



SPECIAL EMPHASIS

The University of Miami's coaching staff condemns any act by a player to deliberately injure an opponent or teammate during a game or practice. The techniques taught to you by the coaching staff are designed to minimize the risk of injury to you and to your opponents.

The protective equipment you wear is the finest available and should not be abused by you. It is for your protection and should not be used in any manner as a weapon against an opponent or teammate. Of particular importance is the football helmet. When used properly, it protects you. When used improperly, it can become a dangerous weapon to you and to your opponent. The helmet should never be used to strike or hurt an opponent.

The following are some specific rules relating to the conduct and safety of our game. It is important for you to know these rules and adhere strictly to them. Unethical conduct and acts of unsportsmanship, whether within the rules or not, will not be tolerated by the coaching staff. Play the game hard, with enthusiasm and with intensity, but play it within the spirit and letter of these rules. Win with character.

RULE: No person shall strike an opponent with his fist, or deliver a blow with extended forearm, elbow, or kick or knee an opponent during the game or between periods.

RULE: No player shall meet an opponent with the knee or strike an opponent's head, neck or face with an extended forearm, elbow, palm or the heel, back or side of the open hand during the game or between periods.

RULE: There shall be no piling on, falling on, or throwing the body on an opponent after the ball becomes dead.

PENALTY: 15 Yards and possible disqualification.

RULES AND GENERAL POLICY

The following general rules are for your benefit. Since it is impossible to cover every point of eventuality in a statement of team policy such as this, you are expected to conduct yourself at all times in a manner that will reflect credit upon you, your teammates, the football program, and The University of Miami.

1. General:

- a. Work to improve language. Eliminate swearing, obscene words.
- b. Treat service personnel with respect. Make their job a pleasant experience.
- c. Girlfriends and wives are not permitted in room, fall camp, pre-game or training room.

2. Dressing Room:

- a. Tardiness because of equipment is never tolerated. Get there early. Helmets and refitting problems after practice, not before the ensuing drill.
- b. Do not cut or alter equipment. Don't demand equipment. Take problems to Equipment Manager.
- c. Lock valuables up before leaving locker vicinity.

3. Practice:

- a. Every player will wear prescribed uniforms. Game included.
- b. Helmet will be worn at all times when on field. Never sit on your helmet.
- c. We will run when changing locations. Never walk on the field.

4. Injuries, Treatment and Training Room Policy:

- a. Injured and not able to dress in full gear, you will nevertheless be required to attend practice and observe your group. Trainer will determine uniform for injured players.
- b. For proper care, prevention, and treatment of an injury, be honest both with the coaches and trainer. Tell and present the same story to both parties.
- c. Report every injury regardless of how small.
- d. We will provide, at no expense to you, the best available professional medical services. However, if you wish the care of your own personal physician, you bear the expense and schedule appointment on your time.
- e. Treatment is considered the same as practice - required. Record treatment.
- f. If unable to play because of injury, you will not be permitted to travel or dress with team.
- g. All injured players must receive treatment every day when not in class. Injured players must all report Sunday afternoons at the prescribed times.

TRAINING ROOM INFORMATION AND GUIDELINES

A. REPORTING AN INJURY OR ILLNESS

1. If you have ANY INJURY OR ILLNESS, you MUST see a staff athletic trainer BEFORE 8:00 AM. If you do not see an athletic trainer, you WILL be considered HEALTHY and WILL PRACTICE. If you have a class at this time, report BEFORE your class.
2. Take care of any injury or illness EARLY to avoid a problem that may RESTRICT your academics and football participation.
3. If you are sick or any problem occurs during the night, call an athletic trainer at home: Andy Clary; 595-9521, Al Shuford; 665-1025, Molly Kepner; 666-0124, Drew Moffitt; 263-9893.
4. If a referral is needed for you to see a physician, the ATHLETIC TRAINER WILL MAKE the ARRANGEMENTS. FAILURE to follow this procedure, the ATHLETE WILL BE RESPONSIBLE for the BILL. If you CANNOT keep the doctor's APPOINTMENT or any appointment with the Athletic Trainer, PLEASE CALL the TRAINING ROOM; (284-4131).
5. In an EMERGENCY or LIFE THREATENING SITUATION, call Rescue Squad (911) and ask to be taken to DOCTORS' HOSPITAL (666-2111). Contact an Athletic Trainer at HOME. If unable to contact an Athletic Trainer ask for Dr. John Uribe at the emergency room. An Athletic Trainer MUST BE NOTIFIED within 24 hours.

B. TREATMENT OF INJURIES

1. Treatment will be given from 8:00 am to 1:30 pm and after practice ONLY.
2. If you are injured, you are REQUIRED AT LEAST THREE TREATMENTS a day. Morning, Pre & Post Practice. Treatments are as important as any workout.
3. Shorts MUST be worn in the Training Room at ALL TIMES.

C. TRAINING ROOM SCHEDULE:

The following schedule will be in effect during the Fall semester and during Spring football:

Hours:	7:00 AM - 8:00 PM	
Treatments:	7:00 AM - 8:00 AM	NEW INJURIES/ILLNESS
	8:00 AM - 12:00 NOON	TREATMENT AND REHAB
	1:00 PM - 2:30 PM	PRE-PRACTICE PREPARATION
		<u>ALL PLAYERS MUST BE TAPED</u>
	3:30 PM - 7:00 PM	TREATMENTS
	7:00 PM	TREATMENTS BY APPOINTMENT

THE KEY TO AN ATHLETE'S RETURN TO COMPETITION IS HIS DESIRE AND CONSISTANCY TOWARD HIS TREATMENT REGIMEN.

NOCSAE FOOTBALL HELMET WARNING STATEMENT

Adopted by the
National Operating Committee on Standards for Athletic Equipment
Board of Directors

January 5, 1980

Do not use this helmet to butt, ram or spear an opposing player. This is in violation of the football rules, and such use can result in severe head or neck injury, paralysis or death to you and possible injury to your opponent. No helmet can prevent all head or neck injuries that a player might receive while participating in football.

PLAYERS

Inspect your particular style of helmet prior to each usage. NEVER WEAR A DAMAGED HELMET.

SUSPENSION STYLE

Check hardware; i.e., screws or rivets that may be loose/missing.

Check webbing for tears in threads, stretching or pulling away at rivet locations.

If crown webbing is adjustable, check that crown rope is properly adjusted and is tied tightly using a square knot.

Check interior padding for proper placement and good conditions.

PADED STYLE

Foam/Air/Liquid
Check foam padding for proper placement and signs of deterioration.

Check for cracks in vinyl/rubber covering in air, foam, liquid padded helmets.

Verify that protective system or foam padding has not been altered or removed.

Check all rivets, screws, velcro and snaps to assure they are properly fastened and holding protective parts.

If any of the above inspections indicate a need for repair and/or replacement, notify the proper authority. THIS IS YOUR RESPONSIBILITY.



MIAMI

Football
P.O. Box 248167
Coral Gables, Florida 33124
Telephone (305) 284-3322

A GREAT MENACE - GAMBLING

As a player, it is your responsibility to make certain you are fully aware of the consequences of associating with gamblers, betting on games, and not reporting offers of bribes.

You must be careful about giving out information on the team to those you do not know. If you are confronted by any of the above irregularities, you must report the incident immediately to the Head Football Coach.

GAMBLING ALWAYS IS A GRAVE MENACE TO SPORTS. YOU,
AS PLAYERS, SHOULD BE CAREFUL OF YOUR ASSOCIATES.
IT CAN HAPPEN HERE.

MANY MILLIONS ARE BET ON COLLEGE GAMES EACH WEEK.
THERE ALWAYS WILL BE SOMEONE TRYING TO CREATE A SURE
THING. BEWARE OF THEM.



MIAMI

Football
P.O. Box 248167
Coral Gables, Florida 33124
Telephone (305) 284-3822

PROFESSIONALISM

Any student who contracts or who has ever contracted orally or in writing to be represented by an agent in the marketing of his athletic ability or reputation in a sport no longer shall be eligible for inter-collegiate athletics in that sport. An agency contract not specifically limited in writing to a particular sport or particular sports shall be deemed applicable to all sports. Securing advice from a lawyer concerning a proposed professional sports contract shall not be considered contracting for representation by an agent under this rule, unless the lawyer also represents the student-athlete in negotiations for such a contract. Any individual, agency or organization representing a prospective student-athlete for compensation in placing the prospect in a collegiate institution as a recipient of athletically related financial aid shall be considered an agent or organization marketing the athletic ability or reputation of the individual .

(Revised: 8/1/74, 1/17/76) (Case Nos. 2, 25, 26)

WHAT MAKES A SUCCESSFUL TEAM DEFENSE

1. Each individual must believe in our defense. Each individual must have confidence in himself - "I, personally, will not let the ball over the goal line!"
2. On every offensive play or pass, eleven defensive men have an assignment to carry out. If one man fails, all eleven fail.
3. Pursuit and gang tackling are the two most important parts of our team defense.
 - a. It is difficult for the ball carrier to get loose when 5 or 6 players are trying to get a piece of him.
 - b. Demoralize the ball carrier.
4. Aggressiveness must be developed and maintained. Anyone can play; defense is reaction, movement and hitting.
5. We must STOP the THIRD DOWN play.
6. We stop all teams inside our 10. They shall not score!
7. Overall team speed, quickness and lateral movement must receive top priority.
8. Each defense has its strengths and weaknesses - KNOW THEM!
9. When a SUDDEN CHANGE or HURRY HURRY situation occurs, we must mentally arise to the occasion.

THE KEYS

1. MAKE THINGS HAPPEN.
2. TAKE CHARGE OF THE SUDDEN CHANGE AND HURRY-HURRY.
3. NEVER ALLOW THE BIG PLAY AGAINST US.
4. MAKE THE GAME BREAKER.
5. PROPER KICK-OFF COVERAGE.
6. NO MISTAKES ON PUNT RETURN.
7. TEAM UNITY.
8. PRIDE AND POISE.

SUDDEN CHANGE SITUATIONS

SUDDEN CHANGE is the real test of a great defensive team. The score is 7-7 in the fourth quarter and we have just stopped our opponents on our own 28 yard line. We have just sat down on the bench; we feel good and relieved. We have just stopped them after a long drive. We can sure use the rest. As our offensive team starts to drive the ball out from the 28 yard line, a fumble on the first play occurs and our opponent has the ball on our 24 yard line! This is a sudden change situation.

THE SUDDEN CHANGE IS OURS!!! We can do an excellent job in this area if we are mentally ready for it!!!

WHAT YOU MUST DO!

1. Always huddle up before you go back into the game.
2. Gain control of your thoughts and get yourself ready to play defense again.
3. Realize that you must get yourself and your team up mentally.
4. Go all out to make the big play yourself.
5. Now is the test of our defense. Accept the challenge.
6. When we stop them now, we will have an even greater psychological advantage.

6. OPPONENT'S OFFENSE

- A. Huddle - Know where their people line up in their huddle (to determine strength quickly). You should always be aware of a no-huddle play when the opponent is behind and time is running out.
- B. ALIGNMENT - Know if they run from pre-shift formation. Know if they like to go on a quick or long count and in what situation do they do this. Know if they take unusually large line splits. This may encourage certain dogs if the splits are above average.

7. SPECIAL SITUATIONS

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

THE WINNING EDGE

1. CRITICAL SITUATIONS:

Third down is the BIG DOWN.

1st & 2nd down - Offense trying to set up a 3rd and short.
Defense trying to set up a 3rd and long.

Third down means great and intelligent effort. When the defense is behind 2nd & 5, for example, someone must make the BIG PLAY.

Talk them out of screen and draw. Everyone must recover and make the play on them on these plays.

2. THE KICKING GAME:

This is about one-third of the game. (This is why we work on it first in practice).

Coverage: Bust a gut for 30 to 35 yards under control.

KICKOFFS

Five (5) Don'ts on the kicking Game:

1. Don't be offside.
2. Don't rough the kicker or holder.
3. Don't clip.
4. Don't block below the waist.
5. Don't let the ball hit the ground.

KNOW THE BLOCKING POINT

GO OVER THE FIELD POSITION CHART:

Cover rule on onside kick-off.

When will they try:

- A. Just before half.
- B. When behind.
- C. After a 15 yard penalty, kicking from your 45.

Play each game as it comes.

1. Be ready to play through practice.
2. Practice like you play.

A confused football player cannot be an aggressive football player. If you are confused or don't know what to do on an assignment, always ask your coach.

It is your responsibility to know what to do.

DOWN AND DISTANCE THEORY

As a Defensive Unit, we must at all times know the down and distance situation. Our opponents will, in most instances, classify themselves according to down and distance as to the formations they will use, and the type of play (pass) or (run-inside or outside) we should be expecting. With this in mind, you should memorize the following down and distance chart to better help you understand how we try to act our Defenses up and to help you prepare yourself for the situations that will present themselves.

1 & 10
2 & 3 + 4 + 5 + 6 (Normal)
2 & +7 or more (Long)
3 & +1 +2 (Short)
3 & +3 +4 +5 (Medium)
3 & +6 or more (Long)

A. 1st Down and 10

We must expect in this instance either pass or run and use one of our combination defenses which gives us an excellent running defense plus a strong passing defense. At times, due to calculated frequencies through our scouting system, we may concentrate more emphasis on one phase of their attack rather than the other in this particular down and distance. Good time to offset or use sound stunt to cause blocking problems.

B. 2nd Down and 1 or 2 - Waste Down

Many teams have a tendency to go for a home run play on 2nd down and one or two.

C. 2nd Down and Medium 3, 4, 5, 6 yards to go

In this situation percentages tend to show that most teams will favor their running attacks, although this does not eliminate the possibility of a pass. Due to such a percentage, we would tend to select one of our running defenses that is designed to impair our opponents running game, but still gives us ample pass coverage.

D. 2nd Down and Long 7 or more yards to go

Due to a high frequency of pass plays by most teams in a 2nd and long situation, we will concentrate our defenses on stopping the passing game. Good time to rush passer.

E. 3rd Down and Short 1 or 2 yards to go

We must expect our opponents to select their best offensive play in this situation. We will definitely concentrate on stopping their best play with our best running defense. Our theory is to meet strength with strength in this situation. We must stop their offense for no gain or a loss in this situation.

DOWN AND DISTANCE THEORY (Cont'd)

F. 3rd Down and Medium 3, 4, 5 yards to go

We regard this situation in theory the same as 2nd Down and normal, but whatever the offense selects to run against us, we must hold them to less than 6 yards to force them into a kicking situation.

G. 3rd Down and Long 6 or more yards to go

In this situation we find through percentages that most of our opponents tend to rely upon their passing game more frequently than their running game. With this in mind we will select one of our defenses that is designed to give us maximum pass coverage. In other instances, we may select one of our blitzing defenses to cause the opposing quarterback to suffer from undue pressure, thus disturbing the timing of their passing attack.

BEAR COV 1 RULES -

SS - ALIGN AS WEAK SIDE BACKER VS 2 BACK FORMATION, AWAY FROM SAM AND WILL.

SS - ADJUST TO ALL 2 BACK MOTION.

SS - ADJUST TO ALL 1 BACK FORMATION.

SS & FS - SWITCH VS 3 RECEIVERS TO ONE SIDE.

FS - HAS STRONG #2.

CORNERS - HAVE 1 THEIR SIDE.

BEAR ZONE RULES - VS PRO SHOW MAN, PLAY 3.
VS TWINS SHOW MAN, PLAY 3.

SS - ALIGN AWAY FROM SAM AND WILL OR AWAY FROM TE.

SS - NO ADJUSTMENT TO MOTION ON 1 BACK SETS. WORK CURL TO FLAT.

FS - SHOW MAN MIDDLE 1/3.

CORNERS - SHOW MAN OUTSIDE 1/3.

BEAR MIKE FIELD - (HASH CALL)

MIKE - ALIGN TO FIELD.

SS - ALIGN TO BOUNDARY.

SS - SAME ADJUSTMENT RULES AND ALIGNMENTS AS BEAR COV 1.

SS & FS - SWITCH VS 3 RECEIVERS TO SAME SIDE. NO ZONE CALL WITH BEAR MIKE FIELD.

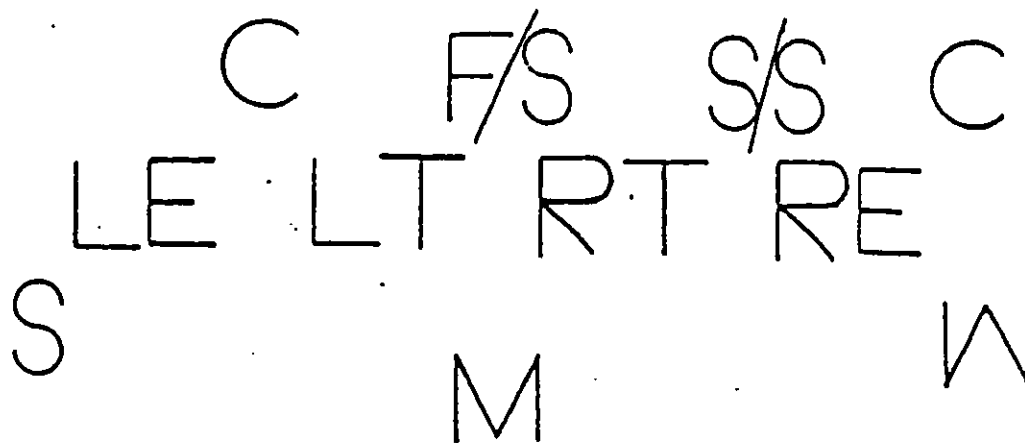
TIGER MAN - SAME RULES AS BEAR COV 1.

SS - MAKE ALL ADJUSTMENTS.

TIGER 2.6 - VS PRO SHOW MAN, PLAY 2.
VS TWINS SHOW MAN, PLAY 6.

IN ZONE SAFETIES ALIGN IN POSITION TO EXECUTE COV 2 OR 6.

DEFENSIVE HUDDLE



LINE UP:

Front Row: (S) - (LE) - (LT) - (RT) - (RE) - (W)

1. Feet, shoulders width apart and parallel.
2. Hands on knees, head up.
3. Left Tackle - sets huddle 3 yards from football.

Back Row: (C) - (FS) - (SS) - (C)

1. Hands on hips, head up for entire back row.

MIKE: Makes front call.

F/S: Makes the coverage call.

C: Check sidelines and substitutes for unusual players.



TACKLING AT UNIVERSITY OF MIAMI

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

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

There are 5 elements that are essential in all types of tackles. These are consistent in every situation that you can be placed in. A mastering of the following will improve your tackling immensely.

1. EYES - Your eyes should concentrate on the numbers of the ball carrier. All reactions come from what you see. Your overall body control comes from what your eyes tell the body to do. Concentration on the hips or belt buckle has a tendency to cause the body to bend over (too much) and over-extend.
2. CONTACT POINT - This is the part of your body that makes initial contact with the ball carrier. Your head should be up with your neck bulled. Your shoulders should end up in the number area of the ball carrier.
3. SHOULDERS PARALLEL - Your shoulders should be parallel when you gather to tackle. This will allow you to react properly in either direction. NOTE: Shoulders should be parallel to aiming point on ball carrier.
4. ARM WRAP - Upon contact, your arms should come up alongside the ball carrier. You lock your arms around the body of the ball carrier. If you cannot lock, then grab as much cloth of the ball carrier as you possibly can. The combination of arms and legs will determine whether a ball carrier falls forward or backwards after contact.

TACKLING AT MIAMI

5. LEGS - Your legs are very important in getting lift into your tackle. This will offset the forward drive of the ball carrier by getting his cleat off the ground. When you make contact, you should "rise" through the ball carrier. Your legs also are essential in driving the ball carrier backwards following initial contact. The ability to move your legs "through" a ball carrier is essential.

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

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

OBJECTIVE - Make the tackle. Create a reckless collision. Take a chance.

- A. Run through the ball carrier after finding target point.
- B. Keep head up.
- C. On initial contact, explode your hips into ball carrier.
- D. Never stop your feet.
- E. Do not hesitate. Example: You could be coming from quite a distance.

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

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

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

TACKLING AT MIAMI

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

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

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

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

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

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

4. GOAL LINE TACKLE - This type of tackle is used mostly by linebackers and safeties in goal line and short yardage situations. It can also be used in normal situations. Goal line tackles should knock a ball carrier backwards. They are usually high tackles that occur above a pile of bodies or in mid-air as a ball

TACKLING COACHING POINT CHECKLIST

GENERAL TACKLING

1. Eyes
2. Contact point
3. Shoulders parallel
4. Arm wrap
5. Legs

SELLOUT TACKLE

1. Run thru target
2. Head up
3. Explode hips
4. Feet moving
5. Don't hesitate

ANGLE TACKLE

1. Speed under control
2. Inside out position
3. Near shoulder aim
4. "Jar" ball carrier
5. Arm wrap

SURE TACKLE

1. Body control
2. Feet moving
3. Weight on balls of feet
4. Give enough distance to react
5. Eyes on numbers
6. Wrap high
7. Don't leave feet

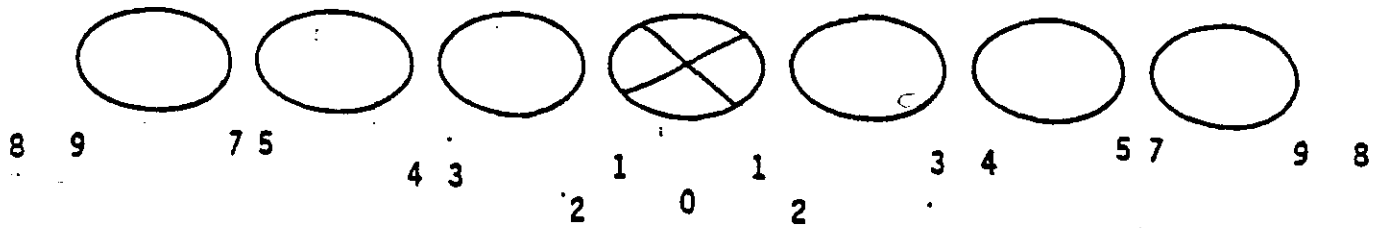
GOAL LINE TACKLE

1. Square
2. Explode up and thru
3. Move laterally
4. Head high
5. Feet moving

SOLID TACKLE

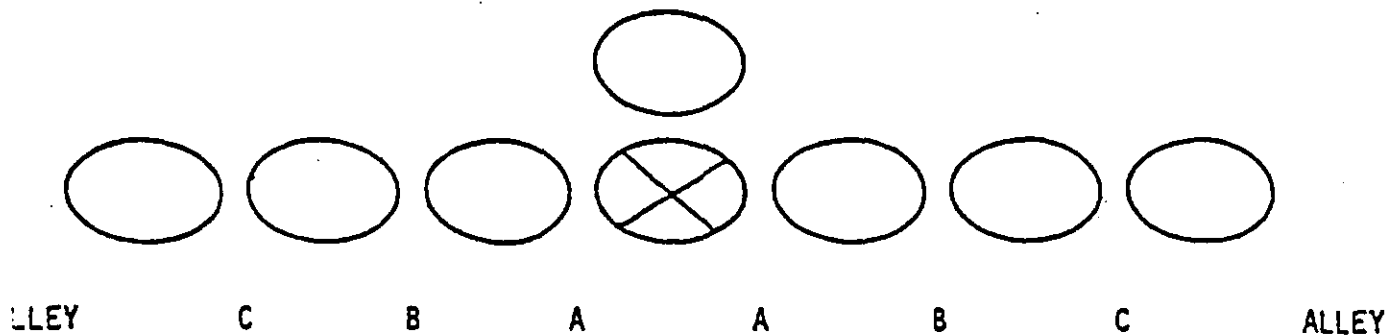
1. Eyes
2. Aiming point
3. Shoulders square
4. Hip/arm follow thru
5. Feet moving

DEFENSIVE TECHNIQUE NUMBERING



GAPS

- 1) "A" GAP - Area between Center and Guard
- 2) "B" GAP - Area between Guard and Tackle
- 3) "C" GAP - Area between Tackle and Tight End
- 4) "ALLEY GAP" - Area outside of Tight End



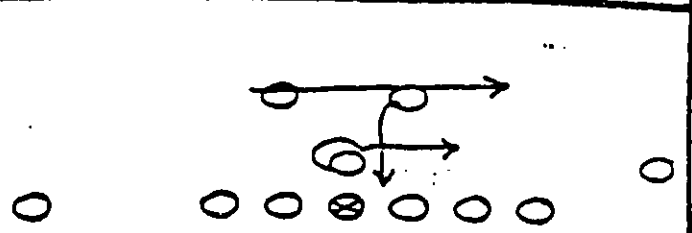
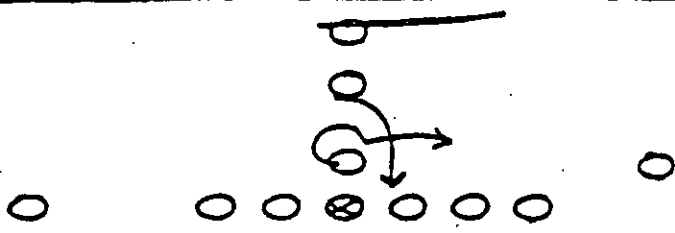
TERMINOLOGY continued

- BOUNDARY FIRE - Call for corner into boundary to run the stunt.
- DOG - 5 underneath man 2 deep zone; bump and run in a trail position.
- X - The split end.
- Y - The tight end.
- Z - The flanker.
- H - Identification used for running back on pass routes.
- U - Identification used for tight end away from formation.
- F - Identification used for the fullback on pass routes.
- PETER - Call made to alert everyone of a short punt or any punt we do not wish to handle - do not play with it!
- PLAY' IT - Call made to lock in on coverage called; no checks by secondary.
- G - Word telling 1 technique to move to a 2 technique.
- BLITZ - Team stunt with man coverage.
- THUNDER - Stunt including weakside end and both tackles (from Eagle defense).
- BC - Corner to short side of field on hash.
Ball in middle, he aligns to one receiver side.
- FC - Corner to short side of field on hash.
Ball in middle, he aligns to two receiver side.
- HASH CALL - Call made by strong safety if ball is within 3 yards of hash mark.
- CHINA - Call made by corner signifying delay be receiver.
- FUNNEL - Outside press technique used by corners off Double Switch. Putting corner man to man on #1 or fire depending on release. Primarily used inside 20.
- BEAR - Double eagle blitz alignment. Coverage determined by call.
- PRESS - Tough man to man technique either inside or outside technique depending.
- COVER ZONE - 3 deep zone coverage off the tite bear alignments.

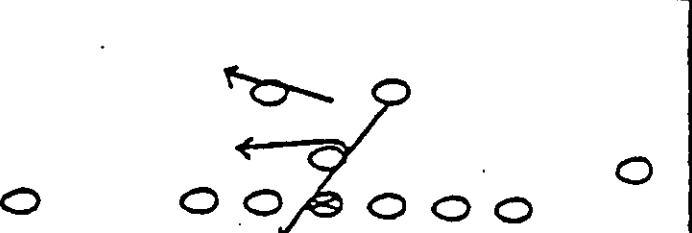
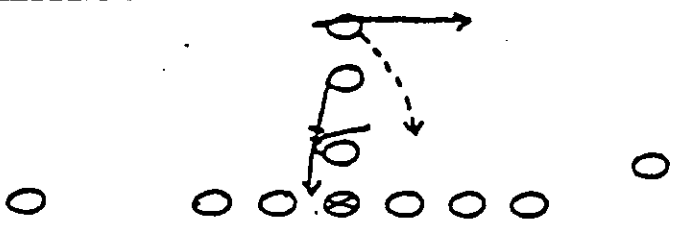
MIAMI DEFENSE

OFFENSIVE RECOGNITION

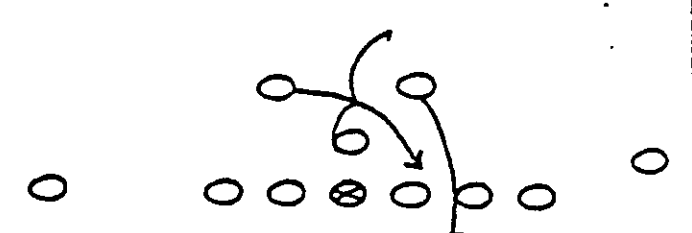
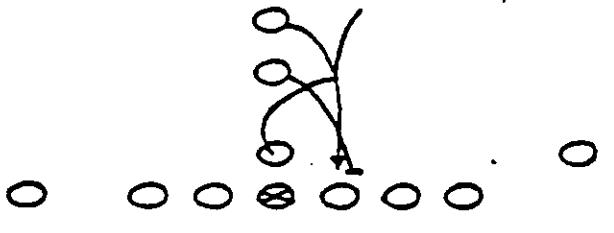
RUN SERIES



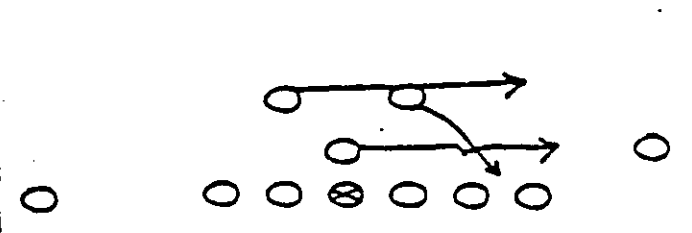
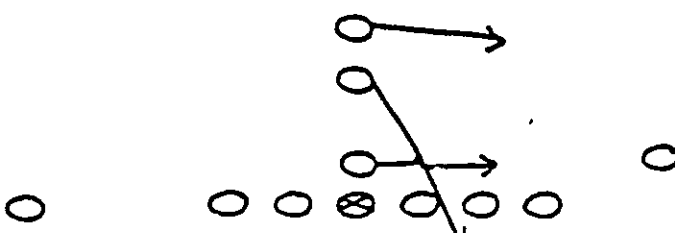
TEEN SERIES -- COUNTER DIVE OR COUNTER OPTION



20 SERIES -- SPLIT BUCK OR TRAP OPTION SERIES



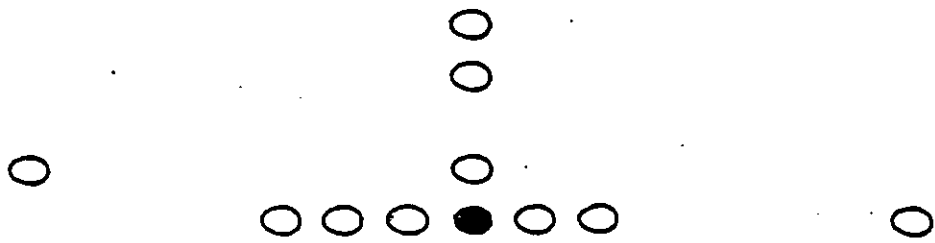
30 SERIES -- LEAD SERIES



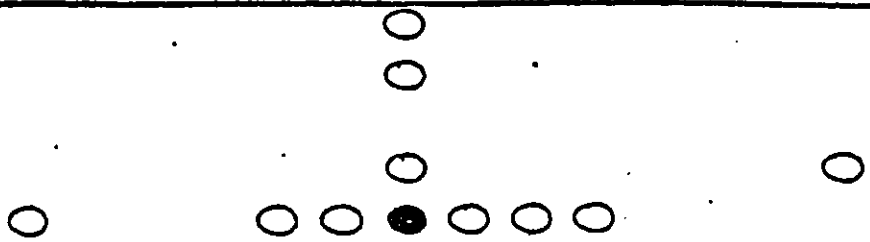
40 SERIES -- DIVE SERIES

FORMATIONS

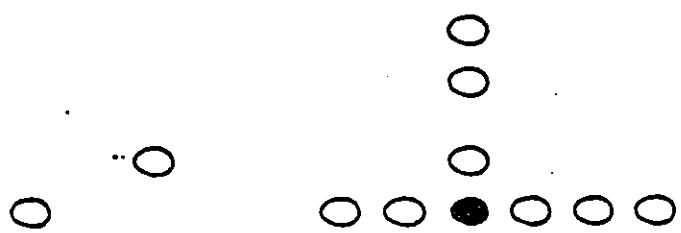
PRO RIGHT



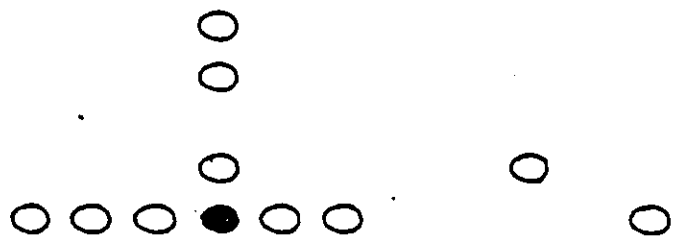
PRO LEFT



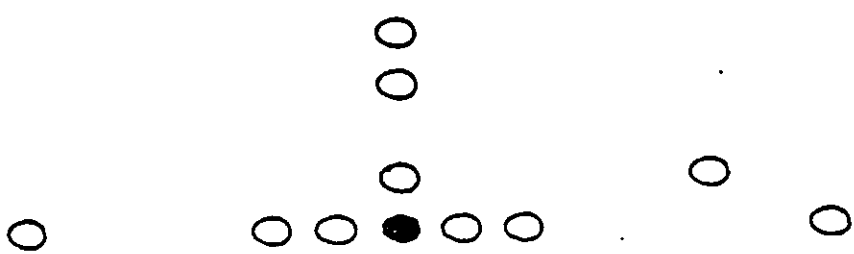
TWINS LEFT



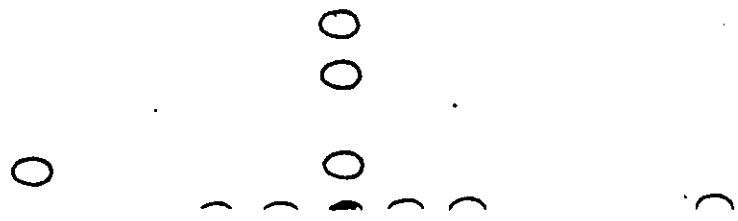
TWINS RIGHT



3 WIDES LEFT

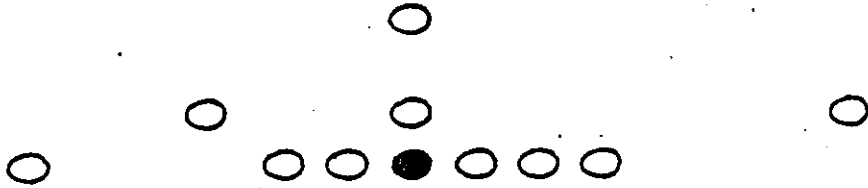


3 WIDES RIGHT

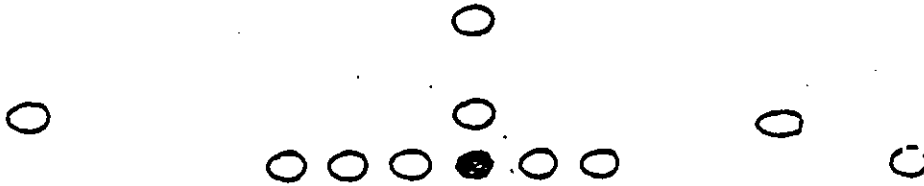


FORMATIONS continued

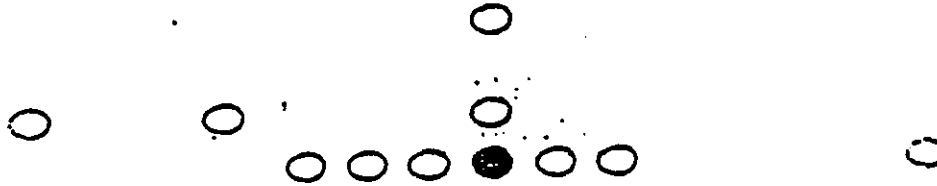
DOUBLES LEFT



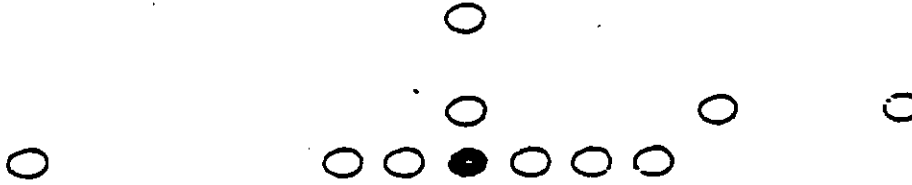
DOUBLES RIGHT



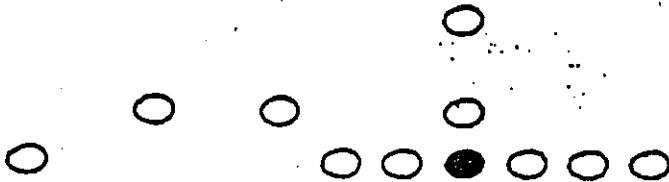
PRO TREY RIGHT



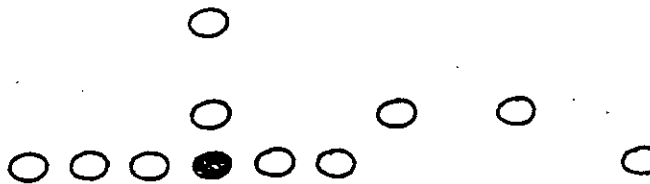
PRO TREY LEFT



TRIPS LEFT

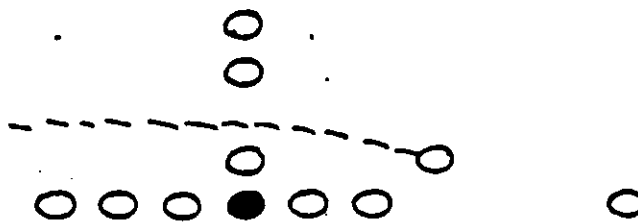


TRIPS RIGHT

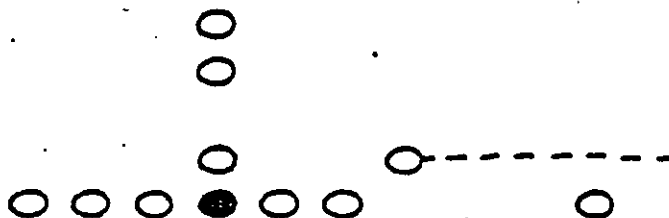


MOTIONS

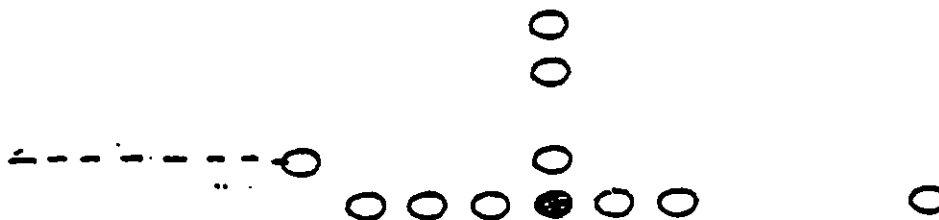
ROCKET



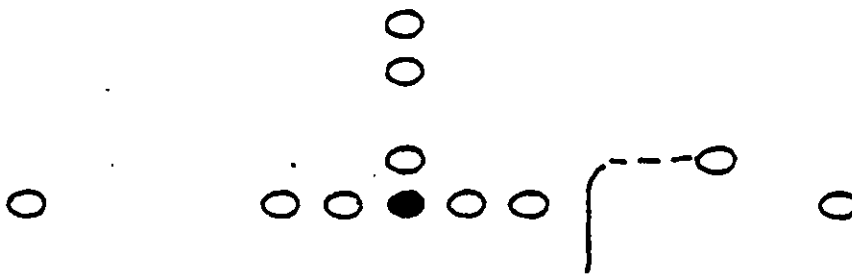
ZOOM



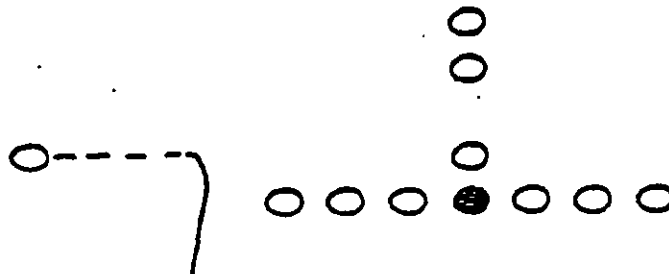
ZOGH



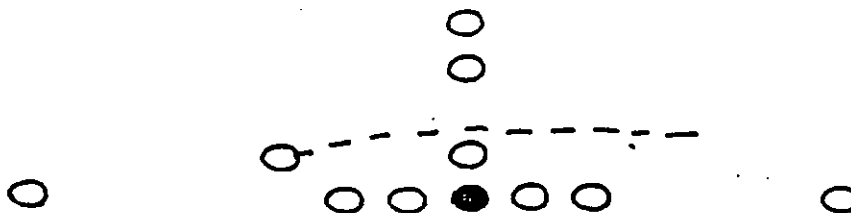
ZIP



ZIP

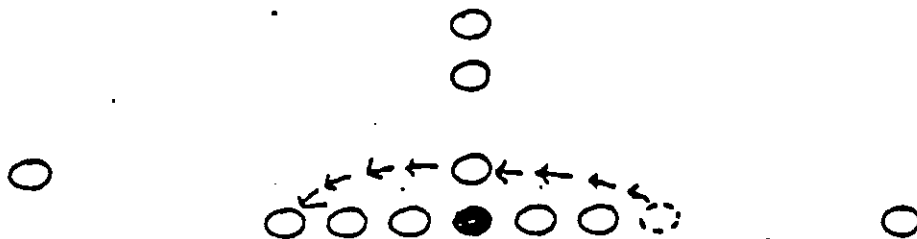


TIM MOTION

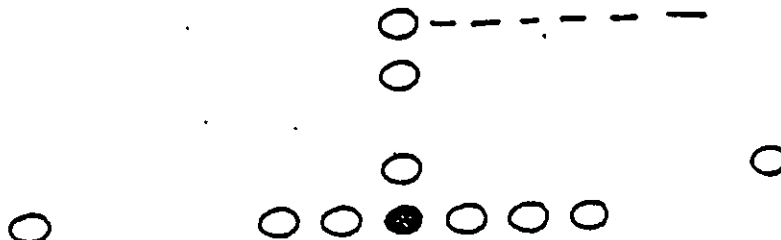


MOTIONS

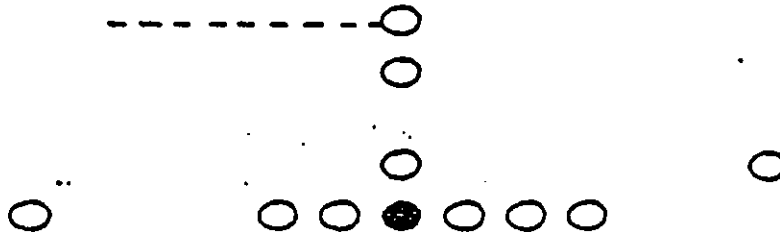
T.E. WALK



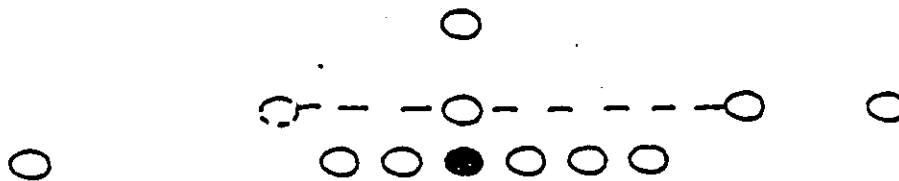
MOTION



FLY

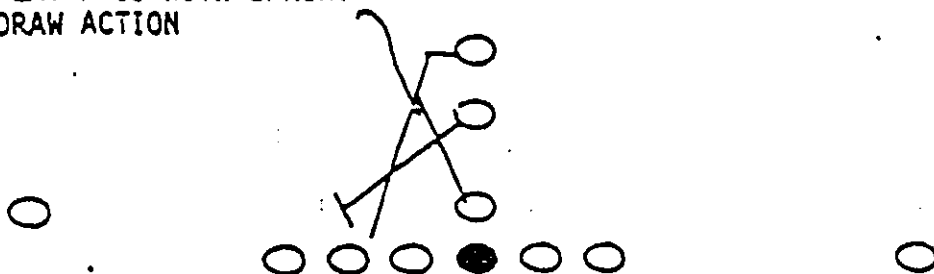


MOTION

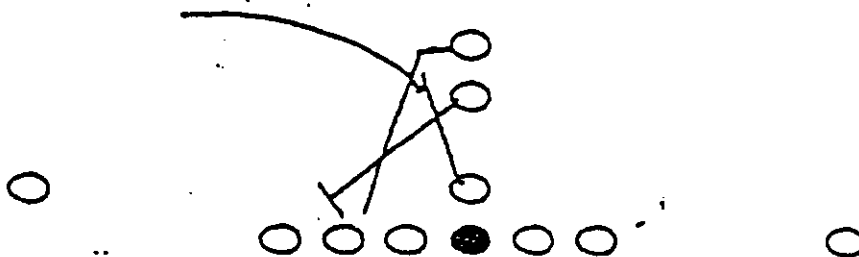


PASSING SERIES continued

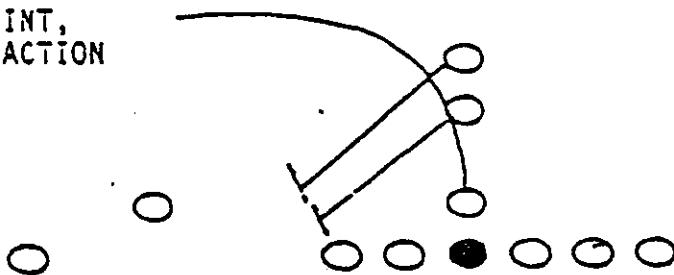
106 (RIGHT) - PLAY PASS WITH SPRINT
107 (LEFT) - DRAW ACTION



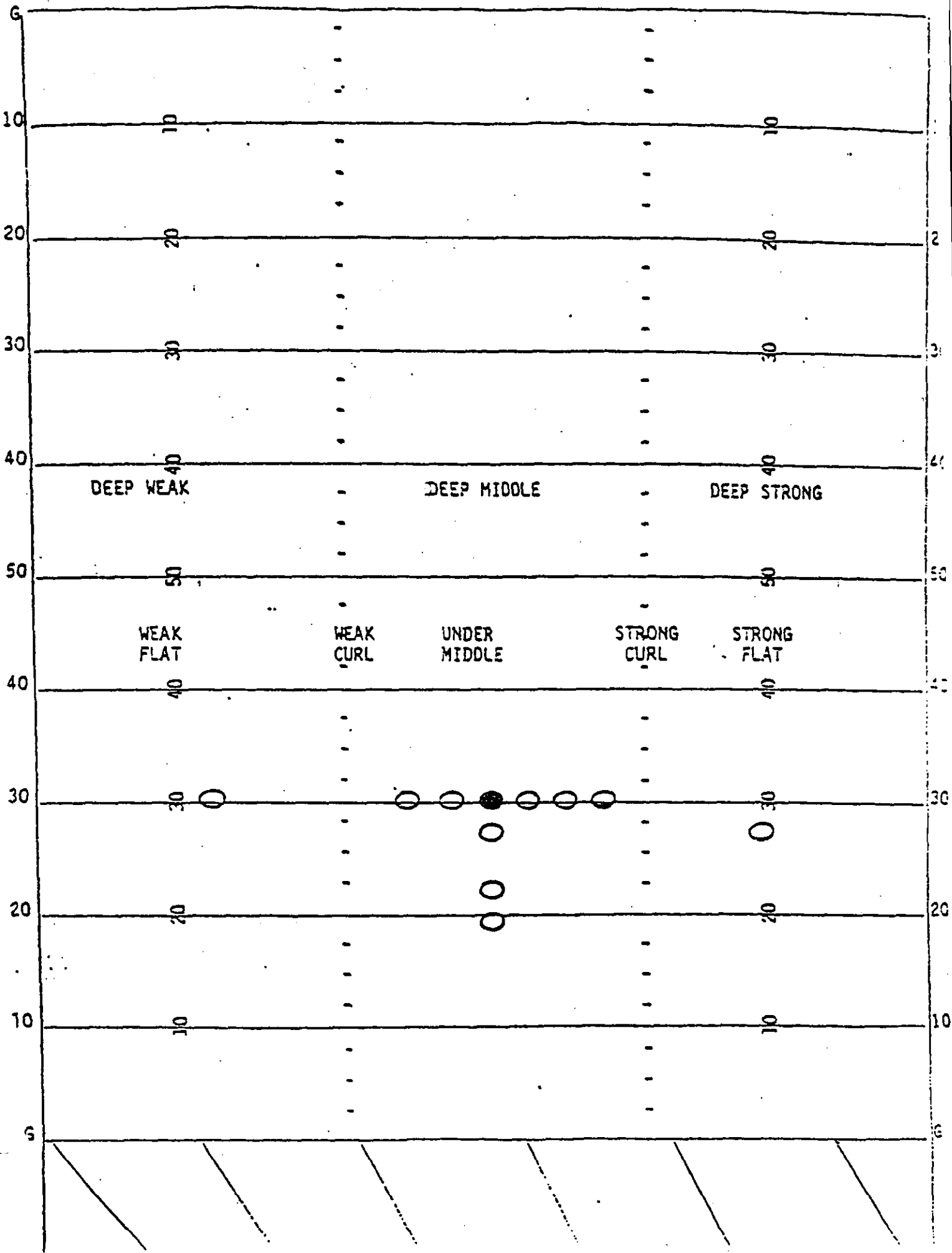
206 (RIGHT) - PLAY PASS WITH
207 (LEFT) - SPRINT ACTION



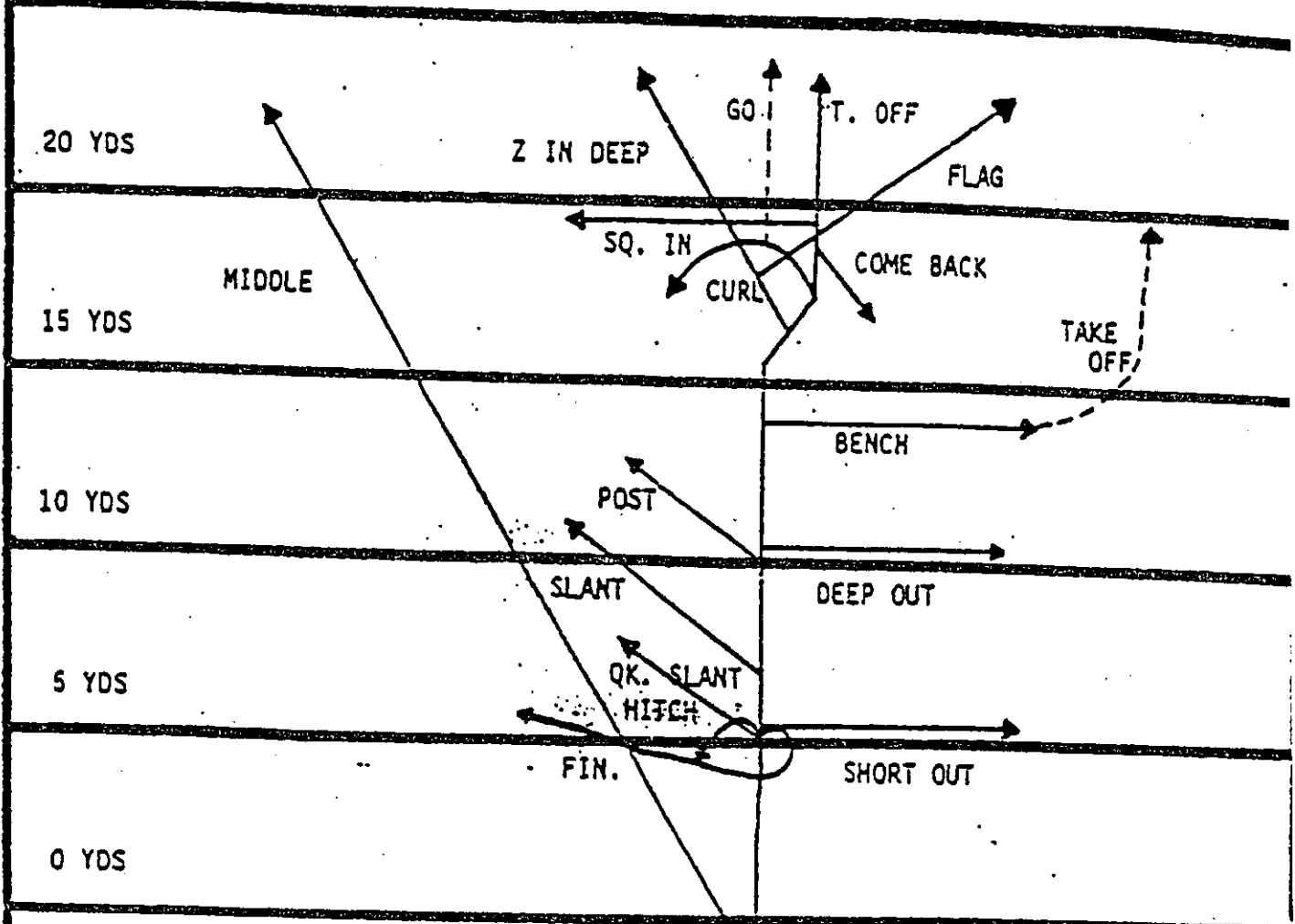
208 - FULL SPRINT,
209 - NO PLAY ACTION



PASS ZONES

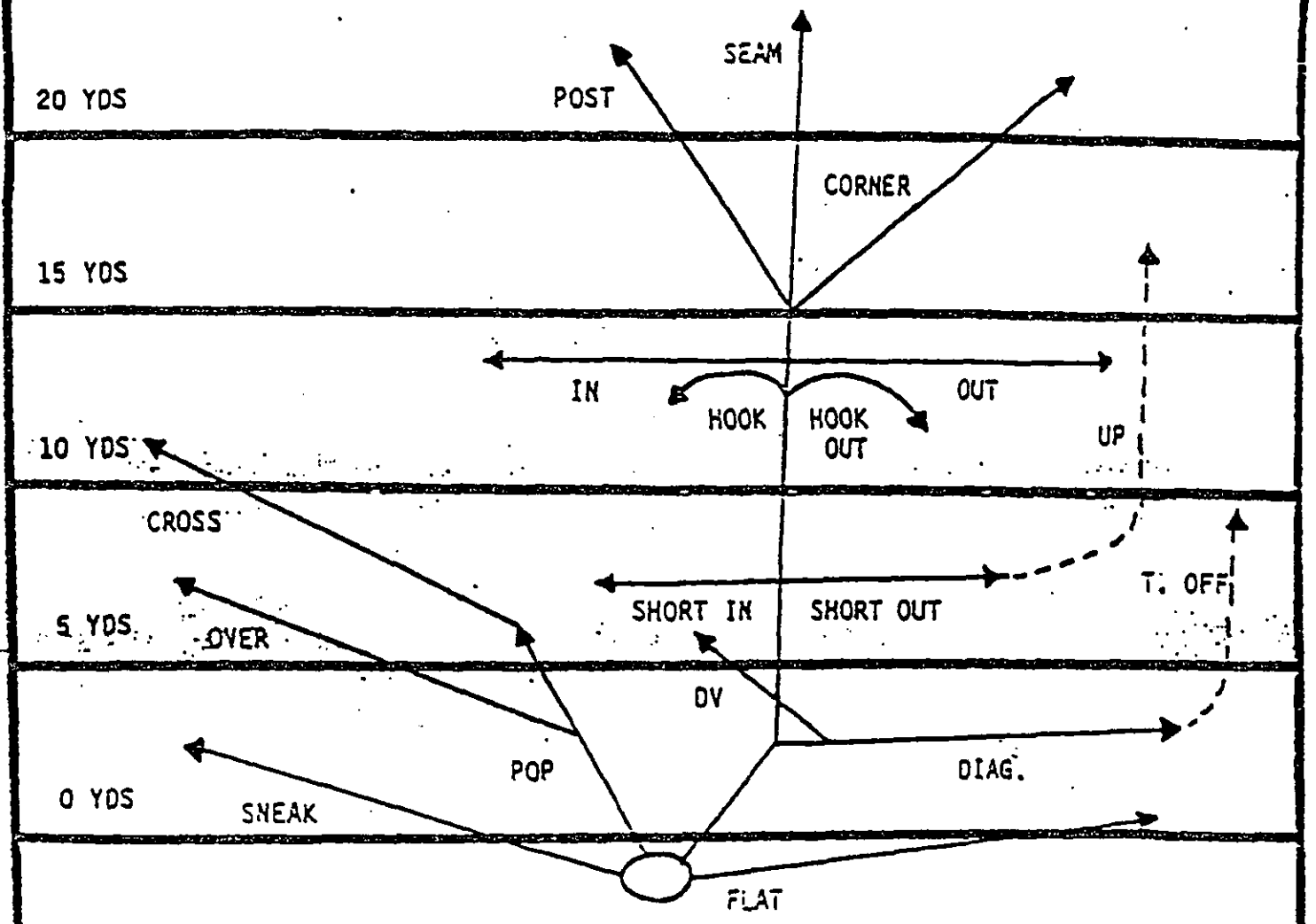


INDIVIDUAL PASS ROUTES FOR (X Z)



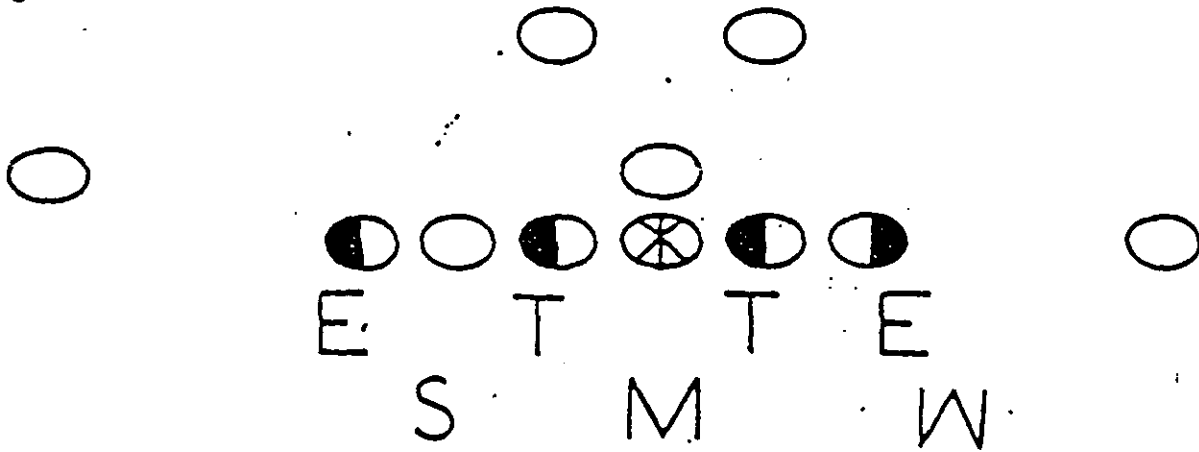
X + Z

INDIVIDUAL PASS ROUTES FOR (Y)



PASS ROUTE SYMBOLS

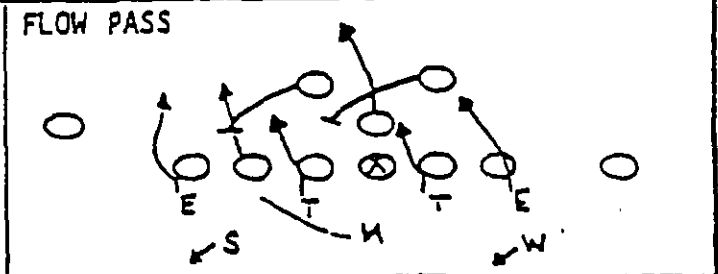
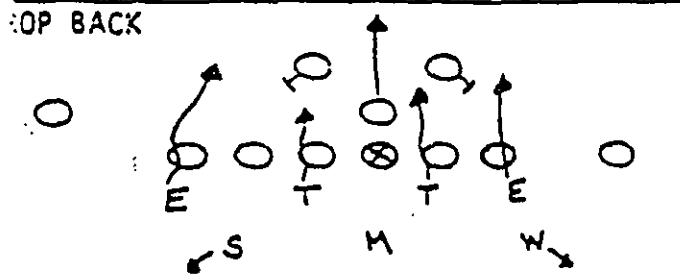
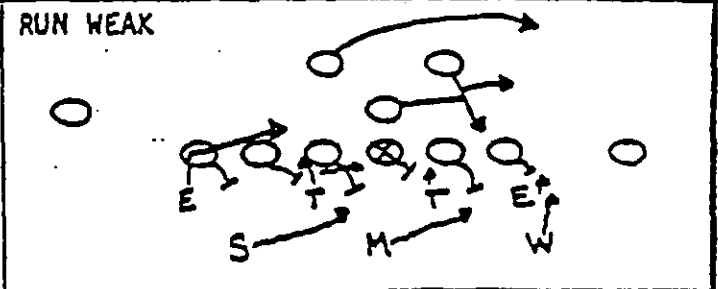
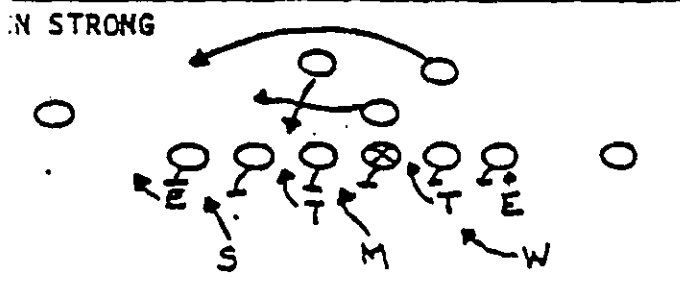
- | | | | |
|----------|------------------------|---------|-------------|
| 1. H | = HITCH | 15. HK | = HOOK |
| 2. S | = SLANT | 16. HKO | = HOOK OUT |
| 3. QS | = QUICK SLANT - 3 STEP | 17. SO | = SHORT OUT |
| 4. O | = OUT | 18. CRN | = CORNER |
| 5. DOT | = DEEP OUT - 7 STEP | 19. SM | = SEAM |
| 6. P | = POST | 20. I | = IN |
| 7. T.O | = TAKE OFF | 21. M | = FLAIR |
| 8. C | = CURL | 22. A | = ARROW |
| 9. CB | = COME BACK | 23. CIC | = CIRCLE |
| 10. DIG | = DIG | 24. WHL | = WHEEL |
| 11. G | = GO | 25. DL | = DELAY |
| 12. FLT | = FLAT | 25. U | = UP |
| 13. P | = POP | 27. MID | = MIDDLE |
| 14. CRS. | = CROSS | 28. FD | = FADE |



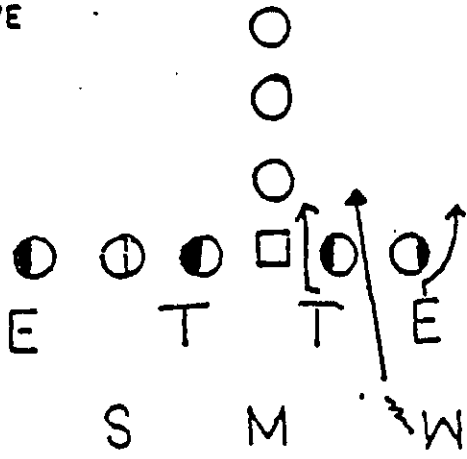
SITUATION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
END	5	5	TACKLE	E GAP	PURSUE	CONTAIN
END	9	9	TIGHT END	C GAP TO ALLEY	PURSUE	CONTAIN
TACKLE	2	2	GUARD	A GAP	PURSUE	INSIDE RUSH
TACKLE	3	3	GUARD	B GAP	PURSUE	INSIDE RUSH
M	50	50	BACK KEYS	C GAP TO ALLEY	CHECK A GAP PURSUE	WALL TO CURL COV. CALLED
HIKE	0	0	CENTER	A GAP STR.	B GAP WEAK	COV. CALLED
WILL	6	6	BALL TO NEAR BACK	ALLEY	B GAP, CUT BACK, BALL	COV. CALLED

ADJUSTMENTS: TWO TITE: END MOVES TO 7 TECHNIQUE, WILL GOES TO 50 TECHNIQUE.
 ONE BACK: NO ADJUSTMENT.
 TRIPS: SECONDARY ADJUSTMENT,

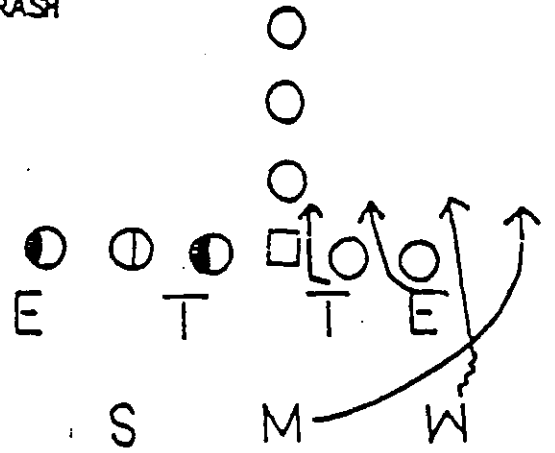
VERAGE CALLS: 2 AND PLAY IT; 43, 23, 3 AND PLAY IT.
 MOTION: HANDLED BY SECONDARY.



DIVE

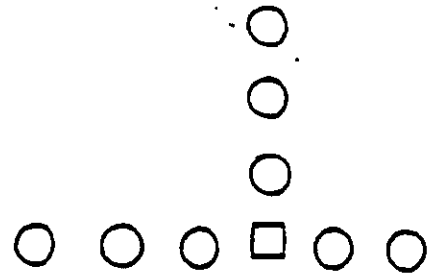
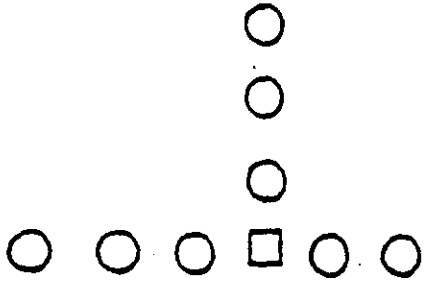


GAP CRASH



COACHING POINTS:

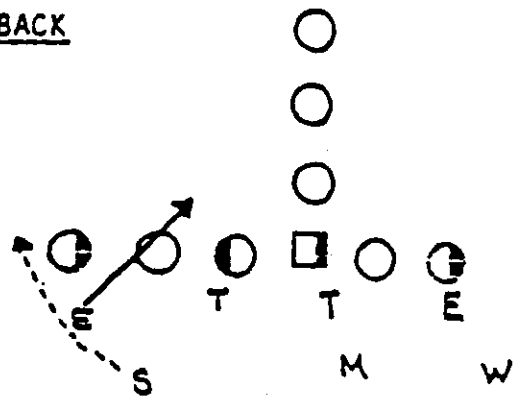
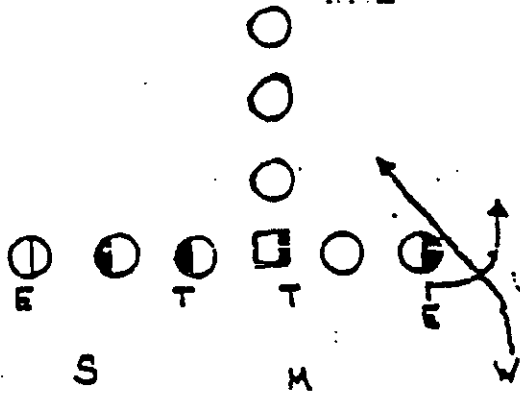
COACHING POINTS:



COACHING POINTS:

COACHING POINTS:

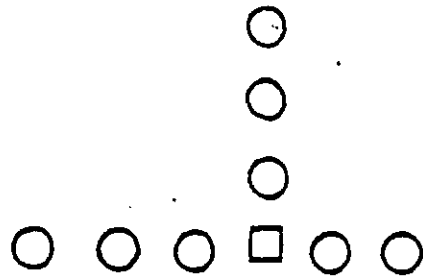
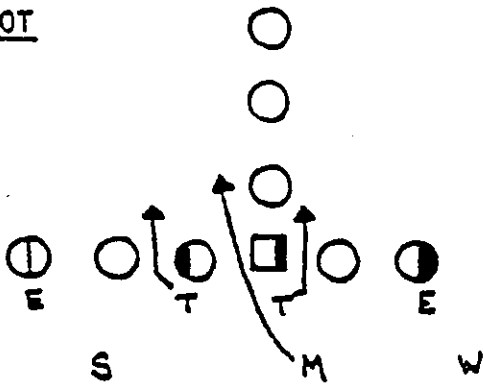
FULLBACK



CHING POINTS:

COACHING POINTS:

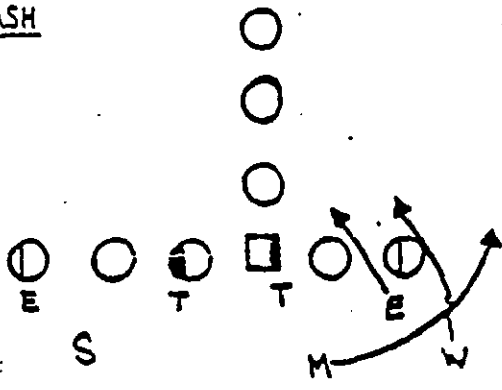
HOOT



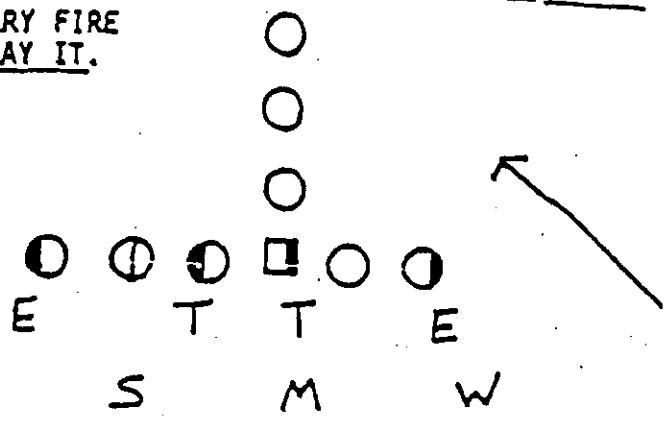
CHING POINTS:

COACHING POINTS:

CRASH

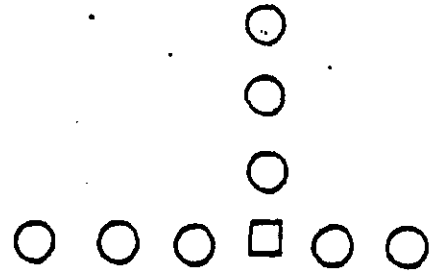
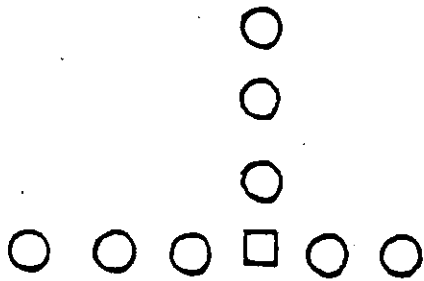


BOUNDARY FIRE
2 & PLAY IT.



COACHING POINTS:

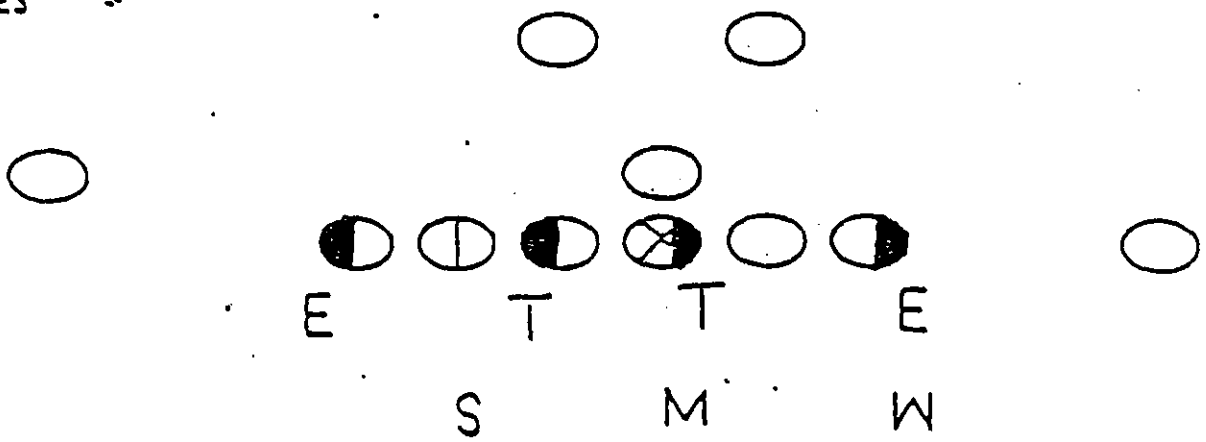
COACHING POINTS:



COACHING POINTS:

COACHING POINTS:

CANES

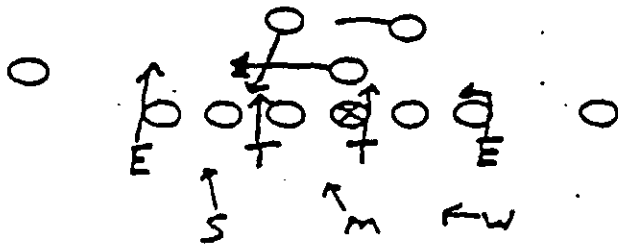


POSITION	ALIGH.	TECH.	KEY TACKLE	RUN TO C GAP	RUN AWAY TRAIL	PASS CUNTAIN
RT. END	5	5				
LT. END	9	9	TIGHT END	C GAP TO ALLEY	TRAIL	CONTAIN
RT. TACKLE	1	1	CENTER	A GAP	PURSUE	INSIDE RUSH
LT. TACKLE	3	3	GUARD	B GAP	PURSUE	INSIDE RUSH
SAM	40	40	BACK KEY TACKLE	C GAP TO ALLEY	CHECK A GAP PURSUE	COV. CALLED
MIKE	STACK 20	3	BACK KEY	B GAP	CHECK A GAP PURSUE	COV. CALLED
WILL	60	6	BALL TO NEAR BACK	ALLEY	BALL, B GAP CUT BACK	COV. CALLED

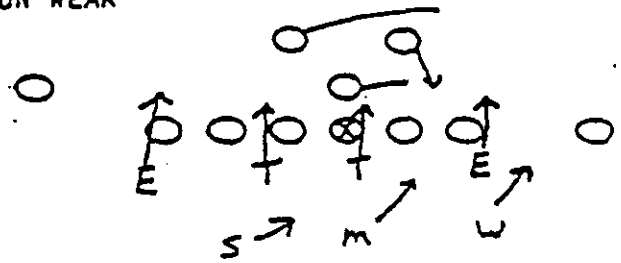
ADJUSTMENTS: TWO TITE: RIGHT END MOVES TO A 7 TECHNIQUE; WILL MOVES TO A 50.
 ONE BACK: LINEBACKER ADJUSTMENT.
 TRIPS: SECONDARY ADJUSTMENT, CHECK GAME PLAN.

COVERAGE CALLS: 2 AND PLAY IT, 43, 23, 26, 3 AND PLAY IT.
 MOTION: HANDLED BY SECONDARY.

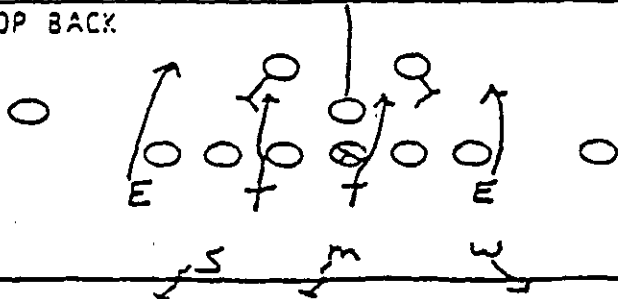
RUN STRONG



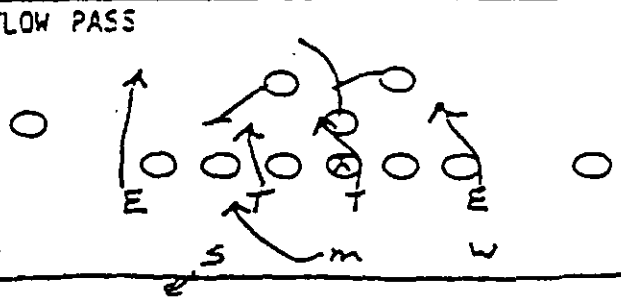
RUN WEAK



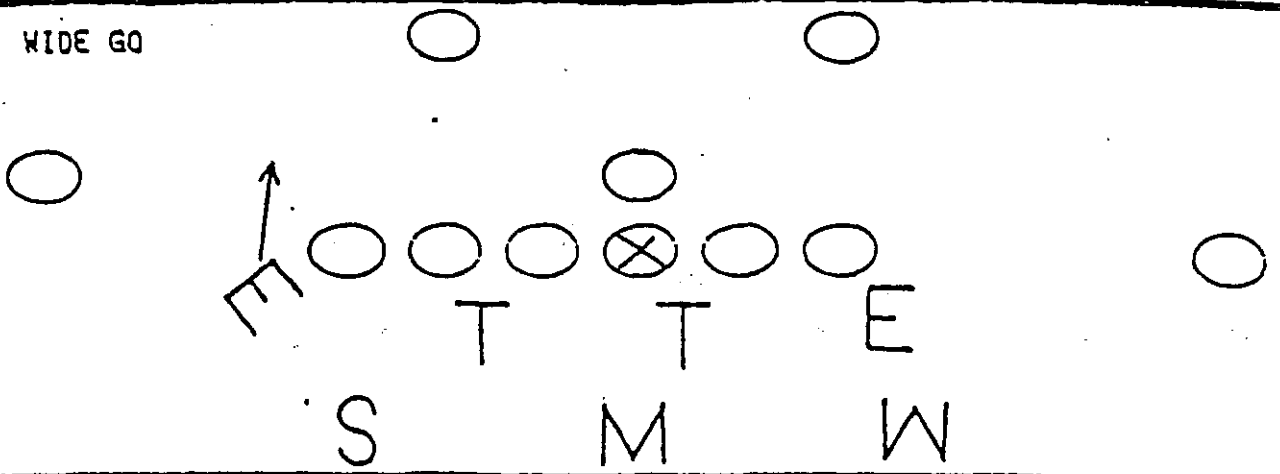
DROP BACK



FLOW PASS



WIDE GO

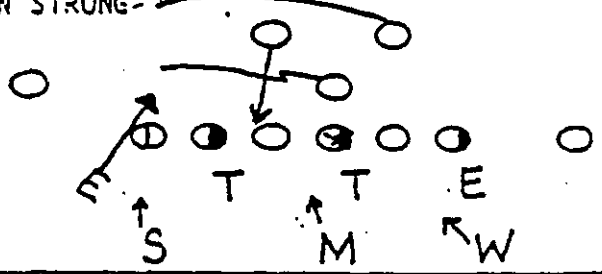


POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	5	BALL	C GAP	PURSUE	CONTAIN RUSH
LT. END	8	8	BALL	C GAP TO ALLEY	PURSUE	CONTAIN RUSH
RT. TACKLE	1	1	BALL	A GAP	A GAP	INSIDE RUSH
LT. TACKLE	4	4	BALL	B GAP	B GAP	INSIDE RUSH
SAM	60	60	NEAR BACK	C GAP	FOLD A GAP STG.	COV. CALLED
MIKE	10 STRONG	10 STG.	NEAR BACK	A GAP	B GAP TO BALL	COV. CALLED
WILL	50	50	NEAR BACK	ALLEY	B GAP TO BALL	COV. CALLED

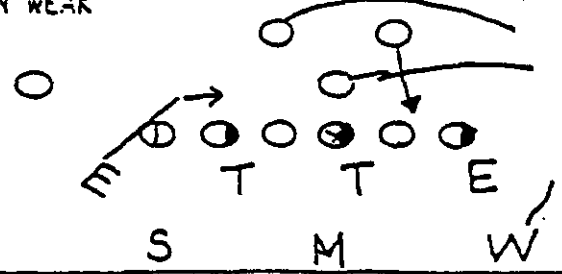
ADJUSTMENTS: TWO TITE: RIGHT END MOVES TO A 7 TECHNIQUE; WILL MOVES TO A 50.
 ONE BACK BALANCED: SAME AS TWO TITE.
 TRIPS: SECONDARY ADJUSTMENT, CHECK GAME PLAN.

COVERAGE CALLS: 2 AND PLAY IT: 43, 23, 26, 3 AND PLAY IT.
 MOTION: HANDLED BY SECONDARY.

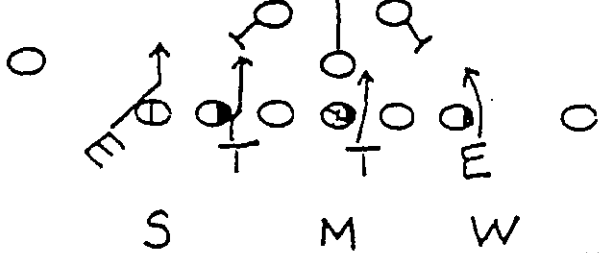
RUN STRONG-



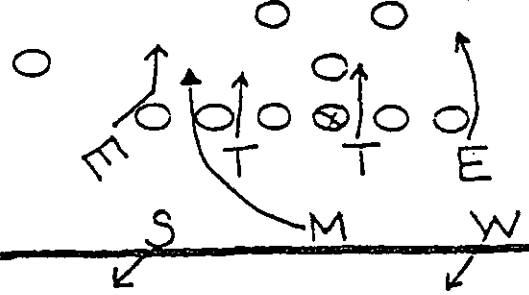
RUN WEAK



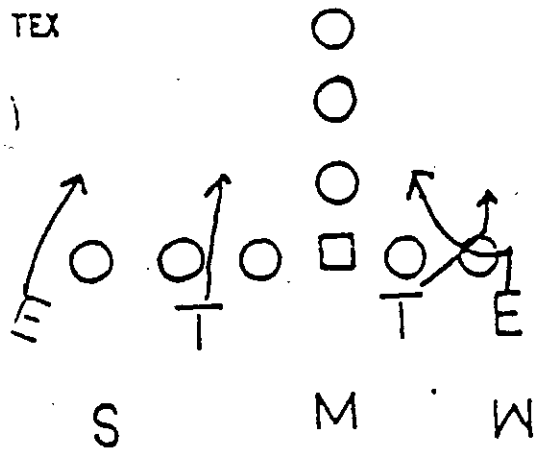
DROP BACK



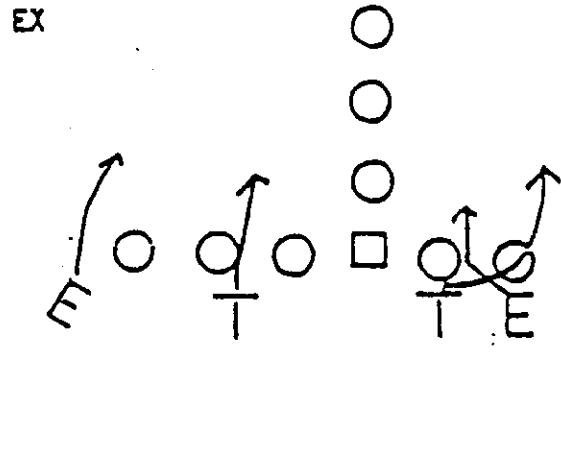
FLOW PASS



TEX



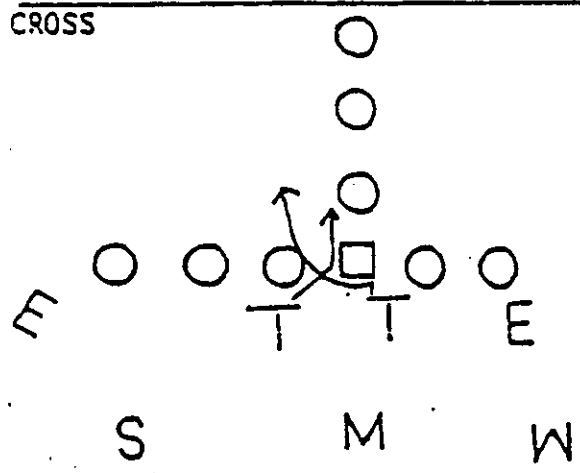
EX



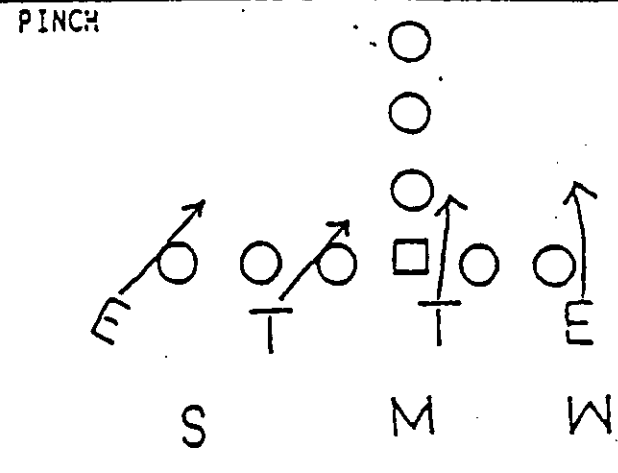
COACHING POINTS:

COACHING POINTS:

CROSS



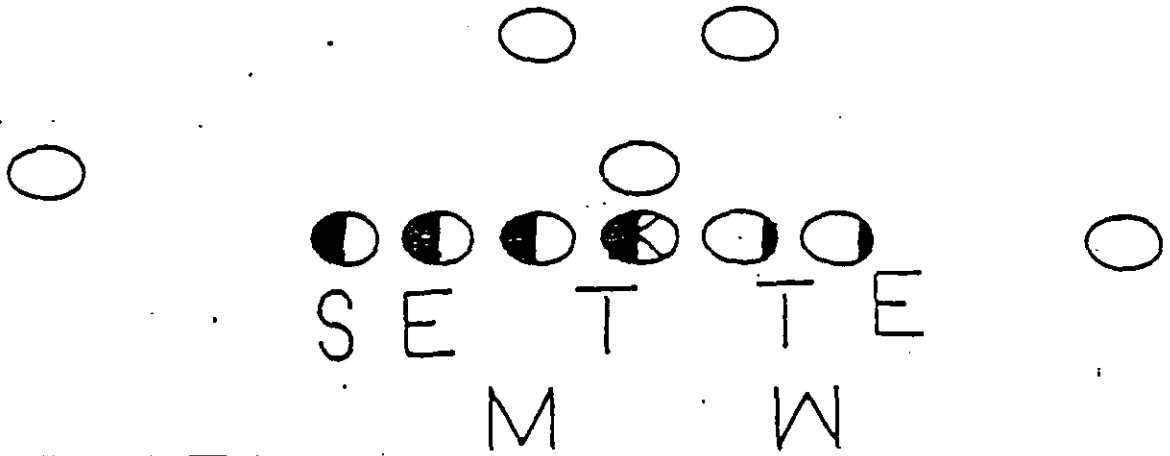
PINCH



COACHING POINTS:

COACHING POINTS:

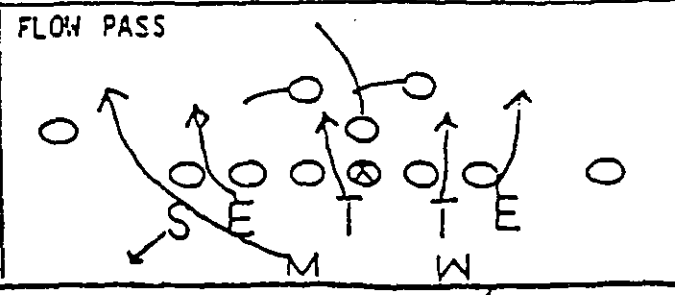
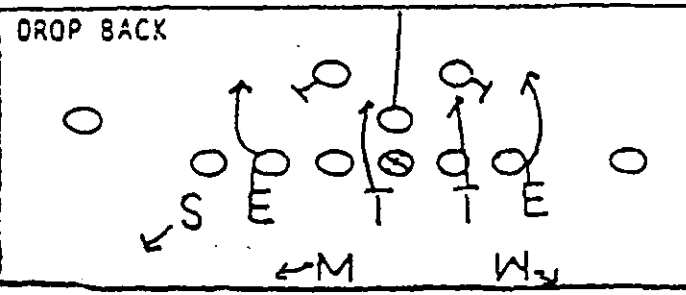
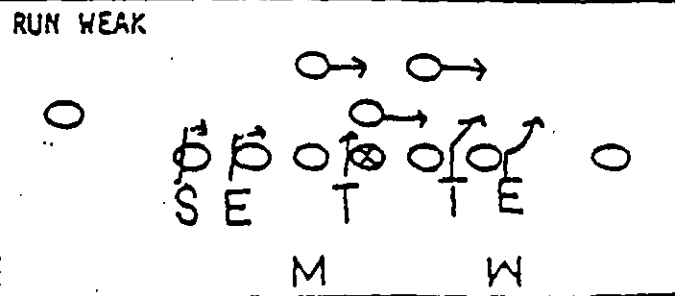
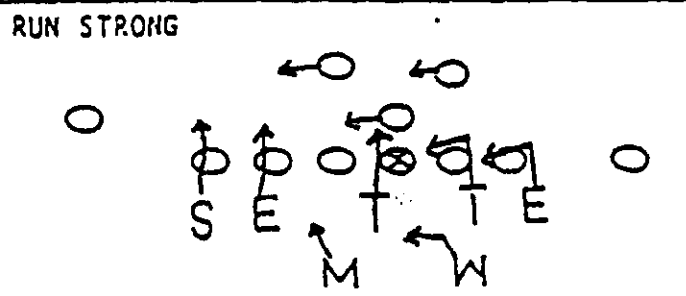
EAGLE



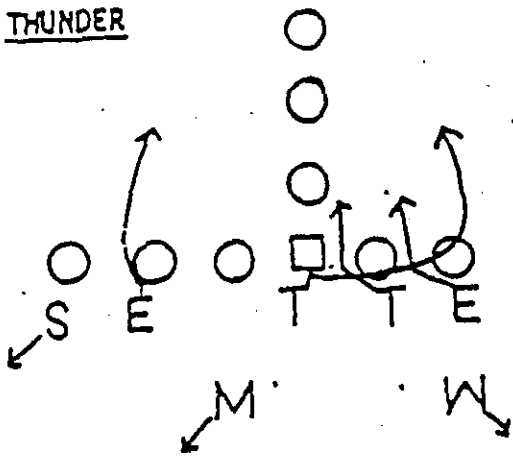
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	5	5	TACKLE	C GAP	PURSUE	CONTAIN
LT. END	5	5	TACKLE	C GAP	PURSUE	CONTAIN
RT. TACKLE	3	3	GUARD	B GAP	PURSUE	INSIDE RUSH
LT. TACKLE	1	1	CENTER	A GAP	PURSUE	INSIDE RUSH
SAM	9	9	TE/NEAR BACK/BALL	ALLEY	PURSUE	COV. CALLED
MIKE	30	3	BACK	B GAP	CHECK A PURSUE	COV. CALLED
WILL	30	30	BACK	ALLEY	PURSUE.	COV. CALLED

ADJUSTMENTS: TWO TITE: RIGHT END MOVES TO A "7" - WILL MOVES TO A "50".
 ONE BACK: TACKLES GAME PLAN ADJUSTMENT.
 TRIPS: SECONDARY ADJUSTMENT.

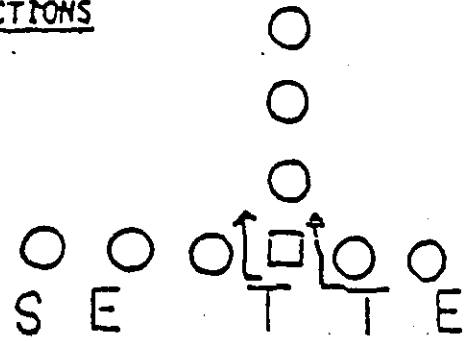
COVERAGE CALLS: 23, 46, 26, 23.
 MOTION: HANDLED BY SECONDARY.



THUNDER



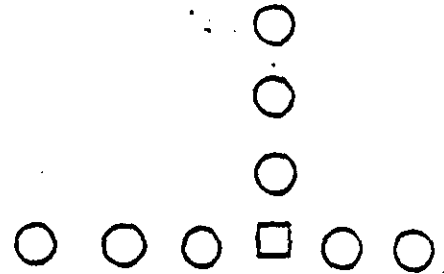
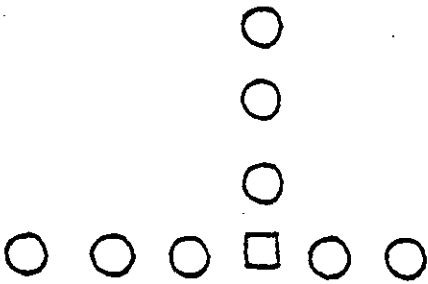
DIRECTIONS



COACHING POINTS:

COACHING POINTS:

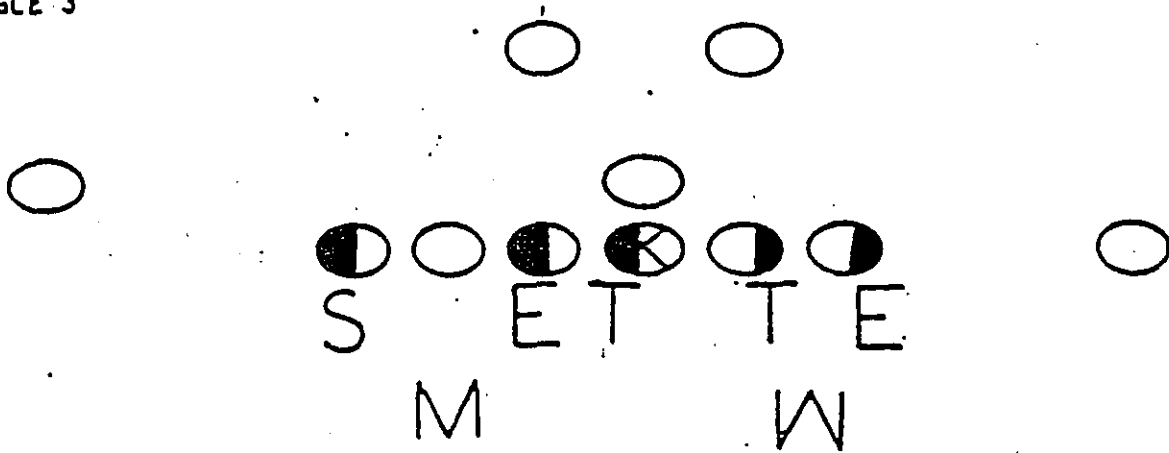
DIRECTION IS OFF INTO THE BOUNDARY.



COACHING POINTS:

COACHING POINTS:

EAGLE 3

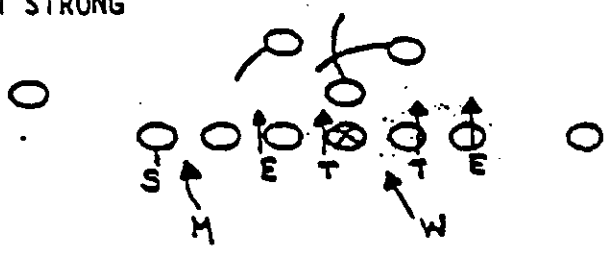


POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO GAP-ALLEY	RUN AWAY TRAIL	PASS CONTAIN
RT. END	5 TECH	5		C GAP-ALLEY	TRAIL	CONTAIN
LT. END	3 TECH	3	GUARD	B GAP	TRAIL	CONTAIN
RT. TACKLE	3	3	GUARD	B GAP	SQUEEZE	INSIDE
LT. TACKLE	1	1	CENTER	A GAP	SQUEEZE	INSIDE
SAM	9	9	TIGHT END	ALLEY	SQUEEZE CUT BACK	RUSH OR COV. CALLED
MIKE	50	5	BACK	C GAP	A GAP WK	COV. CALLED
WILL	30	3	BACK	A GAP-ALLEY	A GAP	COV. CALLED

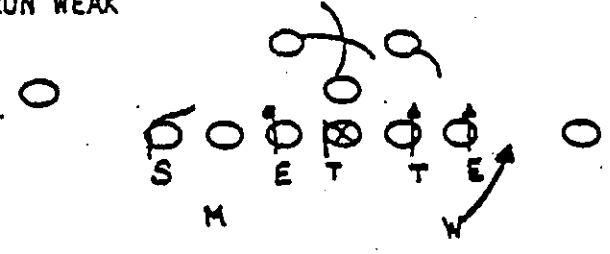
ADJUSTMENTS: 2 TE's: NORMAL 7 TECHNIQUE ADJUSTMENT BY END AND WILL.

COVERAGE CALLS: 23, 43, 0 - WILL, FREE SAFETY, CORNER.

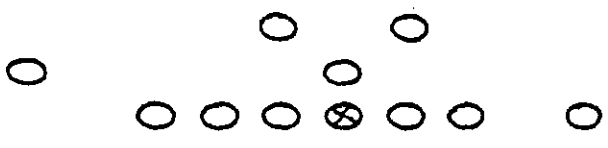
RUN STRONG



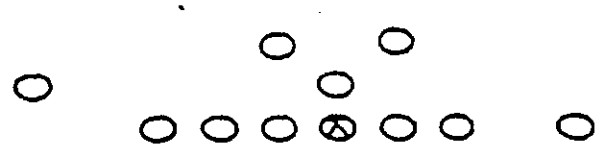
RUN WEAK



DROP BACK

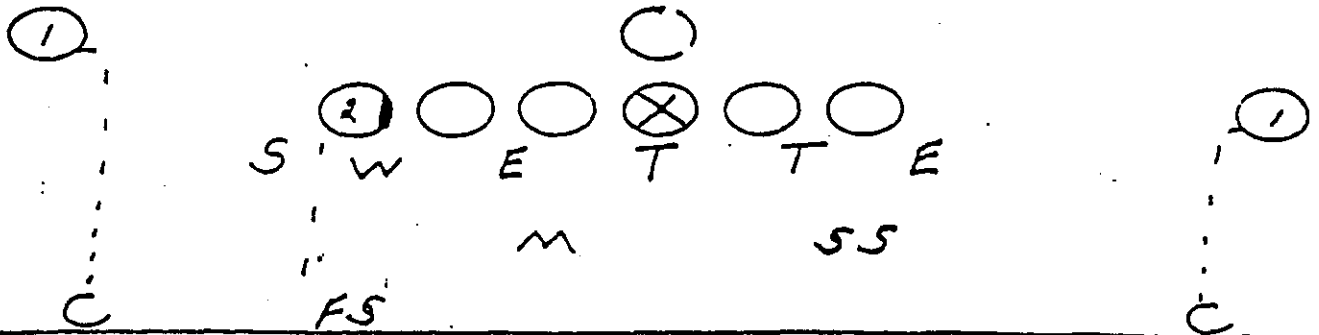


FLOW PASS



BEAR - COV 1 (MAN); ZONE 3

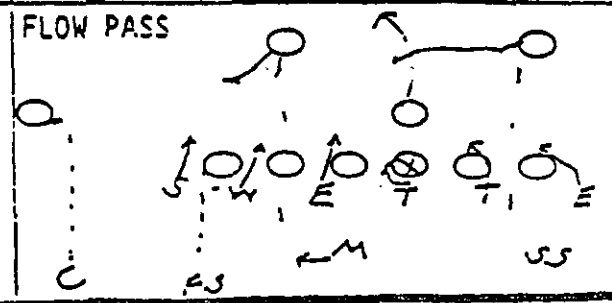
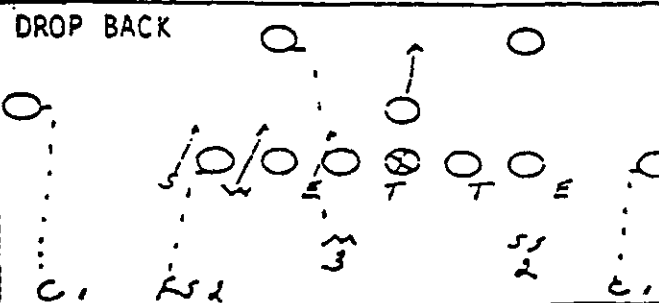
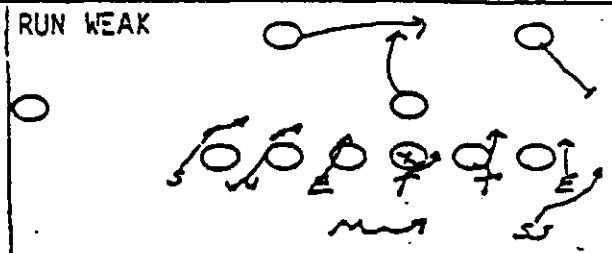
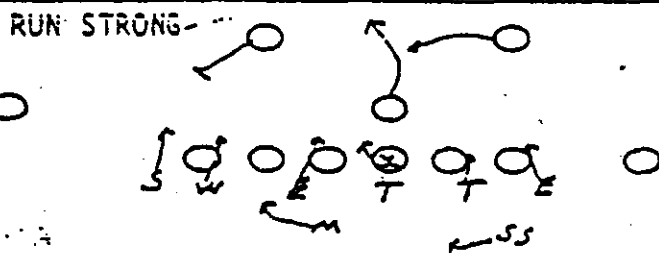
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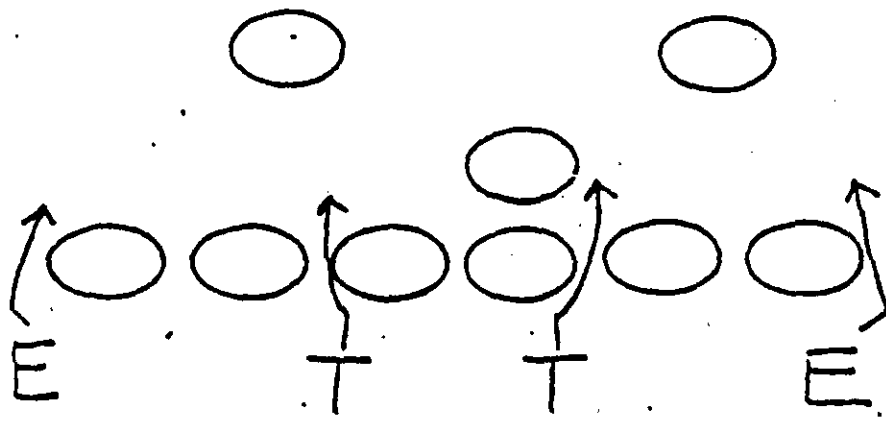
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN
LT. END	LOOSE 3	RIP	BALL-GUARD	B GAP	PURSUE	INSIDE
RT. TACKLE	LOOSE 3	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
LT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
SAM	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
MIKE	30	FILL	#3	FILL	SCRAPE	COV. CALLE
WILL	7 TECH.	HAMMER	BALL/TE	C GAP SPILL	TRAIL	INSIDE-SCRA

ADJUSTMENTS: SS - HANDLES ALL BACK MOTION AND ADJUSTMENTS.
 DB's - HANDLE ALL REC. MOTION.
 SS - ALIGN 40 5 YDS. DEEP. FS - OUTSIDE SHADE OF TE 7 DEEP.
 CORNERS - INSIDE SHADE 8 DEEP.

COVERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.
 VS. TRIPS SS ALIGN ON 2, FS ALIGN ON 3 - CAN PLAY MAN ON ZONE FS



COVER 2 DOG



C
m/m
#1

S
m/m
#2

M
m/m
#3 STRONG

W
m/m
#2

C
m/m
#1

S/S
↓ 1/2

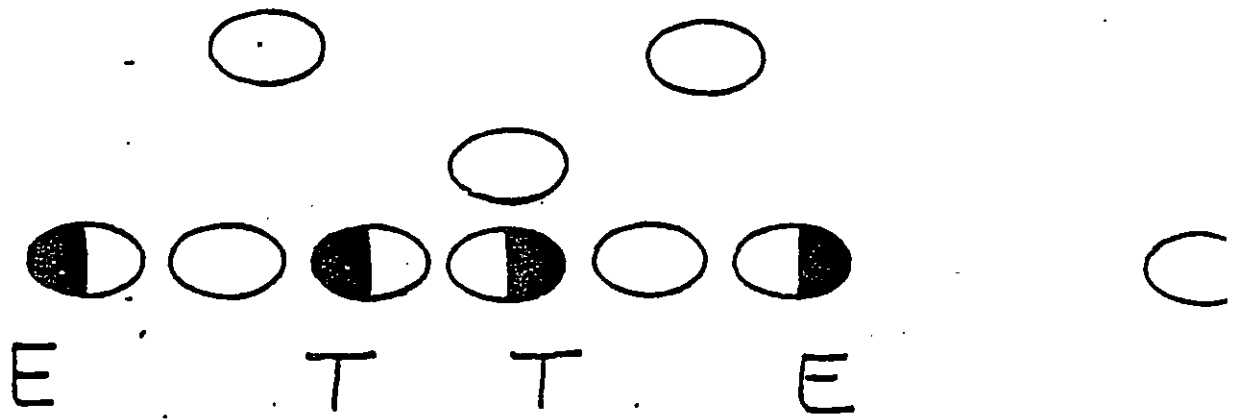
F/S
↓ 1/2

This is a 2 deep zone with 5 underneath man to man coverage. Safeties each play one-half of the field, and corners and linebackers play man to man with inside technique. Normally used with nickel package.

COVER 2 DOG

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Tight End	Trail tight end man to man; do not let tight end inside trips, be alert for combo.
<u>MIKE</u> 10 - 20	#3 Strong	Keep inside position and trail #3 strongside. Trips combo with tight end.
<u>WILL</u> 60	#2 Weak	Keep inside trail position man on #2 out weak.
<u>ST. CORNER</u> Outside position and 5 yards deep	#1	Man to man on #1. Slide to inside position on snap and use trail technique from this position. Catch receiver on inside routes. Know you have deep help.
<u>ST. SAFETY</u> On hash 12 yards deep	#2 to Ball. See #1 & #3 for total picture	Play like Cover 2. Know inside routes are trying to be taken away.
<u>FREE SAFETY</u> On hash 12 yards deep	Ball through weakside line-man. See #1 & #2 for total picture	Play like Cover 2. Know inside routes are trying to be taken away.
<u>WK. CORNER</u> Outside position and 5 yards deep	#1	Man to man on #1. Slide to inside position on snap and use trail technique from this position. Catch receiver on inside routes. Know you have deep help.

COVER 3



S/S
CURL/FLAT

S
HOOK/CURL

M
HOOK/CURL

W
CURL/FLAT

1/3

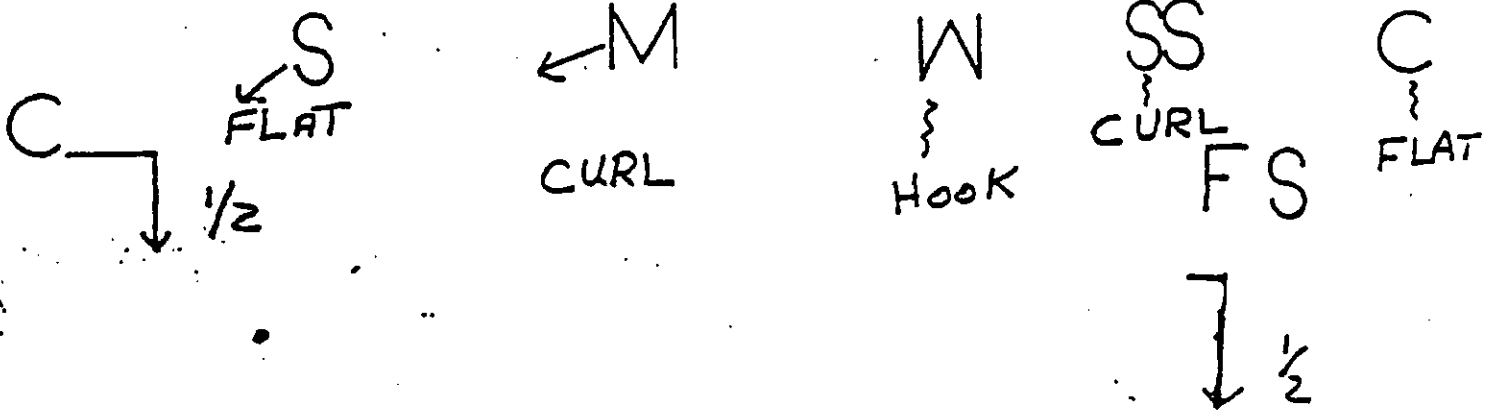
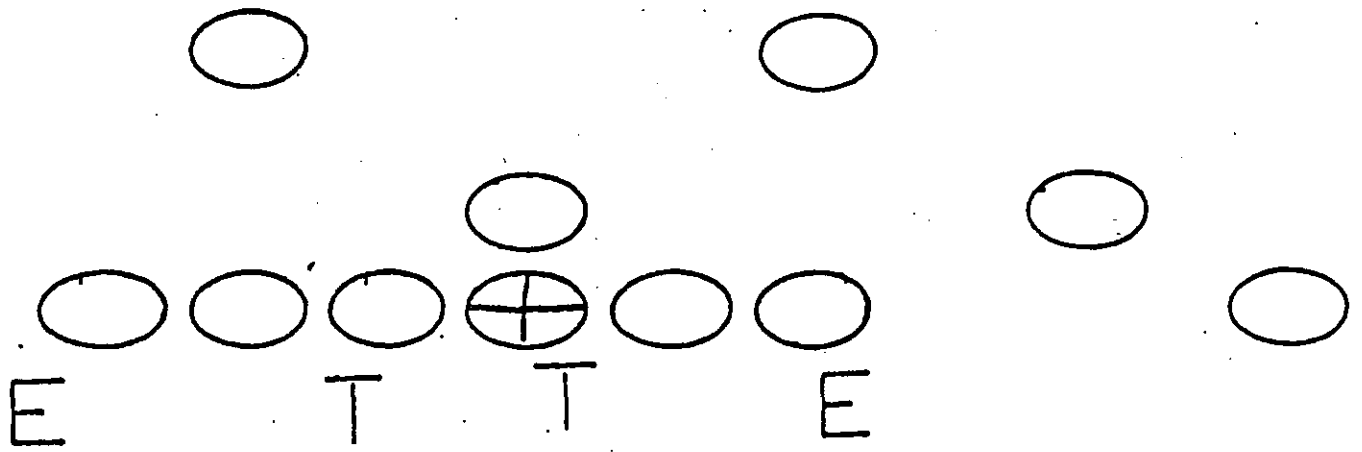
F/S
1/3

C
1/3

Cover 3 is a 3 deep strong side coverage. There are 3 deep zones with 4 short zones underneath. Strong Safety makes curl or flat call depending on game situation.

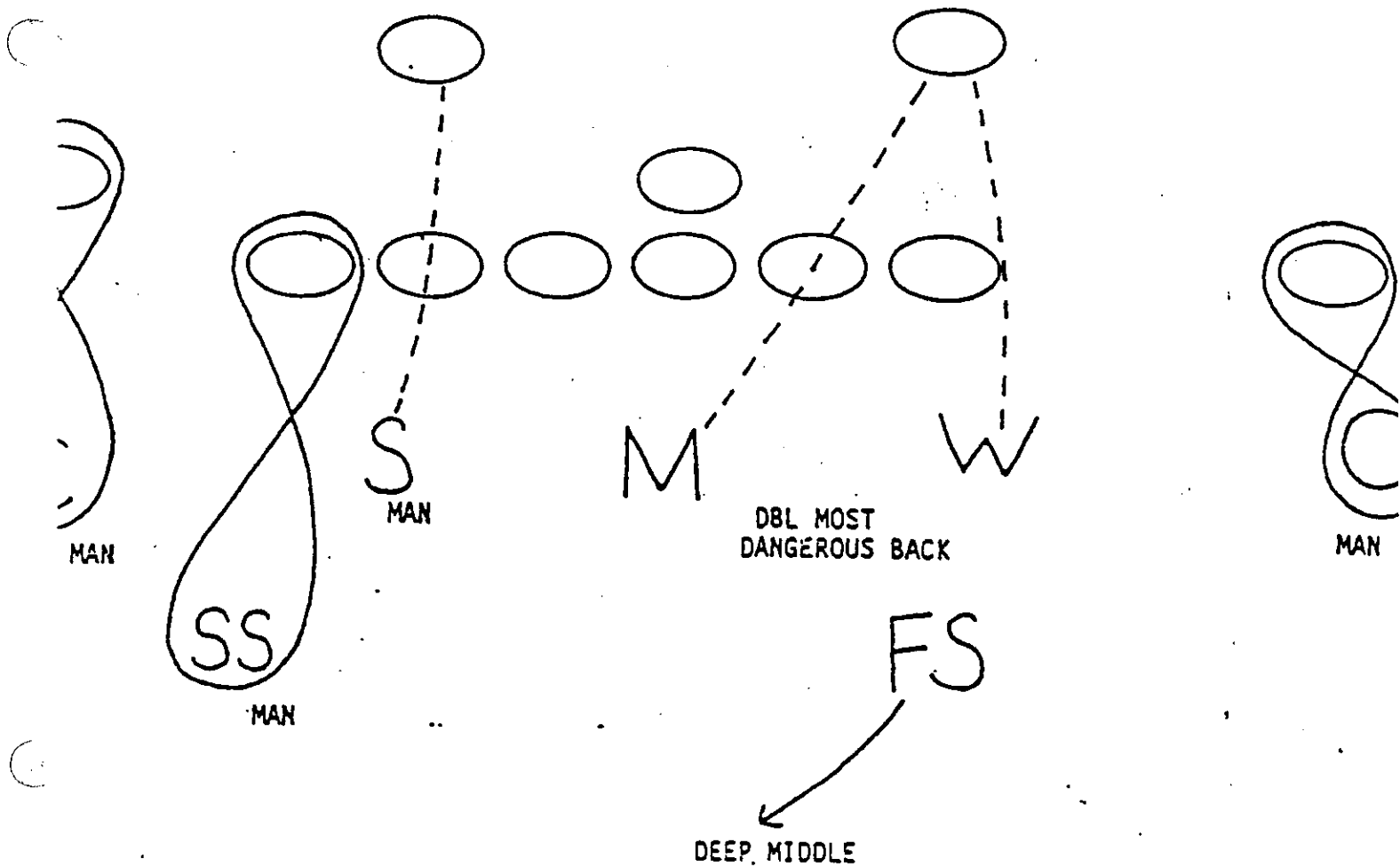
COVER 6

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back #1 Receiver #2 Receiver	Curl to flat drop, read #2 to determine combination. #2 up, Sam must go.
<u>MIKE</u> 10 - 20	Back	Weakside hook - #2 up pipe, he must run up with him. Open to #2.
<u>WILL</u> 60	Back	1. Strong hook #3 up, you must go. 2. Jump #3 out or up - no up or out, drop hook. 3. Be a pass rusher.
<u>ST. CORNER</u> Outside position and 5 yards deep	Through #2 to Ball. See #1 and #3 for total picture	Flat responsibility. Collision #1 and force him inside. Clue #2. If #2 is out, sink for post corner and break up on arm. If #2 is up, get depth and take away outside seam from #1. Must get funnel inside.
<u>ST. SAFETY</u> 1 yard inside & 5 yds. deep	#2 to Ball. See #1 & #3 for total picture	Curl responsibility. Jam #2 and force him outside. If he is out, look for #1. If he is up, stay with him unless #1 comes inside.
<u>FREE SAFETY</u> On hash 12 yards deep	#2 to Ball. See #1 & #3 for total picture	Deep $\frac{1}{2}$ responsibility. If #2 or #3 are up, maintain position and break on ball. If #2 is out and no #3, push off hash to #1.
<u>WK. CORNER</u> Head up with tight end and 10 yards deep	Weakside line-man to ball. See #1 & #2 for total picture.	$\frac{1}{2}$ of the field responsibility. Just like Cover 2 safety, except that #1 is closer to you and run support is quicker.



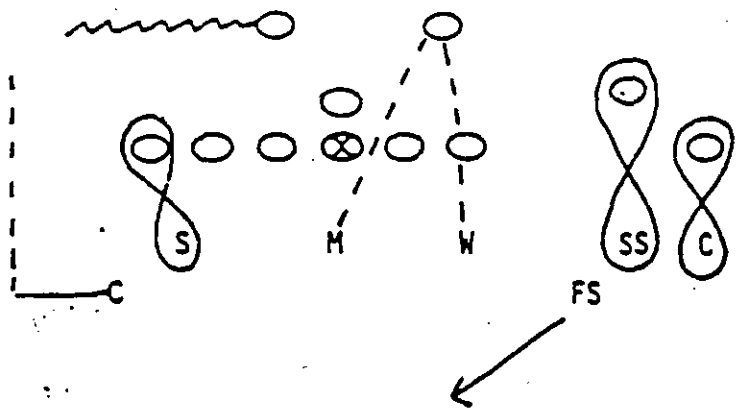
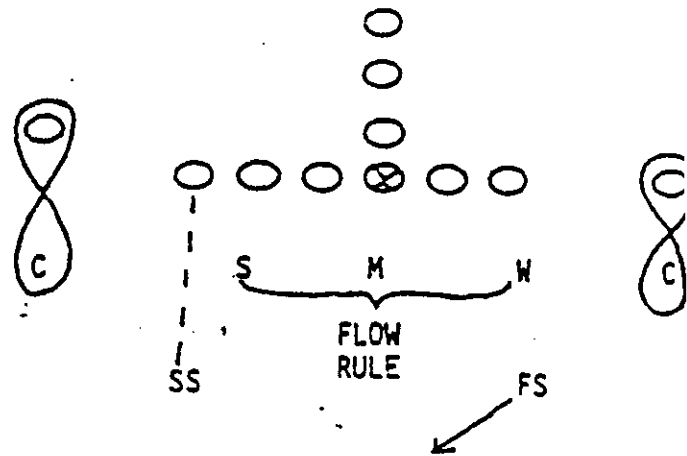
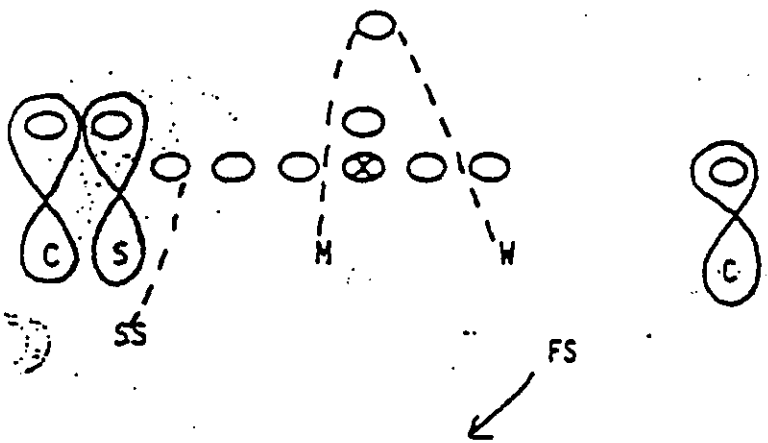
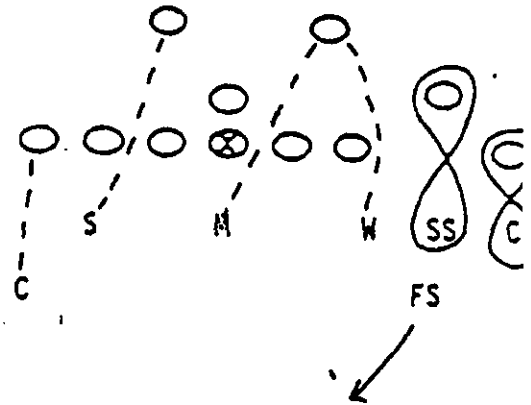
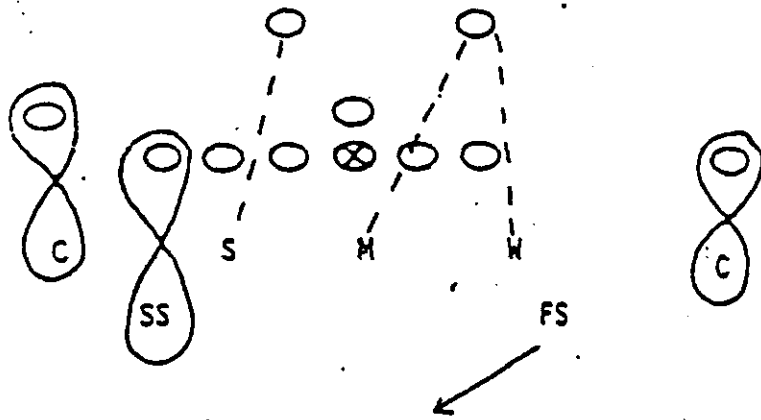
Cover 6 is used as a check for twins and some trips formation. It is used as a stop for the twins passing game. Linebacker drops are different from Cover 2 or Cover 3.

RED DOUBLE H



RED DOUBLE H is used primarily as 3rd and 3, 4, and 5 yd. coverage. We have to make this coverage look like 2 or 3 coverage. Free Safety plays all inside post routes. We will double most dangerous back.

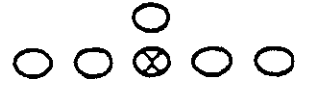
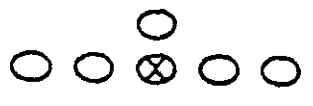
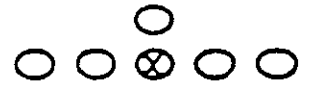
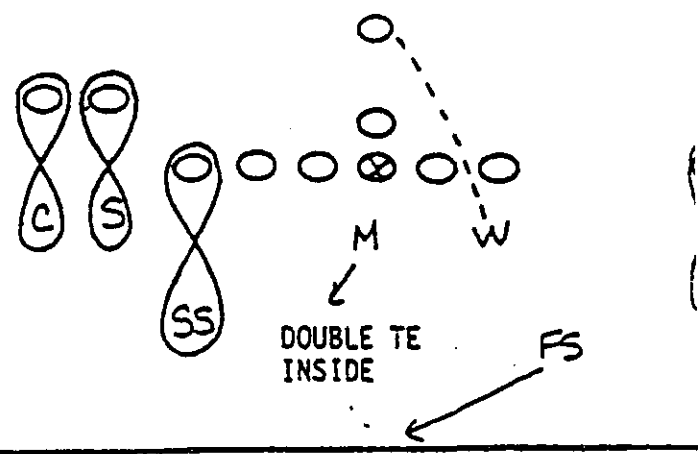
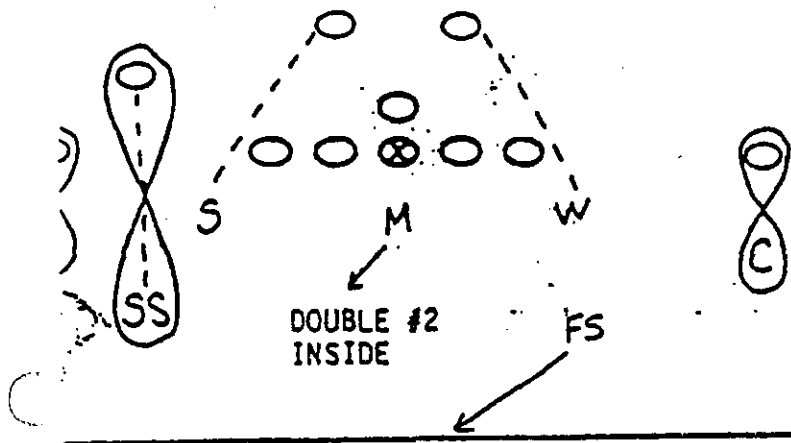
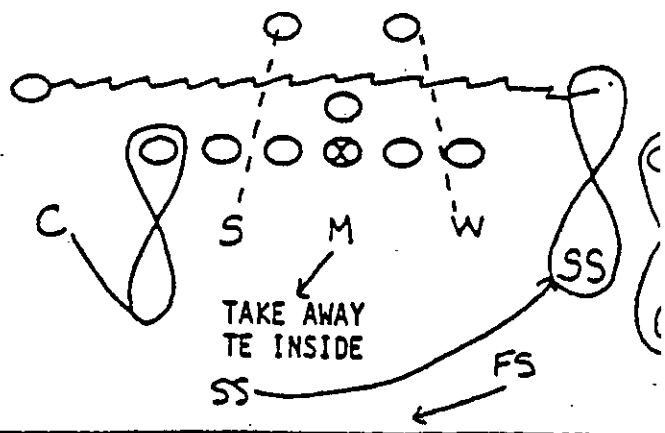
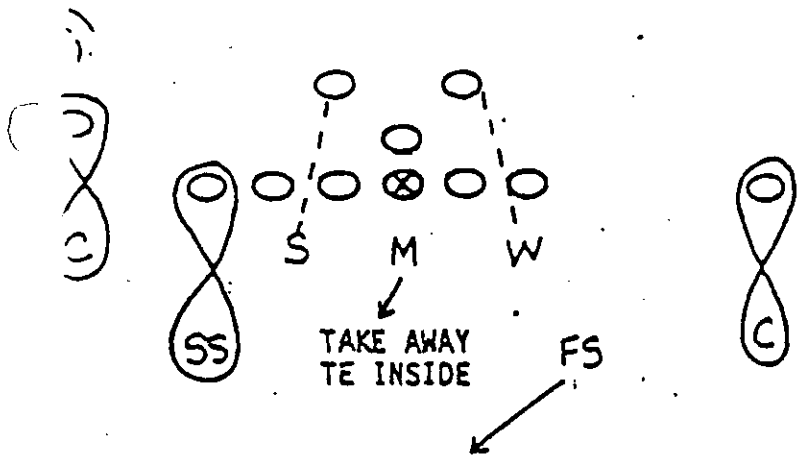
RED DOUBLE H



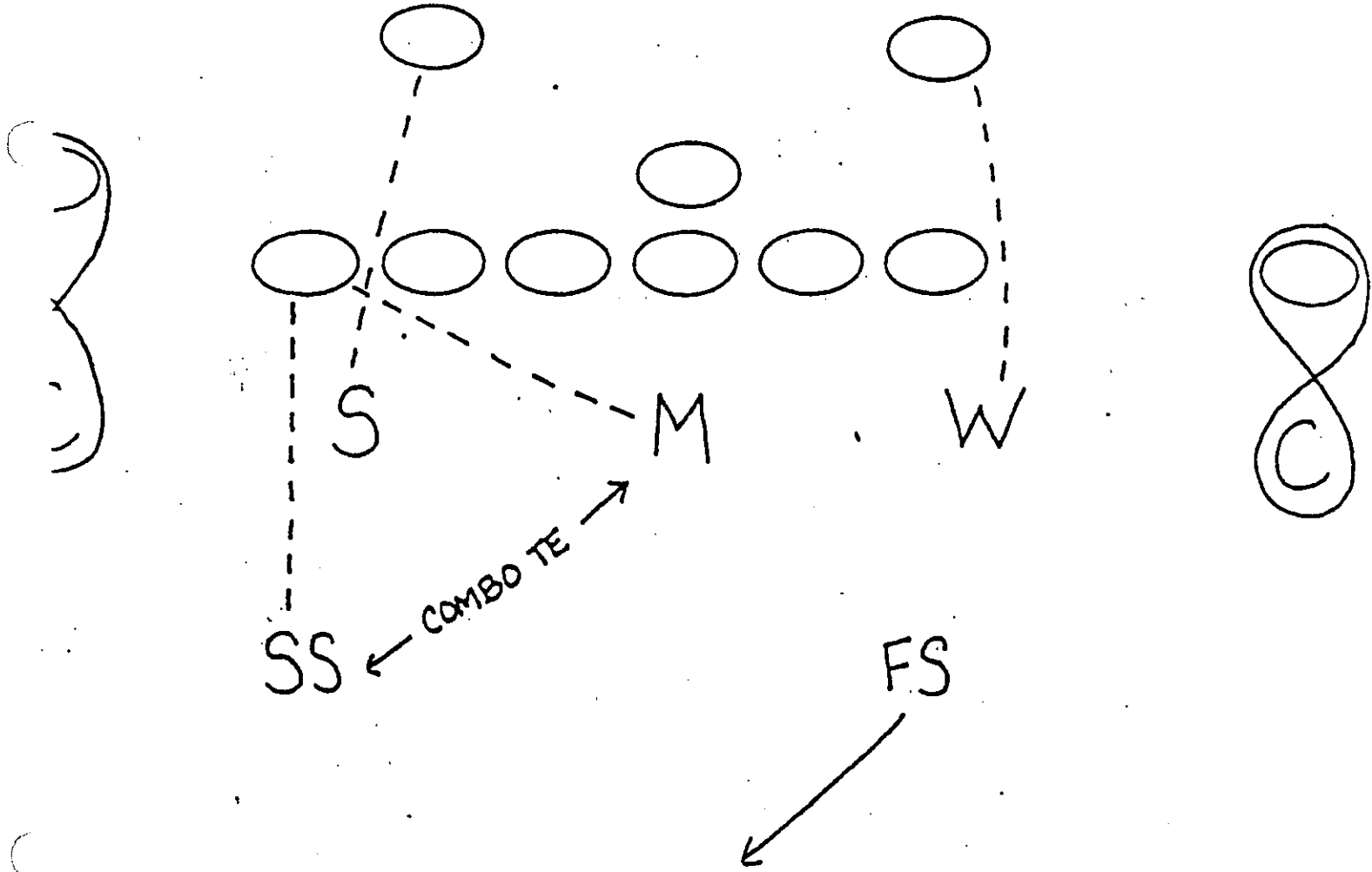
RED DOUBLE H

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> COV 2 RULES	MAN COVERAGE	WE WILL GAME PLAN A DOUBLE ON 1 BACK. IF HE IS TO YOUR SIDE, YOU HAVE OUTSIDE MAN WITH HELP FROM MIKE. IF HE IS AWAY, YOU WILL HAVE THE OTHER BACK MAN BY YOURSELF.
<u>MIKE</u> 10 OR 20	MOST DANGEROUS BACK	TAKE AWAY INSIDE ROUTE OF MOST DANGEROUS BACK. YOU WILL HAVE OUTSIDE HELP BY EITHER SAM OR WILL.
<u>WILL</u> COV 2 RULES	MAN COVERAGE	WE WILL GAME PLAN A DOUBLE ON 1 BACK. IF HE IS TO YOUR SIDE, YOU HAVE OUTSIDE MAN WITH HELP FROM MIKE. IF HE IS AWAY, YOU WILL HAVE THE OTHER BACK MAN BY YOURSELF.
<u>FIELD CORNER</u> SHOW 2 COV VS PRO SHOW 3 COV VS TWINS	#1	SHOW COV 2 THEN PLAY #1 MAN, TAKE AWAY INSIDE, FORCE OUTSIDE. YOU HAVE FREE SAFETY HELP INSIDE.
<u>BOUNDARY CORNER</u> SHOW 2 COV VS PRO SHOW 3 COV VS TWINS	#1	SHOW COV 2 THEN PLAY #1 MAN, TAKE AWAY INSIDE, FORCE OUTSIDE. YOU HAVE FREE SAFETY HELP INSIDE.
<u>STRONG SAFETY</u> SHOW 2 COV VS PRO SHOW 3 COV VS TWINS	#2	COVER TE MAN VS PRO. COVER #2 MAN VS TWINS.
<u>FREE SAFETY</u> SHOW 2 COV VS PRO SHOW 3 COV VS TWINS	#2 STRONG	SHOW 2 OR 3 COV ALIGN THEN OPEN TO DEEP MIDDLE HELPING ON POST TO BOTH SIDES.

RED DOUBLE Y



RED DOUBLE Y

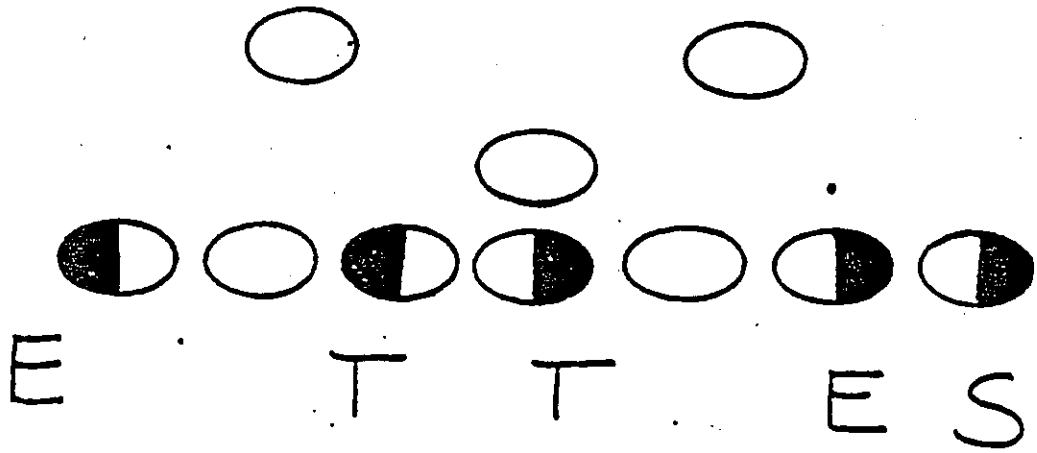


RED DOUBLE Y is a coverage used primarily to take away the TE choice routes. We must sell 2 Cov vs Pro, 3 Cov vs. Twins.

RED DOUBLE Y

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50	NEAR BACK	MAN TO MAN ON FIRST BACK YOUR SIDE.
<u>MIKE</u> 10 OR 20	TE	TAKE AWAY ALL INSIDE ROUTES BY TE. IF TE GOES OUTSIDE, SET UP IN MIDDLE LOOKING FOR CROSSING ROUTES. DENY THE TE THE BALL.
<u>WILL</u> 40 OR 50	NEAR BACK	MAN TO MAN ON FIRST BACK YOUR SIDE.
<u>FIELD CORNER</u> SHOW 2 COV	#1	MAN TO MAN WITH OUTSIDE POSITION ON #1.
<u>BOUNDARY CORNER</u> SHOW 2 COV	#1	MAN TO MAN WITH OUTSIDE POSITION ON #1.
<u>FREE SAFETY</u> SHOW 2 COV	#2 STRONG	SHOW 2 COV OPEN TO MIDDLE OF FIELD. STAY DEEP MIDDLE AND HELP ON ALL POST FROM BOTH #1'S.
<u>STRONG SAFETY</u> SHOW 2 COV	#2	MIKE AND YOU WILL COMBO THE TE. WE WILL SQUAT AND TAKE AWAY ALL OUTSIDE ROUTES. MIKE WILL TAKE AWAY INSIDE ROUTES. DENY HIM THE BALL.

3 KEY



S
└─┬─┘
CURL

M
└─┬─┘
MIDDLE
HOOK

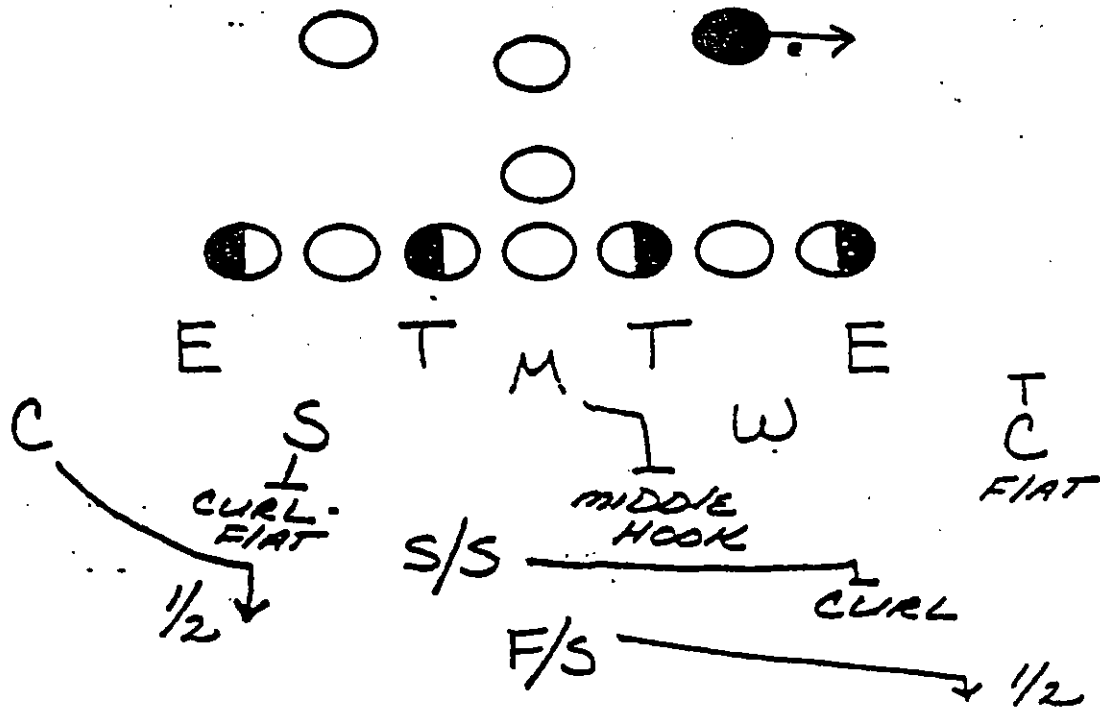
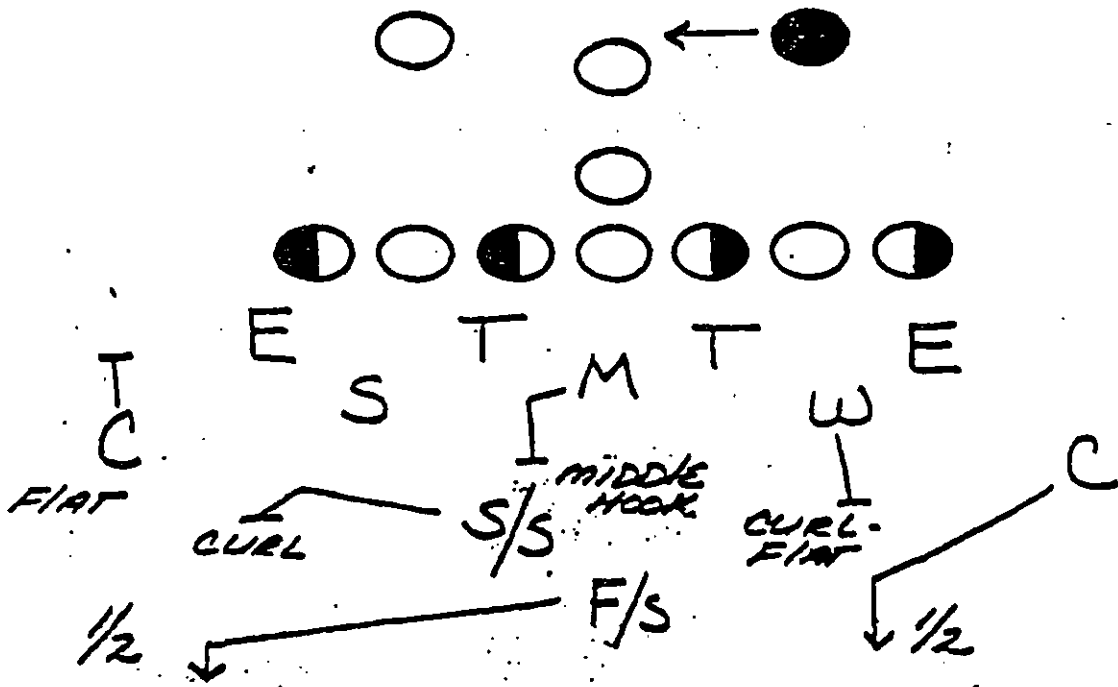
W
└─┬─┘
CURL/FIAT
C

F/S
└─┬─┘
1/2

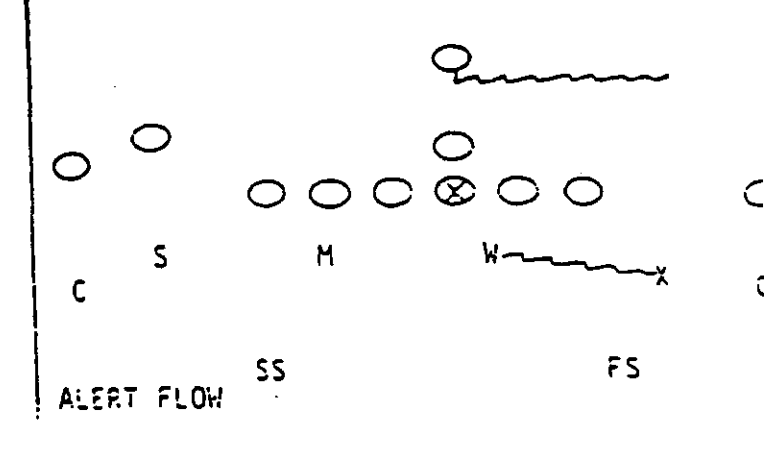
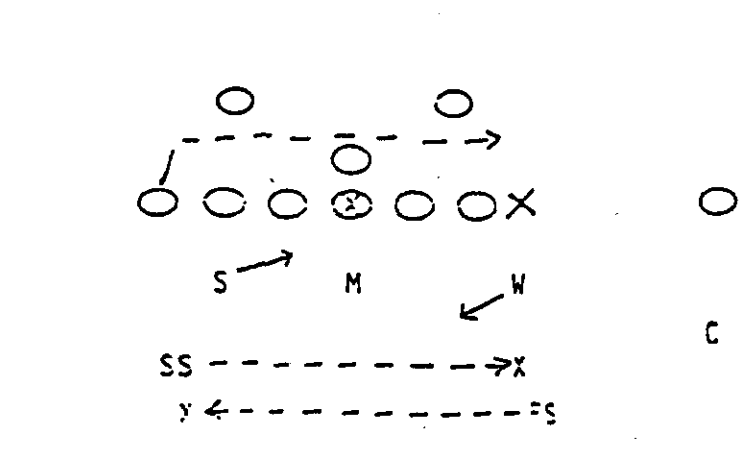
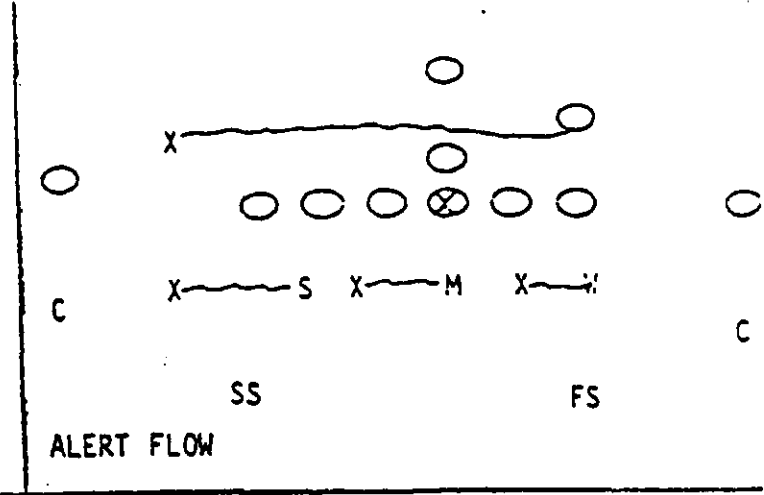
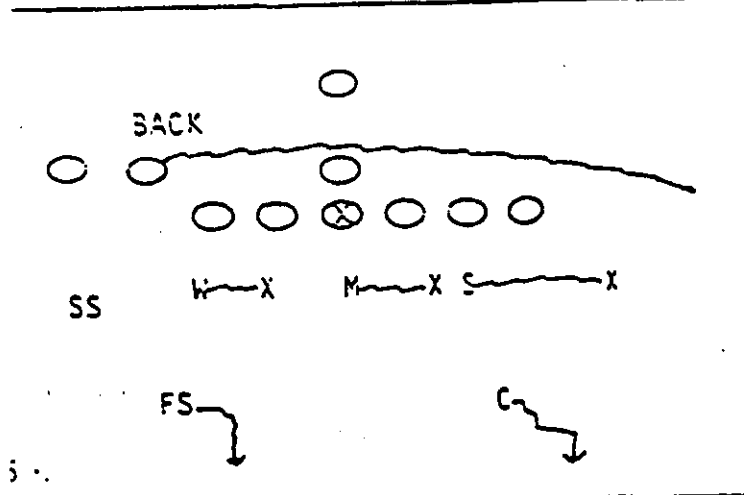
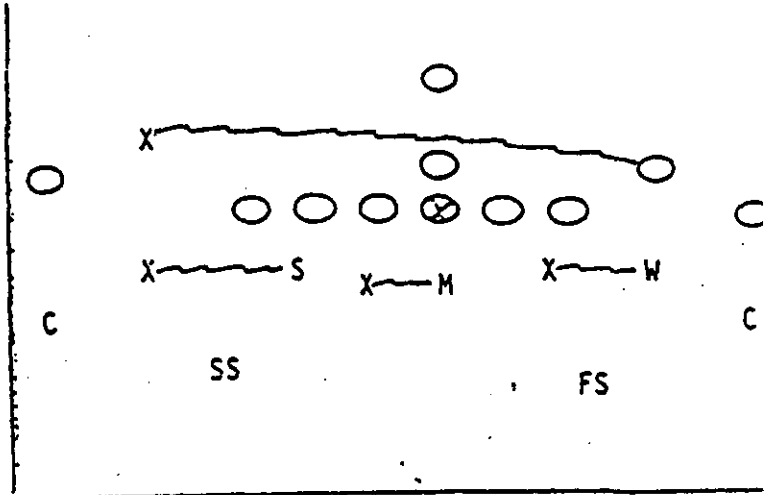
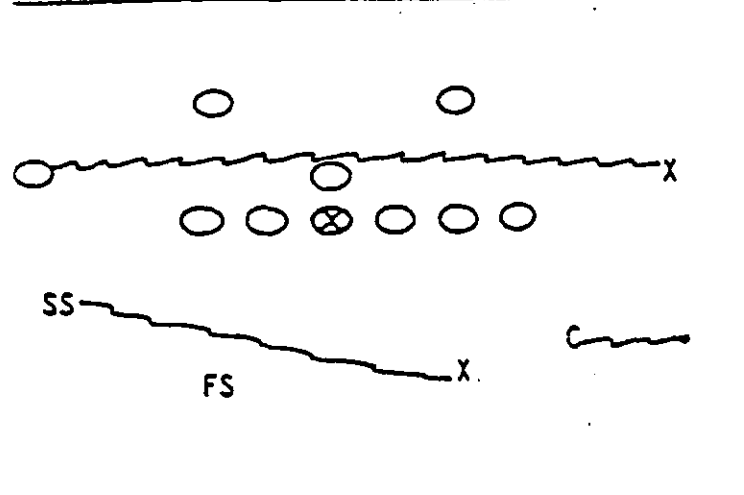
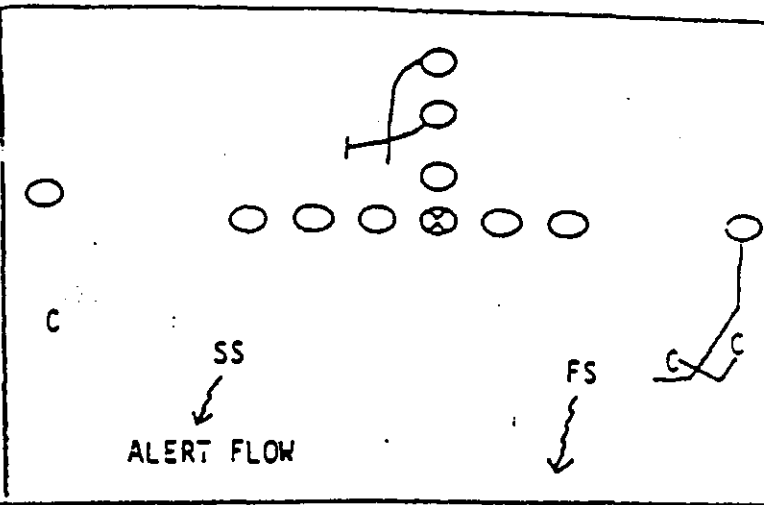
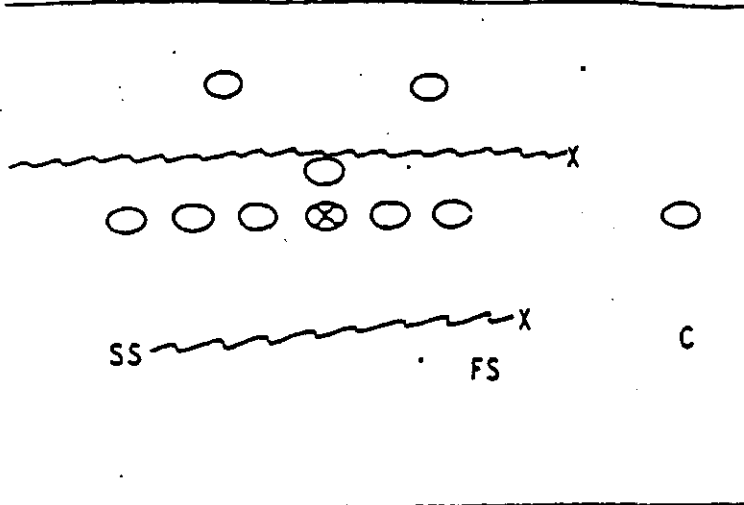
└─┬─┘
1/2

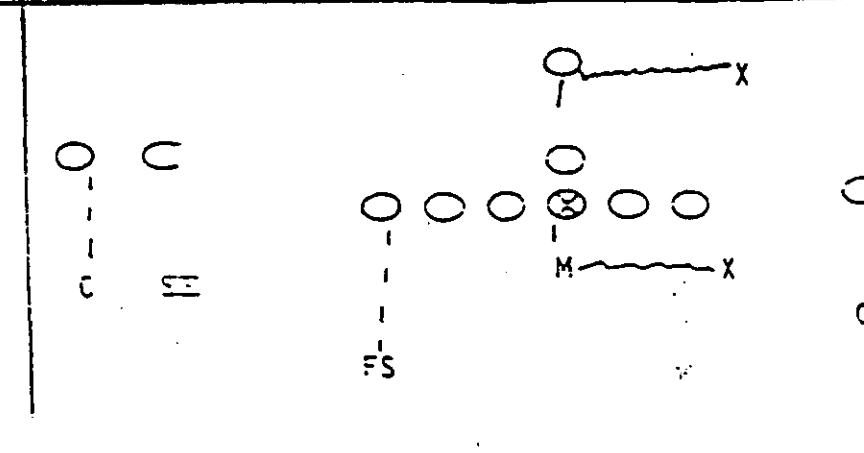
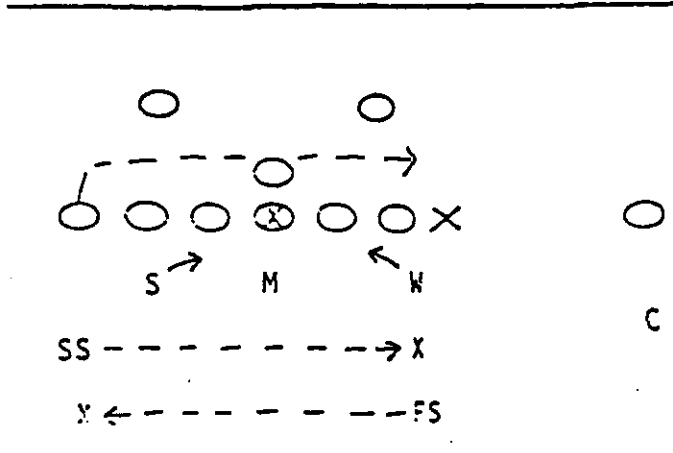
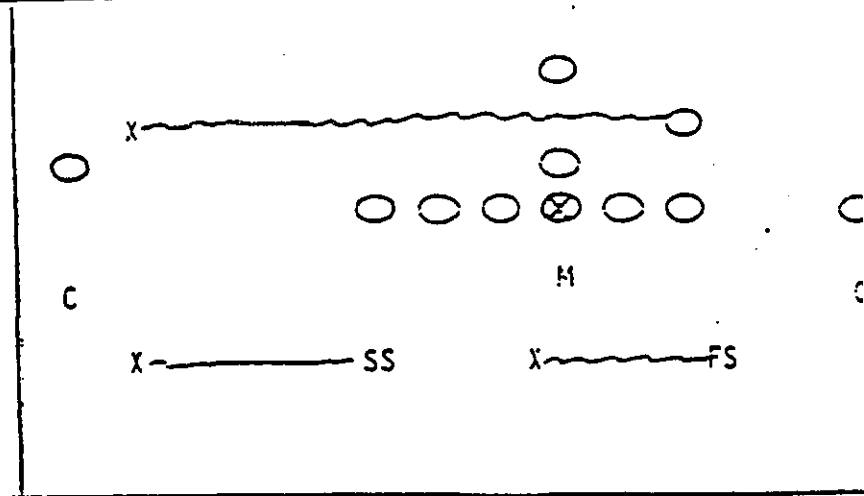
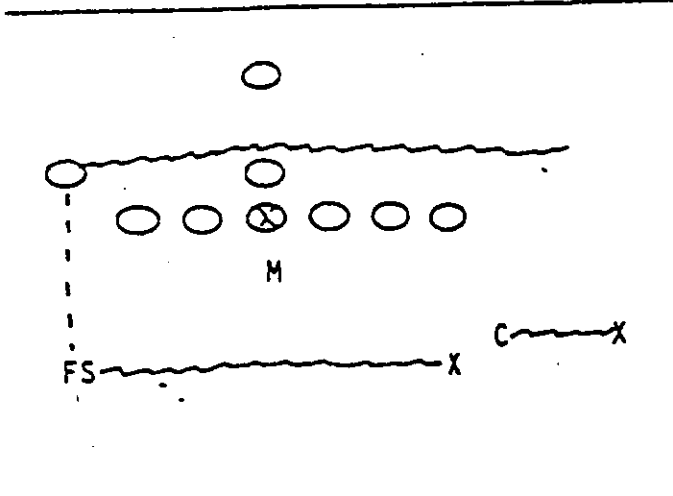
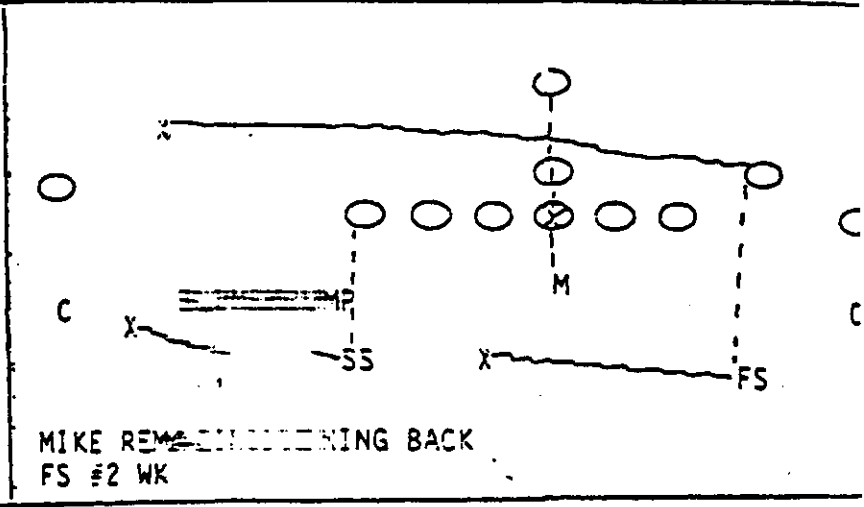
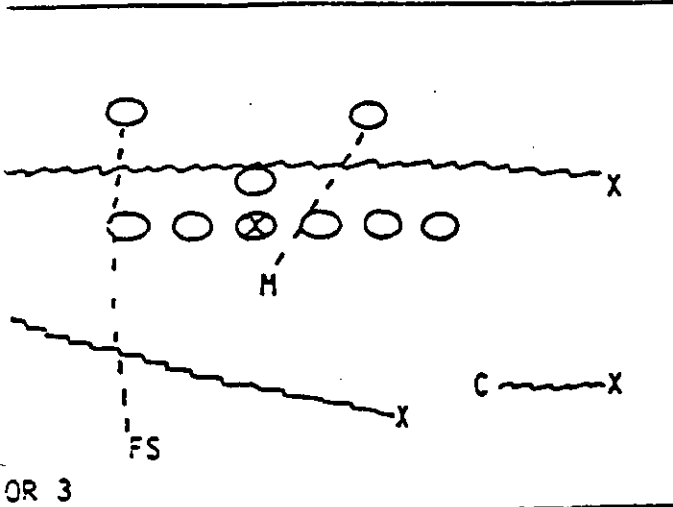
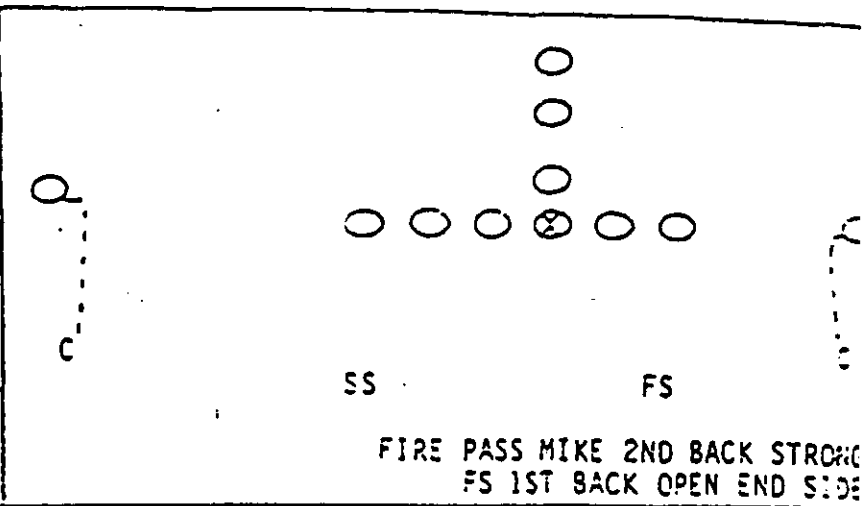
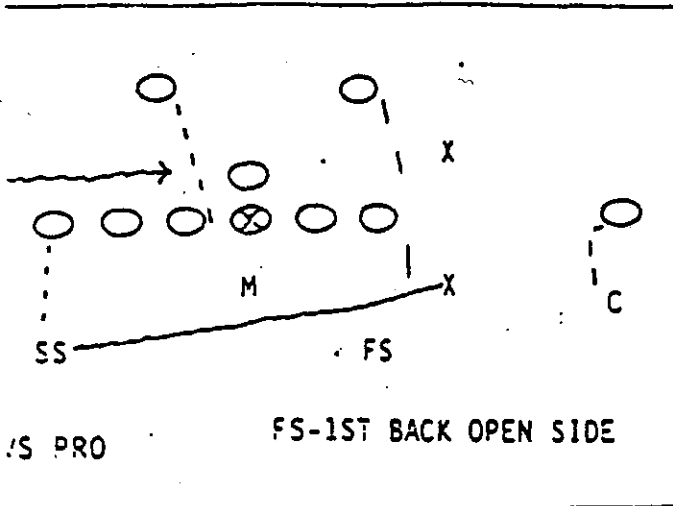
Cover 3 Key is a key roll coverage determined by formation. (Ex. Key left as shown in diagram). vs. Open set, we play Cover 3. Used primarily with Stack Front vs. Double Tite.

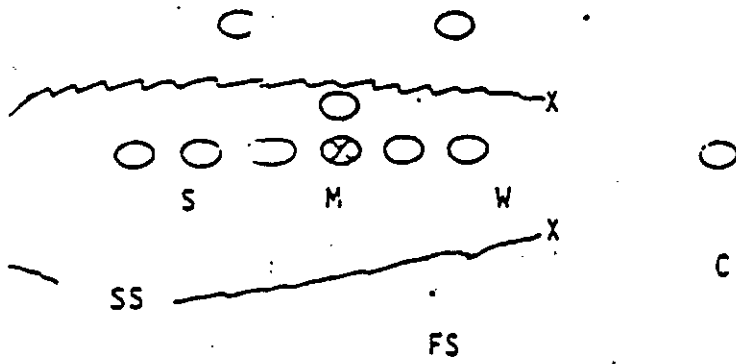
HOG - FLOW KEY



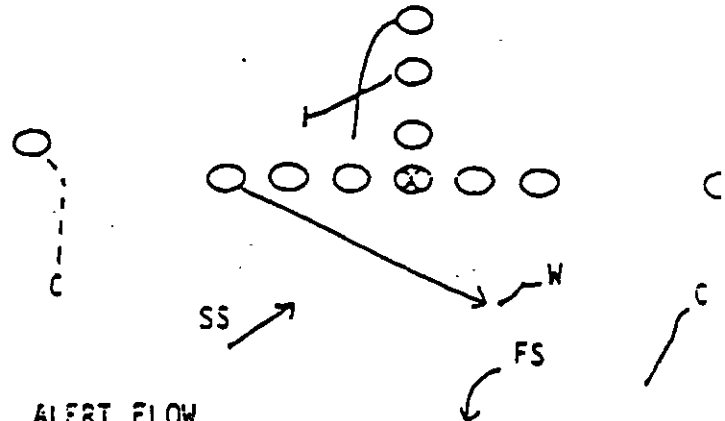
Flow Key - Coverage used vs. Wishbone Double Tight. Key roll coverage determined by Weak Back Key.



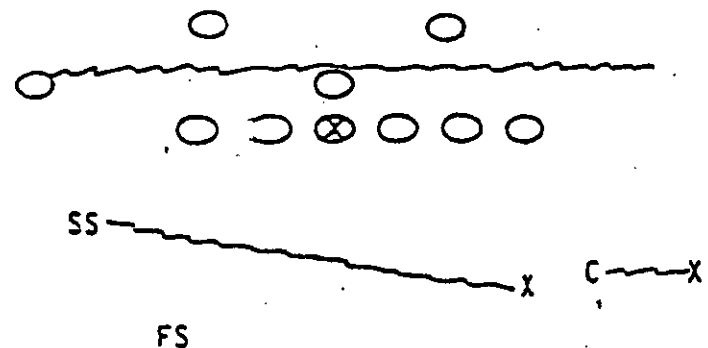




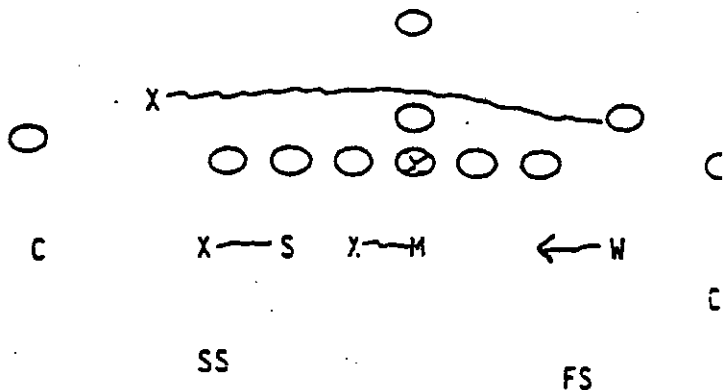
W 2: Z MOTION SHOW 3 OR 6



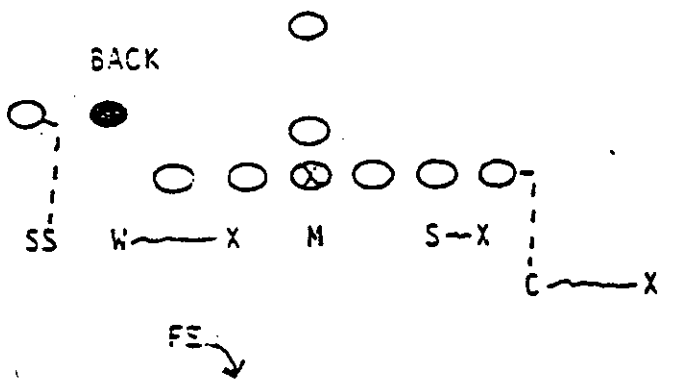
ALERT FLOW



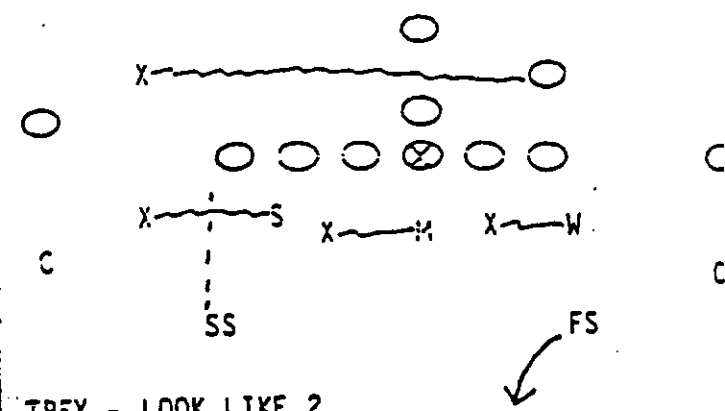
W 3 OR 6



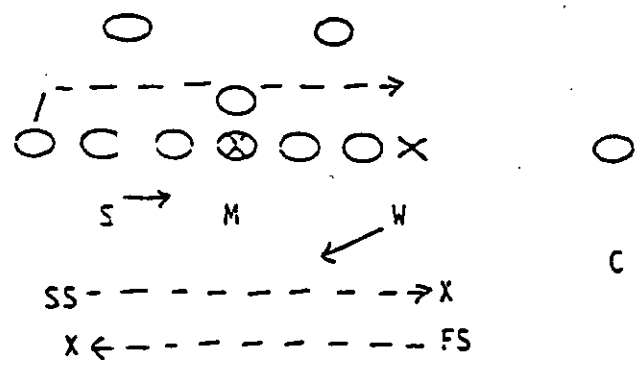
LOOK LIKE 2 & PLAY IT



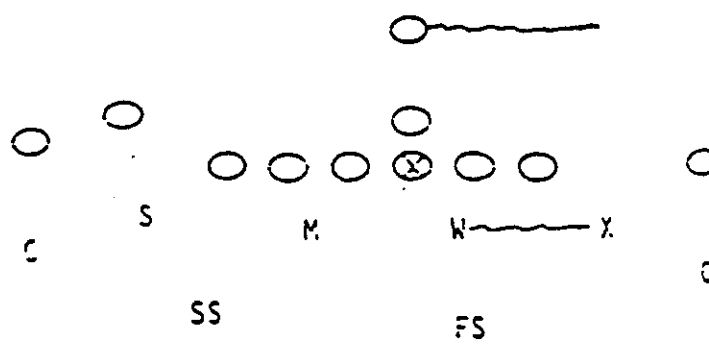
OW 3 OR 6



TREY - LOOK LIKE 2



ALERT FLOW



1. SS-AWAY FROM WILL & SAM.
2. SS-ONE BACK NO ADJUST.

BEAR COV 1

SS - MAKE ALL 1 BACK ADJUSTMENTS.

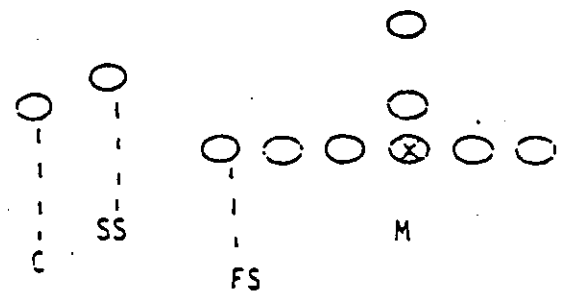
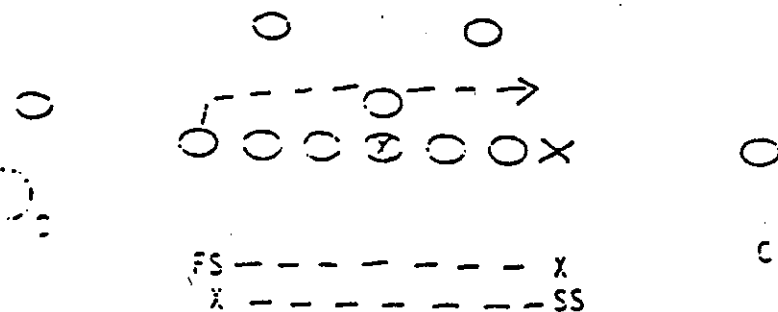
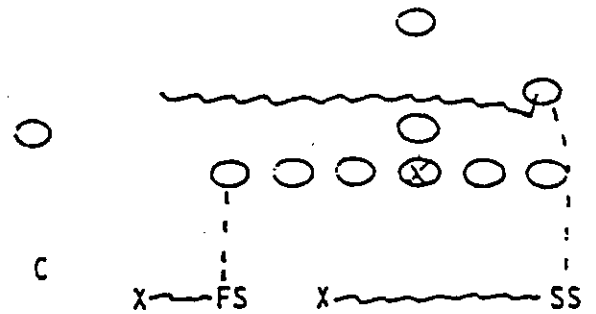
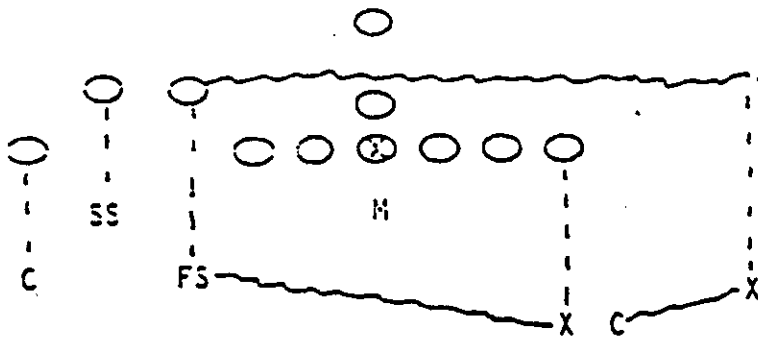
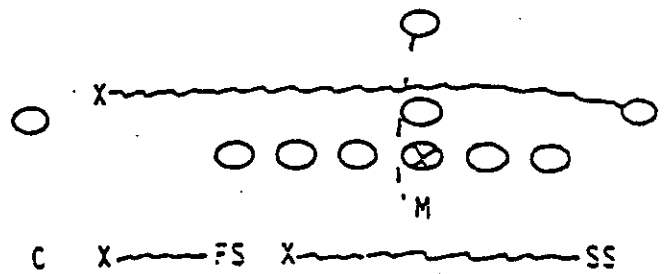
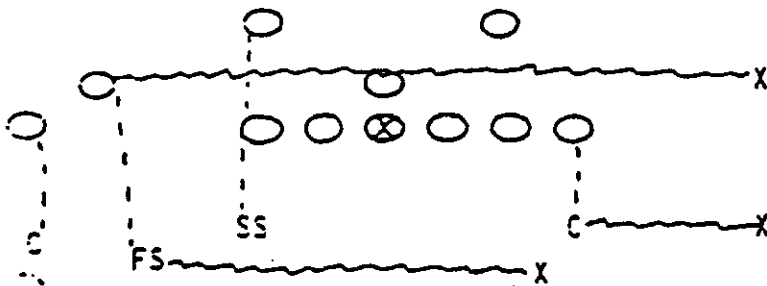
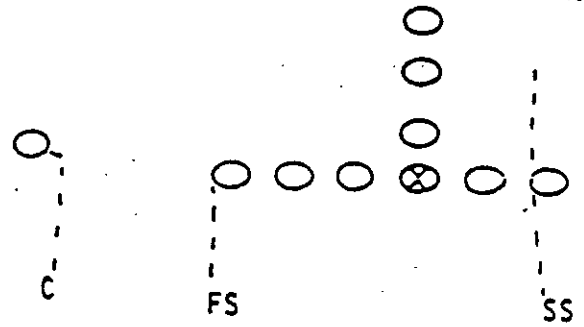
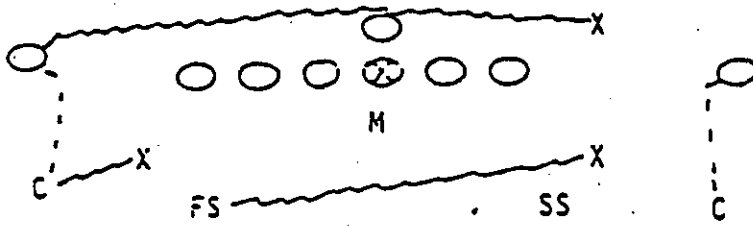
FS - HAS STRONG #2.

FS-SS - SWITCH VS TRIPS.

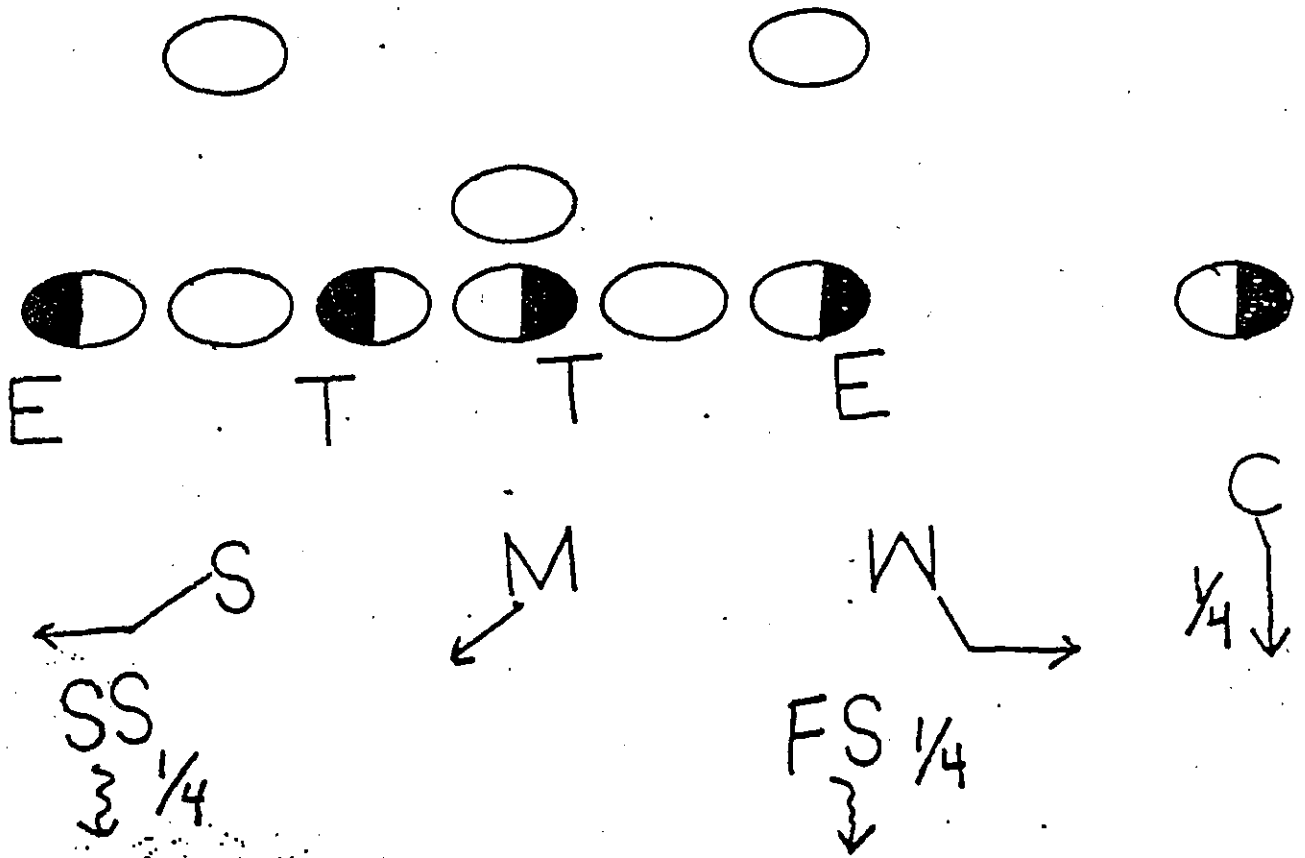
3. SS-FS - SWITCH VS TWINS, TRIPS.

SHOW MAN, GET TO 3.

4. NO ZONE IN BEAR MIKE FIELD. LT OR RT.



4 FURNEL

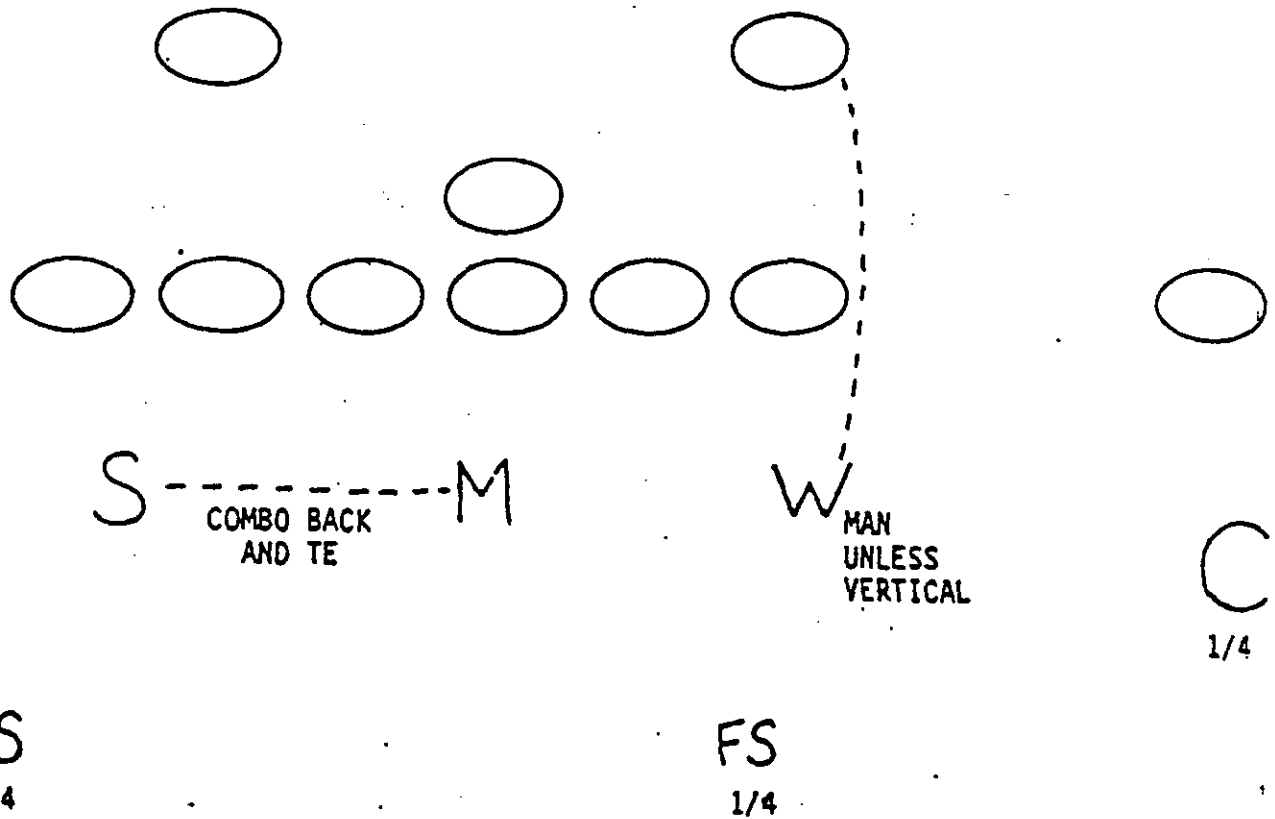


Cover 8 is a coverage used primarily inside the 20 yard line. We want to align in aggressive cover 2. Look to discourage outside routes by wide receivers. Safeties Key #2 route if no threat Rob #1. Corners must handle deep outside area. This coverage is very similar to cover 4 on both sides.

4 FUNNEL

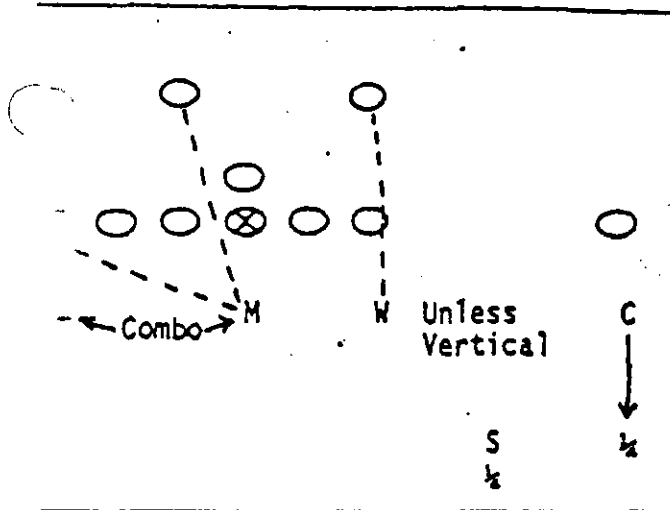
ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back Set Uncovered Ball	Drop curl to flat. If #2 runs arrow, go directly to flat.
<u>MIKE</u> 10 - 20	Back	Open strongside - work to middle of field 10-12 yards deep. If tight end releases inside, wall him off. Play Action: Get depth after fake for cross. Drop Back: Check tight end cross. If #3 goes up, you must go with him.
<u>WILL</u> 60	Near Back	Curl to flat drop of #2's release.
<u>ST. CORNER</u> Outside press position to cover-2 alignment	Ball to #2	Outside & deep leverage on #1. Take post corner away If #1 runs post, squeeze and play over the top.
<u>ST. SAFETY</u> 2 yards out- side #2 & 8 yards deep	Ball to #2	Key #2. If he comes up, you have #2. If #2 breaks out or under before 10 yards, settle and rob inside route of #1.
<u>FREE SAFETY</u> 2 yards out- side #2 & 8 yards deep	Ball to #2	Key #2. If he comes up, you have #2. If #2 breaks out or under 10 yards, settle and rob inside route of #1.
<u>WK. CORNER</u> Outside Press position to cover 2 alignment	Ball to #2	Outside & deep leverage on #1. Take post corner away. If #1 runs post. squeeze and play over the top.

46 FUNNEL MAN

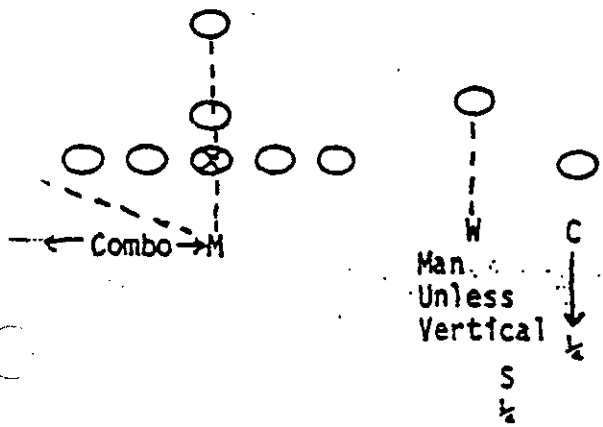
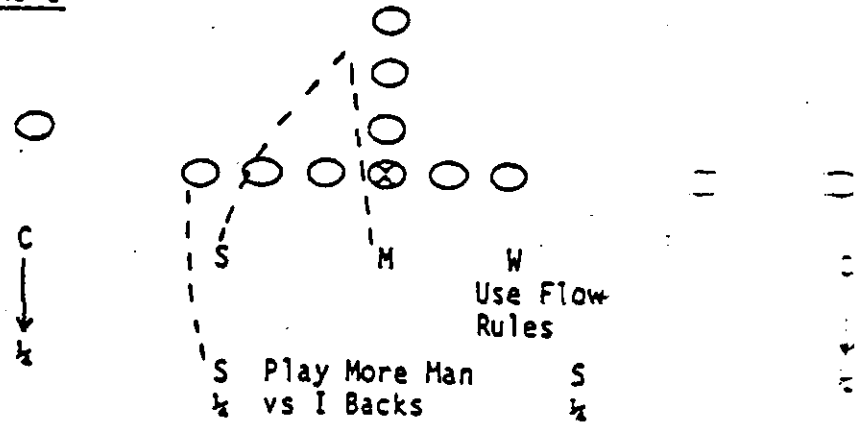


COVER 46 FUNNEL MAN is used primarily to take away post routes and deep crossing routes by corners and safeties. We have to sell 2 coverage alignment. LB's play aggressive combo man coverage underneath.

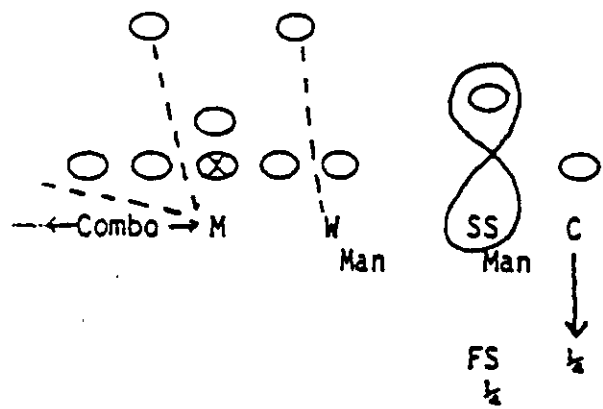
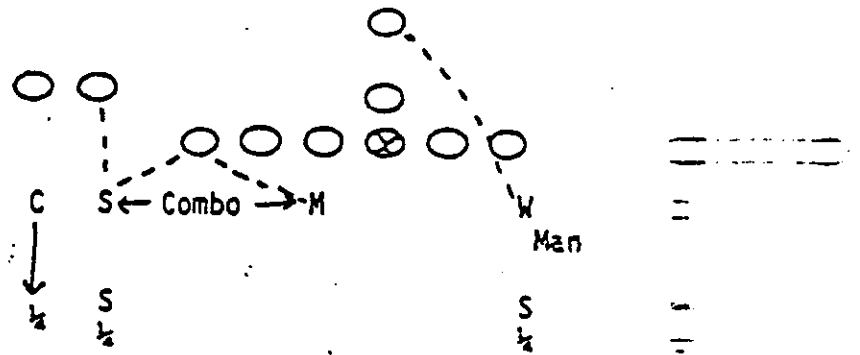
46 FUNNEL MAN



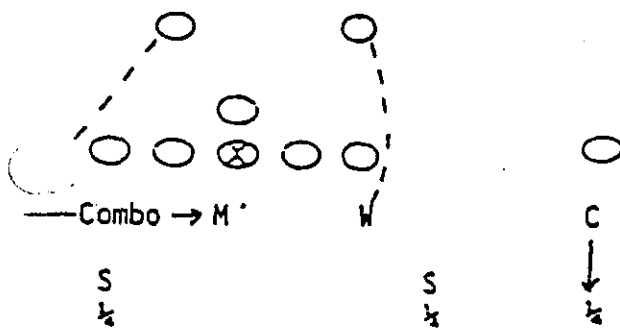
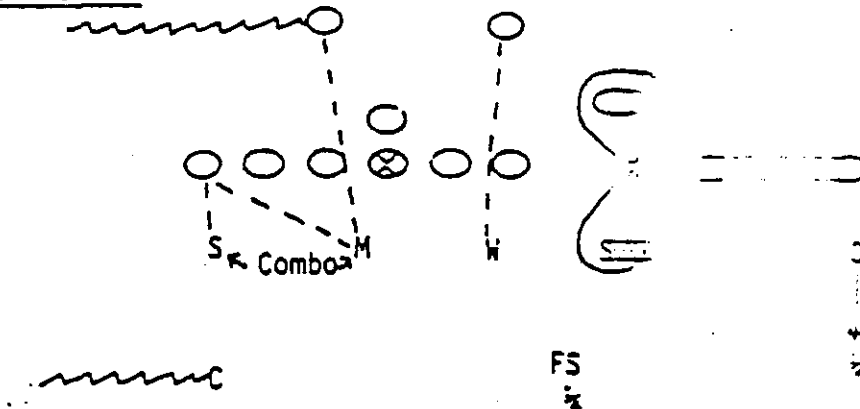
PRO I



TREY - USE COVERDOWN RULES VS 1 BACK



FLY MOTION

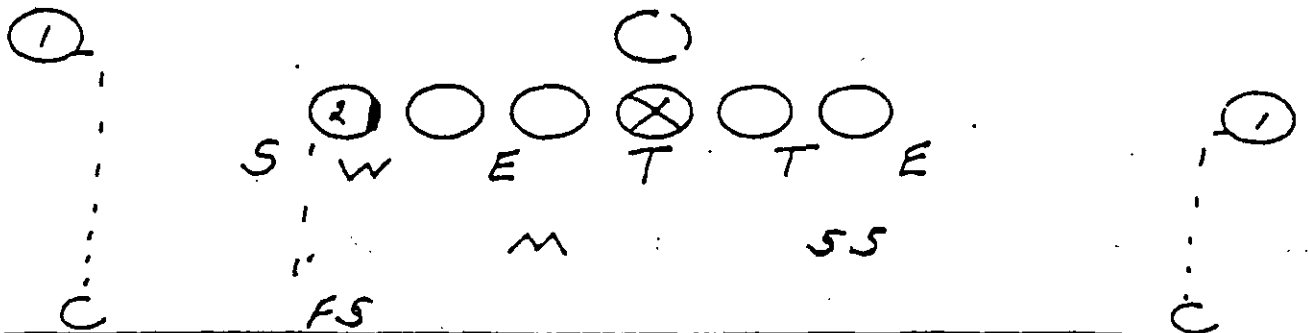


46 FUNNEL MAN

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 OR 60 USE 2 COVERDOWN RULES	TE AND NEAR BACK	SAM AND MIKE WILL COMBO TE AND NEAR BACK, UNLESS TE GOES VERTICAL. *I BACKS PLAY RUN MORE AGGRESSIVE AND PLAY BOTH BACKS MAN.
<u>MIKE</u> 10-20 USE 2 COVERDOWN RULES	NEAR BACK	SAM AND MIKE WILL COMBO TE AND NEAR BACK. *I BACKS PLAY RUN MORE AGGRESSIVE AND PLAY BOTH BACKS MAN.
<u>WILL</u> 60 USE 2 COVERDOWN RULES	NEAR BACK	PLAY NEAR BACK OR #2 MAN UNLESS HE GOES VERTICAL. *I BACKS USE FLOW RULE.
<u>FIELD CORNER</u> SELL 2 COVERAGE VS PRO SELL 6 COVERAGE VS TWINS	BALL TO #1	OUTSIDE AND DEEP LEVERAGE ON #1. TAKE POST CORNER AWAY. IF #1 RUNS POST SQUEEZE AND PLAY OVER TOP.
<u>BOUNDARY CORNER</u> SELL 2 COVERAGE VS PRO SELL 6 COVERAGE VS TWINS	BALL TO #1	OUTSIDE AND DEEP LEVERAGE ON #1. TAKE POST CORNER AWAY. IF #1 RUNS POST SQUEEZE AND PLAY OVER TOP.
<u>STRONG SAFETY</u> SELL 2 COVERAGE VS PRO SELL 6 COVERAGE VS TWINS	BALL TO #2	KEY #2. IF HE COMES UP, YOU HAVE #2. IF #2 BREAKS OUT OR UNDER BEFORE 10 YDS, SETTLE AND ROB INSIDE RT OF #1.
<u>FREE SAFETY</u> SELL 2 COVERAGE VS PRO SELL 6 COVERAGE VS TWINS	BALL TO #2	KEY #2. IF HE COMES UP, YOU HAVE #2. IF #2 BREAKS OUT OR UNDER BEFORE 10 YDS, SETTLE AND ROB INSIDE RT OF #1.

BEAR - COV 1 (MAN); ZONE 3

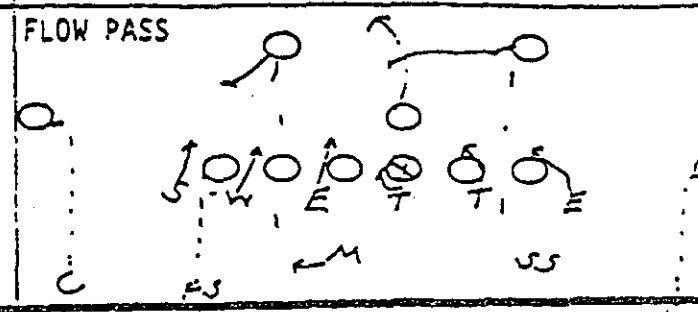
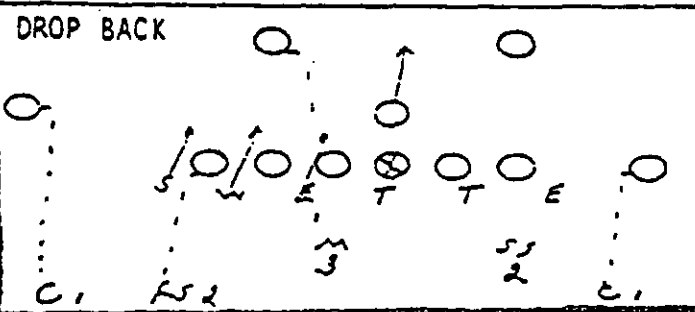
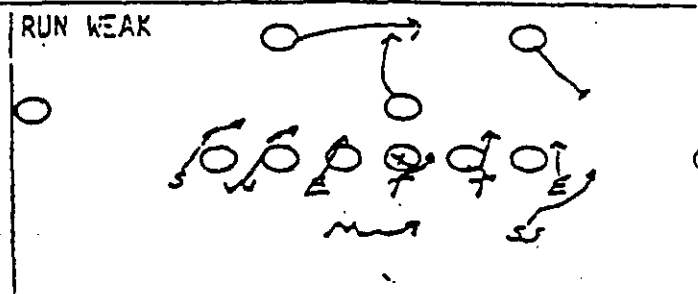
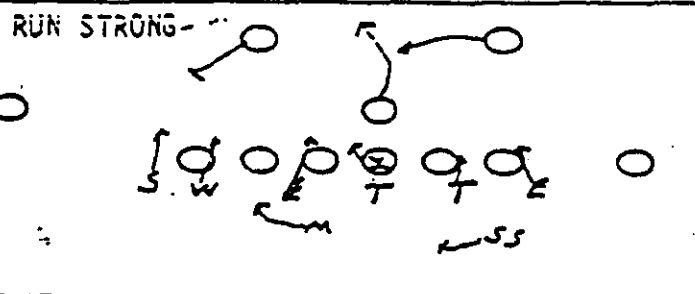
2



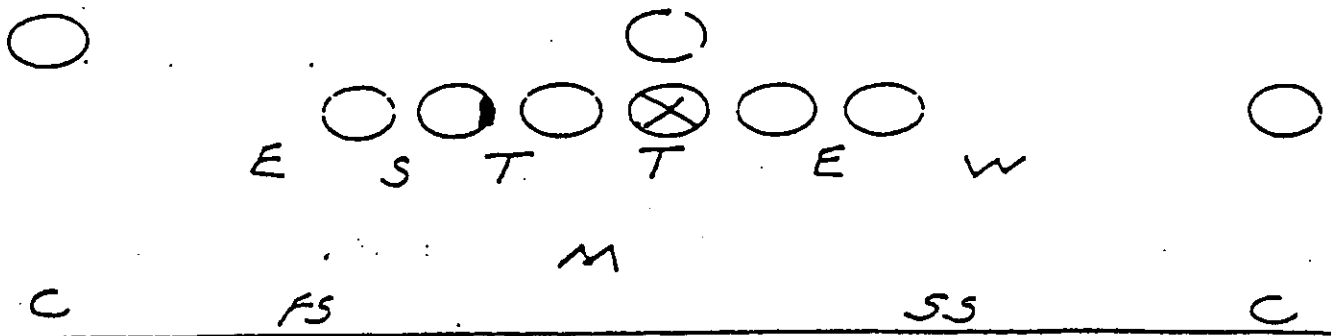
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN
LT. END	LOOSE 3	RIP	BALL-GUARD	B GAP	PURSUE	INSIDE
RT. TACKLE	LOOSE 3	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
LT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
SAM	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
MIKE	30	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	7 TECH.	HAMMER	BALL/TE	C GAP SPILL	TRAIL	INSIDE-SCRAP

ADJUSTMENTS: SS - HANDLES ALL BACK MOTION AND ADJUSTMENTS.
 DB's - HANDLE ALL REC. MOTION.
 SS - ALIGN 40 5 YDS. DEEP. FS - OUTSIDE SHADE OF TE 7 DEEP.
 CORNERS - INSIDE SHADE 8 DEEP.

COVERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.
 VS. TRIPS SS ALIGN ON 2, FS ALIGN ON 3 - CAN PLAY MAN ON ZONE FS



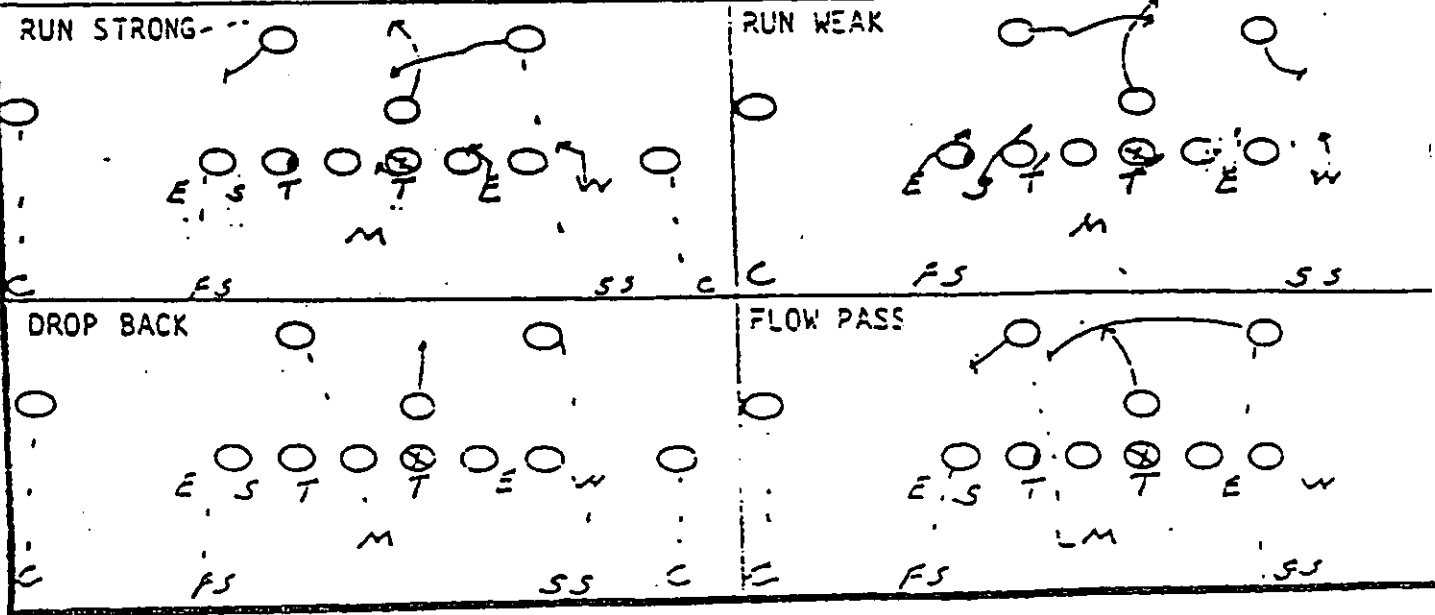
TIGER - COV. 1 (MAN);
2.6



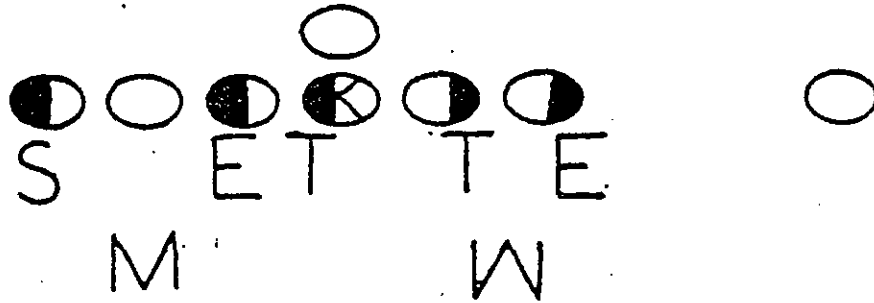
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 3	RIP	BALL - GUARD	B GAP	PURSUE	INSIDE
LT. END	8 TECH.	GO	BALL/TE/NS	ALLEY	TRAIL	CONTAIN
RT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
LT. TACKLE	4	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
SAM	7 TECH.	HAMMER	BALL-TE	C GAP SPILL	TRAIL	INSIDE-SCRAP:
MIKE	10	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN

ADJUSTMENTS: SS - HANDLE ALL BACK MOTION AND ADJUSTMENTS.
 DB's - HANDLE ALL REC. MOTION.
 VS. PRO - SECONDARY ALIGN 8 YDS. DEEP - 4 ACROSS LOOK - PLAY MAN OR 2.
 VS. TWINS (SLOT) - SHOW 3 LOCK. PLAY MAN OR 6.

COVERAGE CALLS:



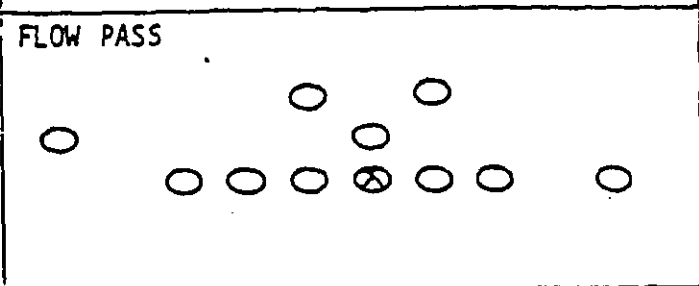
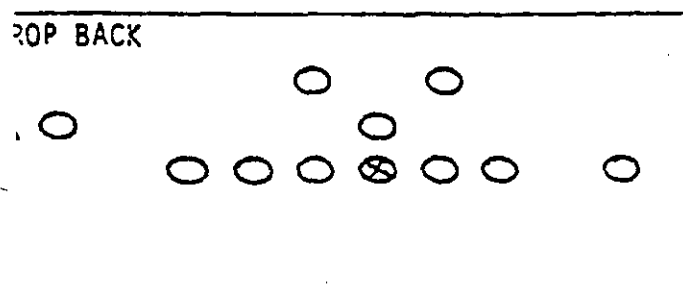
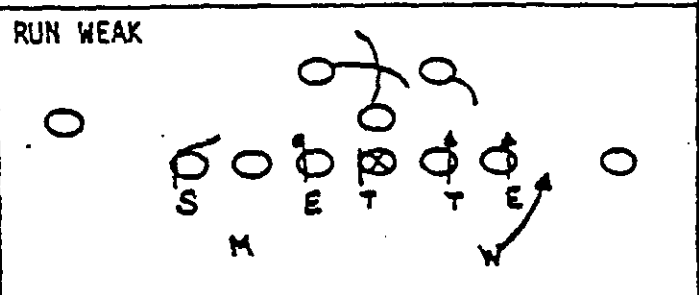
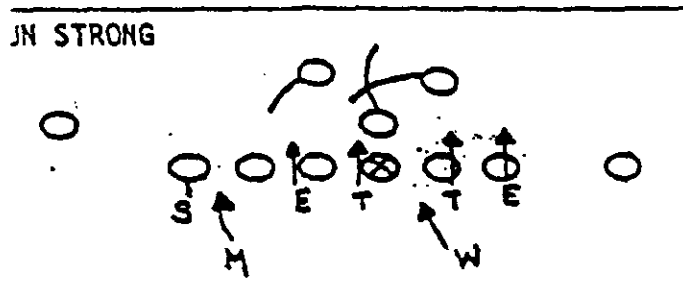
EAGLE 3



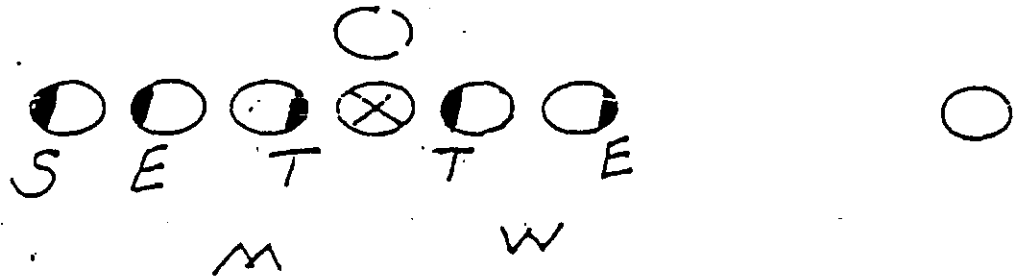
POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO GAP-ALLEY	RUN AWAY TRAIL	PASS CONTAIN
END	5 TECH	5	GUARD	C GAP	TRAIL	CONTAIN
END	3 TECH	3	GUARD	B GAP	TRAIL	CONTAIN
TACKLE	3	3	GUARD	B GAP	SQUEEZE	INSIDE
TACKLE	1	1	CENTER	A GAP	SQUEEZE	INSIDE
SAM	9	9	TIGHT END	ALLEY	SQUEEZE CUT BACK	RUSH OR COV. CALLED
MIKE	50	5	BACK	C GAP	A GAP WK.	COV. CALLED
WILL	30	3	BACK	A GAP-ALLEY	A GAP	COV. CALLED

ADJUSTMENTS: 2 TE's: NORMAL 7 TECHNIQUE ADJUSTMENT BY END AND WILL.

AVERAGE CALLS: 23, 43, 0 - WILL, FREE SAFETY, CORNER.



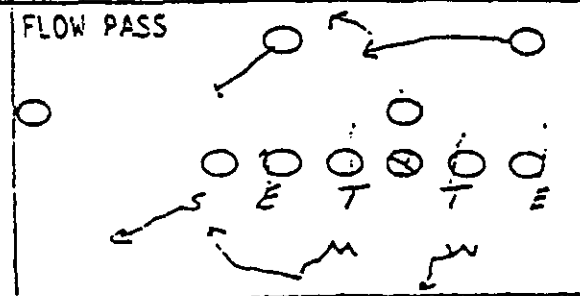
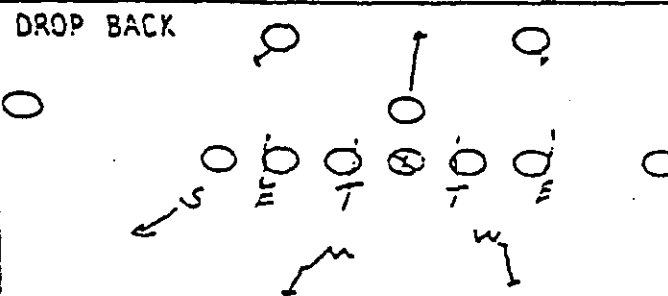
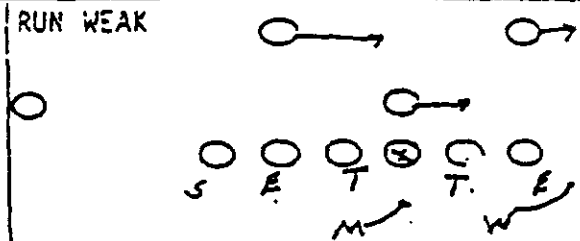
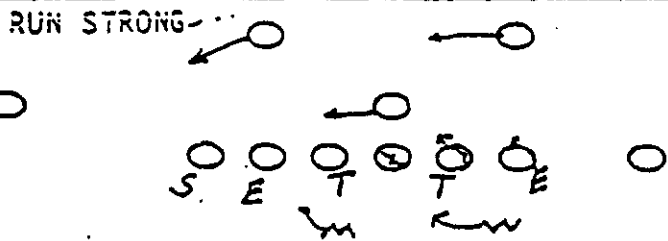
EAGLE G



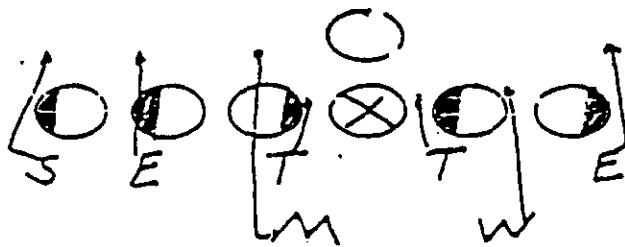
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	5	5	TACKLE	C GAP	PURSUE	CONTAIN
LT. END	5	5	TACKLE	C GAP	PURSUE	CONTAIN
RT. TACKLE	2	2	GUARD	A GAP	PURSUE	INSIDE RUS
LT. TACKLE	2	2	GUARD	A GAP	PURSUE	INSIDE RUS
SAM	9	9	TE/NB/BALL	ALLEY	PURSUE	COV. CALLE
MIKE	30	3	BACK	B GAP	WK. A PURSUE	COV. CALLE
WILL	30	3	BACK	ALLEY	A GAP PURSUE	COV. CALLE

ADJUSTMENTS: TWO TITE: RIGHT END MOVES TO A "7". WILL MOVES TO A "50".

COVERAGE CALLS: 2.6, 4.6, 2.3, 4.3
FLANKER MOTION - HANDLED BY SECONDARY



EAGLE G BLITZ



C #1

SS #2

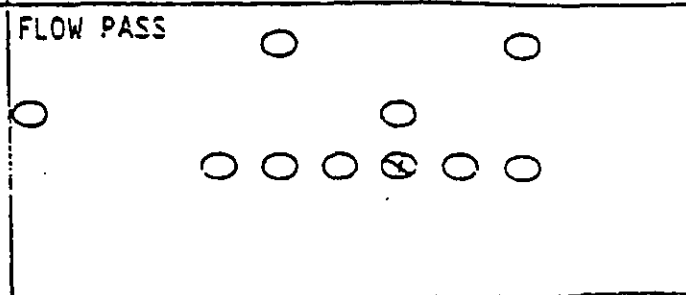
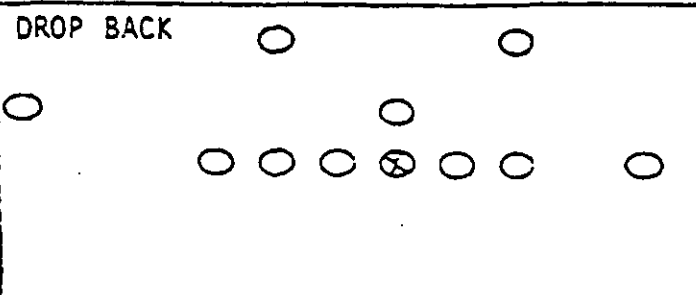
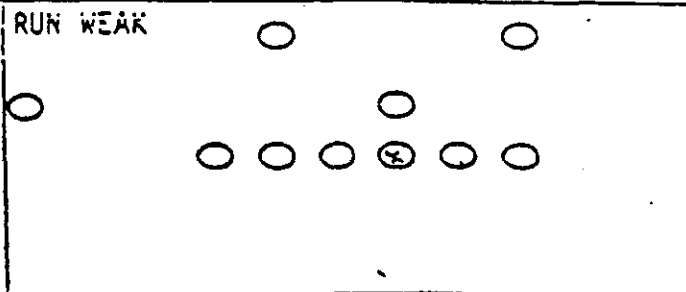
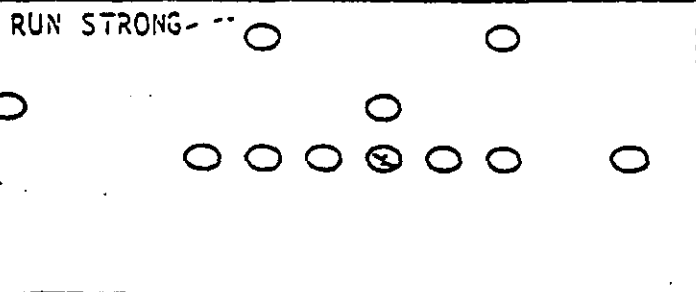
FS #

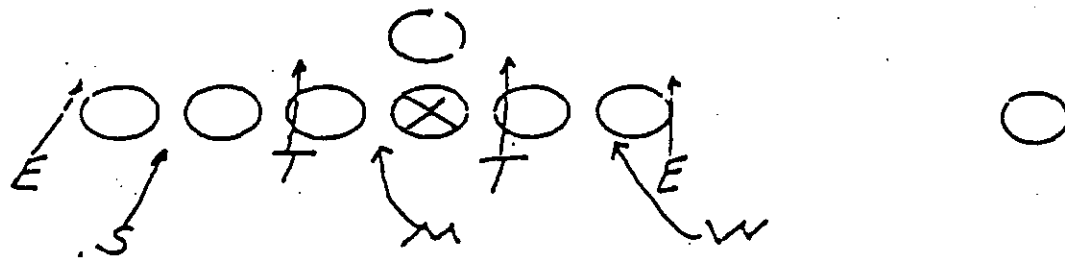
C #1

POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	5	GO	TACKLE	C GAP	PURSUE	CONTAIN
LT. END	5	GO	TACKLE	C GAP	PURSUE	INSIDE
RT. TACKLE	2	GO	GUARD	A GAP	SQUEEZE	INSIDE
LT. TACKLE	2	GO	GUARD	A GAP	SQUEEZE	INSIDE
SAM	9	9	TE/NB/BALL	CONTAIN	PURSUE	CONTAIN
MIKE	30	BLITZ	BALL	B GAP	PURSUE	BLITZ
WILL	30	BLITZ	BALL	B GAP	PURSUE	BLITZ

ADJUSTMENTS: GREEN DOG 3 RELEASE STRONG.
FS ADJUSTS TO ALL BACKFIELD MOTION.

COVERAGE CALLS:
0





SS #2

FS #2

C #1

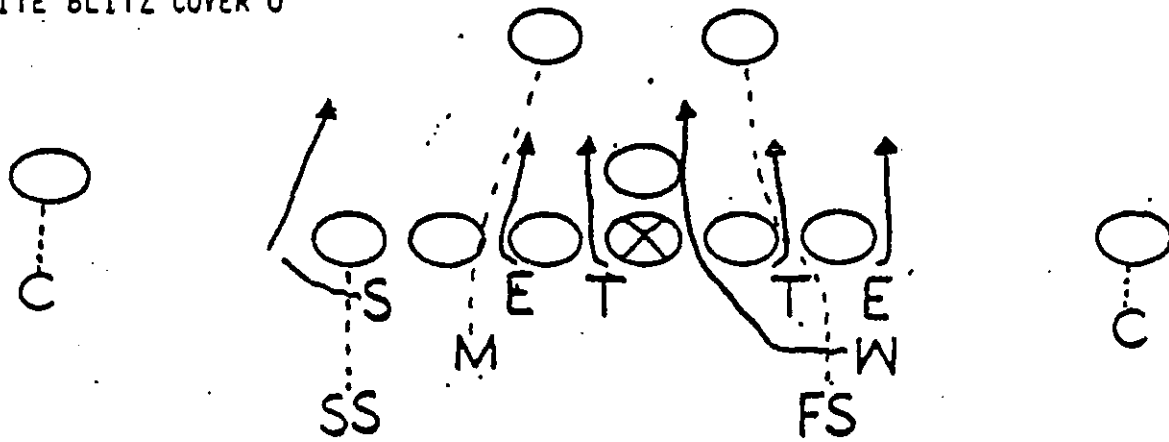
#	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
5		GO	BALL	C GAP	PURSUE	CONTAIN
8		GO	BALL	D GAP	PURSUE	CONTAIN
3		GO	BALL	B GAP	B GAP	INSIDE
2		GO	BALL	A GAP	A GAP	INSIDE
60		BLITZ	NB/BALL	ALLEY	BLITZ	BLITZ
10 STRONG		BLITZ	BACK/BALL	A GAP	BLITZ PURSUE	BLITZ
50		BLITZ	BACK/BALL	B GAP	BLITZ PURSUE	BLITZ

NOTES:
 GREEN DOG 3 RELEASES STRONG.
 FS ADJUSTS TO ALL BACKFIELD MOTION.
 1 TECHNIQUE ADJUSTS TO 2 TECHNIQUE.

EDGE CALLS:

STRONG	○	○	○	○	○	○	○
RUN WEAK	○	○	○	○	○	○	○
BACK	○	○	○	○	○	○	○
FLOW PASS	○	○	○	○	○	○	○

TITE BLITZ COVER 0



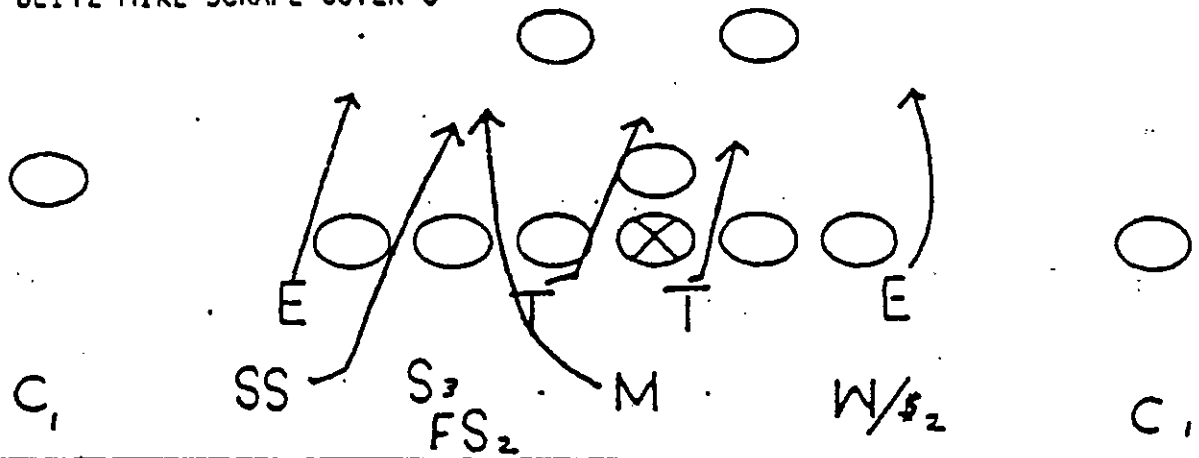
POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO	RUN AWAY	PASS
RT. END	5	RIP	TACKLE	C GAP	PURSUE	CONTAIN
LT. END	3	RIP	GUARD	B GAP	SQUEEZE	INSIDE
RT. TACKLE	3	RIP	GUARD	C GAP	SQUEEZE	INSIDE
LT. TACKLE	1	RIP	CENTER	A GAP	SQUEEZE	INSIDE
SAM	9	LOOSEN TO 8 RUSH	TIGHT END	ALLEY	SQUEEZE CUT BACK	CONTAIN
MIKE	50	MAN	3 STRONG	C GAP	PURSUE	3 STRONG
WILL	30	BLITZ	BALL	A GAP WEAK	A GAP WEAK	BLITZ

ADJUSTMENTS: MOTION: MAN ADJUSTMENTS.
 2 TE's: MAN ADJUSTMENTS.
 TRIPS: MAN ADJUSTMENTS.

COVERAGE CALLS: 0

<p>RUN STRONG</p>	<p>RUN WEAK</p>
<p>DROP BACK</p>	<p>FLOW PASS</p>

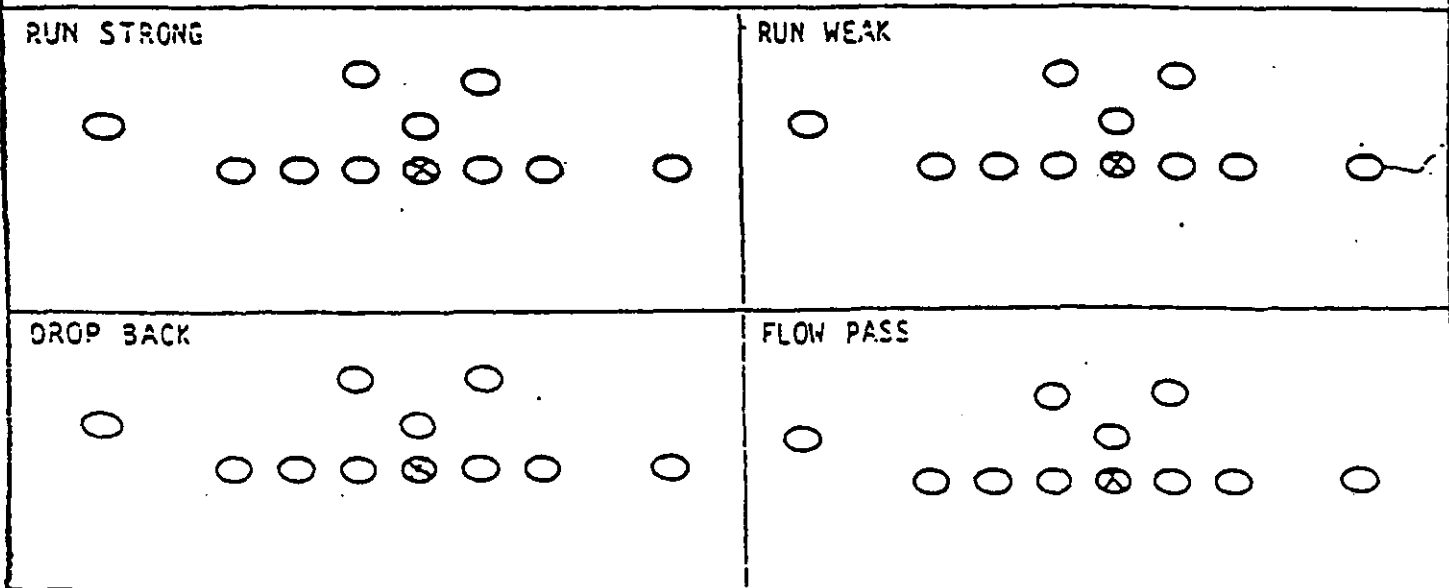
CANES BLITZ MIKE SCRAPE COVER 0



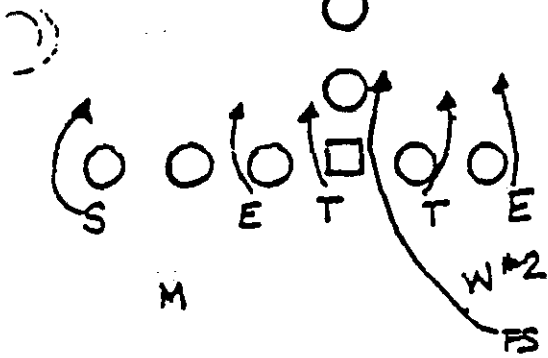
POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO	RUN AWAY	PASS
RT. END	5	GO	TIGHT END	C GAP	PURSUE	PASS RUSH
LT. END	9	GO	TIGHT END	ALLEY	PURSUE	PASS RUSH
RT. TACKLE	1	GO	CENTER	A GAP	SQUEEZE	INSIDE RUSH
LT. TACKLE	3	INSIDE RIP	GUARD	B GAP	SQUEEZE	INSIDE RUSH
SAM	50	MAN	3 STRONG	C GAP	SQUEEZE PURSUE	3 STRONG
MIKE	10 STRONG	BLITZ	BALL	A GAP	PURSUE	BLITZ
WILL	60	MAN	2 WEAK	B GAP	SQUEEZE PURSUE	2 WEAK

ADJUSTMENTS: BUMP ANY MOTION

COVERAGE CALLS: COVER 0

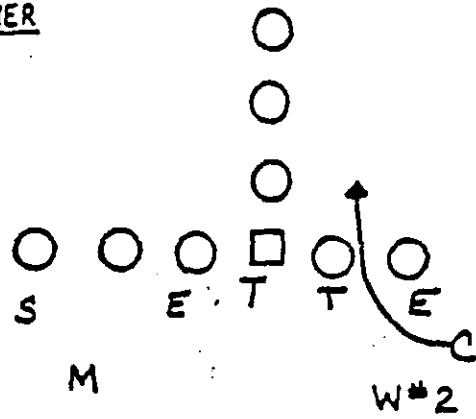


FREE SAFETY



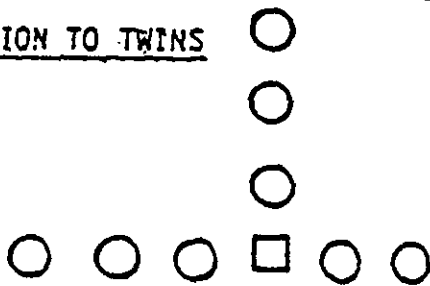
COACHING POINTS:

CORNER



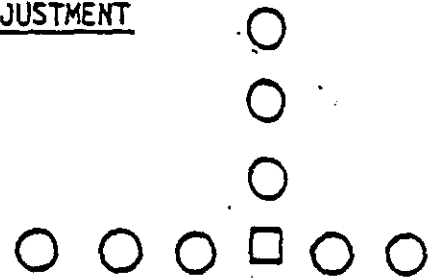
COACHING POINTS:

MOTION TO TWINS



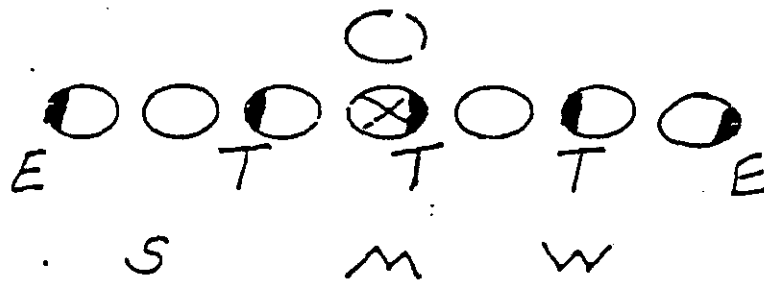
COACHING POINTS:

TRIPS ADJUSTMENT



COACHING POINTS:

STACK 3_KEY



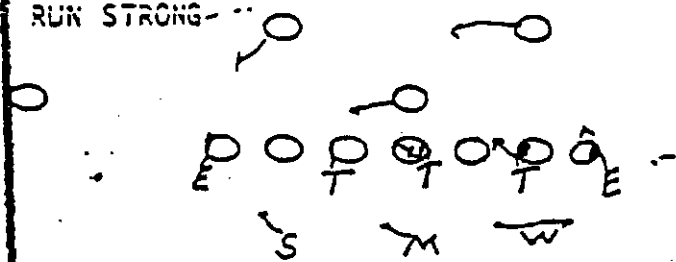
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	9	9	TIGHT END	D GAP	PURSUE	CONTAIN
LT. END	9	9	TIGHT END	D GAP	PURSUE	CONTAIN
RT. TACKLE	4	4	TACKLE	B GAP	B GAP	INSIDE
LT. TACKLE	3	3	GUARD	B GAP	PURSUE	INSIDE
EX. LINEMAN	1	1	CENTER	A GAP	PURSUE	INSIDE
SAM	50	50	BACK THRU TACKLE	C GAP TO ALLEY	CHECK A GAP PURSUE	COV. CALLED
MIKE	10 STRONG	1	BACK	A GAP	CHECK A GAP PURSUE	COV. CALLED
WILL	40	4	BACK	C GAP	PURSUE	COV. CALLED

ADJUSTMENTS:

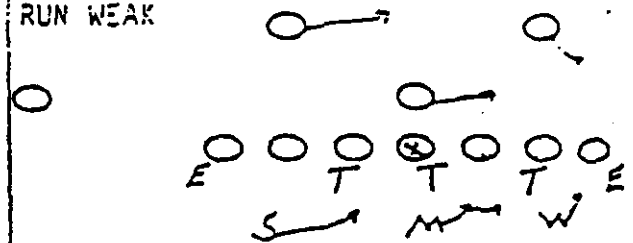
EX. LINEMAN T OR E ALIGN ACCORDING TO GAME PLAN.
ONE BACK - LINEBACKER ADJUST.

COVERAGE CALLS: 3 KEY VS. 2 TITE-WING.
STACK 2, STACK 4 VS. FLANKER.

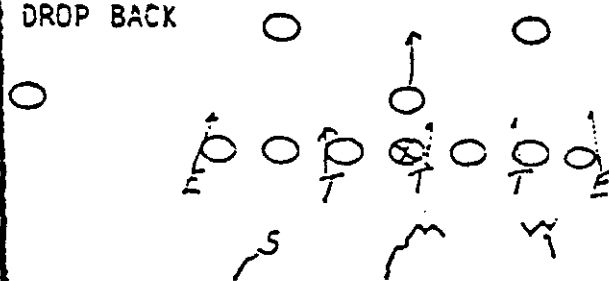
RUN STRONG-



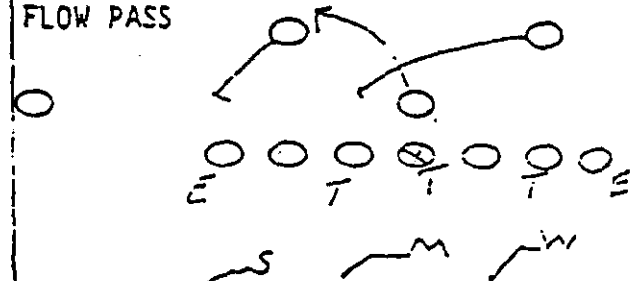
RUN WEAK



DROP BACK



FLOW PASS



NO TITE
ADJUSTMENT



STACK STUNTS:



ALL STUNTS FROM
CANES PACKAGES

1. GAP/CRASH
2. DIVE
3. PINCH
4. FB
5. SAM SHOOT

CHING POINTS:

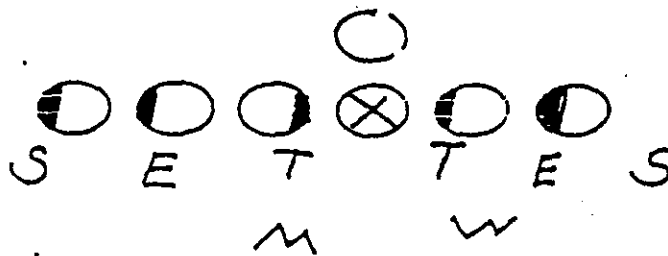
COACHING POINTS:



CHING POINTS:

COACHING POINTS:

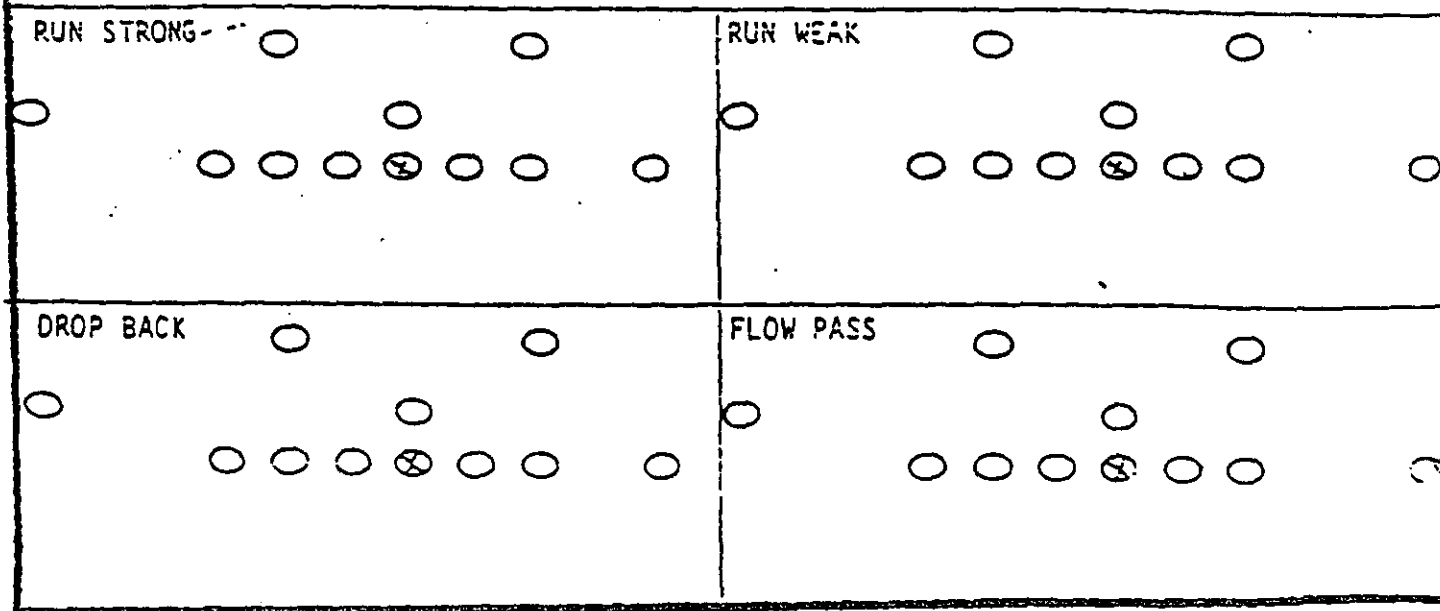
EAGLE G SAM



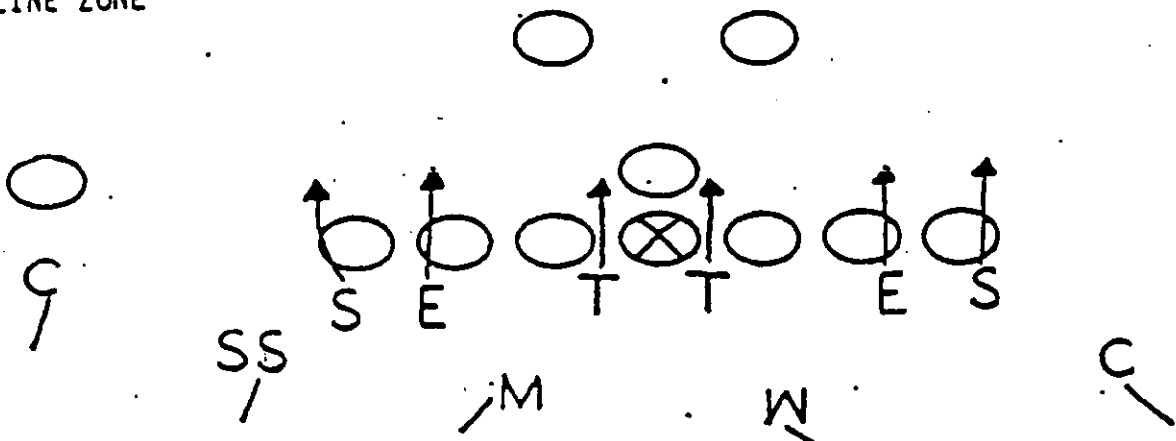
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	4	4	TACKLE	B GAP	PURSUE	INSIDE
LT. END	5	5	TACKLE	C GAP	PURSUE	CONTAIN
RT. TACKLE	2	2	GUARD	A GAP	PURSUE	INSIDE
LT. TACKLE	2	2	GUARD	A GAP	PURSUE	INSIDE
EX. SAM	LOOSE 5	5	BALL/NB	D GAP	PURSUE BOOTLEG	CONTAIN
SAM	9	9	TE/NB/BALL	D GAP	PURSUE	COV. CALLED
MIKE	30	3	BACK	B GAP	PURSUE	COV. CALLED
WILL	30	3	BACK	ALLEY	PURSUE	COV. CALLED

ADJUSTMENTS: TWO TITES: EX SAM PLAY A 9.
 ONE BACK: BACKERS ADJUST.
 TWO TITE WING: 3 KEY.

COVERAGE CALLS: SAM 2 & PLAY IT, SAM 4 & PLAY IT.



LINE ZONE



POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO C GAP	RUN AWAY PURSUE	PASS CONTAIN RUSH
END	5	5	TACKLE	C GAP	PURSUE	CONTAIN RUSH
END	5	5	TACKLE	C GAP	PURSUE	CONTAIN RUSH
TACKLE	1 GAP	1 GAP	BALL	A GAP	PURSUE	INSIDE RUSH
TACKLE	1 GAP	1 GAP	BALL	A GAP	PURSUE	INSIDE RUSH
SAM	9	9	TIGHT END STRONG	C GAP TO ALLEY	PURSUE	CONTAIN RUSH
MIKE	30	30	NEAR BACK	B GAP	CHECK C GAP	COV. CALLED
WILL	9	9	TIGHT END WEAK	C GAP TO ALLEY	PURSUE	COV. CALLED

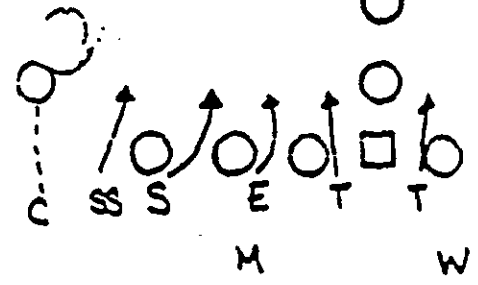
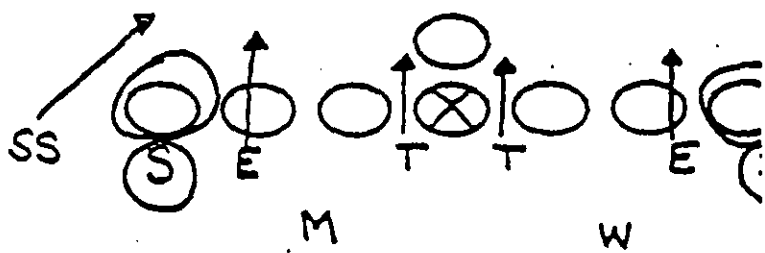
ADJUSTMENTS:

VERAGE CALLS:

<p>STRONG</p>	<p>RUN WEAK</p>
<p>P BACK</p>	<p>FLOW PASS</p>

GOAL LINE MAN

GOALINE
GUT ALL FIRE



POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO C GAP	RUN PL
T. END	5	5	TACKLE	C GAP	PL
T. END	5	5	TACKLE	C GAP	PL
T. TACKLE	1	1	BALL	A GAP	PL
T. TACKLE	1	1	BALL	A GAP	PL
SAM LB's	8-8	MAN T.E.	TIGHT END TIGHT END	ALLEY ALLEY	PL PL
MIKE	30	MAN	NEAR BACK	B GAP	CHE
WILL	30	MAN	NEAR BACK	B GAP	PL

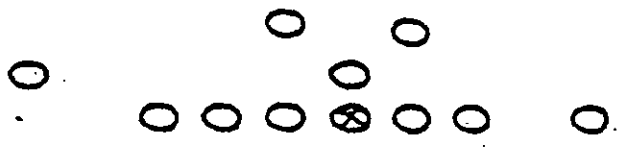
COACHING POINTS:

ADJUSTMENTS: BE ALERT FOR WISHBONE ADJUSTMENT.
BE ALERT FOR GUTS ALL FIRE CALL.

OVERAGE CALLS:

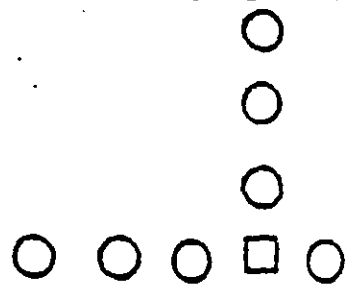
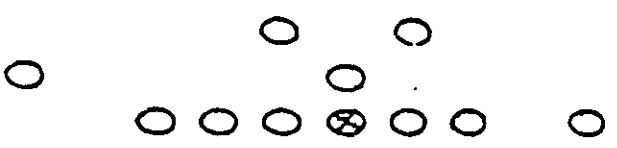
ON STRONG

RUN WEAK



POP BACK

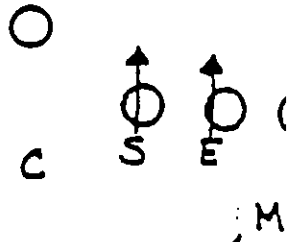
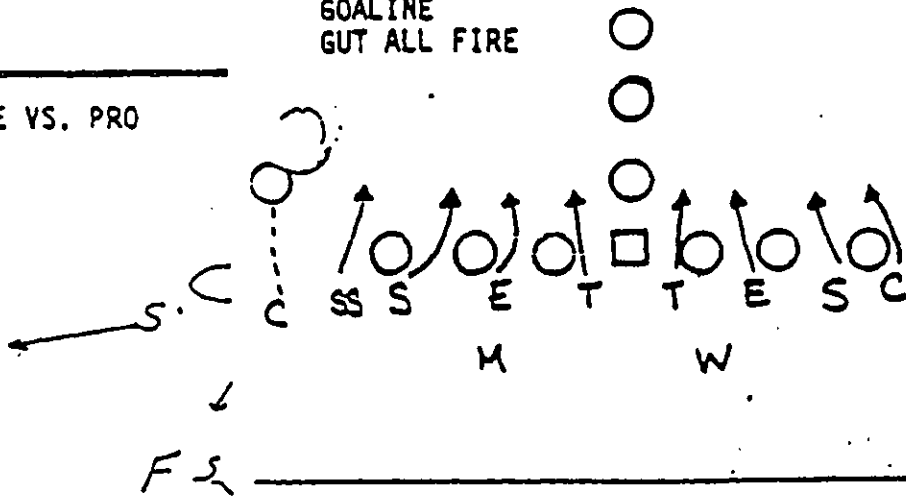
FLOW PASS



COACHING POINTS:

GOALINE
GUT ALL FIRE

SEAR ZONE VS. PRO

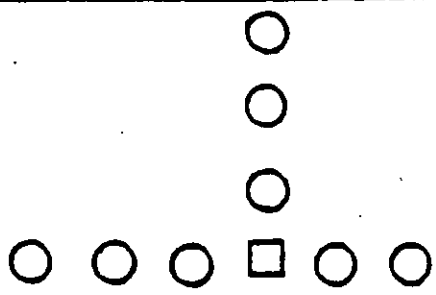
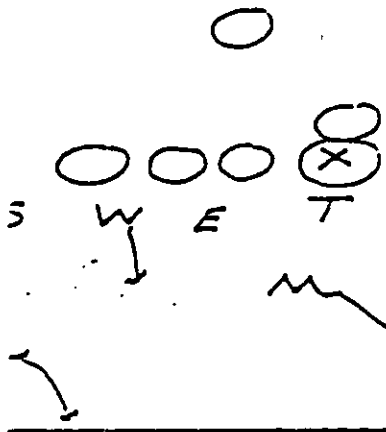


1 TIGHT END ADJUST

COACHING POINTS:

COACHING POINTS:

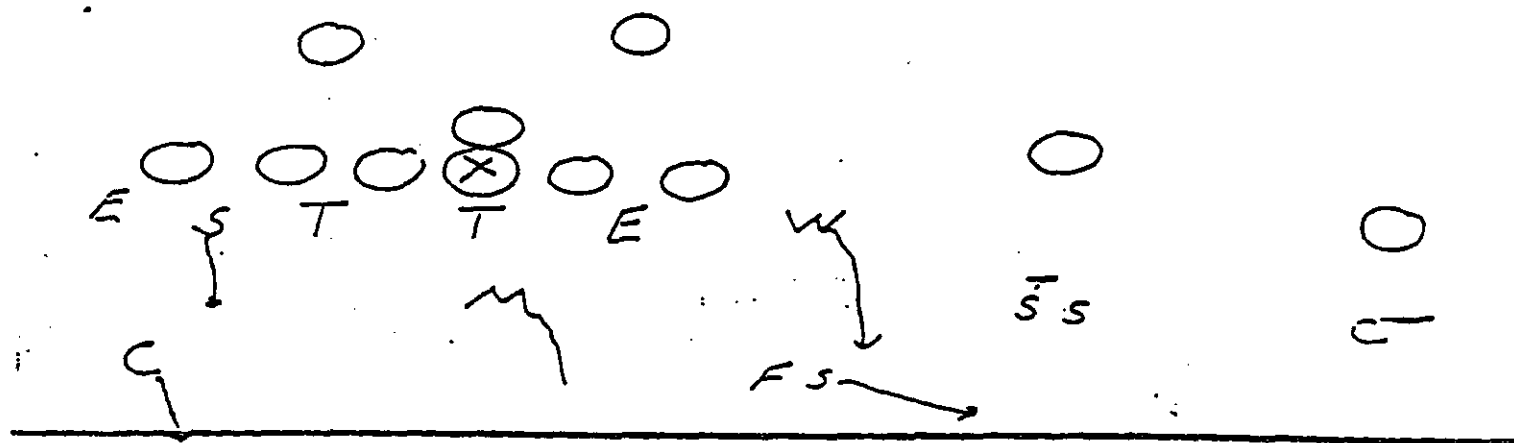
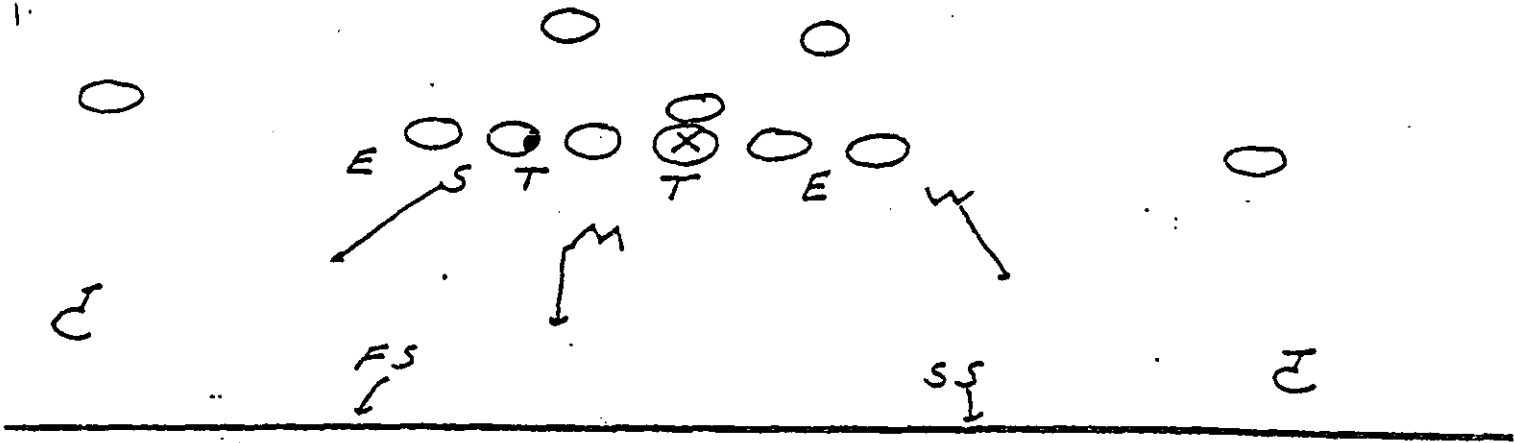
SEAR ZONE VS. TWINS



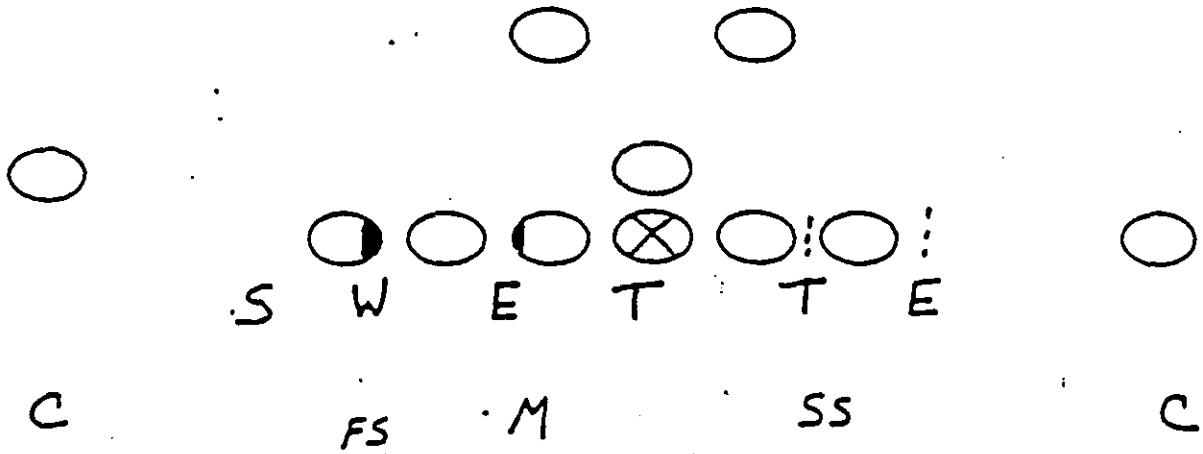
COACHING POINTS:

COACHING POINTS:

TIGER 2.6 VS. PRO



TITE BEAR - COVER 1



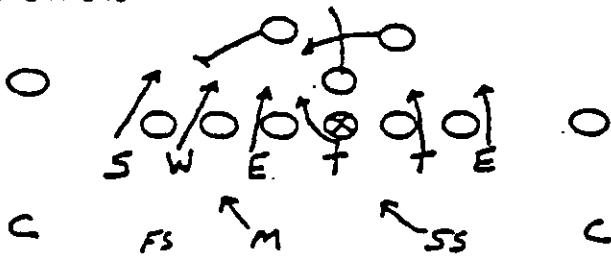
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	FB	BALL - TACKLE	ALLEY	TRAIL	CONTAIN
LT. END	LOOSE 3	RIP	BALL - GUARD	A GAP	TRAIL	INSIDE
RT. TACKLE	LOOSE 3	RIP	BALL - GUARD	B GAP	TRAIL	INSIDE
LT. TACKLE	0	FREE	BALL - CENTER	REACT	REACT	INSIDE
SAM	8 TECH.	GO	BALL - TE/NB	ALLEY	TRAIL	CONTAIN
MIKE	30	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	7 TECH.	HAMMER	BALL - TE	C GAP SPILL	TRAIL	INSIDE-SCRAPE

ADJUSTMENTS: SS/WILL HANDLE ALL BACK MOTIONS AND ADJUSTMENTS. DB'S WILL HANDLE ALL RECEIVER MOTIONS (ROCKET, ZIP, TIM, ETC.)

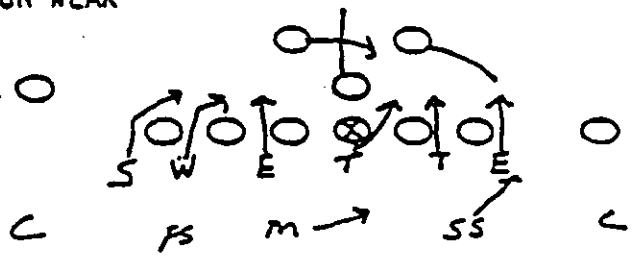
SS - ALIGNS 40, 5 YDS DEEP. SS - INSIDE SHADE OF TE - 7 YDS. CB'S-INSIDE SHADE, 8 YDS

COVERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.

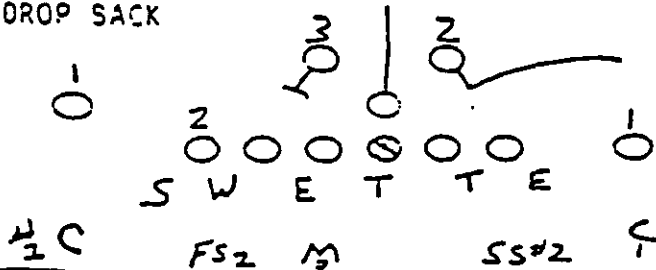
RUN STRONG



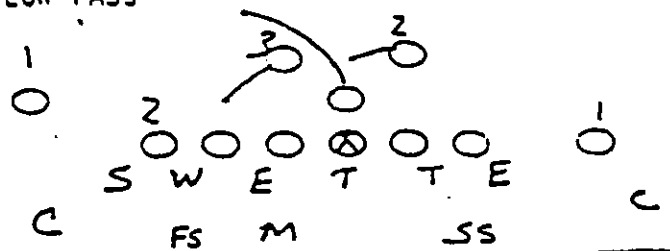
RUN WEAK



DROP SACK



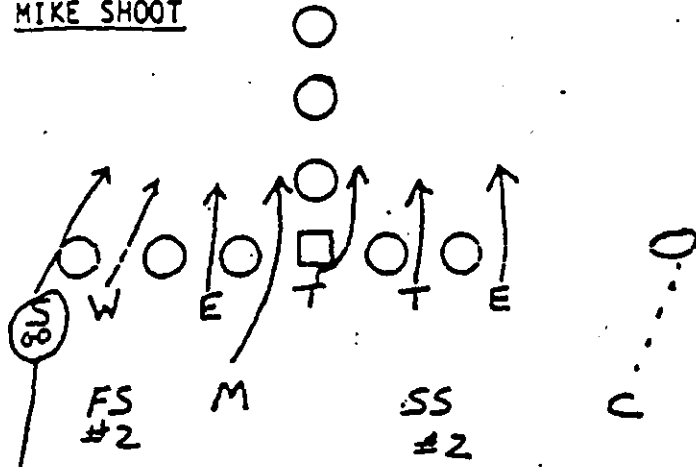
FLOW PASS



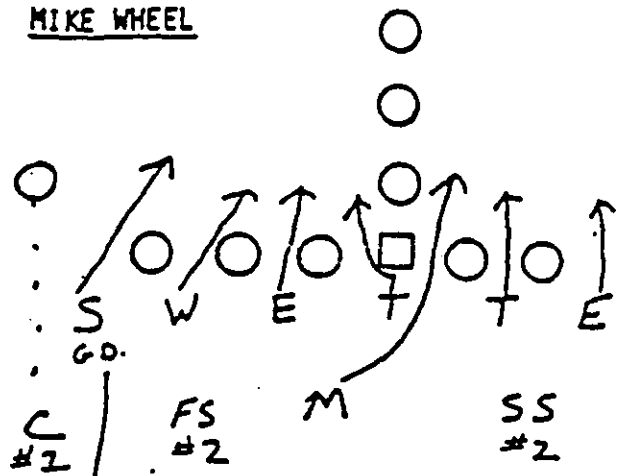
TITE BEAR COVER 1

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 8 Technique	Ball	vs. Pass Contain
<u>MIKE</u> 30	Ball	Man to man on #3 Strong.
<u>WILL</u> 7 Technique	Ball/TE	Stunt C Gap
<u>ST. CORNER</u> Inside shade 8 yards deep	QB to #1	Man to man on #1.
<u>ST. SAFETY</u> 40 5 yards deep	Ball to weak back	Man to man on #2 Weak, and all backfield motion.
<u>FREE SAFETY</u> Inside shade of TE 5 yds deep	T.E.	Man to man on #2 Strong.
<u>WK. CORNER</u> Inside shade 8 yards deep	QB to #1	Man to man on #1.

MIKE SHOOT



MIKE WHEEL



WATCHING POINTS:

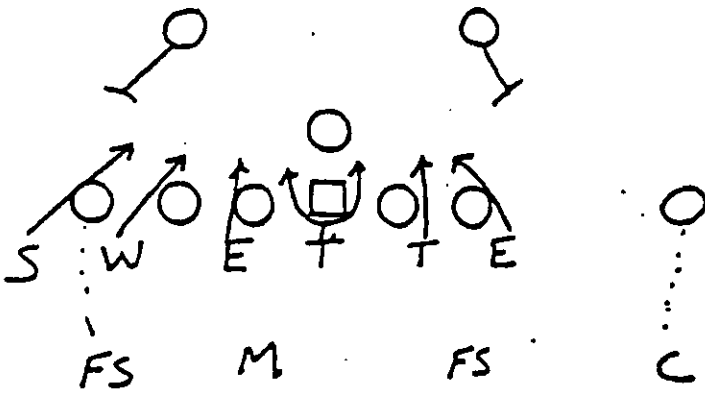
Reen
Dog

COACHING POINTS:

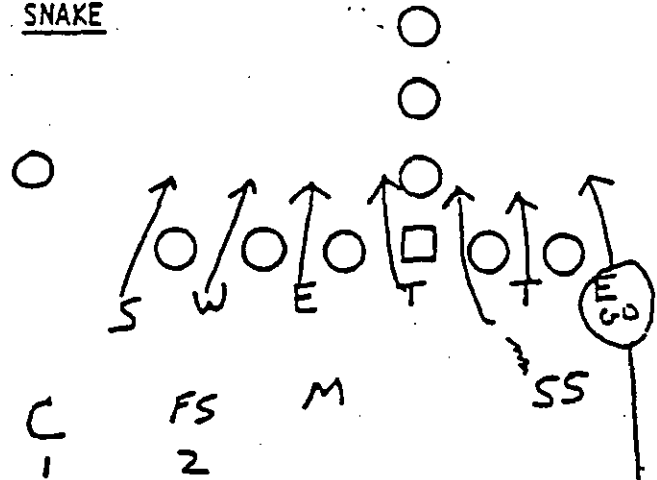
Green
Dog

*MOTION TO ONE BACK END ALERT FOR GREEN DOG.

SCRAPE



SNAKE

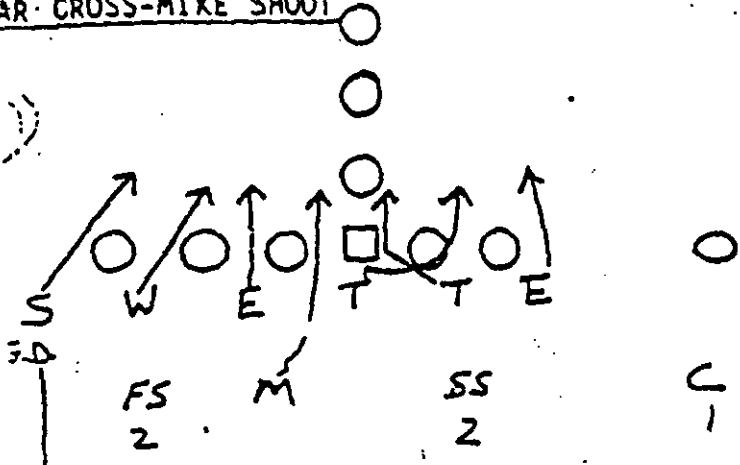


WATCHING POINTS:

COACHING POINTS:

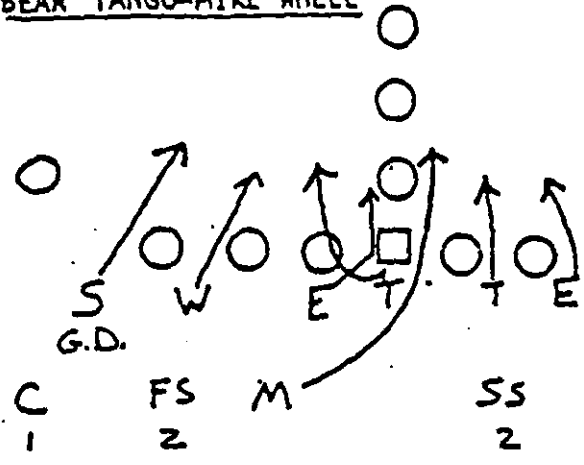
Green
Dog

AR CROSS-MIKE SHOOT



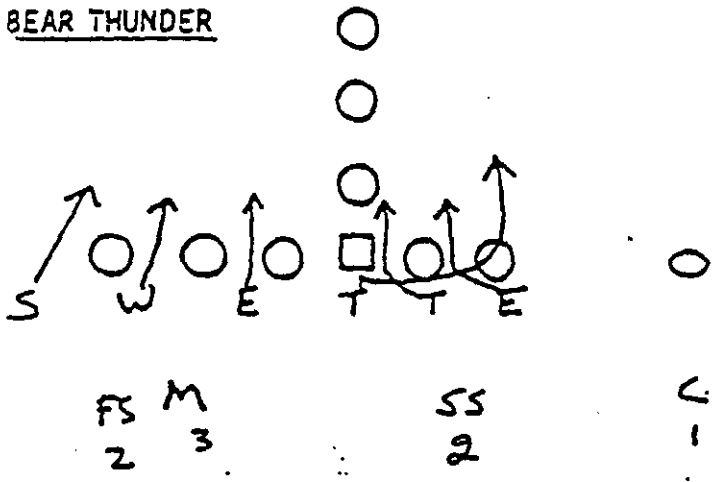
COACHING POINTS:
200w Dog

BEAR TANGO-MIKE WHEEL



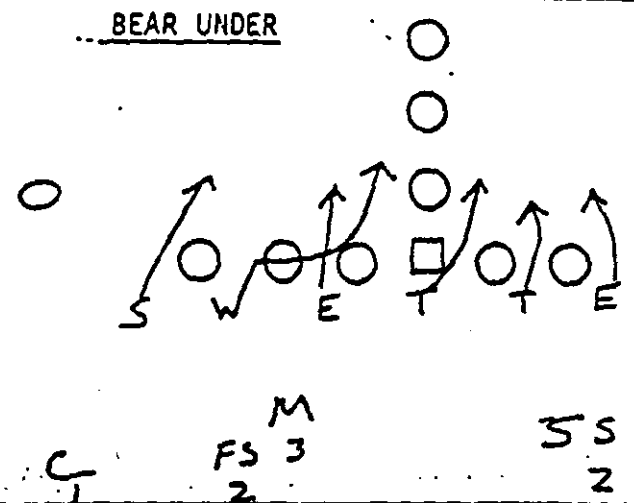
COACHING POINTS:

BEAR THUNDER



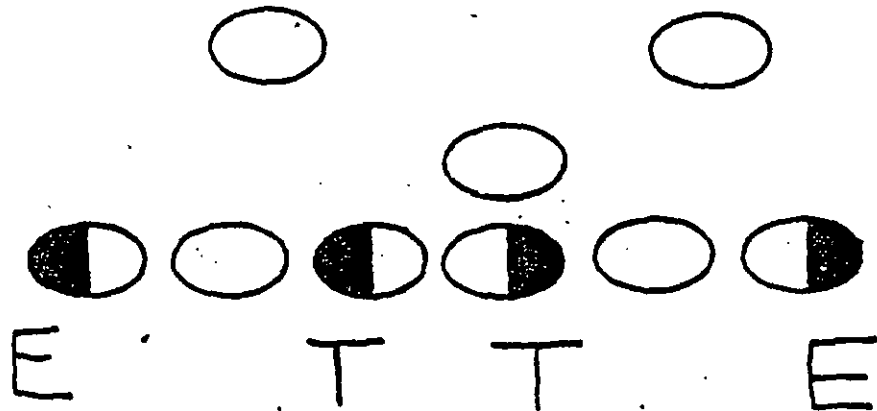
COACHING POINTS:

BEAR UNDER



COACHING POINTS:

COVER 2



S
↓
CURL

M
↓
MIDDLE

W
↓
CURL

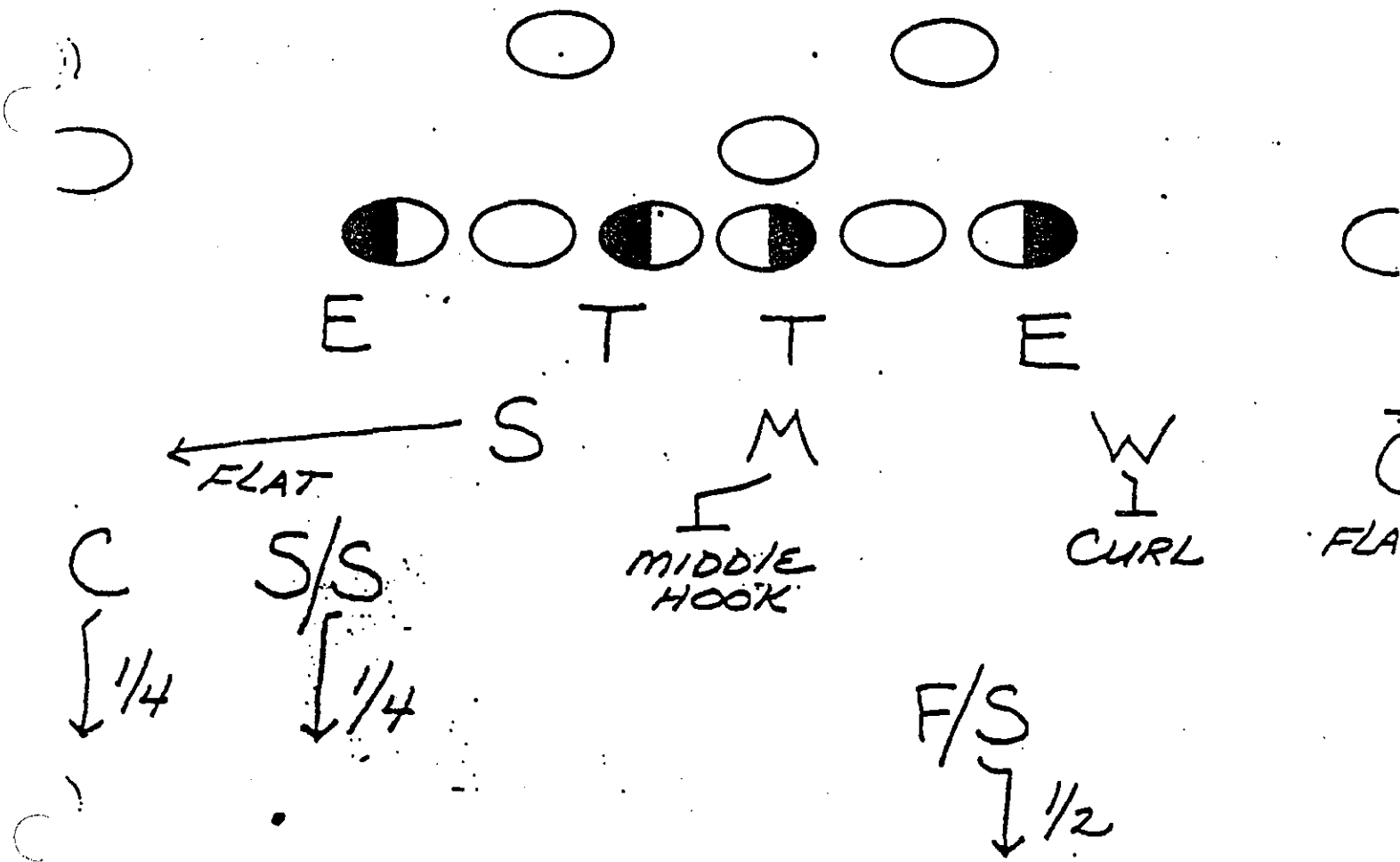
T
C
FLA:

S/S
↓ 1/2

F/S
↓ 1/2

Cover 2 is a 2 deep, 5 short zone coverage. Both safeties are responsible for one-half of the field. The corners and linebackers are responsible for the 5 underneath zones.

COVER 4



Cover 4 is the free safety and weak corner playing Cover 2, and the strong corner and strong safety playing $\frac{1}{4}$'s dependent on the route of #2 strong. It allows the strong safety to be a robber on inside routes of #1, and allows the strong corner to take away the outside seam route and post corner which hurt Cover 2.

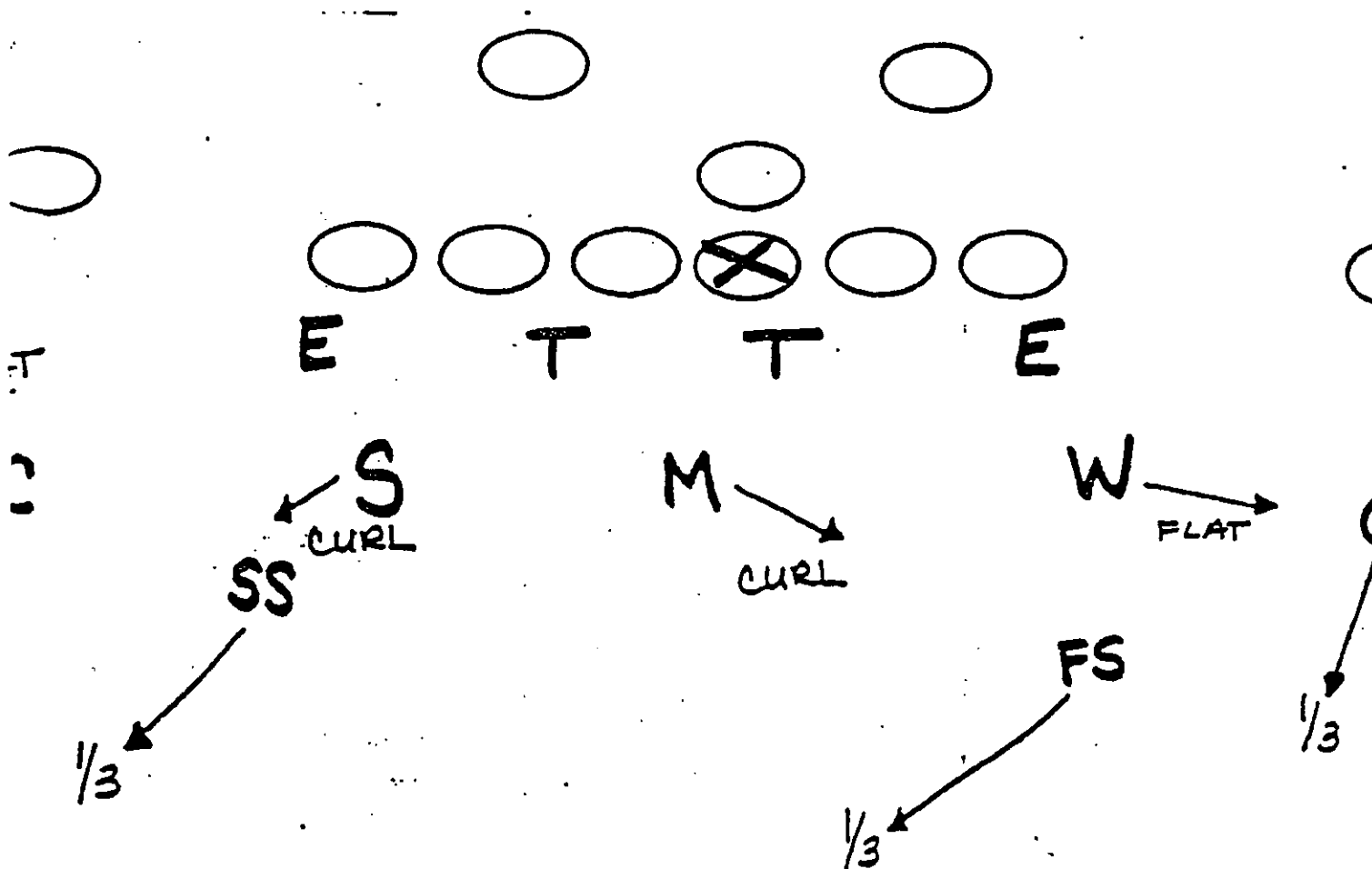
COVER 4

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back Read Uncovered Lineman	Drop curl to flat. If #2 runs arrow, go directly to flat.
<u>MIKE</u> 10 - 20	Back Uncovered Ball	Open strongside - work to middle of field 10-12 yards deep. If tight end releases inside, wall him off. Play Action: Get depth after fake for cross. Drop Back: Check tight end cross. If #3 goes up, you must go with him.
<u>WILL</u> 60	Back Ball	Weakside curl 10-12 yards deep. If #2 goes up, run with him. Play Action away: Wall off tight end cross. Never drop outside hash.
<u>ST. CORNER</u> Inside position and 7 yards deep	Ball to #1 Be aware of #2 Release & Route	Man on #1. If #2 runs arrow, work to outside man to man on #1. Align cover 2 - Rotate deep 1/4 on snap
<u>ST. SAFETY</u> 1-4 yards outside #2 & 10 yds. deep	Ball to #2	Disguise, Cover 2 alignment. Key #2. If he comes up, you have #2. If #2 breaks out or under before 10 yards, settle and rob inside route of #1.
<u>FREE SAFETY</u> On hash 12 yards deep	Ball to #2	Deep $\frac{1}{2}$ responsibility. If #2 is up, maintain position and break on ball. If #2 blocks or is out, push off to #1.
<u>WK. CORNER</u> Outside position and 5 yards deep	Ball to #2	Flat responsibility. Collision #1 and force him inside. Clue #2. If #2 is out, sink for post corner and break up on arm. If #2 is up, get depth and take away outside seam from #1.

COVER 3

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back Uncovered Lineman Ball	Strongside hook to curl, drop 10-12 yards. If tight end goes up, wall off, then continue on curl drop.
<u>MIKE</u> 10 - 20	Back Uncovered Lineman Ball	Open to weakside of passing strength. Work hook to curl 10-12 yards deep.
<u>WILL</u> 60	Back Ball	Weakside curl/flat drop - get under the out, no deeper than 8 yards. Read #2 release to dictate combination routes.
<u>ST. CORNER</u> Outside position and 8 yards deep	#1 to Ball Must see #2 & #3 for total picture	Deep outside 1/3 responsibility. Play outside technique. See #2 for deep threat on out and up or flag.
<u>ST. SAFETY</u> 5 yards outside and 5 yards deep	#2 to Ball	Curl to flat responsibility. Drop to curl and buy time for Sam, then take away flat.
<u>FREE SAFETY</u> Middle of formation & 10 yds. deep	Ball through Weakside Lineman	Deep middle 1/3 responsibility. Read ball and quarter back. Think of post from #1 either side. Do not jump short crossing routes. Always read #2 Strong.
<u>WK. CORNER</u> Outside position and 8 yards deep	#1 to Ball See #2 for total picture	Deep outside 1/3 responsibility. Play outside technique. See #2 for deep threat on out and up or flag. If free, look inside. *Ball on hash, play inside technique.

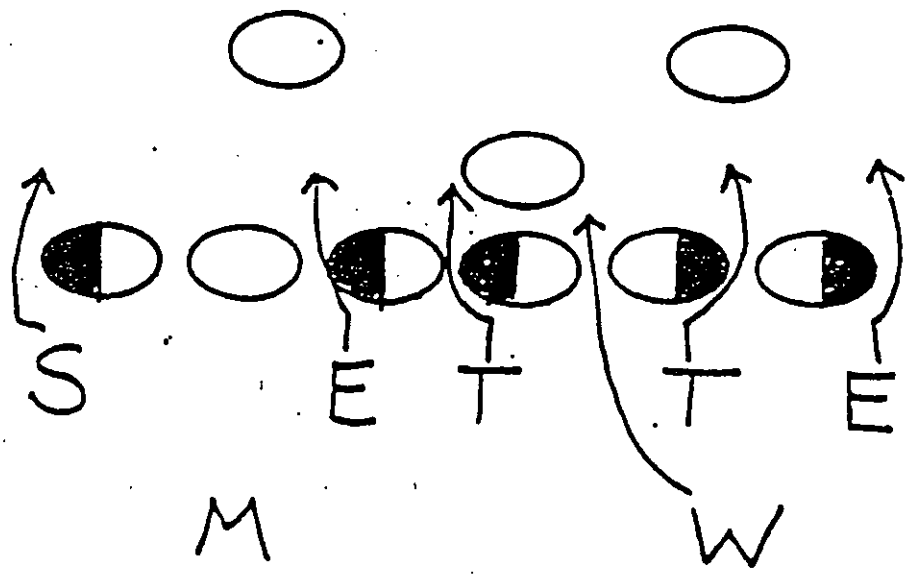
COVER 3 CLOUD



Cover 3 Cloud is a predetermined, 3 deep strong rotation coverage. The alignment will be a Cover 2 look, and then move to Cover 3 Cloud on the snap. The more the coverage looks like Cover 2 on alignment, the more effective it will be. On back motion to trips, Linebacker must cover down like Cover 2 rules.

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back Uncovered Lineman Ball	Strongside hook to curl, drop 10-12 yards. If tip end goes up, wall off, then continue on curl drop.
<u>MIKE</u> 10 - 20	Back Uncovered Lineman Ball	Open to weakside of passing strength. Work hook to curl 10-12 yards deep.
<u>WILL</u> 60	Back Ball	Weakside curl to flat drop - get under the out, no deeper than 8 yards. Read #2 for combination.
<u>ST. CORNER</u> Outside position and 5 yards deep	#1 to Ball See #2 & #3 for total picture	Flat responsibility. Collision #1 and force him inside; then clue #2 and #3. If #1 and #2 are up, get depth. If #3 flares, break up on arm. If #2 is out, jump him quick.
<u>ST. SAFETY</u> On hash 12 yards deep	#2 to Ball Clue #1 on rotation	Deep outside 1/3. Run to responsibility and play like strong corner in Cover 3.
<u>FREE SAFETY</u> On hash 12 yards deep	Through weakside lineman to ball	Deep middle 1/3. Run to responsibility and play Cover 3.
<u>WK. CORNER</u> 1 yard outside and 5 yards deep	#1 to Ball See #2 for total picture	Deep outside 1/3. Cover 2, look on alignment, and then play Cover 3 on snap.

COVER 0



S/S
m/m
#2

F/S
m/m
#2 WEAK
#4 STRONG

C
m/m
#1

Cover 4 is a blitz coverage with inside man to man technique. It is run from a Cover 2 look. Weak corner, Will or free safety can run the stunt. If the safety is called, Will has #2 man to man. If the corner is called, Will has #2 and free safety has #1.

COVER 0

ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 9 Loose	Ball	Contain rush on football.
<u>MIKE</u> 50	#3 Strong	Cover #3 out strong man to man. If trips strong, take remaining back.
<u>WILL</u> 30	Ball	Blitz called
<u>ST. CORNER</u> Outside position and 5-7 yards deep	#1	Man to man on #1. Back pedal to inside position and play inside man to man technique on #1.
<u>ST. SAFETY</u> Outside position on #2 & 10 yds. deep	#2	Man to man on #2. Approach line of scrimmage on snap. Play inside man to man technique on #2.
<u>FREE SAFETY</u> Outside position on #2 & 10 yds. deep	#2	Man to man on #2. Approach line of scrimmage on snap. Play inside man to man technique on #2. If trips, take #3. Could be combo with strong safety. Alert for safety call on Blitz.
<u>WK. CORNER</u> Outside position and 5-7 yards deep	#1	Man to man on #1. Back pedal to inside position and play inside man to man technique on #1. Alert for corner call on Blitz.

THE WINNING EDGE

1. SAVE TIME: Ball carrier out of bounds - in and out of huddles, save one time out for field goal.
2. KILL TIME: Get up slow
1st Down - Use all time possible
2nd Down - Don't snap ball - take penalty
3rd Down - Use all time possible
4th Down - Take one penalty

If you want to give safety, take ball and run around. Do not be tackled and fumble. Step out of End Zone or put knee down before being tackled.
3. If you lose the ball on fumbles, oskies, fail to score after a drive, or get any type of bad break, you must be doubly tough on defense to overcome the psychological letdown.
4. If a lineman partially blocks a punt and it then crosses the line of scrimmage, is it a free ball? Suppose it goes high in the air and you are across the line of scrimmage with an opportunity to catch the ball among several others, what do you do?
5. What does "Peter" mean?
6. When we have a punt return, be sure the ball is kicked before rolling back for the return.
7. What is the rule for an onside kick-off? Can you fair catch an onside kick?
8. What is the rule on a punt rolling inside the ten yard line - Down it.
9. In a close game, don't be offside on a field goal or extra point. It may give them a first down or $1\frac{1}{2}$ yards to go for a two point try.
10. Don't rough the kicker or holder on place kicks:
 - A. Kick Bad - Another try.
 - B. Kick Good - 15 yard penalty on ensuing kick-off.
 - C. Know where the blocking spot is.

Play Pass - Linemen, when you lose contact of a block downfield, drop to the ground.

THE WINNING EDGE

1. Do not touch a man who has signaled for a fair catch - he cannot advance the ball, BUT he CAN fumble it. If he is close to the goal line, someone get behind him in case he is faking.
2. Do you have to catch the ball after signaling a fair catch?
3. After signaling for a fair catch, can you let the ball go and block?
4. If one defensive Halfback signals for a fair catch and another catches it, can he advance the ball?
5. If we block a punt on third down - fall on it; on fourth down - try to scoop it.
6. When they throw an incomplete pass to a flare man behind the line of scrimmage, it is always a fumble as far as the defense is concerned.
7. You are going after a fumble - you can knock an opponent off to get the ball, but you can't grab him and pull him.
8. When there is a strong wind blowing, you must always be aware of time left in periods to take advantage of kicking situations.
9. Just before half, or the end of the game when we are ahead, we are just trying to keep them from scoring, not gaining ground.
10. Fumbles on the goal line. Defense always alert on fourth down. Weak side end always looking for fumbles on offense.
11. If we are ahead in game in the last minutes and we intercept a pass, your first responsibility is to stay in bounds and not to be tackled to avoid a fumble.

LEADERSHIP OFFSETS ADVERSITY

After a bad break, be alert for a long gain type of play.

Four games are lost for every one that is won. Avoid losing, then try to win.

Second effort should be a part of your personality.

Field Position.

DOWN AND DISTANCE THEORY (Cont'd)

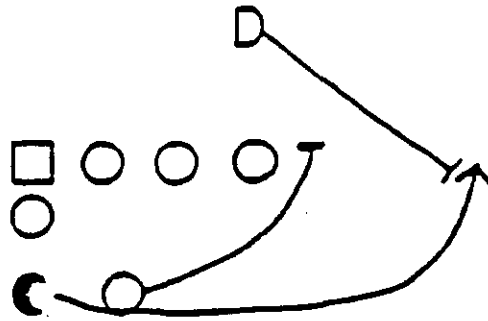
F. 3rd Down and Medium 4, 5, 6 yards to go

We regard this situation in theory the same as 2nd Down and normal, but whatever the offense selects to run against us, we must hold them to less than 6 yards to force them into a kicking situation.

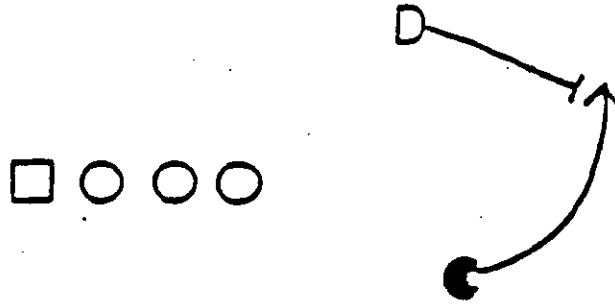
G. 3rd Down and Long 7 or more yards to go

In this situation we find through percentages that most of our opponents tend to rely upon their passing game more frequently than their running game. With this in mind we will select one of our defenses that is designed to give us maximum pass coverage. In other instances, we may select one of our blitzing defenses to cause the opposing quarterback to suffer from undue pressure, thus disturbing the timing of their passing attack.

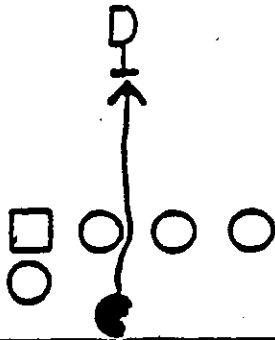
SELLOUT TACKLE



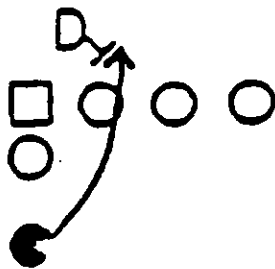
ANGLE TACKLE



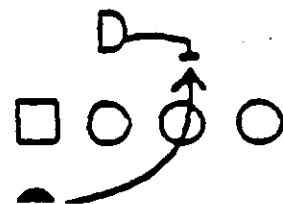
SURE TACKLE



GOAL LINE TACKLE



SOLID TACKLE



COVER 2 STRONG SAFETY & CORNER TECHNIQUE

Align 1 yard outside and 2-6 yards off of wide receiver and facing inside. Look through receiver to the ball. If run flow is to you, use one of the following techniques:

1. Speed Technique - Outrun receiver inside and contain.
2. Outside Force - Meet receiver outside-in, then move around him quickly and force back inside.
3. Outside Fake - Make an upfield move to receiver's outside and make him commit. Then beat him with an inside move.
4. Grab and Pull - Hand shiver receiver head up. Then pull and swim over either inside or outside.

After you have cleared the block of the receiver, take on force hard and you must turn the ball inside.

If run flow is away, start back giving ground and holding a position on receiver for play pass. After run is definitely away, take proper pursuit angle. You will be the last man for run support.

If it is pass, either DBP or flow pass to you, you must contact receiver and funnel him inside looking for #2. If #2 remains up, you should squeeze receiver inside looking for any threat coming back at you from the inside. When you lose contact with receiver and you have no inside threat, you must sink back so the post-corner route must be thrown over you and underneath the safety.

If the receiver releases outside so wide that he cannot be funneled inside, you must contact him with hands and force him outside; then roll back inside, getting depth with receiver, taking away whole route. If #2 breaks outside, you must level and play #2.

If you have pass flow away, you must get depth with receiver and play him like man to man, keeping inside position, if possible.

TERMINOLOGY

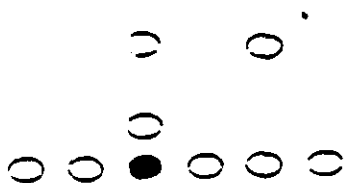
- CANES - Eagle adjustment to tight end side.
- WIDE - 3 technique adjustment to 4 technique, and 9 technique adjustment to 8 technique.
- TIGHT - Eagle adjustment to split end side.
- NICKEL - Defensive back substitution for linebacker (5 defensive backs).
- CANES TUFF - Tackles adjustment to 1 technique; ends adjustment to 5 technique and Sam adjustment to 9 technique.
- HARD - Aggressive outside stunt by Will linebacker; spy technique by end.
- SPY TECHNIQUE - Defensive end comes on slow rush, checking backfield action.
1. Your first responsibility is quick containment.
 2. If back flares your side, you have him man to man all the way down the field.
 3. If back sets up or goes away, check screens and draws.
- FULLBACK - Aggressive inside stunt through 5 gap by end on tight end side.
- GO - Call used to designate pass rush.
- SHOOT - Stunt by designated linebacker.
- FLOW - Direction in which the ball goes.
- HARD FLOW - Full flow with a dive threat.
- FAST FLOW - Full flow without a dive threat.
- STRONGSIDE - Side of the formation which designates strength. Run strength to tight end; pass to receiver.
- OSKIE - Pass interception call.
- GAP - Aggressive inside charge by 5 technique end.
- ~~CROSS TWIST~~ - Stunt between the tackles.
- ~~TWIST~~ - Stunt between end and tackle away from strength call.
- ~~CHANGE CHANGE~~ - Stunt between end and tackle away from strength call.
- CRASH - Aggressive outside stunt by Will linebacker.

TERMINOLOGY Continued

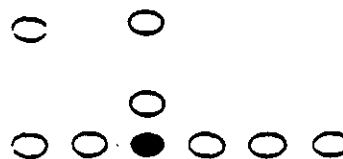
- BC
 - Corner to short side of field on hash.
 - Ball in middle, he aligns to one receiver side.
- FC
 - Corner to wide side of field when ball is on hash.
 - Ball in middle, he lines up to two receiver side.
- HASH CALL
 - Call made by Strong Safety if ball is within 3 yards of hash mark.
- CHINA
 - Call made by Corner signifying delay by Receiver.

BACKFIELD SETS

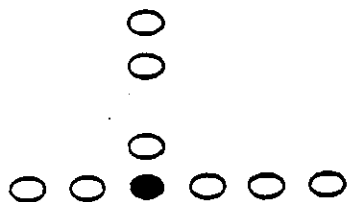
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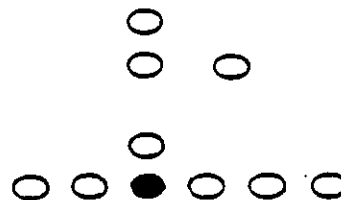
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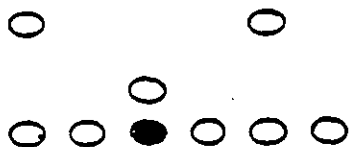
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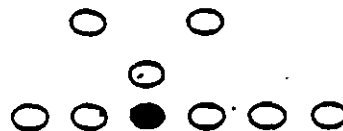
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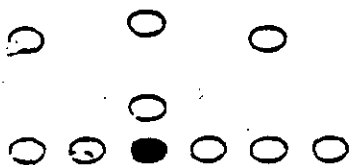
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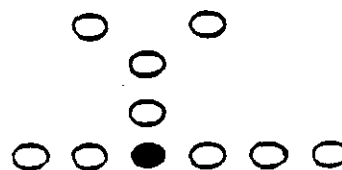
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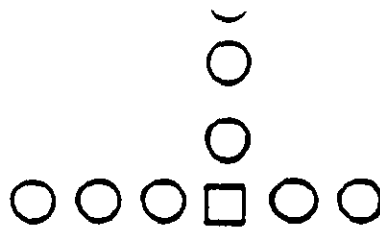
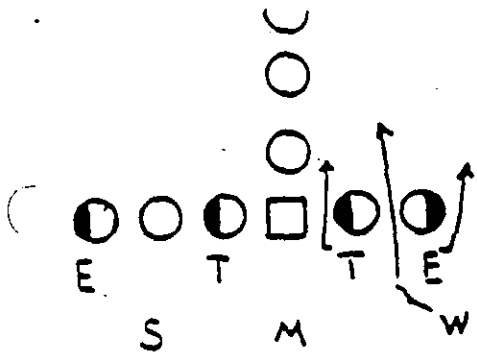


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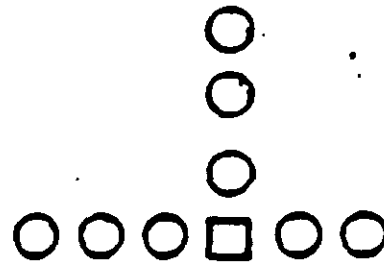
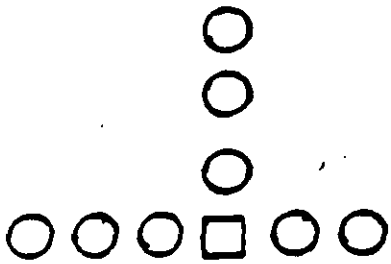
BONE





ING POINTS:

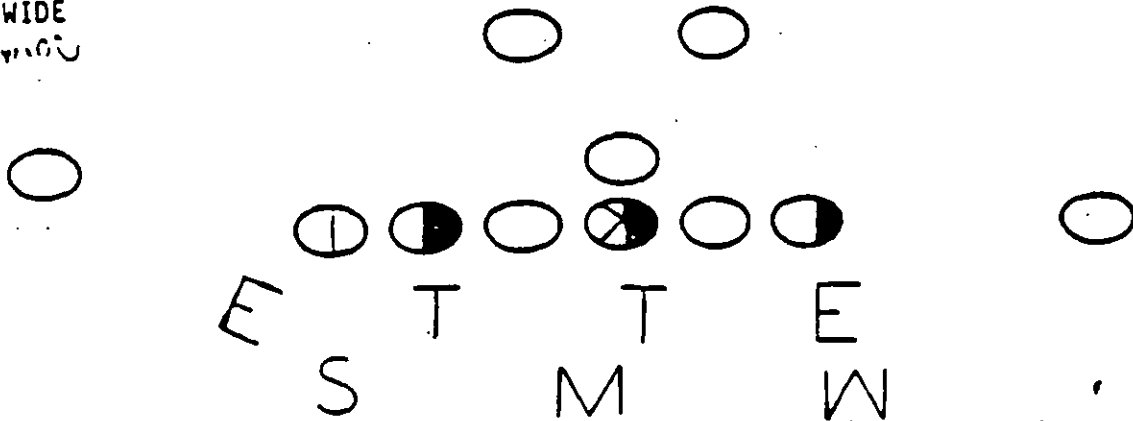
COACHING POINTS:



ING POINTS

COACHING POINTS:

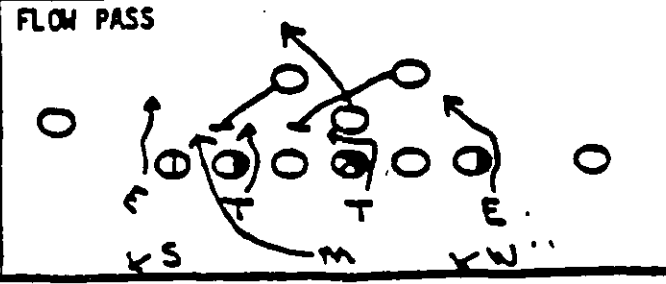
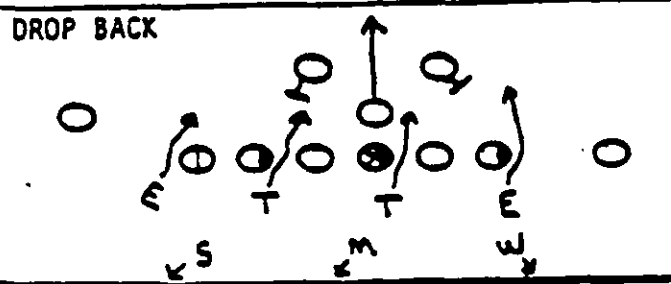
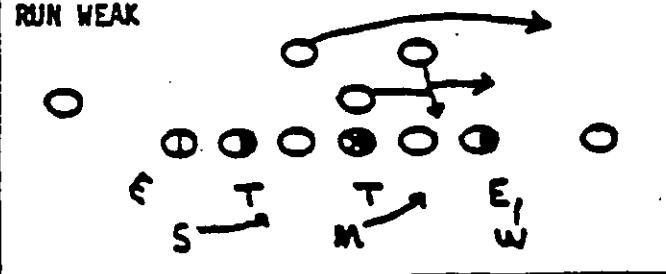
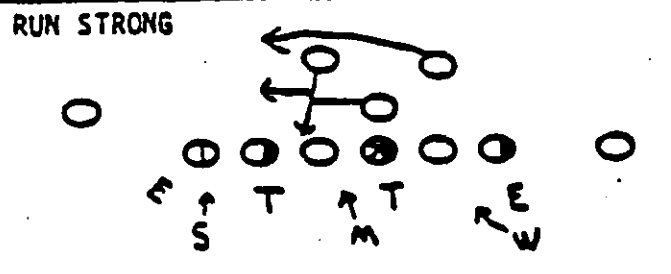
CANES WIDE



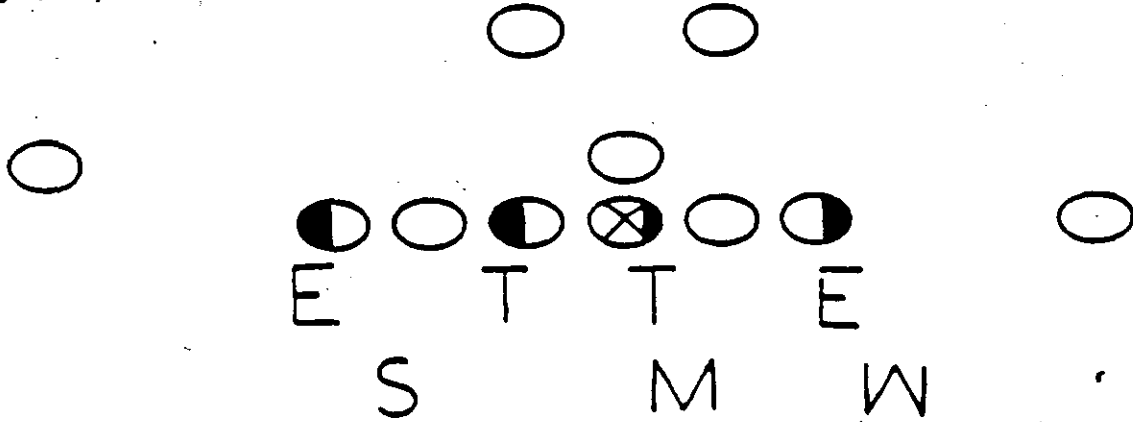
POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO 5 GAP	RUN AWAY TRAIL	PASS CONTAIN RUSH
RT. END	5	5	TIGHT END	ALLEY	TRAIL	CONTAIN RUSH
LT. END	8	8	TIGHT END	ALLEY	TRAIL	CONTAIN RUSH
RT. TACKLE	1	1	CENTER	1 GAP	1 GAP	INSIDE RUSH
LT. TACKLE	4	4	GUARD	3 GAP	3 GAP	INSIDE RUSH
SAM	60	60	NEAR BACK	5 GAP	FOLD 1 GAP STG.	COV. CALLED
MIKE	10 STRONG	10 STR	NEAR BACK	1 GAP	3 GAP TO BALL	COV. CALLED
WIL	50	50	NEAR BACK	ALLEY	3 GAP TO BALL	COV. CALLED

ADJUSTMENTS: TWO TITE: RIGHT END MOVES TO A 7 TECHNIQUE; WIL MOVES TO A 50.
 ONE BACK BALANCED: SAME AS TWO TITE.
 TRIPS: SECONDARY ADJUSTMENT, CHECK GAME PLAN.

COVERAGE CALLS: 3 AND PLAY IT; 2 SWITCH CHECK 3, 2 CHECK 3/6, 2 AND PLAY IT.
 MOTION: HANDLED BY SECONDARY.



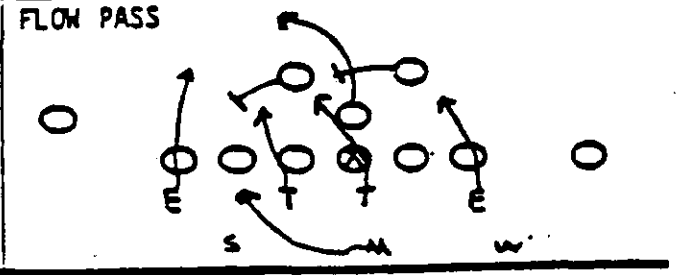
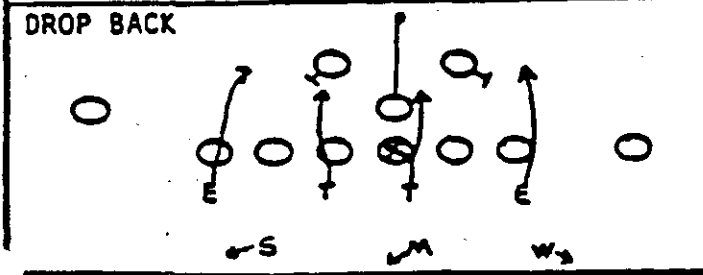
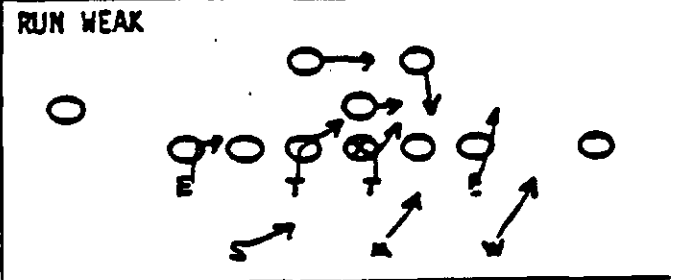
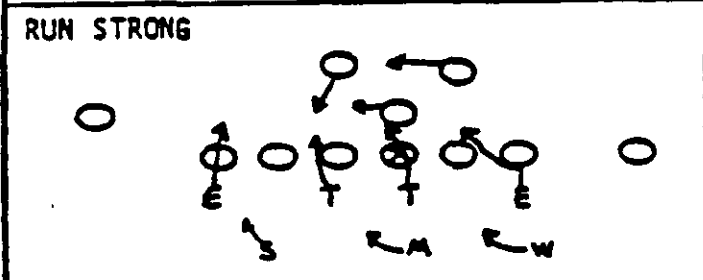
GAMES /



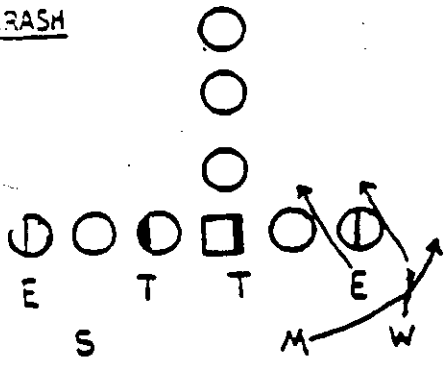
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	5	5	TACKLE	5 GAP	TRAIL	CONTAIN
LT. END	9	9	TIGHT END	5 GAP TO ALLEY	TRAIL	CONTAIN
RT. TACKLE	1	1	CENTER	1 GAP	PURSUE	INSIDE RUSH
LT. TACKLE	3	3	GUARD	3 GAP	PURSUE	INSIDE RUSH
SAM	50	50	BACK KEY TACKLE	5 GAP TO ALLEY	CHECK 1 GAP PURSUE	COV. CALLED
MIKE	STACK 20	3	BACK KEY	3 GAP	CHECK 1 GAP PURSUE	COV. CALLED
WIL	60	6	BALL TO NEAR BACK	ALLEY	BALL, 3 GAP CUT BACK	COV. CALLED

ADJUSTMENTS: TWO TITÉ: RIGHT END MOVES TO A 7 TECHNIQUE; WIL MOVES TO A 50.
 ONE BACK: LINEBACKER ADJUSTMENT.
 TRIPS: SECONDARY ADJUSTMENT, CHECK GAME PLAN.

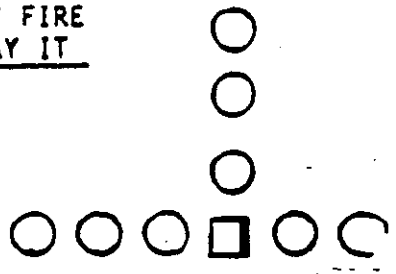
COVERAGE CALLS: 3 AND PLAY IT, 2 SWITCH CHECK 3, 2 CHECK 3/6, 2 AND PLAY IT.
 MOTION: HANDLED BY SECONDARY.



CRASH

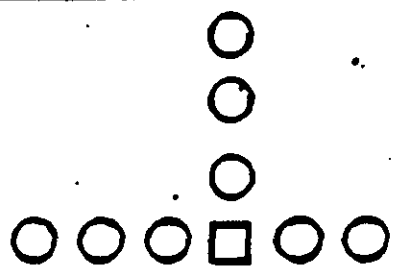
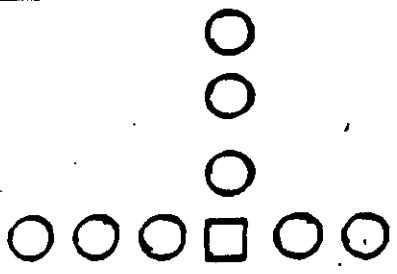


BOUNDARY FIRE
2 & PLAY IT



ING POINTS:

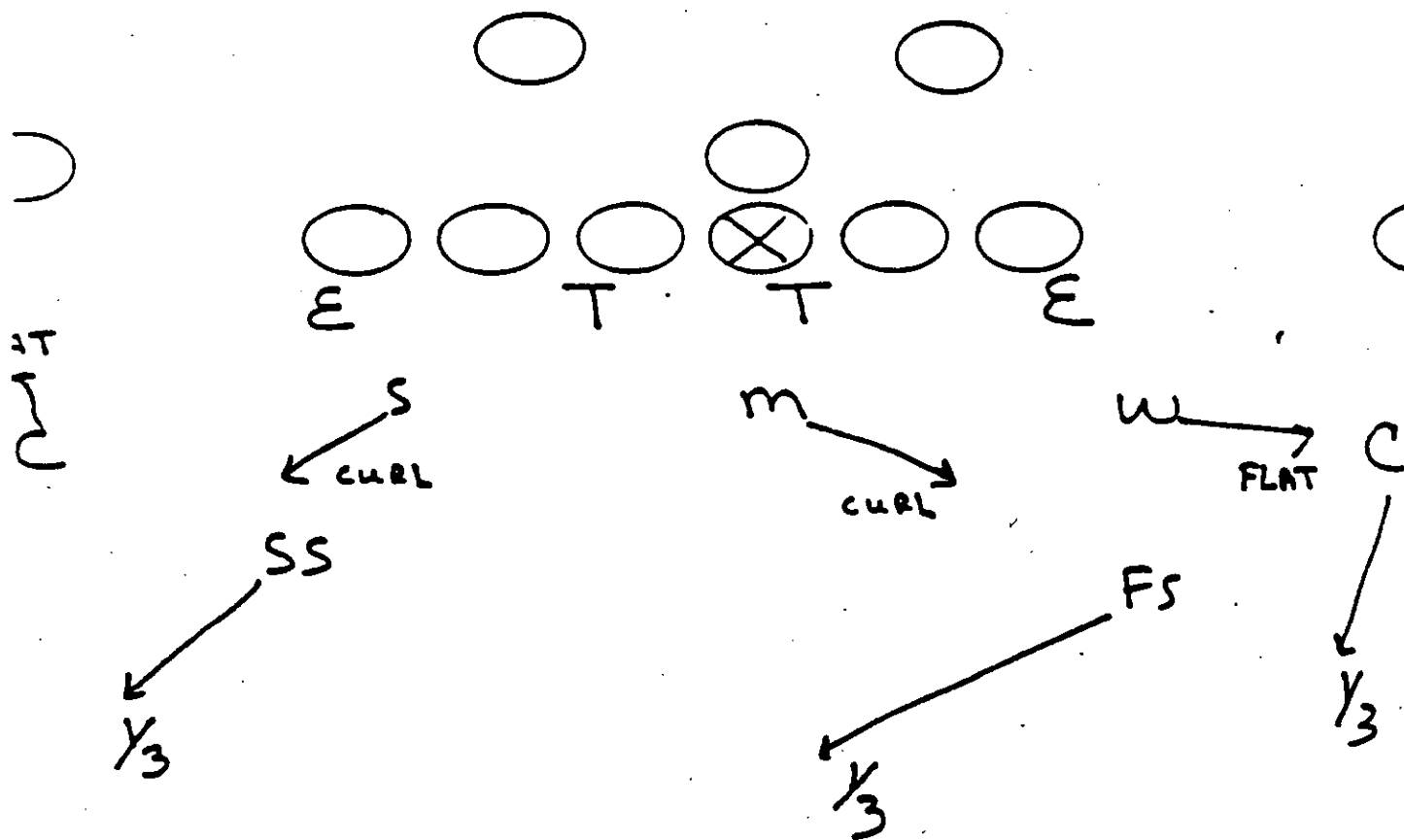
COACHING POINTS:



ING POINTS

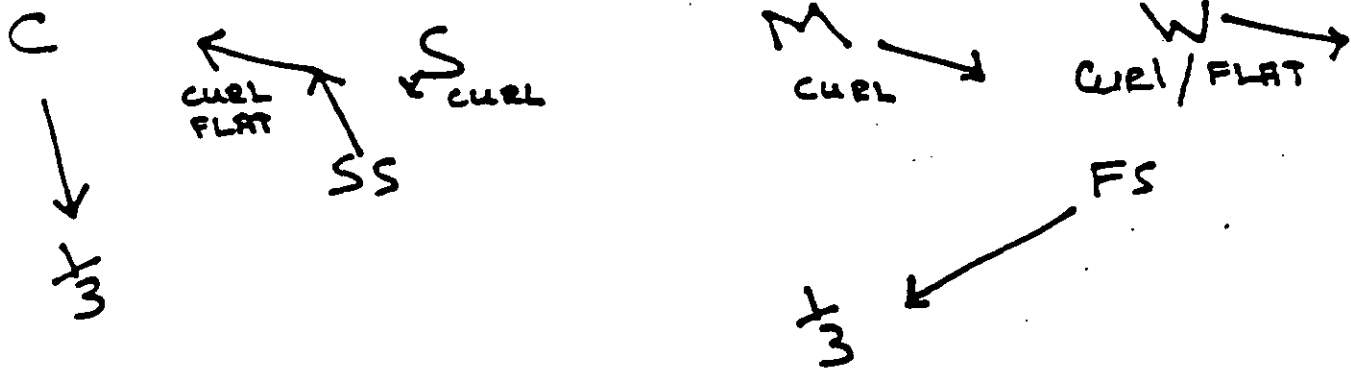
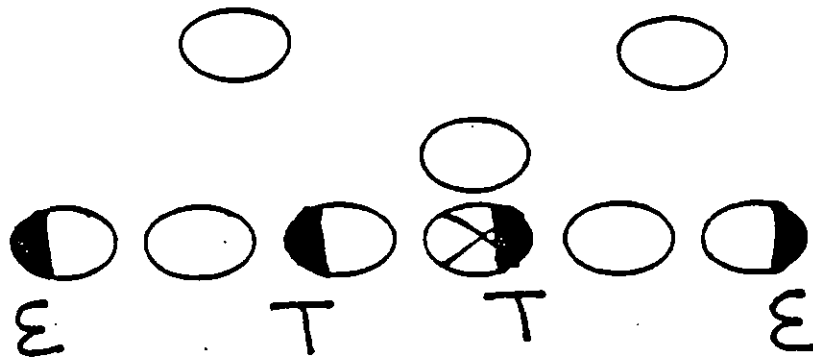
COACHING POINTS:

COVER 3 CLOUD

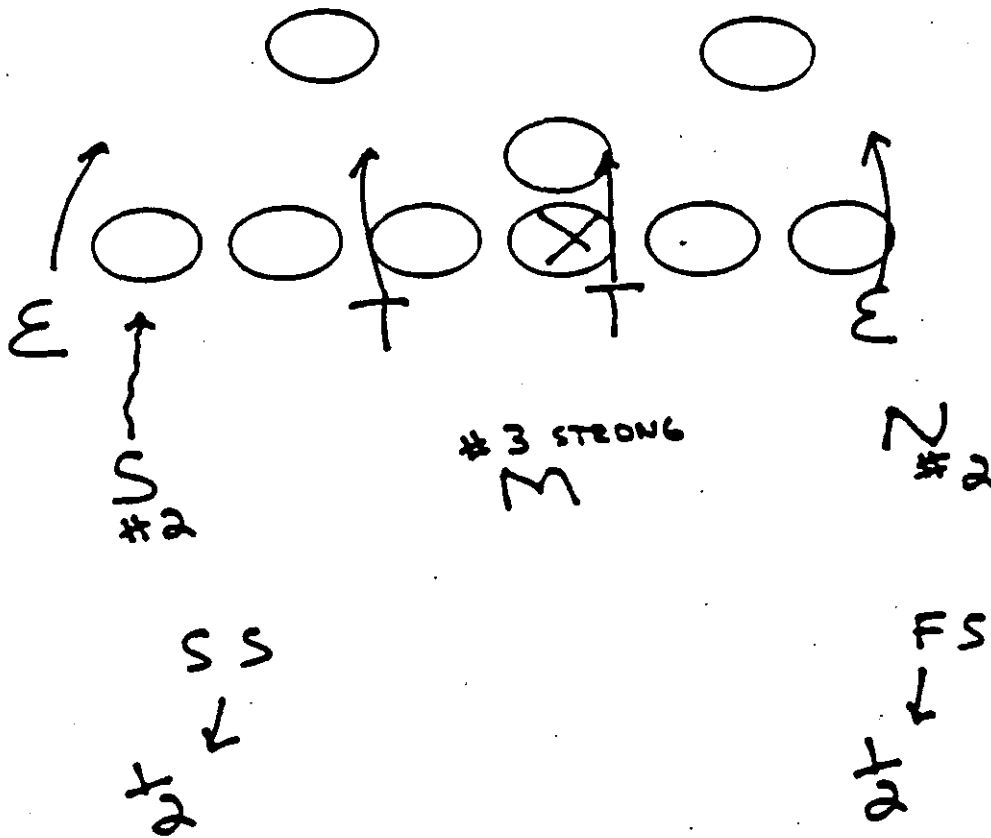


Cover 3 Cloud is a predetermined, 3 deep strong rotation coverage. The alignment will be a Cover 2 look, and then move to Cover 3 Cloud on the snap. The more the coverage looks like Cover 2 on alignment, the more effective it will be. On back motion to trips, Linebacker must cover down like Cover 2 rules.

COVER 3

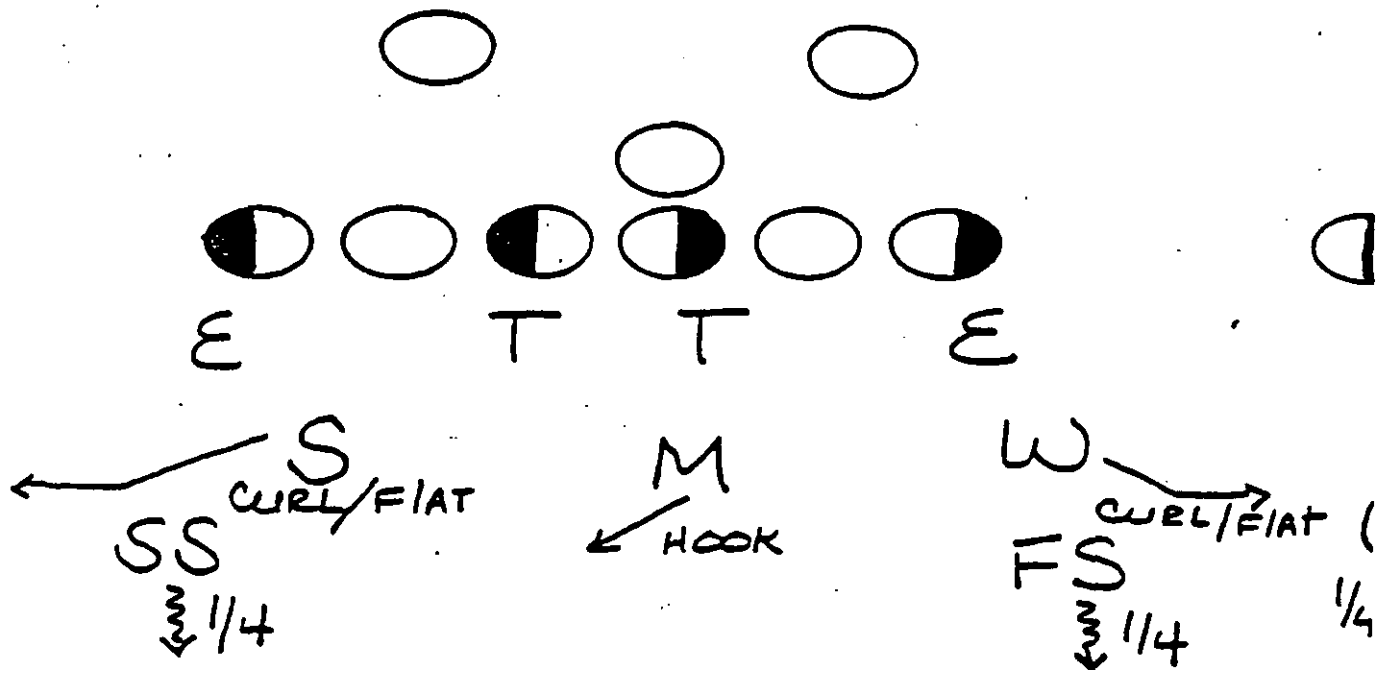


Cover 3 is a 3 deep strongside coverage. There are 3 deep zones with 4 short zones underneath. Strong Safety makes curl or flat call depending on game situation.



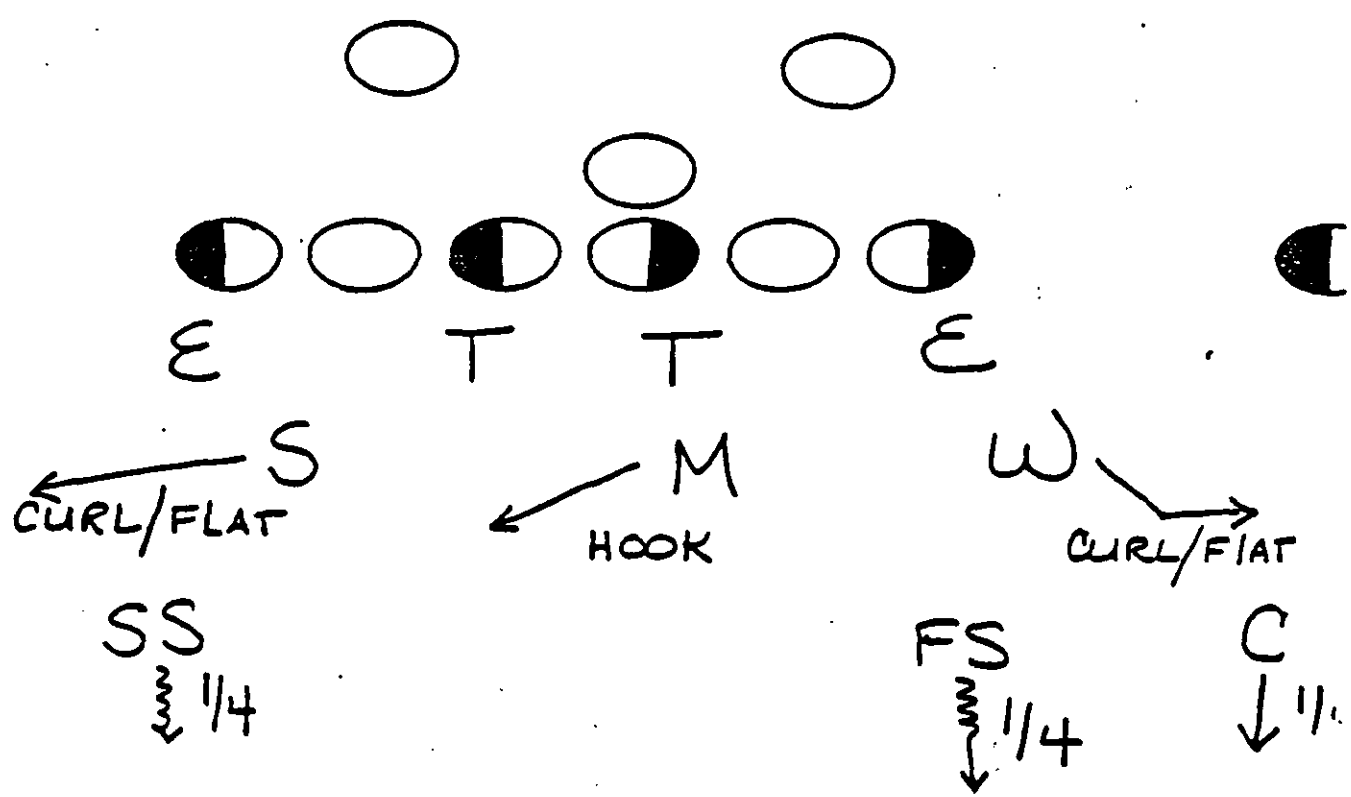
This is a 2 deep zone with 5 underneath man to man coverage. Safeties each play one-half of the field, and corners and linebackers play man to man with inside technique. Normally used with nickel package.

COVER-2 DOUBLE SWITCH FUNNEL



Cover 2 Double Switch Funnel is an adjustment off of Double Switch Coverage. The corners move to outside positions on #1 and invite inside releases by the wide-outs. Used inside the 15 yardline.

5
COVER 2 DOUBLE SWITCH

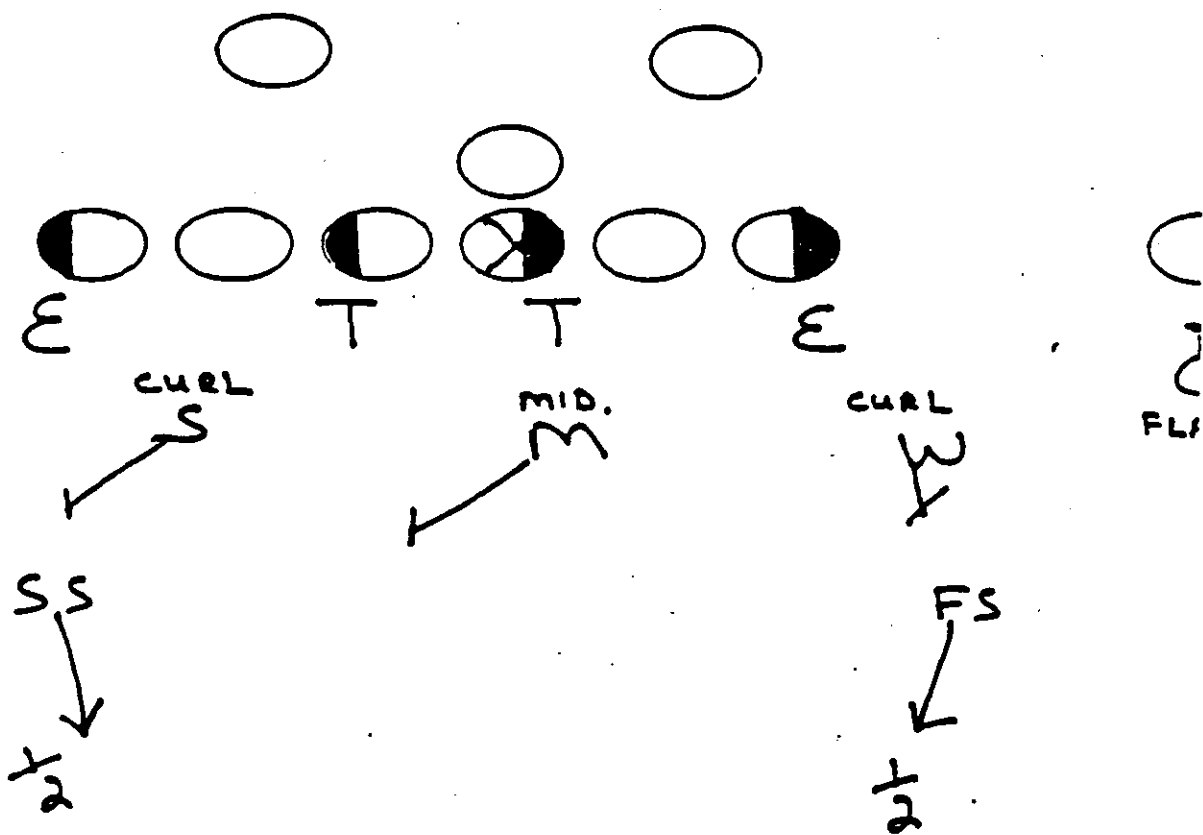


Cover 2 Double Switch is a double robber coverage. It is simply Cover 2 Switch played on both sides.

COVER 2

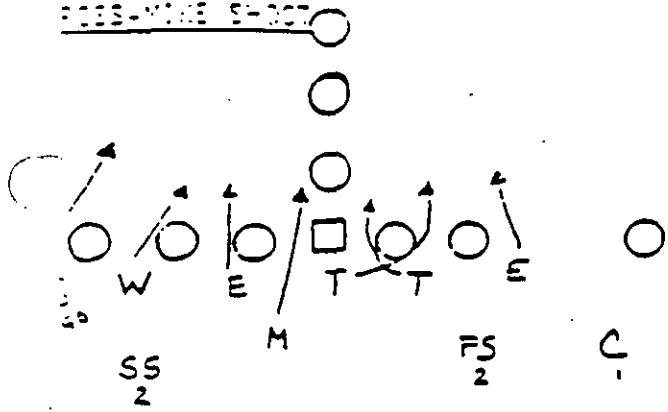
ALIGNMENT	KEY	RESPONSIBILITY
<u>SAM</u> 50 - 60	Back Uncovered Lineman Ball	Open strong wall off tight end while working to curl 10-12 yards. If tight end goes up, run with him. Be alert for #3 out strong.
<u>MIKE</u> 10 - 20	Back Uncovered Lineman Ball	Open strong, work to middle of field 10-12 yards deep. Check for back delays, screens. Drop Back: Look to wall, tight end. Play Action: Get depth. If #3 goes up strong, run with him.
<u>WILL</u> 60	Back Ball	Weakside curl 10-12 yards deep. If #2 goes up, run with him. Play Action away: Look for tight end cross.
<u>ST. CORNER</u> Outside position and 5 yards deep	#1 to Ball. See #2 & #3 for total picture.	Flat responsibility. Collision #1 and force him inside. Clue #2. If #2 is out, sink for post corner and break up on arm. If #2 is up, get depth and take away outside seam from #1.
<u>ST. SAFETY</u> On hash 12 yards deep	#2 to Ball. See #1 & #3 for total picture.	Deep $\frac{1}{2}$ responsibility. If #2 or #3 are up, maintain position and break on ball. If #2 is out and not #3, lean on #1.
<u>FREE SAFETY</u> On hash 12 yards deep	Ball through weakside lineman. See #1 & #2 for total picture.	Deep $\frac{1}{2}$ responsibility. If #2 is up, maintain position and break on ball. If #2 blocks or is out, lean on #1. Do not forget #2 or #3 strong.
<u>WK. CORNER</u> Outside position and 5 yards deep	#1 to Ball. See #2 & #3 for total picture.	Flat responsibility. Collision #1 and force him inside. Clue #2. If #2 is out, sink for post corner and break up on arm. If #2 is up, get depth and take away outside seam from #1. Play Action away: Lock on #1 - Dog technique.

COVER 2

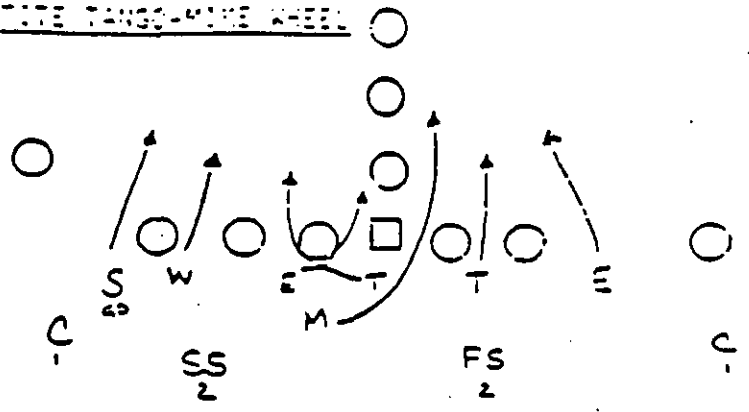


Cover 2 is a 2 deep, 5 short zone coverage. Both safeties are responsible for one-half of the field. The corners and linebackers are responsible for the 5 underneath zones.

POSS-MINE S-HOOT



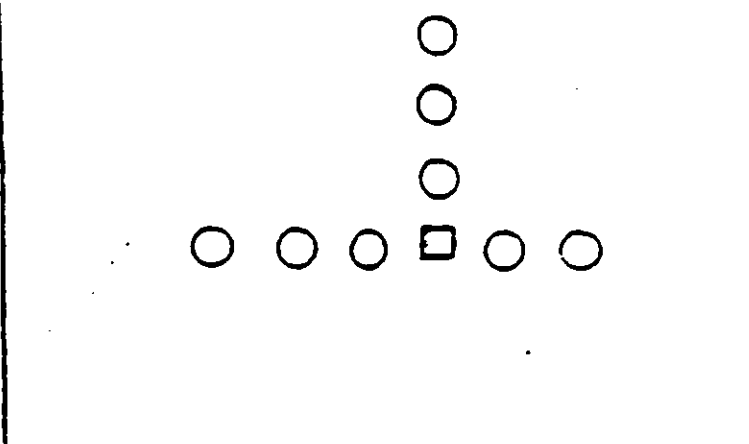
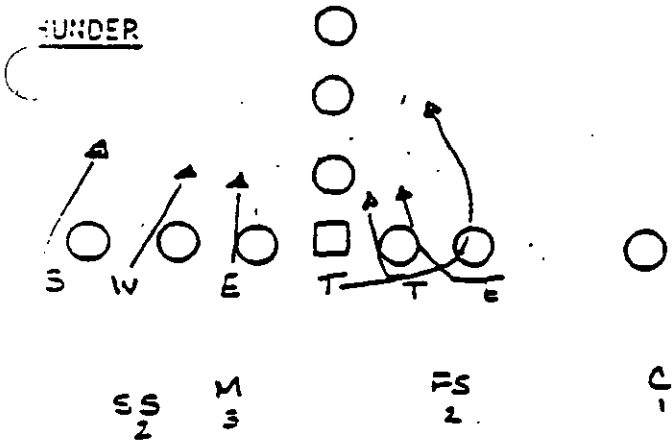
TITE TANGS-MINE WHEEL



ING POINTS:

COACHING POINTS:

UNDER



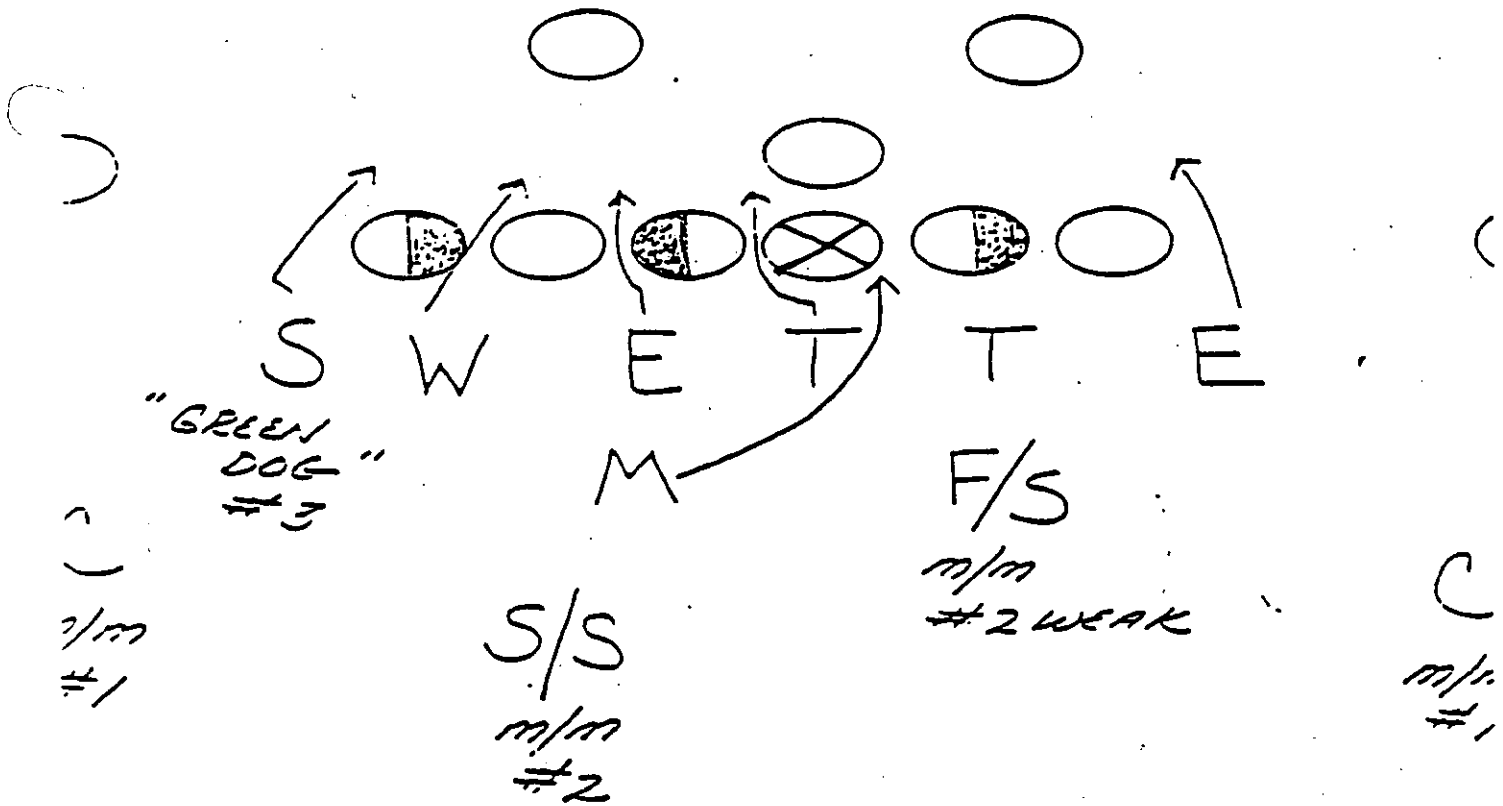
ING POINTS:

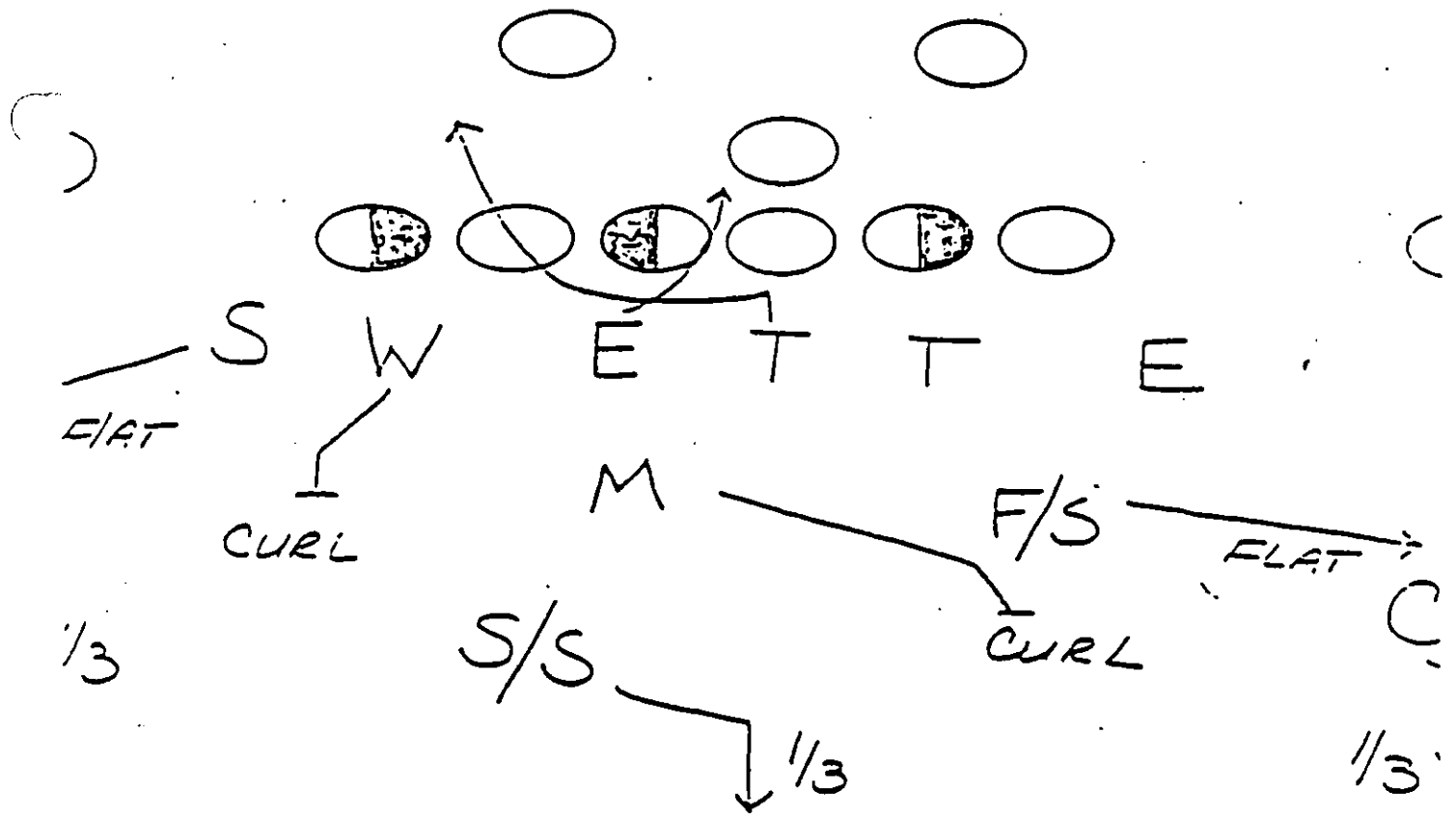
COACHING POINTS:

~~TITE~~ Bear Under

10 10 10 10 10

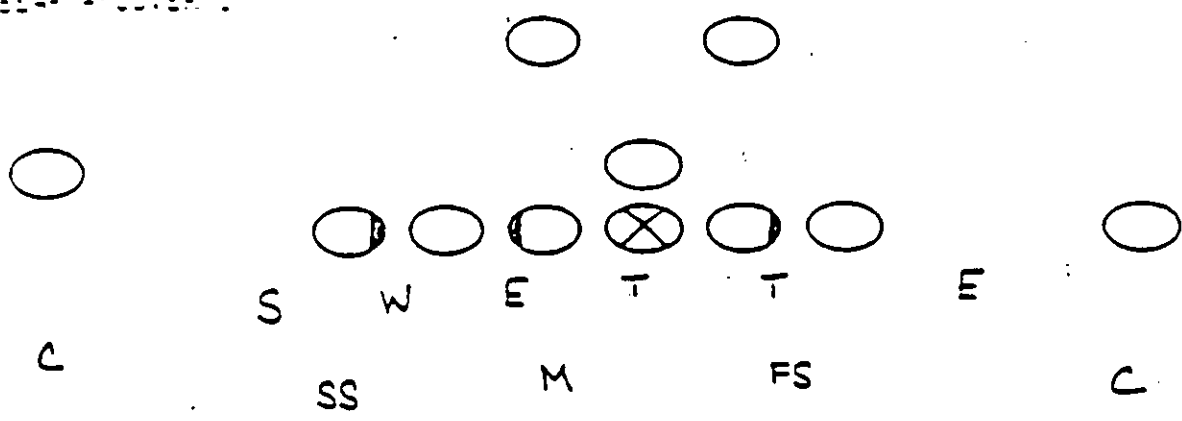
m SS





Cover zone is a coverage used with our Tite Bear front that gives us a 3 deep zone coverage. Used as a change up to tight Bear Blitz package.

TE BEAR - COVER 1



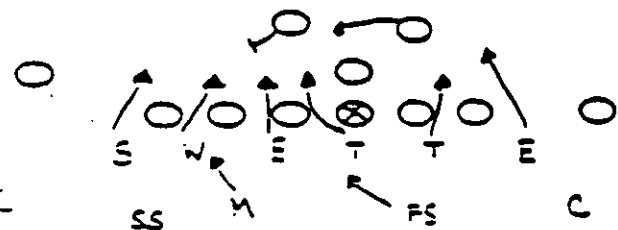
POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
. END	LOOSE 5	FB	BALL - TACKLE	ALLEY	TRAIL	CONTAIN
. END	LOOSE 3	RIP	BALL - GUARD	3 GAP	TRAIL	INSIDE
. TACKLE	LOOSE 3	RIP	BALL - GUARD	3 GAP	TRAIL	INSIDE
. TACKLE	0	FREE	BALL - CENTER	REACT	REACT	INSIDE
	8 TECH	GO	BALL - TE/HS	ALLEY	TRAIL	CONTAIN
DE	30	FILL	#3	FILL	SCRAPE	COV. CALLED
	7 TECH	HAMMER	BALL - TE	5 GAP SPILL	TRAIL	INSIDE-SCRAPE

ADJUSTMENTS: FS/WILL HANDLE ALL BACK MOTIONS AND ADJUSTMENTS. DB'S WILL HANDLE ALL RECEIVER MOTIONS (ROCKET, ZIP, TIM, ETC.)

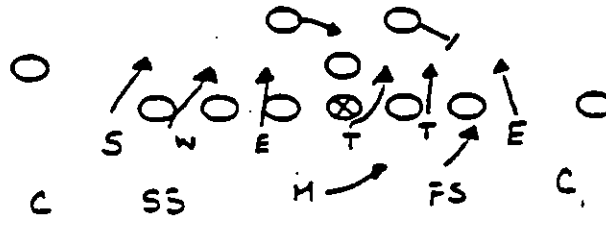
- ALIGNS 40, 5 YDS DEEP. SS - INSIDE SHADE OF TE-7 YDS. CS'S-INSIDE SHADE, 8YDS

VERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.

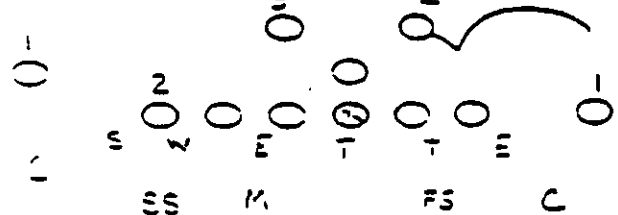
STRONG



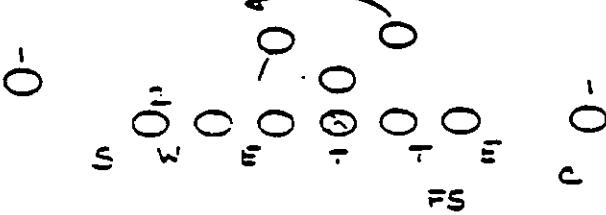
RUN WEAK



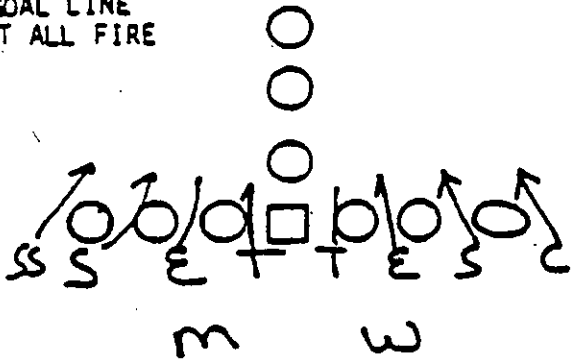
OF BACK



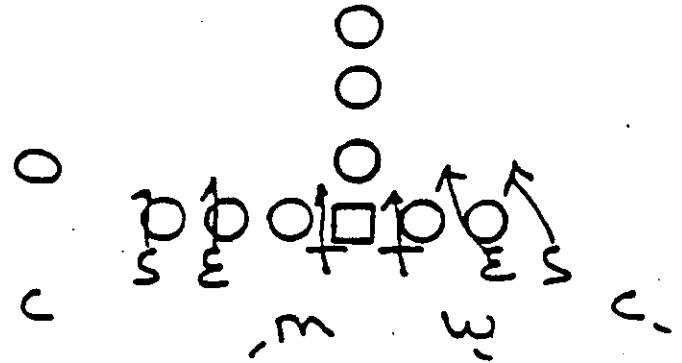
FLOW PASS



GOAL LINE
GUT ALL FIRE



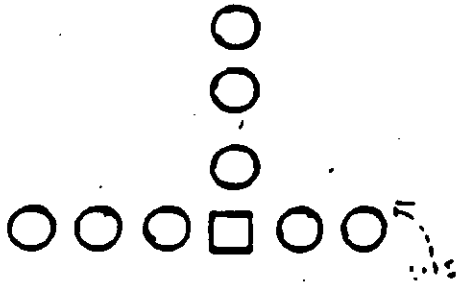
COACHING POINTS:



1 TIGHT END ADJUSTMENT - GAP CRASH

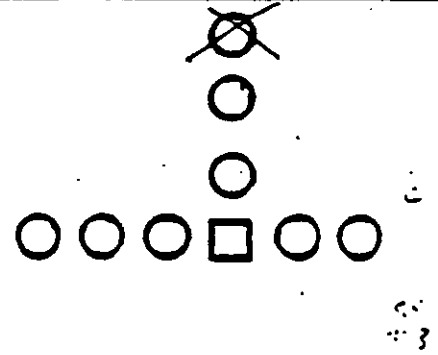
COACHING POINTS:

7. 5 2 16



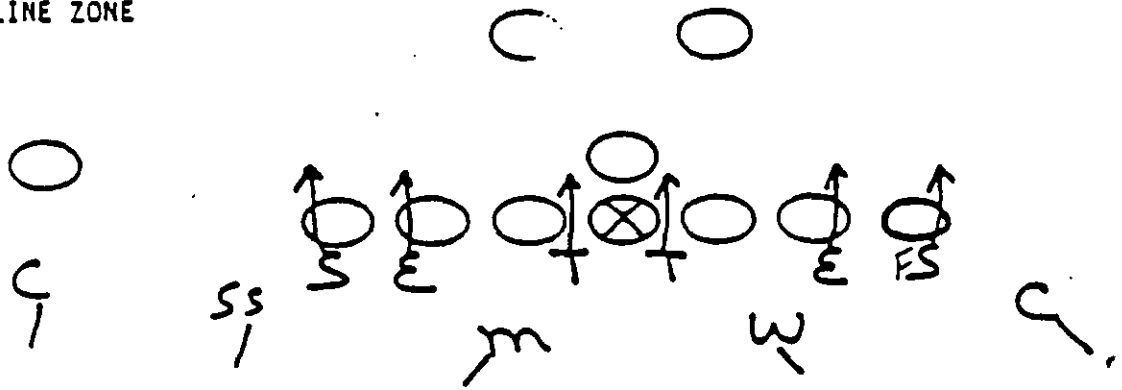
COACHING POINTS

7. 5 2 16



COACHING POINTS:

GOAL LINE ZONE

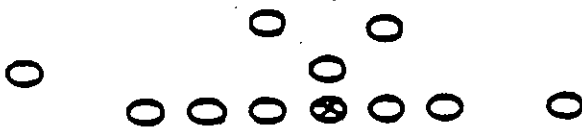


POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO	RUN AWAY	PASS
RT. END	5	5	TACKLE	5 GAP	PURSUE	CONTAIN RUSH
LT. END	5	5	TACKLE	5 GAP	PURSUE	CONTAIN RUSH
RT. TACKLE	1 GAP	1 GAP	BALL	1 GAP	PURSUE	INSIDE RUSH
LT. TACKLE	1 GAP	1 GAP	BALL	1 GAP	PURSUE	INSIDE RUSH
SAM	9	9	TIGHT END STRONG	5 GAP TO ALLEY	PURSUE	CONTAIN RUSH
MIKE	30	30	NEAR BACK	3 GAP	CHECK 3 GAP PURSUE	COV. CAL
WIL	9	9	TIGHT END WEAK	5 GAP TO ALLEY	PURSUE	COV. CALLED
BACKER	30	30	NEAR BACK	3 GAP	CHECK 3 GAP PURSUE	CONTAIN RUSH

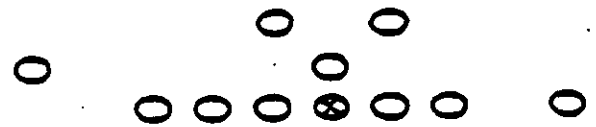
ADJUSTMENTS:

COVERAGE CALLS:

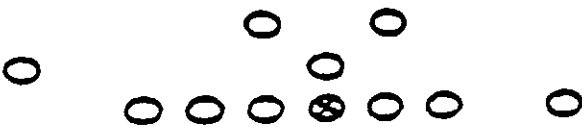
RUN STRONG



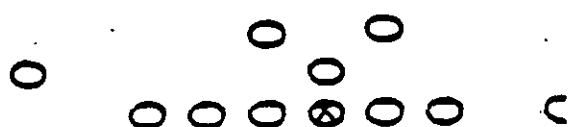
RUN WEAK



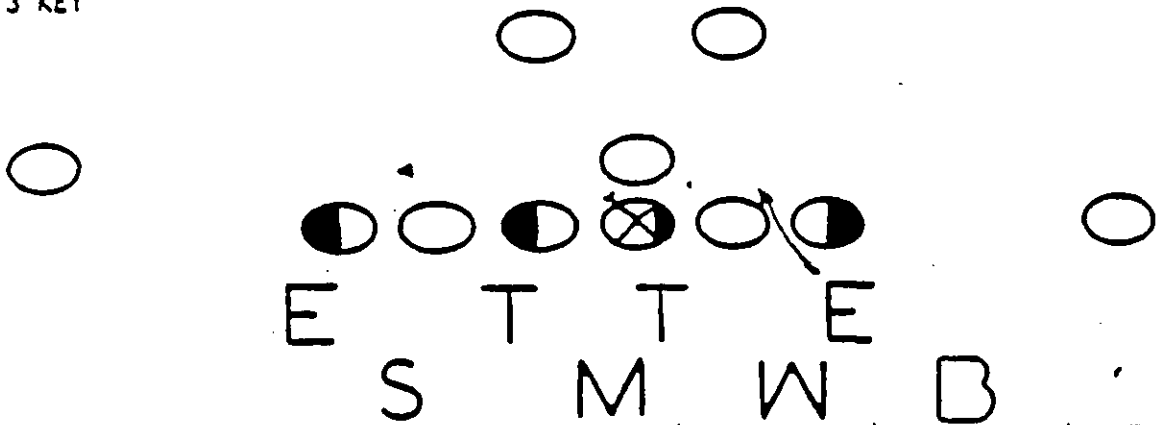
DROP BACK



FLOW PASS



STACK 3 KEY

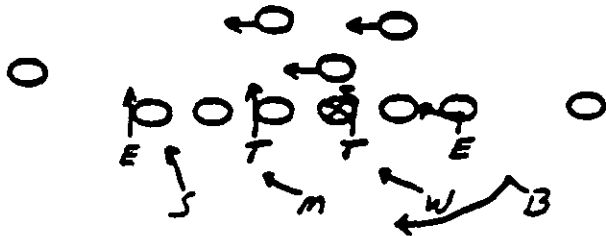


POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO 5 GAP	RUN AWAY TRAIL	PASS CONTAIN RUSH
RT. END	5	5				
LT. END	9	9	TIGHT END	5 GAP TO ALLEY	TRAIL	CONTAIN RUSH
RT. TACKLE	1	1	CENTER	1 GAP	PURSUE	INSIDE RUSH
LT. TACKLE	3	3	GUARD	3 GAP	PURSUE	INSIDE RUSH
SAM	50	50	BACK KEY THRU TKL	5 GAP TO ALLEY	CHECK 1 GAP PURSUE	COV. CALLED
MIKE	10 STRONG	1	BACK KEY	1 STRONG	CK.1; PURSUE	COV. CALL
WIL	40 WEAK	4	BACK KEY	3 GAP	CK.3; PURSUE	COV. CALLED
X-BACKER	60	6	BALL TO NEAR BACK	ALLEY	BALL, CUTBACK	COV. CALLED

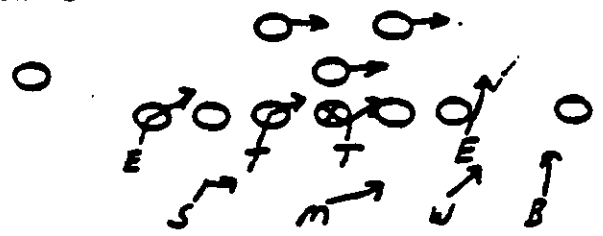
ADJUSTMENTS: TWO TITE: LINEBACKERS ALIGN NORMAL CANES ALIGNMENT; X-BACKER ADJUSTS TO 2nd TE; ALIGNS 9 TECH, ALSO HANDLES TIM MOTION.
 ONE BACK: LINEBACKERS ADJUST.
 TRIPS: SECONDARY AND LINEBACKERS ADJUST; CHECK GAME PLAN.

COVERAGE CALLS: 3 KEY

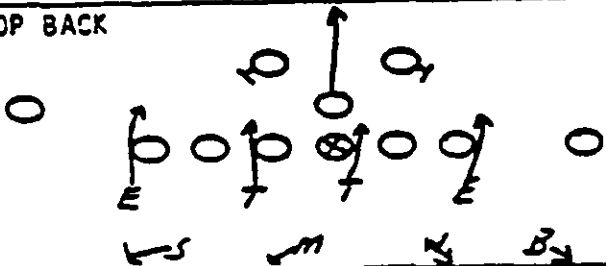
RUN STRONG



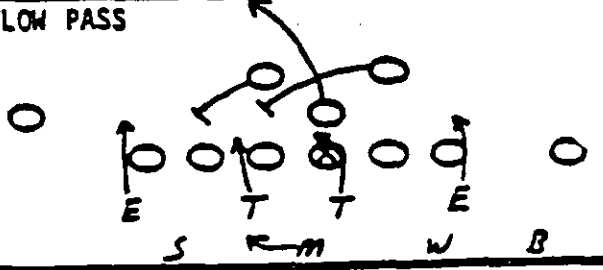
RUN WEAK



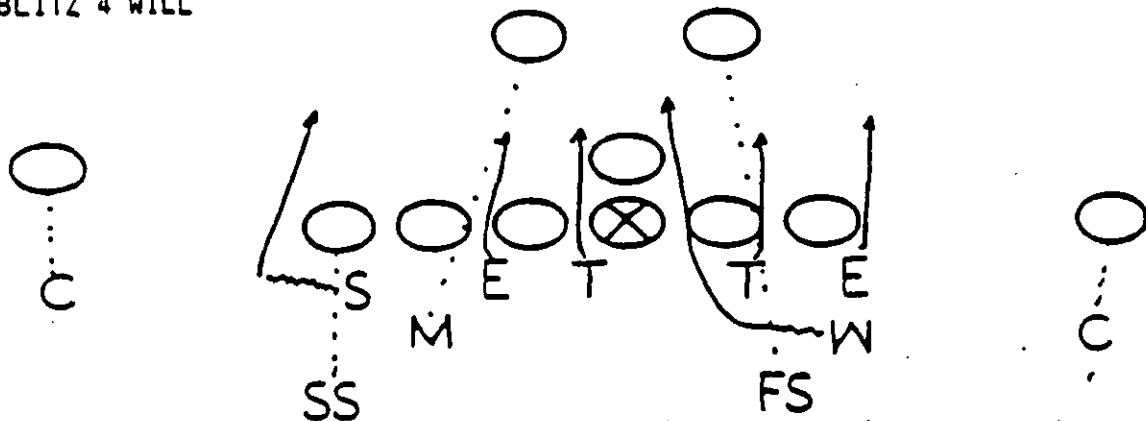
DROP BACK



FLOW PASS



TITE BLITZ 4 WILL

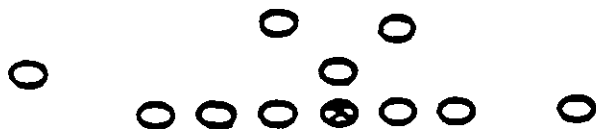


POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO 5 GAP	RUN AWAY PURSUE	PASS CONTAIN
RT. END	5	RIP	TACKLE	5 GAP	PURSUE	CONTAIN
LT. END	3	RIP	GUARD	3 GAP	SQUEEZE	INSIDE
RT. TACKLE	3	RIP	GUARD	3 GAP	SQUEEZE	INSIDE
LT. TACKLE	1	RIP	CENTER	1 GAP	SQUEEZE	INSIDE
SAM	9	LOOSEN TO 8 RUSH	TIGHT END	ALLEY	SQUEEZE CUT BACK	CONTAIN
MIKE	50	MAN	3 STRONG	5 GAP	PURSUE	3 ST
WIL	30	BLITZ	BALL	1 GAP WK	1 GAP WK	BLITZ

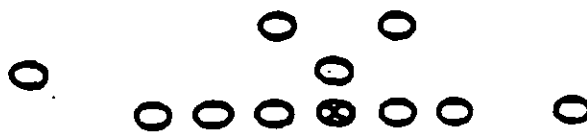
ADJUSTMENTS: MOTION: MAN ADJUSTMENTS.
 2 TE's: MAN ADJUSTMENTS.
 TRIPS: MAN ADJUSTMENTS.

COVERAGE CALLS: 4

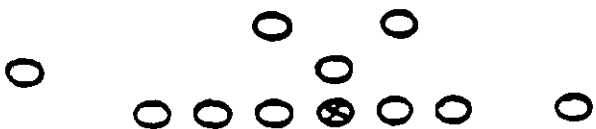
RUN STRONG



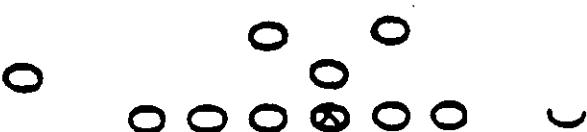
RUN WEAK



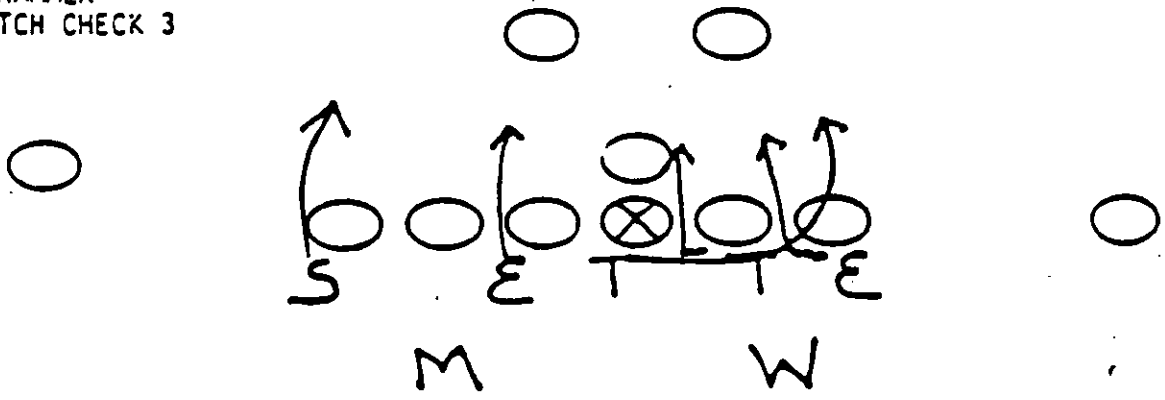
DROP BACK



FLOW PASS



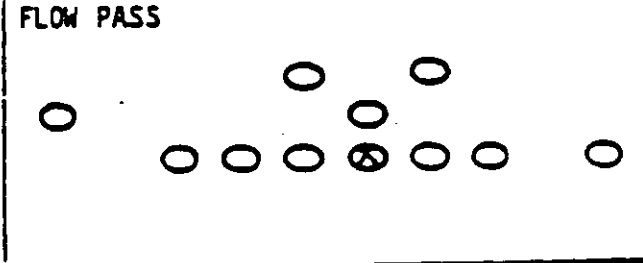
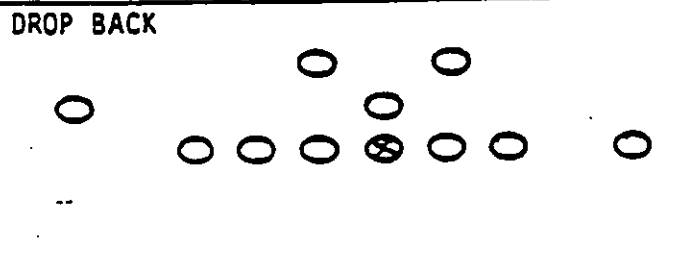
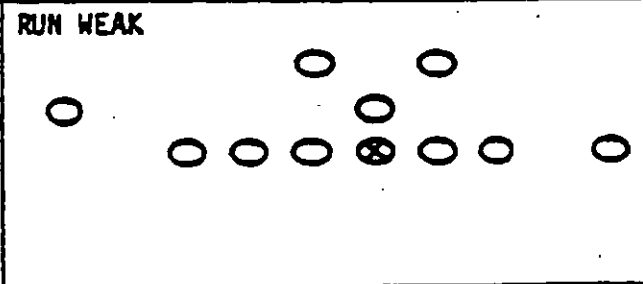
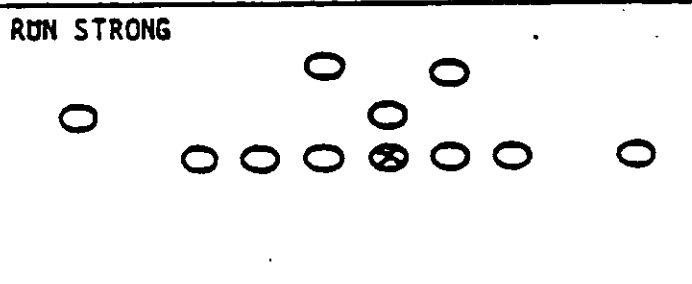
TITE HAMMER
2 SWITCH CHECK 3



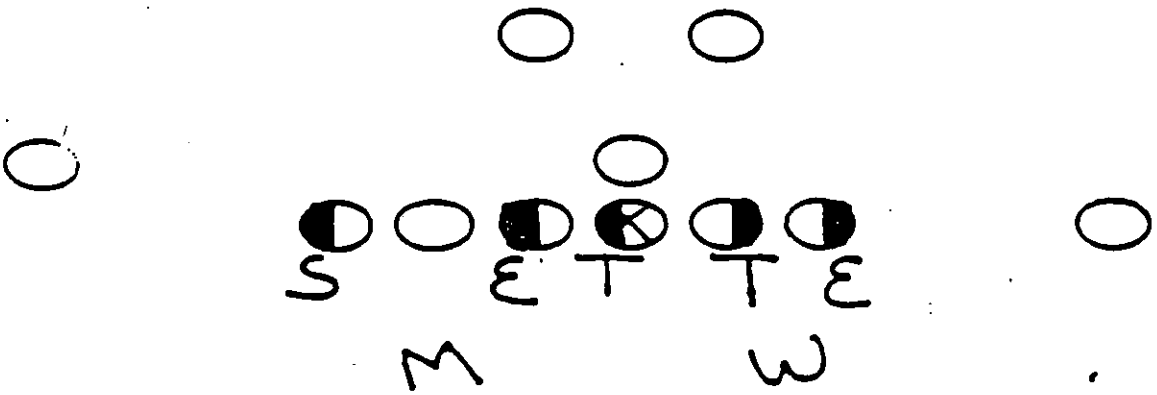
POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO	RUN AWAY	PASS
RT. END	5	5	TACKLE	5 GAP	SQUEEZE	CONTAIN
LT. END	3	GAP	GUARD	1 GAP	SQUEEZE	INSIDE
RT. TACKLE	3	3	GUARD	3 GAP	SQUEEZE	INSIDE
LT. TACKLE	1	TWIST	CENTER	3 GAP	SQUEEZE	CONTAIN
SAH	9	9	TIGHT END	ALLEY	SQUEEZE CUT BACK	COV. CALLI
MIKE	50	5	TACKLE	5 GAP	PURSUE	COV. CALLI
WIL	30	30	BACK	1 GAP	PURSUE	COV. CALLI

ADJUSTMENTS: MOTION: SECONDARY ADJUSTMENTS.
 2 TE's: 5 TECHNIQUE END MOVES TO 7 TECHNIQUE.
 TRIPS: SECONDARY ADJUSTMENTS.

COVERAGE CALLS: 2 SWITCH CHECK 3.



TITE

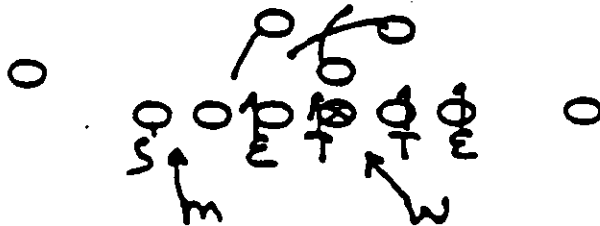


POSITION	ALIGN.	TECH.	KEY TACKLE	RUN TO	RUN AWAY	PASS
RT. END	5 TECH	5		5 GAP-ALLEY	TRAIL	CONTAIN
LT. END	3 TECH	3	GUARD	3 GAP	TRAIL	CONTAIN
RT. TACKLE	3	3	GUARD	3 GAP	SQUEEZE	INSIDE
LT. TACKLE	1	1	CENTER	1 GAP	SQUEEZE	INSIDE
SAM	9	9	TIGHT END	ALLEY	SQUEEZE CUT BACK	RUSH OR COV. CALL
MIKE	50	5	BACK	5 GAP	1 GAP WK	COV. C.
WIL	30	3	BACK	1 GAP-ALLEY	1 GAP	COV. CALL

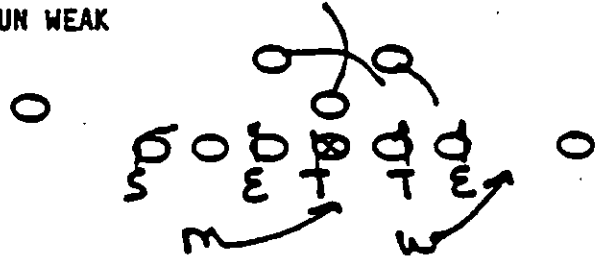
ADJUSTMENTS: 2 TE's: NORMAL 7 TECHNIQUE ADJUSTMENT BY END AND WILL.

COVERAGE CALLS: 2/3; 25/3; 4 - WILL, FREE SAFETY, CORNER; 5 - SNAKE..

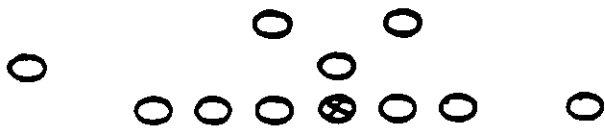
RUN STRONG



RUN WEAK



DROP BACK



FLOW PASS

