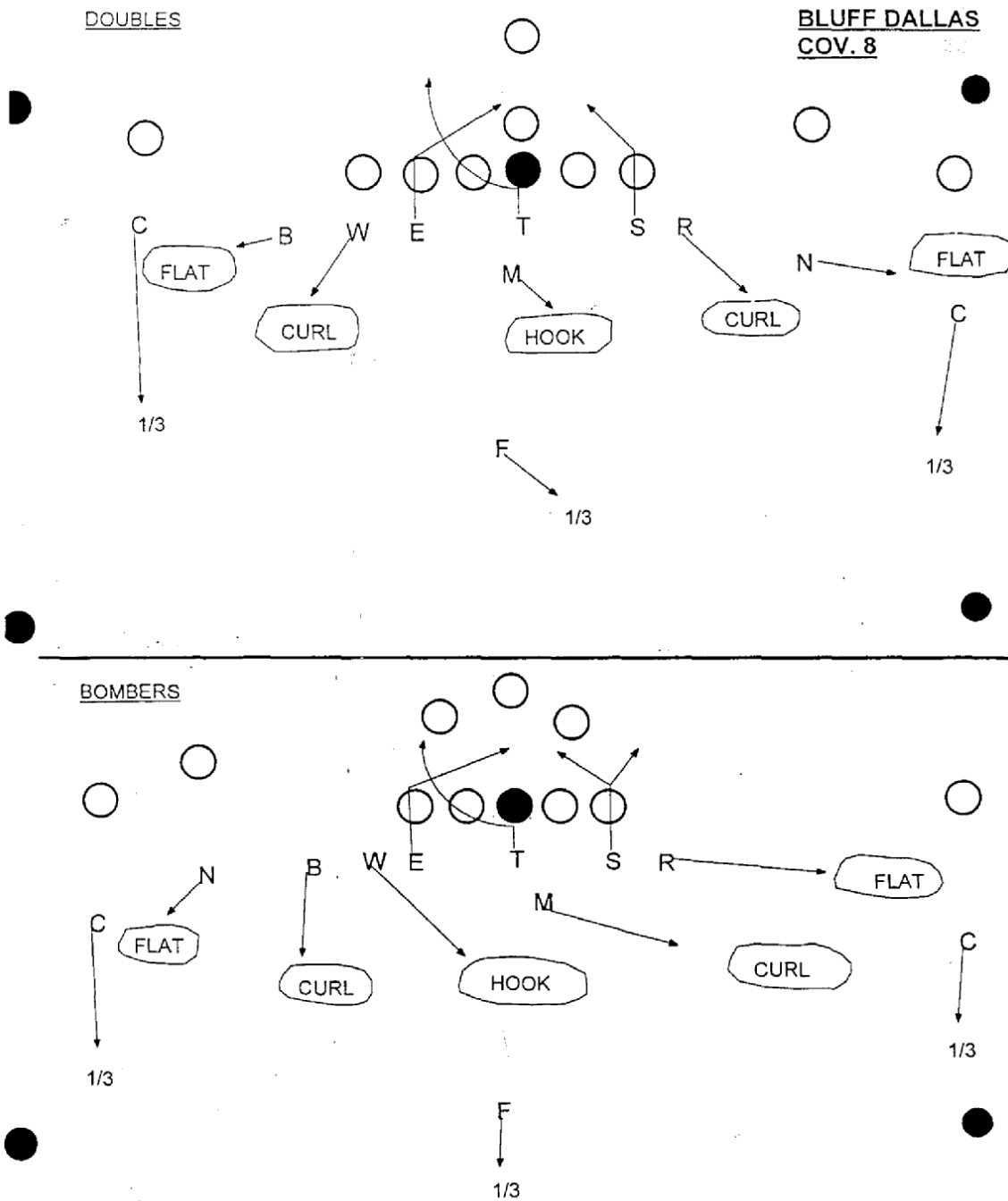
BOMBERS





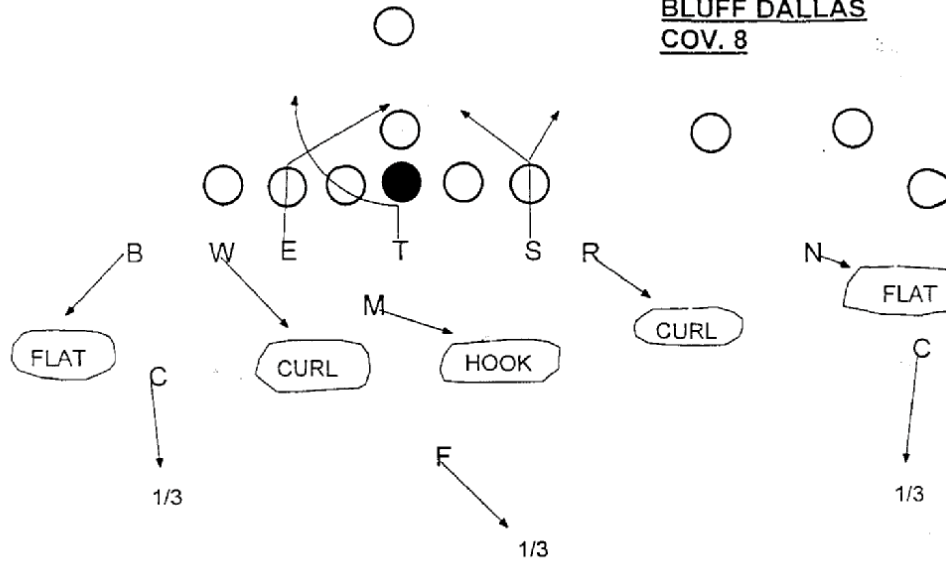


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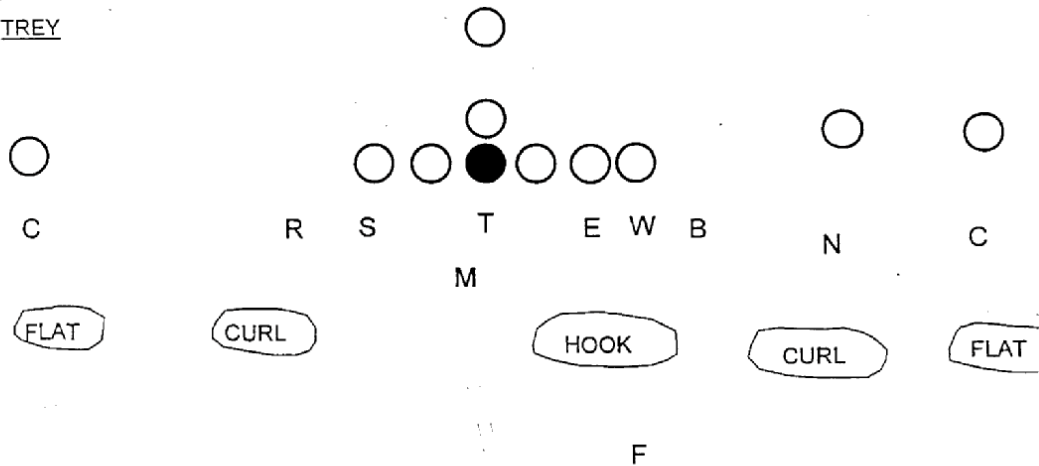


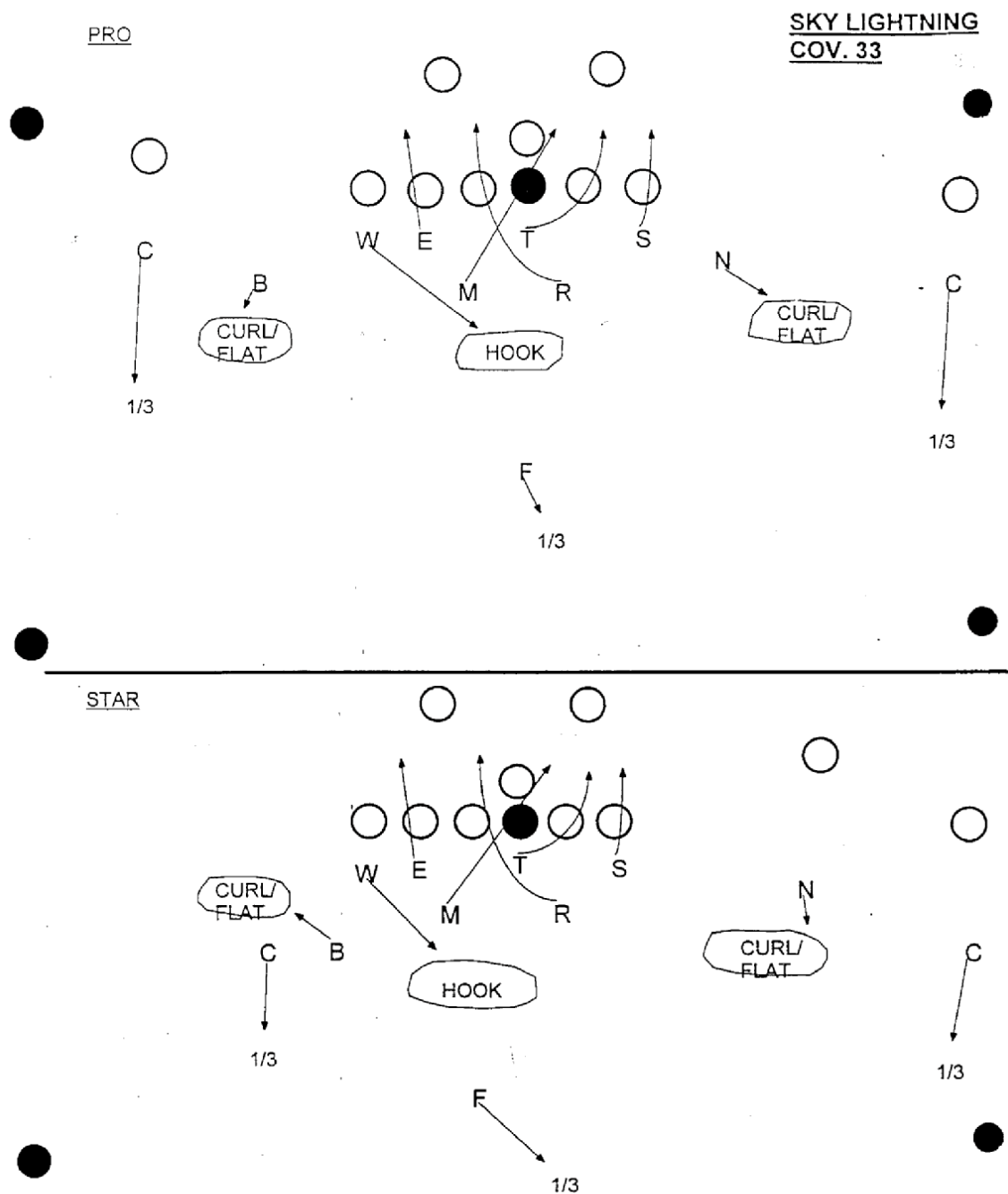
TRIPS

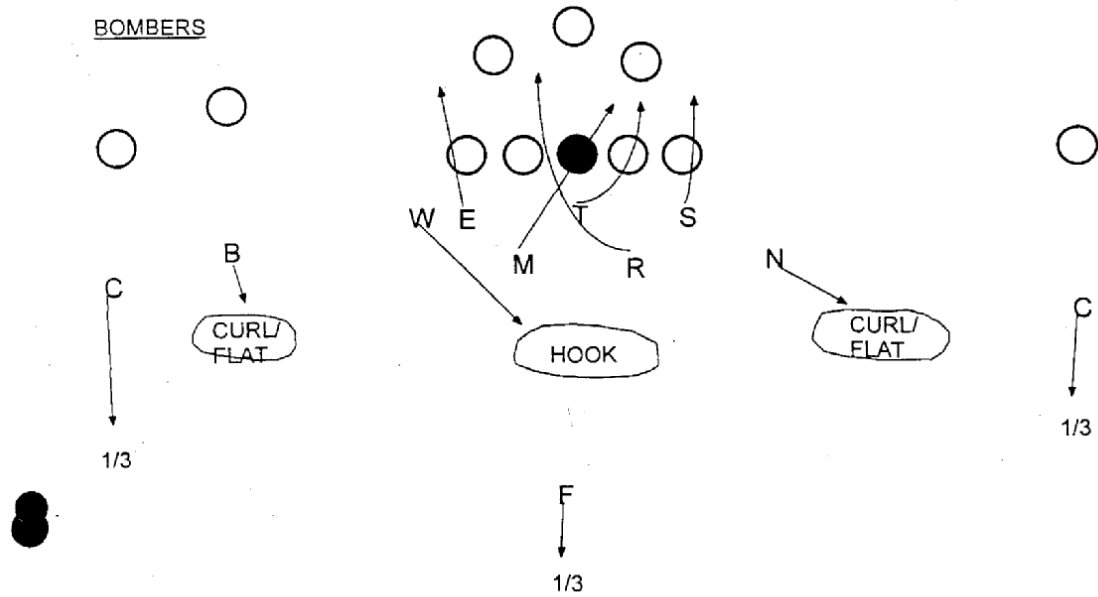
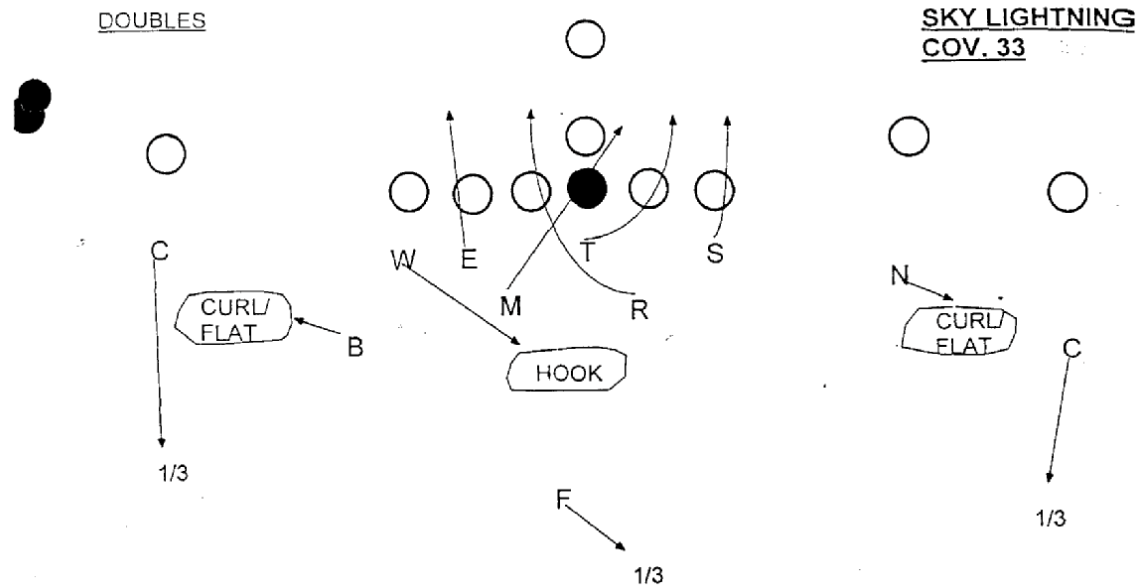
BLUFF DALLAS  
COV. 8



TREY

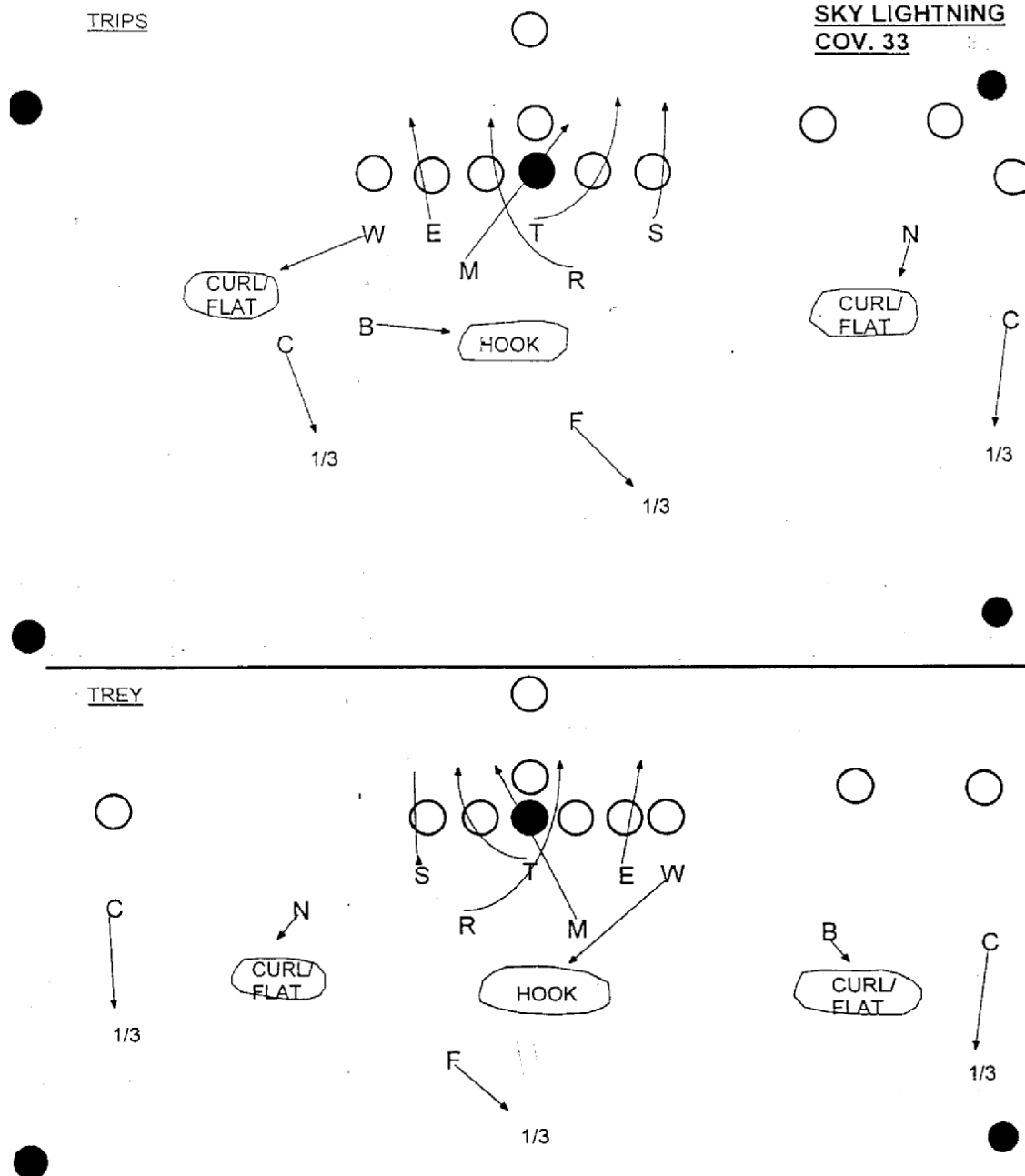






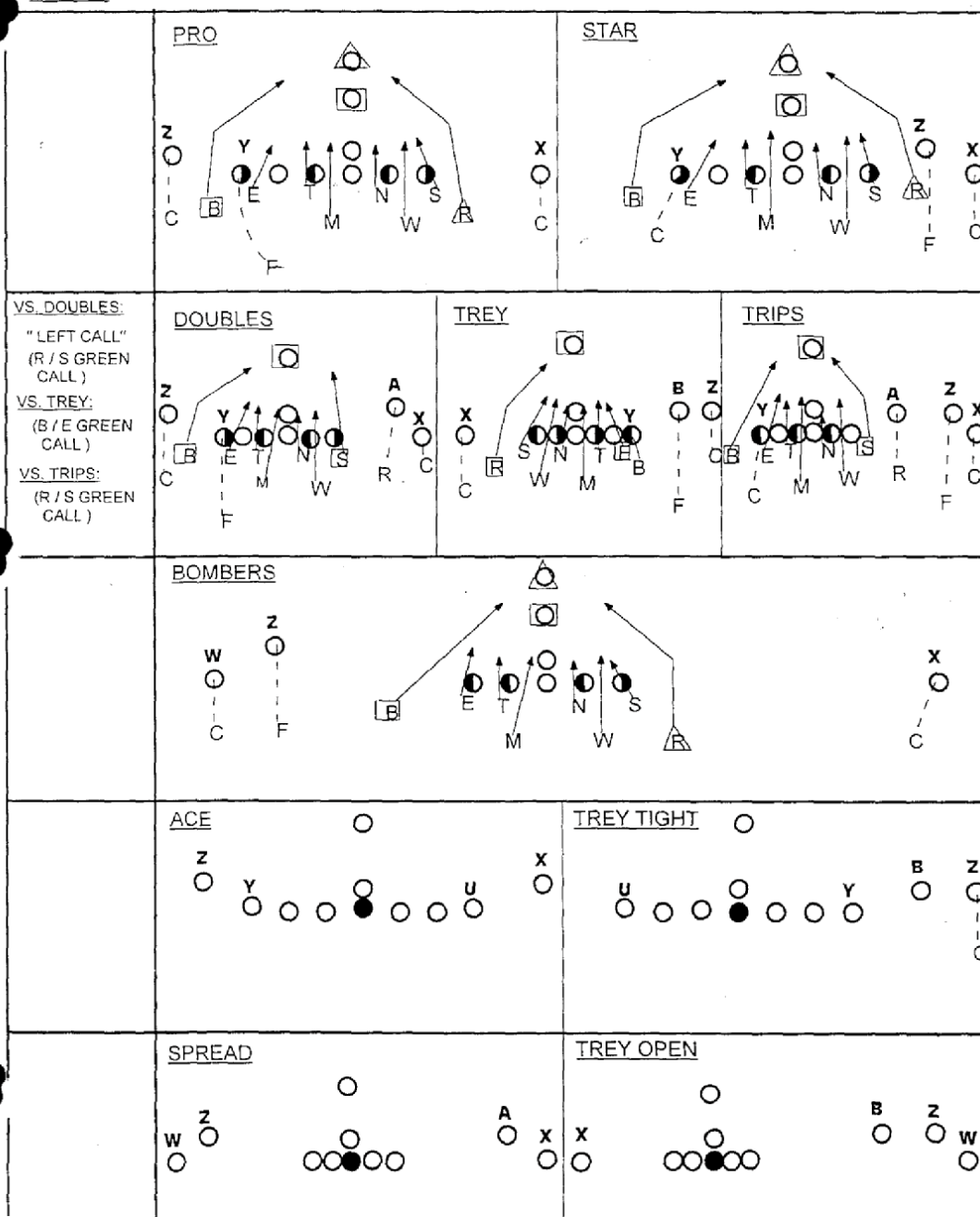
30





**31 - SIC'EM**  
(8 - MAN PRESSURE)

CALLS



31

(4 - STRONG)

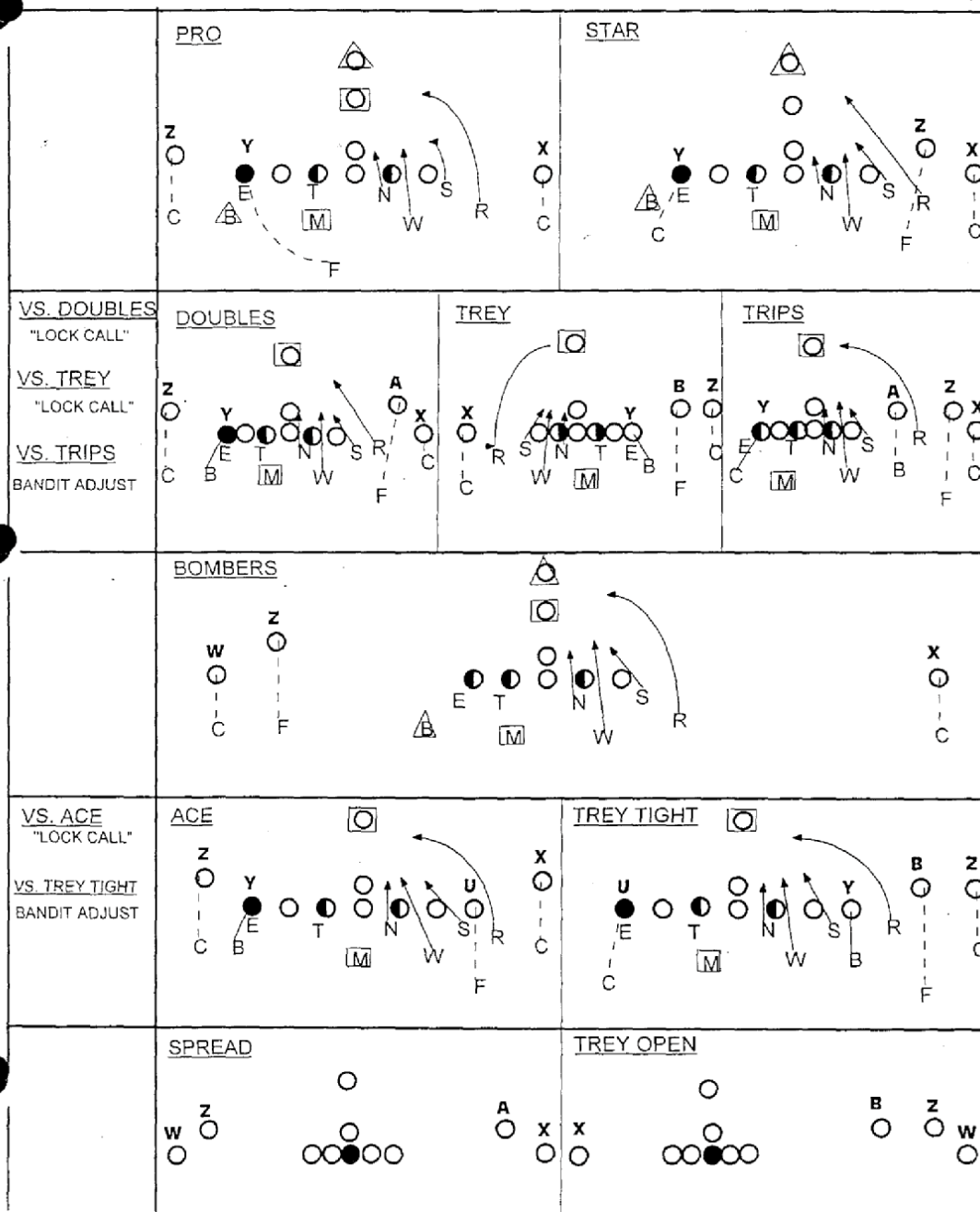
CALLS

	<p><u>PRO</u></p>	<p><u>STAR</u></p>	
	<p><u>DOUBLES</u></p>	<p><u>TREY</u></p>	<p><u>TRIPS</u></p>
	<p><u>BOMBERS</u></p>		
<p><u>VS. TREY TIGHT</u> ROVER ADJUST</p>	<p><u>ACE</u></p>	<p><u>TREY TIGHT</u></p>	
	<p><u>SPREAD</u></p>	<p><u>TREY OPEN</u></p>	

31 - RIFLE

CALLS

(4 - WEAK)



32

# GOLD COVER DOWN RULES

C's    Man on #1

F    Pro =                    Deep Middle  
      Star =                   Man on #2  
      Dbls. =                  Deep Middle  
      Trips/Trey =            Man on #2

B    Vs 2 Rec. to your side    Man on #2  
      Vs 1 Rec. to your side    Deep Middle  
      Vs 3 Rec. to your side    Man on #3

R    Vs 2 Backs                1st Back Weak  
      Vs Dbls. Ace              Man on #2  
      Vs. Trips                  Man on #3  
      Vs Trey                    Deep Middle

M    Blitz =                    (Mike, Tam)

No Blitz vs 2 Backs =    1st Back Stg.  
   Called                      2nd Back Wk

No Blitz vs 1 Back =     Remaining Back  
   Called

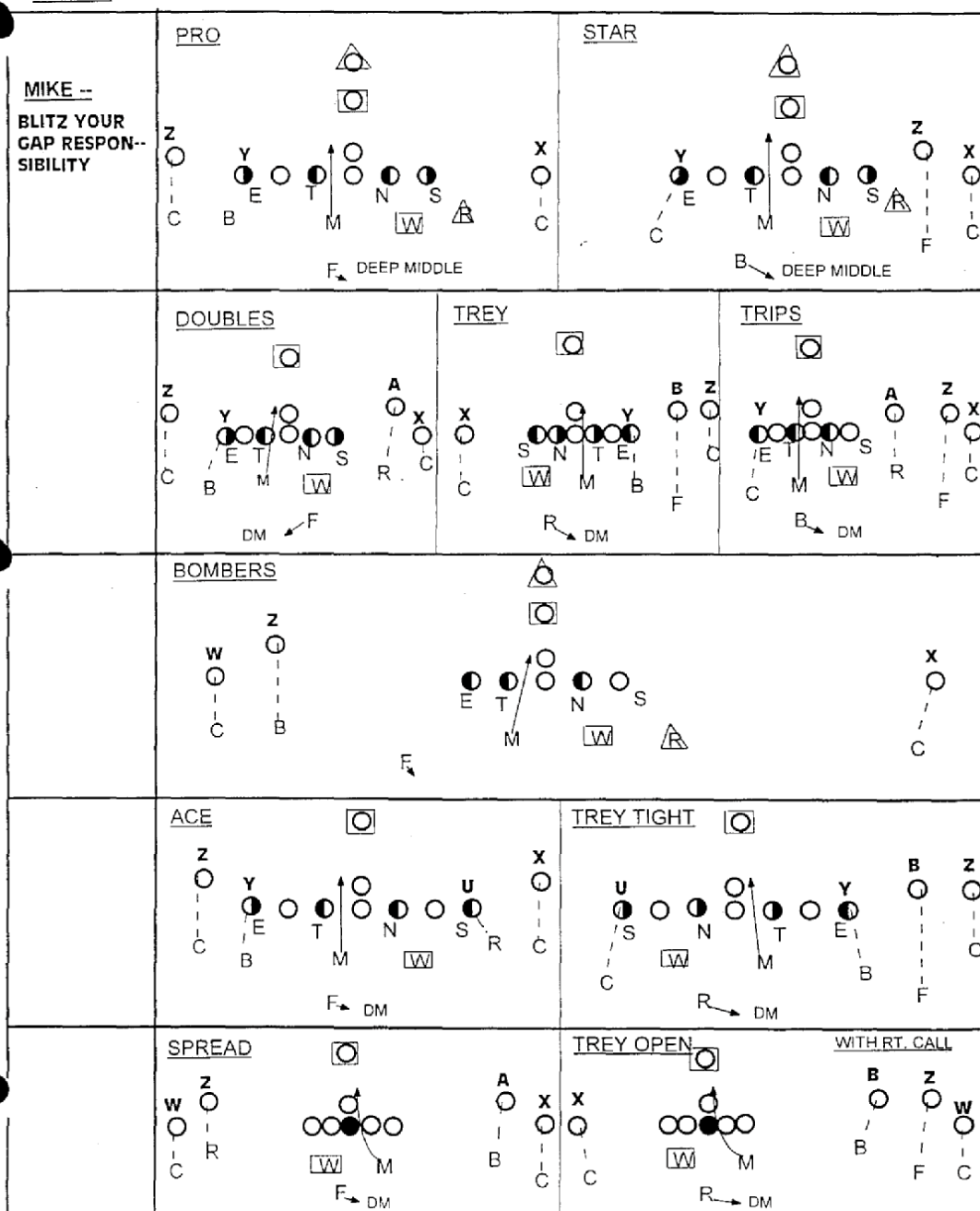
W    Blitz =                    (Will, Now)

No Blitz vs 2 Backs =    1 Back Stg.  
   Called                      2nd Back Wk.

No Blitz vs 1 Back =     Remaining Back  
   Called

31 -- MIKE GOLD

CALLS

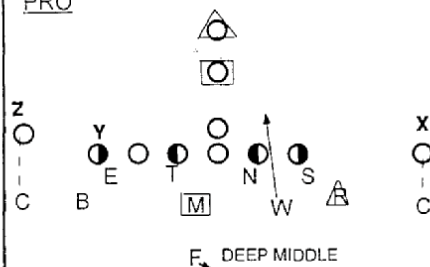


31 -- WILL GOLD

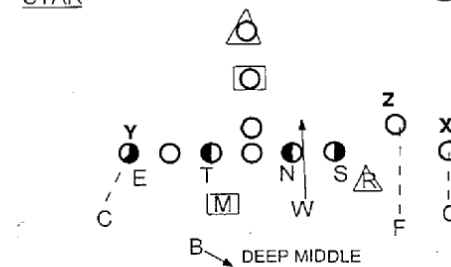
CALLS

WILL --  
BLITZ YOUR  
GAP RESPON-  
SIBILITY

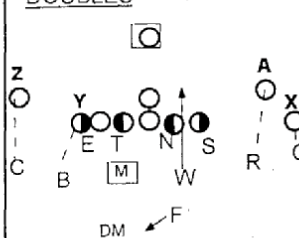
PRO



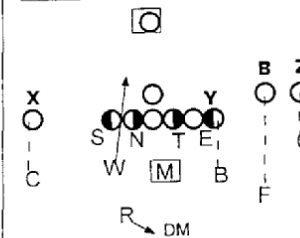
STAR



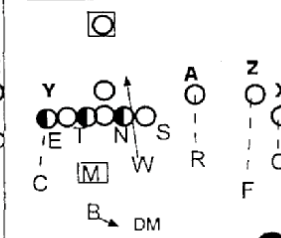
DOUBLES



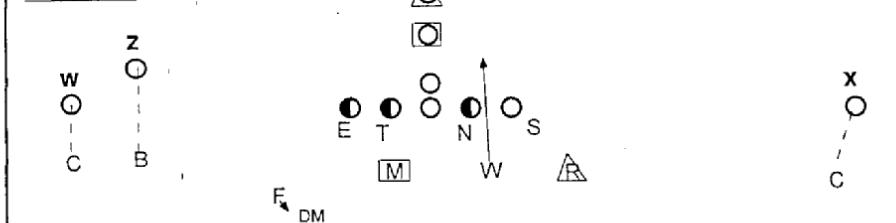
TREY



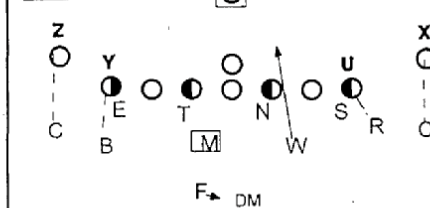
TRIPS



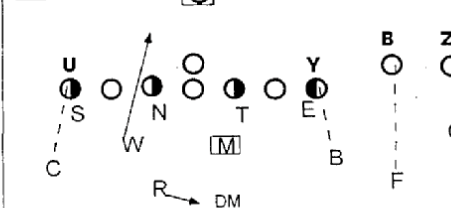
BOMBERS



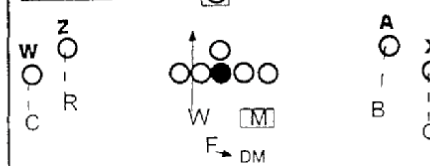
ACE



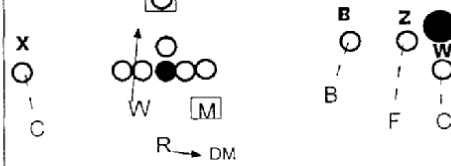
TREY TIGHT



SPREAD



TREY OPEN



WITH RT. CALL

**NOSE:**

NOSE - RUN THROUGH GAP RESPONSIBILITY

FIRE - LINE UP OPPOSITE OF ASSIGNMENT AND MOVE  
TO ASSIGNMENT

NOT - TACKLE WILL GO FIRST, NOSE OVER TOP

TON - NOSE WILL GO FIRST WITH TACKLE OVER THE TOP

NOW - NOSE AND WILL SWAP GAPS

SIC'EM - RUN THROUGH GAP RESPONSIBILITY

RIFLE - RUN THROUGH GAP RESPONSIBILITY

TOY - MOVEMENT OUT OF 22 TOWARDS THE Y

TEX - MOVEMENT OUT OF 22 TOWARDS THE X

**TACKLE:**

TACKLE - RUN THROUGH GAP RESPONSIBILITY

FIRE - LINE UP OPPOSITE OF ASSIGNMENT AND MOVE  
TO ASSIGNMENT

TON - NOSE WILL GO FIRST, WITH TACKLE OVER THE TOP

NOT - TACKLE WILL GO FIRST, WITH NOSE OVER THE TOP

TAM - TACKLE AND MIKE WILL SWAP GAPS

BULLETS - RUN THROUGH GAP RESPONSIBILITY

SIC'EM - RUN THROUGH GAP RESPONSIBILITY

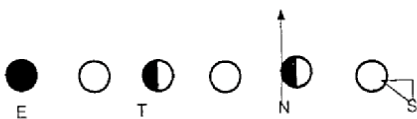
TOY - MOVEMENT OUT OF 22 TOWARDS THE Y

TEX - MOVEMENT OUT OF 22 TOWARDS THE X

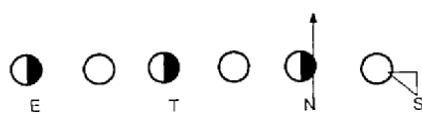


NOSE:

NOSE TECHNIQUE: STEP WITH INSIDE FOOT AND ATTACK THE GAP UP THE FIELD. THE STEP IS A BIG STEP TO GET PENETRATION. LOOK TO CLUB OR RIP.



31



13



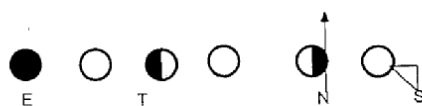
22



11



23



33

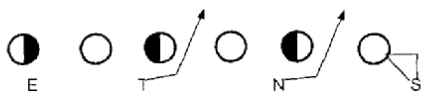
NOSE:

FIRE TECHNIQUE: STEP WITH FOOT IN THE DIRECTION THAT WE ARE MOVING. STEP, RIP AND STAY SQUARE. USE HANDS IF NECESSARY.

31



13

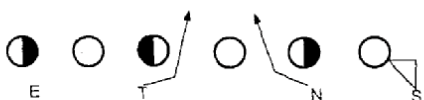


22

WILL NOT CALL



11



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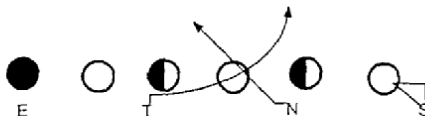


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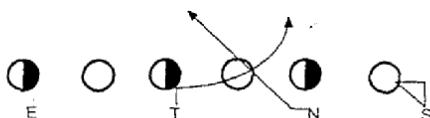
NOSE:

TON TECHNIQUE: TACKLE OVER NOSE -- STEP INSIDE FOOT TO PUNCH THE OFFENSIVE LINEMAN THEN RIP AROUND THE NOSE. SHOULD BE LIKE RUNNING THE HOOP.

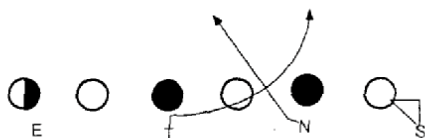
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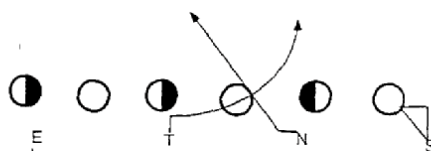
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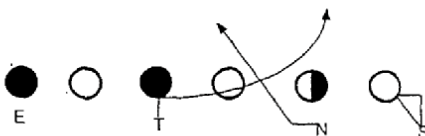
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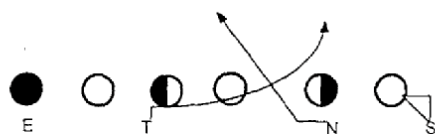
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23

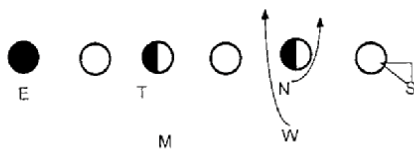


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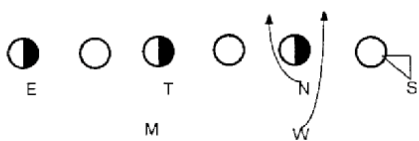


NOSE:

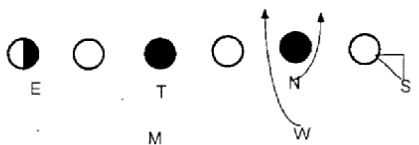
NOW TECHNIQUE: STEP WITH THE FOOT IN THE DIRECTION THAT YOU ARE GOING.  
RIP WITH THE ARM WITH THE LEG.



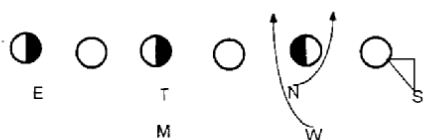
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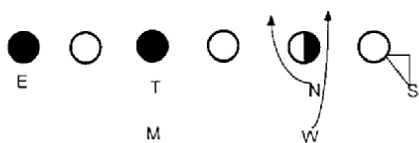
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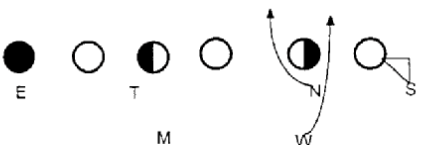
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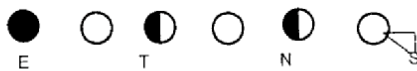
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34

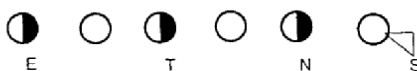
NOSE & TACKLE:

TEX TECHNIQUE: MOVEMENT BY THE NOSE AND THE TACKLE TO THE X. STEP  
TOWARDS THE MOVEMENT, BRING ARM WITH THE LEG. WE DO NOT  
WANT TO GET UP THE FIELD. ( ONLY DONE OUT OF 22 )

31



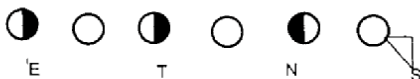
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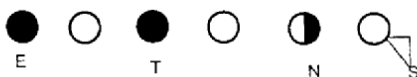
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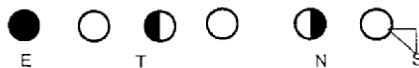
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23



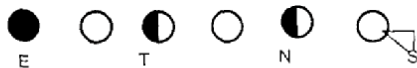
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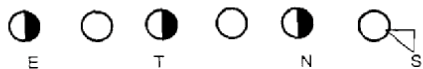
NOSE & TACKLE:

TOY TECHNIQUE: MOVEMENT BY THE NOSE AND THE TACKLE TO THE Y. STEP  
TOWARDS THE MOVEMENT, BRING ARM WITH THE LEG. WE  
DO NOT WANT TO GET UP THE FIELD. ( ONLY DONE OUT OF 22 )

31



13



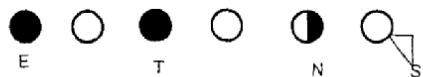
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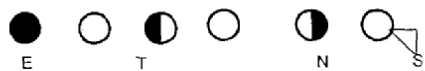
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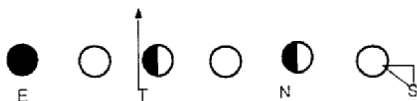


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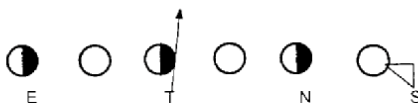
TACKLE:

TACKLE TECHNIQUE: STEP WITH INSIDE FOOT AND ATTACK THE GAP UP THE FIELD:  
THE STEP IS A BIG STEP TO GET PENETRATION

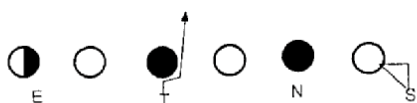
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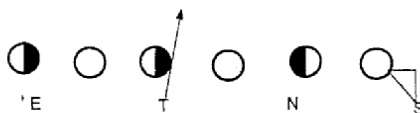
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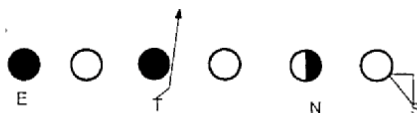
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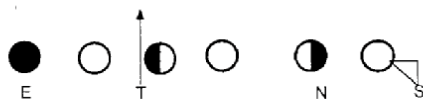
11



23



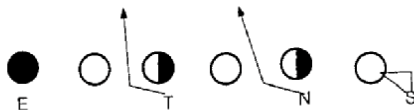
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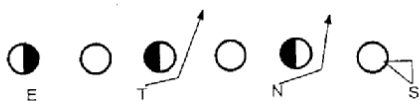
TACKLE:

FIRE TECHNIQUE: STEP WITH THE FOOT IN THE DIRECTION WE ARE MOVING.  
STEP, RIP AND STAY SQUARE. USE HANDS IF NECESSARY.

31



13

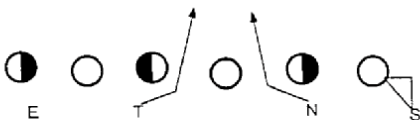


22

WILL NOT CALL

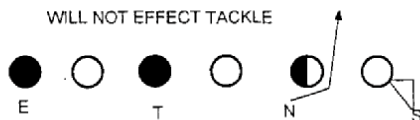


11



23

WILL NOT EFFECT TACKLE



33



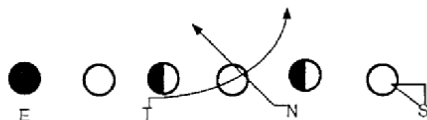
COACHING POINT: FIRE DOES NOT AFFECT YOU WHEN YOU ARE IN  
A 2 TECHNIQUE

38

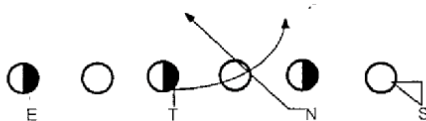


TACKLE:

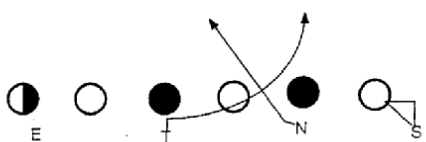
TON TECHNIQUE: TACKLE OVER NOSE -- STEP INSIDE FOOT TO PUNCH THE OFFENSIVE LINEMAN THEN RIP AROUND THE NOSE. SHOULD BE LIKE RUNNING THE HOOP.



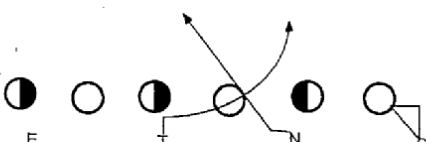
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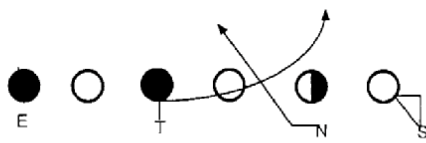
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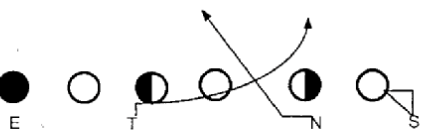
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23

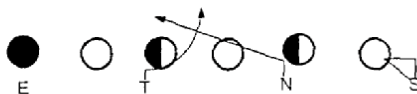


33

TACKLE:

NOT TECHNIQUE: NOSE OVER TACKLE -- STEP INSIDE FOOT TO PUNCH THE OFFENSIVE LINEMAN THEN RIP AROUND THE TACKLE, SHOULD BE LIKE RUNNING THE HOOP.

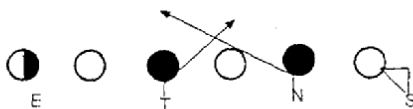
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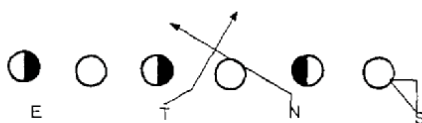
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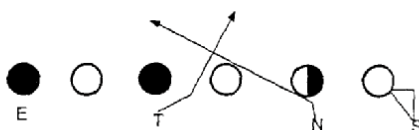
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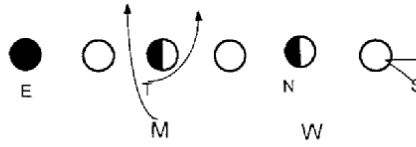


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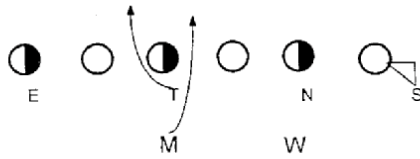
TACKLE:

TAM TECHNIQUE: STEP WITH THE FOOT IN THE DIRECTION THAT YOU ARE GOING.  
RIP ARM WITH THE LEG.

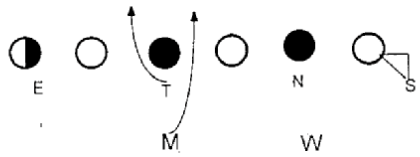
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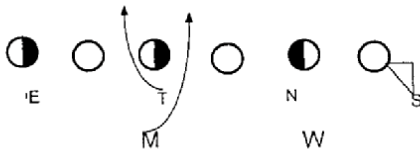
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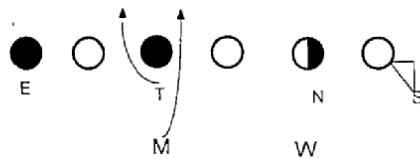
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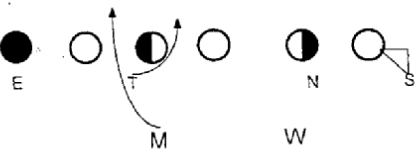
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**END:**

END - RUN THROUGH GAP RESPONSIBILITY  
EAT - END AT TACKLE, WITH TACKLE AROUND  
EDGE - END COMING HARD GAP TO INSIDE  
EDGAR - END AT PITCH  
BULLETS - END, RUN THROUGH GAP RESPONSIBILITY  
SIC'EM - END, RUN THROUGH GAP RESPONSIBILITY  
EXCHANGE - BANDIT COMES AND THE END DROPS

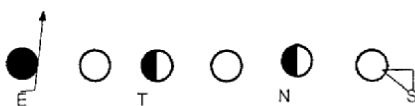
**STRIKE:**

STRIKE - RUN THROUGH GAP RESPONSIBILITY  
STAB - STRIKE AT B GAP  
PSYCO - STRIKE UP AND UNDER  
SAC - STRIKE AT PITCH  
RIFLE - STRIKE POWER RUSH  
SIC'EM - STRIKE POWER RUSH  
ROSS - EXCHANGE OF GAP RESPONSIBILITY WITH ROVER  
DROP - STRIKE DROPS TO CURL

END:

END TECHNIQUE: STEP WITH INSIDE FOOT AND ATTACK THE GAP UP THE FIELD. THE STEP IS A BIG STEP TO GET PENETRATION.

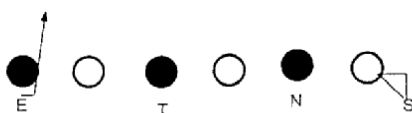
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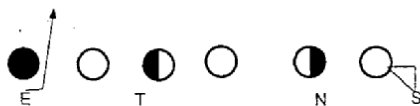
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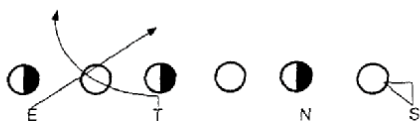


END:

EAT TECHNIQUE: LEAD WITH INSIDE FOOT AIMING POINT V OF NECK OF OFF  
TACKLE -- YOU ARE THE PENETRATOR.

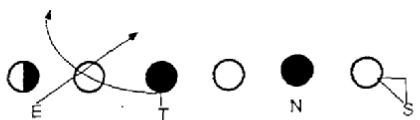


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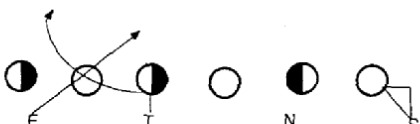


13

CHEAT TO  
2 TECH.

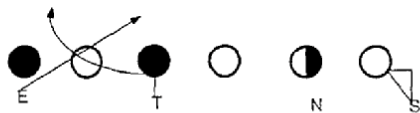


22



11

CHEAT TO  
2TECH.



23

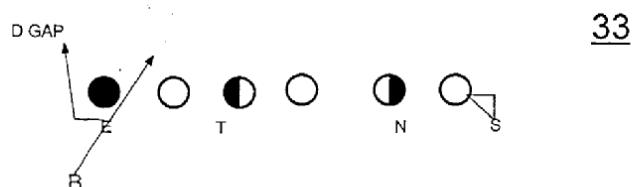
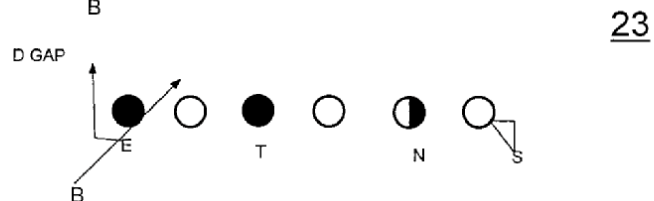
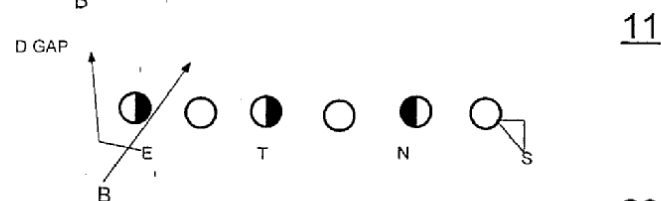
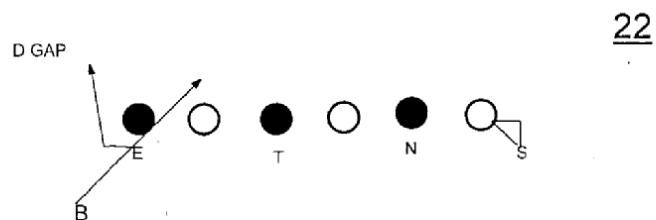
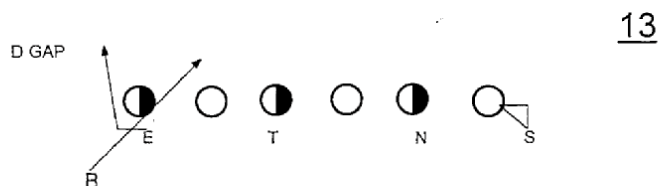
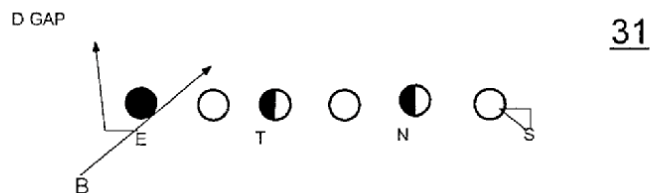


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END:

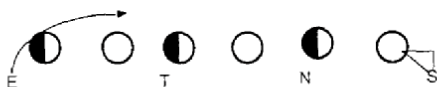
**EXIT TECHNIQUE: THE END AND THE BANDIT WILL CHANGE ASSIGNMENTS. THE END WILL BECOME THE D GAP PLAYER, BANDIT C GAP. END STEP OUTSIDE FOOT AND WORK UP THE FIELD FOR CONTAIN.**



END:

EDGE TECHNIQUE: STEP WITH LEAD FOOT UP THE FIELD, CHARGE, REACT ON THE RUN. DO NOT GATHER ON THESE STEPS.

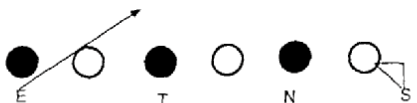
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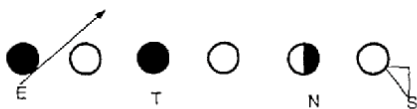
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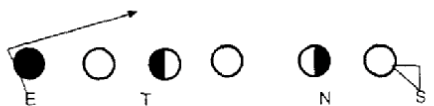
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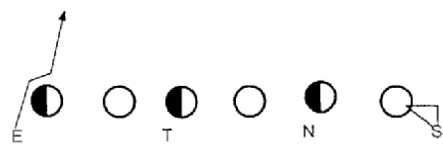


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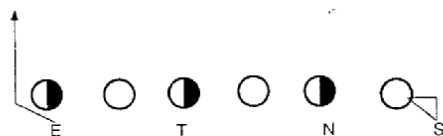


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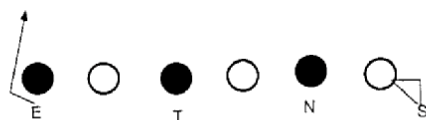
EDGAR TECHNIQUE: STEP WITH INSIDE FOOT. MAKE IT LOOK LIKE AN END CALL -- THEN WORK UP THE FIELD.



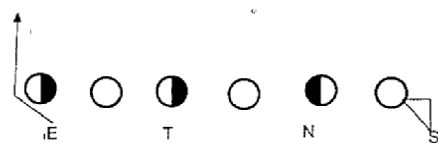
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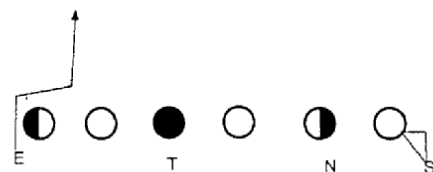
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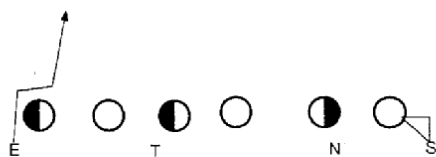
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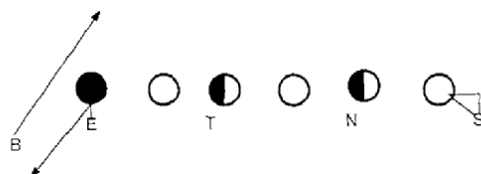
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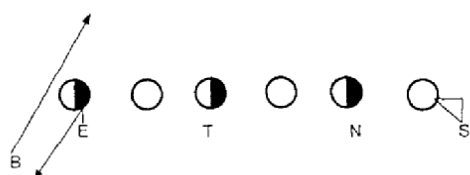
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COACHING POINT: ANYTIME END IS IN 6 TECH. MOVE TO A 9 TECH. 6I WE WILL JUMP FACE OF TE. THE BANDIT HAS TO HELP IN THE C GAP.

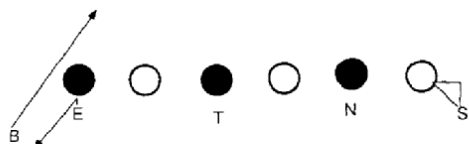
EXCHANGE TECHNIQUE: THE END WILL DROP TO THE CURL AND THE BANDIT  
WILL RUSH. STEP WITH INSIDE FOOT AND PLAY THE  
C GAP ON THE RUN. ONLY DROP VS. THE PASS SET.



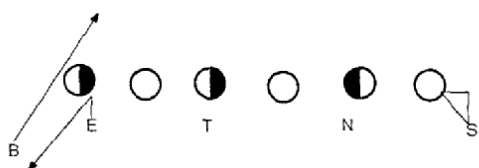
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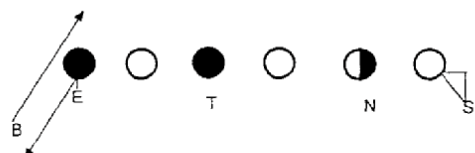
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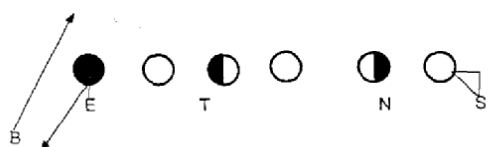
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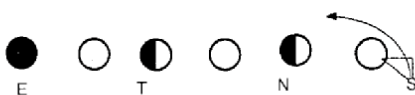
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STRIKE:

STRIKE TECHNIQUE: STEP WITH LEAD FOOT UP THE FIELD, CHARGE, REACT ON THE RUN. DO NOT GATHER ON THESE STEPS.

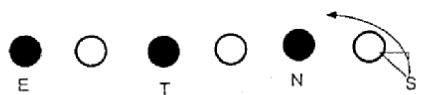
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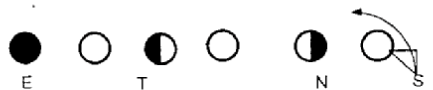
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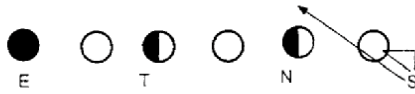
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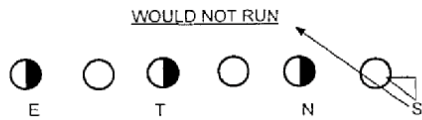
STRIKE:

STAB TECHNIQUE: LEAD WITH INSIDE FOOT. BRING OUTSIDE LEG ACROSS WITH ARM AND THE LEG. AIMING POINT WILL BE THE V OF THE NECK OF THE GUARD.

31



13



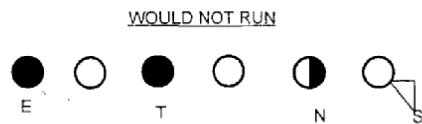
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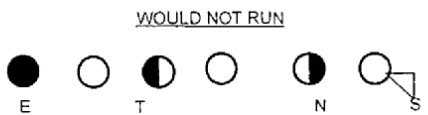
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44

STRIKE:

PSYCO TECHNIQUE: STRIKE WILL LEAD INSIDE FOOT, TAKE ANGLE OFF HIP OF TACKLE, INFLUENCE UP THE FIELD AND WORK BACK UNDER THE TACKLE.



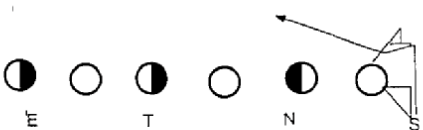
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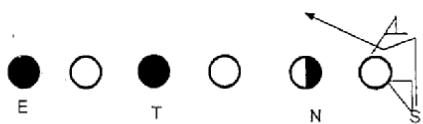
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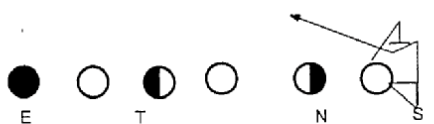
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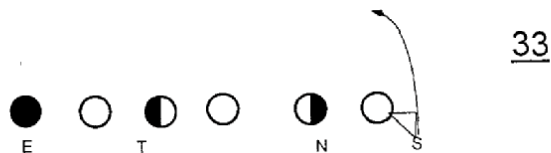
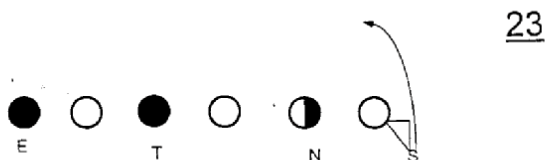
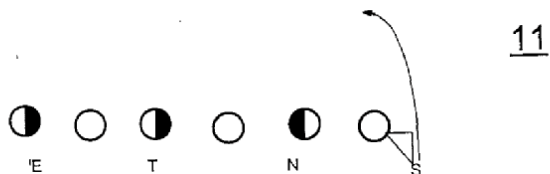
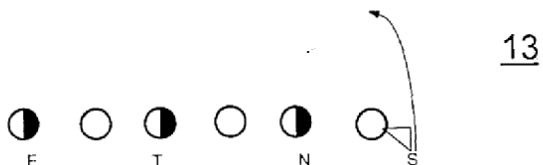
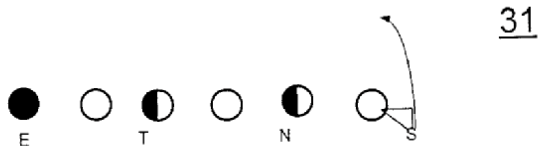
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33

STRIKE:

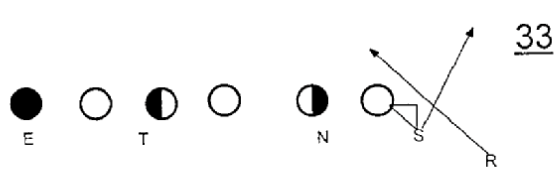
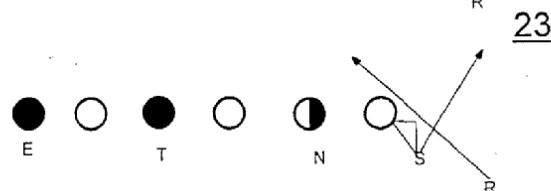
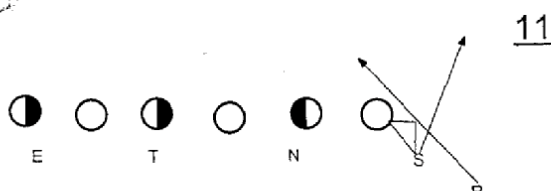
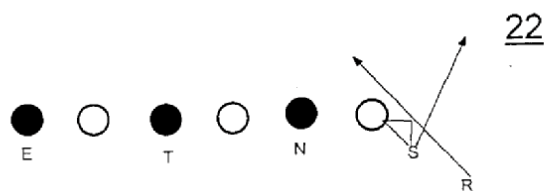
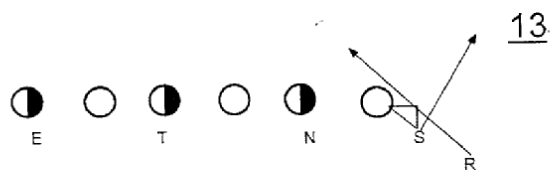
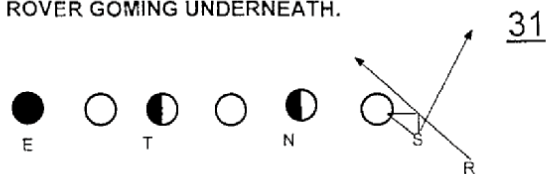
SAC TECHNIQUE: STRIKE WILL STEP WITH OUTSIDE FOOT WORK HARD UP THE FIELD FOR CONTAINMENT.



45

STRIKE:

ROSS TECHNIQUE: STEP WITH FOOT IN THE DIRECTION THAT YOU ARE MOVING IN, WORK FOR DEPTH. YOU WILL GO FIRST WITH THE ROVER GOMING UNDERNEATH.

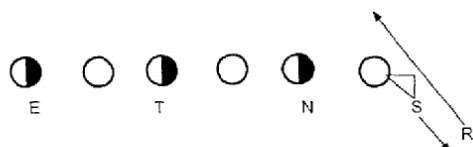


STRIKE:

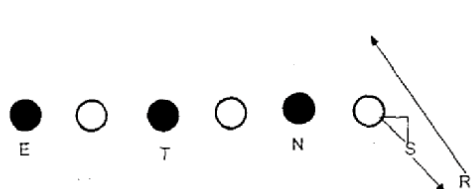
DROP TECHNIQUE: THE STRIKE WILL DROP TO THE CURL AND ROVER WILL RUSH C GAP. STRIKE ONLY DROPS VS. HIGHWALL. IF NO HIGHWALL HE WILL STEP AND PUNCH THE TACKLE.



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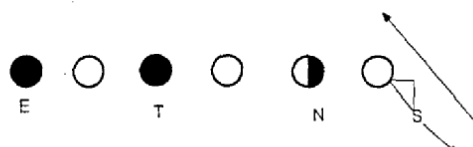
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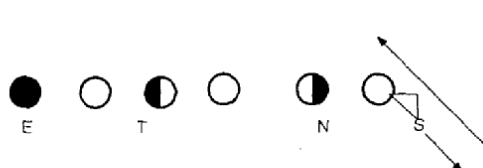
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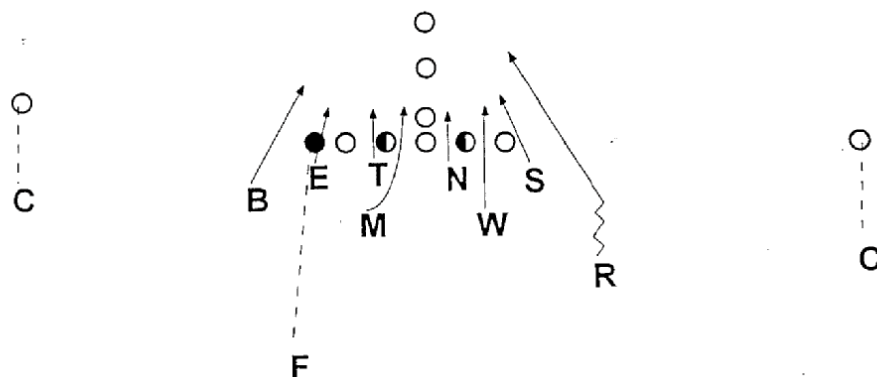
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# FRONT 31

SIC'EM



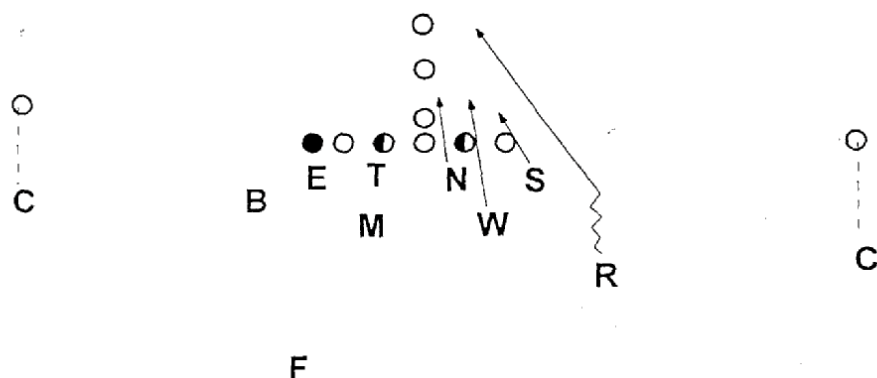
	Tech	Play to	Play Away	Option
<u>End</u>	6 Upfield Charge	C Gap	Attack Redirect	QB
<u>Tackle</u>	3 Upfield Charge	B Gap	Attack Redirect	Dive
<u>Nose</u>	1 Upfield Charge	A Gap	Attck Redirect	Dive
<u>Strike</u>	5 Attack Tackle	C Gap	Attack Tackle	QB

\*Coaching Pt: Anytime in head up position take the inside Gap.



RIFLE

# FRONT 31



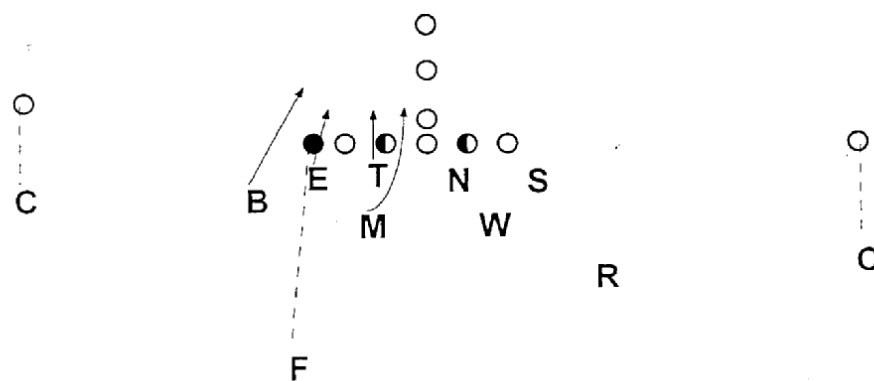
	Tech	Play To	Play Away	Option
End	6	C Gap	Squeeze	QB
Tackle	3	B Gap	Squeeze	Dive
Nose	1 Upfield Charge	A Gap	Attack Redirect	Dive
Strike	5 Attack Tackle	C Gap	Attack Tackle	QB

\*Coaching Pt: End, Tackle, Play Run Fundamentals. Nose has upfield charge.



# FRONT 31

## BULLETS



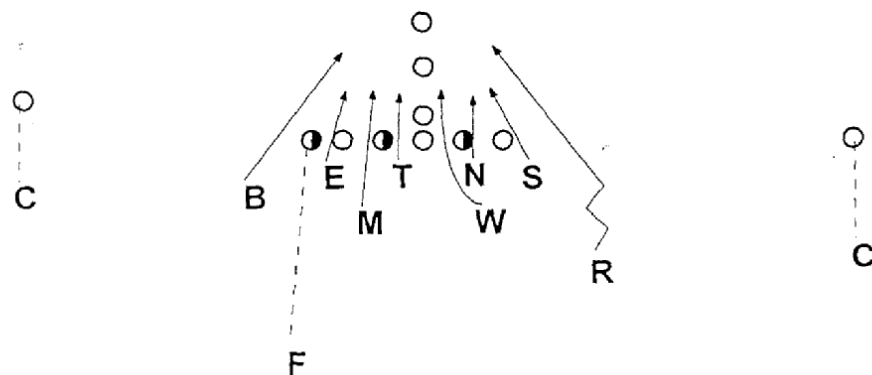
	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Attack Redirect	QB
Tackle	3 Upfield Charge	B Gap	Attack Redirect	Dive
Nose	1	A Gap	Squeeze	Dive
Strike	5	C Gap	Squeeze	QB

Coaching Pt: The Nose and Strike will play Base Defense

# FRONT 13



SIC'EM



	Tech	Play To	Play Away	Option
<u>End</u>	6I Upfield Charge	C Gap	Attack Redirect	QB
<u>Tackle</u>	1 Upfield Charge	A Gap	Attack Redirect	Dive
<u>Nose</u>	3 Upfield Charge	B Gap	Attack Redirect	Dive
<u>Strike</u>	Wide 5 Attack Tackle	C Gap	Attack Tackle	QB

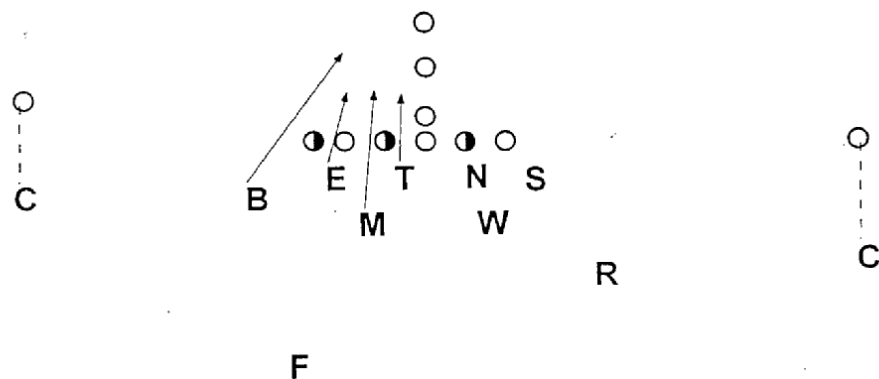
\* Coaching Pt: Anytime in head up position take the inside Gap



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# FRONT 13

## BULLETS



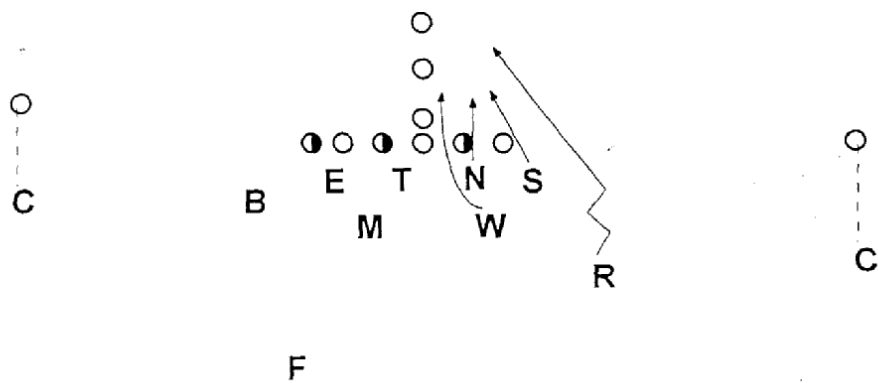
	Tech	Play To	Play Away	Option
End	6I Upfield Charge	C Gap	Attack Redirect	QB
Tackle	1 Upfield Charge	A Gap	Attack Redirect	Dive
Nose	3	B Gap	Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB

Coaching Pt: The Nose and Strike will play Base Defense

# FRONT 13



RIFLE



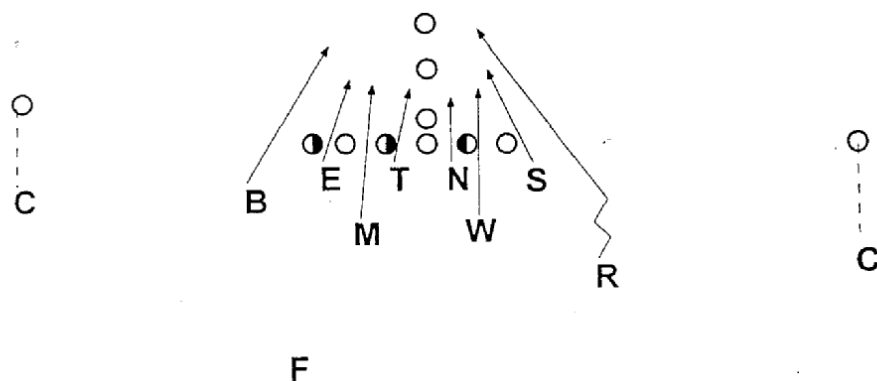
	Tech	Play to	Play Away	Option
End	6I	C Gap	Squeeze	QB
Tackle	1	A Gap	Squeeze	Dive
Nose	3 Upfield Charge	B Gap	Attack Redirect	Dive
Strike	5 Attack Tackle	C Gap	Attack Tackle	QB



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# FRONT 11

SIC'EM



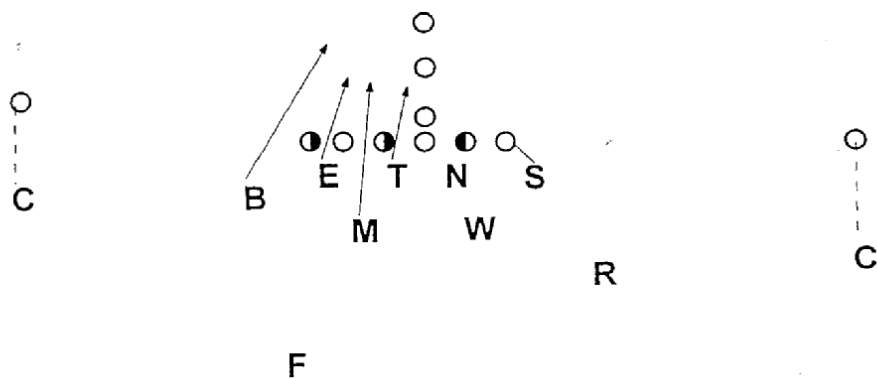
	Tech	Play To	Play Away	Option
<u>End</u>	6I Upfield Charge	C Gap	Attack Redirect	QB
<u>Tackle</u>	1 Upfield Charge	A Gap	Attack Redirect	Dive
<u>Nose</u>	1 Upfield Charge	A Gap	Attack Redirect	Dive
<u>Strike</u>	5 Attack Tackle	C Gap	Attack Tackle	QB

\*Coaching Pt: Anytime head up position take the inside Gap

# FRONT 11



## BULLETS



	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Attack Redirect	QB
Tackle	1 Upfield Charge	A Gap	Attack Redirect	Dive
Nose	1	A Gap	Squeeze	Dive
Strike	5	C Gap	Squeeze	QB

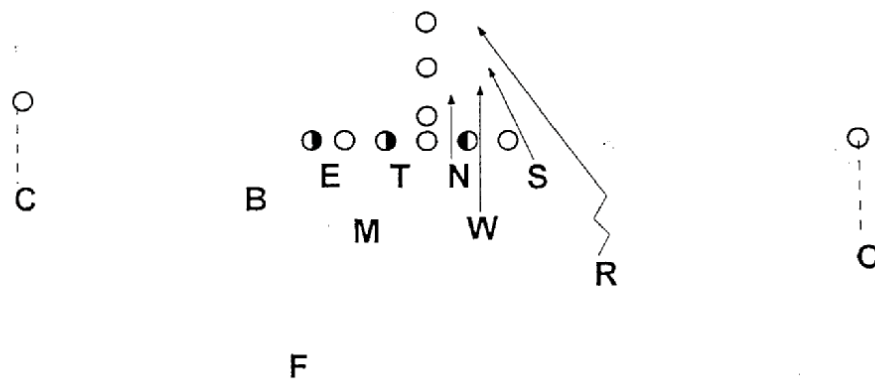


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# FRONT 11

RIFLE

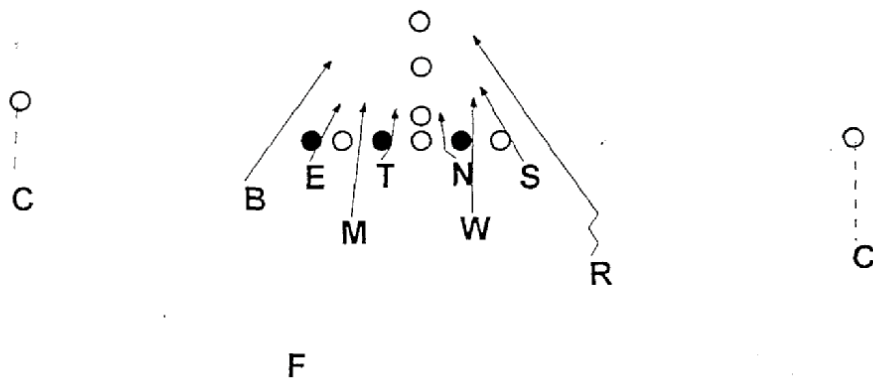


	Tech	Play To	Play Away	Option
End	6I	C Gap	Squeeze	QB
Tackle	1	A Gap	Squeeze	Dive
Nose	1 Upfield Charge	A Gap	Attack Redirect	Dive
Strike	5 Attack Tackle	C Gap	Attack Tackle	QB

Coaching Pt: End, Tackle, Play Run Fundamentals, Nose has upfield charge

# FRONT 22

SIC'EM



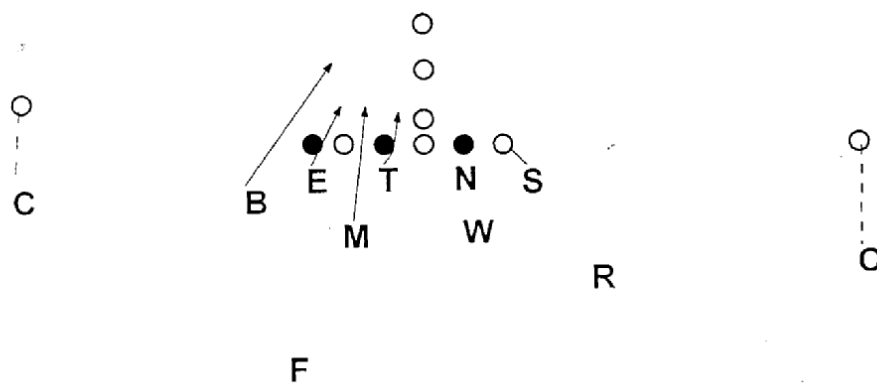
	Tech	Play to	Play Away	Option
<u>End</u>	6 Upfield Charge	C Gap	Attack Redirect	QB
<u>Tackle</u>	2 Upfield Charge	A Gap	Attack Redirect	Dive
<u>Nose</u>	2 Upfield charge	A Gap	Attack Redirect	Dive
<u>Strike</u>	Wide 5 Attack Tackle	C Gap	Attack Redirect	Dive

\* Coaching Pts: Anytime you re in head up position take the inside Gap.

51

# FRONT 22

## BULLETS



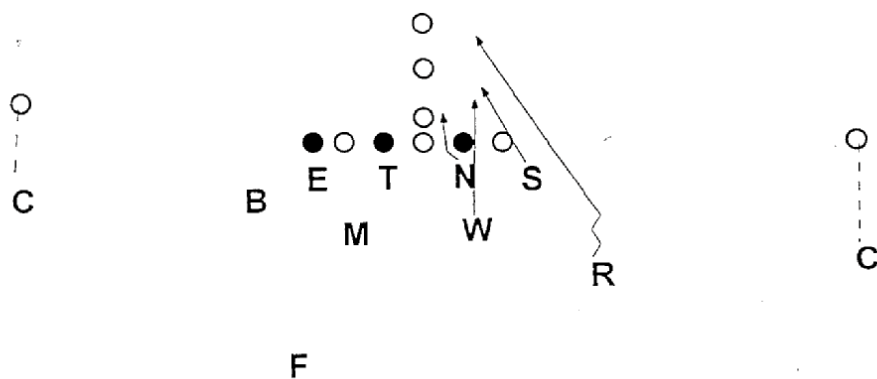
	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Redirect Attack	QB
Tackle	2 Upfield Charge	A Gap	Redirect Attack	Dive
Nose	2	B Gap	Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB

Coaching Pt: If head up always take the Gap to the inside.

# FRONT 22



RIFLE



	Tech	Play To	Play Away	Option
End	6	C Gap	Squeeze	QB
Tackle	2	B Gap	Squeeze	Dive
Nose	2 Upfield Charge	A Gap	Attack Redirect	Dive
Strike	Wide 5 Attack Tackle	C Gap	Attack Tackle	QB

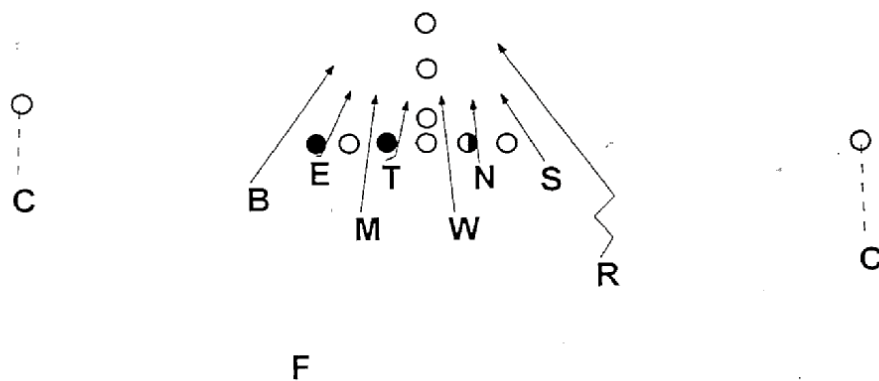
Coaching Pt: Head up take the inside Gap



52

# FRONT 23

SIC'EM

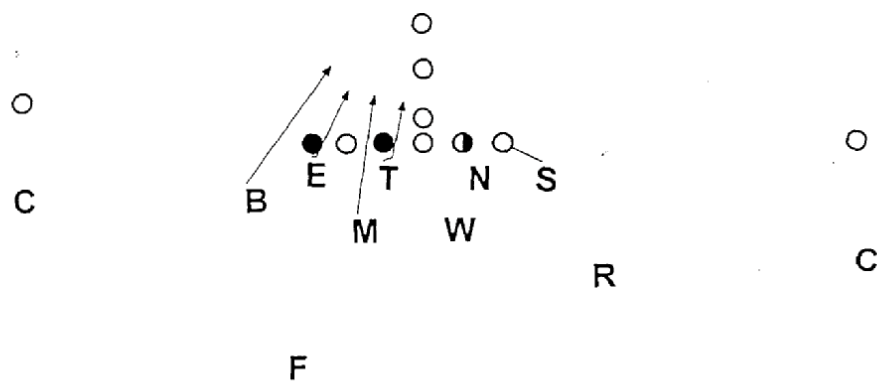


	Tech	Play To	Play Away	Option
<u>End</u>	6 Upfield Charge	C Gap	Attack Redirect	QB
<u>Tackle</u>	2 Upfield Charge	A Gap	Attack Redirect	Dive
<u>Nose</u>	3 Upfield Charge	B Gap	Attack Redirect	Dive
<u>Strike</u>	Wide 5 Attack Tackle	C Gap	Attack Tackle	QB

\*Coaching Pt: Anytime in head up position take the inside Gap.

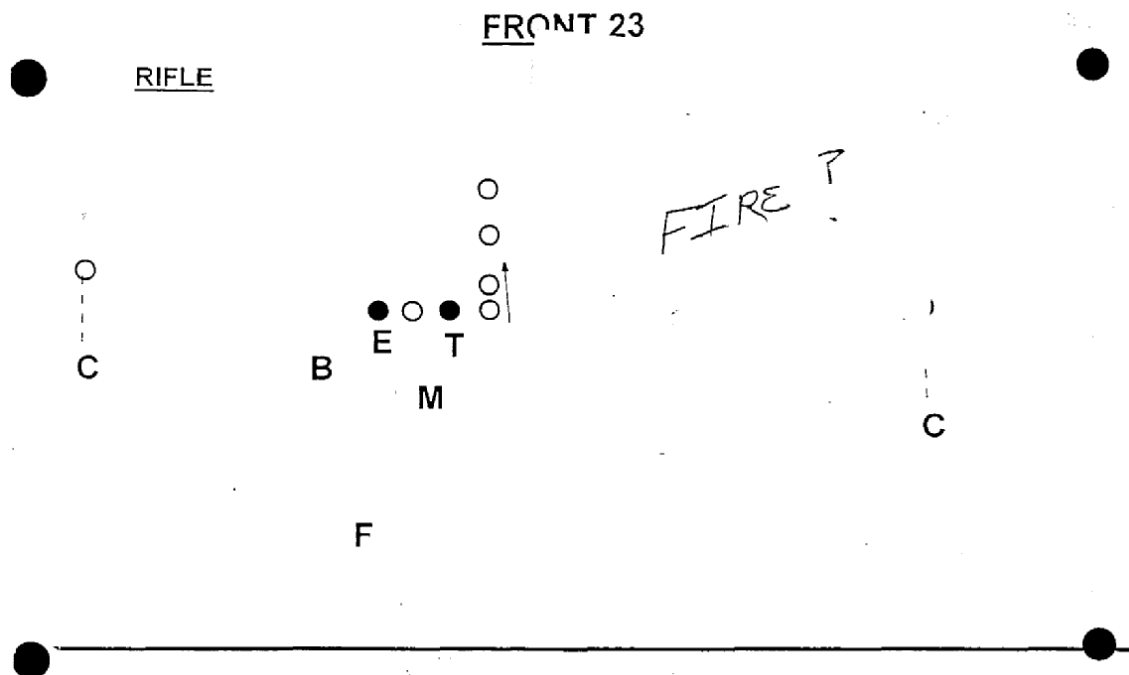
# FRONT 23

## BULLETS



	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Attack Redirect	QB
Tackle	2 Upfield Charge	A Gap	Attach Redirect	Dive
Nose	3	B Gap	Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB

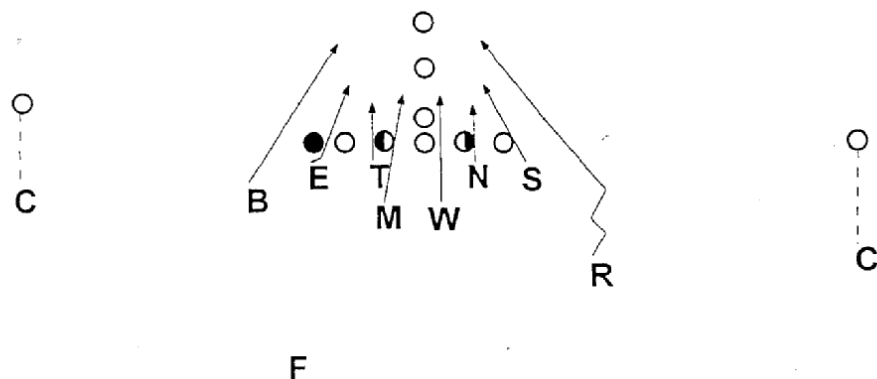
Coaching Pts: If head up always take the Gap to inside



	Tech	Play to	Play Away	Option
End	6	C Gap	Squeeze	QB
Tackle	2	B Gap	Squeeze	Dive
Nose	3 Upfield Charge	B Gap	Attack Redirect	Dive
Strike	Wide 5	C Gap	Attack Tackle	QB

# FRONT 33

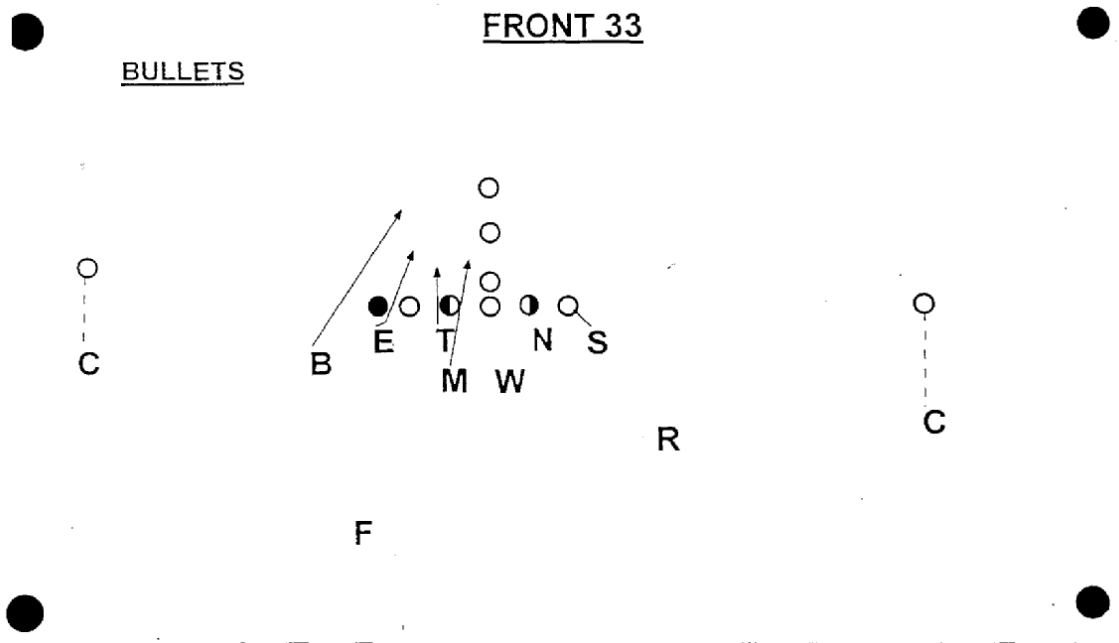
SIC'EM



	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Attack Redirect	QB
Tackle	3 Upfield Charge	B Gap	Attack Redirect	Dive
Nose	3 Upfield Charge	B Gap	Attack Redirect	Dive
Strike	Wide 5 Attack Tackle	C Gap	Attack Tackle	QB

54

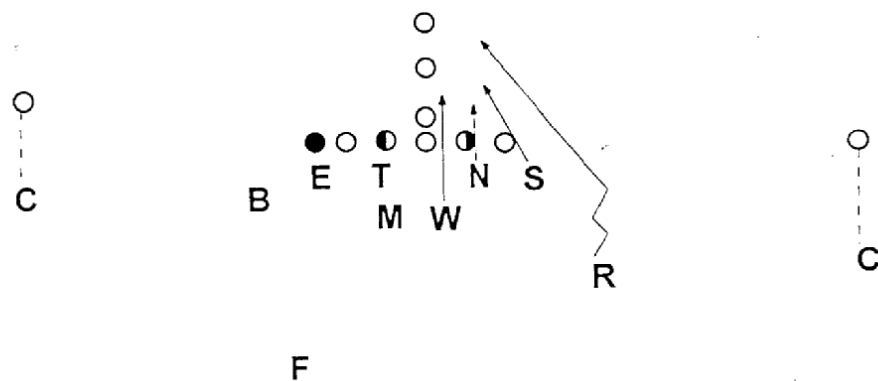




	Tech	Play To	Play Away	Option
End	6 Upfield Charge	C Gap	Attack Redirect	QB
Tackle	3 Upfield Charge	B Gap	Attack Redirect	Dive
Nose	3	B Gap	Squeeze	Dive
Strike	Wide 5	C Gap	Squeeze	QB

# FRONT 33

RIFLE



	Tech	Play To	Play Away	Option
End	6	C Gap	Squeeze	QB
Tackle	3	B Gap	Squeeze	Dive
Nose	3 Upfield Charge	B Gap	Attack Redirect	Dive
Strike	Wide 5 Attack	C Gap	Attack Redirect	QB

**MIKE:**

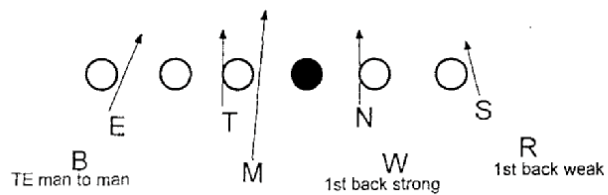
MIKE - RUN THROUGH GAP RESPONSIBILITY  
TAM - EXCHANGE GAPS WITH TACKLE  
BULLETS - RUN THROUGH GAP RESPONSIBILITY  
SIC'EM - RUN THROUGH GAP RESPONSIBILITY  
RAM - RUN THROUGH GAP RESPONSIBILITY

**WILL:**

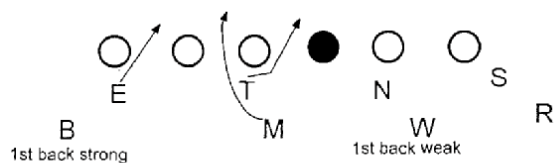
WILL - RUN THROUGH GAP RESPONSIBILITY  
NOW - EXCHANGE GAPS WITH NOSE  
RIFLE - RUN THROUGH GAP RESPONSIBILITY  
SIC'EM - RUN THROUGH GAP RESPONSIBILITY  
WEB - RUN THROUGH GAP RESPONSIBILITY

MIKE:

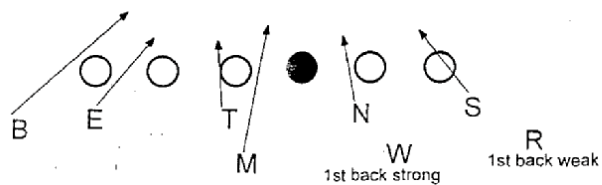
MIKE CALL:



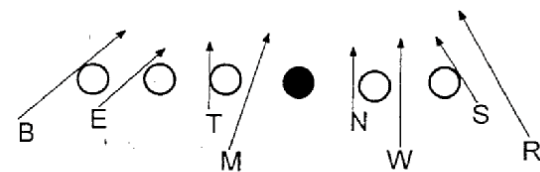
TAM CALL:



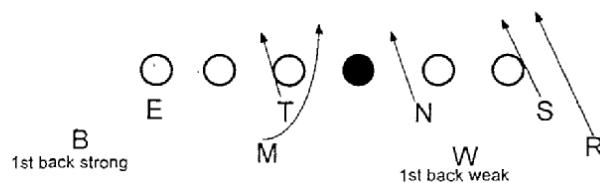
BULLETS CALL:  
" 4 STRONG "



SIC'EM CALL:  
" 8 MAN "



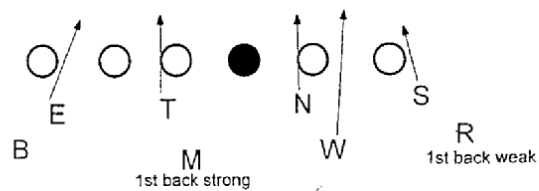
RAM CALL:



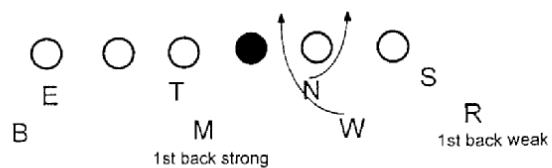
31

WILL:

WILL CALL:

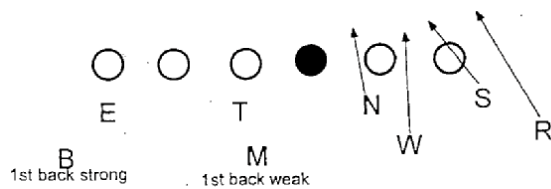


NOW CALL:



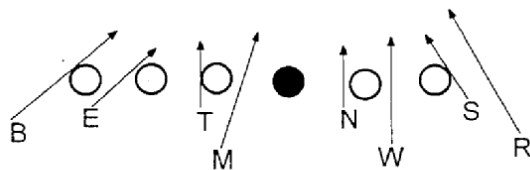
RIFLE CALL:

" 4 WEAK "

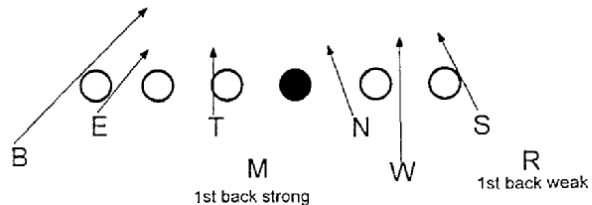


SIC'EM CALL:

" 8 MAN "



WEB CALL:



57

**ROVER:**

RAP - ROVER AT PITCH -- CONTAIN RUSH.

RAZOR - FLAT DOWN L.O.S. HIT FIRST THING THAT SHOWS.

ROSS - EXCHANGE OF GAP RESPONSIBILITY WITH THE STRIKE.

SIC'EM - CONTAIN RUSH -- DEEP SHOULDER OF DEEPEST BACK ---- **BLITZ** -- CHECK THE BACK.

RIFLE. - SAME AS RAP.

RAM - SAME AS RAP.

**BANDIT:**

BLOW - RUN THROUGH GAP RESPONSIBILITY -- CONTAIN RUSH.

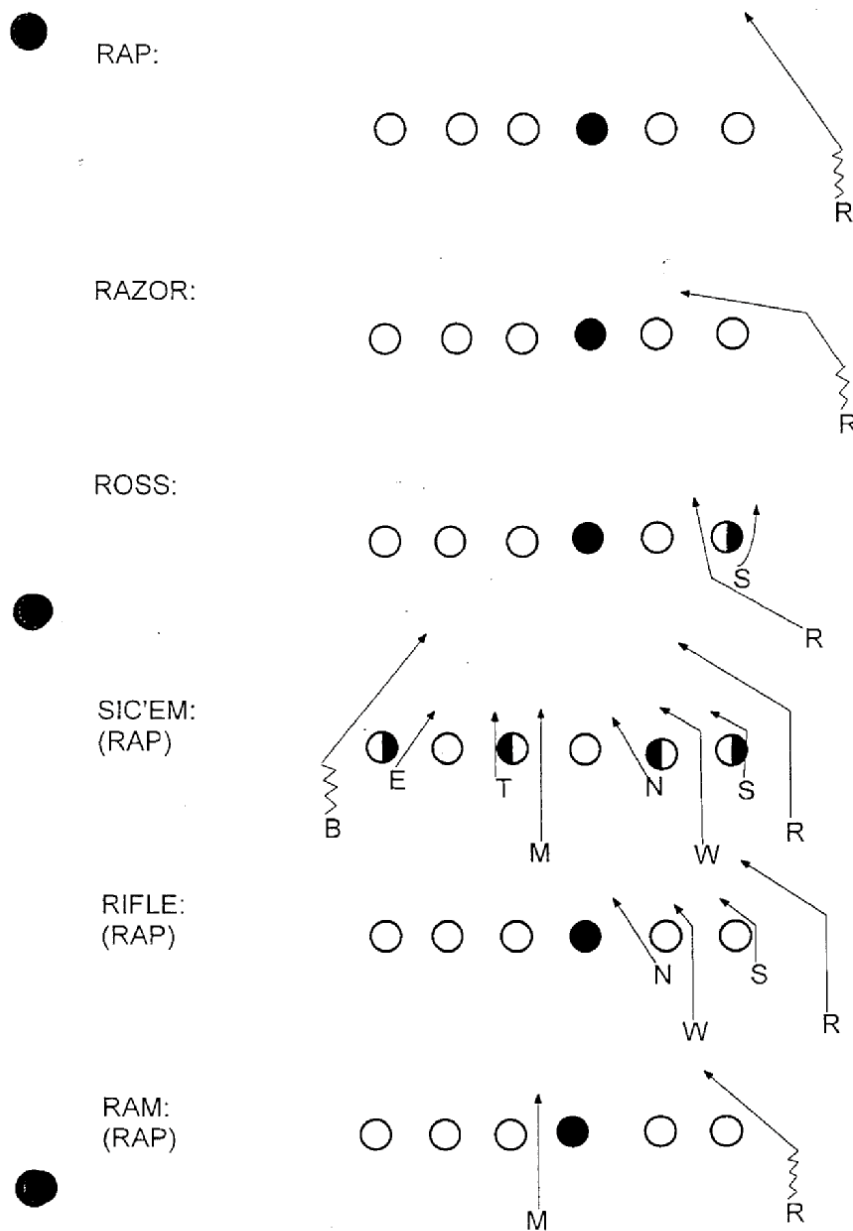
BLADE - FLAT DOWN L.O.S. HIT FIRST THING THAT SHOWS.

EXCHANGE - EXCHANGE OF GAP RESPONSIBILITY WITH THE END.

SIC'EM - CONTAIN RUSH DEEP SHOULDER OF DEEPEST BACK ---- **BLITZ** -- CHECK THE BACK.

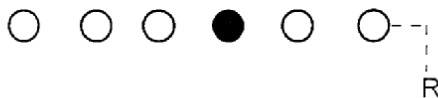
WEB - SAME AS BLOW.

BULLETS - SAME AS BLOW.

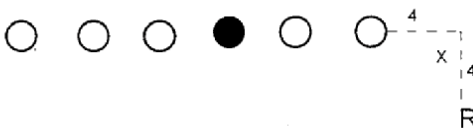
ROVER

ROVER:  
ALIGNMENTS

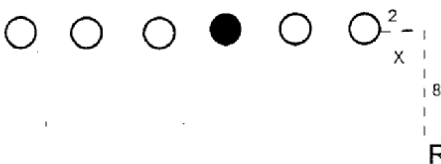
"SLIDE"  
(OUTSIDE HIP)



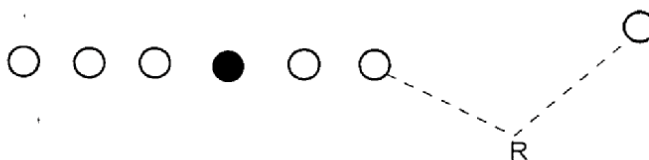
"SKY"  
(4 X 4)



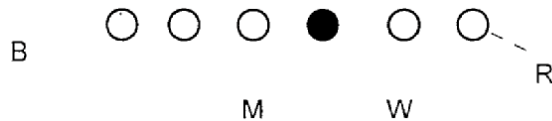
"ROBBER"  
(2 X 8)



1/2 DISGUISE  
(12 -- 14)



"BLUFF"  
(ON L.O.S.)



"SMOKE"  
(ON L.O.S.)

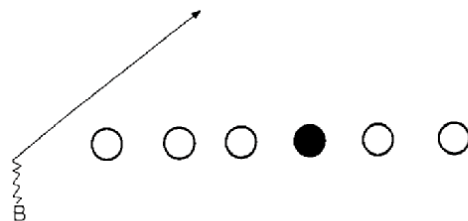




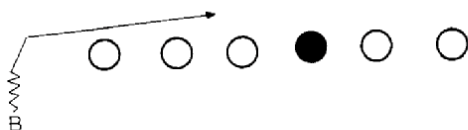
BANDIT



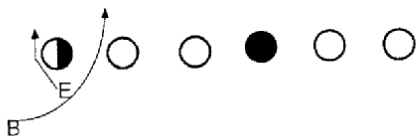
BLOW:



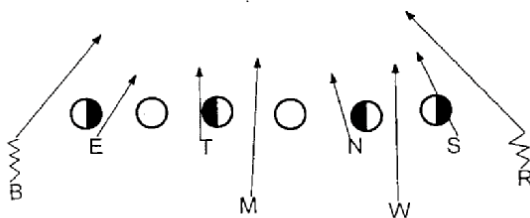
BLADE:



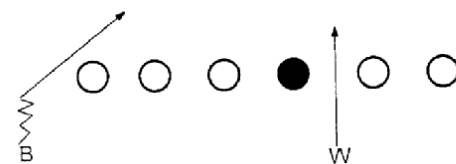
EXCHANGE:



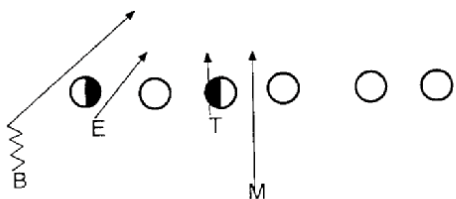
SIC'EM:  
(BLOW)



WEB:  
(BLOW)



BULLETS:  
(BLOW)



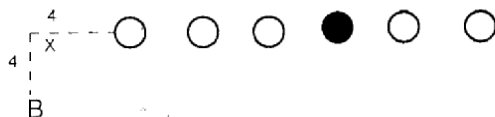
59

BANDIT:  
ALIGNMENTS

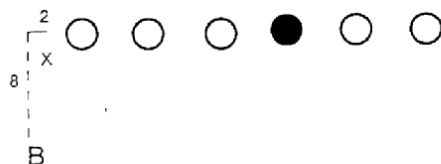
"STACK"  
(INSIDE HIP)



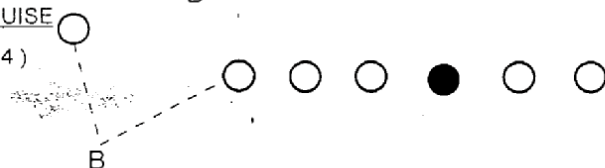
"SKY"  
(4 X 4)



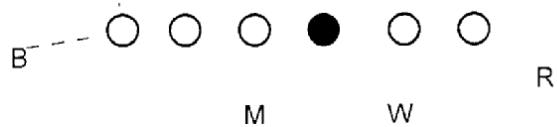
"ROBBER"  
(2 X 8)



1/2 DISGUISE  
(12 -- 14)

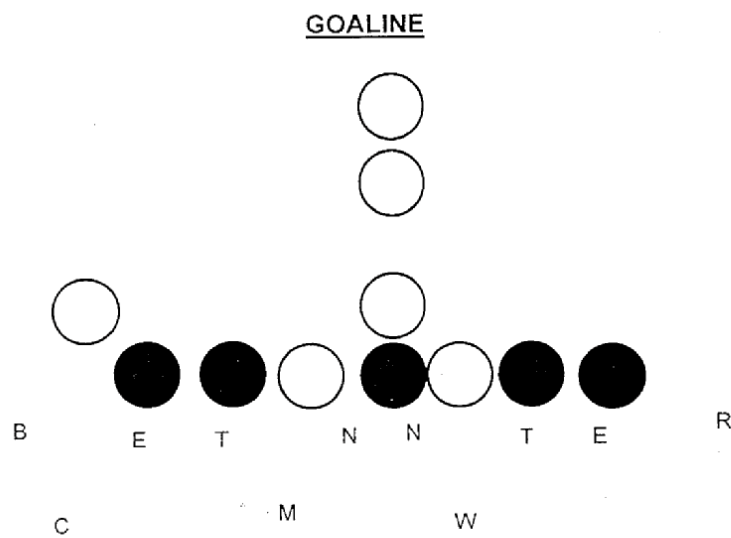


"BLUFF"  
(ON L.O.S.)



"SMOKE"  
(ON L.O.S.)



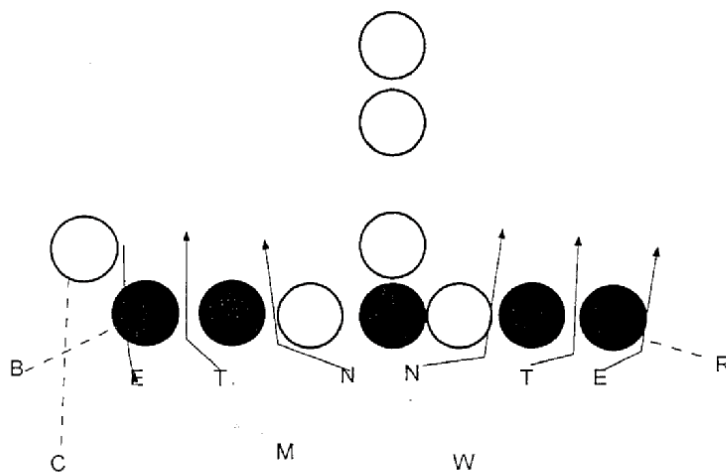


EXCHANGES:

CORNER --- OUT  
FREE --- OUT  
EXTRA DL --- IN  
EXTRA DL --- IN

LOOP:

GOALINE



EXCHANGES:

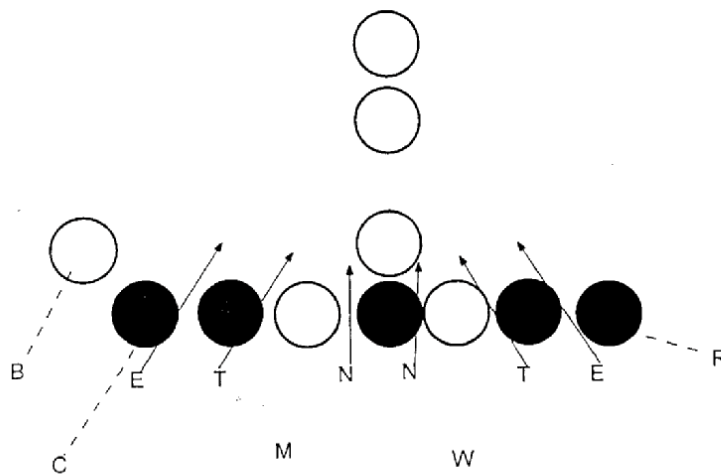
MOVEMENTS:

CORNER --- OUT  
 FREE --- OUT  
 EXTRA DL --- IN  
 EXTRA DL --- IN

LOOP  
 PINCH  
 ANGLE

PINCH:

GOALINE



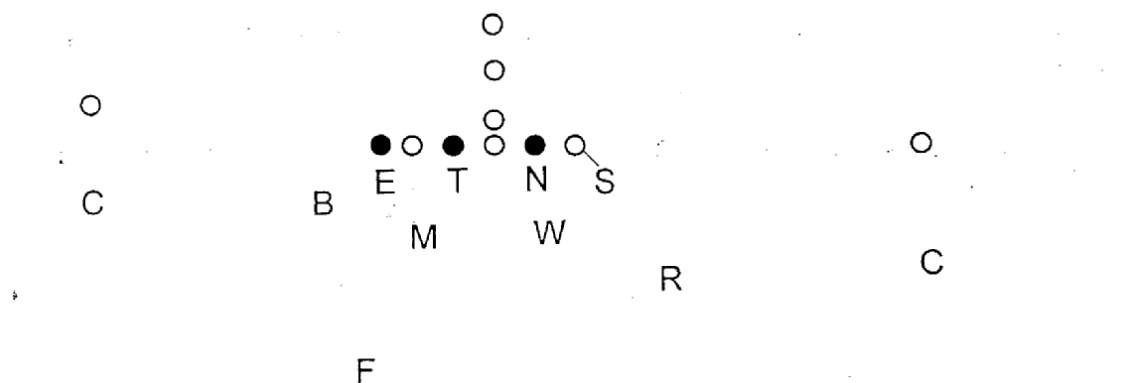
EXCHANGES:

MOVEMENTS:

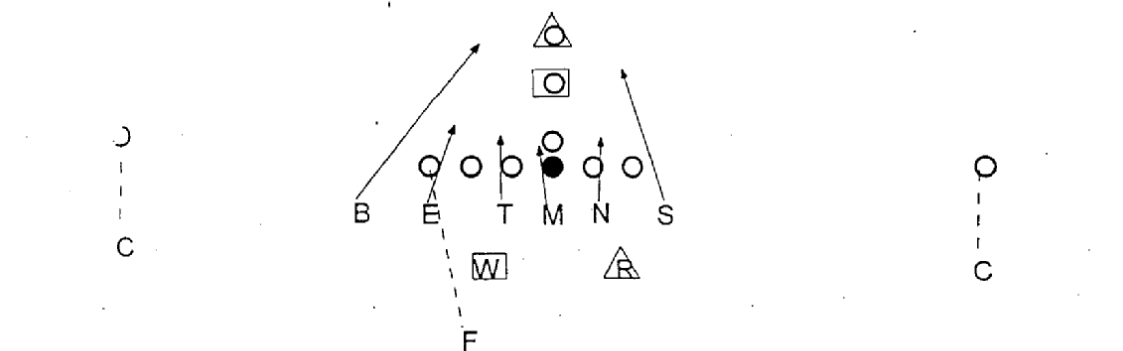
CORNER --- OUT  
 FREE --- OUT  
 EXTRA DL --- IN  
 EXTRA DL --- IN

LOOP  
 PINCH  
 ANGLE

STEM 33 MACHO BLACK



MOVE TO 33 MACHO



INSTALLATION

FRIDAY, AUGUST 15 - A.M.

<u>MOVEMENTS</u>	<u>FRONT</u>	<u>COV.</u>	<u>BLITZ</u>
Stem	31	3 Bail	Mike
End	13	0	Will
Stab	23	Gold Bump, Bail	

FRIDAY - P.M.

<u>FRONT</u>	<u>MOVEMENT</u>	<u>COV</u>	<u>BLITZ</u>
22	Fire	4>C1	Bear
11	Edgar	2>	Tam
31		Orange	Now
Bear			

NIGHT

WALK THRU = NICKEL INSTALL

---

SATURDAY, AUGUST 16. - A.M.

<u>FRONT</u>	<u>MOVEMENT</u>	<u>COV</u>	<u>BLITZ</u>
Miami		30 Bail Buster, Purple	
Washington		20, Purple	
Raider		60, 30 Busters	

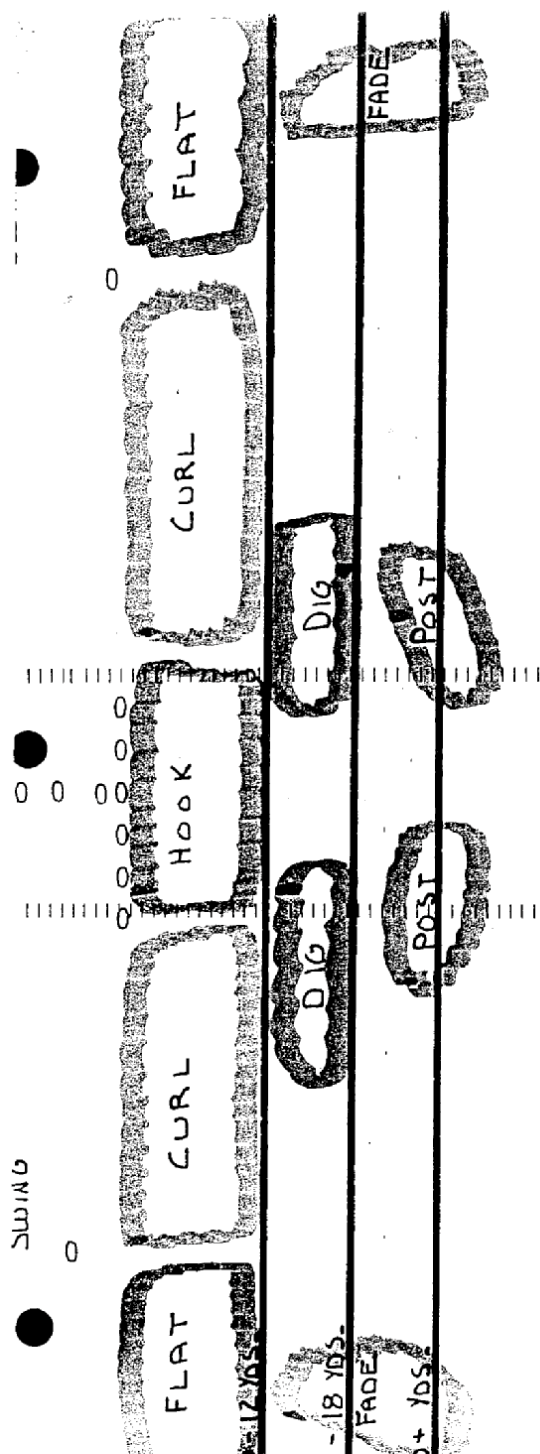
SATURDAY - P.M.

<u>FRONT</u>	<u>COV</u>
Dallas	8
Lightning	33

NIGHT

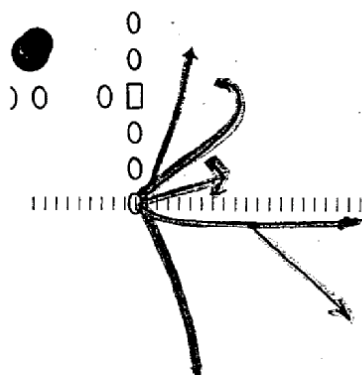
WALK THRU = SHORT YD GOAL LINE INSTALL

62



POSITION	ALIGNMENT	ASSIGNMENT		
AM				
IKG				
OVER				
CORNER				
TRONG SAFETY				
ARE SAFETY				

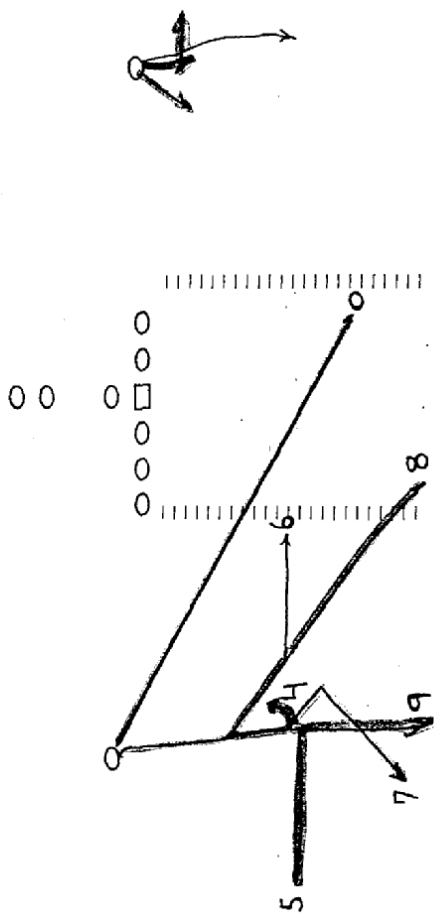




ROUTE BY TE (Y)  
(INSIDE RECEIVERS)

DEEP  
SLANT  
HOOK  
SCREEN  
CORNER

# ROUTES **B** OUTSIDE RECEIVERS



QUICKS

**OUT**

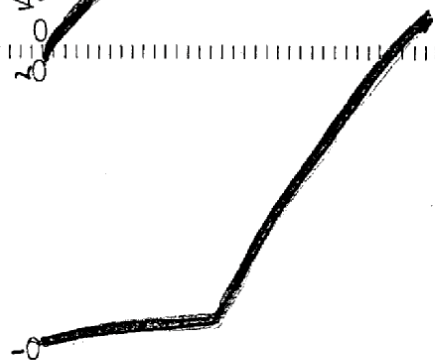
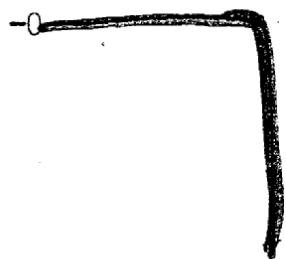
**SLANT**

**WING**

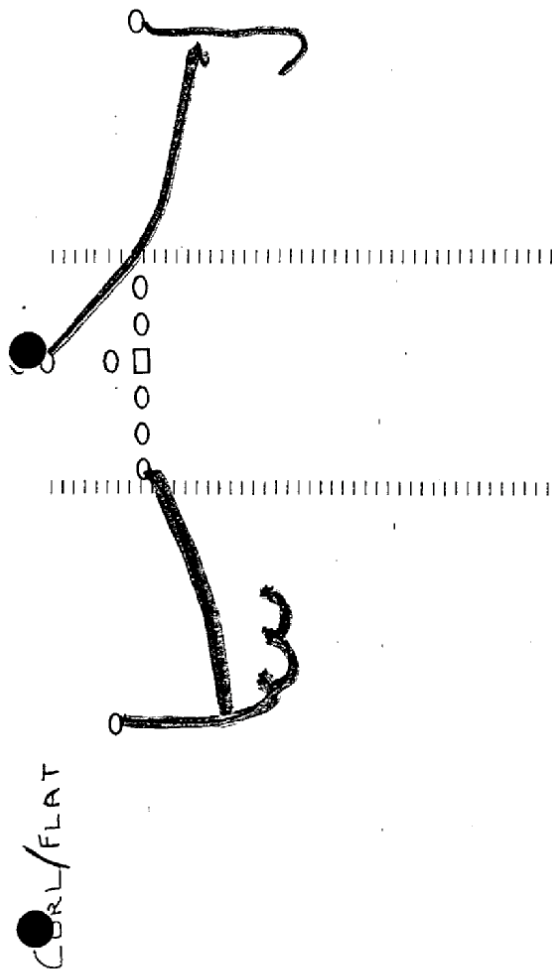
FADE

**POST** = 8 RTE.  
**DIG** = 6 RTE.  
**CORN** = 4 RTE.  
**OUT** = 5 RTE.  
**CORNER** = 7 RTE.  
**GO** = 9 RTE.  
**DIA CORNER** = 0 RTE.

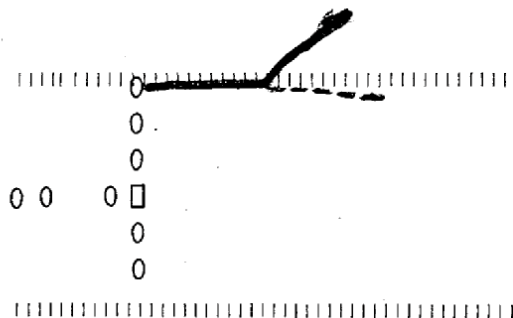
NCAR ROUTE



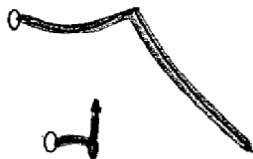
POSITION	ALIGNMENT	ASSIGNMENT					
SAH							
NIKE							
ROVER							
CORNER							
STRONG SAFETY							
FREE SAFETY							
64 CORNER							



POSITION	ALIGNMENT	ASSIGNMENT		
SAM				
MIKE				
ROVER				
CORNER				
STRONG SAFETY				
FREE SAFETY				
CORNER				



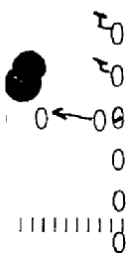
CHINA



POSITION	ALIGNMENT	ASSIGNMENT			
SAW					
NIKE					
ROVER					
CORNER					
STRONG SAFETY					
FREE SAFETY					
CORNER					



Gov. 1  
FS Roll Tech.  
Vs. SKINNY Post



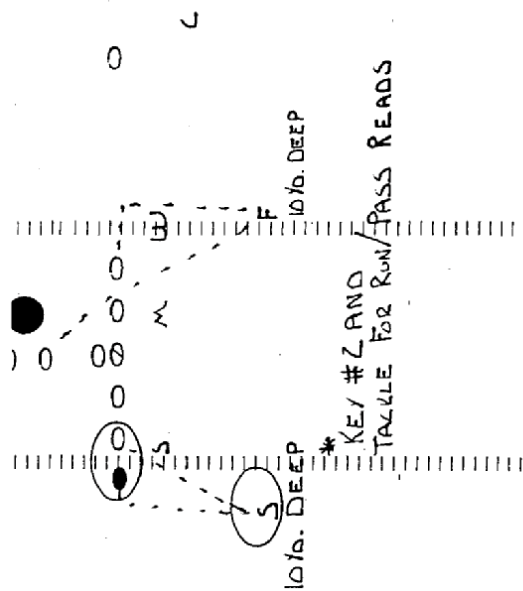
ONCE BALL IS SNAPPED AND PASS SHOWS  
USE FLOW BACK SHUFFLE.

AS YOU FLOW BACK CHECK X-REG.  
WITH A QUICK GLANCE, YOUR MAIN  
FOCUS IS ON QB (BALL)

AS X. STARTS INSIDE. PLANT AND  
DRIVE DOWNHILL ON A INSIDE  
OUT LEVERAGE COURSE. INTERCEPT  
OR BREAKUP THE PLAY!

POSITION	ALIGNMENT	ASSIGNMENT			
SAN					
MIKE					
ROVER					
CORNER					
STRONG SAFETY					
FREE SAFETY					
CORNER					

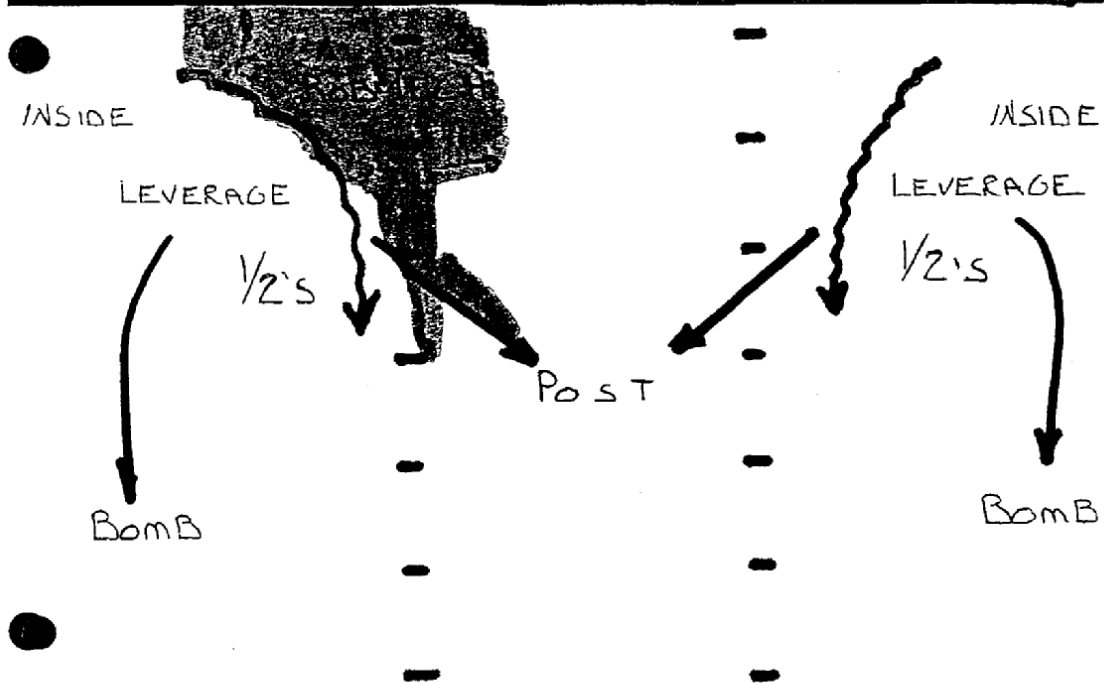
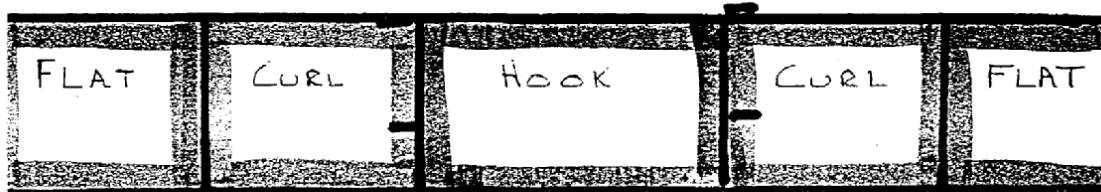
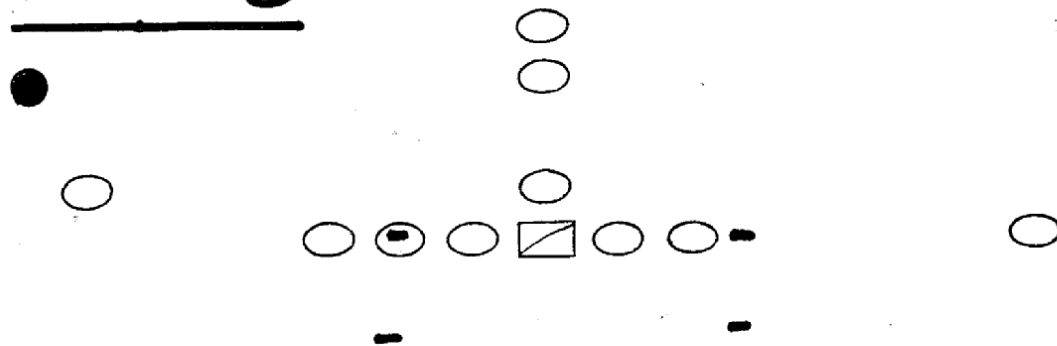
66

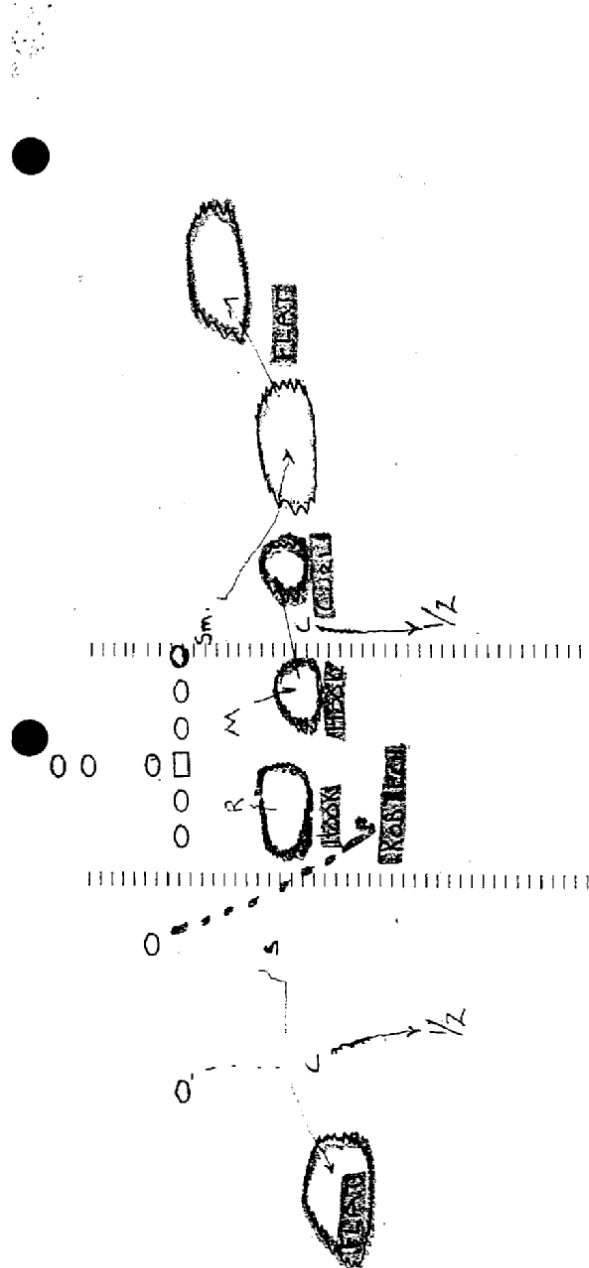


POSITION	ALIGNMENT	ASSIGNMENT	Run To	Run Away	OPTION
RAM					
MIKE					
ROVER					
CORNER					
TRONG SAFETY	100% DEEP LEVERAGE WILL VARY W/ #25 SPLIT	1/4 TECH ON #2	FILL FAST WHERE NEEDED	FILL FAST ON CUTBACK	ALLEY QRTS TO PITCH
REE SAFETY					
CORNER					



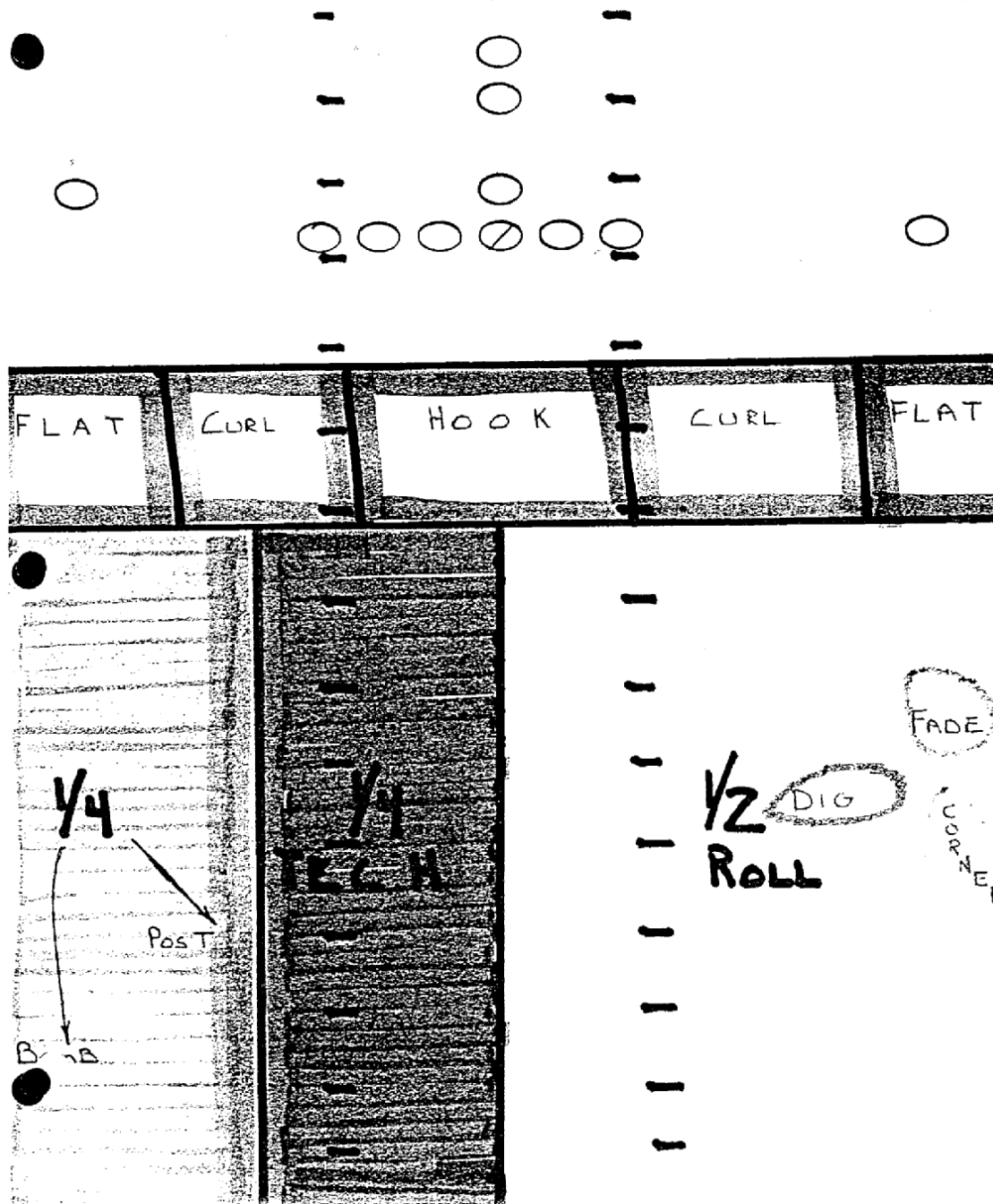
ZERO O



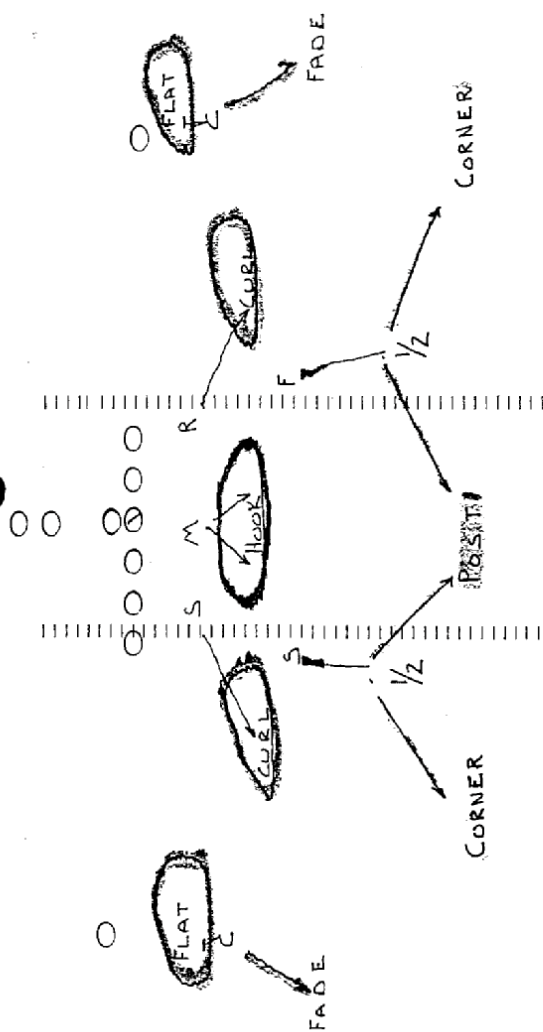


POSITION	ALIGNMENT	ASSIGNMENT			
SAM					
NIKE					
ROVER					
CORNER					
STRONG SAFETY					
FREE SAFETY					
CORNER					

Gov. 1

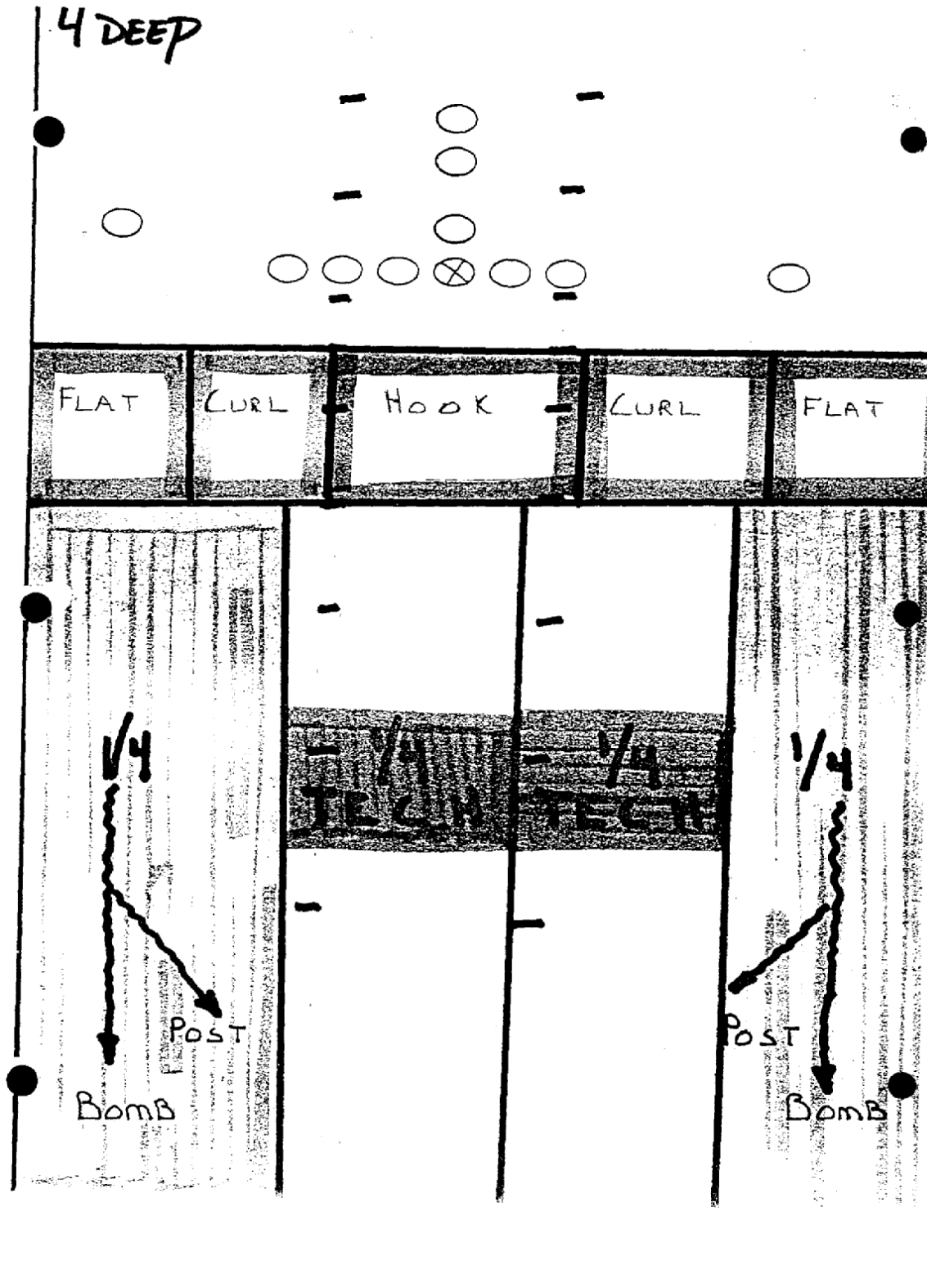


C-2



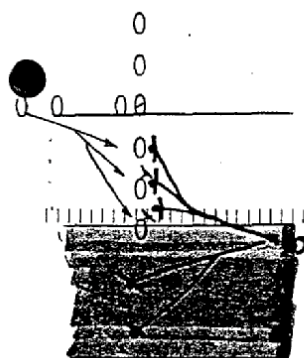
POSITION	ALIGNMENT	ASSIGNMENT		
SAM	FRONT CALL	CURL	COLLISION #2 ON ANY VERTICAL RELEASE	
MIKE	FRONT CALL	HOOK		
ROVER	FRONT CALL	CURL	COLLISION #2 ON ANY VERTICAL RELEASE	
CORNER	NORMAL	FLAT/WHEEL	CONTAIN	PITCH
STRONG SAFETY	NORMAL	DEEP 1/2	HB. PASS	
FREE SAFETY	NORMAL	DEEP 1/2	HB. PASS	
CORNER	NORMAL	FLAT/WHEEL	CONTAIN	PITCH

70



COV. 4

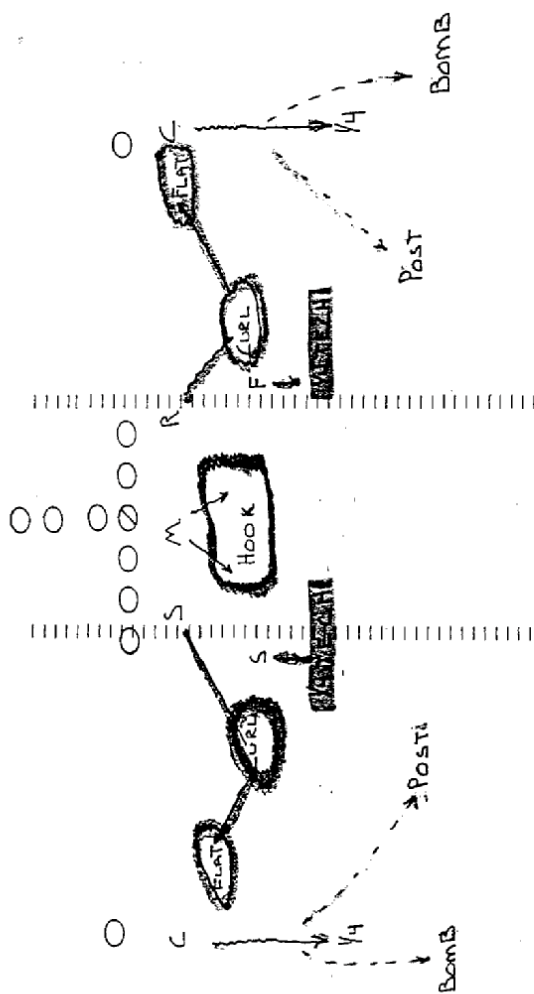
RUN SUPPORT



## STRONG SIDE RUN SUPPORT

1. MUST READ RUN/PASS KEYS (TE + O.T) SECURE PASS
2. YOU MUST BE A QUICK FULL RUN SUPPORT PLAYER
- VS. RUN AT YOU.
3. VS. INSIDE RUNS AT YOU. YOUR SUPPORT WILL BE FROM OUTSIDE LEVERAGE.
- VS. OUTSIDE RUN AT YOU. YOUR SUPPORT WILL BE FROM INSIDE/OUT LEVERAGE.

POSITION	ALIGNMENT	ASSIGNMENT			
SAM					
MIKE					
ROVER					
CORNER					
STRONG SAFETY					
FREE SAFETY					
CORNER					



POSITION	ALIGNMENT	ASSIGNMENT		
SAM	FRONT CALL	CURL/FLAT		
MIKE	FRONT CALL	HOOK		
ROVER	FRONT CALL	CURL/FLAT		
CORNER	NORMAL	DEEP OUTSIDE 1/4	POST & BOMB	
STRONG SAFETY	10 YD. DEEP OUTSIDE SHOULDER OF #2	1/4 TECH. KEY #2		
FREE SAFETY	NORMAL	1/4 TECH.		
CORNER	NORMAL	DEEP OUTSIDE 1/4	POST & BOMB	





LOV. 7

10

1/4 TECH. VS.  
VERTICLE RELEASE  
BY #2

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\* COACHING POINT:

WITH A VERTICLE RELEASE BY #2  
DO NOT GET CAUGHT FLAT FOOTED  
SHUFFLE AND MAINTAIN A 2-3YD. CUSHION  
WE WILL DEADLE TO PLAY MORE  
AGGRESSIVE ON SOME #2'S AND COLLISOL  
A VERTICLE ROUTE. (GAME PLAN OR JAMMA)



POSITION	ALIGNMENT	ASSIGNMENT			
SAM					
MIKE					
ROVER					
CORNER					
STRONG SAFETY		1/4 TECH = IF #2 RUNS VERTICLE (SEAM) YOU WILL WORK TO HIS UPFIELD SHOULDER AND SECURE HIM. ONCE #2 HAS DEADLE VERTICLE AND GOES TO THE CORNER OR BENDS INSIDE. YOU MUST MAINTAIN POSITION AND TAKE HIM.			
FREE SAFETY					
CORNER					

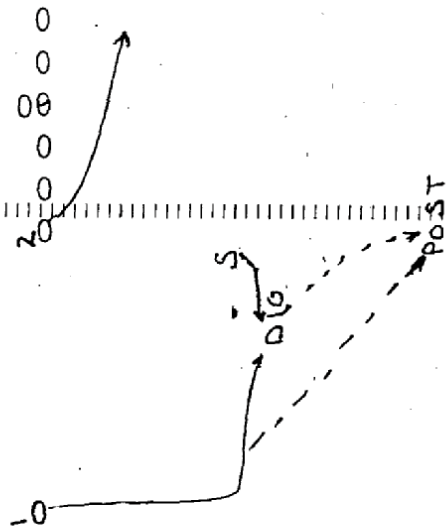
LOV. 1  
1/4 TECH Vs.  
OUTSIDE RELEASE  
BY #2



\* COACHING POINT:  
WITH A FLAT RELEASE BY #2  
DO NOT WORK FOR DEPTH. SHUFFLE  
AND WORK FOR INSIDE LEVERAGE ON  
CURL. FLAT ROUTE BY #2 IS A GREAT  
CLUE THAT INSIDE ROUTE OR  
CURL IS COMING FROM #1

POSITION	ALIGNMENT	ASSIGNMENT		
SAN				
NIKE				
ROVER				
CORNER				
STRONG SAFETY		1/4 TECH Vs. AND WORK TO THE OUT. DO NOT OVER OR WORK INSIDE	IF #2 RELEASES TO THE FLAT. LOOK UP #1 CURL. YOUR DRIVE ON THE BALL WILL BE INSIDE RUN THE CURL. #1 WILL TRY TO SIT DOWN BASED ON HOW SLO. DROPS. YOU WILL HAVE TO INTERSECT #1.	
FREE SAFETY				

COV. 4  
 1/4 TECH. VS  
 CROSS(DRAG)  
 BY #2



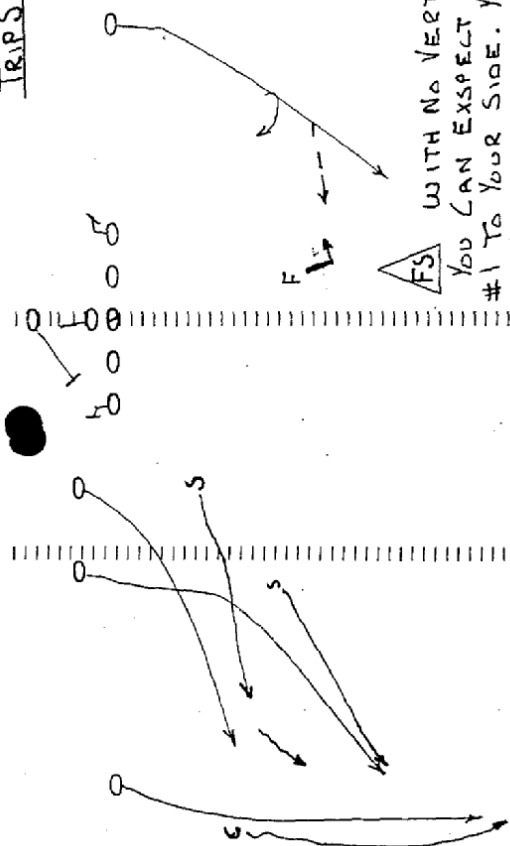
COACHING POINT:

WITH A CROSS(DRAG) BY #2  
 YOU CAN COUNT ON ONE OF TWO  
 ROUTES FROM #1. A.) DIG = SHUFFLE  
 AND "LUCK" IN DIG AREA.

B.) POST SHUFFLE AND RUN UNDER  
 POST. THIS WILL FORCE QB TO PUT AIR  
 UNDER THE BALL HELPING THE CORNER

POSITION	ALIGNMENT	ASSIGNMENT		
SAM				
MIKE				
ROVER				
CORNER				
STRONG SAFETY		1/4 TECH. VS. DIG IF DIG SHOWS FROM #1. STAY INSIDE/OUT AND MAKE	IF #2 DRAGS SHUFFLE AND WORK TO	
FREE SAFETY		A PLAY ON THE BALL. IF THERE IS NO DIG FROM #1, TURN	AND RUN UNDER NEATH THE POST. YOU HAVE HELP ON THE	
CORNER		POST FROM THE CORNER OVER THE TOP. YOUR PRESENCE UNDER	THE POST WILL KEEP MOST QB'S FROM THROWING THAT PASS	

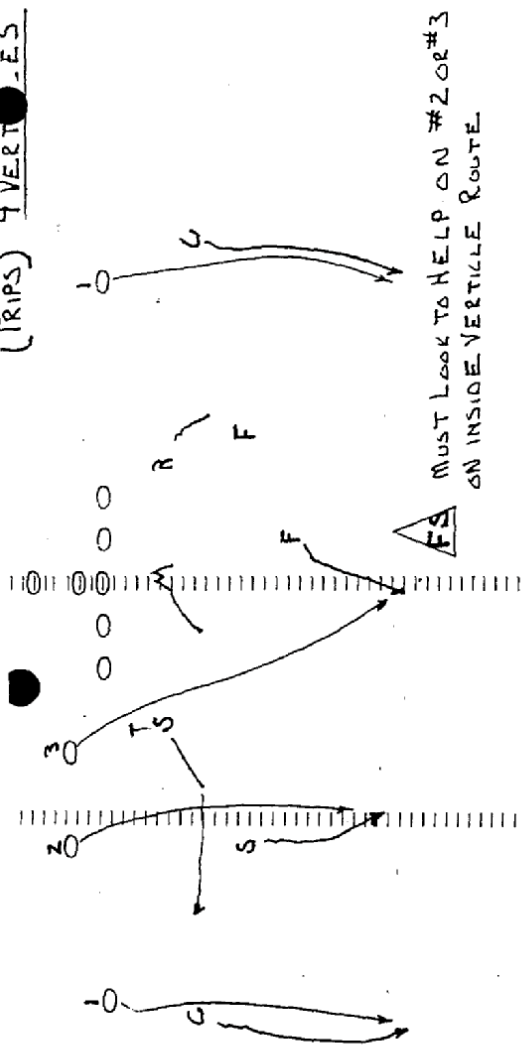
TRIPS - LEV - ROUTE



WITH NO VERTICLE THREAT  
YOU CAN EXPECT A SKINNY POST FR  
#1 TO YOUR SIDE. YOU WON'T NEED MU.  
DEPTH. BE READY TO BREAK UP ANY INNO

POSITION	ALIGNMENT	ASSIGNMENT	
SAM			
MIKE			
ROVER			
CORNER			
STRONG SAFETY			
FREE SAFETY			
CORNER			

(IRIPS) 4 VERT - ES



POSITION	ALIGNMENT	ASSIGNMENT			
SAM					
NIKE					
ROVER					
CORNER					
STRONG SAFETY					
FREE SAFETY					
CORNER					