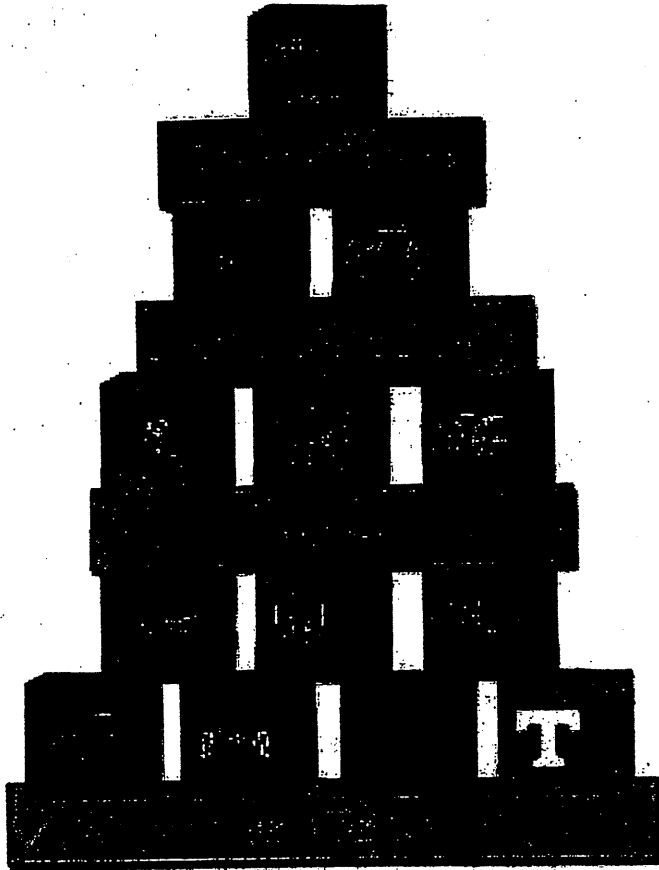


TIGER GOALS 2001



EXCELLENCE: THE QUALITY OF A PERSON'S LIFE IS IN DIRECT PROPORTION TO THEIR COMMITMENT TO EXCELLENCE, REGARDLESS OF THEIR CHOSEN FIELD OF ENDEAVOR.

THAT IS THE "EYE OF THE TIGER"

PLAYERS TO WIN

The coaches are here to help you perform to the best of your ability. We will work with the players, and coach you for the next play. We will be positive, but we will confront you and demand that you do things correctly. You must be responsible to do things correctly and also be accountable for what you do.

A TEAM must have discipline to do your job consistently and effectively. Know what to do, how to do it, and why it is important to do it that way. Pay attention to detail. Play Smarter, do not beat yourself, make opponents beat us physically. Always be prepared and take pride in perfect execution. We must be tougher and more physical than our opponents. Mental and physical toughness will create an aggressive intimidating style of play. It begins up front on defense and in the offensive line. We must control the LOS. We must stop the run and run the football effectively and with consistency. Special Teams is an area where we set the tempo with toughness. We must give relentless effort for 60-minutes in every game regardless of circumstances in the game. We will not be out-hit or out-hustled in any game we play.

CONFIDENCE: We must believe we can. Playing the best in most critical times in a game comes from believing in one's self – that he is prepared and deserves success. Focus on being a Relentless Competitor, play to play and not be affected by the scoreboard. Make your opponent feel that you will never quit coming after him and that he may as well quit. When you are successful – do not be affected – remember what got you there. When you have failure – do not be frustrated – learn from mistakes and be a Relentless Competitor to win on the next play. Great teams expect to dominate opponents for 60 minutes.

TOGETHERNESS: Comes from everyone working together toward the same goal. That goal is more important than any individual success or accolade. Respect the goals, principles and values of your team and teammates and the chemistry will create success for all and a feeling of accomplishment shared by many that will be fun and the most self-gratification you will ever experience.

OFFENSE: Control "Tempo" of Game – Score Points

1. Must run ball effectively – Physical on LOS – Establish toughness (Red Area, End Game, GL/SY).
2. No turnovers – Protect football – Must have positive turnover ratio (3.42 points per fumble, 2.31 points per intercept).
3. 3rd down conversions (45%).
4. Must execute balance in offense (Pass Efficiency).
5. Must pick-up-blitz – Protect QB to be an effective Passing Team.
6. Make Big Plays. Get 8 +15 runs or +20 Passes per game.
7. Score TD's in Red Area (75%), always score 100% of the time.
8. Eliminate penalties, 1/30 plays would be good. Must eliminate all undisciplined type penalties.

DEFENSE: Prevent Score. Relentless, Aggressive, Physical Style – Key to Success.

1. Defend MOF Run – Pass.
2. Stop the Run – Dominate LOS – Create positive D/D situations.
3. Must get turnovers (+3.13 points per fumble, 0.91 points per intercept).
4. 3rd down efficiency (70%) get off the field on third down.
5. Pressure QB – Push pocket in middle – Effect rhythm of QB.
6. Prevent Big Plays – No mental errors, or missed tackles will eliminate Big Plays.
7. Execute critical situations. Red Area, GL/SY, 2-minute.
8. Poise in adjustments – Execute as a unit. Poise will eliminate penalties (1/30 plays).

SPECIAL TEAMS: Relentless Effort and Toughness with Execution will Dominate!

1. Control vertical field position.
2. Specialist – Kicker, Punter, Snappers, Returners must execute. Possession of ball is most important. No Turnovers on Special Teams.
3. Put tremendous pressure on their specialist to create turnovers.
4. Capitalize on mistakes and lack of preparation in the kicking game.
5. Big plays in kicking game will result in points, blocked kicks, turnovers, and +50 possessions.

What It Takes To Be Number One

Winning is not a sometime thing; it's an all the time thing. You don't win once in a while; you don't do things right once in a while; you do them right all the time. Winning is a habit. Unfortunately, so is losing.

There is no room for second place. There is only one place in my game, and that's first place. I have finished second twice in my time at Green Bay, and I don't ever want to finish second again. There is a second place bowl game, but it is a game for losers played by losers. It is and always has been an American zeal to be first in anything we do, and to win, and to win.

Every time a football player goes to apply his trade he's got to play from the ground up – from the soles of his feet right up to his head. Every inch of him has to play. Some guys play with their heads. That's O.K. you've got to be smart to be number one in any business. But more importantly, you've got to play with your heart with every fiber of your body. If you're lucky enough to find a guy with a lot of head and a lot of heart, he's never going to come off the field second.

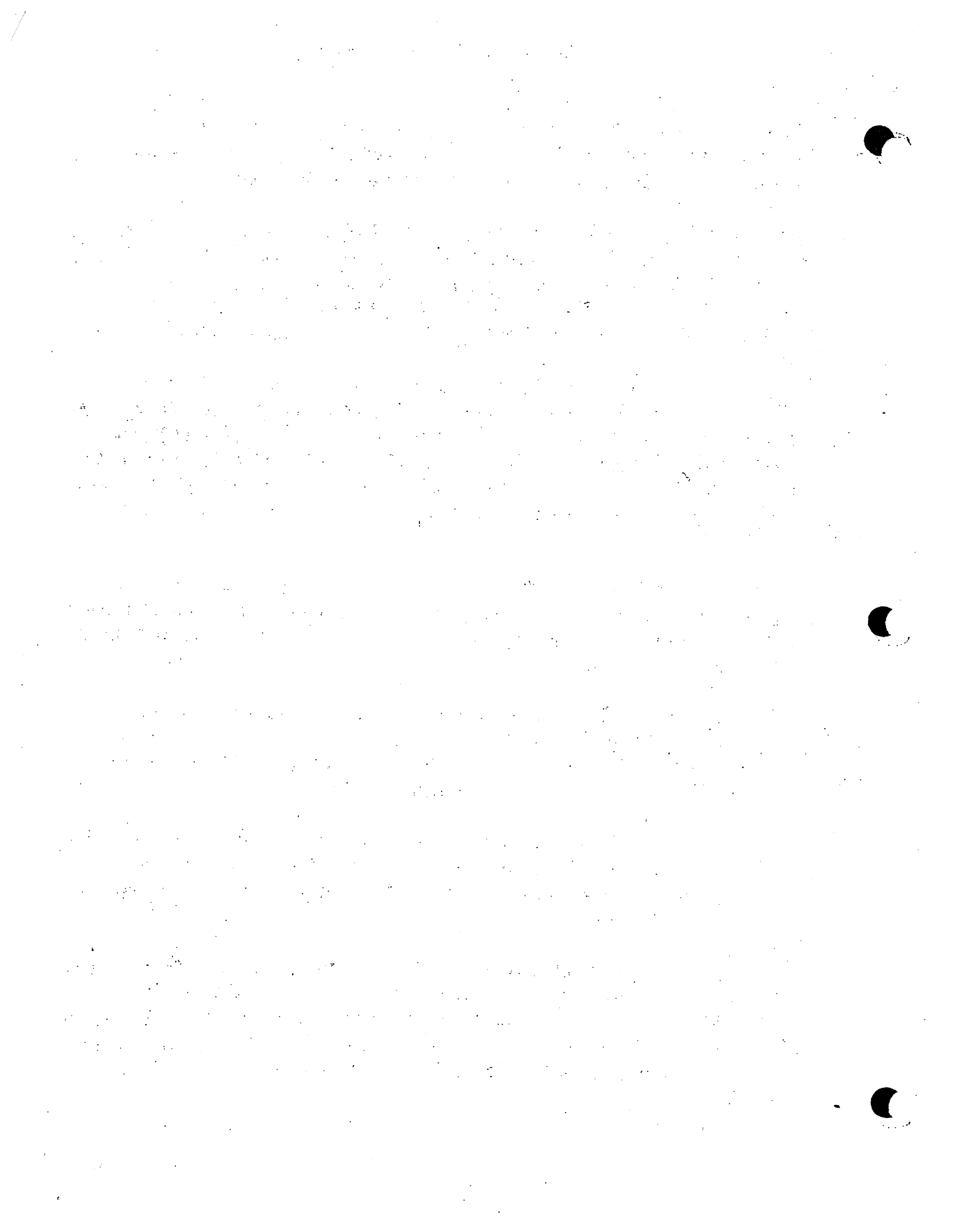
Running a football team is no different than running any other kind of organization – an army, a political party, or a business. The principles are the same. The object is to win – to beat the other guy. Maybe that sounds hard or cruel. I don't think it is.

It is a reality of life that men are competitive and the most competitive games draw the most competitive men. That's why they are there – to compete. To know the rules and objectives when they get in the game. The object is to win fairly, squarely, by the rules – but to win.

And in truth, I've never known a man worth his salt who in the long run, deep down in his heart, didn't appreciate the grind, the discipline. There is something in good men that really yearns for discipline and the harsh reality of head to head combat.

I don't say these things because I believe in the "brute" nature of man or that men must be brutalized to be combative. I believe in God, and I believe in human decency. But I firmly believe that any man's finest hour – his greatest fulfillment to all he holds dear – is that moment when he has to work his heart out in a good cause and he's exhausted on the field of battle – victorious.

.....*Vince Lombardi*



CRITICAL STATISTICS - 2000

POINTS

Rank in SEC

Offense: 26.6 (37.3 Florida)
6th (54th National)

LSU GOALS

28 pts. per game

Rank in SEC

Defense: 20.1 (15.8 S. Carolina)
6th (32nd National)

13 pts or less per game

RUSHING AVERAGE:

Rank in SEC

Offense: 131.1 (193.8 Miss. State)
9th (73rd National) [3.97]

4.0 per rush

Ranking in SEC

Defense: 134.7 (74.3 Tennessee)
8th (41st National) [4.10]

3.3 or less per rush

3rd DOWN EFFICIENCY:

Rank in SEC

Offense: 73/164 = 44.5%
2nd (45.7% Ole Miss)

45%

Rank in SEC

Defense: 67/175=38.3%
9th (28.0% Tennessee)

30% or less conversion

TURNOVER RATIO:

Rank in SEC

(+0.27) (+3) [(+1.58) (+19) Florida]
7th (65th National)

Positive ratio each game

PASS EFFICIENCY:

Rank in SEC

Offense: 129.4 Rating (142.5 Florida)
2nd (31st National) [7.49]

7.0 yds per attempt

Rank in SEC

Defense: 112.6 Rating (95.9 Ole Miss)
7th (43rd National) [5.50]

5.0 yds or less per attempt

RED AREA EFFICIENCY:

Offense: 22/38 TD's = 57.9%
31/38 Total Scores = 82%

75% TD's
100% scoring

Defense: 17/36 TD's = 47.2%
(19 TD's) (9 FG's)

60% no TD's

BIG PLAYS:

Offense: 56 Big Plays (14 runs over 15
yds, 42 Passes over 20 yds)
[4.67]

8 per game

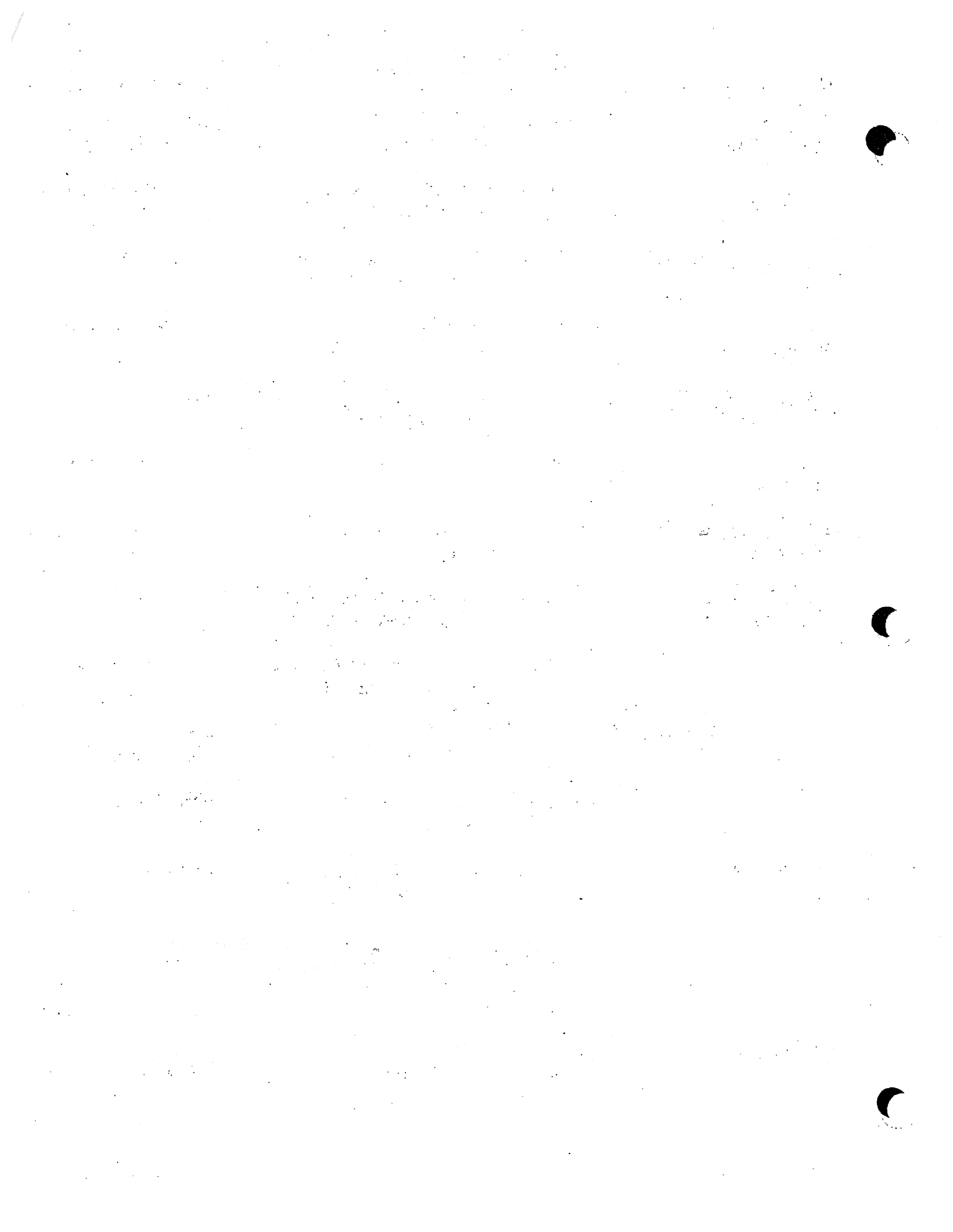
Defense: 36 Big Plays (10 Runs over
15 yds, 26 Passes over 20 yds)
[3.00]

0 per game

PENALTIES:

81/707 ON 1780 Plays
1 out of 22 plays a **PENALTY**

1 of 30 plays



PENALTIES AND TURNOVERS 2000

TURNOVERS:

9 Turnovers in 8 Wins
14 Turnovers in 4 Losses

TURNOVER MARGIN - CRITICAL TO SUCCESS

(+3) (+0.27) Florida (+19)(+1.58)

2000 LSU TURNOVER SUMMARY

TURNOVERS GAINED

GAME	TEAM	TURNOVER	RESULT	POINTS
WCU	DEF	INT	PUNT	0
WCU	DEF	FUM	TD	7
HOU	DEF	FUM	TD	7
HOU	DEF	FUM	FGNG	0
HOU	DEF	INT	PUNT	0
HOU	DEF	INT	TD	7
AUB	DEF	FUM	FGG	3
UAB	PUNT	FUM	INT	0
UAB	DEF	FUM	TD	7
UAB	DEF	INT	FGG	3
TEN	DEF	INT	PUNT	0
KEN	PUNT	FUM	FGG	3
KEN	DEF	FUM	TD	7
KEN	PUNT	FUM	TD	7
KEN	DEF	INT	HALF	0
BAMA	DEF	INT	PUNT	0
BAMA	PUNT	FUM	DOWN	0
BAMA	DEF	FUM	FGG	3
MSU	DEF	INT	PUNT	0
OLE MISS	DEF	INT	FGNG	0
OLE MISS	DEF	FUM	PUNT	0
GT	DEF	FUM	FGG	3
GT	PUNT	FUM	PUNT	0
GT	DEF	FUM	PUNT	0
GT	DEF	INT	PUNT	0
GT	DEF	INT	FUM	0
GT	DEF	FUM	FGG	3

TOTAL POINTS=60 (2.2 POINTS PER)
0.91 PTS PER INT
3.13 PTS PER FUMBLE

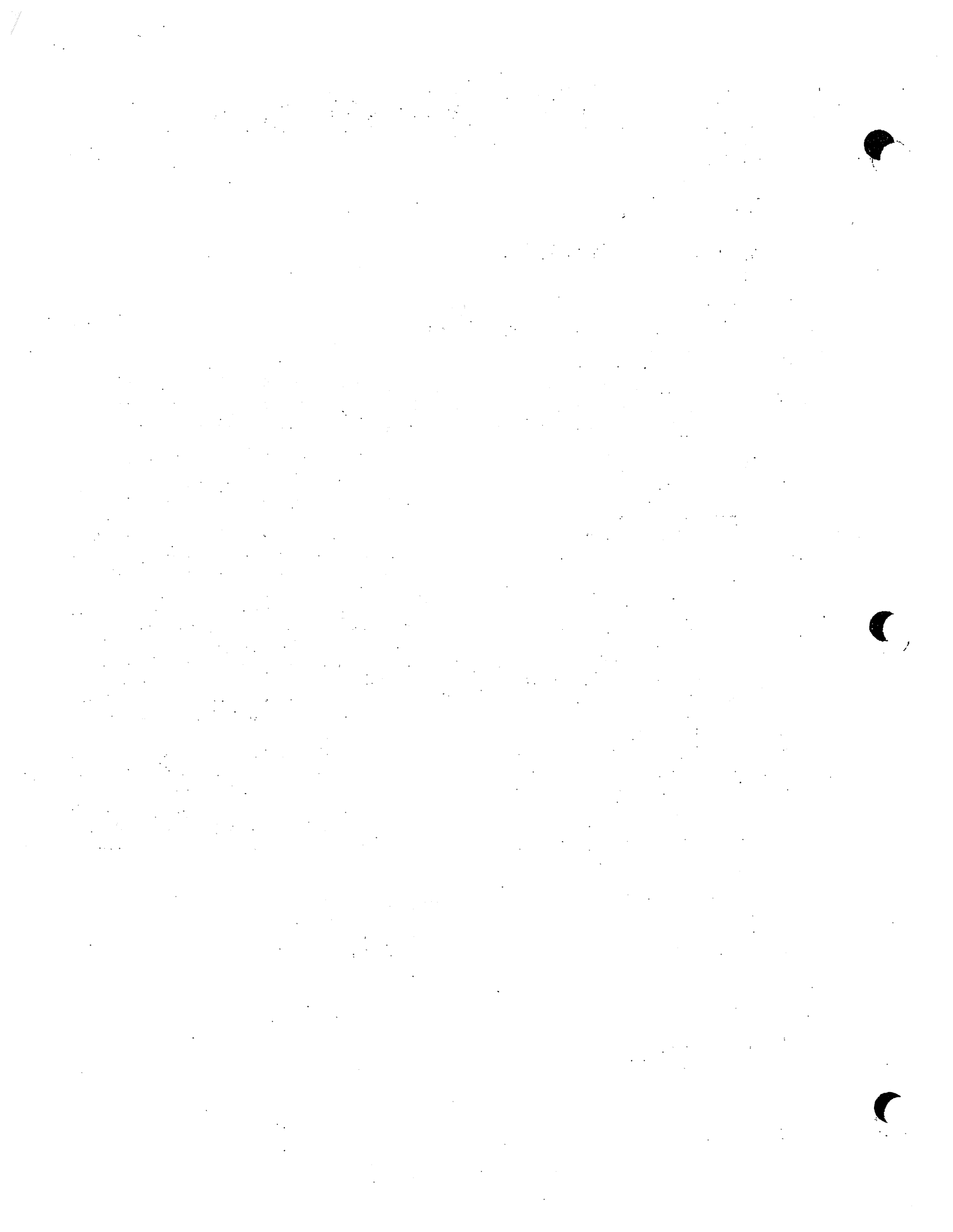
TURNOVERS LOST

GAME	TEAM	TURNOVER	RESULT	POINTS
HOU	OFF	FUM	PUNT	0
HOU	OFF	INT	PUNT	0
HOU	OFF	INT	TD	7
AUB	OFF	INT	PUNT	0
UAB	OFF	FUM	FGG	3
UAB	OFF	INT	PUNT	0
UAB	OFF	FUM	PUNT	0
UAB	OFF	INT	PUNT	0
UAB	OFF	INT	PUNT	0
UAB	OFF	INT	FGG	3
FLA	OFF	INT	TD	7
FLA	OFF	INT	FGG	3
FLA	OFF	INT	TD	7
FLA	OFF	INT	HALF	0
TEN	OFF	FUM	TD	7
MSU	OFF	INT	PUNT	0
MSU	OFF	FUM	TD	7
OLE MISS	OFF	INT	INT	0
OLE MISS	OFF	INT	FGG	3
OLE MISS	PUNT	BLK PUNT	FGG	3
ARK	OFF	INT	PUNT	7
ARK	OFF	INT	PUNT	0
ARK	PUNT RET	FUM	TD	7
GT	OFF	FUM	PUNT	0

TOTAL POINTS=64 (2.7 POINTS PER)
2.31 PTS PER INT
3.42 PTS PER FUMBLE

PENALTIES:

81/707 on 1780 Plays
1 Out of 22 Plays a Penalty



SPECIAL TEAMS - 2000

			<u>LSU GOALS</u>
NET PUNT:	34.6 9th in SEC (39.5 Georgia)	55th in Nation	38 yds +
PUNTING AVG.:	37.2 12th in SEC (42.6 Auburn)		42 yds +
PUNT COVERAGE:	6.0 4th in SEC (5.4 Bama)		< 5.0 yds
PUNT RETURNS:	11.0 4th in SEC (15.0 Florida)	35th in Nation	10 yds +
K.O. COVERAGE:	18.5 2nd in SEC (18.2 Tennessee)		18 yds return
K.O. RETURNS:	20.4 4th in SEC (23.5 Tennessee)	39th in Nation	DSA 30 YL
F.G. PERCENTAGE:	.556 11th in SEC (.933 Georgia)		100% under 45 yds 67% over 45 yds
PAT KICKING:	.944 8th in SEC (100% Tenn, Aub, Bama)		100% PAT's

The Pain of Commitment

Commitment can be painful. Indeed it is in the possibility for pain that commitment finds its meaning and power. Of what value would commitment be if it did not have its price?

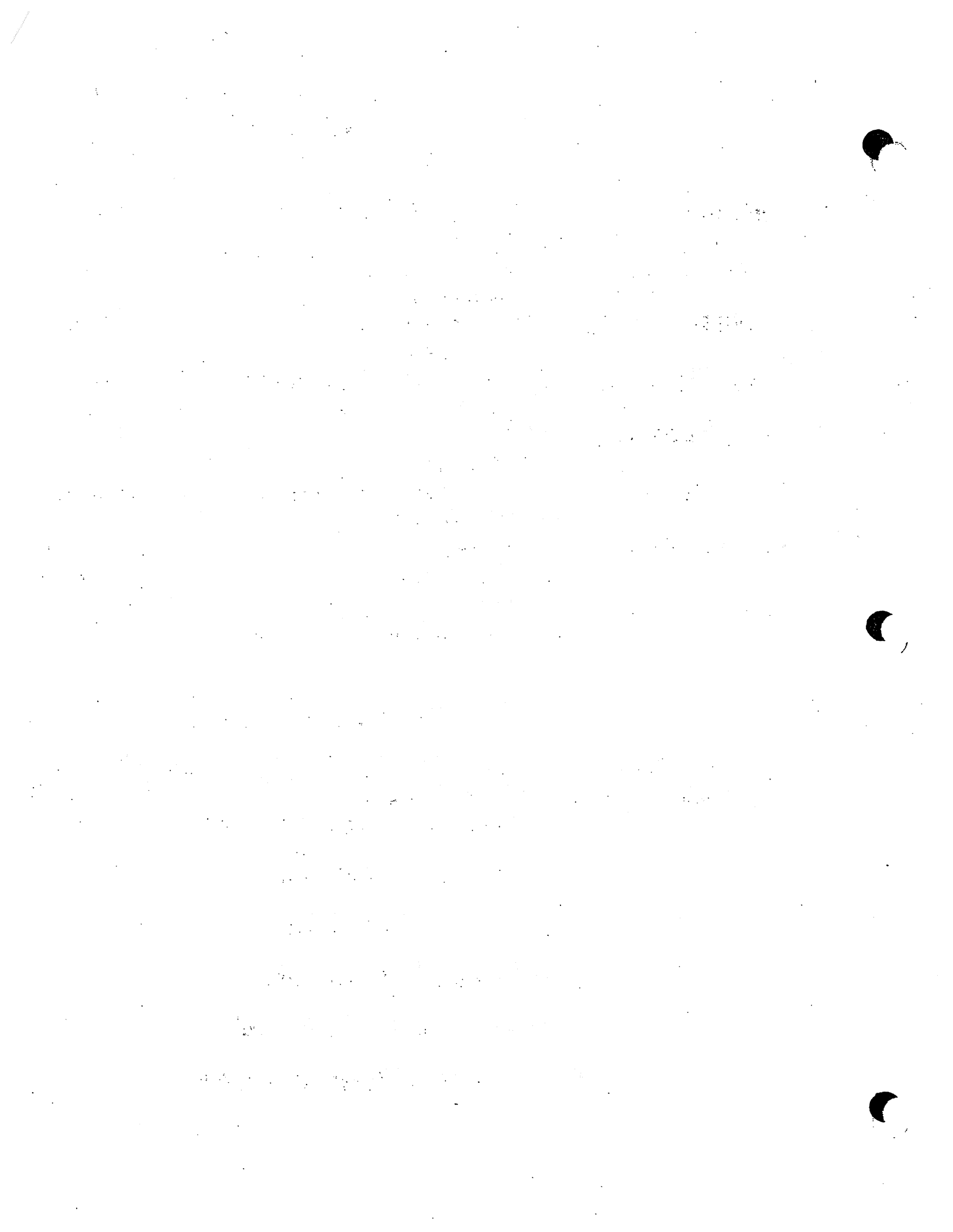
Choose Your Commitments

Expect Painful Times

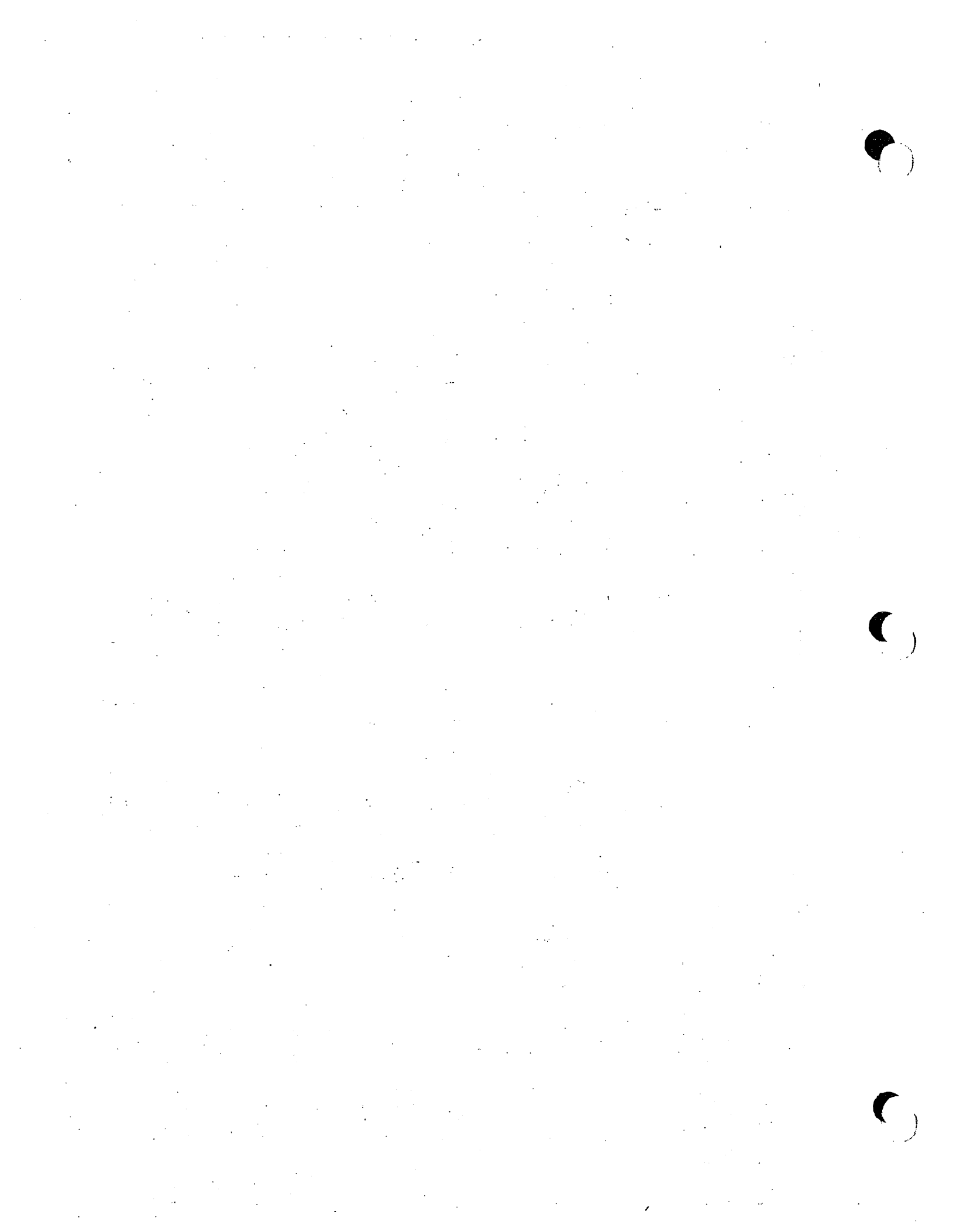
Be Ready to Make Sacrifices

Be Ready to See it Through

BUILD SOMETHING GREAT!



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
AUGUST 2001						
5	6 1:00 PM Frosh Report 1:30 Team Meeting 2:00 Physicals 4:30 PT Testing 7:00 Team Meeting	7 8:30 AM Ind. Meeting 11:45 Signal Callers 12:20 PM Practice 5:45 Team Meeting 7:30 Practice	8 8:30 AM Ind. Meeting 11:45 Signal Callers 12:20 PM Practice 5:45 Team Meeting 7:30 Practice	9 Frosh Academic Orientation 1:00 PM Varsity Report 1:30 Team Meeting 5:00 PT Test (Frosh Attend) 7:30 Team Meeting (Frosh Attend)	10 9:00 AM Strength Test 1:00 PM Meeting 3:00 Compliance Meeting 4:30 PT Test 7:00 Team Meeting	11 8:45 AM Signal Callers 9:30 Practice 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team Meeting 7:30 Practice
12 10:00 AM Pictures 12:00 PM Picture Day 1:45 Meetings 2:30 Practice 4:45 FAN DAY 7:30 Team Meeting	13 8:45 AM Signal Callers 9:30 Practice 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team Meeting 7:30 Practice	14 8:30 AM Ind. Meeting 11:45 Signal Callers 12:20 PM Practice 5:45 Team Meeting 7:30 Practice	15 8:45 AM Ind. Meeting 1:30 PM Special Teams 1:45 Ind. Meeting 3:00 Practice 7:30 Team Meeting	16 8:45 AM Signal Callers 9:30 Practice 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team Meeting 7:30 Practice	17 8:45 AM Ind. Meeting 1:30 PM Special Teams 1:45 Ind. Meeting 3:00 Practice (SCRIM) 7:30 Team Meeting	18 8:45 AM Signal Callers 9:30 Practice(SHELLS) 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team 7:30 Practice
19 12:00 PM Lunch 1:00 Special Teams 1:30 Ind. Meeting 3:00 Practice 7:30 Meeting	20 Practice 4 & 5 8:45 AM Signal Callers 9:30 Practice 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team Meeting 7:30 Practice	21 Practice 6 & 7 8:45 AM Ind. Meeting 1:30 PM Special Teams 1:45 Ind. Meeting 3:00 Practice 7:30 Meeting	22 Practice 8 (Pads) AM - Shorts / Sp. Teams Review Day - Kick Return 8:45 AM Meeting 9:30 Practice (SHELLS) 2:15 PM Special Teams 2:45 Ind. Meeting 6:00 Team Meeting 7:30 Night SCRIM	23 Practice 9 & 10 OFF	24 Practice 11 Player Film Meetings - AM 1:30 PM Special Teams 2:15 Ind. Meeting 3:30 Light Practice Tulane Prep Monday	25 Practice 12 & 13 Player Film Meetings - AM 1:30 PM Special Teams 2:00 Ind. Meetings 3:30 Practice Tuesday
26 Practice 14 OFF	27 Practice 15 & 16 In Season Schedule 1:45 PM Special Teams 2:00 Meeting 3:00 Practice Tuesday	28 Practice 17 In Season Schedule 1:45 PM Special Teams 3:00 Practice Wednesday	29 Practice 18 & 19 In Season Schedule 1:45 PM Special Teams 3:00 Practice Thursday	30 Practice 25 In Season Schedule 1:45 PM Special Teams 3:00 Practice	31 Practice 20 In Season Schedule 3:00 PM Team Meeting Practice 26	1 - Sept. Practice 21 LSU vs. Tulane



TEAM POLICIES – 2001

GENERAL CONDUCT POLICY

Do not do anything to hurt the team! Do not engage in any activity that could reflect back on you, your family, or Louisiana State University in a derogatory manner. Any conduct that brings negative publicity that embarrasses the organization is conduct detrimental to the team. Felony infractions will lead to suspension. You must represent Louisiana State University in a class manner.

Personal behavior is a matter of self-discipline and self-pride. You cannot win with player's who do not have these qualities because they cannot take pride in the team. We will eliminate these players as fast as we can without hurting the team.

TEAM RULES

1. Be on time for all team functions, including all required meals. Do not voice any complaints to any other University personnel. Any complaints you have should be directed to Coach Saban or a member of our coaching staff.
2. Proper dress will be posted for all team functions. You will represent the team in a class fashion. Individual differences are respected, but not when representing the team. Earrings are prohibited at all team functions. Hair must be neat and acceptable in appearance. Hats off in business areas. Be courteous, using "please and thank you." Polite and appropriate manners should be used with all staff members.
3. The dorm/apartment is our home. Respect others' space. Keep noise levels down. No overnight guests in dorm/apartment rooms. No alcohol or drugs in dorms/apartments. Be on time for all bed checks.
4. Meetings are scheduled, organized, and detailed to help you become better football players. Form a "buddy" system to insure punctuality.
5. **LOCKER ROOM POLICY:**
 - a. Keep your location clean & neat – keep tape off the floor.
 - b. You are responsible for your equipment – all equipment has a specific place in the locker. Care for it.
 - c. Lock-up or check all valuables with Jeff Boss.
 - d. Stealing from a teammate is a capital offense.
 - e. No visitors in the locker room.

6. **EQUIPMENT POLICY:**

- a. Wear the equipment announced as uniform of the day. Dress as a team – everyone's uniform is the same.
- b. Do not alter your equipment. Make sure it fits properly, and is in good condition. It is designed to protect you.

7. **Training Room Policy:**

- a. The Training Room is not a lounge it is for taping, treatment or therapy and rehabilitation. Otherwise – stay out of the area.
- b. Any trainer or doctor's appointment, treatment, or rehab appointments missed are the same as missing practice or a meeting and will be dealt with accordingly.
- c. Injured players must be on time for scheduled events, meetings, and practice. LSU gear worn at practice.

8. **Weigh-In Will Be Held Weekly**

- a. Prescribed weights are for your own good.
- b. Have weight discipline.
- c. Special diet and exercise provided for those without weight discipline.

9. **Media Relations**

- a. **All interviews must be scheduled through the Sports Information Office – Michael Bonnette – no reporters should come to your room/apartment!**
- b. **Don't overload your ass with your mouth.** Do not criticize teammates, coaches, or the University in public.
- c. Do not lie, make predictions or excuses.
- d. Be positive – best I can do – best we can do. Never be representative of "poor ME's"
- e. Show respect for opponents.
- f. Do not tell the world what we are doing (including those that post on the Internet).
- g. Cooperate with the media, be on time. This is a direct link between you and the fans. Present yourself in a style and manner you are accustomed to being treated and received.

10. **Game Day Professionalism. Never Talk To Opposing Players**

- a. Poor examples of game day professionalism would be fighting, poor language, loss of poise or immature display of enthusiasm. All demonstrations of Tiger enthusiasm will be team things. We do not need "hot dogs" or "trash talkers". Fighting, stupid personal fouls and poor game day discipline are real indicators of a losing attitude. **We are going to be winners!**
- b. You should always use a professional attitude when communicating with the officials. The Head Coach should manage Officials mistakes in the games:

11. **Academics**

- a. You are here to get an education. We are interested in you getting that education and will provide the best possible academic support to help you.
- b. Class attendance, study table and any other academically related meetings are mandatory requirements.
- c. If you are not accountable for your academic responsibilities you will first accumulate points that will lead to punishment, loss of comp tickets and eventual game suspensions.

12. **Housing**

- a. If you are removed from University housing for disciplinary reasons, you will not receive the room portion of your scholarship for off-campus housing.
- b. Any discipline problems in East Campus Apartments will lead to housing in the dormitory.
- c. Any one on probation for academic irresponsibility's or off-field discipline problems will not be allowed to move off-campus.

13. **Training Table**

- a. Is a privilege. Be respectful, bus your own trays, take off hats, and be courteous and polite to those that make it comfortable for you.
- b. Don't be wasteful of food

14. **Agents**

- a. Any individual shall be ineligible for participation in intercollegiate sport if he ever has agreed (orally or in writing) to be represented by an agent for the purpose of marketing his ability in that sport.
- b. **Any individual shall be ineligible if he (or his relatives or friends) accepts transportation or other benefits from:**
 1. **Any Person** who represents any individual in the marketing of his athletic ability. The receipt of such expenses constitute compensation based on athletics skill and is an extra benefit not available to the student body in general; or
 2. **An Agent**, even if the agent has indicated that he or she has no interest in representing the student-athlete in the marketing of his athletic ability, or reputation and does not represent individuals in the student's sport.
- c. **Understand that it is not illegal for you to receive written information from an agent or to speak with an agent as long as no agreement about representation is met.**
- d. Not abiding by the above can cause your team to forfeit games in which you have competed, as well as cause you to be suspended or dismissed from the team for losing your eligibility.

- e. Louisiana State University has a career-counseling panel that Coach Karl Dunbar oversees. If you have any question regarding contact with agents or insurance player benefits, you should contact Coach Dunbar.

15. **Gambling**

- a. Student-Athletes shall not knowingly:
 - 1. Provide information to individuals involved in organized gambling activities concerning intercollegiate athletics competition.
 - 2. Solicit a bet on any intercollegiate team.
 - 3. Accept a bet on any team representing the institution.
 - 4. Participate in any gambling activity that involves intercollegiate athletics or professional athletics, through a bookmaker, a parlay card, or any other method employed by organized gambling.
- b. Violation of any of the above not only could result in team suspension or dismissal, but is also subject to fines and/or imprisonment by local or federal authorities.

CAMP OBJECTIVE

1. Hard Core Foundation of Discipline

- a. Carry out details to win.
- b. Don't question coaches on field. JUST DO IT! Questions as to why you are asked to do something will be covered in meetings.
- c. Familiarity breeds relaxation in command – work hard not to allow this.
- d. Disciplined players can do what they're supposed to do, when they're supposed to do it, the way it's supposed to be done. Undisciplined players won't last in this program.

2. Develop Mental and Physical Toughness – Working Hard

- a. Talking about toughness will not get it done! You must experience it.
- b. Hard work is a habit – we won't let you down – you will feel good about yourself if you know you have worked hard to be your best. At some point, you feel that you deserve success.
- c. Don't allow mental fatigue to proceed physical fatigue.
- d. An opportunity is worth what your preparation allows you to make of it. The price for success must always be paid for in advance.

3. Improve Basic Fundamentals

- a. No one is too good to improve. Fundamental improvement happens if you recognize you need it.
- b. A man profits by a mistake directly proportional to how much it bothers him.

4. Understand All Technical Aspects of Systems on Offense, Defense, and Special Teams.

5. Come Together as a Team – Develop a Belief in One Another

- a. Selfish players will kill the team.
- b. Everyone must give up their “ego” and put the good of the team first.
- c. Having respect for one another will be the first step in coming together.

6. Develop Honesty and Trust Between Coaches and Players.

- a. It is part of business not to trust the people in charge. There is no reason for that to exist here.
- b. We expect you to be honest. Don't be a liar. Be responsible for your actions

7. Best Conditioned Team vs Tulane in Opener

- a. Trademark of our team is to compete for 60 minutes.
- b. The 4th Quarter Program and our conditioning regiment is designed for success in the 4th Quarter.

8. Give Everyone an Opportunity to Contribute to Team

9. Develop Pride in Our Team and Being a Tiger

- a. Pride is developed by investing your time and efforts in something you really believe in
- b. Take pride in being a Tiger. Indirectly, each member is a representative of the other members.
- c. A REAL TIGER that understands pride demonstrates what he is both on and off the field.

10. Best Winning Attitude as a Team

- a. We will all win or lose together. There is no place for finger pointing.

2001 FROSH PRE-SEASON

MONDAY AUGUST 6, 2001

11-1:00 PM Report Broussard Hall
 1:30 PM Meet at Lawton Room
 2:00 PM Physicals & Equipment
 4:30 PM PT Test (Stadium)
 6:00 PM Dinner
 7:30 PM Meeting
 9:00 PM Staff Meeting
 10:00 PM Snack
 10:30 PM In Your Rooms
 11:00 PM **LIGHTS OUT!!!**

TUESDAY/WEDNESDAY, AUG. 7,8

6:45 AM Wake Up
 7:00 AM Breakfast
 7:30 AM Optional Lift
 8:30 AM Individual Meeting
 10:30 AM Lunch
 11:00 AM Taping
 11:45 AM Signal Callers
 12:05 PM Special Teams Walk Thru
 12:10 PM Walk Thru Off/Def
 12:20 PM Practice
 4:00 PM Dinner
 5:45 PM Team Meeting
 6:15 PM Special Teams
 6:30 PM Meet
 7:20 PM Walk
 7:30 PM Practice
 9:30 PM Secure
 10:00 PM Snacks
 10:30 PM In Your Rooms
 11:00 PM **LIGHTS OUT!!!**

THURSDAY, AUG. 9

See Orientation Schedule

EVENING SCHEDULE

6:00 PM Dinner
 7:15 PM Special Teams
 7:30 PM Team Meeting
 7:45 PM Indv. Meeting
 9:15 PM Staff Meeting
 10:00 PM Snack
 10:30 PM In Your Rooms
 11:00 PM **LIGHTS OUT!!!**

FRIDAY, AUG. 10

See Team Schedule

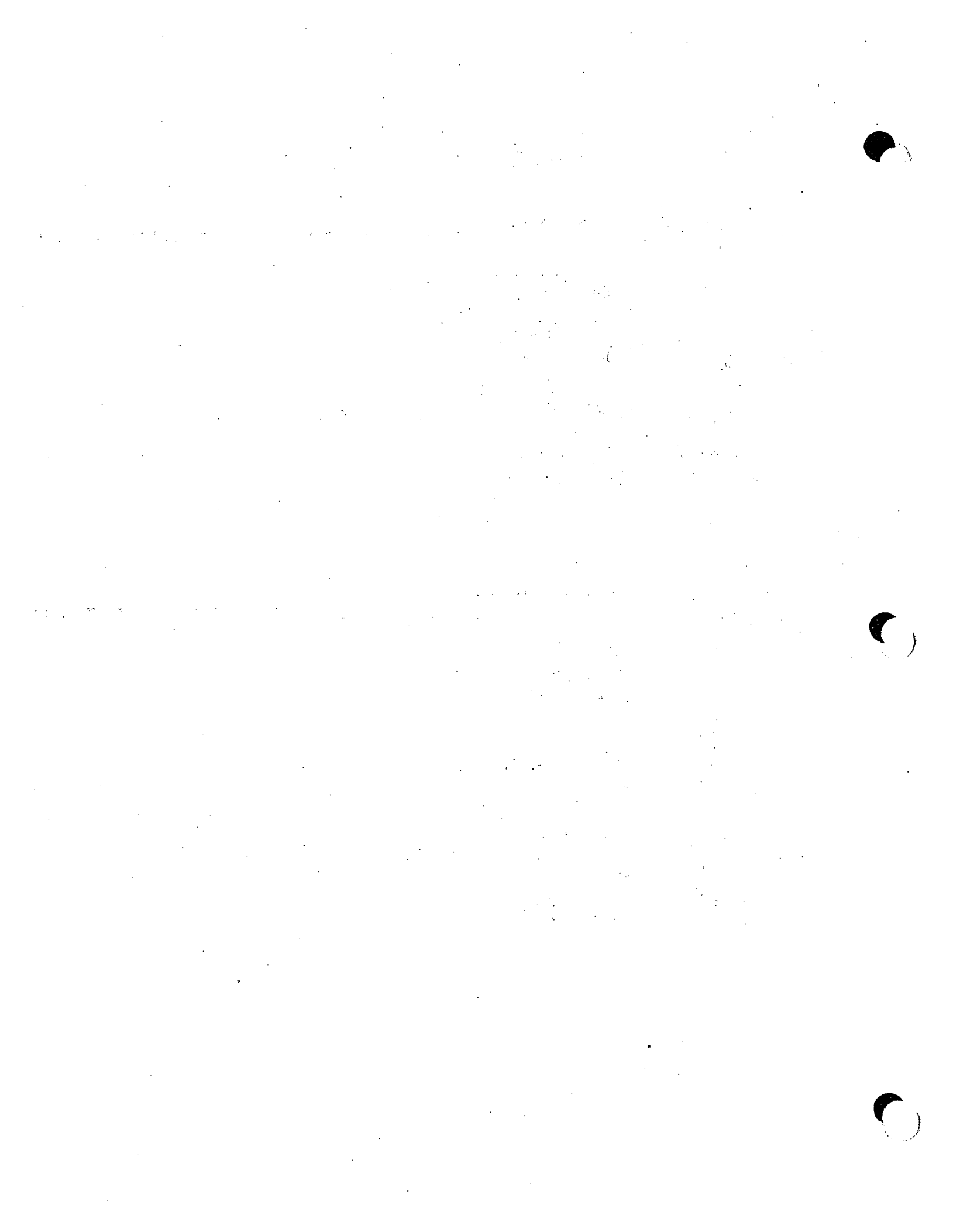
VARSITY PRE-SEASON

THURSDAY, AUGUST 9, 2001

11 - 1:00 PM	Report to Broussard Hall
1:30 PM	Team Meeting (Lawton Room)
2:00 PM	Physicals & Equipment
5:15 PM	PT Test (Stadium)
6:00 PM	Dinner (Mandatory)
7:00 PM	Team Meeting (Lawton Room)
9:00 PM	Staff Meeting
10:00 PM	Snacks
10:30 PM	In Your Rooms
11:00 PM	LIGHTS OUT!!!

FRIDAY, AUGUST 10, 2001

7:00 AM	Wake-Up/Body Fat Test
8:30 AM	Breakfast (Mandatory)
9:00 AM	Strength Test
12:00 Noon	Lunch (Mandatory)
1:00 PM	Meeting
3:00 PM	Compliance Meeting
4:30 PM	PT Test (110's)
6:00 PM	Dinner (Mandatory)
7:00 PM	Team Meeting
7:30 PM	Individual Meetings (Start With Special Teams)
10:00 PM	Snacks
10:30 PM	In Your Rooms
11:00 PM	LIGHTS OUT!!!!

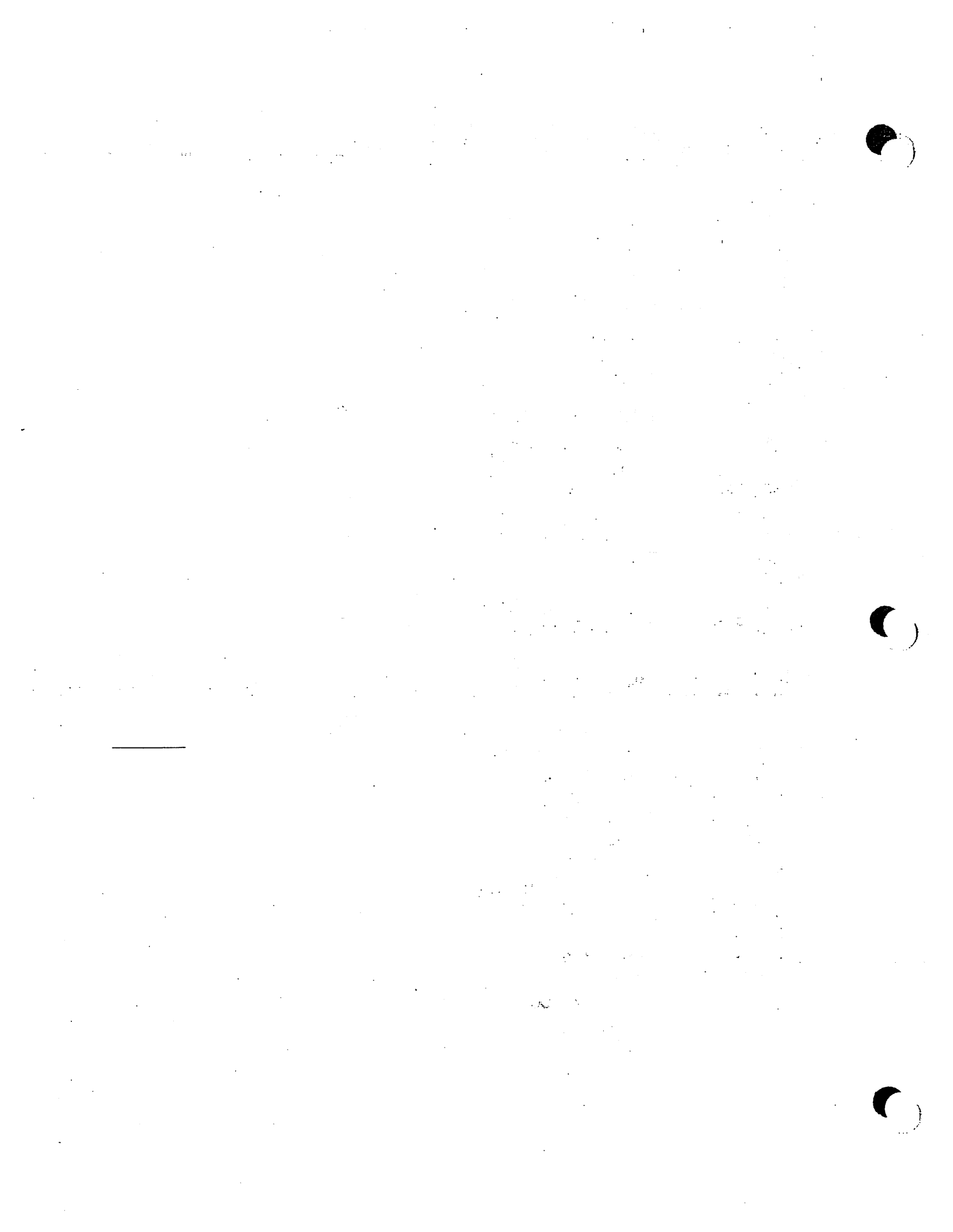


SATURDAY - MONDAY, AUGUST 11, 13**PADS**

6:45 AM	Wake-Up
7:00 AM	Breakfast (Mandatory)
7:15 AM	Taping
7:30 AM	Staff
8:45 AM	Signal Callers
9:15 AM	Special Teams Walk
9:30 AM	Practice
11:30 AM	Secure
12:00 Noon	Lunch (Mandatory)
1:00 PM	Staff
2:15 PM	Special Teams Meeting
2:45 PM	Individual Meetings
5:00 PM	Dinner
6:00 PM	Team Meeting
6:30 PM	Meet
7:15 PM	Special Teams Walk
7:30 PM	Practice
9:30 PM	Secure
10:30 PM	In Your Rooms (Snacks At Dorm)
11:00 PM	LIGHTS OUT!!!

SUNDAY, AUGUST 12, 2001**SHELLS**

10:00 AM	Ind. Pictures (Coat & Tie) -Video Head Shots (Jersey)
11:00 AM	Brunch (Mandatory)
12:00 Noon	Picture Day
1:45 PM	Meetings
2:30 PM	Walk Thru
2:45 PM	Practice
4:30 PM	Family Day
6:00 PM	Dinner (Mandatory)
7:15 PM	Special Teams
7:30 PM	Team
9:15 PM	Staff Meetings
10:00 PM	Snack
10:30 PM	In Your Rooms
11:00 PM	LIGHTS OUT !!!!

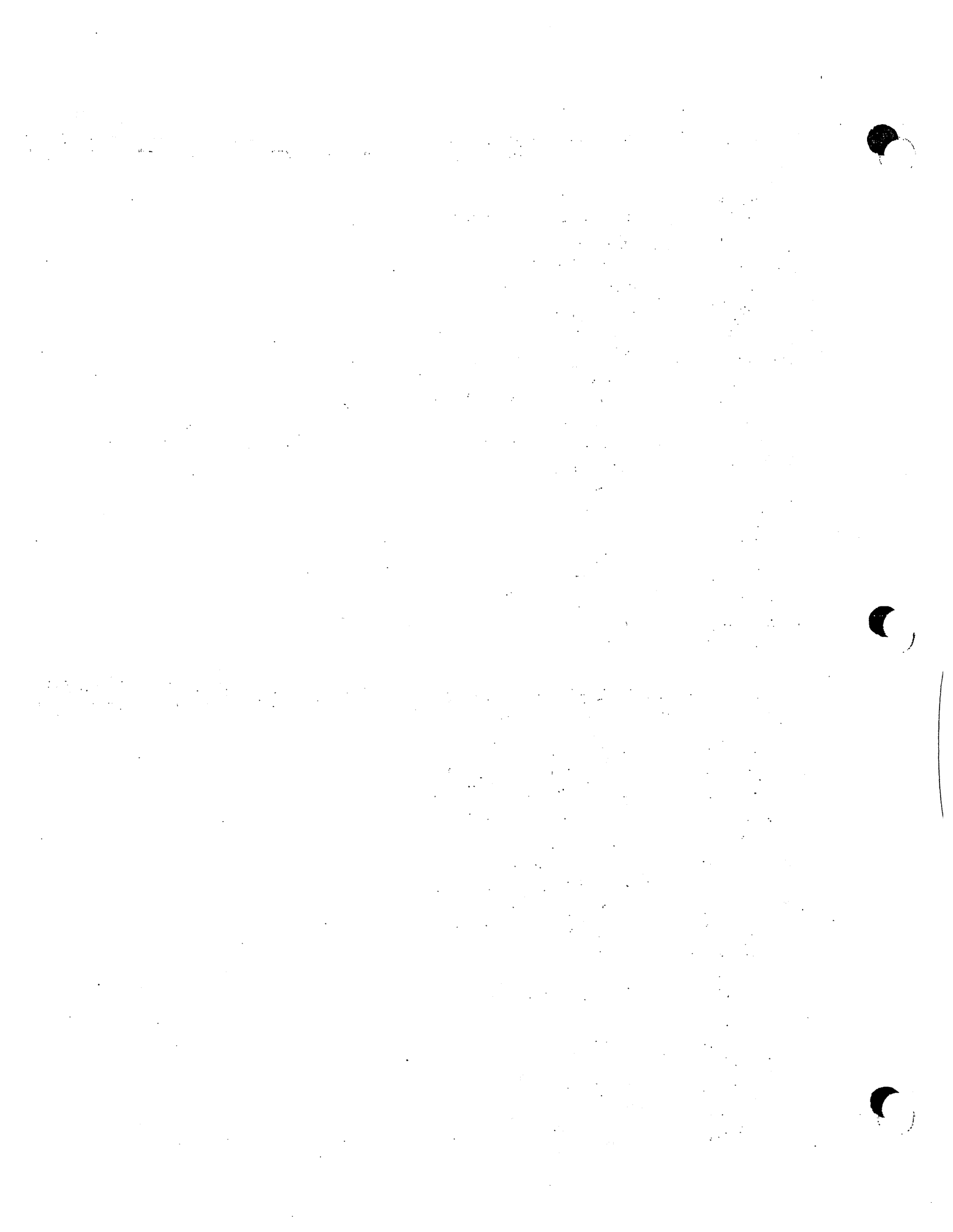


TUESDAY - AUGUST 14, 2001**SHELLS**

6:45 AM	Wake-Up
7:00 AM	Breakfast (Mandatory)
7:30 AM	Optional Lift
8:30 AM	Individual Meetings
10:00 AM	Staff
10:30 AM	Lunch (Mandatory)
11:00 AM	Taping
11:45 AM	Signal Callers
12:05 PM	Walk Thru Special Teams
12:10 PM	Walk Thru Offense/Defense
12:20 PM	Practice
4:00 PM	Dinner (Mandatory)
5:45 PM	Team Meeting
6:15 PM	Special Teams
6:30 PM	Meetings
7:20 PM	Walk Thru
7:30 PM	Practice
9:30 PM	Secure
10:00 PM	Snacks
10:30 PM	In Your Room
11:00 PM	LIGHTS OUT!!!

WED, FRIDAY, SUNDAY, TUES - AUGUST 15,17,19,21**PADS**

6:45 AM	Wake-Up
7:00 AM	Breakfast (Mandatory)
7:30 AM	Staff / Player Treatment
8:45 AM	Individual Meetings
11:00 AM	Lift Group
12:00 Noon	Lunch (Mandatory)
1:30 PM	Special Teams Meetings
1:45 PM	Individual Meetings
2:45 PM	Special Teams Walk
3:00 PM	Practice
5:00 PM	Secure
5:30 PM	Dinner (Mandatory)
6:00 PM	Staff
7:15 PM	Special Teams
7:30 PM	Team Meeting
7:45 PM	Individual Meetings
9:00 PM	Staff
10:30 PM	In Your Rooms (Snacks At Dorm)
11:00 PM	LIGHTS OUT!!



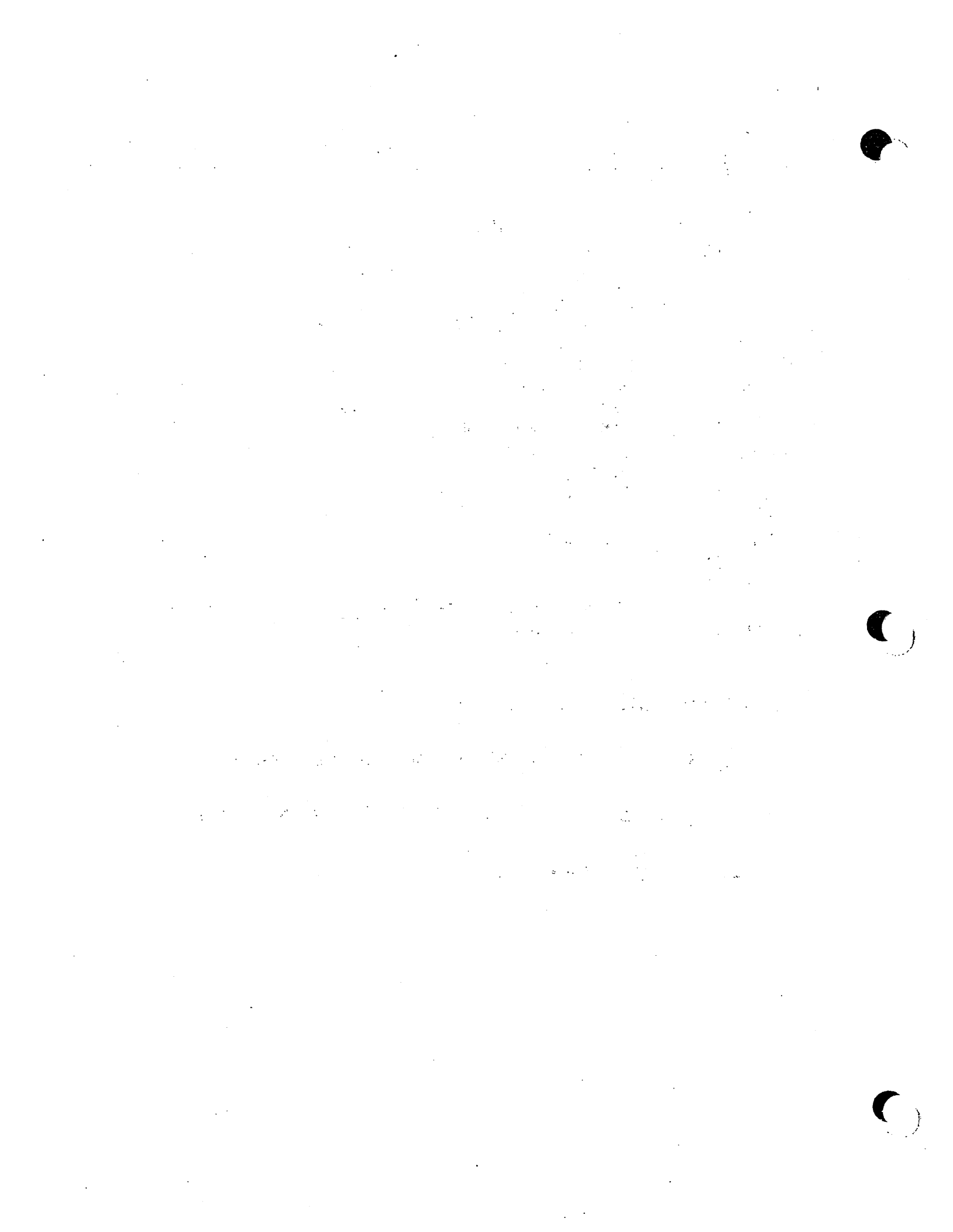
6:45 AM	Wake-Up
7:00 AM	Breakfast (Mandatory)
7:15 AM	Taping
7:30 AM	Staff
8:45 AM	Signal Callers
9:15 AM	Special Teams Walk
9:30 AM	Practice
11:30 AM	Secure
12:00 Noon	Lunch (Mandatory)
1:00 PM	Staff
2:15 PM	Special Teams Meeting
2:45 PM	Individual Meetings
5:00 PM	Dinner
6:00 PM	Team Meeting
6:30 PM	Meet
7:15 PM	Special Teams Walk
7:30 PM	Practice
9:30 PM	Secure
10:30 PM	In Your Rooms (Snacks At Dorm)
11:00 PM	LIGHTS OUT!!!

Thursday, August 23 - OFF

Friday, August 24 - Tulane Prep (Monday Practice)

Saturday, August 25 Tulane Prep (Tuesday Practice)

Sunday, August 26 - OFF



PLAYERS

WEEKLY WORK SCHEDULE

SUNDAY - PLAYERS OFF DAY

TBA	Meet with Trainers
TBA	Flex & Stride
TBA	Optional Film (No Coaches)
TBA	Optional Weights (Sunday / Thursday)

MONDAY

6:45 am	Team Meeting (Juice & Donuts)
8:00 am	Staff Meeting
1:45 pm	Special Teams (All)
	Film and Scouting Report
2:15 pm	Team - Awards - What We Need To do To Win
2:20 pm	a. Scouting Report / Personnel
	b. Game Plan
	c. Base Adjustments
	d. Goal Line, Short Yardage, Red Area
3:20 pm	Walk-Thru (Punt Team Out 3:15)
3:30 pm	(10) Flex (Shells)
3:40 pm	(5) Individual
3:45 pm	(10) Corrections
3:55 pm	(10) Force / P.P. Period
4:05 pm	(10) 7 on 7 Base
4:15 pm	(10) Red Area 7 on 7
4:25 pm	(15) Team
4:40 pm	(5) Goal Line / Short Yardage
4:45 pm	(25) Kicking Game
5:10 pm	Conditioning / Specialty

TUESDAY

1:45 PM	Special Teams (Signal Callers) Punt / Punt Return
2:00 pm	Meeting
3:10 pm	Walk-Thru
3:20 pm	(10) Flex
3:30 pm	(14) Individual
3:44 pm	(12) 9 on 7 / 1 on 1
3:56 pm	(10) Force Drill
4:06 pm	(20) 7 on 7
4:26 pm	(7) Blitz
4:33 pm	(7) Punt
4:40 pm	(38) Team Include G.L. / S.Y.
5:18 pm	(7) Punt Return
5:25 pm	Conditioning
5:30 pm	Specialty

WEDNESDAY

1:45 pm	Special Teams (K.O. / K.O. Return)
2:00 pm	Meeting
3:10 pm	Walk-Thru
3:20 pm	Flex
3:30 pm	(14) Individual
3:44 pm	(12) 9 on 7 (Include Subruns) 1 on 1
3:56 pm	(10) Red Area 7 on 7
4:06 pm	(20) 7 on 7 (Include 3rd Down)
4:26 pm	(7) Blitz (Sub)
4:33 pm	(7) K.O. Cover
4:40 pm	(38) Team Include Red Area / 3rd Down
5:18 pm	(7) K.O. Return
5:25 pm	Specialty

THURSDAY

1:45 pm	Special Teams FG / FG Block (All Teams)
2:15 pm	Position Meeting
3:20 pm	Walk-Thru
3:30 pm	Flex
3:40 pm	(5) Individual
3:45 pm	(10) Blitz Review
3:55 pm	(15) Red Area / GL. Review / 2-Point Plays
4:10 pm	(10) 2-Minute
4:20 pm	(20) Move The Field Include Short Yardage
4:40 pm	(25) Kicking Game Review
5:05 pm	One Reel
5:30 pm	Secure

FRIDAY

TBA	20 Minute - Team Meeting
TBA	Special Teams Call Outs
TBA	Special Teams Film
TBA	20 Minute - Individual Meetings

PRACTICE:

TBA	15 Minute - Offense / Defense Review
TBA	15 Minute - Substitution Review

FRIDAY EVENING

TBA	1 - Reel Meeting (20 Minutes)
TBA	Individual (10 Minutes)
TBA	Test / Tip Sheets

SATURDAY A.M.

TBA	Chair Drill (20 Minutes)
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COACHES – TO WIN

1. **Goal** – Standard for program is to be a team and to always have a winning season. We must get the players to reach their full potential, especially in intangible areas of effort, toughness, and execution. Long term – it is very important that we win all home games, finish in the Top 25, go to New Years' Day Bowl Game, and finally win SEC Championship.
 - a. Recruit character/quality players with talent.
 - b. Teach and develop players to reach full potential. Must establish strong work ethic if we will ever develop players to full potential.
 - c. Be prepared – pay attention to detail – be prepared to make good decision on game-day.
 - d. Be positive – coach for next play – establish goals with players so it is important to them. We must develop attitudes. Work – self-esteem – confidence.
 - e. Be a team – togetherness – get along – do your part – don't make excuses. Solve problems – don't create them.

2. **Be Loyal** to each other on staff – no negative statements to outsiders about others or the program. Keep situations confined to **us**.

3. **Recruit – good talent** key to success.
 - a. Evaluate – go through process – it eliminates mistakes.
 - b. Know prospects – character as person/player. Have accurate information.
 - c. Develop relationships – maximum attention to make people feel important at LSU. Must get them to LSU early.
 - d. Find walk-ons that can play – helps numbers improve our ability to prepare.
 - e. You must recruit everyday to be a good recruiter.

4. **Good Teacher**
 - a. Teaching and drill progression – organized and precise – specific in presentation- simple to understand. Make practice fun – challenging for players.
 - b. Be productive in your work – prompt in getting things done. Pay attention to details – stay fresh as a teacher. Everyone is responsible for a better way.

5. **Player Relations**
 - a. Interested in players as people and students. Loyal – don't swear at or hit players.
 - b. Fair and honest – can't always treat everyone the same.
 - c. Establish goals for players – desire to achieve comes from knowing what you want. Effort comes from willingness to work and

perseverance. Self-gratification and confidence comes from positive reinforcement for accomplishment.

- d. Must coach – mental/physical toughness into players
- e. Demand players do things correctly – confront them if they don't. This is a part of discipline – make them conform to their responsibilities as members of the team.

6. **Coaches Must Be A Team** – not offense/defense. When we lose – we all lose. When we win – we all win. Kicking game success will come from each coach approaching his part with the same intensity as his position. The kicking game is your responsibility as a group. Sell it – it must be important to the players.

COACHES

In-Season 2001 Weekly Work Schedule

SUNDAY

11:00 am	Staff Grade Film
2:00 pm	Defense Review/Offense Review
3:00 pm	Staff - Grades, Production Charts, Goal Boards, Player of the Week, Scout Team Player of the Week. Kicking Game Review
5:30 pm	Dinner (Brought In)
6:30 pm	Work on Next Opponent (Special Teams)
9:00 pm	Secure

MONDAY

6:45 am	Film With Players
8:00 am	Work on Next Opponent
10:00 am	Game Plan - Special Teams Staff (Scouting Report)
11:00 am	Staff to Plan Practice - Base Defense, Goal Line, Short Yardage, Red area
1:45 pm	Player Meeting (All Special Teams)
6:00 pm	Work on Next Opponent - Review Practice, Base Package, Blitz, G.L./2nd Long / Short Yardage
10:00 pm	Secure

TUESDAY

7:30 am	Work on Next Opponent
10:30 am	Staff to Plan Practice
12:00 noon	Lunch / Prepare for Practice
1:45 pm	Special Teams (Punt/Punt Return)
2:00 pm	Meetings
3:10 pm	Walk-Thru
3:20 pm	Flex (Base, Blitz, GL., 2nd Long)
6:00 pm	Meet, Practice Film, 3rd Down Plan, Red Area, K.O./K.O. Return

WEDNESDAY

7:30 am	Work on Next Opponent, 3rd Down, Red Area, K.O., K.O. Return
10:30 am	Staff to Plan Practice
1:45 pm	Special Teams (K.O. / K.O. Return)
2:00 pm	Meetings (3rd Down, Short Yardage, Red Area)
3:10 pm	Walk Thru
3:20 pm	Flex
7:00 pm	Recruiting Calls

THURSDAY

8:00 am Review Practice Film
 2-Minute, 2-Point Play Plan

10:30 am Academic Meeting

11:00 am Staff to Plan Practice

1:45 pm Special Teams FG / FG Block - Total Special Team

1:50 pm Total Special Teams (Practice Film Review)

2:00 pm Meeting

4:20 pm Walk-Thru

4:30 pm Practice

 Recruiting Calls at Night

FRIDAY

Staff
(Times to be Announced)

Review Practice Film

Recruiting Meeting

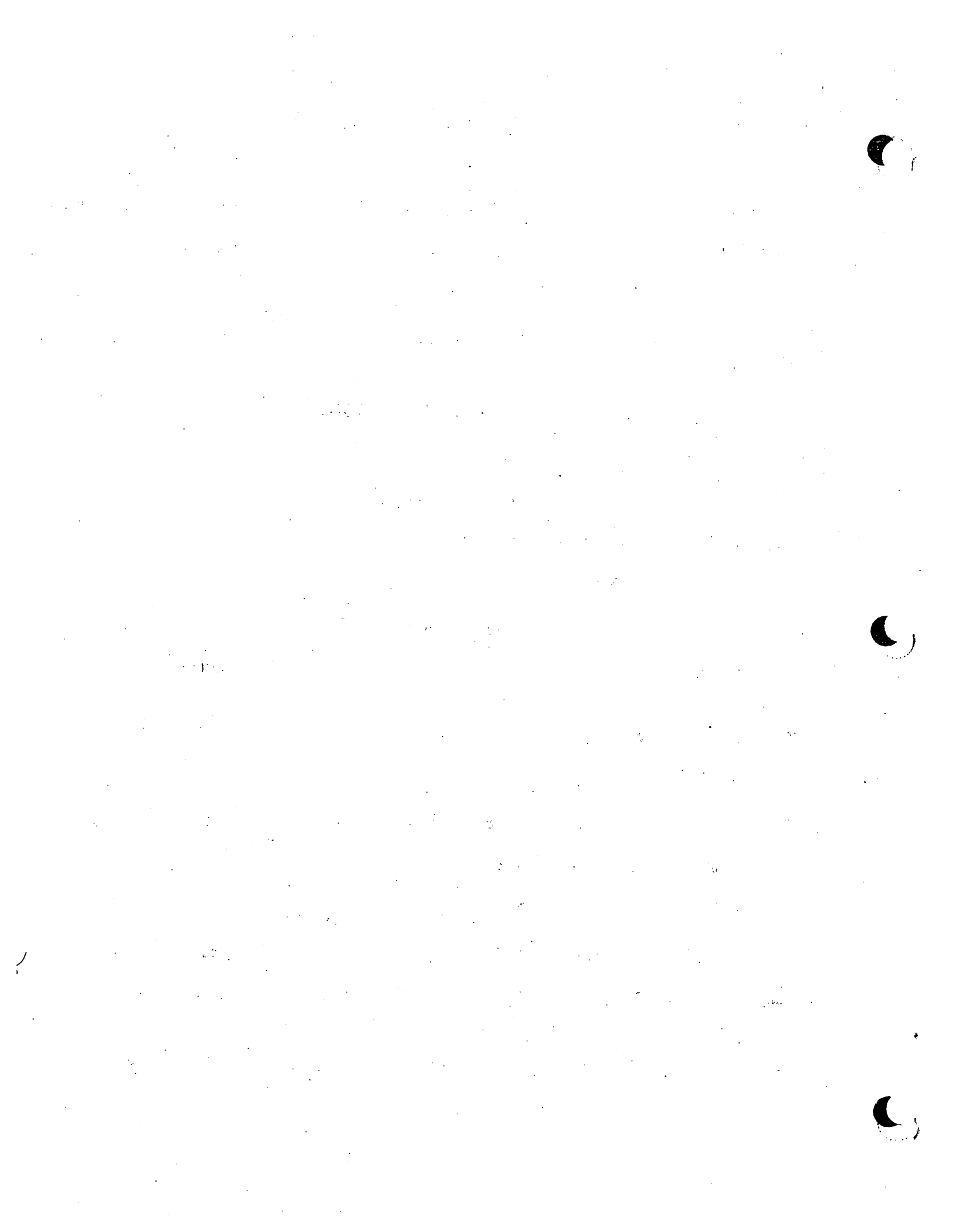
Plan Talk With Team

2001 PRESEASON SPEAKERS

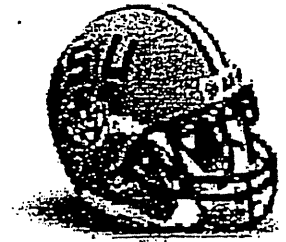
Monday, August 6	7:00 PM	Bo Bahnsen, Nancy Griffith	Freshman Compliance Meeting
Tuesday, August 7	2:00 PM	Frank Wickes	LSU Fight Song
Tuesday, August 7	5:45 PM	Alan Harmon & Doctors	Drug Testing & Education
Thurs., August 9		Karla Lemoine	Freshman Academic Orientation

VARSITY REPORT

Friday, August 10	3:00 PM	Bo Bahnsen, Nancy Griffith	Varsity Compliance
August 8 – 11		Reserved for Ron Heitzinger	
Sunday, August 12	12:00 Noon	Pictures	
	4:30 PM	LSU Family Day	
	7:30 PM	Jimmy Sexton	Player Agent Issues
Monday, August 13	5:45 PM	Cpl. Don Kelly Capt. Rick Adams	Baton Rouge City Police LSU Police
Tuesday, August 14	5:45 PM	Dorian McCoy	University Housing Issues
Wed., August 15	7:30 PM	Harry Burton - FBI	Gambling Issues
Thurs., August 16	6:00 PM	Karla Lemoine	Academic Support
Friday, August 17	7:30 PM	Bobby Gaston	SEC Officials
August 19 – 23		Reserved for Dr. Lonnie Rosen	
Sunday, August 19	7:30 PM	Bo Harris	Financial Advising
Monday, August 20	7:30 PM	Tony Clayton – Asst. DA Doug Moreau – DA	BR Social Issues
Tuesday, August 21	7:30 PM	Mark Fluker – Aids Awareness	BR Social Issues



LSU TIGERS DEFENSIVE GOALS



1. WIN

2. POINTS

- HOLD OPPONENT TO 13 OR LESS

3. RUNS

- HOLD OPPONENT TO 3.3 YDS PER RUSH

4. PASSES

- HOLD OPPONENT TO 5.0 YDS PER PASS

5. TURNOVERS

- 3 TURNOVERS

6. BIG PLAY

- NO 15 YARD RUNS
- NO 20 YARD PASSES

7. RED AREA

- NO TOUCHDOWNS
- 60% EFFICIENCY

8. 3rd DOWN

- 70% EFFICIENCY

PHILOSOPHY OF DEFENSE

2.9 PTS. PER FUMBLE

4.8 PTS. PER INTERCEPTION

3rd DOWN 70%

PRESSURE QB

BIG PLAYS

ME'S

MT'S

RED AREA, GOAL LINE, SHORT YD., 2 MINUTE

1-PEN/30 PLAYS

PHILOSOPHY OF THE LOUISIANA STATE TIGERS DEFENSE

THE LOUISIANA STATE PHILOSOPHY ON FIRST AND SECOND DOWN IS TO STOP THE RUN AND PLAY GOOD ZONE PASS DEFENSE. WE WILL OCCASIONALLY PLAY MAN-TO-MAN AND BLITZ IN THIS SITUATION. ON THIRD DOWN, WE WILL PRIMARILY PLAY MAN-TO-MAN AND MIX-IN SOME ZONE AND BLITZES. WE WILL RUSH FOUR OR MORE PLAYERS VERSUS THE PASS ABOUT NINETY PERCENT OF THE TIME.

IN ALL SITUATIONS, WE WILL DEFEND THE INSIDE OR MIDDLE OF THE FIELD FIRST - DEFEND INSIDE TO OUTSIDE. AGAINST THE RUN, WE WILL NOT ALLOW THE BALL TO BE RUN INSIDE. WE WANT TO FORCE THE BALL OUTSIDE. AGAINST THE PASS, WE WILL NOT ALLOW THE BALL TO BE THROWN DEEP DOWN THE MIDDLE OR INSIDE. WE WANT TO FORCE THE BALL TO BE THROWN SHORT AND/OR OUTSIDE.

THE TRADEMARK OF THE LOUISIANA STATE DEFENSE IS AGGRESSIVENESS AND PHYSICAL PLAY. WE WILL BE PHYSICALLY STRONG AT THE LINE OF SCRIMMAGE AND WILL HUSTLE AND PURSUE RELENTLESSLY. WE WILL BE HARD AND SURE TACKLERS. THE LOUISIANA STATE TIGERS WILL BE SUCCESSFUL ON DEFENSE IF WE GIVE ONE HUNDRED PERCENT PHYSICAL EFFORT, PLAY WITH TREMENDOUS PHYSICAL TOUGHNESS AND DO NOT MAKE MENTAL MISTAKES. TO ELIMINATE MENTAL ERRORS, WE MUST FULLY UNDERSTAND THE CONCEPT OF THE DEFENSE AND BE DISCIPLINED TO PLAY THE DEFENSE CALLED. WE MUST HAVE MENTAL DISCIPLINE TO ELIMINATE MISTAKES AND PENALTIES. WE WILL NOT ALLOW BIG PLAYS AGAINST US.

THE LOUISIANA STATE DEFENSE MUST PERFORM EFFICIENTLY INSIDE OUR TWENTY YARD LINE (RED AREA) AND ON THE GOAL LINE. WE CANNOT ALLOW OUR OPPONENTS TO RUN THE BALL INTO THE END ZONE. WE WILL HAVE A GOOD RUN DEFENSE WITH TIGHT PASS COVERAGE. WE WILL PREVENT TOUCHDOWNS AND FORCE FIELD GOAL ATTEMPTS BY PLAYING GOOD TEAM DEFENSE.

DEFENSIVELY, WE MUST ADAPT TO EVERY SITUATION THAT PRESENTS ITSELF AND EXECUTE SUCCESSFULLY. THIS REQUIRES GOOD COMMUNICATION, TEAM WORK, AND OFTEN, PERSONNEL SUBSTITUTION. DEFENSIVE SITUATIONS THAT OCCUR REGULARLY ARE: THIRD DOWN; FOURTH DOWN; TWO-MINUTE; SHORT YARDAGE; CONSERVING TIME; PROTECTING A LEAD; OPPONENT BACKED UP; AND NO HUDDLE. WE WILL PREPARE FOR AND HANDLE THESE CRUCIAL SITUATIONS. WE ALSO MUST HAVE THE ATTITUDE TO REACT TO SUDDEN CHANGE WHENEVER IT PRESENTS ITSELF. WE MUST PUT THE FIRE OUT - CONTROL MOMENTUM OF THE GAME OF DEFENSE.

FINALLY, OUR JOB IS TO TAKE THE BALL AWAY FROM THE OPPONENTS' OFFENSE AND SCORE OR SET UP GOOD FIELD POSITION FOR OUR OFFENSE. WE MUST KNOCK THE BALL LOOSE, FORCE MISTAKES, AND CAUSE TURNOVERS. TURNOVERS AND MAKING BIG PLAYS WIN GAMES. WE WILL BE ALERT AND AGGRESSIVE AND TAKE ADVANTAGE OF EVERY OPPORTUNITY TO COME UP WITH THE BALL.

THE LOUISIANA STATE DEFENSE WILL PLAY FOR SIXTY MINUTES IN EVERY GAME REGARDLESS OF THE SCORE OR SITUATION. THE TRADEMARK OF OUR DEFENSE WILL BE EFFORT, TOUGHNESS, AND NO MENTAL MISTAKES REGARDLESS OF SCORE OR SITUATION IN ANY GAME.

PRIDE....DEFENSE WINS CHAMPIONSHIPS....PRIDE

LOUISIANA STATE TIGERS
PHILOSOPHY

1. **Stop the Run** and play good zone defense (1st and 2nd down). Occasionally play man-to-man and blitz.

3rd Down primarily play man-to-man mix in some zone and blitzes.

2. **In All Situations Defend the Inside on Middle of the Field First**

vs. Run - We will not allow the ball to be run inside. **Force ball outside.**

vs. Pass - We will not allow the ball to be thrown deep down the middle.
Force QB to throw short or outside.

3. **Trademark of Louisiana State Defense**

Aggressive - Physical Toughness
Strong at the LOS
Hustle and Pursuit
Sure Tacklers
Eliminate Mental Errors - Foolish Penalties
Discipline
Eliminate Big Plays

4. **Efficiency in Red Zone and Goal Line**

- Make offense kick field goals

5. **Adaptability to Situation** = Communications and team work and personnel substitution.

Sudden change - opportunity for greatness
3rd Down
No Huddle
2-Minutes

6. **Turnovers** - Take the ball from opponents offense.
Set up good field position.
Score on defense.

7. **Play for 60 Minutes - Moment of Truth**

Game of momentum- like a pendulum it will always come back to us.

DEFENSE WINS CHAMPIONSHIPS

PHILOSOPHY OF THE LOUISIANA STATE TIGERS DEFENSE

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THE LOUISIANA STATE DEFENSE MUST PERFORM EFFICIENTLY INSIDE OUR TWENTY YARD LINE (RED AREA) AND ON THE GOAL LINE. WE CANNOT ALLOW OUR OPPONENTS TO RUN THE BALL INTO THE END ZONE. WE WILL HAVE A GOOD RUN DEFENSE WITH TIGHT PASS COVERAGE. WE WILL PREVENT TOUCHDOWNS AND FORCE FIELD GOAL ATTEMPTS BY PLAYING GOOD TEAM DEFENSE.

DEFENSIVELY, WE MUST ADAPT TO EVERY SITUATION THAT PRESENTS ITSELF AND EXECUTE SUCCESSFULLY. THIS REQUIRES GOOD COMMUNICATION, TEAM WORK, AND OFTEN, PERSONNEL SUBSTITUTION. DEFENSIVE SITUATIONS THAT OCCUR REGULARLY ARE: THIRD DOWN; FOURTH DOWN; TWO-MINUTE; SHORT YARDAGE; CONSERVING TIME; PROTECTING A LEAD; OPPONENT BACKED UP; AND NO HUDDLE. WE WILL PREPARE FOR AND HANDLE THESE CRUCIAL SITUATIONS. WE ALSO MUST HAVE THE ATTITUDE TO REACT TO SUDDEN CHANGE WHENEVER IT PRESENTS ITSELF. WE MUST PUT THE FIRE OUT - CONTROL MOMENTUM OF THE GAME OF DEFENSE.

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PRIDE....DEFENSE WINS CHAMPIONSHIPS....PRIDE

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PRINCIPLES OF DEFENSE

A. DEFENSE MUST BE A TEAM EFFORT

1. THE FIRST AND FOREMOST PRINCIPLE OF DEFENSE IS TO PREVENT TOUCHDOWN OR SCORE. IN THE FINAL ANALYSIS, THE EFFECTIVENESS OF THE DEFENSIVE TEAM IS MEASURED BY THE NUMBER OF POINTS SCORED AGAINST.
2. EACH MAN MUST KNOW HIS INDIVIDUAL ASSIGNMENT AND RESPONSIBILITY ON EVERY DEFENSE AND PLAY HIS OWN RESPONSIBILITY EACH AND EVERY PLAY.
3. HE MUST CARRY OUT HIS TEAM ASSIGNMENT POSITIVELY IN ORDER THAT THE DEFENSE CAN FUNCTION AS A "TEAM". PURSUIT AND GANG TACKLING ARE A VITAL PART OF TEAM EFFORT.
4. ANY GAMBLING OR HUNCH PLAYING BY AN INDIVIDUAL CAN ONLY LEAD TO A BREAKDOWN OF THE "TEAM" AND CAUSE A LONG RUN OR PASS, AND POSSIBLY A SCORE. OUR DEFENSE IS BASED ON EACH MAN CARRYING OUT HIS OWN ASSIGNMENT COMPLETELY.
5. THROUGH TEAM EFFORT, WE WILL KEEP THE GAIN DOWN TO A MINIMUM AND PREVENT THE LONG RUN OR PASS FOR A SCORE OR FORCE AN OFFENSIVE ERROR OR TURNOVER.

B. RUN DEFENSE

1. WE WILL CREATE VICTORIES FOR OUR DEFENSE BY PLAYING GREAT DEFENSE VERSUS THE RUN. EACH MAN MUST PLAY HIS RESPONSIBILITY, PURSUE THE BALL WITH SUPER HUMAN EFFORT, BE VICIOUS TACKLERS, AND KEEP PROPER LEVERAGE ON THE FOOTBALL AT ALL TIMES. GANG TACKLING WILL DISCOURAGE GREAT BACKS AND CREATE TURNOVERS FOR OUR TEAM.

C. PASS DEFENSE - KEY TO SUCCESS

1. THE DEFENSIVE LINE MUST CONTINUOUSLY PUT PRESSURE ON THE PASSER. BY RUSHING IN YOUR OWN PRESCRIBED LANE AND BY SUPER HUMAN SECOND EFFORT, YOU WILL GET TO THE PASSER. BY STAYING IN YOUR PROPER RUSHING LANE, YOU WILL CONTAIN THE PASSER, THEREBY PREVENTING HIM FROM RUNNING WITH THE BALL AND THROWING OUTSIDE OF THE POCKET. RUSH DICTATED BY QB AND PASS PROTECTION. STAY ON YOUR FEET AND GET HANDS IN QB'S FACE.
2. OUR LINEBACKERS MUST HOLD UP AND FORCE THE RELEASE OF THE OFFENSIVE ENDS BASED UPON THE DEFENSE CALL, FORMATION SET, SITUATION, AND FIELD POSITION. DROPPING TO THEIR PRESCRIBED DEFENSIVE POSITIONS FOR PASS, REROUTE RECEIVERS BASED ON COVERAGE, MATCH THE PATTERN AND BREAK ON THE BALL. GET GOOD REACTION TO THROWN BALL, AND BE AGGRESSIVE TO GET BALL OUT WITH SWAT OR COLLISION. BE PHYSICAL! LBERS MUST REACT TO CALL BY BACKS, CROSS, SMASH, ETC...

PRINCIPLES OF DEFENSE - Continued

3. OUR DEEP BACKS MUST LEARN THEIR RESPONSIBILITIES THE TECHNIQUES CARRY OUT THEIR RESPONSIBILITIES. THE SECRET OF COVERING ANY RECEIVER IS GOOD TECHNIQUE, VISION, KNOWING WHERE THE RECEPTION AREA IS, REACTION TO THE BALL POISE (DON'T BE A GUESSER), AND TOUGHNESS.

D. DESIRE TO DO THE JOB — SECRET OF OUR DEFENSE — DESIRE TO STUDY

1. KNOW HOW OUR DEFENSIVE DESIGN WILL STOP OUR OPPONENTS TENDENCIES. EXAMPLE: BACKER SUPPORT VS. SWEEP.
2. TACKLING... YOU MUST HAVE THE DESIRE TO "BE A HITTER", CONCENTRATE ON YOUR TARGET, AND DRIVE THROUGH THEIR SOFT SPOT WITH A RISING BLOW.
3. RUSHING THE PASSER... LINE AND LINEBACKER... TECHNIQUE AND DESIRE. GET THE QB AT ALL COSTS. DON'T BE HESITANT. IT MUST BE AN ALL-OUT THING.
4. PAY THE PRICE TO BE A WINNER. DESIRE HERE IS THE MOST IMPORTANT ASPECT OF WINNING. EACH AND EVERY DEFENSIVE PLAYER MUST HAVE THE PRIDE AND PERSONAL AMBITION TO BE A WINNER. YOU MUST "PAY PRICE" WITH EXTRA WORK, STUDY, AND CONDITIONING TO BE A WINNER.

THE

E. NO ROOM FOR MENTAL ERROR

1. YOU MUST BE ABLE TO CONCENTRATE ON YOUR ASSIGNMENT AND CARRY THIS OUT IN EACH AND EVERY PLAY. MENTAL ERROR IS THE LACK OF CONCENTRATION AND A LAX ATTITUDE DURING THE WEEK OF PREPARATION FOR ANY GAME.
2. CONCENTRATION, SELF-PRIDE, AND TEAM CONFIDENCE IS THE BEST WAY TO COMBAT ANY CHANCE OF MENTAL ERROR. REFUSE TO ALLOW ANYTHING TO DISTURB OR DISTRACT YOUR CONCENTRATION.

F. OUR GOAL

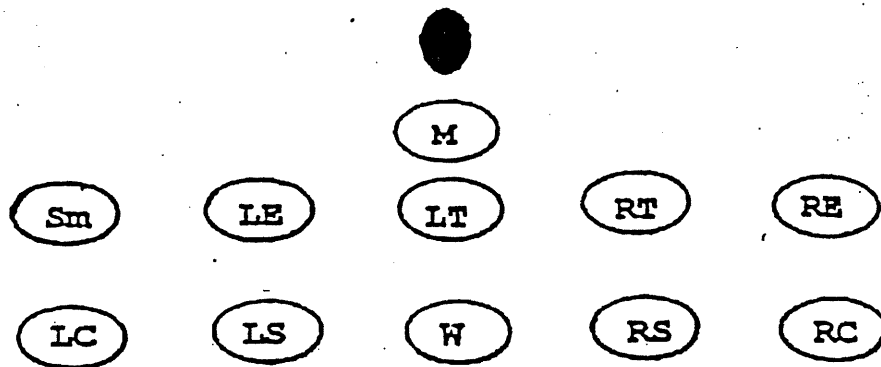
1. PREVENT TOUCHDOWNS BY THE LONG PASS OR RUN. GET THE BALL FOR OFFENSE. HAVE THE FEWEST POINTS SCORED AGAINST YOU.

G. CONCLUSION

1. WITH TEAM EFFORT, PAS DEFENSE, DESIRE, AND NO MENTAL ERRORS, WE WILL REACH OUR GOAL.
2. WE WILL REPEAT THESE POINTS TIME AFTER TIME UNTIL THEY BECOME PART OF YOUR WAY OF LIFE.
3. REPETITION MAY BE BORING, HOWEVER, THROUGH THIS METHOD, YOU WILL BECOME A GREAT DEFENSIVE TEAM!

HUDDLE

(BALL)



IN HUDDLE:

1. FORM HUDDLE QUICKLY...DON'T BE THE LAST MAN.
2. KEEP A CONSTANT HUDDLE...LT AND RB FORM HUDDLE ON BALL. THE SHAPE AND HANDS-ON-KNEES APPEARANCE IS THE RESPONSIBILITY OF EACH INDIVIDUAL.
3. THE SIGNAL CALLER DOES THE TALKING...ALL OTHERS LISTEN! MAKE THE CALL ONLY WHEN ALL ELEVEN PLAYERS ARE IN THE DEFENSIVE HUDDLE. TALK STRAIGHT OUT...NOT UP IN THE AIR OR DOWN AT THE GROUND...SEE ALL OF YOUR MEN.
4. RS WILL CALL THE DOWN AND DISTANCE. EXAMPLE: "2ND AND 8"5. MIKE WILL ALERT THE DEFENSE TO THE OFFENSIVE PERSONNEL. MIKE WILL CALL THE DEFENSE. EXAMPLE: "REGULAR PEOPLE...STUNT COVER 3".**
6. AFTER THE CALL, MIKE WILL SAY, "READY"...THEN PAUSE...ALL CLAP HANDS, WHICH IS THE SIGNAL TO BREAK AND CONCENTRATE ON OFFENSIVE HUDDLE. WATCH OPPONENTS BREAK HUDDLE.

IF YOU DO NOT HEAR OR DO NOT UNDERSTAND THE DEFENSIVE SIGNAL, ALERT THE SIGNAL CALLER AND THE CALL WILL THEN BE REPEATED

*GOOD DEFENSE STARTS WITH A GOOD HUDDLE. GET IN THE HUDDLE QUICKLY.

*GET THE CALL. BREAK THE HUDDLE AND SEE THE OFFENSE COME OUT.

*BE READY TO PLAY. THINK ABOUT YOUR ASSIGNMENT AND ANTICIPATE THE SITUATION.

C.P.: SAFETIES...CHECK THE COVERAGE CALL WITH THE SECONDARY AS YOU BREAK THE HUDDLE.

AT THE LINE:

WATCH THE OFFENSIVE HUDDLE AND PICK OUT THE STRENGTH OF THE FORMATION AS OPPONENTS LEAVE THE HUDDLE. THE PASSING STRENGTH IS THE TWO-RECEIVER SIDE, NOT THE TE. IT IS EVERYONE'S OWN RESPONSIBILITY TO RECOGNIZE AND KNOW THE STRENGTH.

CALLS:

1. SAFETIES AND MIKE.....FIRST CALL THE STRENGTH (RIGHT OR LEFT).
2. MIKE.....CALL THE BACKFIELD SET, OR COMPLETE FORMATION WHEN IT IS SET (EXAMPLE: "GIVE IT TO ME" TO SET FRONT)
3. SAFETIES.....MAKE THE FORCE CALL TO THE OLBER. "SKY, CLOUD, BACKER, BRONCO". THE OLBER WILL ACKNOWLEDGE THE CALL BY HAND MOVEMENT.
4. LBers AND DBs.....THEN MAKE ANY OTHER CALLS/ALERTS BY SITUATION, FRONT, OR COVERAGE.

VERSUS MOVEMENT -- NO CHANGE OR STRENGTH OR COVERAGE ADJUSTMENT

1. MIKE/SAFETY.....CALL "PLAY IT".

VERSUS CHANGE OF STRENGTH MOVEMENT

1. MIKE/SAFETY.....CALL "CHECK RIGHT OR LEFT" TO RECALL STRENGTH OR PLAY IT TO CONFIRM COVERAGE FIRST.
2. SAFETIES.....RECALL FORCES.

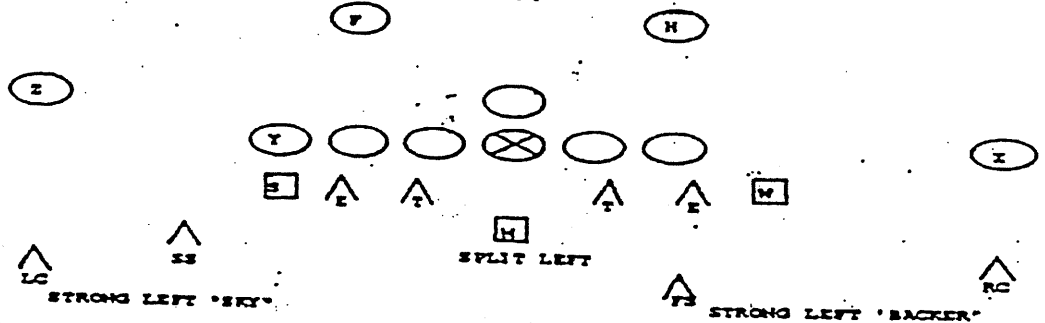
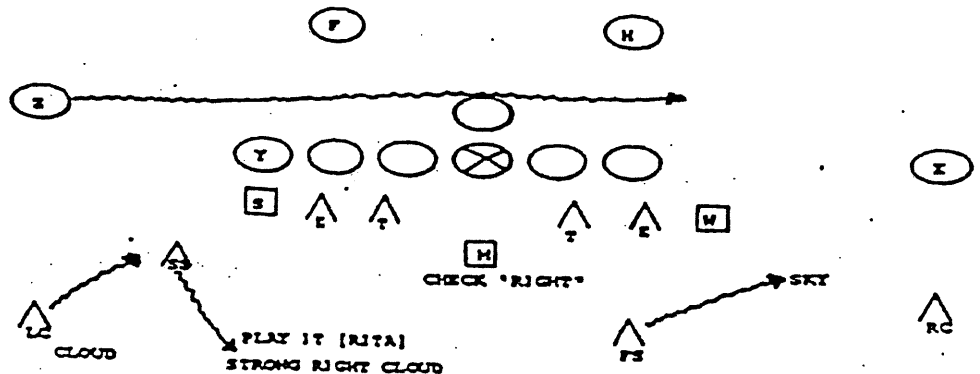
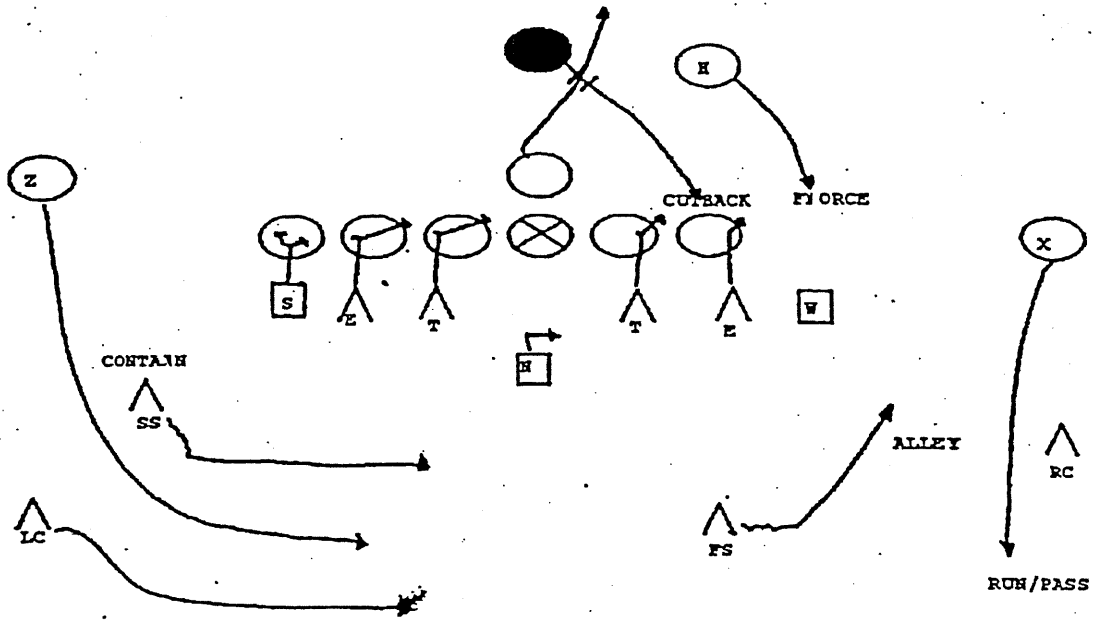


DIAGRAM #2

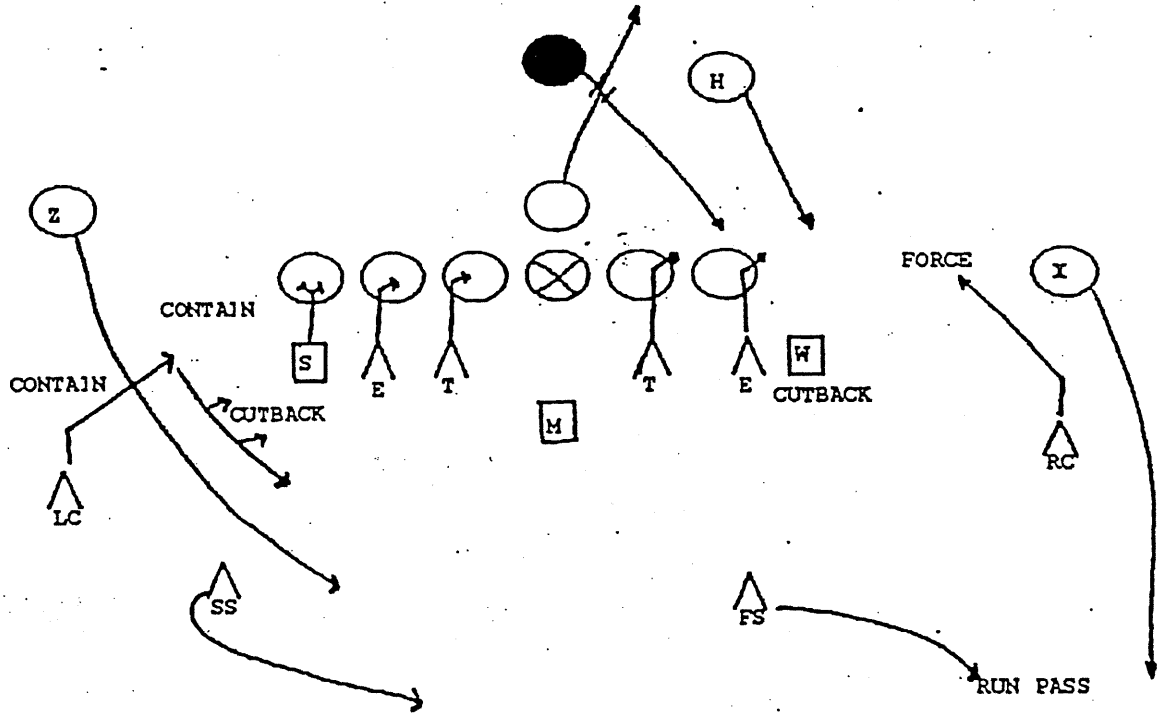


GENERAL WEAKSIDE PURSUIT ANGLES OF 4-3 DEFENSE

COVER 3



COVER 2



DEFENSIVE RESPONSIBILITIES

ON EVERY DEFENSIVE CALL, EACH PLAYER WILL HAVE AN ASSIGNMENT VERSUS A RUNNING PLAY AND A PASSING PLAY. YOU MUST KNOW BOTH ASSIGNMENTS ON EVERY PLAY.

DEFENSIVE LINE: ALIGNMENT, RUN TECHNIQUE, PASS RUSH LANE.

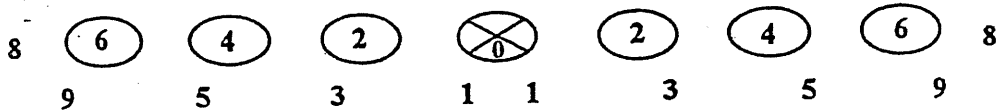
LINEBACKERS: ALIGNMENT (FORMATION), RUN FORCE, PASS RUSH LANE OR COVERAGE (ZONE OR MAN).

DEFENSIVE BACKS: ALIGNMENT (FORMATION), RUN FORCE, PASS COVERAGE (ZONE OR MAN-TO-MAN).

1. NUMBERING TECHNIQUES:

A. ON EVEN TECHNIQUES (0, 2, 4, 5), YOU HAVE TWO GAP RESPONSIBILITY.

B. ON ODD TECHNIQUES (1, 3, 5, 9), YOU HAVE 2/3 OUTSIDE, 1/3 INSIDE



- 0 TECHNIQUE: HEAD UP CENTER
- 2 TECHNIQUE: HEAD UP GUARD
- 2 - I: INSIDE SHOULDER OF GUARD
- 4 TECHNIQUE: HEAD UP TACKLE
- 4 - I: INSIDE SHOULDER OF TACKLE
- 6 TECHNIQUE: HEAD UP AND
- 8 TECHNIQUE: TWO YARDS OUTSIDE TE (FORCE)

- 1 TECHNIQUE: SHADE TECHNIQUE ON CENTER
- 3 TECHNIQUE: OUTSIDE SHOULDER OF GUARD
- 5 TECHNIQUE: OUTSIDE SHOULDER OF TACKLE
- 9 TECHNIQUE: OUTSIDE SHOULDER OF TE



TWO GAP TECHNIQUE: MOVE ON BALL. LEAD WITH HANDS. KNOCK BLOCKER BACK AND WORK FOR FULL EXTENSION OF ARMS. CONTROL BLOCKER.

2. COVERAGE RESPONSIBILITY:

A. WHICH LBER(s) rush (3-4 ONLY). RULES FOR RUSH BY COVERAGE (3-4 ONLY).

B. STRONGSIDE/WEAKSIDE RUN FORCE FORCE RULES.

C. COVERAGE RESPONSIBILITY. COVERAGE VERSUS DROP BACK PASS.

D. FLOW RULES. PLAY ACTION.

E. ADJUSTMENTS BY FORMATION. ADJUSTMENTS.

3. OTHER CALLS MAY BE ADDED TO THE BASE CALL DICTATING LINE STUNTS, FRONT OR COVERAGE VARIATIONS, OR SPECIAL INSTRUCTIONS. TECHNIQUES

DEFENSIVE CALLS RESPONSIBILITY

- A. ONE OF THE LINEBACKERS WILL BE DESIGNATED AS OUR DEFENSIVE SIGNAL CALLER

THE RIGHT SAFETY'S RESPONSIBILITY IS:

1. DOWN AND DISTANCE...MAKE SURE THAT THE TOTAL DEFENSIVE UNIT IS AWARE OF THE DEFENSIVE SITUATION.

THE DEFENSIVE SIGNAL CALLER'S RESPONSIBILITY IS:

1. ALERT THE DEFENSE TO THE OFFENSIVE PERSONNEL.
2. CALL OF BASE DEFENSE (FRONT) AND PASS COVERAGE.

- B. OTHER DEFENSIVE CALL RESPONSIBILITIES:

1. DESIGNATED DEFENSIVE LINEMAN

- A. CALL DEFENSIVE LINE GAME IF DEFENSE DICTATES ONE.

2. MIKE

- A. CALL OUT STRENGTH AND FORMATION (OR RUSH CALL) .

- B. ANY ALIGNMENT CHANGE OR STUNT CHANGE.

- C. REPEAT PASS COVERAGE CALL.

- D. MOTION RECOGNITION.

3. SAM AND WILL

- A. FORMATION RECOGNITION (STRENGTH)

- B. ANY STUNT CHANGE OF DEFENSIVE END ON HIS RESPECTIVE SIDE.

- C. REPEAT PASS COVERAGE CALL.

- D. ACKNOWLEDGE FORCE CALL BY SECONDARY.

- E. ANY ALIGNMENT CHANGE OF DEFENSIVE END ON HIS RESPECTIVE SIDE.

4. DEFENSIVE SECONDARY

- A. SAFETIES MUST CALL STRENGTH OF FORMATION.

- B. CALL OUT PASS COVERAGE...WEAK SAFETY RESPONSIBILITY...ALL OTHERS REPEAT CALL.

- C. CALL OUT SUPPORT RESPONSIBILITY.. RESPONSIBILITY OF BOTH THE STRONG AND WEAK SAFETY...CORNERS AND OUTSIDE LINEBACKERS REPEAT CALL

- D. MOTION CALLS...MADE BY WEAK SAFETY.

DEFENSIVE CALL RESPONSIBILITY - Continued

B. OTHER DEFENSIVE CALL RESPONSIBILITIES

5. DEFENSIVE AUDIBLES

- A. RECOGNITION OF "EXOTIC" FORMATIONS AND ANY COVERAGE CHANGE ASSOCIATED WITH THOSE FORMATIONS ARE THE RESPONSIBILITY OF EVERYONE.
- B. LINEBACKERS AND DEEP BACKS...COMMUNICATE. YOU MUST RELAY THE COVERAGE CHANGE BOTH BY AUDIBLE AND VISUAL SIGNALS. AS A SECONDARY, WE MUST MAKE CERTAIN THAT EVERYONE KNOW THE DEFENSE WE WILL PLAY. ELIMINATE ANY POSSIBLE MENTAL ERROR BY TALKING TO EACH OTHER.
- C. MIKE WILL MAKE THE CALL TO CHANGE OUR FRONT, STUNTS, OR GAMES. THE CALL WILL BE MADE GIVING AN AUDIBLE SIGNAL WHICH WILL ALERT OUR LINE AND LINEBACKERS TO THE CHANGE. REPEAT THE CALL TWICE.
- D. ALL CHANGES MUST OCCUR QUICKLY. THIS REQUIRES CONCENTRATION AND COMMUNICATION BY EVERYONE. REMEMBER, WE HAVE NO SECRETS ON DEFENSE.

OUTSIDE LBer DROPS

CURL/FLAT DROP

AIMING POINT:

START TO POINT 10 YARDS DEEP IN SEAM (TOP OF NUMBERS). ADJUST TO PATTERN READ.

DROP:

OPEN HIPS AND DRIVE TO YOUR AIMING POINT. CROSSOVER AND GAIN DEPTH (FROM LOS). AS QUICKLY AS POSSIBLE. LOOK IN BACKFIELDS FOR #2 RECEIVER. PERIPH QB FOR 3 STEP DROP AND DRAW (IF TE PASS BLOCKS, THINK DRAW). VERSUS 3-STEP DROP, GET UNDER CONTROL AND REACT TO SLANT IF QB IS LOOKING YOUR SIDE. VERSUS DRAW, PLANT ON OUTSIDE FOOT AND RETRACE STEPS TO LOS. MAINTAIN OUTSIDE/IN LEVERAGE ON BALL. IF THERE IS NOT A 3-STEP DROP OR DRAW, DROP TO 12 YARDS AND READ #2s PATTERN. DO NOT REACT TO ANYTHING IN FRONT OF YOU UNTIL YOU SEE THE BALL THROWN IN FRONT. ON NORMAL DROP, READ #2 RECEIVER AND REACT OFF HIS PATTERN. ONCE YOU DETERMINE #2s ROUTE, FIND QB: YOU MUST SEE THE THROW.

C.P.: IF POSSIBLE, PERIPH QB WHILE READING #2. IF #2 DOES NOT GO INSIDE AND QB IS LOOKING YOUR SIDE, KEEP HIPS OPEN TOWARD SIDELINE AND BREAK UNDERNEATH OUT.

SLOT/CURL DROP

AIMING POINT:

BASED ON #2 RELEASE, TO INSIDE EDGE OF NUMBERS.

DROP VERSUS TE INSIDE RELEASE:

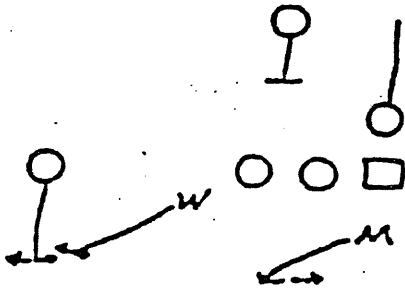
GET HANDS ON TE AND JAM HIM. STAY SQUARE. TRY TO FLATTEN HIM INSIDE, BUT DO NOT RIDE HIM DOWN MORE THAN 1 STEP. OPEN AND DRIVE TO INSIDE EDGE OR NUMBERS. CROSSOVER AND GAIN DEPTH (FROM LOS) AS QUICKLY AS POSSIBLE. MATCH PATTERN INSIDE/OUT ON FINAL #2. STAY INSIDE OF 32. SEE THROW AND BREAK ON BALL. DO NOT REACT TO ANYTHING IN FRONT OF YOU UNTIL YOU SEE THE BALL THROWN.

DROP VERSUS TE OUTSIDE RELEASE:

GET HANDS ON TE. REROUTE TO SEAM. BE ON TOP AT 10 YARDS. SEE #1 FOR SMASH PATTERN. VERSUS SMASH, GIVE UP TE AND REACT UP TO SMASH IMMEDIATELY. NO SMASH, GIVE UP REROUTE AT 10 YARDS - ALERT MIDDLE READ. GIVE UP TE AT 12 YARDS AND WORK TO THROW OFF REROUTE. YOU MUST SEE THE THROW. DO NOT REACT TO ANYTHING IN FRONT OF YOU (EXCEPT THE SMASH) UNTIL YOU SEE THE BALL THROWN IN FRONT.

C.P.: TE TO FLAT MATCH TO #1 INSIDE/OUT (RADAR SLANT).

WEAKSIDE PATTERN READS - COVER #3

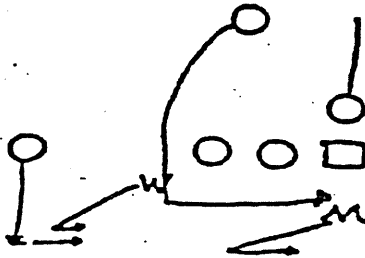


#2 BLOCK

WILL: DROP INSIDE/OUT ON #1. PLAY HIS PATTERN. BE ALERT FOR SCREEN.

MIKE: STAY INSIDE/OUT ON #2. LOOK TO OFFSIDE HELP. BE ALERT FOR SCREEN AND #2 CHECK.
C.P.: BINGO - MATCH TO #3 STRONG

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

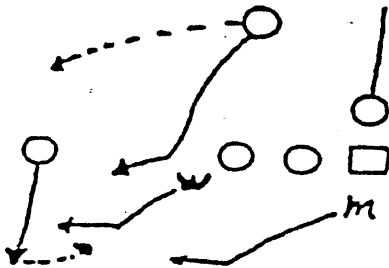


#2 INSIDE

WILL: DROP INSIDE/OUT ON #1. KEEP WINDOW CLOSED ON #1 FROM INSIDE/OUT.

MIKE: CARRY #2 INSIDE TO BALL (SEE QB)
C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE. LOOK TO OFFSIDE HELP.

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

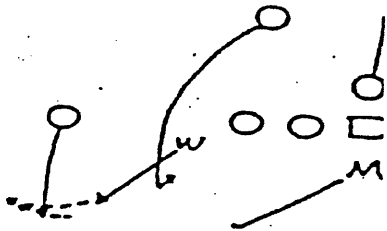


#2 OUTSIDE

WILL: HOLD CURL AND RELEASE WHEN #2 CLEARS.
C.P.: 2nd MAN THROUGH (MUST CARRY THROUGH)

MIKE: EXPAND TO #1 AND COVER INSIDE ROUTE BY #1.
C.P.: #1 AND COVER INSIDE ROUTE BY #1 CROSSERS

WEAK CORNER: VS. #2 SHORT, PLAY #1s PATTERN
VS. #2 UPFIELD, ALERT #2 DEEP.

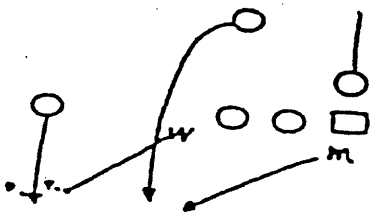


#2 STOP

WILL: DROP TO SEAM. NO REROUTE. EXPAND TO OUT. SQUEEZE FORM OUTSIDE/IN.

MIKE: INSIDE #2. DRIVE TO STOP ON THROW.
C.P.: ALERT INSIDE STACK BY #1

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.



#2 CLOSE

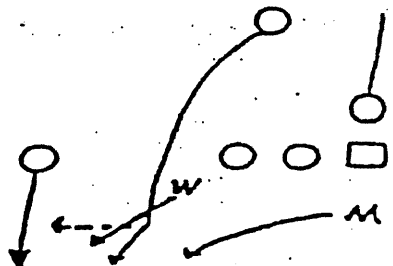
WILL: MUST REROUTE #2 FIRST IF HE IS IN THE SEAM (SEE SMASH)
C.P.: ALERT #1 OUT - BREAK PARALLEL.

MIKE: COVER CLOSE TO 12 YARDS. RELEASE AT 12 AND LOOK FOR CROSSERS OR OFFSIDE PATTERNS.

WEAK CORNER: COVER DEEP 1/3 THROUGH YOU MID-POINT ON THROW, SQUEEZE #2 SEAM - DRIVE ON #1 OUT.

WEAKSIDE PATTERN READS - COVER #3

#2 FAN/FLAG

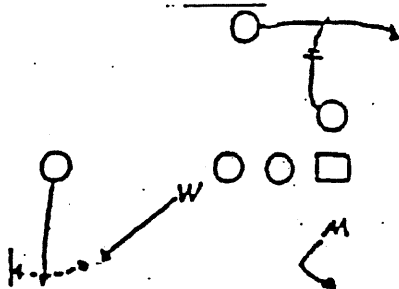


WILL: MUST REROUTE #2 IF HE IS IN SEAM. 2nd MAN THRU VS. #2 INSIDE AND DEEP, ALERT #1 OUT - BREAK PARALLEL. C.P.: FLIP TO SAIL

MIKE: COVER CLOSE TO 12 YARDS. RELEASE AT 12 AND LOOK FOR CROSSERS OR OFFSIDE PATTERN. C.P.: WEBB 2 AND 3 OUTSIDE - EXPAND

WEAK CORNER: COVER DEEP 1/3 (DEEPEST OF #1/#2)

FLOOD ACTION



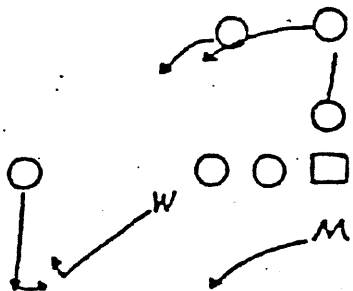
WILL: FIND #1 AND PLAY HIS PATTERN

MIKE: OPEN TO WEAK HOOK. FEATHER STRONG TO BALL, LOOK FOR CROSSERS. C.P.: HOLE VS. "Y" SHALLOW

WEAK CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

*NOTES: CAN PLAY AS FLOW

WEBB ACTION



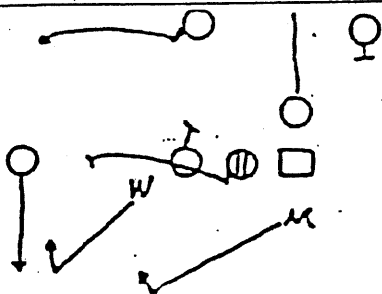
WILL: DROP TO CURL AND RELEASE TO #2/#3 FLAT. C.P.: 2nd MAN THROUGH

MIKE: COVER #2 CLOSE TO 15 YARDS (IF IT SHOWS). EXPAND TO #1 AND COVER INSIDE ROUTE BY #1.

SAM: COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3 (FROM BALL)

WEAK CORNER: NORMAL READS OFF #2s PATTERN

READ SCREEN



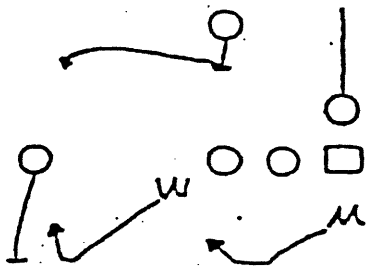
WILL: DROP TO CURL AND RELEASE #2 (BEAT SCREEN)

MIKE: EXPAND TO #1 AND COVER INSIDE ROUTE BY #1. BE INSIDE DEFENDER VS. SCREEN (MID-POINT).

SAM: SQUEEZE STRONGSIDE #3 INSIDE. IF #3 BLOCKS, WALL FINAL 3.

WEAKSIDE CORNER: PLAY #1s PATTERN. SQUEEZE INSIDE CUTS M/M

SLOW SCREEN (CHECK)

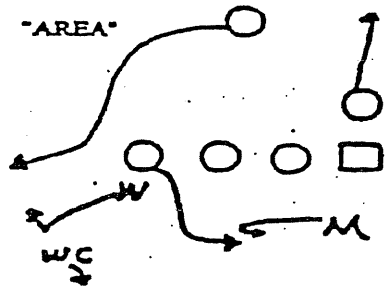


WILL: BE FORCE MAN (OUTSIDE)

MIKE: PURSUE INSIDE/OUT (MID-POINT)

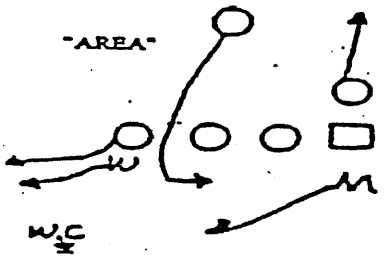
WEAK CORNER: SECONDARY SUPPORT. STAY OUTSIDE UNLESS USING SIDELINE.

WEAKSIDE PATTERN READS - COVER #3



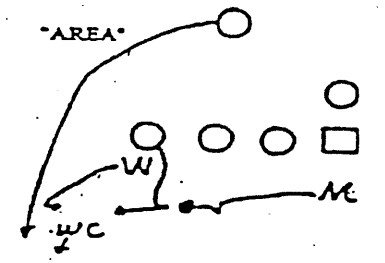
#1 INSIDE/#2 OUTSIDE

- WEAK CORNER: ALERT #1/#2 DEEP AND CROSSERS FROM STRONG (SLOT) SIDE
- WEAK BACKER: DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #2 IN FLAT AS SOON AS HE SHOWS.
- INSIDE BACKER: OPEN TO #1 AND READ #1/#2 RELEASE. COVER #1s PATTERN INSIDE AS SOON AS HE SHOWS. C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



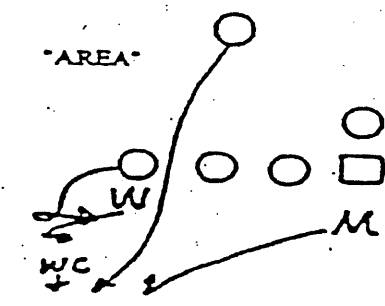
#1 OUTSIDE/#2 INSIDE

- WEAK CORNER: ALERT #1, #2 DEEP AND CROSSERS FROM STRONG (SLOT) SIDE.
- WEAK BACKER: DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #1 IN FLAT AS SOON AS HE SHOWS.
- INSIDE BACKER: OPEN TO #1 AND READ #1/#2 RELEASE. COVER #2s PATTERN INSIDE AS SOON AS HE SHOWS.



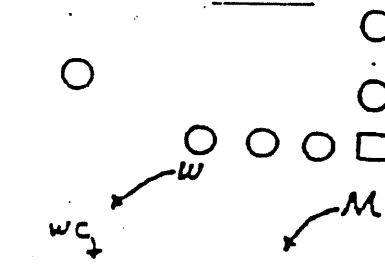
#1 READ OUT

- WEAK CORNER: COVER #2 DEEP
- WEAK BACKER: DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #2 OUTSIDE TO A DEPTH OF 10 YARDS. GIVE UP CLOSE PATTERN TO CORNER AND HELP INSIDE ON 32.
- INSIDE BACKER: OPEN TO #1 AND READ #1/#2 RELEASE. COVER #1s PATTERN INSIDE AS SOON AS HE SHOWS. PLAY ACROSS READ OUT.



#2 FLAG/#1 DELAY

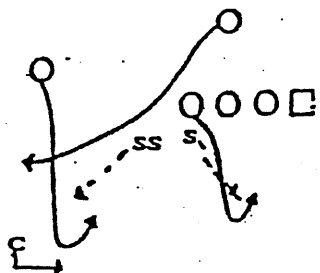
- WEAK CORNER: COVER #2 DEEP
- WEAK BACKER: DROP OUTSIDE AND READ #1/#2 RELEASE. COVER #1 IN FLAT AS SOON AS HE SHOWS AND SQUEEZE DELAY FROM OUTSIDE/IN
- INSIDE BACKER: OPEN TO #1 AND READ #1/#2 RELEASE. COVER #2s PATTERN INSIDE TO A DEPTH OF NO MORE THAN 10 YARDS. GIVE UP CLOSE (FLAG) AS SOON AS YOU SEE DELAY.



#1 WIDE NO - "AREA" - CALL

- WEAK COVER: NORMAL PATTERN READ. TE= #2 RECEIVER
- WILL: NORMAL PATTERN READ. TE = #2 RECEIVER. C.P.: SOFTEN ALIGNMENT ON TE FOR REROUTE
- MIKE: NORMAL PATTERN READ. TE = #2 RECEIVER. C.P.: WEBB, TE INSIDE RELEASE -- MIKE, ALERT SEAM

STRONGSIDE PATTERN READS - COVER #3



STRONG CORNER:

HOOK

PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

STRONG SAFETY:

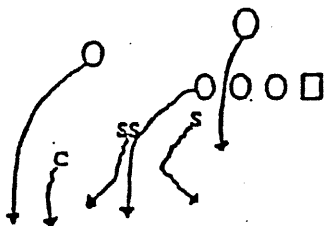
DROP TO SEAM. REROUTE, MATCH #2 FROM POSITION INSIDE ON #1. HOLD POSITION ON #1 UNTIL STRETCHED OUTSIDE.

SAM:

CARRY #2 INSIDE TO BALL (SEE QB).

C.P.:

RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



STRONG CORNER:

SEAM

COVER DEEP 1/3 THRU YOUR MID-POINT. ON THROW, SQUEEZE #2 SEAM - DRIVE #1 OUT.

STRONG SAFETY:

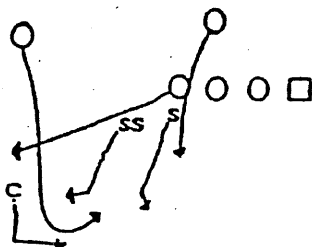
DROP SEAM. REROUTE SEAM AT 10 YARDS DEEP (SEE SMASH) HOLD CURL, SQUEEZE SEAM

SAM:

ELIMINATE #2 AND READ QB. PERIPH #3

C.P.:

SS MUST REROUTE #2 IN SEAM "D" CURL



STRONG CORNER:

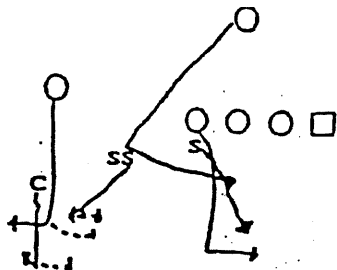
VS. #2 SHORT, PLAY #1s PATTERN. ALERT DTO

STRONG SAFETY:

HOLD CURL AND RELEASE WHEN #2 CLEARS. C.P.: 2nd MAN THRU

SAM:

ELIMINATE #2 AND READ QB. MATCH #3. IF QB LOOKS OUTSIDE, EXPAND OUT BETWEEN HASH AND NUMBERS.



STRONG CORNER:

#2 AND #3 INSIDE

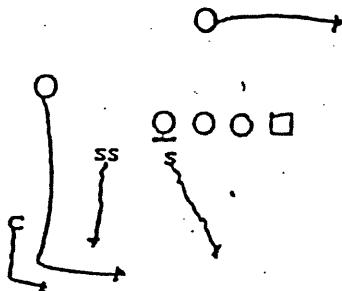
PLAY #1s PATTERN. SQUEEZE INSIDE CUTS.

STRONG SAFETY:

FIND #1 ROLL w/INSIDE ROUTE BY #1

SAM:

CARRY #2 INSIDE TO BALL (SEE QB). PLAY DEEPEST RECEIVER (#2) AND REACT TO THROW IN FRONT. PLAY STACK FROM HIGH TO LOW.



WEBB ACTION

VS. #2 RELEASE, NORMAL READ BY STRONGSIDE DEFENDERS. C.P.: SAM ALL SET TO REACT TO WEAKSIDE DUMP.

SAM:

VERSUS #2 BLOCK

COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3

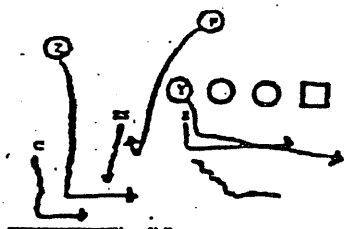
SS:

FIND #1 AND COVER INSIDE ROUTE (ALERT "Y" - CHECK O/S)

SC:

PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

STRONGSIDE PATTERN READS - COVER #3



STRONG CORNER:

STRONG SPIN

PLAY #1s PATTERN. SQUEEZE INSIDE CUTS

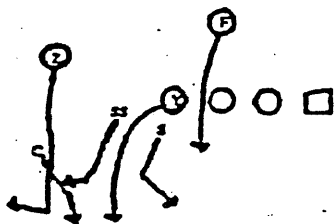
STRONG SAFETY:

PLAY CURL - FLAT ZONE. HOLD INSIDE ROUTES BY #1. PLAY STACK FROM HIGH TO LOW.

SAM:

CARRY #3 INSIDE TO BALL (SEE QB)

C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.



STRONG CORNER:

POLE

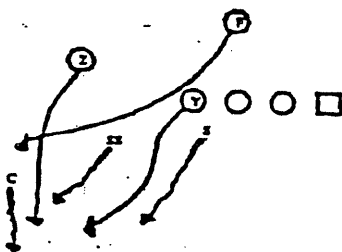
COVER DEEP 1/3 THRU YOUR MIDPOINT. ON THROW, SQUEEZE #2 SEAM OR REACT TO OUT.

STRONG SAFETY:

DROP SEAM. REROUTE SEAM AT 10 YARDS. REACT TO OUT ROUTE FROM REROUTE POSITION.

SAM:

WORK TO HOOK - STACK ON #3



STRONG CORNER:

SAIL

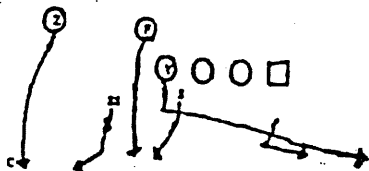
VS. #2 VERTICAL, PLAY #1 PATTERN w/ZONE. INTEGRITY (ALERT WOLF).

STRONG SAFETY:

DROP TO SEAM, GET WIDTH AND DEPTH ON SAIL USING FLIP TECHNIQUE. DENY SAIL, REACT TO FLAT.

SAM:

DRIVE TO HOOK AREA. #2 AND OUTSIDE EXPAND UNDER SAIL AND BALL REACT.

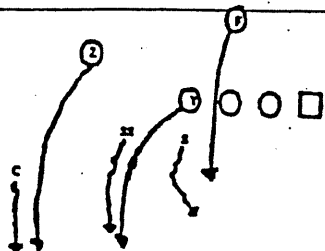


#2 AND #3 CLOSE TO LOS

STRONGSIDE RECEIVERS READ #2 AND #3

BOTH RECEIVERS CAN THREATEN INSIDE, OUTSIDE, AND DEEP.

C.P.: MABEL - FULL MATCH PATTERN, STRONG AND WEAK. CAN ZONE ANY 3 RECEIVERS WEAK WITH WILLIE CALL, EVEN IF NOT WEBB ACTION.



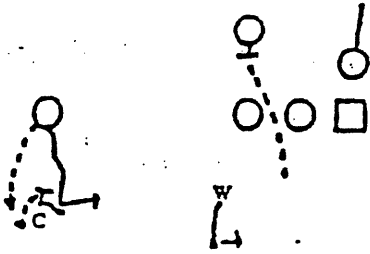
YALE CALL

CALL TO PLAY FLAT DEFENDER ON SEAM w/#3 INSIDE. CORNER SQUEEZE WR, NO MID-POINT O #2 IN SEAM. SAM MUST MATCH #3 INSIDE. #3 OUTSIDE SAM MUST EXPAND TO CARRY SEAM.

C.P.: PLAY SMASH RULE

WEAKSIDE PATTERN READS - COVER #2

#2 BLOCK

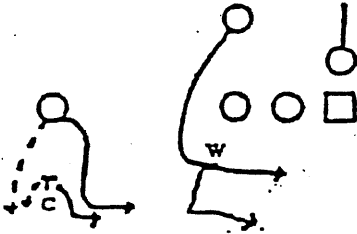


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS. ALERT FOR SCREEN.

WILL: STACK ON #2. FIND #1 AND COVER #1s INSIDE ROUTES. VS. #1 OUTSIDE, FEATHER AND LOOK FOR CROSSERS. BE ALERT FOR SCREEN AND #2 CHECK.

WEAK SAFETY: PLAY #1s PATTERN

#2 INSIDE

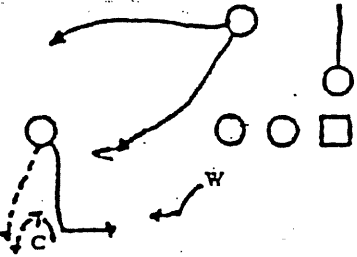


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS.

WILL: CARRY #2 INSIDE TO BALL (SEE QB).
C.P.: RELEASE SHALLOW CROSS AND PLAY WEAK HOOK.

WEAK SAFETY: PLAY #1s PATTERN

#2 OUTSIDE

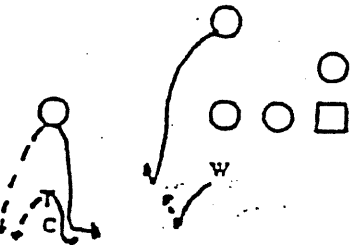


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, RELEASE #1 WHEN #2 CLEARS.
C.P.: 2nd MAN THROUGH

WILL: EXPAND TO #1, COVER INSIDE ROUTE BY 31.
C.P.: #1 OUTSIDE/DEEP - LOOK FOR STRONG SIDE CROSSER.

WEAK SAFETY: PLAY #1s PATTERN

#2 STOP

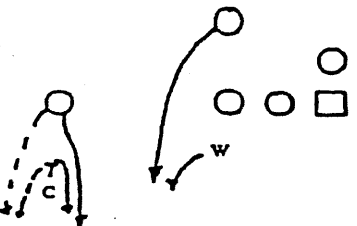


WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS. HOLD CURL. DRIVE TO STOP ON THROW.

WILL: STACK ON #2. SEE #1 RELEASE. INSIDE PLAY STACK FROM HI TO LO. OUTSIDE SQUEEZE #2.

WEAK SAFETY: PLAY #1s PATTERN

#2 CLOSE



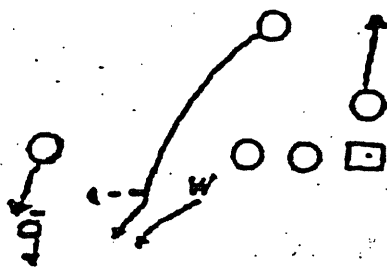
WEAK CORNER: COVER #1 FADE - VS. #1 INSIDE, ALERT 7 ROUTE ALERT FAN/FLAG

WILL: REROUTE CLOSE ON TOP AT 10 YARDS. RELEASE, LOOK FOR CROSSERS (SEE SMASH)

WEAK SAFETY: COVER DEEP 1/2 THROUGH YOUR MIDPOINT. READ QB (ALERT TO MIDDLE READ).

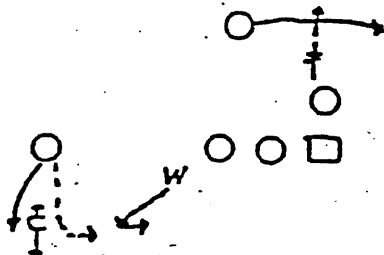
WEAKSIDE PATTERN READS - COVER #2

#2 FAN/FLAG



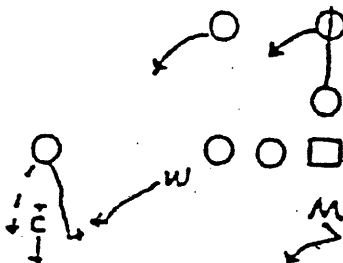
- WEAK CORNER:** COVER #1 FADE. COVER #2 ON OUTSIDE BREAKS (2nd MAN THROUGH)
- WILL:** #1 OUTSIDE, SQUEEZE HB ON ALL ROUTES. RELEASE AT 12 AND LOOK FOR CROSSERS FROM INSIDE (SEE SMASH)
- WEAK SAFETY:** COVER DEEP 1/2 THROUGH YOUR MIDPOINT. TAKE A HARD READ ON QB.

FLOOD ACTION



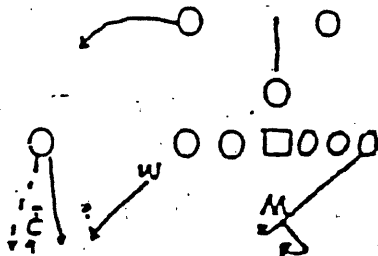
- WEAK CORNER:** COVER #1 FADE. VS. #1 INSIDE, COVER 7 ROUTE, SQUEEZE INSIDE CUTS.
- WILL:** OPEN TO WEAK HOOK AND PERIPH #1s. RELEASE ON CORNER. PLAY #1s INSIDE ROUTES. VS. #1 OUTSIDE, FEATHER AND LOOK FOR CROSSERS.
- WEAK SAFETY:** PLAY #1s PATTERN. TAKE A HARD READ ON QB BUT PLAY #1s PATTERN.

WEBB ACTION



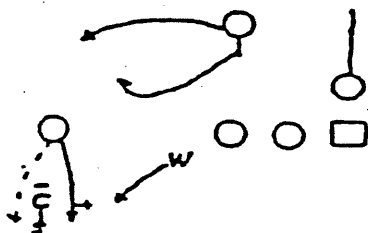
- WEAK CORNER:** COVER #1 FADE. VS. #1 INSIDE, COVER 7. RELEASE #1 ON THROW, AND COVER #2 AND #3 IN FLAT.
- WILL:** COVER #2 ON CLOSE TO 15 YARDS (IF IT SHOWS) EXPAND TO #1 AND COVER INSIDE RECEIVER WEAK OF #1, #2, AND #3.
- SAM:** JAM #2 STRONG AND SQUEEZE TO MIDDLE HOOK.
- WEAK SAFETY:** NORMAL WEAKSIDE READS OFF OF #1 & #2

READ SCREEN



- WEAK CORNER:** COVER #1 FADE. VS. #1 INSIDE, COVER 7. BE FORCE ON SCREEN RECOGNITION.
- WILL:** EXPAND TO #1 AND COVER INSIDE ROUTE BY #1. BE POINT DEFENDER VS. SCREEN
- MIKE:** SQUEEZE STRONGSIDE #2 INSIDE. IF #3 BLOCKS JUMP #2
- WEAK SAFETY:** TAKE A HARD READ ON QB BUT PLAY #1s PATTERN.

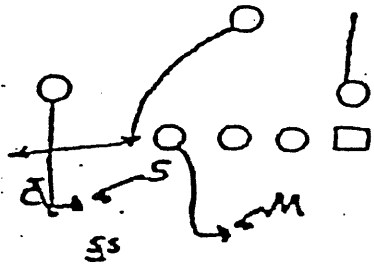
SLOW SCREEN (CHECK)



- WEAK CORNER:** BE FORCE MAN (OUTSIDE)
- WILL:** PURSUE INSIDE/OUT (POINT MAN)
- WEAK SAFETY:** SECONDARY SUPPORT. STAY OUTSIDE UNLESS USING SIDELINE.

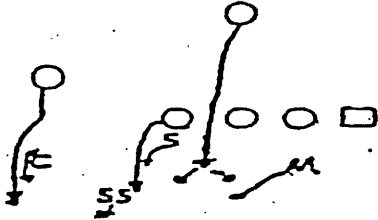
STRONGSIDE PATTERN READS - COVER #2

#2 INSIDE - #3 OUTSIDE



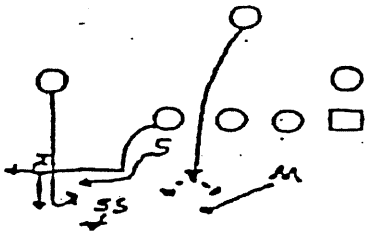
- STRONG CORNER:** JAM #1 INSIDE AND GET DEPTH FOR 7. REACT TO THROW IN FRONT.
- SAM:** COVER #1 ON INSIDE CUTS. ROLL PARALLEL. REACT TO THROW IN FRONT.
- MIKE:** REROUTE #2: INSIDE RELEASE. CARRY #2 INSIDE TO BALL (SEE QB). C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.

#2 OUTSIDE - #3 OUTSIDE



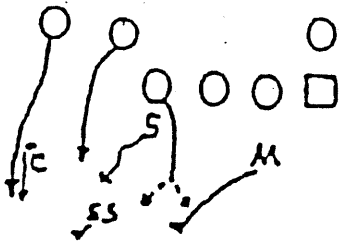
- STRONG CORNER:** CARRY #1 THROUGH FADE AREA.
- SAM:** CARRY #2 THROUGH SLOT AREA. REROUTE AT 10 YARDS AND BE ON TOP. COVER CURL AND READ QB.
- MIKE:** REROUTE #3 ON CLOSE. READ QB AND REACT TO THROW.

#2 OUTSIDE - #3 INSIDE



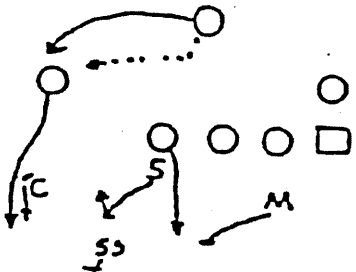
- STRONG CORNER:** JAM #1 INSIDE AND GET DEPTH FOR 7. REACT TO THROW IN FRONT.
- SAM:** VS. #2 SHORT, RELEASE #2 AND COVER CURL. ROLL WITH INSIDE ROUTES BY #1 (PARALLEL)
- MIKE:** REROUTE #3 ON CLOSE. READ QB AND REACT TO THROW.

#2 AND #3 CLOSE TO LOS



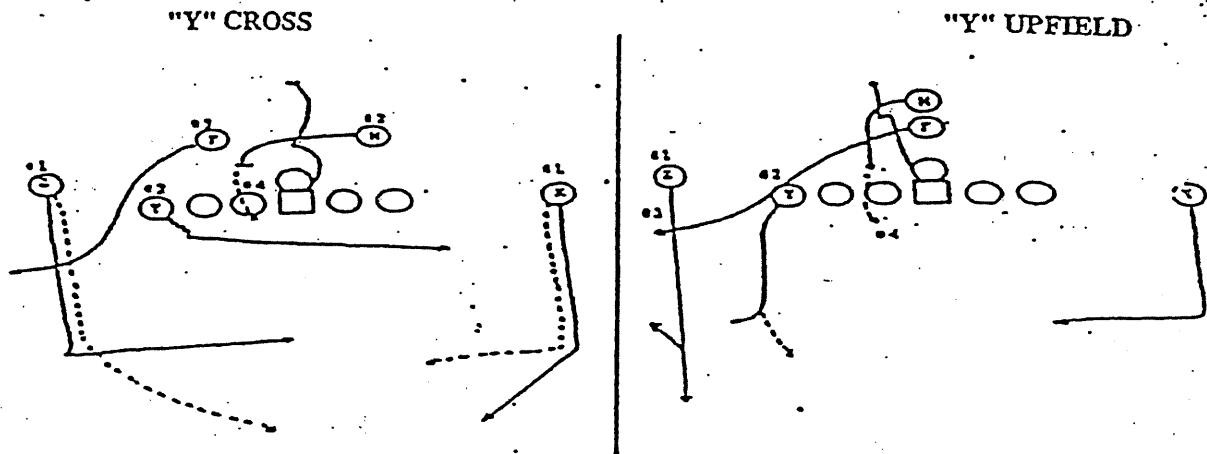
- STRONG CORNER:** CARRY #1 THROUGH FADE AREA
- SAM:** READ #2/#3. REROUTE RECEIVER THRU SLOT AREA.
- MIKE:** READ #2/#3. REROUTE INSIDE RECEIVER ON UP-FIELD PATTERN. READ QB AND REACT TO THROW.
- C.P.: RELEASE SHALLOW CROSS AND PLAY HOOK ZONE.

SCREEN/DUMP



- STRONG CORNER:** CARRY #1 THROUGH FADE AREA. BE FORCE ON DUMP. AGGRESSIVE ON READ OF SCREEN.
- SAM:** COVER #1 ON INSIDE CUTS. BE POINT MAN ON SCREEN.
- MIKE:** REROUTE #2: INSIDE RELEASE. BE INSIDE MAN ON SCREEN.

LINEBACKER FLOW



FLOW IS DEFINED AS BOTH BACKS GOING TOWARD THE TIGHT END SIDE IN A PRO FORMATION. MOST TEAMS COMBINE THEIR STRONGSIDE RUNNING GAME WITH A COMBINATION OF PLAY ACTION PASSES. WE WILL DEFEND THESE RUNNING PLAYS WITH OUR NORMAL DEFENSIVE SCHEME. THE FLOW PASSES WILL BE DEFENDED BY PATTERN RECOGNITION AND WILL BE DEFENDED BY PATTERN RECOGNITION AND WILL BE DEFENDED BY GENERAL ASSIGNMENTS AND RESPONSIBILITIES RELATIVE TO THE COVERAGE CALLED.

ZONE DEFENSES:

COVER 3: STRONG CURL - FLAT DEFENDER - HOLD ON #1, RELATE TO #2. STRONG HOOK: HOLD #1 AND #2, RELATE TO #3. WEAK HOOK: ROBOT MIDDLE OF FIELD, LOOK FOR CENTER CUT WEAK TO STRONG. WEAK FLAT: PLAY 1ST CROSSER W/ZONE INTEGRITY, RELATE TO #4. WC - MAN SQUEEZE #1.

COVER 2: STRONG CURL DEFENDER - RE-ROUTE - HOLD #1, RELATE TO #2. STRONG HOOK: ROBOT TECHNIQUE - CARRY 2 VERTICAL OR LOOK FOR CENTER CUT. WEAK HOOK: 1ST CROSSER AND RELATE TO #4. WC: SQUEEZE #1 WITH C-1 LEVERAGE.

COVER 6: STRONG CURL - FLAT DEFENDER - HOLD #1, RELATE TO #2. STRONG HOOK: ROBOT CENTER CUT WEAK TO STRONG. WEAK HOOK: RELATE TO #4. PASS Y-CROSS TO FLAT. WS: HOLD #1, TAKE 1st CROSSER. WC: MAN SQUEEZE #1.

COVER 8: STRONG CURL - FLAT - HOLD #1, RELATE TO #2. STRONG HOOK: HOLD #2, RE:ATE TO #3 AND LOOK FOR CENTER CUT. WEAK HOOK: 1ST CROSSER, RELATE TO #4. WC: SQUEEZE #1 WITH C-1 LEVERAGE. NOTE: SS CAN ROBOT WITH STEALER CALL.

MAN-TO-MAN DEFENSES:

WITH LOCK CALL, DEFENDERS COVERING BACKS AND TE MUST STAY WITH THEIR MEN. WITH ANY BOX, BANJO, RAMBO OR MAN COMBINATION, WE WILL PLAY FLOW AND RELATE TO TE AND 2 BACKS AS WE WOULD IN ZONE. AFTER PATTERN DISTRIBUTION, SAM #2, MIKE #3, WILL 1ST CROSSER OR #4.

ESSENTIALS OF WINNING SECONDARY

- A. THE IMPORTANCE OF A SOUND SECONDARY CANNOT BE OVERSTATED IN WINNING DEFENSE. GOOD PASS DEFENSE IS A TEAM RESPONSIBILITY BY THE SECONDARY IS A VERY IMPORTANT PART OF SUCCESSFUL PASS DEFENSE. WE WILL HAVE THE GREATEST EFFECT ON MOST COVERAGE DOWN THE FIELD. AN AGGRESSIVE SECONDARY IS ALSO IMPORTANT IN STOPPING THE RUN. WE MUST EXECUTE FORCE, CONTAIN AND RUN/PASS RESPONSIBILITIES. ALL GOOD DEFENSIVE FOOTBALL PLAYERS ARE GOOD TACKLERS -- YOU MUST BE A GOOD TACKLER.
- B. INTELLIGENCE AND CONCENTRATION -- THE INTELLIGENT DEFENSIVE BACK:
1. ELIMINATES ALL MENTAL ERRORS AND INSURES HIM TEAM NEVER BEATS ITSELF.
 2. REALIZES THAT CONSTANT CONCENTRATION IS NECESSARY TO EXECUTE HIS RESPONSIBILITY WITHIN THE FRAMEWORK OF THE DEFENSE.
 3. ALWAYS KNOWS THE GAME SITUATION: DOWN, DISTANCE, PERIOD, TIME REMAINING, AND SCORE OF THE GAME.
 4. HAS RESPECT FOR HIS TEAMMATES AND IS PREPARED PHYSICALLY AND MENTALLY TO CARRY OUT GOOD TEAM DEFENSE.
 5. EXPECTS TO CREATE AND TAKE ADVANTAGE OF OFFENSIVE ERRORS THAT MAKE BIG PLAYS FOR HIS TEAM.
 6. COMMUNICATES COVERAGE CHECKS, RUN SUPPORT, RUN/PASS CALLS, ROUTES AND ANY TIP THE OFFENSE IS SHOWING. EXAMPLE: CRACK-SPLIT.
- C. BASIC TIPS OF WINNING SECONDARY PLAY
1. KNOW THE OFFENSE WE MUST DEFEND: SPEED OF THEIR RECEIVERS, PATTERN RECOGNITION BY FORMATION, RUN PASS TENDENCIES BY FORMATION, AND WHAT THEIR PLAN IS VERSUS THE BLITZ. GOOD PREPARATION ELIMINATES MISTAKES AND HELPS ANTICIPATION.
 2. ALWAYS THINK ABOUT MAKING THE BIG PLAY INTERCEPTION. PLAY THE BALL THROUGH THE RECEIVER AT THE HIGHEST POINT. YELL "OSKIE" AND EXPECT TO RUN THE BALL BACK FOR A TOUCHDOWN. OSKIE MEANS WE HAVE INTERCEPTED SO BLOCK NEAREST RECEIVER OR RUN INTERFERENCE FOR THE INTERCEPTOR.
 3. ALWAYS COVER RECEIVERS DOWNFIELD IN RUN/PASS AS LONG AS THERE IS A THREAT OF A PASS. EXAMPLE: QB FUMBLE, HB PASS.
 4. LEVERAGE THE BALL WITH THE PROPER POSITION, COVERAGE ROTATION, AND PURSUIT ANGLE. WE WILL ALWAYS HAVE 4 MEN IN POSITION TO TACKLE THE BALL CARRIER IF WE HUSTLE IN PURSUIT AND LEVERAGE THE BALL. THIS WILL ALLOW US TO GANG TACKLE AND INTIMIDATE THEIR RECEIVERS AND BALL CARRIERS.
 5. HAVING GOOD POSITION ON THE RECEIVER IS VERY IMPORTANT (POSITION MAINTENANCE). KEEP THE PROPER VERTICAL AND HORIZONTAL CUSHION. ALWAYS PLAY HIGH THROUGH THE RECEIVER'S UPFIELD SHOULDER. ONLY PLAY LOW THROUGH HIS LOW SHOULDER IF TECHNIQUE DETERMINES AND NEVER GO IN FRONT WITH 2 HANDS UNLESS YOU CAN GET THE BALL.

ESSENTIALS OF A WINNING SECONDARY - continued

6. ALWAYS SEE THROUGH THE RECEIVER TO THE BALL AND KNOW WHERE THE RECEPTION AREA IS (PERIPHERAL VISION). ALWAYS KNOW WHETHER YOU ARE IN PHASE OR OUT OF PHASE WITH THE RECEIVER AND RECEPTION AREA, SO YOU WILL KNOW WHETHER TO PLAY THE BALL OR THE MAN.
7. ALWAYS REPEAT...THE CALL, THE COVERAGE, YOUR ALIGNMENT, YOUR KEY, YOUR RESPONSIBILITY RUN AND PASS. THE PRE- SNAP CONCENTRATION WILL ELIMINATE MENTAL MISTAKES.
8. CONFIDENCE...BELIEVE IN YOUR ABILITY TO COVER YOUR MAN OR YOUR AREA. PLAY TO WIN. NOT TO KEEP FOR GETTING BEAT. NEVER ALLOW A COMPLETION TO EFFECT YOUR CONFIDENCE.
9. BE MENTALLY AND PHYSICALLY TOUGH. TOUGHNESS IS AN ELEMENT OF PASS DEFENSE THAT CANNOT BE OVERLOOKED. INTIMIDATE AND PUNISH THEIR RECEIVERS AND BALL CARRIERS AT ALL TIMES.
10. GREAT DEFENSIVE BACKS HAVE PRE-SNAP CONCENTRATION AND ANTICIPATION...COMMUNICATE INFORMATION, READ PLAY, REACT TO PLAY, HUSTLE AND HIT WITH LEVERAGE AND TOUGHNESS. MAKE SURE YOU DO THE LITTLE THINGS TO BE THE BEST PLAYER YOU CAN POSSIBLY BE.

POSITION MAINTAINING TECHNIQUES

- A. **STANCE:** COMFORTABLE STANCE WITH THE OUTSIDE FOOT UP AND POINTED STRAIGHT AHEAD. REAR FOOT SHOULD BE STAGGERED TO HEEL OF FRONT FOOT. THE BODY SHOULD BE COCKED AT A 45-DEGREE ANGLE AND THE EYES FOCUSED. HALF-WAY BETWEEN THE RECEIVER AND THE QB. THE HIPS SHOULD BE LOWERED, BACK ARCHED, HEAD UP, AND THE WEIGHT SHOULD BE OVER THE FRONT FOOT
- B. **ALIGNMENT:**
1. **INSIDE TECHNIQUE:** AN INSIDE ALIGNMENT WITH THE OUTSIDE FOOT ON THE INSIDE FOOT OF THE RECEIVER...8 TO 9 YARDS DEEP.
 2. **OUTSIDE TECHNIQUE:** OUTSIDE SHOULDER OR RECEIVER...8 TO 9 YARDS DEEP
- C. **START:** ON SNAP OF BALL, WE WILL START INTO A BACKPEDAL AND ADJUST DEPENDING ON THE RELEASE OF THE RECEIVER. DONT FALSE STEP...PUSH OFF OF FRONT FOOT.
- D. **BACK PEDAL:** TECHNIQUE USED TO MAINTAIN VERTICAL POSITION ON A RECEIVER BY PUSHING OF FRONT FOOT AND REACHING BACK WITH GOOD BODY POSITION (HIPS LOWERED, SHOULDERS OVER KNEES).
- E. **SLIDE:** TECHNIQUE USED WITH IN YOUR BACKPEDAL TO MAINTAIN HORIZONTAL POSITION ON A RECEIVER ON INSIDE OR OUTSIDE WEAVES. TO GO INSIDE, PUSH OFF OF OUTSIDE FOOT AND REACH INSIDE AT NO MORE THAN A 45-DEGREE ANGLE. TO GO OUTSIDE, PUSH OFF INSIDE FOOT AND REACH OUTSIDE AT NO ORE THAN A 45-DEGREE ANGLE.
- F. **TRANSITION:** TRANSITION FROM YOUR POSITION MAINTAIN TECHNIQUE TO A FULL RUNNING MOTION. THIS SHOULD BE A REDIRECTING OF MOMENTUM, NOT A STOP AND START. YOU MUST REDIRECT TO THE RECEPTION AREA.

DRIVE AND PROPER ANGLE TO RECEPTION AREA

- A. **INSIDE TECHNIQUE:** BEAT RECEIVER TO RECEPTION AREA ON INSIDE ROUTES. ON OUTSIDE ROUTES, TRAIL AND STRIP. C.P.: CUT OFF AND CONTROL TAKEOFFS.
- B. **OUTSIDE TECHNIQUE:** BEAT RECEIVER TO RECEPTION AREA ON OUTSIDE ROUTES. ON INSIDE ROUTES, TRAIL AND STRIP. C.P.: CUT OFF AND CONTROL TAKEOFFS.

DRILLS TO DEVELOP POSITION MAINTAIN TECHNIQUES

- A. **TWO-YARD BUDDY DRILL**
1. **PURPOSE:** TO EMPHASIZE NECESSITY OF AN ALERT, BALANCED STANCE; TO ELIMINATE THE DROP STEP AND PERFECT THE START.
 2. **METHOD:**
 - A. **RECEIVER:** TAKE A 3-POINT STANCE AND , ON YOUR OWN TIME, SPRINT AS HARD AS YOU CAN FOR SEVEN YARDS.

DRILLS TO DEVELOP POSITION MAINTAINING TECHNIQUES -continued

2. METHOD - CONTINUED

- B. DEFENDER: TAKE A COMFORTABLE STANCE, OUTSIDE FOOT UP, INSIDE FOOTBACK, HIPS DROPPED, HEAD UP, ARMS AT YOUR SIDE, ALERT, AND READY TO MOVE WITHOUT A FALSE STEP ON THE MOVEMENT OF THE OFFENSIVE MAN. OUR GOAL IN THIS DRILL IS TO KEEP THE OFFENSIVE MAN FROM GETTING EVEN FOR AT LEAST FIVE YARDS

B. FIVE-YARD BUDDY DRILL

1. PURPOSE: TO DEVELOP THE ABILITY TO A BACKPEDAL AND ESTABLISH THE ABILITY OF THE DEFENDER TO BACKPEDAL THROUGHOUT THE "MOVE AREA".

2. METHOD:

- A: RECEIVER: TAKE A 3-POINT STANCE AND SPRINT AS HARD AS YOU CAN UNTIL YOU GET EVEN WITH THE DEFENDER, BUT NO LONGER THAN TWENTY YARDS.
- B: DEFENDER: TAKE A COMFORTABLE STANCE, QUICKLY, FIVE YARDS OFF AND TO THE SIDE OF THE RECEIVER, AND BACKPEDAL UNTIL RECEIVER GETS EVEN WITH YOU. PROPER DEVELOPMENT OF THE BACKPEDAL TECHNIQUE WILL KEEP RECEIVER FROM GETTING EVEN FROM GETTING EVEN FOR AT LEAST FIFTEEN YARDS (TEN YARD BACKPEDAL)

C. POSITION MAINTENANCE DRILL

1. PURPOSE: THIS IS A 1/2 TO 3/4 SPEED DRILL DESIGNED TO GROOVE A DEFENDER'S POSITION MAINTAINING ABILITY.

2. METHOD:

- A. RECEIVER: AT 1/2 SPEED, RUN A VARYING ROUTE UPFIELD IN A SUBTLE ATTEMPT TO GAIN A HEAD UP POSITION ON THE DEFENDER.
- B. DEFENDER:
- (1) SLIDE AND MAINTAIN YOUR ORIGINAL LATERAL POSITION WHICH MAY BE EITHER INSIDE OR OUTSIDE.
 - (2) SLIDE AND ADJUST YOUR ORIGINAL POSITION TO GAIN AND MAINTAIN THE OPPOSITE OF YOUR ORIGINAL ALIGNMENT. (E.G. OUT TO IN, OR IN TO OUT)

D. ROUTE PROGRESSION DRILL

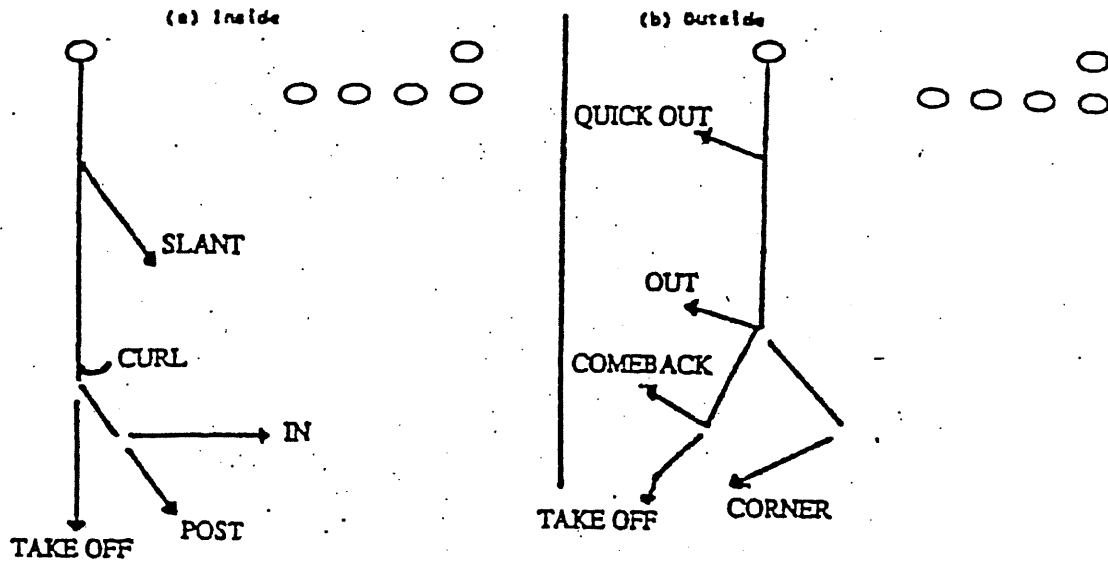
1. PURPOSE: THIS IS DESIGNED TO DEVELOP ROUTE RECOGNITION AND PROPER CUTOFF PATH TO RECEPTION AREA.

2. METHOD:

- A. RECEIVER: THIS DRILL STARTS AS A 3/4 SPEED DRILL AND INCREASES AS PROFICIENCY IS DEVELOPED TO A FULL SPEED DRILL. RECEIVER WILL RUN A PROGRESSION OF ROUTES DETERMINED BY POSITION OF DEFENDER.

ROUTE PROGRESSION DRILL

IF THE DEFENDER'S POSITION IS...



...RUN THESE ROUTES UNTIL AN AWARENESS OF PROPER CUT OFF PATH IS DEVELOPED, THEN MIX THEM UP.

B. DEFENDER:

- (1) **INSIDE TECHNIQUE:** TAKE A POSITION FIVE YARDS DEEP ON RECEIVER'S INSIDE EYE. HAVE OUTSIDE FOOT UP AND INSIDE FOOT BACK TO GIVE YOU AN EASY INSIDE OPENING. AS A RECEIVER COMES OFF LINE, MAINTAIN POSITION ON RECEIVER AS WELL AS YOUR INSIDE ATTITUDE. AVOID BEING TURNED TO THE OUTSIDE, KEEP BODY ATTITUDE SO AS TO BE ABLE TO SEE QB AND RECEIVER. KNOW WHERE THE RECEIVER IS GOING TO CATCH THE BALL (RECEPTION AREA) ON EACH ROUTE (E.G. RECEPTION AREA ON THE "SLANT" CUT IS SEVEN TO EIGHT YARDS DEEP IN MIDDLE OF SLOT). TO THE DEFENDER, THIS MEANS UPON RECOGNITION OF THE "SLANT", SPRINT IN A STRAIGHT LINE PARALLEL TO L.O.S. AND BEAT RECEIVER TO R.A. BECOME THE RECEIVER. NEVER, HOWEVER, ALLOW THE OFFENSIVE MAN TO GET OUT OF YOUR PERIPHERAL VISION. IF, AS YOU ARE SPRINTING TO THE R.A., THE RECEIVER CHANGES HIS COURSE (E.G., "SLANT" TO THE "SLANT GO"), YOU MUST THEN TAKE THE EASIEST AND MOST DIRECT PATH TO THE NEW R.A. AGAIN, ATTEMPT TO CUT OFF AND CONTROL THE OFFENSIVE MAN. NORMALLY, TAKE OFFS ARE RUN FROM SHORT OR SHORTENED MEDIUM ROUTES AND CAN EASILY BE SENSED IF YOU HAVE GOOD PERIPHERAL VISION.

THE CURL, ANGLE IN, AND POST ARE PLAYED LIKE THE "SLANT" REMEMBER, WHEN YOU HAVE AN INSIDE POSITION, YOU MUST NOT GIVE IT UP TO ANY MOVE MADE BY THE OFFENSIVE MAN. HE WILL TRY TO TURN YOU OR GAIN AN INSIDE POSITION BY COMING OFF THE LINE AT AN ANGLE. DON'T BE TURNED TO THE OUTSIDE, NEVER LOSE YOUR INSIDE ATTITUDE...MAINTAIN YOUR INSIDE POSITION, AND YOUR INSIDE ATTITUDE. TURN AND GO ONLY WHEN YOU HAVE AN IDEA OF R.A.

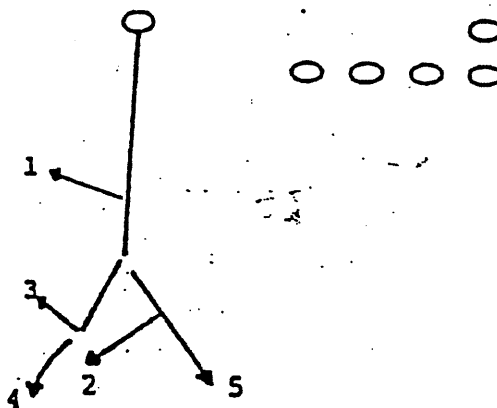
ROUTE PROGRESSION DRILL -continued

B. DEFENDER:

(1) INSIDE TECHNIQUE/THE CURL, HOOK, ANGLE IN, AND POST- continued

OFF THE POST MOVE WILL COME THE 7 OR CORNER ROUTE. THIS ROUTE IS PLAYED LIKE THE TAKEOFF. THIS IS TO SAY, YOU WILL HAVE STARTED YOUR YOUR SPRINT TO THE POST R.A. WHEN THE 7 SHOWS, AT WHICH TIME YOU MUST REDIRECT YOUR SPRINT TO THE FLAG RECEPTION AREA BY THE QUICKEST AND EASIEST WAY POSSIBLE. THIS MAY MEAN TURNING YOUR BACK ON THE QB. AGAIN, SPRINT TO CUT OFF AND CONTROL OFFENSIVE MAN. COMEBACK OFF OF THE T.O. IS A QUESTION OF NOT LOSING THE RECEIVER FROM YOUR VISION AND REACTION.IT IS A TIME CONSUMING PATTERN WHICH GIVES THE DEFENDER REACTION TIME. THE CROSS PATTERN IS PLAYED LIKE ANY OTHER INSIDE ROUTE. IT SHOULD BE REMEMBERED THAT THE RECEPTION AREA IS ON THE OTHERSIDE OF THE FIELD. DO NOT TRAIL THE RECEIVER AS HE MANEUVERS AROUND THE BACKERS. TAKE A STRAIGHT LINE COURSE TO THE R.A. AND CUT OFF THE RECEIVER

(2) OUTSIDE TECHNIQUE: TAKE A POSITION 5 TO 8 YARDS DEEP ON RECEIVER, 1-1/2 YARDS OUTSIDE. SEE THROUGH RECEIVER TO QB. YOU ARE PRIMARILY RESPONSIBLE FOR OUTSIDE TO DEEP. TRAIL RECEIVER ON SHORT AND MEDIUM INSIDE ROUTES. YOUR ROUTE PROGRESSION IS (A) OUT, (B) FLAG, (C) 7, (D) TAKE OFF, AND (E) COMEBACK. ALWAYS BE IMPOSITION TO CUT OFF THE SEAM POST.



YOUR OBJECTIVE IS THE SAME AS WITH THE INSIDE TECHNIQUE, THAT IS:

- (A) MAINTAIN PROPER POSITION ON RECEIVER
- (B) RECOGNIZE ROUTE AND KNOW R.A. -- DRIVE TO R.A. ON SHORT AND MEDIUM OUTSIDE ROUTES
- (C) CUT OFF AND CONTROL RECEIVER ON DEEP ROUTES
- (D) TRAIL AND STRIP ON ROUTES OF SECONDARY RESPONSIBILITY (INSIDE ROUTES)

WE OFTEN TIMES MUST CONVERT OUR POSITION ON THE RECEIVER RELATIVE TO HIS POSITION INSIDE OR OUTSIDE OUR DIVIDER SO WE CAN SQUEEZE THE SEAMS AND USE THE POSITION OF THE MOF SAFETY TO OUR ADVANTAGE.

OFF COVERAGE PROGRESSION DRILL

1. **PURPOSE:** TO DEVELOP VISION, POSITION MAINTENANCE, AND AN AWARENESS OF RECEPTION AREAS.

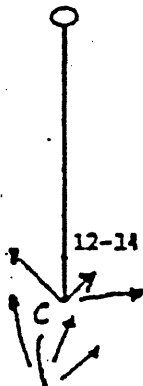
2. **METHOD:**

A. **QB AND RECEIVER:** DRILL STARTS AS A 3/4 SPEED DRILL AND INCREASES, AS A PROFICIENCY IS DEVELOPED, INTO A FULL SPEED DRILL. IT IS IMPORTANT FOR BOTH THE QB AND RECEIVER TO GIVE THE DEFENDER A PROPER READ ON THE THREE TYPES OF ROUTES TO BE RUN.

1) QK 3-Step



2) Medium 5-Step



3) Deep 7-Step (Max)



B. **DEFENDER:** TAKE A BASE ALIGNMENT POSITION, 7 TO 9 YARDS DEEP. AS RECEIVER COMES OFF LINE, MAINTAIN VISION ON HIM, AS WELL AS THE QB. AS YOU START YOUR BACKPEDAL, IF YOU READ QK PASS, IMMEDIATELY SHIFT TO RECEIVER AND DRIVE TO PROPER RECEPTION AREA.

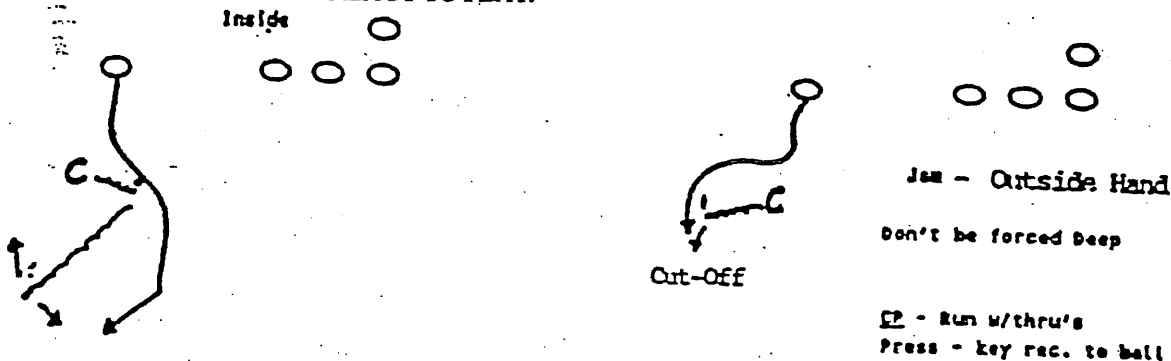
IF NO QK PASSING SHOWS, CONTINUE TO BACKPEDAL, KEEPING A RELATIVE POSITION ON RECEIVER. QB AND RECEIVER WILL TELL YOU MEDIUM VERSUS DEEP ROUTE. UPON READ OF MEDIUM ROUTE, SETTLE DOWN AND PREPARE TO DRIVE TO SPECIFIC RECEPTION AREA. IF DEEP READ, TURN AND RUN FOR GOAL LINE THEN ADJUST TO POST OR TAKE OFF.

DRILL CAN BE ISOLATED INTO ONE AREA (E.G., ALL QKs -- ALL MEDIUM) OR CAN TAKE IN ALL THREE AT ONCE. WE WILL ALSO INCLUDE THE #2 RECEIVER TO PATTERN READ 2 ON 1 IN YOUR 1/3 ZONE. WITH #2 VERTICAL IN THE SEAM, WE MUST GET TO OUR MIDPOINT IN DEEP 1/3 AND GET DEPTH QUICKLY TO PLAY DOUBLE SEAM.

CORNER ROTATIONS

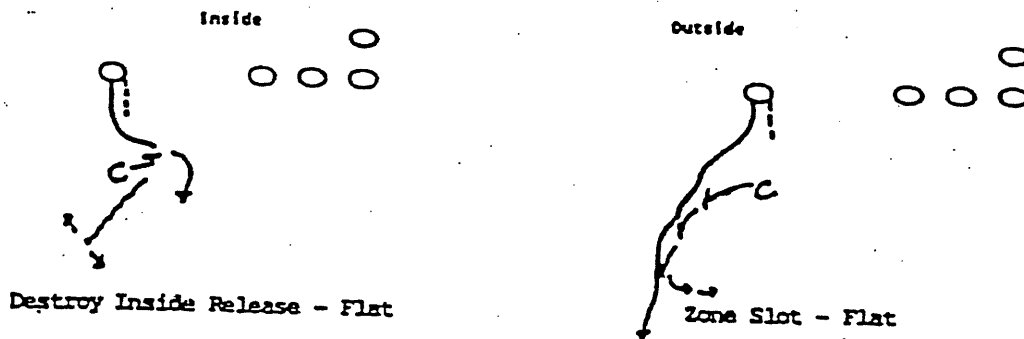
COVER 2

- A. OUTSIDE ROTATION. DO NOT ALLOW OUTSIDE RELEASE. ENCOURAGE INSIDE RELEASE WITH OUTSIDE ALIGNMENT.
- B. READ RUN OR PASS. IF PASS THEN TO RECEIVER.
 - 1. DENY OUTSIDE RELEASE AND O/S HAND JAM INSIDE RELEASE. EYES THEN TO QB AND COMPLIMENTARY RECEIVERS. AFTER JAM, GET DEPTH AT 45-DEGREE ANGLE AND REACT TO QB'S AIM. IF AIM IS TOWARD YOU, WORK UNDER FLAG AND REACT UP TO BALL THROWN IN FRONT. ON AIM AWAY, GET DEPTH.
 - 2. IF RECEIVER FORCES OUTSIDE RELEASE, JAM WITH OUTSIDE HAND TECHNIQUE. OPEN INSIDE AND PROTECT DEEP SIDELINE. CUT RECEIVER OFF ON FADE AND REACT TO FLAT.



COVER 3 CORNER -- 6 CORNER

- A. INSIDE ROTATION. FORCE OUTSIDE RELEASE.
- B. READ RUN OR PASS. IF PASS, EYES THEN TO RECEIVER.
 - 1. FORCE OUTSIDE RELEASE, JAM AND ROLL BACK INSIDE TO SLOT AREA. REACT TO QB'S AIM. ROUTE PROGRESSION IS: (1) HAWK; (2) CURL; AND (3) FLAT.

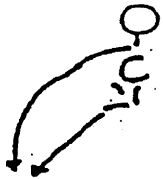


C.P.: YOU CANNOT INSIDE ROTATE A SHORT SPLIT (INSIDE NUMBERS). ALWAYS OUTSIDE ROTATE WITH A SHORT SPLIT. WITH DEEP 1/3 DEFENDER OUTSIDE, CUSHION IS NOT AS DEEP.

PRESS TECHNIQUE

1. **PURPOSE:** THIS IS A TIGHT COVERAGE TECHNIQUE USED AT THE GOAL LINE OR IN THE FIELD TO TAKE AWAY QUICK PASSING AN AFFORD A CHANGE UP TECHNIQUE.
2. **METHOD:** ASSUME A TIGHT HEAD UP POSITION ON RECEIVER. FACE THE RECEIVER AND CONCENTRATE ON HIM ALONE. DONT BE OFFSIDE. YOU MAY CAMOUFLAGE YOUR LOCATION AND MOVE TO THE MIRROR POSITION AT THE LAST MOMENT, HOWEVER, DONT BE CAUGHT MOVING FORWARD AT THE SNAP; MAKE SURE YOU ARE IN PROPER POSITION AS THE RECEIVER TAKES HIS POSITION AND THEN MOVE TO YOUR NORMAL M/M COVERAGE POSITION. THIS WILL SERVE TO CONFUSE THE RECEIVER. AS TO WHAT YOUR FINAL POSITION AND TECHNIQUE WILL BE. YOUR FINAL POSITION WILL BE DETERMINED BY HIS SPLIT RELATIVE TO YOUR DIVIDER.

TAKE A DENIAL STEP OFF ON SNAP AND READ RELEASE, DELIVER A HAND SHIVER IN A RISING MANNER, UP AND UNDER RECEIVER, AS HE COMES OFF WITH YOUR OFF HAND. DO NOT ATTACK RECEIVER, RATHER, WAIT FOR HIM TO COMMIT HIMSELF TO A DIRECTION AND TAKE A CUT OFF PATH. JAM HIM TO KNOCK HIM OFF STRIDE AND WORK TO CUT OFF ANY OUTSIDE RELEASE HE MAY ATTEMPT. VERSUS INSIDE RELEASE, JAM WITH OUTSIDE HAND AND PLAY LOW SHOULDER AND OUTSIDE IF HE IS INSIDE NUMBERS. USE MOF PLAYER WITH RECEIVER INSIDE NUMBERS. RECEIVER OUTSIDE NUMBERS: PLAY HIGH AND CUT OFF ALL DEEP ROUTES...REACT TO OUT AND AND COME BACK.



DENIAL STEP
OFF HAND JAM



DENIAL STEP
OFF HAND JAM
LOW SHOULDER
INSIDE NUMBER!

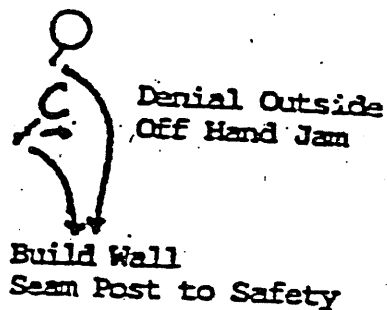
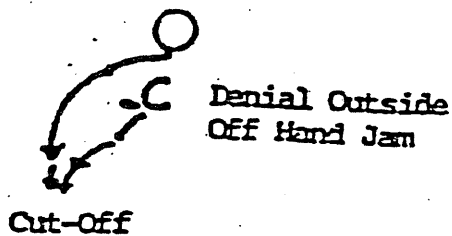
C.P.: AT GOAL LINE, WE WILL PLAY A SOFT TECHNIQUE, HOWEVER, DROP TO LOW SHOULDER AND GET BETWEEN RECEIVER AND QB AT THE GOAL LINE.

"C" TECHNIQUE PRESS

1. **PURPOSE:** THIS IS A DOUBLE COVERAGE, MAN-TO-MAN TECHNIQUE WITH INSIDE HELP TO FIFTEEN YARDS AND A FREE SAFETY.
2. **METHOD:** ASSUME A PRESS POSITION, OUTSIDE EYE OF RECEIVER UNLESS HE HAS A MAXIMUM SPLIT (MORE THAN HALF-WAY BETWEEN NUMBERS AND SIDELINE), THEN HEAD UP.

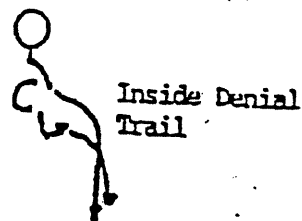
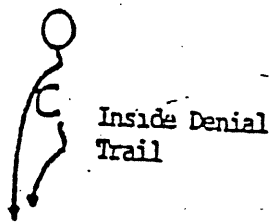
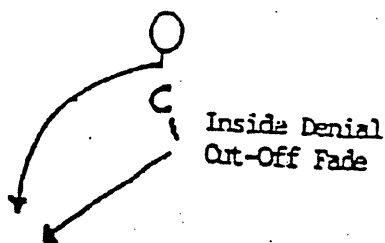
OUTSIDE RELEASE: SHUFFLE STEP AND CUT OFF DEEP ROUTES AND REACT TO MEDIUM ROUTES.

INSIDE RELEASE: JAM AND RIDE THE OUTSIDE SHOULDER. MAINTAIN AN OUTSIDE AND UPFIELD POSITION TO TAKE AWAY DEEP ROUTES. REACT TO MEDIUM OUTSIDE ROUTES. YOU MUST CUT OFF SEAM TO FORCE RECEIVER TO MOF SAFETY.



TRAIL TECHNIQUE

1. PURPOSE: LONG AND SHORT TECHNIQUE OF DOUBLE COVERAGE.
2. METHOD: PRESS...ASSUME SLIGHTLY INSIDE POSITION AND DENY THE INSIDE RELEASE. JAM AND TRAIL ANDY UPFIELD RELEASE AS TO USE YOUR 1/2 SAFETY OVER THE TOP. TRAIL ON INSIDE HIP AND MAINTAIN LOW SHOULDER POSITION. VERSUS FADE, RELEASE WIDE AND RUN CUT OFF ANGLE TO FADE. SAFETY CANNOT MAKE PLAY UNLESS BALL IS UPFIELD 25 YARDS. YOU MUST CUT OFF FADE AND STOP ALL INSIDE, UNDERNEATH ROUTES.

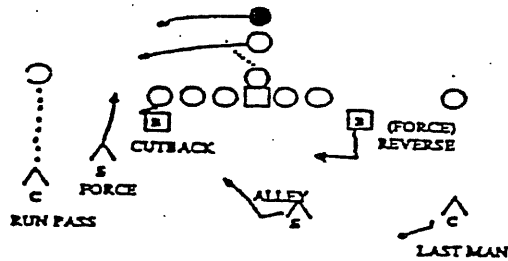


FORCE RULES

COVERAGE	STRONGSIDE	WEAKSIDE (#1 WIDE)
1 RAT	SKY OR BACKER	BACKER
STUNT #2	CLOUD	CLOUD
RED #2	SKY	SKY
#3	SKY (CORNER = CLOUD)	BACKER
LINDA/RITA	SKY (WIDE SIDE)	BACKER (SHORT SIDE)
#3 BUZZ TED	BACKER	BACKER
#4 (SLOT ONLY)	CLOUD	BACKER (#1 TIGHT)
#5	SKY	SKY
#6		SKY (CORNER = CLOUD)
#7	BACKER	BACKER
#8	BACKER	CORNER
BLITZ	SKY (TE SIDE)	BACKER (OPEN SIDE- OUTSIDE RUSHER)
KEY BLITZ	SKY (TE SIDE)	BACKER (OPEN SIDE)
SAFETY #9	SKY (TE SIDE)	BACKER (OPEN SIDE- OUTSIDE RUSHER)
WILL #9	SKY (TE SIDE)	BACKER
#9 DOUBLE	SKY (TE SIDE)	BACKER
*POINT	END (TE SIDE)	BY COVERAGE
(SY) 6-BUZZ	BACKER	BACKER
(SY) 3-BUZZ	BACKER	BACKER
(GL) GOAL LINE BASE MAN	SKY	BACKER
(GL) GOAL LINE OSCAR	BACKER	BACKER

SKY SUPPORT (STRONGSIDE)

BASE BLOCK



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

SS: GET ACROSS THE LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

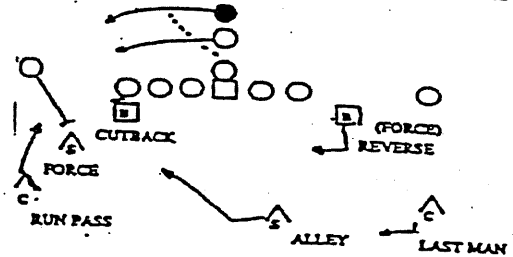
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(1) (2)

CRACK BLOCK



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

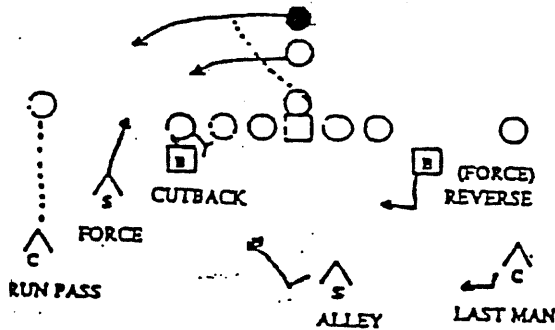
SS: BEAT CRACK BLOCK INSIDE OR OUTSIDE (PREFERABLY INSIDE) - GET ACROSS LOS FORCE BALL TO CUTBACK OR BOUNCE

SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SS, REPLACE SS AS FORCE AND FILL ON THE BALL

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

DOWN BLOCK



SB: CLOSE DOWN WITH THE TE AND READ BLOCKING SCHEME - CLOSE THE #7 HOLE AND FORCE THE BALL OUTSIDE

SS: GET ACROSS THE LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

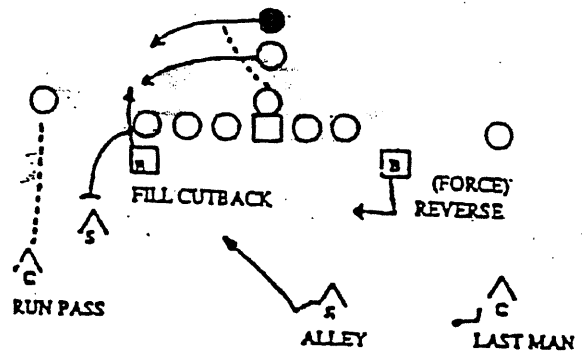
SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(3) (4)

FLARE BLOCK



SB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE AGGRESSIVE CUTBACK

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK, OF #2, FILL OUTSIDE/IN FIRST

SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

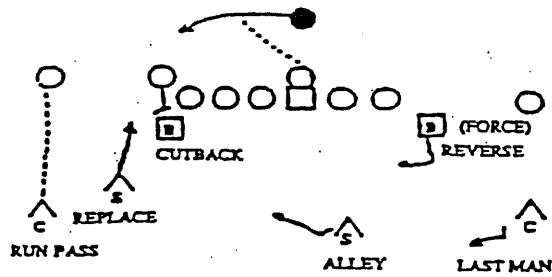
FS: CHECK #2 FOR RUN PASS - ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

C.P: WEAKSIDE END TIGHT - PLAY FLARE AS BACKER - SS HAS RUNPASS WITH SKY CALL

SKY SUPPORT (STRONG SIDE)

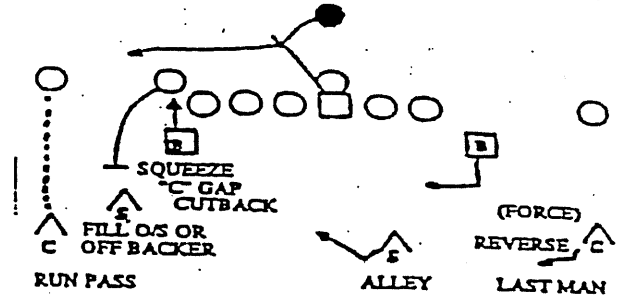
TEAM BLOCK



- SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU CANNOT BE DRIVEN BACK
- SS: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE
- SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY
- FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN
- WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

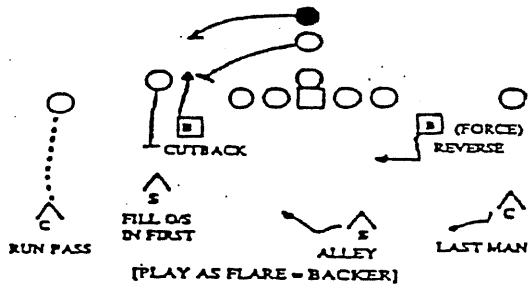
(1) (2)

FLARE BLOCK



- SB: RECOGNIZE THE FLARE AND SQUEEZE "C" GAP MAINTAIN CUTBACK LEVERAGE
- SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OUTSIDE/IN FIRST
- SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY
- FS: CHECK #2 FOR RUN PASS - ALLEY MAN
- WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

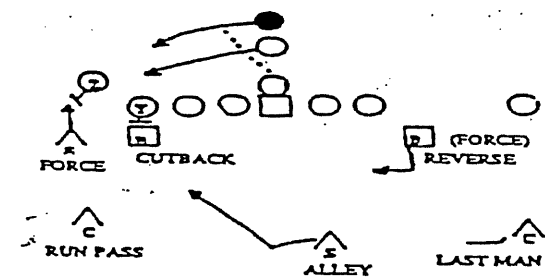
SKY VS. 2 WIDE



- SB: BE AGGRESSIVE CUTBACK - SQUEEZE "C" GAP
- SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OS IN FIRST
- SC: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL INSIDE TO THE SAFETY
- FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN
- WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(3) (4)

Z-CLOSE

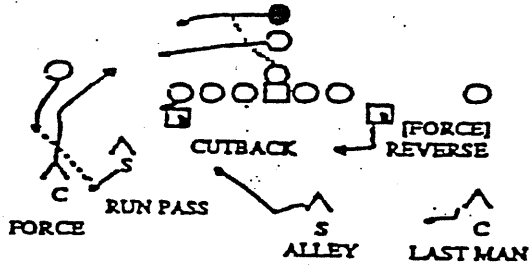


- SB: GET HANDS ON TE, PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK
- SS: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE
- SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SS, FILL ON THE BALL (OUTSIDE/IN LEVERAGE)
- FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN
- WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE
- C.P.: 2 BACKS - BACKER - KICK SUPPORT

CLOUD SUPPORT

(STRONGSIDE) COVER 3

BASE BLOCK



SB: GET HANDS ON TE, PUSH BACKWARDS - TE - YOU HAVE CUTBACK

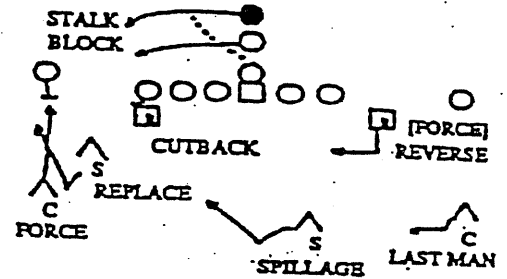
SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS THE LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

CRACK BLOCK



SB: GET HANDS ON TE, PUSH BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

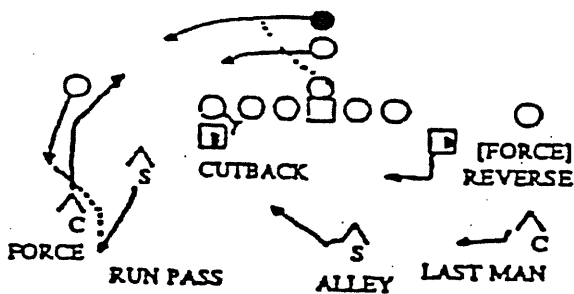
SS: YOU HAVE RUN PASS - IF RECEIVER BLOCKS ON SC, REPLACE SC AS FORCE AND FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

SC: BEAT BLOCKER INSIDE OR OUT (PREFERABLY IN) - GET ACROSS LOS AND CLOSE THE DISTANCE BETWEEN YOU AND SB - FORCE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

DOWN BLOCK



SB: CLOSE DOWN WITH TE & READ BLOCKING SCHEME - CLOSE THE #7 HOLE & FORCE BALL OUTSIDE

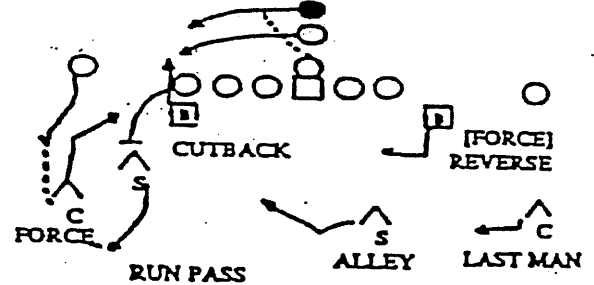
SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS LOS AT AN ANGLE TO CLOSE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

FLARE BLOCK



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE AGGRESSIVE CUTBACK

SS: YOU HAVE RUN PASS - IF THE BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: PLAY PASS FIRST, RUN SECOND - FILL OVS IN FIRST

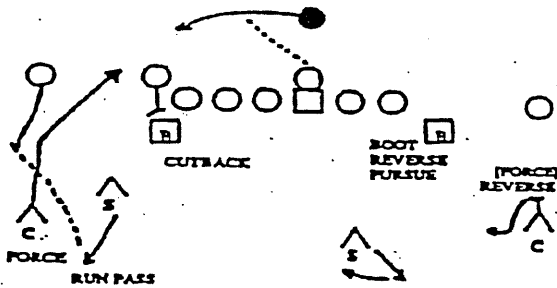
FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

CLOUD SUPPORT

(STRONGSIDE) COVER 2

TEAM BLOCK



SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU CANNOT BE DRIVEN

SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: GET ACROSS LOS AT ANGLE CLOSE TO DISTANCE BETWEEN YOU & SB - FORCE BALL CUTBACK OR BOUNCE

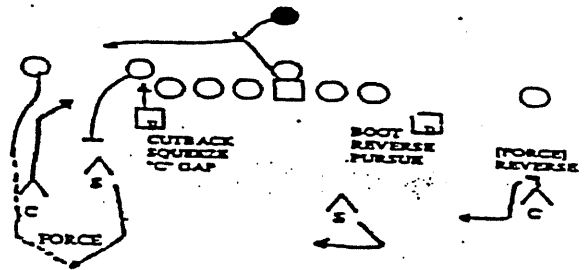
FS: TAKE REMINDER STEPS FOR PASS - PURSUE OUT ON THE BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(1)(2)

FLARE BLOCK



SB: RECOGNIZE THE FLARE & SQUEEZE "C" GAP - BE CUT BACK MAN - MAINTAIN LEVERAGE - FORCE BALL DEEP AND OUTSIDE

SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

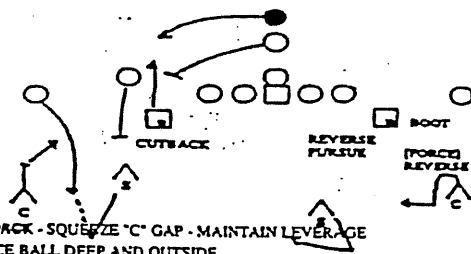
SC: PLAY PASS FIRST, FORCE - FILL OFF BACKER OUTSIDE IN FIRST

FS: TAKE REMINDER STEPS FOR PASS - PURSUE INSIDE ON BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

CLOUD VS. #2 WIDE



SB: CUTBACK - SQUEEZE "C" GAP - MAINTAIN LEVERAGE AND FORCE BALL DEEP AND OUTSIDE

SS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO SAFETY

SC: PLAY PASS FIRST, FORCE - FILL OFF BACKER OUTSIDE IN FIRST

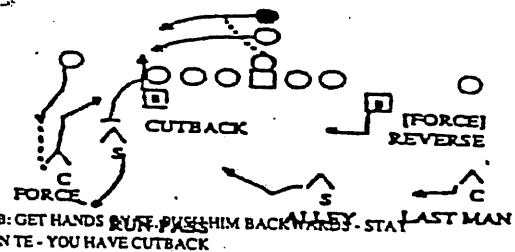
FS: TAKE REMINDER STEPS FOR PASS - FILL INSIDE OUT ON THE BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

(3)(4)

ZING



SB: GET HANDS ON THE BALL - PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

SS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT UPFIELD TO THE SAFETY

SC: GET ACROSS LOS AT AN ANGLE TO CLOSE THE DISTANCE BETWEEN YOU AND SB - FORCE THE BALL TO CUTBACK OR BOUNCE

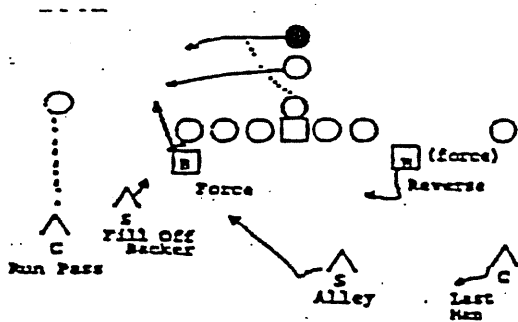
FS: TAKE REMINDER STEPS FOR PASS - FILL INSIDE OUT ON THE BALL

WB: SHUFFLE - BOOT, REVERSE, PURSUE

WC: IF YOU ARE FORCE, SHUFFLE BACK - REVERSE

STRONGSIDE BACKER

BASE BLOCK



SB: GET HANDS ON TE, PUSH HIM BACK - BE FORCE MAN
 C.P.: ESTABLISH DEFINITE POSITION

SS: FILL OFF BACKER

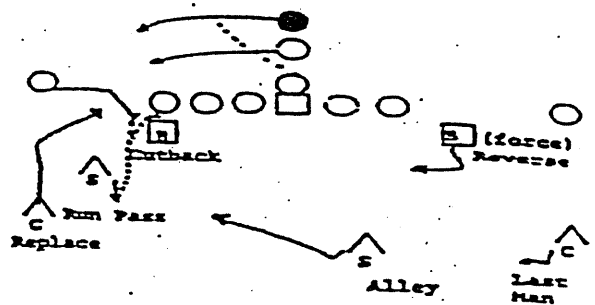
SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(1) (2)

CRACK BLOCK



SB: ON CRACK BY THE "Z", YOU HAVE CUTBACK

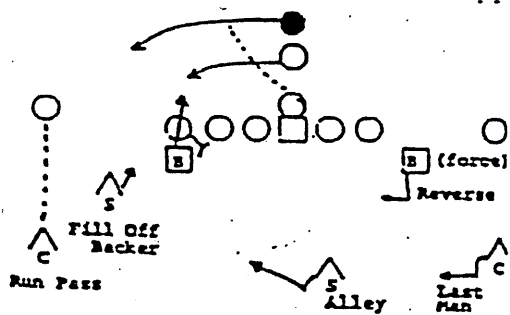
SS: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

SC: IF YOUR RECEIVER BLOCKS ON THE FORCE, REPLACE AND FILL ON THE BALL

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

DOWN BLOCK



SB: CLOSE DOWN W/TE & READ BLOCK SCHEME - CLOSE THE #7 HOLE & TRY TO FORCE BALL OUTSIDE - SAFETY

C.P.: DEFINITELY KICK TO OUTSIDE
 C.P.: ESTABLISH A DEFINITE POSITION

SS: FILL OFF BACKER

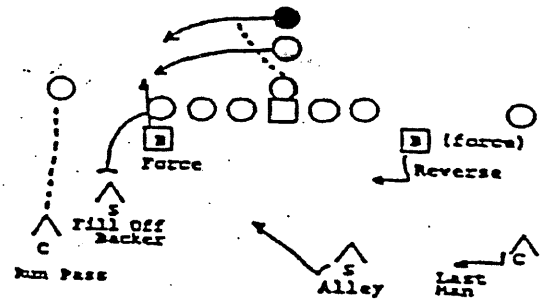
SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

(3) (4)

FLARE BLOCK



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS, FUNNEL IT INSIDE TO THE SAFETY

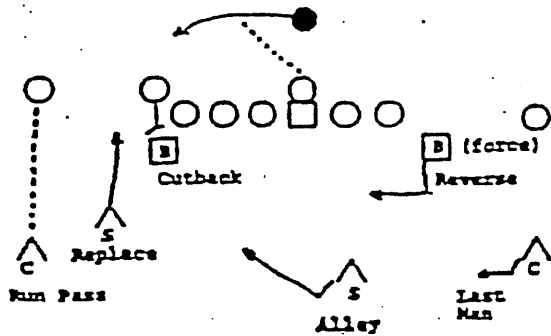
FS: CHECK #2 FOR RUN PASS - YOU ARE THE ALLEY MAN

WB: IF YOU HAVE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

STRONGSIDE BACKER

TEAM BLOCK

(1)(2)



SB: 9 ALIGNMENT - SEE THE WING - PLAY 6 TECH ON DOWN BLOCK BY WING - YOU HAVE CUTBACK

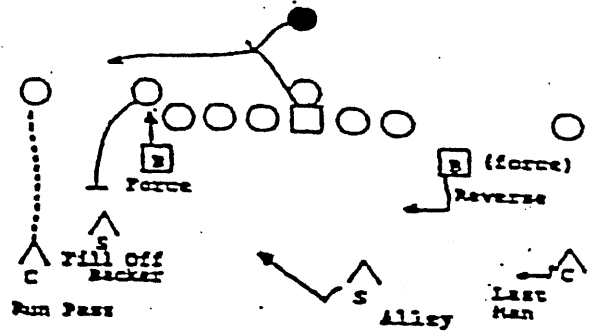
SS: REPLACE - GET ACROSS LOS - USE INSIDE SHOULDER - FORCE BALL TO CUTBACK OR BOUNCE

SC: YOU HAVE RUN PASS - IF BALL BREAKS THE LOS FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

FLARE BLOCKER



SB: RECOGNIZE TE FLARE & SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2, FILL OFF BACKER

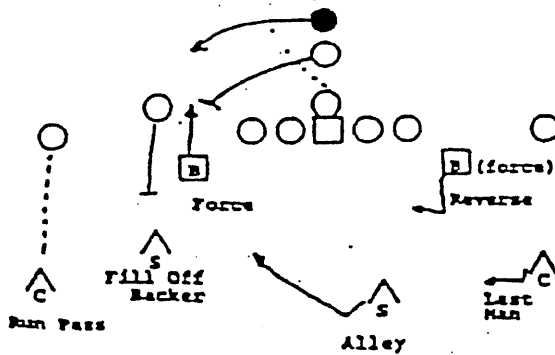
SC: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

2 - WIDE

(3)(4)



SB: BE FORCE MAN - SQUEEZE "C" GAP - MAINTAIN OUTSIDE LEVERAGE

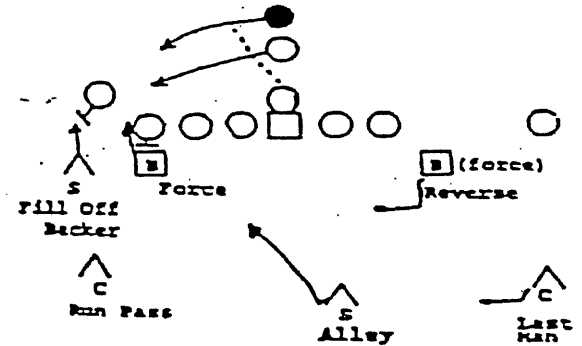
SS: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #2 - FILL OFF BACKER

SC: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

Z - CLOSE



SB: GET HANDS ON TE, PUSH HIM BACKWARDS - BE FORCE MAN - SQUEEZE "C" GAP - MAINTAIN OUTSIDE/IN LEVERAGE

SS: FILL OFF BACKER

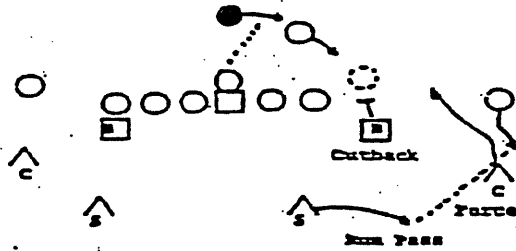
SC: YOU HAVE RUN PASS - IF RECEIVER BLOCKS SS, FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

WB: IF YOU ARE FORCE, SHUFFLE BACK - YOU HAVE REVERSE

WEAKSIDE CLOUD

OPEN



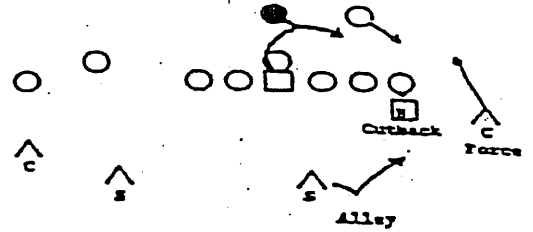
WB: GET HANDS ON BACK AND DELAY RUNNER'S READ BY NOT COMMITTING TOO SOON - YOU HAVE

WC: GET ACROSS LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU & WB - FORCE BALL TO CUTBACK OR BOUNCE - IF RECEIVER BLOCKS ON YOU BEAT HIM INSIDE OR OUTSIDE (PREFERABLY INSIDE) AND SQUEEZE CUTBACK AREA

FS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY - IF RECEIVER BLOCKS ON CORNER, REPLACE CORNER AND FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

(1)(2)

BASEBLOCK

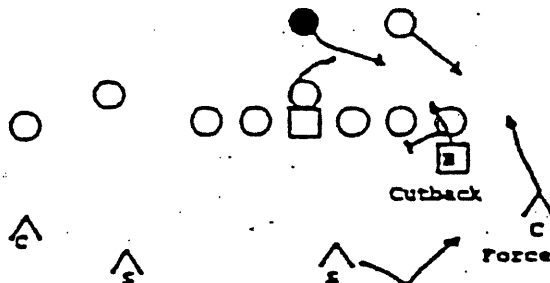


WB: GET HANDS ON TE - PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

WC: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK



WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE 67 HOLE AND FORCE THE BALL OUTSIDE

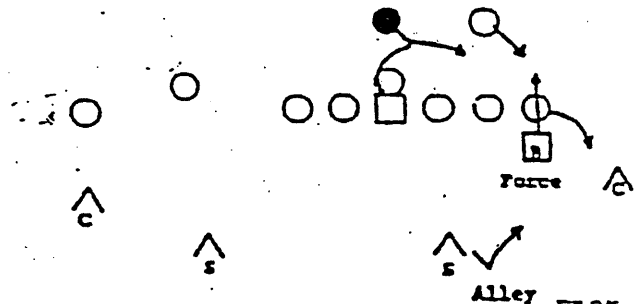
WC: GET ACROSS LOS - USE INSIDE SHOULDER - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: YOU ARE ALLEY MAN

C.P: POSSIBLE KICK

(3)(4)

FLARE BLOCK



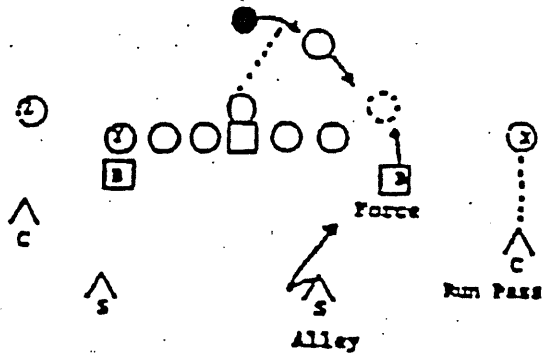
WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE WITH CORNER IN RUN/PASS IN C-3. C-2: KICK, AGGRESSIVE CUTBACK

WC: PLAY PASS FIRST, RUN, SECOND - BEAT THE BLOCK OT #1, FILL OFF BACKER. PLAY RUN/PASS IN C-3. C-2: KICK, PLAY FLAIR BLOCK

FS: YOU ARE ALLEY MAN IN C-3. C-2: RUN/PASS IN DEEP 1/2

WEAKSIDE BACKER

OPEN - BACKER



WB: SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

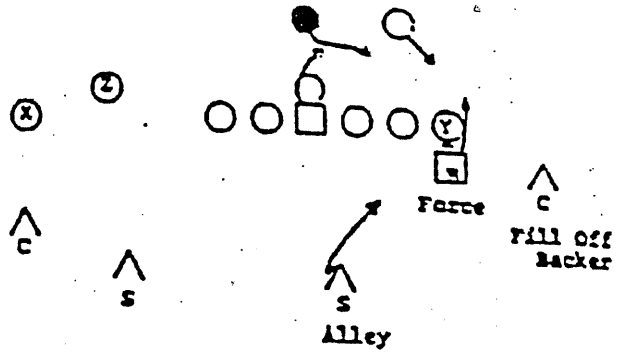
WC: YOU ARE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO SAFETY

FS: CHECK #2 FOR RUN PASS - YOU ARE ALLEY MAN

C.P.: OE - FS READ SE RELEASE

(1) (2)

BASE BACKER



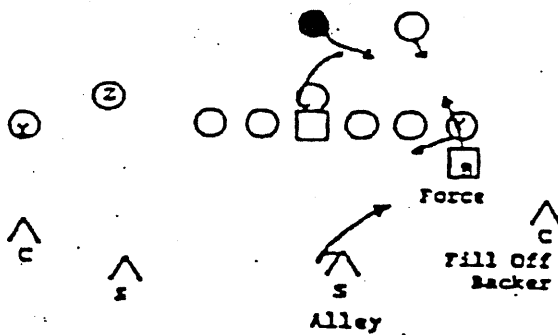
WB: GET HANDS ON TE, PUSH HIM BACKWARDS - MAINTAIN OUTSIDE LEVERAGE - BE FORCE MAN

C.P.: ESTABLISH A DEFINITE POSITION

WC: FILL OFF BACKER

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK - BACKER



WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE #7 HOLE AND TRY TO FORCE THE BALL OUTSIDE - CORNER OR SAFETY WILL FILL OFF YOU

C.P.: DEFINITELY KICK COUNTER OT OUTSIDE

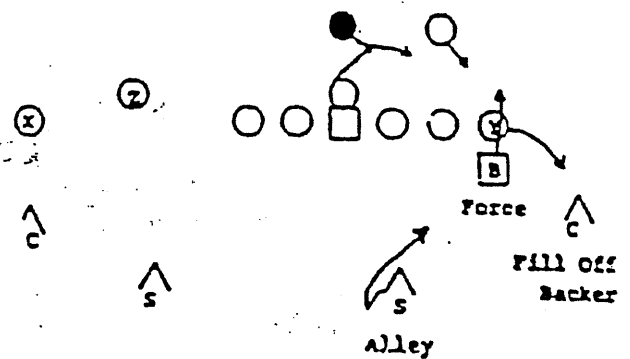
C.P.: ESTABLISH A DEFINITE POSITION

WC: FILL OFF BACKER

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

(3) (4)

FLARE - BACKER



WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN OUTSIDE LEVERAGE

WC: PLAY PASS FIRST, RUN SECOND - BEAT THE BLOCK OF #1 - FILL OFF BACKER

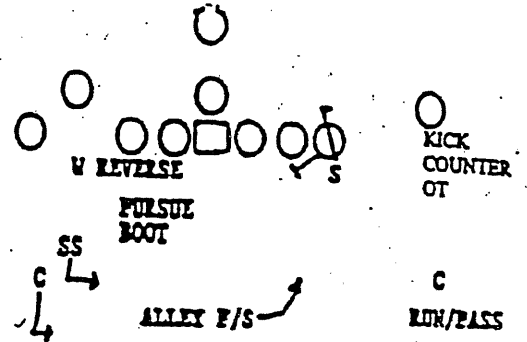
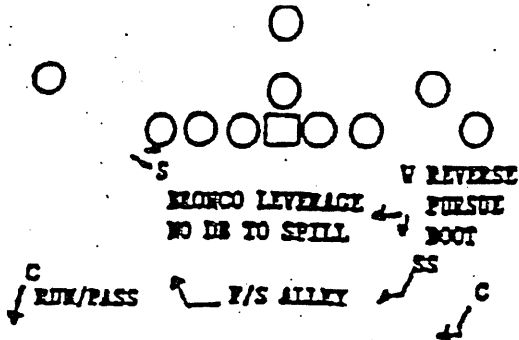
FS: CHECK #2 FOR RUN PASS - YOU ARE THE ALLEY MAN

WEAKSIDE BACKER

BRONCO VS. SLOT B OUT - BASE

(1)(2)

BLOCK DOWN - BRONCO



WB: GET HAND ON TE - PUSH HIM BACKWARD - YOU HAVE BACKER FORCE

WB: CLOSE DOWN ON TE - READ BLOCKING SCHEME - SQUEEZE "C" GAP - MUST PLAY FORCE WITH NO DB O/S TO PLAY SPILL

WC: YOU HAVE RUN PASS - IF BALL BREAKS LOS SQUEEZE OUTSIDE IN TO SAFETY

C.P.: WE WILL STILL KICK COUNTER OT

FS: CHECK #2 FOR RUN AND PASS - YOU ARE ALLEY PLAYER

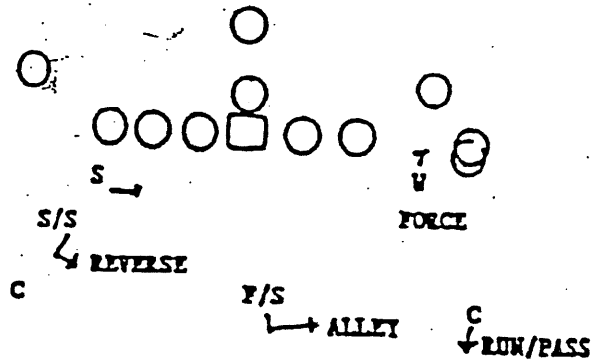
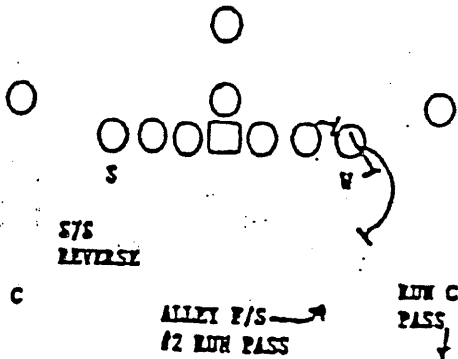
WC: YOU ARE RUN - PASS - IF BALL BREAKS LOS, SQUEEZE O/S IN TO SAFETY

FS: CHECK #2 FOR RUN/PASS - FILL ALLEY

FLAIR BRONCO

(3)(4)

HB OUT - ACE BACKER



WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN O/S LEVERAGE

WB: SQUEEZE "C" GAP - BE FORCE MAN - MAINTAIN O/S LEVERAGE

WC: YOU ARE RUN PASS - IF BALL BREAKS LOS SQUEEZE O/S IN WITH SAFETY

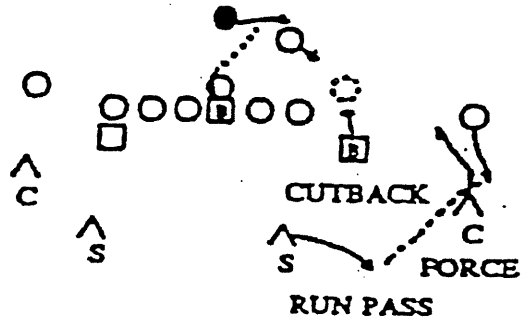
WC: YOU ARE RUN - PASS - IF BALL BREAKS LOS, SQUEEZE O/S IN WITH SAFETY

FS: CHECK #2 FOR RUN PASS YOU HAVE ALLEY WEAK

FS: CHECK #2 FOR RUN - PASS - YOU HAVE ALLEY WEAK

WEAKSIDE KICK

OPEN (NO KICK)



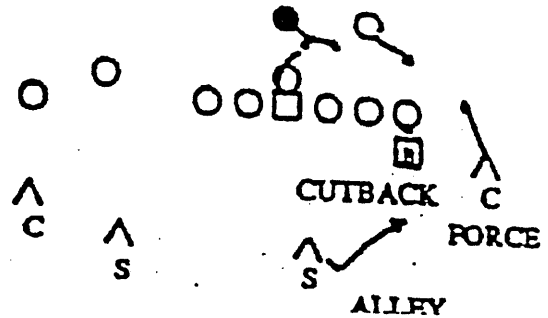
WB: GET HANDS ON BACK AND DELAY RUNNER'S READ BY NOT COMMITTING TOO SOON - YOU HAVE CUTBACK

WC: GET ACROSS LOS AT AN ANGLE CLOSE TO THE DISTANCE BETWEEN YOU AND WB - FORCE BALL TO CUTBACK OR BOUNCE - IF RECEIVER BLOCKS ON YOU, BEAT HIM INSIDE OR OUTSIDE (PREFERABLY INSIDE) AND SQUEEZE CUTBACK AREA.

FS: YOU HAVE RUN PASS - IF BALL BREAKS LOS, FUNNEL IT INSIDE TO THE SAFETY - IF RECEIVER BLOCKS ON CORNER, REPLACE CORNER AND FILL ON THE BALL (OUTSIDE/IN LEVERAGE)

(1)(2)

BASE BLOCK

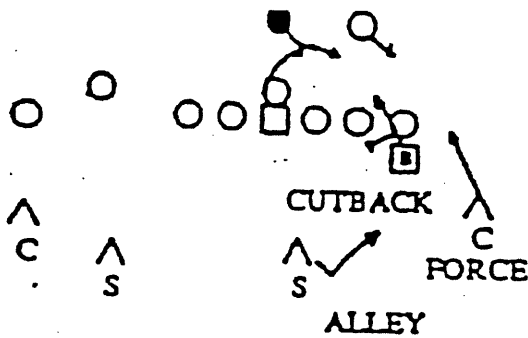


WB: GET HANDS ON TE - PUSH HIM BACKWARDS - STAY ON TE - YOU HAVE CUTBACK

WC: GET ACROSS LOS - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: CHECK #1 FOR RUN PASS - YOU ARE ALLEY MAN

DOWN BLOCK



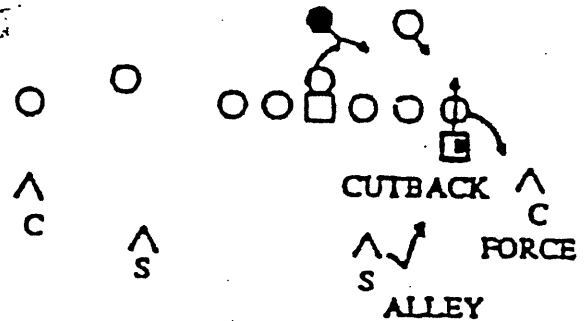
WB: CLOSE DOWN WITH TE AND READ BLOCKING SCHEME - CLOSE THE #7 HOLE AND FORCE THE BALL OUTSIDE

WC: GET ACROSS LOS - FORCE THE BALL TO CUTBACK OR BOUNCE

FS: YOU ARE ALLEY MAN

(3)(4)

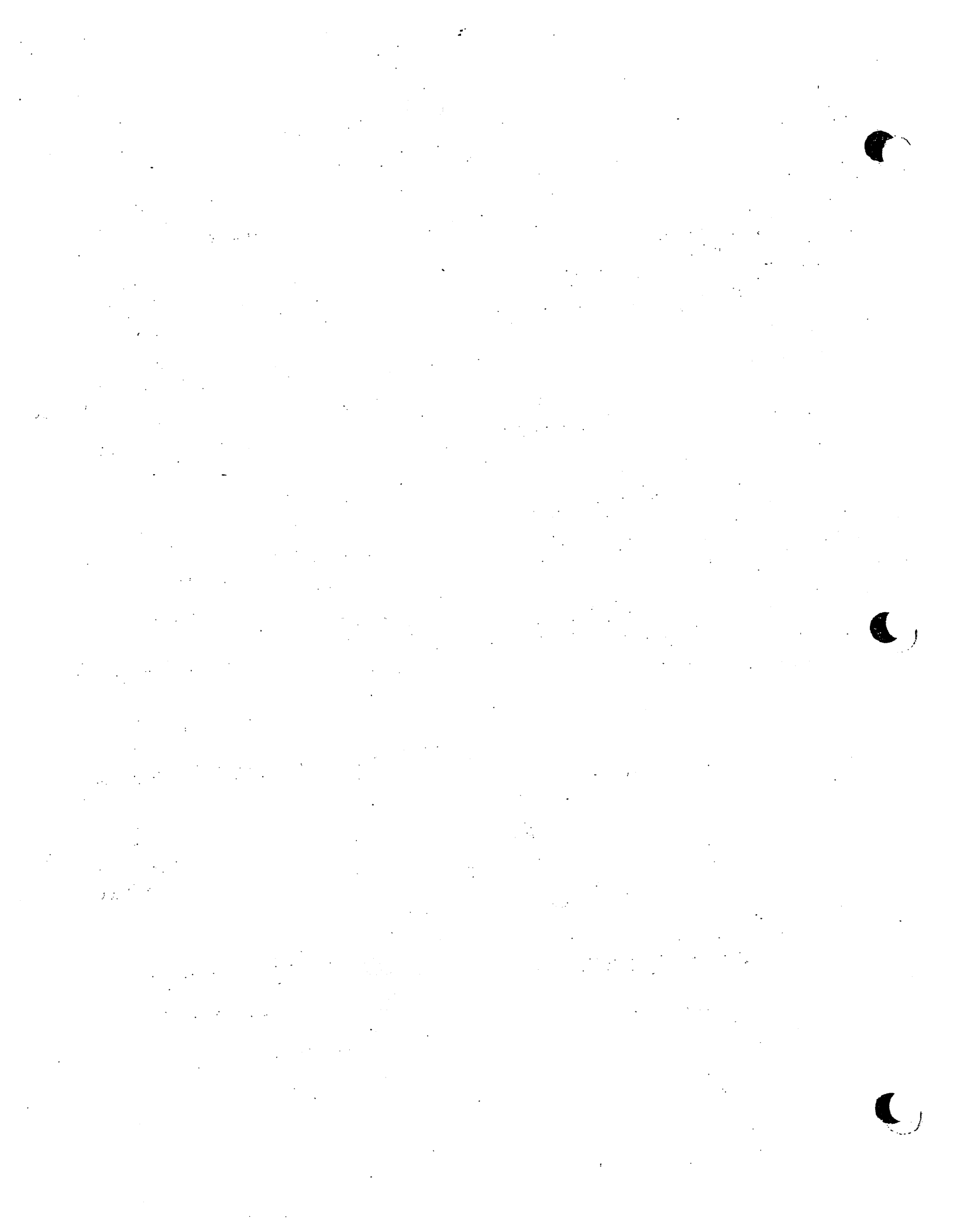
FLARE BLOCK (NO KICK)



WB: RECOGNIZE TE FLARE AND SQUEEZE "C" GAP - PLAY CUTBACK - MAINTAIN LEVERAGE FORCE BALL DEEP OUTSIDE

WC: PLAY PASS FIRST, FORCE - BEAT THE BLOCK OF #1 - FILL O/S FIRST

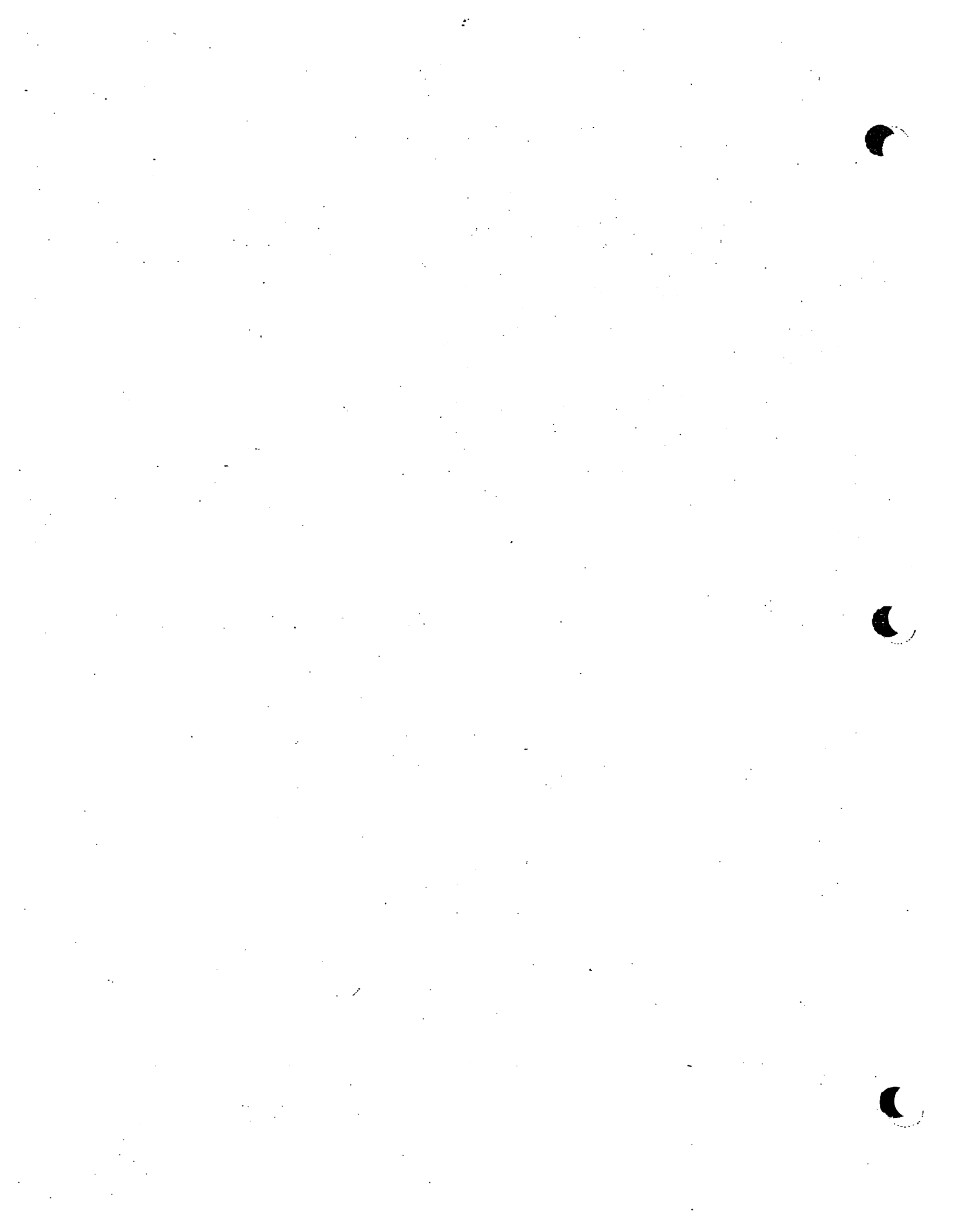
FS: YOU ARE ALLEY MAN



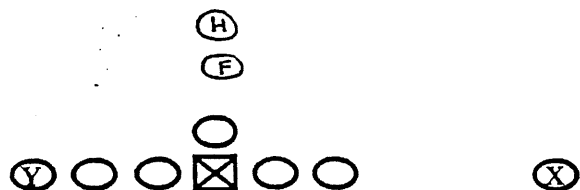
OFFENSIVE IDENTIFICATION

A. Personnel Groupings

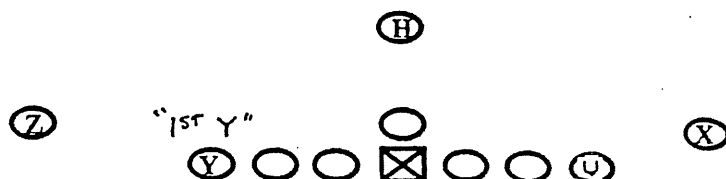
1. Regular.....1 TE, 2 RB, 2 WR
2. Silver..... 2 TE, 1 RB, 2 WR
3. Green..... 2 TE, 2 RB, 1 WR
4. Blue..... 1 TE, 1 RB, 3 WR
5. Gold..... 0 TE, 2 RB, 3 WR
6. Red..... 0 TE, 1 RB, 4 WR
7. Gray..... 3 TE, 1 RB, 1 WR
8. Black..... 3 TE, 2 RB, 0 WR
9. Purple..... 0 TE, 0 RB, 5 WR
10. Orange..... 1 TE, 0 RB, 4 WR
11. White..... 2 TE, 0 RB, 3 WR



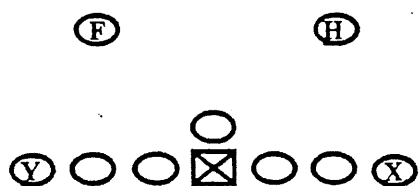
PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS



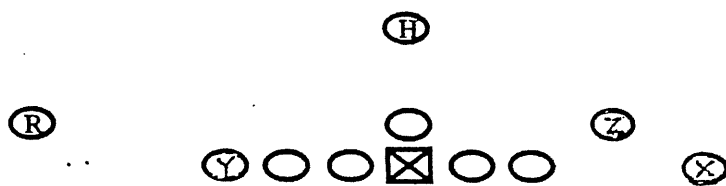
REGULAR - 1 TE / 2 RB / 2 WR



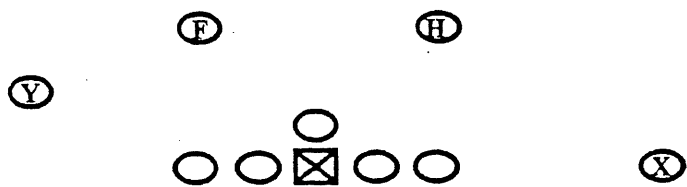
SILVER DOT = 2 TE / 1 RB / 2 WR



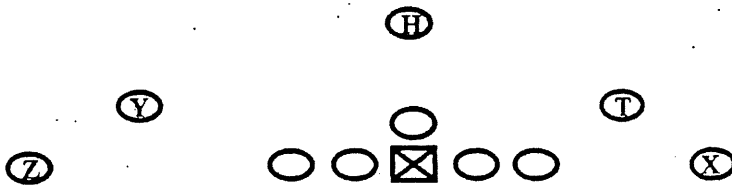
GREEN = 2 TE / 2 RB / 1 WR



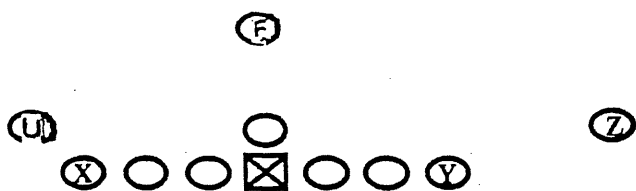
BLUE = 1 TE / 1 RB / 3 WR



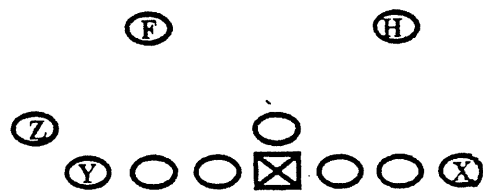
GOLD - 2 RB / 3 WR



RED - 1 RB / 4 WR

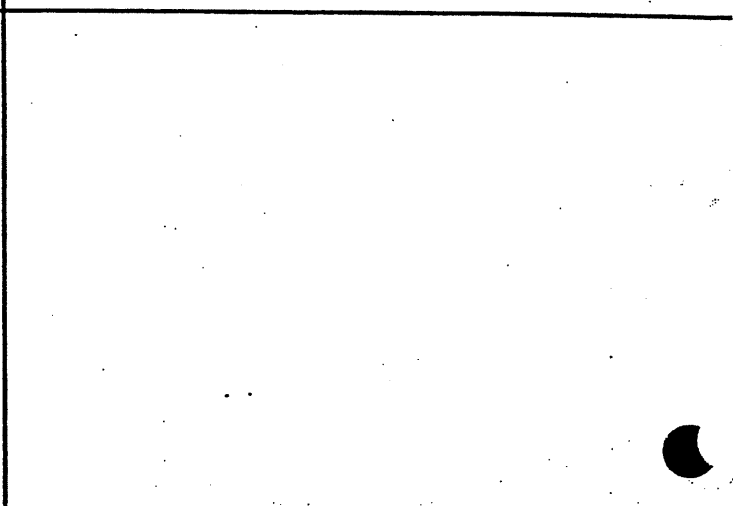
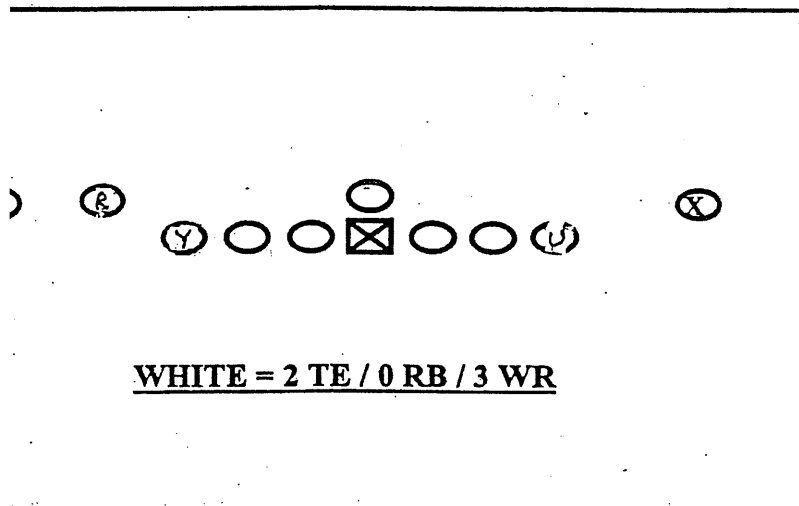
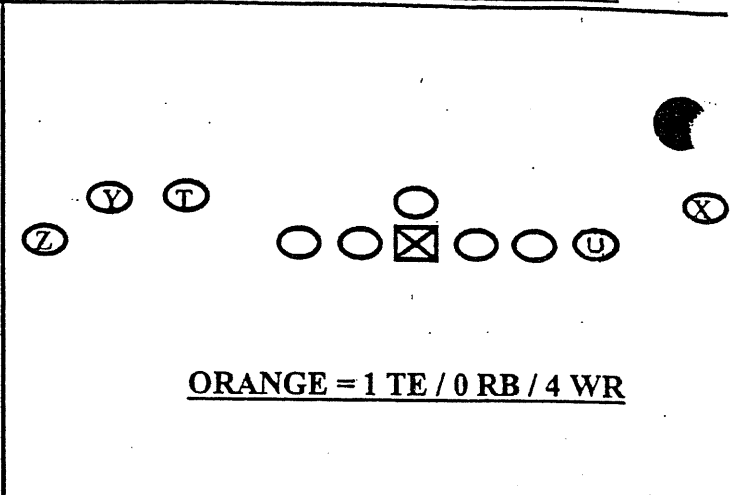
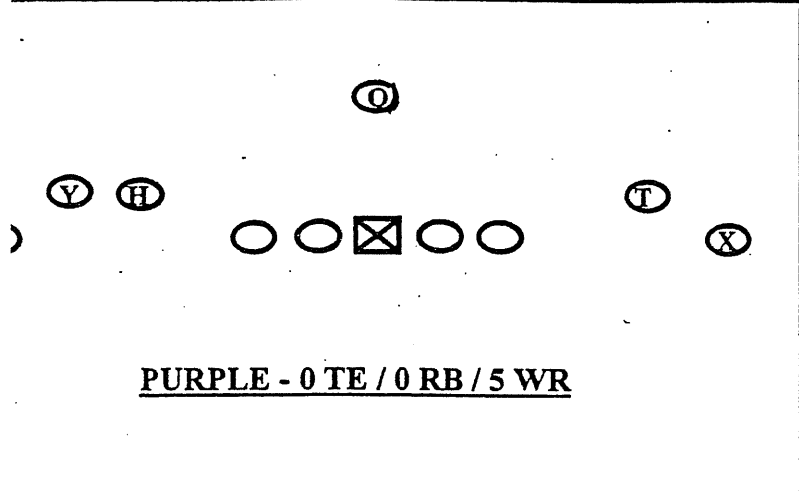


GRAY = 3 TE / 1 RB / 1 WR



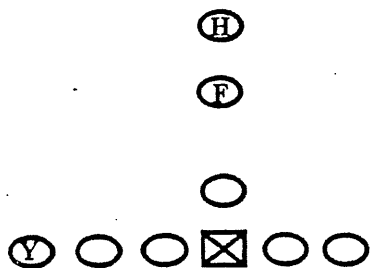
BLACK = 3 TE / 2 RB

PLAYER IDENTIFICATION AND PERSONNEL GROUPINGS

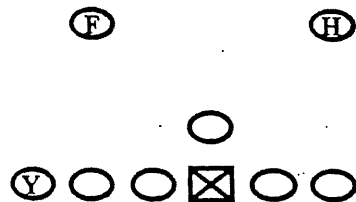


BACKFIELD IDENTIFICATION

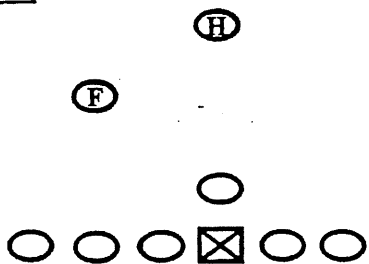
I



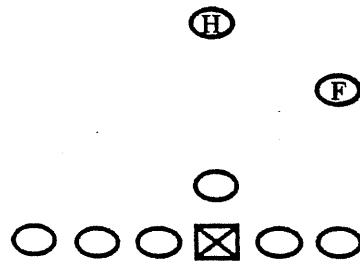
SPLIT



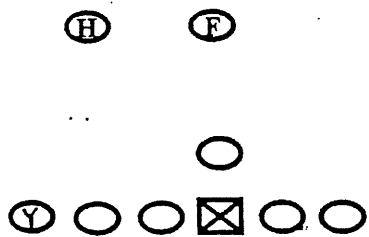
NEAR "I"



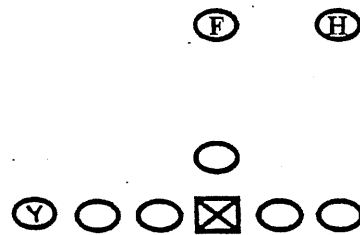
I FAR



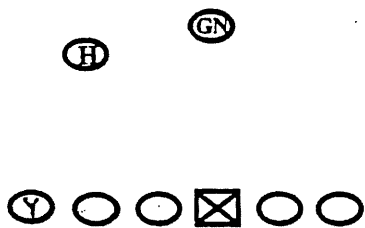
"HALF"



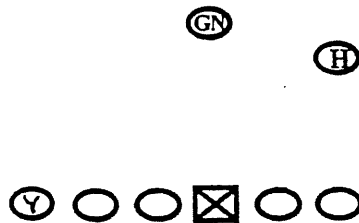
FULL



GUN "NEAR"

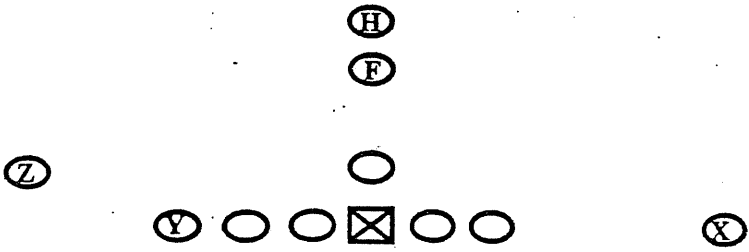


GUN "FAR"

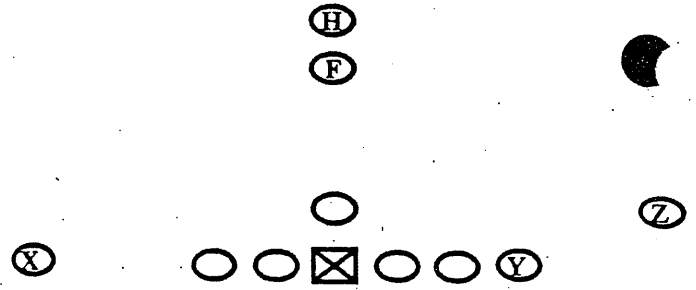


REGULAR FORMATIONS (2 BACK SETS)

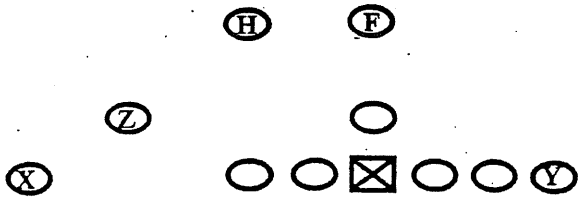
I LEFT



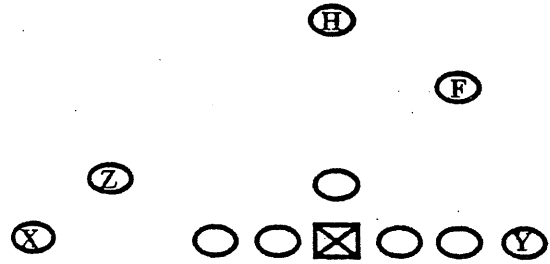
I RIGHT



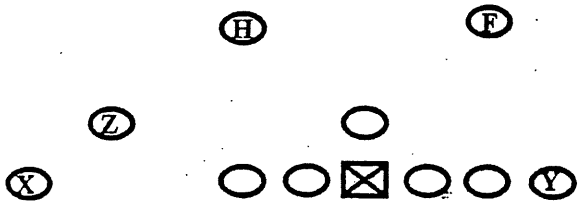
FULL SLOT LEFT



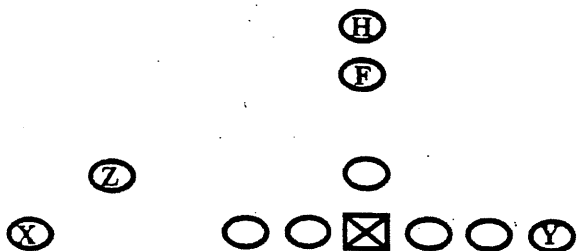
I NEAR SLOT LEFT



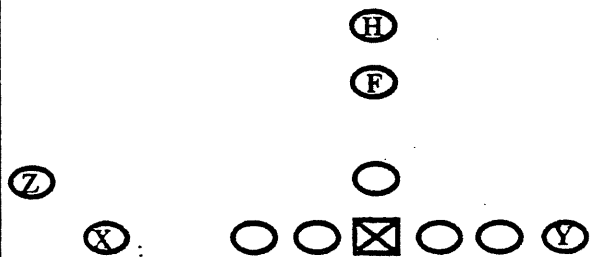
SPLIT SLOT LEFT



I SLOT LEFT

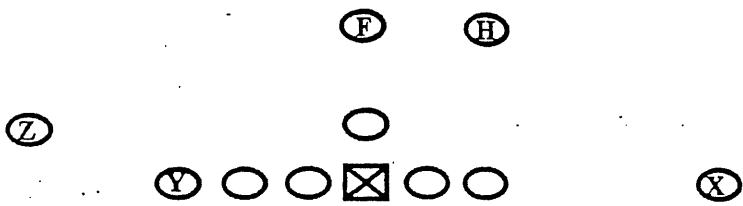


I SLOT FLIP LEFT

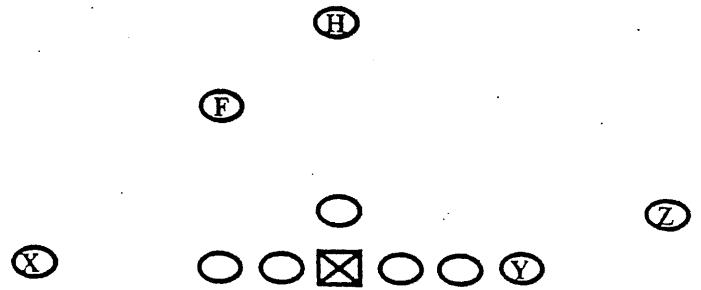


REGULAR FORMATIONS (2 BACK SETS)

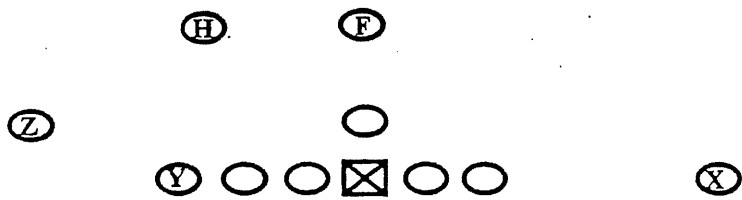
FULL LEFT



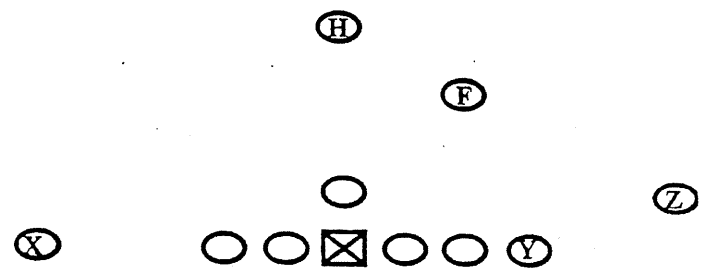
I FAR RIGHT



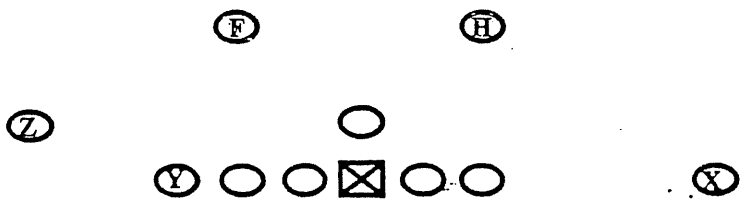
HALF LEFT



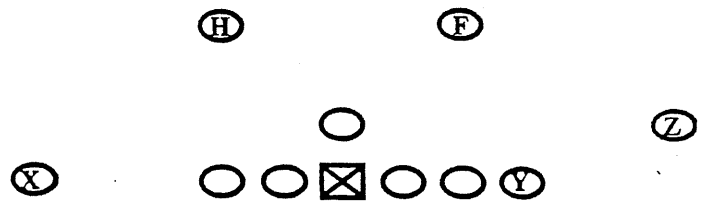
I NEAR RIGHT



SPLIT LEFT



SPLIT RIGHT

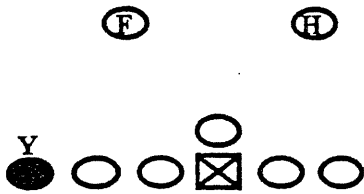


DETERMINING STRENGTH

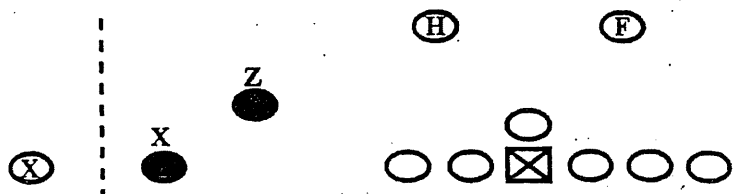
1.

Regular People

Strength is determined by 2 WR and the TE. The side which has 2 of any 3 of these is the strong side.



STRONG LEFT

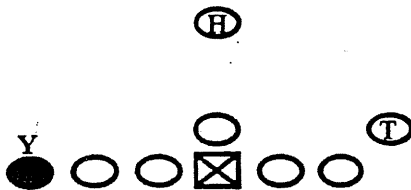


STRONG LEFT

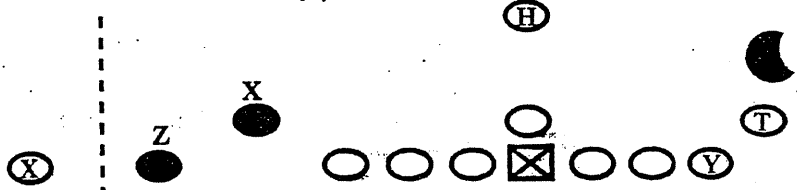
2.

Silver

Strength is determine by 2 WR and the TE. The side which has 2 of any 3 of these is the strong side.



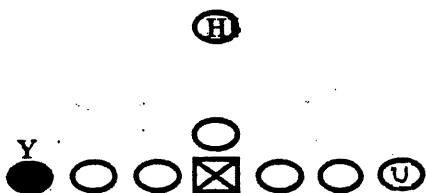
STRONG LEFT



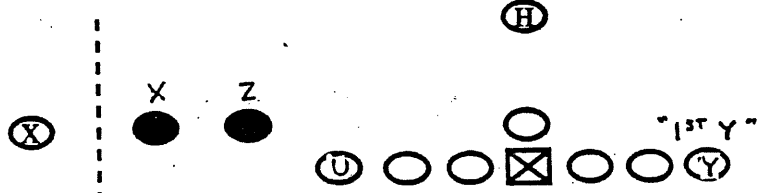
STRONG LEFT

Silver Dot

Strength determined by 1st "Y" or "Z"



STRONG LEFT

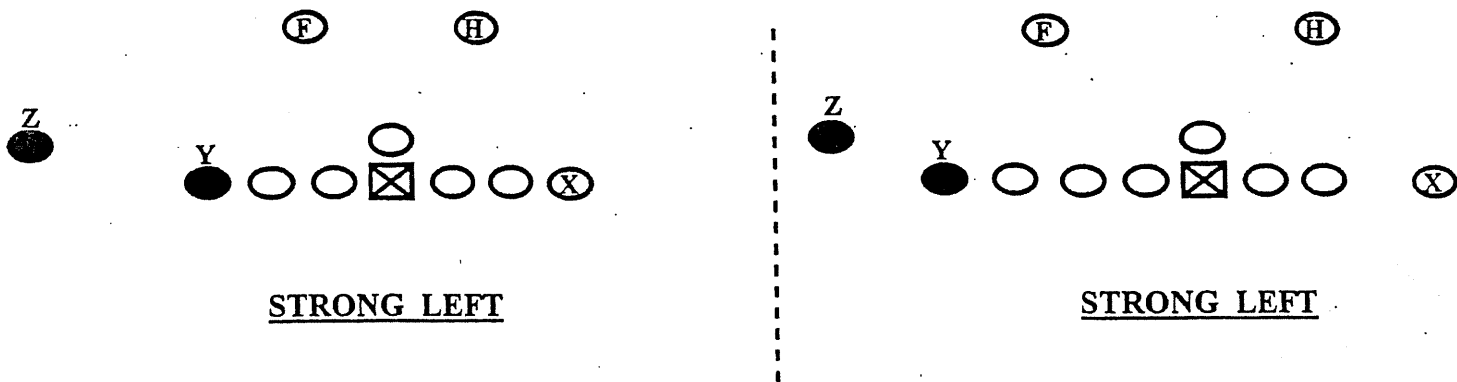


STRONG LEFT

3.

Green

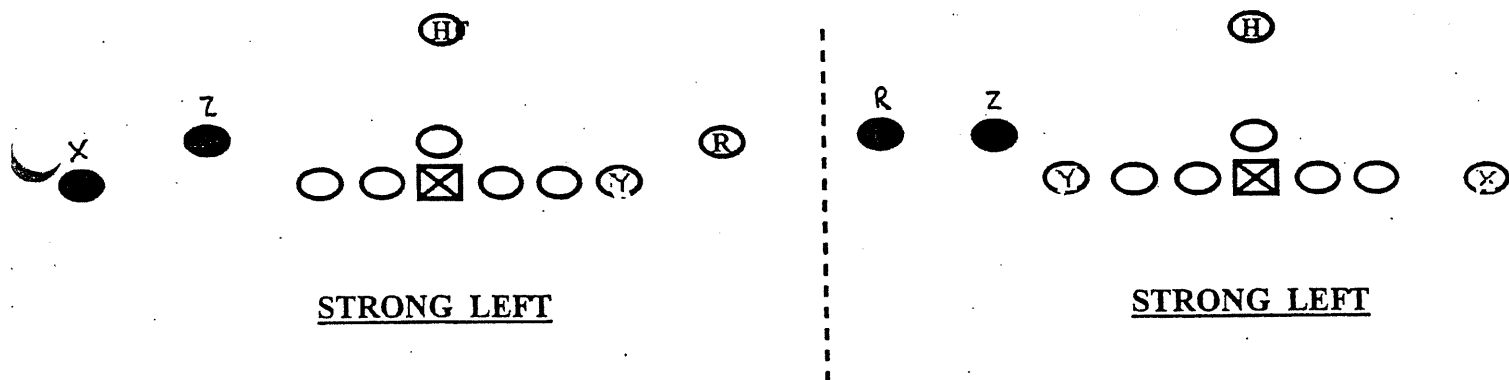
Strength determined by 1 WR and the TE's. The side which has 2 of these 3 is the strong side.



4.

Blue

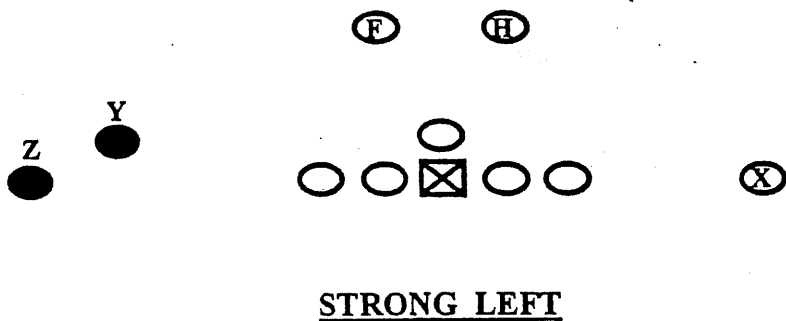
Strength is determined by the WR's. The side which has 2 of these 3 players is the strong side.



5.

Gold

Strength is determined by the WR's. The side which has 2 of these 3 players is the strong side.

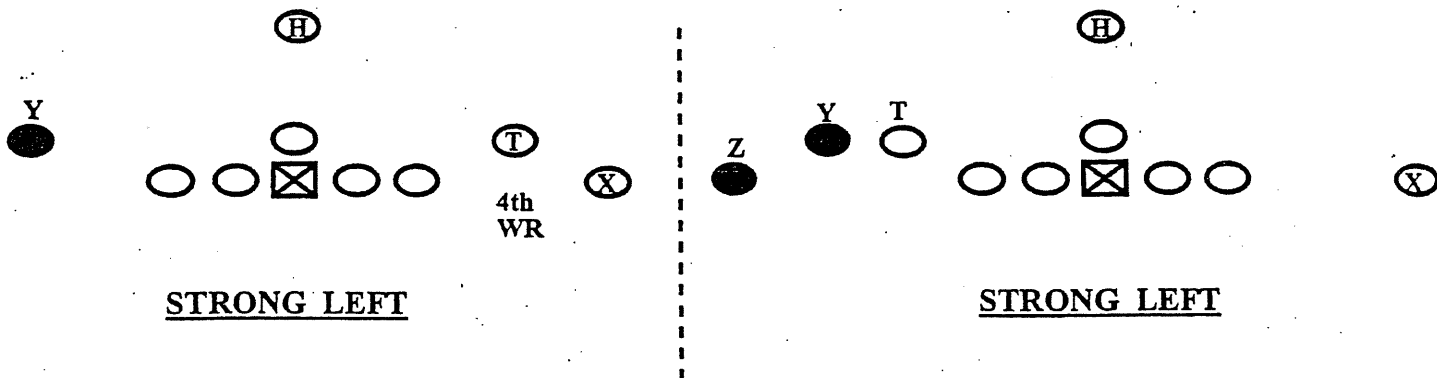


6.

Red

If balanced strength is determined by 4th WR. If unbalanced (3 on one side).

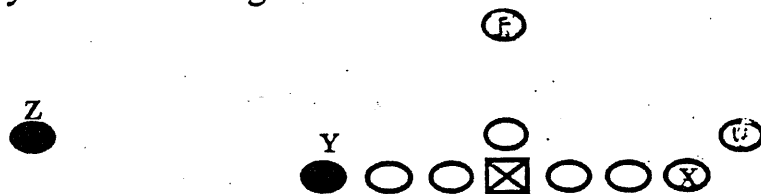
Strength is to the 3 WR



7.

Gray

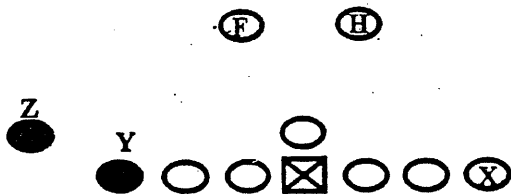
Strength is determined by the 1 WR and the 3 TE's. The side which has any 2 of these 3 players is the strong side.



8.

Black

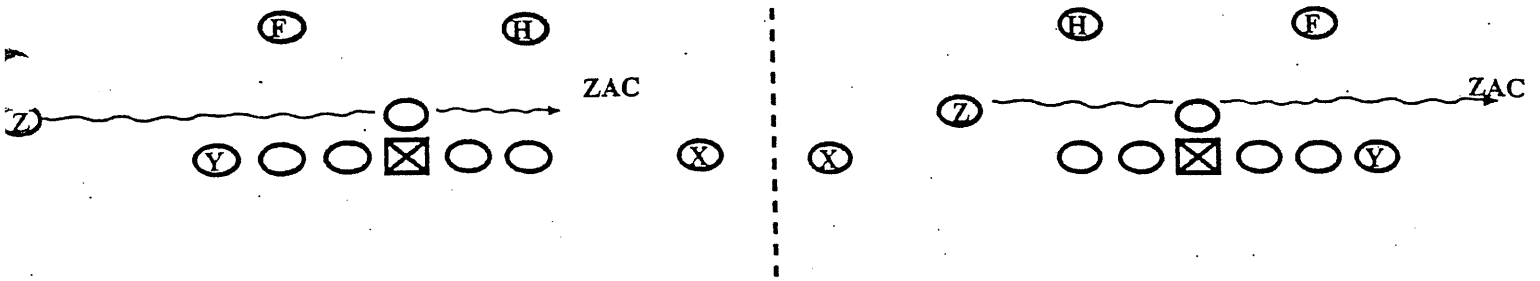
Strength is determined by the TE's. The side which has 2 of these 3 players is the strong side.



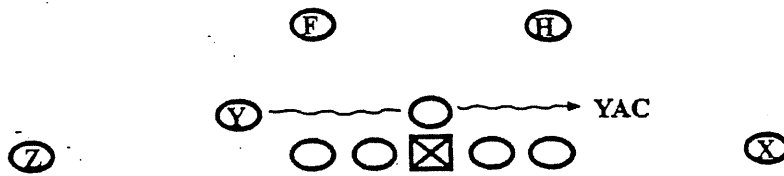
9.

Any 3 receivers to one side is the strong side.

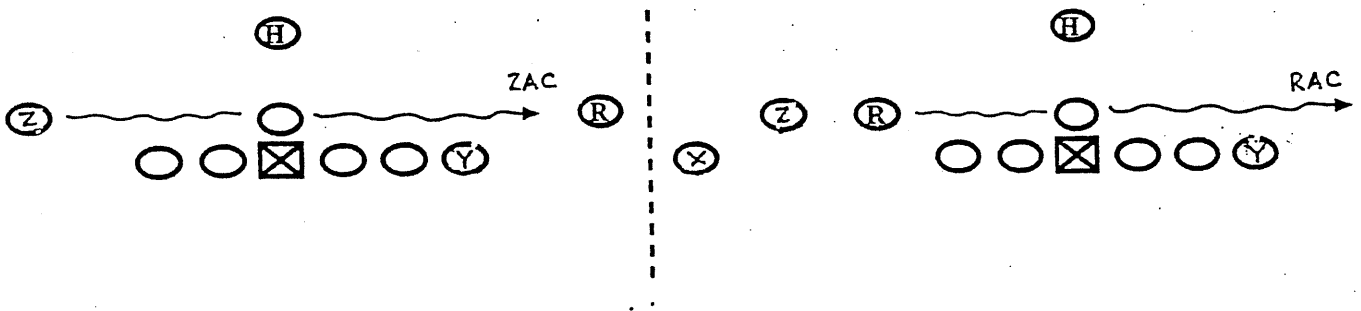
10. *Vs. Regular and a wide receiver crosses the ball the strength will be to the side he is going.



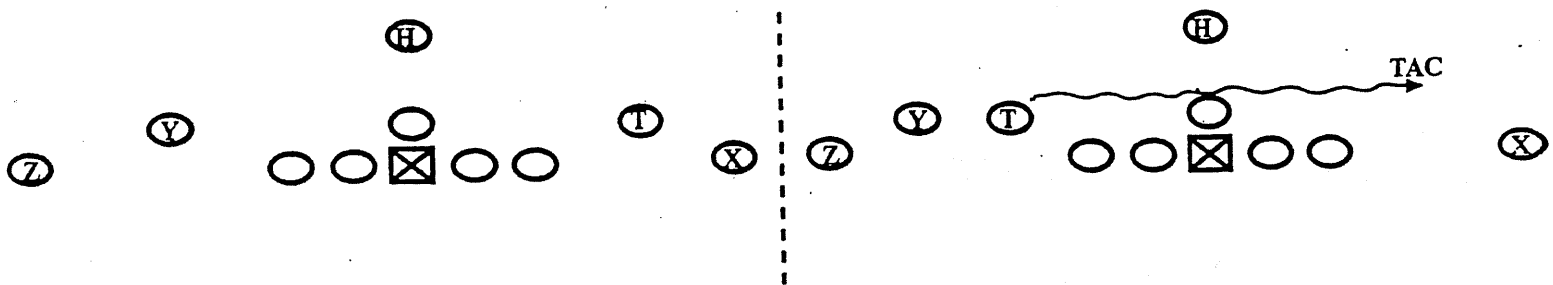
11. Vs. Regular and if the formation begins as a "Pro" formation and the "Y" crosses the ball we will call strength to the side he is going.



12. Vs. Blue strength will be to the two receiver side.



13. Vs. Red strength will go to a designated receiver. If the formation begins as Trips and a receiver peels to double wide slot, strength stays to the original side.

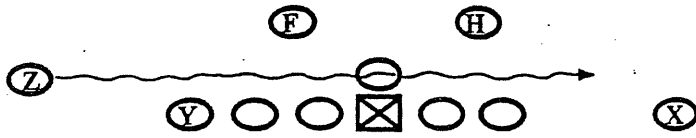


MOTIONS

MOVEMENTS OF "Z"

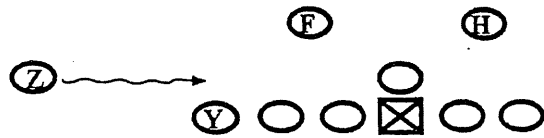
ZAC = Z-ACROSS

[1]



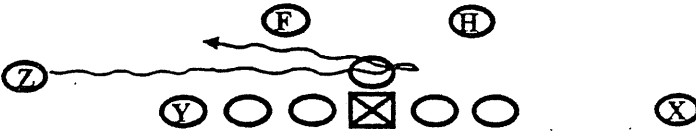
ZING = Z-IN

[2]



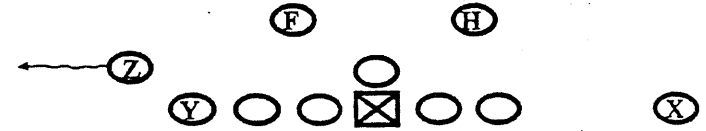
ZIG - Z-TURN

[3]



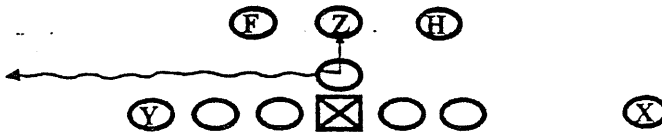
Z OUT = Z-OUT

[4]



ZOOM = Z MOTION FROM BACKFIELD

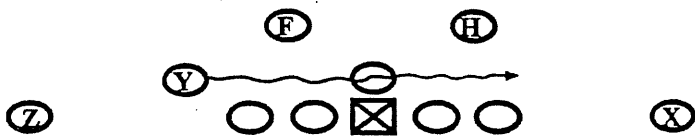
[5]



MOVEMENTS OF "Y"

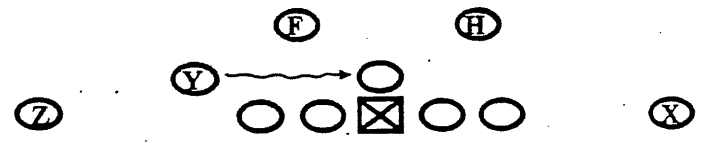
YAC = Y-ACROSS

[1]



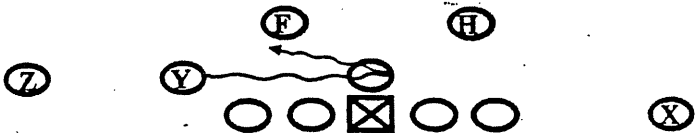
YING = Y-IN

[2]



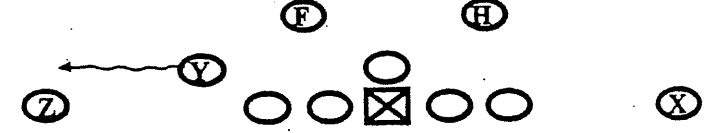
YIG = Y-TURN

[3]



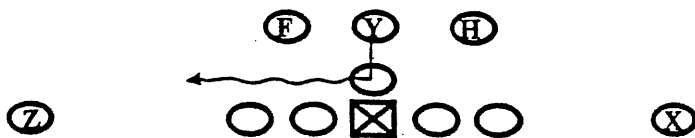
YOUT = Y-OUT

[4]



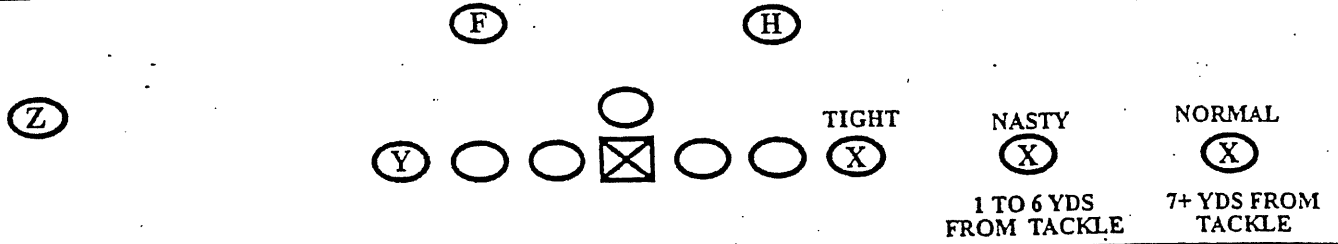
ZOOM = Z-MOTION FROM BACKFIELD

[5]

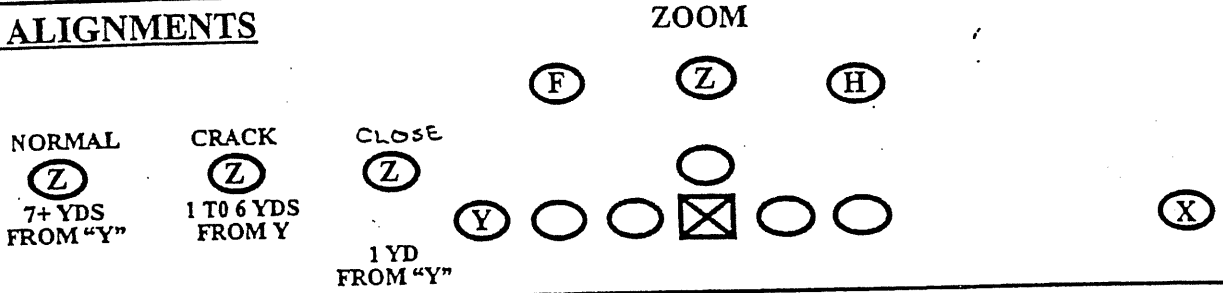


RECEIVER ALIGNMENTS

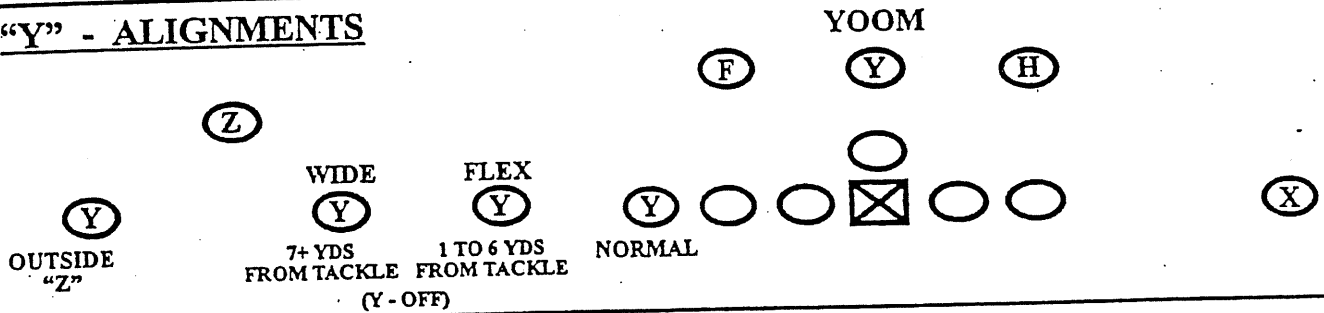
"X" - ALIGNMENTS



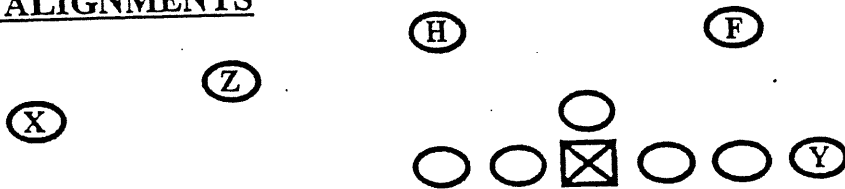
"Z" - ALIGNMENTS



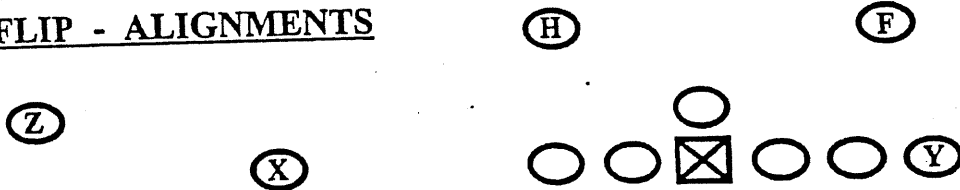
"Y" - ALIGNMENTS



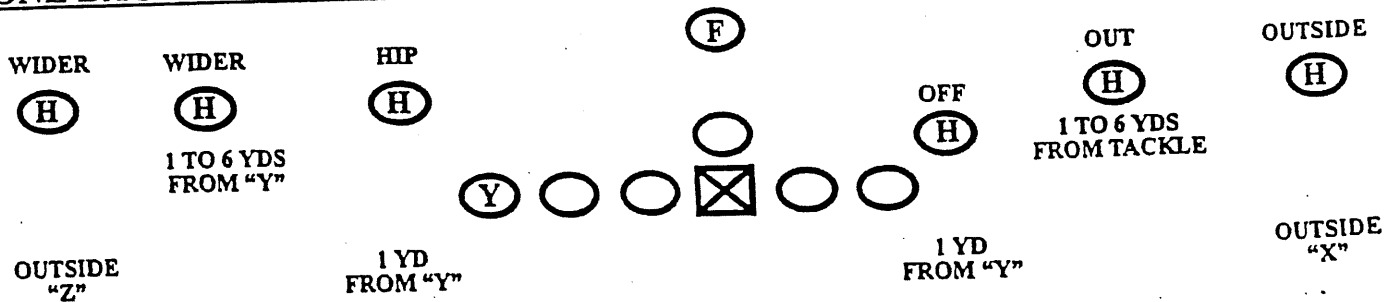
SLOT - ALIGNMENTS



FLIP - ALIGNMENTS

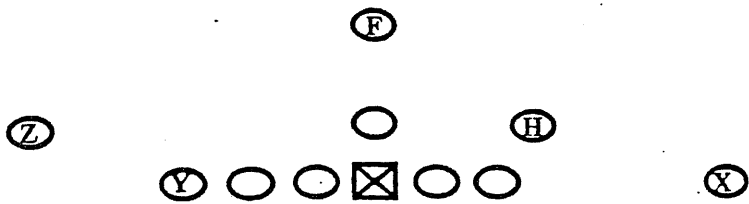


ONE BACK ALIGNMENTS

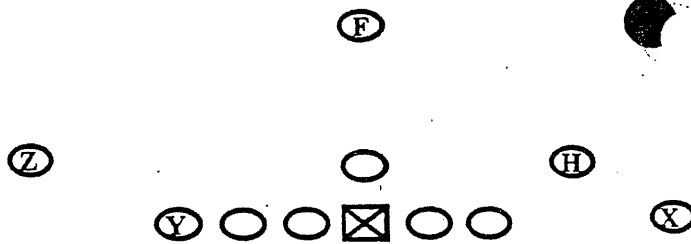


REGULAR FORMATIONS

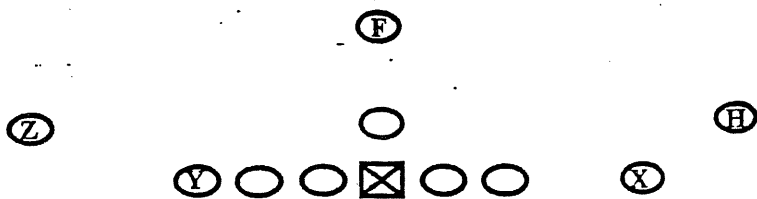
LT H OFF



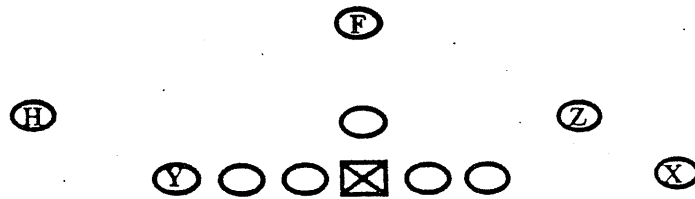
LT H OUT



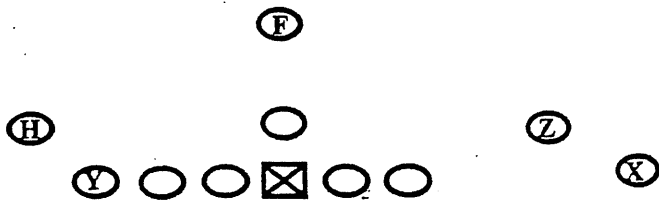
LT H OUTSIDE



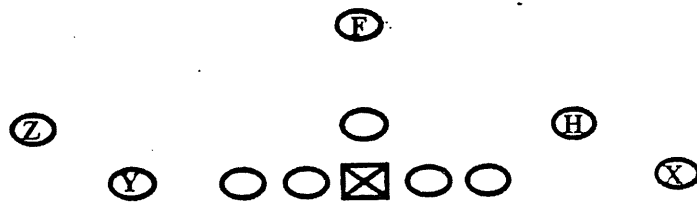
SLOT RT H WIDE



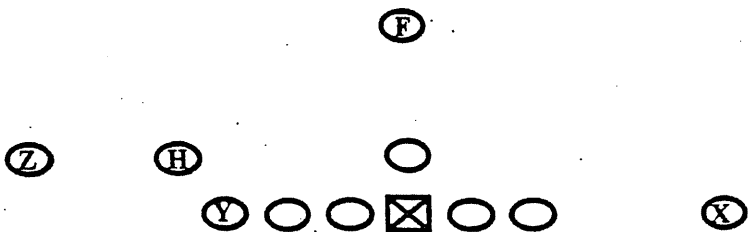
SLOT RT H HIP



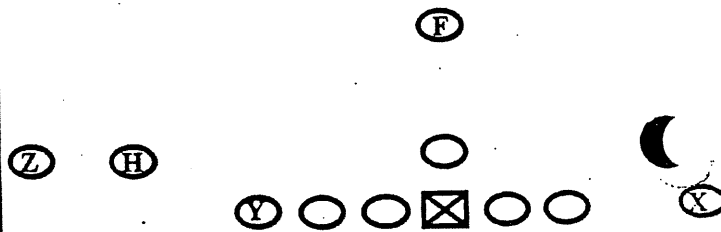
LT H OUT Y FLEX



TRIPS LEFT H WING

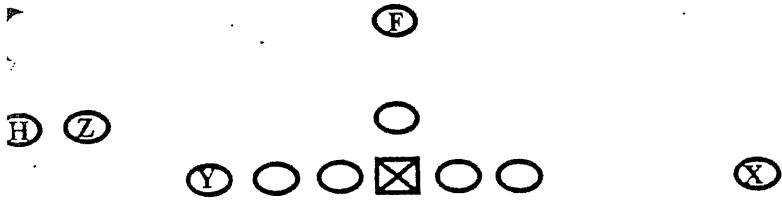


TRIPS LEFT H WIDE

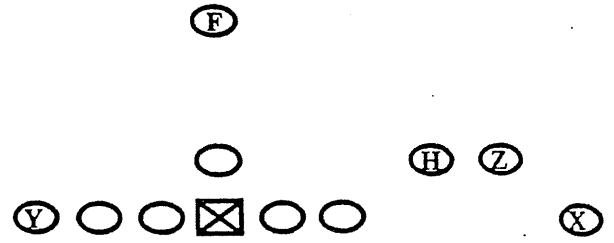


REGULAR FORMATIONS continued

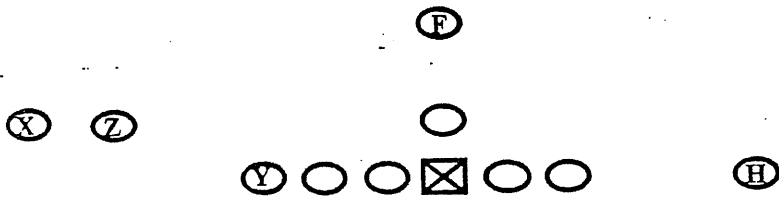
TRIPS LT H WIDER



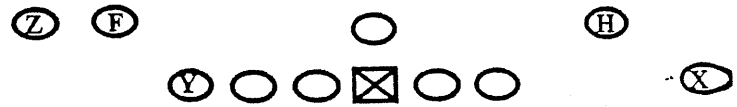
TREY RT H OUT



TRIPS LT H OUT

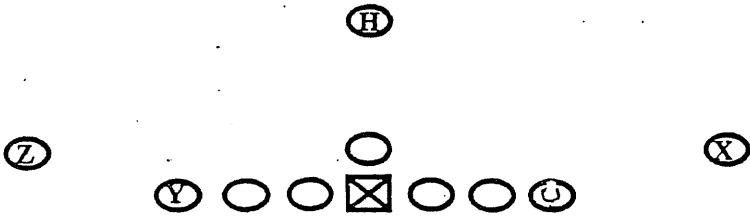


EMPTY LT F WIDE H OUT

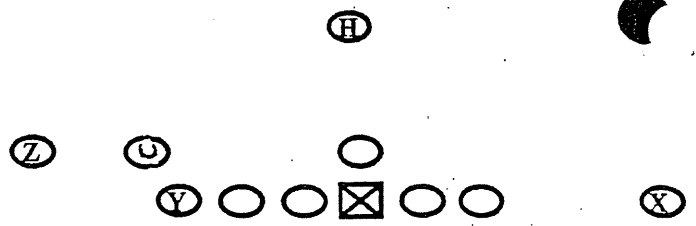


SILVER FORMATIONS

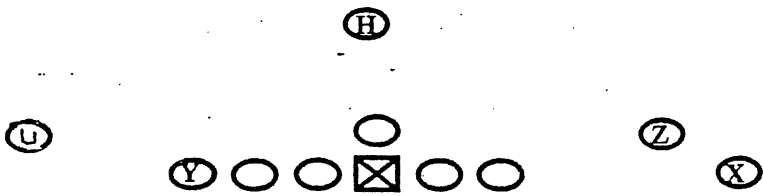
DOT LT



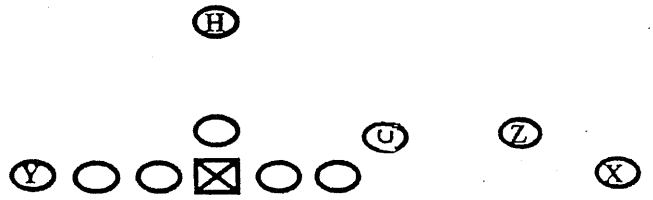
TRIPS LT YY WING



TWINS RT U WIDE

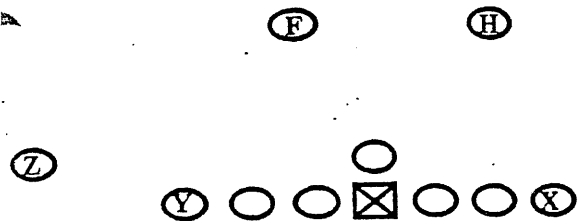


TREY RT U OFF

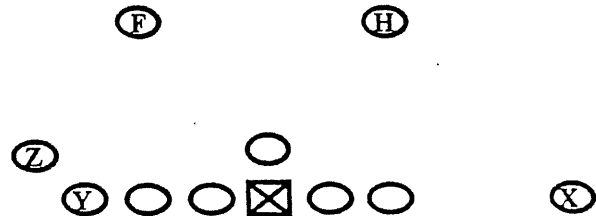


GREEN FORMATIONS

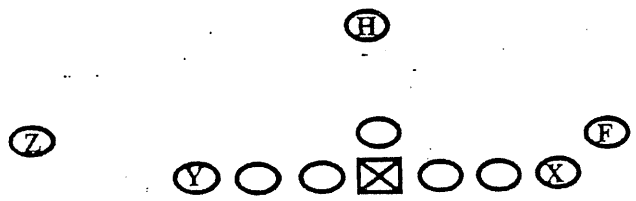
SPLIT LEFT X TITE



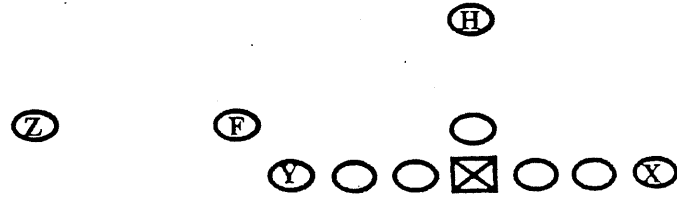
SPLIT RT Z CLOSE



LT X TITE F OFF

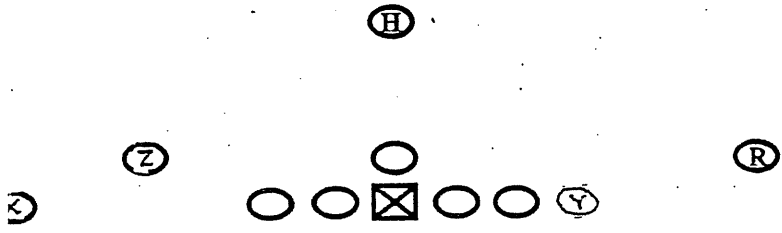


TREY LT F H P

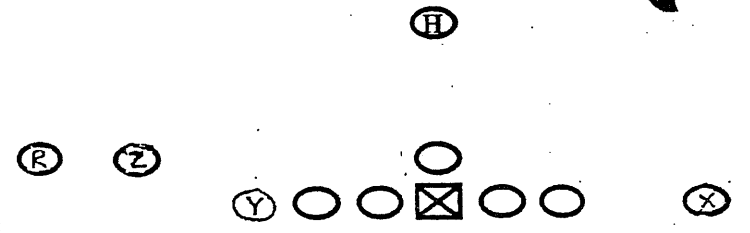


BLUE FORMATIONS

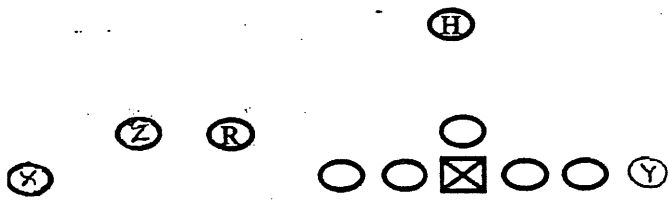
TWINS LT



TRIPS LT



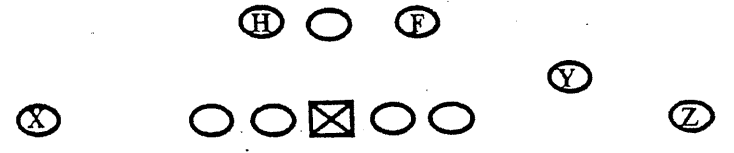
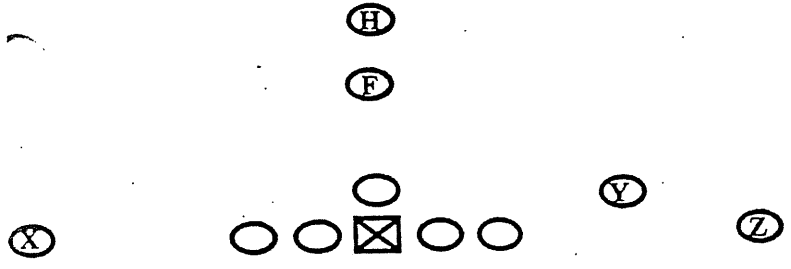
TREY LT



GOLD FORMATIONS

I RT

GUN SPLIT RT



RED FORMATIONS

ACE LEFT

TRIPS LT

⊙

⊙



⊙

⊙



⊙

⊙

⊙

⊙

⊙



⊙



GRAY FORMATIONS

TREY LT YY XTITE

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ELEPHANT WINGS LT

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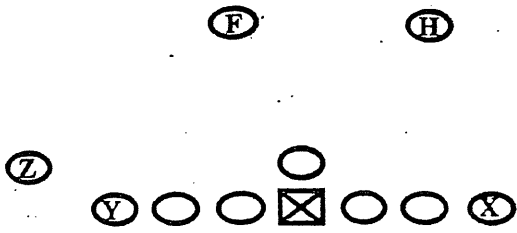
○

○

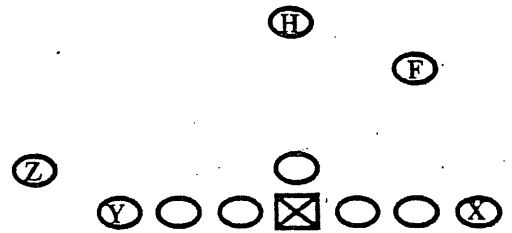
ⓧ

BLACK FORMATIONS

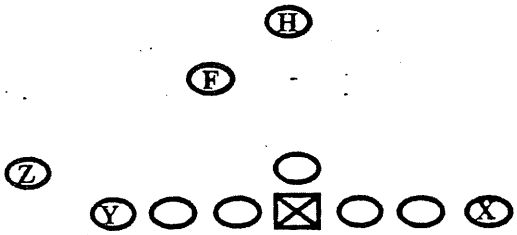
SPLIT LT X TITE Z CLOSE



I NEAR LT X TITE Z



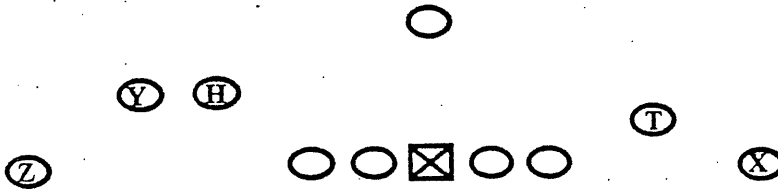
I NEAR LT X TITE Z CLOSE



PURPLE FORMATIONS

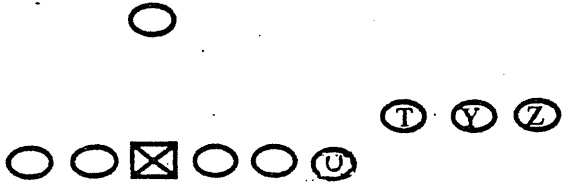
GUN EMPTY TRIPS LT

EMPTY QUADS LT

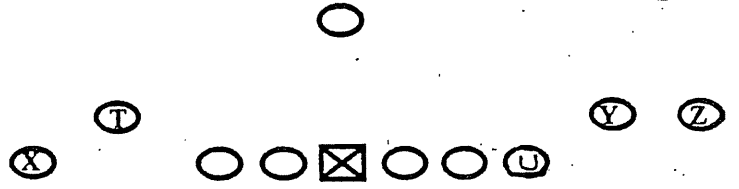


ORANGE FORMATIONS

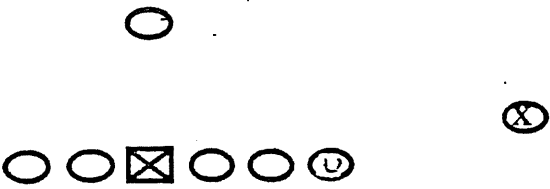
GUN EMPTY QUADS RT



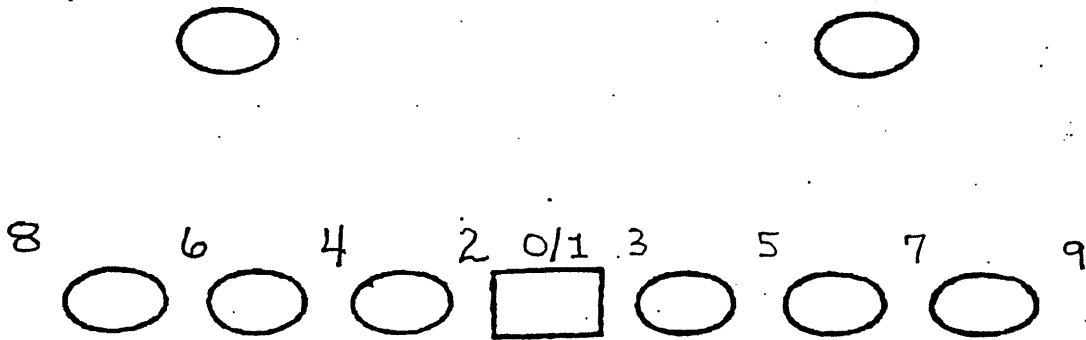
GUN EMPTY TRIPS RT



GUN EMPTY TREY LT



NUMBERING HOLES



1. 0-1 HOLE DIRECTLY OVER CENTER WHEN HE CAN TAKE MAN EITHER WAY.
2. ALL OTHER HOLES EVEN TO LEFT AND ODD TO THE RIGHT.

NUMBERING BACKS

RUNNING PLAYS WILL BE NUMBERED 10 THROUGH 49. DRAWS ARE (4 & 5).

1. ANY TEEN DIGIT (10-19) DENOTES ANY BACK IN SPLITBACK POSITION.
RUN PLAY TO HIS SIDE OF CENTER.
2. ANY TWENTY DIGIT (20-29) DENOTES ANY BACK IN SPLITBACK POSITION.
RUN PLAY TO OPPOSITE SIDE OF CENTER.
3. ANY THIRTY DIGIT (30-39) DENOTES BACK IN FULLBACK POSITION.
RUN PLAY TO HIS LEFT OR RIGHT.
4. ANY FORTY DIGIT (40-49) DENOTES BACK IN TAILBACK POSITION.
RUN PLAY TO HIS LEFT OR RIGHT.

BACKFIELD SERIES

DIAGRAM #1: SPLIT LEFT
15 DIVE - QB OPEN TO BACK IN SPLIT POSITION

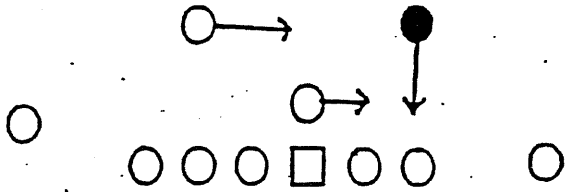


DIAGRAM #6: HALF LEFT
P. 30 - QB OPEN TO BACK

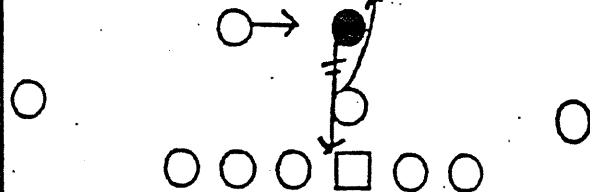


DIAGRAM #2: FULL LEFT
ROLL 32 - QB REVERSE PIVOT

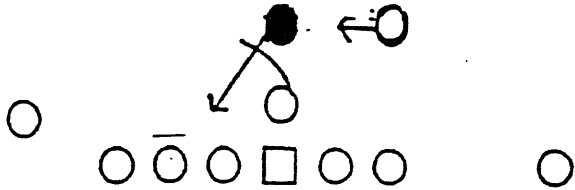


DIAGRAM #7: I RIGHT
COUNTER 47 - QB OPEN TO TB WHO CROSSES BACK

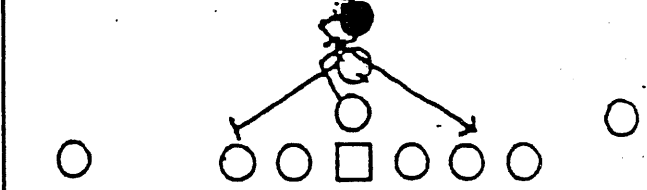


DIAGRAM #3: I LEFT
SPRINT 45 BOB - QB OPEN AND GIVE TO TB

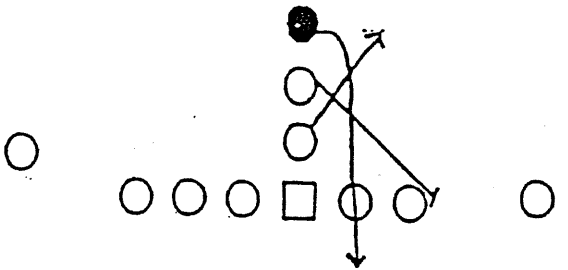


DIAGRAM #8: ROLL 35 BOB

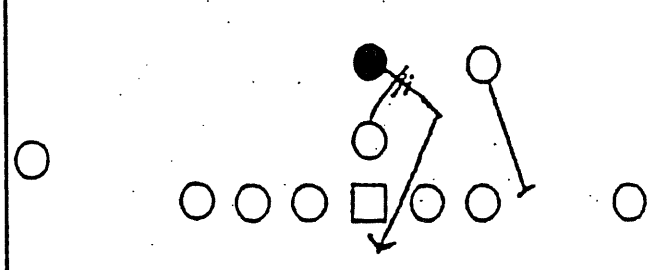


DIAGRAM #4: FULL LEFT
POWER 26

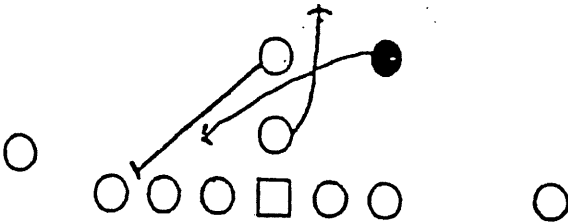


DIAGRAM #9: SPLIT LEFT
LEAD 24

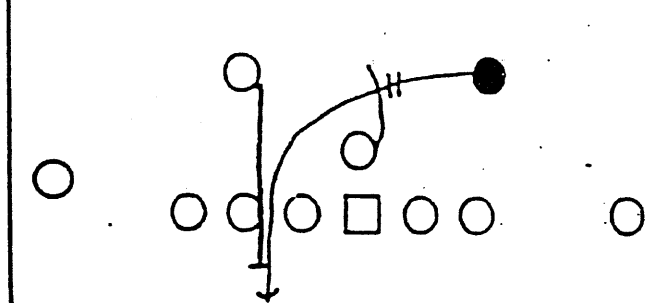


DIAGRAM #5: I LEFT
TOSS 49 BOB - QB TOSSES THE BALL TO TB

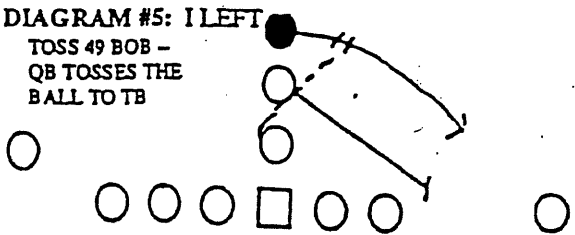
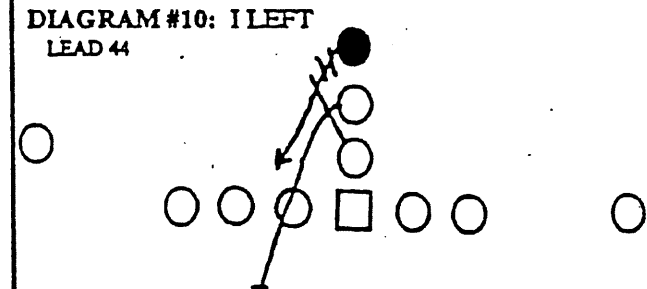


DIAGRAM #10: I LEFT
LEAD 44



INTERIOR LINE BLOCKS

DIAGRAM #1: DOUBLE TEAM

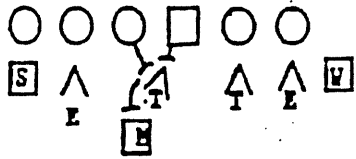


DIAGRAM #6: GUT

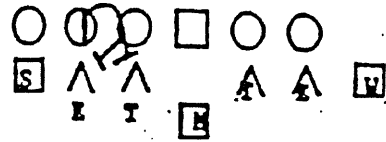


DIAGRAM #2: FOLD

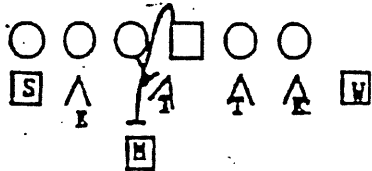


DIAGRAM #7: TUG

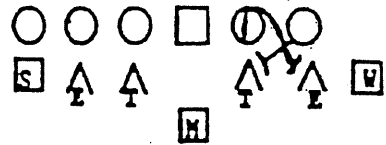


DIAGRAM #3: G

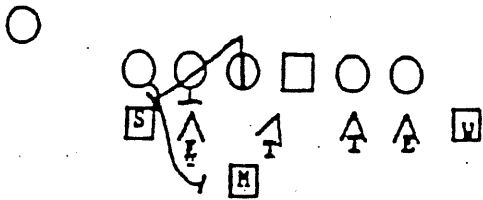


DIAGRAM #8: BASE

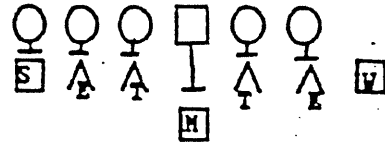


DIAGRAM #4: FAN

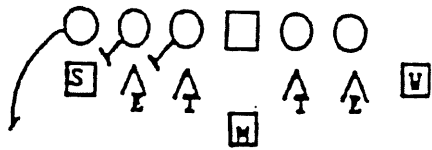


DIAGRAM #9: SLIP (PLAYSIDE BLOCK)

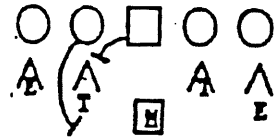


DIAGRAM #5: C-BLOCK

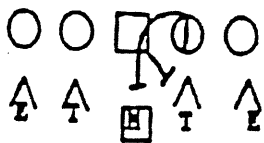
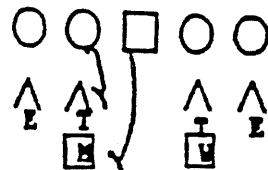


DIAGRAM #10: SCOOP OFFSIDE BLOCK
(CUT OFF)



BACKS AND RECEIVER BLOCKS

DIAGRAM #1: BOB

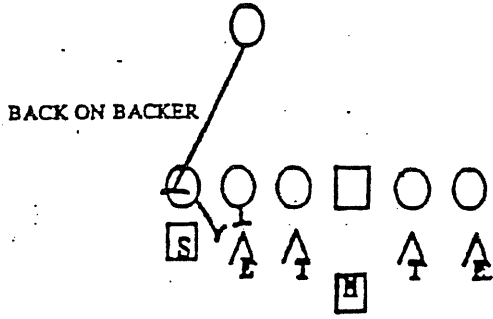


DIAGRAM #5: EASY

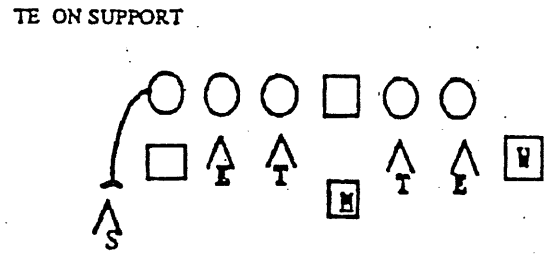


DIAGRAM #2: BOSS

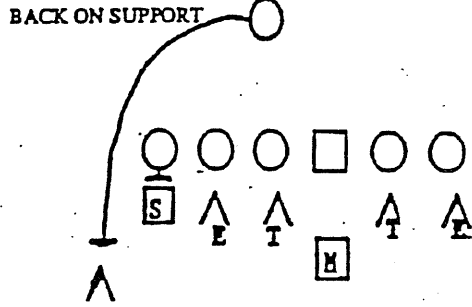


DIAGRAM #6: STALK

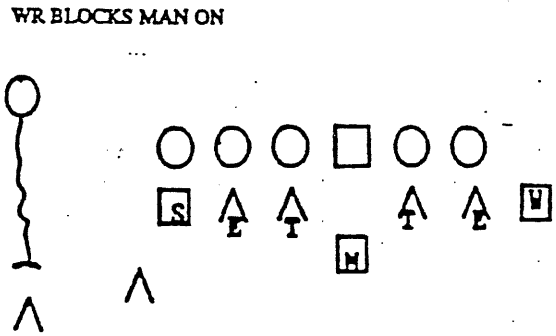


DIAGRAM #3: CRACK

WR BLOCKS FIRST DEFENDER ALIGN/INSIDE

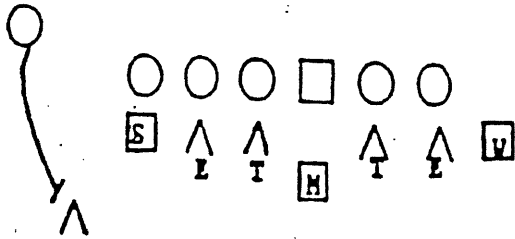


DIAGRAM #7: WHAM

BACK ON STUNT TACKLE

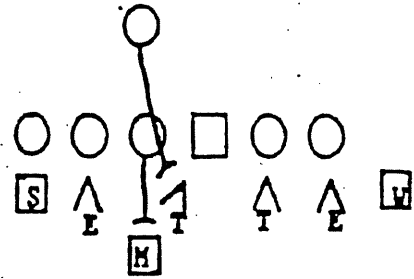


DIAGRAM #4: LEAD

BACK ISOLATED ON ILB

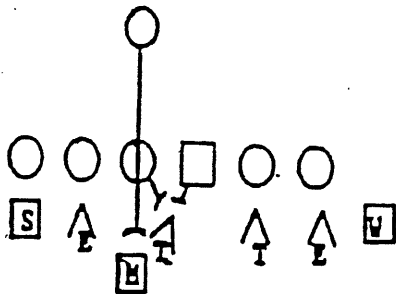
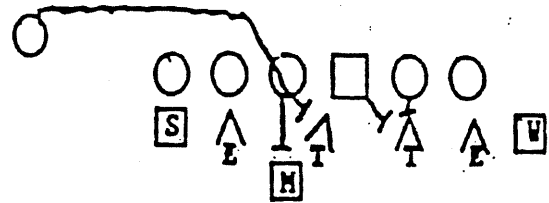


DIAGRAM #8: WHAM

Z ON STUNT TACKLE



COMBINATION BLOCKS

DIAGRAM #1: TREY

TE AND T DOUBLE TEAM END AND LOOKS TO SLIDE OFF ON ILB

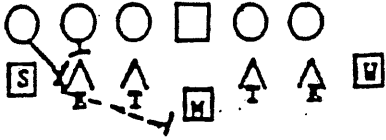


DIAGRAM #6: U

TE BLOCKS DOWN ON DE, TACKLE PULLS AND BLOCKS OLB

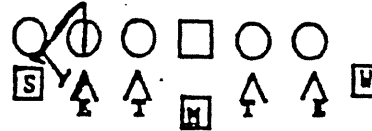


DIAGRAM #2: TEAM

WING AND TE DOUBLE OLB (6 TECH)

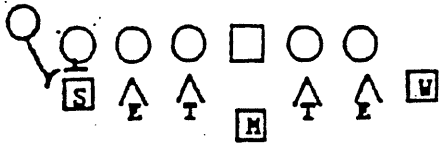


DIAGRAM #7: TESS

TACKLE ON SUPPORT

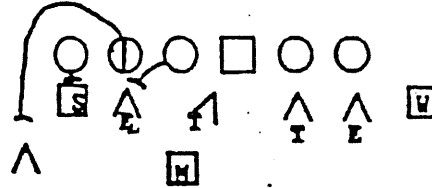


DIAGRAM #3: LEAD FAN

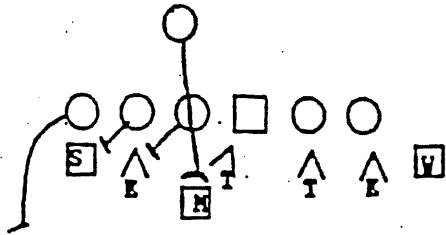


DIAGRAM #8: I TRAP

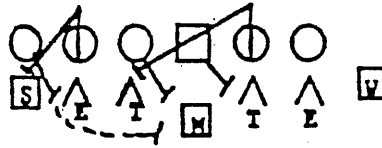
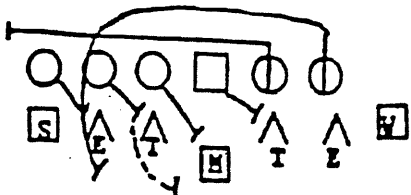


DIAGRAM #4: TRAP



DIAGRAM #5: COUNTER OT

BACKSIDE GUARD DEEP PULL AND KICK OUT, BACKSIDE TACKLE SEALS INSIDE



NUMBERING AND CALLING PASS OFFENSES

A BASE PATTERN IS ASSIGNED A NUMBER. THE NUMBER DESCRIBES THE PATTERN. THE PLAY CAN BE ALTERED TO TAKE ADVANTAGE OF AN INDIVIDUAL OR COVERAGE BY ADDING A COMBINATION PATTERN OR INDIVIDUAL PATTERN TO A NUMBER. OUR OBJECTIVE IS TO DESCRIBE A PLAY WITH A NUMBER, OR A NUMBER WITH A WORD.

- A. **RUNNING PLAYS:** WILL BE NUMBERED 10 THROUGH 49.
- B. **K PASS:** QUICK SERIES, 3-STEP DROP BY QB.
- C. **100 SERIES:** PLAY ACTION. LINE AND TE BLOCK PLAY CALLED. BACKS CAN EITHER HAVE FREE RELEASE OR BLOCKING ASSIGNMENT, DEPENDING ON PLAY CALLED. QB WILL SET UP WITHIN TACKLE BOX.
- D.
- E. **BOOT SERIES:** BACK[S] GO OPPOSITE QB WITH OFFSIDE GUARD PULLING IN FRONT OF QB. QB GETS OUTSIDE OF TACKLE BOX.
- F. **NAKED BOOT:** BACK WILL FAKE PLAY CALLED. LINE BLOCKS PLAY CALLED. QB FAKES PLAY CALLED AND BREAKS CONTAIN AWAY FROM FAKE. CAN BE RUN OR PASS.
- G. **SPRINT:** QB WILL SPRINT QUICKLY OUTSIDE TACKLE BOX EITHER RIGHT OR LEFT AND WILL THROW QUICKLY WHILE ON THE RUN.
- H. **DASH:** QB DROPS BACK THEN TURNS EITHER RIGHT OR LEFT AND TRIES TO GET OUTSIDE OF CONTAIN QUICKLY. CAN BE RUN OR PASS.
- I. **BASE PROTECTION:** PROTECTION WITH OFFENSIVE LINEMEN BLOCKING THE MAN OVER THEM. BACKS OR TEs BLOCKING OUTSIDE LBers.
- J. **50/51 PROTECTION:** PROTECTION WITH A DUAL READ BY THE GUARD AND BACK ON THE CALL SIDE. AWAY FROM CALL SIDE, BASE PROTECTION. VERSUS 4-3, THE 50/51 TURNS INTO BASE PROTECTION.
- K. **78/79 PROTECTION:** PROTECTION WITH A DUAL READ BETWEEN THE CALL SIDE GUARD AND STRONG BACK. HALFBACK HAS A FREE RELEASE. VERSUS 4-3, THE 78/79 PROTECTION TURNS INTO BASE PROTECTION WITH TE STAYING IN TO BLOCK.
- L. **92/93 PROTECTION:** PROTECTION WITH A SOLO READ BY UNCOVERED LINEMAN ON CALL SIDE. TE IS THE HOT RECEIVER. THE 92/93 PROTECTION INVOLVES ONLY ONE BACK AS A BLOCKER. STRONGSIDE BACK RELEASES.
- M.
- N.

NUMBERING AND CALLING PASS OFFENSES - Continued

Q. 58/59 PROTECTIONS: MAXIMUM PASS PROTECTION. 8-MAN PROTECTION WITH BOTH BACKS AND TE STAYING IN TO BLOCK.

P.

Q.

R.

S.

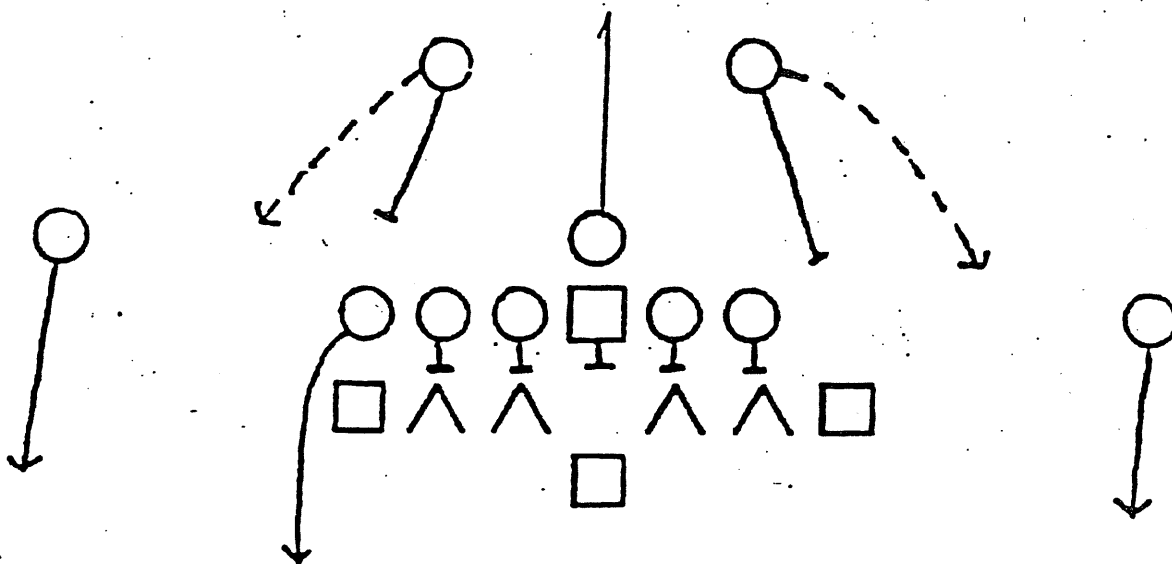
T.

U.

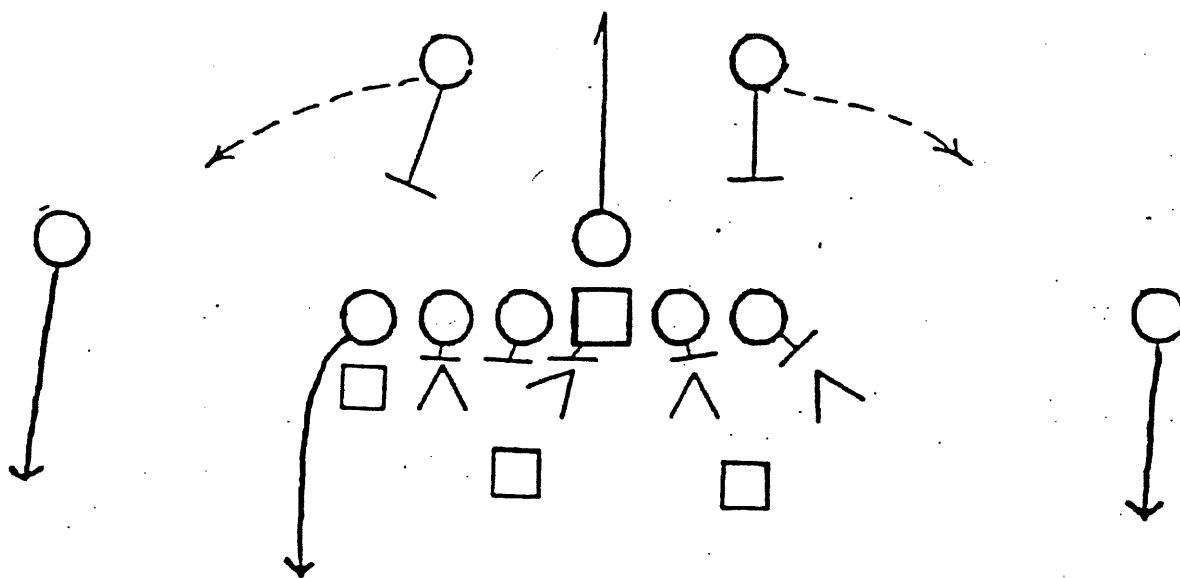
BASE PROTECTION

BASE PASS PROTECTION

PROTECTION WITH OFFENSIVE LINEMEN BLOCKING THE MEN OVER THEM; BACKS OR TEs BLOCKING OLBs.



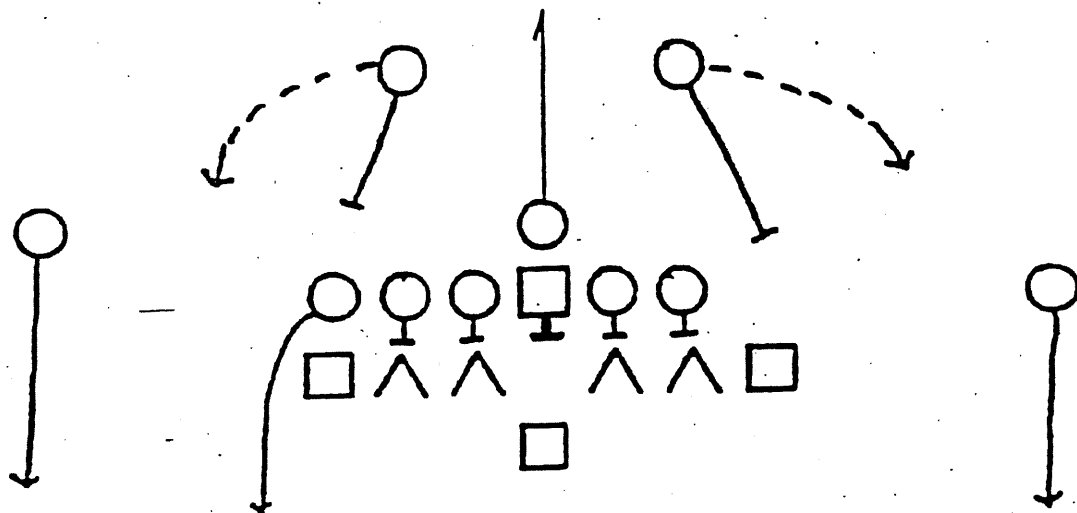
VERSUS UNDER



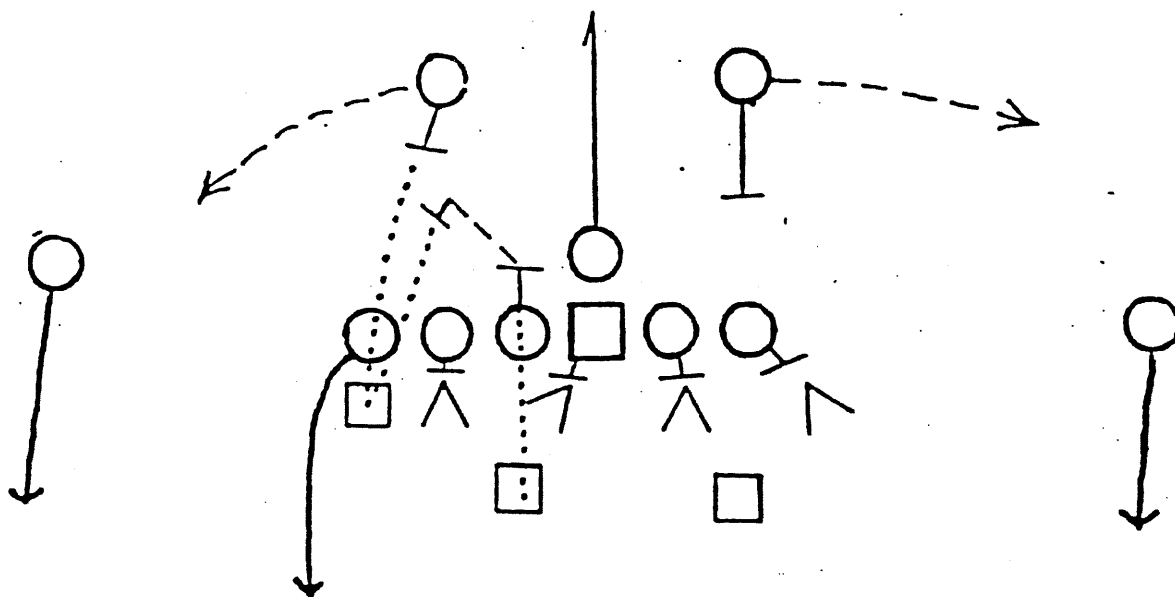
50/51 PROTECTION

50/51 PASS PROTECTION

PROTECTION WITH A DUAL READ BY THE GUARD AND BACK ON THE CALL SIDE. AWAY FROM THE CALL SIDE, BASE PROTECTION. VERSUS 4-3, THE 50/51 TURNS INTO BASE PROTECTION.



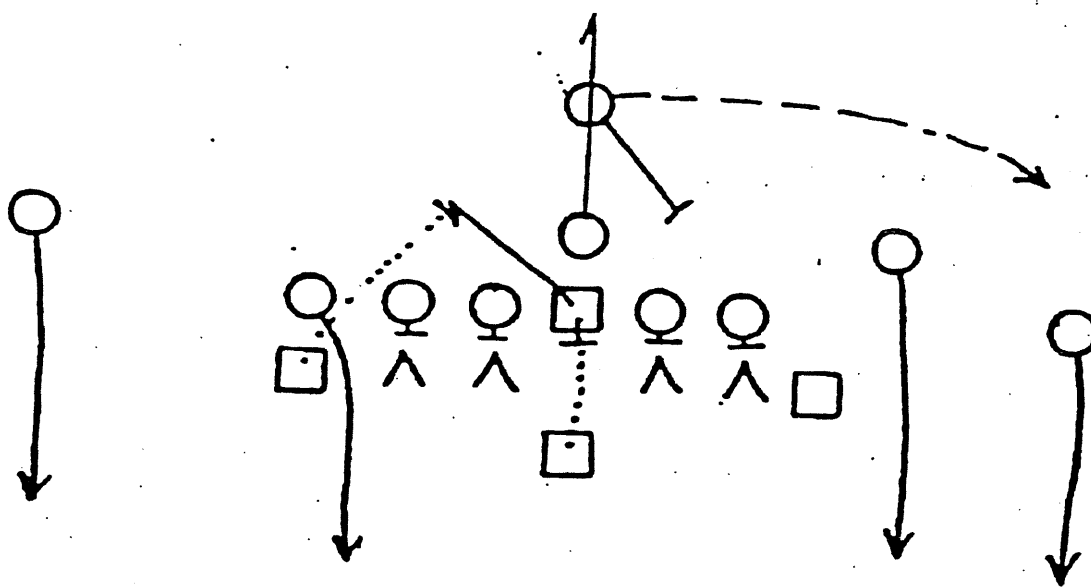
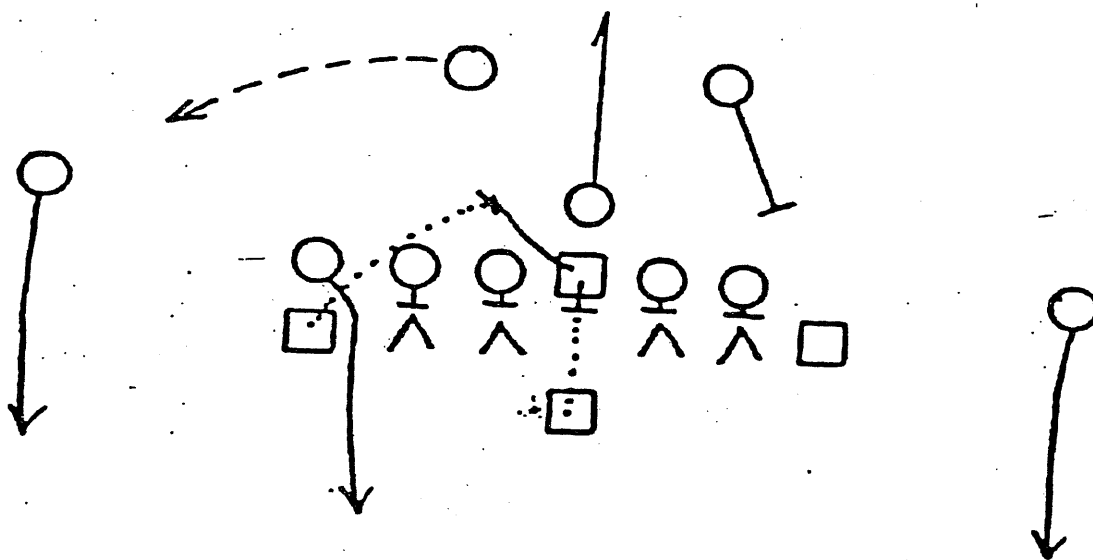
VERSUS UNDER



92/93 PROTECTION

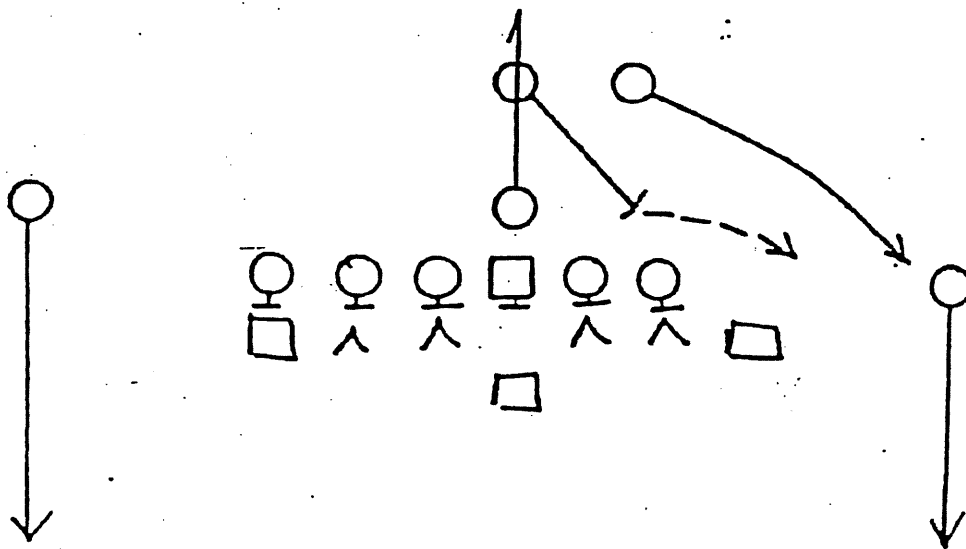
92/93 PASS PROTECTION

PROTECTION WITH A SOLO READ BY UNCOVERED LINEMAN ON CALL SIDE. TE IS THE HOT RECEIVER. THE 92/93 PROTECTION INVOLVES ONLY ONE BACK AS A BLOCKER. STRONGSIDE BACK RELEASE.

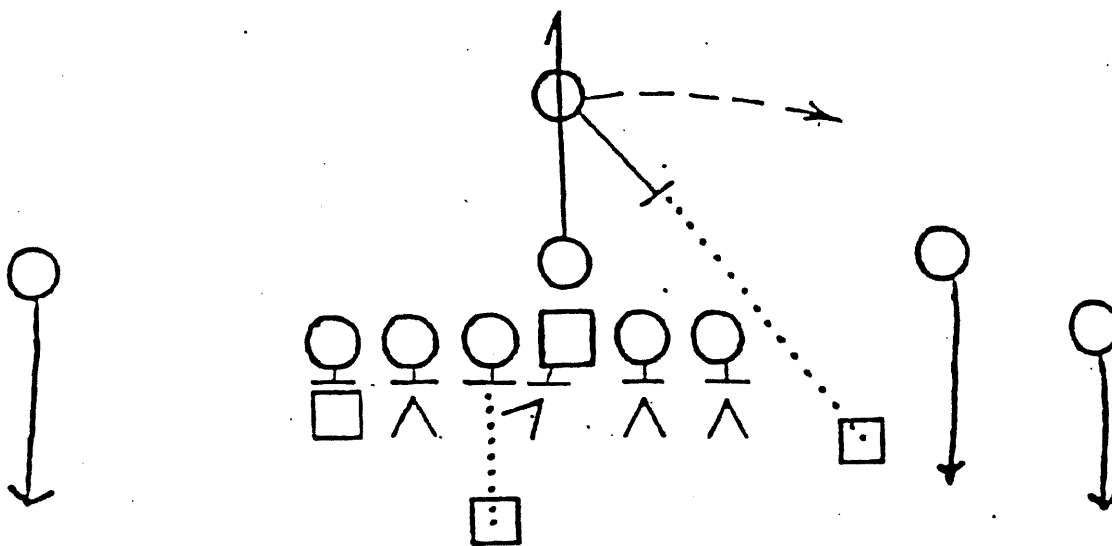


78/79 PASS PROTECTION

PROTECTION WITH A DUAL READ BETWEEN THE CALL SIDE GUARD AND STRONG BACK. HALFBACK HAS A FREE RELEASE. VERSUS 4-3, THE 78/79 PROTECTION TURNS INTO A BASE PROTECTION WITH THE TE STAYING IN TO BLOCK.

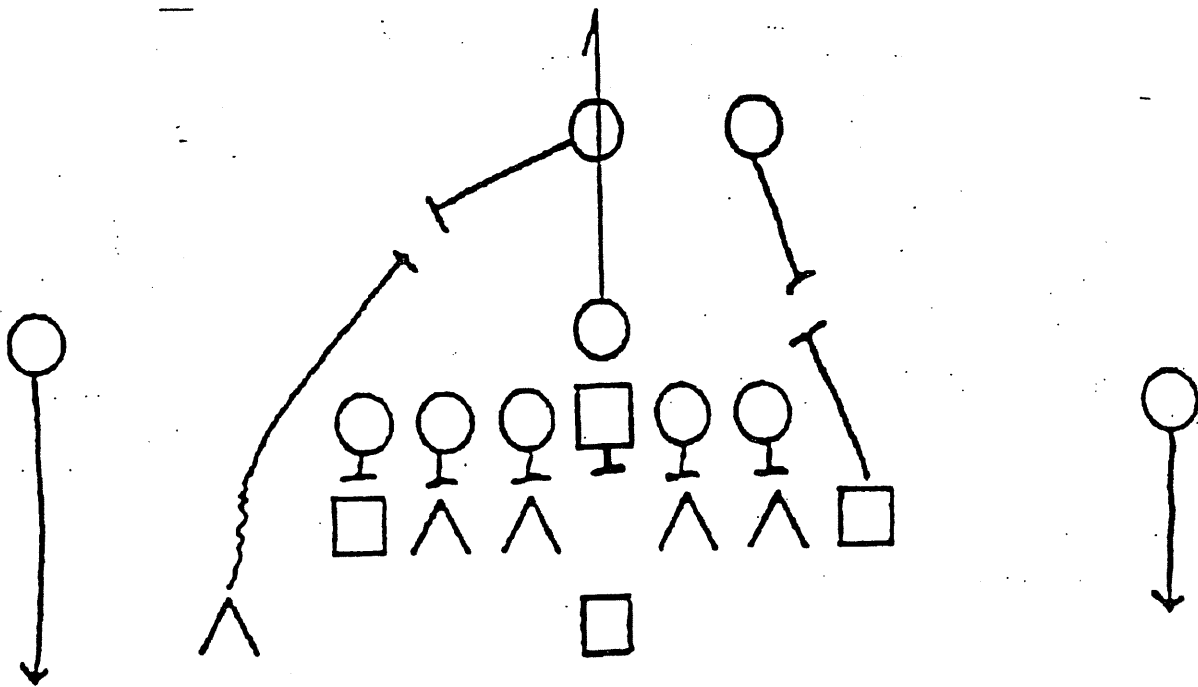


VERSUS UNDER [REDUCE]

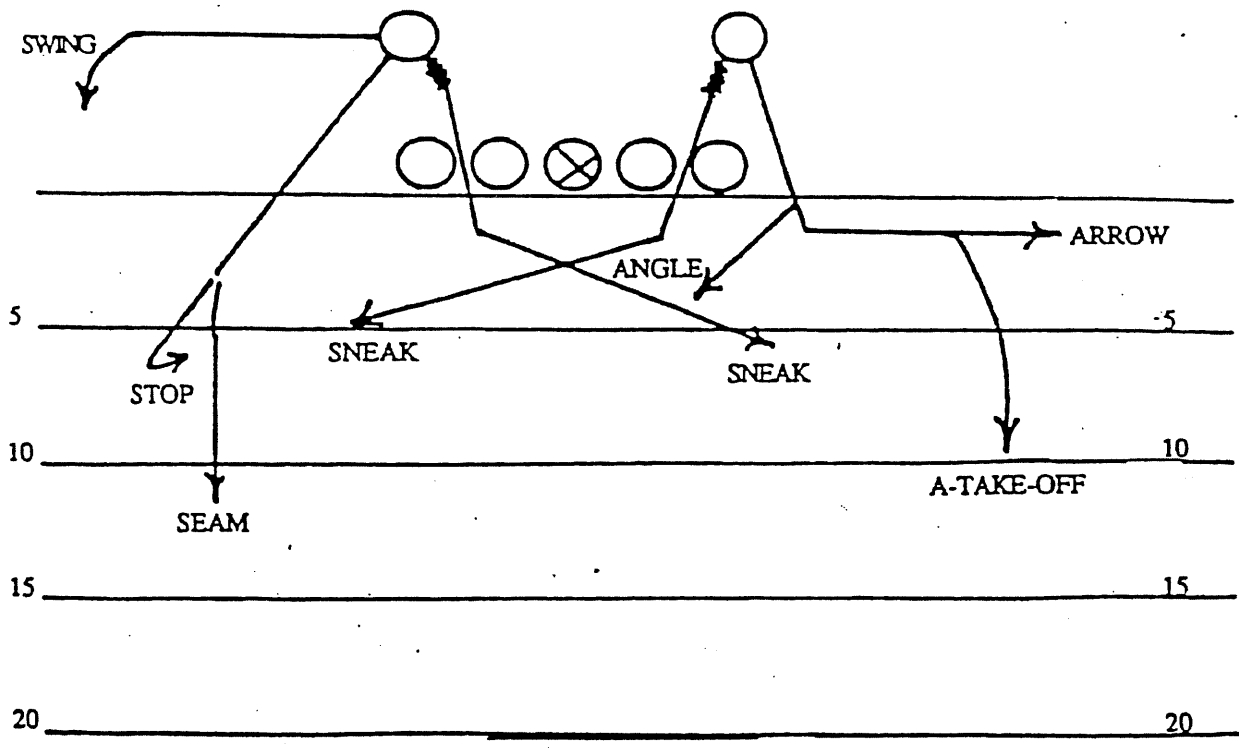
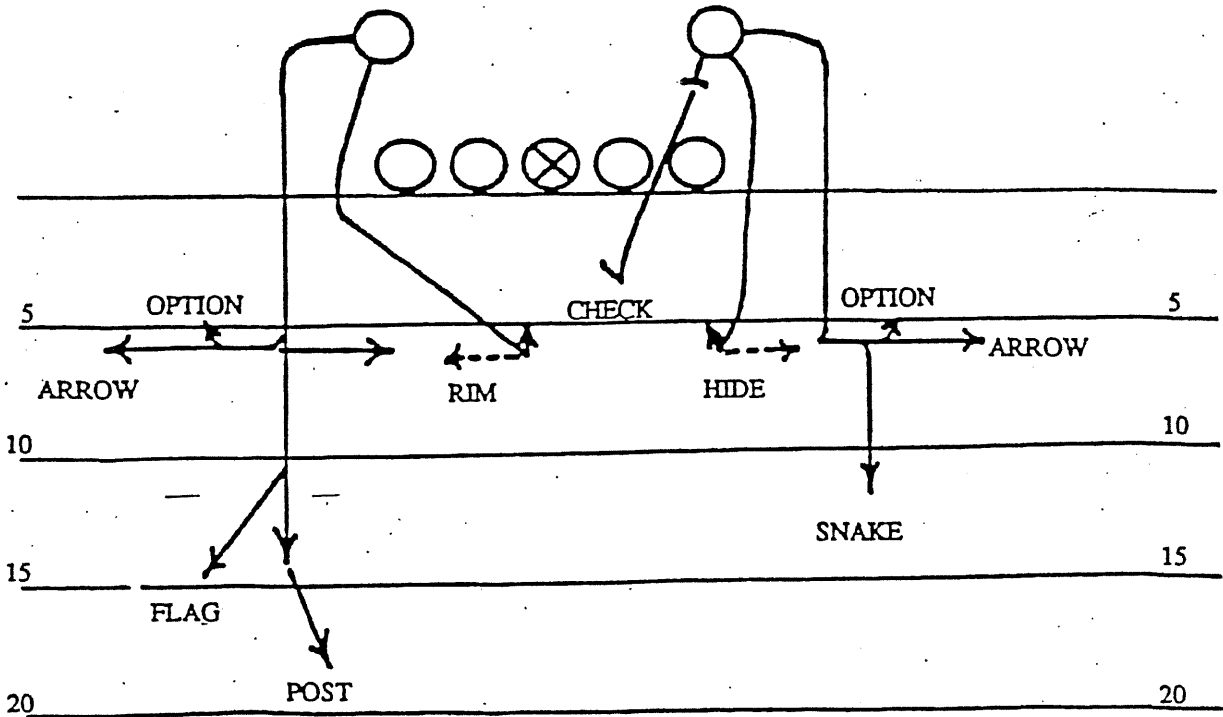


58/59 PASS PROTECTION

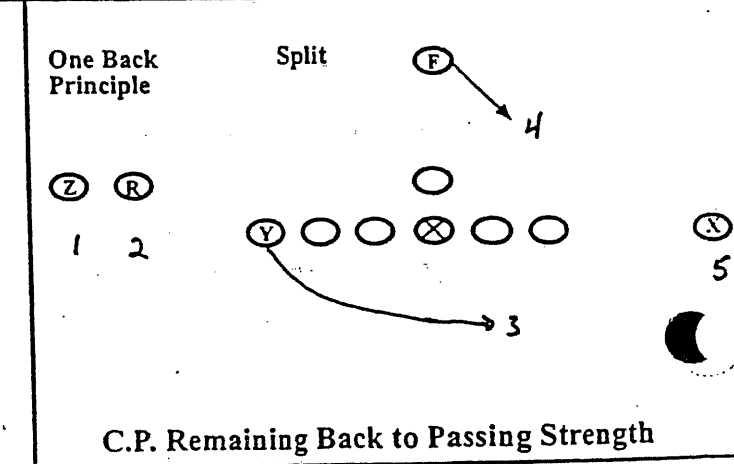
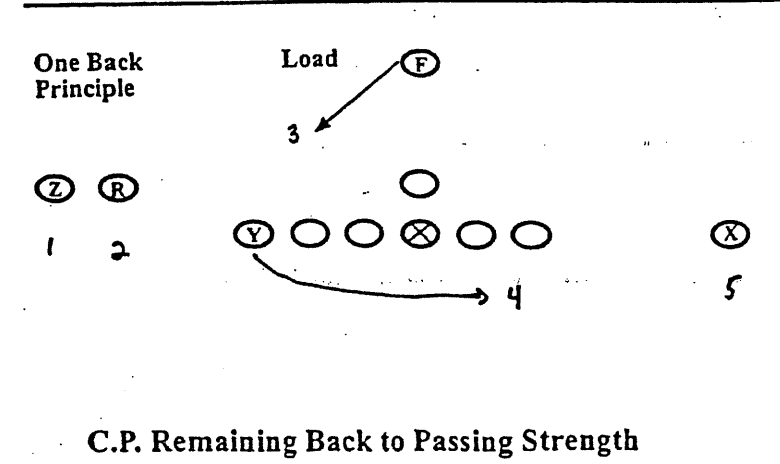
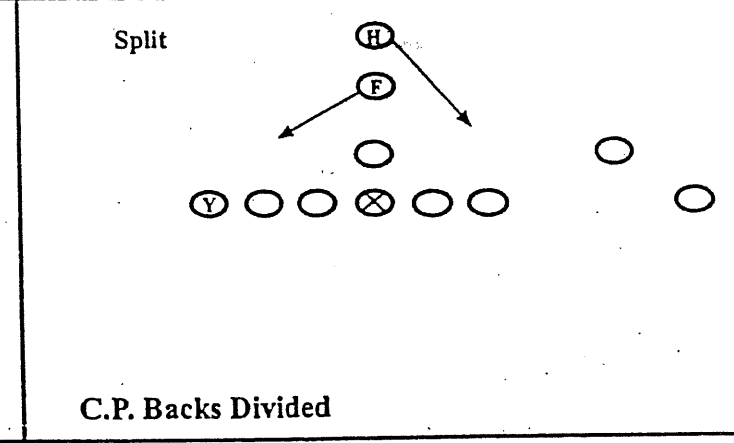
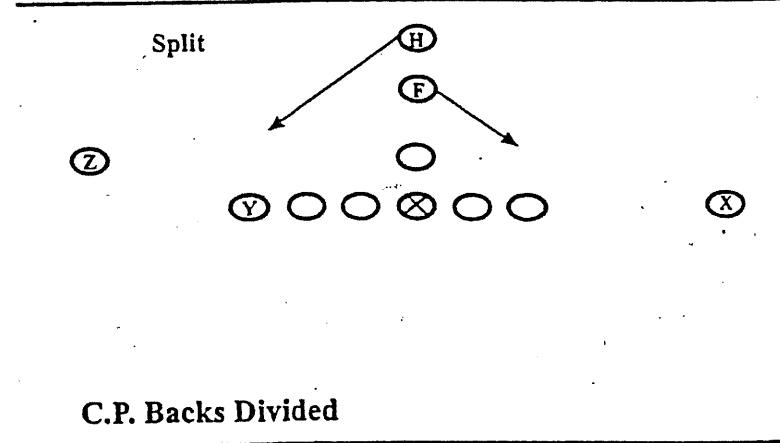
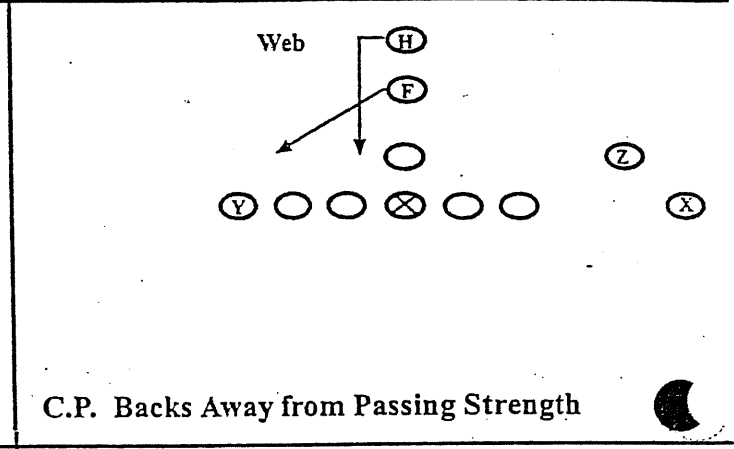
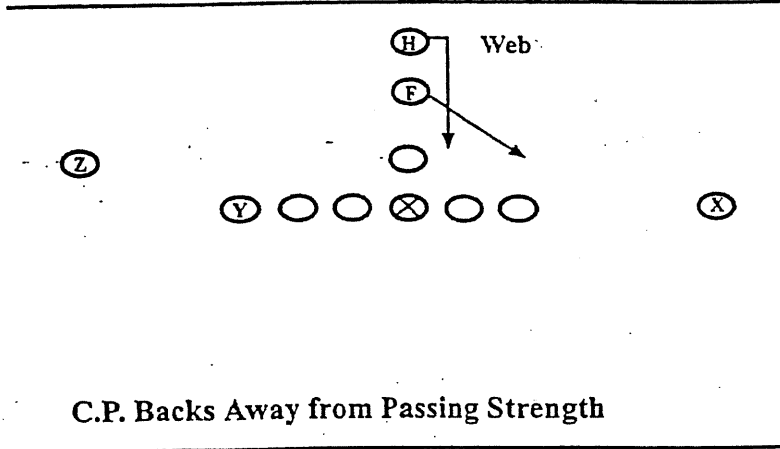
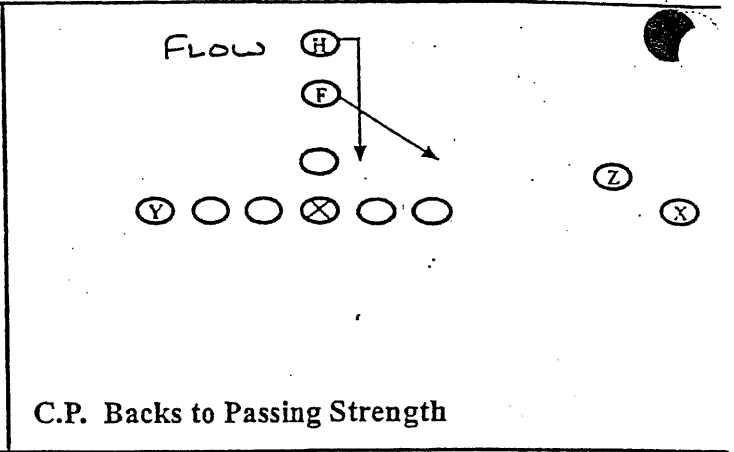
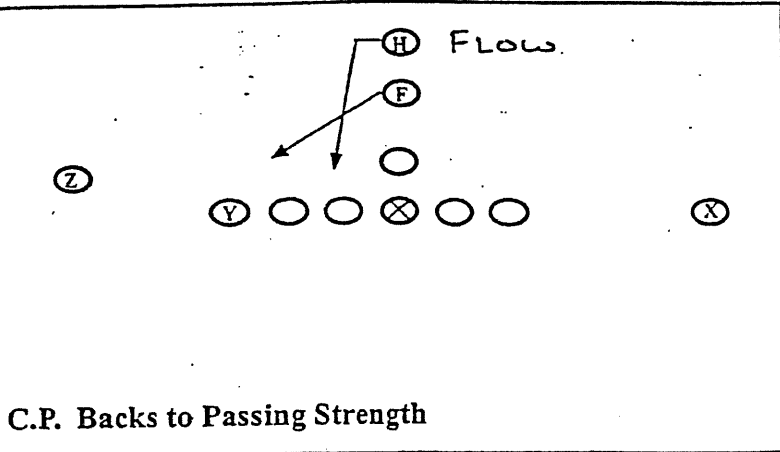
MAXIMUM PASS PROTECTION. EIGHT-MAN PROTECTION WITH BOTH BACKS AND TE STAYING IN TO BLOCK.



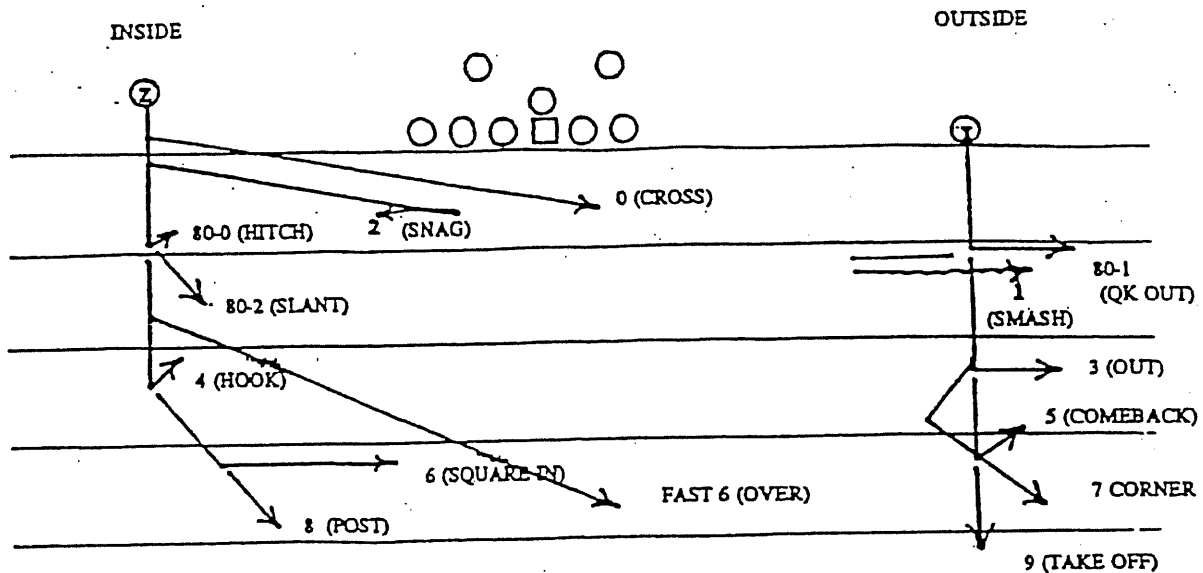
BACKFIELD ROUTE TREE



Backfield Flow Principles



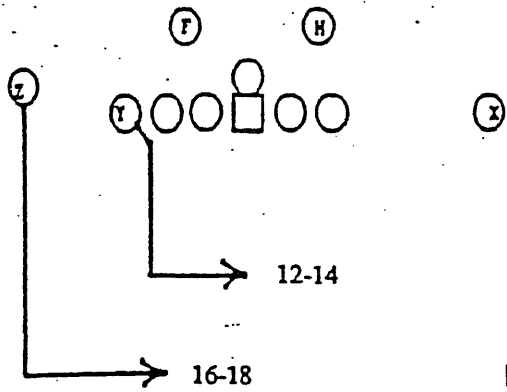
INDIVIDUAL ROUTES BY "X" AND "Z"



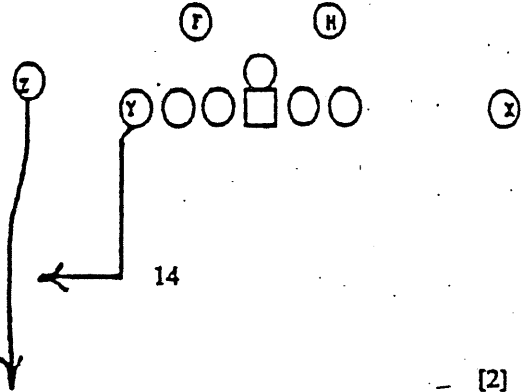
1. K-0 HITCH RELEASE OFF LINE 5 YARDS AND STOP, LOOKING QUICKLY FOR BALL.
2. K-1 QUICK OUT RELEASE OFF LINE SIX TO EIGHT YARDS, THEN CUT SHARPLY OUTSIDE.
3. K-2 SLANT RELEASE OFF LINE SIX TO EIGHT YARDS, THEN SLANT INSIDE AT A 45 DEGREE ANGLE.
4. 0 CROSS RELEASE OFF LINE TO DEPTH OF 2 YARDS, THEN CONTINUE ACROSS FIELD.
5. 1 SMASH SLOW RELEASE 4 TO 6 YARDS, THEN BREAK TO CLEARED OUT AREA.
6. 2 SNAG RELEASE OFF LINE TO DEPTH OF 2 YARDS, START ACROSS FIELD AND THEN WHIP BACK TO THE OUTSIDE.
7. 3 OUT RELEASE OFF LINE TO DEPTH OF 12 YARDS, THEN CUT SHARPLY OUTSIDE.
8. 4 HOOK RELEASE OFF LINE TO DEPTH OF 14 YARDS, STEP BACK TO QB FOR BALL.
9. 5 COMEBACK RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN COMEBACK TO THE OUTSIDE AT A 45 DEGREE ANGLE FOR BALL.
10. 6 SQUARE IN RELEASE OFF LINE TO DEPTH OF 16 YARDS, THEN CUT SHARPLY ACROSS FIELD WITHOUT GAINING GROUND.
11. FAST 6 OVER RELEASE OFF LINE AND CROSS THE FIELD GAINING GROUND TO A DEPTH OF 15 TO 18 YARDS.
12. 7 CORNER RELEASE OFF LINE 8 TO 10 YARDS, BREAK IN ON POST MOVE, THEN BREAK OUT AND UPFIELD.
13. 8 POST RELEASE OFF LINE 12 TO 14 YARDS, THEN SLANT INSIDE AT A 45 DEGREE ANGLE.
14. 9 TAKE OFF BEAT THE MAN OR DEFENSE DEEP; METHOD OF MOVE WILL VARY.

STRONGSIDE COMBINATION PATTERNS DRAWN FROM LEFT FORMATION

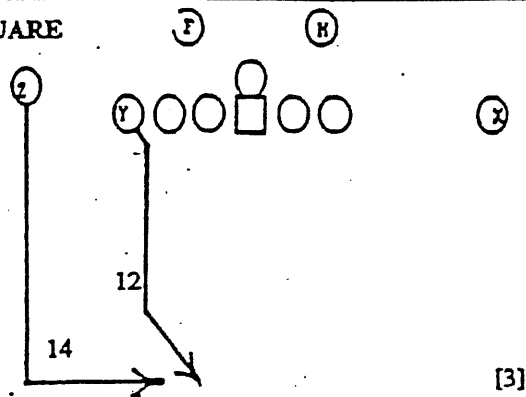
IN



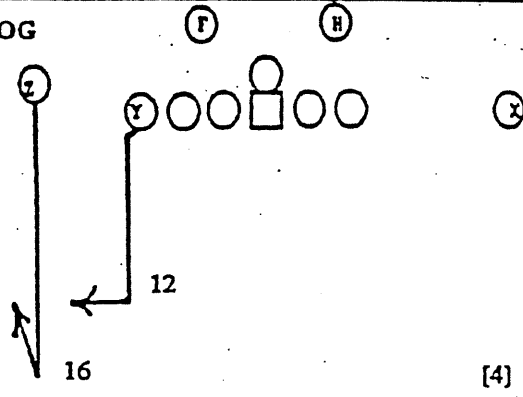
OUT



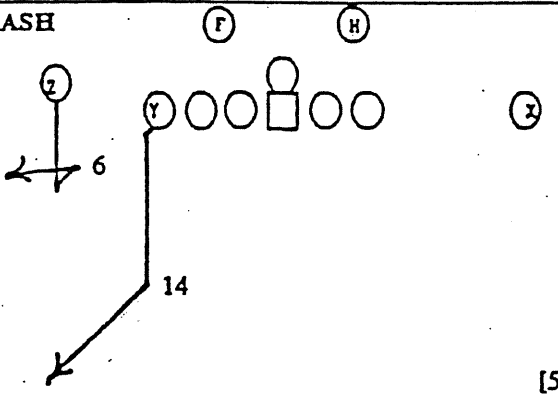
Z SQUARE



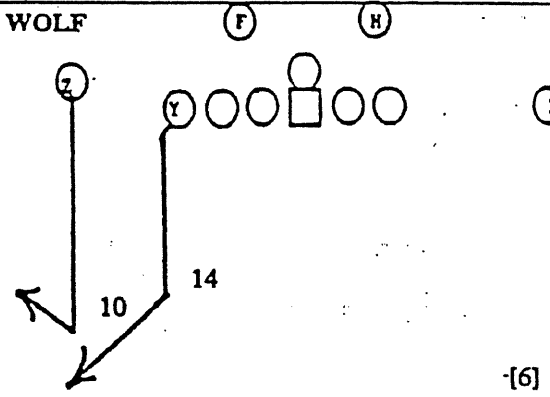
DOG



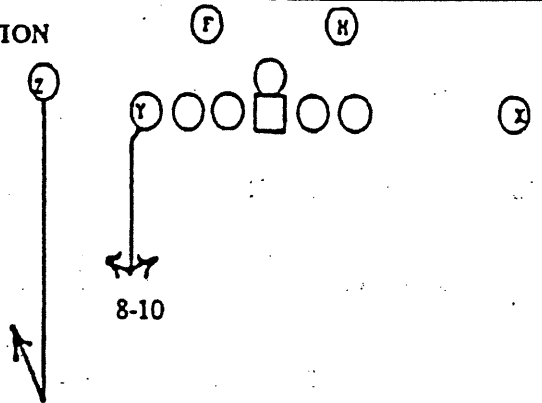
SMASH



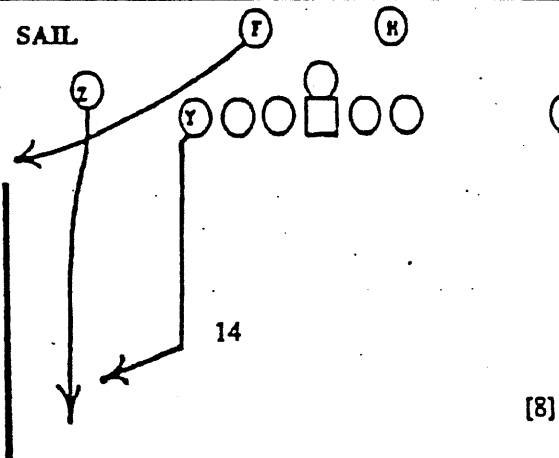
WOLF



OPTION

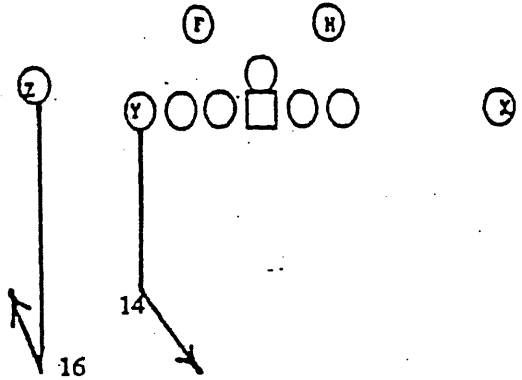


SAIL



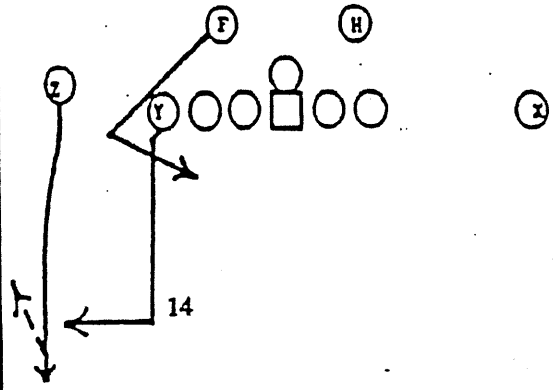
STRONGSIDE COMBINATION PATTERNS
DRAWN FROM LEFT FORMATION - Continued

POLE



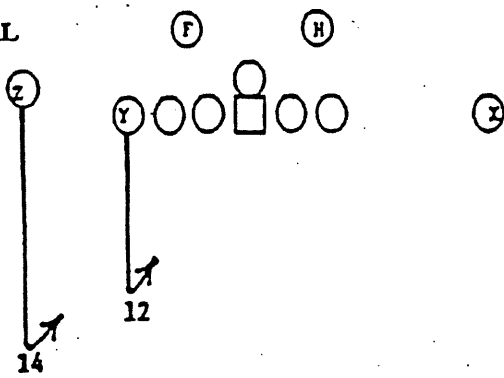
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F ANGLE



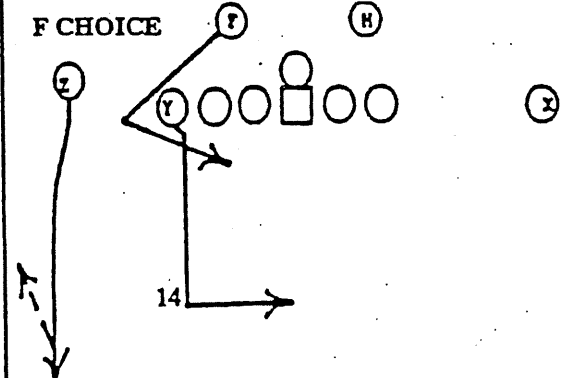
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CURL



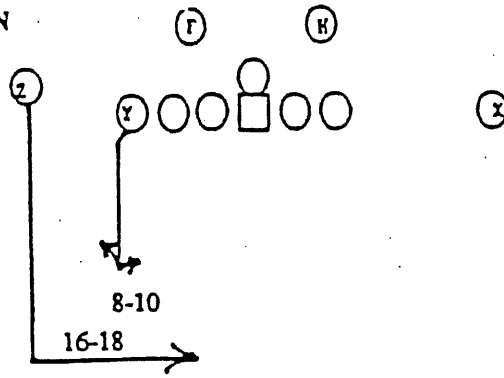
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F CHOICE



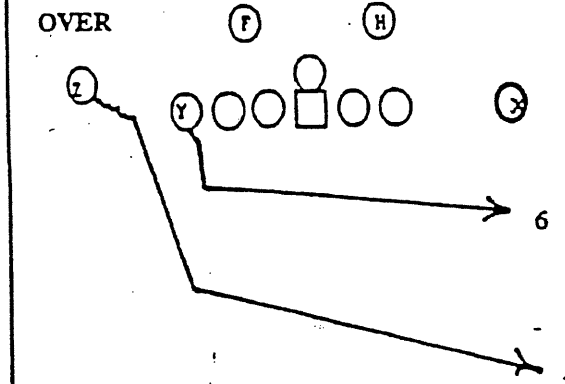
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SPIN



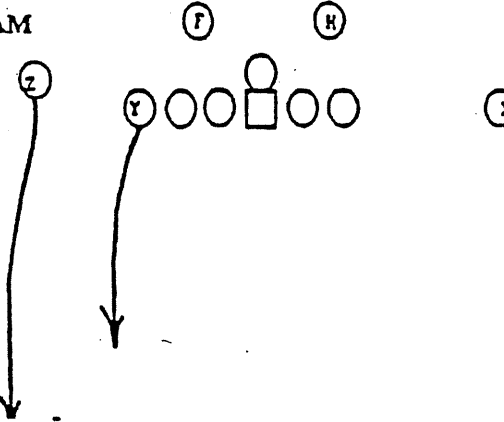
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OVER



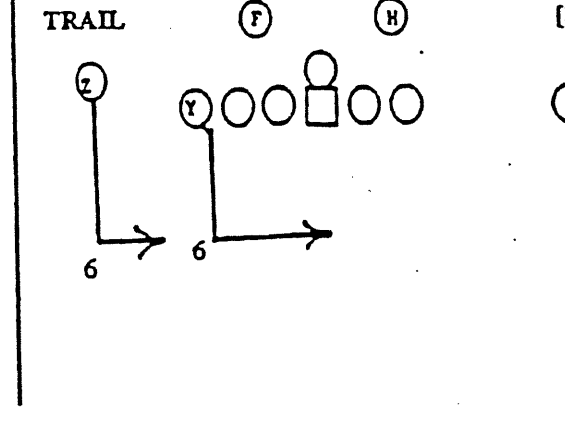
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SEAM



[7]

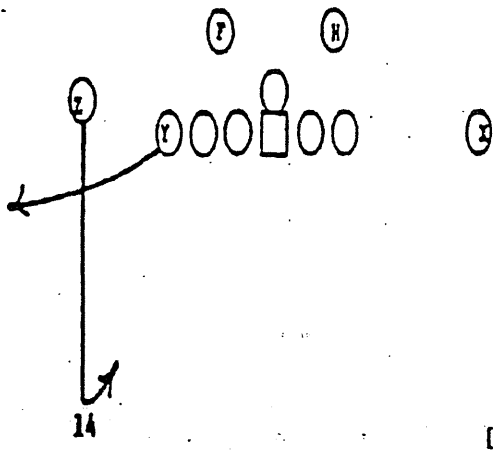
TRAIL



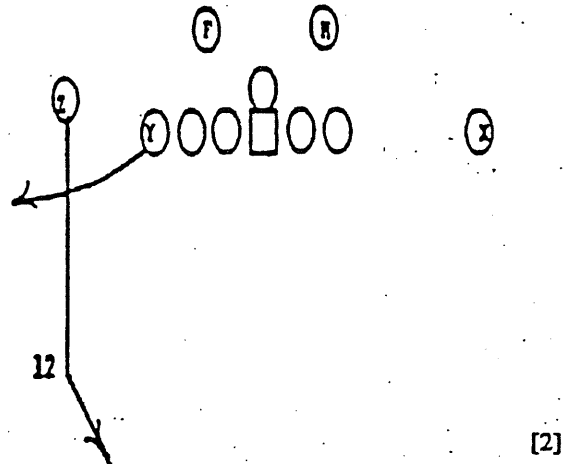
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STRONGSIDE COMBINATION PATTERNS
DRAWN FROM LEFT FORMATION - Continued

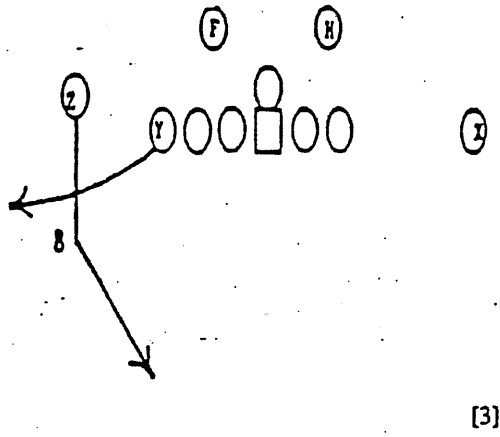
D-CURL



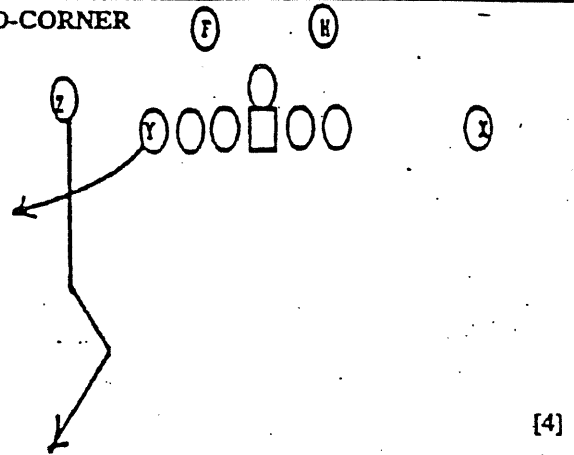
D-POST



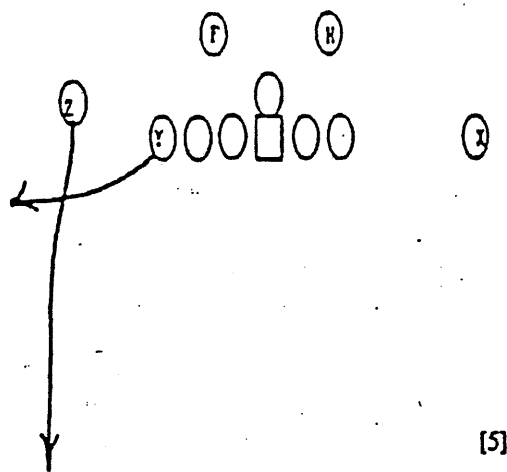
D-SLANT



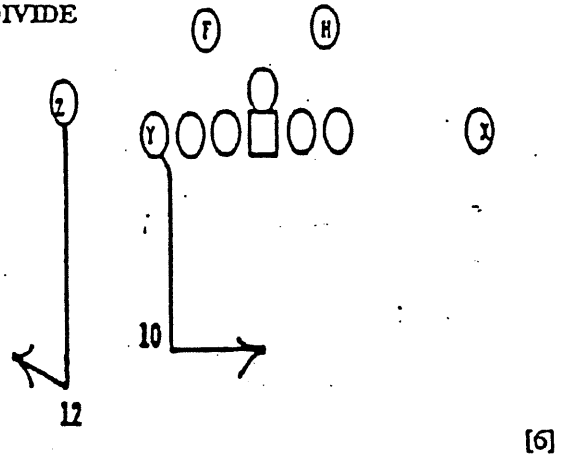
D-CORNER



D-GO

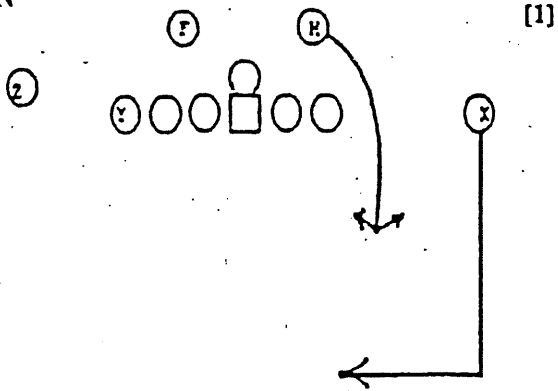


DIVIDE

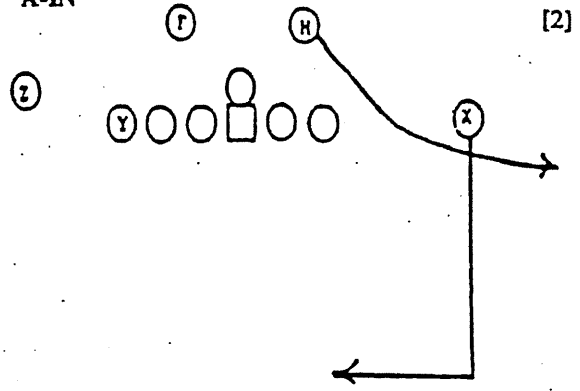


WEAKSIDE COMBINATION PATTERNS

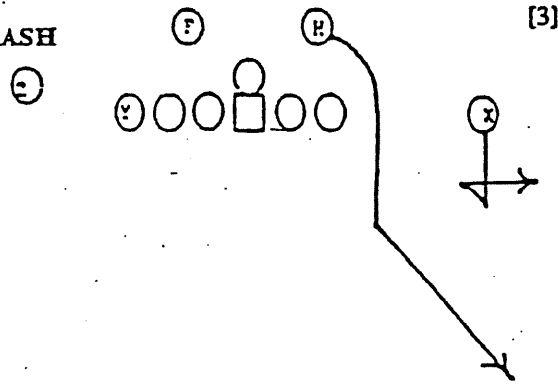
SPIN



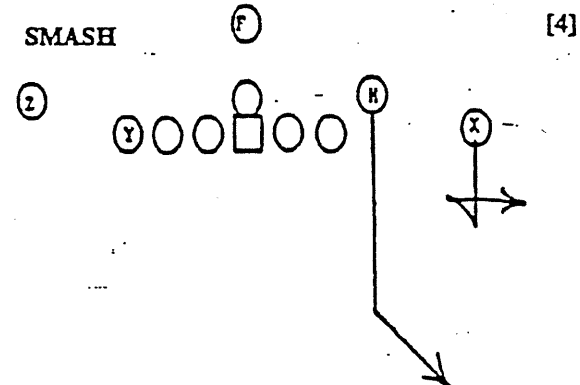
A-IN



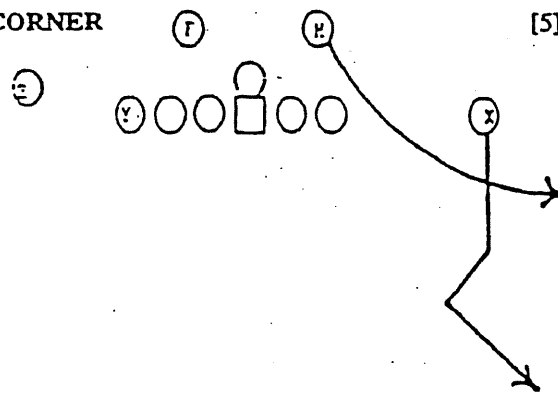
SMASH



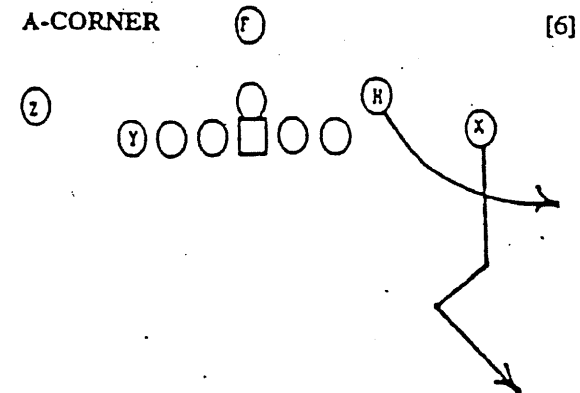
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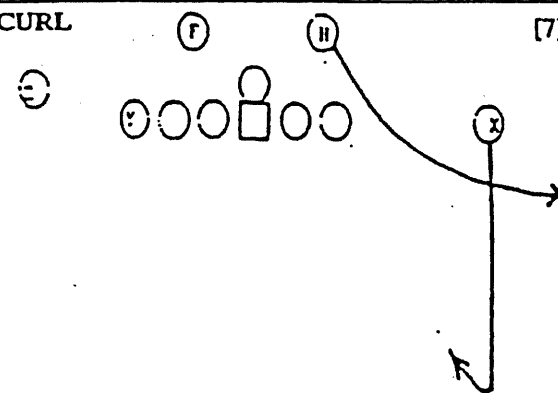
A-CORNER



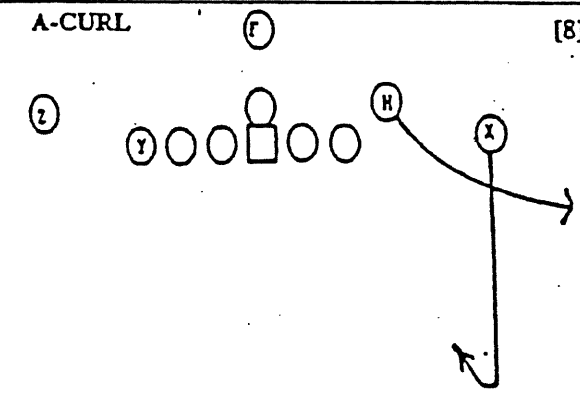
A-CORNER



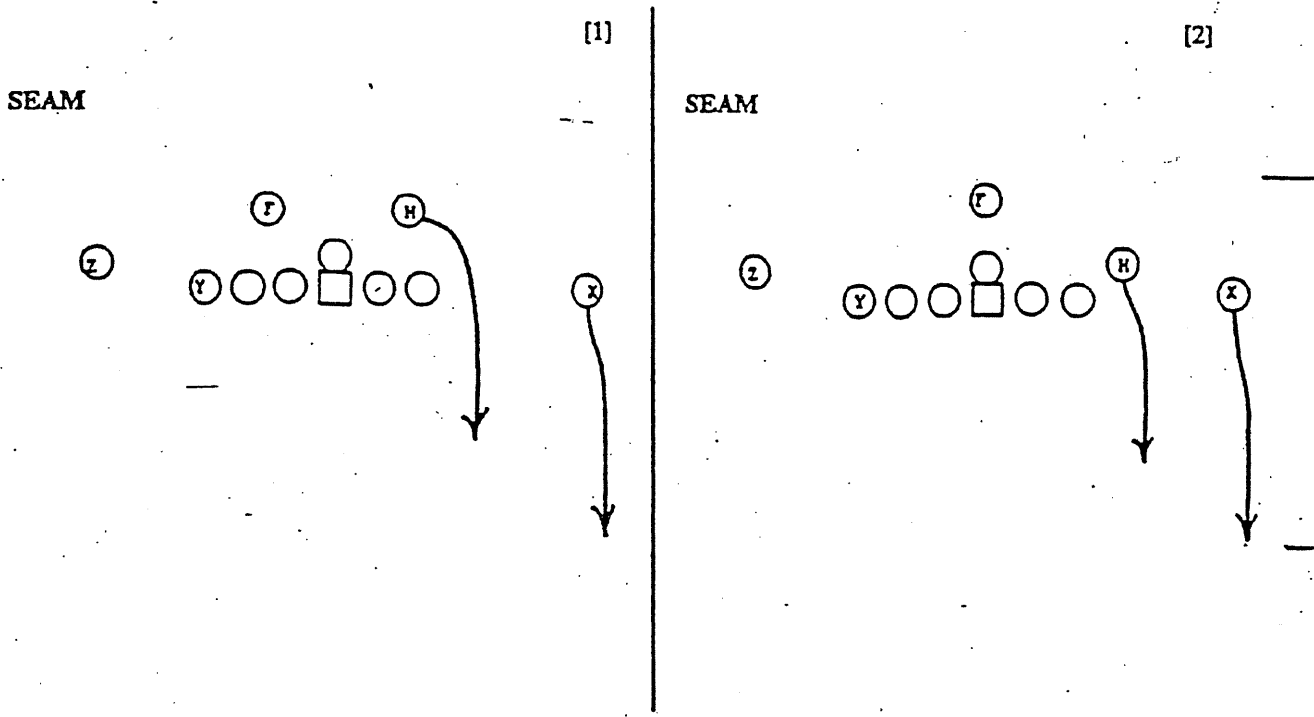
A-CURL



A-CURL



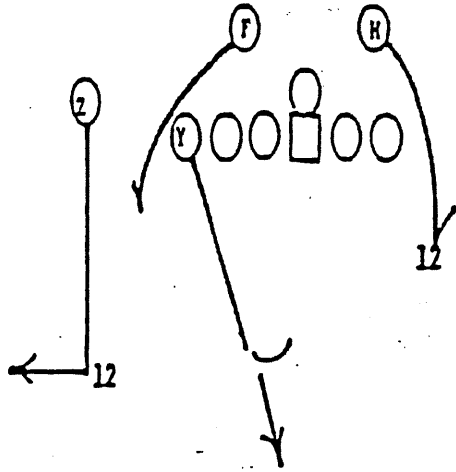
WEAKSIDE COMBINATION PATTERNS - Continued



MIRRORED PATTERNS

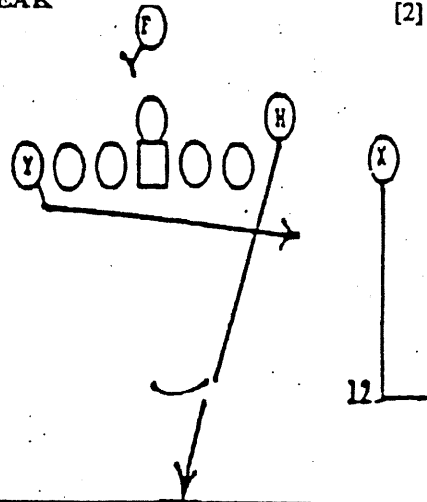
WE WILL USE ROUTE TREE NUMBERS WHEN BOTH OUTSIDE RECEIVERS RUN MIRRORED PATTERNS WITH THE #2 RECEIVER, READING THE MIDDLE OF THE FIELD. FLAIR CONTROL WILL BE TAGGED.

3-BASE STOP



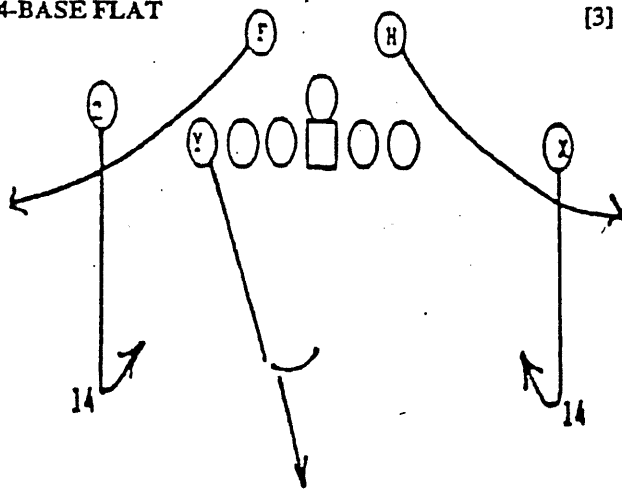
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3-98-Y-SNEAK



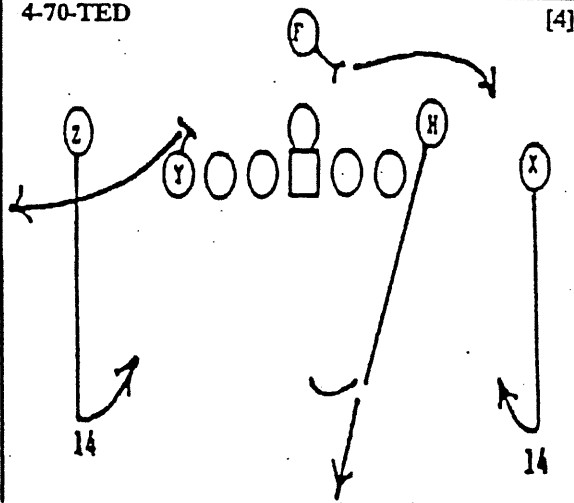
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4-BASE FLAT



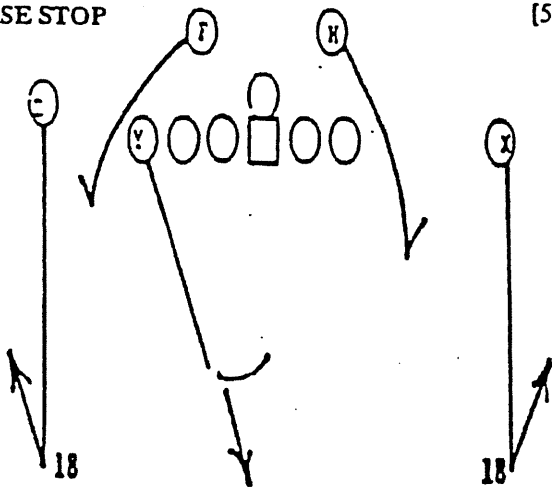
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4-70-TED



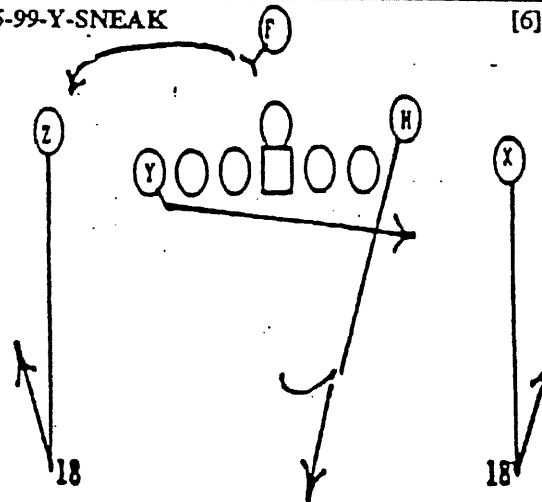
[4]

5-BASE STOP



[5]

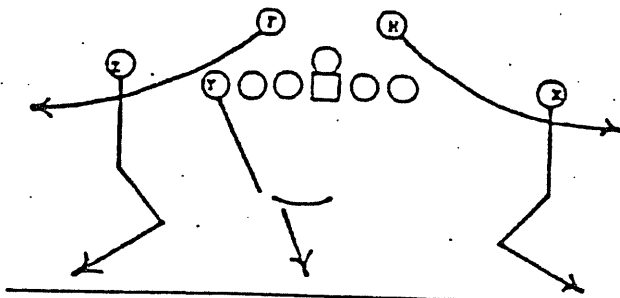
5-99-Y-SNEAK



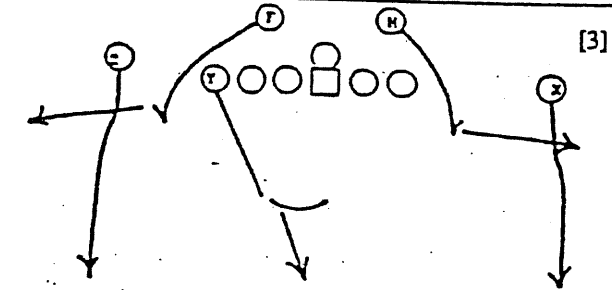
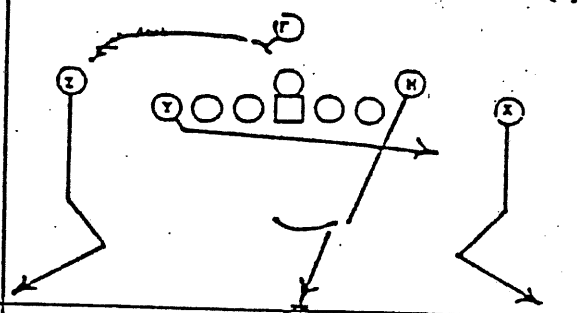
[6]

MIRRORED PATTERNS - Continued

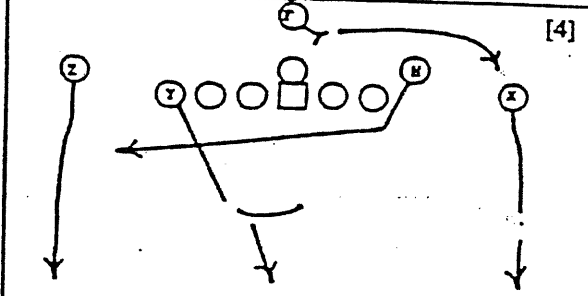
7-BASE FLAT



7-99-Y-SNEAK



9-BASE FLAT



9-90-H-SNEAK

BUNCH PASSES

DIAGRAM #1: BUNCH 7-SNAG

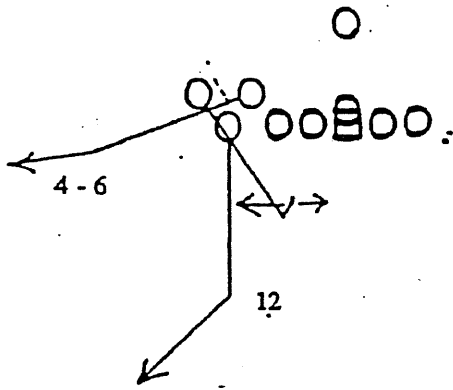


DIAGRAM #2: BUNCH TRAIL

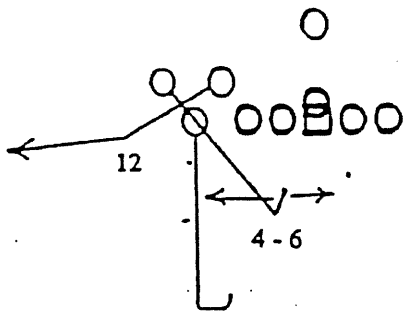
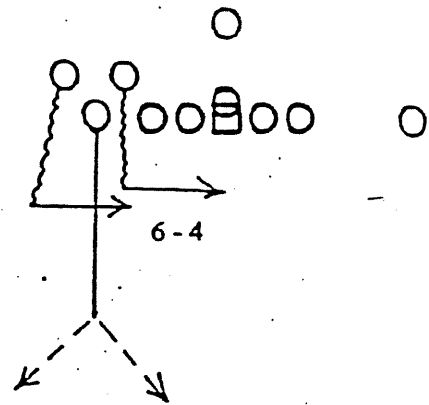


DIAGRAM #4: BUNCH 4-SNAG

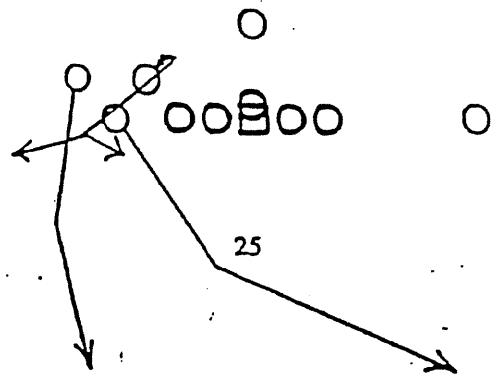
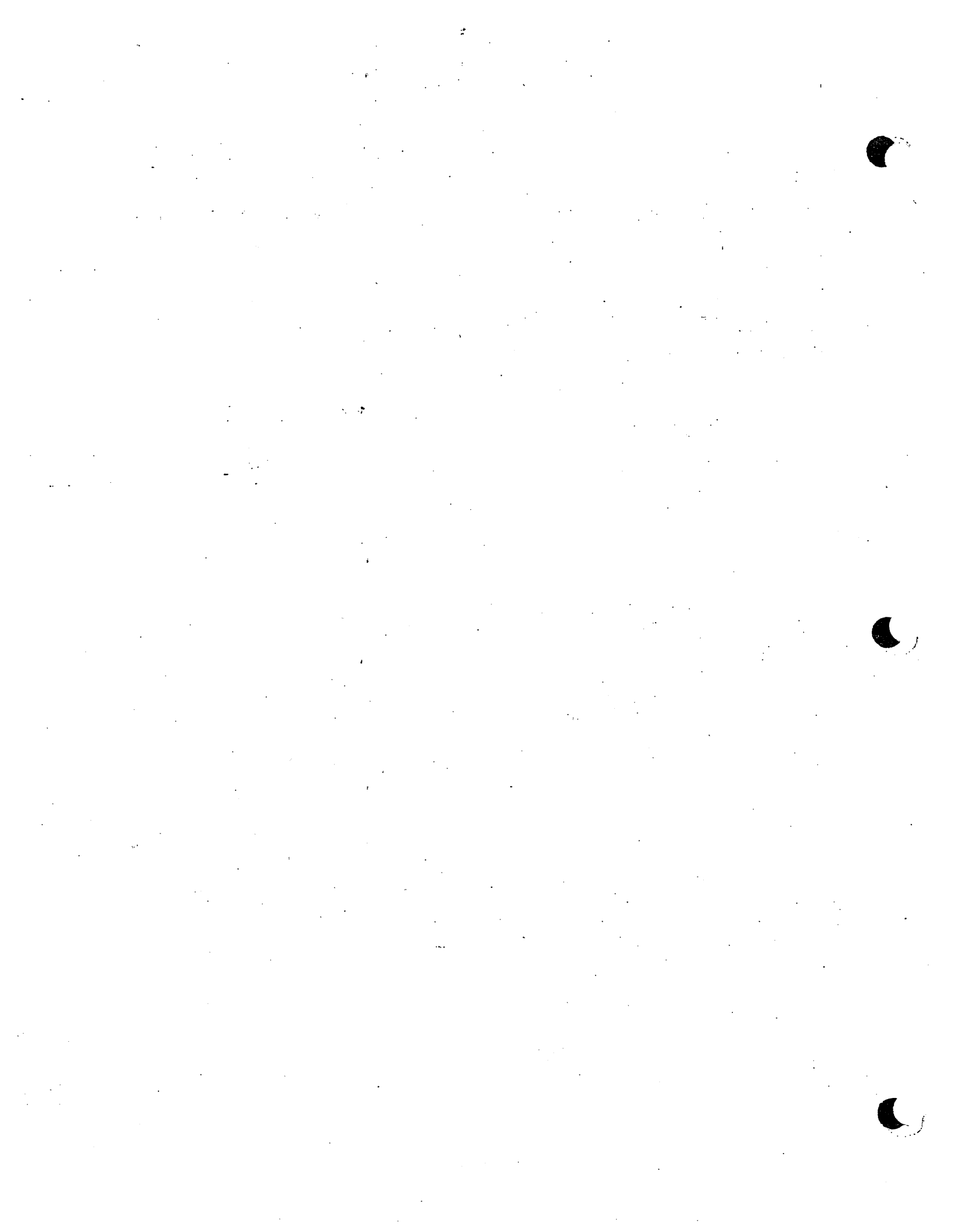


DIAGRAM #5: BUNCH OVER



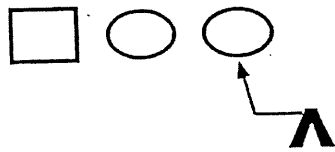
CALLS TO DEFENSIVE ENDS

"TEAR"

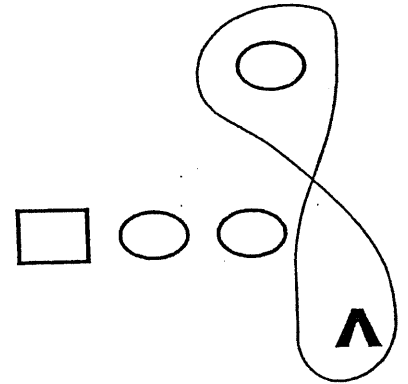
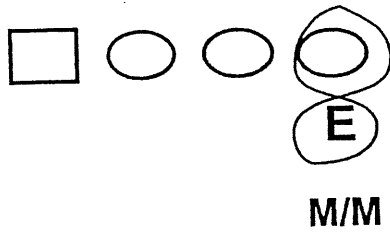


Loop to 7 Tech.

"PIRATE" - RAM TECH.



"CHANGE"

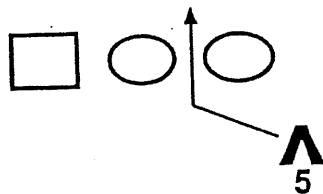


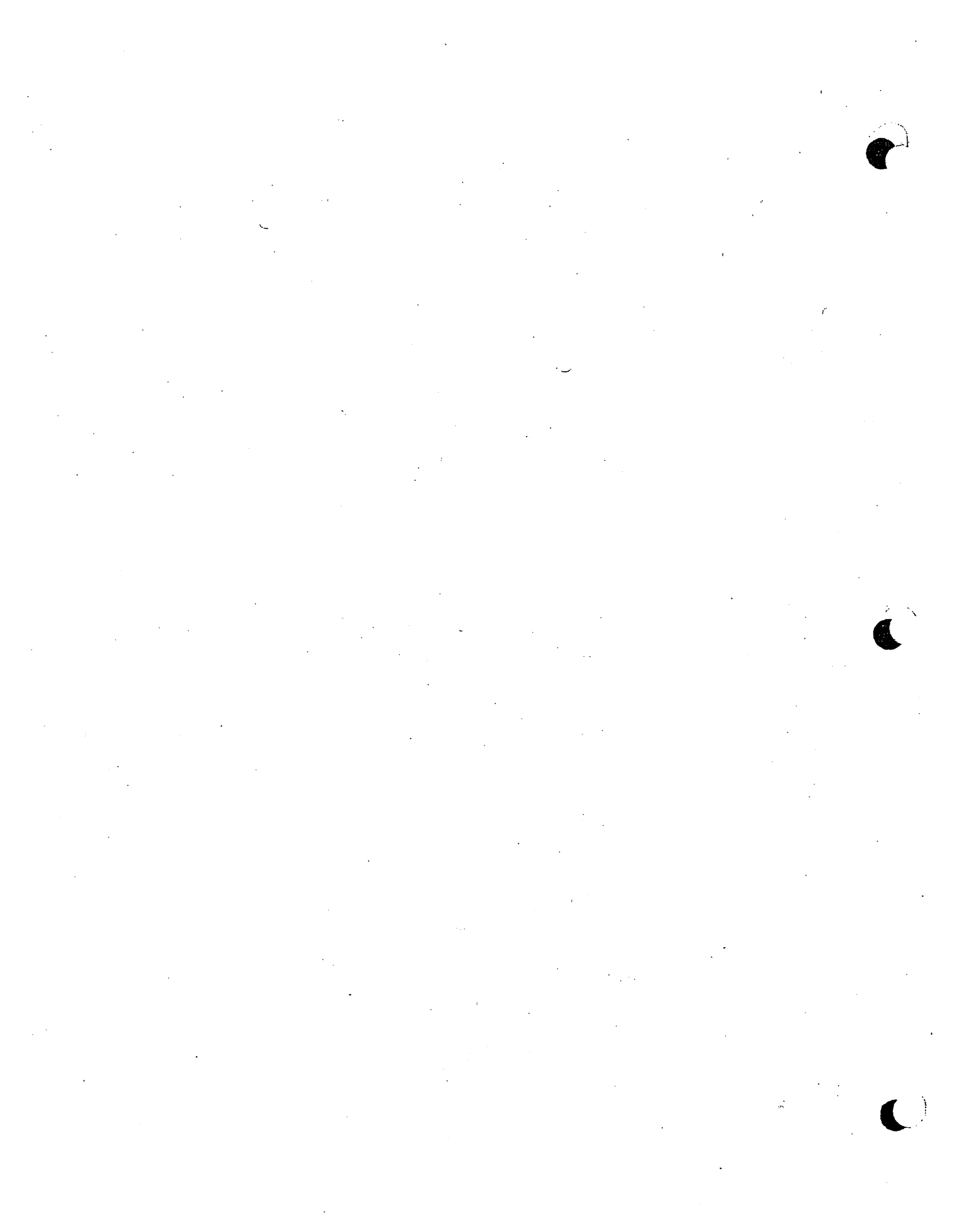
M/M
MAKE TACKLE
BLOCK YOU

"TIGHT"

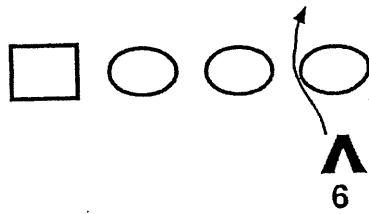


"JAM"
(Bubble End)

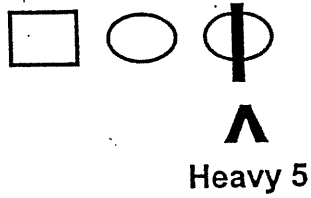




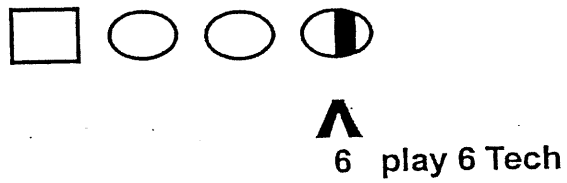
"CUE"



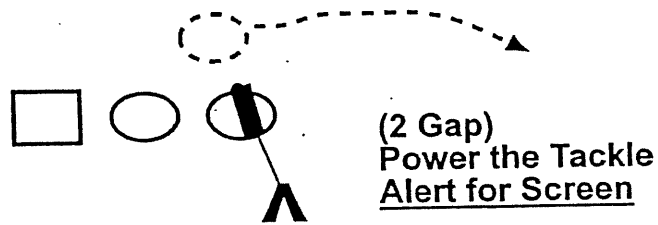
"CAGE"



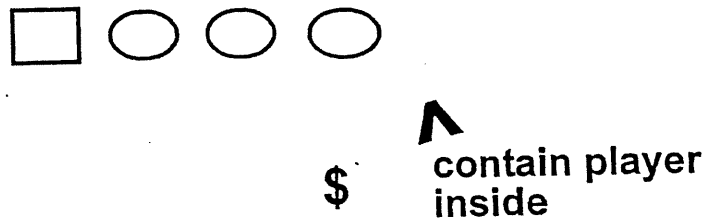
"JUMP"



"BULL"



"EASY"





"DOWN"



^ Move to 4 l

"LOOP"



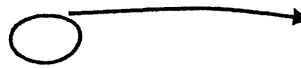
"HALF"



Loose 5
(game plan)

"COP"

Jam (over Python)



"ROCK"

Jam (Bubble End)



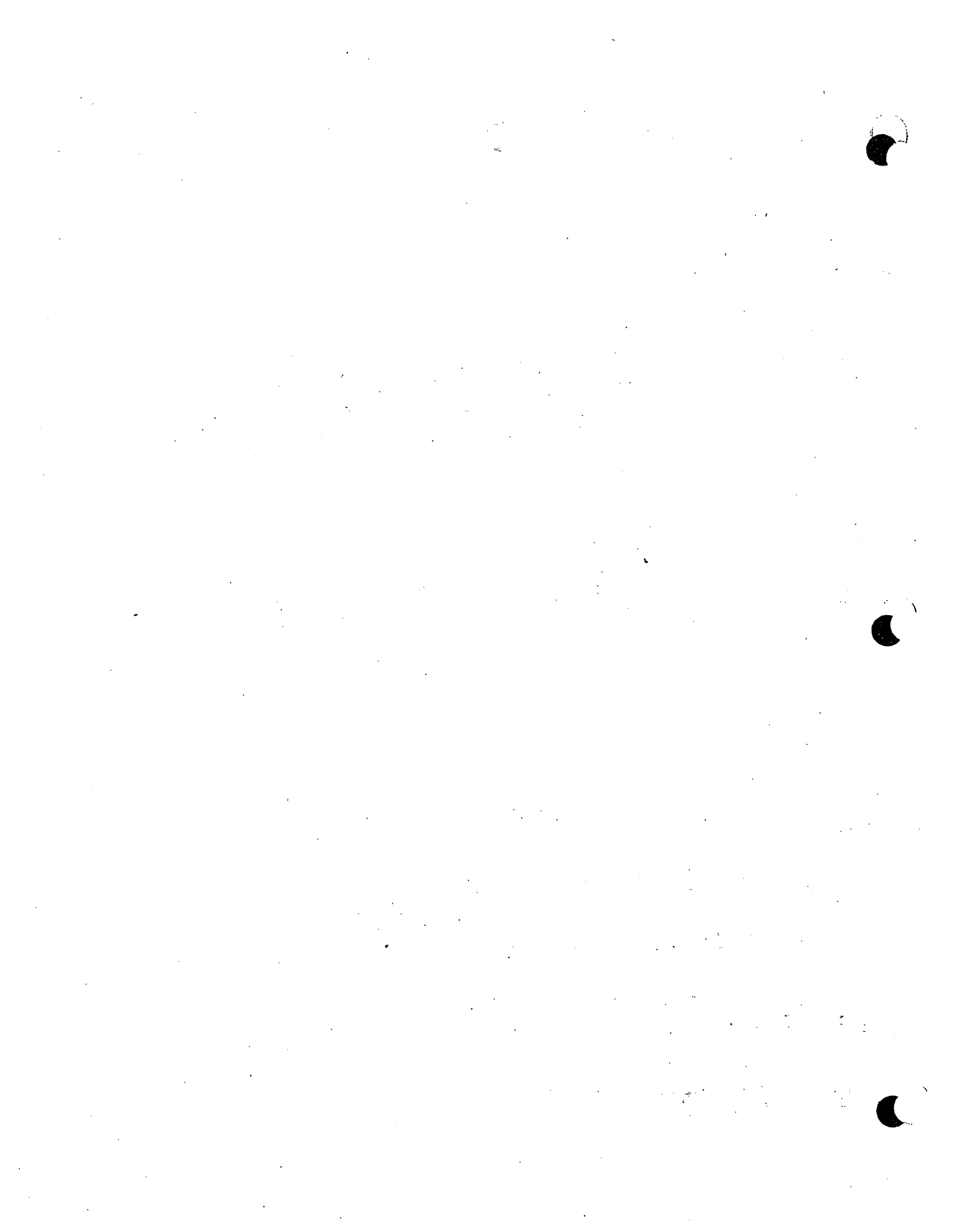
"KEY"
or Peel

Peel on Back

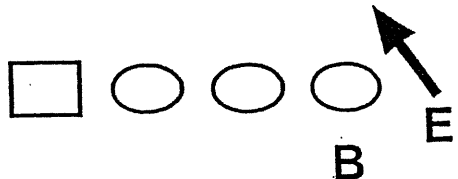
^ Take Back

Lucky or Ringo - go opposite
Rip or Liz - go to
Roy or Lee - to to
Rex or Lex - go to

"CALL" - play defense that was called in Huddle.



“CHOKE”



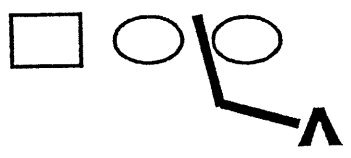
(True Tip)
 (Soft Choke)
 with DB

“MOVE” Stem from Sink to Under 0

“STEM” Stem from Under 0

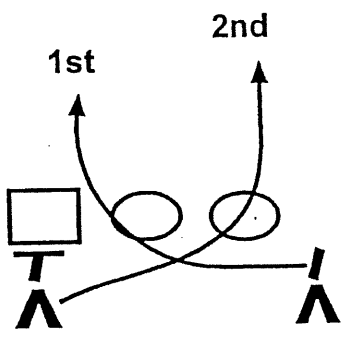
“HOOK” Change of Drop from Wall to Flat to Hook Drop

“RAC”



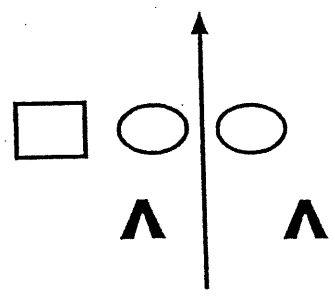
Jam Technique

“TWIST”
 3 Man Front

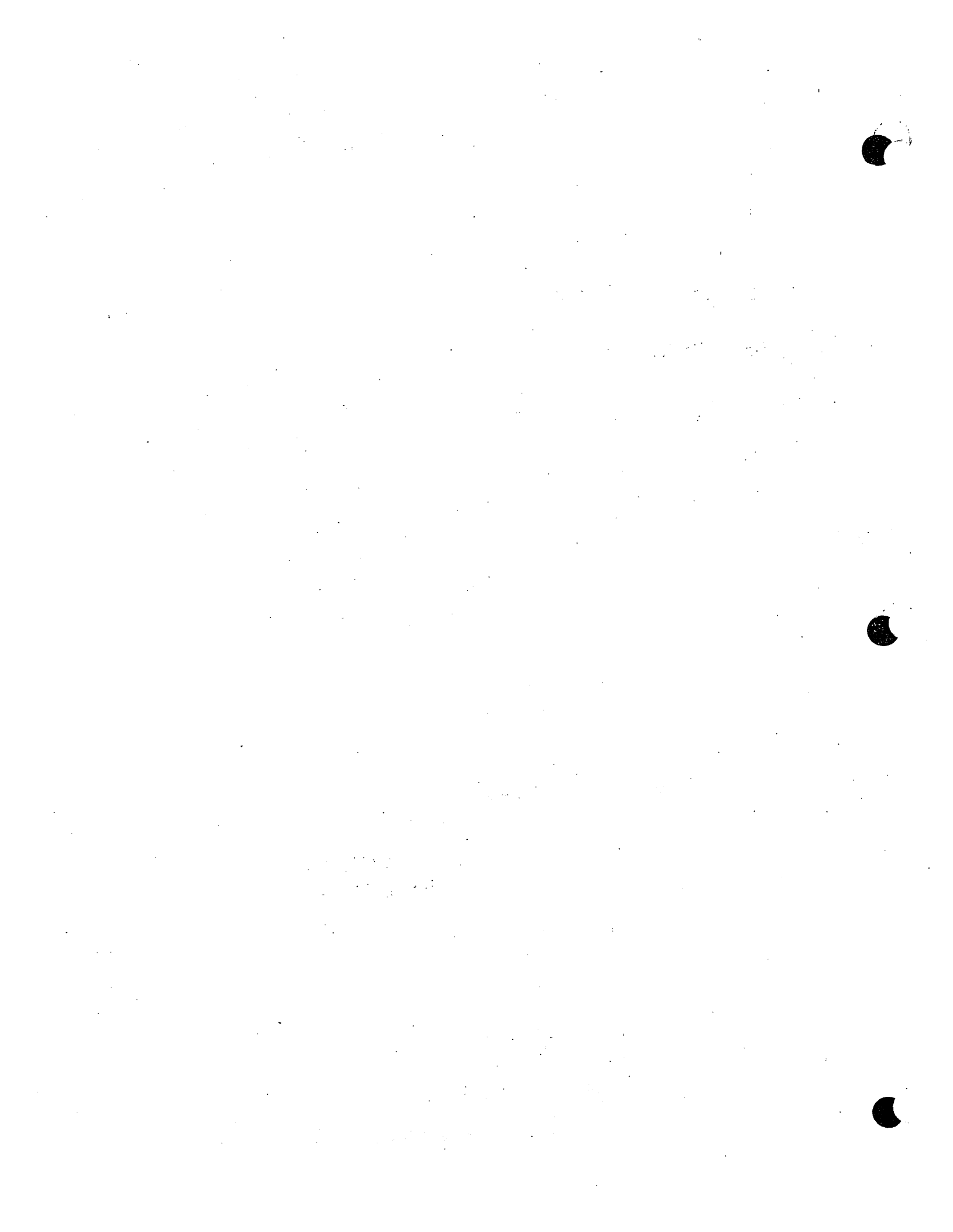


Bob - Take Nose Lane
 (must get push)

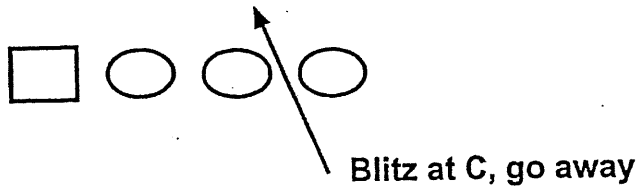
“BAKER”



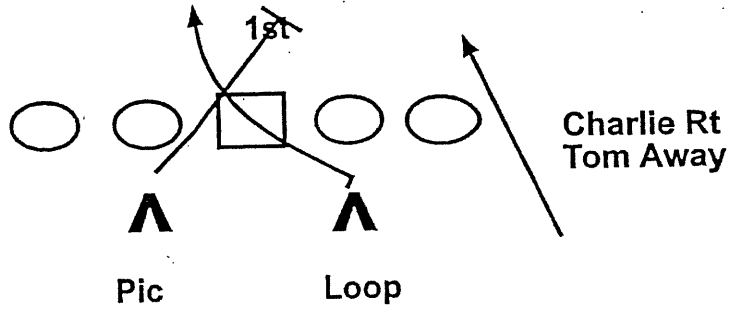
Blitz at B, go away



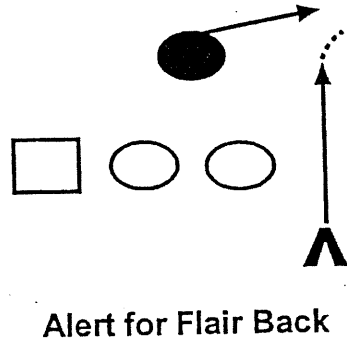
"CHARLIE"



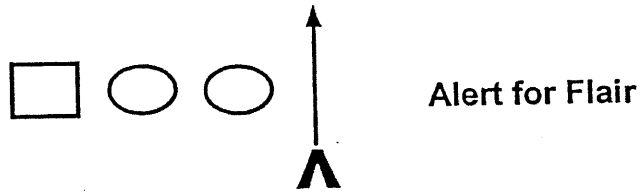
"TOM"



"NO BULL" = LION TECH



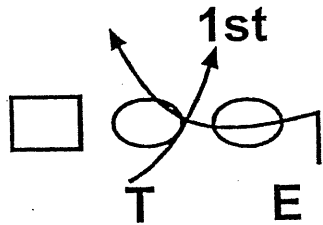
"LION"



"HANDS" or "FIST" Takes Blitz Off Play Front We are in.

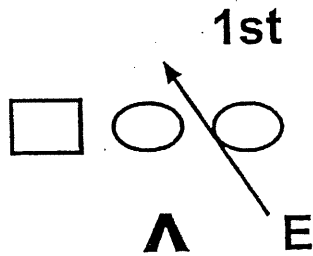


"YOU" GAME



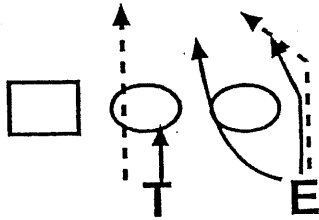
3 Step Approach

"MC" GAME



Quick Bob

"CLEAR"



End - 2 Way go, Tackle Make - Up

"YOUKON"

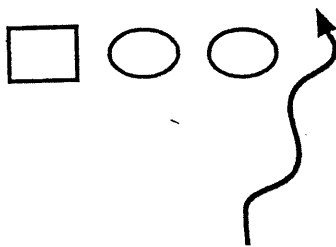
Full line slant
"Rip or Liz"

"BACKERS STAY"

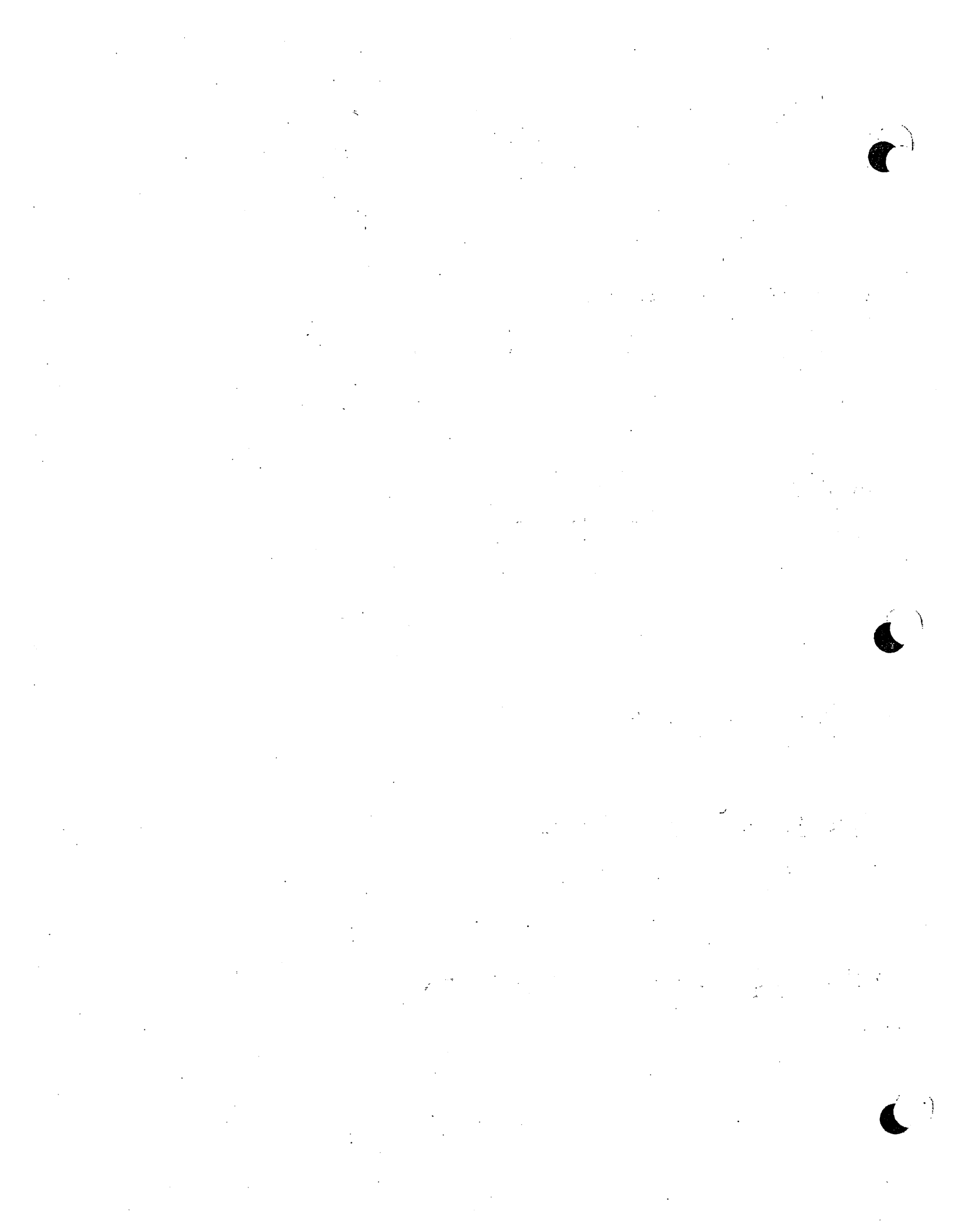
Pass Drop of Lineman
is off

HOOK

No Wall To Flat
Drop



Zone Blitz



FALL PRACTICE #1
August 11, 2001

FRONTS

Regular/Silver

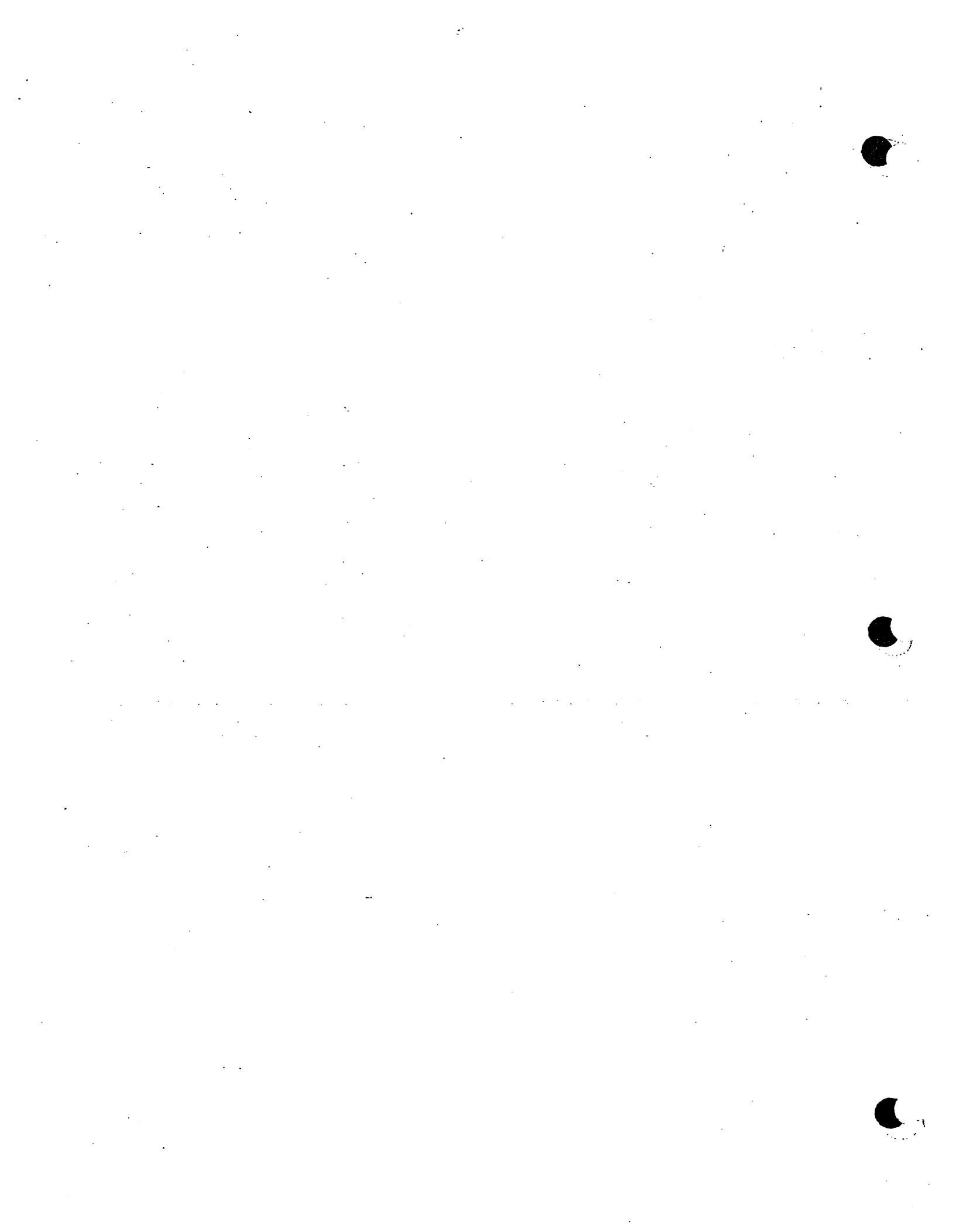
Over (Shade, Okie)	1.1
40, 41 (Even, Flex)	1.5
Nickel (Flex, Okie, Under)	1.8

BLITZ

Over Python	1.12
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COVERAGE

<u>Cover 3</u>	1.15
Pass Defense Areas	1.17
3 Deep Seams	1.18
Playing MOF	1.19
C-3 Adjustments.....	1.20
C-3 vs. Flow, Webb, Boot	1.22
<u>Cover 1</u>	1.23
C-1 Adjustments	1.25
C-1 vs. Flow, Webb, Boot	1.26
<u>Nickel Alignments</u>	1.27
<u>Sub-Cover 6</u>	1.29
C-6 Adjustments	1.31
<u>Sub-Cover Zone Open</u>	1.32
<u>Sub-Cover 1 Invert</u>	1.33

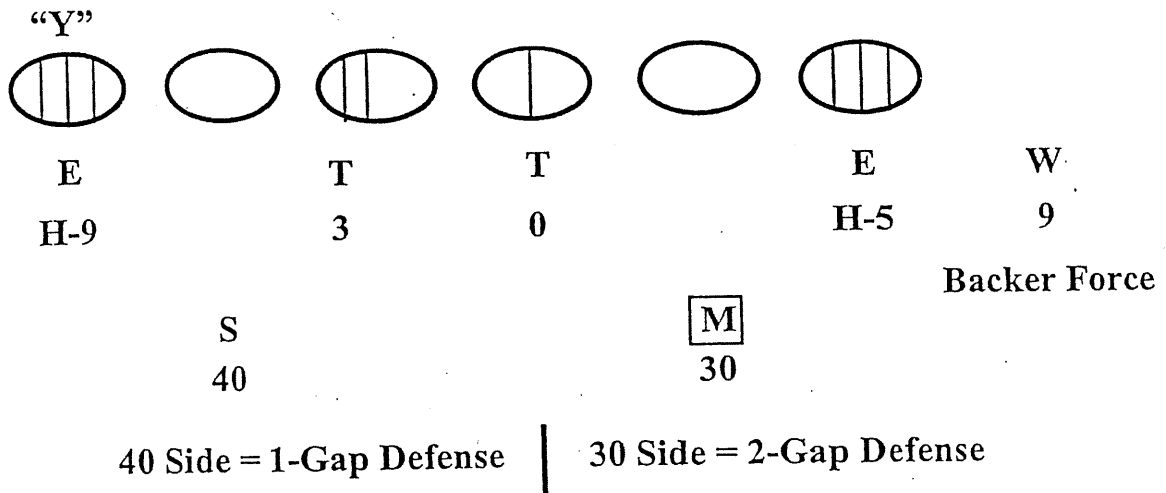


OVER FRONT

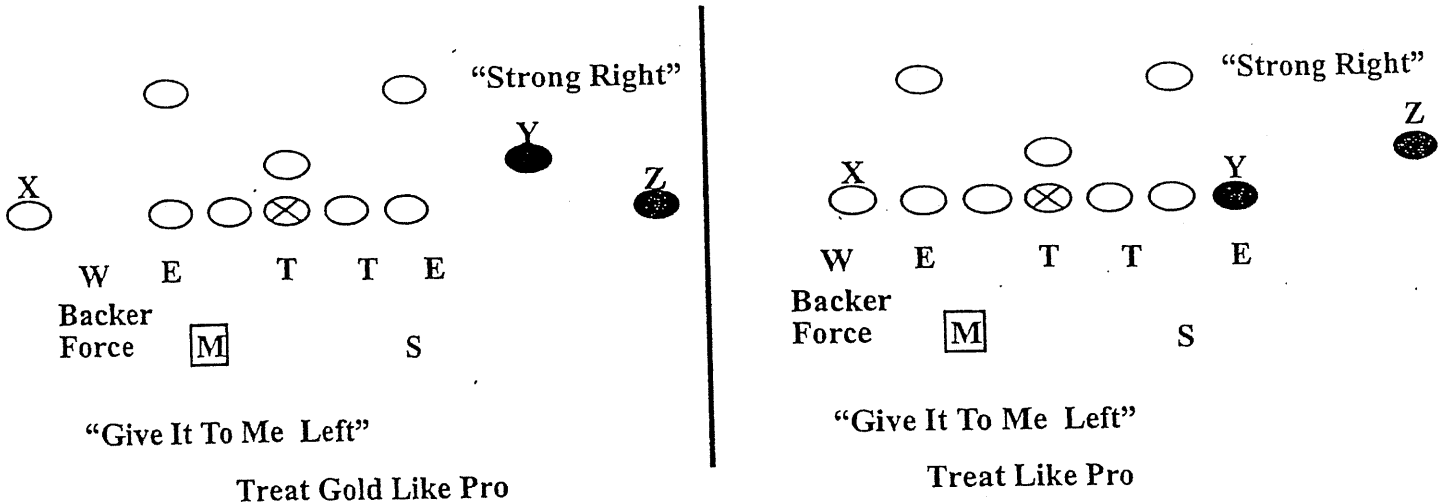
I. Declaring the Bubble

Mike will declare the bubble (30 side) away from the "Y" (closed end).

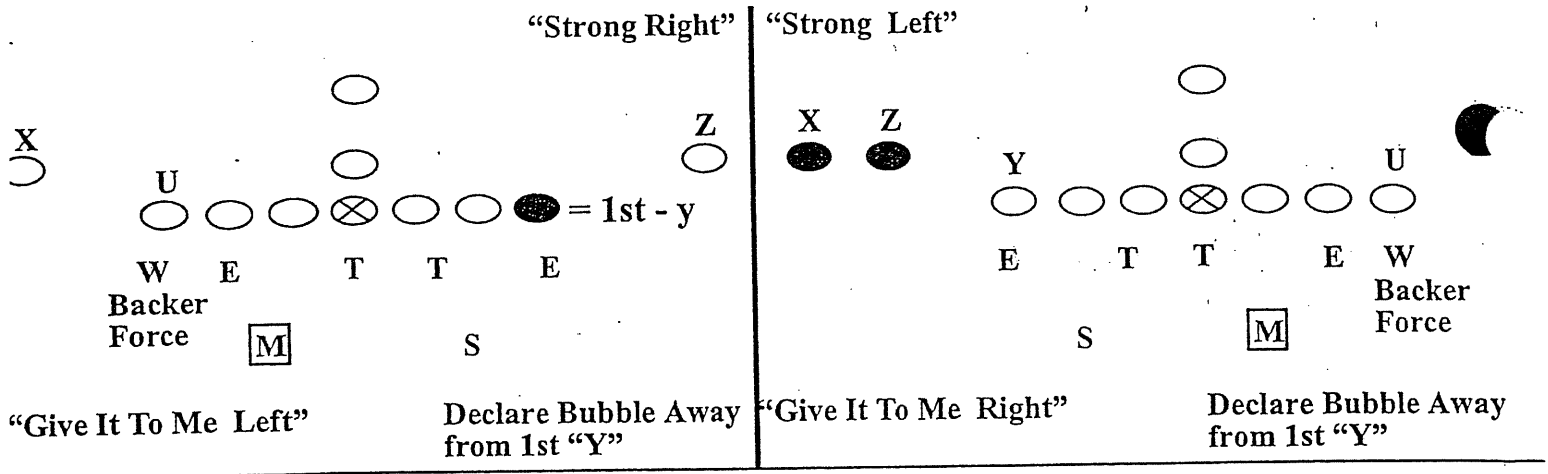
"Give It (The Bubble) to me Right"



If the surfaces are mirrored, declare the bubble away from passing strength (Strong Rt-Lt Call)

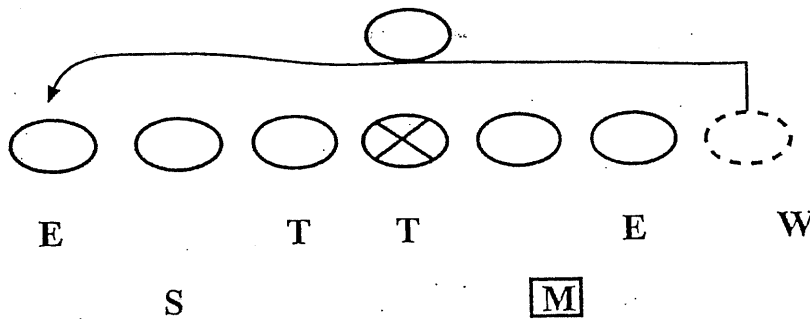


vs. SILVER DOT



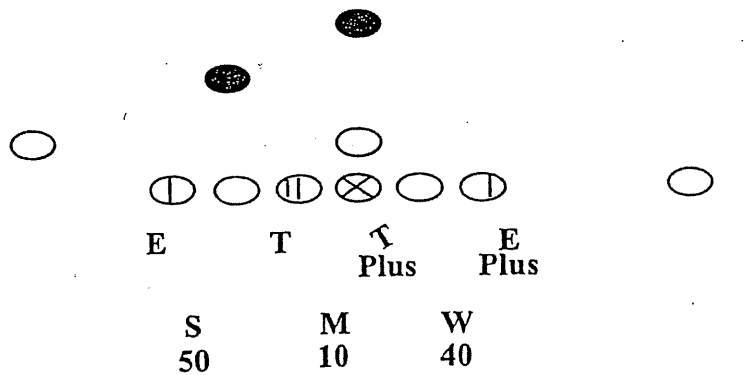
II. Adjusting Over Front

vs. Y-Trade reload the Front



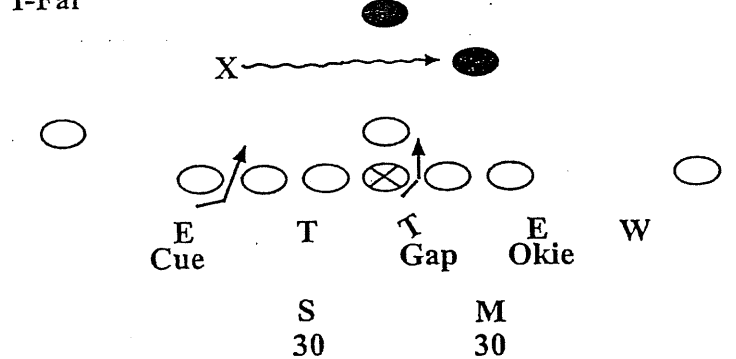
Pro I-Near

"Plus"



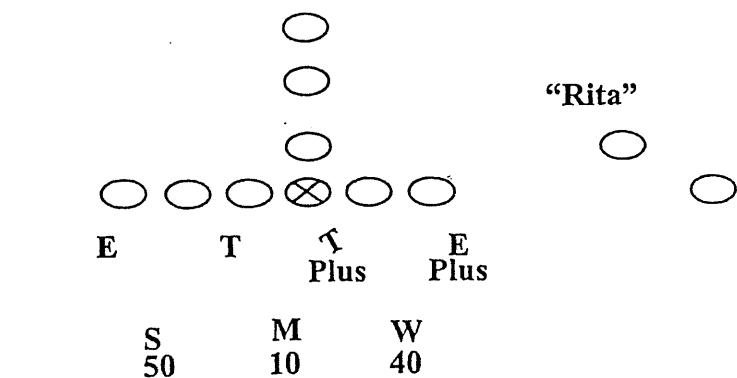
FLY Motion I-Far

"Okie"



Slot

"Plus"

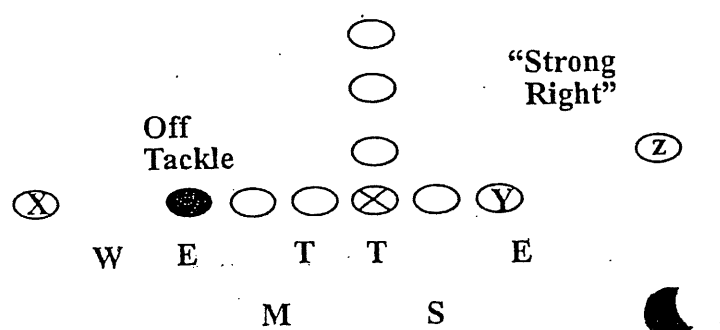


"Rita"

Bubble to Rita/Linda

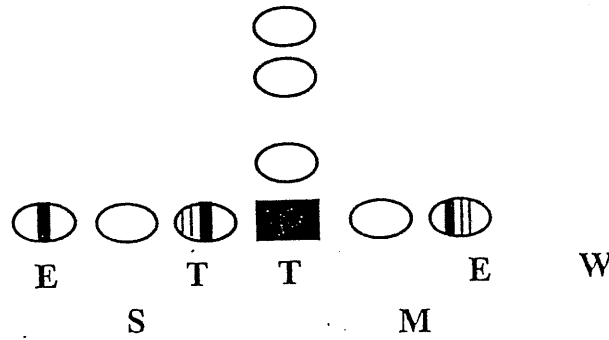
Tackle Over

"Move Over"



Give it to me Left
Tackle Over - Move Over
Change Apex and Play Coverage

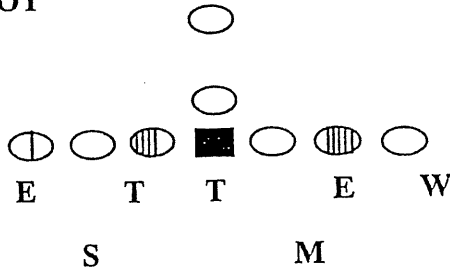
OVER



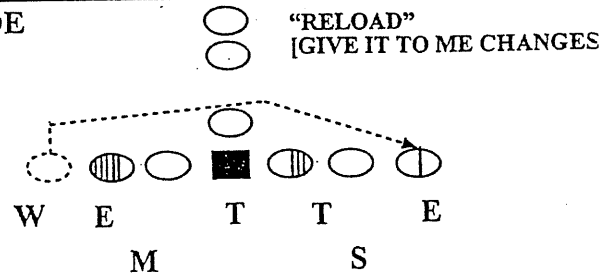
COVERAGES: 3/2 TREY, 2 TREY, R/2 TREY/3M-UP/1
 [**STACK = SETS 30 SIDE TO BOUNDARY [40 TO FIELD] 3/4, R/4

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9	Ball - TE - N.B. Shallow Man	C Gap/Flow Away - Mental Trail
ST	3	Ball - Guard	B Gap
WT	0	Ball - Center	(2 Gap)
WE	Heavy 5	Ball - Tackle	(2 Gap)
WILL	9 Tech	Nearback/OT	Flow to D-Gap Flow Away - Slow Fold
MIKE	30	Nearback/OG	Flow to B-Gap Flow Away - Weak A-Gap
SAM	40	Nearback/OG	Flow to Stack Flow Away A-Gap

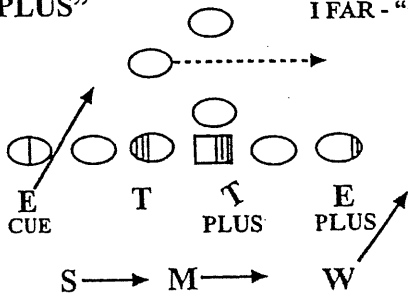
SILVER DOT



Y-TRADE

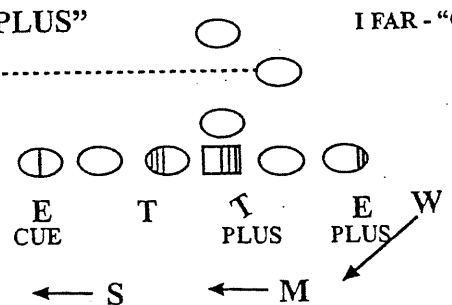


I NEAR - "PLUS"



I FAR - "OKIE", "CUE"

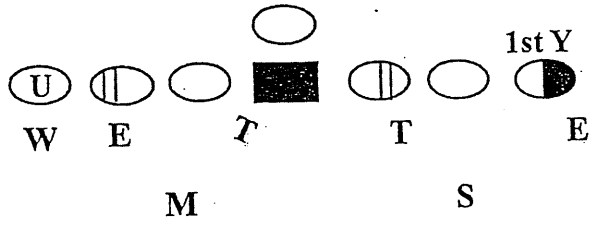
I NEAR - "PLUS"



I FAR - "CUE"

OKIE

(X)



(Z)

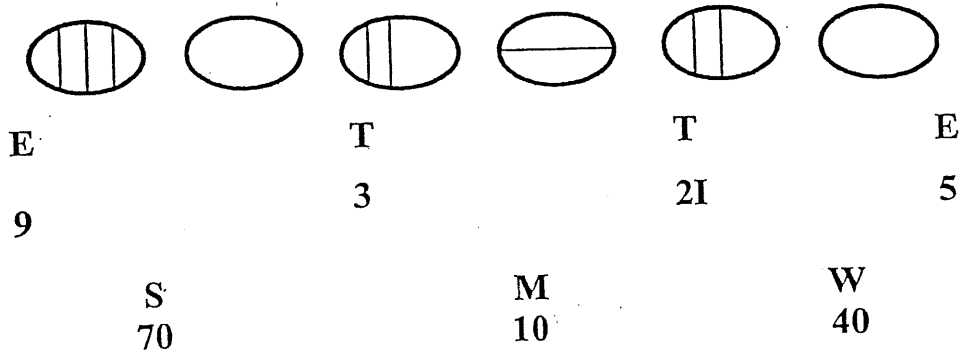
POSITION	ALIGNMENT
SE	Heavy 9
ST	3
WT	Tilt
WE	5
SAM	40
MIKE	30
WILL	9

40 FRONT

I. Declaring the Front

Mike will declare the 40 side to the "Y" with a "Tite Right-Left" call.

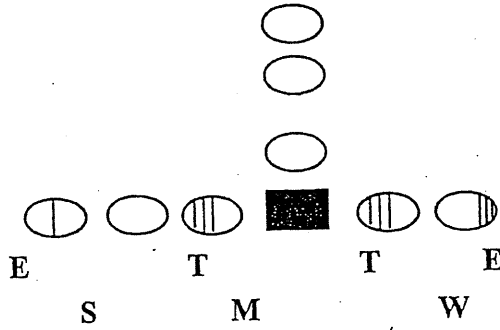
"TITE LEFT"



Note: I/S TE

- A. If the surfaces are mirrored, declare the 40 side to pass strength.
(Strong RT-LT call by Safety)
- B. vs. Y-Trade reload the front.

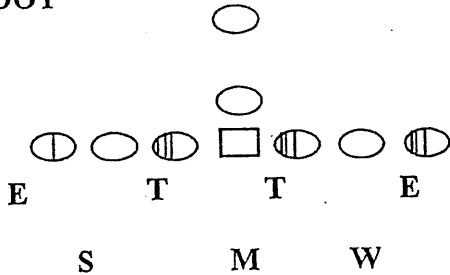
40



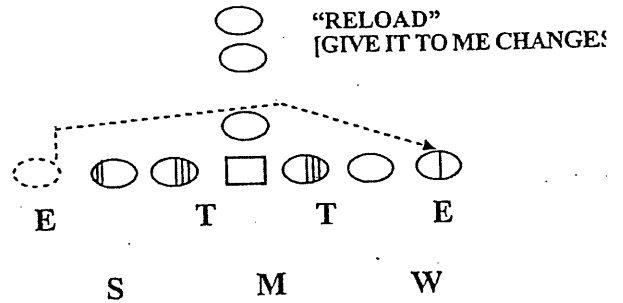
COVERAGE: 2/3 TREY, 8/3 TREY, 8/4 MATCH-UP

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	9	Ball - TE - N.B. Shallow Man	C-Gap/Flow Away - Mental Trail
ST	3	Ball - Guard	B-Gap
WT	2i	Ball - Guard	A-Gap
WE	5	Ball - Tackle - N.B. Shallow Man	C-Gap/Flow Away - Mental Trail
SAM	70	Nearback/OG	Flow to - Stack DE Flow Away - A-Gap
MIKE	10	Nearback/OG	Flow to - A-Gap Flow Away - Weak B-Gap
WILL	40	Nearback/OG	Flow to - Stack DE Flow Away - B-Gap

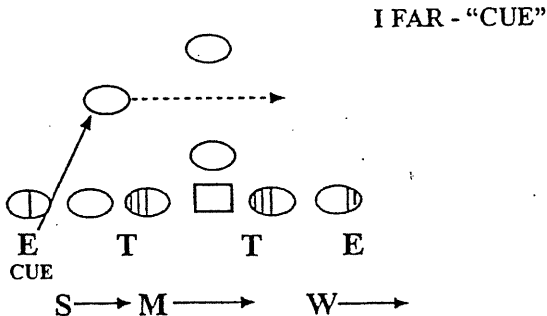
SILVER DOT



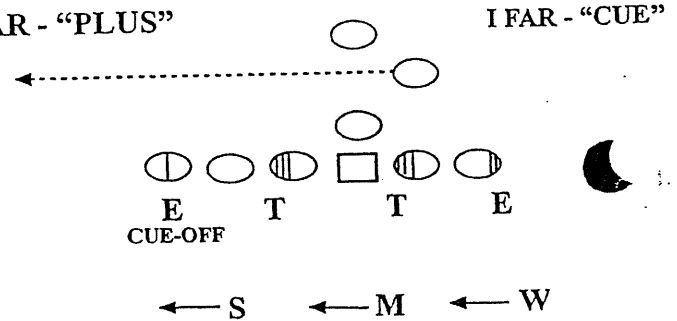
Y-TRADE



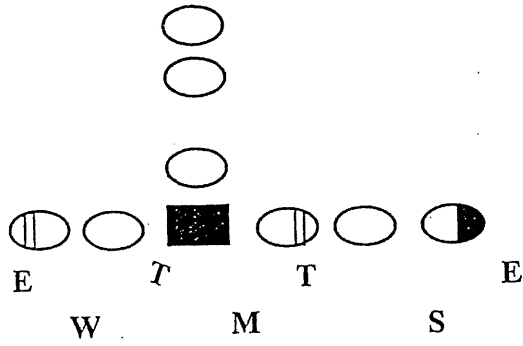
I NEAR



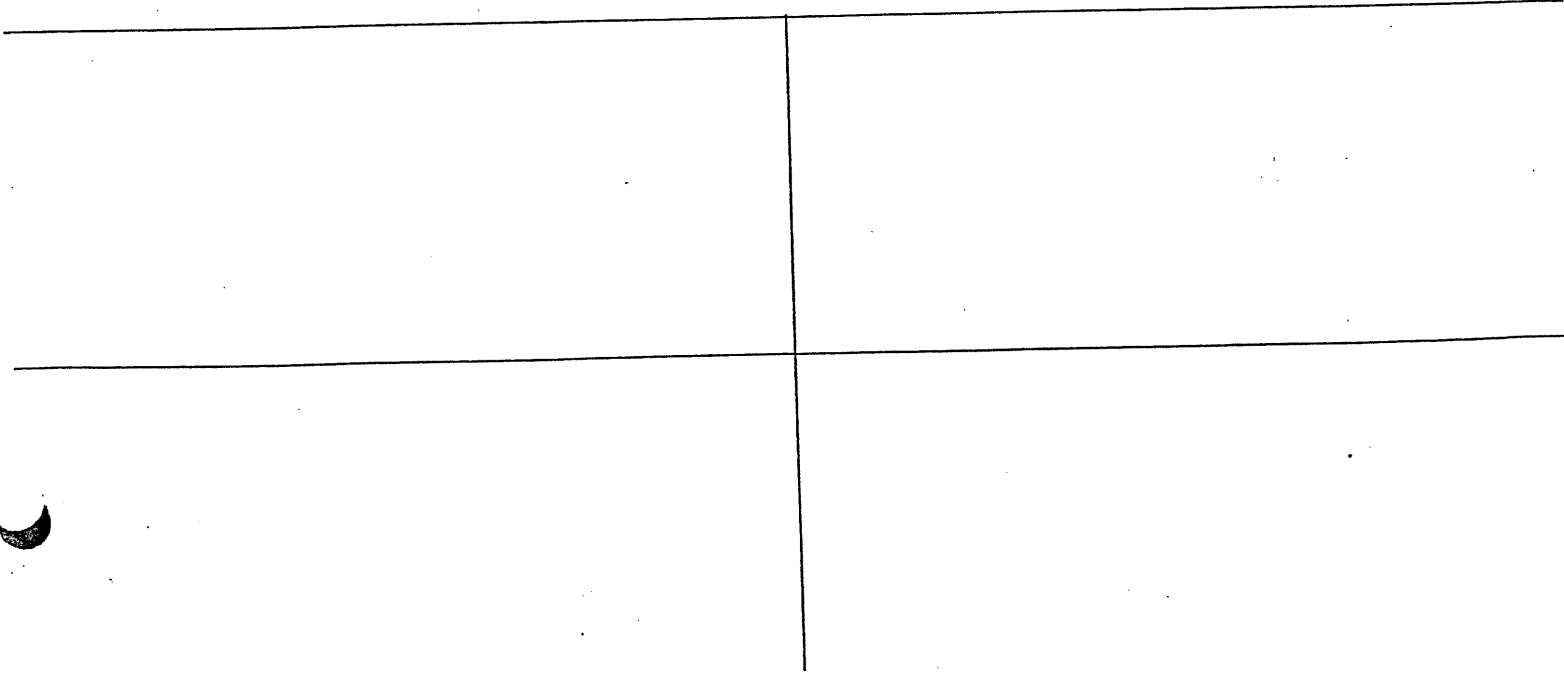
I NEAR - "PLUS"



41



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	9		
ST	3		
WT	Tilt		
WE	5		
SAM	70		
MIKE	10		
WILL	40		

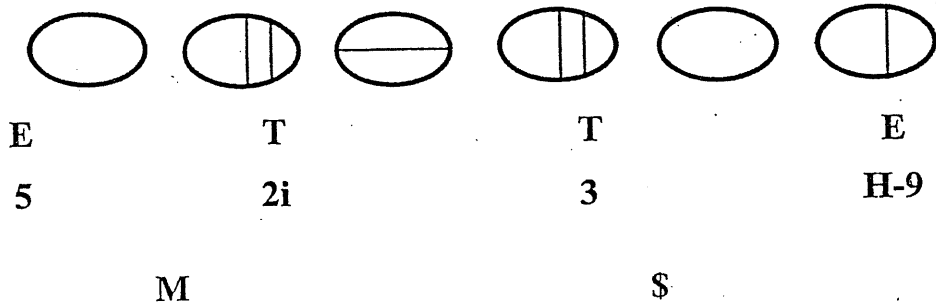


NICKEL (FLEX)

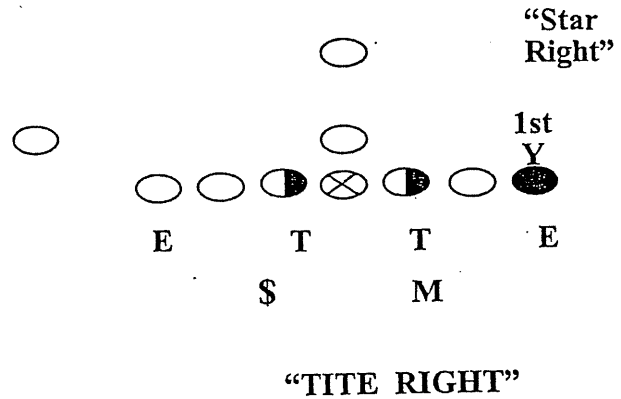
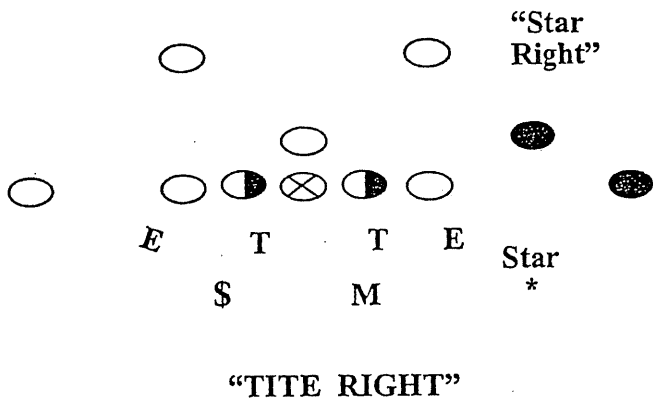
I. Declaring the Front

MAC (Mike) will declare the "40-Side" to the "Y" with a "Tite Right-Left call.

"TITE RIGHT"

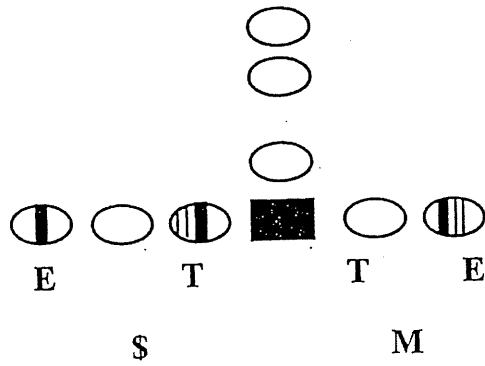


If the surfaces are mirrored, declare the front to pass strength. (Star Right-Left call)



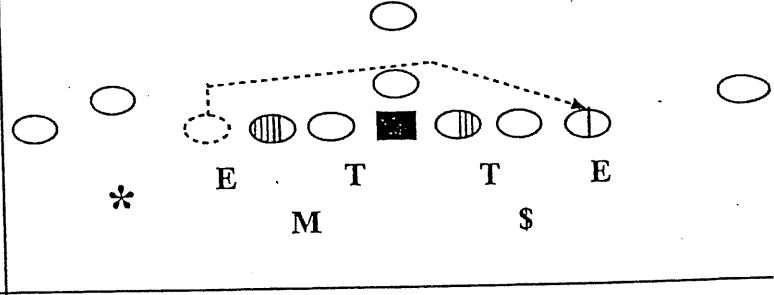
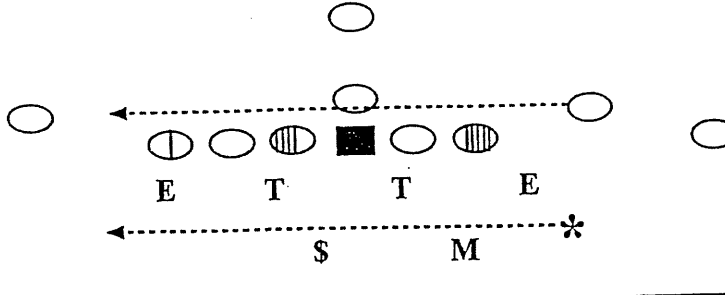
vs. Y-Trade Reload the Front
vs. Regular Slot - Treat like Gold

NICKEL FLEX

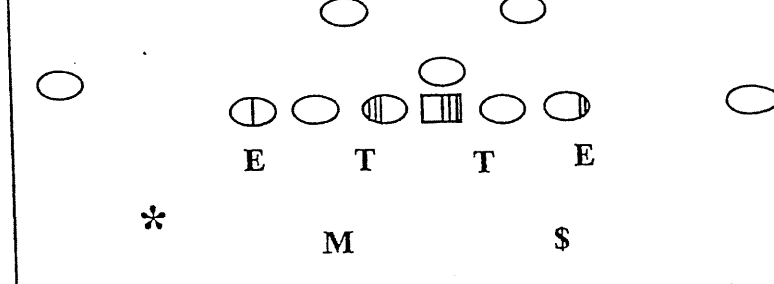
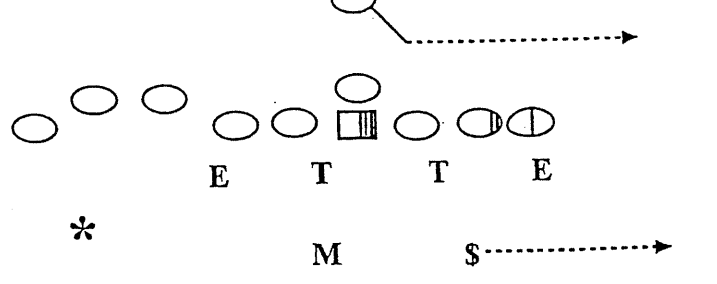


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9	Ball - TE - N.B. Shallow Man	C-Gap/Flow Away - Mental Trail
ST	3	Ball - Guard	B-Gap
WT	2i	Ball - Guard	A-Gap
WE	5	Ball - Tackle - N.B. Shallow Man	C-Gap/Flow Away - Mental Trail
STAR	[COVERAGE RESPONSIBILITY]		
MAC	30 - Opposite \$	Nearback/OG	Flow to B-Gap Flow Away - A-Gap
MONEY	40 - To #4	Nearback/OG	Flow to Stack Flow Away - A-Gap

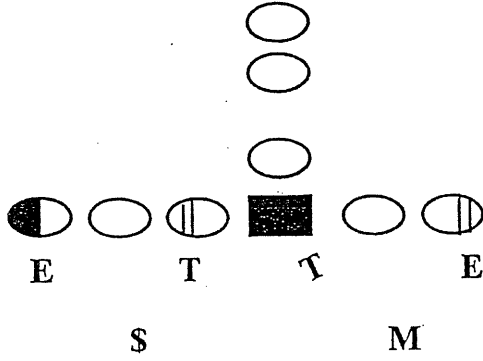
Y-TRADE "RELOAD"



TREY-HUM-EMPTY



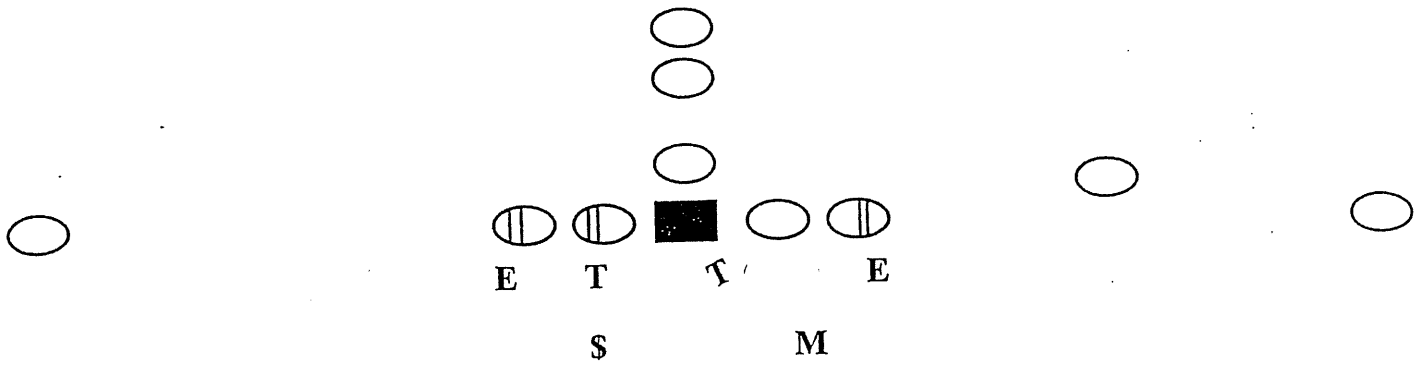
NICKEL OKIE



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	H-9		
ST	3		
WT	TILT		
WE	5		
STAR		[Coverage Responsibilities]	
MAC	30		
MONEY	30		

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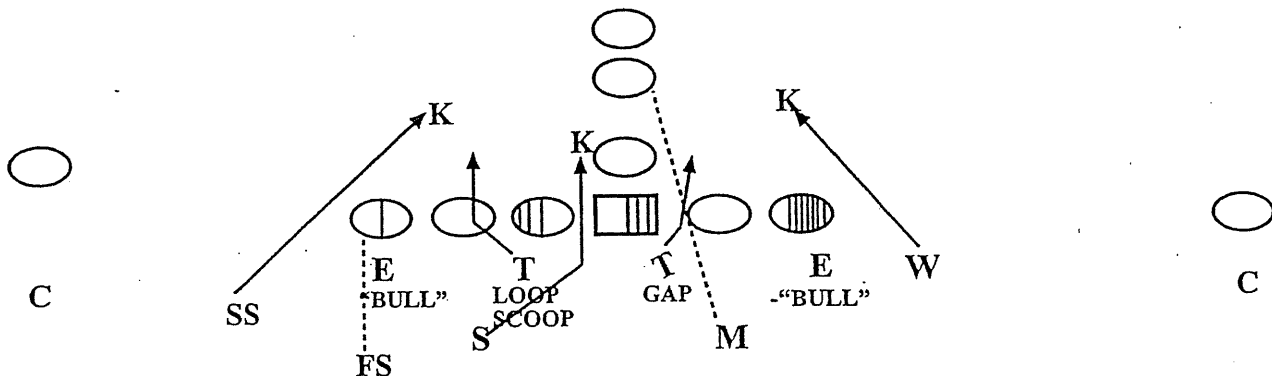
NICKEL UNDER



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	5		
STAR		[Coverage Responsibilities]	
MAC	30		
MONEY	30		

--	--

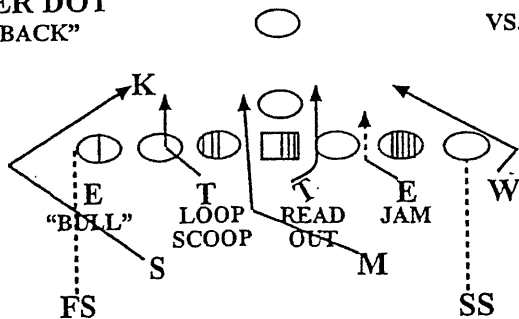
OVER PYTHON



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9	Ball	Bull/No Bull [Lion]
ST	3	Ball - Tackle	Loop Scoop
WT	TILT	Ball - Guard	Gap/1 Back [Cop-Jam]
WE	Heavy 5	Ball - Tackle	Bull/No Bull [Lion] 1 Back [Cop-Jam]
SAM	9 Tech	Nearback	Key Blitz TB/Near Back
MIKE	30	FB vs. 'I'	vs. Ace/I-Near - Blitz Strong A-Gap vs. I-Far/Split - Blitz B-Gap
WILL	40	Nearback	vs. Ace - Cop - Key Blitz TB

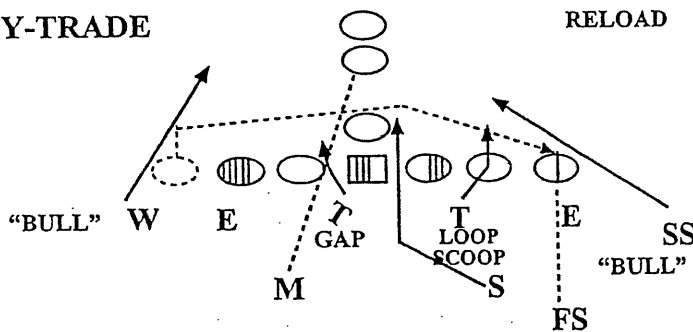
SILVER DOT "ONE BACK"

"COP"
VS. 1 BACK



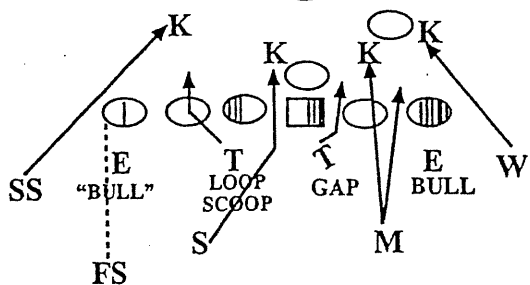
Y-TRADE

RELOAD



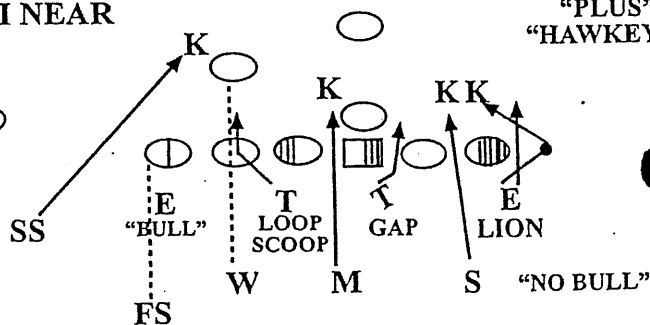
I FAR/OR SPLIT

"RENO"



I NEAR

"PLUS"
"HAWKEYE"



OVER PYTHON: Who's going where?

Snake Blitz vs. 2-Back Defense (adjust to back sets)
7 to 8 man run/pass DOG

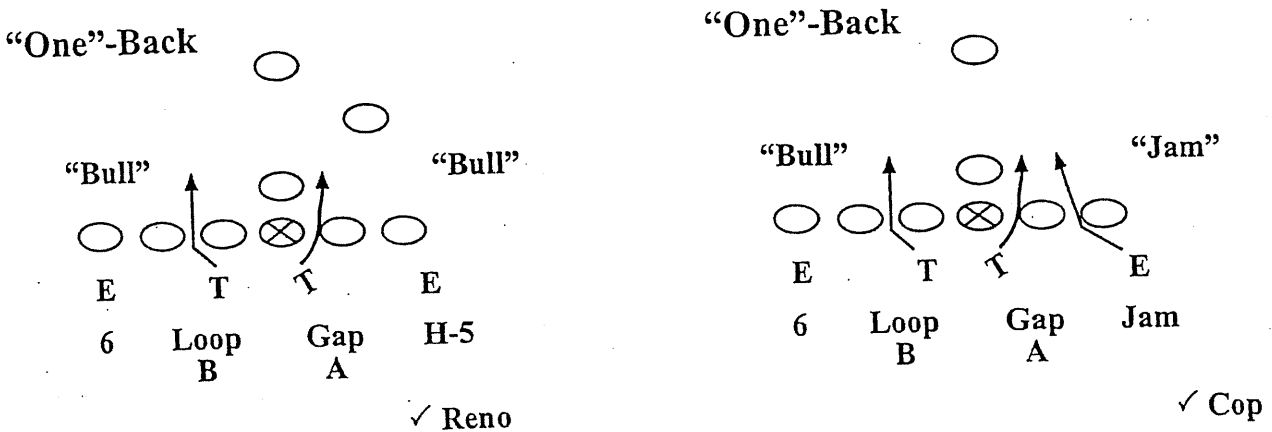
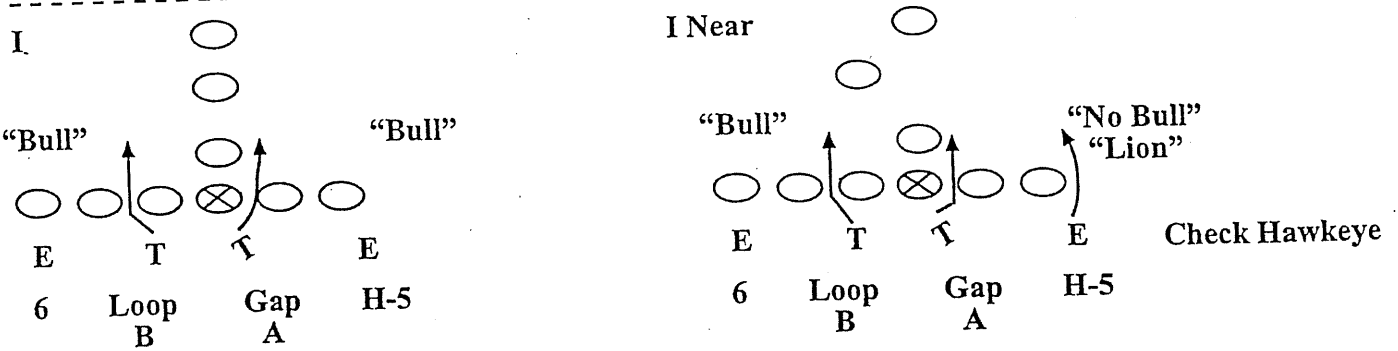
Coverage Defenders = Snake Coverage

Corners = Match Up WR's (1st/2nd Receivers)

Free Safety = TE M/M (3rd Receiver)

Mike = vs. I-Back FB M/M

Front	I	I-Near	I-Far/Split	I-Back
40T	Loop Sloop B-Gap	→		
40 E	Bull	→		
30 T	Gap WK-A	→		
				✓ Cop = Jam
30 E	Bull	Lion	Bull	✓ Cop = Jam



Perimeter

I

I-Near

I-Far/Split

I-Back
✓ Cop = Bird

SS: Key Blitz
TB

4th Rec M/M

FS: TE M/M
(3rd Rec)

SAM:
(40) Key Blitz
STR-A

FB M/M
Rambo
w/FS

Key Blitz
STR-A

Key Blitz
TB

MIKE FB M/M

Key Blitz
STR-A

Key Blitz
WK-B
"Reno"

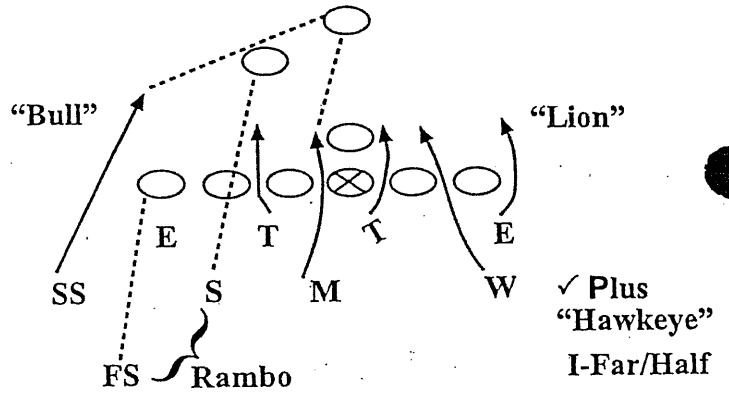
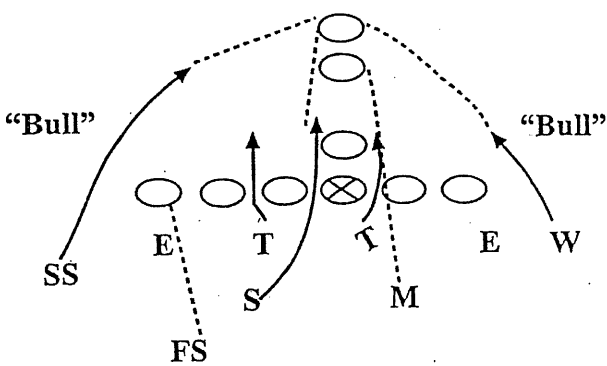
Key Blitz
STR-A

WILL:
(30) Key Blitz
TB

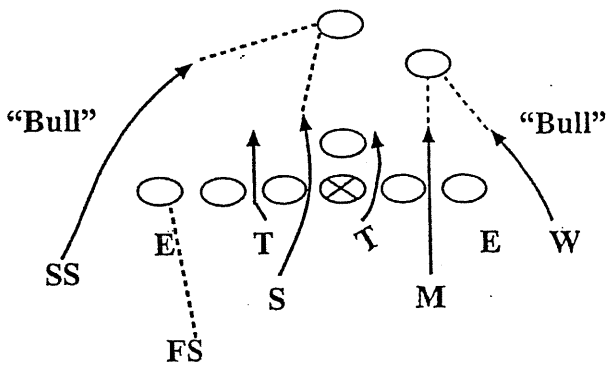
Key Blitz
WK-B
"Lion"

Key Blitz
NB

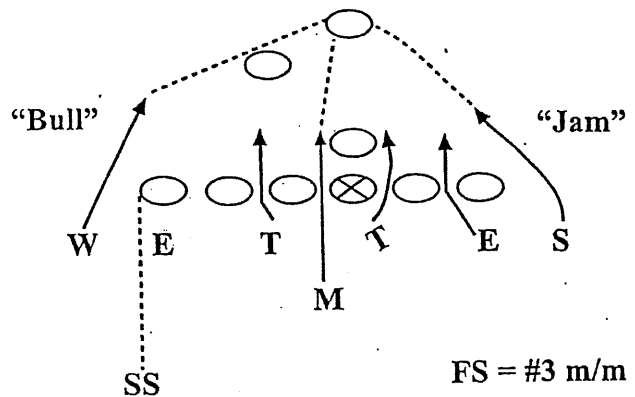
Key Blitz
TB



✓ Plus
"Hawkeye"
I-Far/Half



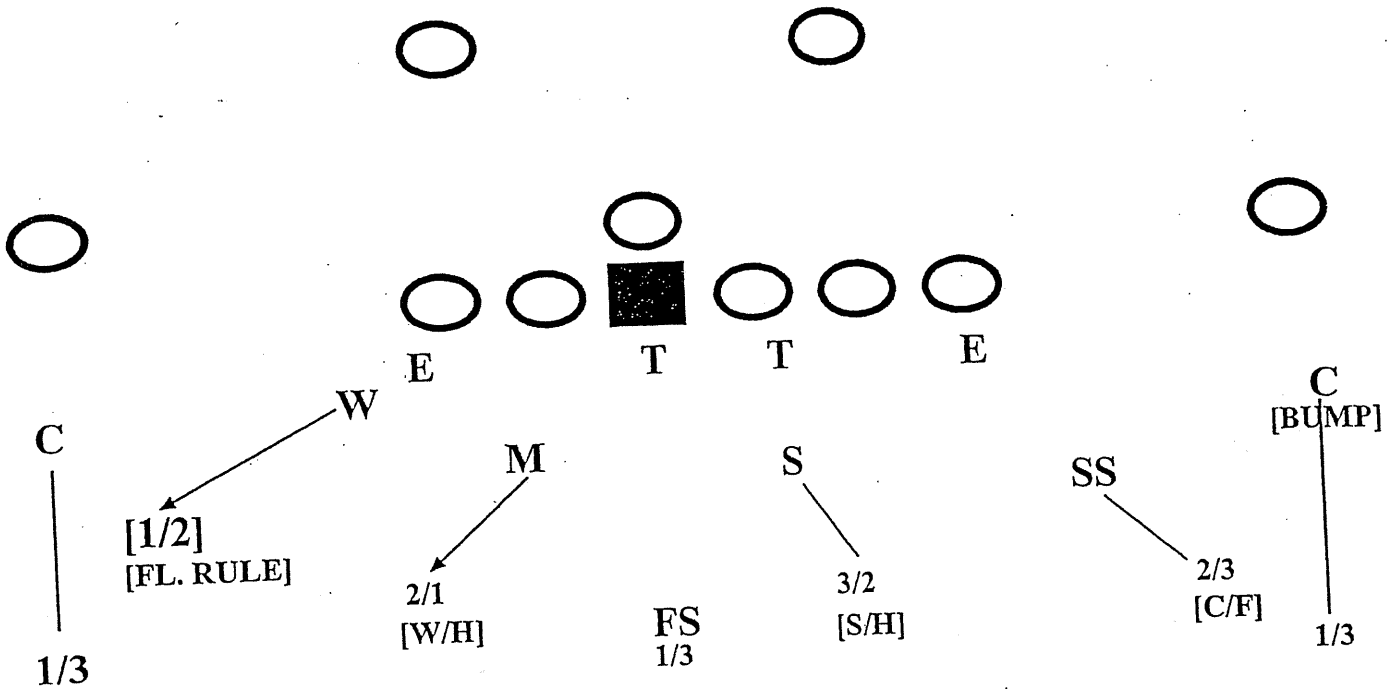
✓ Reno
I-Far/Split/Full



FS = #3 m/m

✓ Cop = Bird Coverage

COVER 3 [3 MATCH-UP, 3 BUMP]



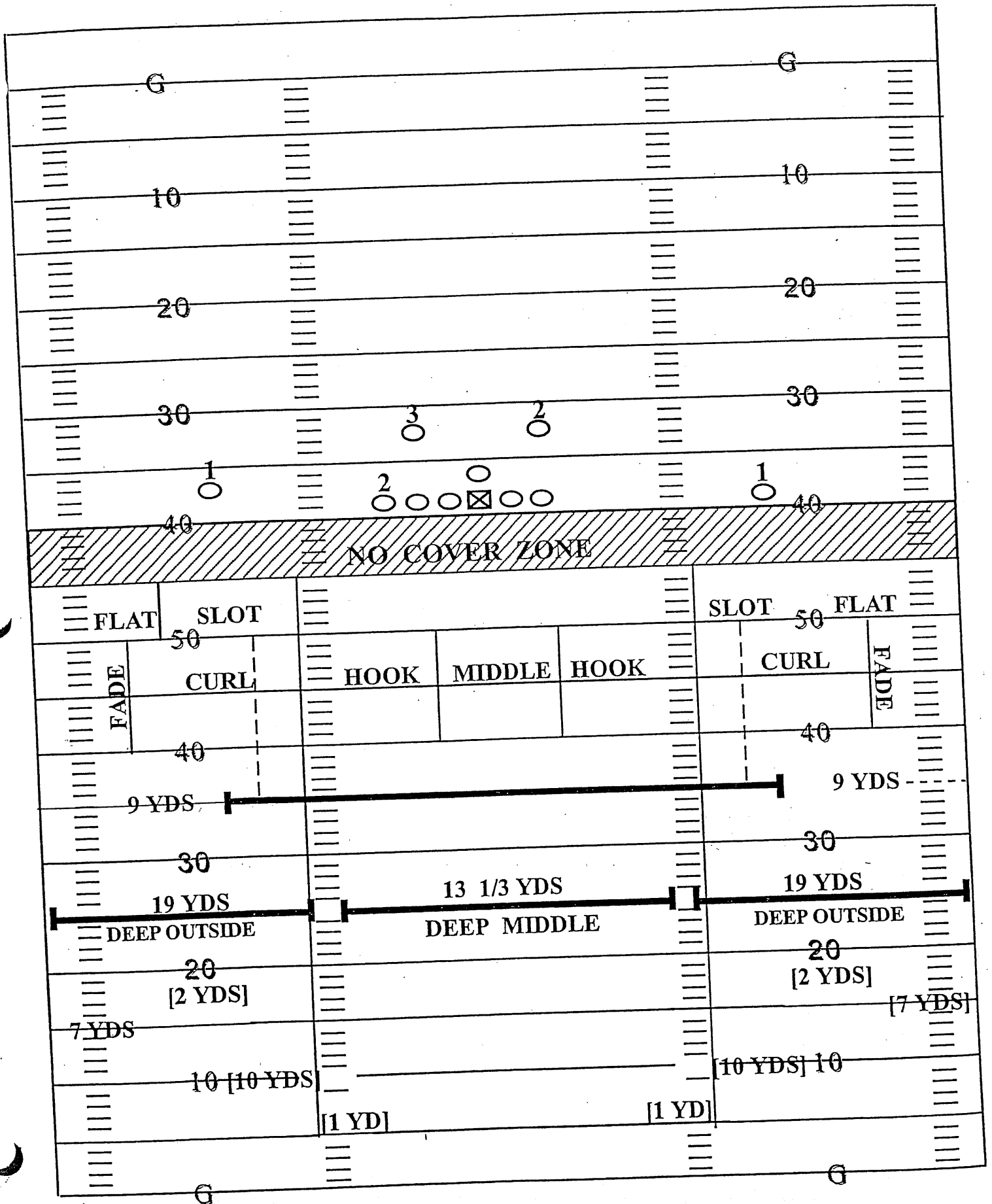
Cover #3: A rotated 3 deep zone coverage to the two receiver side of the offensive formation w/3 linebackers in coverage, employing tight coverage on receivers in each zone based on a read of route progression. Linebacker flow rule.
 C.P.: Down and distance/2 minute -- play deeper

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	Sky or corner Support head on 6 Tech 6 Technique alignment and support based on front	- TE, T, G, OG, OT, NB - Open to strong hook	Strongside - Read patterns of #2, #3. 3/2 Match - See the throw. - Attack dumps inside/out C.P.: "Area" vs. #1 tight
MIKE	Head on center 3 1/2 to 4 yards deep	RG, LG, C Remaining Backs	Weakside - Open to weak hook - Read pattern by #2 - See the throw. - Attack dumps inside/out C.P.: "Area: vs. #1 tight
WILL	On or Off LOS On split of OE Backfield Set.	Near Back Tackle, QB	- Open outside and drop to the curl area play curl/flat responsibility - Read Pattern by #2, hold curl area. Re- route seam. - See the throw, attack dumps out/in C.P.: "Area" vs #1 tight. C.P.: "Out" line up on #1 and jam outside

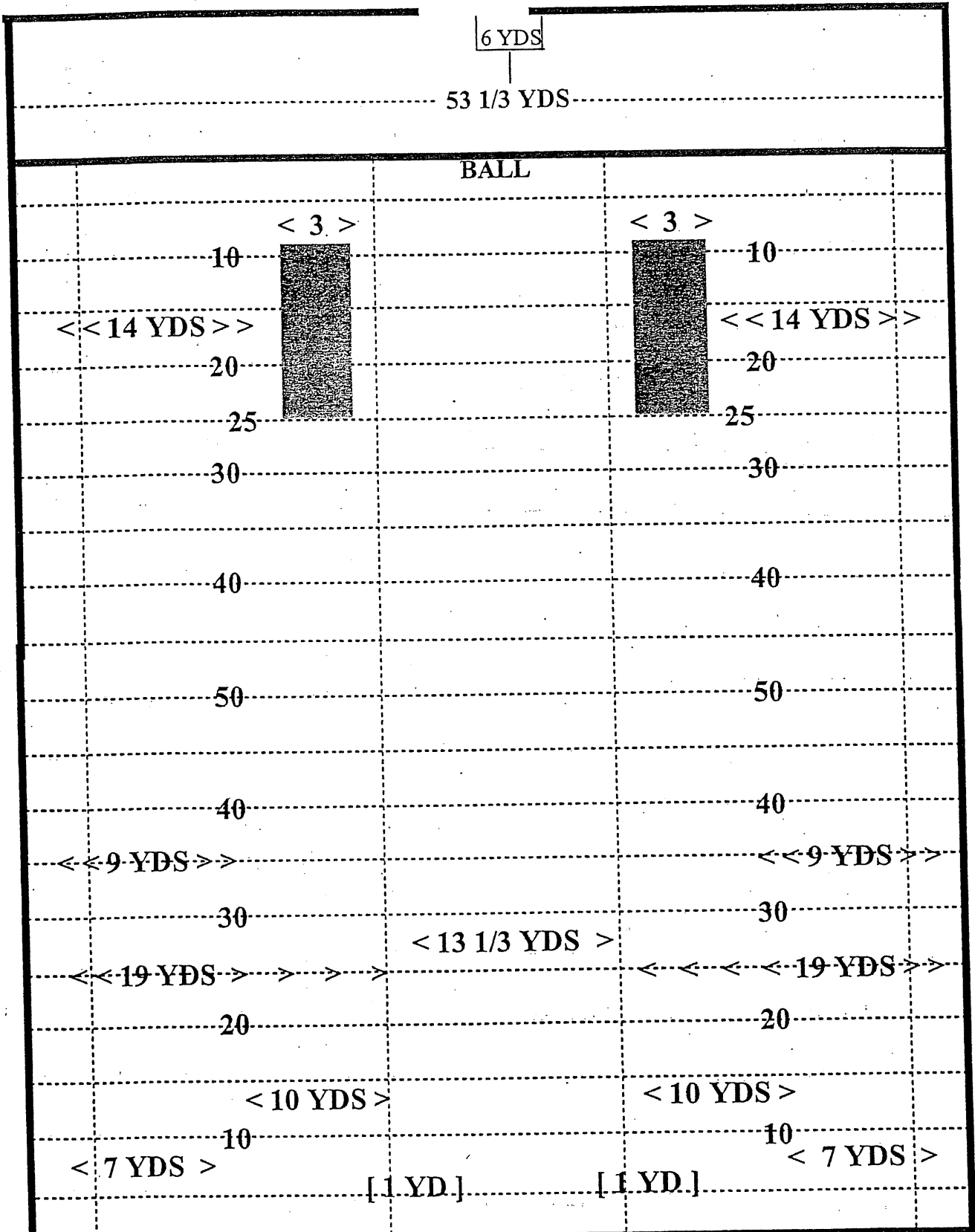
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	Split rule 8 or 9 yards from LOS. Based on divider	Through #2 to backs & ball. (2 to 1 read)	<ul style="list-style-type: none"> - Cover deep outside 1/3. See 3-step drop and drive alert double pattern. See #2 in seam and zone 1/3. No #2 in seam -- squeeze #1. - Read strong side #2 and be aware of strong size combination routes. C.P.: "Corner" -- jam #1 outside using settle technique and play flat/curl responsibility.
STRONG	- 4 yards outside 5 yards deep vs. #2 wide. 7 yard rule.	- Through #2 to OB backs & ball	<ul style="list-style-type: none"> - Drop seam 10 yards deep and reroute seam. Play curl/flat normal TE. - Read patterns of #2, #3. Hold curl area. - See the throw, attack dumps and diagonals. C.P.: "Corner" -- play deep outside 1/3 responsibility. C.P.: "Out" -- line up on #1 and jam outside. C.P.: Flow rule
WEAK	- 12 yards on inside leg of weak tackle to ball (Never cross hash)	- Through uncovered lineman to backs & ball.	<ul style="list-style-type: none"> - Cover deep middle 1/3, deep as the deepest and through zone mid-point C.P.: On ball vs. slot - Guarantee post help. Cover #2 on seam. - Key ball and read strong to weak progression. See the throw
WEAK CORNER	- Split rule 8 to 9 yards From LOS. Tight -- 4 x 4 Alignment	- #2 and weak tackle ball.	<ul style="list-style-type: none"> - Cover deep outside 1/3. See 3-step drop and drive. See #2 in seam and zone mid-point. Zone mid-point. No #2 in seam -- squeeze #1 - Read weakside #2 and be aware of weakside combination routes. See the throw.


Note: Mable, bingo, corner, bump, match-up, willie: All flood adjustments in cover #3 and 3 deep.

PASS DEFENSE AREAS



3 DEEP SEAMS

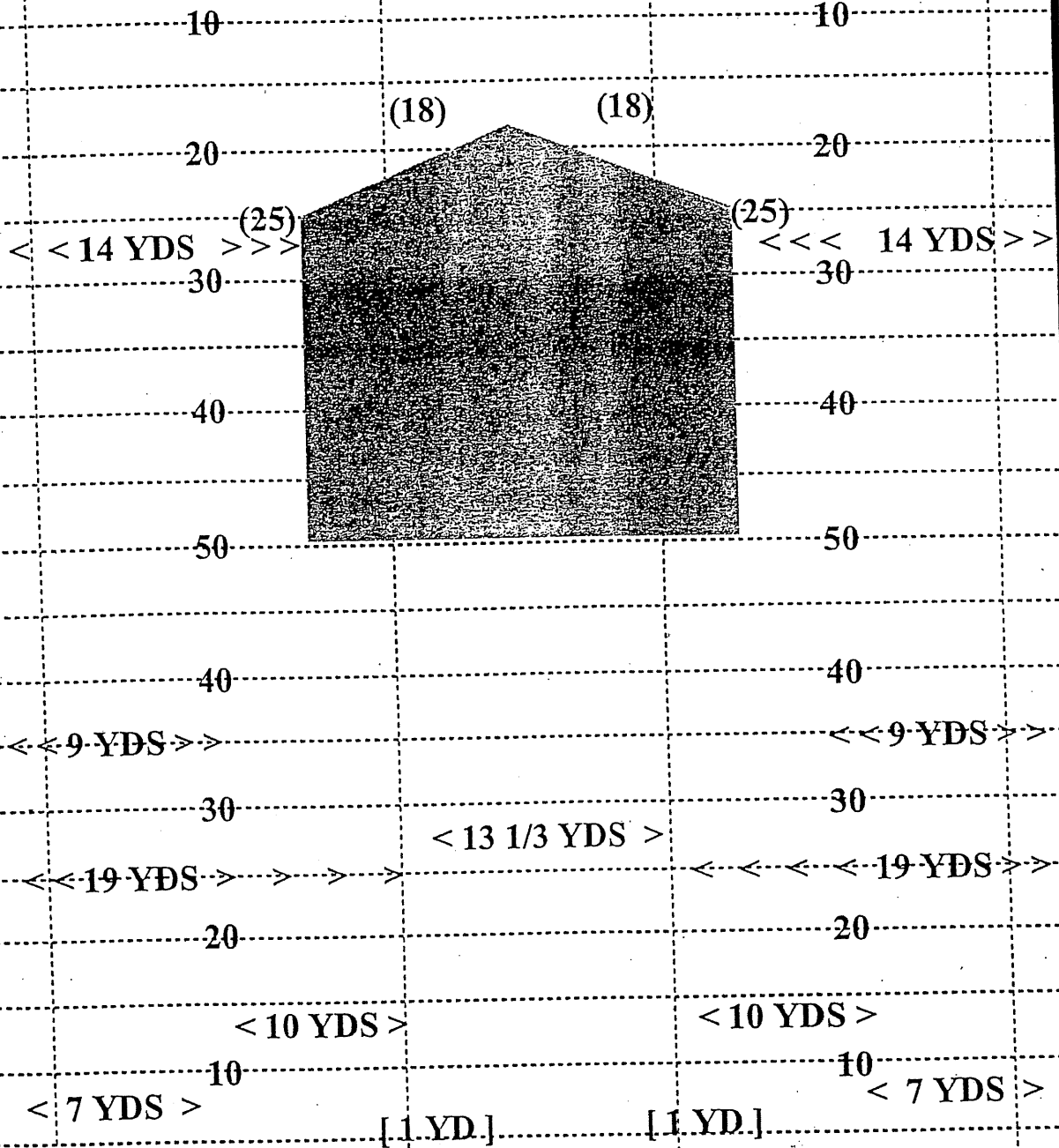



CANNOT ALLOW #2 RECEIVERS TO RUN INTO THESE AREAS. COVER MID-POINTS ALL DOUBLE SEAM PATTERNS. DEPTH/DIVIDER CORNER CAN SQUEEZE AS LONG AS THERE IS NO THREAT OF #2 TO SEAM OR DEEP CROSSER AT SECOND LEVEL.

6 YDS

53 1/3 YDS

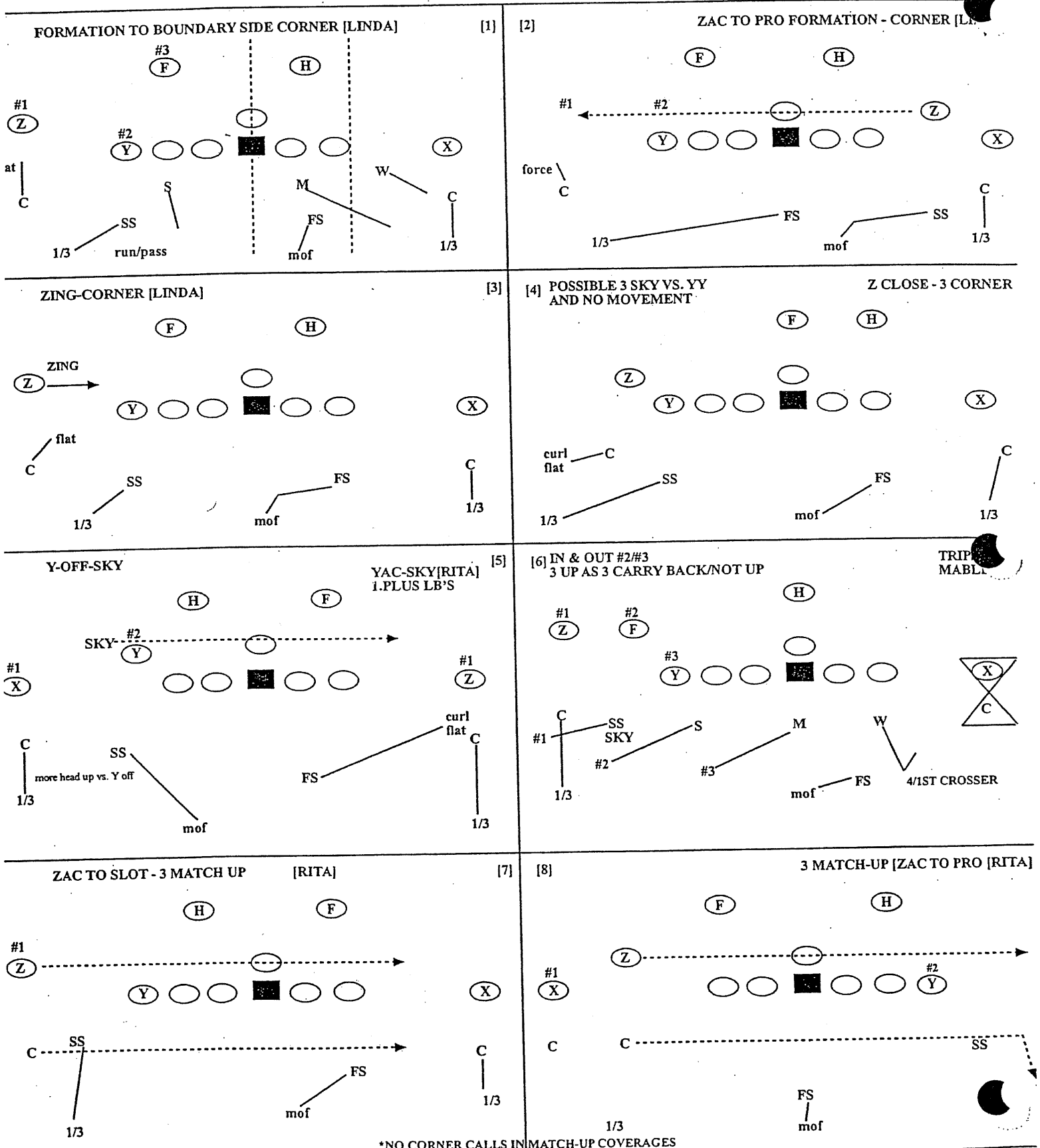
BALL



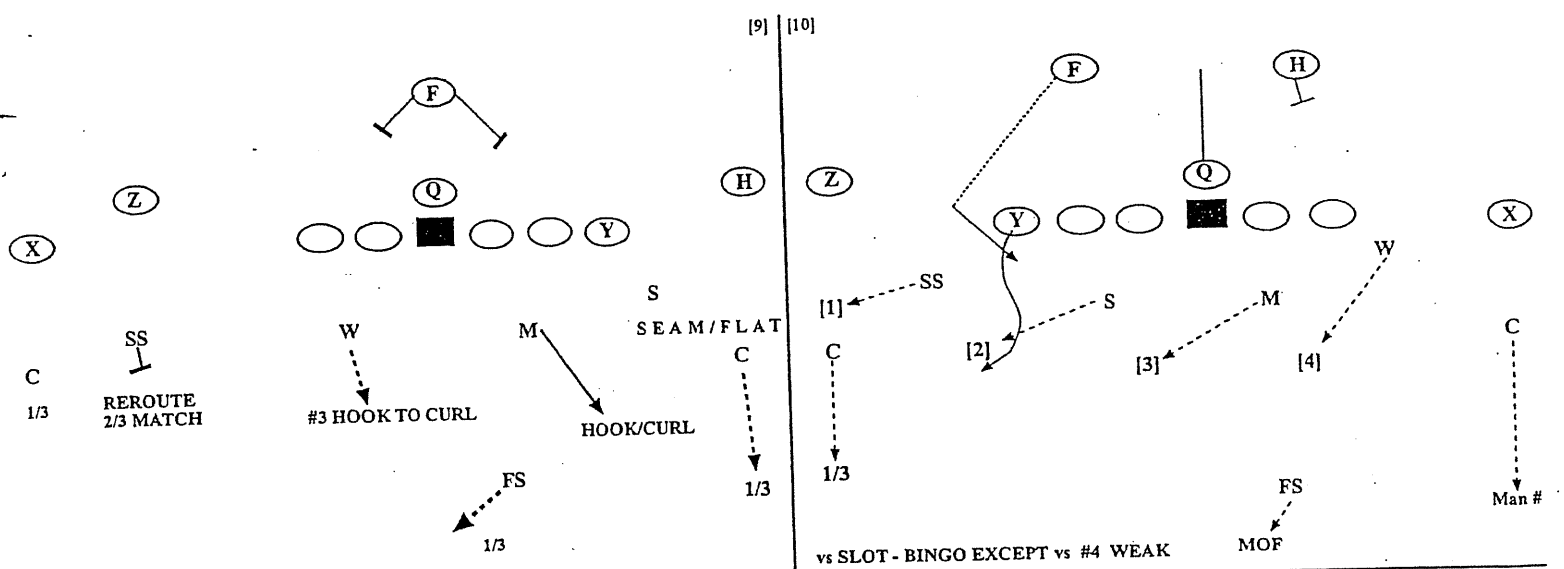
SAFETY SHOULD BE ABLE TO COVER THIS AREA
IN MOF DEFENSES.

SECONDARY ADJUSTMENTS ON COVER 3

LINDA/RITA

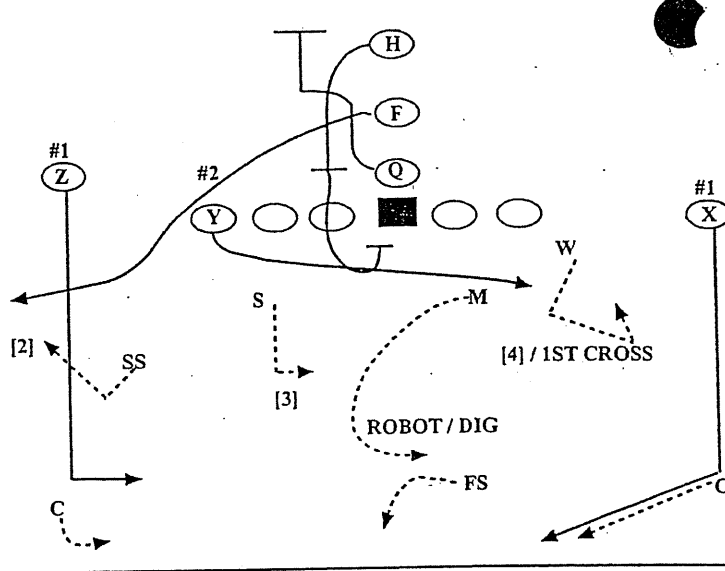
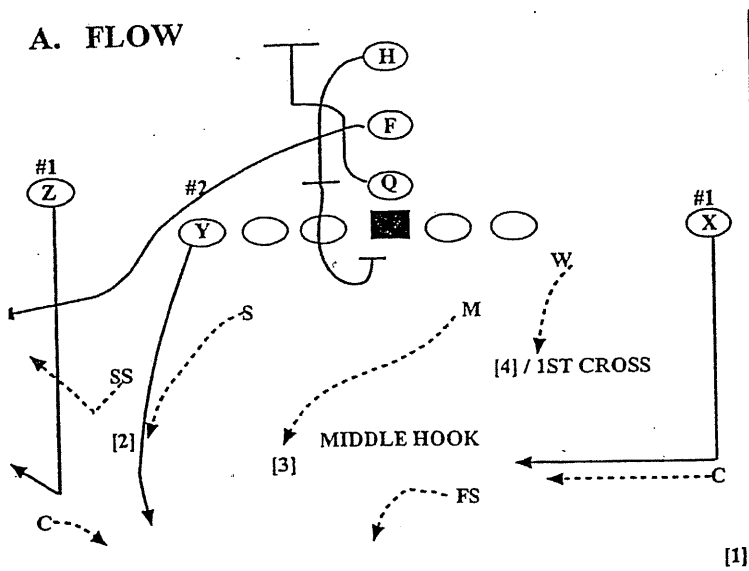


*NO CORNER CALLS IN MATCH-UP COVERAGES

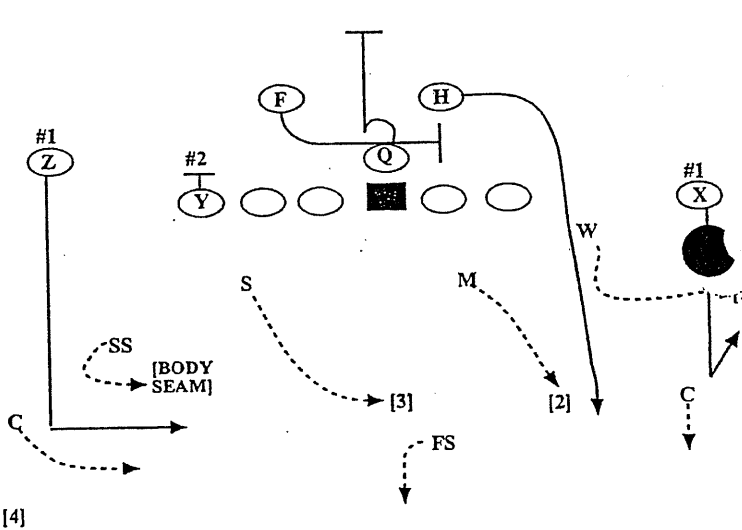
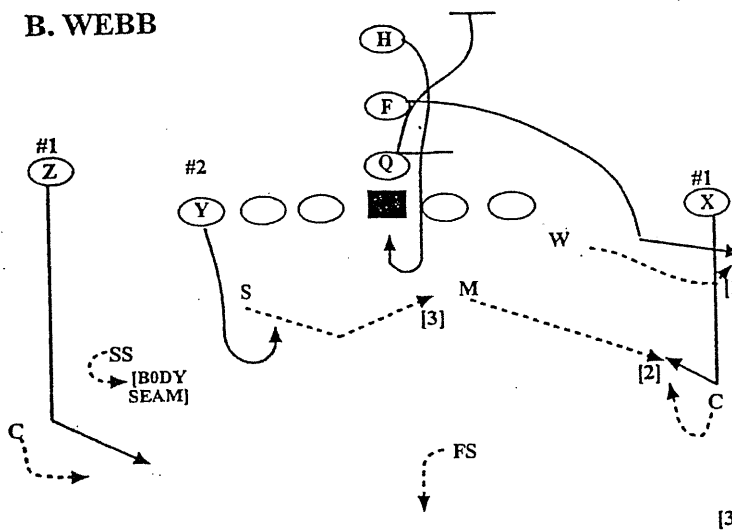


COVER 3

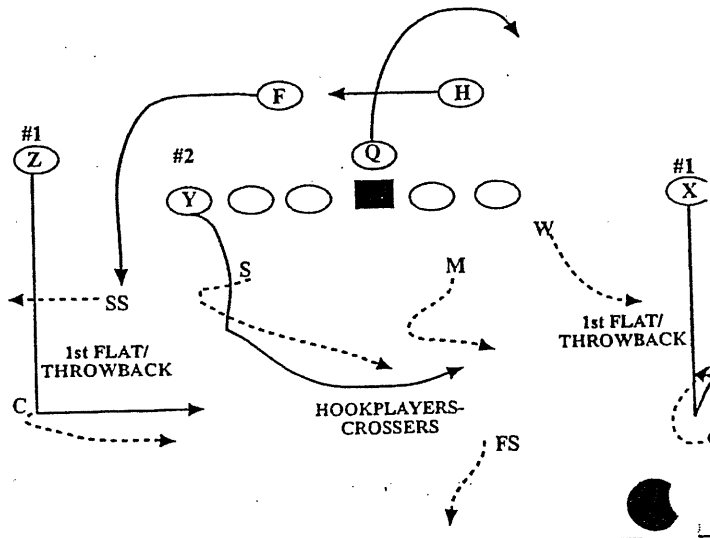
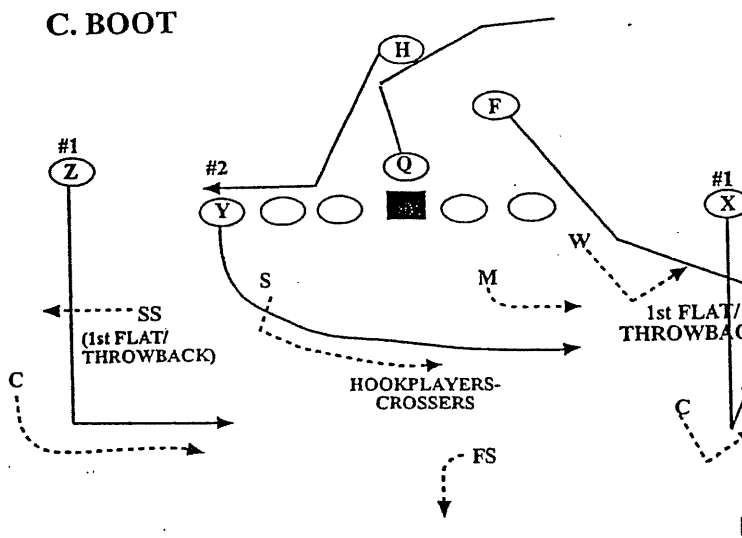
A. FLOW



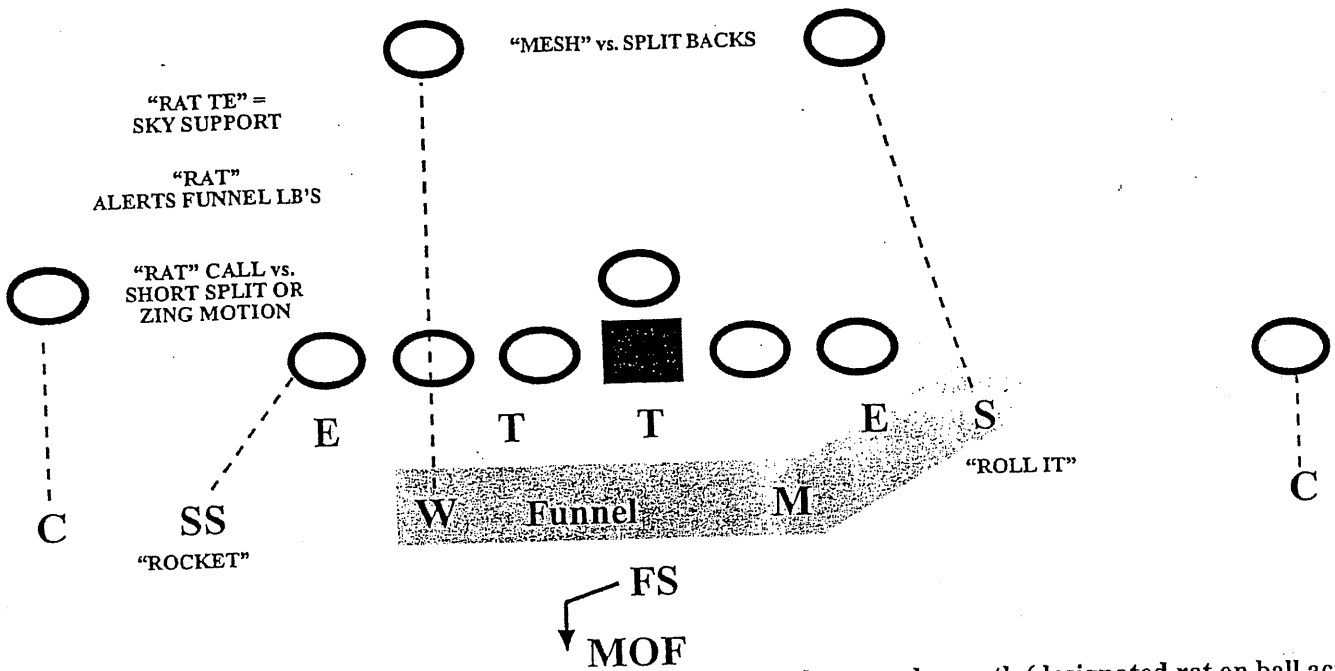
B. WEBB



C. BOOT



COVER 1 (MATCH-UP)



Definition - Man to man coverage with a MOF safety and hole player underneath (designated rat on ball action) (MOF/Seams)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
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SAM	Dictated by Front	Normal Key Progression	<ul style="list-style-type: none"> - Cover first back to your side man-to-man using outside technique - Slot cover first back your side man-to man using outside technique C.P.: Bracket call -- adjustment w/WSE tight to banjo 1 and 2 w/MIKE, w/DB helping over the top. Possible special to play MM combination on slot. (Possible slot adjustment). - Flow pass or flood action, first back strong - Webb -- TE release. You are RAT (possible webb roll w/SAM at end of L.O.S. - Rocket = DB on back detached, you have TE w/RAT help (funnel tech) - Jersey - Backers on #3 to trips and remaining back.
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WILL (SE side backer)	9 Alignment or Dictated- By front	Weak guard, tackle back your side to ball (Determined by defense).	<ul style="list-style-type: none"> - Cover first back to your side man outside technique - Roll it -- will has all SE breaks. *3 open rule/rocket adjust. - Slot -- same. WSE tight same. C.P.: Bracket call -- adjustment w/WSE tight to banjo 1 and 3 w/MIKE, w/DB help on top. Bracket away -- no rat. - Jersey -- backers on #3 to trips and remaining back.
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<u>POSITION</u>	<u>ALIGNMENT</u>	<u>KEY</u>	<u>RESPONSIBILITY</u>
MIKE	Determined by defense	Determined by defense	<p>-Play funnel on backs (split flow/RAT)</p> <p>C.P.: Bracket you have banjo with WSE tight end w/DB helping over top.</p> <p>-Flood action take 2nd back - Will is rat. Flow pass 2nd back pass TE to Will, SS has TE vertical.</p> <p>-Webb - you have 2nd back weak</p> <p>-Rocket - DB has back detached. You a re rat. Cut to TE on LOS first and play normal cut rules. (Funnel) RB - strong play 2nd back, Will is rat.</p> <p>Jersey - Backers on #3 to trips and remaining back</p>
SS	Based on Support	TE to backfield triangle	<p>-TE man-to-man outside technique on all releases. Low shoulder.</p> <p>-Slot #2 man technique - use leverage on safety (slide)</p> <p>-Flow - play TE release - block support rules - anticipate cut on TE cross.</p> <p>Webb - TE release-cover TE. TE - checks - RAT</p> <p>-Hum Motion back past TE - rocket and cover #2 / back motion weak, roll it adjust.</p> <p>-Rocket - 3 open rule.</p> <p>-Rat close wing vs. 1 back. Possible special on slot (bow, deuce or dog)</p>
FS	Weak side tackle 12 Yards deep		<p>Through uncovered - Deep Middle Lineman to backs and ball</p> <p>-Be aware of all inside and deep routes.</p> <p>-Protect post - read pattern and QB and break to R.A.</p> <p>C.P.: Man runs free come out to cover</p> <p>-Slot - free (possible) - check special (bow, deuce or dog)</p>
Corner	1 - WR - Bump	WR	<p>-Play WR using divider rule w/FS help. Cut off outside release. (High shoulder)</p> <p>-Off call - play off man technique using divider and FS leverage</p> <p>-TE - play TE man-to-man w/shoulder technique outside. Low shoulder</p> <p>C.P.: Bracket - Zone 1/3 over top of banjo Lbers</p> <p>Hum'or back outside TE - Rocket and cover back</p>

*Match up corners - follow WRs S/S to TE side. Slot corner on #2 play outside or slide technique.
Possible special (BOW, DEUCE or DOG)

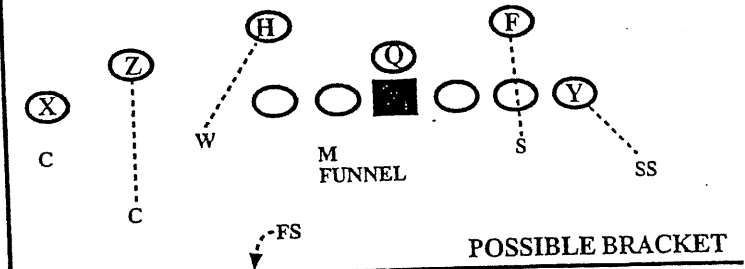
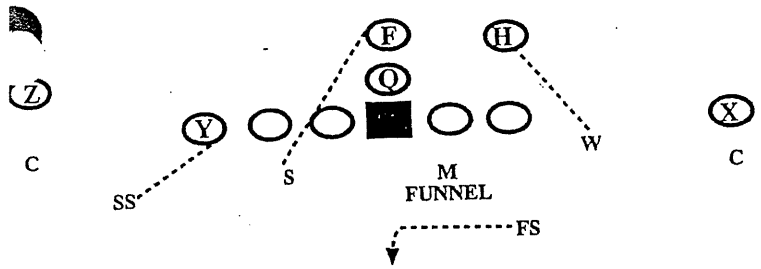
**Cover 1: Adjusted to TE as 1-alert (rocket). SE side "WILL" must adjust to HB out motion.

COVER 1 ADJUSTMENTS

SLOT

FULL LEFT

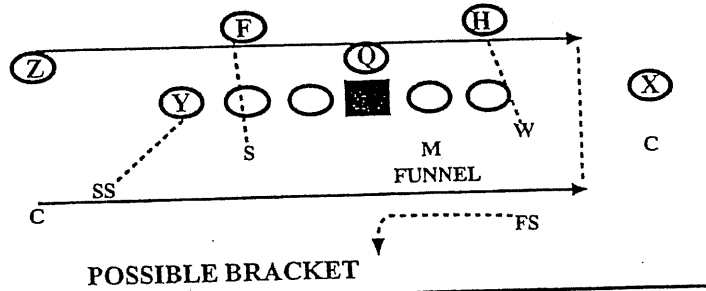
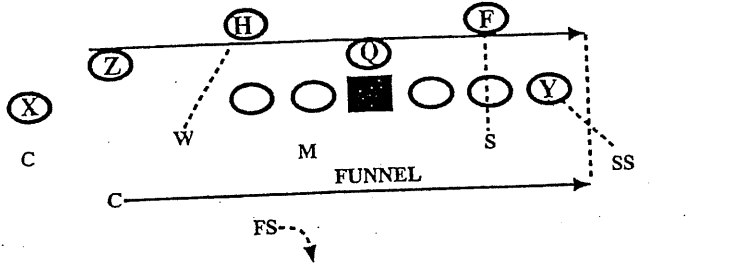
[1] [2]



ZAC RIGHT

[3] [4]

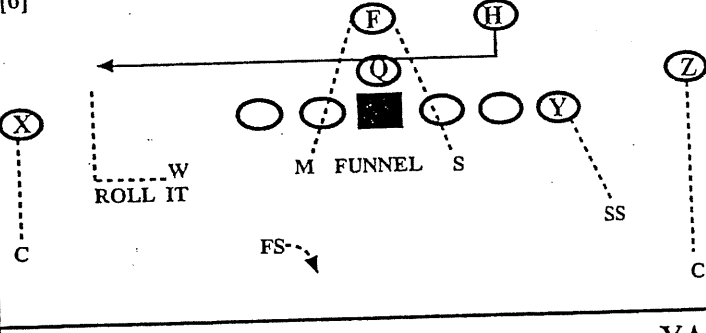
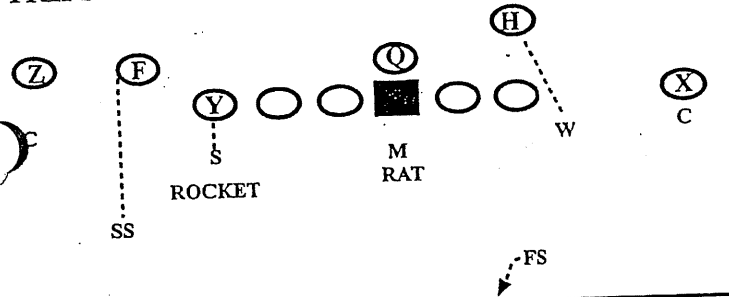
ZAC SLOT



TRIPS CLOSE

[5] [6]

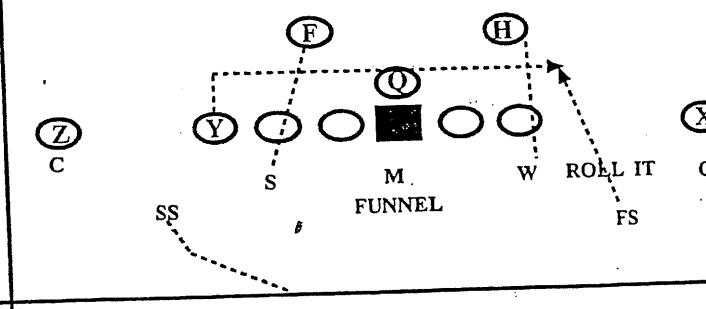
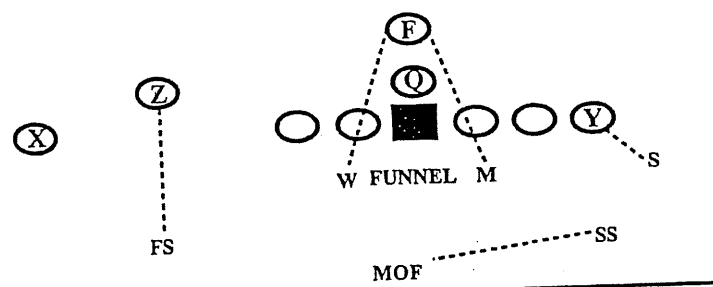
HUM ACE



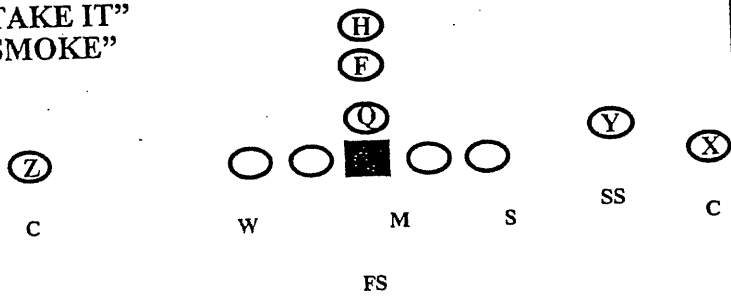
3 OPEN RULE

[7] [8]

YAC

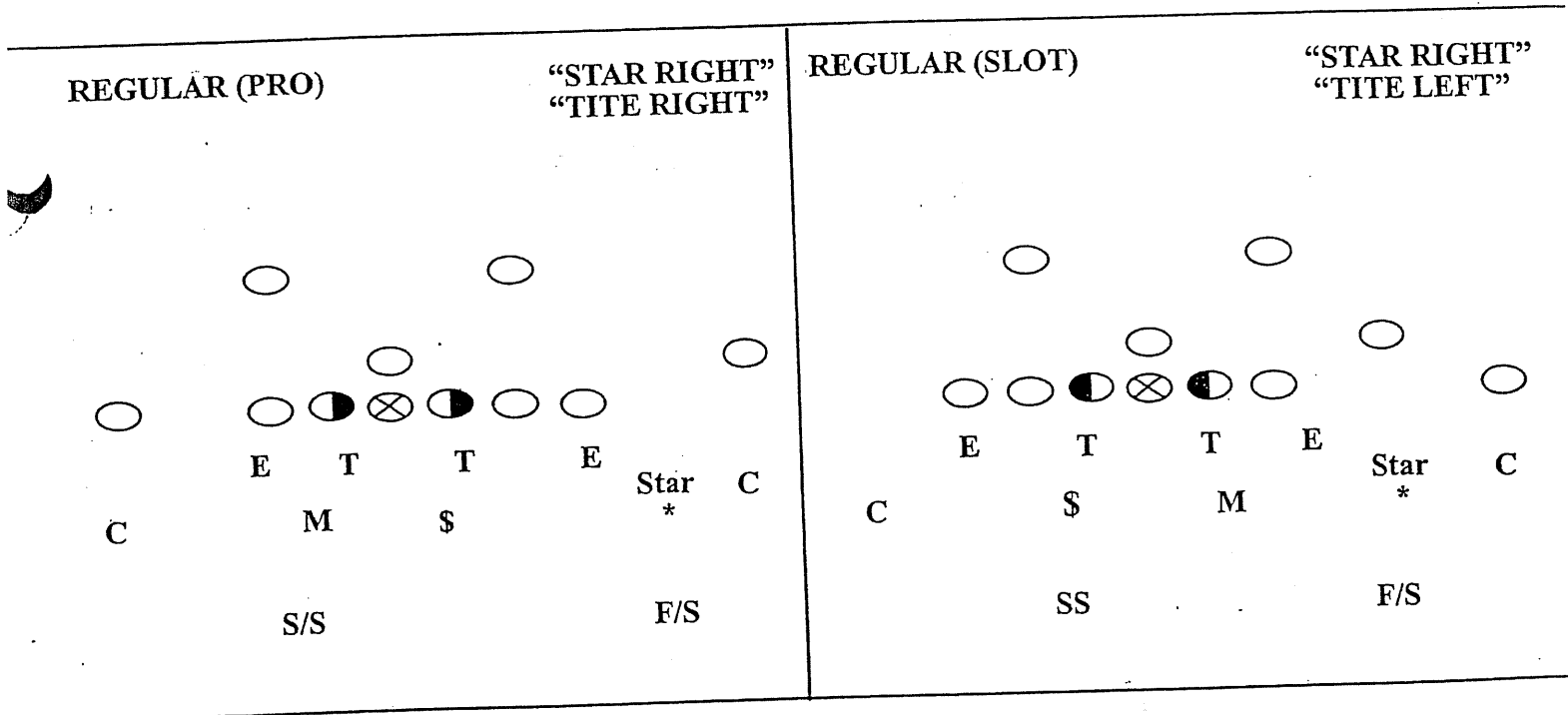


**"TAKE IT"
"SMOKE"**



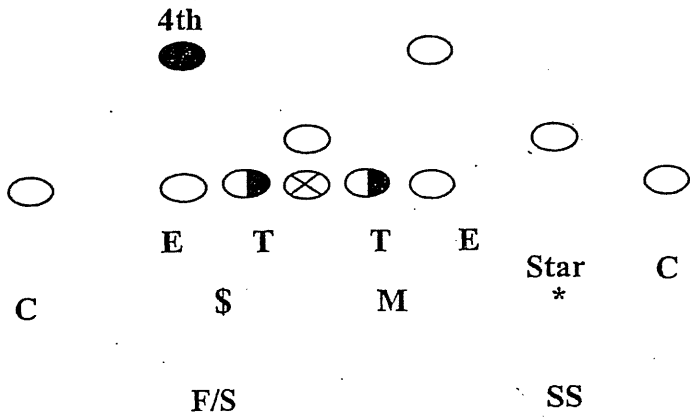
II. Perimeter Declares and Alignments

1. **Star:** Declare yourself w/star RT-LT call to pass strength (3rd Rec.) (Sam) and aligning to 3rd receiver. Adjuster to C.O.P.S. Star never pushes Money.
(Change of Pass Strength)
2. **Money:** Align to 4th receiver. Adjust backer to 3 x 1 Formations. Money (Will) will push the Star.
3. **Mac:** Align opposite the money.
(Mike)
4. Designated safety to star = **Strong Safety**
Designated safety away from star = **Free Safety**
5. **Corners** are left/right leverage
#1 receiver to your side.



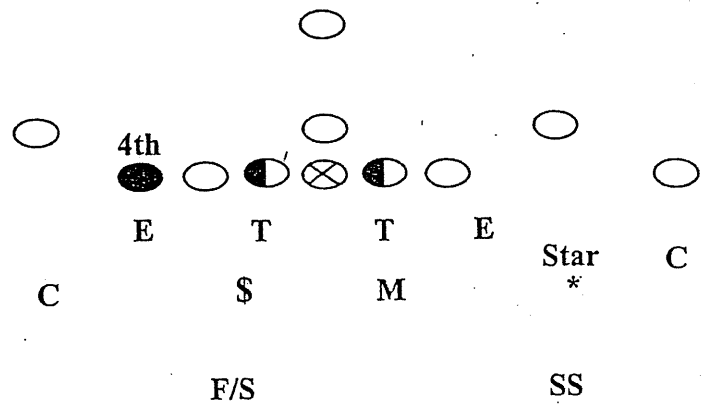
GOLD

"STAR RIGHT"
"TITE LEFT"



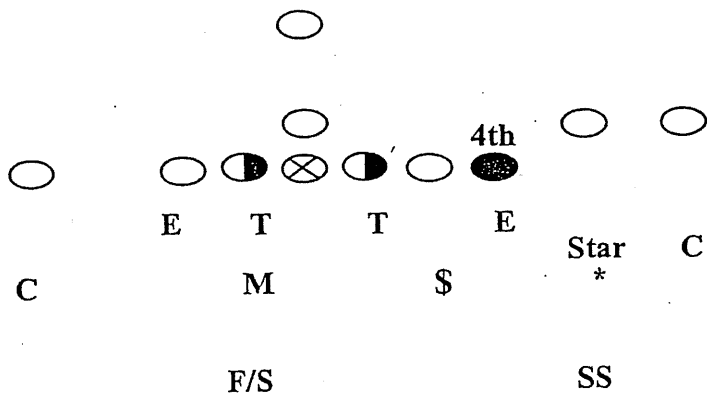
BLUE TWINS

"STAR RIGHT"
"TITE LEFT"



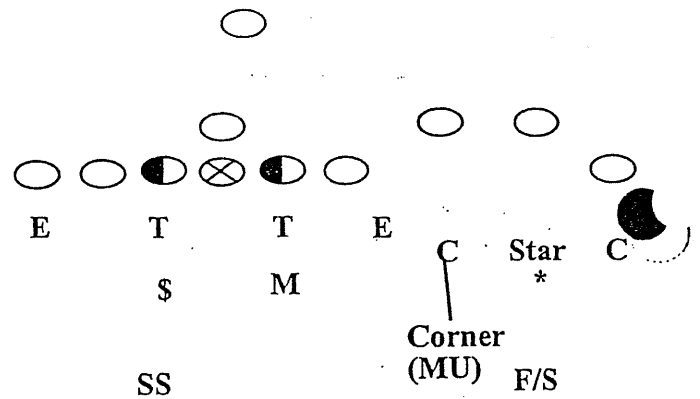
BLUE TRIPS

"STAR RIGHT"
"TITE RIGHT"



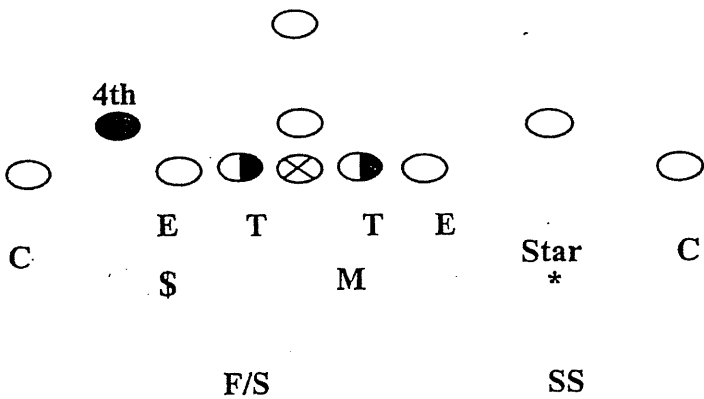
BLUE TREY

"STAR RIGHT"
"TITE LEFT"



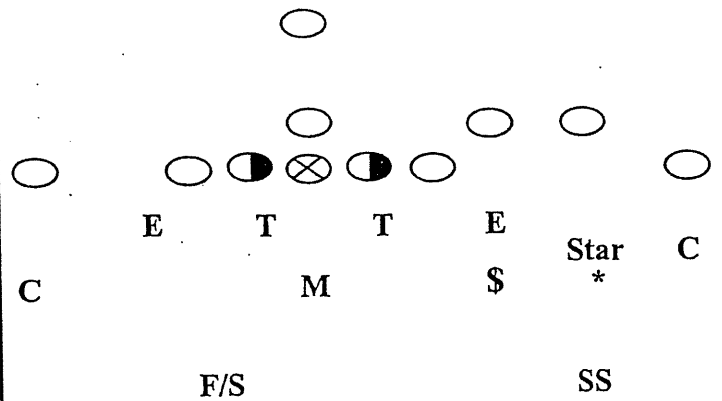
RED

"STAR RIGHT"
"TITE RIGHT"



RED TRIPS

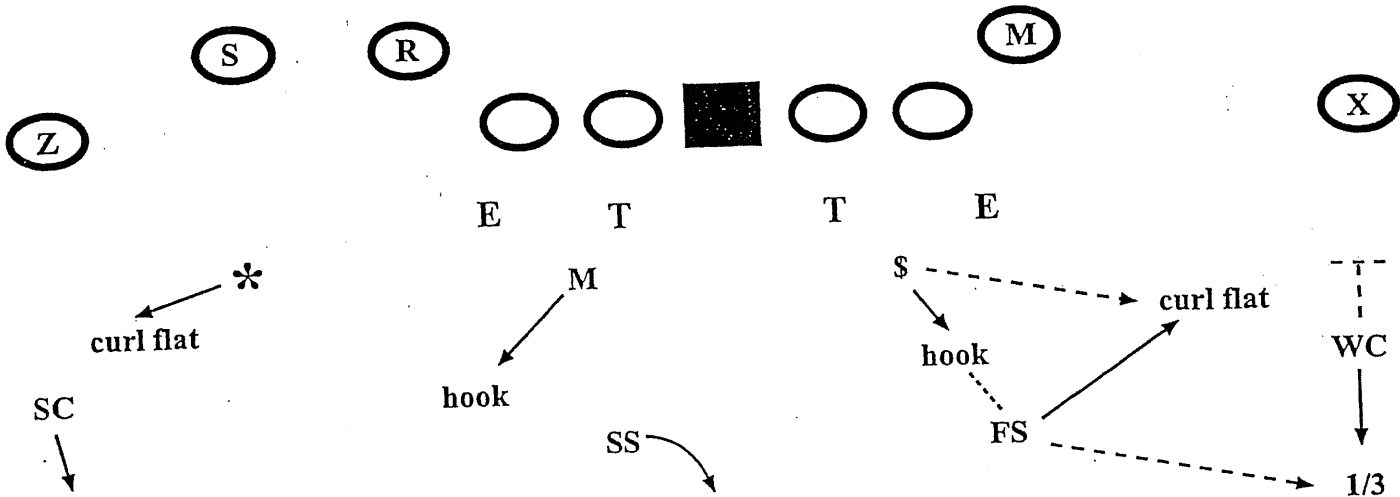
"STAR RIGHT"
"TITE RIGHT"



STAR: vs. Mirrored 2 X 2
 Hash - Declare Big Field
 Middle - Declare Arm
 Strength of QB

SUB COVER 6

Q



Cover #6: A 3-deep zone rotated away from the star or formation strength with 4 underneath defenders. Money adjust w/motion star stays.
 C.P.: If we adjust star, we must change rotation w/safeties.

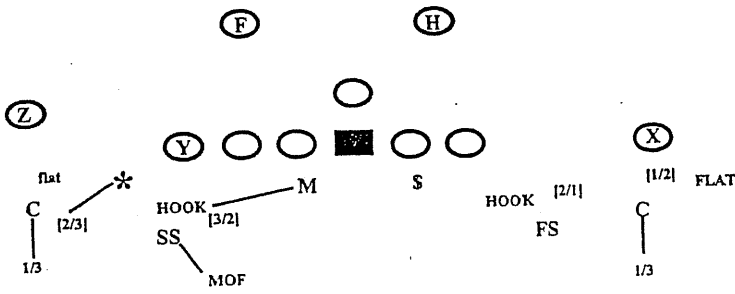
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKERS	Normal	Through uncovered lineman to backs, QB	Open to your respective hook -- get out of no cover zone -- drop to sticks (nickel, DIM) C.P.: Know down/distance situation and play accordingly C.P.: (Nickel, Dime, Quarter) -- Possible "buzz" -- cover curl flat
STAR	On #2		Reroute #2 and drop to curl area -- read patterns of #2/#3 Hold curl area -- see the throw Be force on run and dumps to your side C.P.: vs COS, no move -- play same responsibility. With star adjusting, over run money to curl -- flat.
WEAK	On inside leg of weak Tackle 10 to 12 yards deep		Drop to curl area and read pattern of #2 - see the throw Be force on run and dumps to your side C.P.: vs. COS, no move -- play same responsibility. With star adjusting, change rotation away from star. C.P.: "Buzz" -- cover hook C.P. "Corner" -- cover deep 1/3

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	Near hash mark 10 to 12 yards deep		Cover deep middle 1/3, deep as the deepest Guarantee post help - cover #2 on seam Key ball and read strong to weak progression. C.P.: vs. COS, no move - play MOF responsibility. With star adjusting, change rotation away from star.
CORNERS	Split rule 8 yards from L.O.S.		Cover deep outside 1/3, deep as the deepest and through zone mid-point applying sideline rule Read #2 (Alert #2 deep) - the throw C.P.: WC: Possible "corner" - cover flat curl

SECONDARY ADJUSTMENTS ON COVER 6

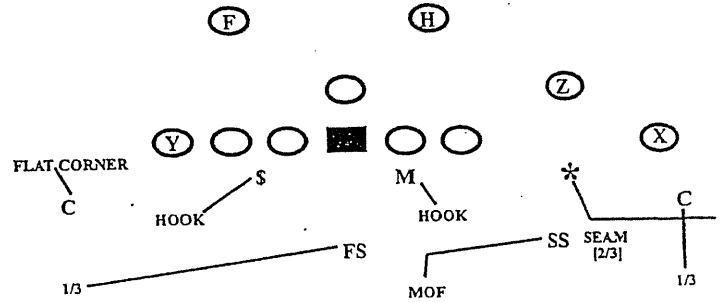
REGULAR [PRO]

[1]



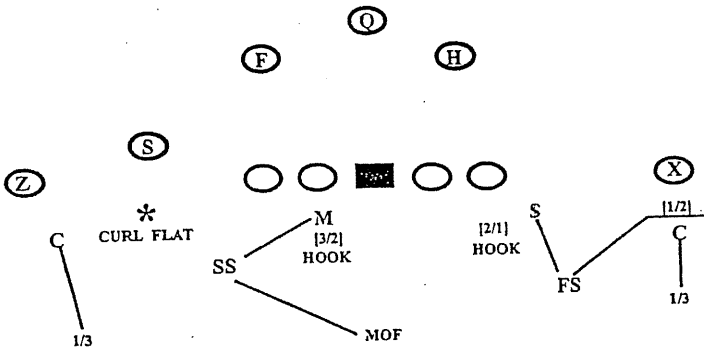
[2]

REGULAR [SLOT]



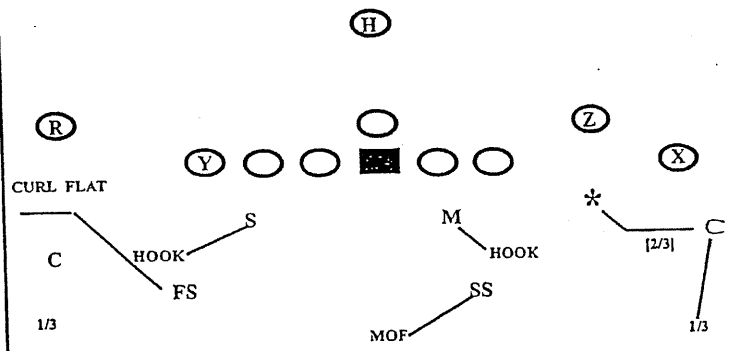
GOLD

[3]



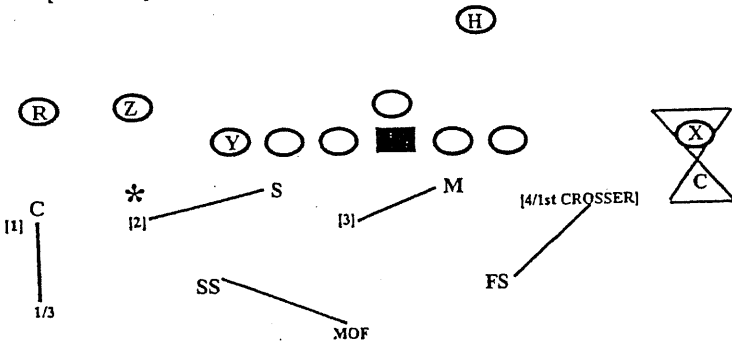
[4]

**BLUE ACE
"CORNER"**



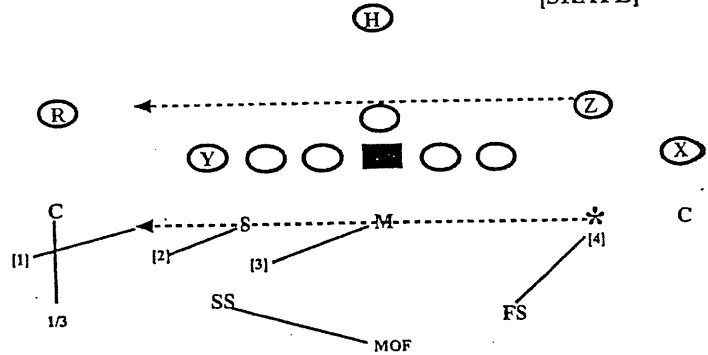
**BLUE TRIPS
[SKATE]**

[5]



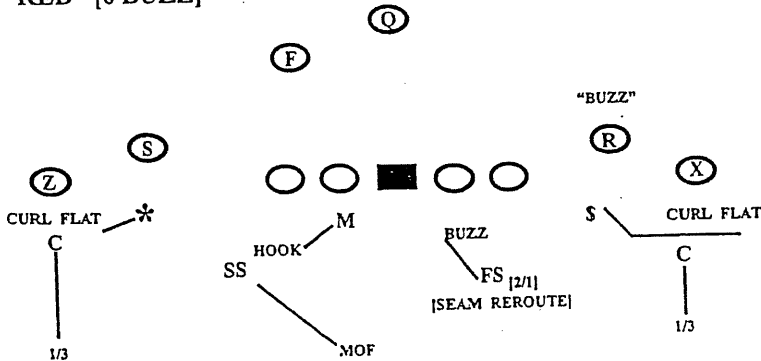
[6]

**ZAC TO BLUE TRIP
[SKATE]**



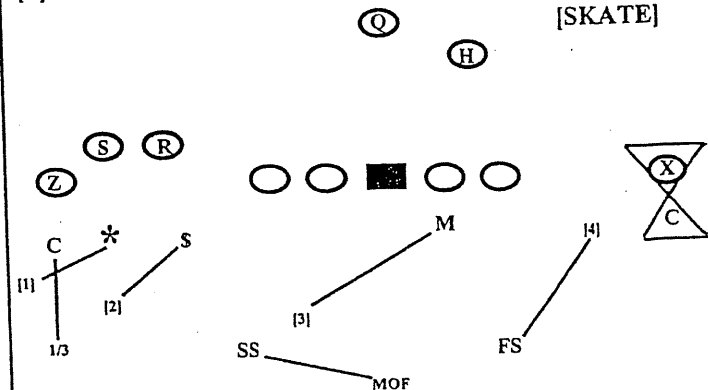
RED [6 BUZZ]

[7]

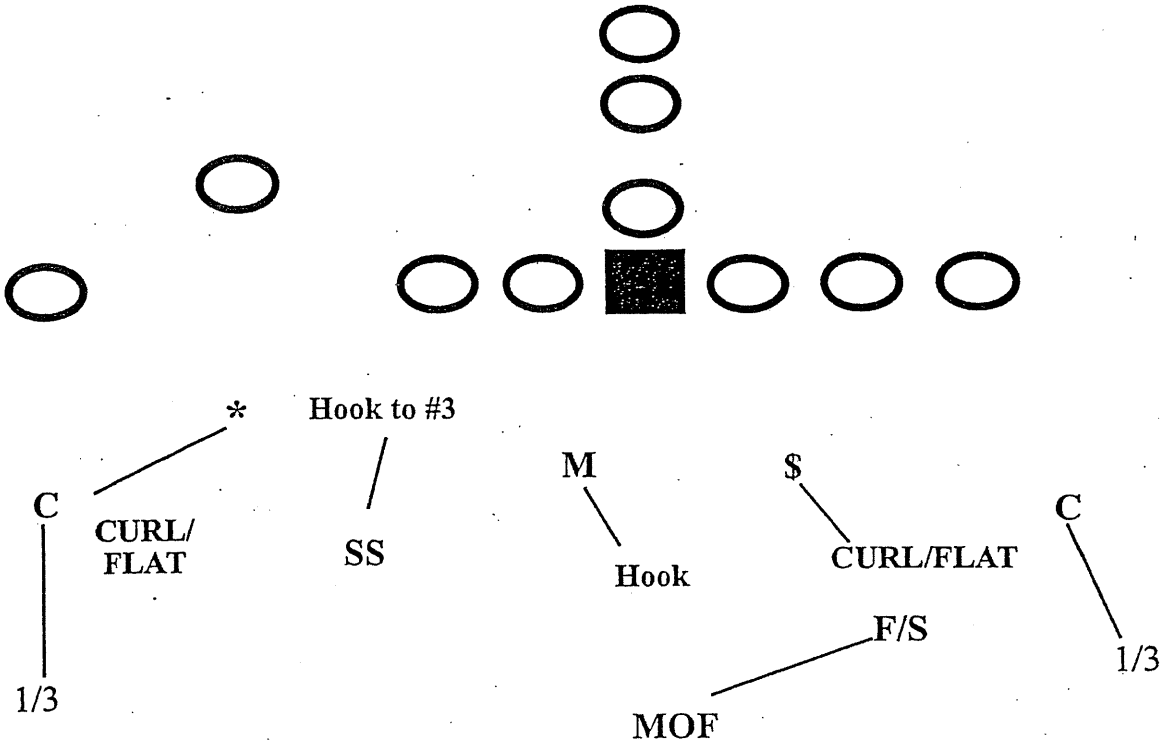


[8]

**RED TRIPS
[SKATE]**



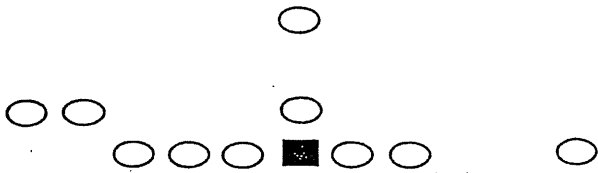
SUB COVER ZONE OPEN



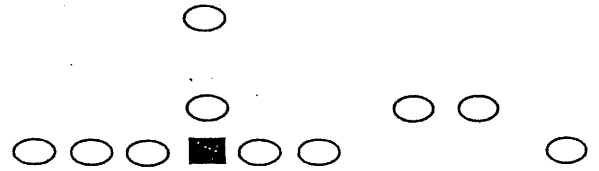
Definition: Zone Open - 3 deep zone coverage with the secondary rotating to the open side of the offensive formation. Rita/Linda [sky/buzz]. The Mac/\$ work opposite the secondary call.

*** Example: 3 Linda Buzz***

TRIPS - RITA/SKY - SKATE 6

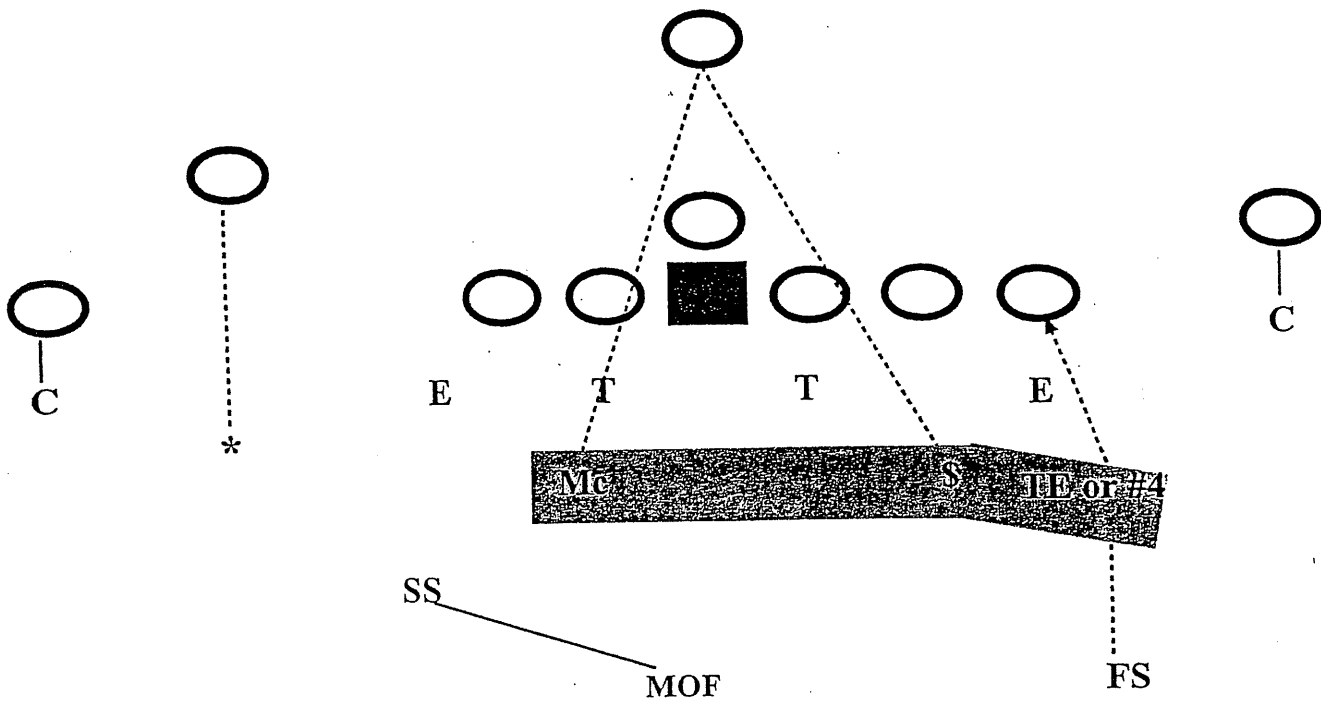


TREY - RITA/BUZZ - MABLE 3



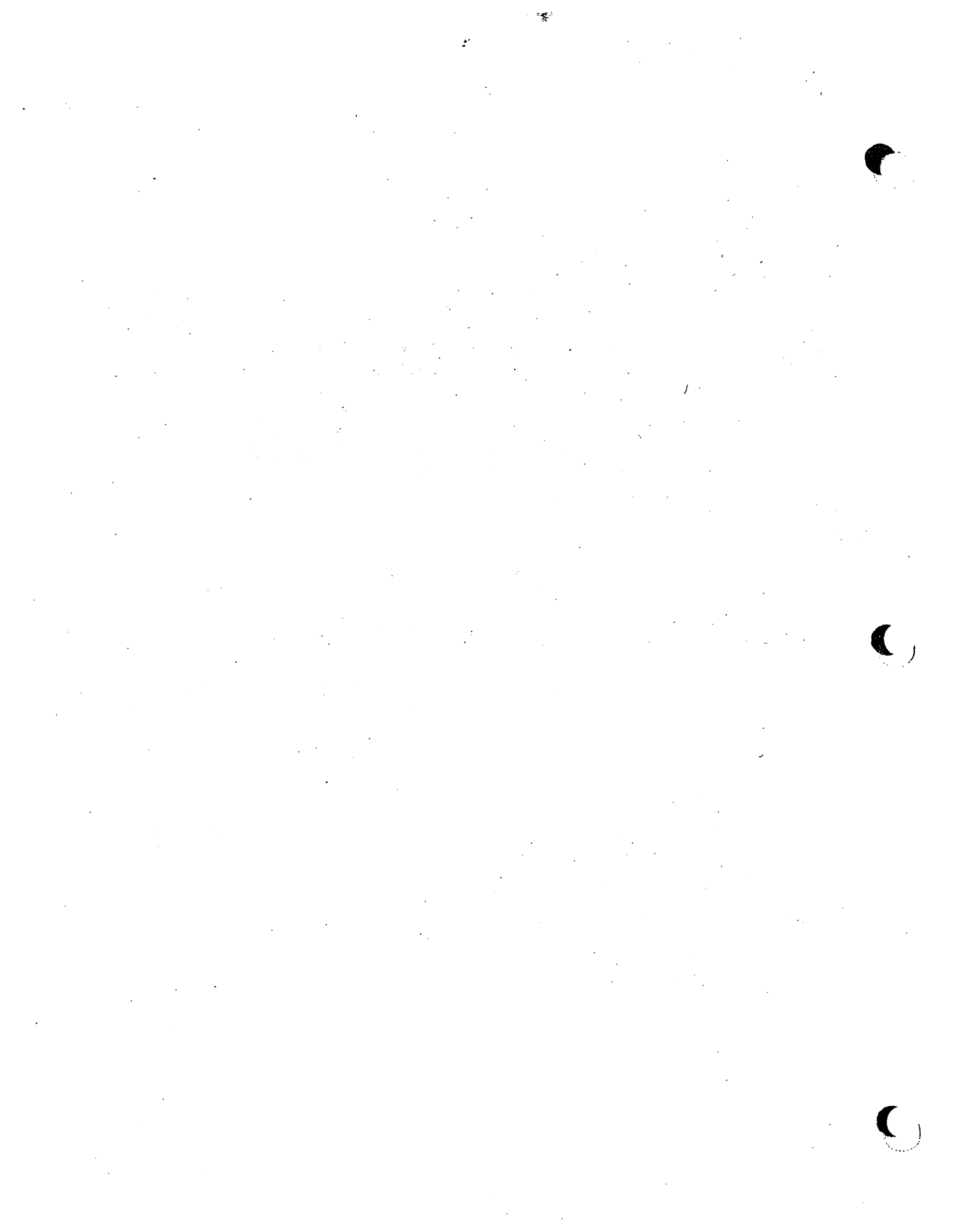
vs. 2 Open Ends Rotate Away from \$.

SUB COVER 1 INVERT



Cover 1 invert: A man-to-man coverage with a MOF safety and funnel concept

- | | |
|---|-----------------------|
| 1. Safety comes down to #4/ "Down Rt/Lt" to LB's | REG = Use 9-Rat Rules |
| 2. LB's = "Boss over" | GOLD = To "H" |
| 3. 2nd Back rule | BLUE = #4 (TE) |
| 4. Other Lber - "Rat" | RED = #4 |
| 5. C.P." vs. 2 back sets / use 9 rat rules
Safety down to split end
Unless back is strong (near, split, half) | EMPTY= 2nd Back Rule |
| 6. Spin safeties vs. YAC motion | |
| 7. vs. Empty check Razor, \$ has TE
Down safety = 4th receiver | |



FALL PRACTICE #2
August 11, 2001

FRONTS

Green/Gray

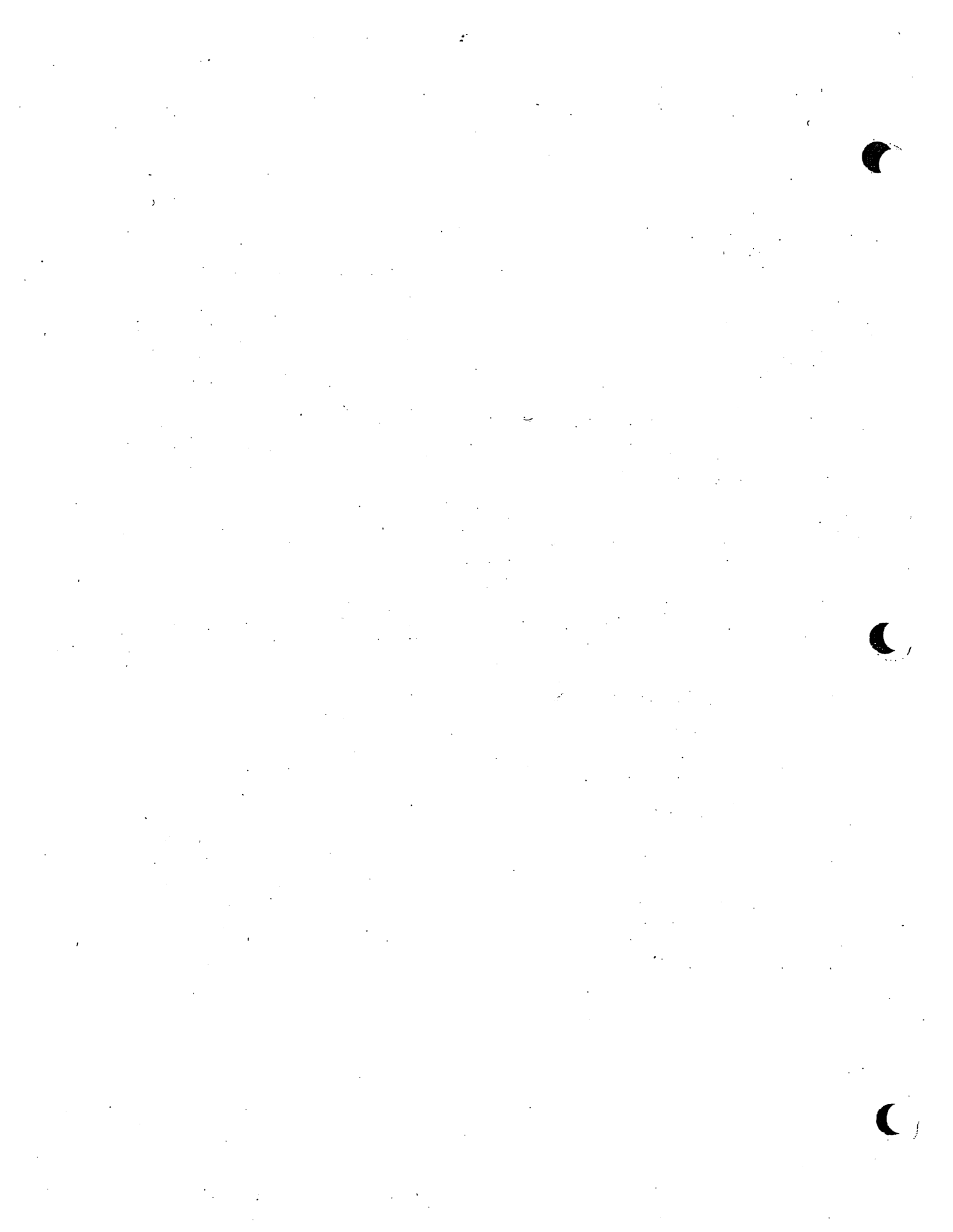
Under	2.1
Under O	2.5
Split (G, Rock)	2.6
Nickel (Even, 40)	2.9

BLITZ

Under Hawk (A, B, C, Strong)	2.11
Nickel Eagle Blitz	2.16

COVERAGE

<u>Cover 6</u>	2.18
C-6 Adjustments	2.20
C-6 vs. Flow, Webb, Boot	2.21
<u>Cover 2</u>	2.22
2-Deep Seams	2.24
Tag Calls	2.25
<u>Double Coverage Calls</u>	2.27
<u>Zone Alert</u>	2.28
<u>Fox</u>	2.30
<u>1 Buck</u>	2.32
<u>1 Alert</u>	2.34
<u>Sub-Cover 2</u>	2.36
<u>Sub-Cover 1 Funnel</u>	2.38

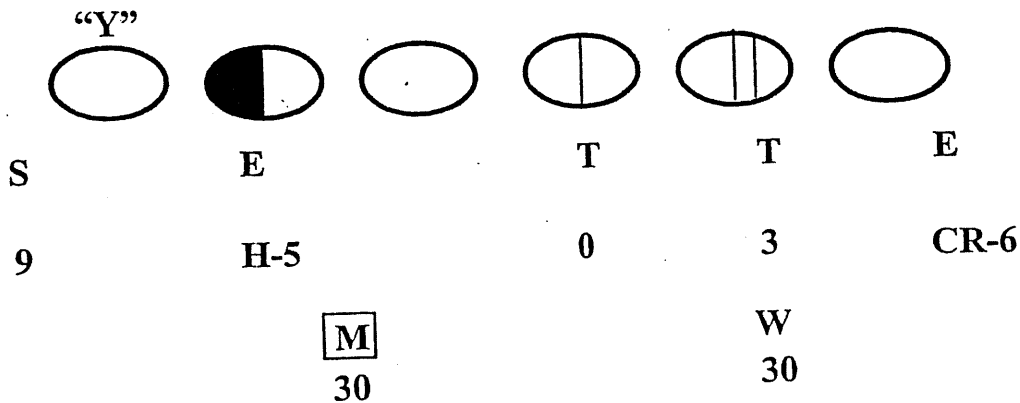


UNDER FRONT

I. Declaring the Bubble

Mike will declare the bubble (30 side) to the "Y" (closed end)

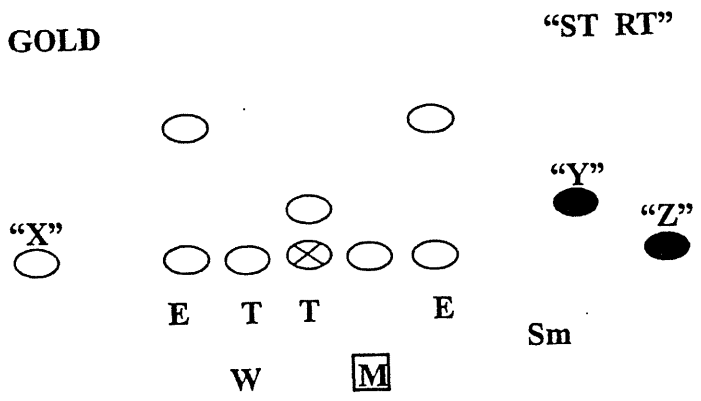
"GIVE IT TO ME LEFT"



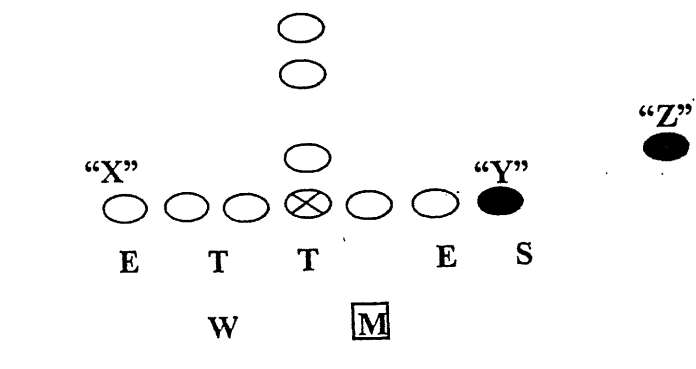
30 SIDE 2-GAP DEFENSE | 40 SIDE = 1-GAP DEFENSE

If the surfaces are mirrored declare the bubble to pass strength (strong RT-LT call) with exception to Silver Trey (Trey Rule)

GOLD

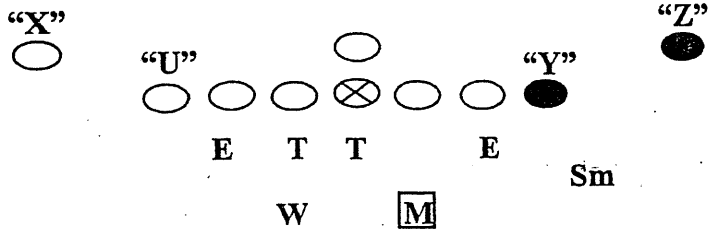


GREEN



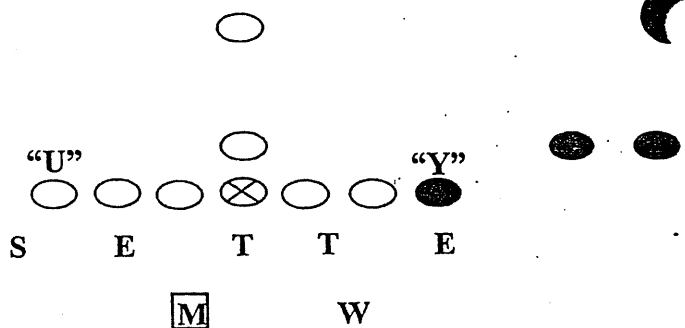
SILVER DOT

"STRONG RIGHT"



"GIVE IT TO ME RIGHT"
Declare Bubble to 1st "Y"

SILVER TREY

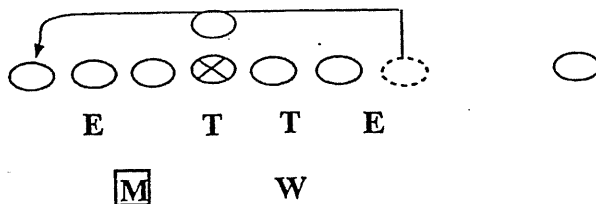


"GIVE IT TO ME LEFT"
Trey rule: declare away from
2 WR/1st-Y

II. ADJUSTING UNDER FRONT vs. Y-Trade reload the front

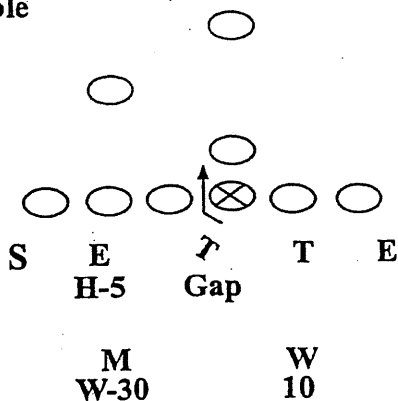
Check Split vs. Split Backs

vs. YAC Motion
Treat Line Slot
Play 2nd Digit Play Over



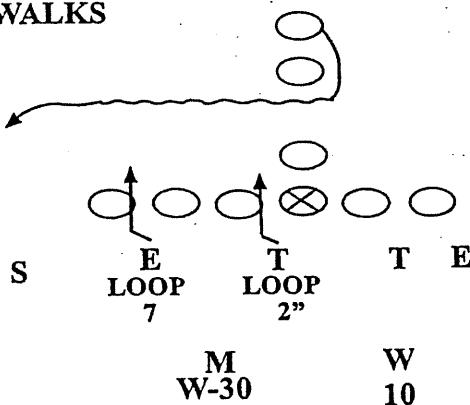
△ To
Bubble

"HALF"



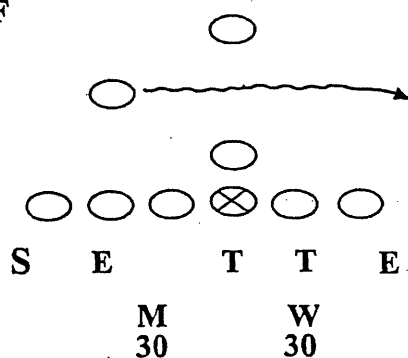
SAM
WALKS

"TEAR"



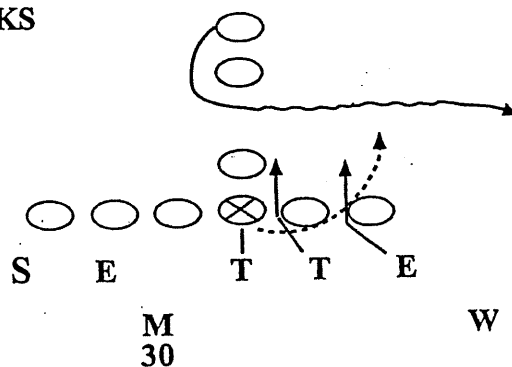
I-NEAR
HALF

I-FAR
CALL



WILL
WALKS

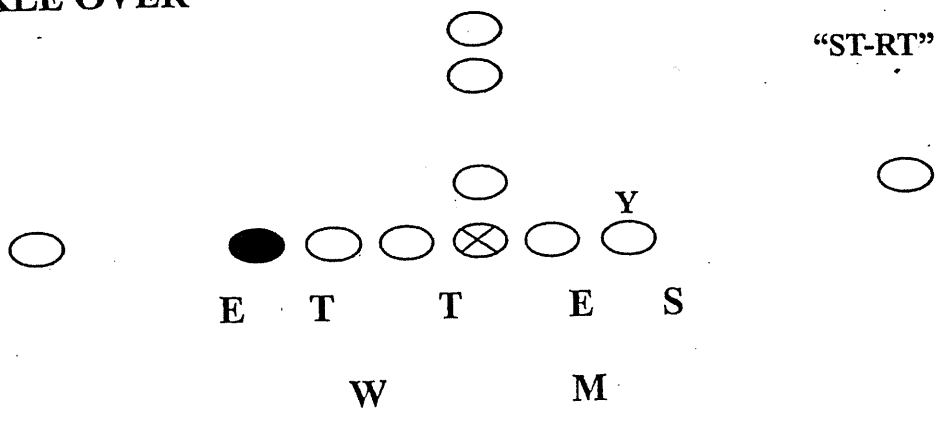
"PIRATE"



TACKLE OVER

"MOVE OVER"

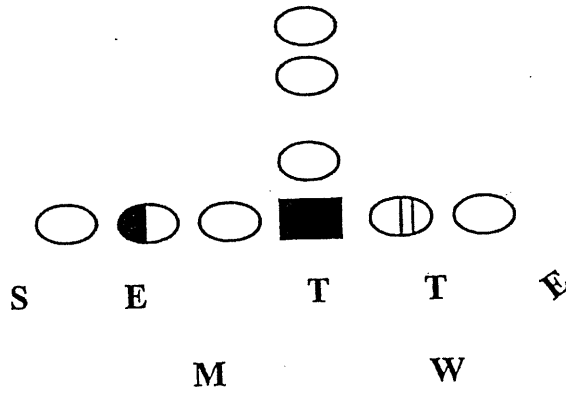
"ST-RT"



"GIVE IT TO ME RIGHT"
TACKLE OVER MOVE OVER
CHANGE APEX AND PLAY COVERAGE



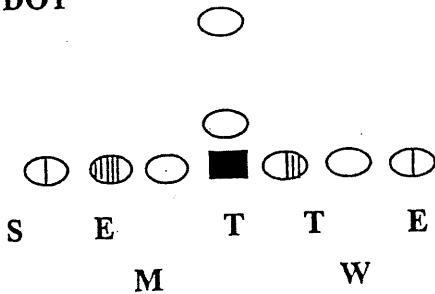
UNDER



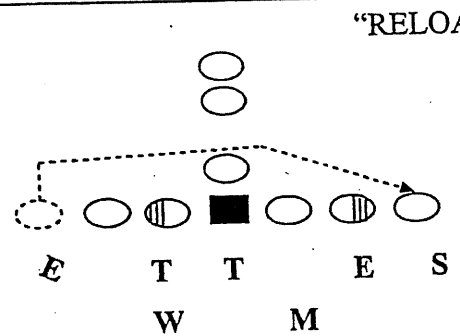
Double 8/3, 2/3

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 5	Ball - Tackle	(2 Gap)
ST	0	Ball - Center	(2 Gap)
WT	3	Ball - Guard	B-Gap
WE	Crash 6	Ball - Tackle - N.B. Shallow Man	C-Gap/Flow Away - Mental Trail
SAM	9 Tech	TE/Shallow Man	D-Gap
MIKE	30	Nearback/OG	Flow to - B-Gap Flow Away - Strong A-Gap
WILL	30	Nearback/OG	Flow to - Stack Flow Away - A-Gap

SILVER DOT

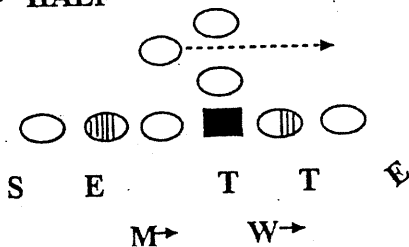


Y-TRADE



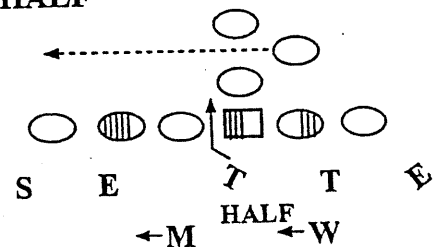
"RELOAD"

I NEAR - "HALF"



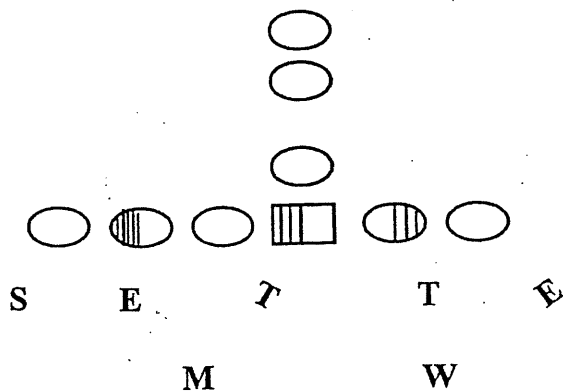
I FAR - "CALL"

I NEAR - "HALF"



I FAR

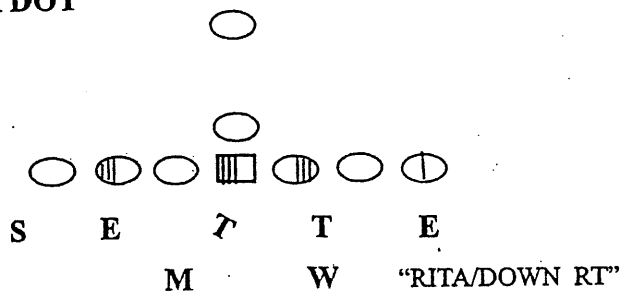
UNDER "O"



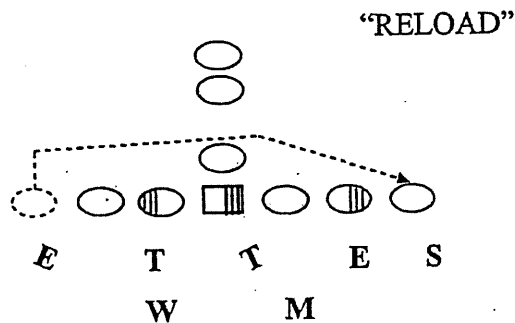
Zone Alert, 1-Buck

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5	Ball - Tackle	C-Gap
ST	TILT	Ball - Center	A-Gap
WT	3	Ball - Guard	B-Gap
WE	Crash 6	Ball - Tackle - N.B. Shallow Man	C-Gap Flow Away - Mental Trail
SAM	9 Tech	TE/Shallow Man	D-Gap
MIKE	30	Nearback/OG	B-Gap
WILL	30	Nearback/OG	A-Gap

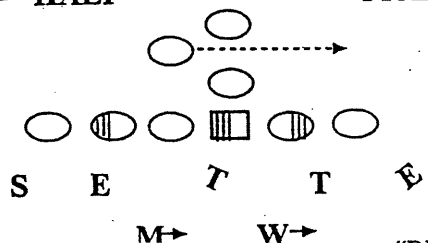
SILVER DOT



Y-TRADE

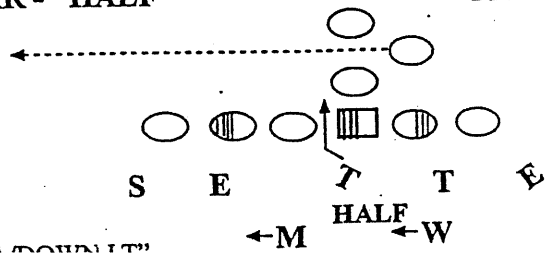


I NEAR - "HALF"

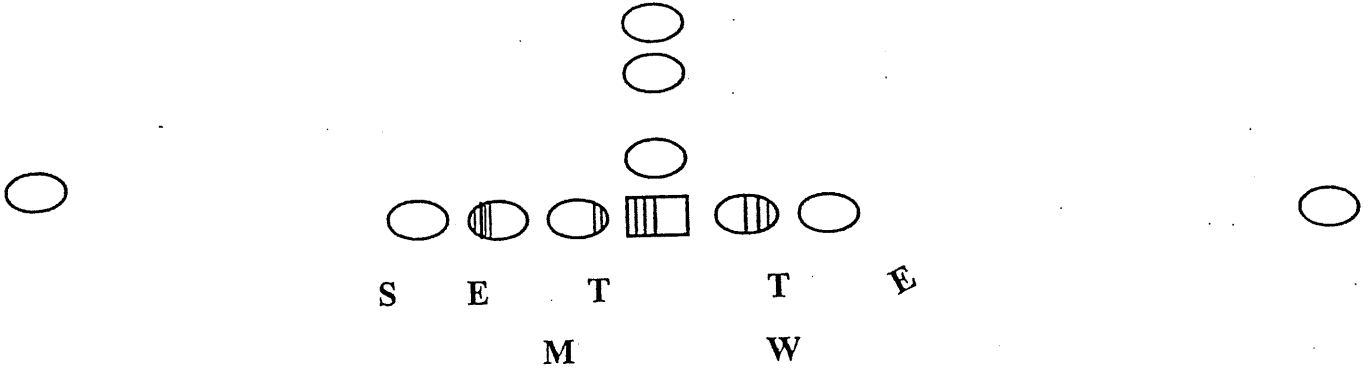


I FAR - "CALL"

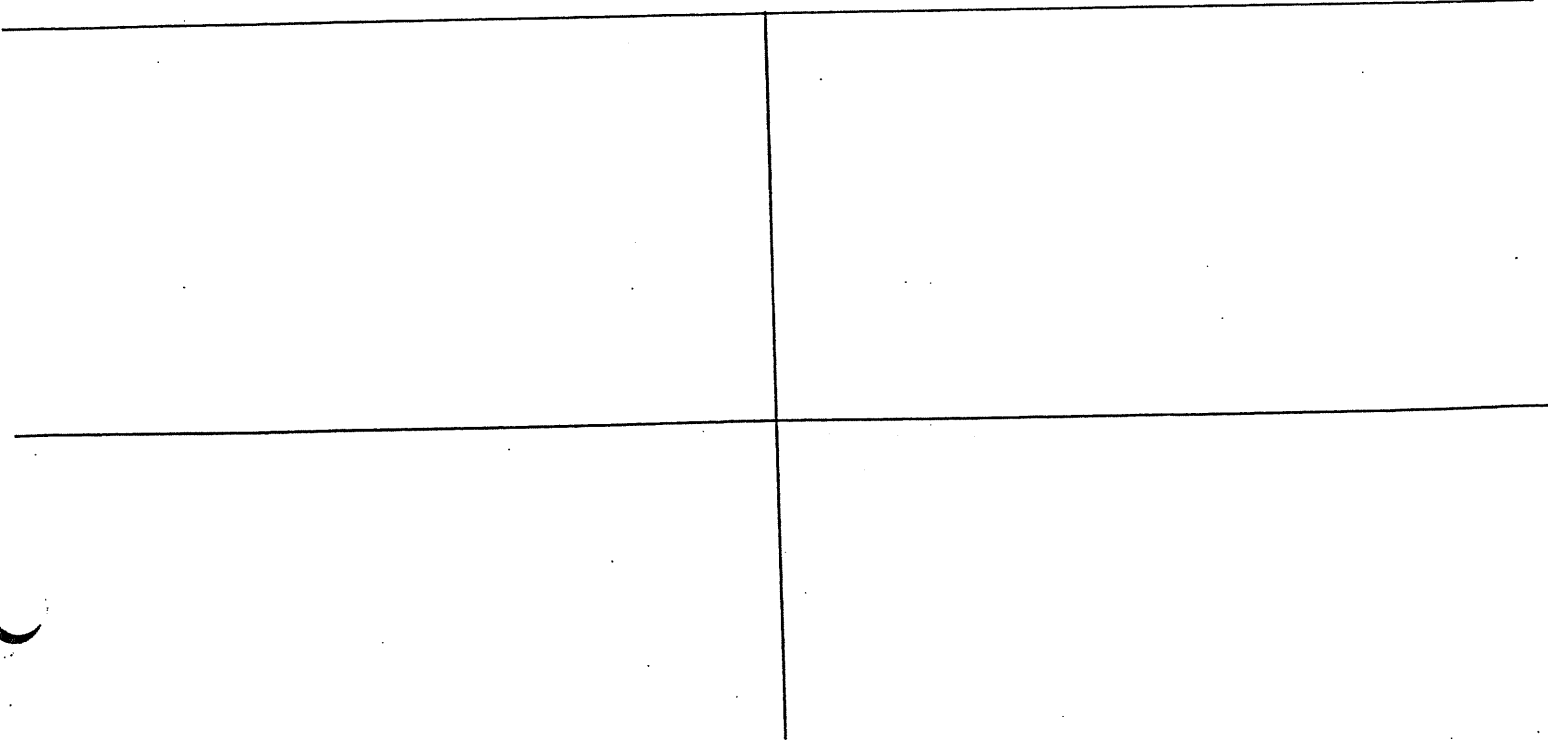
I NEAR - "HALF"



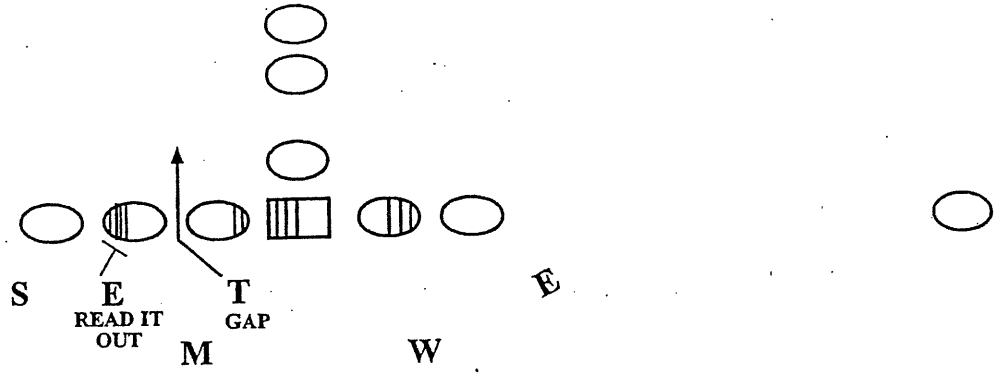
SPLIT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	2i		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

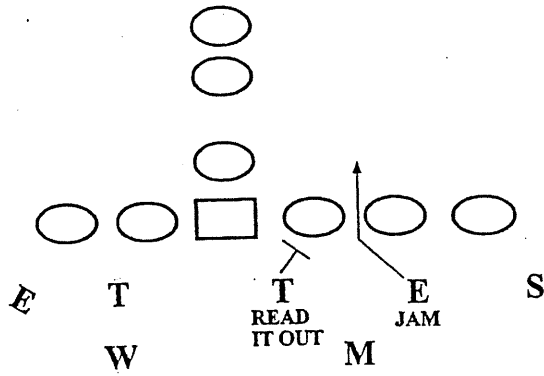


SPLIT G



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	2i		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

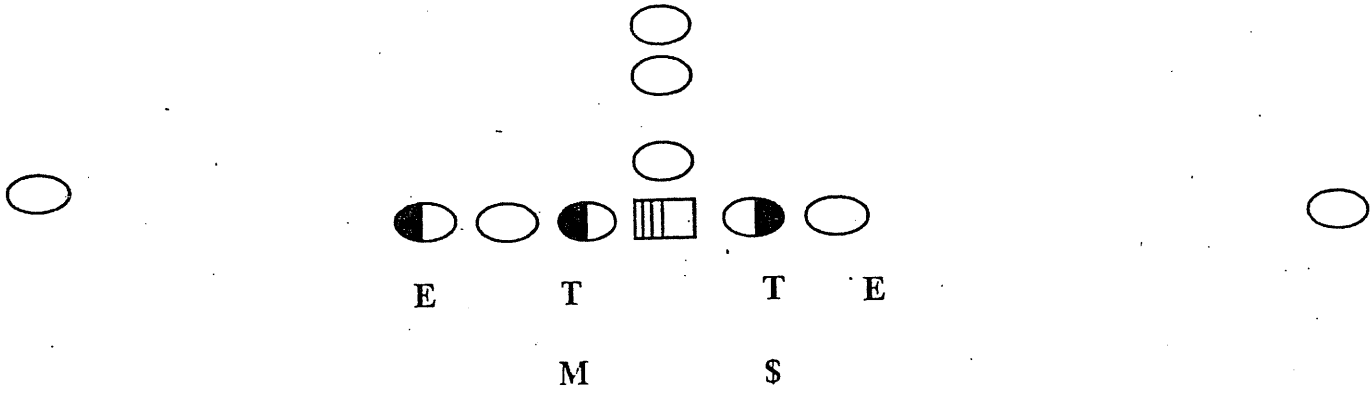
SPLIT ROCK



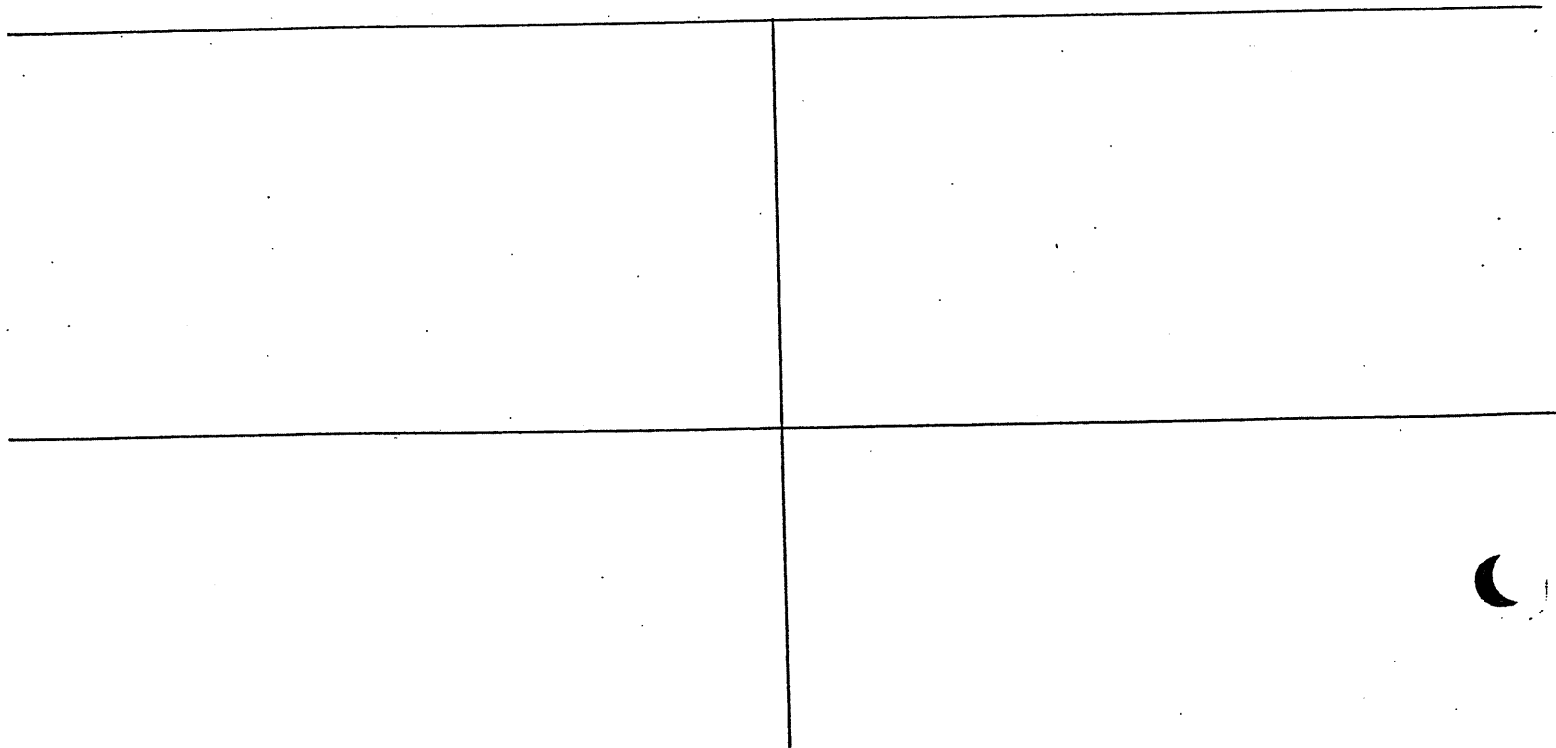
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	2i		
WT	3		
WE	Crash 6		
AM	9-Tech		
MIKE	30		
WILL	30		

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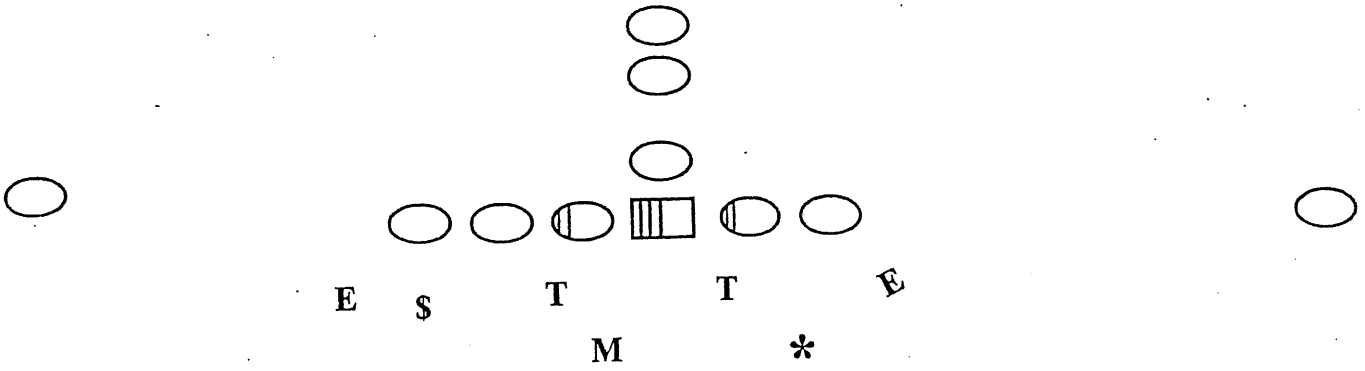
NICKEL EVEN



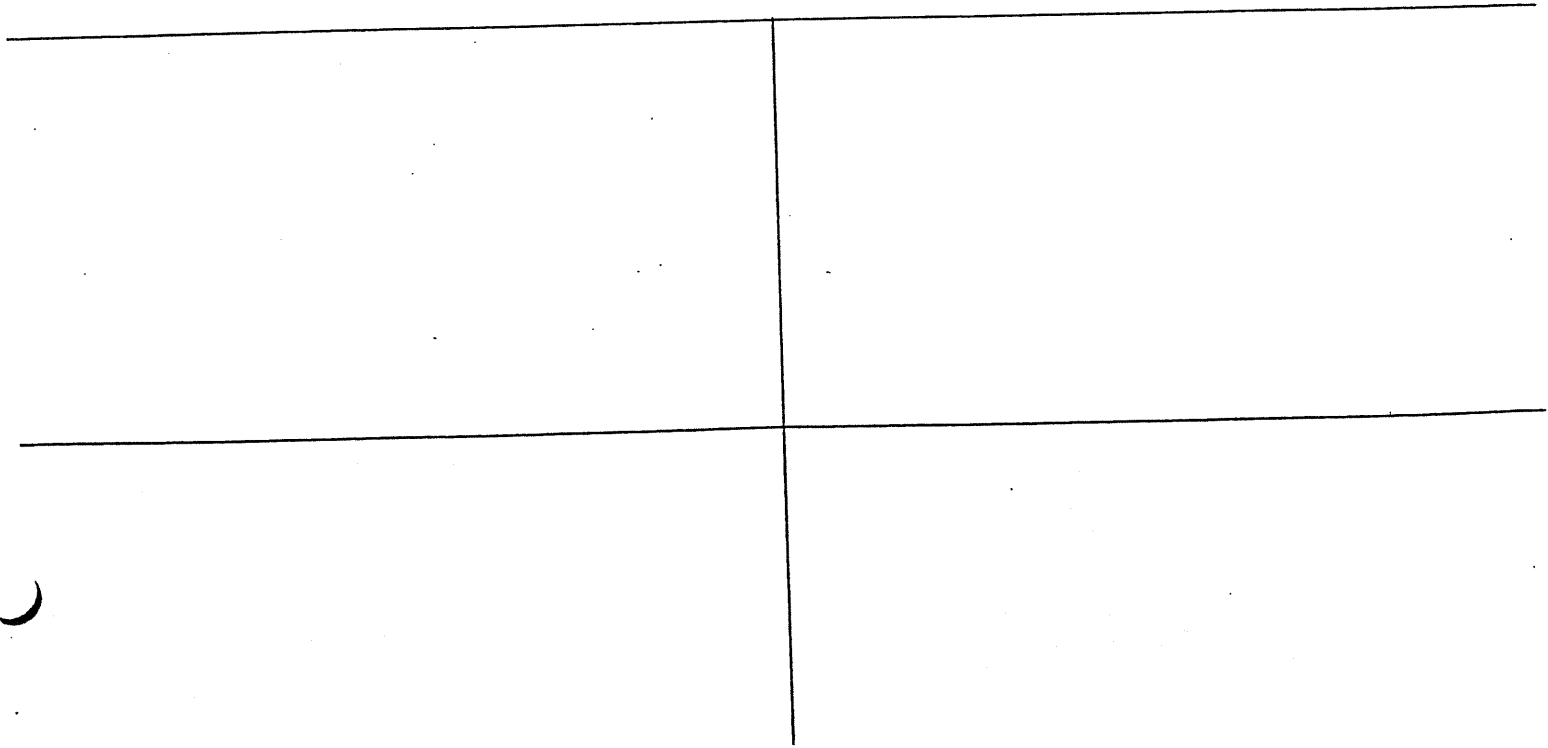
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9	TE/NB/DNL	
ST	Heavy 3	OG/NB/DNL	(2 Gap)
WT	Heavy 3	OG/NB/DNL	(2 Gap)
WE	Loose 5	OT/NB/DNL	
STAR		[COVERAGE RESPONSIBILITIES]	
MAC	30	Triangle OG/NB	
MONEY	30	Triangle OG/NB	



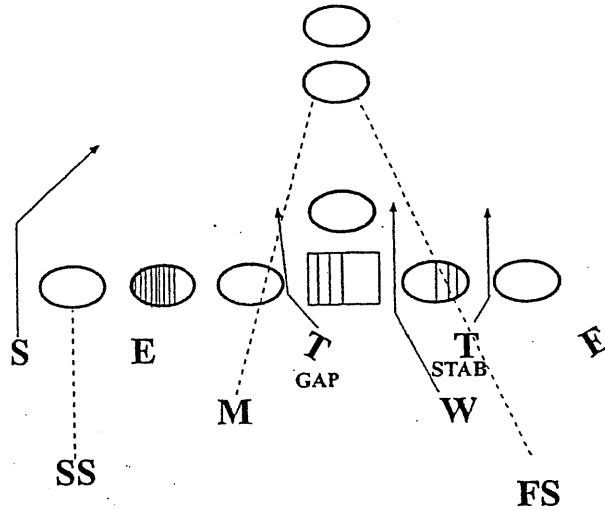
NICKEL 40



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	8		
ST	3		
WT	2i		
WE	Crash 6		
TAR	30		
MAC	10		
MONEY	6-Tech		



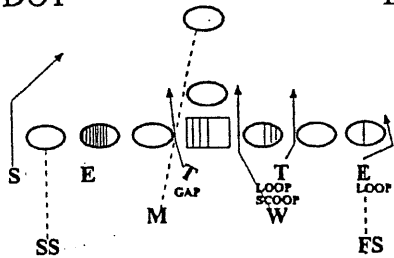
UNDER HAWK 'A'



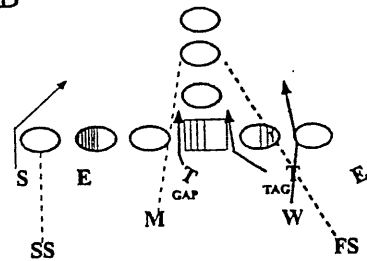
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 5	Ball - Tackle	(2 Gap)
ST	TILT	Ball - Center	Gap (2 Gap)
WT	3	Ball - Tackle	Stab (B-Gap) C-Area Player: Loop Scoop
WE	Crash 6	Ball - Tackle - N.B. Shallow Man	C-Area Player: Loop
SAM	9 Tech	TE/Shallow Man	Blitz - D-Gap
MIKE	30	Nearback/OG	Flow to - B-Gap Flow Away - B-Gap
WILL	30	Guard	Blitz - A-Gap

SILVER DOT

"LOOP"

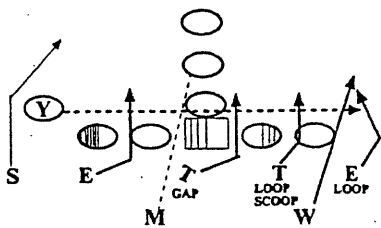


HAWK "B"



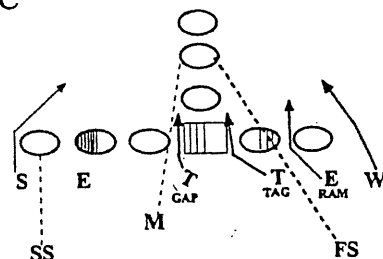
VS. ANY YAC AWAY FROM BUBBLE

"YUKON" [RIP/LIZ]



HAWK "C"

Will = Spill Run t
Safety



Under Hawk - A: Who's going where?

Bird Blitz vs 2-Back/1-Back (adjust man in C-Area to 40 side).

6-Man Run Dog

Coverage Defenders

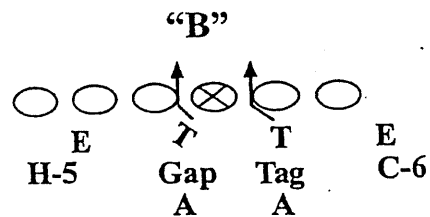
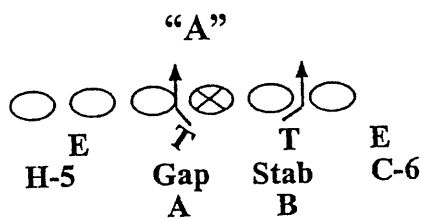
Corners - Match Up WR's (1st/2nd Receivers)

Strong Safety - TE M/M (3rd Receiver)

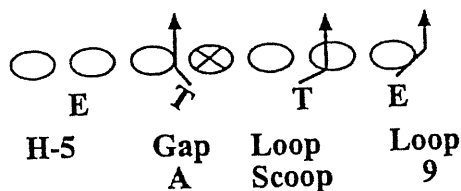
Free Safety - H M/M (4th Receiver)

Mike - Back behind QB (5th Receiver)

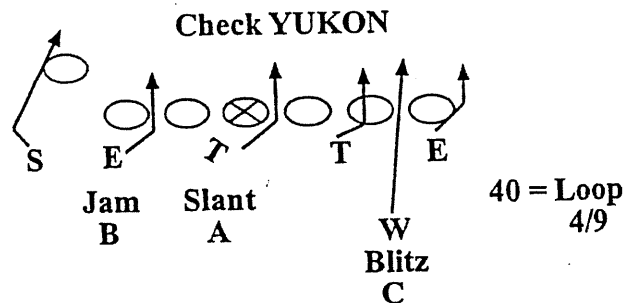
Front	"A" (Able)	"B" (Baker)	"Strong"	Man "C" Area 40 Side
40 T	Stab B-Gap	Tag A	3-Tech	✓ Loop Scoop 4-Tech
40E	Crash-6	Crash-6	Crash-6	✓ Loop Scoop 9-Tech
30T	Zip A-Gap	→	Angle - A	Zip/Yukon Angle-A
30E	H-5	→		



MAN IN C-AREA FOR "A" - "B"



vs. YAC AWAY FROM BUBBLE



Perimeter

"A"
(Able)

"B"
(Baker)

Man "C" Area
40 Side

SAM:

Blitz
D-Gap

WILL:

Blitz
WK-A

Blitz
WK-B
(Trailer)

✓ Loop
Blitz
A/B

FREE:

H M/M
(#4)

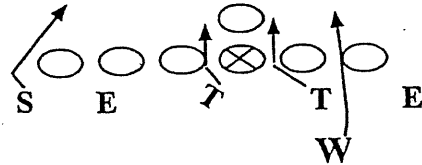
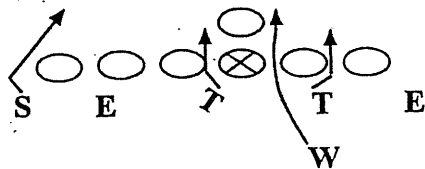
Trailer
Blitz

4th M/M

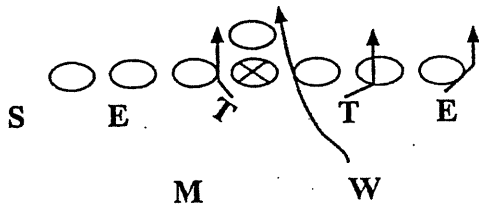
"A"



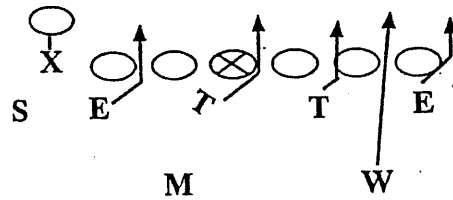
"B"



MAN IN C-AREA

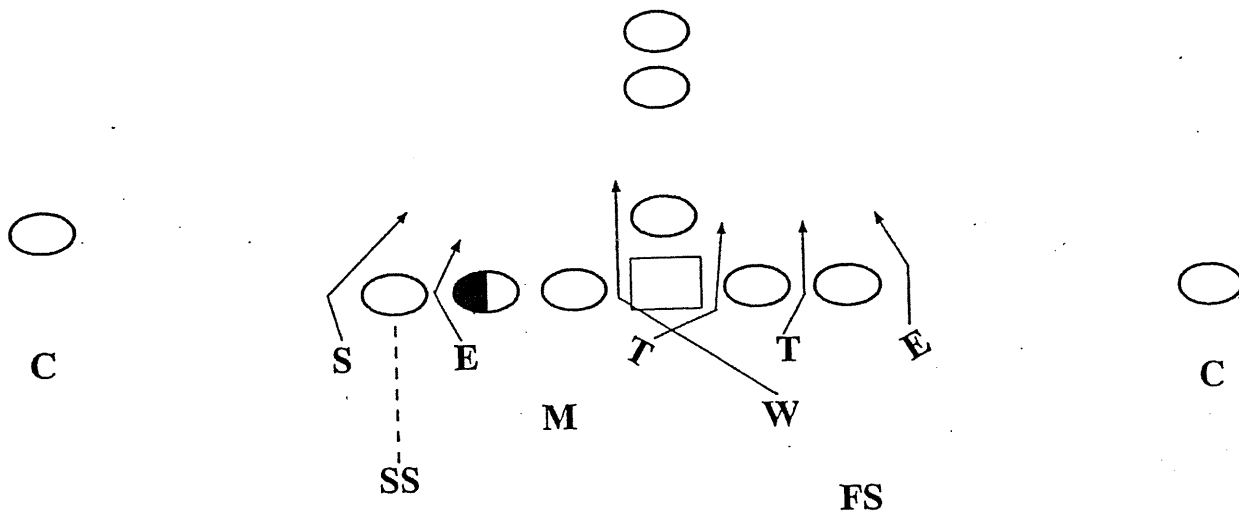


YAC AWAY FROM BUBBLE
C-AREA PLAYER AWAY FROM BUBBLE



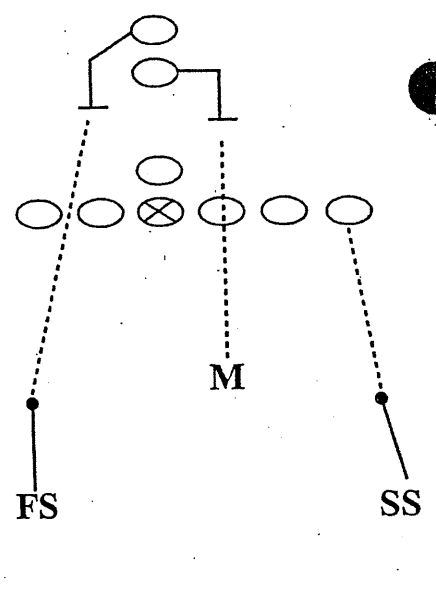
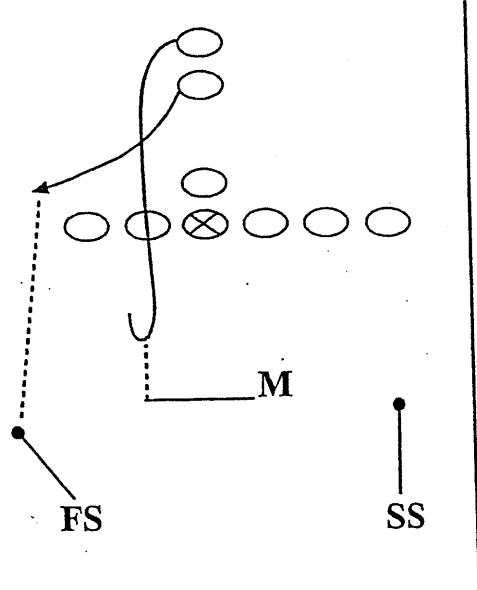
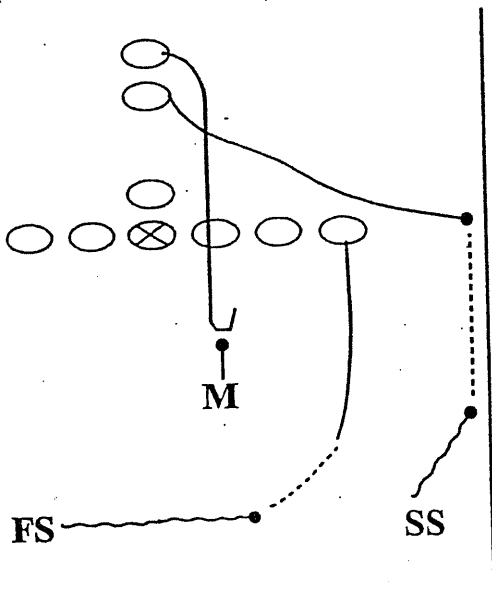
✓ YUKON

UNDER HAWK STRONG



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
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COLT COVERAGE vs I



FLOW

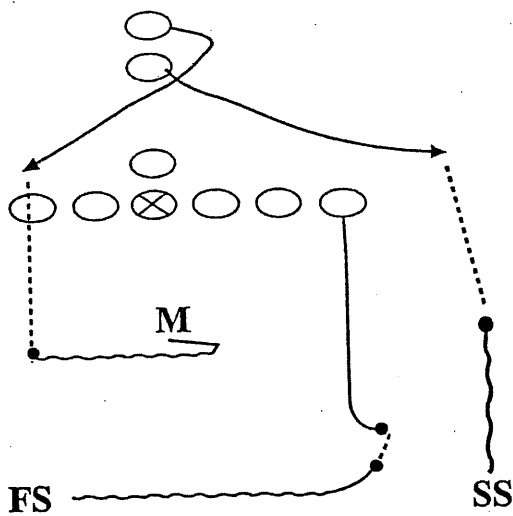
SS = 1st Outside M/M
 FS = TE M/M
 M = 1st Inside M/M

WEBB

SS = TE M/M
 FS = 1st Outside M/M
 M = 1st Inside M/M

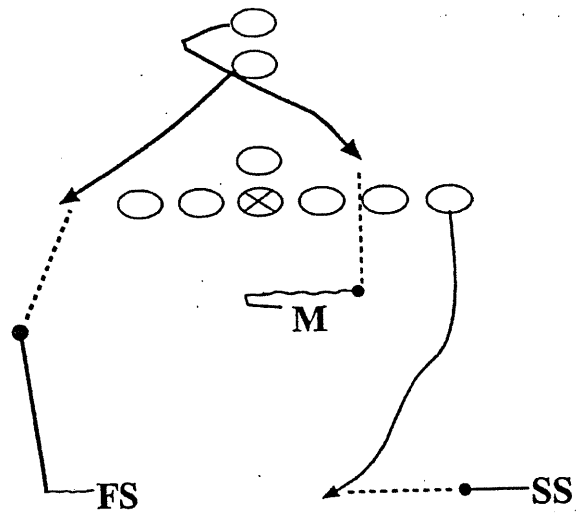
SPLIT

SS = TE M/M
 FS = NB M/M
 M = NB M?M



BEGIN FLOW - BOOT

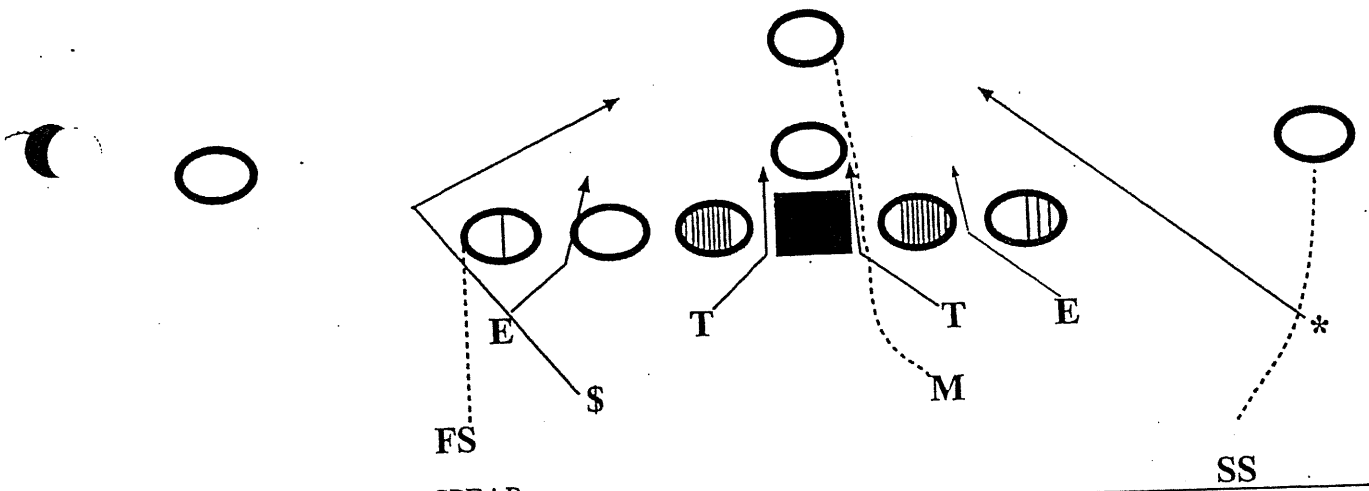
SS = 1st Outside M/M
 FS = TE
 M = 1st Back Weak



BEGIN WEBB - BOOT

SS = TE M/M
 FS = 1st Outside M/M
 M = 1st Back Strong

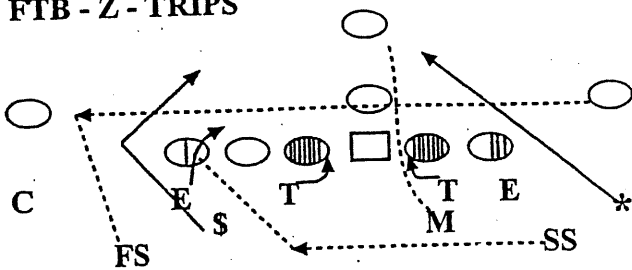
NICKEL EAGLE BLITZ



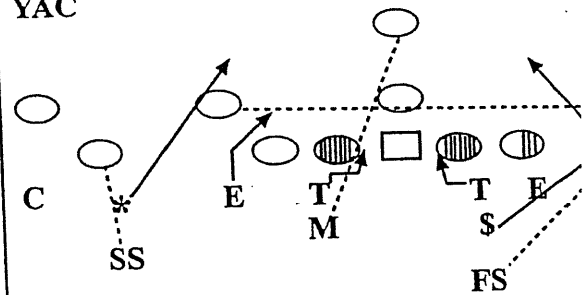
MAC VS. OFFSET BACK = SPEAR

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9	Ball - TE/Tackle/NB	Power Rush the Tackle, then Draw and Screen
ST	Heavy 3	Ball - Guard	3 to 1 [A-Gap C.P. - Possible T
WT	Heavy 3	Ball - Guard	3 to 1 [A-Gap C.P. - Possible T
VE	5	Ball - Tackle	Power Rush - No () then Contain
STAR	On #2 Rec.	Ball	Free O/S Rush C.P. - Possible S
MAC	Opposite \$	Nearback/OG	Hug Nearback
MONEY	Opposite Star	EMOL	Edge Blitz Oppos

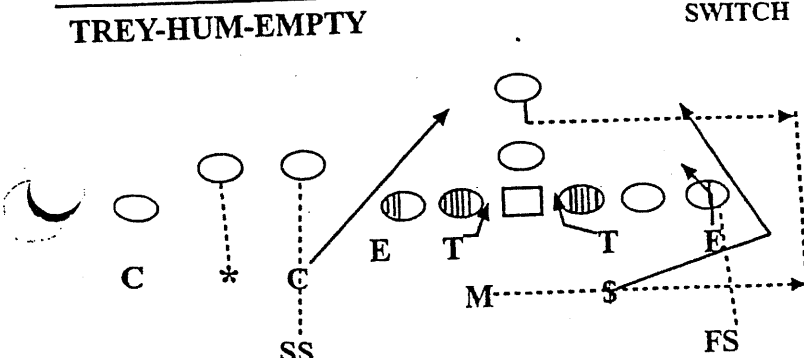
FTB - Z - TRIPS



YAC

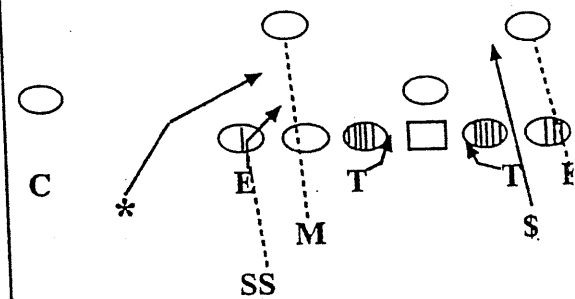


TREY-HUM-EMPTY



SWITCH

SPLIT PRO

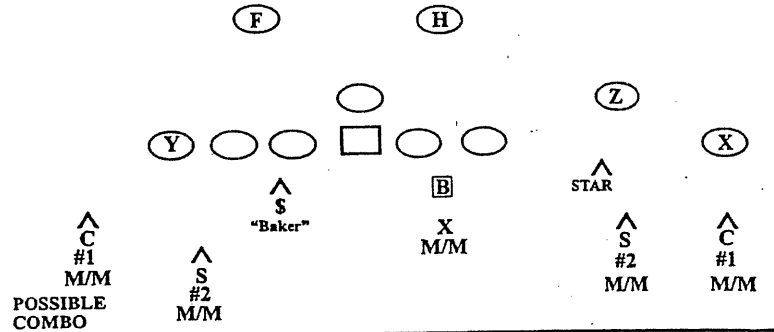
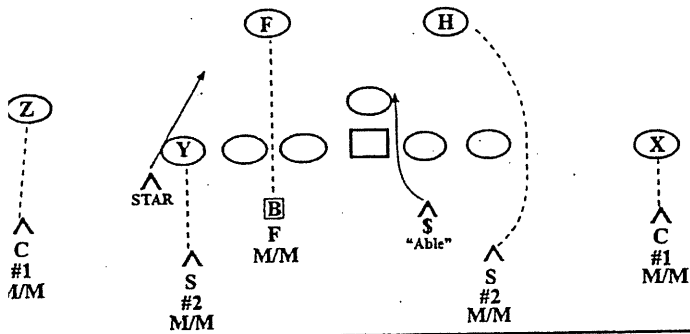


ADJUSTMENTS - EAGLE BLITZ

REGULAR (PRO)

[1] [2]

REGULAR [SLO]

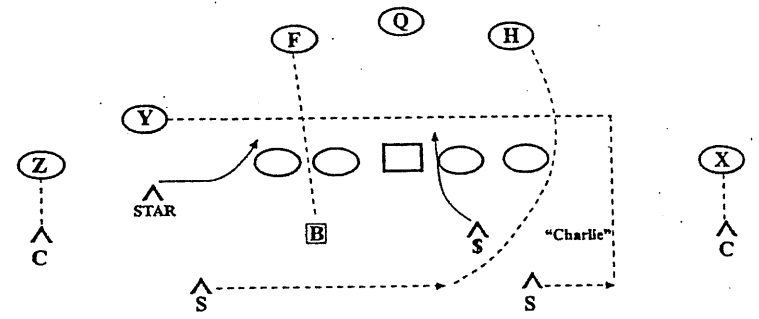
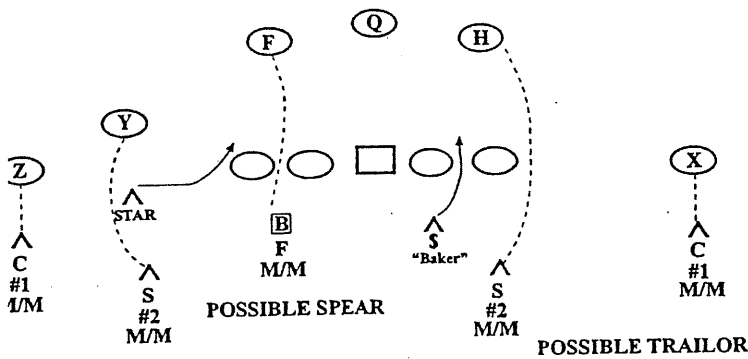


GOLD

[3]

[4]

GOLD

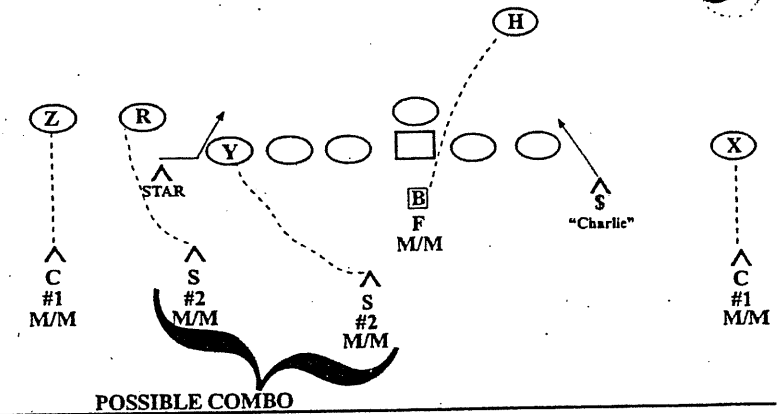
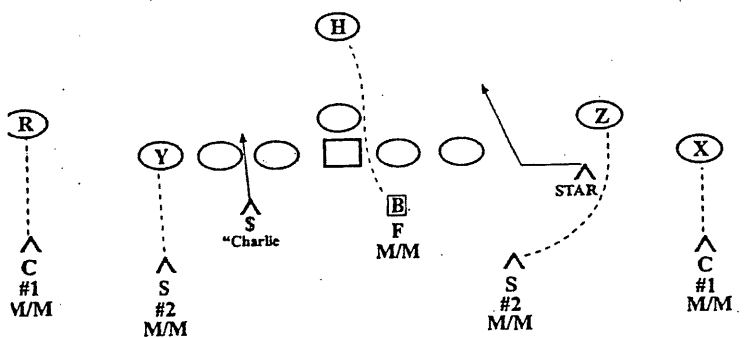


BLUE

[5]

[6]

BLUE

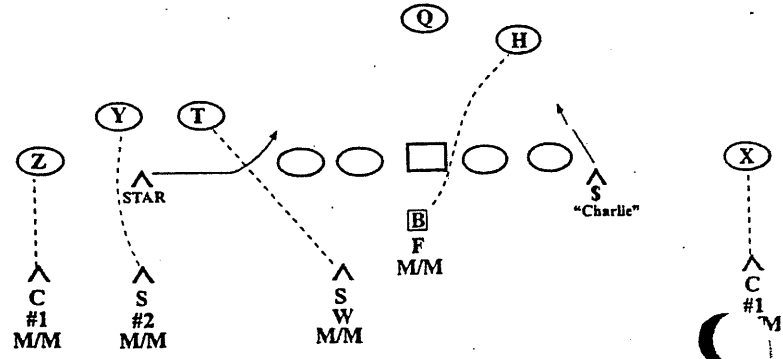
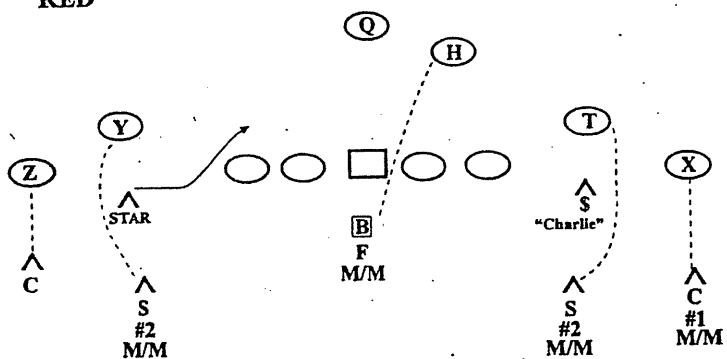


RED

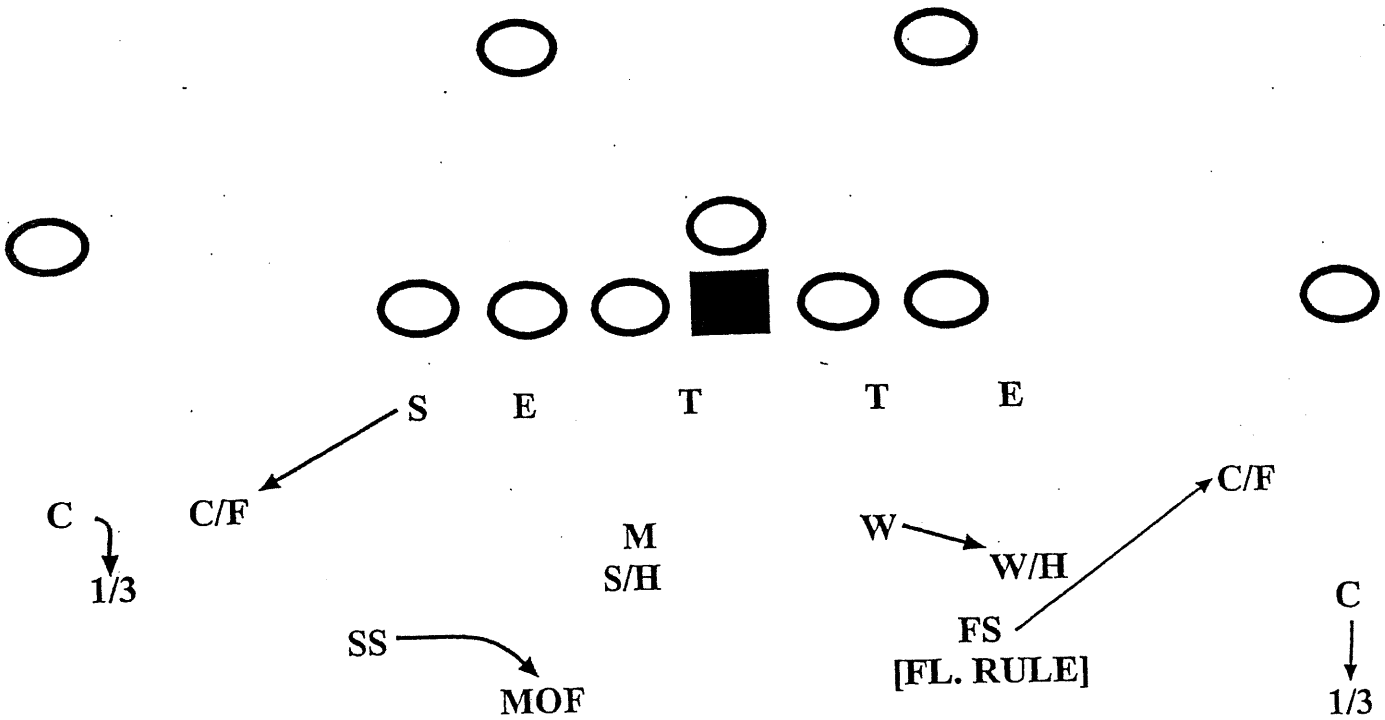
[7]

[8]

RED TRIPS



COVER 6



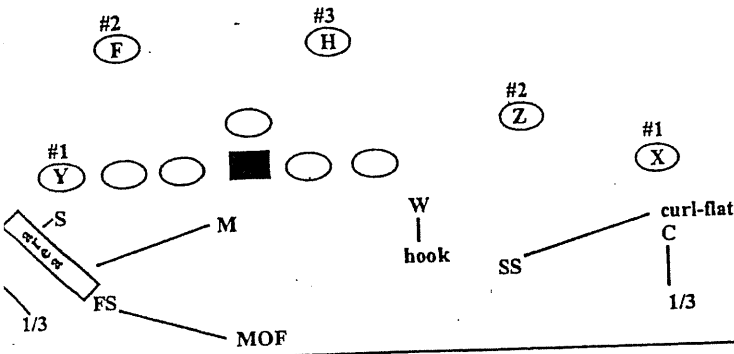
4-3 Cover #6: A rotated zone coverage to the one receiver side of a pro formation with 3 linebackers in coverage, employing tight coverage on receivers in each zone based on a read of route progression. Linebacker flow rule. Check 2nd coverage call vs. slot.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	9 Technique	TE/Down the line and near back	<ul style="list-style-type: none"> - Open outside -- drop to curl area. - Read #2 and #3. - vs. 3 step deep. Play inside routes of normal #1. - Hold curl area and react when ball is thrown.
MIKE	Head up guard 3 1/2 to 4 yards deep Determined by defense	- Through guard to near back.	<ul style="list-style-type: none"> - Attack screen outside/in - Strong hook -- same as sam in C-3
WILL	Head up guard 3 1/2 to 4 yards deep. Determined by defense	- Through guard to near back.	<ul style="list-style-type: none"> - Weak hook -- same as mike in C-3
STRONG CORNER	Split rule -- 8 yards deep	Through #2 to backs and ball	<ul style="list-style-type: none"> - Same as cover 3 C.P.: Be ready to ride #1 hard inside on dig.
STRONG SAFETY	2 yards outside normal TE. 8 yards deep	- Through #2 to backs	<ul style="list-style-type: none"> - Drop straight back and read #2 - Cover #2 on seam/post. - No threat by #2. Continue to middle 1/3. - Read QB for throw.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WEAK SAFETY	12 yards deep on leg of weak tackle.	- Through uncovered Lineman to backs	- Drop at an angle 17 yards deep side of #1 - read to release if #1 C.P.: "sky" -- play curl/flat, read, weakside pattern reads.
WEAK	- Split rule 8 yards deep	- "sky" - #2 to ball	C.P.: Sky -- play 1/3 responsibility - Jam #1 outside ("tuff" tech). Play flat to curl. - Read #2s pattern. - Attack screen outside/in.

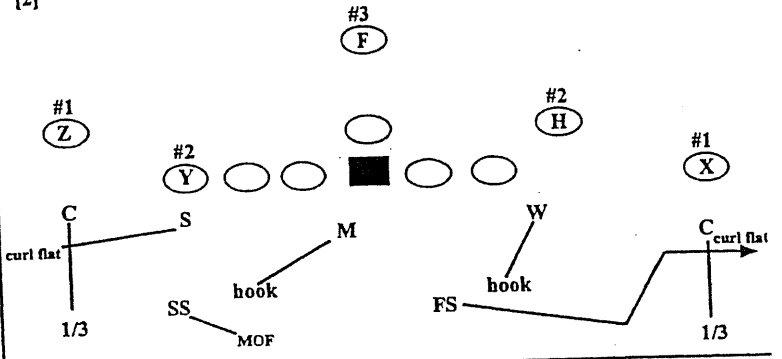
ADJUSTMENTS 4-3 COVER 6

SLOT [CHECK 3]



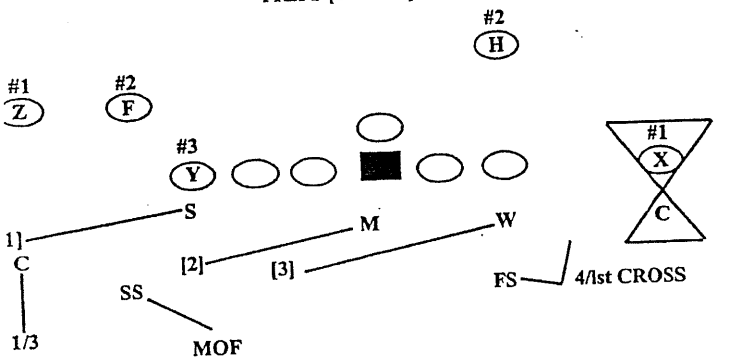
[1]

ACE



[2]

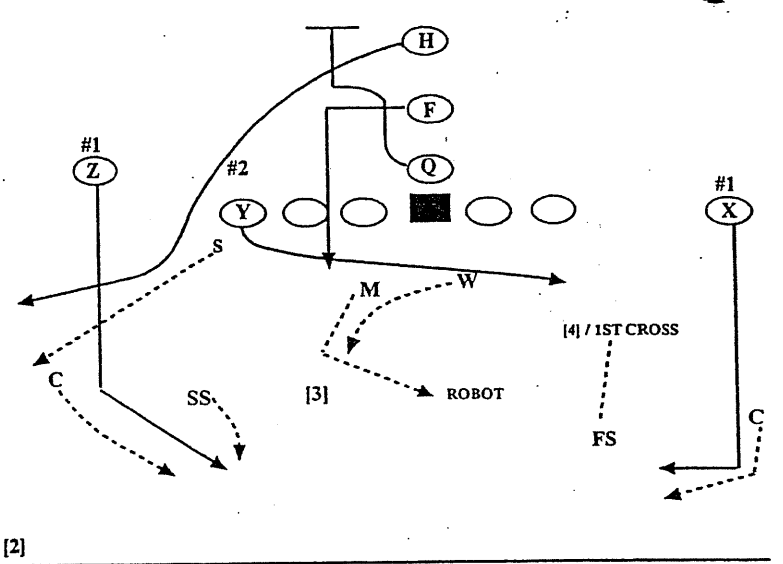
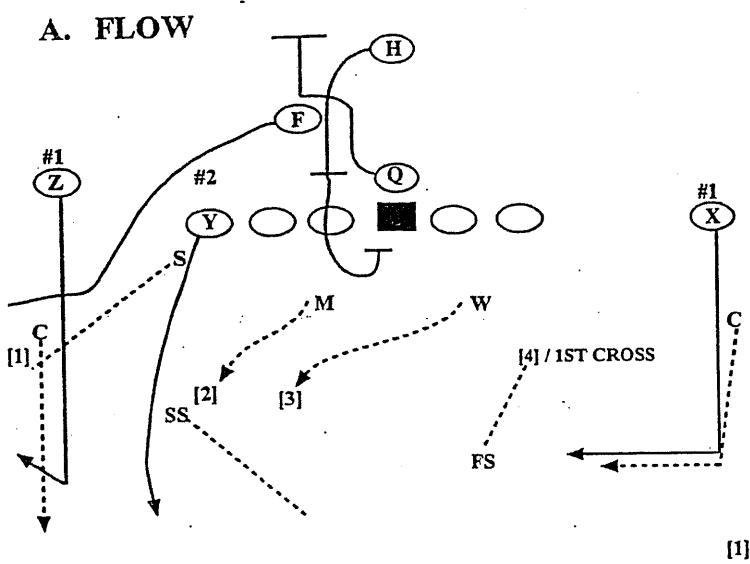
TRIPS [SKATE]



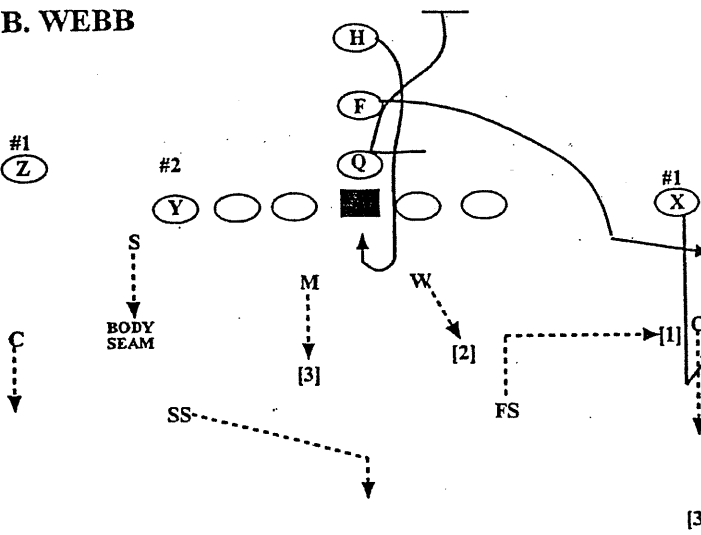
[3]

COVER 6 - FLOW, WEBB, BOOT

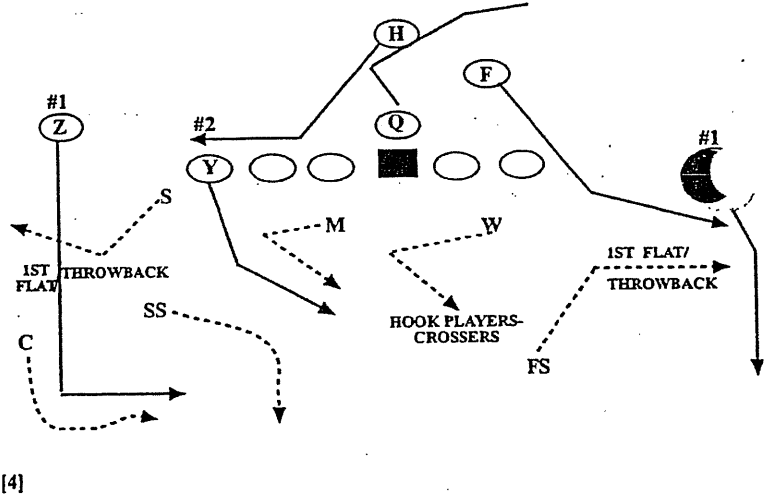
A. FLOW



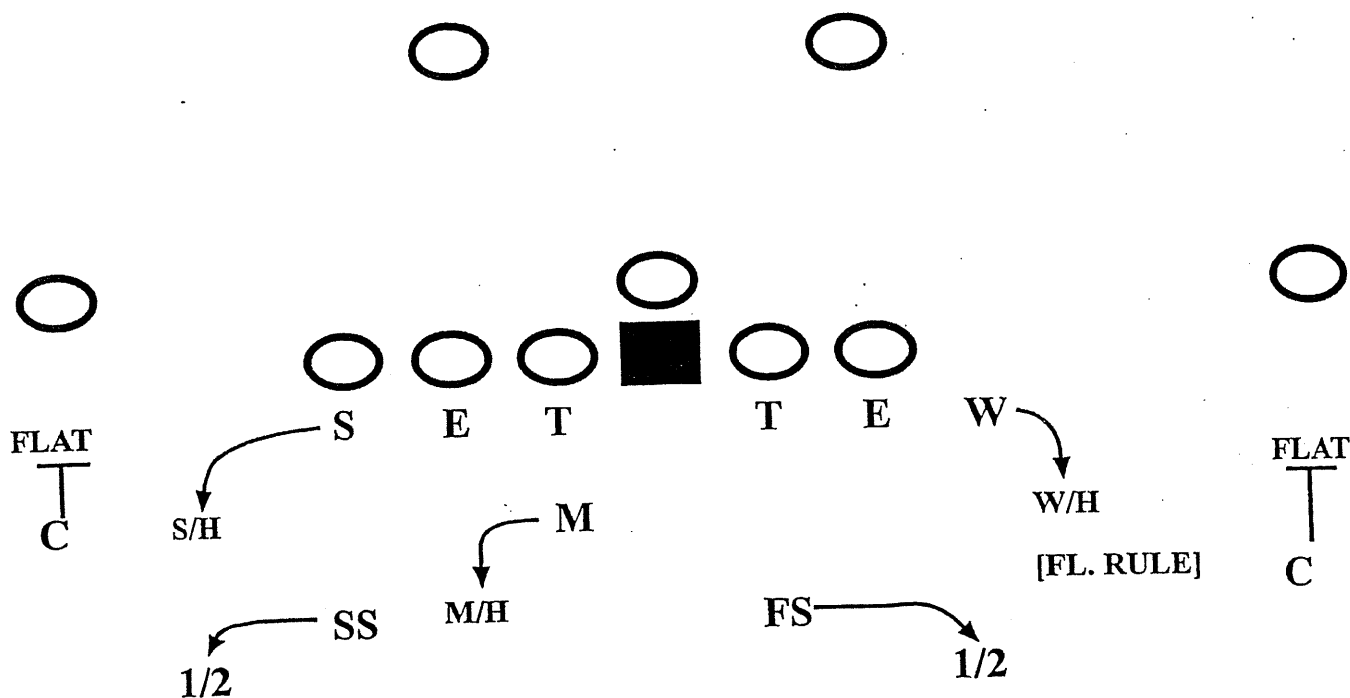
B. WEBB



C. BOOT



COVER 2



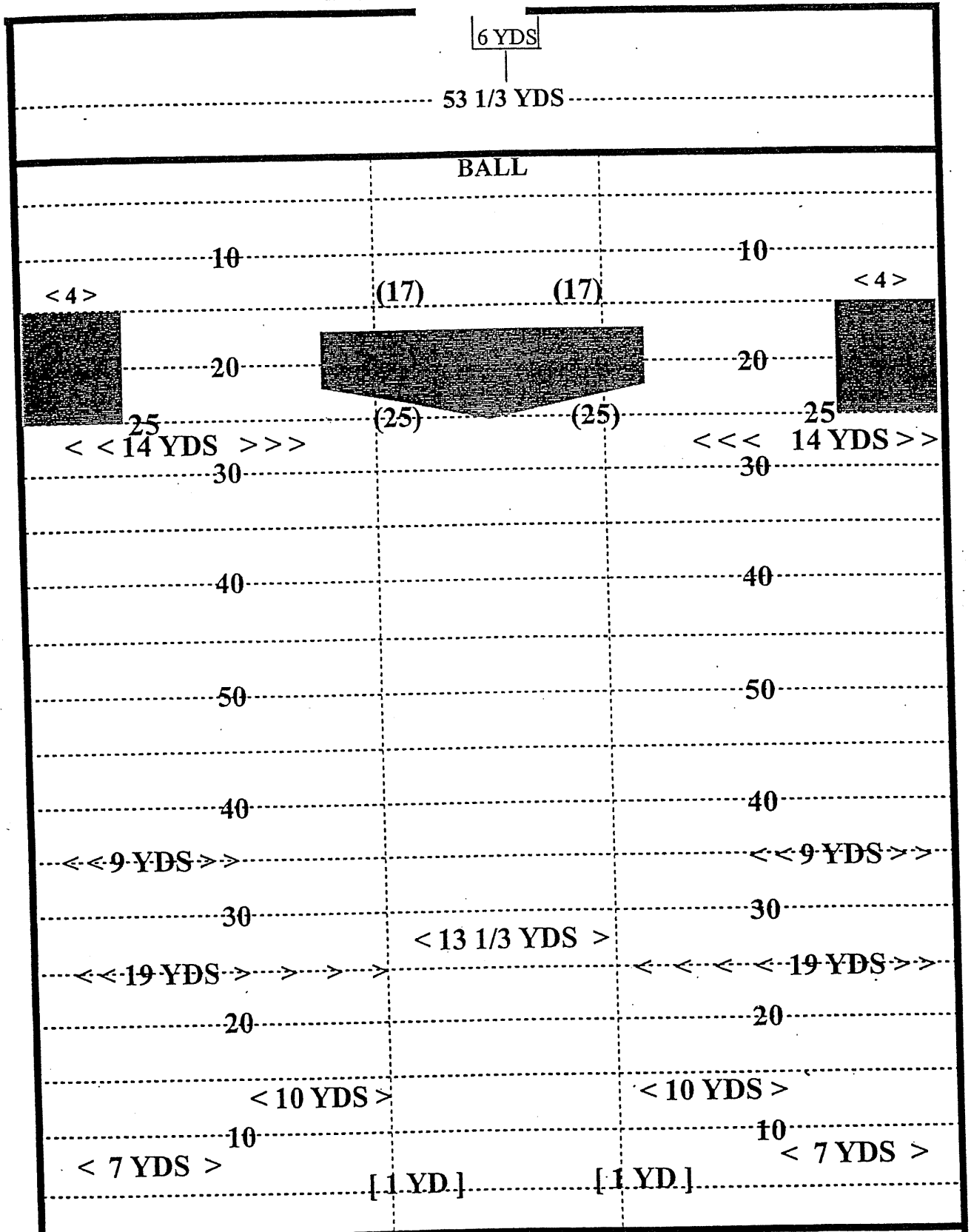
Cover #2: A double rotated zone w/2 deep and 5 under, employing a tight coverage on receivers in each zone based on a read of route progression w/3 linebackers in coverage LB flow rule.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	6 Tech, 7 Tech vs Flex, slot	TE, Tackle, OG OT guard and near back	Jam #2 -- vs. #2 wide, jam #2 outside open outside and drop to curl area. Get out of no cover zone -- read pattern by #2. Hold curl -- react to throw
MIKE	Determine by defense 3 1/2 to 4 yards deep	Determined by defense	Strongside open to strong hook Read patterns of #2 and #3 Reroute #2, #3 through post
WILL	Determined by defense 3 1/2 to 4 yards deep	Determined by defense	Weakside vs. #1 wide open to weak hook Read patter by #2 Weakside -- vs. #1 tight. Play same as area call with corner
STRONG CORNER	Outside shade on #1. 5 to 7 yards deep	Through #2 to backs "club" #1	Jam #1 inside using settle technique (at 3 to 4 yards) Cover flat -- curl area If #1 releases outside, carry him through fade area Be aware of strongside combination routes C.P.: "club" -- jam #1, then react to run/pass key C.P.: "soft" -- play soft technique on #1

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	4 yards outside normal Y. 7-10 yards deep	- Through #2 backs QB	- Drop to aiming points 3 yards inside inside numbers, 17 -- deep See flow, read #1 release, and take a hard read on QB ("middle" call on Y vertical)
WEAK SAFETY	12 yards deep on leg of week tackle.	- Through uncovered Lineman to backs	- Drop at an angle 17 yards deep side of #1 - - read to release if #1 C.P.: "sky" -- play curl/flat, read, weakside pattern reads.
WEAK CORNER	Outside shade on #1 5 to 7 "club" 0 to 4	Through tackle (or #2) to backs, "club" - #1	Jam #1 inside using settle technique (at 3 to 4 yards) Cover flat -- curl area If #1 release outside, carry him through fade area C.P.: "Club" -- jam #1, then react to run/pass key C.P.: "Soft" -- play soft technique on #10

Note: Kathy: call for corner and safety to read #2 as to play C-2 soft based on #2s release
TAG: call to erase a #2 receiver.
IN and OUT: call on #2 and #3 strongside using cut principles back to the ball.

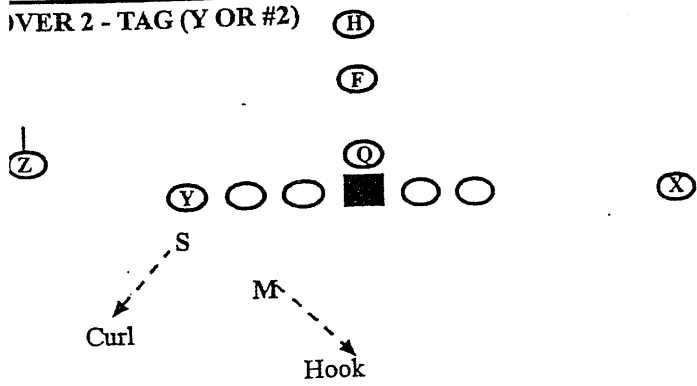
2 DEEP SEAMS



SAFETY SHOULD BE ABLE TO COVER THIS AREA
IN MOF DEFENSES.

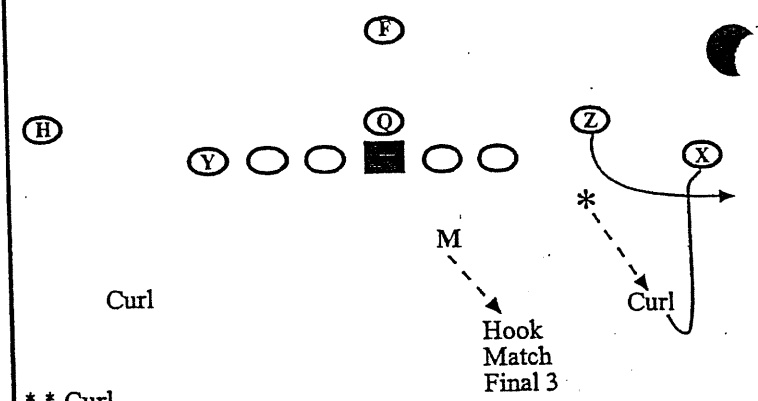
"TAG" - CALL TO ERASE A #2 RECEIVER

OVER 2 - TAG (Y OR #2)



KE = vs TE Drag - Normal rules
 M = vs TE drag - Normal

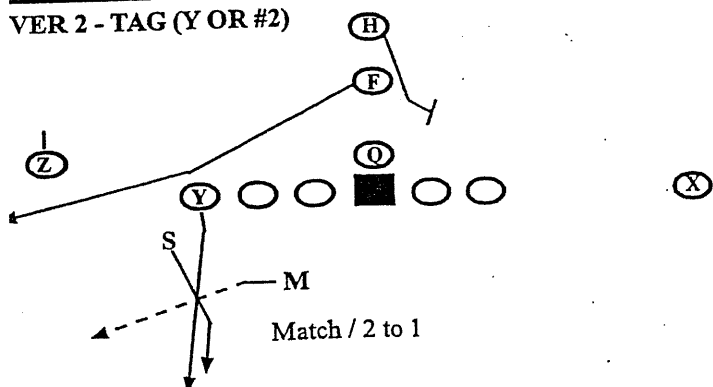
NKL COVER 2 - TAG (#2 OR 2)



** Curl

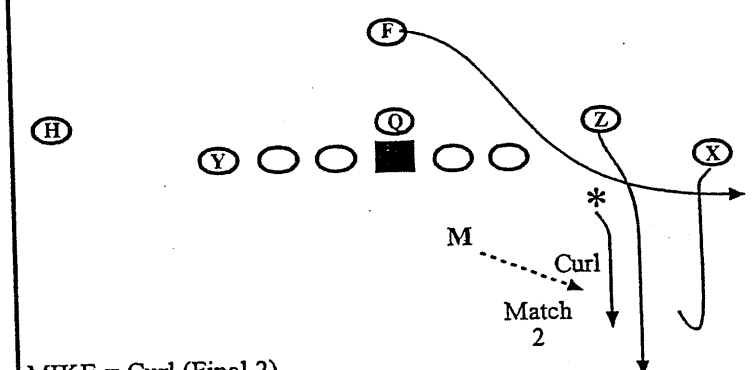
Final 3

OVER 2 - TAG (Y OR #2)



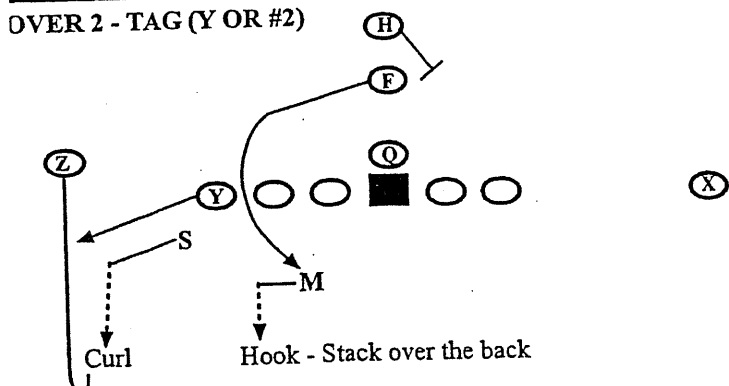
KE = Curl (Match 2)
 M = Man TE - Work Inside / Underneath / Erase #2

NKL COVER 2 - TAG (#2 OR 2)



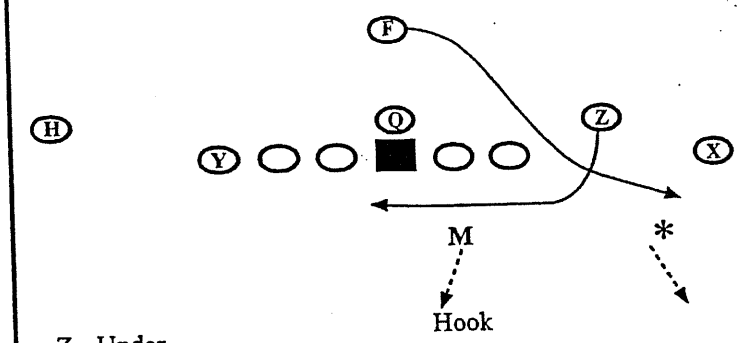
MIKE = Curl (Final 2)
 ** Man Z - Inside / Underneath

OVER 2 - TAG (Y OR #2)



KE = Hook (Final 3)
 M = Curl (Match 2)

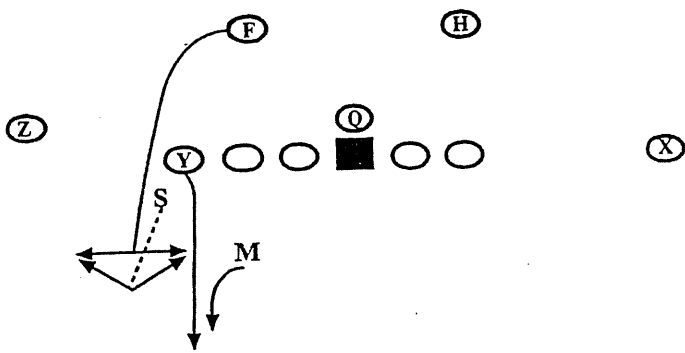
NKL COVER 2 - TAG



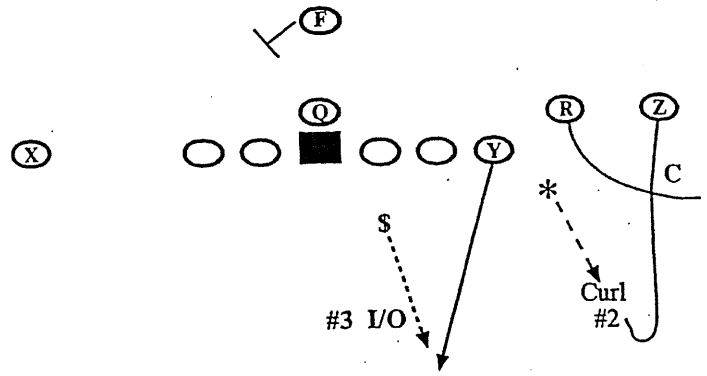
vs Z - Under
 MIKE = Normal Rules
 SAM = Normal Rules

**IN & OUT - CALL ON #2 & #3 STRONGSIDE USING
CUT PRINCIPLES BACK TO THE BALL**

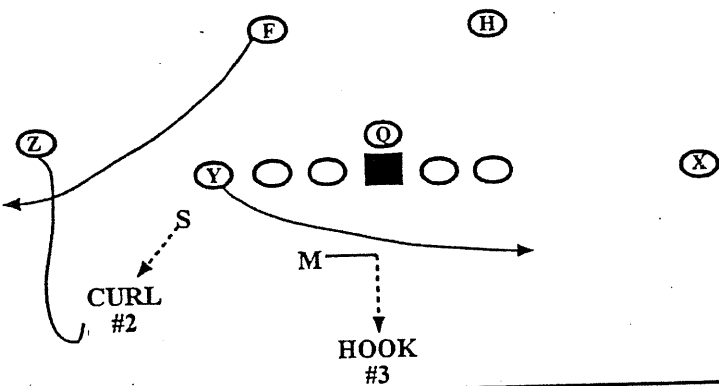
COVER 2 - IN & OUT ON 2 & 3 [CUT CONCEPT]



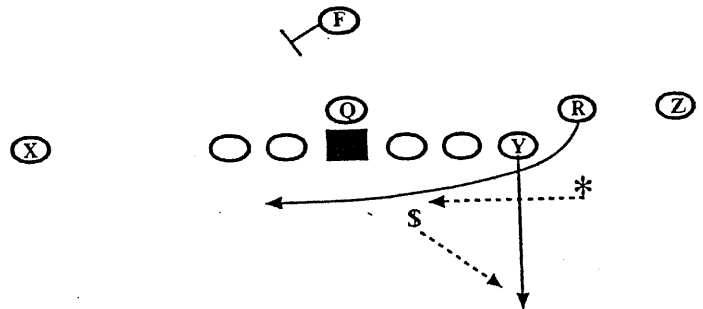
NKL COVER 2 vs 2 & 3 TITE - IN & OUT



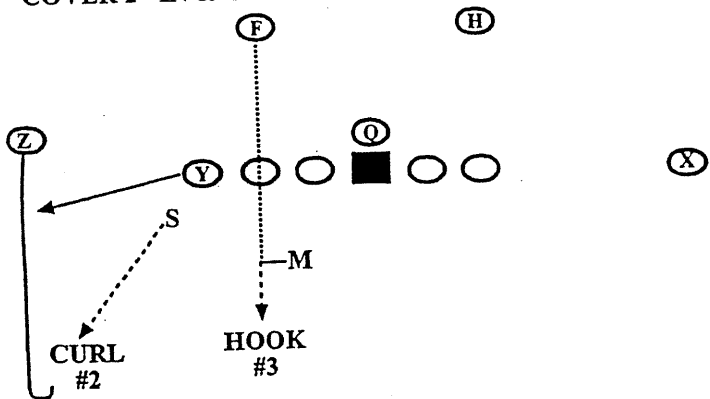
COVER 2 - IN & OUT ON 2 & 3



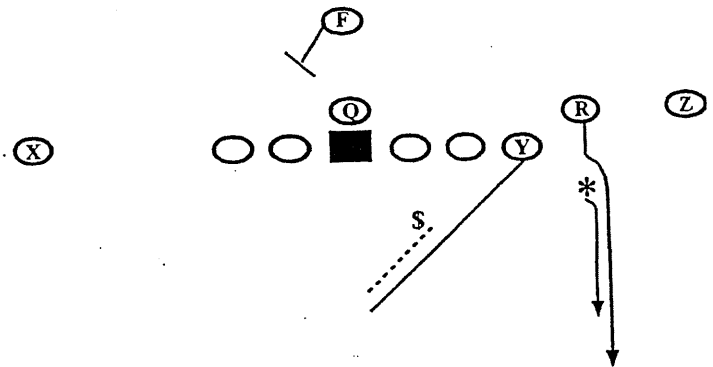
NKL COVER 2 - TAG (#2 OR 2)



COVER 2 - IN & OUT ON 2 & 3



NKL COVER 2 vs 2 & 3 TITE - IN & OUT



DOUBLE COVERAGE CALLS (6/3, 2/3, 3/2 Trey)

(PRO/SLOT)

In the huddle, the defensive signal caller will give a double coverage call. Example: "Coverage 2/3".

The first digit (2) indicated the coverage we will play against any formation. We will use our standard adjustments against any variation or pro formation.

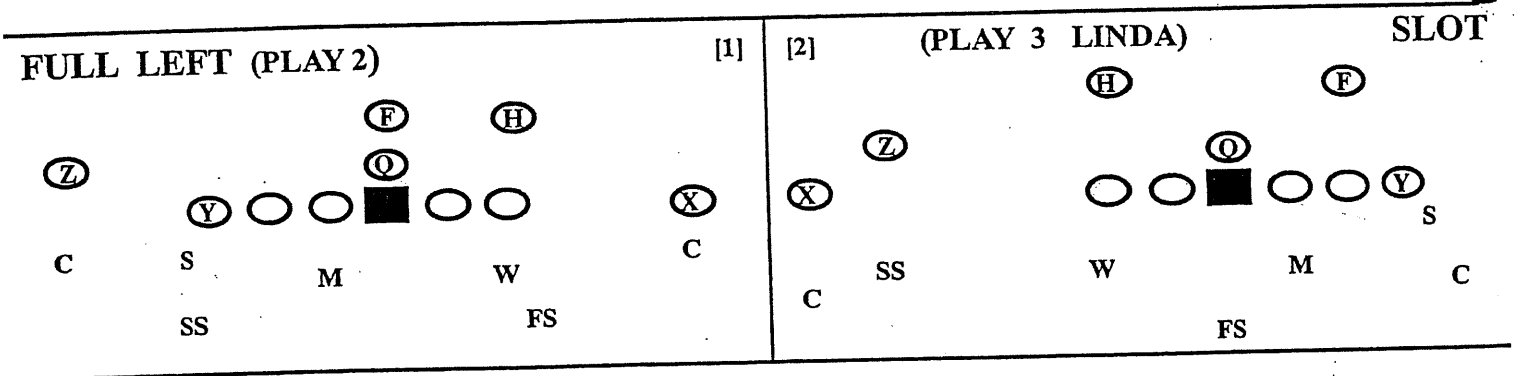
The second digit (3) indicates the coverage we will play against any slot/twin formation. We will use our standard adjustments against any variation of slot/twin formation.

We will use double coverage calls in our defense to cover motion, adjust better to slot/twin formation, and to cover outstanding receivers. In most, but not all cases, the double coverage enables our front 7 defenders to maintain constant run responsibilities and constant pass rush lanes.

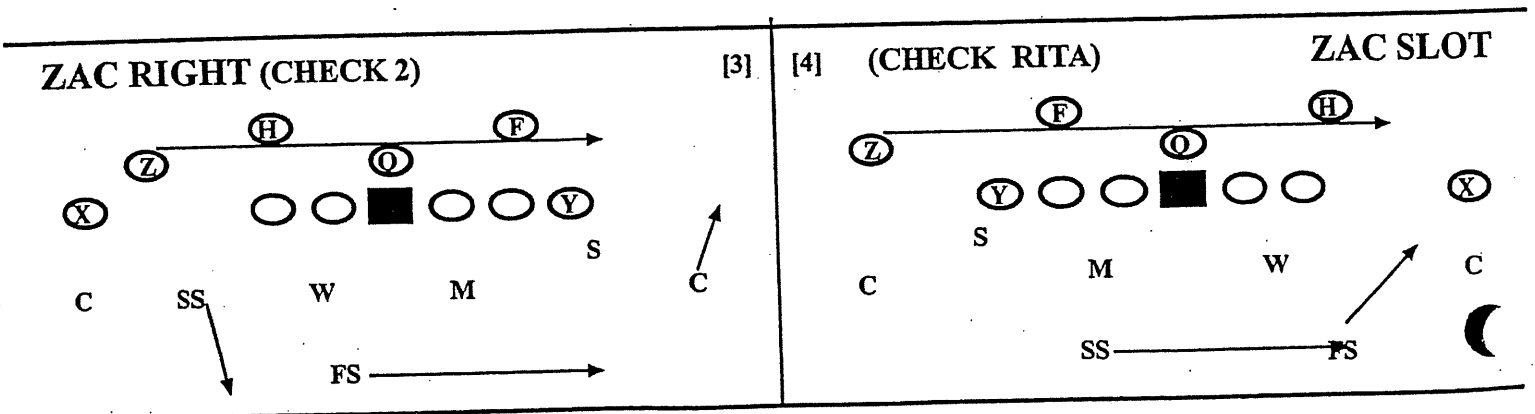
C.P.: Safeties/Mike - At the line, Call the coverage first. No strength. Versus COS movement. Recall the coverage.

EXAMPLES OF DOUBLE COVERAGE CALLS

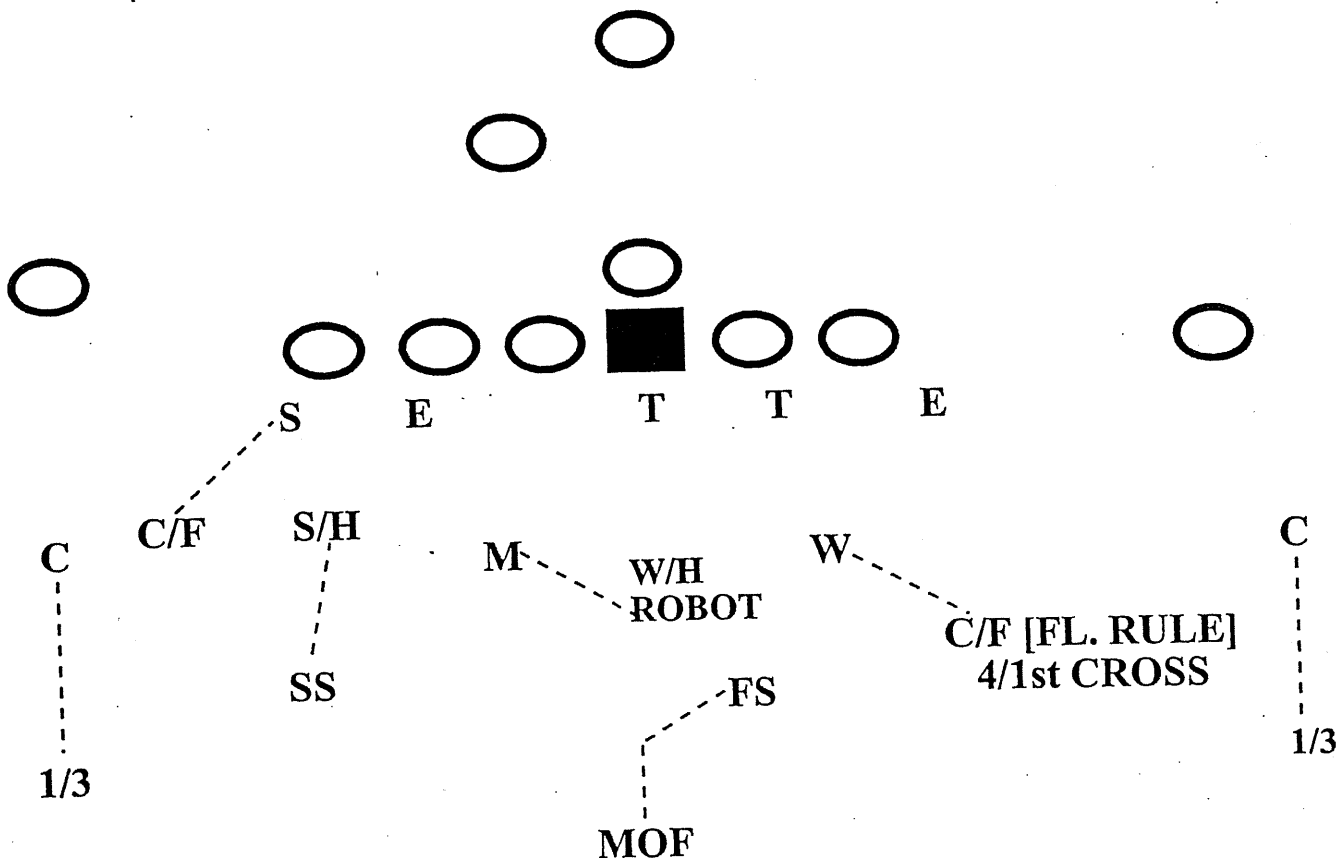
"UNDER COVER 2 / 3"



"UNDER COVER 2 / 3"



ZONE ALERT

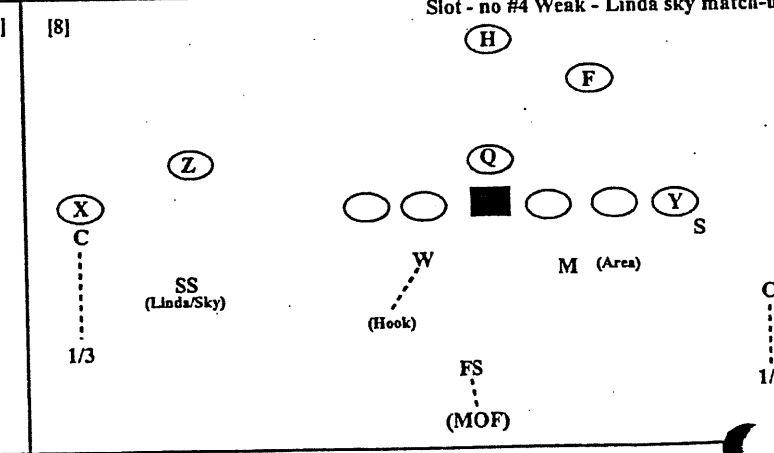
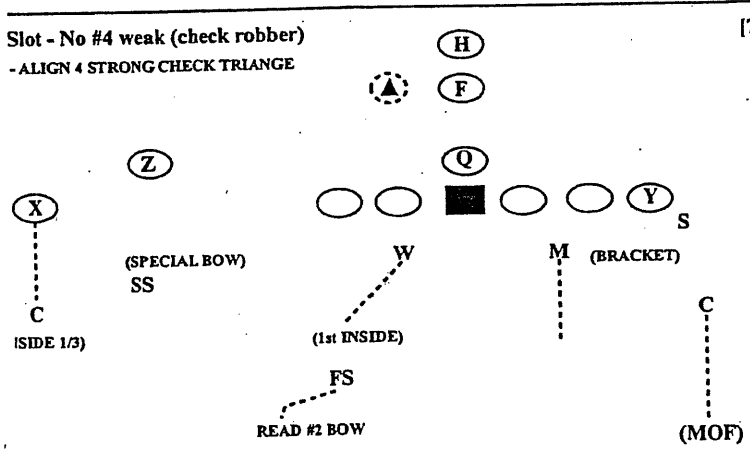
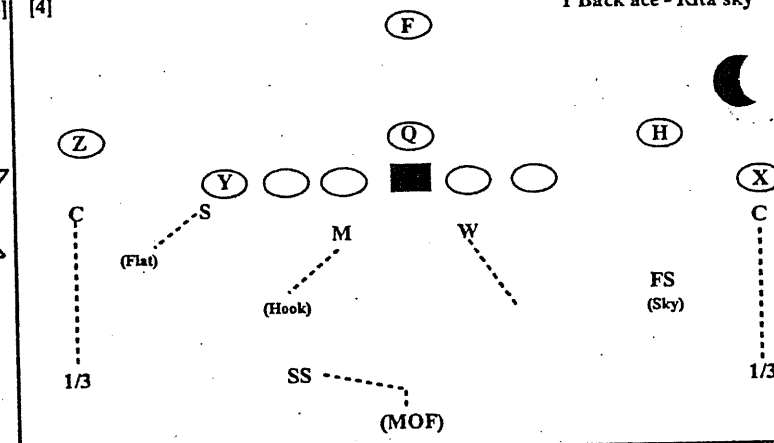
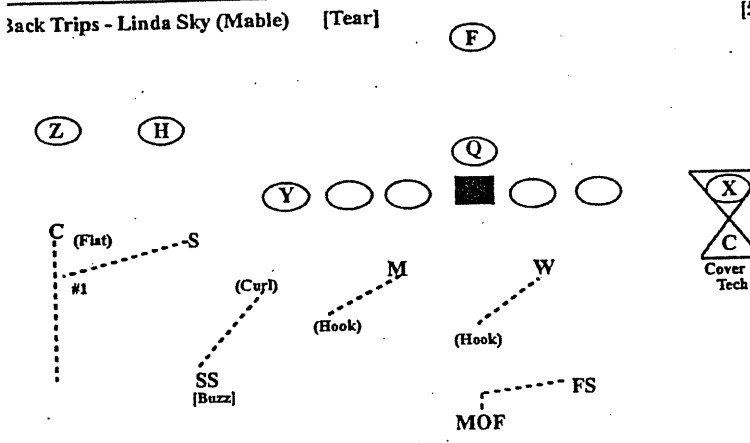
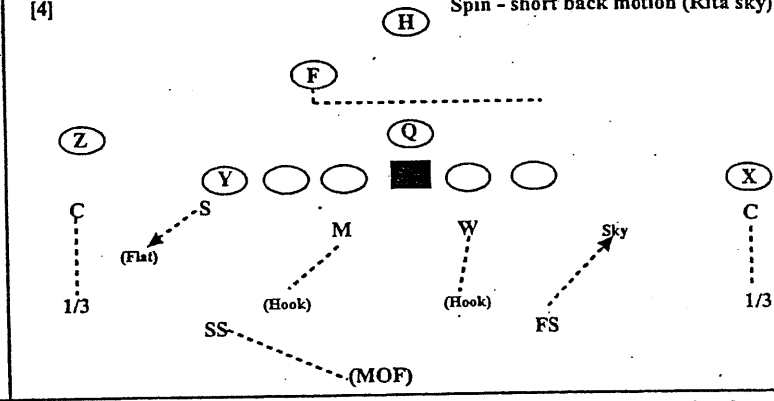
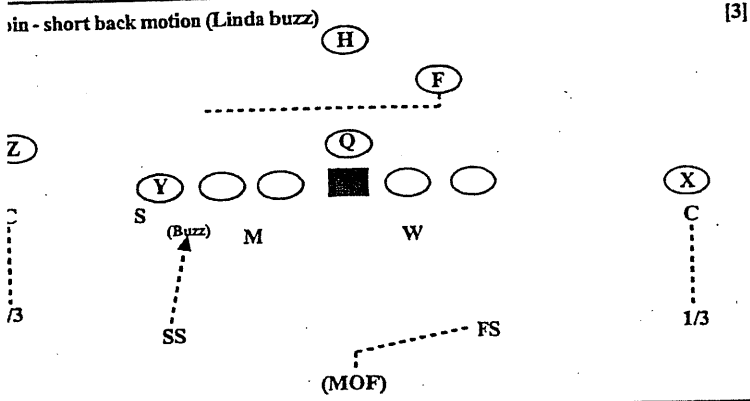
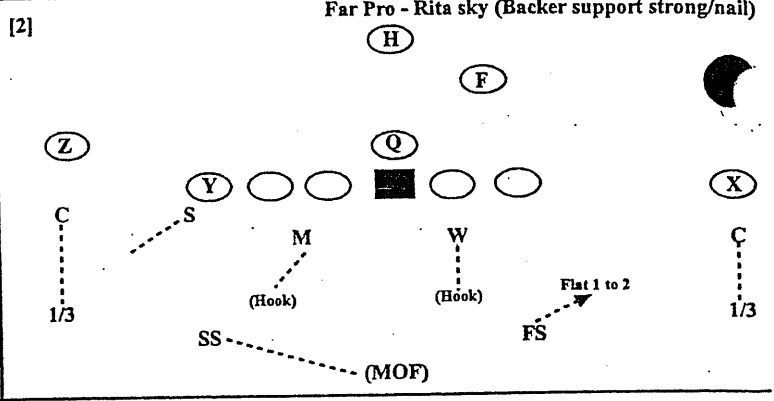
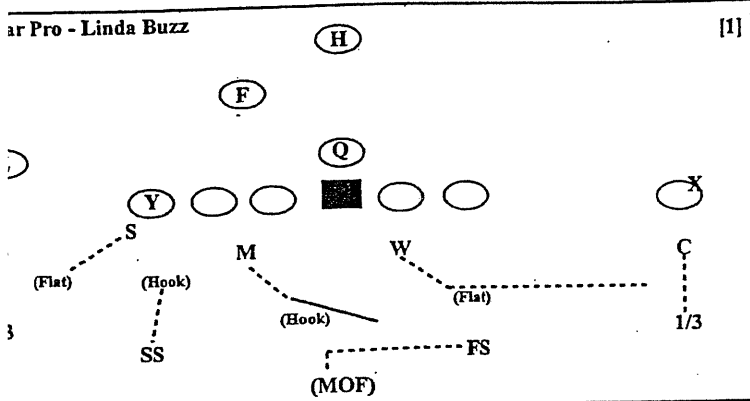


Definition: 3 deep zone coverage on pro formations that will self adjust to a 2 deep concept vs 2 back slot formations with no #4 weak. We will Rita/Linda rotate based on backfield set (Buzz strong/Sky weak). We will Rita/Linda sky on any one back sets to the detached #3 receiver.

EXAMPLE: Under 0 Zone Alert Bump

Rules:

- A. Pro-split/I/Flat backs strong -- Rita/Linda Buzz to TE/Cover 3
- B. Pro -- Flat backs weak -- Rita/Linda sky to SE/Cover 6
- C. Spin on short back motion accordingly
- D. Rita/Linda sky all detached/Back sets.
- E. 2 back slot formation play Cover 4/ Apply Cover 4 rules
- F. Can game plan I/split backs pro based on offensive philosophy
- G. LB "Cage" call to DE vs slot formations no #4 weak

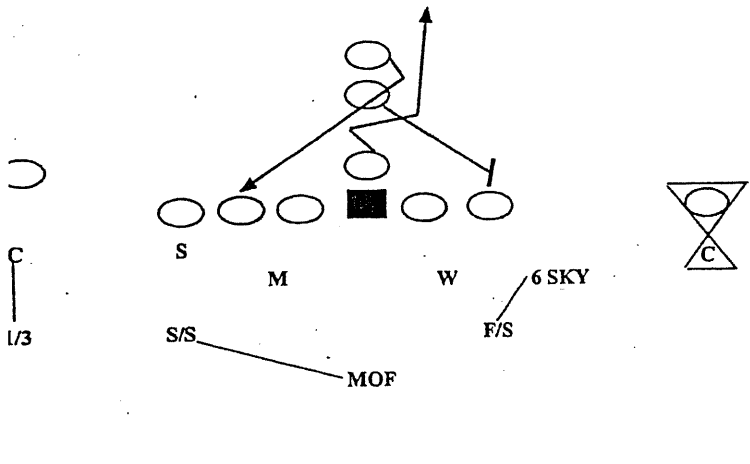
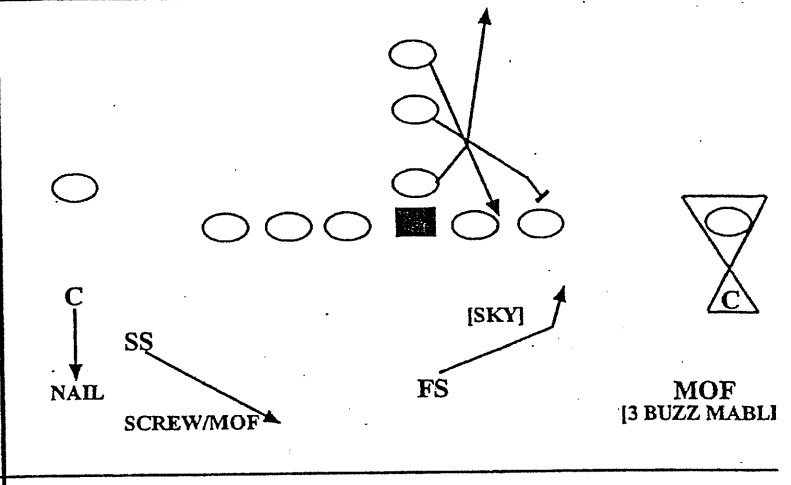
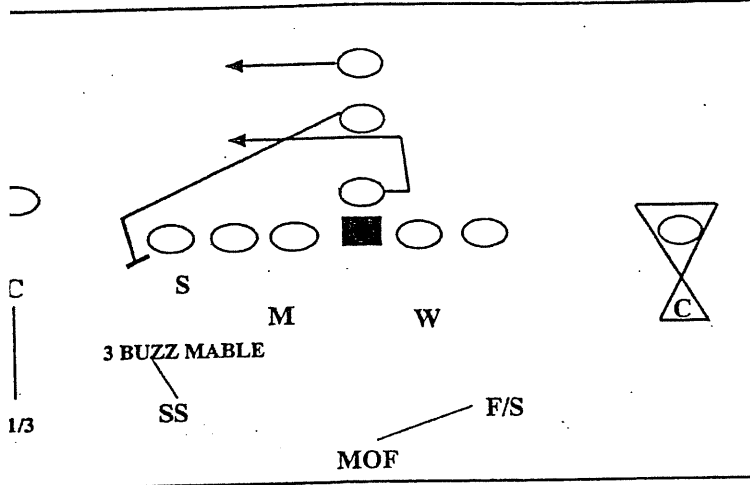


FOX

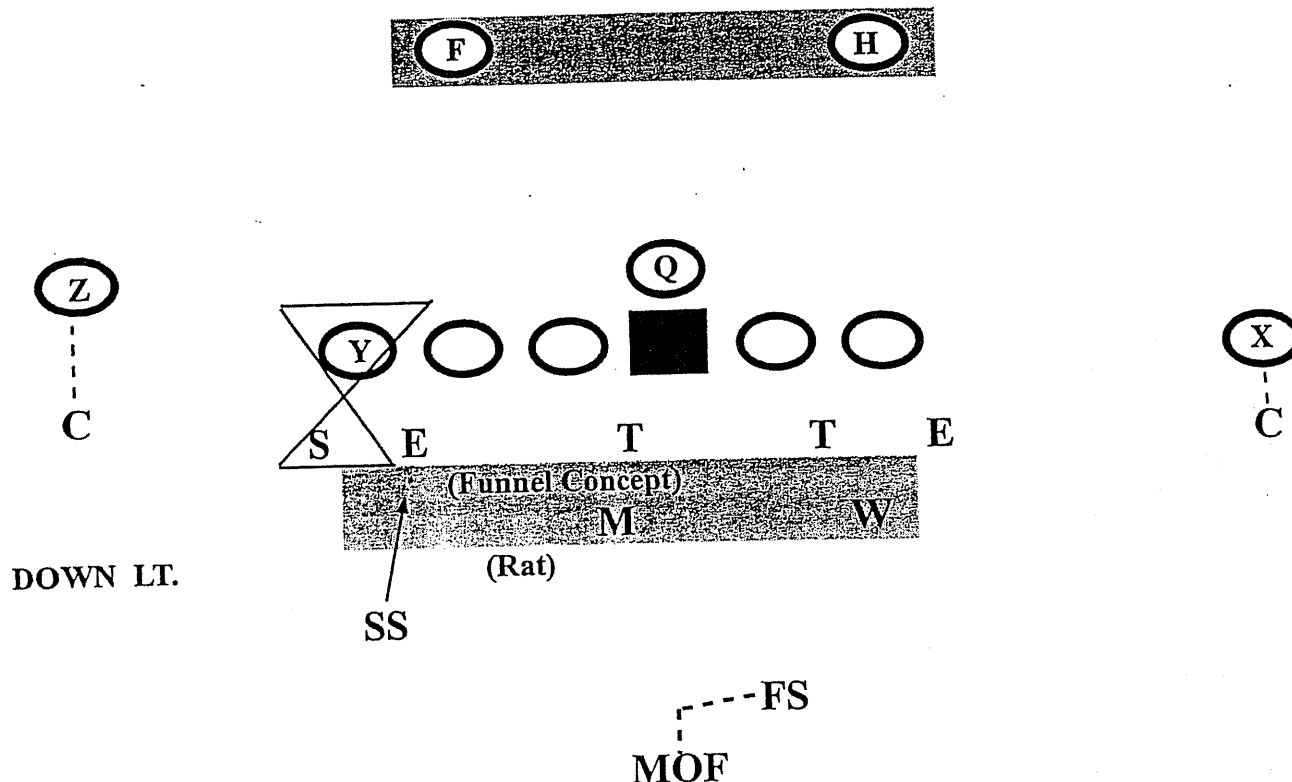
[UNDER 0 8/3 [FOX] [MEG]

- A. PLAY VS. I PRO/SPECIFIC BACK SETS.
- B. FOX TAG PUTS BOUNDARY CORNER IN BUMP MAN. I/S
- C. ALL COVER 8 WILL ROTATE ACCORDING TO BACKFIELD FLOW [FB]
 - 1. FB STR. - SIN [F/S - MOF/\$ - 3 BUZZ MABLE/BSC-COV. 1]
 - 2. FB WK - REVERTS TO COV. 6 SKY
- D. FOX TAG - PUTS FS ON FB FLOW WK INTO SKY WEAK MODE
[PASS WEAK - UNDER OUT/POACH FOR TE/Z OVER RT.]
[RUN WEAK - GET DOWN QUICK - LEAD/LOAD OPTIONS]
- E. COV. 8 NAIL C SECURE I/S ON #1
- F. MEG TAG PUTS FIELD CORNER IN MAN I/S
- G. ZING MOTION/CORNER GOES TO "CLOUD" AND PLAYS FROM 6 YDS. OFF Z
O/I [OPTION TO - PLAY COV. 2 SUPPORT - PITCH/BALL OFF - PASS REVERTS
TO NAIL/C.8] MEG COMES OFF ON ZING

FOX ADJUSTMENTS



COVER 1 BUCK



DOWN LT.

Definition: Match-up coverage - tight man coverage with a MOF safety and a 3 on 2 funnel concept with the free player becoming a rat. The funnel will include a safety and be set based on the TE :[Y] alignment. Backers will boss opposite down safety.

Example: Under 0-1 Buck

Rules:

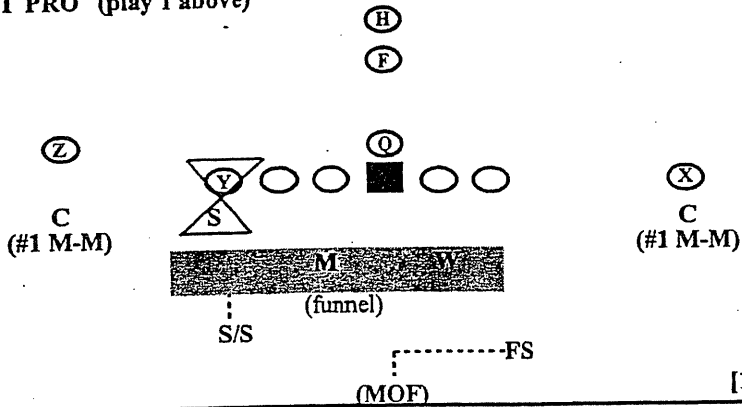
- A. Vs. all 2 back set - safety "down" to TE side as part of funnel. Sam has TE.
- B. Rocket all 1 back sets / all TE & SE side breaks
- C. Treat all short back motion as 2 back / slide adjust

Coaching Points:

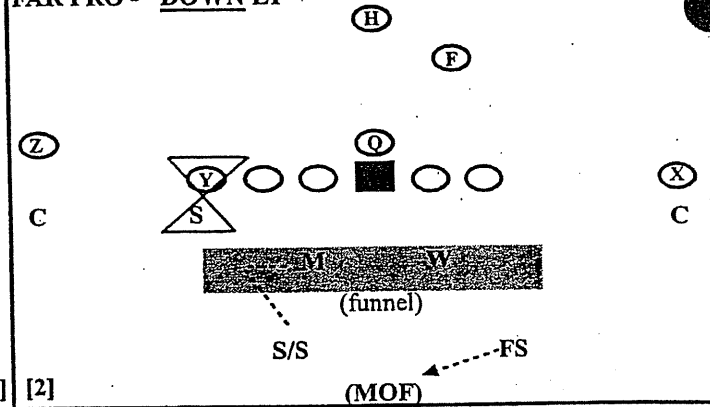
1. Corners: Rat all tight splits (zing/zak/zag)
2. Can combo 2 receiver stacks / Lock all bunches
3. Lock all over-the-top motion
4. Cut progression / eye control
5. Corners match-up vs 2 back slot

1 - BUCK ADJUSTMENTS

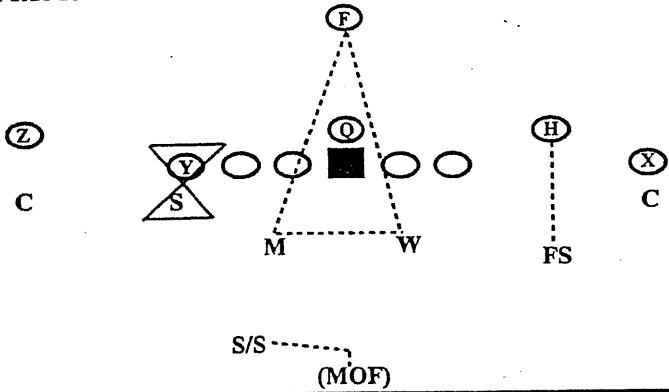
I PRO (play 1 above)



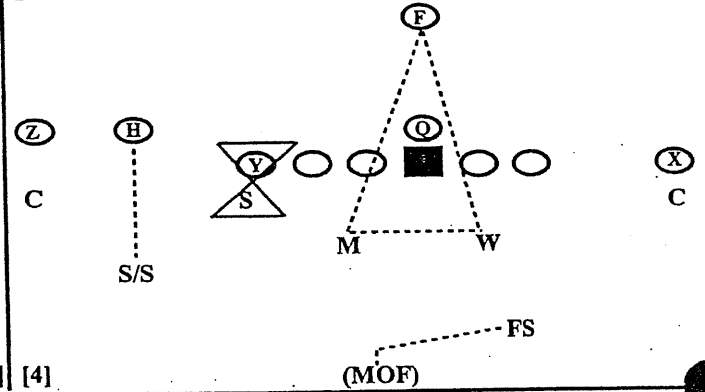
FAR PRO - "DOWN LT"



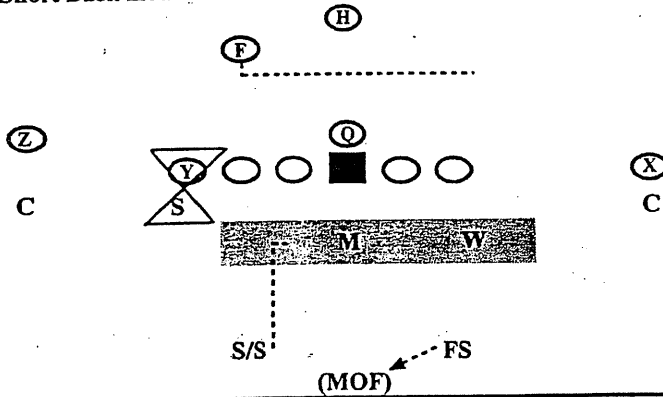
SE side break - Rocket 1 Back sets



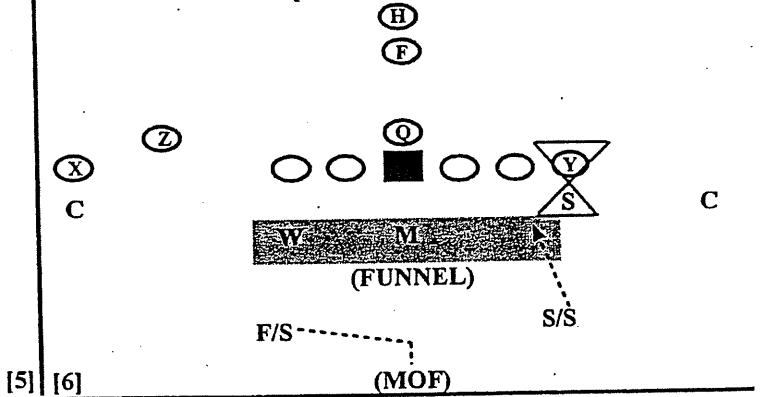
TE side break - Rocket all 1 back sets



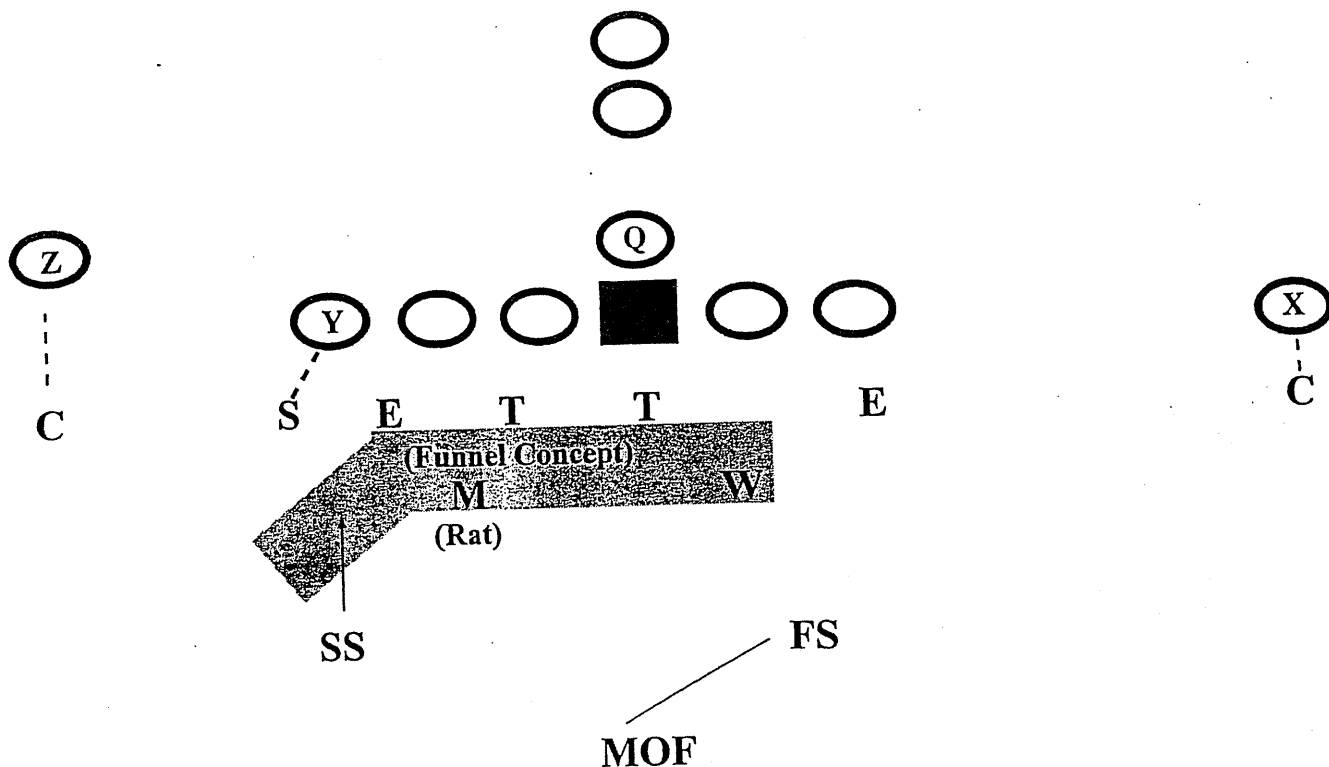
Short Back motion weak - Treat as 2 back



2 Back slot formation [MATCH-UP]



COVER 1 ALERT



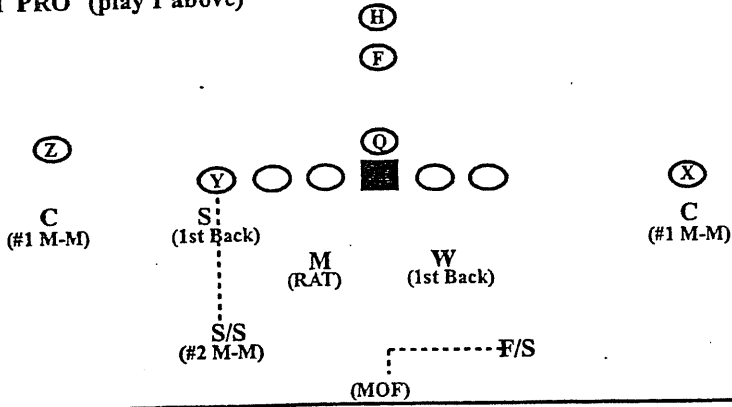
Definition: Match-up coverage -- tight man to man coverage with MOF safety in a 3 on 2 funnel concept with the free player becoming a rat. The funnel will be set based on the backfield set and will become cover 1 or 9 in nature. We will not play it vs 2 back slot formation (check C-4 match-up). Treat all 1 back formations as blue/rocket adjust.

Example: Under 0-1 alert/4

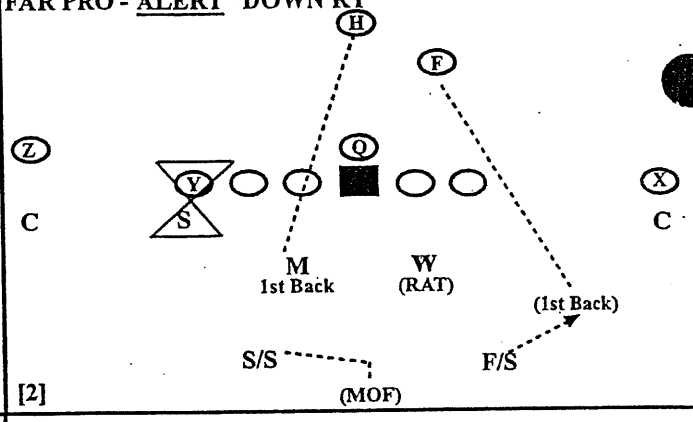
Rules: (Play vs Pro sets/1 back)

- A. Flat backs strong / split / I - cover 1-Buck vs. I-Pro Safeties will "Key"
- B. Flat backs wk / - "Alert" 9 / "Down" call
- C. Rocket all 1 back sets / all TE & SE side breaks
- D. Treat all short back motion as 1 back / rocket adjust
- E. Rat all tight splits
- F. Can combo 2 receiver stacks / Lock all bunches
- G. Lock all over-the-top motion
- H. Cut progression / eye control

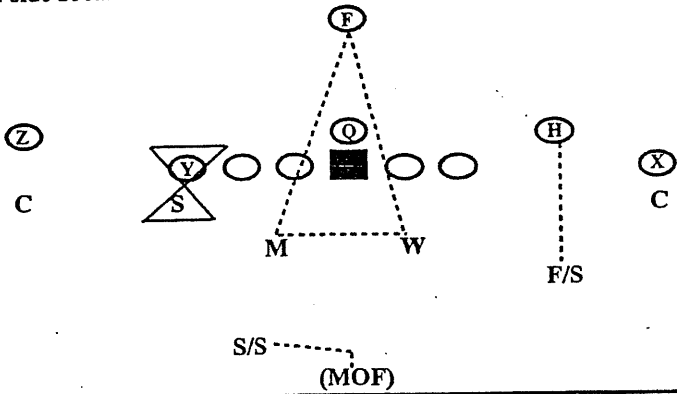
I PRO (play 1 above)



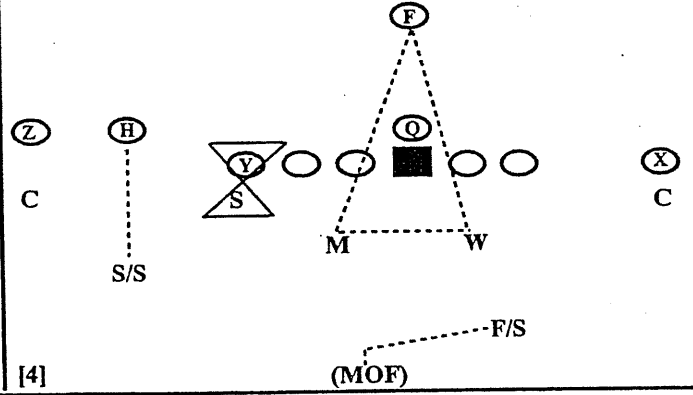
FAR PRO - ALERT "DOWN RT"



SE side break - Rocket 1 Back sets

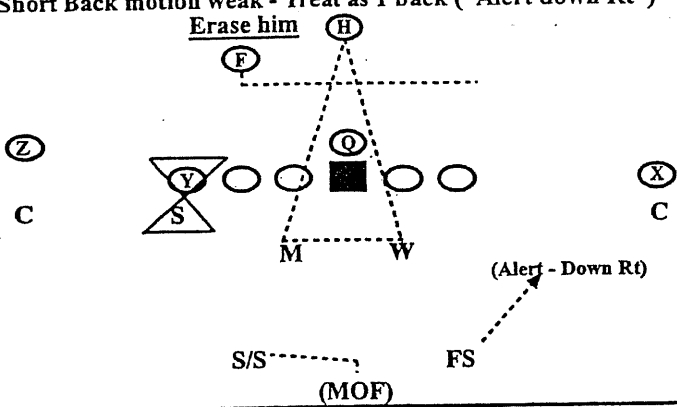


TE side break - Rocket all 1 back sets

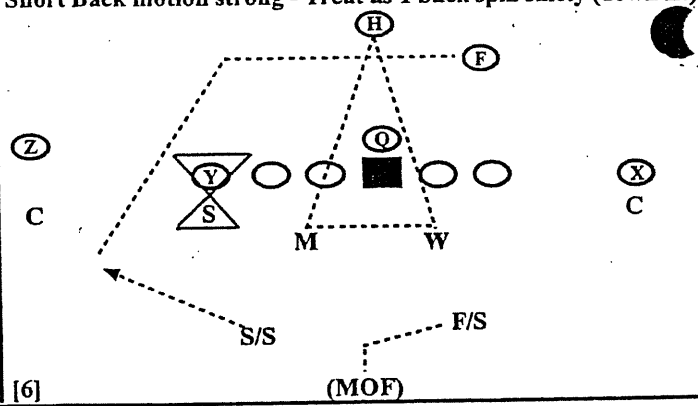


Short Back motion weak - Treat as 1 back ("Alert down Rt")

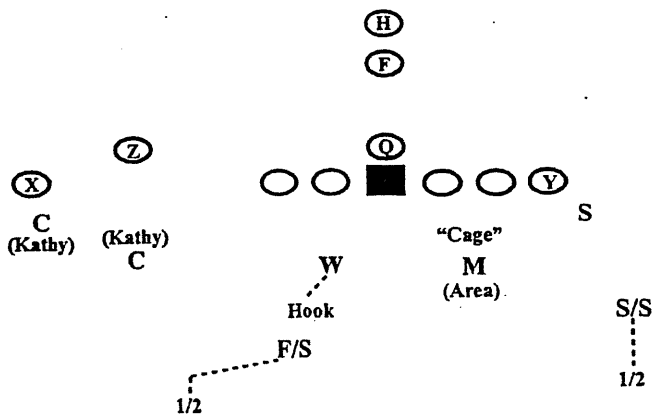
Erase him



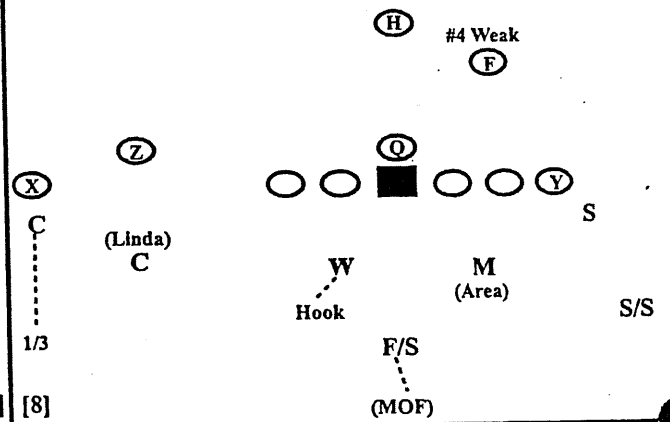
Short Back motion strong - Treat as 1 back spin safety (down Lt)



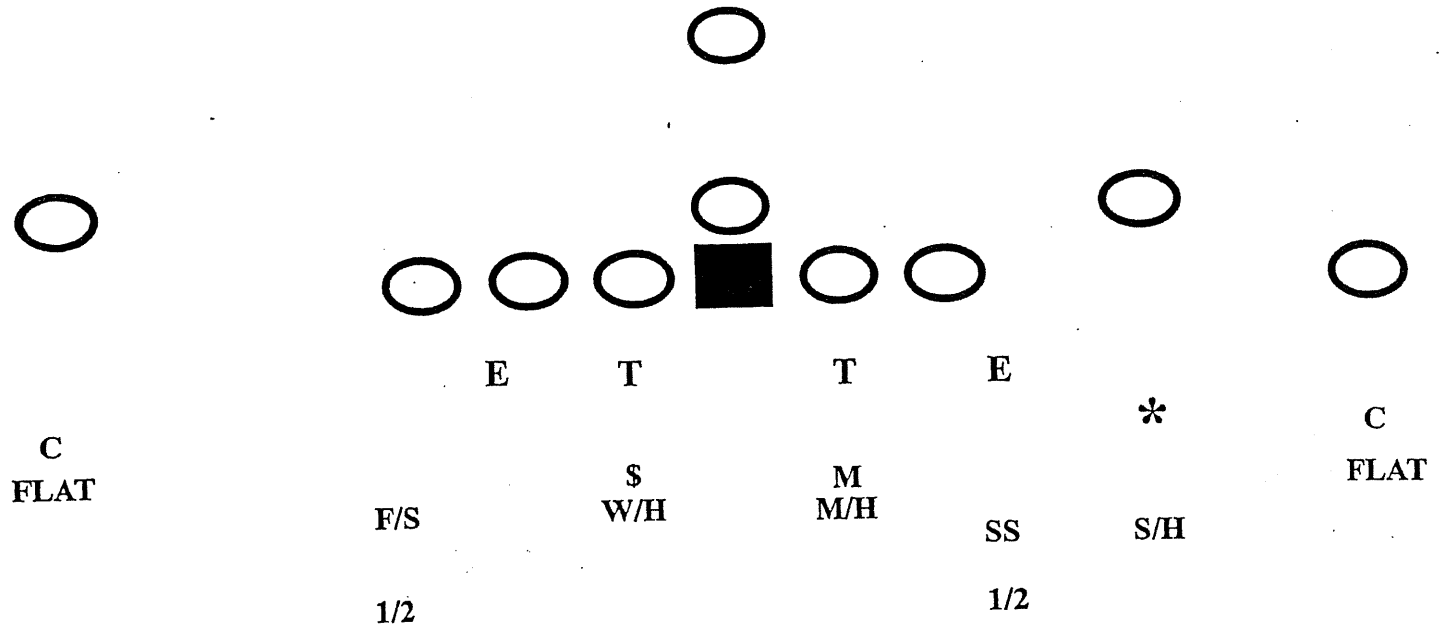
2 Back slot formation - check 4 match-up (play 4) no 4 weak



2 Back slot formation (#4 weak / Linda)



SUB - COVER 2



Cover #2: A double rotated zone w/2 deep and 5 under
 C.P.: "Stay" - no move by defenders on motion/fly across formation

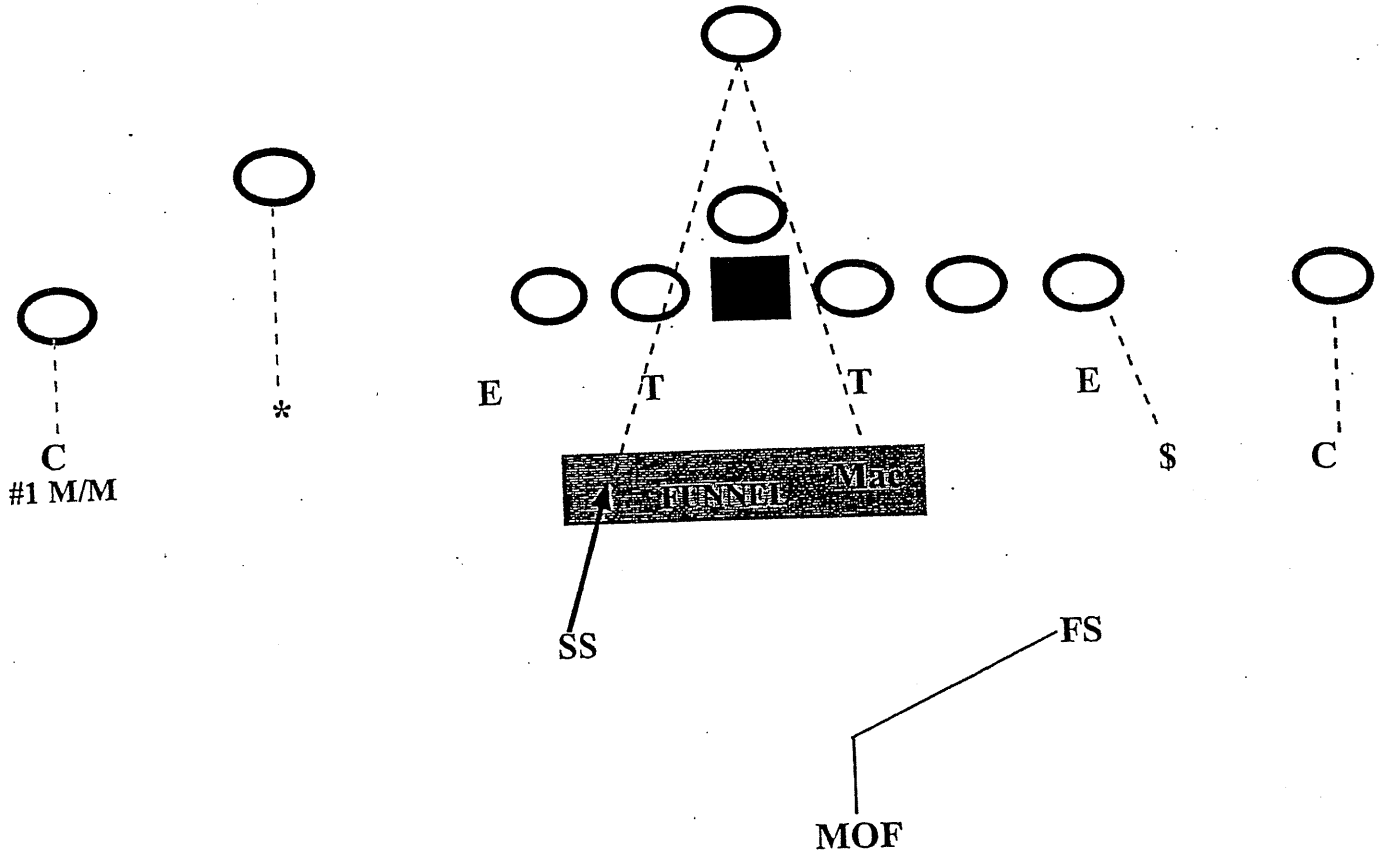
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	On #3/#2 Backer	(Through linemen) to #2/#3	Open to strong/weak hook Drop to sticks, read QB, and react to ball Reroute strongside #2/#3 through the post C.P.: Weak hook defender - be aware of release by #1 C.P.: "Stay" - no move (slide adjustment).
NICKEL DIME	On #2/#3 C.P.: "Stay"	(Through linemen) to #2/#3	
STAR	Inside alignment on #2	(Through linemen)	Reroute #2 on vertical release vs. inside release, flatten him down to next defender. C.P.: "Stay" vs. outside release. Carry him through slot. C.P.: See #1 delay Cover slot/curl area. Read QB and react to ball.
STRONG CORNER	Outside shade on #1	#1	Jam #1 inside If #1 release inside, get depth (15 yards). Read QB and react to ball. C.P.: You are responsible for the 7. If #1 releases outside, carry him through the fade area. You are responsible for the fade.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WEAK CORNER	Outside shade on #1	#1	
SAFETIES	On #2/#3 8 to 10 yards deep.	-Through uncovered Lineman to backs	-Drop as aiming point 3 yards inside numbers - 17 yards deep. See flow, read #1s release, and take a hard read on QB.

IN/OUT CONCEPT VS. 3X1 FORMATION

*BRONCO TAGS VS. TREY FORMATION

SUB - COVER 1 (LINEBACKER) FUNNEL



Cover #1: A man/man coverage with post help guaranteed by a safety - N/D - MAC and strong safety play 3 on 2, with the (designated) linebacker in the middle of the field.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
OUTSIDE FUNNEL NICKEL DIME	On coverage	Through linemen to backs	2 backs - funnel tech on backs and TE-funnel Numbers rule on funnel C.P.: No hug on funnel C.P.: Post help C.P.: Check "cross" vs. 4 WRs.
FUNNEL BACKER	Between 2 receivers to be funneled	Through linemen to backs	Funnel tech on backs -- back and TE Flood or webb action - cover 2nd backs Number rule on funnel C.P.: No hug on funnel C.P.: Post help C.P.: Check "cross" vs. 4 WRs.

RULES:

1. \$ aligns and takes #4
2. Safety "down" opposite the \$
 - A. Funnel concept
 - B. Down safety comes "down" to the O/S part of B gap vs. run.
3. Trey set check 1 cross
4. Possible 1 invert check vs. near set



FALL PRACTICE #3
August 12, 2001

Blue/Gold

FRONTS

Field (O, Flex)	3.1
Stack (O, Flex)	3.4
Games	3.8

BLITZ

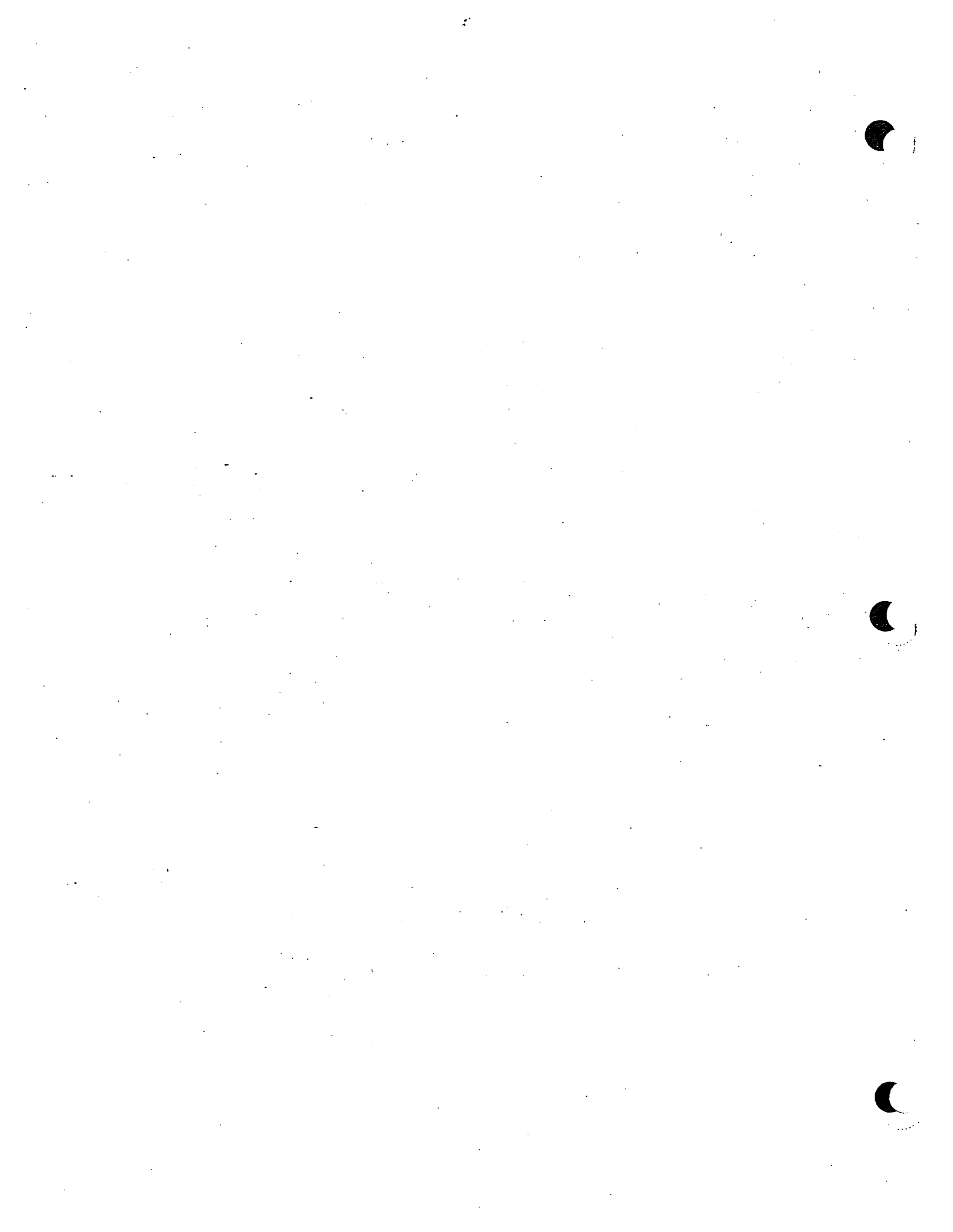
Under Viper	3.9
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ZONE PRESSURE

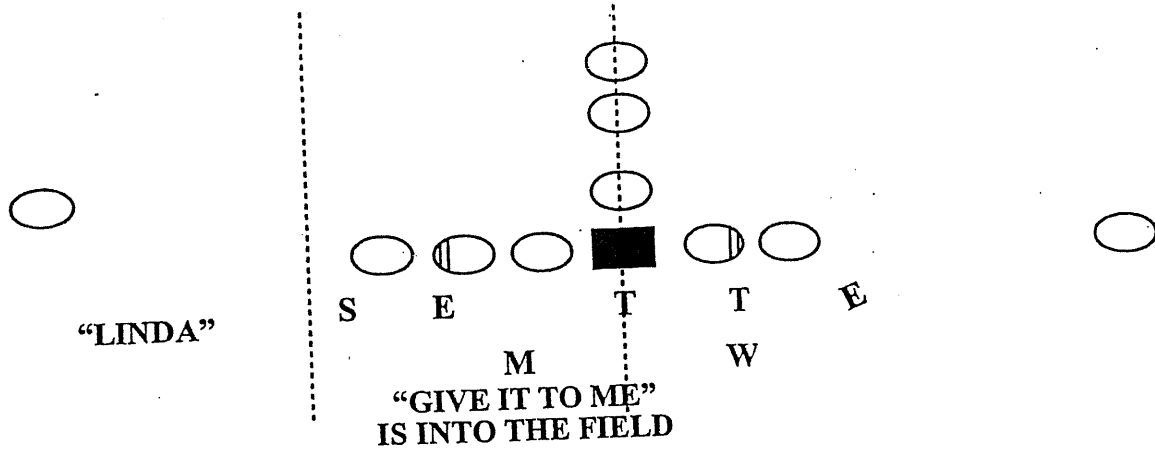
Packaging Zone Pressures	3.10
Field South	3.12
Field Frisco A or B	3.13
Field O Crash	3.14
Zone Pressure Coverage Rules	3.15
Nickel Even Sarasota (Florida)	3.16
Nickel Even Sarasota (California)	3.17

COVERAGE

<u>Cover 8</u>	3.18
<u>Cover R (Robber)</u>	3.20
<u>Cover 4 (Match-Up)</u>	3.22
<u>Sub-Cover 8</u>	3.24
<u>Bronco</u>	3.25
<u>Sub-8 (Stout/Clout)</u>	3.26
<u>Triple Coverage Calls</u>	3.27



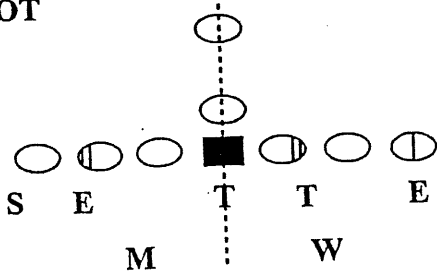
FIELD = UNDER OR OVER [HASH CALL]



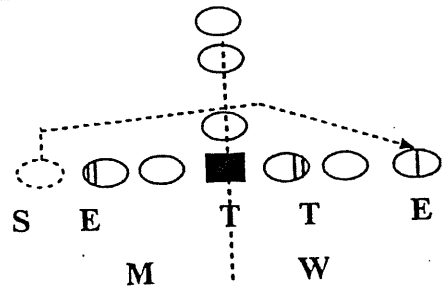
COVERAGES: 8, 8/2

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Crash 6	Ball - TE/T-N.B. Shallow Man	C-Gap Flow Away - Mental Trail
BOUNDARY TACKLE	3	Ball - Guard	B-Gap
FIELD TACKLE	0	Ball - Center	(2 Gap)
FIELD END	Heavy 5	Ball - Tackle	(2 Gap)
SAM	TE - 9 vs. Pro 40 vs. Slot To Field - 30	vs. TE - TE Stack - N.B./OG	9 Backer vs. Pro Stack LB vs. Slot
MIKE		Nearback/OG	Flow to B-Gap Flow Away Near A-Gap
WILL	SE - 30 vs. Pro Walked vs. Slot	vs. Pro - N.B./OG Slot - OT/N.B.	D-Gap vs. Slot Stack LB vs. Pro

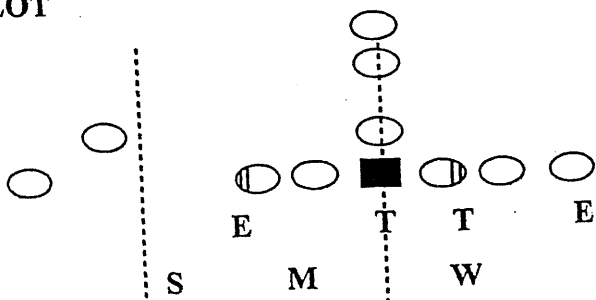
SILVER DOT



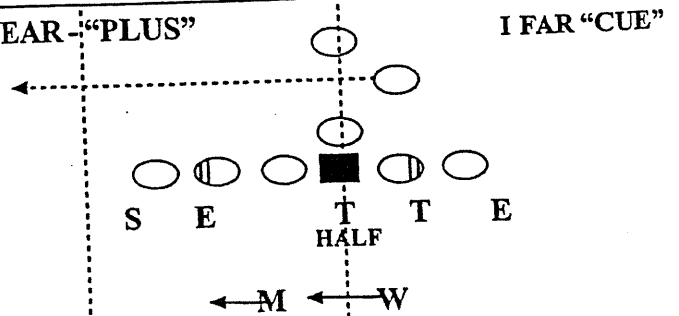
Y-TRADE



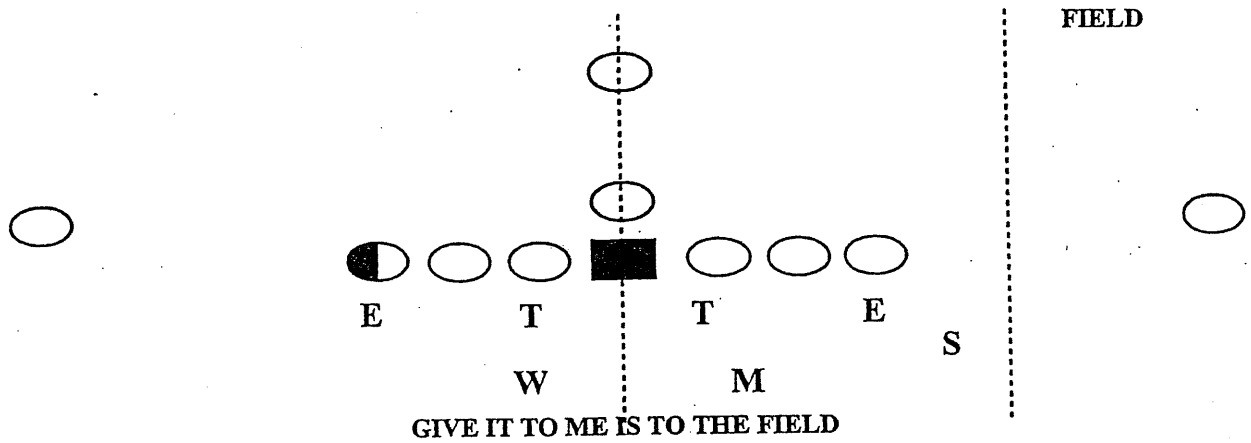
SLOT



INEAR - "PLUS"

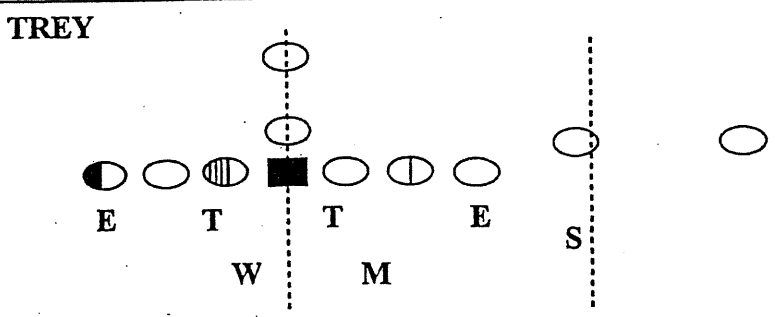


FIELD FLEX



CAN PLAY 8 [FOX SILVER TREY]

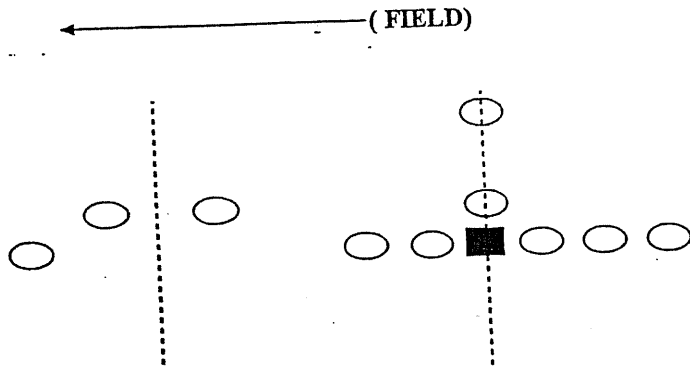
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Heavy 9		
BOUNDARY TACKLE	3		
FIELD TACKLE	2i		
FIELD END	6		
SAM	8		
MIKE	30		
WILL	30		



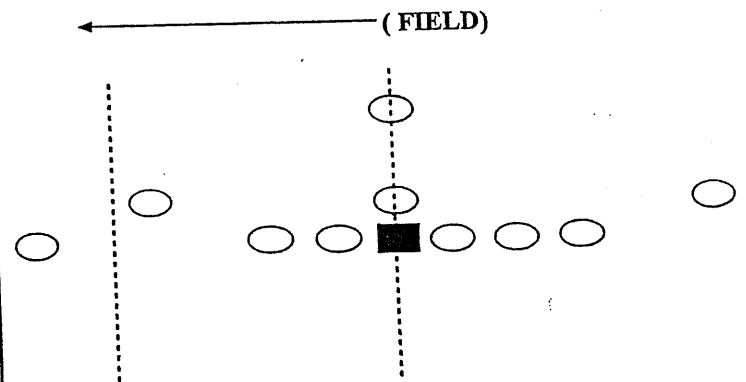
FIELD COVERAGE RULES

- A. **FIELD DEFENSE - FRONT IS SET TO THE WIDE SIDE OF THE FIELD**
- B. **COVERAGE IS WEAK ROTATED TO BOUNDARY**
 - 1. **IT IS NOT A DOUBLE CALL**
 - 2. **1st DIGIT TO PRO SETS**
2nd DIGIT TO 2 REC. SETS (SLOT)

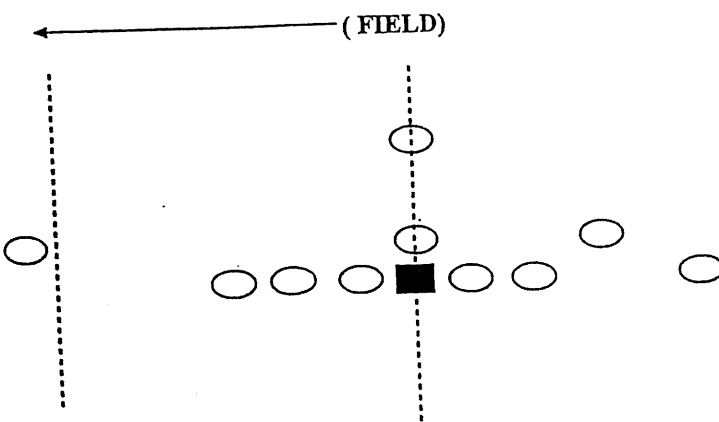
TREY (PLAY 2)



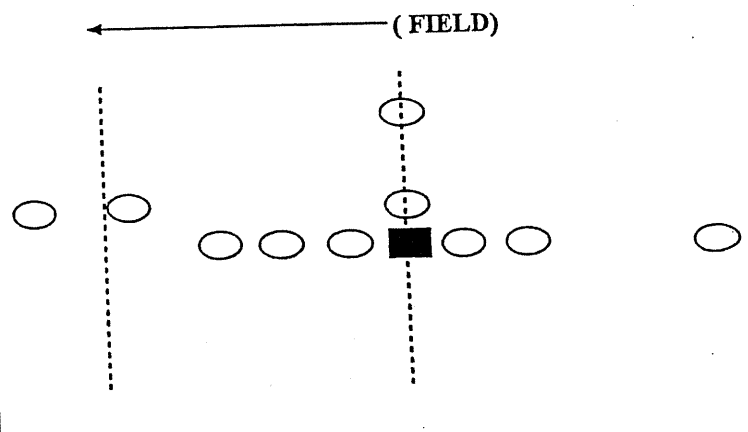
TWIN (PLAY 2)



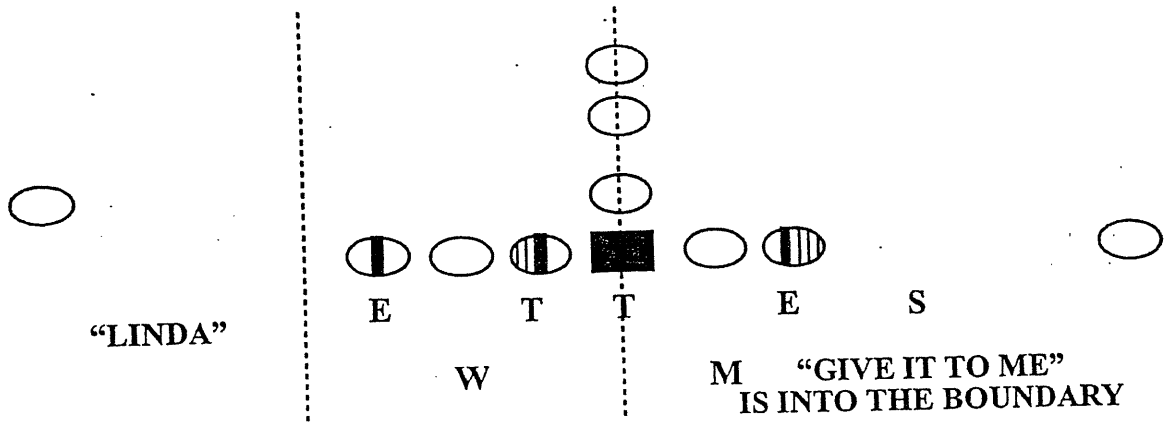
TWINS TTB (PLAY 8)



TRIPS (PLAY 2)

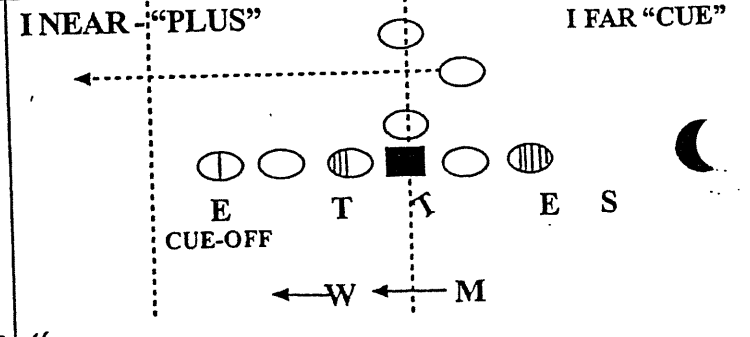
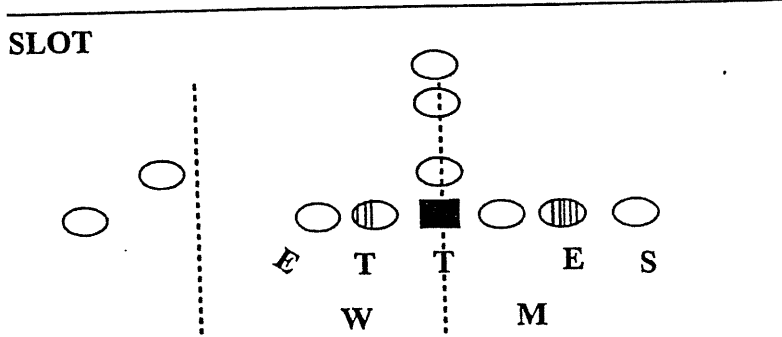
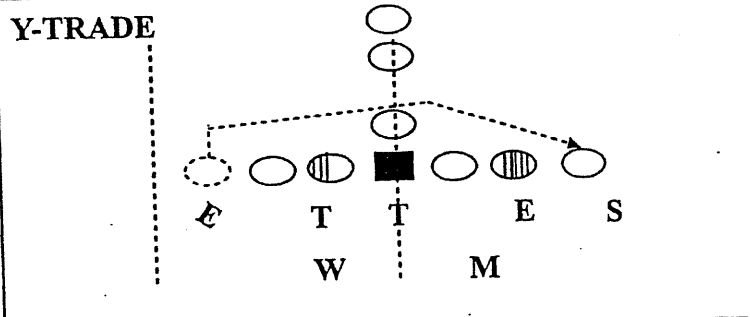
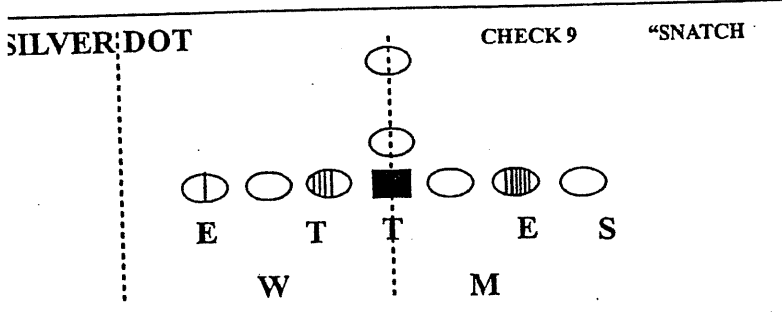


STACK = OVER OR UNDER [HASH CALL]

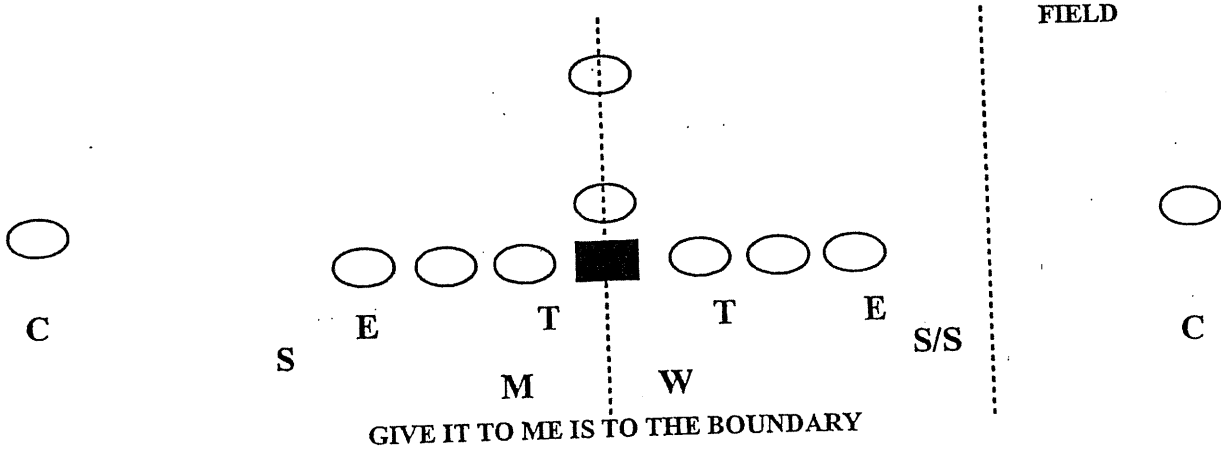


COVERAGES: 3, 3/4, R/4 [VS. FTB - 8 SKY]

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Heavy 9	Ball - Tackle	(2 Gap)
BOUNDARY TACKLE	0	Ball - Center	(2 Gap)
FIELD TACKLE	3	Ball - Guard	B Gap
FIELD END	Crash 6	Ball - TE/T-N.B. Shallow Man	C Gap Flow Away - Mental Trail
SAM	TE - 40 vs. Pro 9 vs. Slot	vs. TE - TE Stack - N.B./OG	Stack LB vs. Pro 9 Alley vs. Slot
MIKE	To Boundary - 30	Nearback/OG	Flow to B-Gap Flow Away - Weak A-Gap
WILL	SE - 9 vs. Pro 30 vs. Slot	vs. Pro - OT/N.B. Slot - N.B./OG	D-Gap vs. Pro Stack LB vs. Slot



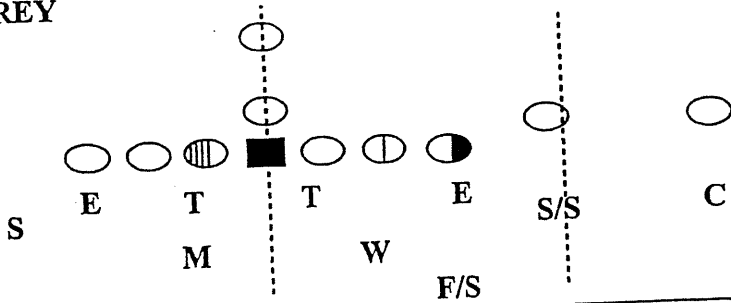
STACK FLEX



CAN PLAY 3/R, 3/4, 3

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	6		
BOUNDARY TACKLE	2i		
FIELD TACKLE	3		
FIELD END	Heavy 9		
SAM	8		
MIKE	30		
WILL	10		

TREY



“STACK”

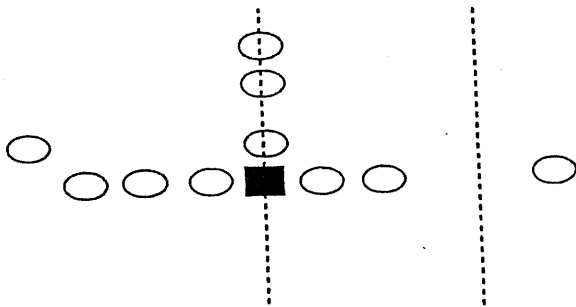
1. **Stack = Over or Under**
2. **Stack “O” = Okie or Under “O”**
3. **MLB - “Give it to me” call to the boundary (Hash call)**
4. **There can be either a single coverage called: Ex. = Stack 3
or 2 coverages called: Ex. Stack 3/4 - Stack R/4**
 - 1st Digit = Pro**
 - 2nd Digit = Slot**
 - Note -- these are not “Double” calls**
5. **FTB = Check over bump 8 sky (Pro to boundary only)!**
 - vs. Slot check 3-Tite safety**
6. **vs. Tackle over**
 - Mike to shortside stay and play**
 - Mike to longside “move over”**

STACK COVERAGE RULES

- A. **STACK DEFENSE - FRONT IS SET TO BOUNDARY**
- B. **1. COVERAGE IS STRONG ROTATED TO FIELD**
2. IT IS NOT A DOUBLE CALL
3. 1st DIGIT TO PRO / SECOND DIGIT TO SLOT (EX: STACK 3/4)
- C. **VS. 1 BACK SETS APPLY PRO / SLOT RULES**
- D. **FTB - CHECK 8 SKY**

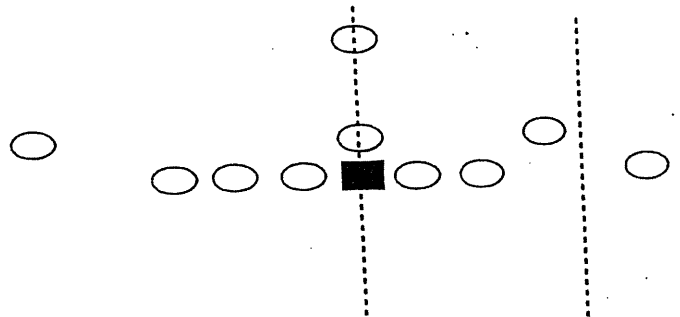
FTB CHECK 8 SKY

← (BOUNDARY)



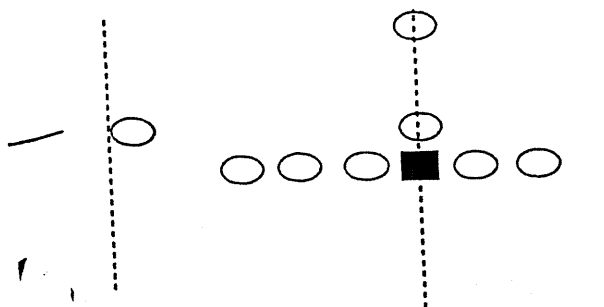
TWIN (RITA)

← (BOUNDARY)



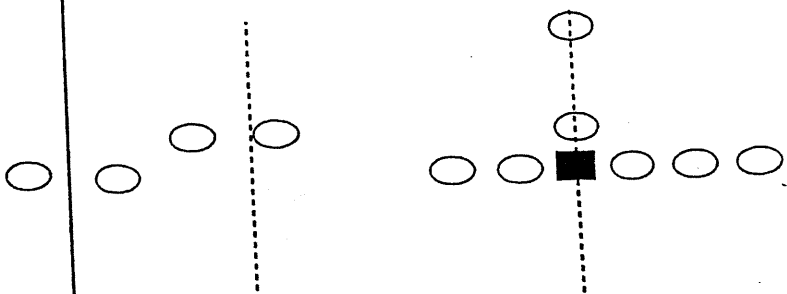
IPS (LINDA MABLE)

(BOUNDARY) →



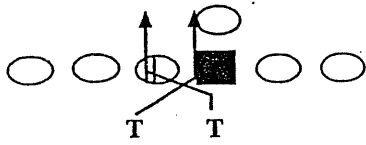
TREY (PLAY 4)

(BOUNDARY) →



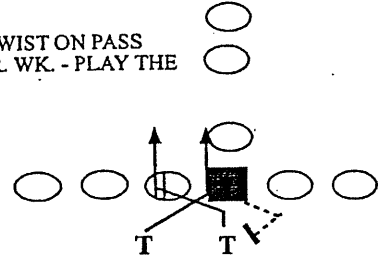
GAMES

TOM
 3-PICK CTR>
 0/SHADE - FLASH AND TWIST [B GAP]



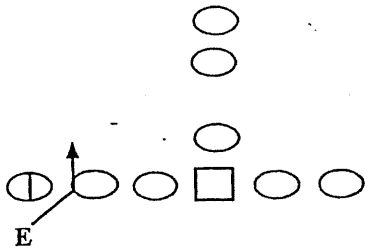
Note: Anytime CTR. blocks Back on Pick T - Flash T should read that block, stack and return to original position. The OG is usually pulling across ball. Flash T should see the pull and return.

SPIKE
 3-PICK CTR>
 0/SHADE - READ CTR.; TWIST ON PASS
 CTR. STG/CTR. WK. - PLAY THE BLOCK



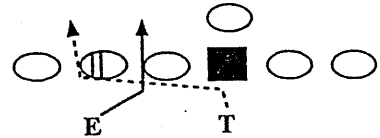
Note: Pick T - On pass fight to bubble lane

CUE
 6- STUNT C GAP:
 VISION TO TACKLE



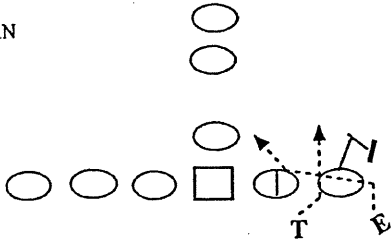
Note: End still has containment and mental trail on flow away

JAM
 2 GAP END - STUNT
 B GAP: VISION TO GUARD/STG
 E IN UNDER - WK. E IN OVER



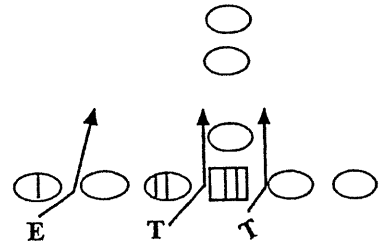
Note: Nose Tackle - Play regular defense, if pass develops it becomes a "ME" call.

POP
 [CALL TO 40 SIDE
 TO EXECUTE A 2 MAN
 STUNT]



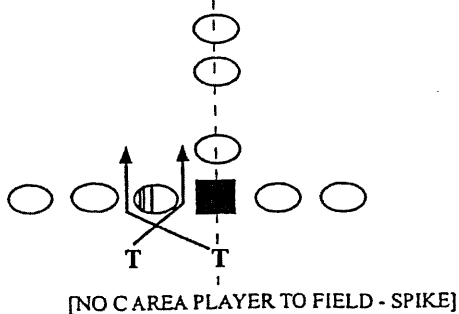
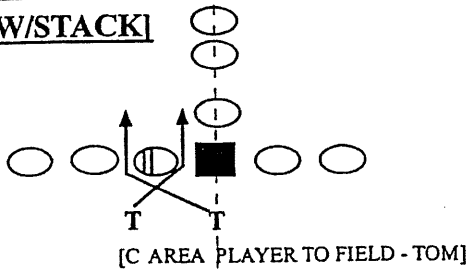
3 - Stab the B Gap
 6 - Play a 6, if pass develops convert to a U game.

SHUNK
 3 - TAG
 SHADE - ZIP

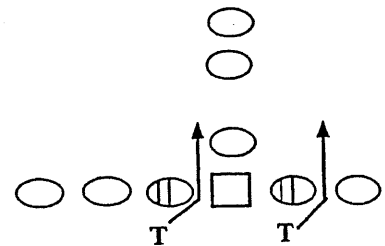


Note: 6 - vs no T.E.: Normal vs T.E. Cue

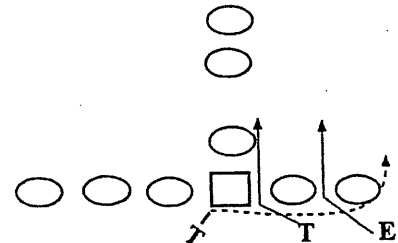
TWIST [RUN W/STACK]



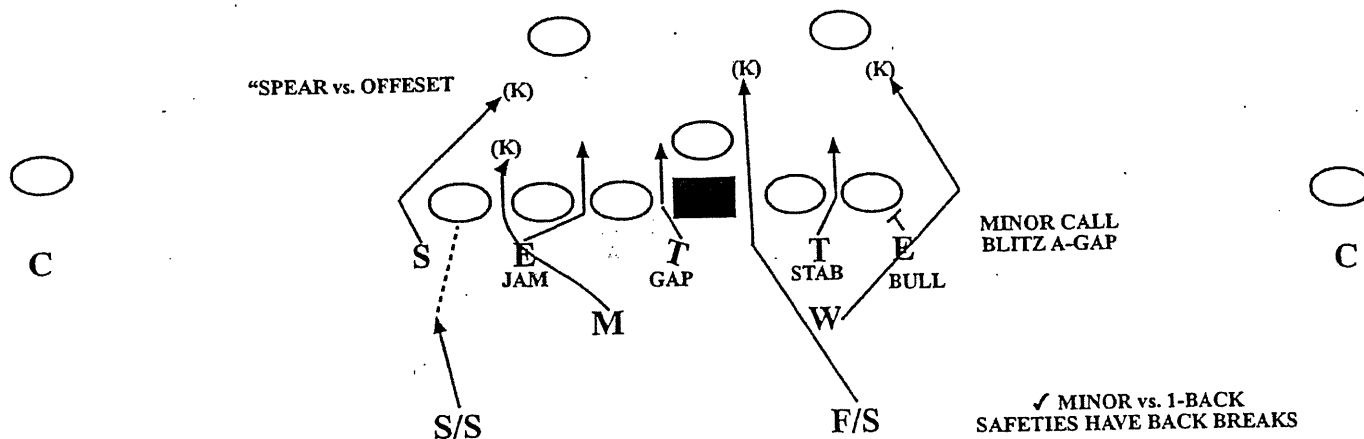
TOPS
 3 - TAG
 1 - STUNT TO 3



PIRATE
 5-RAM
 3-TAG
 TILT-READ
 OUT



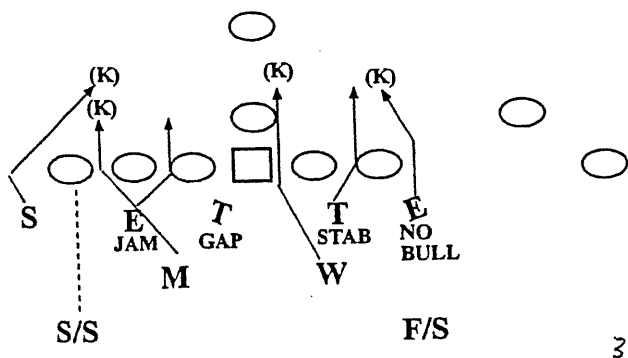
UNDER VIPER



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 5	Ball - Guard	Jam (B-Gap)
ST	TILT	Ball - Center	Gap (A-Gap)
WT	3	Ball - Guard	Stab (B-Gap)
WE	Crash 6	Ball - Tackle/N.B.	Bull (C-Gap)
SAM	9 Tech	Ball - Nearback	Key Blitz (TB, NB)
MIKE	30	Ball - Nearback	vs. I=FB M/M vs. Offset "Spear" (C-Gap)
WILL	30 (Pre-Snap)	Ball - Nearback	Key Blitz NB, TB vs. 1-Back ✓ Minor Blitz A-Gap TE M/M
S/S	Split Safety	TE	
F/S	Split Safety	Ball - Nearback	vs. 2-Backs Blitz A-Gap ✓ Minor vs. 1-Back

VS. 1 BACK

✓ MINOR



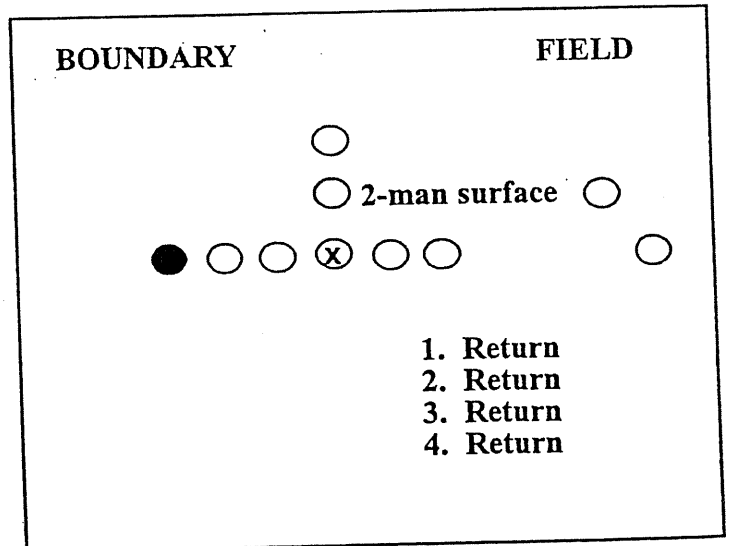
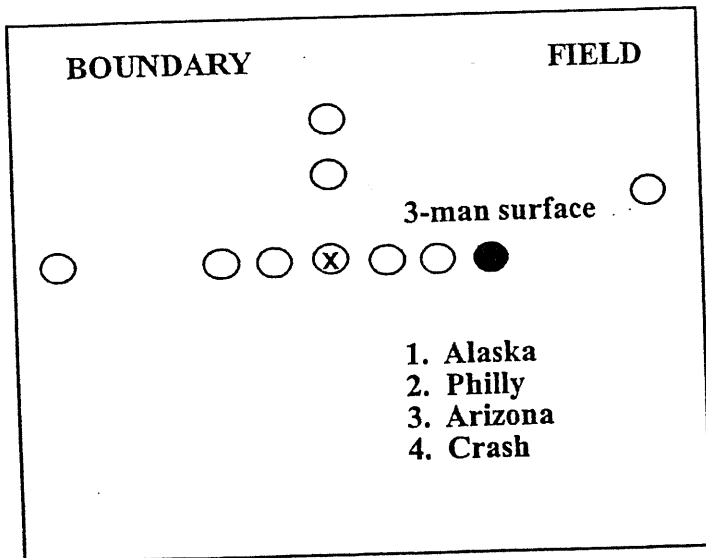


Packaging Zone Pressures

With a field call on the hash, we can package zone blitzes based upon the surface to the field. The first call is based upon a 3-man surface to field. The second call is based upon 2-man surface to field. Follow field rules for alignment and pressure accordingly to surface.

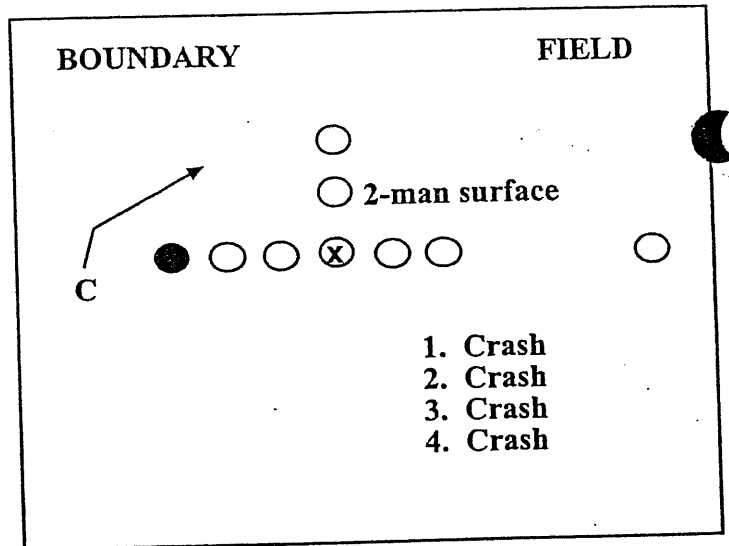
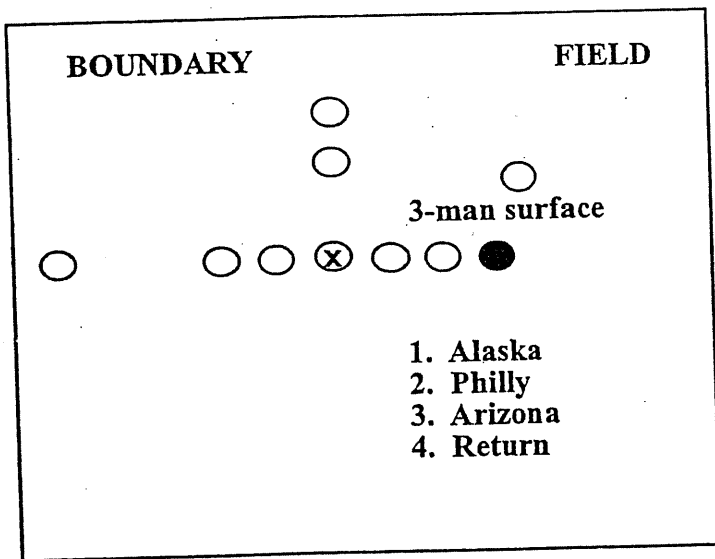
I.

1. Field Alaska/Return
vs. TE (3 man surface) to field = Alaska
vs. (2-man surface) to field = Return
2. Field Philly/Return
vs. 3-man surface to field = Philly
vs. 2-man surface to field = Return
3. Field Arizona/Return
vs. 3-man surface to field = Arizona
vs. 2-man surface to field = Return
4. Field Crash/Return
vs. 3-man surface to field = Crash
vs. 2-man surface to field = Return



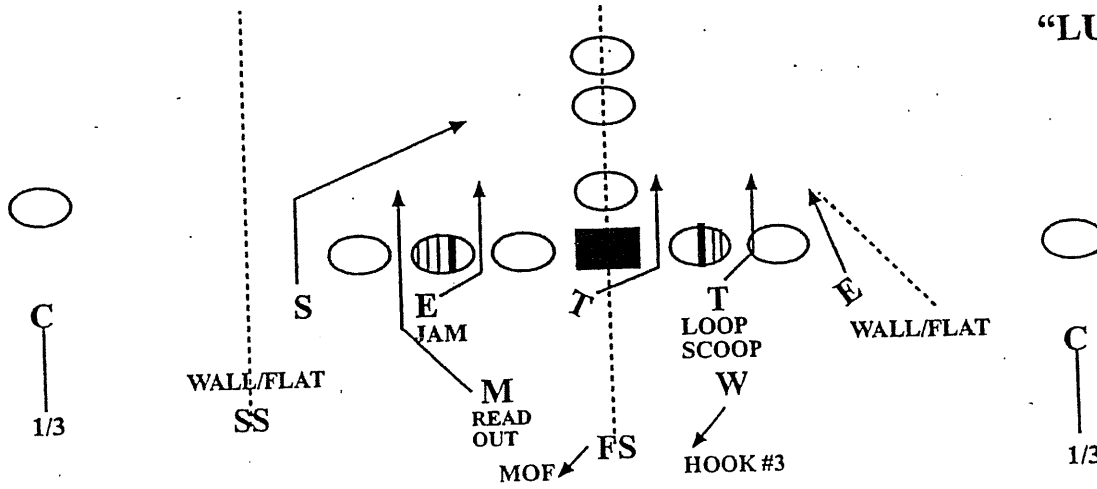
II.

1. Field Alaska/Crash
vs. 3-man to field = Alaska
vs. 2-man to field = Crush
2. Field Philly/Crash
vs. 3-man to field = Philly
vs. 2-man to field = Return
3. Field Arizona/Crash
vs. 3-man to field = Arizona
vs. 2-man to field = Crash
4. Field Return/Crash
vs. 3-man to field = Return
vs. 2-man to field = Crash



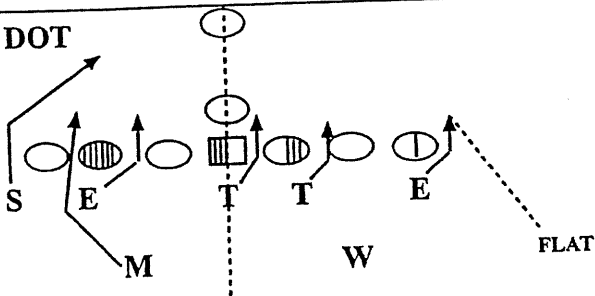
FIELD SOUTH

"LUCKY"

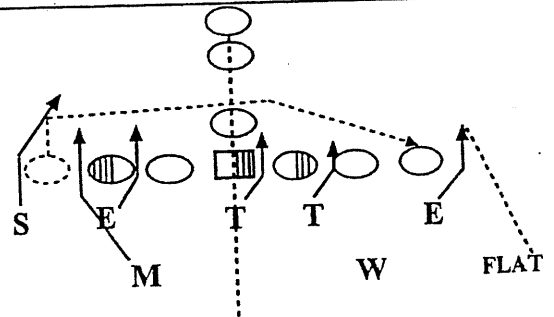


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Crash 6	Ball - TE/T-N.B. Shallow Man	Slant to 9/vs. Pass Drop to Flat
BOUNDARY TACKLE	3	Ball - Tackle	Loop Scoop [B-Gap]
FIELD TACKLE	TILT	Ball - Guard	Slant to Far [A-Gap]
FIELD END	5	Ball - Guard	Jam [B-Gap]
SAM	9 Tech	vs. TE - TE Stack - N.B./OG	Edge Blitz vs. Pro Stack LB vs. Slot
MIKE	To Field - 30	Nearback/OG	Flow to - Scrap Blitz Full Flow Away - Near A-Gap
WILL	30	vs. Pro - N.B./OG Slot - OT/N.B.	vs. Pro - Stack LB vs. Slot - Edge Blitz

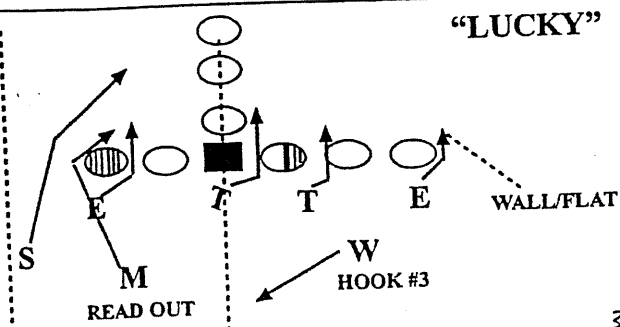
SILVER DOT



Y-TRADE

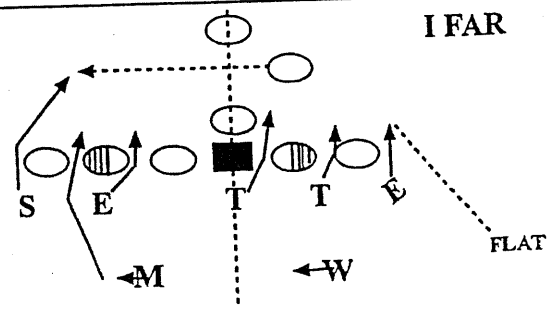


SLOT



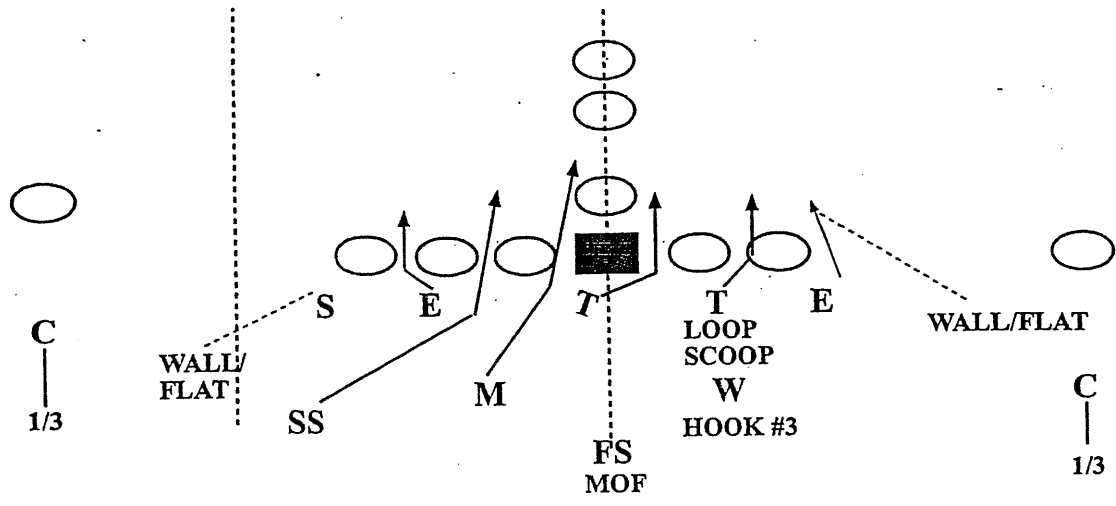
"LUCKY"

I NEAR

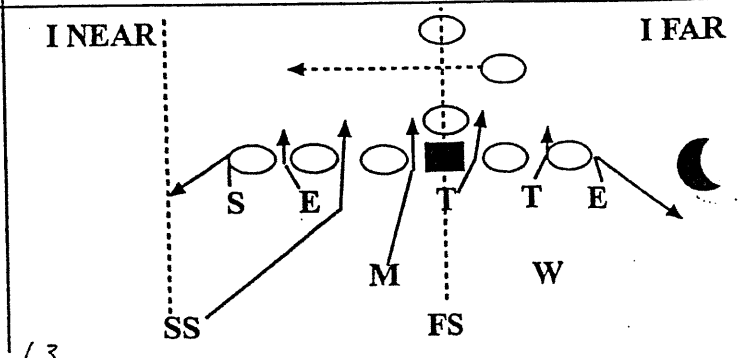
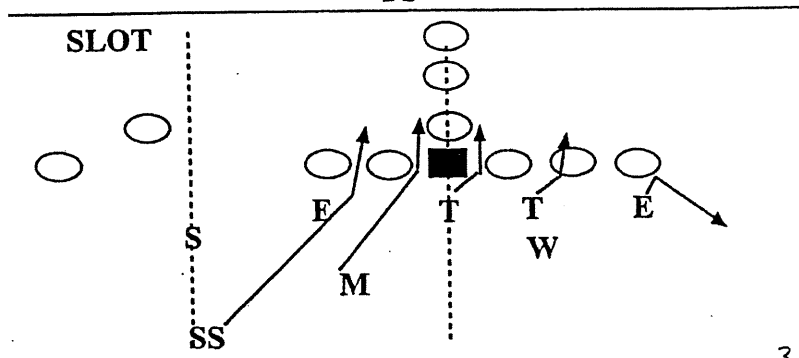
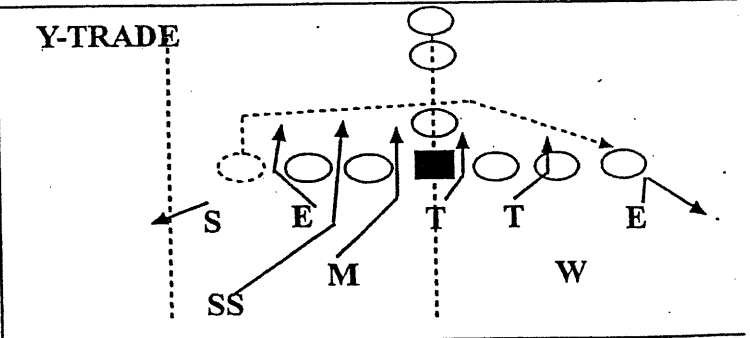
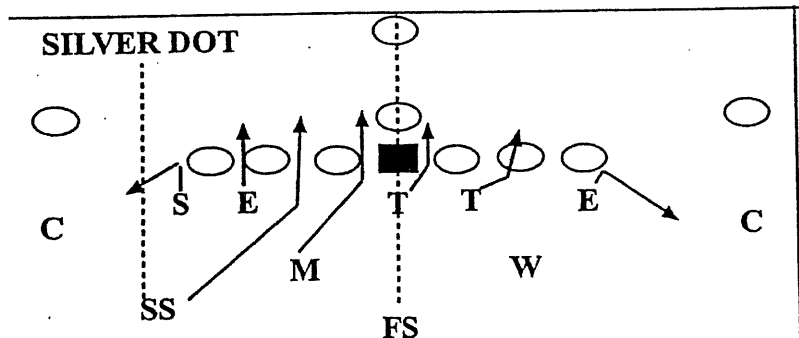


I FAR

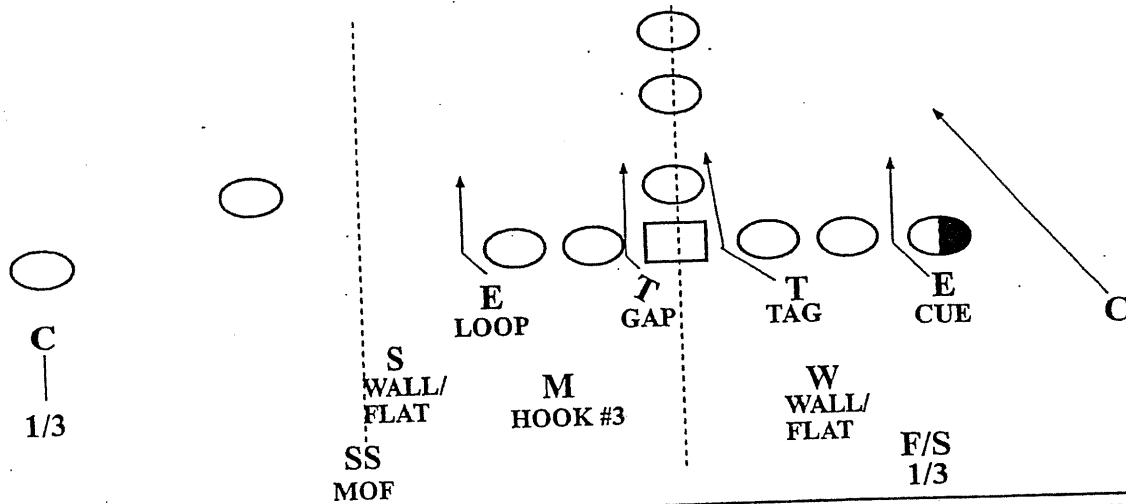
FIELD FRISCO A or B



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	CRASH 6	Ball - TE/T-N.B. Shallow Man	Slant to 9/vs. Pass Drop to Flat
BOUNDARY TACKLE	3	Ball - Tackle	Loop Scoop [B-Gap]
FIELD TACKLE	TILT	Ball - Guard	Slant to Far [A-Gap]
FIELD END	5	Ball - Guard	Jam [B-Gap]
SAM	Field - 9 vs. Pro Walked vs. Slot	vs. TE - TE Stack - N.B./OG	Edge Blitz vs. Pro Stack LB vs. Slot
MIKE	To Field - 30	Nearback/OG	Flow to - Scrap Blitz Full Flow Away - Near A-Gap
WILL	Bench - 30	vs. Pro - N.B./OG Slot - OT/N.B.	vs. Pro - Stack LB vs. Slot - Edge Blitz

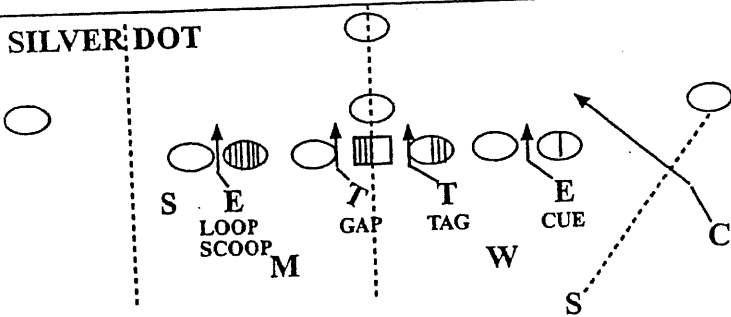


FIELD 'O' CRASH

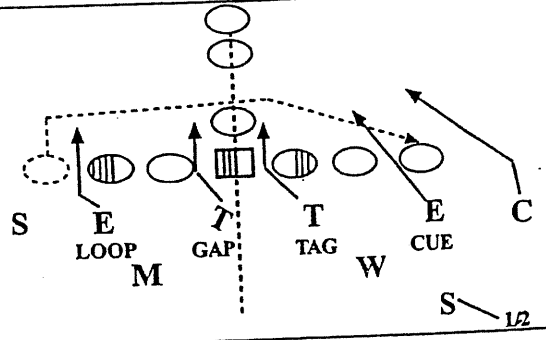


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Heavy 9	Ball - Tackle	Ram Crash - Bull Tackle
BOUNDARY TACKLE	3	Ball - Center	Tag [A-Gap]
FIELD TACKLE	TILT	Ball - Guard	Gap [A-Gap]
FIELD END	5	Ball - TE	Loop Scoop 5 to 7 [C-Gap]
SAM	9 Tech	vs. TE - TE Stack - N.B./OG	vs. Pro - D-Gap vs. Slot - Stack LB
MIKE	30	Nearback/OG	Flow to B-Gap Flow Away - Far A-Gap
WILL	40	vs. Pro - N.B./OG Slot - OT/N.B.	vs. Pro - Stack LB Flow to - B-Gap Flow Away - Near A-Gap

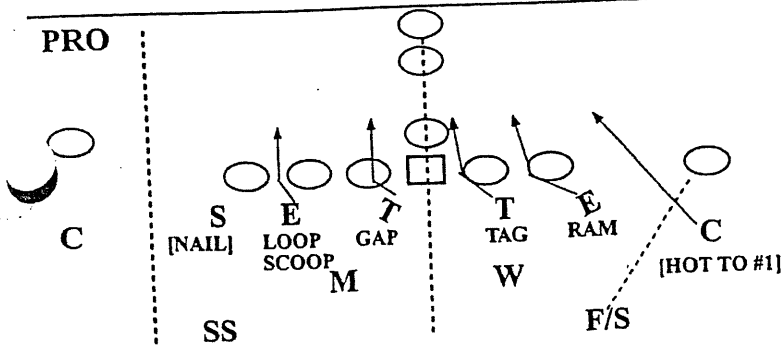
SILVER DOT



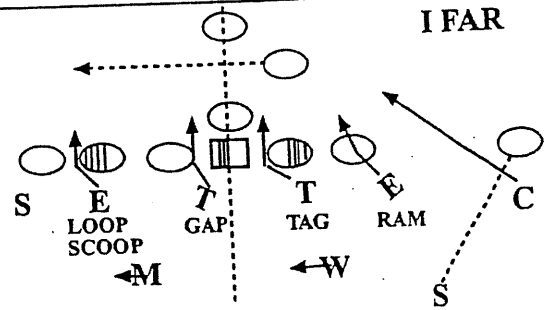
Y-TRADE



PRO



I NEAR



I FAR

ZONE PRESSURES

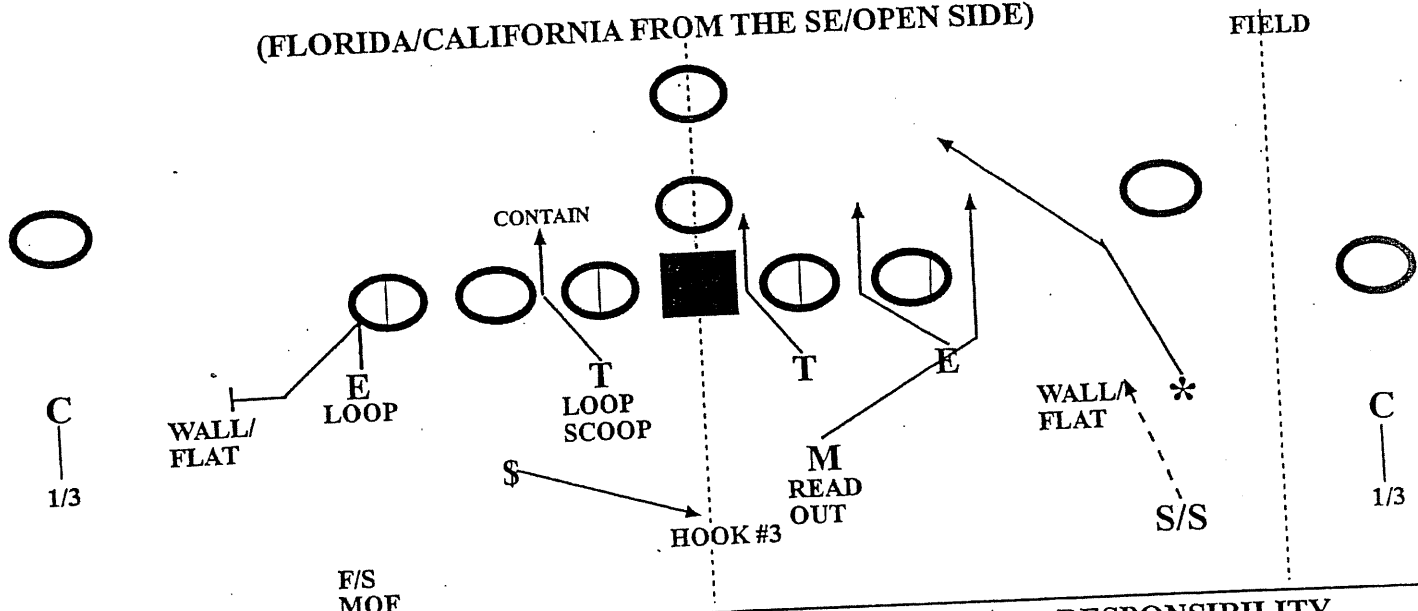
COVERAGE RULES

ZONE BUMP

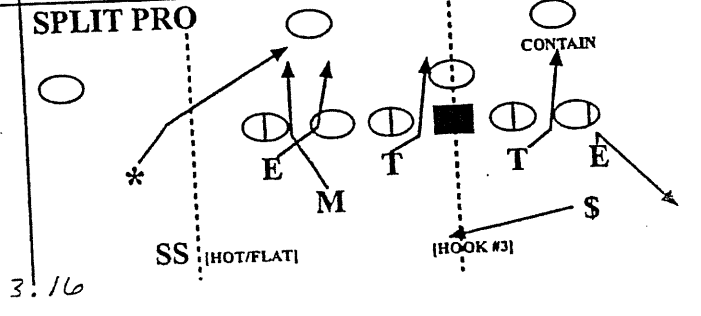
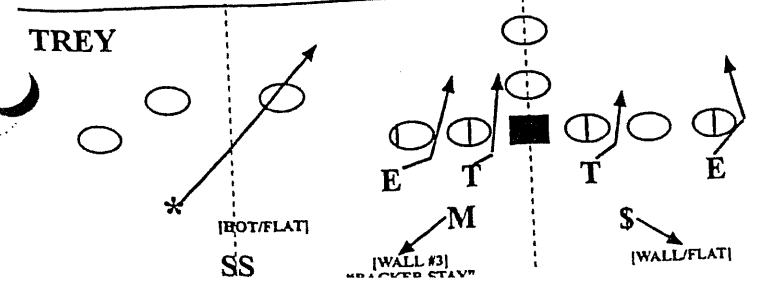
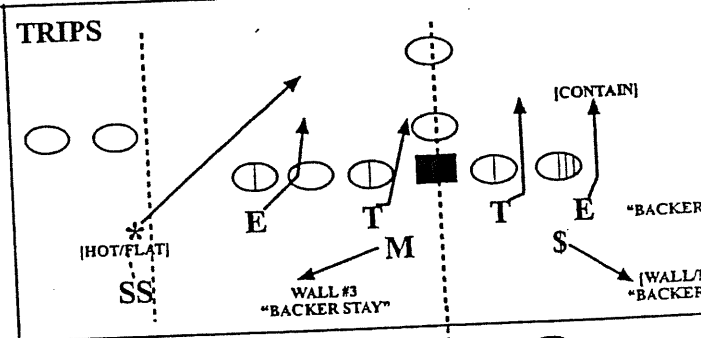
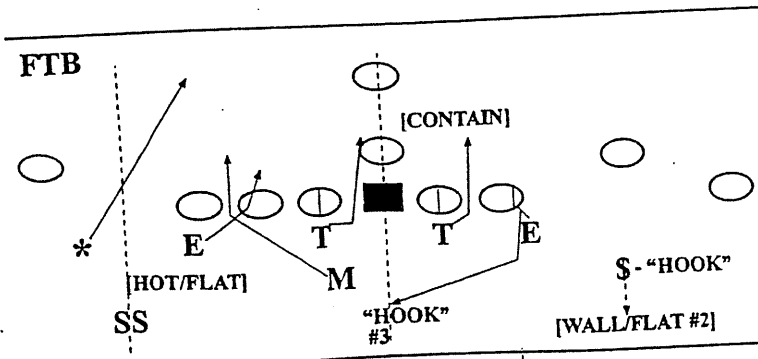
1. WEAK SAFETY BUZZ STRONG HOOK TO 3 (VS. PRO/SLOT)
 2. SLOT TO BOUNDARY = SKY WEAK (SKY CALL TO DE & WILL)
 3. PRO FTB = F/S BUZZ HOOK - 3 (ALERT Y SEAM)
 4. *1 BACK = FOLLOW PRO/SLOT RULES TO BUZZ/SKY
TWIN FIELD - BUZZ S/S ALERT Y SEAM
TWINS BOUNDARY = SKY TO Z REC. (SKY CALL TO DE & WILL)
TRIPS = BUZZ STRONG HOOK - 3
TREY = BUZZ STRONG HOOK - 3
- *BUZZ FIELD UNLESS 2 OPEN REC. TO BOUNDARY

NICKEL EVEN SARASOTA [FLORIDA]

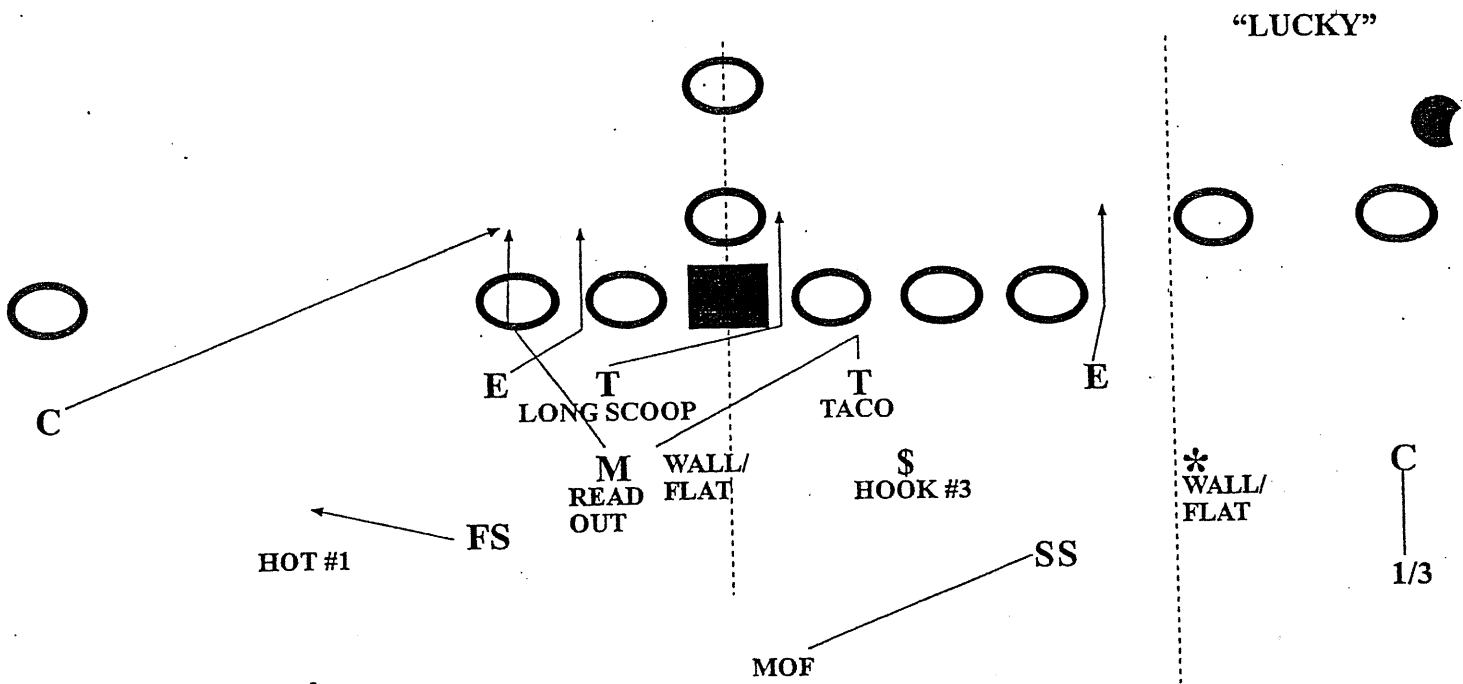
(FLORIDA/CALIFORNIA FROM THE SE/OPEN SIDE)



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	9	Ball - T/TE	Run: 6 to 9 - D-Gap/5 - Gap Pass: Drop & Wall #2 to Flat Adj. - Hook Call/Adj. - Backer Stay 1 Loop Scoop - B-Gap [Contain]
BOUNDARY TACKLE	Heavy 3	Ball	
FIELD TACKLE	Heavy 3	Ball	Tag - A-Gap
FIELD END	Loose 5	Ball	6 - Cue 5 - Jam
STAR	To Field/Normal	Ball	Pressure/Contain
MAC	30 - To the Star	Nearback/OG	Scrape Rush vs. 3 x 1 - Wall #3
MONEY	40 - Opposite Star	Nearback/OG	Hook #3 vs. 3 x 1 - Wall/Flat

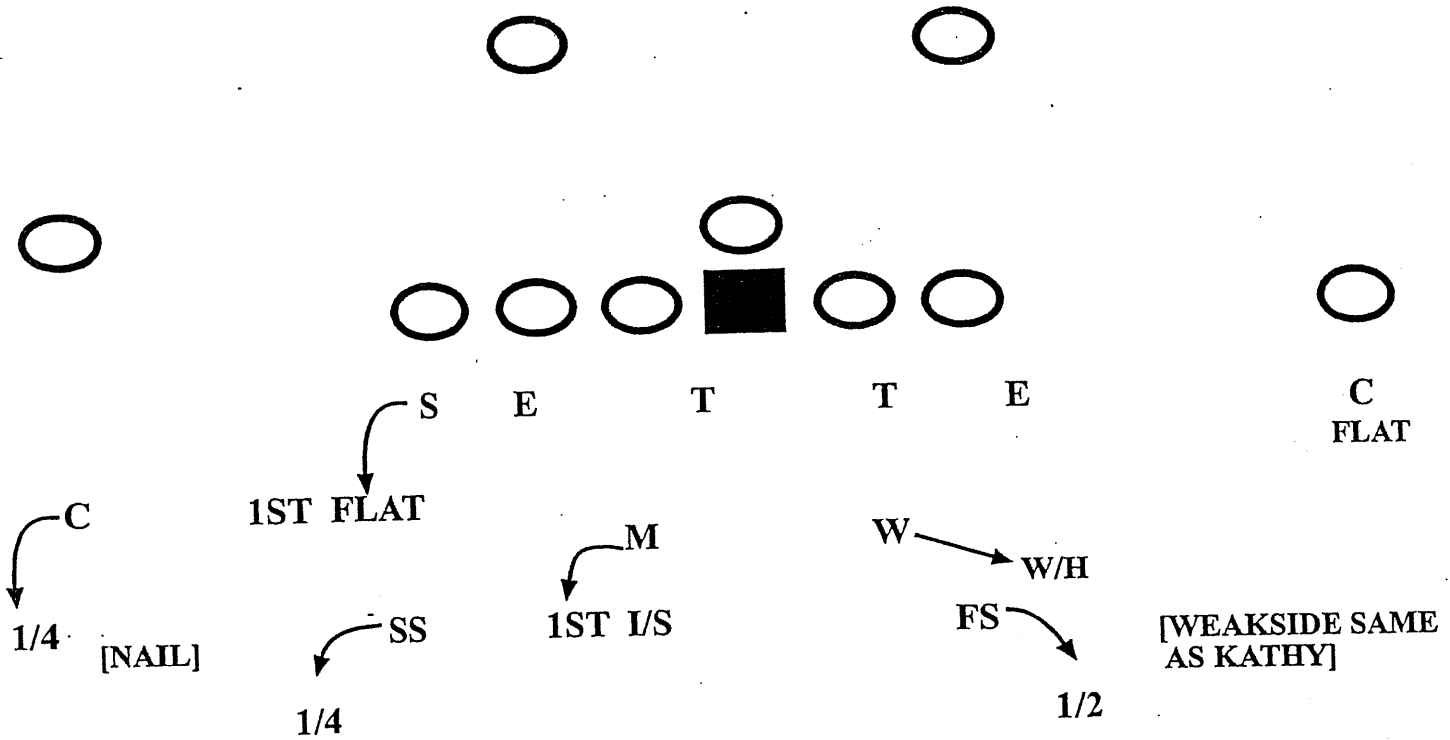


NICKEL EVEN SARASOTA [CALIFORNIA]



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
FIELD END	9		
FIELD TACKLE	Heavy 3		
BOUNDARY TACKLE	Heavy 3		
BOUNDARY END	5		
STAR	[COVERAGE RESPONSIBILITIES]		
MAC	30		
MONEY	40		

COVER 8



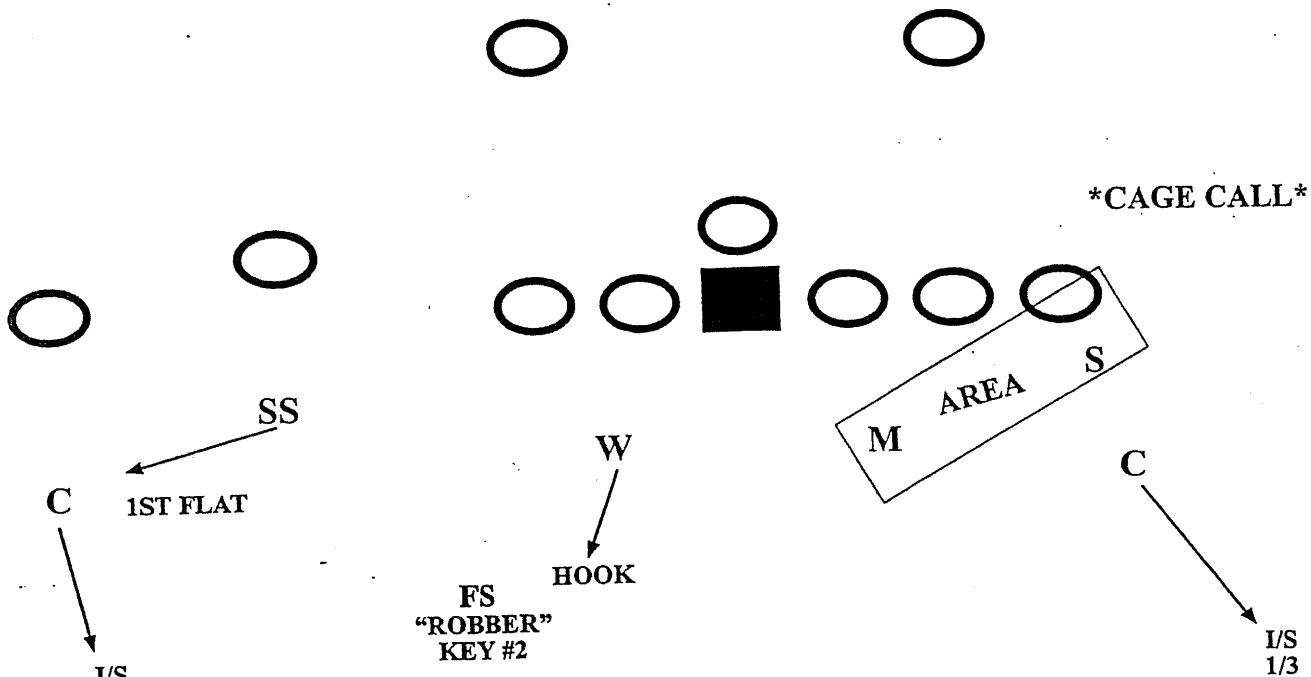
COVER 8: 4 ON MATCH STRONG COVERAGE WITH THE F/S, AND WEAK CORNER PLAY AS COVER 2. IS SELF-ADJUSTING vs. ALL FORMATIONS.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	Determined by Defense	Same as C-7	Nail C.P.: Stealer call - Alert Diagonal take FF by #2 Receiver
MIKE	Determined by Defense	Same as C-7	Nail C.P.: Because weak side is playing as C-2, you will only carry #3 back to ball
WILL	Determined by Defense	Same as C-2. Corner Support	Same as 2 (Kathy) Flow rule - play #4 M/MN as you would in C-1, 1st Crosser vs. 4 Strong
STRONG CORNER	Same as C-3	Same as C-3	Nail C.P.: Stealer call - safety will rob "Z" underneath vs. No. 2 vertical Corner must play on top of "Z" to play post *Possible Meg call

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
WEAK CORNER	Same as C-2	Same as C-2	Same as C-2 (Kathy) C.P.: You can play hard with no vertical by #2 Flow - Play C-1 Tech on #1 (Connie w/F/S) Webb - Screw Weak, Tuff Technique
STRONG SAFETY	Same as C-7	Same as C-7 Backer Support	Nail C.P.: Stellar Call - Rob #1 on No vertical release of #2. Corner must play on top and take away post. Webb - Screw Weak
FREE SAFETY	Same as C-2	Same as C-2 Corner Support	Same as C-2 (Kathy) Cheat to #1 on No. Vertical by #2 Webb - Screw Weak

NOTE: With screw call, we will check to C-6 Sky vs. any #2 receiver detached from formation weak that would cause Will to reduce. Can also screwy on key. Example: Webb

COVER R (ROBBER)



NOTE: VS. #4 WEAK ✓ 3

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM	OKIE	#3	Stack #3 to Flat - Curl (No Flow Rule)
MIKE	OKIE		Same as C-3. (No Flow Rule)
WILL	OKIE		Same as C-3. (No Flow Rule)
STRONG SAFETY	Same as C-3		Flat Sky Support
FREE SAFETY RUN	Same as C-3	QB/TE	Front Hook - TE/QB/Alley
STRONG CORNER	Same as C-3	QB/#1	Inside 1/3 - 1/2
WEAK CORNER	Same as C-3	QB#1	Inside 1/3 - 1/2

- C.P.
1. Vs. Slot - Check 2nd Digit/could play R also
 2. Vs. Forms of 1 Back - Check 3
 3. FTB Pro - Coverage Check according to Front [Ex. Stack - Check 8 Sky] Ex. Okie R/2 - Play R
 4. No Flow Rule
 5. Vs. Bunch - Arrow Call
 6. Vs. Zing Motion - No Corner Calls

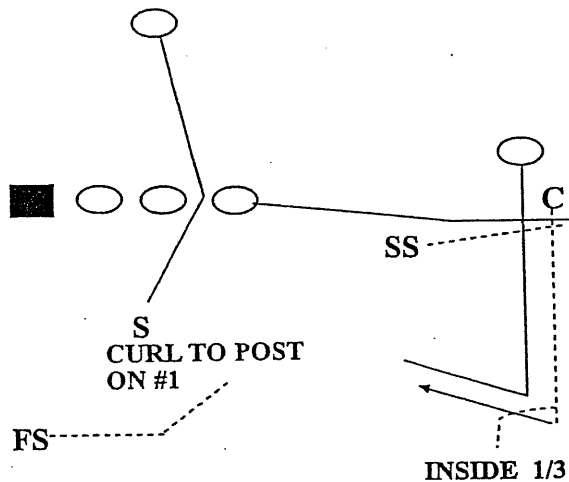
ROBBER - HAS LIFE OF IT'S OWN/PLAY VS SILVER TREY SETS

- A. Cover 4 Rules
- B. Ex. Stack 3/Robber
- C. Backside Corner - Read #3 Strong/Vertical/Roll Post
- D. Sam LB Handle #3 Vertical/Will get help from Backside Corner

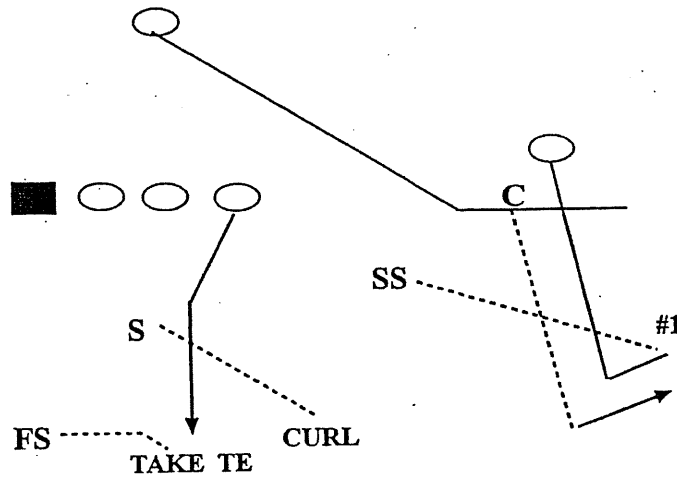
COVER R (con't)

TE Release - F/S Reads:

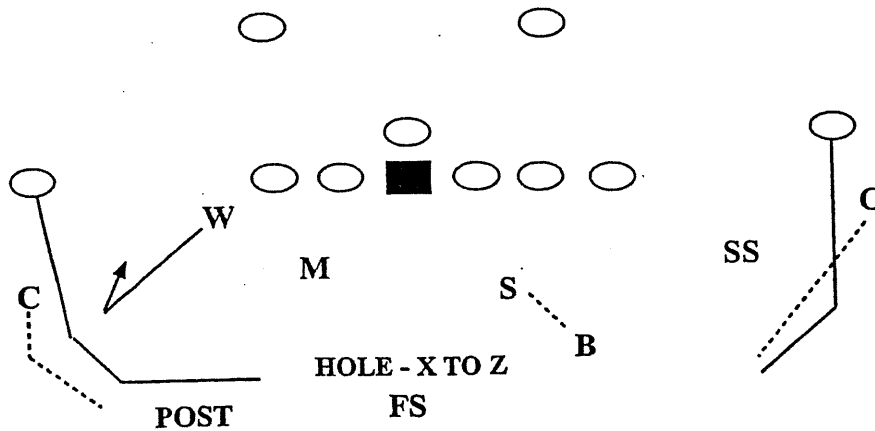
1. TE FLAT - CURL TO POST ON #1



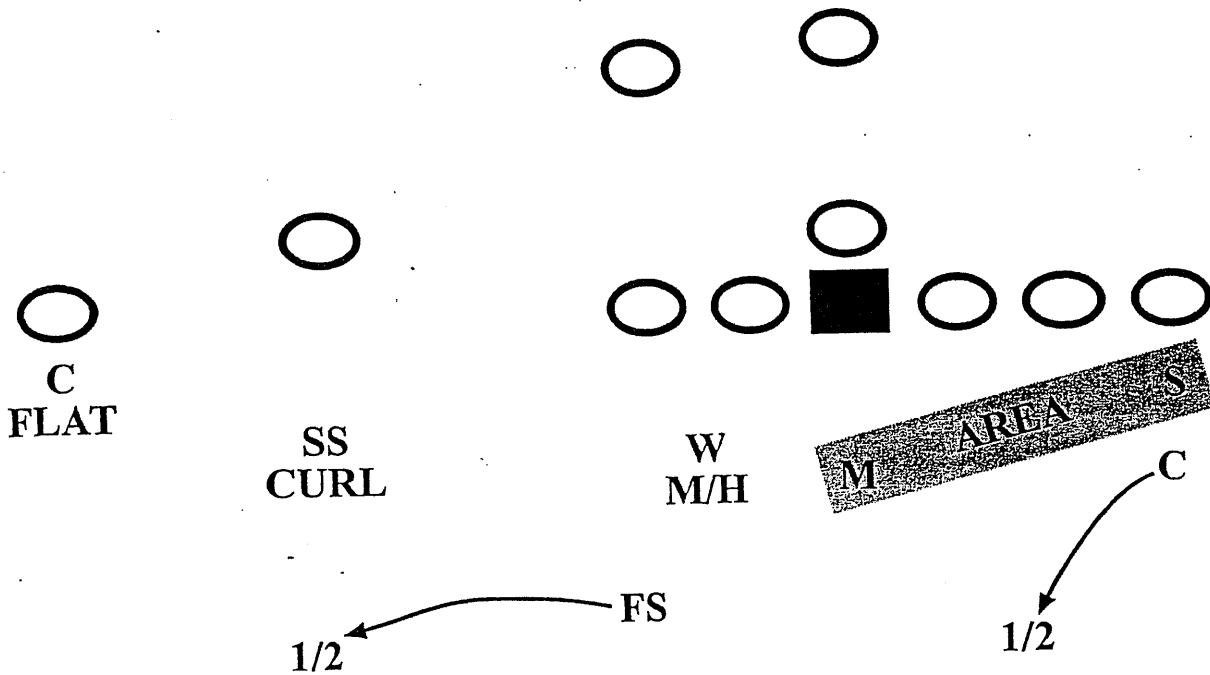
2. TE VERTICAL - TAKE HIM



3. TE UNDER - HOLE



COVER 4 [MATCH-UP]



4-3 Cover 4: Is a 5 Under, 2 deep zone played vs. slot only, employing tight coverage on receivers in each zone based on a read of route progression. Check first coverage call vs. pro formation.

* BASE RULE - PLAY vs. SLOT/NO #4 WK

NOTE: VS. #4 WEAK ✓ 3

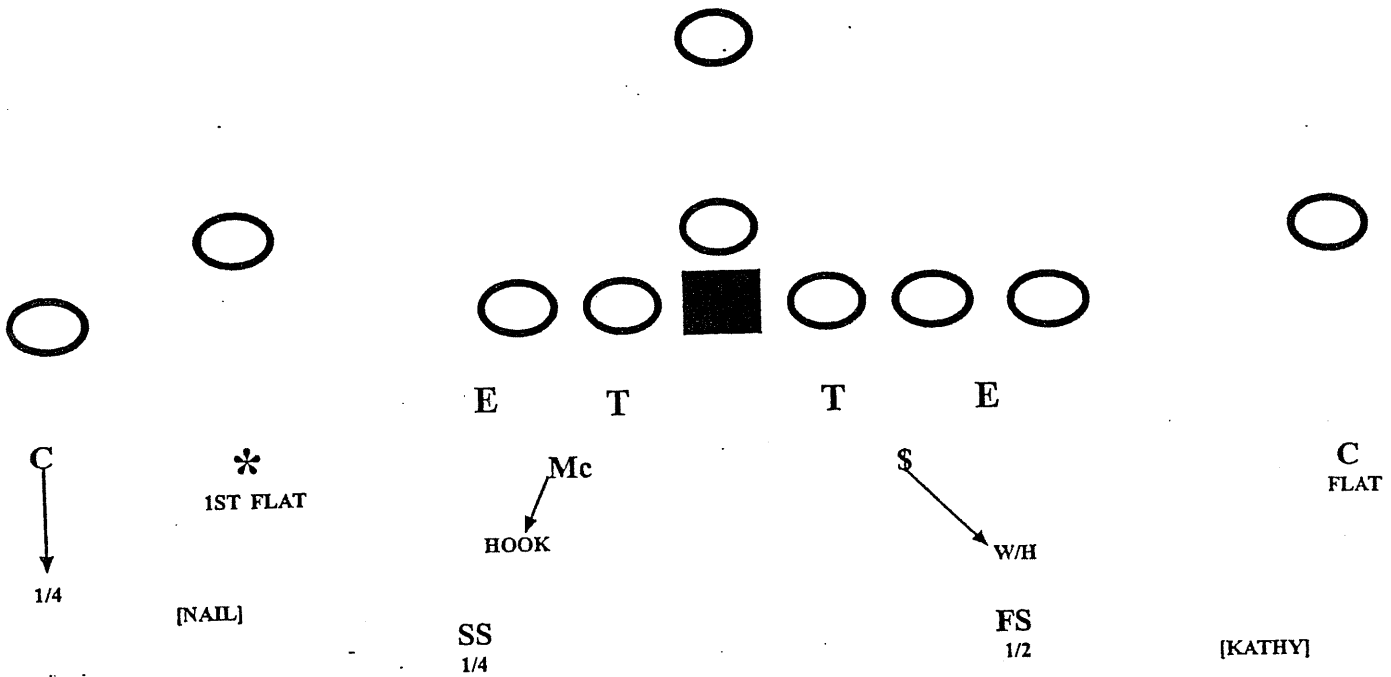
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	Head on Center 3 1/2 to 4 yards Deep	RG, LG, C Remaining backs	Weakside vs. #1 Tight-Zone Hook and Reroute vs. #1 Wide - Same as 4-3 Cover #3 Weakside C.P.: Check first coverage call vs. Pro Formation
WILL	On or Off Los, based on split of OE and backfield set	Near Back, Tackle, QB	Strongside Same as 4-3 Cover #3, strongside C.P.: Reroute #3 on close
SAM	Backer support Outside TE - 9 Tech	TE, T, G, OG OT, NB	vs. #1 Tight - Zone flat and Reroute - Run w/Thru's vs. #1 Wide - Same as 4-3 Cover #3 weakside

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	Outside shoulder #1, 4 to 7 yards deep	Through #2 to Backs	Funnel #1 inside using settle of technique (at 3 to 4 yards) Cover Flat Area - Read pattern by #2 If #1 releases outside, carry him through fade area. C.P.: Soft Technique/Kathy
STRONG SAFETY	Inside shoulder of #2, 0 to 5 yards Deep	Through #2 to Backs	Jam #2 outside. Cover Slot/Curl. Read patterns of #2, #3. Hold Curl area.
WEAK SAFETY	12 yards deep cleat align to front 1/2	Backs #2, and QB	Zone strong 1/2 of the field. Drop as aiming point 3 yards inside numbers - 17 yards deep. See flow, read #2's release, and take a hard read on QB. Same as 2-soft.
WEAK CORNER	3 yards outside normal Y, 7 yards deep	#1, #2, and QB	Zone weak 1/2 of the field. Drop straight back and take a hard read on the QB. C.P.: vs. #1 wide, drop straight back and work to 3 yards inside numbers.

NOTE: For ease of adjustment, we can add-rule to check to Cover #3 when in Cover #4 vs. any width weak in formation. Example: Twin.

C.P.: Webb - possible zone back to Cover 3.

SUB COVER #8



COVER #8: Zone coverage that features 1/4. 1/4 Zone match strong with Cover 2 Weak (Nail, Strong Kathy Weak).
 C.P.: Cover 2 Adjustment Rules: Star over-runs Money, Money pushes Star.

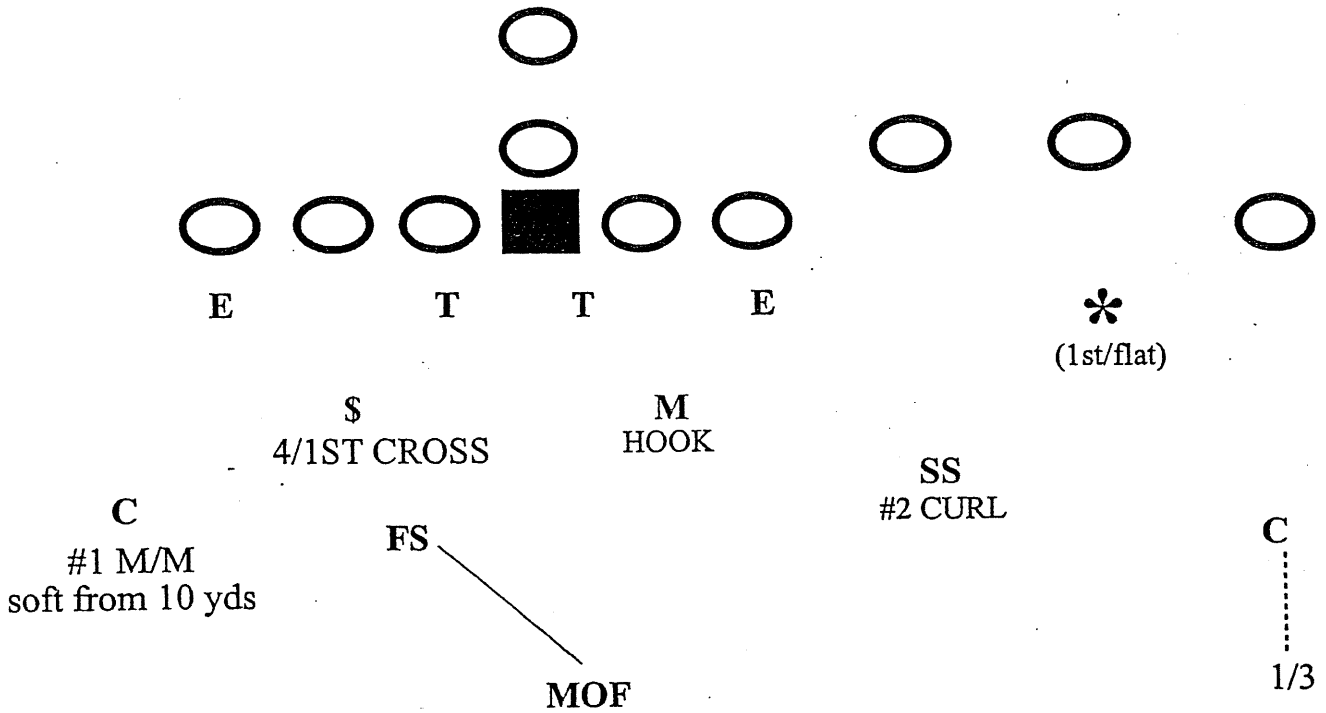
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	Strong Back Weak on Trips	Thru Linemen to Back	vs. Ace or Regular 2-Back Strong Hook Drop. Match 1st inside and carry to Ball. Trips or Regular Slot - Weak hook with C-2 reroute and pattern match.
NICKEL/ DIME	WEAK BACK #3 on Trips	Thru Linemen to your man	Ace or Regular 2-Back - Weak Hook C-2 reroute Trips or 2-Back slot strong hook match 1st inside and carry to ball.
CORNERS	On your Coverage	Your Man #2, 3 to Ball	Nail Strong Kathy Weak C.P.: Stealer - Safety not in post Stay on top.
STAR	Inside Align on #2	#2 to Ball	Reroute #2 and match 1st O/S, #1, #2, #3. You have Smash. Drop 5 to 7 yards match pattern w/zone integrity.
STRONG SAFETY	Split 2 & 3 7 to 10 yards deep	Thru 2 & 3 to Ball	Nail technique 1st up out of 2 & 3. No 2 or 3 vertical double to corner C.P.: Stealer - be aggressive on all shortcuts - Corner to top
WEAK SAFETY	7 to 10 yards deep O/S	Thru Linemen to ball	Kathy Technique. 1/2 cover with cheat on pattern read.

Note: 8 seam vs. 2 x 2, Ace formation - nail both sides. vs. Trips, Kathy single receiver weak nail strong.

BRONCO

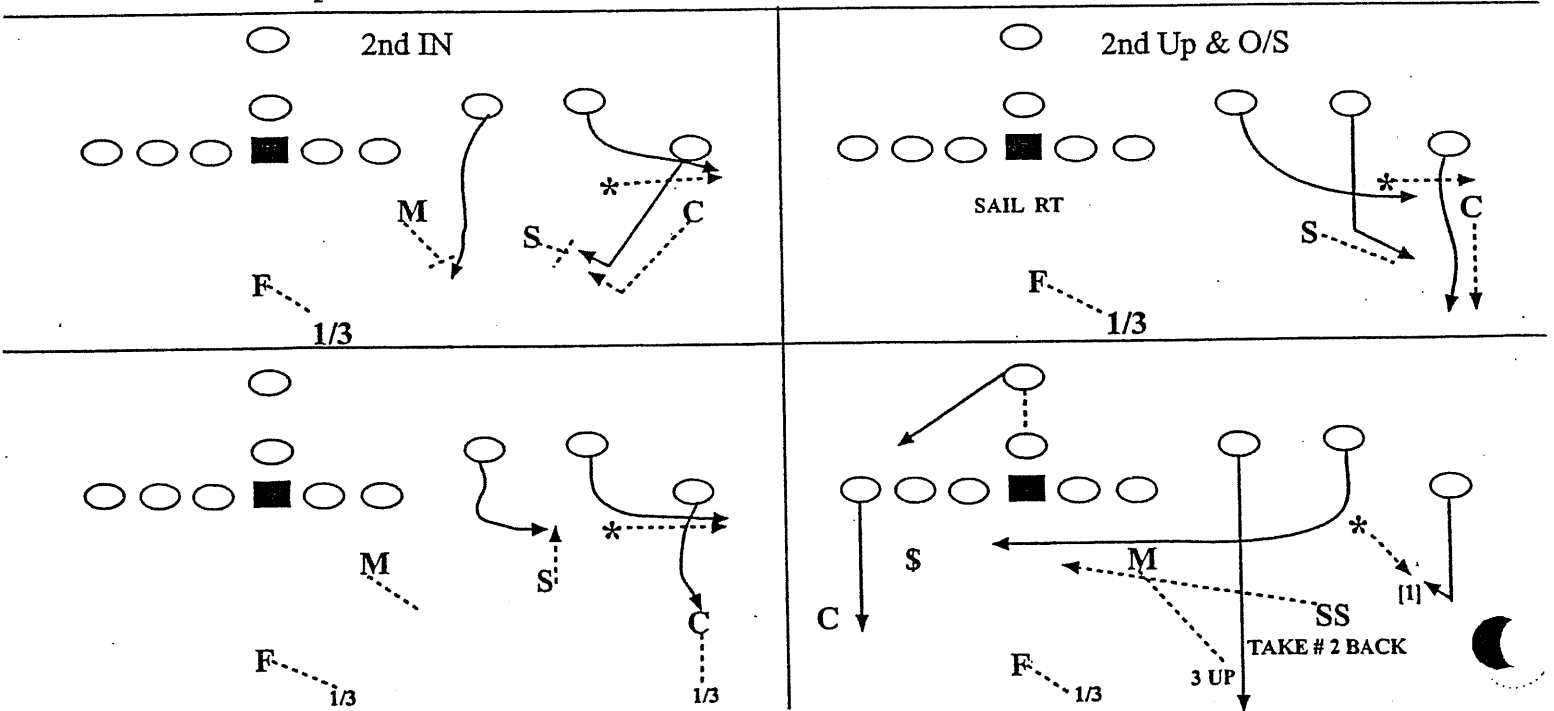
Bronco - Sub (Nickel) Tag for Trey formation. (ex Nickel Okie 6 Bronco) play 6 to all 1 back sets except Trey/play Bronco. Zone concept.

A. vs. regular offensive personnel -- use cover 4 rules. Play vs. forms of slot with no 4 weak.

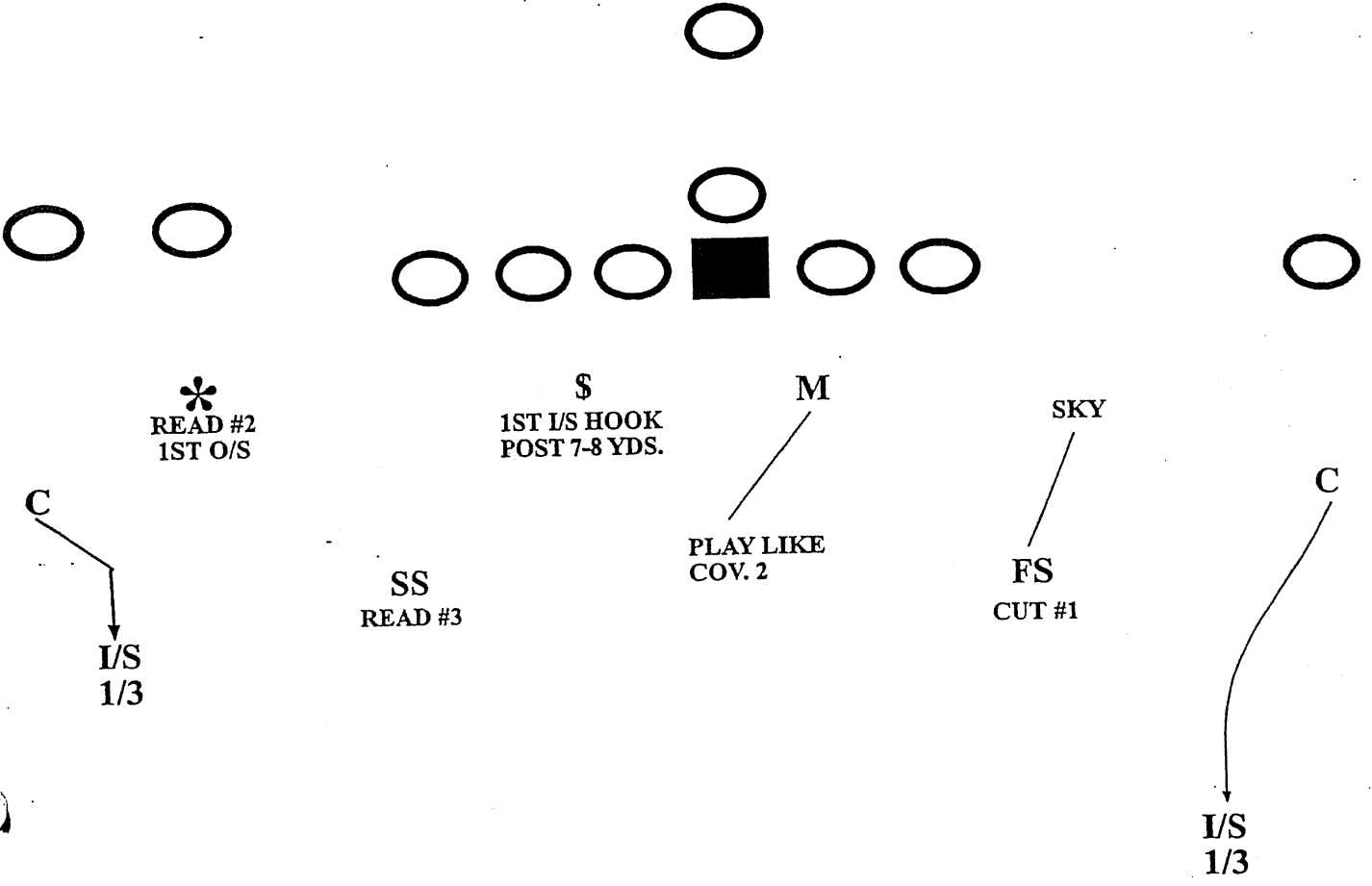


Safety - Play buzz concept. Hold the curl. You must carry 2nd up and O/S only.

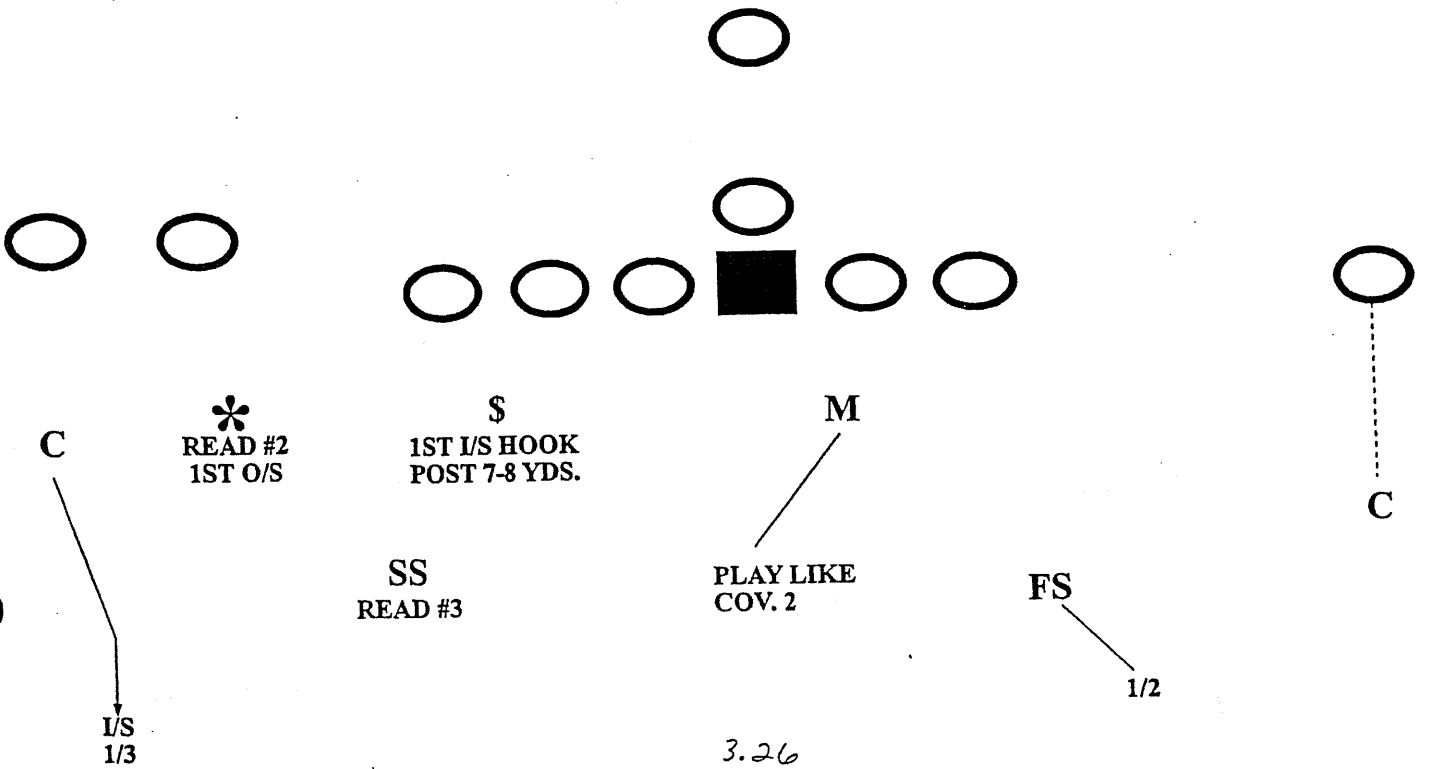
****MAC 3 up as 3****



SUB-8 (STOUT)



SUB-8 (CLOUT)



TRIPLE CALLS VS. 1 BACK OFFENSE (2/2 - 3/1)

In the huddle, the defensive signal caller will give a triple coverage call. Example: "Triple call: Cover 2/4".

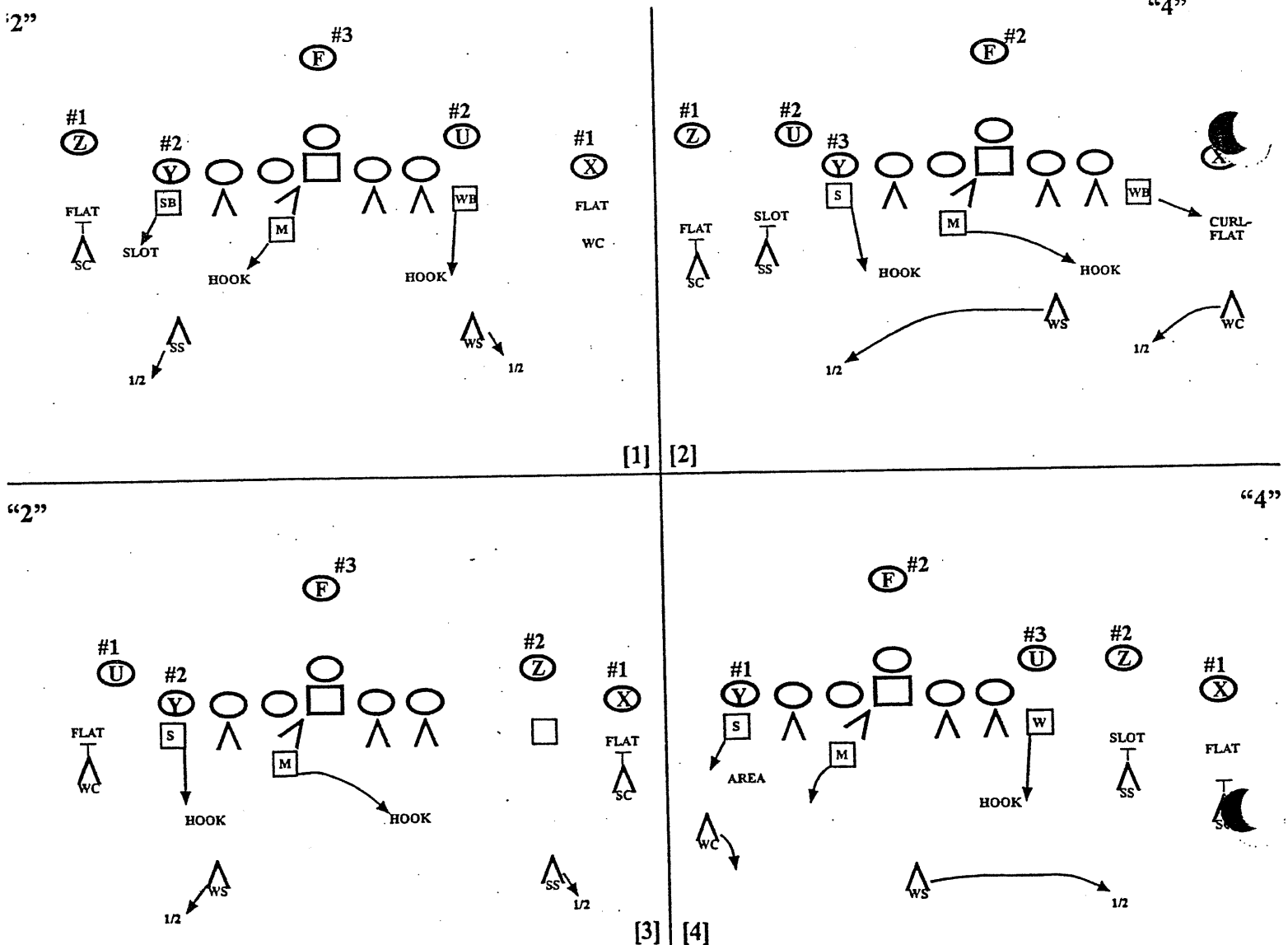
The first digit indicates the coverage we will play against any 2/2 formation. We will use our standard adjustments against any variation of 2/2 formation.

The second digit indicates the coverage we will play against any 3/1 formation. We will use our standard adjustments against any variation of 3/1 formation.

We will use triple calls against a 1 back offense to adjust better to formation changes. This will enable us to maintain good force and cover the most threatening receivers.

EXAMPLES OF TRIPLE CALLS

"STUNT COVER 2/4"



FALL PRACTICE #4
August 13, 2001

FRONTS

Stem Under Add 4.1
40 Point 4.2
48 Point 4.3

BLITZ

Under Plug Hot 4.4
Under Philly Hot 4.7
Under Lion Scorch 4.8

ZONE PRESSURE

Under Philly Zone 4.9
Under Alaska Zone 4.10
Field Alaska/Atlanta 4.11
Field Philly/Atlanta 4.13
Nickel Okie Tampa 4.15

NICKEL BLITZ

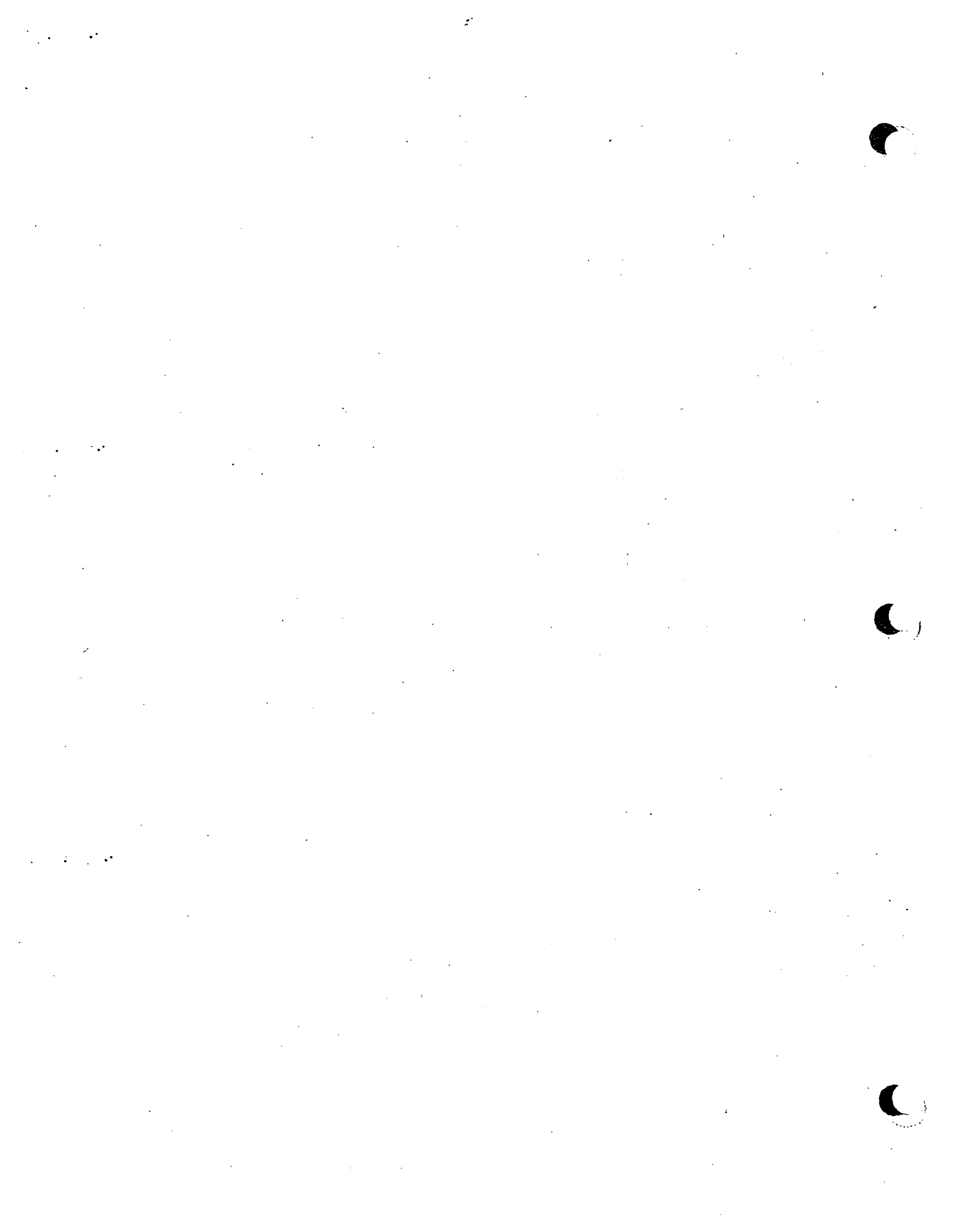
Nickel Even Mocca 4.16

COVERAGE

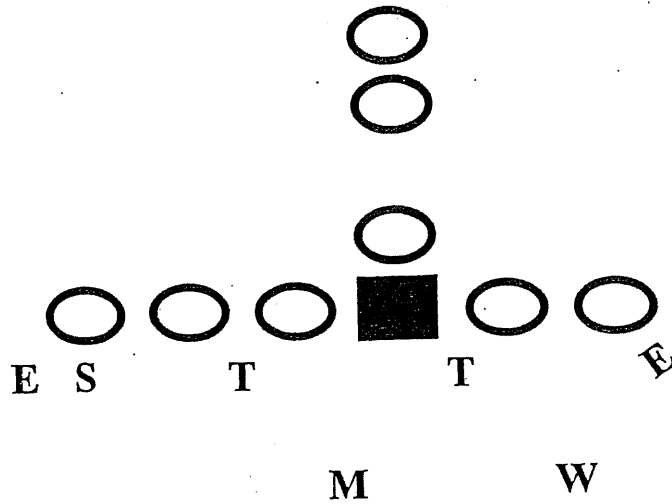
Cover 9-Rat 4.20
Cover 7 4.21
Cover Red 7 4.25
Cover Special 4.26
Sub-Cover 7 4.27
Thumbs 4.30
77 Clamp 4.30

EMPTY RULES

1 BACK TAGS 4.32



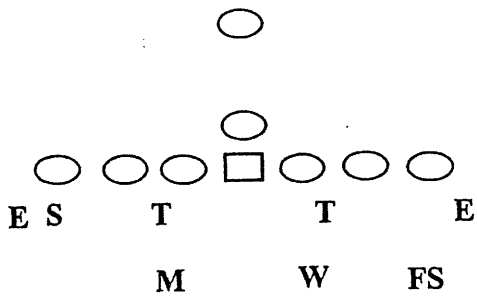
40 POINT



Position	Alignment	Key	Responsibility
SE	8	Ball-TE-N.B. Shallow Man	D-Gap
ST	3	Ball-Guard	B-Gap
WT	2i	Ball-Guard	A-Gap
WE	Crash 6	Ball-Tackle-N.B.	C-Gap
SAM	6-Tech	TE	C-Gap
MIKE	10	Guard/N.B.	A-Gap
WILL	40	Guard/N.B.	B-Gap

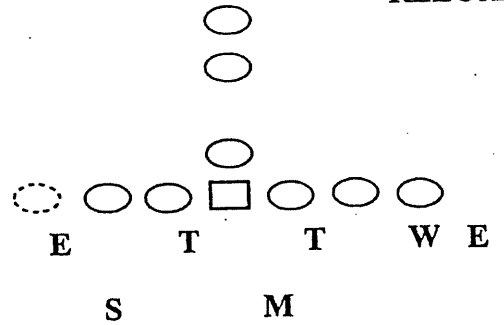
SILVER DOT

✓ WIDE

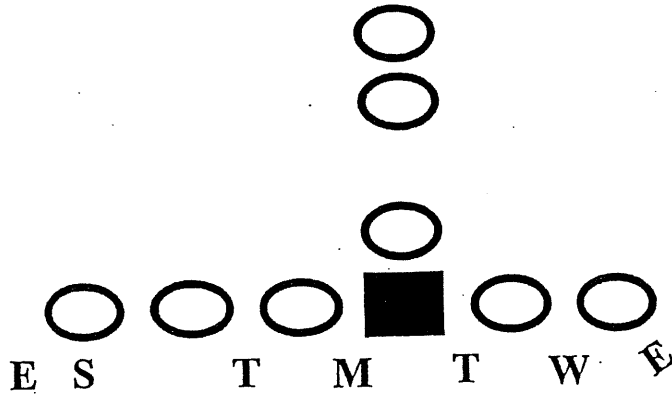


Y-TRADE

"RELOAD"



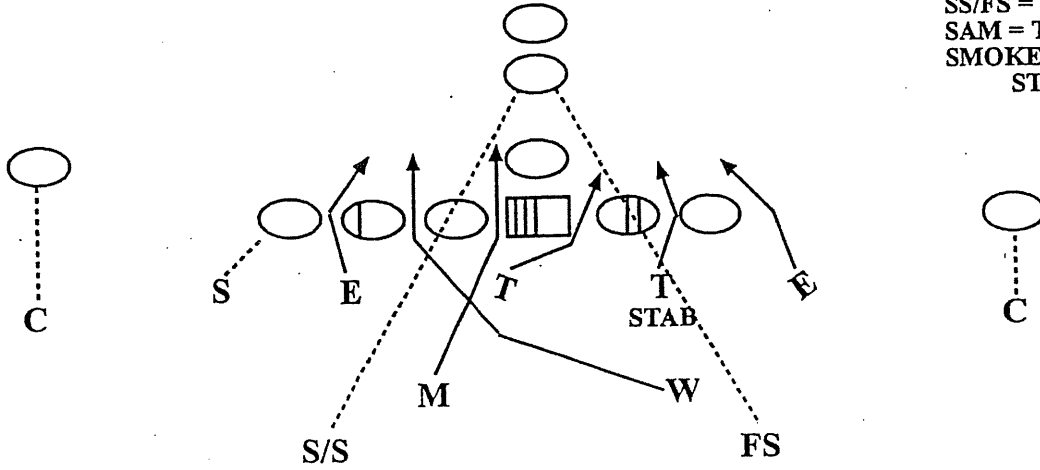
48 POINT



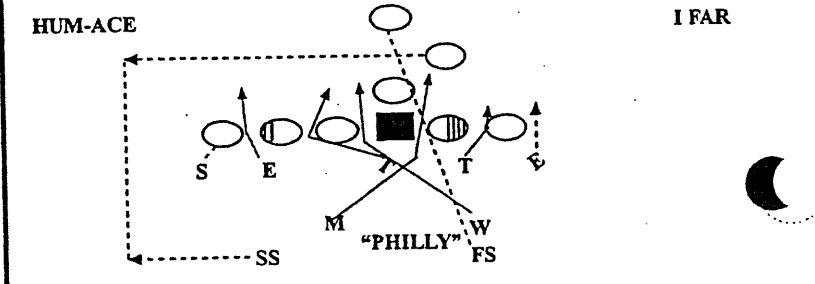
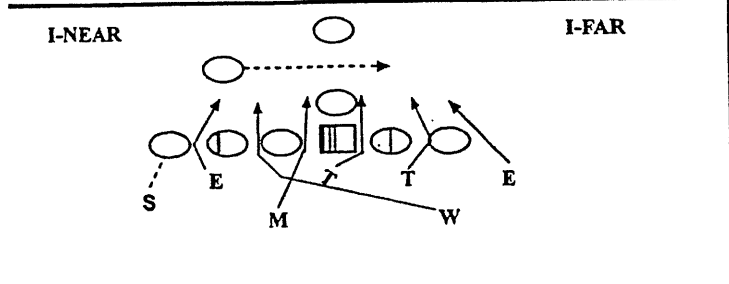
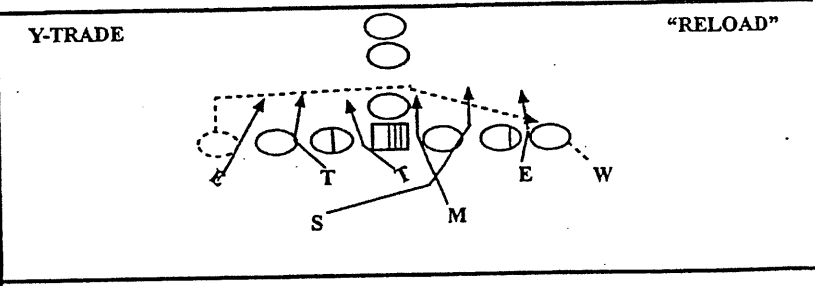
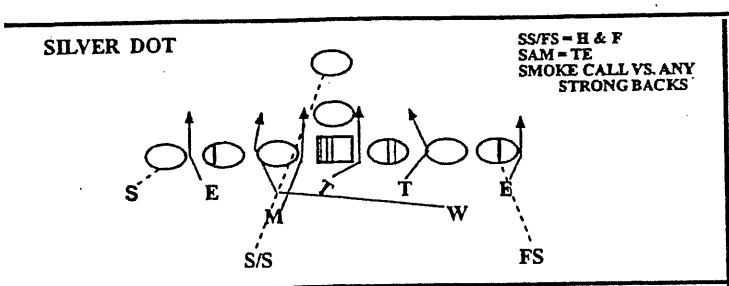
Position	Alignment	Key	Responsibility
SE	8	Ball-TE-N.G. Shallow Man	D-Gap
ST	3	Ball-Guard	B-Gap
WT	2i	Ball-Guard	A-Gap
WE	Crash 6	Ball-Tackle-N.B. Shallow Man	C-Gap
SAM	6-Tech	TE	C-Gap
MIKE	1-Tech	Guard/N.B.	A-Gap
WILL	4i - Tech	Guard/N.B.	B-Gap

UNDER PLUG HOT

SS/FS = H & F
 SAM = TE
 SMOKE CALL VS. ANY
 STRONG BACKS



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5	Ball - TE	Contain Rush (C-Gap)
ST	TILT	Ball - Center	Slant - Far A-Gap
WT	3	Ball - Tackle	Stab B-Gap
WE	Crash-6	Ball - TE/T - N.B. Shallow Man	vs. 2 Man Surface - Crash vs. 3 Man Surface - 6 to 9
SAM	9 Tech	TE	D-Gap M/M on TE
MIKE	30	Guard	Blitz A-Gap Strong
WILL	30	Far Guard	Cross Blitz Far B-Gap



UNDER PLUG HOT: Who's going where?

Hot Blitz vs 2-Backs
6 man run Dog

Coverage Defenders

Corners - Match up WR's (1st/2nd receivers)

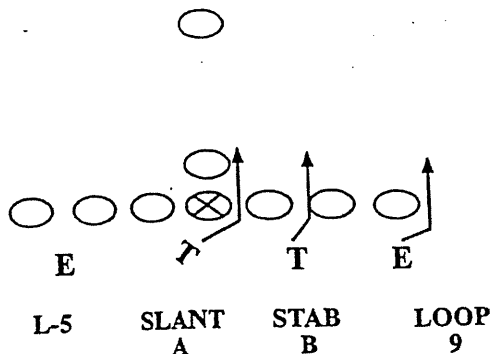
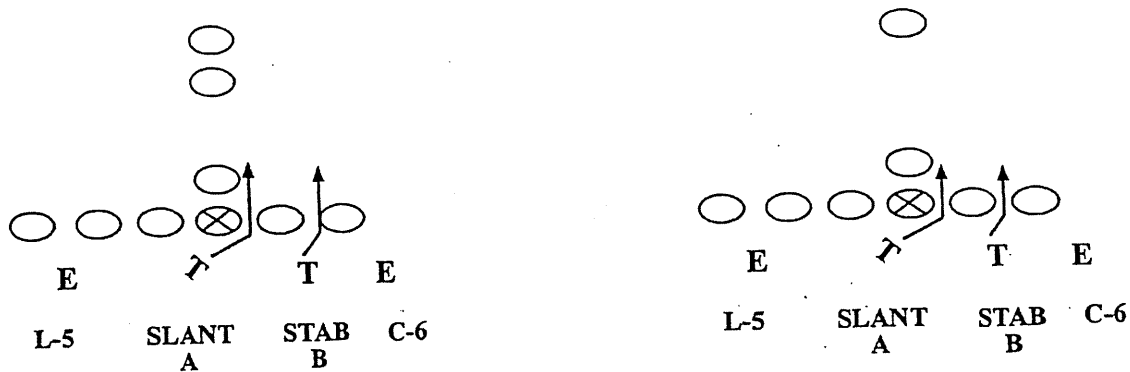
Strong Safety - F M/M (4th receiver)

Free Safety - H M/M (5th receiver)

Sam - TE M/M (3rd receiver)

Front	2-Backs	1-Back	Man "C" Area 40 Side
-------	---------	--------	-------------------------

40 T	Stab B	→	
40 E	Crash 6	→	Loop-9
30 T	Slant A	Loop B	Slant A
30 E	Loose 5	→	



Perimeter

2-Back

1-Back

Man "C" Area
40 Side

MIKE:

Blitz
Strong-A

Blitz
Strong-A

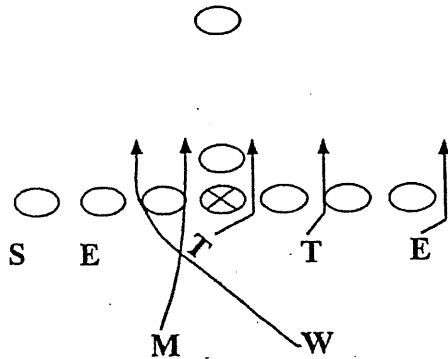
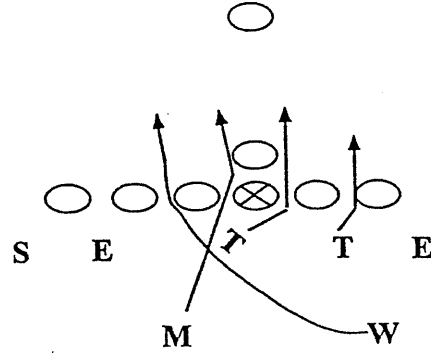
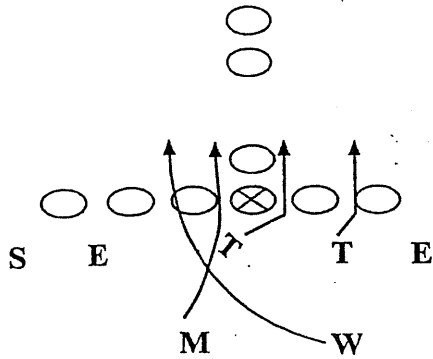
Blitz
Strong-A

WILL:

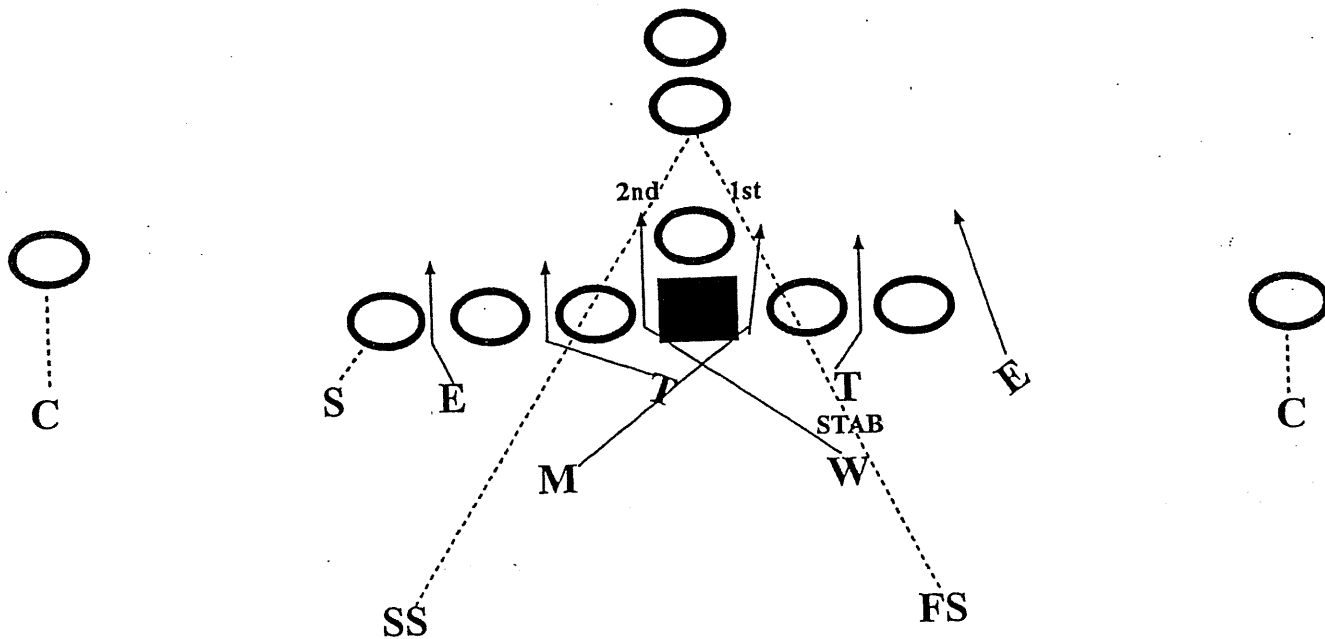
Blitz
Strong-B

Blitz (L)
Strong-B

Blitz
Strong-B

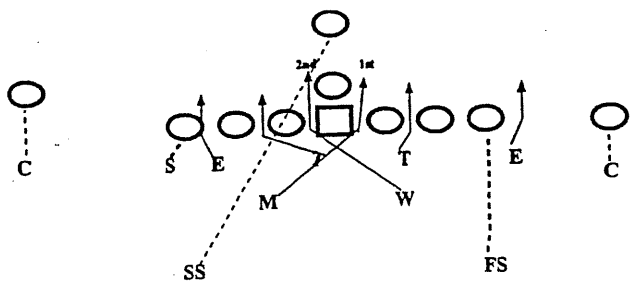


UNDER PHILLY HOT

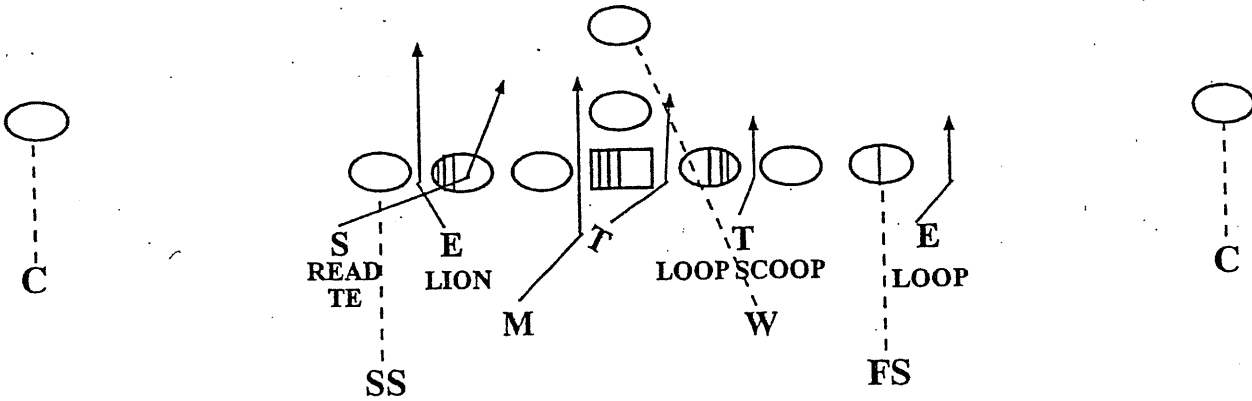


Position	Alignment	Key	Responsibility
SE	5		
ST	TILT		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

SILVER DOT



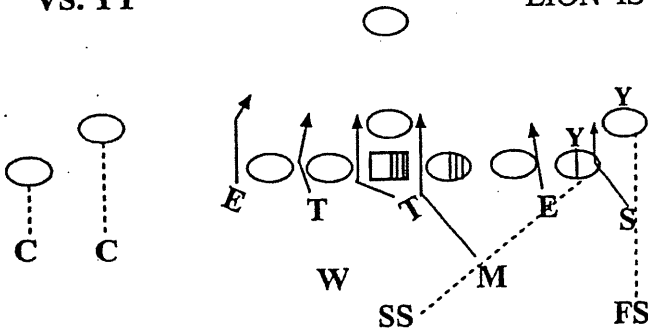
UNDER LION SCORCH BIRD COVERAGE



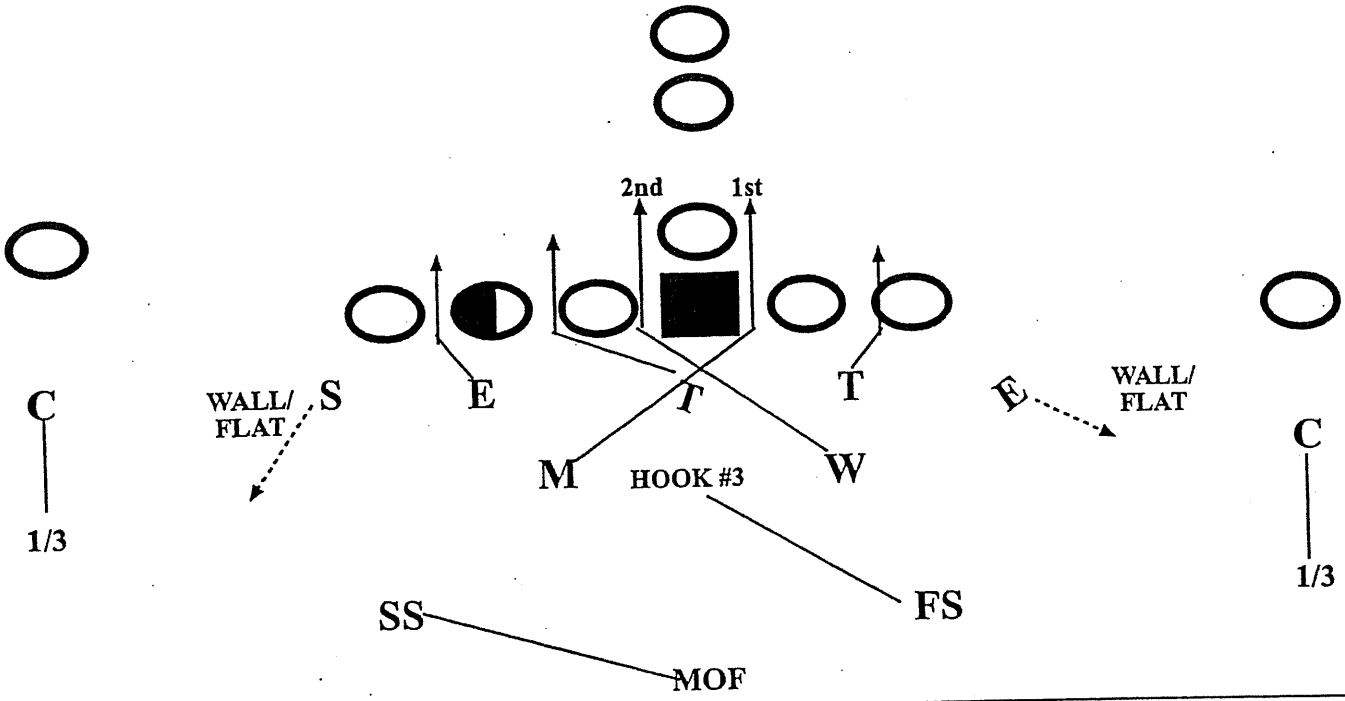
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5	Ball - TE	Lion - Contain
ST	TILT	Ball - Center Far Guard	Slant Far A-Gap
WT	3	Ball - Tackle	Loop Scoop
WE	9	Ball - TE	6 to 9
SAM	9 Tech	TE	Lion B-Gap
MIKE	30	Guard	Blitz A-Gap
WILL	40	Nearback/OG	M/M Ace Break

VS. YY

LION IS OFF



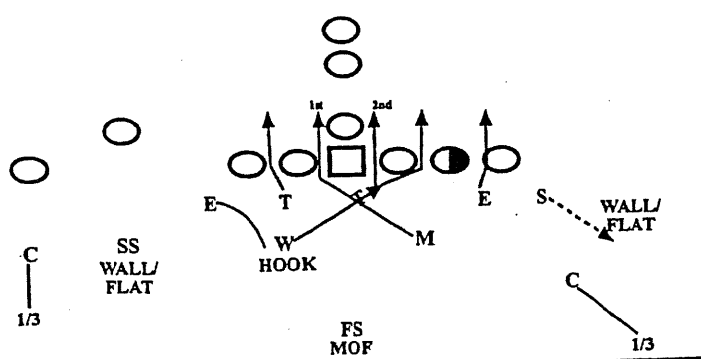
UNDER PHILLY ZONE



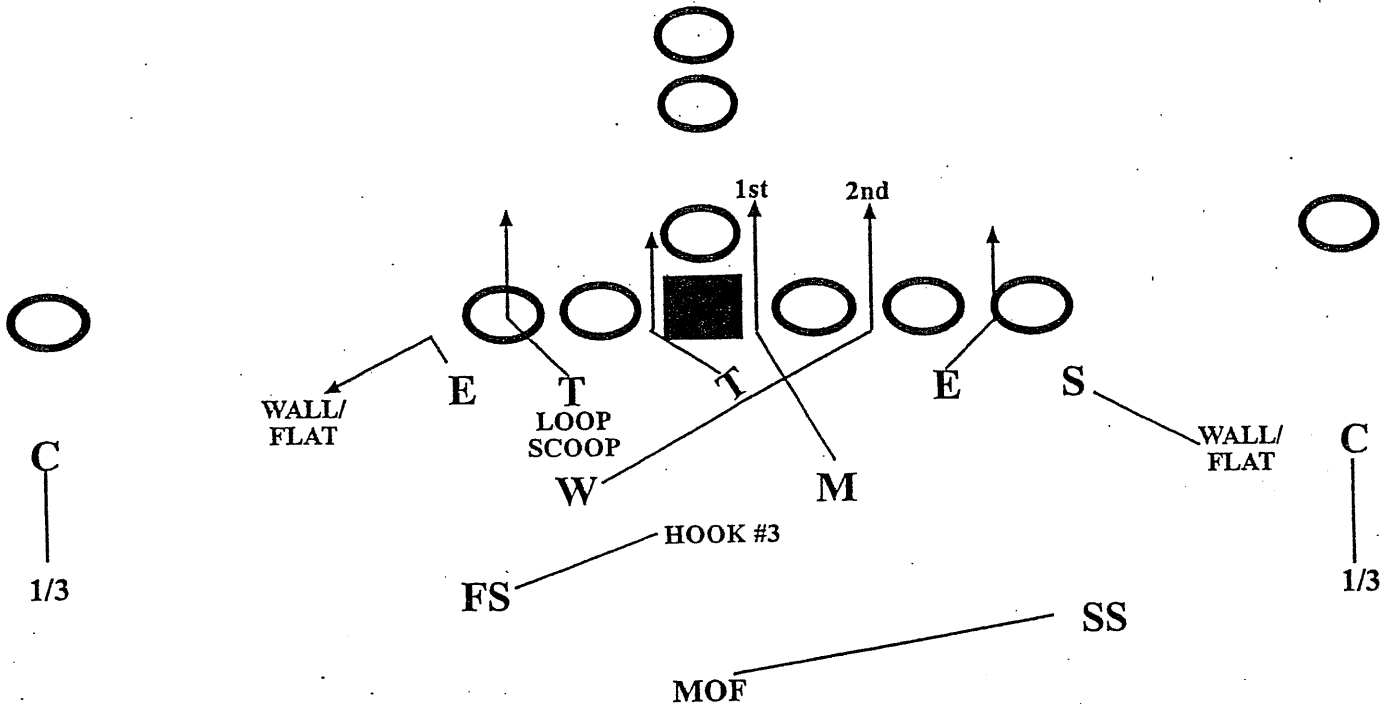
Position	Alignment	Key	Responsibility
SE	5		
ST	TILT		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

VS. SLOT

***HOOK CALL TO END**

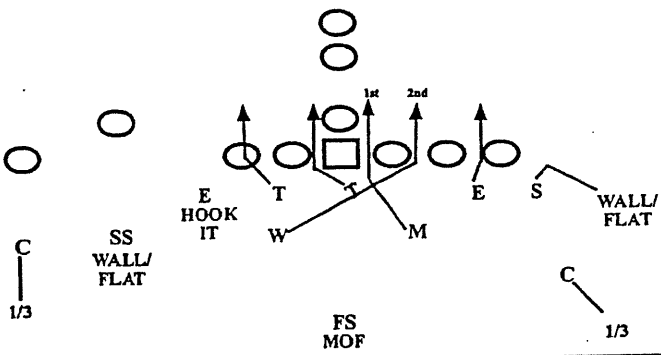


UNDER ALASKA ZONE



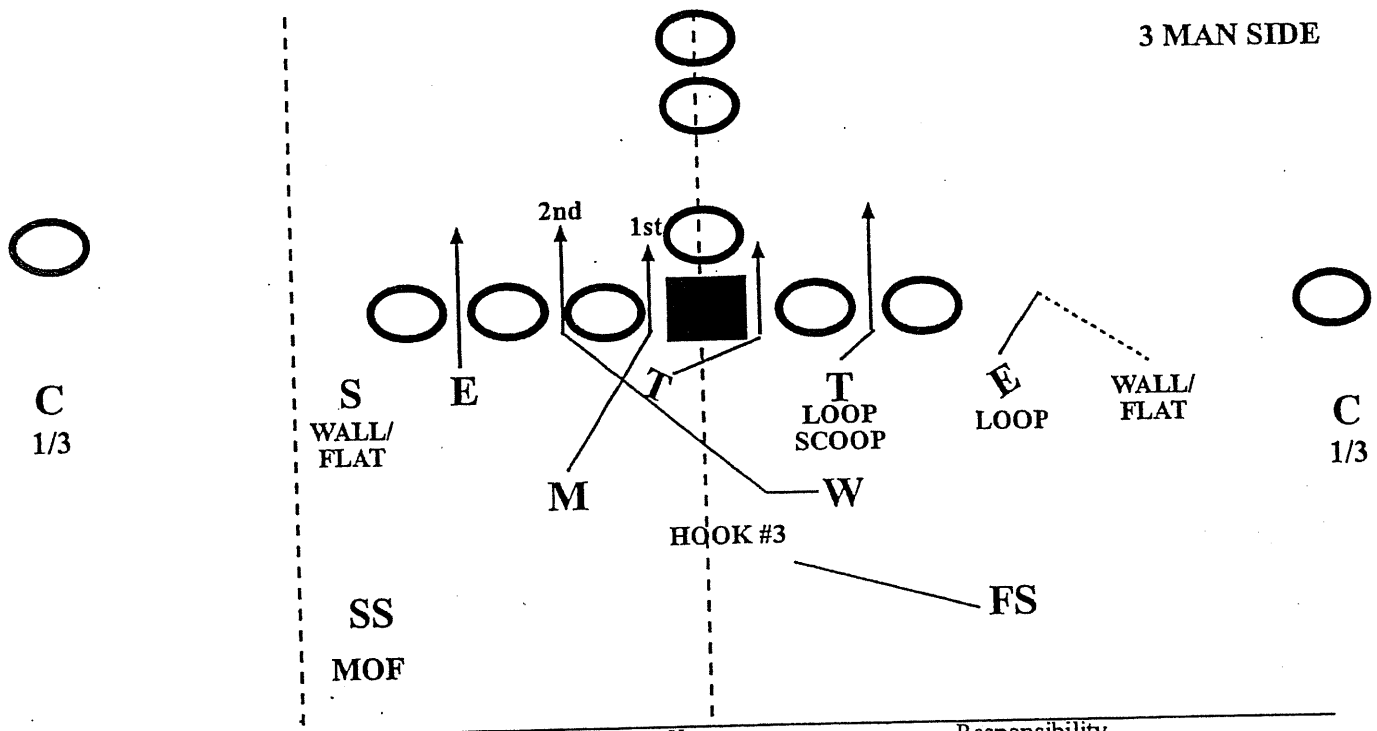
Position	Alignment	Key	Responsibility
SE	5		
ST	TILT		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

VS. SLOT



FIELD ALASKA/ATLANTA (ALASKA)

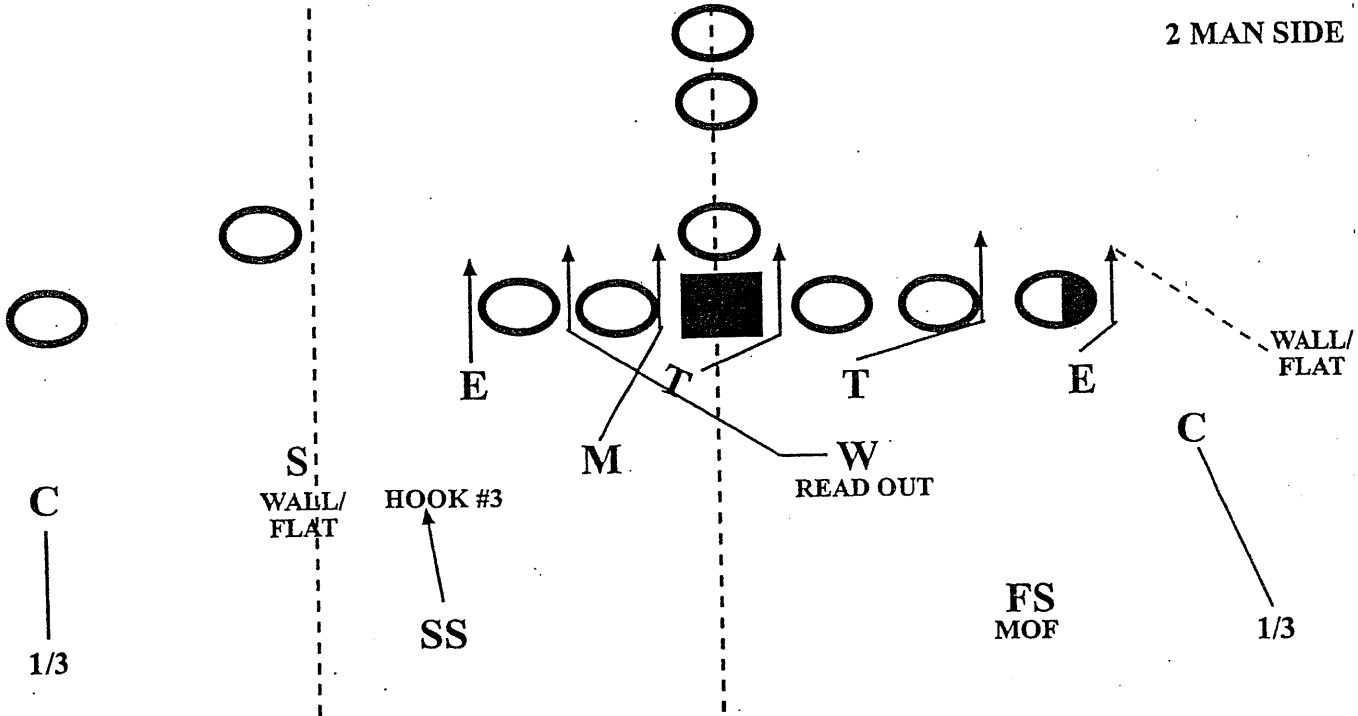
3 MAN SIDE



Position	Alignment	Key	Responsibility
SE	5		
ST	TILT		
WT	3		
WE	Crash 6		
SAM	9-Tech		
MIKE	30		
WILL	30		

FIELD ALASKA/ATLANTA (ATLANTA)

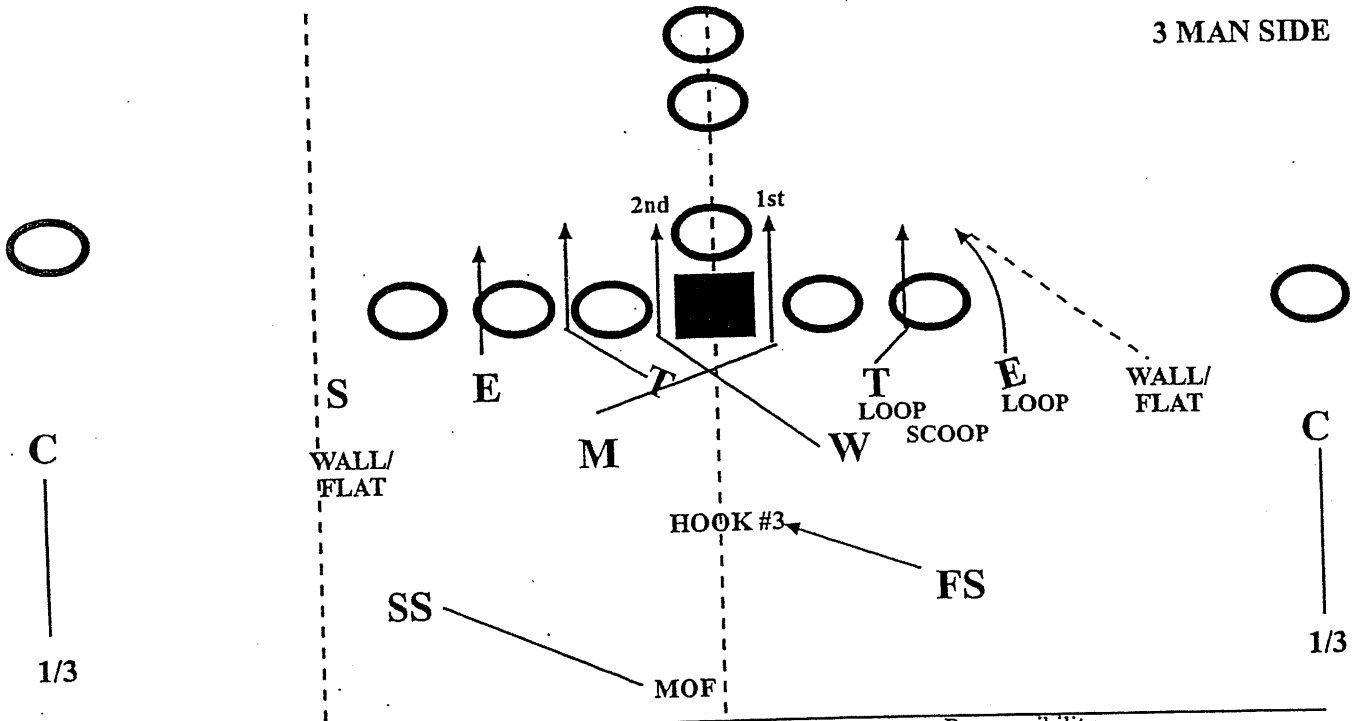
2 MAN SIDE



Position	Alignment	Key	Responsibility
SE	HEAVY -9		
ST	3		
WT	TILT		
WE	5		
SAM	[COVERAGE RESPONSIBILITIES]		
MIKE	30		
WILL	30		

FIELD PHILLY/ATLANTA (PHILLY)

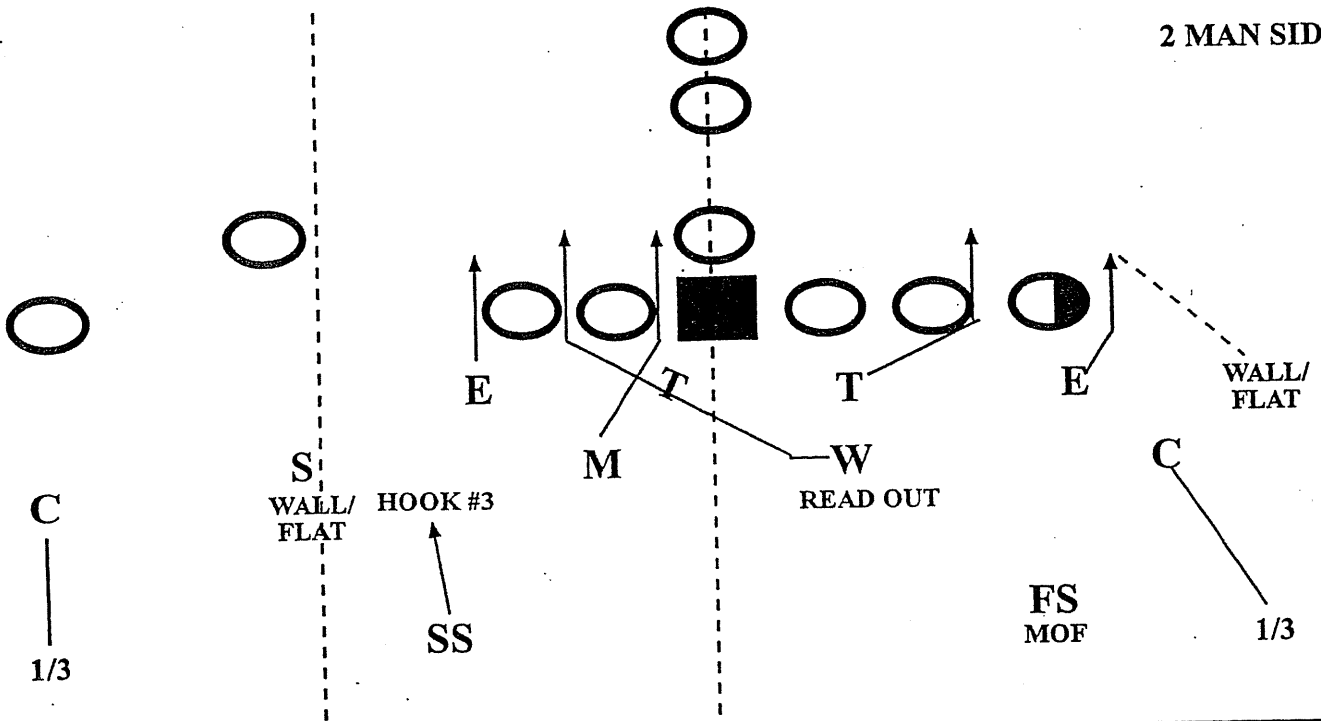
3 MAN SIDE



Position	Alignment	Key	Responsibility
SE	5		
ST	TILT		
WT	3		
WE	CRASH-6		
SAM	9-TECH		
MIKE	30		
WILL	30		

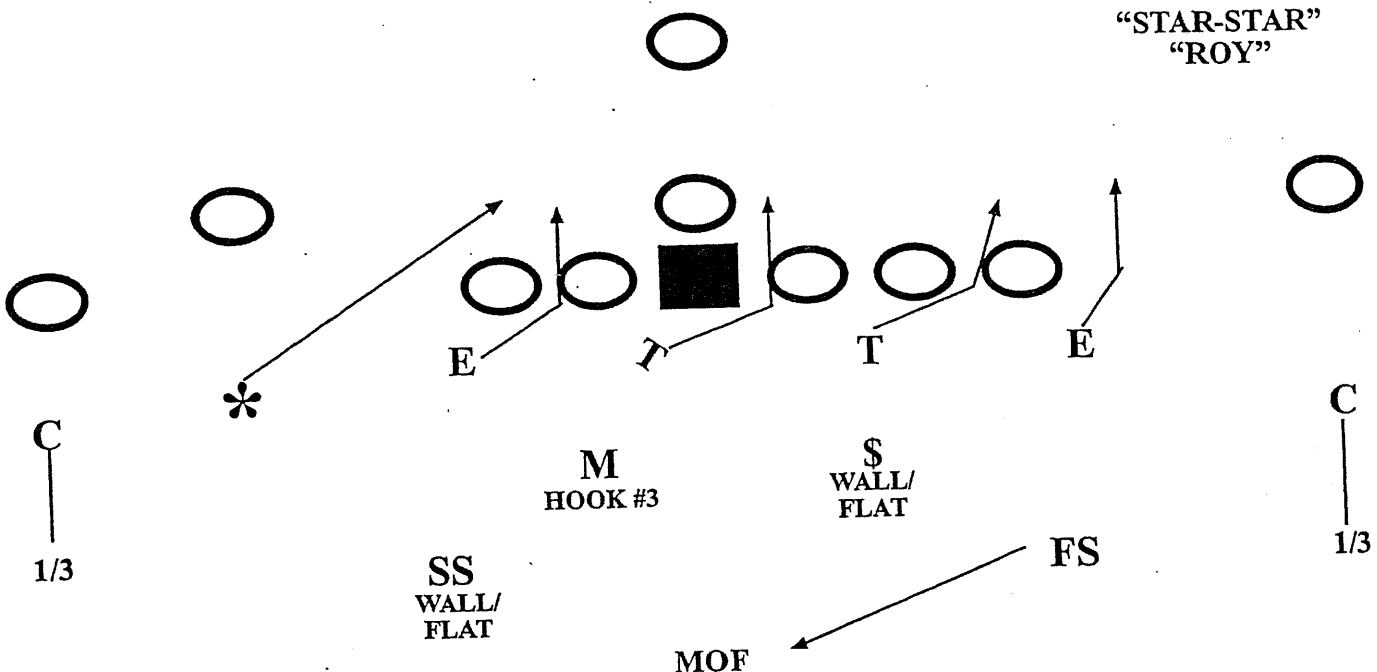
FIELD PHILLY/ATLANTA (ATLANTA)

2 MAN SIDE

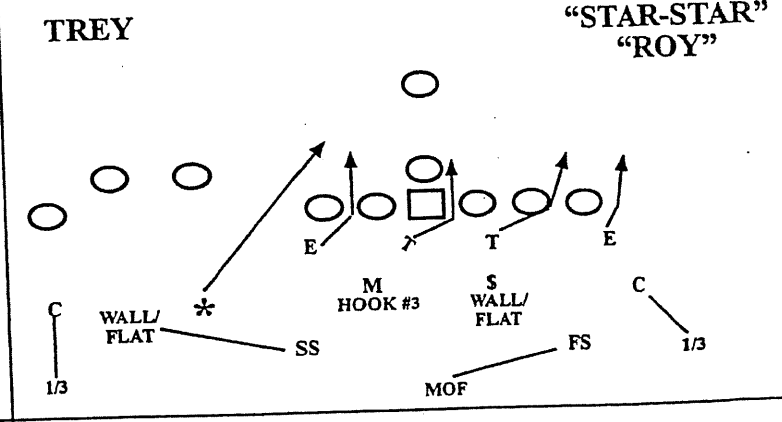
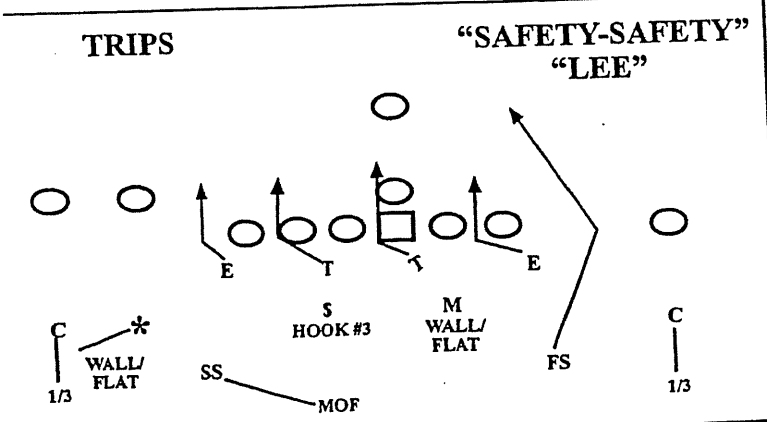


Position	Alignment	Key	Responsibility
SE	HEAVY -9		
ST	3		
WT	TILT		
WE	5		
SAM	[COVERAGE RESPONSIBILITIES]		
MIKE	30		
WILL	30		

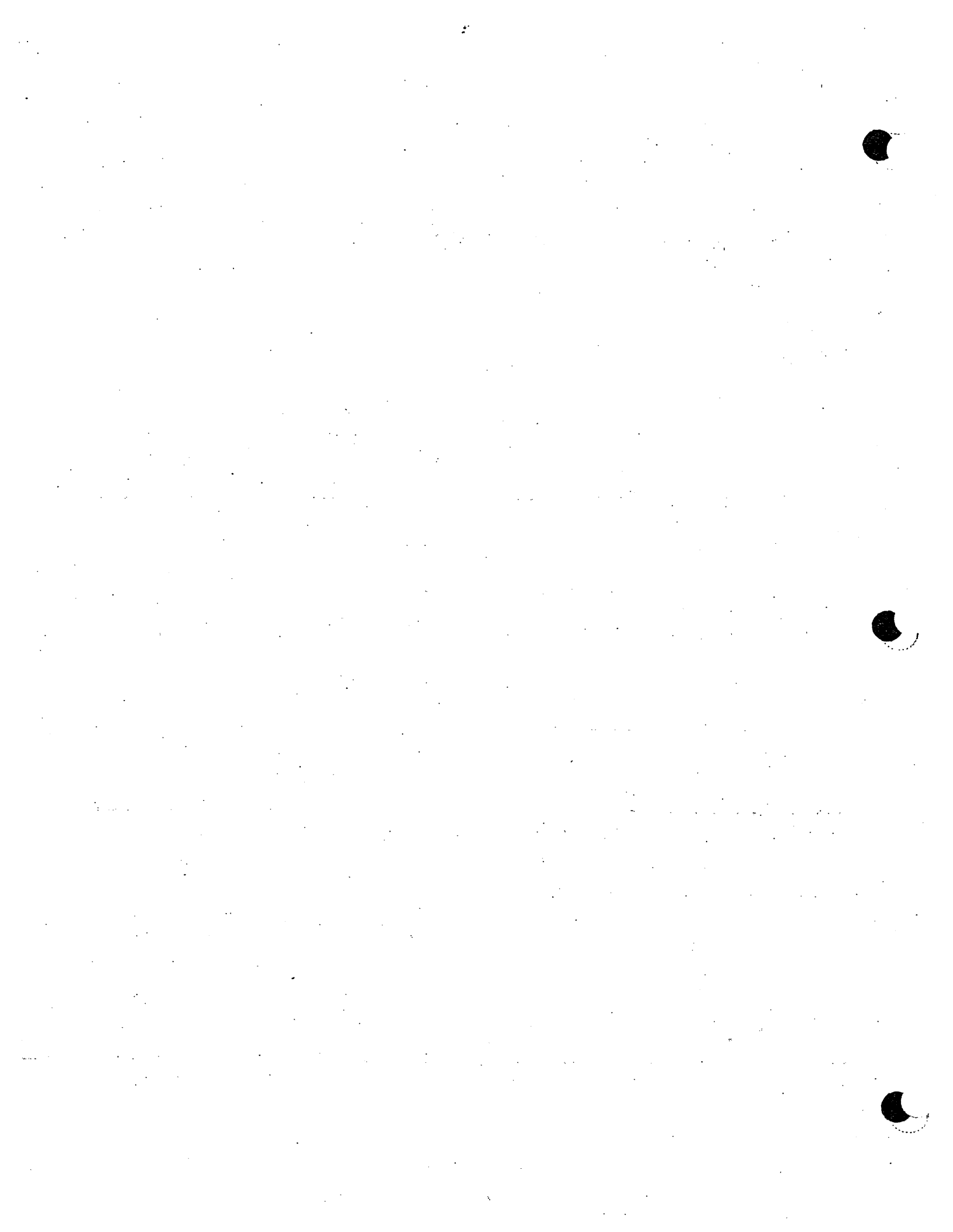
NICKEL OKIE TAMPA



Position	Alignment	Key	Responsibility
SE	HEAVY-9		
ST	3		
WT	TILT		
WE	5		
STAR	[BLITZ - RESPONSIBILITIES]		
MAC	30		
MONEY	30		

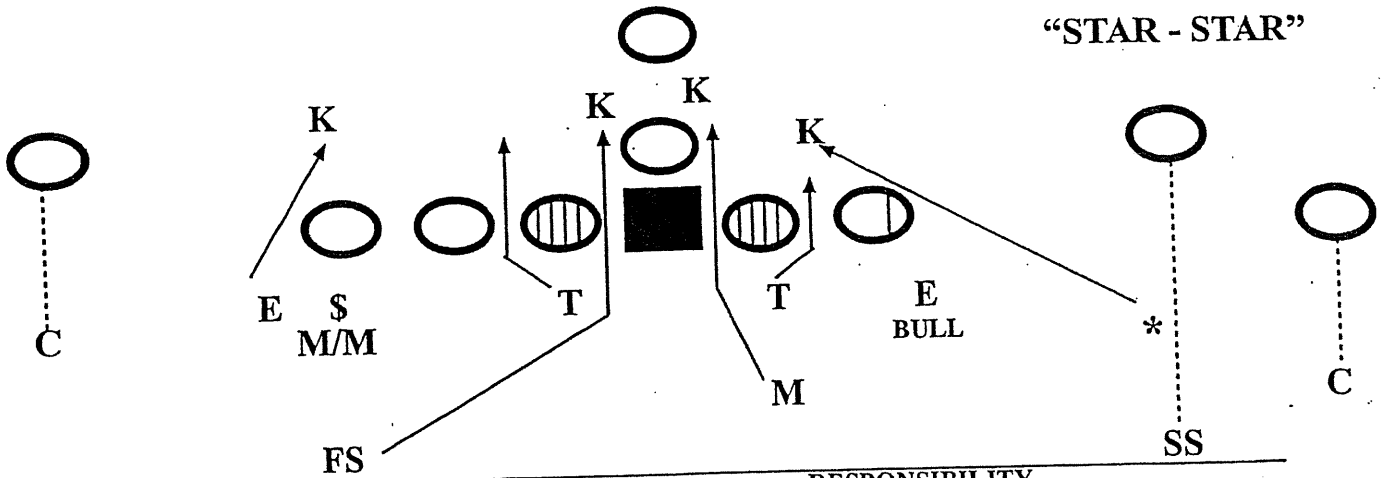


- (1) 2 MAN SIDE ZONE PRESSURE
- (2) ROY/LEE CALL FOR FRONT



NICKEL EVEN MOCCA

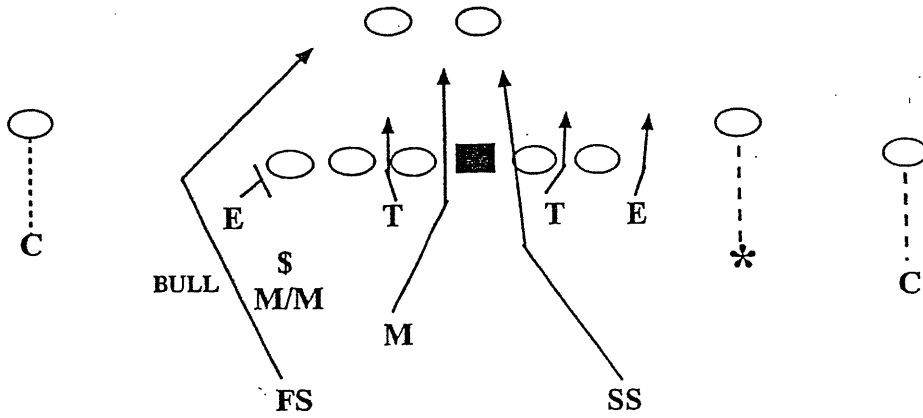
"STAR - STAR"



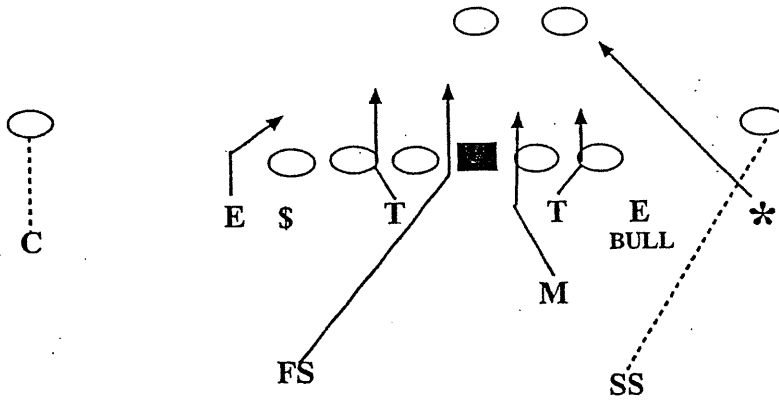
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Loose 5/8	Ball - T/TE	Bull - Bull Rush, Back release contain, 2nd Back No Bull - Lion & take remaining Back your side
ST	Heavy 3	Ball - TKL.	Stab-B Gap
WT	Heavy 3	Ball - TKL.	Stab-B Gap
WE	Loose 5	Ball - TKL.	Bull - Bull Rush, Back release contain 2nd Back No Bull-Lion & take remaining Back your side
MONEY	#4	#4 [TE]	vs. Blue-Choke-M/M TE vs. 2 Back - "Bull" - Key Blitz N.B.
MAC	Opposite \$	30	A Gap Blitz
STAR	#2 from Strength	Ball to Blitz Responsibility	"Star" call - Blitz/Peel Safety Call - #2 Man
Corners	#1	Your man	Blitz Cov. on #1
Free Safety	Split Safety Look	Blitz/Man Resp.	Key Blitz HB in Backfield; Star/Safety call
Strong Safety	Split Safety Look	Blitz/Man Resp.	"Star"-Man on #2, "Safety" - Key Blitz Frontside a Gap

NICKEL EVEN MOCCA ADJUSTMENTS

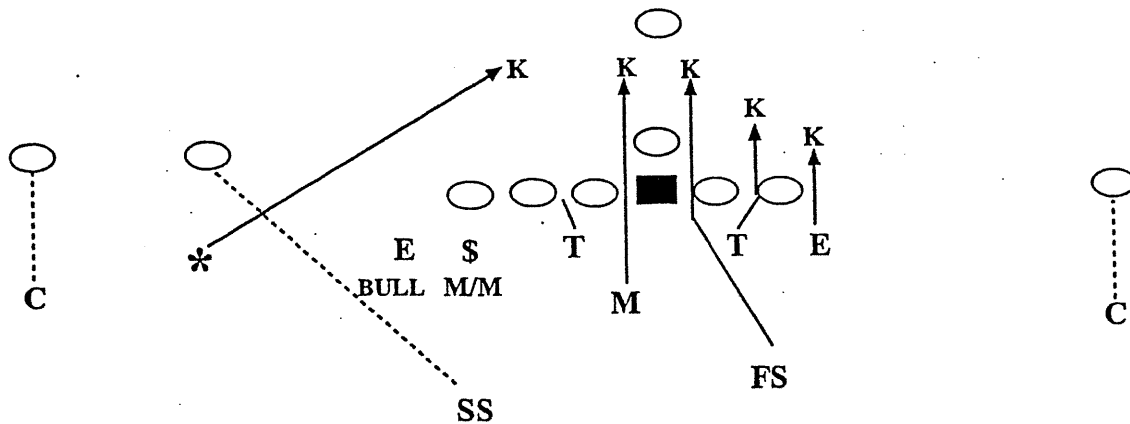
"SAFETY-SAFETY"



"STAR-STAR"

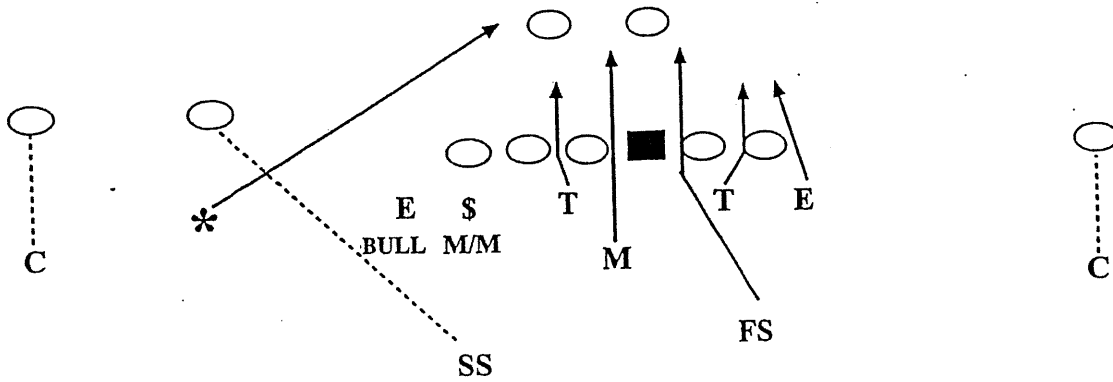


"STAR-STAR"

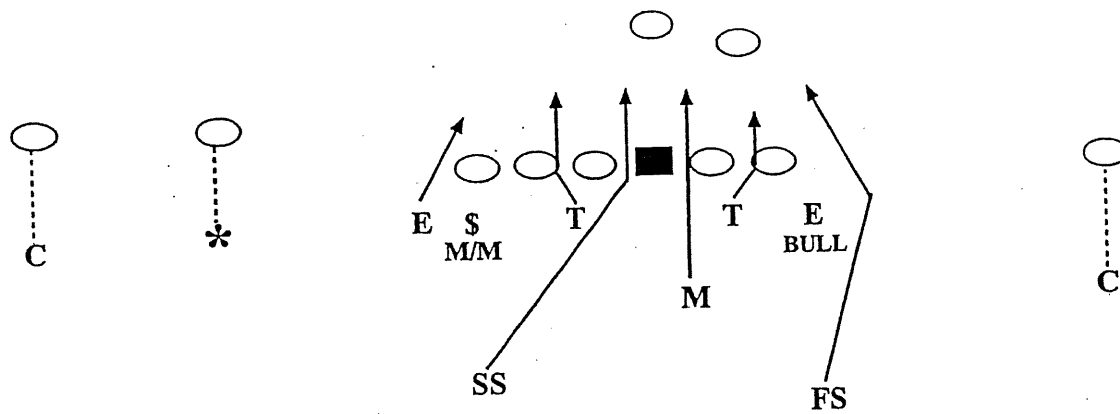


NICKEL EVEN MOCCA ADJUSTMENTS (Continued)

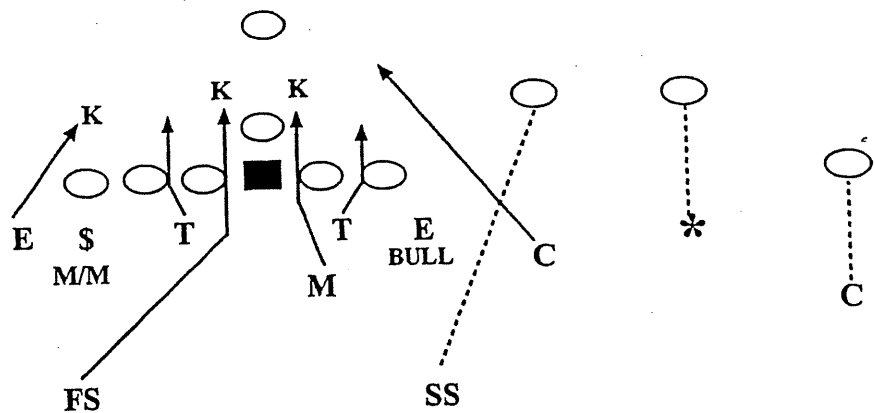
“STAR-STAR”



“SAFETY-SAFETY”

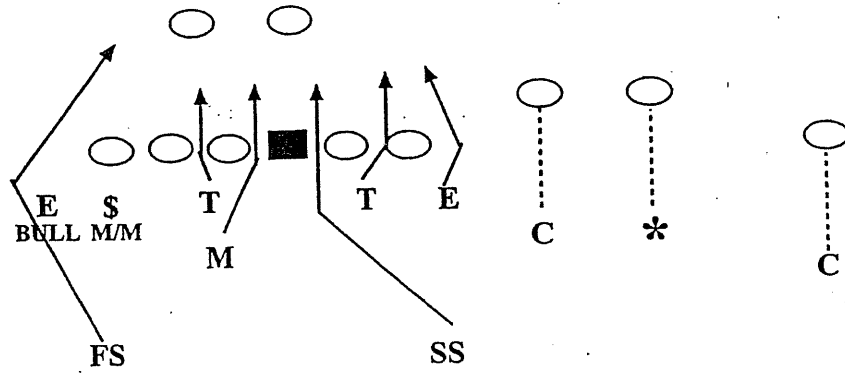


“STAR-STAR”
W/SWITCH CALL

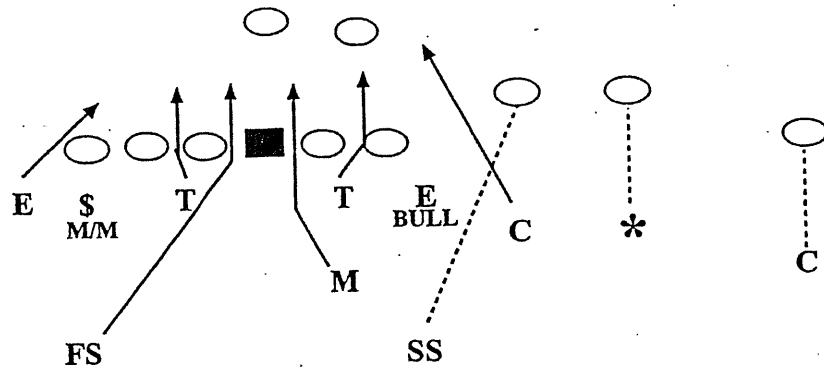


NICKEL EVEN MOCCA ADJUSTMENTS (Continued)

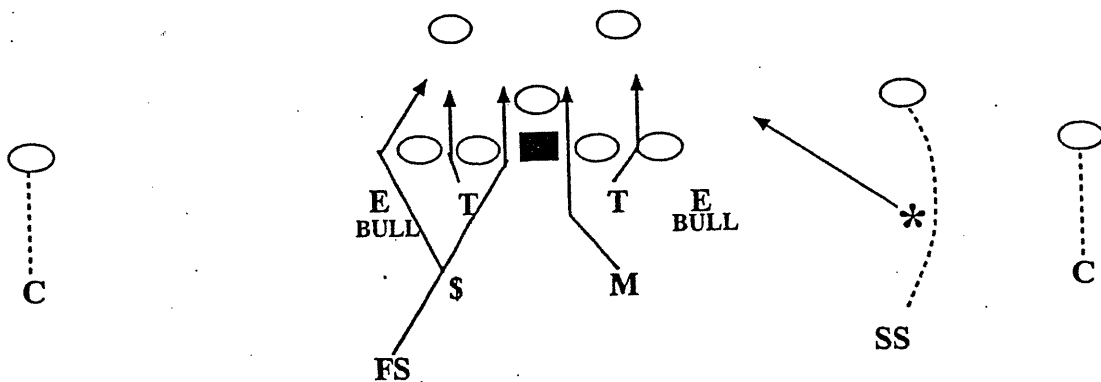
"SAFETY-SAFETY"



"STAR-STAR"
W/SWITCH CALL



"STAR-STAR"



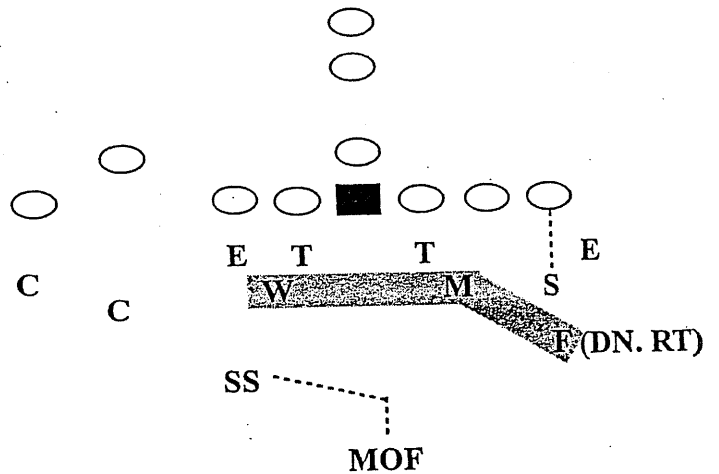
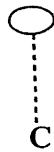
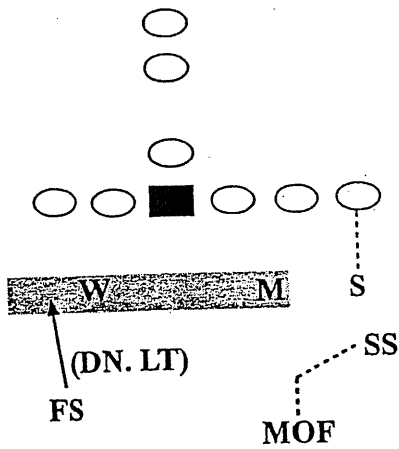
9 RAT

9 RAT Rules

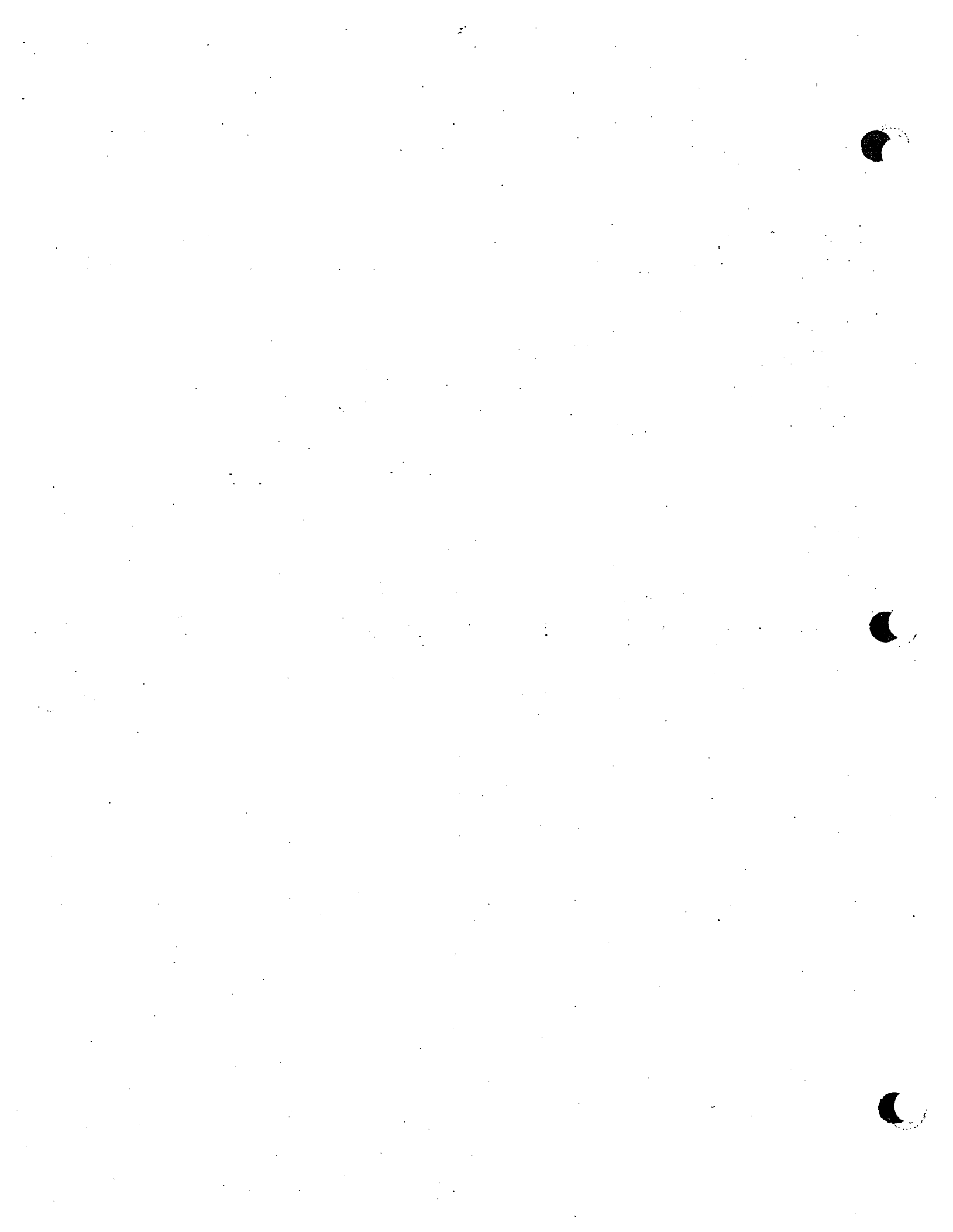
- A. C's play cover 9 [Press/Bail/Off] match-up cover.
- B. Sam LB - Has TE / Slide technique
- C. Mike/Will Part of funnel (3 on 2) with down safety
- D. Safeties have all "Breaks" and 1 back adjustments. "Spin" when applicable.
- E. Safeties - Come down to SE side vs. all 2 back sets, unless back strong (I near/half/split) give a direction call "Down right" to alert LB's
- F. Played primarily with 48 front/40 point front.
- G. Examples

Pro

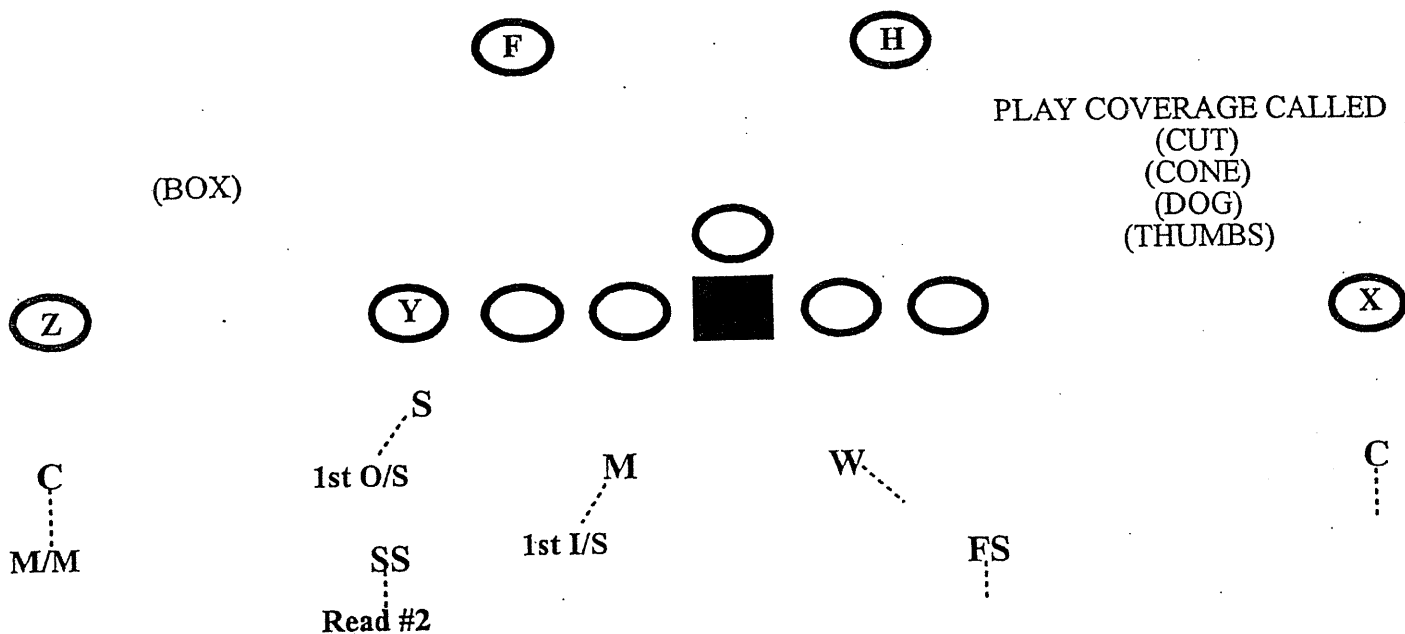
Slot



MIKE/WILL/FS = FUNNEL 2-BACKS
SAM STAY WITH TE VS. YAC MOTION



COVER 7



COVER# 7: 4 on 3 strong match coverage that has the F/S playing weak with #2 weak, however will self-adjust on any 4 strong formation to weak -- match -- mable with the F/S in the deep middle.

RULES:

- A. TE Releases outside - Box
- B. TE Releases inside -
 - 1. Mike will play TE man to goalline
 - 2. Sam will play heavy on the line and play of all of 3
 - 3. Corner and S/S play cone on #1

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SAM STRONG BACKER	- Same as Cover 3	- Same as Cover 3	-Backer Support - First Flat Receiver C.P.: Smash. Hombre 3 all over TE Inside - Webb - Ride #2 down on release and cover or pas with mike. -2 WRs - Inside out on #2 - over jam to outside #2 at 10 yards and do not allow 1 way go on safety C.P.: You have smash. Webb - #3 away - Stay inside/out on #2 and carry on crossers. - Meg call by corner - he has #1 man-to-man on all routes including smash. -MOD - corner M/M on #1 on all routes expect smash (SAM - Smash rule)

COVER 7 - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MIKE	- Same as Cover 3	- Same as Cover 3	- Relate to #3. Play in/out w/Same or will on Side of #3. #3 strong play mable rules. #3 weak in/out w/will.
WILL	- Same as Cover 3	- Same as Cover 3	- Backer or Corner, by M/M combination - Normal split end. You have #2 weak M/M on all short routes in or out #2 upfield over jam to 10 yards. Release to F/S. - Smash by #1. Drop #2 and take smash. - Webb first back to flat M/M. - Flood or 4 Strong play mable rules. C.P/: Meg call, same rules as Sam. - M/M combinations - you have #2 all over box - same as Sam. Trap - Let #2 go to flat deuce - Double #2.
STRONG CORNER	- Same as Cover 3	- Same as Cover 3	- 1 WR man on #1. Except on smash. Alert D to by #2 or #2 on diagonal - 2 WRs - zone 1/4, 1/4 W/SS. Squeeze #1 with no threat by #2 or no diagonal by #2 alert D to by #2. Meg: Call to man #1 all over (press) -MOD - Man #1 except on smash. Bump or Bail. - Stealer - SS will rob under #1 w/no threat. By #2.
WEAK CORNER	- Same as Cover 3	- Same as Cover 3	- Same as SC. - WSE Tight - Rambo w/will with F/S help over the top. You have first outside. - No #2 weak - robber - #1 man technique upfield (MEG). - M/M combinations - cone with F/S trap. Dog or Deuce. Two on LOS - Box - Slot. Special (Bracket).

COVER 7 - Continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	- 7 to 10 yards deep in backer supports position.	- Backer support #2 receiver.	<p>- 1 WR - First outside and deep out of #2 or #3. 2 and 3 short inside/out on #1.</p> <p>- 2 WRs - Zone 1/4, 1/4 w/ strong corner inside/out on #2. First threat out of 2 or 3 vertical. 2 and 3 short inside/out on #1.</p> <p>MEG: Corner has #1 man (alert #2 on 7 route).</p> <p>-MOD - Corner has #1 man except on smash.</p> <p>- Stealer - No #2 or #3 vertical - Rob under #1.</p> <p>- No #2 weak - robber.</p> <p>- Slot - special (bow) - any width weak with slot - check box.</p>
FREE SAFETY	- Same as cover 3. but extend to inside/out position on #2 weak.	- Uncovered lineman to #2 weak.	<p>- WR - Key #2 and cover deep on vertical #2 short. Inside/out on #1.</p> <p>- 2 WR - Zone 1/4, 1/4 w/weak corner. w/inside/out leverage on #2.</p> <p>- WSE tight corner and backer will rambo and you play over the top w/deep help.</p> <p>- No #2 receiver weak-deep middle w/poach or robber call.</p> <p>- M/M combinations weak - cone w/corner trap or deuce. Slot - Special.</p>

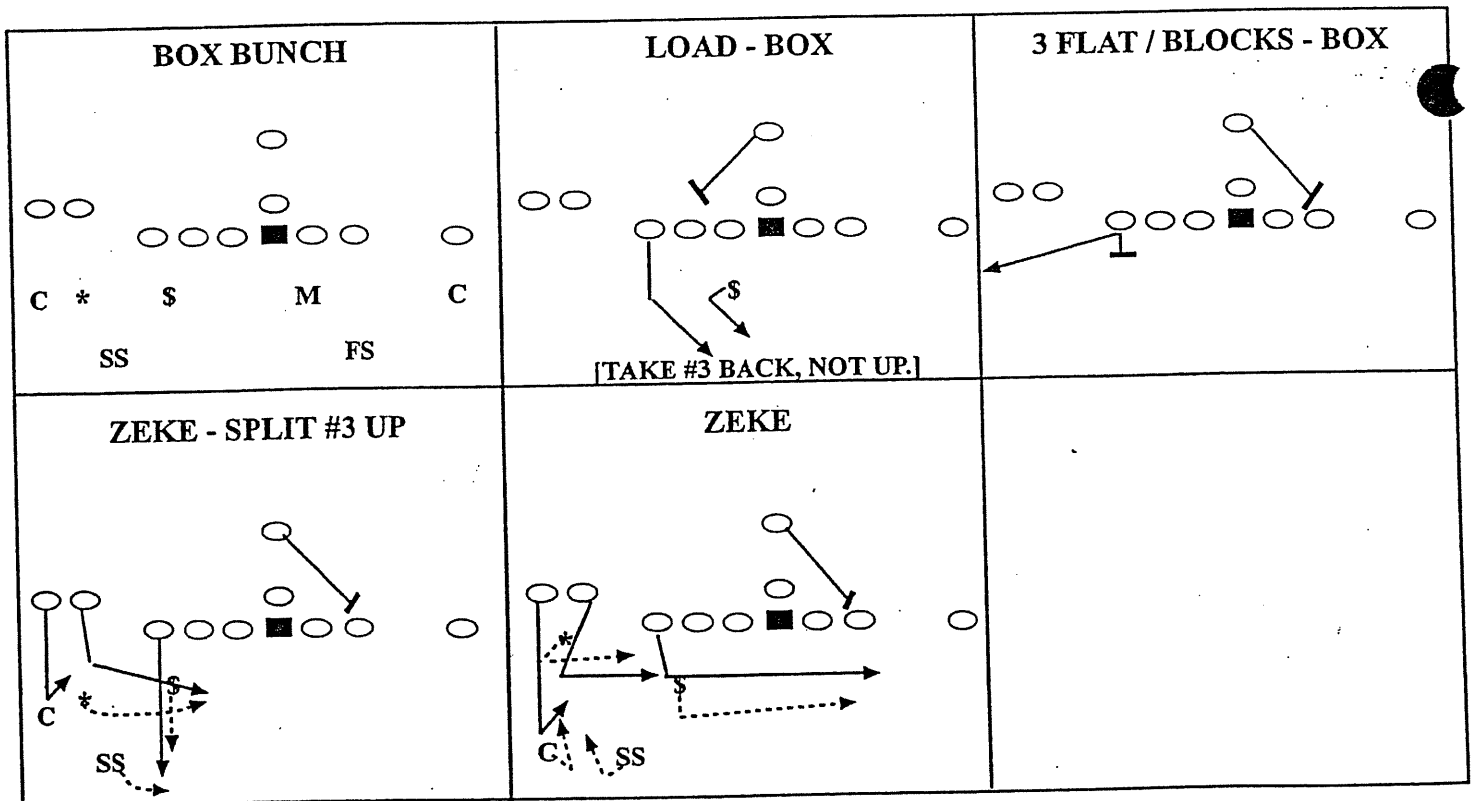
NOTE: Can vary combinations weak vs. 1 WR. Must declare trips w/second receiver weak as trips or 2X2.

C.P. Can robber all flood and 4 strong action.

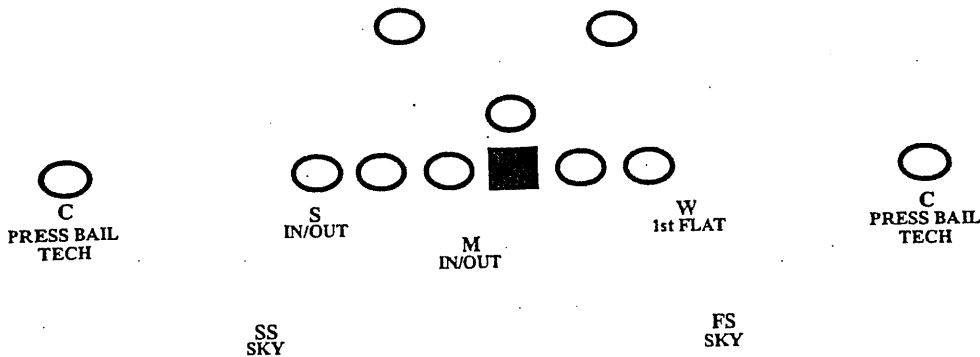
C.P.: Trips possible zeke to man 2 & 3 vertical expect on #3 block. Diagonal or load.

COVER 7 - ZEKE CONCEPT

1. We will "Zeke" the frontside of Cov. 7 vs. 3 X 1 formations to match the various patterns given to us by the offense.
2. This would also include Red 7 Coverage.
3. Box is the initial concept called/Zeke is an adjustment within it. [Cov 7 Frontside vs. 3 X 1].
4. Rules:
 - A. Box all Bunches
 - B. Zeke turns to Box 3 ways
 1. Load by Back [#4 Strong]
 2. Split by Back / #3 to Flat
 3. Split by Back / #3 Blocks
 - C. If Back go split and 3 goes up or inside/Zeke is on. \$ [or Mike in Reg.] must take #3 up or back. Star [Sam in Regular] must take 2 back.
 - D. Box Corner play Box
 - E. S/S play Box Split #2 and #3 in align. Related to #2 at end of down.
5. Sin adjustment with a Tag.



RED 7



SAM/MIKE - TE O/S RELEASE PLAY BOX
 - TE I/S RELEASE MIKE TAKE #3 TO G.L.,
 SAM TAKE ALL OF #2

WITH C-AREA PLAYER WEAK SIDE PLAY CUT

RULES:

I. Red 7 Tech. vs. All 2 Back Pro./vs. 2 Back Slot Play Special

II. vs. 1 Back 2X2

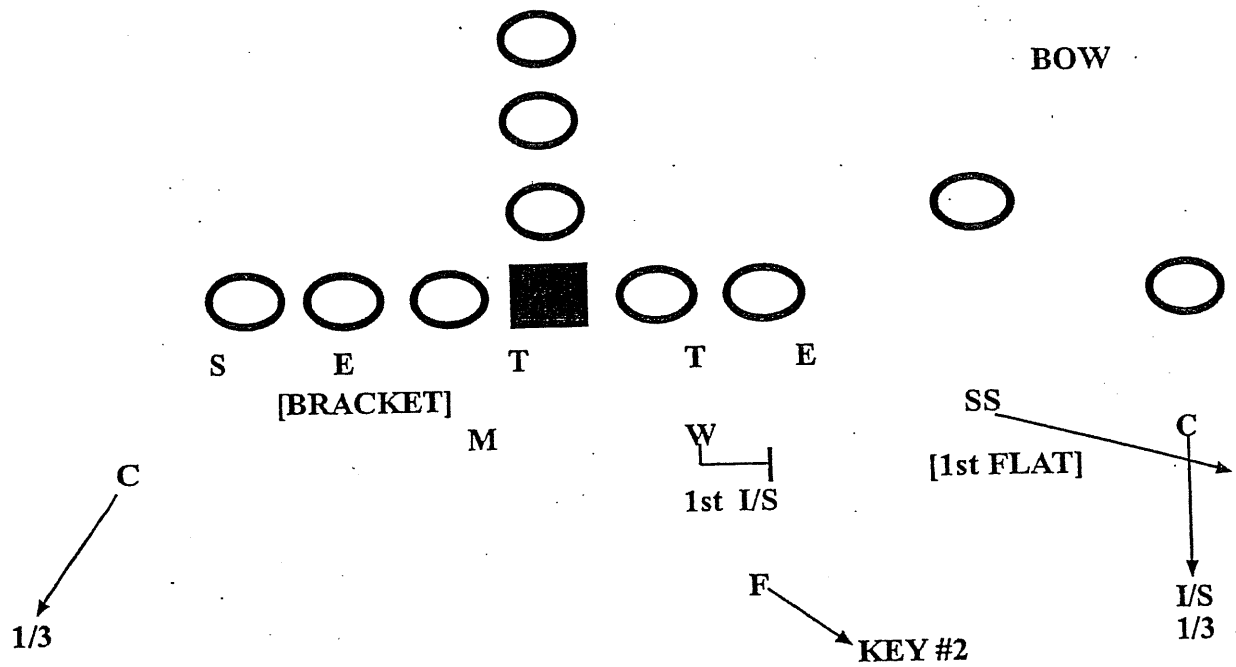
- A. Box the bubble side
- B. Cut any C Area Player Weak
 - 1. Read it Call I/S 10 yard line
 - 2. Slice it if Wide Split

III. vs. 1 Back Trips

- A. Box/Zeke it frontside
 - 1. Pure Box on all Bunches
- B. Play Red 7 B/S
- C. "Sin" Tag. Sin any 3X1 with no 4 Weak. MOF Safety/Poach to MOF

<u>BOX/CUT - 2X2 [C AREA]</u>	<u>BOX/BOX-2X2 [2 OPEN REC.WK]</u>	<u>3 X 1 TRIPS</u>
<p>Diagram showing player positions for BOX/CUT - 2X2 [C AREA]. Callouts include: [BOX] SS, M, W, [CUT] [READ IT] [SLICE], FS.</p>	<p>Diagram showing player positions for BOX/BOX-2X2 [2 OPEN REC.WK]. Callouts include: [BOX] S, M, W [BOX], SS, FS.</p>	<p>Diagram showing player positions for 3 X 1 TRIPS. Callouts include: [ZEKE/BOX], M, [RED 7], SS, FS.</p>
<p align="center"><u>SIN TAG</u></p> <p>Diagram showing player positions for SIN TAG. Callouts include: C, S, M, W, SS, FS, and a circled C with a downward arrow.</p>		

COVER vs. SLOT - SPECIAL



DEFINITION: STRONG-ROTATED MAN TO MAN MATCH COVERAGE WITH 4 ON 3 STRONG

SC - I/S 1/3 TECH

SS - QUICK REROUTE/1st TO FLAT

WLB - 1st I/S SHORT

FS - 1st I/S DEEP/READ #2 PROGRESSION

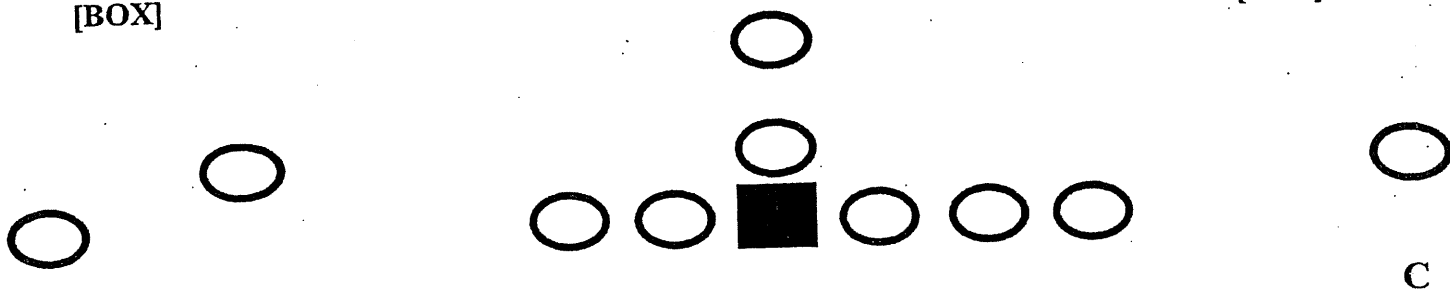
- A. 2 VERTICAL - TAKE HIM
- B. 2 SHORT (FLAT OR INSIDE) - CONE #1

FLOW RULES - PASS 1st I/S BACK. ALERT SPIN RT.

SUB - COVER 7

[BOX]

[CUT]



C *
1st O/S

Mac
1st I/S

\$
2 UP & I/S
BUT NOT OUT

SS
1/2

FS
KEY #2

COVER #7: A Man/Man combination coverage with box 4 on 3 Strong and Triangle 3 on 2 Weak. Star and Money adjust as Cover 2. Star overruns Money. Money pushes Star.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC	Strong Back Weak on Trips	Thru Linemen to Back	vs. Ace or Regular 2-Back Strong Match on #3 after pattern distribution. Only have #3 on short to intermediate routes. Drop at 10 to 12 yards. Slot - Special Trips - You will be on Triangle Side #2 Man - Play 3 on 2 Double called Zeke - Normal C-7 Rules C.P.: Possible Clamp. You have remaining back. C.P. MOD - M/M upfield on #1 by Corner Meg - Corner has #
NICKEL/WEAK BACK DIME	#3 on Trips	Thru Linemen to your man	1 WR Weak Triangle - play man combination 2 WR Weak - Box - Re-Route #2 - Take 1st O/S Receiver and Smash Trips or Strong - Match 1ST inside out of 1-2-3. Only must cover on short and intermediate routes. Zeke - Match #3 on Vertical or Inside Route. Load - Carry vertical only. C.P. Clamp - Mike has back disregard back in match C.P. Meg - disregard #1 - MOD - M/M upfield on #1 by corner

SUB - COVER 7 - continued

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG CORNER	On your coverage	Your man thru 2, 3 to call	Same reads as Nail C.P.: Meg - you can press #1, take #1 all over M/M no help MOD - have #1 upfield
WEAK CORNER	On your coverage	Your man	Triangle - play M/M combination called C.P.: Meg - take #1 M/M all over no help. MOD - Run off M/M upfield
STAR	Inside align #2#2 to ball		Reroute #2 and match 1ST O/S of 1, 2, 3 You have Smash and #1 across on Trail Trips - Zeke - Man #3 vertical except #3 block. Load or diagonal play box. Smash rule. C.P.: Meg - disregard #1 in pattern match. Sail Tech vs. Smash or 7 Route by Slot.
STRONG SAFETY	Split 2 & 3, 7 10 yards deep	Thru 2 & 3 to ball	Box technique, 1st up of 2 & 3 No 2 and 3 vertical. double to #1. Trips - Zeke - Help on 2 & 3 vertical C.P.: Stealer - be aggressive on short cuts - corner on top C.P.: Meg - double to #1 over top on corner w/No 2 or 3 vertical MOD - same box, No 2 & 3 vertical help corner over the top.
WEAK SAFETY	7 to 10 yards O/S Tackle	Thru linemen to ball	Triangle - 3 on 2 man combination weak game plan, Cone, Trap, Vise, Box, Deuce C.P.: Meg - corner has #1 in press Read #2 double to #1 over top

NOTE: With Robber call, F/S to MOF w/Triangle on 2 & 3 Strong. Mike lamp on #4. Alert Bronco vs. Bunch Bronco is Box Match w/SS hard to 2nd to inside or 2nd outside.

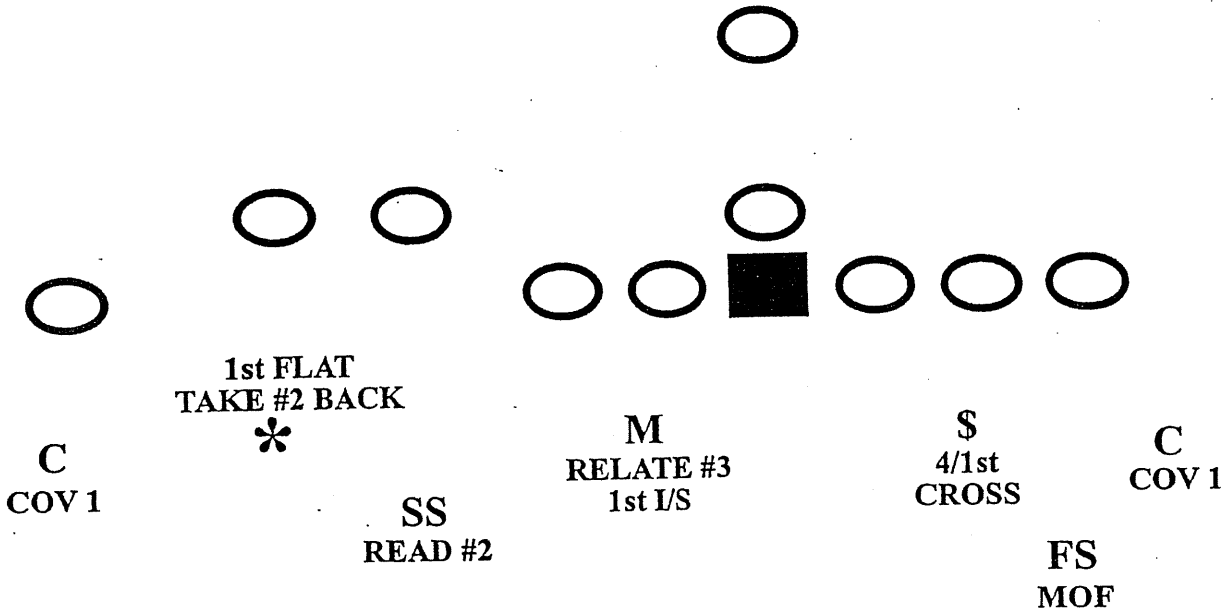
Mable, we would play 3 Mable vs. Trips w/Buzz call to Star vs. 2-Open. Mable or Robber can be plays vs. any trips w/No #4 weak.

RULES:

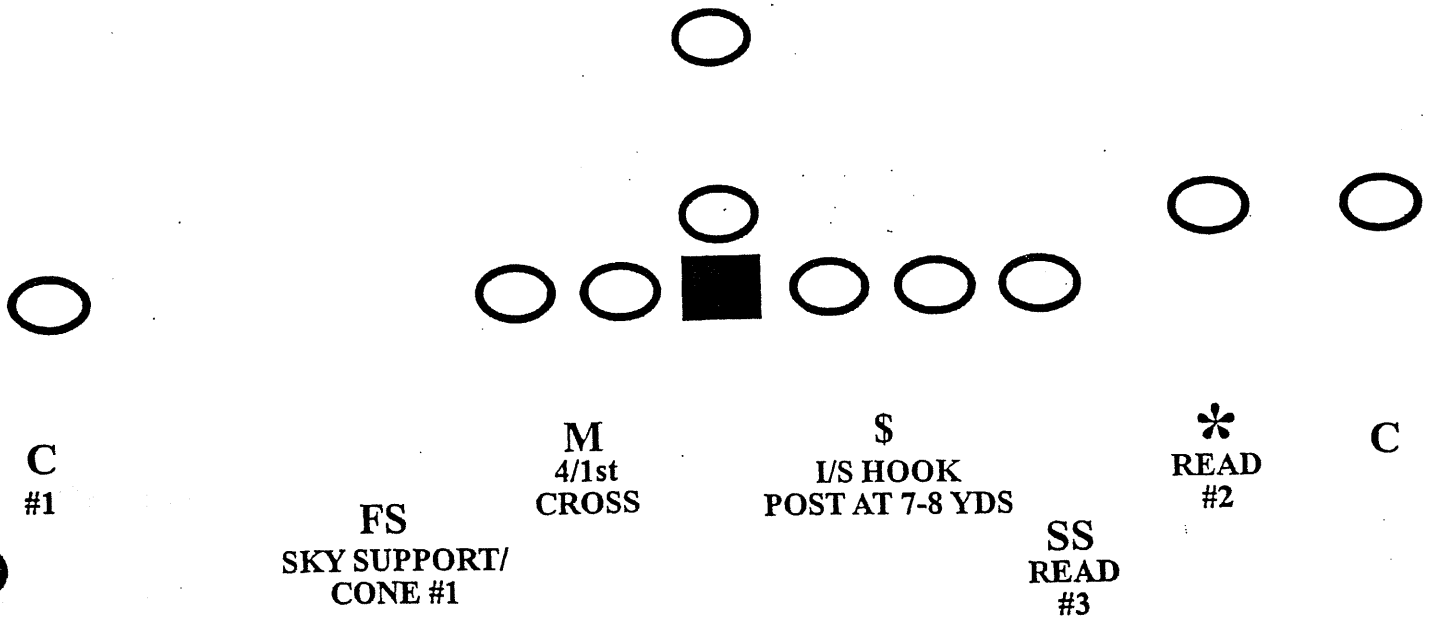
- A. Box the Star side.
- B. Play the formation set backside.
 - 1. Cut/C area player
 - 2. Cone/Single receiver on the line
 - 3. Box/2 open receiver
 - 4. Dog - additional call.
 - 5. Cut/Cone may be adjusted "1 on the line, no #4 weak"
- C. vs. Trey Play Sin
vs. Trips Play Stump

SUB-7 (SIN)

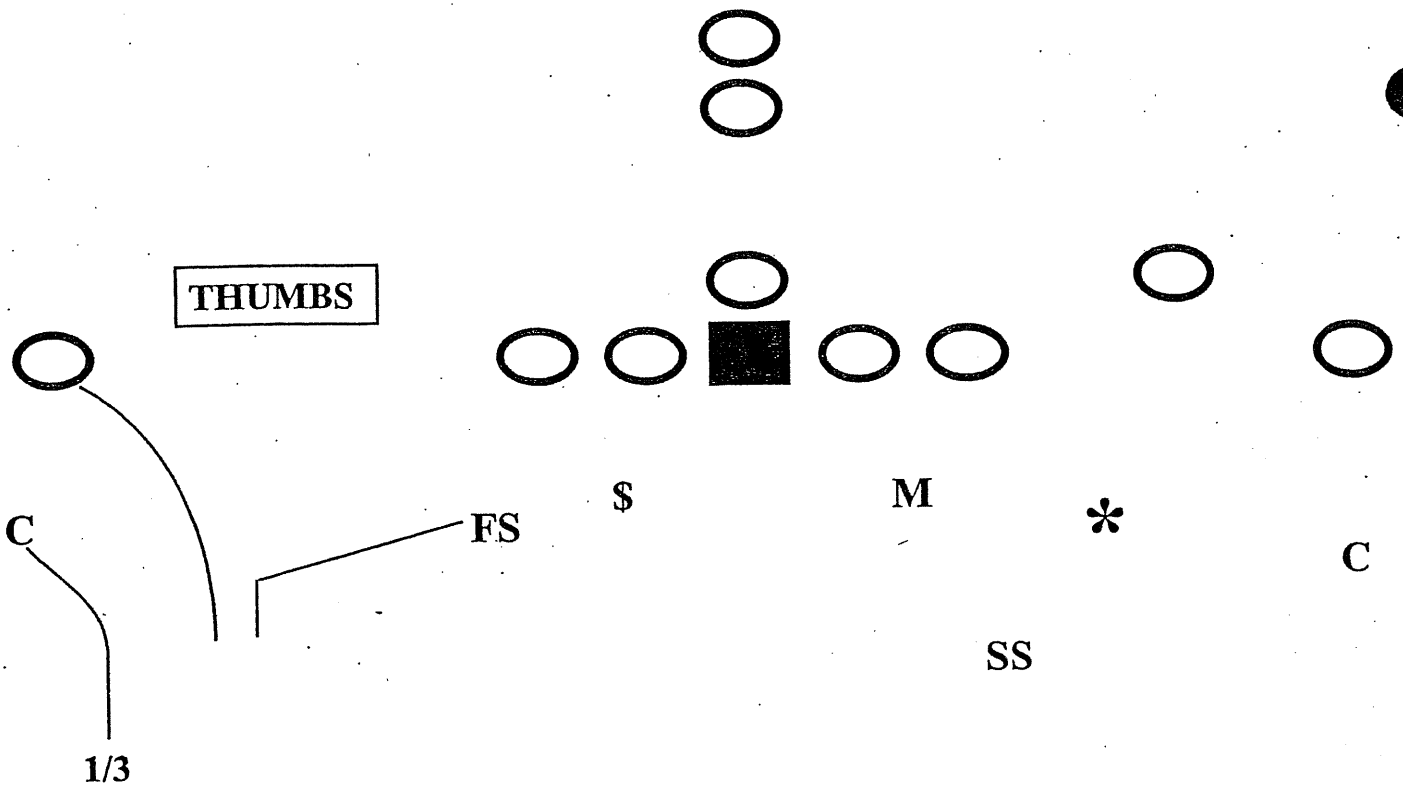
PINTO VS. 4 WEAK



SUB-7 (STUMP)

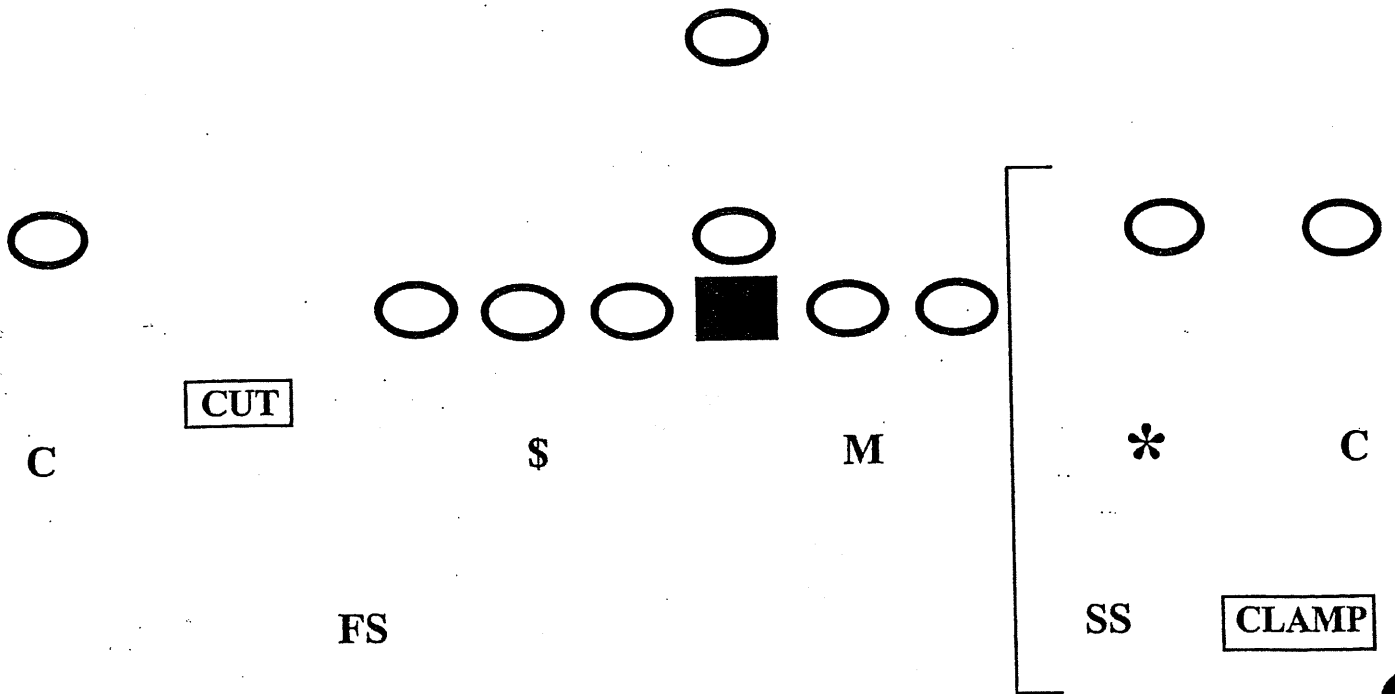


THUMBS



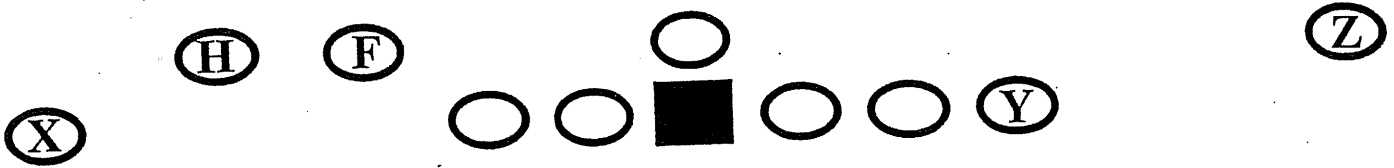
C.P. - F/S IS INSIDE UNDERNEATH MAN TECHNIQUE

77 CLAMP



* 3 vs. 2 MAN MATCH
* CORNER READ #2 IN 1st 5 YDS.

EMPTY RULES

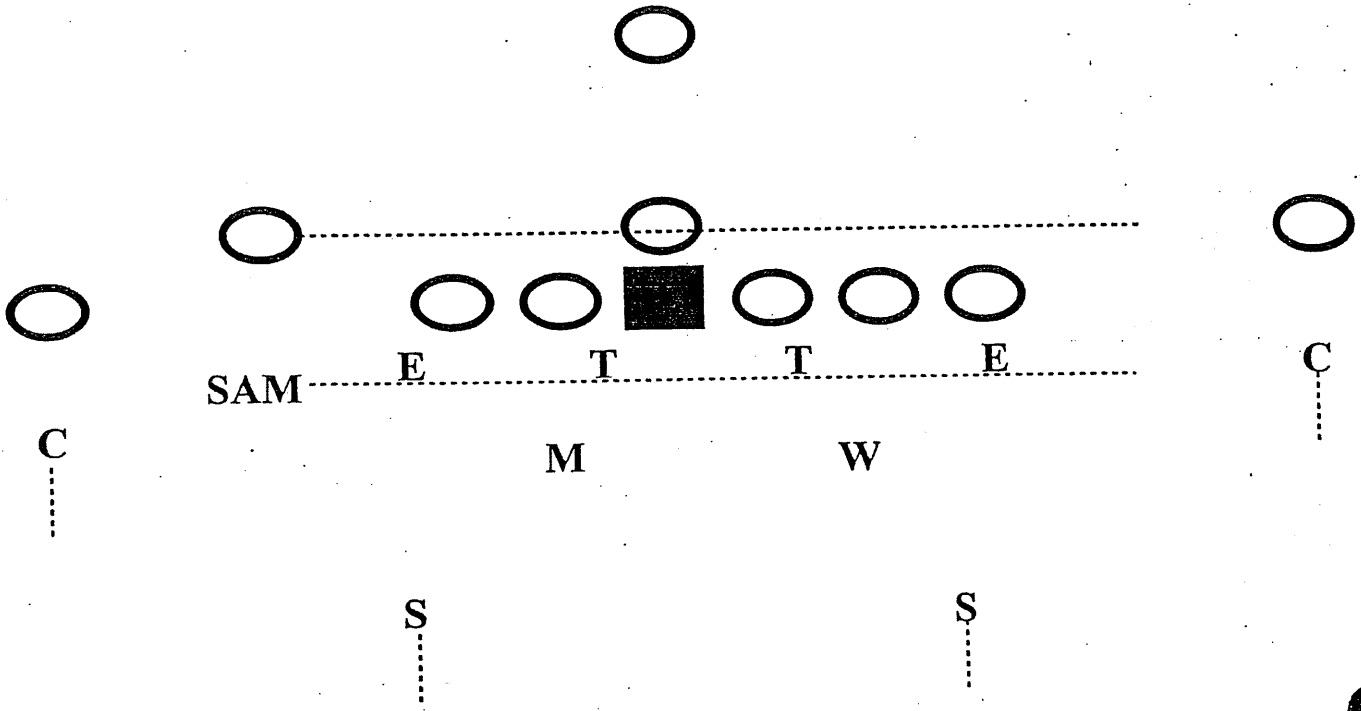


EMPTY - (WILL MAKE FROM REGULAR)

1. COVER 1 AND 9 - BASE RULE
 - A. F - IS 2nd BACK
 - B. SECONDARY - TAKE IT ADJUST (ROCKET)
IGNORE FLY MOTION. NEVER END UP ON F.
 - C. COMMUNICATE "EMPTY". IDENTIFY F FOR LB'S.
2. ZONES - PUSH THEM OUT/COVER DOWN
 - A. DBL CALL APPLY PRINCIPLES
3. BLITZES - ADJUST TO RULES
 - A. HAWK - MIKE HAS F
 - B. PLUG/PHILLY HOT - DB'S (SAFTIES) HAVE F/H
4. WE WILL HAVE THE ABILITY TO TAG DEUCE/SAC/ACE

1 BACK TAGS

DEFINITION: Tags are aligned/one back only in regular defense



MIKE 4 FLEX

SAM = ADJUSTER/STAR RULES

MLB = NICKEL MAC

WILL = NICKEL MONEY

NICKEL RULES

- A. Sac - 7 Cut
- B. Deuce - 2
- C. Sox - 6
- D. Ace - 1 (Rocket)

FALL PRACTICE #5
August 13, 2001

FRONTS

60 Tuff	5.1
Hippo Diamond	5.2
Stem Solid 3-Buzz	5.3
Field Flex	5.4
Field Stack	5.5

5-MAN PRESSURE

Under Sink-9	5.6
Ultra-9	5.8
Under Wig/Will-9	5.9
Over Swill T-90	5.10
Under Sam-90	5.11
Field Fresno	5.12
Under Sabre Zone	5.13

BLITZ

40 Sparrow	5.14
40 Hawk A.....	5.15

NICKEL 5-MAN PRESSURE

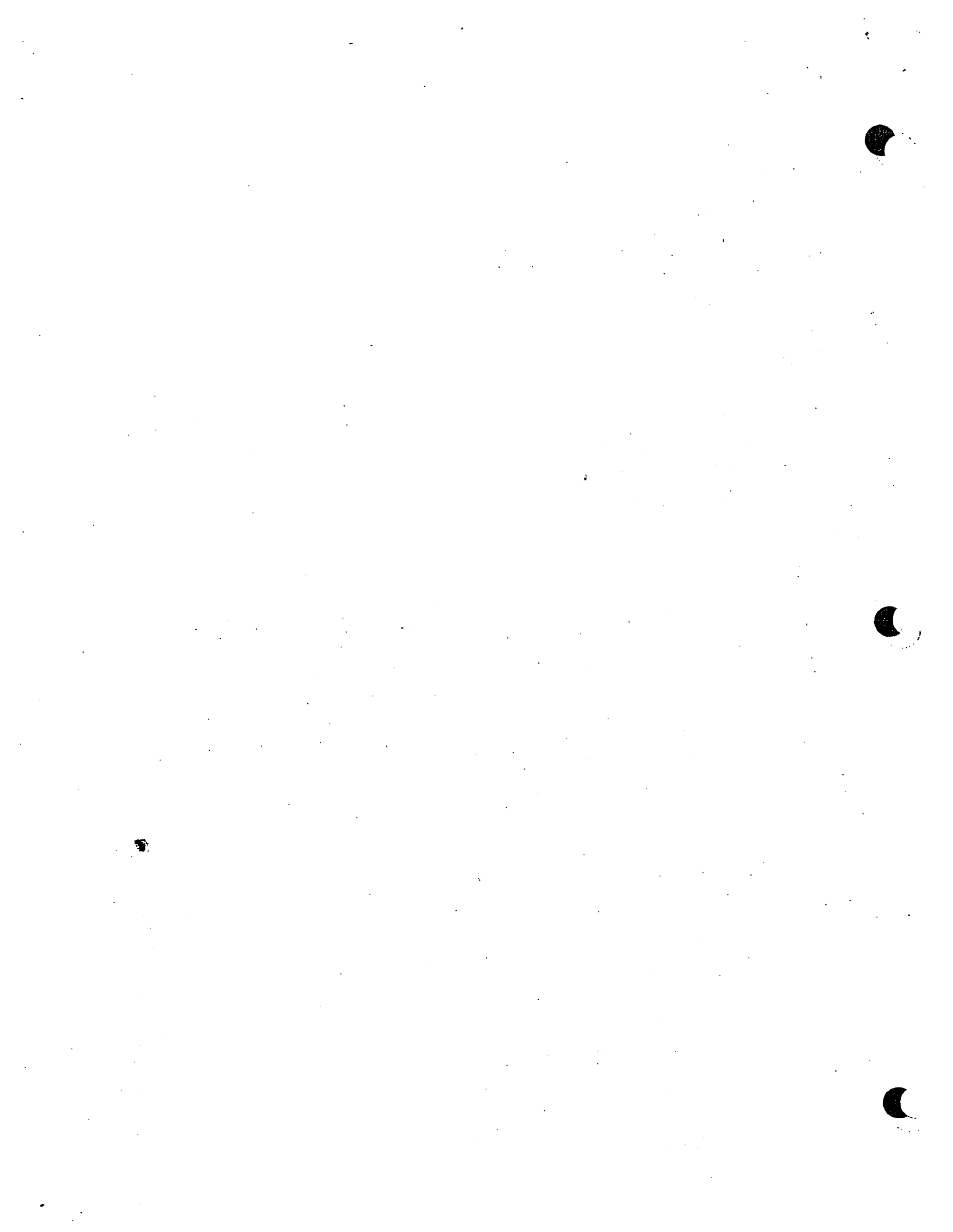
Nickel Even \$ 0-Change	5.16
Nickel Mac-0	5.17
Nickel Even Star-0	5.18
Nickel Safety-0	5.19
Nickel Even 5 R/C Change	5.20

COVERAGE

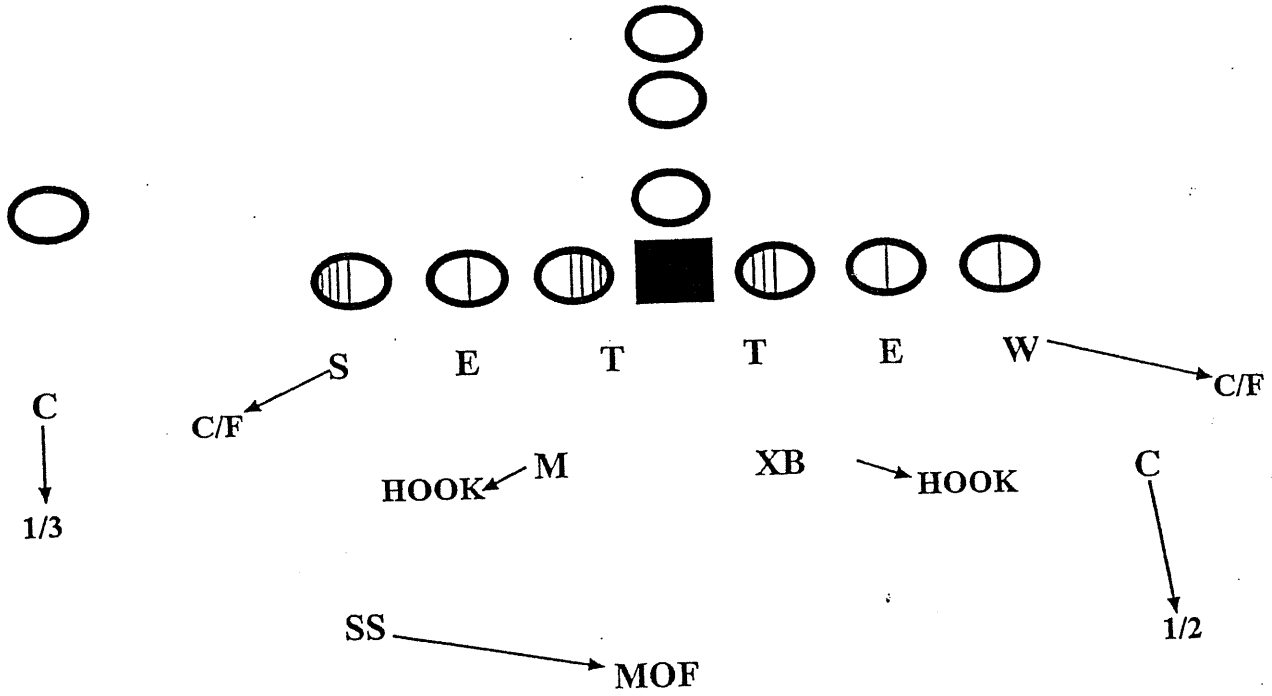
<u>Cover 5</u>	5.22
<u>Cover 9 Double</u>	5.24
<u>Cover Sub-5</u>	5.25
<u>Cover 1 Double Slot</u>	5.27
<u>Sub-Cover 1 Cross</u>	5.28

<u>SCRAMBLE RULES</u>	5.32
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<u>DASH RULES</u>	5.33
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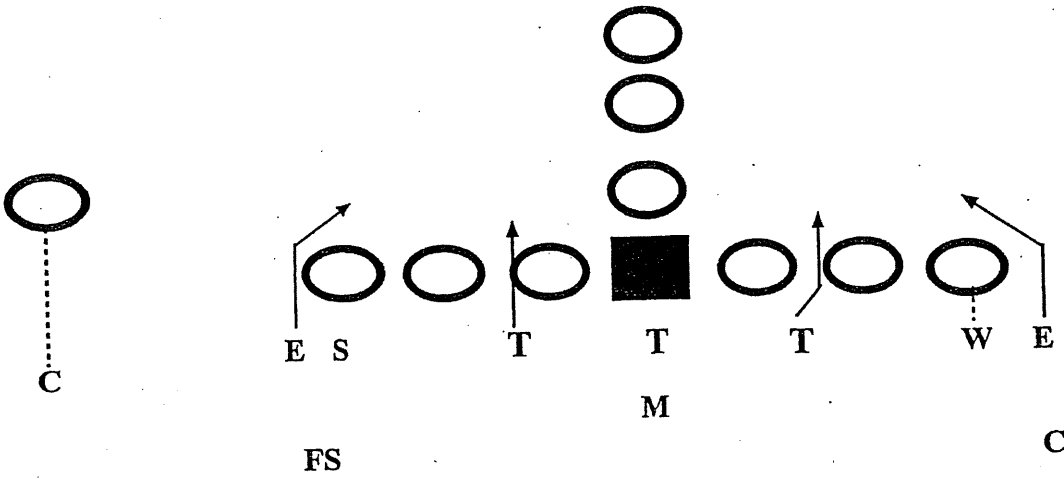


60 TUFF



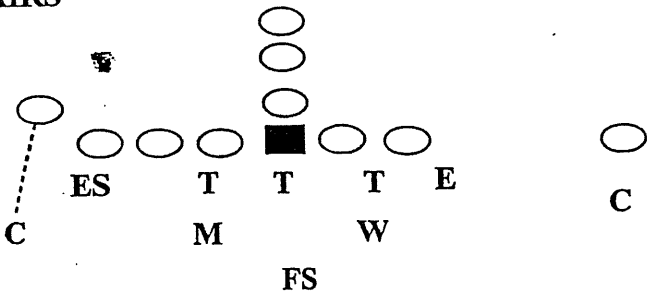
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	2I	Guard	A Gap
ENDS	hEAVY 5	Tackle	(2 Gap)
OLB's	9 Tech	TE Progression	Backer Support - Strong 2 Gap - Weak Curl/Flat
ILB's	30	N.B./O.G.	B Gap Hook

HIPPO: DIAMOND - ROLL ✓ 9

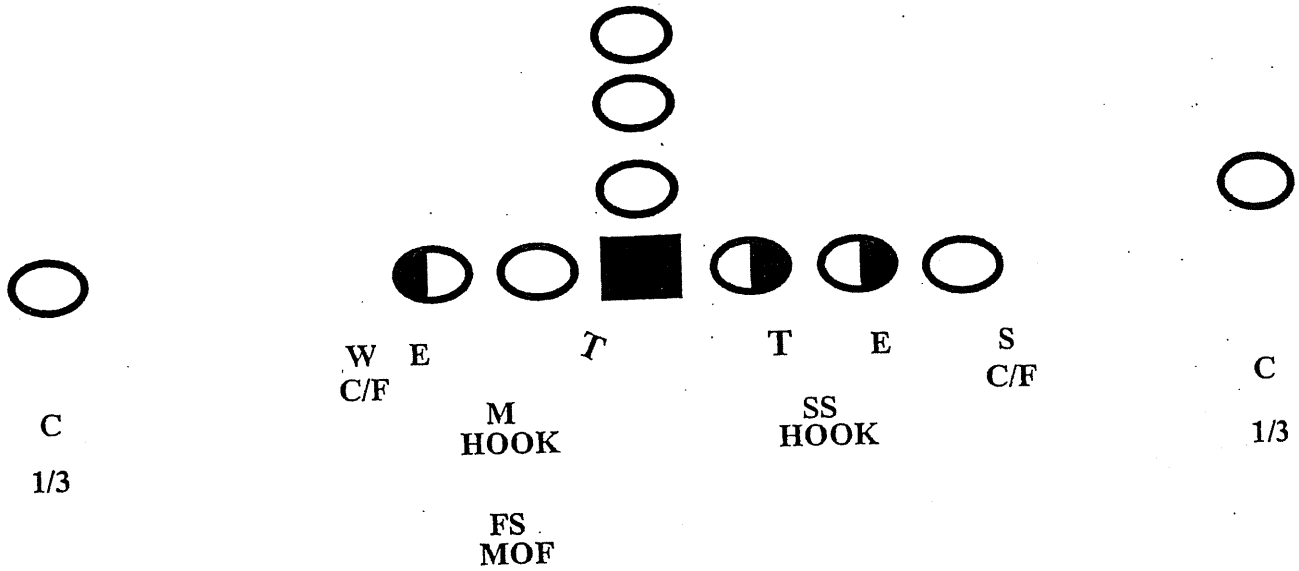


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	8		
ST	3		
NG	0		
WT	3		
WE	8		
SAM			
MIKE			
WILL			

VS. PAIRS

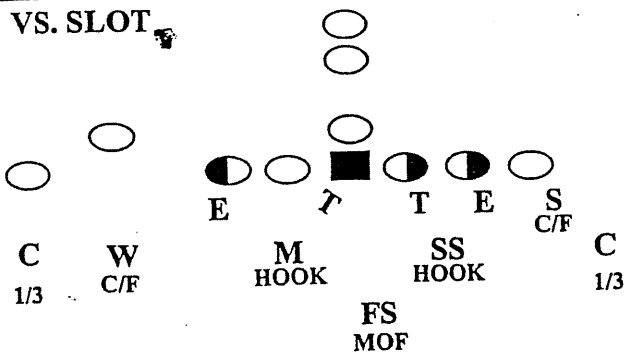


STEM SOLID 3-BUZZ

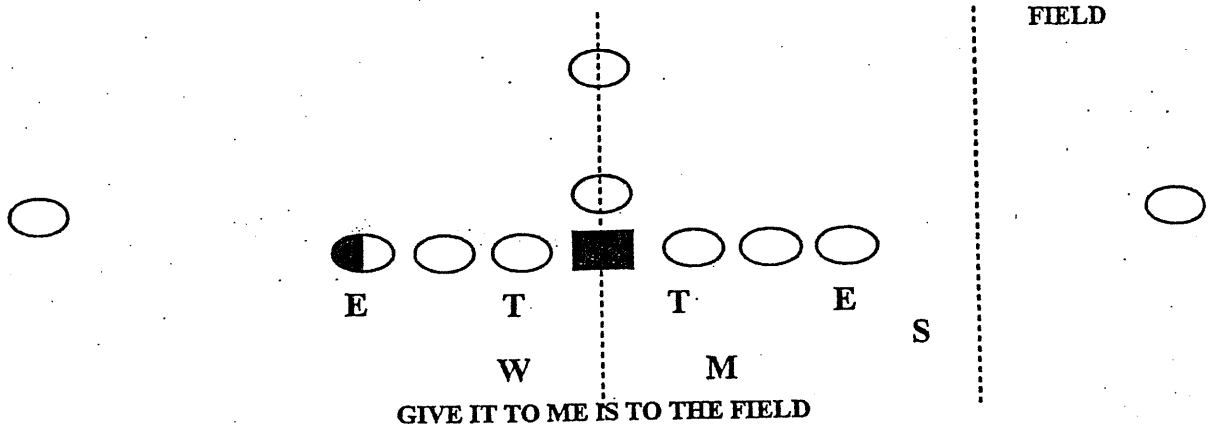


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	HEAVY - 5		
ST	HEAVY - 3		
WT	TILT		
WE	HEAVY - 5		
SAM	9 - TECH		
MIKE	30		
WILL	9 - TECH		
STRONG SAFETY	40		

VS. SLOT



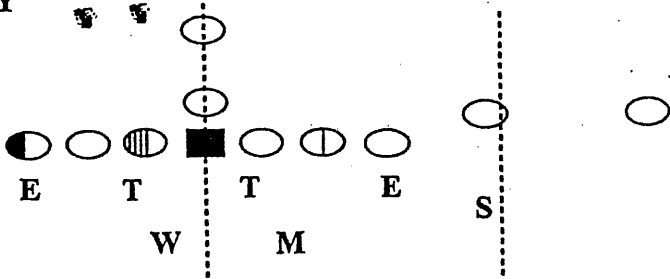
FIELD FLEX



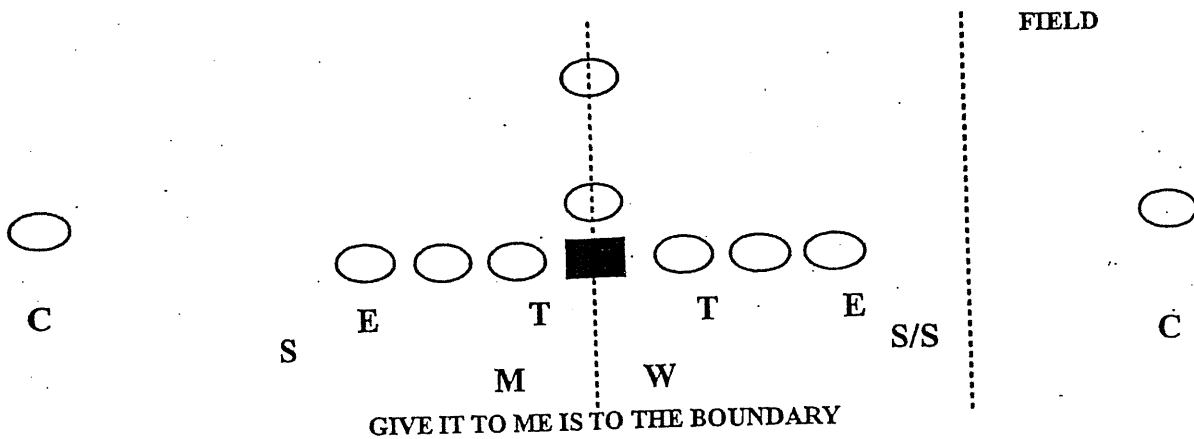
CAN PLAY 8 [FOX SILVER TREY]

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	Heavy 9		
BOUNDARY TACKLE	3		
FIELD TACKLE	2i		
FIELD END	6		
SAM	8		
MIKE	30		
WILL	30		

TREY



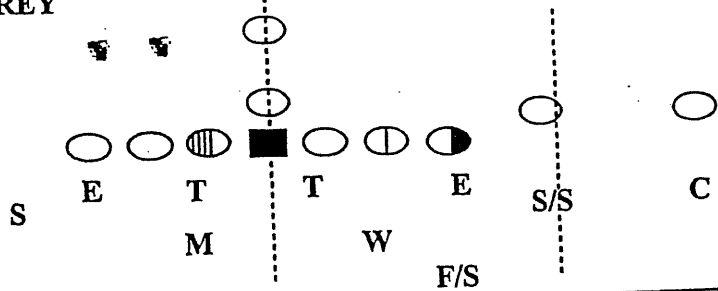
STACK FLEX



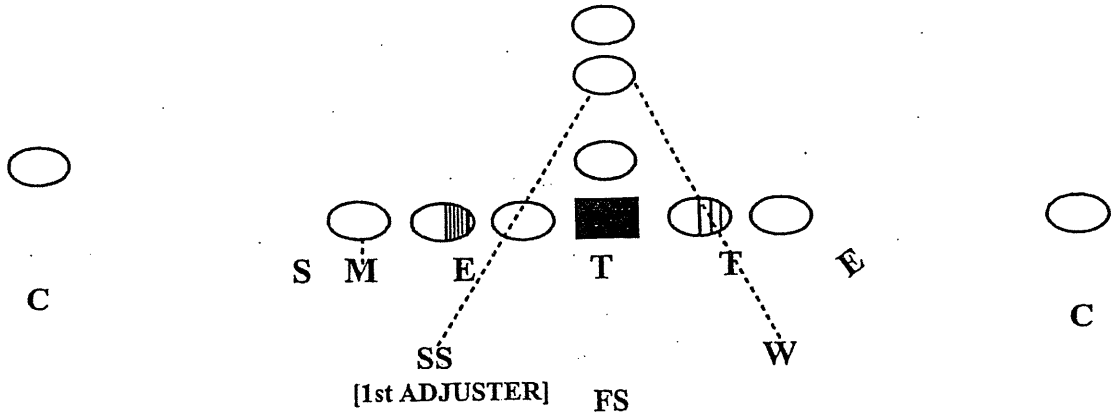
CAN PLAY 3/R, 3/4, 3

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
BOUNDARY END	6		
BOUNDARY TACKLE	2i		
FIELD TACKLE	3		
FIELD END	Heavy 9		
SAM	8		
MIKE	30		
WILL	10		

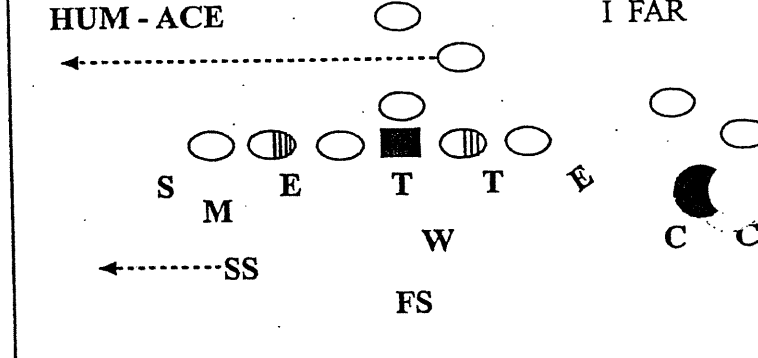
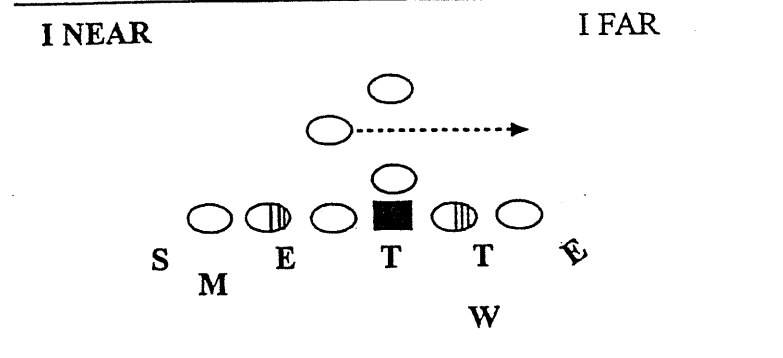
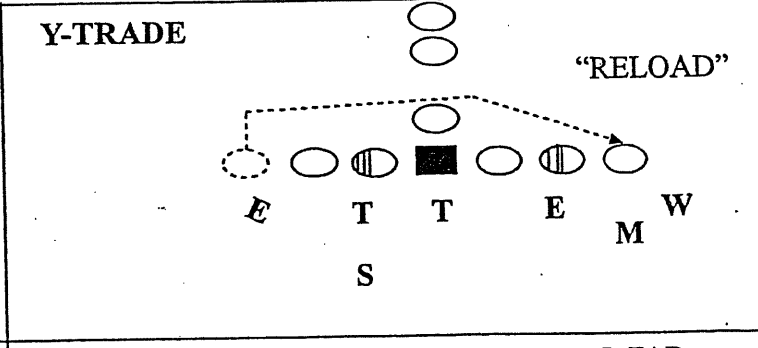
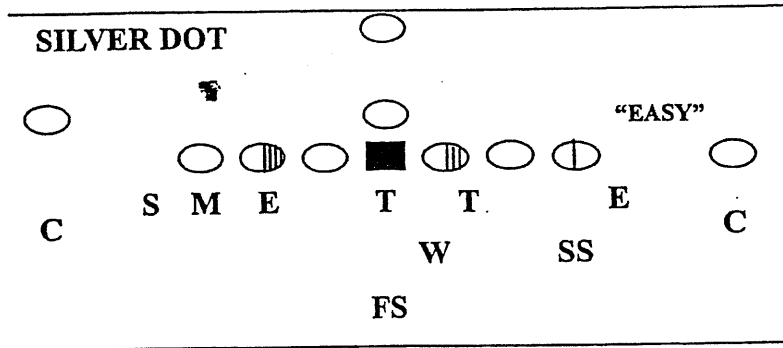
TREY



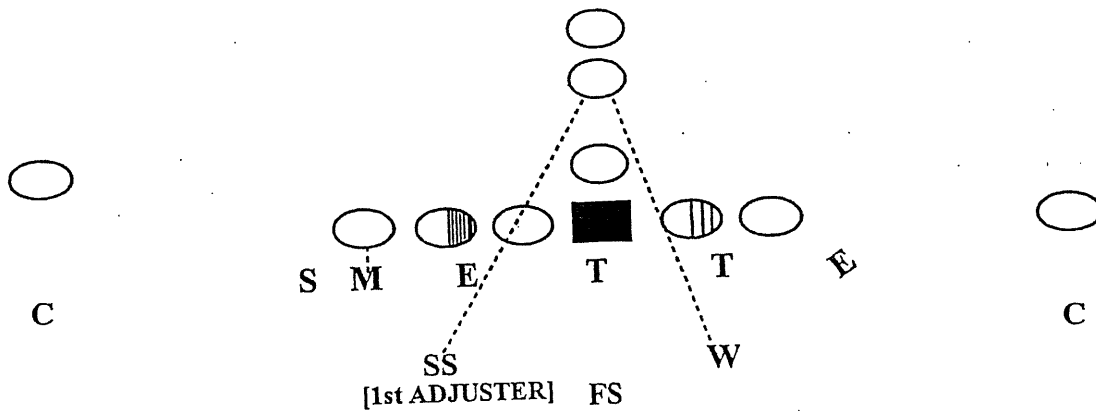
UNDER SINK - 9



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	4i	Ball	Penetrate B Gap
ST	0	Ball - Center	(2 Gap)
WT	3	Ball - Guard	B Gap
WE	Crash-6	Ball - Tackle - N.B. Shallow Man	C. Gap Flow Away - Mental Trail
SAM	Stem 8 Tech	T.E./N.B.	D Gap
MIKE	Stem 6 Tech	T.E.	C Gap
WILL	40	Nearback/OG	Flow to Stack DE Flow Away - Far a Gap



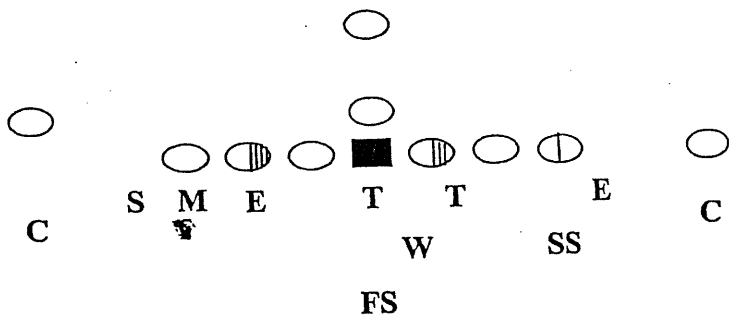
UNDER SINK - 9



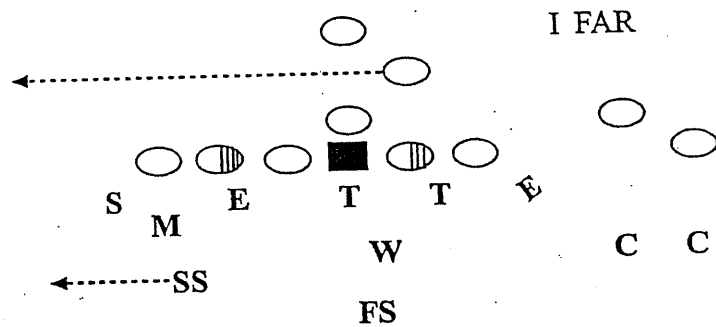
RULES:

- A. 2 BACK PRO - PLAY 9 COVER
- B. 1 BACK - PLAY 9 COVER (SS IS ADJUSTER)
 - 1. SILVER DOT (SS TEXAS ON U)

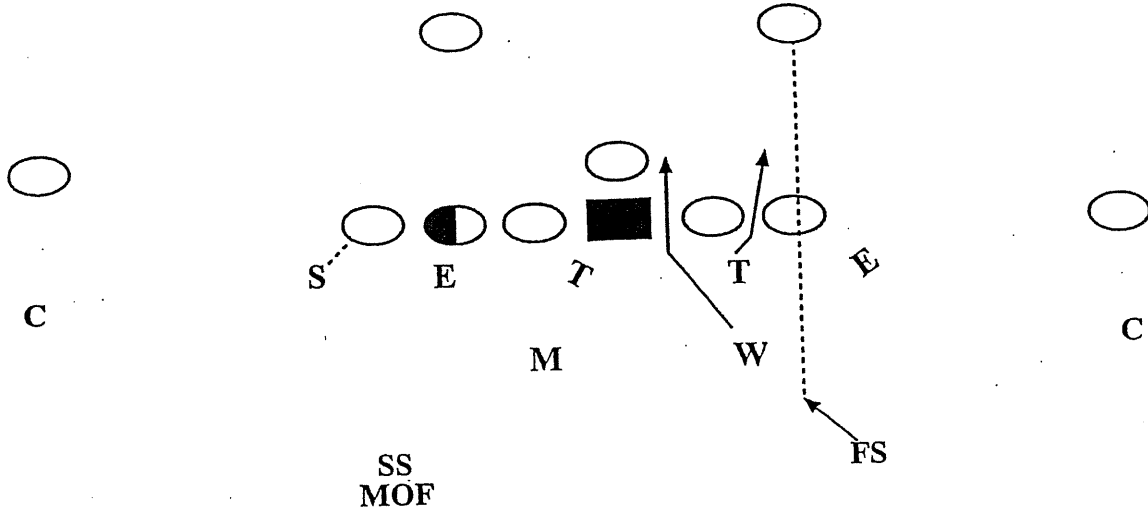
SILVER DOT



HUM - ACE

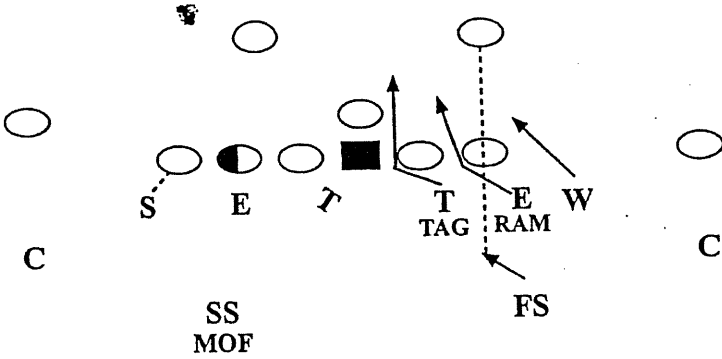


UNDER WIG - 9

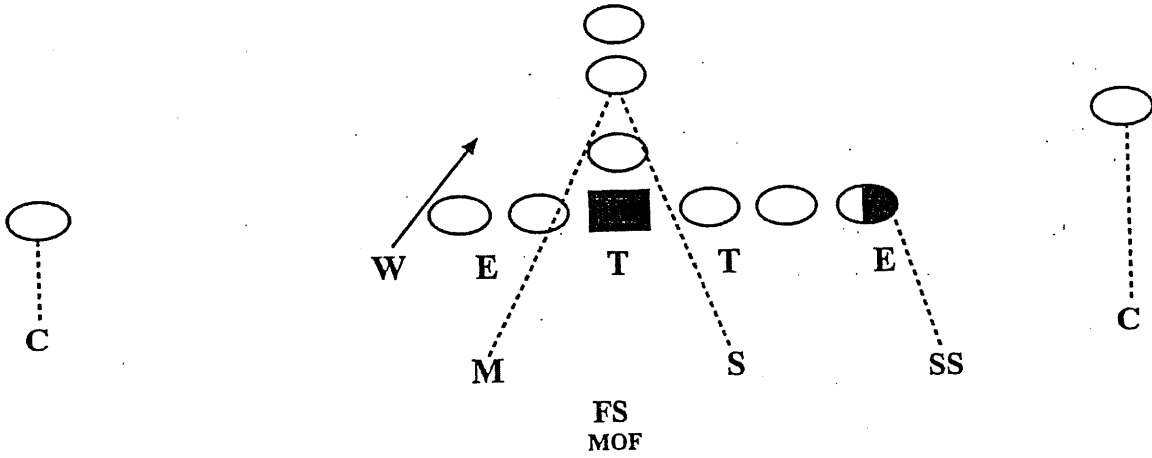


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	HEAVY - 5		
ST	TILT		
WT	3		
WE	CRASH - 6		
SAM	9		
MIKE	30		
WILL	30		

UNDER WILL-9



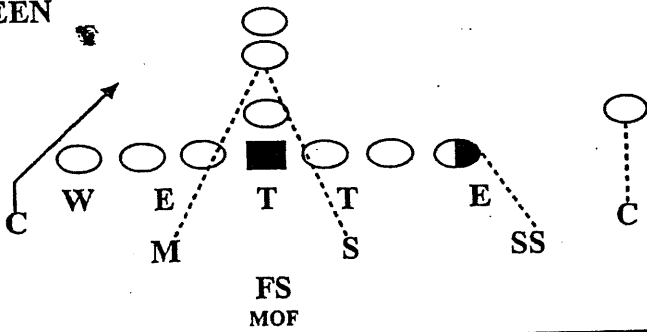
OVER SWILL T-90



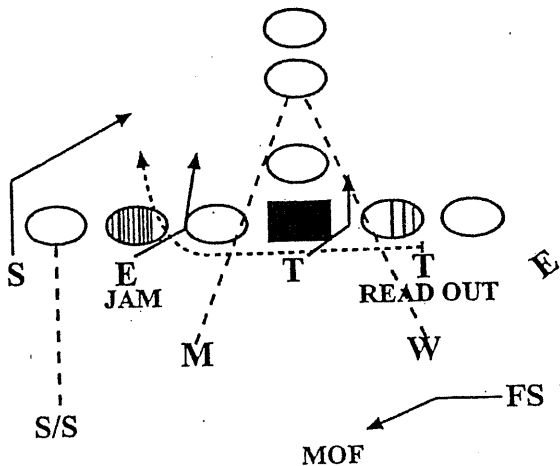
2 BACK PRO - PLAY 0 - COVER
1 BACK - PLAY 9 - COVER

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9		
ST	3		
WT	0		
WE	4i		
SAM	30		
MIKE	40		
WILL	6 Tech		

vs. GREEN

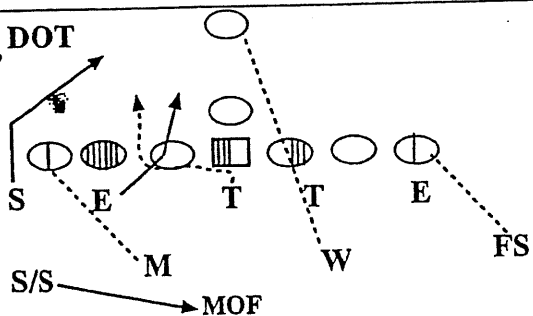


UNDER SAM - 90

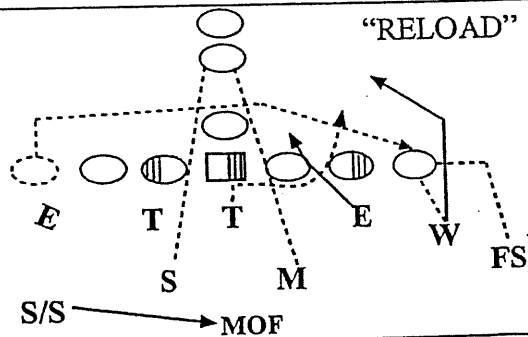


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 5	Ball - Tackle	Straight/Jam/Lion Based on SAM Call
ST	0	Ball - Ctr	Straight/Jam-Based on Sam Call
WT	3	Ball - Guard	B - Gap
WE	Crash 6	Ball - TE/T N.B. Shallow Man	C - Gap Flow Away - Mental Trail
SAM	9 Tech	T.E./Shallow Man	D-Gap/Rush Contain
MIKE	30	Nearback/OG	1st Back Weak M/M vs One Back - M/M
WILL	30	Nearback/OG	1st Back Weak - M/M vs One Back - M/M

SILVER DOT "ACE"

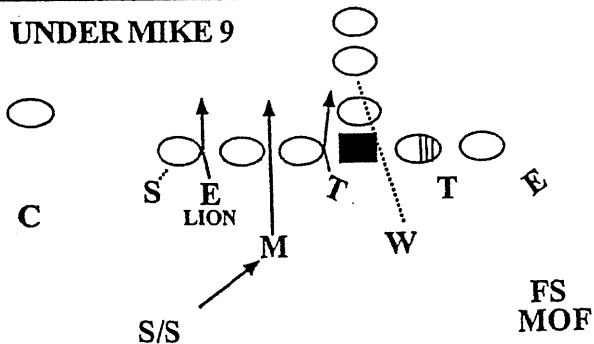


Y-TRADE

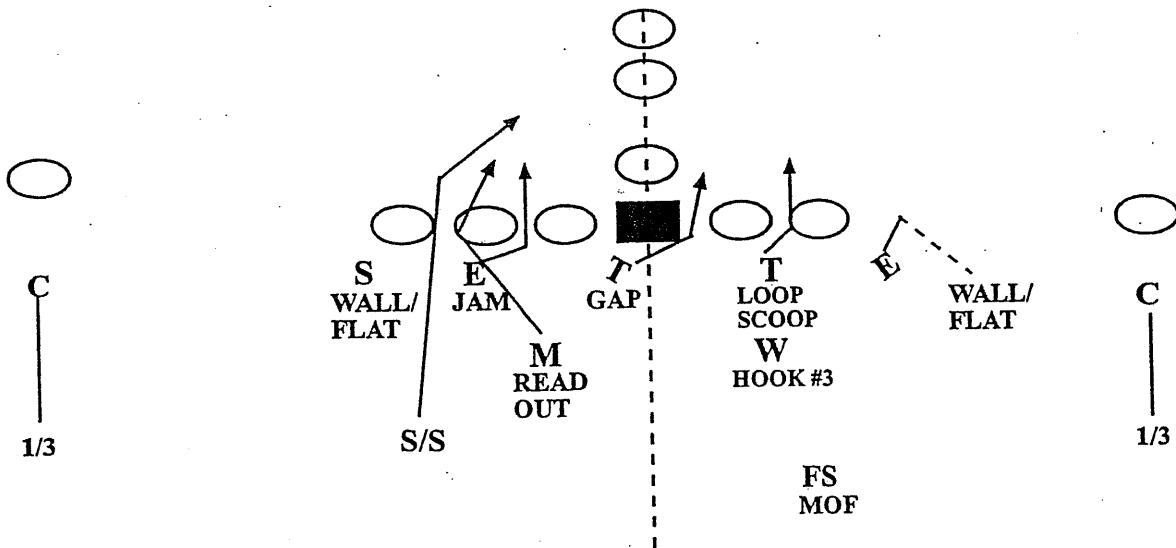


"RELOAD"

UNDER MIKE 9



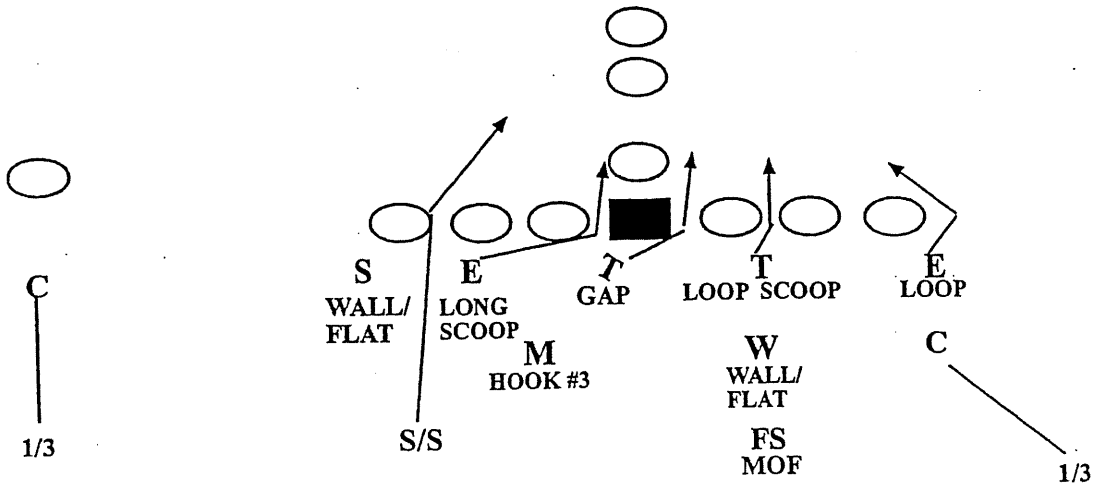
FIELD FRESNO



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
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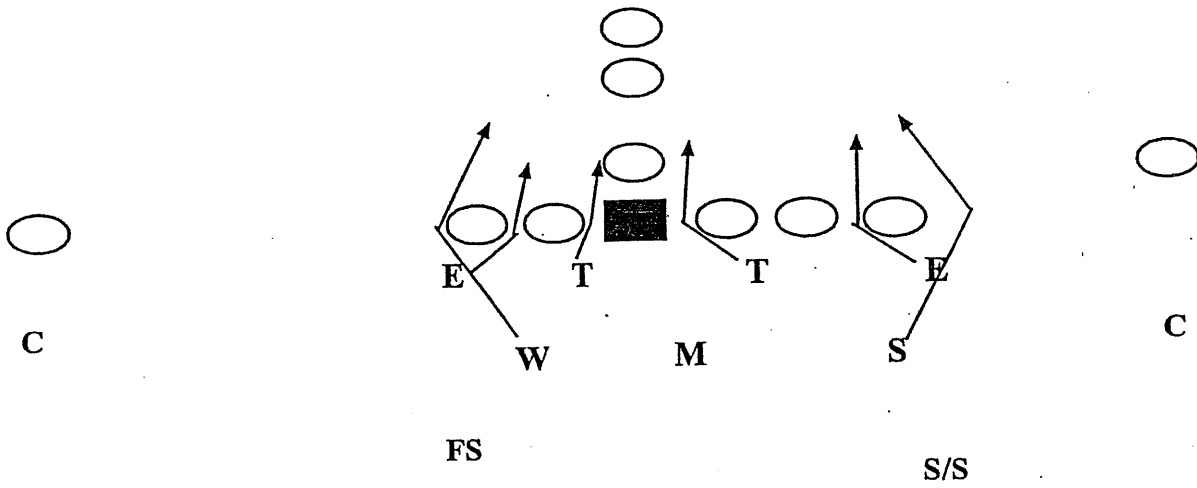
SE	5		
ST	TILT		
WT	3		
WE	Crash - 6		
SAM	9 - Tech		
MIKE	30		

UNDER SABRE ZONE



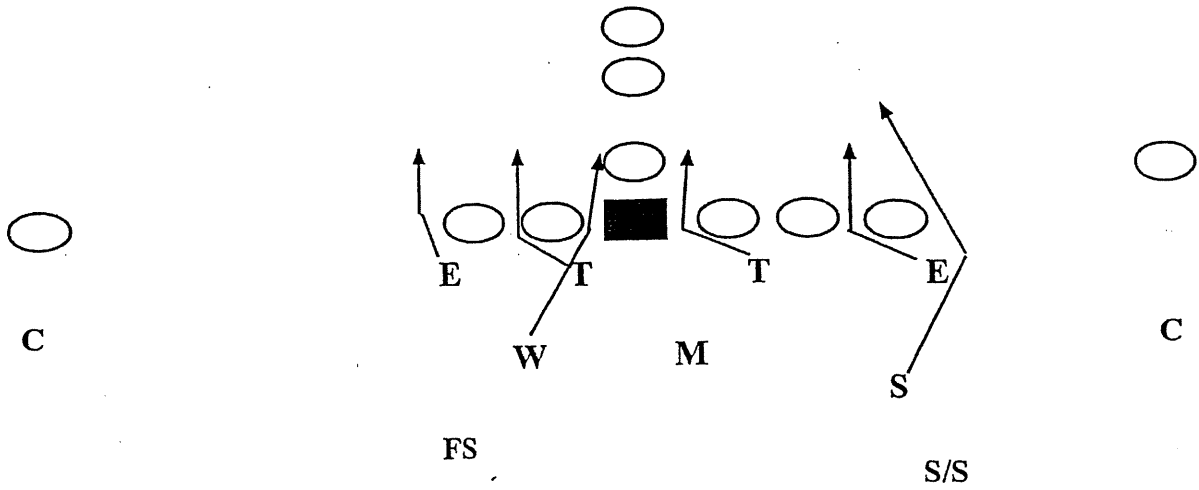
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	9		
SAM	9		
MIKE	30		
WILL	30		

40 SPARROW



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	9		
ST	3		
WT	2i		
WE	5		
SAM	70		
MIKE	10		
WILL	40		

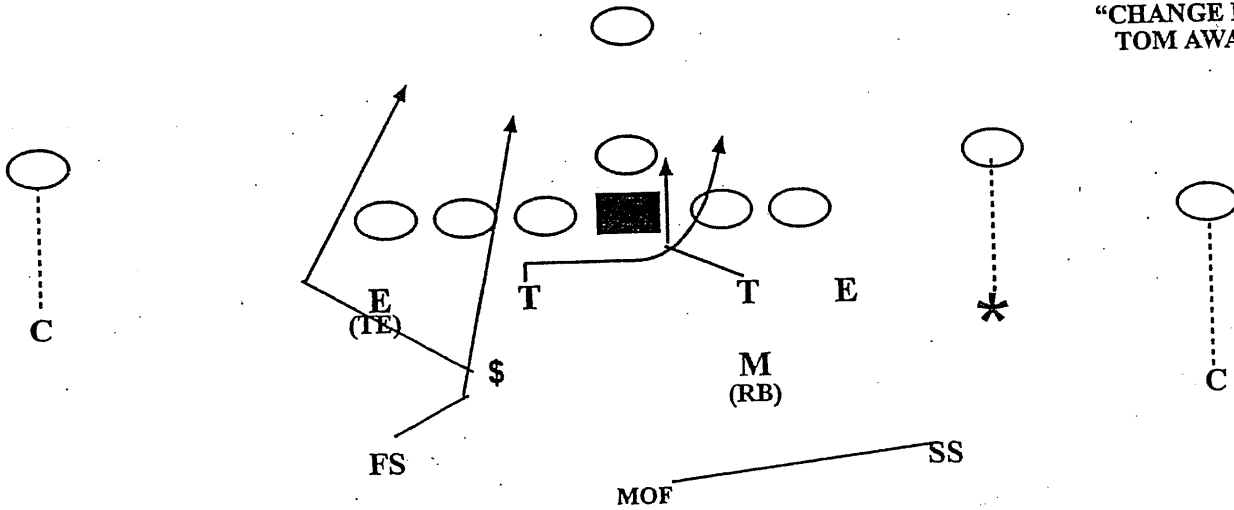
40 HAWK A



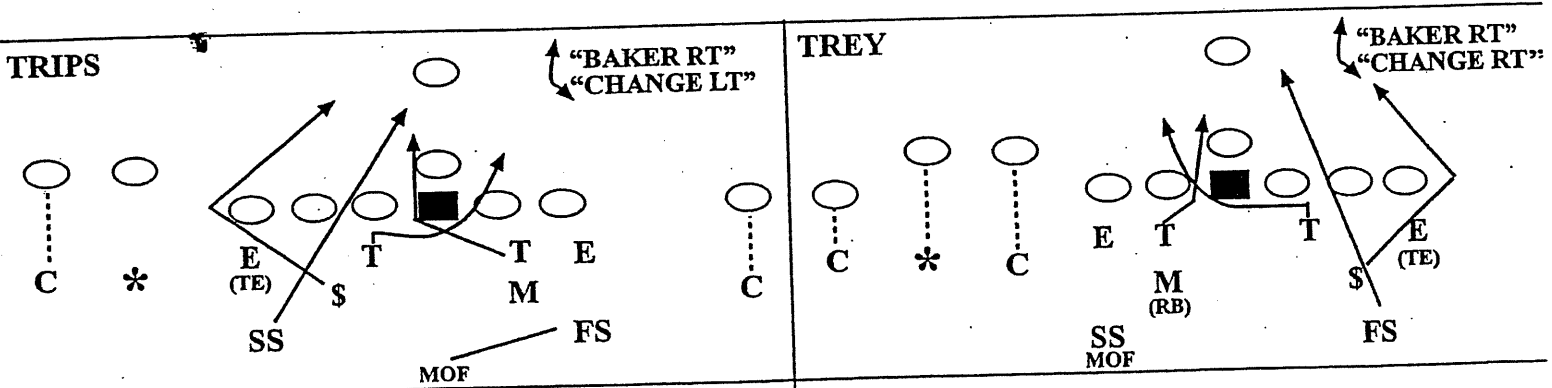
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	9		
ST	3		
WT	2i		
WE	5		
SAM	70		
MIKE	10		
WILL	40		

NICKEL EVEN \$ 0-CHANGE

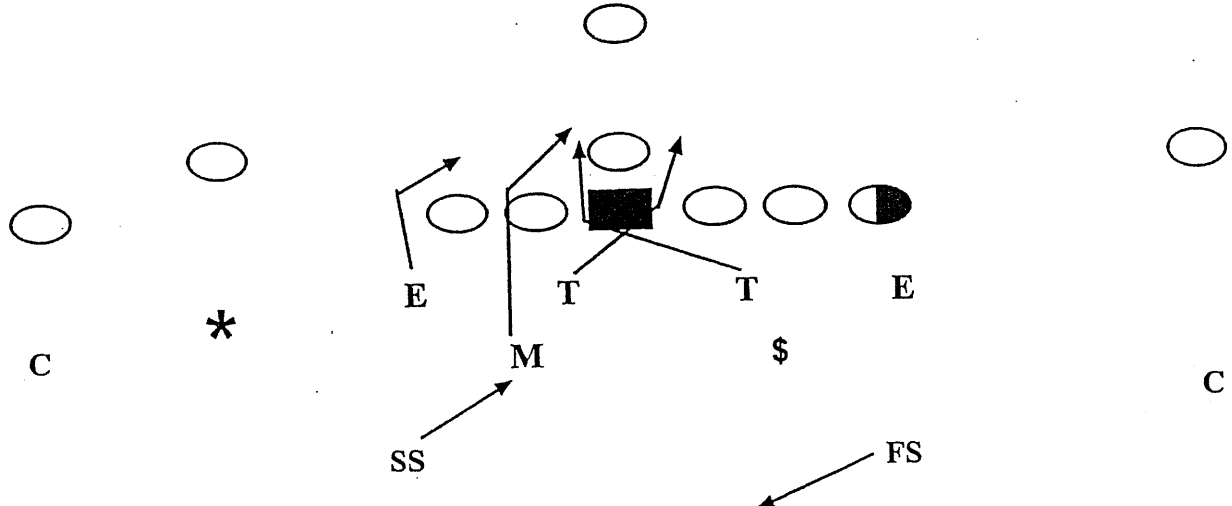
"BAKER LT"
"CHANGE LT"
TOM AWAY



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9		
ST	Heavy 3		
WT	Heavy 3		
WE	5		
STAR	[Coverage Responsibilities]		
MAC	30		
MONEY	40		

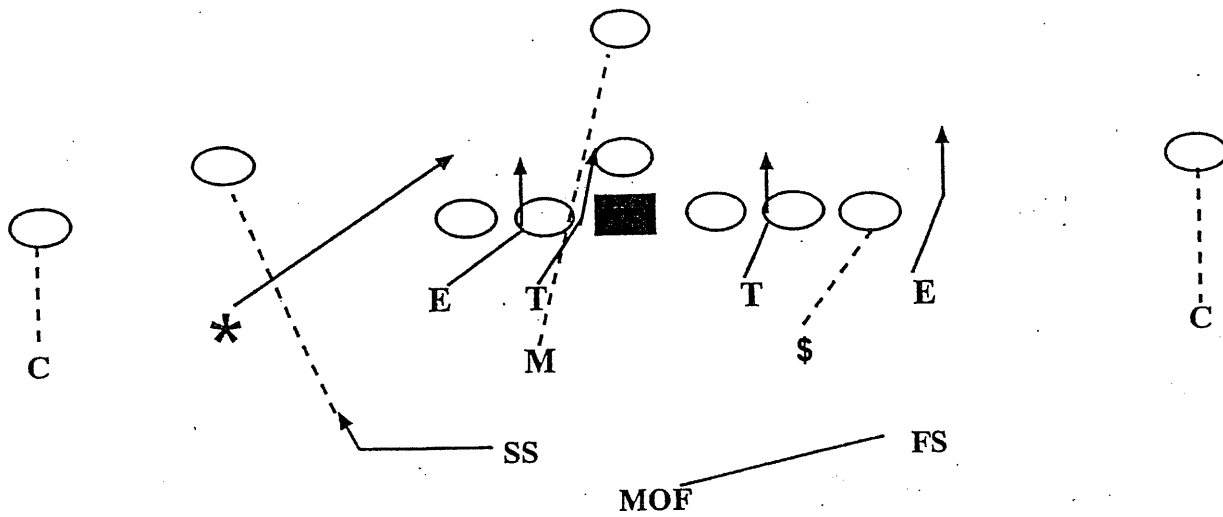


NICKEL MAC - 0



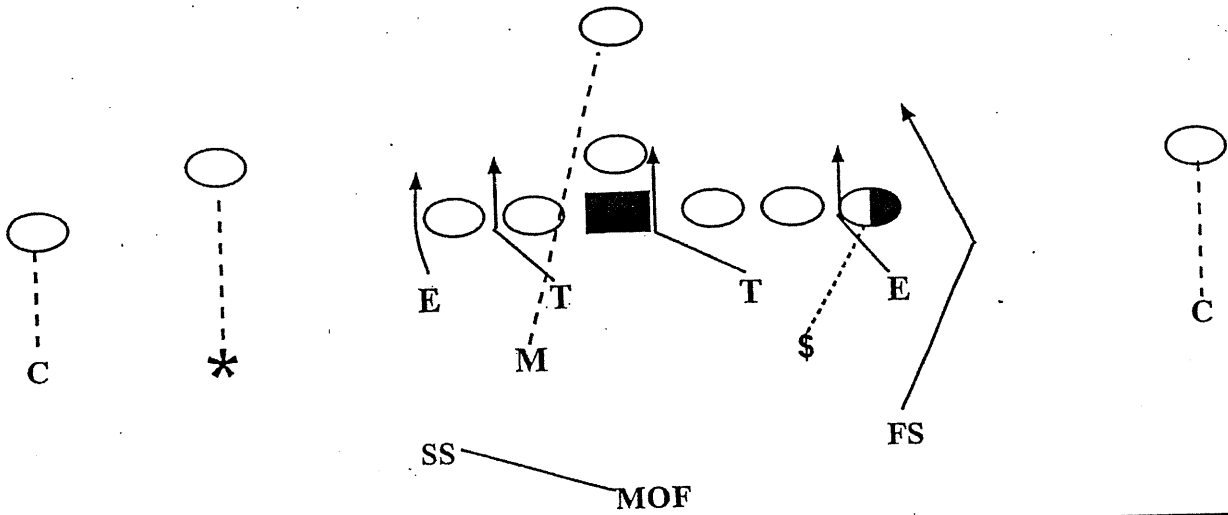
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9		
ST	3		
WT	2i		
WE	5		
STAR	[Coverage Responsibilities]		
MAC	30		
MONEY	40		

NICKEL EVEN STAR-0



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9		
ST	Heavy 3		
WT	Heavy 3		
WE	5		
STAR	[Coverage Responsibilities]		
MAC	30		
MONEY	40		

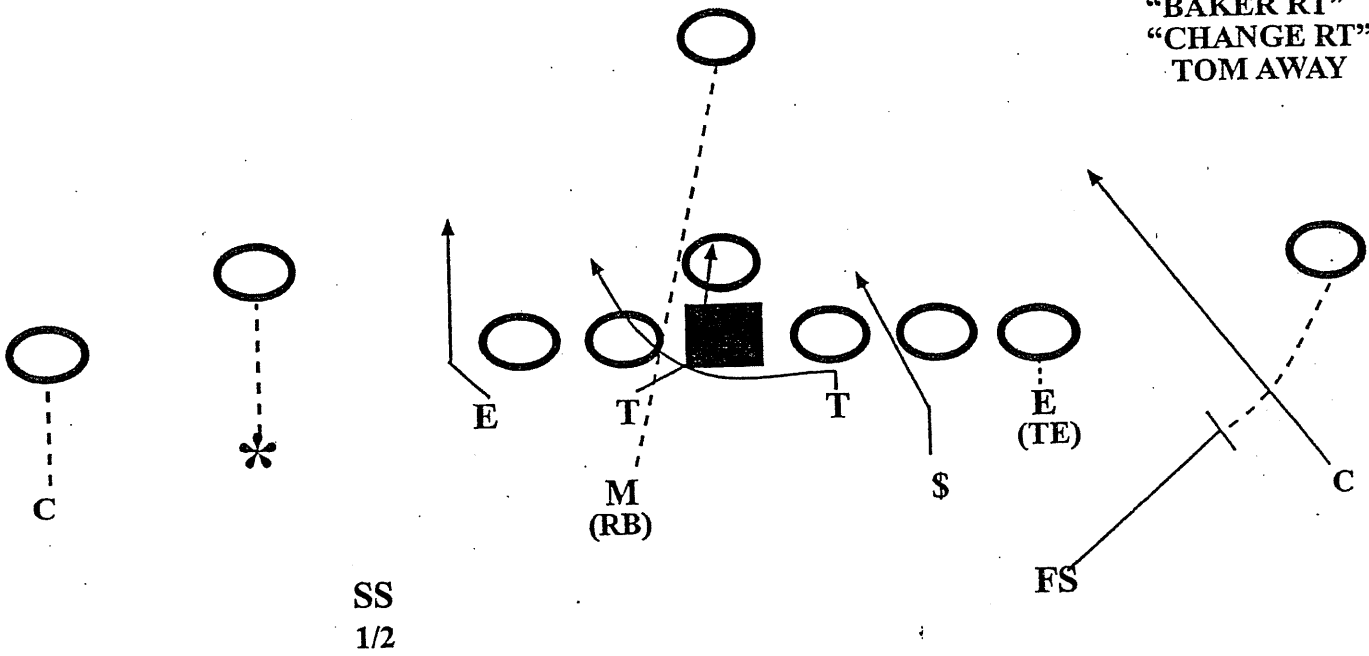
NICKEL SAFETY - 0



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy 9		
ST	3		
WT	2i		
WE	5		
STAR		[Coverage Responsibilities]	
MAC	30		
MONEY	40		

NICKEL EVEN 5 R/C CHANGE

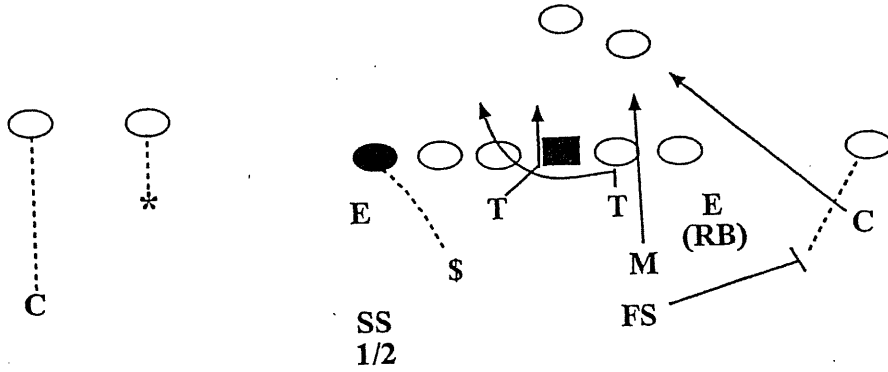
"BAKER RT"
"CHANGE RT"
TOM AWAY



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SSE	vs. TE 6 vs. SE L5	Man on	vs. "Change" TE = M/M Call vs. Offset Back 2 Man Surface = M/M
SST	Heavy 3	Man on	vs. Baker = Tag vs. No Call = Heavy 3 Push Pocket
WST	Heavy 3	Man on	Heavy 3 Push Pocket
WSE	vs. TE 6 vs. SE L5	Man on	Contain
MAC	Stack	Triangle	C-5 C.P. vs. Offset Back Mac Baker Change
\$	40	Ball Triangle	C-5 TE Boundary C.P. Baker Change
STAR	C-5 Alignment	Man on	C-5 Note: vs. 2 open FTB alert switch call w/corner

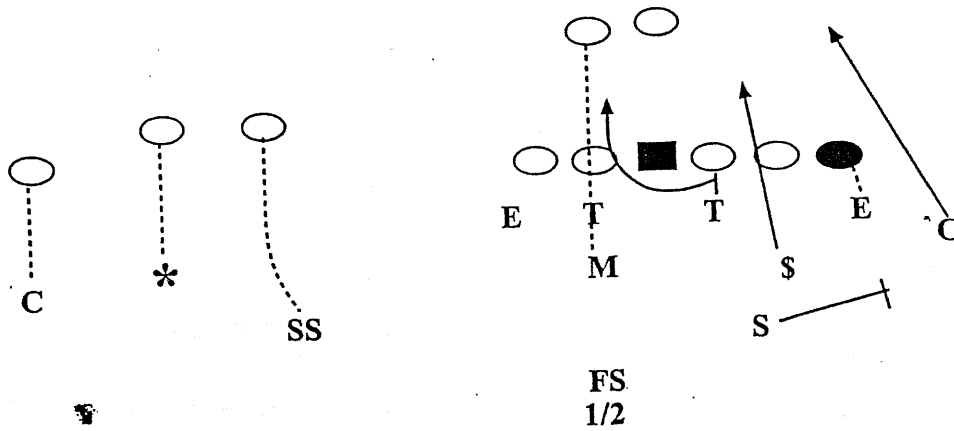
5 R/C CHANGE ADJUSTMENTS

TRIPS.



“BAKER RT”
“CHANGE RT”
TOM AWAY

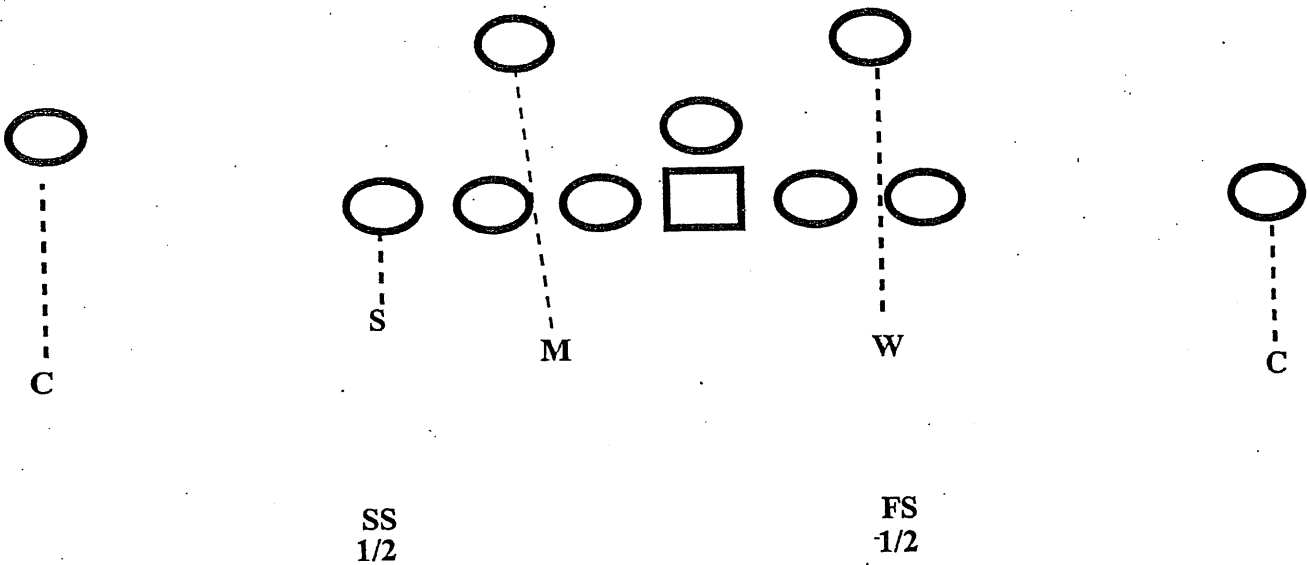
TREY



“BAKER RT”
“CHANGE RT”
TOM AWAY

S CHANGE
BACKER RIGHT
*NOTE: S CHANGE TRUMPS
BACK [MACS] ALIGN

COVER 5



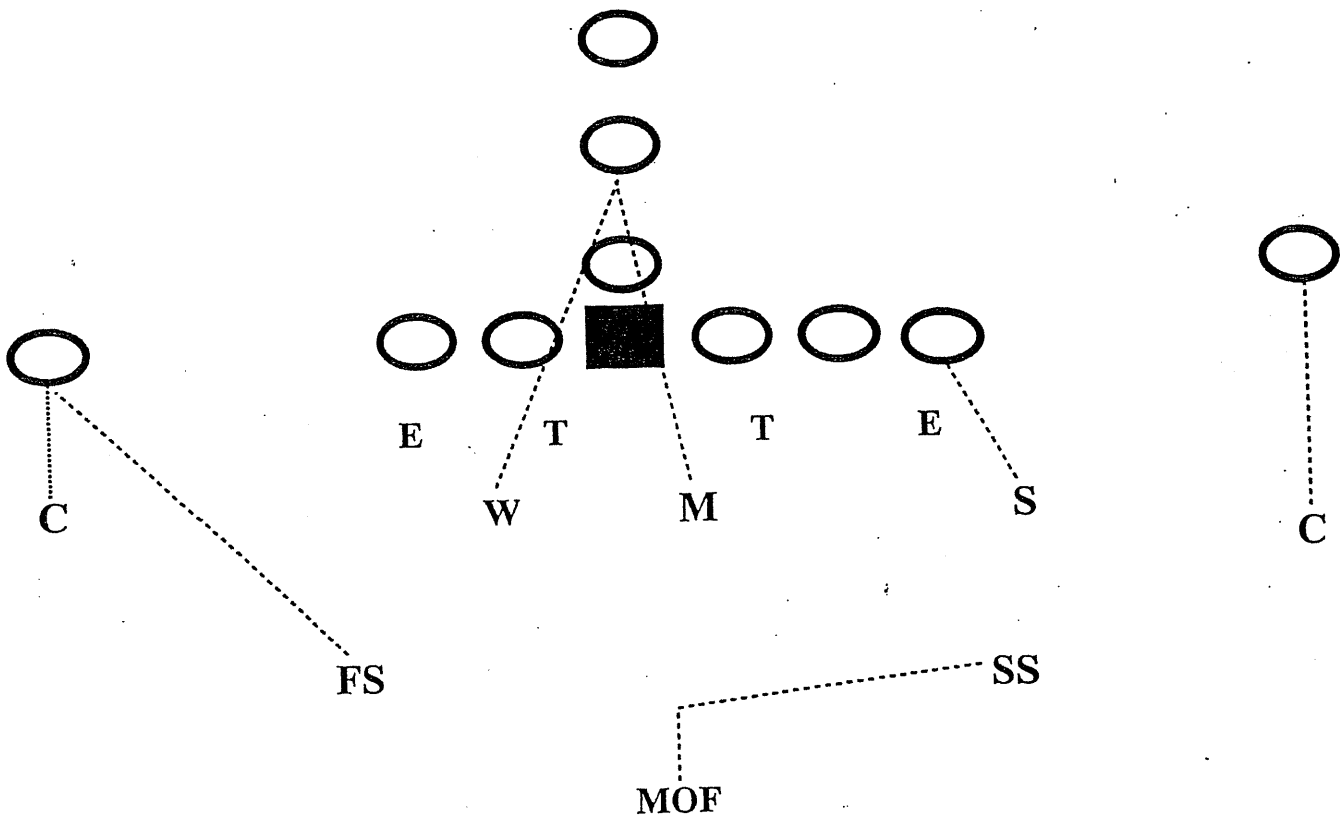
COVER: A combination of 5 under man, 2 deep zone coverage played vs. all formations no flow.
 *Double calls used for slot with no match up: play vs. slot w/corners over to WRs.
 Possible Banjo w/Backers on 2/3 TE side.

<u>POSITION</u>	<u>ALIGNMENT</u>	<u>KEY</u>	<u>RESPONSIBILITY</u>
SAM, TE BACKER	6 Alignment	TE, Periph, G, T	Cover TE Man-to-Man using Trail Technique (1/2 Help) C.P.: Possible Banjo w/Mike C.P.: If your man blocks, hug, Y-YAC, you have first back.
MIKE	Determined by defense	Determined by defense	Cover first back your side Man-to-Man using Trail Technique. C.P.: Possible Banjo w/Sam C.P.: Your man blocks -- hug, push w/outside backer Sam or will on back motion. You should always have remaining back.
WILL SE SIDE BACKER	Determined by defense	Determined by defense	Cover first back your side Man-for-Man using Trail Technique. C.P.: Check to reduce if you have to leave for

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
CORNERS	On #1 Bump	#1 WR	Cover #1 Man-for-Man using Trail Technique with 1/2 help from safety. C.P.: Fade rule. Zing or Z Close Combo C.P.: Match up corners over with WRs versus slot.
STRONG SAFETY	3 yards outside normal TE, 7 to 10 deep	Through uncovered Linemen to Backs and QB	Zone 1/2 on Field. Drop or Safety aiming point 3 yards inside numbers, 17 yards deep. See flow, see #1s release. Get good read on QB. C.P.: Possible cone on Zing or Z Close C.P.: Match up Zone 1/2 of field to TE side
FREE SAFETY	12 yards deep on Weak Tackle	Through uncovered Linemen Backs and QB	Same as Strong Safety Slot, Possible MU

IOWA: Call used between corner and safety to push Zing Motion when not in match up.

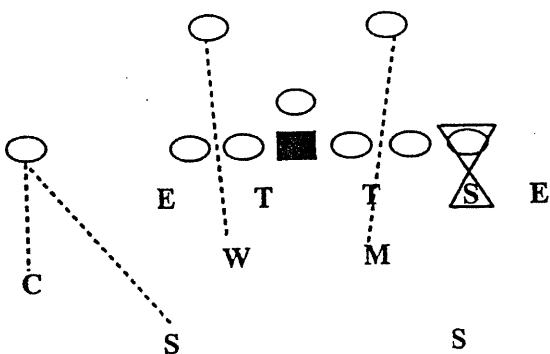
9 DOUBLE RULES



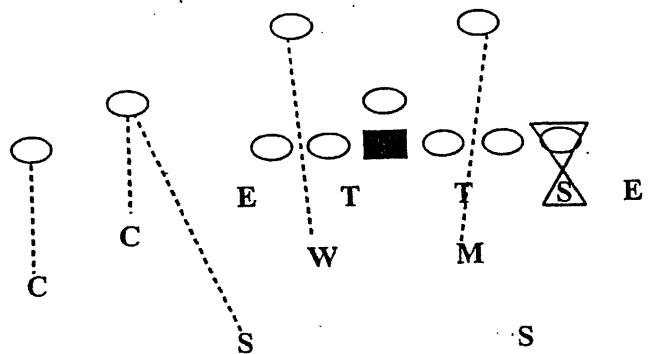
Definition: Tight man coverage with MOF safety and double concept on specific receiver/set

- A. LB's - Cover 9 with no funnel concept. You have your man. (Sam/TE, Mike & Will/Backs)
- B. Secondary
 - 1. C's play cover 9/match-up on slot.
 - 2. Safeties:
 - a. Double the X in pro C call. Drop him after 14 yards or O/S seam. (play Z over/hole rts) Double the dig.
 - b. Double the #2 receiver in slot (C's press) double SAF/flat ft 8/10/12. Let go to MOF SAF. [#2 flat/cone #1]
 - c. 1 back - cover 9 adjust/LB will double slot.
 - d. Ohio/Indy calls for motion.

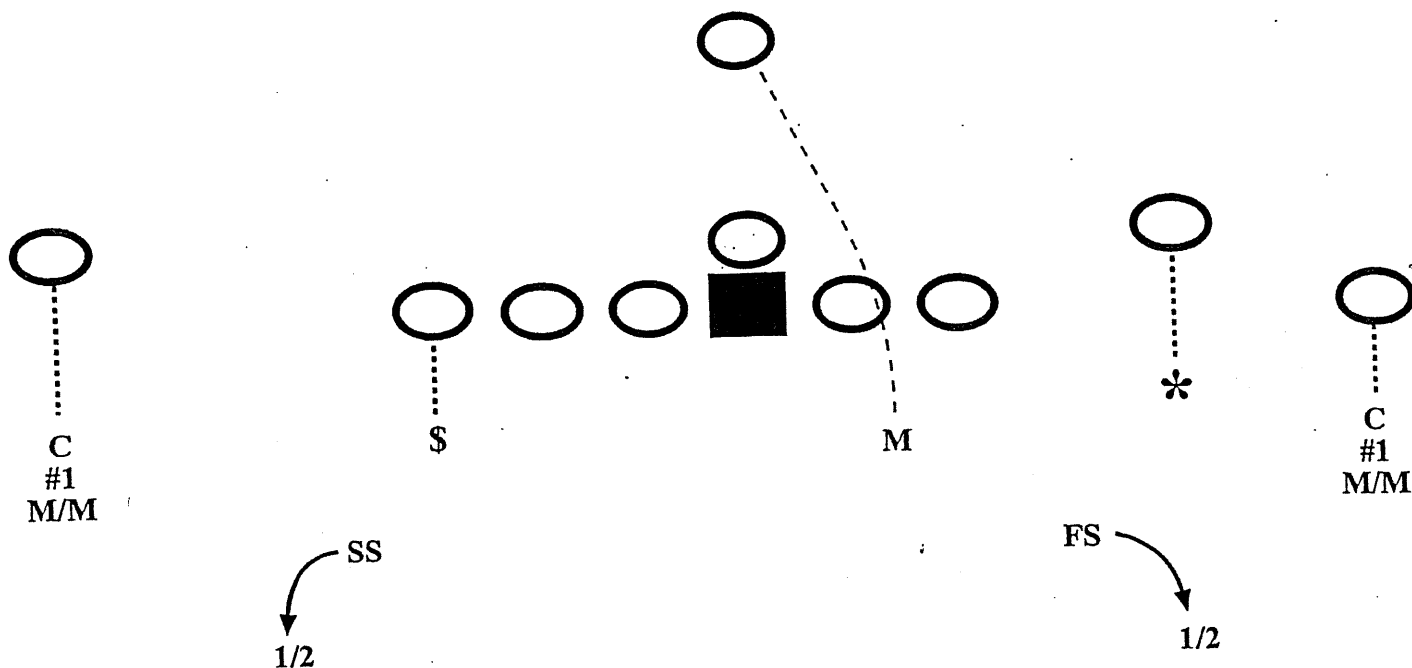
PRO



SLOT



SUB COVER #5



COVER #5: A combination man/man and zone coverage. Five underneath defenders play man/man and two deep defenders play zone (1/2 the field).

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKERS	On your coverage Back Tight End	(Thru Linemen) To your man	Cover your man to goal line using Trail Technique If your coverage blocks, hug. C.P.: Possible "Banjo" between LBers Sub or WC. C.P.: 1/2 help from safety
NICKEL DIME	On your coverage (Back, TE, WR)	(Thru Linemen) To your man	Cover your man to goal line using Trail Technique If your coverage blocks, hug. C.P.: Possible "Banjo", push. C.P.: 1/2 help from safety C.P.: vs 4W, Cover W
CORNERS	On your coverage Bump or Feathers	Your man (#2)	Cover #1 man-man using Trail 1/2 help from safety C.P.: Usually play this coverage from "Bump" RC-Cover #5: RC has free rush C.P.: vs. Slot. Star has free rush.

SUB - COVER 5 - continued

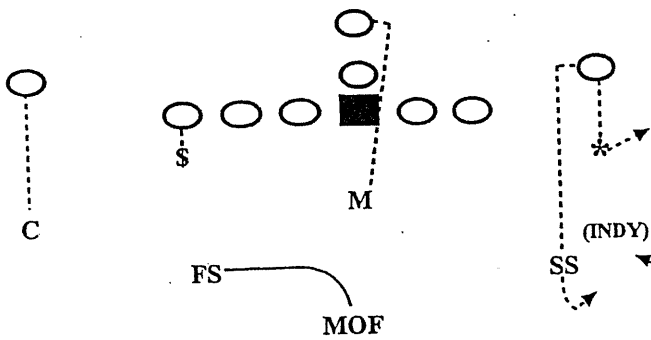
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STAR	Inside alignment on your coverage bumper of feather	Your man (#2)	Cover #1 Man/Man using inside tech (Low Shoulder) 1/2 help from safety C.P.: Usually play this coverage from "Bump" RC-Cover #5: vs. Slot, Star has free rush
STRONG SAFETY	Split #2.#3m 7 to 10 yards deep Weak tackle	Thru linemen To QB	Drop as aiming point 3 yards inside Numbers - 17 yards deep Read #1s release and take a hard read on QB RC-Cover #5: Cover #1 Man/Man CP: vs. Slot, Cover Slot M/M
WEAK SAFETY	Cover 2 Alignment	Thru Linemen To QB	Drop as Aiming Point 3 yards inside numbers - 17 yards deep Read #1s release and take a hard read on QB. RC - Cover #5: Cover #1 Man/Man

1 DOUBLE THE SLOT

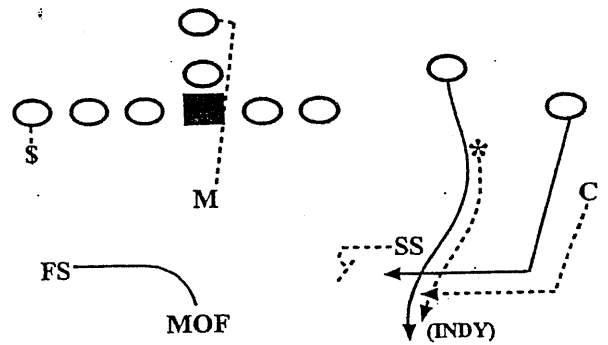
Definition: Tight man to man coverage with a MOF safety and a 3 on 2 double on designated player or route.

- A. C's / Star / \$ / Mac - Alignment on cover 5 responsibilities.
- B. C's play cover 1 technique.
- C. Mac / \$ play cover 1 with no Rat or funnel concept.
- D. Star - align on detached #3 / play cover 1 technique with Indy principles.
- E. Safety to Star / double the slot / flat foot him inside 8/10/12/14 yards then let him go to MOF safety. (Indy)
- F. Off safety - MOF technique.
- G. Ohio/Indy adjustments on motion.
- H. Double safety - leverage the slot correctly / cross adjust for Trey sets.
- I. 1 double when #1 comes behind #2 the Indy safety takes the match, even with a push.

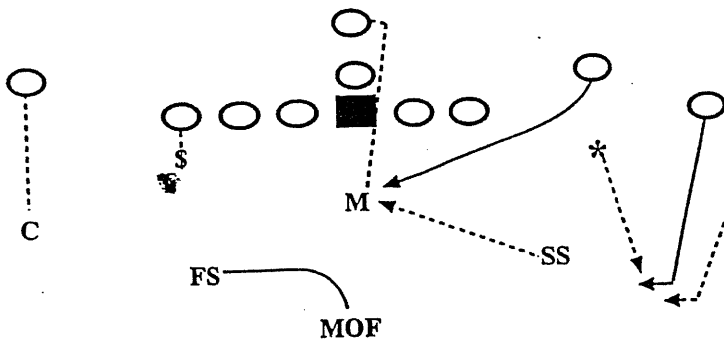
[1] #2 FLAT - \$ DOUBLE #1



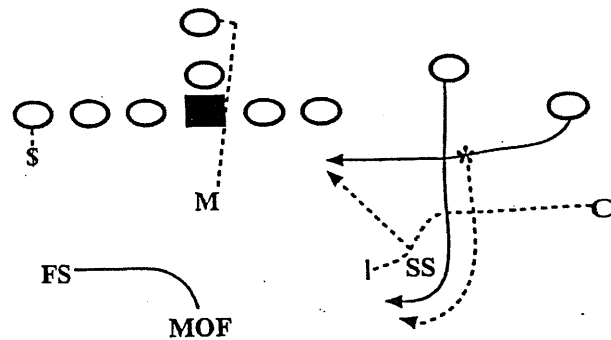
[2] #2 VERTICAL. FLAT FOOT 8/10/12/14



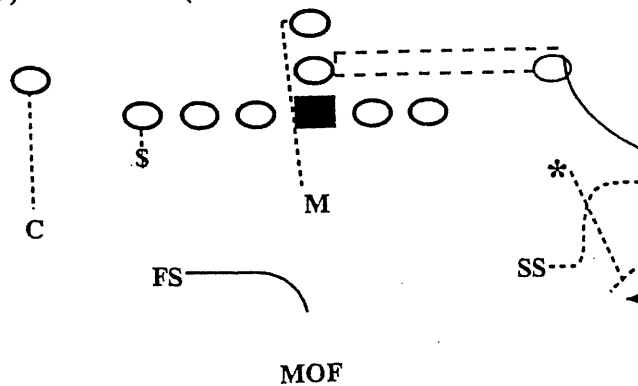
[3] INDY #2 I/S



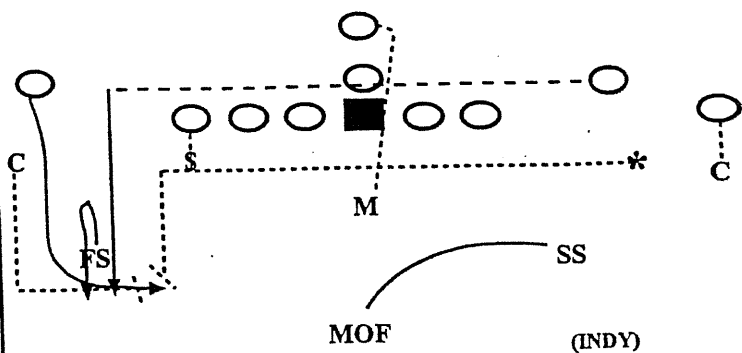
[4] INDY #1 BEIND #2



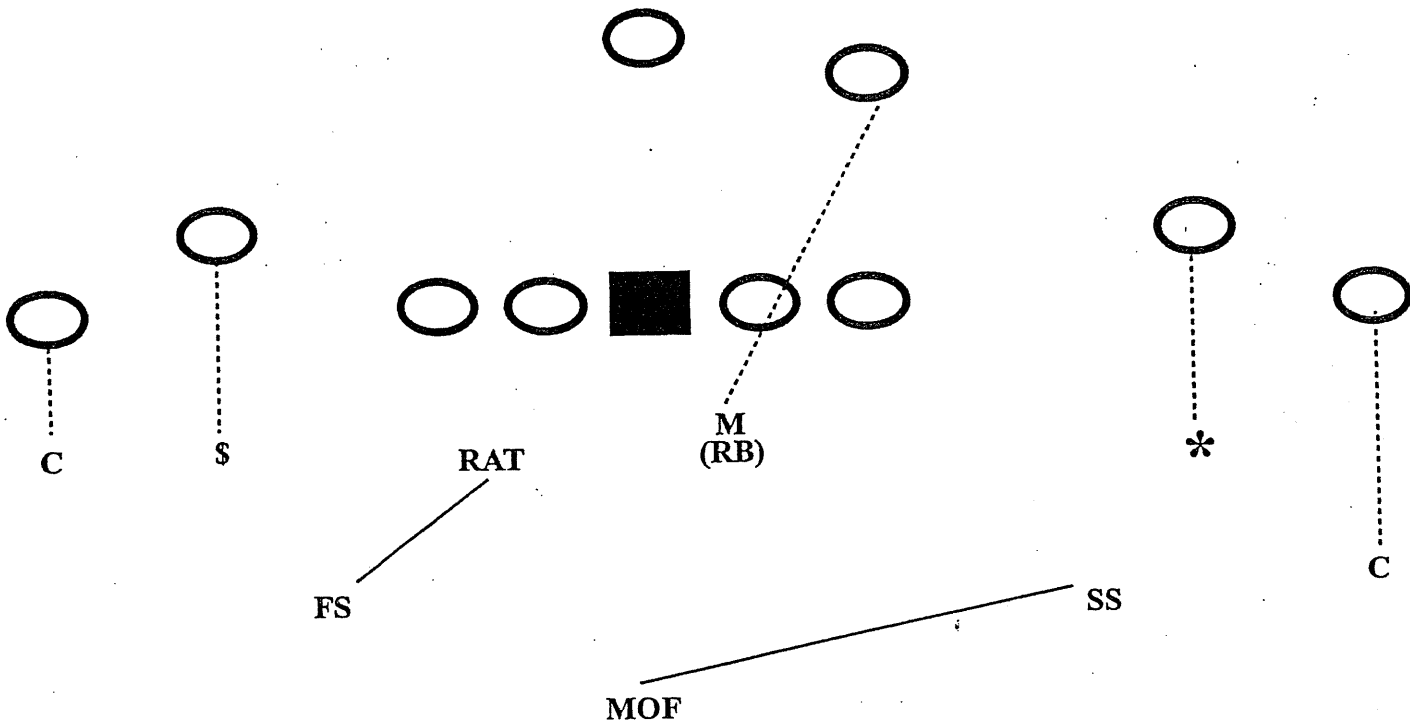
[5] OHIO CALL (ZIG MOTION)



[6] OHIO CALL - ZAK



SUB COVER 1 CROSS



* Safety comes down opposite the Star if Back is in 3-spot or comes down opposite the offset back.

COVER #1 CROSS: A M/M coverage with psot help guaranteed - Safety also gives cross help at the sticks.

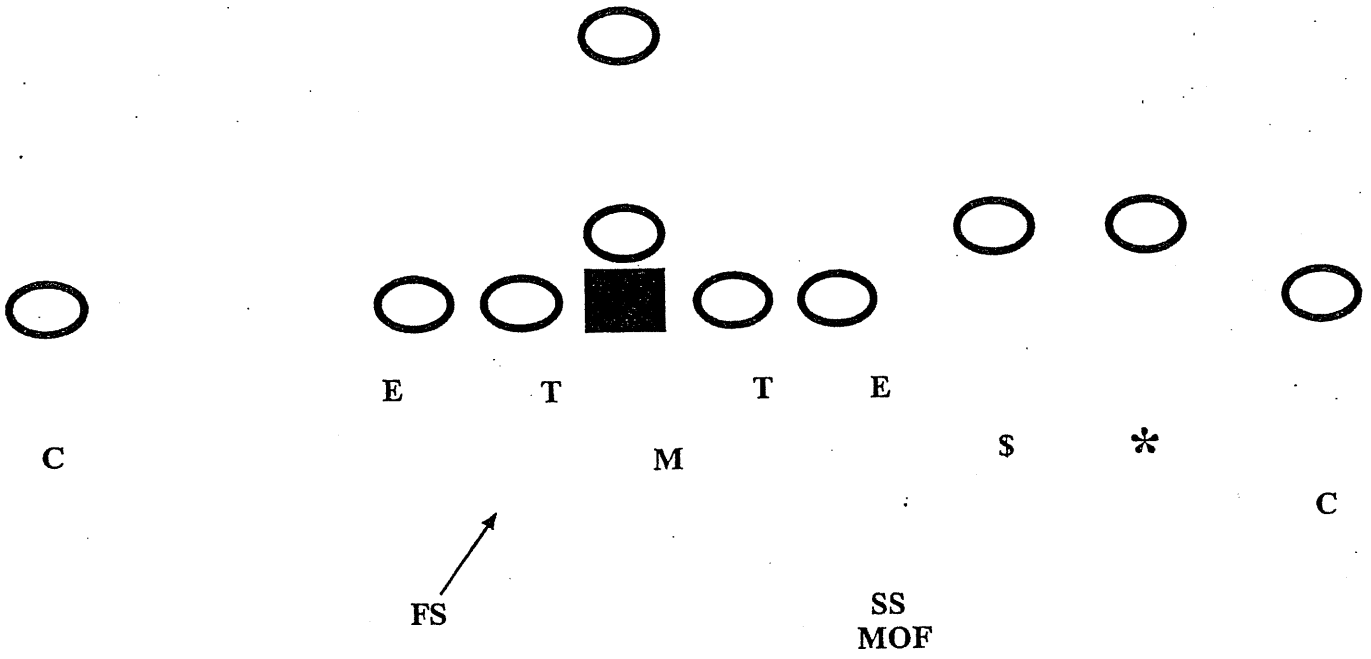
RULES

1. 2 x 2 - Back in 3 Spot/Offset to Star - Cross Opp. *Back Set opp.* - Cross Opp Back to Star.
2. 3 x 1 - Always Cross Opp. Trips.
3. Motion by Star/Apply rules.

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
MAC BACKER	On your Coverage	(Thru Lineman) to your coverage	Man/Man on your back using inside technique. Post help C.P.: If your coverage blocks, hug.
DIME	#2 vs. 3/1 - #3	(Thru Lineman) to #2	vs. 2/2 cover #2 Man/Man using outside technique Sticks (Cross Man), Give him up and look for crosser from other side.
STAR	#2	(Thru Lineman) to #2	vs. 3/1, Cover #2/#3 Man/Man using outside technique If #3 crosses in front of sticks (cross man), give up and look for cross by #2 (3/1) If #2 crosses in front of sticks (cross man), give him up and read QB (2/2)

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
STRONG SAFETY	On #2, 7 to 10 yards deep	#2 Receivers	<p>vs. 2/2 Drop to sticks and cover inside route by #2 receiver.</p> <p>Safety with Crosser in front of you - no crosser, read QB.</p> <p>vs. 3/1, Drop to sticks and cover inside route by #2/#3 receiver.</p> <p>Stay w/Crosser in front of you - no crosser - read QB.</p>
WEAK SAFETY	On #2, 7 to 10 yards Deep	Thru Linemen to QB	<p>MOF</p> <p>Cover Deep Middle</p> <p>Be aware of all inside and deep routes</p> <p>Protect post but read QB and patterns</p> <p>Go to ball</p>
CORNERS	#1	#1	<p>Cover #1 Man/Man using shoulder tech.</p> <p>Post help.</p> <p>Usually playa this coverage from Bump.</p> <p>C.P.: vs. #1 lined up inside numbers. Play outside tech and use cross rules on #1's route.</p> <p>C.P.: Always slide motion.</p>

SUB COVER #1 CROSS continued

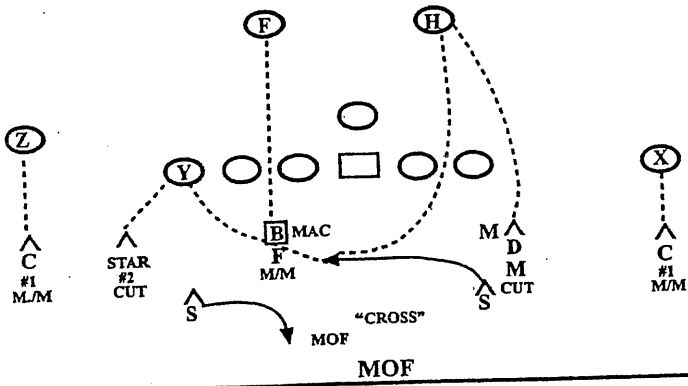


***SAFETY COMES DOWN OPPOSITE THE TRIPS**

ADJUSTMENTS - COVER #1 CROSS

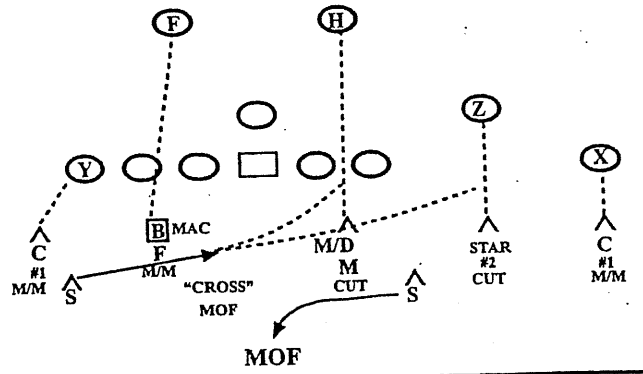
REGULAR [PRO]

[1]



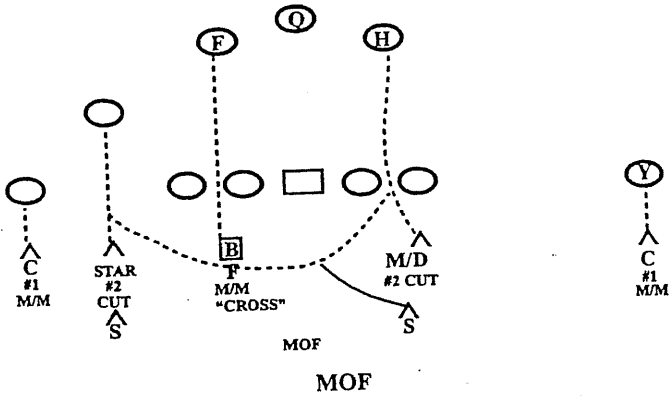
[2]

REGULAR CROSS

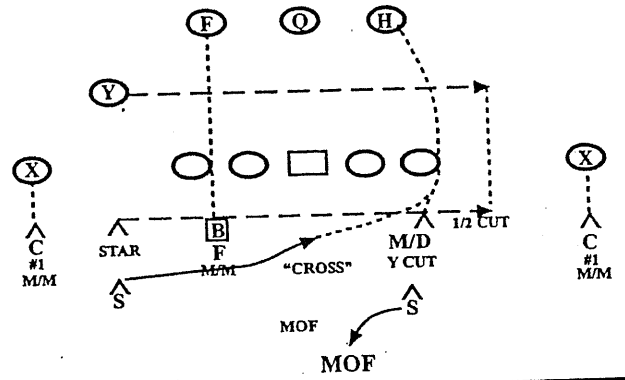


GOLD LEFT

[3]

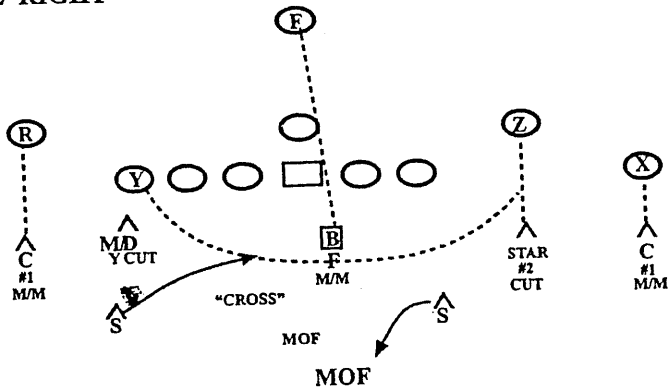


[4]



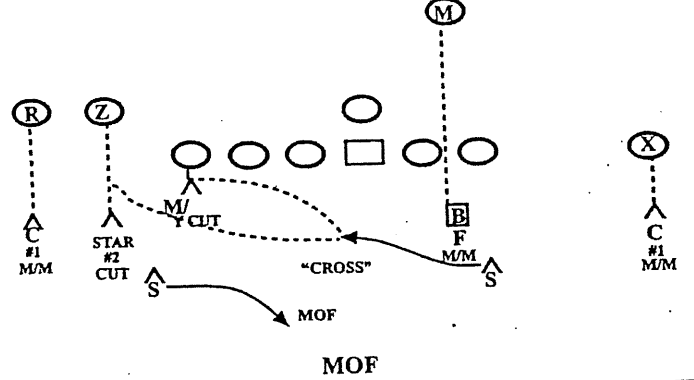
BLUE RIGHT

[5]



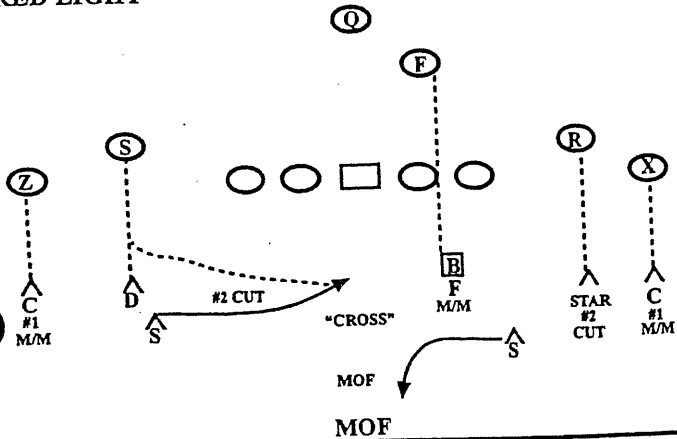
[6]

BLUE TRIPS LEFT



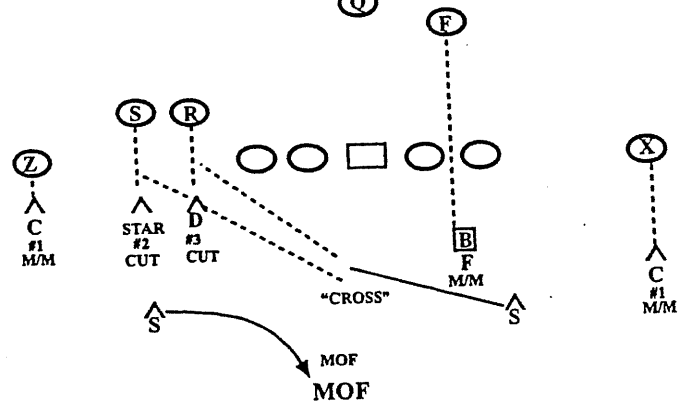
RED LIGHT

[7]



[8]

RED TRIPS



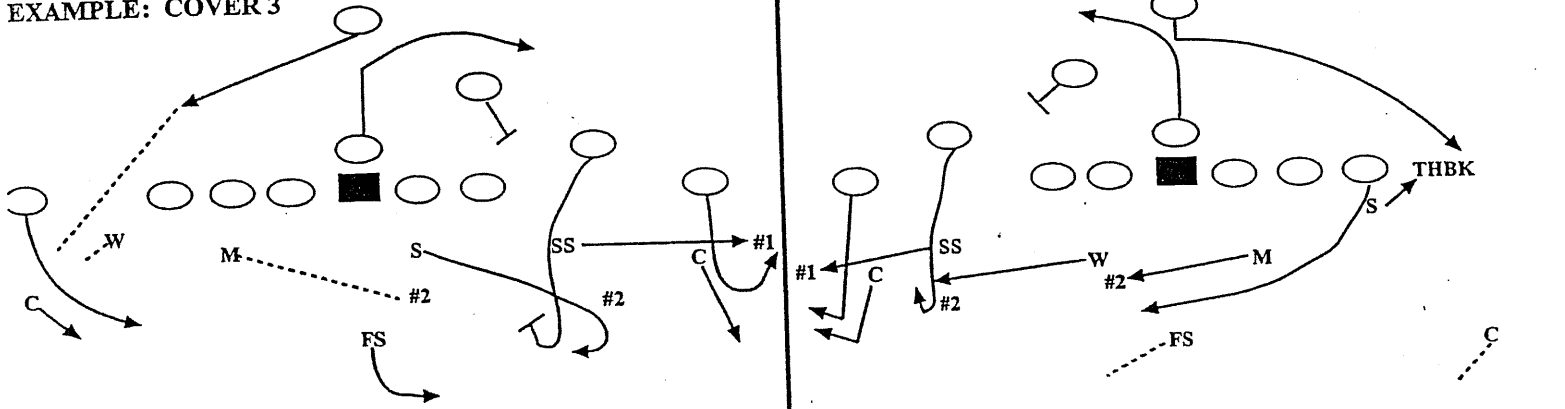
SCRAMBLE RULES

1. MATCH PATTERN IN YOUR ZONES AND SQUEEZE.
2. CARRY REC. THROUGH YOUR ZONES.
3. DEEP PLAYERS - NEVER COME OUT OF YOUR DEEP ZONES.
4. SHORT ZONE - DON'T LEAVE COVERAGE UNTIL QB CROSSES L.O.S.
5. BACKSIDE FLAT - MAINTAIN BACKSIDE LEVERAGE AT ALL TIMES!

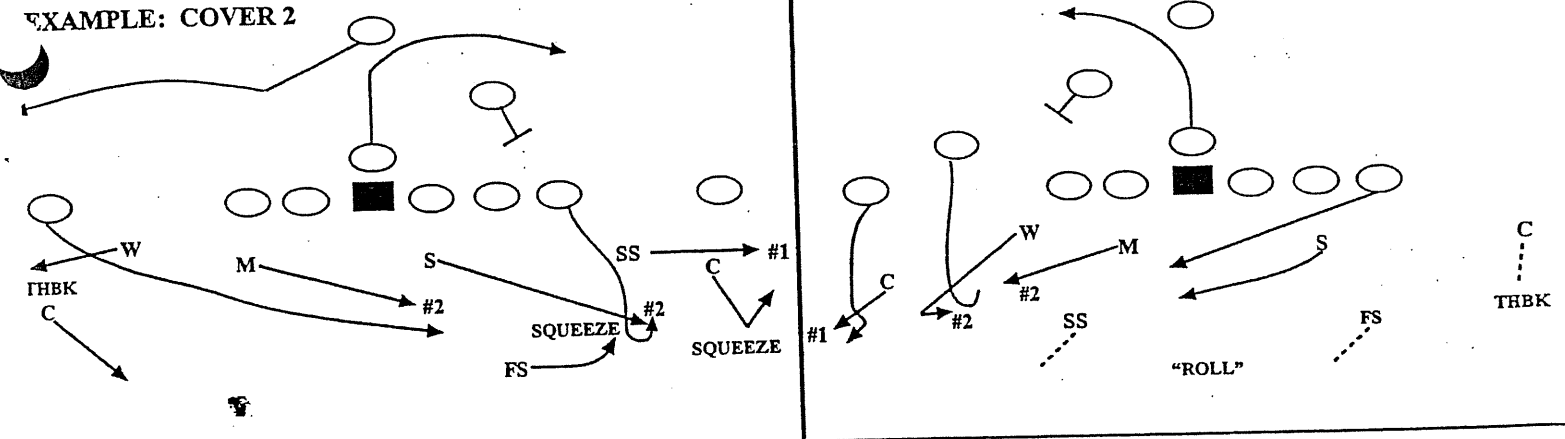
DASH RULES

1. Flat player - Radar #1
2. Backside flat - Throwback
3. Backside hook - Match X (crosser) or work frontside #2 inside
4. Frontside hook/curl - Over/Run #2 - play outside him.
5. Middle hook - work #2 inside
6. Safety - 2 deep - don't roll off until roll call
 Backside safety - match #1 then MOF

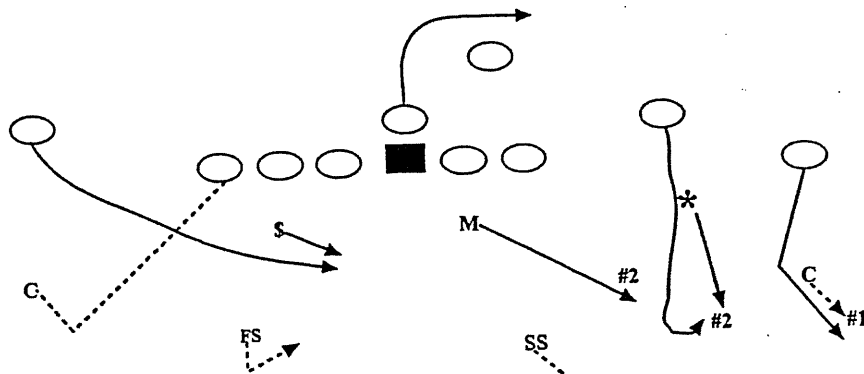
EXAMPLE: COVER 3

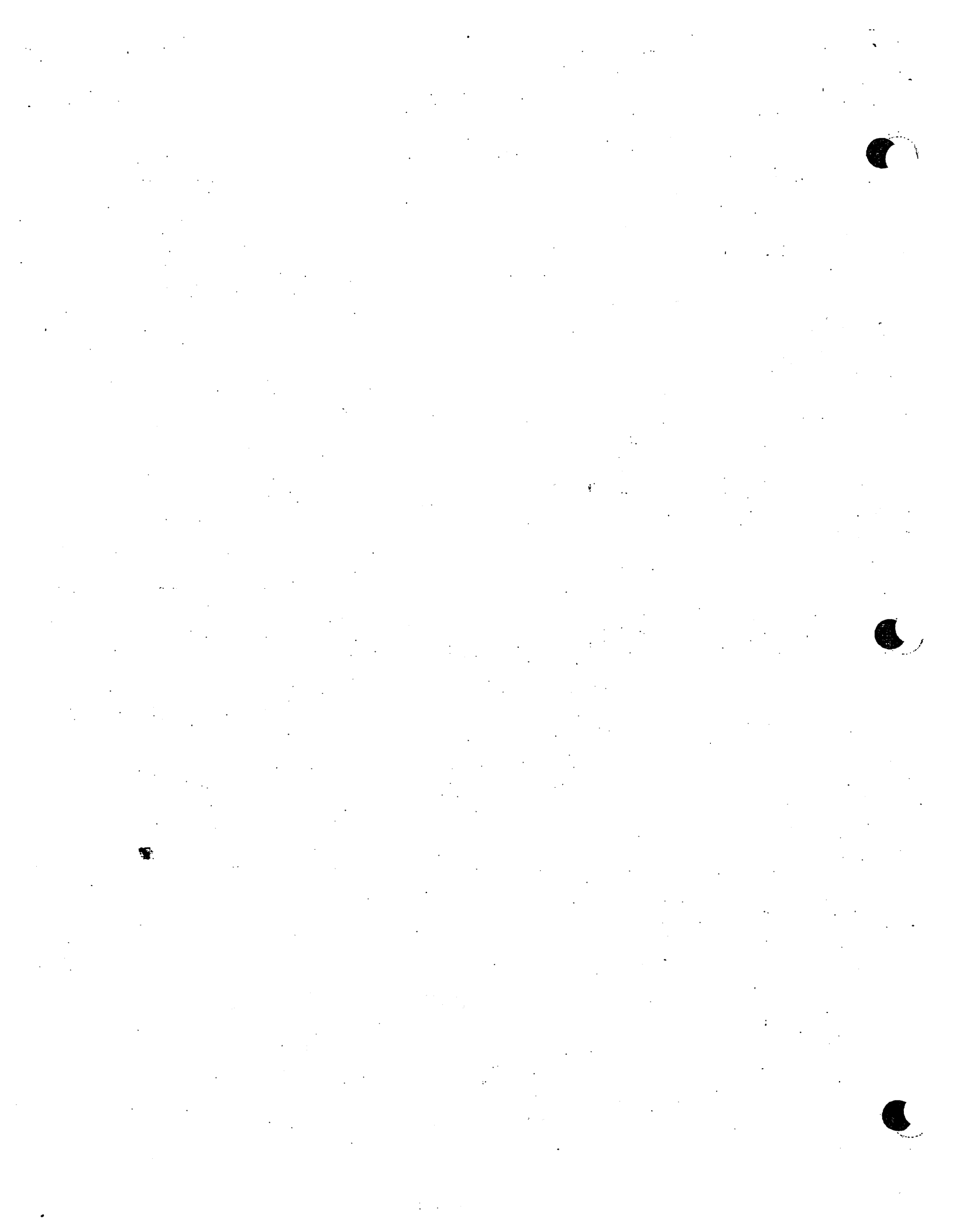


EXAMPLE: COVER 2



1-BACK





FALL PRACTICE #6
August 14, 2001

FRONTS

Goalline Base Man	6.1
Goalline Tight	6.2
Goalline Tight Strike	6.3
Goalline Calls	6.4
State	6.9
Dime Okie	6.10
Dime Under	6.11

ZONE PRESSURE/5-MAN PRESSURE/BLITZ

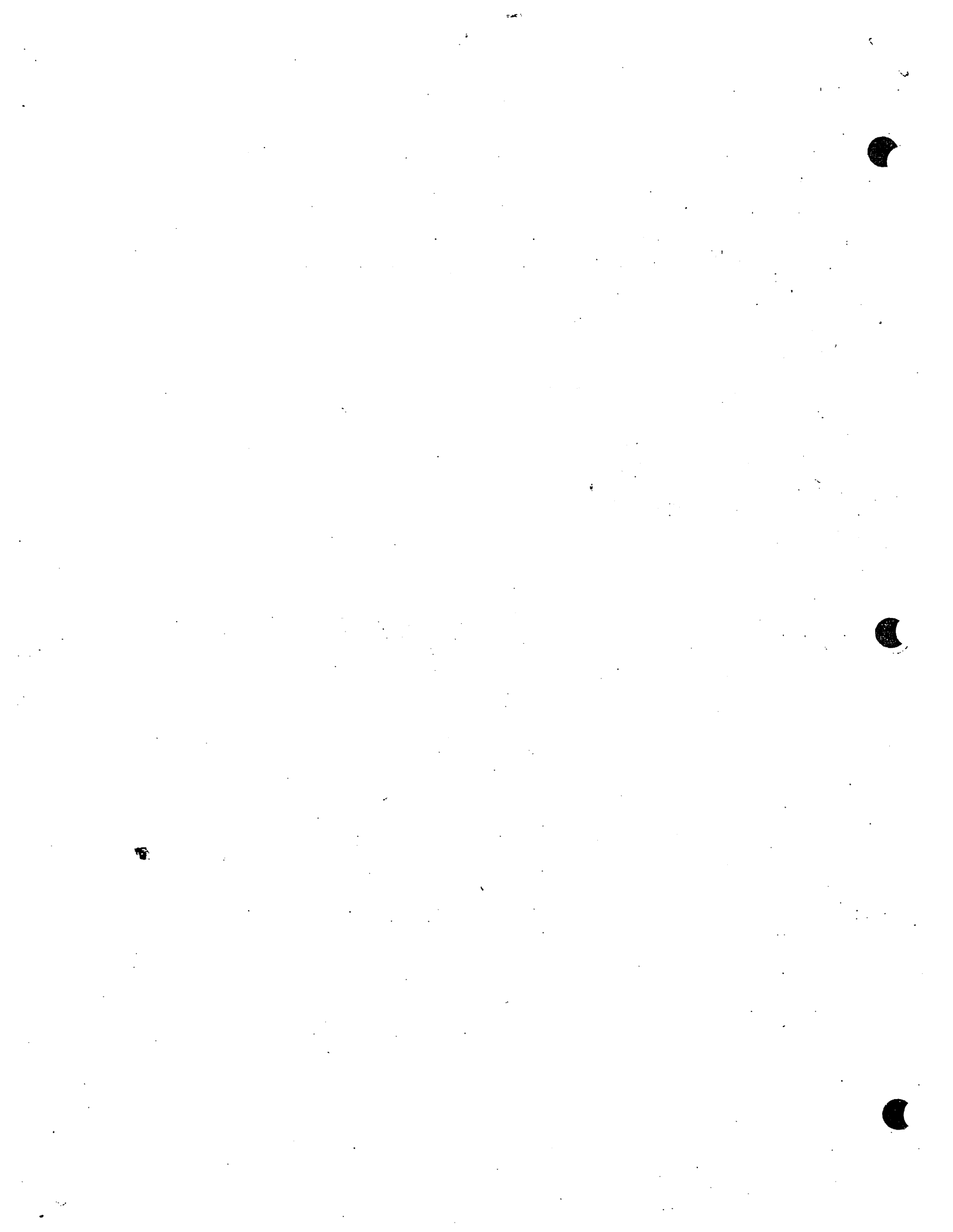
Field Pirate 2 Cora	6.12
Under Wide Crunch-9	6.13
48 Point Blue Jay Key	6.14
48 Point Sam-90	6.15
48 Point Will Rocky-9	6.16

NICKEL 5-MAN PRESSURE

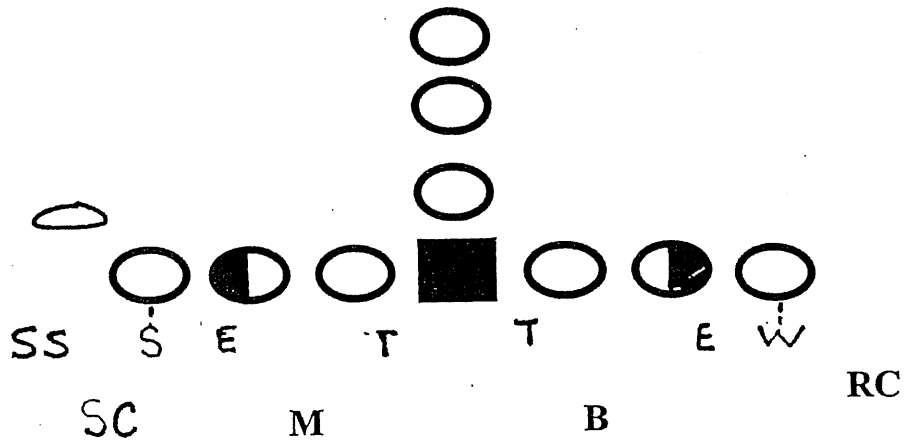
Nickel Even Mickey 0-Peel	6.17
Nickel Even Double Dog 0-Peel	6.18
Nickel Okie Rac Tom-0	6.20
Nickel Ruby	6.21

COVERAGE

<u>Goalline Man Coverage</u>	6.22
<u>Sub-5 Cleo</u>	6.24
<u>Nickel 55 Trio</u>	6.25
<u>✓ Triangle</u>	6.26
<u>Traffic</u>	6.27

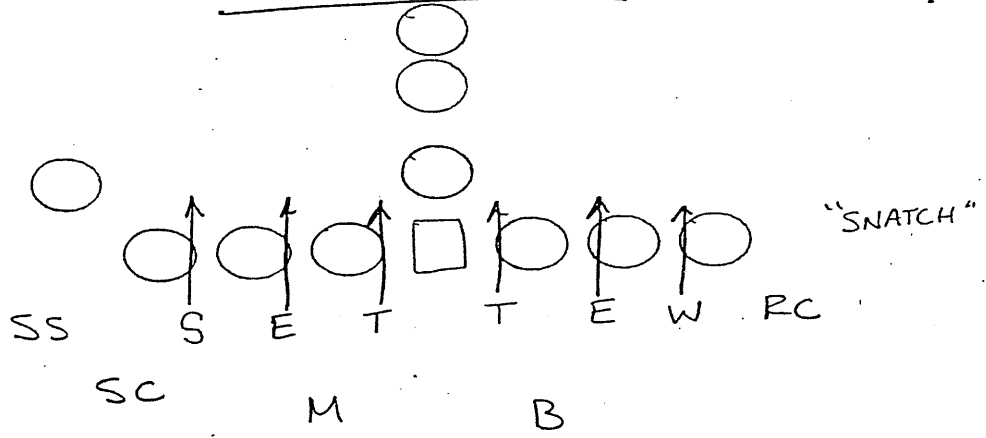


GOALLINE BASE MAN



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
TACKLES	2i	Ball - Guard	A Gap - Penetrate Alert: Center Reach
ENDS	Heavy 5	Ball - Tackle	(2 Gap) - Penetrate
OLB's	6 TECH	TE	Penetrate thru T.E./Rush Contain
ILB's	30	NB/OG	B Gap

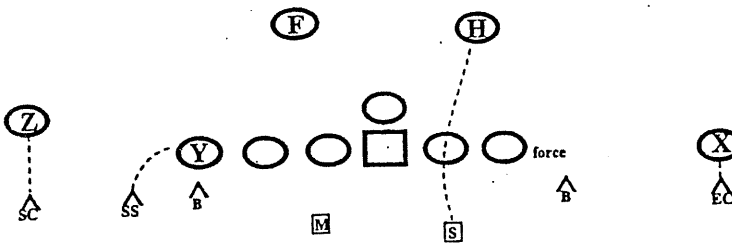
GOALLINE TIGHT



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	4i		
ST	2i		
WT	2i		
WE	4i		
SAM	7-Tech		
MIKE	30		
WILL	7-Tech		
BUCK	30		

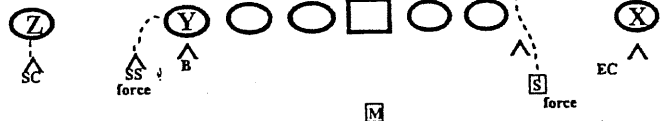
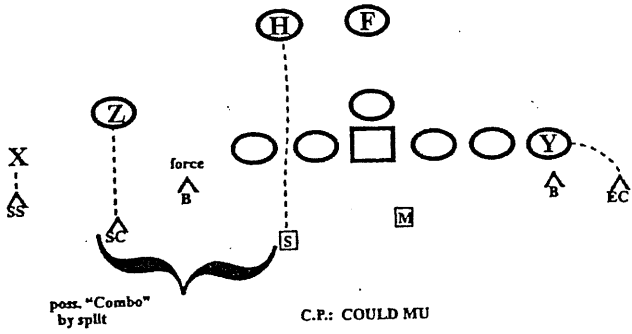
GOAL LINE ADJUSTMENTS - REGULAR PEOPLE

[1] [2]



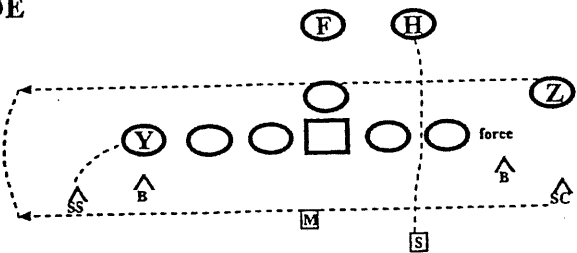
C.P.: COULD MU

[3] [4]



WIDE

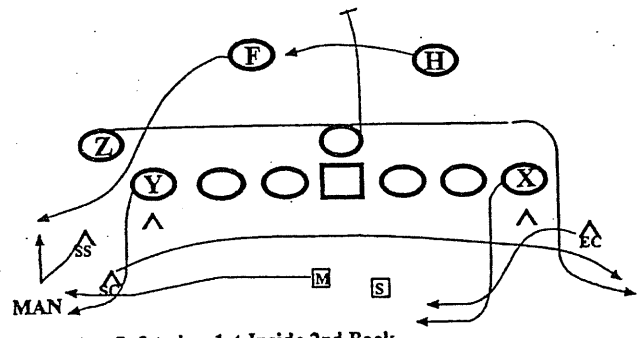
[5] [6]



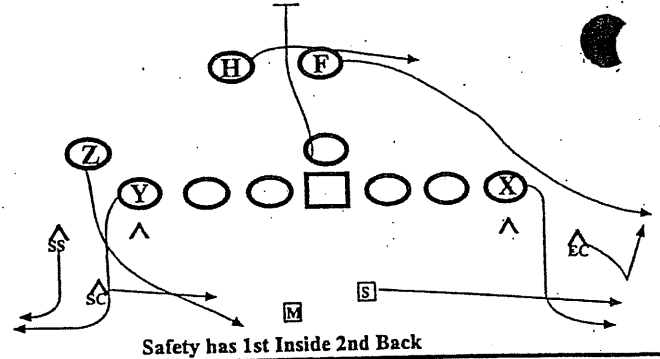
Possible "Load" Y & M

GOAL LINE MAN COVERAGE

[1] [2]



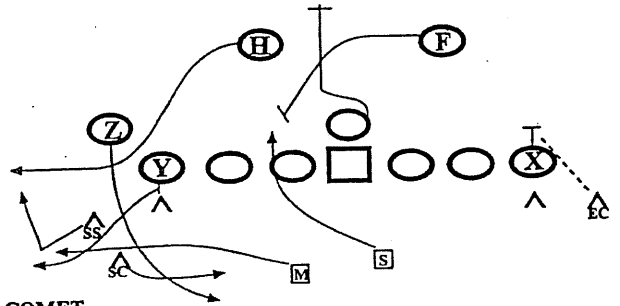
C.P.: Safety has 1st Inside 2nd Back



Safety has 1st Inside 2nd Back

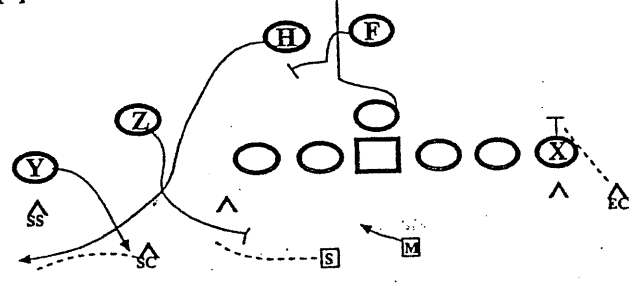
C.P.: F/S Combo w/Off Player

[3] [4]



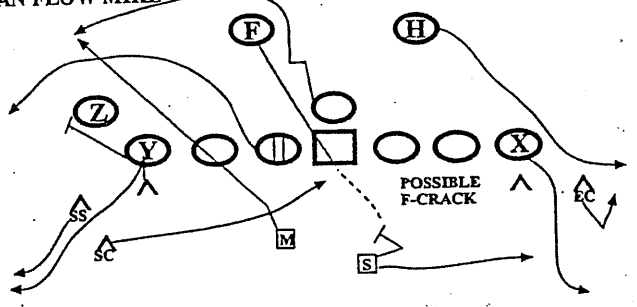
NO COMET

C.P.: CAN FLOW MIKE

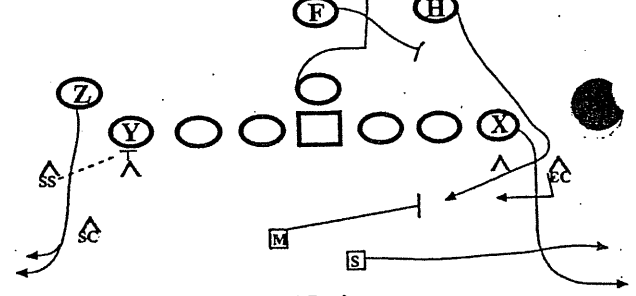


Mike has 1st Inside 2nd Back

[5] [6]

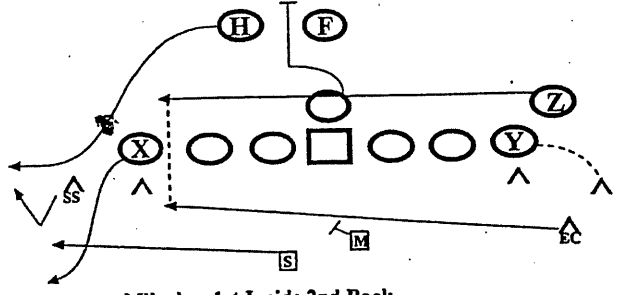


C.P.: Guard pull divide action Mike Rush

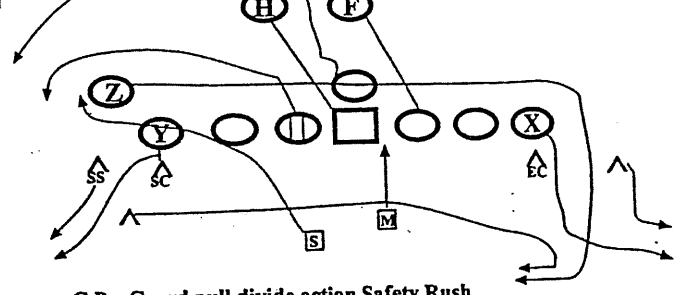


Mike has 1st Inside 2nd Back

[7] [8]

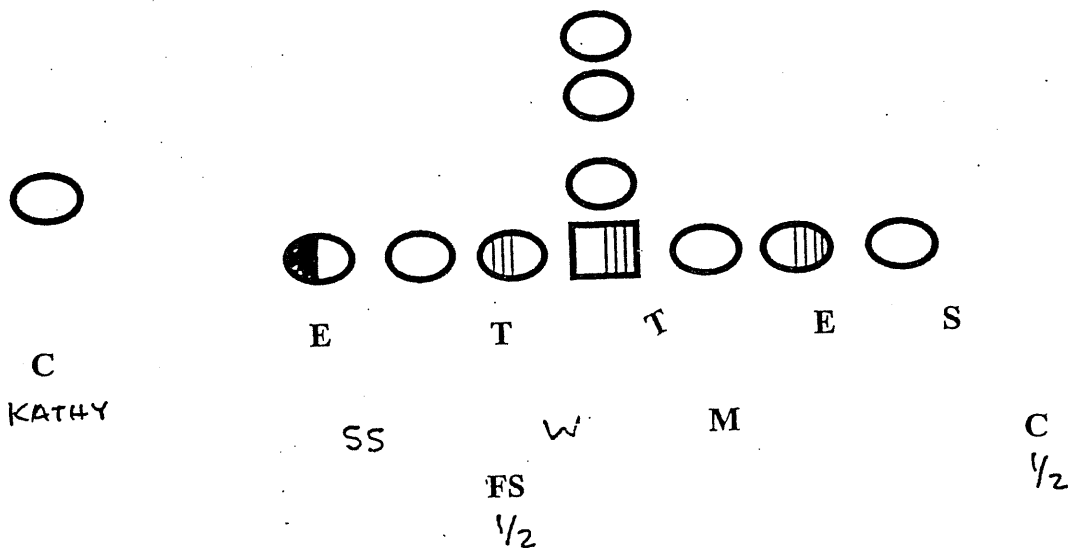


Mike has 1st Inside 2nd Back



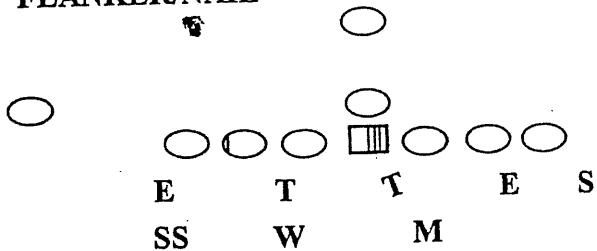
C.P.: Guard pull divide action Safety Rush

STATE - 4



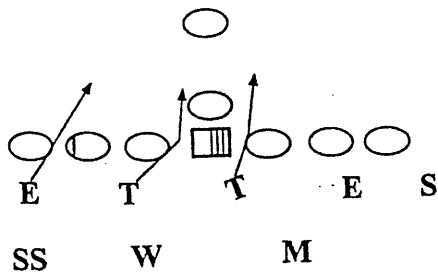
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	Heavy-9	Ball-Tackle-N.B. Shallow Man	6 Tech - 2 Gap
ST	3	Ball - Guard	B Gap
WT	TILT	Ball - CTR	A Gap
WE	5	Ball - TKL	Heavy 5 - 2 Gap
SAM	9 Tech	T.E.	D Gap
MIKE	30	Nearback/OG	Flow to - B Gap Flow Away - Far A Gap
WILL	10	Nearback/OG	Flow to - A Gap Flow Away - Far B Gap
S/S	70	Triangle	

FLANKER/NAIL

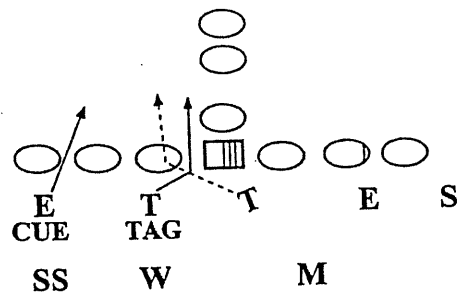


SS Play Outside

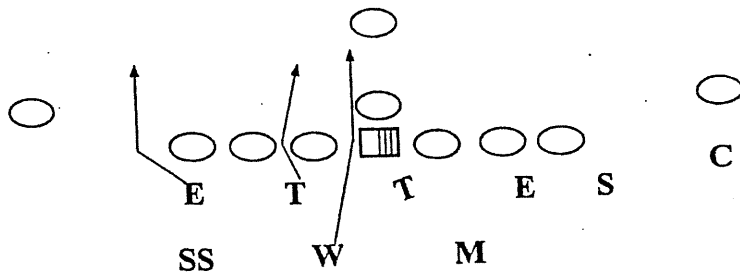
SHUNK



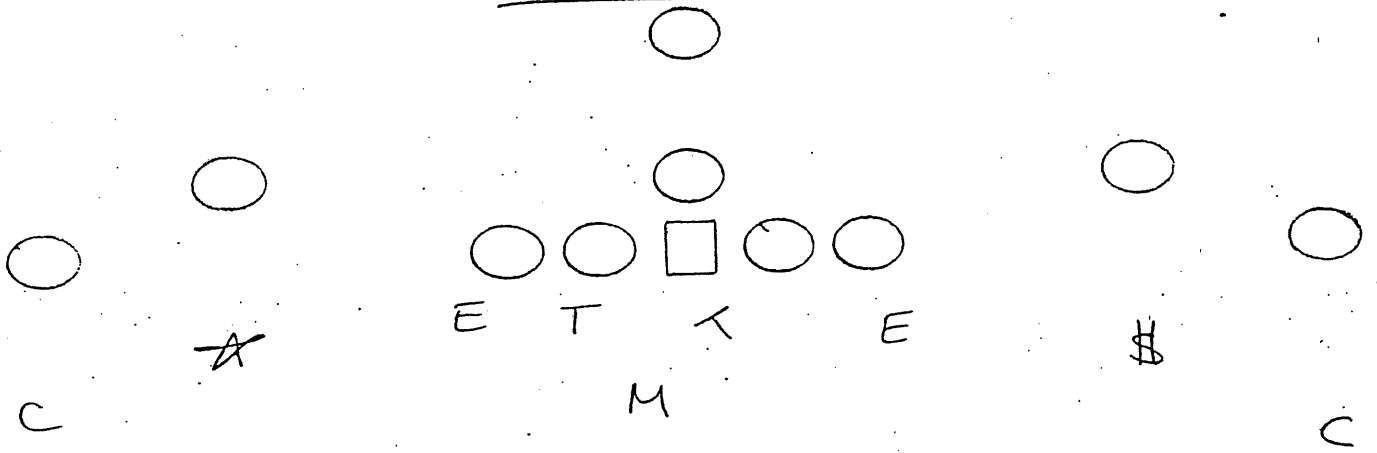
SPARK



WIG



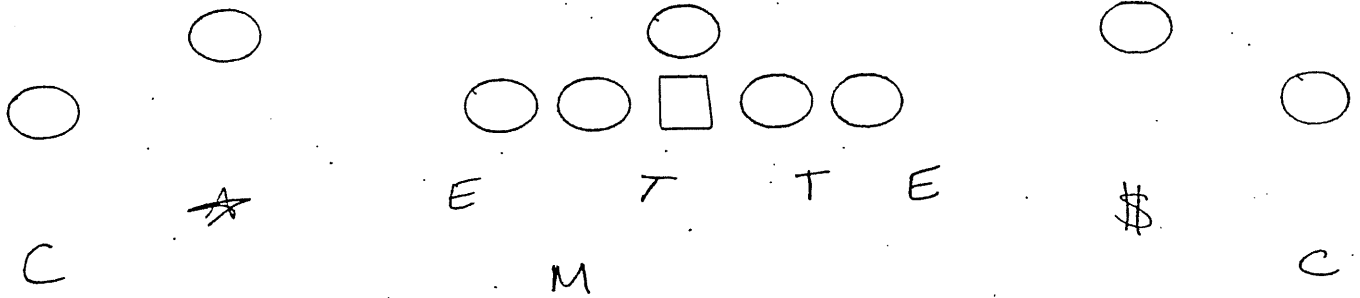
DIME OKIE



"GIVE IT TO ME AWAY FROM STAR"

POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	5		
STAR			[COVERAGE RESPONSIBILITIES]
MAL	10		
MONEY			[COVERAGE RESPONSIBILITIES]

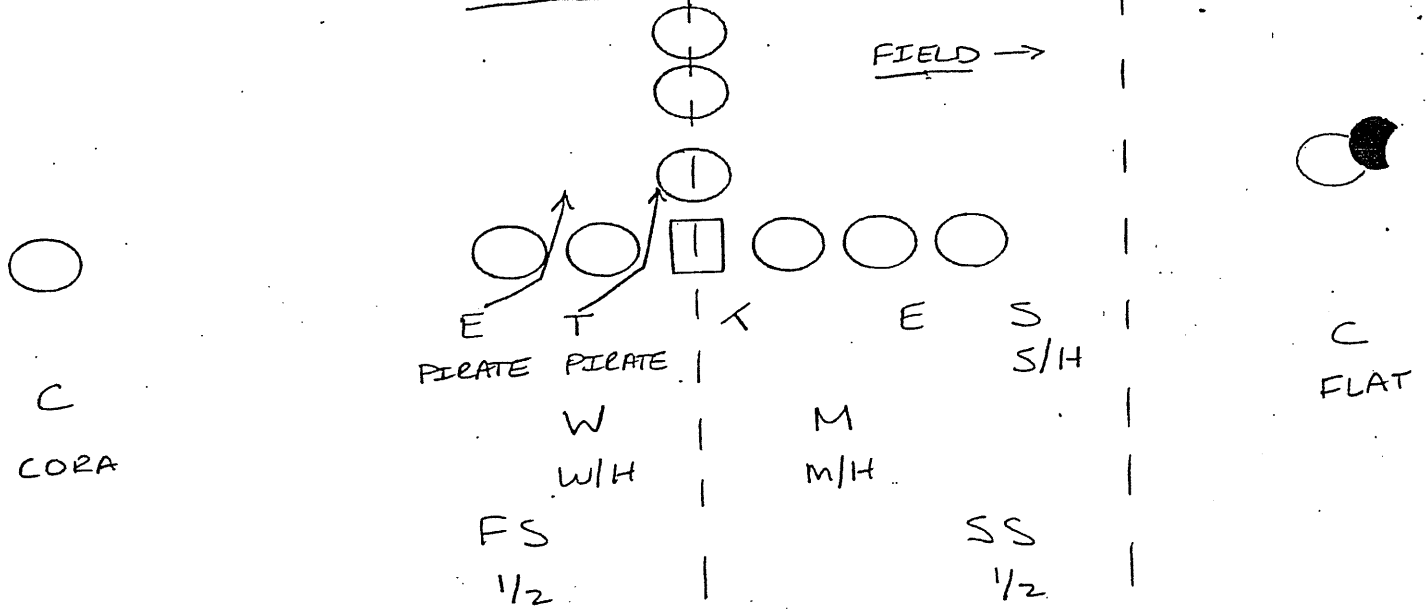
DIME UNDER



"GIVE IT TO ME TO THE STAR"

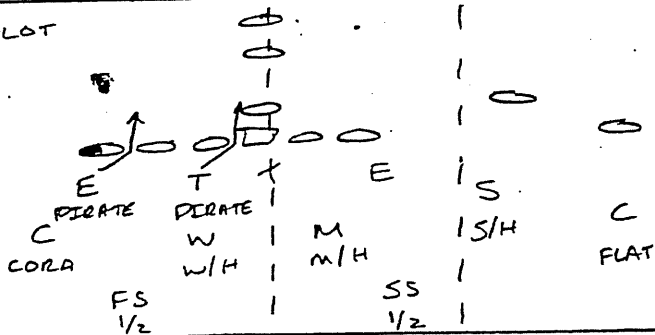
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	5		
STAR		[COVERAGE RESPONSIBILITIES]	
MAC	30		
MONEY		[COVERAGE RESPONSIBILITIES]	

FIELD PIRATE 2 CORA

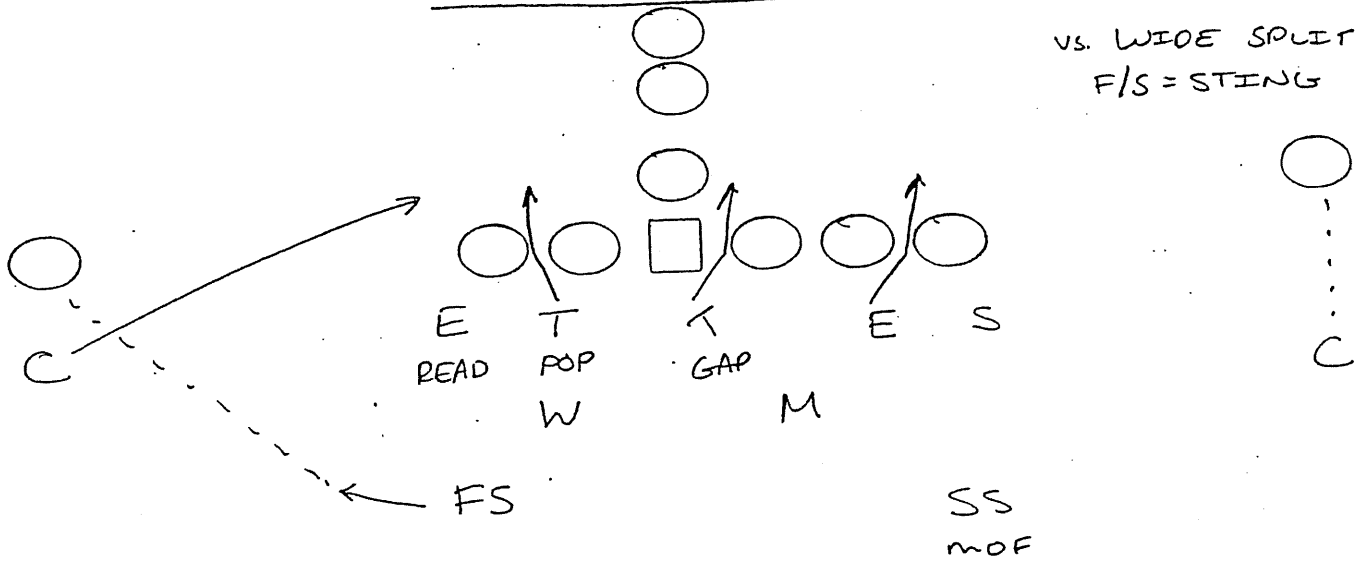


POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	5		
SAM	9-Tech		
MIKE	30		
WILL	30		

VS. SLOT

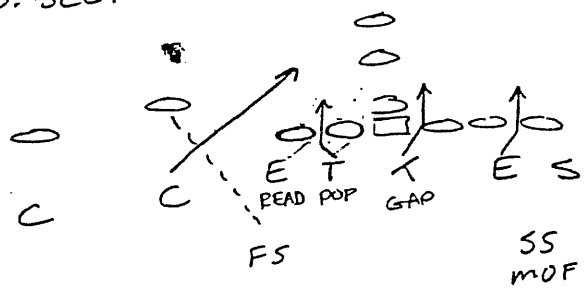


UNDER WIDE CRUNCH - 9



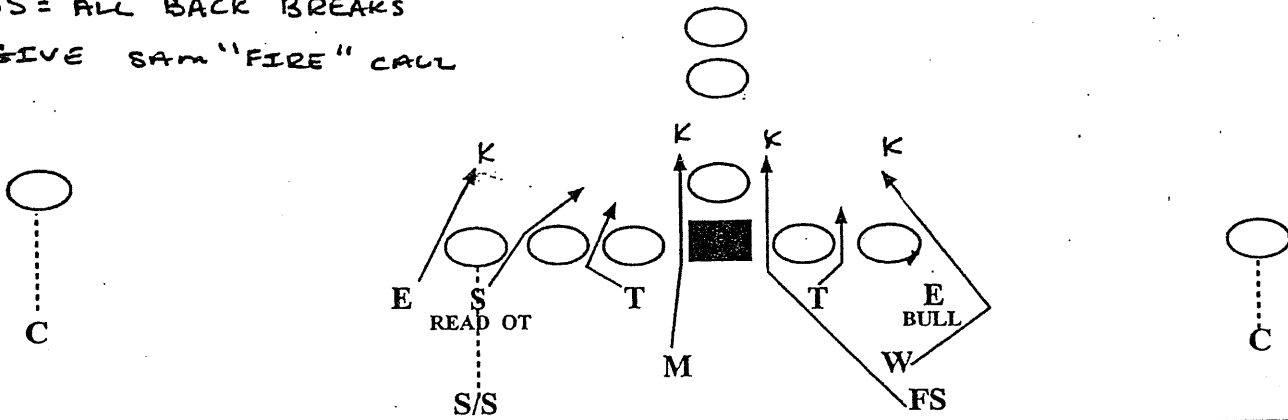
POSITION	ALIGNMENT	KEY	RESPONSIBILITY
SE	5		
ST	TILT		
WT	3		
WE	5		
SAM	9-Tech		
MINE	30		
WELL	30		

VS. SLOT



48 POINT BLUEJAY KEY

SS = ALL BACK BREAKS
 GIVE SAM "FIRE" CALL



POSITION	ALIGNMENT	KEY	RESPONSIBILITY
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